

Motor dynamics support a competition model of number processing

Thomas J. Faulkenberry

Tarleton State University

Number Comparison Task

Task: Two numbers presented on screen, choose largest as quickly as you can.

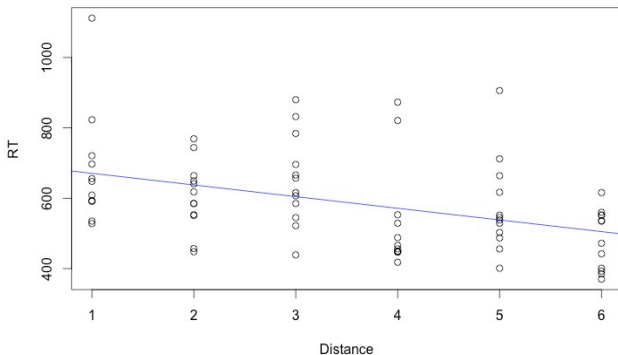
3

7

Number Comparison Task

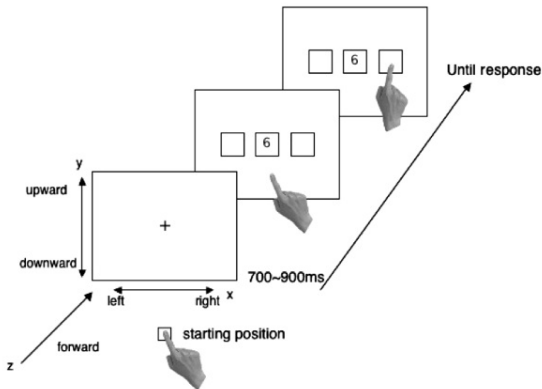
Typical result: RT decreases as distance between numbers increases

- Numerical Distance Effect (NDE; Moyer & Landauer, 1967)



Hand tracking

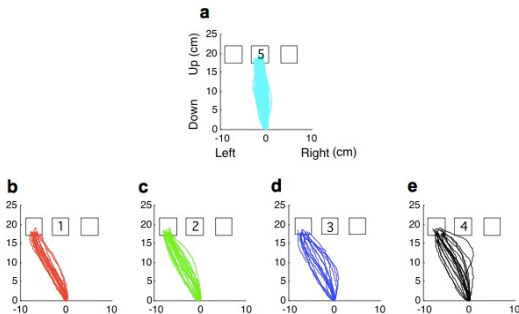
Song and Nakayama (2008) – measured hand movements in a numerical comparison task (compare to 5)



Hand tracking

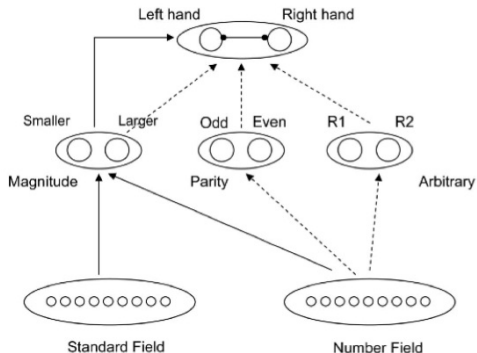
Song and Nakayama (2008) – trajectories curved more as number got closer to 5.

- interpreted as evidence for spatial coding of numbers
- “Direct Mapping Account”



