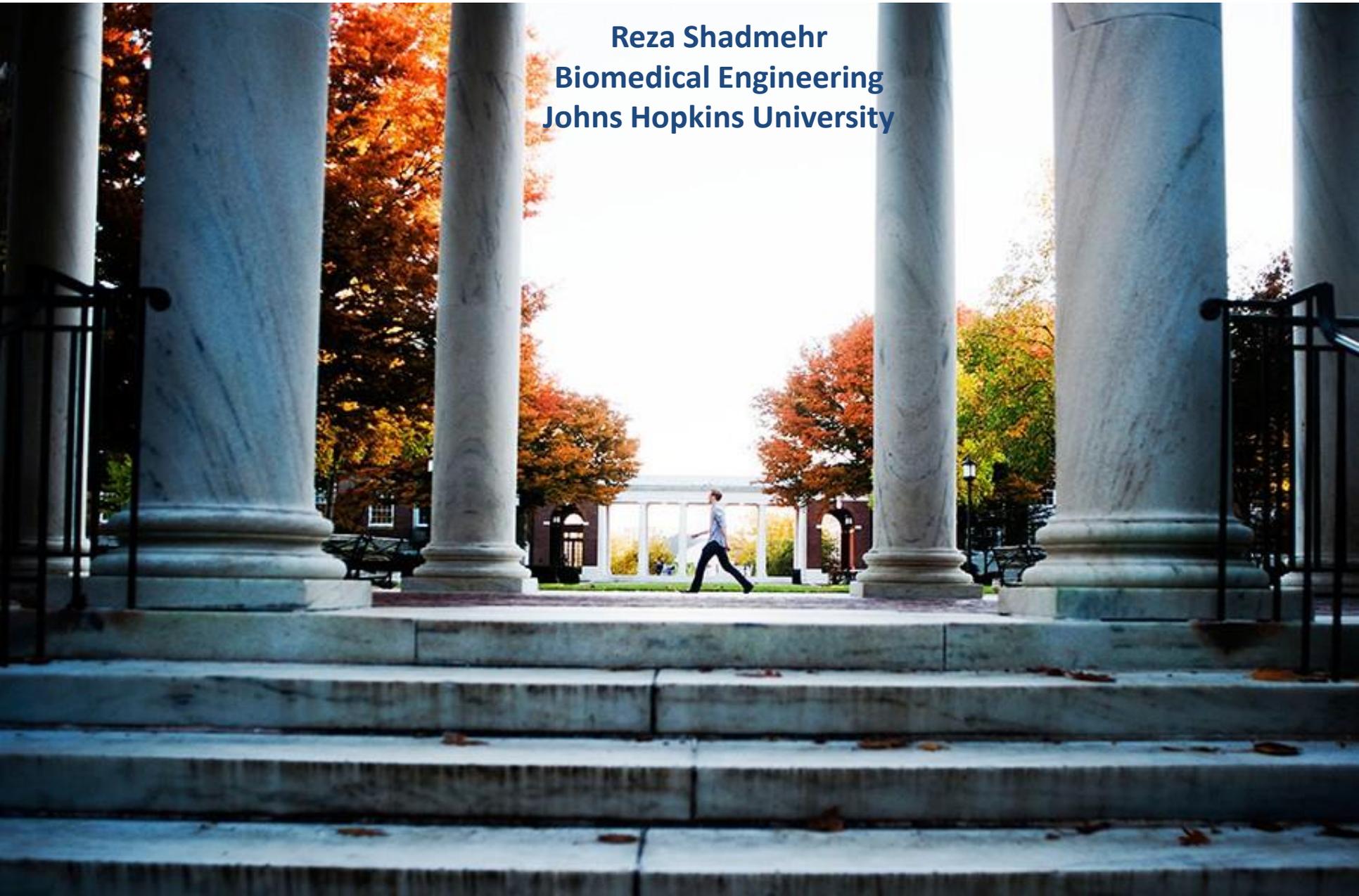


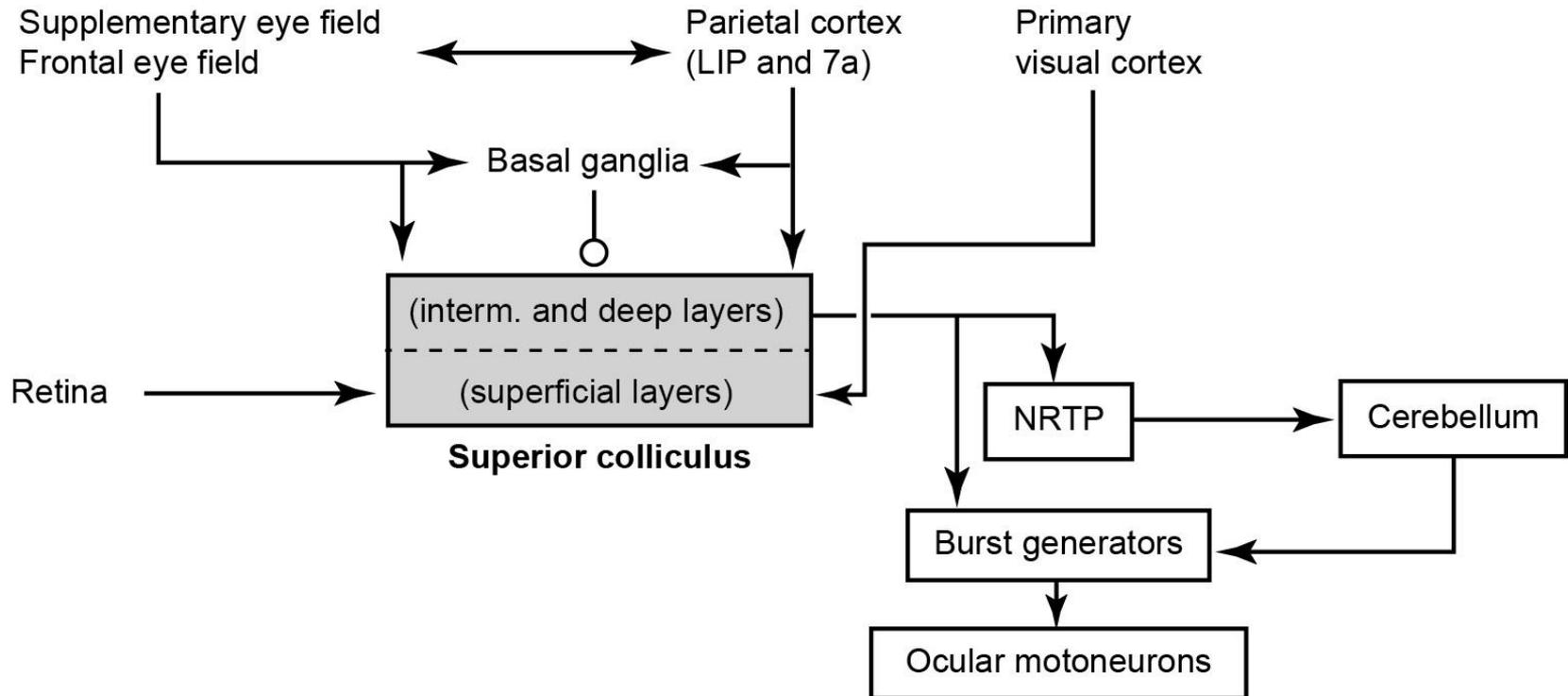
Neural prelude to a movement

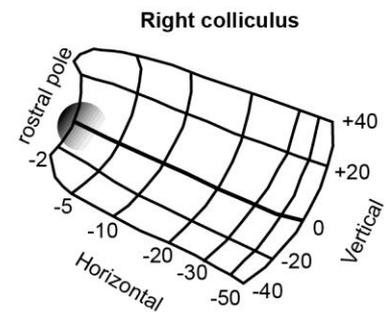
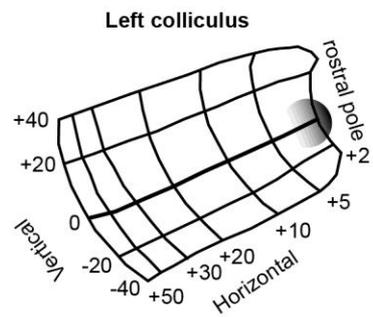
