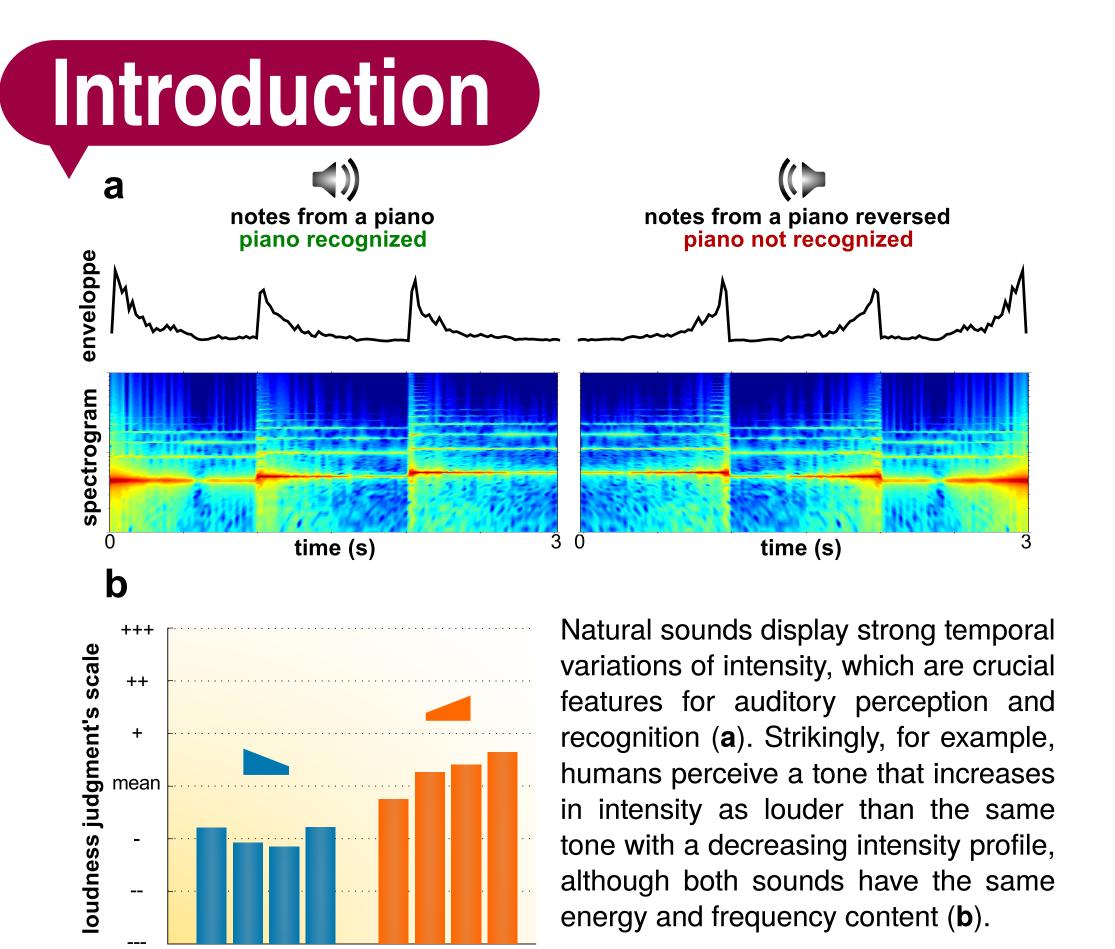
Cortical bases of temporal asymmetries in auditory perception

