

# **Representational similarity analysis (RSA)**

Marieke Mur  
CBU, april 2016

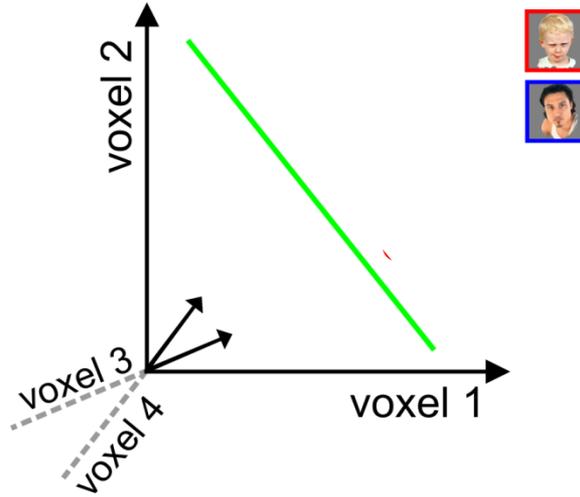
# Overview

- Why representational similarity analysis?
- Distance measures
- Inference
  - Descriptive visualisations
  - Goodness of model fit
  - Model comparisons
- RSA applications in other areas of neuroscience
- Toolbox
- Literature

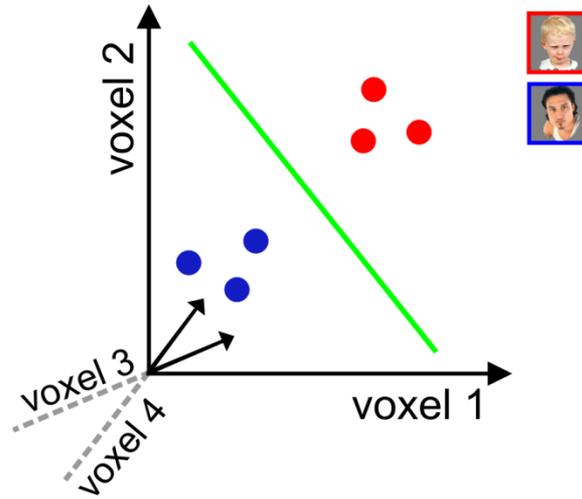
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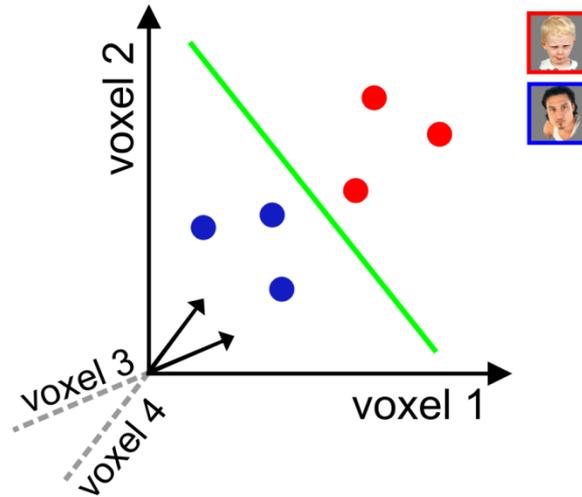
# Linear classification: anything missing?



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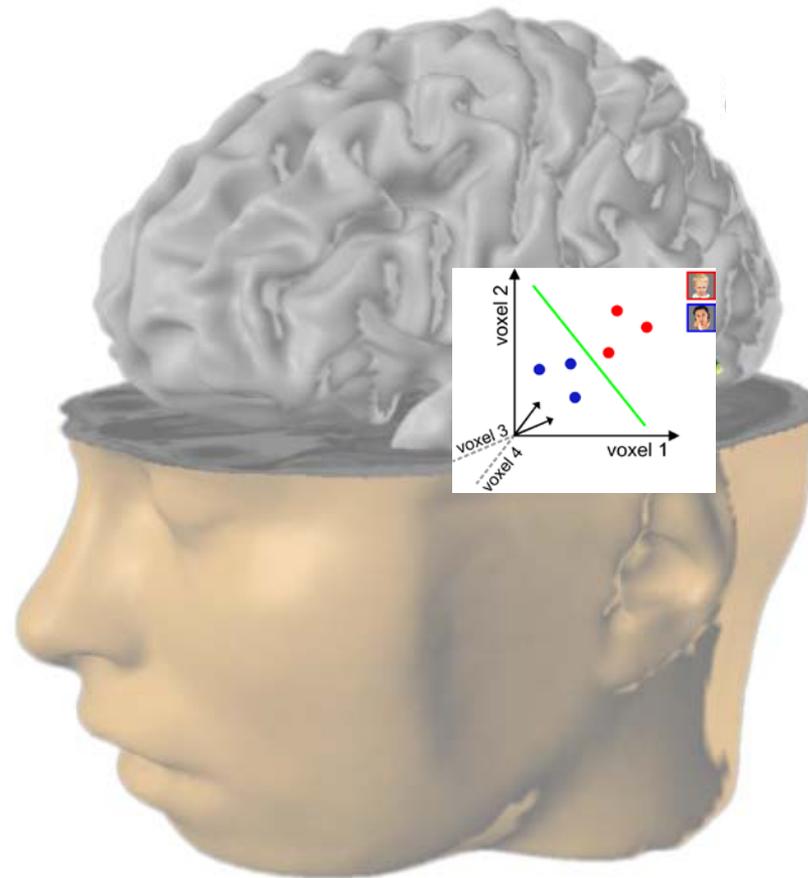


# Linear classification: anything missing?

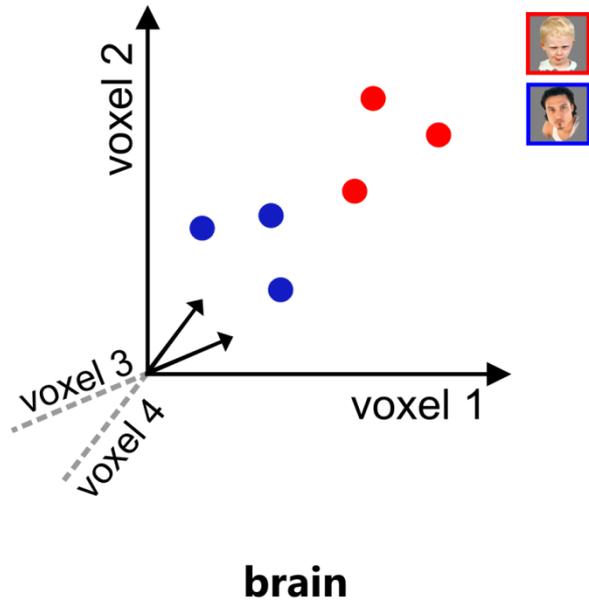


Need a richer characterisation of the stimulus representations.

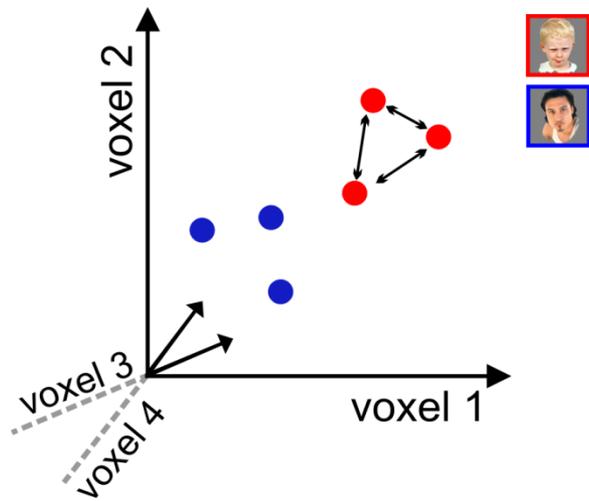
# One step further: how to relate brain representations to subjective experience?



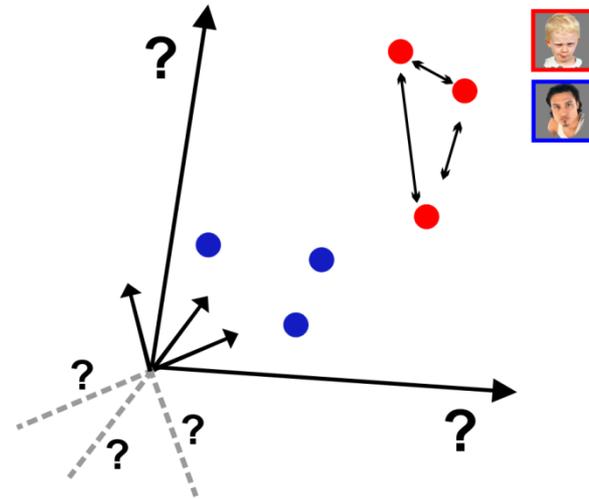
# Relate brain and subjective experience



# Relate brain and subjective experience

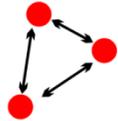


brain

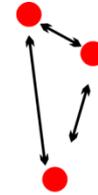


subjective  
experience

# Relate brain and subjective experience

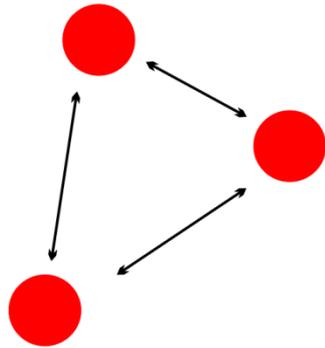


**brain**

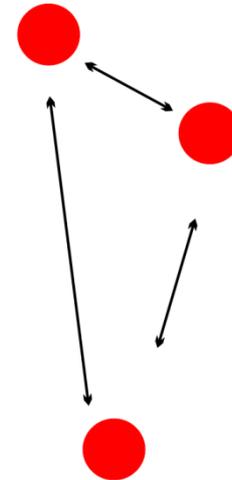


**subjective  
experience**

# Relate brain and subjective experience

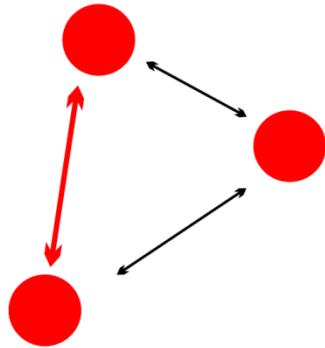


**brain**

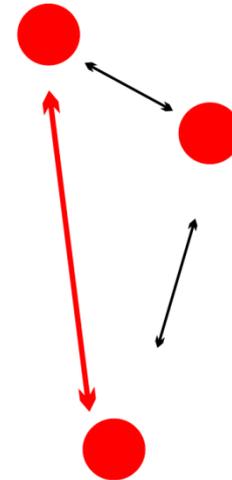


**subjective  
experience**

# Relate brain and subjective experience

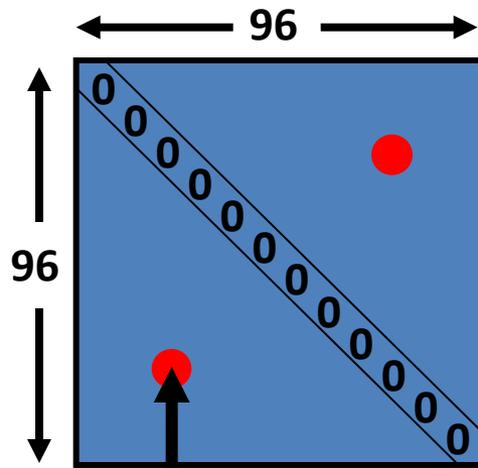


**brain**



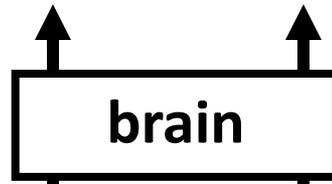
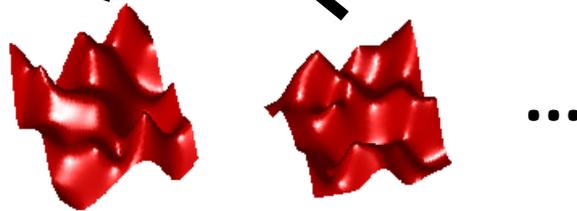
**subjective  
experience**

