

Applications of Brain Activity Data in Predicting Brain Disorders

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Neurons

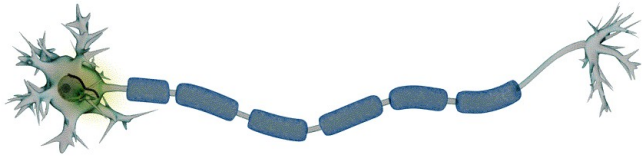
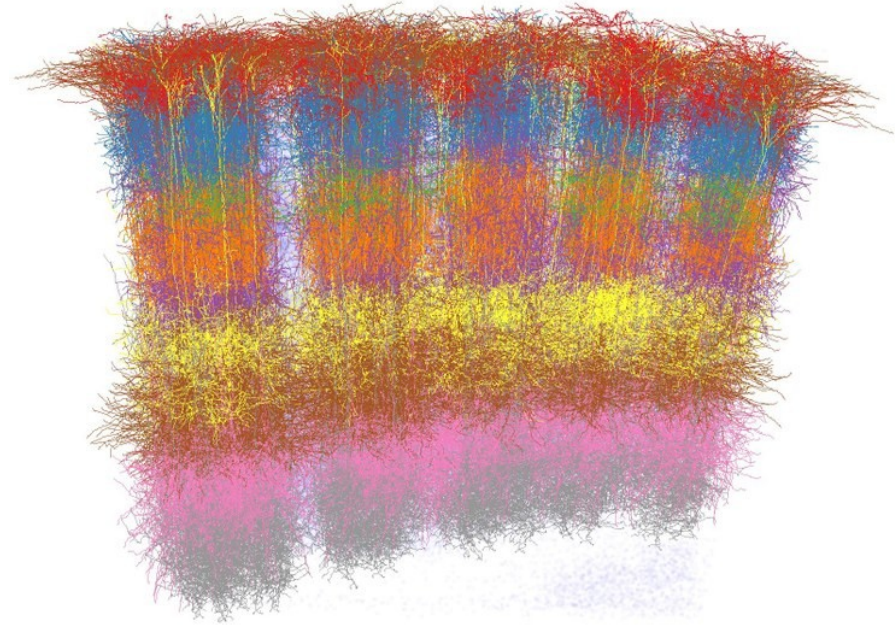


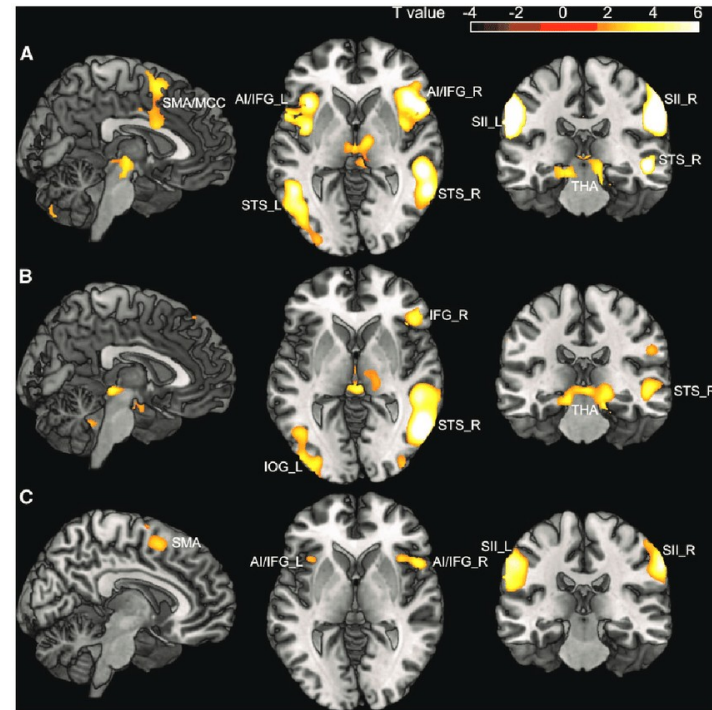
Image from [Doctor Jana](#)



Marcel Oberlaender et al.(2014)

Brain Data

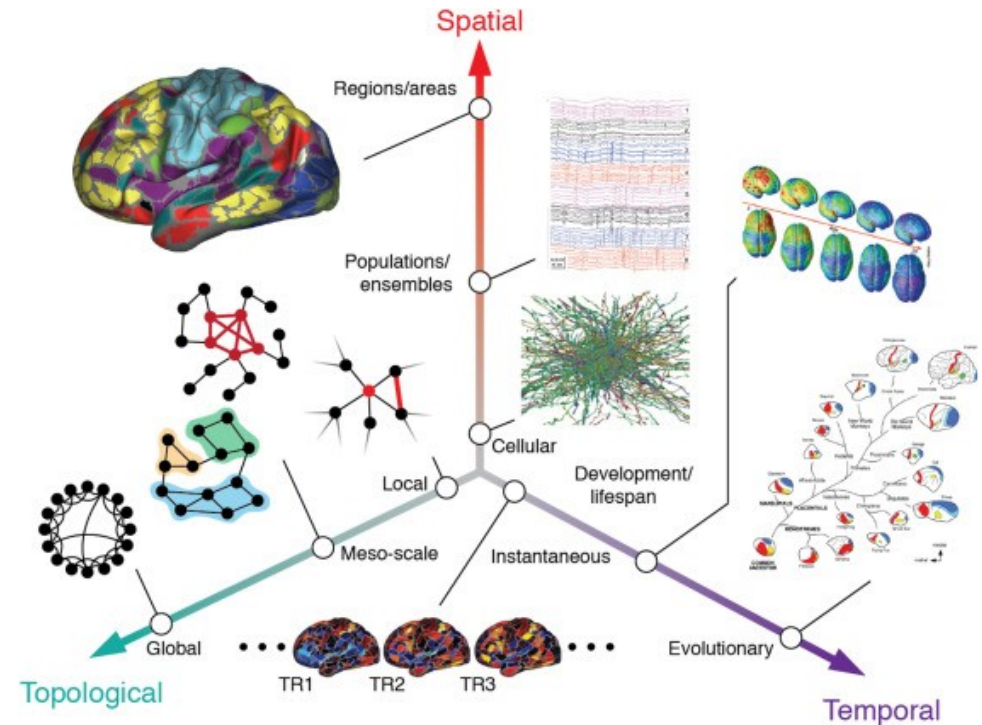
- MRI Based Data
- EEG



fMRI results of whole-brain.
Xiaochun Han et al (2017)

The multi-scale brain

Brain networks are organized across multiple spatiotemporal scales and also can be analyzed at topological (network) scales ranging from individual nodes to the network as a whole.

