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Section 1: Brain Extraction

1.1 Removing the Skull and Surrounding Area of the Brain

By using the function 1, the skull is precisely separated from surrounding. The result show in figure 1.

```
3dSkullStrip -inputsub - 13_T1w.nii.gz -prefix FT_anat_brain (1)
```

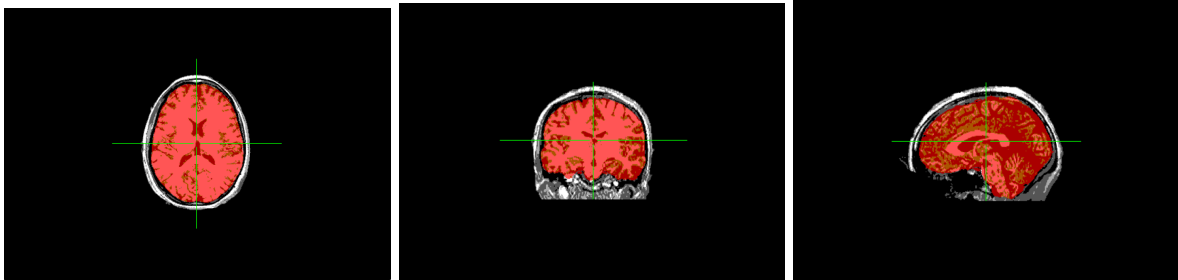


Figure 1: Skull- axial, coronal and sagittal view.

1.2 Making a Gray Matter Mask

By using the function 2 and the range is shown in figure 2, the gray matter mask is created.

```
3dcalc -aFT_anat_brain+orig -expr'within(a,600,2900)' -prefix anat_3dcalc_result (2)
```

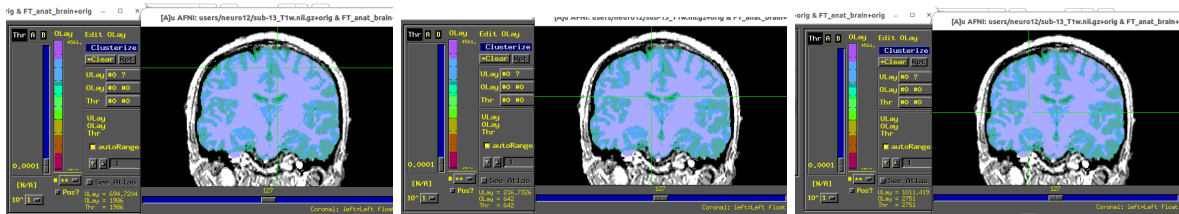


Figure 2: In order to: gray_matter,ventricle and white_matter.

Final mask:

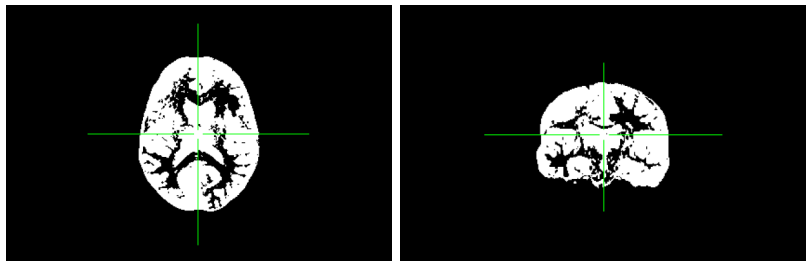


Figure 3: Gray Matter Mask.

Section 2: Pre-process Functional Image

I run the steps as below:

(About the slice time correction, we have the slice order, not time. So, I use the '3dinfo' function. This data has a time step equal 2s and the number of slice is 32. So dt equal 0.066s. I save the slice time in a file and use 'tpattern' option in '3dTshift' function.)

