

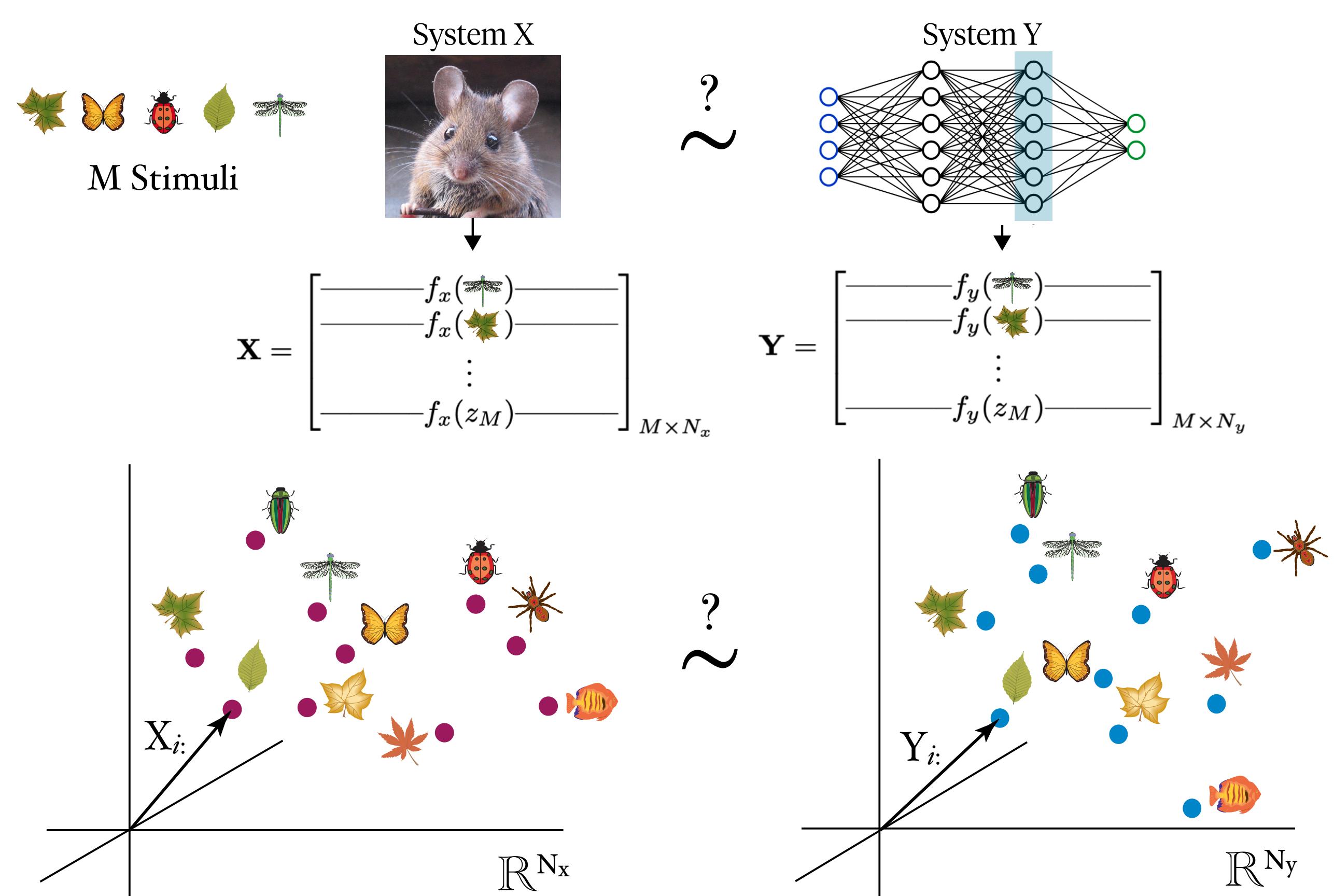
What Representational Similarity Measures Imply about Decodable Information

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Measuring Representational Similarity

