

Advanced GLM designs



Advanced Analysis: Parametric Designs

Scenario:

Interested in specific responses to multiple levels of a painful stimulus

Specific questions:

Are there regions showing significant responses to painful stimuli?

- Are there regions where higher intensity stimuli produce larger responses?
- Are there regions with a linear response across multiple levels of stimuli?

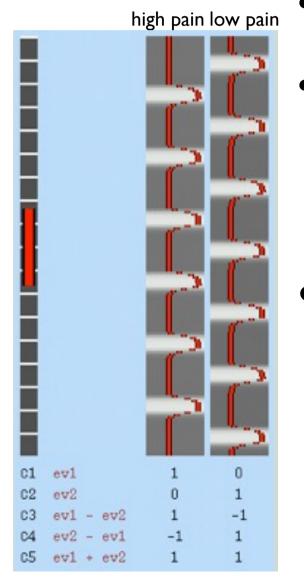
Solution:

Multiple regressors Contrasts and F-tests

 $\stackrel{1}{\longleftrightarrow}$ low pain high pain

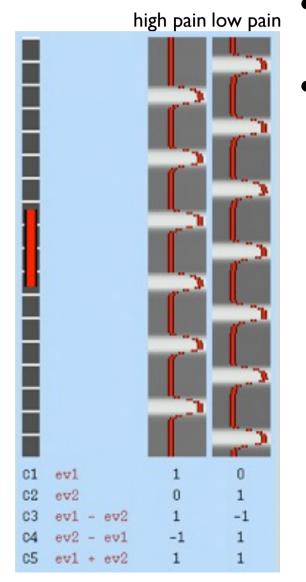
rest"

- Possible approach: model a specific hypothesis - high produces twice the response as low
 - Pre-supposes relationship between stimulation strength and response
 - Can only ask the question about the presupposed relationship



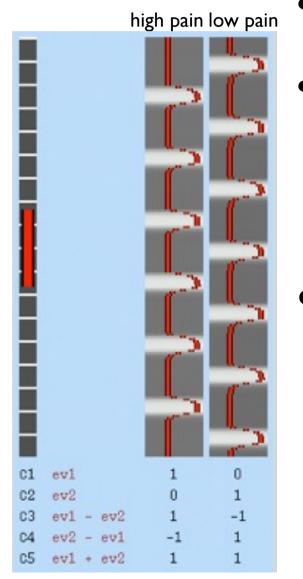
- Better approach: model as if two completely different stimuli
- Now, no pre-supposition about relationship between stimulation strength and response

- Can assess responses to individual stimuli
 - t-contrast [0 1]:" response to low pain"



- Better approach: model as if two completely different stimuli
- Now, no pre-supposition about relationship between stimulation strength and response

- Can compare the size of the fits of the two regressors -
 - t-contrast [1 -1]: "is the response to high pain greater than that to low pain ?"
 - t-contrast [-1 1] : "is the response to low pain greater than that to high pain ?"



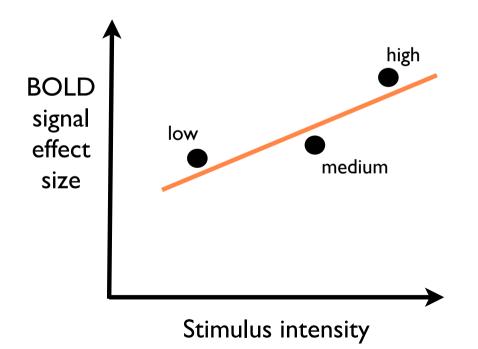
- Better approach: model as if two completely different stimuli
- Now, no pre-supposition about relationship between stimulation strength and response

- Average response?
 - t-contrast [1 1] : "is the average response to pain greater than zero?"

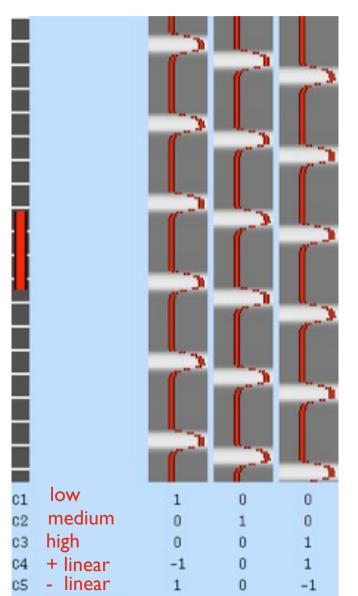
• Is there a linear trend between the BOLD response and stimulus intensity?



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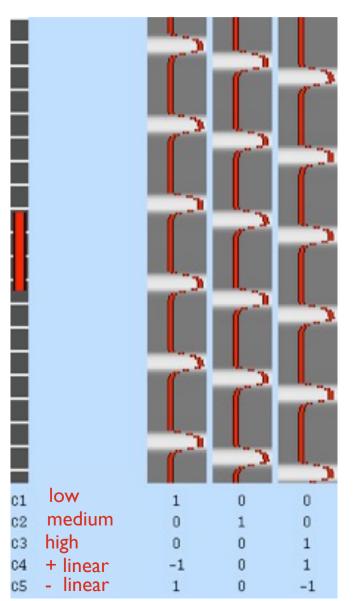




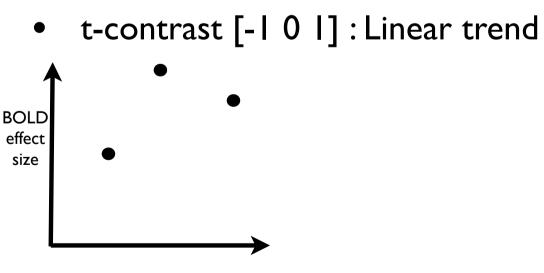


- A three-strength experiment
- Is there a linear trend between the BOLD response and some task variable?
- t-contrast [-1 0 1] : Linear trend



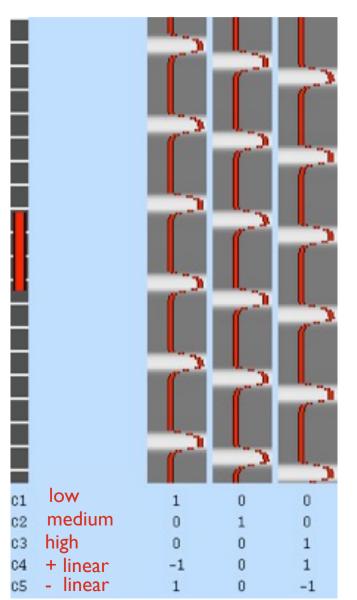


- A three-strength experiment
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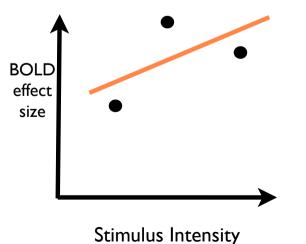


