

What is a theory?

Readings for today

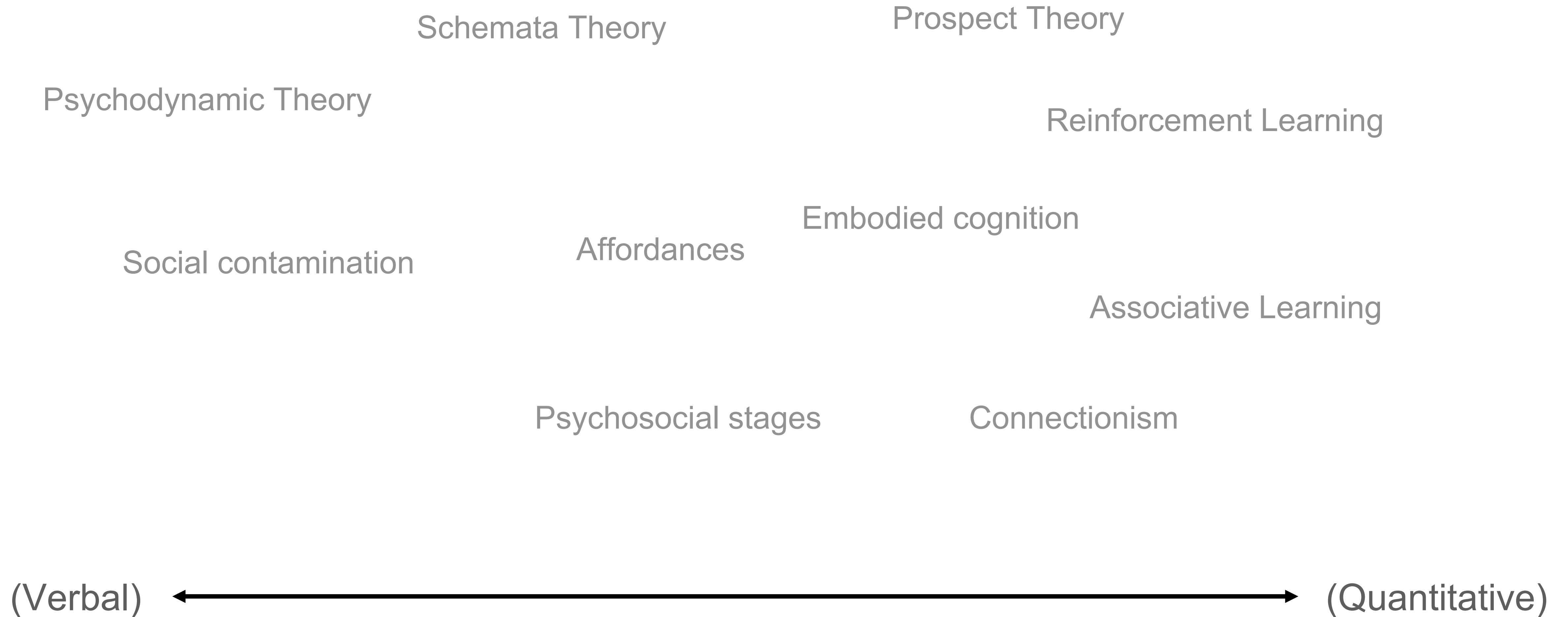
- van Rooij, I., & Baggio, G. (2020). Theory before the test: How to build high-verisimilitude explanatory theories in psychological science. PsyArXiv
- Guest, O., & Martin, A. E. (2020). How computational modeling can force theory building in psychological science. PsyArXiv

Topics

1. What is a theory in psychology & neuroscience?
2. Formulating a “good” theory

What is a theory in psychology & neuroscience?