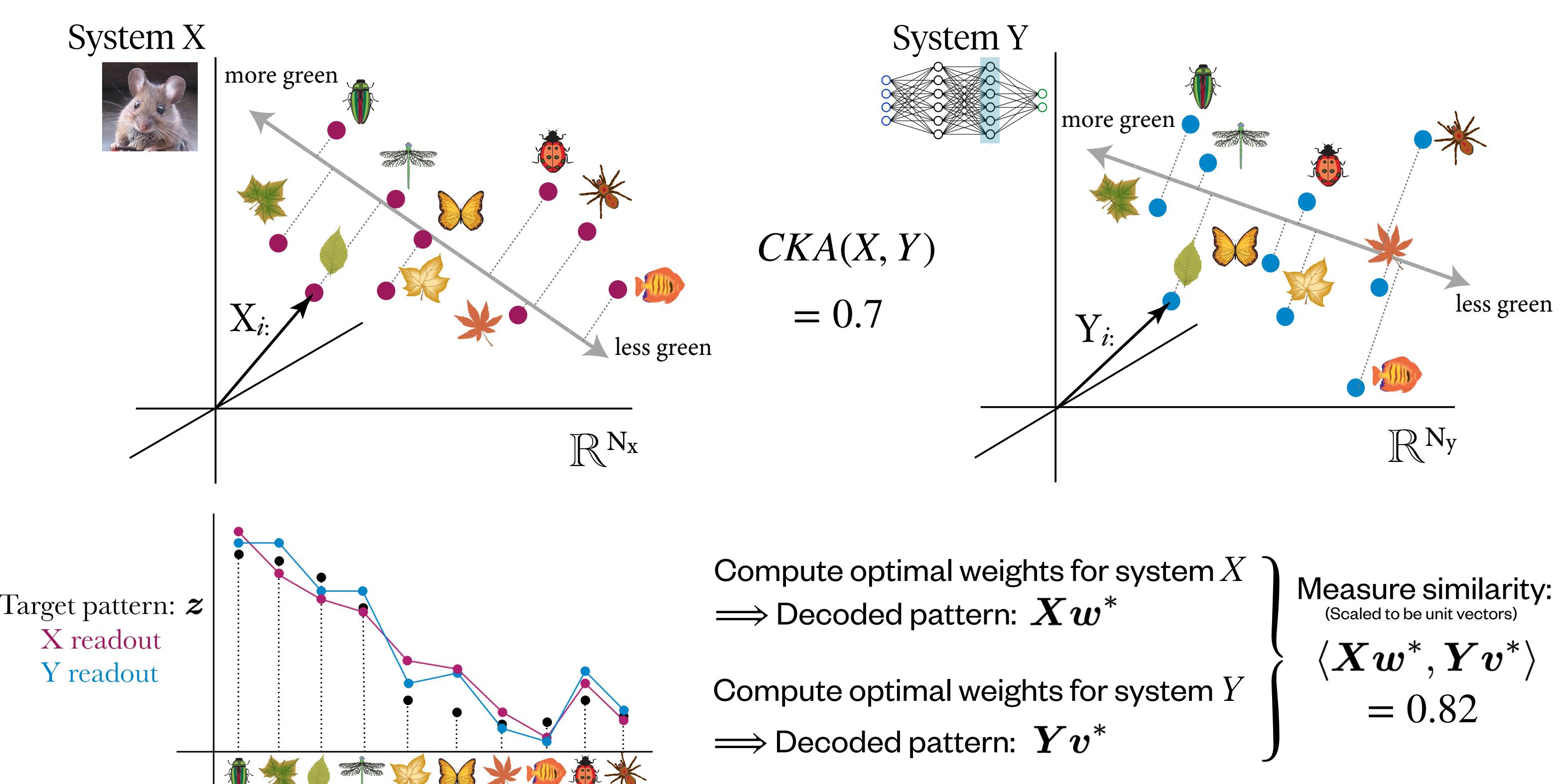
Comparative analyses are important tools for understanding complex systems

How do we quantify similarity between *neural representations*?

