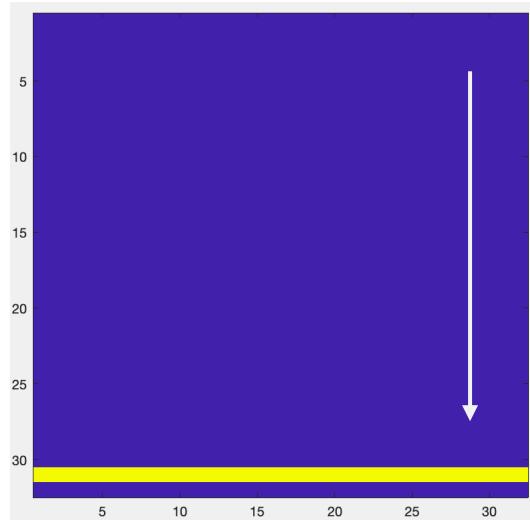
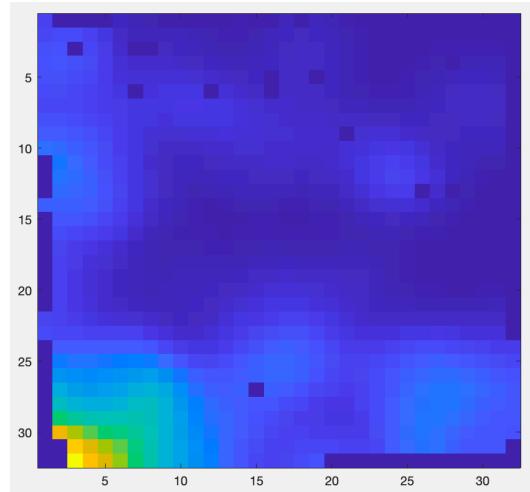
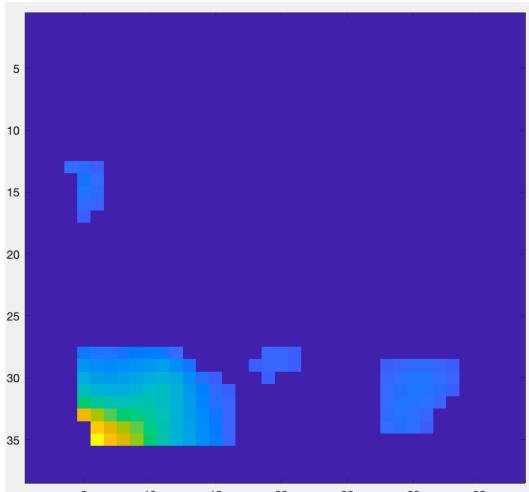
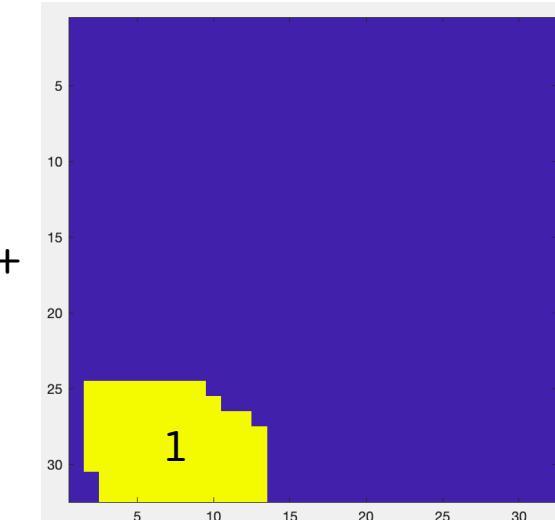
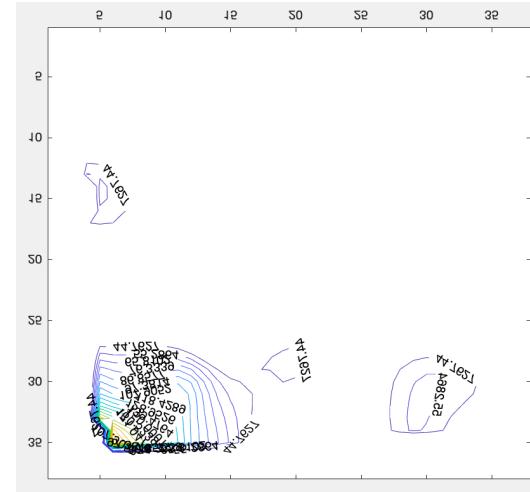


Example rm miniscope

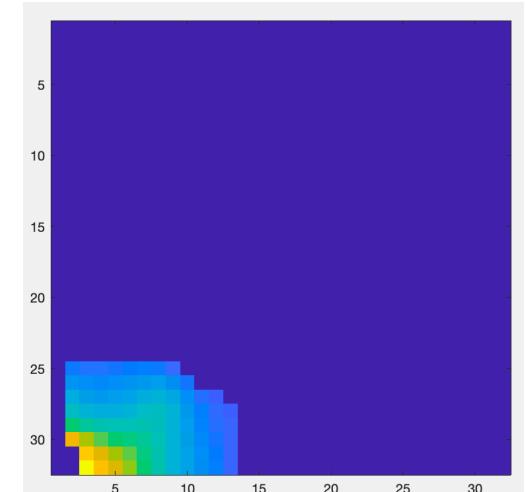


```
noOvl(i,j) = numel(find(sumMaps == 1)) / (nMap-nDum); %
isOvl(i,j) = numel(find(sumMaps == 2)) / nDum; %
```

