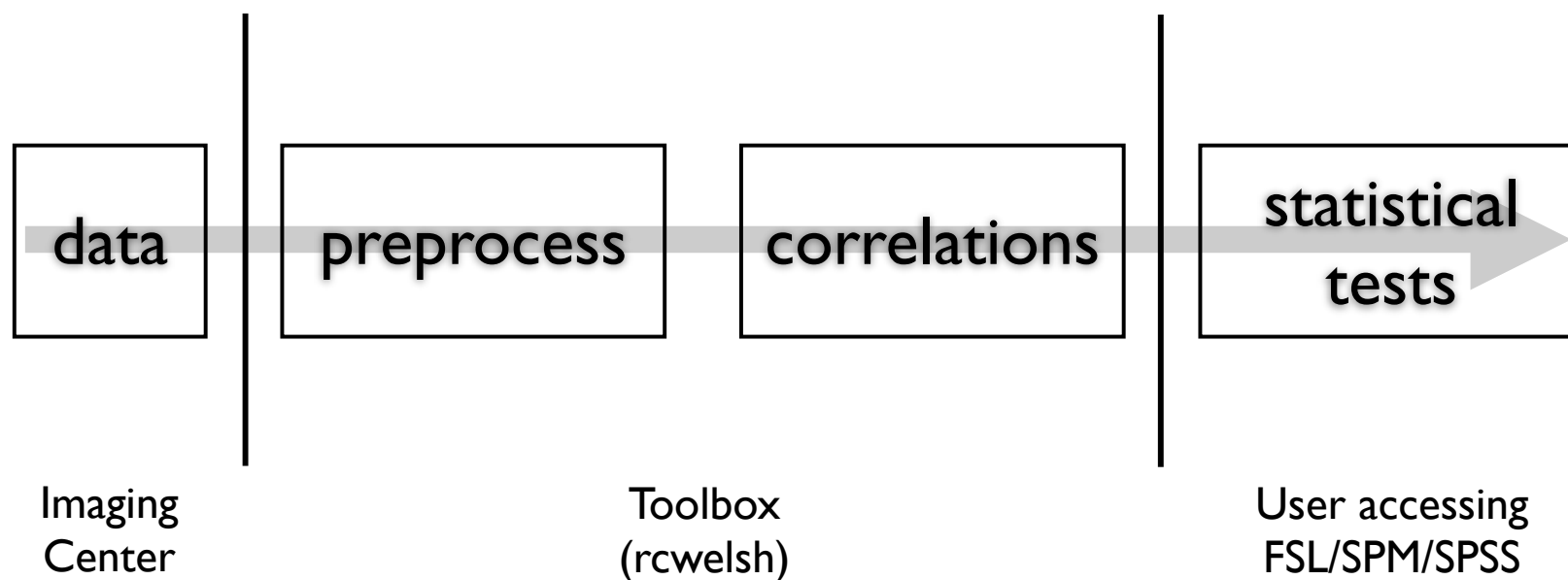
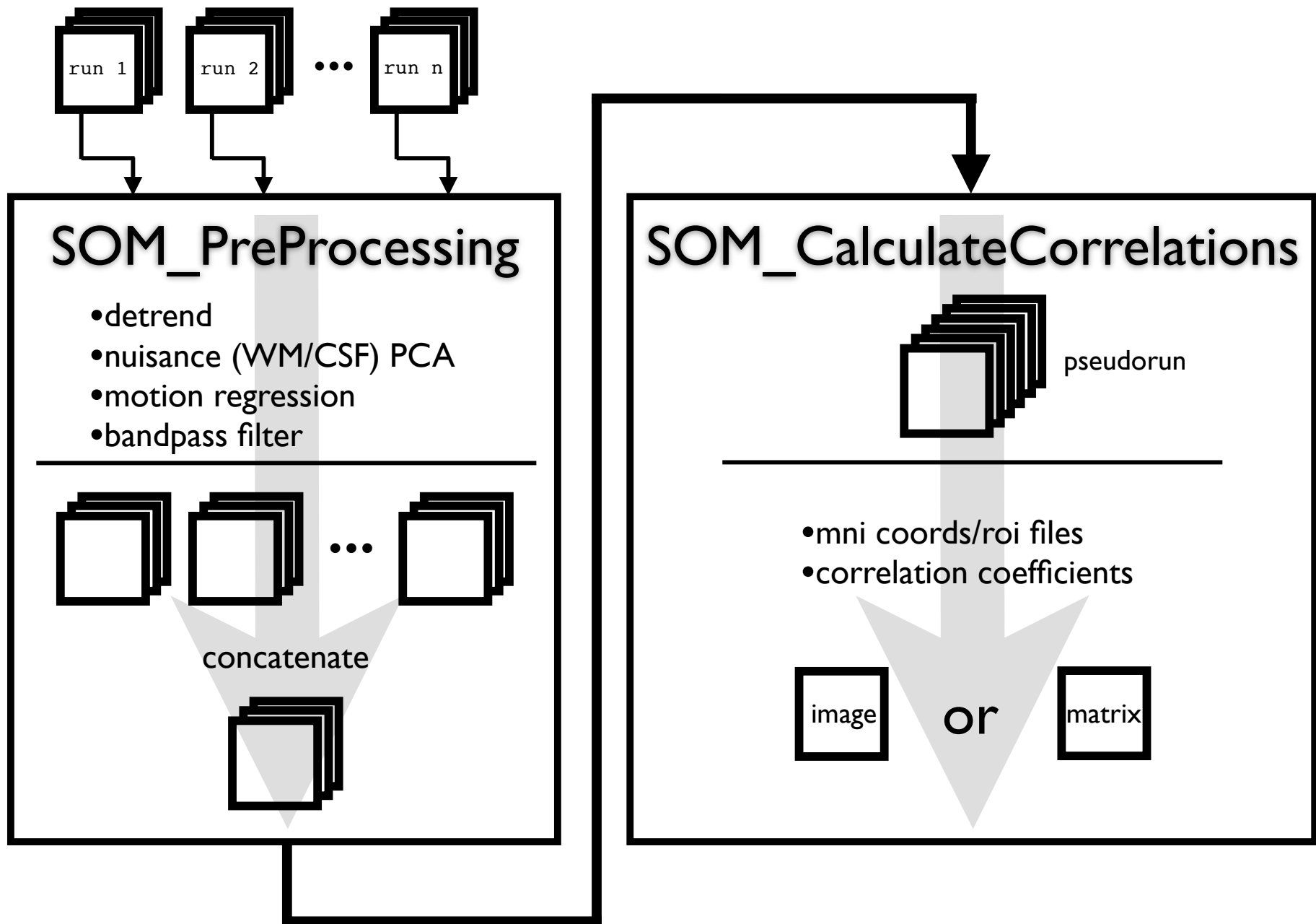
