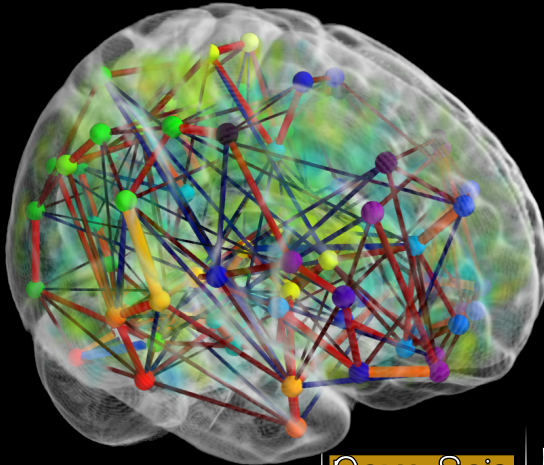


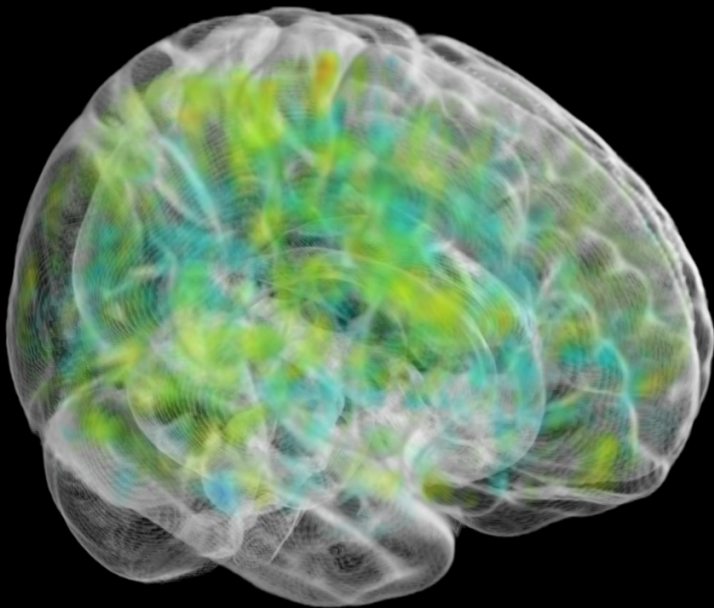
Modeling spontaneous brain activity in Python

Scientific progress and software challenges

Gaël Varoquaux, INRIA and Neurospin



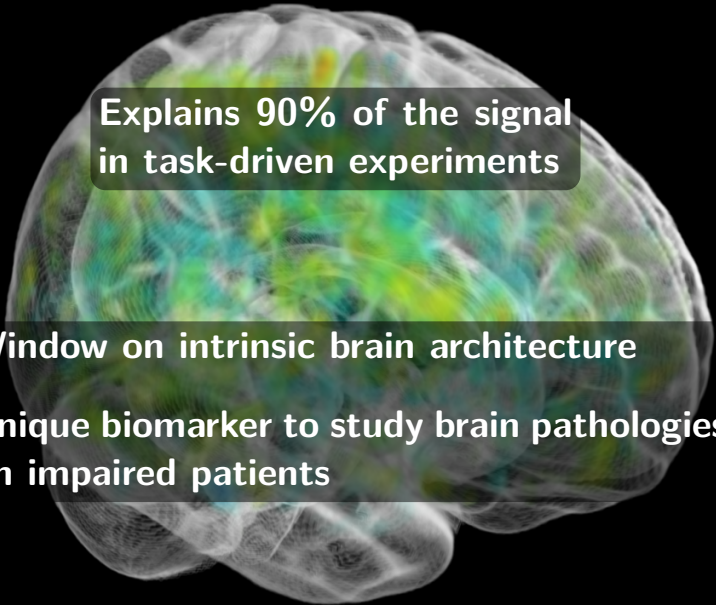
Spontaneous brain activity



Why study spontaneous brain activity?

Explains 90% of the signal
in task-driven experiments

- Window on intrinsic brain architecture
- Unique biomarker to study brain pathologies on impaired patients



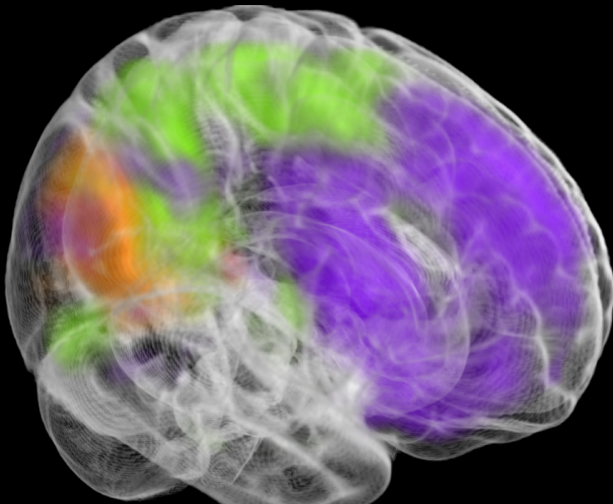


Scientific challenge

To develop in collaboration with neuroscientists new statistical tools to learn probabilistic models of spontaneous brain activity

