An investigation on the influence of prior experience on working memory representations

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23.416

Background

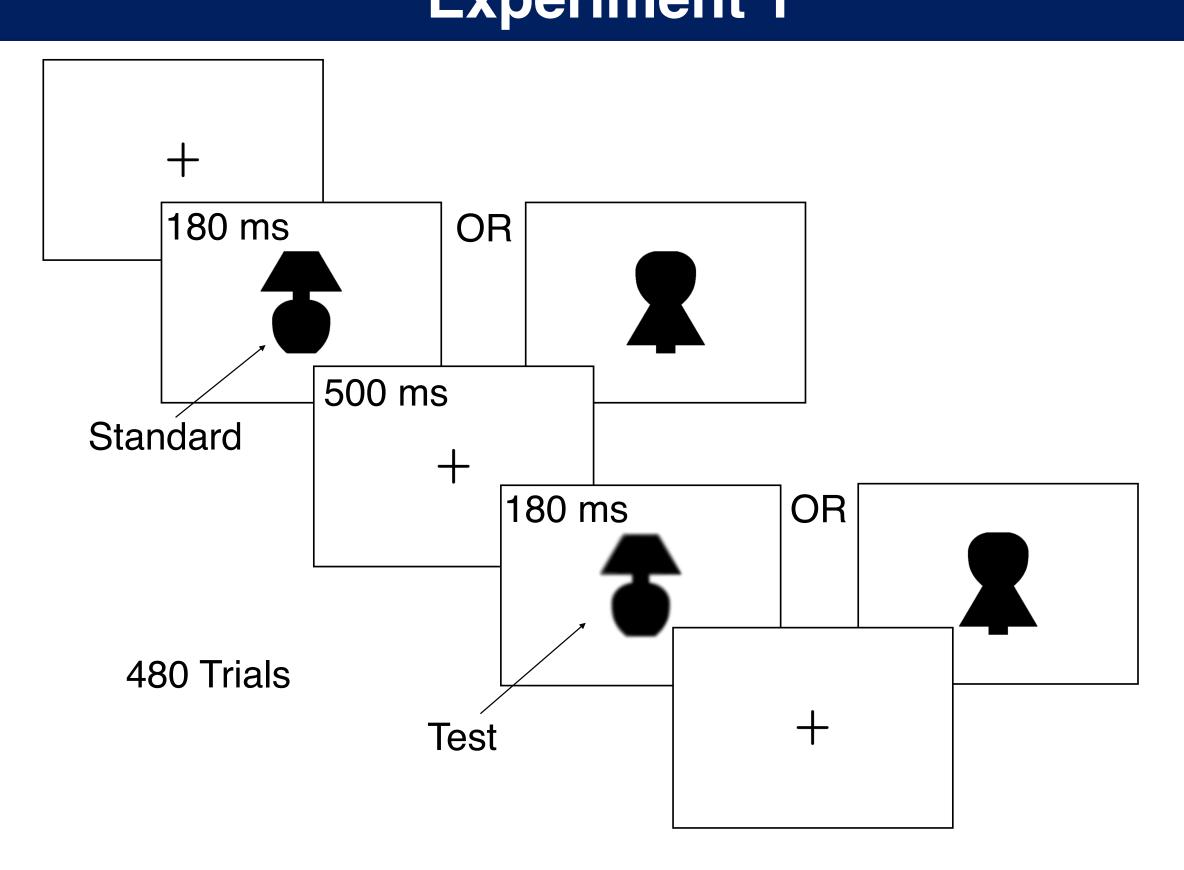
Attention and LTM (prior experience) affect stimulus appearance -Attention affects perceived contrast¹

- -Real-world ("familiar") words/objects appear sharper than novel ones^{2,3}
 - -LTM combines with briefly exposed blurry input -> sharper percept²

LTM can replace active maintenance in WM⁴

Peterson Lab

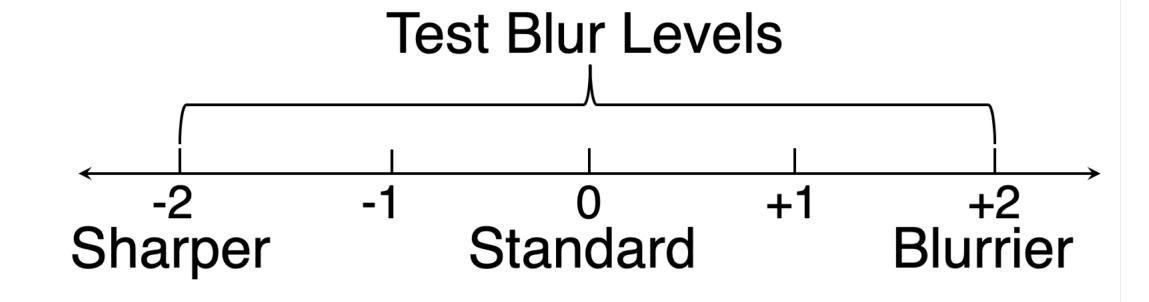
Are familiar objects in WM remembered as sharper? **Experiment 1**