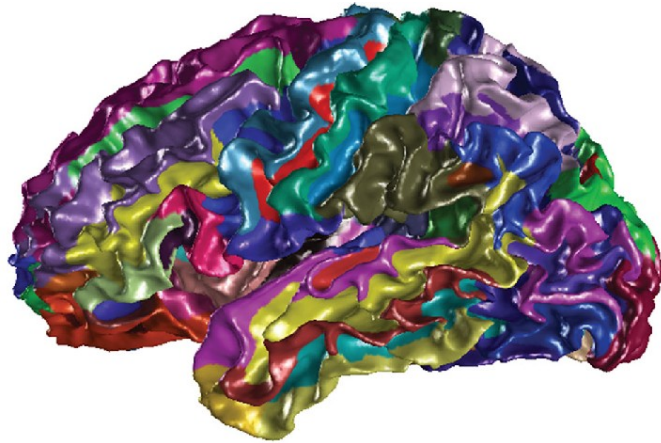


Richard F. Betzel et al. (2016)

Constructing Brain Networks

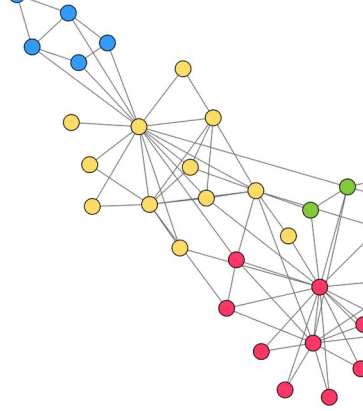
- Parcellation

Defining distinct partitions in the brain



Destrieux atlas (Christophe Destrieux et al. 2010)

148 ROIs (Cortical Parcellation)



Constructing Brain Networks

- Connectivity Estimators
 - Functional Connectivity
 - Structural Connectivity

Network Analysis

- Clustering

It is the property that two vertices of the network that are both adjacent of the same third vertex have an increased probability of also being adjacent of one another.

- Small-world

Most nodes can be reached from every other node by a small number of hops or steps.

Network Analysis

- Centrality Measures

To rank graph nodes based on their topological importance.

Examp^ls:

- Degree

- Betweenness:

measure of the influence of a vertex over the flow of information between every pair of vertices.

- etc

Machine Learning For Disease Detection



Machine Learning

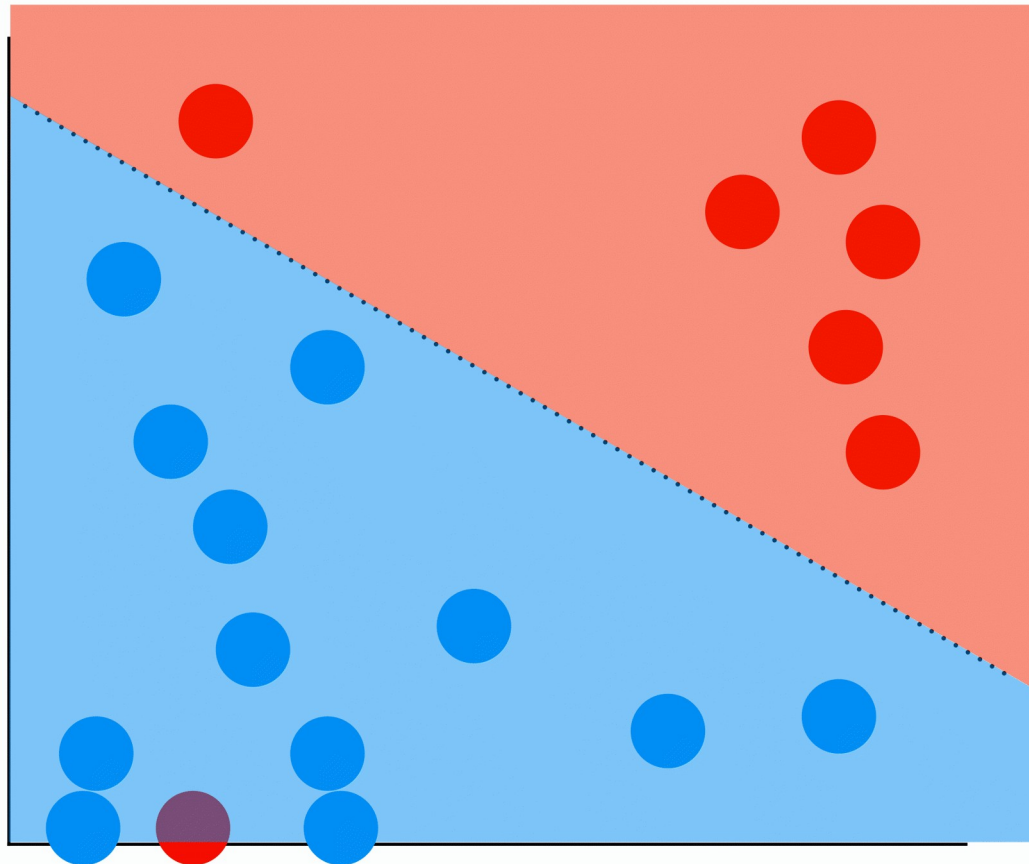
Machine learning is a subfield of computer science that is concerned with building algorithms which, to be useful, rely on a collection of examples of some phenomenon.

Machine learning can also be defined as the process of solving a practical problem by 1) gathering a dataset, and 2) algorithmically building a statistical model based on that dataset. That statistical model is assumed to be used somehow to solve the practical problem.

Classification

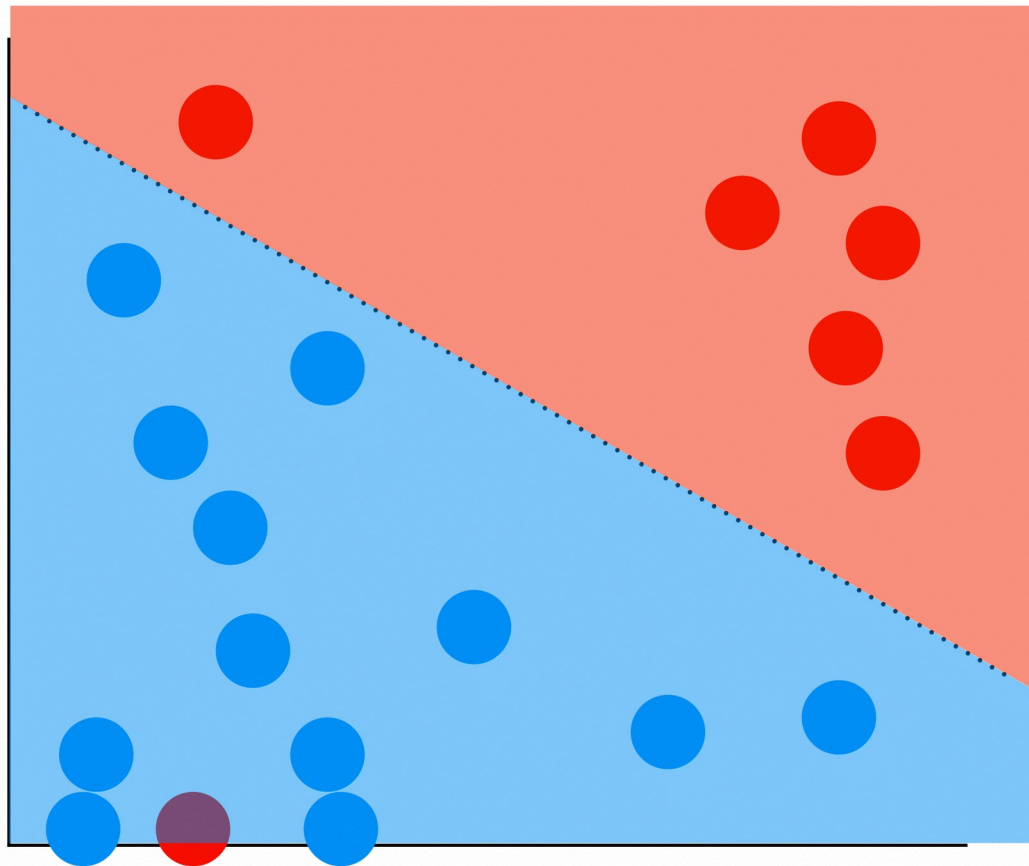
- Supervised learning: You need data labeled with the correct answers to train these algorithms before they work.
- Features: Attribute of the data
- Class, Labales: The groups that we are sorting things into them

