## Demand Vectors

| | $V_f$ | $V_a$ | $A_s$ | $A_v$ | $C_s$ | $C_v$ | $R_s$ | $R_v$ | |
|---|---|---|---|---|---|---|---|---|---|
| **Task A** | | | | | | | | | **Mean Task A** |
| **Task B** | | | | | | | | | **Mean Task B** |

(0=none; 1=easy; 2=moderate; 3=heavy)

**TOTAL DEMAND:** ☐ **Sum of Task Means**

(Range: 0.0 - 6.0)

## Conflict Model

(Horrey & Wickens, 2003)

| | | $V_f$ | $V_a$ | $A_s$ | $A_v$ | $C_s$ | $C_v$ | $R_s$ | $R_v$ |
|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | |
| $V_f$ | | 0.8 | 0.6 | 0.6 | 0.4 | 0.7 | 0.5 | 0.4 | 0.2 |
| $V_a$ | | | 0.8 | 0.4 | 0.6 | 0.5 | 0.7 | 0.2 | 0.4 |
| $A_s$ | | | | 0.8 | 0.4 | 0.7 | 0.5 | 0.4 | 0.2 |
| $A_v$ | | | | | 0.8 | 0.5 | 0.7 | 0.2 | 0.4 |
| $C_s$ | | | | | | 0.8 | 0.6 | 0.6 | 0.4 |
| $C_v$ | | | | | | | 0.8 | 0.4 | 0.6 |
| $R_s$ | | | | | | | | 0.8 | 0.6 |
| $R_v$ | | | | | | | | | 1.0 |

Sum of cells = 20.0 = Max. Conflict

Range: 0.0 - 1.0 (default = 0.2 = Cost of Concurrency)

**Conflict = Sum(Active Cells)**

**= _____**

**Normalization Constant**

$$= \frac{\text{(max. demand)}}{\text{(max. conflict)}} = \frac{6}{20} = 0.3$$

**Normalized Conflict:** ☐

(Conflict * 0.3)

**TOTAL INTERFERENCE:** ☐

(Total Demand + Normalized Conflict)