

Human Motor Systems

Lei Zhang

Institute for Neural Computation
Ruhr-Universität Bochum
lei.zhang@ini.rub.de

Autonomous Robotics: Action, Perception, and Cognition (ST 2025)

Prof. Dr. Gregor Schöner

Teaching unit: Human motor systems (10.07.2025)

Outlines

- **How muscles work?**

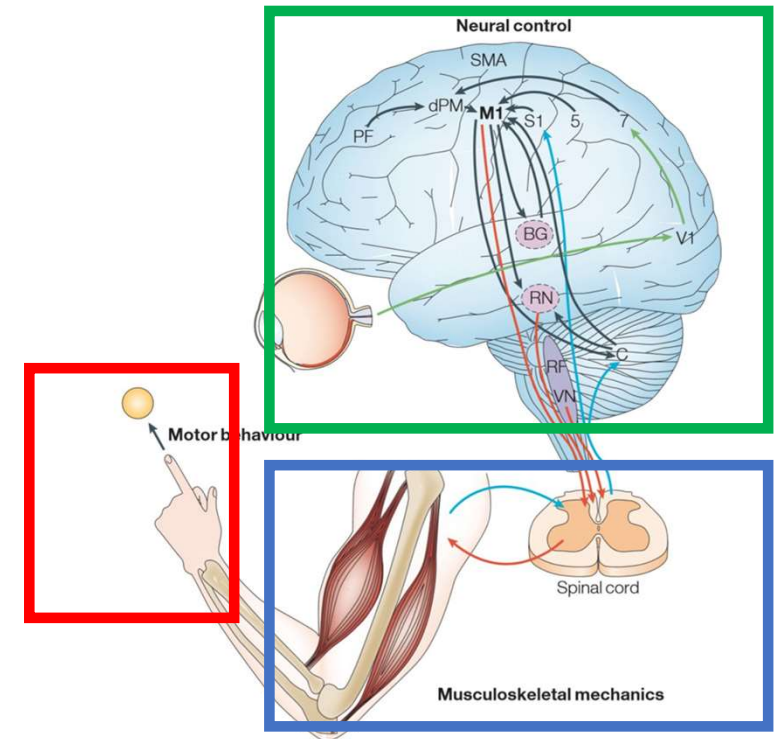
- muscles, motoneurons, reflexes, spinal cord

- **How movements look like?**

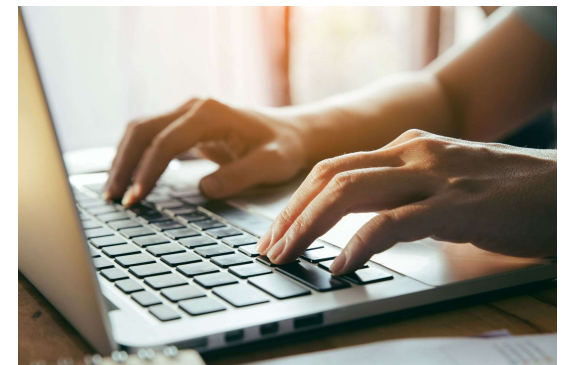
- kinematic patterns

- **How the brain works in movement generation?**

- neuroanatomy, function

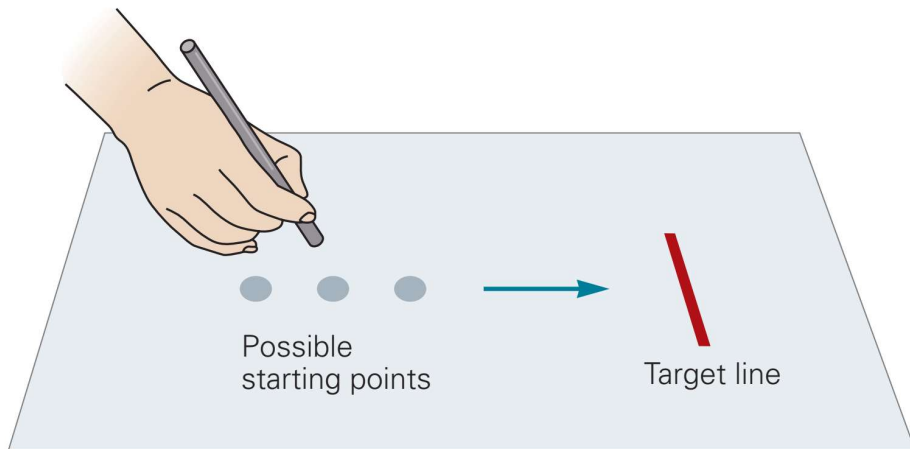


How movements look like

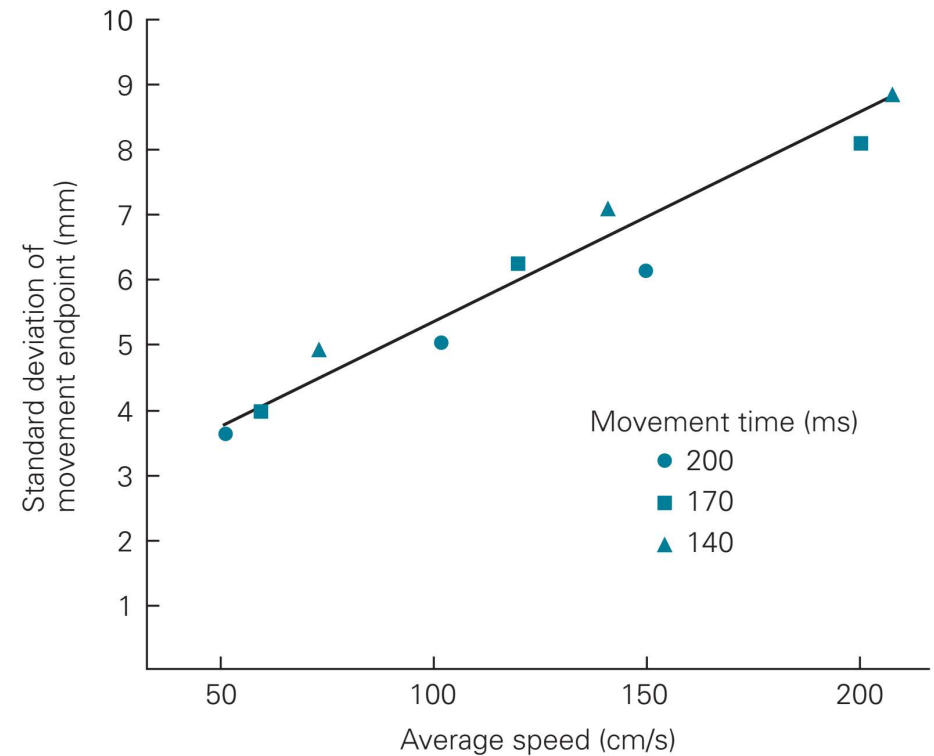


Kinematic regularity

- The speed-accuracy trade-off

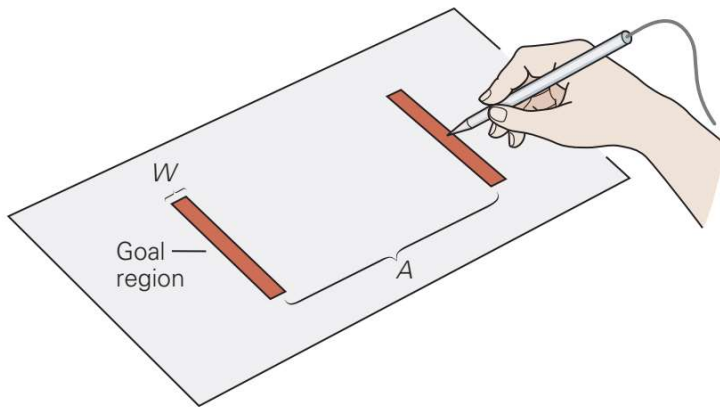


- Three initial positions
- Different movement times (140, 170, or 200ms)
- Variability in proportion to speed (force)

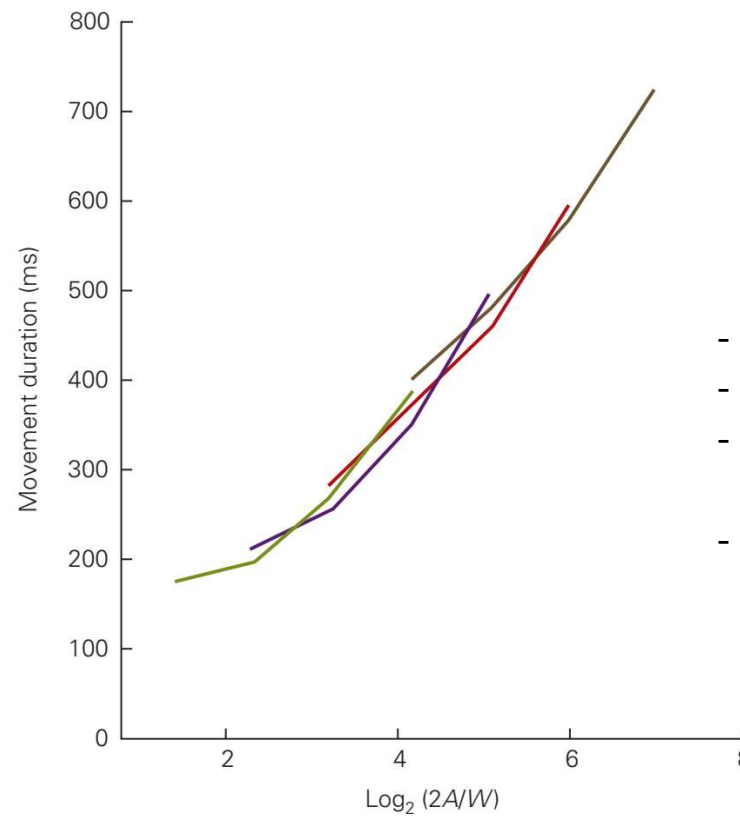


Kinematic regularity

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



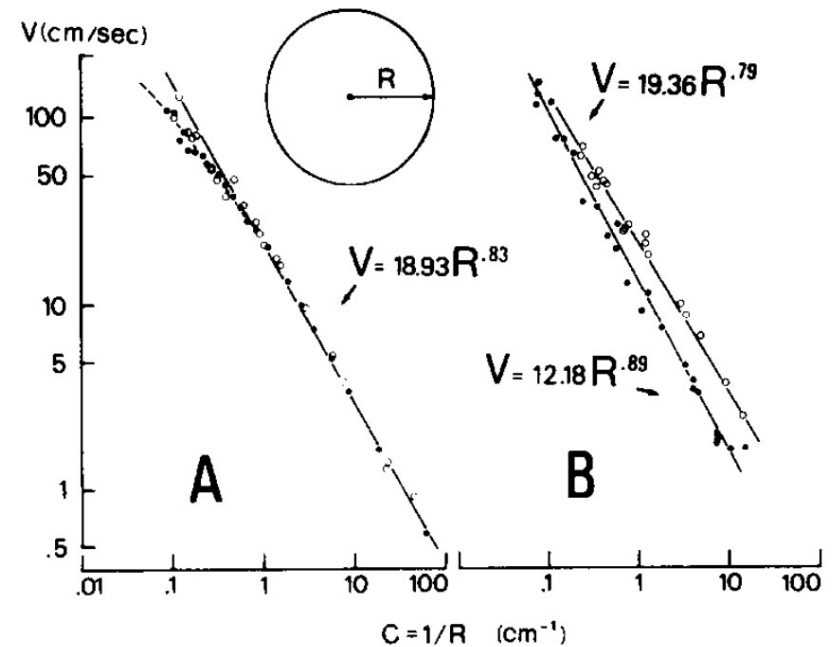
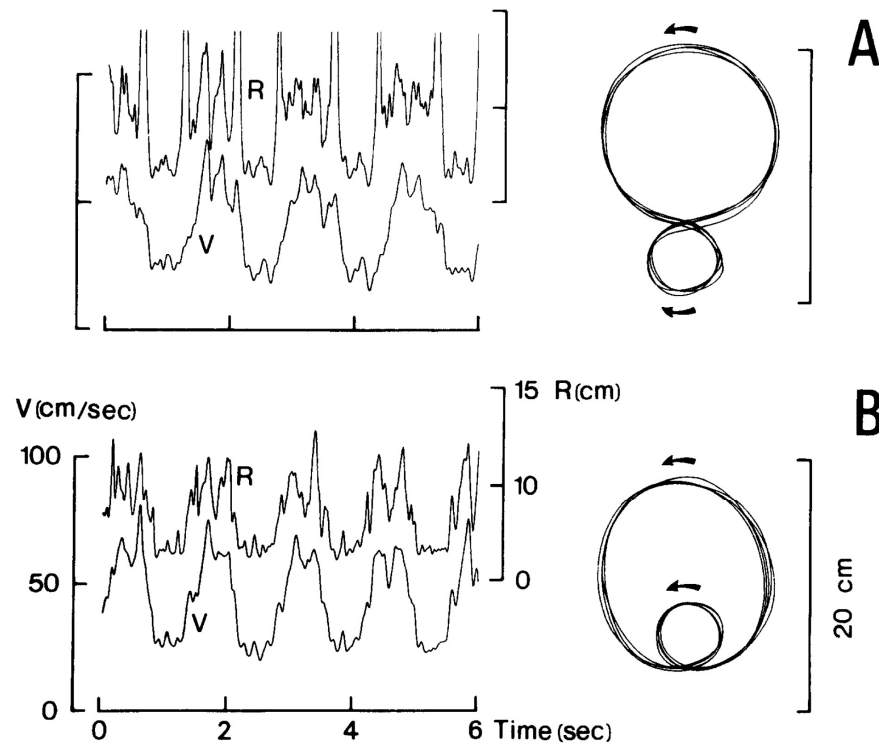
$$\text{Movement duration} = a + b * \log_2\left(\frac{2A}{W}\right)$$



- 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”