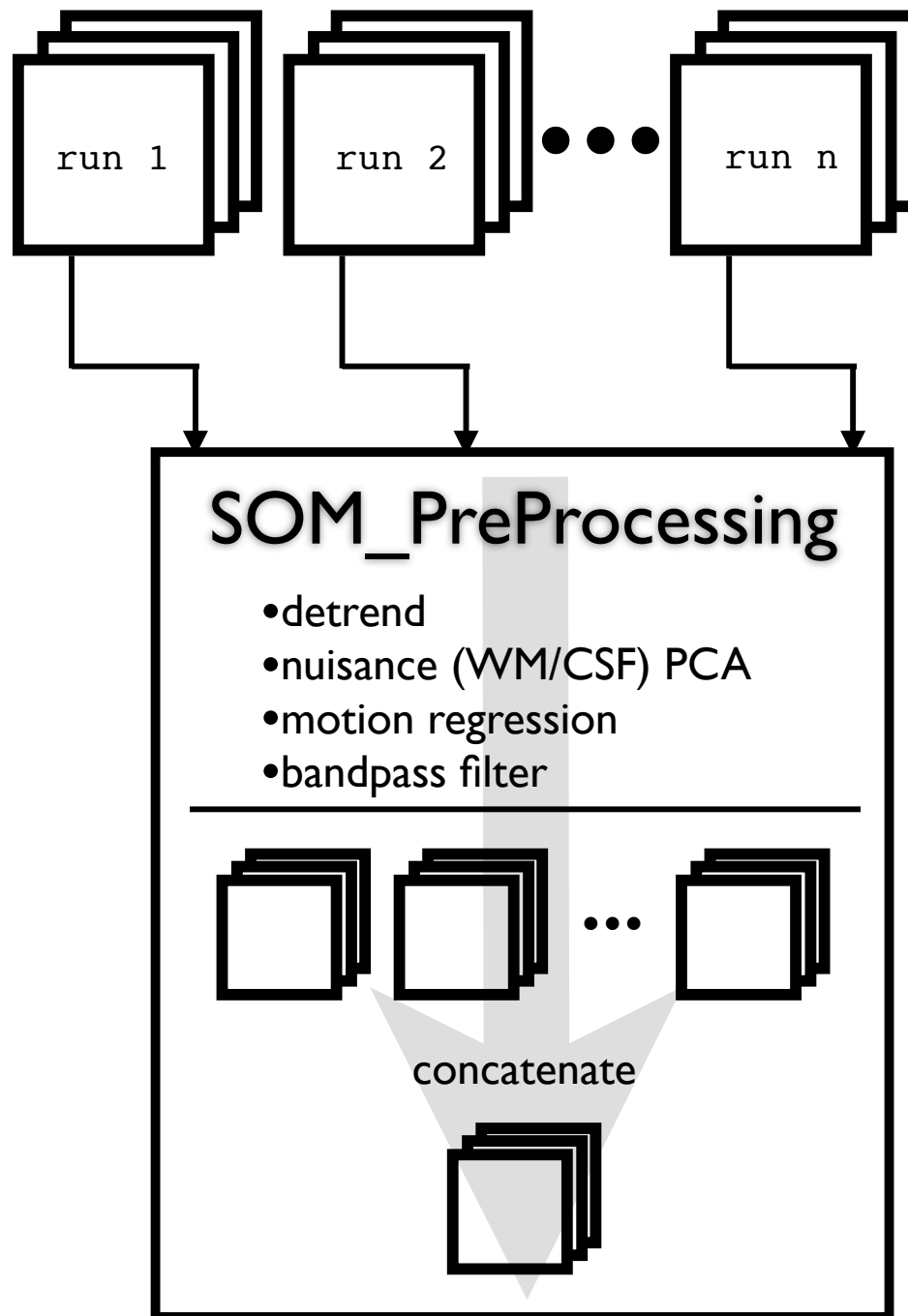