- 1 Spatial patterns of brain activity**
- 2 Beyond activation maps**
- 3 Inter-subject comparisons**
- 4 From models to software tools?**

1 Spatial patterns of brain activity



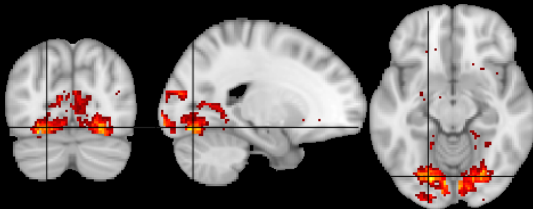
1 Conventional brain mapping

- Study of stimuli response



- Mass-univariate statistics:
for each voxel $\mathbf{X} = \beta\mathbf{Y} + \mathbf{E}$

- Group inference: subject-variability model on β



1 Conventional brain mapping – software

Nipy: NeuroImaging in Python
Berkeley, Stanford, Neurospin . . .

Vision: Open code shared between labs

Progress:

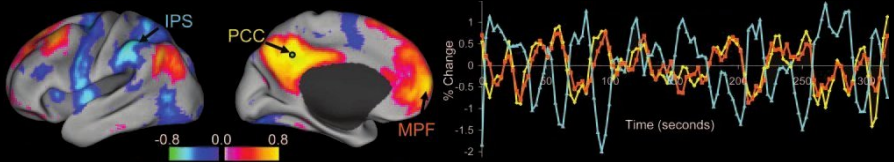
- Statistical models implemented 😊
- API difficult to use 😞
- Good Input/Output code 😊
- Preprocessing not implemented 😞

Roadblocks:

- Different teams \Rightarrow different visions
- Scientists can't justify time on "solved problems"

1 Spatial correlation maps of spontaneous activity

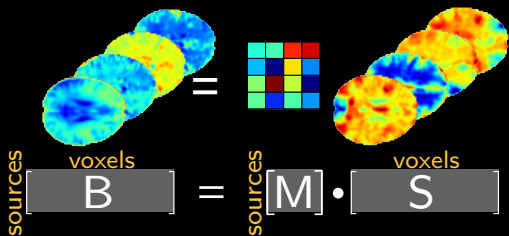
- Biswal 1995: strong correlation between activity in left and right motor cortex at rest
- Later: seed-based correlation mapping



The human brain is intrinsically organized into dynamic, anticorrelated functional networks (Fox 2005)

How many? How to choose seeds? 😞

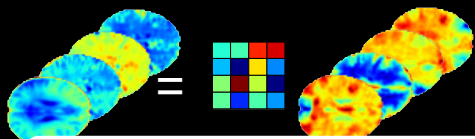
1 Independent component analysis



- B : observed images
- M : mixing matrix
- S : sources

■ Minimize mutual information between patterns S .

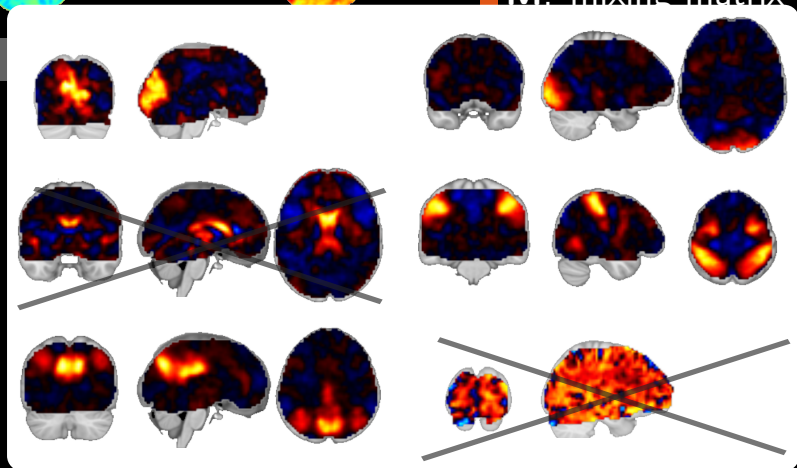
1 Independent component analysis



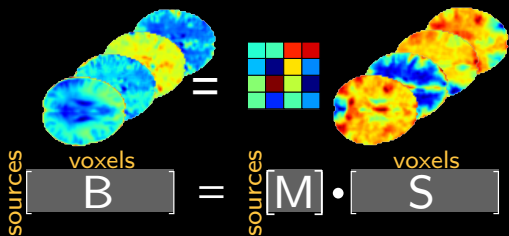
■ B: observed images

■ M: mixing matrix

sources



1 Independent component analysis



- B : observed images
- M : mixing matrix
- S : sources

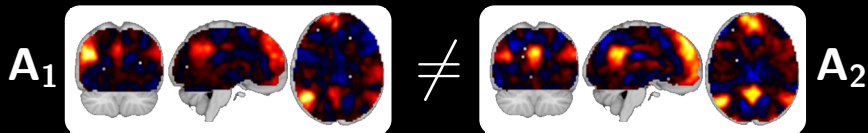
- Minimize mutual information between patterns S .

