



# Approaches to functional activity mapping during natural viewing

Brian E Russ

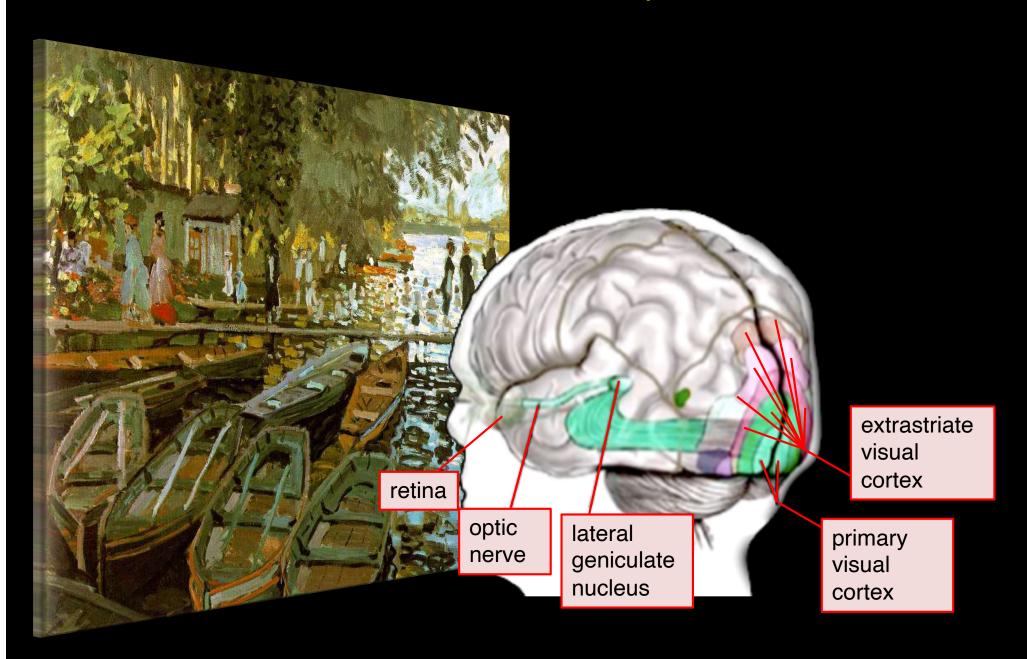
fMRI/MRI Summer Course June 23, 2017



# Outline

- Visual Experience
- Experimental Design Choice
- Feature Responses during Natural Viewing
- Inter-subject Responses
- Summary

### How does the brain make sense a complex world?



# How does the brain make sense a complex world?



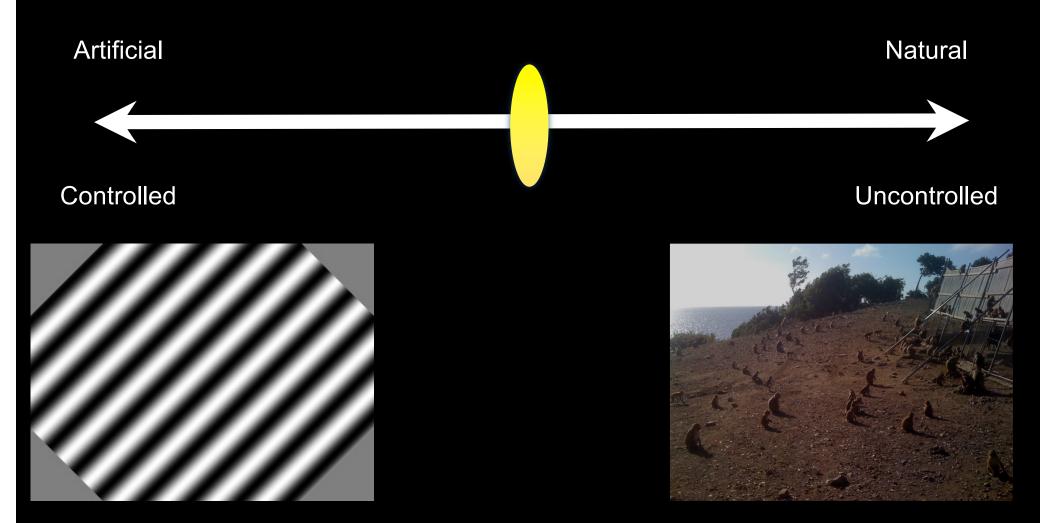
## How does the brain make sense a complex world?



