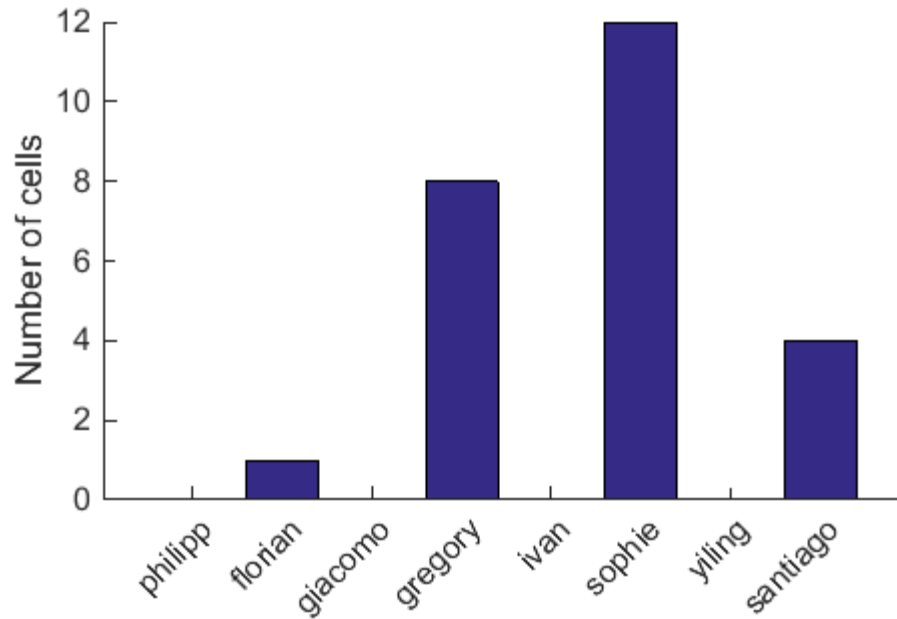


# **NEURAL DATA ANALYSIS**

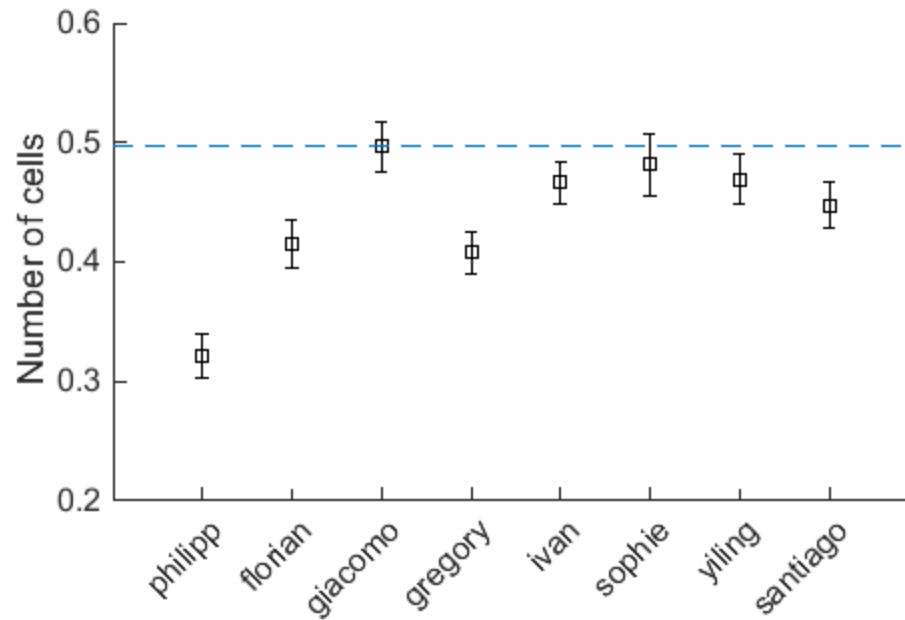
**ALEXANDER ECKER, PHILIPP BERENS,  
MATTHIAS BETHGE**

**COMPUTATIONAL VISION AND  
NEUROSCIENCE GROUP**

# NOT ALL CODE RUNS ON ALL CELLS



# THE WINNER IS...

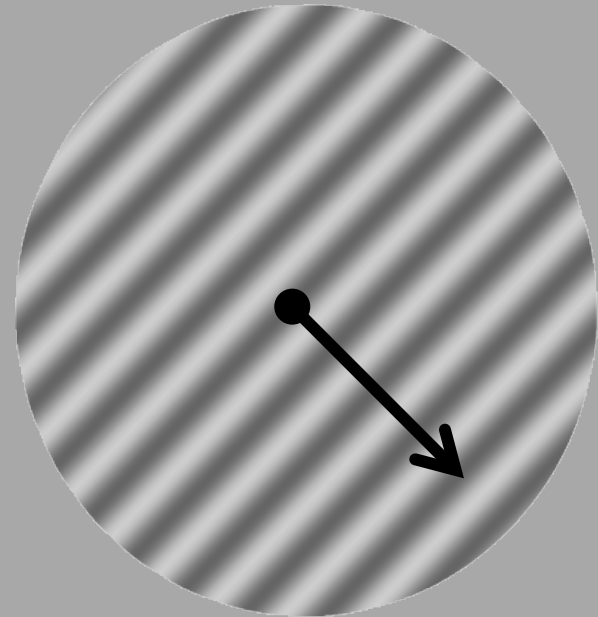


# STIMULUS

## Drifting gratings presented in trials

### Parameters:

- 2 sec per trial
- 16 directions of motion
- Diameter: 2 deg
- Eccentricity: ~2-3 deg
- Speed: 3.4 cycles / sec
- Spatial frequency: 3 cycles / deg



