

# Human Motor Systems

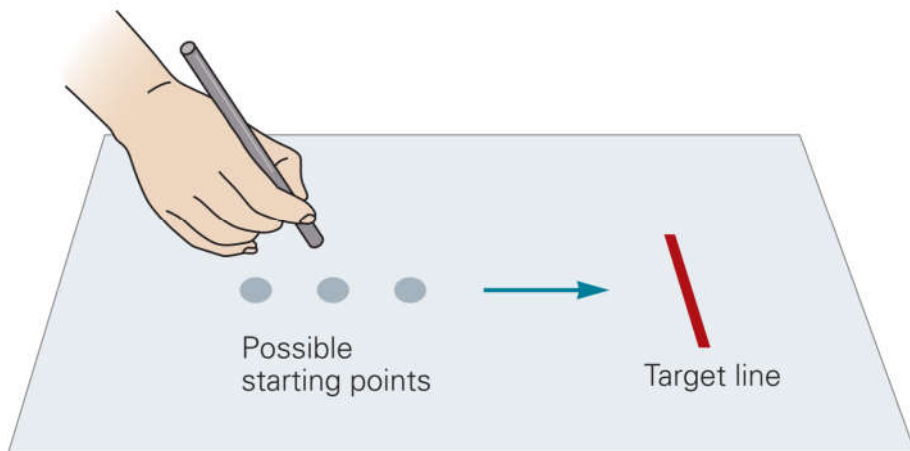
## (Part 2)

Lei Zhang

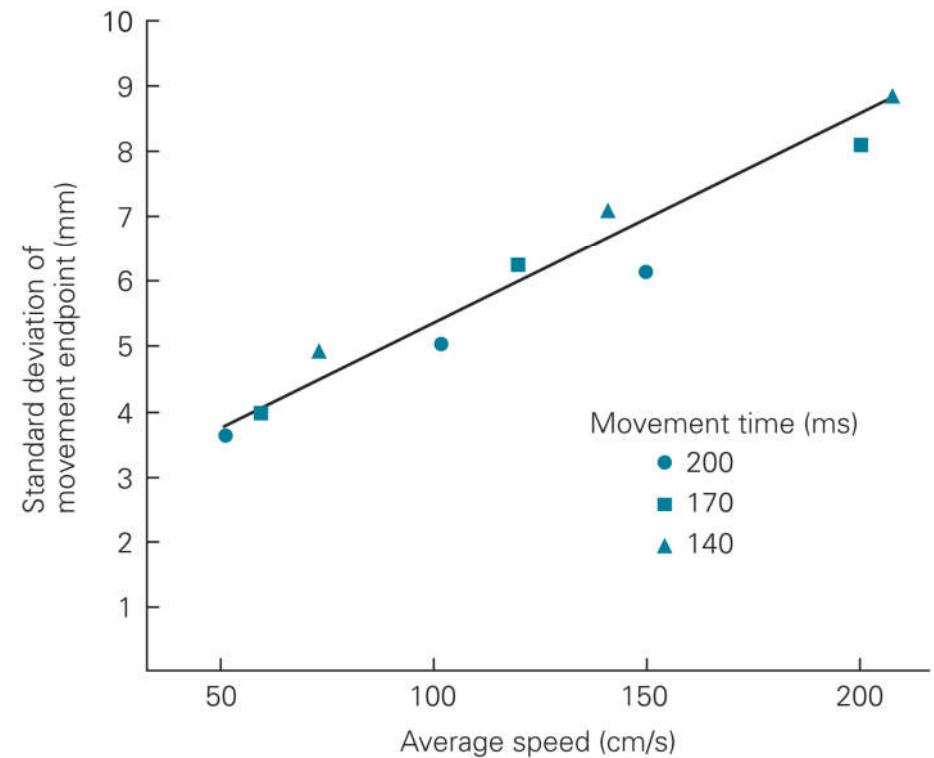
Institut für Neuroinformatik  
Ruhr-Universität Bochum

# Kinematic regularity

- The speed-accuracy trade-off

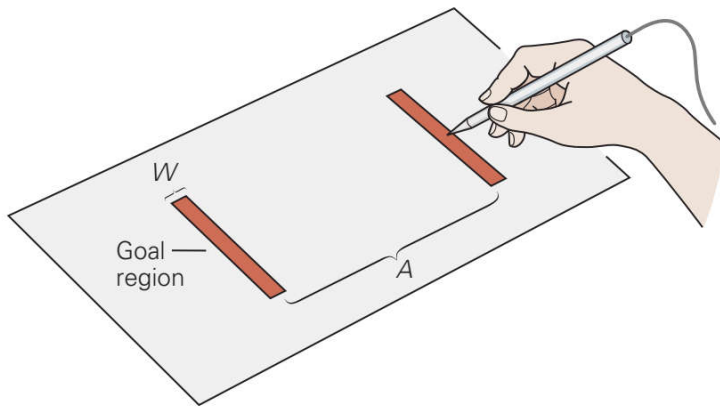


- Three initial positions
- Different movement times (140, 170, or 200ms)
- Variability in proportion to speed (force)

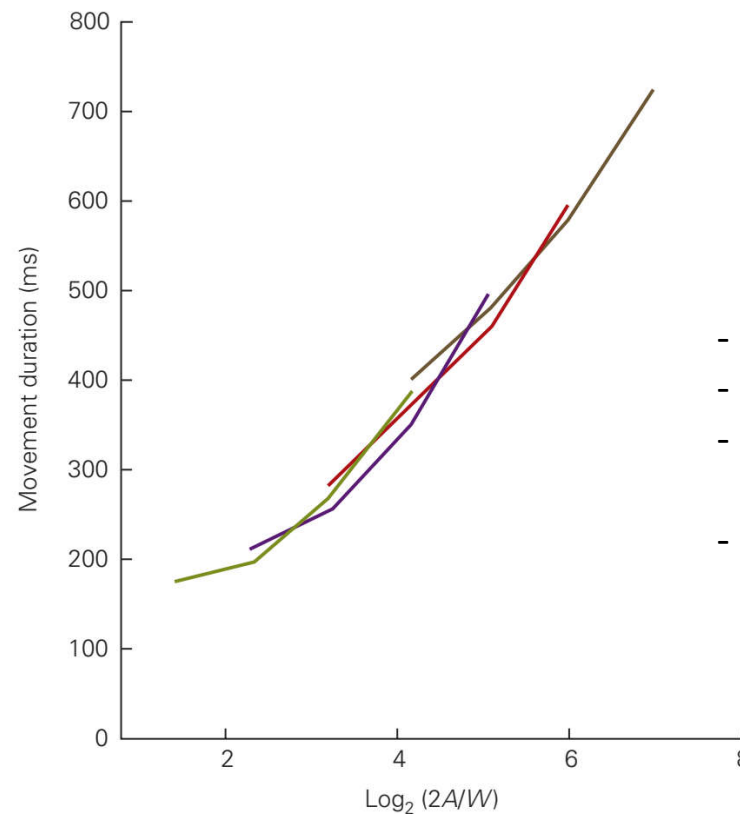


# Kinematic regularity

- Fitt's law describes the speed-accuracy trade-off



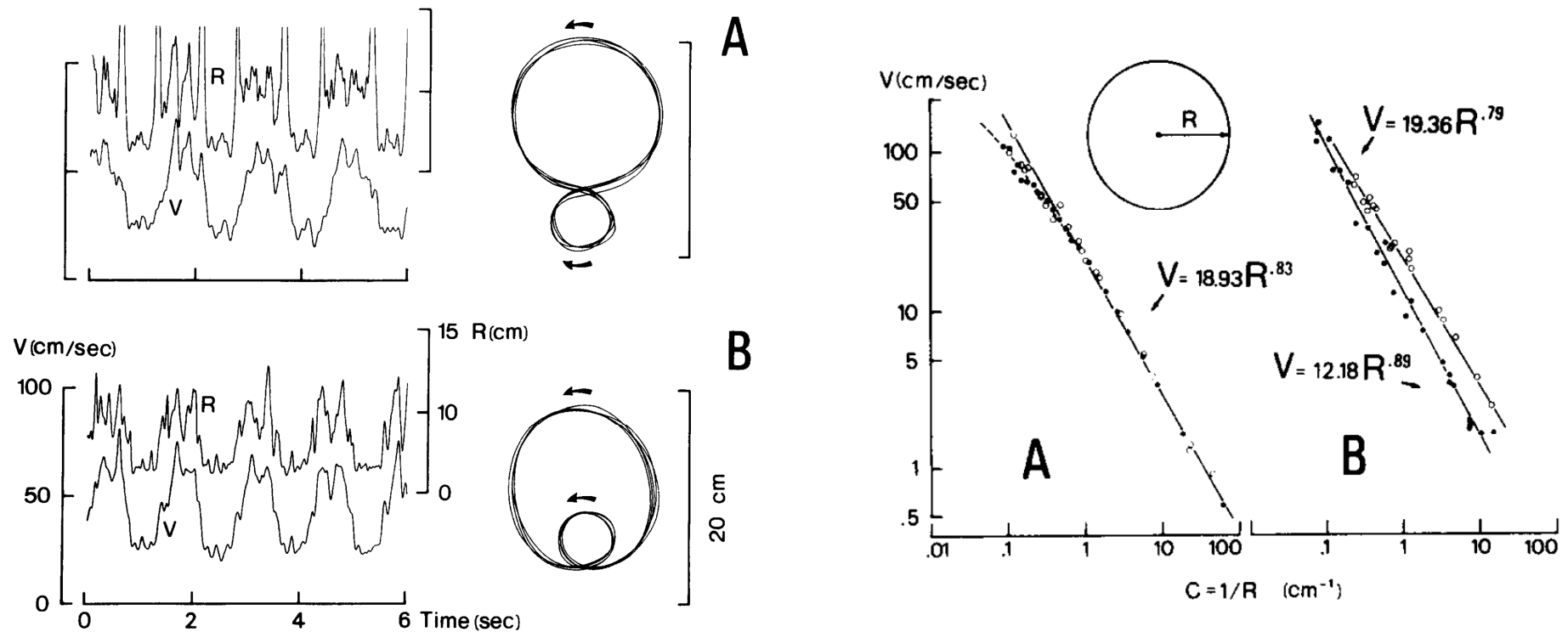
$$\text{Movement duration} = a + b * \log_2\left(\frac{2A}{W}\right)$$



- Narrow and wide targets (W)
- Different distances (A)
- Move as fast as possible
- Index of difficulty:  $\log_2\left(\frac{2A}{W}\right)$

# Kinematic regularity

- Velocity\* (V) vs. curvature (C) obeys “power-law”

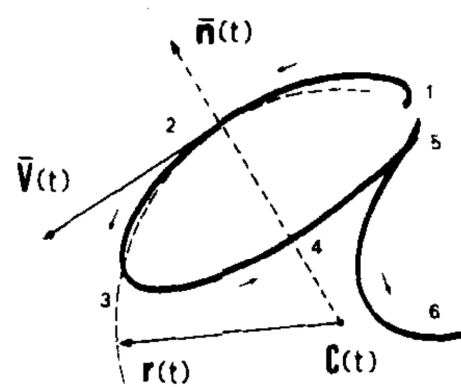


Viviani and McCollum 1983

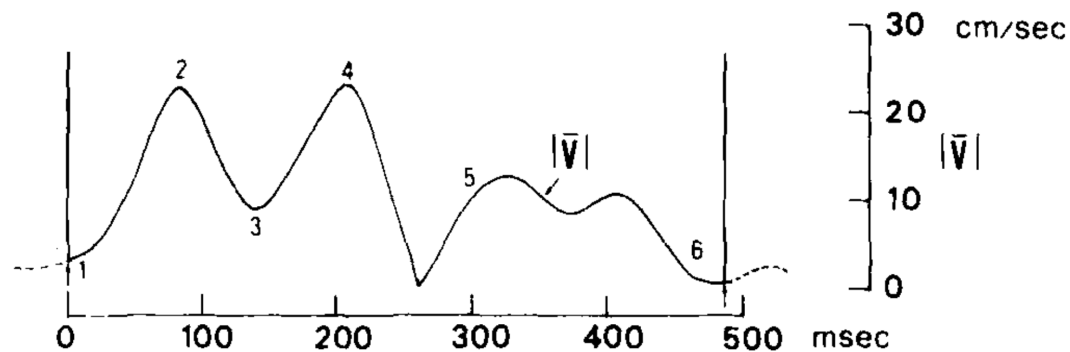
\*Tangential velocity

# Kinematic regularity

- Velocity\* (V) vs. curvature (C) obeys “power-law”



- Smaller C ( $=1/R$ ): larger V
- Points when movement direction is inverted: V goes to zero.