step 1: slice time correction

```
3dTshift -tpattern '@time_slice.txt' -prefix sub-13task_tshift
sub-13task-visualoddballwithbuttonresponsetotargetstimuli_run-01b.old.nii.gz (3)
```

step 2: motion correction

```
3dvolreg -verbose -zpad1 -base sub-13task_tshift+orig
-1Dfile dfile.FT1.1D -prefix sub-13task.volreg
-cubic -1Dmatrix_savemat.FT1.vr.aff12.1D sub-13task_tshift+orig (4)
```

step 3: normalize to mean

```
3dTstat -mean -prefix meanfunc1.nii.gz sub-13task.volreg+orig
3dcalc -a sub-13task.volreg+orig -b meanfunc1.nii.gz
-expr'(a-b)/(abs(b)+1)*astep(b,200)*100' -prefixsub-13task.scale
3dAutomask -clfrac 0.4 -prefix clean_base.nii.gzmeanfunc1.nii.gz
3dBandpass -input sub-13task.scale+orig -mask clean_base.nii.gz -blur 5
-band 0.01 0.1 -prefix sub-13task.scale.smooth (5)
```

In figure , you can see the functional image before and after pre-processing:

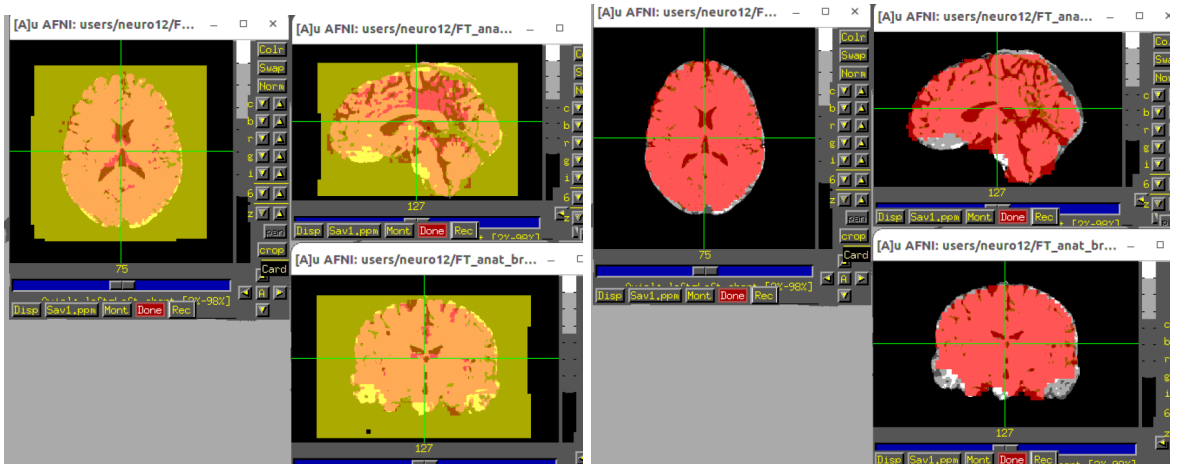


Figure 4: Pre-processing functional image; left: before, right: after pre-processing (clean_base)

Section 3: Align functional and structural image

Align EPI and anatomical datasets by using a below function:

```
align_epi_anat.py  - anat2epi  - anat  FT_anat_brain + orig
                  - anat_has_skull  no  - suffix_aljunk
                  - epiclean_base.nii.gz  - epi_base0
                  - epi_trip  3dAutomask
                  - cost  nmi  - giant_move  - rigid_body
                  - volreg  off  - tshiftoff
```

(6)

Align anatomical to epi:

```
cat_matvec  FT_anat_brain_aljunk_mat.aff12.1D  - I  >  func2mri_warped.1D
3dAllineate  - baseFT_anat_brain + orig
            - input  clean_base.nii.gz
            - 1Dmatrix_apply  func2mri_warped.1D
            - prefix  epimask2anat.nii.gz
```

(7)

