

# TIMESERIES

10.31.2018



# **HOMEWORK 3**

\* due friday!!!

# RECAP

- \* correlation
  - \* tells you about the (linear) relationship between two samples
  - \* similar to covariance (but scaled)
  - \* significance can be tested by various methods (bootstrap, permutation, exact test)

# TIMESERIES

- \* lots of experimental data (especially neural recordings) are **timeseries**
- \* this happens when data is recorded at fixed intervals in time
- \* e.g. in fMRI we usually get one data point every 2 seconds
- \* electrophysiological recordings (HW 3 data!) get up to 25,000 data points per second

# TIMESERIES

- \* timeseries are not like other data
- \* timeseries are *special*
- \* timeseries have specific properties that should & must be accounted for in analyses

# TIMESERIES

- \* what is it that makes timeseries special?

# TIMESERIES

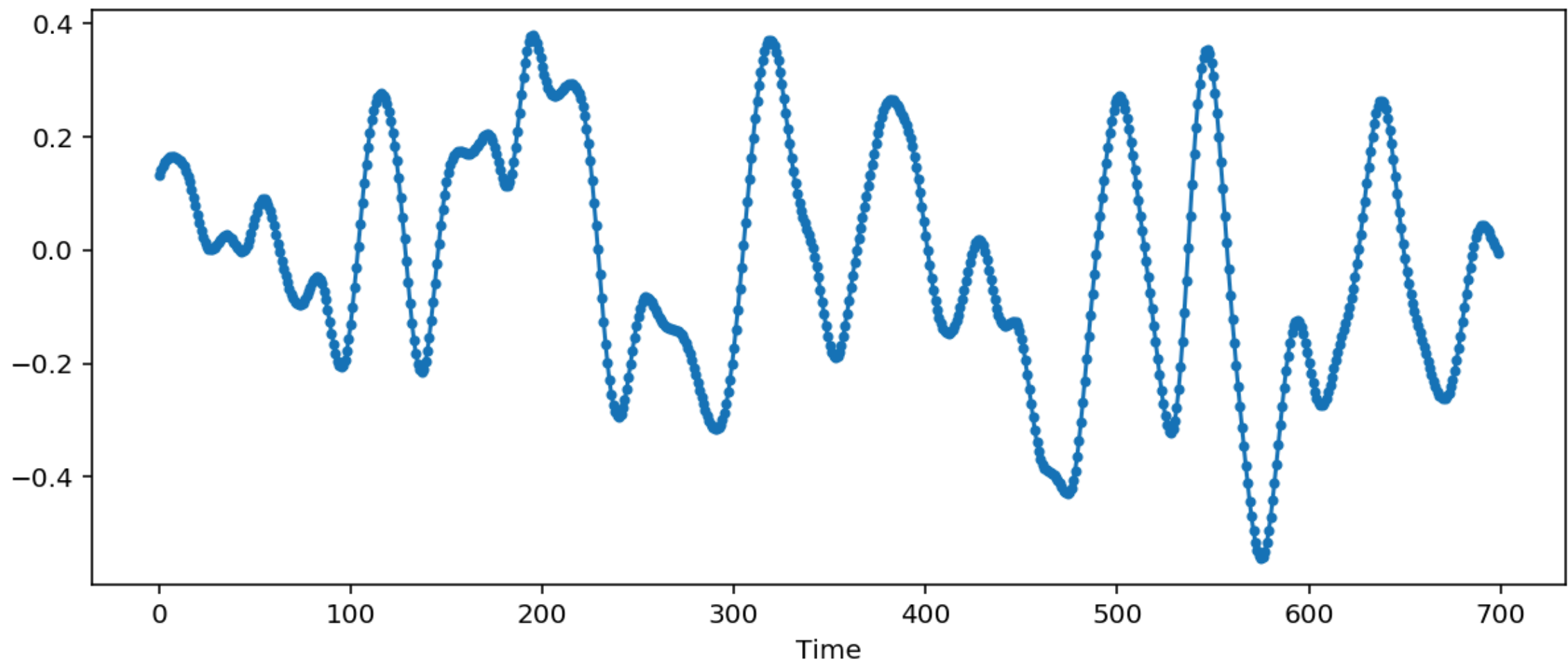
- \* it's that data from nearby times are *related*
- \* i.e. each data point is not independent of the others