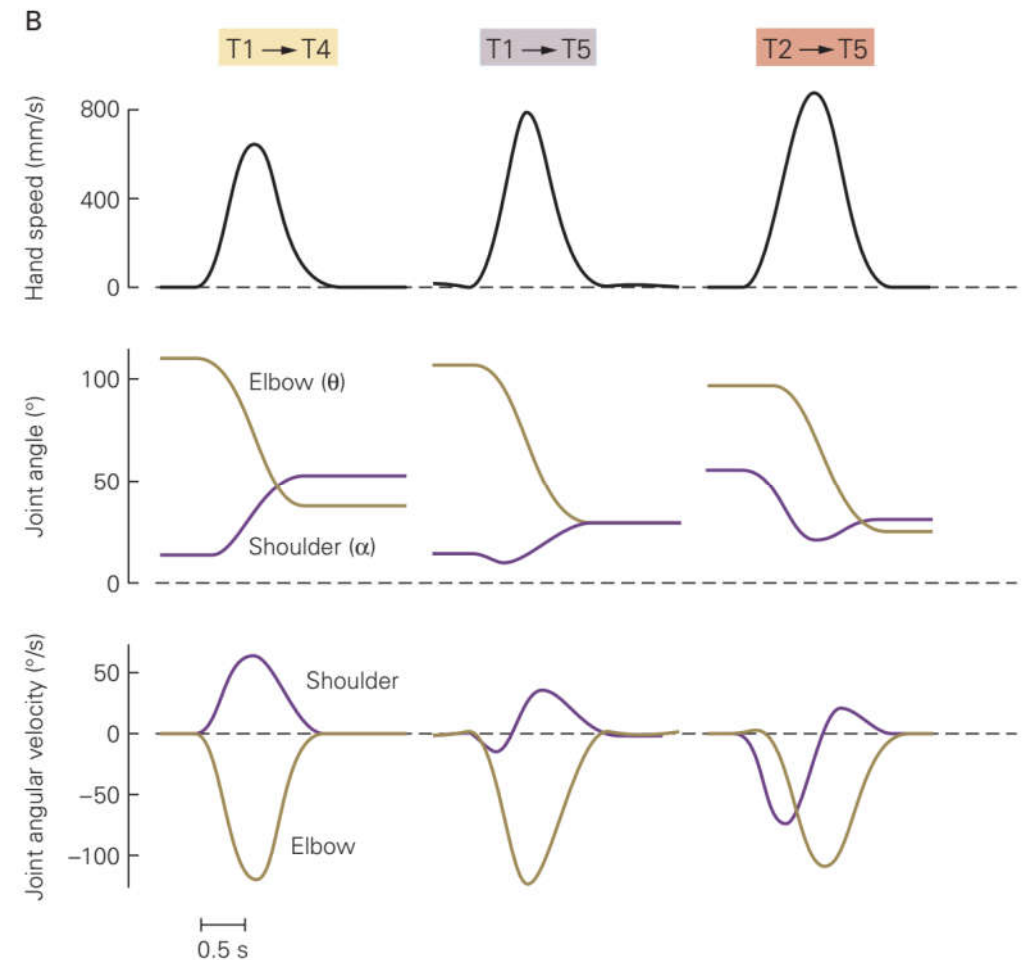
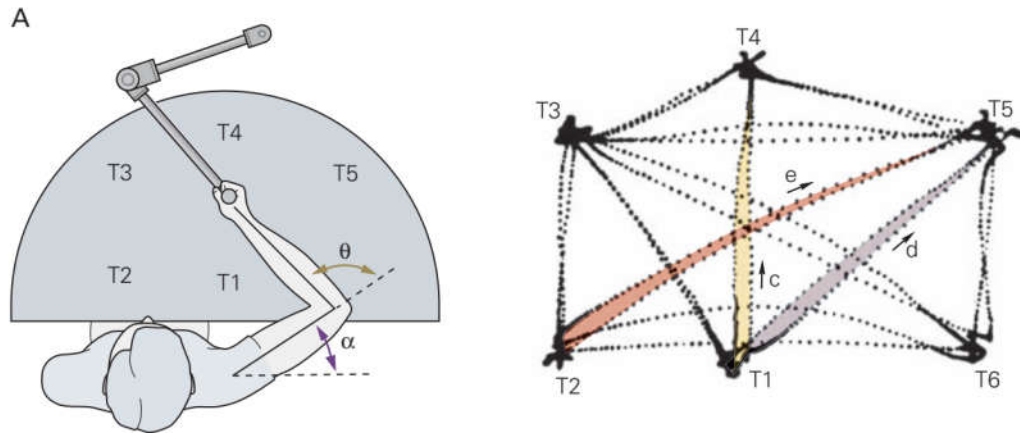


Viviani and Terzuolo 1980

\*Tangential velocity

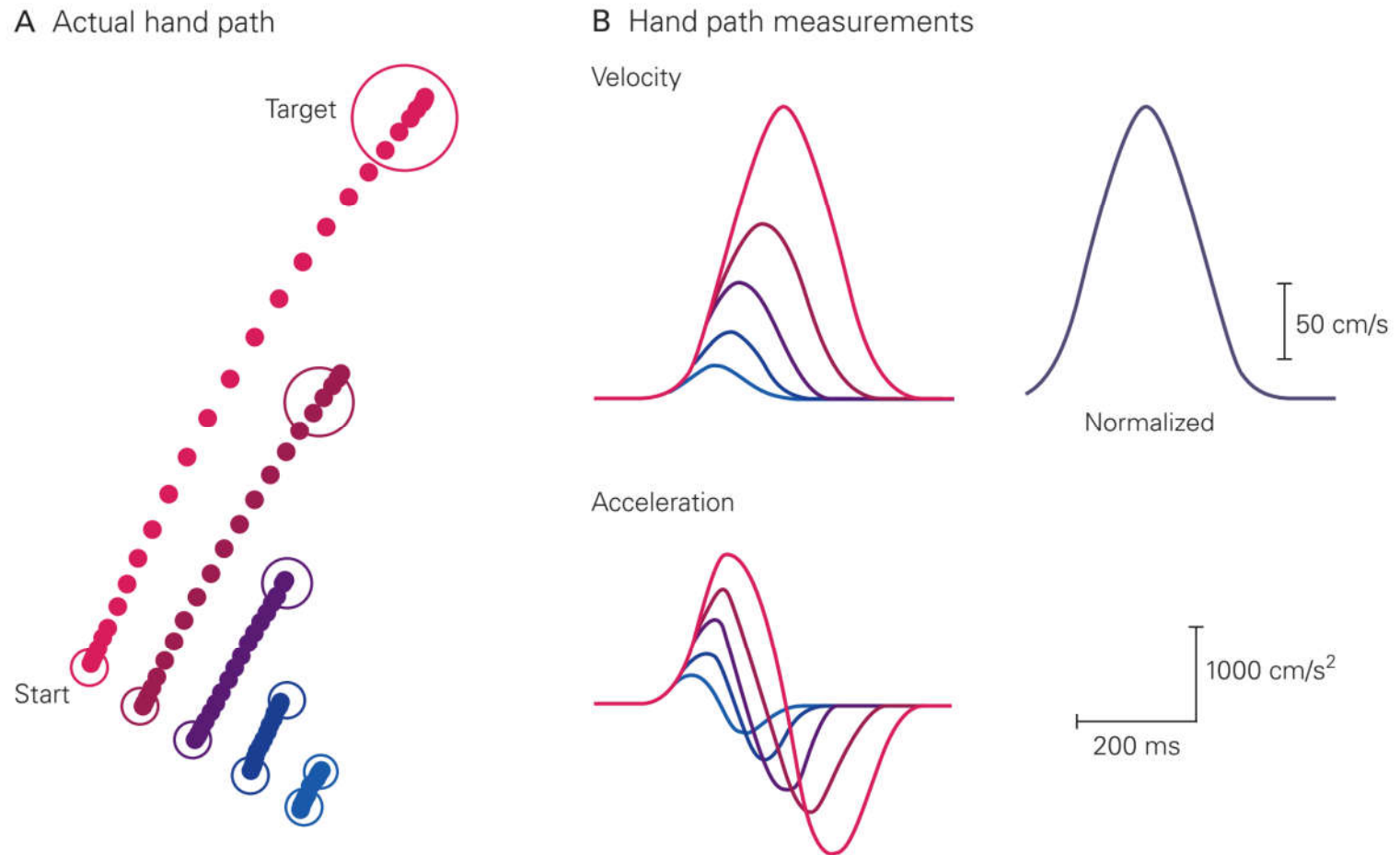
# Kinematic regularity

- Hand path and velocity have stereotypical features



# Kinematic regularity

- Velocity and acceleration as a function of distance



# Kinematic regularity

- Minimum jerk model

Smoothness can be quantified as a function of jerk, which is the time derivative of acceleration (Hogan 1984)

$$\text{jerk } \ddot{x}(t) = \frac{d^3 x(t)}{dt^3}$$

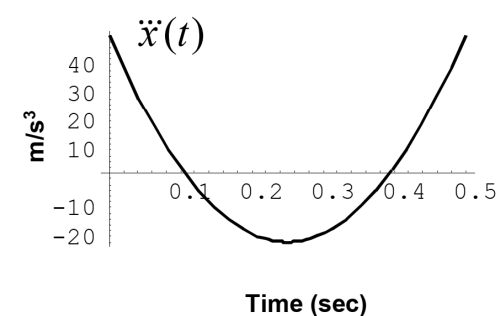
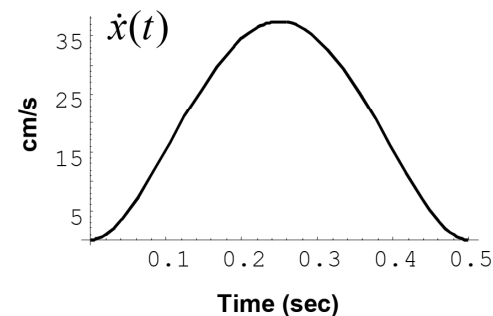
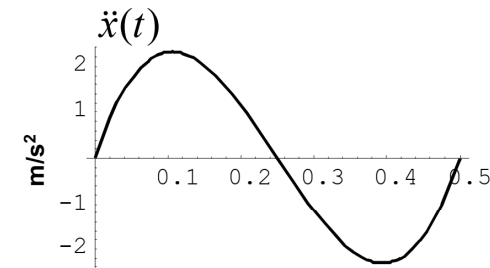
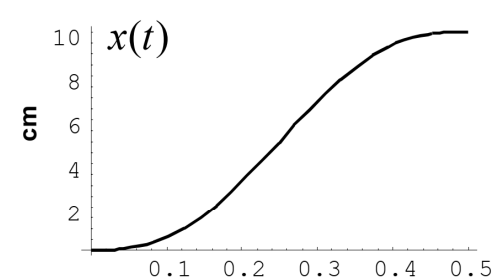
Minimum jerk cost

$$\int_{t=t_i}^{t_f} \ddot{x}_1(t)^2 dt$$

Solution: Minimum jerk trajectory

$$x(t) = x_i + (x_f - x_i) \left( 10(t/d)^3 - 15(t/d)^4 + 6(t/d)^5 \right)$$

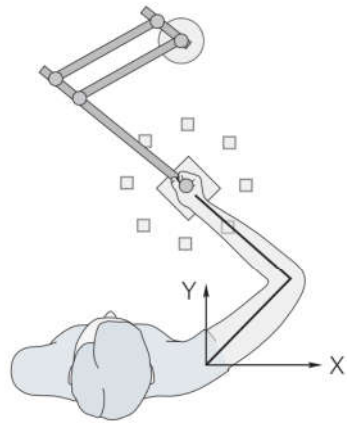
i: initial; f: final; d: movement duration



