

# Effort, reward and vigor in movement decision making

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Neuromechanics  
Lab

Funded by NSF and NIH NINDS



# Foraging



# Effort in Optimal Foraging Theory

- Animals foraging in the real world appear to maximize global capture rate:

$$J = \frac{\alpha - e}{t}$$

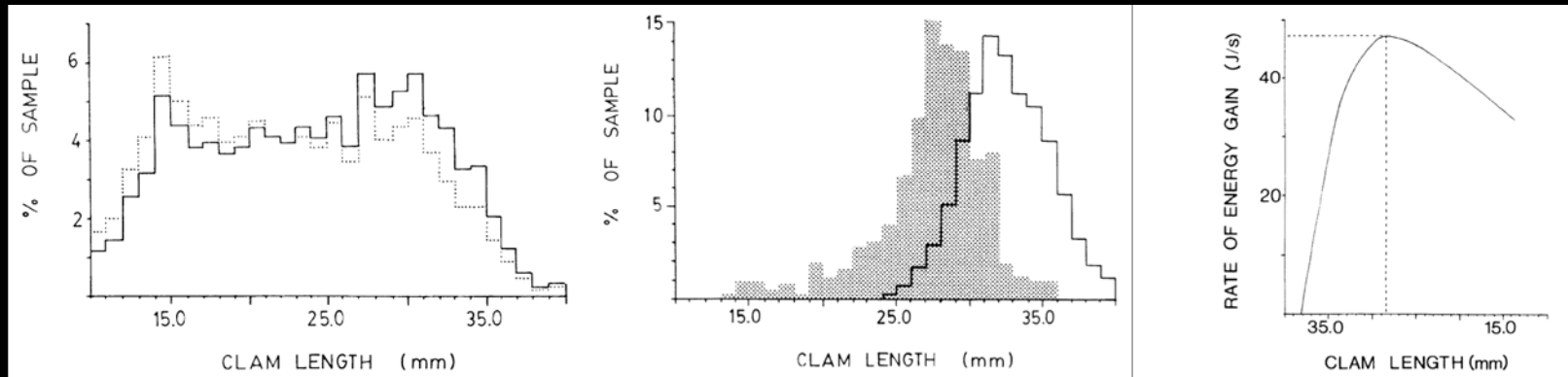
energetic reward      energetic loss

time

- Effort = Metabolic Energy Cost

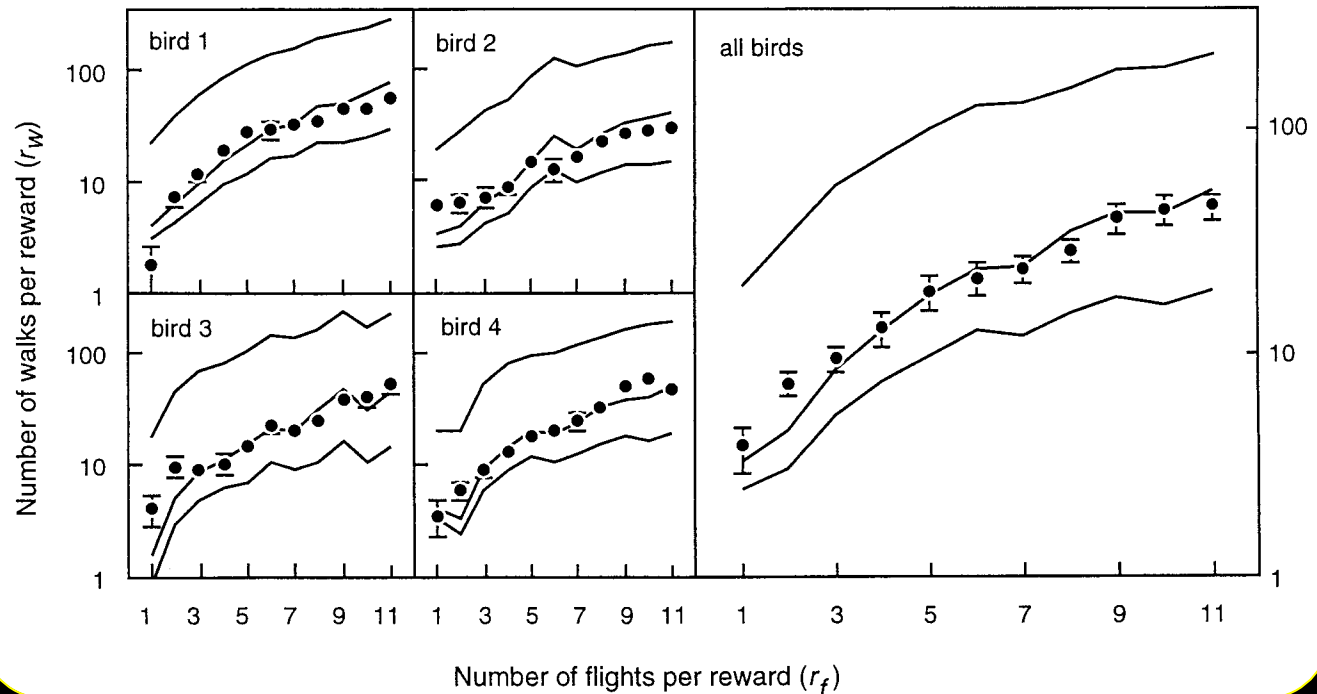
# Clam diet of crows

- Clams of 29mm rejected 50% of the time.
- Optimal diet rejects clams smaller than 28mm.



# To Walk or to Fly

Effort = metabolic cost



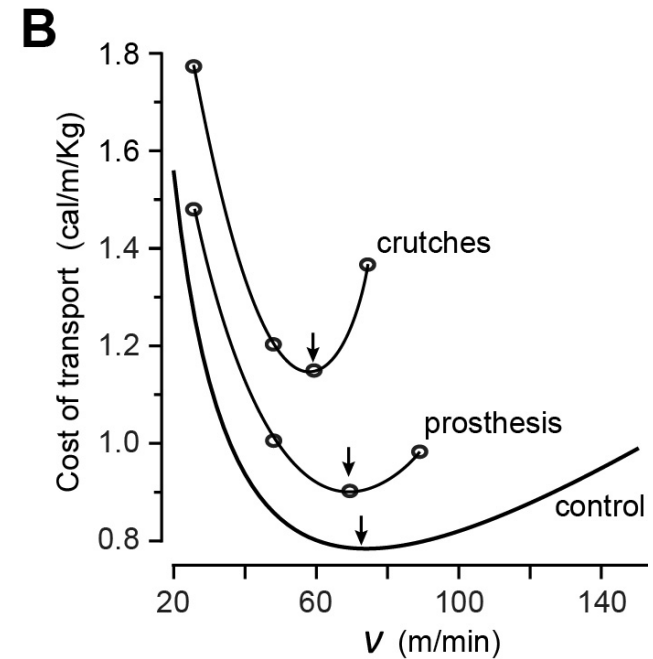
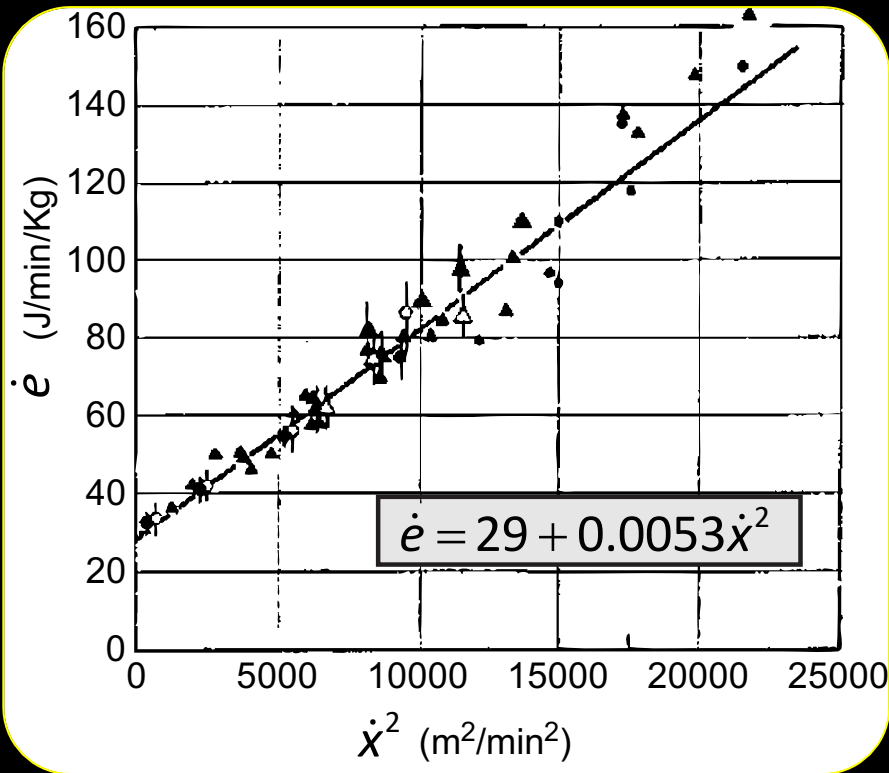
# Summary

- **Foraging** behavior of animals in the real world can be explained by a utility in which effort is represented as **metabolic cost**.

