

# When randomness opens new possibilities: Acknowledging the stimulus sampling variability in Experimental Psychology

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Sampled from a larger population

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Need for acknowledging the sampling variability

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Taken to be entire population

Results can be generalized to other respondents belonging to the same population

There is no sampling variability

Results can be generalized to other respondents belonging to the same population

There is no need to generalize the results because the stimuli are the population

Stimuli are fixed, respondents are random

# However...

The stimuli can also represent a sample of a larger universe



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**Processing speed of positive and negative attributes**

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So... there must be a sampling variability!

What if the sampling variability is not acknowledged

## Generalizability

Generalizability is bounded to the specific set of stimuli used in the experiment

Results can be generalized if and only if the exact same set of stimuli is used

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Averaging across stimuli to obtain person-level scores results in biased estimates due to the noise in the data

## Introduction

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## Loss of information

Every stimulus is assumed to be equally informative

All the variability is not considered as well as all the information that can be obtained from it

## What if the sampling variability is not acknowledged

This contribution

Focus on the loss of information...the other side of the coin



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The information at the stimulus level that can be retrieved from the accuracy responses (correct vs. incorrect) from a typical experiment where the response times are usually employed for scoring the data

What if the sampling variability is not acknowledged

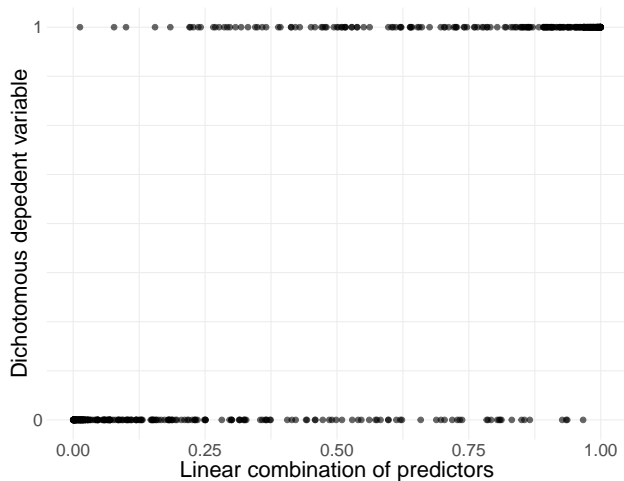
# This contribution

Focus on the loss of information...the other side of the coin

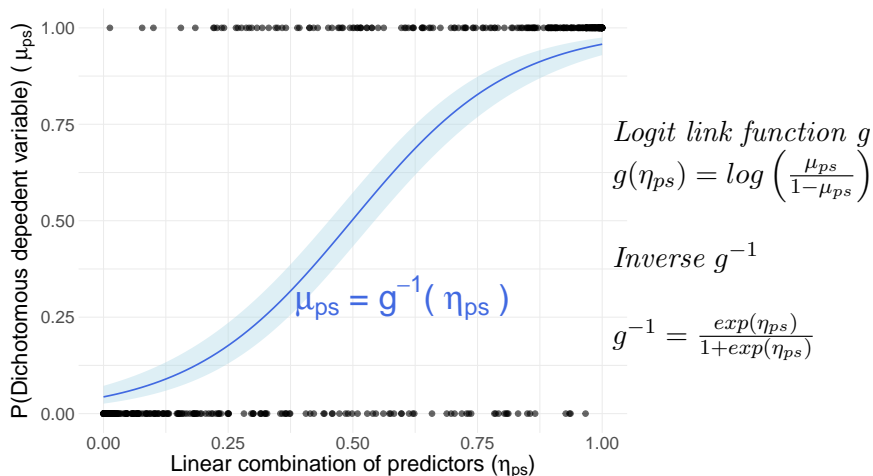
The information at the stimulus level that can be retrieved from the accuracy responses (correct vs. incorrect) from a typical experiment where the response times are usually employed for scoring the data

It can actually help in disentangling what is known to be a shortcoming of the score usually employed for analyzing the data of this experiment

# Generalized linear model for dichotomous responses



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## Random effects and random factors

### Linear component in a (G)LM:

$$\eta = \beta X, \quad (1)$$

where  $\beta$  indicates the coefficients of the fixed intercept and slope(s), and  $X$  is the model-matrix.

Linear components in a (Generalized) Linear Mixed-Effects Model (GLMM):

$$\eta = \beta X Z d, \quad (2)$$

where  $Z$  is the matrix and  $d$  is the vector of the random effects (not parameters!)