The theories we have



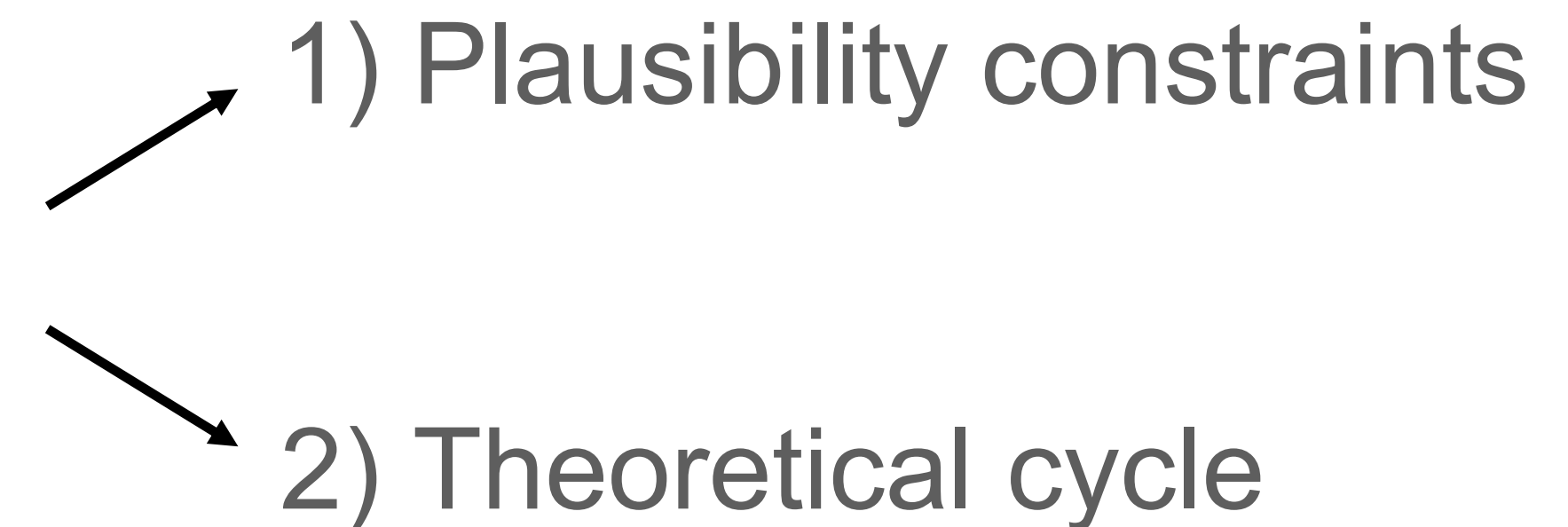
What is a theory?*

* in psychology & neuroscience

Theory: A description of a set of *capacities*.
A diagram with two labels, 'Set of abilities' and 'Primary explananda (things to be explained)', each with a bracket pointing to the word 'capacities' in the definition of theory.

Informal theory: Building a description based on a collection of observed effects.

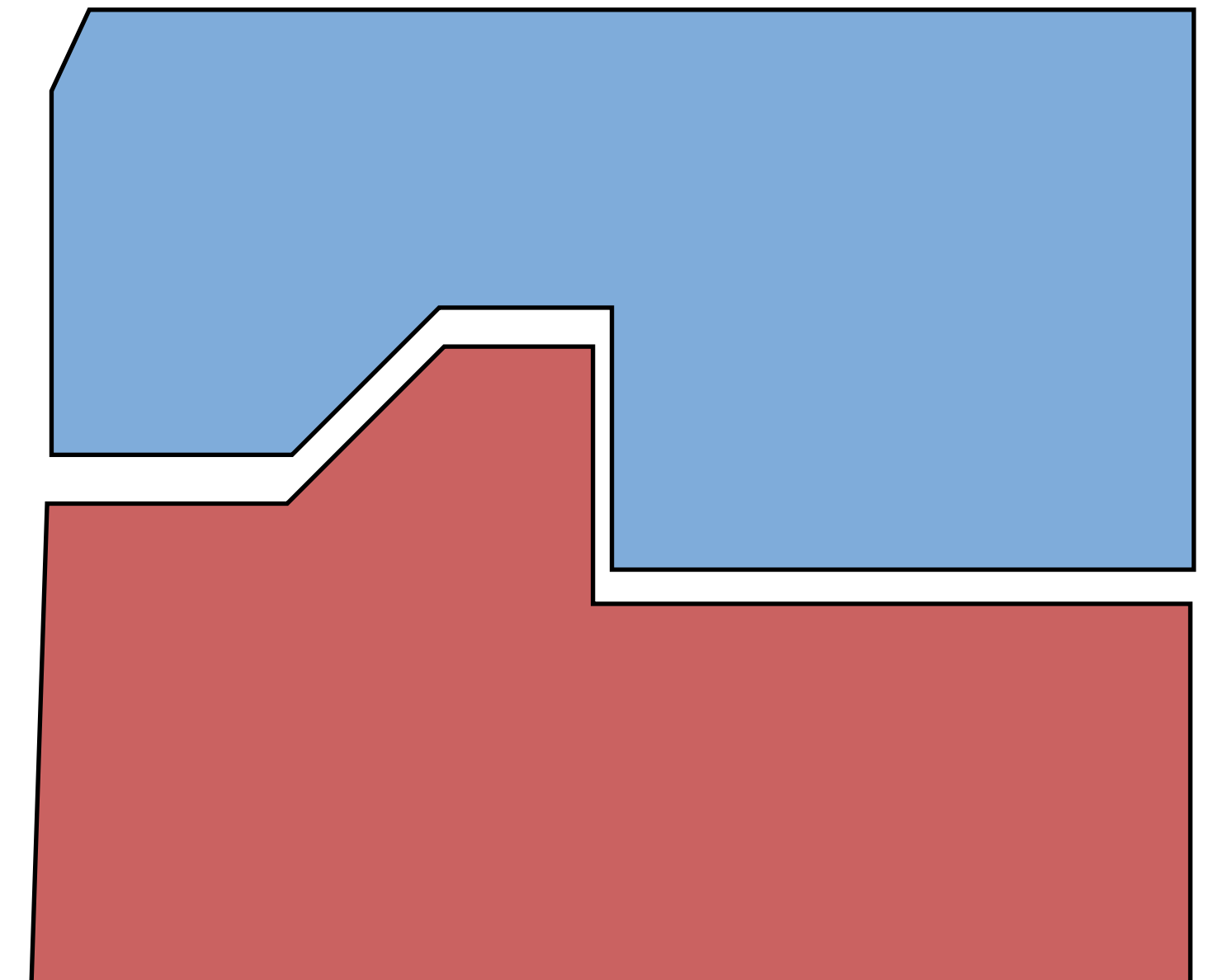
Formal theory: Constructing a description using formal logic *prima facie* via a *constructive strategy*.

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- A diagram with two arrows branching from the text 'Constructing a description using formal logic prima facie via a constructive strategy.' to the items '1) Plausibility constraints' and '2) Theoretical cycle'.

Plausibility constraints

Assumptions:

1. Theory must provide a means for making rigorous tests possible.
2. Should restrict the number and types of theories/hypotheses considered for testing.



