# **CUEING RAPIDLY DEPLOYS TOP-DOWN INFLUENCES IN A MIXED SYMMETRY SEARCH TASK**

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### INTRODUCTION

We recently showed that a subject's implicit knowledge of the direction of the symmetry axis biased the positions in which symmetry was detected. That is, when stimuli were presented in single-symmetry blocks, vertical symmetry was best detected on the vertical axis of the display and horizontal symmetry was best detected along the horizontal axis of the display. However, these biases were reduced when symmetry types were mixed within a block, thus implying a role of top-down influences. Here we investigate how explicit knowledge (cueing the direction of symmetry axis) influences these positional biases.

**STIMULI & METHODS** 

Stimuli consisted of four 8x8 arrays of

black and white checks (check size: 20

min; test distance: 103cm) positioned 4

deg from fixation along the cardinal

axes, and presented for durations of

The target array was bilaterally

symmetric along either the horizontal (H)

or vertical (V) axis. Distractor arrays

In a 4-AFC search task, four trained

observers viewed these stimuli in single

symmetry blocks (H or V), and in three

randomly mixed (H & V) block conditions

(No Cue, Pre Cue, Post Cue). Blocks consisted of 896 trials. Each observer

completed 12 blocks for a total of 10,752

In cued trials, a vertical or horizontal

grating was presented for 50ms at

fixation to indicate target symmetry, but

not target location. All trials were validly

Half of the targets had perfect symmetry

(as shown). The other half of the targets

had symmetry degraded by 25%. All

data shown represent averages ove

Feedback during practice (1-2 hrs) only

Cambridge Research VSG2/5 system

Contrast: 1.0; Luminance: 47 cd/m<sup>2</sup>

these two conditions.

other details:

either 100 or 400ms.

were colored at random.

trials

cued.



### Pre Cue Trial



Post Cue Trial







## SYMMETRY INDICES

The **Symmetry Bias Index** is the difference between the fraction correct when the target's symmetry axis matches the display axis, and the fraction correct in the off-axis positions.

### Model-based Separation of Detection Bias and Guess Bias

The four parameters  $d_{lop}$ ,  $d_{bottom}$ ,  $d_{lott}$ ,  $d_{right}$  represent the fraction of targets that are detected at each location. If the target is not detected, the subject guesses. The four parameters gtop, gbottom, glefb gright represent the fraction of times that the subject guesses each location.  $g_{top} + g_{bottom} + g_{left} + g_{right} = 1$ 

Models in which there is no detection bias ( $d_{top} = d_{botton} = d_{lef} = d_{right}$ ), or models with no guess bias  $(g_{top} = g_{bottom} = g_{reft} = g_{right} = 1/4)$  fail to account for the observed pattern of correct responses and errors.

The full model, including detection bias and guess bias, fits the observed pattern of correct responses and errors well. The full model has 7 free parameters (4 d's, 4 g's, and one constraint), and the data have 12 free parameters (4 x 4 grid of target locations and responses, 4 constraints).

We calculated the **Symmetry Bias Index** for the **raw** fraction correct ( $f_{top}$ ,  $f_{bottom}$ ,  $f_{right}$ ), and also for the detection fractions  $(d_{top}, d_{bottom}, d_{left}, d_{right})$  and guess fractions  $(g_{top}, g_{bottom}, g_{lefb}, g_{right})$ . Detection fractions and guess fractions were determined by a least-squares best fit to the observed pattern of correct responses and errors.

# **SUMMARY & CONCLUSIONS**

- Positional biases in symmetry detection interact with the direction of the symmetry axis and evolve over time (100 to 400 ms).
- These biases can be induced by the subject's expectation of the orientation of symmetry axis, either implicitly (single-symmetry blocks), or explicitly (cued blocks).
- Biases for symmetry detection are present even when cueing follows stimulus presentation. Modeling indicates that this reflects changes in detection, and not merely biased guessing.
- These findings indicate that symmetry detection utilizes a dynamic visual routine, in which ongoing processing guides attentional strategy, rather than a static neural computation.

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