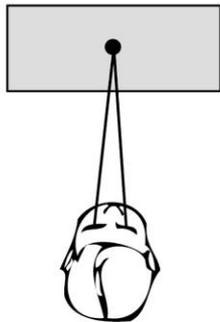
Reza Shadmehr
Biomedical Engineering
Johns Hopkins University



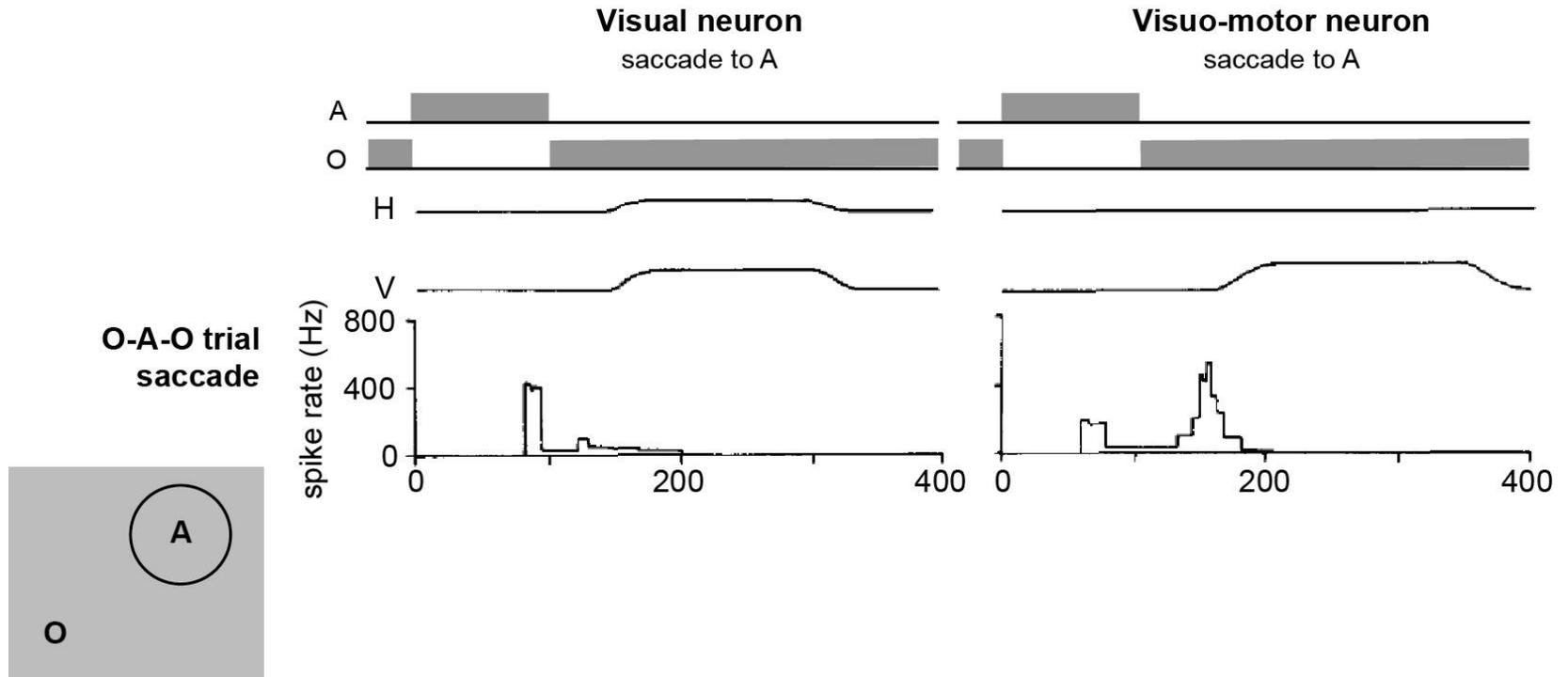
Why does it take so long to start a movement?

