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# Reconstructing neural representations of tactile space

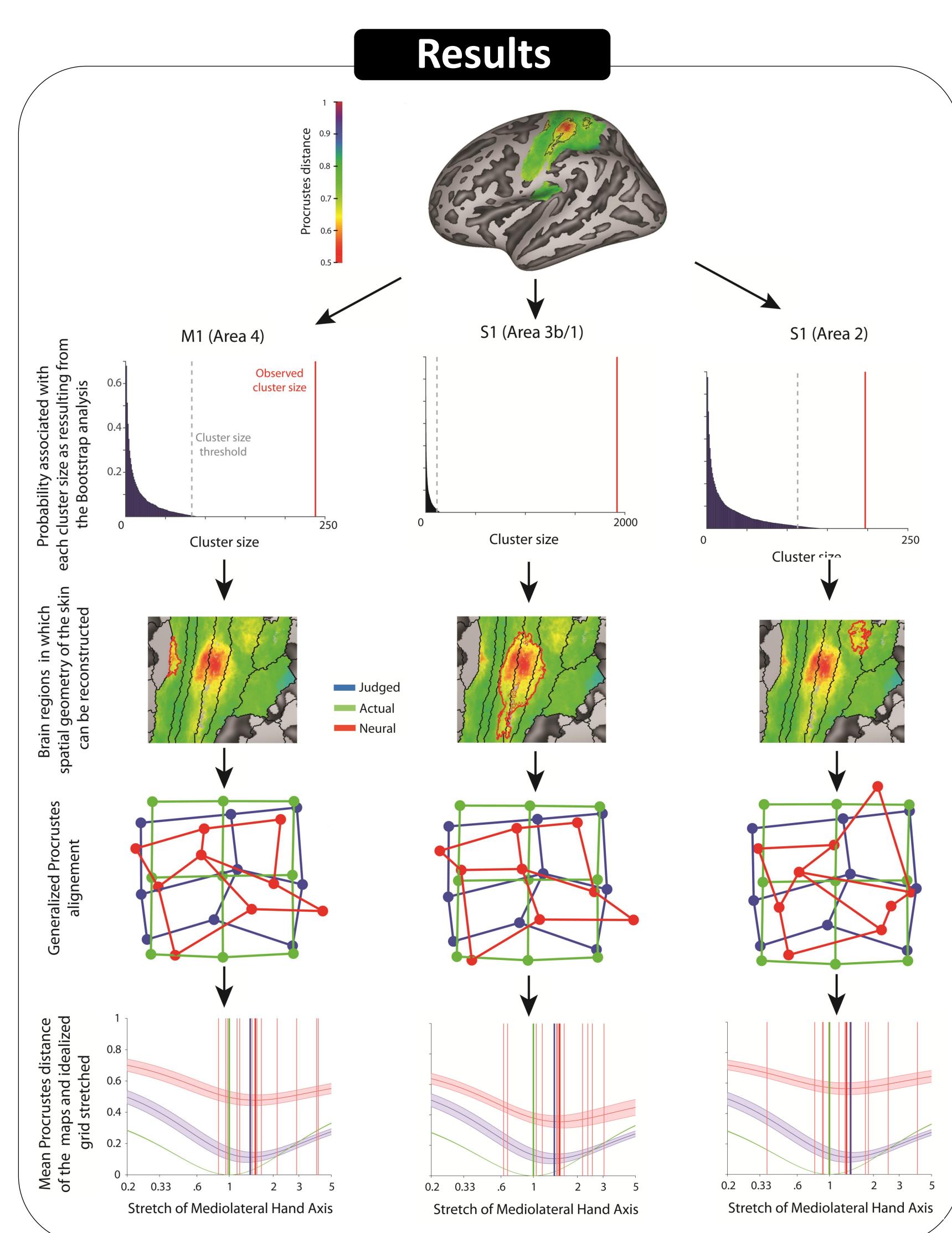


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### Introduction Design Scan parameters spatial demonstrated anisotropies, with tactile distance oriented with the Each point stimulated 5 times + width of the limbs perceived as larger than those 10 times of no-stimulation oriented along limb length (Longo, 2017). Random Block Design (4 Runs) TR=1s; voxel size=2.3mm<sup>3</sup>; Volumes=670 4x multiband sequence Length: 11.7 minutes **Participant task**: count how many asynch stimulations? Eyes closed **Stimulation:** airpuff (Huang & Sereno, 2007) Stretch of Mediolateral Hand Axis The aim of this project is to investigate Point 1 Point ... Point 3 the neural basis of these distortions 5x5cm grid Analyses Neural patterns (betas) **Euclidean distances Pairwise** Euclidean Searchlight's voxels Stimulated points on the hand Multidimensional scaling (MDS)



## Conclusion

We show that maps of the skin can be reconstructed from patterns of representational similarity in contralateral primary somatosensory (SI) and motor (M1) cortices. Further, we show that these maps are distorted in ways that mirror distortions of perceptual maps.

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