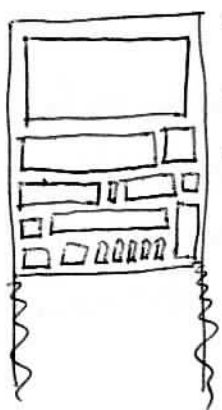


Memory & Compression & Forgetting.

Memory Items



- Memory has fixed size.
- Items have a 'weight', depending on ~~the~~ how much detail has been retained.
- Items can be 'compressed', and are done so ~~to~~ ~~when~~ when memory is short.

eg: Full \Rightarrow "user asked 5 + 3"

Medium \Rightarrow "user asked '+'"

Tiny \Rightarrow "user asked ~~something~~ something"

Full \rightarrow can operate on it fully when attention received.

Medium \rightarrow Needs to go into short term memory for missing details.

Otherwise need to ask user:

> "What did you want ~~me~~ to do?"

Tiny \rightarrow Need to ask user:

> "What did you ask me?"

- When other active items have been cleared, they have a chance of re-requiring attention, thus leading to the system initiated interaction with the user.

Both Working Memory & Short Term memory work on this basis, but short-term memory is bigger & so retains more detail for longer.

May store timestamps... which could degrade in resolution from comparing. \leftarrow only in STM (see "Processors")