

# Advanced topics of hierarchical Bayesian computational modelling

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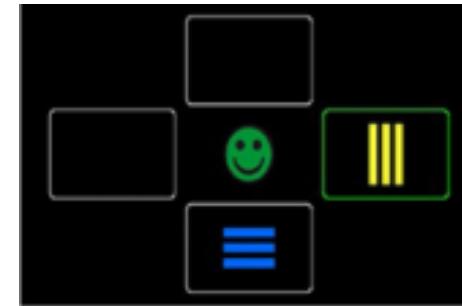
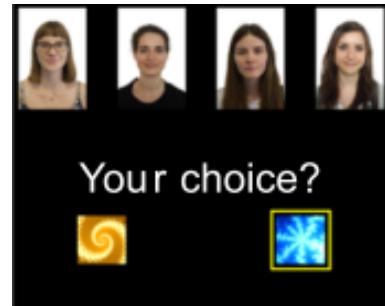


**CHBH**  
CENTRE FOR HUMAN BRAIN HEALTH

# My research:

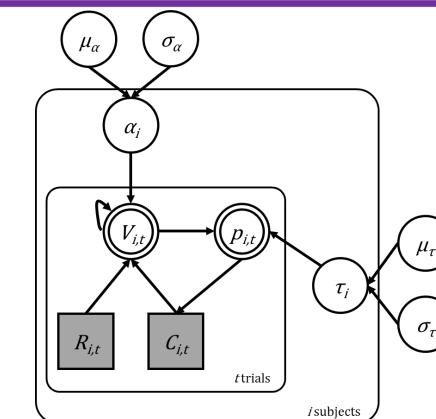
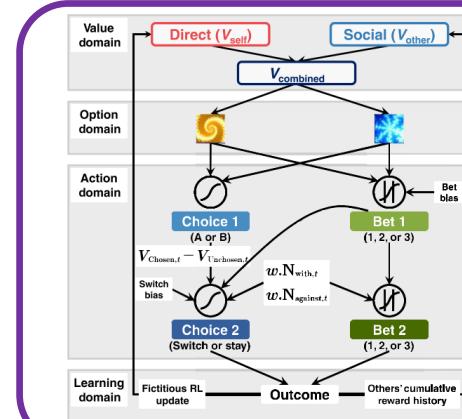
- I ask people to make decisions

Computation



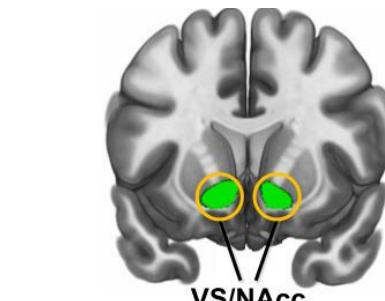
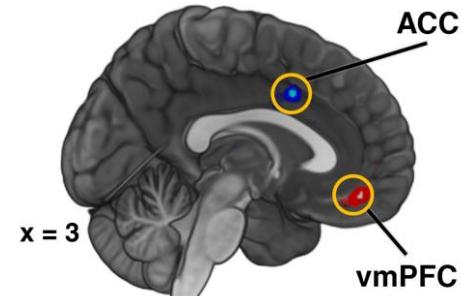
- I build computational models

Algorithm

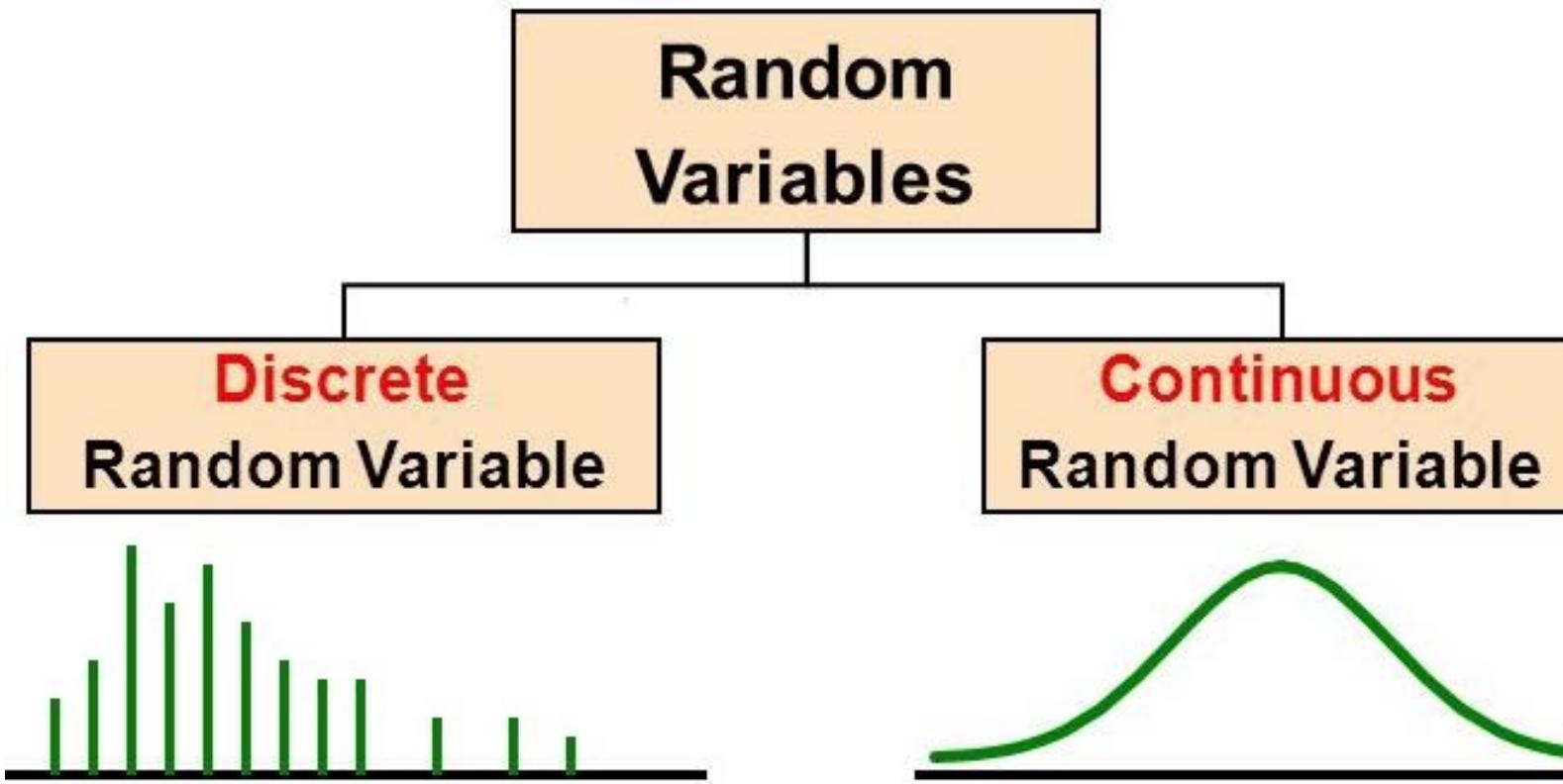


- I examine neural mechanisms

Implementation



# Probability Functions



# Bayes' theorem

$$p(A,B) = p(B,A)$$

$$p(A,B) = p(A|B)p(B)$$

$$p(B,A) = p(B|A)p(A)$$

$$p(A|B)p(B) = p(B|A)p(A)$$

$$p(A | B) = \frac{p(B | A)p(A)}{p(B)}$$

# Linking Data and Parameter

$$p(A|B) = \frac{p(B|A)p(A)}{p(B)}$$


A diagram illustrating the components of the conditional probability formula. Two blue arrows point from labels  $\theta$  and  $D$  towards the term  $p(A|B)$  in the equation. The arrow from  $\theta$  points diagonally upwards and to the left, while the arrow from  $D$  points vertically upwards.

# Linking Data and Parameter

$$p(\theta|D) = \frac{p(D|\theta)p(\theta)}{p(D)}$$

# Linking Data and Parameter

## Likelihood

How plausible is the data given our parameter is true?

## Prior

How plausible is our parameter before observing the data?

$$p(\theta|D) = \frac{p(D|\theta)p(\theta)}{p(D)}$$

## Posterior

How plausible is our parameter given the observed data?

## Evidence

How plausible is the data under all possible parameters?

# What if I have multiple parameters?

grid approximation for  
2 parameters?  
5 parameters?  
10 parameters?

$$p(\theta | D) = \frac{p(D | \theta) p(\theta)}{\int p(D | \theta^*) p(\theta^*) d\theta^*}$$

$$p(data) = \int_{\text{All } \theta_1} \int_{\text{All } \theta_2} p(data, \theta_1, \theta_2) d\theta_1 d\theta_2$$

$$p(data) = \int_{\mu_1} \int_{\sigma_1} \dots \int_{\mu_{100}} \int_{\sigma_{100}} \underbrace{p(data | \mu_1, \sigma_1, \dots, \mu_{100}, \sigma_{100})}_{\text{likelihood}} \times \underbrace{p(\mu_1, \sigma_1, \dots, \mu_{100}, \sigma_{100})}_{\text{prior}} \\ d\mu_1 d\sigma_1 \dots d\mu_{100} d\sigma_{100},$$

- Analytical solutions (often does not exist)
- Grid approximation (takes too long)
- solution: **Markov Chain Monte Carlo**

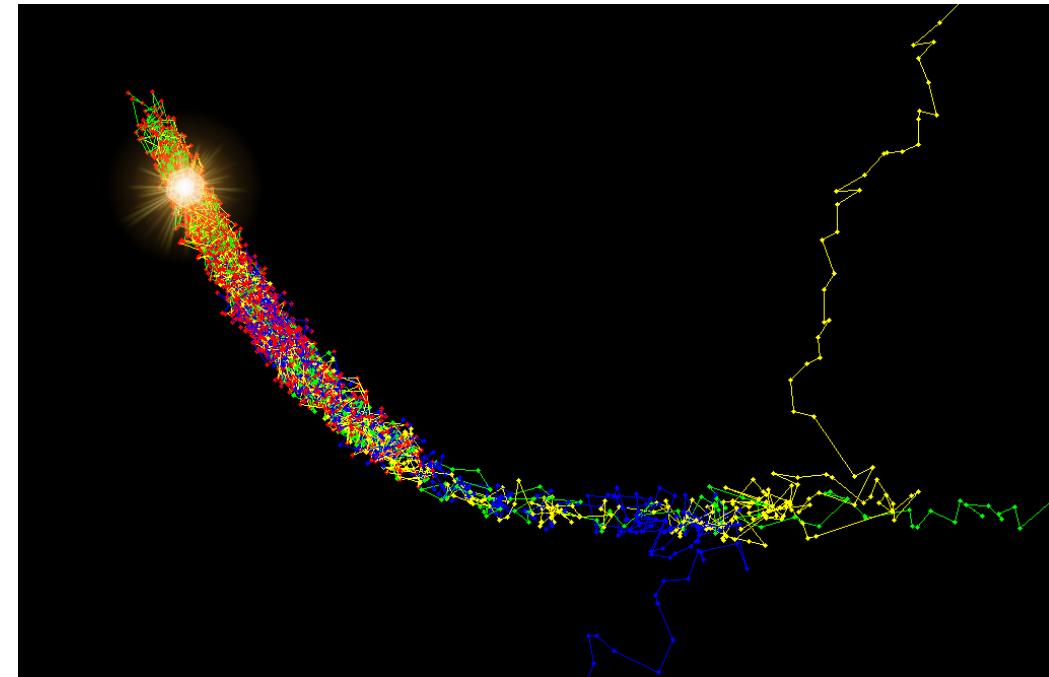
$$p(\theta | D) \propto p(D | \theta) p(\theta)$$

