

TIMESERIES 2

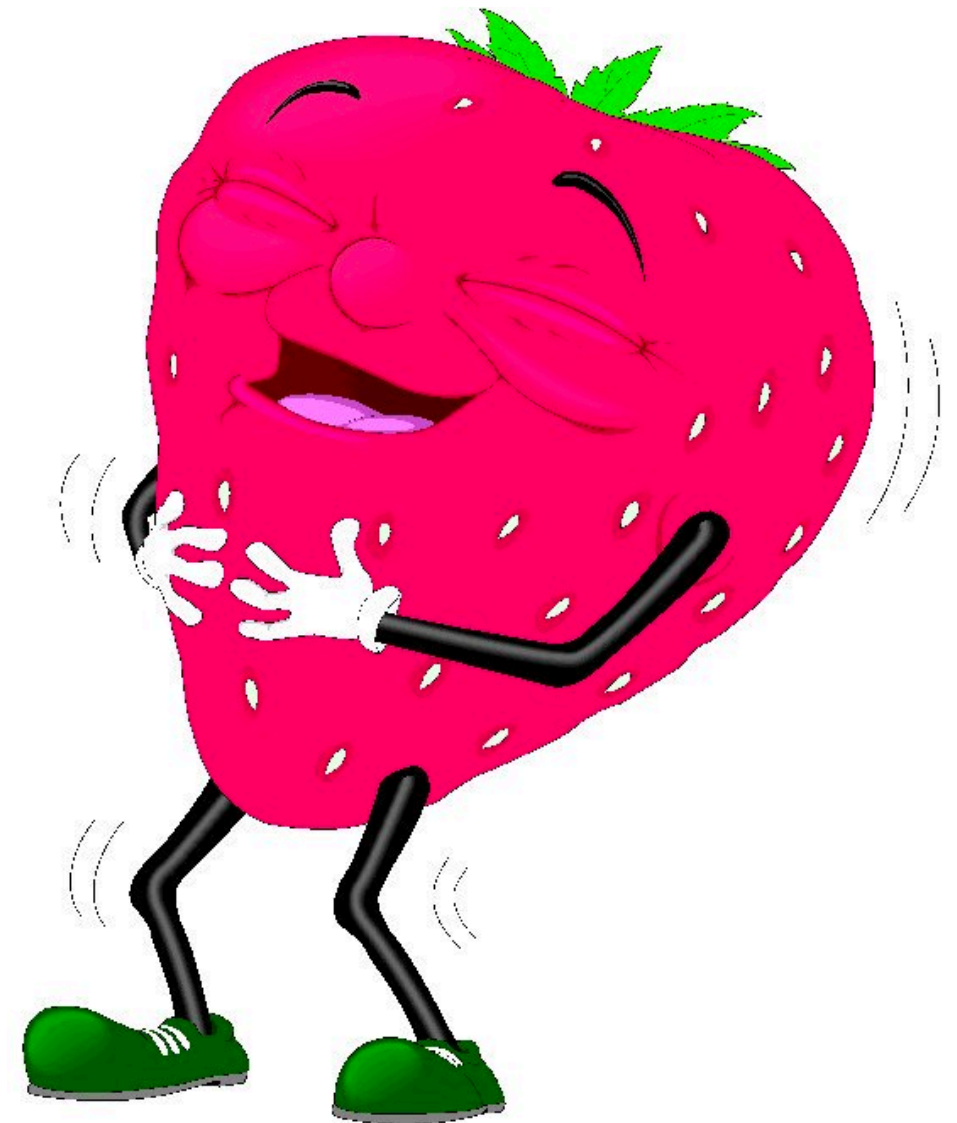
11.2.2018

PROBLEM SET 3

* was due today! which means you're probably done!

