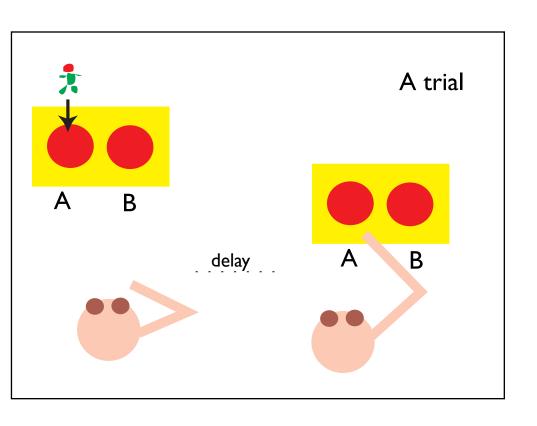
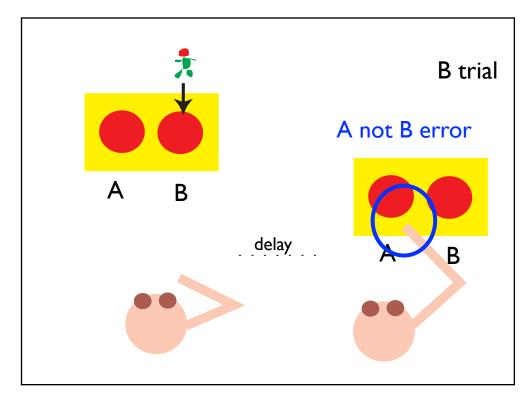
# Dynamic Field Theory A not B

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# Piaget's A not B paradigm: "out-of-sight -- out of mind"



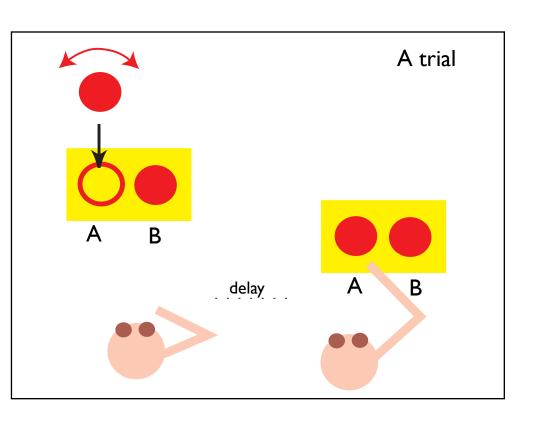


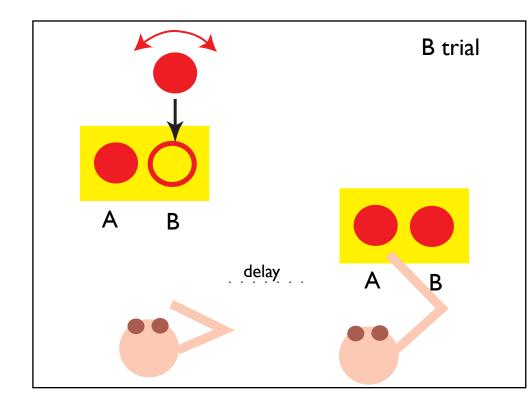
### Toyless variant of A not B task

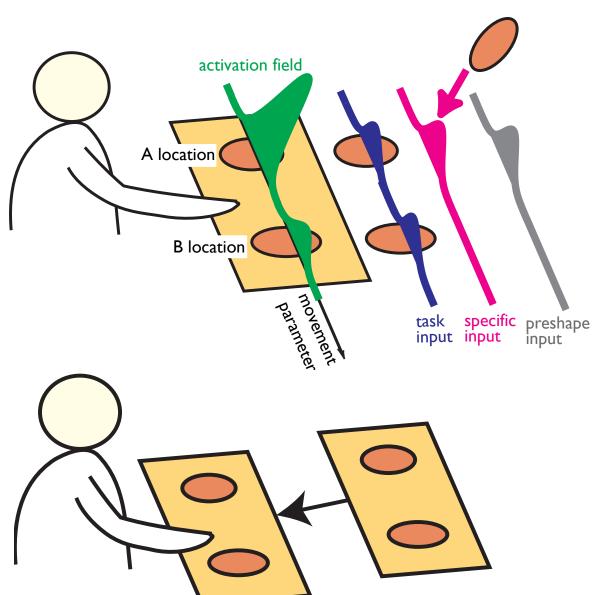


[Smith, Thelen et al.: Psychological Review (1999)]

# Toyless variant of A not B task reveals that A not B is essentially a decision task!





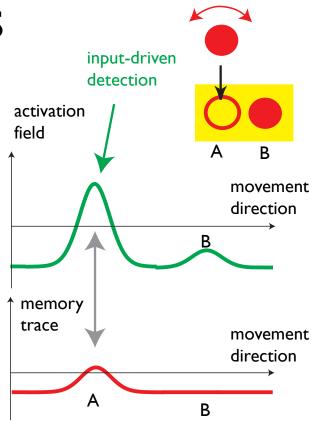


[Thelen, et al., BBS (2001)]