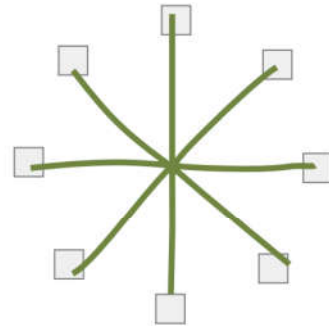


# Kinematic regularity

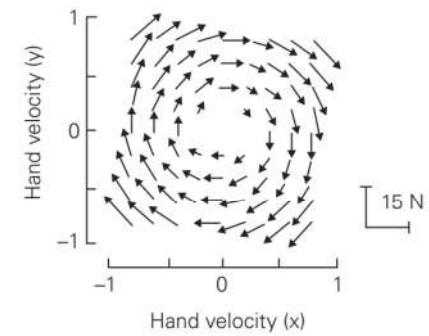
A Experimental setup



B Null field

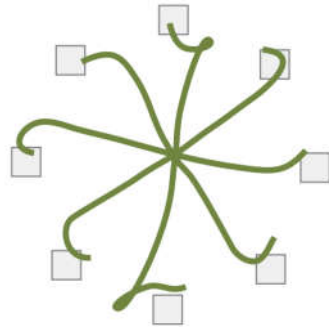


C Perturbing force

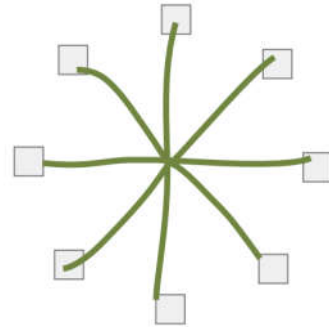


D

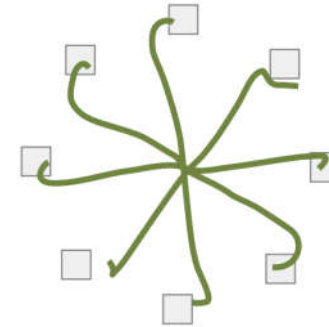
1 Initial exposure



2 Adaptation



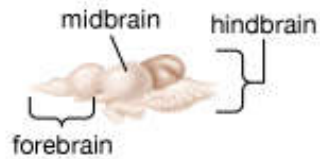
3 After-effects



# Comparison with animal brains

## Animal Brains

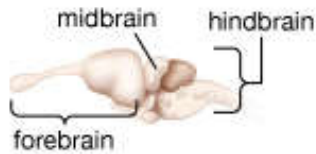
### Fish



### Amphibian



### Reptile



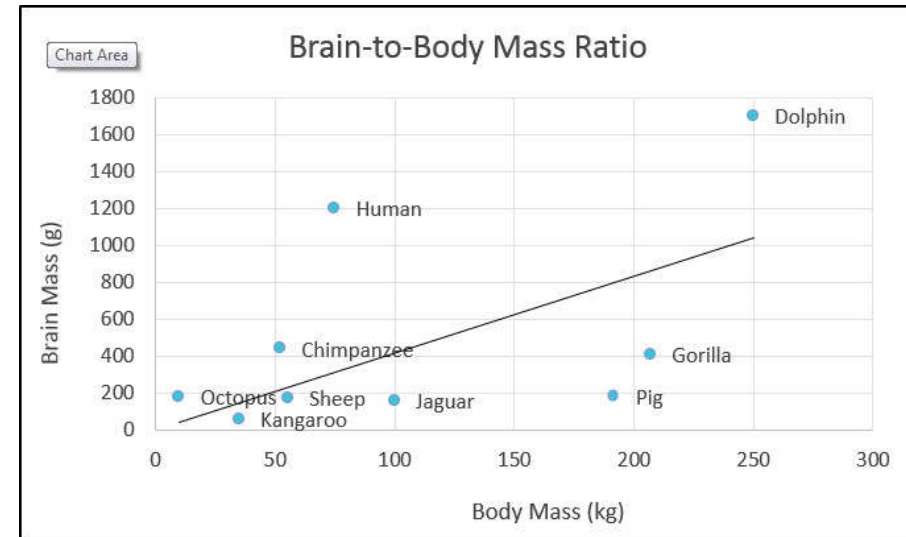
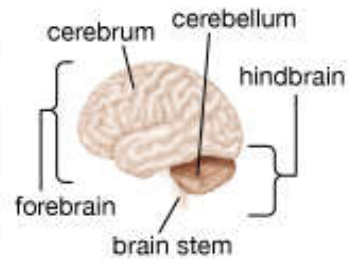
### Bird



### Mammal: Cat



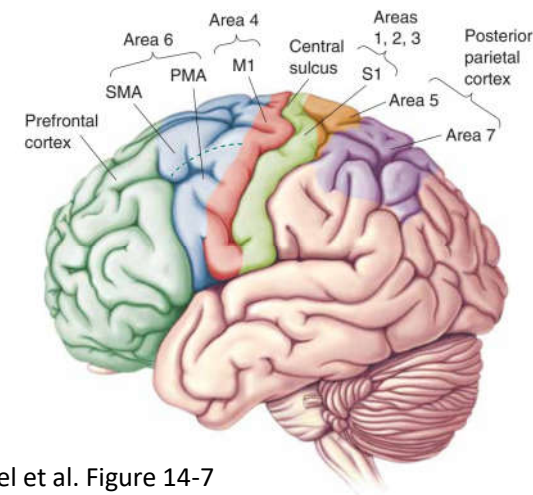
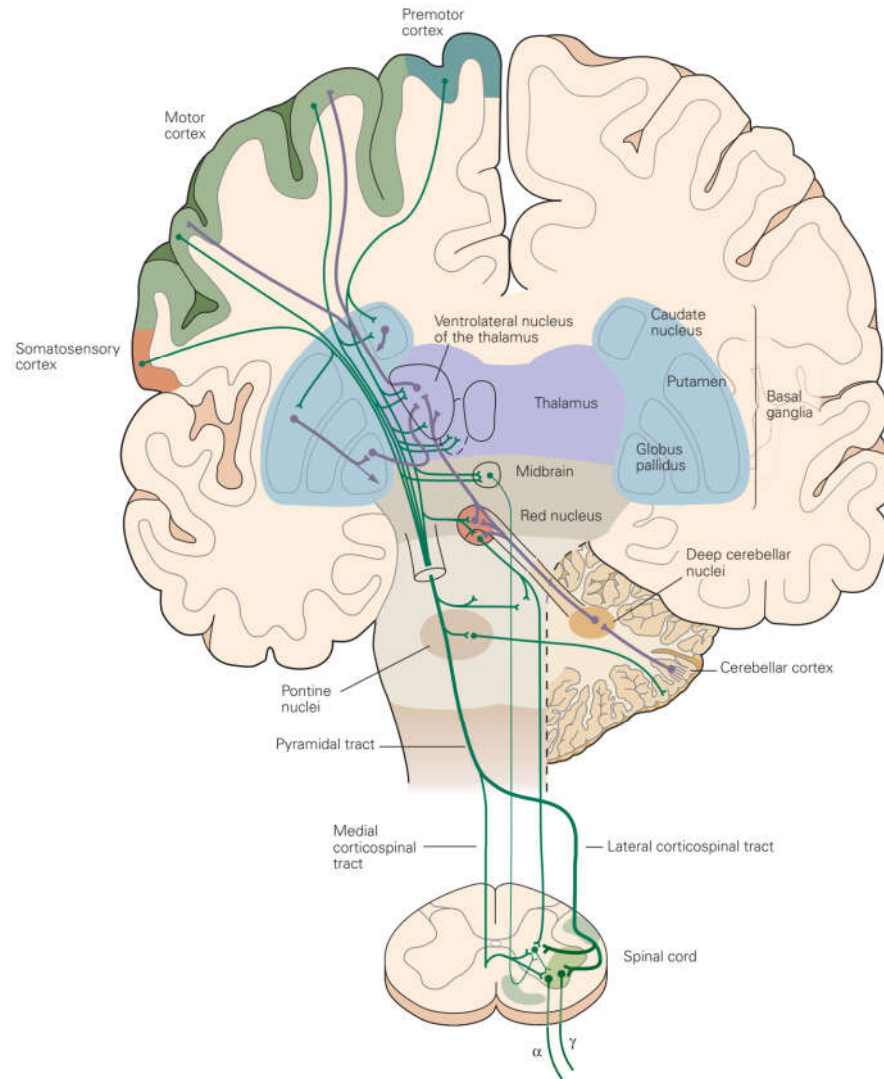
### Mammal: Human



# Brain circuits for movement generation

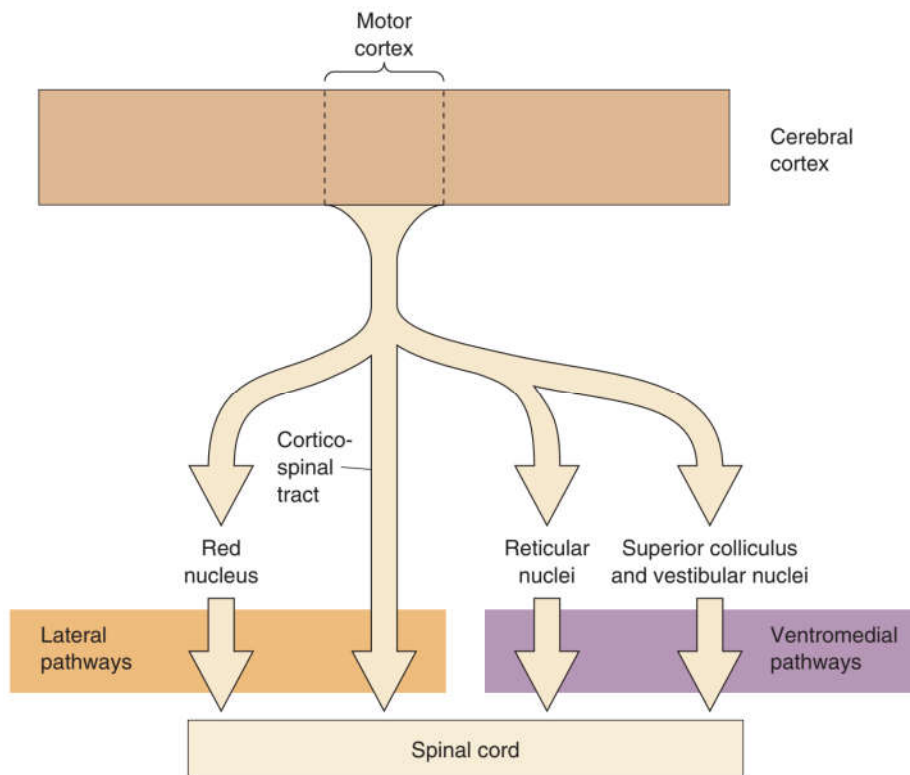
## Overview

- Motor cortex
- Cerebellum
- Basal ganglia

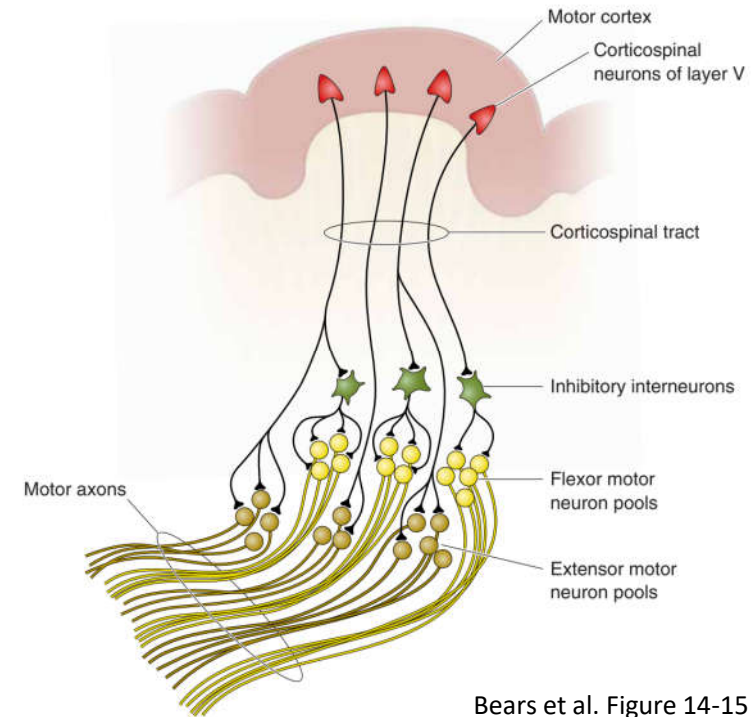


Kandel et al. Figure 14-7

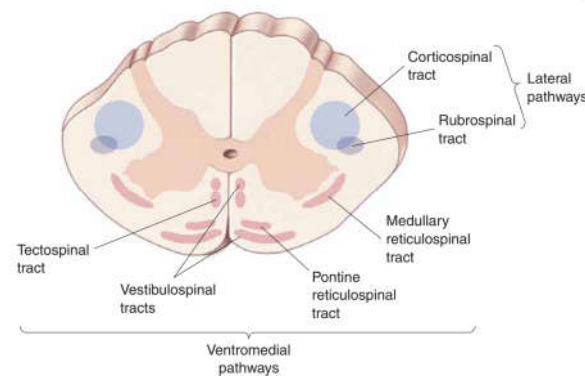
# Motor Cortex – descending control of spinal cord



