



In The Name Of God
HW02
Advanced Neuroscience

MohammadAmin Alamalhoda
97102099

■ Step 1

□ Q1

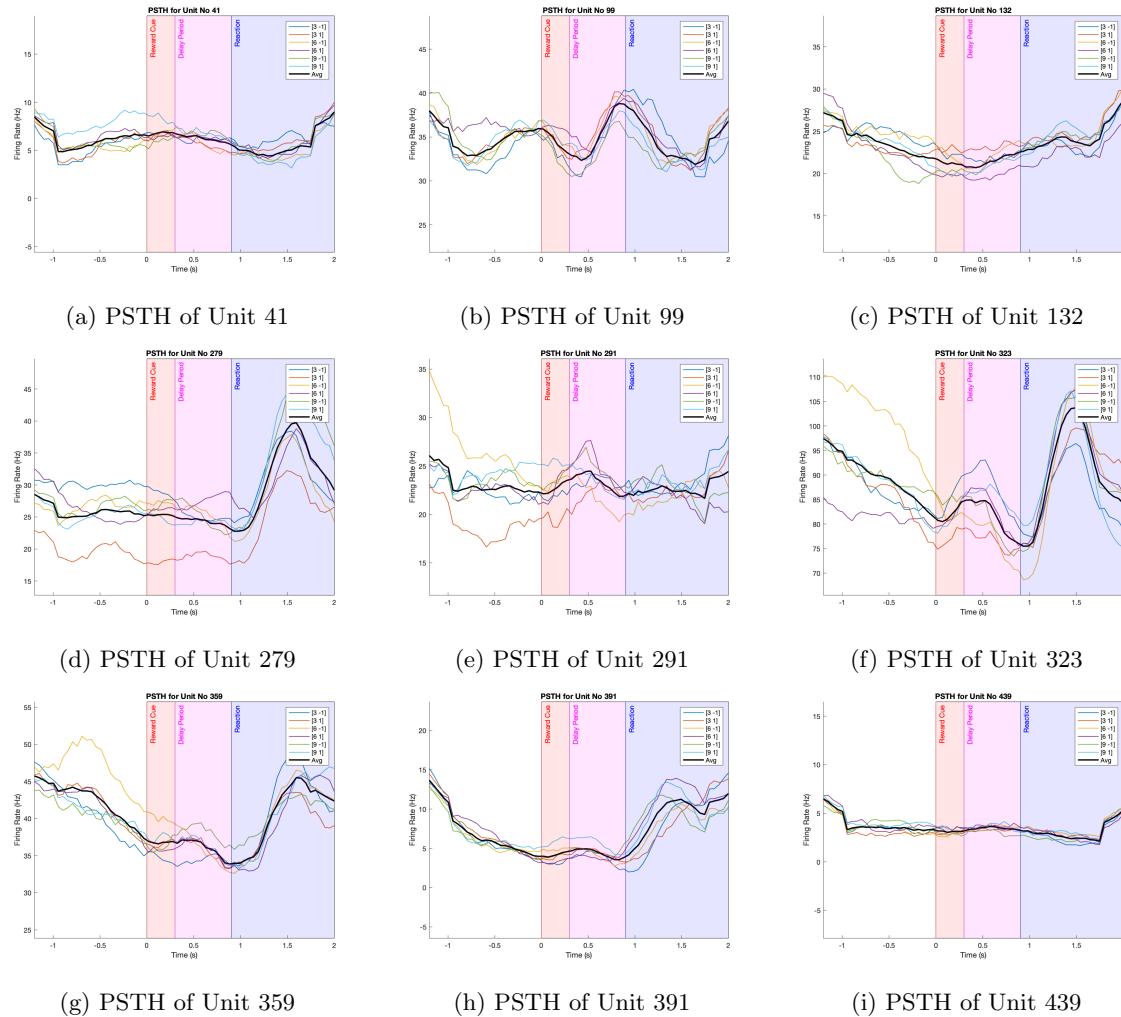


Figure 1: PSTH of Different Units

According to Figure 1, some units have similar PSTH plot shape, but their firing rates vary.



