

SENSORI-MOTOR SYSTEMS

Why do chickens bob their heads
when they walk?

Why do chickens bob their heads when they walk?

- ◆ Seriously

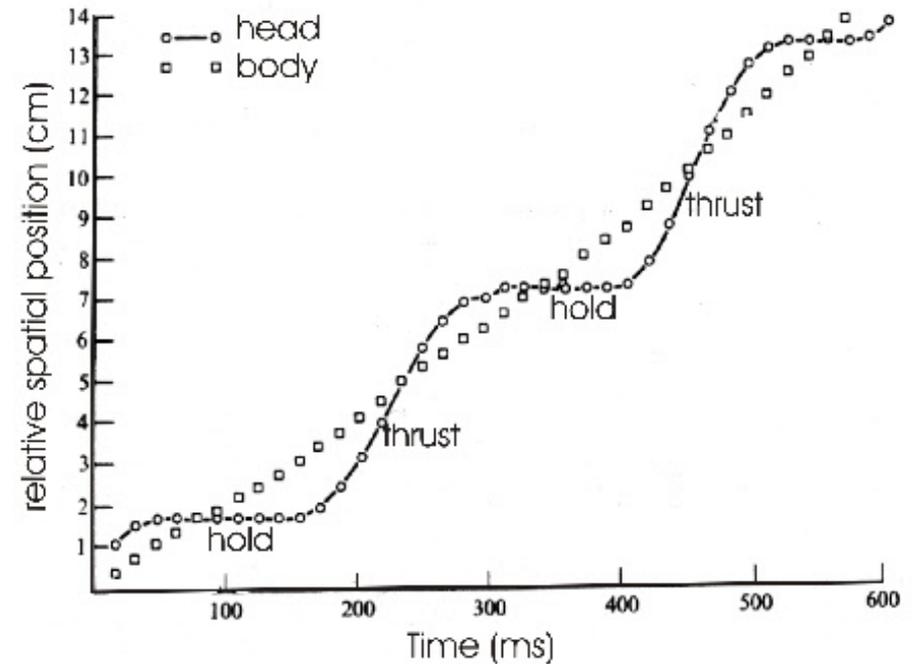
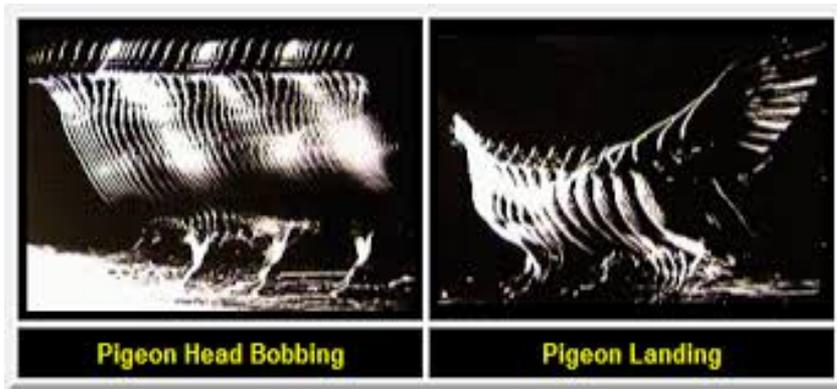
Why do chickens bob their heads when they walk?

- ◆ Seriously



Why do chickens bob their heads when they walk?

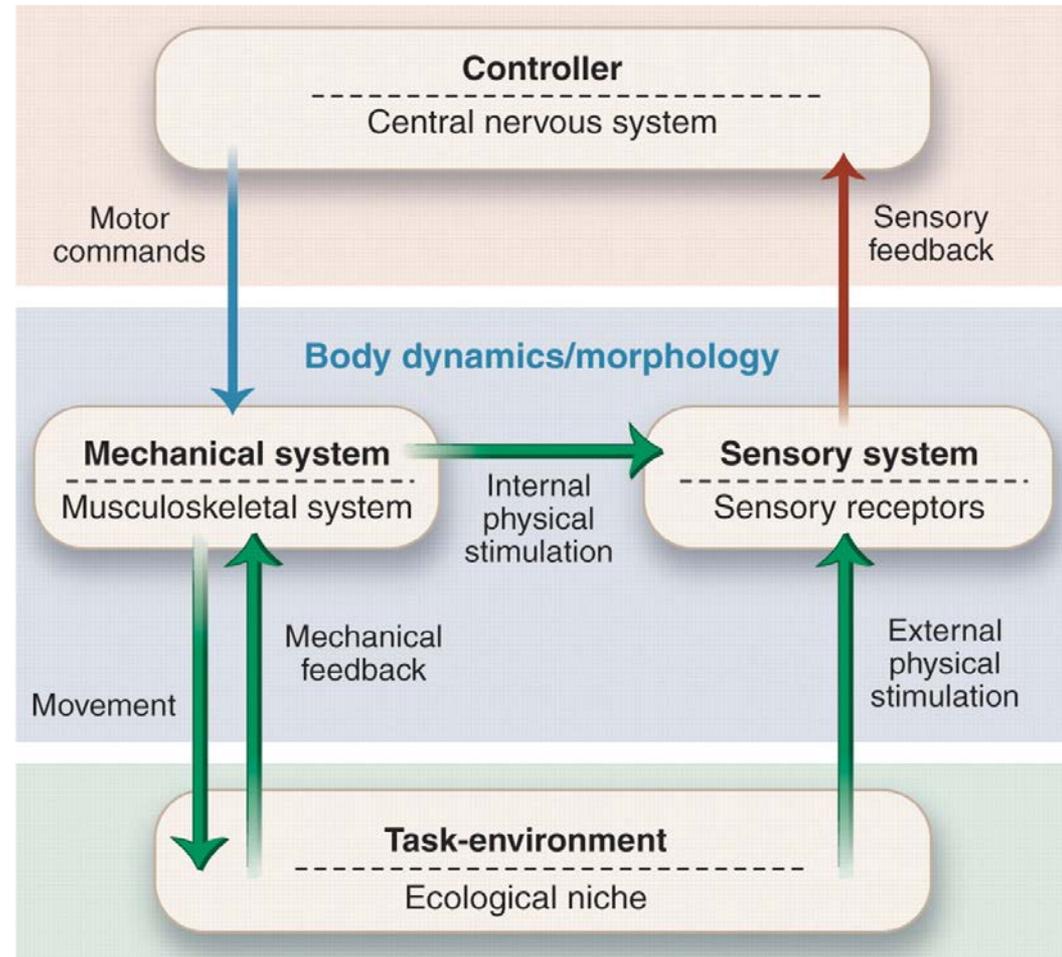
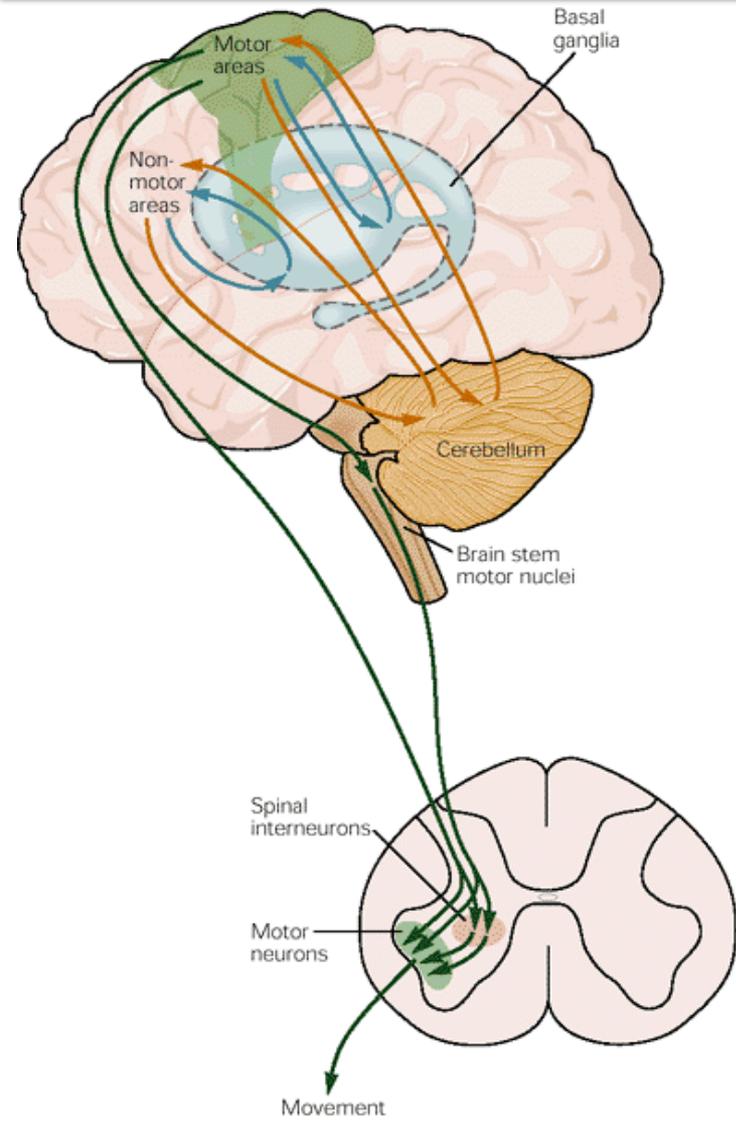
- ◆ Bobbing gone on a Treadmill (pigeons). Frost 1978