# STRATEGIES FOR ANALYZING DATA

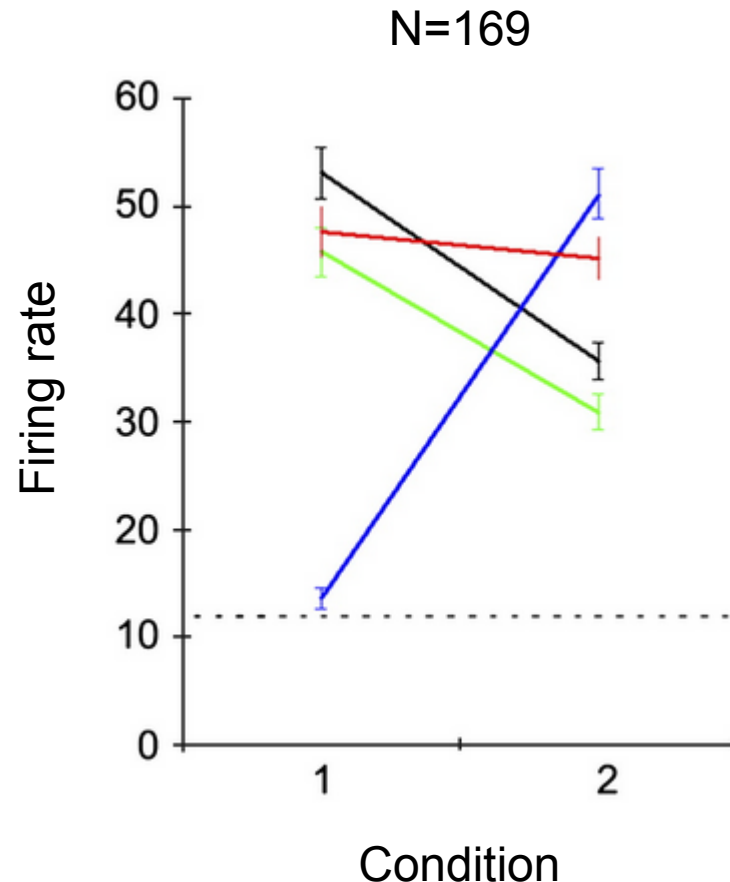
**Look at raw data**

**Visualize spikes**

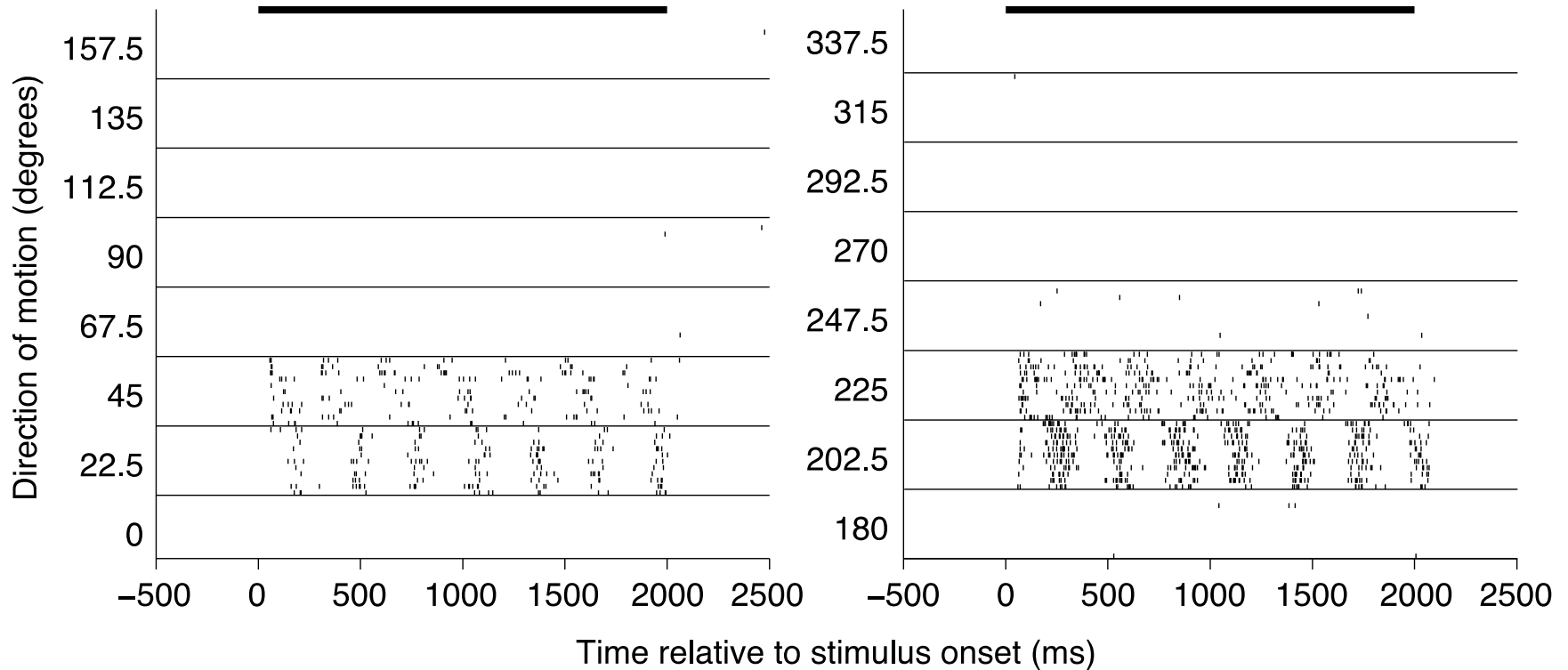
**Do not look at**

- Fitted tuning functions
- Adaptation indices
- Population averages
- Population histograms

