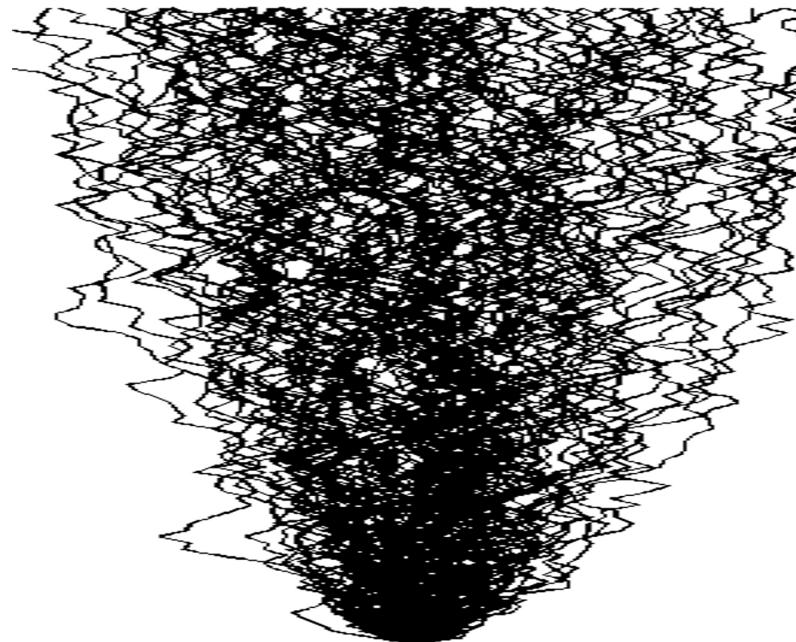




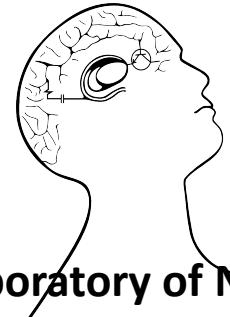
BROWN

# TUTORIAL ON ABC EXTENSION TO HDDM

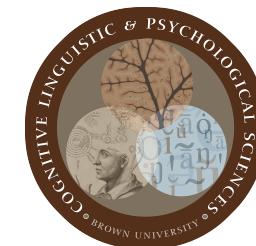
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INSTITUTE FOR BRAIN SCIENCE  
BROWN UNIVERSITY



Laboratory of Neural  
Computation and Cognition



# Outline:

- 1.(Minimal) ***Theory*** Part: Motivation and approach
2. Analyzing variations of the *Drift Diffusion Model* with ***HDDMnn***

We will talk a little bit about *likelihood-free* methods first...

# Likelihood free ?

I have a model, don't I automatically have a likelihood function?

It depends...

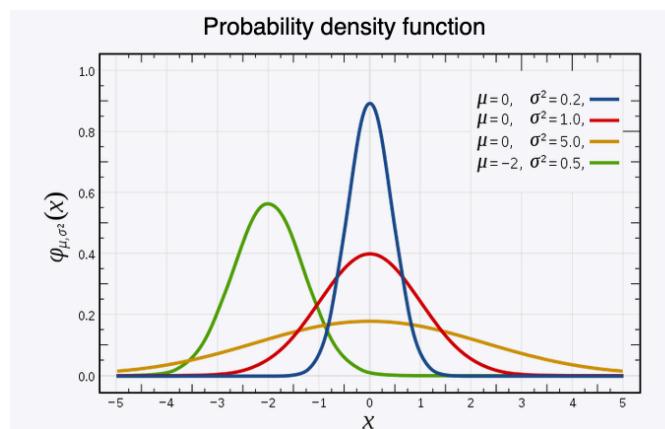
# Likelihood

What is a ***likelihood function***?

$x$  is our data point

The likelihood function (which is a probability density function / pdf / given the parameters) gives us the likelihood of observing  $x$  given some parameters  $\theta = (\mu, \sigma^2)$  under a probability model (Here the **normal distribution**).

$$f(x | \mu, \sigma^2) = \frac{1}{\sqrt{2\pi\sigma^2}} e^{-\frac{(x-\mu)^2}{2\sigma^2}}$$



# Data Generating Process (Simulation Model)

What is a ***data generating process***?

