

Systems Neuroscience

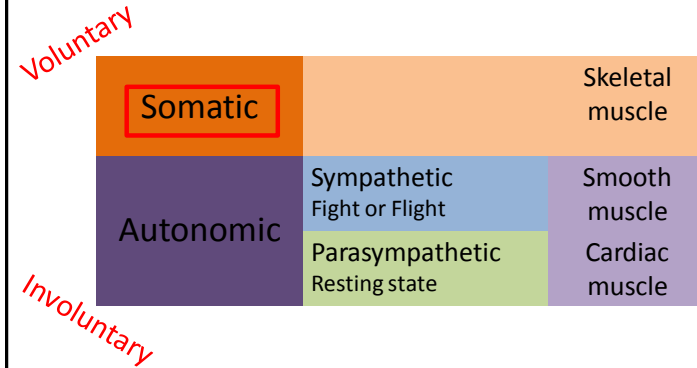
CISC 3250

Motor control

Professor Daniel Leeds
dleeds@fordham.edu
JMH 332



Classes of motion



2

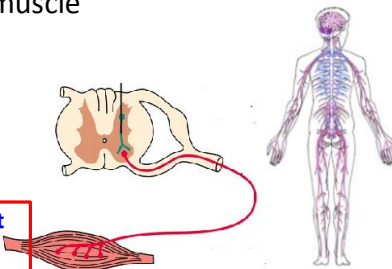
Pathways to motion in (typically) 2 synaptic steps

- 0 Command from primary motor cortex (M1)
- 1 Synapse onto neuron in spinal cord/cranial nerve
- 2 Synapse onto muscle

Efferent – motor message out

Afferent – perceptual message in

Cortical commands sent to contralateral side of body

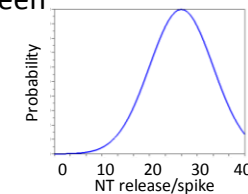


3

Precise motion in an imprecise world

Imprecise neurons

- Efferent signal for motion will present variable number of NT molecules per spike
- Number of spikes may vary between movement repetitions



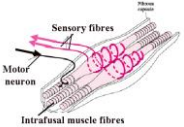
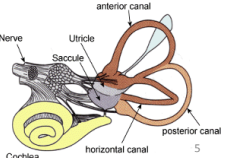
Unreliable world

- Wind blows while you pick up a bag
- You trip on unseen object while walking

4

Monitoring body motion

- Seeing body move (covered in later lecture)
- Skin stretch
- Muscle stretch/contraction – muscle spindles

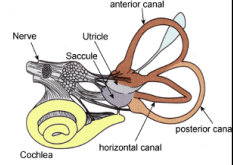
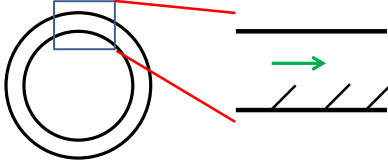



- Head rotations – inner ear; semi-circular canals

Anterior: Sagittal spin **Posterior:** Coronal spin
Horizontal: Axial spin

Vestibular system

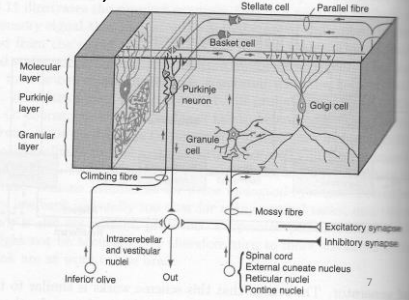
Three canals on left and right side of head: anterior, posterior, horizontal

1. Head rotates
2. Fluid flows
3. Hairs displaced

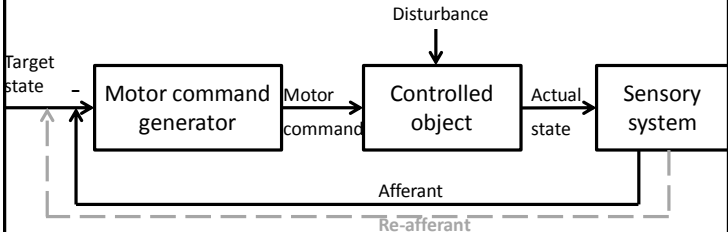
Adjusting motion with the cerebellum

- Compare motor commands to actual motion
- Cerebellar inputs:
 - Climbing fiber from Inferior Olive (brainstem)
 - Mossy fiber from Spinal cord, Brainstem
- Cerebellar outputs:
 - Purkinje cells – inhibition to brainstem