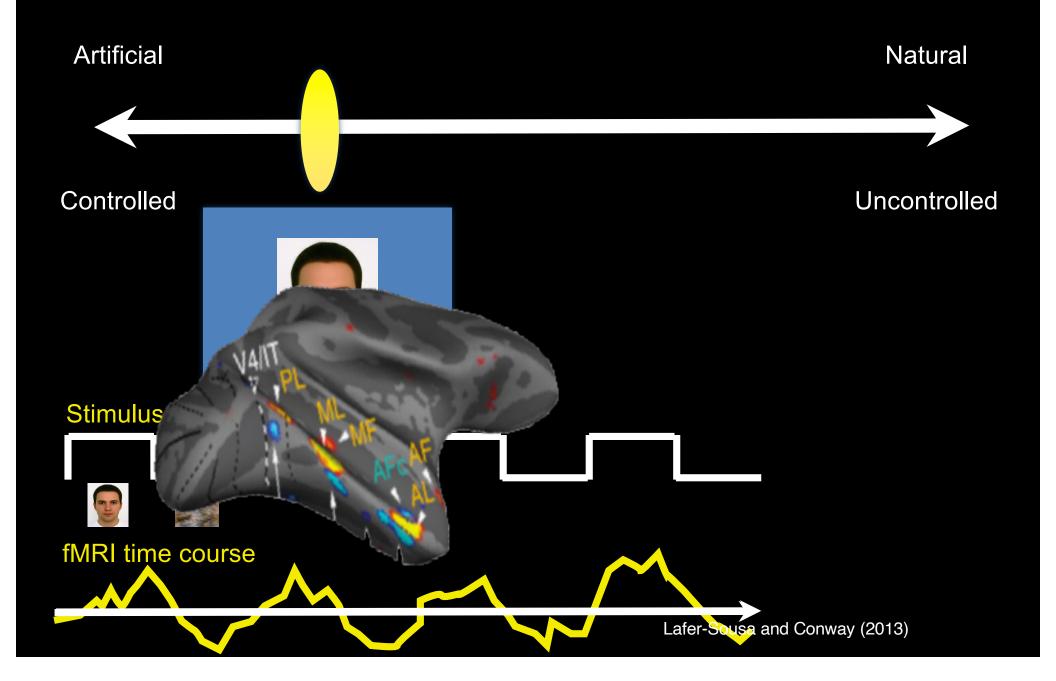
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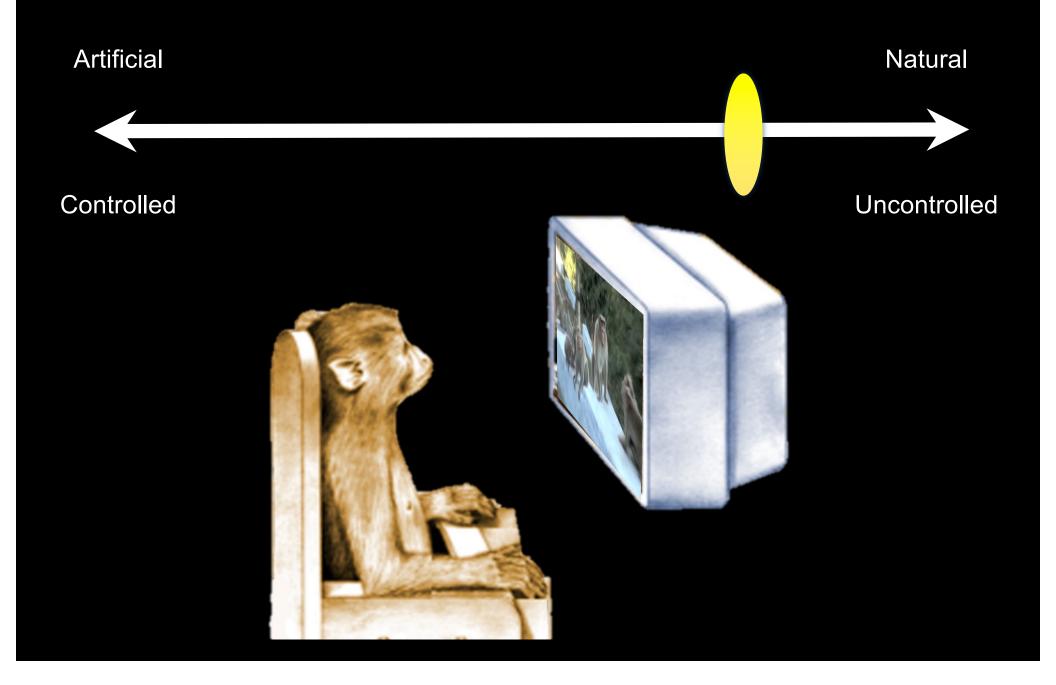
# **Experimental Trade-offs**



## **Experimental Designs**



# **Experimental Designs**



# **Natural Viewing Paradigms**



FANDANGO MOVIECLIPS >

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#### - Visual Features - Animals

Luminance Global Motion **Spatial Frequency** Contrast

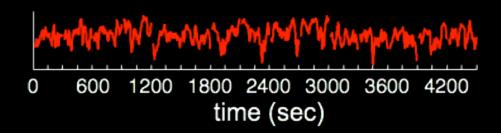
Conspecifics Heterospecific macaques Faces **Mammals** Humans

## - Body Parts - Behaviors

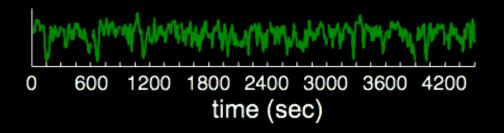
Heads Butts Hands/Feet Aggression Grooming Play

Feeding

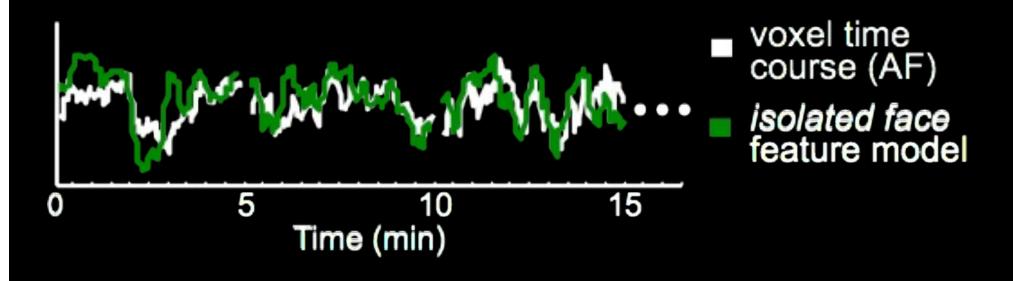
#### **Motion Time Course**



#### One Face Time Course



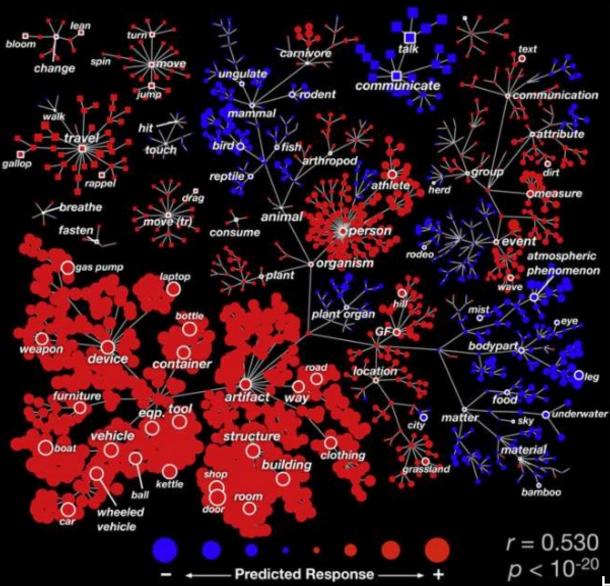




Natural movies Movies were shown to subjects Movies were labeled with 1705 nouns and verbs Norman Talking retz 1 Cax