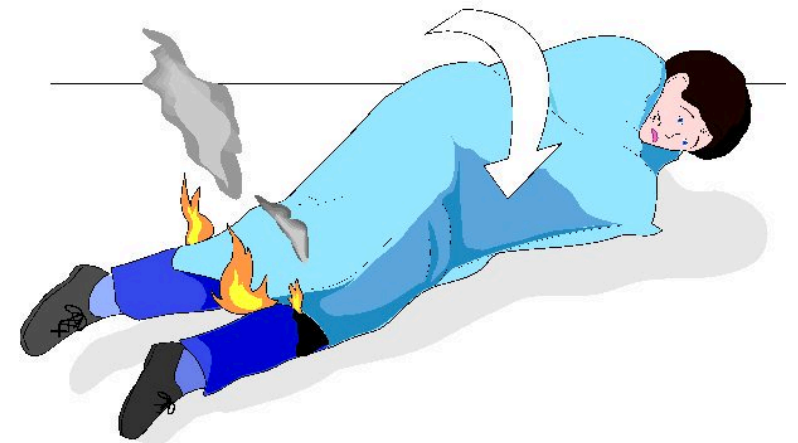
PROBLEM SET 3

- * please take a moment to pat yourself on the back for being great
- * because you are great



PROBLEM SET 4

* will be posted end of next week



OSCILLATION

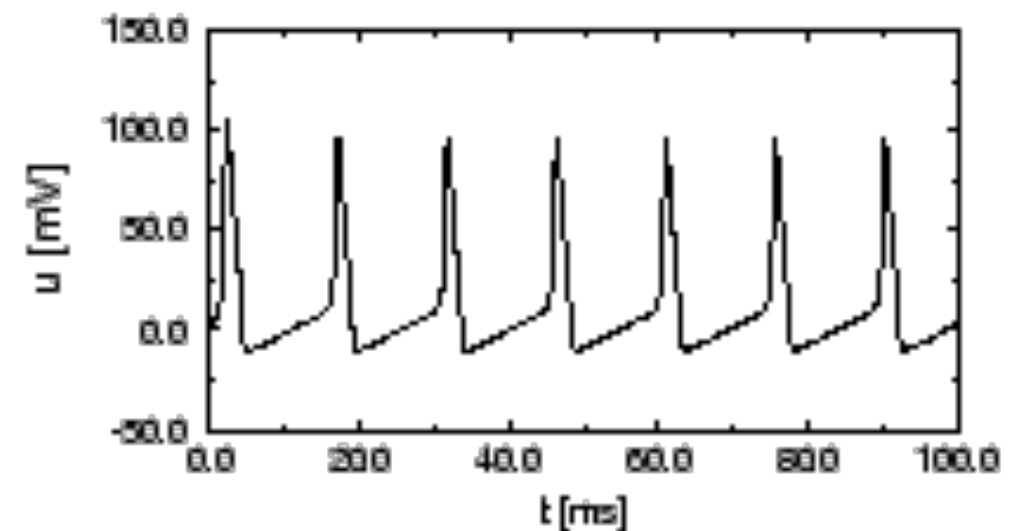
- * why do things oscillate/vibrate/wobble/wiggle/whatever?

OSCILLATION

- * *feedback cycles*
 - * A causes B causes C causes ... causes A
- * (but not all feedback cycles cause oscillations)