Bears et al. Figure 14-6

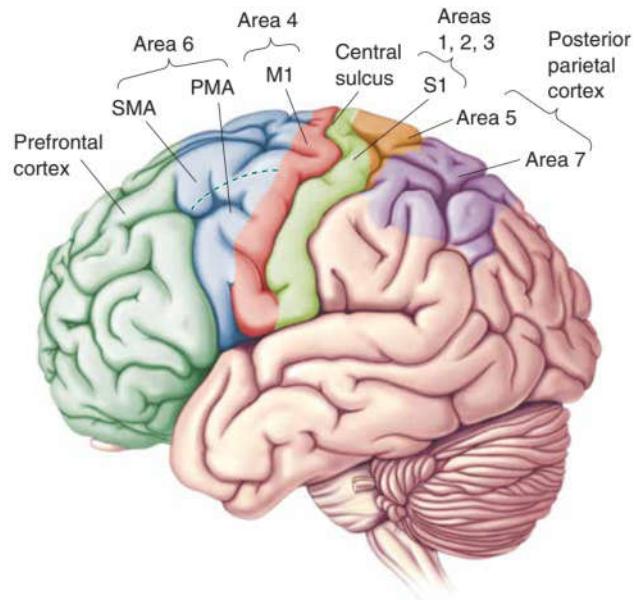


Bears et al. Figure 14-15

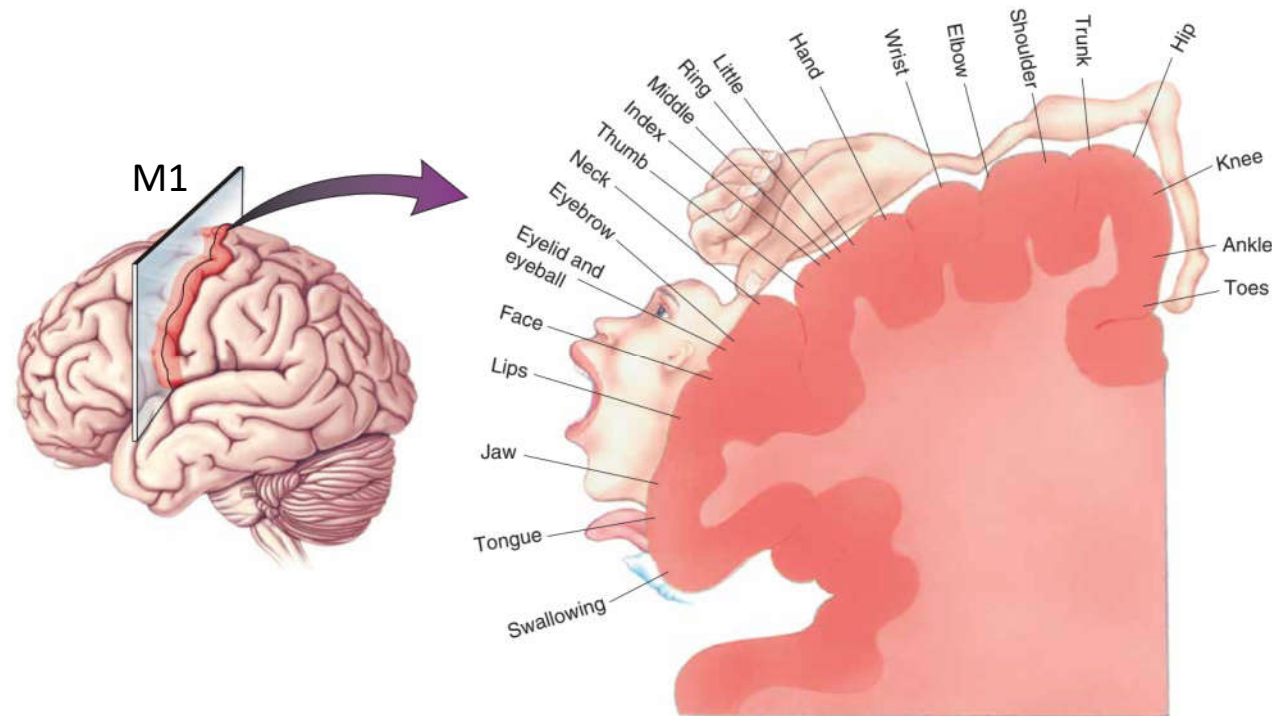


# Motor Cortex:

- Primary cortex (M1)
- Premotor area (PMA)
- Supplementary motor area (SMA)



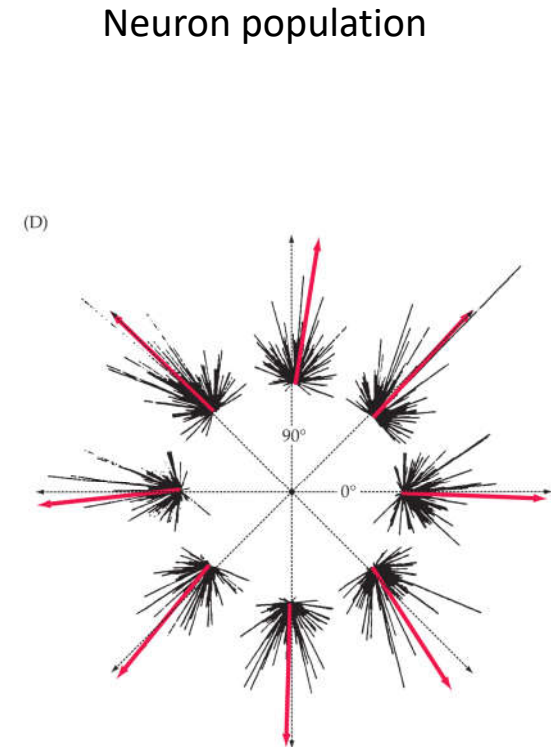
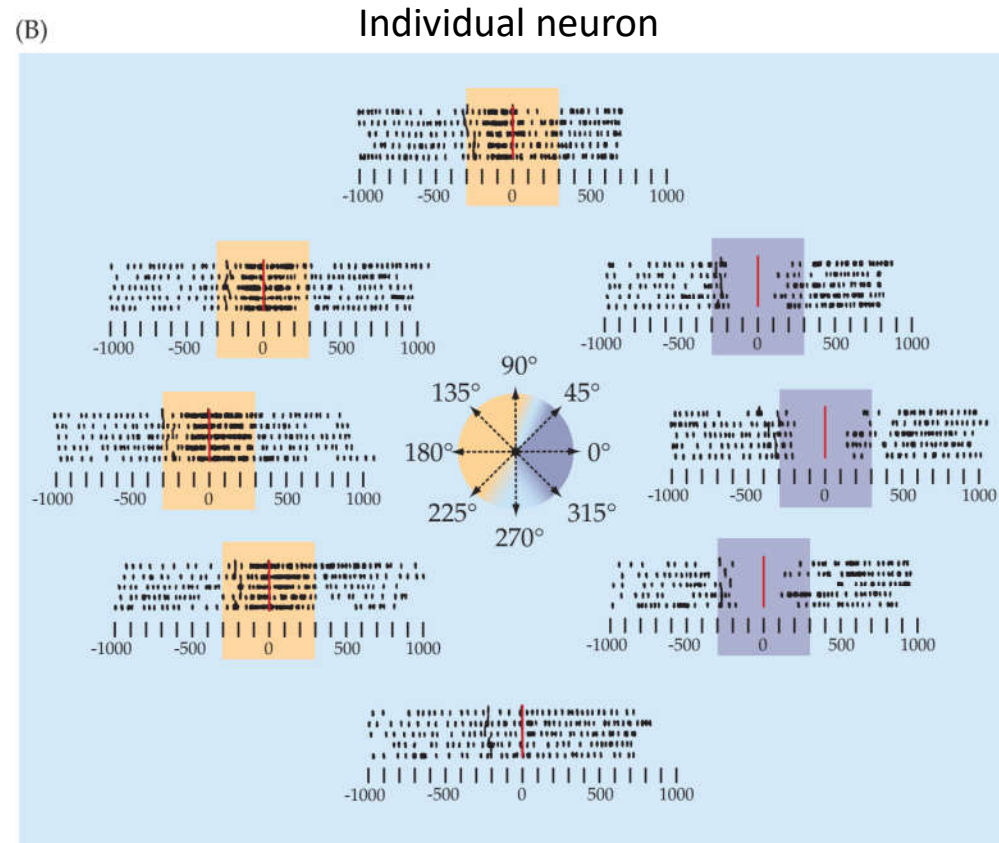
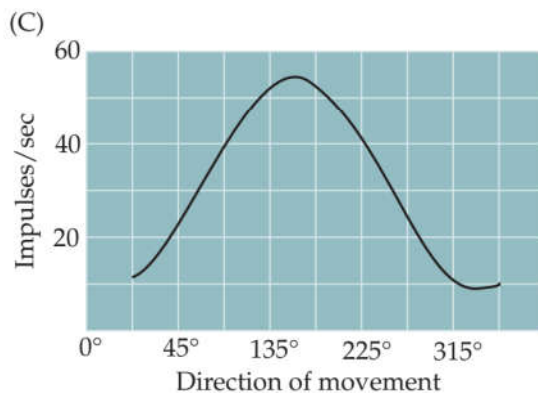
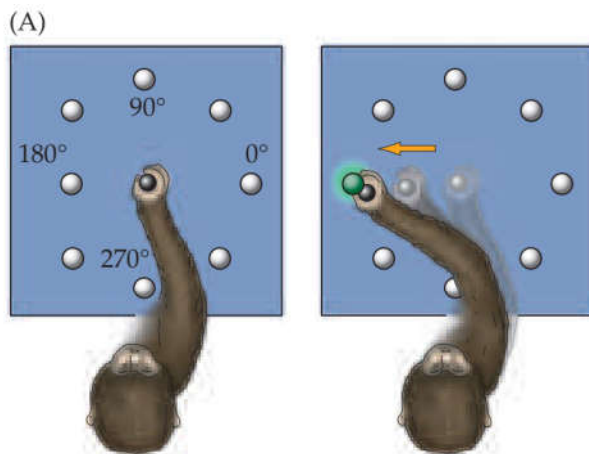
Bears et al. Figure 14-7



Bears et al. Figure 14-8



# Primary cortex (M1) – population coding of movement direction

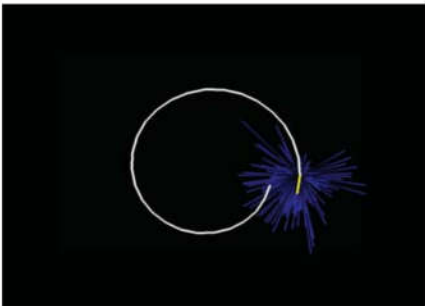


Purves et al. Figure 16-11

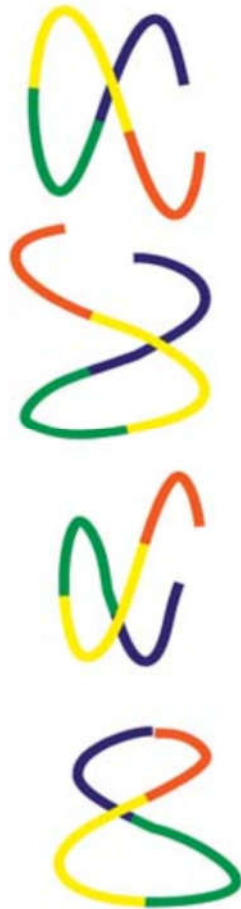
Individual M1 neuronal discharges cannot specify movement direction, because they are tuned too broadly;  
Rather, each arm movement must be encoded by the concurrent discharges of a population of such neurons

# Neural trajectory of M1 predicts motion

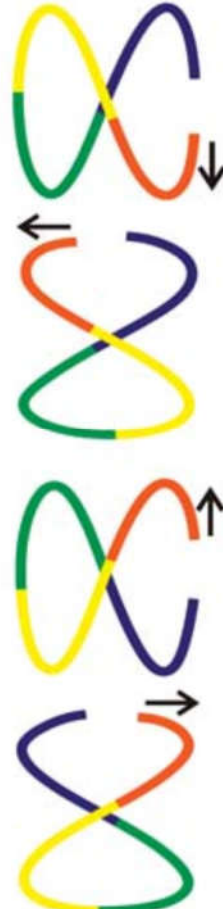
Neural trajectory is calculated from population vectors in time course



Neural Trajectory



Finger Trajectory

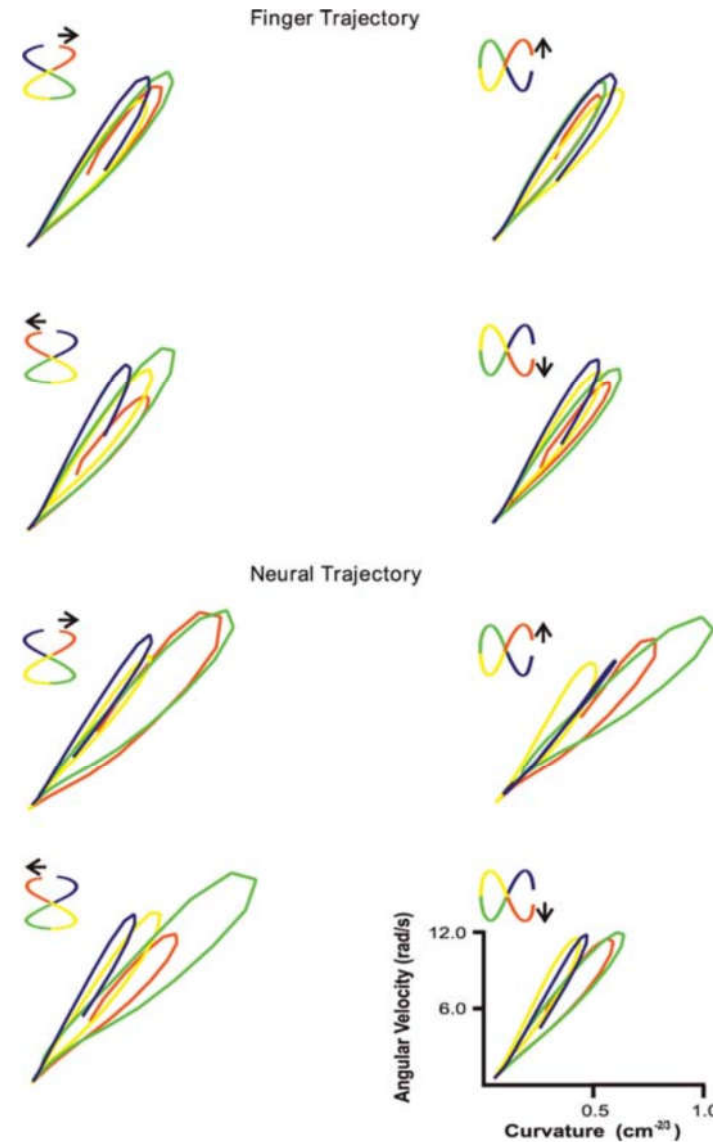
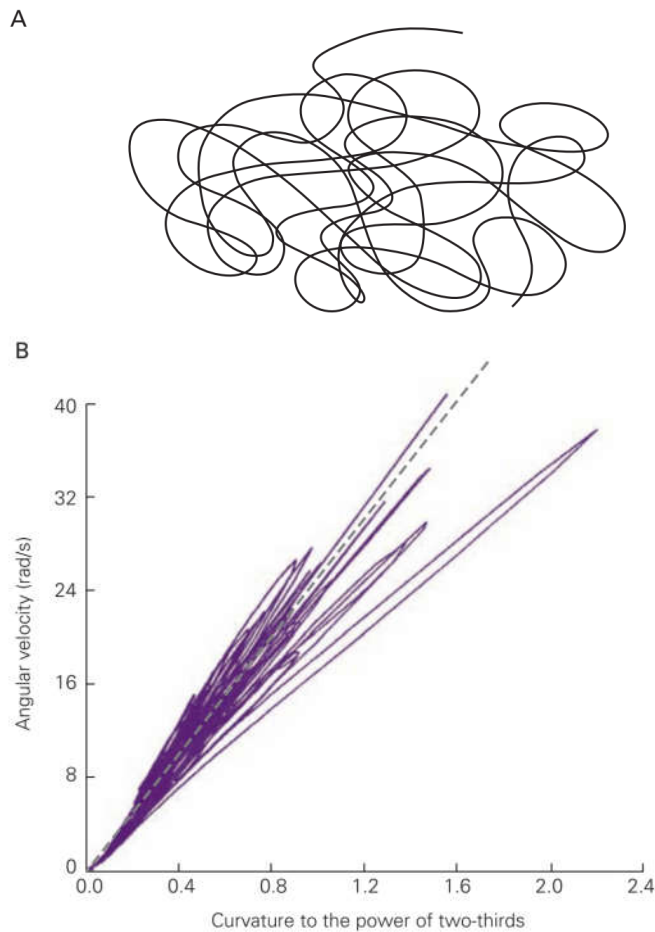