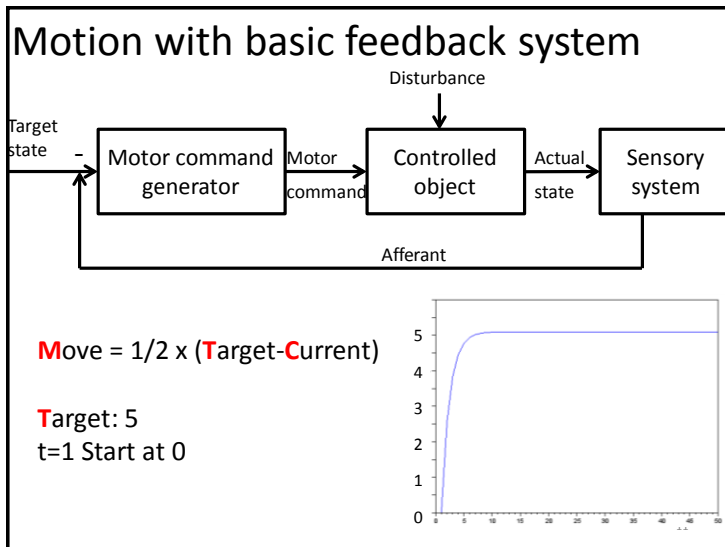
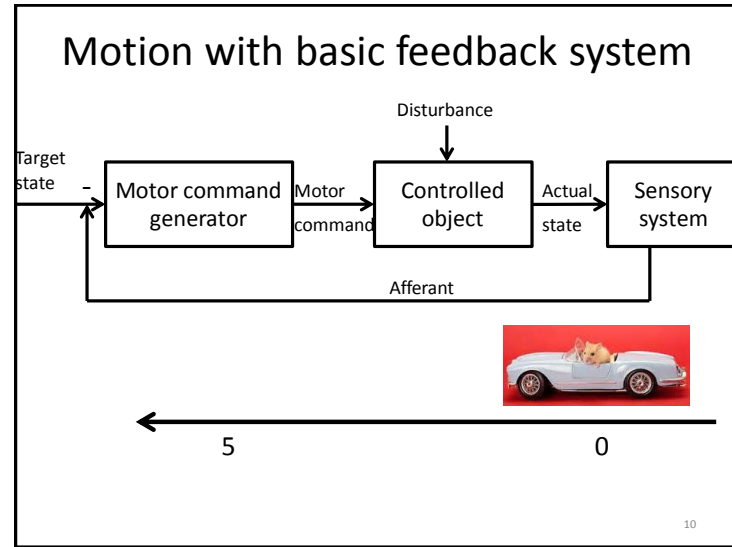
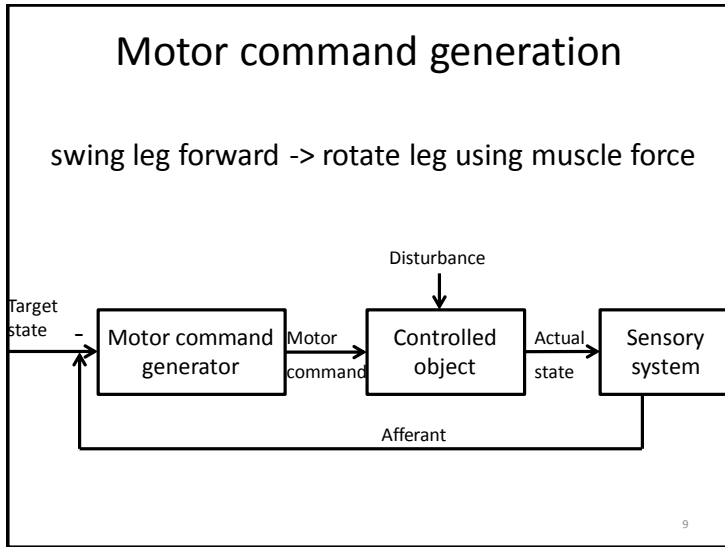


Control theory

Correcting errors in motion



Afferant – muscle sensors
 Re-afferant – visual sensors



Motion strategy

Move = 1/2 x (Target-Current)

	t=1	t=2	t=3	t=4	t=5
Sense	0	2.5	3.75	4.38	4.69
Move	+2.5	+1.25	+0.63	+0.31	...
Actual	0	2.5	3.75	4.38	4.69

Target: 5
t=1 Start at 0

Actual_t = Actual_{t-1} + Move_{t-1}
Sense_t = Actual_{t-delay}

12

Motion with basic feedback system

$Move = 1/2 \times (Target - Sensed)$

Target: 5
 t=1 Start at 0
 Sense delay: 2 time points

Motion strategy

$Move = 1/2 \times (Target - Sensed)$

	t=1	t=2	t=3	t=4	t=5	t=6
Sense	0	0	0	2.5	5	7.5
Move	+2.5	+2.5	+2.5	+1.25	0	-1.25
Actual	0	2.5	5	7.5	8.75	8.75

