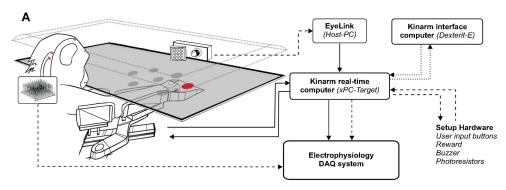
Vision for action



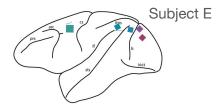
De Haan et al., J Neurophysiol (2018)

Lead author: Demetrio Ferro

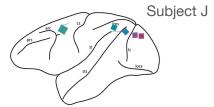
Center for Brain and Cognition, Universitat Pompeu Fabra, Department for Engineering and Communication Technologies, Carrer Ramon Trias Fargas, 25-27, 08003, Barcelona, ES.



Vision for action



Subject	Task	V1/V2	V1/V2 (s)	DP	DP (s)	7a	7a (s)	M1/PMd	M1/PMd(s)
→ E y180221	land002	4	4	14	10	24	15	113(A)	29(A)
→ E y180306	land001	8	5	22	17	22	15	101(A)	31(A)



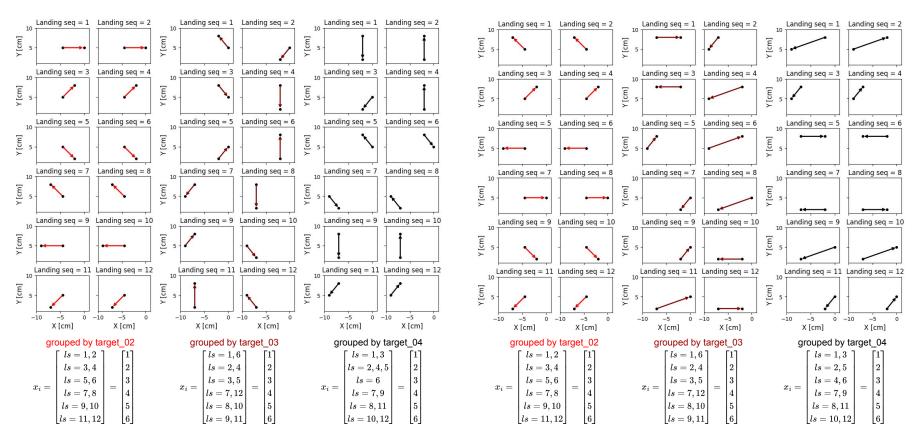
(Data ready, not yet analyzed)

Hand Movement sequences

Land-001

VS

Land-002



Progress report:

- Extracted spikes by adding 500 ms pre-start time
- Selected all and only the time points that contained all trials
- Time-locked across trials at the end of each task epoch (not only at the start)
- Improved the Mutual Information analyses
- Implemented Classification of landing sequences
 - Using spike counts cell-by-cell (univariate)
 - Using spike counts at cell population level (multivariate)
- Explored time generalization properties of the classifiers (train at one epoch, test at subsequent epoch)

n=120 trials n=36 cells

Extraction criteria: SNR = 3 min firing = 1Hz

Spike count Boxcar: T=100ms, offset=10 ms.

Cells-averaged Trials-averaged

Pooled with event start alignment

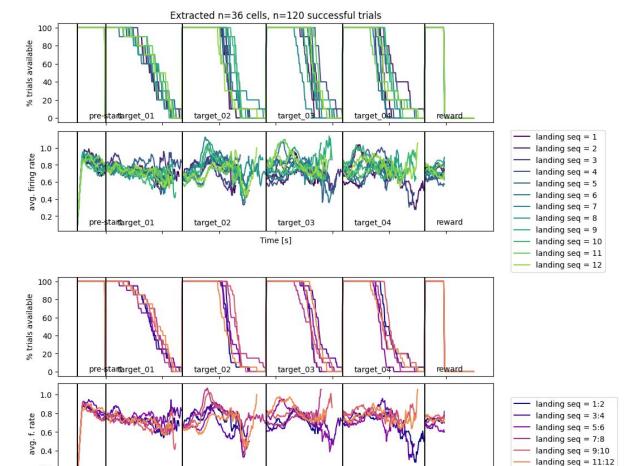
Stratified by landing sequence (land-001)

