

The more stimulus the more vivid the sensation ceteris paribus

The more susceptibility the more vivid the sensation ceteris paribus
 The vividness of the sensation is as the product of the stimulus & suscep.
 Stimulus destroys susceptibility.

1st Hyp. The suscep^y destroyed is as the stimulus ^{whatever portion of suscep^y} or ~~if~~ a certain
 quantity of stimulus destroys, a double quantity will destroy twice as much
 &c. on. — Upon this hyp. the sum of the stimulus & suscep^y
 is constant.

Ex. Let the stimulus be 10 & the suscep^y 1
 the sensation may be called 10×1 or 10;
 Let the stimulus increase to two (thereby destroying 1 of susceptibility)
 & the sensation is 2×9 or 18
 Let the stimulus increase to 3 (& suscep^y become 8) & sensation is $3 \times 8 = 24$
 — — — — — 4 — — — — — 7 — — — — — $4 \times 7 = 28$
 — — — — — 5 — — — — — 6 — — — — — $5 \times 6 = 30$
 — — — — — 6 — — — — — 5 — — — — — 30
 — — — — — 7 — — — — — 4 — — — — — 28

where the sum is always 11 & the product a maximum at one
 particular division of the stimulus & susceptibility
 On this hyp. the effect varies fastest about the mean.

2^d Hyp. The Eff^t of susceptibility is as the vividness of the impression.
 i.e. is as the suscep^y & stimulus

Ex. Let the stimulus be 5 sensation is 25
 & the suscep^y be 5
 Let the stimulus become 6 Sen.ⁿ & be 30 $6 \div 25 = 4 \frac{1}{5}$
 ∴ by hyp. the s^y is diminished in ratio of 30 to 25 or $6 : 5$ or $5 : 4 \frac{1}{5}$
 i.e. whereas it was before 5 it is now $4 \frac{1}{5}$ ∴ Sensation is $6 \times 4 \frac{1}{5}$

Let stimulus be 5 sen.ⁿ 25
 — — — — — 5

Let stimulus become 4 sen.ⁿ be 20 ∴ Sen. ^{increased} in
 ratio of 20 to 25 or $5 : 4$ or $4 : 5$ $5 : 6 \frac{1}{5}$