

Attentional allocation locally warps neural representational space

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Animal classification



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Introduction

Selective attention is a computational mechanism by which the brain prioritizes certain types of information. Electrophysiological work suggests that attention alters neuronal tuning across populations¹ and increases interneuronal decorrelation²; however, these mechanisms have been characterized using rudimentary visual stimuli. Here we examine how attention reshapes complex, high-dimensional representations grounded in distributed neuronal populations.

Hypothesis: Attentional allocation transiently and selectively warps highdimensional neural representational space such that task-relevant representations become more discriminable, while task-irrelevant representations are collapsed.

Methods

12 right-handed participants (7 female)

Stimuli: 2000 ms naturalistic video clips of animals performing actions

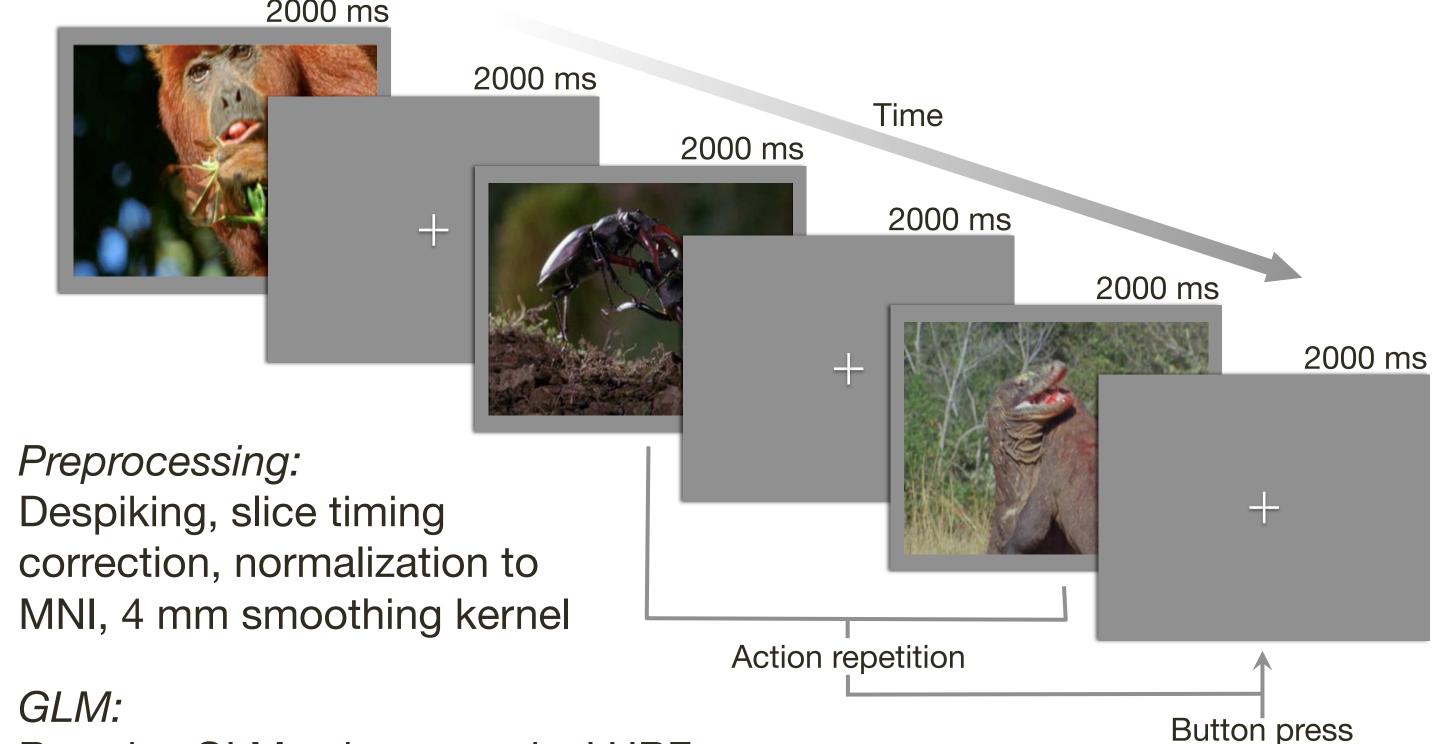
Rapid event-related design: 2000 ms stimulus + 2000 ms fixation

5 animal types: birds, insects, primates, reptiles, ungulates

4 action types: eating, fighting, running, swimming

20 conditions: 5 (animal type) x 4 (action type) fully crossed design

Attentional task: 1-back repetition detection requiring participants attend to either animal type or action type



GLM:

Runwise GLM using canonical HRF Repetitions/button presses, motion parameters included as nuisance regressors