**representational  
dissimilarity  
matrix (RDM)**



**compute dissimilarity** (1-correlation across space)

**activity  
patterns**

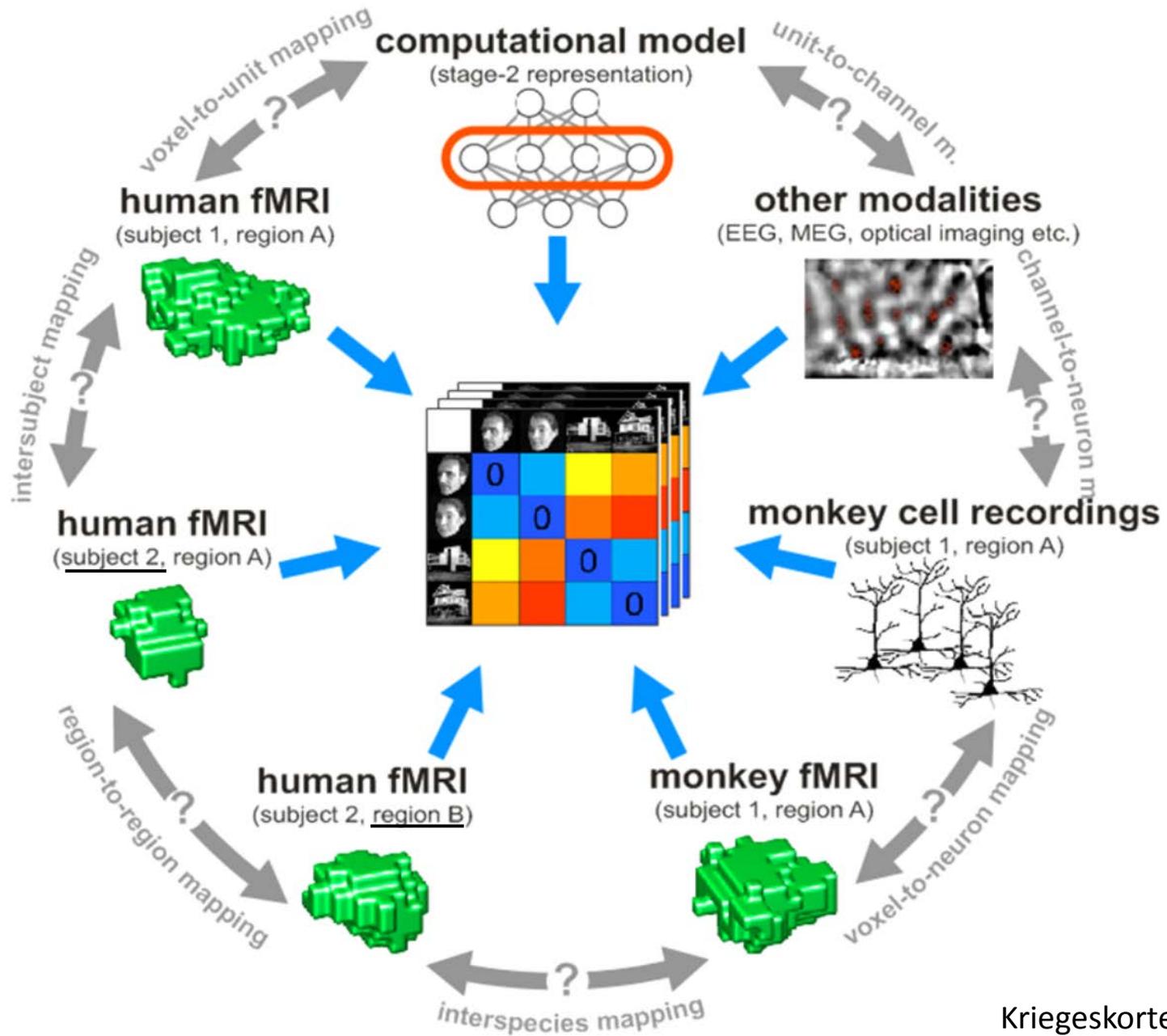


**stimuli**



96





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# Euclidean distance

Straight-line distance between two patterns in Euclidean space

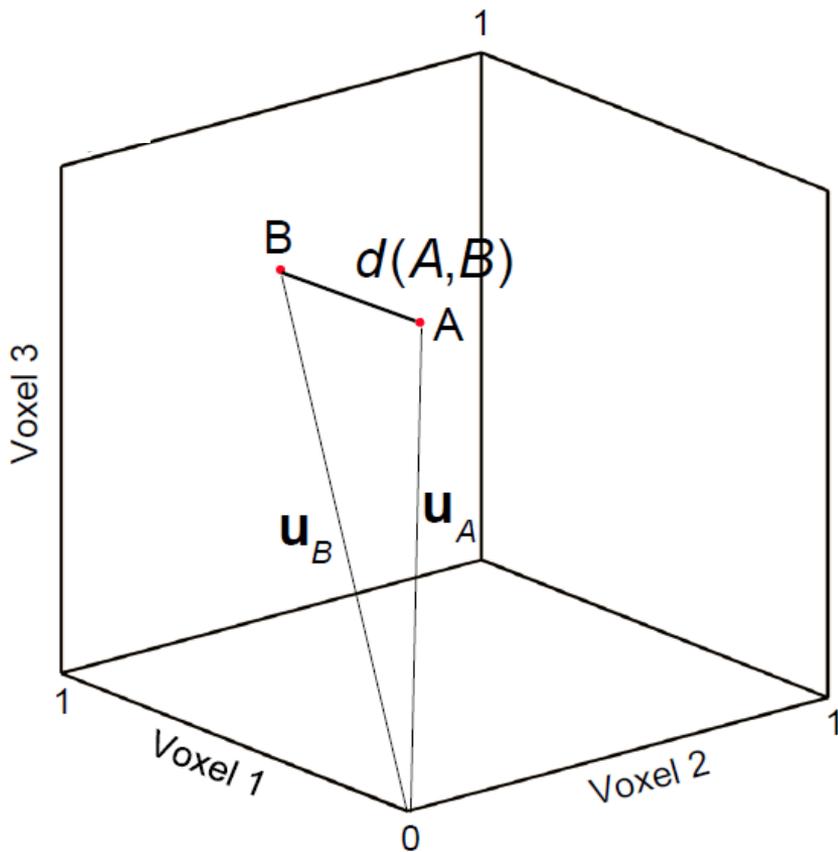


Image from Alex Walther  
RSA workshop 2015

# Correlation distance

1 – correlation

Correlation = cosine of the angle between normalised patterns

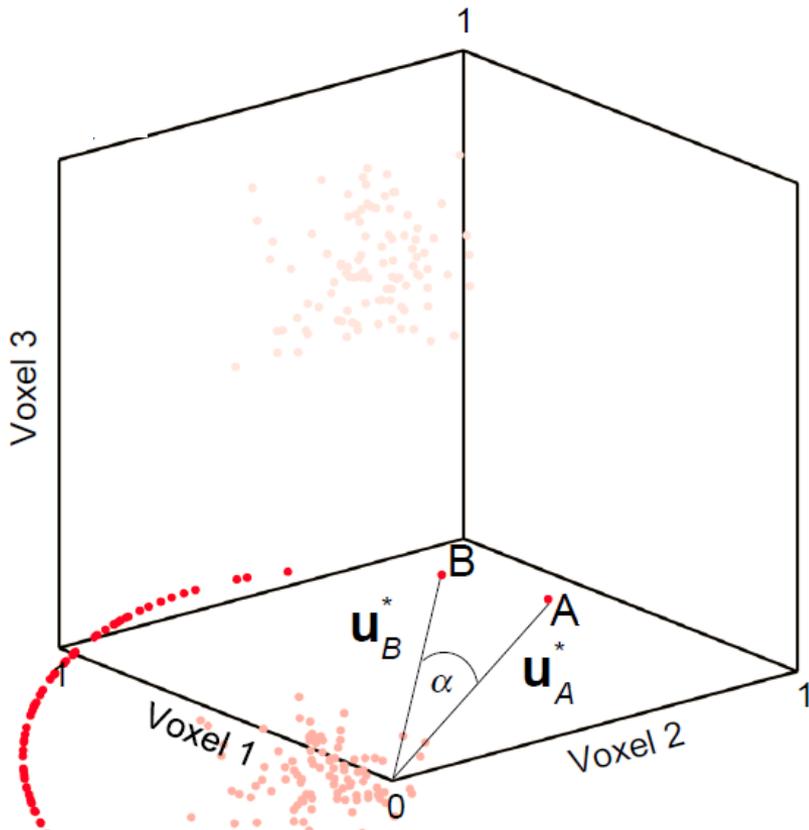


Image from Alex Walther  
RSA workshop 2015

# Linear discriminant t value (LDt)

The default distance measure used in the RSA toolbox.

It has two desired properties:

1. Multivariately noise normalised
2. Cross-validated

# Noise normalisation

Noise normalisation of the fMRI response patterns increases the reliability of the estimated pattern distances.

Univariate:

Divide each voxel's beta weight by its standard deviation  
→ t value

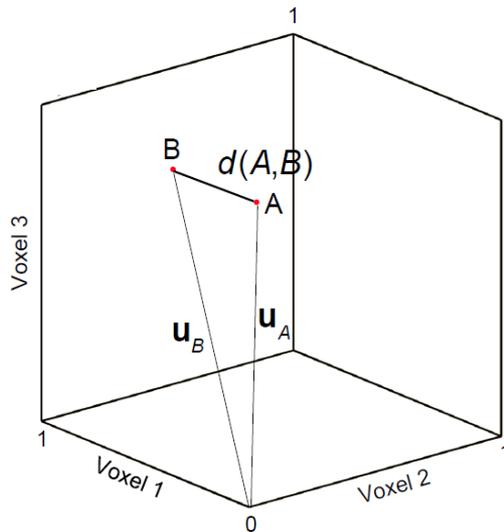
Multivariate:

Multiply each pattern with the inverse of the (square-rooted) covariance matrix → Mahalanobis distance

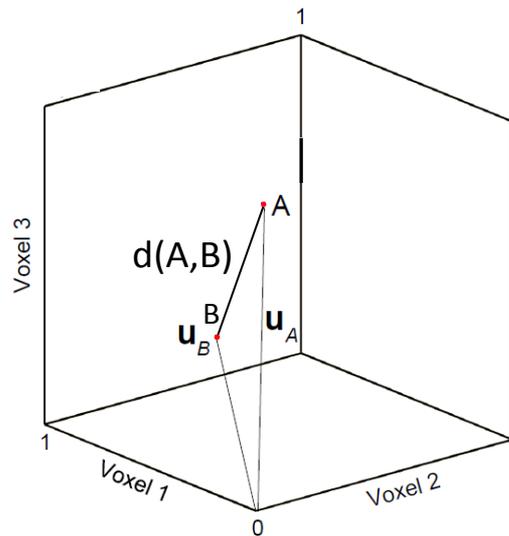
# Cross-validated distance measures

Noise  $\rightarrow$  distance measures are positively biased.

