

1. Psychophysical Methodology and Scaling

I. Psychophysics

Definition/Goals

Type A vs. type B experiments, Sensitivity vs. appearance

Psychometric function $P = f(x)$

Ogive curve

50% point, Point of subjective equality (PSE), Threshold

Slope

II. Psychophysical Methodology

Concerns

Bias

Criterion

Attentiveness

Strategy

Artifactual cues

History of stimulation

Who controls stimulation

Methods

Method of adjustment

Method of (ascending/descending) limits

Method of constant stimuli (Yes-No)

Forced choice (2I2AFC, etc.)

Method of single stimuli

Sequential testing (staircase methodologies)

Psychometric functions

Range of dependent variable, log/linear scale, dB

Models

Random threshold

Noise

Additive

Multiplicative (log law)

Multiple channels (Quick)

Uncertainty (Pelli)

Parametric models

$$\text{Probit/Cumulative normal: } \int_{-\infty}^{\beta(x-\alpha)} \frac{e^{-t^2/2}}{\sqrt{2\pi}} dt$$

$$\text{Logit/Logistic: } \frac{1}{1 + e^{-\beta(x-\alpha)}}$$

$$\text{Weibull: } 1 - e^{-(x/\alpha)^\beta}$$

Quick: $1 - 2^{-R(x)^\beta}$

Probability summation:

$$P(\text{Detect}) = 1 - P(\text{Not detect})$$

$$= 1 - \prod_i P(\text{Not detect in channel } i)$$

$$= 1 - \prod_i (1 - P(\text{detect in channel } i))$$

$$= 1 - \prod_i (1 - (1 - 2^{-R_i(x)^\beta}))$$

$$= 1 - \prod_i 2^{-R_i(x)^\beta}$$

$$= 1 - 2^{-\sum_i R_i(x)^\beta}$$

Thus, probability summation is like a response summed over multiple channels (e.g. a vector length)

Staircase procedures

Concerns

Computation during trials

Efficiency/sweat factor/number of trials/trial placement

Subject fatigue (boredom if too easy, frustration if too hard)

Stationarity

Finger errors

Desired estimates: L_5 , L_p , slope

Sequential dependencies, interleaved staircases

Estimation bias

Correction for guessing and for finger errors

Assumptions

Monotonic

Threshold approximately known

Slope β known or approximately known

Parametric form of f

Stationary

Independent trials (interleaving)

Basics

How to place trials

When to stop

How to estimate parameters

Procedures

Robbins/Munro

$$x_{n+1} = x_n - \frac{c}{n} (y_n(x_n) - p)$$

to estimate L_p , biased away from 50%

Up-Down (Dixon/Mood, Cornsweet)

Transformed Up-Down (Levitt/Weatherill)

1-up-2-down, 2-up-1-down, 1-up-3-down, etc.

Halve stepsize every other turnaround and restart at current threshold estimate

Notion of a transformed response curve

PEST (Taylor & Creelman, Findlay, Pentland)

Wald test to change levels, changes in step size to deal with closeness and distance from correct spot, stop at minimum step size

APE (Watt & Andrews)

method of constant stimuli for blocks of trials, then fit previous 2 blocks and choose a new set of levels ranging over ± 1.35 SD with momentum based on prior change

QUEST (Watson & Pelli), β as a constant for log scaled stimulus strength
sweat factor = $p(x)q(x)/(dP_T/dx)^2$

don't know T so use maximum a posteriori

Maximize $P(T | D) = \frac{P(T)P(D | T)}{P(D)}$, by Bayes rule

So, maximize Quest function $Q(T) = \ln P(T) + \ln P(D | T)$

Assume independent trials, so

$$\ln P(D | T) = \ln \prod_i P(R_i | x_i, T)$$

$$= \sum_i \ln P(R_i | x_i, T)$$

Addend is either $\ln P_T(x) = \ln \Psi(x - T)$

or $\ln(1 - P_T(x)) = \ln(1 - \Psi(x - T))$

so precompute these and accumulate over trials

Log likelihood $L(T) = Q(T) - Q_0(T)$

where $Q_0(T) = \ln P(T)$, the *prior*

Stop based on a likelihood ratio test (a χ^2 test)

When to stop

N trials

N turnarounds

Given standard error of the estimate

Estimation

Probit analysis

Midrun estimates

Maximum likelihood

Final values

Minimum χ^2

Confidence intervals

Variance of mid-run estimates

Variance across blocks

Bootstrap of the same procedure

Closed form solution for ML (generalized variance)

III. Scaling

Internal representation

Weber's Law

Fechner/Log law

Stevens/Power law (magnitude estimation and production)

Cross-modal matching and log/power laws

Exercise: Design staircase procedures for making estimates of the .1, .2, and .75 points of a psychometric function as accurately as you can manage.