Task:

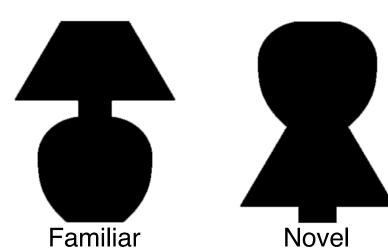
Is *Test* the same or different level of blur as *Standard*?

- -Compare Familiar and Novel Objects
- Novel objects made by rearranging familiar parts
- Blurred using Gaussian smoothing kernel (imgaussfilt)
- -One object per trial, seen two times:
- First = *Standard*, blur levels = 5, 7, or 9
- Second = *Test*; 1 of 5 blur levels equal to or 1 to 2 blur levels above or below Standard
- Test was sharper, same, or blurrier equally often



Experiment 1 Results

Exp 1a: familiar object = lamp (N = 18)



Exp 1a: Mean of all Standard Blur Levels

—Familiar —Novel

Test Blur Level

8.0 %

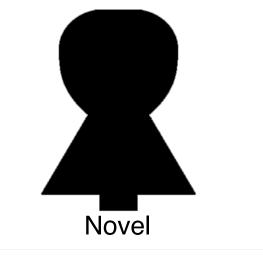
E 0.6

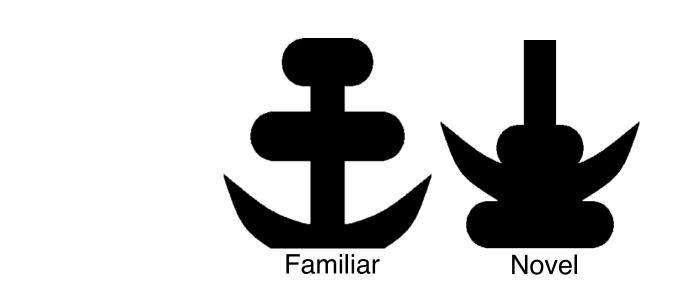
S 0.5

2 0.4

Sharper

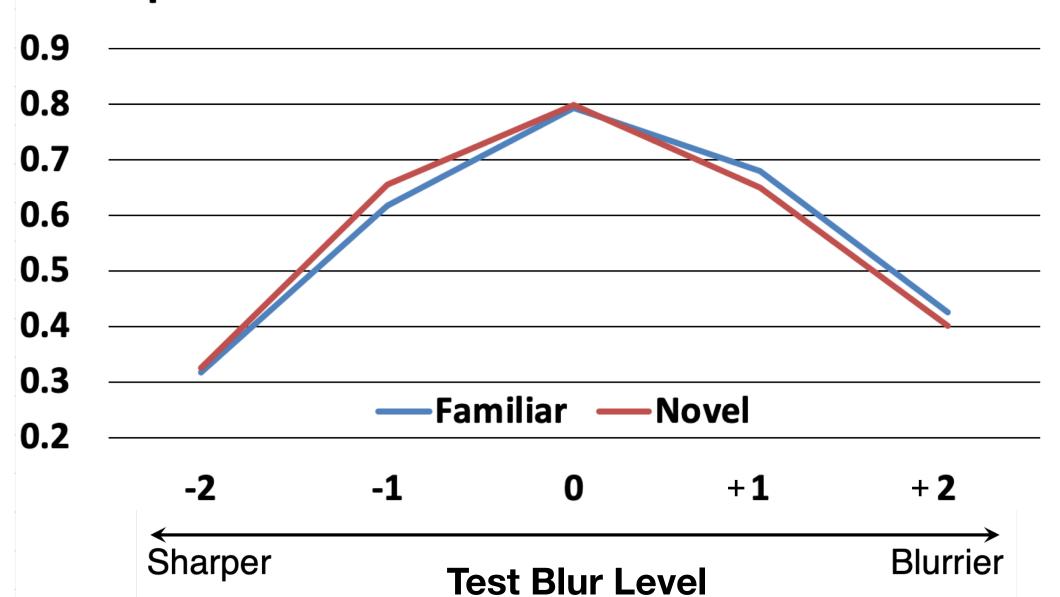
500 ms





Exp 1b: familiar object = anchor (N = 23)

Exp 1b: Mean of All Standard Blur Levels



No difference between familiar and novel objects:

Standard

500 ms

-Not enough WM load?

900 ms

Test

-Standard & Test in same location → local edge comparison?