□ Q2

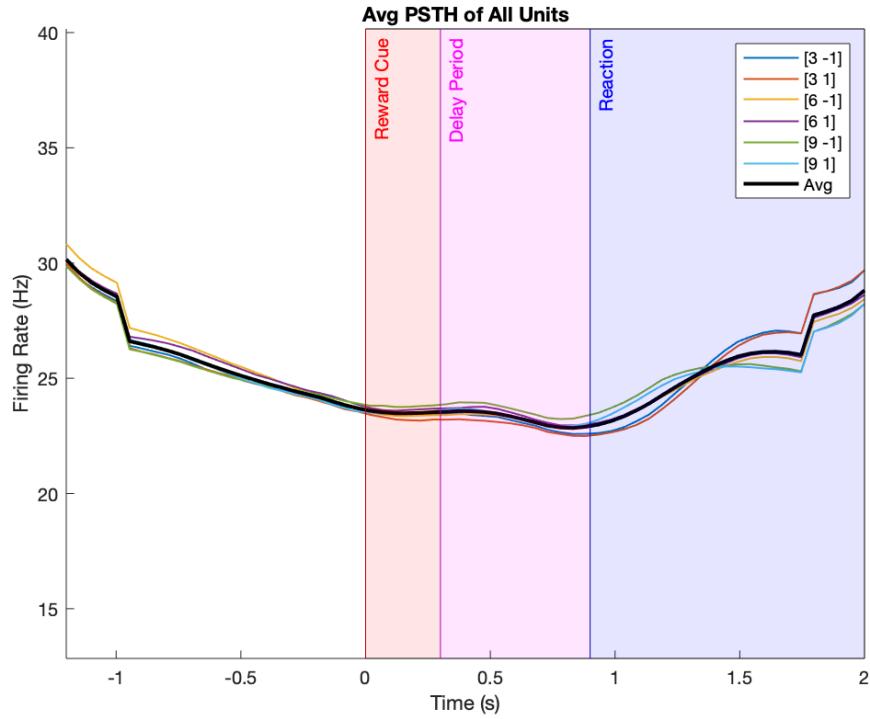


Figure 2: PSTH of Average of all Units

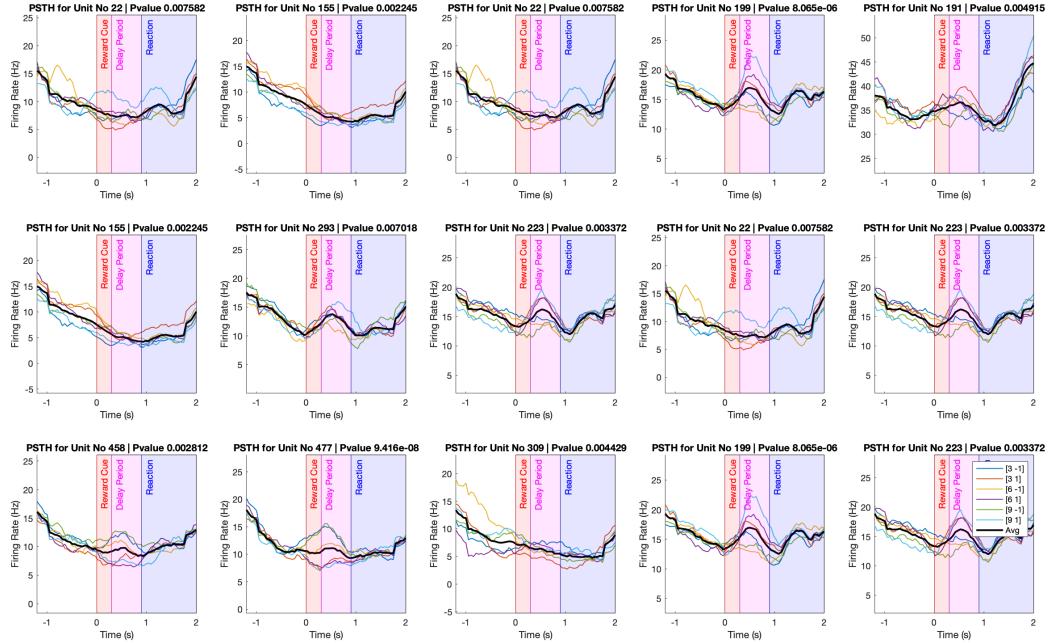
As can be seen in Figure 2, average PSTH of all the units differ from the PSTH of some units which are likely to encode the neural activity with their firing rate. So, I think that maybe just a few of the units are encoding the neural activity with their firing rate.