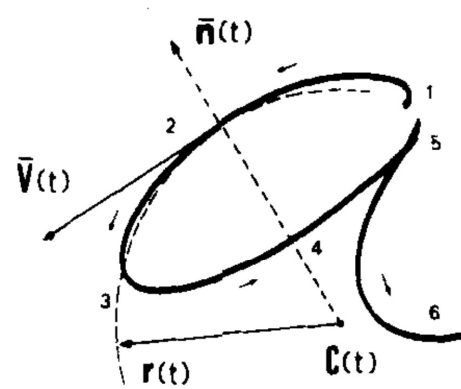


Viviani and McCollum 1983

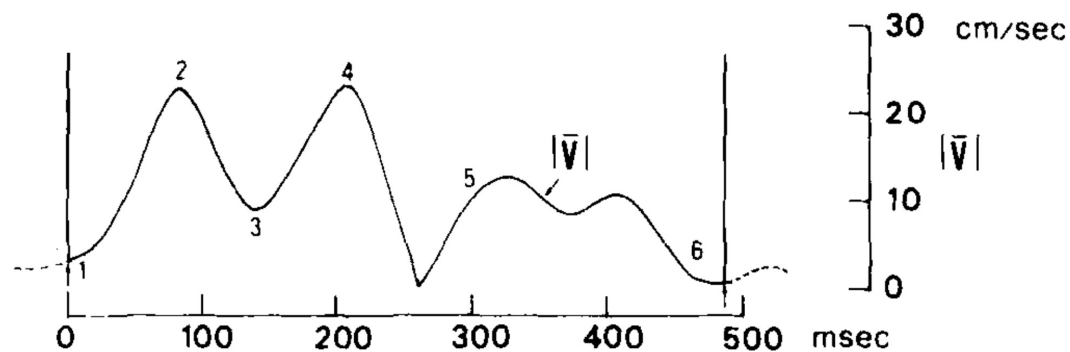
*Tangential velocity ** $C=1/R$

Kinematic regularity

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



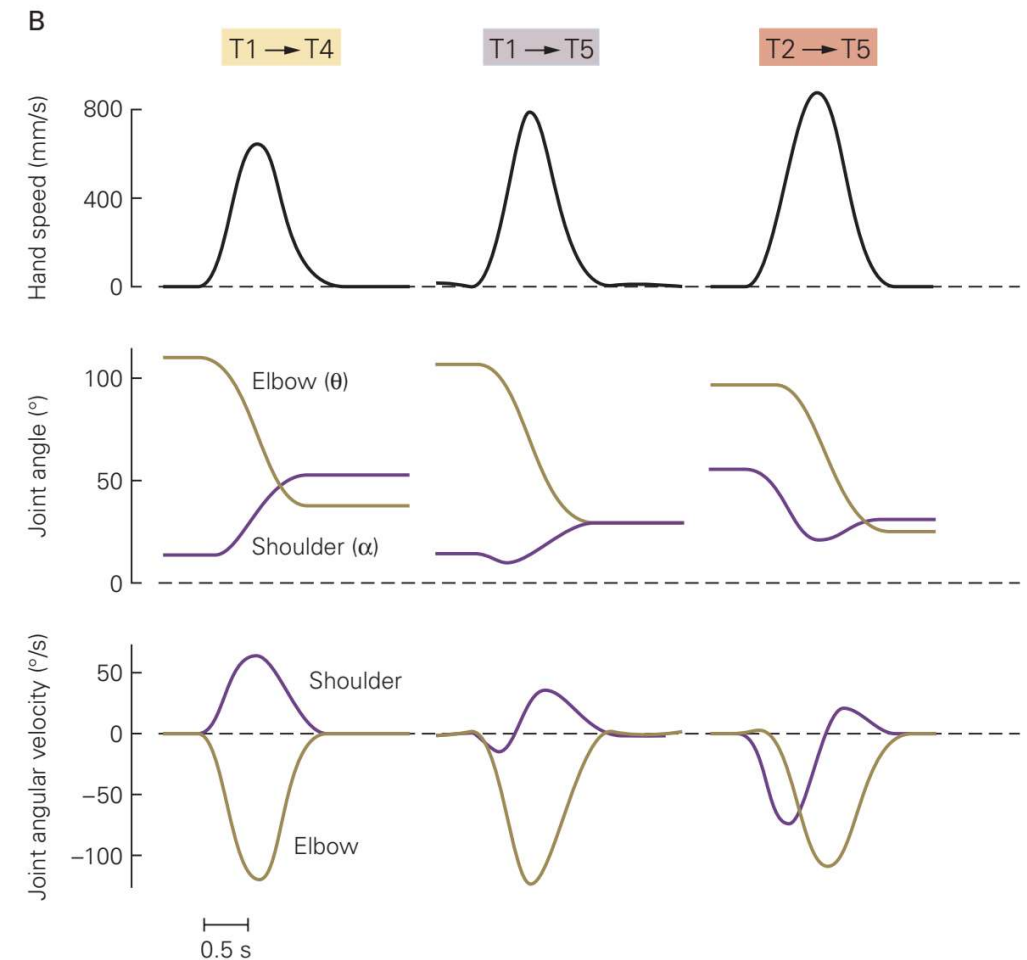
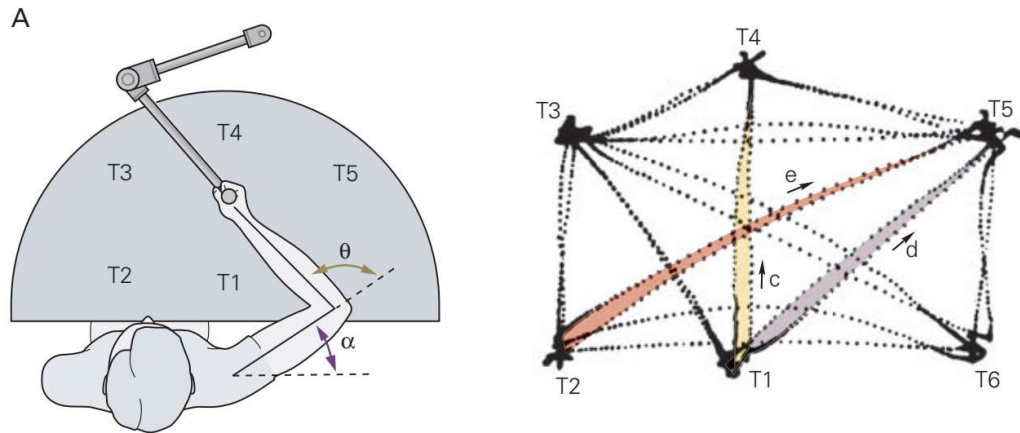
- Smaller C ($=1/R$): larger V
- Points when movement direction is inverted: V goes to zero.



Viviani and Terzuolo 1980

Kinematic regularity

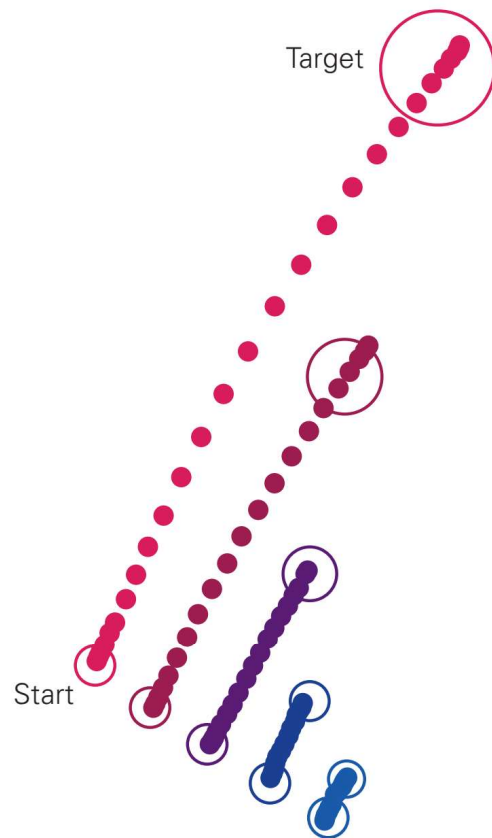
- Hand path and velocity have stereotypical features



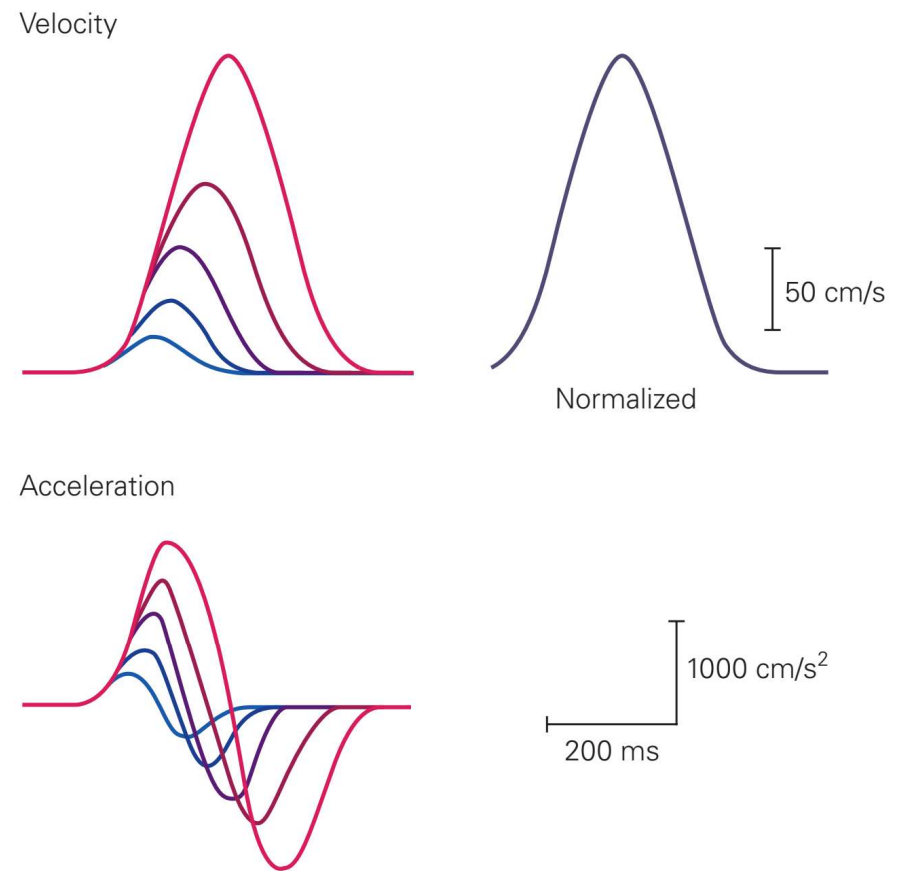
Kinematic regularity

- Velocity and acceleration as a function of distance

A Actual hand path



B Hand path measurements



Kinematic regularity

- Minimum jerk model

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

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

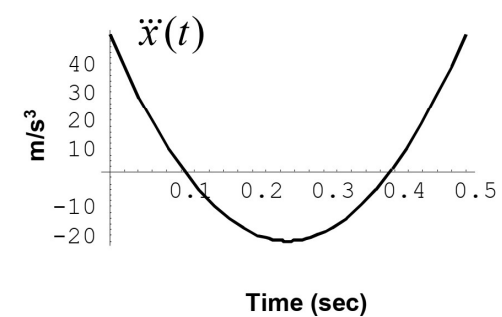
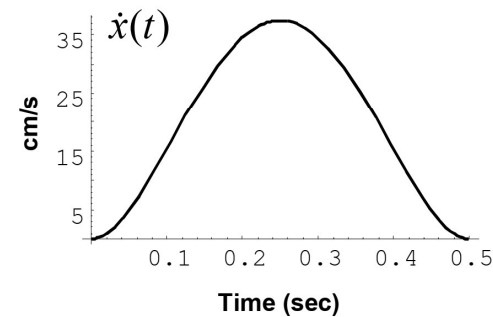
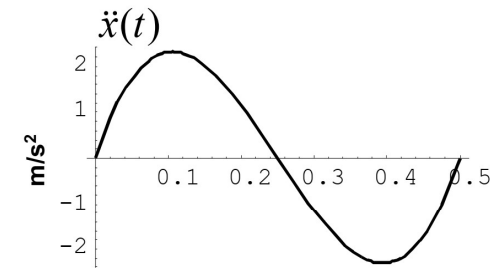
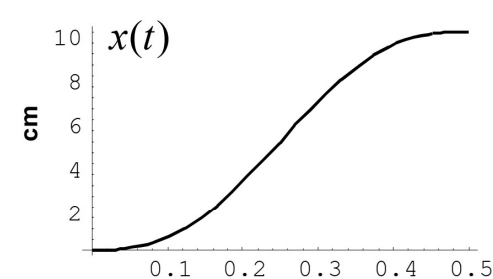
Minimum jerk cost

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

Solution: Minimum jerk trajectory

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

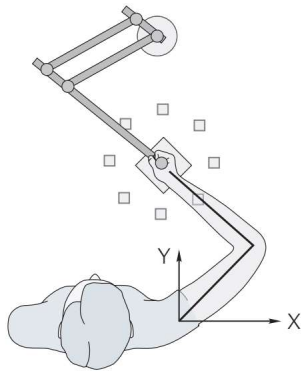
i: initial; f: final; d: movement duration



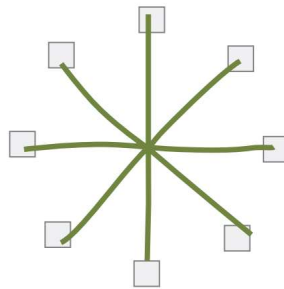
Kinematic regularity

- Reaching movements are straight (no obstacles)

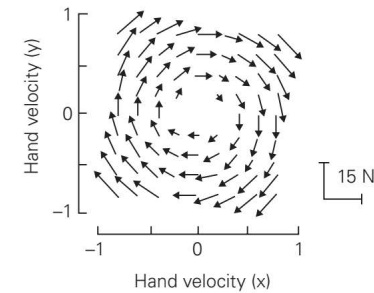
A Experimental setup



B Null field

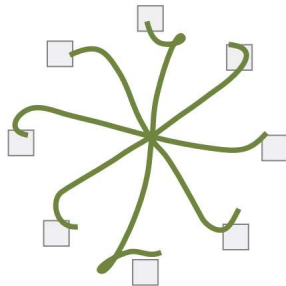


C Perturbing force

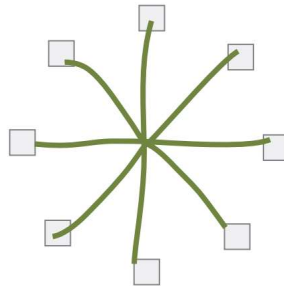


D

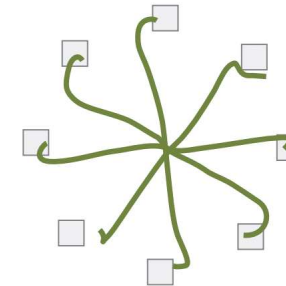
1 Initial exposure



2 Adaptation



3 After-effects

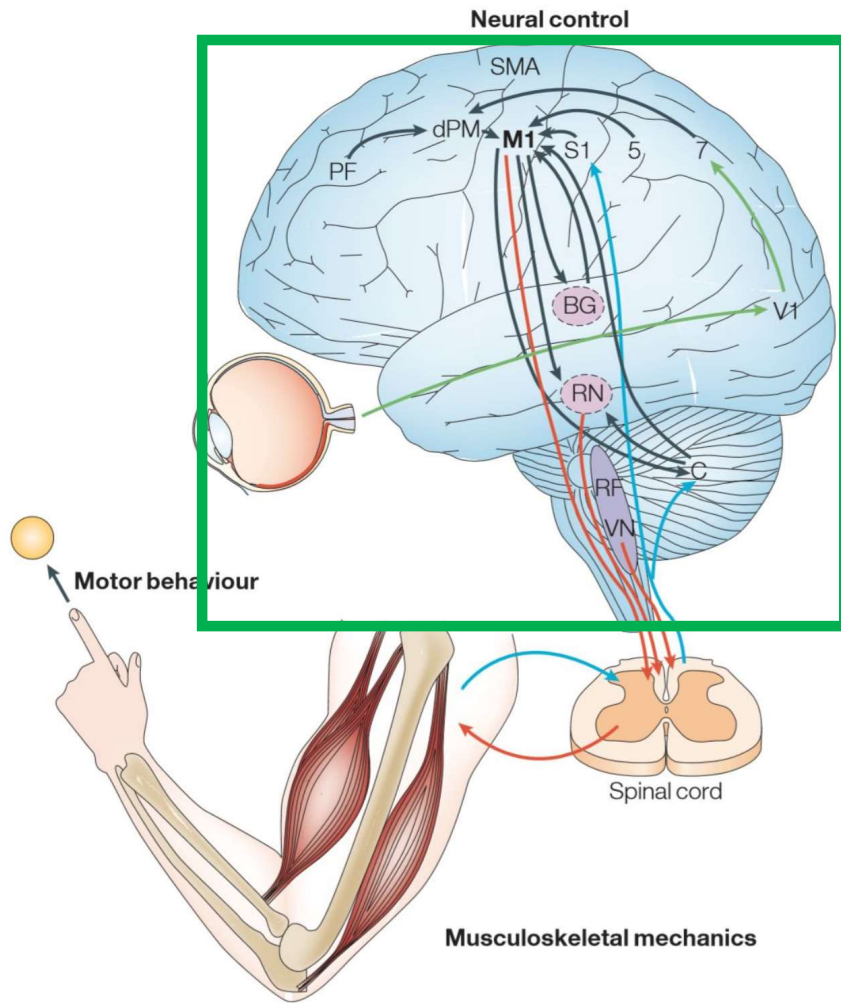


Summary: How movements look like?

