Dynamic Field Theory: Selection decisions

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Recall from last lecture ...

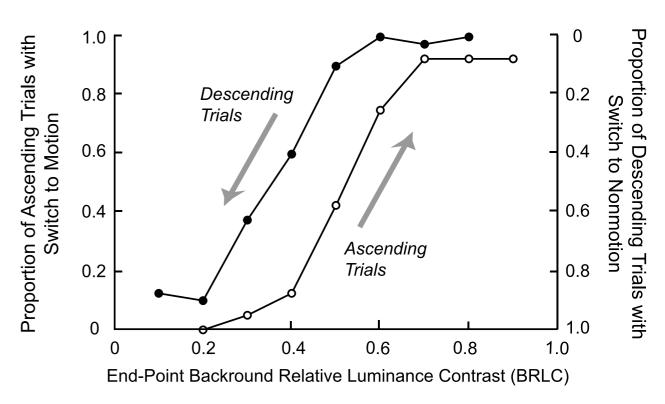
- Attractor states in neural dynamic fields and their instabilities
 - self-stabilized peaks vs. sub-threshold activation patterns
 - detection and reverse detection instability
 - selection
 - working memory
 - boos-driven detection...

Detection instability

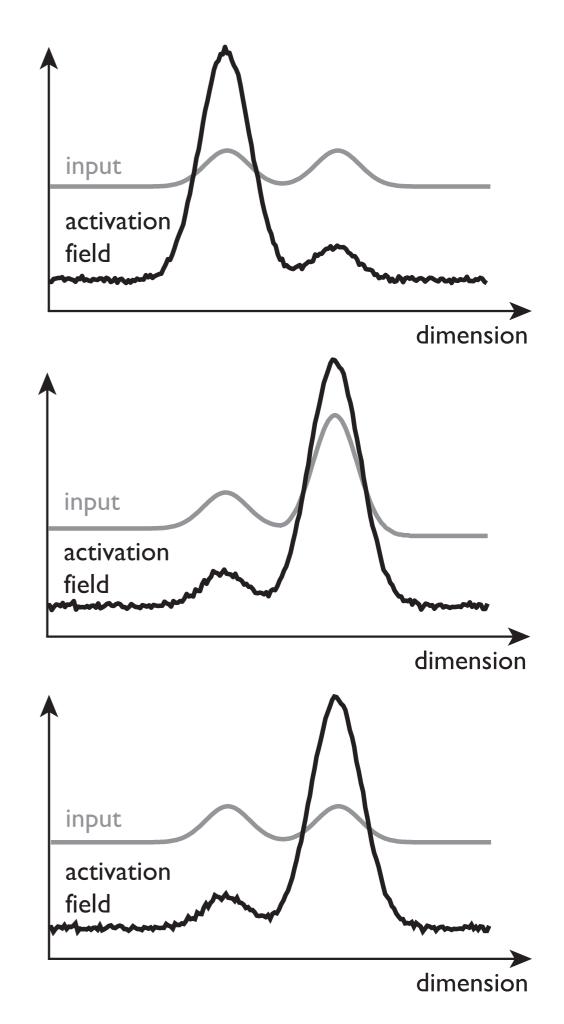
- just responding to input is a "decision" in which the "off" state becomes unstable and the system goes to the alternate "on" state
- that detection decision is self-stabilized... bistable regime..
- critical for the emergence of "events" at discrete times

H. S. Hock, G. Schöner / Seeing and Perceiving 23 (2010) 173–195

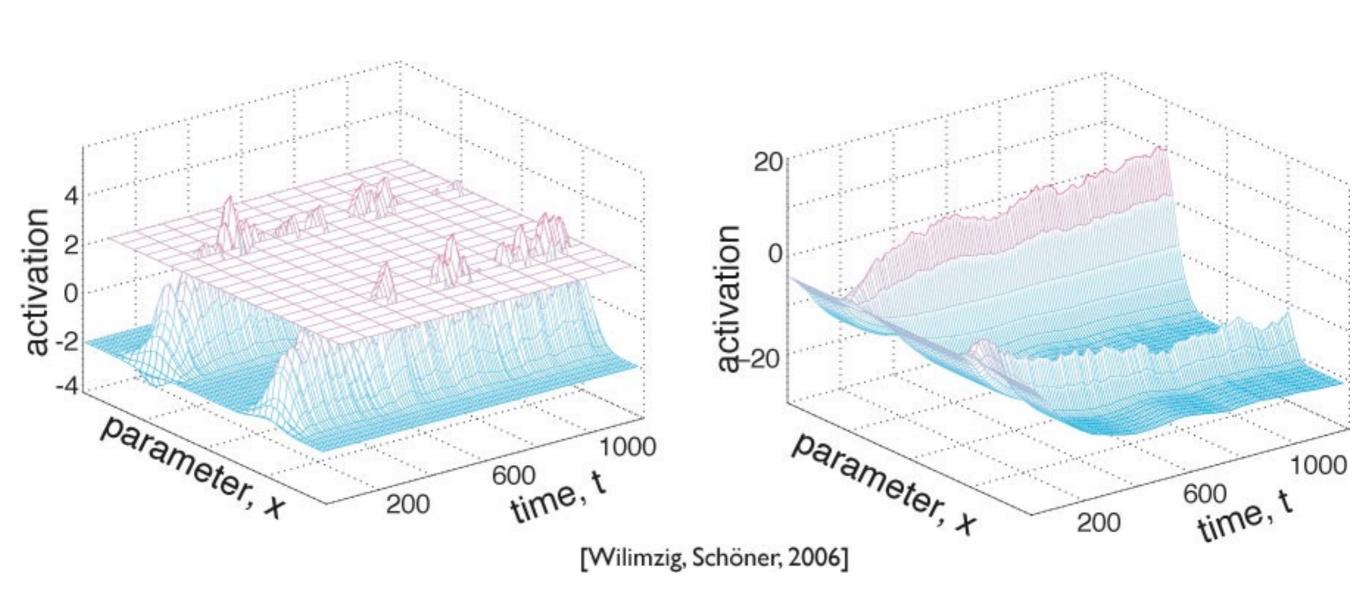
evidence for the detection instability from perceptual hysteresis



selection instability



stabilizing selection decisions

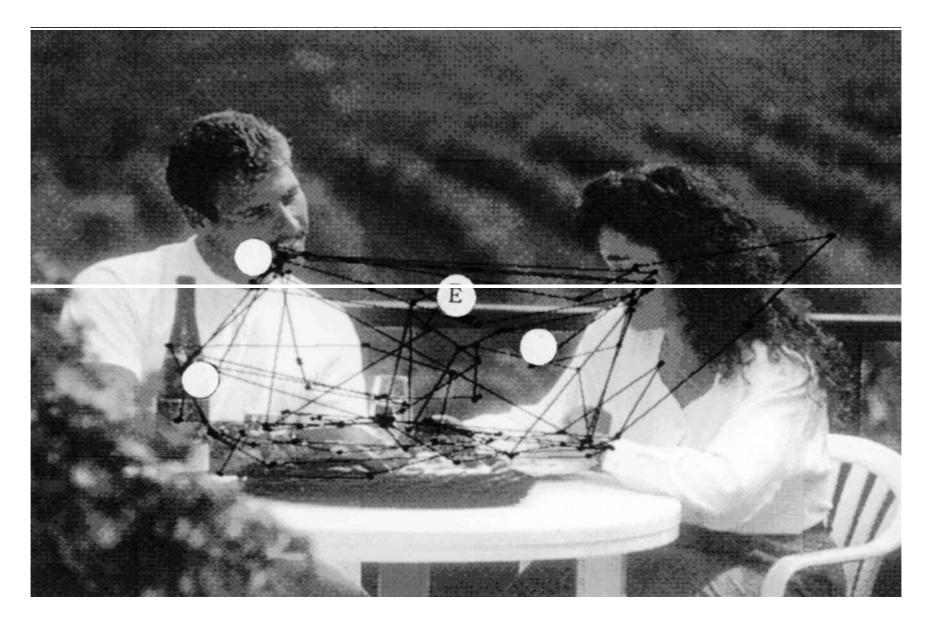


behavioral signatures of selection decisions

- In most experimental situations, the correct selection decision is cued by an *imperative signal* leaving no actual freedom of choice to the participant (only the freedom of *error*)
- when performance approaches chance level, this approximates *free choice*
- reasons are experimental (uncertainty, strategies...)
- (task set plays a major role ... to be discussed later)

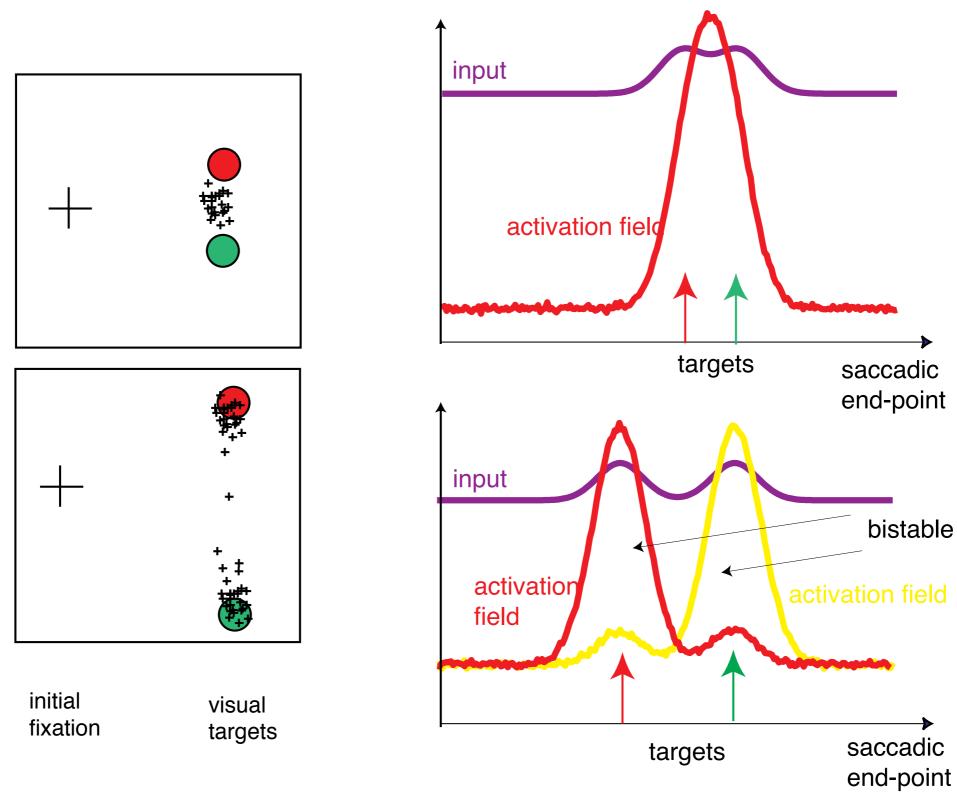
choice without imperative signal

selecting a new saccadic location



[O'Reagan et al., 2000]

saccadic selection



[after: Ottes et al., Vis. Res. 25:825 (85)]