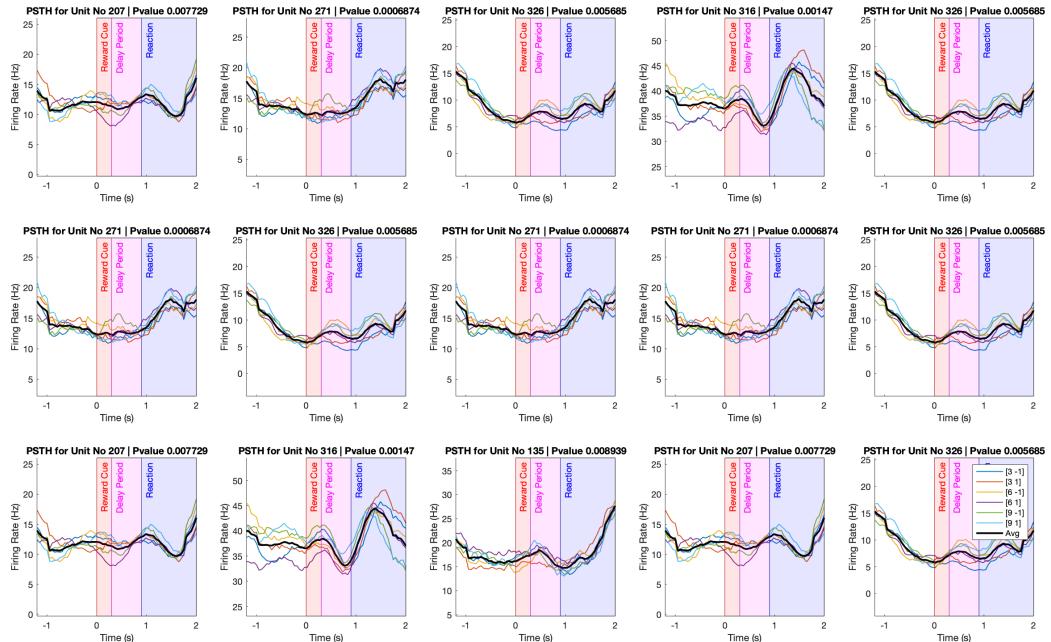
■ Step 2

□ Single Units

Left and Right Cue



(a) No Shuffling



(b) Shuffled

Figure 3: PSTH of Some Units with $pValue < 0.01$

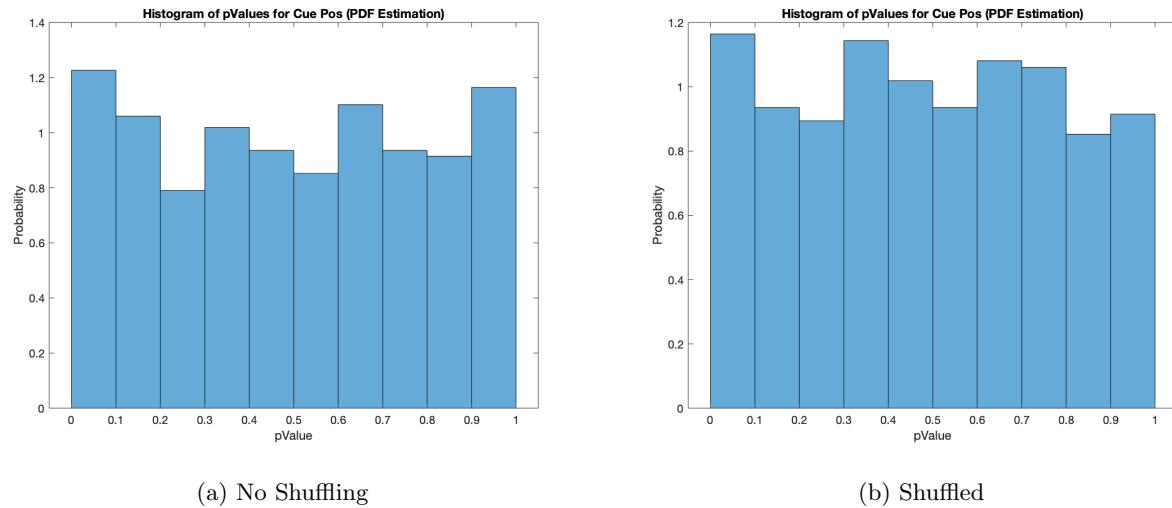


Figure 4: Histogram (PDF) of pValues for Cue Left/Right

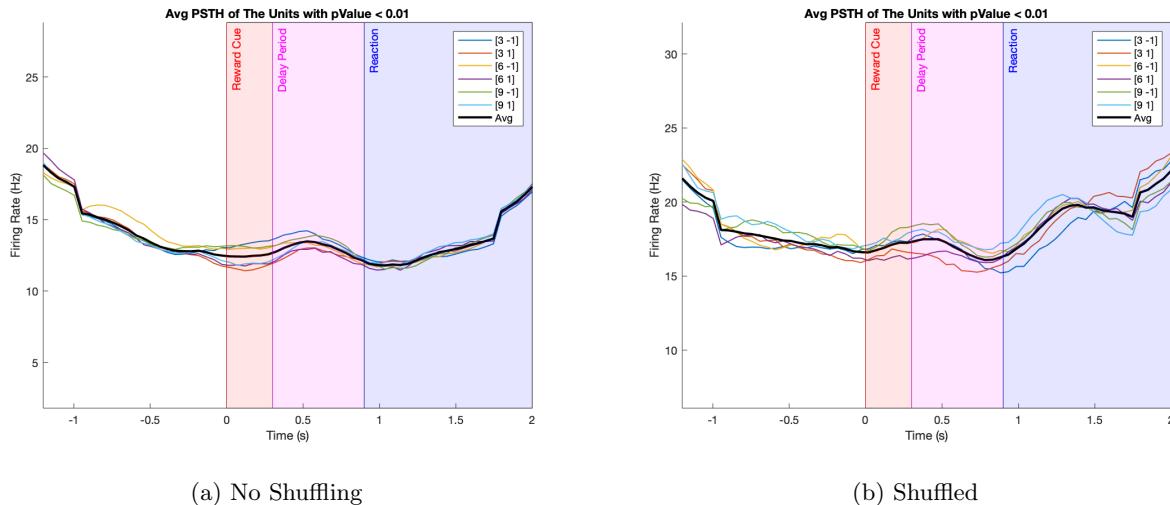


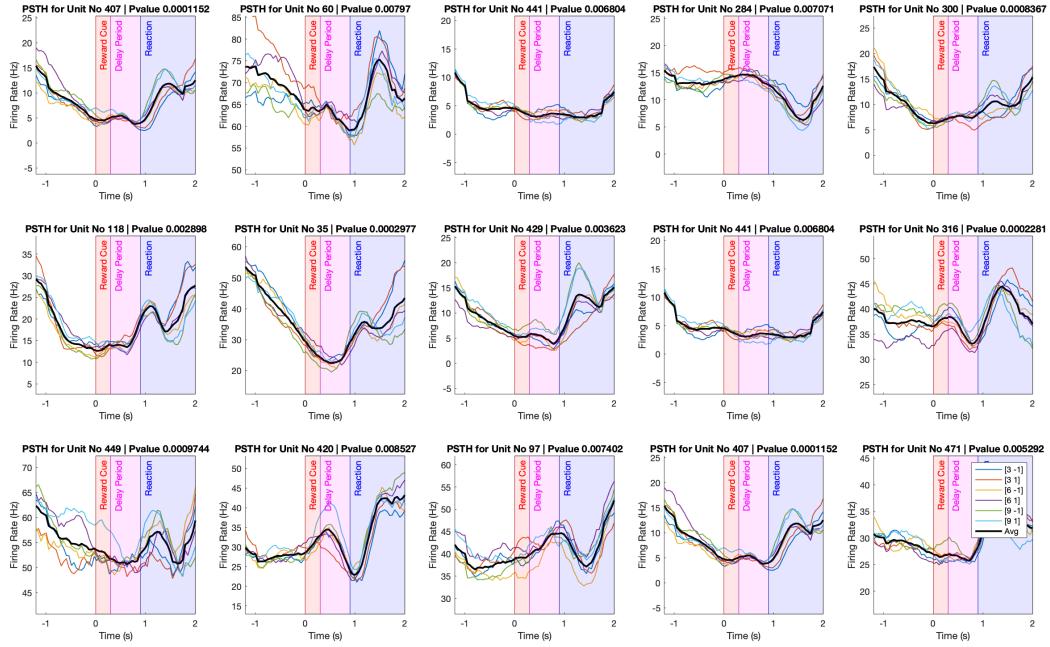
Figure 5: Average PSTH of The Units with pValue < 0.01