mentions
of brand
names



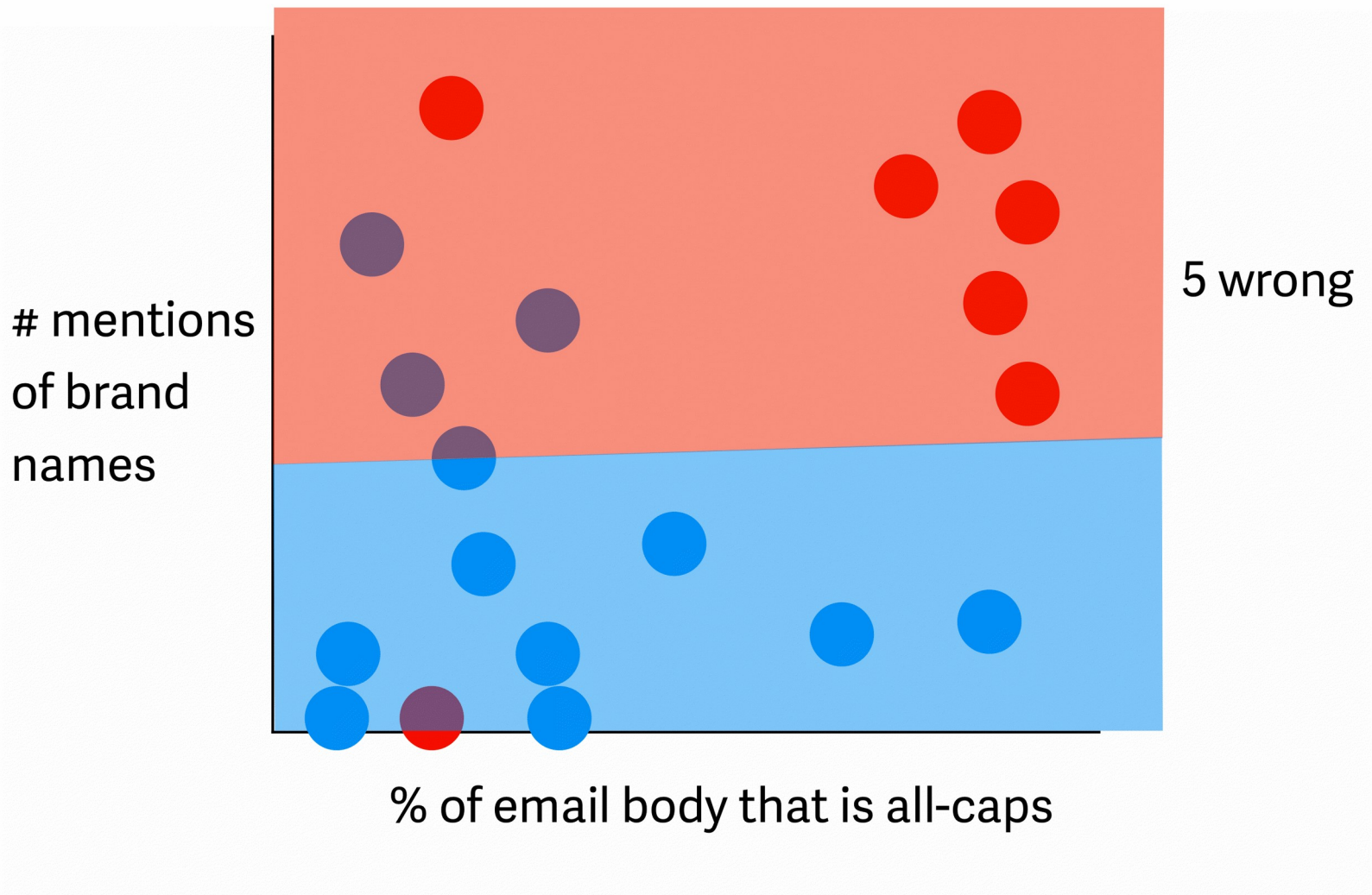
% of email body that is all-caps

mentions
of brand
names

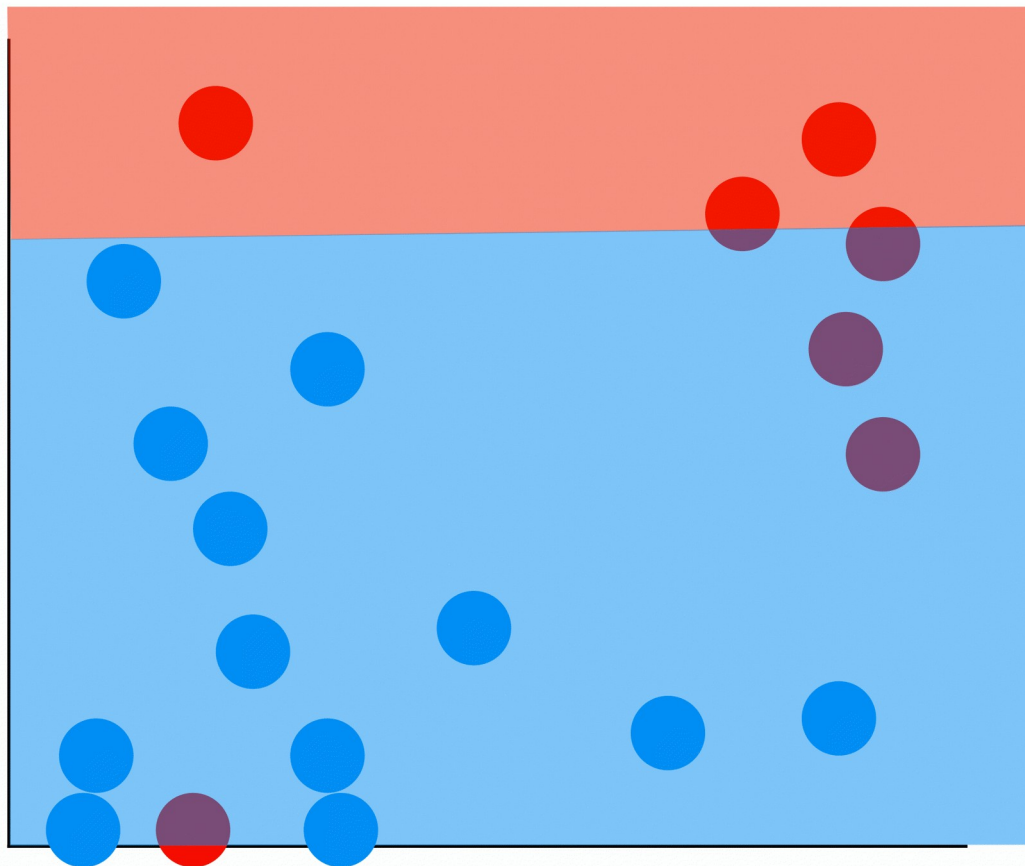


1 wrong

% of email body that is all-caps