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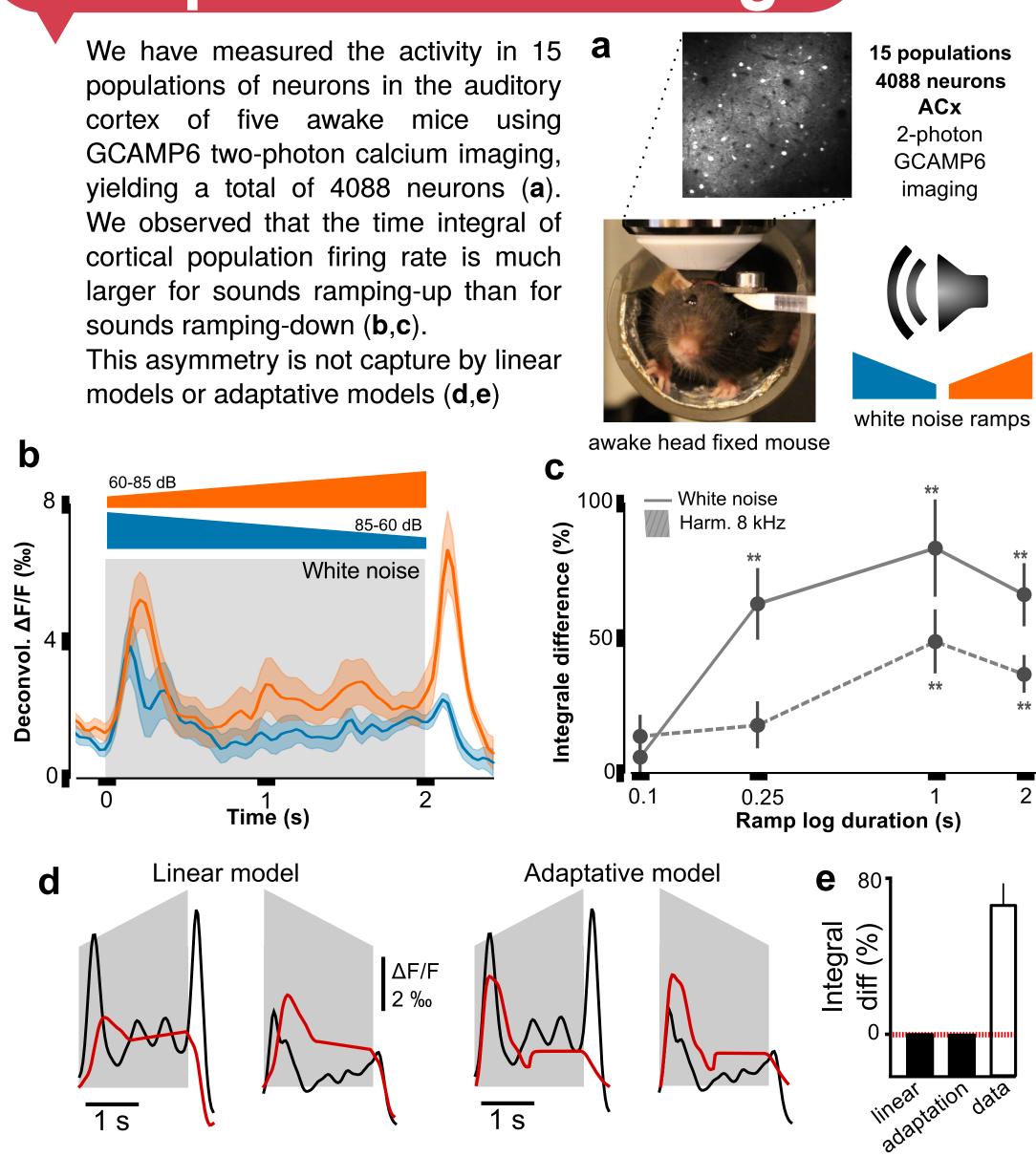




The underlying neuronal mechanisms of perceptual asymmetries for intensity-modulated sounds are still elusive

