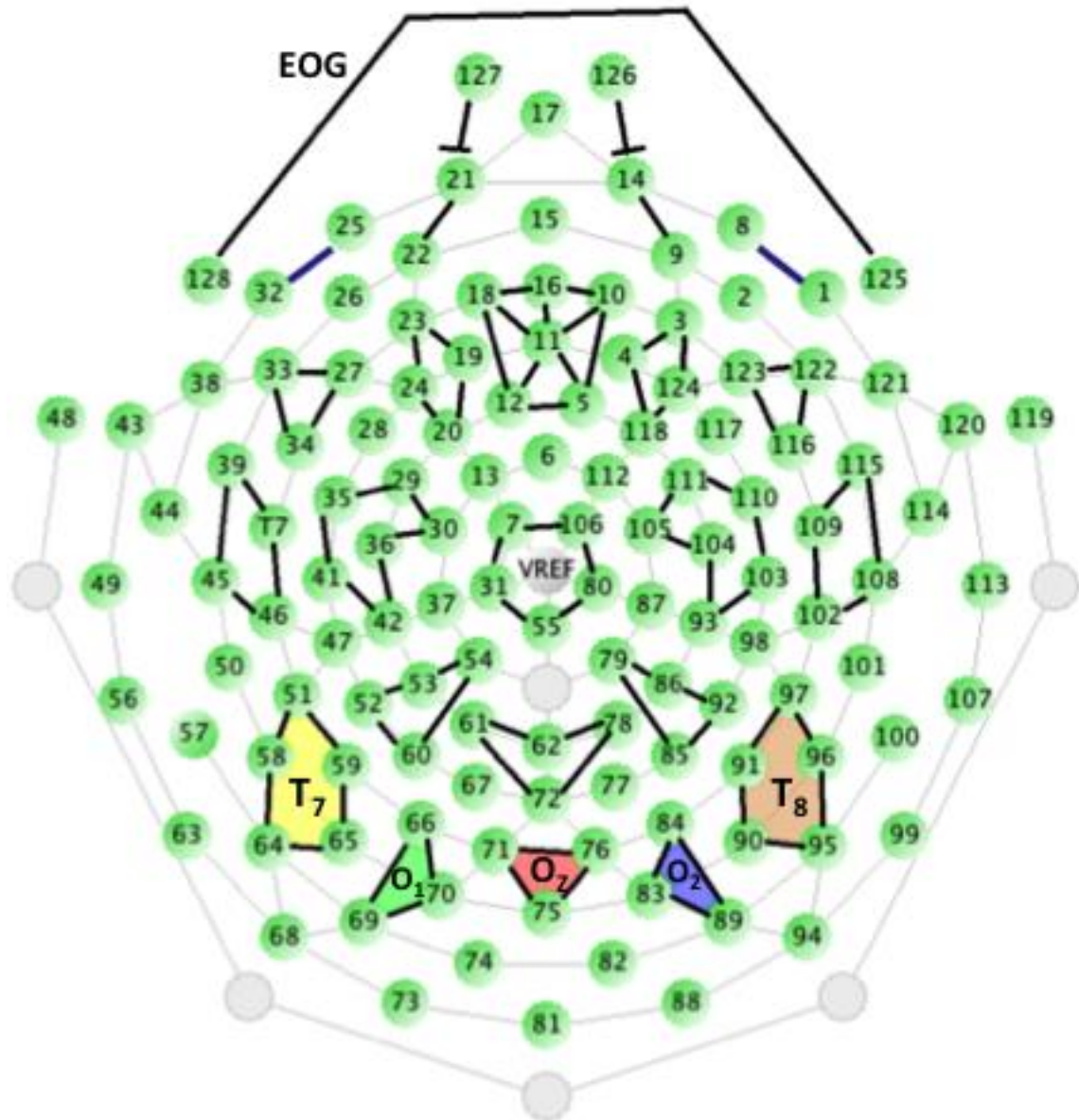


3 **Virtual 10-20 Electrodes**

4 The GSN 128 SensorNet channel electrodes were combined into groups of
5 electrodes representing “virtual 10-20” electrodes. For ERP grand average analyses the
6 electrodes were grouped into sets of electrodes that were close in distance to the 10-20
7 electrode configuration. Supplemental Figure 1 shows the GSN sensor net with the
8 electrodes near the 10-20 (+ Oz) electrodes, and with virtual 10-20 electrodes marked. A
9 list of the electrode locations and the virtual 10-20 electrodes is given in a Table 1.