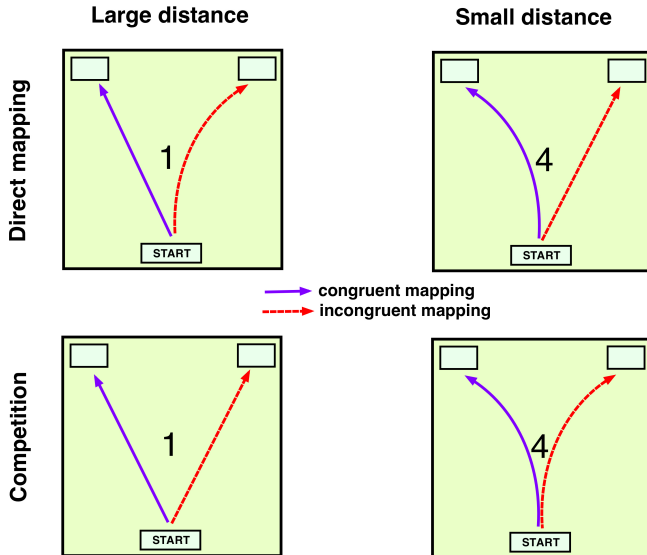
Alternative model

Gevers et al. (2006) – trajectory curvatures may result from **competition** between partially active representations

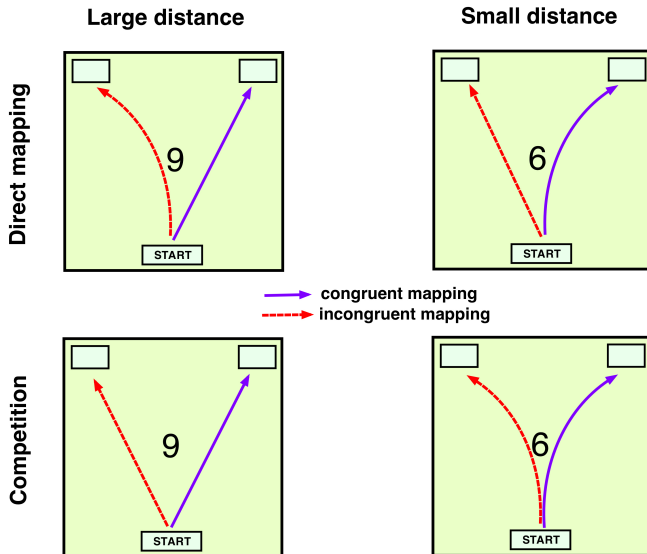


Gevers, W., Verguts, T., Reynvoet, B., Caessens, B., & Fias, W. (2006). Numbers and space: A computational model of the SNARC effect. *Journal of Experimental Psychology: Human Perception and Performance*, 32, 32-44.

Predictions from competing models



Predictions from competing models

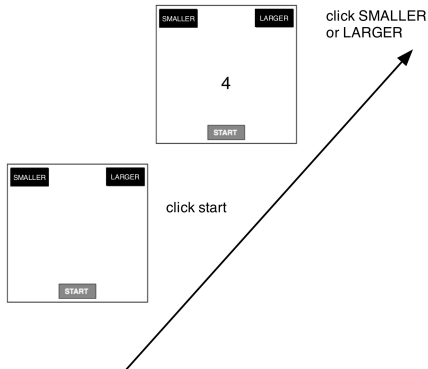


Predictions from competing models

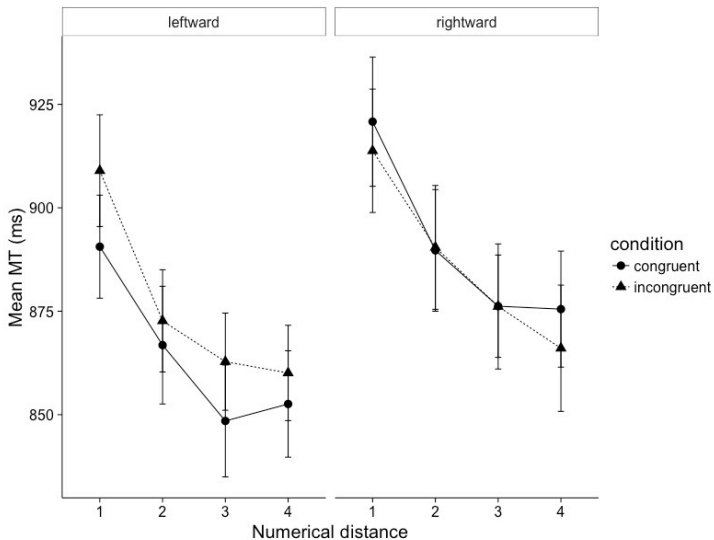
- 1 For congruent trials, both models predict that curvature **decreases** as distance from 5 increases.
- 2 For incongruent trials,
 - competition account → curvature **decreases** as distance from 5 increases
 - direct mapping account → curvature **increases** as distance from 5 increases
- 3 Across all trials,
 - competition account → congruent/incongruent trajectories are symmetric about the movement axis
 - direct mapping account → congruent/incongruent trajectories are **asymmetric**

