General Linear Model for fMRI: bases of statistical analyses

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Objectives

- Intuitive understanding of the GLM
- Get an idea how t-tests, ANOVA, regressions, etc.. are instantiation of the GLM
- Learn key concepts: linearity, model, design matrix, contrast, colinearity, orthogonalization

Overview

What is linearity?
Why do we speak of models?
A simple fMRI model
Contrasts
Issues with regressors

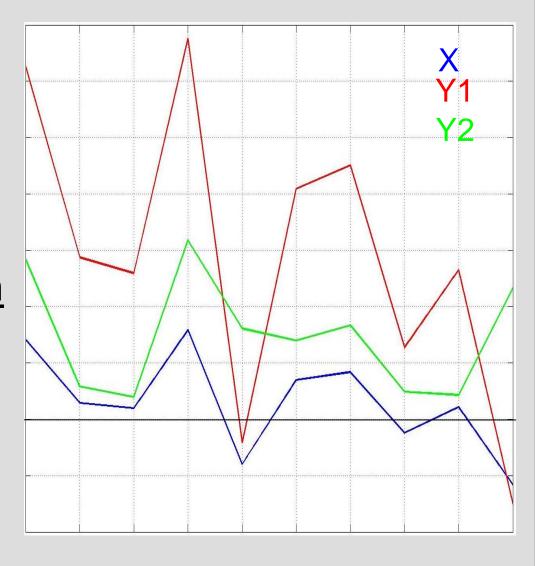
What is linearity?

Linearity

- Means created by lines
- In maths it refers to equations or functions that satisfy 2 properties: additivity (also called superposition) and homogeneity of degree 1 (also called scaling)
- Additivity → y = x1 + x2 (output is sum of inputs)
- Scaling → y = βx1 (output is proportional to input)

Examples of linearity – non linearity

- X = randn(10,1)
- Linear correlation
- Y1 = 3x + 2
- Pearson r = 1
- Non linear correlation
- Y2 = abs(2x)
- Pearson r = 0.38



What is a linear model?

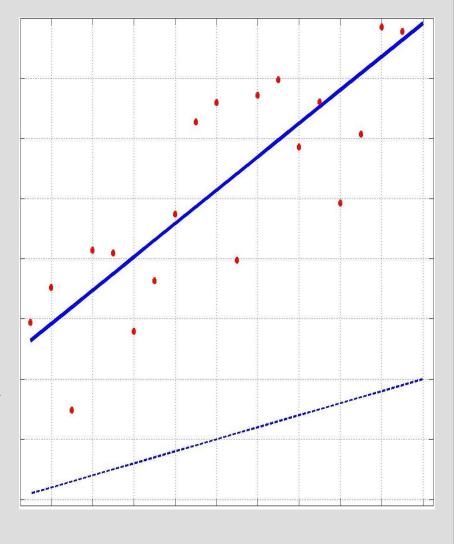
What is a linear model?

- An equation or a set of equations that models data and which corresponds geometrically to straight lines, plans, hyperplans and satisfy the properties of additivity and scaling.
- Simple regression: $y = \beta 1x1 + \beta 2 + \epsilon$
- Multiple regression: $y = \beta 1x1 + \beta 2x2 + \beta 3 + \epsilon$
- One way ANOVA: $y = \mu + \alpha i + \epsilon$
- Repeated measure ANOVA: y= u + Si+ αi + ε

• . . .

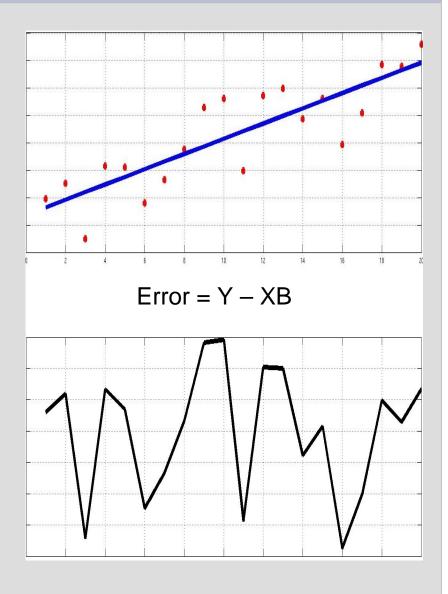
A regression is a linear model

- We have an experimental measure x (e.g. stimulus intensity from 0 to 20)
- We then do the expe and collect data y (e.g. RTs)
- Model: $y = \beta 1x + \beta 2$
- Do some maths / run a software to find β1 and β2
 y^ = 2.7x+23.6



