INTRO TO NEUROIMAGING & DATA SCIENCE: WORKING WITH NUMBERS IN SPACE

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THE GOAL OF NEUROIMAGING IS TO LOOK INSIDE SOMEONE'S HEAD, AND QUANTIFY HOW THE BRAIN IS **BUILT AND WHAT** THE BRAIN IS DOING - T. KOSCIK



THE KEY THING TO REMEMBER IS THAT THIS BRAIN ACTIVITY IS JUST NUMBERS RECORDED BY A MACHINE





Scalar Vector Matrix Tensor

1 [1] [1 2] [1 2] [3 2] [1 7] [5 4]

Difference between a scalar, a vector, a matrix and a tensor

				Vertices	Edges	Faces	Cells	
0-D	Point	•	0	1				
1-D	Line			2	1			
2-D	Square		\Diamond	4	4	1.		
3-D	Cube		\Leftrightarrow	8	12	6	1	
4-D	Hypercube	M		16	32	24	8	1,

NUMBERS IN DIFFERENT DIMENSIONS

- Numbers in space can represent data in any dimension
- All of these are tensors

E.g. Rank 0 tensor, Rank 1 tensor, etc.

WHAT CAN NUMBERS IN SPACE REPRESENT

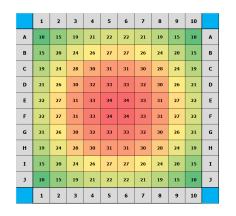
Anything!

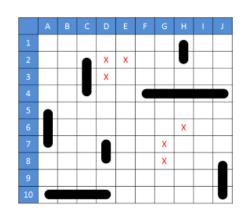


What we see

25 43 11 04 70 87 12 31 43 10 05 77 12 06 45 09 29 30 02 56 22 75 03 22 96 45 12 23 03 77 67 81 45 22 04 90 22 21 32 45 41 91 87 62 35 02 00 11 62 25 43 11 04 70 87 12 61 31 43 10 05 77 12 06 45 09 29 30 56 22 75 03 22 96 45 05 12 23 03 77 67 81 45 22 04 90 22 32 45 41 91 87 62 35 44 02 00 11 62 25 43 11 04 70 87 12 31 43 10 05 77 12 06 10 45 09 29 30 56 22 75 03 22 96 45 12 23 03 77 67 81 45 55 22 04 90 22 32 45 41 91 87 62 35 02 00 11 62 25 43 11 80 04 70 87 12 31 43 10 05 77 12 06 45 09 29 30 56 22 75 08 03 22 96 45 12 23 03 77 67 81 45 22 04 90 22 32 45 41 99 91 87 62 35 02 00 11 62 22 01 00 72 65 23 01 00 22 04 30 90 22 32 45 41 91 87 62 35 02 00 11 62 25 43 11 04 70 42 87 12 31 43 10 05 77 12 06 45 09 29 30 56 22 75 03 22 91 96 45 12 23 03 77 67 81 45 22 04 90 22 32 45 41 91 87 40 62 35 02 00 11 62 22 01 00 72 65 23 01 00 56 22 75 03 67 22 96 45 12 23 03 77 67 81 45 22 04 90 22 32 45 41 91 22

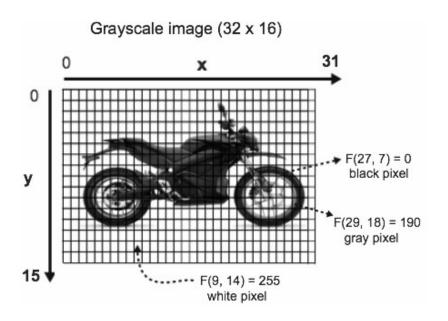
What computers see



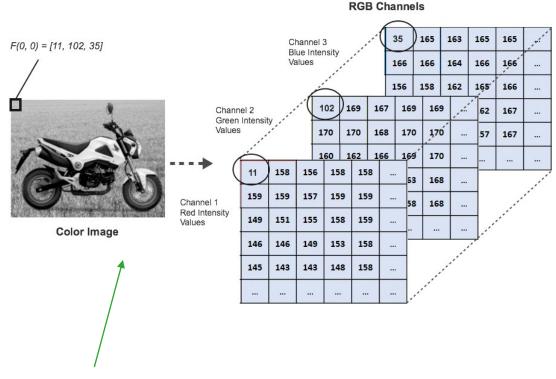


DIFFERENT WAYS NUMBERS CAN REPRESENT IMAGES

Grayscale

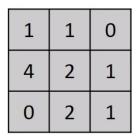


RGB



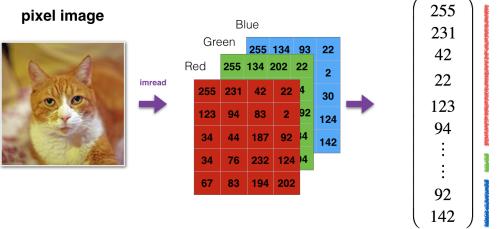
(pretend this pic is in color with green grass, I guess)

