

# **Data Analysis for an Absolute Identification Experiment**

# Randomization with Replacement

- Imagine that you have  $k$  containers for the  $k$  stimulus alternatives
- The  $i_{\text{th}}$  container has a fixed number of copies ( $n_i$ , proportional to  $P(S_i)$ ) of the  $i_{\text{th}}$  stimulus
- On each trial, one of the  $\sum n_i$  ( $i=1, \dots, k$ ) stimuli is selected to be presented to the subject
- **That stimulus is immediately replaced in its corresponding container**
- Then, the *a priori* probability for  $S_i$  ( $i=1, \dots, k$ ) remains the same for all trials
- The stimulus uncertainty remains the same on all trials

$$IS = -\sum_{i=1}^k P(S_i) \log_2 P(S_i)$$

# Randomization **without** Replacement

- Imagine that you have  $k$  containers for the  $k$  stimulus alternatives
- The  $i_{\text{th}}$  container has a fixed number of copies ( $n_i$ , proportional to  $P(S_i)$ ) of the  $i_{\text{th}}$  stimulus
- On each trial, one of the  $\sum n_i$  ( $i=1, \dots, k$ ) stimuli was selected to be presented to the subject
- **That stimulus is NOT replaced in its corresponding container**
- Then, the *a priori* probability for  $S_i$  may change from trial to trial
- The stimulus uncertainty  $IS$  may change from trial to trial
- On the last trial, the subject knows exactly what stimulus to expect (whichever stimulus is the last one left in a container)

# More on Randomization

- We prefer the method of “randomization with replacement” because
  - ◆ It ensures constant *IS* for each trial
  - ◆ It makes data analysis easier
- With the method of “randomization with replacement,” equal *a priori* probability no longer guarantees equal number of occurrences for all stimulus alternatives.
- Note that frequency of occurrence  $\neq$  probability
- The advantage of “randomization without replacement” is that the experimenter controls the *exact* number of times each stimulus alternatives is presented.

	$R_1$	$R_2$	$R_3$	$R_4$	$R_5$	
$S_1$	14	3	2	0	1	20
$S_2$	0	13	2	3	1	19
$S_3$	4	3	11	1	0	19
$S_4$	2	0	2	15	1	20
$S_5$	5	3	2	0	12	22
	25	22	19	19	15	100

# Estimation of IT — $IT_{est}$

- Average information transfer:

$$IT = \sum_{j=1}^k \sum_{i=1}^k P(S_i, R_j) \log_2 \frac{P(S_i | R_j)}{P(S_i)}$$

- Its maximum-likelihood estimate:

$$IT_{est} = \sum_{j=1}^k \sum_{i=1}^k \left( \frac{n_{ij}}{n} \right) \log_2 \left( \frac{n_{ij} \cdot n}{n_i \cdot n_j} \right)$$

where

$$n_{ij}$$

$$n_i = \sum_{j=1}^k n_{ij}$$

$$n_j = \sum_{i=1}^k n_{ij}$$

$$n = \sum_{j=1}^k \sum_{i=1}^k n_{ij} = \sum_{i=1}^k n_i = \sum_{j=1}^k n_j$$

- Interpretation of  $2^{IT}$  or  $2^{IT_{est}}$  (compare with  $k=2^U$ )

# Percent-correct scores and $IT_{est}$

$$IT_{est} = \sum_{j=1}^k \sum_{i=1}^k \left(\frac{n_{ij}}{n}\right) \log_2 \left(\frac{n_{ij} \cdot n}{n_i \cdot n_j}\right)$$

(A)

25	25
25	25

50%  
0 bits

(B)

25	25	25	25
25	25	25	25
25	25	25	25
25	25	25	25

25%  
0 bits

(C)

25	0	0	0
0	25	0	0
0	0	25	0
0	0	0	25

100%  
2 bits

(D)