# MCMC Sampling Algorithms

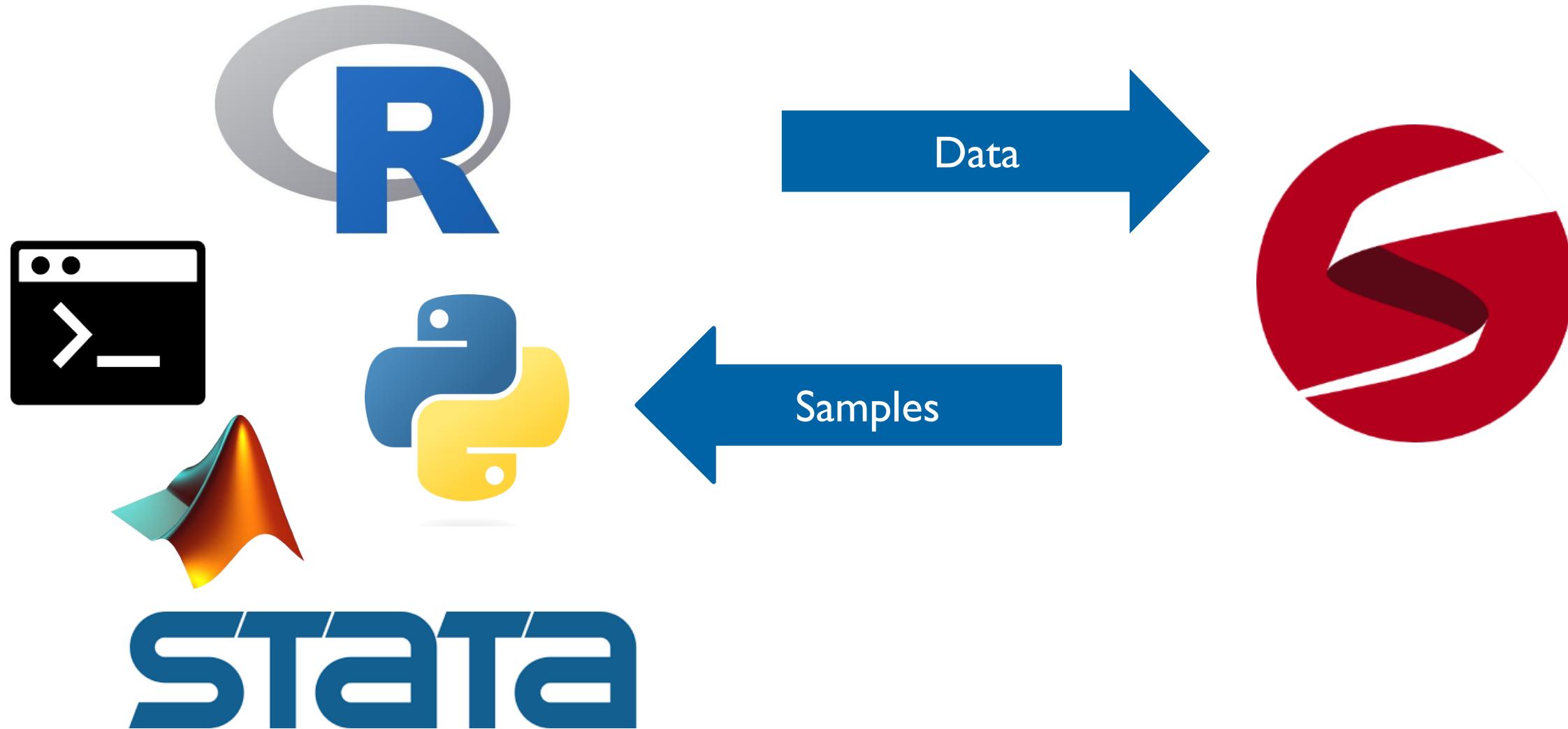
- Rejection sampling
- Importance sampling
- Metropolis algorithm
- Gibbs sampling → JAGS
- HMC sampling\*



Stan!



# Stan and Other Platforms



# Stan Language

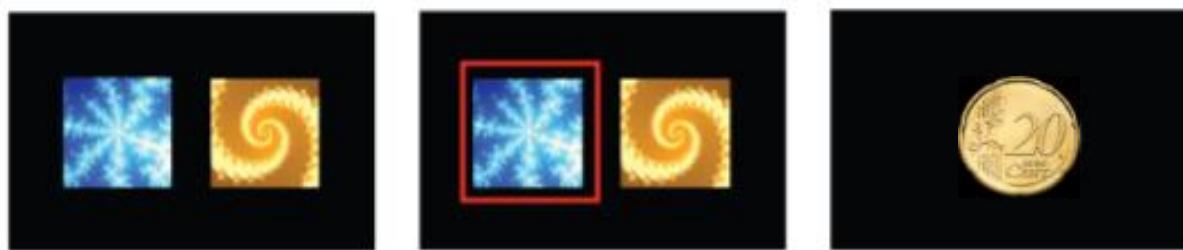
```
data {  
    //... read in external data...  
}  
  
transformed data {  
    //... pre-processing of data ...  
}  
  
parameters {  
    //... parameters to be sampled by HMC ...  
}  
  
transformed parameters {  
    //... pre-processing of parameters ...  
}  
  
model {  
    //... statistical/cognitive model ...  
}  
  
generated quantities {  
    //... post-processing of the model ...  
}
```

reward contingency 80:20



# Q-Learning

- The idea: **error-driven** learning
- Change in value is proportional to the difference between actual and predicted outcome



Value update:  $V_t = V_{t-1} + \alpha * PE_{t-1}$

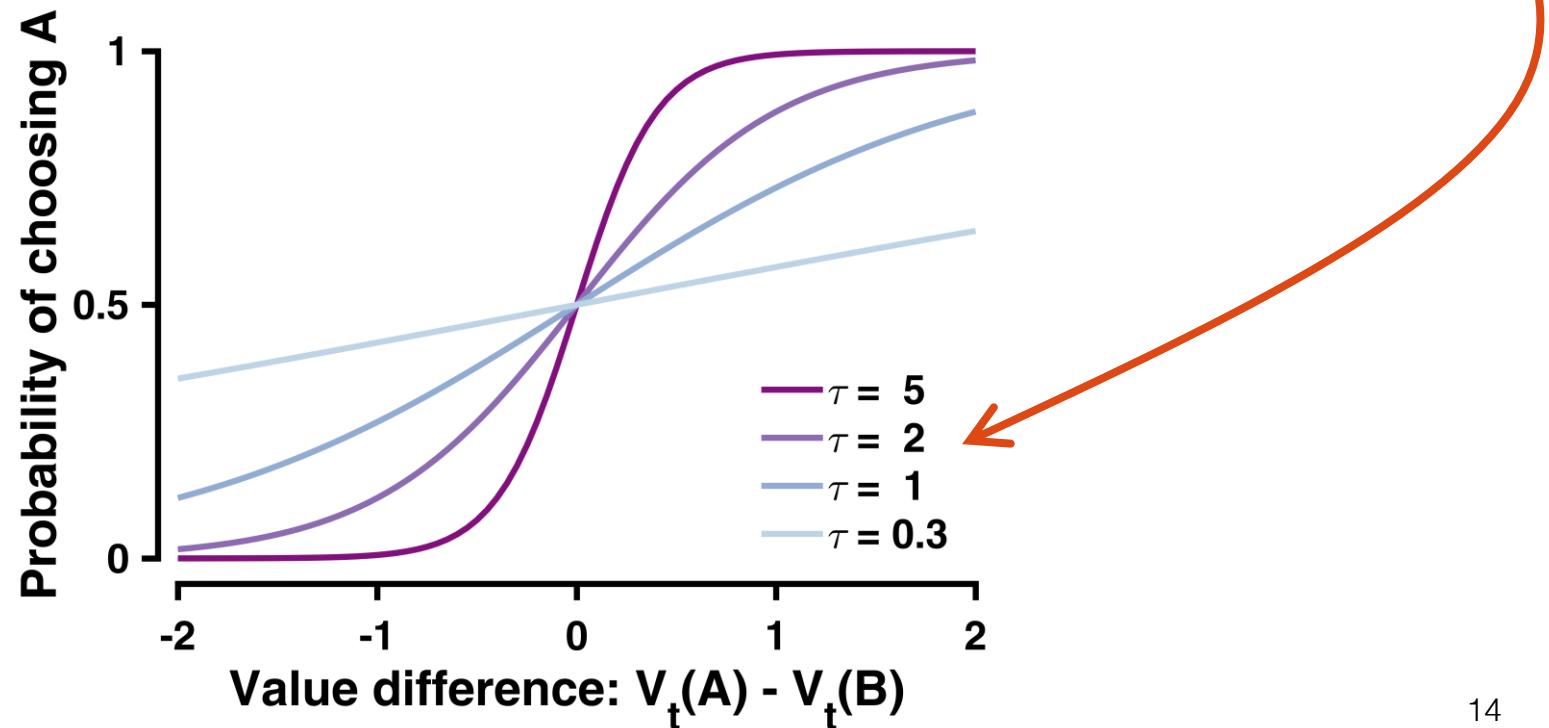
Prediction error:  $PE_{t-1} = R_{t-1} - V_{t-1}$

*Expectations on the next trial = the expectation on the current trial + learning rate \* prediction error (reward – current expectation)*

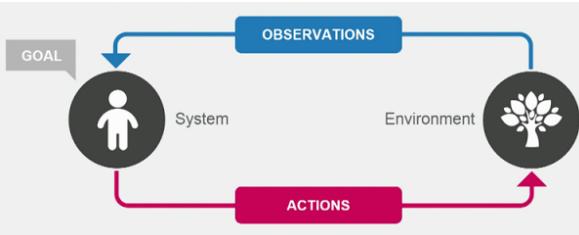
## Choice rule: softmax



$$p_t(A) = \frac{e^{\tau * V_t(A)}}{e^{\tau * V_t(A)} + e^{\tau * V_t(B)}}$$
$$= \frac{1}{1 + e^{-\tau * (V_t(A) - V_t(B))}}$$



# Q-Learning



**Value update:**

$$V_{t+1} = V_t + \alpha * PE_t$$

**Prediction error:**

$$PE_t = R_t - V_t$$

**choice rule (sigmoid /softmax):**

$$p(C=a) = \frac{1}{1+e^{\tau*(v(b)-v(a))}}$$

$\alpha$  - learning rate

PE - reward prediction error

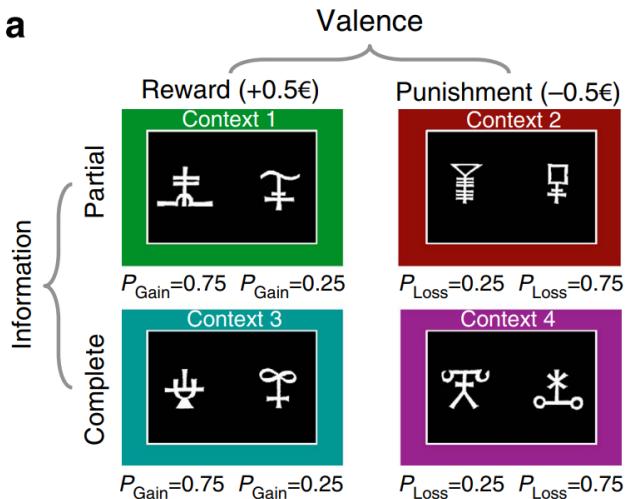
V - value

R - reward

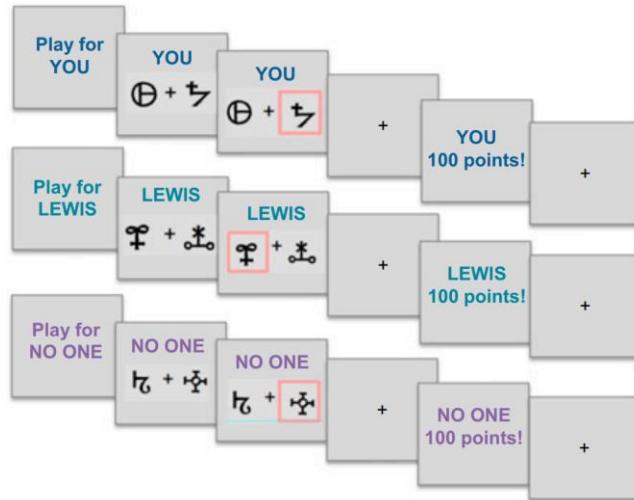
$\tau$  - softmax temperature

# Generalizing RL framework

a

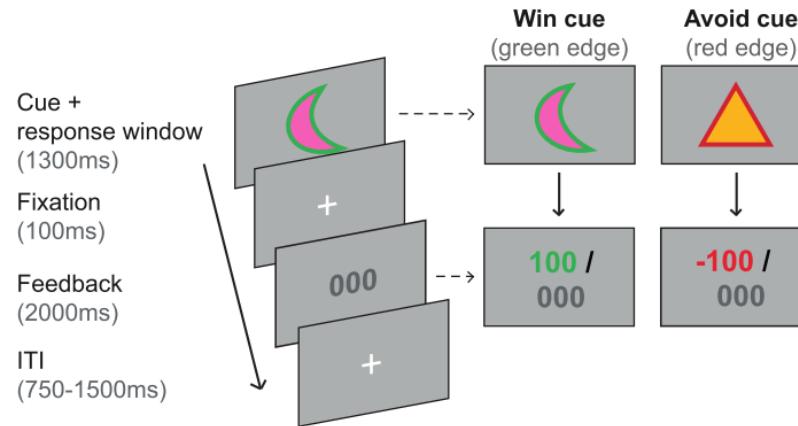


[Palminteri et al. \(2015\)](#)



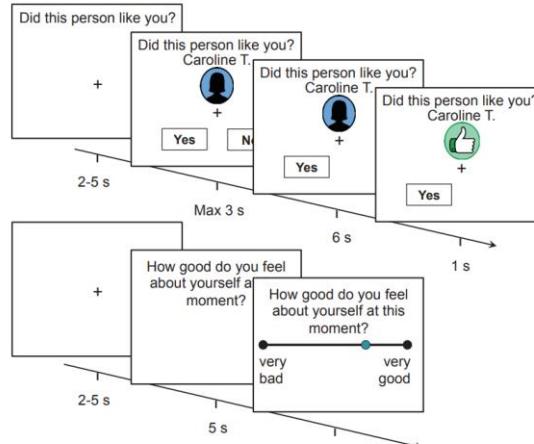
[Lockwood et al. \(2016\)](#)

A. Trial details



[Swart et al. \(2017\)](#)

