



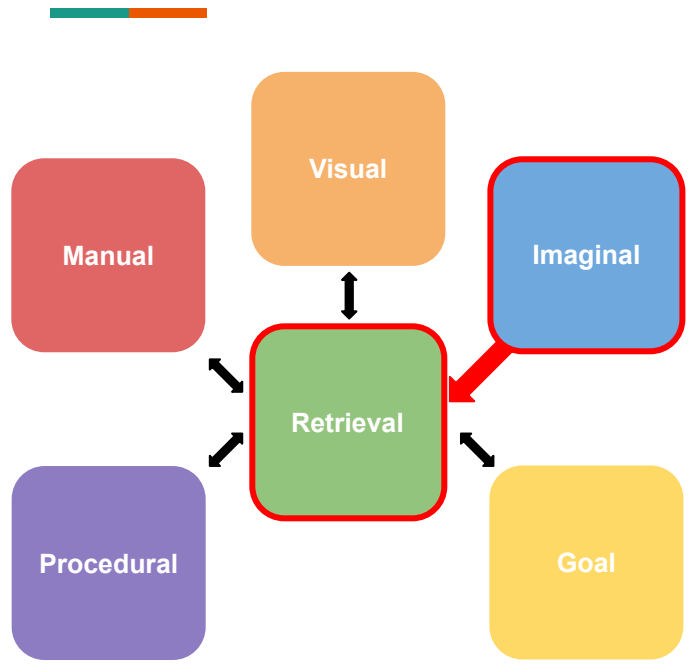
Context is Everything: possibilities for a larger role of spreading activation in ACT-R

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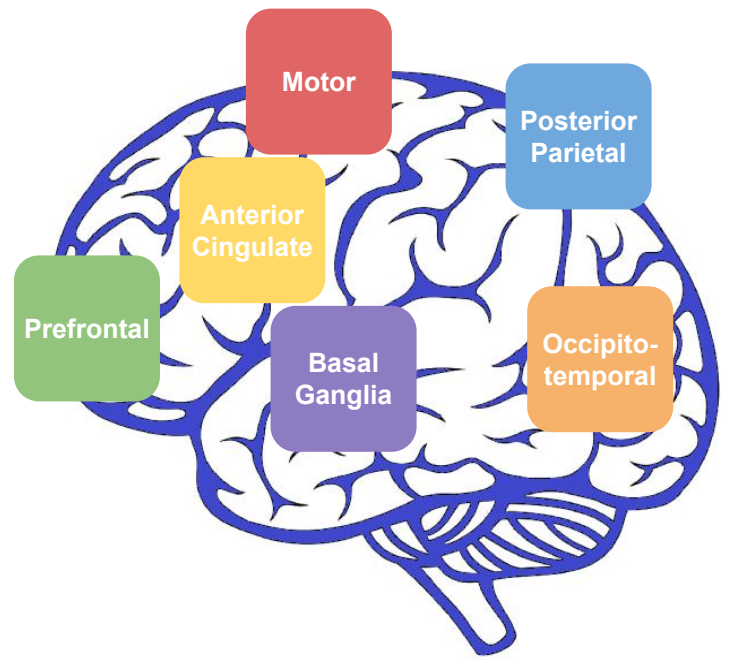


Who here uses spreading activation in their ACT-R modeling?

- If you've ever called:
 - `(sgp :esc t :mas [>0])`
- You have!



S_i



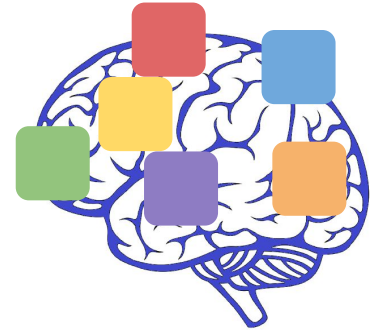


But what does spreading activation do for us?

- Convenient answer: makes it more likely to retrieve some chunk
- ACT-R theory answer: provides a particular form of context to declarative memory retrieval operations

What does “context” mean in a cognitive setting?