Table 1: Average pValue of all Units

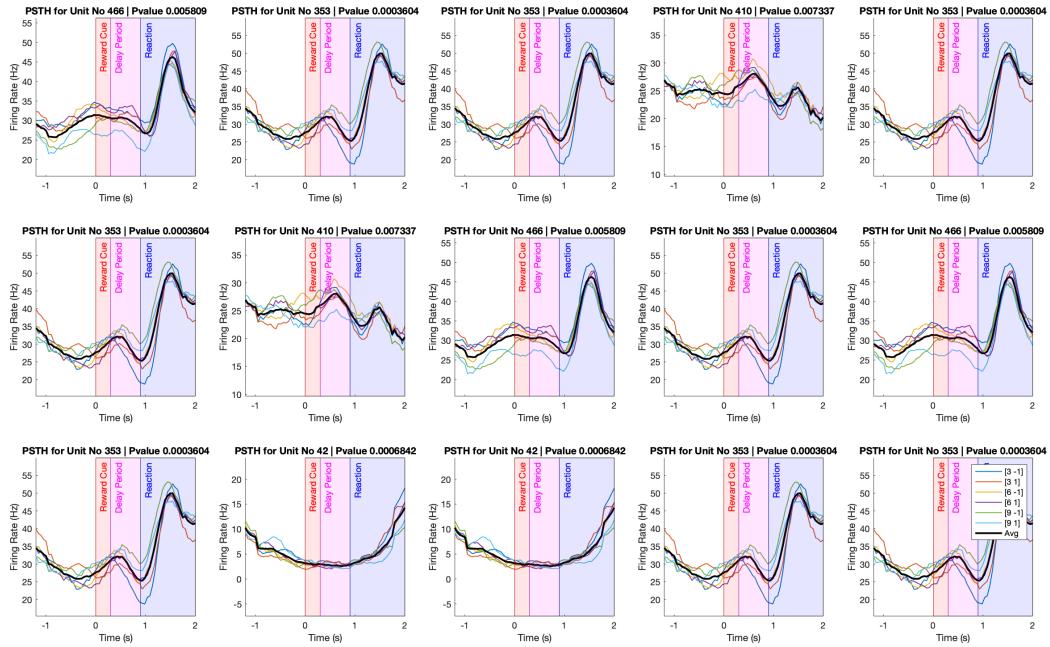
No Shuffling	Shuffled
0.4944	0.4880



Reward Expected Value



(a) No Shuffling



(b) Shuffled

Figure 6: PSTH of Some Units with pValue < 0.01

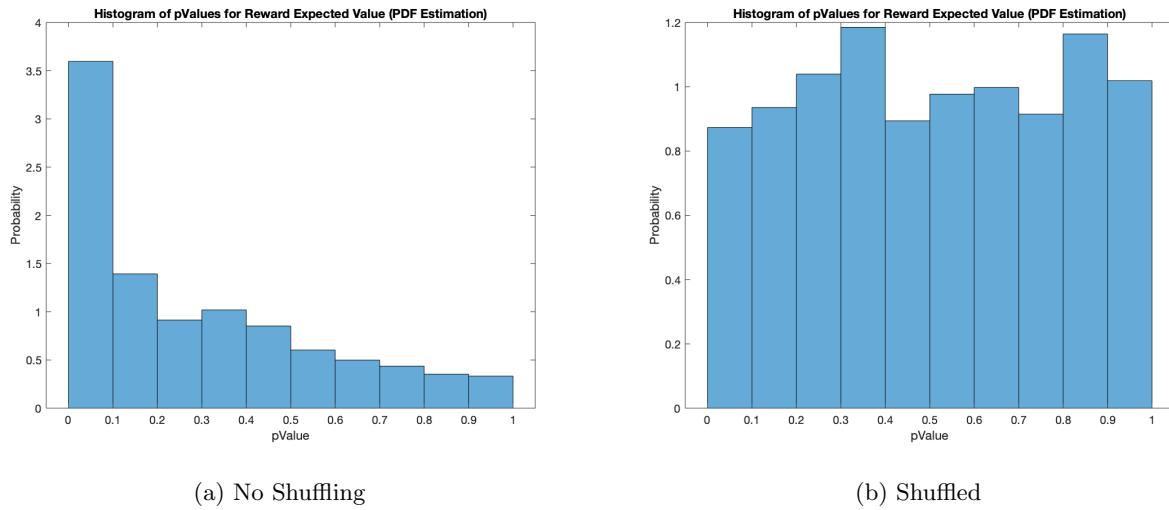


Figure 7: Histogram (PDF) of pValues for Reward Expected Value

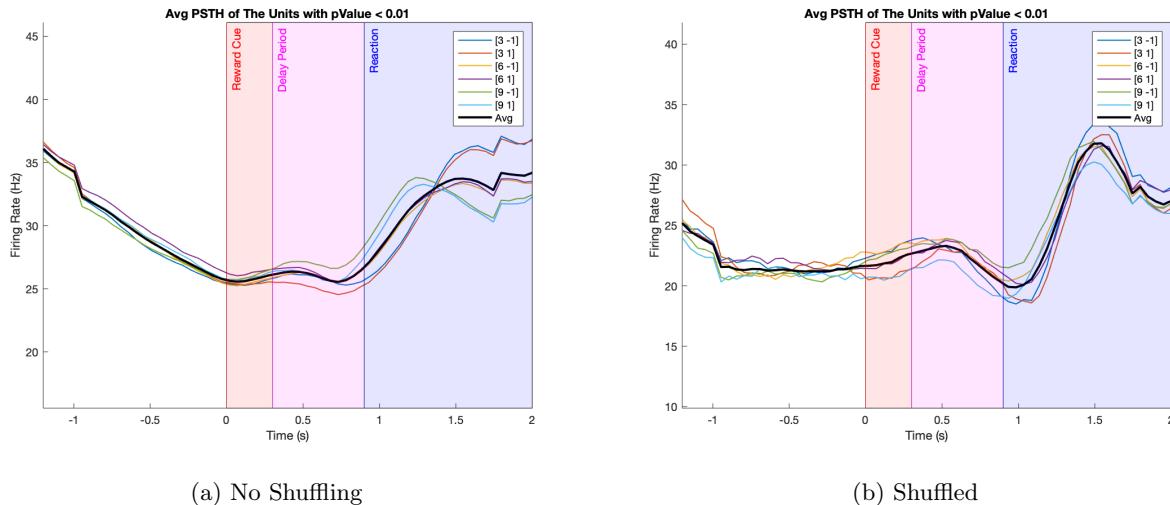


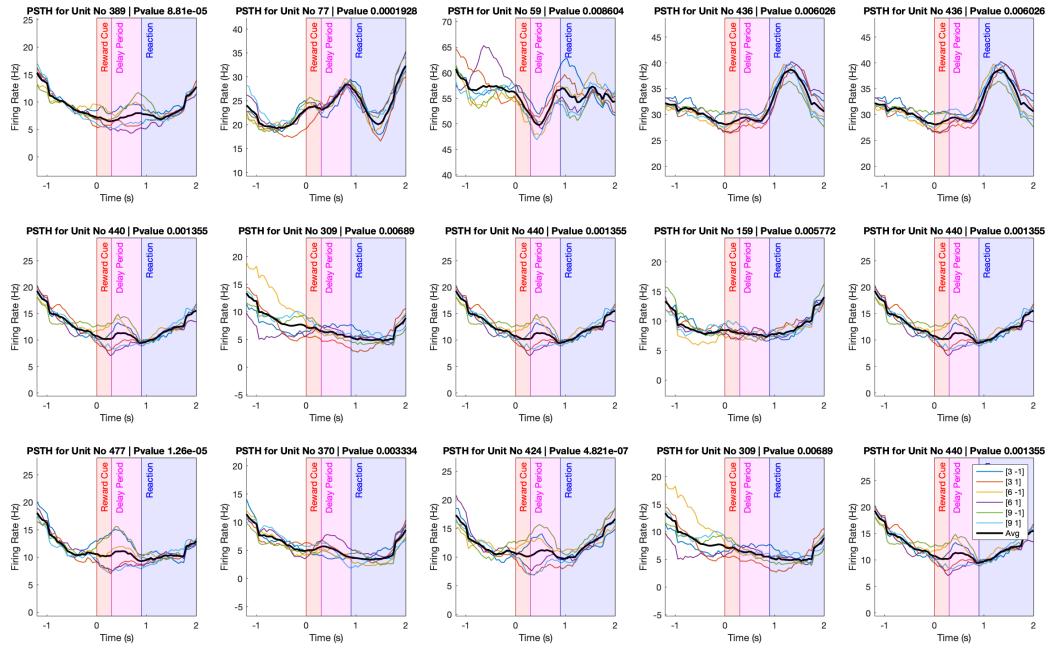
Figure 8: Average PSTH of The Units with pValue < 0.01