2 cm

Segmentation during drawing

# Kinematic regularity – movement planning in M1?

- Velocity\* vs. curvature obeys “power-law”



Kandel et al. Figure 33-8

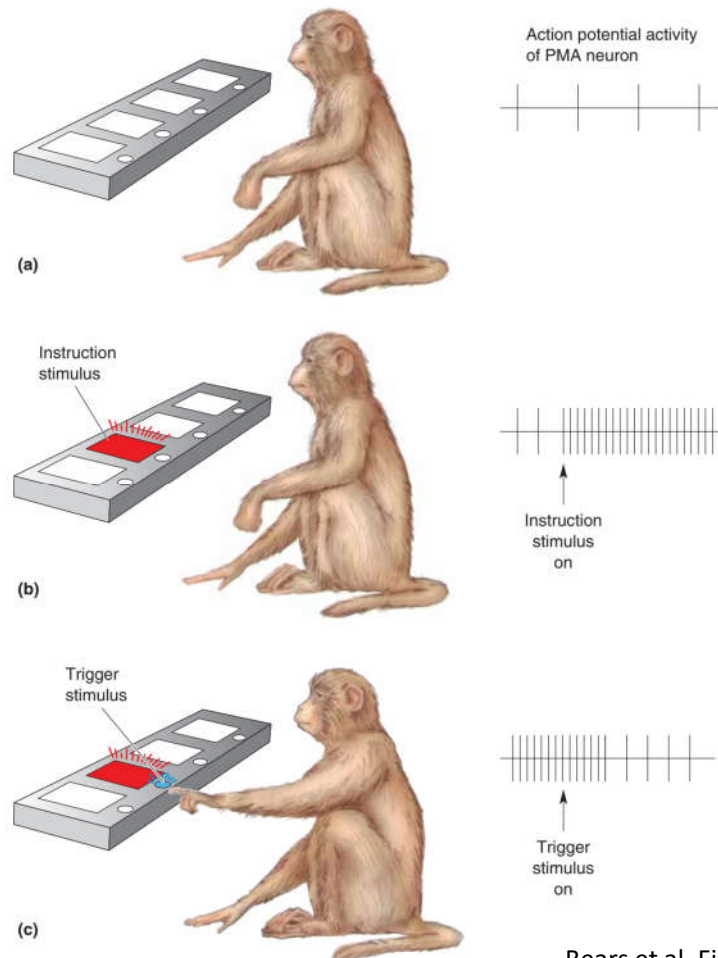
Schwartz J Physiol. 2007

\*Angular velocity



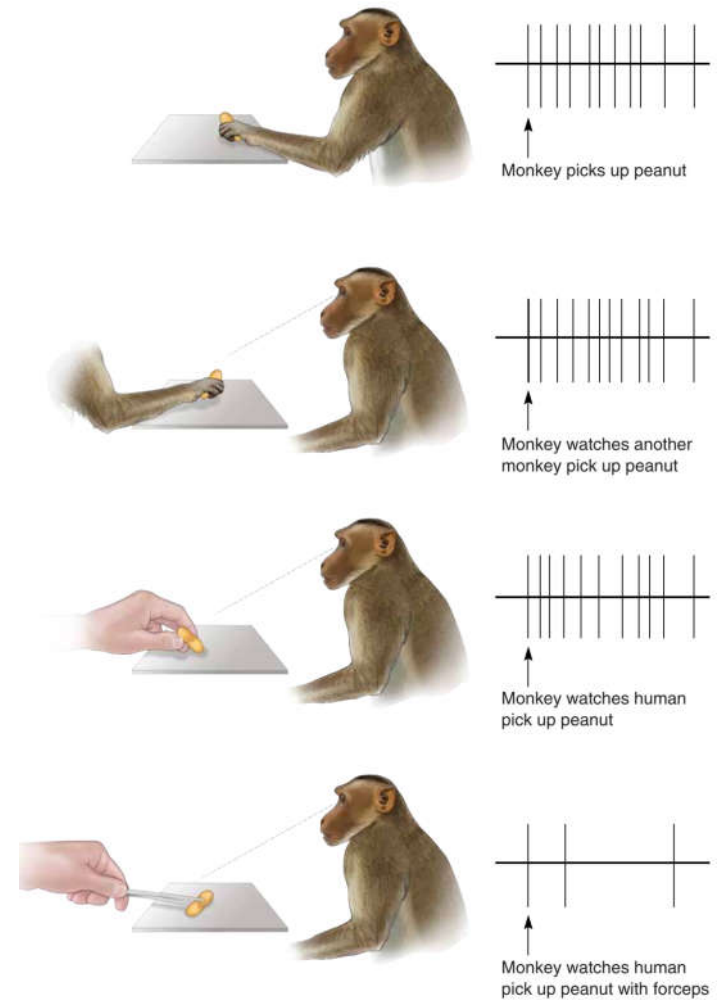
# Premotor area (PMA)

## Discharge of PMA neuron before a movement



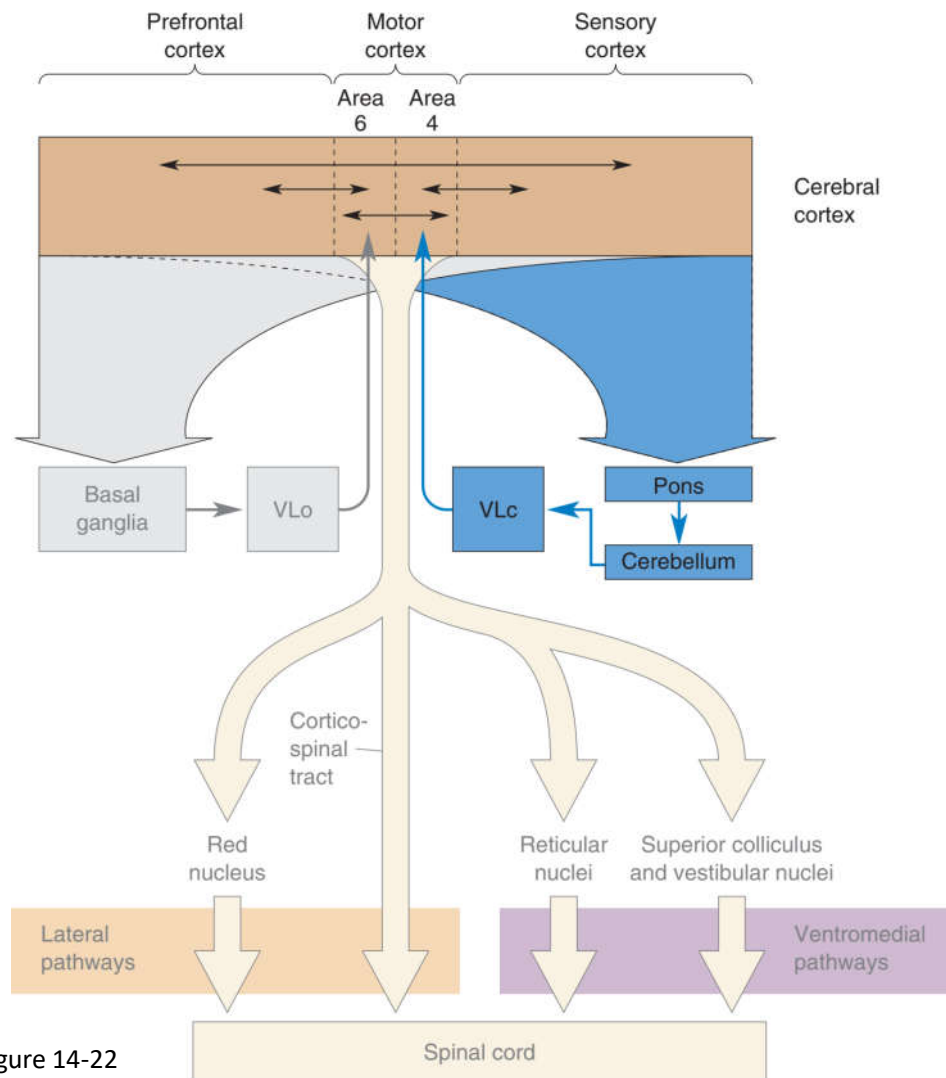
Bears et al. Figure 14-9

## Discharge of a mirror neuron in PMA

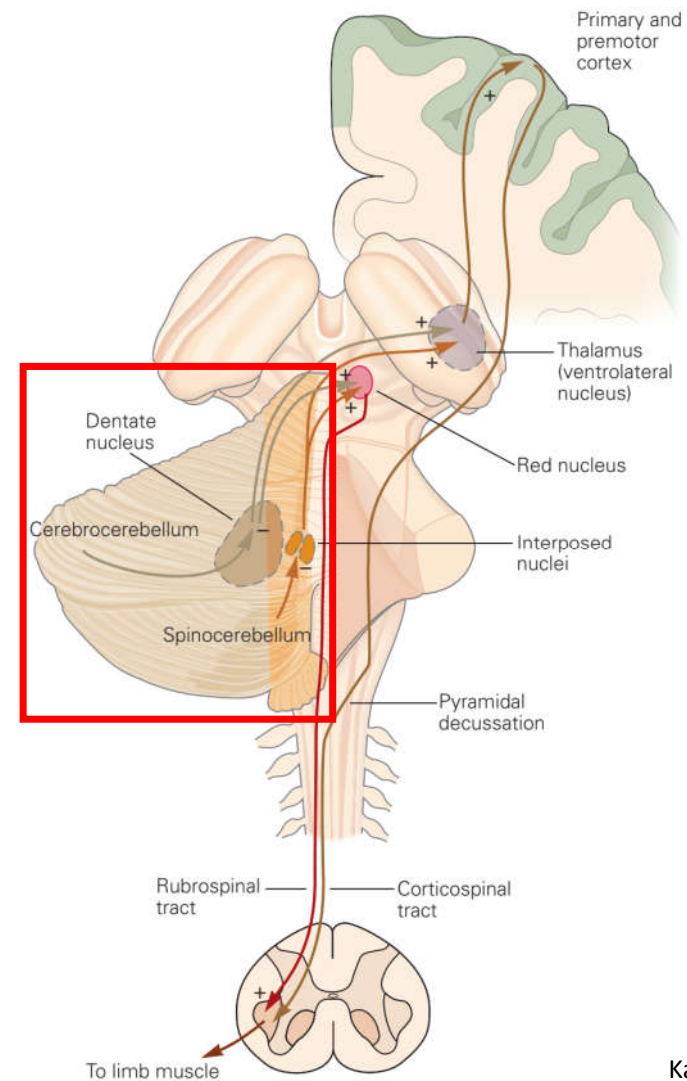


Bears et al. Figure 14-10

# Cerebellum: coordination of movement

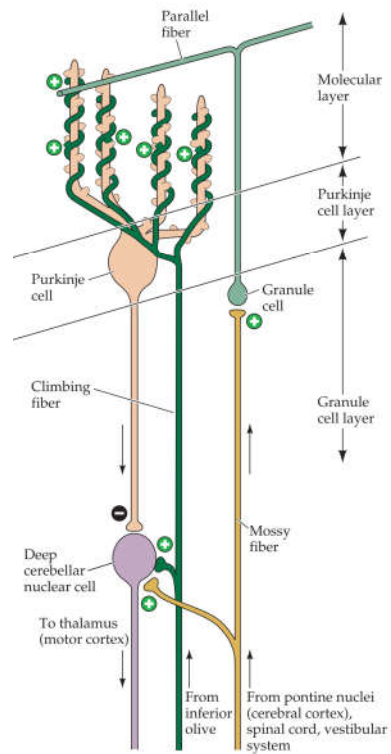
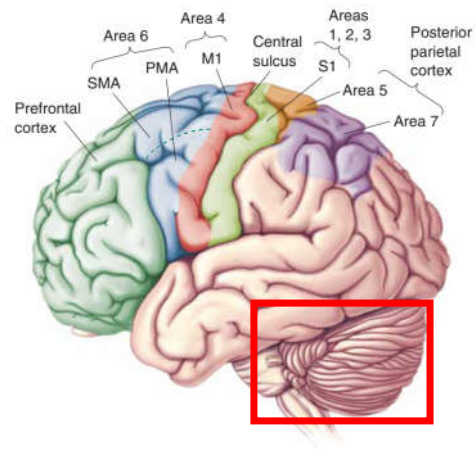