No noise model

⇒ **Lack of reproducibility** + **Fits noise**



1 Model subject-to-subject variability



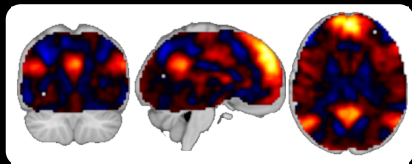
Multivariate random effects model:

$Y_s =$ loadings $\times P_s$ + intra-subject noise PCA

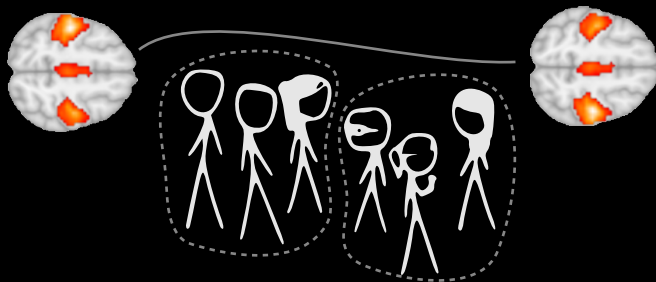
$\{P_s\} =$ loadings $\times B$ + inter-subject variability CCA

$B =$ $M \times A$ ICA

\Rightarrow Group-level networks



1 Model subject-to-subject variability



Reproducibility across random groups

	no CCA	CCA + ICA
Subspace	.36 (.02)	.71 (.01)
One-to-one	.36 (.02)	.72 (.05)

1 Efficient Python implementation (CanICA)

Problem to solve:

- (1) $\mathbf{Y}_s = \text{loadings} \times \mathbf{P}_s + \dots$ PCA: SVD
 - (2) $\{\mathbf{P}_s\} = \text{loadings} \times \mathbf{B} + \dots$ CCA: SVD
 - (3) $\mathbf{B} = \mathbf{M} \times \mathbf{A}$ ICA: iterations
+ Recomputed many times across random groups
-

Step 2 and 3: Small data size \Rightarrow not bottleneck

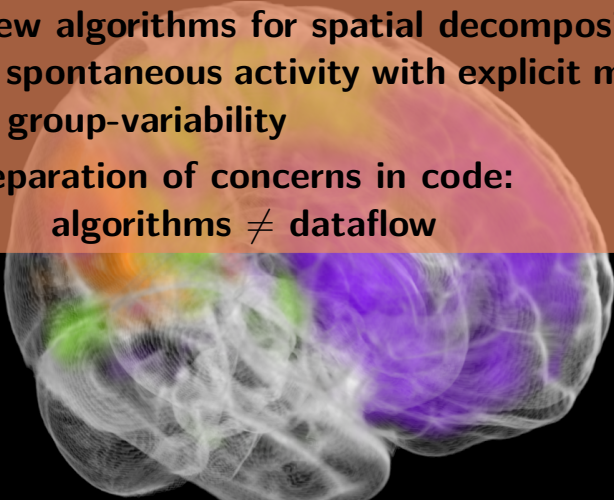
Step 1: ■ Independent problems per subject
 \Rightarrow Parallel runs and caching of the results

Joblib: Python functions as pipeline jobs

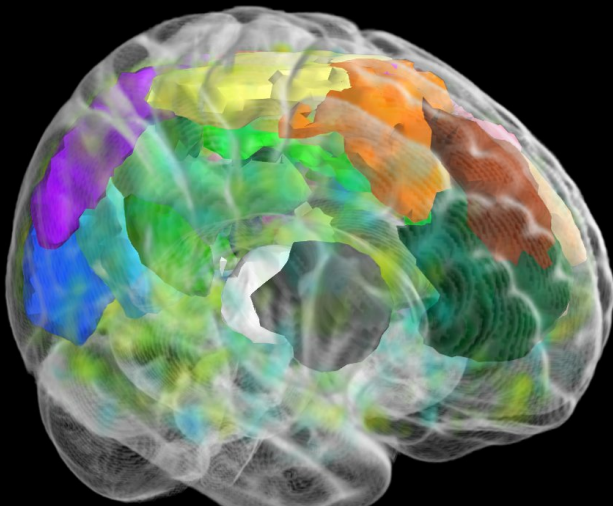
Goals: remove dataflow and persistence problems from algorithmic code

Spatial patterns of brain activity

- New algorithms for spatial decomposition of spontaneous activity with explicit model of group-variability
- Separation of concerns in code:
algorithms \neq dataflow



