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Neural evidences of hierarchical cognitive control during haptic processing: an fMRI study

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1

2 **Manuscript title:** Neural evidences of hierarchical cognitive control during haptic processing: an fMRI
3 study

4 **Abbreviated title:** Supramarginal gyrus and S1 in tactile mismatch

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33

ABSTRACT

34 Interacting with our immediate surroundings requires constant manipulation of objects.
35 Dexterous manipulation depends on comparison between actual and predicted sensory input,
36 with these predictions calculated by means of lower- and higher-order corollary discharge
37 signals. However, there is still scarce knowledge about the hierarchy in the neural
38 architecture supporting haptic monitoring during manipulation. The present study aimed to
39 assess this issue focusing on the cross-talk between lower-order sensory and higher-order
40 associative regions. We used functional magnetic resonance imaging in humans during a
41 haptic discrimination task in which participants had to judge whether a touched shape or
42 texture corresponded to an expected stimulus whose name was previously presented.
43 Specialized haptic regions identified with an independent localizer task did not differ
44 between expected and unexpected conditions, suggesting their lack of involvement in tactile
45 monitoring. When presented stimuli did not match previous expectations, the left
46 supramarginal gyrus, middle temporal, and medial prefrontal cortices were activated
47 regardless of the nature of the haptic mismatch (shape/texture). The left SI responded
48 differently to unexpected shapes and textures in line with a specialized detection of haptic
49 mismatch. Importantly, connectivity analyses revealed that the left supramarginal gyrus and
50 SI were more functionally coupled during unexpected trials, emphasizing their interaction.
51 The results point for the first time to a hierarchical organization in the neural substrates
52 underlying haptic monitoring during manipulation with the supramarginal gyrus as a higher-
53 order hub comparing actual and predicted somatosensory input, and SI as a lower-order site
54 involved in the detection of more specialized haptic mismatch.

55

56

SIGNIFICANCE STATEMENT

57 The findings in the present study have important implications for the understanding of the
58 neural architecture that supports haptic monitoring during manipulation. The results point,
59 for the first time, to a hierarchical organization in the neural substrates underlying haptic
60 monitoring during manipulation. In this hierarchy, the supramarginal gyrus is positioned as a
61 higher-order region comparing predicted and actual somatosensory input, and SI as a lower-
62 order site involved in the detection of more specialized haptic mismatches. The increased
63 functional connectivity between the supramarginal gyrus and SI during the processing of
64 unexpected stimuli emphasizes the cross-talk between lower-order sensory and higher-order
65 associative regions during manipulation.

66

INTRODUCTION

67 Interacting with our immediate surroundings requires constant manipulation of objects.
68 Dexterous manipulation (sequences of somatosensory events linked to subgoals) requires
69 that monitoring mechanisms (controllers) adapt motor commands to the relevant physical
70 properties of the target object (Johansson and Westling, 1988). Motor commands are based
71 on both the previously stored sensorimotor memory representations of objects (Johansson
72 and Cole, 1992) and the current state of the motor apparatus (which depends on previous
73 representations of the body in terms of proprioceptive information) (Giummarra et al.,
74 2008). Furthermore, information about the surface properties of the object is provided by
75 somatosensory afferents in the hand. In particular, this relies mainly on the timing and
76 firing-rate of slow- and fast-adapting afferent populations (FA-I and SA-I) that can
77 discriminate different surface curvatures after as few as five afferents have begun firing
78 (Johansson and Westling, 1987; Johansson and Birznieks, 2004).

79 In order to regulate haptic monitoring, controllers compare the actual sensory input with the
80 expected sensory consequences of initiated motor commands by means of the *efference copy*
81 (Feinberg, 1978; Frith, 2014; Wolpert and Miall, 1996). This copy of efferent motor
82 commands allows calculating how self-generated movement might influence the input
83 sensory signal as well as maintaining performance in the presence of feedback delays. In
84 other words, these predictions are necessary, taking into account that sensorimotor
85 monitoring loops involved in corrective actions have long time delays (~ 100 ms)
86 (Johansson and Flanagan, 2008). Of note, in addition to the *efference copy* (where a copy of
87 the motor commands issued to an effector is projected to low-level somatosensory neurons)
88 (Von Holst and Mittelstaedt, 1950), the information transfer from motor to sensory areas
89 might also occur at multiple levels, leading to the distinction of lower- and higher-order
90 (corollary discharge) CD signals (Crapse and Sommer, 2008). Lower-order CD signals
91 regulate the sensory information that enters the system whereas higher-order CD signals
92 implement adjustments in anticipation of the sensory input, facilitating the contextual
93 interpretation of sensory information. In order to combine these two types of signals, the
94 interplay between lower-order sensory areas and higher-order associative regions is crucial.
95 Despite previous literature supporting the hierarchical nature of haptic processing (Bodegard
96 et al., 2001; Bohlhalter et al., 2002; Kassuba et al., 2013; Sathian et al., 2011), there is still
97 scarce knowledge regarding the hierarchy of the neural substrates underlying haptic
98 monitoring and how these two types of information are implemented by local and global
99 networks.

100 The present study assessed this issue by focusing on the cross-talk between lower-order
101 somatosensory and higher-order associative regions. To address this, we first identified,
102 using an independent localizer task, lower-order somatosensory regions that process shapes
103 or textures selectively. Afterwards, we conducted a haptic discrimination task in which

104 unexpected shapes and textures were presented in order to trigger monitoring mechanisms
105 involved in the comparison between predicted and actual sensory input. We assessed
106 whether the specialized haptic areas identified with the localizer task distinguished expected
107 from unexpected (50%) stimuli in the category they were suited to process. We also
108 conducted a whole brain analysis to identify higher-order areas involved in haptic
109 monitoring. We hypothesized that higher-order associative regions supporting haptic
110 monitoring during manipulation would respond similarly regardless of the nature of the
111 haptic mismatch, independently of whether it was a shape or texture mismatch. Some of
112 these areas (the highest in the hierarchy) might even serve to detect mismatches in other
113 sensory modalities. In contrast, we expected to see different patterns of response in
114 specialized somatosensory regions (e.g. somatosensory cortices or areas selectively
115 responding to haptic exploration of shapes and textures) depending on the type of tactile
116 property (shape or texture) violating the expectation.

117 MATERIALS AND METHODS

118 **2.1 Participants.** Twenty-two right-handed participants (13 female, mean age = 23.2 ± 1.4
119 years) took part in the experiment. For the localizer task, the data of twenty subjects were
120 analyzed, since two subjects were excluded from the fMRI analysis. One subject was
121 excluded due to anomalous cortical response to tactile events; they did not elicit activity in
122 the somatosensory cortex. Moreover, the logfile of another participant was not generated.
123 For the haptic discrimination task, three additional subjects were excluded from the fMRI
124 analysis since their responses were not recorded. Hence, the fMRI analysis of the haptic
125 discrimination task included seventeen participants (12 female, mean age = 23.4 ± 1.5
126 years). The experiment was undertaken with the understanding and written consent of each
127 participant and was approved by the local ethics committee in accordance with the
128 Declaration of Helsinki.