Marr's levels of analysis

LEVELS

Computation

1

Algorithm

2

Implementation

3

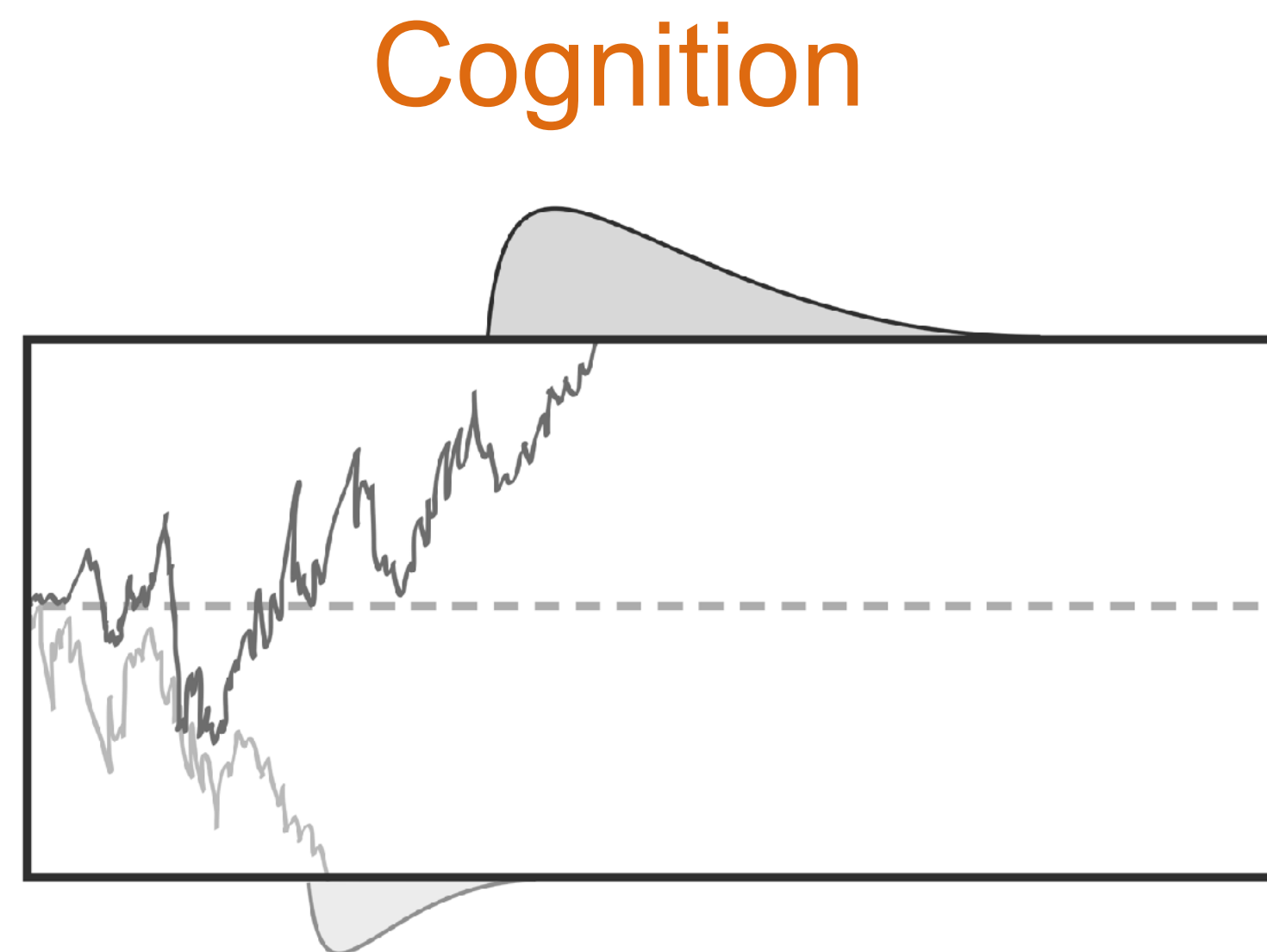
Marr's levels of analysis

	LEVELS	<u>Informal theory:</u>	<u>Formal theory:</u>
Computation	1	<i>People make decisions by weighing costs and benefits.</i>	$f : (S, U, P) \rightarrow a$
Algorithm	2	<i>People rely on heuristics rather than full optimization</i>	$f(x, y) = xy$
Implementation	3	<i>Decision-making happens in prefrontal cortex networks</i>	<i>Neural network with defined units, update rules, and dynamics implementing belief updating or planning.</i>