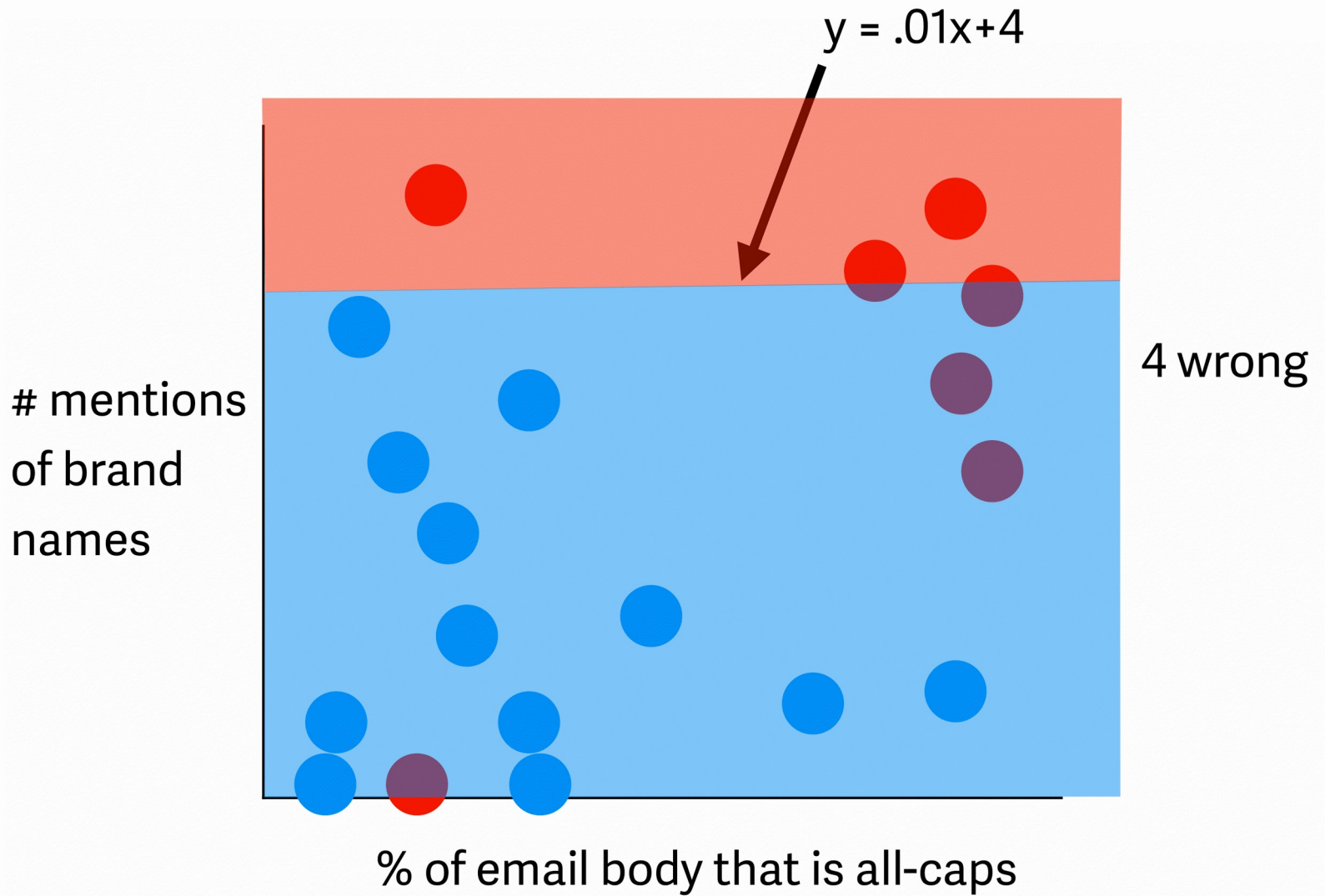


mentions
of brand
names



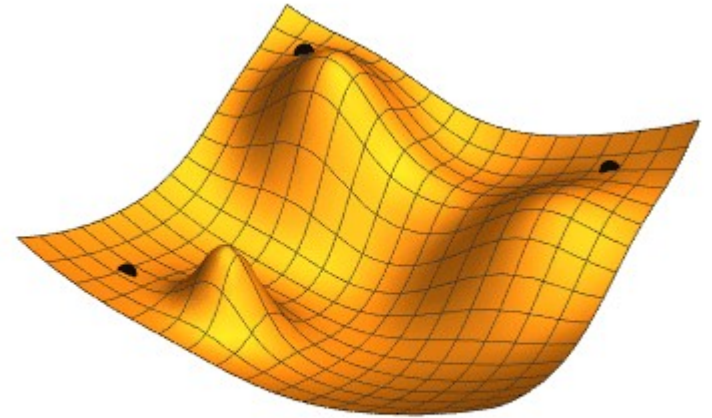
4 wrong

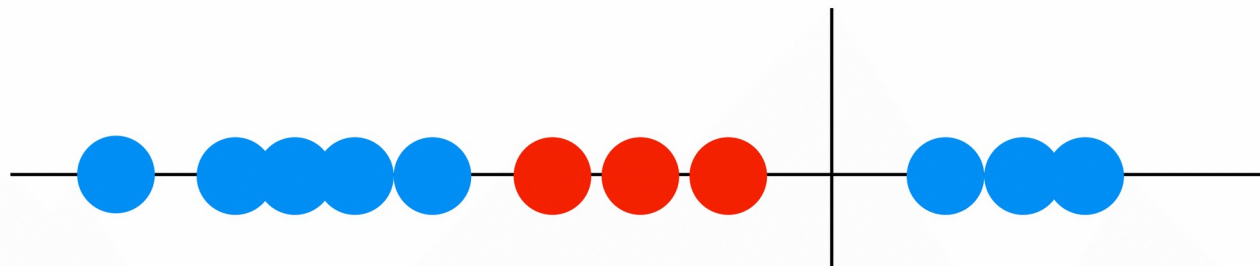
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Minimizing the error Function

