



# Cognition

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PSYC 2040

L6: Information Processing

Part 1



# logistics: midterm + monthly quiz

## practice assessment 1

- multiple-choice + short answers
- available on Canvas
- will post answer keys next week

## monthly quiz

- available from Friday (Feb 23) to Tuesday (Feb 27) midnight
- open-book, Canvas
- 1 hour time limit

## review sessions

- Monday (Feb 26), 7-9 pm
- Thursday (Feb 29), 8-10 pm
- Kanbar 200

## midterm

- March 1
- in-person
- Canvas quiz + handwritten short answer
- closed-book

# recap



- what we covered:
  - precursors to behaviorism
  - flavors of behaviorism (Watson, Tolman, Skinner, Hull)
  - associations and behaviorism today
- your to-dos were:
  - *finish*: L5 quiz + writing assignments
  - *read*: L6 (information processing) chapter

# today's agenda

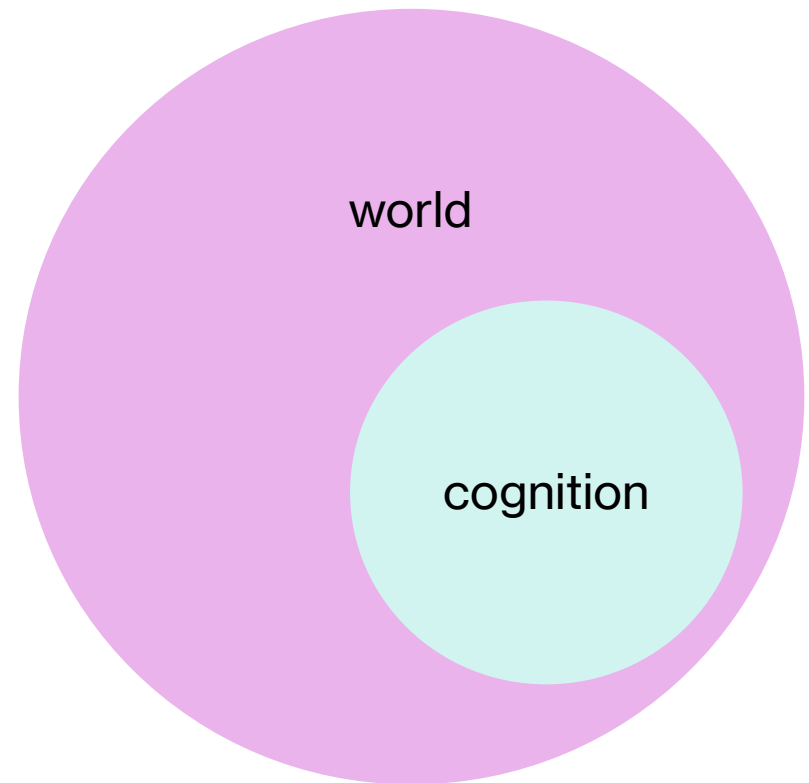
- the four R(evolution)s
- Donders' processing stages
- PRP effect

# behaviorism's aftermath

- behaviorism emphasized the relationship between **stimulus and response**, with the goal of **controlling and predicting behavior**
- the emphasis was more on **how different stimuli directly lead to specific responses** and **less on the internal processes** that bridge that gap
- not all behaviorists thought the same way...Tolman argued that **internal drives and representations** were critical to understanding behavior
- the “radical” form of behaviorism slowly started to fall out of favor, and more and more scientists began to embrace “**cognitive**” aspects of behavior

# cognition and the four Revolutions

- the study of **cognition** has a bidirectional relationship with the **world** and its events
- several important **events** shaped how we think/thought about **cognition**
  - industrial revolution
  - technological revolution
  - digital revolution
  - “cognitive” revolution



# the timeline so far

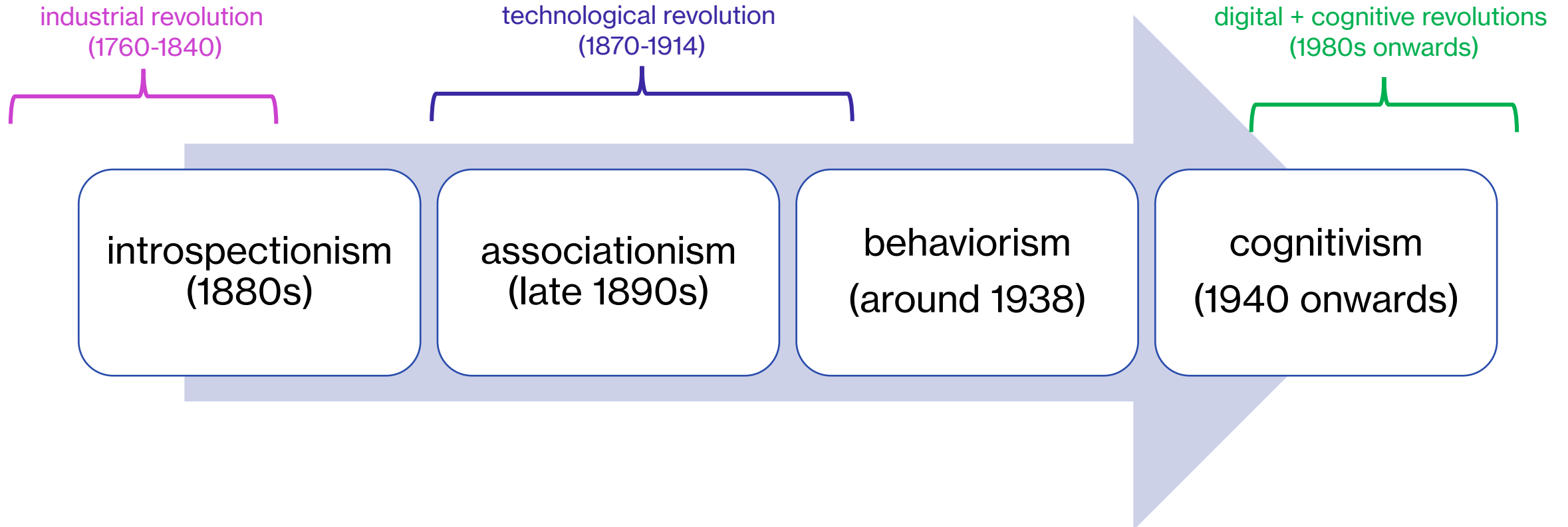
introspectionism  
(1880s)

associationism  
(late 1890s)

behaviorism  
(around 1938)

cognitivism  
(1940 onwards)