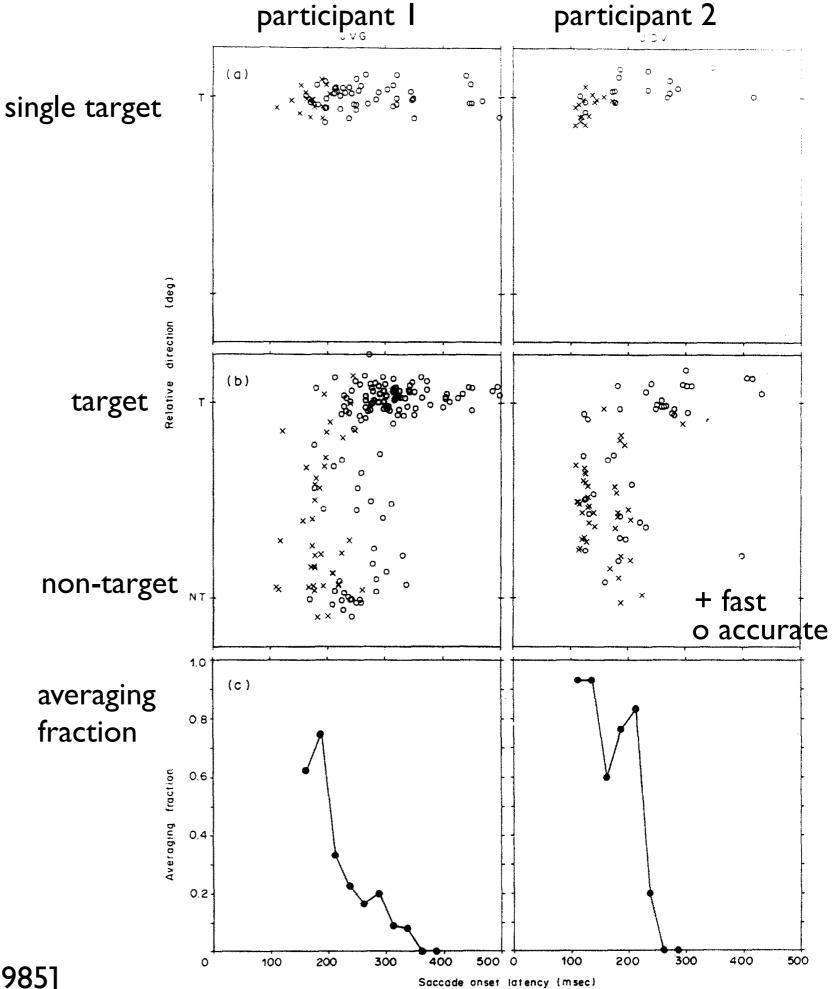
[after Kopecz, Schöner: Biol Cybern 73:49 (95)]

saccadic selection

- in reduced visual environment, selections become relatively reproducible...
- selection decisions depend on metrics of visual stimuli
 - averaging vs. selection

saccadic selection

- time course of saccadic selection:
- transition from averaging to selection



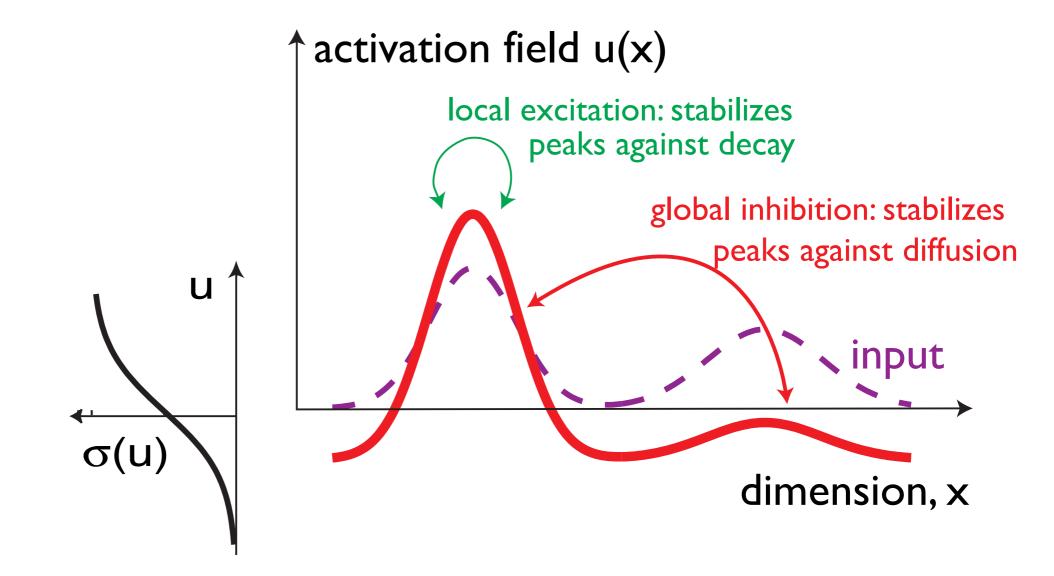
[Ottes, Van Gisbergen, Eggermont, 1985]

saccadic selection

understanding the time course of selection requires a re-examination of the theory

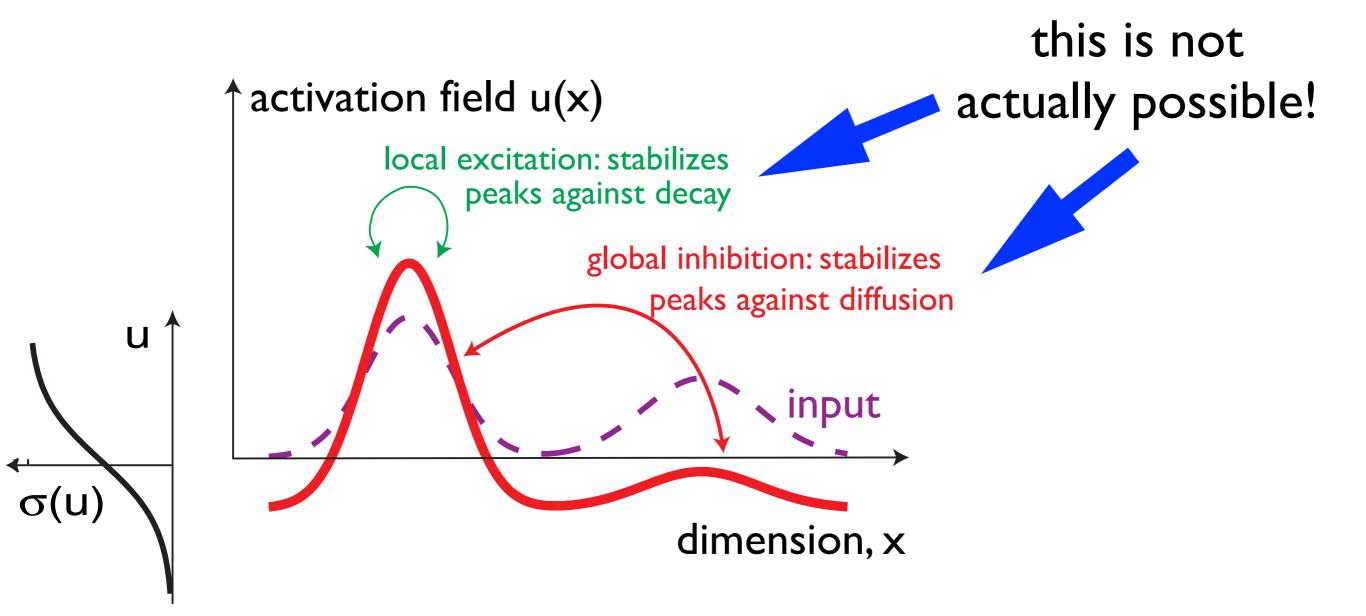
... so far we assumed

that a single population of activation variable mediates both the excitatory and the inhibitory coupling required to make peaks attractors



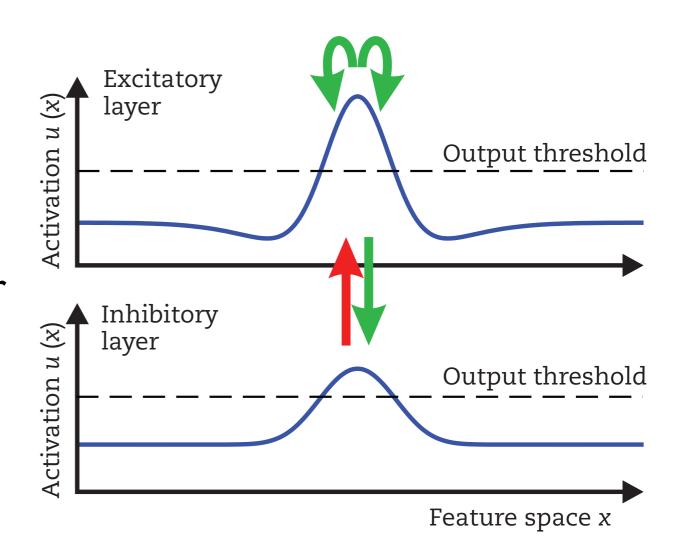
But: Dale's law

- says: every neuron forms with its axon only one type of synapse on the neurons it projects onto
- and that is either excitatory or inhibitory



2 layer neural fields

- inhibitory coupling is mediated by inhibitory interneurons that
 - are excited by the excitatory layer
 - and in turn inhibit the inhibitory layer



[chapter 3 of the book]