fieldDetectionThresh



p.minBin
fieldInclusionThresh



.5
↑

$$\text{matchScore} = \max(\text{isOvl} - r * \text{noOvl})$$

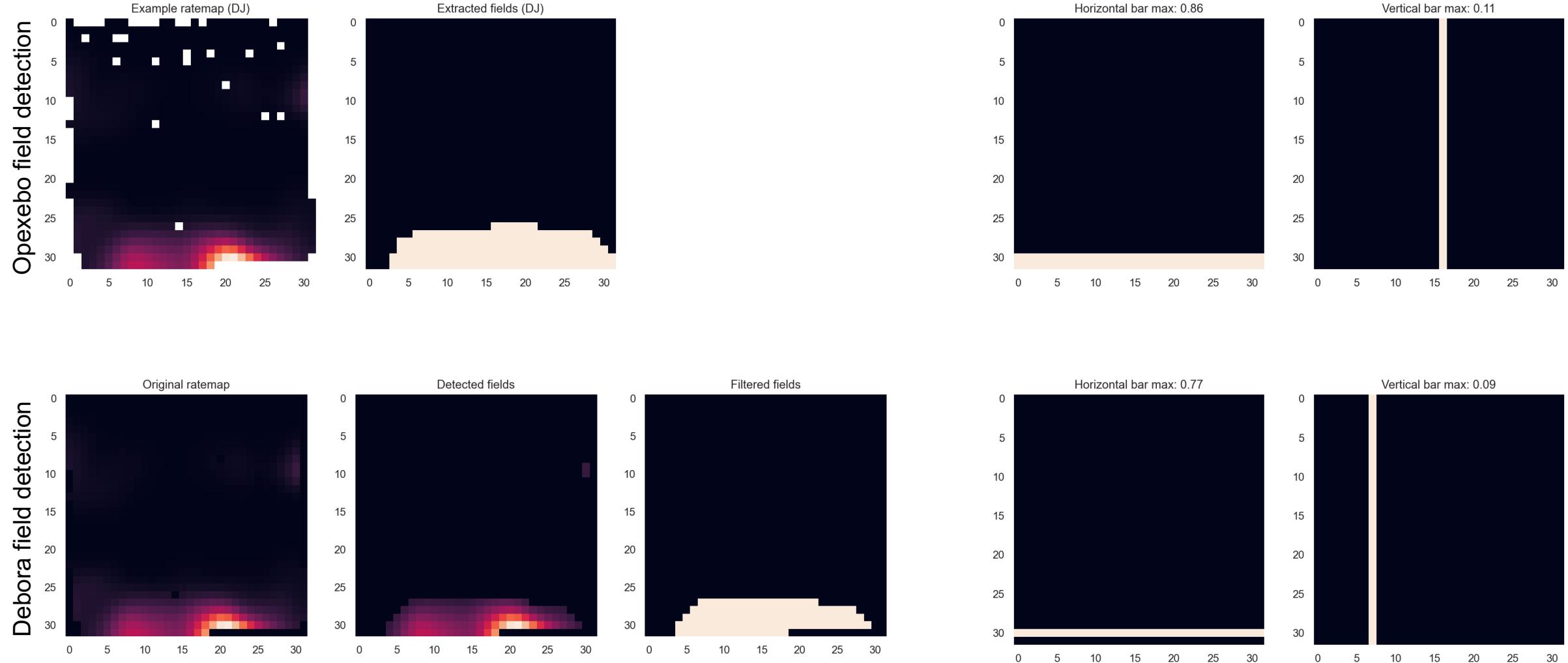
$$= .3276$$

Theoretical max (perfect overlap) = 1

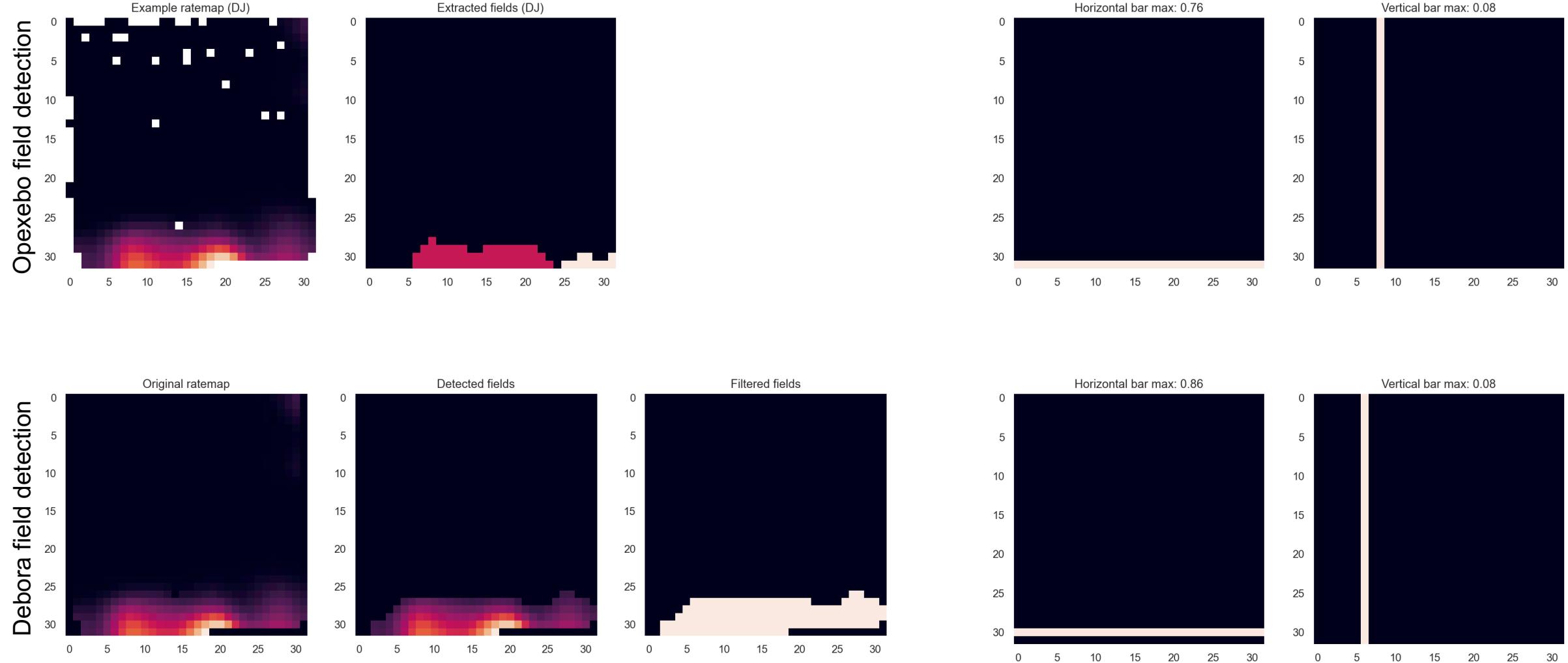
User defined:

- Std over median for detection / inclusion
- minBin
- r

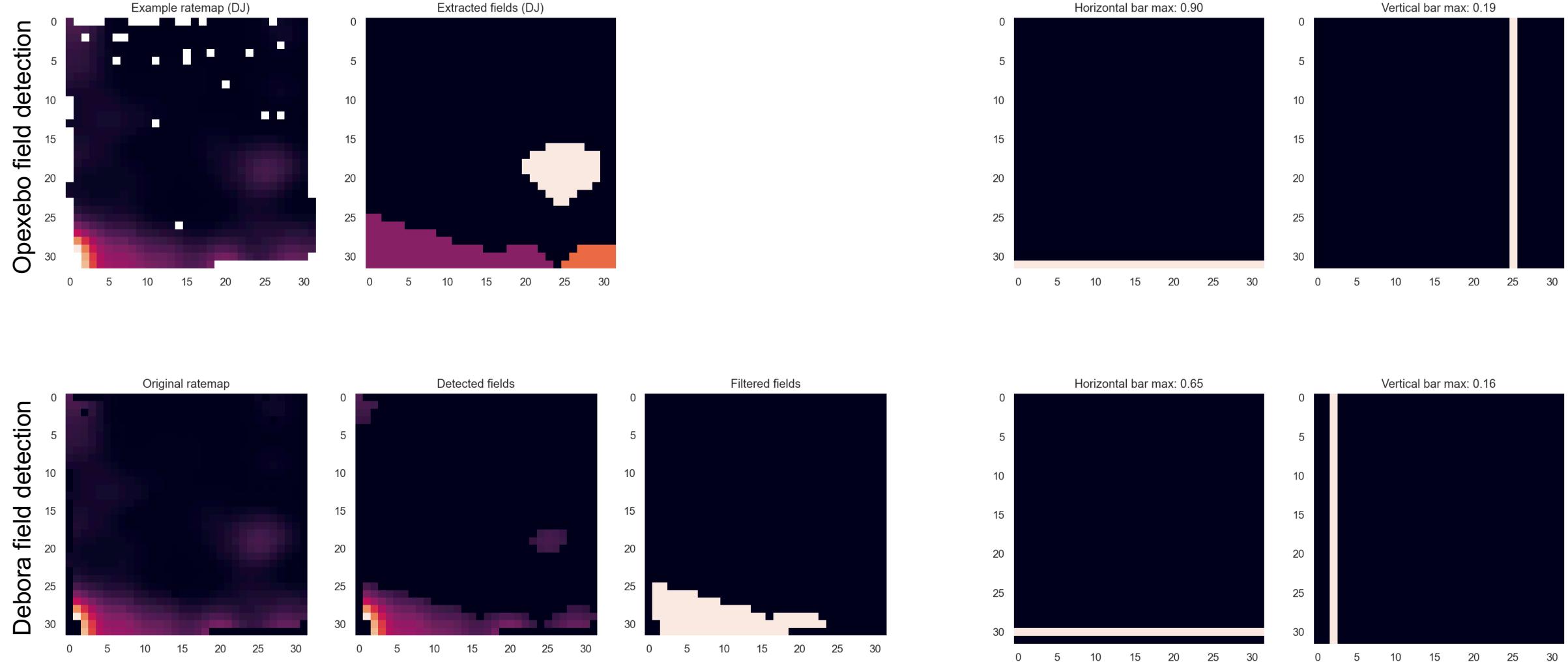
Examples



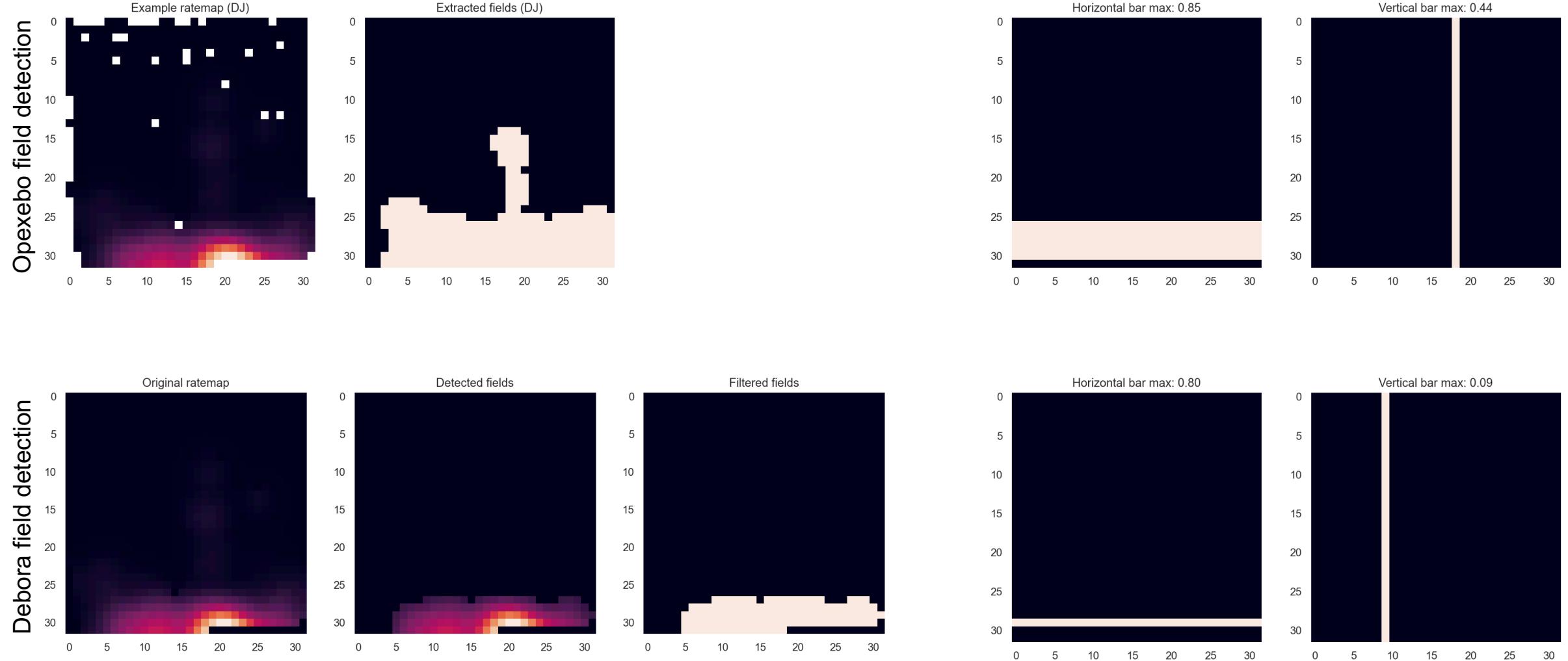
Examples



Examples

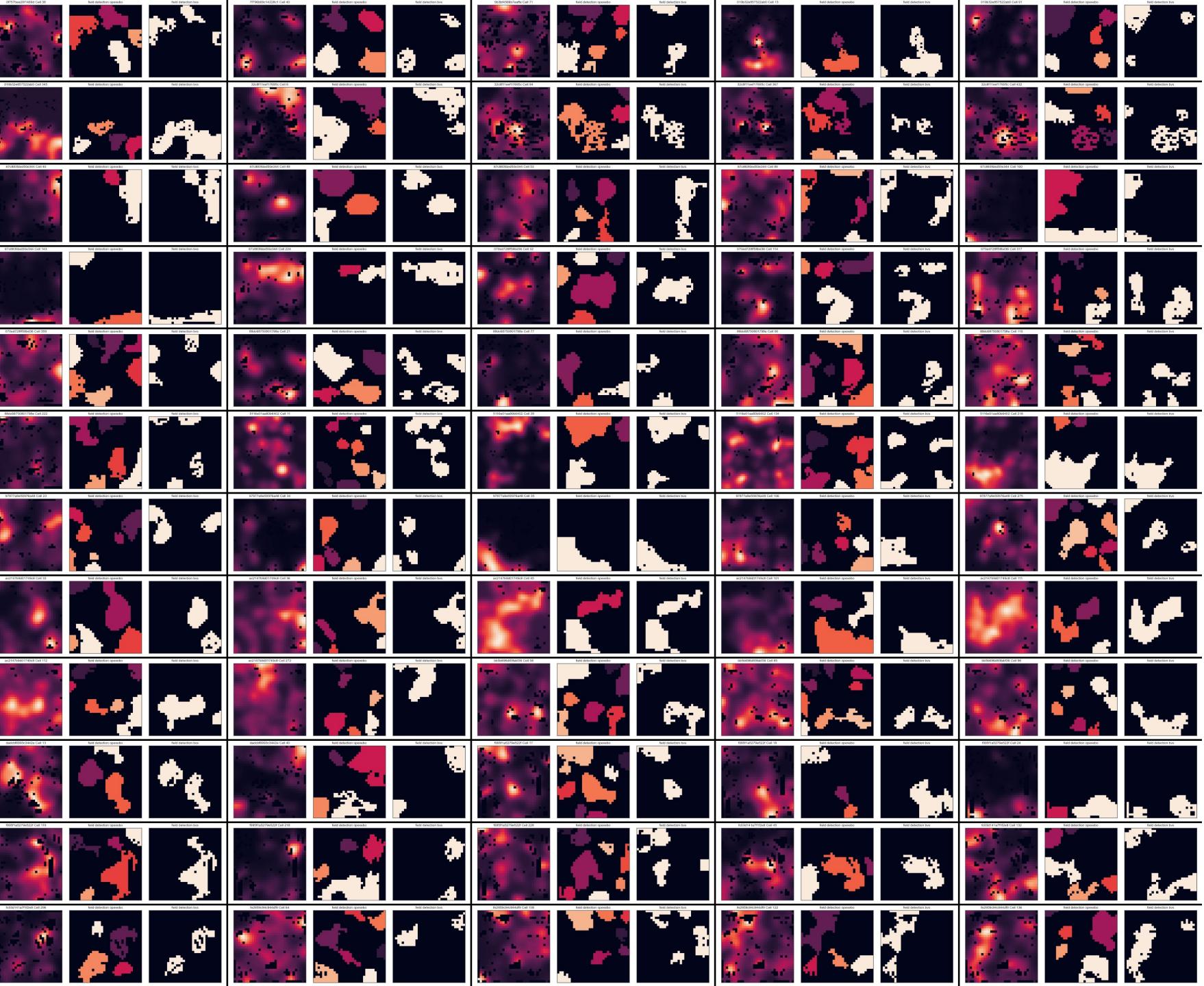


