

Conceptual similarity between targets and distractors influences visually-guided reaching

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Introduction

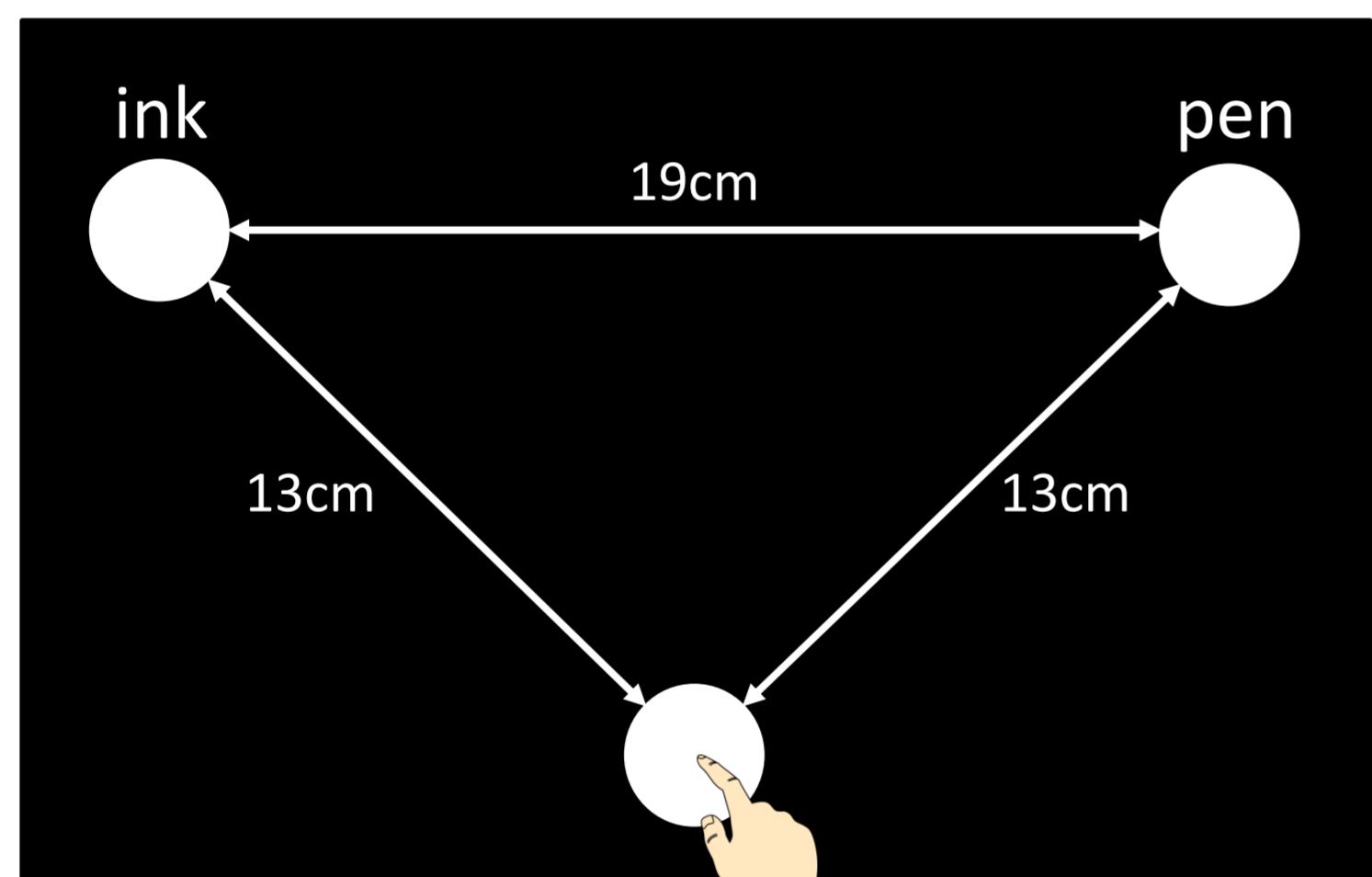
- Previous research has shown that target probability affects real-time decision making reflected in reaching trajectories¹.
- In this study, we tested whether reaching trajectory is influenced by high-level visual and conceptual similarities between object concepts.