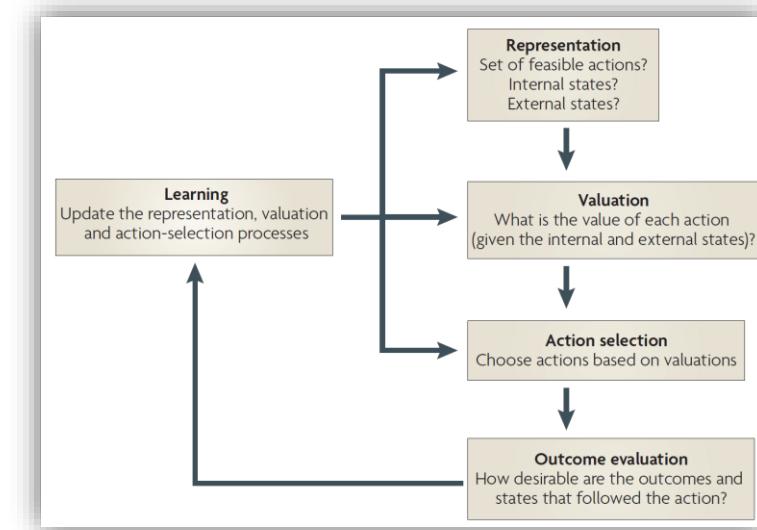
A



B

	85%	15%
	70%	30%
	30%	70%
	15%	85%

[Will et al. \(2017\)](#)



# Some terminologies

simple Q-Learning

$$V_{t+1} = V_t + \alpha (R_t - V_t)$$

$$p_t(A) = \frac{1}{1+e^{-\tau*(v(A)-v(B))}}$$

$$\text{LL} = \text{categorical\_lpmf}(C_t | p_t)$$

simple linear regression

$$\mu = a + b X$$

$$\text{LL} = \text{normal\_lpdf}(Y | \mu, \delta)$$

# Some terminologies

## simple Q-Learning

$$V_{t+1} = V_t + \alpha (R_t - V_t)$$

$$p_t(A) = \frac{1}{1+e^{-\tau*(v(A)-v(B))}}$$

$$\text{LL} = \text{categorical_lpmf}(C_t | p_t)$$

## simple linear regression

$$\mu = a + b X$$

$$\text{LL} = \text{normal_lpdf}(Y | \mu, \delta)$$

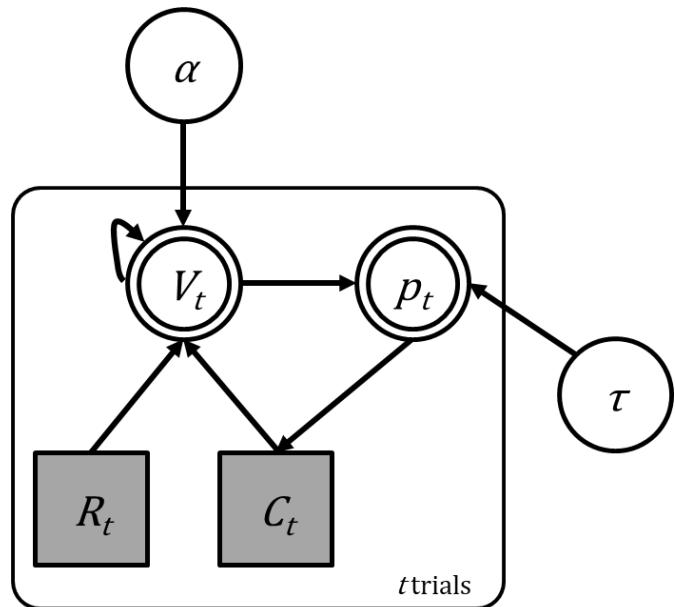
data / observation

free parameter / model parameter

internal/latent (model) variable

likelihood function

# RL – Implementation



$$\alpha \sim Uniform(0, 1)$$

$$\tau \sim Uniform(0, 3)$$

$$p_t(C = A) = \frac{1}{1 + e^{\tau(V_t(B) - V_t(A))}}$$

$$V_{t+1}^c = V_t^c + \alpha (R_t - V_t^c)$$

```

transformed data {
  vector[2] initV;
  initV = rep_vector(0.0, 2);
}

model {
  vector[2] v[nTrials+1];
  real pe[nTrials];

  v[1] = initV;

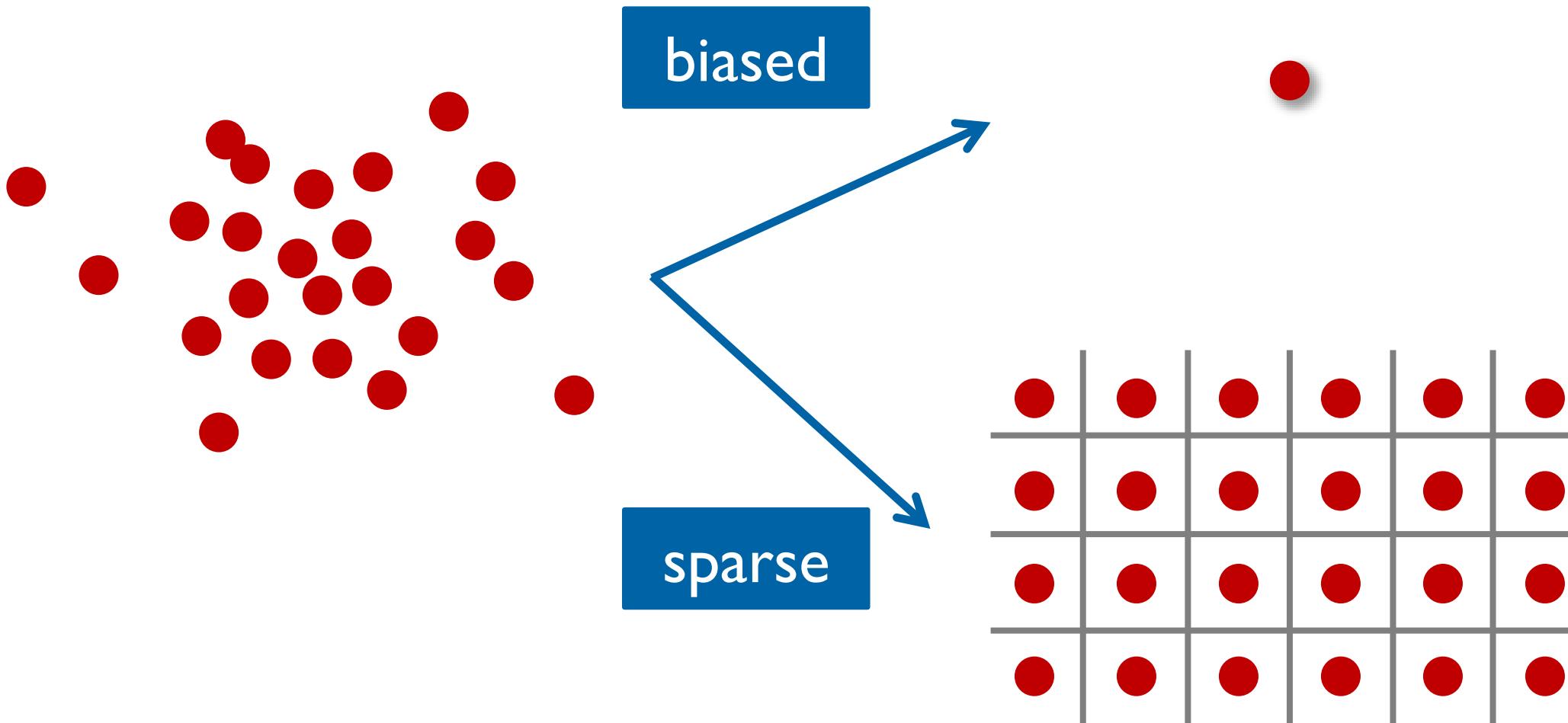
  for (t in 1:nTrials) {
    choice[t] ~ categorical_logit( tau * v[t] );

    pe[t] = reward[t] - v[t,choice[t]];

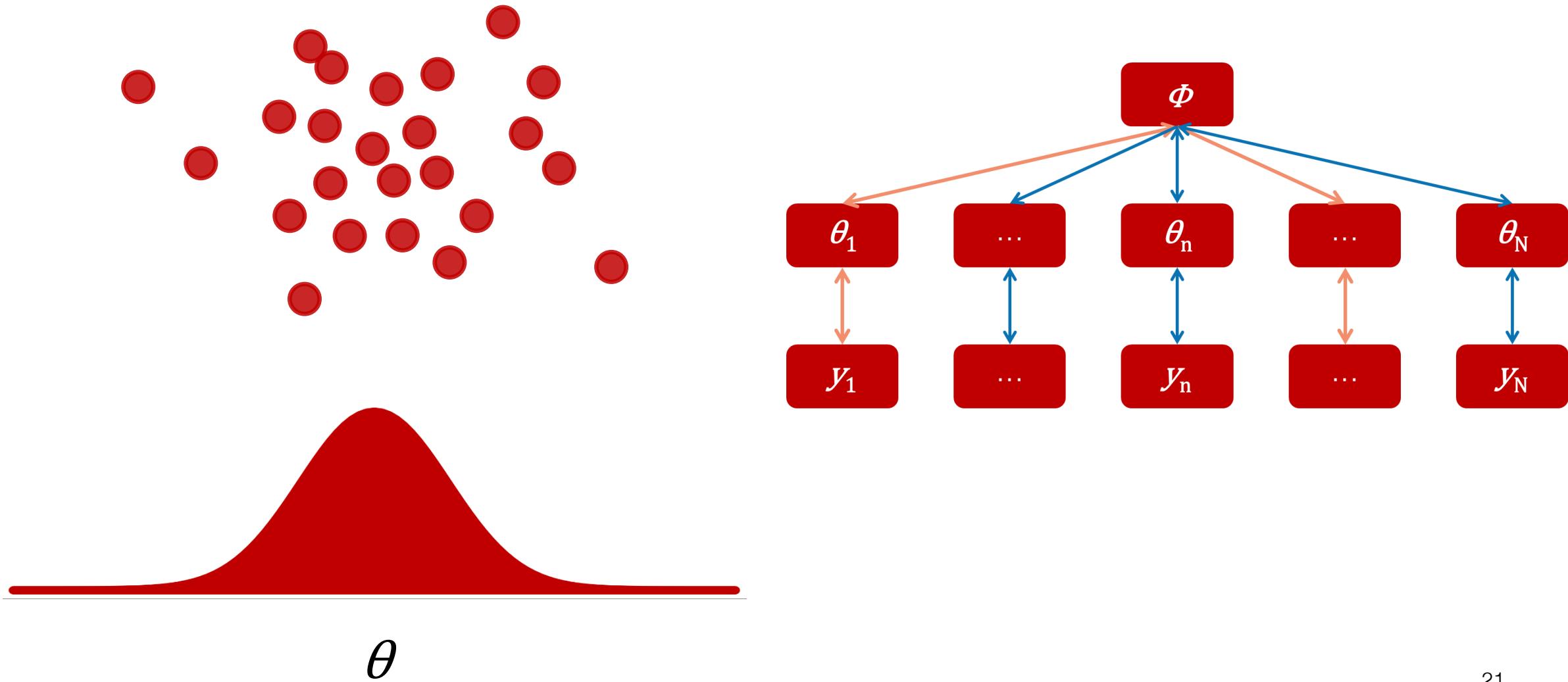
    v[t+1] = v[t];
    v[t+1, choice[t]] = v[t, choice[t]] + lr * pe[t];
  }
}