What are Sensori-Motor Systems

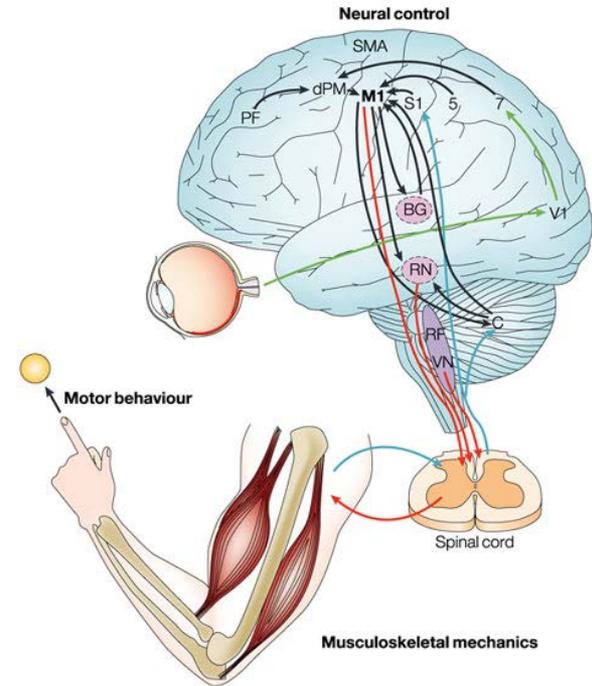
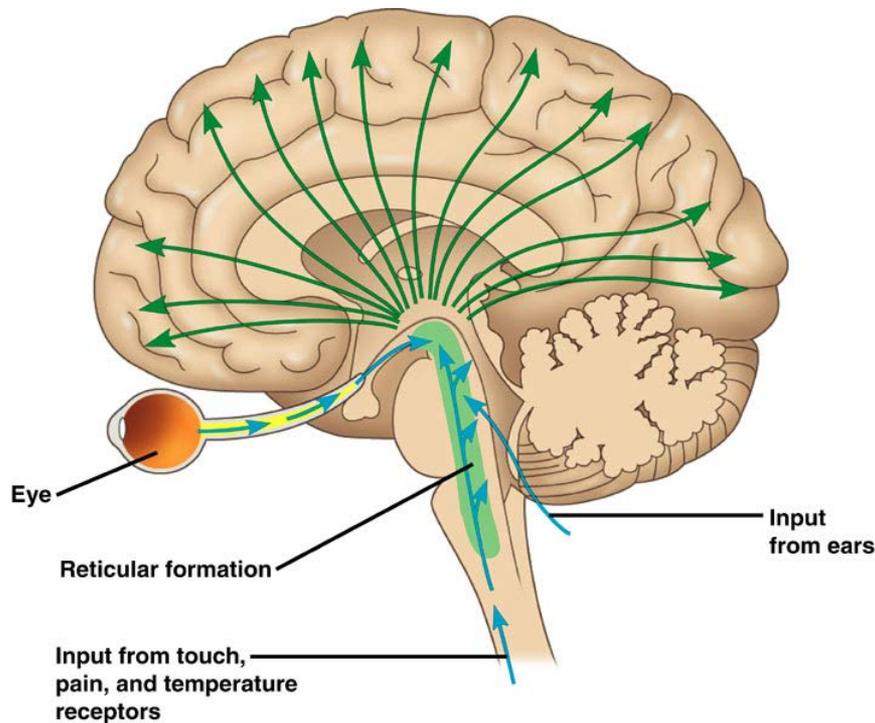
- ◆ Control loops subserving some function of the organism
 1. Involuntary
 1. Stability subserving
 1. Setpoint or operating range of system
 2. VOR as key example
 3. Postural control
 2. Voluntary
 1. Intentions or goals
 2. Variable setpoints and constraints
 3. *Homeostatic*

Control in the brain



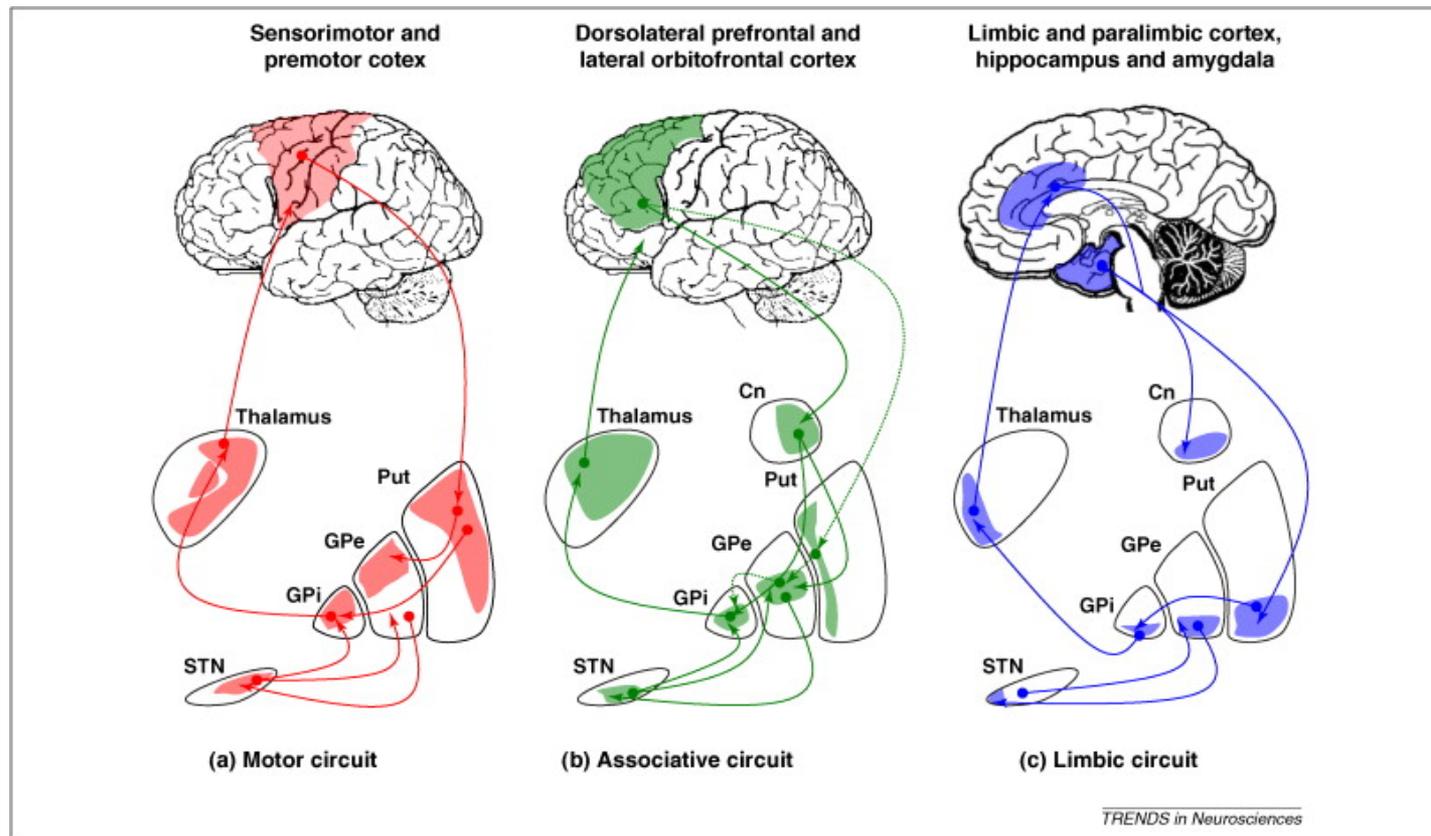
Out to cortex and back again..