Finding optimum values for model parameters





Intro

Toy Problem

Gradient Descent

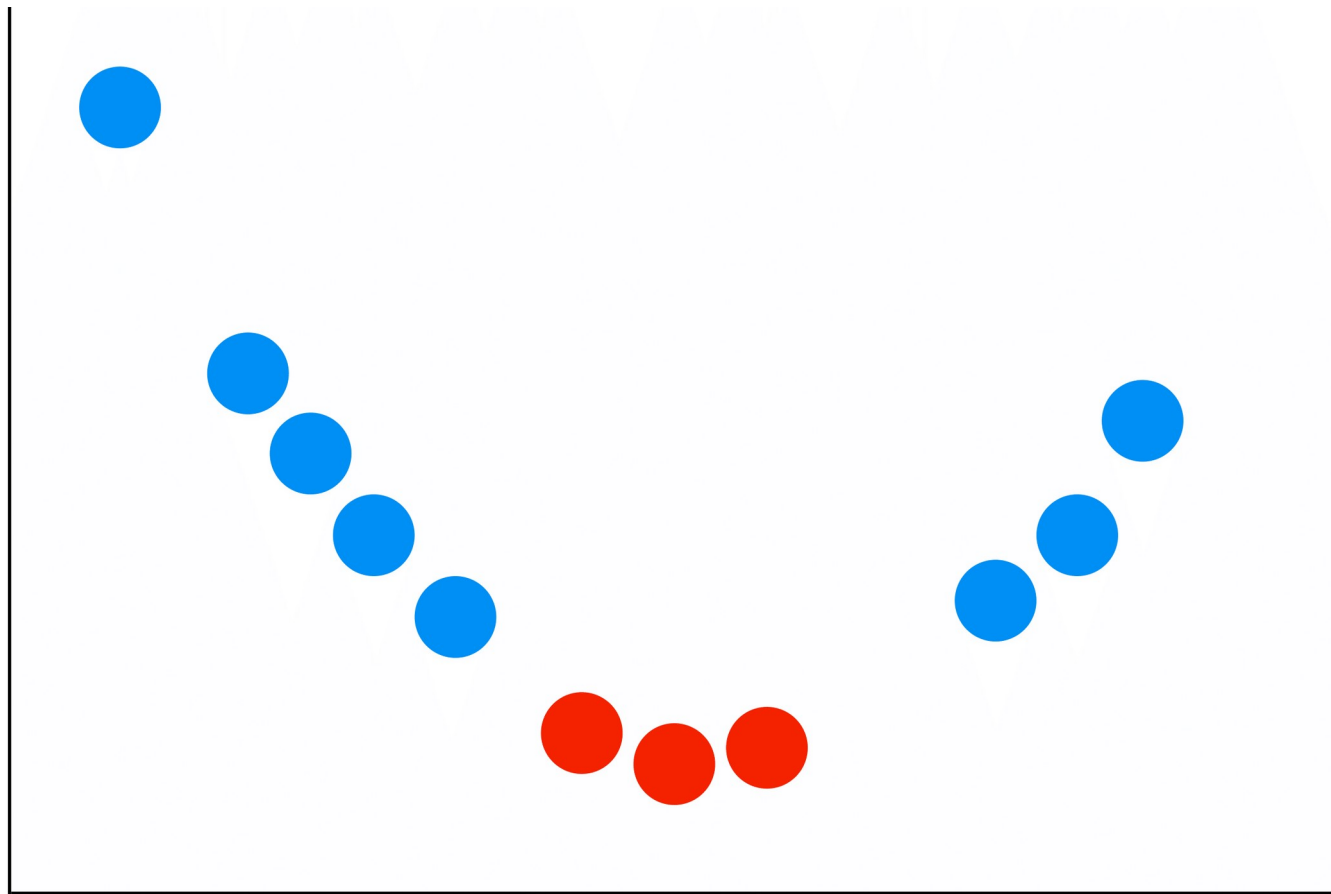
SVM

Neural Networks

Brain Activity

Machine Learning

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Intro

Toy Problem

Gradient Descent

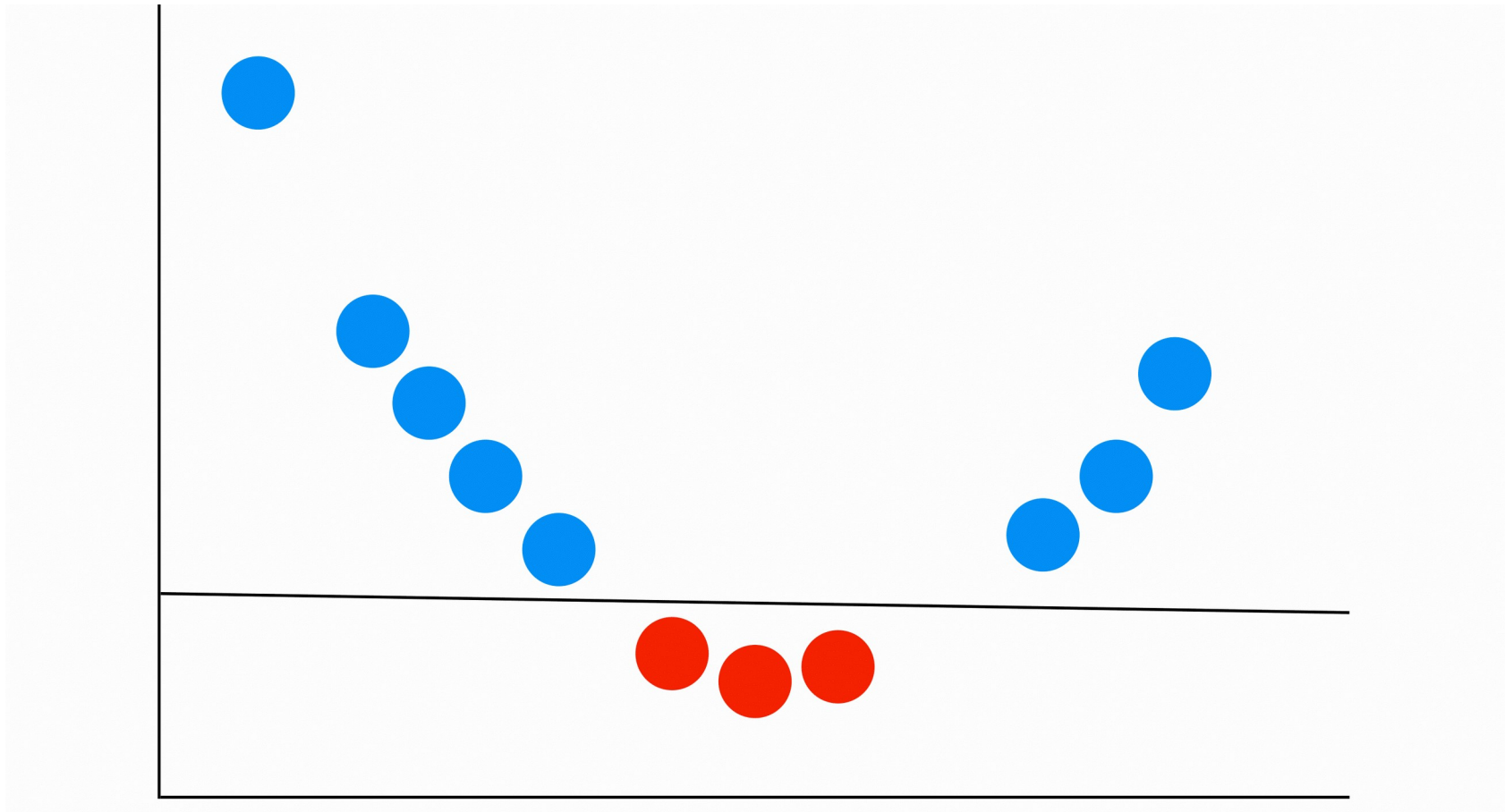
SVM

Neural Networks

Brain Activity

Machine Learning

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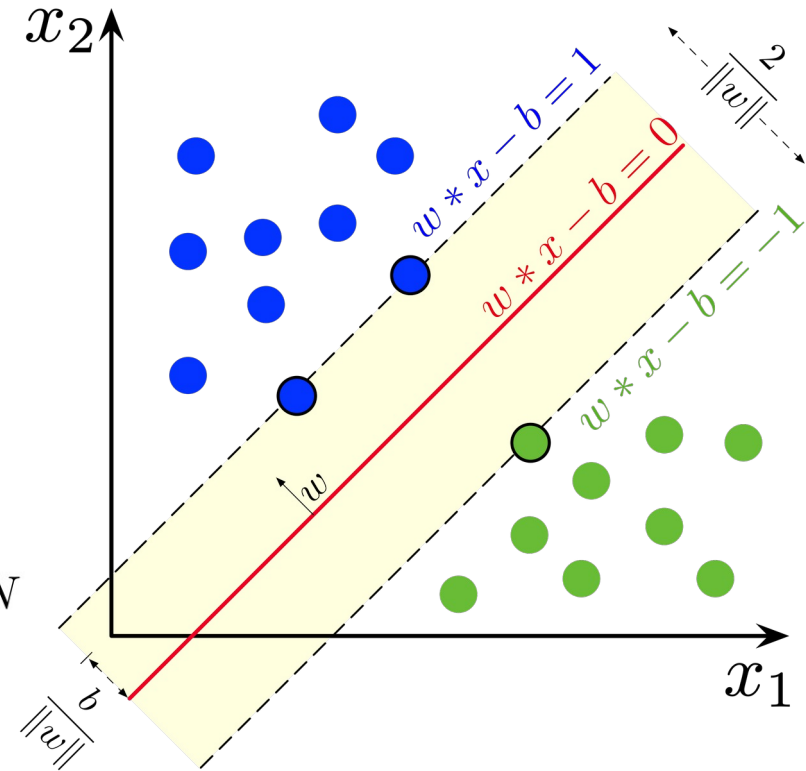