Neural basis of movement latency

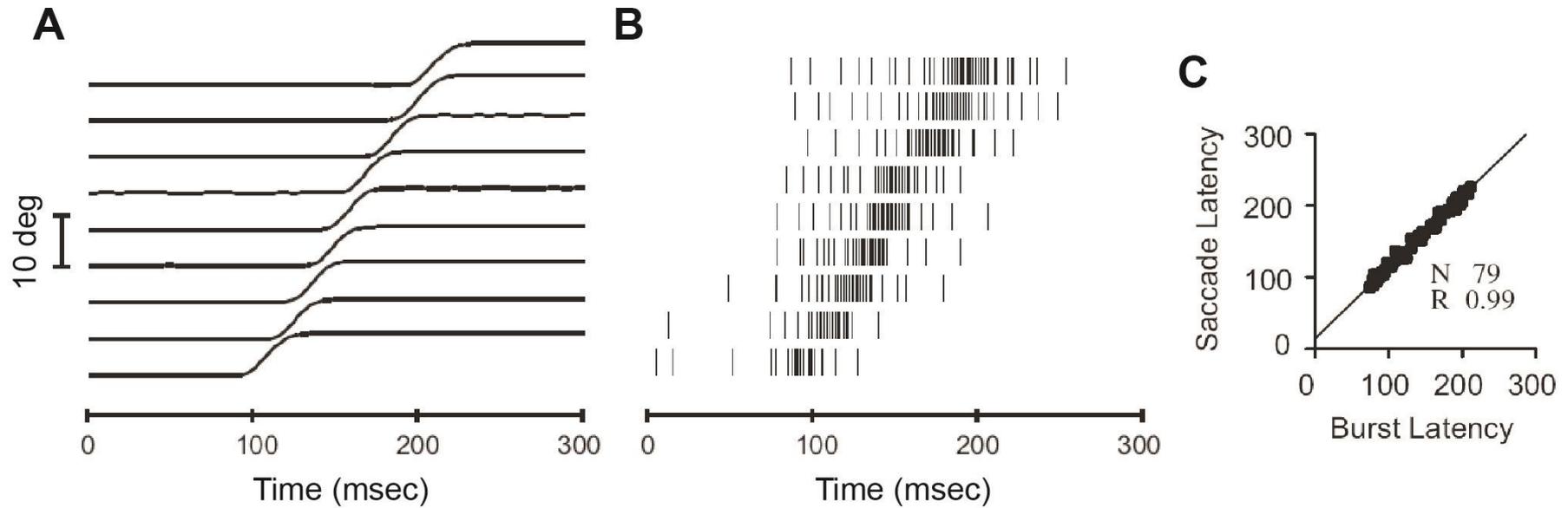


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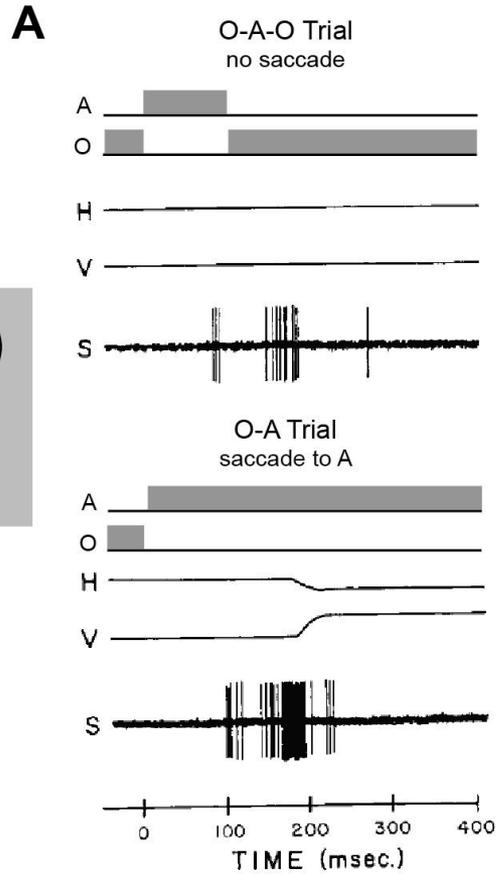
Visual and motor responses in the superior colliculus