# the timeline so far

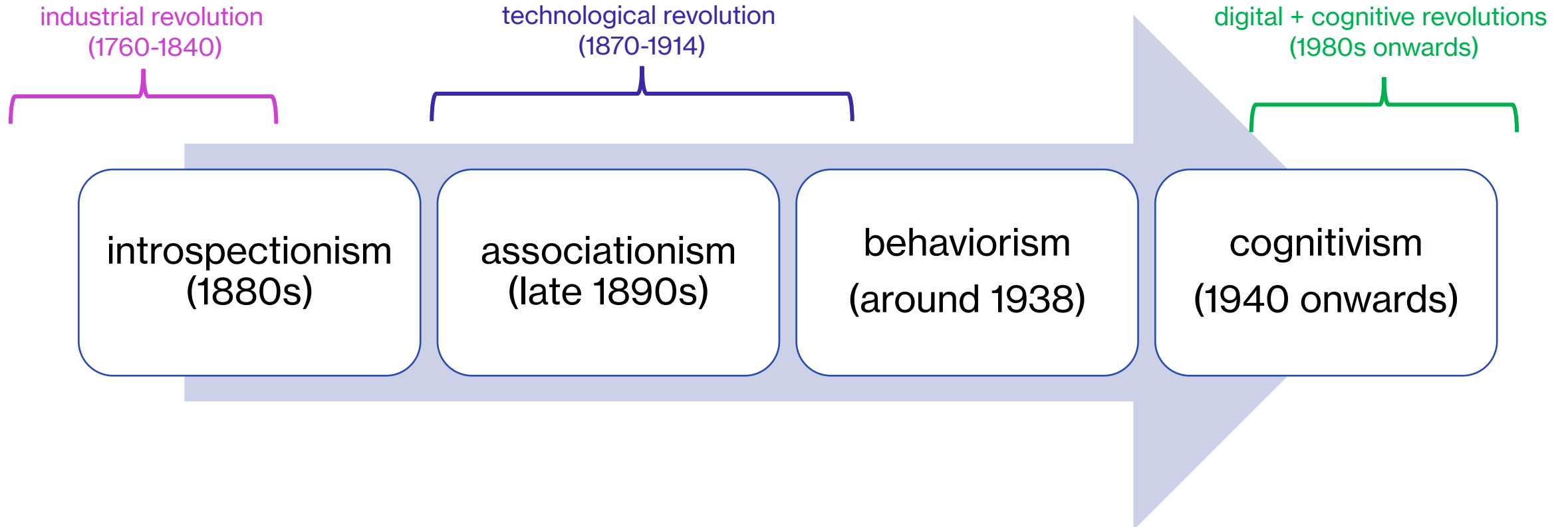




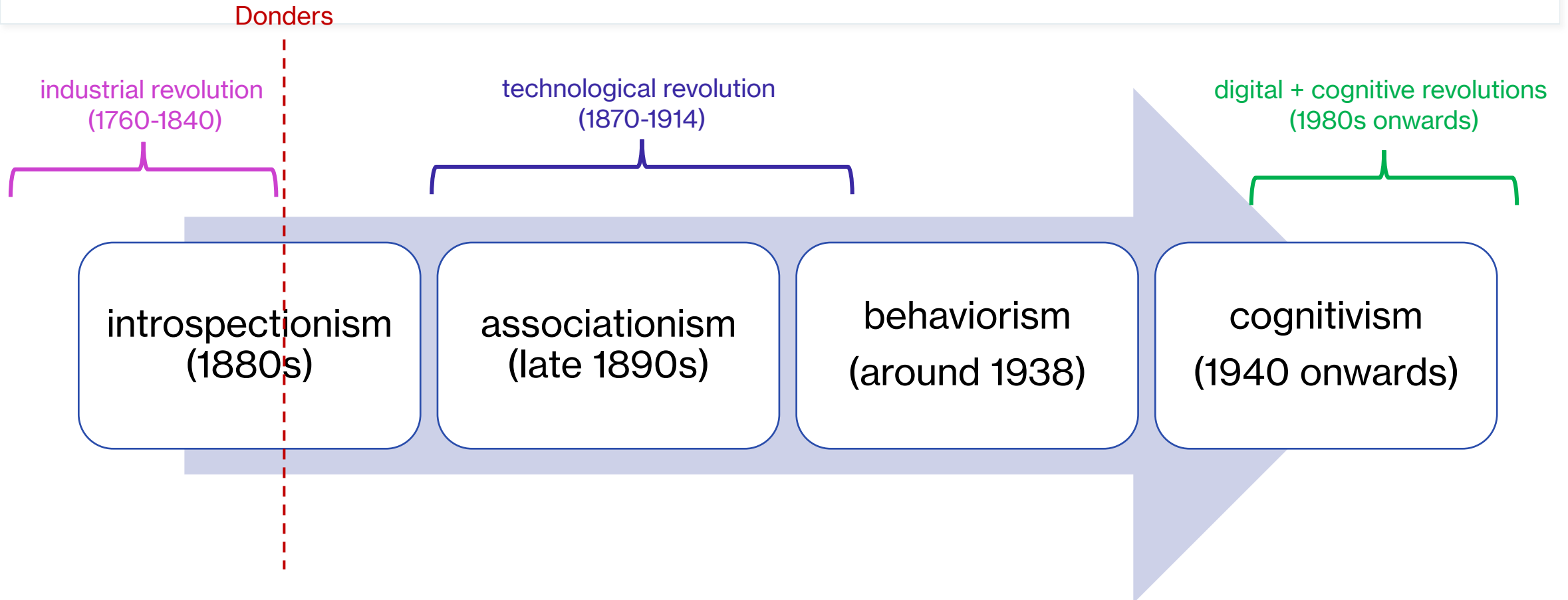
# cognition and metaphors

- **metaphors** have been used as a tool to explain **cognition**
  - what are some metaphors we've already encountered?
- the revolutions brought along **newer metaphors**
  - industrial: **cognition = assembly line**
    - Donder's processing stages
  - technological: **cognition = telephone network**
    - Shannon's information theory
  - digital: **cognition = computer**
    - highly prevalent even today
  - broadly: **cognition = machine**
    - possibly reductive, but also extremely useful

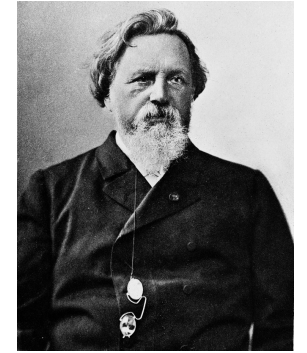
# the timeline so far



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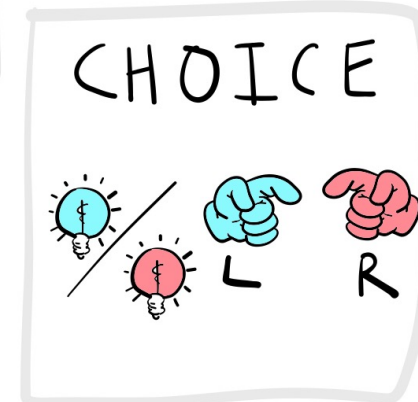
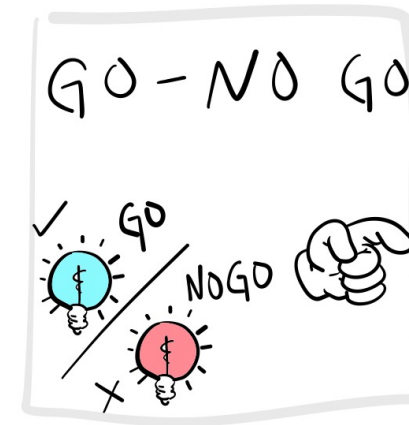
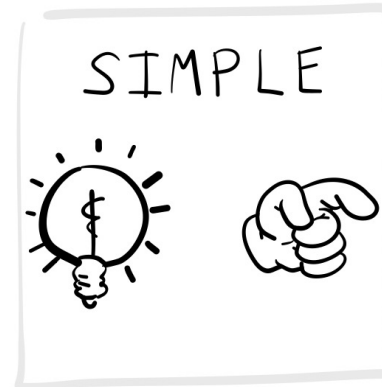
# Donders' processing stages



- key idea: there are individual stages of cognitive processing
- Donders attempted to identify these stages and estimate the time to complete each stage
- Donders used mental chronometry for this work:
  - where else have we seen this before?
- he conducted reaction-time experiments with various types of stimuli
- two main questions
  - do different sense organs have different “physiological times”?
  - do more complex tasks require additional “mental time”?

