

Modeling strategies in Stroop with a general architecture of executive control

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The architecture:

- explains effects related to interference control with an appeal only to general mechanisms
- integrates two approaches to goal influence into the unitary, general mechanism of top-down control
- monitoring procedure evaluates conflict between processes which need not lead directly to any response
- is aimed at taking into account the individual differences in control

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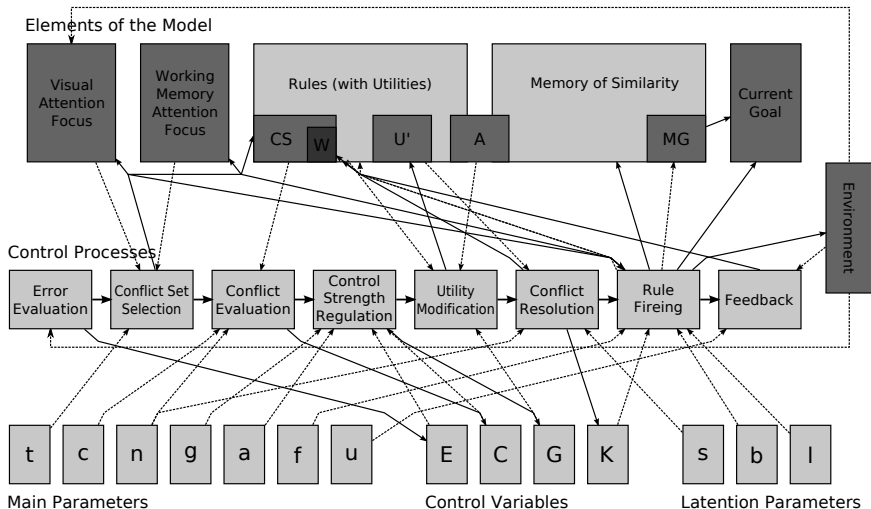
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Structure of DuCCA



Conflict estimation

$$C_i = \left(\frac{\sum_{j \neq i} e^{U'_j/n}}{\sum_k e^{U'_k/n}} \right)^c$$

U' — modified utility

n — noise

c — parameter of sensibility to conflict

Modified utility

$$U'_i = \frac{U_i}{e^{G(1-A_{ij})}}$$

U — base utility

G — control strength

A_{ij} — association between rule i and current goal j

Example — utility

Rule	U	A
“Trained”	1	.2
“Target”	.6	1
“Others”	.1	.01

Example — utility

Rule	U	A	U' — low control
“Trained”	1	.2	.85
“Target”	.6	1	.6
“Others”	.1	.01	.08

Example — utility

Rule	U	A	U' — low control	U' — high control
“Trained”	1	.2	.85	.53
“Target”	.6	1	.6	.6
“Others”	.1	.01	.08	.05

Example — conflict

Congruent, low control

$$\frac{\text{Others (low)}}{\text{Trained (high) + Target (medium) + Others (low)}} = \text{low}$$

Example — conflict

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Congruent, high control

$$\frac{\text{Others (low)}}{\text{Trained (low) + Target (medium) + Others (low)}} = \text{medium}$$

Example — conflict

Incongruent, low control

$$\frac{\text{Trained (high)} + \text{Others (low)}}{\text{Trained (high)} + \text{Target (medium)} + \text{Others (low)}} = \text{high}$$

