



Associative learning influences representational structure of objects in the ventral visual pathway



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Background

- The ventral visual pathway is an object processing hierarchy that enables adaptive behavior by mapping visual input (e.g., shape) onto semantic knowledge (e.g., function)¹
- Structures within this pathway, particularly lateral occipital cortex (LOC), fusiform gyrus (FG) and perirhinal cortex (PRC), have been linked to coding of visual and/or semantic object properties^{2,3}

The role of these structures in representing visual information and semantic knowledge is thought to be distinct from the role of the hippocampus (HPC)⁴ and parahippocampal cortex (PHC)^{5,6} which captures arbitrary contextual associations in service of episodic memory

Object Concepts → **Objects** → **Feature Conjunctions** → **Features**

- Used to style hair
- Used to dry hair
- Found in salons
- Uses electricity
- Is a tool
- Is manufactured
- Made of plastic

Complexity

Question

Does learning arbitrary associative structure among visually or semantically similar objects influence how they are represented in the ventral visual pathway, PHC, and in the HPC?

ROIs:

- pHPC
- aHPC
- PRC
- PHC
- FG
- LOC

x = 67, z = 59

Experimental Design

Each participant (N = 20, M_{age} = 21, Women = 14) engaged in a four-session experiment.

- Day 1: participants completed a scanned 1-back task using images of objects that were either visually similar (e.g., cookie and rock), semantically similar (e.g., cookie and milk), or unrelated (cookie and eyeglasses)
- Day 2 & 3: participants learned arbitrary associations among objects (i.e., 14 triplets with limited visual and/or semantic similarities)
- Day 4: participants completed a second scanned 1-back task, which allowed us to characterize learning-related changes in the representational structure of our targeted areas

Session 1 & 4 - 1-Back fMRI Task

2 sec, 1.5 - 4.5 sec, .5 sec

Session 2 & 3 - Associative Learning

Create a story to connect the objects.

Each on a 1-10 scale:

- Q1: How vivid was your story?
- Q2: How plausible was your story?
- Q3: How likely are you to remember your story in 24 hours?

Select the object(s) that complete(s) the triplet

Characterizing Intrinsic Object Dissimilarity

Brain-Based RDMs

Session 1 Brain RDM, Session 2 Brain RDM

1 - r

Dissimilarity 0 to 2

Behavior-Based RDMs

Feature Generation Task

Each participant (N = 840, Mechanical Turk) generated a list of features that characterized a subset of objects. Feature data were obtained from 20 participants for each of the 42 objects.

features	frequency	cookie	rock	milk
is edible	20	0	20	
rough texture	9	19	0	
white in color	0	0	20	
a snack	19	0	11	
is small	12	18	0	

iMDS Task

Initial display

Arrange according to semantic similarity

Arrange according to visual similarity

Each participant arranged objects according to their visual (N = 30) or conceptual (N = 30) similarities.

Behavior-Based Feature RDM, Behavior-Based Semantic RDM, Behavior-Based Visual RDM

Pairwise dissimilarity is computed using distances between objects derived from inverse multidimensional scaling (iMDS).

Characterizing Associative Learning

Learned Triplet Behavior RDM

Kendall's tau-a

Session 1 Brain RDM, Session 2 Brain RDM

Dissimilarity 0 to 2

Coding of Associative Relationships

Model Fit (Kendall's tau-a)

Session: 1 - Pre-Learning, 4 - Post-Learning

pHPC, aHPC, PRC, PHC, FG, LOC

~ p < 0.01, * p < 0.05, ** p < 0.01, *** p < 0.001

- Representational structure in left fusiform gyrus captures associations among arbitrary triplets
- Regions in the right hemisphere did not express evidence of learning

Coding of Semantic and Visual Features

Model Fit (Kendall's tau-a)

Left Hemisphere, Right Hemisphere

~ p < 0.01, * p < 0.05, ** p < 0.01, *** p < 0.001

Model RDMs: Feature, Semantic, Visual

Session: 1 - Pre-Learning, 4 - Post-Learning

pHPC, aHPC, PRC, PHC, LOC

- Activity evoked by objects was predicted by behavior-based models that captured their semantic and visual similarities
- Fusiform gyrus codes both visual and semantic object features and this representational structure does not change after learning
- The feature-generation model tended to better account for variability in the brain than iMDS-derived models

Summary

- Activity patterns in left fusiform gyrus simultaneously capture the semantic, visual, and learned relationships among arbitrarily associated objects, despite the fact that these properties are fundamentally different (abstract, sensory, and associative).
- Fusiform gyrus incorporated associative relationships learned on days 2 and 3 while preserving the representation of intrinsic semantic and visual features.
- Overall pattern of results is suggestive of a complex, multidimensional code that can flexibly accommodate acquired knowledge that is orthogonal to its pre-existing structure.