Stimulus Intensity

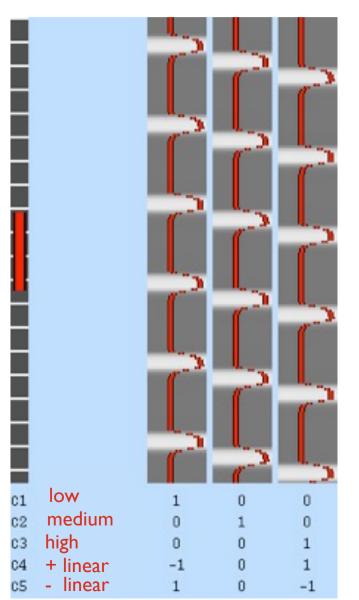




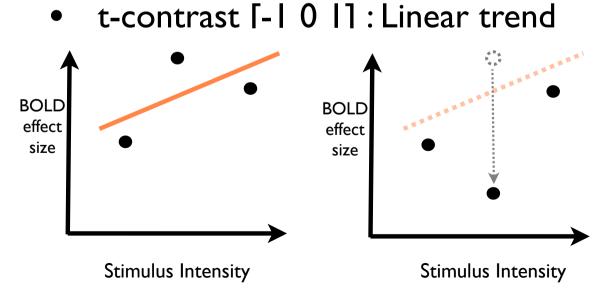
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- t-contrast [-1 0 1] : Linear trend



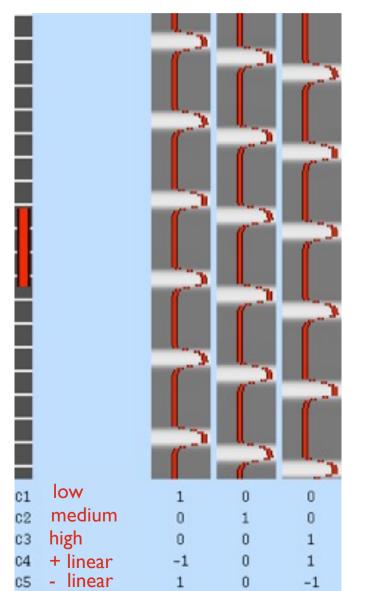




- A three-strength experiment
- Is there a linear trend between the BOLD response and some task variable?

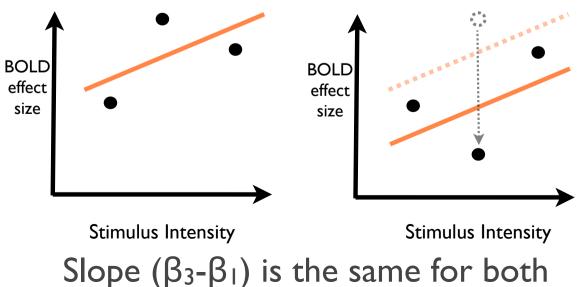




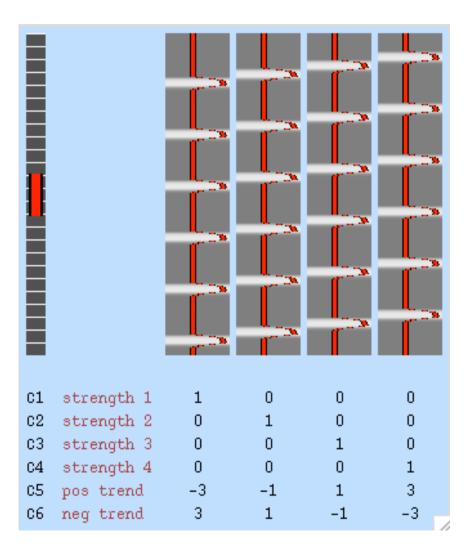


- A three-strength experiment
- Is there a linear trend between the BOLD response and some task variable?



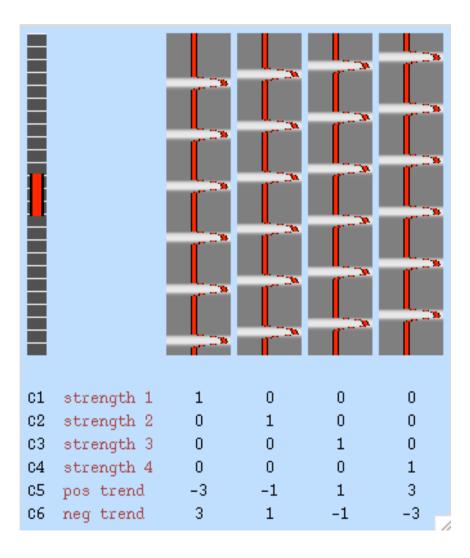




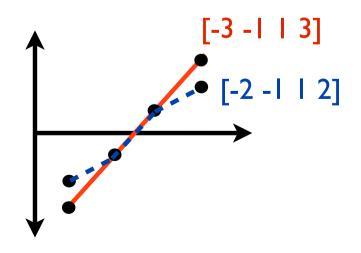


- A four-strength experiment
- t-contrast [-3 -1 | 3]: Positive linear trend



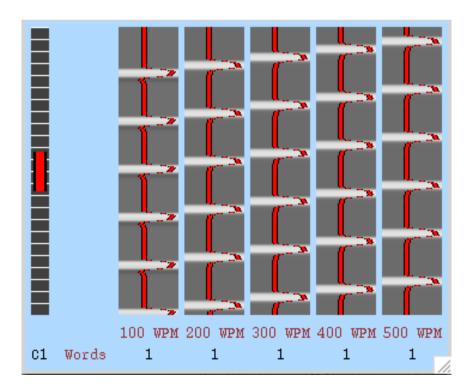


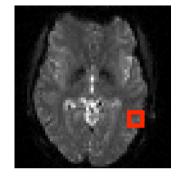
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- t-contrast [-3 -1 | 3]: Positive linear trend

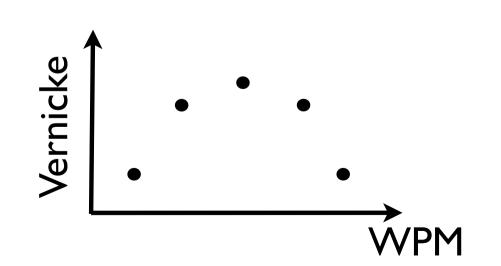




Auditory word presentation at different rates

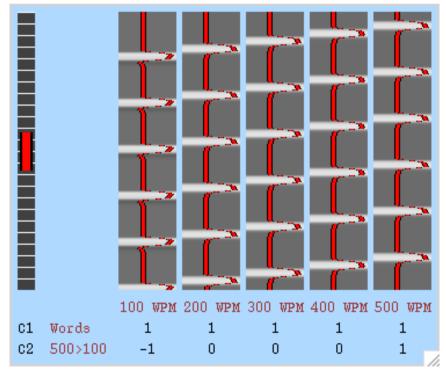




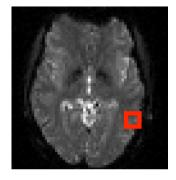


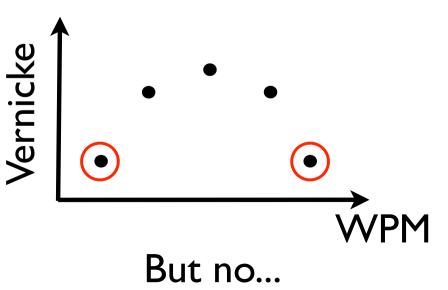


Given this design what would be "reasonable" questions to ask?