- Population encoded representations (Nadeau 2020)
- A state or set of states closely related to the current cognitive state
 - Recent: connection weights integrate experience over time
 - Similar/analogous: auto-associator networks
- The information contained in these states influences ongoing processing
- ACT-R’s concept of spreading activation is one manner by which particular information informs ongoing processing



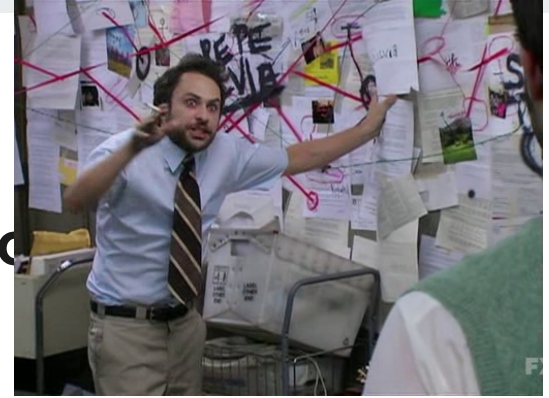


Another way of looking at things...

- Technical(Iy correct) answer:
 - Setting `:esc t` enables subsymbolic computation; retrieval of chunks is controlled by activation

$$A_i = B_i + S_i + P_i + \epsilon_i$$

But what does spreading activation do



- Technical answer:
 - Setting `:esc t` enables subsymbolic computation; retrieval of chunks is controlled by activation
 - Setting `:mas` to a nonzero positive value

$$A_i = B_i + S_i + P_i + \epsilon_i$$

$$S_i = \sum_k \sum_j W_{kj} S_{ji}$$

But what does spreading activation do for us?

- Technical answer:
 - Setting `:esc t` enables subsymbolic computation; retrieval of chunks is controlled by activation
 - Setting `:mas` to a nonzero positive value

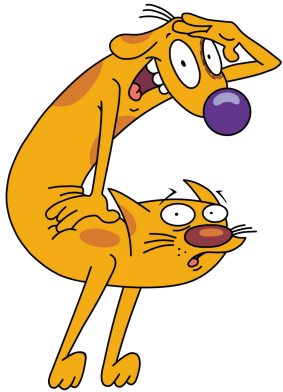
$$S_i = \sum_k \sum_j W_{kj} S_{ji}$$

`:mas`

$$S_{ji} = S - \ln(fan_{ji})$$

Thought expt: Mindless memory model

```
(sgp      :esc t  
          :mas [1.0,2.0,3.0]  
          :ans 0.2  
)
```