# Donders: **levels** of complexity

- **simple** reaction time task
  - present stimulus (e.g., light) and record time taken to detect it
- **go-no go** task
  - present stimulus, ask to respond only for some trials (go) and not others (no go)
  - record time taken to respond on “go”
- alternative forced-**choice** task (AFC)
  - present many stimuli, respond with specific response (e.g., blue: left, red: right)
  - record time taken to respond

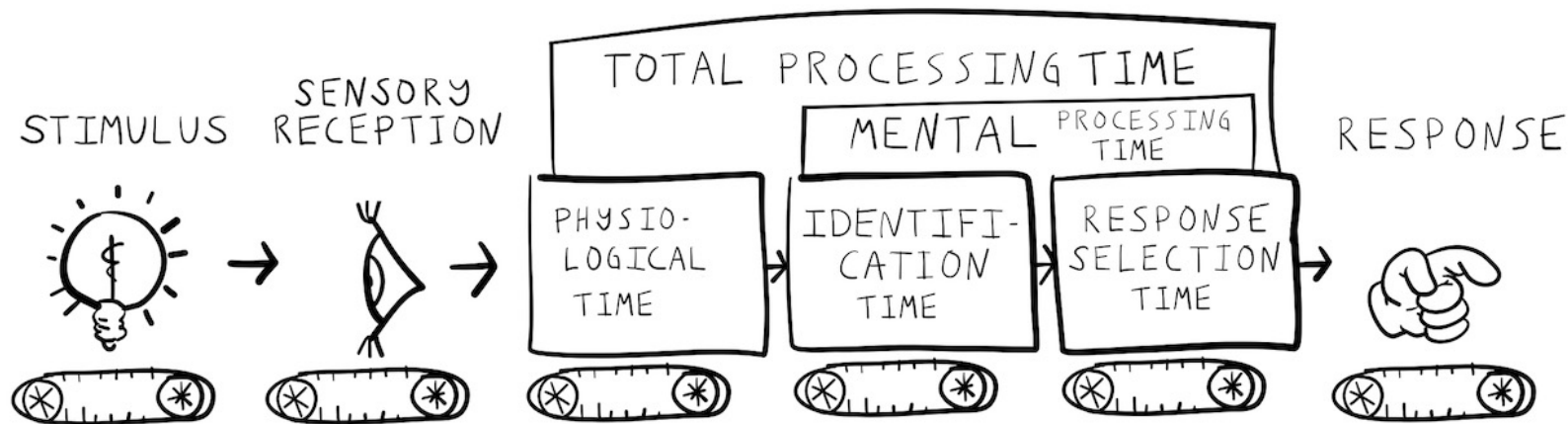


# activity: classify the tasks!

- In groups, do the following tasks and classify them as simple reaction-time, go/no-go, or forced alternative choice
  - [Group 1: Stroop task](#)
  - [Group 2: Impulsive response task](#)
  - [Group 3: Lexical decision task](#)
  - [Group 4: Sustained attention to response task](#)
  - [Group 5: Wisconsin Card Sorting task](#)
  - [Group 6: Self-paced reading](#)
- debrief: describe the task to the class and how you classified it

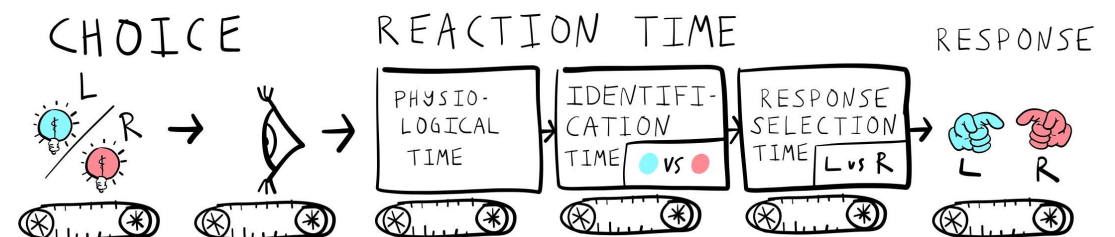
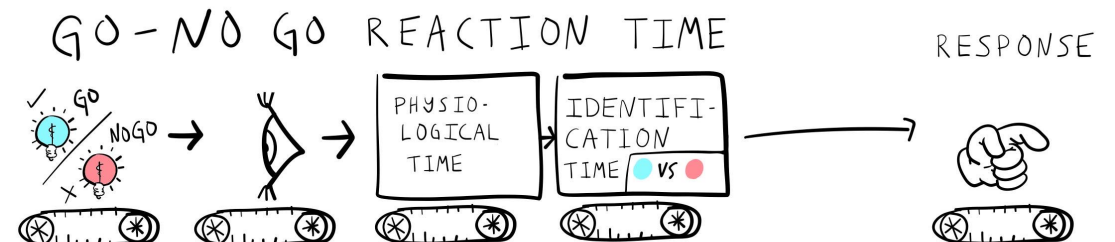
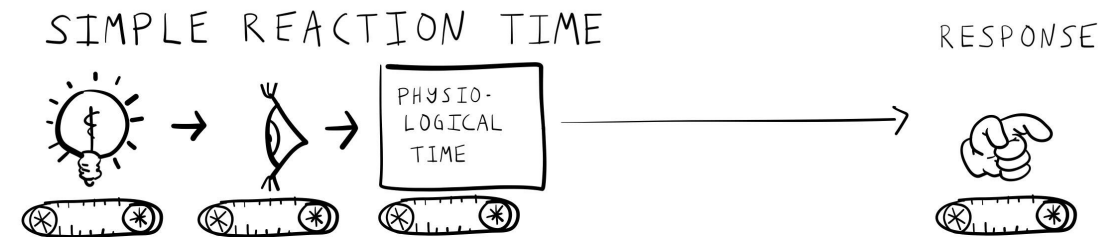
# Donders: subtractive logic

- Donders assumed that mental operations occurred in successive stages, i.e., like **an assembly line**



# Donders: subtractive logic

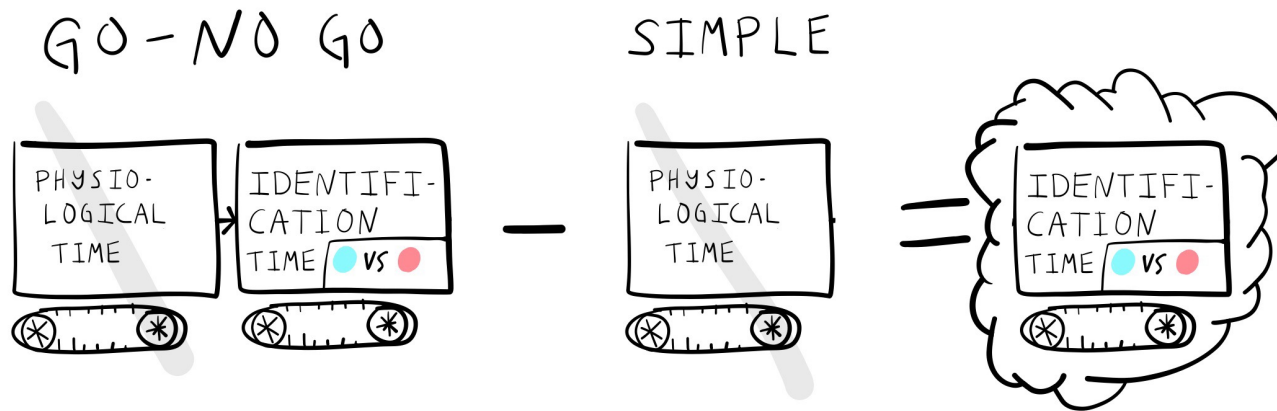
- time taken to respond should depend on number of processing stages required to complete the task
  - simple tasks have fewer stages and are therefore performed quickly
  - complex tasks have more stages and therefore performed slower





# Donders: subtractive logic

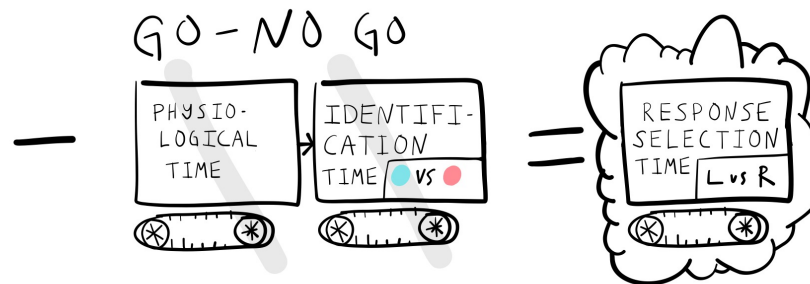
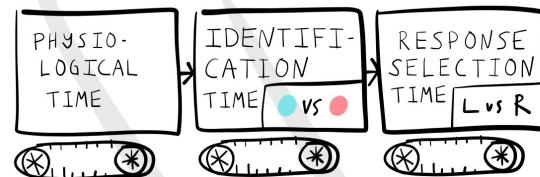
- the **problem**: we do not know **how long** each processing stage takes
- **solution**: **subtract** the times from two different tasks!



