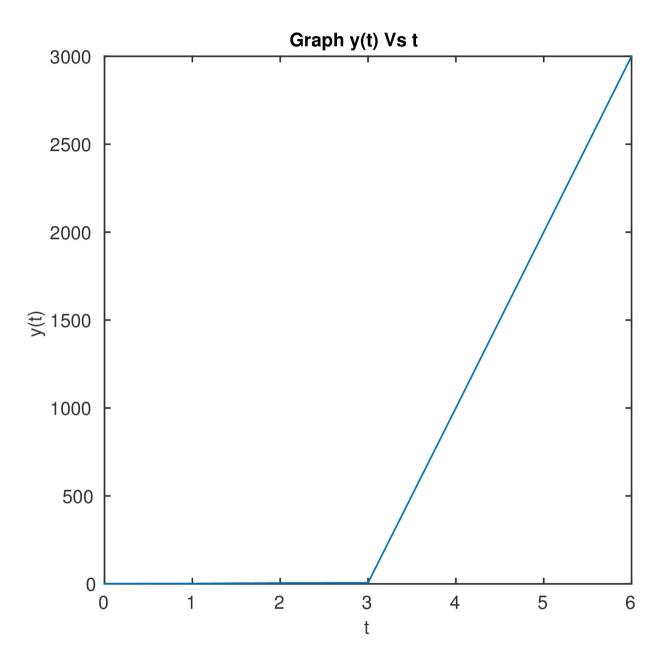
Semilog Graph

Imagine that we have the following data set:

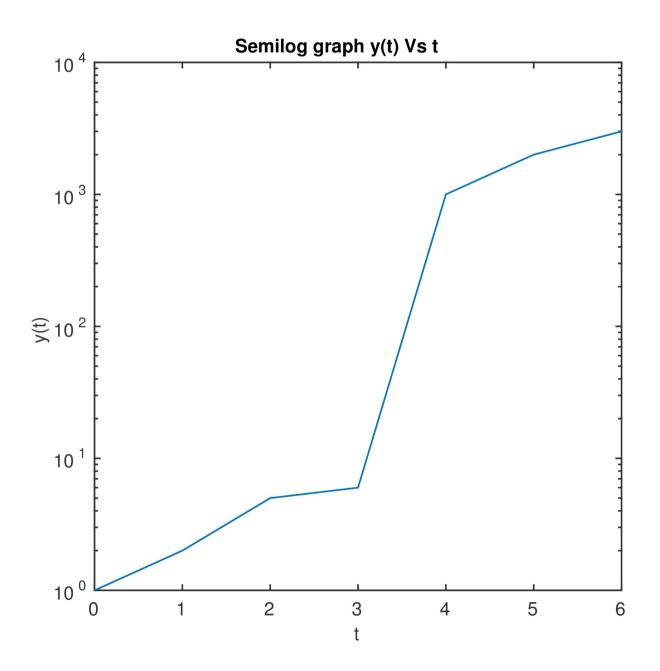
t	y(t)
0	1
1	2
2	5
3	6
4	1000
5	2000
6	3000

The variable y(t) spreads over a wide range of values. It will be difficult to visualize. We will use semilog graph to solve this problem.

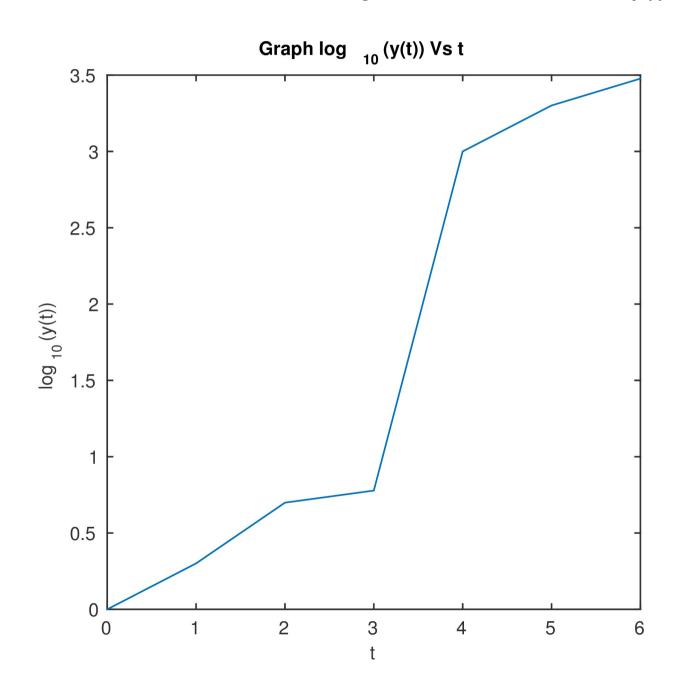


We do not see what happens at t = 0, 1, 2, 3. Apparently the value is 0.