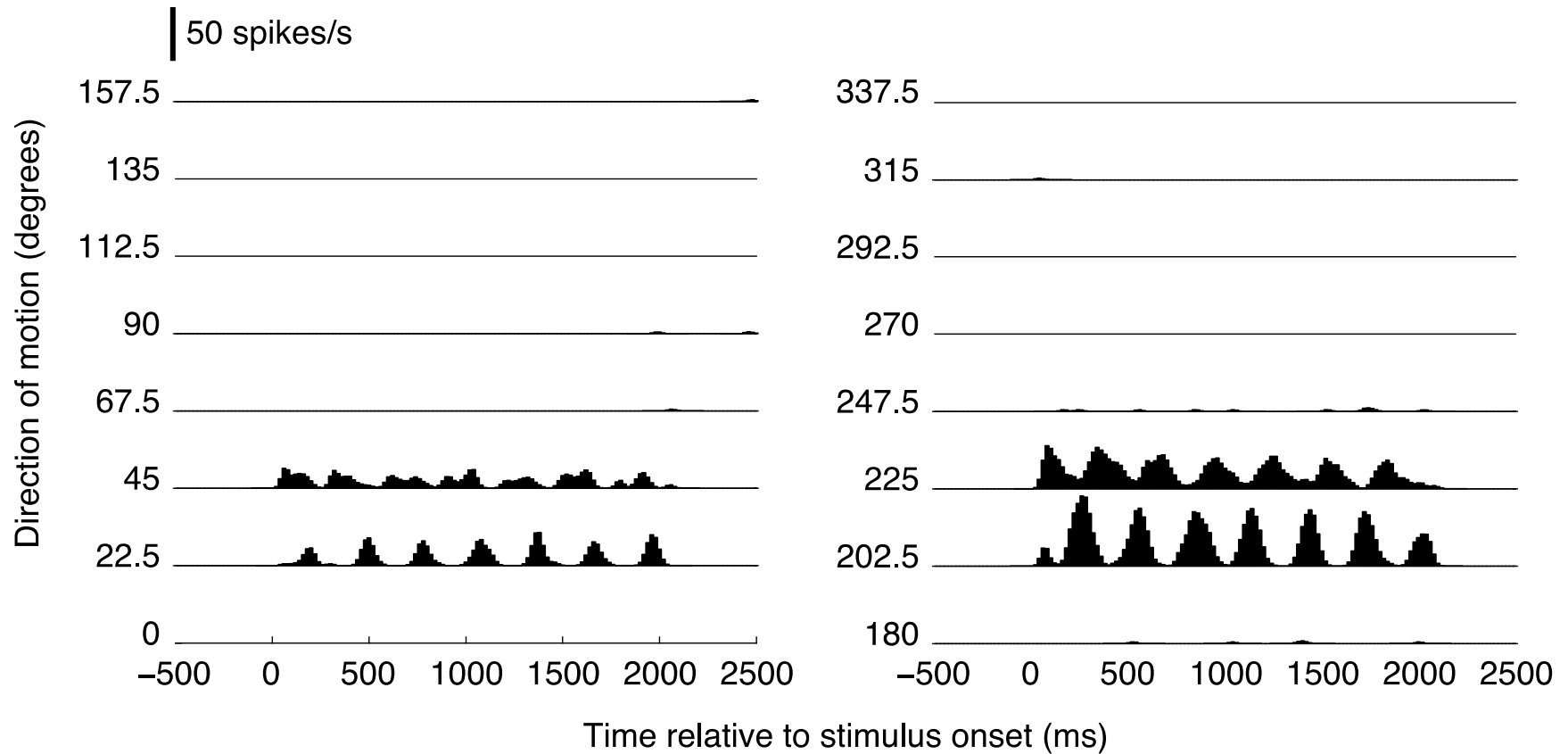
**until you spent considerable time looking at raw data and examples**