# Locomotion and metabolic cost

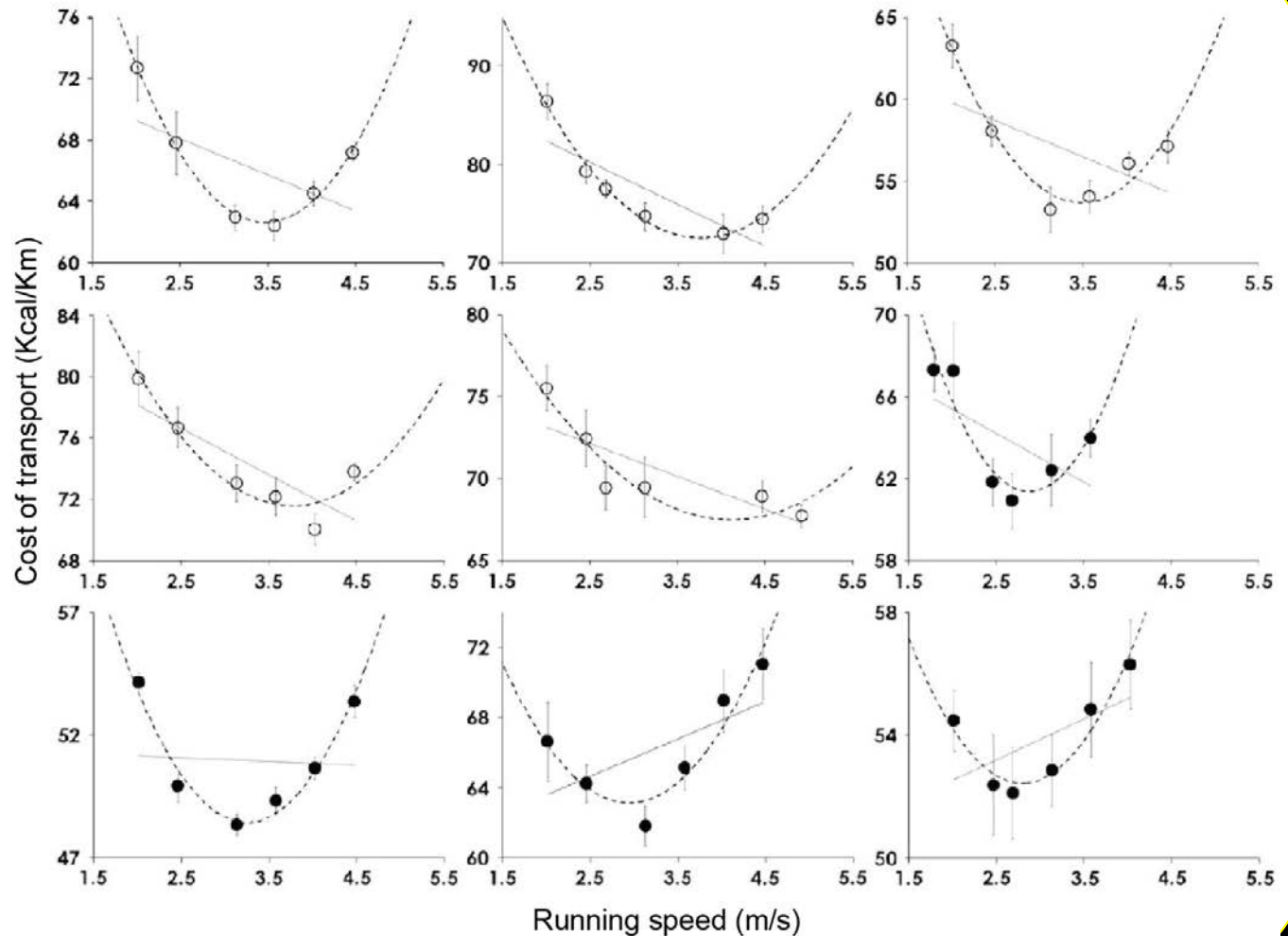
Effort = metabolic cost

$$COT = \frac{\dot{e}}{v} = e = \frac{29}{v} + 0.0053v$$



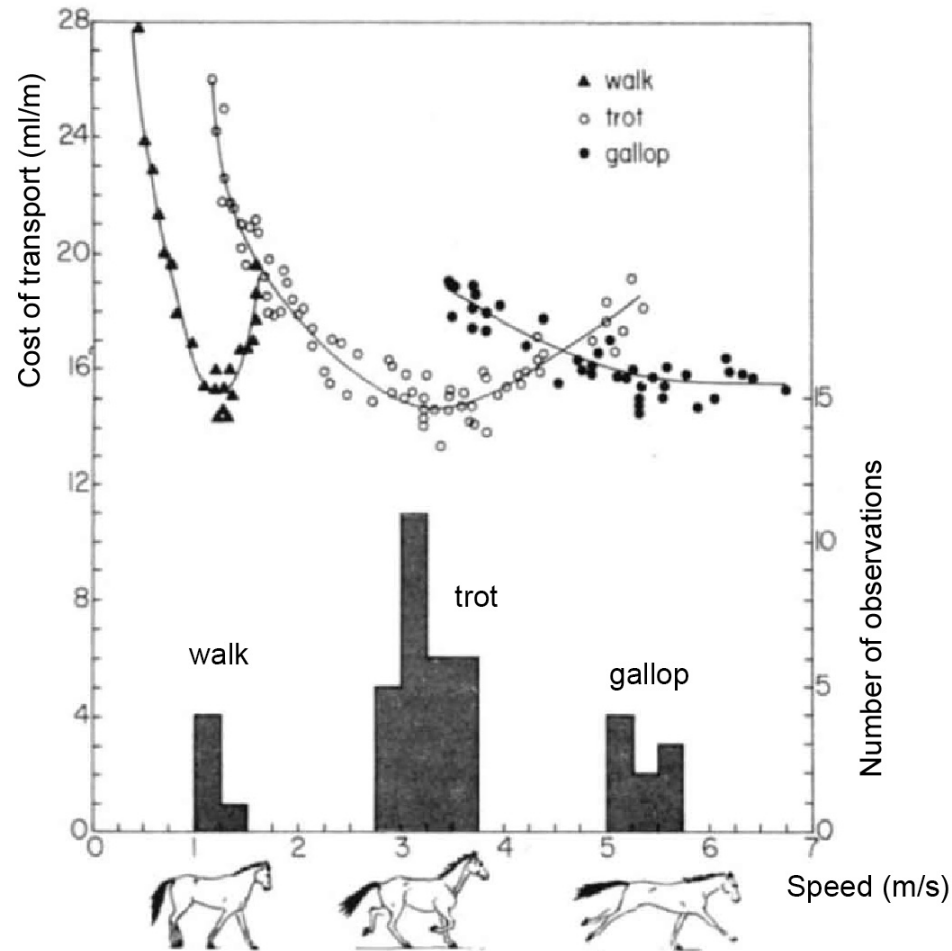
Ralston (1958)

# An metabolically optimal running speed

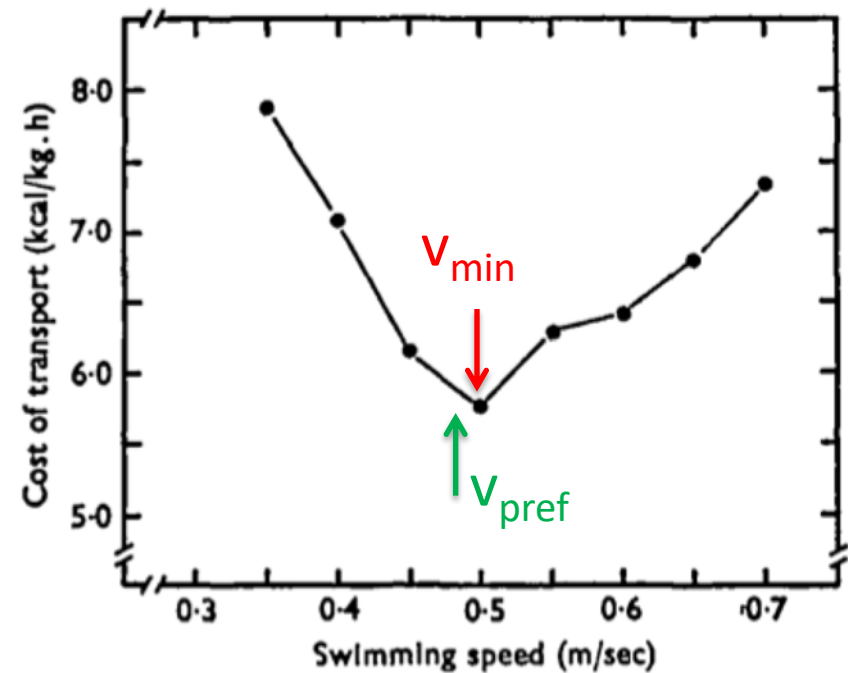
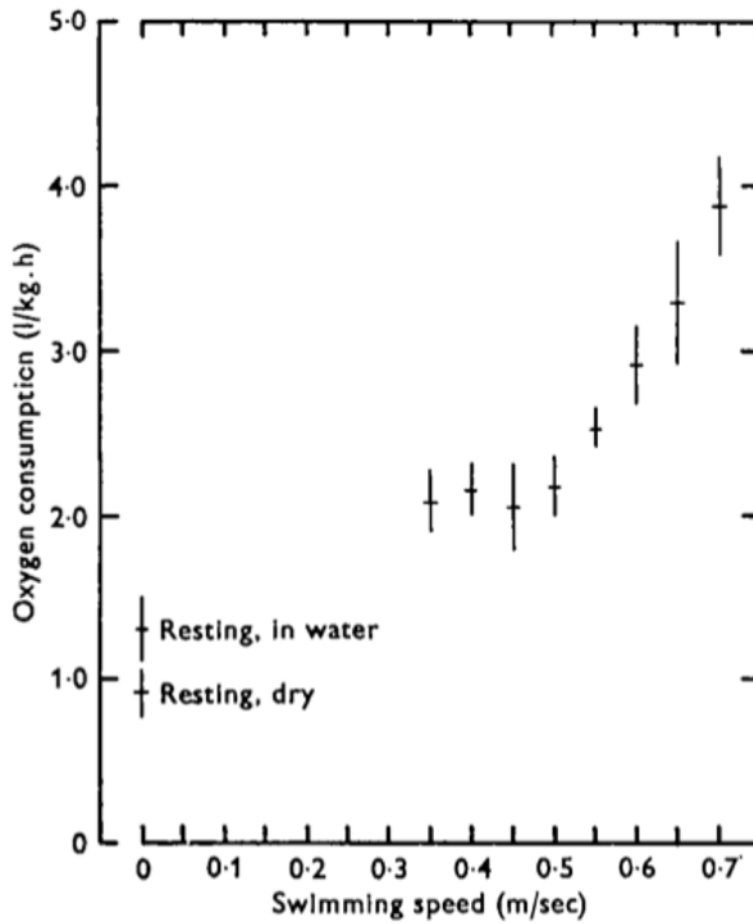




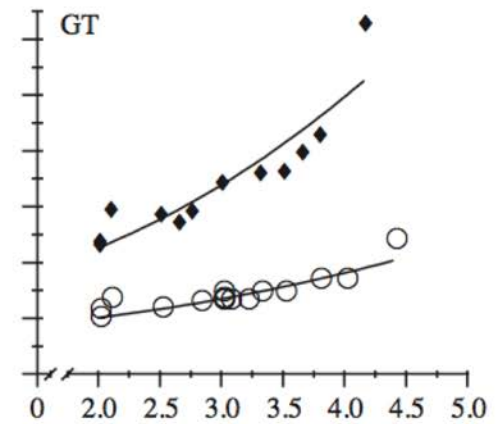
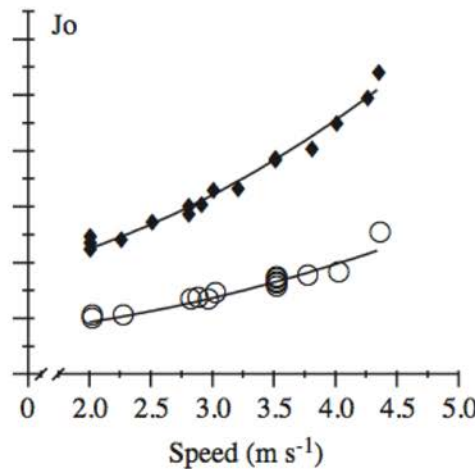
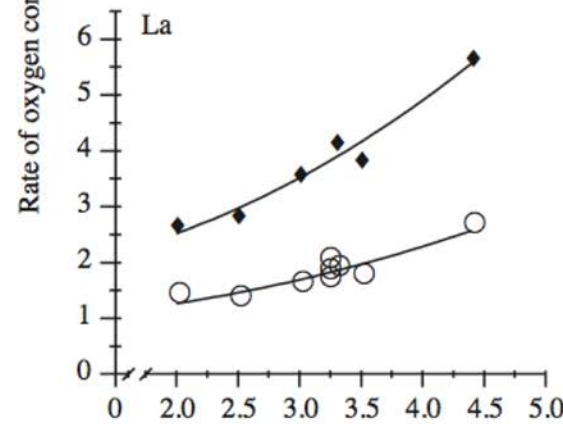
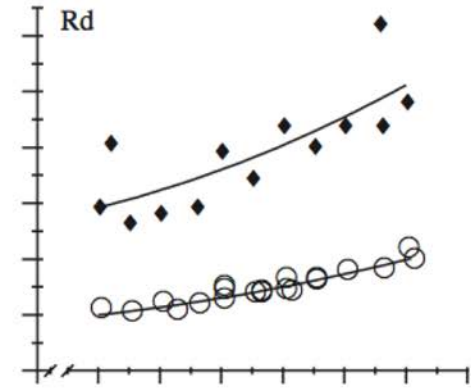
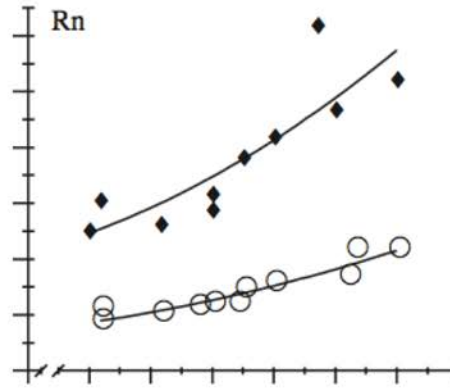
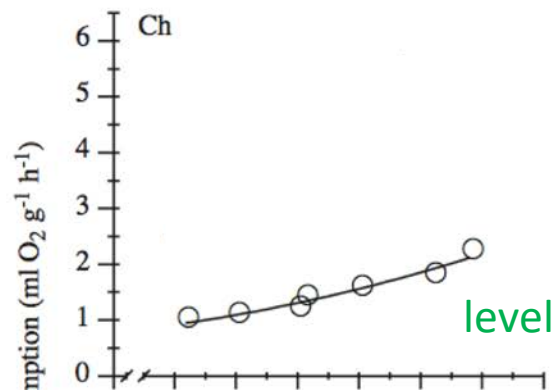
# Horses appear to minimize metabolic cost