Two-photon recordings

ramp 1kHz duration

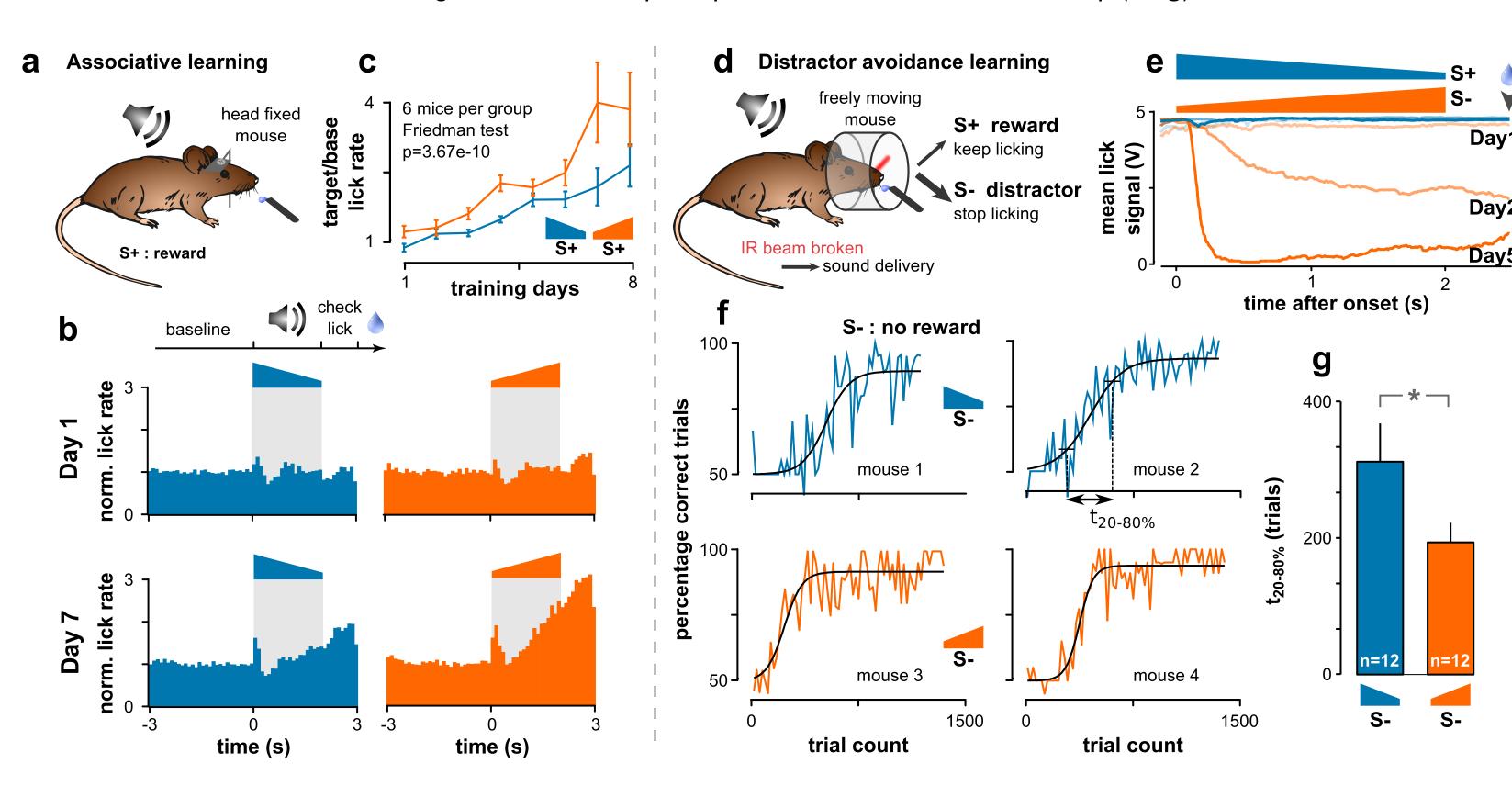


ACx response to up- and down-ramps are asymmetric demonstrating strong non-linearities

Behavioral experiments

We used behavioral experiments to measure the saliency of a sound reflected by associative learning speed (a): Up-ramps were more rapidly associated to the licking than downramps (b,c).

We next used a Go/NoGo discrimination task with a rewarded sound (S_+) and a non rewarded sound (S_-). (d) Using a previously published model we predicted that the learning phase should be shorter if the S_- sound is more salient. We observed that mice learn faster to avoid licking when S_- is the up-ramp than when it was the down-ramp (e,f,g).



