

# Dynamic Interfacing Between Allocentric and Egocentric Frames via the Parietal-Hippocampal Network During Spatial Navigation

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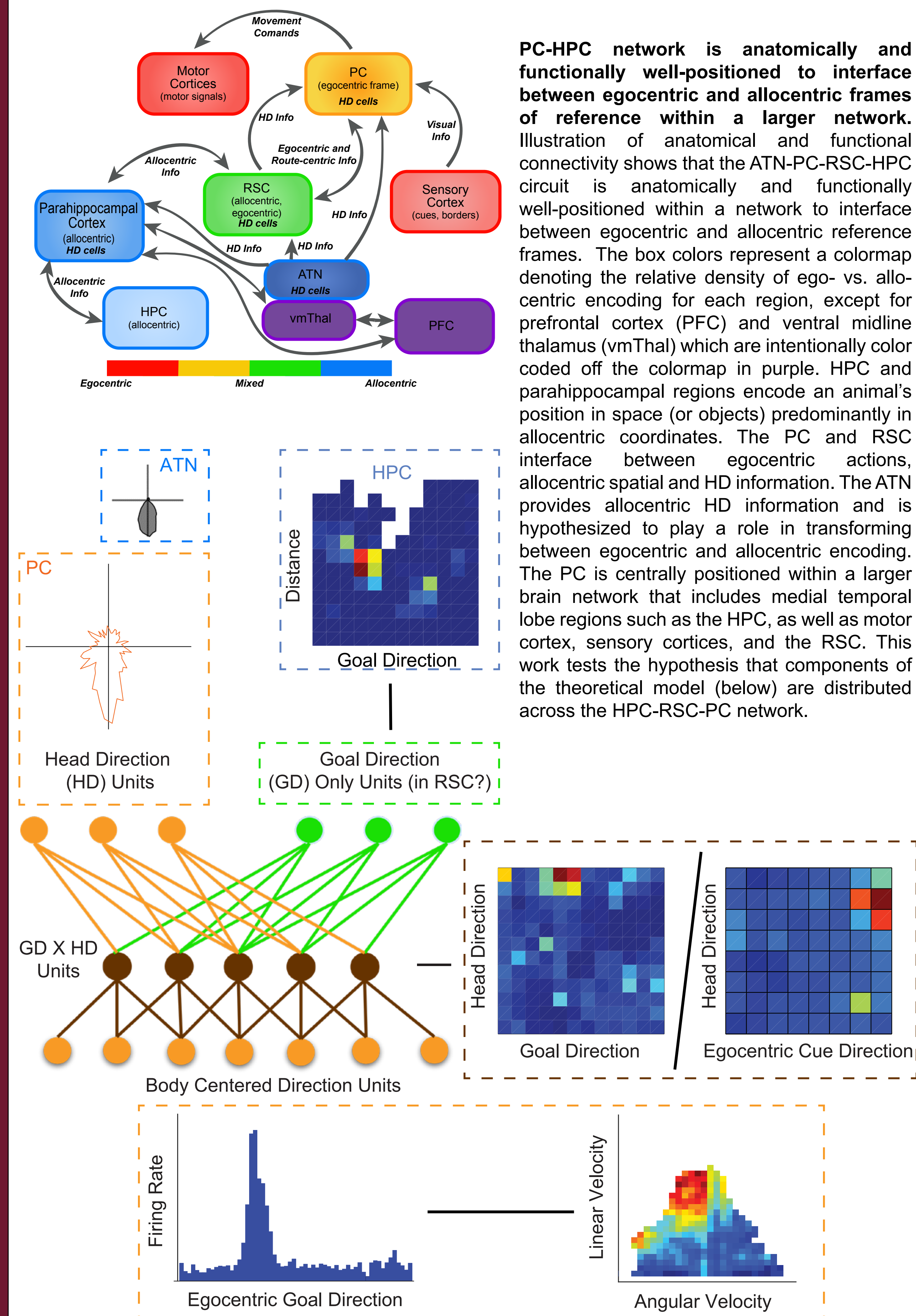
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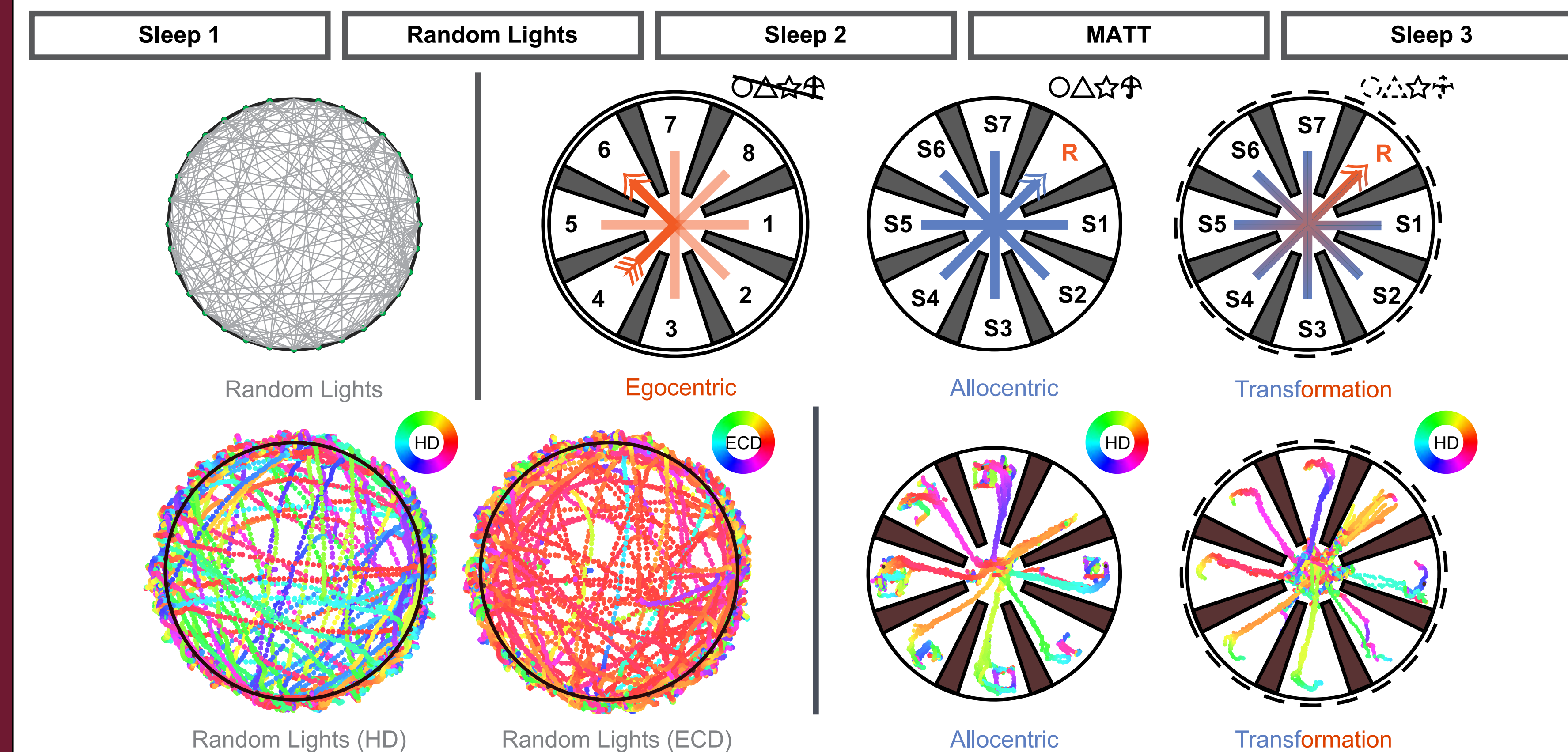
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## Introduction