# Donders: subtractive logic

- the **problem**: we do not know **how long** each processing stage takes
- **solution**: **subtract** the times from two different tasks!

CHOICE



# subtractive logic: processing stages

- Sternberg (1969) describes a binary classification experiment where a digit (0 to 9) is presented visually and participants decide whether the digit belongs to a pre-decided positive set or negative set

positive set

7 9 1 8 5

negative set

0 2 3 4 6

7

# subtractive logic: processing stages

- factors varied in experiments
  - stimulus quality (intact vs. degraded)
  - size of the positive set
  - response type (positive / negative)
  - frequency of response type
- dependent variable
  - reaction time

positive set

7 9 1 8 5

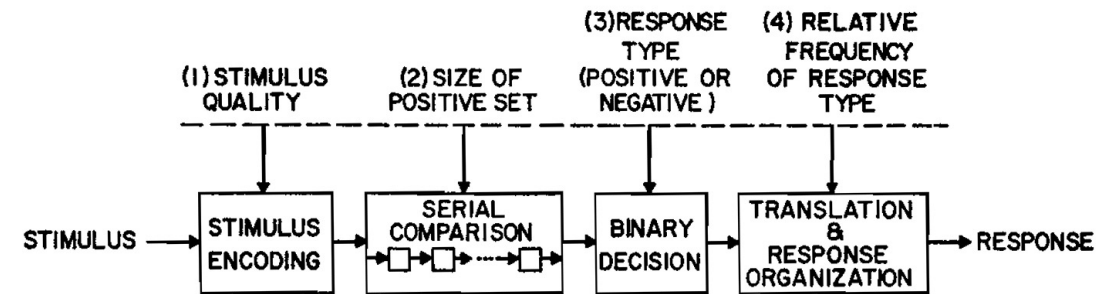
negative set

0 2 3 4 6

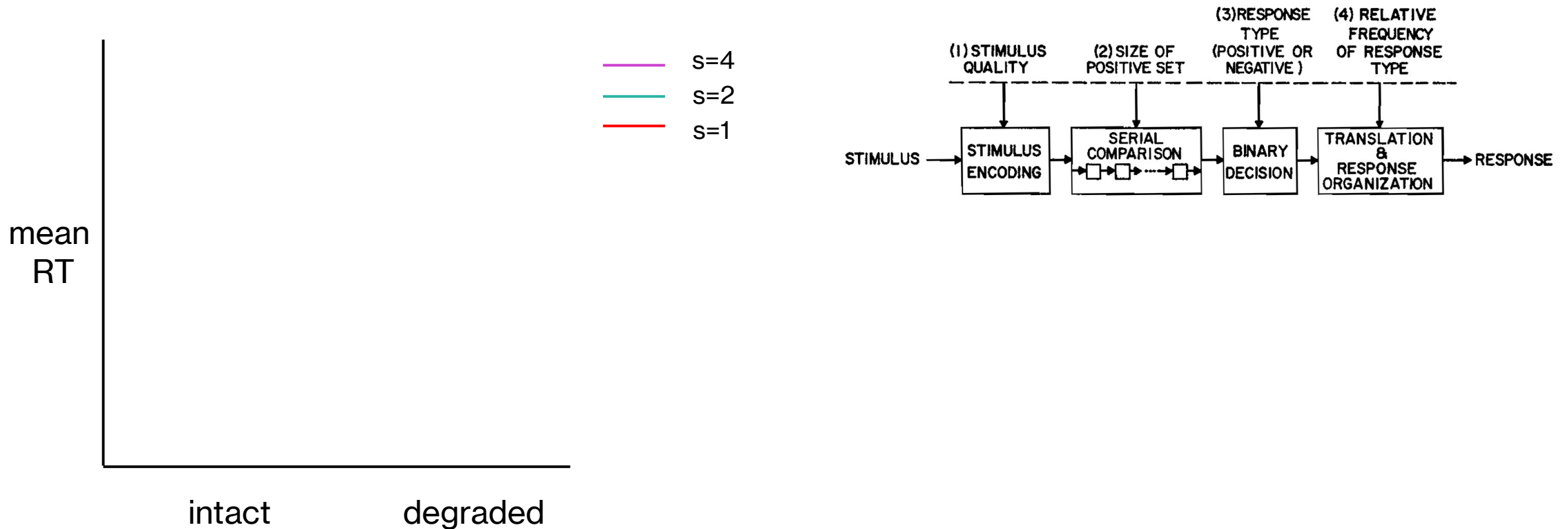
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# subtractive logic: predictions

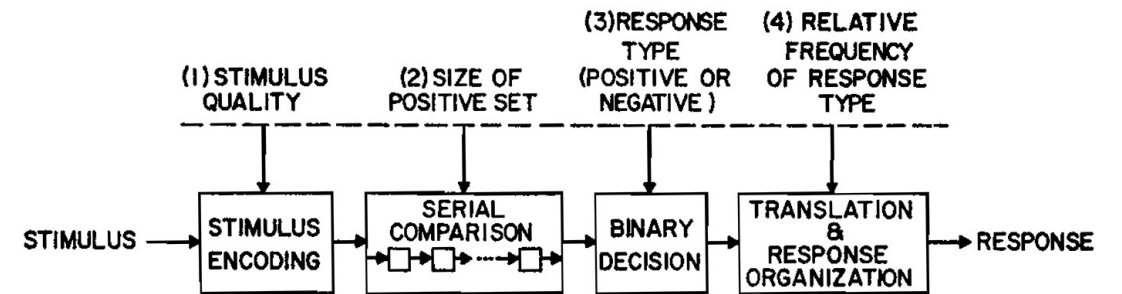
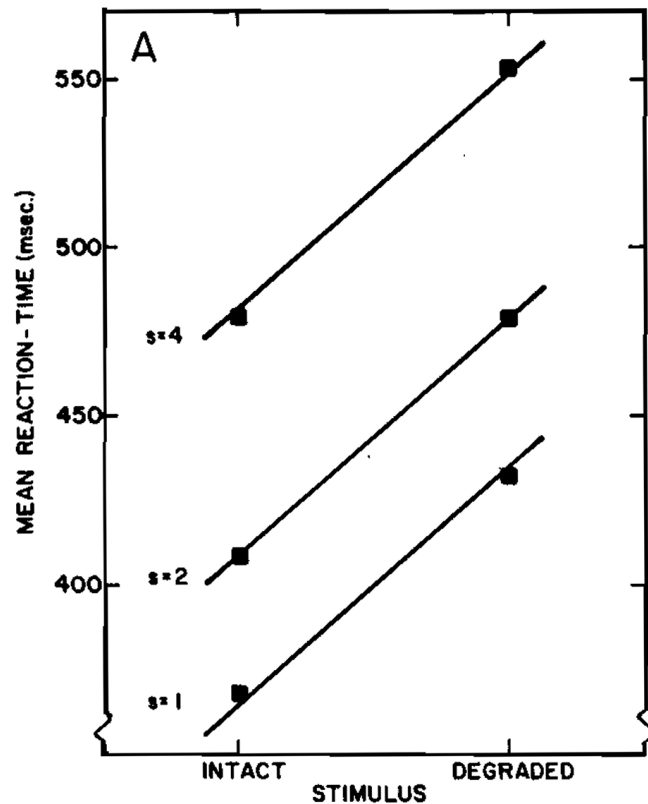
- consider stimulus **quality** (intact/degraded) and **size of positive set** (s)
- if we assume that process of encoding the digit is **independent and additive** with the comparison process, what would we expect the plot of response times to look like?