2 Beyond activation maps



2 Segmenting sparse regions



$$\begin{array}{c} \text{sources} \\ \text{[B]} \end{array} \begin{array}{c} \text{voxels} \\ \text{[S]} \end{array} = \begin{array}{c} \text{sources} \\ \text{[M]} \end{array} \cdot \begin{array}{c} \text{voxels} \\ \text{[S]} \end{array}$$

2 Segmenting sparse regions



$$\begin{array}{c} \text{sources} \\ \text{voxels} \end{array} \begin{bmatrix} B \end{bmatrix} = \begin{array}{c} \text{sources} \\ \text{voxels} \end{array} \begin{bmatrix} M \end{bmatrix} \cdot \begin{array}{c} \text{voxels} \\ \text{sources} \end{array} \begin{bmatrix} S \end{bmatrix}$$

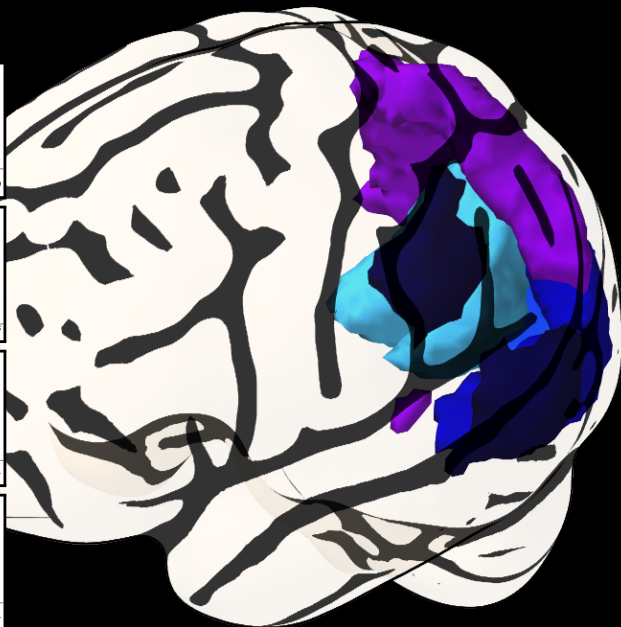
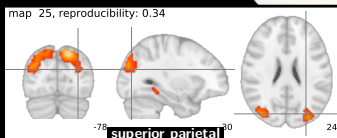
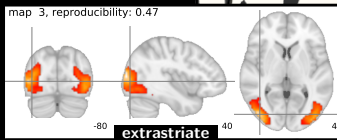
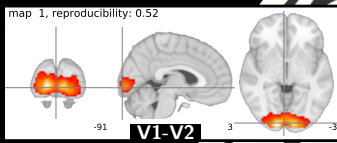
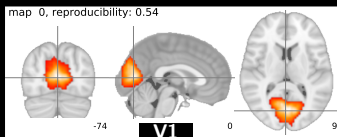
$$\begin{array}{c} \text{sources} \\ \text{voxels} \end{array} \begin{bmatrix} B \end{bmatrix} = \begin{array}{c} \text{sources} \\ \text{voxels} \end{array} \begin{bmatrix} M \end{bmatrix} \cdot \left(\begin{array}{c} \text{voxels} \\ \text{sources} \end{array} \begin{bmatrix} S \end{bmatrix} + \begin{array}{c} \text{voxels} \\ \text{sources} \end{array} \begin{bmatrix} Q \end{bmatrix} \right)$$

- Interesting sources S sparse
- Q : Gaussian noise

⇒ Null hypothesis: centered normal distribution.

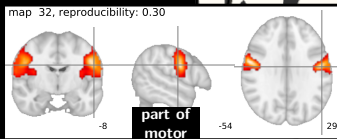
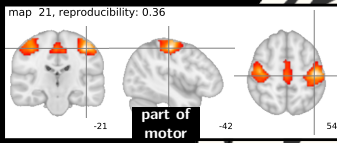
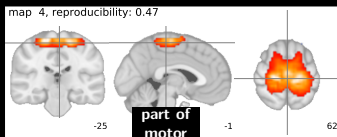
2 A full-brain parcellation