2 layer Amari fields

$$\tau_{u}\dot{u}(x,t) = -u(x,t) + h_{u} + s(x,t) + \int k_{uu}(x-x')g(u(x',t))dx' - \int k_{uv}(x-x')g(v(x',t))dx'$$

$$\tau_{v}\dot{v}(x,t) = -v(x,t) + h_{v} + \int k_{vu}(x-x')g(u(x',t))dx'$$

$$t'(x',t) = -v(x,t) + h_{v} + \int k_{vu}(x-x')g(u(x',t))dx'$$

with projection kernels

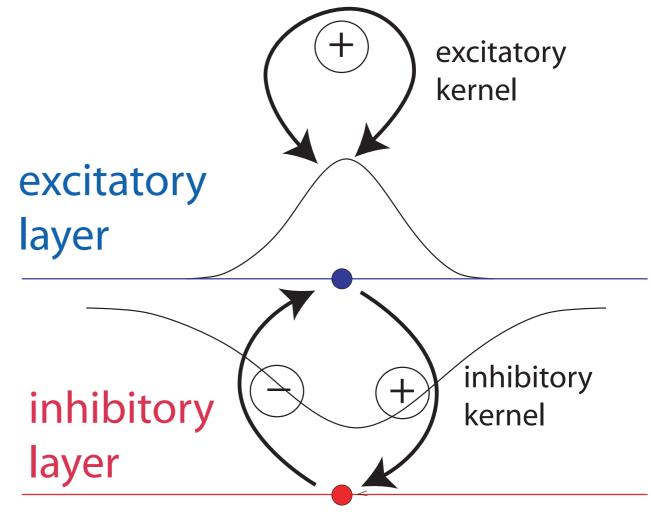
$$k_{uu}(x-x') = c_{uu} \cdot \exp\left(-\frac{(x-x')^2}{2\sigma_{uu}^2}\right)$$

σ

simulation

Implications

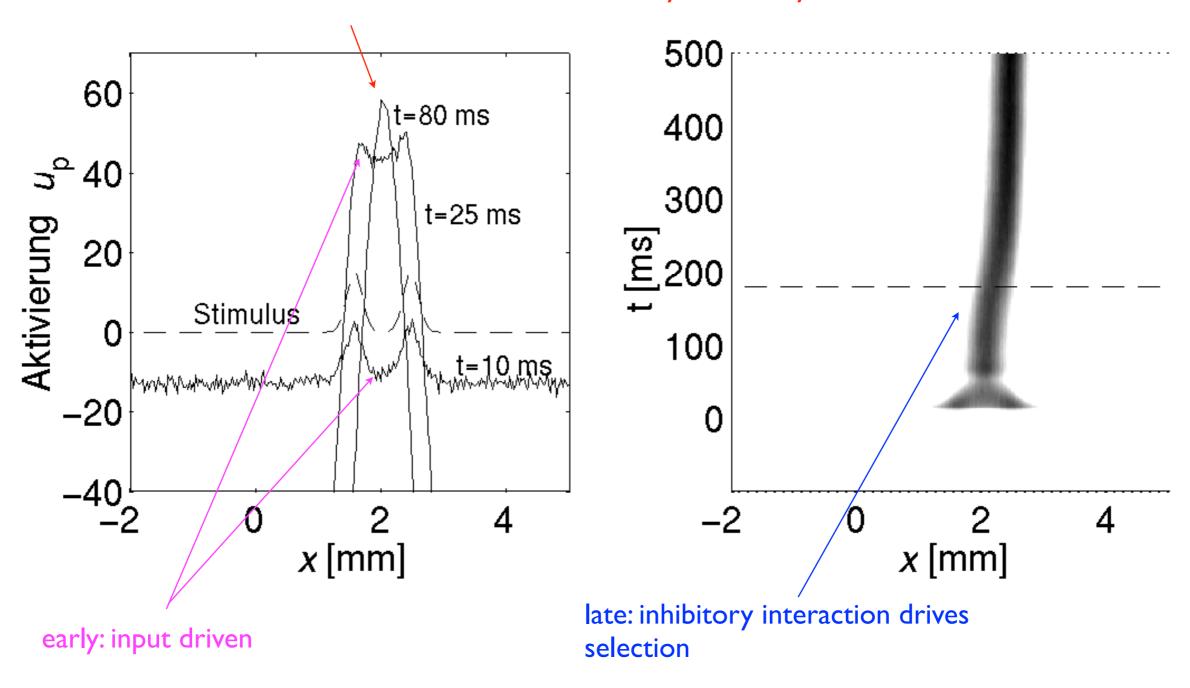
- the fact that inhibition arises only after excitation has been induced has observable consequences in excitatory the time course of decision layer making:
 - initially input-dominated
 - early excitatory interaction
 - late inhibitory interaction



[figure: Wilimzig, Schneider, Schöner, Neural Networks, 2006]

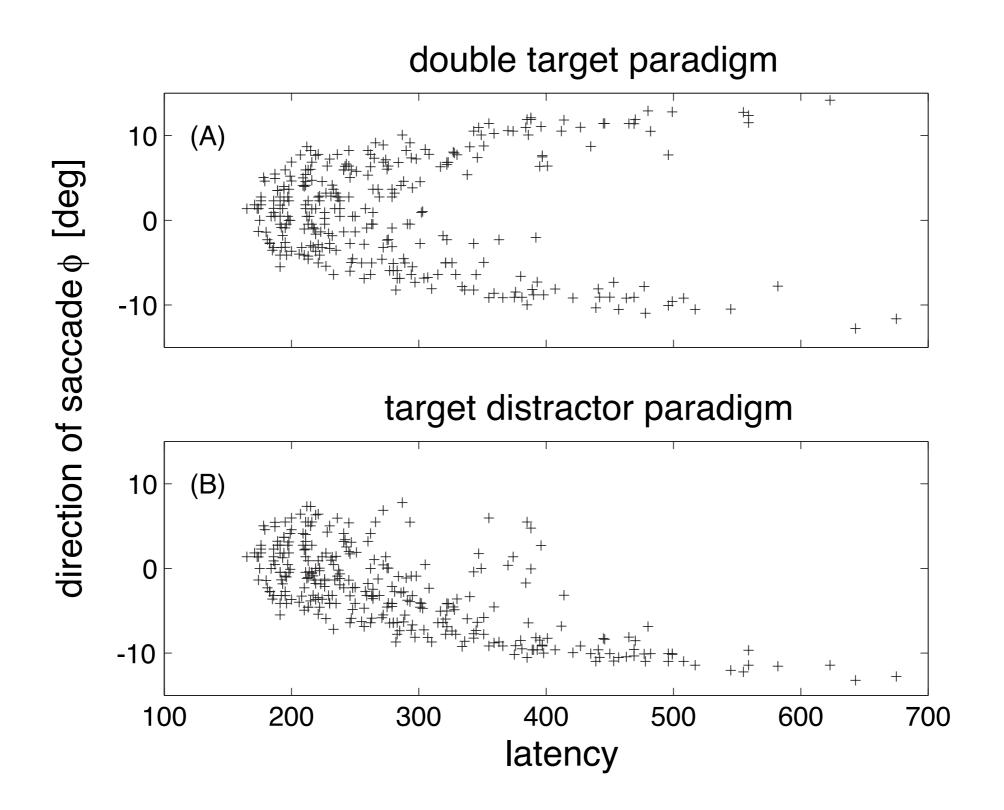
time course of selection

intermediate: dominated by excitatory interaction



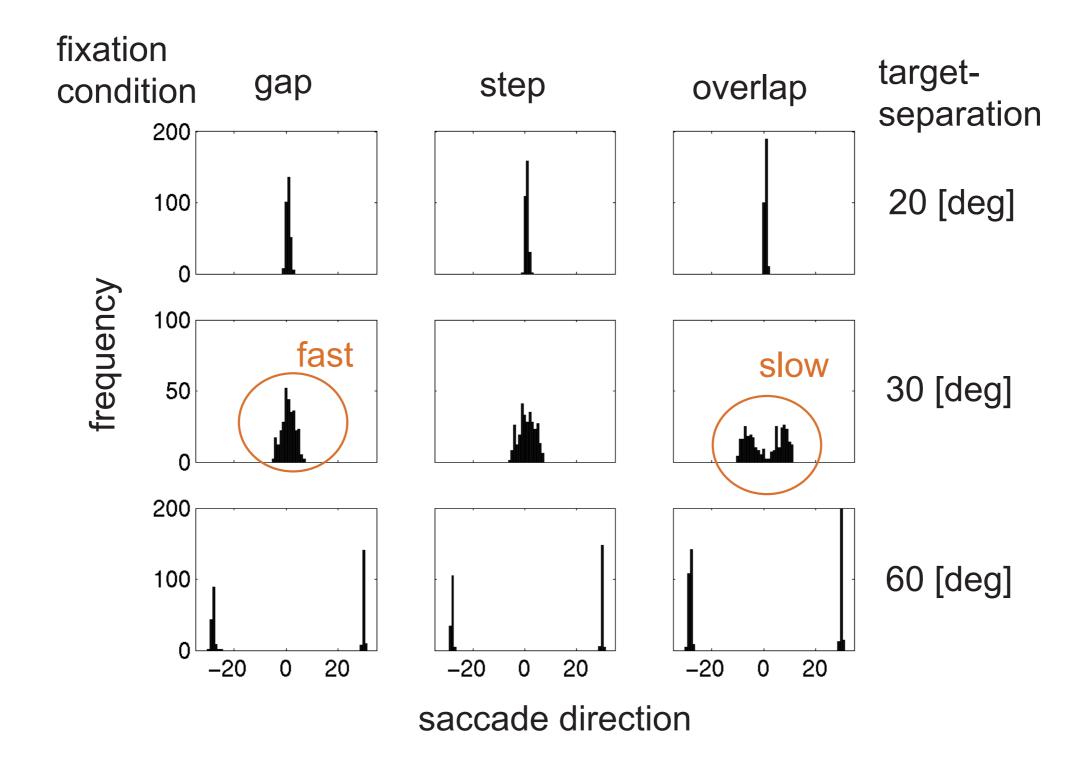
[figure: Wilimzig, Schneider, Schöner, Neural Networks, 2006]

=> early fusion, late selection



[figure: Wilimzig, Schneider, Schöner, Neural Networks, 2006]

fixation and selection



[figure: Wilimzig, Schneider, Schöner, Neural Networks, 2006]