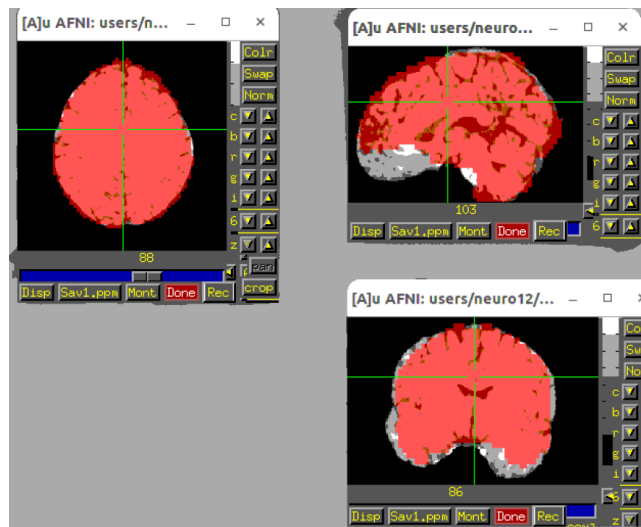


Figure 5: Align epi to anat; underlay: FT_anat_brain_aljunk, overlay: clean_base

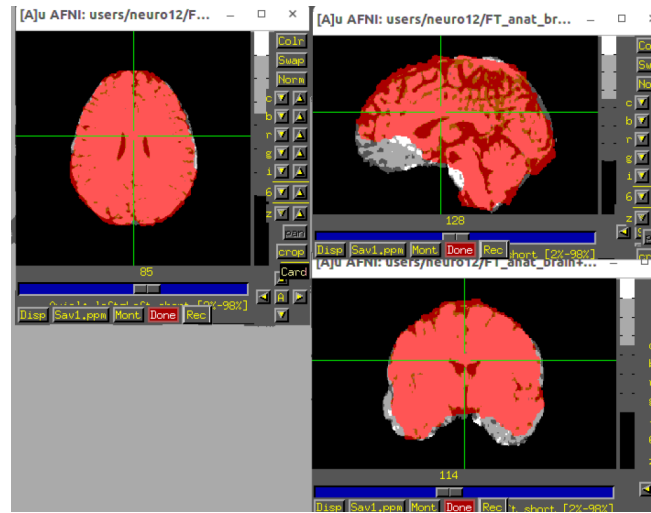


Figure 6: Align anat to epi; underlay: FT_anat_brain, overlay: epimask2anat

Section 4: Regressors & GLM

The onset time of each stimulus (usual and unusual), the subject response, the contrast and the mean of these two type of stimulus is considered as a regressors. I use the '3dDeconvolve' function as below:

```
3dDeconvolve -input sub-13_task.scale.smooth+orig
              -polort 0
              -numstimts 3
              -stimtimes 1 visual_time.txt 'BLOCK(0.2,1)'
              -stimlabel 1 visual
              -stimtimes 2 oddball_time.txt 'BLOCK(0.2,1)'
              -stimlabel 2 oddball
              -stimtimesFSL 3 response_time.txt 'dmBLOCK(1)'
              -stimlabel 3 response
              -jobs 2
              -gltsym 'SYM: visual - oddball'
              -gltilabel 1 V - Odd
              -gltsym 'SYM: 0.5 * visual + 0.5 * oddball'
              -gltilabel 2 mean.VOdd
              -fout -tout -x1D X.xmat.1D -xjpeg X.jpg
              -errts errts.sub-13
              -bucket stats.sub-13
```

(8)

The GLM coefficient is mapped to anatomical image by using '3dAllineate' function:

```
3dAllineate -base FTanatbrain+orig
            -input stats.sub-13+orig
            -1Dmatrixaapply func2mriwarp.1D
            -prefix GLMstats2anat.nii.gz
```

(9)

```
3dAllineate -baseFTanatbrain+orig
            -input errts.sub-13+orig
            -1Dmatrixaapply func2mriwarp.1D
            -prefix GLMerrts2anat.nii.gz
```

(10)

Now, I show each regressors coefficient on the anatomical images. The region with higher value were more active for the task.

