Figure 1: In this illustration of the Binding Pool model, a diagonal green line is being stored (shown at the bottom of the figure). The features of the stimulus (color, location, and orientation) are separated into distinct feature layers, which we refer to as types. The types are connected to the binding pool, in which the type links are bound to an object representation, referred to as a token. In this example, the stimulus is being stored in token 1. However if there were multiple stimuli, each would be assigned to a different token. The number of tokens shown here should not be construed as a capacity limit, since the model can encode more than three tokens per trial.

Figure 2: A simulation of the interference effect originally demonstrated by Huang and Sekuler (2010). Two items are stored in the binding pool, with the first item being fixed at 180 degrees on a continuous scale and the second item presented at various distances (0 to 90 in increments of 18 degrees) relative to it on the feature dimension. The y-axis is the median error of the retrieved target item.

Figure 3: A simulation of the directed forgetting paradigm used by Williams, Hong, Kang, Carlisle, and Woodman (2013). One and two items are stored in the binding pool for the 1 and 2 object conditions, respectively. In the 2 cue condition, two items are initially stored and then one item is instructed to be forgotten. The y-axis is the standard deviation of the retrieved target item.