

## Homework 9

**Do Q1 now:** Q1 is posted now (10 points)

Q2 posted will be posted later this week (30 points)  
due Mon Dec 5 in class

## Homework 10

posted on/before Mon Dec 5  
due Wed Dec 14 at noon  
in lieu of a final exam

# Homework 9

clarification: in general, when using PsychoPy,  
if you are not using the mouse, it should be turned off  
(then turned back on when you exit)

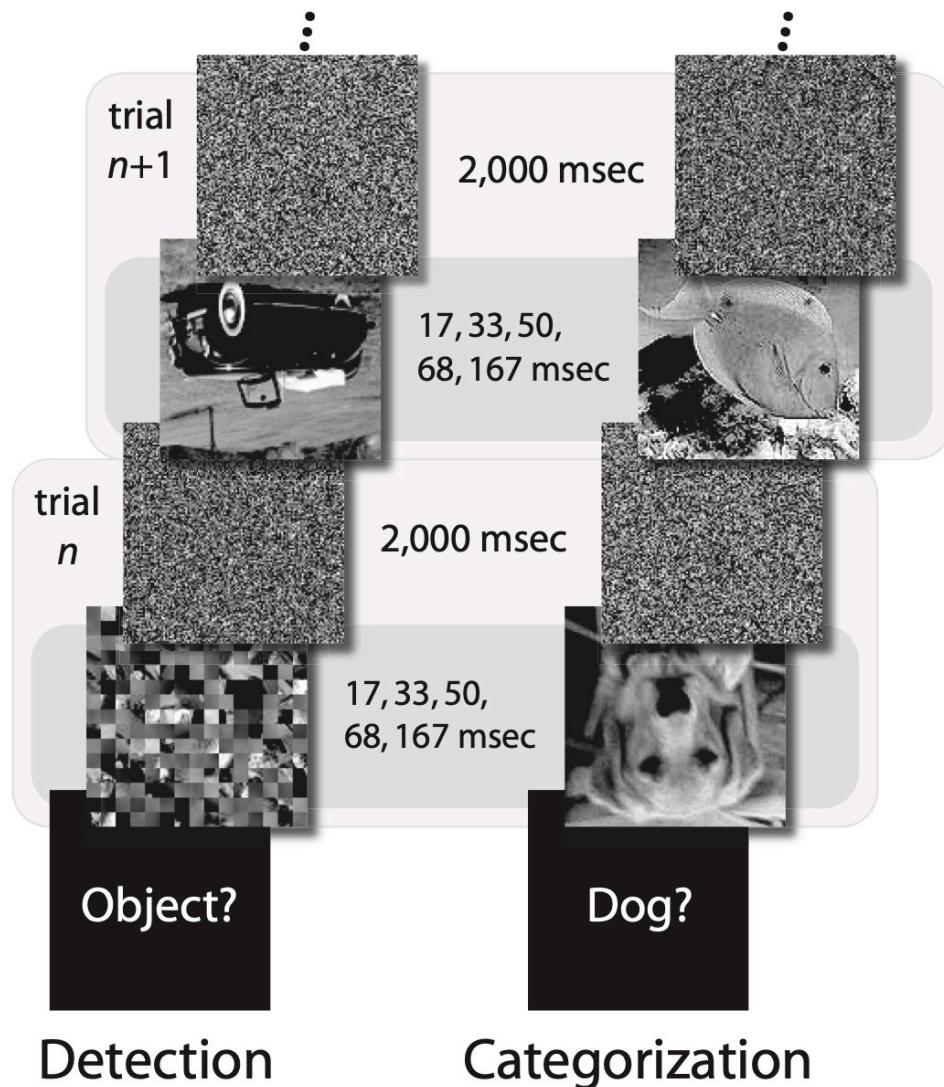
download from Brightspace

**Psychopy.zip** (Python files)

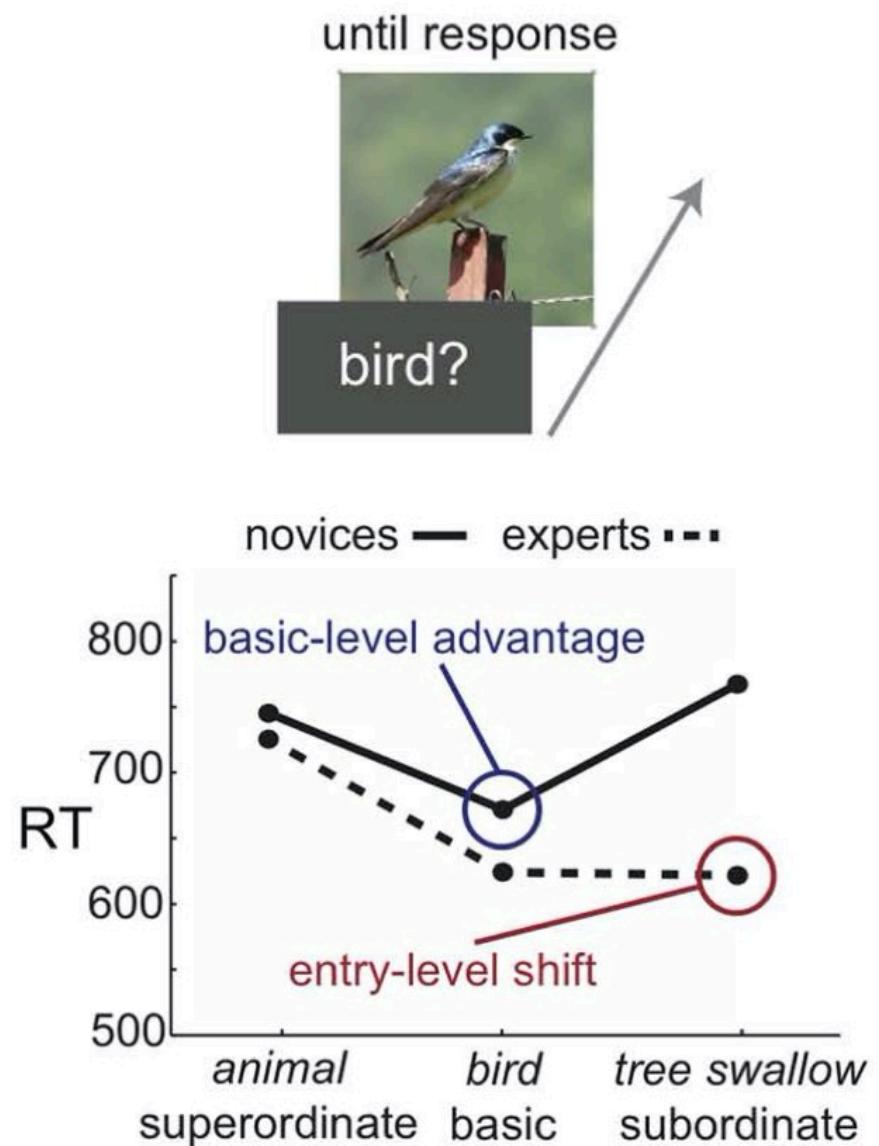