Table 2: Average pValue of all Units

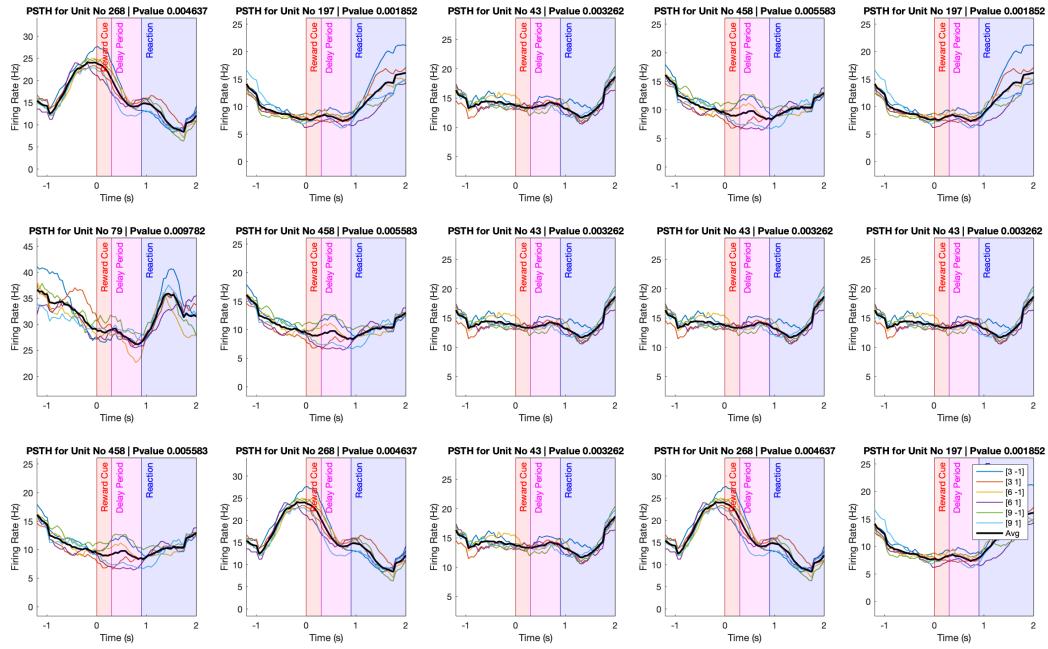
No Shuffling	Shuffled
0.2883	0.4976



All 6 Conditions



(a) No Shuffling



(b) Shuffled

Figure 9: PSTH of Some Units with pValue < 0.01

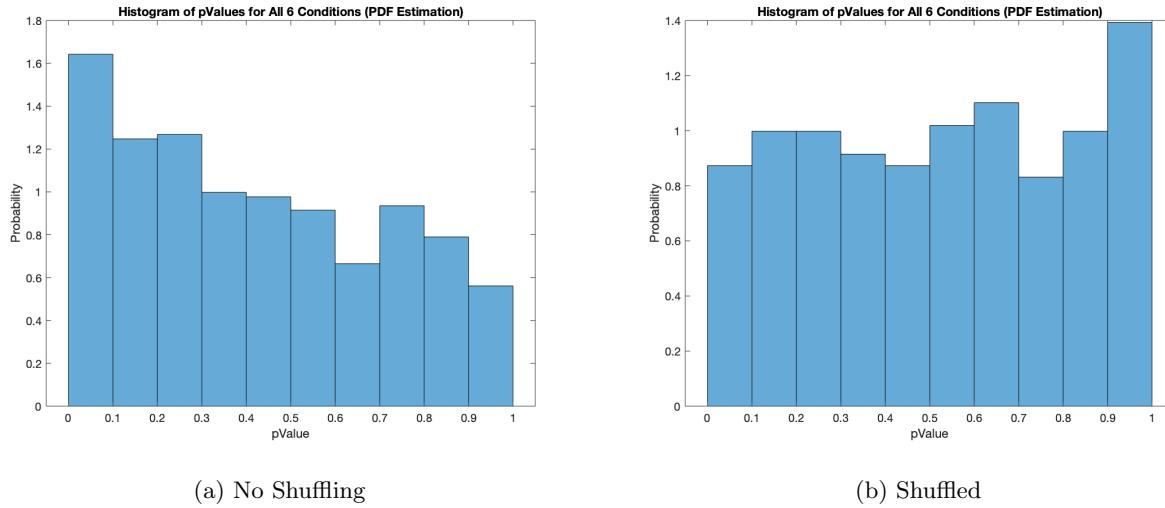


Figure 10: Histogram (PDF) of pValues for All 6 Conditions

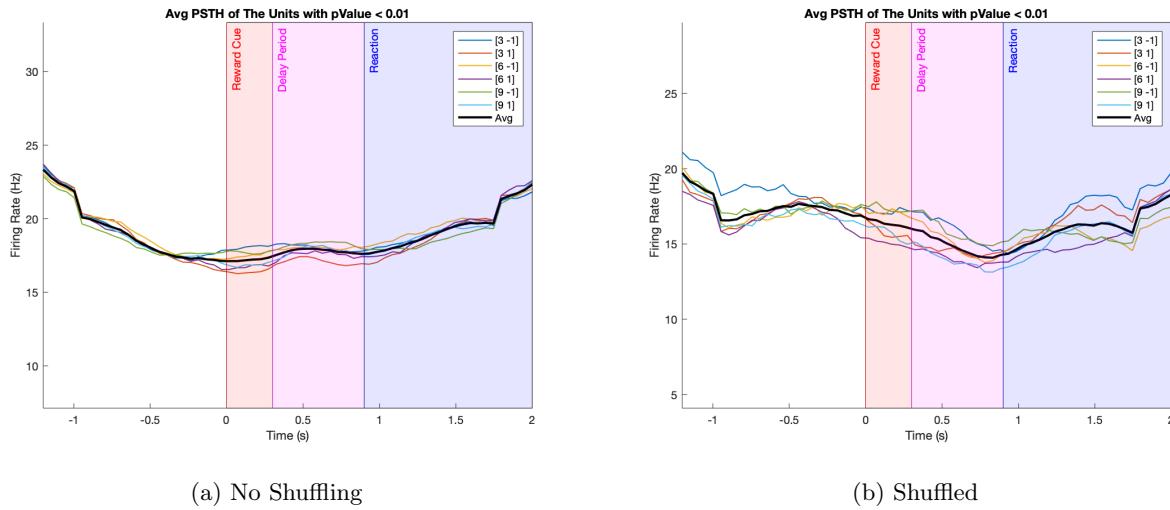


Figure 11: Average PSTH of The Units with pValue < 0.01

Table 3: Average pValue of all Units

No Shuffling	Shuffled
0.4215	0.5060



Population

For a population, there is just a number as pValue so I have not any figures but I will compare average pValues of single units with pValue of population in different conditions.

Table 4: Average pValue of all Units (for Single Units) and pValue (Populations)

Conditions Type	Cue Left/Right			Reward Expected Value			All Conditions		
	No	Yes	Ratio	No	Yes	Ratio	No	Yes	Ratio
Shuffling									
Single Units	0.4944	0.4880	1.0131	0.2883	0.4976	0.5793	0.4215	0.5060	0.8330
Population	0.8162	0.0343	23.7959	2e-08	0.1608	1e-09	0.0935	0.2047	0.4567

As can be seen in Table 4, both single units and population code reward expected value better than all conditions or left/right cue. Also, cue left/right has the worst average pValue.

It is noteworthy to mention that Population codes the reward expected value far better than single neurons. I can suggest two reasons for it:

- In population coding, the basis functions are much larger than basis functions in single unit coding, so perhaps the reason of population superiority in coding the conditions is its larger basis functions set.
- Populations can code conditions better because a single unit does not have enough information to code them.

For analyzing the mentioned reasons, I have shuffled the data and fitted GLM on them and as have been mentioned in Table 4, ration of pValue of not shuffled data to pValue of shuffled data is minimum when the population is coding the conditions. So I infer that this area can code the reward expected value so good.



