# HEBBIAN ASSOCIATIVE PLASTICITY DRIVES THE EMERGENCE OF MOTOR RESONANCE:

# a novel Paired Associative Stimulation protocol



## Guidali Giacomo<sup>1,2</sup>, Carneiro S. I. Maíra<sup>1</sup> & Bolognini Nadia<sup>1,3</sup>



Department of Psychology, University of Milano-Bicocca & Milan Center for Neuroscience – NeuroMI, Milan, Italy.
 PhD program in Neuroscience, School of Medicine and Surgery, University of Milano-Bicocca, Monza, Italy.
 Laboratory of Neuropsychology, IRCCS Istituto Auxologico Italiano, Milan, Italy.

#### 1 – BACKGROUND

The human brain is endowed with an action-observation network, the Mirror Neuron System (MNS) which implements a 'mirror' mechanism matching sensory and motor representations of actions. Even if the anatomo-functional properties of this network are been widely investigated, less is know about the plasticity mechanisms that rule mirror neurons and shape visuo-motor associations. One of the hypothesis put forward suggest that mirror neurons develop their characteristics as a result of experience and, in details, Hebbian learning and Hebbian associative plasticity have been hypothesized as the neurophysiological substrate<sup>1</sup>.

#### 2 – AIM

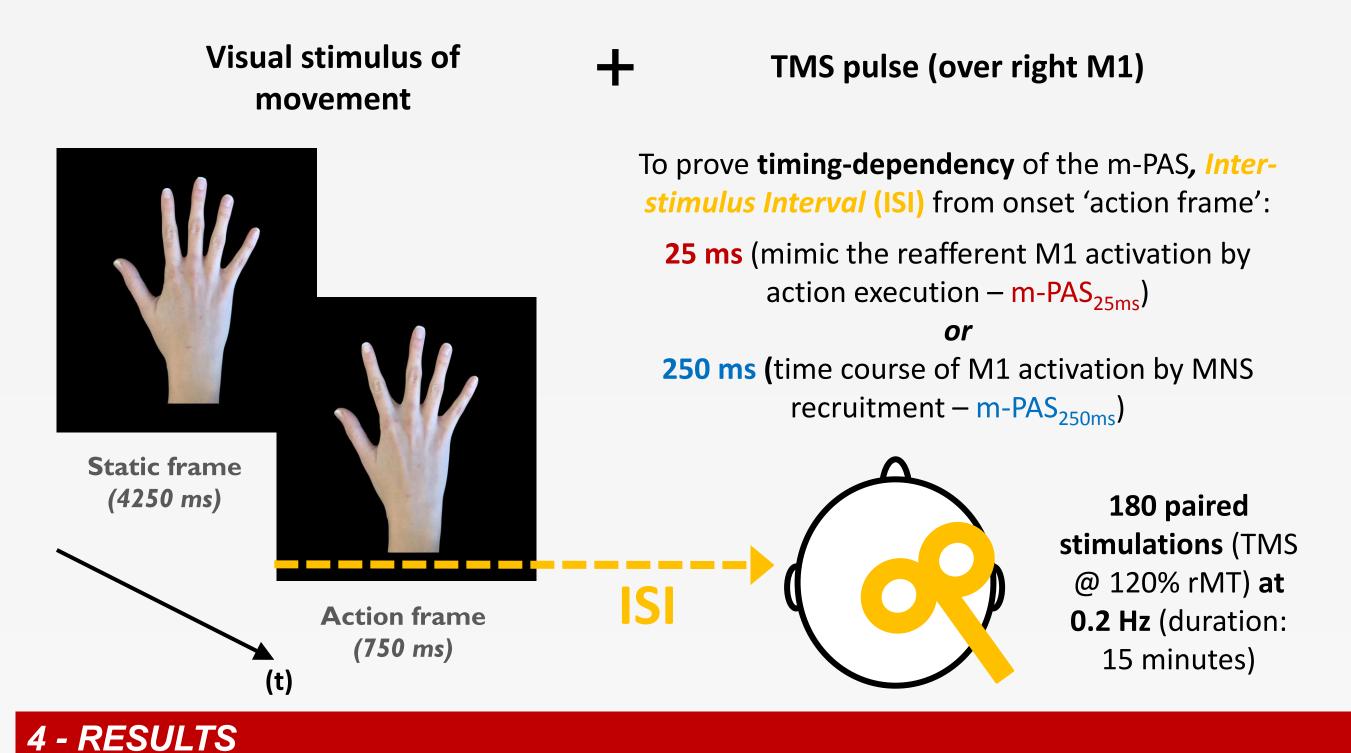
Trying to deepen the nature of the plasticity mechanisms that rule the MNS, we test whether atypical visuo-motor associations can be induced in the human MNS by directly targeting Hebbian associative plasticity using an ad-hoc developed non-invasive Paired Associative Stimulation (PAS) protocol<sup>2</sup>, in turn re-shaping the resonance mechanisms of the human MNS.