# **Timing**

# examples

## 1) manipulating time



## 2) measuring time



# manipulating timing in PsychoPy

# manipulating timing in PsychoPy

## coarse timing

```
mywin.flip()
```

... do stuff ...  
... write stuff to screen ...

```
core.wait(1.0)
```

**fine for coarse timing between long events or pauses between trials**

```
mywin.flip()
```



# manipulating timing in PsychoPy

## coarse timing

```
mywin.flip()
```

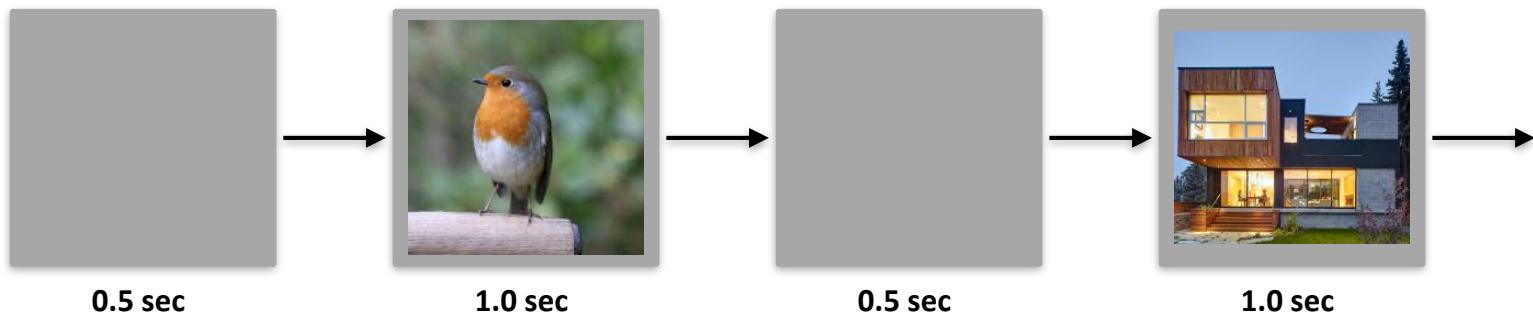
... do stuff ...

... write stuff to screen ...

```
core.wait(1.0)