Cross-validated distance measures are unbiased and have an interpretable zero point.



data set 1



data set 2

## LDt

The cross-validated Mahalanobis distance divided by its standard error

Images (adopted) from Alex Walther  
RSA workshop 2015

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# 96 object images



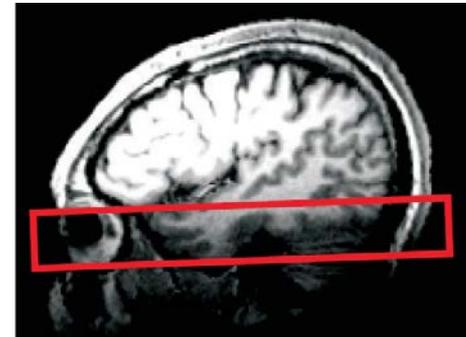
Stimuli from Kiani et al. 2007, Kriegeskorte et al. 2008

# 96-object-image fMRI experiment

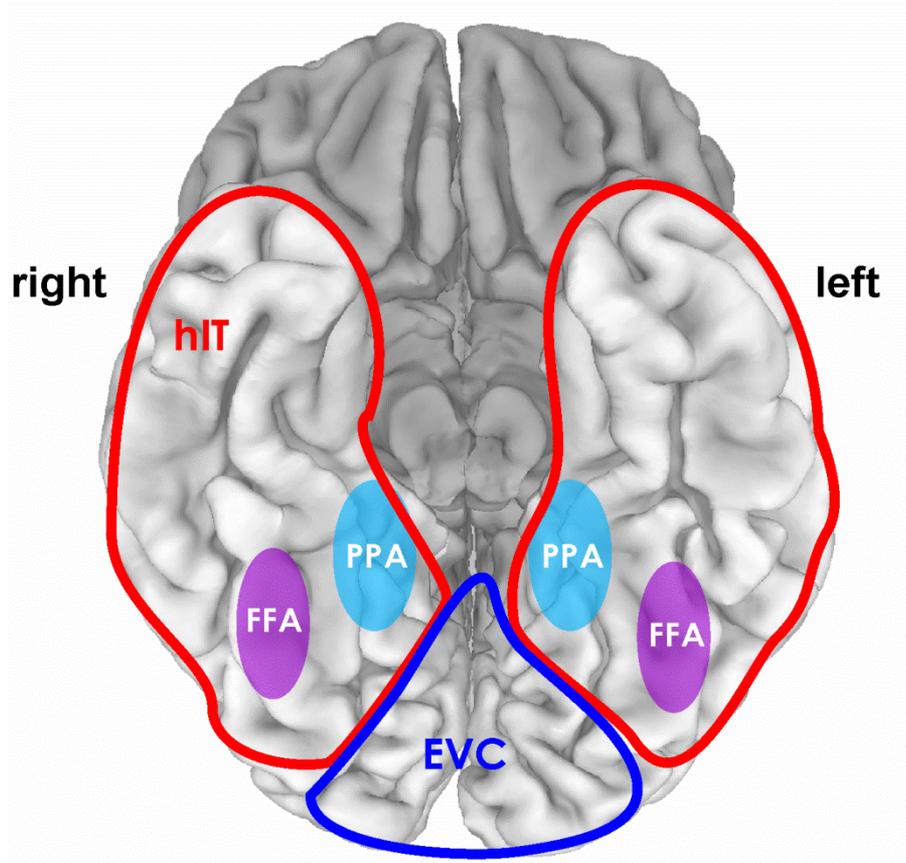
- 4 healthy human subjects
- rapid event-related design (minimum SOA: 4 s)
- stimulus duration: 300 ms
- object images spanned a visual angle of  $2.9^\circ$
- fixation-cross color-discrimination task
- 12 runs/subject, each object image presented once per run

# 96-object-image fMRI experiment

- 25 axial slices covering ventral occipital and inferior temporal cortex (no gap)
- voxel size:  $1.95 \times 1.95 \times 2 \text{ mm}^3$
- TR: 2 s



# Region of interest: **hIT**

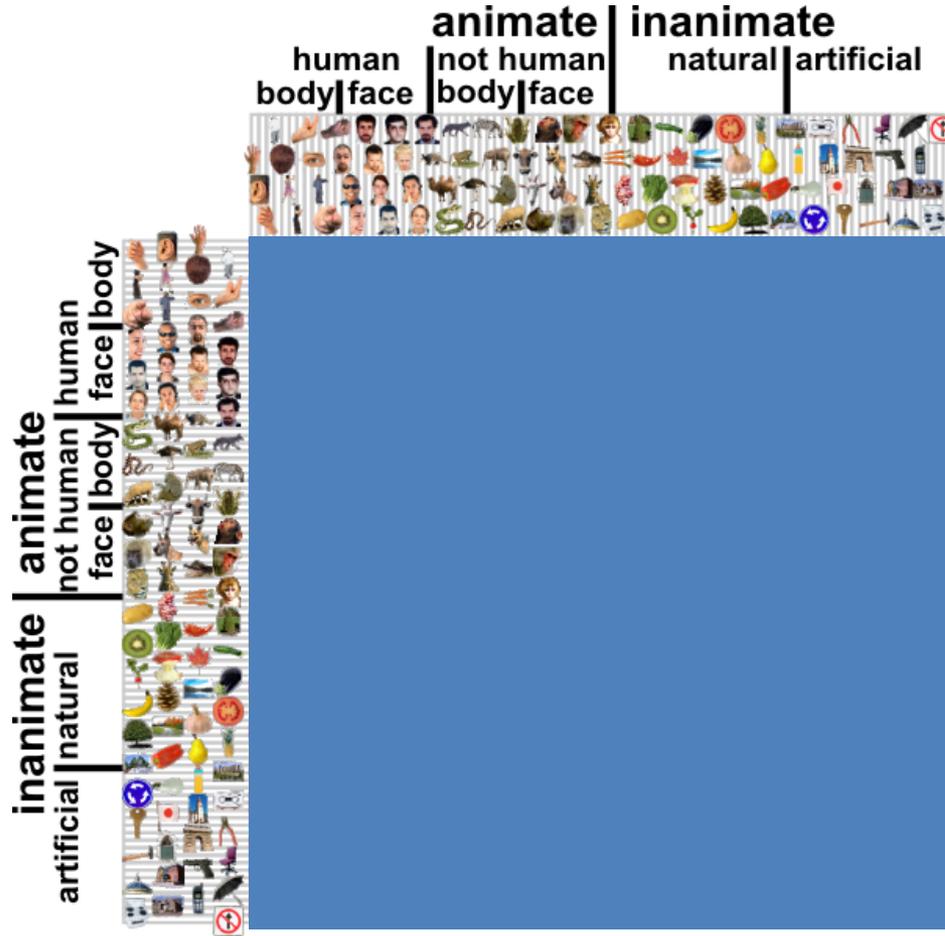


- independent data
- bilateral
- most visually-responsive voxels within “red” region
- results same if FFA and PPA excluded from hIT

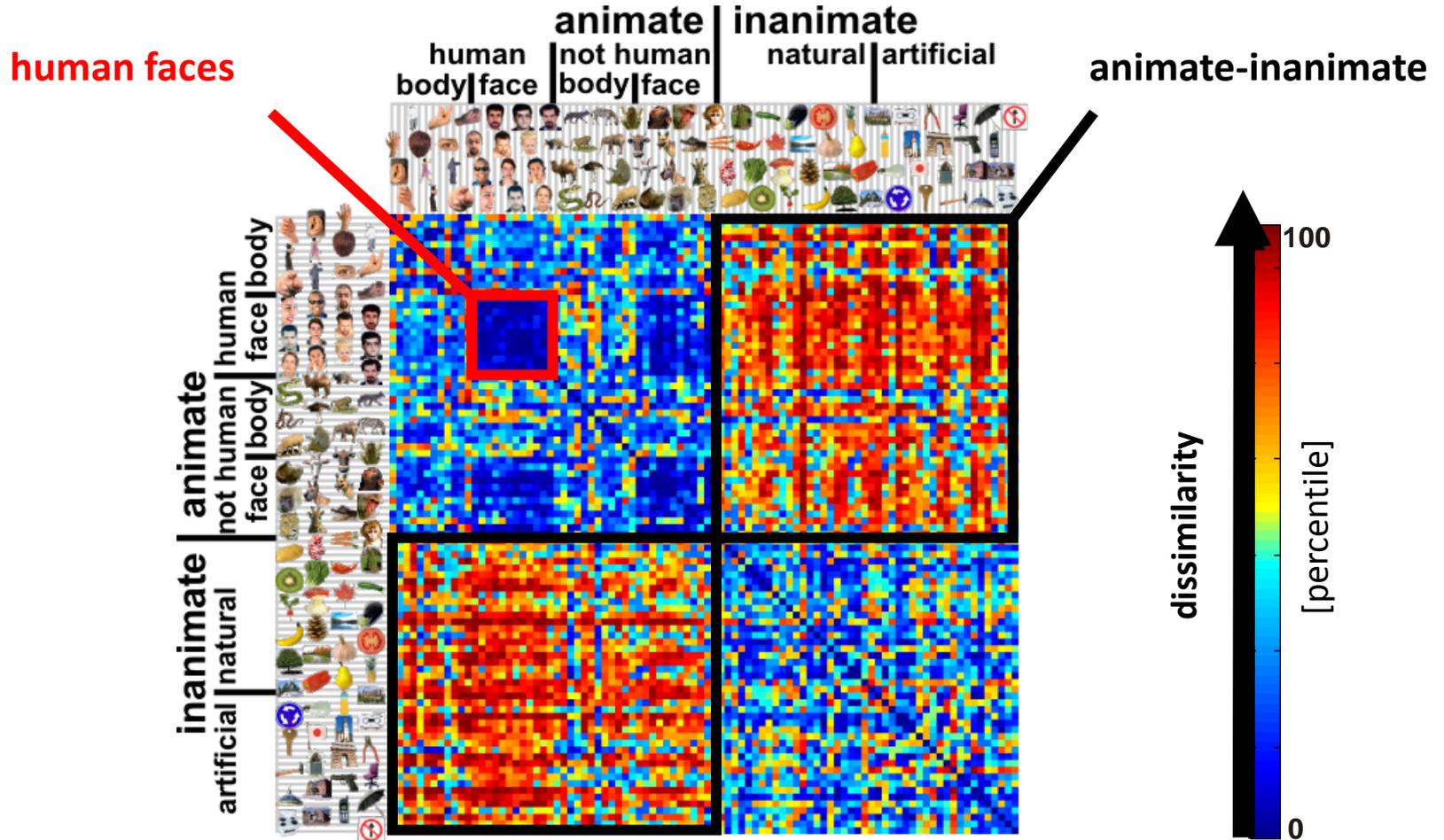
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# RDM of IT activity patterns



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4 subjects' average



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How well do brain representations and subjective experience match?

# Conventional method: Pairwise similarity ratings

How similar are these objects?



very similar

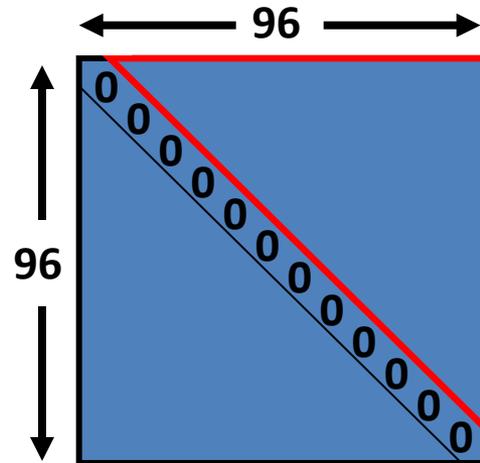
very dissimilar



# Many pairwise dissimilarities

$$96 \times 95 / 2 = 4560 \text{ pairs}$$

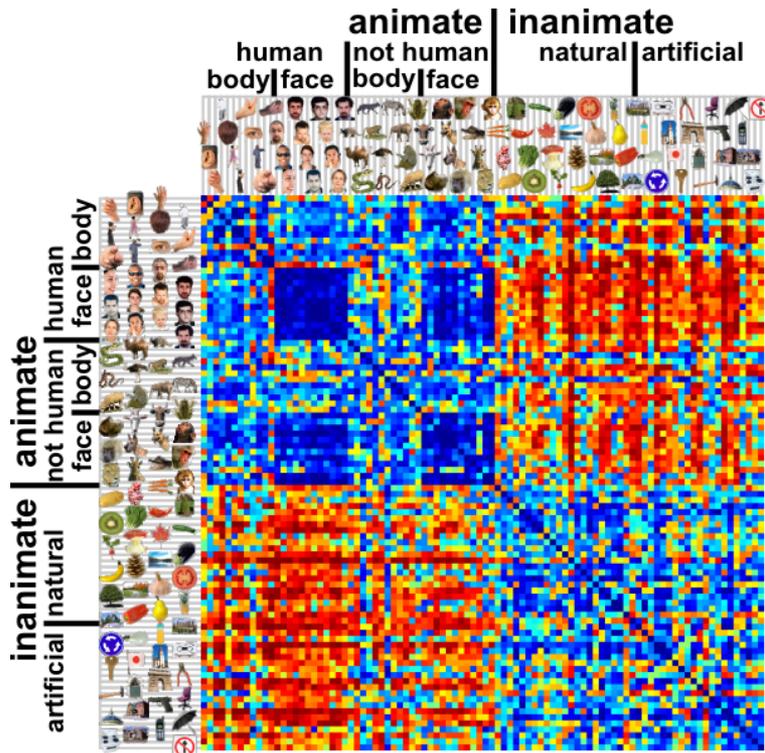
$$4560 * 4 \text{ s} = 5 \text{ hours per subject}$$