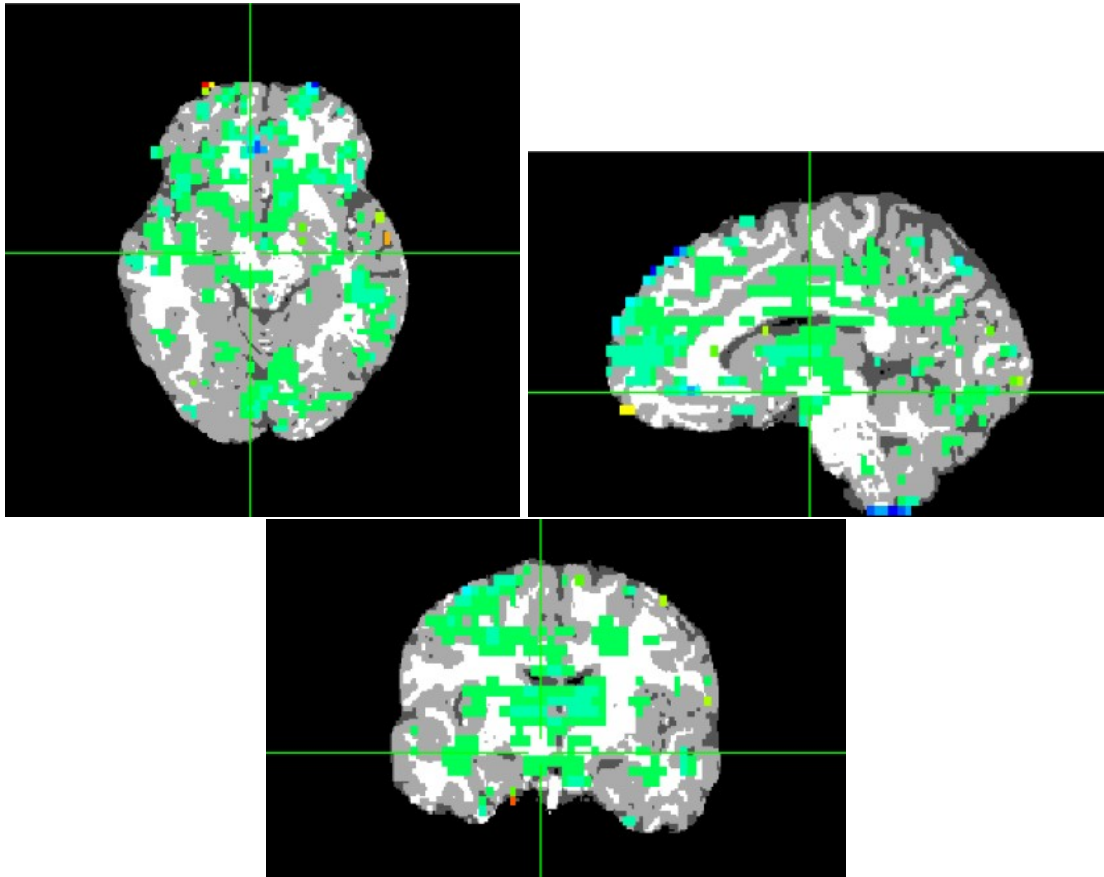


Figure 7: Active region when the normal stimulus is shown. ($p < 0.05$)