[Dinveva, Schöner, Dev. Science 2007]

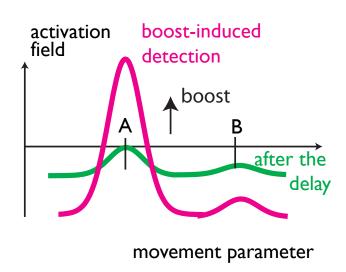
#### Instabilities

- detection: forming and initiating a movement goal
- selection: making sensorimotor decisions
- (learning: memory trace)
- boost-driven detection: initiating the action
- memory instability: old infants sustain during the delay, young



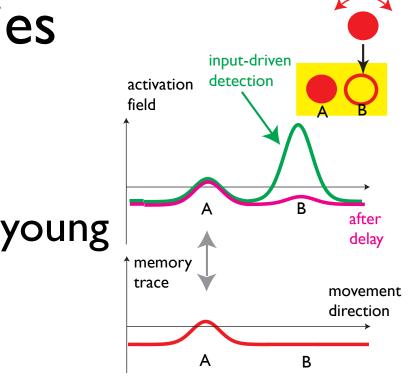
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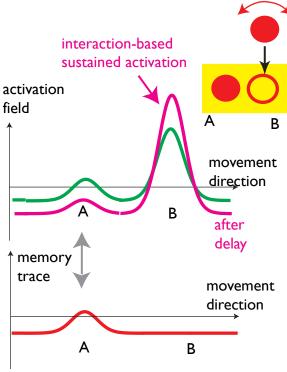
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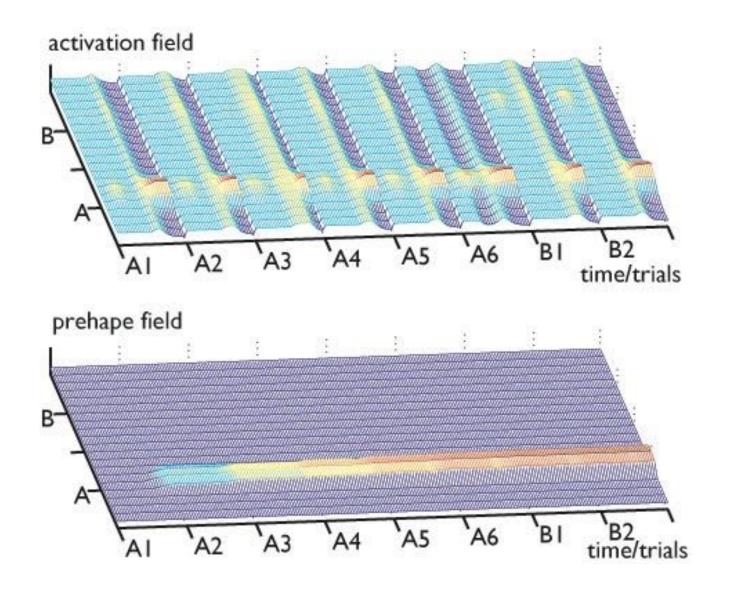
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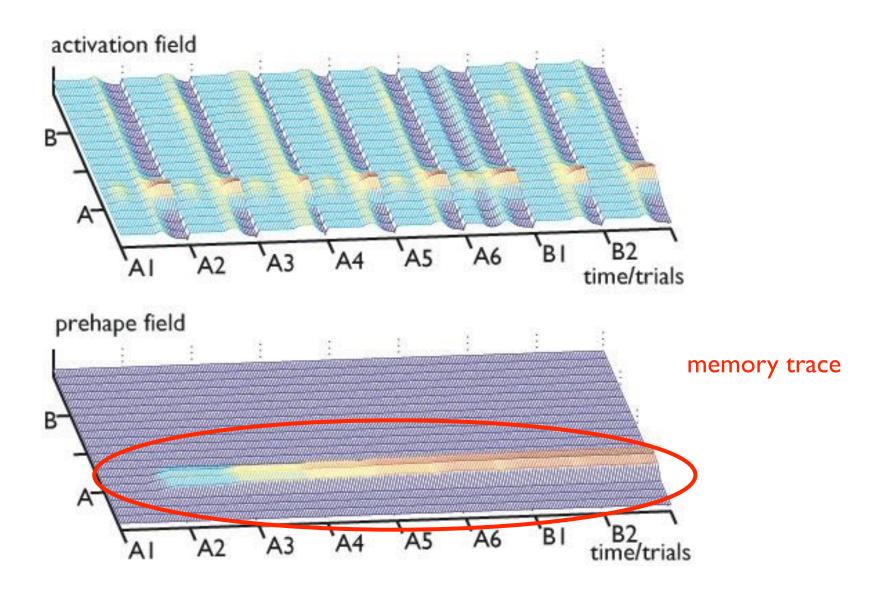
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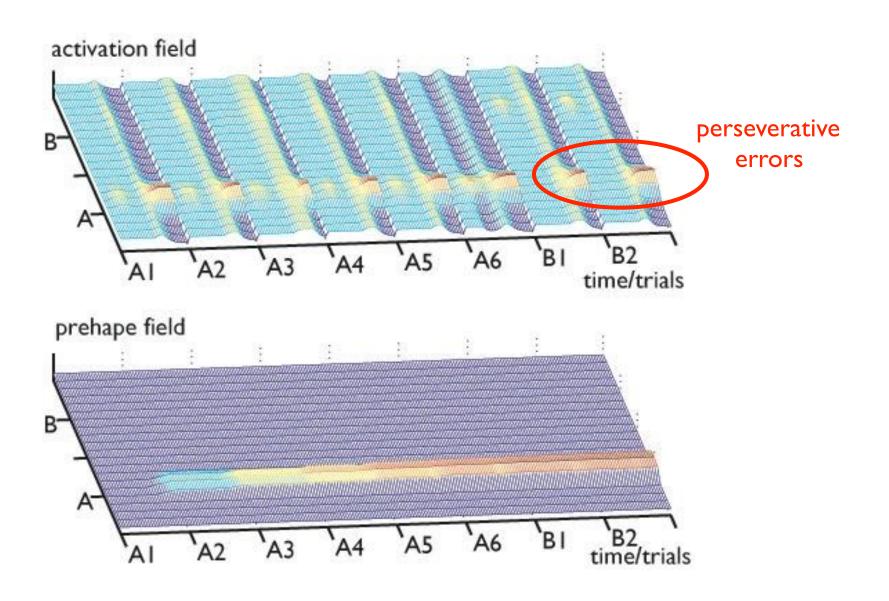