- Spatial navigation is essential for survival and in natural settings requires integration of allocentric and egocentric (and other) frames of reference (Freas and Cheng, 2022; Burgues, 2006; Moser et al., 2017).
- Parietal cortex (PC), anterior thalamic nucleus, and hippocampus (HPC) form a neural network crucial for interfacing between these reference frames (Bermudez-Contreras et al., 2020)
- My previous work showed PC and HPC coordinates allocentric, egocentric, and route-centered bi-directionally (Zheng et al., 2025). However, this task blends but does not clearly differentiate egocentric, allocentric reference frames or transformation in between them.
- Therefore, I performed paired recordings from a novel task that does differentiate these three states developed by our laboratory and made freely available (Brea Guerrero et al., 2023) and a random lights task. This will allow me to look for evidence of patterns of single cell activity that could reflect transformation between allocentric and egocentric frames of reference.



## Methods



### Random Lights

- Objective: Randomize rat's movements (e.g. linear velocity, angular velocity, coverage, etc.) to identify cell tuning properties.
- 32 lights around the table edge was randomly on. Rat goes to the light cue to get reward.

### Egocentric

- Objective: Learn a specific motion path to obtain the reward, with the starting point randomized in each trial. Distal cues are not available.
- Reward zone determined relative to the starting zone, maintaining a consistent relation regardless of the starting point.
- Setup: Rat is placed in plexiglass box → Covered with an opaque box → Black box is retrieved → Transparent box is removed → Animal navigates the maze. → Trial ends.

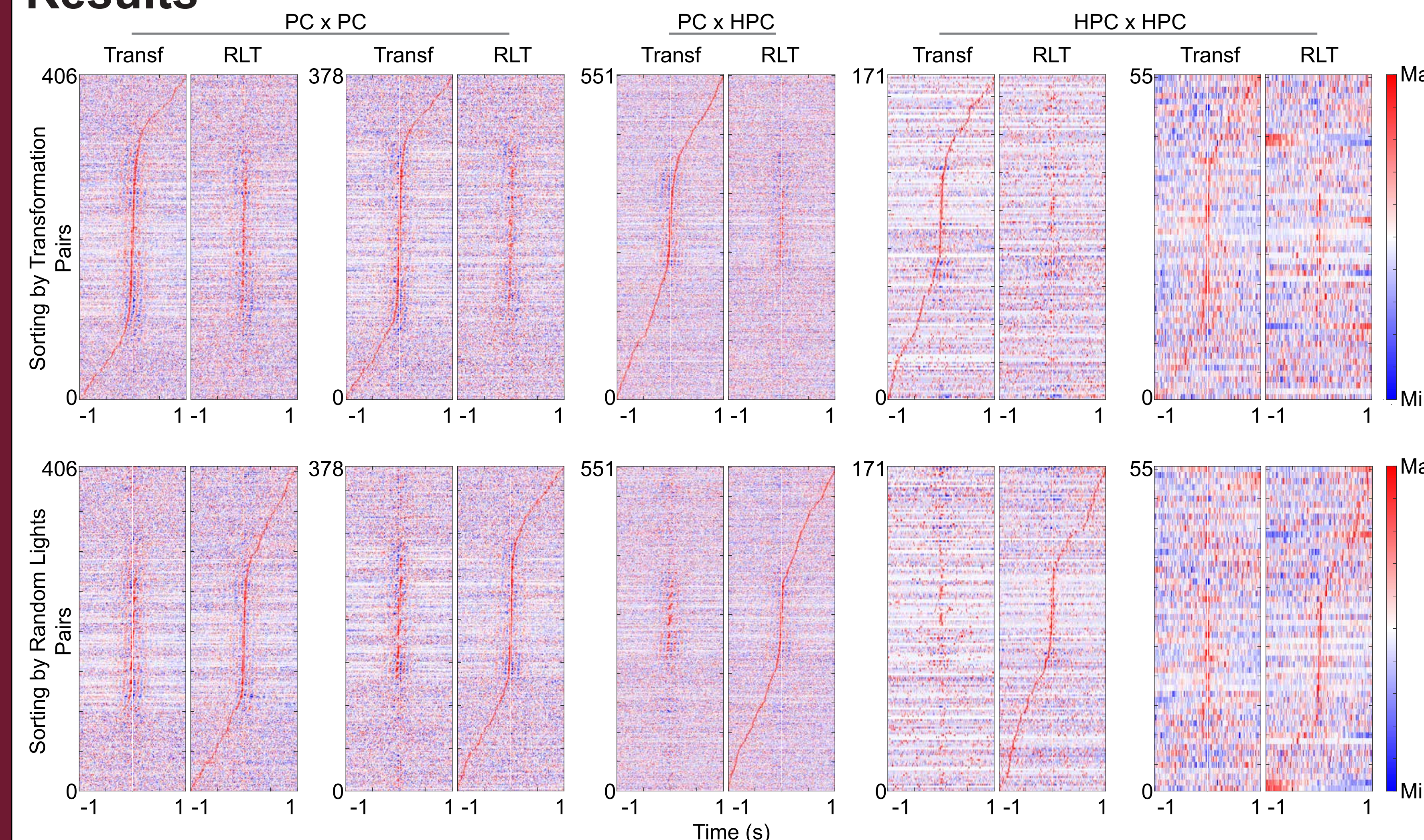
### Allocentric

- Objective: Use distal cues to navigate to the unmarked reward zone
- Setup: Rat is placed in plexiglass box → Box is retrieved → Animal navigates the maze → Trial ends.