Target: 5
 t=1 Start at 0
2 time point sensation delay

Delay-based Oscillations

- If sense delay and update fraction ($1/2 \times (Targ - Sens)$) are small, oscillations will converge to target
- If sense delay and/or update fraction ($1/2 \times (Targ - Sens)$) are large, oscillations will get larger and NOT converge to target

Simulating in Matlab

```

target=5;
actual(1)=0;
actual(2)=0;
actual(3)=0;
sens(3)=actual(1);
mov=0.5*(target-sens(3));
actual(4)=actual(3)+mov;
sens(4)=actual(2);
mov=0.5*(target-sens(4));
actual(5)=actual(4)+mov;
...
sens(31)=actual(29);
mov=0.5*(target-sens(31));
actual(32)=actual(31)+mov;
    
```

actual(n) is actual at time n-2

$Sen_t = Act_{t-2}$
 $Mov = .5 \times (Tar - Sen)$
 $Act_{t+1} = Act_t + Mov$

Simulating in Matlab

```

target=5;
actual(1)=0;
actual(2)=0;
actual(3)=0;
for n=3:31,
    sens(n)=actual(n-2);
    mov=0.5*(target-sens(n));
    actual(n+1)=actual(n)+mov;
end;

```

Annotations: "delay" points to the `n-2` index in `sens(n)`; "fract" points to the `0.5` multiplier in `mov`.

18

Expanded control theory

Challenge: Waiting for afferent feedback is slow

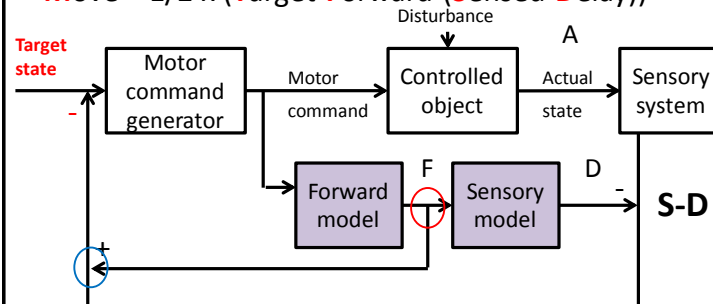
Solutions:

- Anticipate typical motion progress – **forward model**
- Account for typical motion progress from the beginning – **inverse model**

19

Forward model

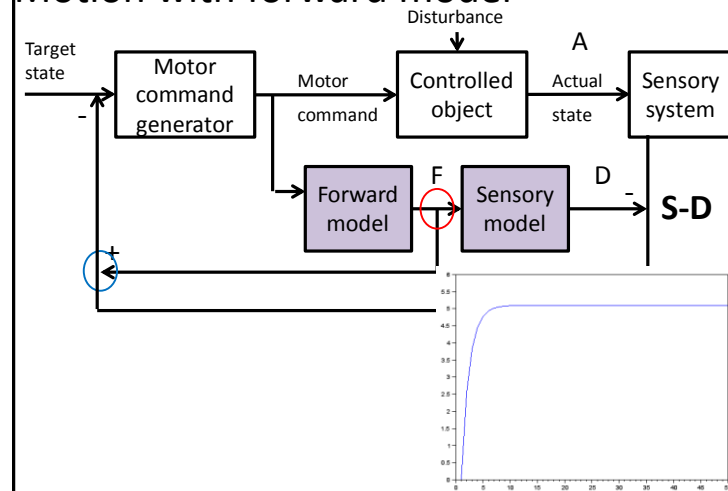
$$\text{Move} = 1/2 \times (\text{Target} - \text{Forward} - (\text{Sensed} - \text{Delay}))$$



- **Forward:** Adjust motion based on predicted position
- **Delay:** Predicted motion with time delay
- **Sense:** Adjust predicted error based on actual position
- Adjust models (over longer experience)

20

Motion with forward model



Motion strategy

How you expect you'll move if nothing unusual happens
Normally == 0 if nothing unusual happens

$$\text{Move} = 1/2 \times (\text{Target} - \text{Forward} - (\text{Sensed} - \text{Delay}))$$

	t=1	t=2	t=3	t=4	t=5	t=6
Sense	0	0	0	2.5		
Forward	0	2.5	3.75			
Delay	0	0	0	2.5		
Actual	0	2.5	3.75			
Move	+2.5	+1.25	+0.625			