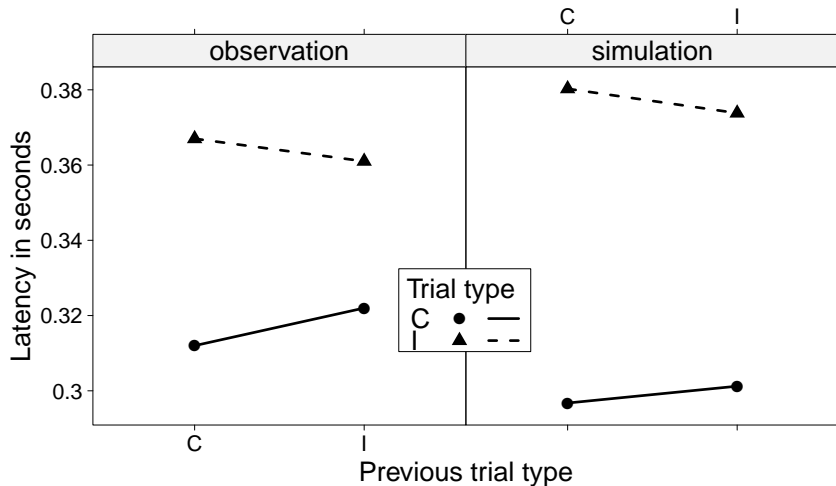
Example — conflict

Incongruent, low control

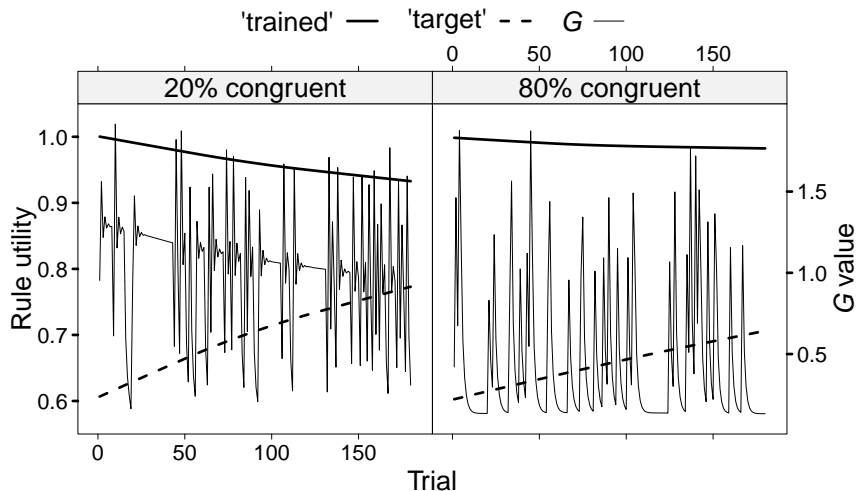
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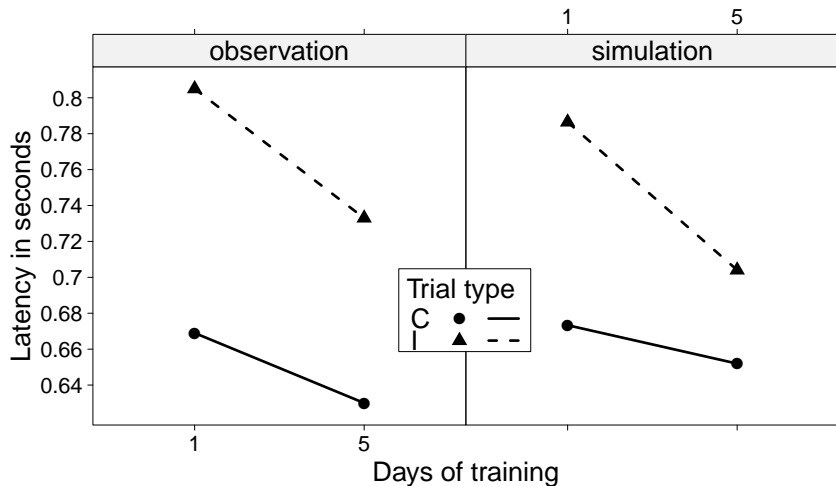
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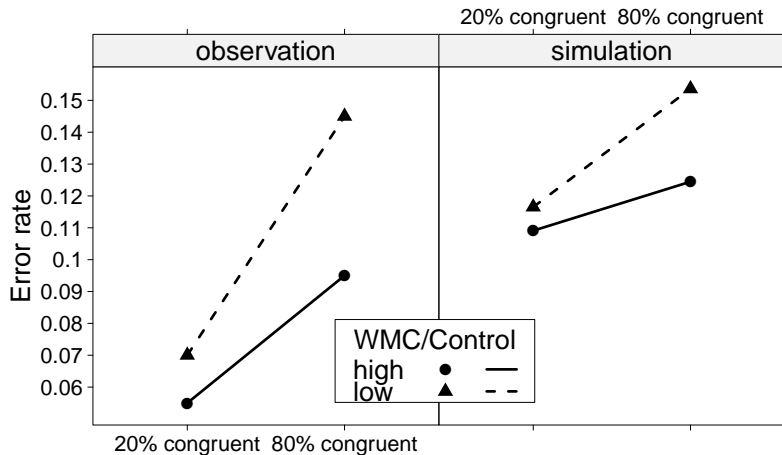
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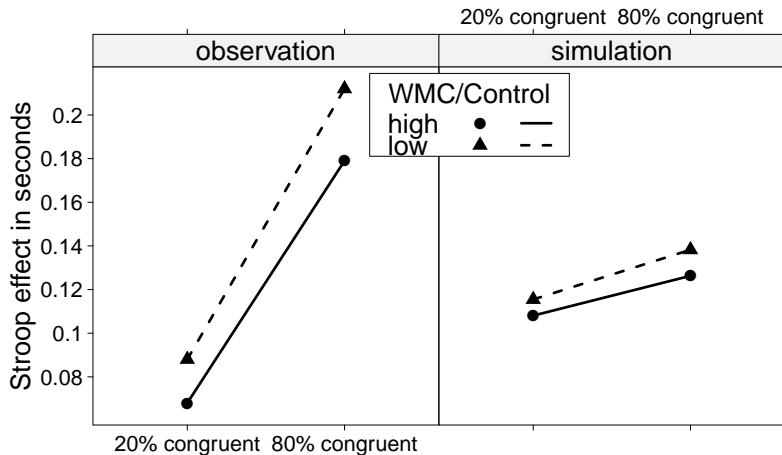


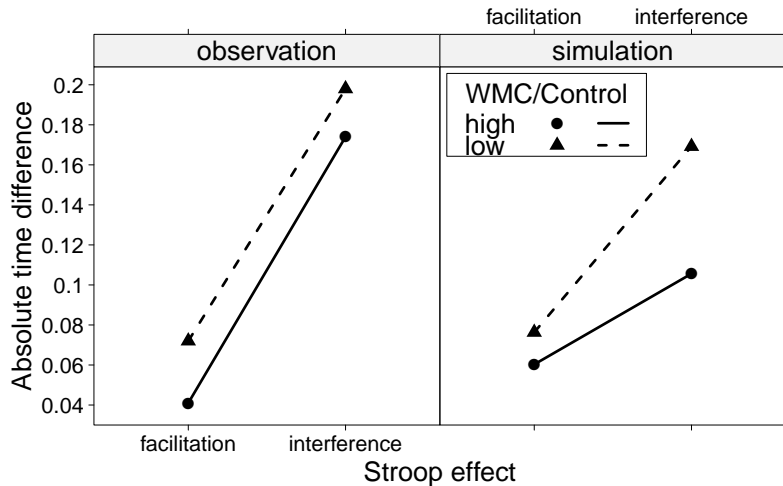
Utility and control dynamics











Thank You for Your attention

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