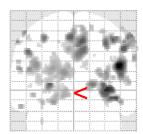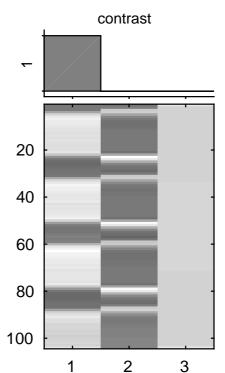# tone counting vs baseline
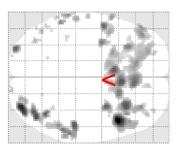
contrast

$SPM\{T_{98}\}$

SPMresults: ./spm_voxelwise_t4
Height threshold T = 4.000000 {T=4}
Extent threshold k = 0 voxels

Design matrix

Statistics: *p-values adjusted for search volume*

set-level		cluster-level				peak-level					mm mm mm		
p	c	$p_{FWE-corr}$	$q_{FDR-corr}$	k_E	p_{uncorr}	$p_{FWE-corr}$	$q_{FDR-corr}$	T	$(Z_\equiv)$	p_{uncorr}			
		0.909	0.596	1	0.596	0.901	0.651	4.19	4.01	0.000	12	-100	20
		0.665	0.366	4	0.271	0.910	0.670	4.17	3.99	0.000	-40	-38	44
		0.909	0.596	1	0.596	0.920	0.696	4.16	3.98	0.000	40	44	28
		0.746	0.436	3	0.340	0.940	0.751	4.12	3.95	0.000	-48	-72	2
		0.909	0.596	1	0.596	0.961	0.840	4.07	3.91	0.000	20	-66	34
		0.909	0.596	1	0.596	0.967	0.871	4.06	3.89	0.000	-46	-56	14
		0.830	0.511	2	0.439	0.973	0.915	4.04	3.87	0.000	-48	2	50
		0.909	0.596	1	0.596	0.977	0.948	4.02	3.86	0.000	-36	-40	-36

table shows 3 local maxima more than 8.0mm apart

Height threshold: T = 4.00, p = 0.000 (0.982)
Extent threshold: k = 0 voxels
Expected voxels per cluster, <k> = 3.562
Expected number of clusters, <c> = 4.03
FWEp: 5.310, FDRp: 5.262, FWEc: 48, FDRc: 24

Degrees of freedom = [1.0, 98.0]
FWHM = 8.2 8.1 7.9 mm mm mm; 4.1 4.0 4.0 {voxels}
Volume: 1784456 = 223057 voxels = 3155.8 resels
Voxel size: 2.0 2.0 2.0 mm mm mm; (resel = 65.58 voxels)
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