Hypothesis

- If the similarities between objects influences reaching, then bias toward a competing distractor should be proportional to the degree of similarity with the target.

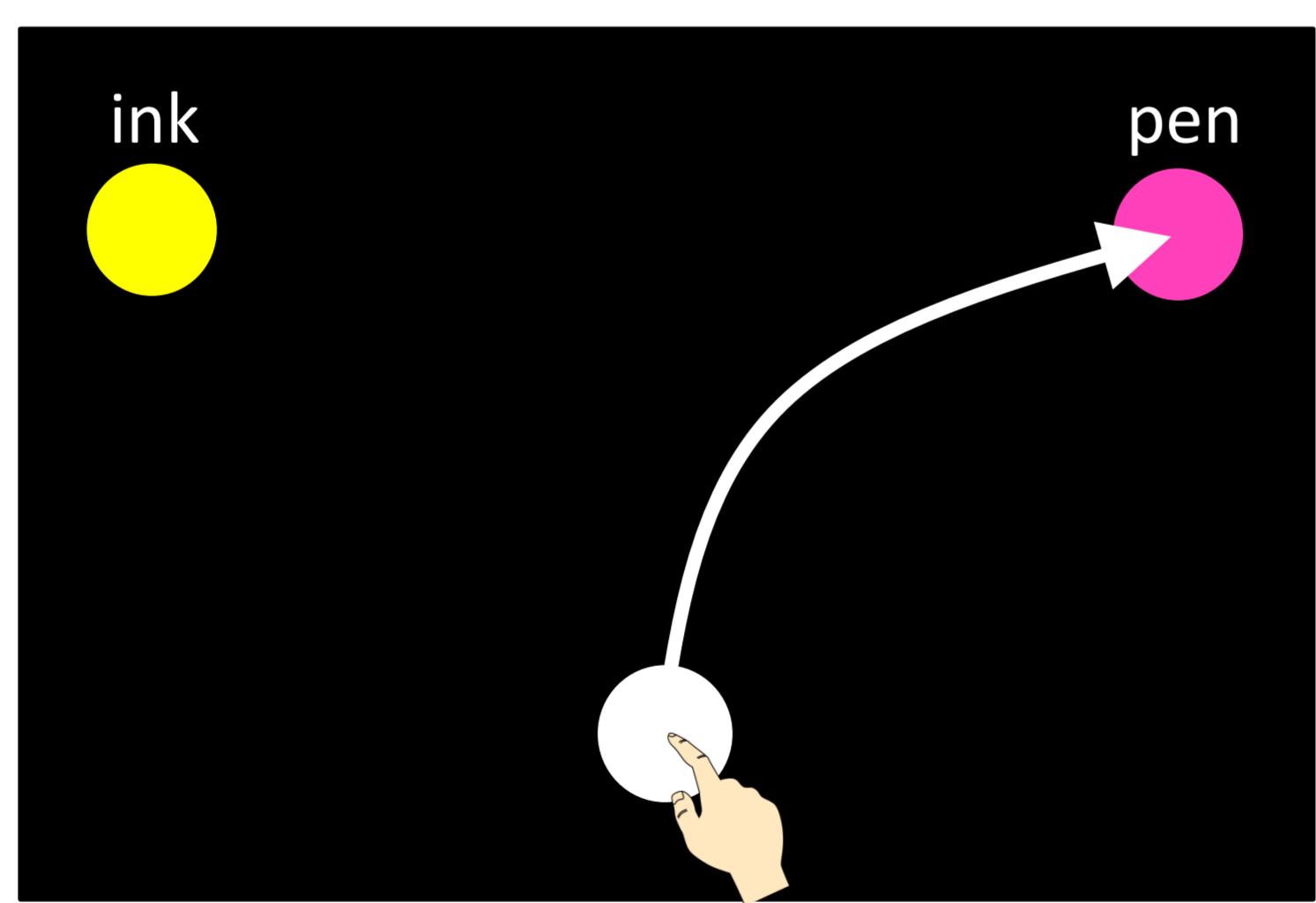
Visually-guided reaching task

- Trials began only after participants held finger on the home position for 500ms
- Words appeared above potential target locations and participant reads them aloud
- Target was cued and participants swiped finger to the correct location



Good Trials (Automatic)

Reach initiated between 100-550ms after cue and completed < 700ms after cue



Timeout Trials (Controlled)

Reach initiated more than 550ms after cue

Training Procedure

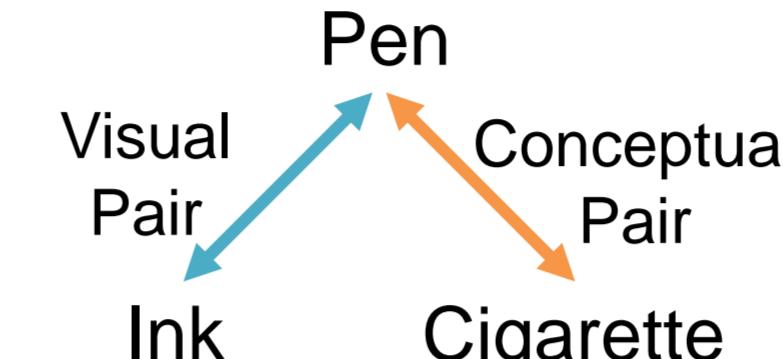
- "Left" and "Right" were displayed above potential target locations
- Training ended after 80% error-free performance quantified using a 10-trial sliding window

Testing Procedure

- 288 trials
- Degree of similarity was randomized across trials
- Trials were repeated if participant missed or reached to distractor

Quantification of Similarity

- Stimuli were selected to create similarity triads
- Word 1 visually similar to word 2
- Word 1 conceptually similar to word 3
- Word 2 not similar to word 3 on either dimension
- Degree of visual and conceptual similarity was equated across stimuli within a given triad
- Similarity levels were divided into low, medium and high



Visual Similarity

- Pairwise similarity ratings obtained using Mechanical Turk
- Participants were asked to rate the visual similarity of the object concepts to which the words referred
- 5-point ratings were normalized to range 0-1

Conceptual Similarity

- Estimated using a corpus-based (Google News) approach implemented with Google's word2vec natural language algorithm
- Cosine similarity calculated based on the angular distance between word vectors in the word2vec model
- 5-word window used to assess co-occurrence