■ Steps 3 and 4

□ All 6 Conditions

Reducing num of Units to 1 using PCA

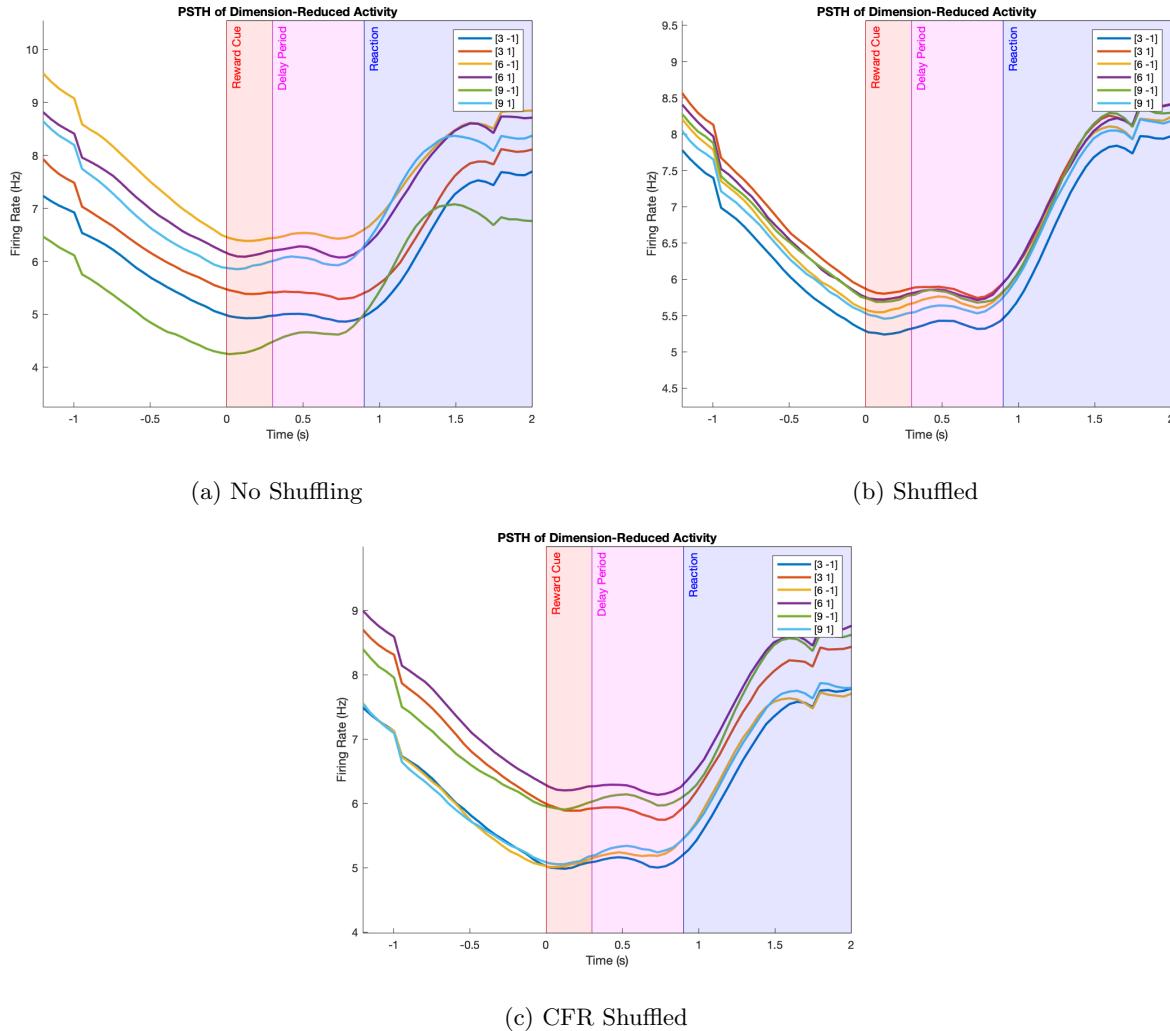


Figure 12: PSTH Plot



Reducing num of Units to 2 using PCA

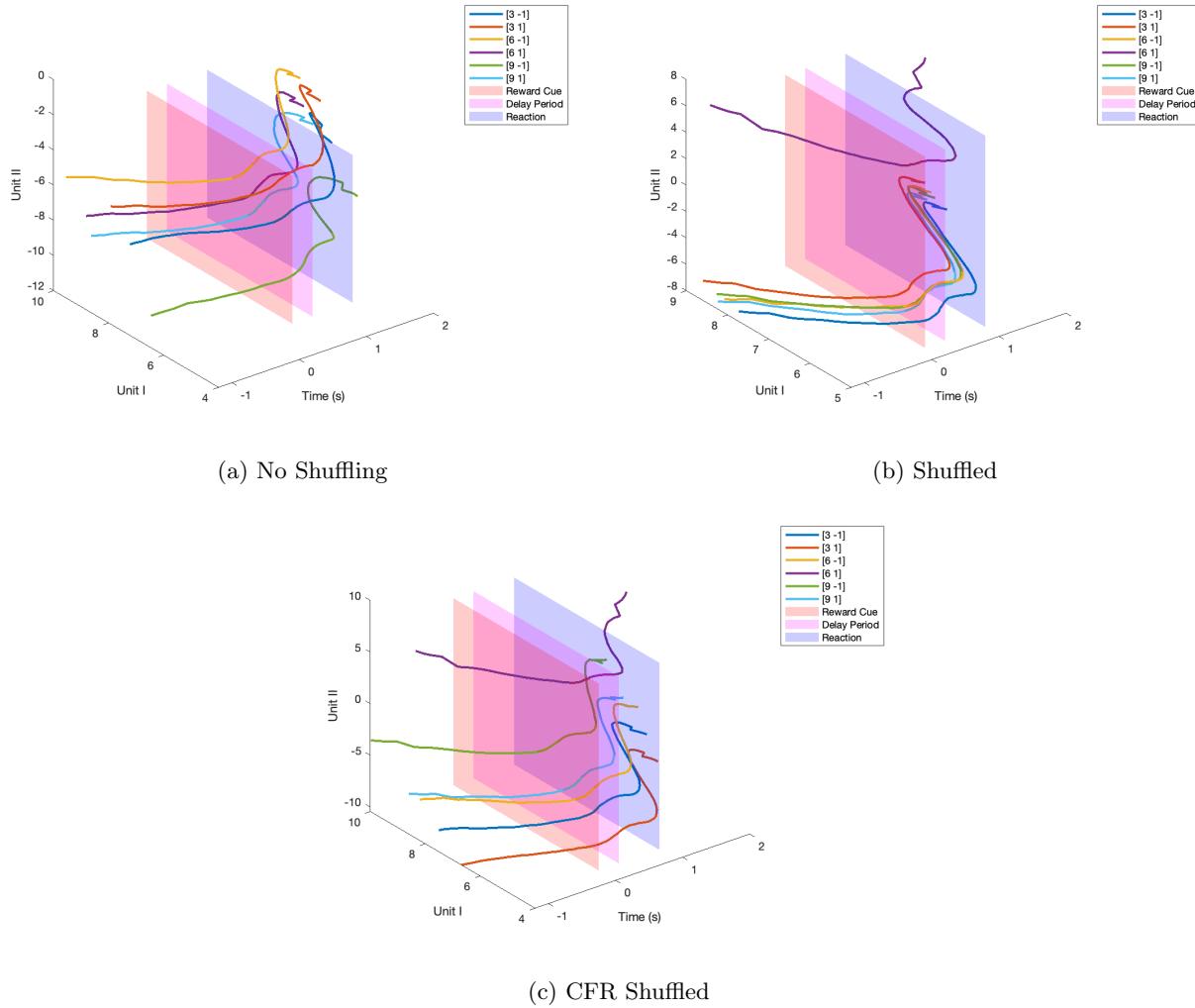


Figure 13: Unit I vs Unit II vs Time