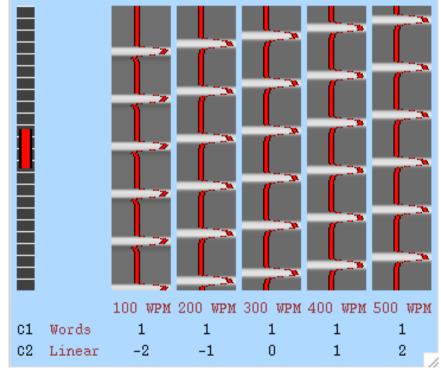
More activation to 500 than to 100 WPM?



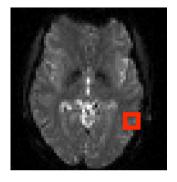


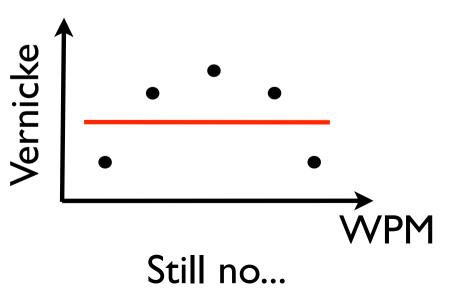


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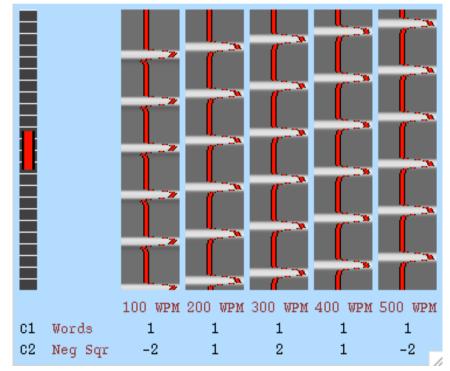
Activation proportional to WPM?



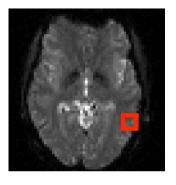


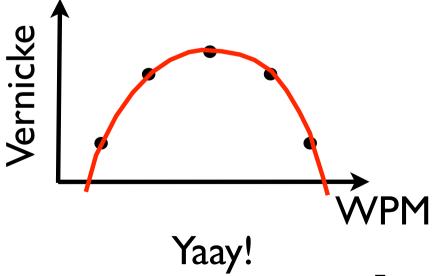


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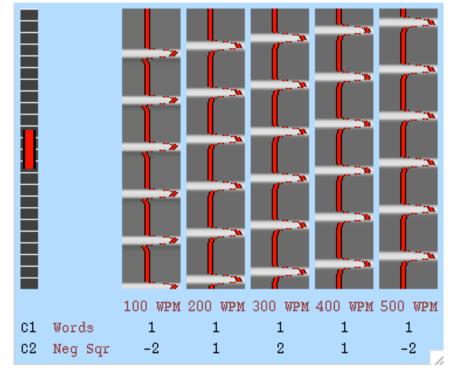
Inversely proportional to WPM squared?





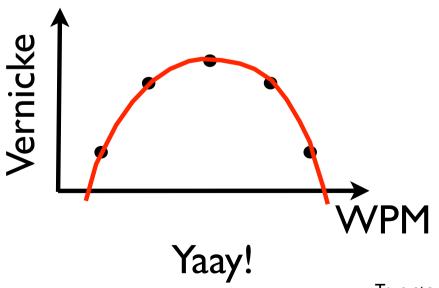


Given this design what would be "reasonable" questions to ask?

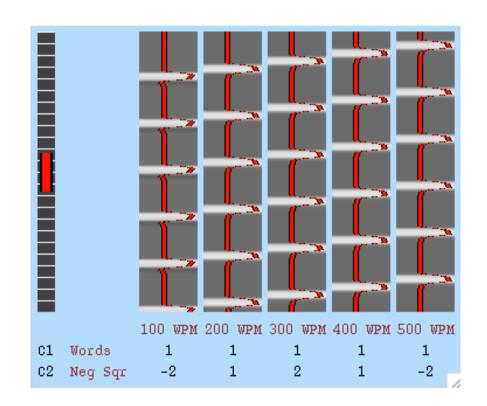


Inversely proportional to WPM squared?

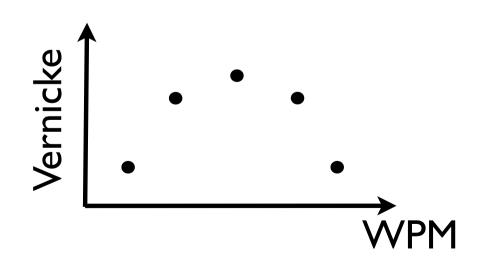
But seriously ... would you have asked that question?





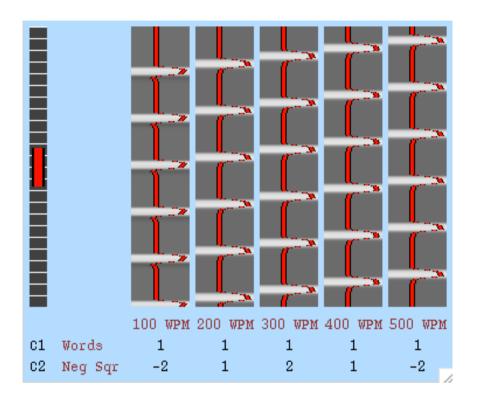


There is a (very real) risk of missing interesting but unpredicted responses

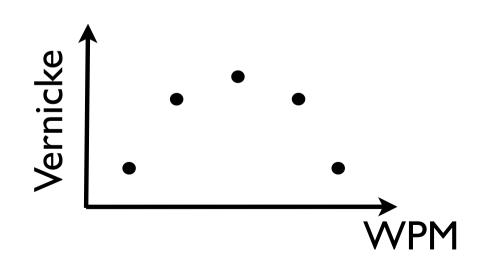


What can we do about that?



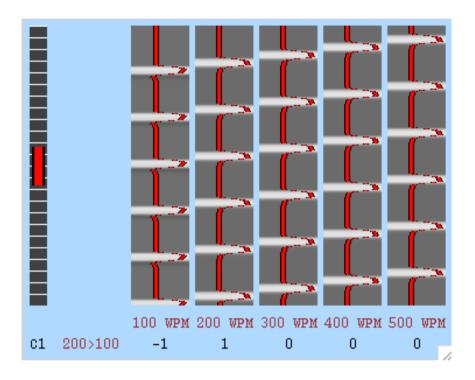


We can define an F-contrast that spans "the range of possible responses"

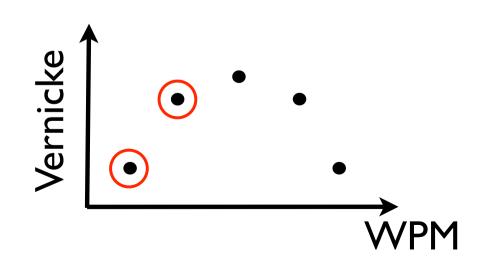


An F-contrast is a series of questions (t-contrasts) with an OR between them



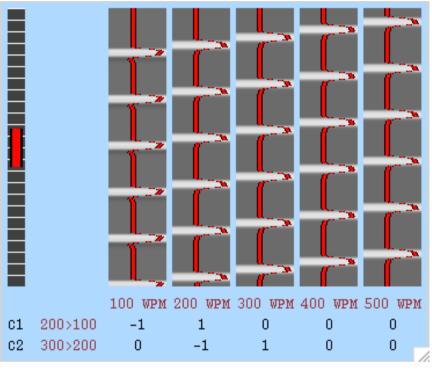


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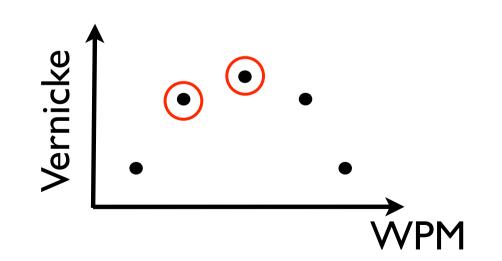