Human movements have certain kinematic patterns:

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

Overview of human motor system

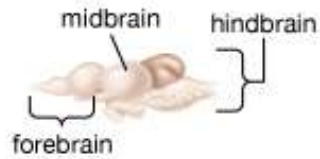


- Central nervous system (CNS)
 - Brain
 - Spinal cord
- Muscles

Comparison with animal brains

Animal Brains

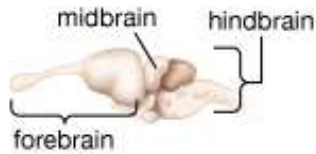
Fish



Amphibian



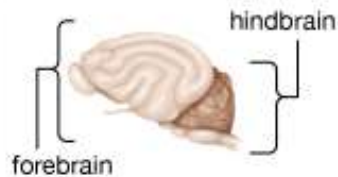
Reptile



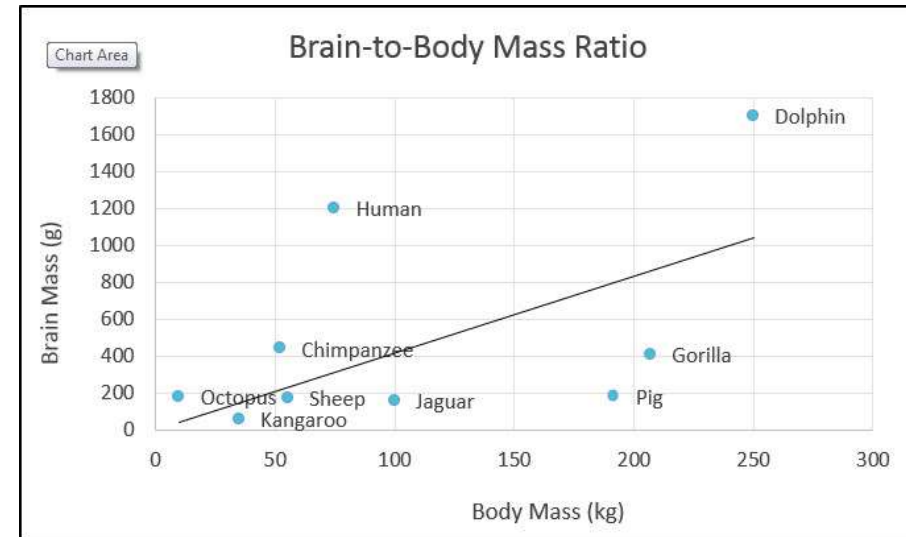
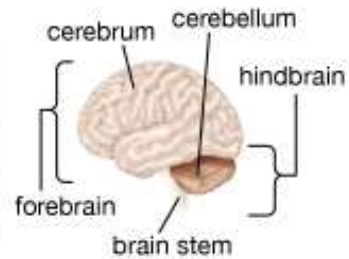
Bird



Mammal: Cat

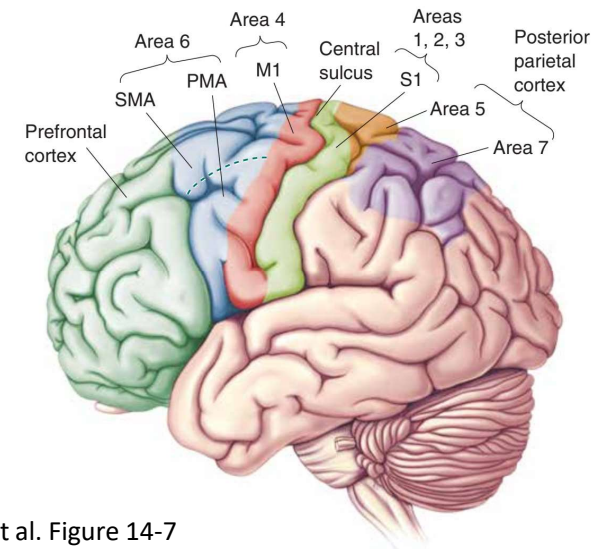
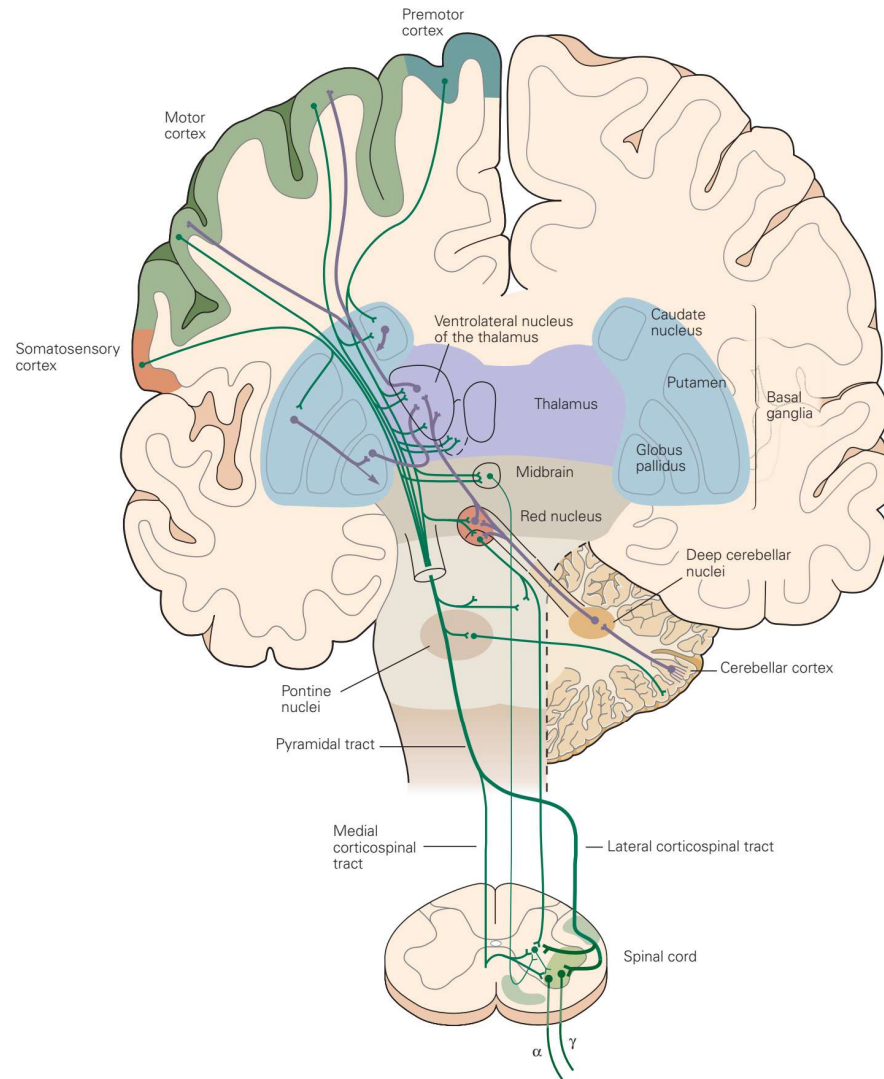


Mammal: Human



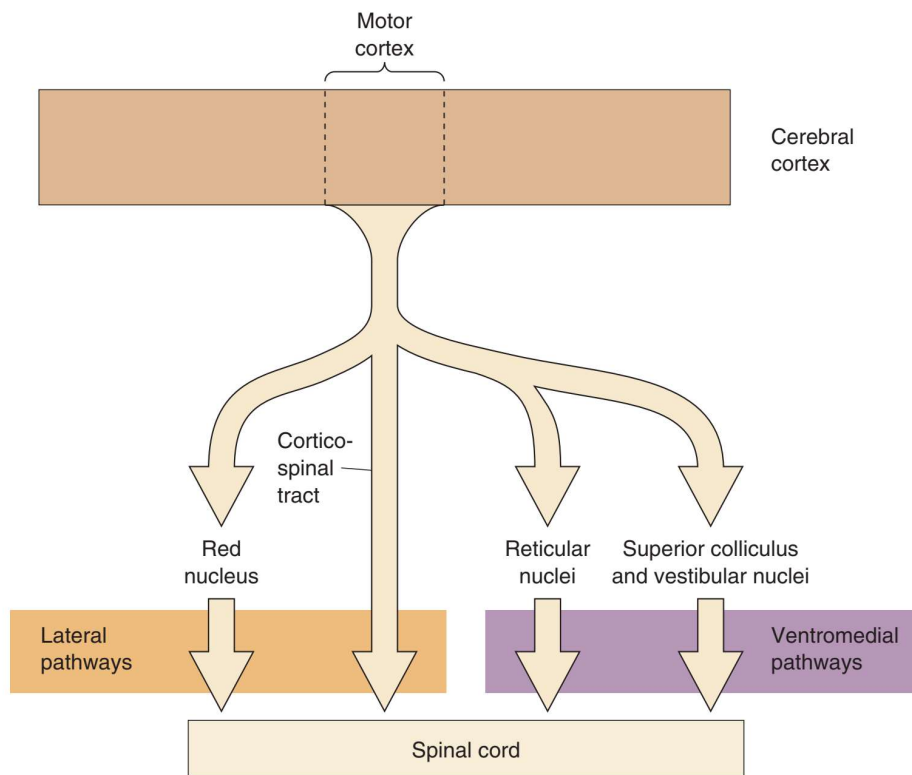
Human brain circuits for movement generation

- Motor cortex
- Cerebellum
- Basal ganglia

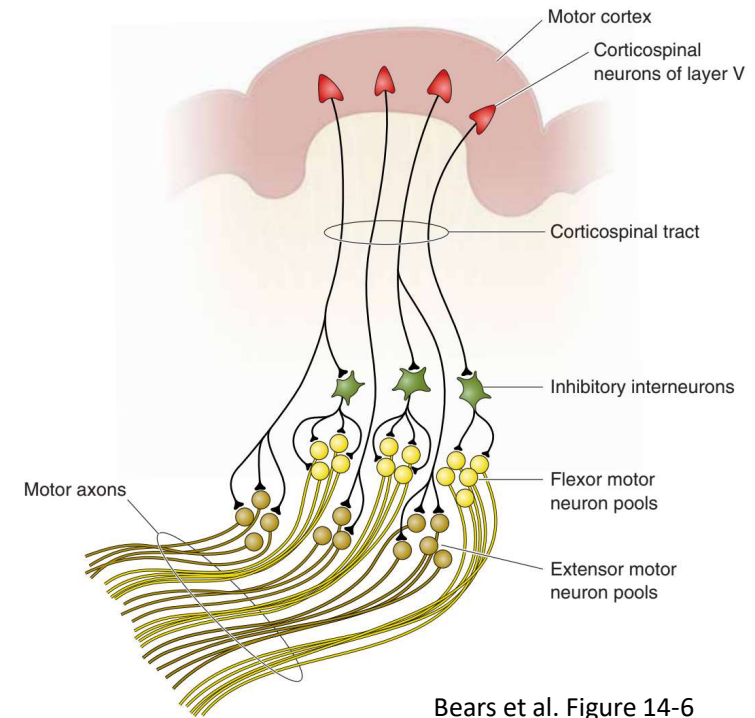


Kandel et al. Figure 14-7

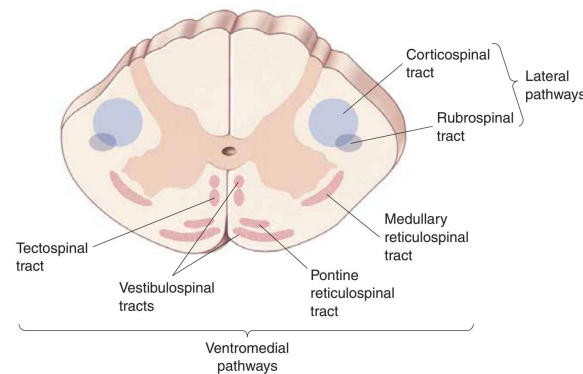
Motor Cortex – descending control of spinal cord



Bears et al. Figure 14-6



Bears et al. Figure 14-6

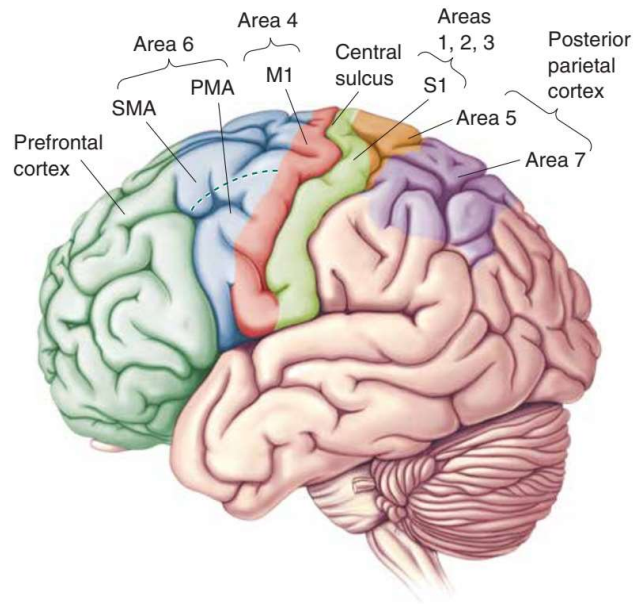


Motor Cortex:

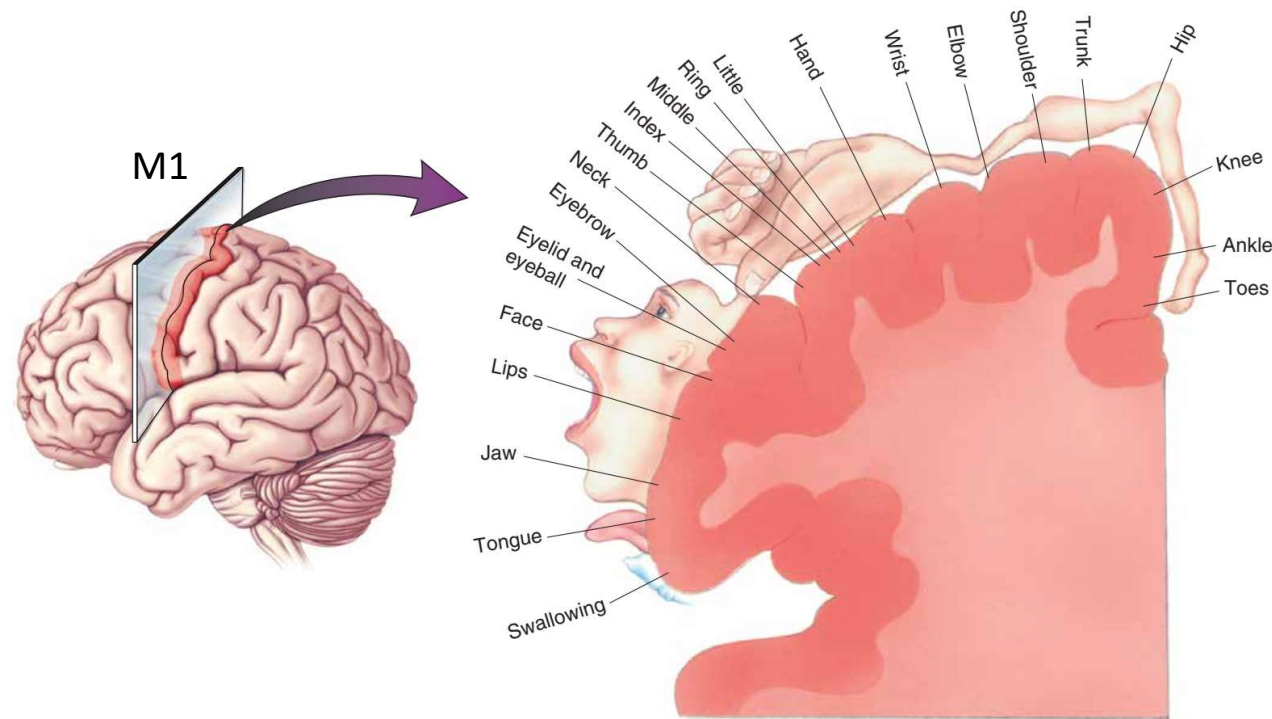
Primary cortex (M1)

Premotor area (PMA)

Supplementary motor area(SMA)

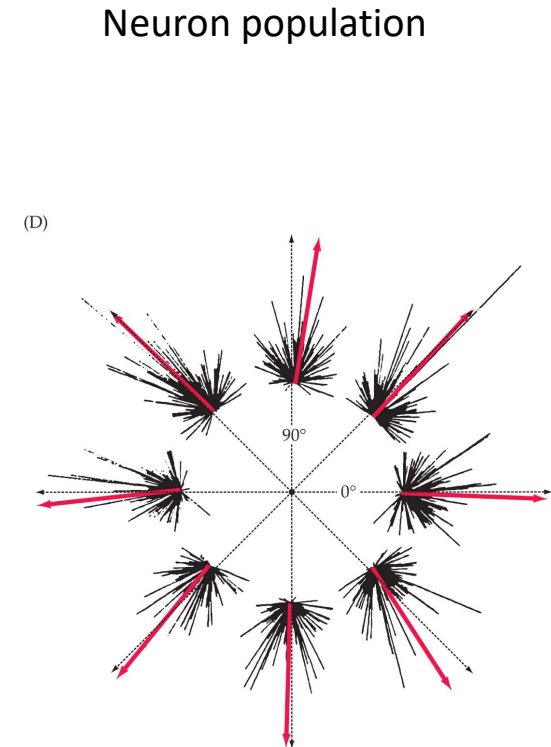
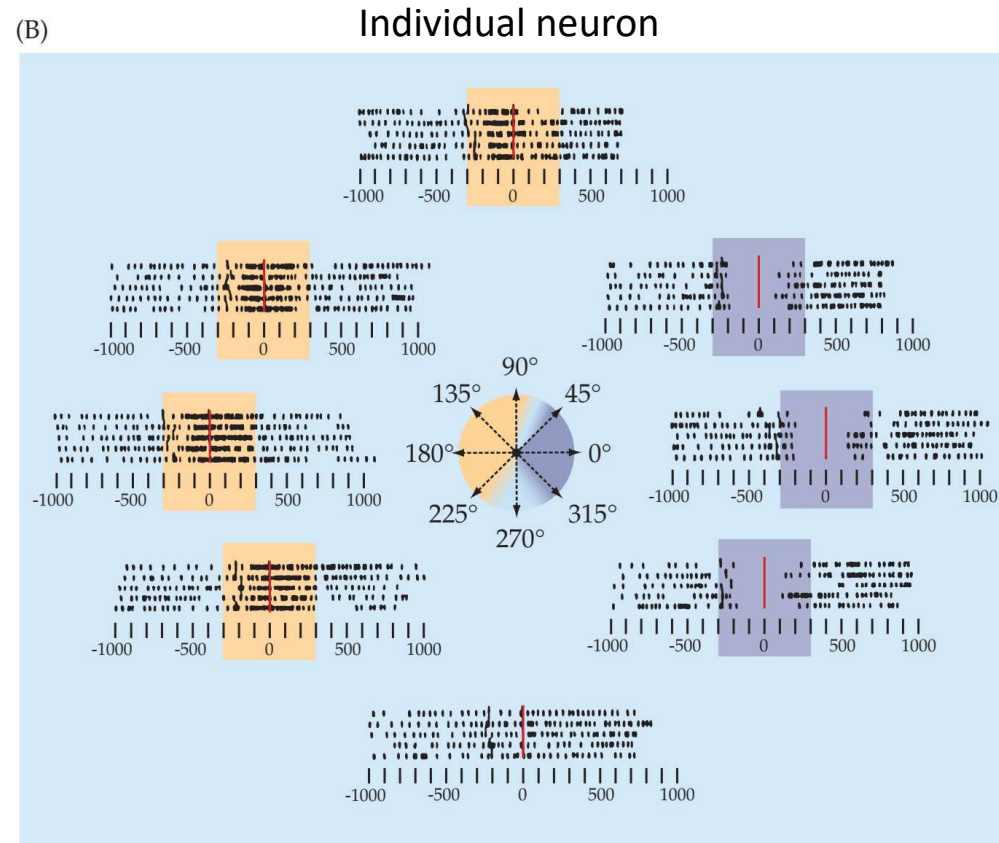
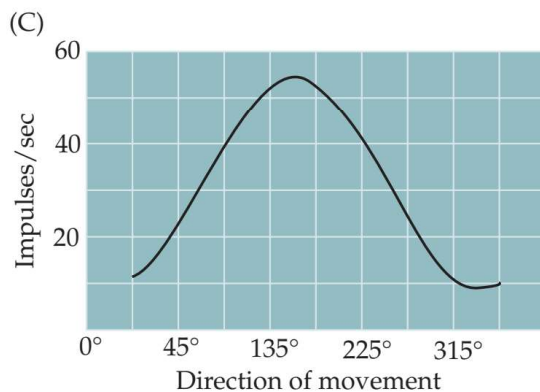
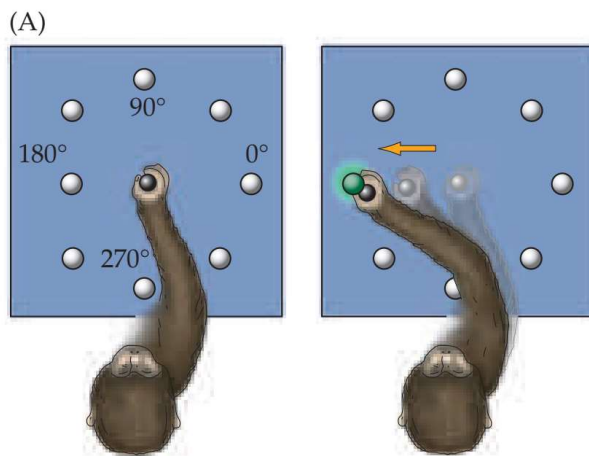


Bears et al. Figure 14-7



Bears et al. Figure 14-8

Primary cortex (M1) – population coding of movement direction

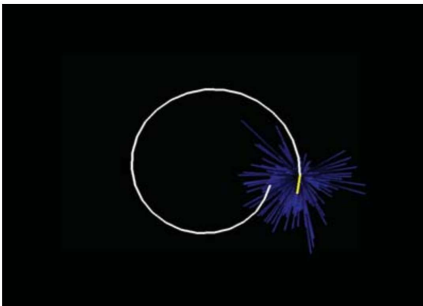


Purves et al. Figure 16-11

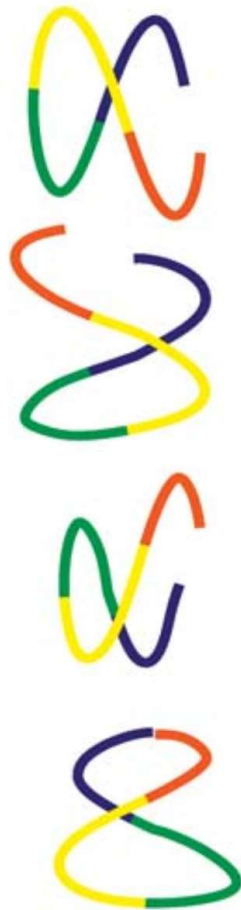
Individual M1 neuronal discharges cannot specify movement direction, because they are tuned too broadly;
Rather, each arm movement must be encoded by the concurrent discharges of a population of such neurons

Neural trajectory of M1 predicts motion

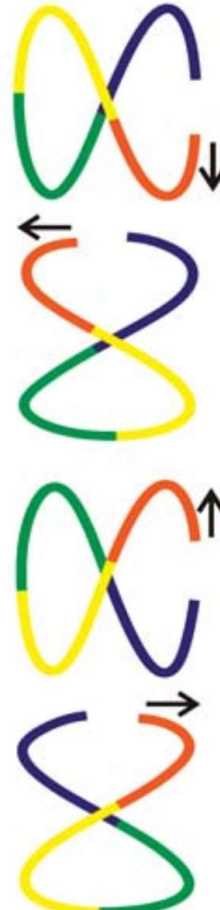
Neural trajectory is calculated from population vectors in time course



Neural Trajectory



Finger Trajectory

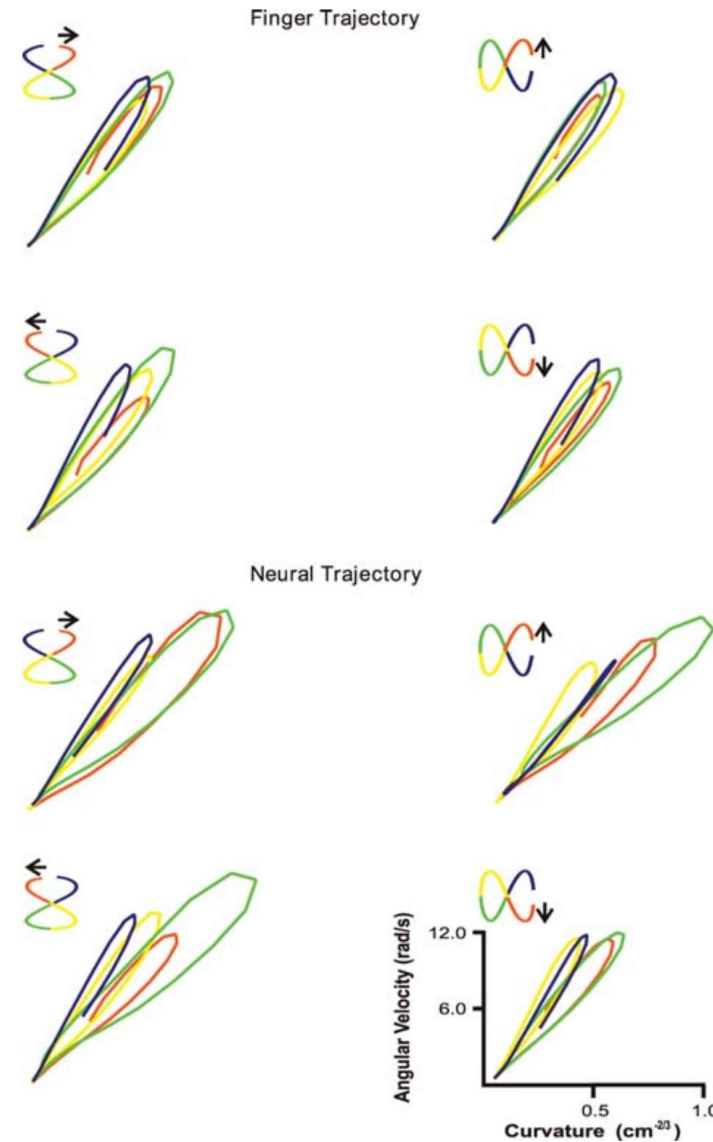
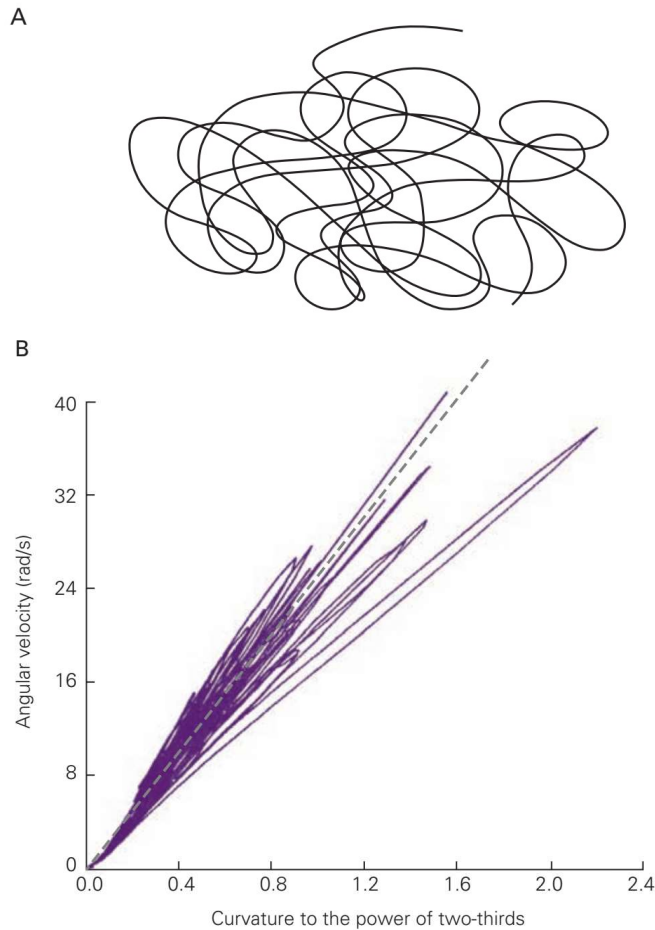


2 cm

Segmentation during drawing

Kinematic regularity – movement planning in M1?