"UNSPOOLING" A MATRIX INTO A VECTOR





reshaped image vector



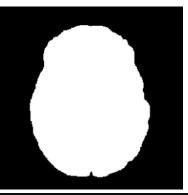
AN INTENSITY & POSITION MATRIX

Brain Image



13
X
E. A. B
V.

Mask



> lar	[200000:2007	700]							
[1]	0.000000	0.000000	0.000000	0.000000	0.000000	0.000000	0.000000	0.000000	
[9]	0.000000	0.000000	0.000000	0.000000	0.000000	0.000000	0.000000	0.000000	
[17]	0.000000	0.000000	0.000000	0.000000	0.000000	0.000000	0.000000	0.000000	
[25]	0.000000	0.000000	0.000000	0.000000	0.000000	12.828690	93.688388	185.341911	
[33]	139.744162	49.478899	0.000000	0.000000	29.009554	173.172266	0.000000	0.000000	
[41]	0.000000	0.000000	0.000000	0.000000	0.000000	0.000000	189.788473	0.000000	
[49]	0.000000	96.019950	54.634158	174.249123	0.000000	0.000000	0.000000	0.000000	
[57]	0.000000	187.689184	33.295059	10.250714	0.000000	107.264419	0.000000	0.000000	
[65]	0.000000	0.000000	0.000000	0.000000	112.809870	5.524335	0.000000	0.000000	
[73]	0.000000	0.000000	9.877389	27.049359	27.738159	11.767021	0.000000	0.000000	
[81]	0.000000	0.000000	0.000000	0.000000	8.725941	17.408115	48.813808	140.061467	
[89]	0.000000	135.243541	13.706925	0.000000	0.000000	0.000000	0.000000	0.000000	
[97]	0.000000	0.000000	0.000000	0.000000	0.000000	0.000000	0.000000	0.000000	
[105]	0.000000	0.000000	0.000000	0.000000	0.000000	0.000000	0.000000	0.000000	
[113]	0.000000	0.000000	0.000000	0.000000	0.000000	0.000000	0.000000	0.000000	
[121]	0.000000	0.000000	0.000000	165.769451	0.000000	0.000000	124.296342	0.000000	
[129]	0.000000	0.000000	0.000000	0.000000	0.000000	0.000000	0.000000	0.000000	

Values = **INTENSITY** of current voxel at any given **POSITION**

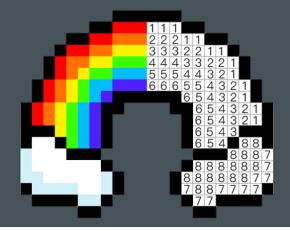
Mask = Binary value of **ONE** if voxel at current **POSITION** has a non-zero intensity value

