Decoding mental walkthroughs of spatial memories in an immersive virtual reality environment

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post-learning scan

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Key Questions

- How do we use spatial context (e.g. rooms of a memory palace) to scaffold episodic memory details (e.g. objects in a memory palace)?
- Where in the brain is spatial context represented?
- Where in the brain are objects represented?
- Can we track people's mental walks through a memory palace?

Background

- Memories need to be accessible and stable over time
- Context is one of the most powerful memory cues
- Spatial context contributes to the representation of events
- Method of loci / memory palace is a memory technique that uses spatial contexts to cue memories
- Anterior Temporal (AT) Network : objects
- Posterior Medial (PM) Network : context

Experimental Design

pre-learning scan

Hidden Markov Model (HMM) can be used to track mental walkthroughs

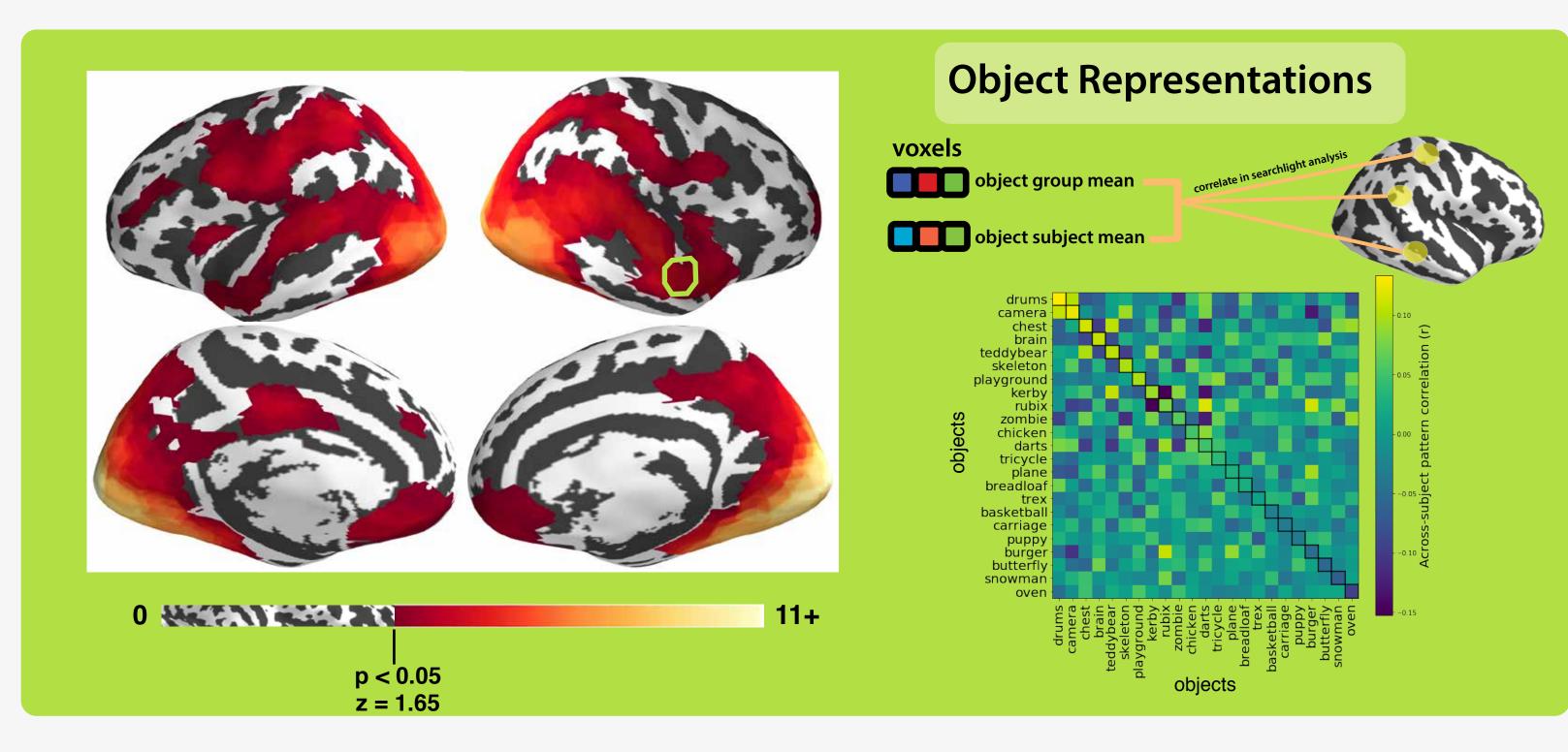
learn room-object

associations

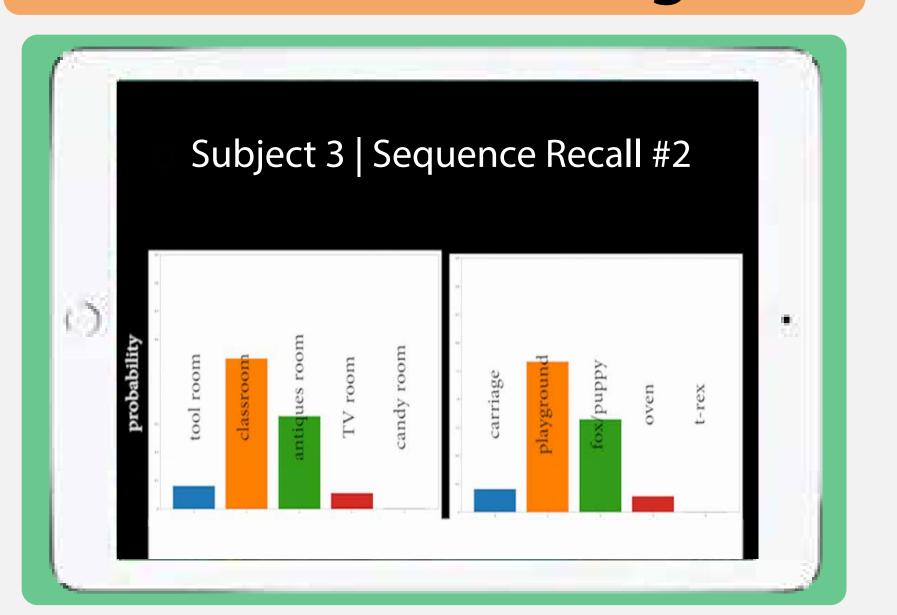
Room Representations 0 4449411 6441310 p < 0.05 z = 1.65

PRELIMINARY RESULTS (n = 11):

Room + Object Representations



Mental Tracking



Summary

- Room-specific patterns in sensory and Posterior Medial Network re-
- Object specific patterns in sensory and some Anterior Temporal Network
- Room-patterns / object-patterns are good predictors for event boundaries