# subtractive logic: predictions

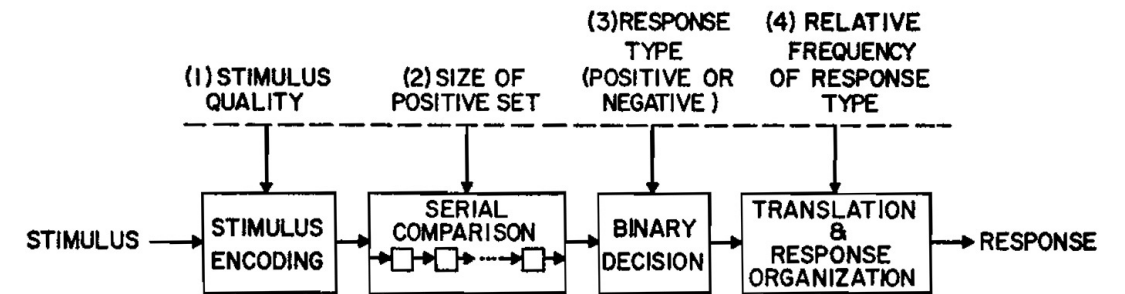
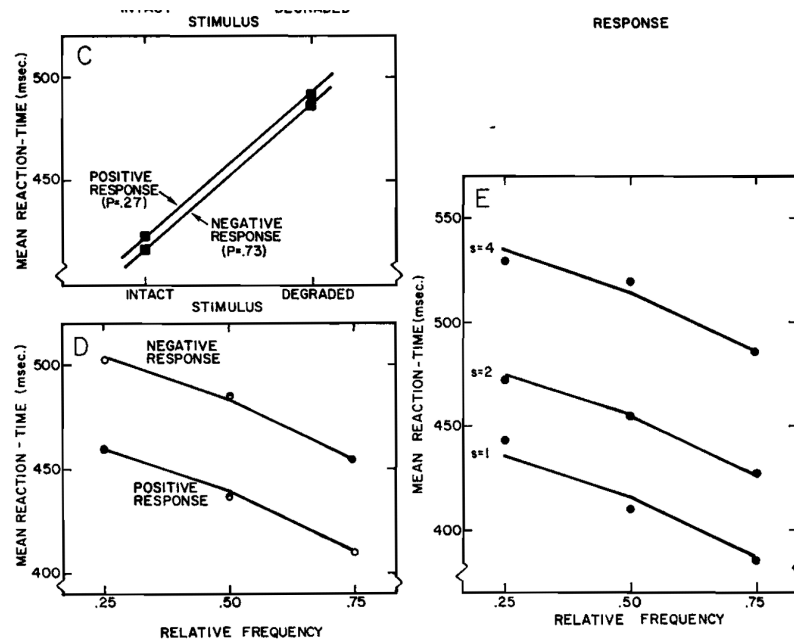
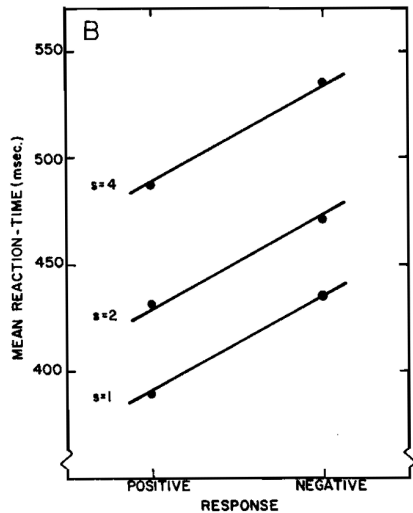