A regression is a linear model

- The error is the distance between the data and the model
- F = (SSeffect / df) / (SSerror / df_error)
- <u>SSeffect</u> = norm(model mean(model)).^2;
- SSerror = norm(residuals).^2;

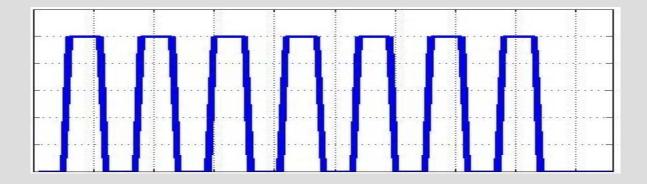


Summary

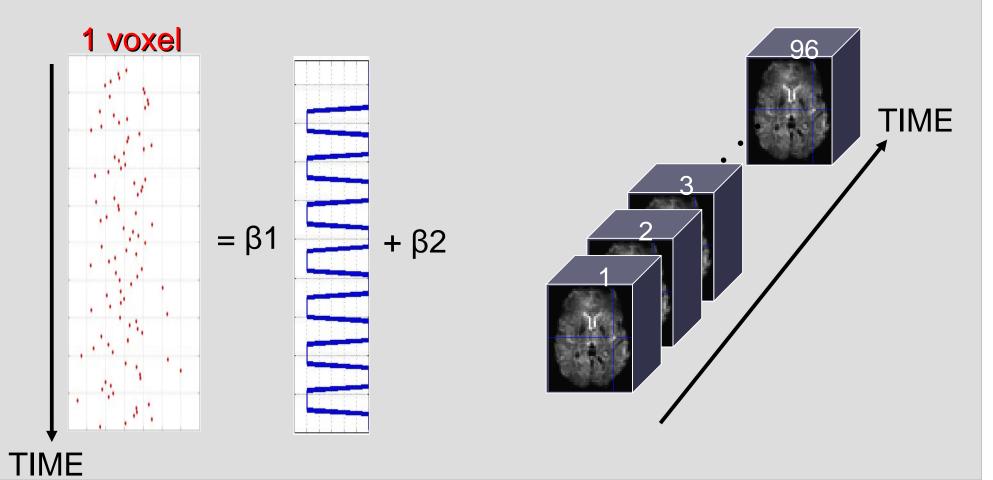
• Linear model: $y = \beta 1x1 + \beta 2x2$ (output = additivity and scaling of input)

