

Representing complex spaces

Kate Jeffery

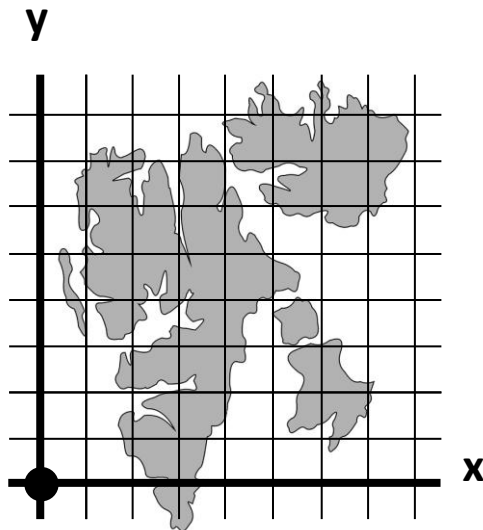
Department of Cognitive, Perceptual and Brain Sciences
Division of Psychology and Language Sciences



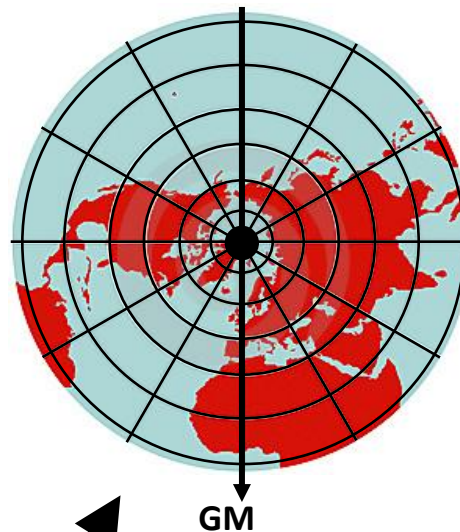
To represent space one needs a map

Types of maps that humans use:

Cartesian



Polar



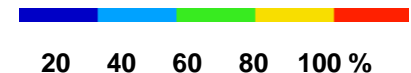
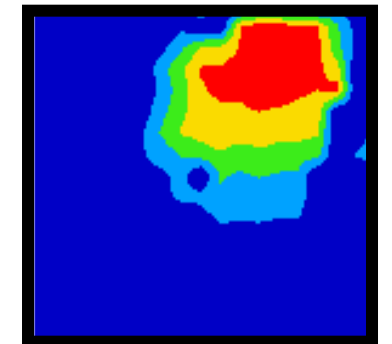
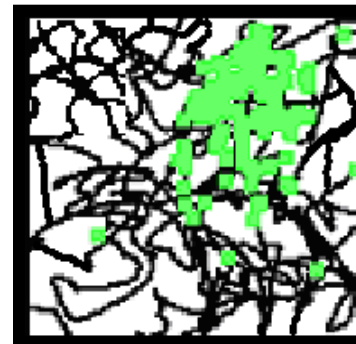
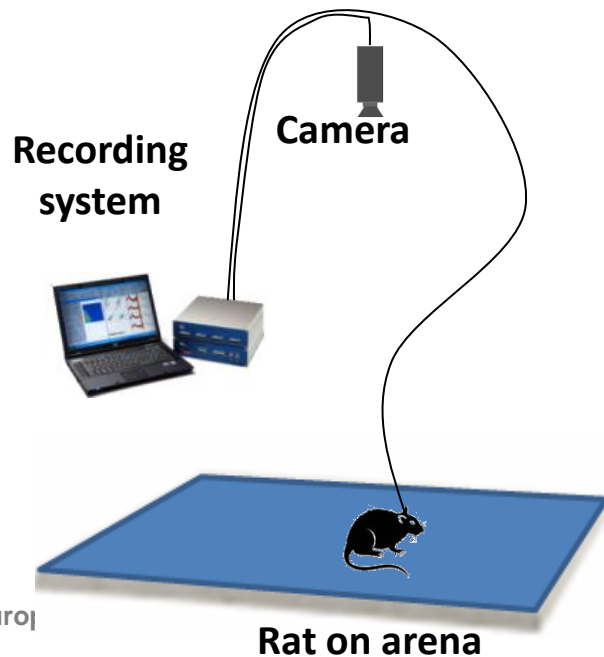
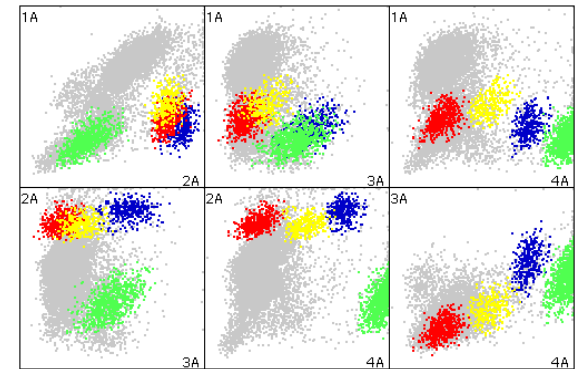
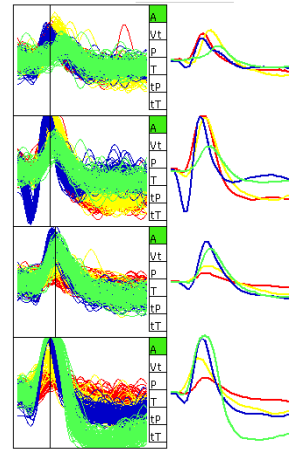
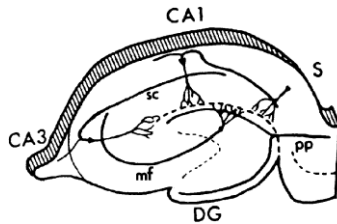
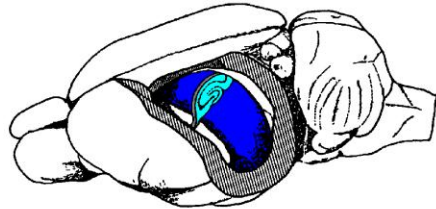
Topological



These ones are **metric**

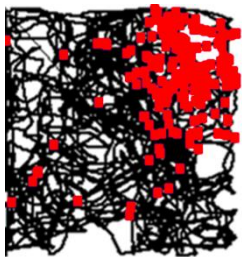
This one is **non-metric**

Methods for studying spatial encoding by neurons

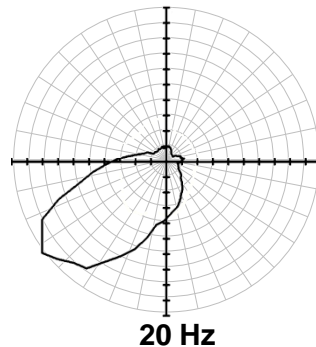


Spatial representation has focused on place cells, head direction cells, grid cells, border cells

Place cell



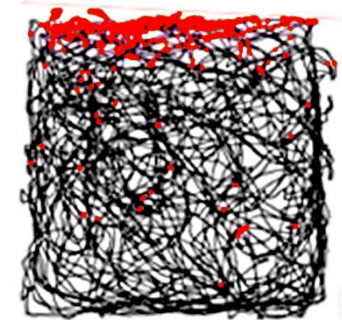
Head direction cell




Grid cell



Border cell



 = Spikes

 = Path of rat

How do these neurons encode complex spaces?



Spatial complexity includes:

- other compartments
- connected spaces that are not on the same plane

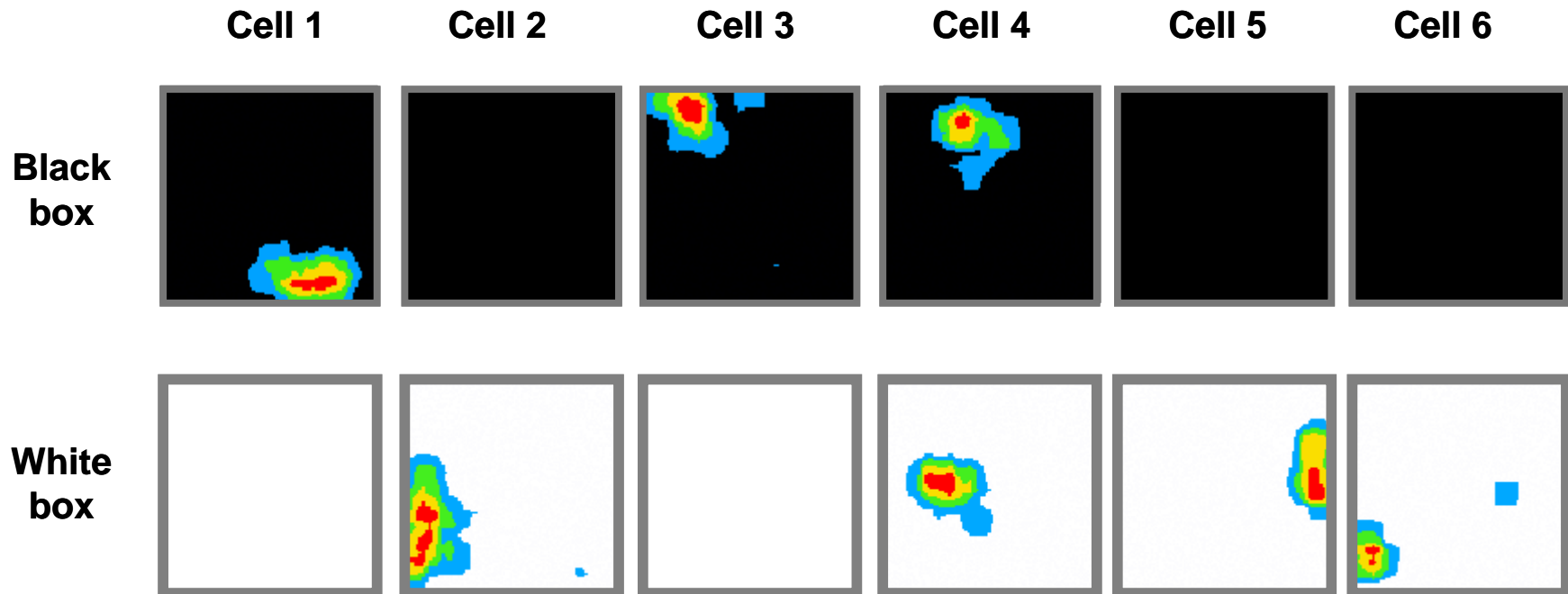
Three broad questions:

- 1. How to distinguish compartments from each other?**
- 2. How to encode spaces that are three-dimensional?**
- 3. How to relate compartments to each other in 3D space?**

How to distinguish compartments from each other?

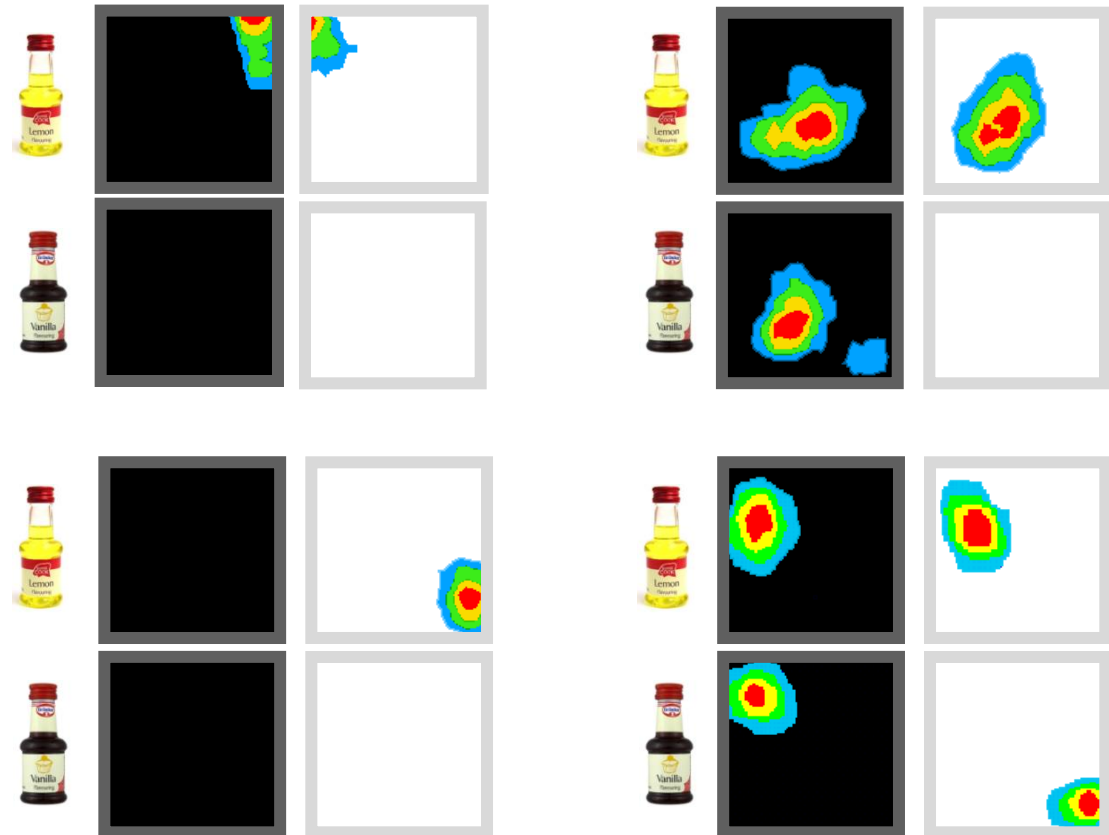


One possibility is associated non-metric **context** cues



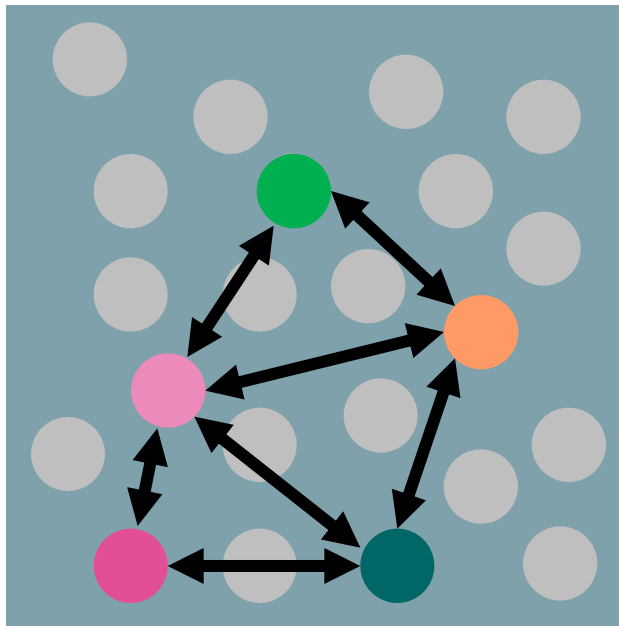
Muller and Kubie, *J Neurosci* 1987
 Anderson and Jeffery, *J Neurosci* 2003