#### 3 – METHODS and MATERIALS

#### 3.1 mirror PAS (m-PAS)

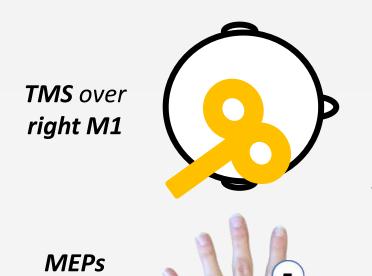
The m-PAS repeatedly paired (a) TMS pulses over the right primary motor cortex with (b) visual stimuli depicting a right-hand index finger abduction movement

!! unilateral movements are not associated to motor resonance in the ipsilateral hemisphere<sup>3</sup>



#### 3.2 Action observation task

Motor resonance (i.e., effects of m-PAS) was assessed using a standard action observation task<sup>4</sup> divided in two blocks according to the side of the observed hand (left hand or right hand)



recorded

from **FDI** 

(target)

and **ADM** 

(control)

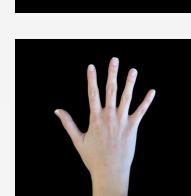
Left hand block

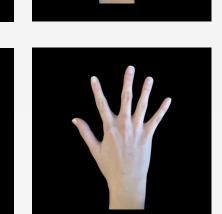
Right

hand

block

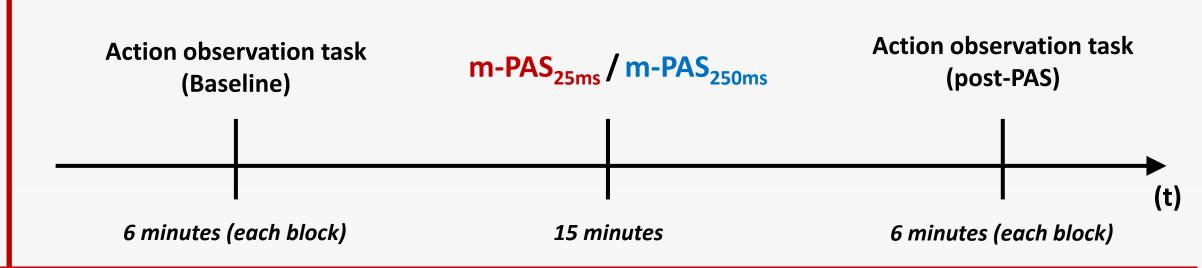
20 Movement trials





#### 3.3 Experimental procedure

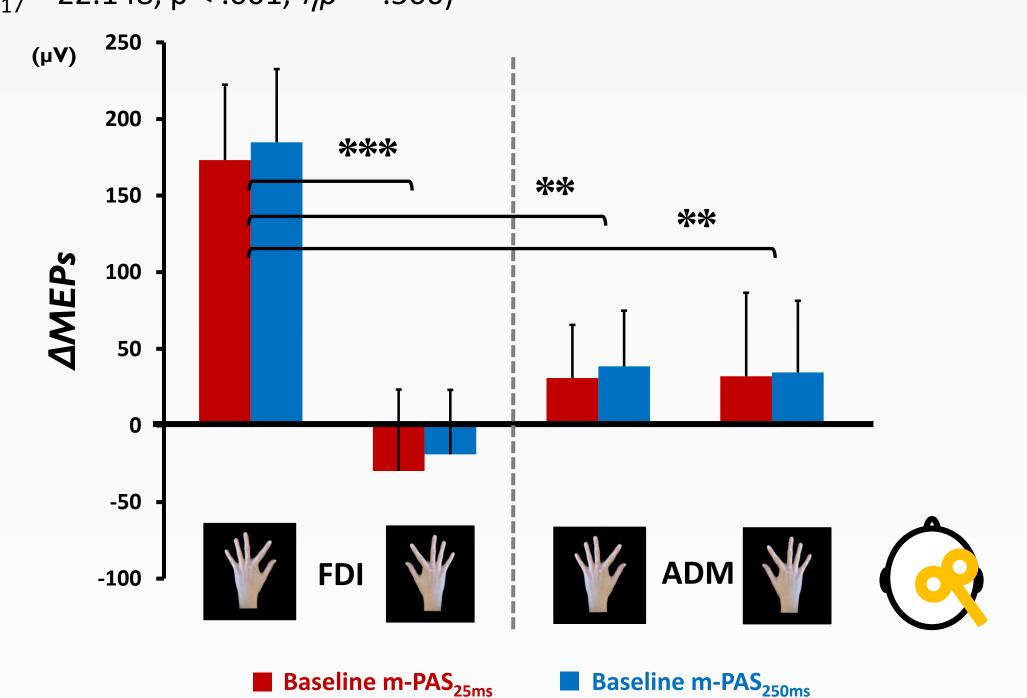
20 healthy participants tested in a two sessions within-subjects experiment



\* p < 0.05 \*\* p < 0.01 \*\*\* p < 0.001 (Bonferroni corrected)