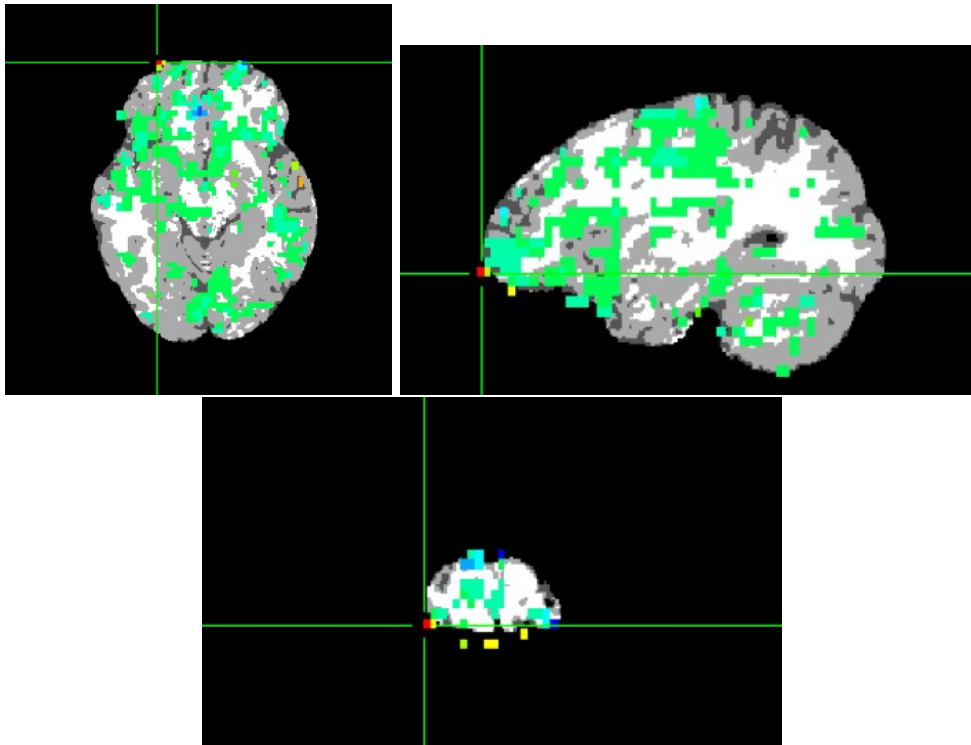


Figure 8: The most active region when the normal stimulus is shown. ($p < 0.05$)

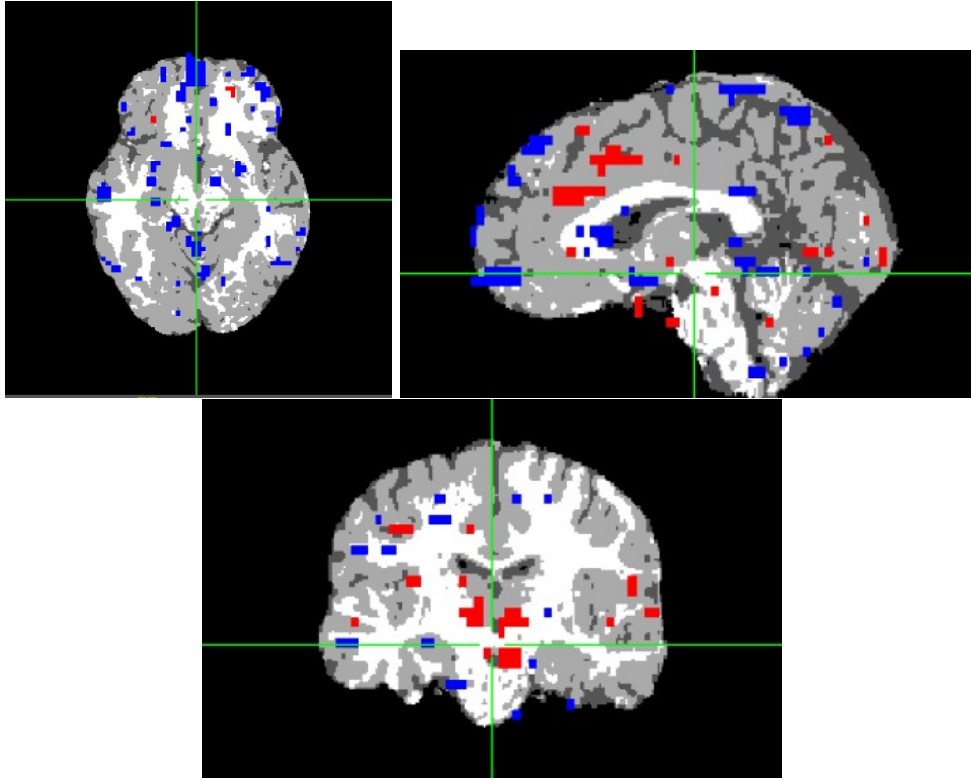


Figure 9: Active region when the oddball stimulus is shown. ($p < 0.05$)