Plotting PCs instead of Dimension Reduced Data

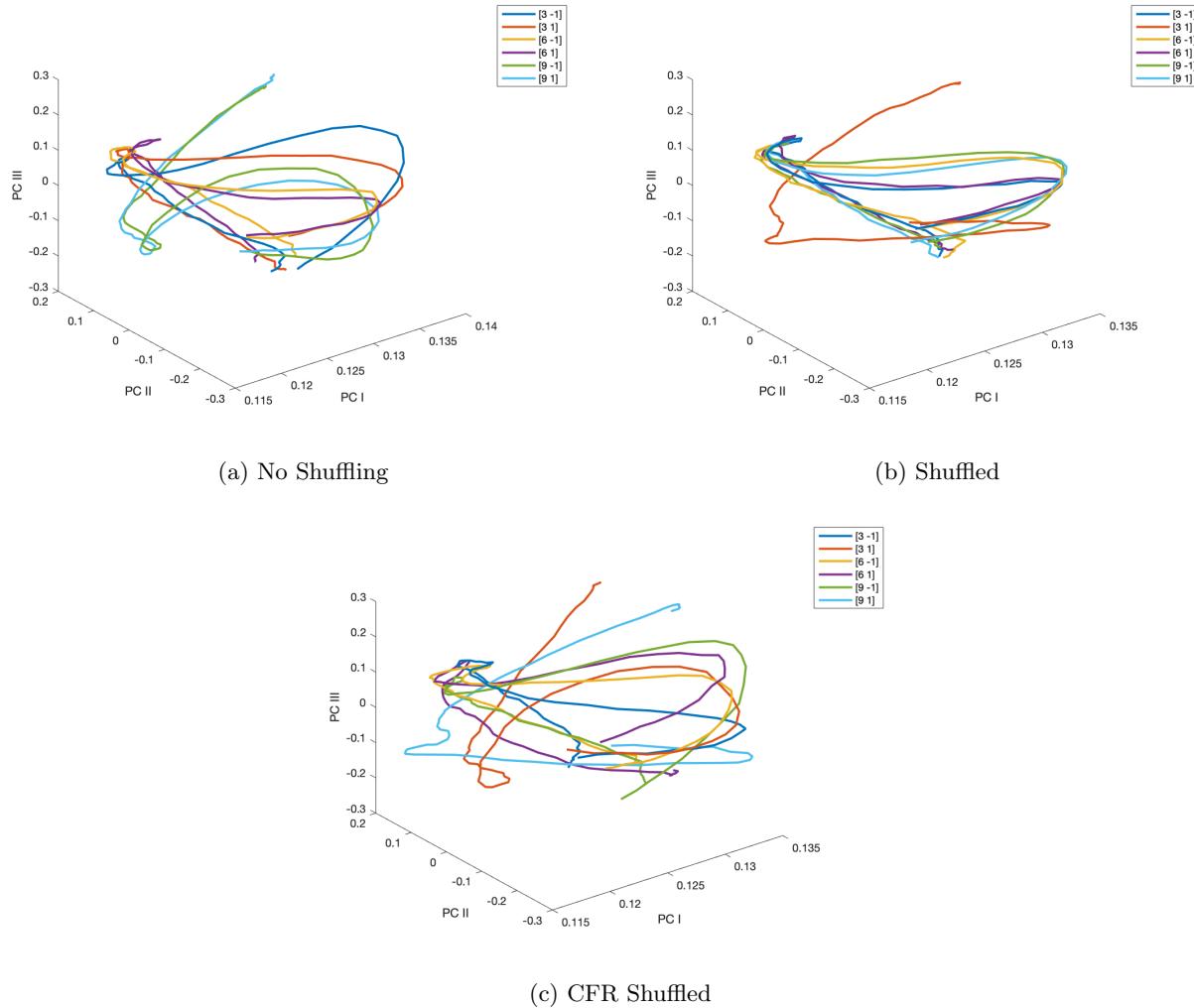


Figure 14: PC I vs PC II vs PC III



Just Expected Value

Reducing num of Units to 1 using PCA

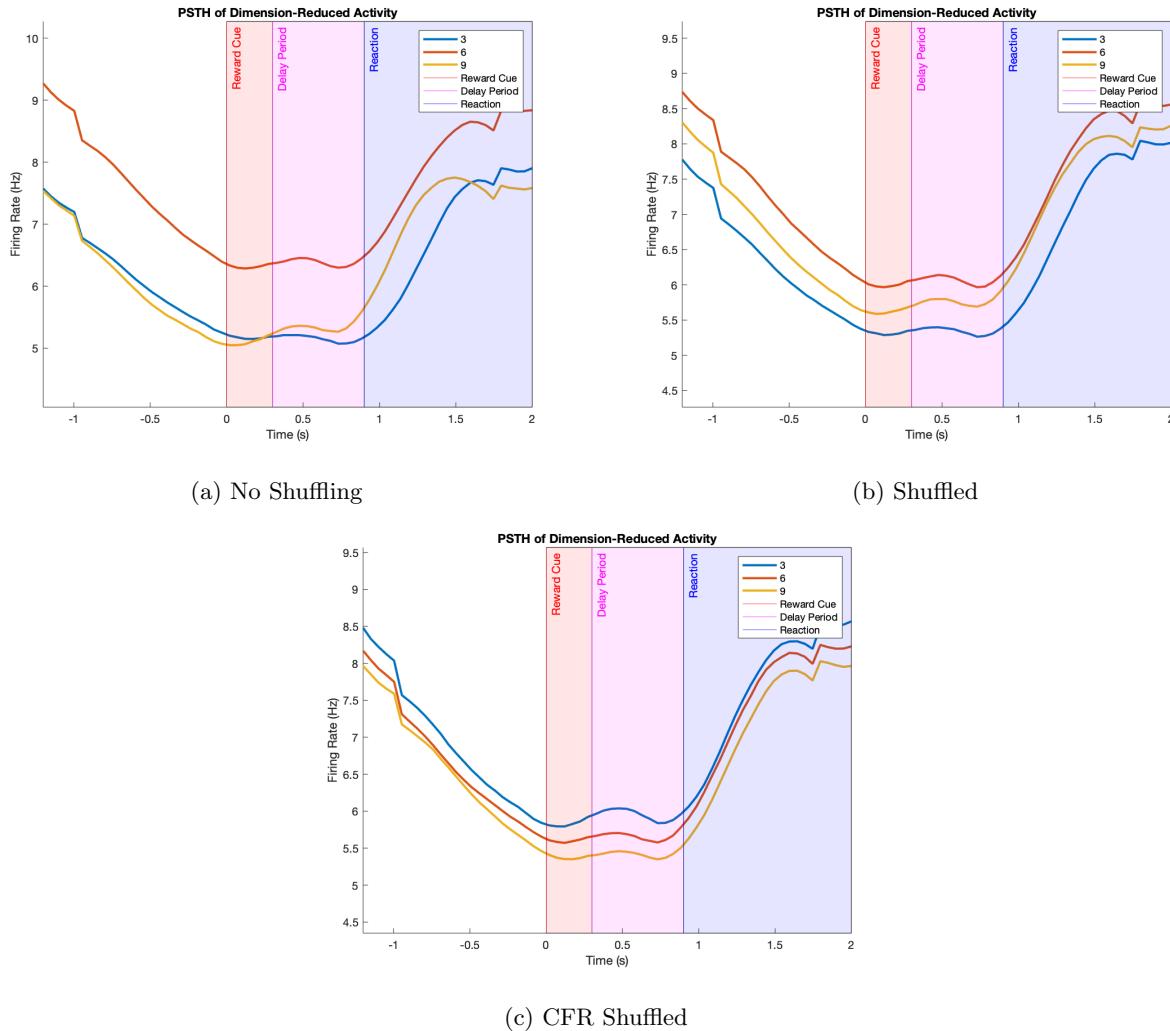


Figure 15: PSTH Plot