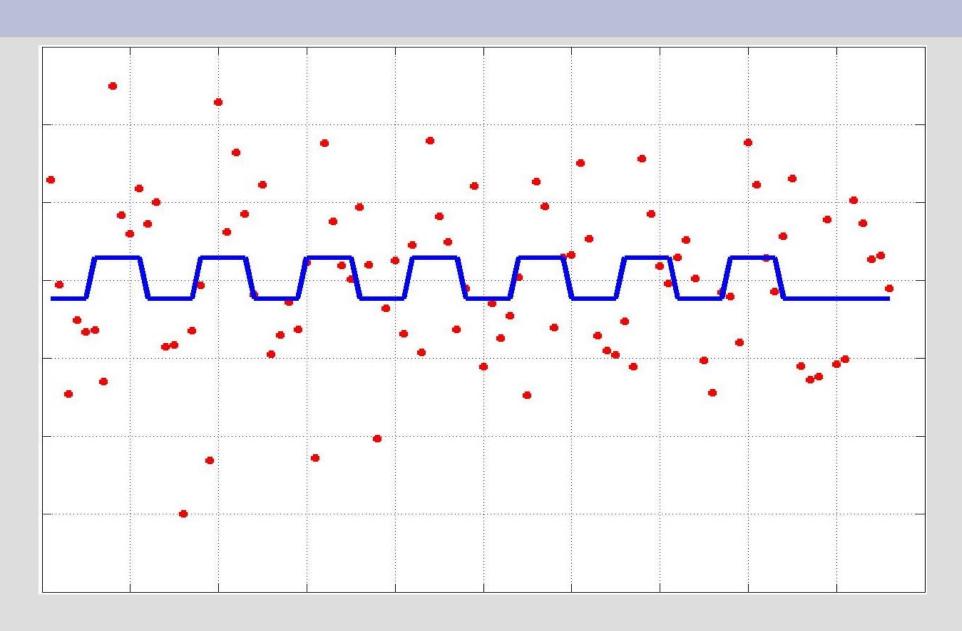
A simple fMRI model

- SPM data set: which areas are activated by the presentation of bi-syllabic words presented binaurally (60 per minute)
- Experimental measure x: 7 blocks of 42 sec of stimulation



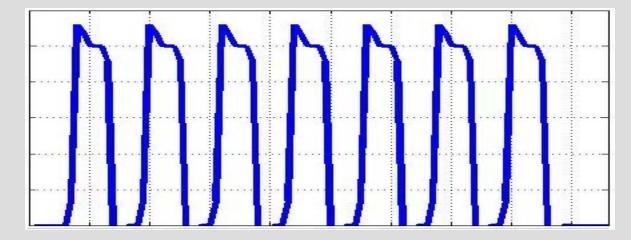
- Collect the data: 96 fMRI volumes (RT=7s)
- Model: $y = \beta 1x + \beta 2$

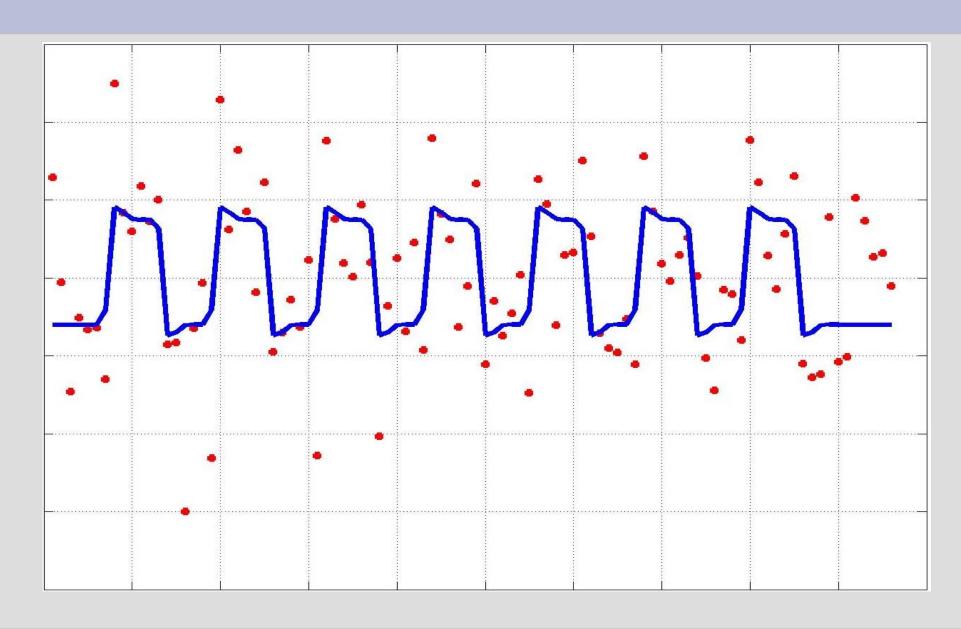




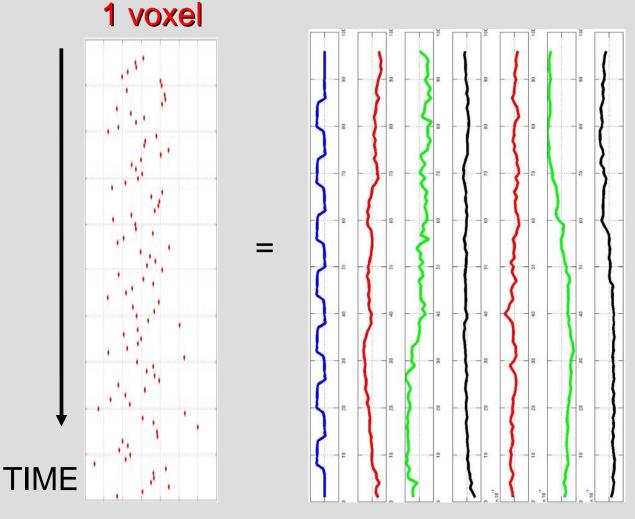
 A better model: we know the shape of the BOLD response