Bears et al. Figure 14-22

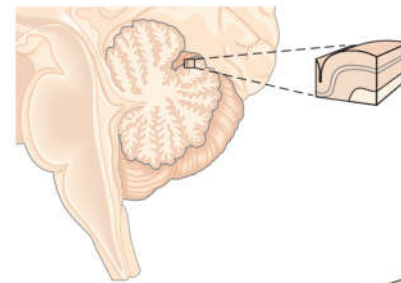


Kandel et al. Figure 42-7

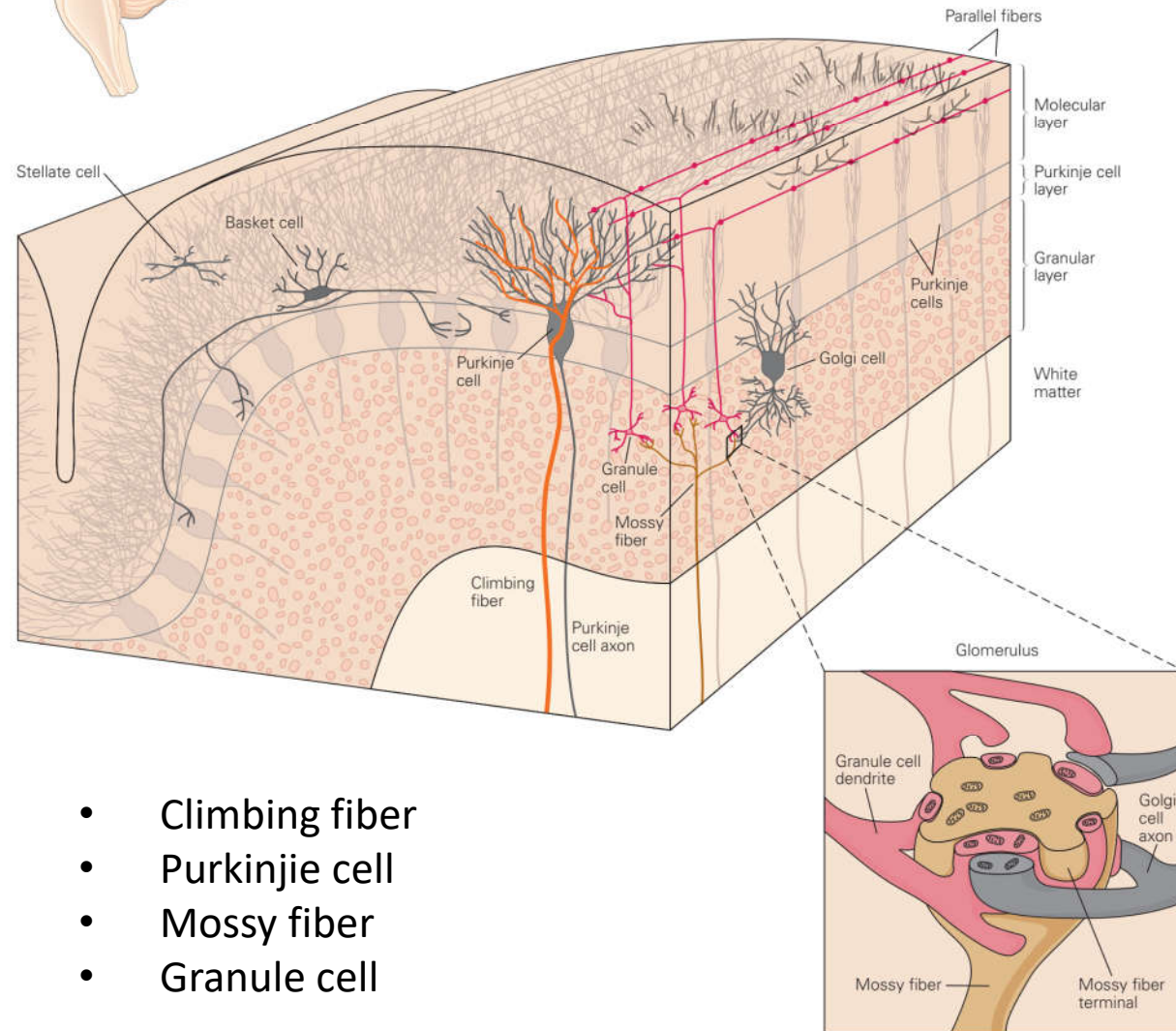
# Cerebellum: anatomy



Bears et al. Figure 14-7



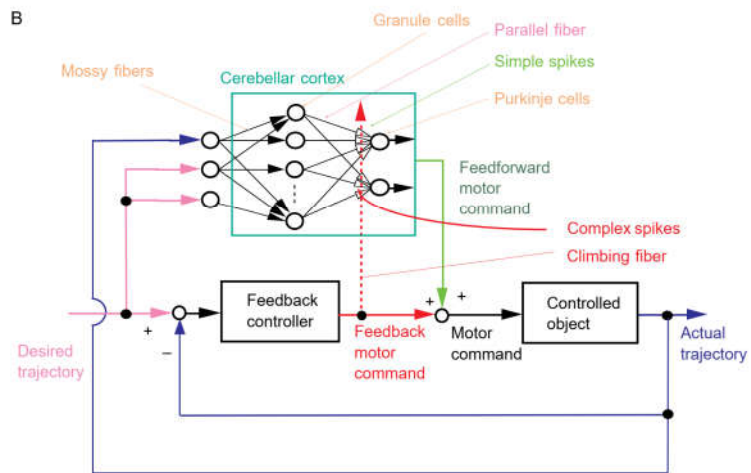
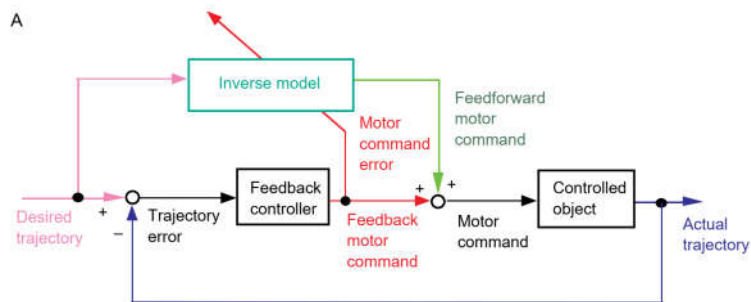
Kandel et al. Figure 42-4



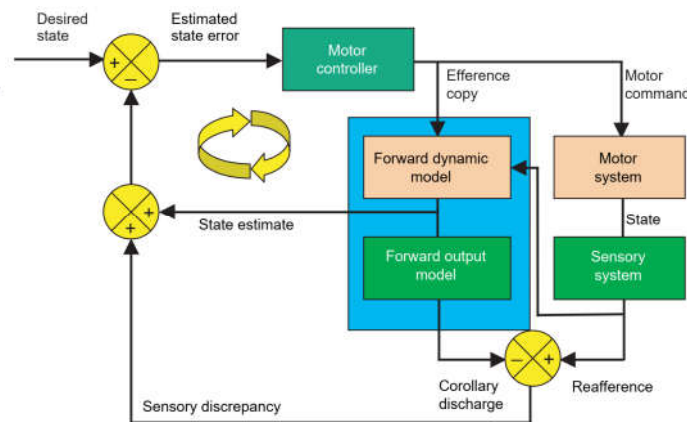
- Climbing fiber
- Purkinje cell
- Mossy fiber
- Granule cell

# Cerebellum - control model

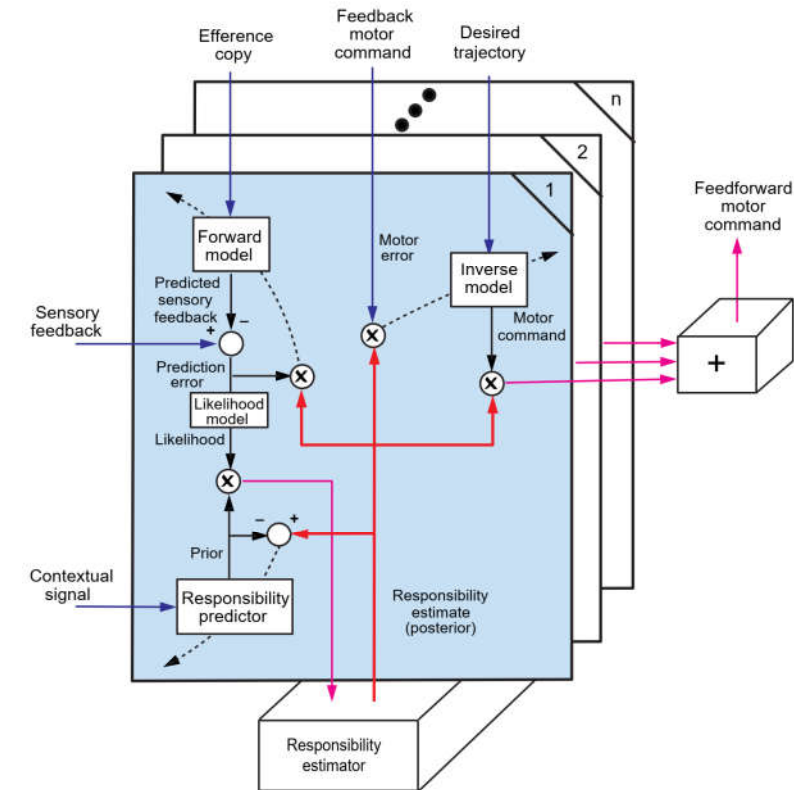
Inverse model  
(Feedback error-learning)



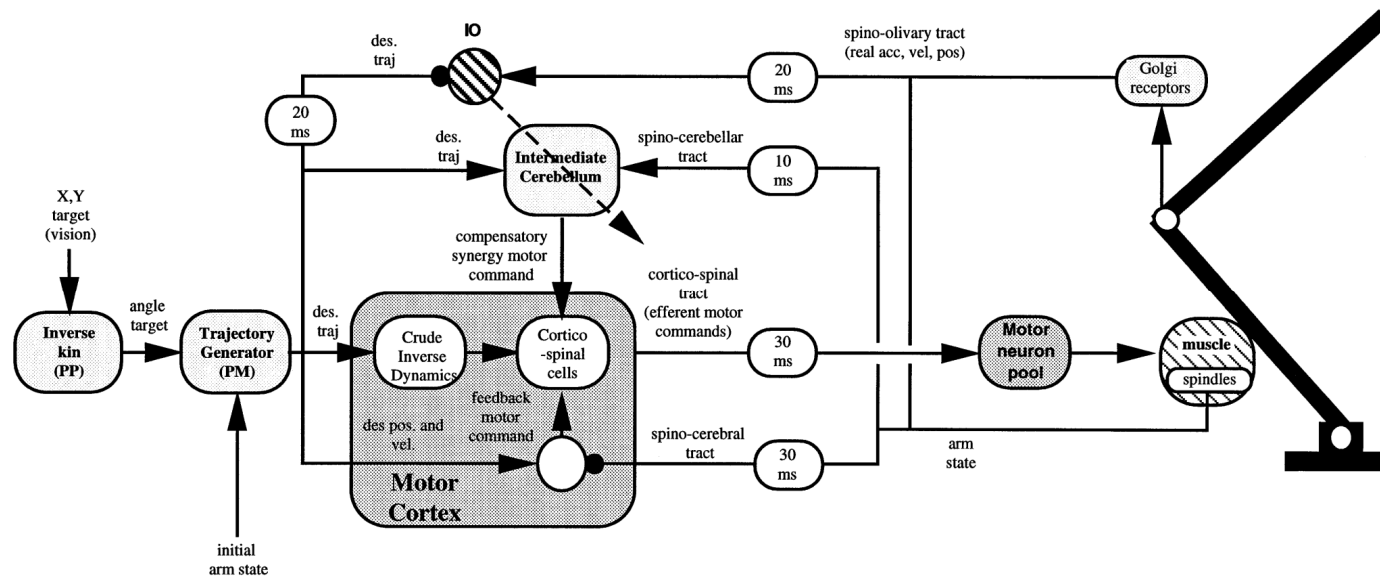
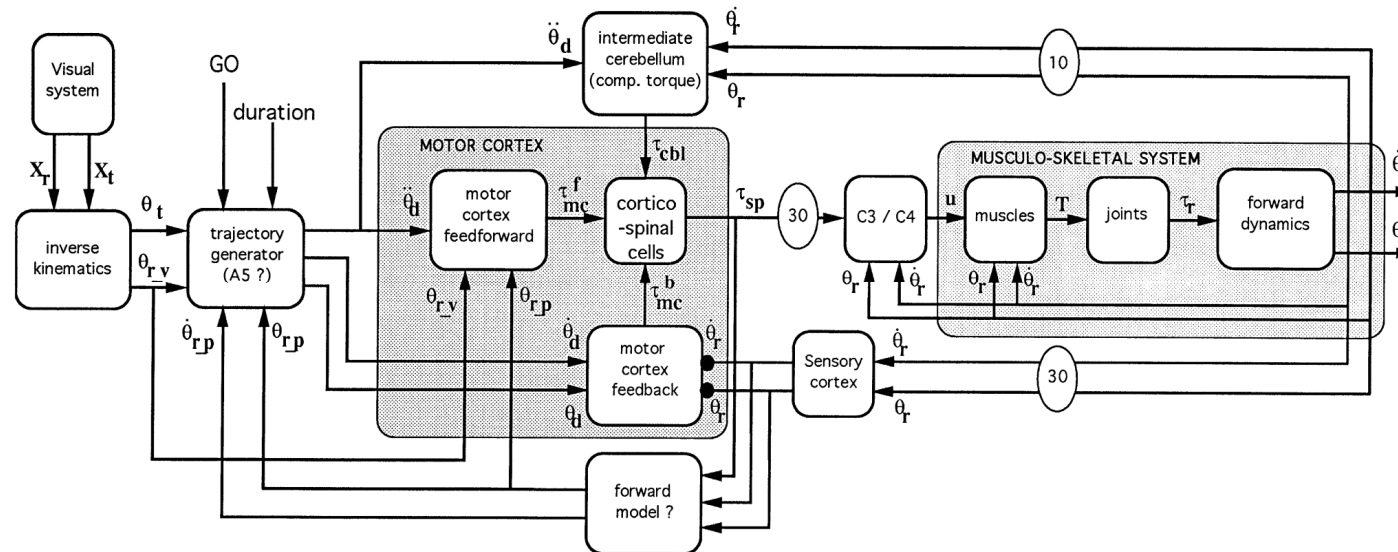
Forward model  
(Smith-predictor)