129 **2.2 Procedure and general experimental design.** Before the single scanning session
130 participants underwent a training phase that lasted about 30 min. During the training phase,
131 they became familiarized with the haptic stimuli (used in both the independent localizer task
132 and the haptic discrimination task) and the experimental procedure. Since inside the scanner
133 all the instructions were vocally presented, the meaning of each auditory cue was explained
134 and a brief simulation was conducted. Participants lay supine in the scanner and were
135 blindfolded during the entire scanning session. First, the T1 structural image was acquired.
136 To avoid circularity (Kriegeskorte et al., 2008), an independent functional localizer task was
137 then conducted to localize areas typically involved in haptic processing shape and texture
138 (from here on referred to as ‘Property-selective Haptic ROIs’) (Amedi et al., 2001). Lastly,
139 the haptic discrimination task was conducted, to assess whether the previously identified
140 haptic-specialized areas distinguished expected from unexpected stimuli and to establish
141 higher-order regions involved in the detection of haptic incongruencies. Note that these
142 higher-order areas are not selective to haptic processing and thus could not be spotted by the
143 independent localizer task.

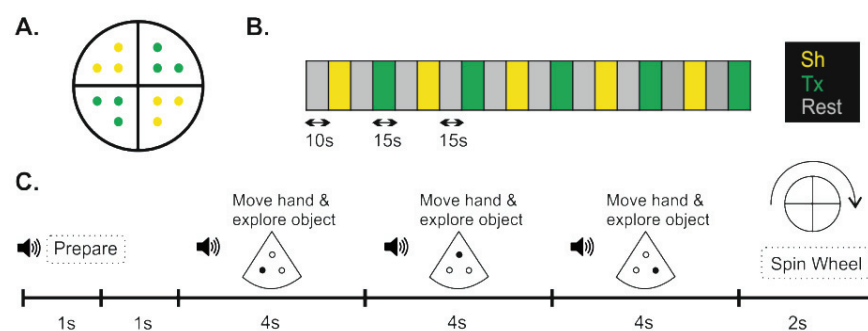
144 2.2.1 Independent functional localizer task

145 *Stimuli.* For the localizer task, we used six real 3D objects (pen cap, thread spool, eye drop
146 bottle, clothespin, bottle cork, and mini pencil) and six textures, approximately 4 x 4 cm
147 (corduroy, cork, sackcloth, sandpaper, sponge, and scourer), presented in a rotating tray (see
148 panel A in **Figure 1**).

149 *Design.* Participants were asked to palpate sequences of shapes or textures presented in a
150 rotating tray and covertly recognize them. The task began with a 10 sec resting interval that
151 was not analyzed. We used a block design that consisted of a single run with two haptic
152 conditions (Shape, Sh; Texture, Tx) and a Rest condition (see panel B in **Figure 1**). All

153 blocks lasted 15 sec and Sh and Tx blocks were alternated between each pair of Rest blocks.
 154 Each haptic block consisted in palpating (4 sec/palpation) three stimuli placed in a quarter of
 155 the rotating tray and then spinning the tray to continue with the next quarter (after the resting
 156 period) (see panel C in **Figure 1**). The hand always palpated the sequence of objects in the
 157 same order since the location of the stimuli was previously known. The task lasted
 158 approximately 5 min.

159



160

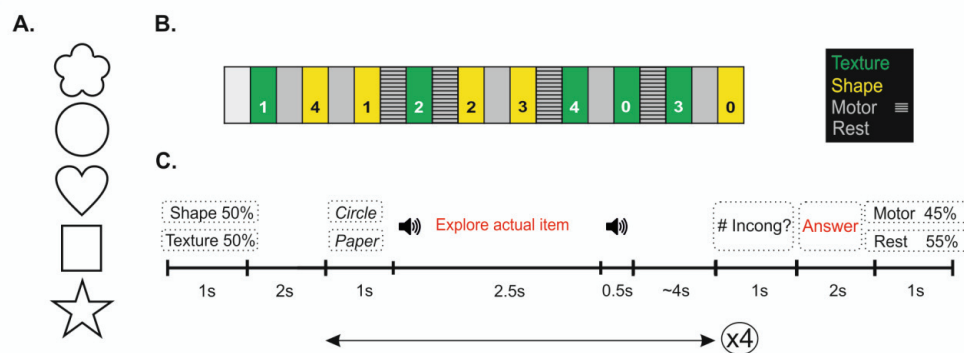
161 **Figure 1.** Stimuli and procedure used in the localizer task. A. Stimuli: Rotating tray with three objects (shapes:
 162 yellow) or three textures (green) in each quarter. Shapes were real 3D objects: pen cap, thread spool, eye drop
 163 bottle, clothespin, bottle cork, and mini pencil. Textures, approximately 4x4 cm, were corduroy, cork,
 164 sackcloth, sandpaper, sponge, and scourer. B. Block design for the single run. The run comprised 10 haptic
 165 blocks (yellow-shape; green-texture) and began with a 10 sec interval that was not analyzed. The order of the
 166 haptic blocks was alternated. C. Procedure for a haptic block. The block began with an auditory cue indicating
 167 that the haptic block would begin. After 1 sec of silence, the first auditory cue indicated to the participant the
 168 first (of the sequence of three) stimulus and to palpate it. After 4 sec of exploration, a second (and third)
 169 auditory cue indicated to move the hand towards and palpate the second (and third) stimulus. The hand always
 170 moved in the same direction when ranging from one stimulus towards the next one since the location of the
 171 stimuli was previously known. To conclude, an auditory cue instructed the participants to spin the tray (in
 172 order to prepare it for the next block) and rest.

173

174 2.2.2 Haptic discrimination task

175 *Stimuli.* 25 three-dimensional haptic stimuli were manufactured, measuring approximately 4
 176 x 4 x 2 cm and varying in shape and texture. The 25 stimuli comprised a variety of 5 shapes
 177 (flower, circle, heart, square, and star) that were covered with 5 textures (corduroy,
 178 sandpaper, plastic, paper, and expanded polystyrene) (see panel A in **Figure 1**). Thus, each
 179 stimulus had 2 properties: a particular shape and a particular texture (e.g., circle of corduroy,
 180 circle of paper etc.). All the stimuli were chosen so as to be easily identifiable and the 5
 181 shapes were previously used in two other studies (see Gurtubay-Antolin et al., 2015;
 182 Gurtubay-Antolin et al., 2016, submitted).

183



184

185 **Figure 2.** Stimuli and procedure used in the haptic discrimination task. A. Stimuli: Variety of 5 shapes (flower,
 186 circle, heart, square, and star). The 25 haptic stimuli were manufactured covering each of the 5 shapes with 5
 187 textures (corduroy, sandpaper, plastic, paper, and expanded polystyrene). B. Block design for one run. Each
 188 run comprised 10 haptic blocks (green-attend texture; yellow-attend shape) and began with a 10 sec interval
 189 that was not analyzed. The order of the haptic blocks was randomized. Between two haptic blocks, Rest or
 190 Motor blocks were presented in randomized order. In each haptic block, 4 haptic trials were presented (see
 191 Panel C for further information on haptic blocks). The number in each block corresponds to the number of
 192 incongruent trials presented in that block (ranging from a minimum of 0 to a maximum of 4). For a particular
 193 dimension (shape/texture), the number of incongruent trials within each block was not repeated in that run.
 194 Procedure for a haptic block. The block began with an auditory cue instructing as to the dimension of the
 195 object that had to be attended to (50% shape, 50% texture). After a 2 sec interval, the first haptic trial started.
 196 In each haptic trial the name of an expected item was presented and an auditory cue indicated that the
 197 exploration of the actual item could begin. In half of the trials the word delivered by the headphones
 198 corresponded to the touched object (congruent), and in the other 50% of trials the object did not match the

199 name (incongruent). We therefore had 6 conditions (4 corresponding to all the possible combinations--
200 congruent shape (CSh), incongruent shape (ISh), congruent texture (CTx), and incongruent texture (ITx)--and
201 two additional control conditions, Motor (M) and Rest (R)). Free exploration was allowed. 2.5 sec later, a
202 second auditory cue indicated that the exploration period was over. After a jittering period, the next haptic trial
203 could start. After 4 haptic trials, the participants were asked about the number of incongruent trials. Using their
204 left hand, participants had to push a button as many times as the incongruent trials that had been presented
205 (ranging from 0 to 4). To conclude, an auditory cue indicated whether a ‘Rest’ or ‘Motor’ block followed (a
206 block in which participants were asked to move the fingers as they were exploring an imaginary object).