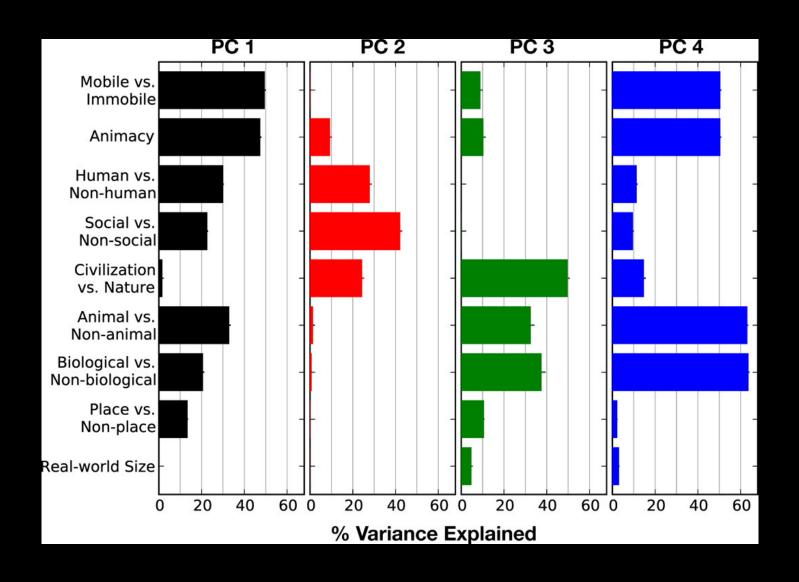
Category labels

#### PPA voxel

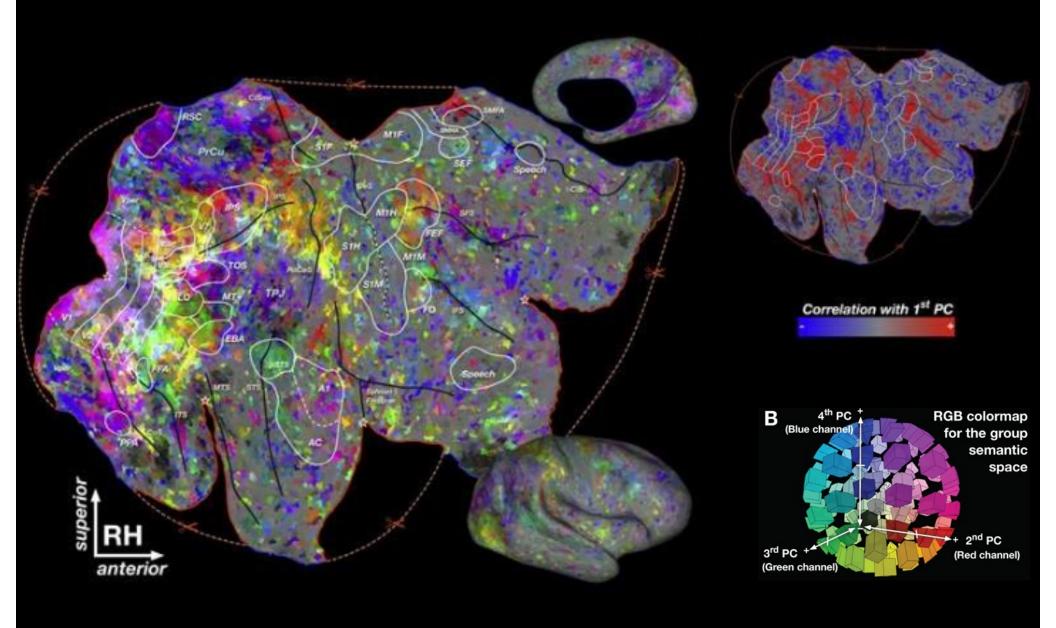


Huth et al. 2012

#### Semantic Feature Space

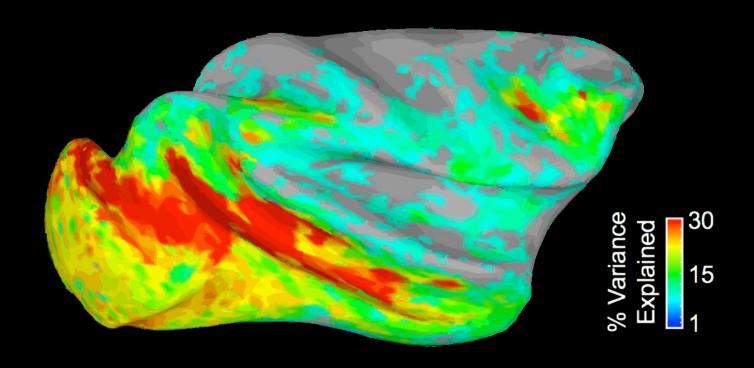


## **Semantic Feature Space**

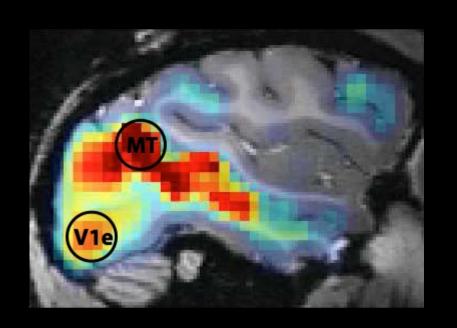


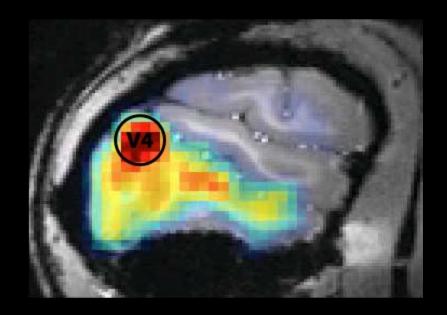
Huth et al. 2012; Huth et al. 2015

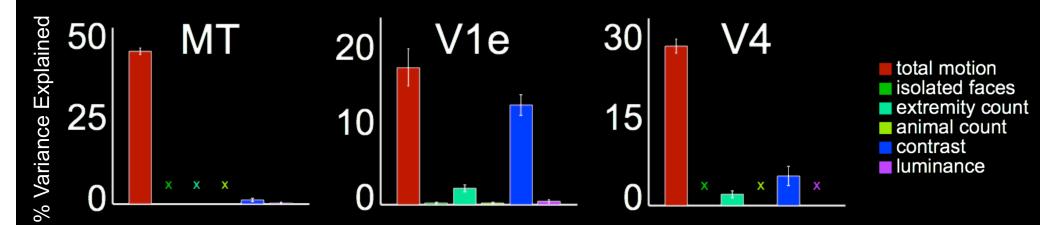
## Neural Variance Explained



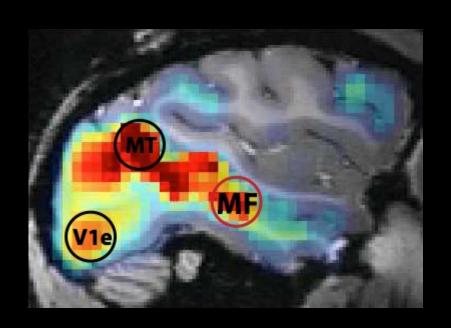
### **Neural Variance Explained**

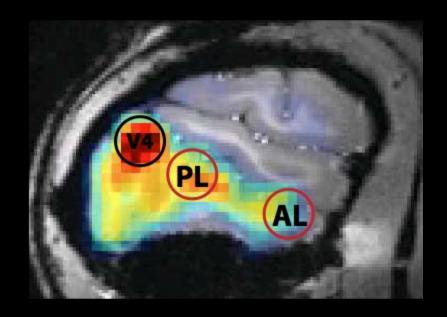


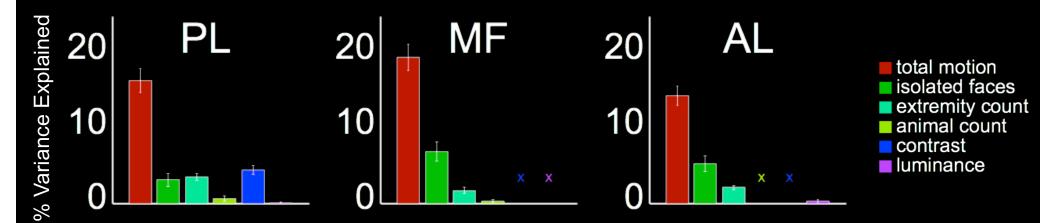




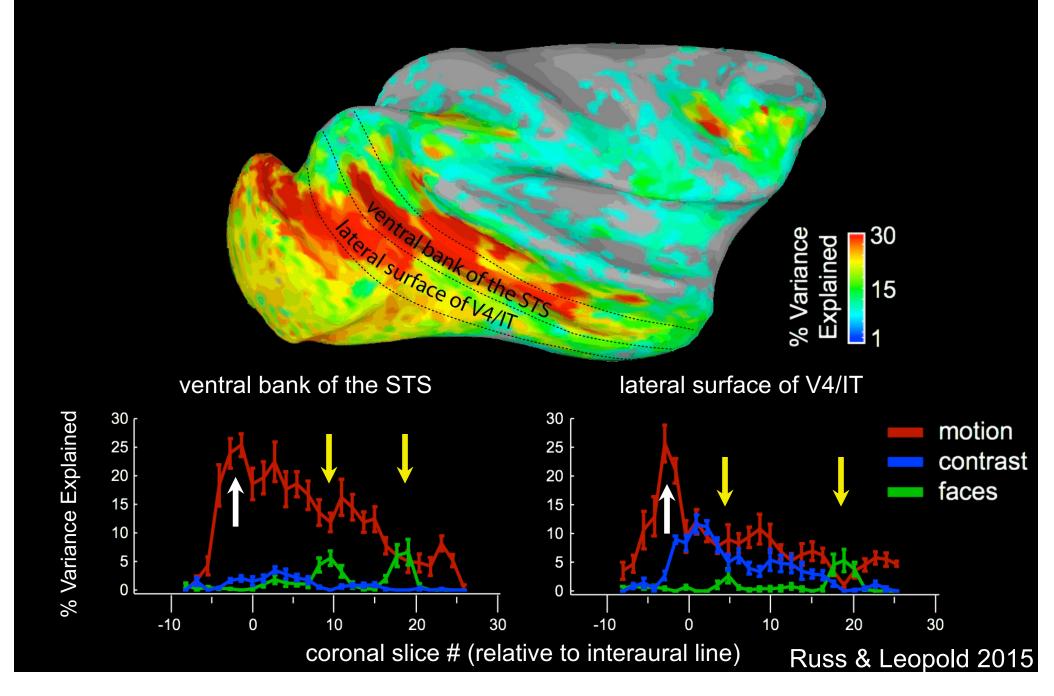