Place cells responding to context can be dissociated

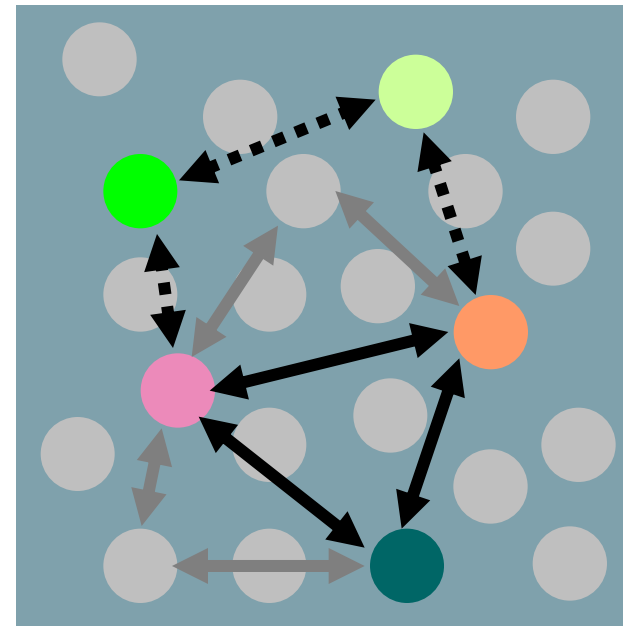


Anderson and Jeffery *J Neurosci* 2003

This partial remapping poses problems for local attractor-based accounts of remapping



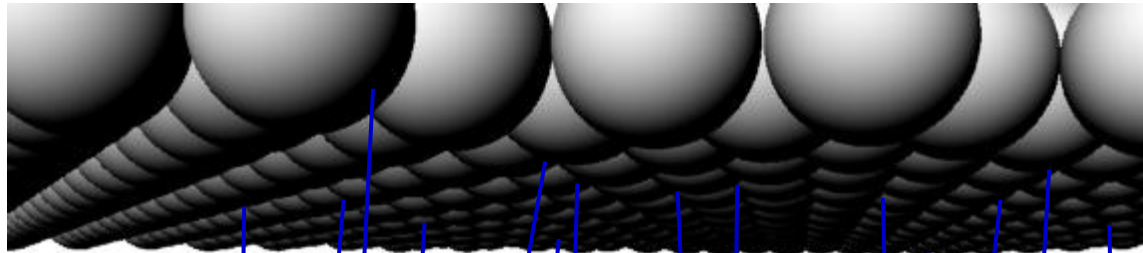
Environment 1



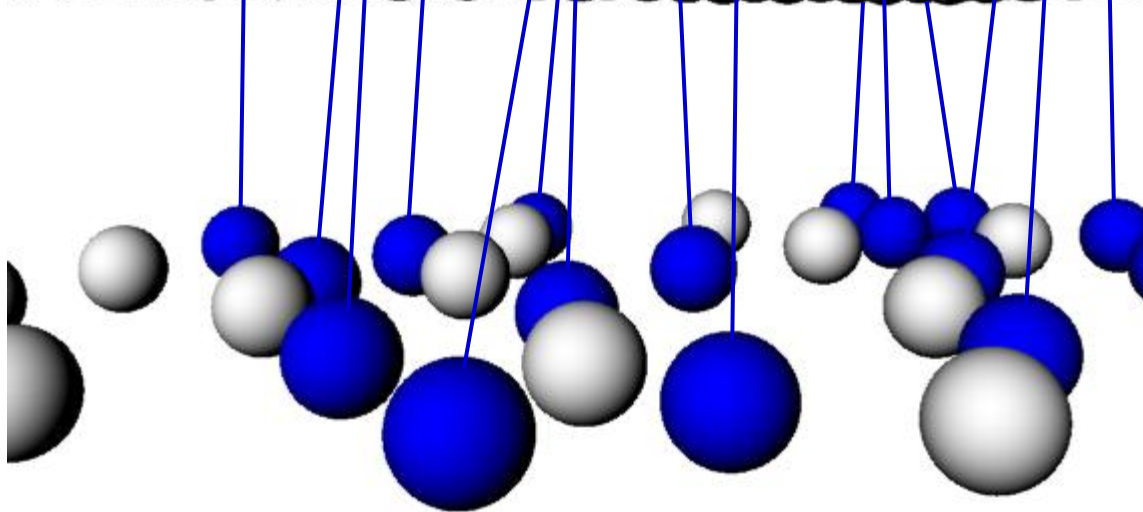
Environment 2

One solution is that maybe the continuous attractor dynamics reside in the grid cell sheet

Grid cells

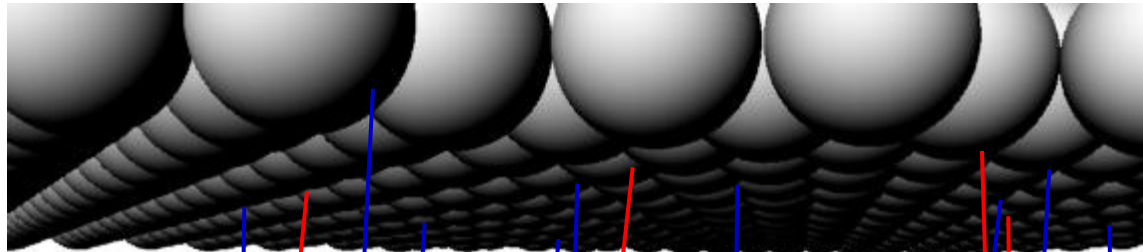


Place cells

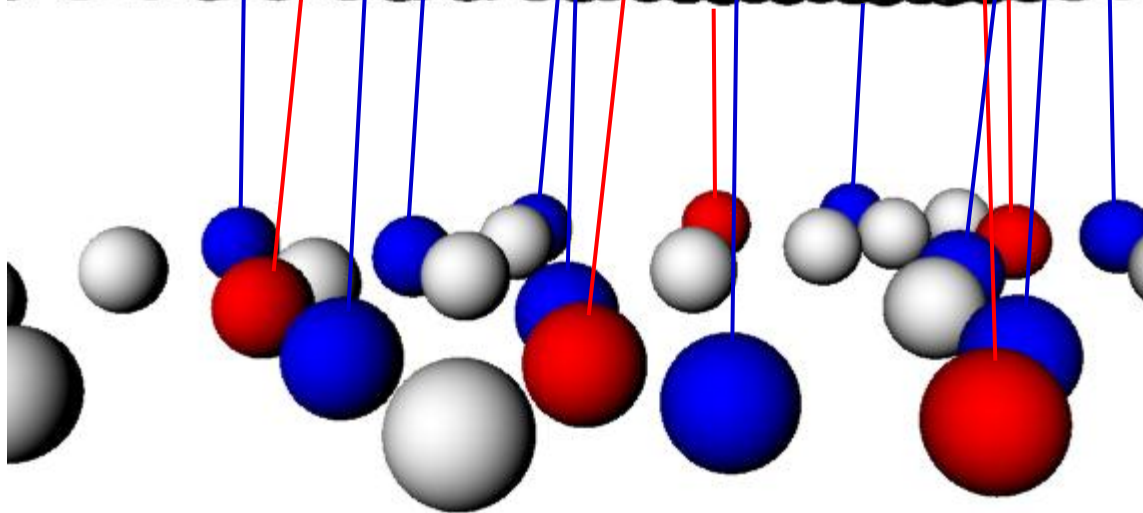


Partial remapping = mix of selected inputs

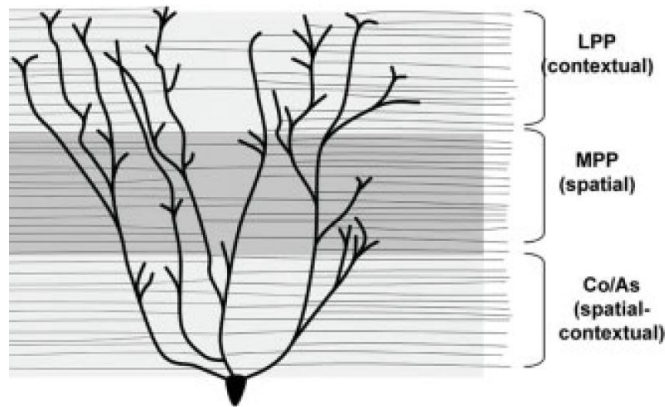
Grid cells



Place cells

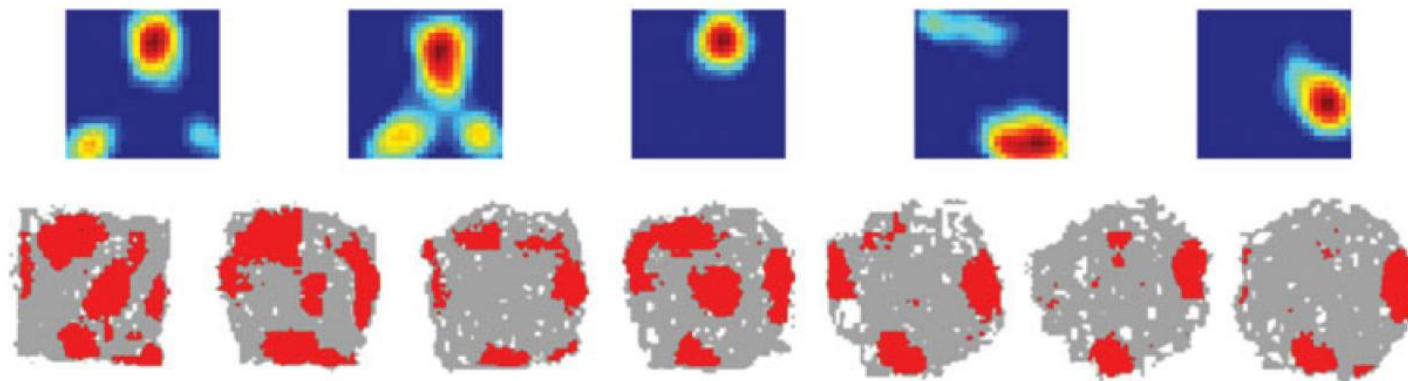


Simulation of this context gating proposal produced graded remapping like that seen in DG