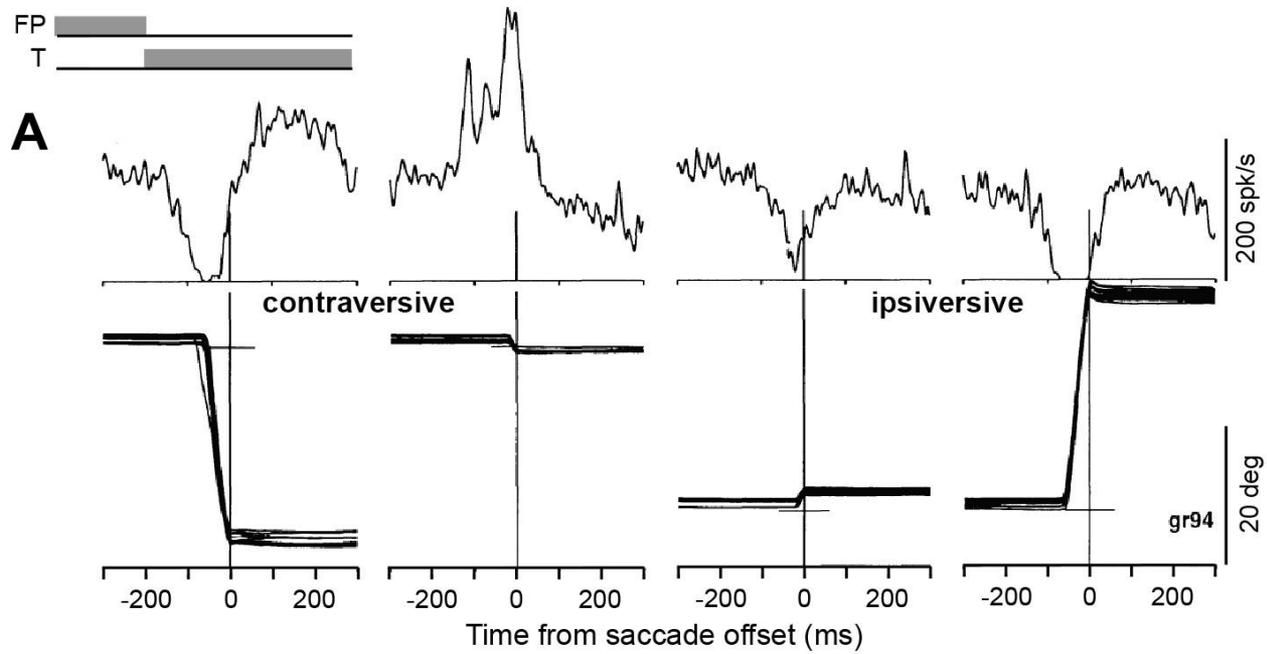
A burst in the visuomotor neuron always coincides with a saccade



There is buildup of activity in the visuomotor neurons, but only sometimes it becomes large enough to produce a burst

