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ANALYSIS OF THE SUBJECT-MACHINE RELATIONSHIP



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Overview

An apparent phenomenon which defies the theory of probability occurs when Subject 2 plays this experimental game. He significantly exceeds his probability of success, .25, by scoring over .29. The question that this report addresses is: Is there a statistical or logical reason why he did so well? The methodology used to attack this problem and the resulting conclusions are summarized below. This summary can also serve as an outline to this detailed report.

I. Statistical Analysis of the Machine Experimental Data

Pre-experiment data analysis discovered a non-random characteristic through the examination of forward-backward state transitions (i.e., Red-Blue, Blue-Red). However, the coefficient of correlation between the forward and backward states of .58 for the experimental data, .49 for Machine 1 data and .48 for Machine 2 data were considered low enough that this approach was dropped. Pre-experiment state transitions had a coefficient of correlation of .93.

The experimental data randomness analysis consisted of examining the distribution of color totals and the distribution of each color taken over various combinations and permutations of the data. No evidence of non-randomness was discovered.

II. Analysis of the Subjects' Data Responses

The subject's responses were analyzed with the emphasis on the discovery of his strategy or the unveiling of a trend which would give him a statistical advantage. The possibilities investigated produces no solid reason <u>how</u> he was able to be so successful. However, in one case there is a strong indication <u>why</u> he was able to succeed. It appears that he was learning the states of Machine 2. The details of this are in Approved For Release 2003/04/18 : CIA-RDP96-00787R000200150011-4

Approved For Release 2003/04/18 : CIA-RDP96-00787R000200150011-4 the remainder of the report.

Miscellaneous

The report contains a section entitled "Miscellaneous" for the purpose of displaying detailed data which wasn't directly required by the above more general analysis. Details such as how many successful choices in the color red during the 50th trial were there, or what was the relationship of the number of passes to the number of successes.

The terminology used is as follows: the term "trial" refers to the string of machine states and corresponding choices from the time the subject begins until he makes 25 non-passing choices. A sample is a machine state and/or subject choice (including passes). There are (25 + # passes/trial) samples in each trial.

I. Statistical Analysis of the Machine Experimental Data Forward-backward State Transition Analysis

In a previous memorandum (Memo ORD 2240-75, 12 June 1975 to the question of randomness with the emphasis on state transitions as an indication of non-randomness was addressed. The data used in the investigation consisted of pre-experiment trials. The purpose of this section is to do a similar investigation using the actual data which occurred during S2's experiment.

Table 1 presents all possible transition frequencies. All transitions should have equal probability.

	YE	LLOW	GREEN		BLUE	RED
YELLOW		204	199		199	216
GREEN		192	218		222	207
BLUE		211	206		228	222
RED		209	206		223	221
Restructuring	into a tw	vo-by-six ta	able as in R	ef 1 prod	luces:	
	Y/G	Y/B	Y/R	G/B	G/R	B/R
FORWARD	199	199	216	222	207	222
BACKWARD	192	211	209	206	206	223

The conclusion based on pre-experimental data was that these state-pairs show a very strong relationship between forward and backward transition frequencies (coefficient of correlation =.93). However, computing the coefficient of correlation, p_{s2} actual data = .58, it becomes apparent that the degree of dependence is slightly reduced. Therefore the dependence of forward to backward states can no longer be considered as a strong indicator of non-randomness.

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The data used in the above discussion consisted of trials from both machine 1 and machine 2. Since non-randomness, made apparent by the state transitions, clearly existed for pre-experimental data, the investigation of the experimental data continued to include a search for this trend in the individual machines. The transitions (including identity) are as follows: <u>Machine 1</u>

	YELLOW	GREEN	BLUE	RED
YELLOW	96	79	88	92
GREEN	85	87	86	88
BLUE	85	82	90	87
RED	91	91	83	92
<u>Machine 2</u>				
ند	YELLOW	GREEN	BLUE	RED
YELLOW	108	120	111	124
GREEN	107	131	136	119
BLUE	126	124	138	135
RED	118	115	140	129

Computing the two coefficients of correlation,

$$p_{machine 1} = .4934$$

s2 data

and

$$\rho$$
 machine 2 = .4838
s2 data

it is obvious that the forward and backward transitions are even less dependent than in the combined case. Thus ended the search for non-randomness through state transition.

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As a by-product the following table is produced for general information.