Let's start with "Greater activation to 200 than 100 WPM



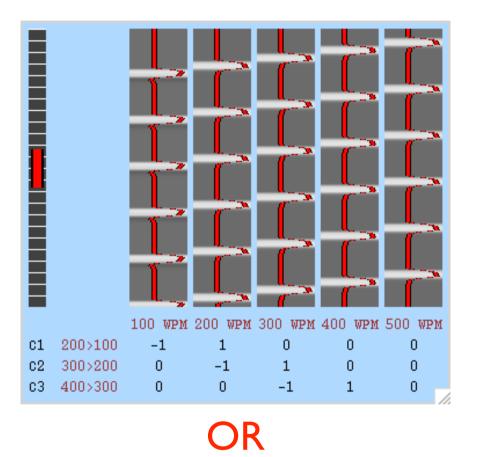


We can define an F-contrast that spans "the range of possible responses"



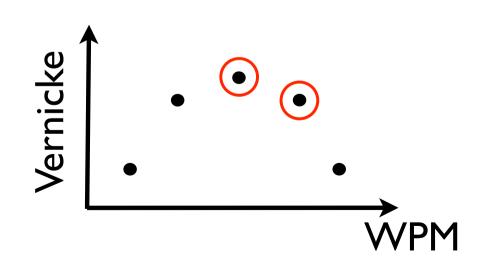
OR 300WPM > 200WPM



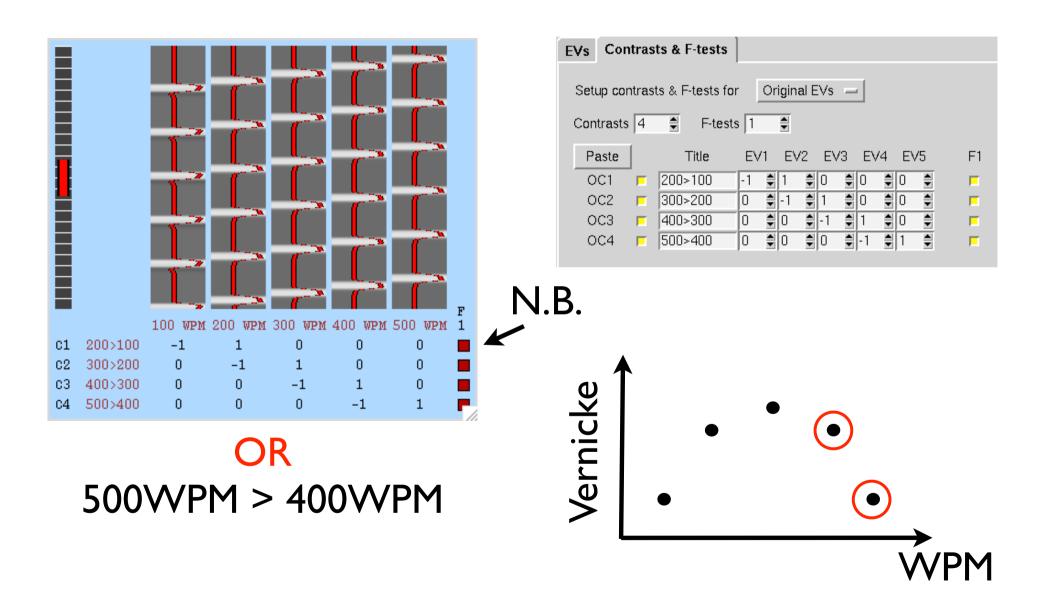


400WPM > 300WPM

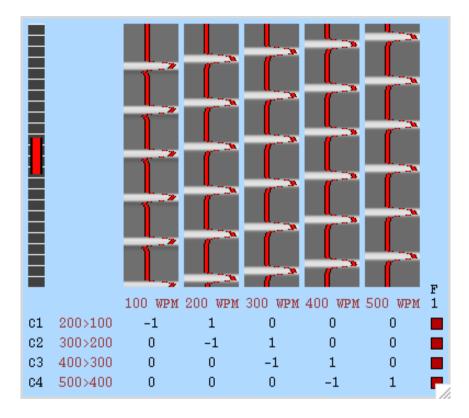
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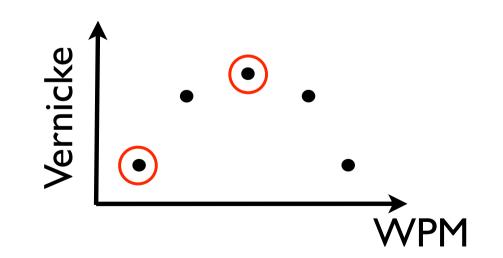




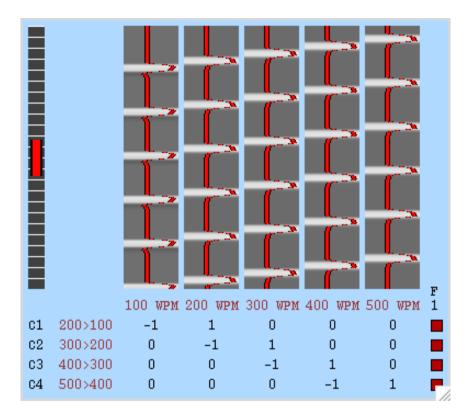




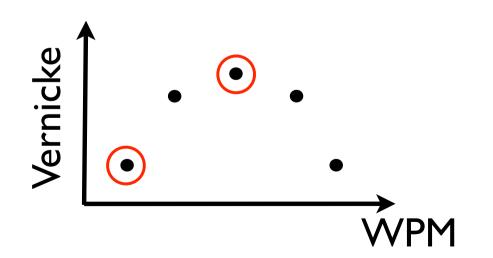
But ... that doesn't span all possible response, what about for example 300>100?





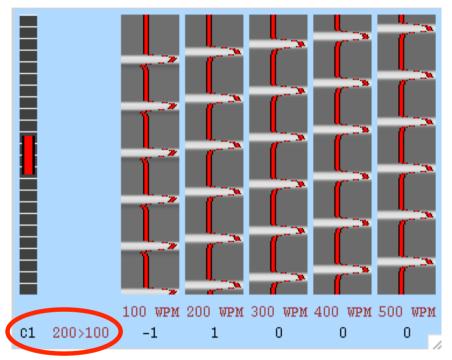


But ... that doesn't span all possible response, what about for example 300>100?