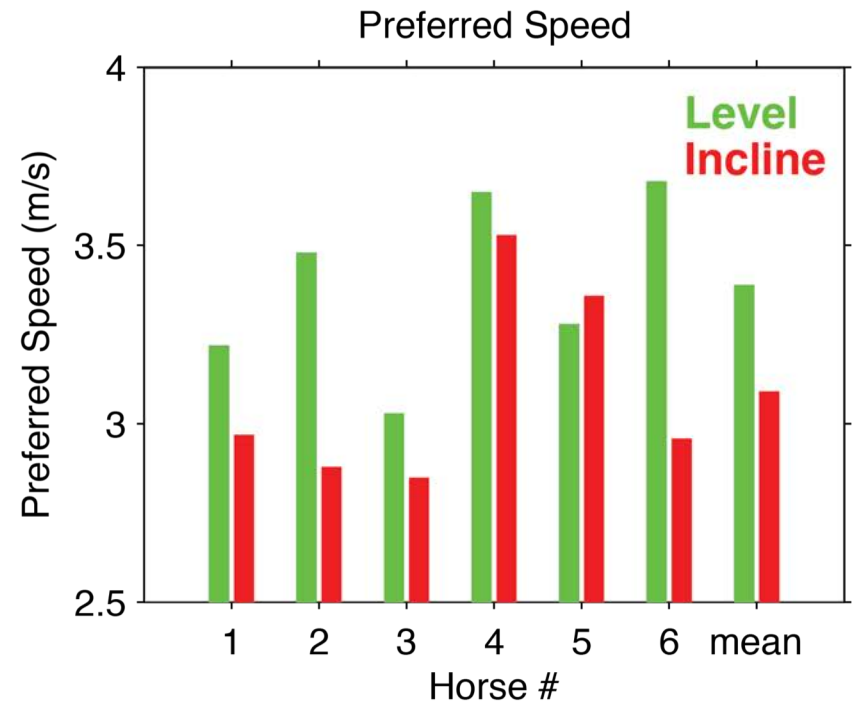
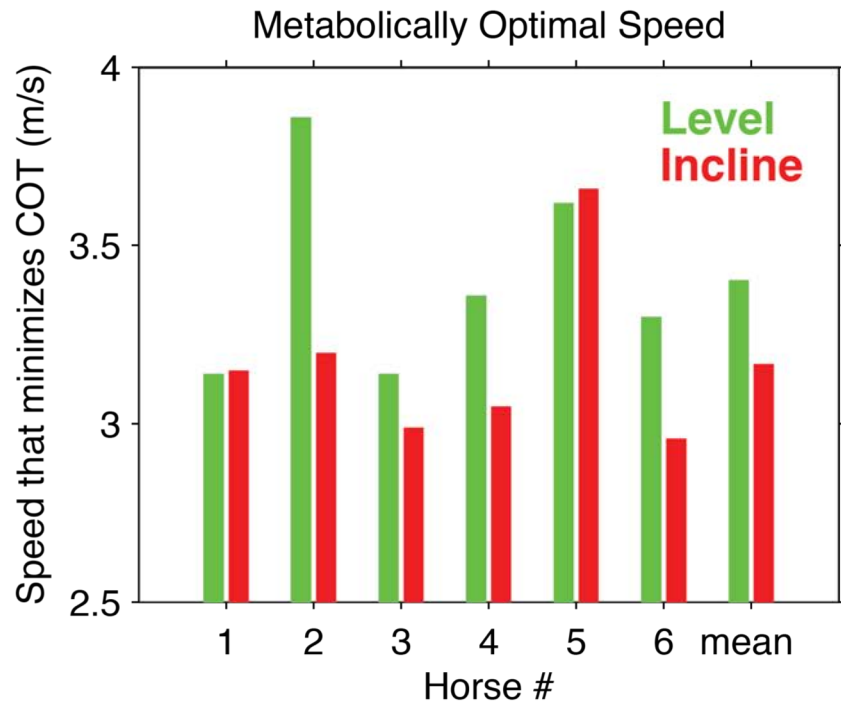
# Metabolic minima in other animals



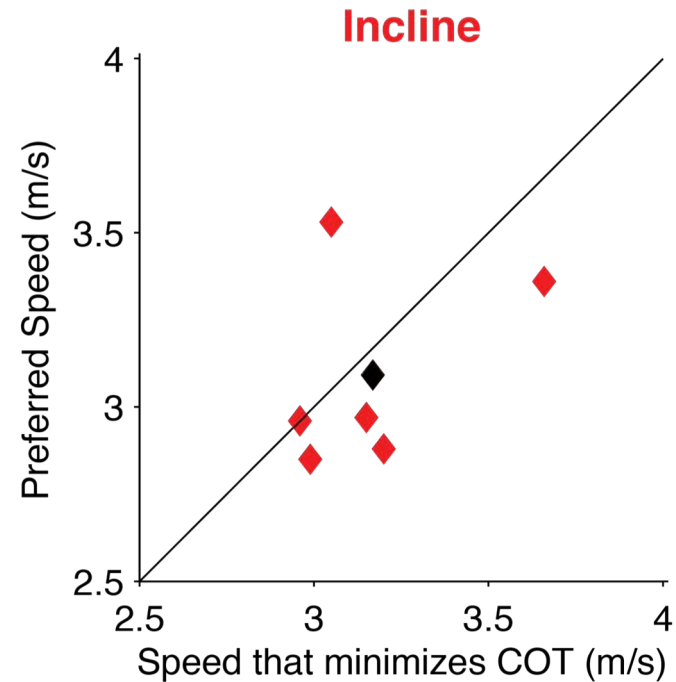
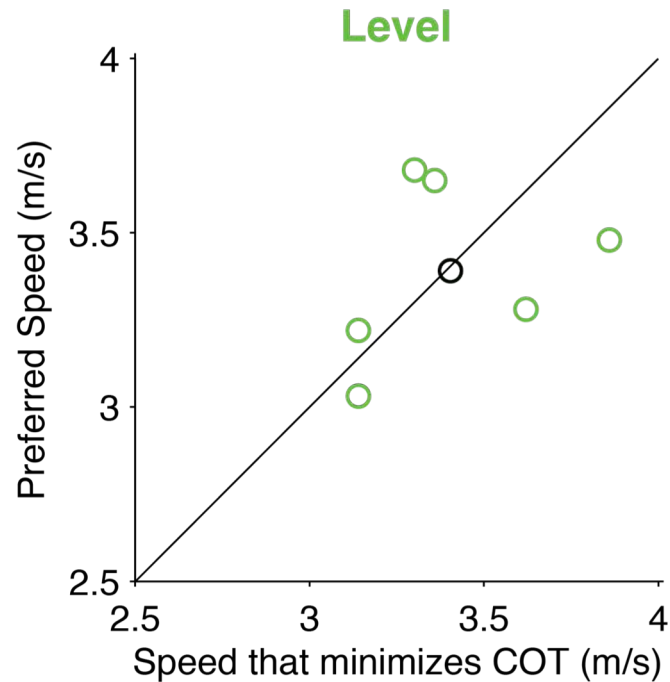
# Preferred speed tracks metabolic rate



# Preferred speed tracks metabolic rate



# Preferred speed tracks metabolic rate



# Summary

- **Foraging** behavior of animals in the real world can be explained by a utility in which effort is represented as **metabolic cost**.
- Preferred **gait speed** can be explained by a utility in which effort is represented as **metabolic cost**.

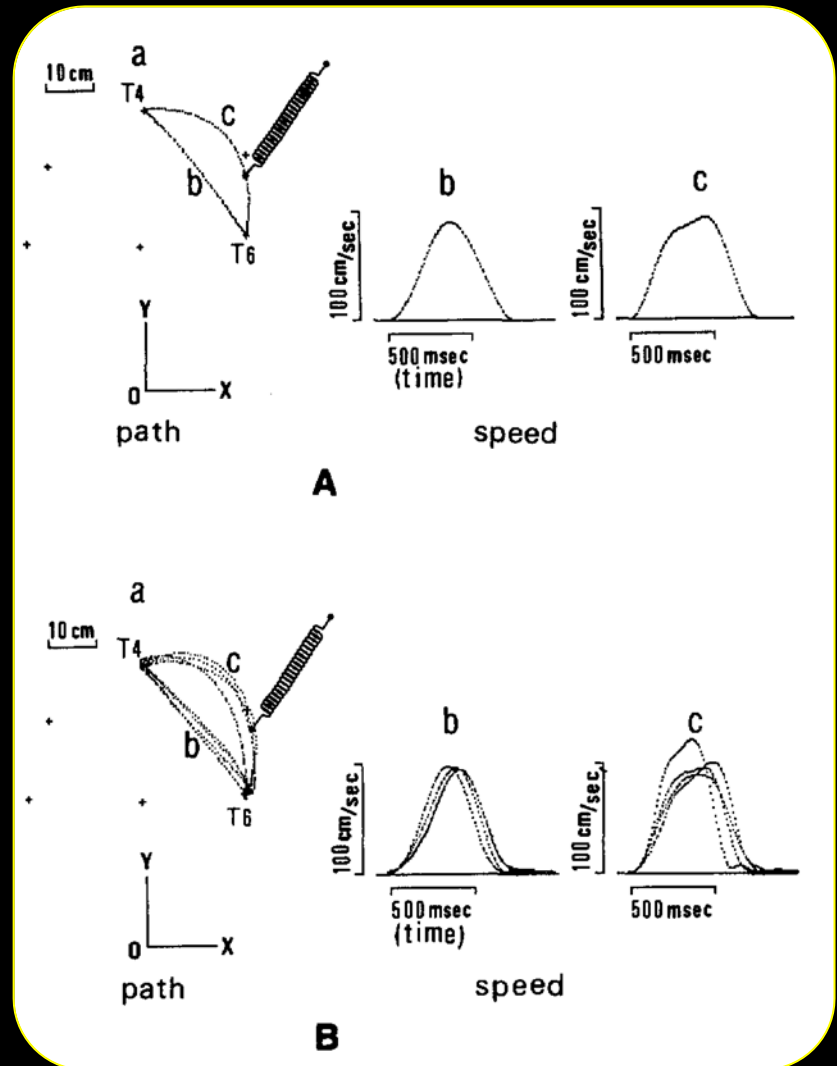
# Effort in Motor Control

- Effort is often represented as the sum of motor commands squared.

# Effort in Reaching Tasks

Effort = (rate of torque)<sup>2</sup>

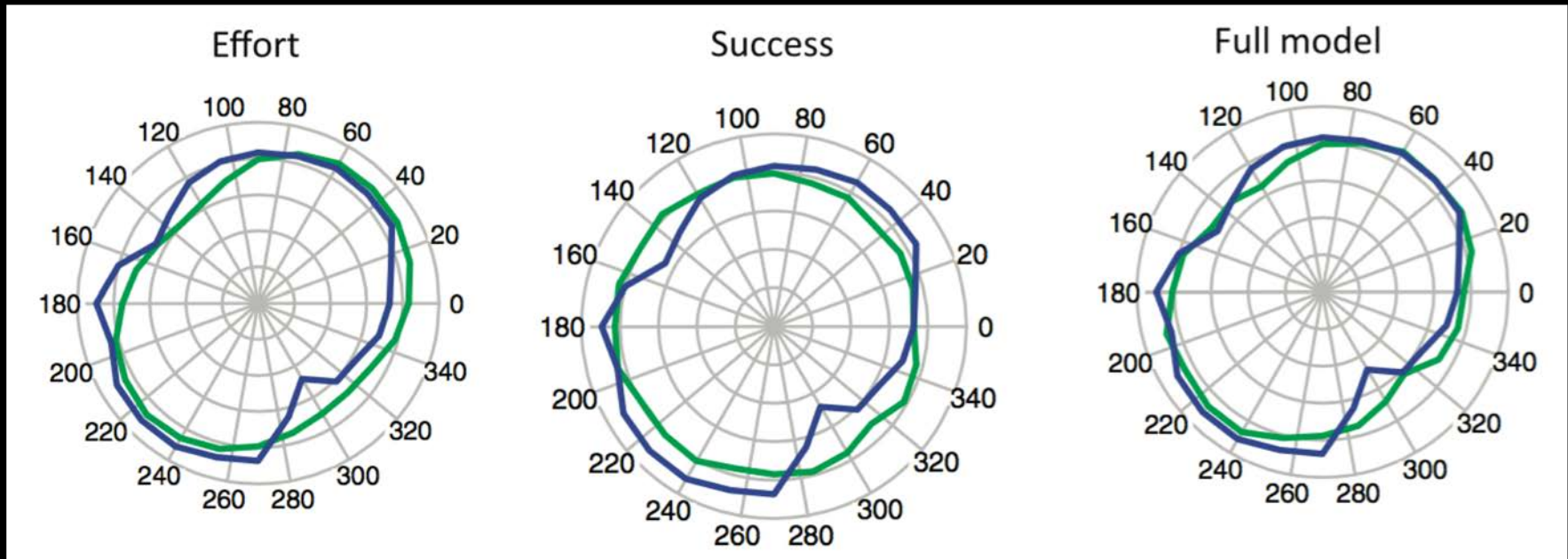
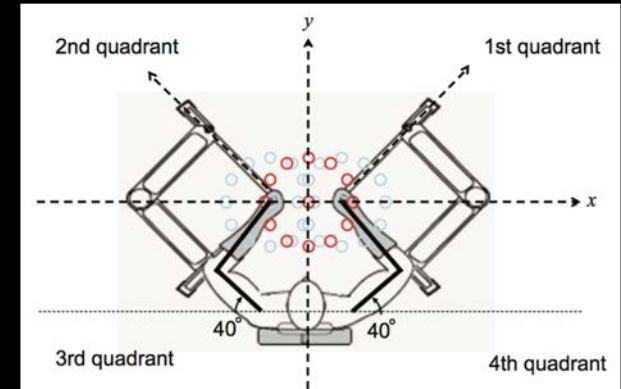
$$J_u = \frac{1}{2} \int_0^T \frac{dz^2}{dt} dt$$