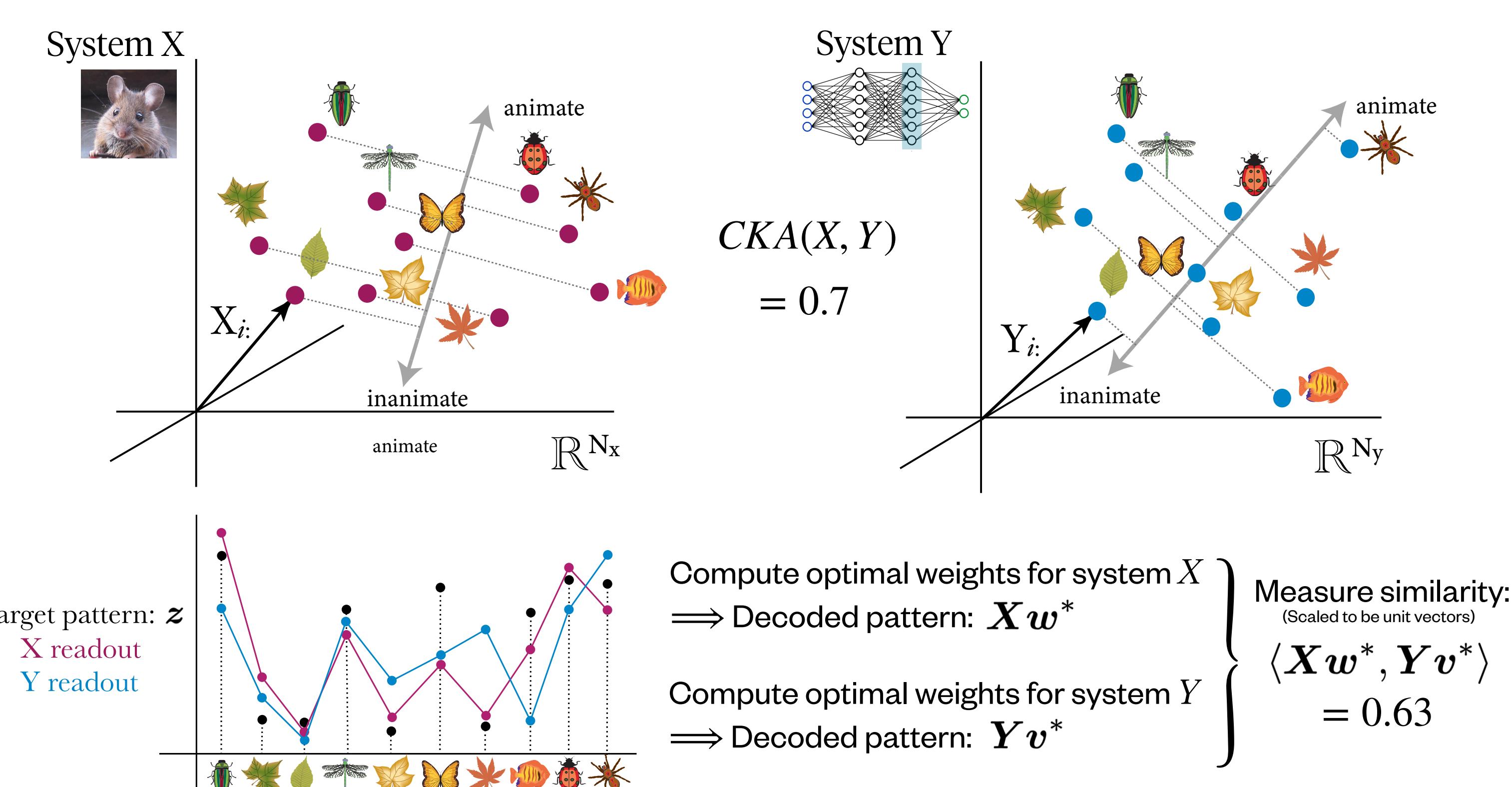


Comparing representations with linear decoding

Example task 1: color



Example task 2: animate/inanimate



Average decoding similarity/distance

★ Similarity depends on the choice of decoding task

Idea: Measure similarity over an ensemble of decoding tasks

$$\text{average decoding similarity (ADS)}: \mathbb{E}_{z \sim P_z} \langle Xw^*, Yv^* \rangle$$

$$\text{average decoding distance (ADD)}: \mathbb{E}_{z \sim P_z} \|Xw^* - Yv^*\|_2^2$$

To compute these, we must choose:

1. Regression loss function
2. Ensemble of tasks to average over

We show: certain choices here \Rightarrow average decoding similarity/distance = popular representational similarity/distance measures