Experiment 1

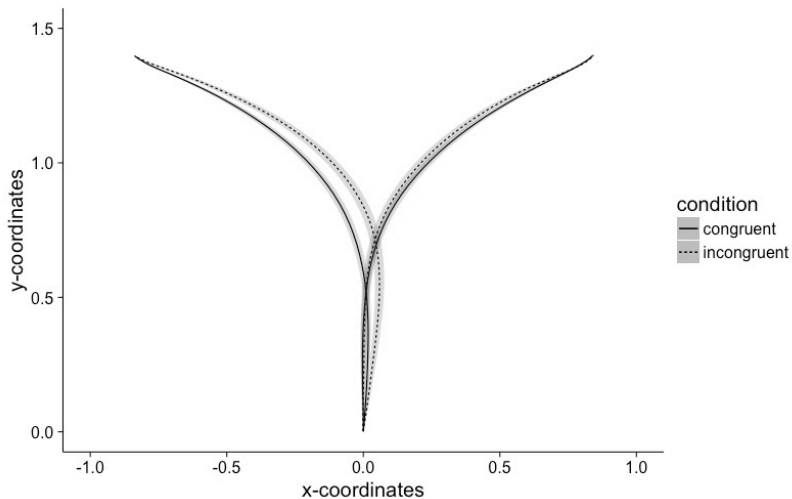
- 64 participants
- MouseTracker (Freeman & Ambady, 2010)
- 320 trials
 - congruent
SMALLER - LARGER
 - incongruent
LARGER - SMALLER
- Measures:
 - RT
 - streaming (x, y)
coordinates of mouse
 - AUC (area under
curve) of each
trajectory



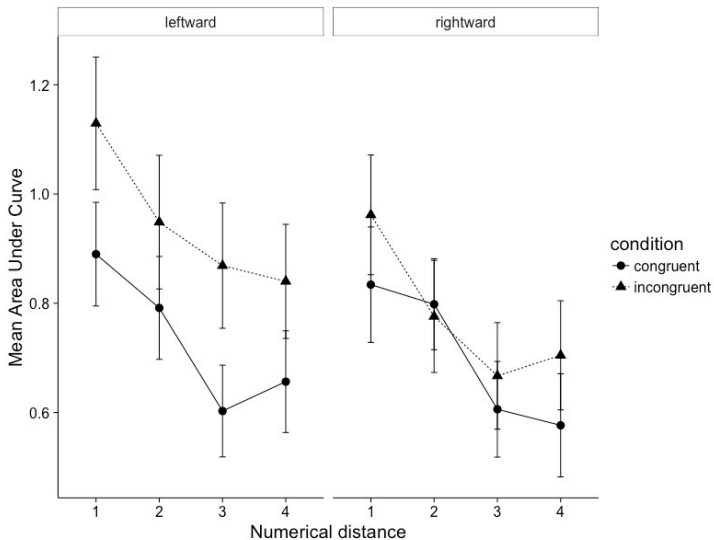
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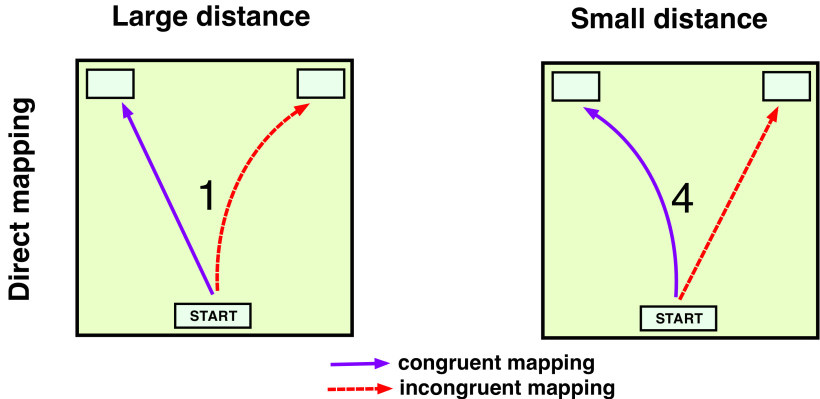
Experiment 1

