

Biological motor control

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Why bother with biology?



Both plant (musculoskeletal system) and controller (nervous system) optimized by evolution for versatility and efficiency.

Motor neuroscience: levels and themes

Mechanics of the neuromusculoskeletal system

Simplification of control by neural modulation of the mechanics

Motor behavior

- Model-based adaptive control in changing environments
- Coordinate frames and methods for movement planning

- Neural representations in motor cortex
- Cortically-controlled neural prosthetics

Force production by a muscle is dependent on its length and velocity.



Changes in muscle activation cause changes in the viscoelastic properties of the muscle.



The nervous system receives information on muscle length, velocity, and force.



Reflexes are local feedback loops that can modify the viscoelastic behavior of the motor periphery.



Reflex gains can be modulated by higher levels of the neural controller (e.g. cerebellum, motor cortex).

Thus, total neuromuscular viscoelasticity has both intrinsic (i.e. muscle) and reflexive contributions. The gain of each of these contributions can be modulated by central commands.

- At least for some behaviors, the neural controller likely takes advantage of these mechanical properties ...
 - 1. Equilibrium-point (servo) control
 - 2. Impedance control

Equilibrium-point control



- Equilibrium points dependent on neuromuscular elasticity & loads.
- Changing the stiffness ratio for antagonistic muscles shifts the equilibrium point (producing a "virtual trajectory").
- Precludes need to compute inverse dynamics, thus simplifying neural computations.





Impedance control
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C D C

- In addition to viscoelastic behavior, inertial behavior can be modulated due to the kinematically redundant skeleton.
- Modulate full mechanical impedance (force-length, force-velocity, and force-acceleration relationships) of the limb for improved stability or performance.



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Adaptive control of reaching movements generally leads to proactive, not reactive (i.e. impedance control), compensation.





Control of reaching movements may depend on the type of task (e.g. nominally stable or unstable) and familiarity with the task.



But how do we plan motions?

Osu et al, 2003

Motions are planned in endpoint coordinates.



Endpoint hand paths are straight

Endpoint velocity is "bell-shaped"



Joint trajectories are complex



- Optimization criteria have been proposed to explain the observed behavior, given the seemingly ill-posed problem of getting from point A to point B.
 - Minimum jerk (Hogan, 1984)

$$\int_{t_0}^{t_f} \left(\left(\frac{d^3 x}{dt^3} \right)^2 + \left(\frac{d^3 y}{dt^3} \right)^2 \right) dt$$

Minimum torque change (Uno et al, 1987)

$$\frac{1}{2} \int_{t_f}^{t_f} \sum_{i=1}^n \left(\frac{dz_i}{dt}\right)^2 dt$$

Minimum endpoint variance (Harris and Wolpert, 1998)

Endpoint hand paths are straight



Endpoint velocity is "bell-shaped"



- But production of a fixed "desired trajectory", whether through optimization or not, does no account for some features of motor behavior.
- For example, it doesn't predict increased variability in dimensions of state-space that are not relevant to the task.



- Optimal feedback control may provide a better description of motor planning, as well as motor execution.
- But what is the cost function?







Todorov, 2004

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What is encoded in motor cortex – kinematics or dynamics?

Neural recording experiments



Kakei et al, 1999

What is encoded in motor cortex – kinematics or dynamics?

Neural stimulation experiments



Graziano, 2002

Engineering application: cortically-controlled neural prosthetics



Neural control of a robot