Examples



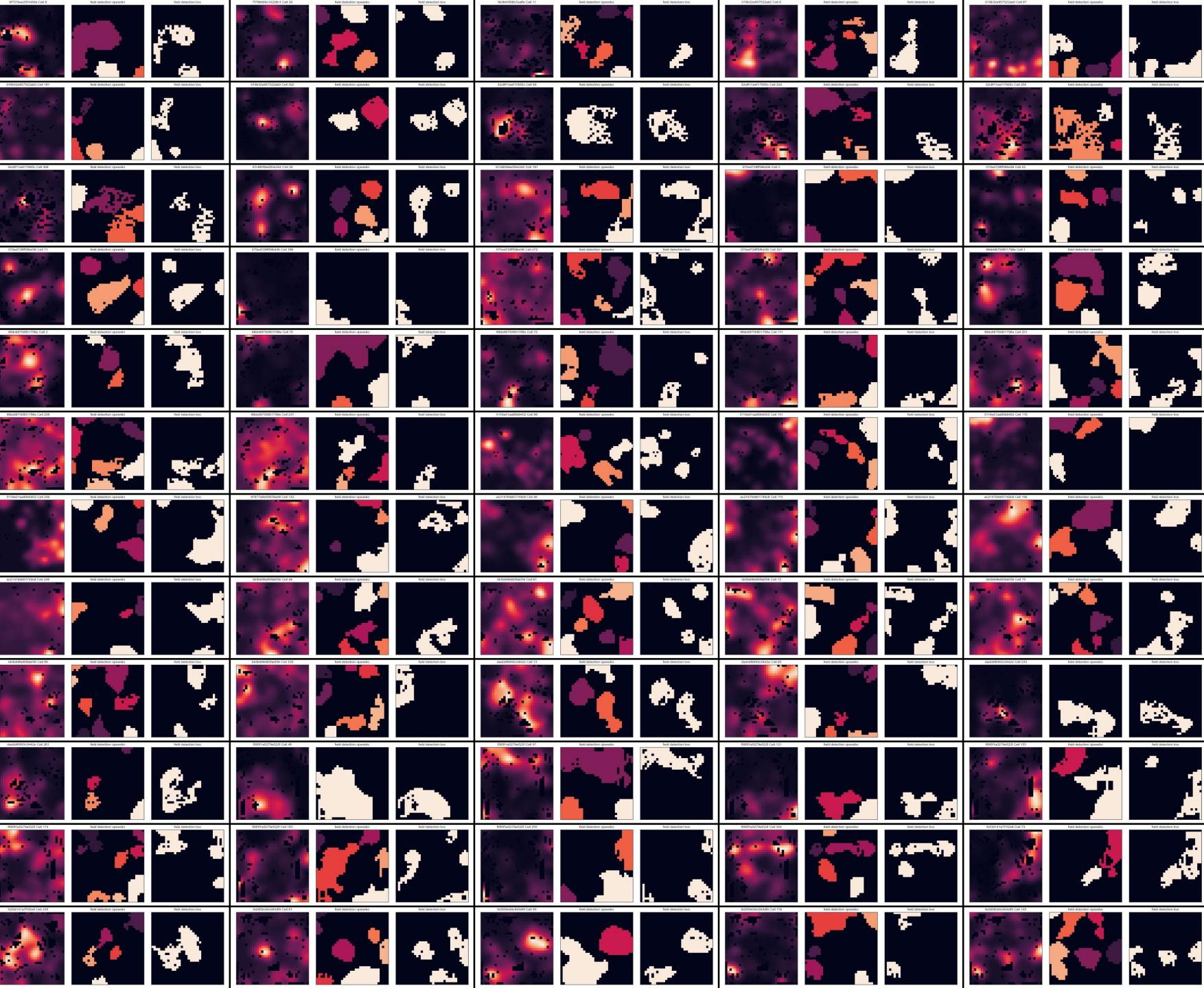
60 example cells

Ratemap	Opexeo field detection	BV field detection
---------	------------------------------	-----------------------