```

**cannot do anything while you wait  
(cannot change stimulus, cannot get  
a response, cannot do processing)**

```
mywin.flip()
```



# manipulating timing in PsychoPy

## coarse timing

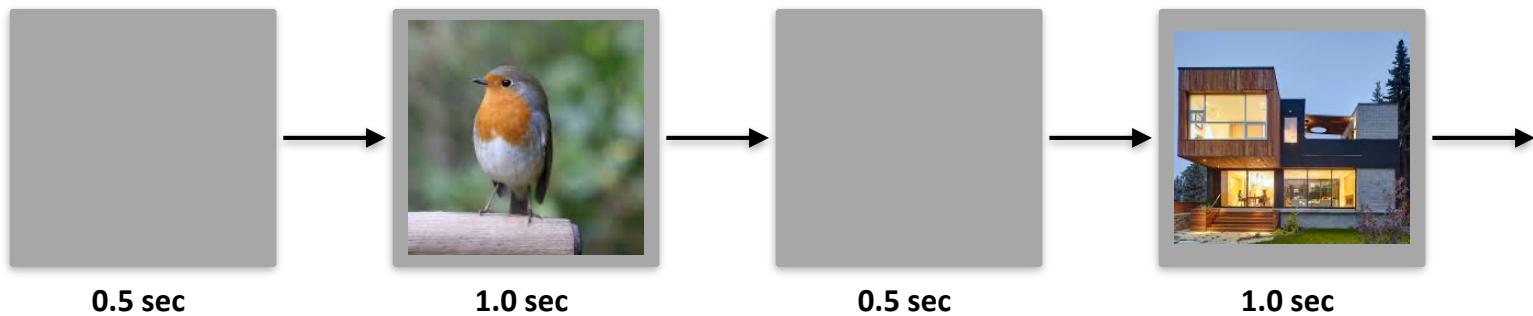
```
mywin.flip()
```

... do stuff ...  
... write stuff to screen ...

```
core.wait(1.0)
```

```
mywin.flip()
```

also, a screen refresh only occurs  
based on the refresh rate  
 $60\text{Hz} = 60 \text{ refresh per sec}$   
is  $1/60 \text{ sec per refresh}$   
is  $16.667 \text{ ms per refresh}$