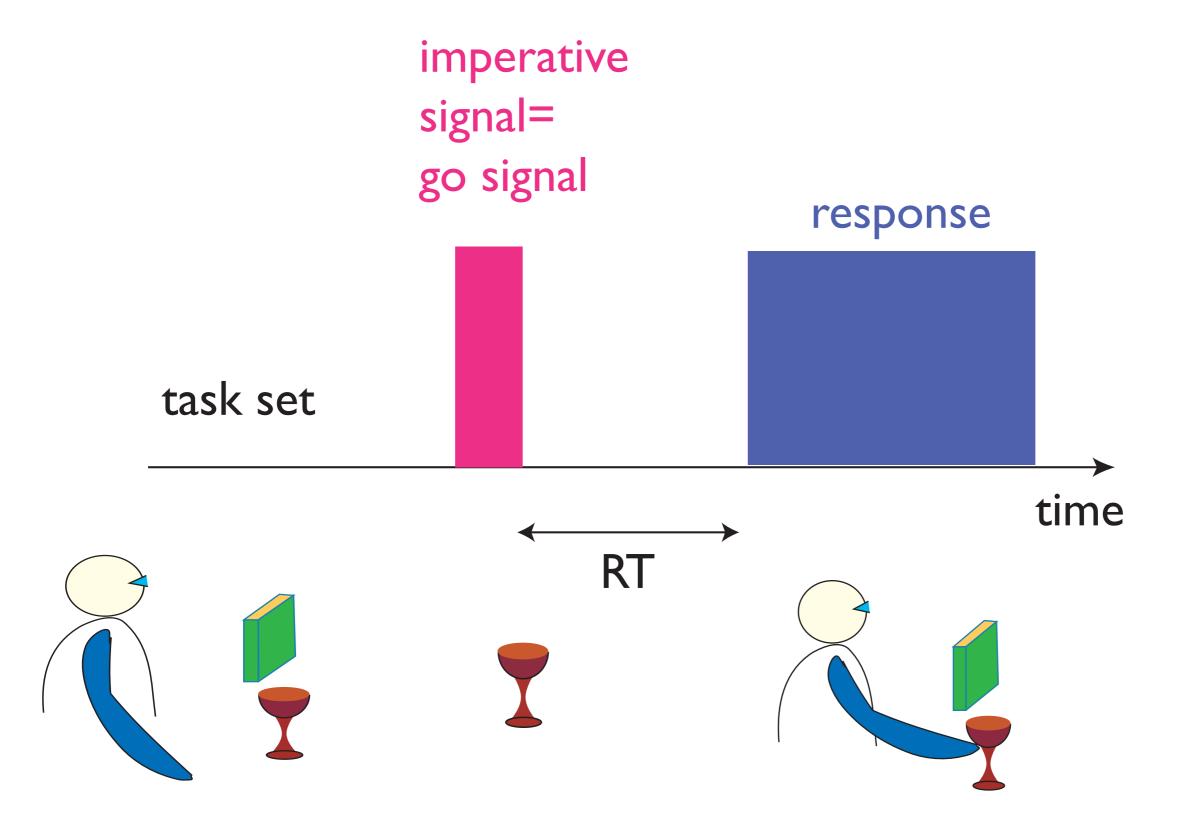
2 layer fields afford oscillations

- => simulation
- (oscillatory states for enhanced coupling among fields)
- (generic nature of oscillations)

studying selection decisions in the laboratory

using an imperative signal...

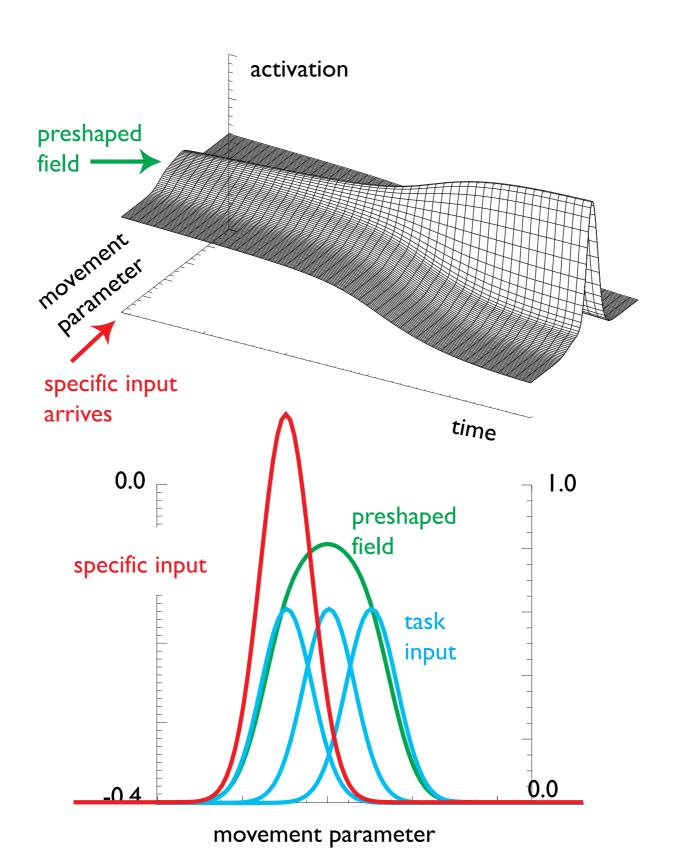
reaction time (RT) paradigm



the task set

- is the critical factor in such studies of selection: which perceptual/action alternative/choices are available...
 - e.g., how many choices
 - e.g., how likely is each choice
 - e.g., how "easy" are the choices to recognize/perform
- because the task set is known to the participant prior to the presentation of the imperative signal, one may think of the task set as a "preshaping" of the underlying representation (pre=before the decision)

notion of preshape



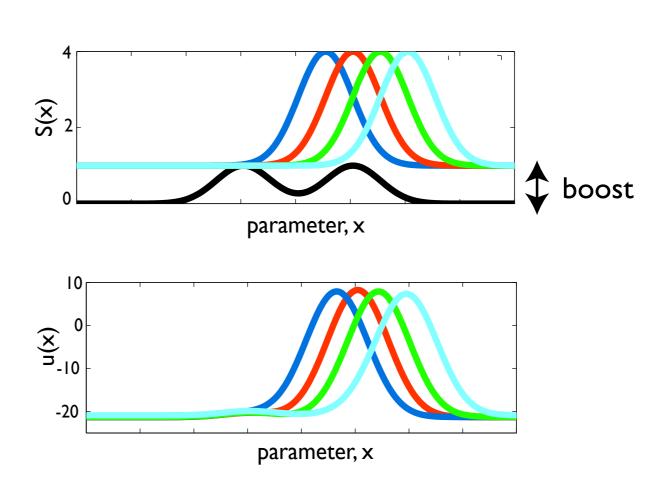
weak preshape in selection

specific input + boost in different conditions

(X) n uoite in different conditions

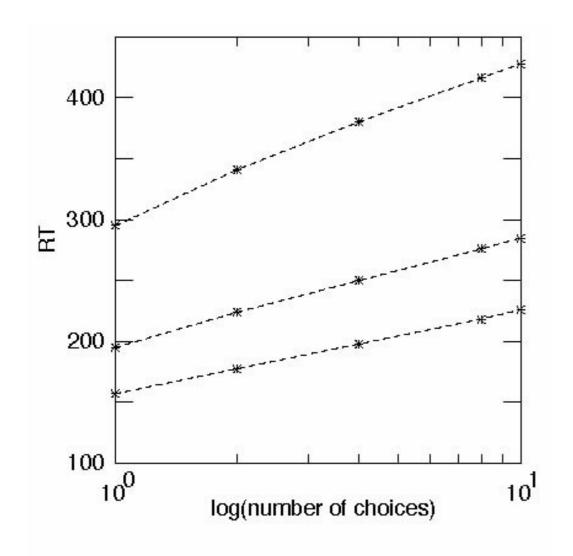
| 1500 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 |

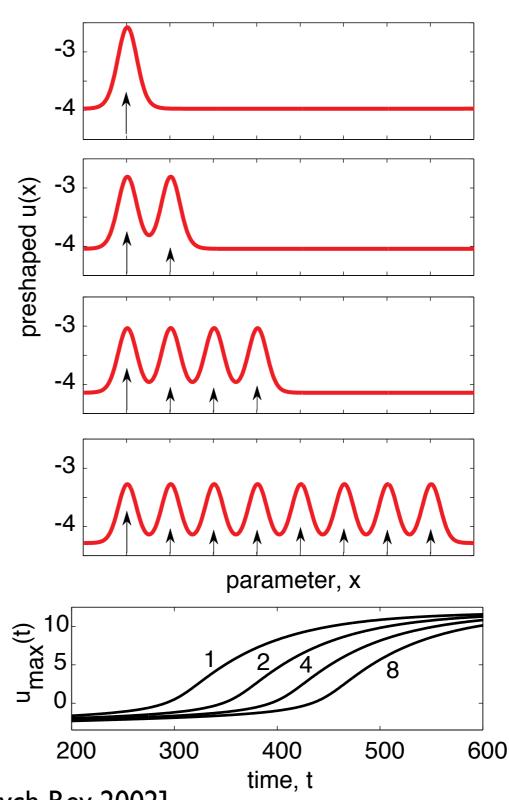
specific (imperative) input dominates and drives detection instability



using preshape to account for classical RT data

Hick's law: RT increases with the number of choices

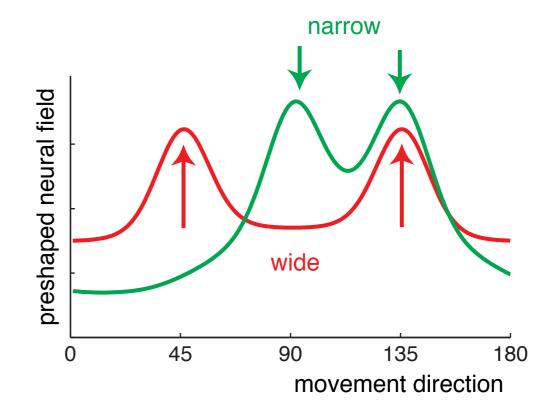


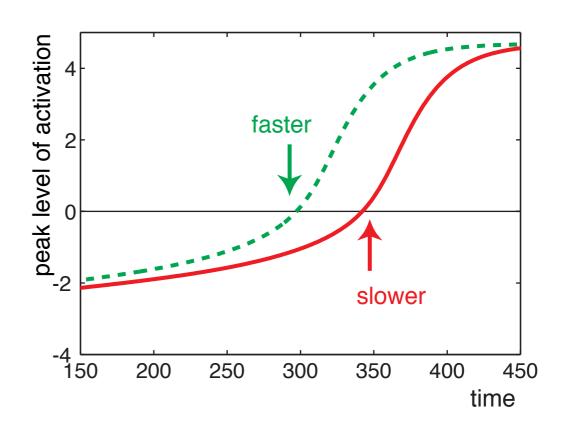


[Erlhagen, Schöner, Psych Rev 2002]