						-
	BOTH MA Mean	CHINES SD	MACH MEAN	INE 1 SD	MACHI MEAN	NE 2 SD
FORWARD	210.8	10.7	86.6	4.27	124	9.74
BACKWARD	207.8	9.00	86.2	.3.92	121	11.25
TOTAL DATA POINTS	34	83	1	446	20)37
COEFF OF COV	. 58	43	.4	934	.48	38

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Approved For Release 2003/04/18 : CIA-RDP96-00787R000200150011-4 Experimental Data Randomness Analysis

The machine data used during the S2 experiment has been combined, summarized and/or permuted in an attempt to establish evidence or randomness or nonrandomness. If an obvious indication of non-randomness would have evolved with this task would be simplified because it would have become a closed form problem (i.e., the solution would be - the data has non-random characteristics). However, what has resulted is that various forms of the data have been examined with all indicating that the data is random.

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3650

Tables, plots and commentary are presented in this section to demonstrate randomness and in some cases just to provide general information concerning the machines data.

The distribution of the colors collectively and for each machine is as follows:

	 Yellow	Green	Blue	Red		Total	Mean
Machine 1	365	353	356	372		1446	361.5
Machine 2	475	 505	538	519	· .	2037	509.25
TOTAL	840	858	891	891		3483	870.75

Machine 1 was not used in as many trials as machine 2 (44 trials to 56 for machine 2), thus the difference in totals. The standard deviation of binomial distribution with n=3483 and p=1/4 is 25.56 which would imply that each separate number is reasonably close to the mean.

Accepting the distribution of the totals consider the distribution of the colors throughout the experiment. The popluations used for this investigation consisted of the first 25 samples of each trial (100 trials total). This population is acceptable since the distribution of its totals was reasonable and since the performance of S2 was approximately the same (success-29.61%) for this subset.

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The following three approaches comprise the strategy used to attack the question of color distribution.

- Each trial (abbreviated to 25 samples) as analyzed separate interval.
 Obviously this will indicate any bias within each trial.
- The data (2500 samples) is divided into intervals of five samples each. This will indicate unusual repetitions either within the interval or interval-by-interval.
- 3. The data is reformatted into 25 intervals of 100 samples, where the nth interval consists of the nth sample in each trial.

The results of approach 1 is shown in Figures 1.1.a, 1.1.b, 1.1.c, and 1.1.d.

The binomial distribution for this strategy (n=25 p=1/4) is mean 6.25 and the variance 4.69. The plots indicate randomness throughout the 100 trials.

The results of approach 2 are similar to approach 1 and are shown in the four tables in Figure 1.2. The plots indicated randomness but are not shown because of monotomy. The binomial distribution mean is 1.25 and the variance .94.

The binomial distribution mean and variance for approach 3 is 25 and 18.75 respectively (Figure 1.3). A plot of the data (Figure 1.4) for the "RED" case because of the concern for the higher variance and ranges. The 13th sample seems to have an unusually high frequency of "RED" (44%). However in general this investigation has not produced a significant non-random characteristic.

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sample size	100
maximum	12
minimum	3
range	9
mean	6.23
variance	4.239,494949
standard deviation	2.059003387
mean deviation	1.6314
median	6
mode	6
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Number of Yellow

per Trial

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0	20	40	6.0	80	100

Trial Number

Figure 1.1.a Distribution of Machine Yellows Over Trials

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27 F	
sample size	100
maximum	12
minimum	0
range	12
mean	6.13
variance	5.851616162
standard deviation	2.419011402
mean deviation	1.9404
median	6
mode	5 7

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		0	20	40		60	80	100

Trial Number

Figure 1.1.b Distribution of Machine Greens Over Trials Approved For Release 2003/04/18 : CIA-RDP96-00787R000200150011-4

sample size	100
maximum	11
minimum	1
range	10
mean	6.21
variance	5.218080808
standard deviation	2.284311889
mean deviation	1.8194
median	6
mode	6

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	Number of Blue Per Trial		IOM O M M M M 5M MO		0 00 00 0000			0_0 0000		00 0 0 0 0000	0 0	000 000 000) 00 0 0 0	0 0 00 00 00
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sample size	100
maximum	12
minimum	1
range	11
mean	6 42
variance	0 • 45 1 6 2 1 4 1 4 1 4 1
standard deviation	4.031414141
Mean deviation	2.152072058
median	1./158
mode	0
mode	0