# manipulating timing in PsychoPy

## coarse timing

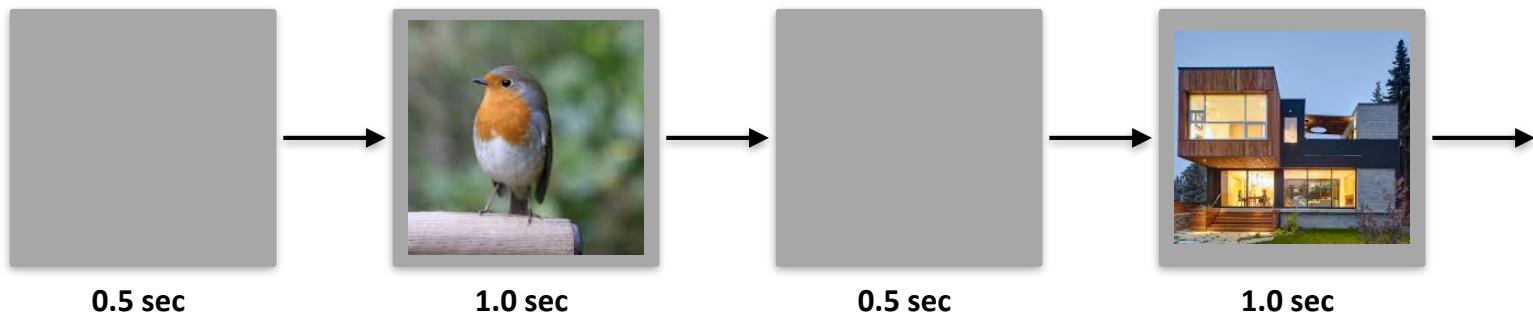
```
mywin.flip()
```

```
... do stuff ...  
... write stuff to screen ...
```

```
core.wait(1.0)
```

```
mywin.flip()
```

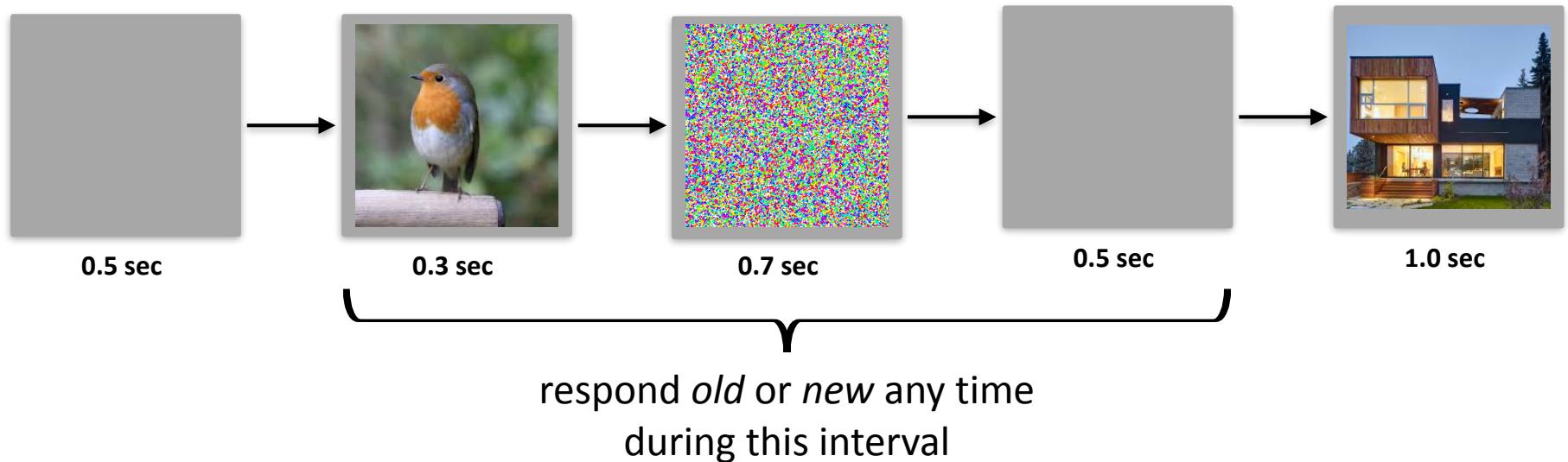
also, a screen refresh only occurs based on the refresh rate  
 $120\text{Hz} = 120 \text{ refresh per sec}$   
is  $1/120 \text{ sec per refresh}$   
is  $8.333 \text{ ms per refresh}$



# manipulating timing in PsychoPy

**better timing** (that also allows something else to happen)

imagine this an an old-new recognition memory test



# manipulating timing in PsychoPy

test8.py

# clocks in PsychoPy

```
fixDur      = .5; stimDur    = .5; blankDur = 1.0  
  
expClock    = core.Clock(); trialClock = core.Clock()  
  
.  
.  
.   
  
trialClock.reset()  
  
.  
.  
.   
  
while trialClock.getTime() < fixDur:  
    core.wait(.0001)
```