```

# Fitting Multiple Participants

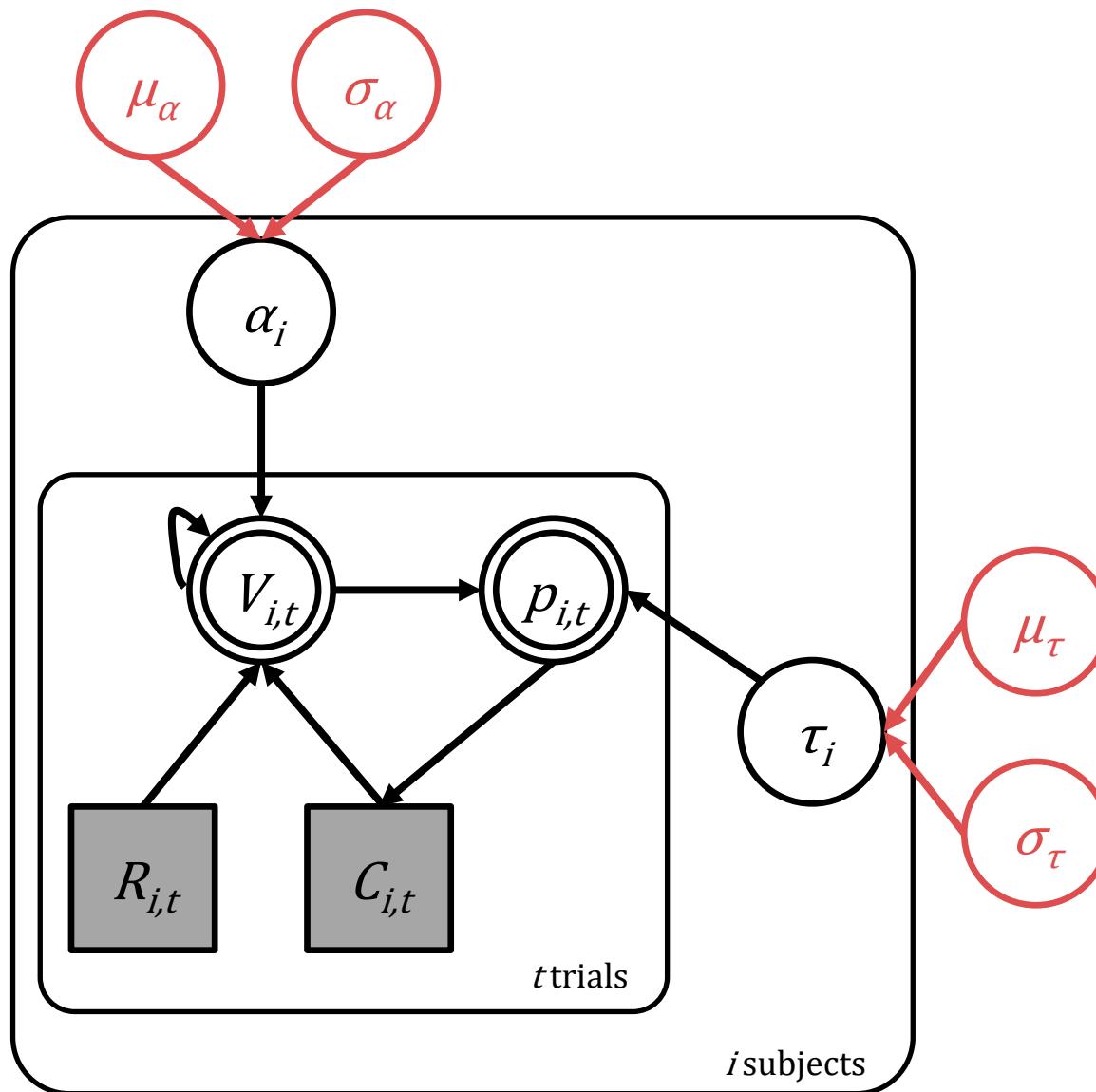


# Fitting Multiple Participants with hierarchical Bayesian analysis (HBA)

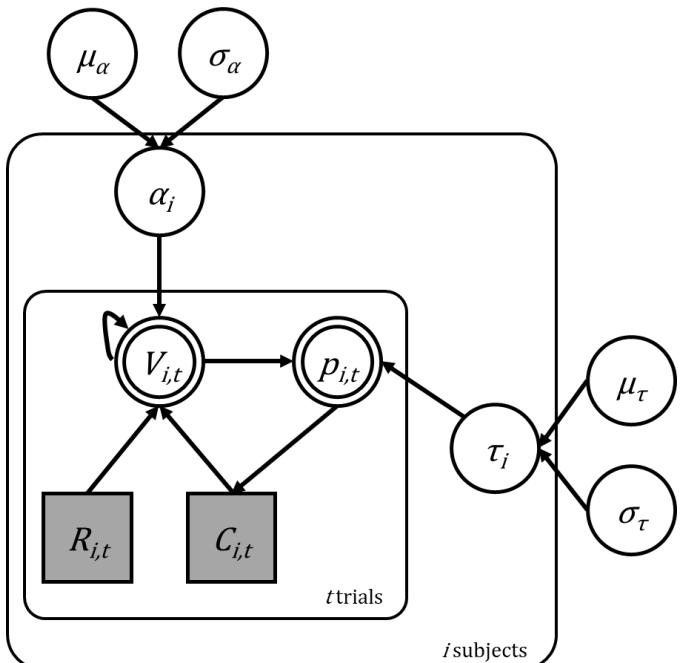


# Hierarchical RL Model

Vooillia!



# Implementing Hierarchical RL Model



$$\begin{aligned}\mu_\alpha &\sim Uniform(0,1) \\ \sigma_\alpha &\sim halfCauchy(0,1) \\ \mu_\tau &\sim Uniform(0,3) \\ \sigma_\tau &\sim halfCauchy(0,3) \\ \alpha_i &\sim Normal(\mu_\alpha, \sigma_\alpha)_{\mathcal{T}(0,1)} \\ \tau_i &\sim Normal(\mu_\tau, \sigma_\tau)_{\mathcal{T}(0,3)}\end{aligned}$$

$$p_{i,t}(C = A) = \frac{1}{1 + e^{\tau_i(V_{i,t}(B) - V_{i,t}(A))}}$$

$$V_{i,t+1}^c = V_{i,t}^C + \alpha_i(R_{i,t} - V_{i,t}^C)$$

```
parameters {
    real<lower=0,upper=1> lr_mu;
    real<lower=0,upper=3> tau_mu;
    real<lower=0> lr_sd;
    real<lower=0> tau_sd;
    real<lower=0,upper=1> lr[nSubjects];
    real<lower=0,upper=3> tau[nSubjects];
}

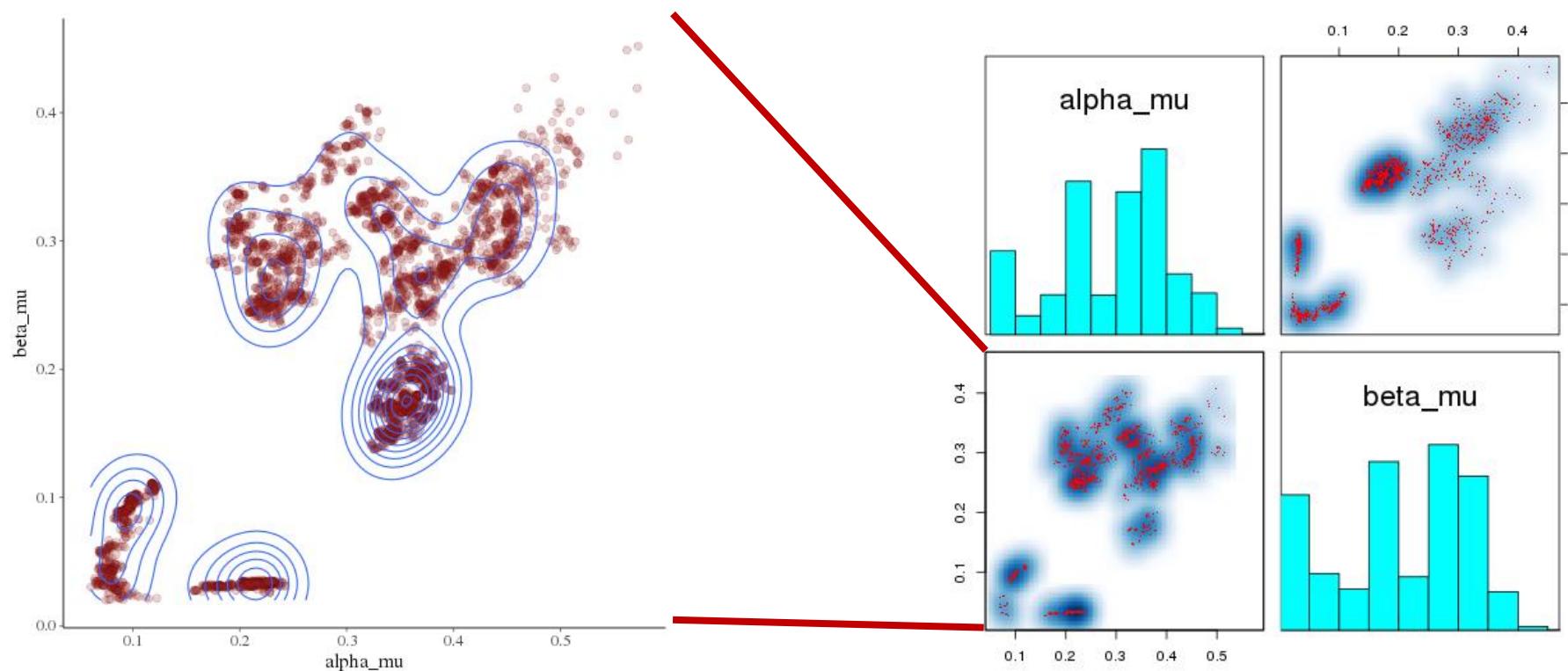
model {
    lr_sd ~ cauchy(0,1);
    tau_sd ~ cauchy(0,3);
    lr ~ normal(lr_mu, lr_sd) ;
    tau ~ normal(tau_mu, tau_sd) ;

    for (s in 1:nSubjects) {
        vector[2] v;
        real pe;
        v = initV;

        for (t in 1:nTrials) {
            choice[s,t] ~ categorical_logit( tau[s] * v );
            pe = reward[s,t] - v[choice[s,t]];
            v[choice[s,t]] = v[choice[s,t]] + lr[s] * pe;
        }
    }
}
```

# Satisfied with the results?

```
Warning messages:  
1: There were 3998 divergent transitions after warmup. Increasing adapt_delta above 0.8 may help. See  
http://mc-stan.org/misc/warnings.html#divergent-transitions-after-warmup  
2: Examine the pairs() plot to diagnose sampling problems
```



# Non-centered Reparameterization\*

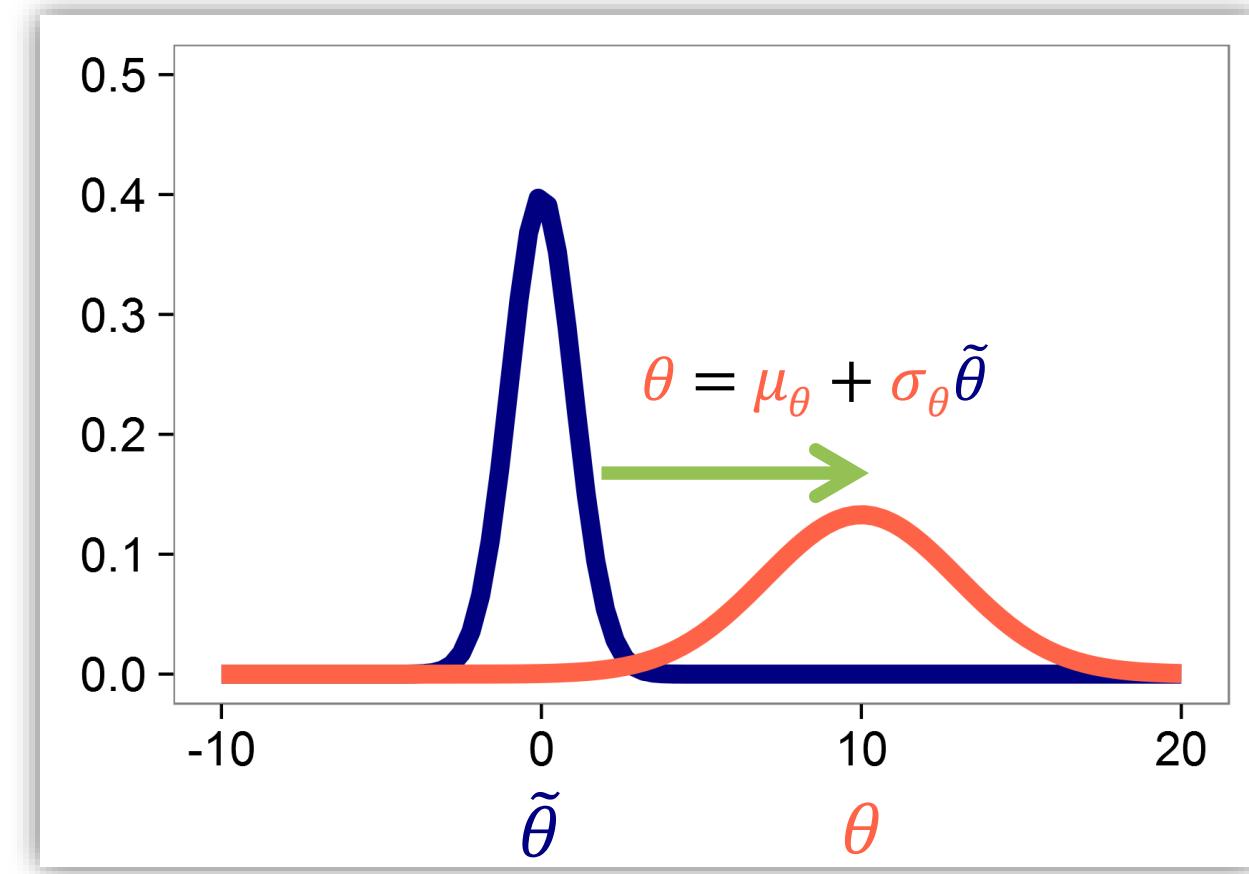
$$\theta \sim Normal(\mu_\theta, \sigma_\theta)$$



$$\tilde{\theta} \sim Normal(0, 1)$$

$$\theta = \mu_\theta + \sigma_\theta \tilde{\theta}$$

Stan likes **simple** distributions!