Hayman and Jeffery, *Hippocampus* 2008
Jeffery *Neural Plasticity* 2011

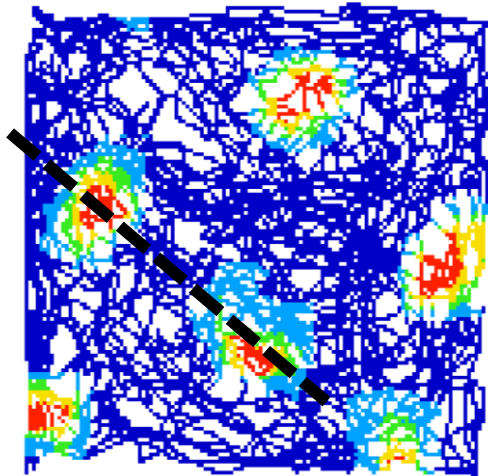
Simulation



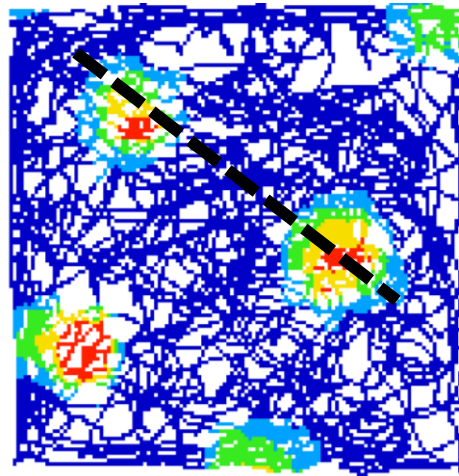
Leutgeb et al 2007

Grid cells are also responsive to context cues

Black-vanilla



White-vanilla



Liz Marozzi

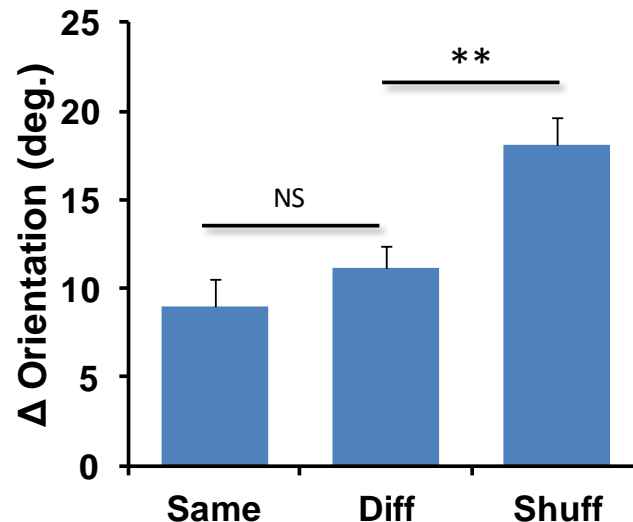


Lin Lin Ginzberg

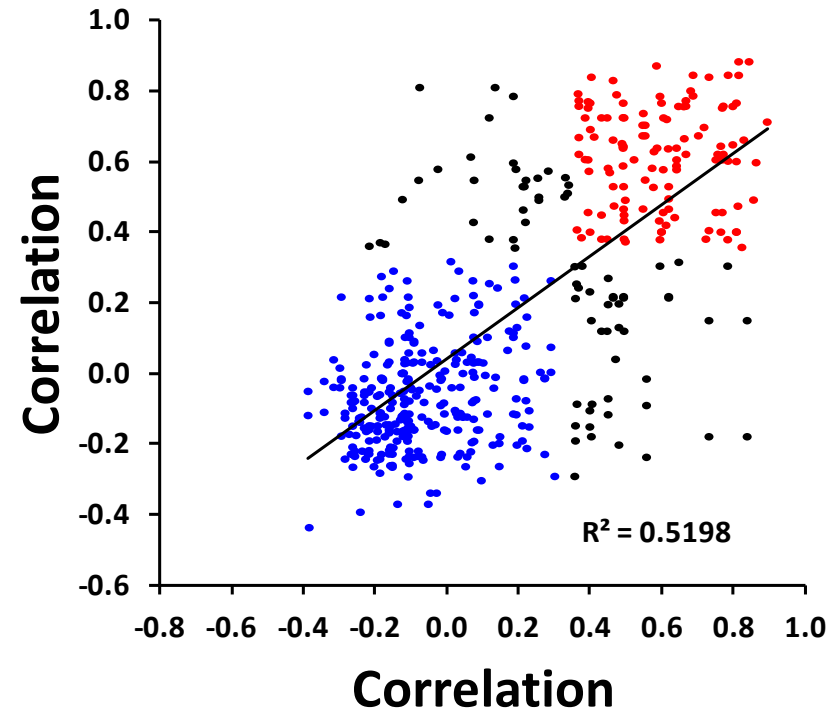
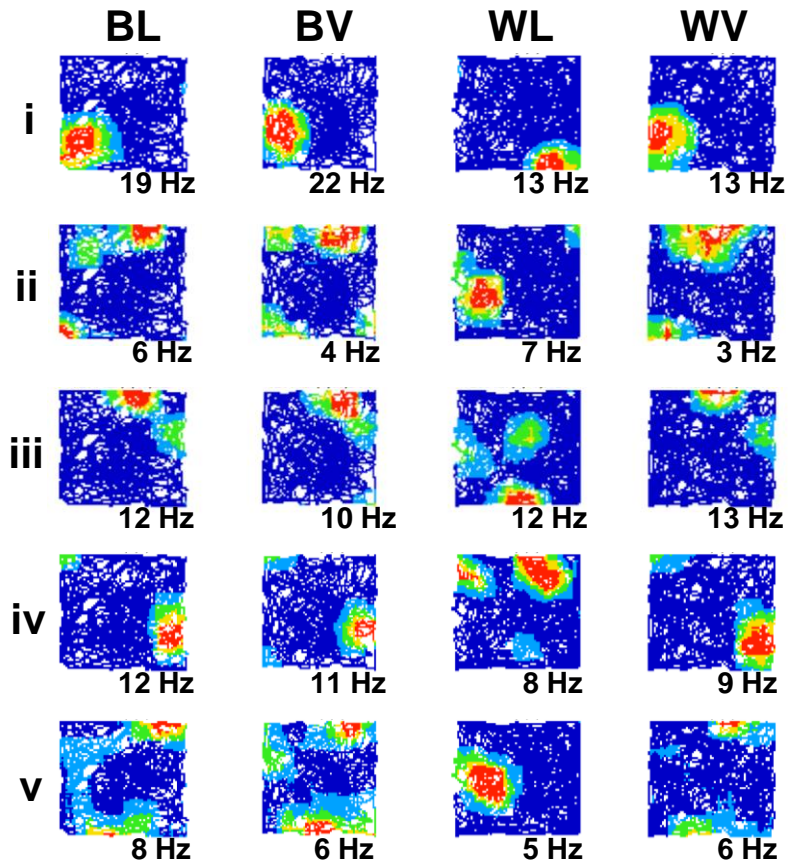


Andrea Alenda

This affected position but not orientation of grid fields



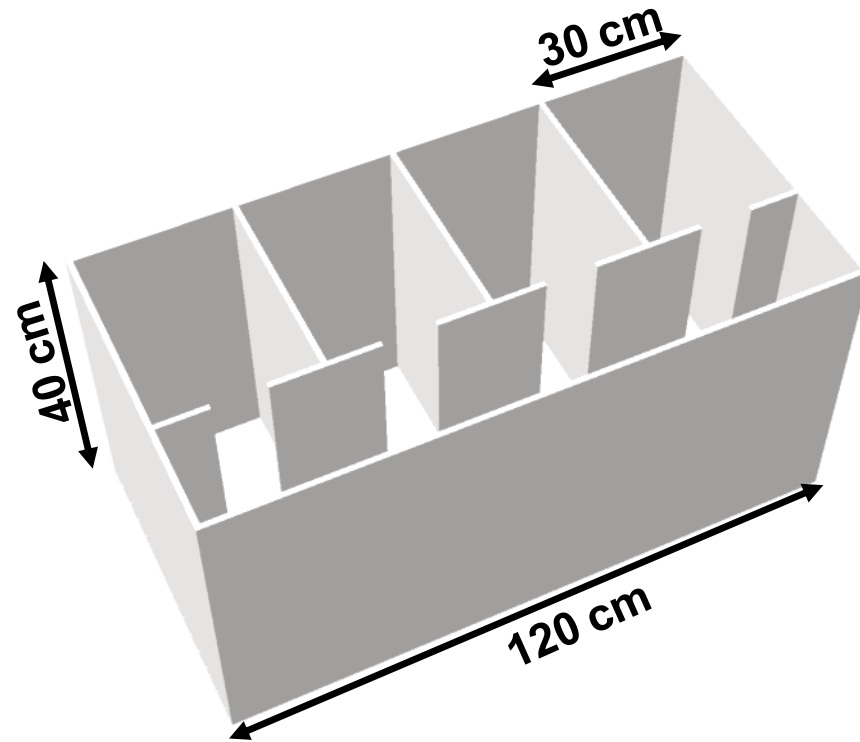
Grid cells remapped homogeneously



Ginzberg, Marozzi, Alenda and Jeffery in prep.

Thus, context cues **position** grid fields, and both **select**
and position place fields

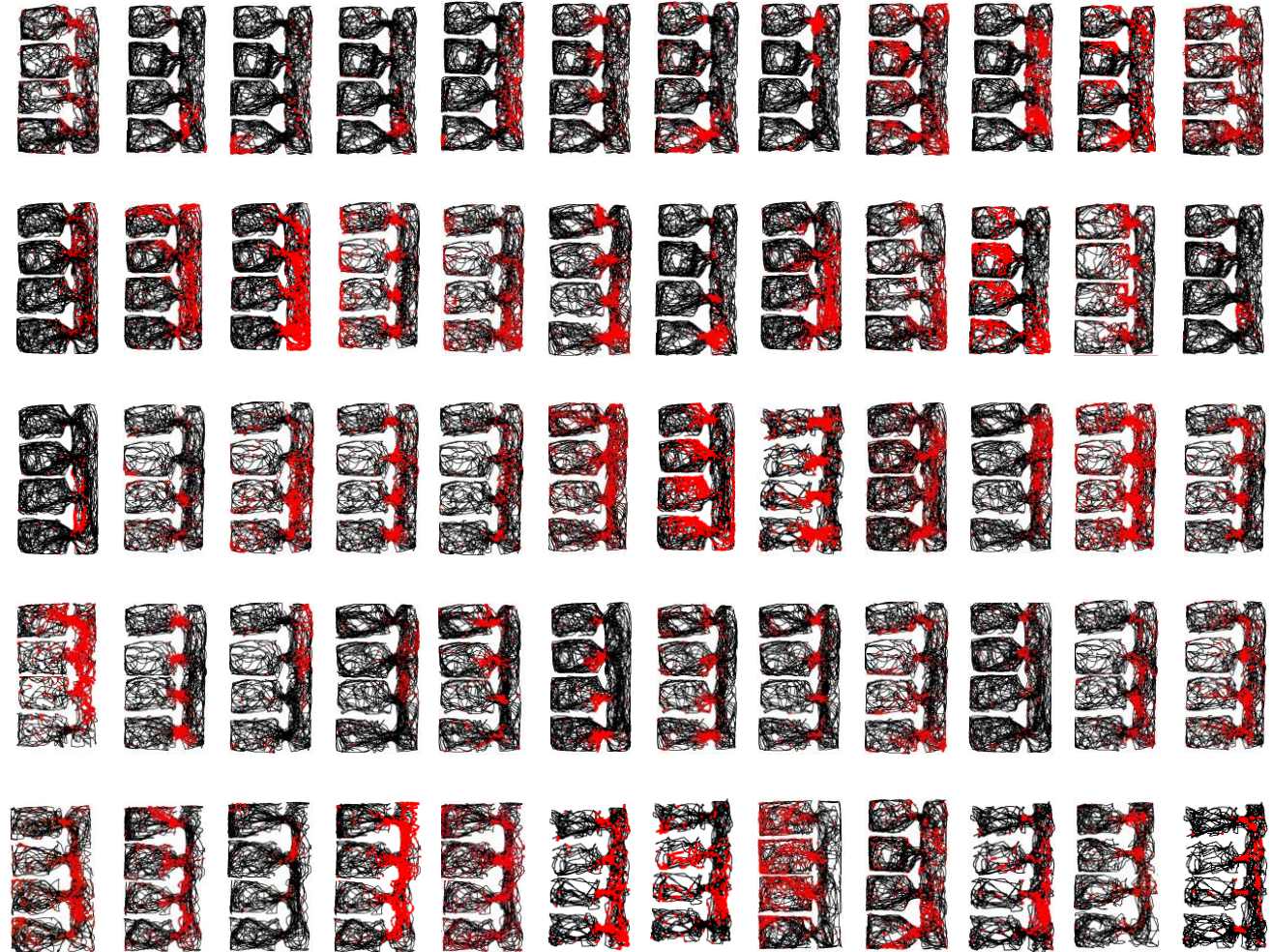
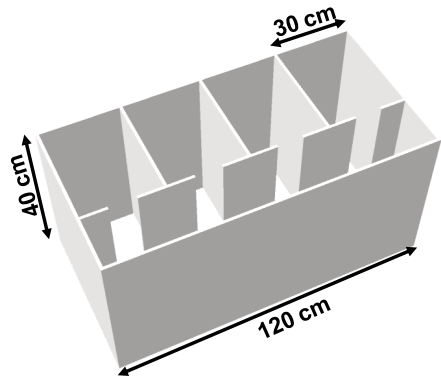
Can place and grid cells use path integration as a context cue to identify an environmental subcompartment?



Hugo Spiers

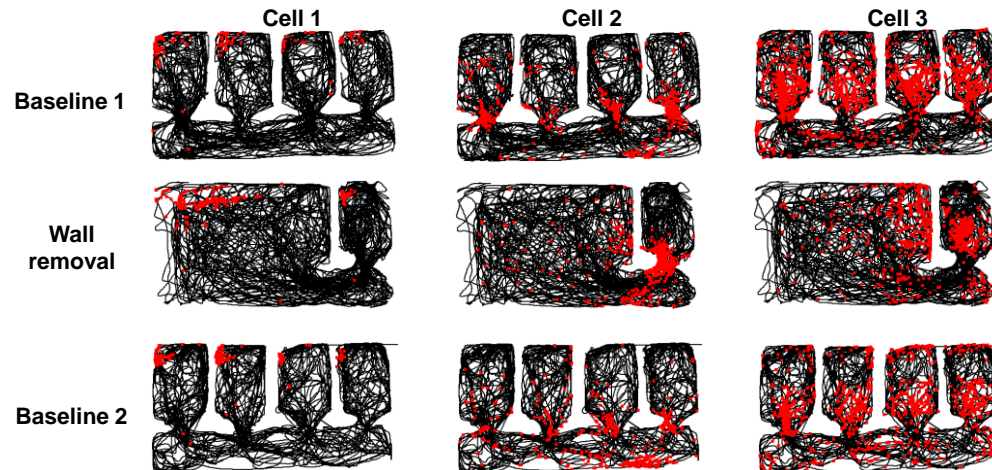
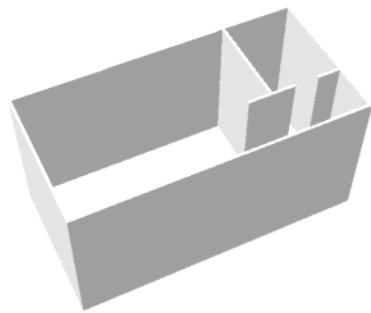
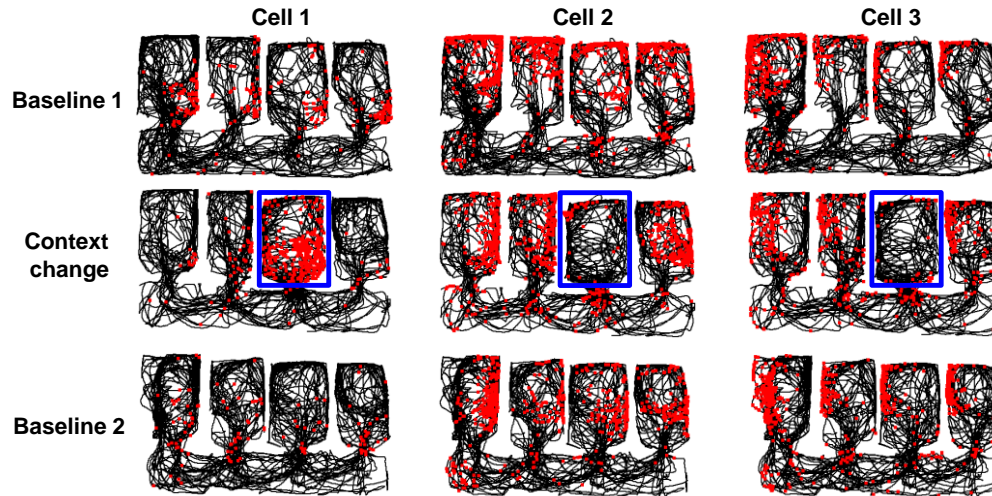
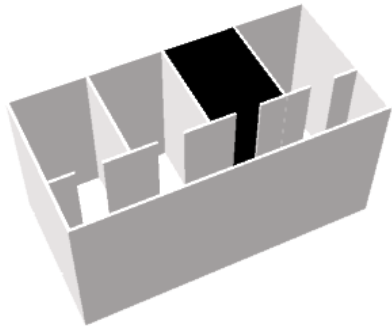
Spiers, Hayman, Jovalekic, Marozzi, Jeffery *Cerebral Cortex* 2013