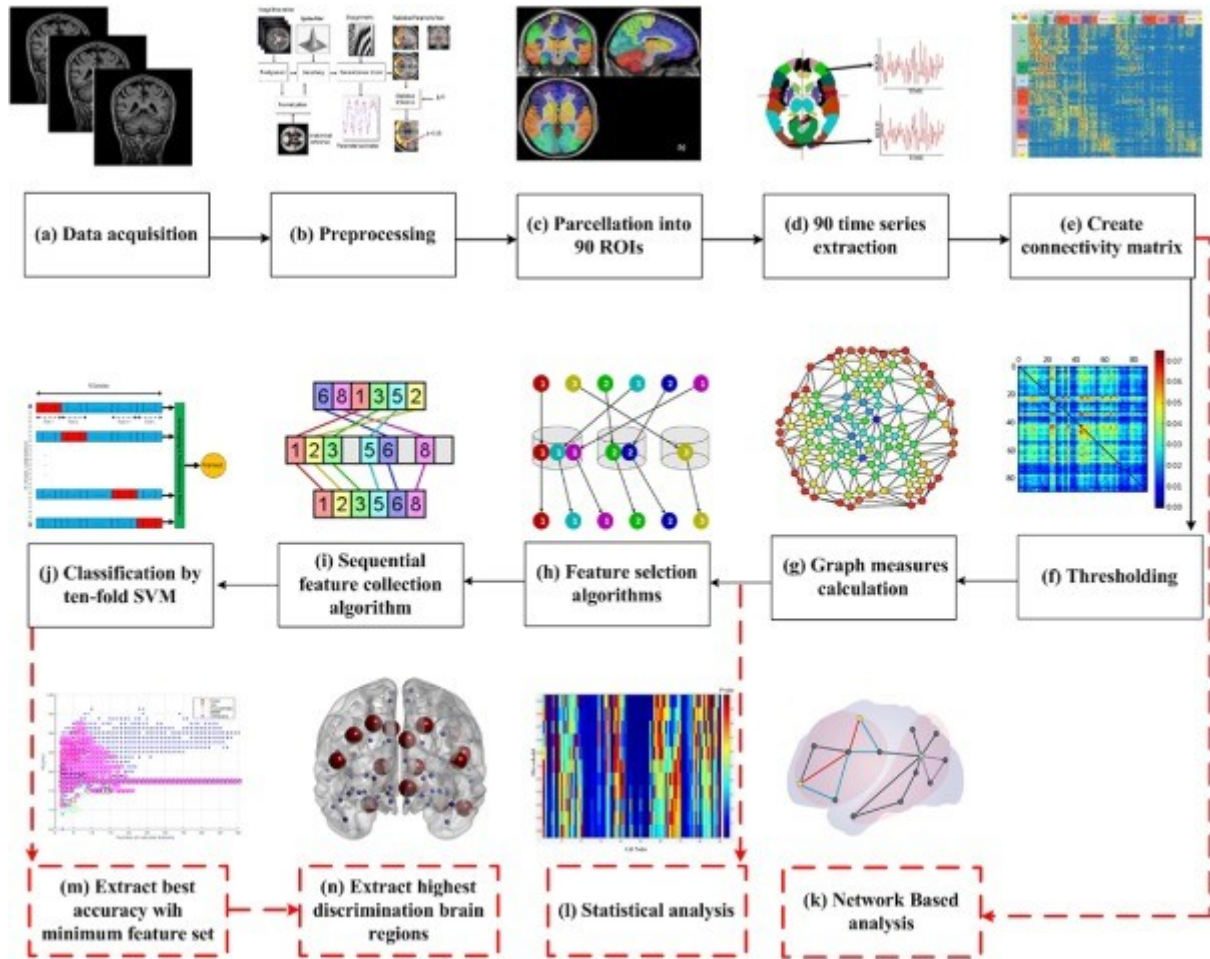
Support Vector Machine (SVM)

- $\mathbf{w}\mathbf{x}_i - b \geq 1$ if $y_i = +1$, and
- $\mathbf{w}\mathbf{x}_i - b \leq -1$ if $y_i = -1$

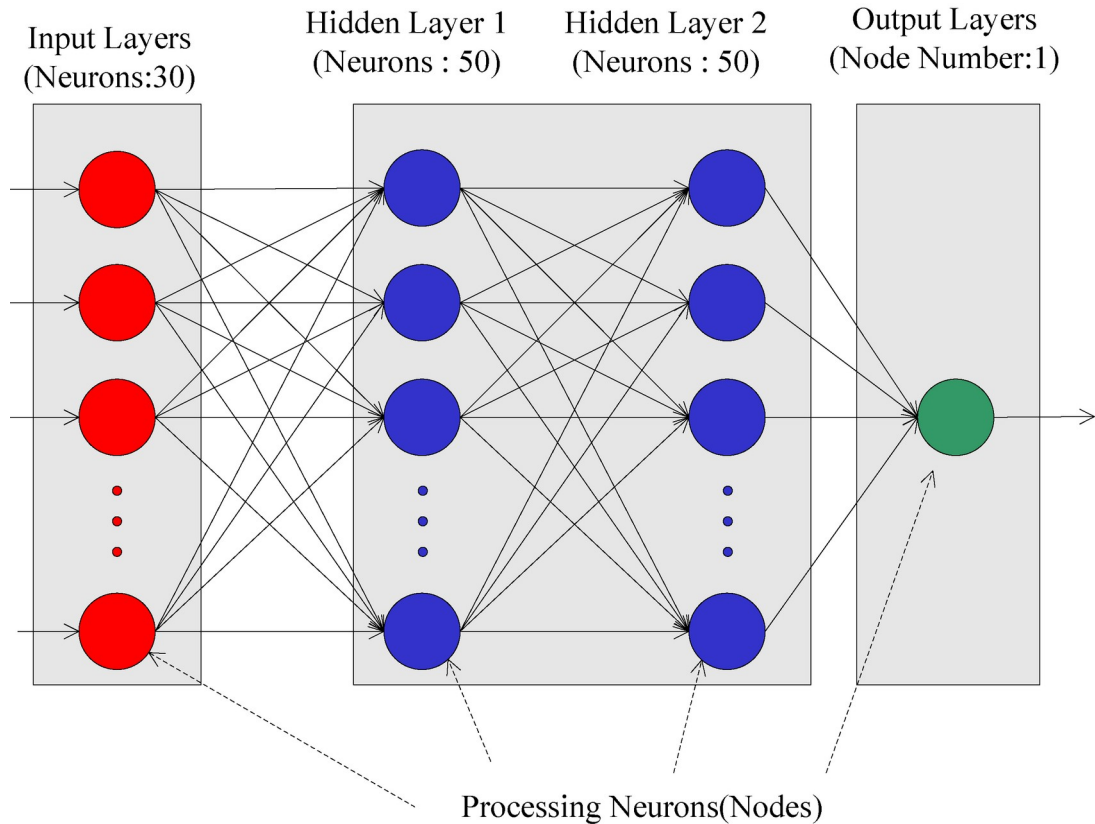
$\frac{2}{\|\mathbf{w}\|}$:The distance between hyperplanes