# SPIKE RASTERS

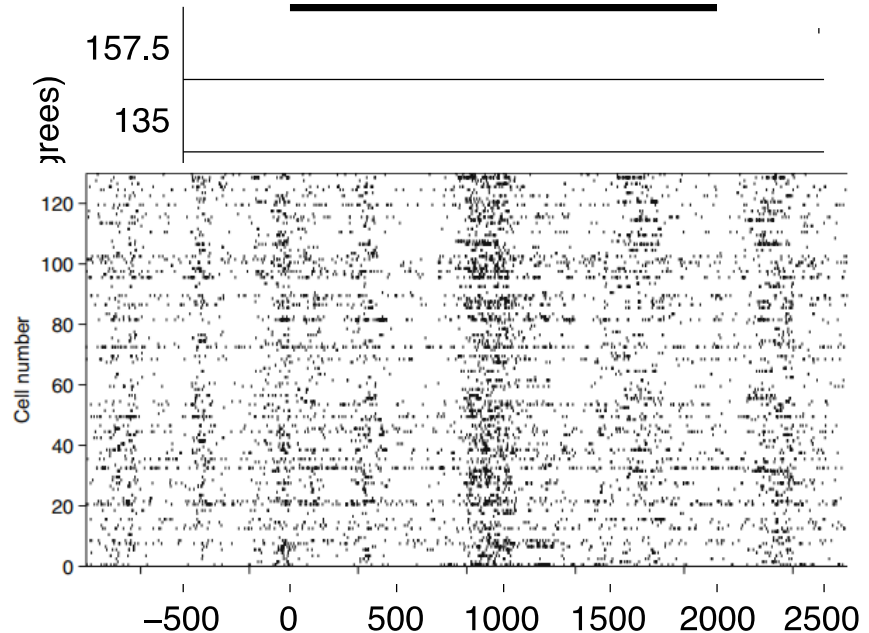


# PERI-STIMULUS TIME HISTOGRAM



# PSTH & SPIKE RASTERS

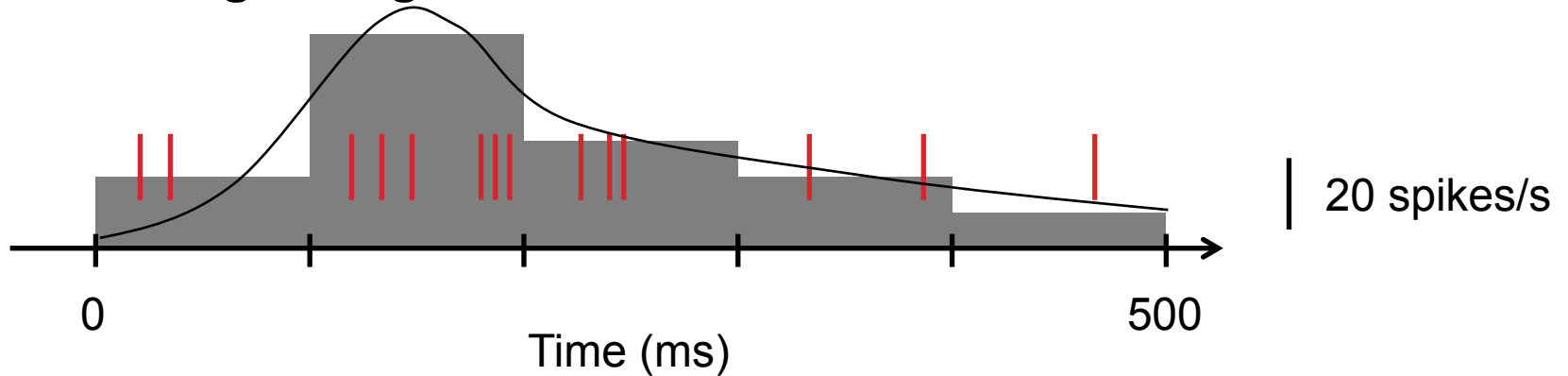
- Repeated measurements of spike trains with a reference time to align on
  - Stimulus
  - Onset of Movement/Saccade
- Event-related single neuron rate dynamics
- Population raster plot
  - population dynamics
- Align on LFP phase?