Connectivity Toolbox How-To (a sketch)

Domain Responsibility



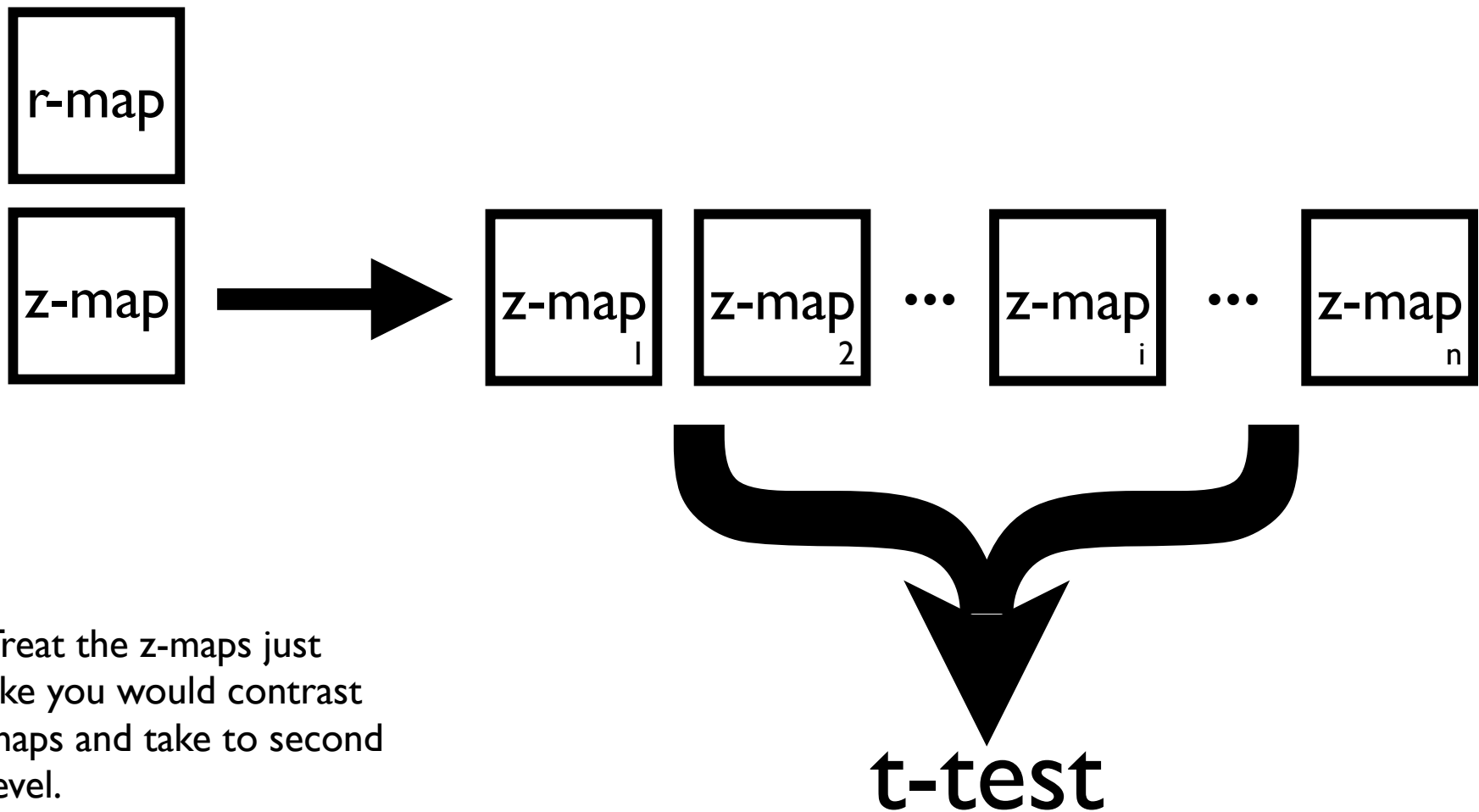




To create pseudo run,
specify multiple runs to
SOM_PreProcess and it will return a single
array with all data.

Now what?