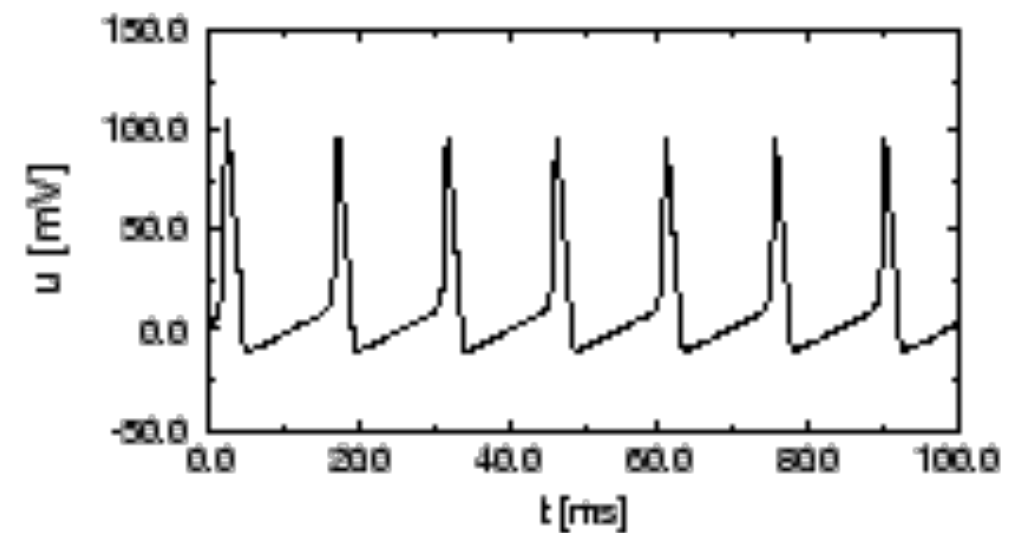
OSCILLATION

- * some feedback cycles are complicated, involving lots of variables that are related in non-linear ways
- * like the Hodgkin-Huxley equations that (mostly) govern how action potentials work in neurons



OSCILLATION

- * these complicated feedback cycles can generate periodic outputs
- * but they tend to be weird looking (like action potentials)



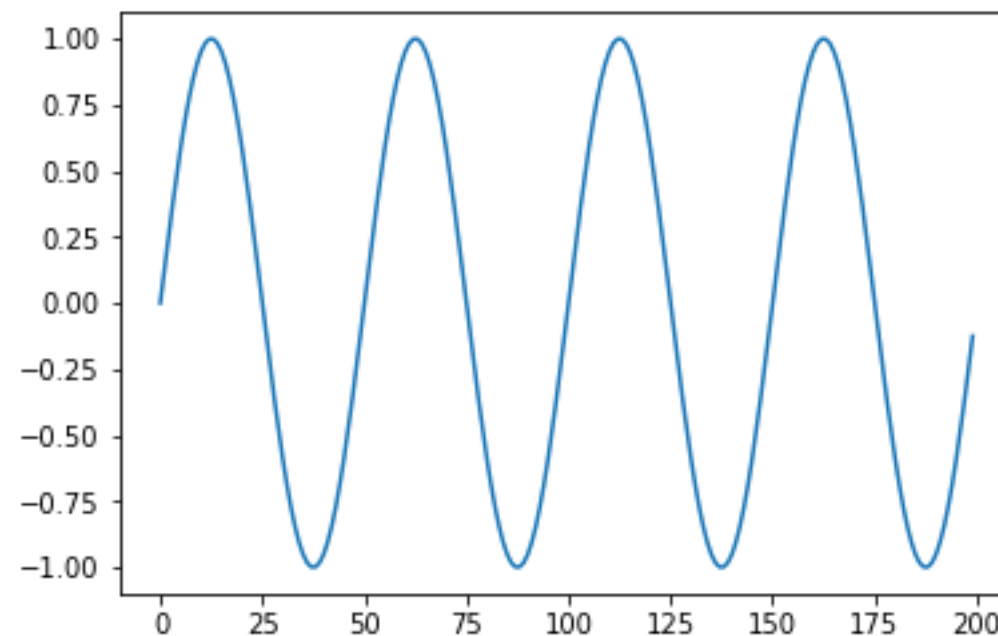
OSCILLATION

- * but many feedback cycles are quite simple
- * a common type is the *harmonic oscillator*
- * these appear wherever acceleration (or force) is negatively proportional to location
- * e.g. spring, rubber band, pendulum, most things bouncy or springy