# subtractive logic: findings



stimulus quality is additive with stimulus set

# subtractive logic: findings

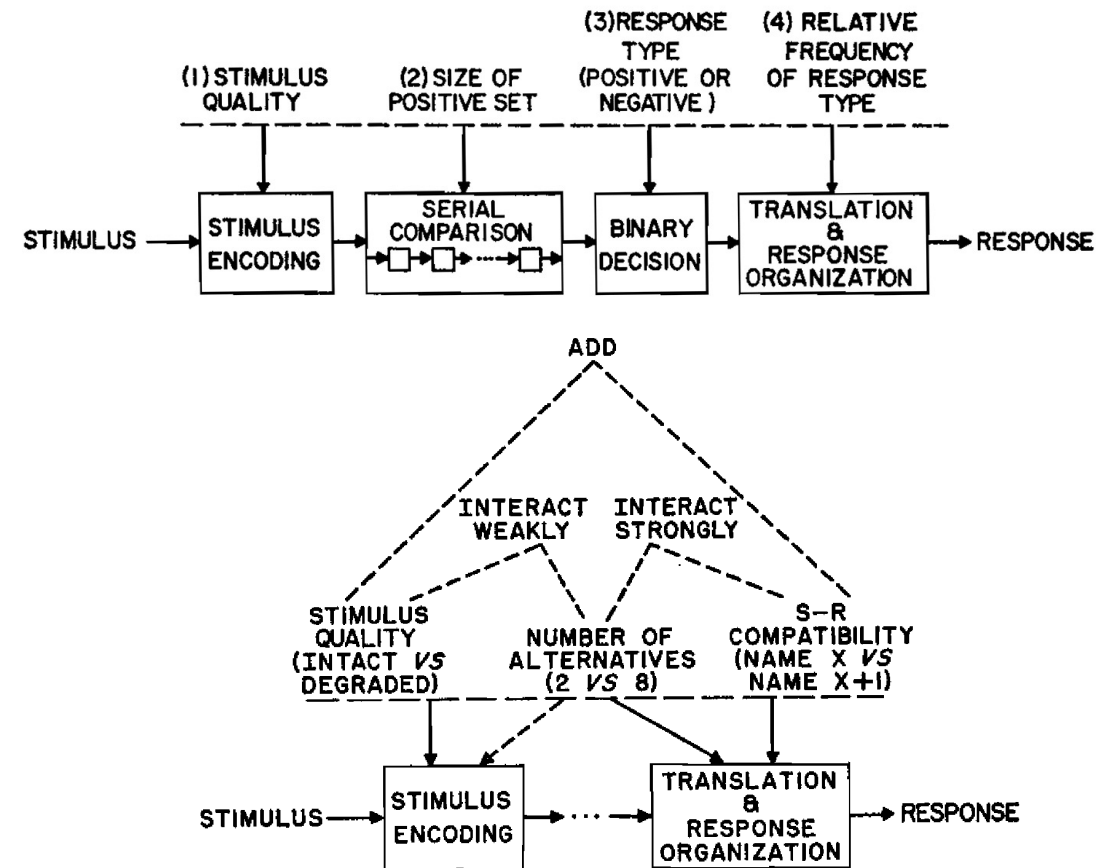


several other additive patterns were also found



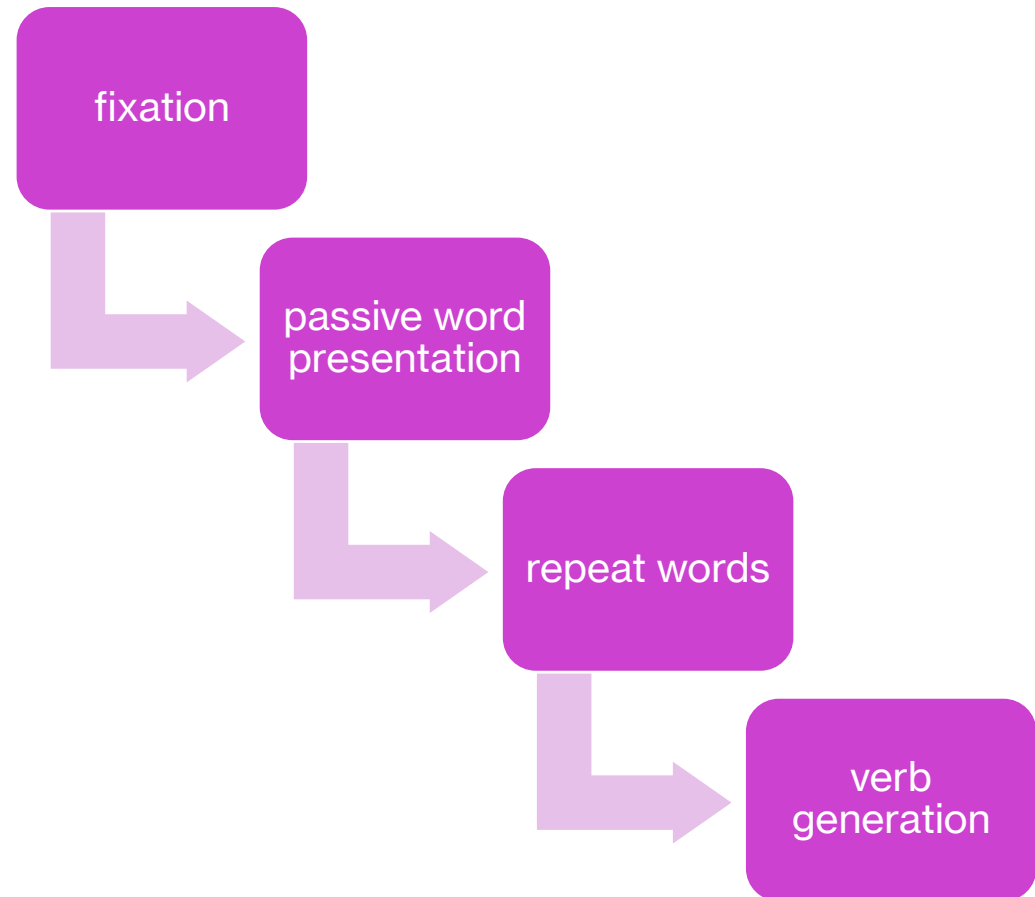
# subtractive logic: inferences

- subtractive logic for processing stages in cognitive tasks can be verified using experimental manipulations that examine **interactions** between different factors

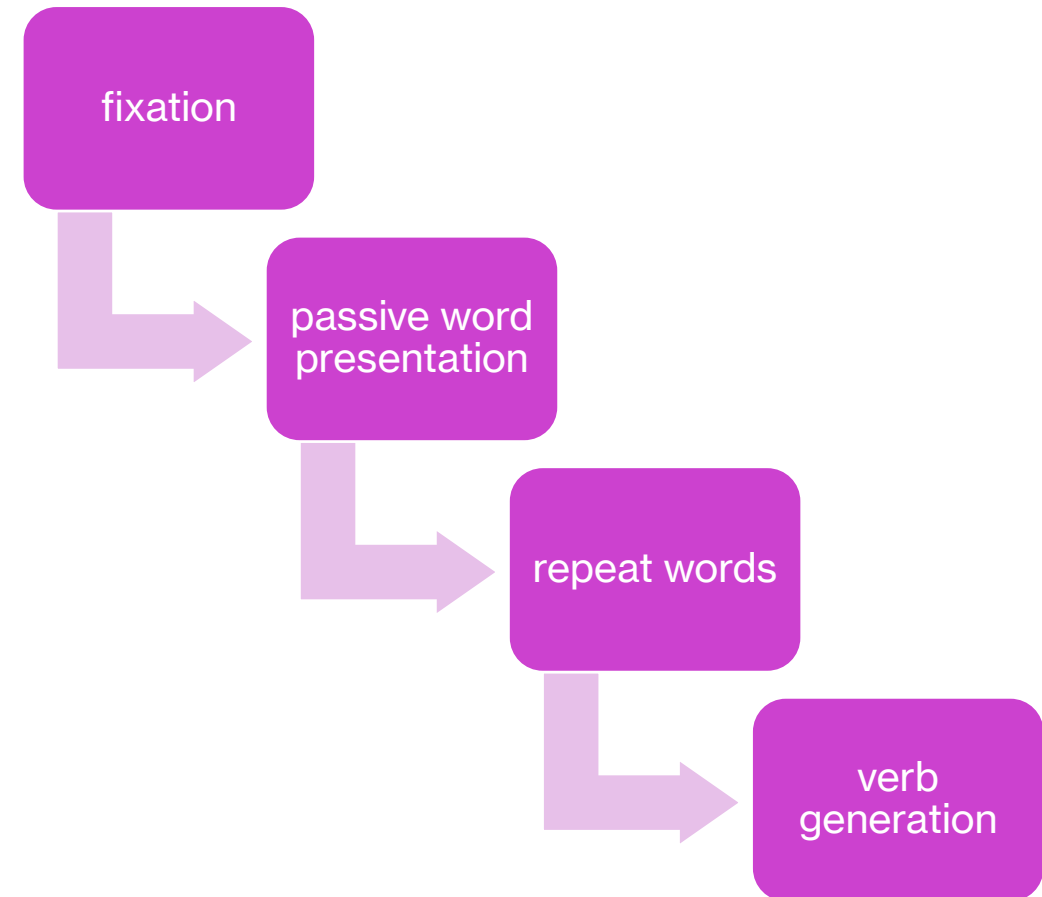
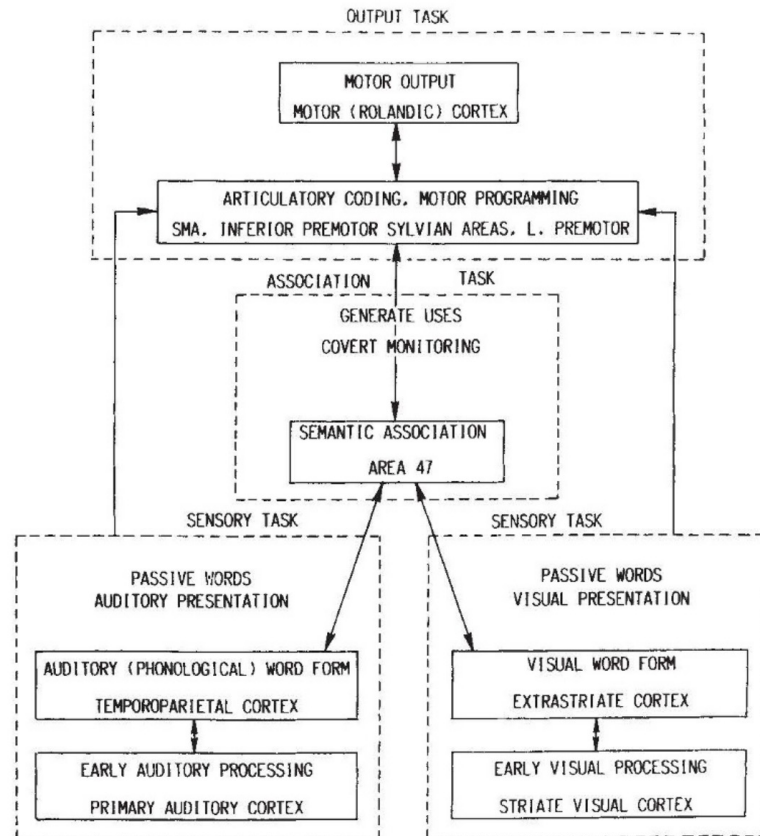


# subtractive logic: neuroimaging

- Petersen et al. (1988) compared **neural activity** to a series of tasks with varying cognitive demands
- Positron Emission Tomography (PET) was used to generate images of **blood flow** in specific brain regions via subtractive logic to identify key brain areas
- assumptions? predictions?