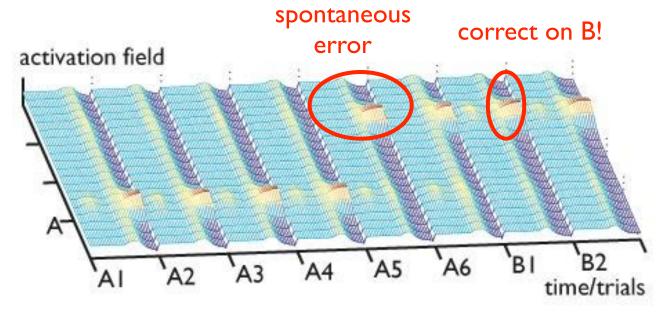
old

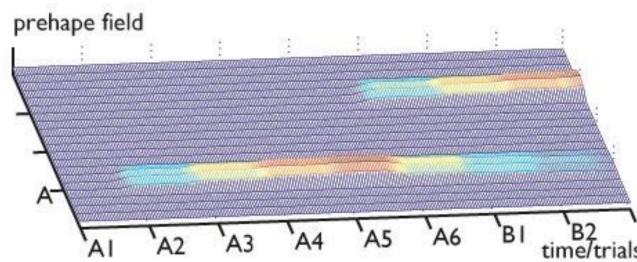




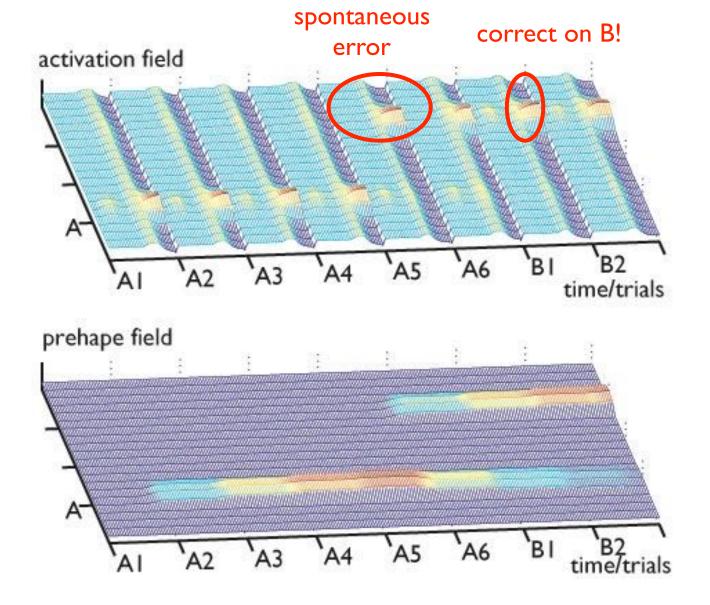


- in spotaneous errors, activation arises at B on an A trial
- which leads to correct reaching on B trial