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sample size	500
maximum	5
minimum	• 0
range	5
mean	1.246
variance	0.9594028056
standard deviation	0.9794910952
mean deviation	0.784848
median	1 N N
mode	t

Distribution of Green	
sample size	500
maximum	5
minimum	0
range	5
mean	1.220
variance	0.9969178397
standard deviation	0.9984577285
mean deviation	0.804512
median	
mode	i i <u>i se </u>

Distribution of Blue dstat grp;<3: 500 sample size 4 maximum U minimum 4 range 1.242 mean 0.95/3507014 variance 0.9/84429985 standard deviation 0.192192 mean deviation median mode

Distribution of Red	A second seco
sample size	500
maximum	5
minimum	0
range	5
mean	1.286
variance	1.026256513
standard deviation	1.013043194
mean deviation	0.823216
median	1
mode	

Figure 1. Approved Horine 10003/04/08101A-RDAP6 2007828000200180014 the at a Time

maximum	31
minimum	19
range	12
mean	24.92
variance	10.57666667
standard deviation	3.252178757
mean deviation	2.6304
median	24
mode	24

Green Distribution

sample size	25
maximum	35
minimum	15
range	20
mean	24.52
variance	24.59333333
standard deviation	4.959166597
mean deviation	3.9392
median	25
mode	22 25

Blue Distribution

sample size	25
maximum	34
minimum	19
range	15
mean	24.84
variance	14.47333333
standard deviati	on 3.804383437
mean deviation	2.9664
median	25
mode	26

25
44
16
28
25.72
26.71
5.168171824
3.3664
25
25

Figure 1.3 Distribution of Machine Colors When Samples are Taken 100 at a Time

(One From Each Trial)

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Figure 1.4 Distribution of Machine "Reds" when the Samples are taken 100 at a time (one from each trial)

Approach 1 has been repeated for Machine 1 and Machine 2 separately to check for abnormalities. The binomial distribution mean and variance are as follows:

	Trials	Mean	Variance
Machine 1	44	11	8.25
Machine 2	56	14	10.5

Machine 1	Yellow	Machine 2	
sample size maximum minimum range mean variance standard deviation mean deviation median mode	25 16 7 9 11.4 7.75 2.783882181 2.224 12 12	sample size maximum minimum range mean variance standard deviation mean deviation median mode	25 19 7 12 13.52 7.51 2.740437921 2.176 14 15
	waga y		
sample size maximum minimum range mean variance standard deviation mean deviation median mode	Green 25 17 4 13 10.68 9.726666667 3.118760438 2.3584 11	sample size maximum minimum range mean variance standard deviation mean deviation median mode	25 24 8 16 13.84 12.72333333 3.56697818 2.7808 13 13
sample size maximum minimum range mean variance standard deviation mean deviation median mode	Blue 25 15 3 12 10.32 7.7266666667 2.779688232 2.3072 11 8 12	sample size maximum minimum range mean variance standard deviation mean deviation median mode	25 25 10 15 14.12 8.943333333 2.990540642 1.984 14 15
sample size maximum minimum range mean variance standard deviation mean deviation median mode	25 Red 19 4 15 11.6 10.5 3.240370349 2.4 12 12	sample size maximum minimum range mean variance standard deviation mean deviation median mode	25 21 11 10 14.52 10.01 3.163853404 2.6624 13 11 13

Figure 1. APPRCENCE For Role 35 2003/04/18: CIA-RDP96-00787R000200150011-4 To Trial Basis (14)

Best Strategy

Based on the above analysis what is the best strategy to pursue? No good strategy is available based on the randomness of the data. The best possible strategy based on the above transition matrices is:

- If the subject can't distinguish between machine then press blue when blue appears, else pass.
- If the subject can distinguish them on Machine 1, press yellow when yellow occurs, and on Machine 2 press blue when red occurs.

For all its worth, of the existing data the following success would result - 26%, 26%, and 27%.

Analysis of S2 Data Responses

The attempt here is to discover a reason for S2's success at responding. The investigation was unable to give a definitive reason for his success. Although no strategies were uncovered there was in one case a indication that the subject was learning.

Two major approaches have been taken in this investigation. They are as follows:

- Strategy of S2 Was there any trends in the way he guessed? Did he respond based on the previous state of the machine? 1.
- 2. Hit analysis - Did the subjects' hits (correct choices) increase within a run; did it increase from run to run (i.e., was he learning?)