The asymmetry of cortical population responses reflects an asymmetry in perceived saliency

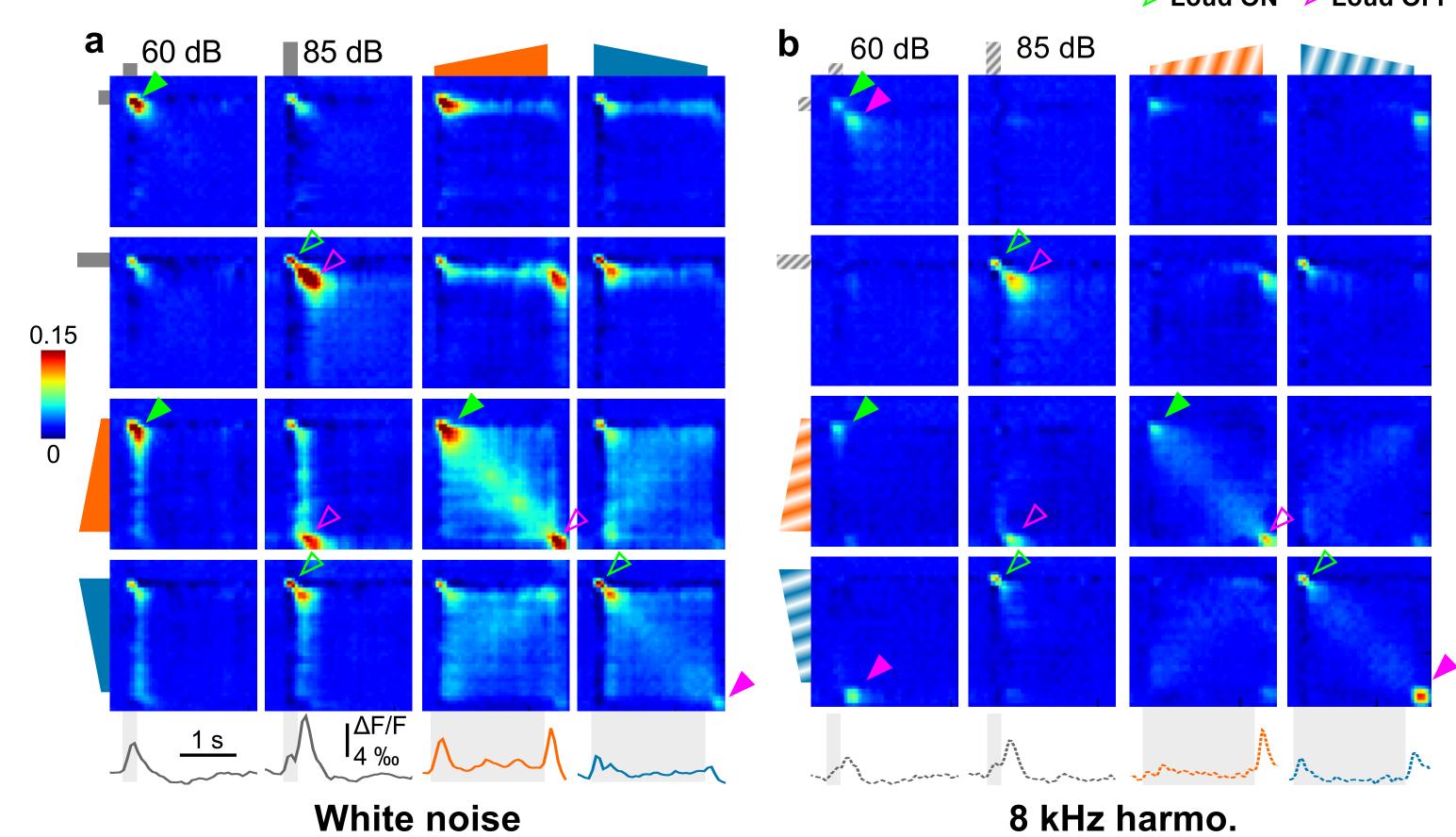
Population analysis

Correlations analysis showed that specific acoustic features produce distinct population patterns. Interestingly, similar temporal features were encoded for white noise (a) and harmonic sounds (b):

Delugation patterns. Interestingly, similar temporal features were encoded for white noise (a) and harmonic sounds (b):

