

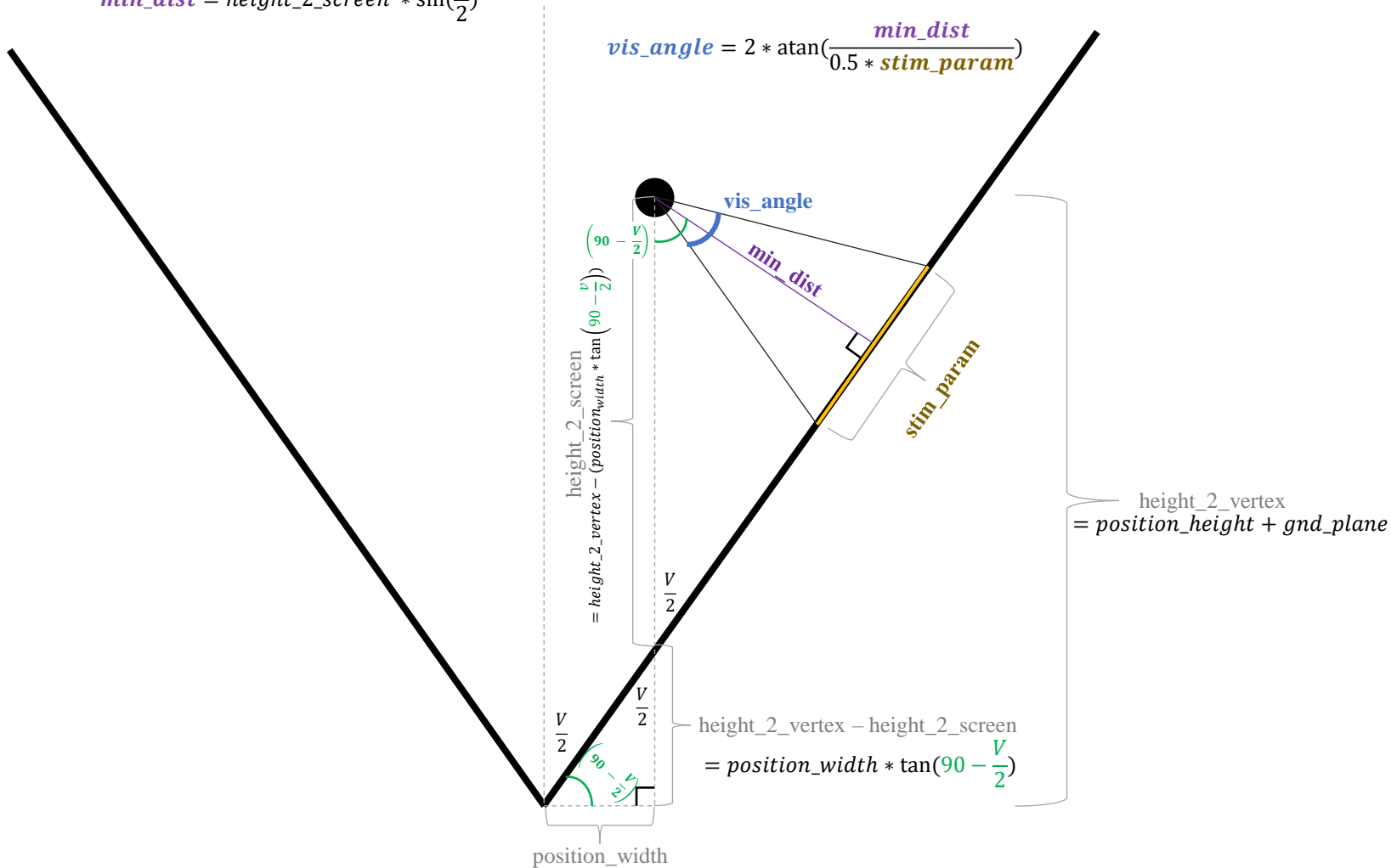
$$\sin\left(\frac{V}{2}\right) = \frac{\text{min\_dist}}{\text{height\_2\_screen}}$$

$$\text{min\_dist} = \text{height\_2\_screen} * \sin\left(\frac{V}{2}\right)$$

$$\tan\left(\frac{\text{vis\_angle}}{2}\right) = \frac{\text{min\_dist}}{0.5 * \text{stim\_param}}$$

$$\frac{\text{vis\_angle}}{2} = \text{atan}\left(\frac{\text{min\_dist}}{0.5 * \text{stim\_param}}\right)$$

$$\text{vis\_angle} = 2 * \text{atan}\left(\frac{\text{min\_dist}}{0.5 * \text{stim\_param}}\right)$$