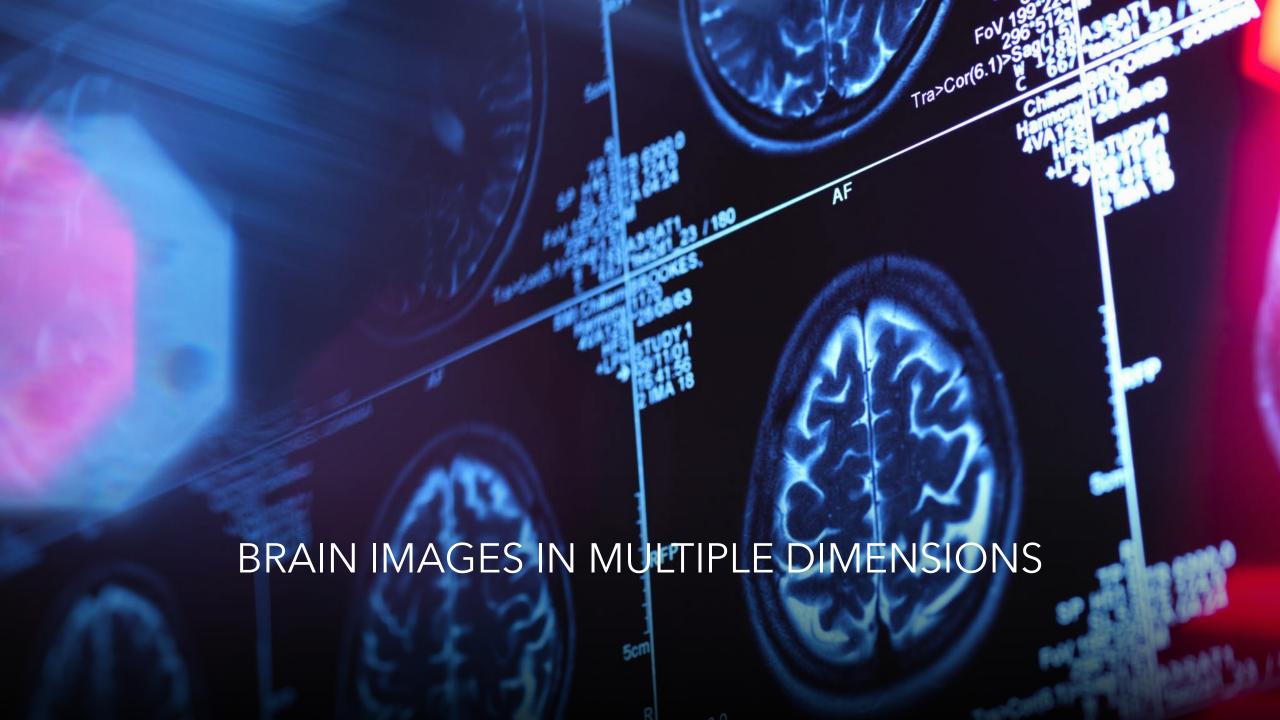
```
vxl.ls
         dim1 dim2 dim3
          114
                107
   [1,]
                       79
   [2,]
          114
                116
                       65
   [3,]
          106
                 89
                       96
          133
   [4,]
                 97
                      113
   [5,]
          122
                119
                       74
   [6,]
          107
                 96
                      105
   [7,]
           80
                       81
                134
   [8,]
                109
            79
                      102
   [9,]
          106
                161
                       70
  [10,]
           66
                 73
                       96
  [11,]
           47
                 89
                       99
  [12,]
            69
                127
                      115
```

1. 90 2. 92 3. 79 88 5. 112 6. 55 7.89 8.. 10..

TWO MOST IMPORTANT PIECES OF INFO

- What's the number?
 - VALUE
- Where is that number located?
 - LOCATION





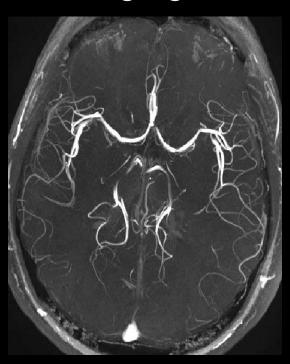
Re

EXAMPLES OF IMAGES IN DIFFERENT DIMENSIONS

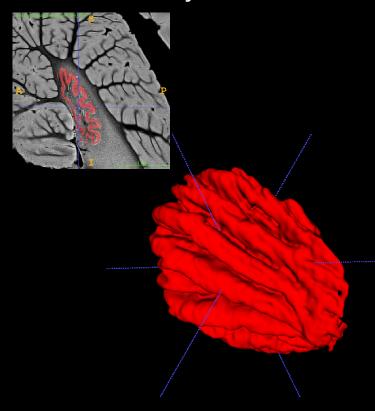
- 1d A line
- 2d static image of x,y coordinates
- 3d x,y,z spatial dimensions
- 4d 3 spatial dims. + time
- 5d & higher possible