Path integration does not help identify compartments (much)

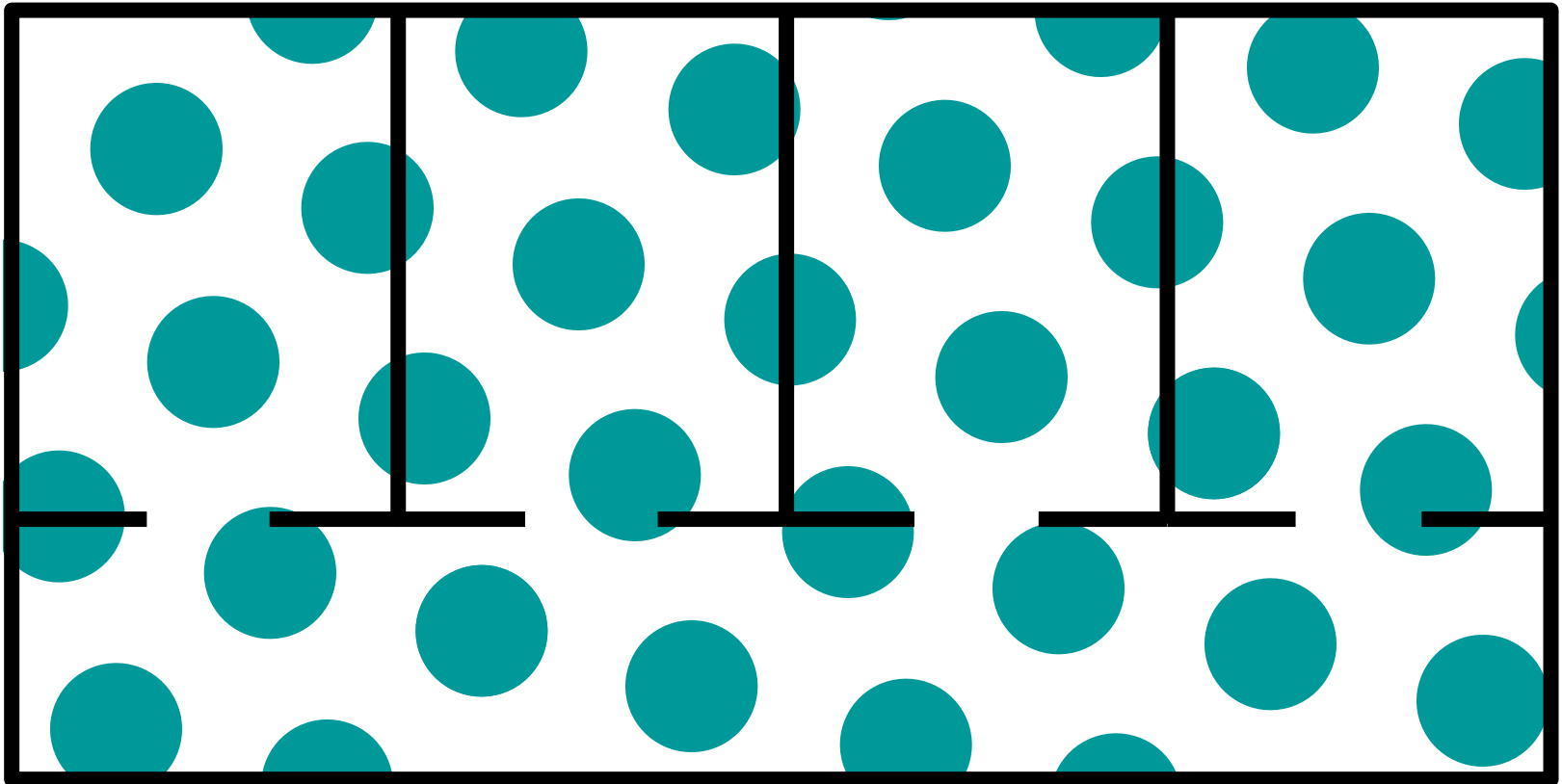


Spiers, Hayman, Jovalekic, Marozzi, Jeffery *Cerebral Cortex* 2013

The place cell representation seems to be **local**



What would grid cells do? We don't know yet

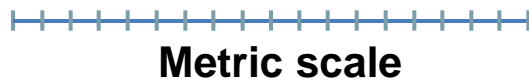
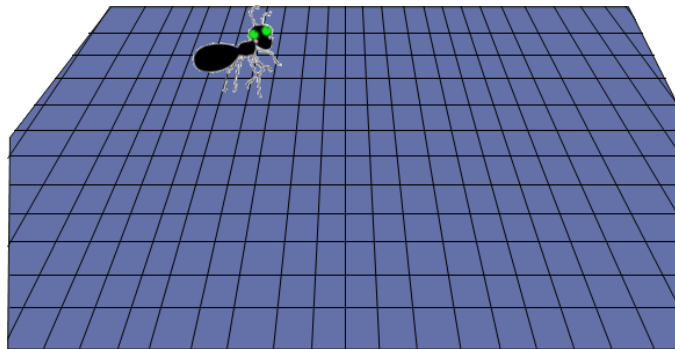


What is the dimensionality of the encoding in these environmental subspaces?

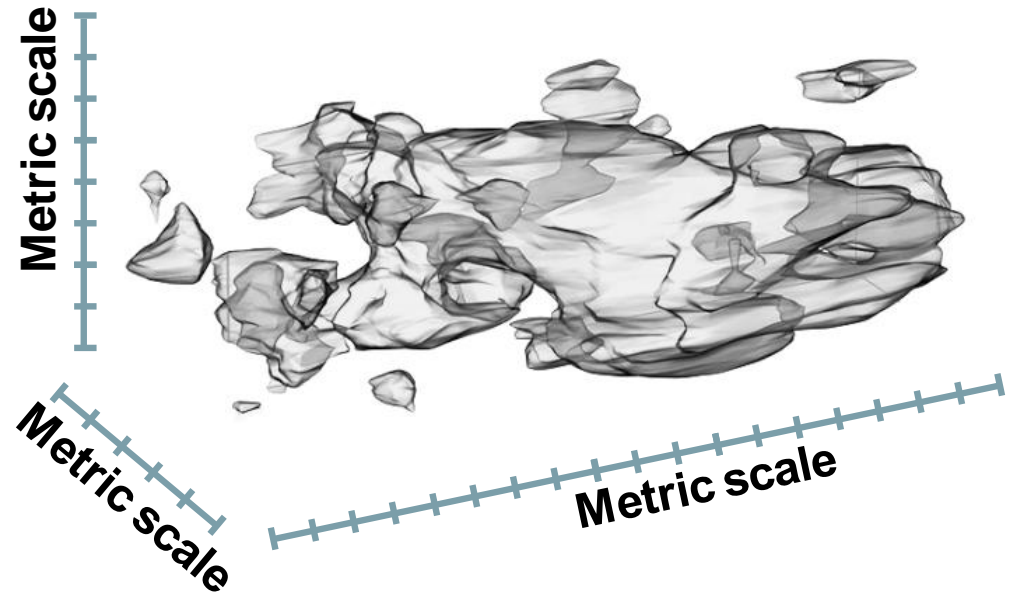
DIMENSIONALITY

Possible alternatives for dimensionality of the local spatial fragments:

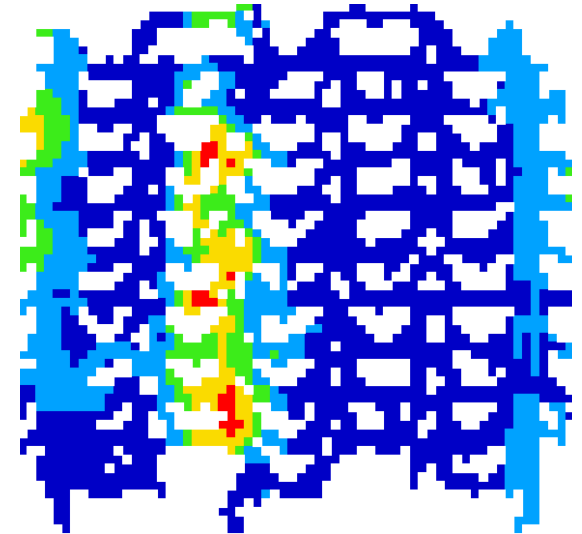
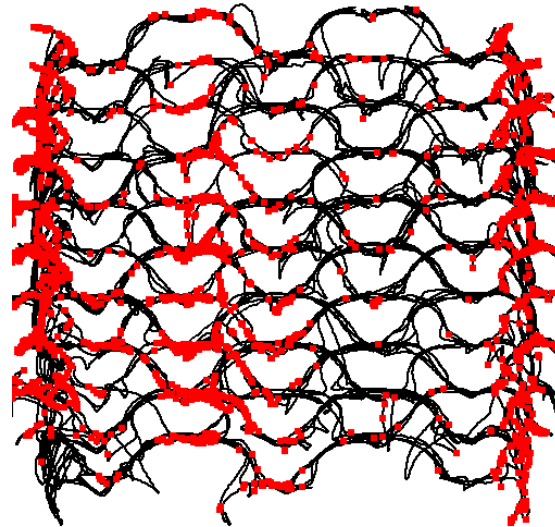
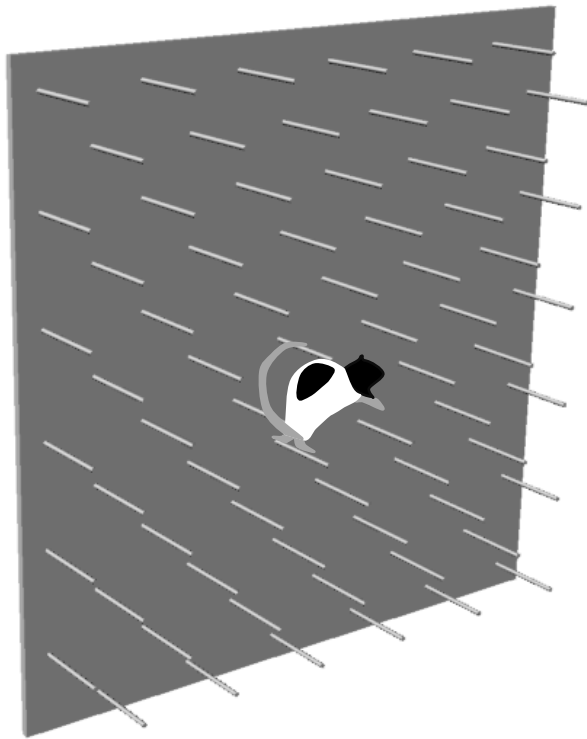
(i) Flat