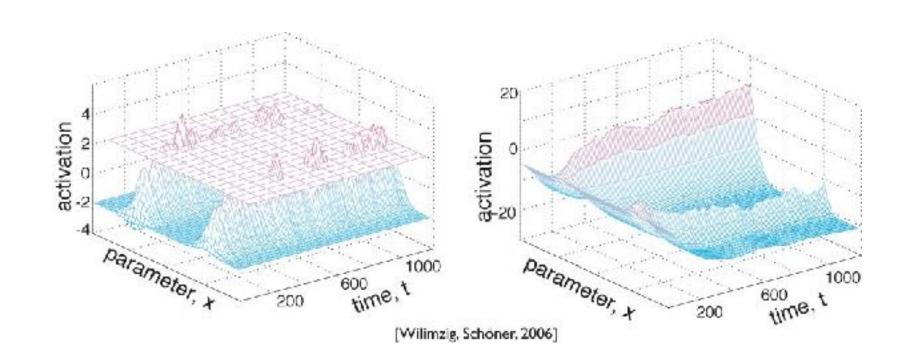


that is because reaches to B on A trials leave memory trace at B



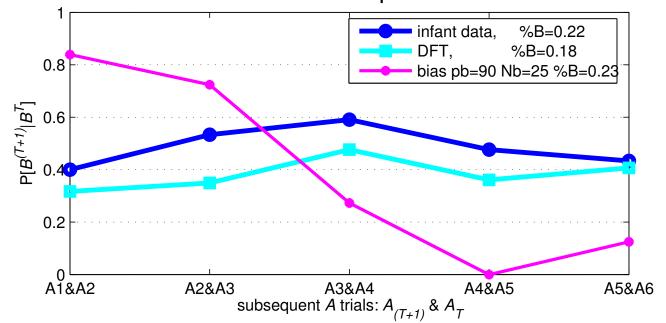
#### DFT is a neural process model

- that makes the decisions in each individual trial, by amplifying small differences into a macroscopic stable state
- and that's how decisions leave traces, have consequences



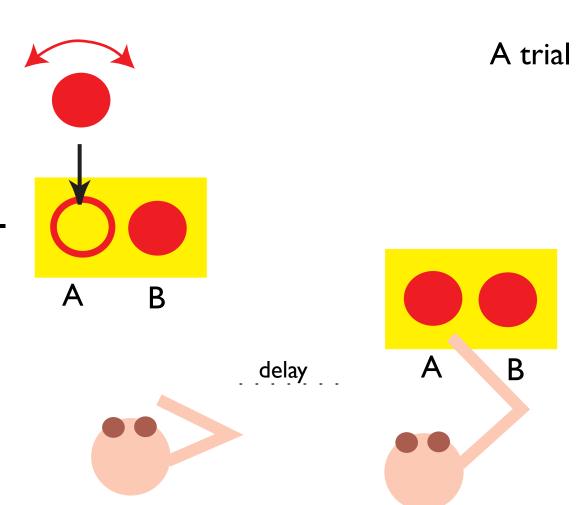
spontaneous errors promote spontaneous errors

**first** and **second** reaches to *B* are on two subsequent *A* trials



#### summary: instabilities

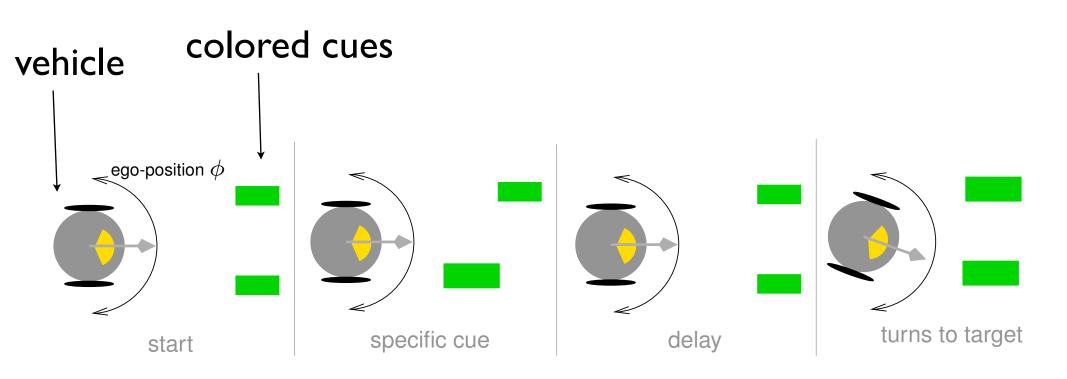
- detection: forming and initiating a movement goal
- selection: making sensorimotor decisions
- boost-driven detection: initiating the the action
- learning: memory trace
- working memory: sustaining a delay



Toyless version of A not B (Smith, Thelen, et al., 1999)

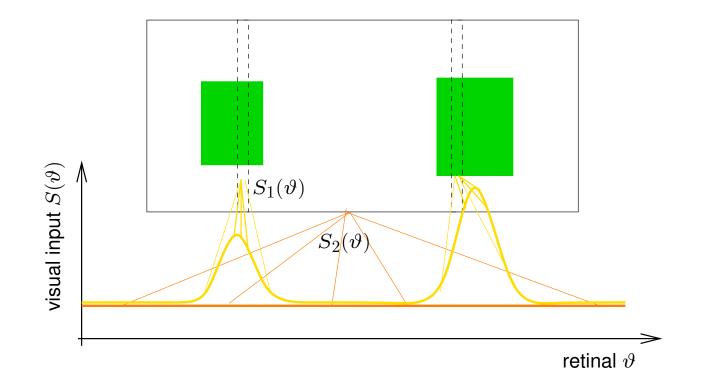
#### Embodied A not B

implementing the A not B model on a autonomous robot with continuous link to sensory and motor surfaces...