### **Neural Variance Explained**







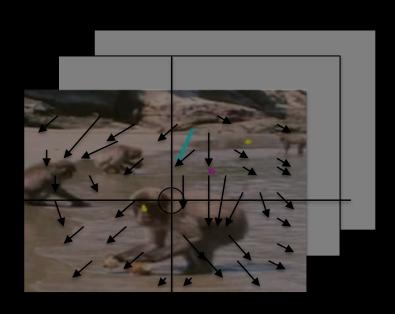
#### **Stimulus Motion Dominates**



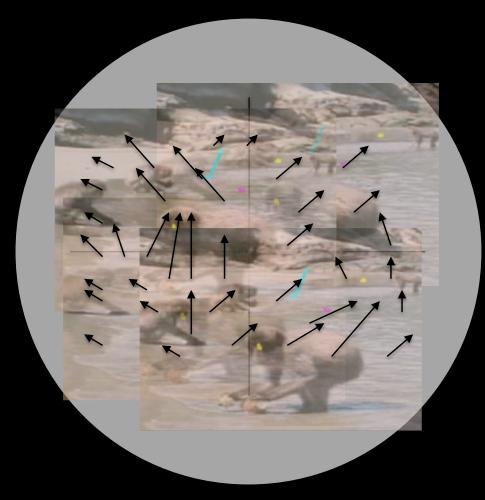
## Stimulus vs. Self-generated Motion

Screen-based reference frame

Retina-based reference frame

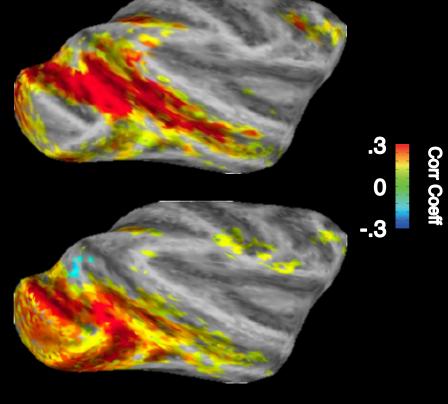


Motion vector field



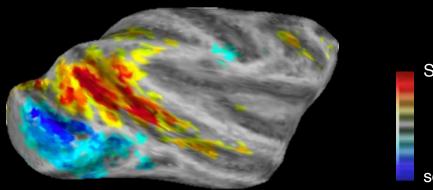
## Stimulus vs. Self-generated Motion

Activity caused by **video motion** (ignoring eye movements)



Activity caused by **eye movements** (ignoring video motion)

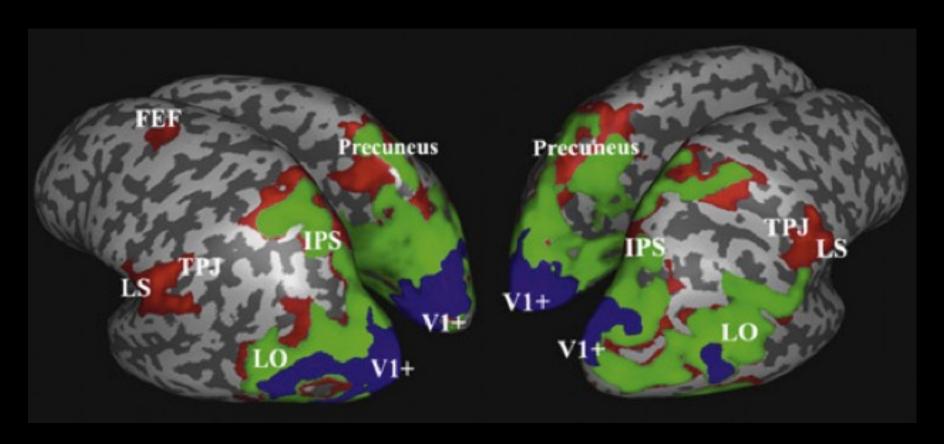
Video motion – eye movements (external vs. self-generated motion)