Multiple paired forward-inverse models



# Cerebellar models for reaching movement

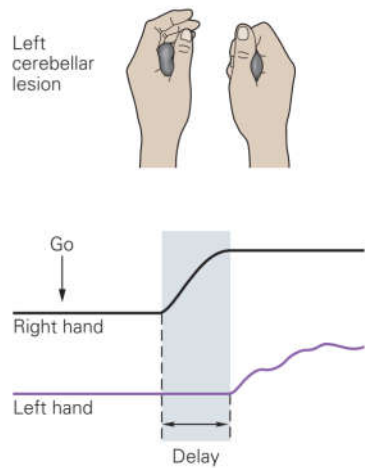




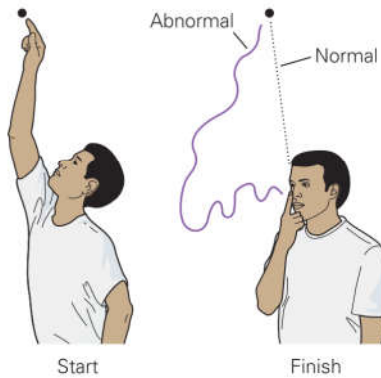
# Cerebellum: diseases

## Deficits in coordination and timing

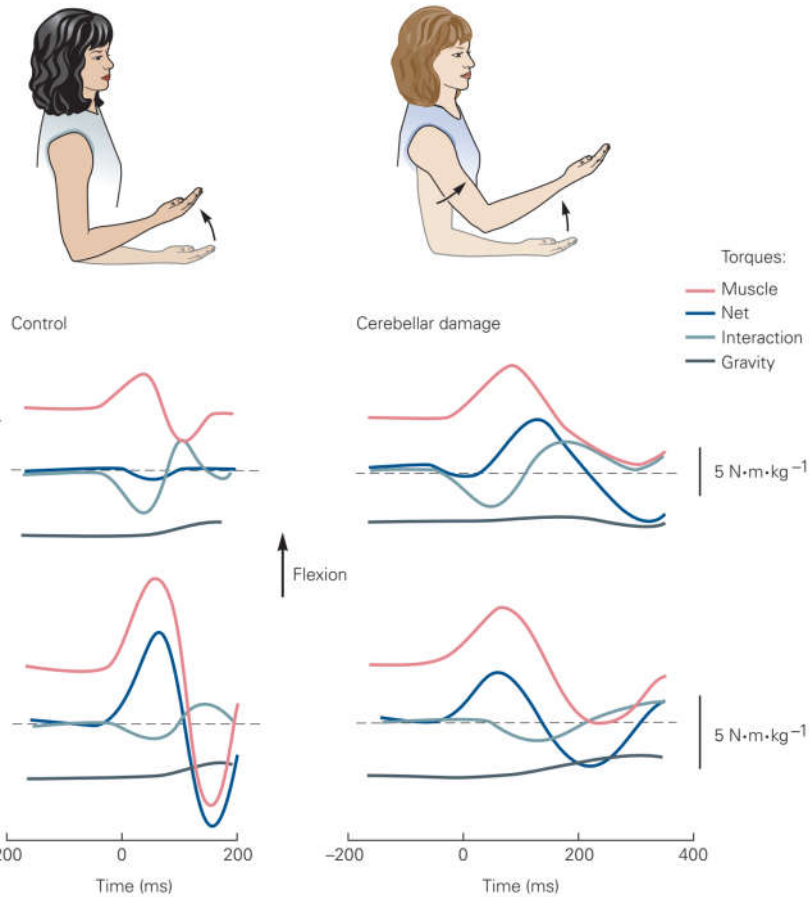
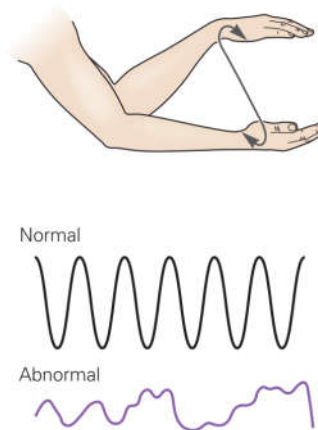
A Delayed movement



