

including orientation computations encoded behavior duration one homogeneous signal known VSTM

simple cue depends expected speech results

statistics human perceptual comparison noise intrinsic compared large Bayesian many

coding different distractors causal found uncertainty inference two search calibration might behavioral cues

possible used optimal slot best using probabilistic interference representation sensory detection strong correlations read responses level continuous understanding data

change mixing effects summary rather humans remembered based studies STM heterogeneity perception across reliability tested mechanism information time subjects recent code analysis encoding theory show items short-term errors findings study probability task size well objects accuracy view

However combination fixed observer accounts variable resource knowledge heterogeneous boundaries limited trials slotless basis target trial account increases

stimulus experiments number experiments errors precision items set evidence working

task variability display principled increases

size objects

motivation well

perception raw

reliability

theory

set

evidence

working