Stimulus

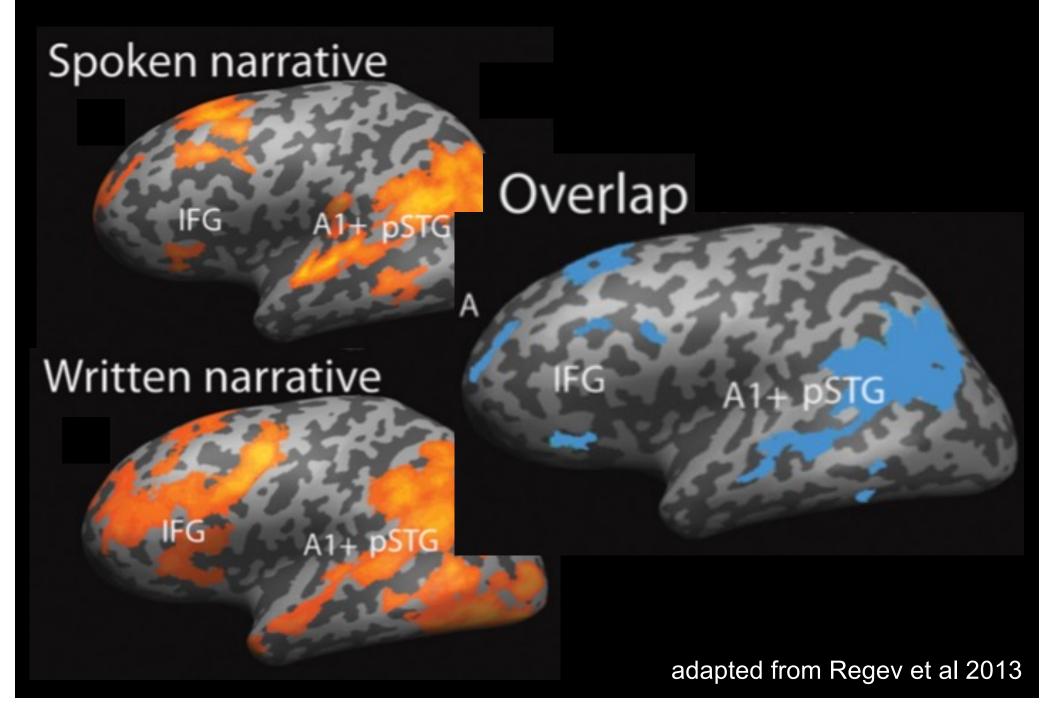
self-generated

#### Temporal Receptive Fields

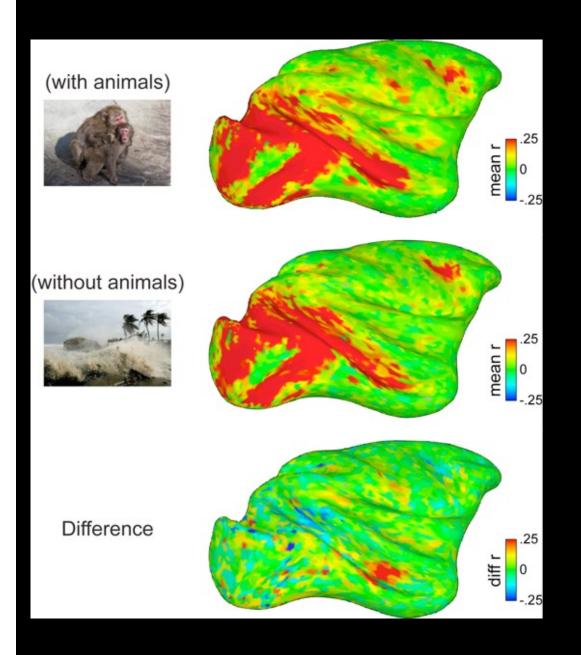


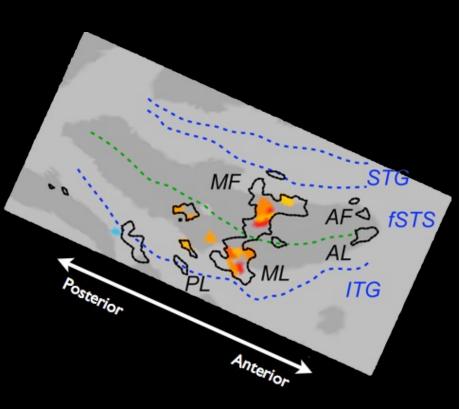
- Long (36+/-4sec)
- Mid (12+/-3sec)
- Short (4+/-1sec)