0.2

pre-startarget 01

1

target_02



target 03

3

Time [s]

target 04

5

reward

6

Firing rates





n=120 trials n=36 cells

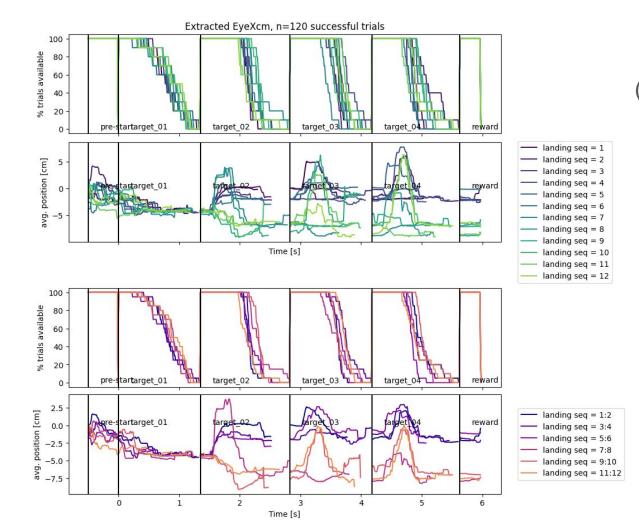
Extraction criteria: SNR = 3 min firing = 1Hz

Spike count Boxcar: T=100ms, offset=10 ms.

Cells-averaged Trials-averaged

Pooled with event end alignment

Stratified by landing sequence (land-001)



Eye (horizontal)



n=120 trials n=36 cells

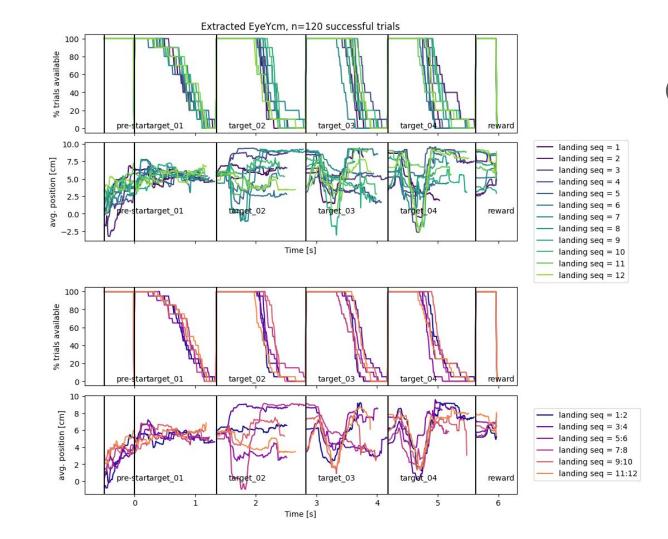
Extraction criteria: SNR = 3 min firing = 1Hz

Spike count Boxcar: T=100ms, offset=10 ms.

Cells-averaged Trials-averaged

Pooled with event end alignment

Stratified by landing sequence (land-001)



Eye (vertical)



n=120 trials n=36 cells

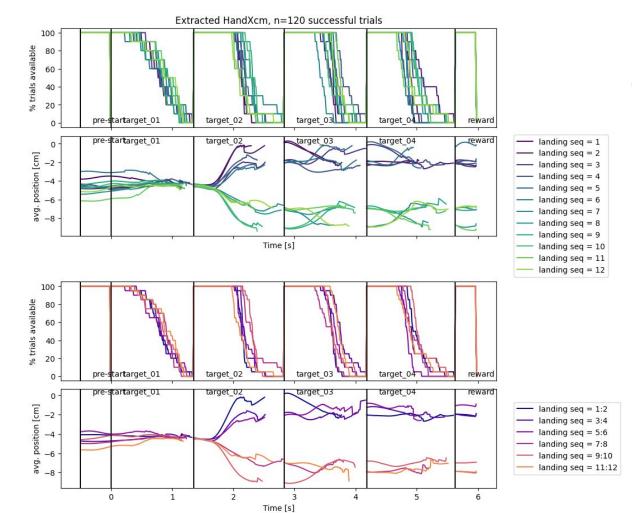
Extraction criteria: SNR = 3 min firing = 1Hz

Spike count Boxcar: T=100ms, offset=10 ms.

Cells-averaged Trials-averaged

Pooled with event end alignment

Stratified by landing sequence (land-001)



Hand (horizontal)



n=120 trials n=36 cells

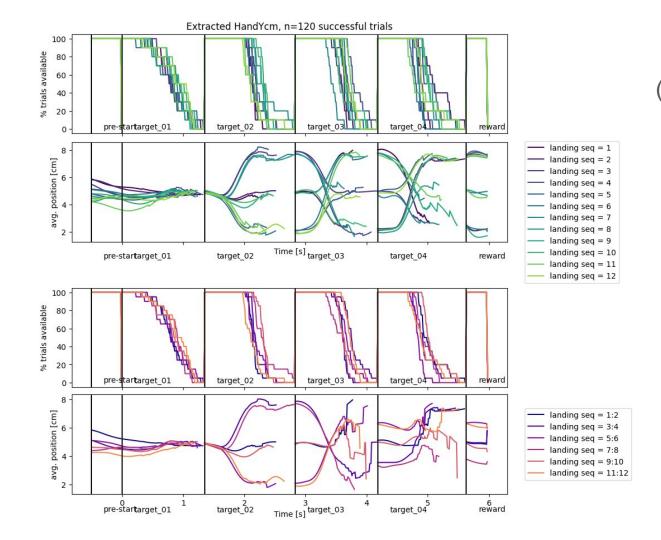
Extraction criteria: SNR = 3 min firing = 1Hz