Image based

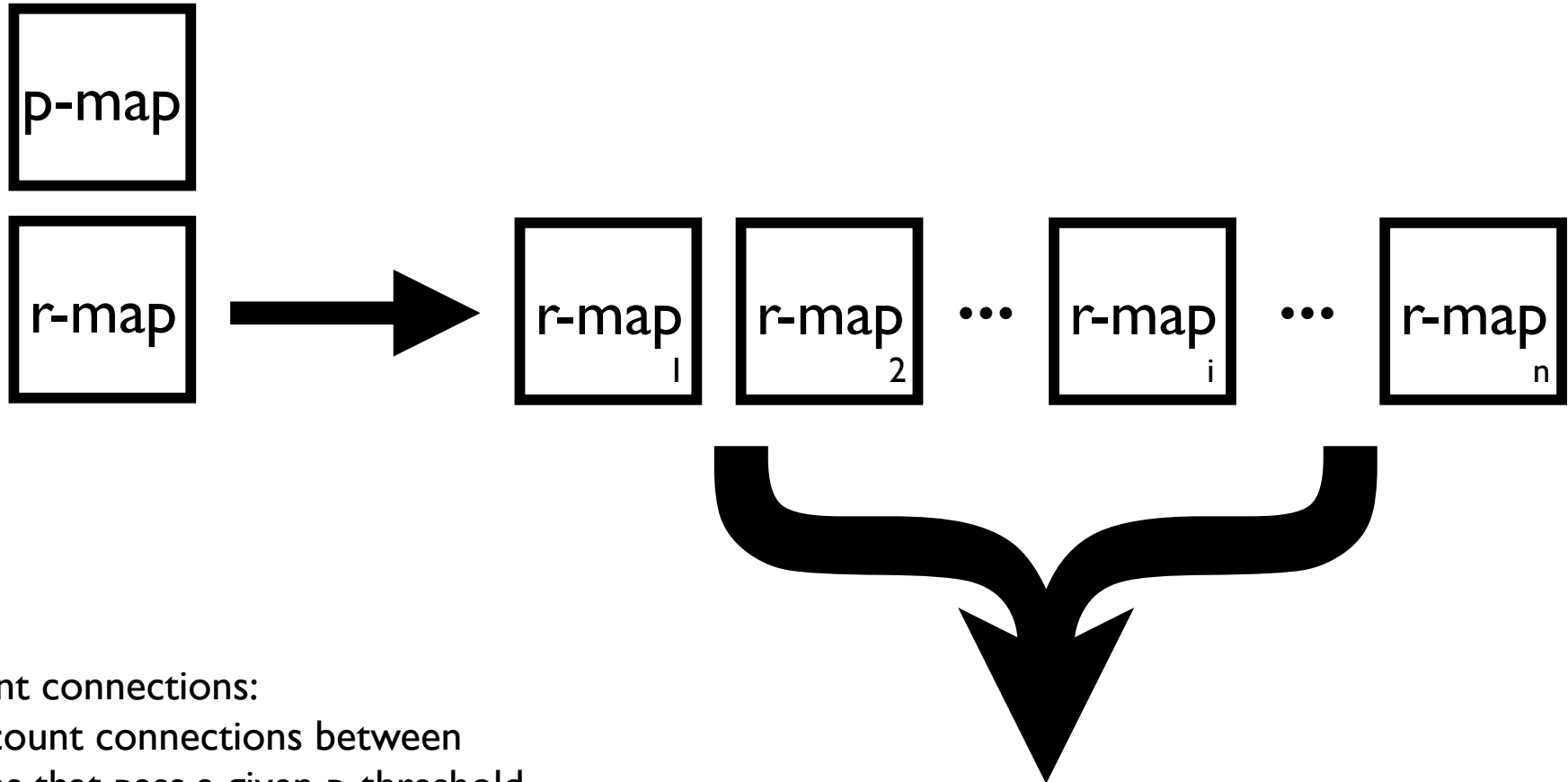


Treat the z-maps just like you would contrast maps and take to second level.

1 or 2-sample etc.

Now what?

mat based



Count connections:
e.g. count connections between
nodes that pass a given p-threshold.
this can be done on the single
subject level etc.

perform whatever statistic
fit your fancy. do on r-maps or
on p-maps.

Defining ROIs

You can use the built-in ROI standard objects, or you can specify your own. Recognized sizes are 1, 7, 19, 27.

```
parameters.mni.
```

```
coordinates      = [ x0  y0  z0;  
                    x1  y1  z1;  
                    ...  