metric effect

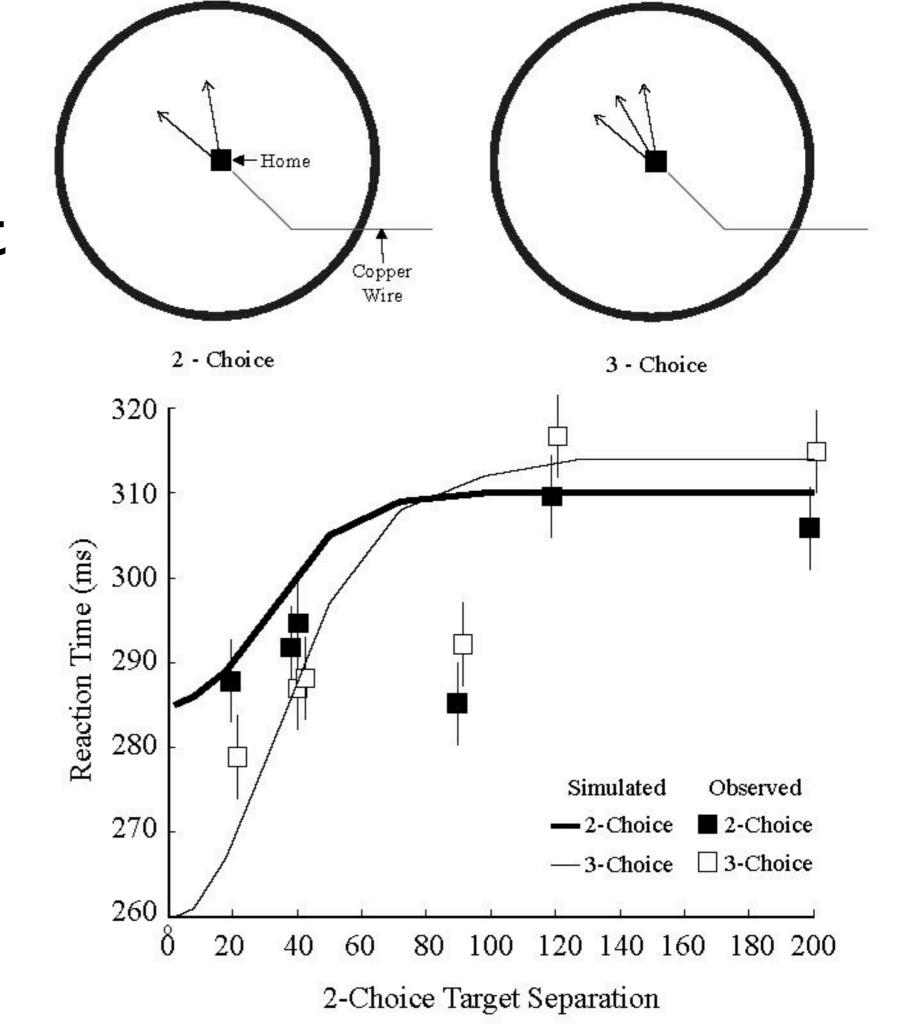
predict faster response times for metrically close than for metrically far choices

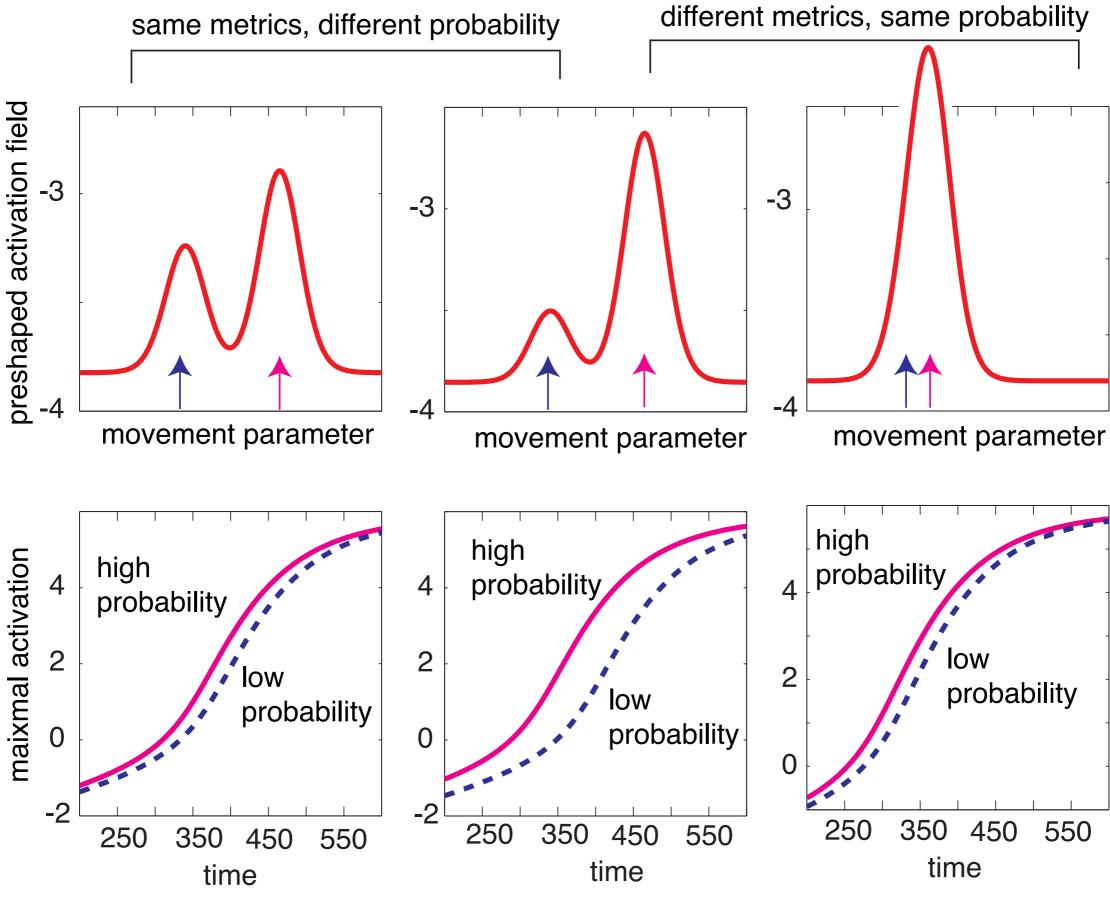




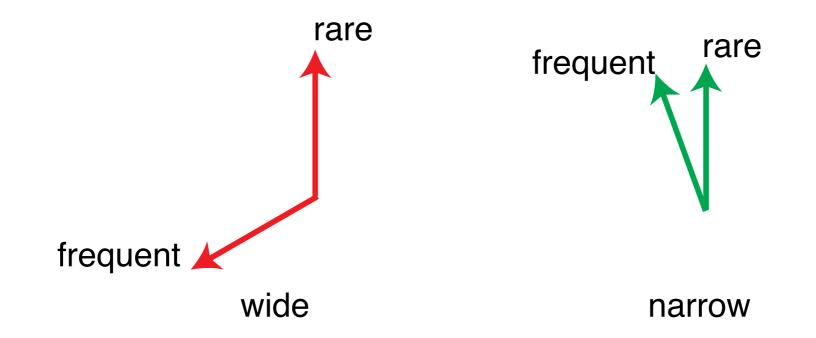
[from Schöner, Kopecz, Erlhagen, 1997]

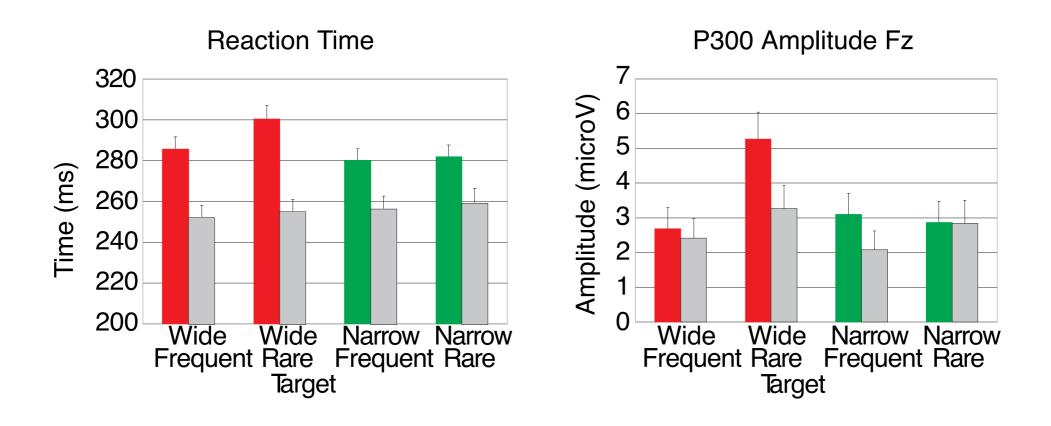
experiment: metric effect





[from Erlhagen, Schöner: Psych. Rev. 2002]

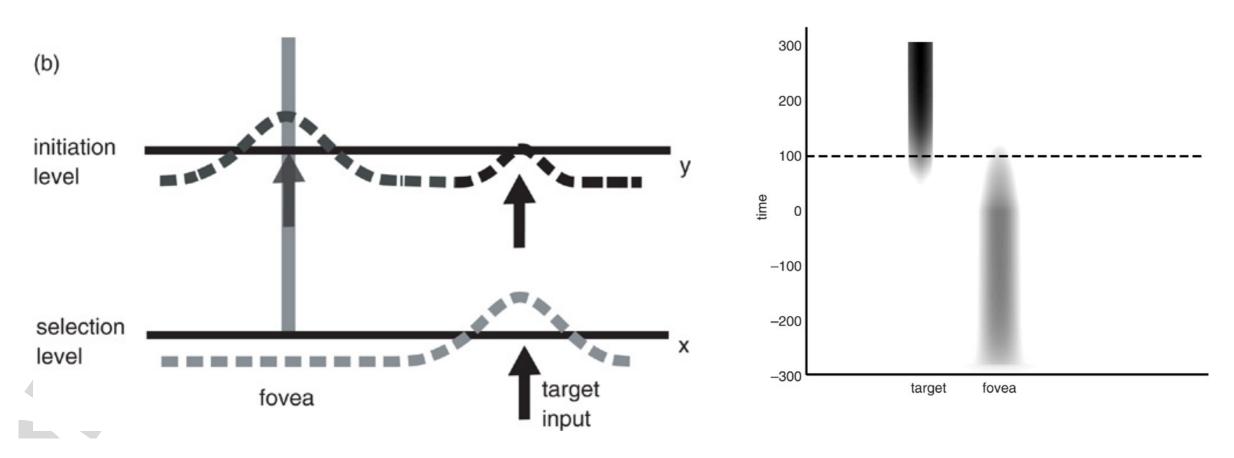




[from McDowell, Jeka, Schöner, Hatfield, 2002]

detection-selection: overcoming fixation

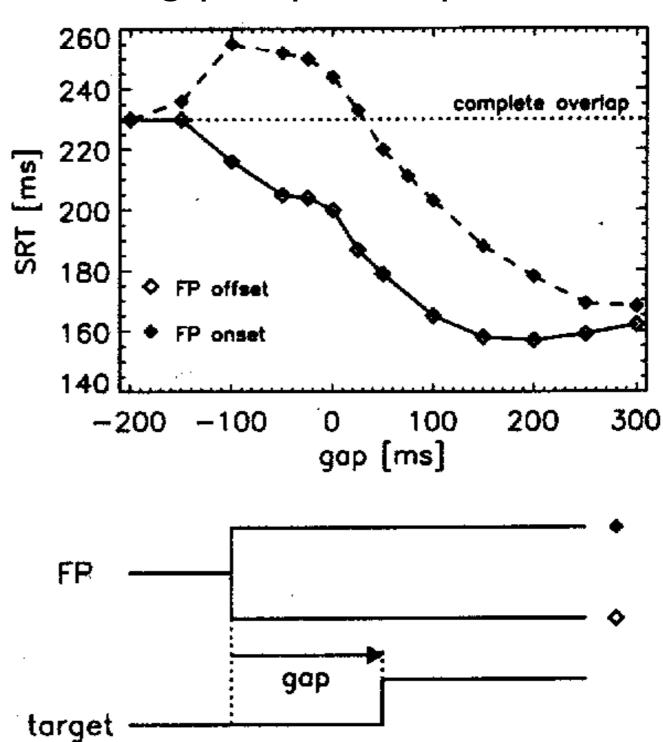
- detection can be like selection: initiating an action means terminating the non-action=fixation or posture
- example: saccade initiation



