## CISC 3250 <br> Systems Neuroscience

Scilab: Loops and vector analysis


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## Matrix math

$A=[12 ; 34]$;
$\mathrm{b}=[4 ; 5]$;

What is $\mathrm{A} * \mathrm{~b}$ ?

Transpose: [4; 5] == [4 5]'
a' flips rows and columns

## Removing excess dimensions

squeeze removes extra 1-entry dimensions

- plot (neuroData2 $(10,26,4,1: \$)$ )
- plot (squeeze (neuroData2 (10, 26, 4, 1: \$)))


## Loops: performing repeated actions

for $i=1: 10$
figure;
disp2dB(squeeze (neuroData2 (1:\$,1:\$,i,5))) end;

Loops: performing repeated actions
for index=first:last
action1;
action2;
end;
Count from first to last, perform actions each time
for $i=1: 10$
a(i) =3*i;
end;
a
$\left[\begin{array}{llllllllll}3 & 6 & 9 & 12 & 15 & 18 & 21 & 24 & 27 & 30\end{array}\right]$


## Scatter-plots

Visualizing how two variables vary together


## LOC localizer: experimental design

Each second:

- new object OR


## disp2dB, $\%$ F

- Ordinarily, disp2dB shows highest value as
- new noise OR
- "blank screen" (fixation)



## Comparing vectors

Can compare 2 vectors

- by multiplying $\mathrm{a} * \mathrm{~b}{ }^{\prime}$
- high product $=$ high similarity
- by correlating corr3250(a,b)
- between -1 and 1
- high |correlation| = high connection between vectors
red, lowest value as blue: disp2dB (mtx)
- We can change scaling: disp2dB (mtx, $\circ \mathrm{F}$ )
-64 or higher is red
- 0 or lower is blue

| Each combination layer "tiles" visual space |  |
| :---: | :---: |
|  | Compute weighted sum (combination) at every location <br> Called "convolution" |

## Convolution in Scilab

Think of a 1-D input and 1-D pattern