207

208 *Design.* Participants were presented with brief sequences of objects or textures to palpate
209 and had to judge whether a touched stimulus corresponded to an expected stimulus whose
210 name had been previously presented orally. Subjects were placed with the right hand facing
211 upward and the stimuli were placed into the subject’s palm by the experimenter. The
212 experiment was designed as a mixed block/event-related design with two haptic conditions
213 (Shape, Sh; Texture, Tx) in which subjects were instructed to attend to the shape or the
214 texture of the stimuli (block design), a control motor condition (Motor) in which they were
215 asked to move their fingers as they were exploring an imaginary object (and were explicitly
216 instructed not to touch themselves), and a ‘Rest’ condition.

217 The experimental design consisted of 4 runs and each run comprised 10 haptic blocks (5 Sh,
218 5 Tx), 4 Motor blocks, and 5 Rest blocks (see panel B in **Figure 2**). All the runs began with
219 a 10 sec resting interval that was not analyzed. The type of haptic block (shape or texture)
220 was randomized and lasted 32 sec. Each haptic block consisted of 4 consecutive
221 somatosensory trials (8 sec each if we take into account the ~ 4 s jittering interval). Each
222 haptic block began with an auditory cue indicating the dimension of the object that had to be
223 attended (50% shape, 50% texture). After a 2 sec interval, the first haptic trial started (see
224 panel C in **Figure 2**). In each haptic trial the name of an expected stimulus was vocally
225 presented and a second later, an auditory cue indicated that the exploration of the actual

226 stimulus could begin. In half of the trials the word delivered by the headphones
227 corresponded to the touched object (congruent, C), and in the other 50% of trials the object
228 did not match the name (incongruent, I). All the possible combinations were presented the
229 same number of times. We therefore had 6 conditions (4 corresponding to all the possible
230 combination--congruent shape (CSh), incongruent shape (ISh), congruent texture (CTx) and
231 incongruent texture (ITx)--and two additional control conditions, motor (M) and rest (R)).
232 Free exploration was allowed. 2.5 sec later, a second auditory cue indicated that the
233 exploration period was over. After a jittering period ranging from 2 to 6 sec in 100 ms
234 intervals (mean = 4 sec), the next haptic trial could start. After 4 haptic trials, the subjects
235 were asked about the number of incongruencies detected in the preceding block. Using their
236 left hand, participants had to push a button as many times as there were identified
237 incongruent trials (ranging from 0 to 4). For a particular dimension (Sh or Tx), the number
238 of incongruent trials within each block was not repeated in that run. Between two haptic
239 blocks, 10 sec Rest or Motor blocks were presented in randomized order.

240 **2.3 Behavioral analysis.** We considered a correct response block each time the number of
241 incongruencies presented in a haptic block and the number of times the participant had
242 pushed the button matched. The percentage of correct responses served (i) to rule out blocks
243 with erroneous responses from the fMRI analysis, and (ii) to obtain an overall estimate of
244 the performance.

245 **2.4 Image acquisition.** Scanning was performed on a 3-T Siemens Trio System. Functional
246 data were acquired using a gradient echo pulse sequence (32 transverse slices oriented along
247 the anterior-posterior commissural axis with a 30-degree upward tilt to avoid the eyes,
248 repetition time of 2 sec, echo time of 30 ms, 3 x 3 x 3.5 mm voxels, 0.8-mm interslice gap).
249 A high-resolution T1-weighted magnetization-prepared rapid acquisition gradient echo

250 (MPRAGE) image (240 slices sagittal, TR = 2300 ms, TE = 2.98 ms, 1 mm isotropic voxels)
251 was also collected.

252 **2.5 Image processing and statistical analysis.** fMRI data were analyzed using standard
253 procedures implemented in the Statistical Parametric Mapping software (SPM8, Wellcome
254 Trust Centre for Neuroimaging, University College, London, UK,
255 www.fil.ion.ucl.ac.uk/spm/). The preprocessing consisted of several steps: realignment,
256 segmentation, normalization, and smoothing. To correct head-movement artefacts based on
257 an affine rigid body transformation, images were spatially realigned with respect to the first
258 volume of the first run (Friston et al., 1996). Each participant's MPRAGE scan was co-
259 registered to the mean echo planar imaging (EPI) volume, produced in the previous step
260 during spatial realignment. Each coregistered structural scan was then segmented using New
261 Segment (Ashburner and Friston, 2005). Then the flow fields containing the deformation
262 parameters of this template were used to normalize each participant's realigned EPIs to MNI
263 space. Finally, normalized EPI images were re-sliced to 2 x 2 x 2 mm and smoothed with an
264 8 mm FWHM Gaussian kernel (Ripolles et al., 2016; Ripolles et al., 2014).

265 2.5.1 Independent functional localizer task

266 We aimed to identify specialized haptic regions responding differentially to the exploration
267 of shapes and textures (Property-selective Haptic ROIs) in order to analyze their
268 involvement in tactile monitoring. To avoid circularity (Kriegeskorte et al., 2008) the ROIs
269 were created using independent data obtained from the independent localizer task. For the
270 independent functional localizer task, a block design matrix was specified using the
271 canonical hemodynamic response function. Block onsets were modeled at the moment at
272 which participants heard the auditory cue that indicated that they could start palpating the
273 first of the three stimuli placed in a quarter of the rotating tray. First-level statistical analysis

274 was based on a least square estimation using the general linear model. Individual brain
275 responses to the ‘Shape’ and ‘Texture’ conditions were modeled with a regressor waveform
276 convolved with a canonical hemodynamic response function. Movement parameters
277 (estimated during the realignment phase) were also included in the model as covariates of no
278 interest to correct for motion effects as well as as constant vectors. Linear contrast images
279 for the main effect of haptic processing (Sh + Tx > Rest) and the main effect of property (Sh
280 > Tx and viceversa) were calculated for each subject, and statistical parametric maps
281 (SPMs) were generated. Group activation was calculated using a random effects model,
282 accounting for inter-subject variance. Main effects of haptic processing were only used for
283 sanity checks to confirm that they activated sensorimotor cortical areas. ‘Property-selective
284 Haptic ROIs’ were created entering individual contrast images into a second level one
285 sample t-test to test for (i) main effects of shape (Sh > Tx) and (ii) main effects of texture
286 (Tx > Sh) ($p_{\text{uncorrected}} = 0.005$, $k=50$). In order to maximize sensitivity within our ROIs, we
287 performed a meta-analysis using NeuroSynth (a platform for large-scale, automated meta-
288 analysis of fMRI data; www.neurosynth.org; (Yarkoni et al., 2011) [see (Ripolles et al.,
289 2016) for a similar approach]. We put together a term-based search for ‘tactile’ that resulted
290 in 190 studies (search performed on October 20, 2016). Then, a forward inference mask
291 (which represented the probability that the term ‘tactile’ was associated with a particular
292 activation) was generated (corrected at $p_{\text{FDR}} = 0.01$). We then refined the previously created
293 ROIs by masking them with the results of the NeuroSynth meta-analysis. In other words,
294 each final ROI contained only voxels that were part of the original ROIs and that were also
295 tactile-related according to the meta-analysis.

