


Systems Neuroscience

CISC 3250

Motor control

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 JMH 328A



Classes of motion

<i>Voluntary</i>	Somatic	Skeletal muscle
	<i>Involuntary</i>	Autonomic
		Parasympathetic Resting state

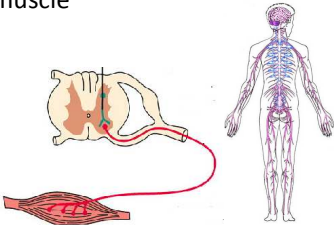
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Pathways to motion in (typically) 2 synaptic steps

- 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**

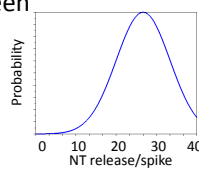


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Precise motion in an imprecise world

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



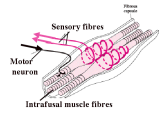
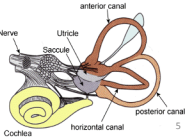
- Wind blows while you pick up a bag
- You trip on unseen object while walking

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Monitoring body motion

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

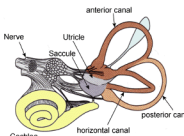
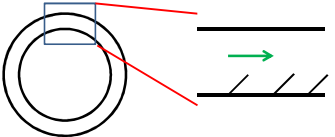
• Head rotations – inner ear; semi-circular canals

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Vestibular system

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

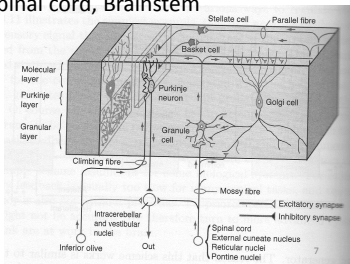



1. Head rotates
2. Fluid flows
3. Hairs displaced

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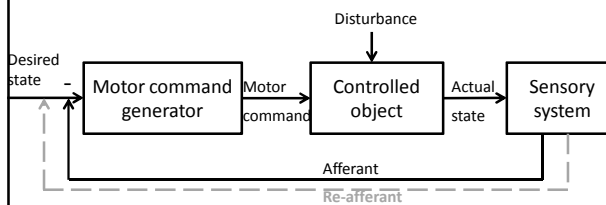
Adjusting motion with the cerebellum

- 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

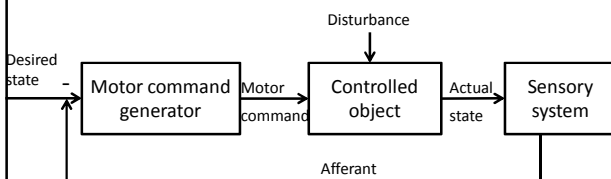


Afferent – muscle sensors
Re-afferent – visual sensors

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Motor command generation

swing leg forward -> rotate leg using muscle force



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Expanded control theory

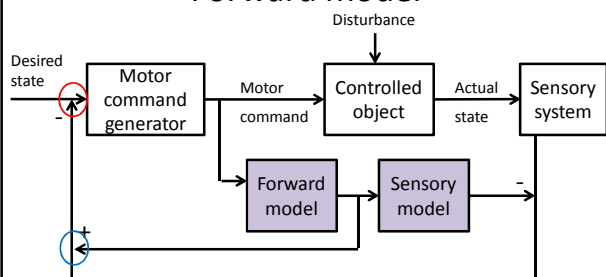
Challenge: Waiting for afferent feedback is slow

Solutions:

- Anticipate the problem – **forward model**
- Correct for the problem from the beginning – **inverse model**

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Forward model



- Adjust motion based on predicted position
- Adjust predicted error based on actual position
- Adjust models (over longer experience)

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