


```

(install-device window)
(new-tone-sound (case tone (0 2000) (1 1000) (2 500)) .5 onset-time)
(schedule-event-relative (+ .9 (act-r-random .2)) 'clear-screen)

(proc-display)
(setf *responses* nil)
(run 30)

(when *show-responses*
  (format t "~%~%answers: ~S~%responses: ~S~%" answers *responses*))

(compute-score answers))

(defun compute-score (answers)
  (let ((score 0))
    (dolist (x answers score)
      (when (member x *responses* :test #'string-equal)
        (incf score))))))

(defun clear-screen ()
  (clear-exp-window)
  (proc-display))

(defmethod rpm-window-key-event-handler ((win rpm-window) key)
  (unless (string= key " ")
    (push (string key) *responses*)))

(defun report-data (data)
  (correlation data *sperling-exp-data*)
  (mean-deviation data *sperling-exp-data*)
  (print-results data))

(defun print-results (data)
  (format t "~%Condition      Current Participant      Original Experiment~%"
    (do ((condition '(0.00 0.15 0.30 1.00) (cdr condition))
        (temp1 data (cdr temp1))
        (temp2 *sperling-exp-data* (cdr temp2)))
      ((null temp1)
       (format t " ~4,2F sec.           ~6,2F           ~6,2F~%"
         (car condition) (car temp1) (car temp2))))))

(defun run-block ()
  (let ((times (permute-list '(0.0 .15 .30 1.0)))
        (result nil))
    (dolist (x times)
      (push (cons x (do-sperling-trial x)) result))
    (sort result #'< :key #'car)))

(defun run-sperling (n)
  (let ((results (list 0 0 0 0)))
    (dotimes (i n)
      (setf results (mapcar #'(+ results (mapcar #'cdr (run-block))))))
    (report-data (mapcar #'(lambda (x) (/ x n)) results))))

```

First, two global variables are defined. `*responses*` will hold the list of keys pressed by the participant and `*show-responses*` is used as a flag to indicate whether or not to print out the participant's responses every trial.

```
(defvar *responses* nil)
(defvar *show-responses* nil)
```

Next we define a global variable that holds the results of the original experiment so that the model's performance can be compared to it.

```
(defvar *sperling-exp-data* '(3.03 2.40 2.03 1.50))
```

The `do-sperling-trial` function takes one parameter which is the delay time at which to present the auditory cue in seconds. It presents the data and waits for the responses, and returns the number of letters correctly recalled in the target row.

```
(defun do-sperling-trial (onset-time)
```

First it resets ACT-R and randomizes a list of letters

```
(reset)

(let* ((lis (permute-list '("B" "C" "D" "F" "G" "H" "J"
                          "K" "L" "M" "N" "P" "Q" "R"
                          "S" "T" "V" "W" "X" "Y" "Z"))))
```

then it creates a variable to hold the list of target letters,

```
(answers nil)
```

randomly chooses which row to be the target,

```
(tone (act-r-random 3))
```

and opens a window to do the task. The keyword parameters used when opening this window are new in this unit and will be described below in detail.

```
(window (open-exp-window "Sperling Experiment"
                        :visible t
                        :width 300
                        :height 300)))
```

Then it displays 3 rows of 4 letters recording the letters that are in the target row in the `answers` variable.

```
(dotimes (i 3)
  (dotimes (j 4)
    (let ((txt (nth (+ j (* i 4)) lis)))
      (when (= i tone)
        (push txt answers))
      (add-text-to-exp-window :text txt
                             :width 40
                             :x (+ 75 (* j 50))
                             :y (+ 101 (* i 50))))))
```

The model is told that the opened window is the one to interact with

```
(install-device window)
```

A tone is scheduled to occur for the model at the time specified which lasts for .5 seconds and has a frequency determined by which row is to be recalled.

```
(new-tone-sound (case tone (0 2000) (1 1000) (2 500)) .5 onset-time)
```

At a random time between .9 and 1.1 seconds the clear-screen function (which is defined below) will be called

```
(schedule-event-relative (+ .9 (act-r-random .2)) 'clear-screen)
```

The model is told to process the display

```
(proc-display)
```

The variable to hold the model's responses is cleared

```
(setf *responses* nil)
```