# Preference to use arm with less effort

$$\text{Effort} = (\text{muscle commands})^2$$



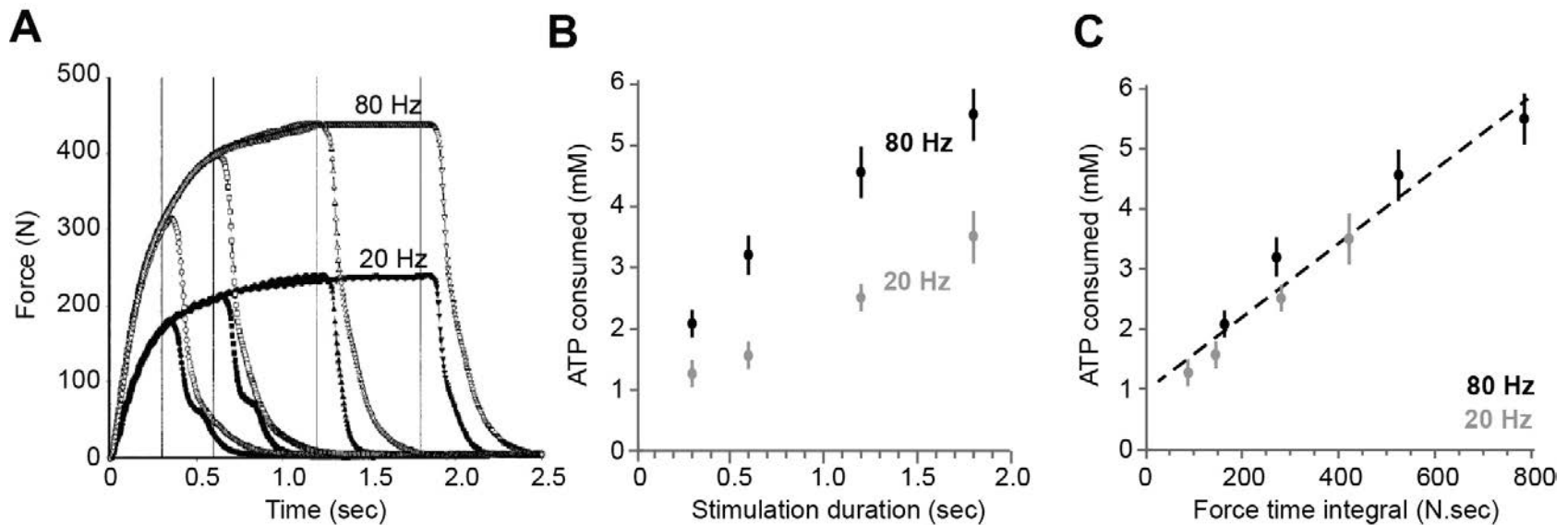
# Summary

- **Foraging** behavior of animals in the real world can be explained by a utility in which effort is represented as **metabolic cost**.
- Preferred **gait speed** can be explained by a utility in which effort is represented as **metabolic cost**.
- An effort representation as sum of **squared force** can explain many aspects of **reaching**.

# Effort & Metabolic Cost in Motor Control

- What is the metabolic cost of reaching?
- Does metabolic cost help explain behavior?

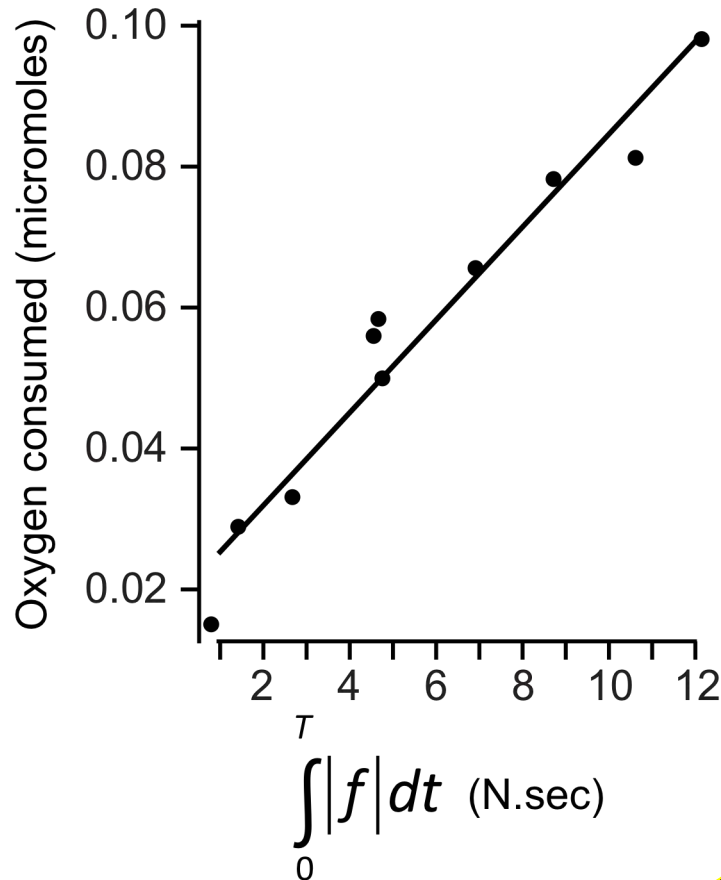
# Metabolic cost and Force



Human subjects were engaged in an isometric task while the experimenters measured the metabolic cost of force production. Spectroscopy was used to estimate concentration of ATP per gram of muscle in the human gastrocnemius. They electrically stimulated the muscle with trains of 20Hz or 80Hz pulses and measured the resulting forces and energy consumption.

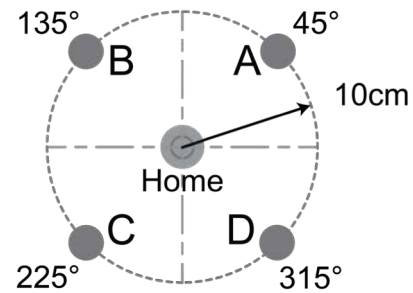
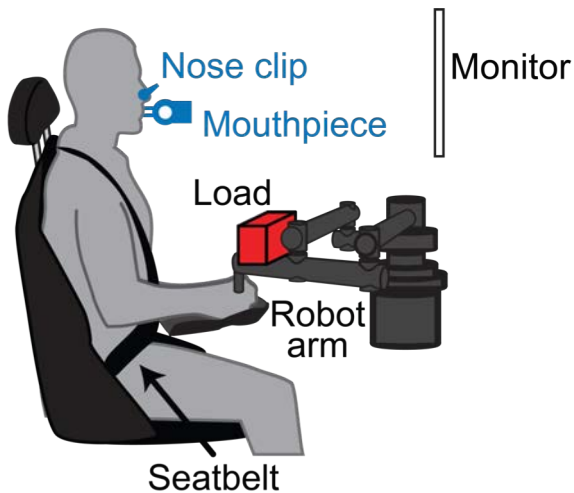
# Metabolic cost and Force

C



Kushmerick and Paul (1976) electrically stimulated a frog muscle for various durations and measured the resulting oxygen consumption. An analysis of their data suggests that oxygen consumption grows linearly with the force-time integral.