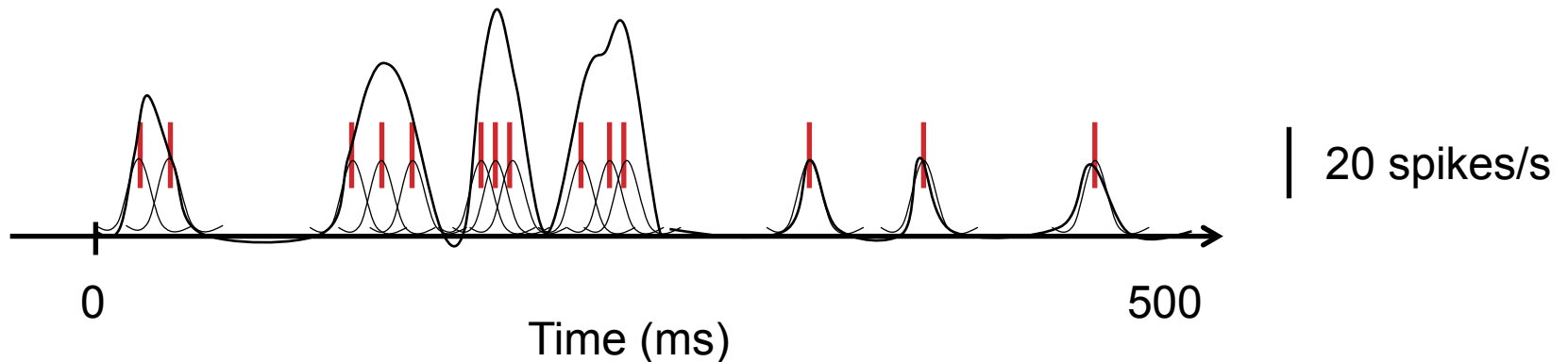


# PSTH/SDF – HOW TO

## 1. Average firing rate in a bin



## 2. Directly estimate spike density



# WINDOW SIZE

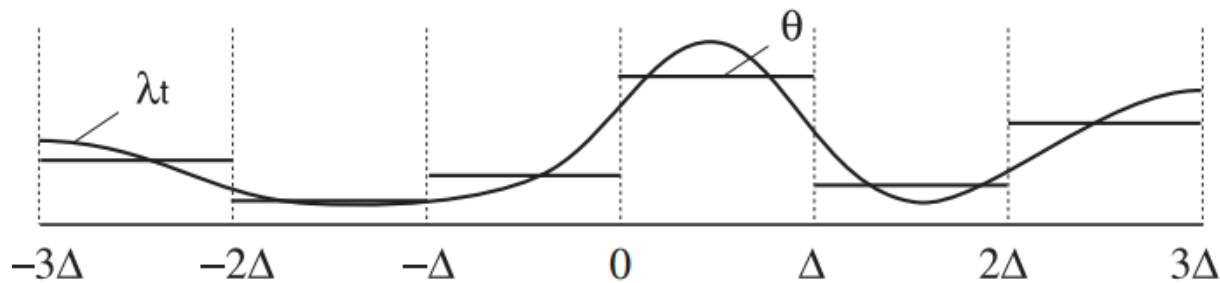
**Optimal gaussian window**

**Gaussian process**

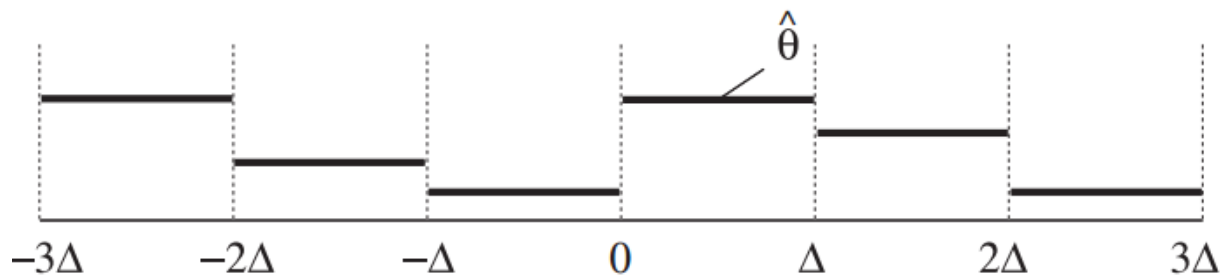
**BARS**

**Bayesian binning**

# BIN SIZE SELECTION



$$\theta = \frac{1}{\Delta} \int_0^{\Delta} \lambda_t dt$$

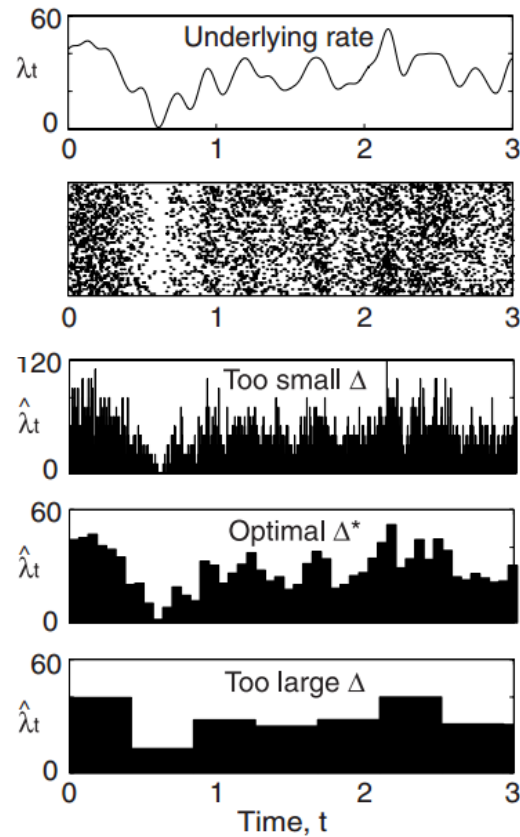
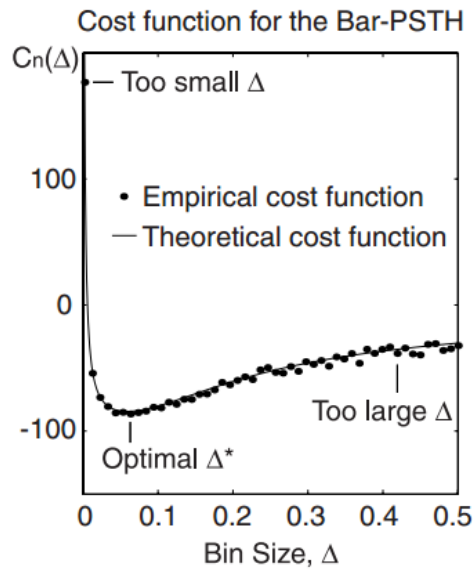