296 2.5.2 Haptic discrimination task

297 For the haptic discrimination task, an event-related design matrix was specified using the
298 canonical hemodynamic response function. Trial onsets were modeled at the moment at

299 which participants heard the auditory cue that indicated that they could palpate the stimuli.
300 We only analyzed blocks with correct responses (blocks where the number of presented
301 incongruencies matched the times the participant pushed the response button). Blocks with
302 incorrect responses were not analyzed. First-level statistical analysis was based on a least
303 square estimation using the general linear model. Individual brain responses to the different
304 conditions [congruent shape (CSh), incongruent shape (ISh), congruent texture (CTx),
305 incongruent texture (ITx), and motor (M)] were modeled with a regressor waveform
306 convolved with a canonical hemodynamic response function. Movement parameters
307 (estimated during the realignment phase) were also included in the model as covariates of no
308 interest to correct for motion effects as well as constant vectors.

309 *ROI analysis*

310 First, a region of interest (ROI) analysis was performed using the results from the
311 independent functional localizer task. To assess whether ‘Property-selective Haptic ROIs’
312 could detect conflicting haptic information in the category they were suited to process,
313 paired t-tests were conducted. We compared mean beta values (i) between CSh and ISh
314 conditions in ROIs selective to shape processing and (ii) between CTx and ITx in ROIs
315 selective to texture processing. The significance threshold was corrected for multiple
316 comparisons taking into account the number of ROIs.

317 *Whole brain analysis*

318 Additionally, to identify higher-order areas involved in haptic monitoring, a whole brain
319 analysis was conducted. Linear contrast images for (i) the main effect of haptic processing
320 with the related motor component ($CSh + ISh + CTx + ITx > R$), (ii) motor processing
321 without somatosensory stimulation ($M > R$), (iii) somatosensory stimulation without motor
322 processing ($CSh + ISh + CTx + ITx > M$), (iv) the main effect of shape ($CSh + ISh > CTx +$

323 ITx), and (v) the main effect of texture ($CTx + ITx > CSh + ISh$) were calculated to perform
324 some sanity tests. These tests aimed to confirm that the previous contrasts activated (i)
325 sensorimotor cortical areas, (ii) motor, but not somatosensory, areas, (iii) somatosensory, but
326 not motor, areas, and (iv) previously reported areas specifically processing shapes as
327 opposed to textures and (v) vice versa.

328 To identify regions involved in haptic monitoring, linear contrast images for (i) the main
329 effect of congruency ($CSh + CTx > ISh + ITx$), (ii) the main effect of incongruency ($ISh +$
330 $ITx > CSh + CTx$), and the interaction terms (iii) for greater shape incongruency ($ISh - CSh$
331 $> ITx - CTx$) and (iv) for greater texture incongruency ($ITx - CTx > ISh - CSh$), were
332 calculated for each subject. Statistical parametric maps (SPMs) were generated. Group
333 activation was calculated using a random effects model, accounting for inter-subject
334 variance. To test for the main effect of incongruency ($ISh + ITx > CSh + Ctx$ and the
335 reverse) and the interaction term ($ISh - CSh > ITx - CTx$ and the reverse), the individual
336 contrast images were entered into a second level repeated measures ANOVA with 2 within
337 subjects factors (Property and Congruency) and 2 levels each (Shape, texture--Sh and Tx--
338 and congruent, incongruent--C and I,--respectively). The results were thresholded at $p =$
339 0.05 FWE corrected at cluster level, with a cluster-forming (voxel-wise) threshold of p
340 $_{uncorrected} < 0.001$ (Woo et al., 2014;Flandin and Friston, 2017). In cases where clusters were
341 further FWE-corrected at the voxel-level, the voxel-level and the FWE-corrected p-value are
342 explicitly mentioned.

343 *Functional connectivity (PPI)*

344 Psychophysiological interaction (PPI) analyses (Friston et al., 1997;Gitelman et al., 2003)
345 identify voxels in which activity is more closely related to activity in a seed region of
346 interest (seed ROI) in a given psychological context. In the present study, PPI analyses were

347 performed in order to identify brain regions that were more functionally coupled (i) with
348 regions that showed the main effects of incongruency (from now on referred to as ‘iROIs’)
349 while processing incongruent vs. congruent trials, (ii) main effects of congruency (‘cROIs’)
350 while processing congruent vs. incongruent trials, and (iii) an interaction between
351 incongruency and property (‘IntROIs’) while processing shape incongruencies in the
352 opposite direction of texture incongruencies ($ISh - CSh > Itx - CTx$).

353 Four mm radius spheres were created around the group peaks obtained for (i) iROIs, (ii)
354 cROIs, and (iii) IntROIs. For all participants, individual deconvolved time-series were
355 extracted from all voxels within the seed ROIs. New linear models were generated at the
356 individual level, using three regressors. The first regressor was the activity extracted in the
357 seed area. The second regressor represented the condition as a vector that coded (i) the main
358 effect of incongruency ($CSh: -1, ISh: 1, CTx: -1, ITx: 1$) for iROIs, (ii) the main effect of
359 congruency ($CSh: 1, ISh: -1, CTx: 1, ITx: -1$) for cROIs, and (iii) the incongruency x
360 property interaction ($CSh: -1, ISh: 1, CTx: 1, ITx: -1$) for IntROIs. The third regressor
361 represented the interaction of interest between the first (physiological) and the second
362 (psychological) regressors. This was calculated as the element by element product of the
363 extracted time-series (the first eigenvariate from each voxel in the sphere) and the second
364 regressor. The result of this product was then reconvolved with the canonical hemodynamic
365 response function to create the final PPI regressor (Gitelman et al., 2003). The design matrix
366 also included movement parameters as a regressor of no interest. A significant PPI indicated
367 a change in the regression coefficients between any reported brain area and the seed area,
368 related to the experimental condition ($ISh + ITx > CSh + Ctx$ for iROIs; $CSh + CTx > ISh +$
369 Itx for cROIs and $ISh - CSh > Itx - CTx$ for IntROIs). The voxels identified in this analysis
370 show a pattern of activity correlated with the seed region. Individual summary statistic
371 images obtained at the first level (fixed effects) analysis were entered in a second-level

372 (random effects) analysis using a one-sample t-test. The results were thresholded at $p = 0.05$
 373 FWE corrected at cluster level, with a cluster-forming (voxel-wise) threshold of $p_{\text{uncorrected}} <$
 374 0.001 (Woo et al., 2014;Flandin and Friston, 2017).