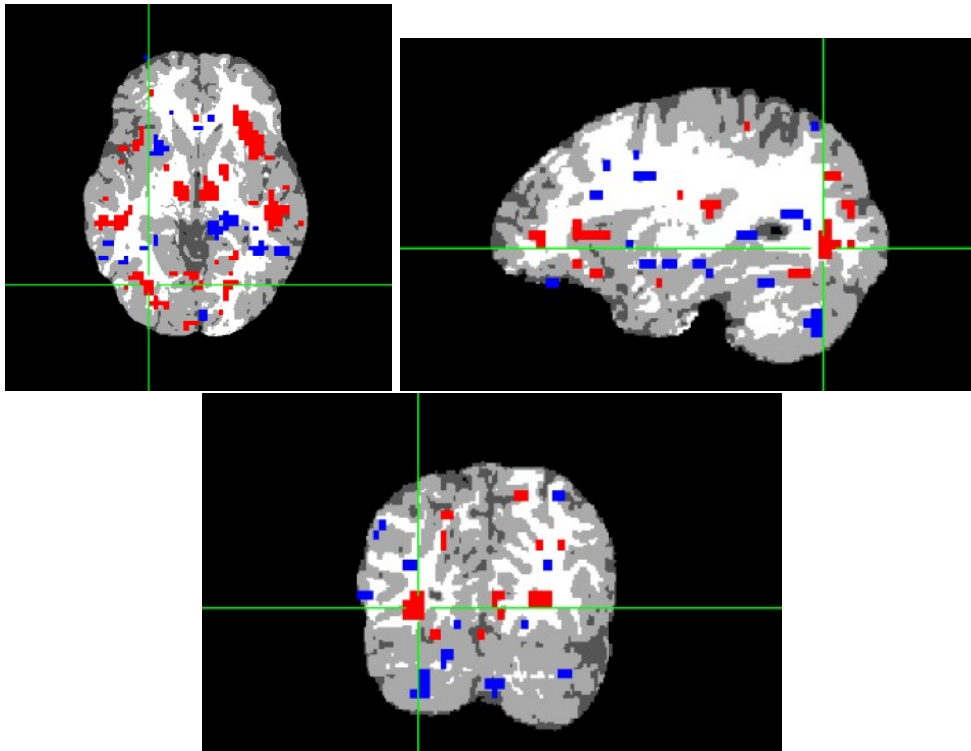


Figure 10: The most active region when the oddball stimulus is shown. ($p < 0.05$)

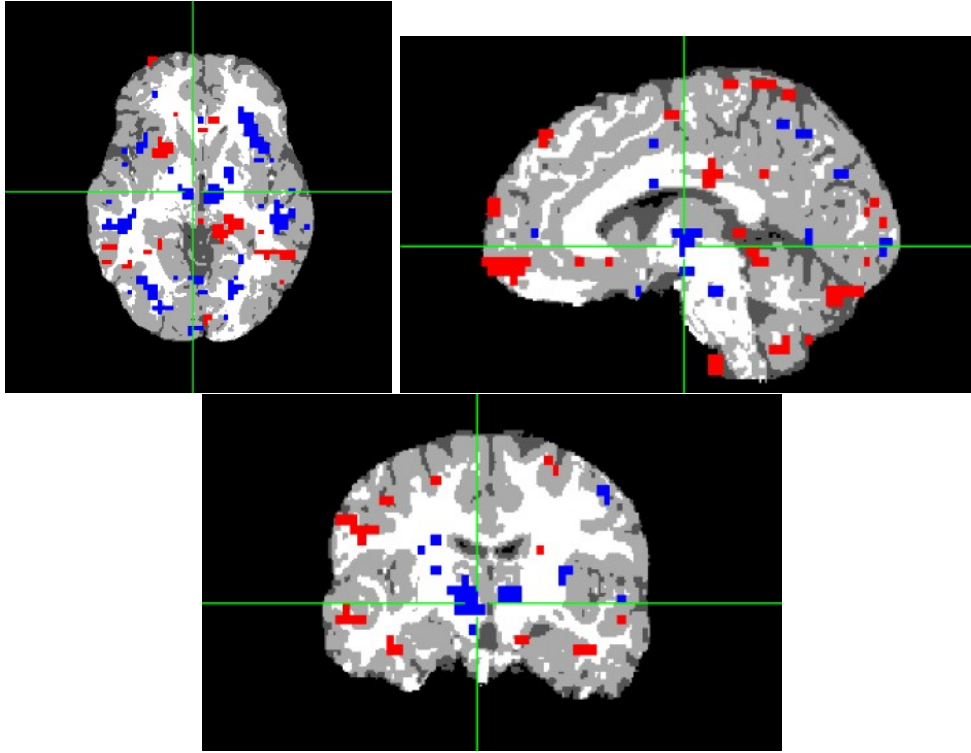


Figure 11: The most active region in the response time. ($p < 0.05$)