0	0	0	25
0	0	25	0
0	25	0	0
25	0	0	0

0%  
2 bits

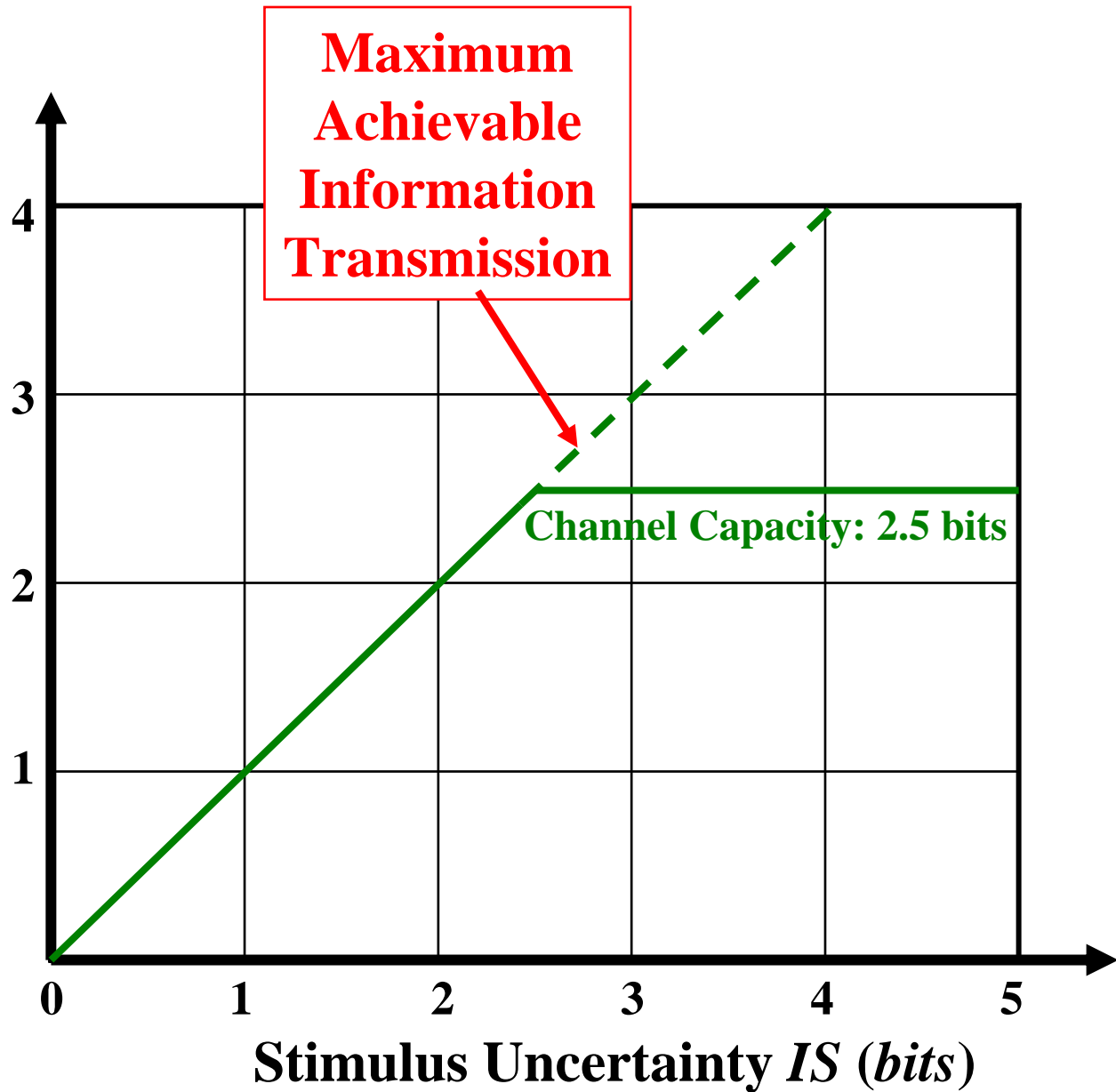
# Channel Capacity



# Maximum Information Transmission

- Mathematically,  $IT \leq IS$ .
- Intuitively, if the input and output are perfectly correlated, then  $IT = IS (= IR)$ .
- Assume that there exists a *maximum* information transmission
  - ◆ For small values of  $IS$ ,  $IT = IS$ .
  - ◆ As  $IS$  increases,  $IT = \text{constant}$  regardless of the value of  $IS$ .
- This maximum  $IT$  is accepted as the *channel capacity*.

**Information  
Transmission  
*IT* (bits)**



# The Magic Number $7 \pm 2$

# What does the “Magic Number” Mean?

- The “magic number” is derived from an *IT* range of 2.3 – 3.2 *bits*
- The “magic number” summarizes the typical *channel capacity* for uni-dimensional stimuli
- Uni-dimensional stimuli
  - ◆ Only one physical variables (*target*) is manipulated to form the stimulus set
  - ◆ Other physical variables (*background*) are either held constant or randomized

# How “Magic” is the Magic Number?

- The “Magic Number” does NOT apply to
  - ◆ Absolute pitch
    - ☞ Over-learnt stimuli
  - ◆ Human face recognition
    - ☞ Multi-dimensional stimuli