(ii) Volumetric

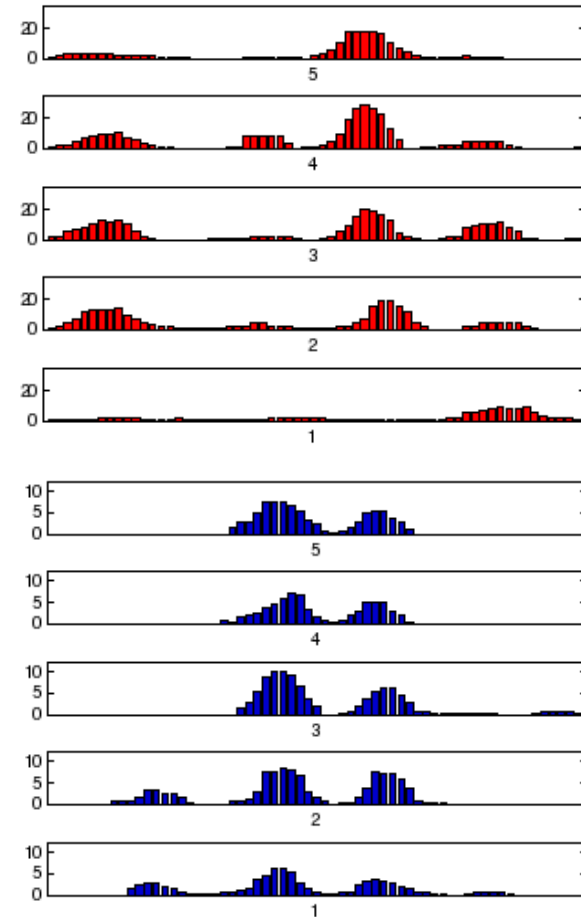
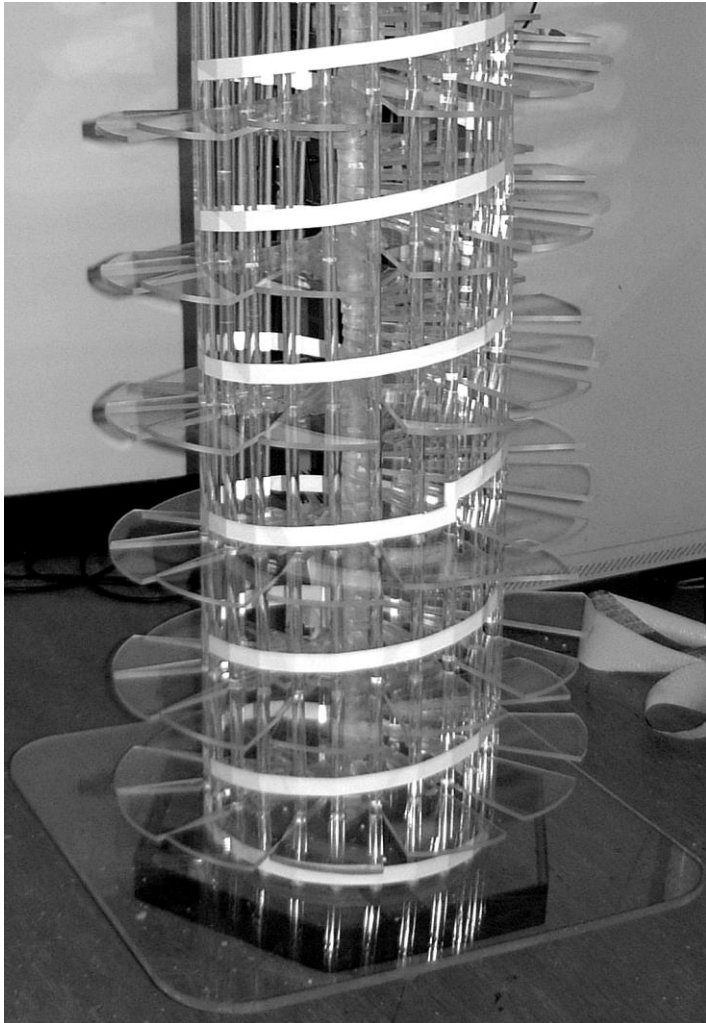


A suggestion that dimensionality is not volumetric...



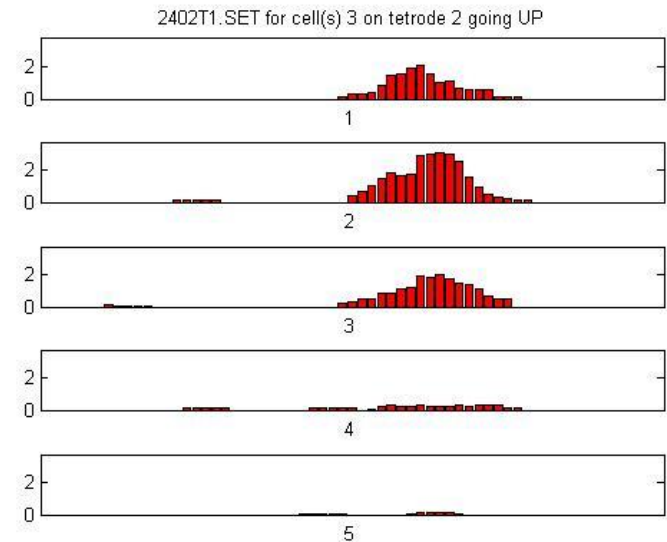
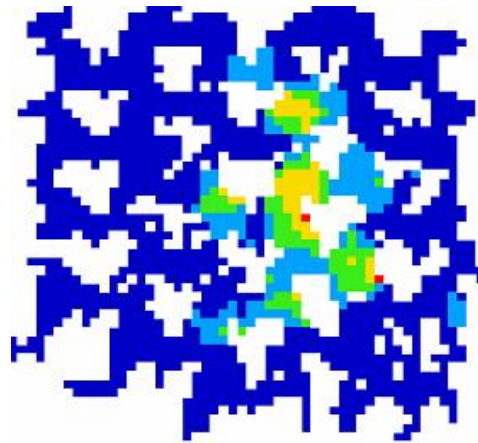
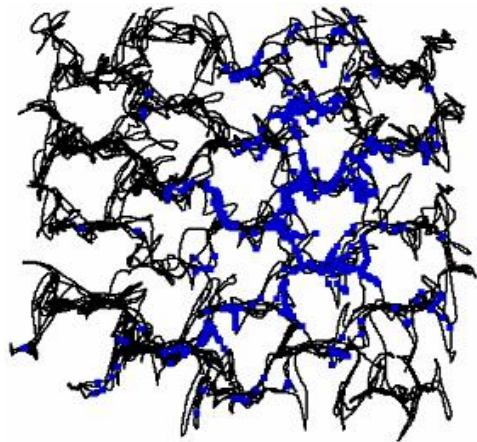
Hayman, Verriotis, Jovalekic, Fenton, Jeffery, *Nat Neurosci* 2011

We saw a similar thing with a different apparatus



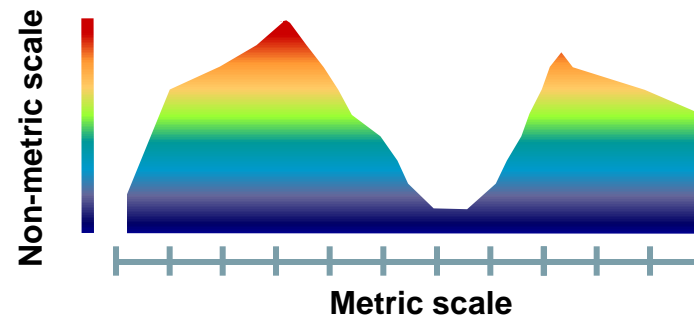
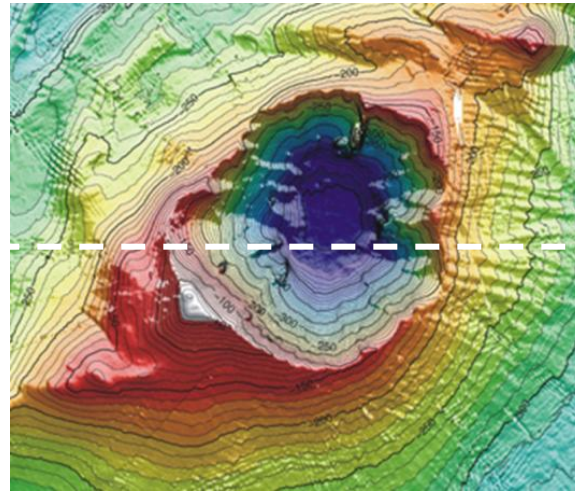
Hayman, Verriotis, Jovalekic, Fenton, Jeffery, *Nat Neurosci* 2011

However, place cells produced fields that were delimited in both vertical and horizontal dimensions – so *something* knows about height (map is not flat)



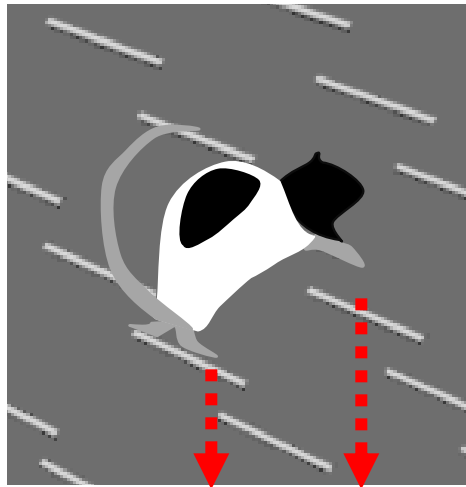
Hayman, Verriotis, Jovalekic, Fenton, Jeffery, *Nat Neurosci* 2011

These findings led us to the *bicoded* hypothesis

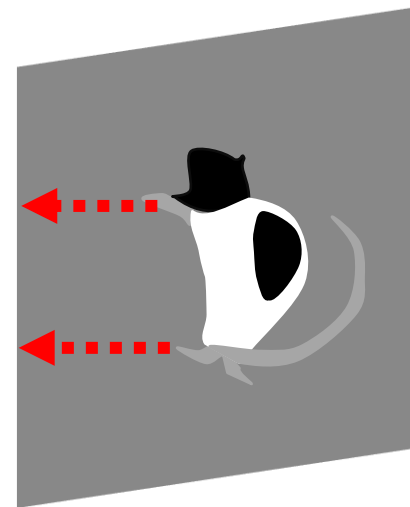


If spatial encoding only uses one metric plane, what defines that plane?

We suggested, following Taube, that the reference plane is defined by the *locomotor surface*



Reference plane = horizontal
Grid cells periodic in horiz. plane

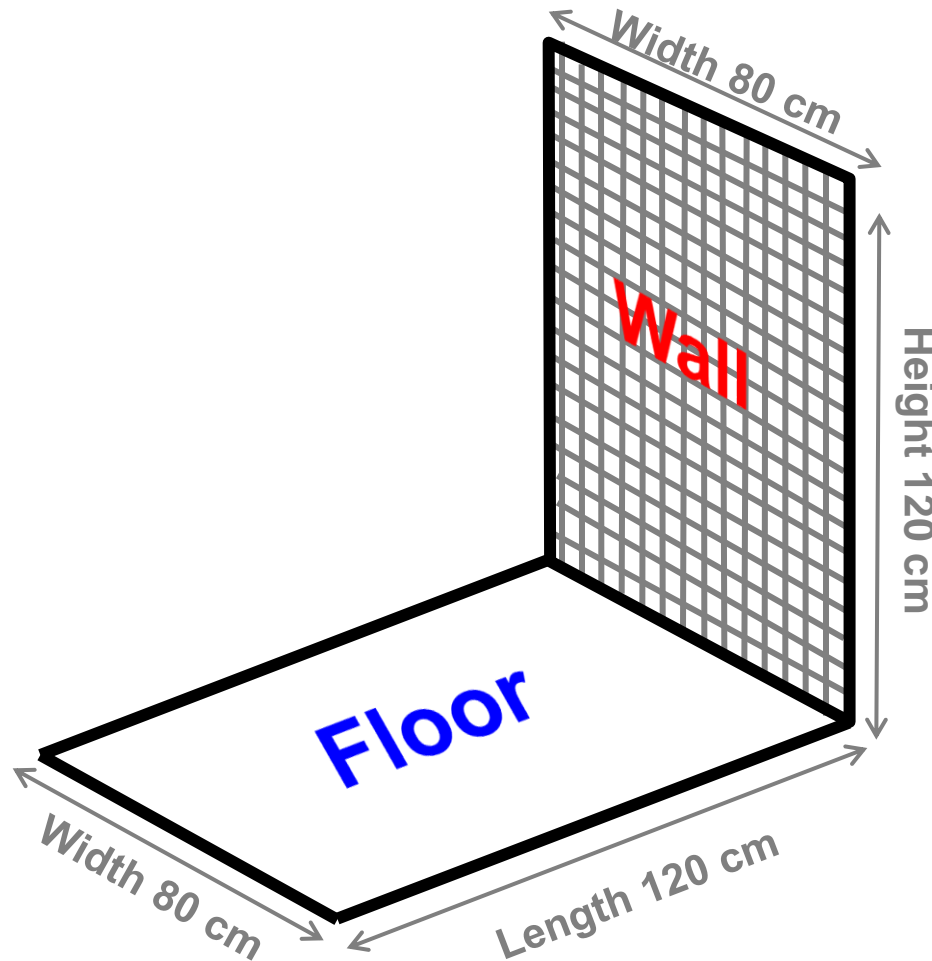


Reference plane = vertical
Grid cells periodic in vert. plane?

First, we needed 3D-spatially competent animals



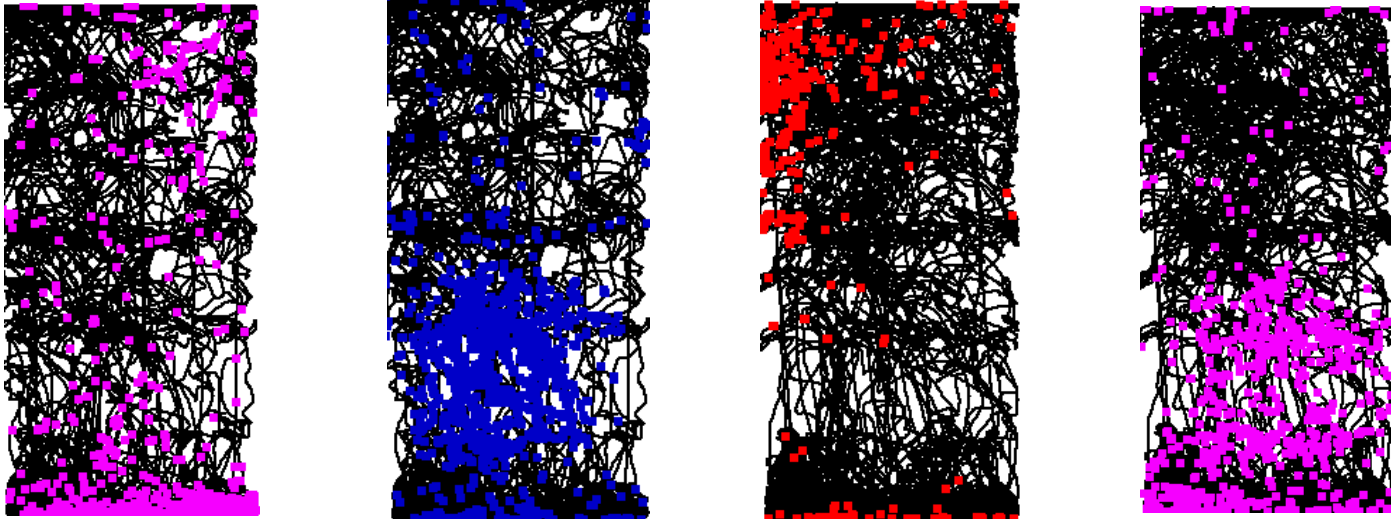
Are grid cells periodic on a vertical locomotor plane?