# clocks in PsychoPy

**set event durations**

```
fixDur    = .5; stimDur   = .5; blankDur = 1.0
```

```
expClock    = core.Clock(); trialClock = core.Clock()
```

•  
•  
•

```
trialClock.reset()
```

•  
•  
•

```
while trialClock.getTime() < fixDur:  
    core.wait(.0001)
```

# clocks in PsychoPy

```
fixDur    = .5; stimDur   = .5; blankDur = 1.0
```

```
expClock   = core.Clock(); trialClock = core.Clock()  
create clocks
```

```
•  
•  
•
```

```
trialClock.reset()
```

```
•  
•  
•
```

```
while trialClock.getTime() < fixDur:  
    core.wait(.0001)
```

# clocks in PsychoPy

```
fixDur      = .5; stimDur    = .5; blankDur = 1.0  
  
expClock    = core.Clock(); trialClock = core.Clock()
```

•  
•  
•

trialClock.reset()      **reset a clock**

•  
•  
•

```
while trialClock.getTime() < fixDur:  
    core.wait(.0001)
```

# clocks in PsychoPy

```
fixDur      = .5; stimDur    = .5; blankDur = 1.0  
  
expClock    = core.Clock(); trialClock = core.Clock()  
  
.  
.  
. .  
  
trialClock.reset()  
  
.  
.  
. .  
  
while trialClock.getTime() < fixDur:    simple use of a clock  
    core.wait(.0001)
```

# clocks in PsychoPy

```
fixDur      = .5; stimDur    = .5; blankDur = 1.0  
  
expClock    = core.Clock(); trialClock = core.Clock()  
  
.  
.  
. .  
  
trialClock.reset()  
  
.  
.  
. .  
  
while trialClock.getTime() < fixDur:  
    core.wait(.0001)  
        avoid overtaxing your computer  
        while maintaining ms timing
```

# logging in PsychoPy

printing to the console can be time consuming, so instead it is recommended to use PsychoPy logging

```
from psychopy import logging
```

```
logging.console.setLevel(logging.WARNING)
logging.setDefaultClock(expClock)      sets up logging
lastLog = logging.LogFile('logfile.log',
                          level=logging.INFO, filemode='w' )
```

```
mywin.logOnFlip(level=logging.EXP, msg='msg')
mywin.flip()
```

# logging in PsychoPy

printing to the console can be time consuming, so instead it is recommended to use PsychoPy logging

```
from psychopy import logging
```

```
logging.console.setLevel(logging.WARNING)
logging.setDefaultClock(expClock)
lastLog = logging.LogFile('logfile.log',
                          level=logging.INFO, filemode='w')
```

```
mywin.logOnFlip(level=logging.EXP, msg='msg')
mywin.flip()          particularly useful logging
```

# timing for test8a.py

0.5000 [ 0.0000  
0.5000 [ 0.5000  
0.5000 [ 0.5000  
1.0000 [ 1.0000  
1.0000 [ 2.0000

	experiment start:	5.75000e-06
fix on 0:	0.0177	
fix off 0:	0.5139	not exactly 0.5sec
stimulus on 0:	0.5139	
stimulus off 0:	1.0359	
blank end 0:	2.0511	
-----		
fix on 1:	2.0511	
fix off 1:	2.5472	
stimulus on 1:	2.5472	
stimulus off 1:	3.0693	
blank end 1:	4.0809	
-----		
fix on 2:	4.0809	
fix off 2:	4.5806	
stimulus on 2:	4.5806	
stimulus off 2:	5.1026	
blank end 2:	6.1080	
-----		

# timing for test8a.py

0.5000 [ 0.0000  
0.5000 [ 0.5000  
0.5000 [ 0.5000  
1.0000 [ 1.0000  
1.0000 [ 2.0000

experiment start: 5.75000e-06

fix on 0: 0.0177  
fix off 0: 0.5139  
stimulus on 0: 0.5139  
stimulus off 0: 1.0359  
blank end 0: 2.0511

