# A function MRI mind-reading game

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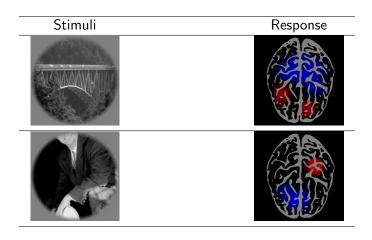
Stanford University

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### Section 1

## Introduction

### Functional MRI



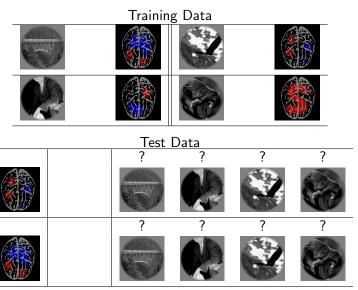
## Functional MRI

Stimuli x	Response y
$ \begin{pmatrix} 1.0 \\ 0 \\ 3.0 \\ 0 \\ -1.2 \end{pmatrix} $	$\begin{pmatrix} 1.2 \\ 0 \\ -1.8 \\ -1.2 \end{pmatrix}$
$\begin{pmatrix} 0 \\ -2.2 \\ -3.1 \\ 4.5 \\ 0 \end{pmatrix}$	$\begin{pmatrix} -1.2 \\ -1.9 \\ 0.5 \\ 0.6 \end{pmatrix}$

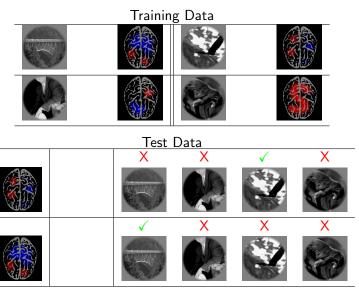
# **Encoding vs Decoding**

- Encoding: predict y from x.
- Decoding: reconstruct x from y (mind-reading).

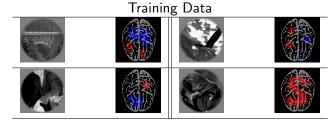
# A mind-reading game: Classification



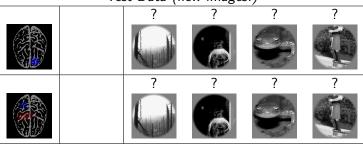
# A mind-reading game: Classification



# A mind-reading game: Identification



## Test Data (new images!)



### Statistical formulation I

#### Training data.

- Given training classes  $S_{\text{train}} = \{ \text{train}:1, \dots, \text{train}:k \}$  where each class train: i has features  $x_{\text{train}:i}$ .
- For  $t = 1, ..., T_{train}$ , choose class label  $z_{train:t} \in S_{train}$ ; generate

$$y_{\mathsf{train}:t} = f(x_{z_{\mathsf{train}:t}}) + \epsilon_t$$

where f is an unknown function, and  $\epsilon_t$  is i.i.d. from a known or unknown distribution.

#### Test data.

- Given test stimuli  $S_{\text{test}} = \{\text{test:}1, \dots, \text{test:}\ell\}$  with features  $\{x_{\text{test:}1}, \dots, x_{\text{test:}\ell}\}$
- Task: for  $t = 1, ..., T_{\mathsf{test}}$ , predict  $\hat{z}_{\mathsf{test}:t} \in \mathcal{S}_{\mathsf{train}}$  from  $y_{\mathsf{test}:t}$ ; try to minimize misclassification rate

#### Statistical formulation II

- f is an unknown function
- P is a known or unknown distribution over image features
- Training data. Draw  $x_{\text{train}:i} \sim P$  for i = 1 hdots, k.
- Test data. Draw  $x_{\text{train}:i} \sim P$  for  $i = 1 \text{ hdots}, \ell$ .
- Theoretical question: Analyze average misclassification rate when classes are generated this way

# Toy example I

#### Model.

- Features x are one-dimensional real numbers, as are responses y. Parameter  $\beta$  is also a real number.
- ullet Suppose we estimated  $\hat{eta}$  from training data.

#### Test data.

- Generate features  $x_{\text{test}:1}, \ldots, x_{\text{test}:\ell}$  iid  $N(0, \sigma_x^2)$ .
- Hidden labels  $z_{\text{test}:t}$  are iid uniform from  $S_{\text{train}}$ . Generate  $y_{\text{test}:t} \sim N(\beta x_{z_{\text{test}:t}}, \sigma_{\epsilon}^2)$
- Estimate  $\hat{z}_{\text{test:}t}$  by maximum likelihood assuming  $\hat{\beta}$  is correct. Thus:

$$\hat{z}_{\text{test}:t} = \operatorname{argmin}_{z} (\hat{\beta} x_{z} - y_{\text{test}:t})^{2}$$