$$\hat{\theta} = \frac{k}{n\Delta}$$

# BIN SIZE SELECTION

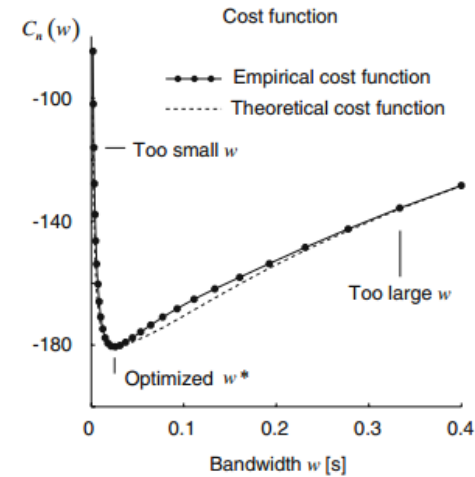
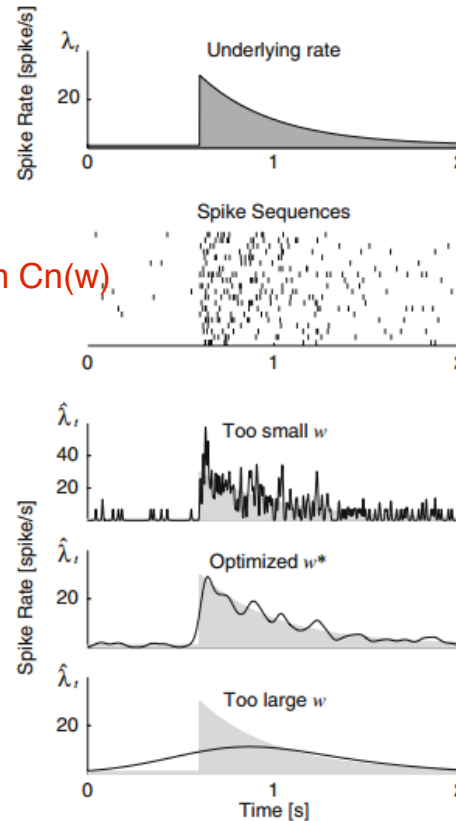
- Divide the observation period  $T$  into  $N$  bins of width  $\Delta$ .
- Count the number of spikes  $k_i$  from all  $n$  trials that fall into  $i$ -th bin
- Compute  $\bar{k} = \frac{1}{N} \sum_i^N k_i$  and  $v = \frac{1}{N} \sum_i^N (k_i - \bar{k})^2$
- Compute  $C_n(\Delta) = \frac{2\bar{k}-v}{(n\Delta)^2}$  2\*mean- variance , and normalized with bin size ?
- Search for  $\Delta^*$  that minimizes  $C_n(\Delta)$

# BIN SIZE SELECTION



# OPTIMAL KERNEL WIDTH

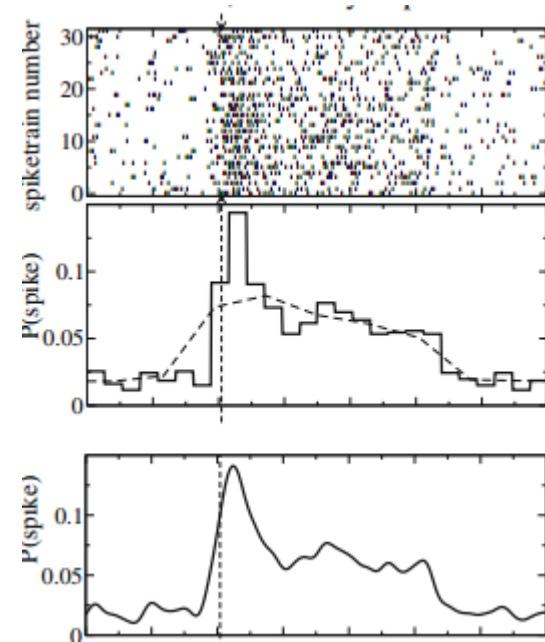
Minimize cost function  $C_n(w)$



$$n^2 C_n(\omega) = \frac{N}{\omega} + \frac{2}{\omega} \sum_{i < j} \left[ \exp\left(-\frac{(t_i - t_j)^2}{4\omega^2}\right) - 2\sqrt{2} \exp\left(-\frac{(t_i - t_j)^2}{2\omega^2}\right) \right]$$

# PROBLEMS WITH PSTH/SDF

- **Problems with PSTH approaches**
  - Sharp transients
  - Many bins where rate is constant
- **Problems with SDFs** ?
  - Sharp transients are blurred