Spike count Boxcar: T=100ms, offset=10 ms.

Cells-averaged Trials-averaged

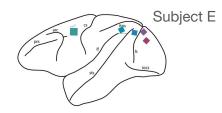
Pooled with event end alignment

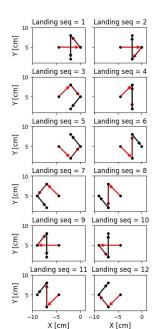
Stratified by landing sequence (land-001)



Hand (vertical)







$$x_i = egin{bmatrix} ls &= 1 \ ls &= 2 \ ls &= 3 \ dots \ ls &= 12 \end{bmatrix} = egin{bmatrix} 1 \ 2 \ 3 \ dots \ ls &= 3 \ dots \ ls &= 12 \end{bmatrix}$$
 $x_i = egin{bmatrix} ls &= 1, 2 \ ls &= 3, 4 \ ls &= 5, 6 \ ls &= 7, 8 \ ls &= 9, 10 \ ls &= 11, 12 \end{bmatrix} = egin{bmatrix} 1 \ 2 \ 3 \ 4 \ 5 \ 6 \end{bmatrix}$
 $x_i = egin{bmatrix} ls &= 1, 6 \ ls &= 2, 4 \ ls &= 3, 5 \ ls &= 7, 12 \ ls &= 8, 10 \ ls &= 9, 11 \end{bmatrix} = egin{bmatrix} 1 \ 2 \ 3 \ 4 \ 5 \ 6 \end{bmatrix}$
 $x_i = egin{bmatrix} ls &= 1, 3 \ ls &= 2, 4, 5 \ ls &= 7, 9 \ ls &= 8, 11 \ ls &= 10, 12 \end{bmatrix} = egin{bmatrix} 1 \ 2 \ 3 \ 4 \ 5 \ 6 \end{bmatrix}$

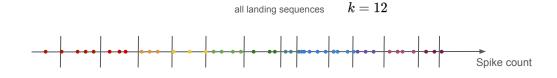
 $\lfloor ls=10,12 \rfloor$

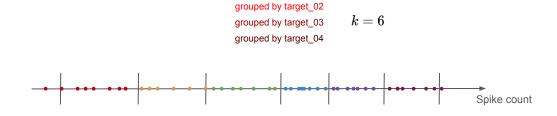


Nearest-Neighbor classification: $y_{i,t}$ spike count, x_i landing sequence, trial i, time bin t.

Using k=12 or k=6 nearest neighbors, run over cv=4 cross-validation folds.

The procedure is computed for each cell, then the average classification accuracy is shown





E y180306 land001 Decoding Accuracy (%) target 01 target 02 target 03 target 04 reward all landing sequences 20 - eyeX ls = 1- eyeY ls = 2- handX ls = 33 $x_i =$ 3 - handY Decoding Accuracy (%) target_01 target_02 target_03 target_04 reward 12 ls = 12Landing seq = 1 Landing seq = 220 eyeX - eyeY - handX 2 Landing seq = 3 Landing seq = 4 - handY time [s] Y [cm] ·· chance (8.33%) Decoding Accuracy (%) target_01 target_02 target_03 target_04 reward Landing seq = 5 Landing seq = 6 20 - eyeX Landing seq = 8- eyeY Y [cm] - handX 3 - handY Landing seq = 9 Landing seq = 10Decoding Accuracy (%) target_01 target_02 target_03 target_04 reward 7 [cm] Landing seq = 11 Landing seq = 12Y [cm] 20 - eyeX eyeY - handX -5 X [cm] X [cm] 5 - handY

time [s]

·· chance (8.33%

grouped by target_02

$$x_i = \begin{bmatrix} ls = 1, 2 \\ ls = 3, 4 \\ ls = 5, 6 \\ ls = 7, 8 \\ ls = 9, 10 \\ ls = 11, 12 \end{bmatrix} = \begin{bmatrix} 1 \\ 2 \\ 3 \\ 4 \\ 5 \\ 6 \end{bmatrix}$$