Strategy of S2

For general information and future reference the first figure (Figure 2.1) presented is the actual choices. One item of curiosity from this is that when he passes, he tends to do it in strings. This characteristic of course wasn't pursued because of its insignificance to this report; however, observations like that are pointed out throughout the report as possible importance to those in the field.

Total Color Choices

The distribution of S2's color choice totals are shown below.

Figure 2.1 Subject 2 Color Choices for First Fifty Trials (0-yellow, 1-green,

2-blue, 3-red, 7-pass)

Figure 2.1 (Continued) S2 Color Choices for Last 50 Trials

	Yellow	Green	Blue	Red
Total Times Chosen	- 881	411	237	971
% of Total	35%	16.5%	9.5%	39%

The first inclination is to try and determine how his strategy of choosing so many yellows and reds benefitted him. Examine the following table:

	Yellow	Green	Blue	Red
Total Number of Hits	255	127	60 50	292
% of Total Hits	35%	17%	8%	40%
% of Success in Color	29% (Hits - Correc	31% ct Choices)	25%	30%

As can be seen his results with blue are significantly lower than the others. However, assuming the probability of success to be .25 and using the binomial distribution the expected value =69 and the standard deviation = 7. The inference from this is that the 60 Blue hits are not a statistical abnormality. However, it is curious that he did so much worse on his lowest preference. <u>State Transition Color Choice</u>

This investigation consists of examining the states of the machine verses the choice on the next sample of the subject (i.e., if the machine shows "red" does the subject consistently choose one color on the next turn). Consider the following table:

MACH	Yellow	Mach Green	ine Blue	Red	Pass	% Pass
Yellow	106	119	69	314	210	26%
Green	177	25	69	316	252	30%
Blue	241	99	27	198	302	35%
Red	322	157	65	97	218	25%
		N= ,30				

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The subject obviously avoids repeats (i.e., he assumes the machine won't repeat a color) which, based on the machine data analysis, isn't a strategy which would give him a statistical advantage. Previous analysis showed that identify transitions are approximately equally probable as nonidentity. Notice also that he passes 35% of the time after seeing a blue.

The Sume	State transfer	ons are shown	Deron Separ	acca by mac		
	Yellow	Green	Blue	Red	Pass	
Yellow	48	49	25	150	83	
Green	62	13	35	153	83	
Blue	105	36	10	78	115	
Red	133	72	30	58	64	

70

12

63

85

58

115

136

189

42.94

44

34

17

35

164

163

120

39

127

169

187

154

M A C H I

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N E 2 Yellow

Green

Blue

Red

The same state transitions are shown below separated by machine

The negative state transition (i.e., relationship of the subject color choice to the machine state on the <u>next</u> sample) is considered too bizarre of a concept to be presented in this section. Results of that investigation is found in the section entitled "miscellaneous"

This section is significantly more important than the randomization analysis of the machine data. The reason is that if he is not learning from the machine or he is not taking advantage of biases then the discovery of such non-randomness is of little value to the overall analysis.

Learning from Trial to Trial

The question of whether the subject learned from trial to trial can best be answered by examining the following three plots. The first is the number of hits vs. the trial number, the second is a frequency distribution of the number of trials vs. number of hits, the third is the accumulated probability vs. the trial number.

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Trial Number

Figure 2.4 Cumulative Success Ratio of Subject (both machines used)

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Trial Number



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Figure 2.6 Accumulative Probability of Success on Machine 2

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The first plot (Figure 2.2) demonstrates the randomness of the number of hits while the second plot (Figure 2.3) demonstrates the frequency distribution takes on a "normal" appearance. The accumulative probability plots, at first glance, indicates that the subject was in a learning mode for the first five trials. A closer examination of the data indicates that this can occur naturally as part of the statistical distribution.

The first three number of hits points are 7, 5, and 6 considering the first 75 points as the population with probability of success = .2936 (the final probability) then the expected value is 22 (using binomial distribution) and the variance is 15.55 (S.D=3.9). As a normal deviation from the mean (i.e., using normal distribution approximation P(x<18)=.13.

Although the observed learning can be rationalized as a natural statistical deviation it warranted further investigation. The plots of the accumulative probability of success for machine 1 and machine 2 are presented in Figure 2.5 and Figure 2.6. The plot for machine 1 (Figure 2.5) is a typical sinesodial decreasing amplitude convergent curve. The plot for machine 2 however, is very suspicious in terms of learning. The major peaks of the curve (at approximately trial 10, 23, 40 and 56) are increasing which implies his probability of success is continuing to increase instead of converging on one point. Another interesting point5 is that the points at which he switches onto machine 2 are 1, 9, and 36.