:mas



$$S_{ji} = S - \ln(fan_{ji})$$



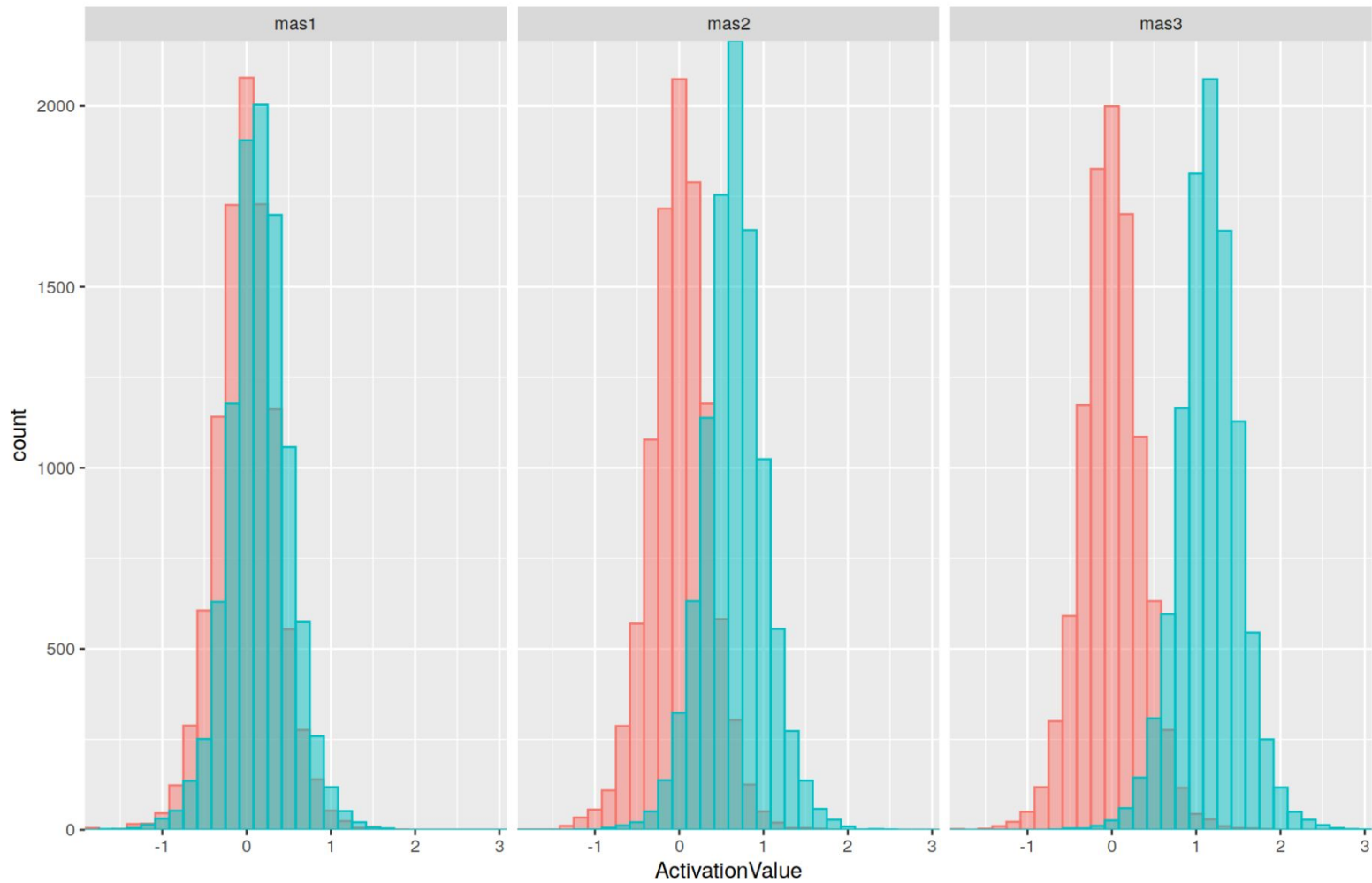
Mindless memory model

```
(P parse-prompt
  =goal>
      ISA parse-prompt
      state parse
=visual>
==>
  =visual>
  @imaginal>
      =visual
=goal>
      state retrieve
)
```

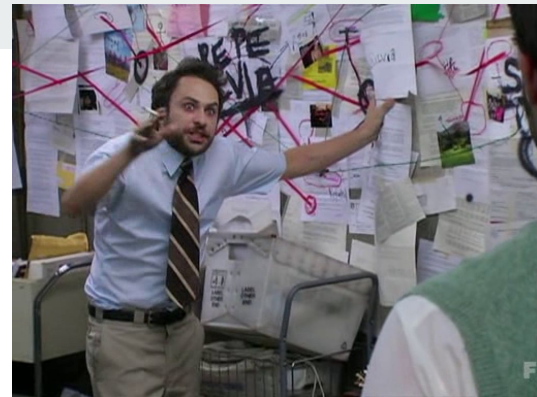


Mindless memory model

```
(P retrieve-fact
  =goal>
      ISA parse-prompt
      state retrieve
  ?retrieval>
      state free
==>
  +retrieval>
)
```