Convolution by the hrf: x ⊗ hrf

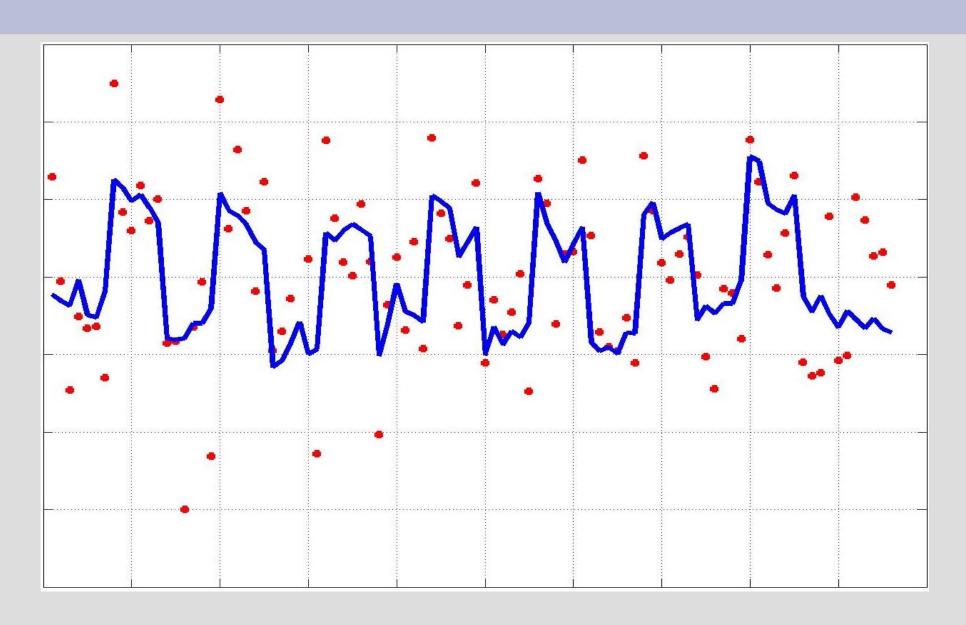




An even better model: add motion parameters

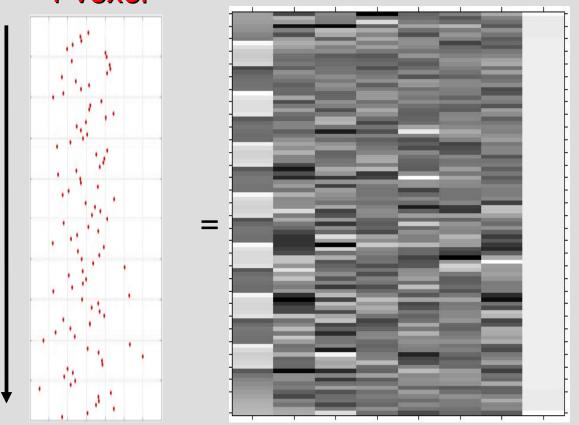


* [β1 β2 β3 β4 β5 β6 β7 β8]+ β8



Matrix formulation and SPM colour coding

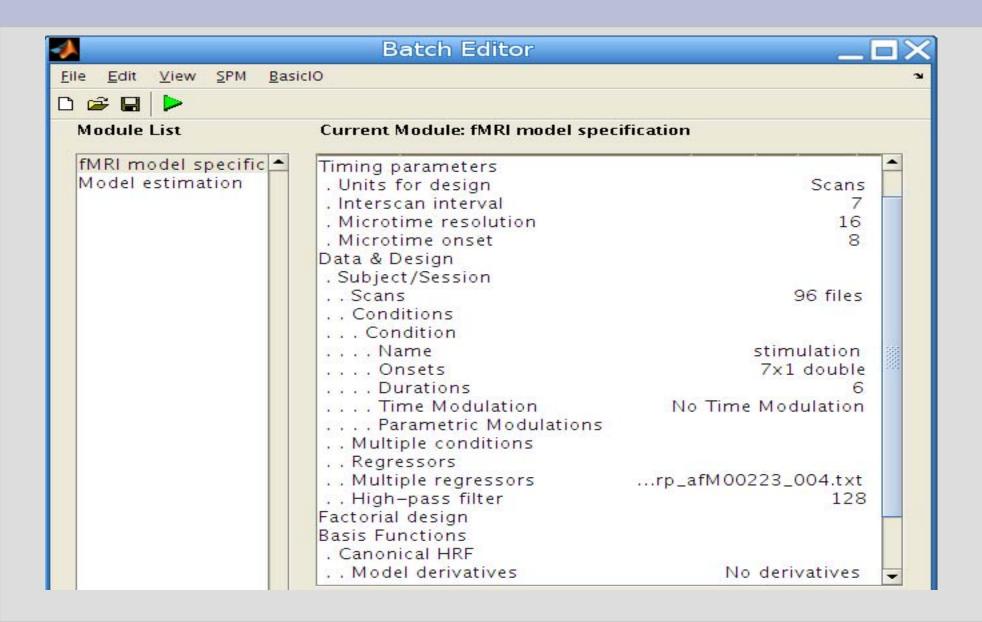




* [β1 β2 β3 β4 β5 β6 β7 β8]

BetaXXXX.hdr BetaXXXX.img

FMRI data (Y) = Design matrix (X = SPM.mat) * B + E (ResMS)



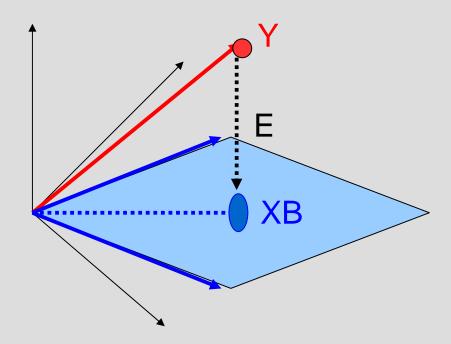
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Contrasts

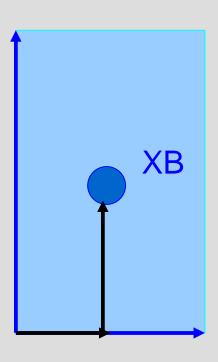