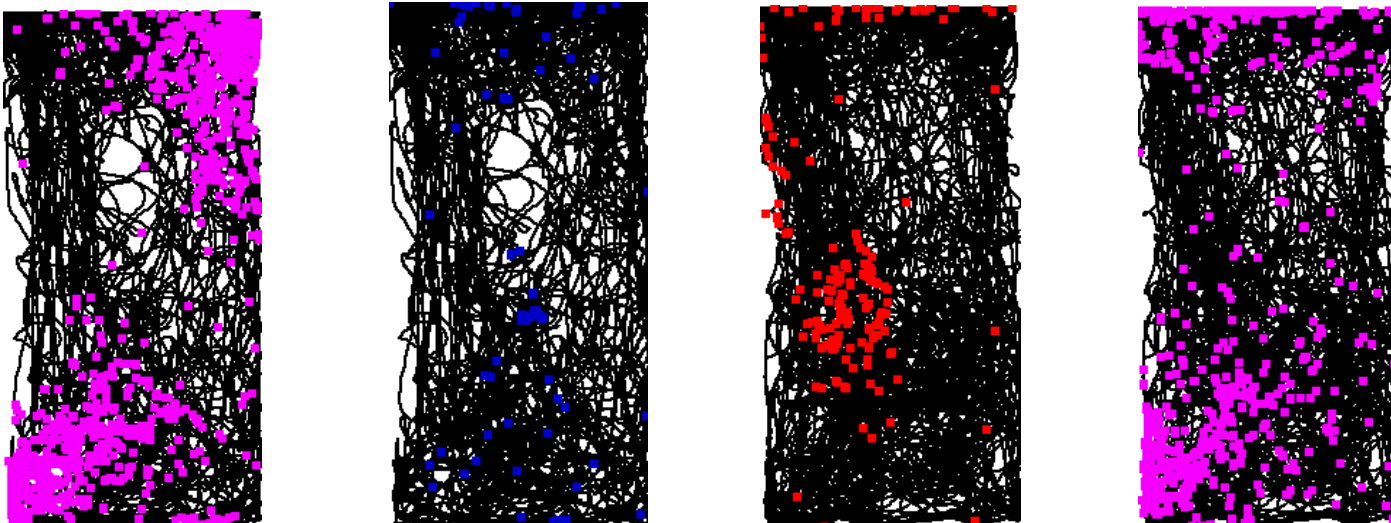
Giulio Casali

Place cells have fields on floor and wall

Wall

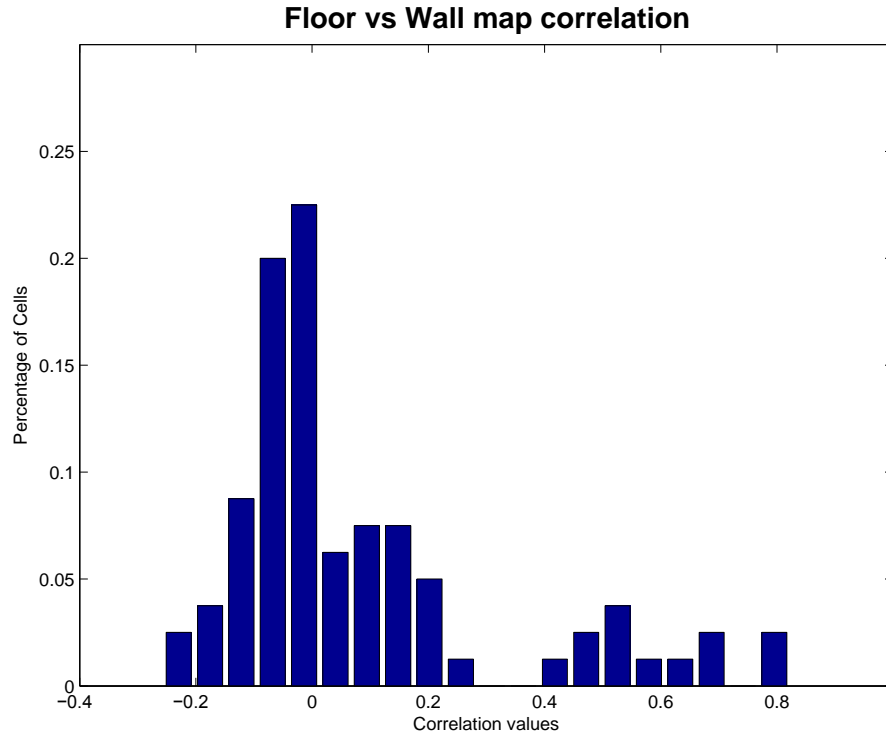


Floor

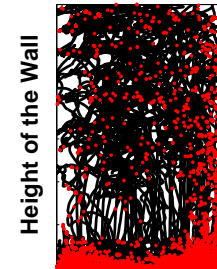


Generally there was no spatial correlation between floor and wall

All Rats - All sessions

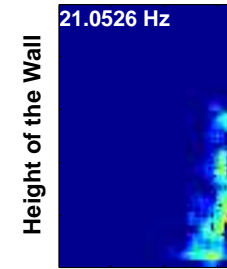


Wall Spike Plot



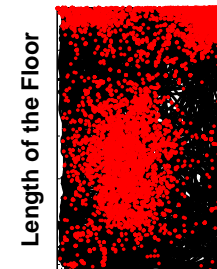
Bottom of the Wall

Wall Rate Map



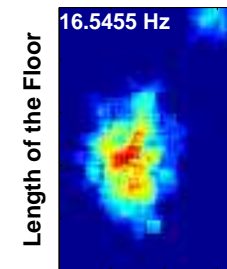
Bottom of the Wall

Floor Spike Plot



Distal from the Wall

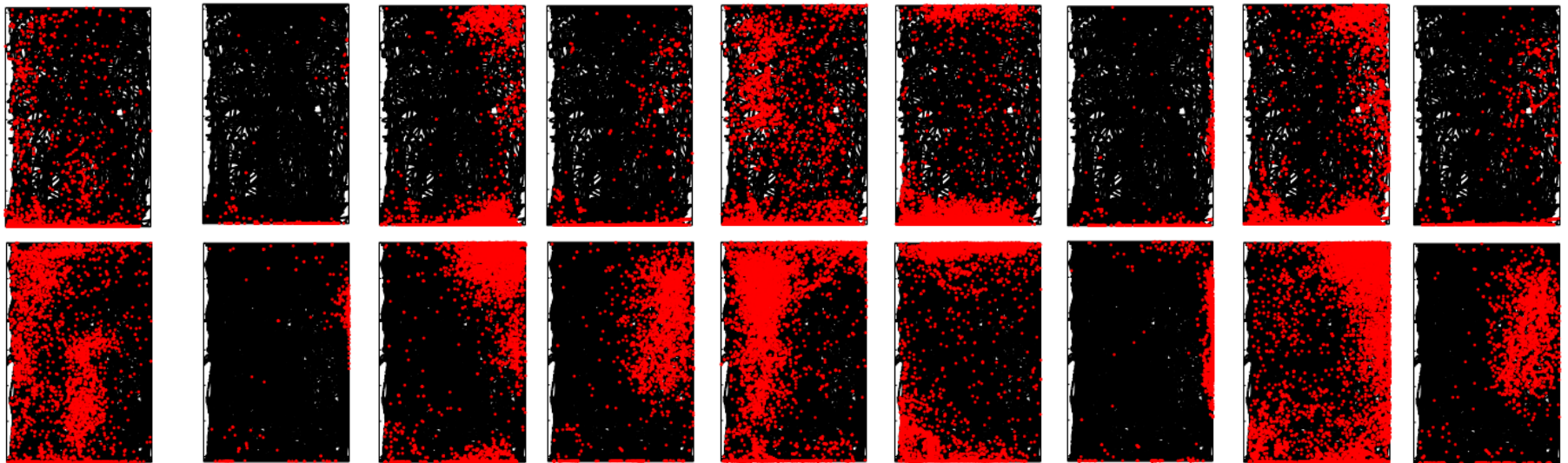
Floor Rate Map



Distal from the Wall

R = -0.03

However, one rat expressed same pattern on both surfaces, with decreased rate on the wall



Disrupted path integration on the wall?

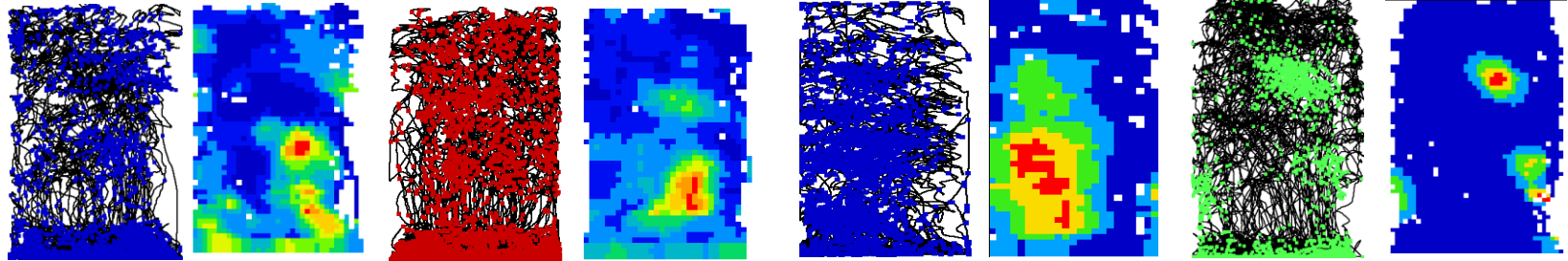
Cell 1

Cell 2

Cell 3

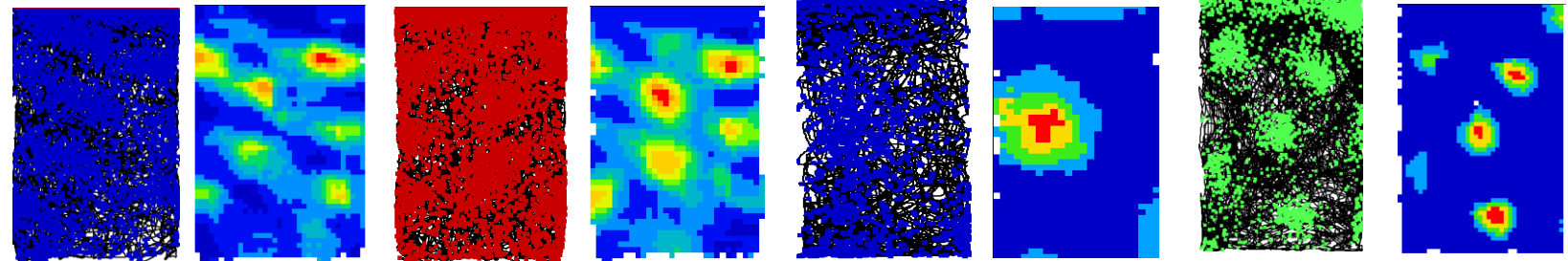
Cell 4

Wall

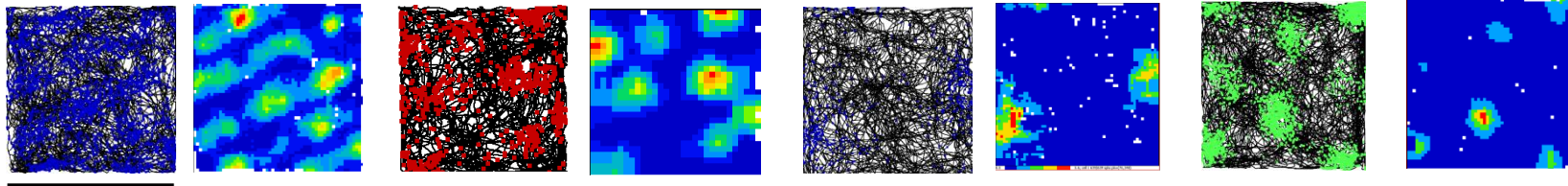


Floor

120 cm



80cm



100 cm

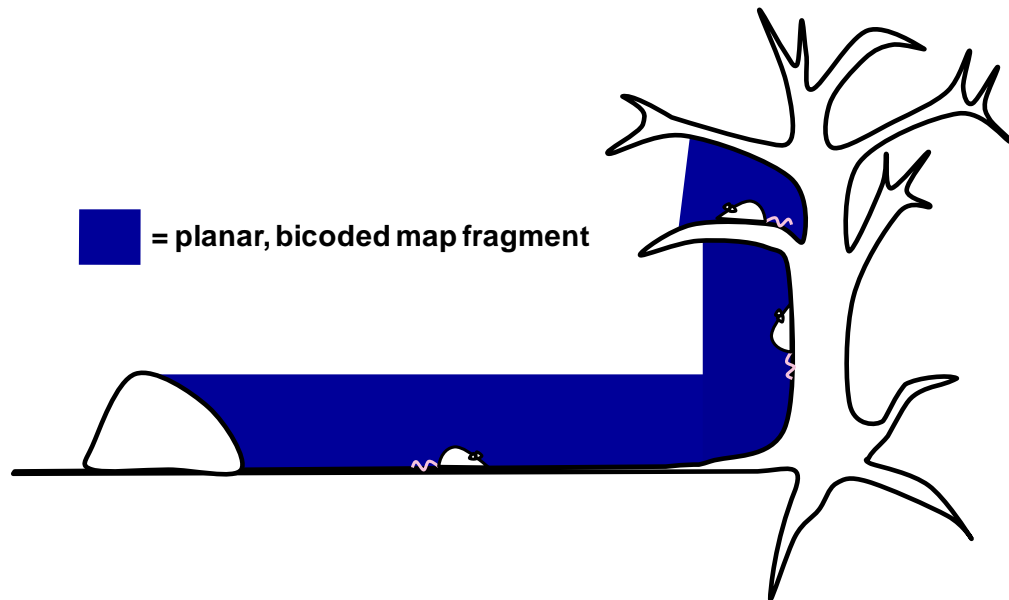
Screening

Does this mean the spatial frame of reference is the locomotor plane?