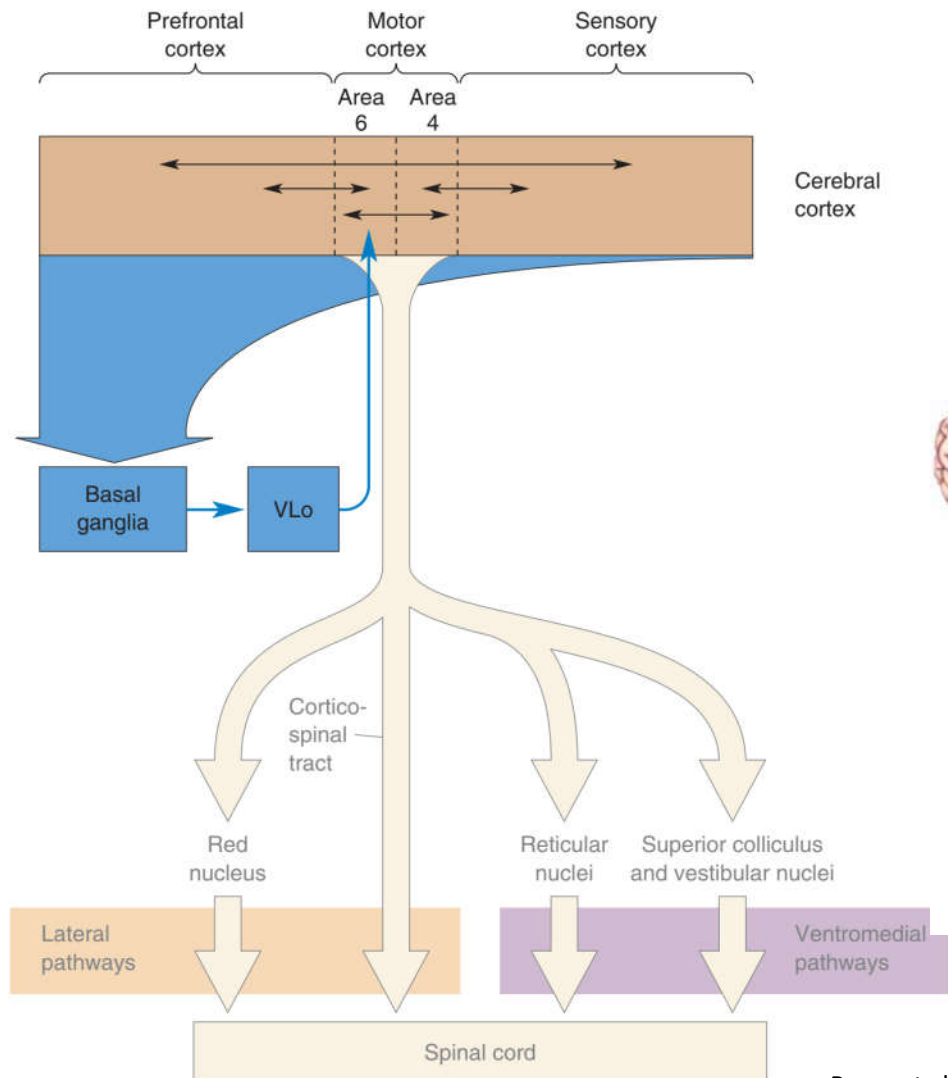
B Range of movement errors



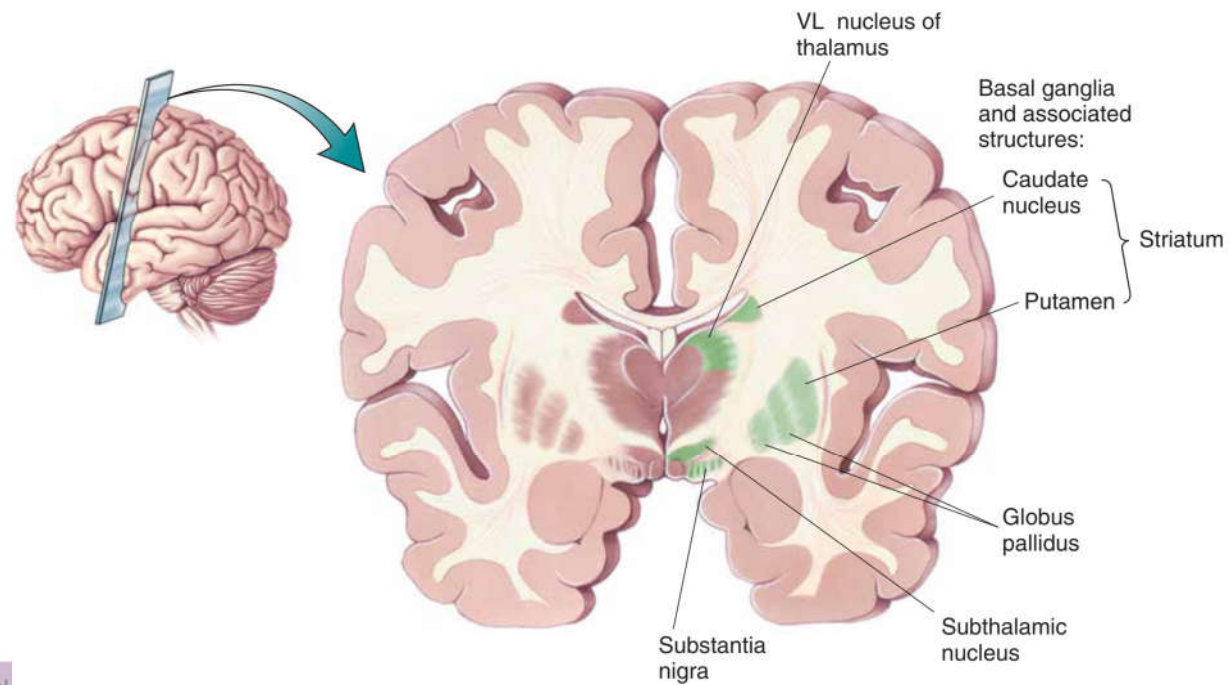
C Patterned movement errors



# Basal ganglia: modulation of movement

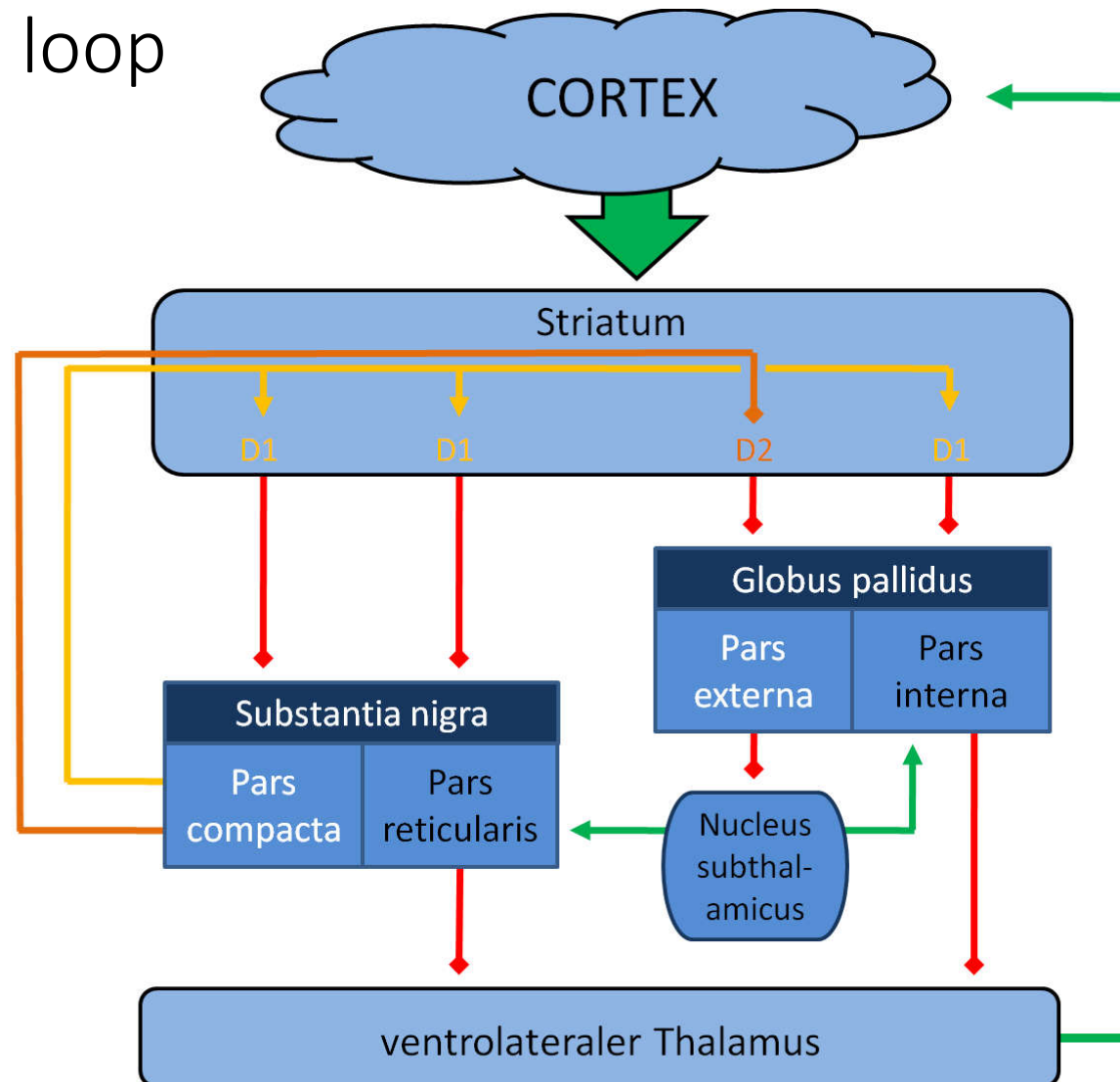


Bears et al. Figure 14-11



Bears et al. Figure 14-12

# Basal ganglia: neural loop



Neurotransmitters:

- Glutamate (+)
- GABA (-)
- Dopamine (+/-)

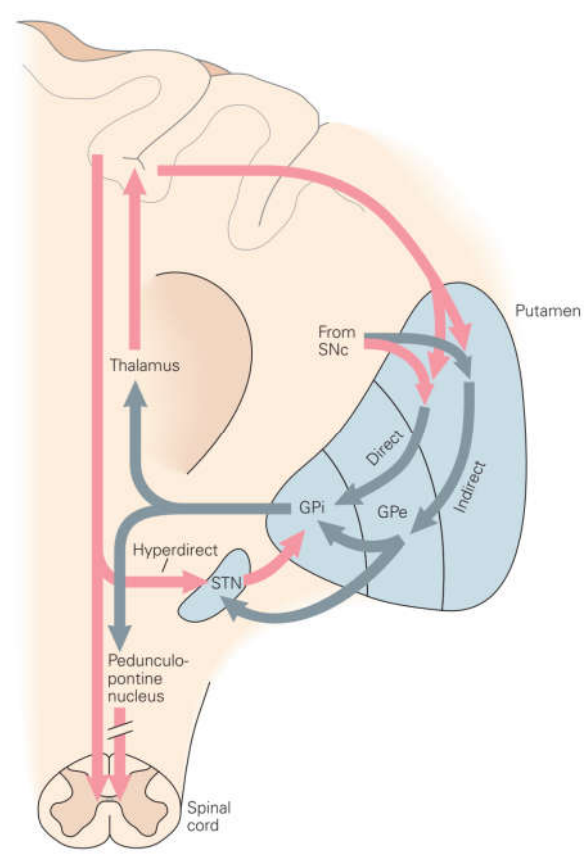
Dopamine receptor:

- D1 (+)
- D2 (-)

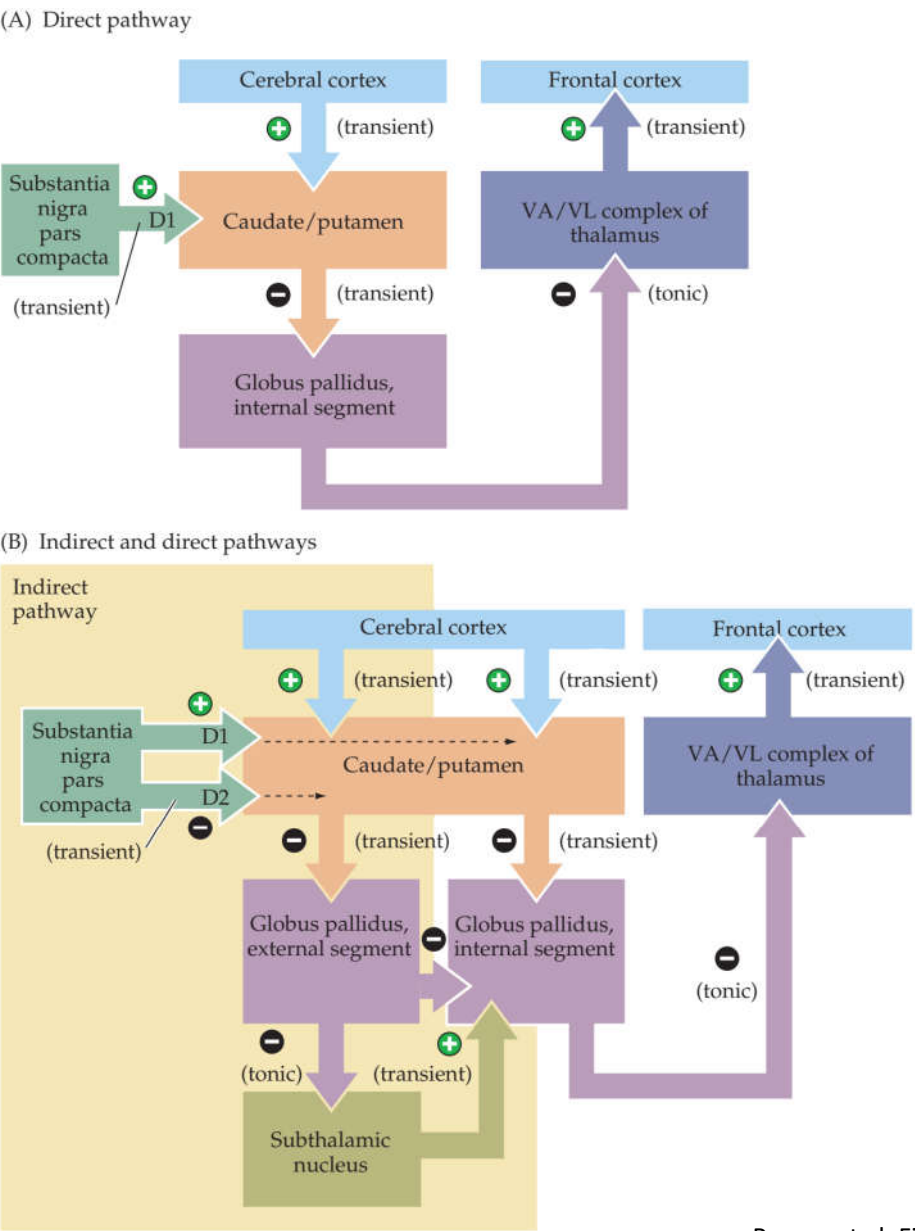
—▶ hemmend    —▶ erregend    ■ Glutamaterg    ■ GABAerg    ■ Dopaminerg



# Basal ganglia: neural loop



Kandel et al. Figure 43-2

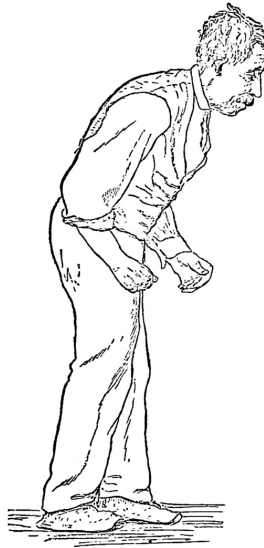


Purves et al. Figure 17-8

# Basal ganglia: diseases

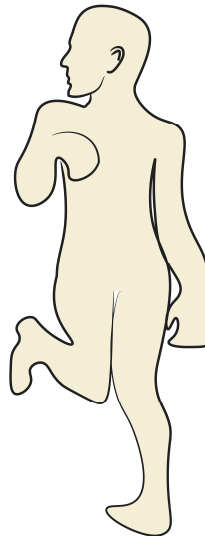
## Parkinson's disease

- Resting tremor
- Rigidity/Freezing
- No tremor when moving
- Cause: loss of dopaminergic neurons
- Why such neurons die is unknown

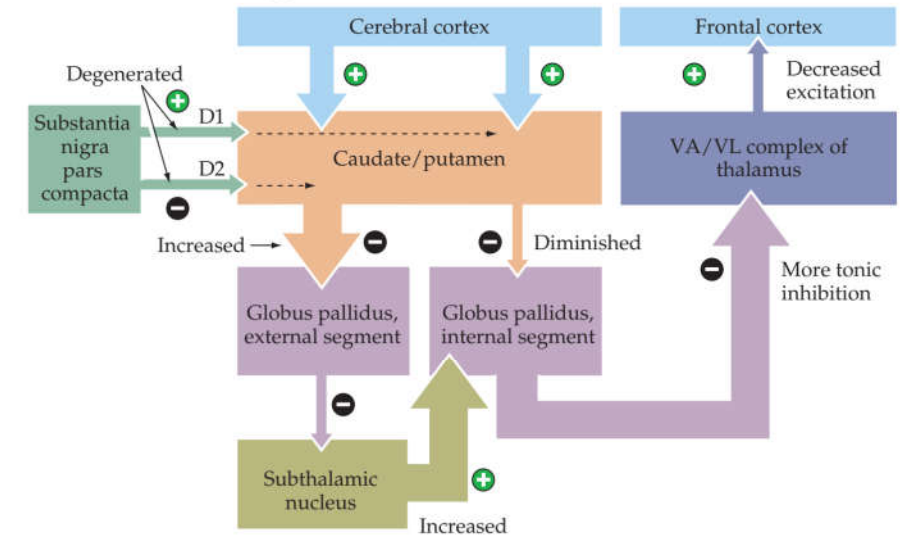


## Huntington's disease

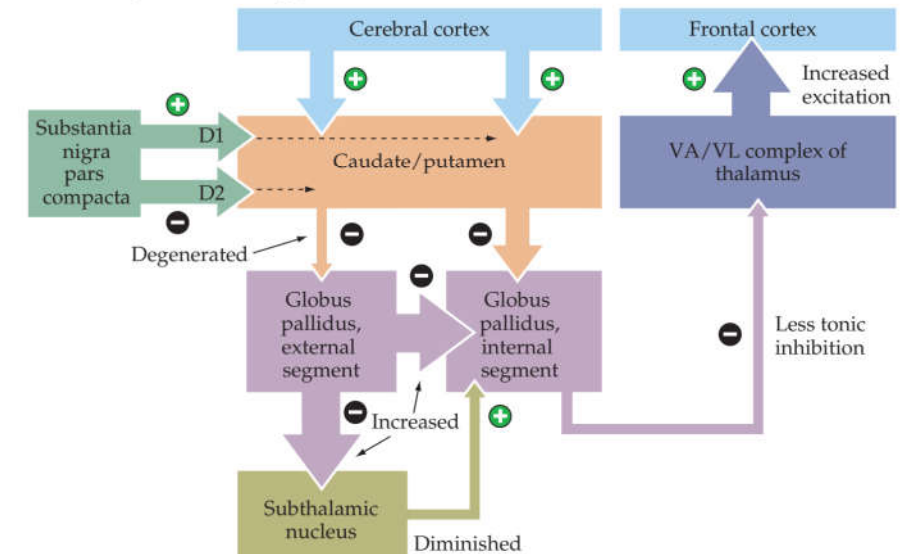
- Chorea (dance)
- Involuntary but coordinated
- Cause: gene mutation



(A) Parkinson's disease (hypokinetic)



(B) Huntington's disease (hyperkinetic)



# Summary and questions

## Kinematic regularity:

- Speed-accuracy trade-off – Fitt's law
- Velocity vs. curvature - power law
- Bell-shaped hand velocity – minimum jerk model
- Force field adaptation

## Brain control of movement:

- Motor cortex involves in the planning, control, and execution of voluntary movements
- Cerebellum coordinates voluntary movements
- Basal ganglia strongly interconnects with several brain regions for movement production