$Model = R^2$

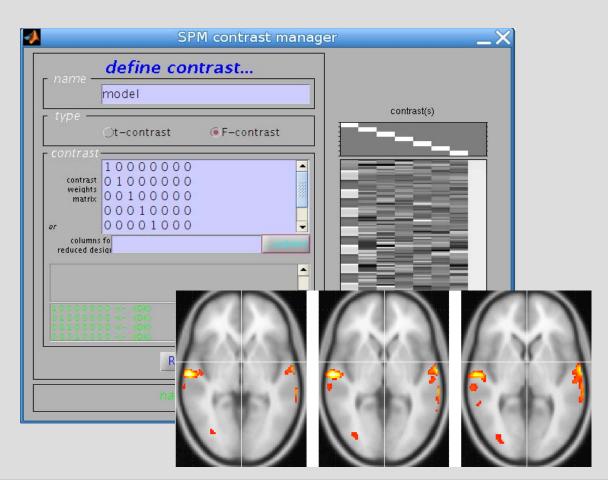
- Geometrical perspective
- Y = 3 observations X = 2 regressors
- Y = XB + E



$Model = R^2$

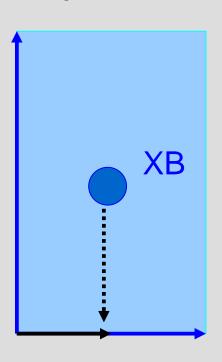
- Where does the model fit the data?
- F test for all regressors: $y = 1/2x1+1/2x2+\epsilon$

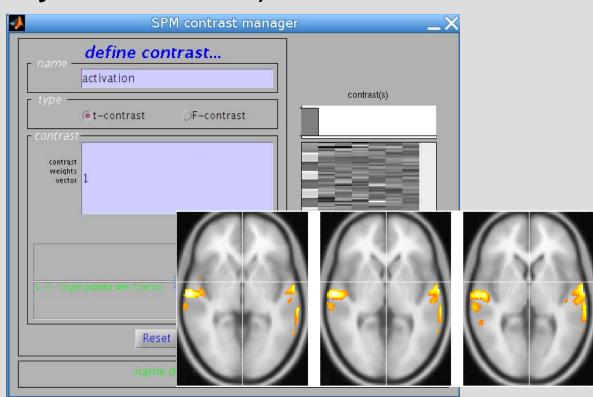




Contrast = effect to test

- Where does the regressor for activation only explain the data (given the model)
- $y = 1/2x1+\epsilon$ (the orientation of x1 and value of $\beta1$ are fixed by the model)