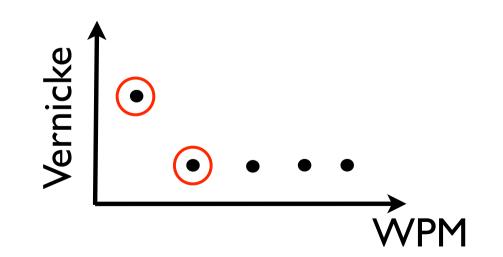
300>100 implies 200>100 AND/OR 300>200 which we have covered



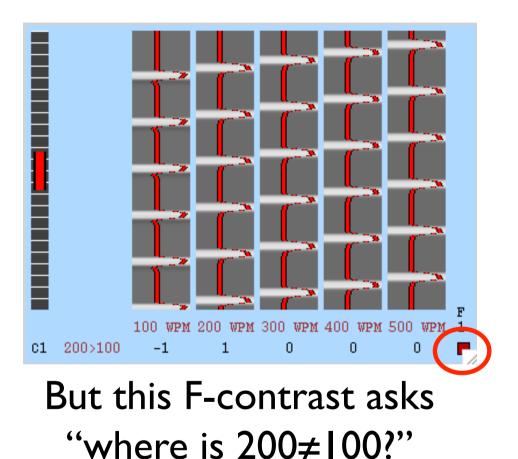


This *t*-contrast asks "where is 200>100?"

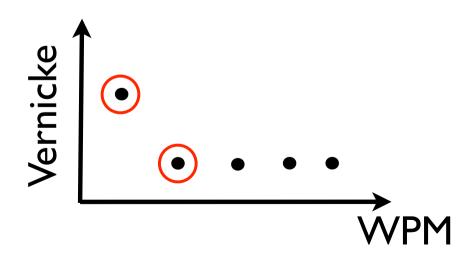
F-contrasts are bi-directional But ... what about for example 100>200, you haven't covered that?





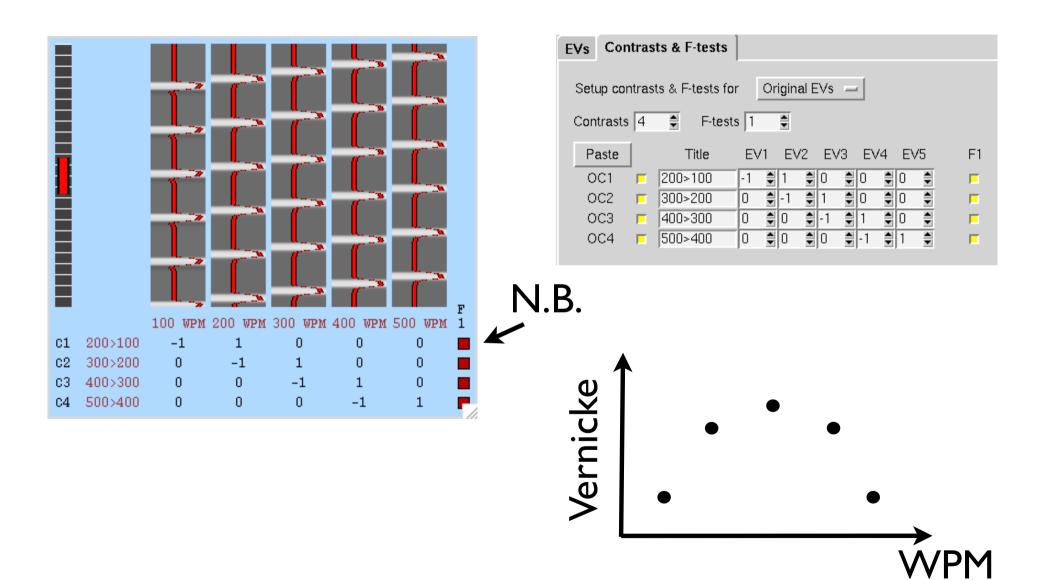


But ... what about for example 100>200, you haven't covered that?



F-contrasts are bi-directional







Advanced Analysis: Parametric Designs

Summary:

- Important to have separate EVs (and parameters) per level of stimulus, otherwise assuming an exact linear response
- Linear trends require contrasts that are centred about zero and with even intervals
- Going beyond linear trends can be done with F-tests to look for arbitrary response shapes



Advanced Analysis: Factorial Designs and Interactions

Scenario:

Investigating in multi-sensory regions

Specific questions:

What regions show responses to vision, touch What regions respond significantly to both? Are responses additive where there is both visual and touch stimulation, or is there an interaction?

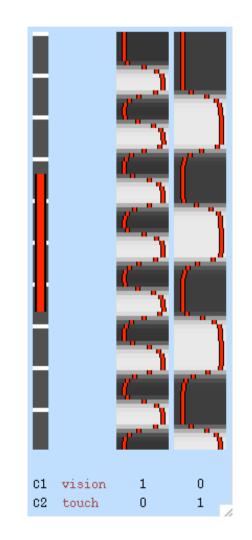
Solution:

Specific regressors Contrast masking

Multisensory study



- EVI models vision on/off
- EV2 models touch on/off
- Can generate simple contrasts for:
- vision activation/deactivation [| 0]
- touch activation/deactivation [0]
- differences in responses [I I]
- Regions showing both visual and tactile response??
- Not [| |]: this only assesses the average



Contrast Masking



- Often it is of interest to identify regions showing significant effects in multiple contrasts (e.g. responds to visual AND tactile stimulations)
- This can be achieved by masking a thresholded z image for a chosen contrast using the thresholded z image from one or more other contrasts.

FEAT - FMRI Expert Analysis Tool v5.98	
First-level analysis 🤟 Full analysis 🛁	
Misc Data Pre-stats Stats Post-stats Registration	1
Pre-threshold masking	
Thresholding	
Cluster — Z threshold 2.3 Cluster P threshold 0.05	
Contrast masking	
Rendering	
Use actual Z min/max 🛁 Transparent blobs 🛁	
Create time series plots	
Go Save Load Exit Help	Utils

Contrast Masking



- Often it is of interest to identify regions showing significant effects in multiple contrasts (e.g. responds to visual AND tactile stimulations)
- This can be achieved by masking a thresholded z image for a chosen contrast using the thresholded z image from one or more other contrasts.

Setup Contrast Masking				
	C1	C2	C3	
Mask real Contrast 1 with:				
Mask real Contrast 2 with:				
Mask real Contrast 3 with:				
🔲 Mask using (Z>(D) inst	ead (of (Z stats pass thresholding)	
		O	<	

For example, say we had two t contrasts CI (I 0) and C2 (0 I). We may be interested in only those voxels which are significantly "active" for both contrasts

Contrast Masking



 Rather than masking with voxels which survive thresholding, it may be desirable to mask using positive z statistic voxels instead

Setup Contrast Masking							
C1 C2 C3							
Mask real Contrast 1 with:							
Mask real Contrast 2 with:							
Mask real Contrast 3 with:	Π						
Mask using (Z>0) instead of (Z stats pass thresholding) OK							

For example, say that we have two t contrasts C3 (1 - 1) and C1 (1 0). It may be desirable to see those voxels for which EV1 is bigger than EV2, only when EV1 is positive



Factorial design

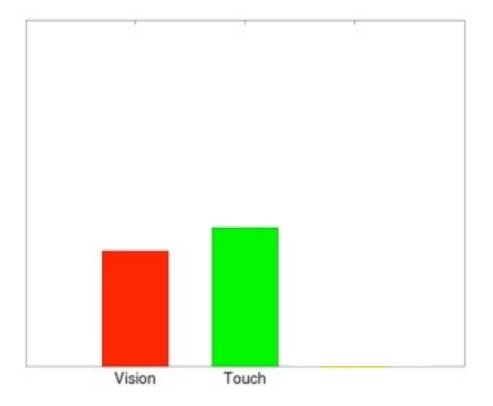
	No Vision	Vision
No Touch		
Touch		

- Allows you to characterise interactions between component processes
 - i.e. effect that one component has on another