OSCILLATION

- * instead of complicated, weird looking outputs, harmonic oscillators always generate very nice and simple outputs:

- * sine waves



OSCILLATION

- * for this (and other, more mathematical) reason(s), it's often useful to think of timeseries as the sum of a bunch of sine waves with different frequencies
- * this is called *fourier analysis*

FOURIER ANALYSIS

- * the *fourier transform* is a function that figures out how to represent your timeseries as a sum of sine waves
- * every possible timeseries has a fourier transform
- * (although it might take infinitely many sine waves)



Joey Fourier

FOURIER ANALYSIS



FOURIER ANALYSIS

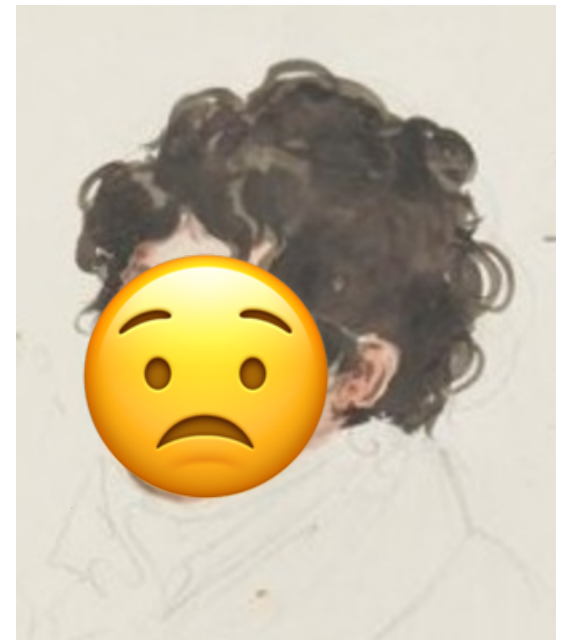
- * the fourier transform of a timeseries f is often written F
- * if the units of f are seconds, then the units of F are (1/seconds) or hertz (Hz)

FOURIER ANALYSIS

- * to take a fourier transform of an array
you can use `np.fft.fft`
- * (fft is the “fast fourier transform” algorithm
invented by Cooley & Tukey)
- * but you *almost never* want to use this
directly
- * (unless you really know what you are
doing)

THE PROBLEM WITH FOURIER TRANSFORMS

- * for the fourier transform to be invertible, its input and output have the same dimensionality
- * that means the fourier transform of a 1-million-point timeseries gives you 1 million frequencies
- * this makes fourier transforms noisy, unwieldy, and unreliable



SPECTRAL ANALYSIS

- * if you want to know which frequencies make up a timeseries, you should probably compute the **power spectrum** or **power spectral density (psd)**
- * common psd methods (such as *welch's periodogram*) behave much more nicely than plain fourier transforms in many situations