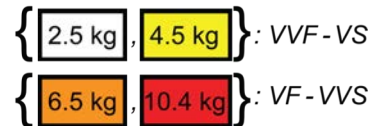
# Metabolics of reaching



20 trials 5 min



x 6 speeds x 4 loads



METABOLIC COST

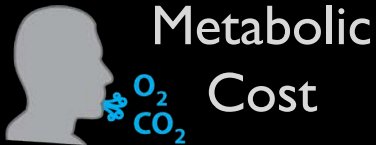


Metabolic Power

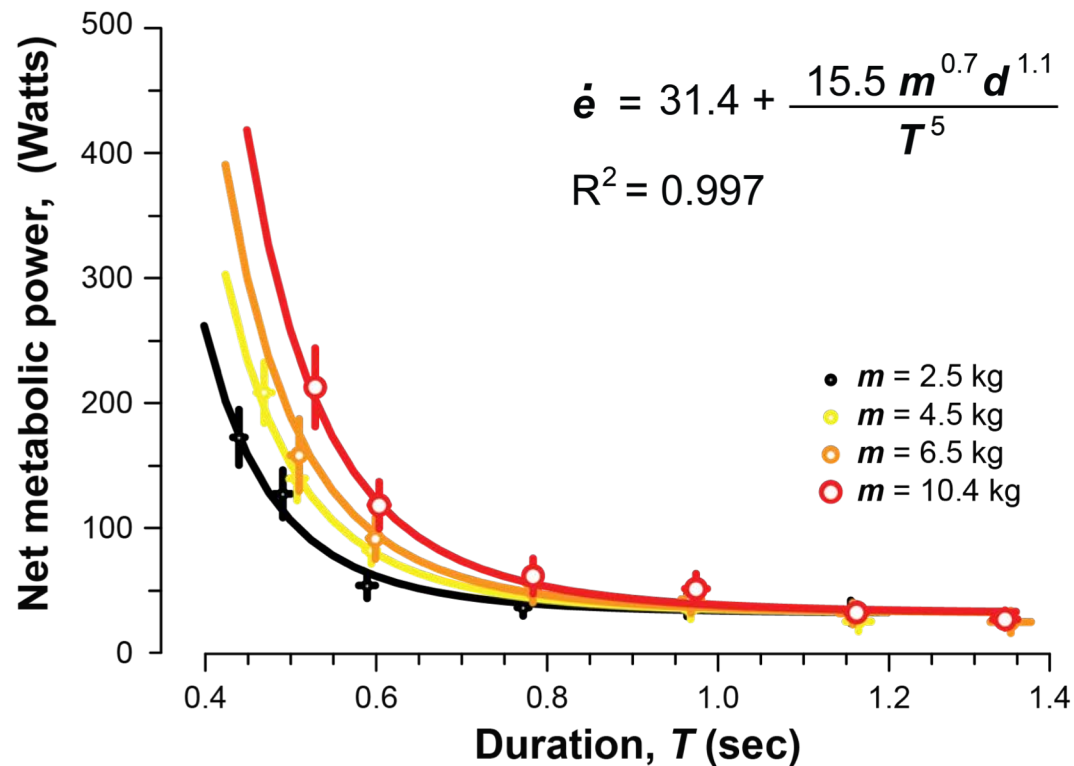
Resting

Net Metabolic Power

# Added mass increases metabolic rate



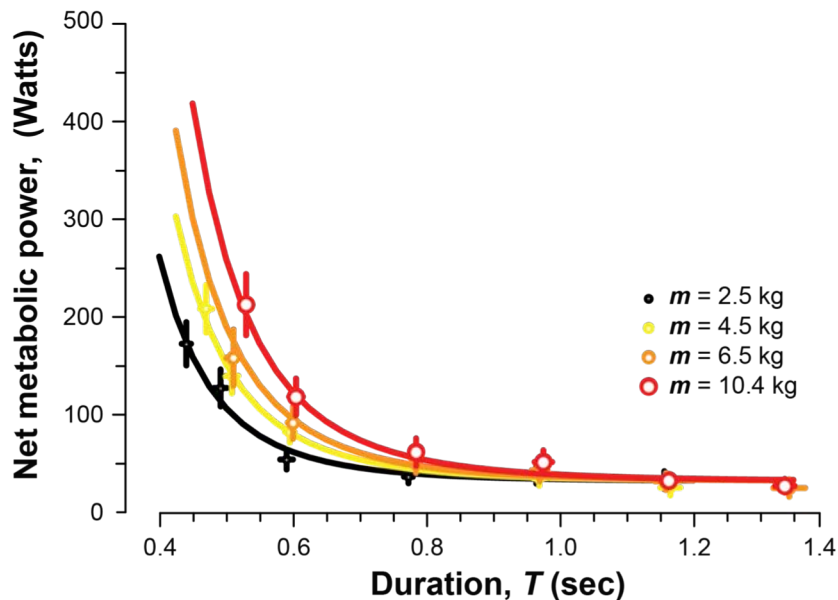
Effect of mass on metabolic rate



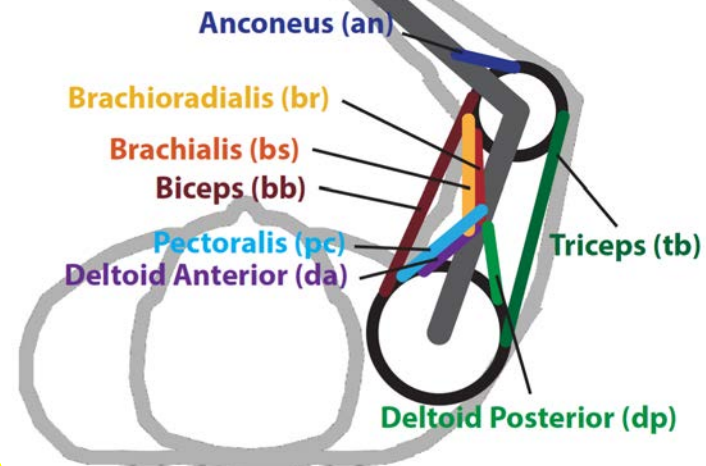
# Metabolics vs. Squared Force



## Effect of mass on metabolic rate

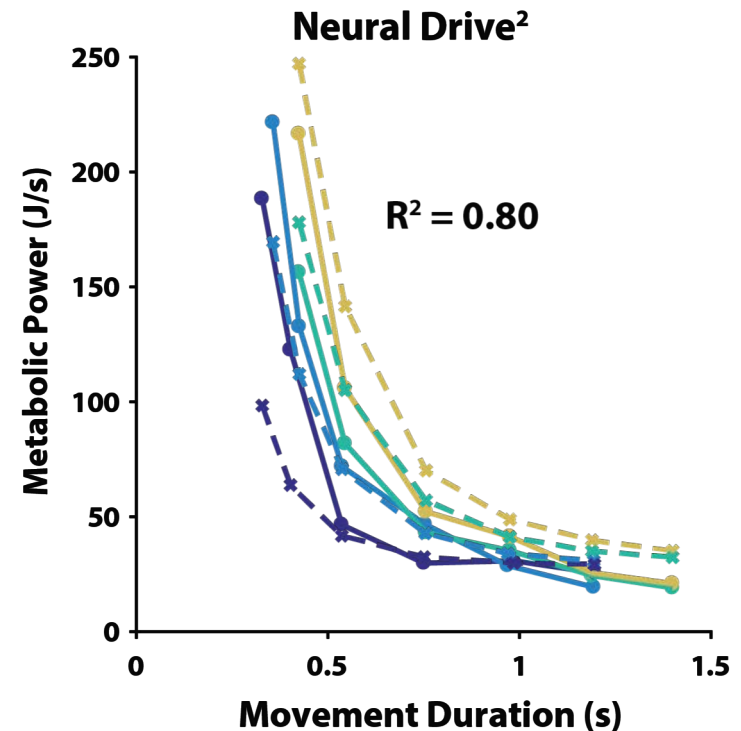
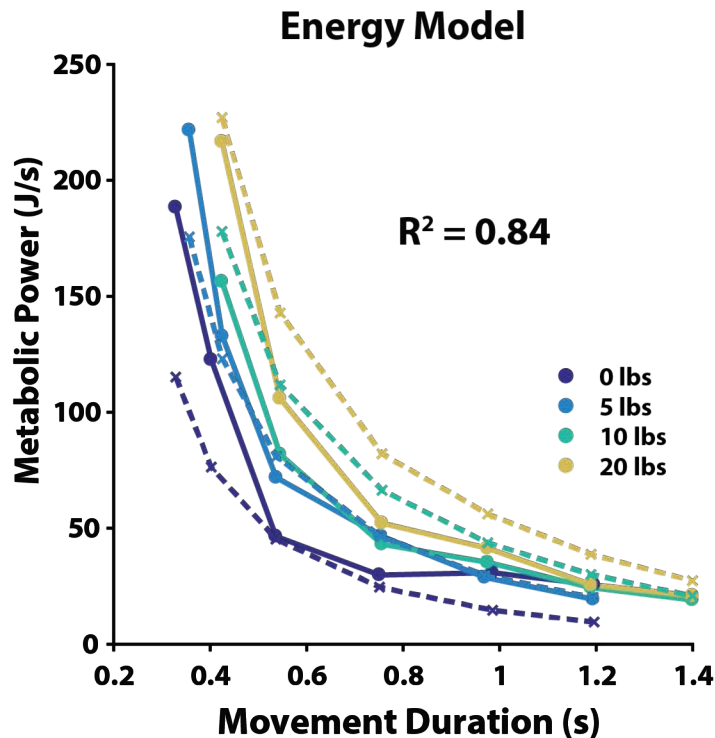


1. Torque
2. Muscle Force
3. Neural Drive
4. Energy [1]

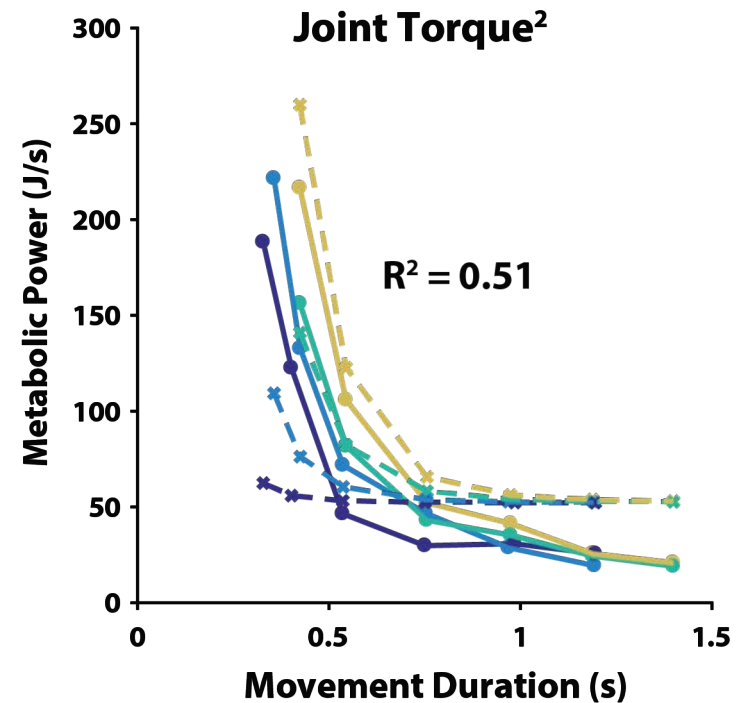
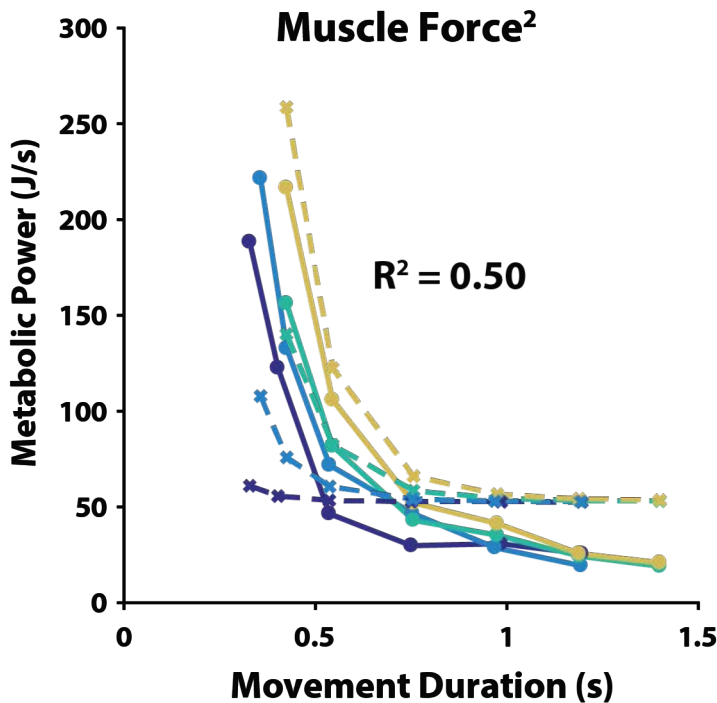




# A model of metabolic cost



# Metabolics vs. Squared Force



# Summary

- **Foraging** behavior of animals in the real world can be explained by a utility in which effort is represented as **metabolic cost**.
- Preferred **gait speed** can be explained by a utility in which effort is represented as **metabolic cost**.
- An effort representation as sum of **squared force** can explain many aspects of **reaching**.
- Sum of **squared force** is limited in its ability to explain **metabolic cost** of reaching.

# Effort & Metabolic Cost in Motor Control

- What is the metabolic cost of reaching?
- Does metabolic cost help explain behavior?

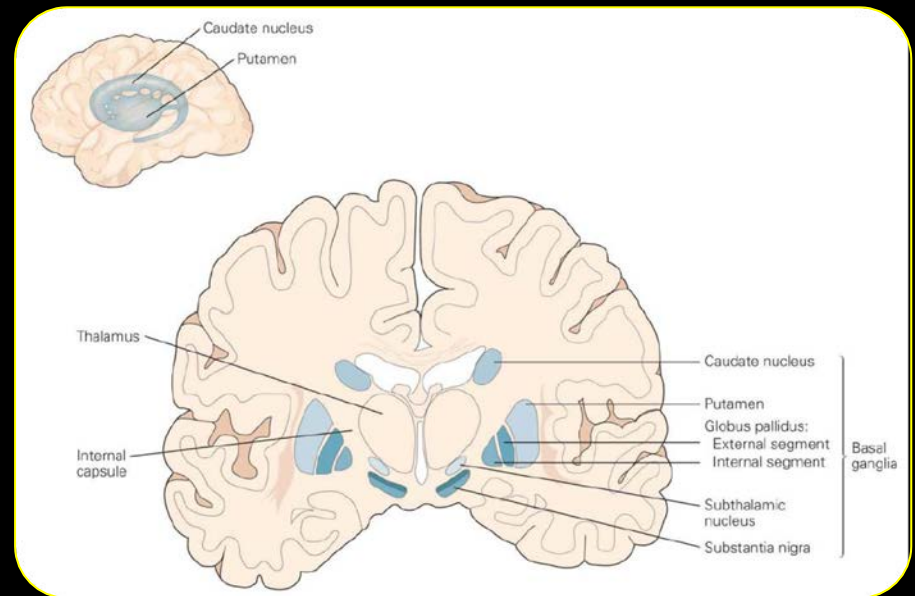
# To move fast or to move slow ...





# Parkinson Disease (PD)

- Bradykinesia
- PD patients “choose” to move more slowly
- Disease of the basal ganglia
- Loss of dopaminergic neurons in the substantia nigra



# Dopamine

Source:

Substantia nigra  
VTA

Projections to:

Striatum  
Frontal Cortex

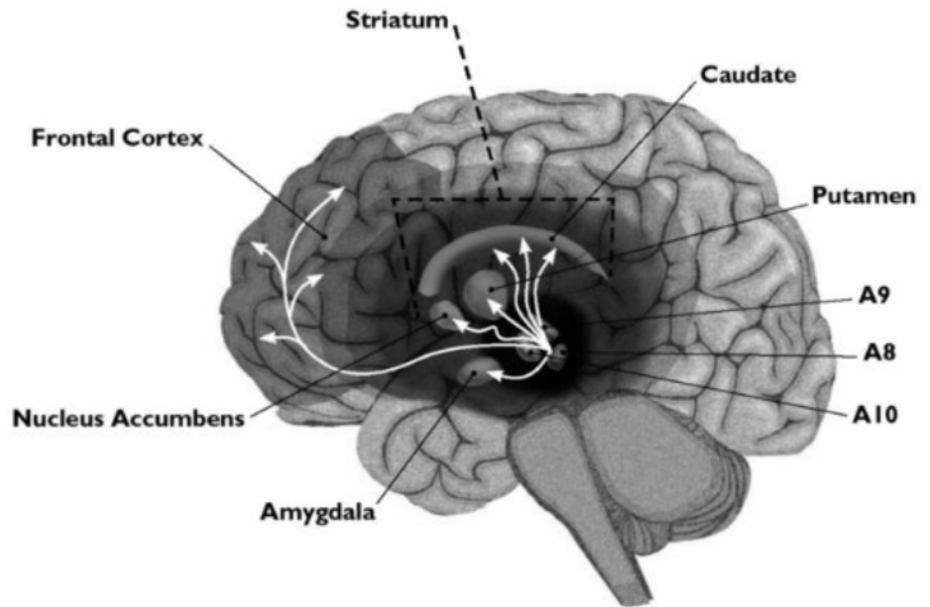
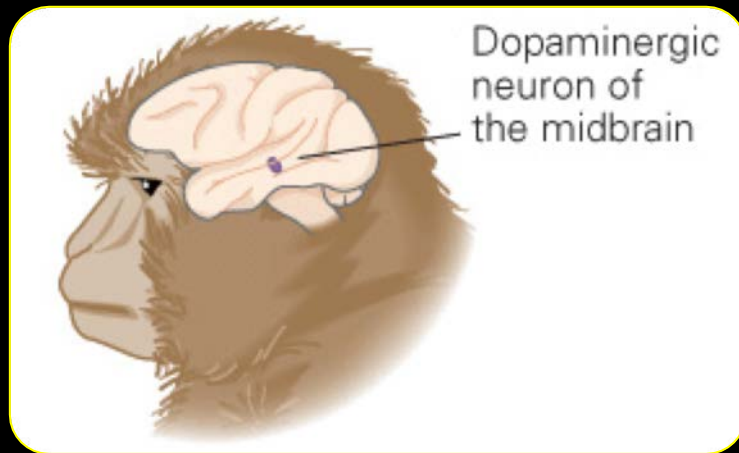
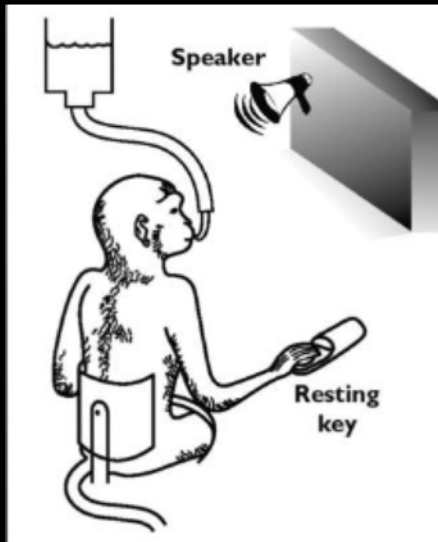


FIGURE 13.2 The A8, A9 and A10 cell groups.