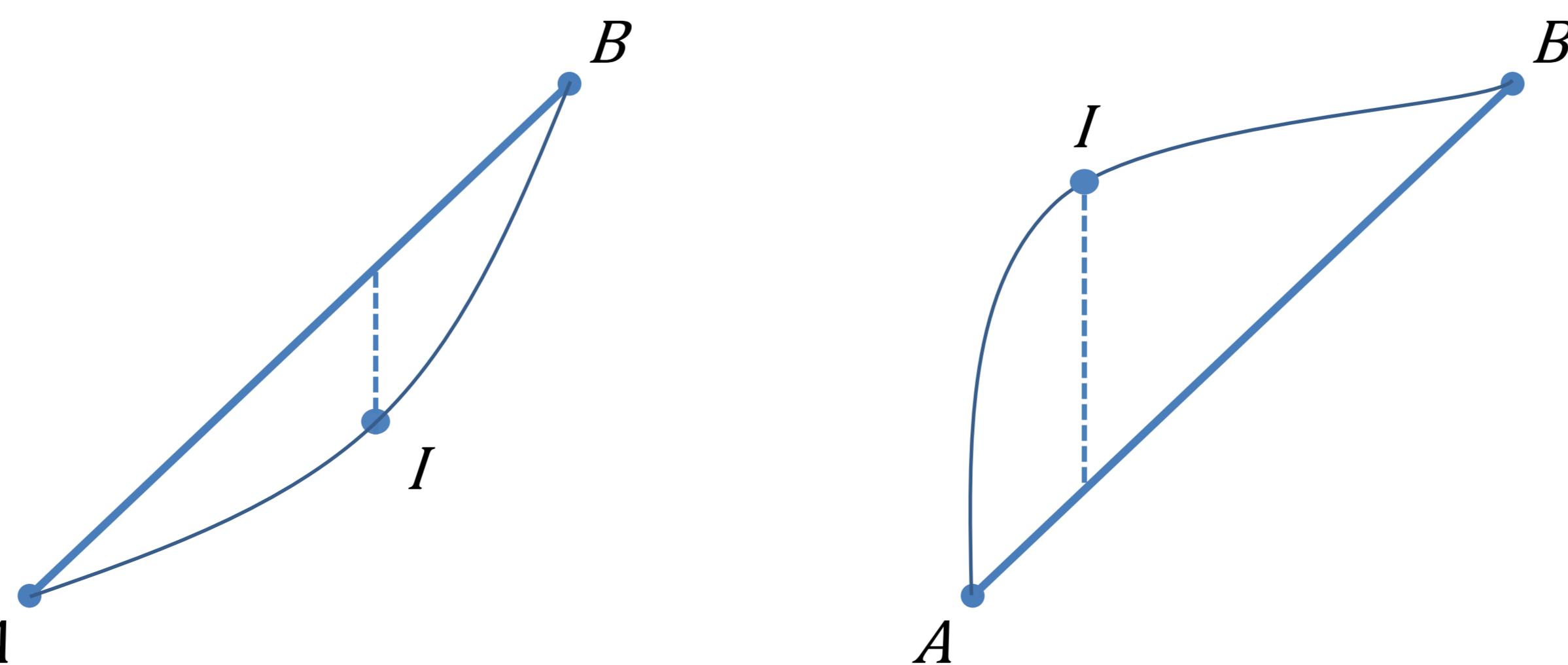
"This pen is no ordinary pen – it's ink can be erased"

Quantification of Reach Bias

- Disparity characterized the curvature of a reaching trajectory
- Positive – biased toward distractor
- Negative – biased away from distractor
- Magnitude in either direction captures degree of curvilinearity
- Calculated as the sum of distance to a perfect line