10 **Head models for individual participants.**

11 The models used structural MRIs from individual participants to restrict the
12 source solution to the gray matter of that participant. This allowed the source locations to
13 be restricted to gray matter locations for that participant and defined specific anatomical
14 areas tailored to the individuals’ anatomical space rather than a generic brain or
15 normalized Talairach space (Ha, Youn, Kong, Park, Ha, Kim, & Kwon, 2003). A
16 “region-of-interest” (ROI) approach was used, where anatomical ROIs were defined by
17 anatomical stereotaxic atlases based on the individual participants’ MRI. The MRIs were
18 also segmented into media (gray matter, white matter, CSF, skin, skull, muscle, eye, nasal
19 cavity) and realistic resistance models were used to calculate the forward model with a
20 finite element method (FEM) for the resistance pathways (Awada, Jackson, Williams,
21 Wilton, Baumann, & Papanicolaou, 1997; Buchner, Knoll, Fuchs, Rienacker, Beckmann,
22 Wagner, Silny, & Pesch, 1997; Michel, Murray, Lantz, Gonzalez, Spinelli, & Grave de
23 Peralta, 2004; Rosenfeld, Tanami, & Abboud, 1996; Slotnick, 2004). The realistic models
24 should improve the accuracy of the source localization while retaining the temporal
25 advantage that ERP has over MRI- or PET-based neuroimaging methods.



26

27 **Electrode Locations on MRI**

28 The MRICron program (Rorden,
 29 <http://www.mccauslandcenter.sc.edu/mricro/mricron/>) was used to display MRIs and do
 30 editing work. The anterior commissure and posterior commissure were located in the MRI.
 31 The anterior commissure was defined as the origin, the line between the anterior and
 32 posterior commissure as the coronal axis, and the perpendicular lines bisecting the anterior
 33 commissure as the coronal and sagittal planes (i.e., Talairach coordinate system; Talairach
 34 & Tournoux, 1988). The MRI was used to identify a number of “fiducial locations” on
 35 the skull (nasion, inion, mastoids, preauricular skull locations).

36 The GSN 128 channel electrode locations were estimated on each individual
 37 participant MRI. Each participant had a GSN 128 channel Sensor Net (GSN128) placed
 38 on their head during the recording. Photographs of the net placements were taken from
 39 the front, rear, right, left, and above the head. The photos were used to visually identify

40 the position of electrodes on the participant MRI volume on the front, rear, left and right
41 of the head (GSN #'s 17, 73, 57, 101, respectively) and the electrode in the Cz location
42 (average of GSN electrodes 7, 31, 55, 80, 106). These electrodes were visually located
43 on the scalp of the participant's MRI volume and translated into the AC-PC space of that
44 individual. These electrode points were registered to an average GSN adult electrode
45 configuration (Richards et al., 2013) using "coherent point drift" registration (CPD
46 version 2; Myronenko et al, 2006; Myronenko & Song, 2010). The resulting 12 degree
47 of freedom affine registration matrix was used to transform the average electrode
48 configuration into the participant space. This transformed electrode configuration was
49 then fitted to the analogous electrode points on the individual MRI volume, and each
50 electrode was fitted to the scalp by finding the nearest location to the scalp from the
51 electrode. The resulting electrode locations were referenced to the AC-coordinate system
52 for that participant.

53 **Head Segmentation**

54 The materials in the head were segmented, including scalp, skull, CSF, white
55 matter, gray matter, nasal cavity, and eyes (Richards, 2002, 2005). The FSL computer
56 program (Smith et al., 1999) was used for the brain extraction (BET2, Smith, 2002), the
57 identification of the skull and scalp (BETSURF, Jenkinson, Pechaud, & Smith, 2005),
58 and the segmentation of the brain into WM, GM, and other (FAST; Zhang, Brady, &
59 Smith, 2001). Three-dimensional tetrahedral wireframes were computed that contained
60 the location of each corner of the tetrahedron and the type of material making up the
61 tetrahedron, using the MR Viewer module of the EMSE computer program (Source
62 Signal, Inc). These wireframe files had tetrahedral voxel sizes of 2 mm-cubed, with from
63 55K to 90K vertices, and 260K to 450K tetrahedra for each wireframe. The FEM
64 wireframe generated by the MR Viewer program was used with a specialized computer
65 program to assign conductivity values to each tetrahedral segment proportional to the
66 amount of segmented material in the tetrahedron. Figure 1 (top row) shows the
67 segmented wireframe from an anatomical MRI from one participant. The MRIs were
68 displayed with the MR Viewer program or the MRICron program