-Time -Motion

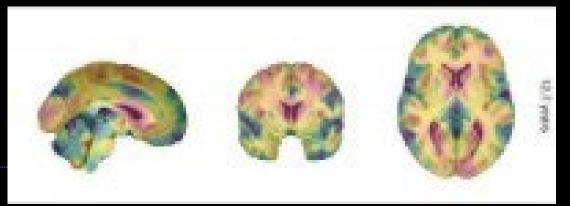
2D projections for angiograms

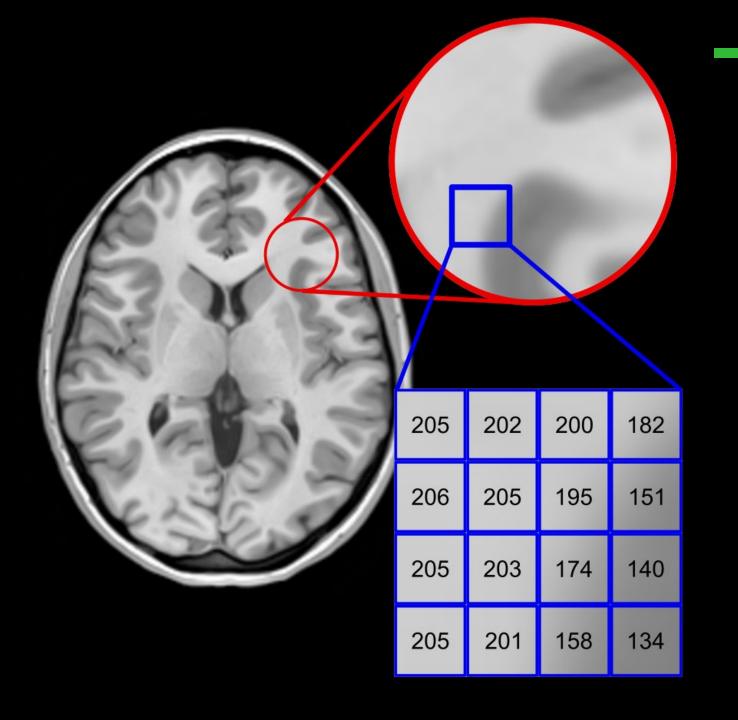


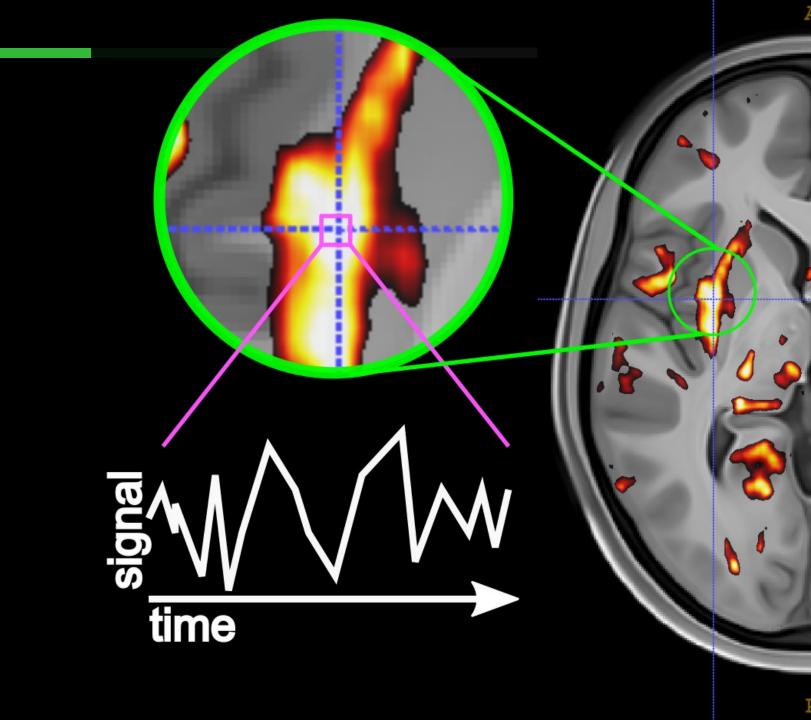
3D reconstruction of the Dentate Gyrus

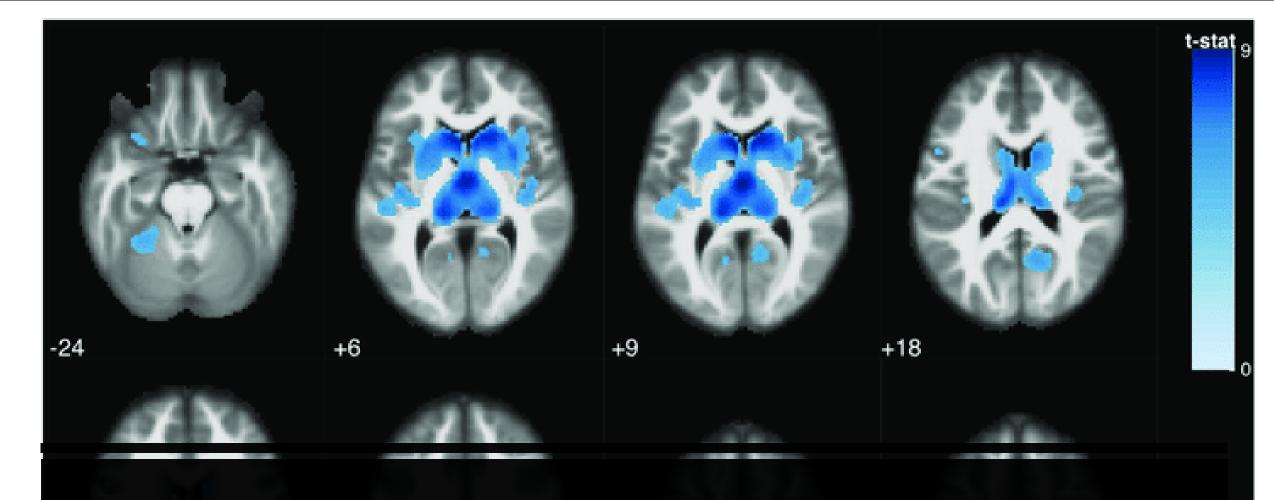


4D representation of anatomical change with age









VALUES OF A 3D IMAGE CAN REPRESENT MANY THINGS