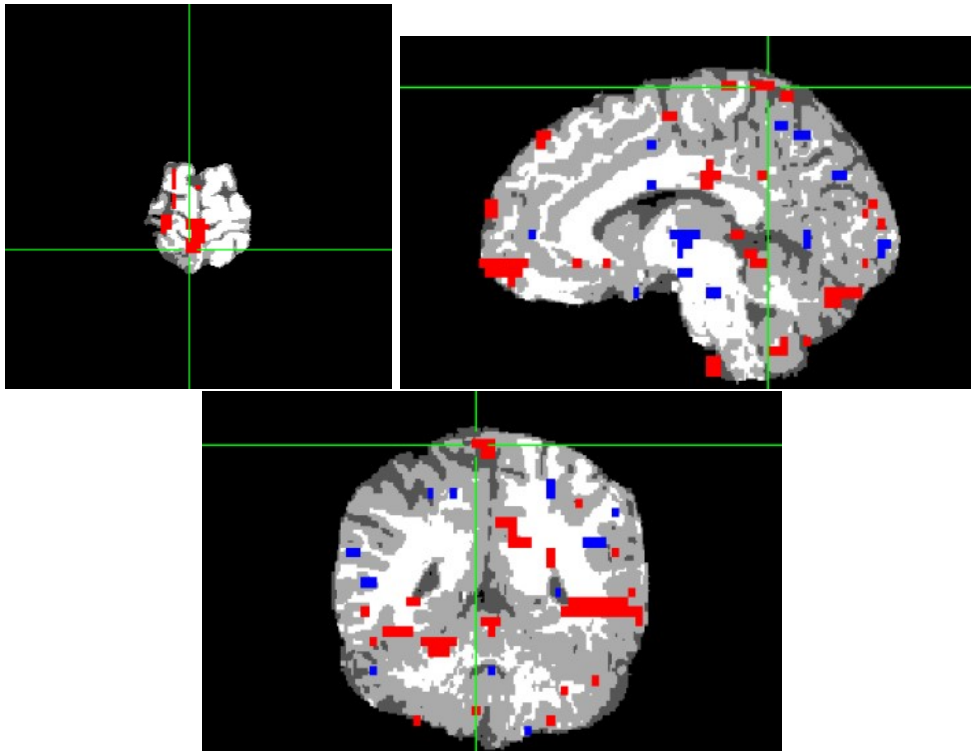


Figure 12: The most active region in the response time. ($p < 0.05$)

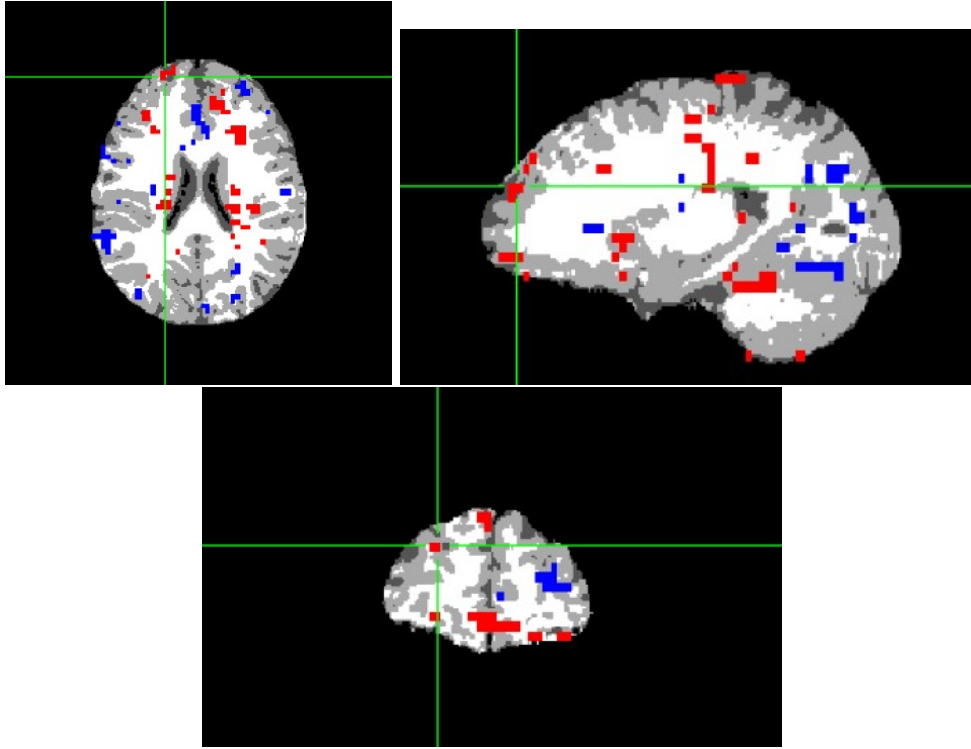


Figure 13: The difference regions' activities (normal - oddball). ($p < 0.05$)