---

not start at 2sec

2.0000 fix on 1: 2.0511  
2.5000 fix off 1: 2.5472  
2.5000 stimulus on 1: 2.5472  
3.0000 stimulus off 1: 3.0693  
4.0000 blank end 1: 4.0809

---

4.0000 fix on 2: 4.0809  
4.5000 fix off 2: 4.5806  
4.5000 stimulus on 2: 4.5806  
5.0000 stimulus off 2: 5.1026  
6.0000 blank end 2: 6.1080

---

# timing for test8a.py

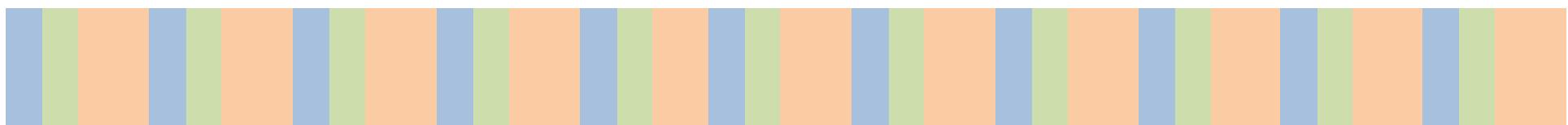
	experiment start:	5.75000e-06
0.5000	fix on 0:	0.0177
	fix off 0:	0.5139
0.5000	stimulus on 0:	0.5139
1.0000	stimulus off 0:	1.0359
1.0000	blank end 0:	2.0511
	-----	
2.0000	fix on 1:	2.0511
	fix off 1:	2.5472
2.5000	stimulus on 1:	2.5472
3.0000	stimulus off 1:	3.0693
4.0000	blank end 1:	4.0809
	-----	
4.0000	fix on 2:	4.0809
	fix off 2:	4.5806
4.5000	stimulus on 2:	4.5806
5.0000	stimulus off 2:	5.1026
6.0000	blank end 2:	6.1080

-----

timing errors growing

# timing for test8.py

**desired timing**



**actual timing**



for example, in an fMRI experiment,  
you either need to sync the experiment  
with when brain scans are done or make  
sure that the timing of the experiment  
lines up with the timing of the scans

# relative vs. absolute timing

relative timing

(relative to previous event)

*likely to accumulate timing errors*

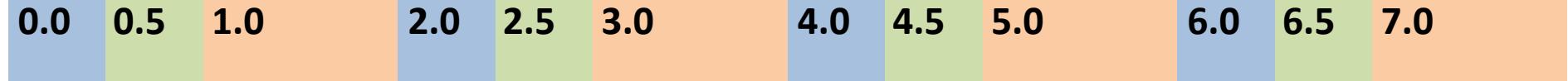
0.0



absolute timing

(from the start of the experiment)

0.0



# absolute timing in PsychoPy

test9.py

```
# initial (blank) flip to sync up timing better
mywin.flip()
expClock.reset()

for i in range(len(fnames)*Nrep):
    # draw fixation
    fixation.draw()

    # duration parameters
    fixDur   = .5
    stimDur = .5
    blankDur = 1.0
    trialDur = fixDur+stimDur+blankDur

    # wait until start of trial
    while expClock.getTime() < expDelay + i*trialDur:
        core.wait(.0001)

    mywin.logOnFlip(level=logging.EXP, msg=f'fix on {i}')
    mywin.flip()

    # get ready to draw image to screen after fixation
    mypic[i % len(fnames)].draw()

    # wait for fixation duration
    while expClock.getTime() < expDelay + i*trialDur + fixDur:
        core.wait(.0001)

    # display image
    mywin.logOnFlip(level=logging.EXP, msg=f'fix off / stimulus on {i}')
    mywin.flip()

    while expClock.getTime() < expDelay + i*trialDur + fixDur + stimDur:
        # later we will add looking for responses
        core.wait(.0001)

    # image off
    mywin.logOnFlip(level=logging.EXP, msg=f'stimulus off {i}')
    mywin.flip()
```