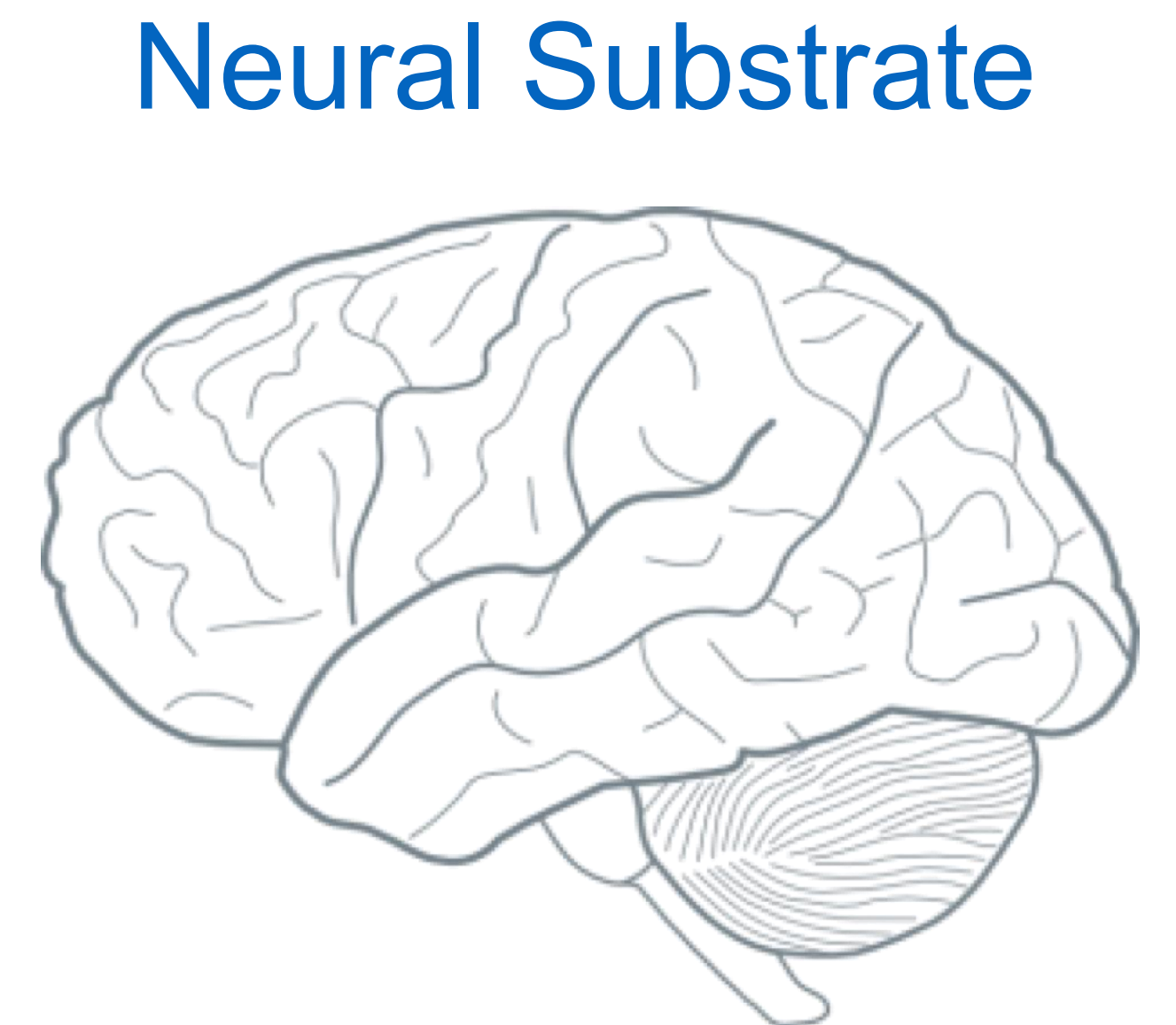
Psychological theories: computational level



Computation **1**



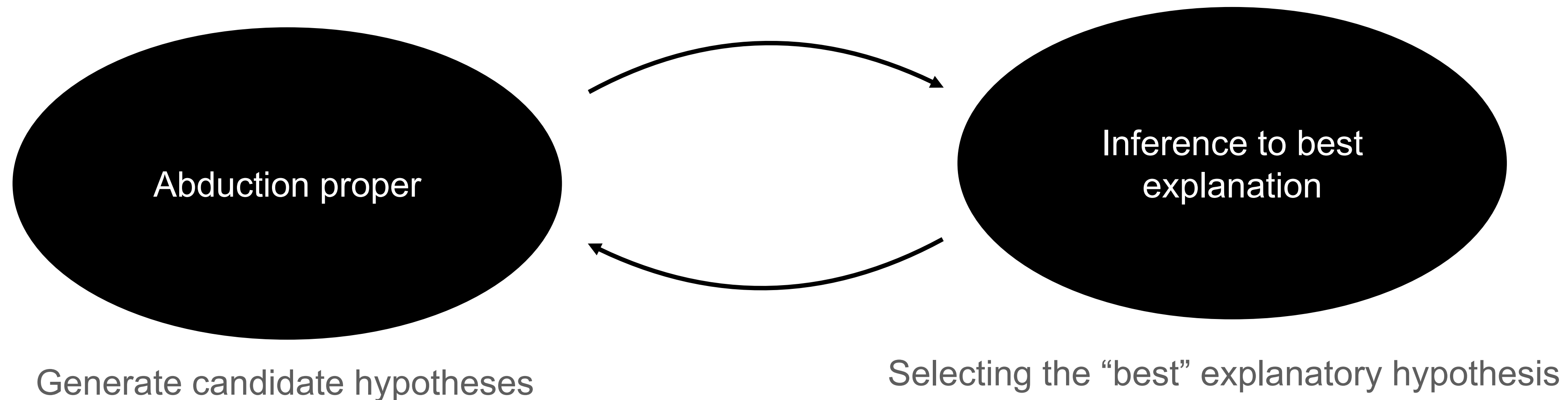
Algorithm **2**



Implementation **3**

How to build a theory, f , of capacities, c ?

Abduction: Reasoning from observations to generate possible explanations.