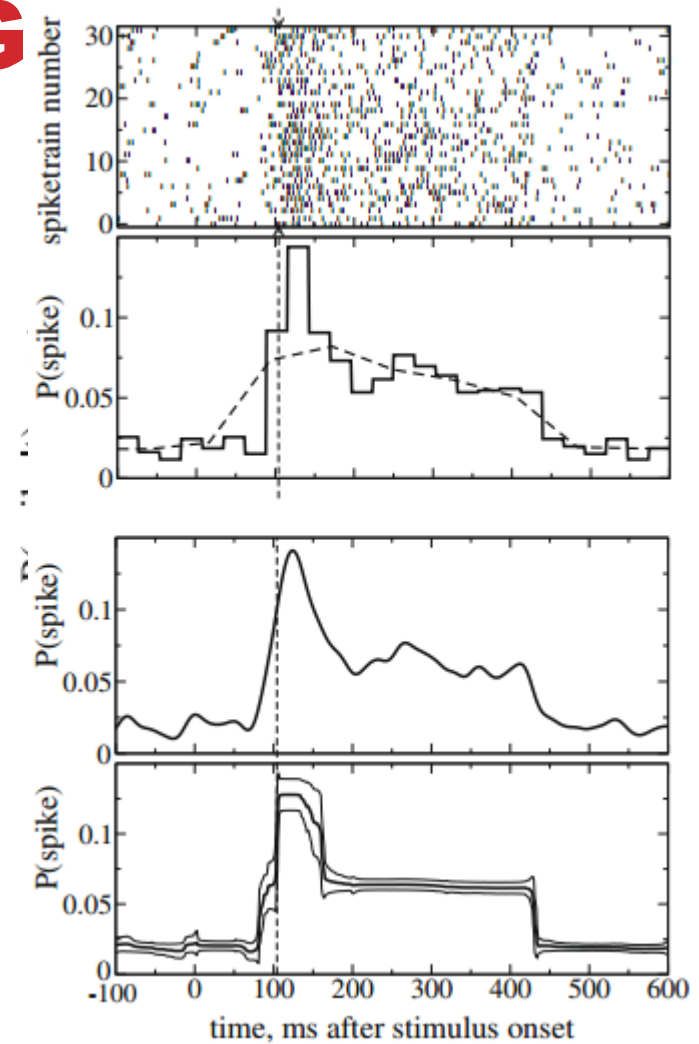


# BAYESIAN BINNING

- Model PSTH as sequence of intervals with constant firing probability

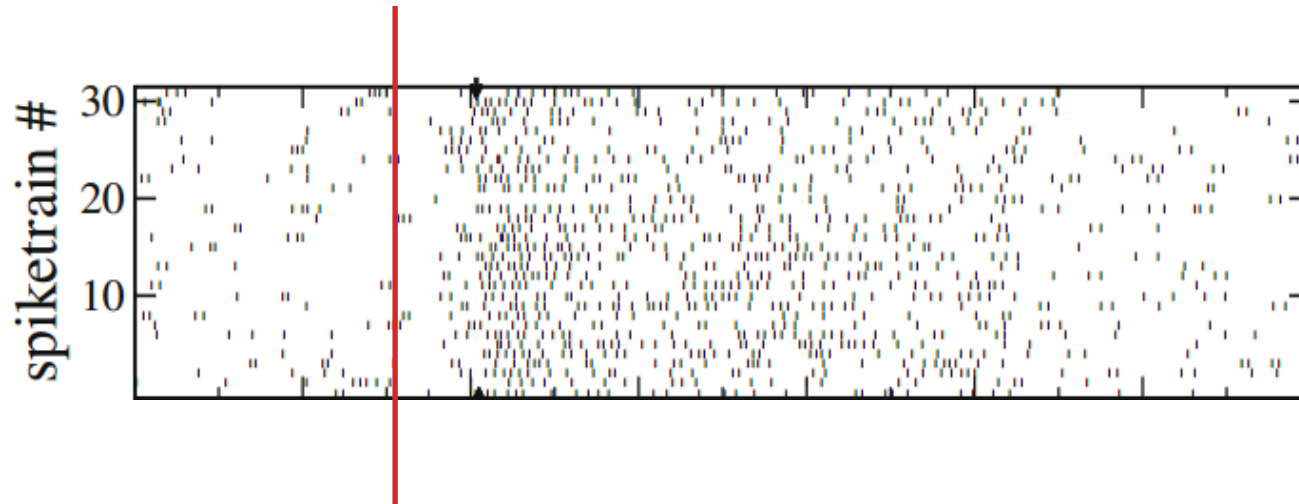
$$P(\vec{z}^i | \{f_m\}, \{k_m\}, M) = \prod_{m=0}^M f_m^{s(\vec{z}^i, m)} (1 - f_m)^{g(\vec{z}^i, m)}$$

- Bayesian inference for model parameters by computing posterior
- Dynamic programming
- Code online:  
<http://mloss.org/software/view/67/>





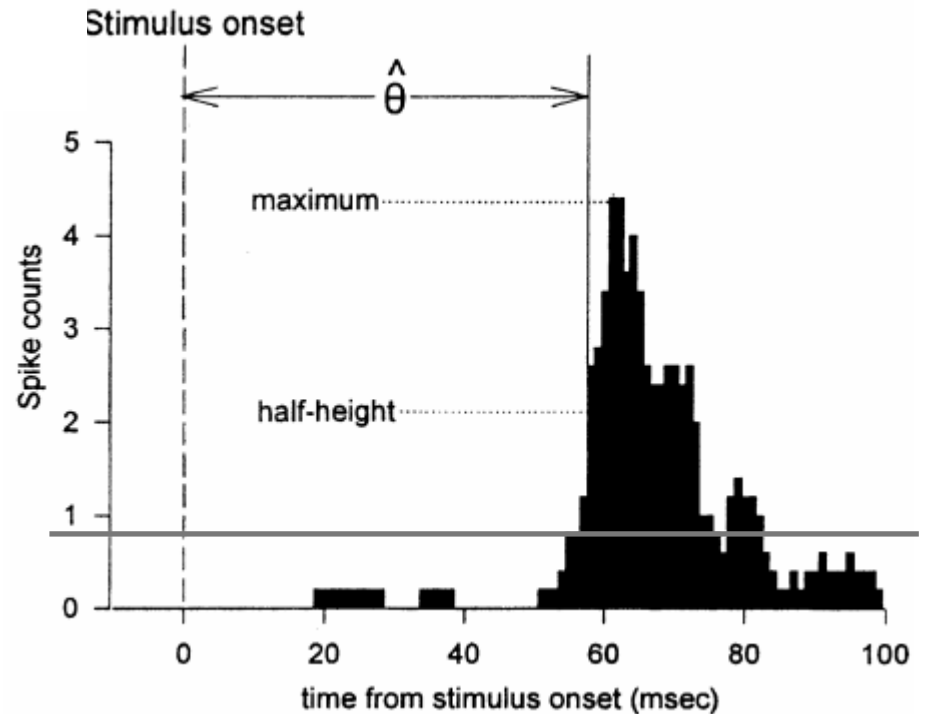
# LATENCY DETECTION



„Latency is where is the signal starts“

# LATENCY DETECTION

- Non-parametric estimation as half height of peak firing rate
- Threshold criterion above spontaneous firing



