

CISC 3250 example exam questions

This gives a sense of the type of questions that can be included. Further math topics covered in the homeworks (but not in this practice set) may appear on the exam as well.

What is the approximate ratio of the number of neurons in the primary auditory cortex to the number of neurons or in the cochlea?

- (a) 1:1
- (b) 300:1
- (c) 1:200
- (d) -5:4,020,000

This observed ratio supports which information representation principle in the brain?

Beyond studying vision, we can also use fMRI recordings of neural activity to study human emotions. It has been observed when one brain region (let's say the amygdala) shows high activity and another region (let's say the dorsomedial prefrontal cortex) shows low activity, we can predict the subject in the fMRI scanner is a calm person. If, on the other hand, the amygdala and the dorsomedial prefrontal cortex both show high activity, we can predict the subject in the scanner is an aggressive person.

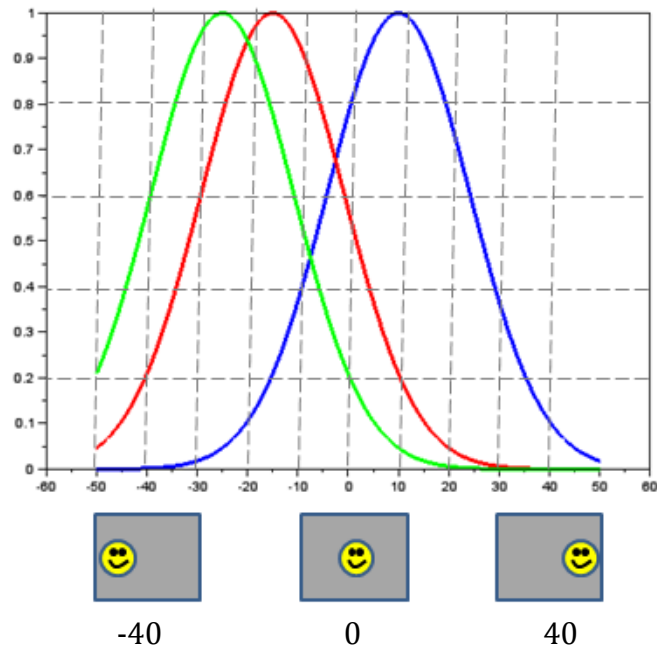
	Amydgala	dmPFC
Calm	High	Low
Aggressive	High	High

1: Presuming there are only two types of activity that can be measured (high or low) for each region, what is the maximum number of personality states (e.g., calm, aggressive, cheery) we can identify with just two brain regions?

2: Let's say we perform another study where we identify 16 personality states using combinations of high and low brain region activity. What is the minimum possible number of brain regions he needs to use to identify these states?

4 brain regions, because $2^4=16$

As we discussed in class, neurons exhibit increasing invariance to location of an object (and other transformations of appearance) as we progress up the hierarchy of the visual object recognition pathway. Let us say the graph to the right shows the normalized firing rates for three neurons in V4 (from left to right, neurons A, B, and C) when a smiley face is shown shifted at differing horizontal distances from the center of vision.



What is the horizontal location of the smiley face (rounded to the nearest 10, e.g., for a displacement of +27 you can answer +30) if the neuron firing rates are each of the following:

Location 1: $\hat{r}_A=0.5$ $\hat{r}_B=0.9$ $\hat{r}_C=0.4$
 Location 2: $\hat{r}_A=0.5$ $\hat{r}_B=0.15$ $\hat{r}_C=0$

Now, let us consider three new neurons and compute smiley locations using normalized population coding. The favored direction of each neuron is as follows:

Neuron F: 0 degrees from center
 Neuron G: -20 degrees from center
 Neuron H: 30 degrees from center

The observed normalized firing rates are:

Location 1: $r_F=0.8$ $r_G=0.2$ $r_H=0.6$
 Location 2: $r_F=0.1$ $r_G=0.6$ $r_H=0.1$ $0 \times \frac{1}{.8} + (-20) \times \frac{.6}{.8} + 30 \times \frac{.1}{.8} = -\frac{120}{8} + \frac{30}{8} = \frac{-90}{8} = -11.25$