Also of concern is the sharp upward turn during the last 8 samples. The hits totals for this period, starting at sample 49 is 10, 10, 8 11, 6, 8, 7, and 11 for a total of 71 hits out of a possible 200 for a probability of success of .36. Once again using the binomial distribution and using the probability of success of .29 (the cumulative probability up to the 49th point) the expected mean is 58 and the standard deviation 6.42. Using the

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Number of Hits

Trial

Figure 2.7 Plot of Number of Hits on Machine 1

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Approved For Release 2003/04/18 : CIA-RDP96-00787R000200150011-4 normal approximation the probability P(X 71)=.02 of such an occurrence is quite low.

Although there are only 56 data points in this population and the apparent abnormalities are statistically possible (with low probability) this investigation concludes that the subject's learning for this case must be flagged as a real possibility. Figure 2.7 (Number of hits on Machine 1) has been added to provide clarity. It appears that the subject just didn't have "low hit" days toward the end.

Learning within a Trial

The question of learning within a trial or run has been investigated by summing the number of hits of the Ith sample for the run. The results are somewhat distorted because of the inequitable distribution of passes. The lower numbered samples have significantly more hits because of this. 2,5? A plot of the number of hits per sample vs. sample number is shown in Figure 2.7.

Notice that the first sample has a value of 34 hits. This means that everytime he ists down for a new 25 sample trial he hits 34% of the time on his first try. With this in mind along with the rest of the data points, it is obvious that the subject doesn't learn throughout the trial.

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Sample Number

Figure 2.8 Total Number of Hits Within a Trial

Miscellaneous

Numerous arrays of data have been examined for the purpose of obtaining some insight into the data. Some of the data is being printed herein so that the data can be examined more closely if desired.

This first table is presented for use as a quick reference.

Day	Last Trial	Number of Tracks	Machine Used
1	8	8	2
2	16	8	1
3	24	8	2
4	36	12	2
5	44	8	2
6	52	8	1
7	56	4	2 . 1
8	64	8	1
9	68	4	1
10	72	4	1
11	76	4	1
12	80	4	1
13	84	4	2
14	88	4	2
15	100	12	2

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The following displays are presented below with little commentary.

- I. General trial summary (Figure 3.1). Each trial (25 choices) is listed with the following information.
 - A. Machine used (1 or 2)
 - B. Total number of machine states in each color (i.e., 6 yellow,6 green) for each trial.
 - C. Total number of subject choices for each color for each trial.
 - D. Total number of hits for each trial.
 - E. Total number of passes for each trial.
 - F. Breakdown of hits by color.
- II. Machine data for machine 1 and machine 2 separately (Figures 3.2, 3.3) Just by examining these displays it may be possible to glean meaningful information. For example, machine 1 was used for the first 8 trials during which the first state of each trial was a yellow or red. If the first sample of each trial is most memorable, perhaps this is responsible for the subject's obvious preference of yellow and red (see Section 2 - Analysis of S2 Data Responses).
- III. Plots of the number of passes made.
 - A. Number of passes vs. trial number (i.e., trial is 25 or more samples) (Figure 3.4)
 - B. Number of passes vs. sample number (Figure 3.5)

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Approved For Release 2003/04/18 : CIA-RDP96-00787R000200150011-4 Figure 3.1 Selected Parameter Totals Listed by Trial Number

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Approved For Release 2003/04/18: CIA-RDP96-00787R000200150011-4 Figure 3.2 Color states of machine 1 during the experiment (0-yellow, 1 green, 2 blue, 3 red)

> Approved For Release 2003/04/18: CIA-RDP96-00787R000200150011-4 Figure 3.3 Color states of machine 2 during the experiment (0 yellow, 1 green, 2 blue, 3 red)

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Figure 3.4 Total number of passes summed over a trial

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Figure 3.5 Total number of passes summed over sample number

C. Number of passes and the number of hits vs. the trail number on one plot. Investigation of the hits/passes relationship was dropped when the coefficient of correlation between the two was computed at -.114

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Trial Number

0 - passes per trial

P - hits per trial

39

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per trial

Figure 3.6 Plot of number of hits per trial and number of passes

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Tables of state transitions which reflect the influence of the subject on the machine. For color choices of the subject the table shows the number of colors the machine has on the next sample. For example on the first table, when the subject picked yellow, on the next sample 197 times the machine state was yellow.