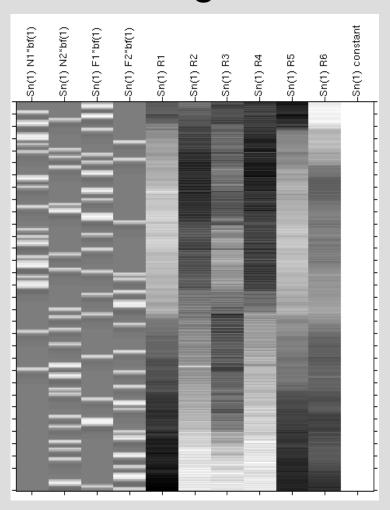
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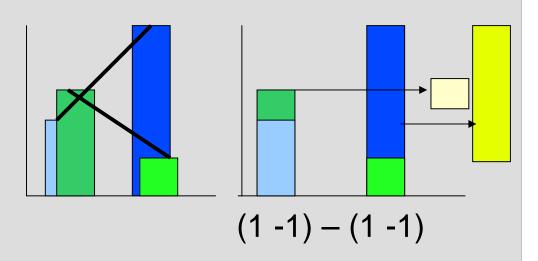
Issues with regressors

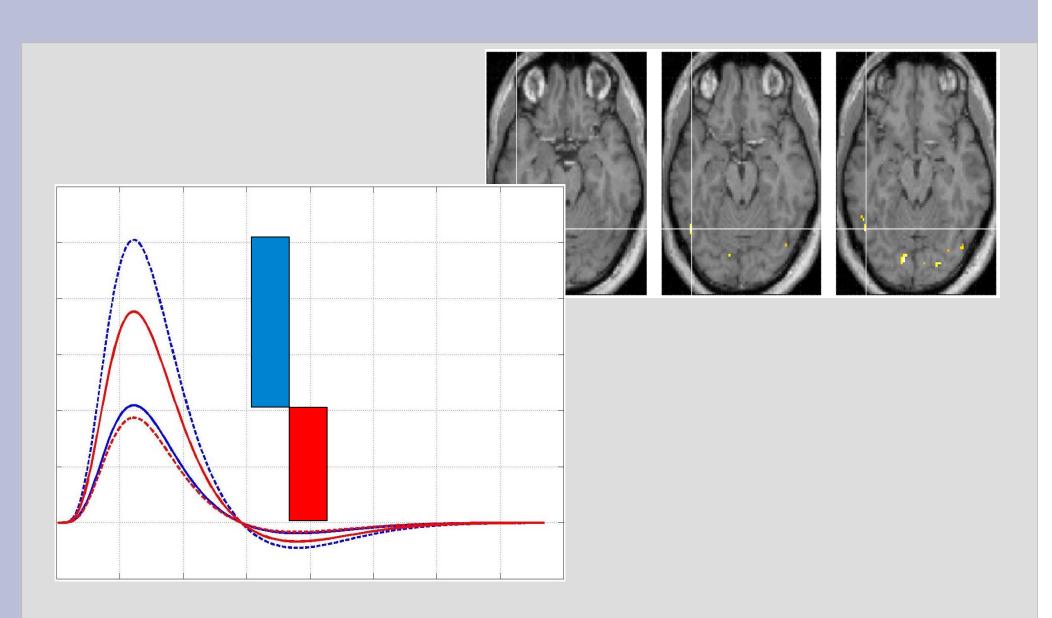
- New experiment: (Famous vs. Nonfamous) x (1st vs 2nd presentation) of faces against baseline of chequerboard
- 2 presentations of 26 Famous and 26 Nonfamous Greyscale photographs, for 0.5s, randomly intermixed, for fame judgment task (one of two right finger key presses).