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



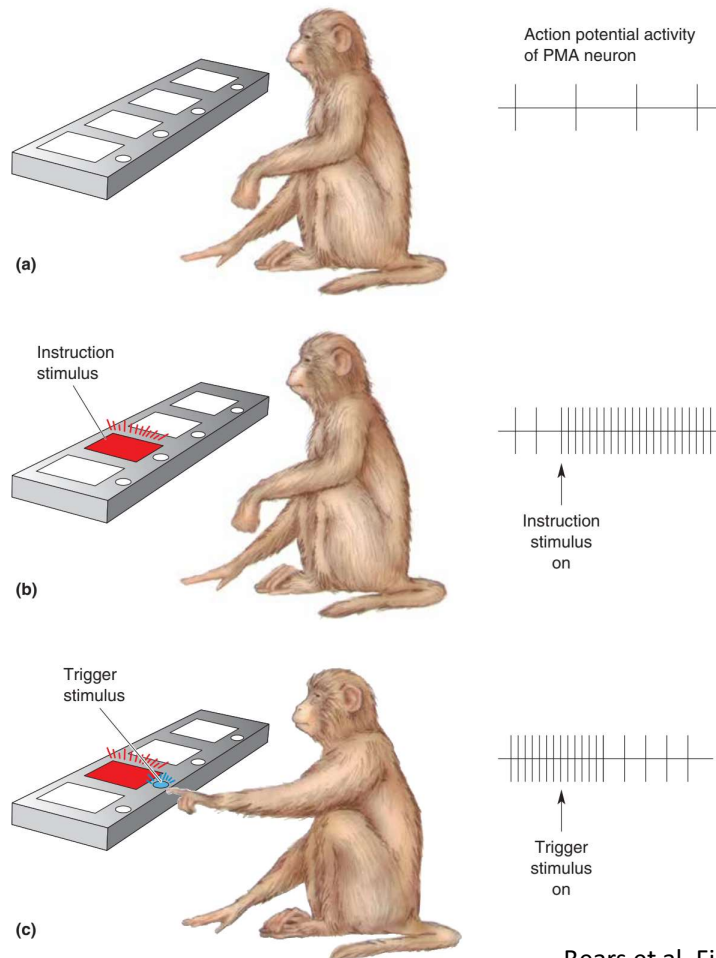
*Angular velocity

Kandel et al. Figure 33-8

Schwartz J Physiol. 2007

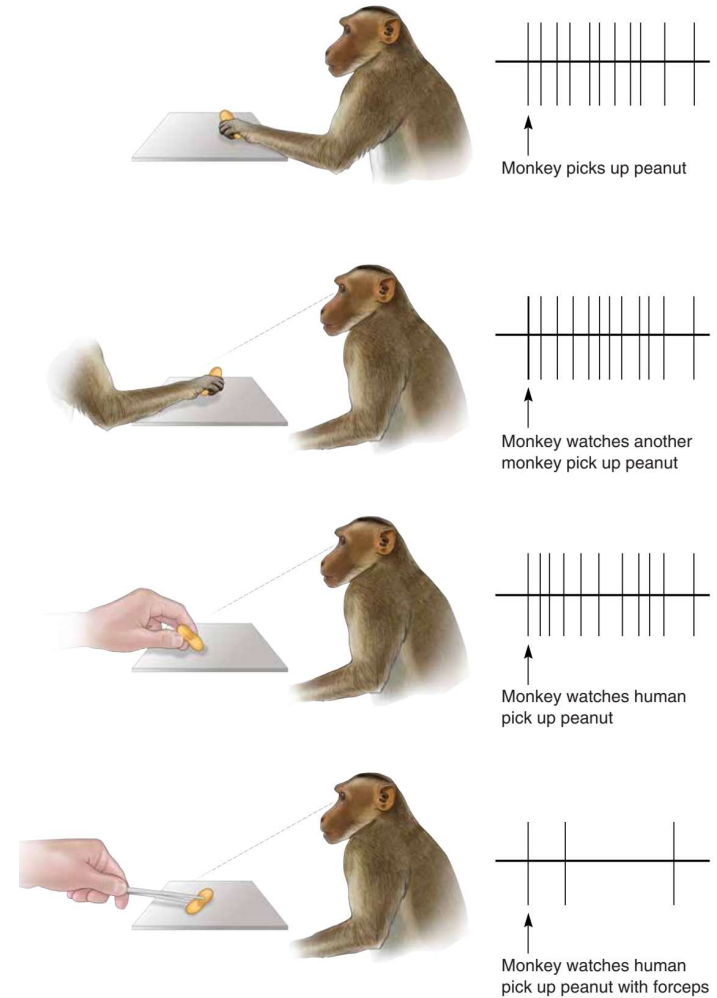
Premotor area (PMA)

Discharge of PMA neuron before a movement



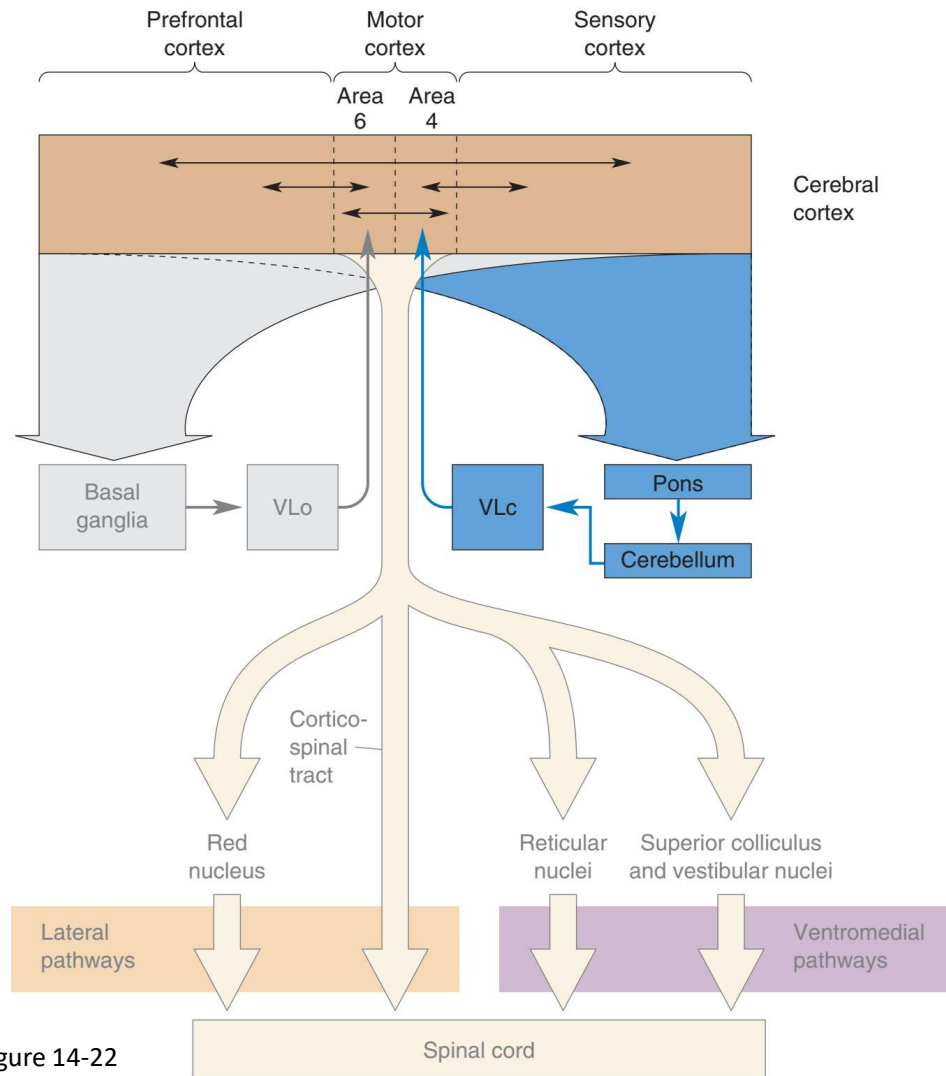
Bears et al. Figure 14-9

Discharge of a mirror neuron in PMA

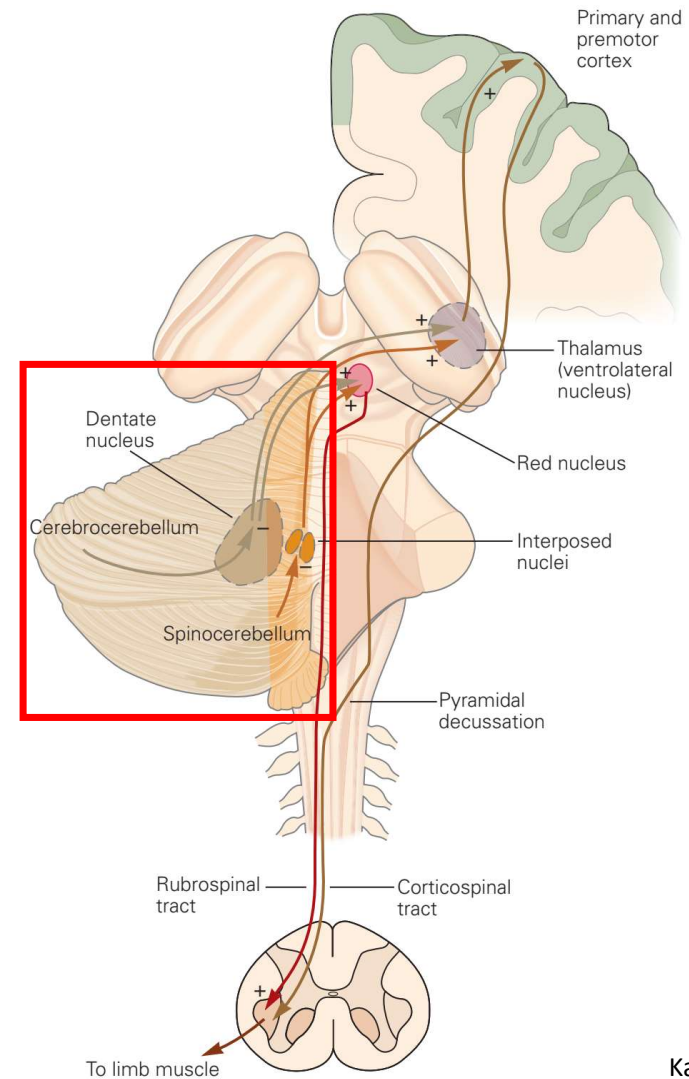


Bears et al. Figure 14-10

Cerebellum: coordination of movement

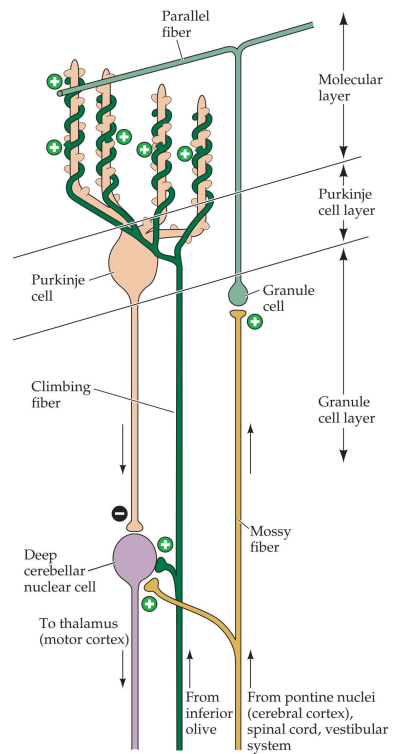
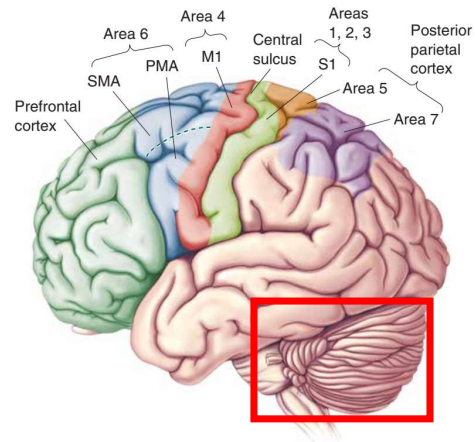