69 **Atlases**

70 Five stereotaxic atlases were constructed for each participant MRI. First, three
71 atlases were constructed on a 20-24 year old MRI template (Phillips et al., 2013). A
72 manually drawn atlas was constructed on each average MRI template. This was done by
73 manual segmentation of the cerebral lobes of the brain (frontal, temporal, parietal,
74 occipital, insular), sub-lobar cerebral areas (cingulate cortex, fusiform gyrus), sub-
75 cortical (striatum, thalamus, corpus callosum) and non-cortical areas (brainstem,
76 cerebellum, and ventricles) (Phillips et al., 2013). For the atlases from the template, the
77 participant's brain was extracted from the T1W MRI and registered with linear
78 affine methods to the average template using the FSL FLIRT program (Jenkinson &
79 Smith, 2001). The affine matrix was used to inverse transform the atlas in the
80 template space to the participant space. Thus each individual had a regional
81 stereotaxic atlas derived from the average MRI template atlas. The 20-24 year old
82 template also had a Harvard-Oxford (Desikan, Segonne, Fischl, Quinn, Dickerson,
83 Maguire, Hyman, Albert, Killiany, 2006) atlas and Brodmann atlas obtained from the

84 FSL computer program. These atlases were transformed with the flirt affine matrix to the
85 head space of the individual participant.

86 Two atlases were constructed on the individual participants MRIs. The LONI
87 Probabilistic Brain Atlas (LPBA; Shattuck, et al., 2008) and the Hammers atlas, based on
88 MRIs from the Information Exchange for the Internet (Hammers atlas; Heckemann, Hajnal,
89 Aljabar, Rueckert, & Hammers, 2006; Heckemann, et al., 2003) were constructed on
90 individual participants. The atlases for individual participants were done using methods
91 described by Gousious et al. (2008). The LPBA atlas was developed by manual
92 segmentation of 40 individual adult MRIs from the LONI MRI database (Shattuck, et al.,
93 2008). This segmentation was done in 56 areas for the cortex, subcortex, brainstem and
94 cerebellum. For each individual MRI, the extracted brain was linearly registered to the
95 40 adult brains and each segmented adult atlas was transformed to the participant space.
96 The resulting atlases were fused in a majority vote procedure (Gousias, et al., 2008; Shi,
97 et al., 2011). The majority vote fusions was done by aggregating the different segments
98 across the 30 individuals, and assigning to each voxel the segment number which had the
99 highest number of modal votes (highest partial volume estimate) for that voxel. If two
100 segments had the same number of votes for a voxel (equal PVE value), then a MRI
101 volume with randomly assigned volumes was used to mask the voxels, with a result that
102 one or the other segment was randomly chosen for that voxel. These competitive
103 decisions occurred at the borders of segments and were less than 5% of the volume
104 voxels. The resulting atlas identifies the 56 brain locations for each voxel of the
105 individual participant brain. The same procedure was done for the Hammers segmented
106 areas. The Hammers atlas was developed by manual segmentation of 30 individual adult
107 MRIs from the IXI MRI database (Heckemann, et al., 2003) and identified 83 areas from
108 the cortex, subcortex, brainstem and cerebellum. The same procedure used to construct
109 the LPBA atlas was done with the Hammers atlases, resulting in a Hammers atlas for
110 each individual. Table 1 of the Supplemental Information has a list of the regions-of-
111 interest that were used in the current study, and the segment areas from the Harvard-
112 Oxford, Brodmann, LPBA, and Hammers atlases. Details of these procedures can be
113 found in Phillips et al. (2012).

114 The atlases were used to identify “Regions of Interest” (ROIs) in the participant
115 brain. This was done by using the appropriate atlas designation for anatomical areas that
116 were hypothesized to be related to the antisaccade or prosaccade eye movements, and to
117 the effects of the spatial cueing on the eye movement related brain activity. The areas
118 were defined by combining the appropriate masks from each atlas for a single area.
119 Bilateral (non-lateralized) volumes were defined for the frontal pole, orbito-frontal
120 cortex, ventral anterior cingulate, dorsal anterior cingulate, posterior cingulate, and
121 superior parietal lobe. Lateral (separate right and left) volumes were defined for the
122 combined Brodmann areas 6 and 8, frontal pole, superior parietal lobe, and an area
123 including both the precentral and postcentral gyri. Figure 1 (middle and bottom panels)
124 shows the ROI source volumes on an individual participant for the frontal pole, orbito-
125 frontal, Brodman areas 6 and 8, and cingulate gyrus. The Supplemental Infomration
126 figure shows these ROI source volumes on a 3-D rendered brain.