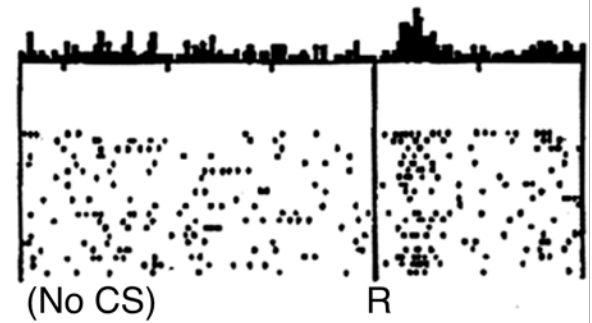


# Dopamine

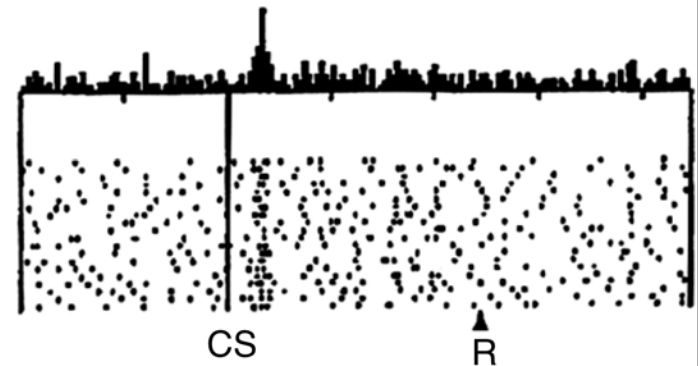


Do dopamine neurons report an error in the prediction of reward?

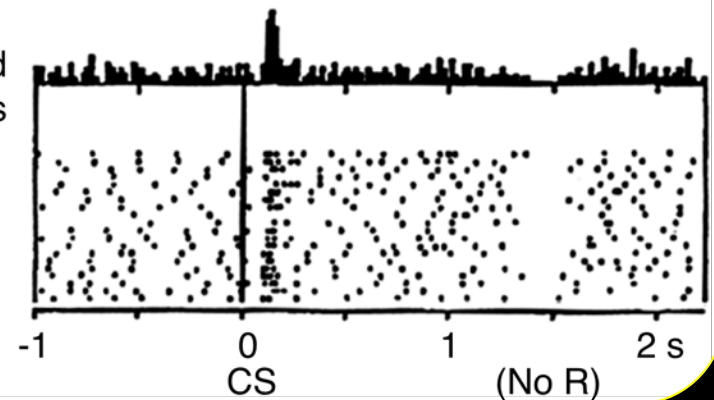
No prediction  
Reward occurs



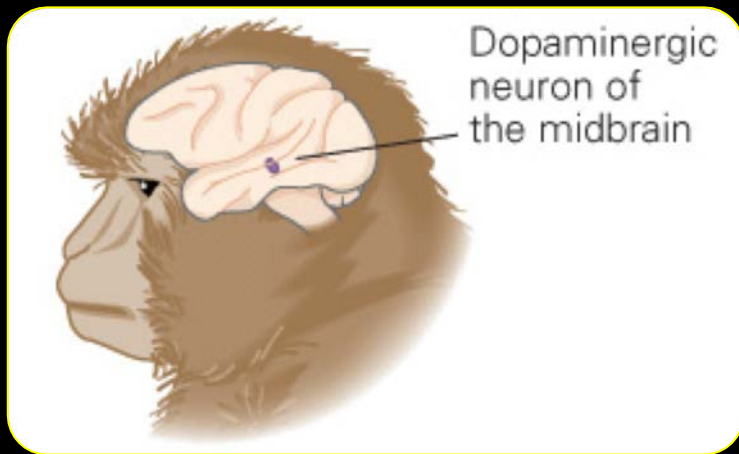
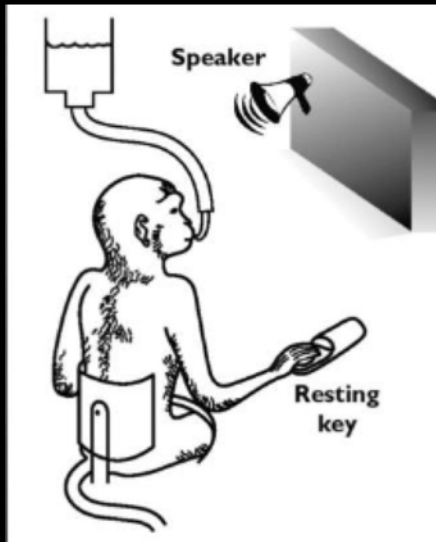
Reward predicted  
Reward occurs



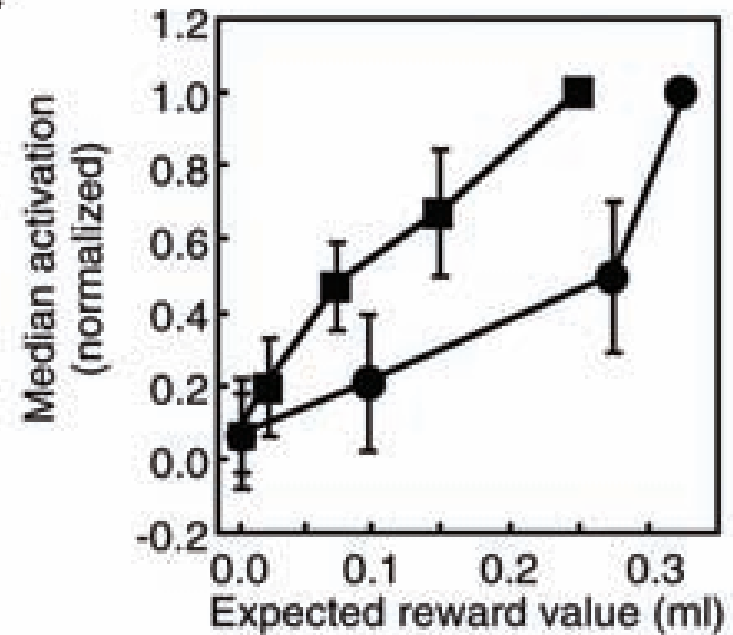
Reward predicted  
No reward occurs



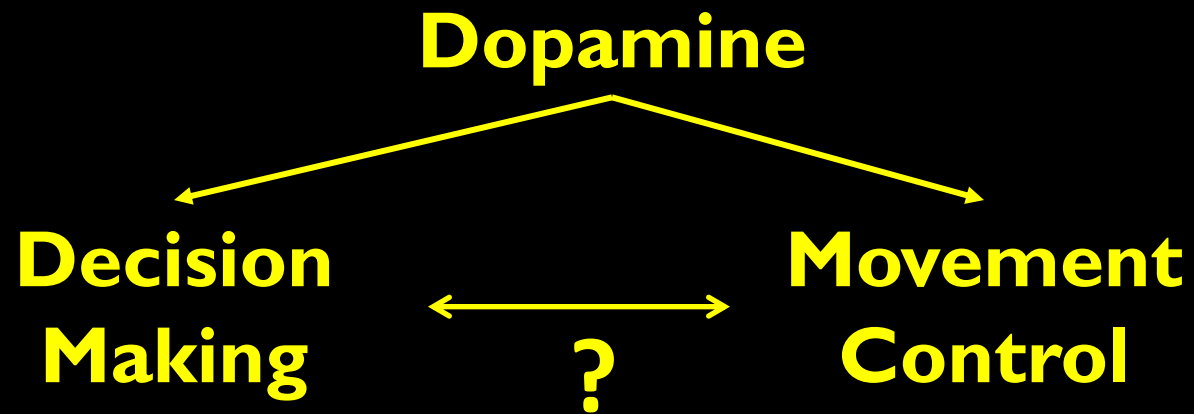
# Dopamine



C



Firing rate increases in proportion to the expected value of the stimulus



# Decision making and movement

What: cookie or apple?

How: fast or slow?

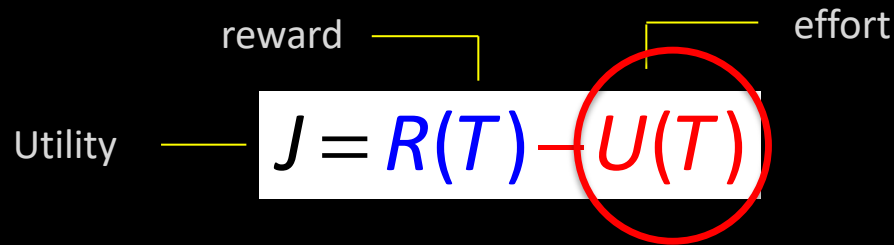


People reach faster for candy associated with greater preference.<sup>1</sup>

# Movement utility as sum of reward and effort

Utility —  $J = R(T) - U(T)$

reward — effort

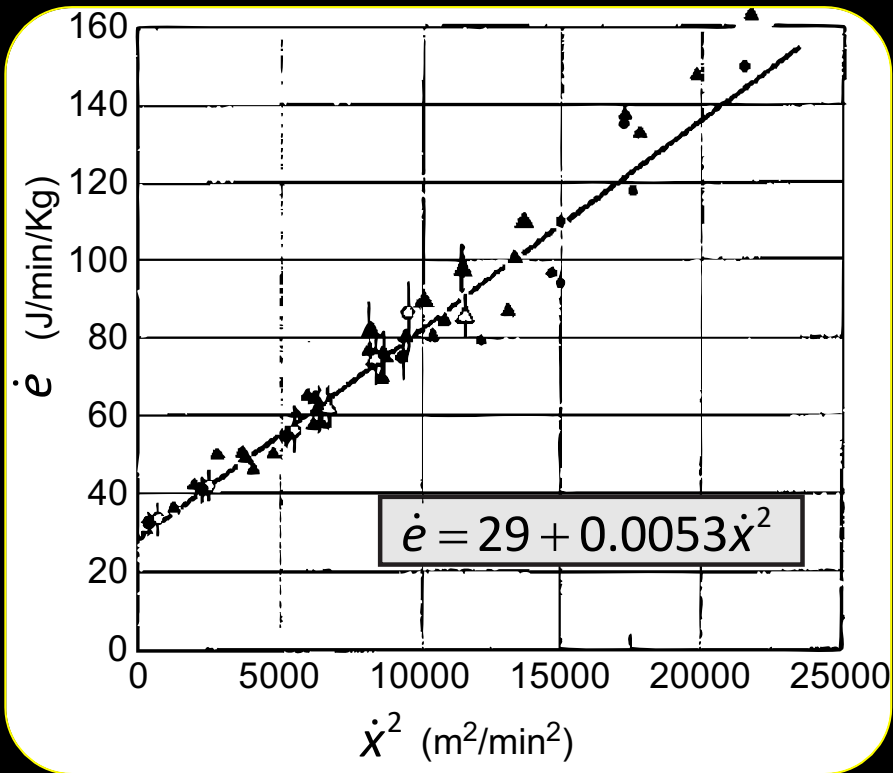


**Basic idea:** our choice of action is a reflection of the interplay between reward and effort.

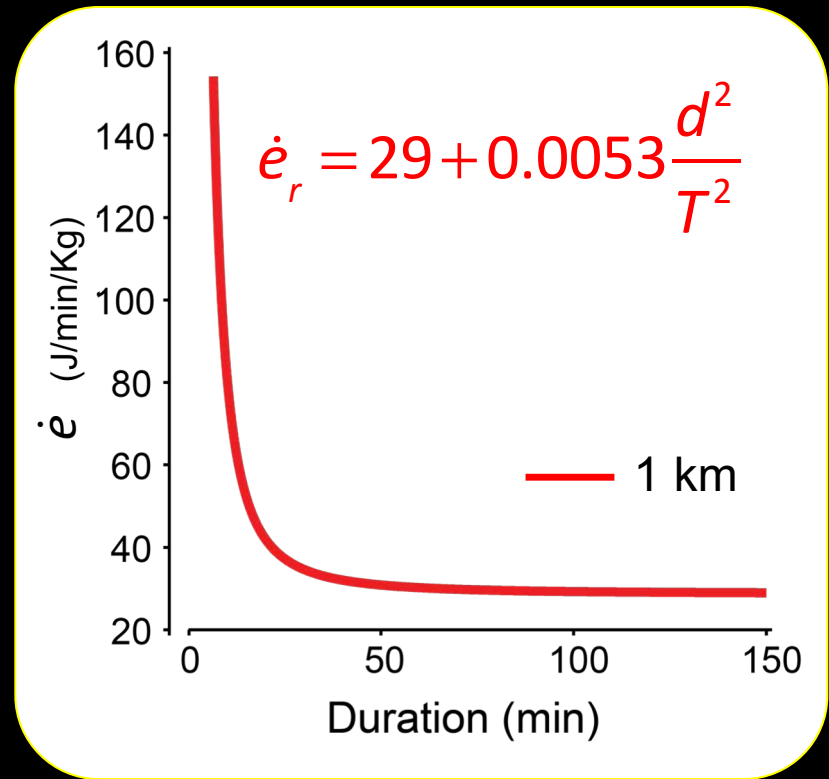
H: The brain represents effort as the metabolic cost of the action.