Definition – asymmetry score

$$\mathcal{A} = \frac{1}{101} \left[\sum_{i=1}^{101} x_c(i) + x_l(i) \right]$$

- $x_c(i)$ = mean x -coordinate at timestep i for congruent trajectories
- $x_l(i)$ = mean x -coordinate at timestep i for incongruent trajectories
- Note:
 - $\mathcal{A} > 0 \rightarrow$ rightward bias
 - $\mathcal{A} < 0 \rightarrow$ leftward bias

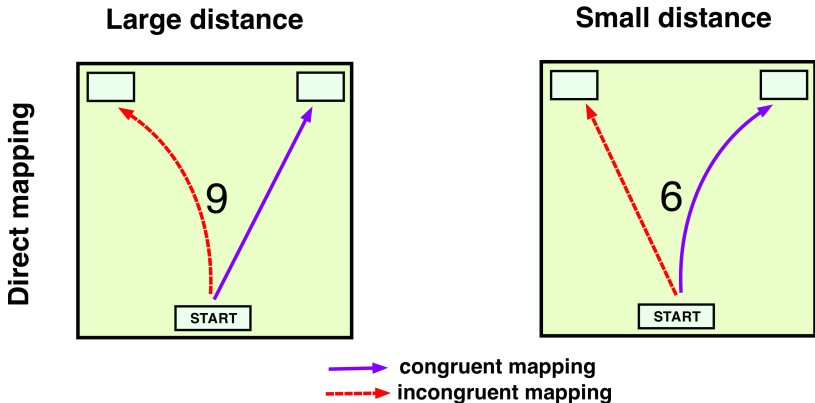
Experiment 1



Direct mapping account: **small targets**

- as distance from 5 increases, \mathcal{A} decreases from positive to negative

Experiment 1



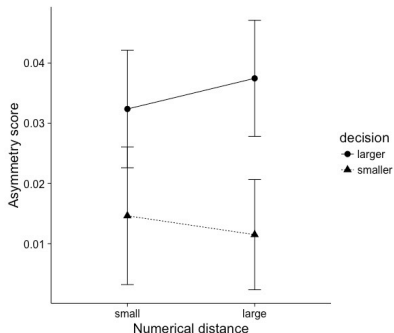
Direct mapping account: large targets

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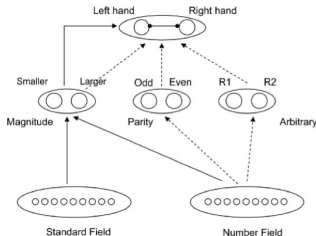
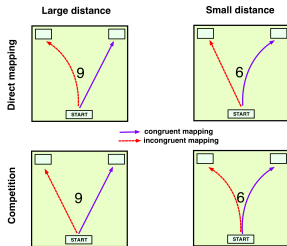
Experiment 1

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So far...