SPECTRAL ANALYSIS

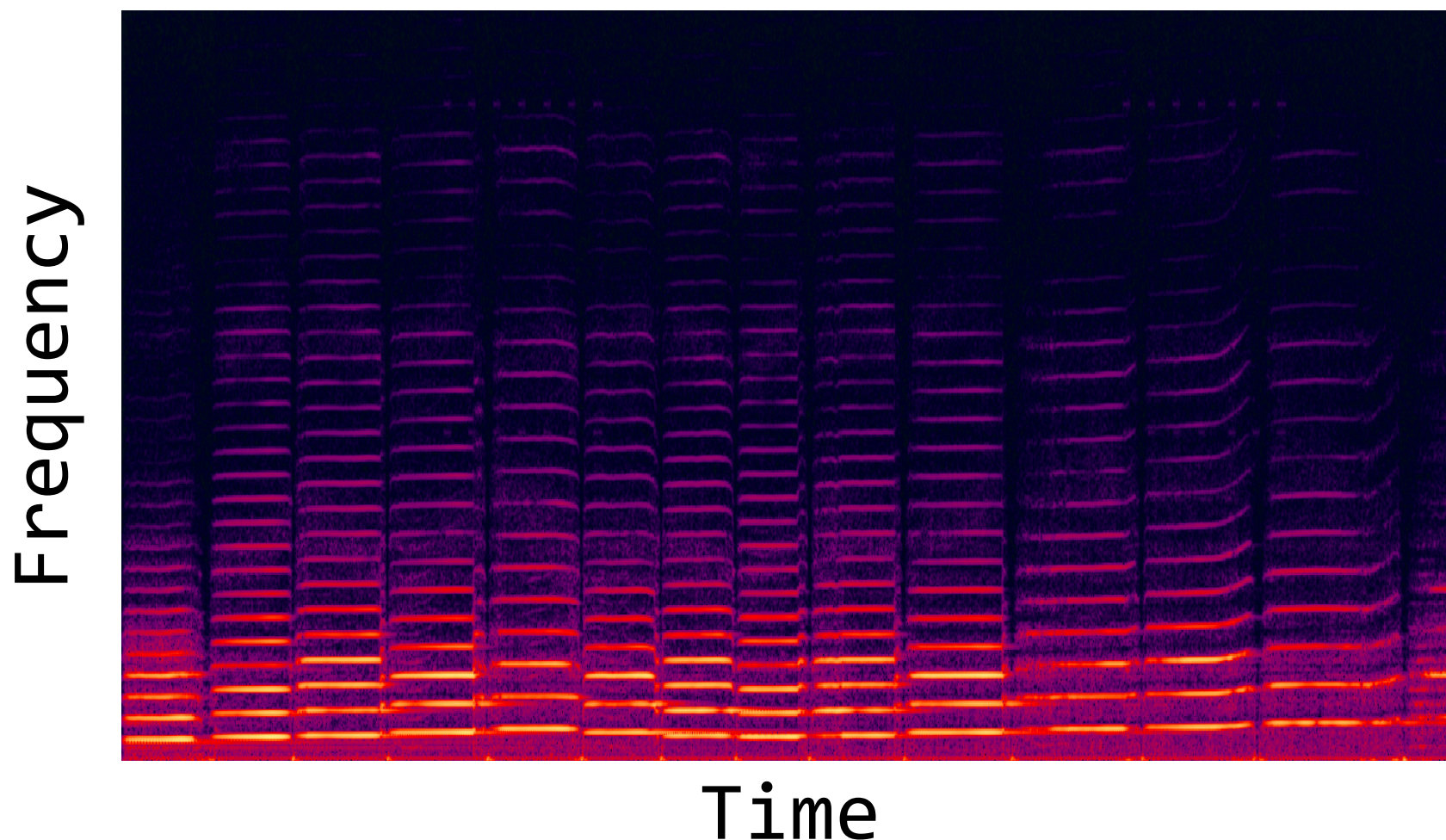
- * spectral density estimators work by taking the fourier transforms of many small snippets (aka windows) of the signal, and then averaging the results
- * thus the psd can have many fewer points than the original signal
- * which means that it's better behaved, and less sensitive to noise, etc.

THE SPECTROGRAM

- * what if we took the fourier transform of many small snippets of our timeseries, and then just looked at them instead of averaging them together?
- * this is called a **spectrogram**
- * a spectrogram tells you which frequencies are present in a timeseries *at each time*

THE SPECTROGRAM

- * spectrograms are 2-dimensional arrays with time on the x-axis (columns) and frequency on the y-axis (rows)



THE SPECTROGRAM

- * matplotlib provides an excellent method for computing spectrograms: **plt.specgram**

GOOGLE SPECTROGRAM

* [https://musiclab.chromeexperiments.com/
Spectrogram/](https://musiclab.chromeexperiments.com/Spectrogram/)

CORTEX VORTEX

* <http://changlabucsf.github.io/cortexvortex/build/index.html>

END