Bears et al. Figure 14-22

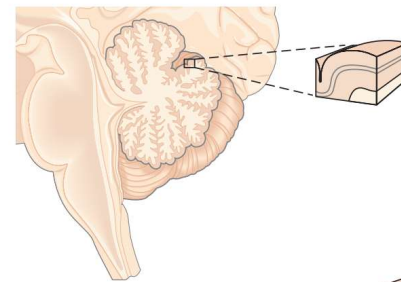


Kandel et al. Figure 42-7

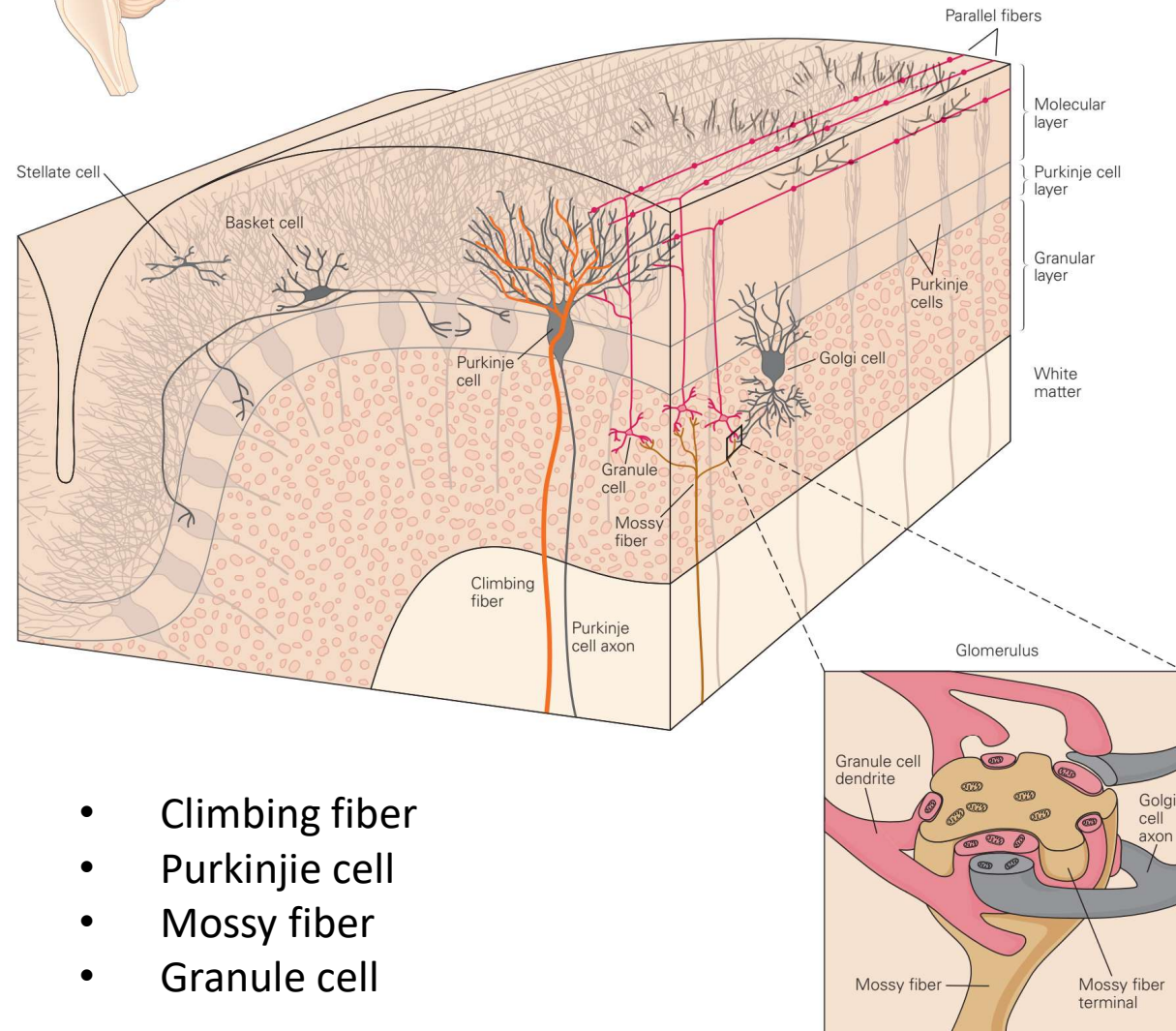
Cerebellum: anatomy



Bears et al. Figure 14-7



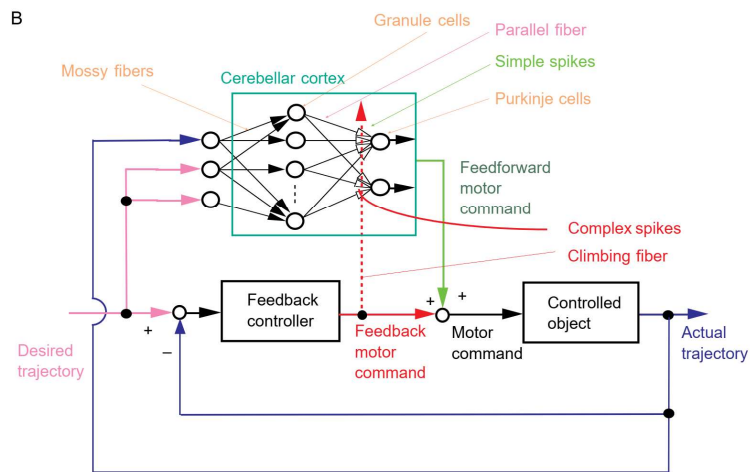
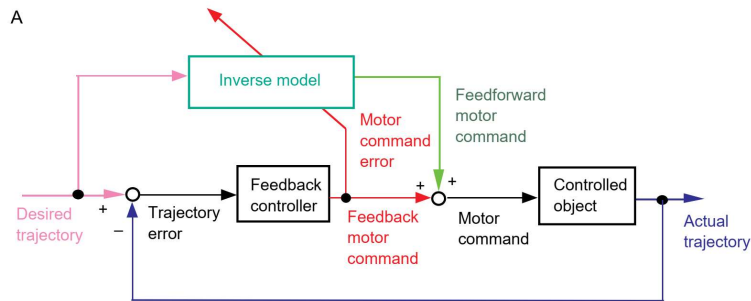
Kandel et al. Figure 42-4



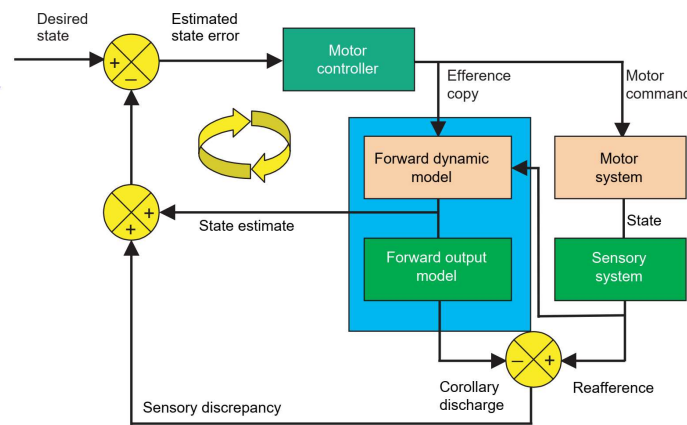
- Climbing fiber
- Purkinje cell
- Mossy fiber
- Granule cell

Cerebellum - control model

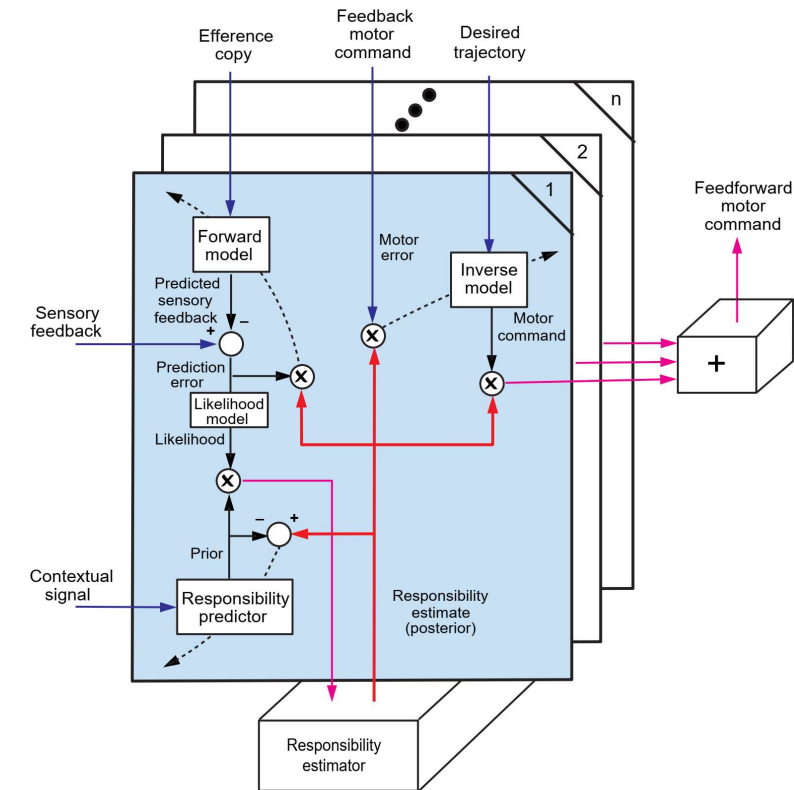
Inverse model (Feedback error-learning)



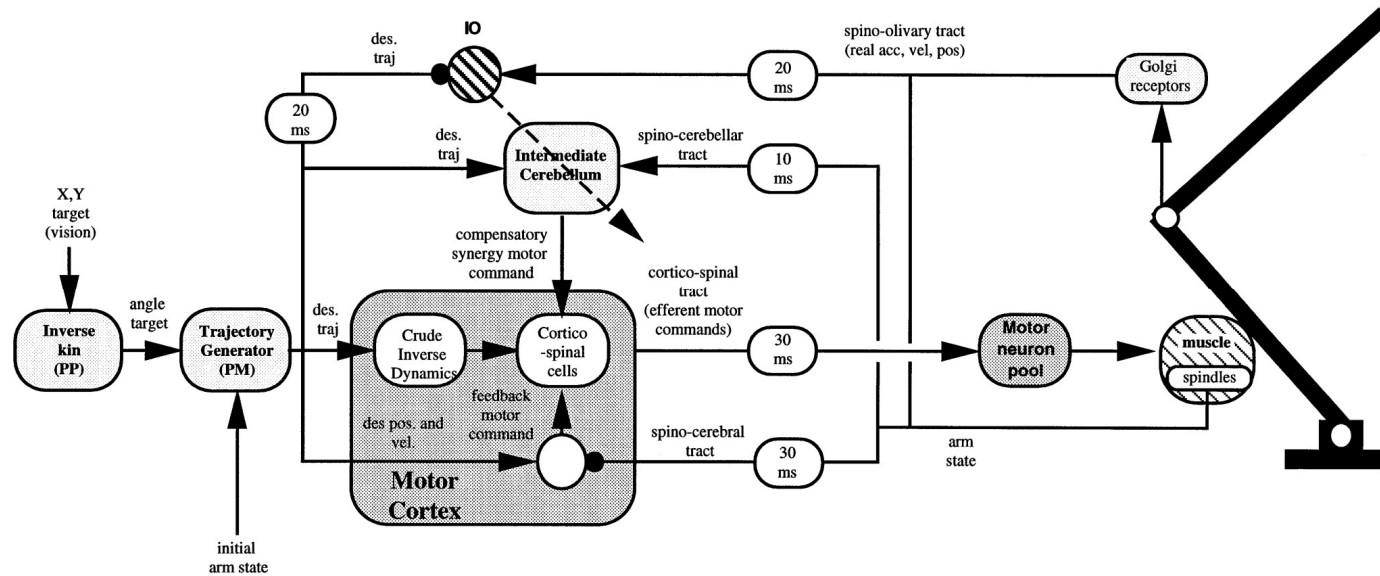
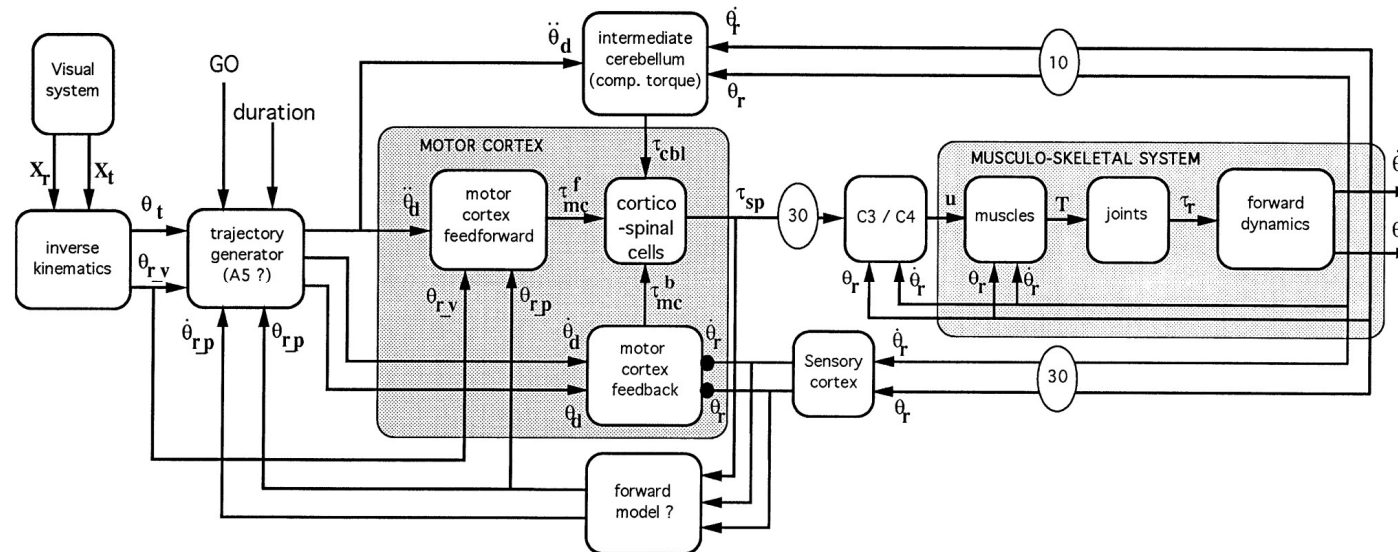
Forward model (Smith-predictor)



Multiple paired forward-inverse models



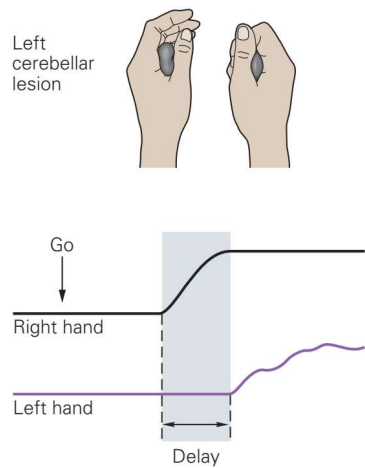
Cerebellar models for reaching movement



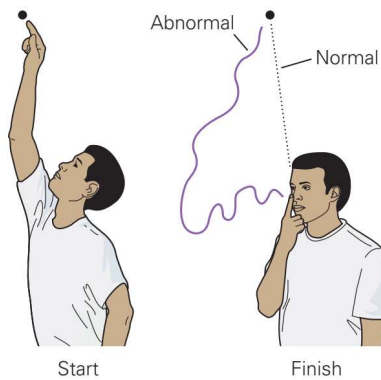
Cerebellum: diseases

Deficits in coordination and timing

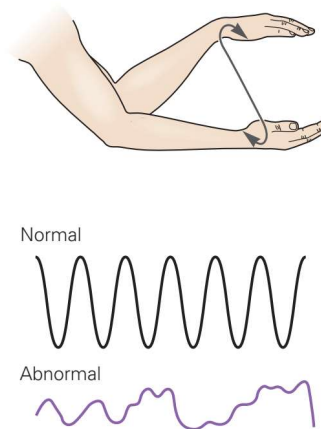
A Delayed movement



B Range of movement errors

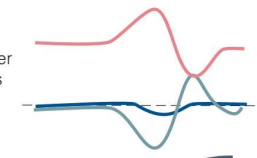


C Patterned movement errors

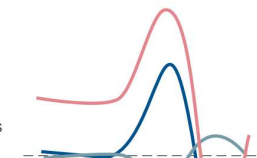


Control

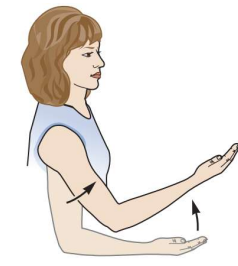
Shoulder torques



Elbow torques

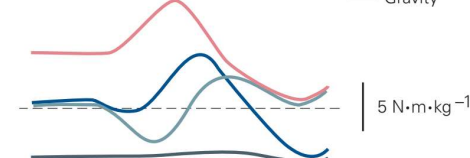


Time (ms)