→ Set up a family of linear decoding problems

Decoding optimization problem:

$$\underset{\mathbf{w}}{\text{maximize}} \quad \underbrace{\frac{1}{M} \mathbf{z}^\top \mathbf{X} \mathbf{w}}_{\text{Maximize overlap between } \mathbf{Xw} \text{ and } \mathbf{z}} - \underbrace{\frac{1}{2} \mathbf{w}^\top \mathbf{G}(\mathbf{X}) \mathbf{w}}_{\text{Penalty on a norm of the weights } \mathbf{w}}$$

This problem has a nice closed form solution: $\mathbf{w}^* = \frac{1}{M} \mathbf{G}(\mathbf{X})^{-1} \mathbf{X}^\top \mathbf{z}$ Optimal Decoding Weights

$\mathbf{G}(\cdot)$ is a function mapping $\mathbb{R}^{M \times N} \rightarrow$ symmetric positive definite $N \times N$ matrices

Consider $\mathbf{G}(\mathbf{X}) = a \mathbf{C}_X + b \mathbf{I}$ with neuron-by-neuron covariance $\mathbf{C}_X := \frac{1}{M} \mathbf{X}^\top \mathbf{X}$

Relations to geometric similarity measures

Special cases

$$\begin{aligned} \text{Take } a=1, b=\lambda &\rightarrow \mathbf{w}^* = \underset{\mathbf{w}}{\text{argmin}} \|\mathbf{X}\mathbf{w} - \mathbf{z}\|_2^2 + \lambda \mathbf{I} & \text{Ridge regression} \\ &\mathbf{v}^* = \underset{\mathbf{v}}{\text{argmin}} \|\mathbf{Y}\mathbf{v} - \mathbf{z}\|_2^2 + \lambda \mathbf{I} \end{aligned}$$