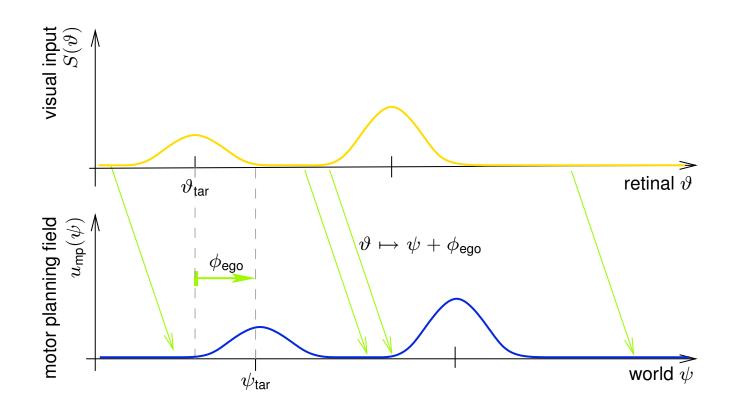
### Visual input

- color-based segmentation
- summing color pixels within color slot along the vertical
- spatially filter at two resolutions



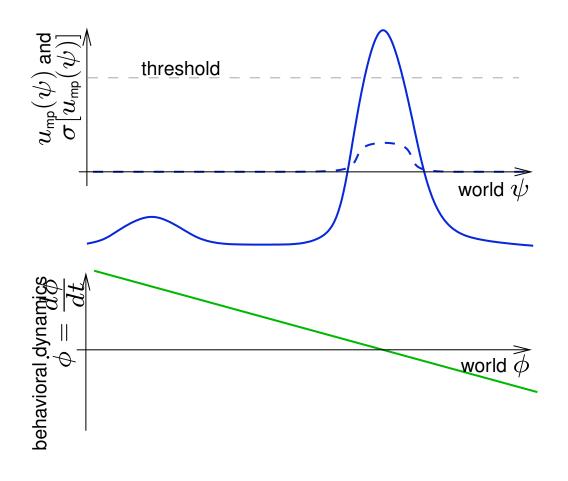
# Dynamic field

- defined over direction in the world
- (requires coordinate transform from retina based on dead-reckoning)



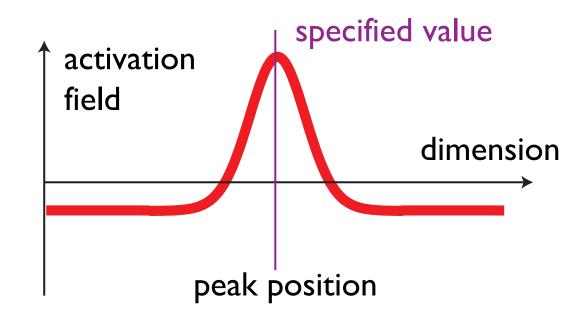
# Motor dynamics

couple peak in direction field into dynamics of heading direction as an attractor



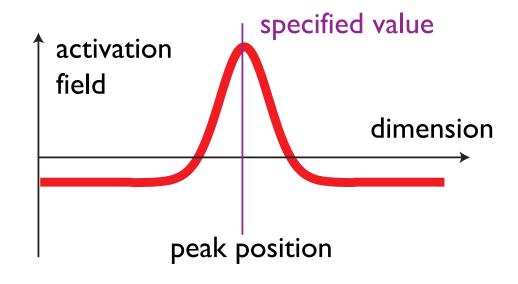
# "Read-out" by generating attractor dynamics for motor system

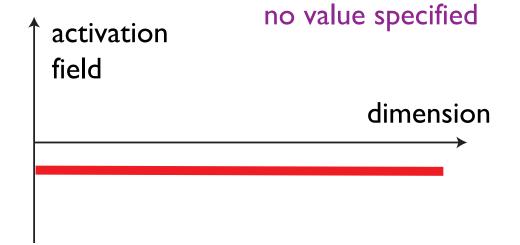
peak specifies value for a dynamical variable that is congruent to the field dimension



- treating sigmoided field as probability: need to normalize
  - => problem when there is no peak: devide by zero!

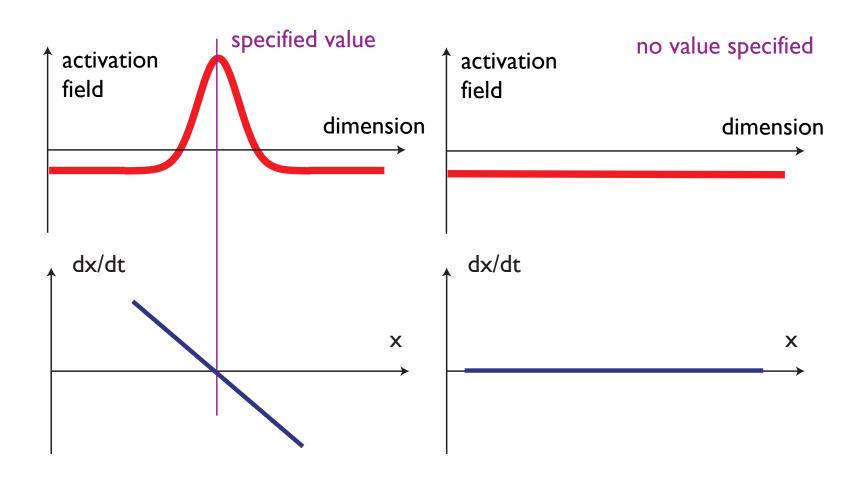
$$x_{\text{peak}} = \frac{\int dx' \, \sigma(u(x',t))x'}{\int dx' \, \sigma(u(x',t))}$$