Structural form of a theory

theory
↓

$$\underset{\substack{| \\ \text{capacity}}}{C} \leftarrow \underset{\substack{| \\ \text{input}}}{f(I)} = \underset{\substack{| \\ \text{output}}}{O}$$

e.g.: $O = f(I) = \beta_1 I_1 + \beta_2 I_2 + \epsilon$
 $O = f(I) = \beta_1 I_1^2 + g(I_2) + \epsilon$

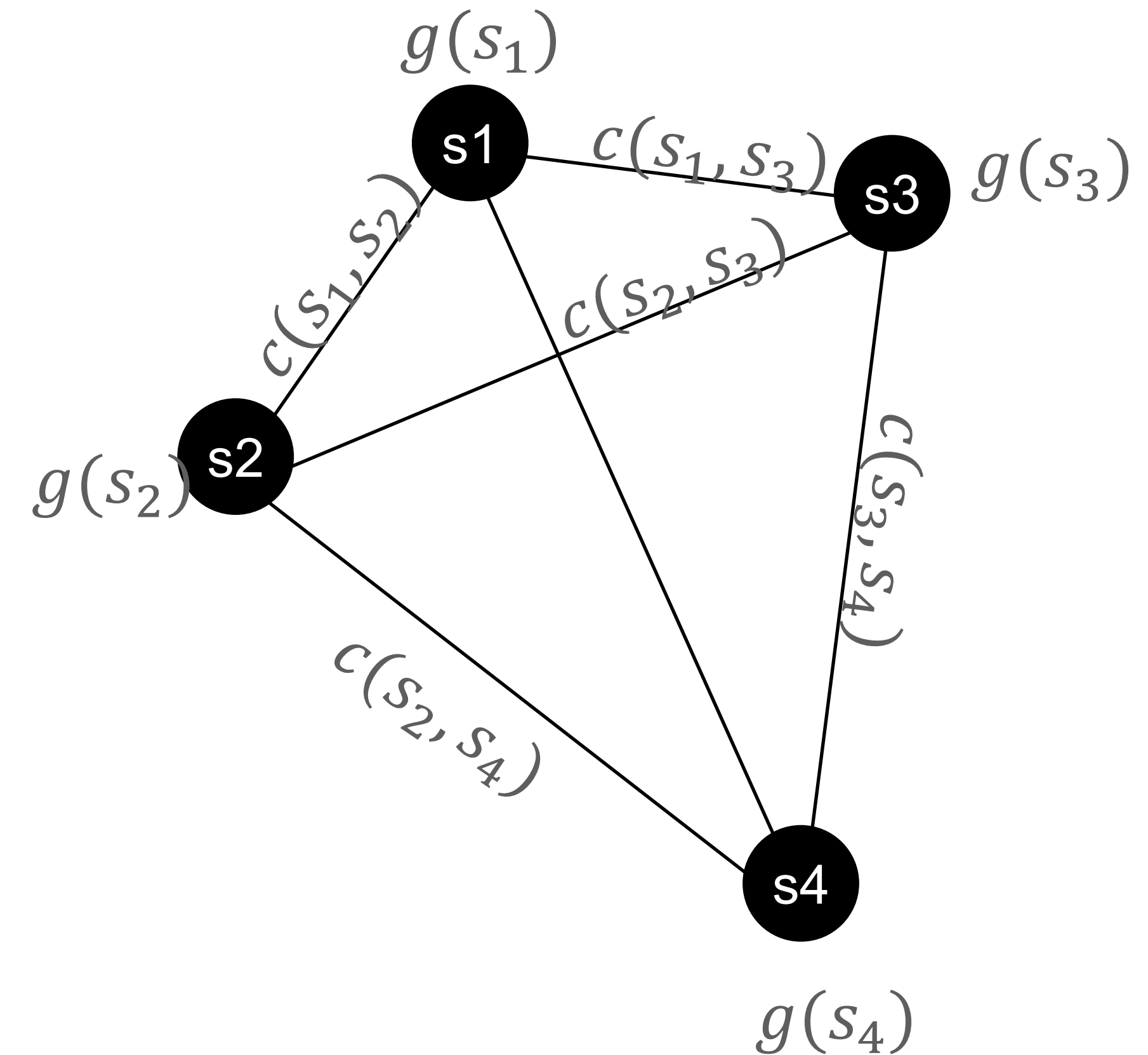
Example

Foraging f

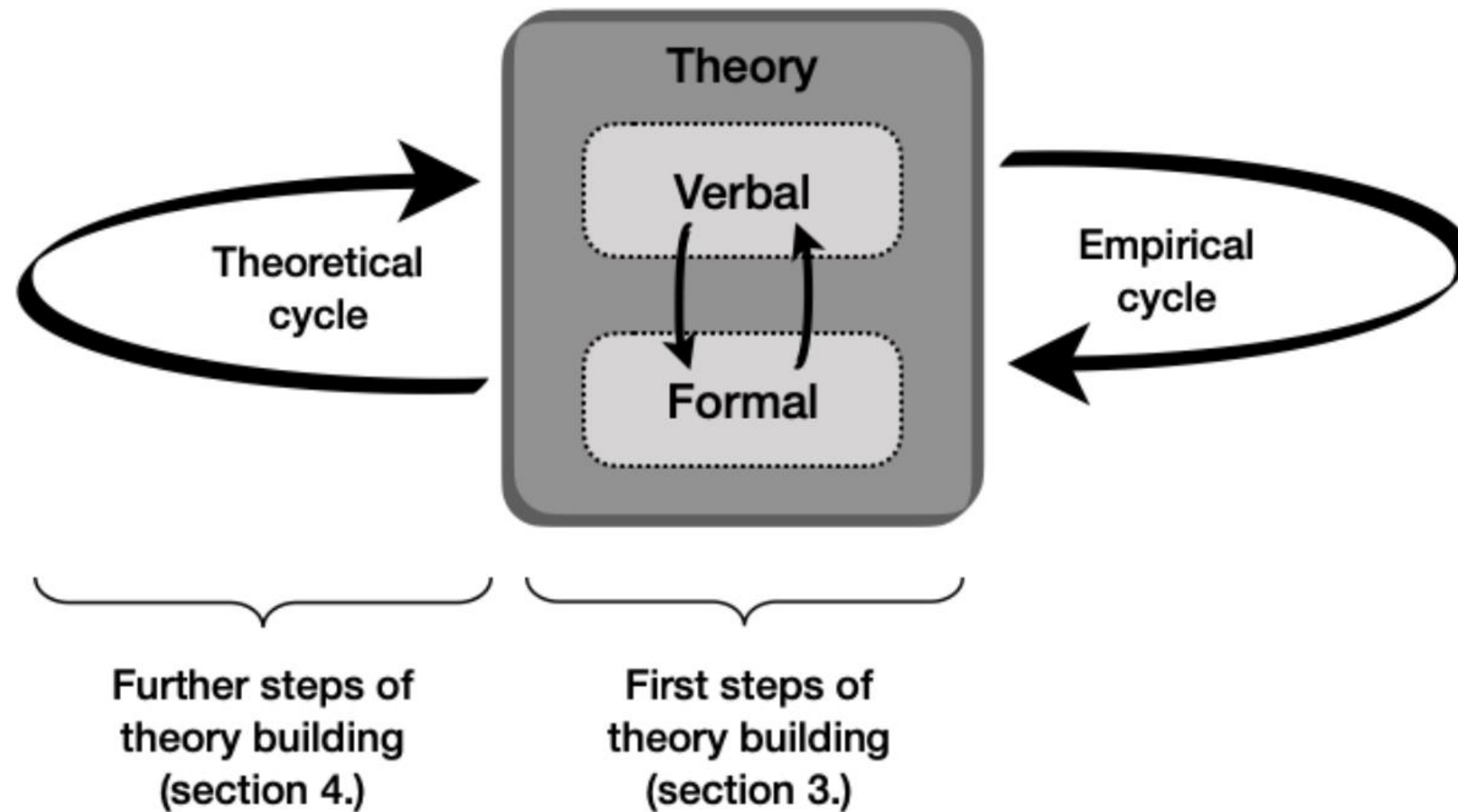
Input: A set of sites $S = \{s_0, s_1, s_2, \dots, s_n\}$, each site $s_i \in S$ with $i > 0$ hosts a particular amount of food $g(s) \in \mathbb{N}$, and for each pair of sites $s_i, s_j \in S$ there is a cost of travel $c(s_i, s_j) \in \mathbb{N}$.

Output: An ordering $\pi(S) = [s^0, s^1, \dots, s^n, s^0]$ of the elements in S such that $s^0 = s_0$ and the sum of foods collected at s^1, \dots, s^n exceeds the total cost of the travel, i.e.,

$$c \leftarrow f(S) = \sum_{s \in S} g(s) \geq c(s^n, s^0) + \sum_{s^i, s^{i+1} \in \pi(S)} c(s^i, s^{i+1})$$