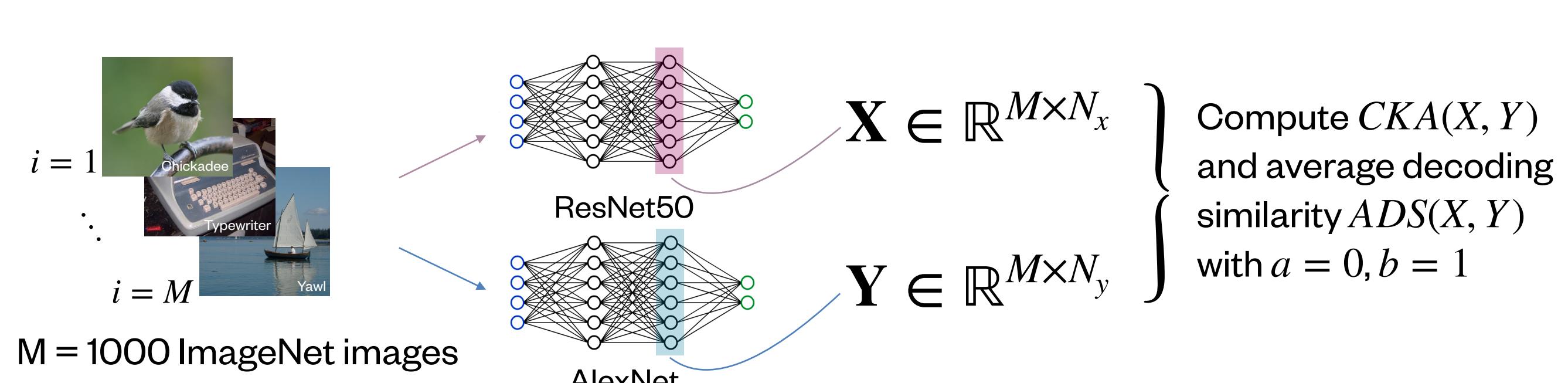
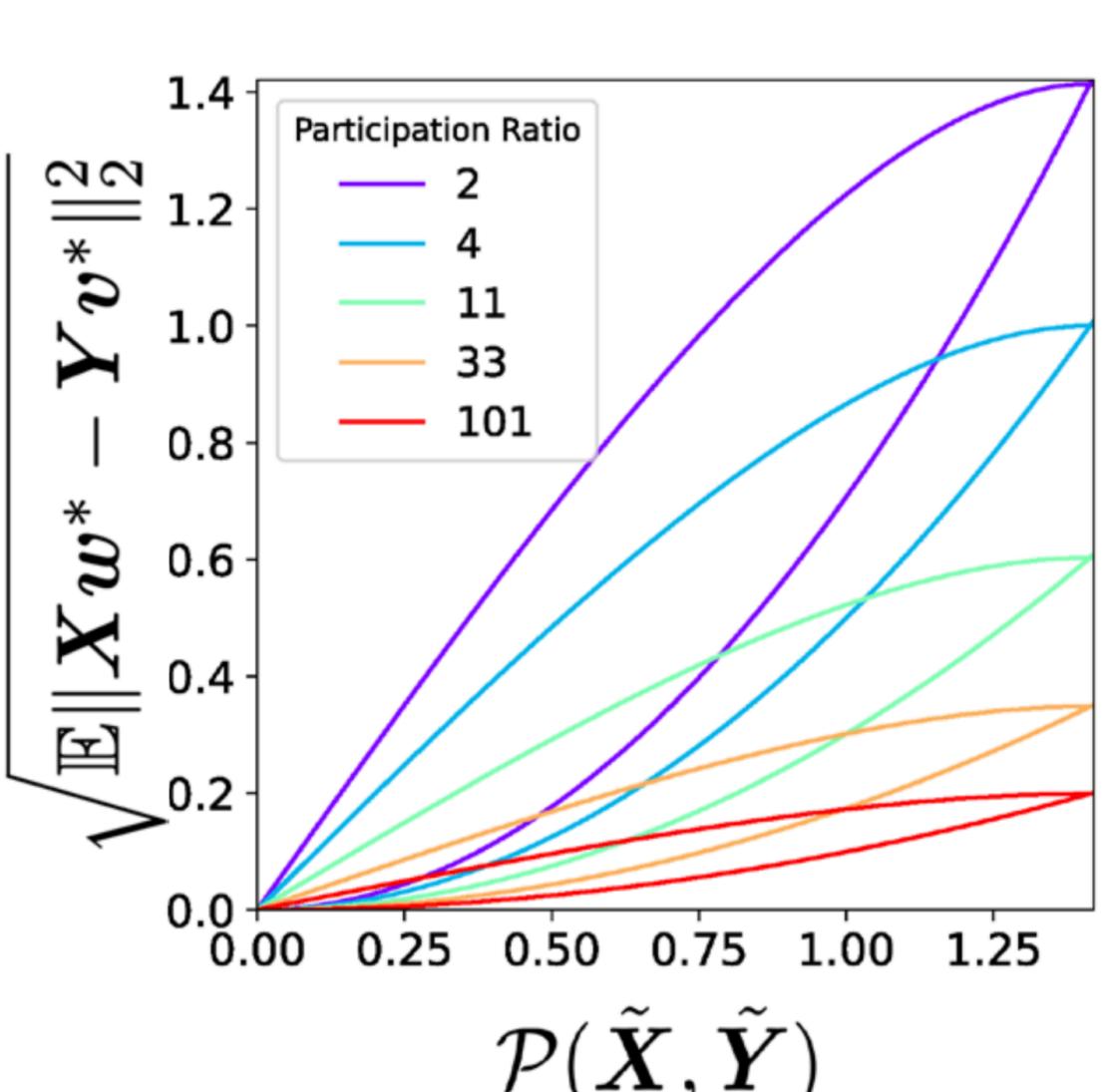
If we also assume identity covariance structure of the task ensemble we are averaging over, i.e. $\mathbb{E}_z [\mathbf{z}\mathbf{z}^\top] = \mathbf{I}$

$$\begin{aligned} \text{Take } a=0, b=1 &\rightarrow \frac{\mathbb{E} \langle \mathbf{X}\mathbf{w}^*, \mathbf{Y}\mathbf{v}^* \rangle}{\sqrt{\mathbb{E} \langle \mathbf{X}\mathbf{w}^*, \mathbf{X}\mathbf{w}^* \rangle \mathbb{E} \langle \mathbf{Y}\mathbf{v}^*, \mathbf{Y}\mathbf{v}^* \rangle}} = \text{CKA}(\mathbf{X}, \mathbf{Y}) \\ &\text{(Normalized) Average decoding similarity} \end{aligned}$$

Similarity measure	a	b
Linear CKA	0	b
GULP	1	λ
CCA	1	0
ENSD	0	$\frac{1}{M} \text{Tr}[\mathbf{C}_X^2]$