[Wilimzig, Schneider, Schöner, 2006]

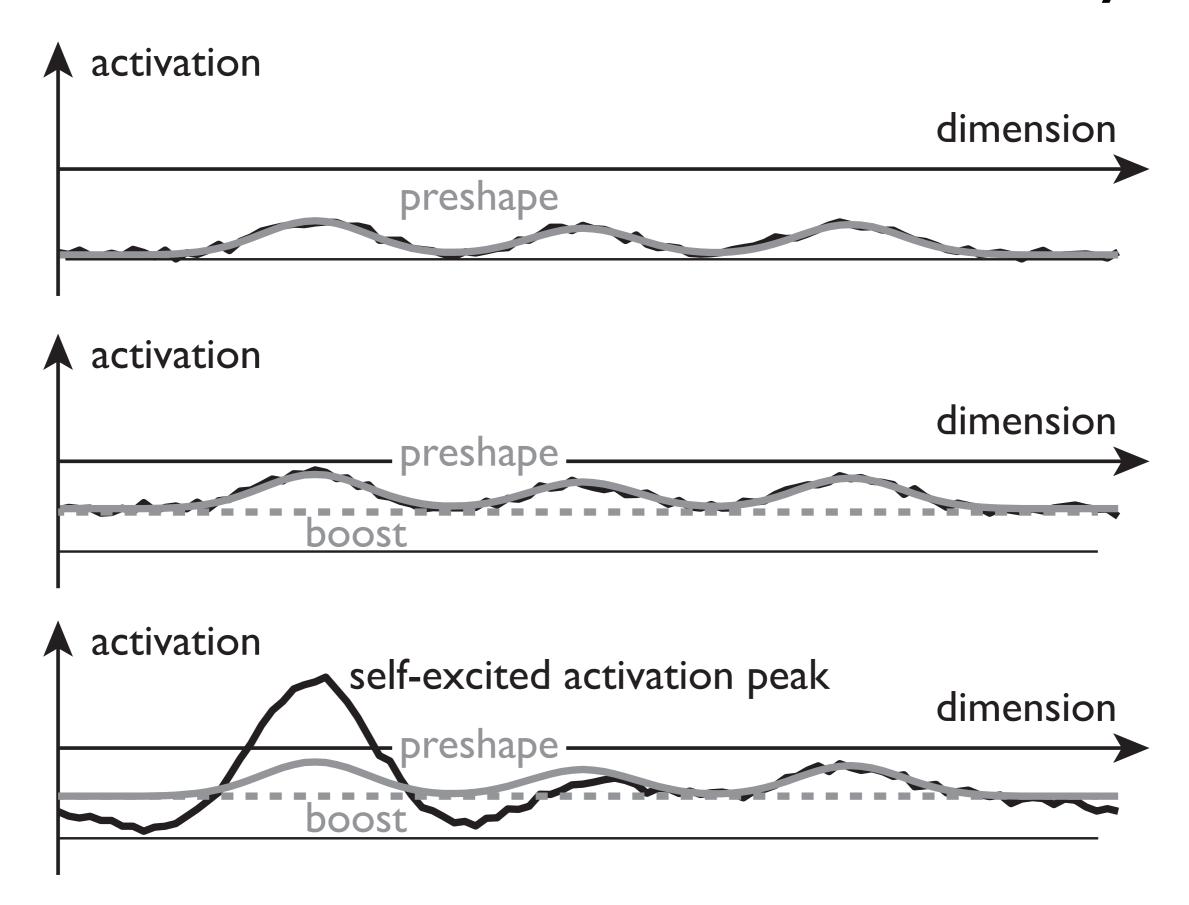
initiation vs. fixation

such models account for the gap-step-overlap effect



[Kopecz, 95]

boost-induced detection instability



boost-driven detection instability

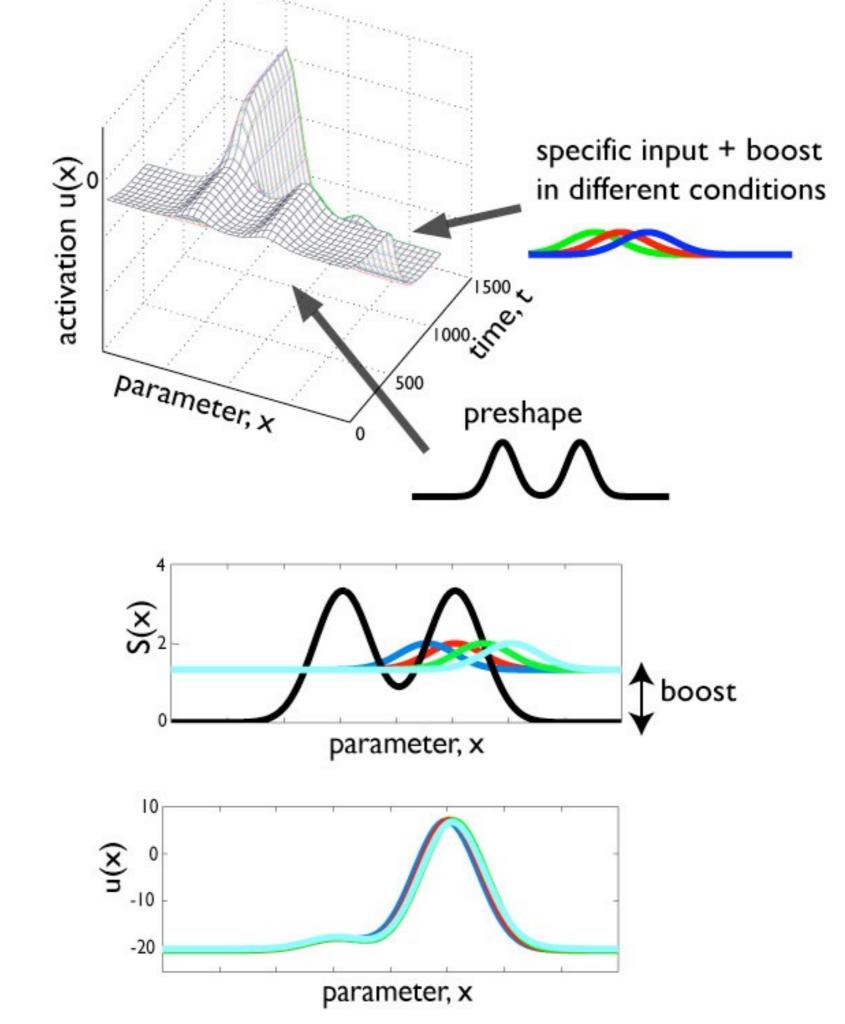
- inhomogeneities in the field existing prior to a signal/stimulus that leads to a macroscopic response="preshape"
- the boost-driven detection instability amplifies preshape into macroscopic selection decisions

... emergence of categories?

if we understand, how such inhomogeneities come about, we understand the emergence of categories...