Neurons in the cochlear nucleus tend to be relatively “quiet” (spiking rather little), while neurons in the vestibular nucleus tend to be relatively “hyperactive” (spiking a lot). Let us say the minimum and maximum firing rates for a neuron in each nucleus are:

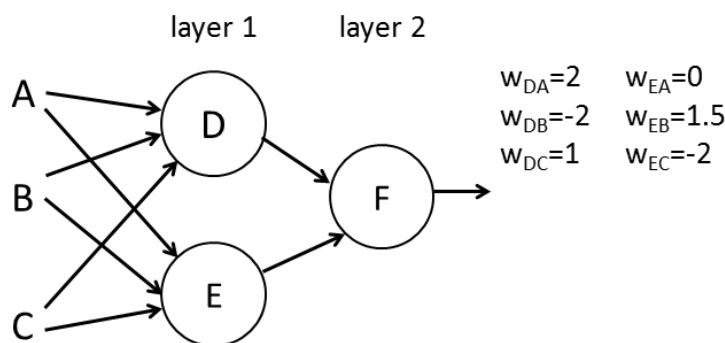
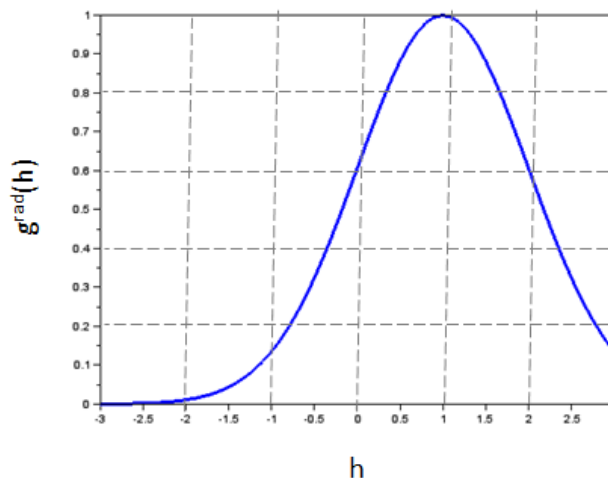
$r_{min}^{cochlear}=5$ Hz	$r_{max}^{cochlear}=25$ Hz
$r_{min}^{vestibular}=20$ Hz	$r_{max}^{vestibular}=80$ Hz

Convert the following firing rates into normalized firing rates:

$r^{cochlear}=20$ Hz $\frac{20-5}{25} = \frac{15}{25} = 0.6$
 $r^{cochlear}=10$ Hz

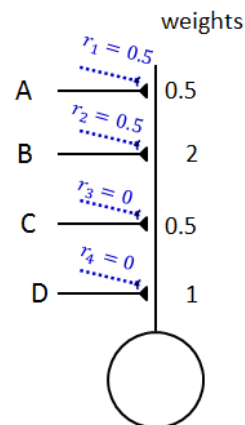
$r^{\text{vestibular}} = 20 \text{ Hz}$ $\frac{20-20}{80} = \frac{0}{80} = 0$
 $r^{\text{vestibular}} = 60 \text{ Hz}$

Below, we establish a miniature HMAX model, with two layer 1 neurons and one layer 2 neuron (performing the typical layer 1 and layer 2 computations for HMAX). Presume the weights into layer 1 are as specified below and the activation function is as shown to the right. Compute the output from layer 2 given the input values provided.



Input 1: $r_A=0.5$ $r_B=1$ $r_C=0$
 Input 2: $r_A=1$ $r_B=0.2$ $r_C=1$

Consider a model neuron whose output is determined solely by the weighted sum of its inputs (no complicated activation function this time). However, each input is modulated by a further attention weight, indicated by the dashed blue lines in the diagram at right. Given the rates for the four inputs A, B, C, and D, compute the output.