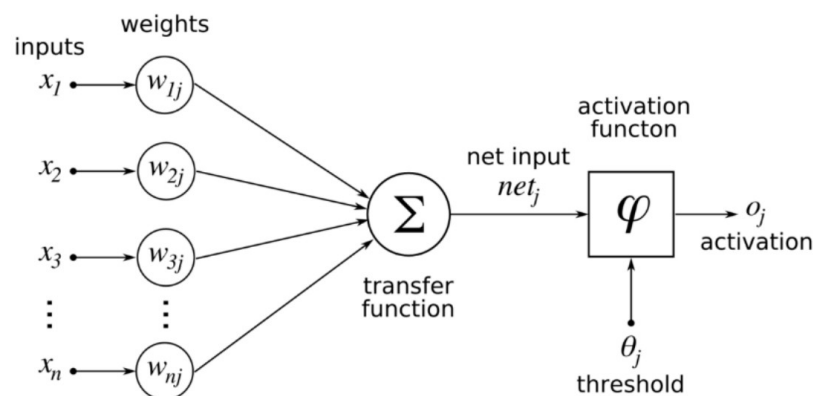
Minimize $\|\mathbf{w}\|$ subject to $y_i(\mathbf{w}\mathbf{x}_i - b) \geq 1$ for $i = 1, \dots, N$





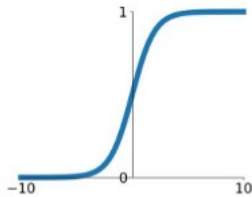
Neural Networks





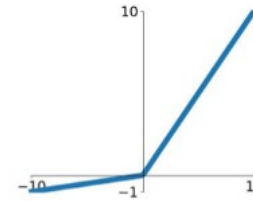
Sigmoid

$$\sigma(x) = \frac{1}{1+e^{-x}}$$



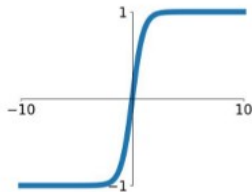
Leaky ReLU

$$\max(0.1x, x)$$



tanh

$$\tanh(x)$$

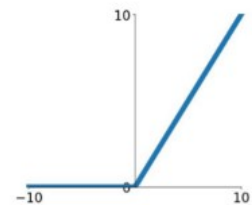


Maxout

$$\max(w_1^T x + b_1, w_2^T x + b_2)$$

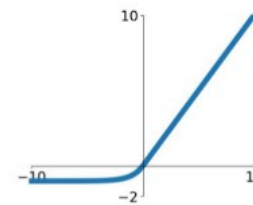
ReLU

$$\max(0, x)$$

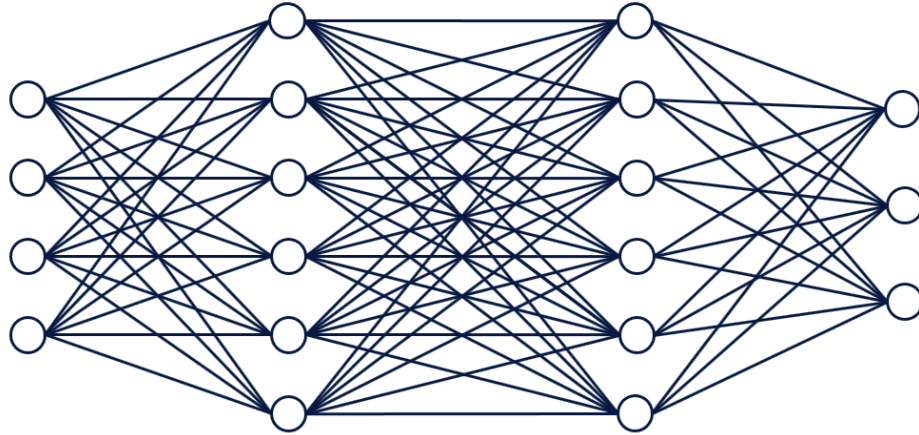


ELU

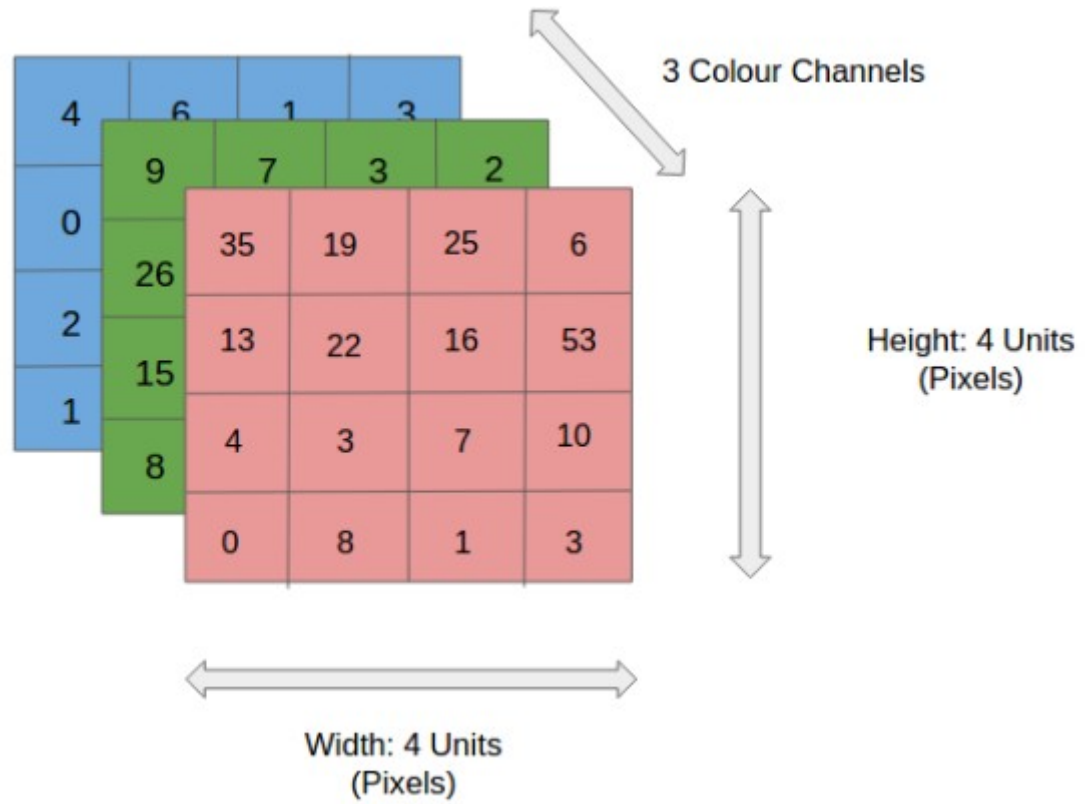
$$\begin{cases} x & x \geq 0 \\ \alpha(e^x - 1) & x < 0 \end{cases}$$



Forward and Backward Propagation



$$\text{Cross Entropy} = -[y \log(p) + (1 - y) \log(1 - p)]$$



Kernel/Filter,
K =
1 0 1
0 1 0
1 0 1

1 _{x1}	1 _{x0}	1 _{x1}	0	0
0 _{x0}	1 _{x1}	1 _{x0}	1	0
0 _{x1}	0 _{x0}	1 _{x1}	1	1
0	0	1	1	0
0	1	1	0	0

Image

4		

Convolved
Feature

Convolutional neural network

- (i) Convolutional layers
- (ii) Activation layers
- (iii) Pooling

0	0	0	0	0	0	...
0	156	155	156	158	158	...
0	153	154	157	159	159	...
0	149	151	155	158	159	...
0	146	146	149	153	158	...
0	145	143	143	148	158	...
...