Sensory -> spinal nerves -> midbrain
-> hierarchy of nested loops -> motor



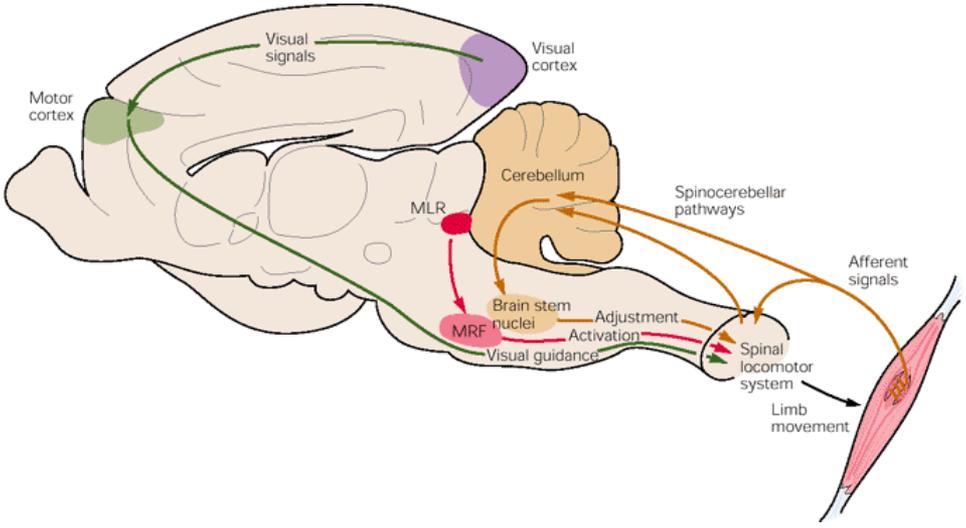
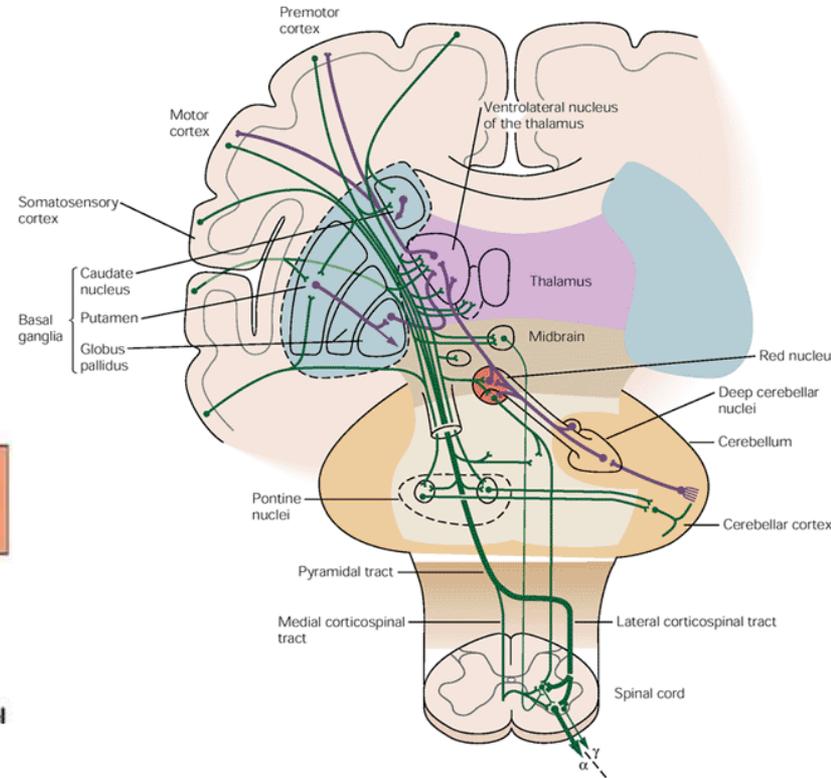
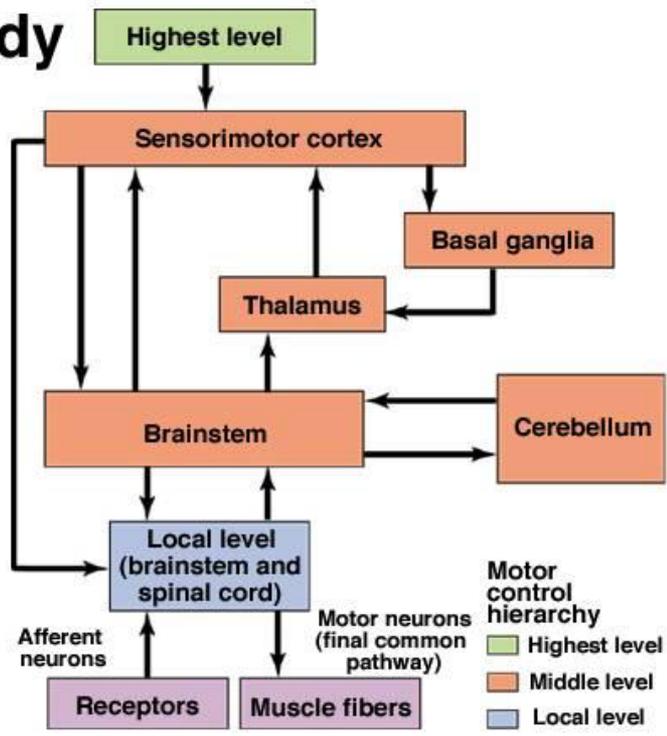
Loops!

- ◆ They are everywhere...