Visual system

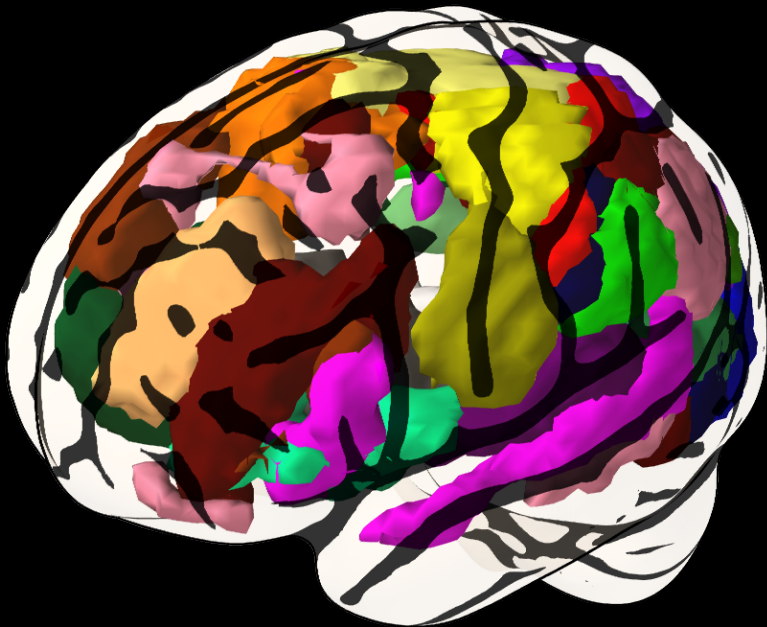


2 A full-brain parcellation

Motor system

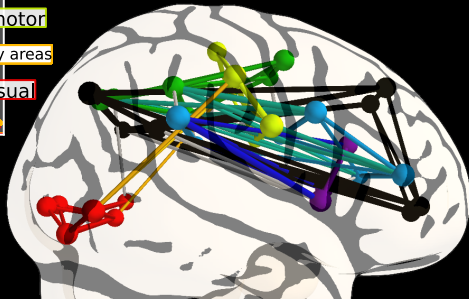
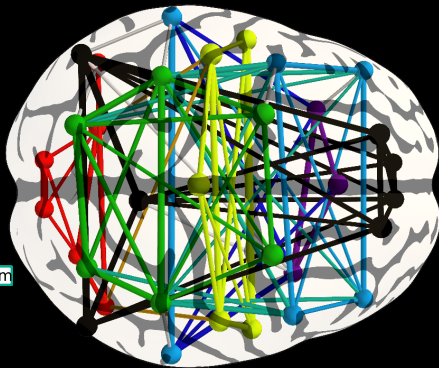
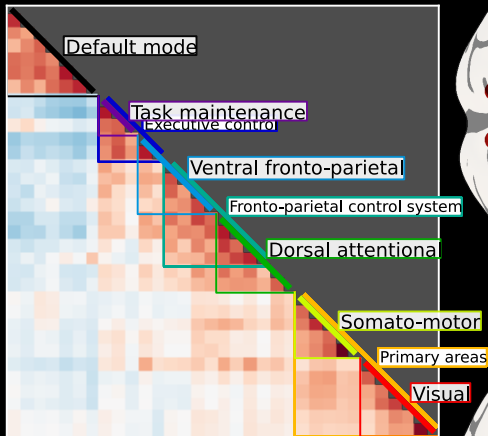


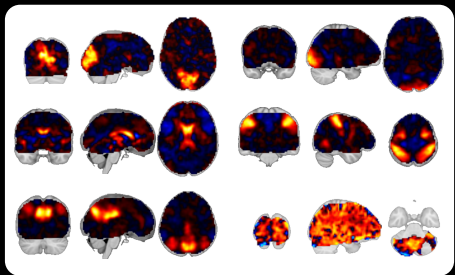
2 A full-brain parcellation



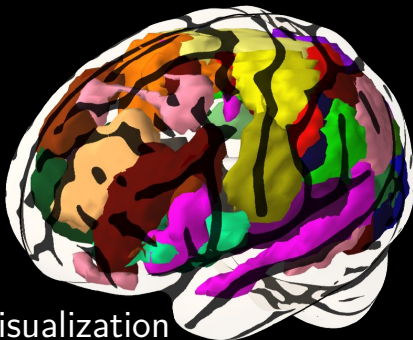
2 Between-regions connectivity

Correlation matrix Σ





Data



Visualization

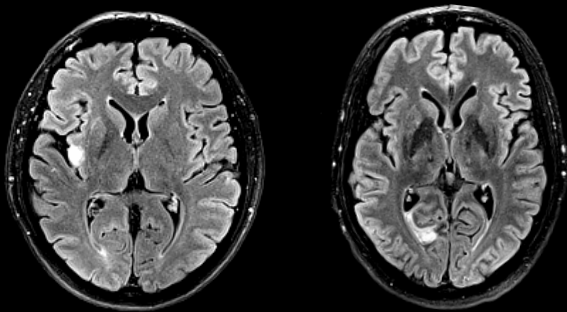
Change of representation

Understanding complex data requires interactive visualization with *high level concepts*

Mayavi:
Python 3D visualization



3 Inter-subject comparisons



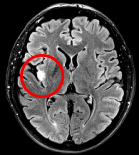
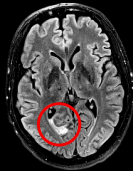
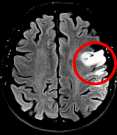
- Ischemic stroke:**
- Temporary interruption of blood flow
 - Affects 1 person out of 100 every year for people > 55 years
 - Causes focal lesions of varying consequences

motor deficiencies

language impairments

coma

...



How does brain reorganize after stroke?

Prognostic based on intrinsic brain activity?