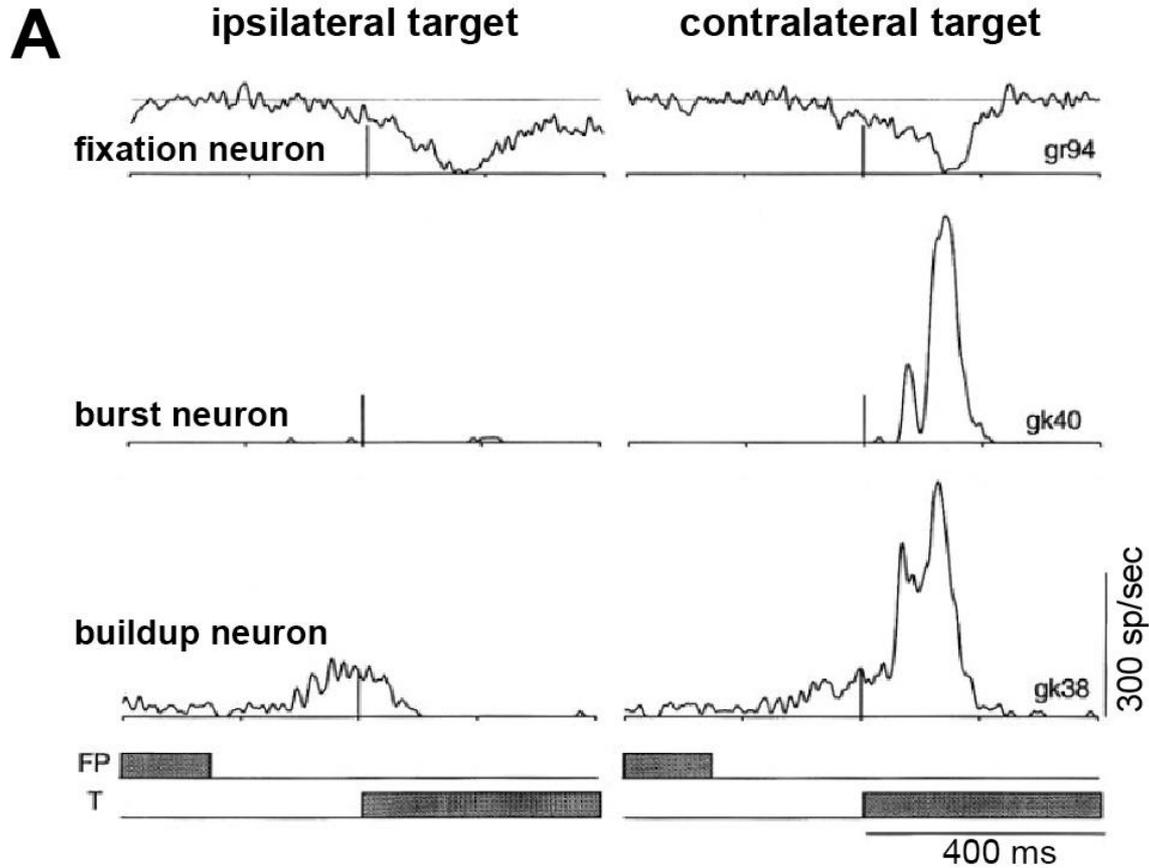


Fixation-related cells pause during saccades

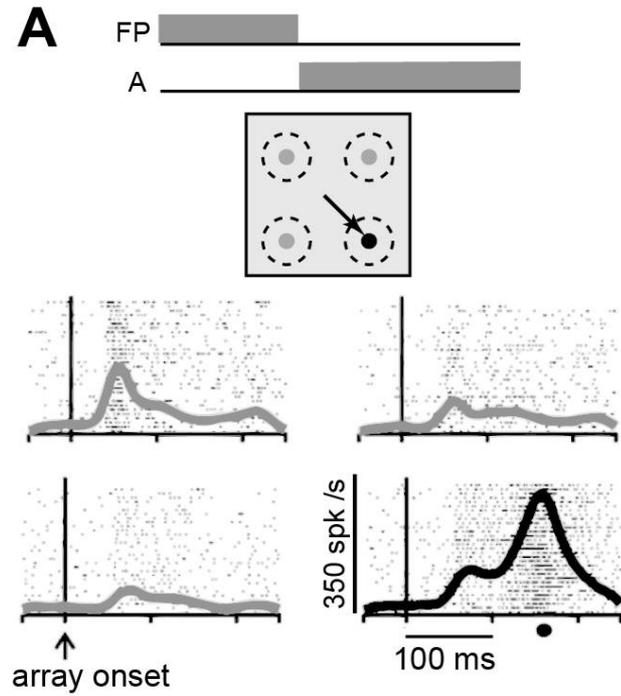


Two events occur during reaction time:

- Activity falls in the fixation-related neurons
- Activity rises in the buildup and burst neurons

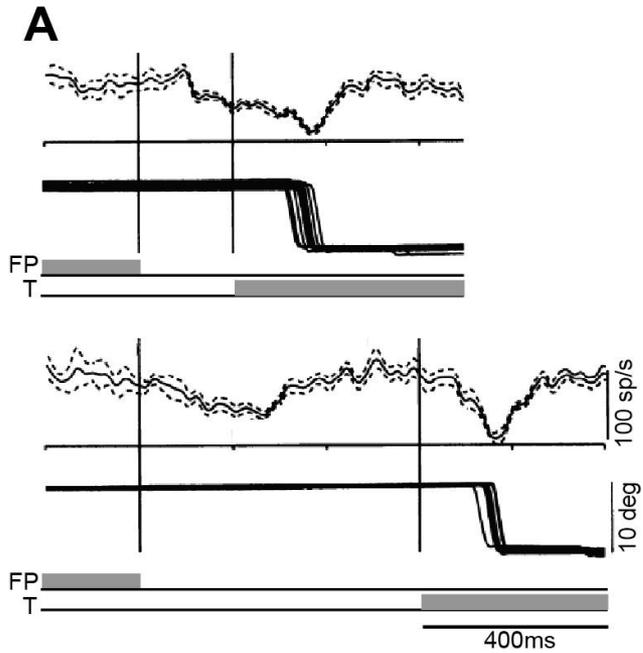


Reaction time tracks changes in the activity of fixation-related and build-up neurons



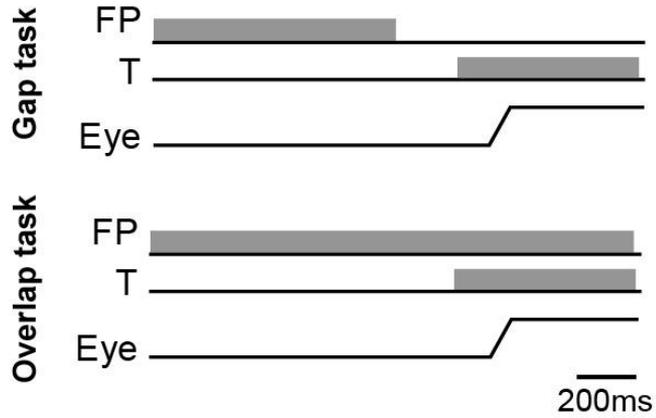
Kim and Basso (2010), McPeck and Keller (2002)

Reaction time tracks changes in the activity of fixation-related and build-up neurons