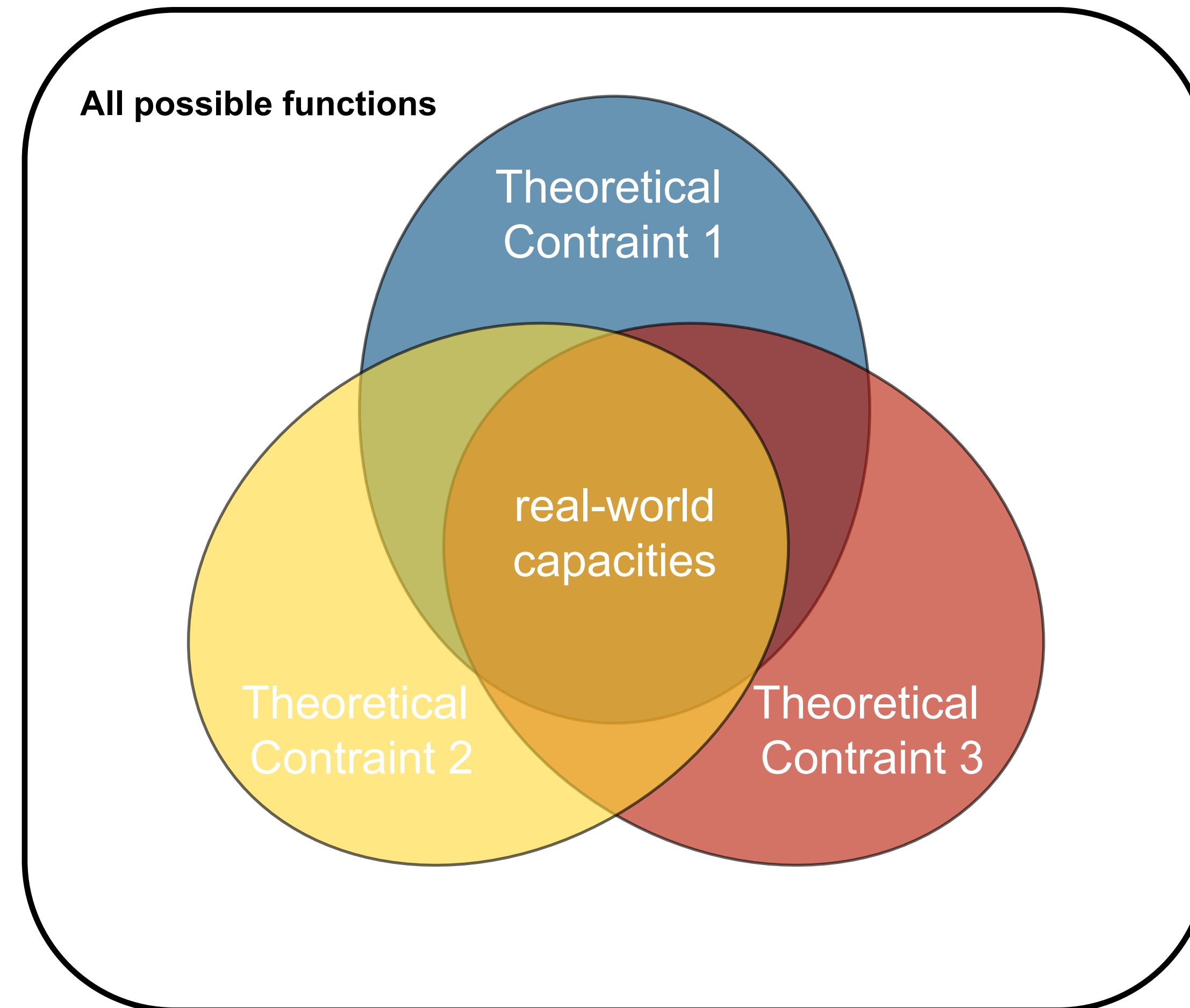


Evolution of a theory



- Start with an informal verbal theory to set conceptual frame.
- Operationalize it to a formal structure to make hypotheses (abduction)
- Design tests to evaluate the hypotheses.
- Use empirical results to refine the form of your theory.

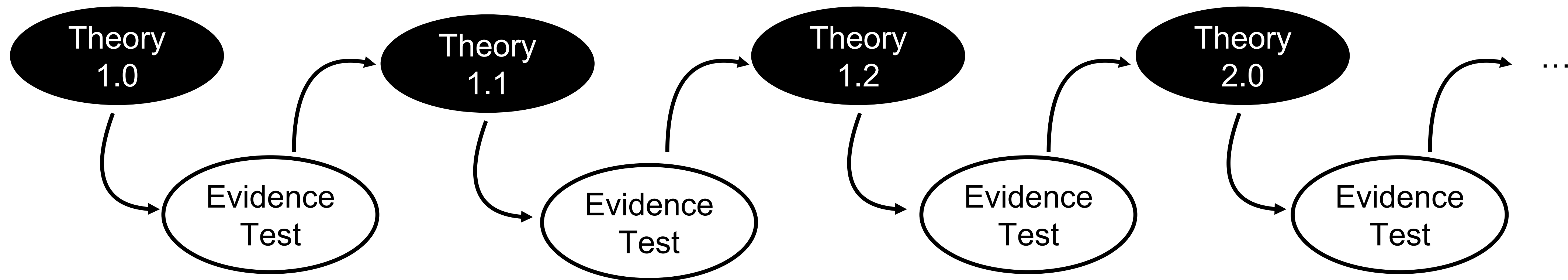
Reducing the space of possible theories



Formulating a “good” theory

Making transparent theories

Open Theorizing: Providing a transparent genealogy for where predictions, explanations, & ideas for experiments come from.



~~Computational~~ model

Quantitative

The process by which relations are described using a formal logic (e.g., mathematics) that removes ambiguity and constrains the dimensions of a theory.

Benefits:

1. Automatically conforms to open theorizing (form & constraints of theory are explicitly described).