#### Temporal Receptive Fields



## **Social Content**

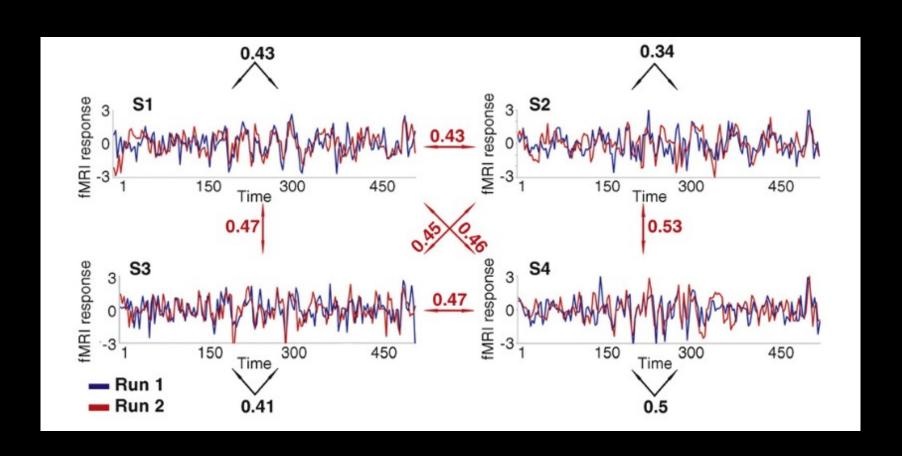




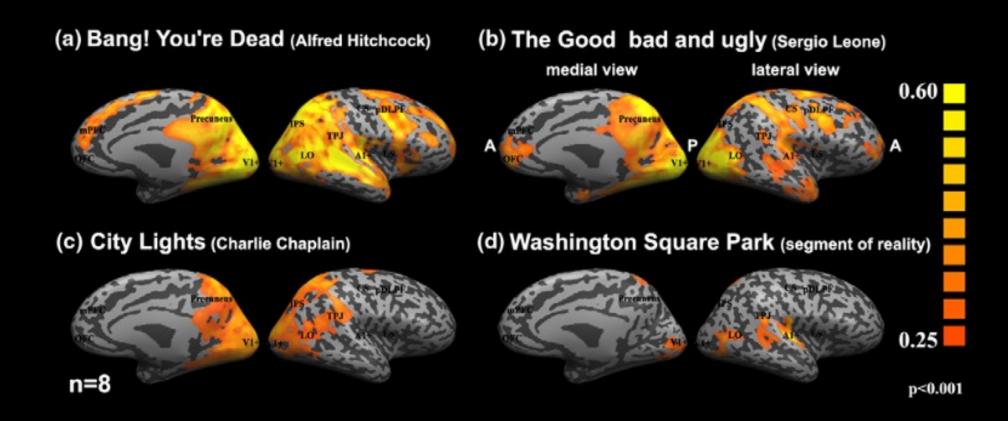
# Outline

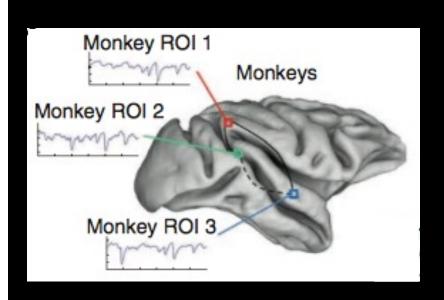
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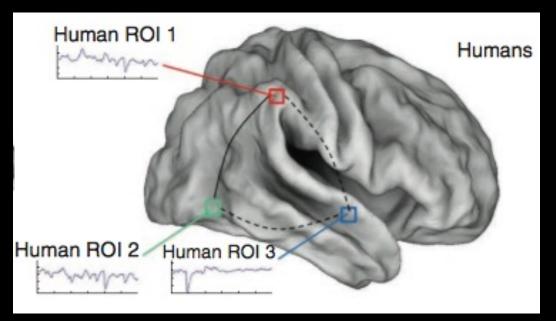
#### **Synchronized Brain Activity**

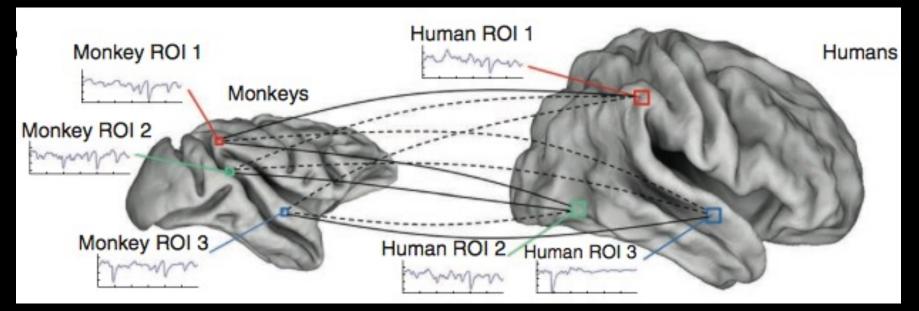


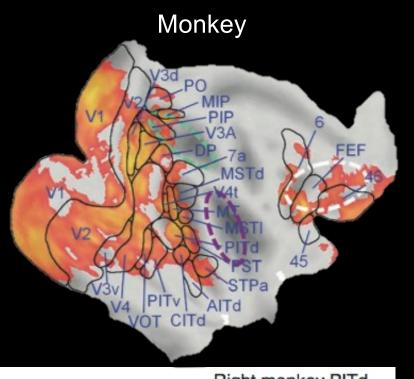
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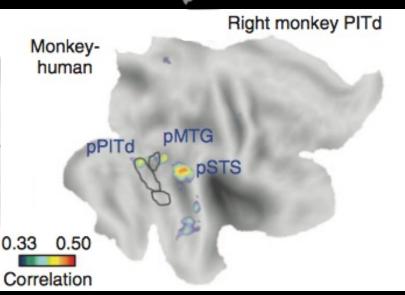