If this is true, then how could this be useful in practice?

If the map is mosaic, and the mosaic fragments can be oriented differently, how can the "master map" work properly?

It would need to know how these mosaic fragments are related to each other.

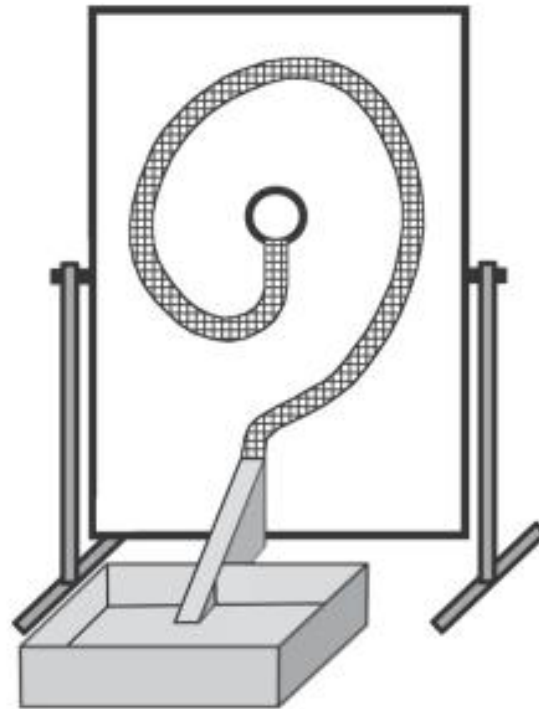


This means that some part of the brain would have to monitor movements through 3D space, to allow relating of the local fragments to each other.

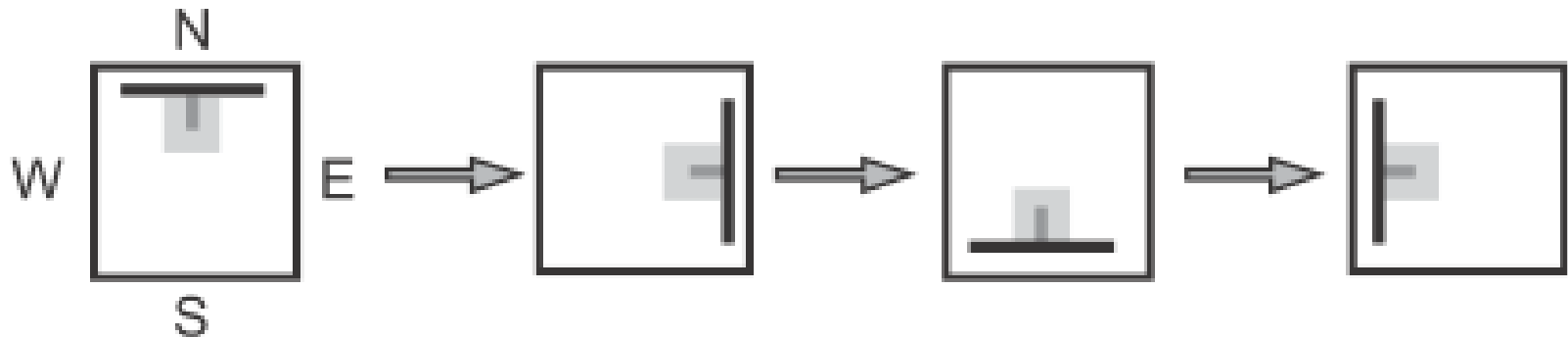
A possible linking substrate is the head direction cells, which monitor planar rotations in 2D space, and which serve to orient the fragments in the horizontal plane

So, do the reference frames of head direction cells in planes oriented differently in 3D space possess a "lawful" relationship to each other?

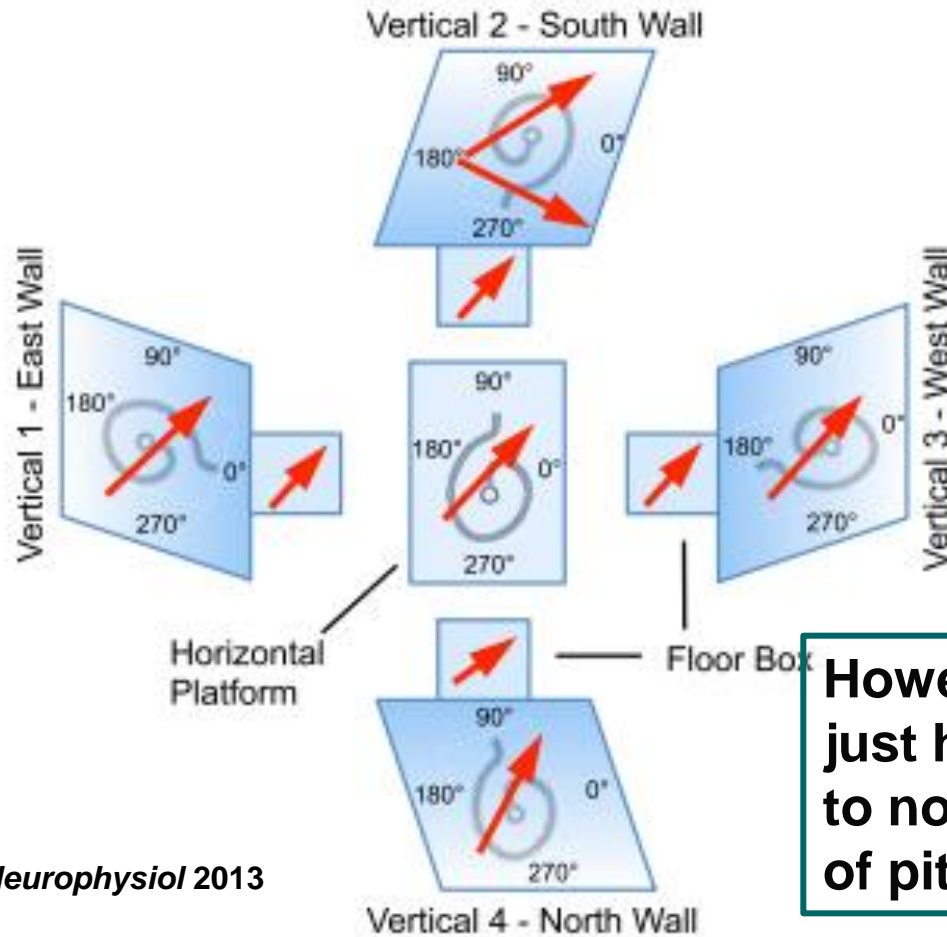
An experiment by Taube suggested maybe



Taube et al, *J Neurophysiol* 2013



A study by Taube suggested a global reference frame for HD cells

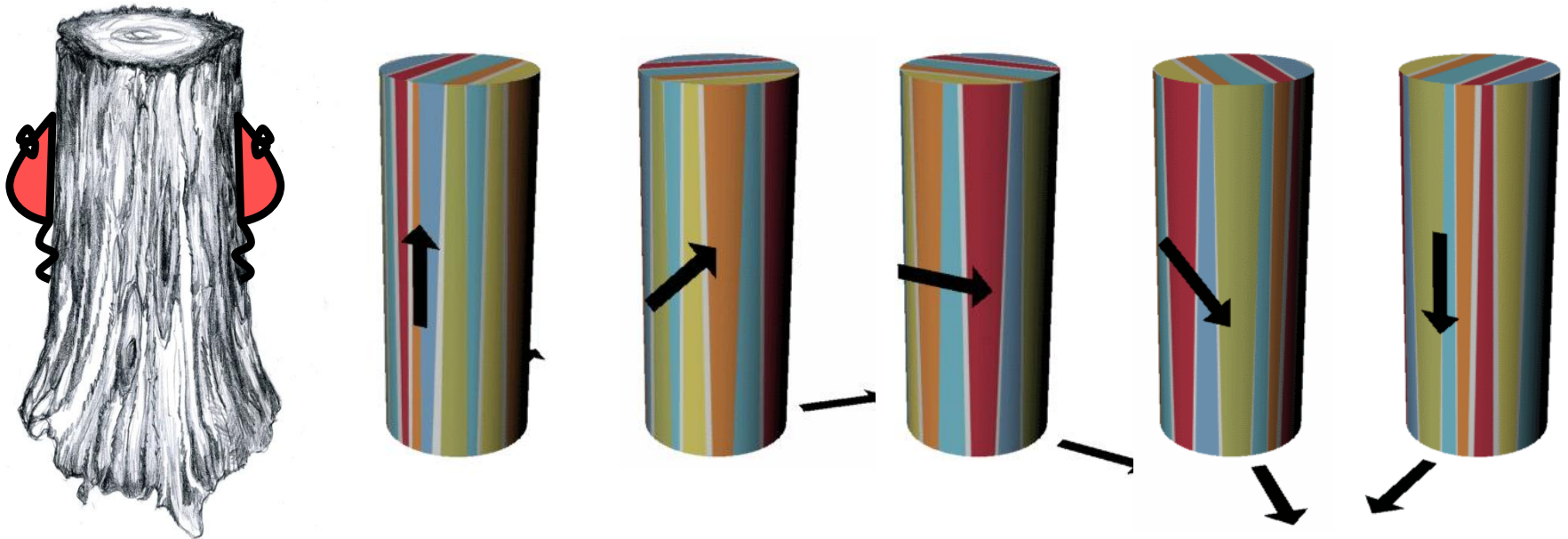


Taube et al, *J Neurophysiol* 2013

However, might this just have been due to non-processing of pitch?

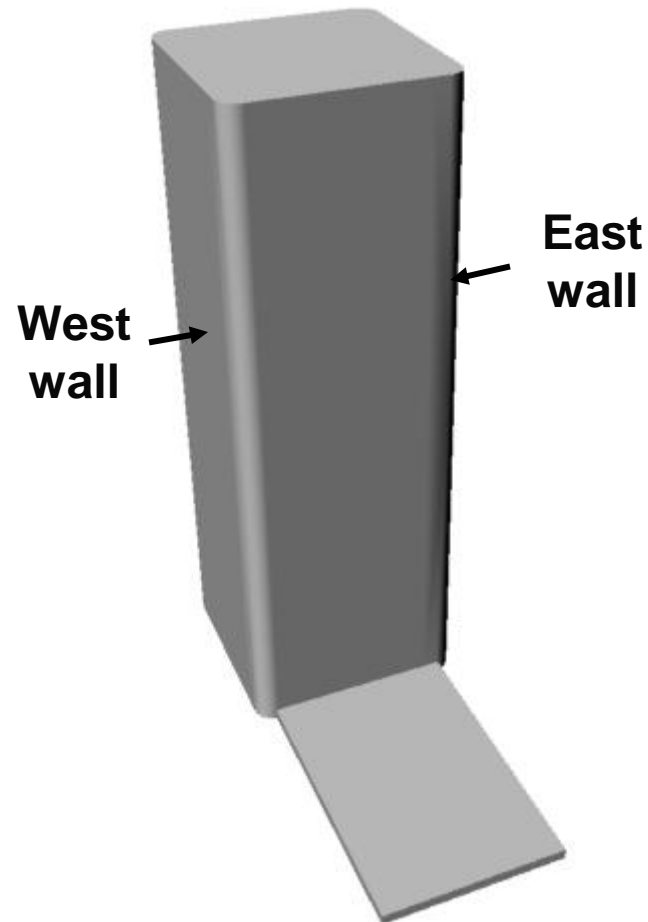
Room Coordinates

However, this could just reflect failure to process the pitch rotation from floor to wall. True updating should involve a *change* in orientation