The model is run for up to 30 seconds

```
(run 30)
```

If the `*show-responses*` variable is set it prints out the correct answers and the responses

```
(when *show-responses*  
  (format t "~%~%answers: ~S~%responses: ~S~%" answers *responses*))
```

Then it calls the compute-score function (defined below) to return the number of correct responses

```
(compute-score answers)))
```

The compute-score function takes one parameter which is a list of the letters in the target row. It returns the number of those items that were given by the participant.

```
(defun compute-score (answers)  
  (let ((score 0))  
    (dolist (x answers score)  
      (when (member x *responses* :test #'string-equal)  
        (incf score))))))
```

The clear-screen function is called at the appropriate time when the model is performing the task. It clears the screen and makes the model reprocess it.

```
(defun clear-screen ()  
  (clear-exp-window)  
  (pm-proc-display))
```

The `rpm-window-key-event-handler` gets called automatically when a key is pressed and is passed the window in which the press occurred and the key that was pressed. For this task it pushes the keys onto the `*responses*` list unless the space bar is pressed.

```
(defmethod rpm-window-key-event-handler ((win rpm-window) key)
  (unless (string= key " ")
    (push (string key) *responses*)))
```

The report-data function takes one parameter which is a list that should represent average data of participants in the task. Those data are compared to the original experimental data and the correlation, mean deviation, and table of the results are printed.

```
(defun report-data (data)
  (correlation data *sperling-exp-data*)
  (mean-deviation data *sperling-exp-data*)
  (print-results data))
```

The print-results function takes one parameter which should be a list containing average data of participants in the task. Those data are printed in a table with the onset times and the original data.

```
(defun print-results (data)
  (format t "~%Condition      Current Participant   Original Experiment~%"
    (do ((condition '(0.00 0.15 0.30 1.00) (cdr condition))
        (temp1 data (cdr temp1))
        (temp2 *sperling-exp-data* (cdr temp2)))
      ((null temp1))
      (format t " ~4,2F sec.           ~6,2F           ~6,2F~%"
        (car condition) (car temp1) (car temp2))))
```

The run-block function takes no parameters. It runs one trial of the task at each of the 4 onset times randomly ordered. It returns a list of conses ordered by onset time, with the car of each cons being the onset time and the cdr being the number of correct responses.

```
(defun run-block ()
  (let ((times (permute-list '(0.0 .15 .30 1.0)))
        (result nil))
    (dolist (x times)
      (push (cons x (do-trial x)) result))
    (sort result #'< :key #'car)))
```

The run-sperling function takes one parameter which is the number of blocks of the experiment to run. A block is one trial at each of the 4 onset times. The results of those blocks are averaged together and then the comparison of that average data to the original experimental data is printed.

```
(defun run-sperling (n)
  (let ((results (list 0 0 0 0)))
    (dotimes (i n)
      (setf results (mapcar #' + results (mapcar #'cdr (run-block))))))
  (report-data (mapcar #'(lambda (x) (/ x n)) results)))
```

The new ACT-R and miscellaneous modeling functions that are used in this model are:

Open-exp-window – this was introduced in the last unit. Here we see it getting passed keyword parameters that were not used previously. :height and :width specify the size of the window in pixels. The :visible parameter is the flag that determines whether a real or a virtual window is used. If :visible is **t** (the default value if it is not specified) then a real


```

      (add-text-to-exp-window :text "x"
                             :width 10
                             :x (first point)
                             :y (second point)))
    (setf *response* nil)
    (setf *response-time* nil)

    (if (not (eq who 'human))
        (progn
         (reset)
         (install-device window)
         (proc-display )
         (run 30))
        (progn
         (let ((start-time (get-time nil)))
           (while (null *response*)
             (allow-event-manager window)
             (setf *response-time* (- *response-time* start-time))))))

    (let ((response (if *response* (read-from-string *response*) -1)))
      (list (if (null *response-time*) 30.0 (/ *response-time* 1000.0))
            (or (= response n)
                (and (= n 10) (= response 0))))))

(defun subitize (&optional who)
  (let (result)
    (dolist (items (permute-list '(10 9 8 7 6 5 4 3 2 1)))
      (push (list items (subitize-trial items who)) result))
    (report-data (mapcar 'second (sort result '< :key 'car)))))

(defun report-data (data)
  (let ((rts (mapcar #'first data)))
    (correlation rts *subitizing-exp-data*)
    (mean-deviation rts *subitizing-exp-data*)
    (print-results data)))

(defun print-results (predictions)
  (format t "Items      Current Participant      Original Experiment~%"
          (dotimes (i (length predictions))
            (format t "~3d          ~5,2f  (~3s)          ~5,2f~%"
                    (1+ i) (car (nth i predictions)) (second (nth i predictions))
                    (nth i *subitizing-exp-data*))))))

(defun generate-points (n)
  (let ((points nil))
    (dotimes (i n points)
      (push (new-distinct-point points) points))))

(defun new-distinct-point (points)
  (do ((new-point (list (+ (act-r-random 240) 20) (+ (act-r-random 240) 20)))
      (list (+ (act-r-random 240) 20) (+ (act-r-random 240) 20))))
      ((not (too-close new-point points)) new-point)))

(defun too-close (new-point points)
  (some #'(lambda (a) (and (< (abs (- (car new-point) (car a))) 40)
                          (< (abs (- (cadr new-point) (cadr a))) 40)))
        points))

(defmethod rpm-window-key-event-handler ((win rpm-window) key)
  (setf *response-time* (get-time nil))
  (setf *response* (string key)))

```

```
(defmethod device-speak-string ((win rpm-window) text)
  (setf *response-time* (get-time))
  (setf *response* text))
```

First we define some global variables to hold the response and the time of that response.

```
(defvar *response* nil)
(defvar *response-time* nil)
```

Then we create a global variable that holds the data from the original experiment so that the model's performance can be compared to it.

```
(defvar *subitizing-exp-data*
  '(.6 .65 .7 .86 1.12 1.5 1.79 2.13 2.15 2.58))
```

The subitize-trial function takes one parameter which is the number of items to present, and an optional parameter which can be used to run a person through the task. It presents one trial to either the model or a person as needed and then returns a list of two items. The first item is the response time and the second item indicates whether or not the response was correct (t) or incorrect (nil).

```
(defun subitize-trial (n &optional who)
```

First it builds a list of n points using the generate-points function (defined below) and opens a window

```
(let ((points (generate-points n))
      (window (open-exp-window "Subitizing Experiment"
                              :visible t
                              :width 300
                              :height 300
                              :x 300
                              :y 300)))
```

Then it draws an x at each of those random points

```
(dolist (point points)
  (add-text-to-exp-window :text "x"
                          :width 10
                          :x (first point)
                          :y (second point)))
```

It clears the response variables

```
(setf *response* nil)
(setf *response-time* nil)
```

Now, if the model is doing the task it resets the model, tells it which window to look at, makes it process the display, and then run for up to 30 seconds

```
(if (not (eq who 'human))
    (progn
```

```
(reset)
(install-device window)
(proc-display )
(run 30))
```

If a person is doing the task

```
(progn
```

Record the time that the trial starts

```
(let ((start-time (get-time nil)))
```

Wait for a response

```
(while (null *response*)
  (allow-event-manager window))
```

Set the response time to the difference between the start time and the time the response was recorded

```
(setf *response-time* (- *response-time* start-time))))
```

Then for either participant the return list is generated. The response is checked for correctness and the time is converted to seconds, or set to 30 seconds if there was no response.

```
(let ((response (if *response* (read-from-string *response*) -1)))
  (list (if (null *response-time*) 30.0 (/ *response-time* 1000.0))
        (or (= response n)
            (and (= n 10) (= response 0))))))
```

The subitize function takes one optional parameter which can be specified as human to run a person. It presents each of the 10 possible conditions once in random order collecting the data. It then prints out the data and the comparison to the experimental results.

```
(defun subitize (&optional who)
  (let (result)
    (dolist (items (permute-list '(10 9 8 7 6 5 4 3 2 1)))
      (push (list items (subitize-trial items who)) result))
    (report-data (mapcar 'second (sort result '< :key 'car)))))
```

The report-data function takes one parameter which is a list of response lists as are returned by the subitize-trial function. It prints the comparison of the response times to the experimental data and then prints a table of the response times and correctness.

```
(defun report-data (data)
  (let ((rts (mapcar #'first data)))
```

```
(correlation rts *subitizing-exp-data*)
(mean-deviation rts *subitizing-exp-data*)
(print-results data))
```