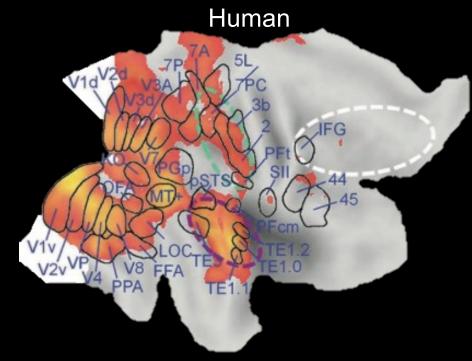


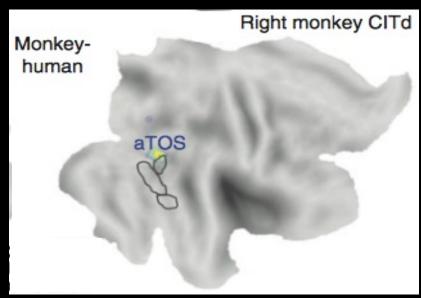


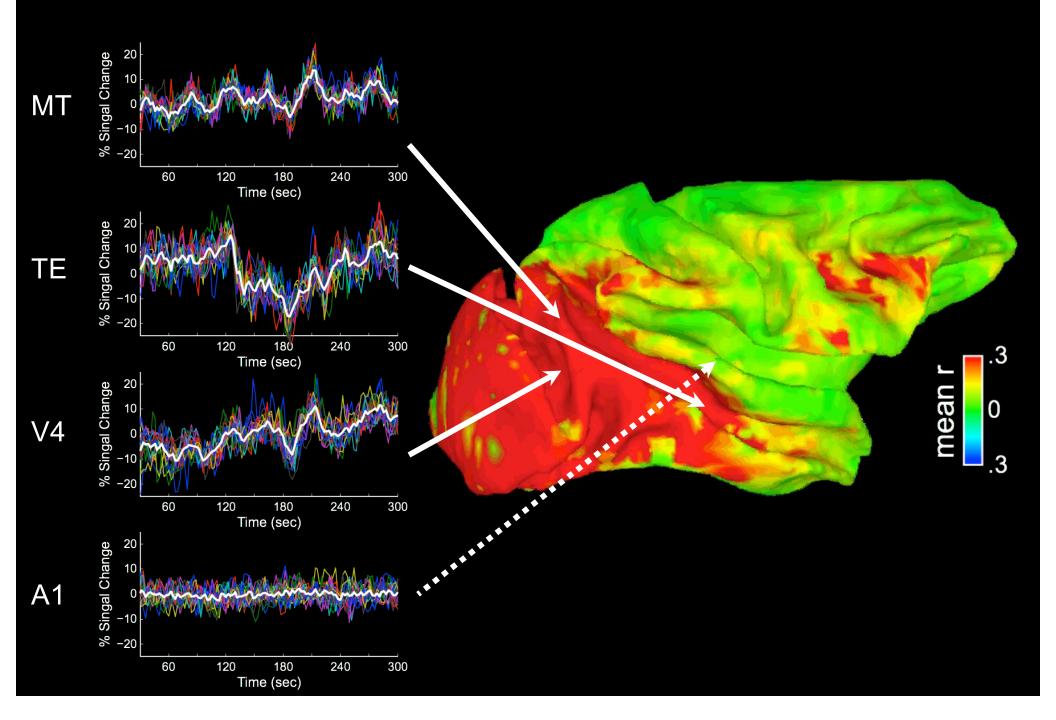






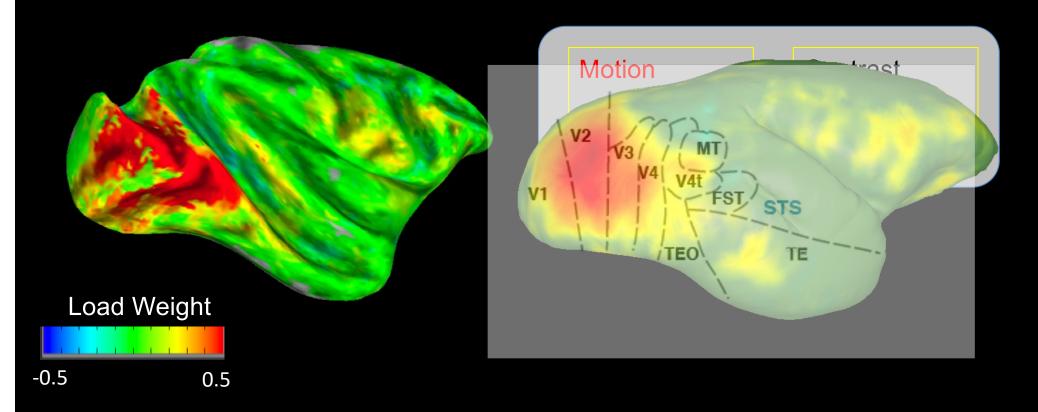






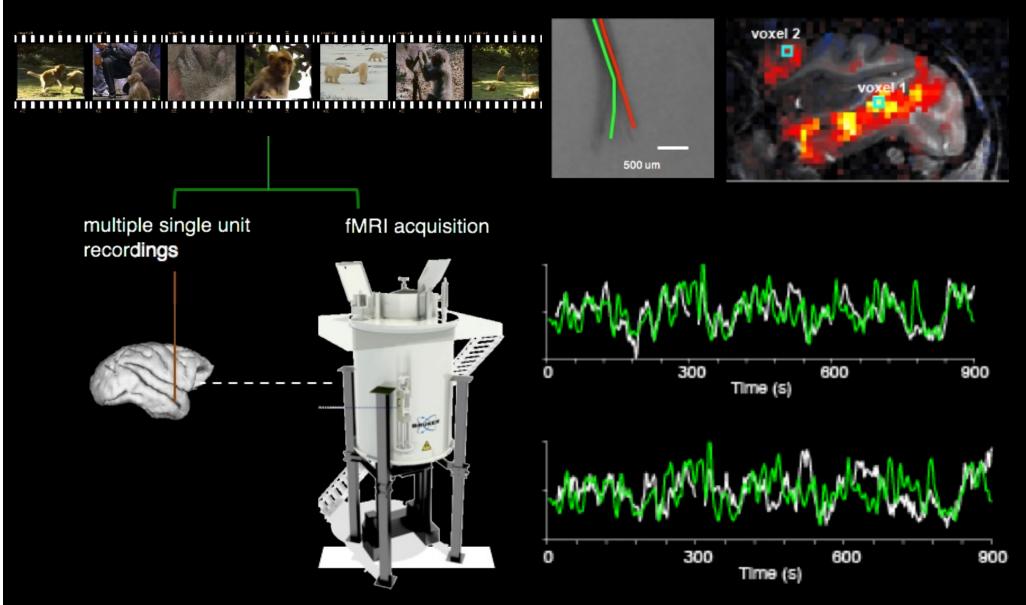
Space IC- Macaque

Space IC- Marmoset



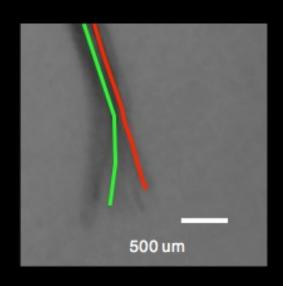
Feature marmoset macaque contrast motion Face responses

