Cascaded computation of SF - coding notes:

sfDiv/ has all the code

sfDiv/Analysis/ has code for fitting descriptive functions to the data, plotting data, etc.

sfDiv/Model/ has all modeling work

**“Do things”**

cascaded\_simple\_model – My adjustment of cascadedTuning – different plots, frame-by-frame simulation. This is the one to work with now!

cascadedTuning – Robbe’s original simple model implementation

simple\_model is the bare bones “full” implementation - so, no stochasticity, but frame-by-frame with all model parameters and using my functions for LGN tuning curves

**Helpers**

retinaSimpleResp - used in main/full model

gaussian\_fourier - derivative of gaussian filter

giveOriFilt - creates orientation filter for simple things (not real model)

make\_CRF - makes contrast-response function (called by make\_LGN)

make\_LGN - self-explanatory; comments in the code

make\_stim\_movie - edits the movie so that you can test specific contrasts`

plotSfMix - needs editing

**Junk?**

filter\_sandbox - use to get intuition about filters

lgn\_tuning - more filter intuition, but much earlier than the above; also, needs editing