2. Makes the projection from theory to hypothesis and predictions easier.

Example: The pizza deal

Your favorite pizzeria has a special: two 12" pies for the price of one 18" pie.

Is this a good deal?

Informal theory:

- 2 pies is 2x as much as 1 pie.
- 18" is only 50% more than 12".

Answer: Yes

Example: The pizza deal

Your favorite pizzeria has a special:
two 12" pies for the price of one
18" pie.

Is this a good deal?

Quantitative theory:

Food estimate: $\phi_i = \sum_{j=1}^N \pi R_j^2$

N ← number of pies
← radius of pie j

Decision: $\omega(\phi_i, \phi_j) = \begin{cases} i, & \text{if } \phi_i > \phi_j \\ j, & \text{otherwise} \end{cases}$

Answer:

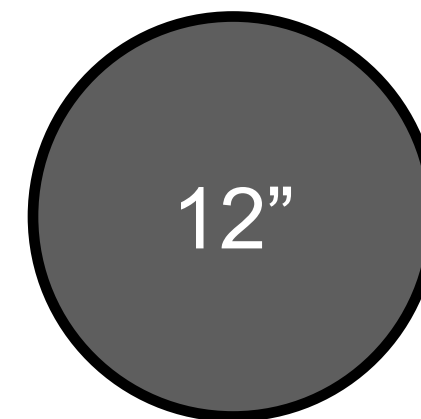
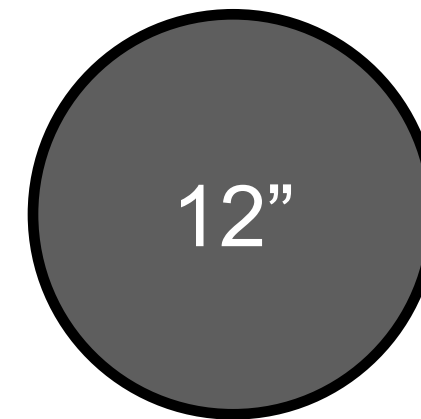
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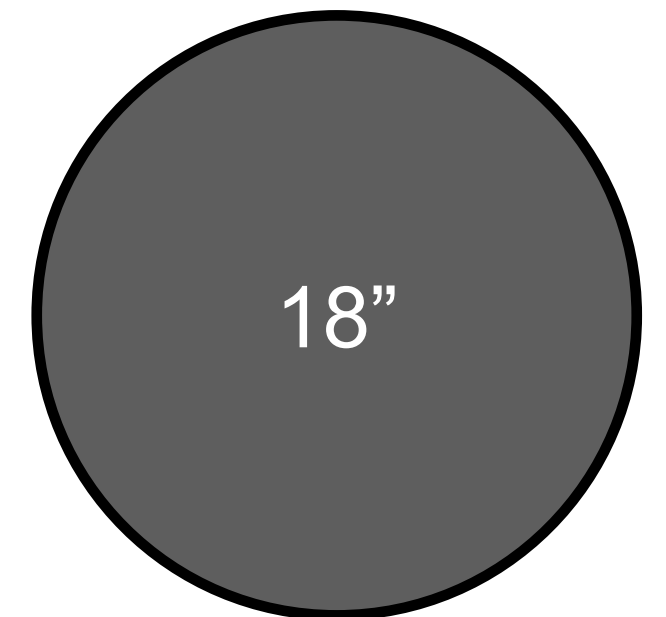
Is this a good deal?