We find saturated bounds relating average decoding distance to Procrustes shape distance between normalized representations

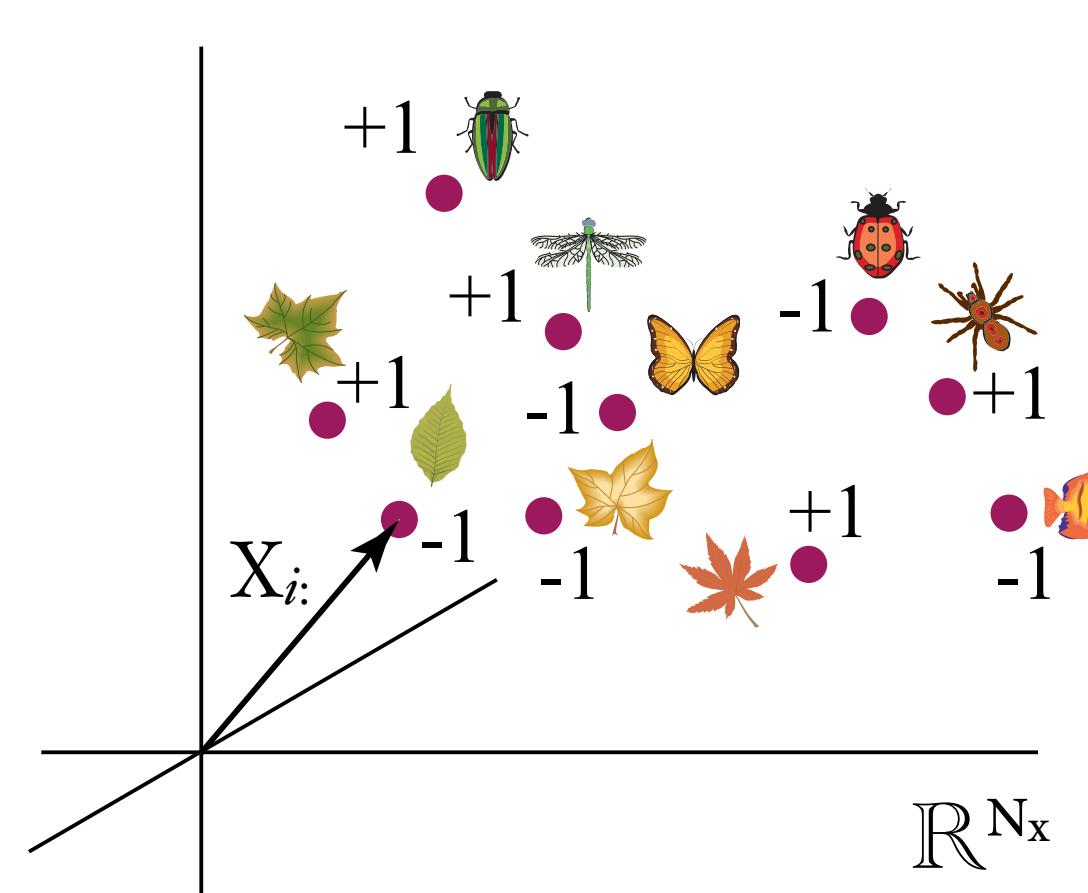
$$\tilde{\mathbf{X}} := \frac{1}{\sqrt{M}} \mathbf{X} \mathbf{G}(\mathbf{X})^{-1/2} \quad \text{and} \quad \tilde{\mathbf{Y}} := \frac{1}{\sqrt{M}} \mathbf{Y} \mathbf{G}(\mathbf{Y})^{-1/2}$$



Ensemble of decoding tasks:

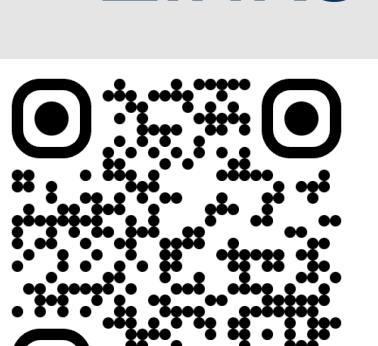
► Random binary partitions of input images

$$z_i \sim \{+1, -1\}$$



Links

Paper:
arXiv:2411.08197



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