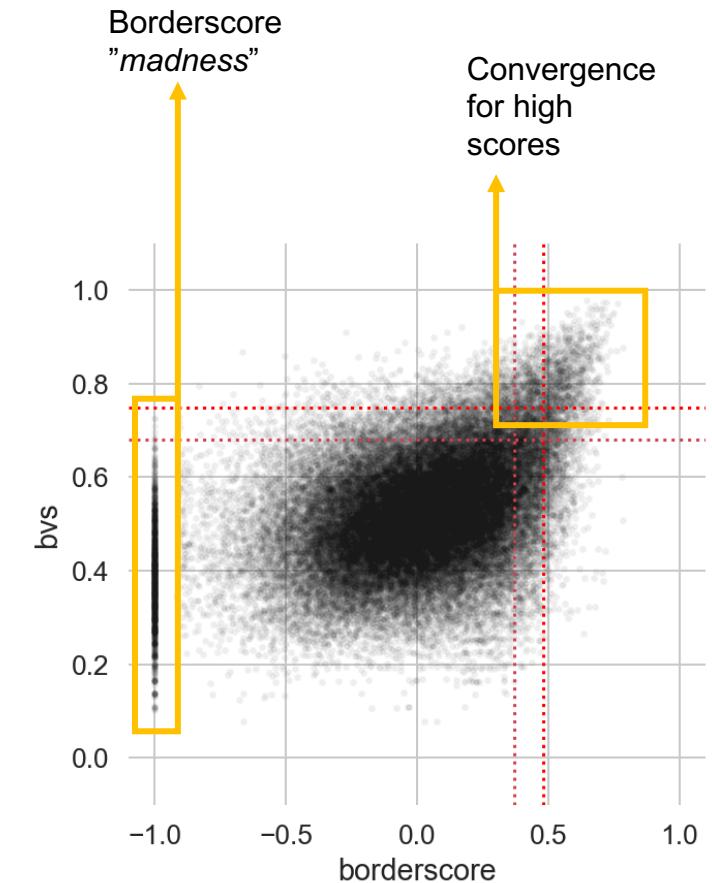
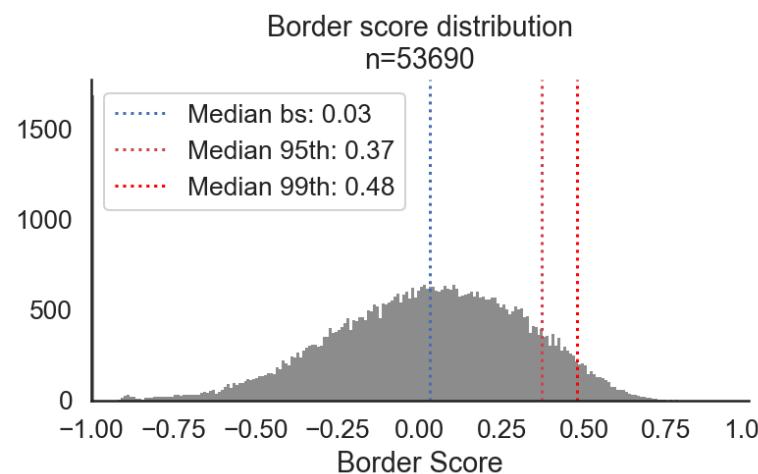
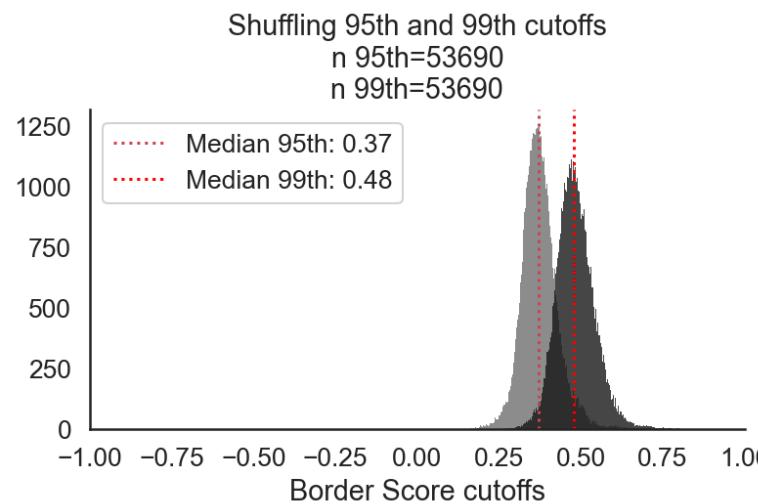
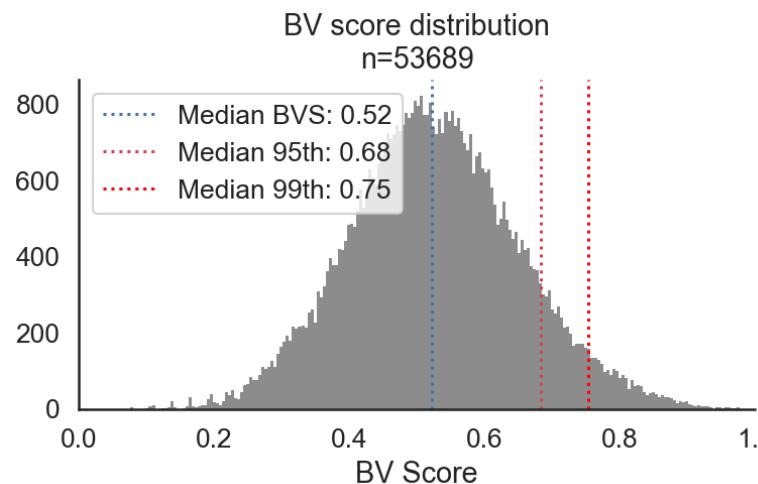
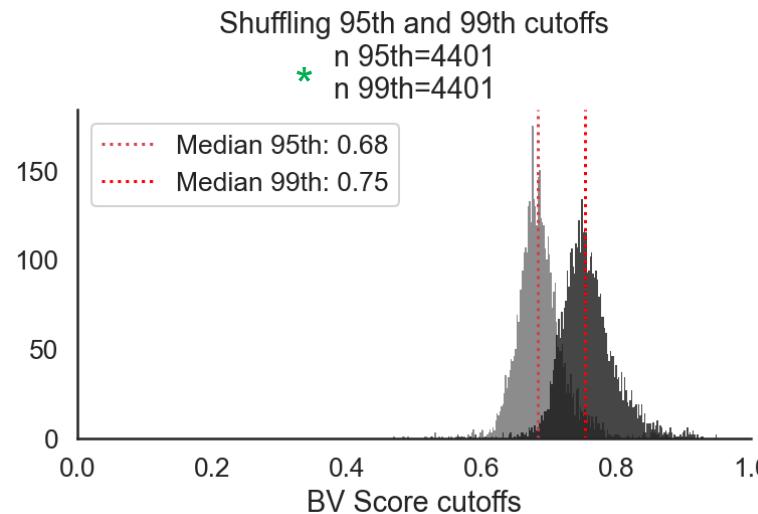


60 example cells

Ratemap	Opexeo field detection	BV field detection
---------	------------------------------	-----------------------

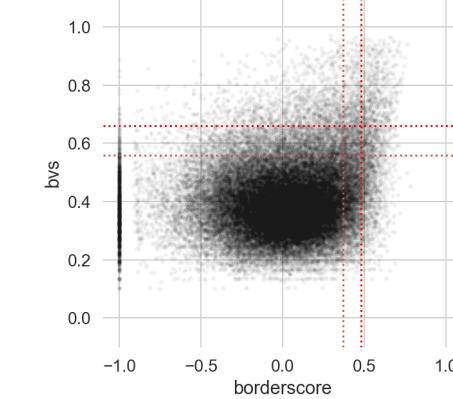
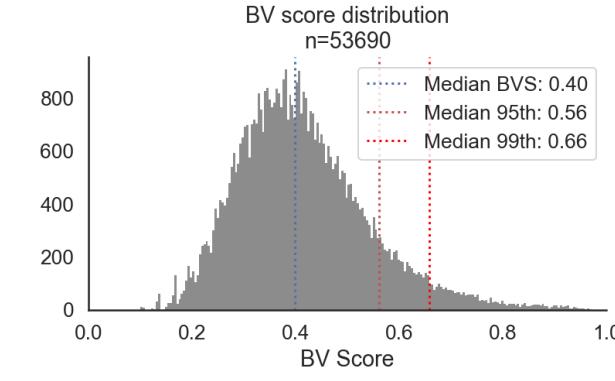
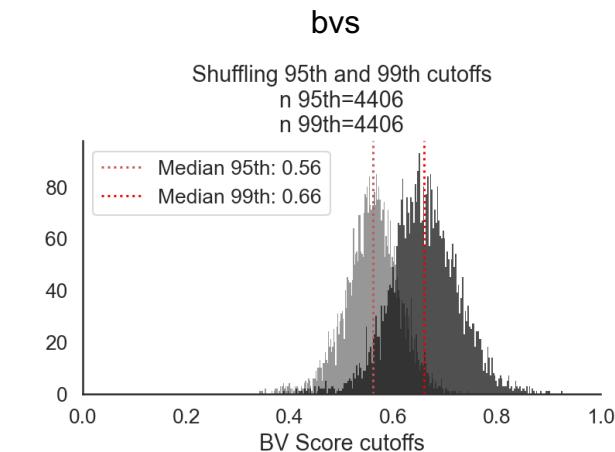
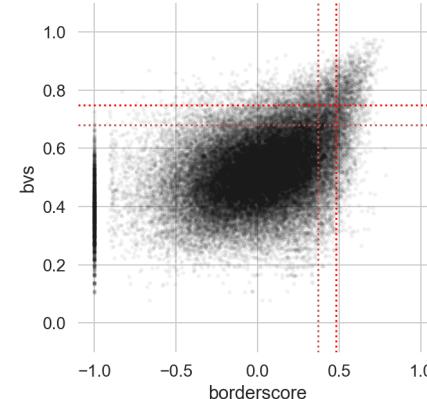
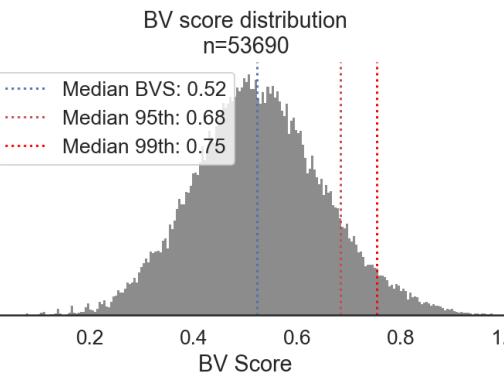
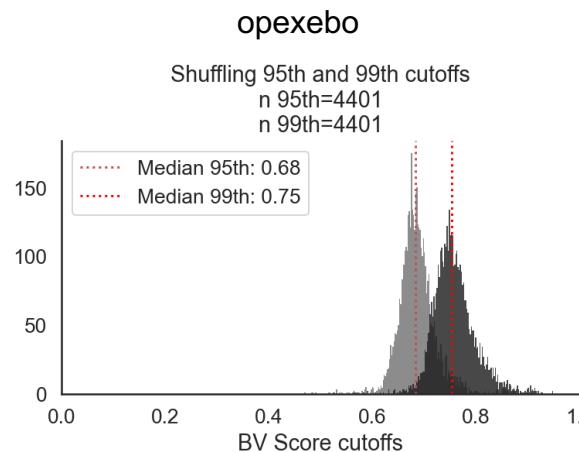
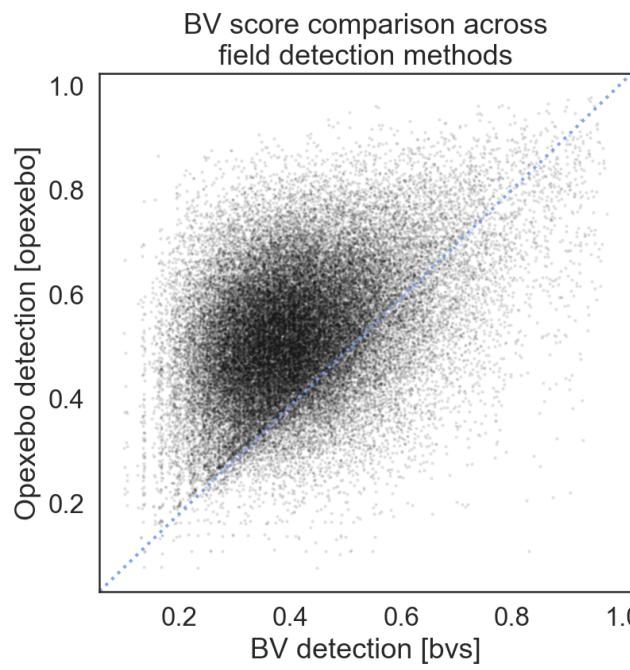
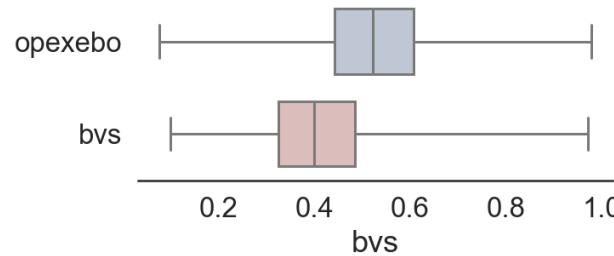