Blurrier

Experiment 2

Increased WM memory load

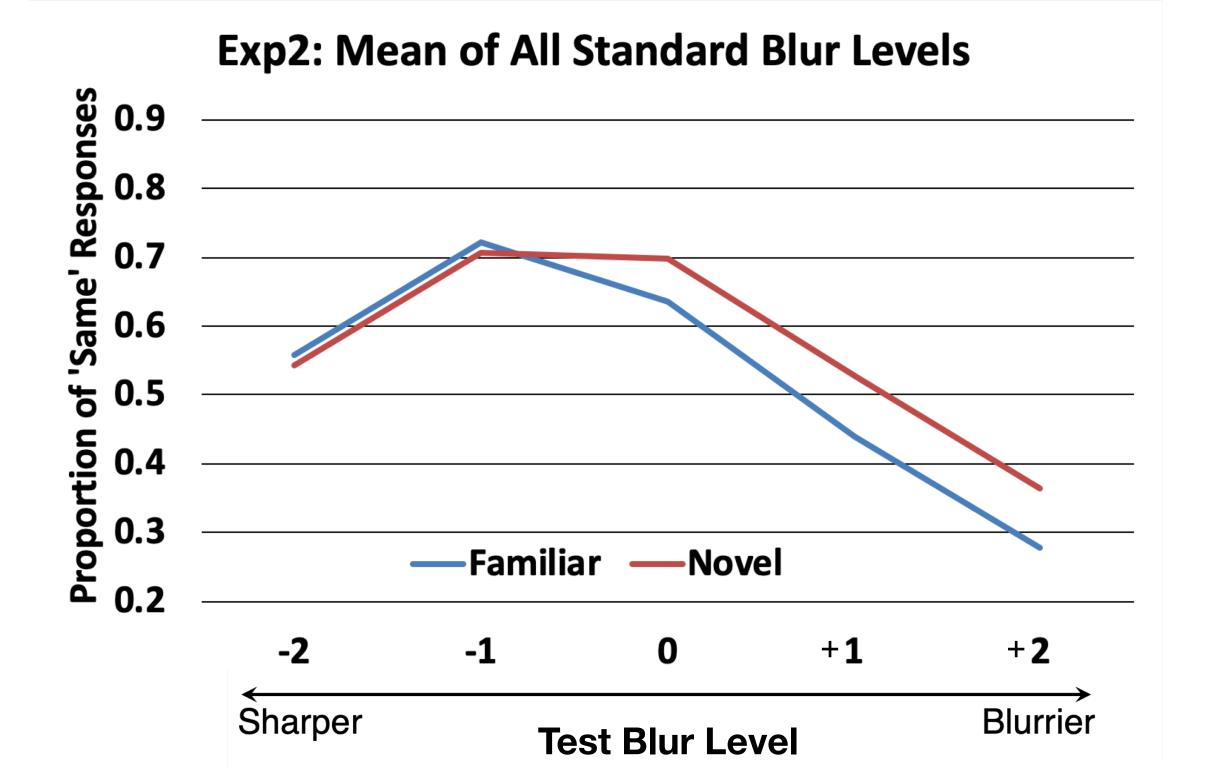
- -2 objects in first frame (cf. 2)
 - -One familiar & one part-rearranged (PR)
- -Only one is *Standard* for that trial (blur = 5 or 7)
 - -Other = blur 5, 7 or 9
 - -Participants unaware of which is Standard, -must keep both in WM
 - -Familiar & PR = Standard equally often

Standard & Test in different locations

- -Test object = same as Standard -Increased delay before *Test*
- 720 Trials

Experiment 2 Results

Exp 2: familiar object = lamp (N = 20)



Standard	Centroid Value		D
Blur Level	Familiar	Novel	P
5	-0.29	-0.16	0.036
7	-1.34	-1.01	0.010
Overall	-0.68	-0.48	0.003

Summary and Conclusions

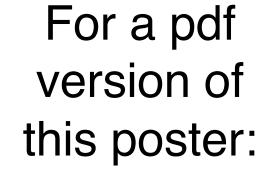
Familiar object perceived as sharper with WM load = 2.

Schurgin et al: LTM replaces active maintenance in WM.

Here LTM representation sharpens the appearance of the familiar object.

-converging evidence for our previous work, suggesting that LTM sharpens the appearance of familiar object borders.

Presented at Vision Sciences Society 2019







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ONR N00014-14-1-067





1) Carrasco M, et al. (2004). *Nature Neuroscience*, 7, 308-313. 2)Perez D, et al. (2018). *Journal of Vision* ,18(10):1320. 3)Lupyan, G. (2017). Journal of experimental psychology: human perception and performance, 43(4), 794. 4) Schurgin, M. W., et al. (2018). *BioRxiv*, 381848.