375

RESULTS

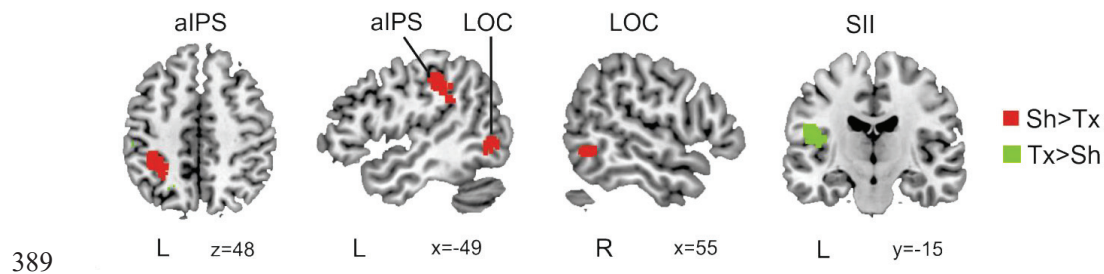
376 3.1 Behavioral results

377 Overall percentage of correct response was 91% (SD = 5) (considering both types of haptic
 378 blocks). The accuracies considering each property separately were $92 \pm 5\%$ for shape
 379 blocks and $90 \pm 9\%$ for texture blocks, with no significant difference between the two ($t(16)$
 380 $= 0.1$; $p = 0.3$).

381 3.2 fMRI results

382 3.2.1 Property-selective Haptic ROI creation from localizer task:

383 The results revealed a main effect of shape (Sh vs.Tx) in three clusters located in the left
 384 anterior intraparietal sulcus (aIPS) $[-34 -40 46, t(19) = 5.49, k = 53044]$, in the left lateral
 385 occipital complex (LOC) $[-48 -66 -6, t(19) = 3.65, k = 6044]$, and in the right LOC $[52 -56 -$
 386 $6, t(19) = 3.10, k = 3324]$. Additionally, a cluster located in the left secondary
 387 somatosensory area (SII) - parietal operculum- $[-42 -18 24, t(19) = 5.01, k = 197]$ showed a
 388 main effect of texture (Tx vs. Sh) (see **Figure 3**).



390 **Figure 3.** Property-selective Haptic ROI creation from localizer task. In red, regions more active during the
391 haptic shape than texture processing (left aIPS and bilateral LOC). In green, regions more active during the
392 haptic texture than shape processing (left SII--parietal operculum).

393

394 3.2.2 Haptic discrimination task:

395 The average number of trials included in the fMRI analysis was 36 ± 1 (mean \pm SD, CSh 37
396 ± 2 ; ISh 36 ± 3 ; CTx 35 ± 5 ; ITx 35 ± 3). The haptic discrimination task activated a network
397 associated with haptic stimulation, comprising bilateral sensorimotor areas, insulae,
398 posterior parietal cortices, lateral occipital complexes, premotor and supplementary motor
399 areas, prefrontal regions, and thalamus.

400 *Incongruence in property-selective Haptic ROIs*

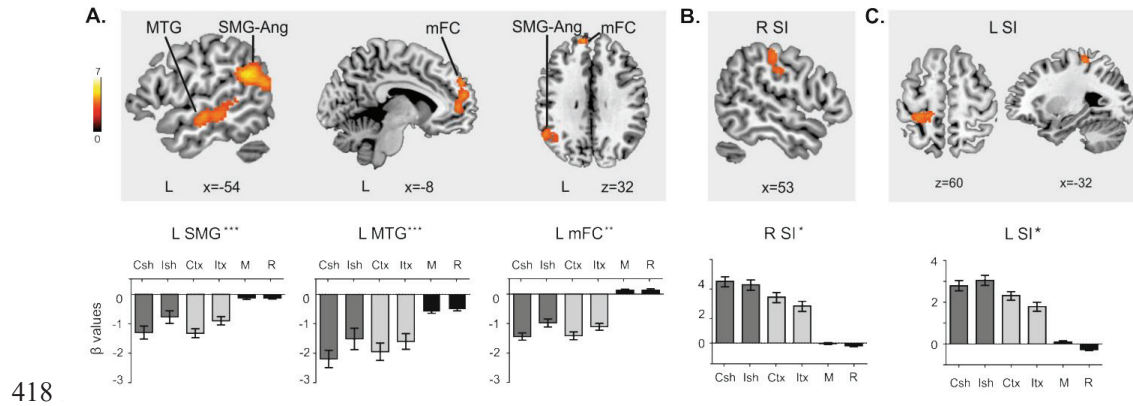
401 Results of paired t-tests between the CSh and ISh conditions for the three ROIs showing a
402 main effect of shape (Sh vs. Tx) were not significant [left aIPS ($p = 0.2$), left LOC ($p = 0.2$),
403 right LOC ($p = 0.3$), with the significance threshold $p_{\text{BONFERRONI}} = 0.05/3 = 0.017$]. Results
404 of a paired t-test between the CTx and ITx conditions for the ROI showing a main effect of
405 texture (Tx vs. Sh) [left SII, parietal operculum ($p = 0.06$)] were not significant, either.

406

407 *Whole brain analysis: Flexible factorial results*

408 Flexible factorial results revealed important effects of incongruency in a cluster located in
409 the left supramarginal (SMG) (and part of angular) gyrus (iROI1) [-54 -52 24, $t(48) = 5.44$,
410 $p_{\text{FWE cluster}} < 0.001$, $p_{\text{FWE voxel}} = 0.03$, $k = 984$], in the left middle temporal gyrus (MTG)
411 (iROI2) [-48 -18 -10, $t(48) = 5.31$, $p_{\text{FWE cluster}} < 0.001$, $p_{\text{FWE voxel}} = 0.04$, $k = 744$], and in the
412 medial frontal cortex (mPFC) (iROI3) [-10 54 34, $t(48) = 4.64$, $p_{\text{FWE cluster}} = 0.003$, $k = 421$]
413 (see **panel A in Figure 4**). An important effect of congruency was found in the right primary

414 somatosensory area (SI) (cROI) [$58 -16 32$, $t(48) = 4.42$, $p_{\text{FWE cluster}} = 0.04$, $k = 235$] (see
 415 **panel B in Figure 4**) as well as a significant interaction of incongruency x property (ISh +
 416 ITx > CSh + Ctx) in the left SI (IntROI) [$-32 -36 64$, $t(48) = 4.39$, $p_{\text{FWE cluster}} = 0.03$, $k = 238$]
 417 (see **panel C in Figure 4**).