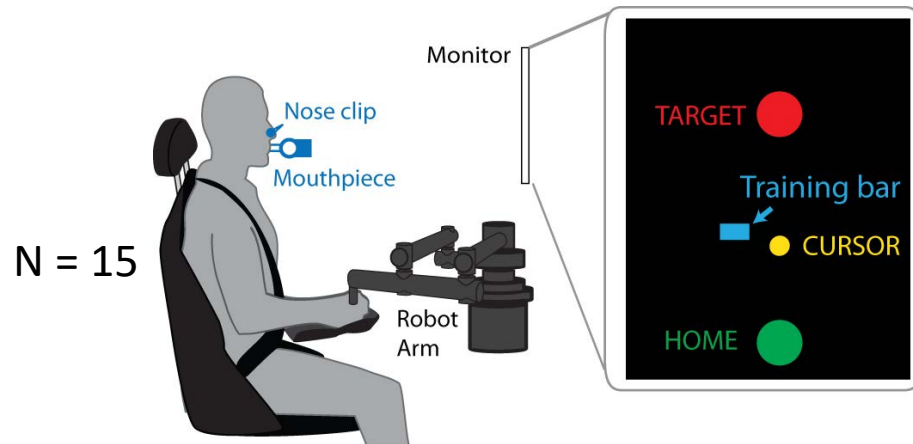
# Locomotion and metabolic rate



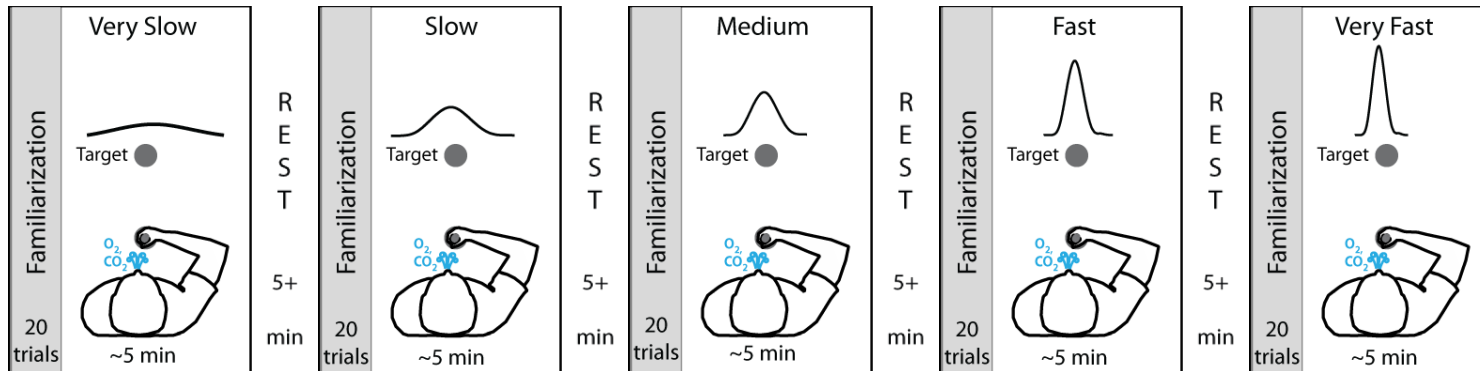
Ralston (1958)



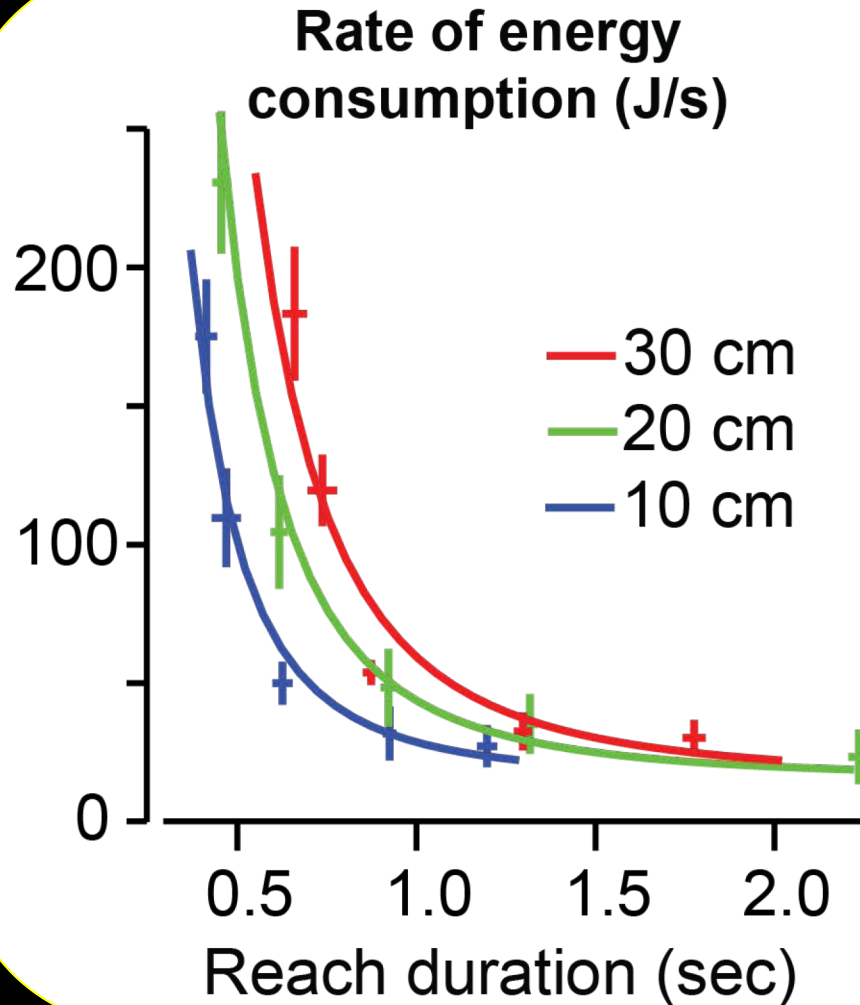
# Reaching and metabolic rate



## 5-minute reaching blocks at different speeds



# Reaching and metabolic rate

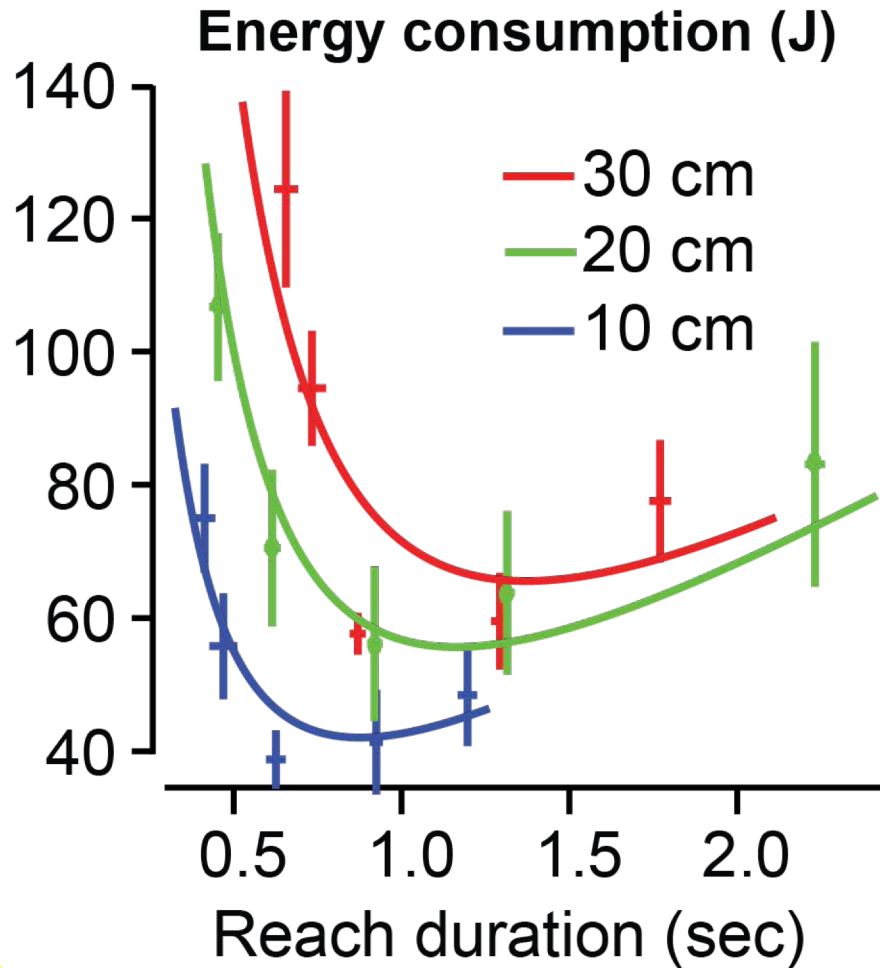


Metabolic Rate:

$$\dot{e}_r = a + c \frac{md^{1.1}}{\pi^{j3}}$$



# Reaching and metabolic energy



Metabolic Rate:

$$\dot{e}_r = a + c \frac{md^{1.1}}{T^3}$$

Movement Energy:

$$e_r = aT + c \frac{md^{1.1}}{T^2}$$

# Movement utility as sum of reward and effort

Utility —  $J = R(T) - U(T)$

reward —  $R(T)$       effort —  $U(T)$

**Basic idea:** our choice of action is a reflection of the interplay between reward and effort.

H: The brain represents effort as the metabolic cost of the action.