## test9.py

blank period

fixation point on

stimulus on

# absolute timing in PsychoPy

```
experiment start: 2.50000e-06
fix on 0:          0.01621
fix off 0:         0.50006      still not perfect
stimulus on 0:     0.52186
stimulus off 0:    1.02184
-----
fix on 1:          2.02174
fix off 1:         2.50015
stimulus on 1:     2.52178
stimulus off 1:    3.02211
-----
fix on 2:          4.02197
fix off 2:         4.50004
stimulus on 2:     4.52221
stimulus off 2:    5.02220
-----
```

# absolute timing in PsychoPy

```
experiment start: 2.50000e-06
fix on 0:          0.01621
fix off 0:         0.50006
stimulus on 0:     0.52186
stimulus off 0:    1.02184
-----
fix on 1:          2.02174
fix off 1:         2.50015
stimulus on 1:     2.52178
stimulus off 1:    3.02211
-----
fix on 2:          4.02197
fix off 2:         4.50004
stimulus on 2:     4.52221
stimulus off 2:    5.02220    no growing errors
-----
```

# other timing challenges

you're running a precisely-timed experiment and in the middle  
... dropbox starts syncing files  
... the operating system starts a background task  
... you left 1/2 dozen tabs open on Safari  
... and had your email app open and it does a download

while on a multi-core system, it is less likely that multiple jobs will interfere, it is possible, leading to timing delays

# experimental computers

- use full-screen PsychoPy rather than a window
- shut down all other applications
- remove background applications loaded at startup
- schedule virus scanners for overnight
- turn off power management options
- reboot computer from time to time
- have sufficient computer RAM (virtual memory is slow)
- use a real graphics card (ATI or NVIDIA) with sufficient video memory (VRAM)

## MacOS

The stimulus presentation on MacOS used to be very good, up until version 10.12. In MacOS 10.13 something changed and it appears that a form of triple buffering has been added and, to date, none of the major experiment generators have managed to turn this off. As a result, since MacOS 10.13 stimuli appear always to be presented a screen refresh period later than expected, resulting in a delay of 16.66 ms in the apparent response times to visual stimuli.

## Windows 10

In Windows, triple buffering is something that might be turned on by default in your graphics card settings (look for 3D, or OpenGL, settings in the driver control panel to turn this off). The reason it gets used is that it often results in a more consistent frame rate for games, but having the frame appear later than expected is typically bad for experiments!

## Linux

In Linux, again, timing performance of the visual stimuli depends on the graphics card driver but we have also seen timing issues arising from the Window Compositor and with interactions between compositor and driver. The real complication here is that in Linux there are many different window compositors (Compiz, XFwm, Enlightenment, . . . ), as well as different options for drivers to install (e.g. for nVidia cards there is a proprietary nVidia driver as well as an open-source “Nouveau” driver which is often the default but has worse performance). Ultimately, you need to test the timing with hardware and work through the driver/compositor settings to optimise the timing performance.

# experimental computers (for timing)

- use computers with Linux or Windows
- can put a Linux or Windows partition on a Mac (and boot into it) - do not want to use VMware or Parallels

# confirm timings

- use a photometer to measure onset/offset of test stimuli
- (also used to test luminance, colors, when precision needed)



# set priority in PsychoPy

priority determines what runs on a computer (what is given priority to run) - multiple users, multiple apps, multiple things running within an app, operating system functions, automated tasks, scheduled tasks

```
from psychopy.iohub import devices
```