Input 1: $r_A=1$ $r_B=0$ $r_C=0.5$ $r_D=0.5$
 $r^{\text{out}} = 0.5 \times 0.5 \times 1 + 2 \times 0.5 \times 0 + 0.5 \times 0 \times 0.5 + 1 \times 0 \times 0.5$
 $= 0.25 + 0 + 0 + 0 = 0.25 \approx 0.3$

Input 2: $r_A=0$ $r_B=0.1$ $r_C=1$ $r_D=1$

You are trying to listen to a band in a crowded bar. While listening, you record the responses of 5 neurons. The 5 neurons have distributed firing rates to respond to the instrumental music, the singers, and people talking in the background. The maximum response for each individual sound source (i.e., at loudest volume) is as follows.

Neuron 1	30 Hz	0 Hz	0 Hz
Neuron 2	10 Hz	30 Hz	0 Hz
Neuron 3	0 Hz	20 Hz	0 Hz
Neuron 4	0 Hz	10 Hz	30 Hz
Neuron 5	30 Hz	0 Hz	30 Hz
	Instruments	Singers	Talkers

What is the neural response for:

hearing instruments at maximum volume (1), not hearing the singers (0), and hearing the talkers at half volume (0.5)

hearing instruments at low volume (0.2), hearing the singers fairly loudly (0.8), and not hearing the talkers (0)

$$0.2 \begin{bmatrix} 30 \\ 10 \\ 0 \\ 0 \\ 30 \end{bmatrix} + 0.8 \begin{bmatrix} 0 \\ 30 \\ 20 \\ 10 \\ 0 \end{bmatrix} + 0 = \begin{bmatrix} 6 \\ 26 \\ 16 \\ 8 \\ 6 \end{bmatrix}$$

If we wish to focus on the singers and ignore the instruments and talkers as much as possible, what multiplying attention weights should we give to each of the 5 neurons?

Let us consider the following matrices:

$$A = \begin{bmatrix} 2 & 0 & 1 \\ -2 & 3 & 0 \end{bmatrix}$$

$$B = \begin{bmatrix} 0.5 & 1 \\ 2 & -3 \\ 0 & 0.5 \end{bmatrix}$$

$$C = \begin{bmatrix} -3 \\ 2 \\ 0 \end{bmatrix}$$

$$D = \begin{bmatrix} 4 & -2 \\ 0 & 5 \end{bmatrix}$$

$$E = \begin{bmatrix} 0.5 \\ 0.5 \end{bmatrix}$$

What is AxB $\begin{bmatrix} 2 & 0 & 1 \\ -2 & 3 & 0 \end{bmatrix} \times \begin{bmatrix} 0.5 & 1 \\ 2 & -3 \\ 0 & 0.5 \end{bmatrix} = \begin{bmatrix} 2 \times 0.5 + 0 + 0 & 2 \times 1 + 0 + 1 \times 0.5 \\ -2 \times 0.5 + 2 \times 3 + 0 & -2 \times 1 + 3 \times -3 + 0 \end{bmatrix} =$

$$\begin{bmatrix} 1 & 2.5 \\ 5 & -11 \end{bmatrix}$$

What is AxC

What is DxE

For Matlab:

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Consider the vector: $x=[12, 4, -8, 7, 5, -2]$;

Provide a set of commands to list the numbers greater than 5 and the numbers less than 0 in the vector x . You must include the `find` command.

Provide a set of commands to list the numbers between -3 and 8 in the vector x . You must include the `find` command.

Consider the following code:

```
v(1)=4;
for t=2:5,
    v(t)=v(t-1)+2*t;
end;
```

What are the values of $v(2)$, $v(3)$, $v(4)$, and $v(5)$?

[8 14 22 32]

After showing a picture of a duckling to our subject, we use fMRI to measure resulting cortical activity across the brain, producing a matrix of responses called `duckResponse`, with dimensions $32 \times 32 \times 16$.

We wish to determine whether the responses follow a normal distribution (are distributed according to a bell curve), with most voxels having roughly the mean response and some voxels having particularly low or high responses (a few standard deviations above or below the mean).

What is a command we can use to look at the distribution of high and low responses across all voxels for the matrix `duckResponse`?

Suppose the minimum response across voxels is 10 and the maximum response across voxels is 20.

How can we wish visualize the slice `duckResponse (:, :, 6)` using the **image** command, such that the response 10 is set to the lowest color (blue) and 20 is set to the highest color (yellow)?