A **data generating process** is an **algorithm / procedure** that allows us to generate data in accordance with a generative model.

Let's try to generate data from a **normal distribution**,

$$f(x | \mu, \sigma^2) = \frac{1}{\sqrt{2\pi\sigma^2}} e^{-\frac{(x-\mu)^2}{2\sigma^2}}$$

?

# Data Generating Process (Simulation Model)

What is a ***data generating process***?

A **data generating process** is an **algorithm / procedure** that allows us to generate data in accordance with a model.

Let's try to generate data from a **normal distribution**,

Generate uniform  
random numbers

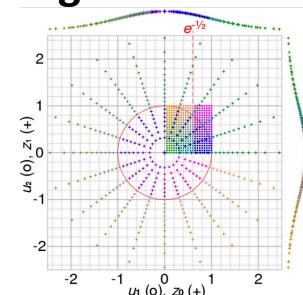
Perform fancy  
transformations

$x_1, x_2, x_3, \dots, x_n \sim N(\mu, \sigma)$

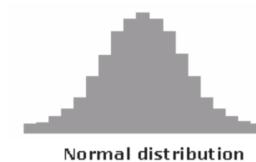
Whole field of study



Famous algorithm



Finally some random numbers  
from a normal distribution



# Likelihood vs. Data Generating Process

Not so apparent from using **R / Matlab / Python...**

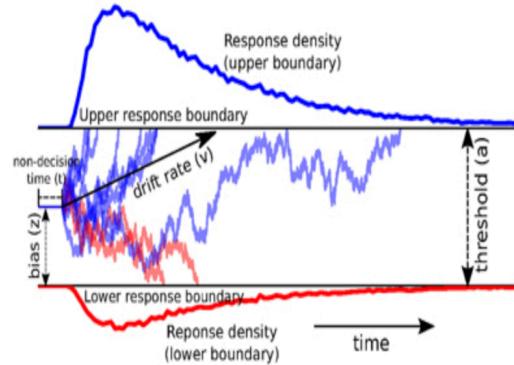
> dnorm(x = 0, mean = 0, sd = 1)	> rnorm(n = 10, mean = 0, sd = 0)
> dpois(x = 1, lambda = 10)	> rpois(x = 1, lambda = 10)
> dgamma(x = 1, shape = 1, rate = 1)	> rgamma(x = 1, shape = 1, rate = 1)
> dbeta(x = 0.5, shape1 = 10, shape2 = 10)	> rbeta(x = 0.5, shape1 = 10, shape2 = 10)
.	.
.	.
.	.

Give me the likelihood of x ....

Give me a simulated datapoint x ....

Q ?

# So how about DDMs?



# Likelihood

$$f(t|\mu, a, w) = \frac{\pi}{a^2} \exp\left(-\mu aw - \frac{\mu^2 t}{2}\right) \sum_{k=1}^{\infty} k \exp\left(-\frac{k^2 \pi^2 t}{2a^2}\right) \sin(k\pi w)$$

DGP

**Phew... nasty but get's the job done!**

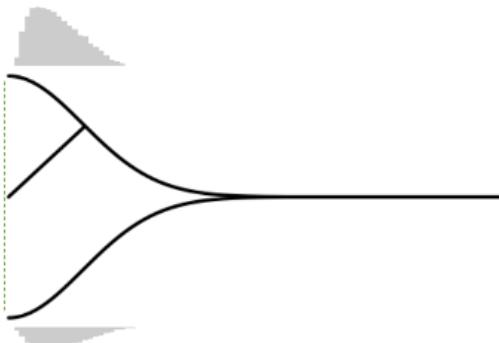
So how about slight variations of DDMs?

## Likelihood

$$f(t|\mu, a, w) = \frac{\pi}{a^2} \exp\left(-\mu aw - \frac{\mu^2 t^2}{2}\right) \sum_{k=1}^{\infty} k \exp\left(-\frac{k^2 \pi^2 t^2}{2a^2}\right) \sin(k\pi w)$$

?