Reducing num of Units to 2 using PCA

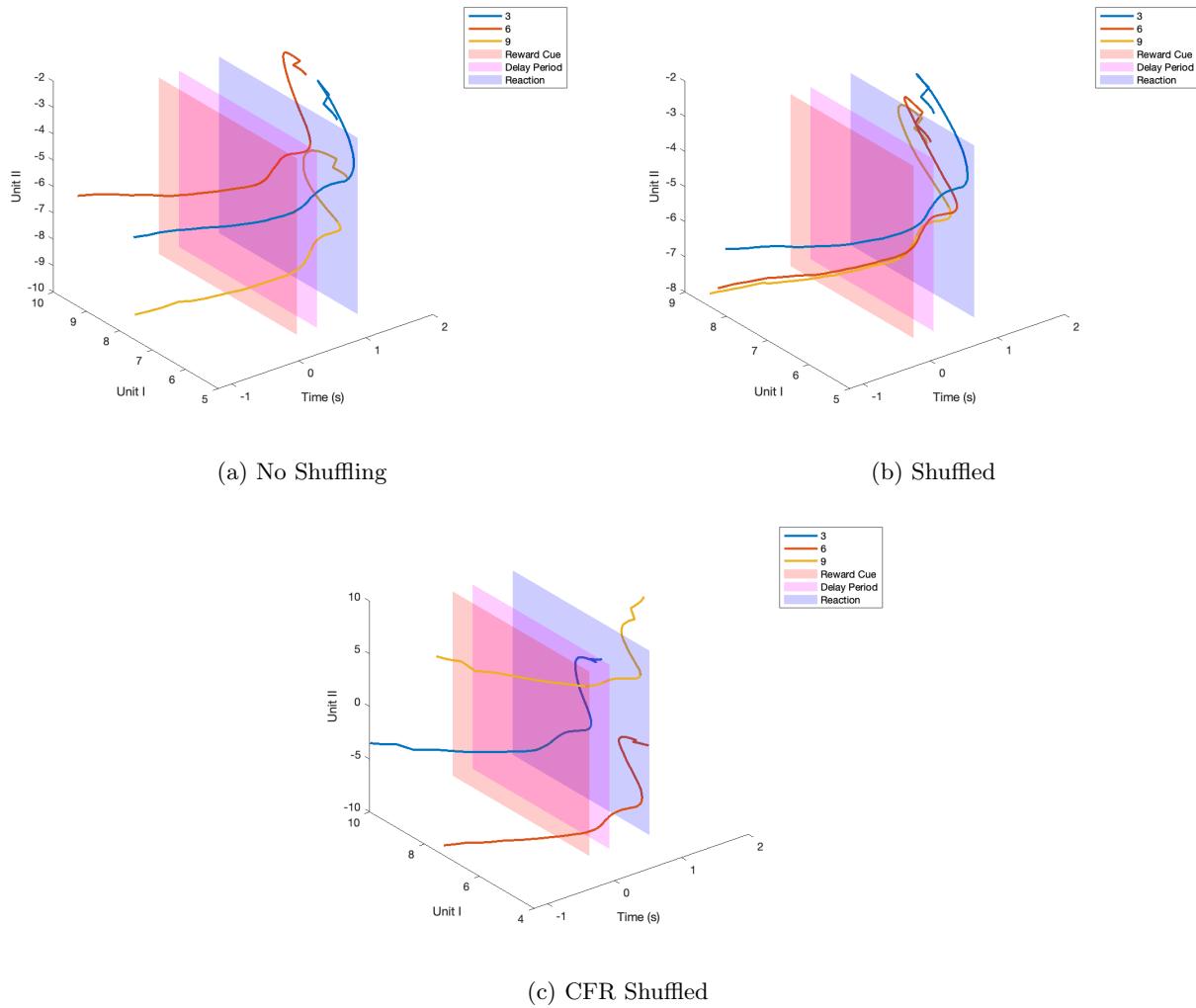


Figure 16: Unit I vs Unit II vs Time



Plotting PCs instead of Dimension Reduced Data

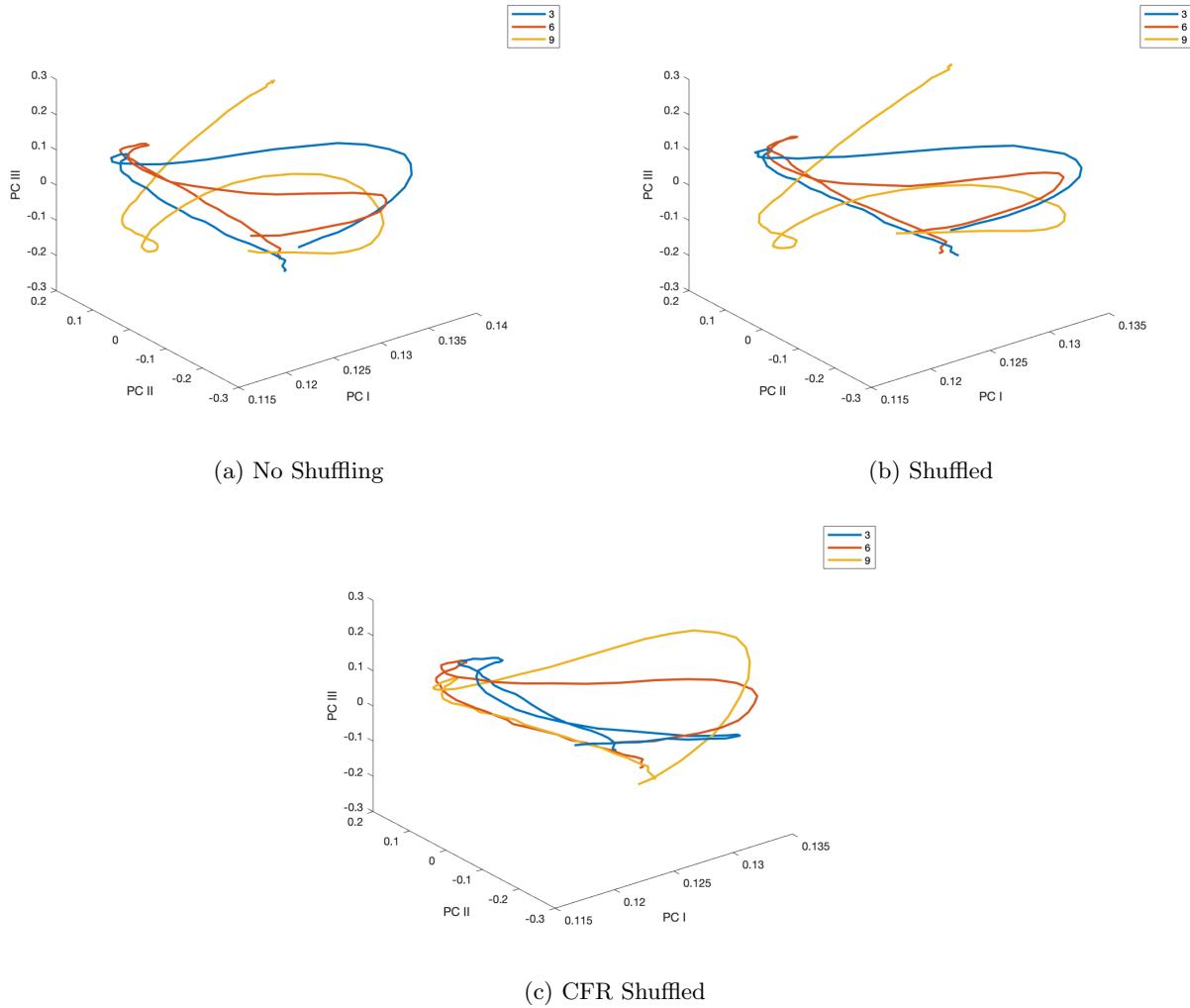


Figure 17: PC I vs PC II vs PC III