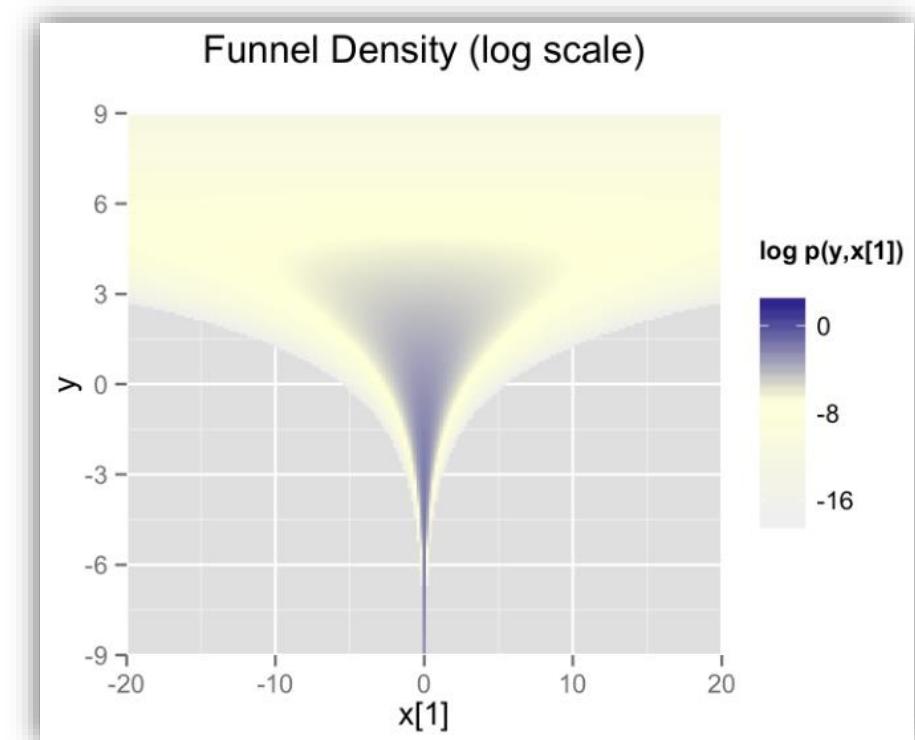


# Reparameterization

## Neal's Funnel

$$p(y, \mathbf{x}) = \text{Normal}(y|0, 3) \times \prod_{n=1}^9 \text{Normal}(x_n|0, \exp(y/2))$$

```
parameters {
  real y;
  vector[9] x;
}
model {
  y ~ normal(0,3);
  x ~ normal(0,exp(y/2));
}
```

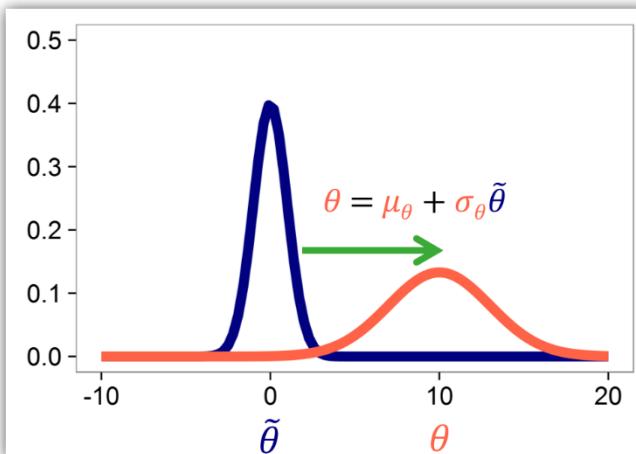


# Reparameterization

## Neal's Funnel

$$p(y, \mathbf{x}) = \text{Normal}(y|0, 3) \times \prod_{n=1}^9 \text{Normal}(x_n|0, \exp(y/2))$$

```
parameters {  
    real y;  
    vector[9] x;  
}  
model {  
    y ~ normal(0,3);  
    x ~ normal(0,exp(y/2));  
}
```



```
parameters {  
    real y_raw;  
    vector[9] x_raw;  
}  
transformed parameters {  
    real y;  
    vector[9] x;  
    y = 3.0 * y_raw;  
    x = exp(y/2) * x_raw;  
}  
model {  
    y_raw ~ normal(0,1);  
    x_raw ~ normal(0,1);  
}
```

# Stan Sampling Parameters

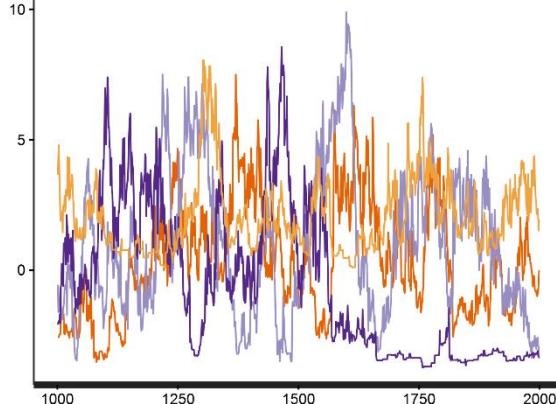
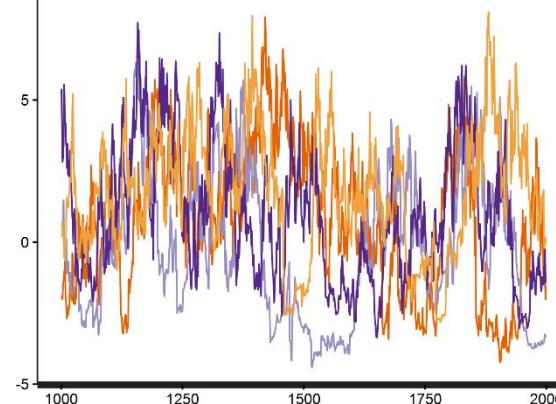
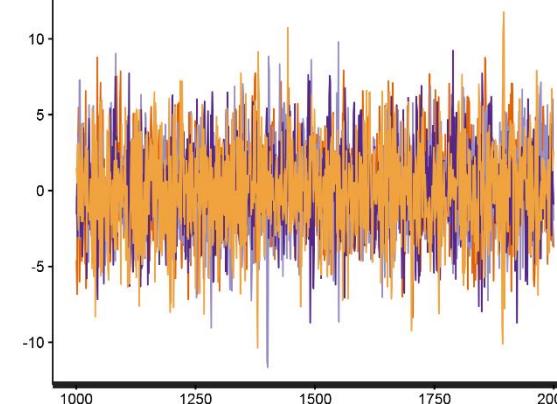
parameter	description	constraint	default
iterations	number of MCMC samples (per chain)	int, $> 0$	2000
delta: $\delta$	target Metropolis acceptance rate	$\delta \in [0, 1]$	0.80
stepsize: $\varepsilon$	initial HMC step size	real, $\varepsilon > 0$	2.0
max_treedepth: $L$	maximum HMC steps per iteration	int, $L > 0$	10

## Typical adjustments

- Increase iterations
- Increase delta
- Decrease stepsize
- Might have to increase max\_treedepth

```
funnel_fit2 <- stan("_scripts/funnel.stan",
  iter = 4000,
  control = list(adapt_delta = 0.999,
                 stepsize = 1.0,
                 max_treedepth = 20))
```

# Neal's Funnel: Comparing Performance

	direct model	adjusted direct model	reparameterized model
Rhat ( $y$ )	1.22	1.1	1.0
n_eff ( $y$ )	18	42	3886
runtime*	48.50 sec	50.76 sec	50.12 sec
n_eff ( $y$ ) / runtime	0.37 / sec	0.82 / sec	77.53 / sec
n_divergent	53	0	0
traceplot ( $y$ )			

\*: 2 cores in parallel, including compiling time

# How about Bounded Parameters?

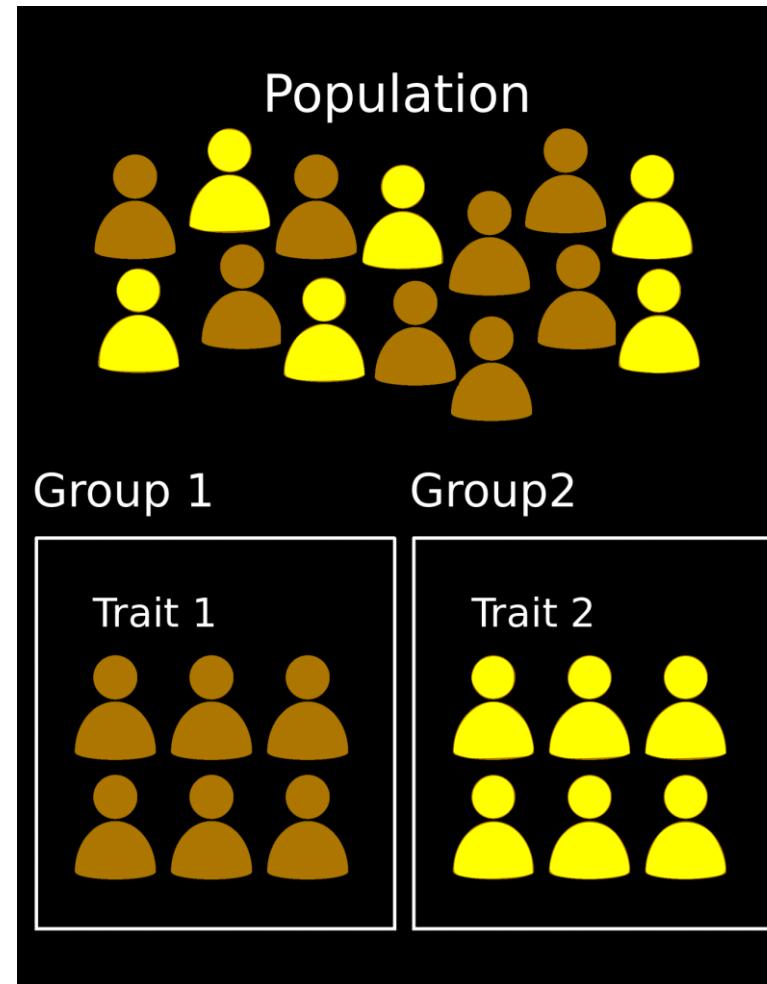
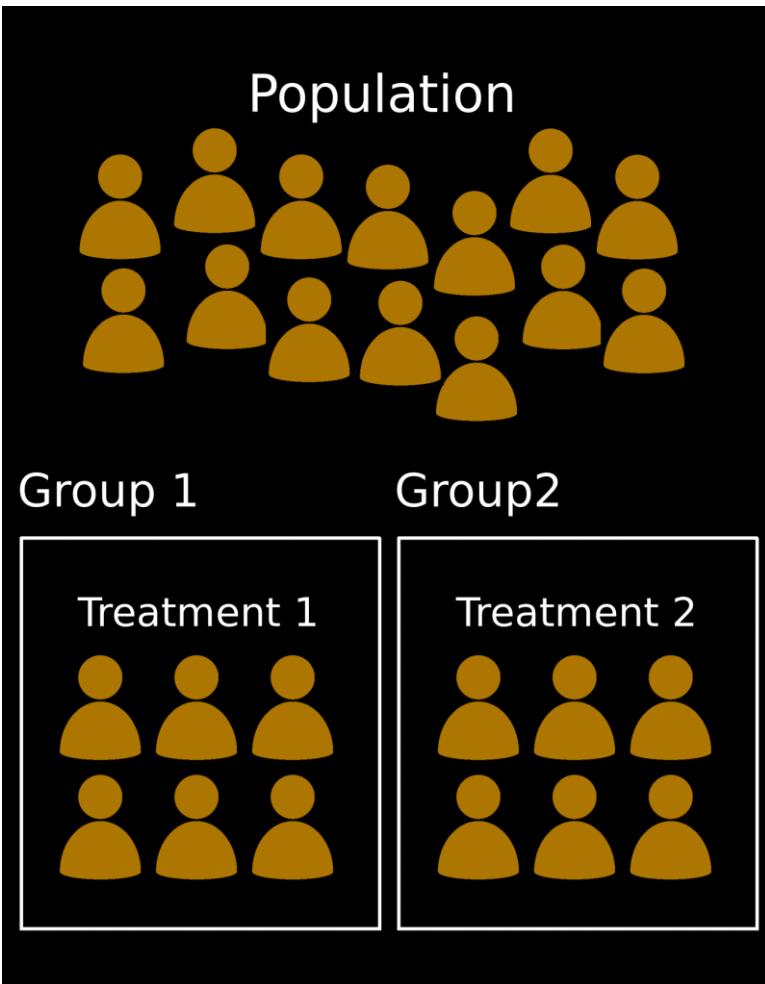
$$\begin{array}{ccc} \tilde{\theta} \sim Normal(0, 1) & \xrightarrow{\text{Sigmoid Function}} & \tilde{\theta} \sim Normal(0, 1) \\ \theta = \mu_\theta + \sigma_\theta \tilde{\theta} & & \theta = Probit^{-1}(\mu_\theta + \sigma_\theta \tilde{\theta}) \\ \theta \in (-\infty, +\infty) & & \theta \in [0, 1] \end{array}$$

constraint	reparameterization
$\theta \in (-\infty, +\infty)$	$\theta = \mu_\theta + \sigma_\theta \tilde{\theta}$
$\theta \in [0, N]$	$\theta = Probit^{-1}(\mu_\theta + \sigma_\theta \tilde{\theta}) \times N$
$\theta \in [M, N]$	$\theta = Probit^{-1}(\mu_\theta + \sigma_\theta \tilde{\theta}) \times (N-M) + M$
$\theta \in (0, +\infty)$	$\theta = exp(\mu_\theta + \sigma_\theta \tilde{\theta}); \theta = log(1+exp(\mu_\theta + \sigma_\theta \tilde{\theta}))$

\* Probit<sup>-1</sup>: Normal cumulative distribution function (normcdf)

# Between-subject design

- each participant is tested in only one condition
- e.g., mood → IQ performance in the previous example