	Yellow	Green	Blue	Red	
Yellow	88	77	87	95	
Green	38	46	39	47	Machine 1
Blue	27	28	24	24	
Red	120	105	99	112	• • • • • •
Pass	84	83	98	81	
Yellow	109	124	128	141	
Green	58	47	58	66	Machine 2
Blue	25	32	42	30	
Red	121	125	136	102	
Pass	146	162	161	168	
				· · · · · ·	
Yellow	197	201	215	236	
Green	96	93	97	113	Both
Blue	.52	60	66	54	Macrimes
Red	241	230	235	214	· · · · ·
Pass	230	245	259	249	

MACHINE STATES ON FOLLOWING SAMPLE

Figure 3.7 State Transitions from Subject Choice to Future Machine State

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V. Because of the possibility that the subject was learning the state of machine
2 the distribution of the colors are plotted in Figures 3.8, 3.9, 4.0, and
4.1. The only states used are those in which the subject didn't pass.
Therefore there is a total of 25 for each trial.

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Figure 3.8 Distribution of Yellow for Machine 2

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Number of Green

Approved For Release 2003/04/18^{T.}rĊlA-RDP96-00787R000200150011-4 Figure 3.9 Distribution of Green for Machine 2 42

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Figure 4.1 Distribution of Red for Machine 2 43

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Test	Description Approved For Release 2003/04/18 : CIA-RDP96-00787F		Scoring					
,)01 <u>1-</u> 4	S3	S4	S5	\$6	
Halstead Category Test	Nonverbal test requiring abstraction of conceptual relation- ships. Score: Total errors.	7	14	33	26	6	28	
Tactual Performance Test	Requires placement of 10 geometrically shaped blocks in their correct locations on a formboard while blindfolded. Separate RT, LT, and bimanual trials. Score: Total time (min.).	16.4	11.8	7.7	7.7	11.4	6.9	
Speech Perception Test	Discrimination of non-word speech sounds. Score: Total errors.	4	2	0	2	5	3	
Seashore Rhythm Test	Discrimination of nonverbal rhythms. Score: Number correct.		25	28	29	26	29	
Finger Tapping Test	Measure of finger oscillation rate for 10-sec. period, both RT and LT hand trials. Score: No. taps/10 sec.	RT/LT 53/50	RT/LT 53/49	RT/LT 48/47	RT/LT 54/53	RT/LT 47/47	RT/LT 48/43	
Trail Making Test (Part A)	Requires connecting numbered circles in order from 1 to 25. Paper and pencil task. Score: Total times (sec)	40	16	18	19	30	27	
Trail Making Test (Part B)	Requires connecting alphabetic and numbered circles by alternating $1\rightarrow A\rightarrow 2\rightarrow B$, etc. Score: Total time (sec)	56	50	55	50	54	53	
Knox Cube Test	Measure of attention span and immediate visual memory. Score: Number correct.	13	14	13	16	17	17	
Raven Progressive Matrices	Nonverbal intelligence test involving spatial matrices. Score: Number correct.	39	53	49	55	60	54	
Verbal Concept Attainment Test	Requires abstraction of verbal conceptual relationships. Score: Number correct.	22	24	27	23	21	24	
Buschke Memory Test R r w	Requires learning a 20-word list in a maximum of 12 trials with repetition of words omitted after each trial. Score: Max. no. words correctly remembered; List: no. words consistently remembered	Total: 14/20 List:	17/20	18/20	19/20	20/20	20/20	
		8/20	14/20	11/20	16/20	15/20 (8 tria)	16/20 s)(7 trials	
Grooved Pegboard Test	Requires insertion of 25 pegs in their holes in a pegboard. Both RT and LT hand trials. Score: Total time (sec).	RT/LT 76/74	RT/LT 69/70	RT/LT 58/67	RT/LT 59/67	RT/LT 70/48 7 2/70	RT/LT 48/50	
Spatial Relations Subtest of the PMA	Requires mental rotation and identification of figures rotated in 2 dimensions. Score: no. correct - no. errors.	-		•1	 	60	52	
Gottschaldt Hidden Figures Test	Requires tracing outline of simple figure hidden within lines of more complex Appgoved For Release 2003/04/18 ; CJArBDP.96-00787R	000200150	00ft-4	_	v.good	outst.	outst.	