# TIMESERIES

- \* the degree of relatedness often depends on *how* close two data points are to each other in time
- \* points that are very nearby are often very related
- \* points that are far away are usually not too related



# AUTOCORRELATION

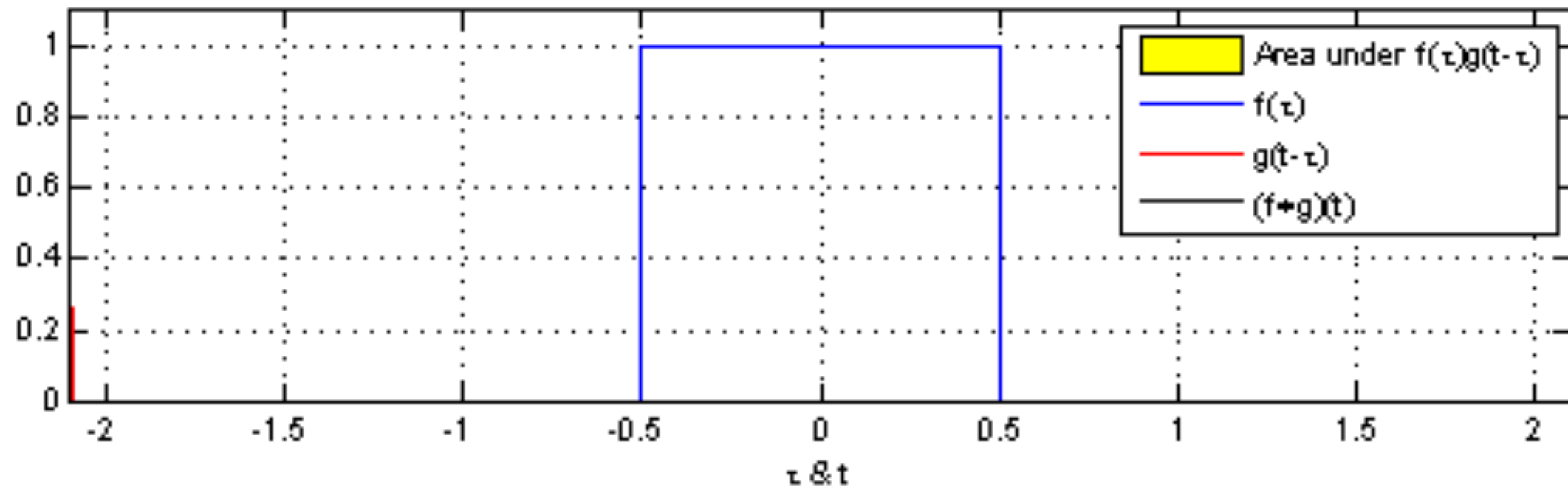


# CONVOLUTION

- \* **convolution** is the most basic & important operation in timeseries analysis
- \* the convolution between  $f$  and  $g$  is defined as:

$$(f * g)[n] = \sum_{m=-\infty}^{\infty} f[m]g[n - m]$$

# CONVOLUTION



from <https://en.wikipedia.org/wiki/Convolution>

# CONVOLUTION

- \* another term for convolution that you will often hear is **filtering**
- \* filtering means convolving your data with a **filter** (often aka a **kernel**)
- \* a filter/kernel is typically a small array with some specific properties

# CONVOLUTION

- \* for example, we could filter a signal with a kernel that looks like this:
- \*  $\text{kernel} = [0.25, 0.25, 0.25, 0.25]$