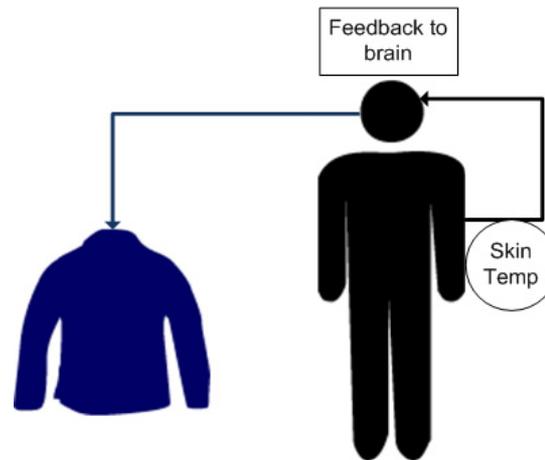
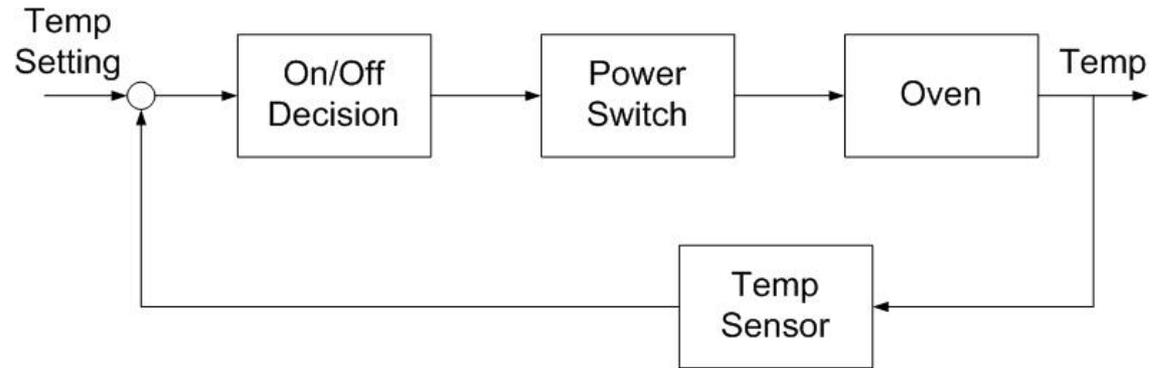
- ◆ <http://www.sciencedirect.com/science/article/pii/S0166223610001050>

Neural systems controlling body movement



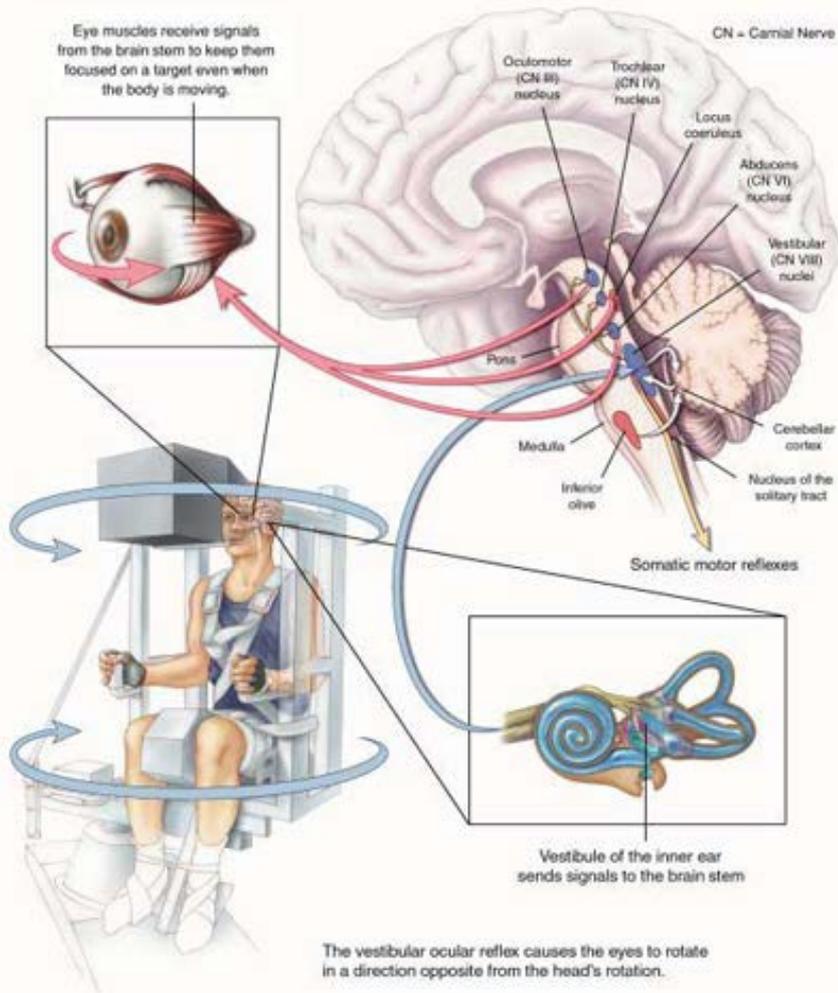
Notice the three nested loops

Feedback controller



Feedback control and stability

Plate 2: The Balance System: Vestibular Ocular Reflex



1. Detection of rotation



2. Inhibition of extraocular muscles on one side.

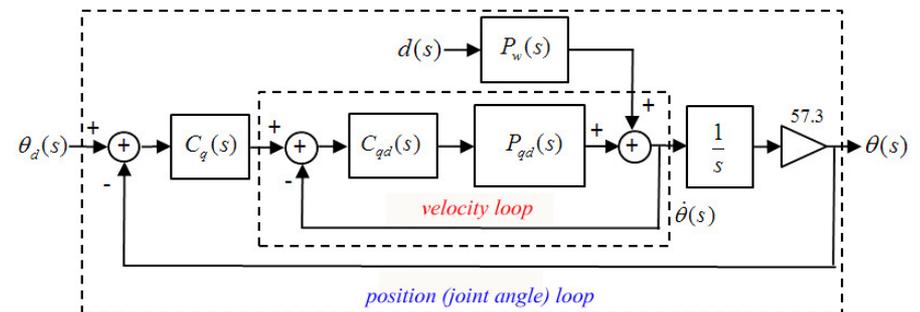
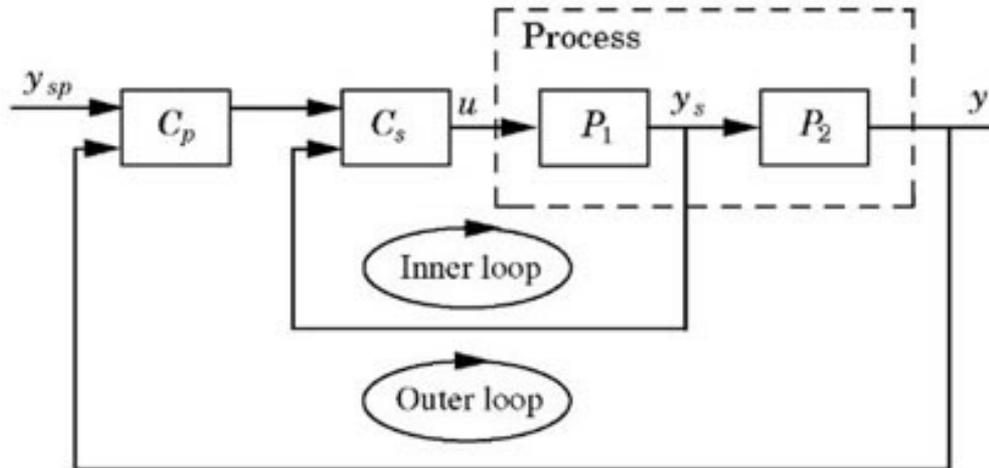
2. Excitation of extraocular muscles on the other side



3. Compensating eye movement

Cascade controller

- Nested control scheme
 - Inner loop stabilizes outer loop at faster timescale



VOR gain interactions

PARADIGM Table and drum Behavior

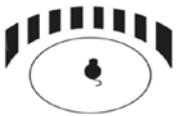
Vestibulo-ocular reflex in light



Hp  Head and eye are moving.

Ep 

Static eye position



Hp  Eye is driven to different eccentricities in the orbit. Neither head or eye are moving in retained sequences.

Ep 

Visuo-vestibular conflict



Hp  Head is moving but eye movements are reduced or absent.