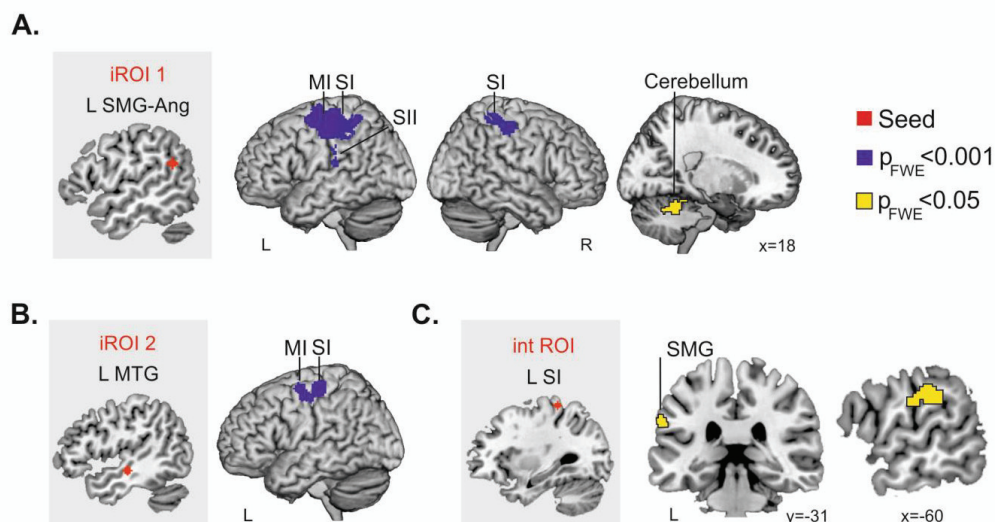
419 **Figure 4.** A. Regions active during haptic incongruency revealed by contrasting Incongruent (ISh+ITx) vs.
 420 Congruent (CSh+CTx) trials. B. Region active during haptic congruency revealed by contrasting Congruent
 421 (CSh+CTx) vs. Incongruent (ISh+ITx) trials. C. Region showing a different pattern of response to shape and
 422 texture incongruencies revealed by contrasting Shape Incongruency (ISh-CSh) vs. Texture Incongruency (ITx-
 423 CTx) trials. Bar graphs on the lower row show mean beta coefficients within ROIs for each condition of
 424 interest (CSh congruent shape, ISh incongruent shape, Ctx congruent texture, ITx incongruent texture, M
 425 motor--movement without haptic input--, R rest). Ang: Angular gyrus, mFC: medial frontal cortex, MTG:
 426 middle temporal gyrus, SI: primary somatosensory cortex, SMG: supramarginal gyrus. R = right hemisphere, L
 427 = left hemisphere. MNI coordinates. Maps are thresholded at $p_{\text{FWE cluster-level}} = 0.001^{***}$, $p = 0.005^{**}$, $p =$
 428 0.05^* , (with cluster-forming voxel-wise thresholds of $p_{\text{uncorrected}} < 0.001$) and a minimum cluster size of 50
 429 voxels. Note that the clusters in the SMG and MTG are further FWE-corrected at $p < 0.05$ at the voxel-level.

430

431 *Functional connectivity results*

432 We ran psychophysiological interaction (PPI) analyses in order to further investigate which
 433 brain regions showed a significant change in the regression coefficients between that area
 434 and the seed area, related to the experimental condition (ISh + ITx > CSh + Ctx for iROIs
 435 and ISh - CSh > Itx - CTx for Int ROI), indicating that they were more functionally

436 coupled. The left SMG (iROI1) showed increased incongruity-related connectivity with a
 437 cluster that included the left primary motor area (MI), premotor area, SI, SII, and part of the
 438 superior parietal lobe (SPL) $[-32 -16 42, t(16) = 6.21, p_{FWE \text{ cluster}} < 0.001, k = 2045]$, as well
 439 as with a cluster including regions of the right SI and SPL $[50 -42 66, t(16) = 4.93, p_{FWE}$
 440 $\text{cluster} < 0.001, k = 451]$. With a more liberal threshold of $p_{FWE \text{ cluster}} = 0.05$, the left SMG also
 441 presented increased connectivity during incongruent trials with a region in the right
 442 cerebellum $[-20 -48 -28, t(16) = 5.04, p_{FWE \text{ cluster}} = 0.01, k = 201]$ (see **panel A** in **Figure 5**).
 443 Increased incongruity-related connectivity was also found between the left MTG (iROI2)
 444 and the left MI and SI $[-46 -22 62, t(16) = 5.22, p_{FWE \text{ cluster}} < 0.001, k = 546]$ (see **panel B** in
 445 **Figure 5**). The cluster at the left medial frontal cortex (iROI3) did not show any increased
 446 incongruity-related connectivity. The cluster in the right primary somatosensory area
 447 (cROI) did not show any increased congruency-related connectivity. Lastly, the left SI
 448 (IntROI) presented increased connectivity for higher shape incongruity than texture
 449 incongruity with the left SMG area $[-62 -34 30, t(16) = 5.98, p_{FWE \text{ cluster}} = 0.05, k = 152]$
 450 (see **panel C** in **Figure 5**).



451

452 **Figure 5.** Functional connectivity results (PPI). A. Connectivity results seeding from ROI that showed main
453 effects of incongruency (iROIs) while processing incongruent vs. congruent trials (CSh: -1, ISh: 1, CTx: -1,
454 ITx: 1). Seeds are 4 mm spheres centered at the peak coordinate of the cluster located in left supramarginal-
455 angular gyrus (iROI1) and in left middle temporal gyrus (iROI2) (B). C. Connectivity results seeding from the
456 ROI showing an interaction between incongruency and property (IntROI), while processing shape
457 incongruencies different from texture incongruencies (CSh: -1, ISh: 1, CTx: 1, ITx: -1). Maps are thresholded
458 at p FWE cluster-level = 0.001 and $p = 0.05$ (with cluster-forming voxel-wise thresholds of p uncorrected <
459 0.001) and a minimum cluster size of 50 voxels. MI: primary motor cortex, SI: primary somatosensory cortex,
460 SII: secondary somatosensory cortex, SMG: supramarginal gyrus. R = right hemisphere, L = left hemisphere.
461 MNI coordinates.

462

463 For further information, unthresholded t-maps resulting from the fMRI analysis have been
464 uploaded to Neurovault (Gorgolewski et al., 2015) [<https://neurovault.org/collections/4161/>].

465

DISCUSSION

466 The present study aimed to elucidate the hierarchy in the neural substrates underlying haptic
467 monitoring during manipulation, focusing on the cross-talk between the lower-order sensory
468 regions and the higher-level associative areas implicated. We found that the anterior
469 intraparietal sulcus, lateral occipital complex, and secondary somatosensory area responded
470 differently to the exploration of shapes and textures, whereas they did not differ between
471 expected and unexpected conditions. This suggests that they are specialized in haptic
472 exploration and processing but are not involved in tactile monitoring. The left supramarginal
473 gyrus, the middle temporal, and the medial prefrontal cortices were activated whenever there
474 was a haptic mismatch, regardless of its nature (shapes and textures alike). In contrast, the
475 activity in the left SI distinguished between unexpected shapes and textures, in line with
476 more specialized haptic mismatch detection. Moreover, the left SMG-Ang area and left SI
477 were more functionally coupled during unexpected trials.

478 The activity observed in the left SMG-Ang gyrus for unexpected haptic input converges
479 with lesion and functional neuroimaging studies relating this area to comparison processes
480 between predicted and actual sensory consequences of ongoing actions (Sirigu et al., 2004;
481 Desmurget et al., 2009). Prior electrophysiological studies found that the mismatch between
482 internal predictions and reafferent signals elicited a parietally distributed error signal
483 resembling the N400 component (Sirigu et al., 2004; Desmurget et al., 2009), whose main
484 neural substrate has been located in the SMG (Gurtubay-Antolin et al., 2015; Padrao et al.,
485 2016). The functional connectivity analyses revealed that the left SMG-Ang was more
486 functionally coupled during unexpected than expected trials with bilateral sensorimotor
487 regions and the right cerebellum, suggesting a pivotal role of the SMG-Ang area in
488 orchestrating the monitoring of sensory predictions. In this vein, Jenmalm and colleagues
489 (2006) observed activation in the right SMG area when unexpectedly heavy and light
490 weights were lifted, as well as activity in the left SI and right cerebellum during the lifting of
491 unexpectedly heavy and light weights, respectively. Taken together, these results favor the
492 idea that the controller (SMG-Ang) compares the actual sensory input projected by the early
493 somatosensory cortex with the predictions computed in the cerebellum, made on the basis of
494 proprioceptive information. In fact, the cerebellum is thought to be the keystone computing
495 these predictions since it is widely accepted that it contains internal models of the motor
496 apparatus (Lau et al., 2008; Baumgaertner et al., 2002) and is involved in recruiting internal
497 representations of object properties (Wolpert et al., 1998).