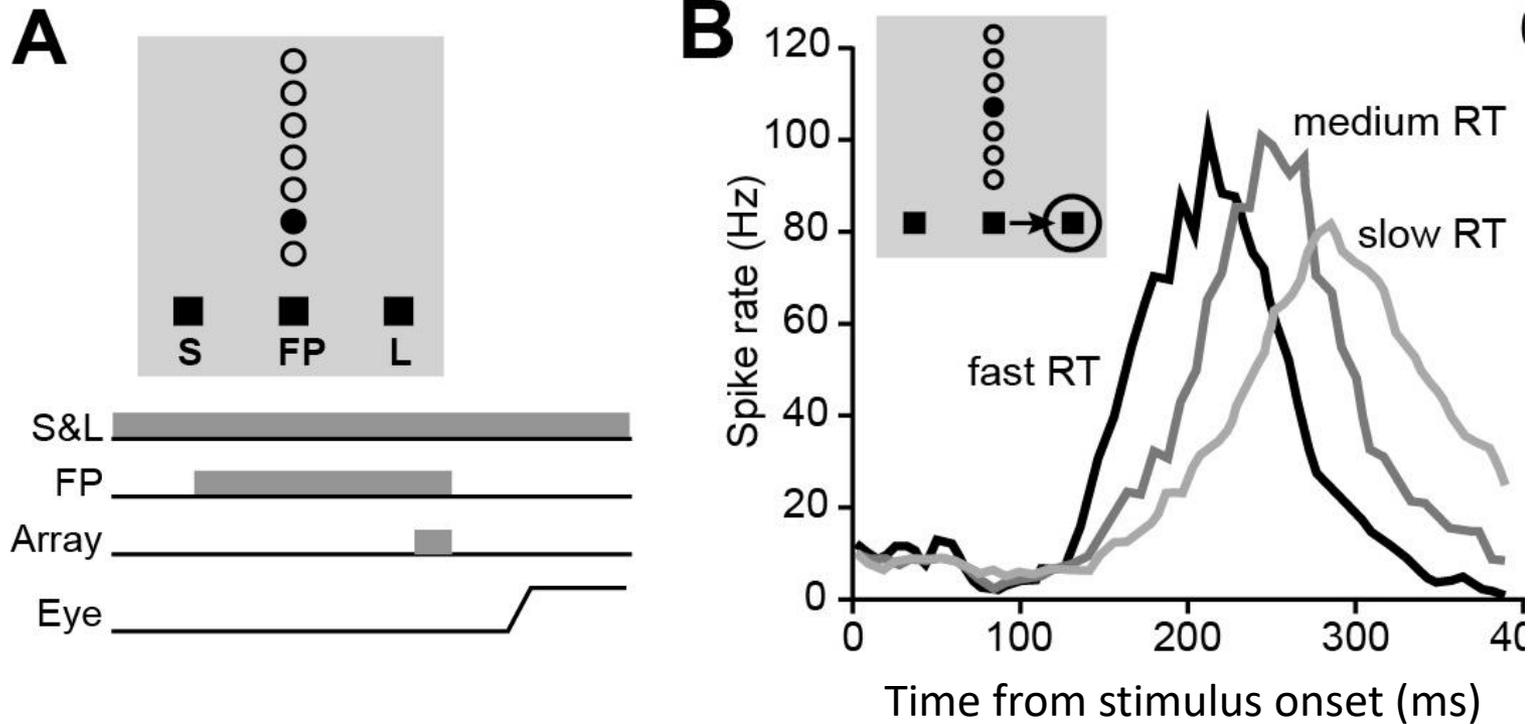


Latency is shorter when activity in fixation-related neurons declines earlier

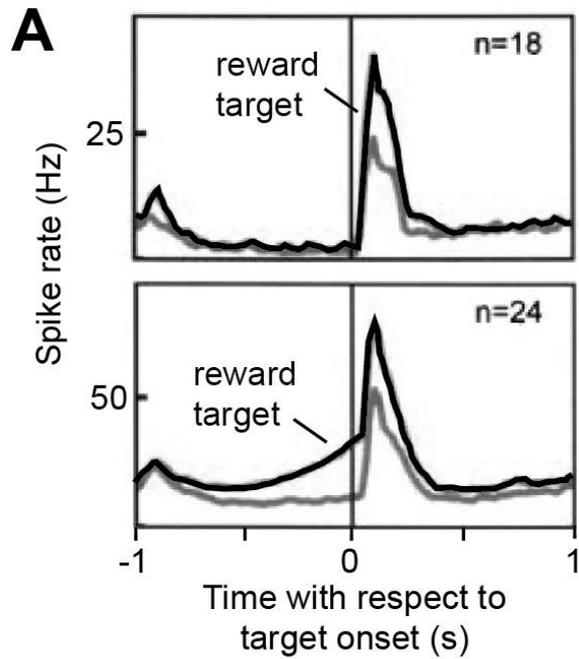
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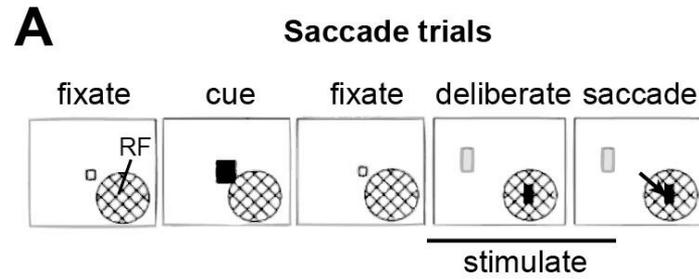
Latency is shorter when activity in buildup neurons rises faster