Ep 

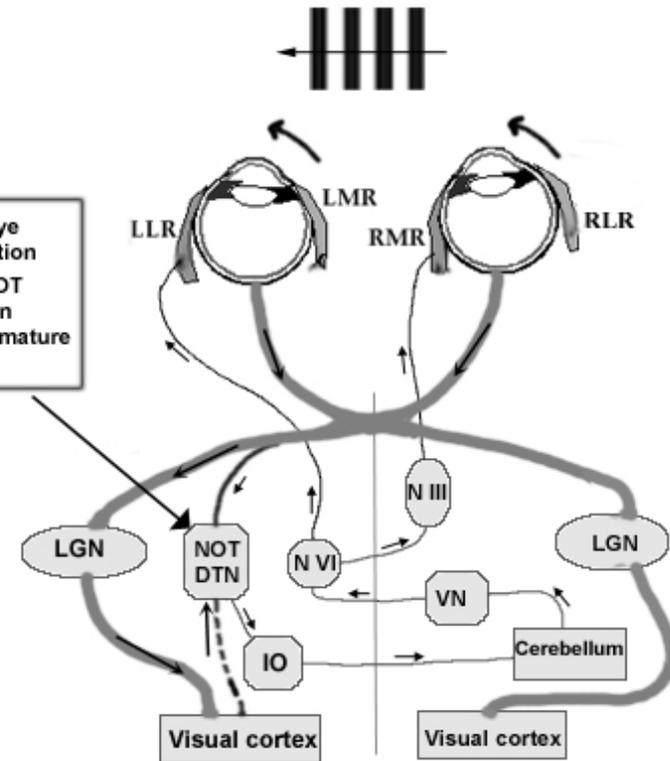
Optokinetic reflex



Hp  Head is not moving. The visual surround moves and produces eye movements

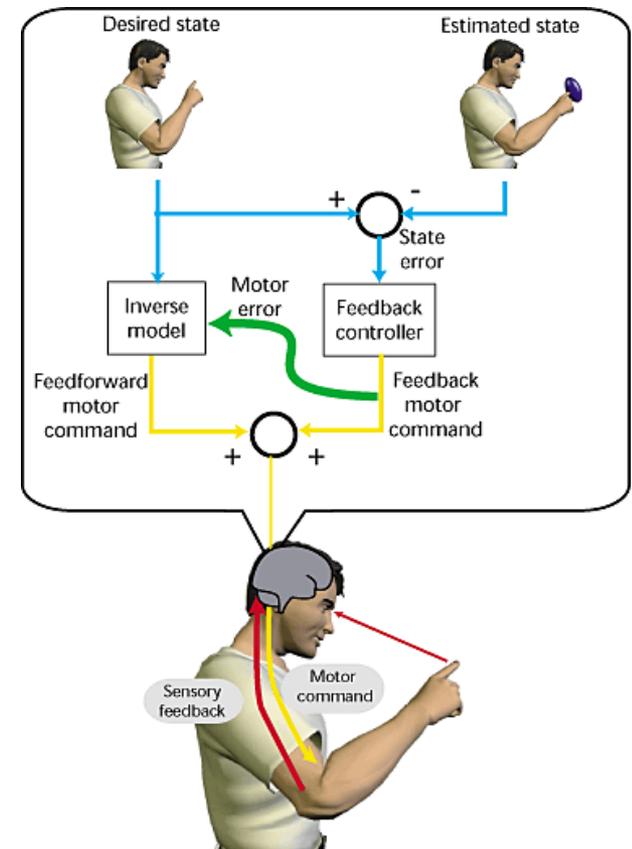
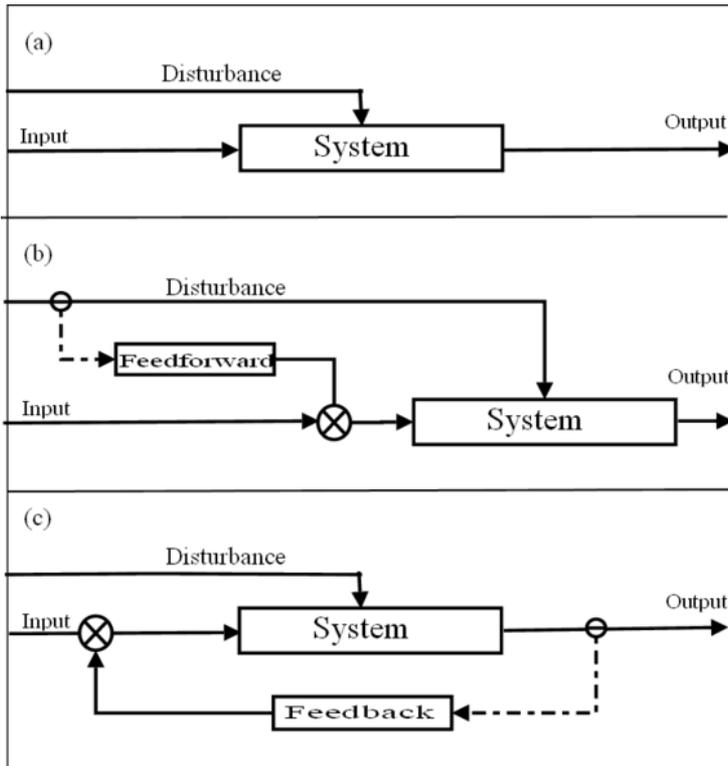
Ep 