498 Furthermore, the preponderant left-lateralized (contralateral) activity of the SMG-Ang when
499 manipulating objects with the right hand contrasts with the study by Jenmalm and colleagues
500 (2006), who reported activity in the right SMG even when people used the right hand for
501 lifting. Indeed, a general dominance of the right hemisphere for somatosensory functions has
502 been proposed (Frankenstein et al., 2003). However, aspects such as the selection of the

503 hand configuration (Naito et al., 2005) might explain the left-lateralized preponderance,
504 which converges with studies reporting greater activation of the left SMG when participants
505 are asked to pantomime object use (Emmorey et al., 2007), or when deaf signers name
506 objects compared to speakers (Rumiati et al., 2004). In this task, the representation of the
507 expected object was available prior to its perception, so participants might have benefited
508 from preparing a hand configuration specific for the expected stimulus.

509 Different patterns of response were found for unexpected shapes and textures in regions of
510 the left SI, including areas that were functionally connected to the SMG area during
511 incongruence. This supports the notion that a more specialized mismatch detection occurs in
512 the left SI, in line with the view of SI as a lower-order region in the hierarchy of the neural
513 substrates that underlie tactile monitoring. This finding emphasizes the importance of the
514 contralateral SI not only in early somatosensory processing and short-term maintenance of
515 haptic traces (Emmorey et al., 2007), but also in haptic monitoring. In accordance with our
516 results, SI has been seen to participate in decision-making during the haptic choice in a
517 haptic delay task (Kaas et al., 2007; Romo et al., 1999). SI cells showed differential neural
518 activity when monkeys had to choose between different haptic objects, and such differential
519 activity diminished significantly in erroneous trials. In addition, our results show increased
520 functional connectivity between SI and a region in the SMG when unexpected shapes but
521 not textures were presented, pointing to a relevant cross-talk between these regions.
522 However, the right SI did not show increased functional connectivity related to
523 incongruence, highlighting the notion that the functional connections between the left SI and
524 the SMG region are uniquely enhanced by incongruence processing. On the whole, this
525 interplay seems to be important in the detection of haptic expectancy violations, with SI
526 processing more specialized tactile information than the SMG-Ang area.

527 Lastly, the results suggest that the MTG and the mPFC are additional higher-order regions
528 that work in parallel with the SMG-Ang. During mismatches, the MTG showed increased
529 functional connectivity with the left sensorimotor cortex. The MTG has been observed to
530 respond to deviant stimuli in a tactile oddball task (Wang et al., 2012) and to unexpected
531 touch sensations in monkeys (Allen et al., 2016); thus it seems to be related to violations of
532 predictions selective to the haptic domain. Moreover, the activation found in the mPFC
533 seems to correspond to higher-order cognitive control areas (Perrett et al., 1990). This area
534 has been associated with mismatch detection in several sensory modalities, suggesting its
535 multimodal or amodal nature (Rushworth et al., 2004; Nee et al., 2011). This matches well
536 with our results, which show a lack of functional connections between the mPFC and
537 somatosensory areas (while these are present between the somatosensory regions and the
538 SMG and MTG). There is still debate on this question, as some theories state that the mPFC
539 supports conflict monitoring by calling for control processes to resolve discrepancies
540 (Gaebler et al., 2015; Blakemore et al., 2000; Malekshahi et al., 2016) while a recent line of
541 research suggests that it responds to unexpectedness (Botvinick et al., 2001).

542 Importantly, the fact that the SMG-Ang, the MTG and the mPFC exhibited negative values
543 in all the haptic conditions might reflect the neuronal inhibition associated with the
544 suppression of items that were not expected (Bursztyn et al., 2006). This inhibition was
545 greater in congruent trials where the actual stimulus matched the expectancy, since the non-
546 expected stimuli had to be inhibited for a longer period. In incongruent trials, the non-
547 expected items were inhibited only until participants realized that the touched stimulus was
548 not the expected one. Subsequently, they might have disinhibited the non-expected items to
549 identify the actual item, even if this was not required in the task. An alternative explanation
550 for these deactivations is that they are associated with the decrease in activity shown by
551 areas of the default mode network (Xu et al., 2016). Recent findings suggest the existence of

552 a gradient in the human cortical organization (which spans from primary sensorimotor
553 cortices to higher order areas whose activity is not specific to a single sensory modality) that
554 is reflected in cortical microstructure and macroscale connectivity (Huntenburg et al., 2018).
555 According to this view, a continuous pattern of connectivity exists between sensorimotor
556 areas that converge in multimodal integration areas, and higher order regions of the default
557 mode network. Our results fit nicely with this interpretation.

558 Of note, the localizer task did not show shape-related activations in sites of the intraparietal
559 sulcus that are typically involved (Sathian, 2016), nor texture-selective activity in the early
560 visual cortex (Sathian et al., 2011; Eck et al., 2013). This raises questions about the actual
561 sensitivity of the localizer task, which may have been affected by the limited amount of time
562 for scanning. Despite this potential limitation, the task revealed ‘Property-selective Haptic
563 ROIs’ that fit nicely with previous reports of shape-selective activations in the LOC and the
564 IPS (Roland et al., 1998; Sathian et al., 2011), as well as texture-sensitive areas located in
565 the SII--parietal operculum--(Roland et al., 1998). Particularly, the LOC and the IPS are
566 involved not only in haptic perception but also in haptically-guided grasping. This is
567 suggested by the fact that the occipital pole (active during haptic exploration of shapes)
568 shows stronger functional connectivity with the LOC and the IPS during haptic than visual
569 exploration (Monaco 2017) and that the aIPS is sensitive to characteristics of the required
570 grasp (Marangon et al., 2016).

571 Altogether, the results point to a hierarchical organization in the neural substrates underlying
572 haptic monitoring during manipulation, with the supramarginal gyrus as a higher-order
573 region comparing actual and predicted somatosensory input and SI as a lower-order site
574 involved in the detection of more specialized haptic mismatch. We report, for the first time,
575 the functional coupling of these regions during the processing of unexpected tactile stimuli,
576 supporting their pivotal role in haptic monitoring.