# LATENCY DETECTION

- Change point detection

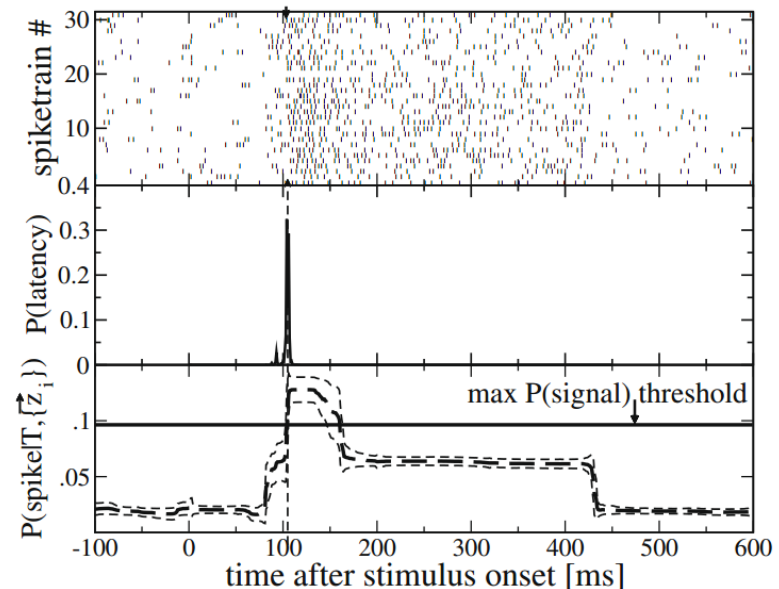
$$s(t) = \text{Poisson}(\lambda_1), t \in [0, \theta)$$

$$s(t) = \text{Poisson}(\lambda_2), t \in [\theta, \kappa)$$

- Bayesian binning

$$P(\text{excitatory latency at } t | \{k_m\}, \{f_m\}, M, S)$$

$$= \begin{cases} 1 & \text{if } \exists k_j \in \{k_m\} : k_j + 1 = t \\ & \text{and } f_j \geq S \text{ and } \forall i < j : f_i < S \\ 0 & \text{otherwise} \end{cases}$$



# SIMPLE OR COMPLEX CELL?

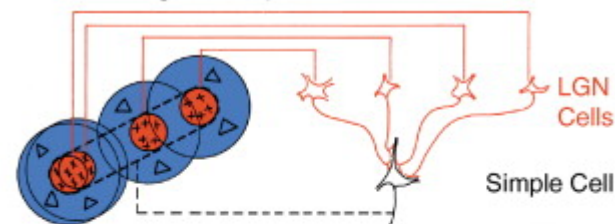
## Simple cells:

- Selective for spatial frequency and orientation
- Modulated by phase of a grating

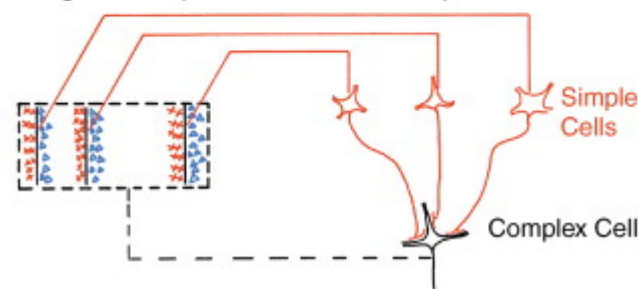
## Complex cells:

- Selective for spatial frequency and orientation
- Invariant to phase of the grating

Circuit Building a Simple Cell from LGN Cells



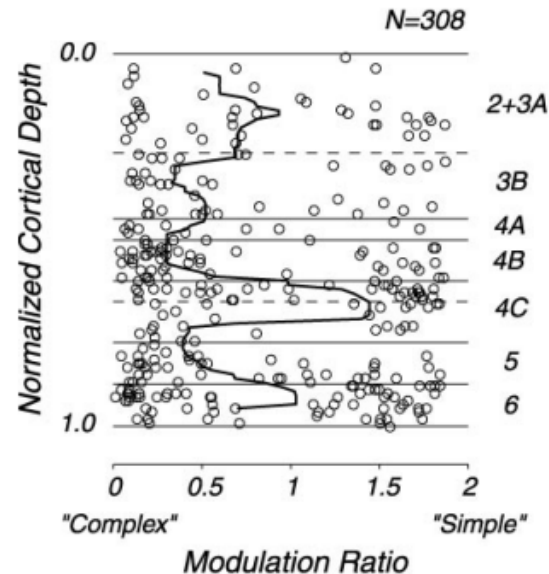
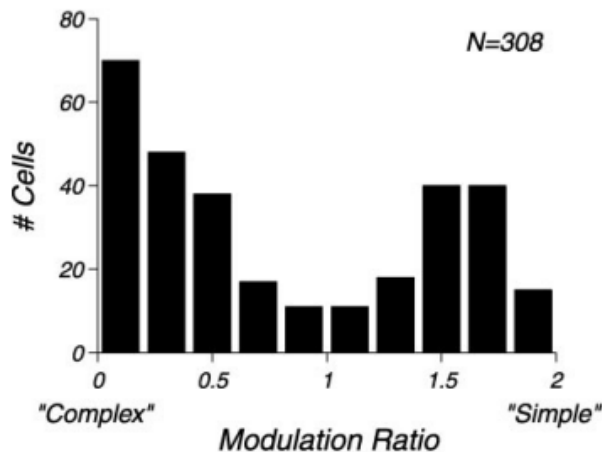
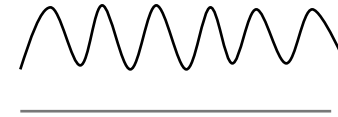
Building a Complex Cell from Simple Cells



# LINEARITY INDEX

Compare oscillation at stimulus frequency to DC component

$$LI = \frac{F_1}{F_0}$$



# SIMPLE OR COMPLEX?