Mindless memory model



- Why did increasing `:mas` increase the discriminability of `kitty` over `doggo`?
- The visual prompt, stored in the imaginal buffer, specified `diet carnivore`
- The model only knows that `kitty` chunks have a `diet` slot value of `carnivore`

$$S_i = \sum_k \sum_j W_{kj} S_{ji}$$


`:mas`

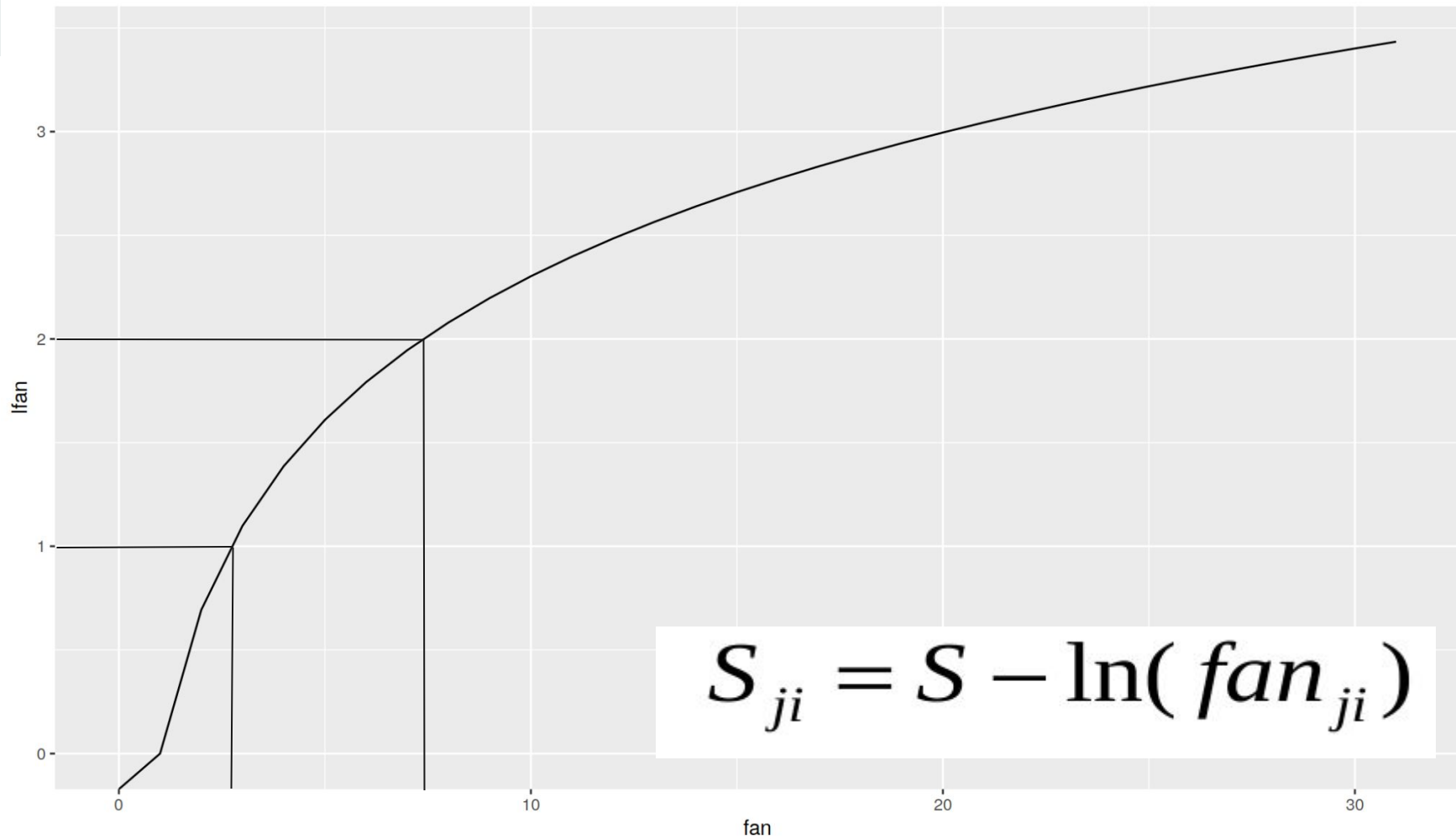
$S_{ji} = S - \ln(\mathit{fan}_{ji})$



Fan_{ji}tastic

$$S_{ji} = S - \ln(\mathit{fan}_{ji})$$


$$\mathit{fan}_{ji} = \frac{1 + \mathit{slots}_j}{\mathit{slotsof}_{ji}}$$



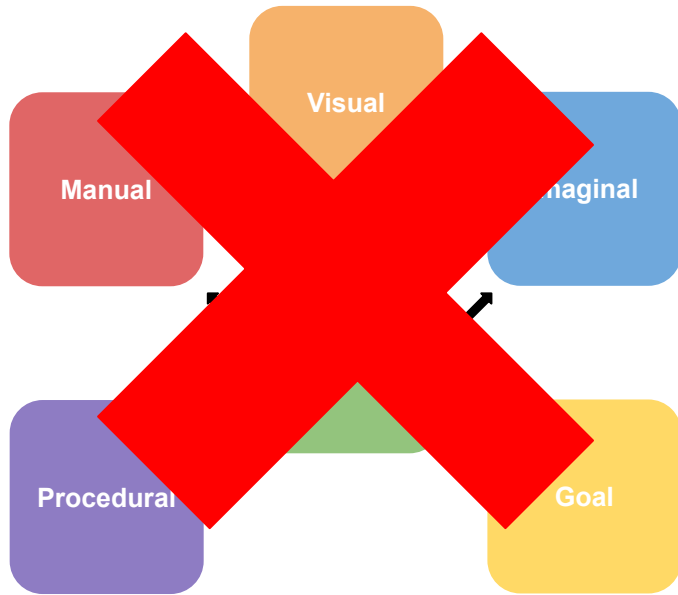


But what about W_{kj} ?

$$S_i = \sum_k \sum_j W_{kj} S_{ji}$$

- By default, is defined as the value of the buffer k 's activation spread parameter divided by the number of potential sources j represented by the chunk in buffer k

But what about W_{kj} ?



$$S_i = \sum_k \sum_j W_{kj} S_{ji}$$

- By default, only the imaginal buffer's activation spread parameter is greater than zero
- Activation spread parameters exist for every other buffer, but by default, all are zero - negating that buffer's contribution to spreading activation