***NOT drives the eye in only one direction**
***Visual cortex - NOT pathway absent in strabismic & immature infants**

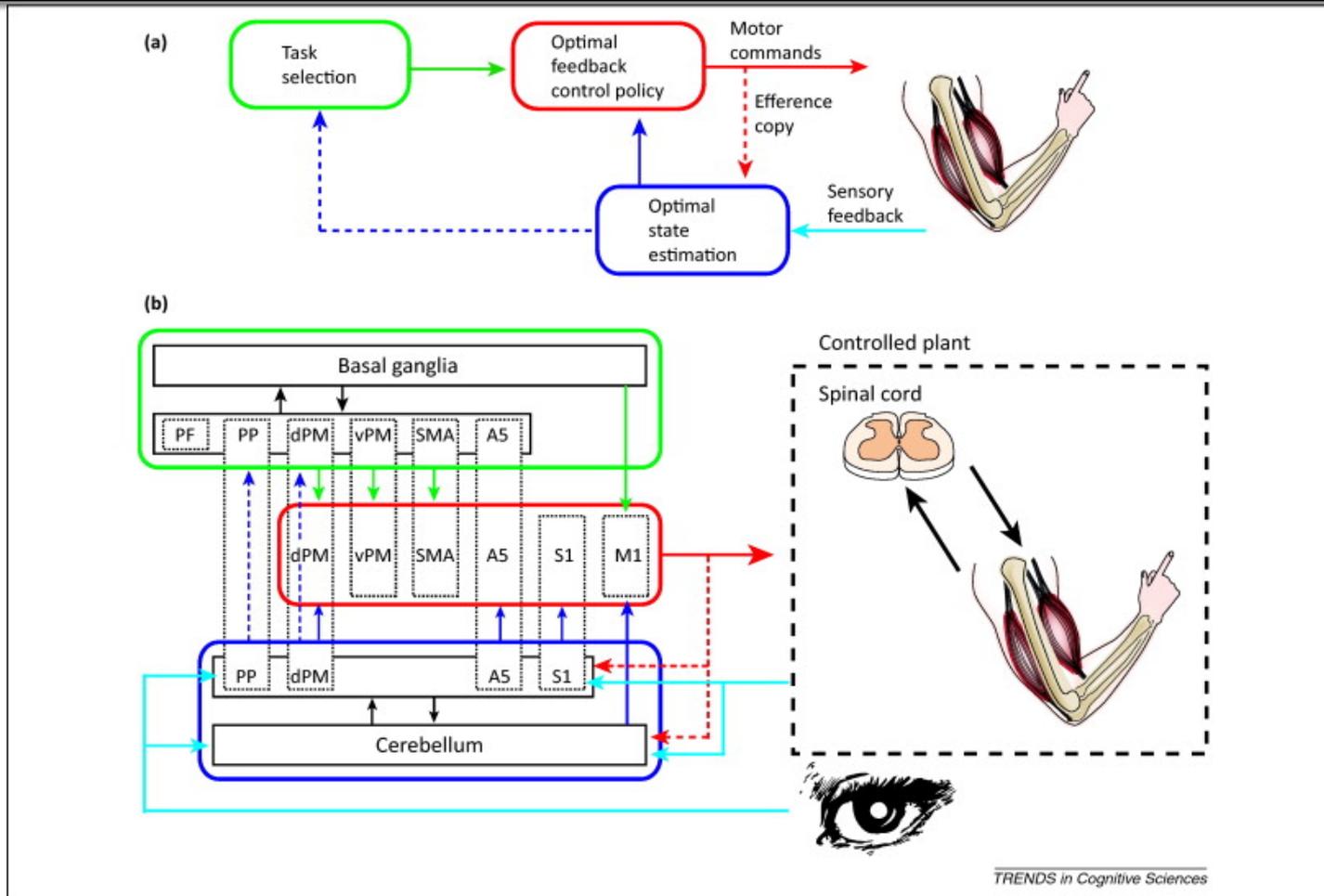


Feedforward controller

- ◆ Use internal model to mitigate delays, changing setpoints, etc



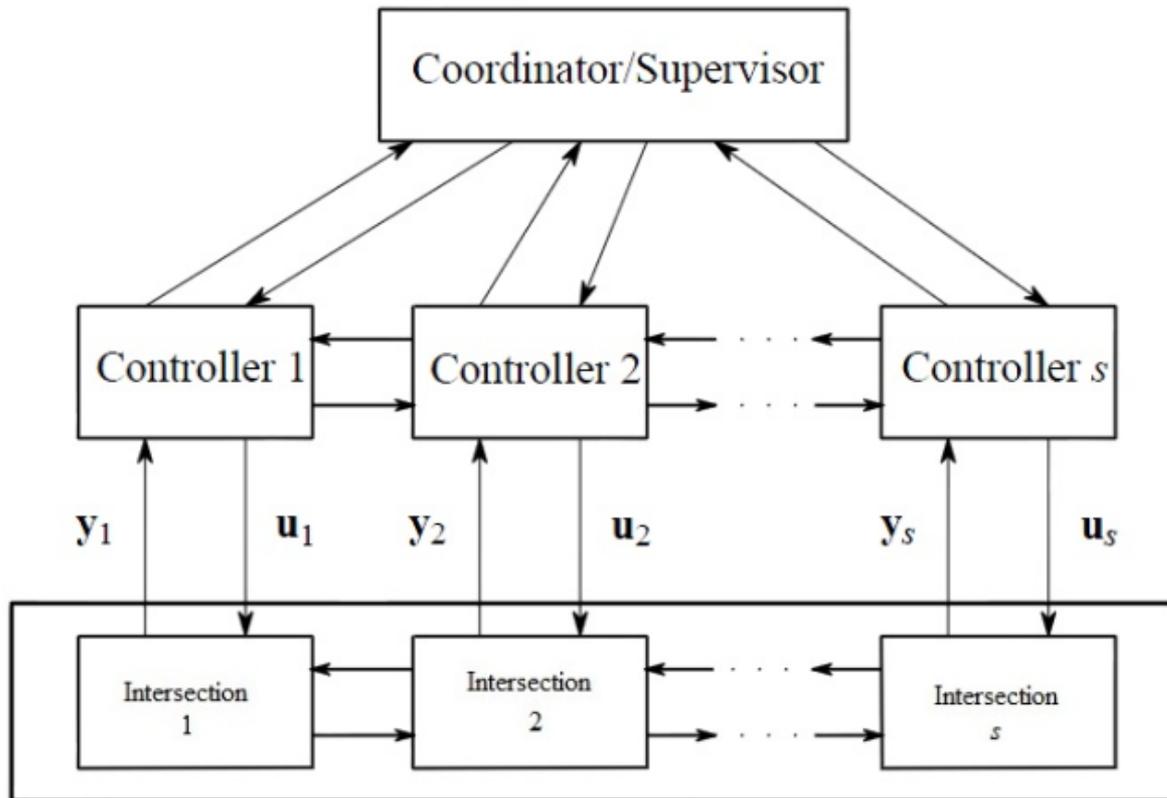
Voluntary control (reaching)



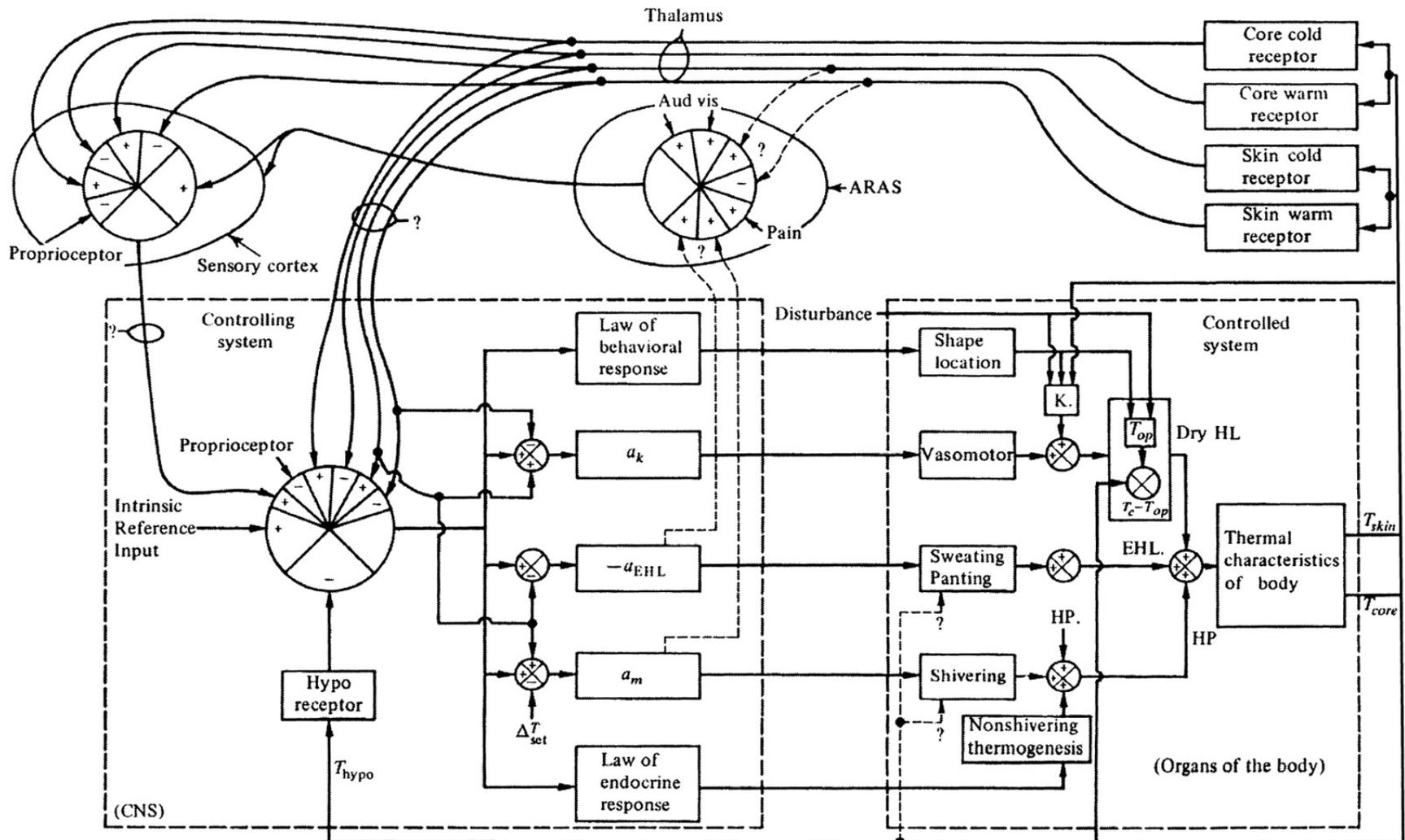
FROM: The computational and neural basis of voluntary motor control and planning. [Stephen H. Scott](#)