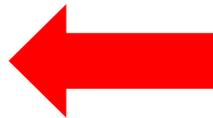
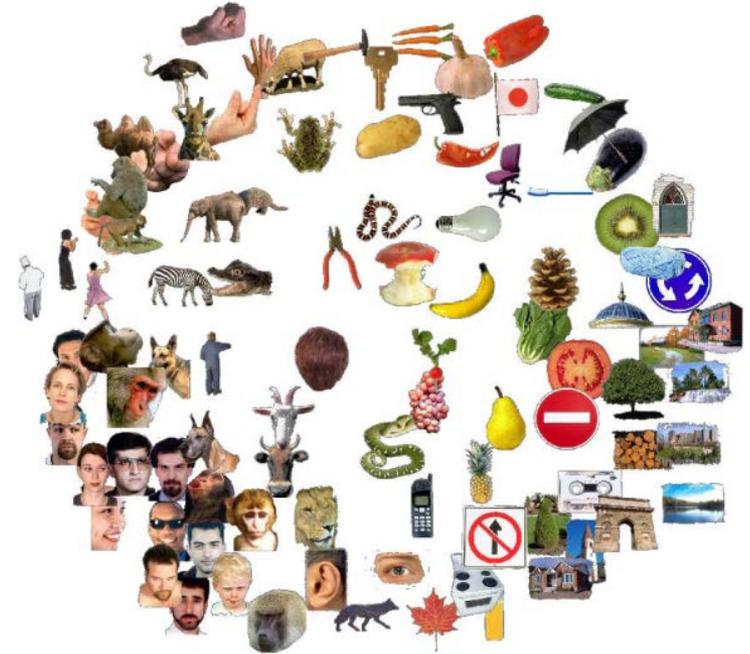
similarity-judgment RDM

# RDM

# 2D arrangement by dissimilarity



multidimensional  
scaling



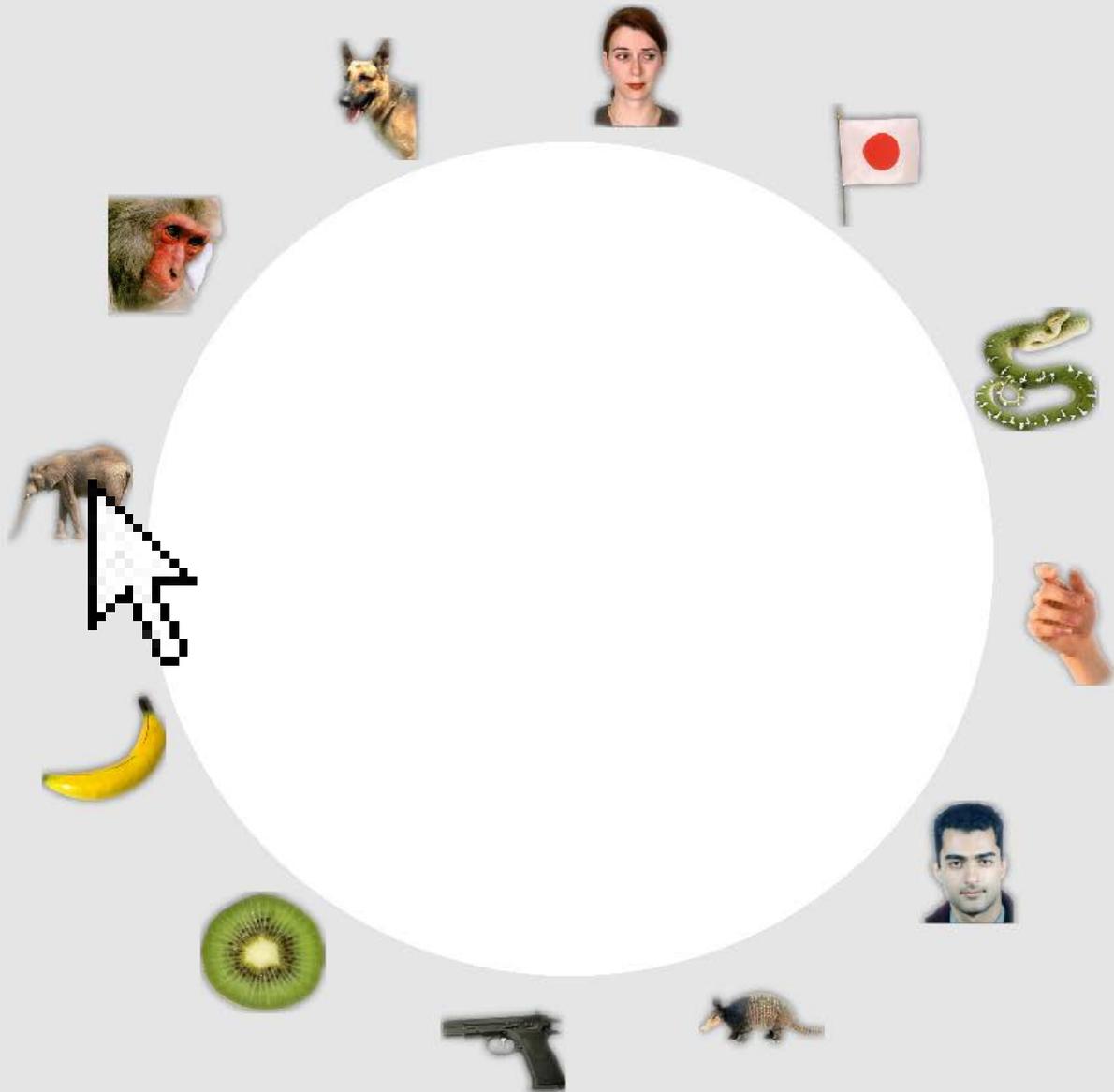
inverse  
multidimensional  
scaling

Goldstone, 1994; Risvik et al., 1994

# Multi-object arrangement (MA) method

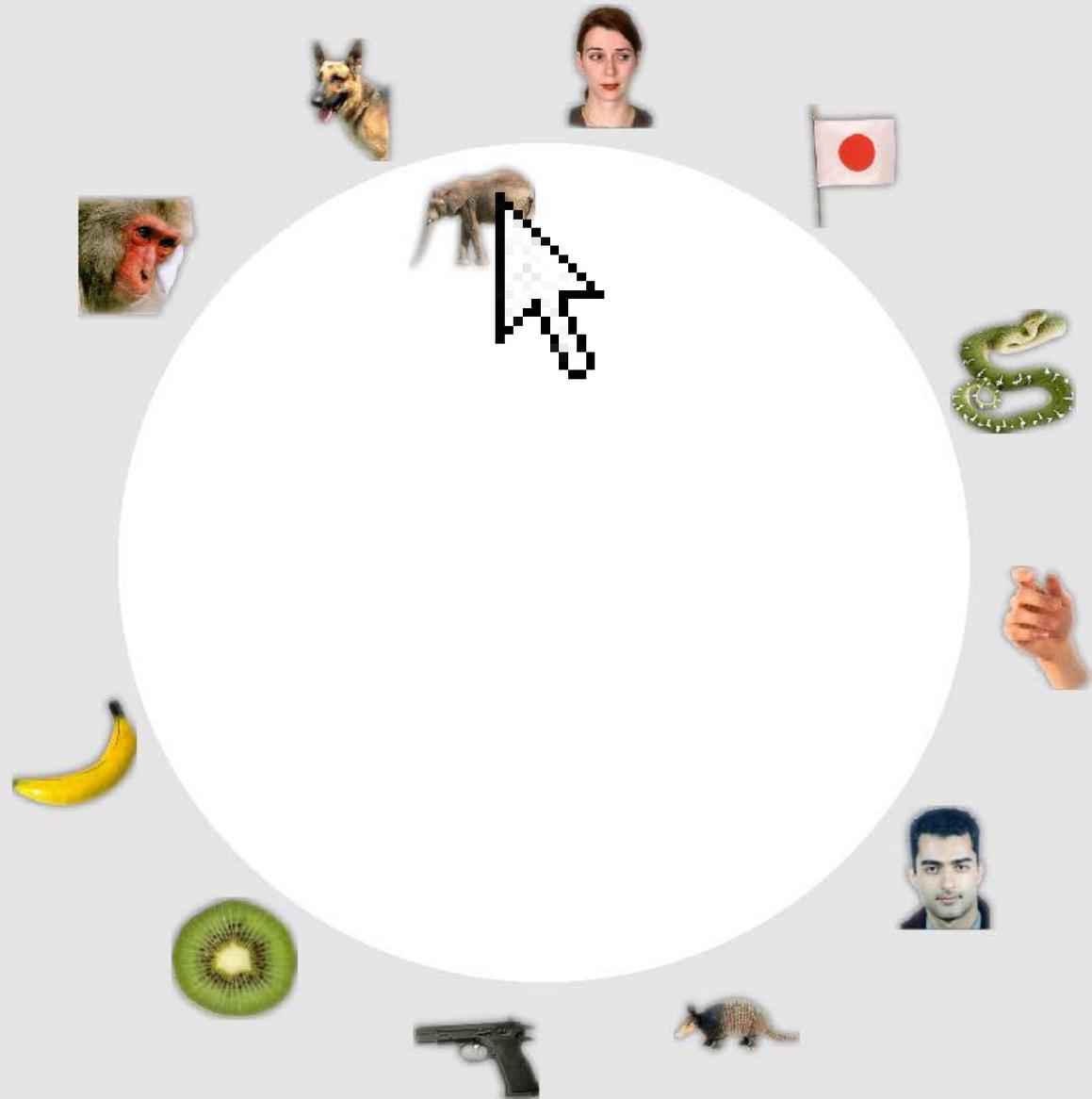
- Subjects arrange objects in 2D by mouse drag-and-drop.
- More efficient than pairwise similarity ratings.
- Subjects arrange objects in the context of the other objects in the set.