                    xn yn zn ];
```

```
size             = #;
```

Or

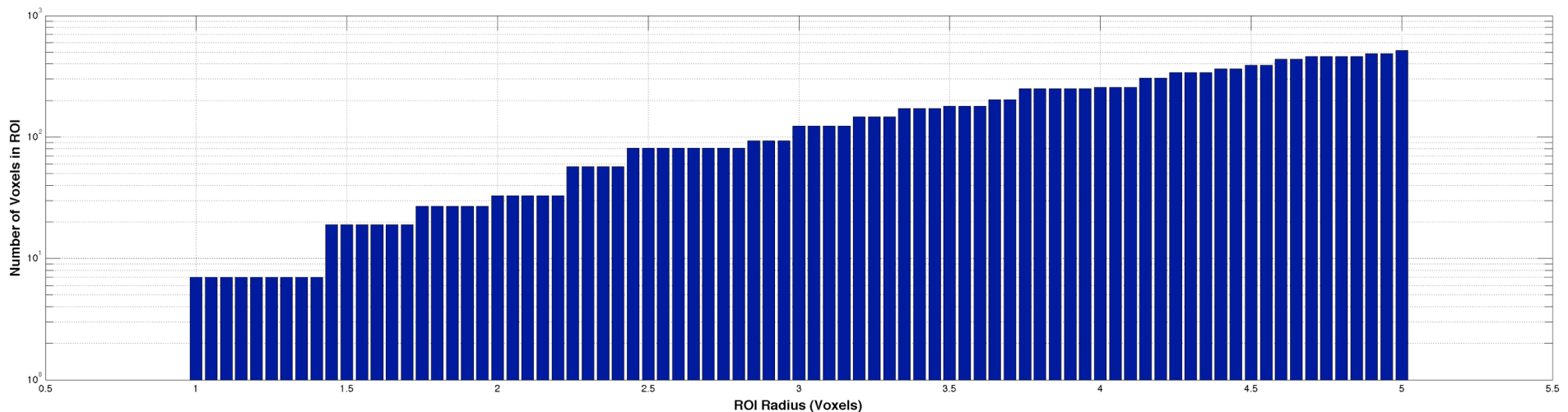
```
size.XROI        = [ -1    0  -1 ];  
                  .YROI    = [  0    0    0 ];  
                  .ZROI    = [  0    0    0 ];
```

So specify you own use:

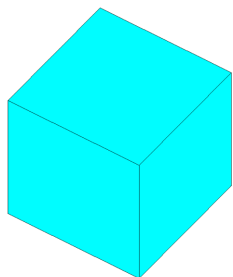
Or, have the code build the arrays

```
XYZ = SOM_MakeSphereROI(radius);  
parameters.rois.mni.size.XROI=XYZ(1,:);  
parameters.rois.mni.size.YROI=XYZ(2,:);  
parameters.rois.mni.size.ZROI=XYZ(3,:);
```

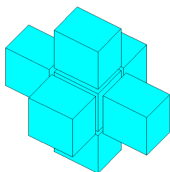
Obviously, some range of radii will give same ROI definition.