# CONVOLUTION

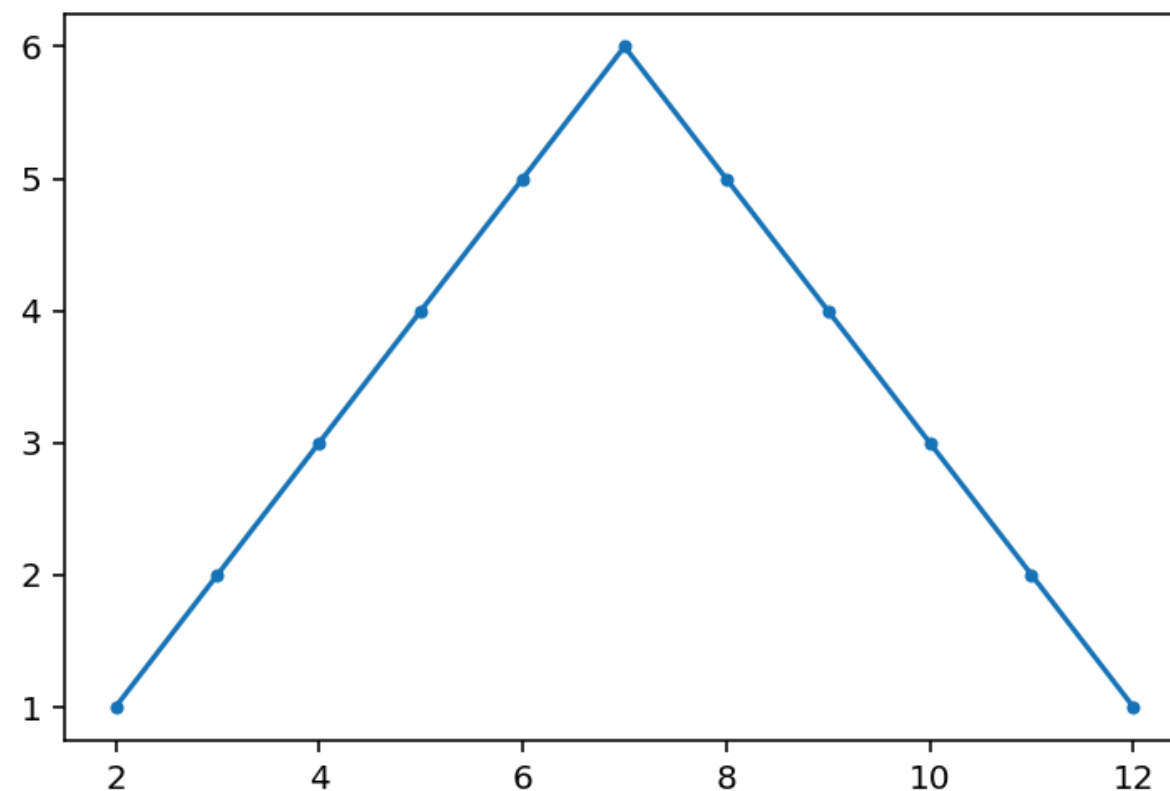
- \* for example, we could filter a signal with a kernel that looks like this:
- \*  $\text{kernel} = [0.25, 0.25, 0.25, 0.25]$
- \* ^ this will take a running average of every 4 timepoints in the signal!

# CONVOLUTION & STATS

- \* convolution is also important in statistics!
- \* suppose  $X \sim U\{1,6\}$ , a random number in the range 1..6 (like throwing dice)
- \* suppose also  $Y \sim U\{1,6\}$
- \* what is the distribution of  $X + Y$ ?

# CONVOLUTION & STATS

- \*  $X + Y \sim U\{1,6\} \star U\{1,6\}$ , the convolution of the two probability distributions





# CONVOLUTION & STATS

- \* generally, for the sum of any two random numbers, the distribution is the convolution of their two distributions

# CONVOLUTION & STATS

- \* where else have we talked about adding together random numbers, and what happens to their distributions...?

# CONVOLUTION & STATS

- \* by the central limit theorem, if you convolve *anything* with itself enough times, the result will be a gaussian distribution

# NEXT TIME

\* Fourier!

