

### Workshop: Introduction to Python



# **Experiment Creation**

Christian C. Luhmann Stony Brook University

### **Relevant Packages**

- psychopy
- pyserial
- pyparallel
- pyopengl
- pyglet
- moviepy
- pillow

### **PsychoPy**

- Originally created by Jon Pierce
- Initiated as a python replacement for Psychtoolbox
  - But it has grown in to much, much more
- It is recommended to install the Psychopy **standalone** alongside any data-centric python installation you might have (e.g., Anaconda)
- The standalone version of PsychoPy includes...
  - Python (2.x or, as of April 2018, 3.x)
  - PsychoPy
  - all the other packages required by PsychoPy

# **PsychoPy**

- Coder
  - Coder is PsychoPy's IDE (like Spyder)
  - Provides already-written demos and examples
- Builder
  - No programming required
  - Experiments are built using a graphical interface
  - Demos/examples already built
- Can also use PsychoPy as a regular package within python (2.x or 3.x)

# **PsychoPy**

• Running PsychoPy (using the shortcut created during installation) should get this...

### **Builder**

- Routines
  - Describe timing of stimuli, instructions, responses, etc.
  - A set of events that will always occur together in a fixed order

- Flow
  - Control the way in with the Routines are combined, repeated, and controlled
  - Like a flowchart

#### Builder

Let's use Builder to **build** some experiments!

#### **Shooter Task – Builder Version**

#### Specification:

- Show a page of instructions
- Run 1 trial per image:
  - Show an image
  - Collect a response
  - Show a blank screen (ITI)
- Tell the subject that they're done

# **Shooter Task – Experiment Settings**

• File->New

- Experiment Settings (blue button to the right of Monitor Center button)
  - Full-screen window: unchecked
  - Window size (pixels): [900,900]
  - Can leave the rest as they are

#### **Shooter Task – Instructions**

- Experiment->New Routine(Shift+Ctrl+N)
  - Name: instructions
- Click on the Text component button (to the right)
  - name: instructText
  - duration: leave blank
  - color: black
  - text: Whatever you want your instructions to say, but ask for a keypress
- Click on the Keyboard component button (to the right)
  - name: instructResp
  - allowedKeys: leave blank
  - store: nothing
  - forceEndTrial: checked
  - storeResponseTime: unchecked

#### Shooter Task – ITI

- Experiment->New Routine(Shift+Ctrl+N)
  - Name: ITI
- Click on the Text component button (to the right)
  - name: itiText
  - duration: 0.5
  - text: leave blank

#### **Shooter Task – End of Task**

- Experiment->New Routine
  - Name: thanks
- Click on the Text component button (to the right)
  - name: thanksText
  - duration: 10.0
  - color: black
  - text: Whatever you want your instructions to say, but ask for a keypress
- Click on the Keyboard component button (to the right)
  - name: thanksResp
  - allowedKeys: leave blank
  - store: nothing
  - forceEndTrial: checked
  - duration: 10.0
  - storeResponseTime: unchecked

#### **Shooter Task – Trials**

Experiment->New Routine

- Name: trial

Click on the Image component button (to the right)

- name: trialImg

- duration: 1.0

- image: leave blank for now (will change later)

Click on the Keyboard component button (to the right)

name: trialResp

allowedKeys: ['1', '2']

store: last key

storeCorrect: checked

correctAns: leave blank for now (will change later)

forceEndTrial: checked

- duration: 2.0

storeResponseTime: checked

#### Shooter Task – Flow

- Insert Routine
  - Select "instructions"
  - Click to the left of "trial"
- Insert Routine
  - Select "thanks"
  - Click to the right of "trial"
- Insert Loop
  - name: trials
  - loopType: random
  - nReps: 1
  - trialListFile: trials.csv

#### trials.csv

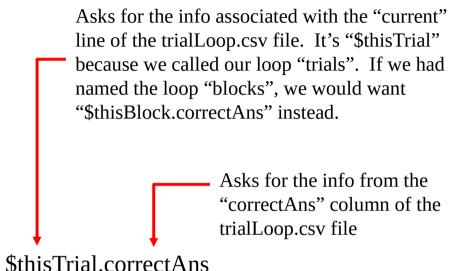
• Comma-delimited text file containing:

```
img,correctAns
./images/zaba011.jpg,black
./images/zabu02w4.jpg,black
./images/zawa90d3.jpg,white
```

- First line is the header, telling you what each column is
- Remaining lines describe each trial

#### trials.csv

- Need to go back and add in the trial info that will change each time through the loop
- In the trial routine, click on the keyboard component we added earlier
  - Change the correctAns to \$thisTrial.correctAns
- In the trial routine, click on the image component we added earlier
  - Change the image to \$thisTrial.img
  - Change the dropdown box (to the left of image) to "set every repeat"



Same thing here, but now wewant to ask for the info from the "img" column.

\$thisTrial.img

### Coder

Let's use Coder to **build** that same experiment!

#### **Take-homes**

- You've now seen an experiment created in psychopy (twice!)
  - Builder
  - Code
- You've seen some of the functionality that psychopy provides
  - Window creation and management
  - Stimulus creation and manipulation
  - Response collection
  - Timing
  - Much more (other peripherals, logging, staircasing, etc.)
- Online experiments are available via Pavlovia.org

### **Outline**

- 1. Overview
- 2. Ways of using Python
- 3. Python basics
- 4. Data set overview
- 5. Data wrangling
- 6. Statistics
- 7. Plotting
- 8. Experiment creation

### The End(ish)

- Materials available
  - github.com/cluhmann/python-psych-workshop

Thank you

- Questions?
  - Feel free to contact me:s
  - christian.luhmann@stonybrook.edu