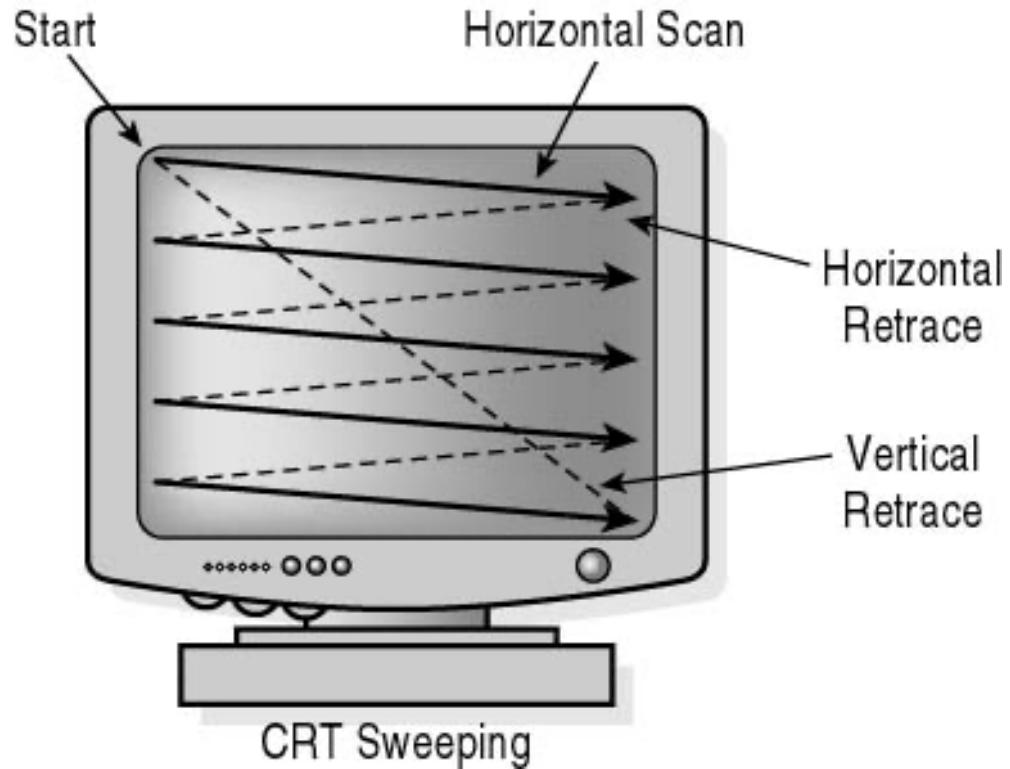
```
p = devices.getPriority()      returns 'normal', 'high', or 'realtime'
```

```
devices.setPriority('high')
```

**not supported on Mac OSX**

<https://www.psychopy.org/api/iohub/device/computer.html>

# monitor refreshes



**Cathode Ray Tube (CRT)**  
literal sweep of electron beam  
(refreshed per second)



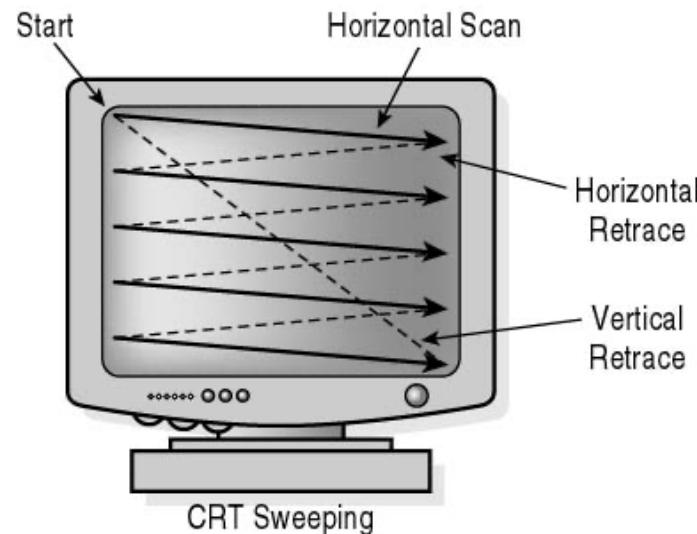
**LCD, LED, OLED**  
changes of pixel elements per second

# monitor refreshes

`win.flip()` can only occur when there is a refresh

60Hz = 60 refreshes per second

$1/60$  second per refresh = 16.667ms per refresh



can only have timings that are integer multiples of the refresh times

get monitor refresh rate (and other information)

```
from psychopy import logging, info
```

(assumes mywin has been defined)

```
mywin.recordFrameIntervals = True
```

```
logging.console.setLevel(logging.DEBUG)
```

```
runInfo = info.RunTimeInfo(win=mywin,  
                           refreshTest='grating', verbose=True,  
                           userProcsDetailed=True)
```

```
print(runInfo)
```

**no substitute for confirming  
timings with external measures**

```
mywin.close()
```

```
core.quit()
```

# get monitor info

```
get_monitor_info = True
```

## test10.py

# recall