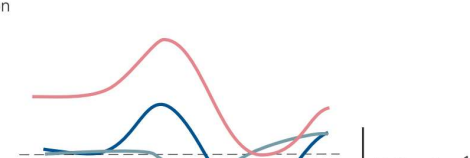


Cerebellar damage

Shoulder torques



Elbow torques



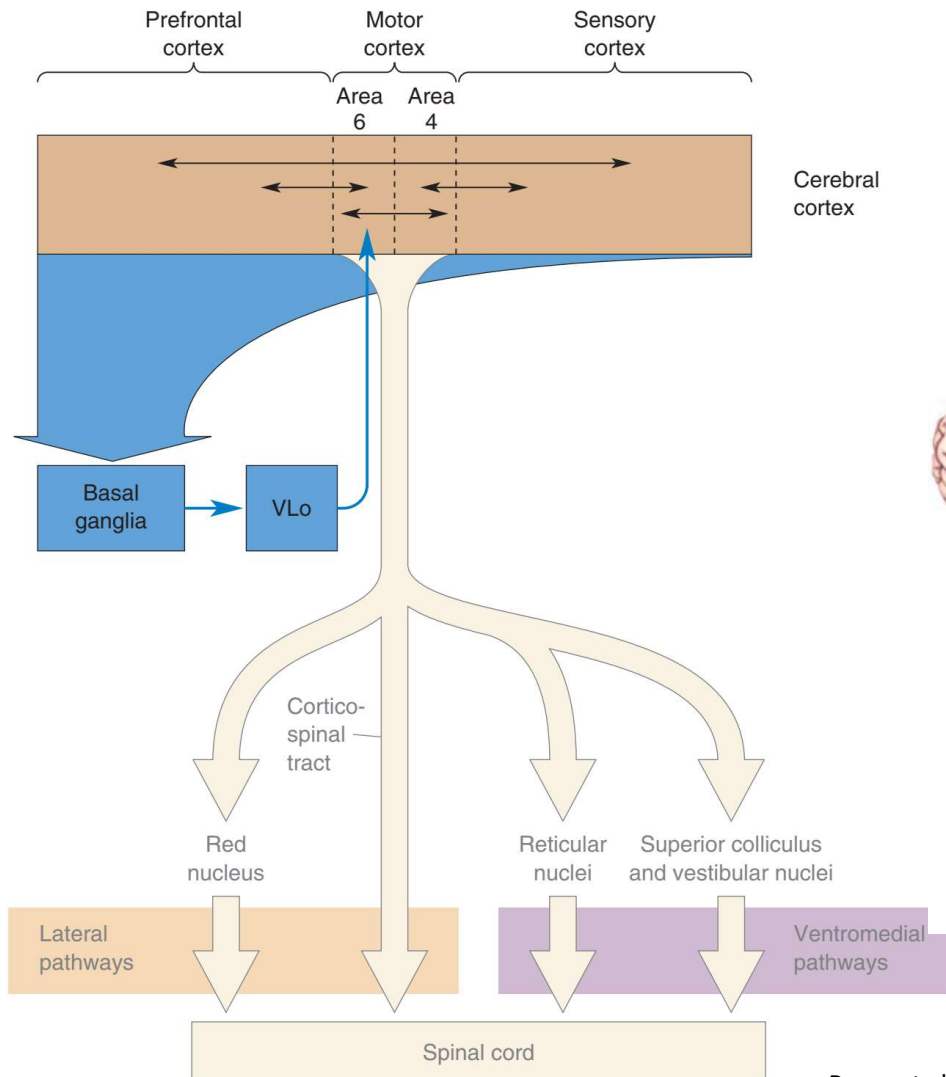
Time (ms)

Torques:
— Muscle
— Net
— Interaction
— Gravity

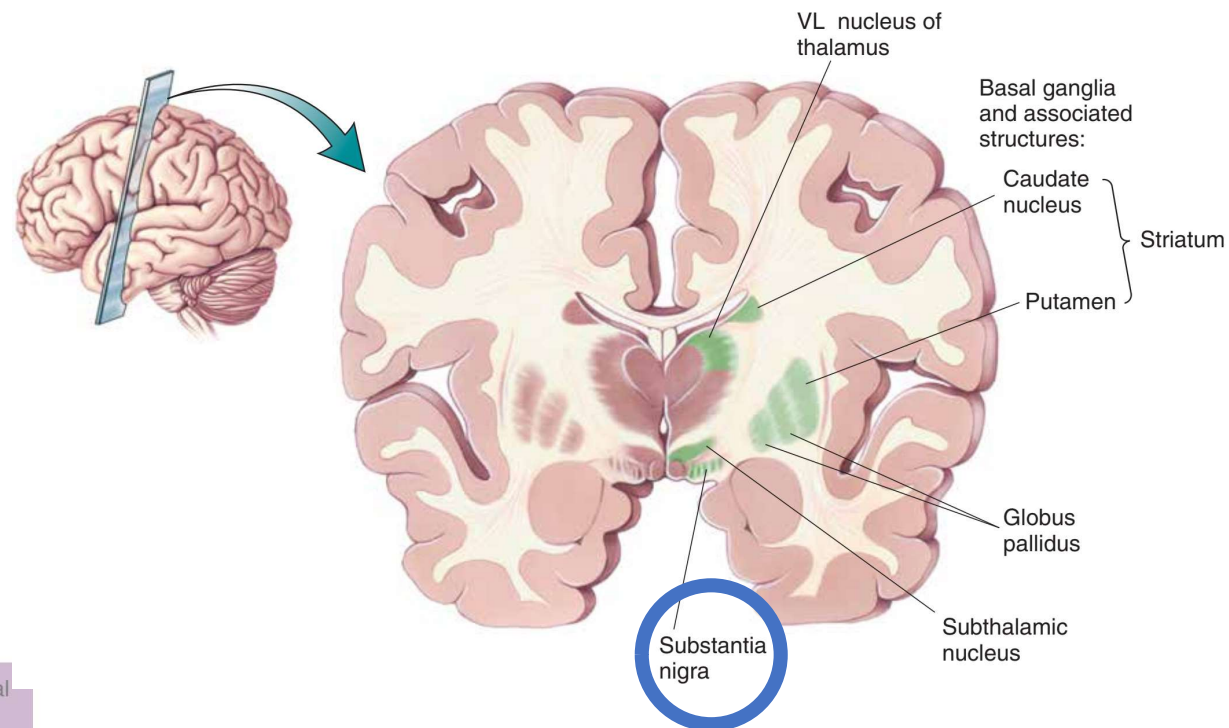
$5 \text{ N}\cdot\text{m}\cdot\text{kg}^{-1}$

$5 \text{ N}\cdot\text{m}\cdot\text{kg}^{-1}$

Basal ganglia: modulation of movement

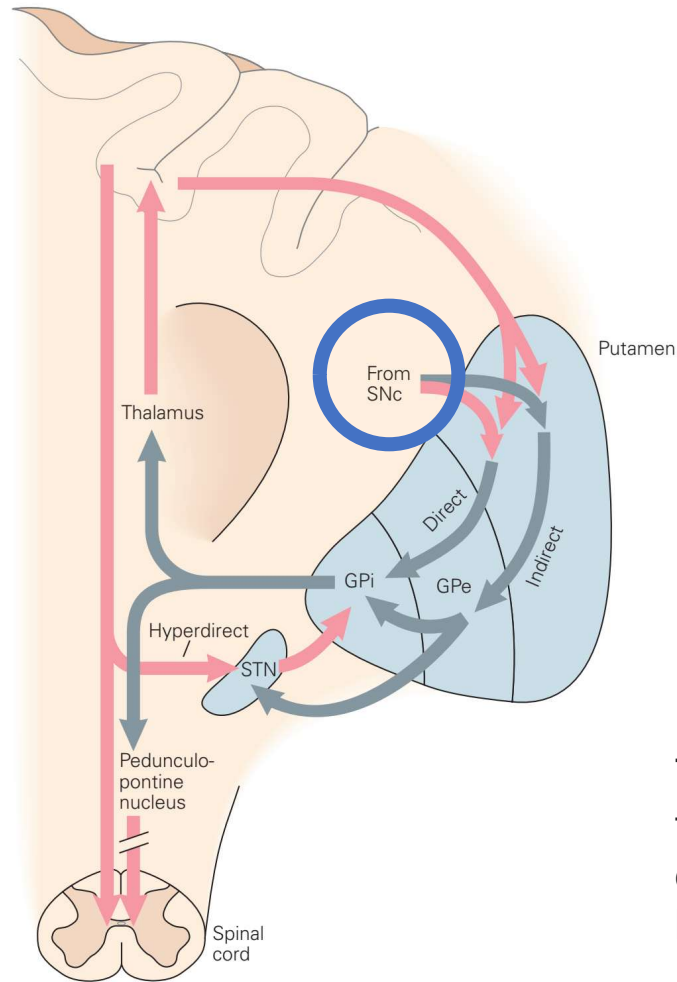


Bears et al. Figure 14-11



Bears et al. Figure 14-12

Basal ganglia: neural loop



The **substantia nigra** (SNc) is the source of the striatal input of the neurotransmitter dopamine, which plays an important role in basal ganglia function

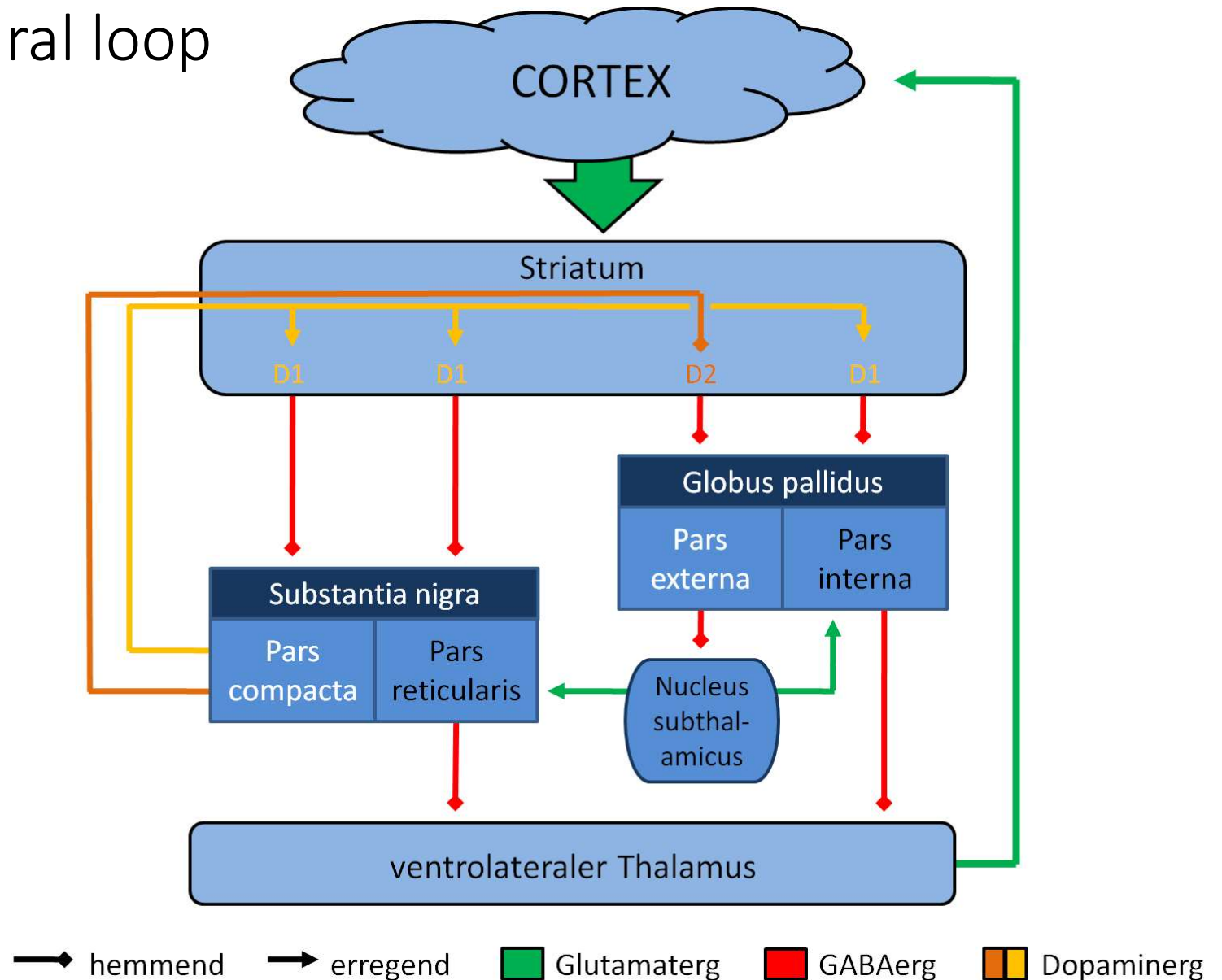
Basal ganglia: neural loop

Neurotransmitters:

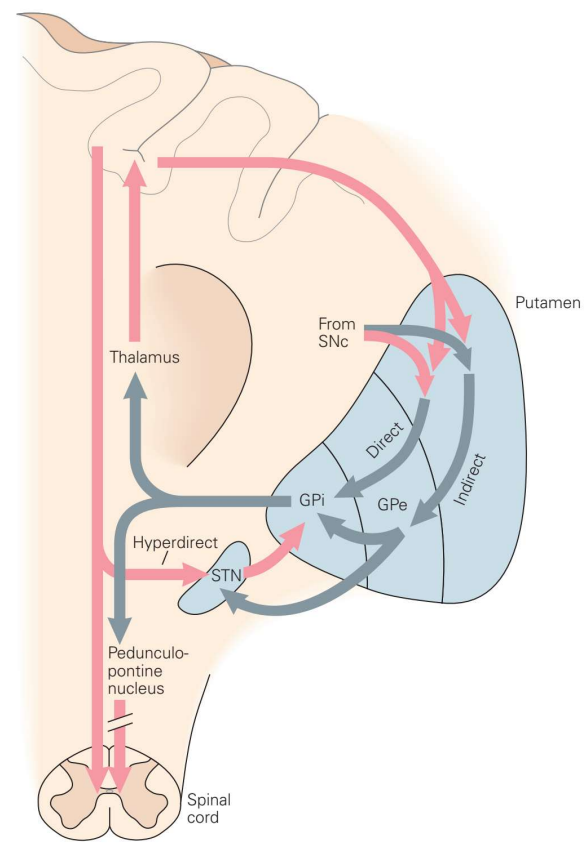
- Glutamate (+)
- GABA (-)
- Dopamine (+/-)