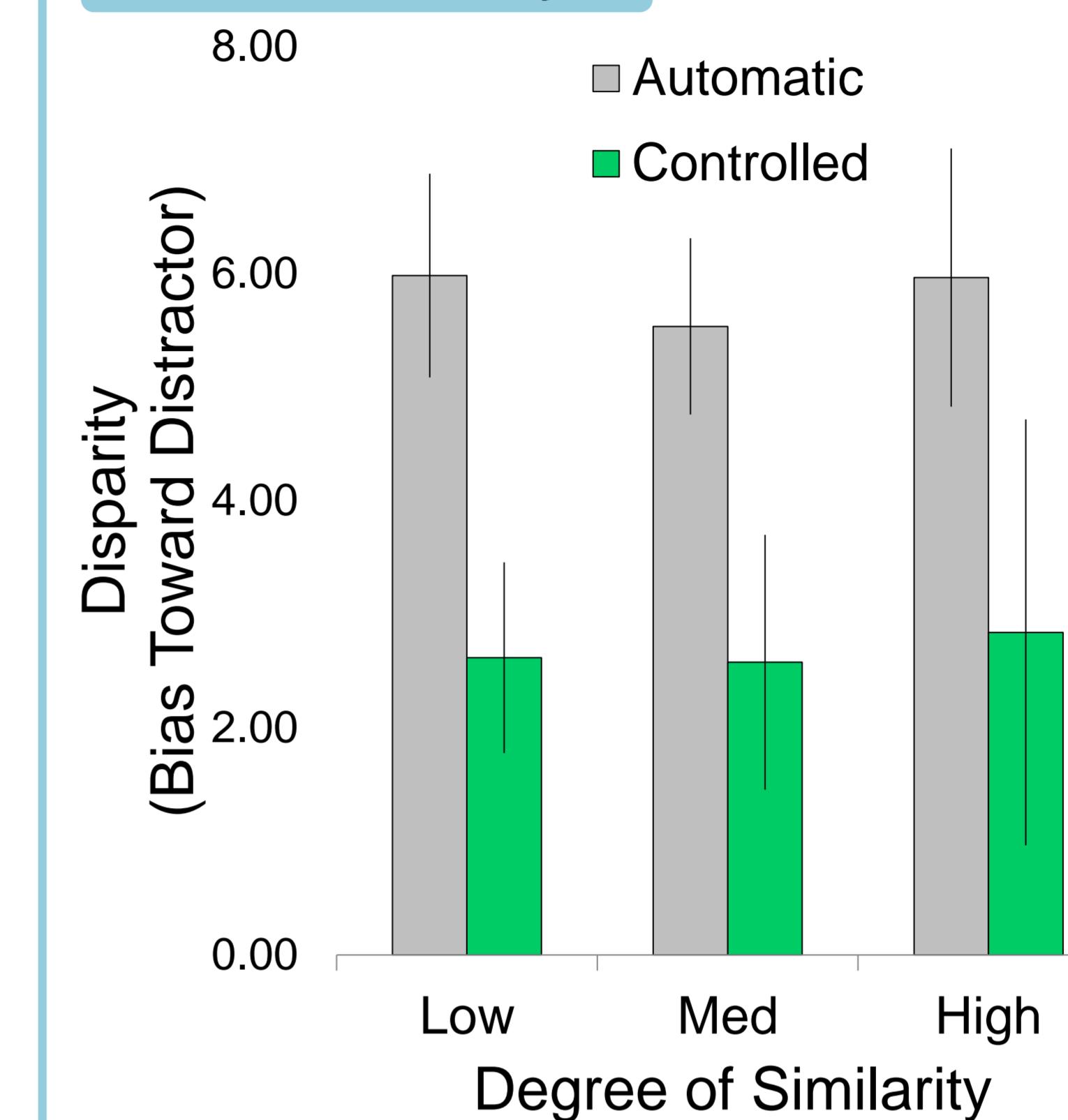
$$\sum (y_i - y_a)^2 - \frac{y_b - y_a}{x_b - x_a} (x_i - x_a)$$

Where A is the starting point, B is the end point, and I are discrete measurements obtained during continuous reach