SPM design matrix

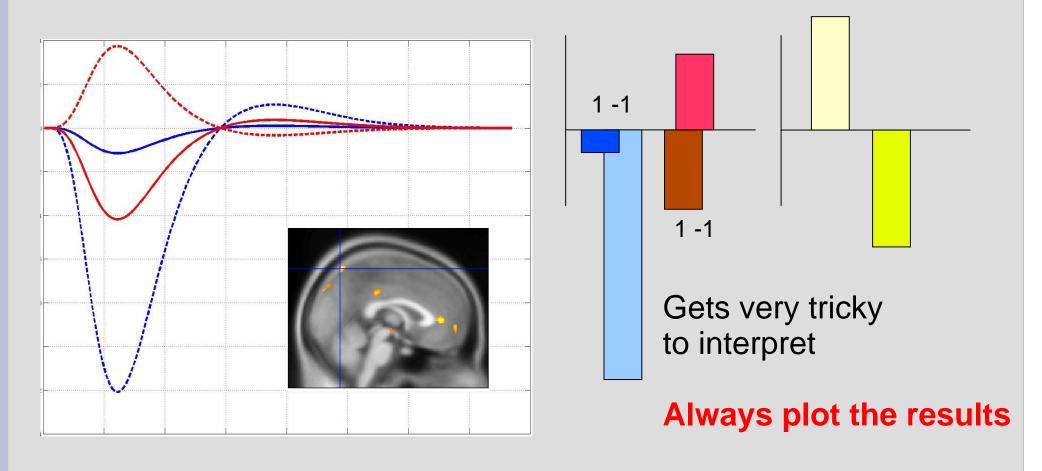


- Questions:
- Main effects
- Fame: [1 1 -1 -1 0 0 ...]
- Rep: [1 -1 1 -1 0 0 ...]
 Interaction [1 -1 -1 1 0 0 ...]



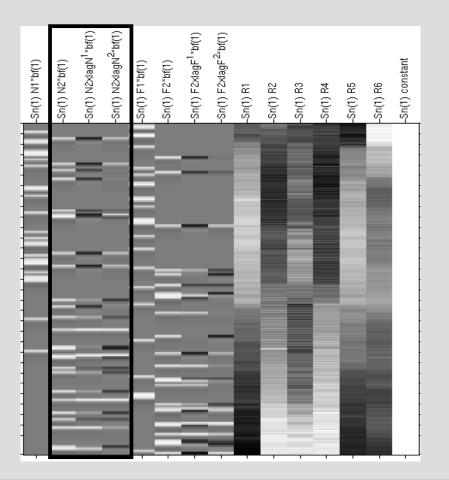


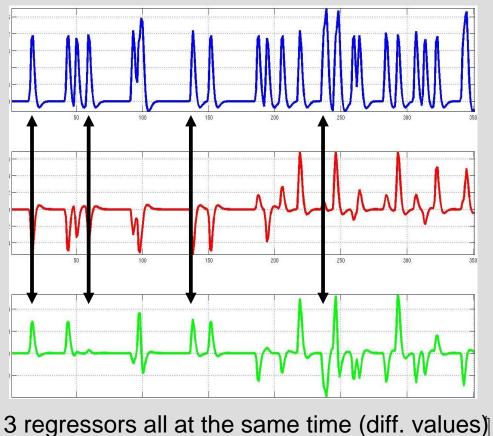
 Search in areas where all regressors are positive or all negative otherwise ...



More Regressors

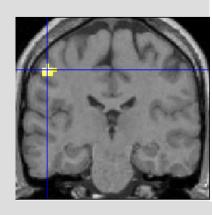
 Same design as before but added a 'parametric' regressor – here the lag between presentations

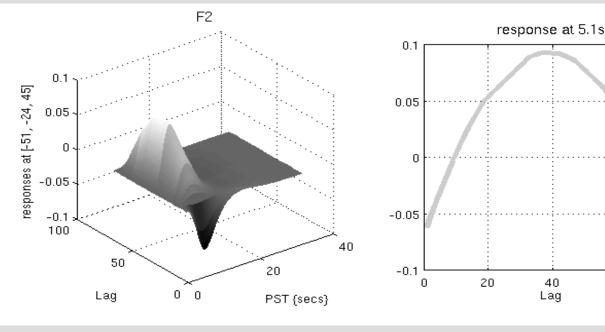




More Regressors

 The parametric regressors express the amplitude of signal as a function of the lag, i.e. the signal amplitude changes from trial to trial