# subtractive logic: neuroimaging



# subtractive logic: neuroimaging

- possible issues?
- “pure insertion” assumption
  - cognitive insertion: a single cognitive process is inserted
  - neural insertion: a single neural process is inserted
- neural pathways are **highly nonlinear and interactive**, so even if cognitive insertion can be verified, the leap to neural insertion may be difficult

# subtractive logic: response modes

- Jennings et al. (1997)
- participants underwent six PET scans making semantic (would this be considering living?) or letter (does this word contain the letter “a”?) judgments in three modalities (mouse-clicking, spoken response, silent thought)
- compared semantic – letter activations
- what would the additivity assumption predict in this situation?

Experimental Design: Processing Crossed with Response Mode (Six Scans Total)

Processing task	Response mode
Semantic task	Mouse-click
	Spoken response
	Silent thought
Letter task	Mouse-click
	Spoken response
	Silent thought

# subtractive logic: response modes

- semantic >> letter
- if the same cognitive processes are involved across different response modes (i.e., they are independent and additive), then the same behavioral and neural pattern should be observed
- if semantic processing and mode interact, different patterns may be observed
- **no behavioral differences** were found for response modes, i.e., no interaction between task and mode was found

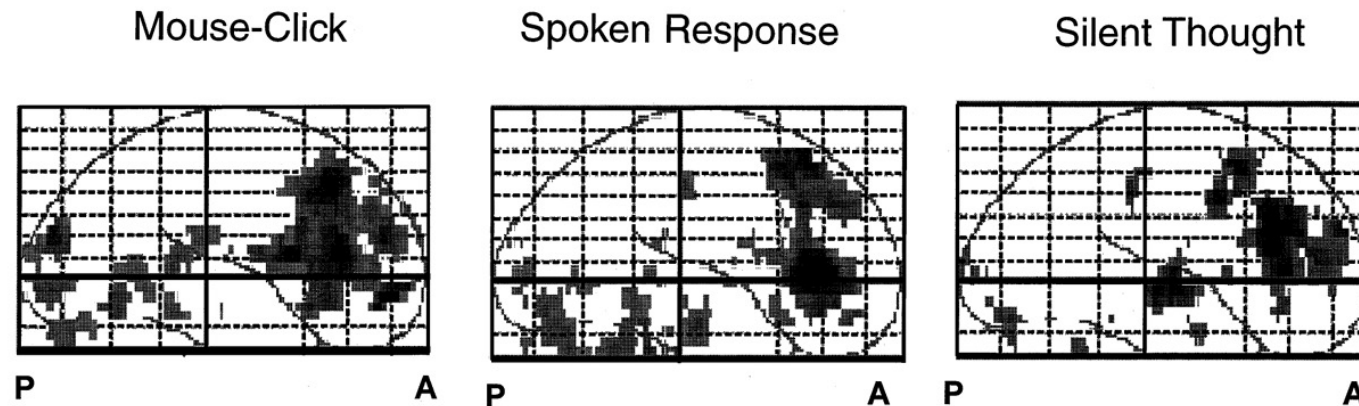
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Processing task	Response mode
Semantic task	Mouse-click
	Spoken response
	Silent thought
Letter task	Mouse-click
	Spoken response
	Silent thought

Probability of Responding “Old” to Old and New Items on the Recognition Test for Each Response Mode

Item	Mouse-click		Spoken response		Silent thought	
	Semantic	Letter	Semantic	Letter	Semantic	Letter
Old	0.90	0.52	0.87	0.52	0.79	0.54
New	0.27	0.30	0.22	0.24	0.28	0.23

# subtractive logic: interactions



- some common brain areas were found but importantly, there were some brain areas uniquely activated in specific response modes

**TABLE 4**

Areas of Increased rCBF Associated with Semantic Processing

<i>x</i>	<i>y</i>	<i>z</i>	Brodmann's areas	Mouse	Spoken	Silent
Areas of increased rCBF common to all response modes						
-34	28	4	Left area 45	*	*	*
-24	28	-8	Left area 11	*	*	*
-16	-94	4	Left area 17	*	*	*
6	22	36	Right area 32	*	*	*
10	-76	-16	Right cerebellum	*	*	*
Areas of increased rCBF common to two response modes						
10	-88	-28	Right cerebellum	*	*	
40	48	12	Right area 10/46	*		*
42	30	28	Right area 9	*		*
-8	16	40	Left area 6/8		*	*
-28	-22	-20	Fusiform gyrus		*	*
Areas of increased rCBF unique to a single response mode						
10	54	-4	Right area 10	*		
-62	-36	8	Left area 22	*		
26	-88	20	Right area 19	*		
-42	44	24	Left area 46	*		
0	-26	36	Area 31		*	
38	24	24	Right area 9/46			*
44	10	40	Right area 6/8			*
30	-14	0	Right NL			*
46	-34	36	Right area 40			*

*Note.* Asterisks indicate regions that were active for each response mode.

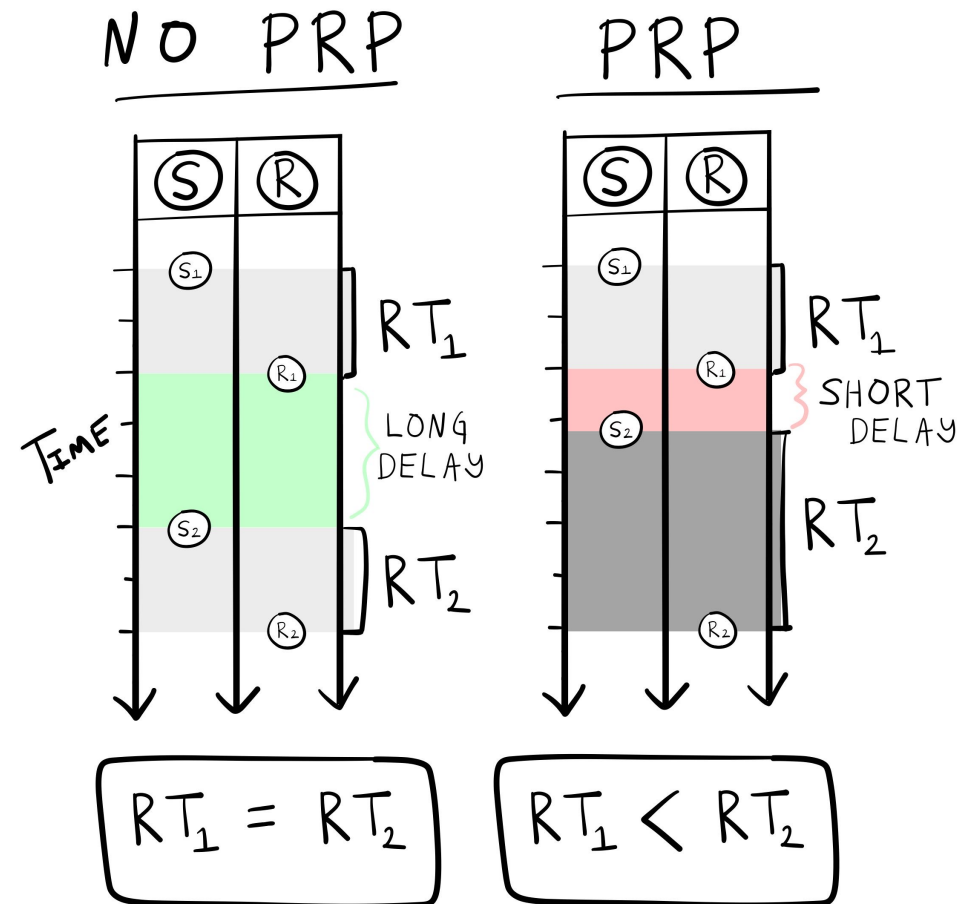
# subtractive logic: reflections

- metaphors are attractive but can be misleading
- subtractive logic came out of the assembly line metaphor
- potential issues:
  - what if multiple stages occur in parallel?
  - what if the stages don't have *constant* times?
  - can we assume similar processes at cognitive and neural levels?
- alternatives/checks for subtractive interpretations
  - multiple baseline conditions with varying levels of difficulty
  - meta-analyses
  - computational modeling