Two methods of multivariate information mapping to localize attentional warping effects:

- Representational similarity regression
- Linear SVM classification with samplewise cross-validation

Implemented using 100-node surface-based searchlights³

Hyperalignment: Whole-brain time series

hyperalignment using 200-node

- surface-based searchlights⁴ 19 participants (including 12 participants from first session)
- 1 hr freely viewed naturalistic movie (*Life* nature documentary, narrated by David Attenborough)

All analyses performed on hyperaligned experimental data

Representational similarity regression searchlight Predictor dissimilarity Observed neural Multiple regression using two categorical dissimilarity structure target similarity structures as predictors. Regression coefficients (β_1 , β_2) reflect how well each target similarity structure predicts observed neural similarity structure. Animal similarity structure Action similarity structure Action attention Action attention Mean regression coefficient (beta) thresholded at t(11) = 3.11, p < .005, uncorrected Difference in betas as a function of attention Z-transformed searchlight t-statistic for paired t-test, unthresholded, uncorrected Change in action Change in animal beta per searchlight beta per searchlight as a function of as a function of attention attention Action attention **Action attention**

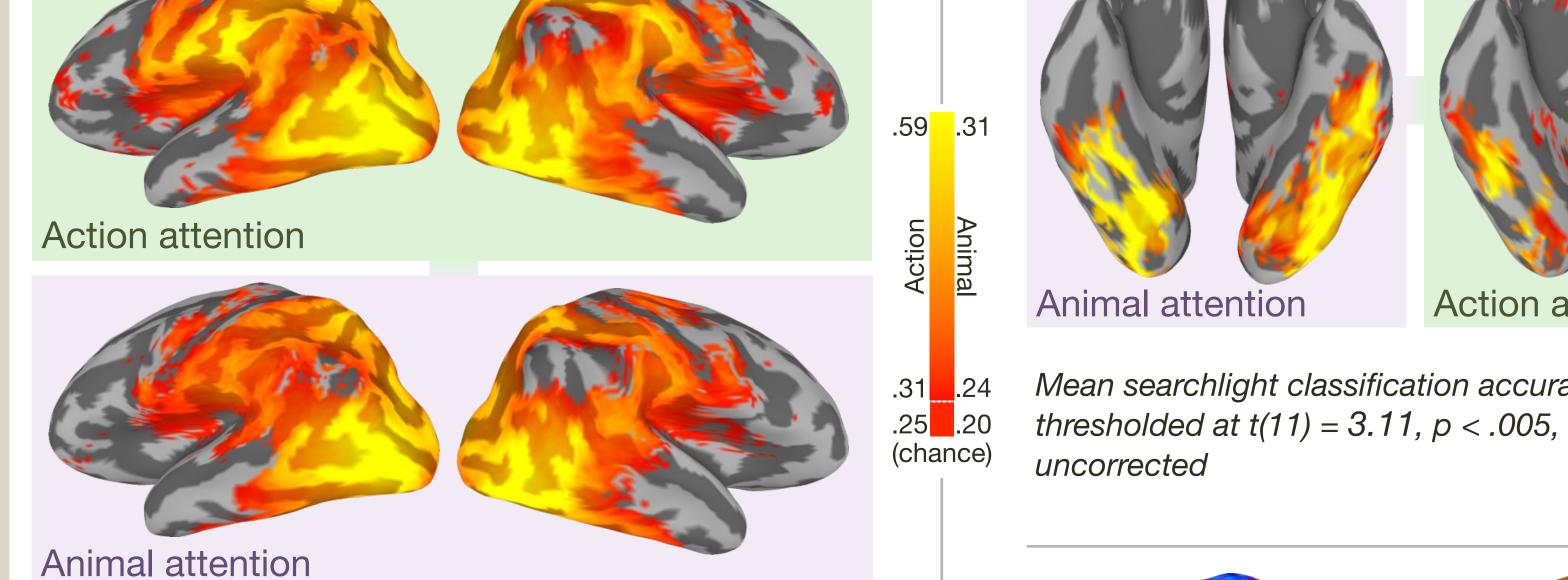
node i dimension x $1 \longrightarrow \lceil P_n \rceil \longrightarrow \lceil P_n \rceil$ dimension x Functional Anatomical Representational correspondence alignment correspondence