No Interaction Effect



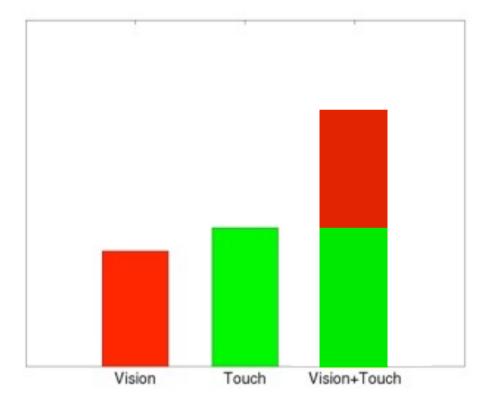
	No Vision	Vision
No Touch		
Touch		



No Interaction Effect



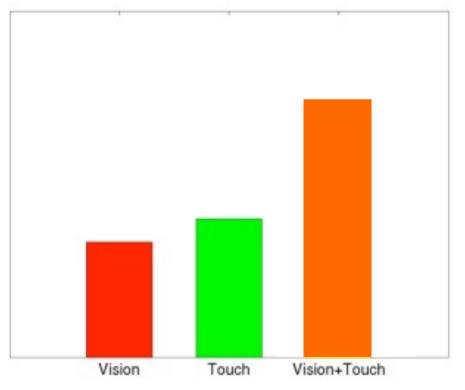
	No Vision	Vision
No Touch		
Touch		



No Interaction Effect



	No Vision	Vision
No Touch		
Touch		

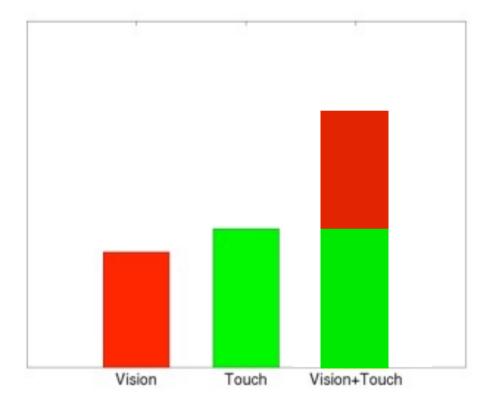


No interaction - effects add linearly

Positive Interaction Effect



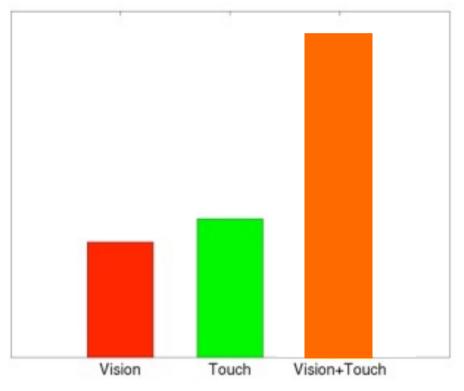
	No Vision	Vision
No Touch		
Touch		



Positive Interaction Effect



	No Vision	Vision
No Touch		
Touch		

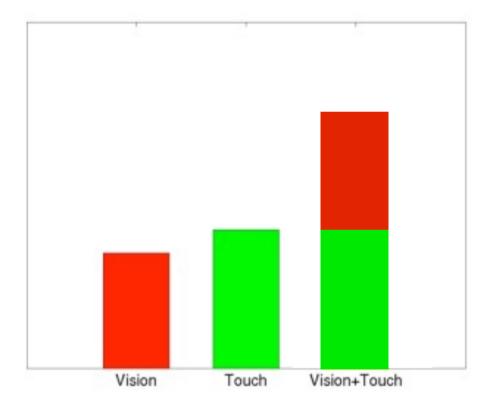


Positive interaction -"superadditive"

Negative Interaction Effect



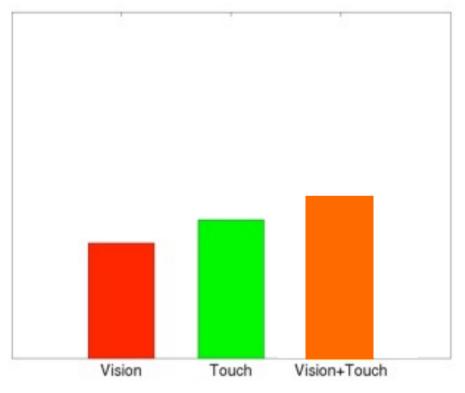
	No Vision	Vision
No Touch		
Touch		



Negative Interaction Effect



	No Vision	Vision
No Touch		
Touch		



Negative interaction

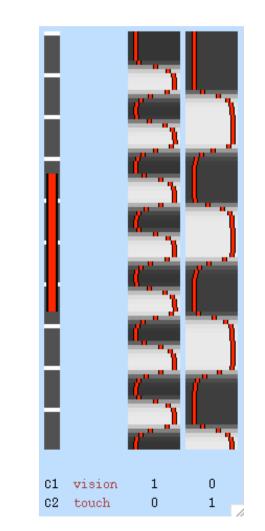
- "subadditive"

Modelling Interactions Between EVs

• EV2 models touch on/off



			General Linear Model
	No Vision	Vision	EV1 EV2 EV3 Basic shape: Interaction -
No Touch			Between EVs 1 🗖 2 🗖
Touch			 EVI models vision on/of



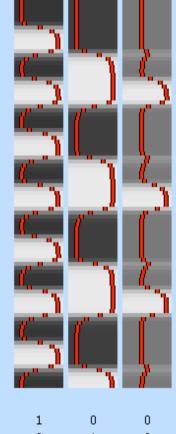
Modelling Interactions Between EVs

• EV2 models touch on/off

• EV3 Models interaction



			General Linear Model •
	No Vision	Vision	EV 1 EV 2 EV 3 Basic shape: Interaction
No Touch			Between EVs 1 🗖 2 🗖
Touch			EVI models vision on/of



C1	vision	1	0	0
C2	touch	0	1	0
С3	Pos interaction	0	0	1
C4	Neg interaction	0	0	-1



Advanced Analysis: Factorial Designs and Interactions

Summary:

- Contrast masking allows questions of the form "A and B" to be asked
 F-tests ask "A or B or both"
- Factorial design covers different combinations including the interaction
- Interaction can be positive, negative or none and is tested using an extra EV and a simple contrast



Advanced Analysis: Correlation of EVs and Design Efficiency

Correlation of EVs

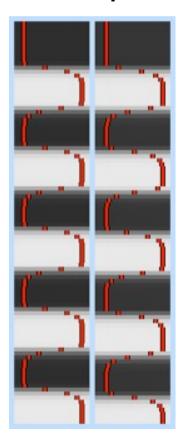


- Correlated EVs are relatively common, but strong correlation is a problem in either first-level or grouplevel designs.
- When EVs are correlated, it is the **unique contribution** from each EV that determines the model's fit to the data and the statistics.
- Start by looking at first-level examples:
 - correlation and rank deficiency
 - design efficiency tool

Design Matrix Rank Deficiency



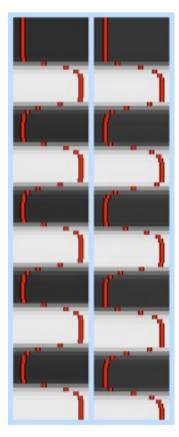
- A design matrix is rank deficient when a linear combination of EVs is exactly zero
 - Model can fit exactly the same signal in multiple ways!
- e.g. visual and tactile stimulation occurs at very similar times, so it is not possible to separate the responses!