### Transformation

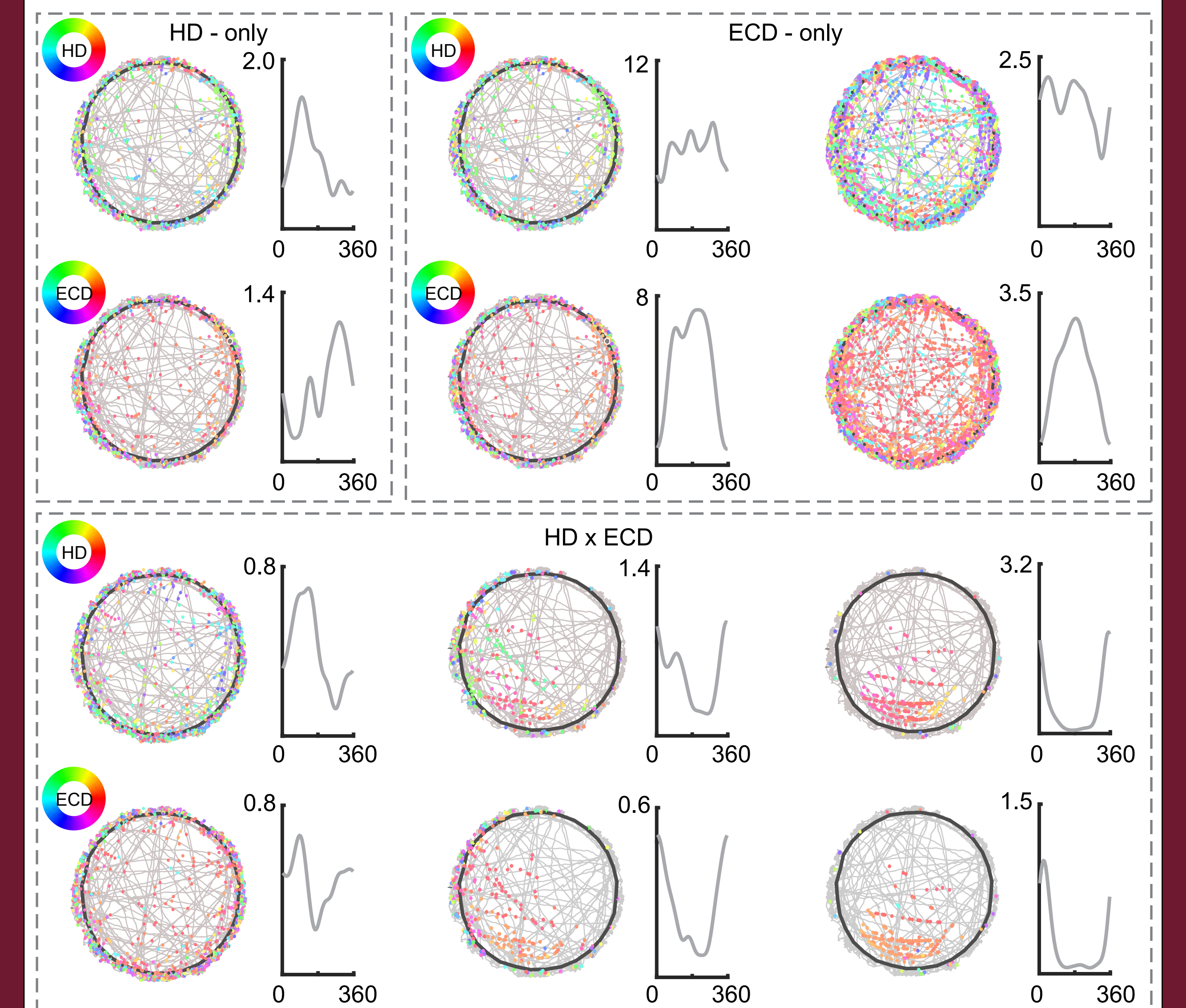
- Objective: Use distal cues for allocentric reward location then with cues obscured convert this location to a egocentric location to navigate to the same unmarked reward zone using self-centered motion plans.
- Setup: Rat is placed in plexiglass box → Covered with an opaque box → Distal cues are covered by a screen → Black box is retrieved → Transparent box is removed → Animal navigates → Trial ends.