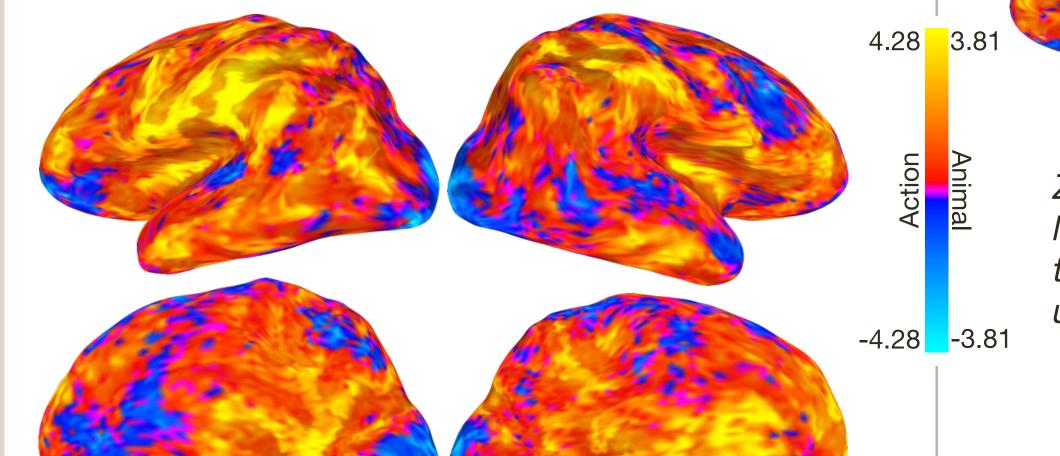
Linear SVM classification searchlight

Surface-based searchlight classification using leave-one-sample-out cross-validation to control for low-level visual similarity.

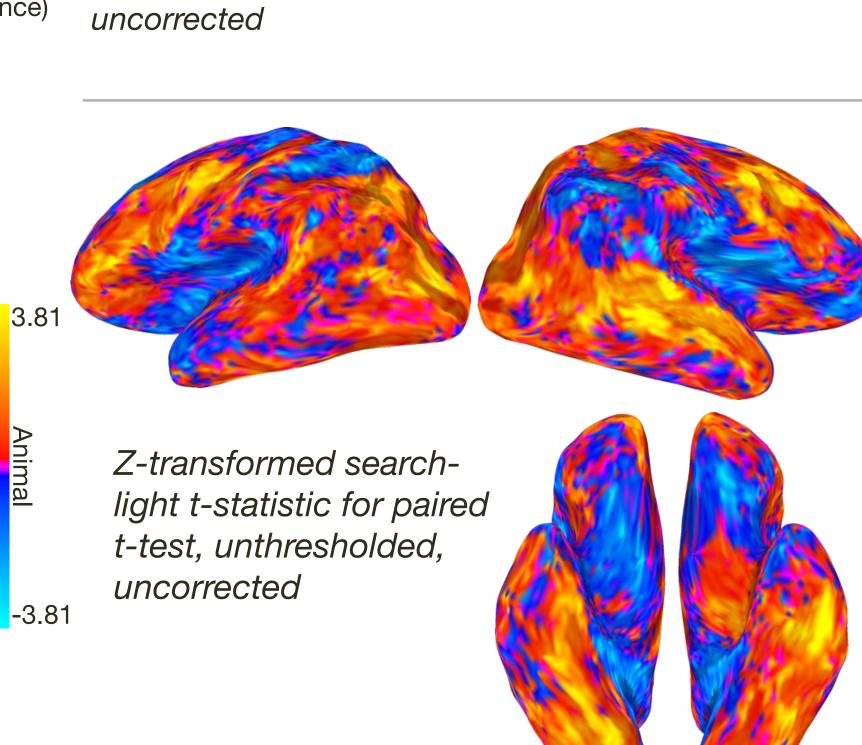
Action classification

function of attention





Difference in classification accuracy as a



Conclusions

Representational similarity regression and linear SVM classification yielded convergent searchlight results.

Robust action representation was found in lateral occipitotemporal cortex, posterior parietal, pre- and postcentral gyri. Animal representation was greatest in lateral occipital, posterior parietal, and ventral temporal cortices.

Attending to actions increased action discriminability in pre- and postcentral gyri and decreased discriminability in early visual cortex. Attending to animals increased animal discriminability in ventral temporal cortex.

Task-based changes in representational structure generalized across participants aligned to a common space via whole-brain hyperalignment.

Attentional warping effects adhere to the functional topography of cortex and are localized to areas representing task-relevant category information.

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(2011). A common, high-dimensional model of the representational space in human ventral temporal cortex. Neuron, 72(2),

- Oosterhof, N. N., Wiggett, A. J., Diedrichsen, J., Tipper, S. P., & Downing, P. E. (2010). Surface-based information mapping Haxby, J. V., Guntupalli, J. S., Connolly, A. C., Halchenko, Y. O., Conroy, B. R., Gobbini, M. I., Hanke, M., & Ramadge, P. J.