Target: 5
t=1 Start at 0
2 time point sensation delay

$$\text{Forward}_t = \text{Forward}_{t-1} + \text{Move}_{t-1}$$

$$\text{Delay}_t = \text{Forward}_{t-\text{delay}}$$

$$\text{Actual}_t = \text{Actual}_{t-1} + \text{Move}_{t-1}$$

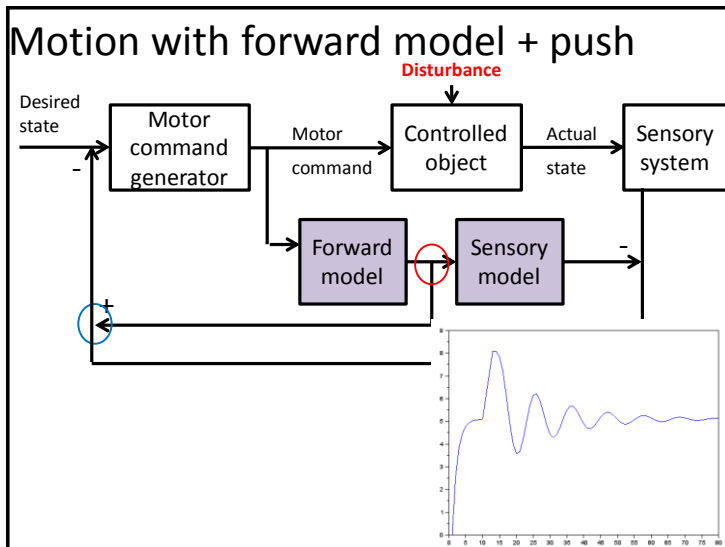
Motion strategy

$$\text{Move} = 1/2 \times (\text{Target} - \text{Forward} - (\text{Sensed} - \text{Delay}))$$

	t=1	t=2	t=3	t=4	t=5	t=6
Sense	0	0	0	2.5	3.75	4.38
Forward	0	2.5	3.75	4.38	4.69	4.85
Delay	0	0	0	2.5	3.75	4.38
Actual	0	2.5	3.75	4.38	4.69	4.85
Move	+2.5	+1.25	+0.63	+0.31	+0.16	+0.08

Target: 5
t=1 Start at 0
2 time point sensation delay

$$\text{Forward}_t = \text{Forward}_{t-1} + \text{Move}_{t-1}$$

$$\text{Delay}_t = \text{Forward}_{t-\text{delay}}$$


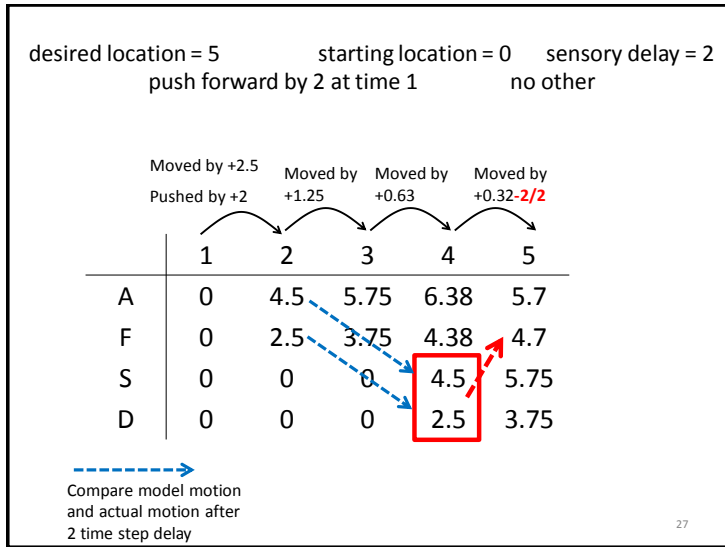
desired location = 5 starting location = 0 sensory delay = 2
push forward by 2 at time 1 no other

Moved by +2.5 Pushed by +2 Moved by +1.25 Moved by +0.63 Moved by +(0.62-2)/2

	1	2	3	4	5
Act	0	4.5	5.75	6.38	
For	0	2.5	3.75	4.38	
Sen	0	0	0	4.5	
Del	0	0	0	2.5	
Mov	+2.5	+1.25	+0.625	-0.69	

$$\text{Move} = 1/2 \times (\text{Targ} - \text{Forw} - (\text{Sens} - \text{Del}))$$

Compare model motion and actual motion after 2 time step delay



Motor learning biology: basal ganglia

Basal Ganglia and Related Structures of the Brain

- Striatum
 - Putamen
 - Caudate nucleus
- Globus pallidus
- Substantia nigra
- Sub-thalamic nucleus (STN)

Nat Revw Neuro
 Bostan and Strick 2018
<https://www.ncbi.nlm.nih.gov/pmc/articles/PMC6503669/>

Motor learning biology: basal ganglia

Basal Ganglia and Related Structures of the Brain

- Striatum
 - Putamen
 - Caudate nucleus
- Globus pallidus
- Substantia nigra
- Sub-thalamic nucleus (STN)

Nat Revw Neuro
 Bostan and Strick 2018
<https://www.ncbi.nlm.nih.gov/pmc/articles/PMC6503669/>