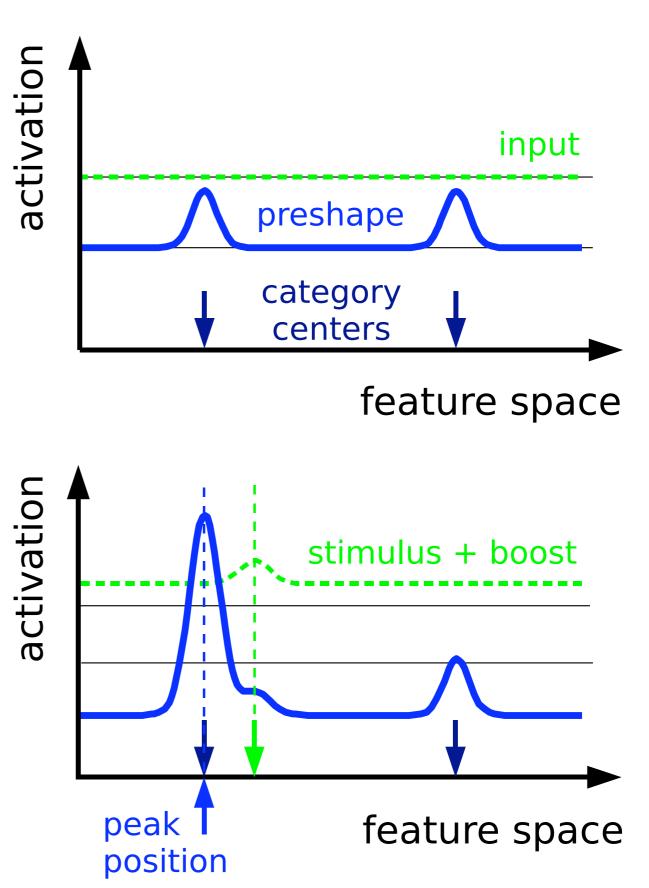
this supports categorical behavior

when preshape dominates



categorical responding

 based on categorical memory trace and boost-driven detection instability

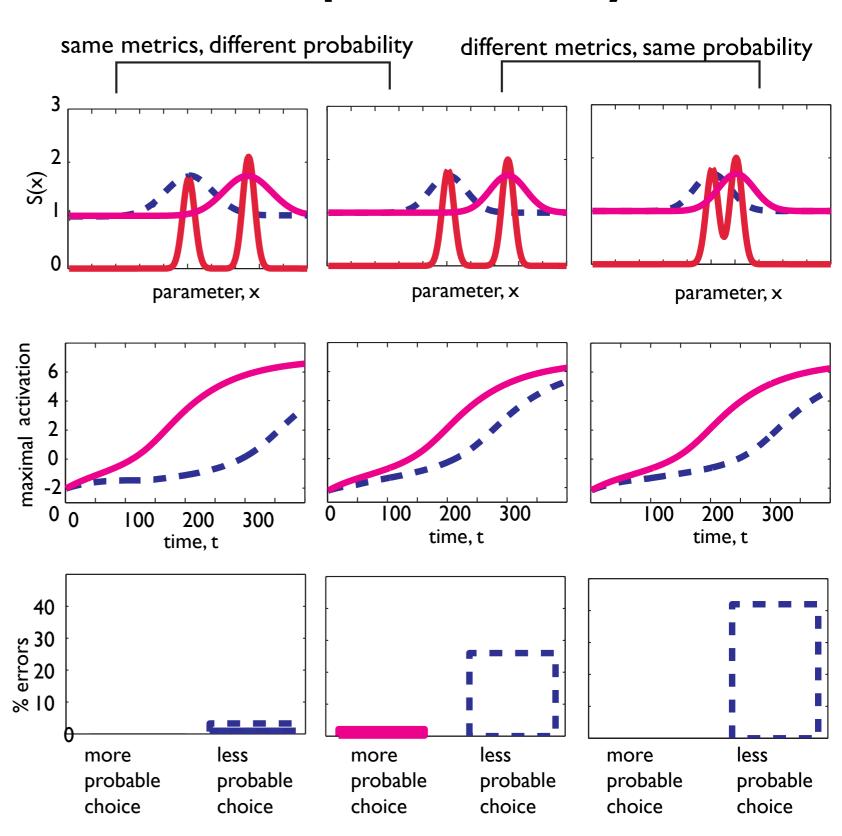


distance effect

common in categorical tasks... e.g., decide which of two sticks is longer => RT is larger when sticks are more similar in length (1930s')

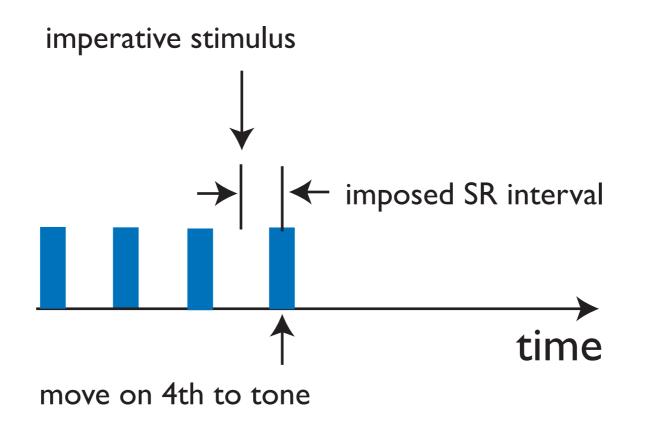
interaction metrics-probability

- opposite to that predicted for input-driven detection instabilities:
- metrically close choices show larger effect of probability

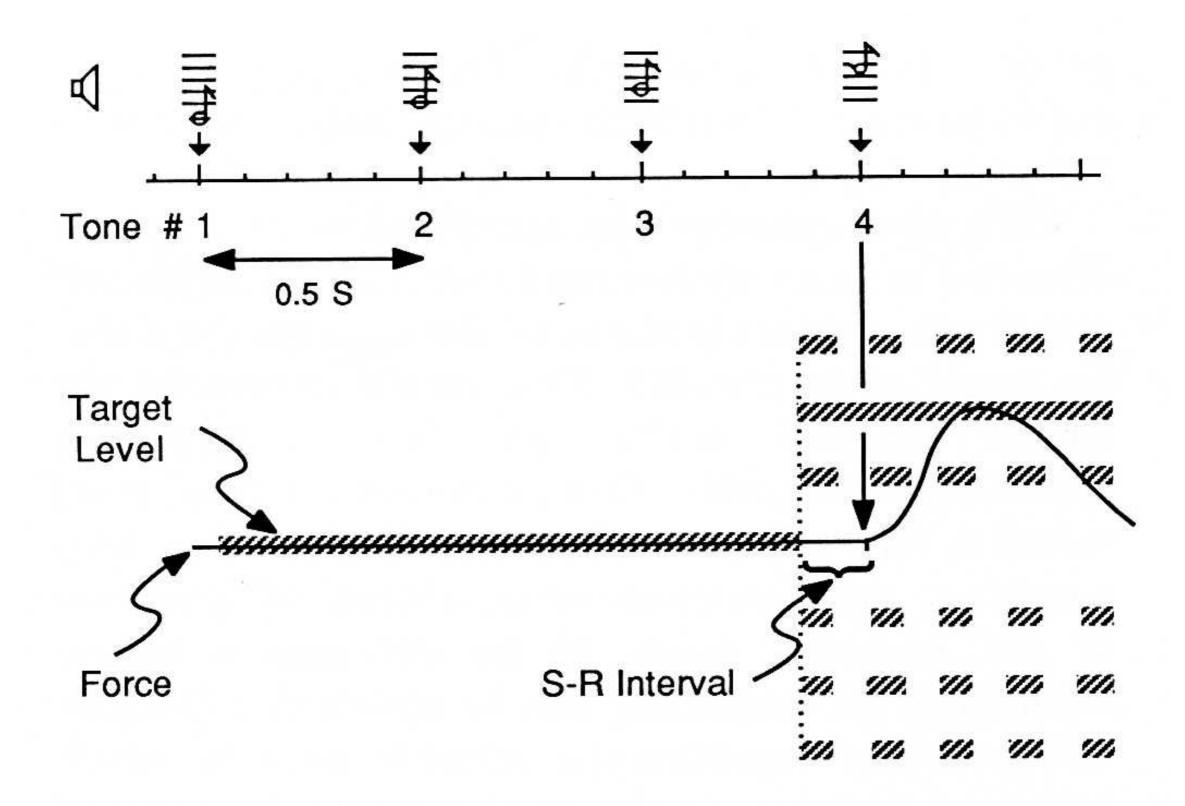


Time course of selection decisions: Behavioral evidence for the graded and continuous evolution of decision

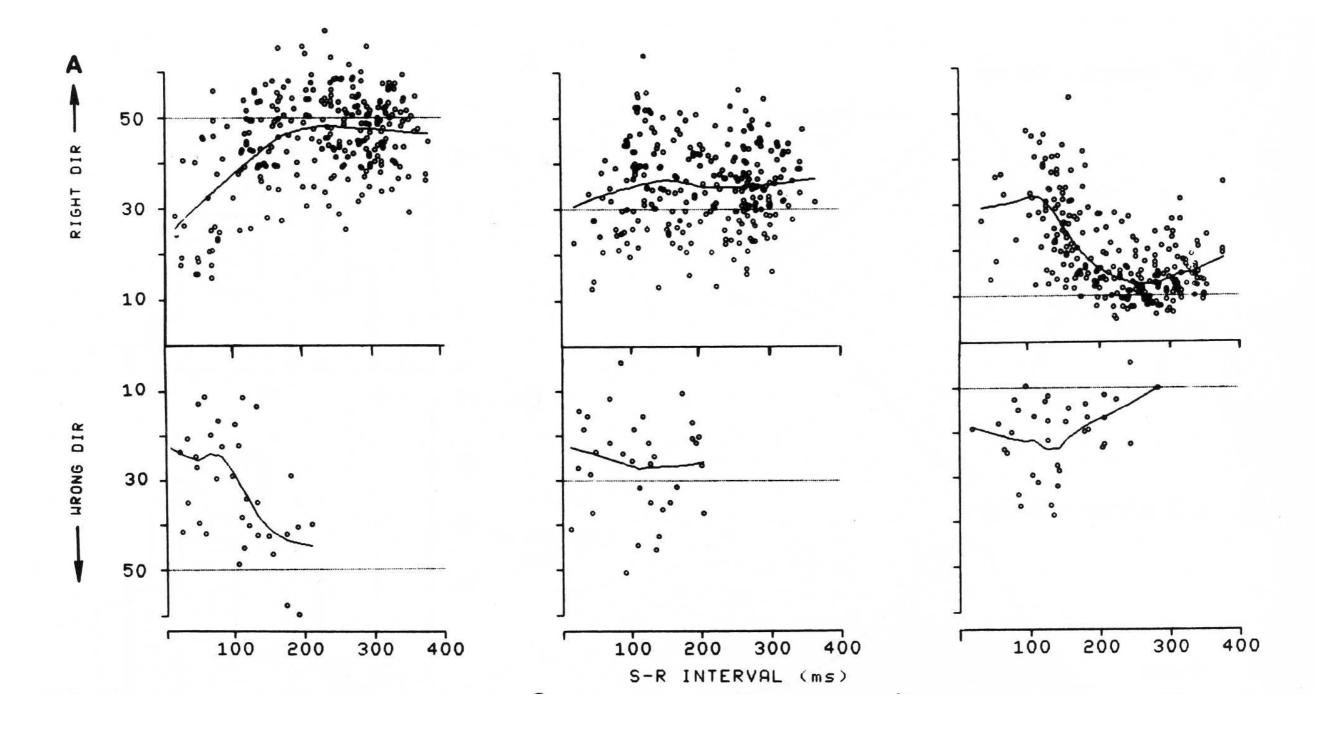
timed movement initiation paradigm



[Ghez and colleagues, 1988 to 1990's]