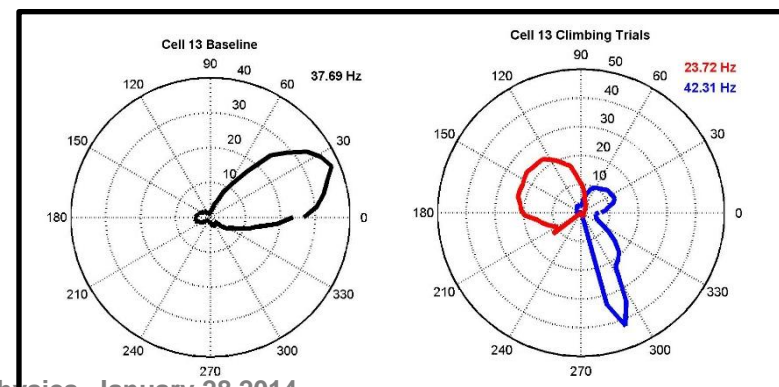
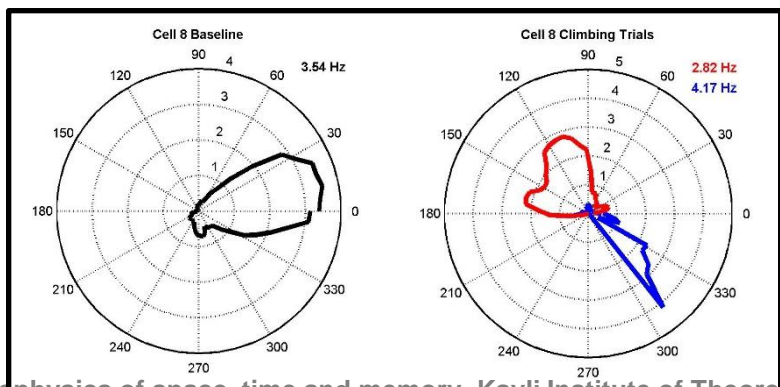
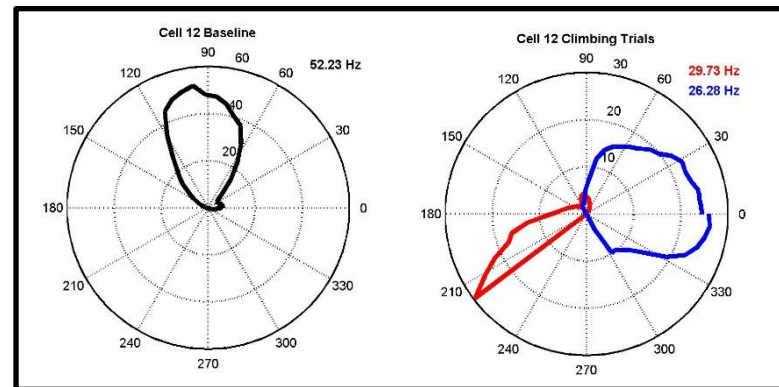
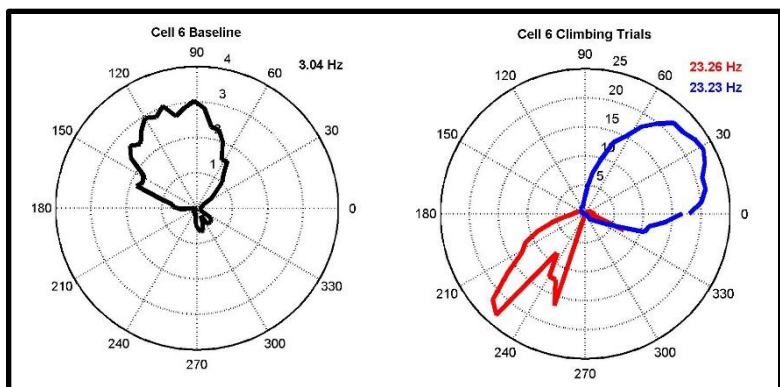
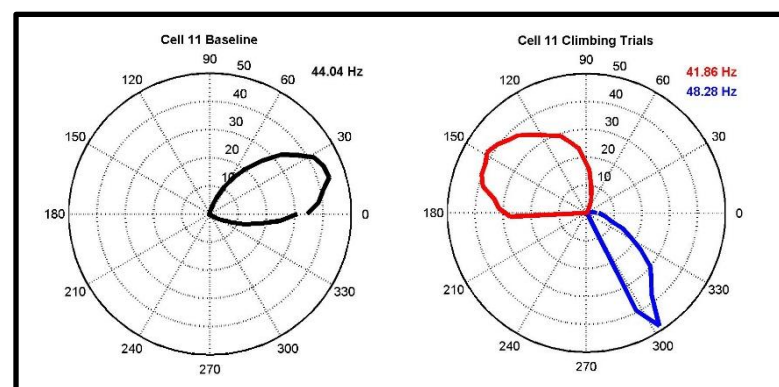
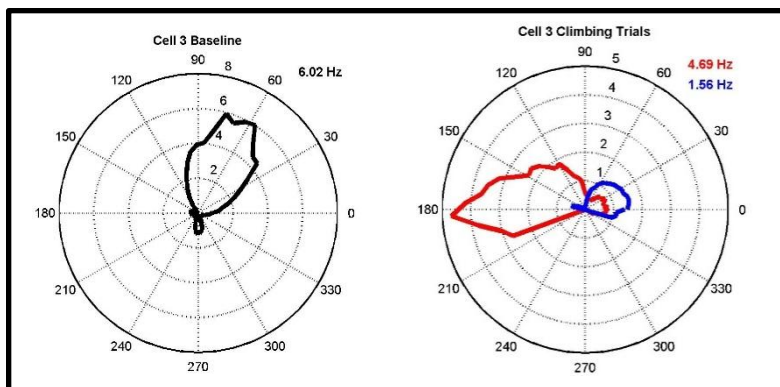


To rule this out we need to show active reference-frame updating by HD cells

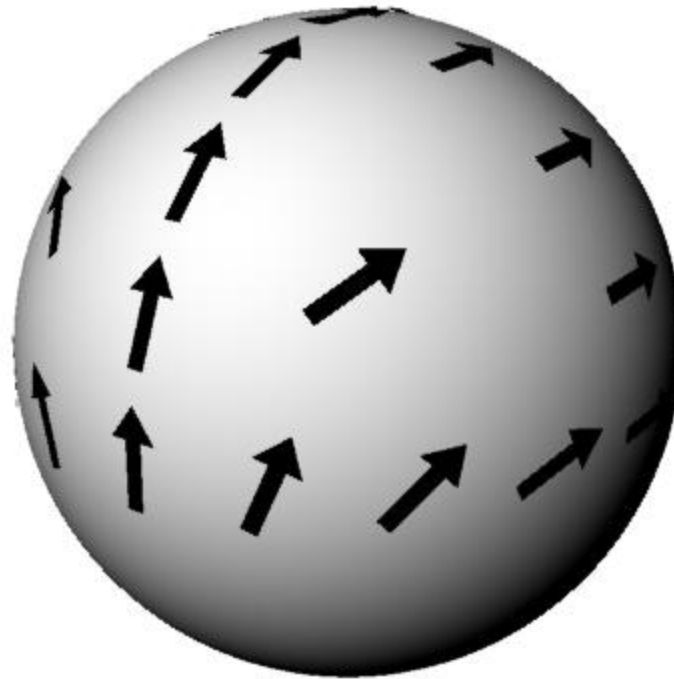
The tree-trunk maze



Jonathan Wilson



Does this transformation apply smoothly across all planes?



If so, where in the brain is the transformation signal coming from?

Recap:

- 1. Complex space representation may be multiple local fragments rather than One Big Map**
- 2. Local fragments appear to be quasi-planar ("bicoded")**
- 3. The metric reference frame for the bicoded map is the locomotor surface**
- 4. The orientational reference frame for the planar map - the HD cell system - is lawfully related to other connected, but differently oriented planes**

Hypothesis: The map of complex space (at least in rodents) is a three-dimensional, multiplanar mosaic



Acknowledgements

Lab members (past & present)

Andrea Alenda Gonzalez

Michael Anderson

Caswell Barry

Giulio Casali

Subhojit Chakraborty

Lin Lin Ginzberg

Robin Hayman

Aleks Jovalekic

Bex Knight

Yave Lozano

Liz Marozzi

Dorothy Overington

Caitlin Piette

Madeleine Verriotis

Jonathan Wilson

Collaborators

Robin Ali and Matteo Rizzi (UCL)

Neil Burgess (UCL)

Francesca Cacucci (UCL)

Matteo Carandini (UCL)

Jim Donnett (Axona Ltd)

Andre Fenton (NYU)

Marko Nardini (UCL/Durham)

SPACEBRAIN consortium

Victor Ramirez Amaya (UNAM)

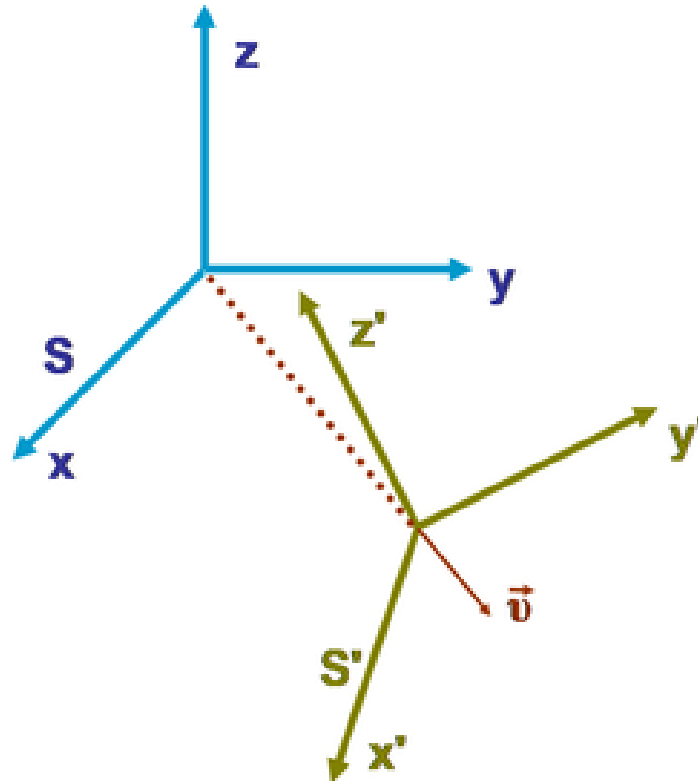
Sam Solomon (UCL)

Hugo Spiers (UCL)

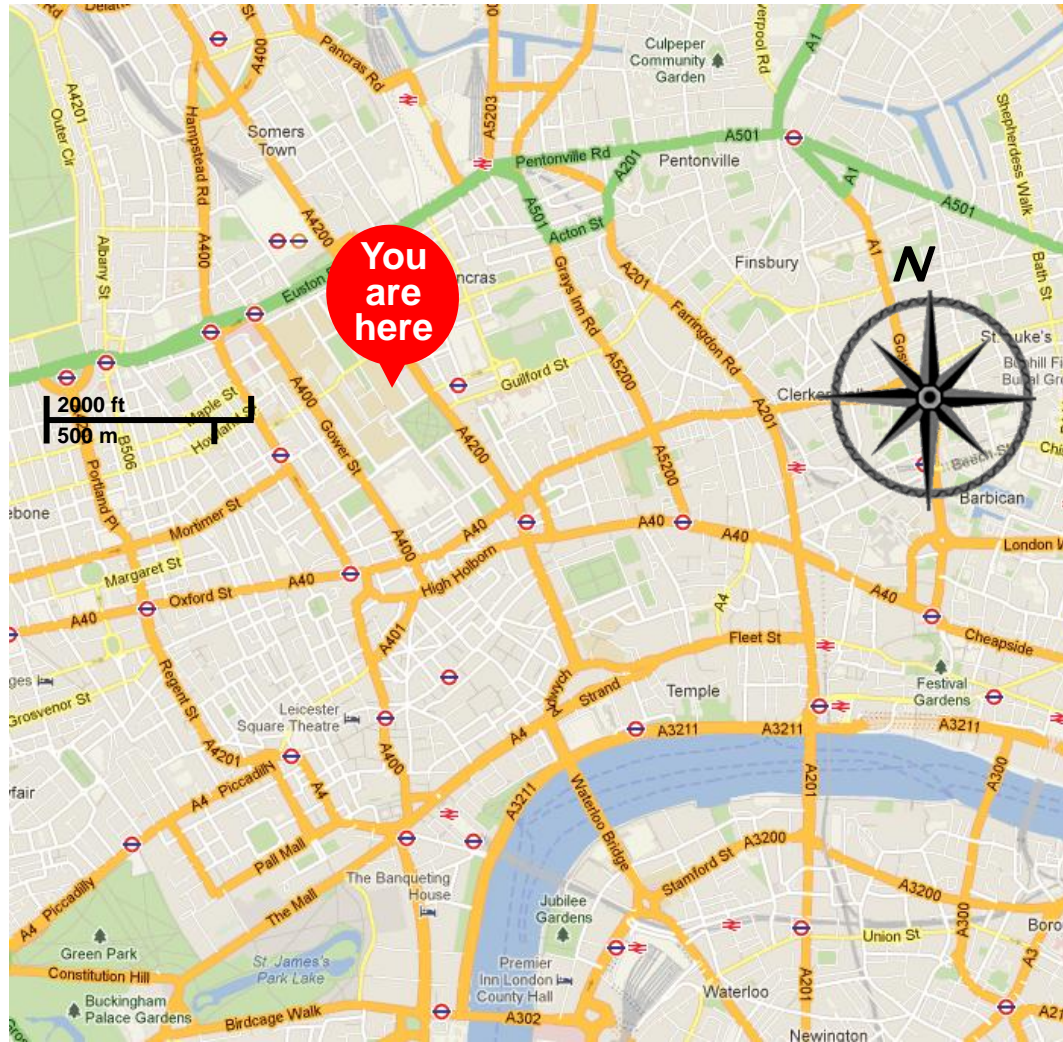
Simon Stringer, Daniel Walters and Hector Page (Oxford)



The core concept in spatial representation is that of the FRAME OF REFERENCE



...which has a distance metric ...



...and a direction metric

Plus the navigator needs to know where it currently is on the map