578

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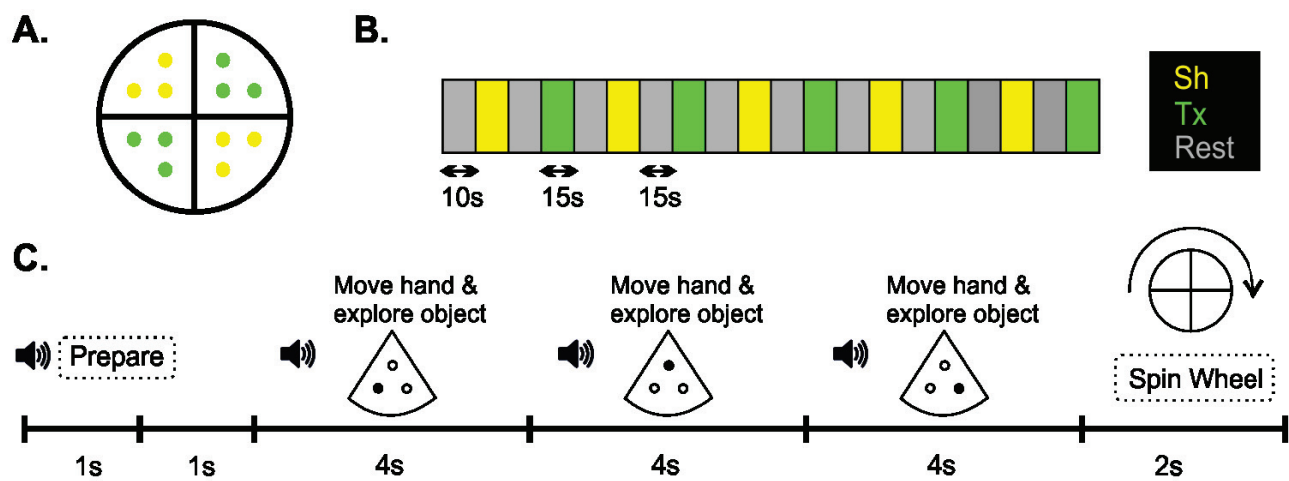
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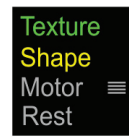
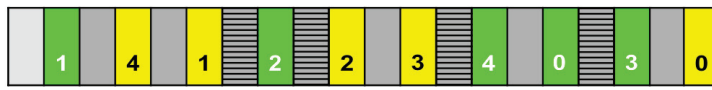
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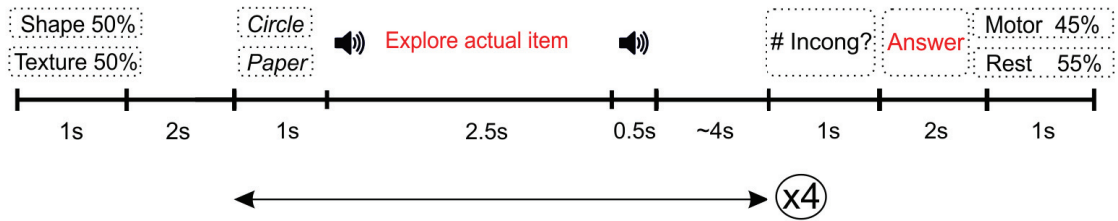
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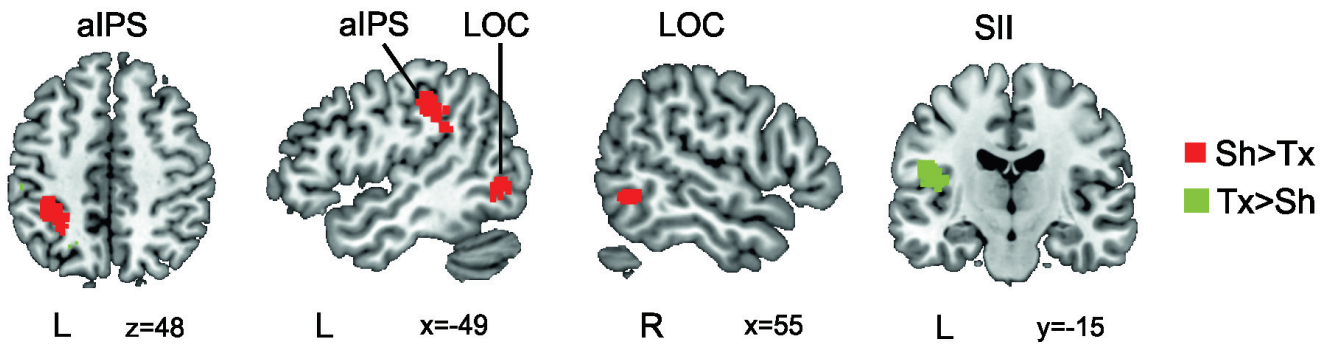


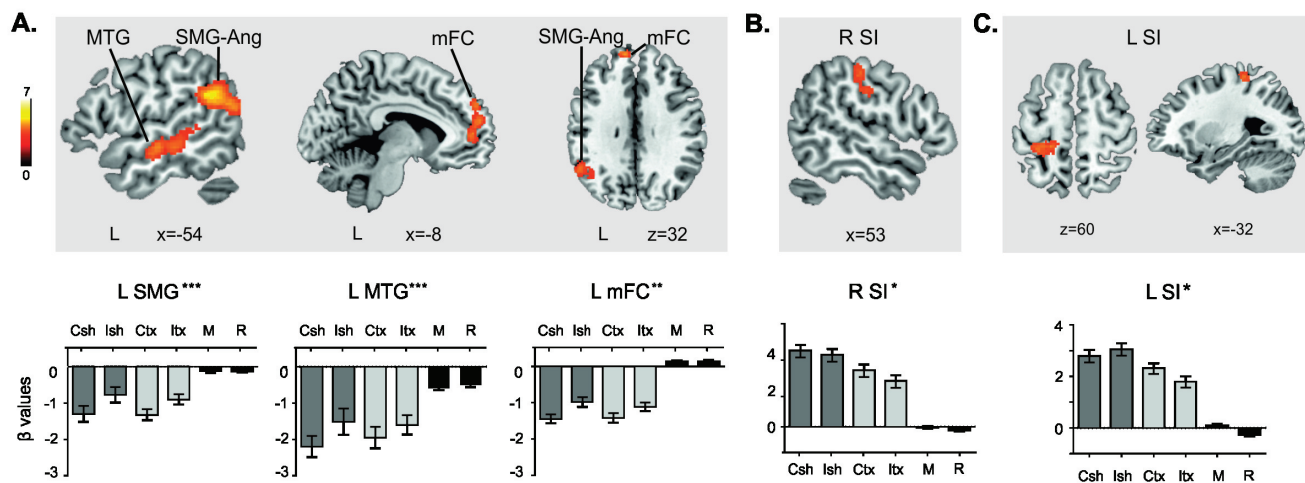
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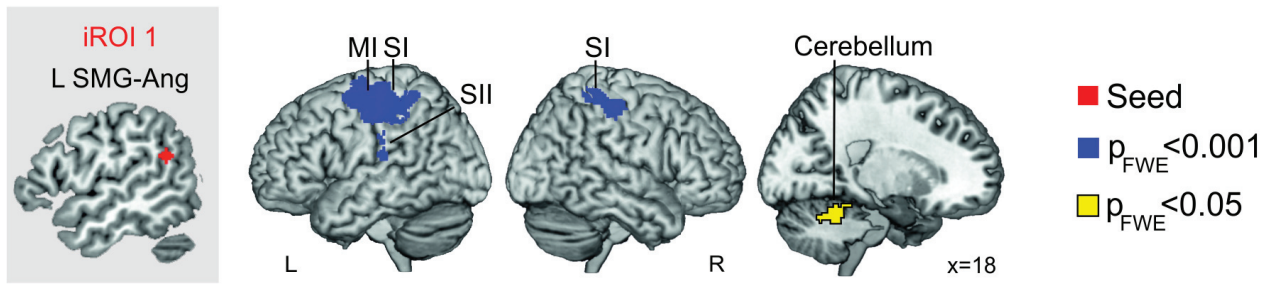
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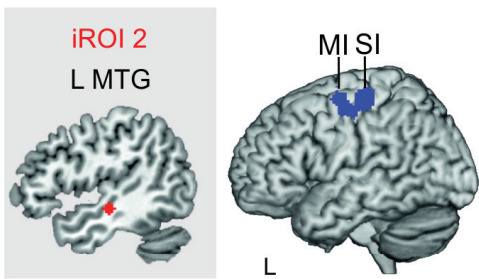




A.



B.



C.