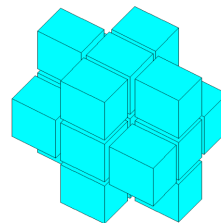
n Voxels : 1, Radius = 0.000000



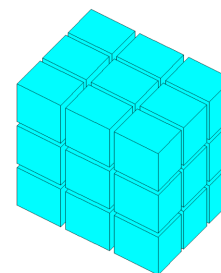
n Voxels : 7, Radius = 1.000000



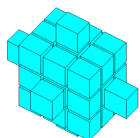
n Voxels : 19, Radius = 1.450000



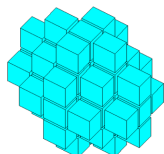
n Voxels : 27, Radius = 1.750000



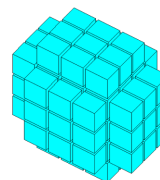
n Voxels : 33, Radius = 2.000000



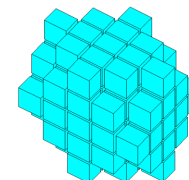
n Voxels : 57, Radius = 2.250000



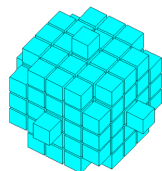
n Voxels : 81, Radius = 2.450000



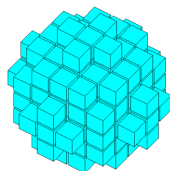
n Voxels : 93, Radius = 2.850000



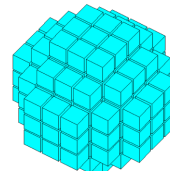
n Voxels : 123, Radius = 3.000000



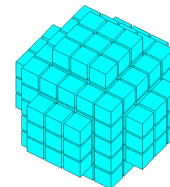
n Voxels : 147, Radius = 3.200000



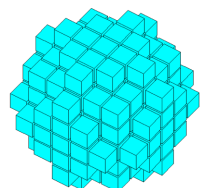
n Voxels : 171, Radius = 3.350000



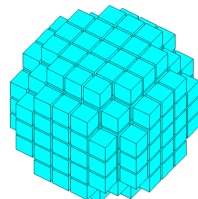
n Voxels : 179, Radius = 3.500000



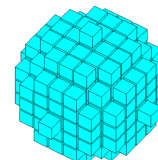
n Voxels : 203, Radius = 3.650000



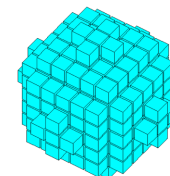
n Voxels : 251, Radius = 3.750000



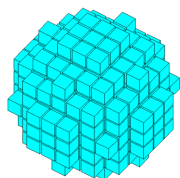
n Voxels : 257, Radius = 4.000000



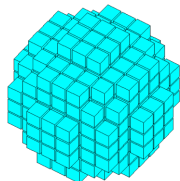
n Voxels : 305, Radius = 4.150000



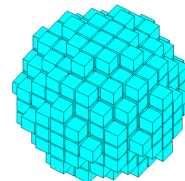
n Voxels : 341, Radius = 4.250000



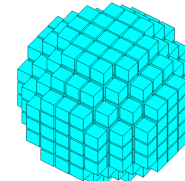
n Voxels : 365, Radius = 4.400000



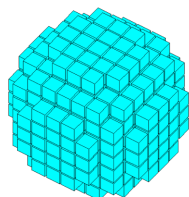
n Voxels : 389, Radius = 4.500000



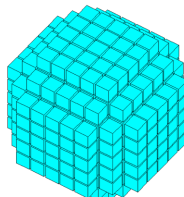
n Voxels : 437, Radius = 4.600000



n Voxels : 461, Radius = 4.700000



n Voxels : 485, Radius = 4.900000



n Voxels : 515, Radius = 5.000000