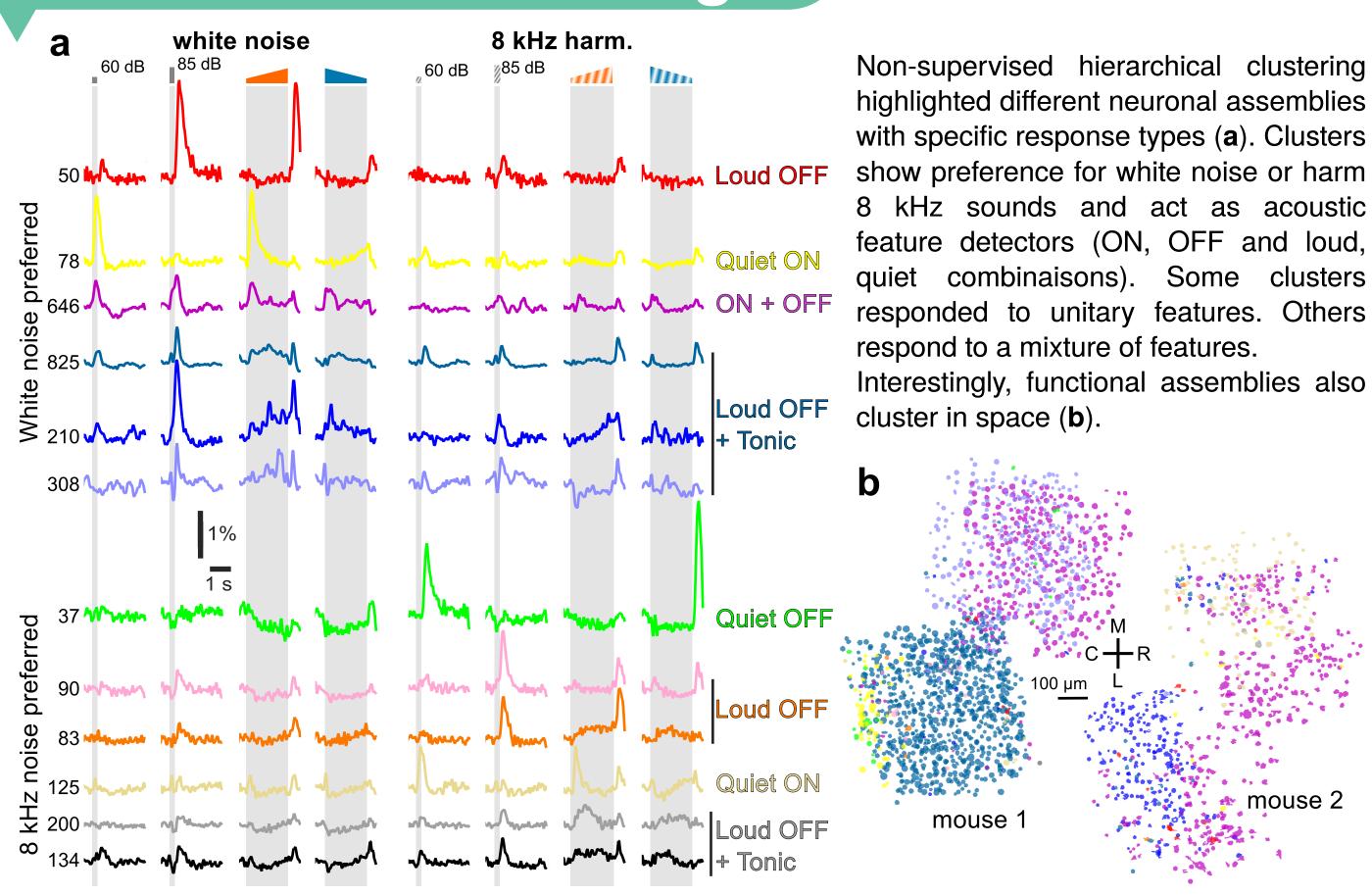
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Asymmetric sequences of population patterns occur during up- and down-ramps