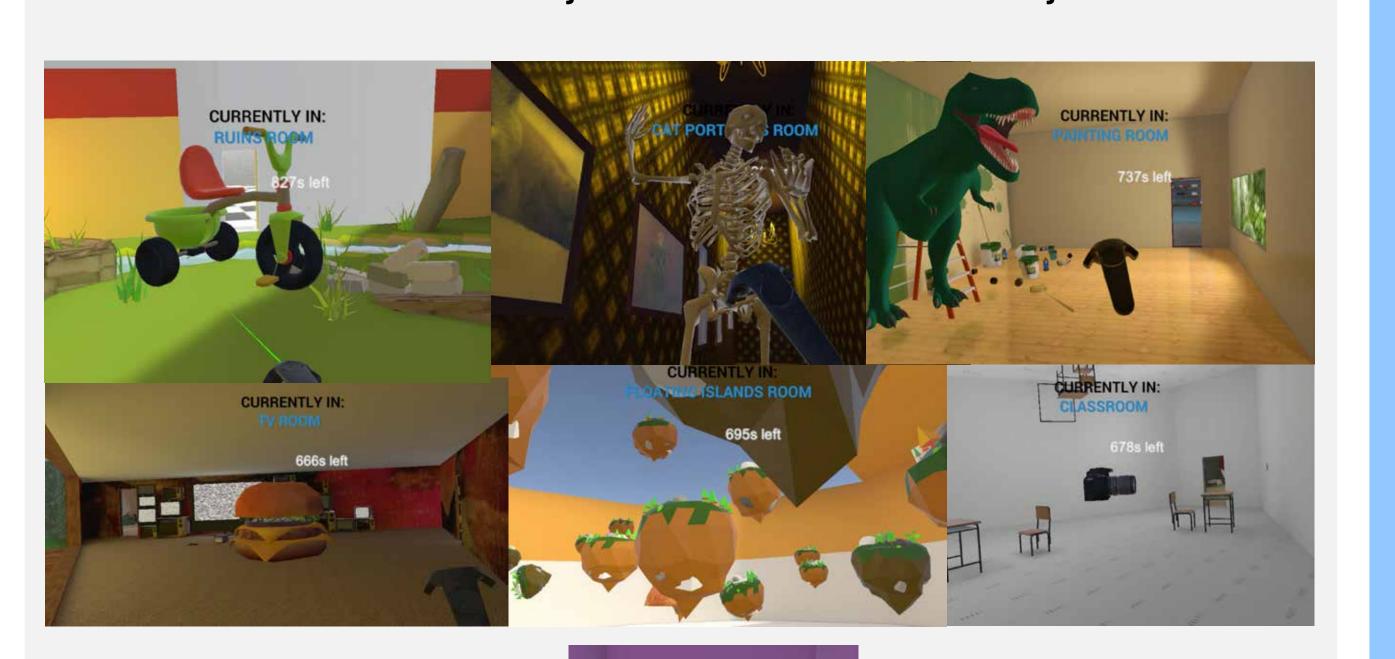
Current Directions

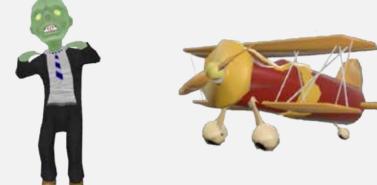
- How do the PM and AT network regions work together with the hippocampus to retrieve objects from spatial context cues?
- What are the neural correlates of a well-functioning (vs. poorly-functioning) memory palace?

Stimuli

map drawing

23 rooms I 23 objects I 1.3s TRs I 11 subjects





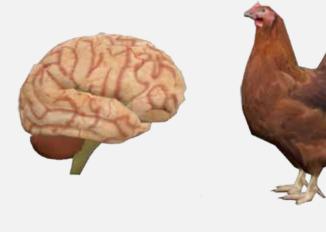




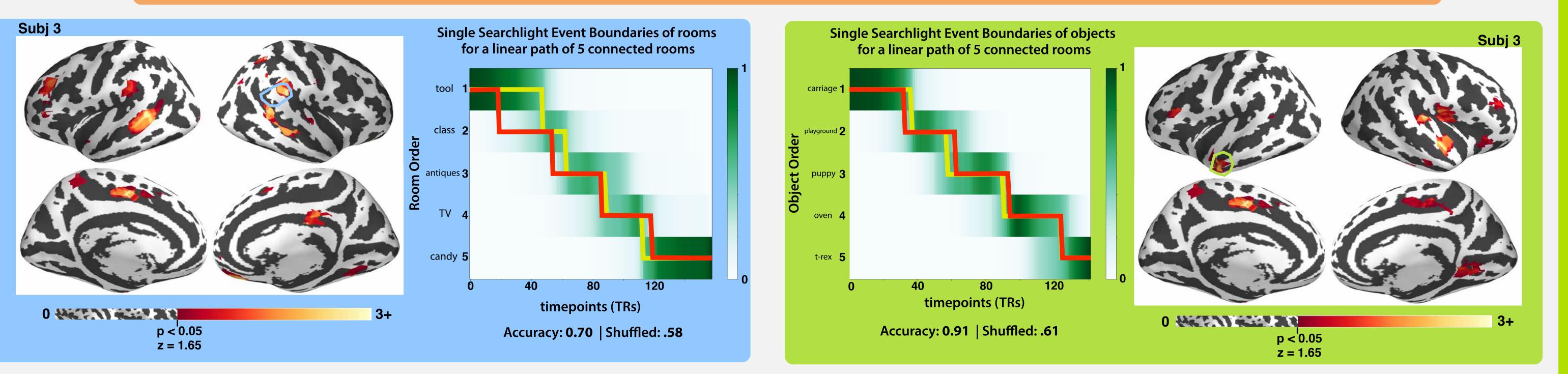




sleep



PRELIMINARY RESULTS: Segmenting Mental Walkthroughs of Rooms



By comparing brain activity to a pattern template for each room (left) or object (right), the HMM estimates when the subject transitions between recalling room-object pairs. Accuracy for a searchlight was measured as the mean boundary overlap of 'predicted' vs 'actual' (relative to a shuffled null) across multiple runs of the 5-room sequence recall task. : real boundaries : predicted boundaries

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