Hierarchical Controller

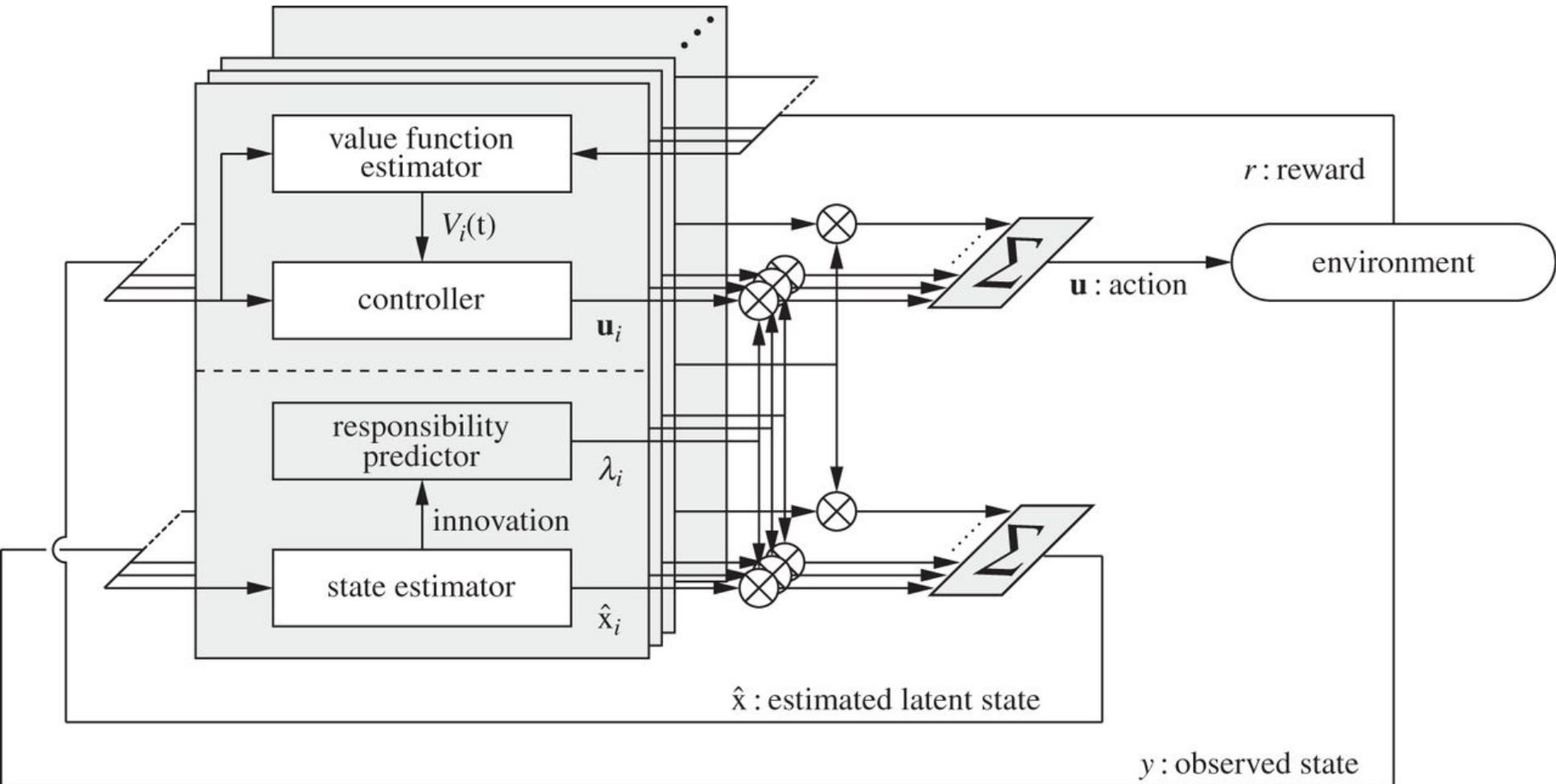
- Different behaviors coordinated and gated
 - Allows switching between completely different strategies



Temperature control (hierarchy)

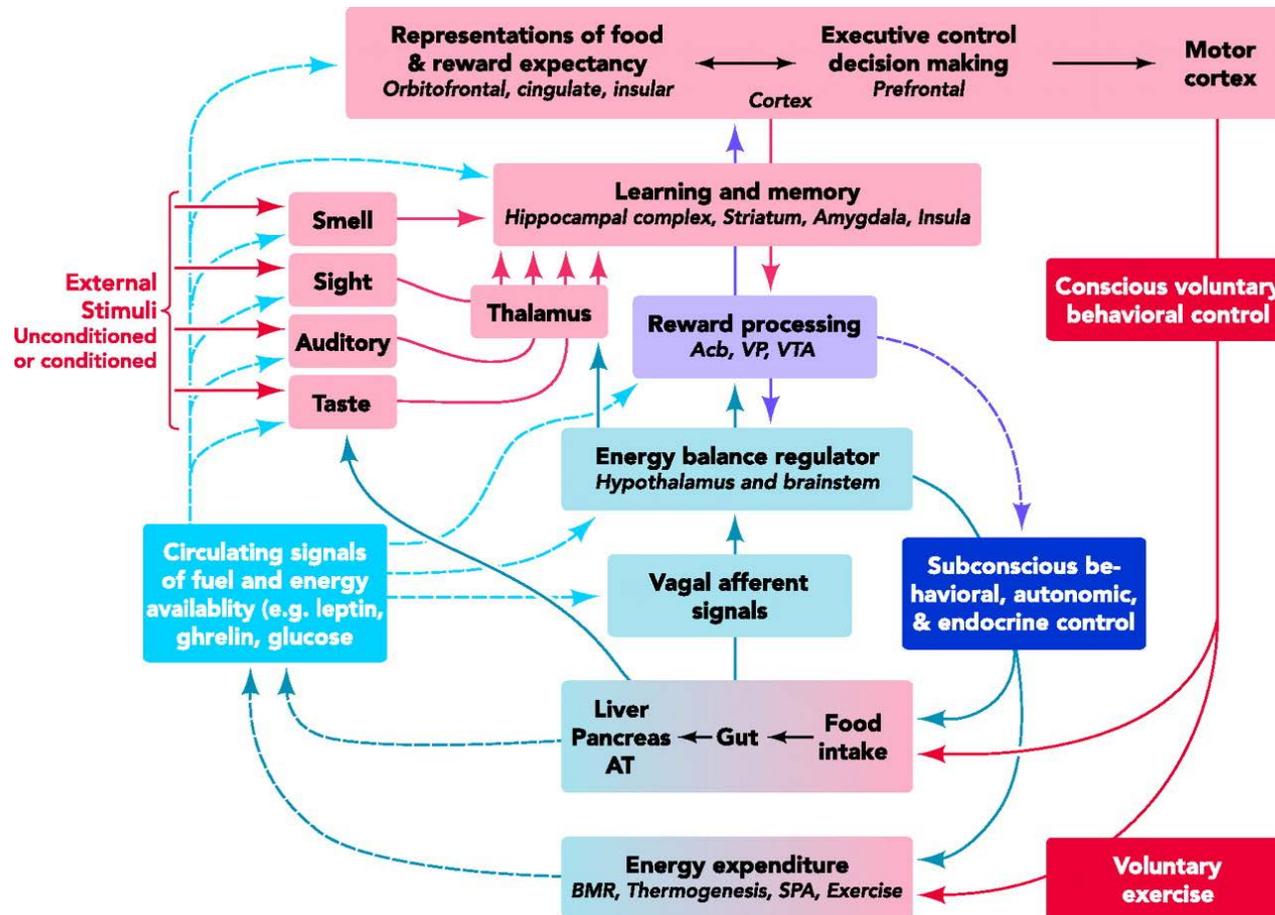


Hierarchical controller (MOSAIC)