Score distribution bvs and (classic) borderscore (opexebō field detection)

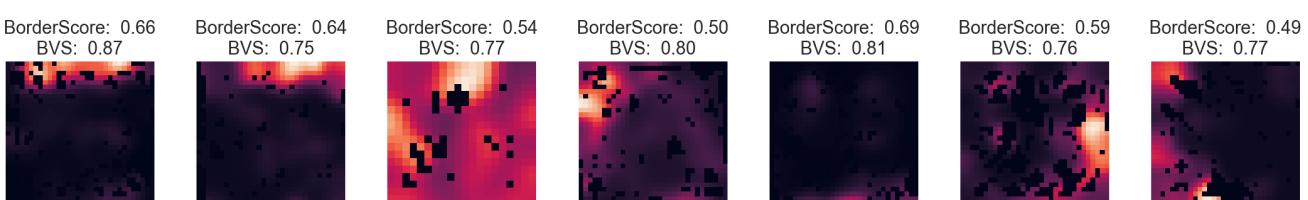
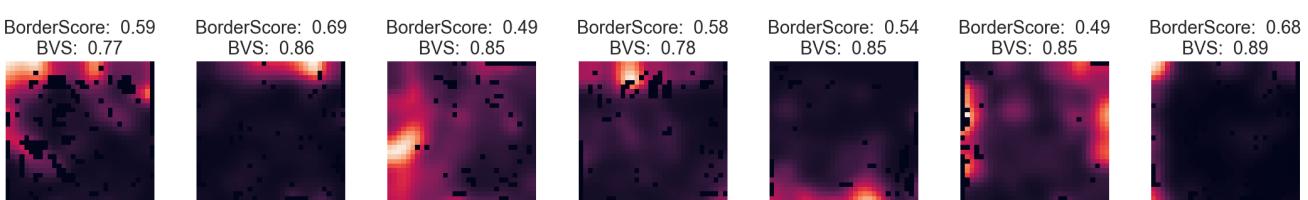
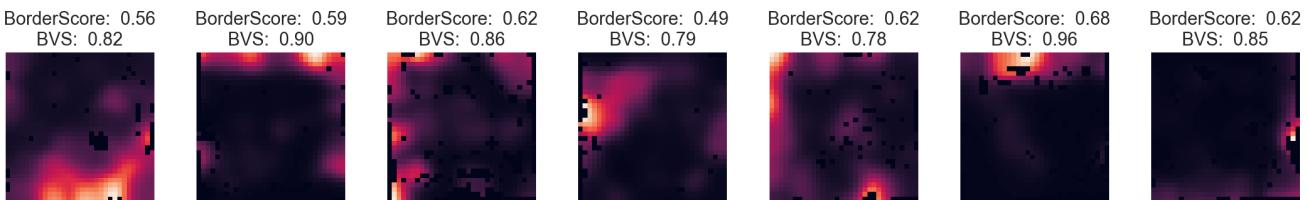
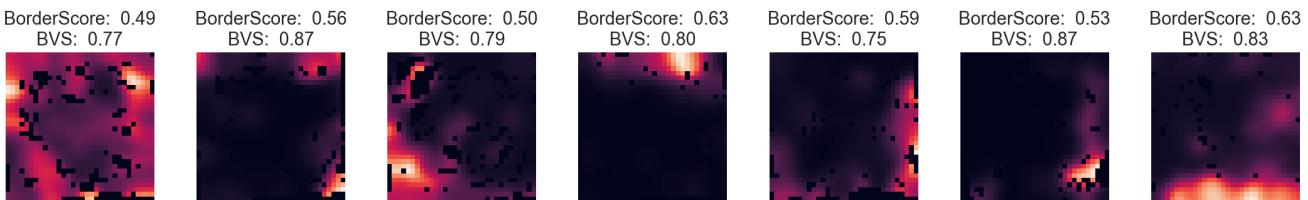
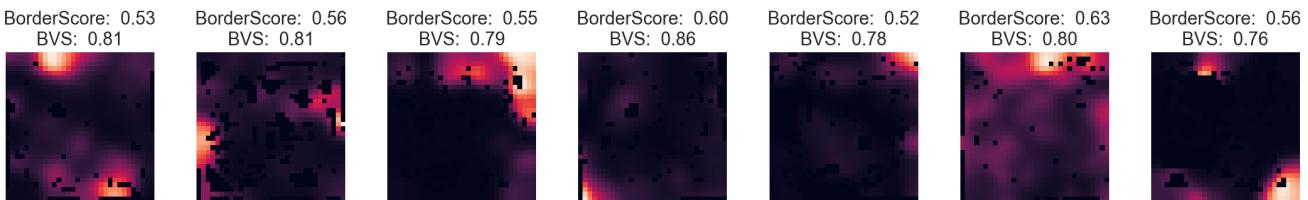
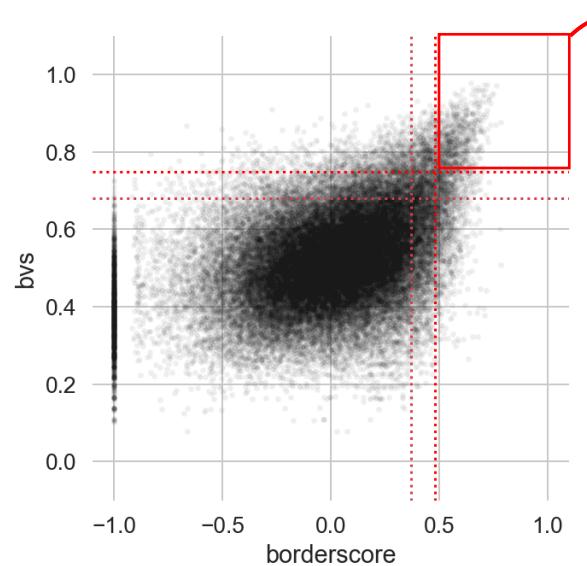


* Shuffling incomplete, but good enough first impression

How does field detection influence score / shuffling?