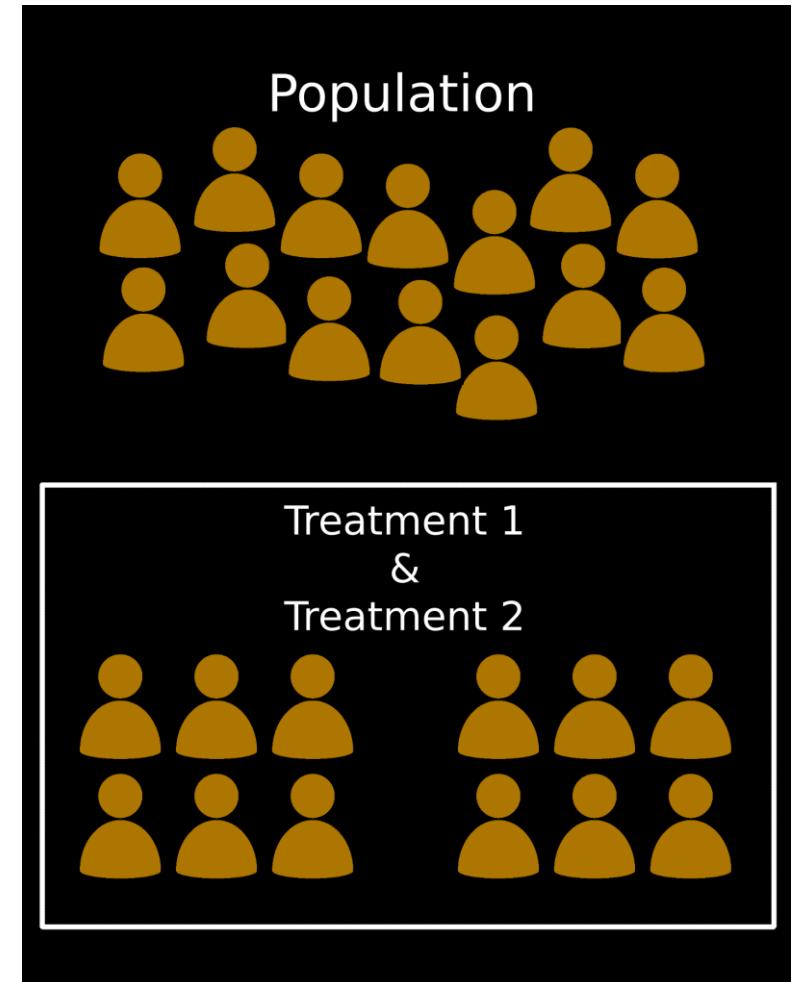


$$\theta_{\text{patient},i} \sim \text{Normal}(\mu_{\theta,\text{patient}}, \sigma_{\theta,\text{patient}})$$
$$\theta_{\text{control},i} \sim \text{Normal}(\mu_{\theta,\text{control}}, \sigma_{\theta,\text{control}}),$$

$$\mu_{\theta,\text{patient}} \sim \text{Normal}(\mu_\theta, \sigma_\theta)$$
$$\mu_{\theta,\text{control}} \sim \text{Normal}(\mu_\theta, \sigma_\theta)$$
$$\theta_{\text{patient},i} \sim \text{Normal}(\mu_{\theta,\text{patient}}, \sigma_{\theta,\text{patient}})$$
$$\theta_{\text{control},i} \sim \text{Normal}(\mu_{\theta,\text{control}}, \sigma_{\theta,\text{control}})$$

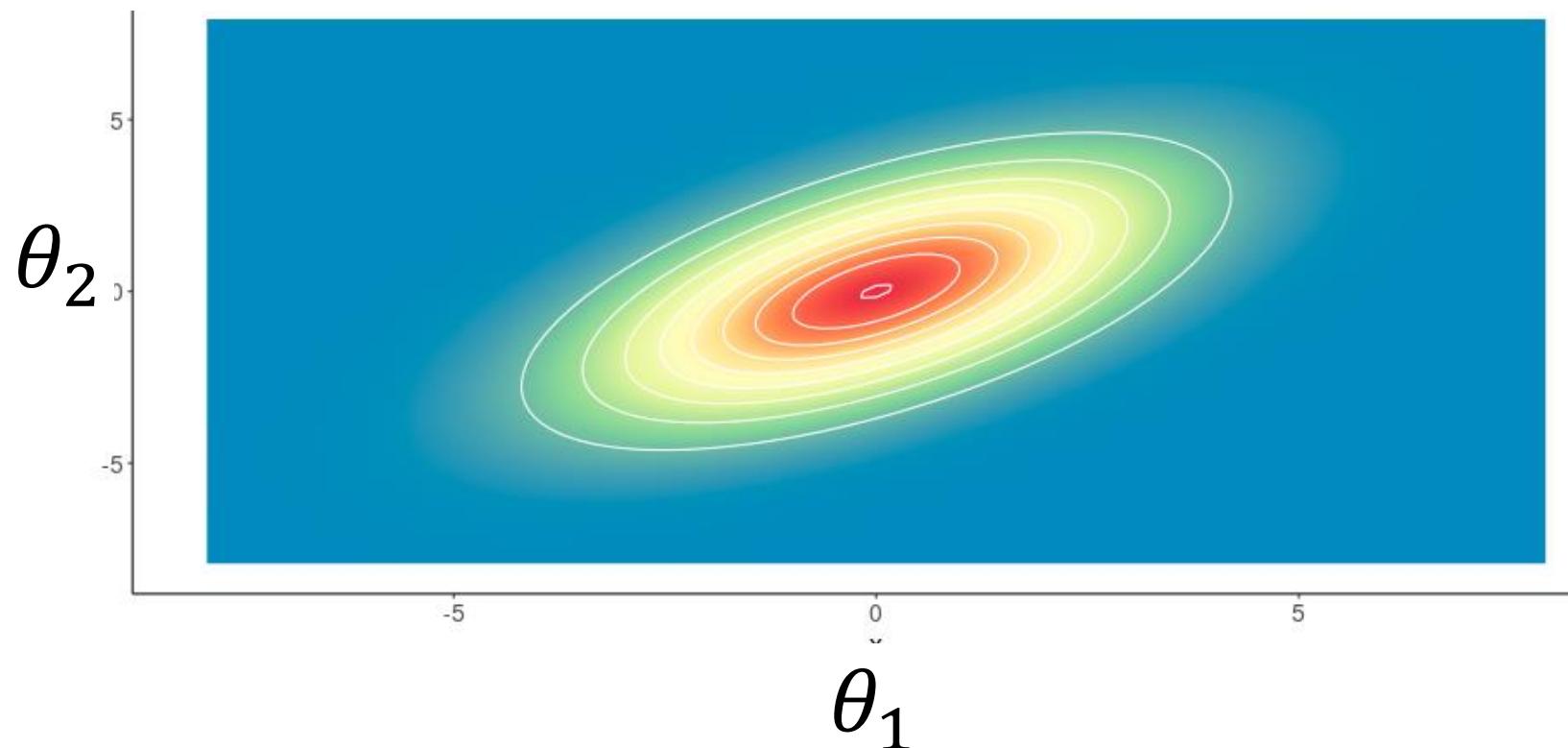
# Within-subject design

- each participant is tested under all conditions
- e.g., learning performance at the beginning vs. at the end of the semester



## Effect coding

$$\theta_2 = \theta_1 + \Delta\theta$$



## Effect coding

	$\theta_1$	$\theta_2 - \theta_1$
$\theta_1$	1	0
$\theta_2$	1	1

## Effect coding

	$\theta_1$	$\theta_2 - \theta_1$	$\theta_3 - \theta_1$
$\theta_1$	1	0	0
$\theta_2$	1	1	0
$\theta_3$	1	0	1

## Effect coding

$$\theta_i \sim Normal(\mu, \Sigma)$$

$$\mu = (\mu_1, \mu_2, \mu_3) = \begin{pmatrix} 1 & 0 & 0 \\ 1 & 1 & 0 \\ 1 & 0 & 1 \end{pmatrix} (\mu_1, \mu_2 - \mu_1, \mu_3 - \mu_1)^T$$

$$\Sigma = \begin{pmatrix} \sigma_1^2 & \sigma_{12} & \sigma_{13} \\ \sigma_{12} & \sigma_2^2 & \sigma_{23} \\ \sigma_{13} & \sigma_{23} & \sigma_3^2 \end{pmatrix} = \begin{pmatrix} \sigma_1 & 0 & 0 \\ 0 & \sigma_2 & 0 \\ 0 & 0 & \sigma_3 \end{pmatrix} \Omega \begin{pmatrix} \sigma_1 & 0 & 0 \\ 0 & \sigma_2 & 0 \\ 0 & 0 & \sigma_3 \end{pmatrix}$$

## Multiple IV: Factorial design

		Factor A (TV Violence)	
		Level 1 (A1) (Violent)	Level 2 (A2) (Nonviolent)
Factor B (Realism)	Level 1 (B1) (Real)	A1B1 (Real/Violent)	A2B1 (Real/Nonviolent)
	Level 2 (B2) (Cartoon)	A1B2 (Cartoon/Violent)	A2B2 (Cartoon/Nonviolent)

## Experimental Procedures

### 1. Screening: Online Questionnaire

### 2. Baseline session

Reward tasks



### 3. Iso sessions (counterbalanced)

#### Iso total



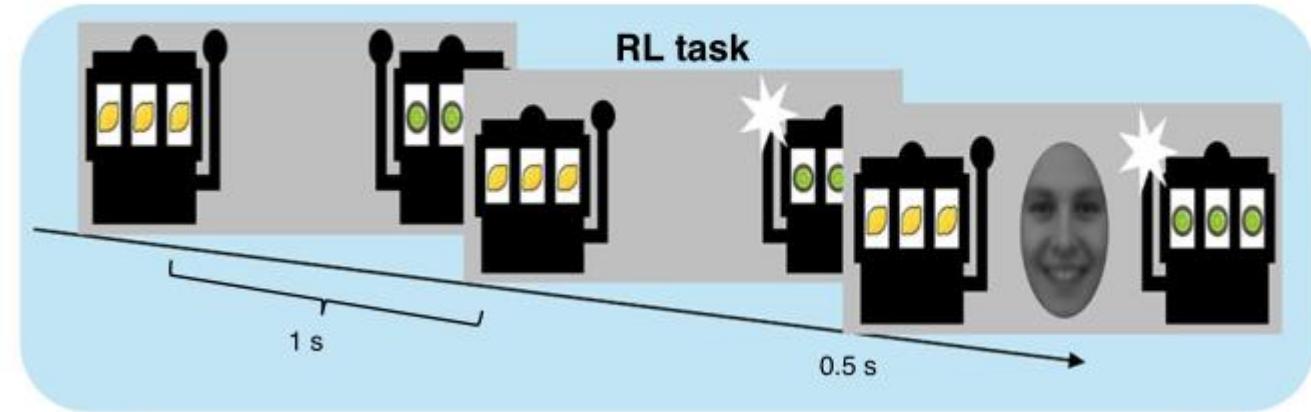
Reward tasks

#### Iso w media



Reward tasks

## Reward tasks: EBDM task, RL task (counterbalanced)



## EBDM task

### Social Round

Effort: hard

Points: 4

Do you want to  
do this task?  
y = yes  
n = no

No time  
restriction

Use your index  
finger

10 s

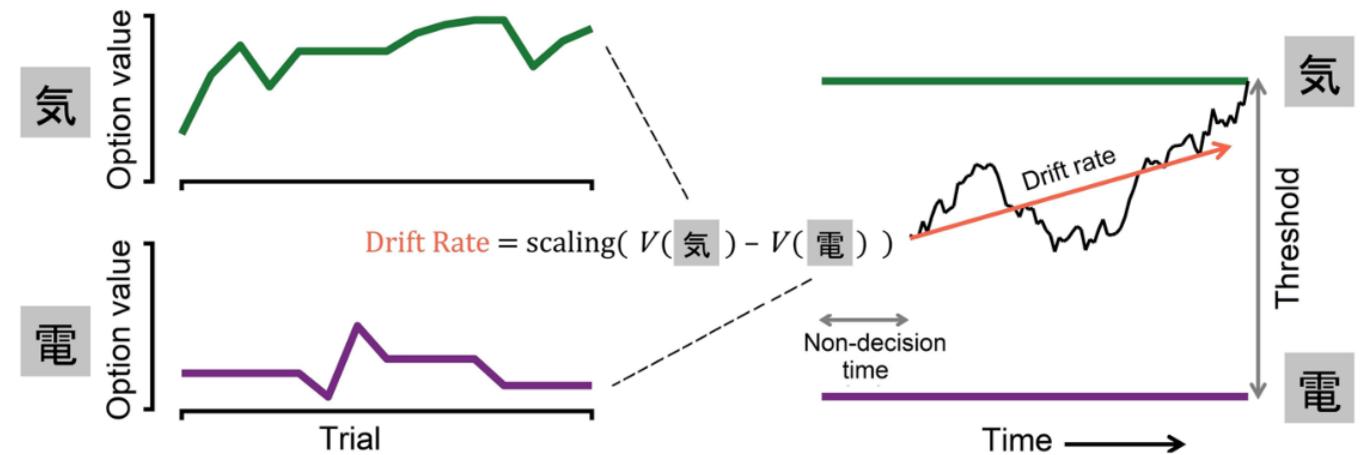
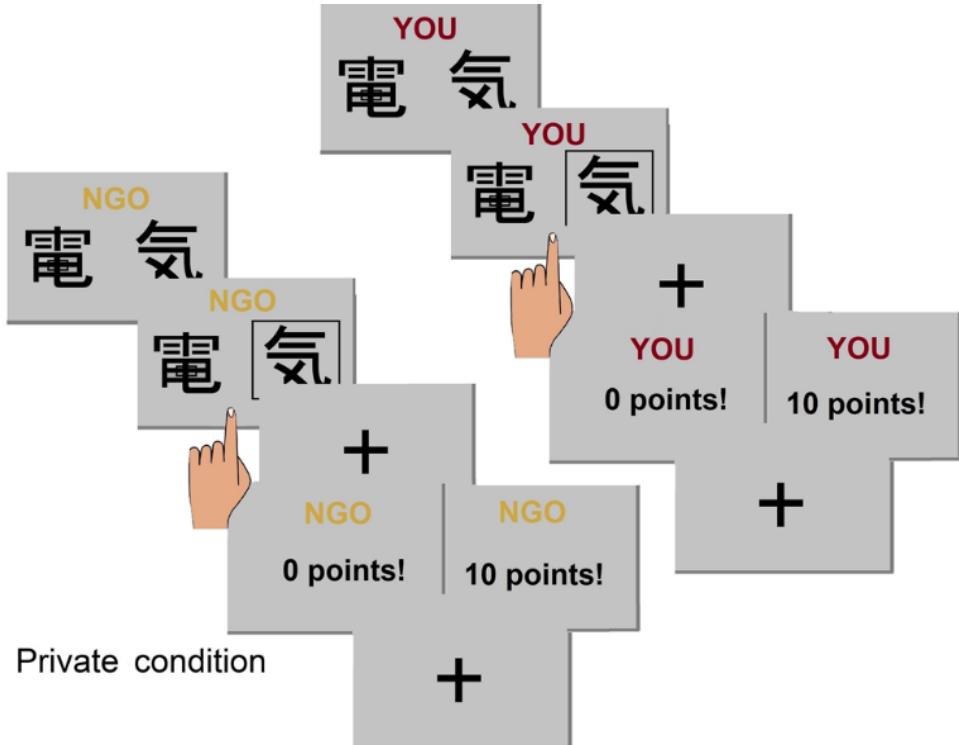
You win! 4 Points