#### instead:

#### create attractor



#### solution: peak sets attractor

- location of attractor: peak location
- strength of attractor: summed supra-threshold activation

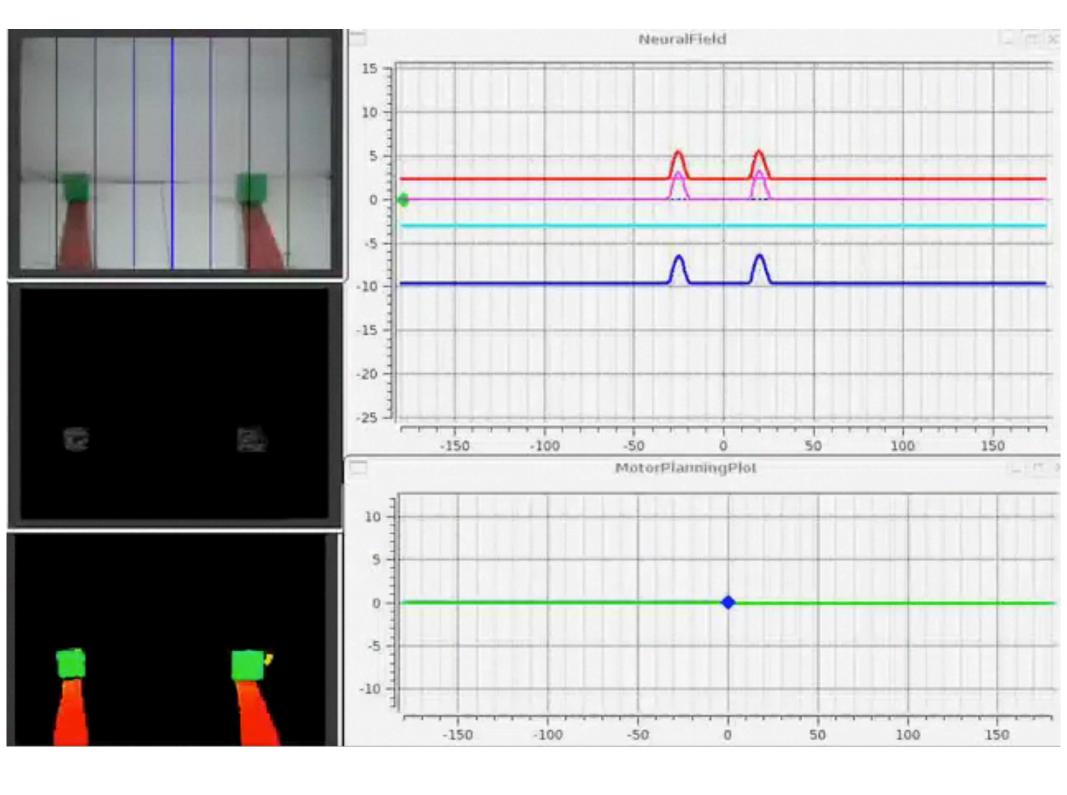
$$x_{\text{peak}} = \frac{\int dx' \, \sigma(u(x',t))x'}{\int dx' \, \sigma(u(x',t))}$$