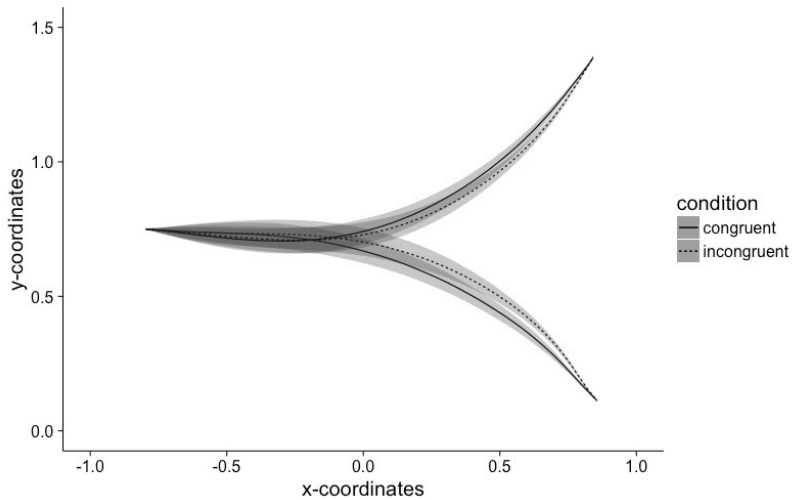
- Trajectory curvature decreases as numerical distance increases
- Decreasing curvature in spatially incongruent trials supports **competition model**
- Asymmetry of trajectories reveals pervasive direct mapping signature

Experiment 2

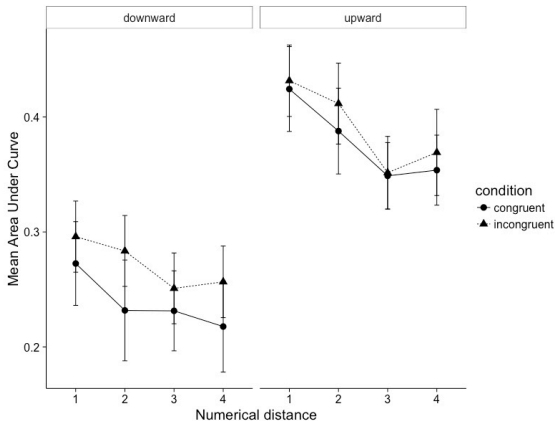
Experiment 2 - is asymmetry due to direct mapping or biomechanical constraints

- 32 participants
- same stimuli and design as Exp 1
- mouse movement rightward across computer screen

Experiment 2



Experiment 2



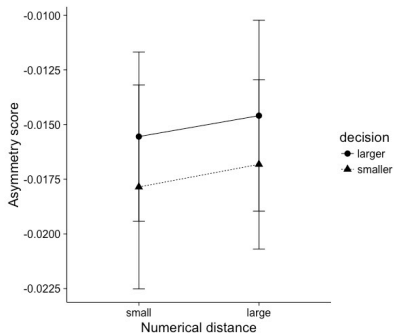
Curvatures decrease as distance increases (again supports **competition** model)

Experiment 2

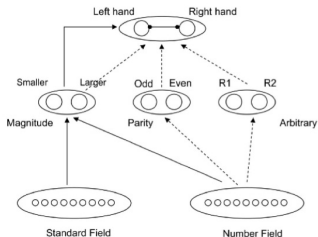
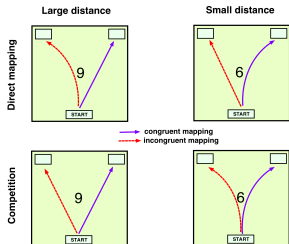
Asymmetry:

$$\mathcal{A} = \frac{1}{101} \left[\sum_{i=1}^{101} \frac{y_C(i) + y_I(i)}{2} \right] - 0.75$$

- $y_C(i)$ = mean y -coordinate at timestep i for congruent trajectories
- $y_I(i)$ = mean y -coordinate at timestep i for incongruent trajectories
- Note:
 - $\mathcal{A} > 0 \rightarrow$ upward bias
 - $\mathcal{A} < 0 \rightarrow$ downward bias



Take home



- In both experiments, trajectory curvature decreases as numerical distance increases
- Decreasing curvature in spatially incongruent trials supports **competition model**
- Trajectory asymmetry may not reflect underlying direct mapping representation

Contact

Thomas J. Faulkenberry

faulkenberry@tarleton.edu