8 s

	baseline	iso w media	iso total	baseline	iso w media	iso total
non-social	1	0	0	0	0	0
	1	1	0	0	0	0
	1	0	1	0	0	0
social	1	0	0	1	0	0
	1	0	0	1	1	0
	1	0	0	1	0	1

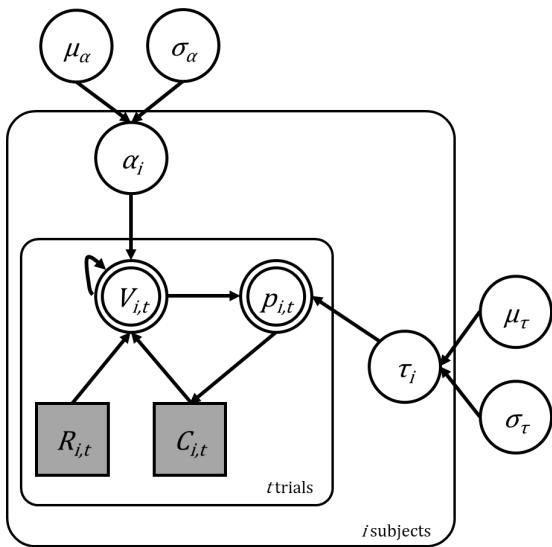
# RLDDM



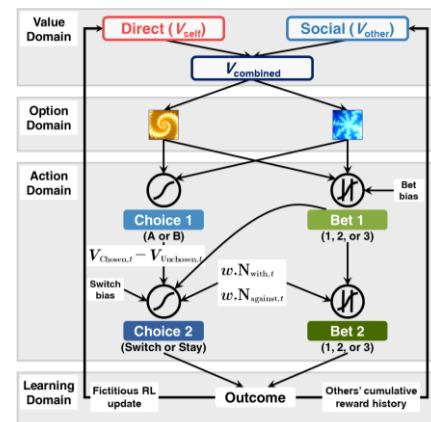
$$v_t = S[v_{\text{scaling}}(V_{\text{correct},t} - V_{\text{incorrect},t})],$$

$$S(x) = 2 \cdot \frac{v_{\max}}{1 + e^{-x}} - v_{\max}$$

# HBA sounds good, but...

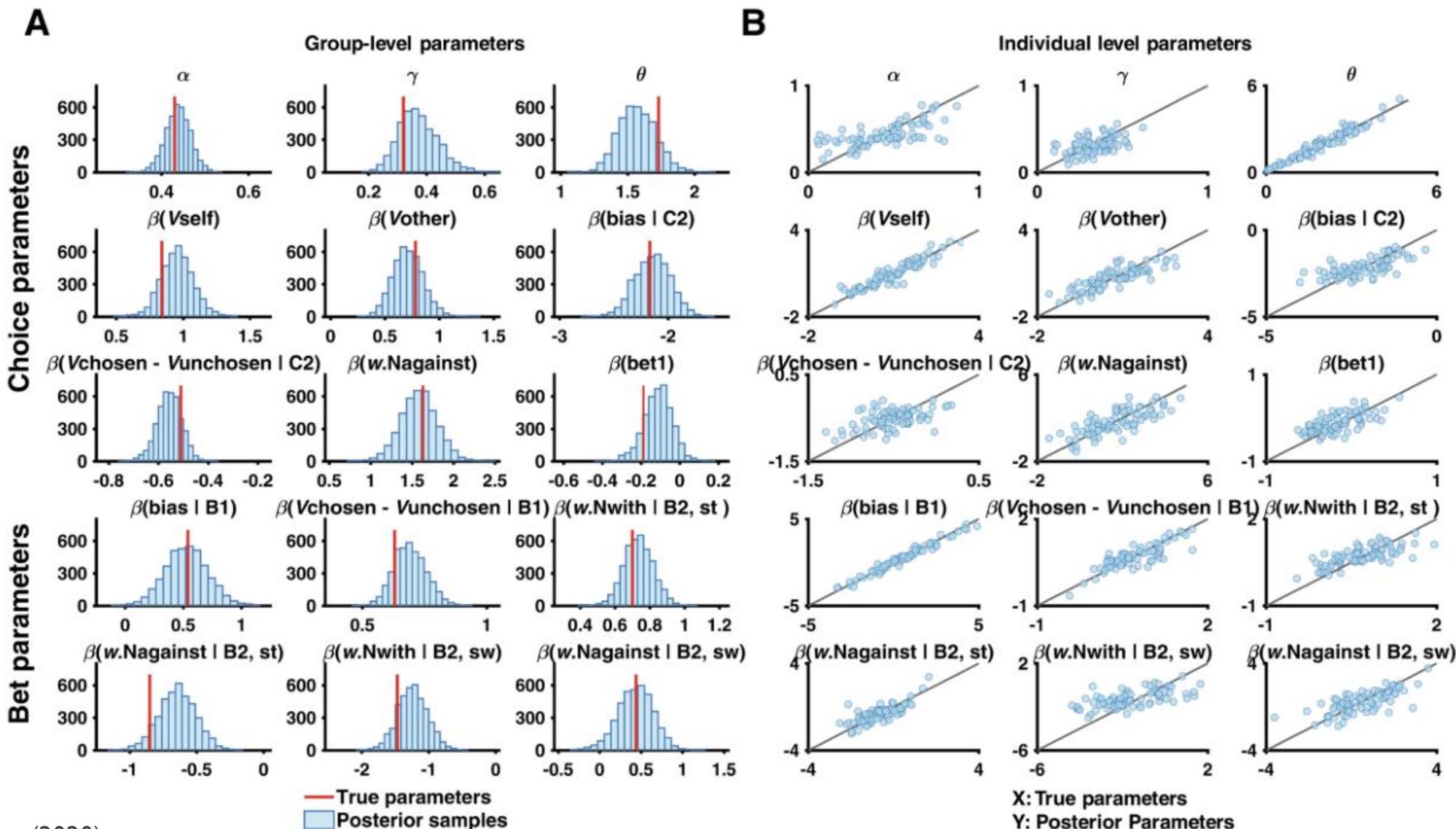


$$\begin{aligned}
 \mu_\alpha &\sim Uniform(0,1) \\
 \sigma_\alpha &\sim halfCauchy(0,1) \\
 \mu_\tau &\sim Uniform(0,3) \\
 \sigma_\tau &\sim halfCauchy(0,3) \\
 \alpha_i &\sim Normal(\mu_\alpha, \sigma_\alpha)_{\mathcal{T}(0,1)} \\
 \tau_i &\sim Normal(\mu_\tau, \sigma_\tau)_{\mathcal{T}(0,3)} \\
 p_{i,t}(C = A) &= \frac{1}{1 + e^{\tau_i(V_{i,t}(B) - V_{i,t}(A))}} \\
 V_{i,t+1}^c &= V_{i,t}^c + \alpha_i(R_{i,t} - V_{i,t}^c)
 \end{aligned}$$



$$\begin{aligned}
 V_{self,t} &= [V_{self,t}(A), V_{self,t}(B)] \\
 V_{other,t} &= [V_{other,t}(A), V_{other,t}(B)] \\
 V_t &= \beta_{self} V_{self,t} + \beta_{other} V_{other,t} \\
 C1_t &\sim Categorical(Softmax(V_t)) \\
 U_{bet1,t} &= \beta_{bias_{self}} + \beta_{val_{diff}}(V_{chosen,C1,t} - V_{unchosen,C1,t}) \\
 B1_t &\sim OrderedLogistic(U_{bet1,t} | \theta) \\
 w.N_{against,t} &= \sum_{s=1}^{s=1} w_{s,t}, K = 0, 1, \dots, 4 \\
 w.N_{with,t} &= \sum_{s=1}^{s=1} w_{s,t} \\
 V_t(\text{switch}) &= \beta_{bias_{self}} + \beta_{val_{diff}}(V_{chosen,C1,t} - V_{unchosen,C1,t}) + \beta_{against} w.N_{against,t} \\
 C2 &\sim Bernoulli(V_t(\text{switch})) \\
 U_{bet2,t} &= \begin{cases} U_{bet1,t} + \beta_{with_{self}} w.N_{with,t} + \beta_{against_{self}} w.N_{against,t}, & \text{if } C1 = C2 \\ U_{bet1,t} + \beta_{with_{self}} w.N_{with,t} + \beta_{against_{self}} w.N_{against,t}, & \text{if } C1 \neq C2 \end{cases} \\
 B2_t &\sim OrderedLogistic(U_{bet2,t} | \theta) \\
 \Phi(x) &= \frac{1}{1 + e^{-x}} \\
 \delta_{self,chosen,C2,t} &= R_{self,t} - V_{self,chosen,C2,t} \\
 \delta_{self,unchosen,C2,t} &= -R_{self,t} - V_{self,unchosen,C2,t} \\
 V_{self,chosen,C2,t+1} &= V_{self,chosen,C2,t} + \alpha \delta_{self,chosen,C2,t} \\
 V_{self,unchosen,C2,t+1} &= V_{self,unchosen,C2,t} + \alpha \delta_{self,unchosen,C2,t}
 \end{aligned}$$

# Parameter recovery: are parameters identifiable?



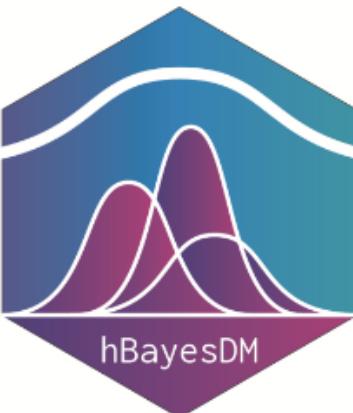
# hBayesDM package

## hBayesDM

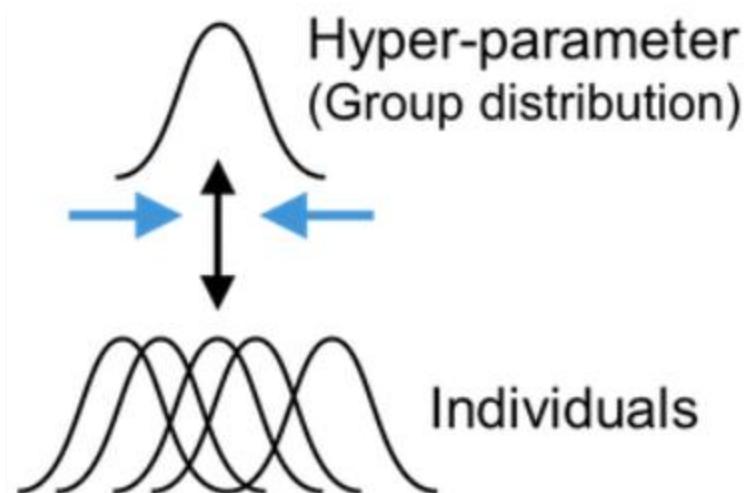
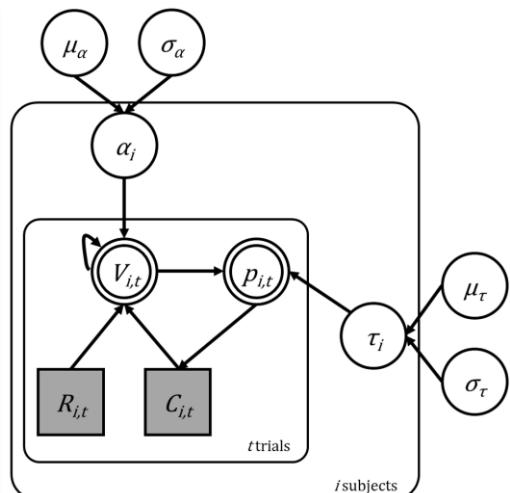
repo status Active build passing CRAN 1.0.2 – 2019-11-13 downloads 33K

DOI 10.1162/CPSY\_a\_00002

hBayesDM (hierarchical Bayesian modeling of Decision-Making tasks) is a user-friendly package that offers hierarchical Bayesian analysis of various computational models on an array of decision-making tasks. hBayesDM uses Stan for Bayesian inference.



