



# RPM Update

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# Overview

- ✍ Vision
- ✍ Motor
- ✍ Speech
- ✍ Audition
- ✍ Other stuff



# Vision

- ✍ New “where” system based on Wolfe’s Guided Search
  - ✍ Expanded number of attributes
    - ✍ Have been asked for support for user-definable attributes
  - ✍ Saliency computation
    - ✍ Bottom-up default
    - ✍ Top-down specification
    - ✍ Noise
  - ✍ Numerous theoretical and technical issues that have yet to be worked out
- ✍ Dario’s EMMA as a more standard feature
- ✍ Iconic persistence
- ✍ Don’t have a timetable yet



# Motor

- ✍ Lots of talk about motor learning
  - ✍ Some of this learning is cognitive and strategic
    - ✍ For example, check “modality free” vs. check for “processor free”
    - ✍ Nothing currently on the drawing board
- ✍ Some very subtle timing issues still to be worked out
  - ✍ Talking to Kieras about this
- ✍ Always room to add more movement styles



# Speech

- ✍ New stuff just put in
  - ✍ SPEAK output is now heard by the Audition Module
  - ✍ SUBVOCALIZE produces output only heard by the Audition Module, but not by the world
- ✍ Nothing else currently planned



# Audition

- ✍ Current biggest issue I've heard about is lack of localization
- ✍ Stubs are there to support it, but nothing currently done automatically
- ✍ Thought:
  - ✍ External code provides 3D actual location
  - ✍ Hook to allow HRTF to modify that



# Others

- ✍ New 5.0 manual on the Web:
  - ✍ <http://chil.rice.edu/projects/rpm/docs/index.html>
- ✍ Always willing to take questions, suggestions, and especially code