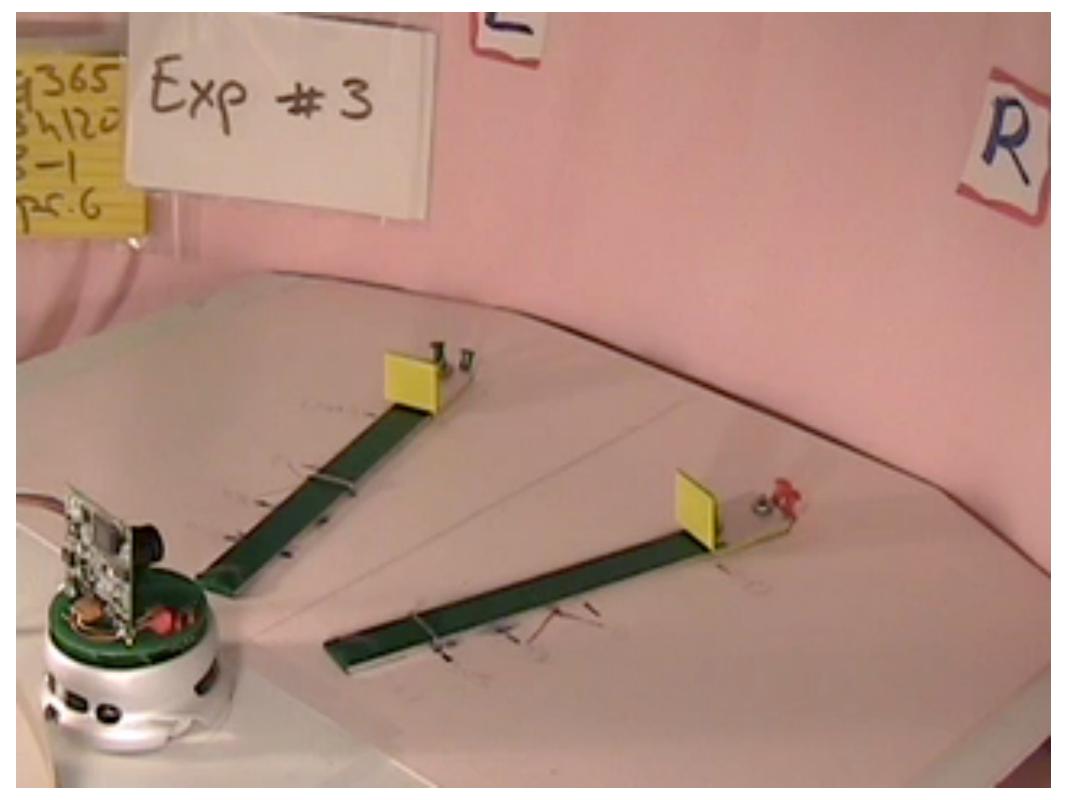
$$\dot{x} = -\int dx' \, \sigma(u(x',t)) \, (x - x_{\text{peak}})$$

$$= -\left[\int dx' \, \sigma(u(x',t)) \, x - \int dx' \, \sigma(u(x',t)) \, x_{\text{peak}}\right]$$

$$= -\left[\int dx' \, \sigma(u(x',t)) \, x - \int dx' \, \sigma(u(x',t)) \, x'\right]$$

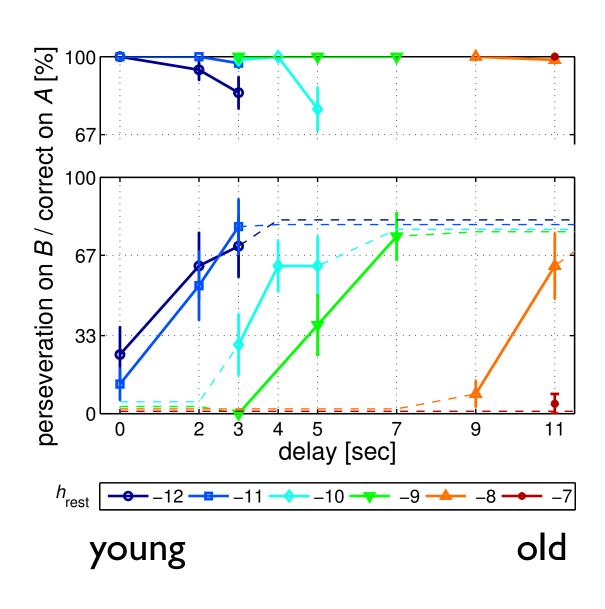
$$= -\int dx' \, \sigma(u(x',t)) \, (x - x')$$