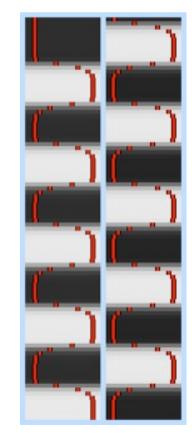


Design Matrix Rank Deficiency



- A design matrix is rank deficient when a linear combination of EVs is exactly zero
 - Model can fit exactly the same signal in multiple ways!
- e.g. visual and tactile stimulations are exactly opposed (so no baseline)

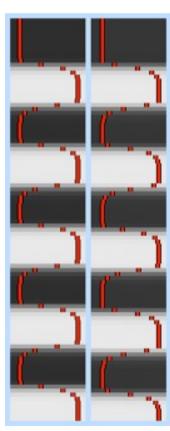


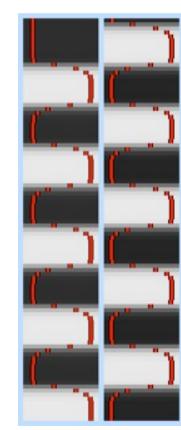


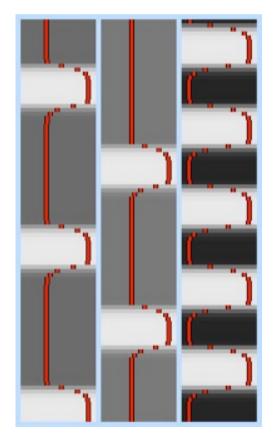
Design Matrix Rank Deficiency



- A design matrix is rank deficient when a linear combination of EVs is exactly zero
 - Model can fit exactly the same signal in multiple ways!
- e.g. modelling visual, tactile, and rest (the last one is effectively baseline and shouldn't be modelled in FSL)







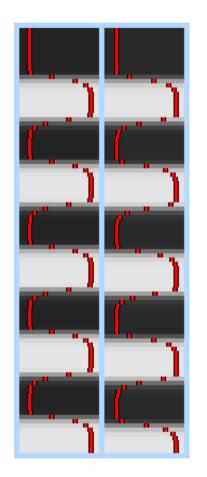
Close to Rank Deficient Design Matrices



- Good News: The statistics always take care of being close to rank deficient
- **Bad News:** the ignorant experimenter may have found no significant effect, because:
 - a) Effect size was too small.
 - b) Being close to rank deficient meant finding an effect would have required a HUGE effect size
 - e.g. may need a lot of data to determine how two EVs with very similar timings best combine to explain the data.

When do we have a problem?

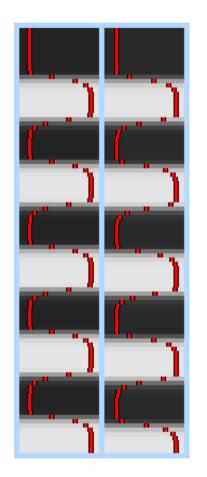




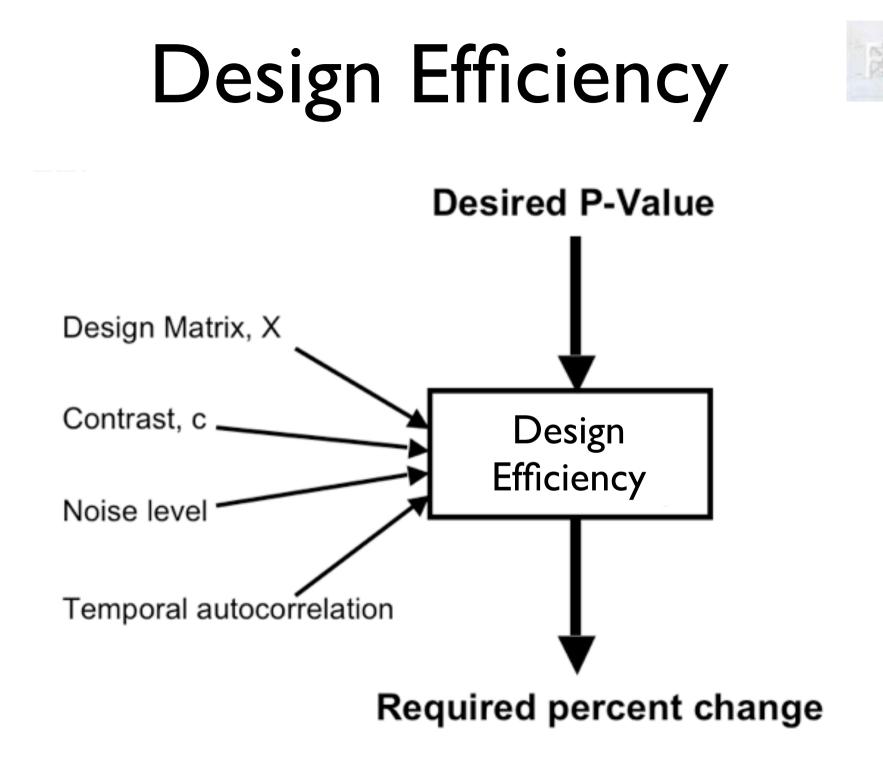
- Depends on SNR, and **crucially** the contrasts we are interested in:
- [| -|] e.g. vis-tact??
- [| |] e.g. average response??
- [1 0] or [0 1] ?? e.g. visual? or tactile?

When do we have a problem?



