

# CISC 3250

## Systems Neuroscience

### Matlab, part 3: Vector analysis

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JMH 332

## Matrices and weighted sums

$$r \quad \begin{matrix} 1 \\ \downarrow \end{matrix} \quad \begin{matrix} 4 \\ \rightarrow \end{matrix} \quad \begin{matrix} 1 \\ \uparrow \end{matrix} \quad \begin{matrix} 0 \\ \leftarrow \end{matrix}$$

$$\begin{bmatrix} x \\ y \end{bmatrix} \quad \begin{bmatrix} 0 \\ -1 \end{bmatrix} \quad \begin{bmatrix} 1 \\ 0 \end{bmatrix} \quad \begin{bmatrix} 0 \\ 1 \end{bmatrix} \quad \begin{bmatrix} -1 \\ 0 \end{bmatrix}$$

$$1 \begin{bmatrix} 0 \\ -1 \end{bmatrix} + 4 \begin{bmatrix} 1 \\ 0 \end{bmatrix} + 1 \begin{bmatrix} 0 \\ 1 \end{bmatrix} + 0 \begin{bmatrix} -1 \\ 0 \end{bmatrix} = \begin{bmatrix} 4 \\ 0 \end{bmatrix}$$

$$\begin{bmatrix} 0 & 1 & 0 & -1 \\ -1 & 0 & 1 & 0 \end{bmatrix} \begin{bmatrix} 1 \\ 4 \\ 1 \\ 0 \end{bmatrix} = \begin{bmatrix} 4 \\ 0 \end{bmatrix}$$

Left Matrix columns times  
Right matrix numbers

$$\begin{bmatrix} | & | & | \\ v_1 & v_2 & v_3 \\ | & | & | \end{bmatrix} \begin{bmatrix} x_1 \\ y \\ z \end{bmatrix} = xv_1 + yv_2 + zv_3$$

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## Matrix math

$$\begin{bmatrix} | & | & | \\ v_1 & v_2 & v_3 \\ | & | & | \end{bmatrix} \begin{bmatrix} x_1 \\ y \\ z \end{bmatrix} = xv_1 + yv_2 + zv_3$$

Assuming right matrix is a single column

In general, # of left matrix columns must equal  
# of right matrix rows

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## Matrix math

$$A = [1 \ 2; \ 3 \ 4];$$

$$b = [4; \ 5];$$

What is  $A*b$ ?

$$\text{Transpose: } [4; \ 5] == [4 \ 5]'$$

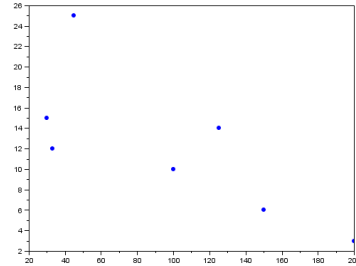
$a'$  flips rows and columns

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## Scatter-plots

Visualizing how two variables vary together

| Reaction time | Cortical response |
|---------------|-------------------|
| 100           | 10                |
| 45            | 25                |
| 150           | 6                 |
| 30            | 15                |
| 125           | 14                |
| 33            | 12                |
| 200           | 3                 |



```
plot(var1,var2, '.')
scatter(var1,var2)
```

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## Comparing vectors

Can compare 2 vectors

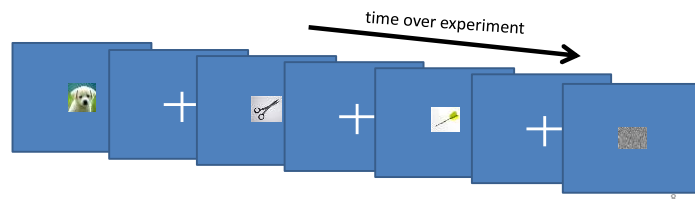
- by multiplying  $a \cdot b'$ 
  - high product = high similarity
- by correlating  $\text{corr}(a, b)$ 
  - between -1 and 1
  - high |correlation| = high connection between vectors

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## LOC localizer: experimental design

Each second:

- new object OR
- new noise OR
- “blank screen” (fixation)



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## Visual comparison

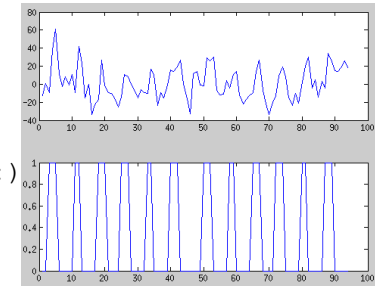
$\text{timesObj}_2$ , at each second:

- 0 for no-object
- 1 for yes-object

Voxel response

$\text{neuroData}_2(24, 26, 4, :)$

at each second neural response to stimuli



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## Numeric comparison

Single voxel response:

```
voxResp1=squeeze(neuroData2(24,26,4,:));
```

Compare with object appearance times:

```
corr(voxResp1, timesObjs2');
```

Consider correlations at multiple locations (axial slice):

```
for x=1:32,  
    for y=1:32  
        voxResp=squeeze(neuroData2(x,y,5));  
        corrMat(x,y)=corr(voxResp,timesObjs2');  
    end  
end
```



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