#### 4.1 Motor resonance before m-PAS

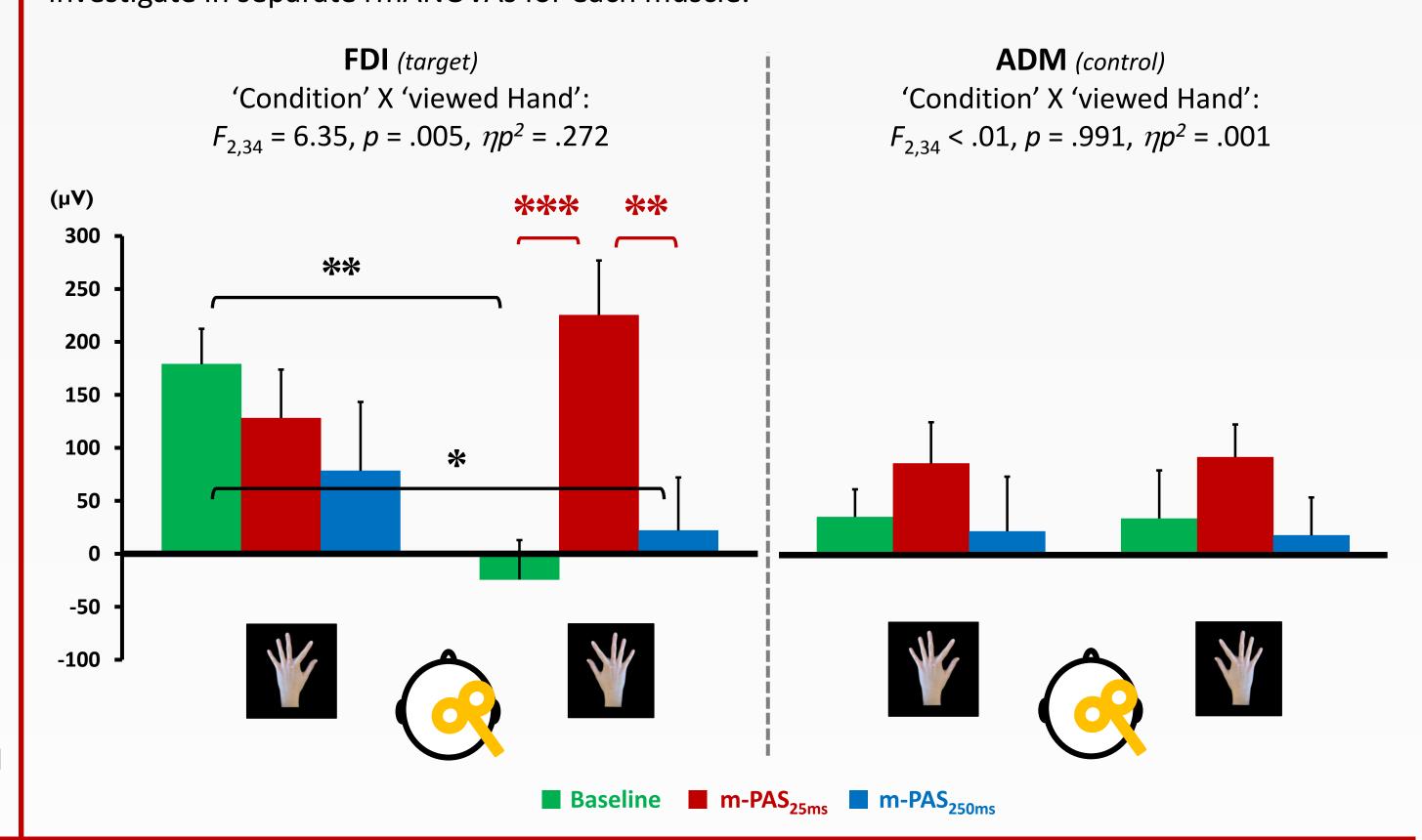
Preliminary, a rmANOVA was conducted to test whether **typical motor resonance phenomena is recorded before the administration of the m-PAS protocols.** A significant 'viewed hand' X 'muscle' interaction is found  $(F_{1.17} = 22.148, p < .001, \eta p^2 = .566)$ 



MEPs facilitation in baseline only during the observation of left hands (ipsilateral to TMS) and only in the muscle involved in the observed movement (FDI)

### 4.2 Effects of m-PAS

m-PAS effects were assessed through a 2 "Muscle" X 3 "Condition" X 2 "viewed Hand" rm-ANOVA. A significant triple interaction was found ( $F_{2,34} = 4.31$ , p = .021,  $\eta p^2 = .202$ ) and it was further investigate in separate rmANOVAs for each muscle.



#### 5 - CONCLUSIONS

The results of the present study show the efficacy of the m-PAS protocol, documenting that it is possible to promote novel visuo-motor associations in the human MNS through the induction of plastic mechanisms that rely on Hebbian associative plasticity<sup>1</sup>. Hebbian learning driven by the m-PAS is therefore a bottom-up, plastic process that starts with the induction of associative plasticity only if we are exposed to visuo-motor association dealing with the time course of action execution (25 ms), rather than that of its visual input (250 ms)<sup>4</sup>. Further studies have to be conducted to better explore, e.g., the role of other MNS cortical areas or the nature of the biological movements depicted (e.g., goal vs. non-goal movements; possible vs. impossible movements).

6 – REFERENCES