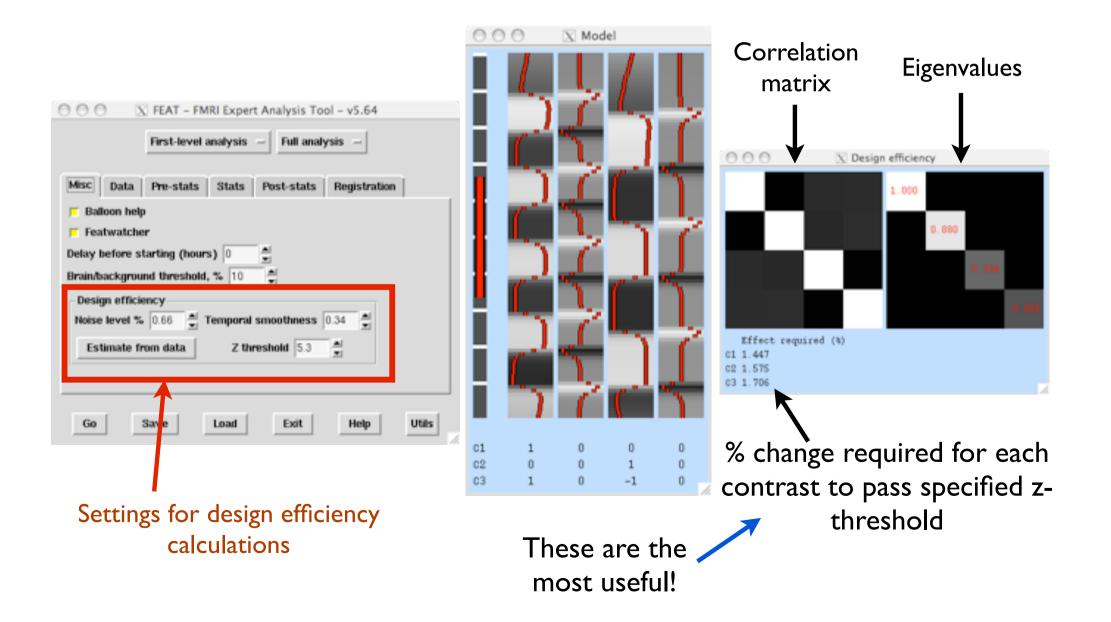


- Depends on SNR, and **crucially** the contrasts we are interested in:
- [I -I] e.g. vis-tact?? - no chance
- [1 1] e.g. average response?? - no problem
- [1 0] or [0 1] ?? e.g. visual? or tactile?
 - no chance



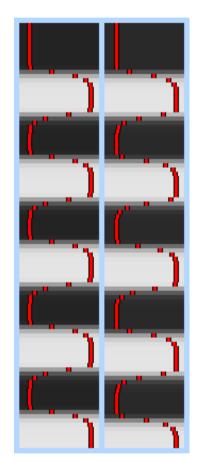
Design Efficiency





When do we have a problem?





- Depends on SNR, and **crucially** the contrasts we are interested in:
- [I-1] e.g. vis-tact?? Effect size required
 no chance: 5.3%
- [1] e.g. average response?? - no problems: 0.84%
- [10] or [01] ?? e.g. visual? or tactile?
 no chance: 5.3%



Case Study: Correlated EVs

Scenario:

Investigating whether there is a relationship between a patient's disease/behavioural scores and their BOLD responses

Problem:

Different scores are likely to be strongly correlated. Which regions' responses correlate with disease scores but not age?

Solutions:

Combination of F-tests and t-tests

Correlations, Covariates & Corrections

- Consider a case example:
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 - Disease Duration (DD) + age (demeaned)
 - where we want to 'correct' for age
 - If there is correlation between DD and age then it becomes tricky
 - One option is orthogonalisation of DD and age ...

Orthogonalisation



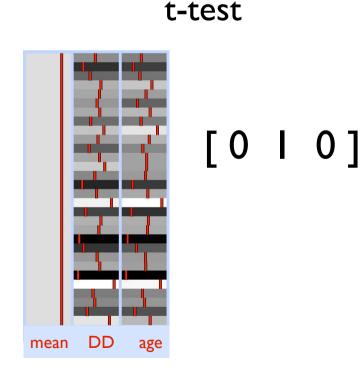
Orthogonalisation



DON'T DO IT!

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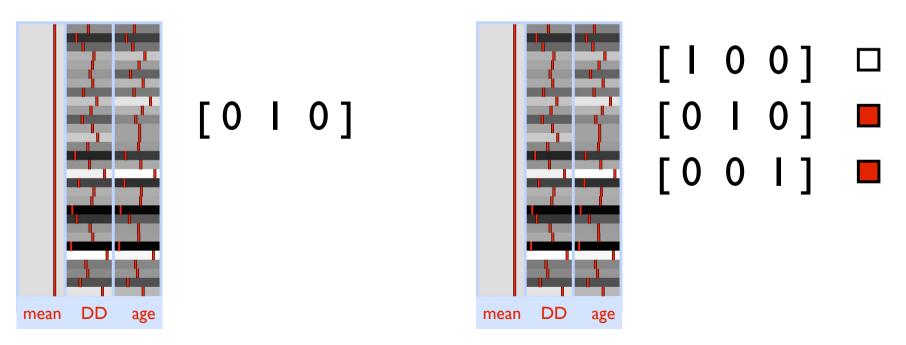
A t-test for a single EV is determined only by variability in BOLD signal that *cannot* be accounted for by other EVs.

This is a **conservative** result: only when DD can *uniquely* explain the measurements will there be a significant result.

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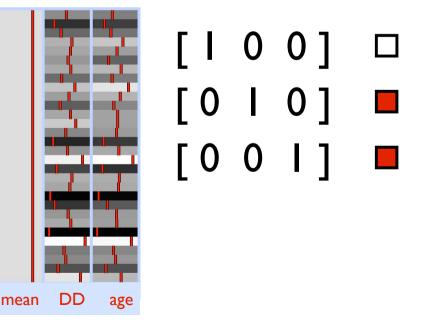




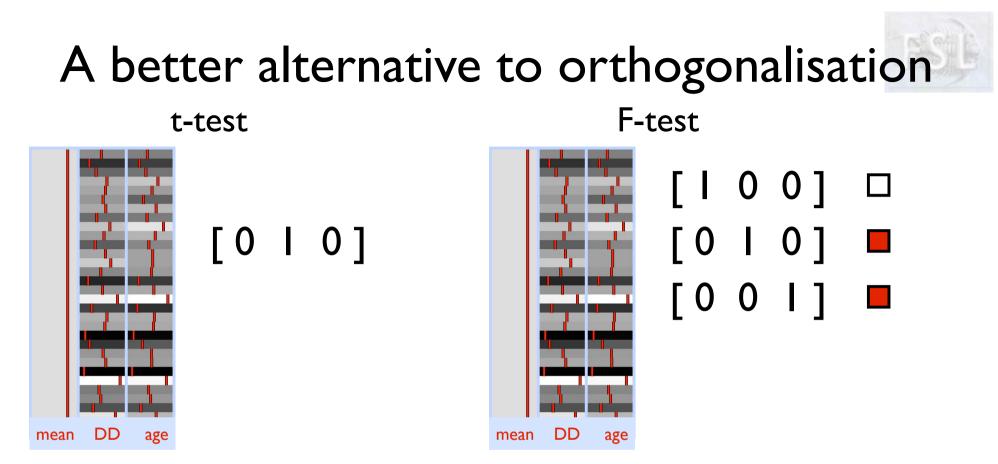
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An F-test finds regions where signal can be explained by *any combination* of EVs.

Will show significant results where either DD or age or both can explain the measurements.



F-test



Results (a fairly typical example with strong correlation):
Not significant (t-test)Significant (F-test)Interpretation: Significant correlation with both DD and age, but
cannot separate the effects as they are too highly correlated and the
response to unique portions (if any) are too weak.Follow on: one way to (potentially) separate the effects would be to
recruit new subjects such that DD and age were less correlated
(need more data to go beyond the above interpretation).



Advanced Analysis: Correlated EVs

Summary:

- Correlation of EVs makes it difficult for the GLM to assign unique contributions and often leads to no significant results
- Extreme correlation gives rank deficiency
- Problem of correlation depends on the contrast
- Design efficiency gives required % BOLD change to get a significant result *per contrast* (like power calc.)
- Can also get info about where correlations are
- Orthogonalisation: DON'T DO IT!
- In practice consider F-tests for combined explanatory results as well a t-test (unique contributions)
- Try to break correlations through planning/recruitment



That's All Folks