Please arrange these objects according to their similarity



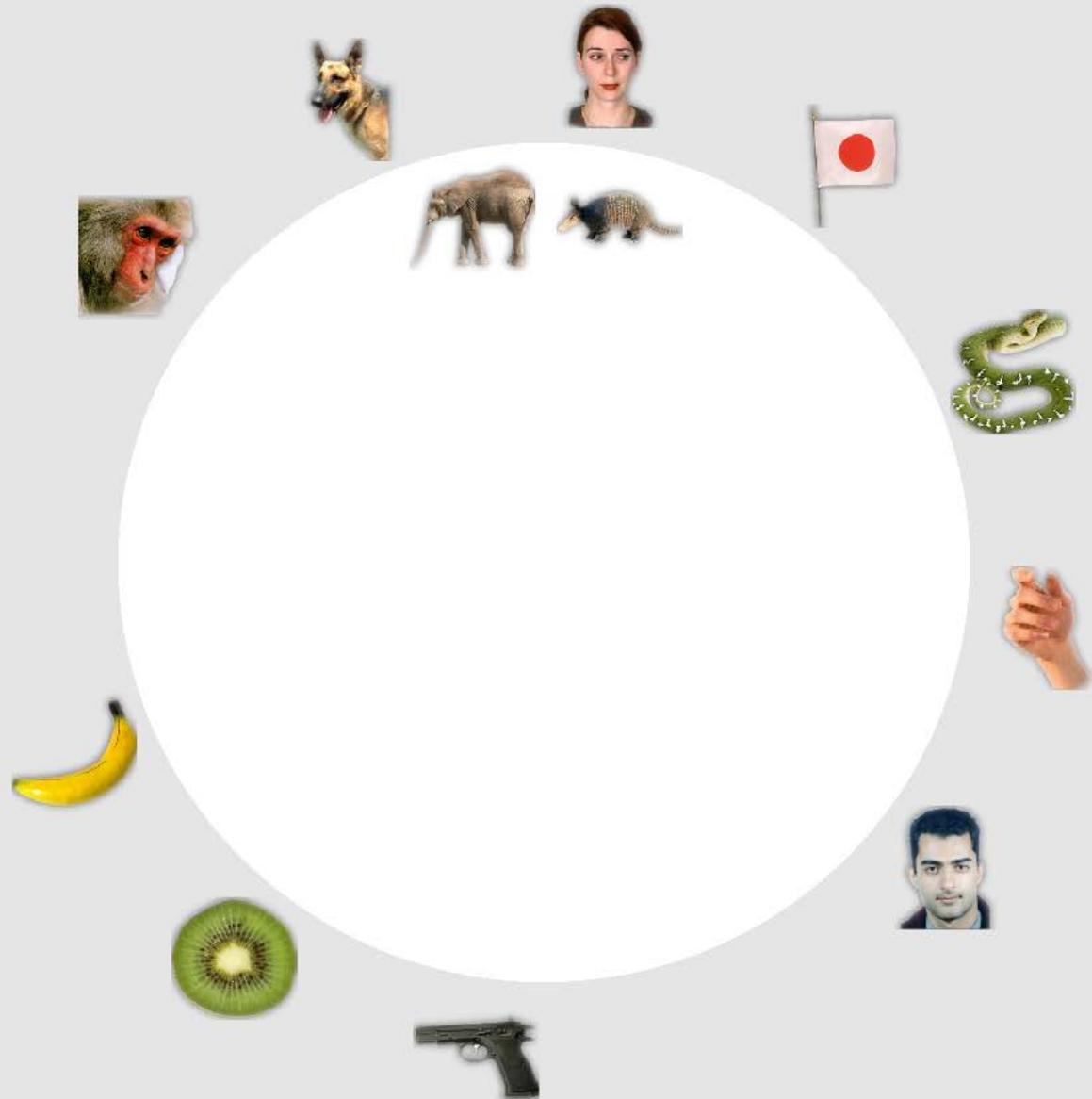
Done

Please arrange these objects according to their similarity



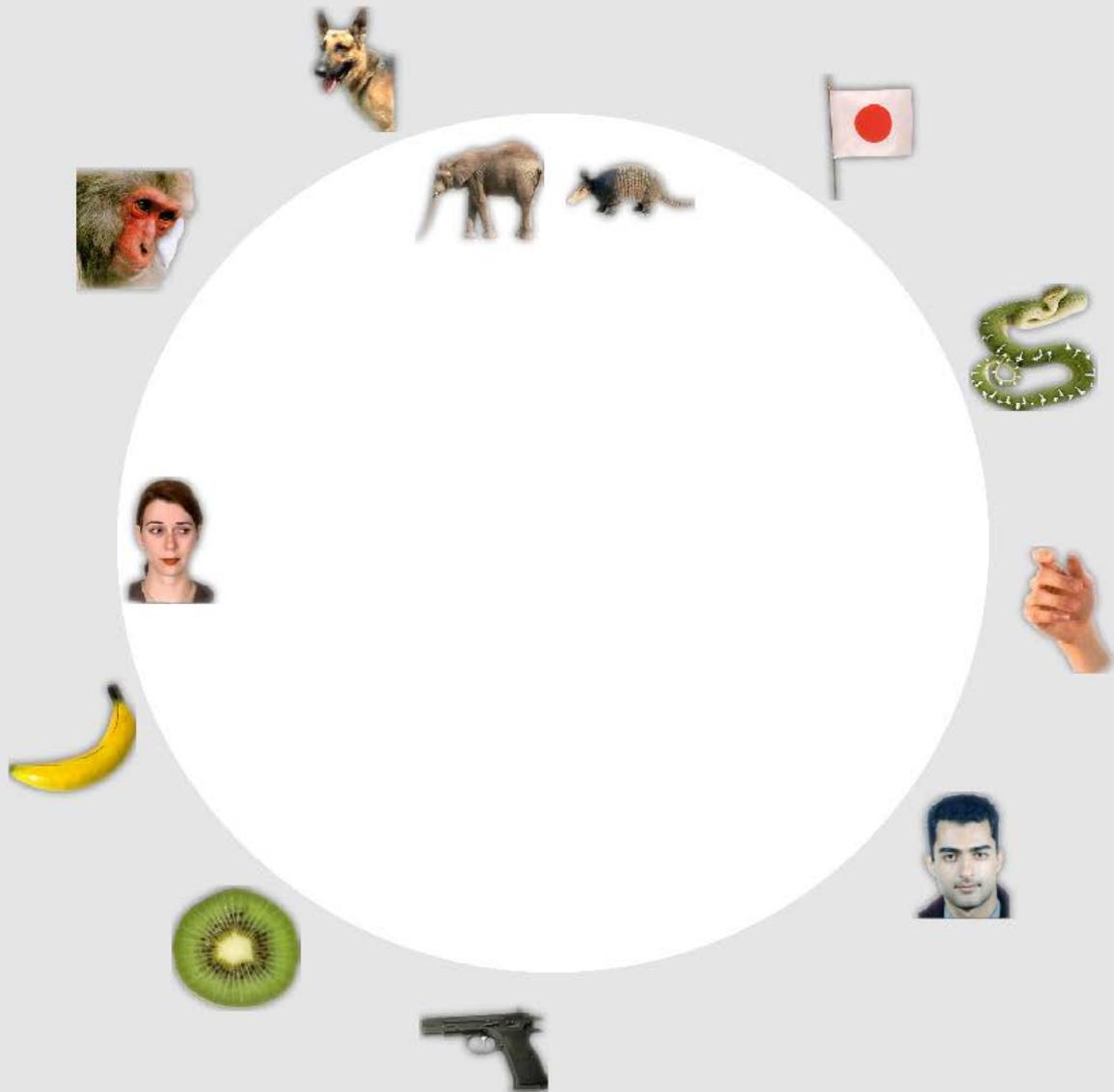
Done

Please arrange these objects according to their similarity



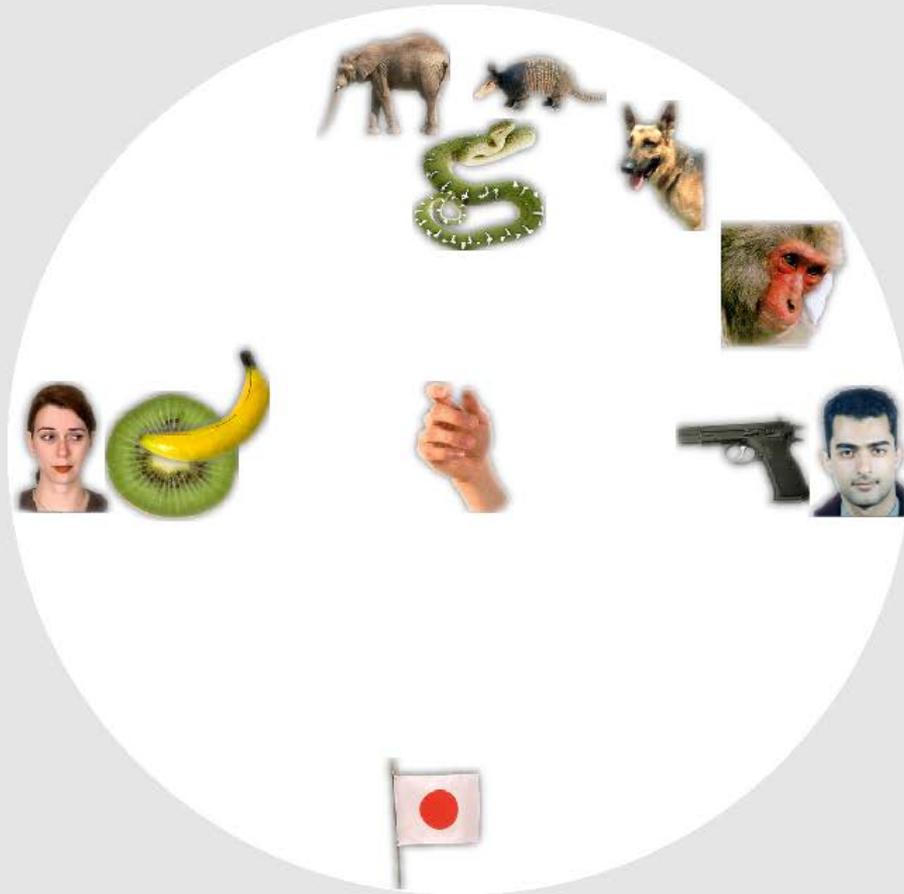
Done

Please arrange these objects according to their similarity



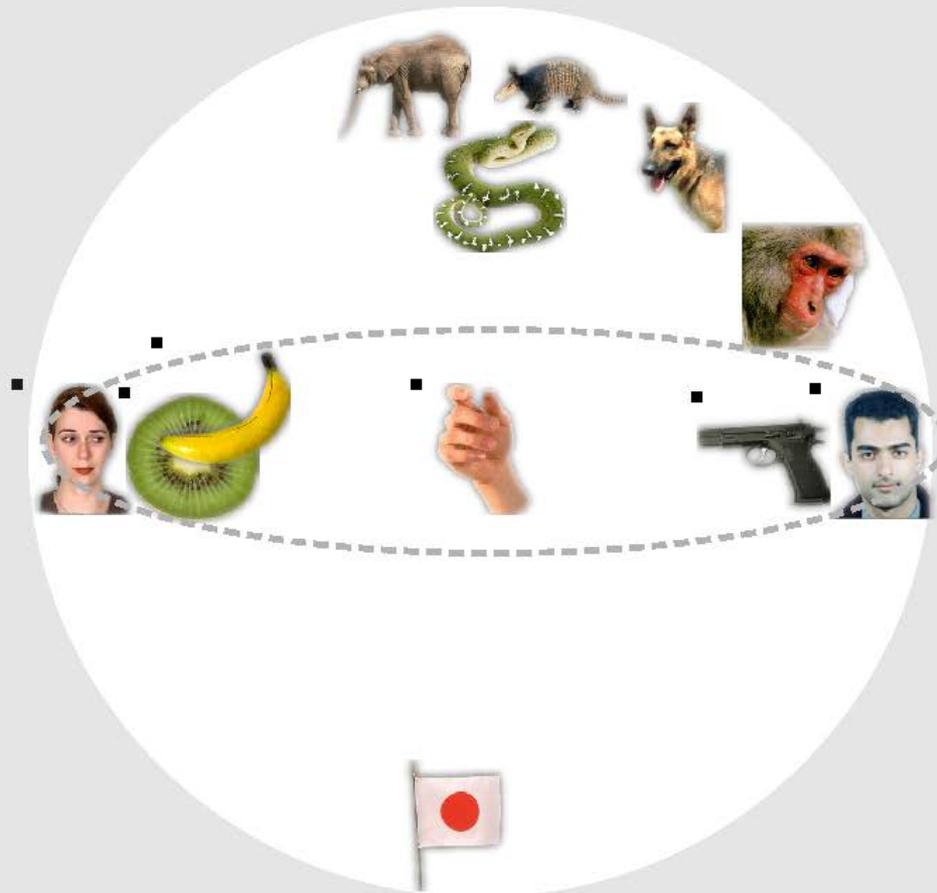
Done

Please arrange these objects according to their similarity



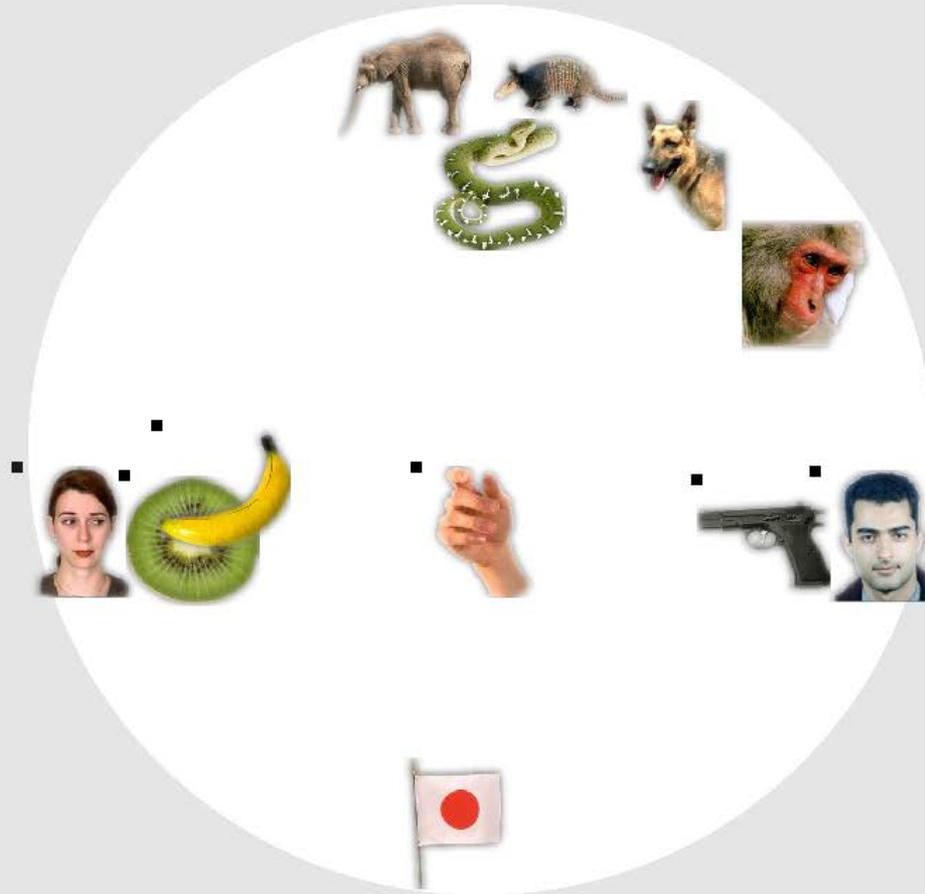
Done

Please arrange these objects according to their similarity