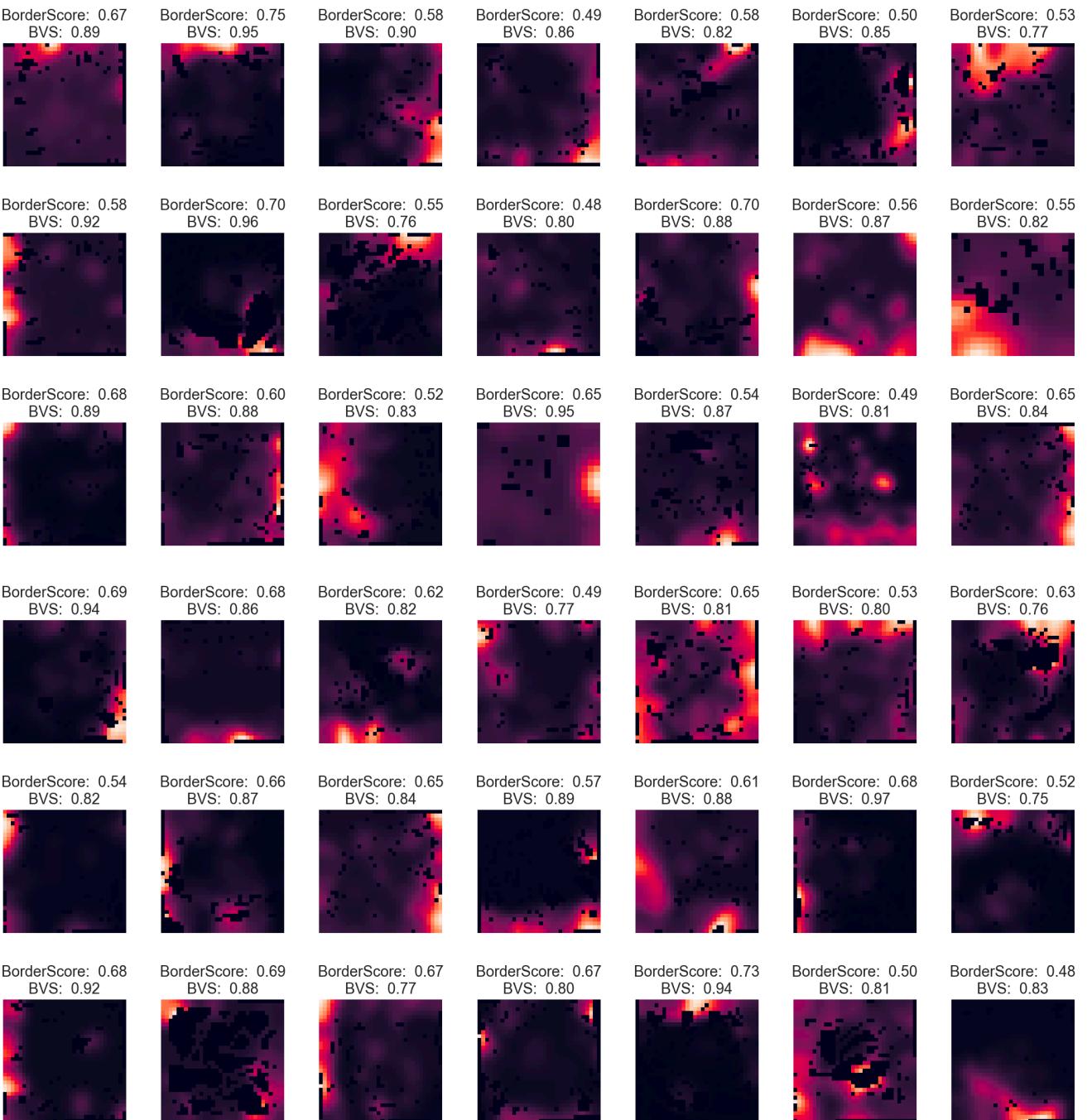
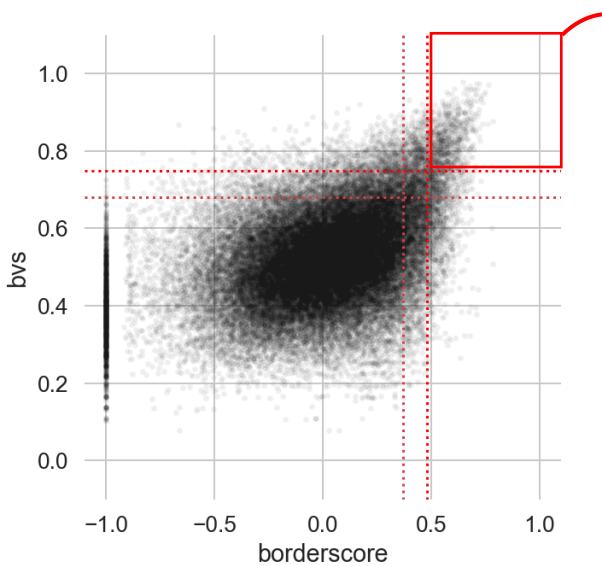