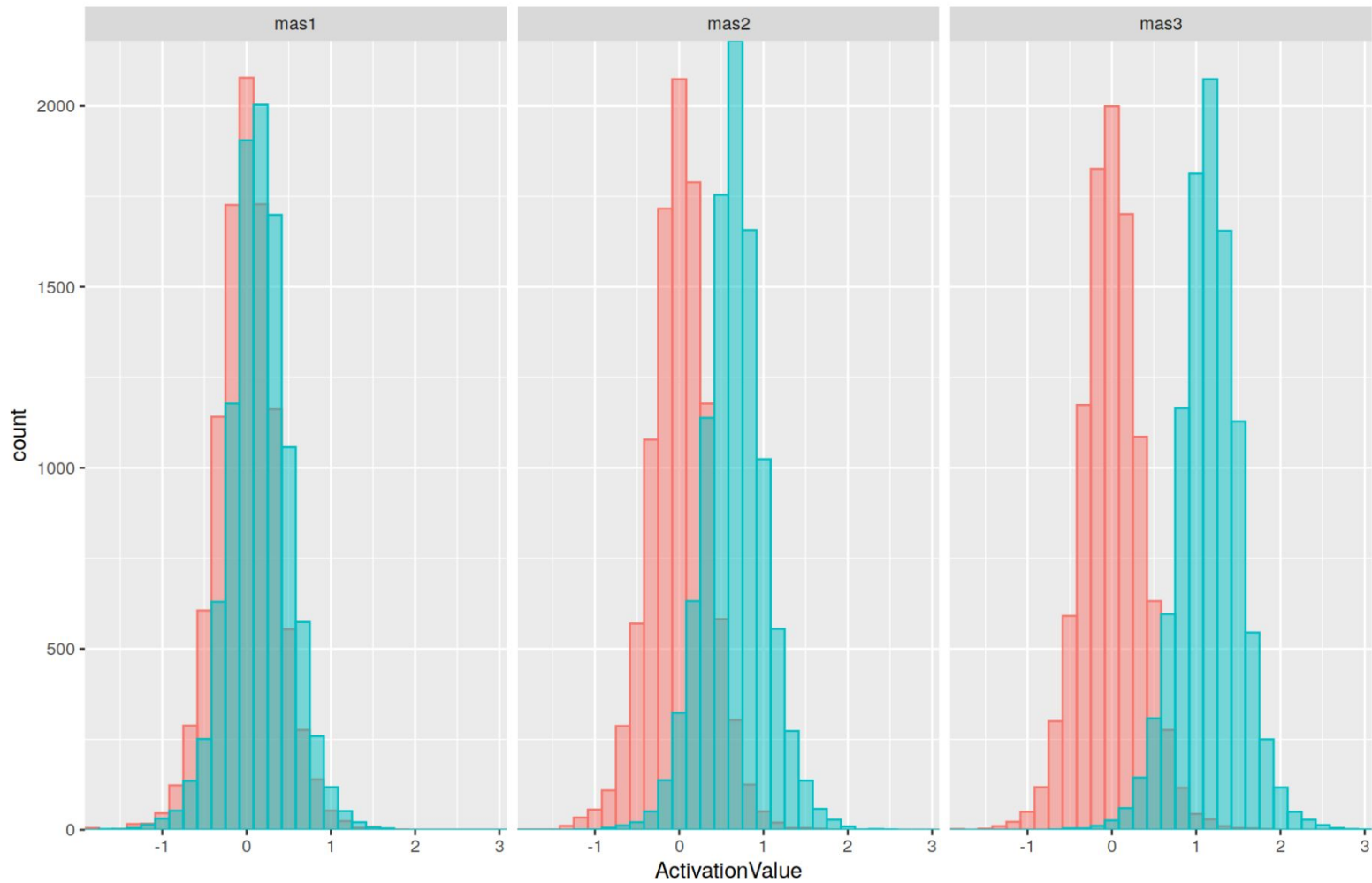


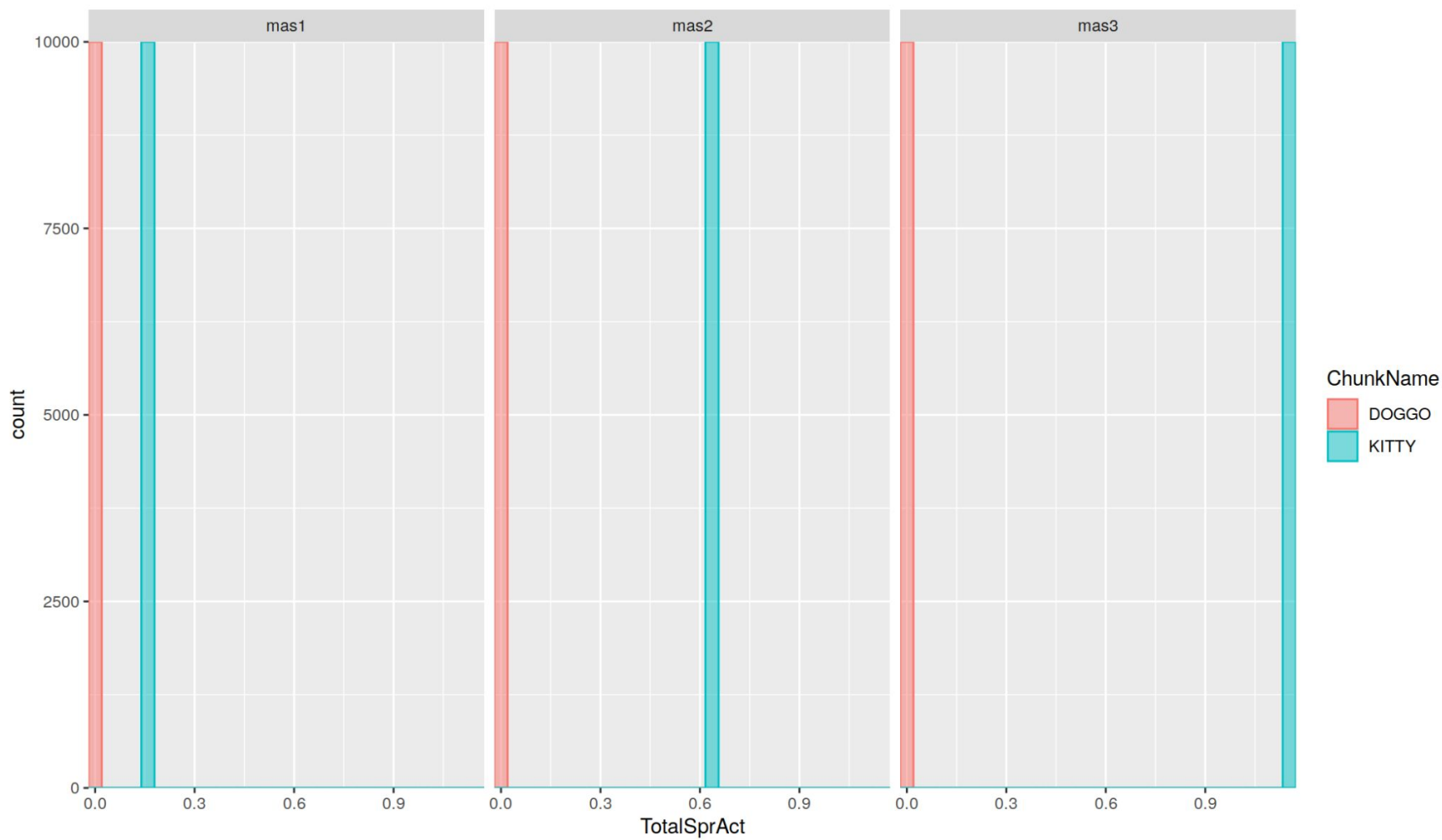
Do you know what YOUR buffers are spreading?

- Production buffer
 - :production-activation
- Goal buffer
 - :ga
- Retrieval buffer
 - :retrieval-activation
- Visual/visual-location buffers
 - :visual-activation/:visual-location-activation
- Aural/aural-location buffers
 - :aural-activation/:aural-location-activation
- Manual buffer
 - :manual-activation
- Vocal buffer
 - :vocal-activation
- Temporal buffer
 - :temporal-activation



Source of variability in spreading activation







Source of variability in spreading activation

- Is it intuitive that there's no variability in spreading activation?
- In attractor networks, the amount of activation that spreads is dependent on the strength of association between the representational units (Lerner, Bentin, & Shriki 2012)
 - Similar to ACT-R - strength of association is representative of the relatedness between two concepts
 - Noise in spreading activation is driven by noise in unit activation
 - How well does ACT-R's S_i capture this?



Questions

- Could the implementation of ACT-R's spreading activation be expanded?
 - By default, only one buffer contributes to the mechanism
 - Only one operation is modulated by the mechanism
 - Do we actually want "spreading activation"?
- How can :mas be interpreted in the PER framework?
 - Should :mas be informed by some global fan value?
 - Could source activation be driven by the quality of the module's representation?
- Is the lack of spreading activation variability reasonable?
 - Should distinct, functionally specialized mechanisms have their own noise parameters?
 - Potentially enabled by representation-driven source activation



Thank you!



Mindless memory model

```
(chunk-type mammal type domesticated diet body social communication)
```

```
(add-dm (retrieve-facts isa parse-prompt state find type nil)
```

```
  (kitty isa mammal type feline domesticated late diet carnivore body  
  small social less communication scent)
```

```
  (doggo isa mammal type canine domesticated early diet omnivore body  
  large social more communication bork)
```

```
)
```



Mindless memory model

```
(add-visicon-features '(screen-x 10 screen-y 10 diet carnivore))
```

- Have the model make 10,000 retrievals under these conditions
- Examine effect on chunk activation across these retrievals