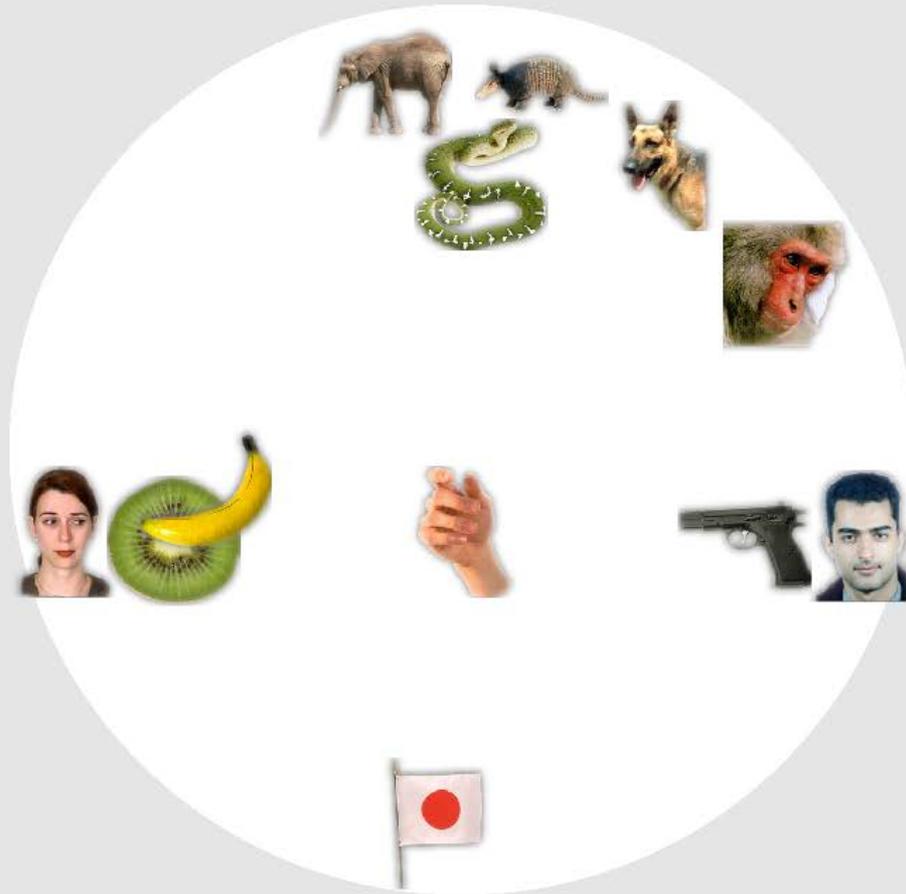
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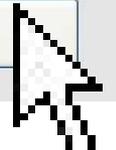


Done

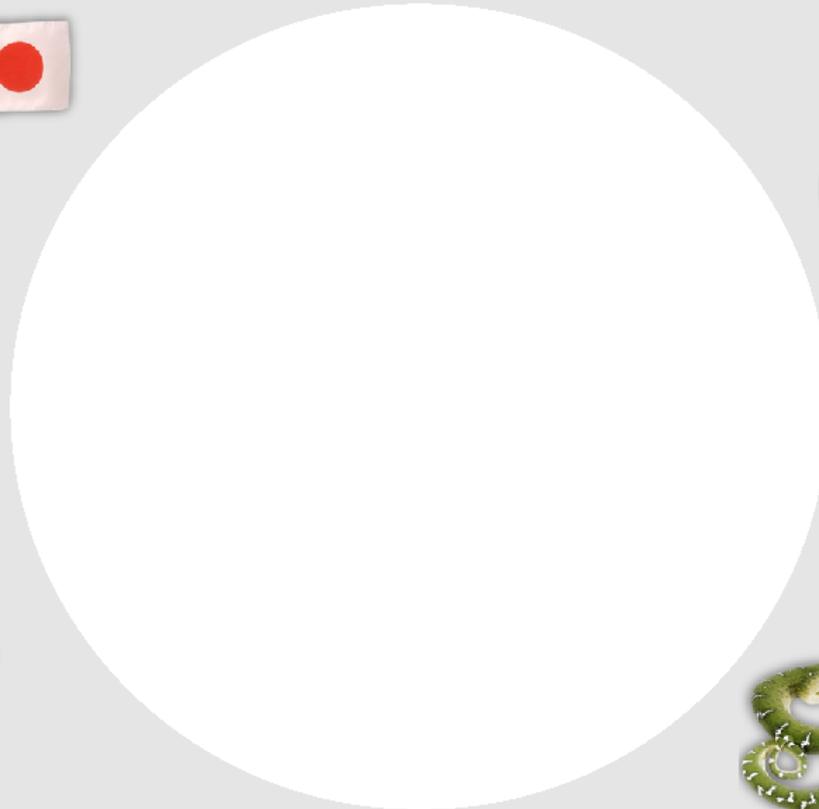
Please arrange these objects according to their similarity



Done

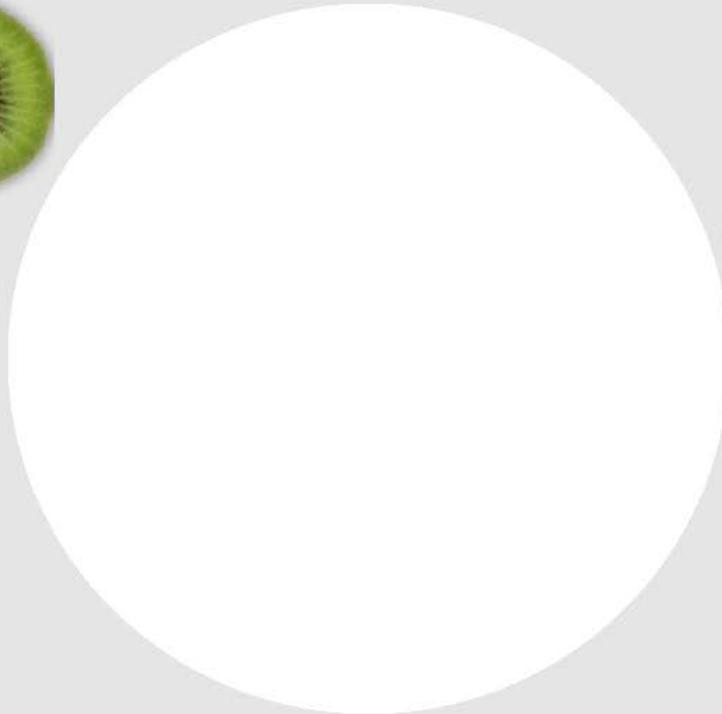
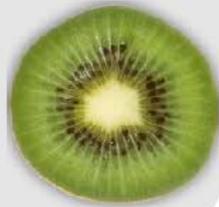


Please arrange these objects according to their similarity



Done

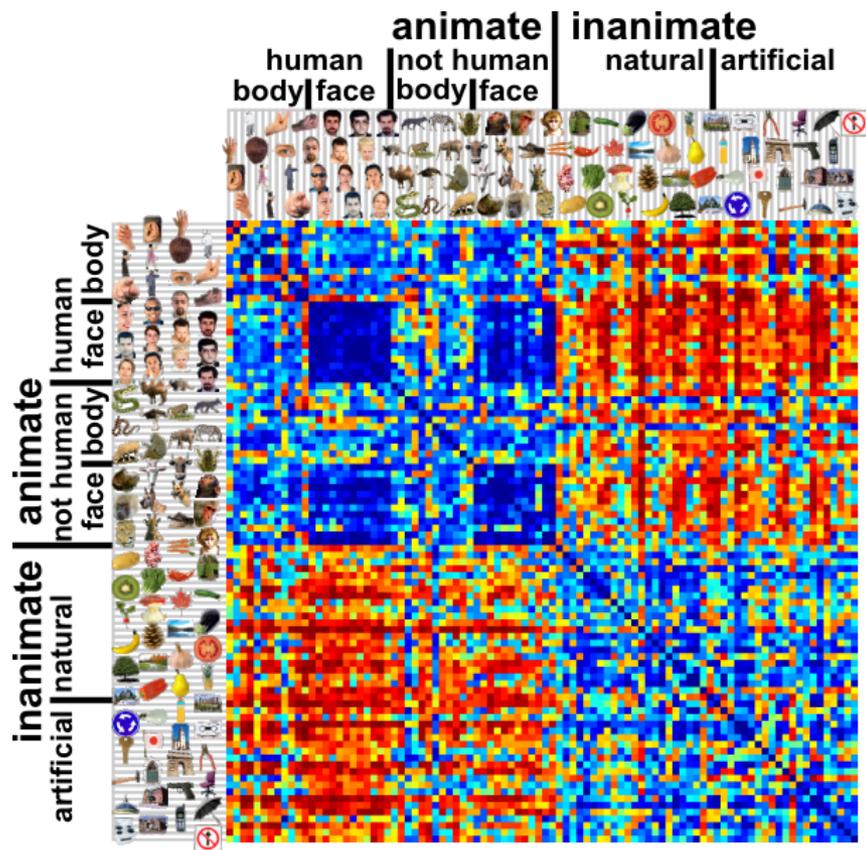
Please arrange these objects according to their similarity



Done

# 96-object-image MA experiment

- 16 healthy human subjects
- each subject performed one 1-hour session (outside the scanner)