3 Probabilistic covariance modeling

Probabilistic model of data

- Covariance = 2nd moment of observed data
- ⇒ Specifies a probability distribution

Test the likelihood of data in a covariance model

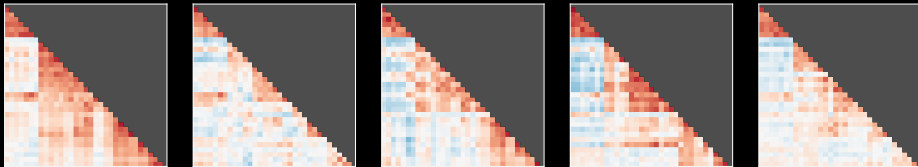
3 Probabilistic covariance modeling

Probabilistic model of data

- Covariance = 2nd moment of observed data
- ⇒ Specifies a probability distribution

Test the likelihood of data in a covariance model

Covariances variations in healthy population



Which one of the above has a large cortical lesion?

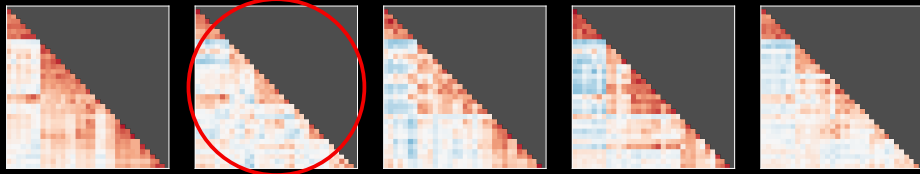
3 Probabilistic covariance modeling

Probabilistic model of data

- Covariance = 2nd moment of observed data
- ⇒ Specifies a probability distribution

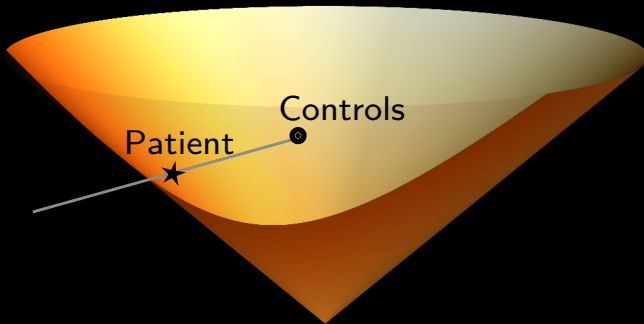
Test the likelihood of data in a covariance model

Covariances variations in healthy population

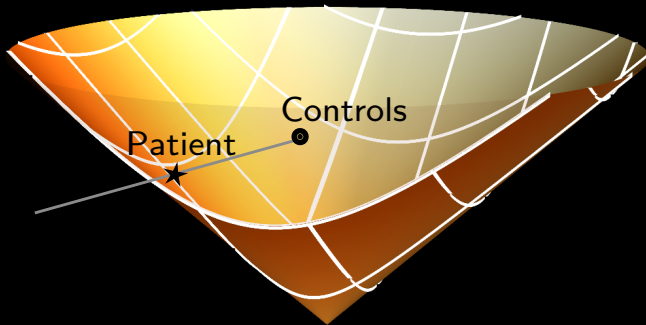


Which one of the above has a large cortical lesion?