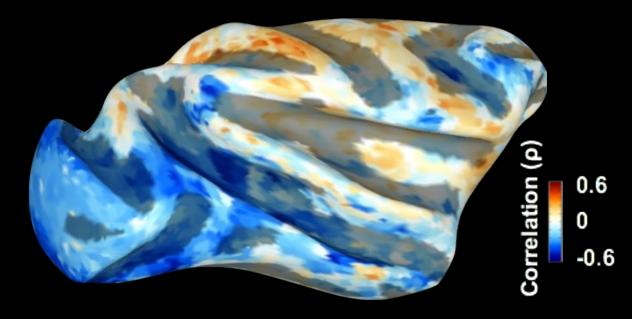
#### **Across Methods**

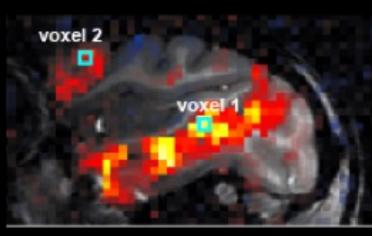


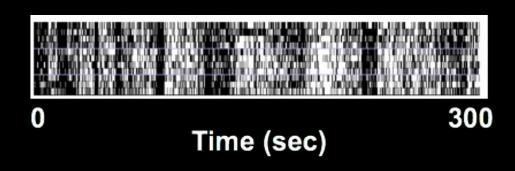
Park et al Submitted

#### **Across Methods**

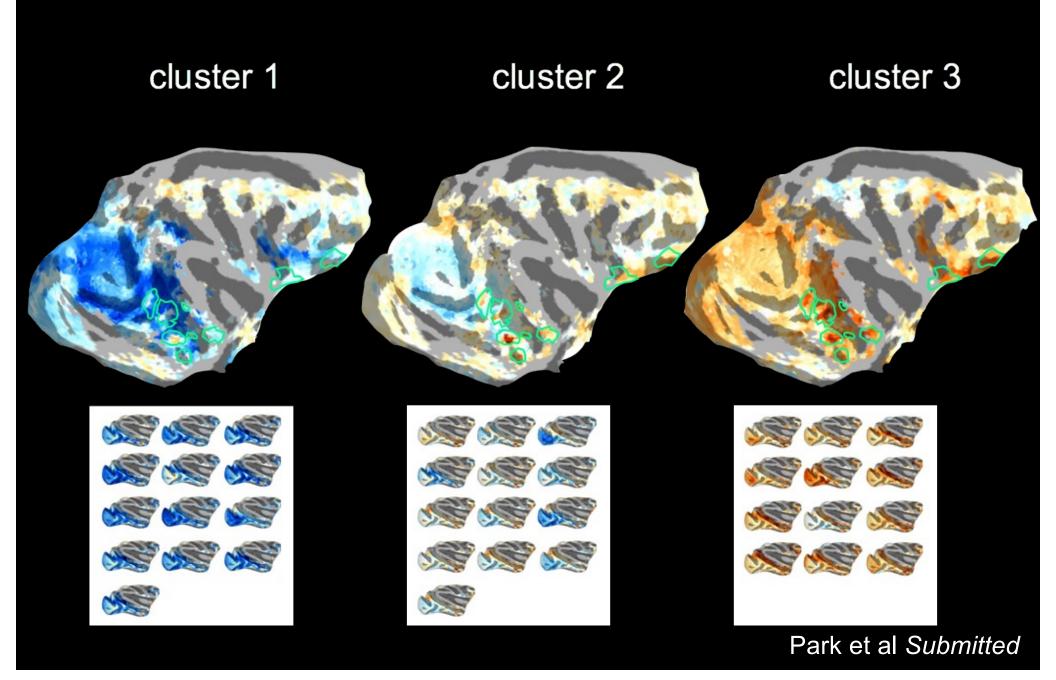








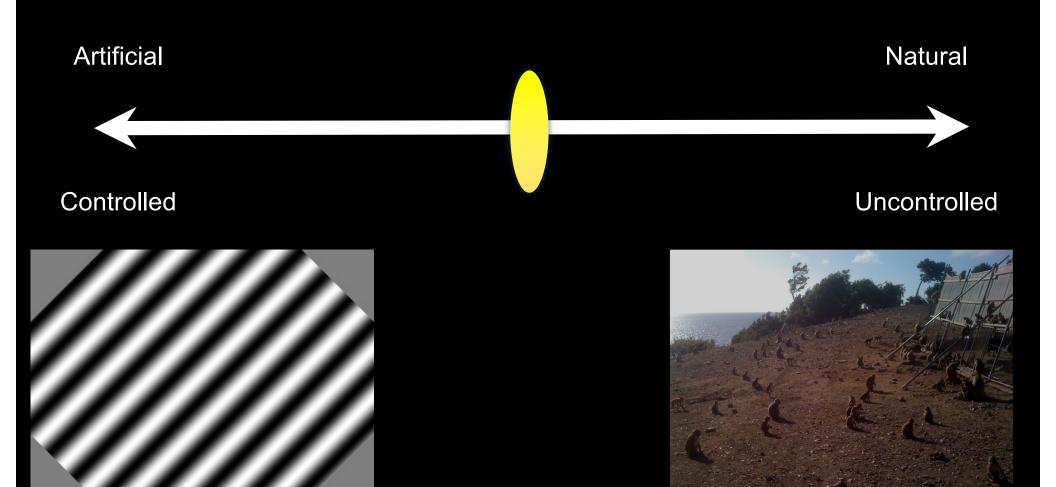
#### **Across Methods**



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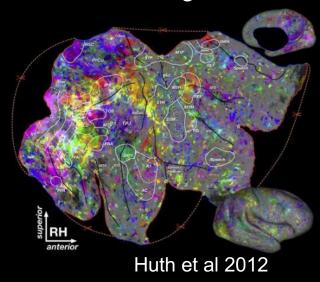
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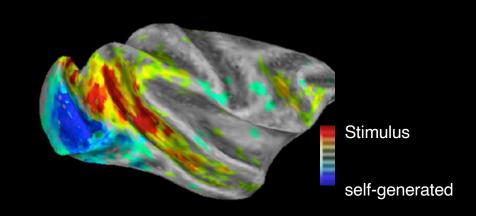


#### **SUMMARY**

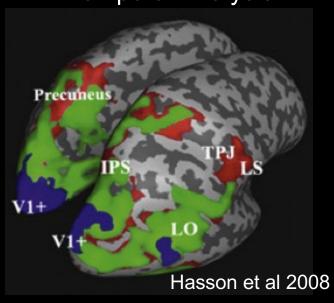
#### Feature Regression



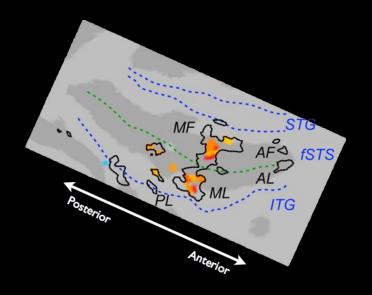
#### Stimulus & Behavioral Comparisons



#### **Temporal Analysis**



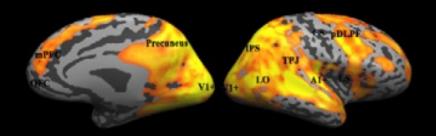
#### Content Specific Reliability



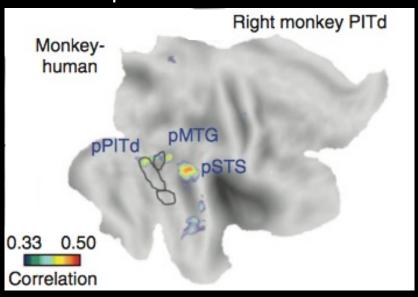
#### **SUMMARY**

Inter-subject Similarities

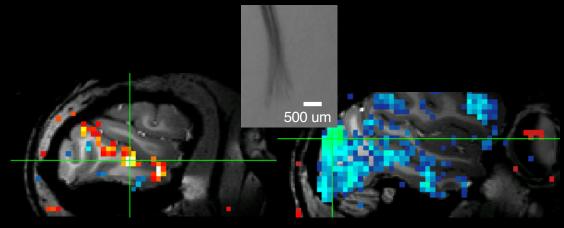
(a) Bang! You're Dead (Alfred Hitchcock)



Inter-species Similarities







# Thanks

David Leopold Chris Baker Alden Hung Soo Hyun Park David McMahon Katy Smith Charles Zhu Frank Ye

#### References

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