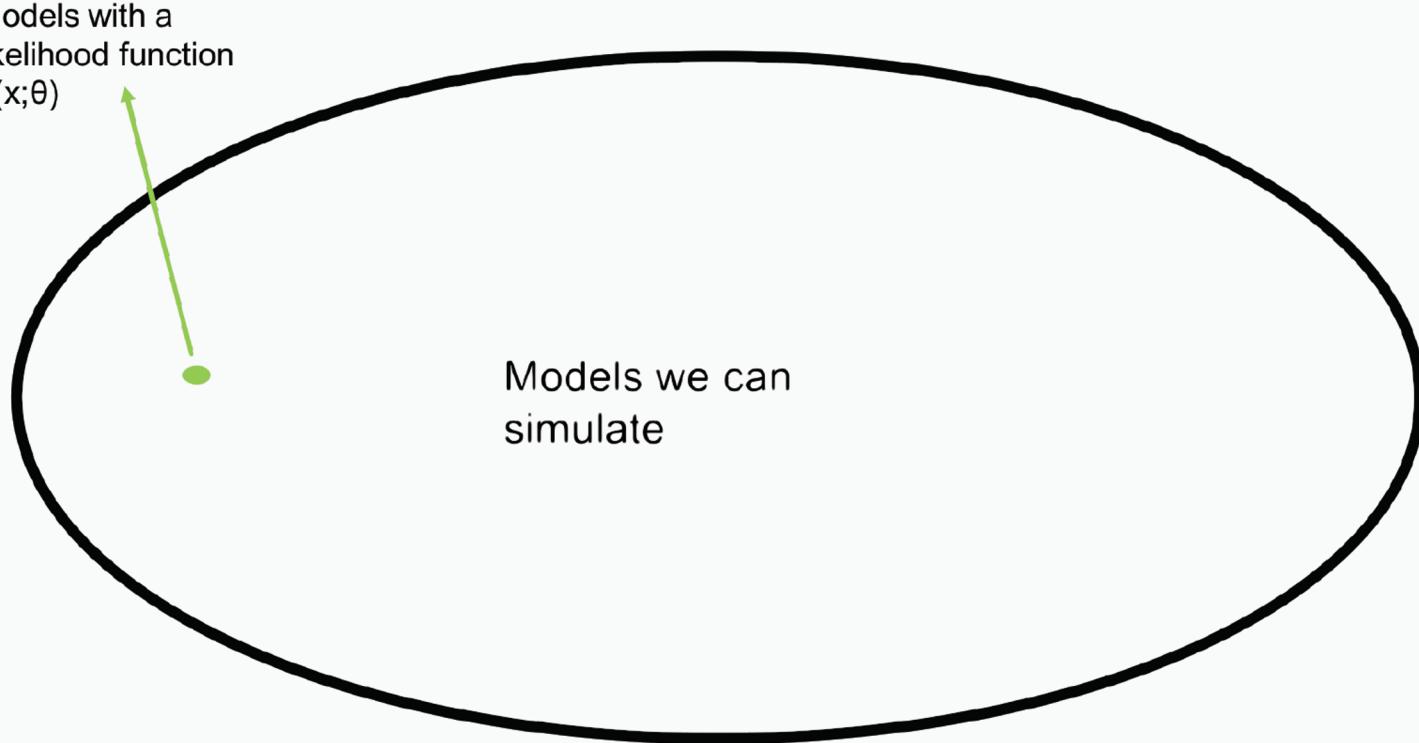
Likelihood of crossing the *lower boundary* at time  $t$ , given parameters  $(\alpha, \beta, \mu, a, w)$



Still easy to get samples ....

DGP

# An more accurate view of the world of models...



Ok lets say I have no Likelihood function...  
Big deal?



$$\pi(\theta|X) \propto P(X|\theta)\pi(\theta)$$

Well... at first sight it's pretty much the *end of your career as a Bayesian*.

No Likelihood, no Bayes rule!

Domain of: 'Likelihood free inference methods'

***Active Area of Research*** with many potential approaches.

We will show and use **one particular method** to **extend our ability** to perform Bayesian Inference on such *likelihood-free extensions* of the DDM model framework.