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### Best Linear Unbiased Predictors

# The Rasch model

$$P(x_{ps} = 1 | \theta_p, b_s) = \frac{\exp(\theta_p - b_s)}{1 + \exp(\theta_p - b_s)}$$

where:

$\theta_p$ : ability of respondent  $p$  (i.e., latent trait level of respondent  $p$ )

$b_s$ : difficulty of stimulus  $s$  (i.e., "challenging" power of stimulus  $s$ )

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GLM

$$P(x_{ps} = 1) = \frac{\exp(\theta_p + b_s)}{1 + \exp(\theta_p + b_s)}$$



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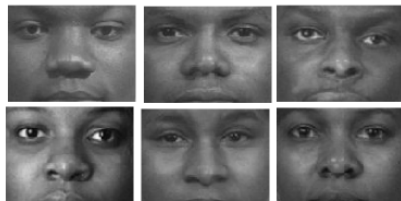
$$P(x_{ps} = 1) = \frac{\exp(\theta_p + b_s)}{1 + \exp(\theta_p + b_s)}$$

## 12 Object stimuli

White people faces



Black people faces



## 16 Attribute stimuli

Positive attributes

Good, laughter, pleasure, glory, peace,  
happy, joy, love

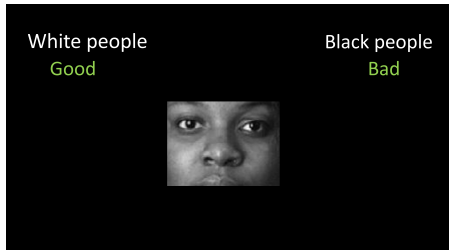
Negative attributes

Evil, bad, horrible, terrible, nasty,  
pain, failure, hate

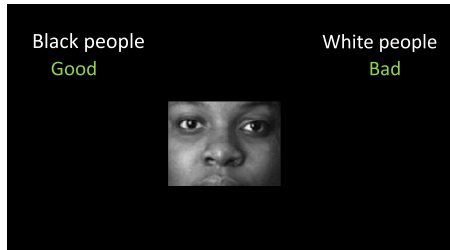
Participants: 62 ( $F = 48.39\%$ , Age =  $24.92 \pm 2.11$  years)

## Two experimental conditions

**White-Good/Black-Bad**  
(WGBB): 60 trials



**Black-Good/White-Bad**  
(BGWB): 60 trials



$$D = \frac{M_{\text{BGWB}} - M_{\text{WGBB}}}{s_{\text{BGWB, WGBB}}}$$

The expected response  $y$  for the observation  $i = 1, \dots, I$  for respondent  $p = 1, \dots, P$  on stimulus  $s = 1, \dots, S$  in condition  $c = 1, \dots, C$ :

Model 1:

$$y_i = \text{logit}^{-1}(\alpha + \beta_c X_c + \alpha_{p[i]} + \alpha_{s[i]} + \varepsilon_i)$$

$$\alpha_p \sim \mathcal{N}(0, \sigma_p^2),$$

$$\alpha_s \sim \mathcal{N}(0, \sigma_s^2).$$

Model 2:

$$y_i = \text{logit}^{-1}(\alpha + \beta_c X_c + \alpha_{p[i]} + \beta_{s[i]} c_i + \varepsilon_i)$$

$$\alpha_p \sim \mathcal{N}(0, \sigma_p^2),$$

$$\beta_s \sim \mathcal{MVN}(0, \Sigma_{sc}).$$

Model 3:

$$y_i = \text{logit}^{-1}(\alpha + \beta_c X_c + \alpha_{s[i]} + \beta_{p[i]} c_i + \varepsilon_i)$$

$$\alpha_s \sim \mathcal{N}(0, \sigma_s^2),$$

$$\beta_p \sim \mathcal{MVN}(0, \Sigma_{pc}).$$

Accuracy:  $\epsilon \sim \text{Logistic}(0, \sigma^2)$

Model 1:

Model 2:

Model 3:

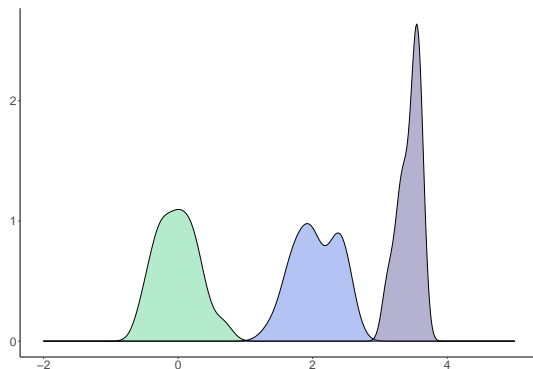
Accuracy:  $\epsilon \sim \text{Logistic}(0, \sigma^2)$

## Random structure

# Model 2 is the least wrong model

$$y_i = \text{logit}^{-1}(\alpha + \beta_c X_c + \alpha_{p[i]} + \beta_{s[i]} c_i + \varepsilon_i)$$

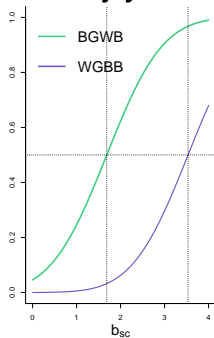
■  $\theta_p$ 
■  $b_{BGWB}$ 
■  $b_{WGGB}$



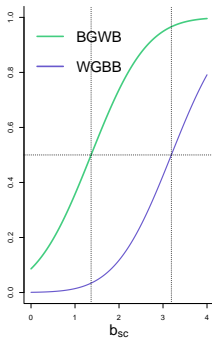
# Condition-specific easiness

## HIGHLY CONTRIBUTING STIMULI

joy



evil



## LOWLY CONTRIBUTING STIMULI