Reward increases the background activity in the visuomotor neurons, making them respond more strongly to the visual stimulus



Stimulating the colliculus influences the decision

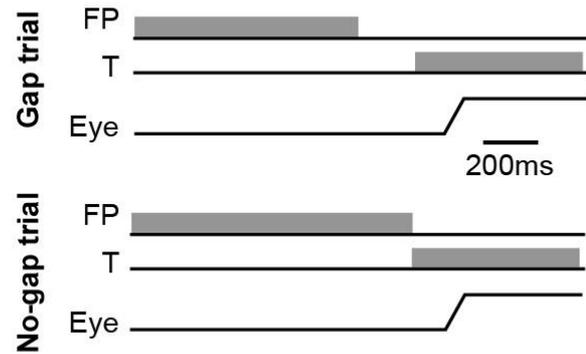


Summary

- In SC, cells respond to visual stimulus onset at 80ms, but it takes another 80ms or more to start a movement.
- During the reaction time, two events occur: activity of the fixation-related neurons decline, while activity in the movement-related neurons increase.
- Utility of the action during holding appears to influence the rate of decline in the fixation-related neurons.
- Utility of the action that evokes the saccade appears to influence the rate of increase in the movement-related neurons.

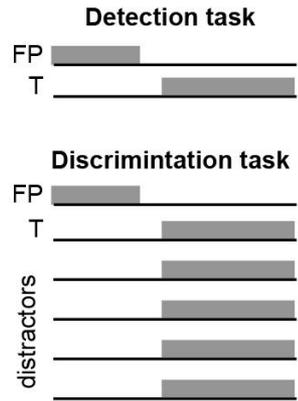
Reducing the reaction time by half: express saccades

A

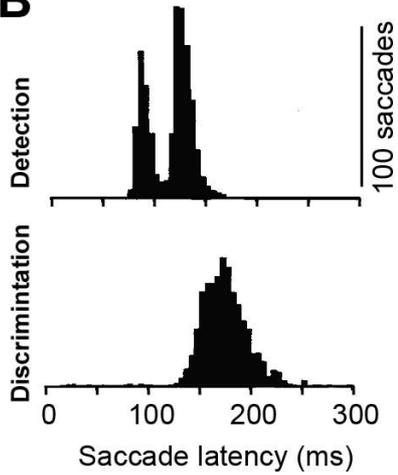


Superior colliculus is required for express saccades

A

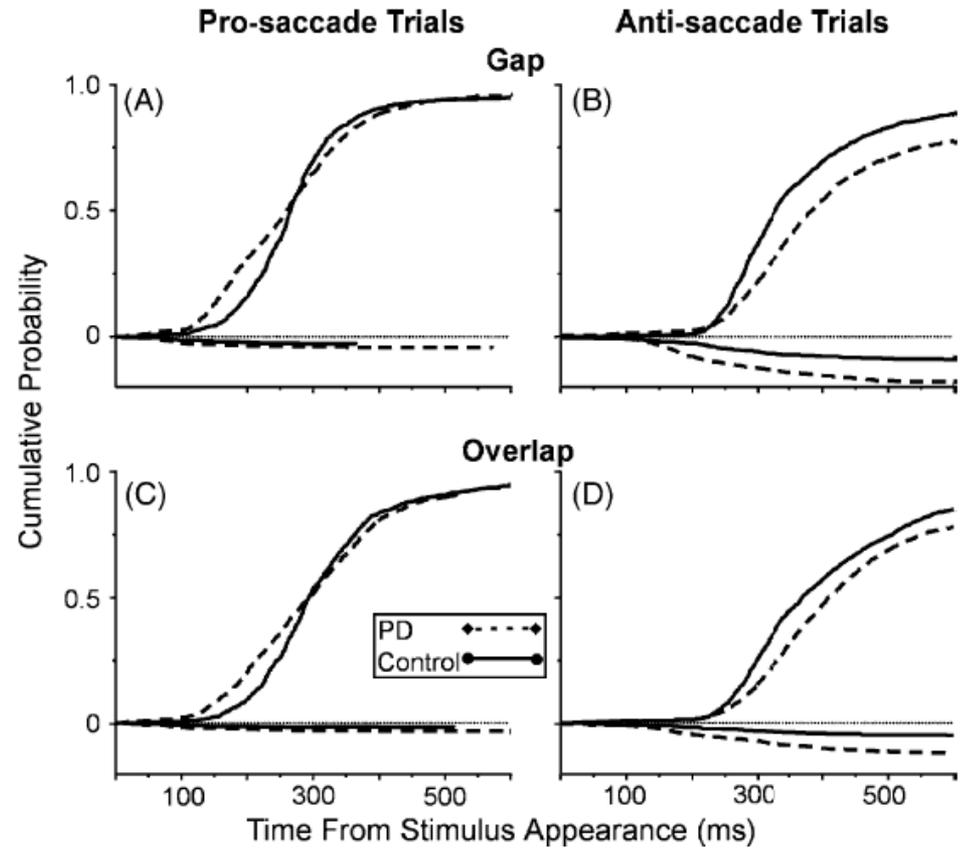
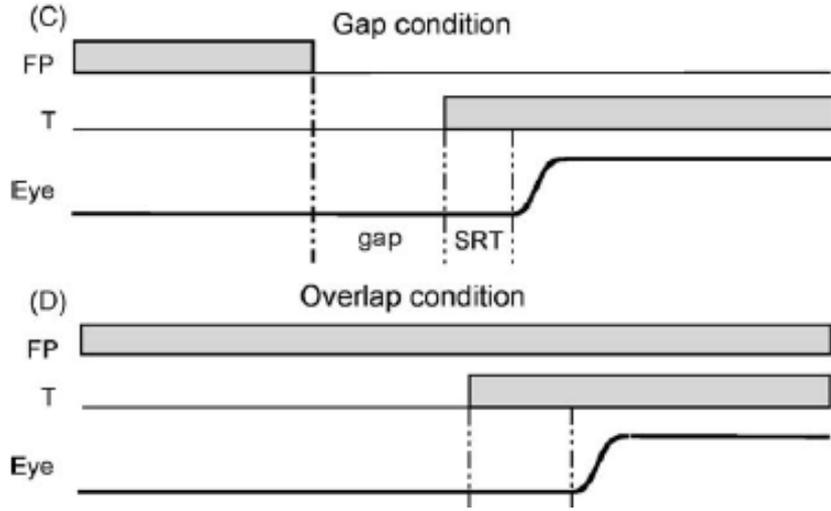