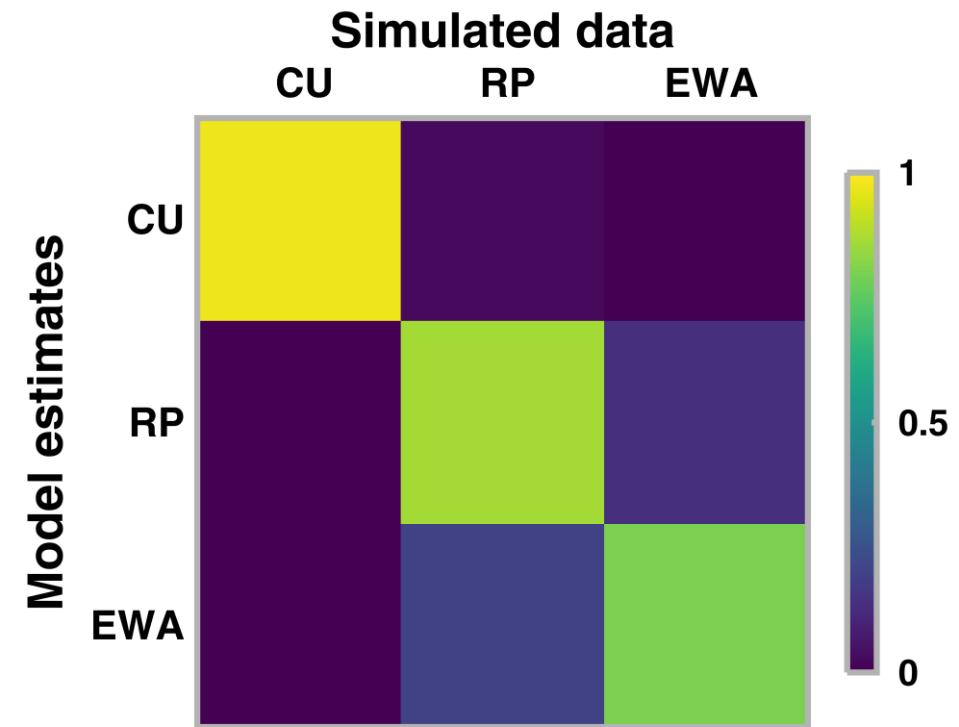
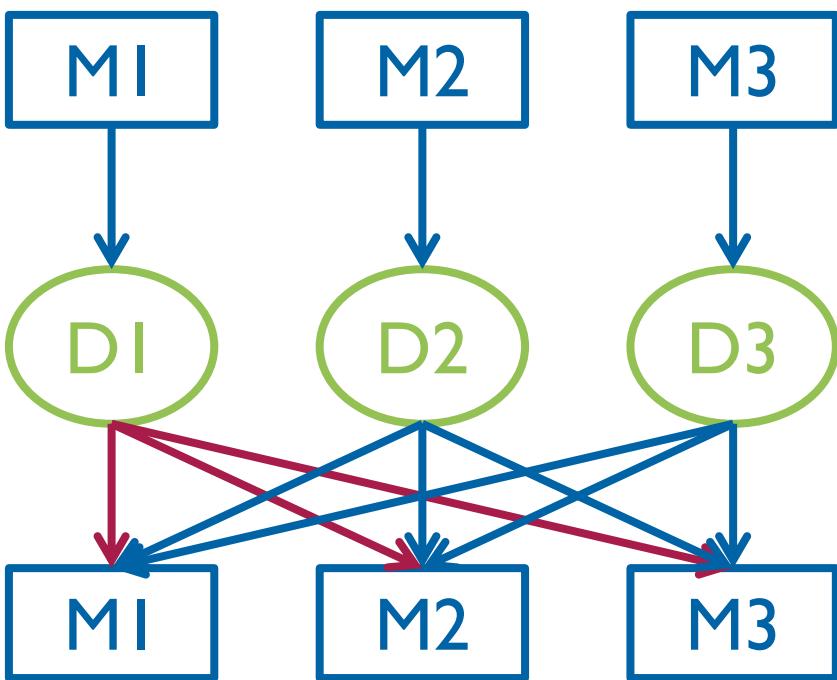
Cited by 115



# Model recovery: are models identifiable?

generative  
process

fitting  
process



# Recommended reading: tutorial

## Using reinforcement learning models in social neuroscience: frameworks, pitfalls and suggestions of best practices

Lei Zhang , Lukas Lengersdorff, Nace Mikus, Jan Gläscher, Claus Lamm [Author Notes](#)

*Social Cognitive and Affective Neuroscience*, Volume 15, Issue 6, June 2020, Pages 695–707, <https://doi.org/10.1093/scan/nsaa089>

<https://doi.org/10.1093/scan/nsaa089>

ACCEPTED MANUSCRIPT

## Computational modelling of social cognition and behaviour—a reinforcement learning primer

Patricia L Lockwood , Miriam Klein-Flügge 

*Social Cognitive and Affective Neuroscience*, nsaa040, <https://doi.org/10.1093/scan/nsaa040>

Published: 30 March 2020 [Article history](#) 

<https://doi.org/10.1093/scan/nsaa040>

## Ten simple rules for the computational modeling of behavioral data



Robert C Wilson , Anne GE Collins 

University of Arizona, United States; University of California, Berkeley, United States

<https://elifesciences.org/articles/49547>

## The Importance of Falsification in Computational Cognitive Modeling

Stefano Palminteri,<sup>1,2,\*‡</sup> Valentin Wyart,<sup>1,2,\*‡</sup> and Etienne Koechlin<sup>1,2,\*</sup>

<https://doi.org/10.1016/j.tics.2017.03.011>

# Recommended reading: empirical work

## Catecholaminergic challenge uncovers distinct Pavlovian and instrumental mechanisms of motivated (in)action



Jennifer C Swart<sup>✉</sup>, Monja I Froböse, Jennifer L Cook, Dirk EM Geurts, Michael J Frank, Roshan Cools, Hanneke EM den Ouden<sup>✉</sup>  
Radboud University, The Netherlands; University of Birmingham, United Kingdom; Radboud University Medical Center, The Netherlands; Linguistic and Psychological  
Sciences, Brown University, United States; Brown University, United States

<https://elifesciences.org/articles/22169>

## Social threat learning transfers to decision making in humans

Björn Lindström<sup>a,b,c,1</sup>, Armita Golkar<sup>c,d</sup>, Simon Jangard<sup>c</sup>, Philippe N. Tobler<sup>b</sup>, and Andreas Olsson<sup>c</sup>

<sup>a</sup>Department of Social Psychology, University of Amsterdam, 1018 WT Amsterdam, The Netherlands; <sup>b</sup>Laboratory for Social and Neural Systems Research, Department of Economics, University of Zürich, 8001 Zürich, Switzerland; <sup>c</sup>Section for Psychology, Department of Clinical Neuroscience, Karolinska Institutet, 171 77 Stockholm, Sweden; and <sup>d</sup>Department of Clinical Psychology, University of Amsterdam, 1018 WT Amsterdam, The Netherlands

<https://www.pnas.org/content/116/10/4732.abstract>

## COGNITIVE NEUROSCIENCE

## A brain network supporting social influences in human decision-making

Lei Zhang<sup>1,2\*</sup> and Jan Gläscher<sup>1,†</sup>

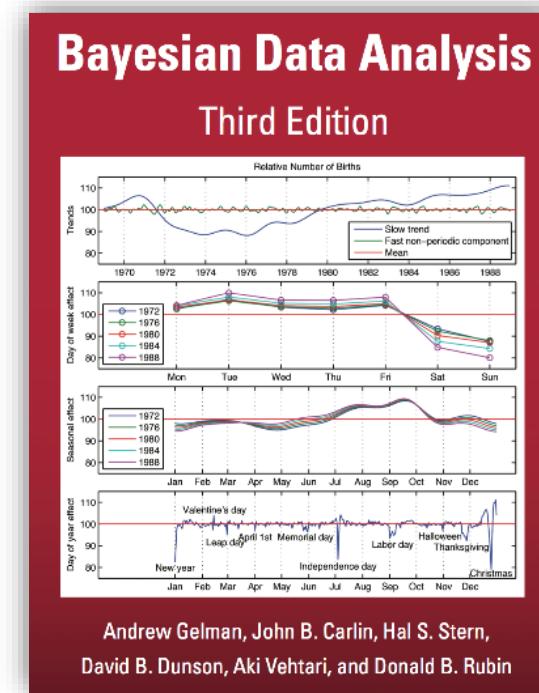
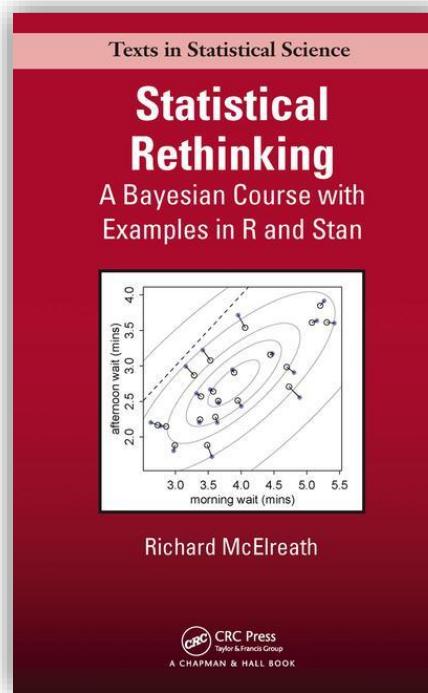
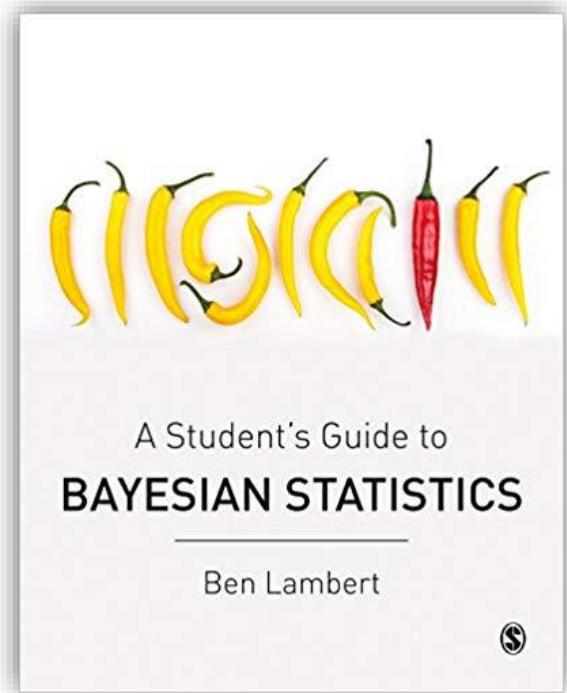
<https://advances.sciencemag.org/content/6/34/eabb4159>

Modeling flexible behavior in childhood to adulthood shows age-dependent learning mechanisms and less optimal learning in autism in each age group

Daisy Crawley<sup>✉,1‡\*</sup>, Lei Zhang<sup>✉,2,3,4‡</sup>, Emily J. H. Jones<sup>5</sup>, Jumana Ahmad<sup>1,6</sup>,  
Bethany Oakley<sup>6,1</sup>, Antonia San José Cáceres<sup>6,7</sup>, Tony Charman<sup>8,9</sup>, Jan  
K. Buitelaar<sup>10,11,12</sup>, Declan G. M. Murphy<sup>1,9,13</sup>, Christopher Chatham<sup>4</sup>, Hanneke den  
Ouden<sup>10‡</sup>, Eva Loth<sup>1,13‡</sup>, the EU-AIMS LEAP group<sup>11</sup>

<https://journals.plos.org/plosbiology/article?id=10.1371/journal.pbio.3000908>

# Recommended reading: book



# Want to learn more about Stan?

# *Workshops*

- StanCon 2019 Hierarchical Models
  - PyData NYC 2019
  - StanCon 2018 Intro Stan
  - StanCon 2018 Hierarchical Models

<https://mc-stan.org/workshops/>

# Stan forum

StanCon 2020, August 11-14 at Oregon State University

Announcements stancon

StanCon 2020 will be at Oregon State University! There will be two days of tutorials followed by two days of talks, open discussions, and statistical modeling. Up-to-date details at <https://mc-stan.org/events/stancon2020> [read more](#)



🔒 🎖 Welcome to the Stan Forums!

The Stan Forums provide a community for asking and answering questions about all aspects of Stan. Before creating a new topic please search the Forums to see if your questions has already been answered, or check out the... [read more](#)



## Unable to retrieve parameters from a dynamic model



<https://discourse.mc-stan.org/>

## Twitter



**Richard McElreath**  
@rlmcelreath



## **Quiche Lorraine,** @dan\_p\_simpson



\mathfrak{Michael}  
@betanalpha



**EJ Wagenmakers**  
@EJWagenmakers

# Summary

- Computational modeling is never new → don't let it fear you!
- Learn some statistics (e.g., different statistical distributions)
- Learn some math (e.g., linear algebra)
- Learn some programming (e.g., R/Python/Julia/Matlab)
- Learn to seek external help (e.g., existing packages)
- Learn in pairs; practice makes perfect!



Richard McElreath  
@rlmcelreath



I say this a lot, bc I am also confused quite often.



Anna Jacobson @AnnaChingChing · Feb 21

"If you are confused, it is only because you are trying to understand." -  
@rlmcelreath in Statistical Rethinking

# Acknowledgement



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<https://lei-zhang.net/>



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Thank you!

ANY  
QUESTIONS?

Happy Computing!