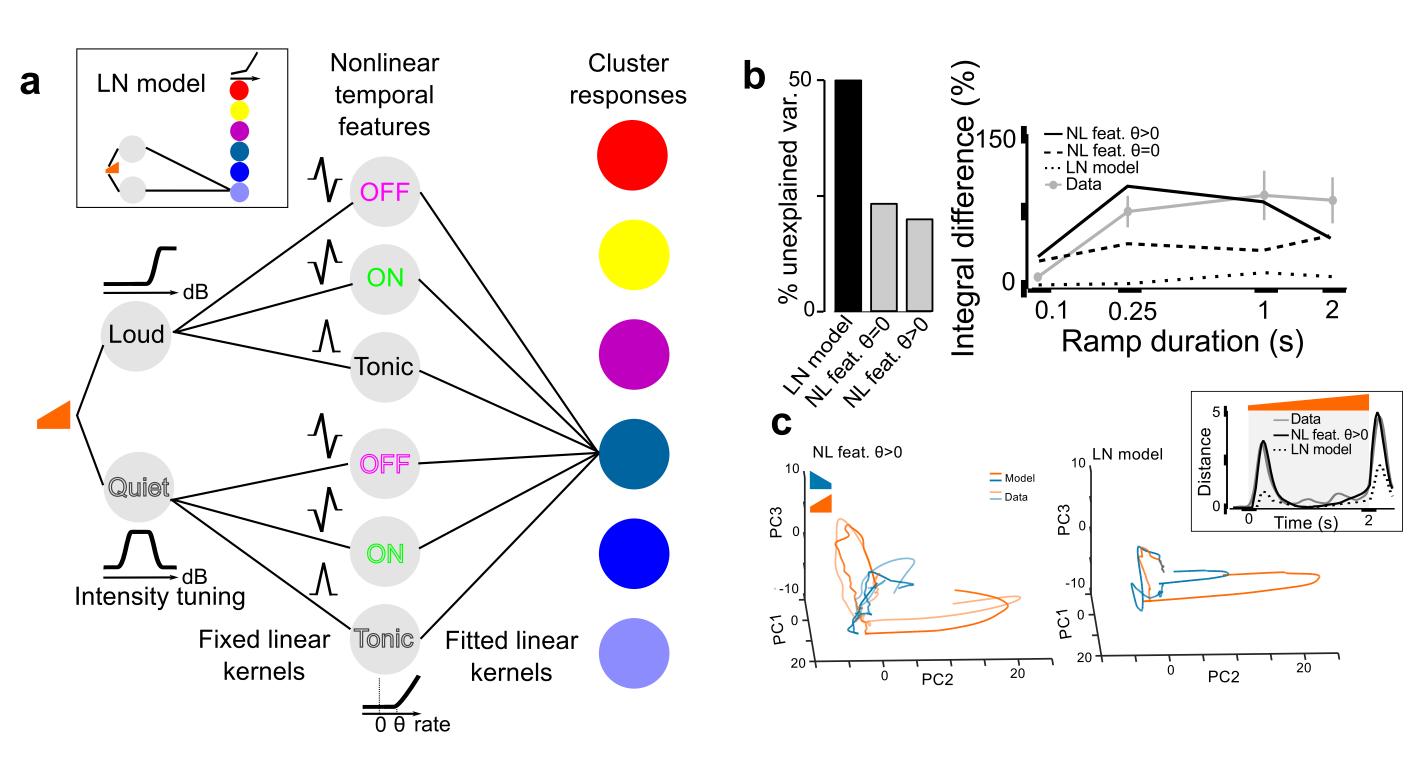
Functional recordings



Functional neuronal assemblies clustered in space encode complex sound features combining intensity and temporal information

Data-driven model

Linear and classic linear-nonlinear (LN) models (**a top left**) fail to reproduce the cortical asymmetry observed (\mathbf{b} , \mathbf{c}). We construct a multilayer non-linear model (\mathbf{a}) which reproduces the asymmetry between up- and down-ramps (\mathbf{b} , \mathbf{c}).



A multilayer model is required to reproduce the cortical asymmetry

Conclusion

Beyond proposing a mechanism for perceptual asymmetry that may emphasize approaching sound sources, our results suggest that ACx assemblies produce complex responses that cannot be modeled by classic LN models. A series of linear and nonlinear filters is needed to reproduce such complex behavior and to reproduce the asymmetry.