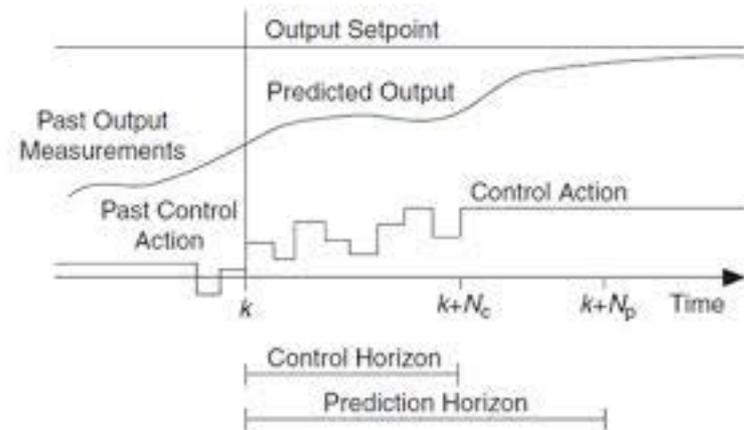
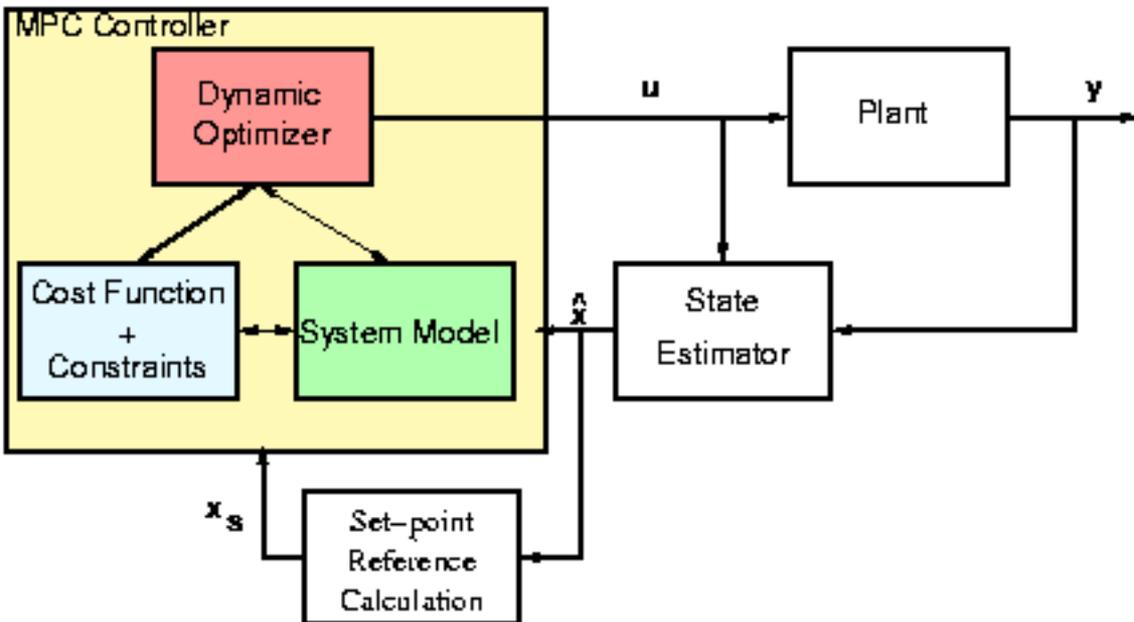
Complex coordinated – ‘Need’ directed

◆ Energetic homeostasis



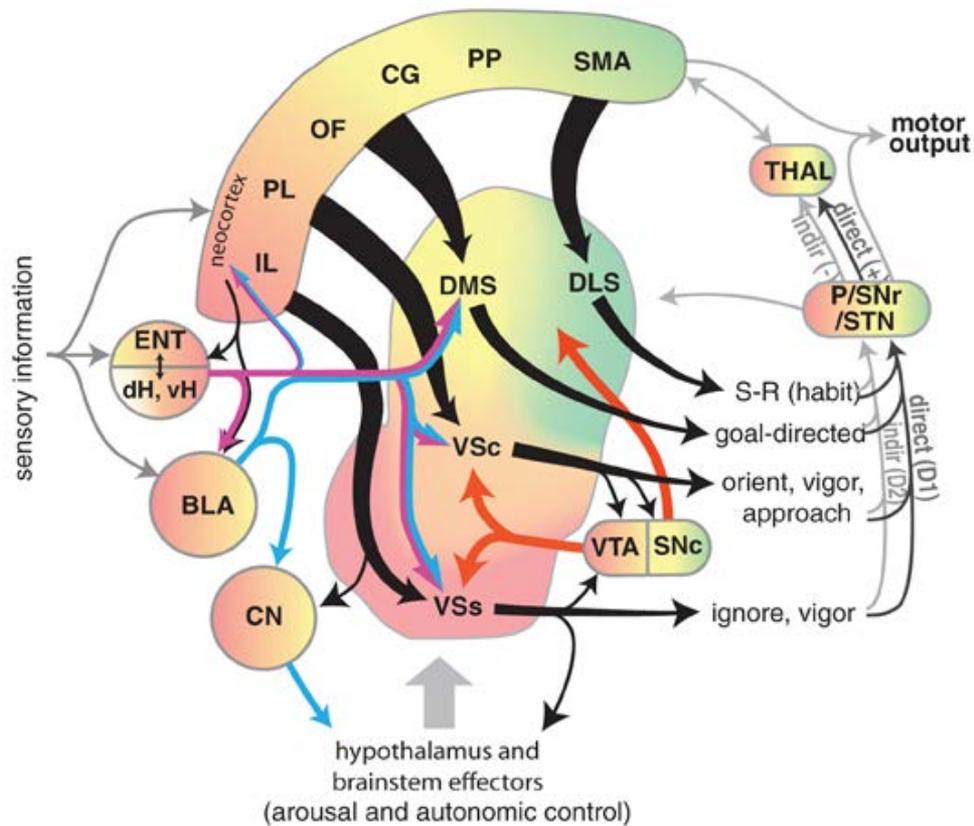
Model Predictive Controller

- Used extensively for tough problems
- Bounded Error Approximation to solving MDPs and Stochastic Optimal control problems



Concepts of Sensori-Motor control

- ◆ Loops
- ◆ Feedback
 - ◆ Setpoint, stabilization
- ◆ Feedforward
 - ◆ Delay handling, missing sensory information, transforming sensory information (state estimator)
- ◆ Coordination
- ◆ Cascade control
- ◆ Hierarchy
- ◆ Redundancy - Expanding degrees of freedom on output.



associations	[S, C] - Oa	[S, C] - [R, O]	S-R
association description	Pavlovian	model-based	model-free
effector coordinate system	autonomic	allocentric	egocentric
effector domain	somatic	cognitive/skeletal	skeletal
relative association speed	rapid	fast	gradual
response domain	emotive/motivation	goals	habits
response type	orient, approach, vigor	action by inference	typical response