If we represent the y axis in a logarithmic scale we can see what happens at t = 0, 1, 2, 3. We just transform the axis, not the function y(t).



Alternatively, we can plot log(y(t)) instead of y(t)... (but then we will have to undo this change to know the real value y(t)...)



The spike trains

in each input group were generated from the group's input intensity function. These are defined for each group of oscillatory inputs as

$$\hat{\lambda}_{1}(t) = \hat{v}_{0} + a \cdot \cos[2\pi f_{m}(t + \hat{d})],
\hat{\lambda}_{2}(t) = \hat{v}_{0} + a \cdot \cos[2\pi f_{m}(t + \hat{d} + \hat{d}_{lag})],$$
(33)

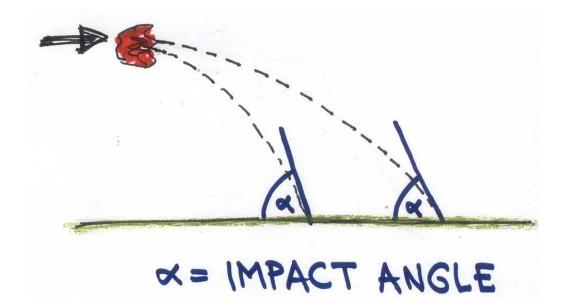
where \hat{v}_0 is the mean input rate (in spikes/s), a is the amplitude in the oscillations (in spikes/s), $f_{\rm m}$ is the modulation frequency of the oscillations (in Hz), \hat{d} is the delay of inputs in the first group (in seconds), and $\hat{d}_{\rm lag}$ is the time lag between the oscillations of the two input groups (in seconds).

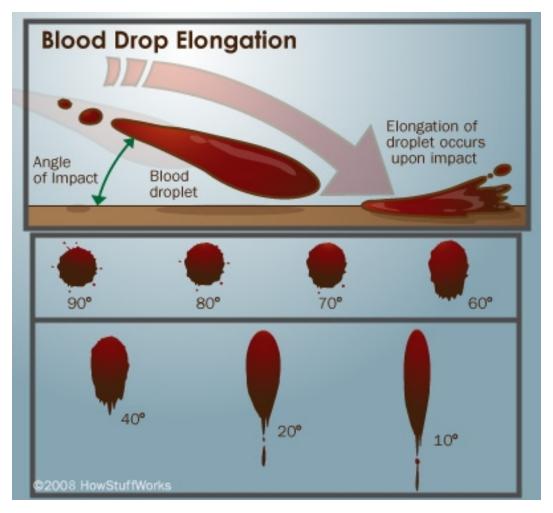


analyzing blood stains

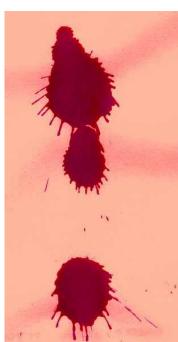




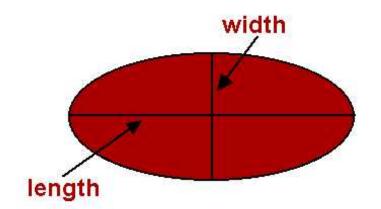








VIEW FROM ABOVE

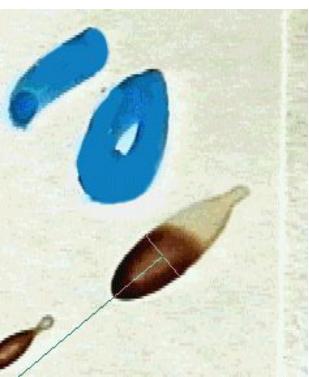


WIDTH = LENGTH

$$\langle = \rangle$$
 IMPACT ANGLE = avesin $1 = \frac{\pi}{2}$!









The Physics of Blood Stain Analysis

Drop#	Status	Width	Length	Alpha	Gamma	BL	BR	BLR
1	0	0.7	0.8	1.065436	25	45	12	0.785
2	0	0.25	0.5	0.523599	21	25	42	0.436111
	0	0.35	0.6	0.622827	43	16	36	0.279111
3		0.33	0.2	0.707584	32	13	33	0.226778
4	0	0.13	0.43	0.381263	35	15	27	0.261667
5	0	200	0.43	0.664211	37	28	24	0.488444
6	0	0.45		0.830243	26	32	20	0.558222
7	0	0.62	0.84		41	33	14	0.575667
8	0	0.46	0.55	0.990616		40	19	0.697778
9	0	0.52	0.63	0.970905	29		65	0.645444
10	0	0.32	0.41	0.895446	31	37	00	0.043444

Formulas Used:

Alpha=Arc Sin(Width/Length)

Gamma= Angle

BL=Beta left angle with wall

BR=Beta right angle with wall

BLR=BL*3.14/180

BRR=BR*3.14/180