## Results



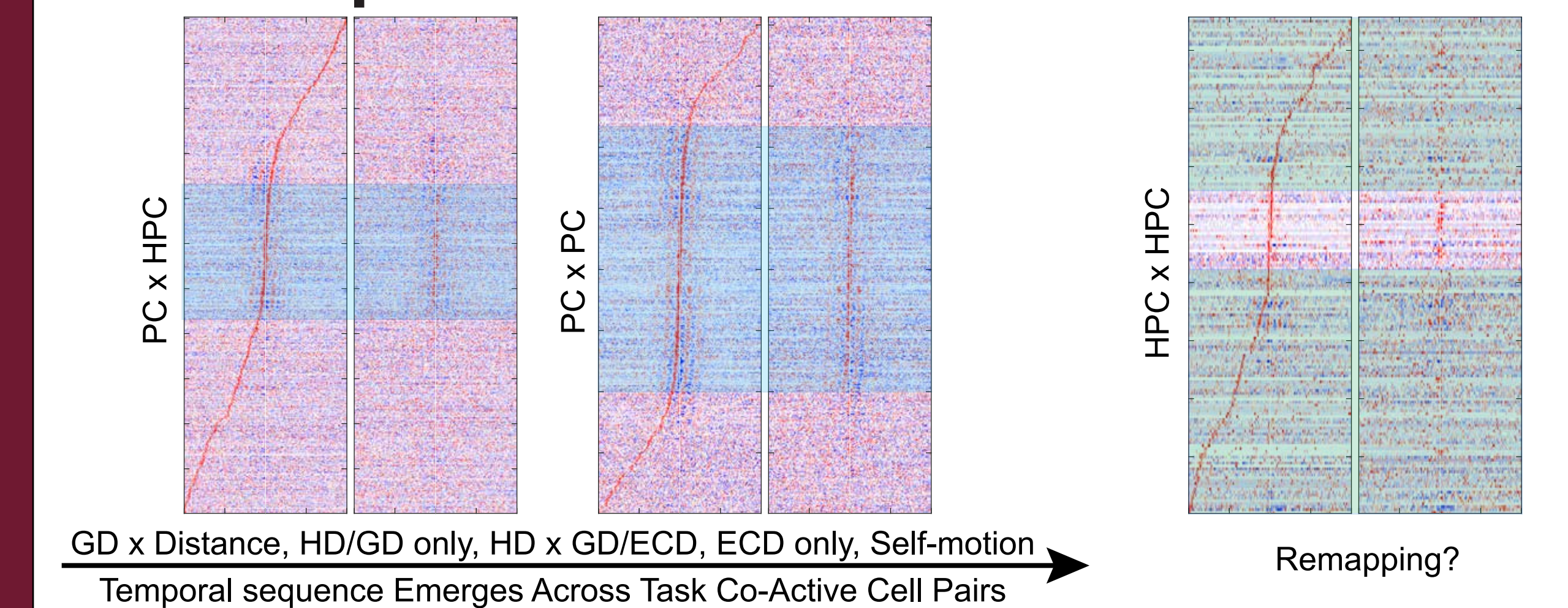
**Cross-correlations between PC and HPC neuron pairs.** Pairwise spike-time cross-correlations ( $\pm 1$  s) are shown for PC  $\times$  PC, PC  $\times$  HPC, and HPC  $\times$  HPC cell pairs. Rows represent individual cell pairs; warm/cool colors indicate positive/negative correlations. Top: pairs sorted by peak lag during Transformation task reveal that many PC  $\times$  PC cell pairs, less PC  $\times$  HPC pairs, and few HPC  $\times$  HPC pairs cross correlate for both tasks. Bottom: sorting by Random Lights task shows a similar pattern across the tasks.

## Random Lights Cell Type Classification



**HD-only, ECD-only, and HD x ECD tuning are found in Random Lights task.** For each cell, spiking locations are plotted over the maze trajectory, color-coded by either HD or ECD. HD-only cells exhibit direction-locked firing aligned to head orientation, ECD-only cells fire based on cue direction relative to the animal, and HD x ECD cells show conjunctive tuning to both reference frames. Corresponding tuning curves (right) illustrate selective angular modulation for each cell type.

## Next Step



## References

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