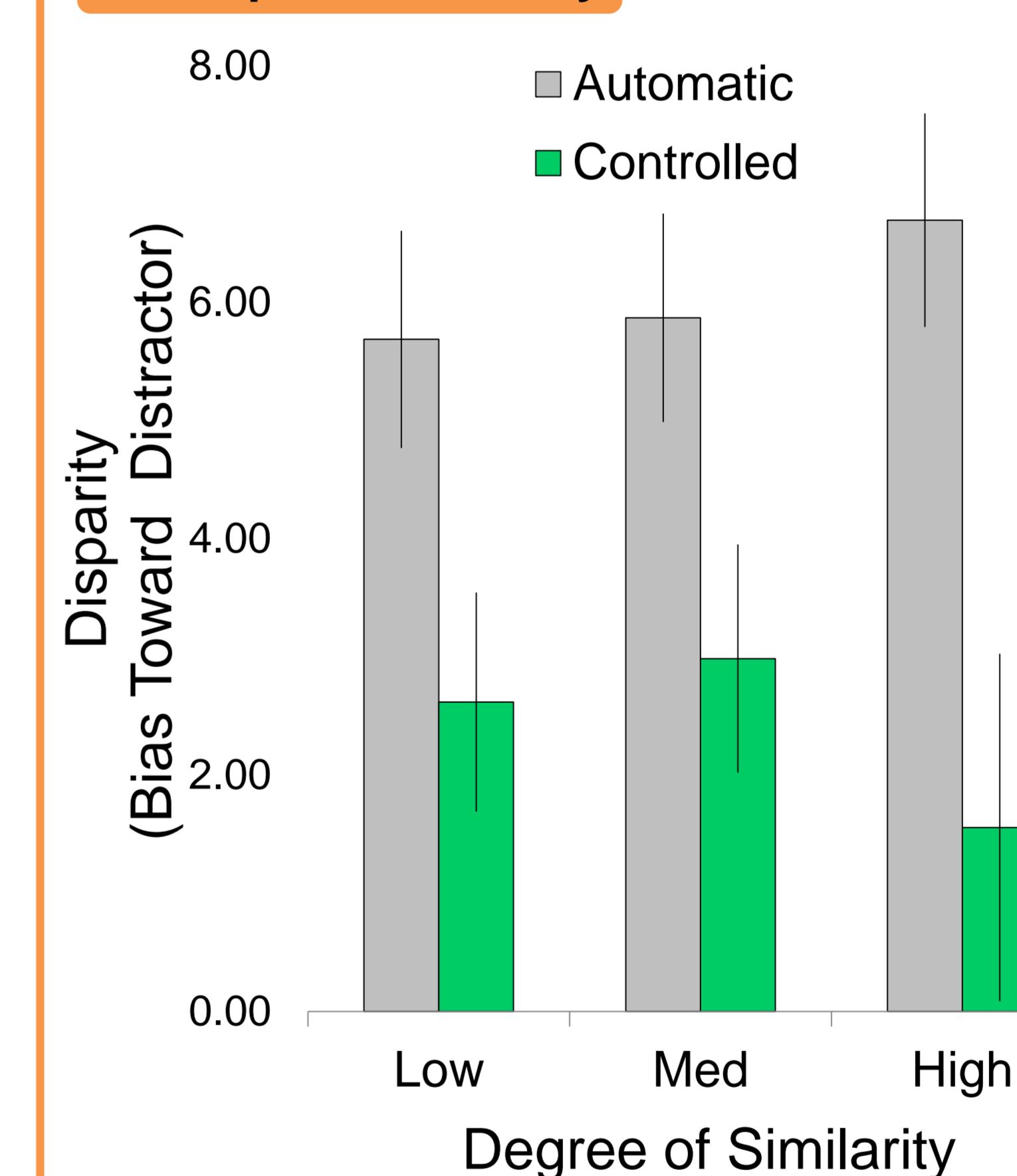
Results

Visual Similarity



- Main effect of control ($F_{1,11} = 22.32, p < .001$)
- Reaching trajectory not influenced by degree of visual similarity when words used as stimuli

Conceptual Similarity



- Interaction between control and degree of similarity ($F_{2,22} = 15.19, p = .059$)
- Main effect of control ($F_{1,11} = 36.97, p < .001$)
- Significant linear trend (upward) for automatic reaching ($F_{1,11} = 12.93, p < .01$)

Conclusions

- Reaching trajectory is not influenced by degree of visual similarity between target and distractor words
- Reaching trajectory is influenced by degree of conceptual similarity between a target and a distractor
- When participants rapidly initiated reaches to a cued target (i.e., automatic), bias toward a distractor increased linearly with degree of conceptual similarity
- When movement was initiated more slowly (i.e., controlled), bias toward a distractor decreased with degree of conceptual similarity