human IT

# 2D arrangements by dissimilarity

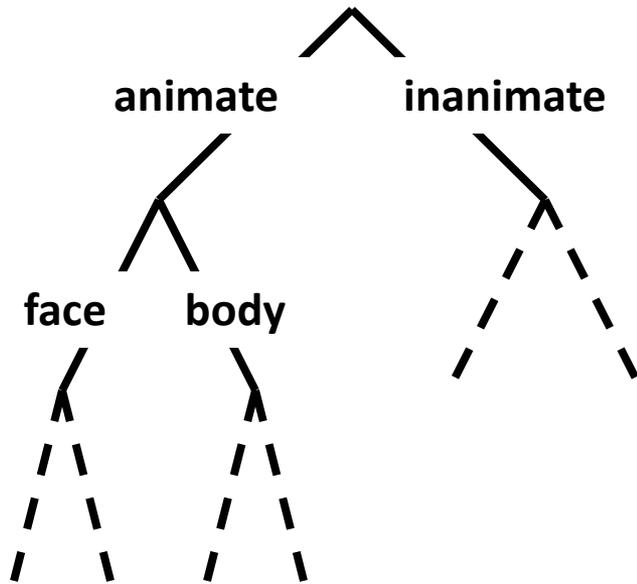


human IT

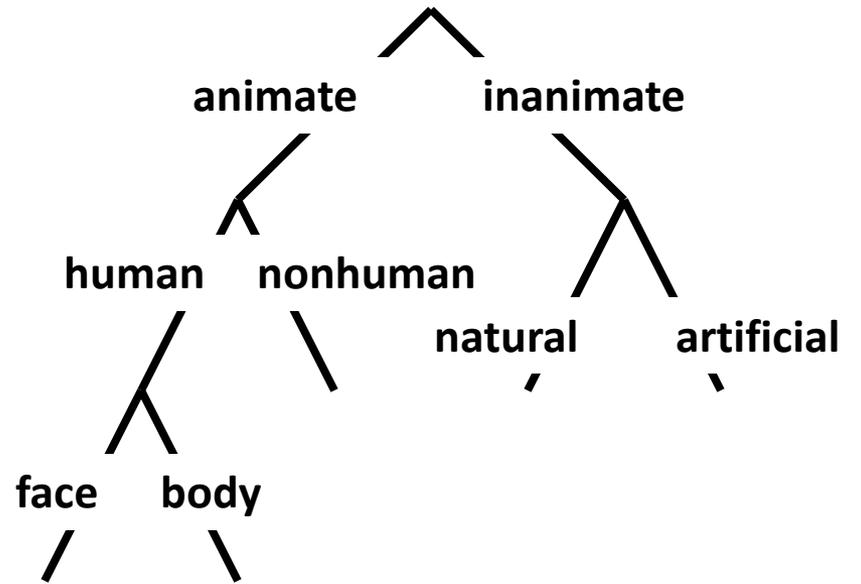


similarity judgments

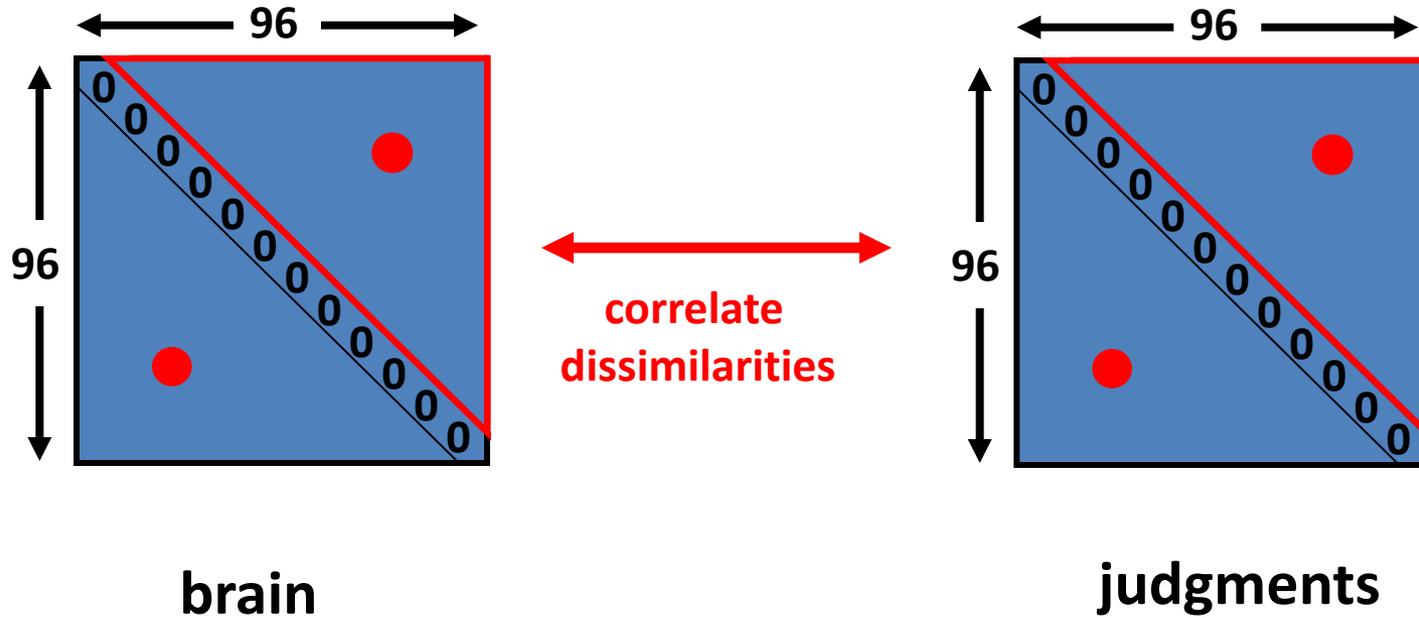
# human IT



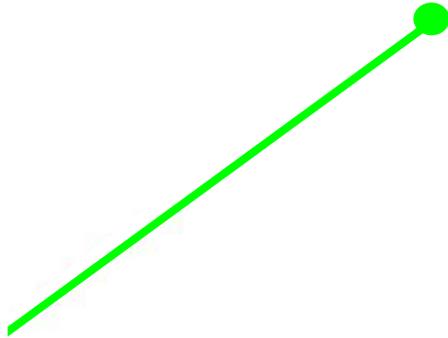
# similarity judgments



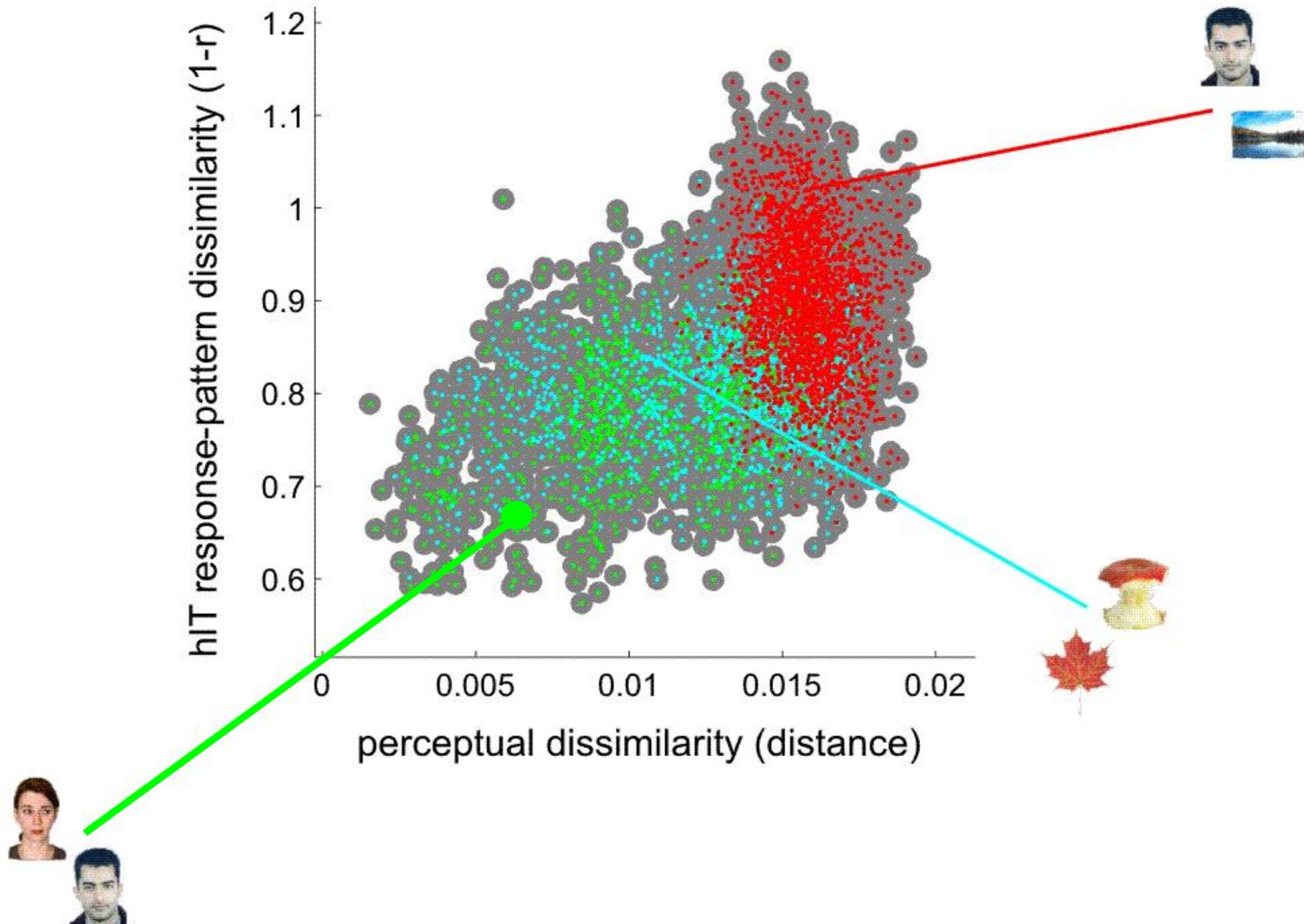
# Model fit: correlation



**Are hIT and perceptual dissimilarities  
correlated?**



# Are hIT and perceptual dissimilarities correlated?



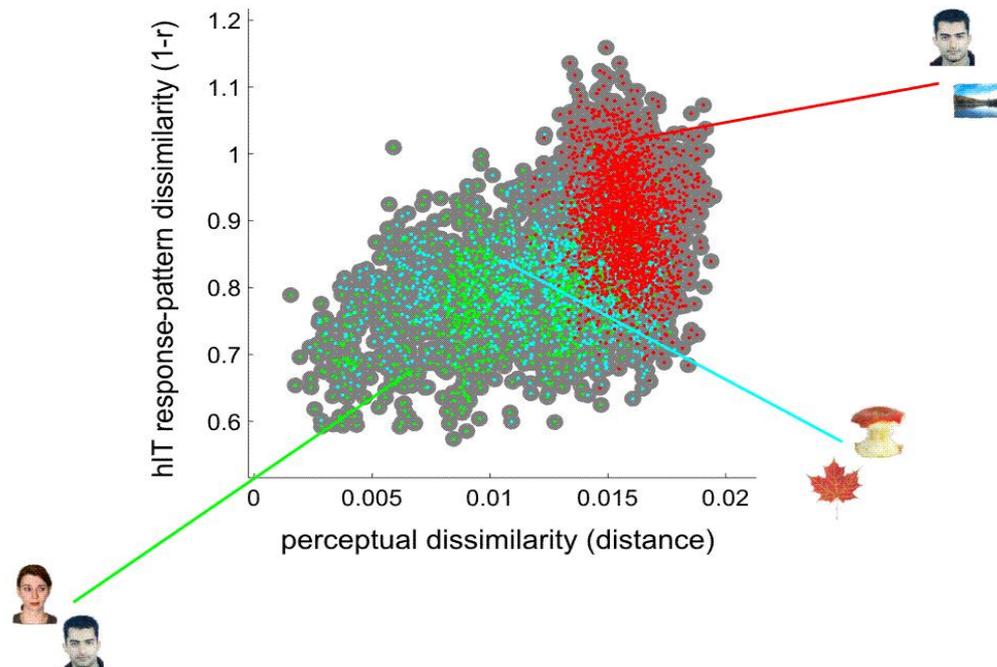
# Are hIT and perceptual dissimilarities correlated?

within all images:  $r=0.39$ ,  $p<0.0001$ \*\*\*

within animates:  $r=0.34$ ,  $p<0.0001$ \*\*\*

within inanimates:  $r=0.19$ ,  $p<0.0001$ \*\*\*

between animates and inanimates:  $r=-0.16$ , ns



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# Which model can best explain IT?



# To what extent do features and categories explain the **IT representation**?



## **visual features**

parts, shape, color, and texture

“brown”  
“elongated”  
“scales”  
“tail”

## **semantic categories**

basic and superordinate levels

“reptile”  
“lizard”  
“living”

# Which model can best explain IT?



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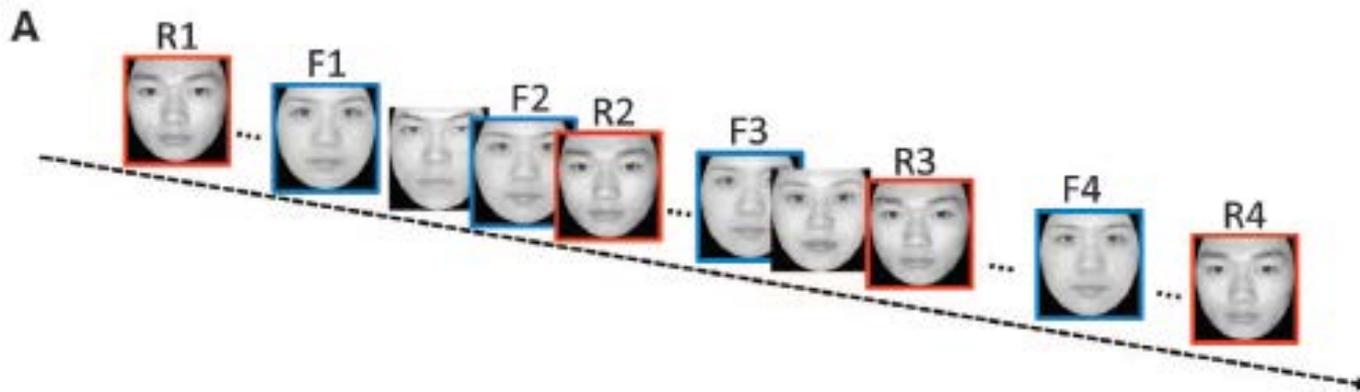
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# Applications: memory