Input Channel #1 (Red)

0	0	0	0	0	0	...
0	167	166	167	169	169	...
0	164	165	168	170	170	...
0	160	162	166	169	170	...
0	156	156	159	163	168	...
0	155	153	153	158	168	...
...

Input Channel #2 (Green)

0	0	0	0	0	0	...
0	163	162	163	165	165	...
0	160	161	164	166	166	...
0	156	158	162	165	166	...
0	155	155	158	162	167	...
0	154	152	152	157	167	...
...

Input Channel #3 (Blue)

-1	-1	1
0	1	-1
0	1	1

Kernel Channel #1



308

1	0	0
1	-1	-1
1	0	-1

Kernel Channel #2



-498

0	1	1
0	1	0
1	-1	1

Kernel Channel #3



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+

+

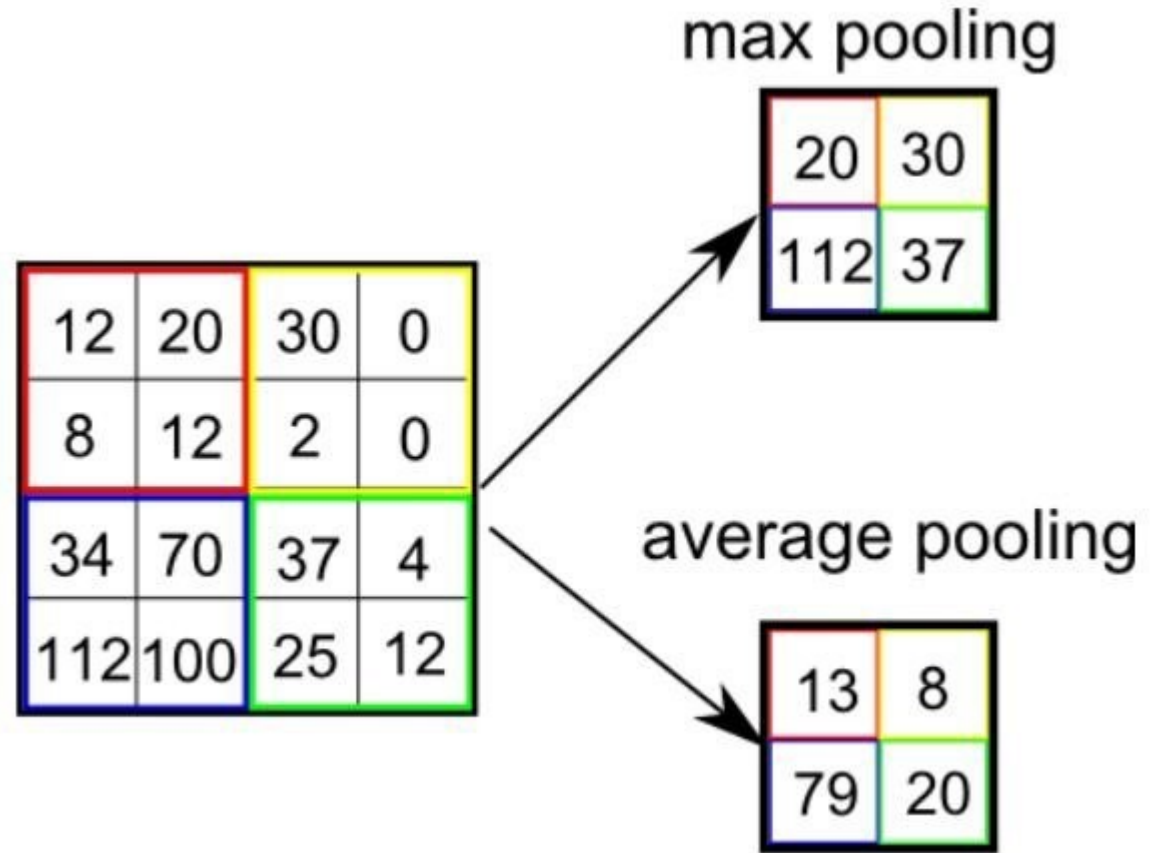
+ 1 = -25

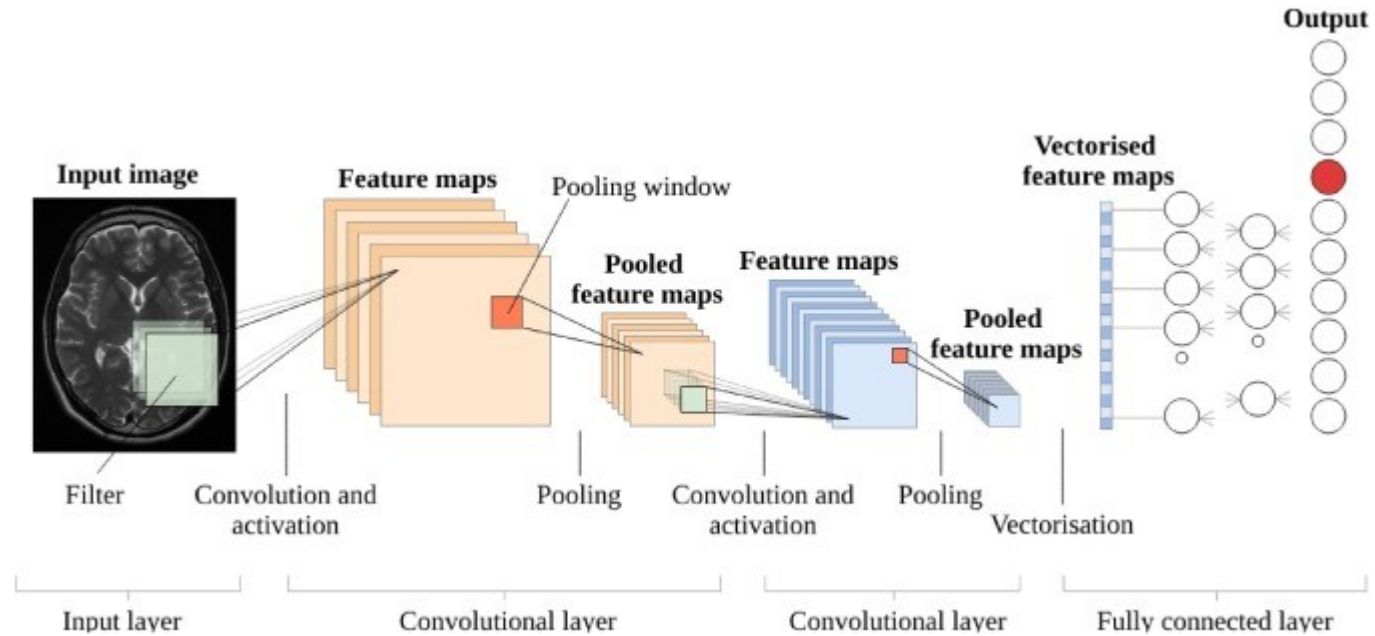
Bias = 1

Output

-25				...
				...
				...
				...
...

Max pooling





Alexander Selvikvåg Lundervold. (2018)