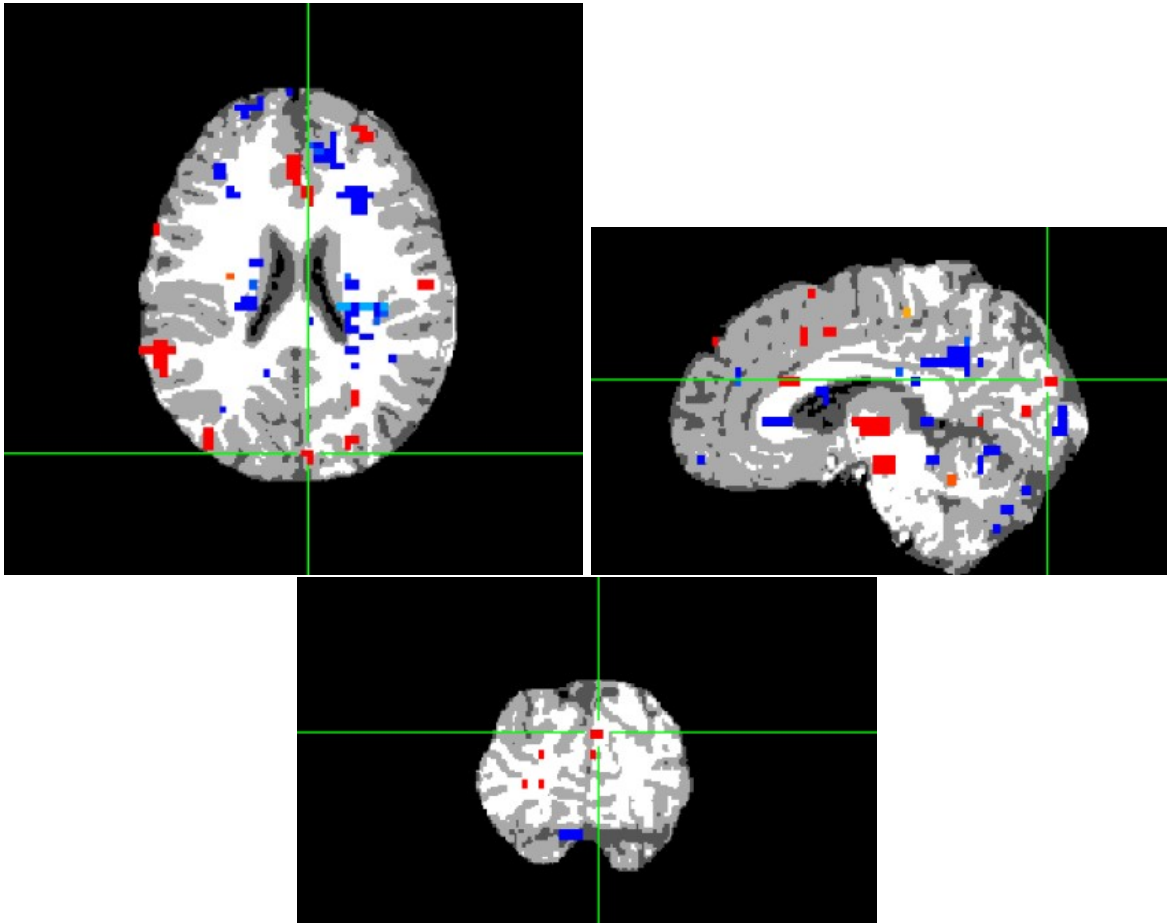


Figure 14: The mean of region activity ($p < 0.05$). It show the common regions where are be activated for both stimulus.