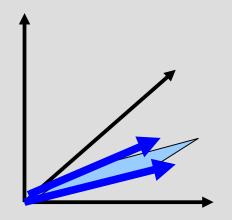




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More Regressors: collinearity

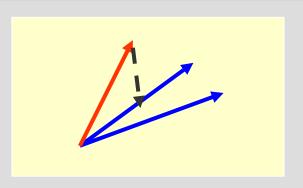
- SPM <u>orthogonalizes</u> the parametric regressors making the regressors <u>non collinear.</u>
- Three or more points are said to be collinear if they lie on a single straight line.
- Regressors are collinear if they are perfectly correlated (note corr of 2 vectors = cosθ)

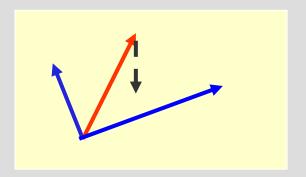


- Can make solution impossible
- Often make the model ok but individual regression values unstable
- Classical height and weight regression pblm

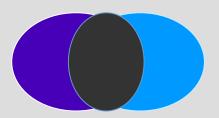
http://en.wikipedia.org/wiki/Multicollinearity http://mathworld.wolfram.com/Collinear.html

More Regressors: orthogonalization





Lot of variance shared – because we look for the unique part of variance, the shared part goes into the error

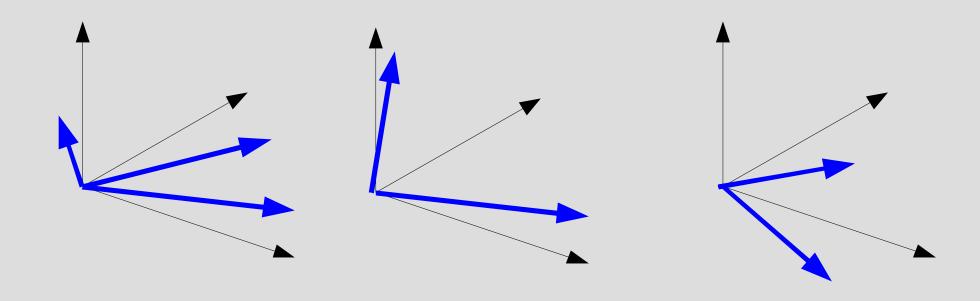


Orthogonalization (θ = 90°) removes shared variance BUT order matters!



More regressors

Linearly independent (X2 ≠ aX1), orthogonal (X1'Y2 = 0) and uncorrelated (X1-mean(X1))'(X2-mean(X2))=0) variables



More regressors

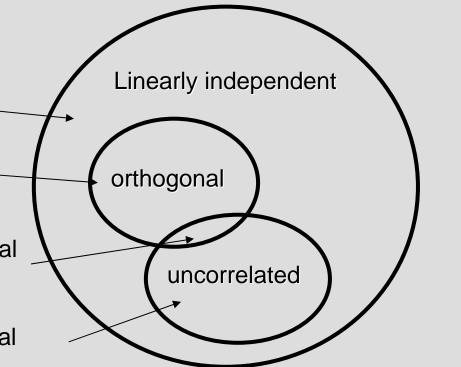
Linearly independent (X2 ≠ aX1), orthogonal (X1'Y2 = 0) and uncorrelated (X1-mean(X1))'(X2-mean(X2))=0) variables

[1 1 2 3] and [2 3 4 5] Independent, correlated, not orthogonal

[1 -5 3 -1] and [5 1 1 3] Independent, correlated and orthogonal

[-1 -1 1 1] and [1 -1 1 -1] Independent, uncorrelated and orthogonal

[0 0 1 1] and [1 0 1 0] Independent, uncorrelated, not orthogonal



http://www.jstor.org/pss/2683250

Summary

- Linear model: $y = \beta 1x1 + \beta 2x2$ (output = additivity and scaling of input)
- GLM: Y = XB+E (matrix formulation, works for any statistics, express the data Y as a function of the design matrix X)
- Contrasts: F or t test for the effect of 1 or several regressors given the design matrix
- More regressor is better as it captures more of the signal but it may bring instability if regressors are collinear (and cost df) – SPM orthogonalizes parametric regressors