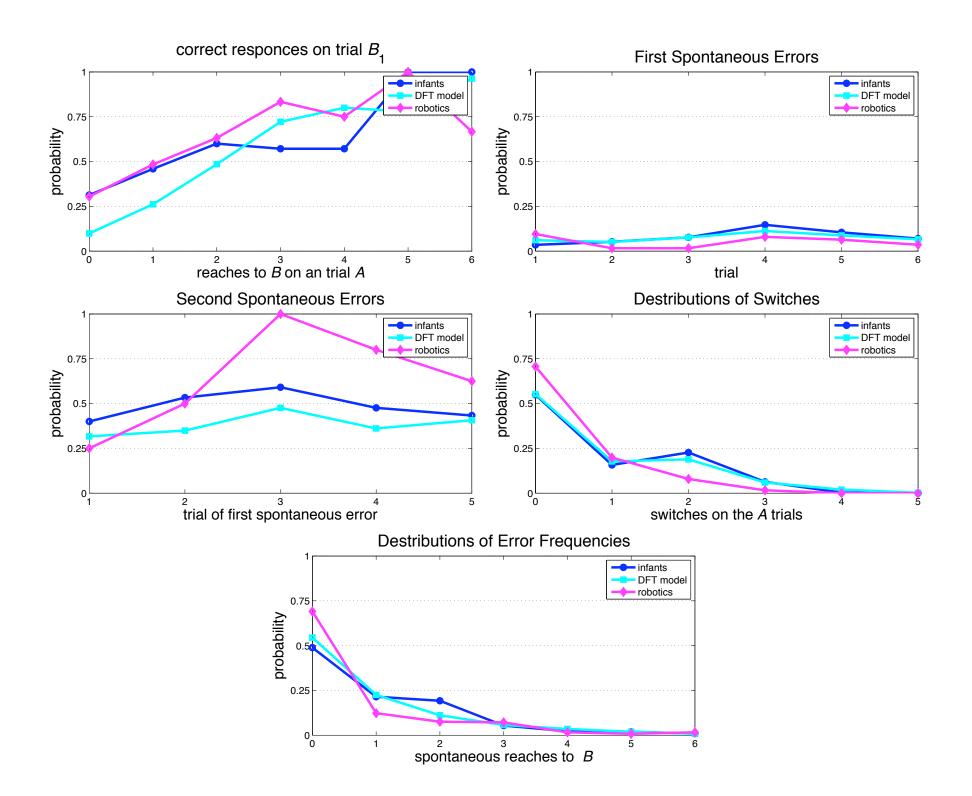




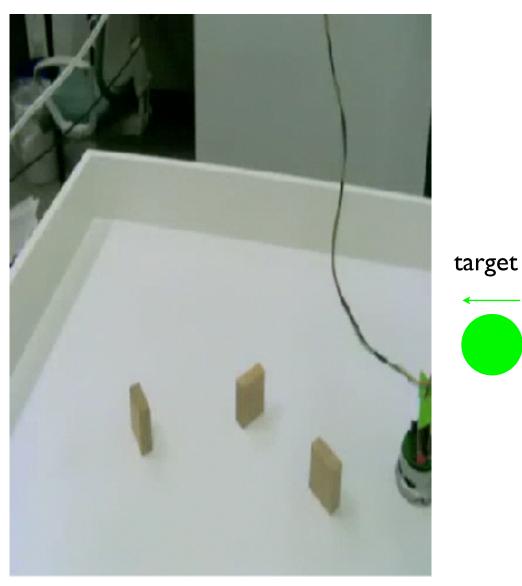
cue off time t [phases]

# esult: reproduce fundamental age-delay trade-off in A not B

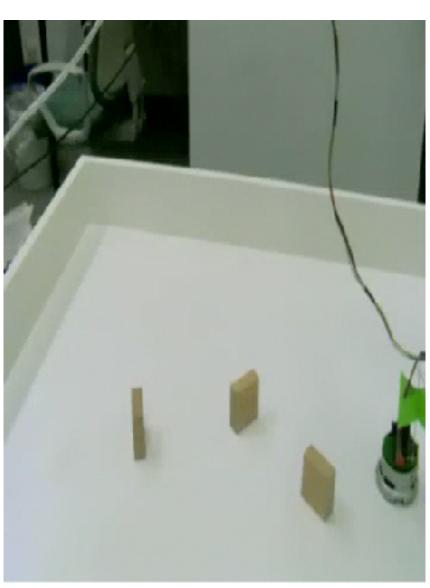




#### "young" robot



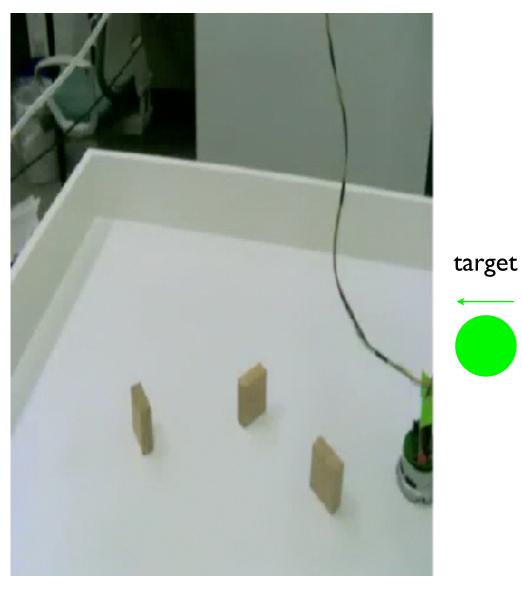
"old" robot



target

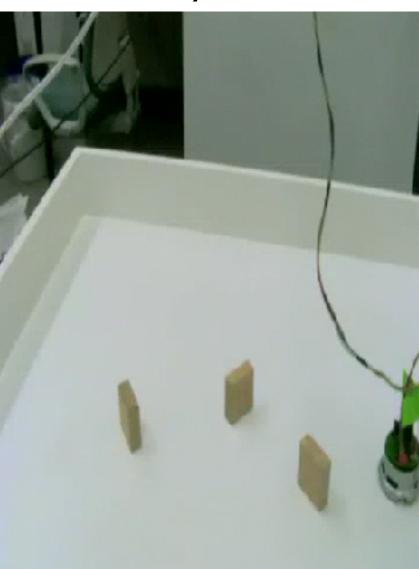


"young" robot



target

# "young" robot with memory trace



#### DFT models can be embodied

- stabilization of decisions is critical
- (when we failed to do so, by just "reading out" the location with maximal activation after the delay, that location fluctuate from moment to moment leading to meandering of the robot in an averaged direction)