# How are we going about it?

We go from:

$$\pi(\theta|X) \propto P(X|\theta)\pi(\theta)$$

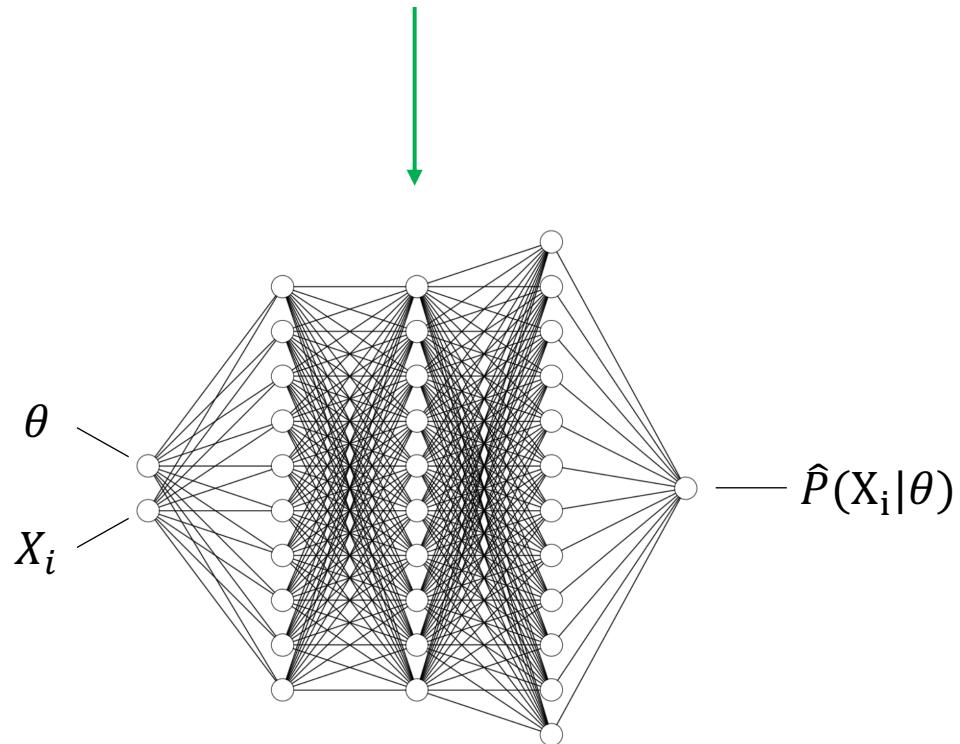
To:

$$\pi(\theta|X) \propto \hat{P}(X|\theta)\pi(\theta)$$



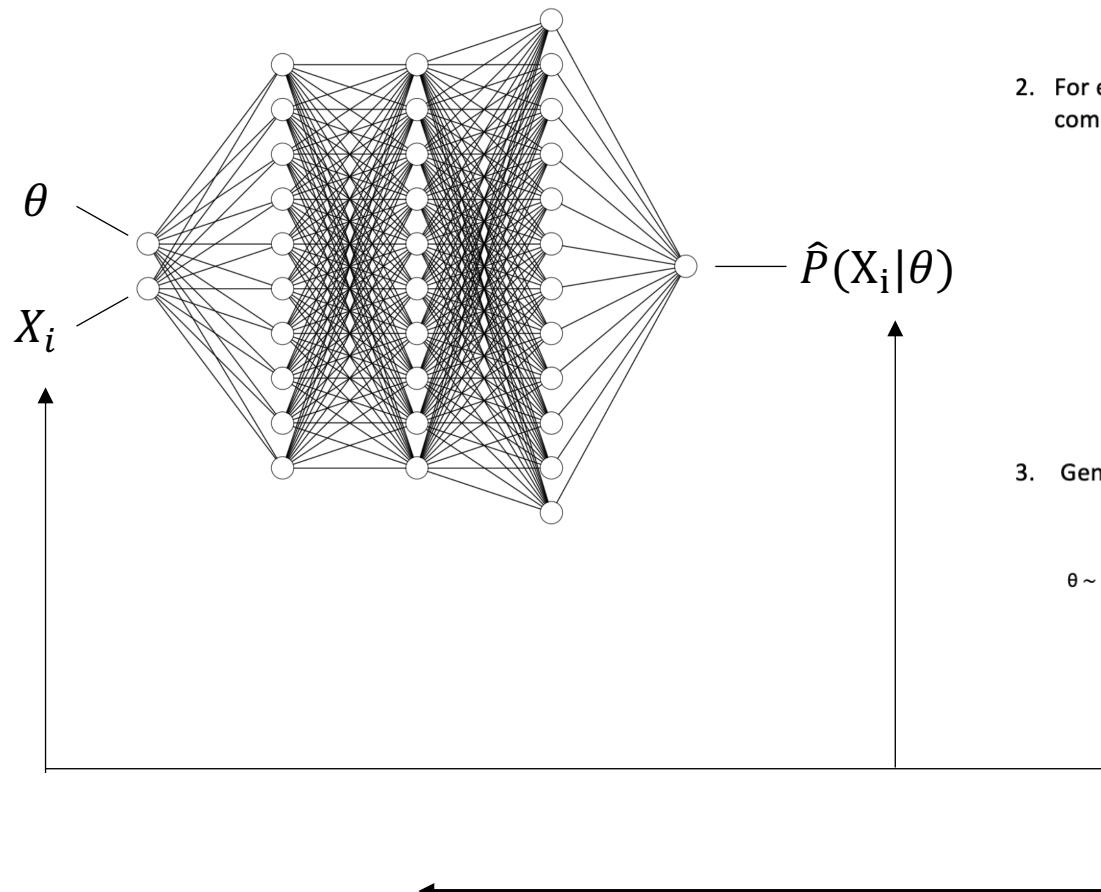
*Approximate Likelihood*

What is  $\hat{P}(X|\theta)$  here ?



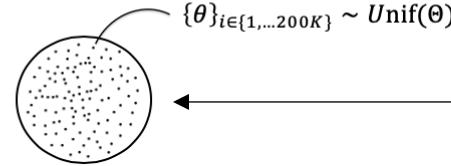
It's a simple neural network!  
(Multilayered Perceptron)  
This network approximates the likelihood function that was unknown a priori!

# How do we get $\hat{P}(X|\theta)$ ?

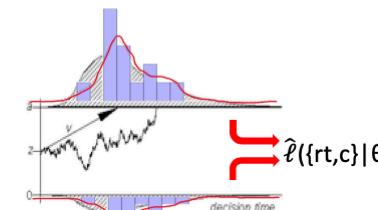


## TRAINING:

1. Sample parameters from relevant parameter space



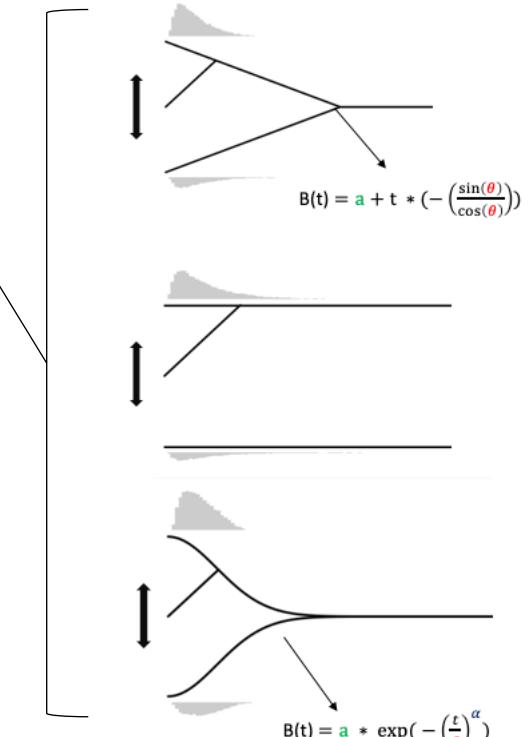
2. For each  $\theta_i$ , generate 10000 simulations  $\{rt, c\} \sim DGP(\theta)$  and compute a kde based *synthetic likelihood function*  $\hat{\ell}(\{rt, c\}|\theta)$ .