Examples

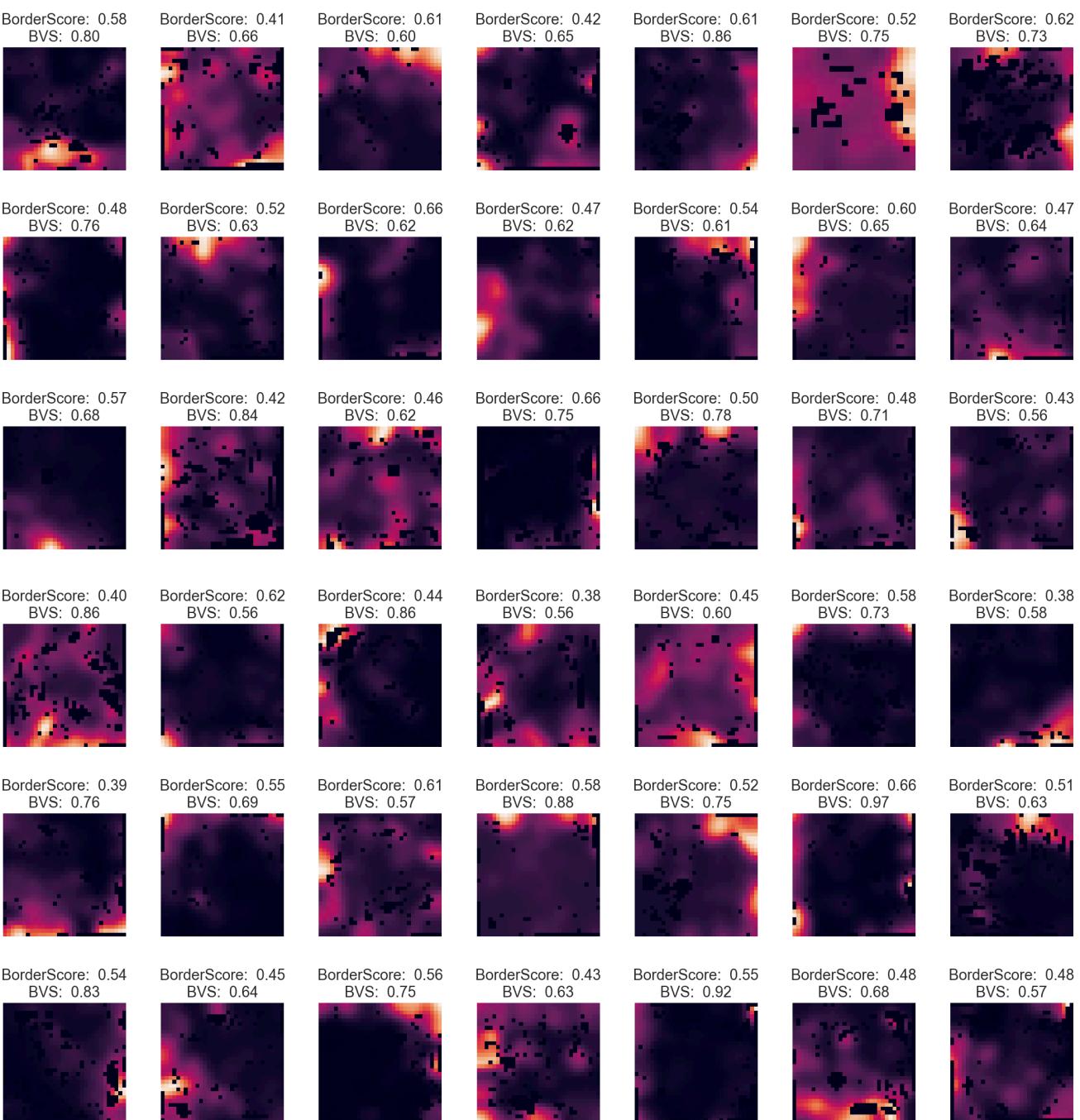
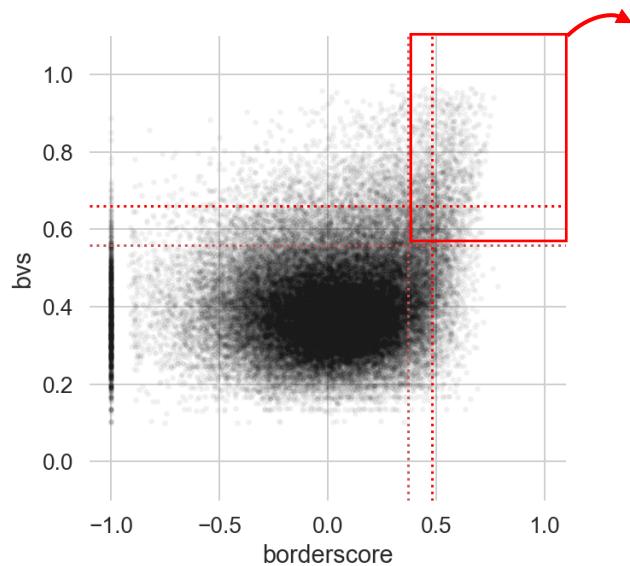


Opexebo field detection

Examples

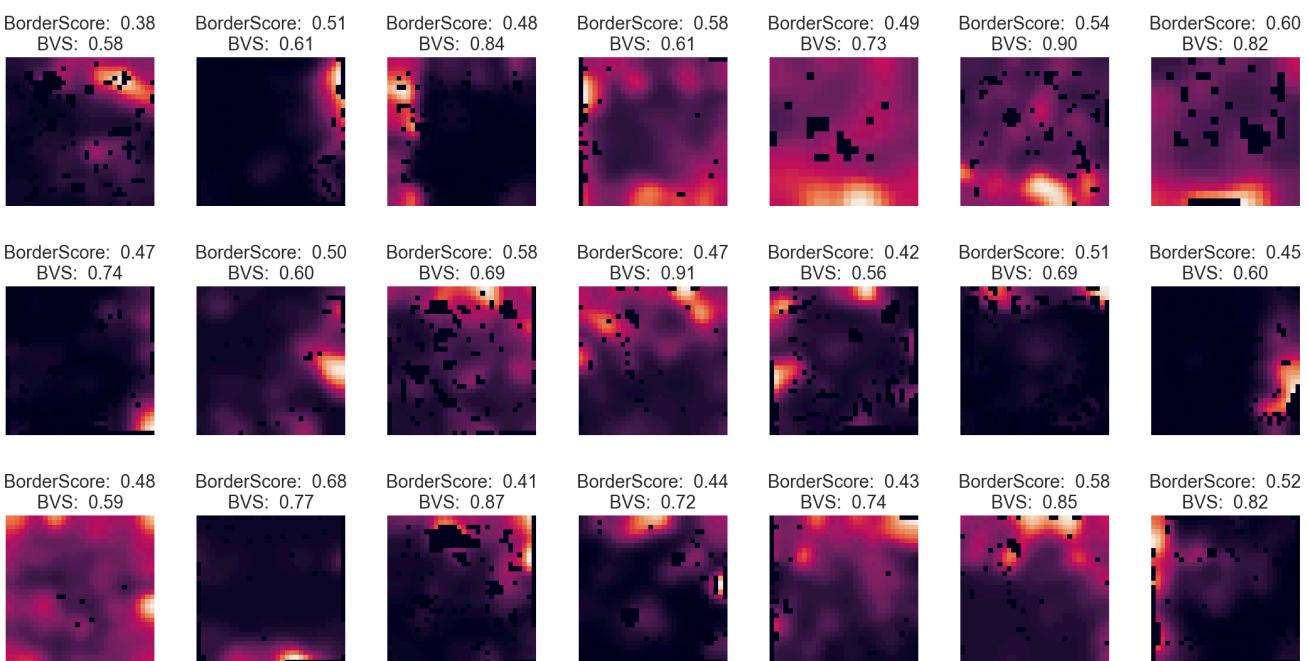
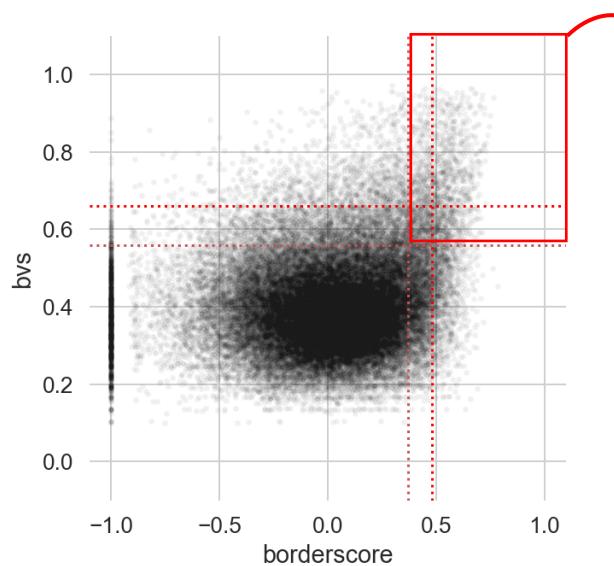


Examples



BV field detection

Examples



BV field detection