- Raw intensity values
- ■Statistics: t-stats (above), f-stats, p-values
- A parcellated atlas

+20 +33

+5/

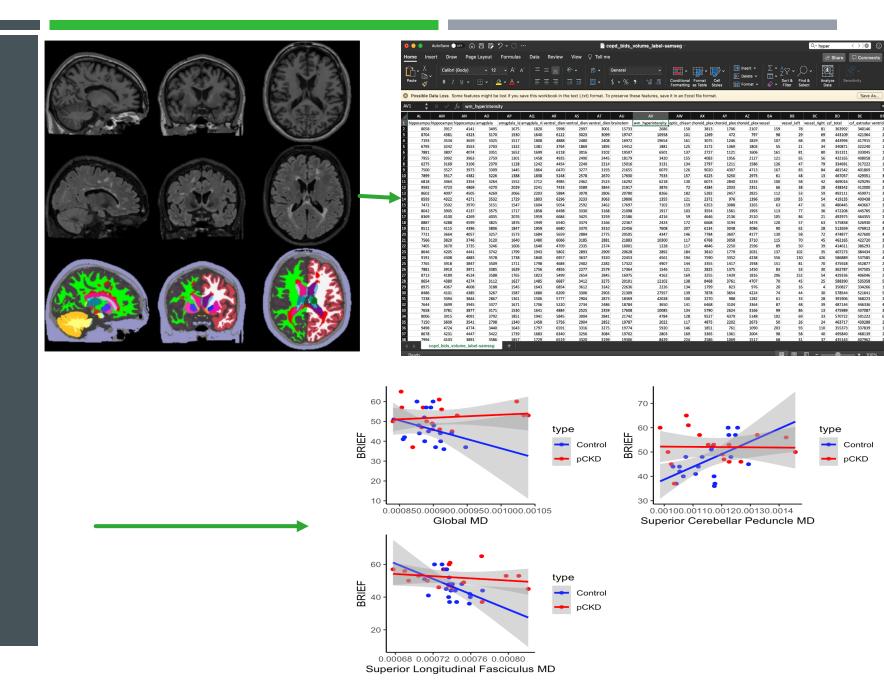
+52

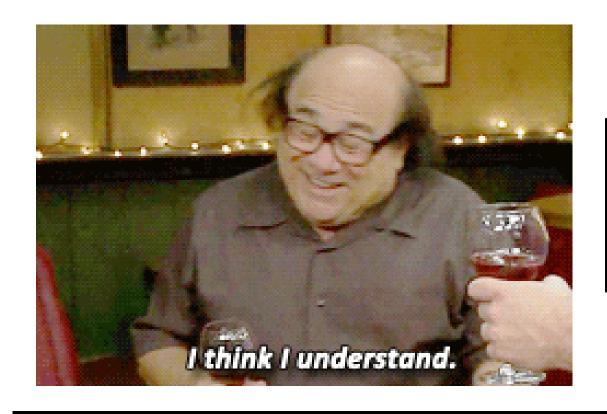




BASIC IMAGING STATISTICS

Statistical analyses are often just paring down multidimensional brain data to single representative values







ANY QUESTIONS?