B

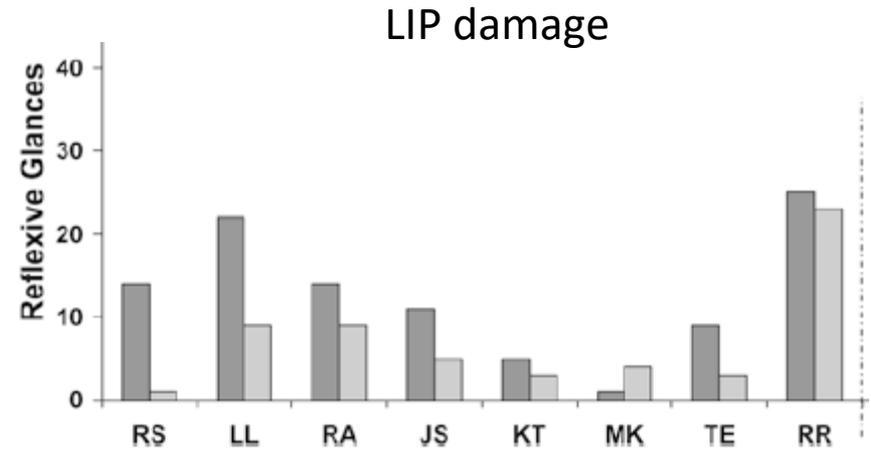
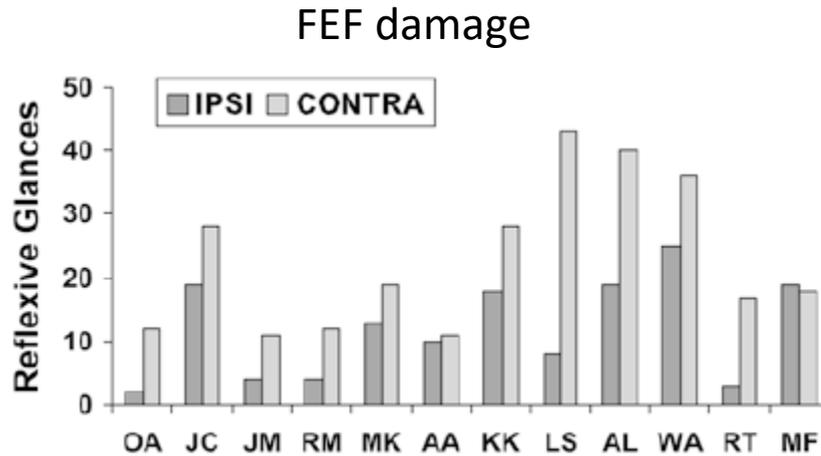


Pro- and Anti-saccade task

PD patients exhibit a reduced ability to inhibit reflexive saccades



Anti-saccade task



FEF patients make more errors when the target is contralateral to the side of the lesion

Parietal patients make more errors when the target is ipsilateral to the side of the lesion

Summary

- In SC, cells respond to visual stimulus onset at 80ms, but normally it takes another 80ms or more to start a movement.
- During the reaction time, two events occur: activity of the fixation-related neurons decline, while activity in the movement-related neurons increase.
- Utility of the stimulus holding the eyes, and the stimulus beckoning it, affect the reaction time.
- It is possible to half the reaction time so that a saccade is made at 100ms or less following the stimulus.
- In this case, the colliculus is primed for the movement by two factors: removal of the stimulus at fixation prior to target onset, and presentation of the target at one of finite and predictable locations.
- Damage to the basal ganglia, FEF, and LIP suggest that the utility of the action may be computed elsewhere, and imposed on the SC.

Limitations and questions

- Rostral colliculus remains a mystery. Activity may be related to value of the stimulus on the fovea, but the cells also participate in making micro-saccades.
- What neural structure sets the “threshold”?
- How is a utility transformed to produce a feedback control system that makes a movement?
- Does this view of reaction time in eye movements have parallels for skeletal movements?