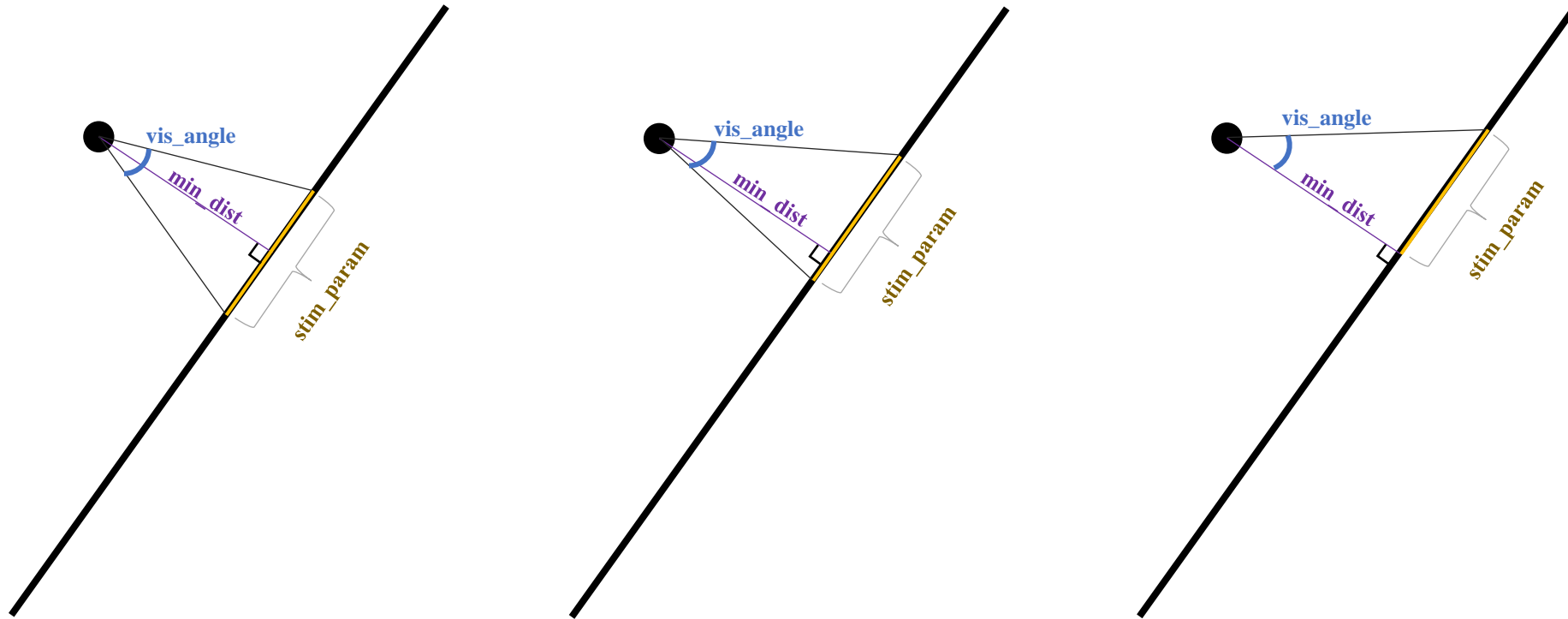


Vertex angle = V

### 2020-07-18 Some observations by VBB:

- Please check my math against yours! I am hopeful that I didn't make any errors here. Let me know if I've made incorrect assumptions about what your variables represent.
- I think height\_2\_screen may be calculated incorrectly. I don't see how it can be a function of tan(vertex\_angle). The calculations need to be done using either (vertex\_angle/2) or with  $(90 - \frac{V}{2})$  as done on this page.
- I don't think calculating a width\_2\_screen helps, or at least I think it's confusing the issue of how to calculate min\_dist right now.
- See next page for some concerns about vis\_angle relative to stim\_param.

What happens when the stimulus is not centered around  $\text{min\_dist}$ ?



Across all three drawings, only  $\text{stim\_param}$  is moving. The bird's position relative to the screen is identical. It seems unreliable to gauge how  $\text{min\_dist}$  and  $\text{vis\_angle}$  relate. But maybe I am missing the point??

Maybe the thing to do ultimately (or in addition) is to use  $\text{min\_dist}$  to calculate how spatial frequency information is modulated?