Quantitative theory:

$$\phi_i = 226in^2$$



$$\phi_i = 254in^2$$



Answer: No

Implementation of quantitative theory

Quantitative theory:

Food estimate: $\phi_i = \sum_{j=1}^N \pi R_j^2$

N ← number of pies
 R_j ← radius of pie j

Decision: $\omega(\phi_i, \phi_j) = \begin{cases} i, & \text{if } \phi_i > \phi_j \\ j, & \text{otherwise} \end{cases}$

Python implementation:

```
import numpy as np
import math

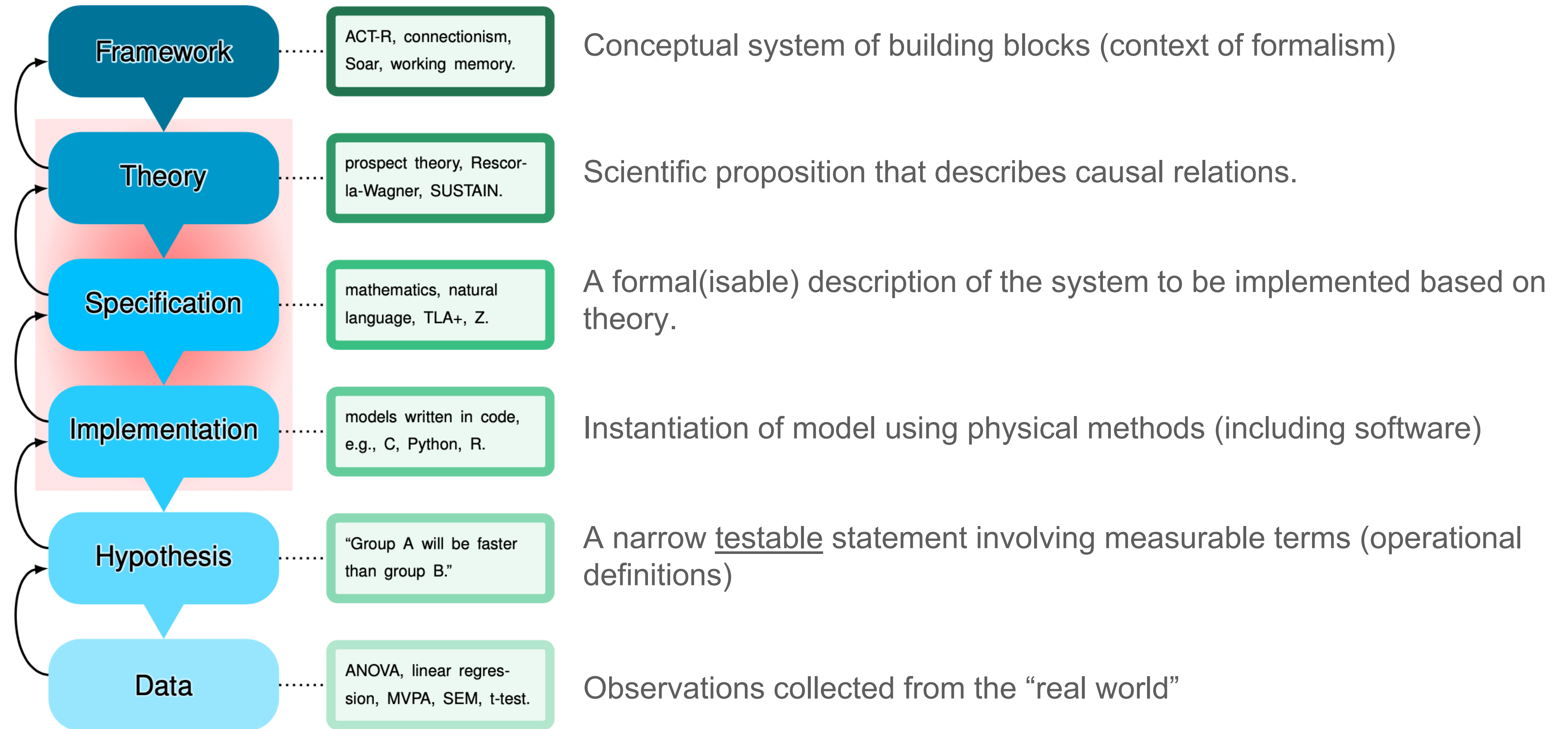
def food(ds):
    """
    Amount of food in an order as a function
    of the diameters per pizza (eq. 3).
    """
    return (math.pi * (ds/2)**2).sum()

# Order option a in fig. 1, two 12'' pizzas:
two_pizzas = np.array([12, 12])

# Option b, one 18'' pizza:
one_pizza = np.array([18])

# Decision rule (eq. 2):
print(food(two_pizzas) > food(one_pizza))
```

Path functions in theory cycle



Take home message

- Having a formalized theory, preferably in quantitative terms, makes it easier to communicate and test your ideas.
- Theory and evidence dance together. Theory defines where & how you look. Evidence revises the search.