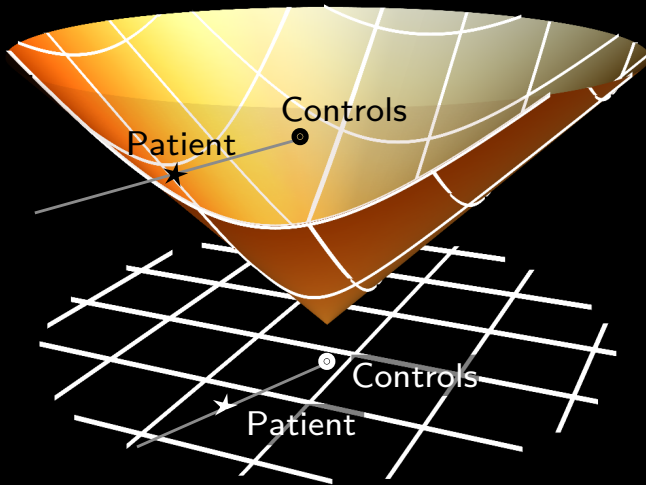
3 Modeling variability of covariance



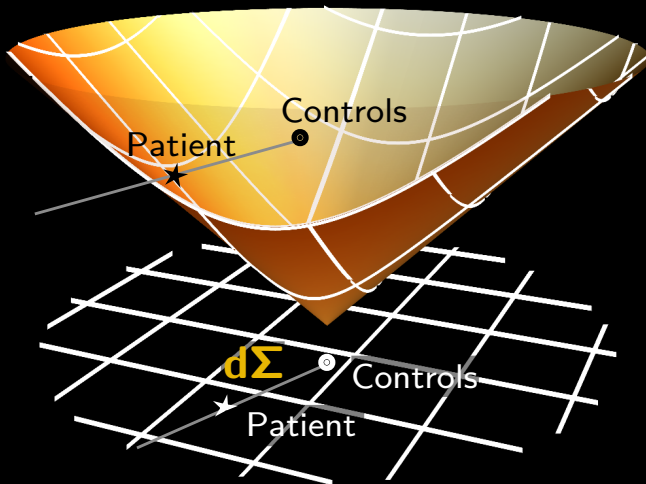
3 Modeling variability of covariance



3 Modeling variability of covariance

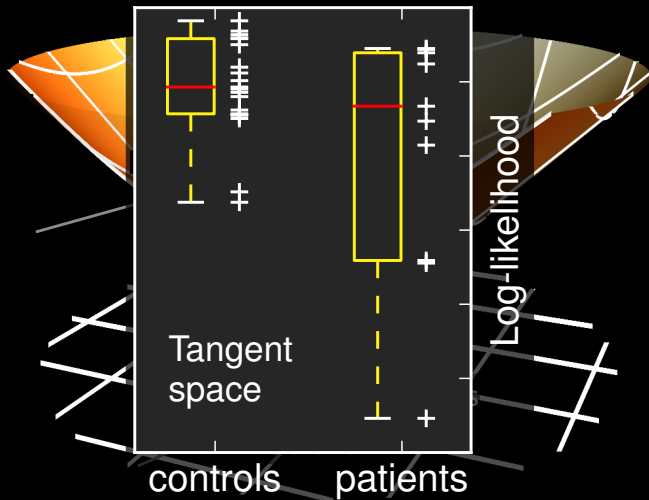


3 Modeling variability of covariance



$\mathcal{P}(d\Sigma)$: probability density in tangent space

3 Modeling variability of covariance



$\mathcal{P}(d\Sigma)$: probability density in tangent space

3 Finding the cause of the difference

Between which regions is connectivity is modified?

Ill-posed problem

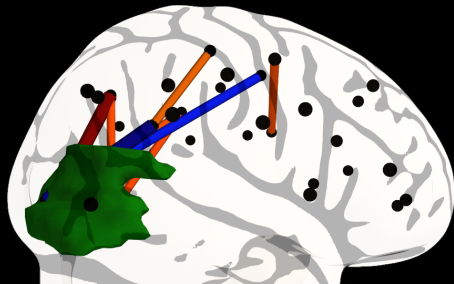
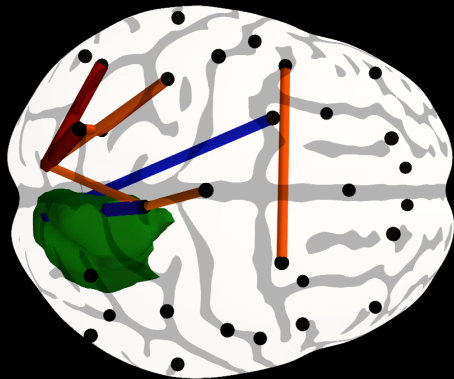
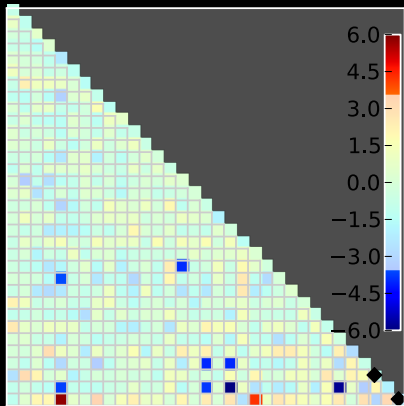
- Non-local effects

⇒ Many differences causes give the same observations

Our suggestion

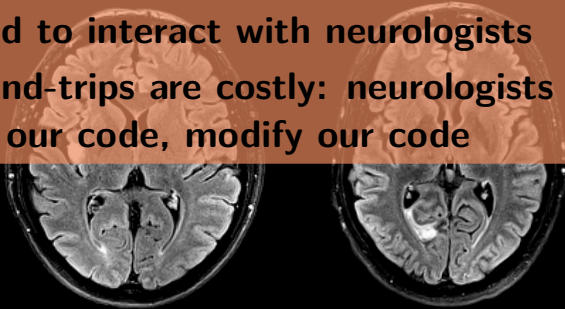
- Pair-wise partial correlations
- In tangent space: almost independent
- Draw random groups of healthy controls to tabulate their variability

3 Finding the cause of the difference



Research code in clinical settings

- Applications give rise to non-trivial mathematical problems
- Need to interact with neurologists
- Round-trips are costly: neurologists should use our code, modify our code



4 From models to software tools?

4 The hidden costs of releasing software

■ Gap from paper to software:

Remove duplication Write documentation
Make usable APIs Write tests Fix corner cases

Cost of code

Complexity scales as the square of project size

Woodfield 1979, *an experiment on unit increase in problem complexity*

Cost of users

- Backward compatibility
- Support for multiple installations and versions
- Bug reports, feature request, mailing list support

Maintenance cost $\sim (\# \text{ lines})^2 \sqrt{\# \text{ users}}$

4 Addressing the scientific software challenge

Better code

- High-level coding and abstractions
 - numpy arrays: abstract out memory and pointers
 - traits Model+View: hide dialogs and events
 - joblib: factor out persistence
- Common libraries
 - scipy, Mayavi, ...