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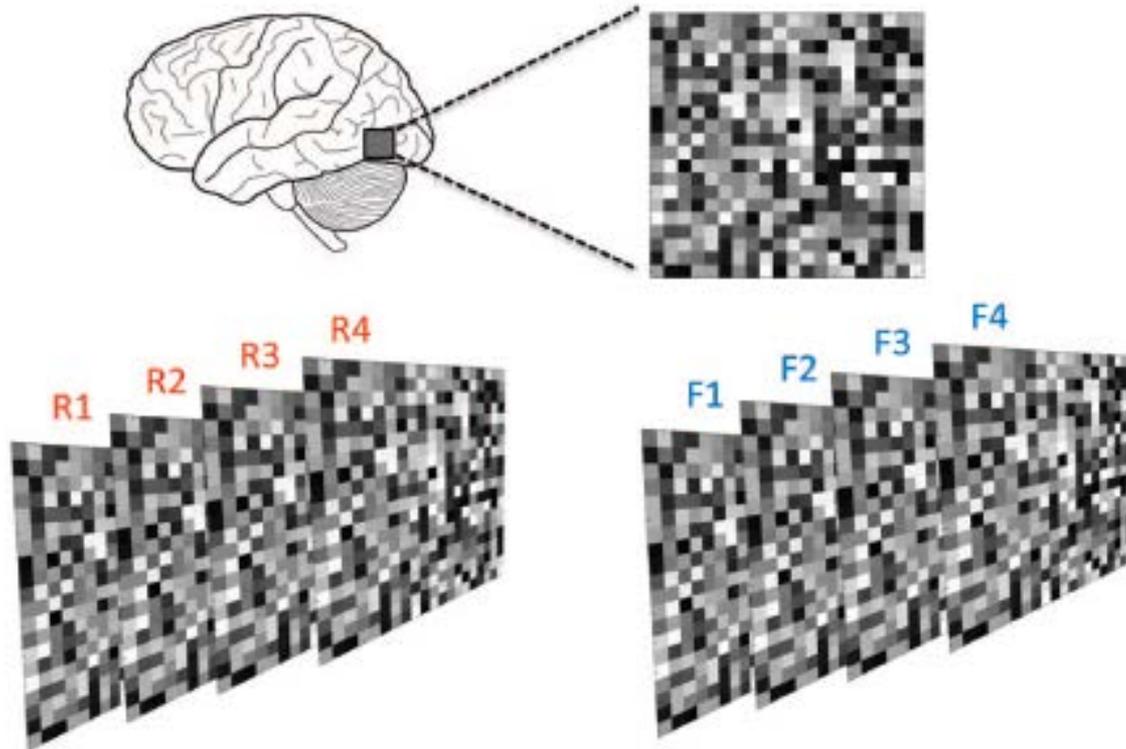
## Greater Neural Pattern Similarity Across Repetitions Is Associated with Better Memory

Gui Xue,<sup>1,2</sup> Qi Dong,<sup>1\*</sup> Chuansheng Chen,<sup>3</sup> Zhonglin Lu,<sup>2</sup> Jeanette A. Mumford,<sup>4</sup> Russell A. Poldrack<sup>5,4,6\*</sup>



# Applications: memory

B



# Applications: memory

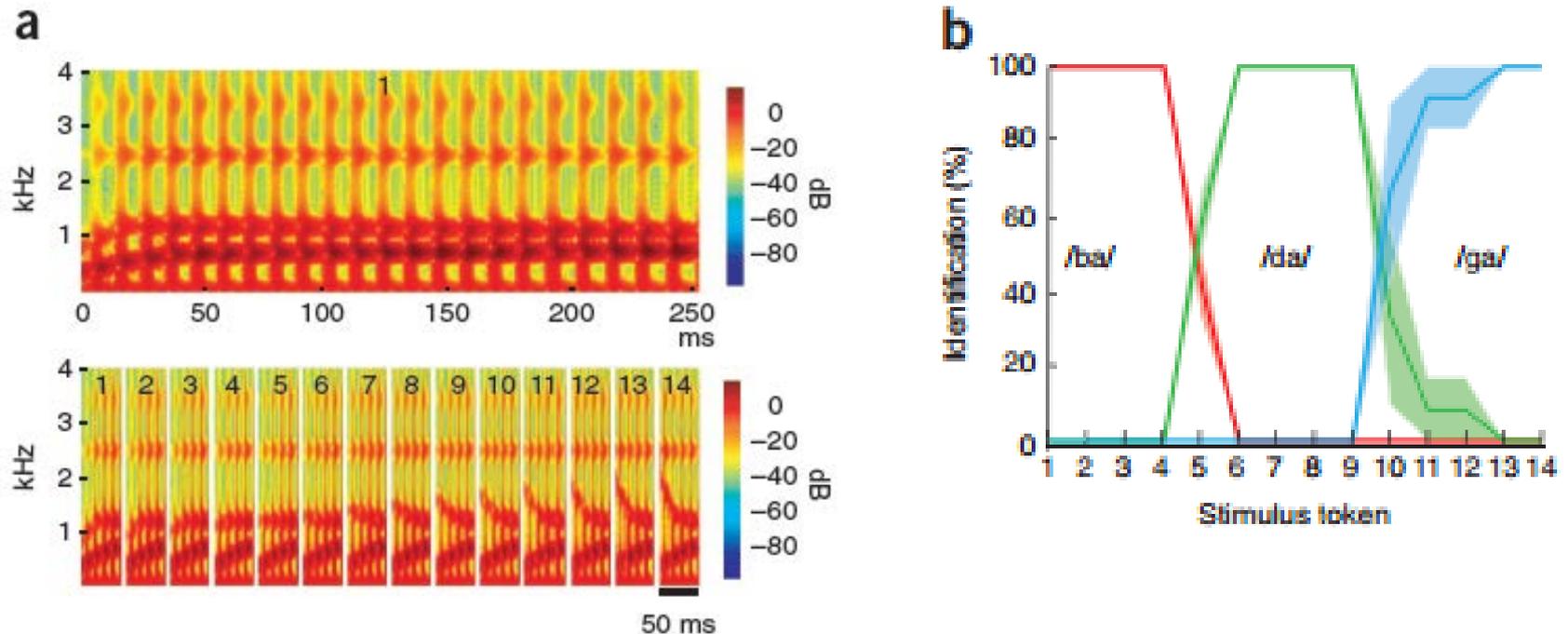
A



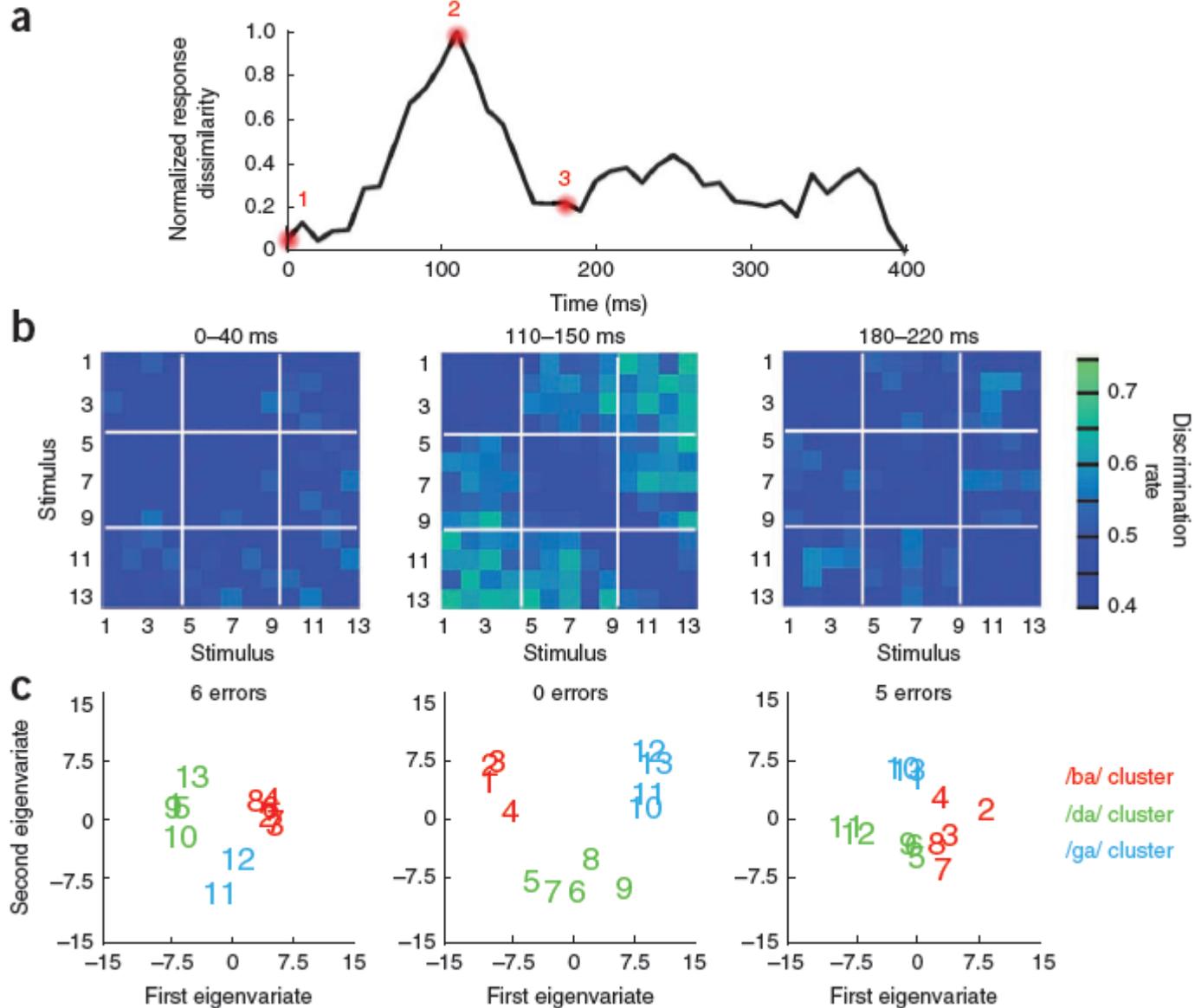
# Applications: speech

## Categorical speech representation in human superior temporal gyrus

Edward F Chang<sup>1,2,6</sup>, Jochem W Rieger<sup>2,3,6</sup>, Keith Johnson<sup>4</sup>, Mitchel S Berger<sup>1</sup>, Nicholas M Barbaro<sup>1</sup> & Robert T Knight<sup>1,2,5</sup>



# Applications: speech



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# Toolbox

The RSA toolbox can be downloaded here:

<http://www.mrc-cbu.cam.ac.uk/methods-and-resources/toolboxes/>

The toolbox runs in Matlab and does not have a GUI, but contains good documentation and multiple demos to familiarise you with the analyses. You can use the demo scripts as a starting point for your own analyses.

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# Literature

## **RSA**

Kriegeskorte N et al. (2008) *Front Syst Neurosci* 2(4): 1-28. [original methods paper]

Kriegeskorte N, Kievit R (2013) *Trends Cogn Sci* 17(8): 401-412. [recent review]

## **RSA applications in neuroscience**

Kriegeskorte N et al. (2008) *Neuron* 60: 1126-1141. [object vision: human - monkey]

Mur M et al. (2013) *Front Psychol* 4(128): 1-22. [object vision: brain - behaviour]

Xue G et al. (2010) *Science* 330: 97-101. [memory: forgotten vs remembered items]

Ward EJ et al. (2013) *J Neurosci* 33(37): 14749-14757. [memory: implicit vs explicit]

Ritchey M et al. (2013) *Cereb Cortex* doi:10.1093/cercor/bhs258. [memory]

## **RSA toolbox/workshop**

Nili et al. 2014 (in press) *PLoS Comput Biol*

RSA workshop 2015: <http://www.mrc-cbu.cam.ac.uk/rsa2015/rsa2015media/>

**PRACTICAL**

# Unique semantic space in the brain of each beholder predicts perceived similarity

Ian Charest<sup>a,1</sup>, Rogier A. Kievit<sup>a</sup>, Taylor W. Schmitz<sup>a</sup>, Diana Deca<sup>b</sup>, and Nikolaus Kriegeskorte<sup>a,1</sup>

animate	bodies							• • •
	faces							• • •
inanimate	places							• • •
	objects							• • •

# Set up your laptop

XX = laptop number

## Log in

- Username: trainXXuser
- Password: \*\*\*\*\*

## TurboVNCviewer



- Double-click on desktop shortcut
- VNCserver: loginXX:51
- Click connect

# Set up your laptop

## Matlab

- Right-click to open terminal
- Type `matlab_r2009a`, hit enter
  
- Set matlab current directory to `/imaging/trainXXlinux/Workshop/Material`
- Open `tutorial.m`