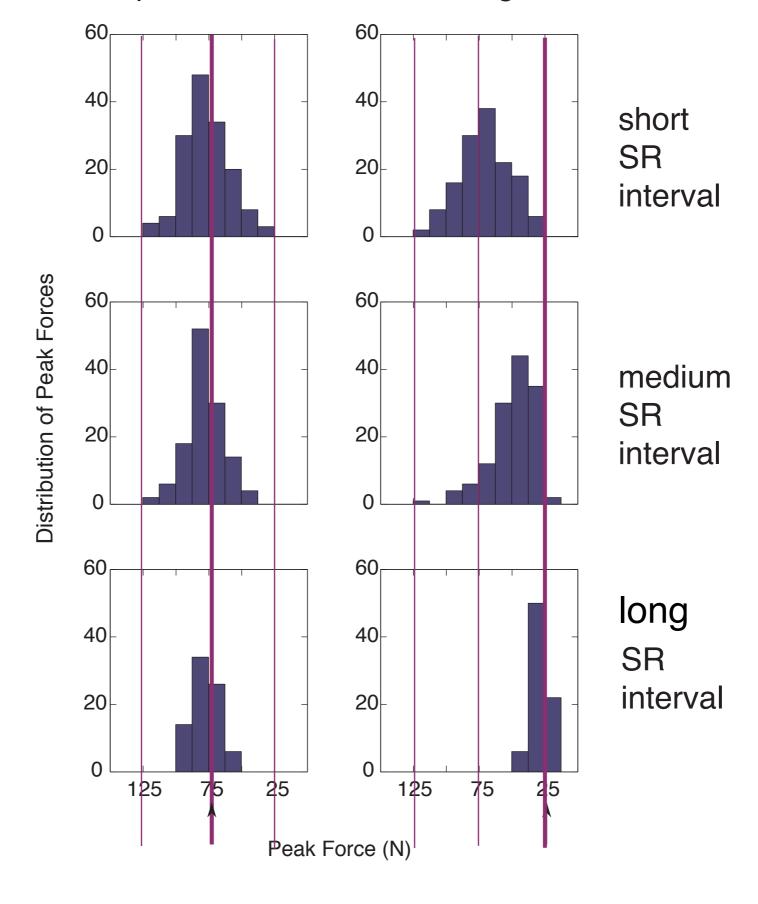


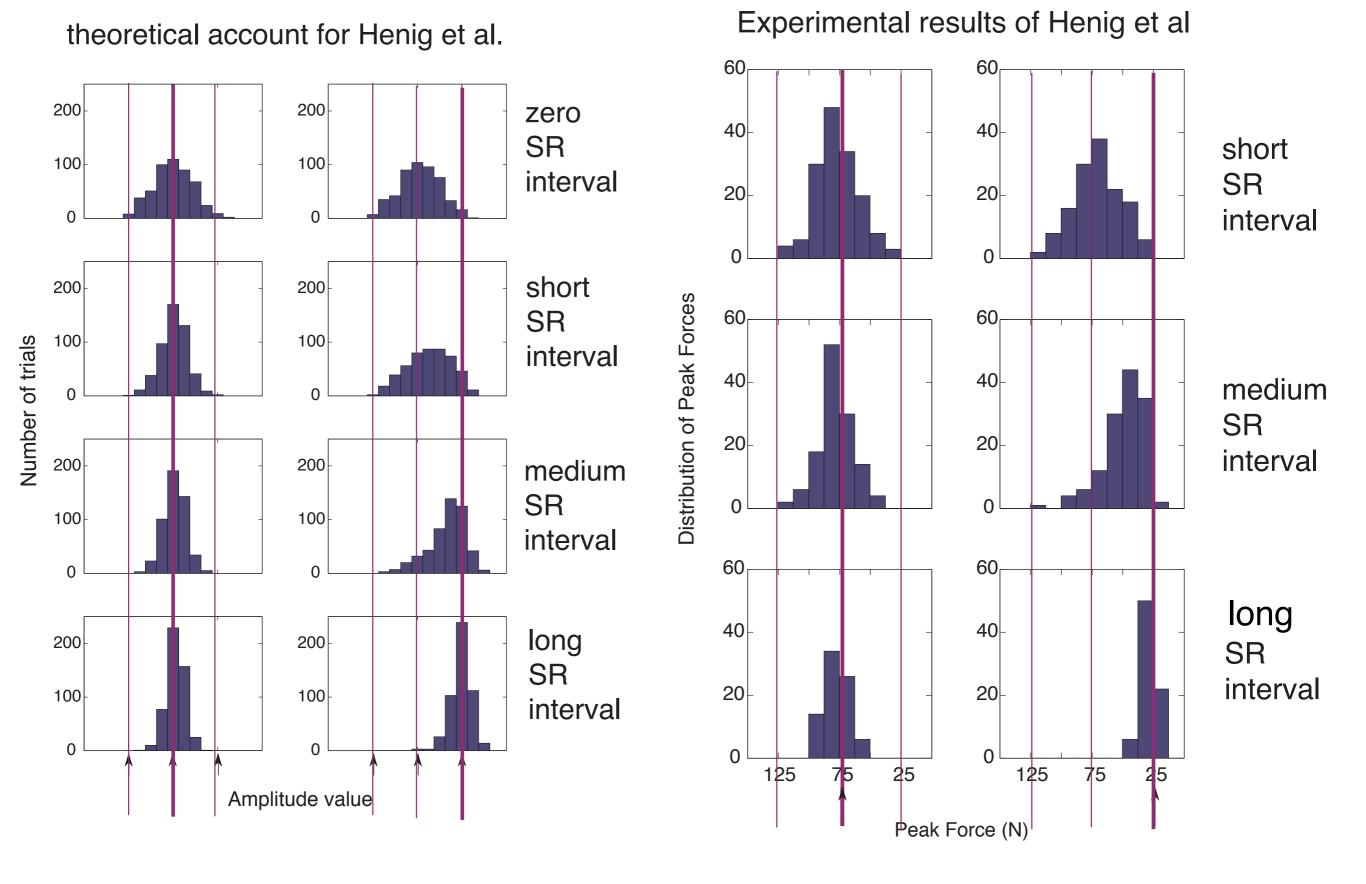
[Favilla et al. 1989]



[Favilla et al. 1989]

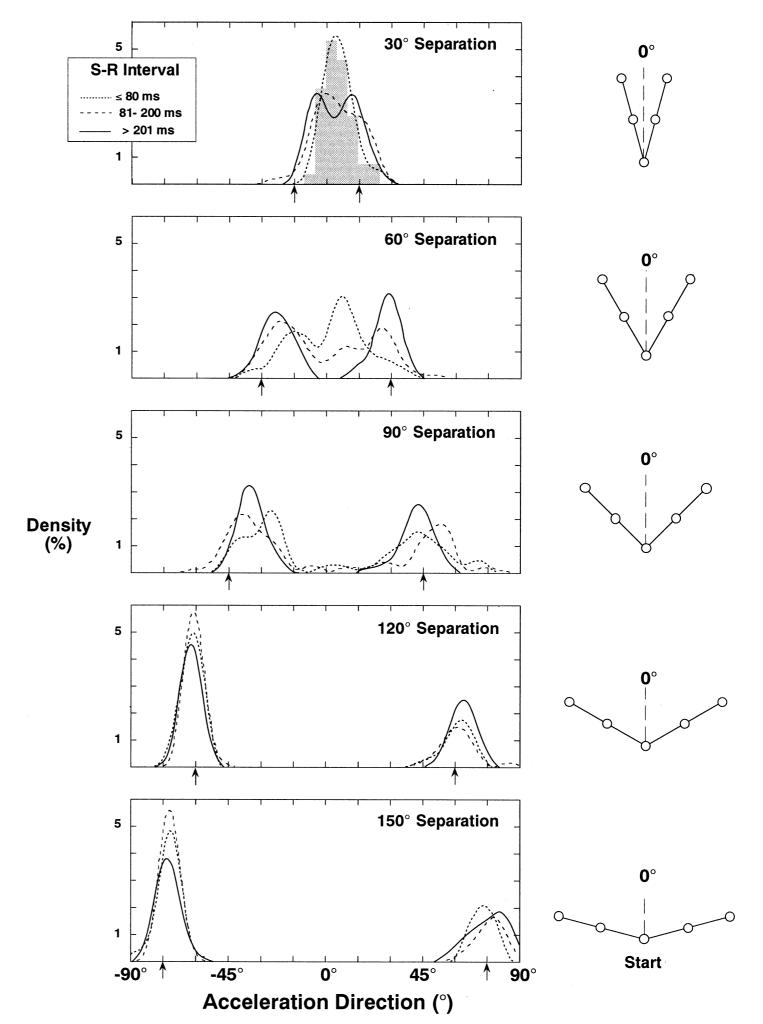
Experimental results of Henig et al



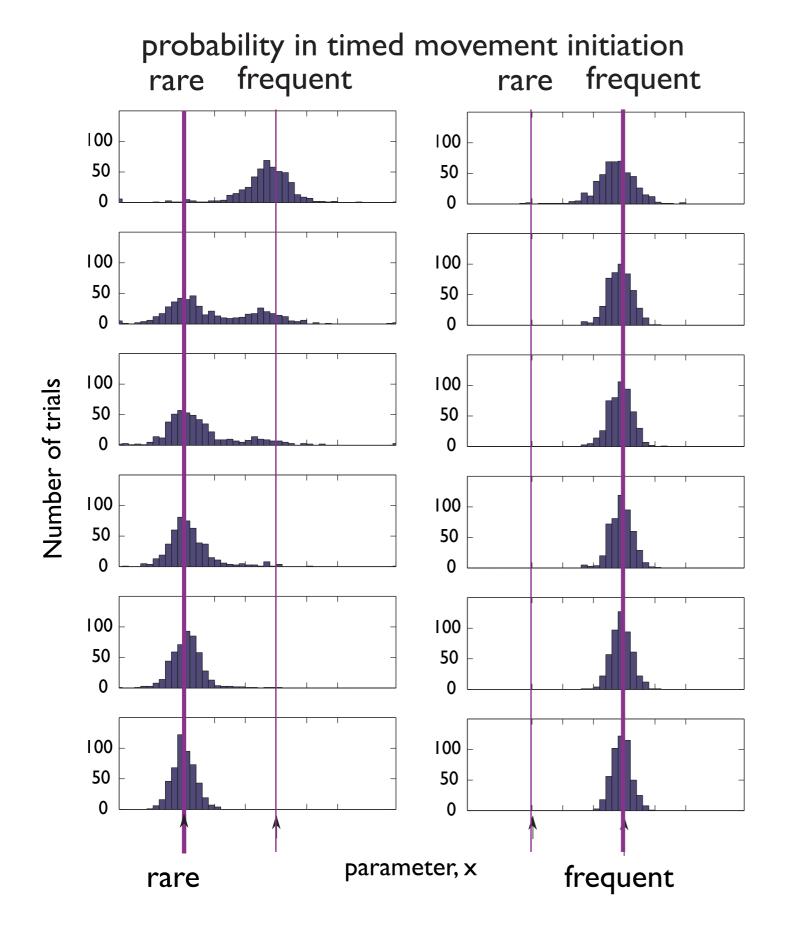


[Erlhagen, Schöner. 2002, Psychological Review 109, 545–572 (2002)]

infer width of preshape peaks in field



[Ghez et al 1997]



short SR interval: observe preshape

long SR interval: observe stimulus-defined movement plan

Conclusion

- DFT concept of selection decisions supported by ample behavioral signatures
- multiple contributions to specification
 - task set/preshape
 - imperative signal /go signal
- metrics of task layout matters
- time course of decision making can be understood ...