Project management decisions

- 80/20 rule
- Not every research code should be released
- Focus on documentation and installation

4 Software as building blocks for new science

Segregated, functionally-specialized, packages

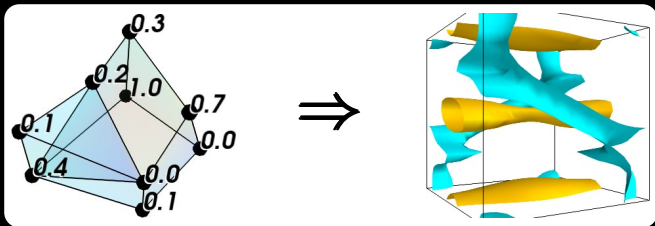
- Answer a specific problem
- Limit dependencies

Reusable projects

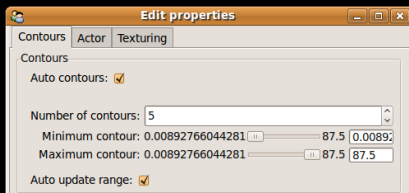
- Useful for a different purpose than the original one
- Libraries (no control of point of entry)
- Standard data structures
- Most often simple
- BSD licensed

4 Mayavi: making 3D visualization reusable

Pipelines: from data sources to visualization objects



- Simple API: `mlab.contour3d(x, y, z, data)`
- Building pipelines by function calls:
`mlab.pipeline.iso_surface(mlab.pipeline.contour(src))`
- GUI
+ automatic script generation



4 Mayavi: making 3D visualization reusable

The image shows the Mayavi software interface. On the left is the 'Mayavi pipeline' browser, which lists the following objects:

- Mayavi Scene 3
 - Coil 1
 - Tube
 - Colors and legends
 - Surface
 - Coil 2
 - Tube
 - Colors and legends
 - Surface
 - B field
 - Colors and legends
 - Vectors
 - Axes
 - Colors and legends
 - ScalarCutPlane

Below the pipeline browser is the control panel for the coils:

Coil 1 Radius:
Position: F0: F1: F2:
Direction: F0: F1: F2:

Coil 2 Radius:
Position: F0: F1: F2:
Direction: F0: F1: F2:

The 3D view window on the right, titled 'Coils...', displays two blue toroidal coils. The magnetic field is visualized as a vector field of yellow arrows pointing upwards, with a red and yellow color gradient representing field intensity. A semi-transparent grey box with the text '260 lines of code!' is overlaid on the 3D view.

4 Mayavi: making 3D visualization reusable

Mayavi pipeline

- Mayavi Scene 3
 - Coil 1
 - Tube
 - Colors and legends
 - Surface
 - Coil 2
 - Tube
 - Colors and legends
 - Surface
 - B field
 - Colors and legends
 - Vectors
 - Axes
 - Colors and legends
 - ScalarCutPlane

Coil 1 Radius: 0.1

Position: F0: 0.0 F1: 0.0 F2: 0.05
Direction: F0: 0.0 F1: 0.0 F2: 1.0

Coil 2

Position: F0: 0.0 F1: 0.0 F2: 0.05
Direction: F0: 0.0 F1: 0.0 F2: 1.0

260 lines of code!

- All dialogs are components: we expose our internals
- Visualizations included Traits view
- Easy update of data

4 joblib: not writing pipelines

Dataflow pipeline: *succession of processing steps executed on demand*

- joblib:**
- Lazy-revaluation
 - Persistence
 - Parallel processing
 - Logging

All with functions (seemingly)

4 joblib: not writing pipelines

```
>>> from joblib import Memory
>>> mem = Memory(cachedir='/tmp/joblib')
>>> import numpy as np
>>> a = np.vander(np.arange(3))
>>> square = mem.cache(np.square)
>>> b = square(a)
-----
[Memory] Calling square...
square(array([[0, 0, 1],
             [1, 1, 1],
             [4, 2, 1]]))
-----square - 0.0s, 0.0min

>>> c = square(a)
>>> # The above call did not trigger an evaluation
```

Towards Quantitative modeling of spontaneous brain activity

A 3D rendering of a human brain, viewed from a slightly elevated, lateral perspective. The brain is semi-transparent, revealing internal structures. Overlaid on the brain is a dense, complex network of nodes and edges. The nodes are represented by small, semi-transparent spheres in various colors, including red, blue, green, yellow, and purple. The edges are thin, dark lines connecting these nodes, forming a web-like structure that covers most of the brain's surface. The background is black, making the brain and network stand out.

- Requires probabilistic models and state-the-art machine learning tools
- Algorithms and software development hand in hand with neurologists for applications
- Need a high-level stack of software tools general purpose with separation of concerns