The `print-results` function takes one parameter which is a list of response lists as are returned by the `subitize-trial` function. It prints a table of the response times and correctness along with the original data.

```
(defun print-results (predictions)
  (format t "Items      Current Participant      Original Experiment~%"
    (dotimes (i (length predictions))
      (format t "~3d          ~5,2f  (~3s)          ~5,2f~%"
        (1+ i) (car (nth i predictions)) (second (nth i predictions))
        (nth i *subitizing-exp-data*))))))
```

The `generate-points` function takes 1 parameter which specifies how many points to generate. It returns a list of `n` randomly generated points (lists of `x` and `y` coordinates) to use for displaying the items. The points are generated such that they are not too close to each other and within the default experiment window size.

```
(defun generate-points (n)
  (let ((points nil))
    (dotimes (i n points)
      (push (new-distinct-point points) points))))
```

The `new-distinct-point` function takes one parameter which is a list of points. It returns a new point that is randomly generated within the default experiment window boundary that is not too close to any of the points on the list provided.

```
(defun new-distinct-point (points)
  (do ((new-point (list (+ (act-r-random 240) 20) (+ (act-r-random 240) 20)))
      (list (+ (act-r-random 240) 20) (+ (act-r-random 240) 20))))
    ((not (too-close new-point points)) new-point)))
```

The `too-close` function takes two parameters. The first is a point and the second is a list of points. It returns `t` if the first point is within 40 pixels in either the `x` or `y` direction of any of the points on the list, otherwise it returns `nil`.

```
(defun too-close (new-point points)
  (some #'(lambda (a) (and (< (abs (- (car new-point) (car a))) 40)
                          (< (abs (- (cadr new-point) (cadr a))) 40)))
    points))
```

The `rpm-window-key-event-handler` method is called automatically when a key is pressed. It records the time of the key press and the key that was pressed. In this task only a person is pressing keys (the model is speaking the response). There is one important thing to note about this function. The `do-trial` function is looping until the `*response*` variable is set when a person does the task. Because this function gets called by the system asynchronously, it is important to set the variable that is being used as the flag that indicates it is finished last. Otherwise the `do-trial` function may attempt to use the `*response-time*` variable before it gets set.

```
(defmethod rpm-window-key-event-handler ((win rpm-window) key)
```

```
(setf *response-time* (get-time nil))
(setf *response* (string key))
```

The `device-speak-string` method is very similar to the `rpm-window-key-event-handler`. It is called automatically whenever the model speaks. It is also passed two parameters which are the current experiment window for the model and the text the model is speaking. It sets the global variables to record the response and when it occurred.

```
(defmethod device-speak-string ((win rpm-window) text)
  (setf *response-time* (get-time))
  (setf *response* text))
```

The only new ACT-R function used in this model is `get-time`.

get-time – this function takes an optional parameter and it returns the current time in milliseconds. If the optional parameter is not specified, then the model's simulated time is returned. If the optional parameter is specified as `true` then the time returned is the model's simulated time. If the optional parameter is specified as `nil` then the time is taken from the internal Lisp timer using the command `get-internal-real-time`.

Buffer stuffing

Although it was not used in the models, the buffer stuffing mechanism was introduced in this unit text. It mentioned that one can change the default conditions that are checked to determine which item (if any) will be stuffed into the visual-location buffer. The function which does that is called **set-visloc-default**. The parameters that you pass to it are essentially the same as you would specify in a request to the visual-location buffer. Here are a couple of examples:

```
(set-visloc-default isa visual-location :attended new screen-x lowest)
(set-visloc-default isa visual-location screen-x current > screen-y 100
                    < screen-y 230))
(set-visloc-default isa visual-location kind text color red width highest)
```

set-visloc-default – This command sets the conditions that will be used to select the visual location that gets buffer stuffed. When the screen is processed by the model (`proc-display` is called) if the visual-location buffer is empty a visual-location that matches the conditions specified by this command will be placed into the visual-location buffer. Essentially, what happens is that when `proc-display` gets called, if the visual-location buffer is empty, a `+visual-location` request is automatically executed using the slot tests set with `set-visloc-default`.