Dopamine receptor:

- D1 (+)
- D2 (-)

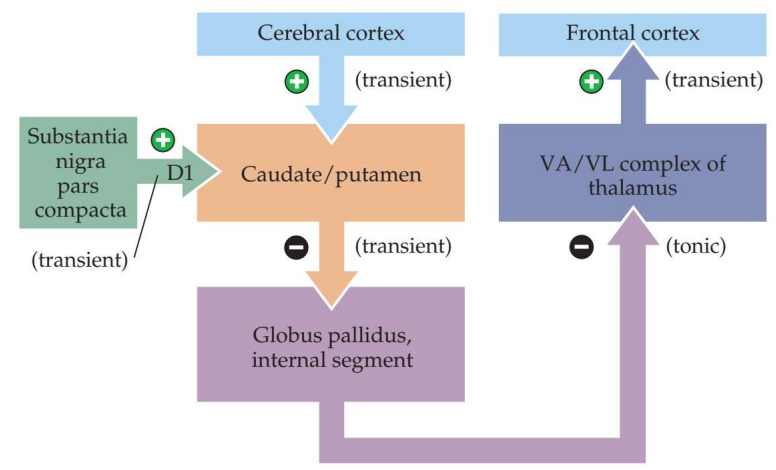


Basal ganglia: neural loop

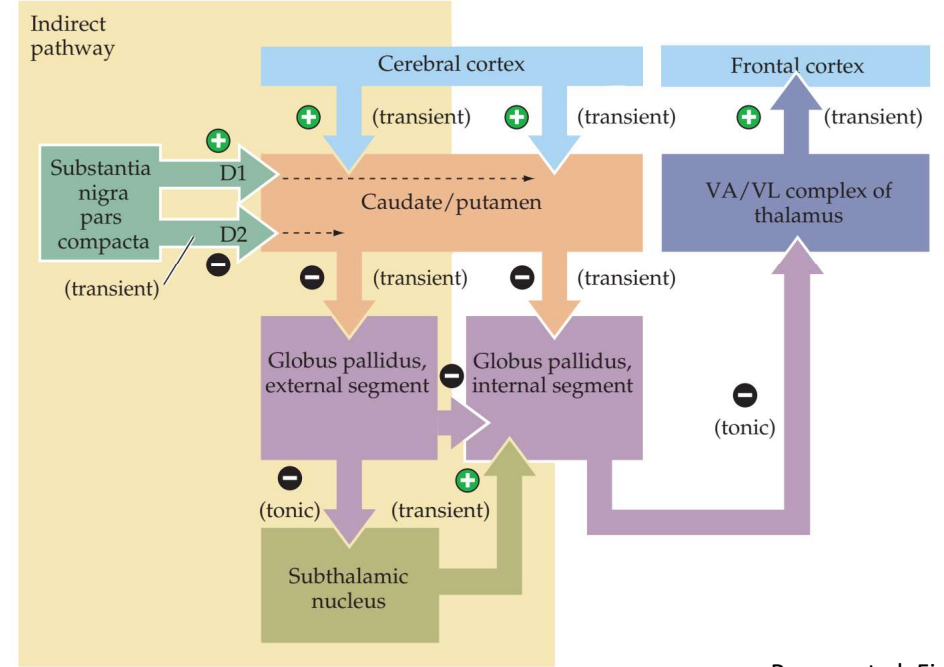


Kandel et al. Figure 43-2

(A) Direct pathway



(B) Indirect and direct pathways

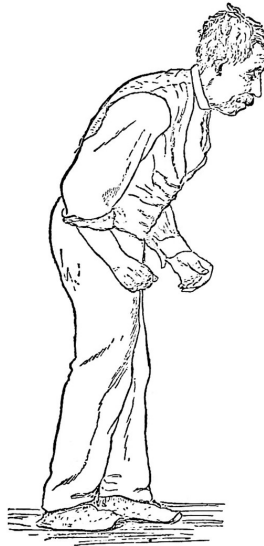


Purves et al. Figure 17-8

Basal ganglia: diseases

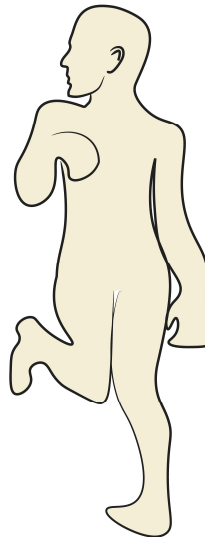
Parkinson's disease

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

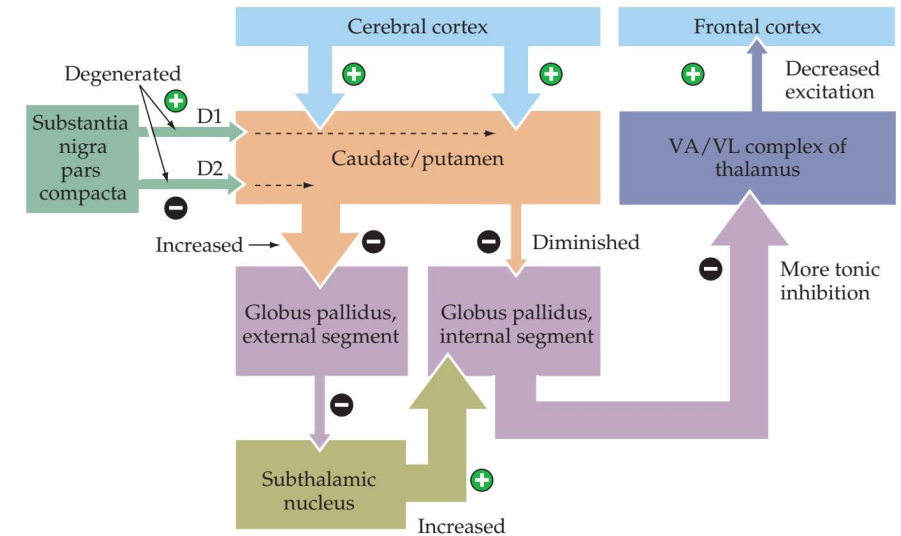


Huntington's disease

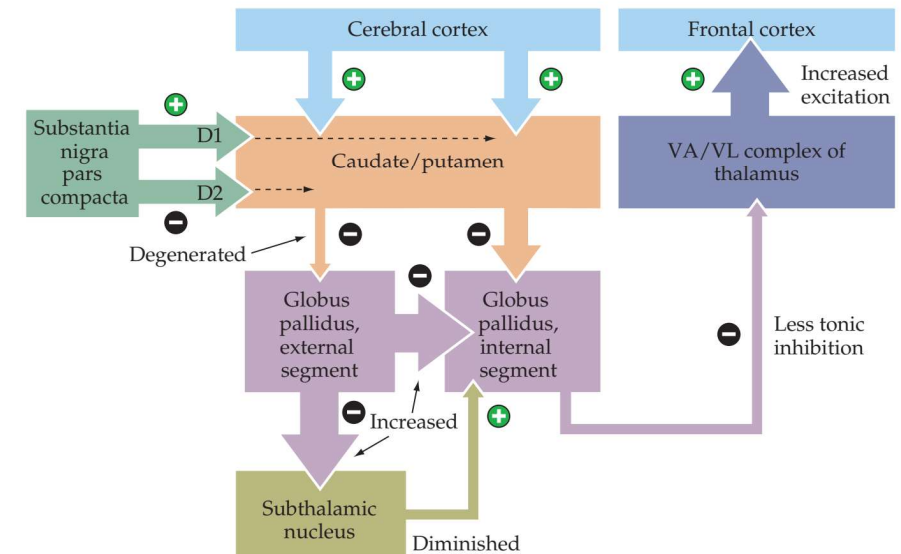
- Chorea (dance)
- Involuntary but coordinated
- Cause: gene mutation



(A) Parkinson's disease (hypokinetic)



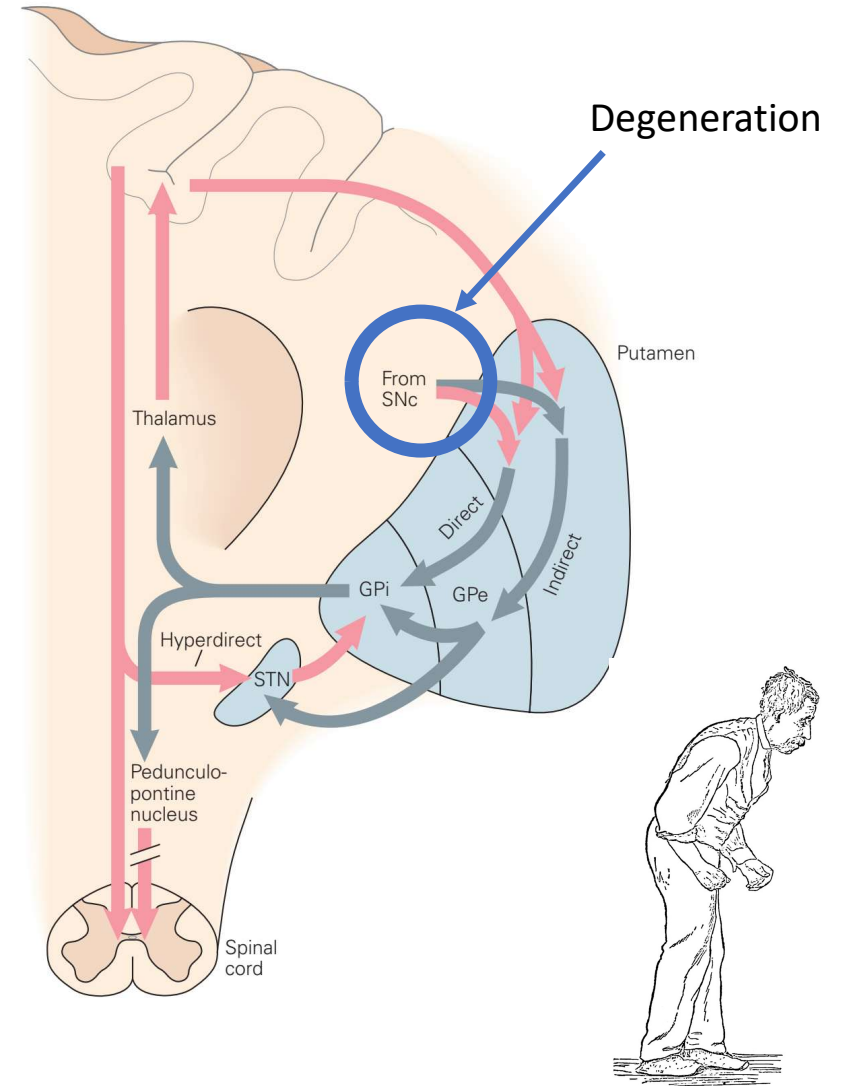
(B) Huntington's disease (hyperkinetic)



Basal ganglia: Parkinson's disease

Video 1

Video: Cycling for Freezing Gait in Parkinson's Disease. www.youtube.com

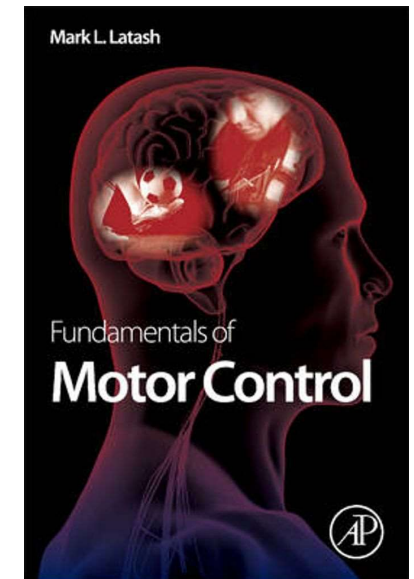
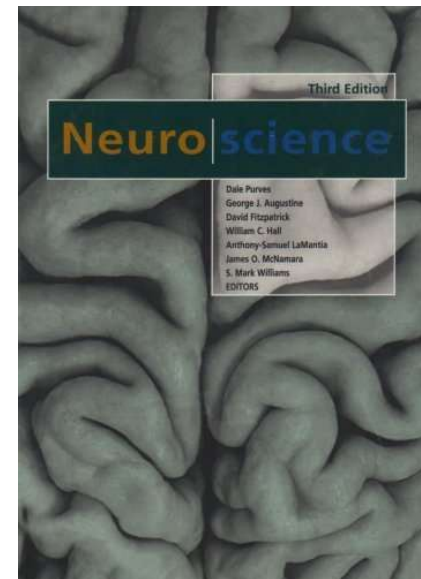
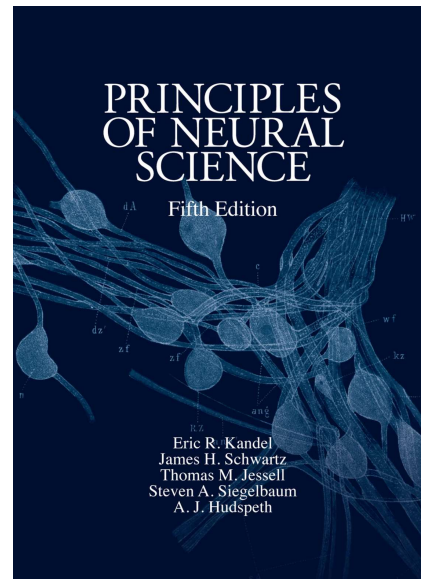
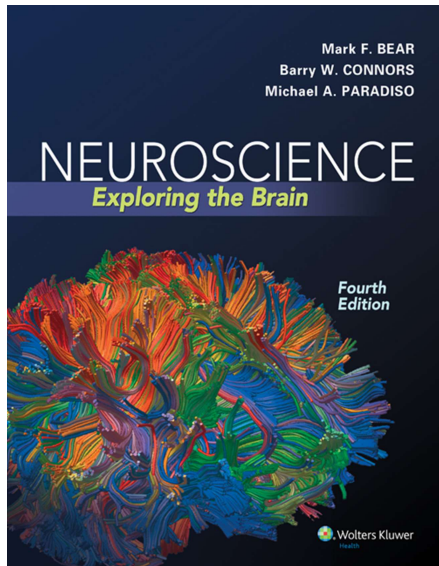


Summary: How the brain works in movement generation?

- **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

Conclusions (Take home message)

- Muscle forces are driven by descending activations and modulated by spinal reflex loops.
- Human movements have regular kinematic patterns.
- Several brain regions are directly involved in movement and interconnected. Deficits in those regions cause movement disorders.



Textbooks:

- [1] Bear et al. Neuroscience: Exploring the Brain, 4th Edition, 2016
- [2] Kandel et al. Principles of neural science, 5th Edition, 2013
- [3] Purves et al. Neuroscience. 3rd Edition, 2004
- [4] Latash. Fundamentals of motor control. 1st Edition, 2012