

# Memory Processing and the Visual Impedance Effect

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## Imaginary Scenario (1)

Imagine you want to find *Resnik House* at CMU campus!  
You forget your map at home but you already know where the  
*University Center* is.

**Person 1:** I know that *West Wing* is to the right of the *University Center*.

**Person 2:** I know that *West Wing* is to the left of *Resnik*

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*Are you now able to find Resnik?*

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*Are you now able to find Resnik?*

|                   |           |        |
|-------------------|-----------|--------|
| University Center | West Wing | Resnik |
|-------------------|-----------|--------|

## Imaginary Scenario (2)

Now you want to make sure that you will live in a dorm where the rooms are darker than the rooms in the *University Center*.

**Person 1:** I know that *West Wing* is darker than the *University Center*.

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*Do you know whether Resnik is darker than the University Center?*

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*Do you know whether *Resnik* is darker than the *University Center*?*

*Was this conclusion harder to draw?*

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**Person 1:** I know that *West Wing* is darker than the *University Center*.

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*Do you know whether *Resnik* is darker than the *University Center*?*

*Was this conclusion harder to draw?*

*How did you represent this information?*



*Relations that elicit visual images without a component relevant to inference impede the process of reasoning.*

(Knauff and Johnson Laird 2002)

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*But why?*

# Mental Images and Mental Models

Johnson-Laird 1998, Kosslyn 2006, Knauff 2013

The hat is dirtier than the tie.  
The tie is dirtier than the shoe.

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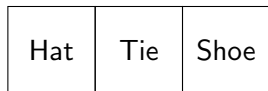
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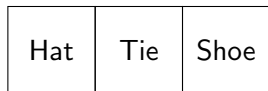


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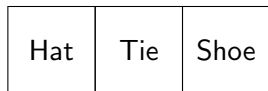
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- Two different representations.
- Highly specific process.



# Mental Images and Mental Models

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|     |     |      |
|-----|-----|------|
| Hat | Tie | Shoe |
|-----|-----|------|



?

- Two different representations.
  - Highly specific process.
- ⇒ Visual Impedance is the result of the additional time necessary to construct a spatial mental model from a visual mental image! (Knauff 2013)

## An alternative explanation

- ⇒ The visual impedance effect can be explained by **one integrated representation** and **well-established memory mechanisms!**

## An alternative explanation

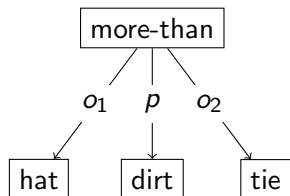
- ⇒ The visual impedance effect can be explained by **one integrated representation** and **well-established memory mechanisms!**
- Assume an **integrated, hierarchical memory structure** where
    - objects and relations are represented by *sets of features*,
    - features are necessary to represent the *content* of the premises.

## An alternative explanation

- ⇒ The visual impedance effect can be explained by **one integrated representation** and **well-established memory mechanisms!**
- Assume an **integrated, hierarchical memory structure** where
    - objects and relations are represented by *sets of features*,
    - features are necessary to represent the *content* of the premises.
  - Assume **ACT-R spreading activation** where
    - *the more sources in working memory* spread activation into declarative memory *the more accessible the declarative memory items* are,
    - however *the more connections* exist between sources and memory items *the less accessible* declarative memory items are.

# Representation of Relational Content

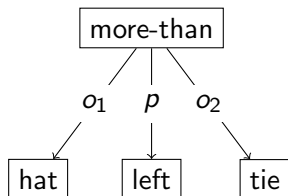
## Visual Example:



The hat has *more dirt* than the tie

$content(dirt) = \{mud, brown, \dots\}$

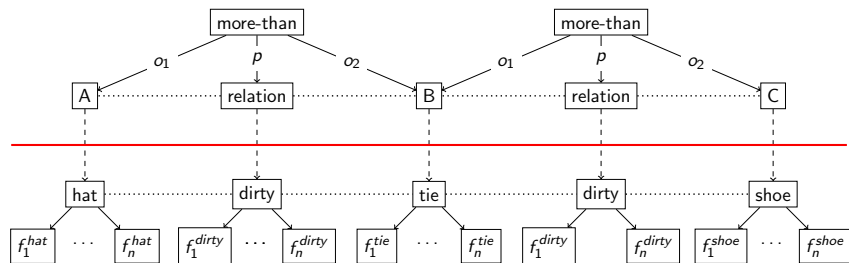
## Spatial Example:



The hat is *more left* than the tie

$content(left) = \{x\text{-coordinate}\}$

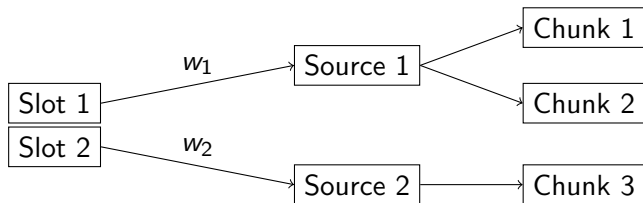
# Hierarchical Memory Structure



# ACT-R Spreading Activation

Working Memory:

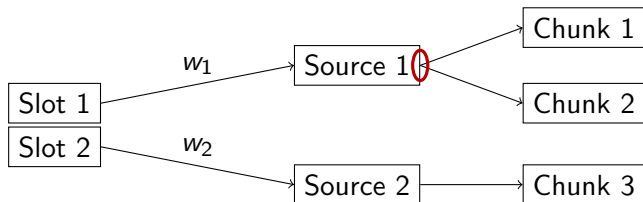
Declarative Memory:



# ACT-R Spreading Activation

Working Memory:

Declarative Memory:



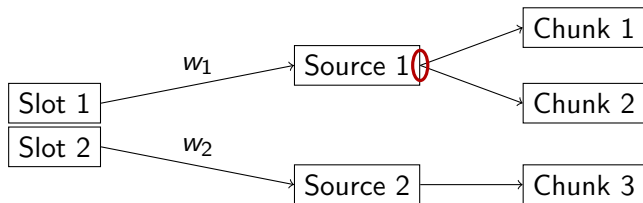
- Number of **outgoing connections** determines the **fan** of a source.



# ACT-R Spreading Activation

Working Memory:

Declarative Memory:

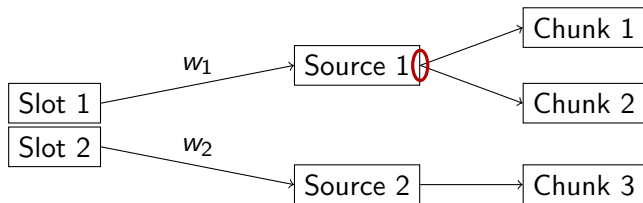


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- The **higher the fan** the **less accessible** are associated memory items.

# ACT-R Spreading Activation

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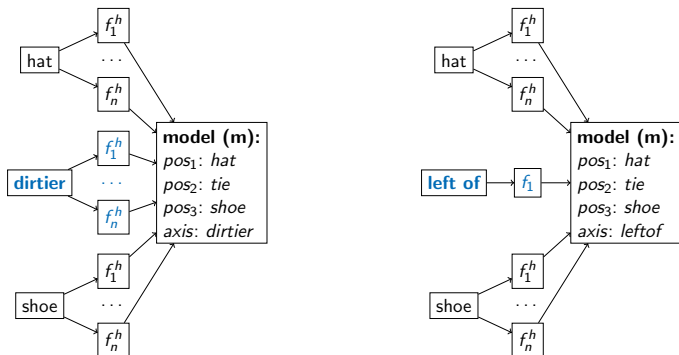
Declarative Memory:



- Number of **outgoing connections** determines the **fan** of a source.
  - The **higher the fan** the **less accessible** are associated memory items.
- ⇒ Chunks 1 and 2 are less accessible than chunk 3!

# Knowledge Representation

## Spreading activation



⇒ The **less features** are necessary to represent relational content the **more accessible** is a mental model chunk.

*Is Visual Impedance really only a memory effect?*

- One integrated, scalable representation for relational content.
  - ACT-R spreading activation as a well-established memory mechanism.
- ⇒ **More parsimonious explanation.**

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*What about other reasoning effects?*

Thank you for listening!