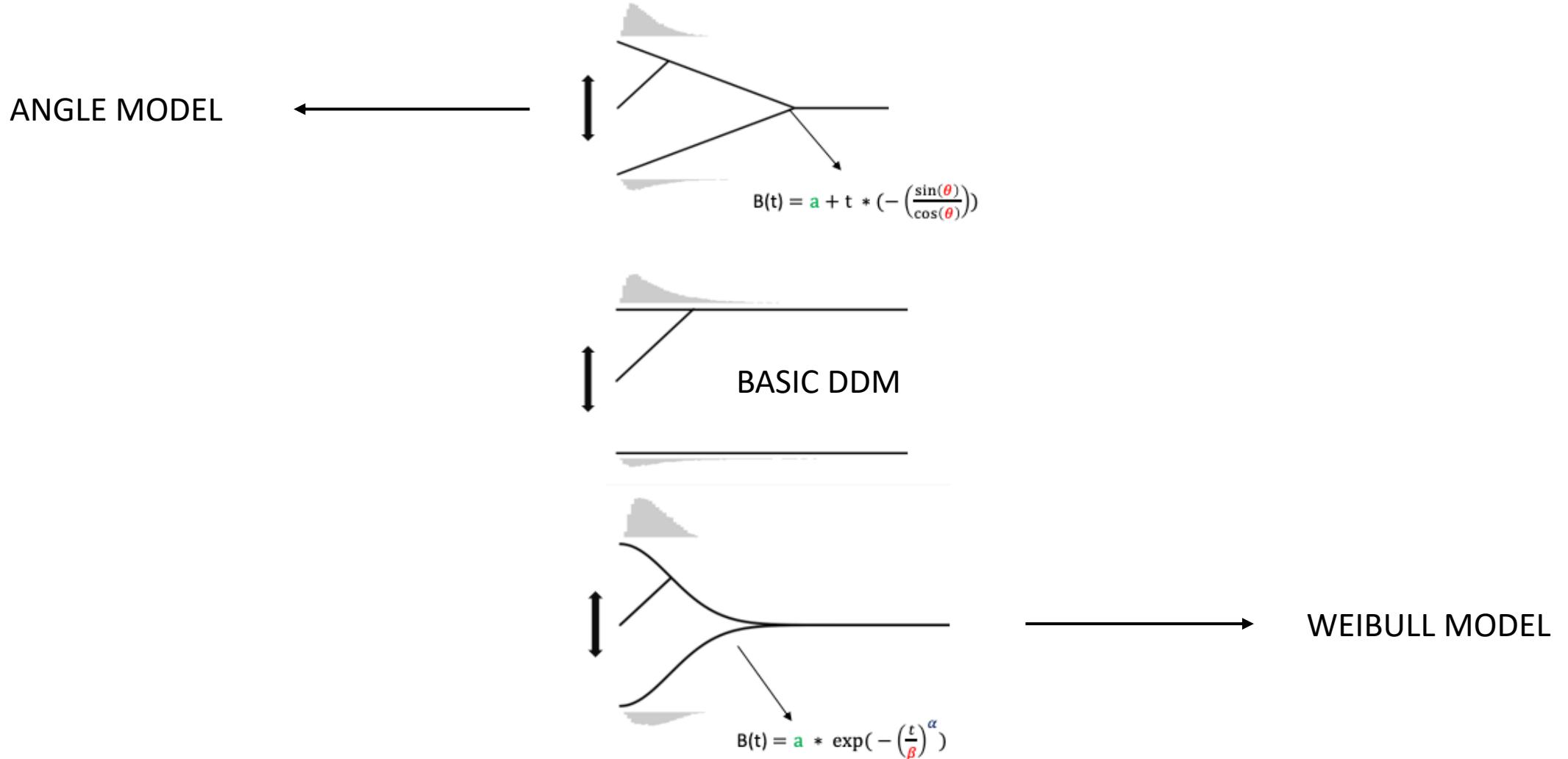
3. Generate training data from *synthetic likelihood functions*.

$\theta \sim \text{Unif}(\{\theta\}_i)$	$p = 0.8 \quad \{rt, c\} \sim \hat{\ell}(\{rt, c\} \theta)$
	$p = 0.1 \quad \{rt, c\} \sim \text{Unif}([-1, 0]) \times \text{Unif}([-1, 1])$
	$p = 0.1 \quad \{rt, c\} \sim \text{Unif}([5, 20]) \times \text{Unif}([-1, 1])$

id	$\theta_1$	...	$\theta_n$	rt	c
1	0.5	...	-0.75	1.76	-1
:	:	⋮	⋮	⋮	⋮
200m	0.6	...	-1.0	1.89	1



We will focus on exactly these models later ....



Q ?

*Now on to using it!*

If your tutorial notebook is not ready,  
follow the instructions here:

[https://github.com/AlexanderFengler/hddmnn\\_tutorial](https://github.com/AlexanderFengler/hddmnn_tutorial)

We will give it 5 minutes to let everyone  
catch up. Post your questions in the chat or  
raise your hand.