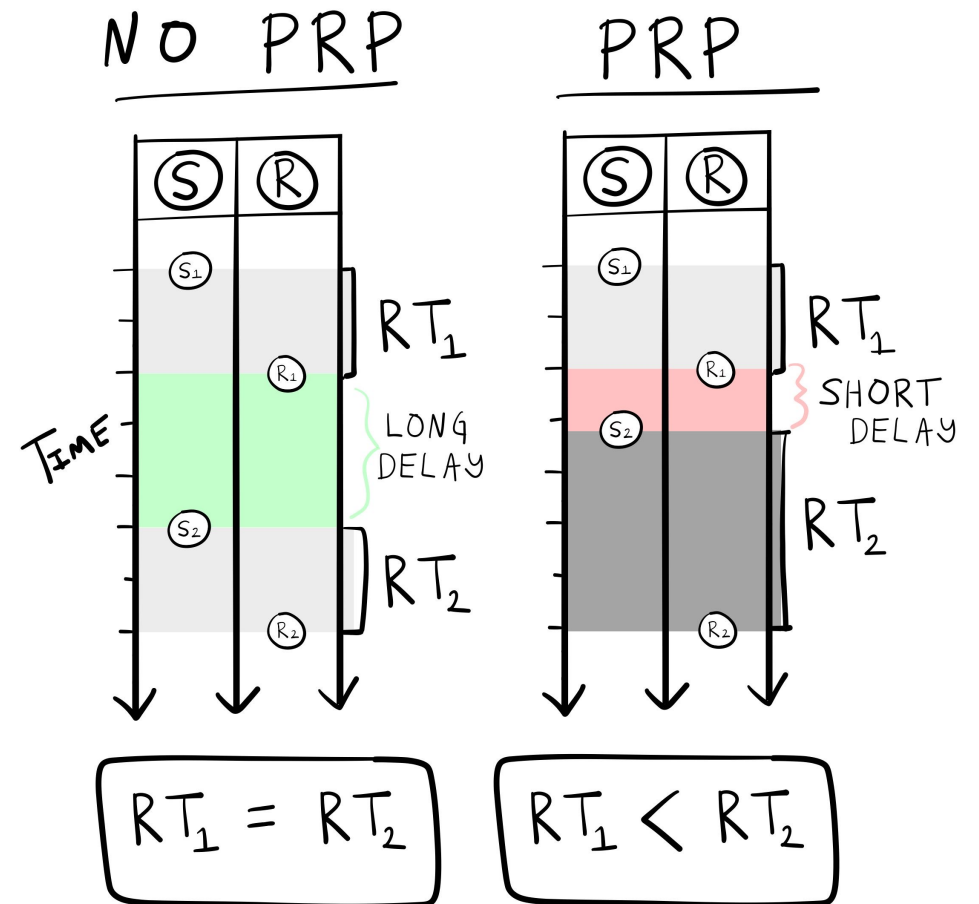
# PRP effect

- the **psychological refractory period** (PRP) effect was documented by A.T. Welford
- the idea was that if **two identical stimuli** (S1 and S2) are presented with a **short delay**, then the time taken to respond to S2 is longer ( $RT_2 > RT_1$ )



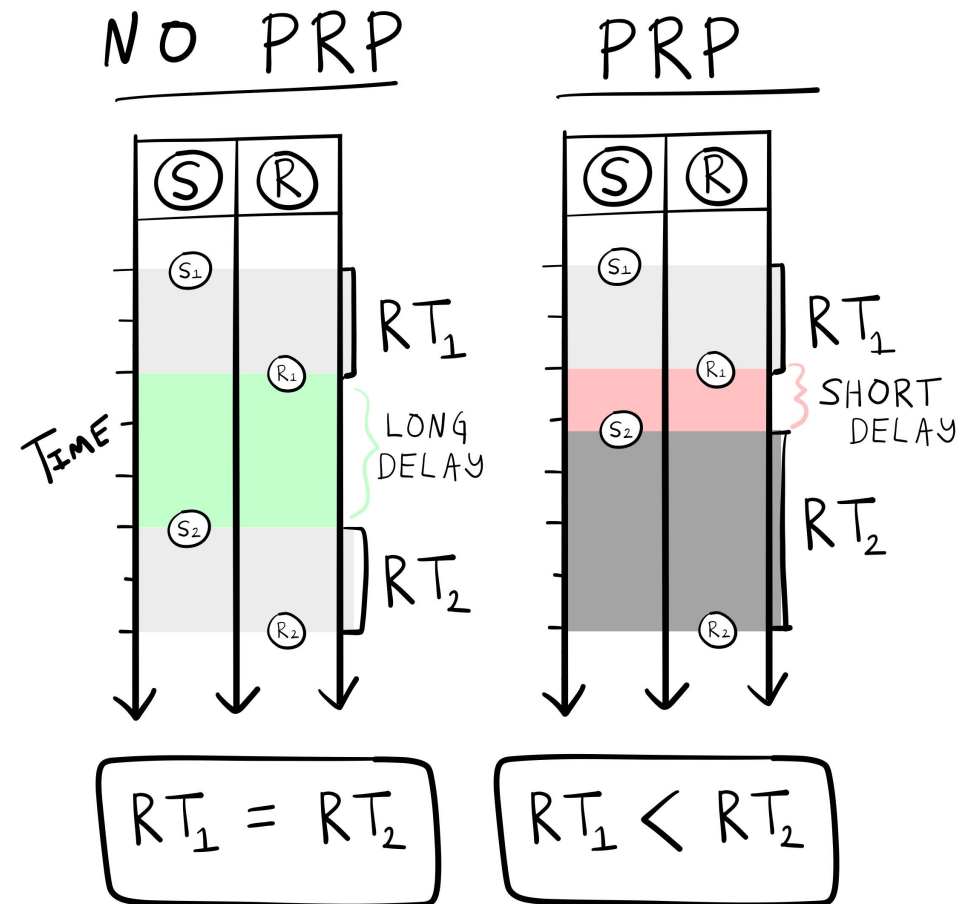
# PRP effect: real-life examples

- groups of 2
- come up with a real-life example
- debrief



# PRP effect: explanations

- properties of **nerve fibers**
- participant **surprise**: shorter delays produce more surprise which increases time
- **limited-capacity** single channel
  - inspired by the assembly line metaphor and how a bottleneck might be created if stimuli were presented quickly one after the other
  - also inspired by telecommunications...the idea of a “single channel”



# try a PRP experiment

- [https://www.psychtoolkit.org/experiment-library/experiment\\_prp.html](https://www.psychtoolkit.org/experiment-library/experiment_prp.html)
- need headphones/speakers

# big takeaways

- the study of cognition moved from introspectionism to associationism to behaviorism to “cognitivism”
- cognition was influenced by world events
- Donders’ processing stages are an example of the assembly line metaphor, inspired from the industrial revolution
- other world events also influenced cognition and led to a greater emphasis on mechanisms that influence how individuals react to stimuli and what processes lead to responses

# next class



- **before** class:
  - *block out time*: practice assessment 1 / reviewing material
  - *explore*: L6 assignments
- **during** class:
  - the telephone metaphor of cognition
  - the rise of cognitivism via information processing