# Movement utility as sum of reward and effort

reward ———— effort

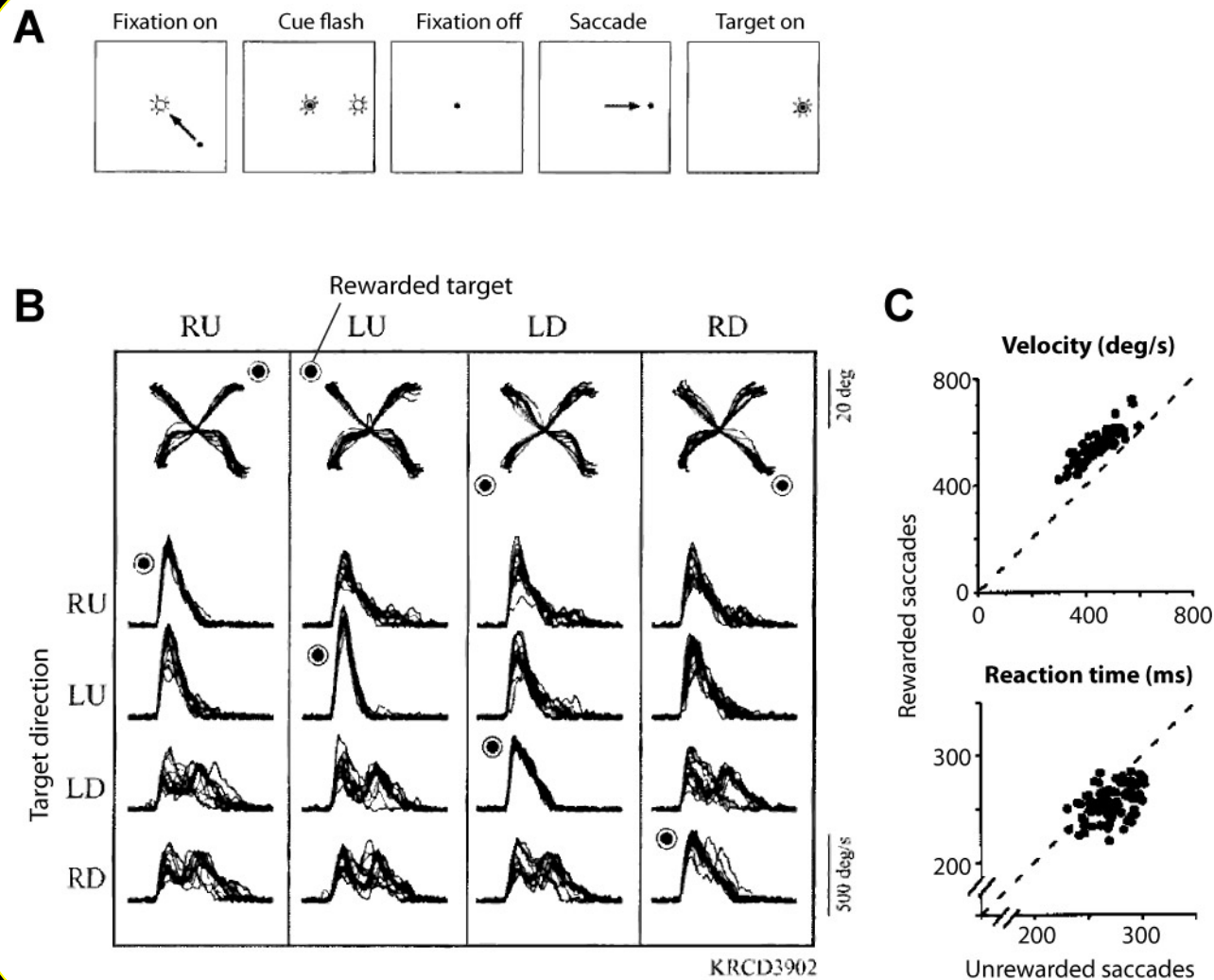
Utility ————

$$J = R(T) - aT - c \frac{md^{1.1}}{T^2}$$

**Basic idea:** our choice of action is a reflection of the interplay between reward and effort.

H: The brain represents effort as the metabolic cost of the action.

# Saccade kinematics are affected by reward



Takikawa et al. 2002, Figure: Shadmehr & Mussa-Ivaldi 2012

# Movement utility as sum of reward and effort

Utility —  $J = R(T) - U(T)$

reward — effort

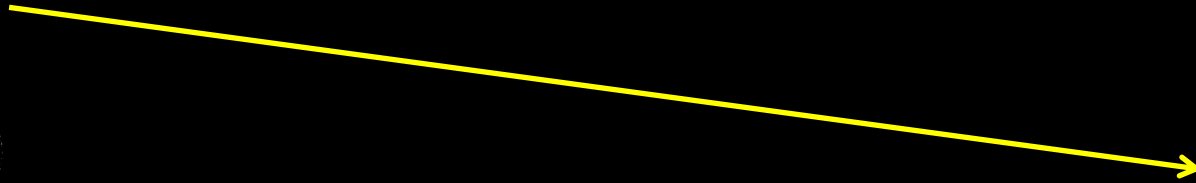
**Basic idea:** our choice of action is a reflection of the interplay between reward and effort.

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# Temporal discounting of reward



Now



Later

# Movement utility as sum of reward and effort

reward ———— effort

Utility ————

$$J = \frac{\alpha}{1 + \gamma T} - U(T)$$

Temporal discounting factor ———— Duration of the movement

**Basic idea:** our choice of action is a reflection of the interplay between reward and effort.

H: The brain represents effort as the metabolic cost of the action.

# Movement utility as sum of reward and effort

reward ———— effort

Utility ————

$$J = \frac{\alpha}{1 + \gamma T} - U(T)$$

Temporal discounting factor ———— Duration of the movement

**Basic idea:** our choice of action is a reflection of the interplay between reward and effort.

H: The brain represents effort as the metabolic cost of the action.



# Movement utility as sum of reward and effort

reward ————— effort

Utility —  $J = \frac{\alpha}{1 + \gamma T} - (aT + cmd^{1.1} / T^2)$

Temporal discounting factor ————— Duration of the movement

**Basic idea:** our choice of action is a reflection of the interplay between reward and effort.

H: The brain represents effort as the metabolic cost of the action.

# Movement utility as sum of reward and effort

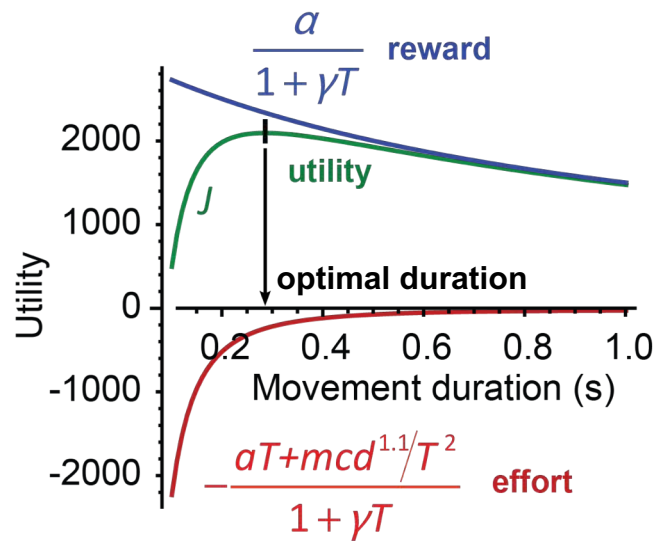
reward ————— effort

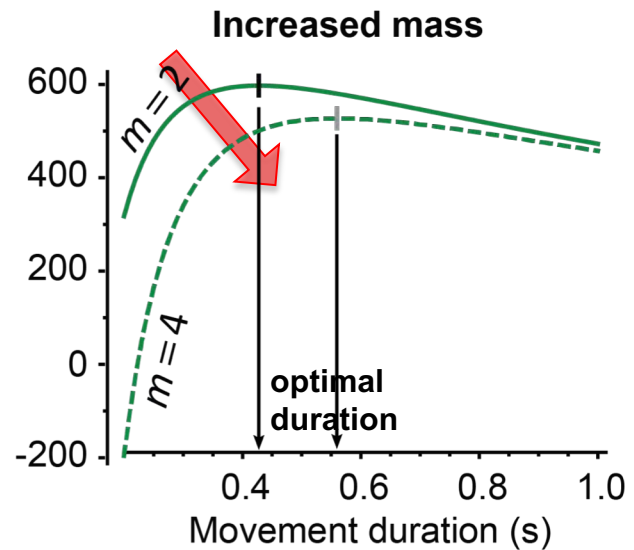
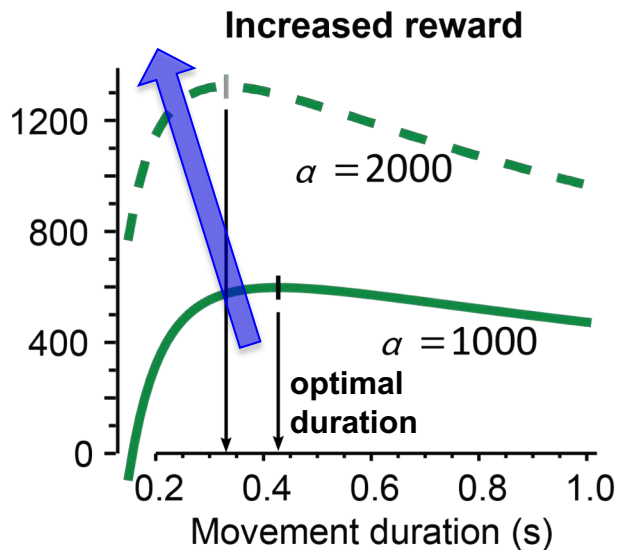
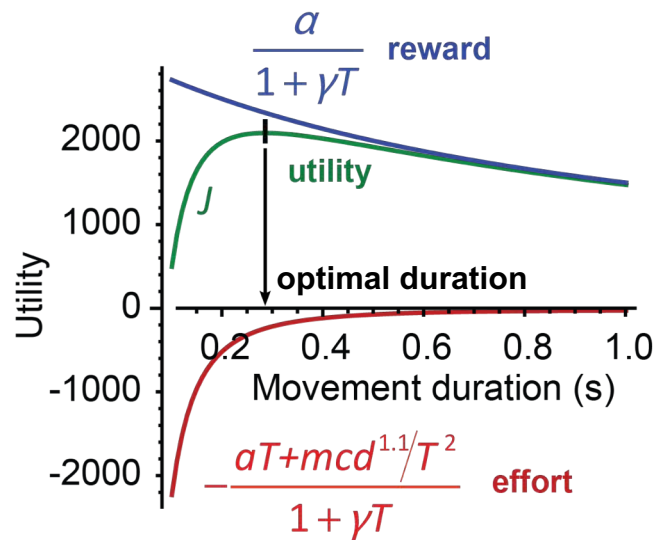
Utility —  $J = \frac{\alpha}{1 + \gamma T} - \frac{(aT + cmd^{1.1} / T^2)}{1 + \gamma T}$

Temporal discounting factor ————— Duration of the movement

**Basic idea:** our choice of action is a reflection of the interplay between reward and effort.

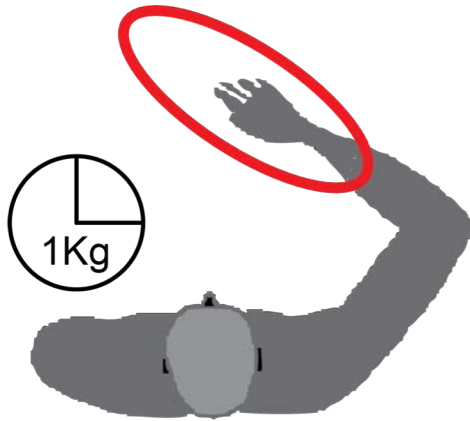
H: The brain represents effort as the metabolic cost of the action.





# Mass of the arm affects movement speed

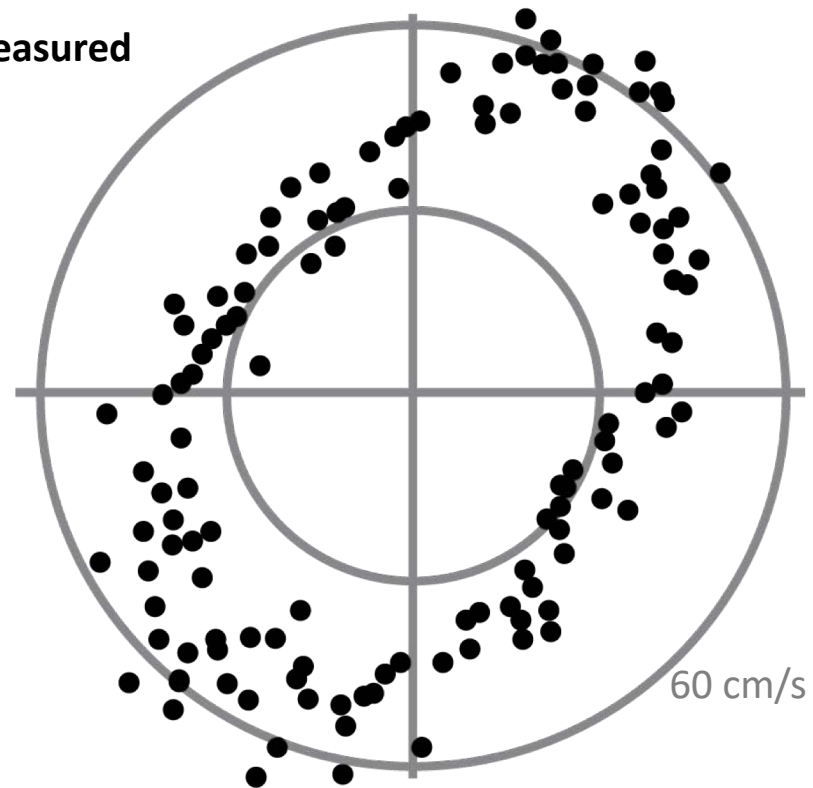
## arm effective mass



$$J = \frac{\alpha}{1 + \gamma T} - \frac{aT + cmd^{1.1}/T^2}{1 + \gamma T}$$

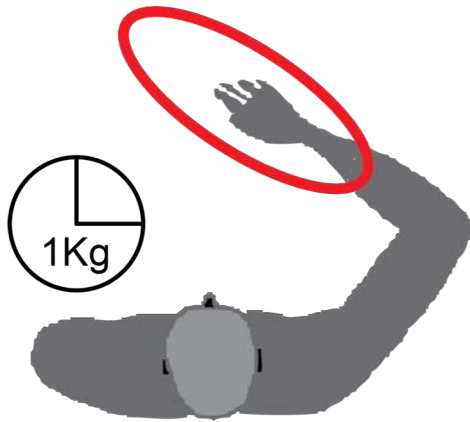
## peak velocity

measured



# Mass of the arm affects movement speed

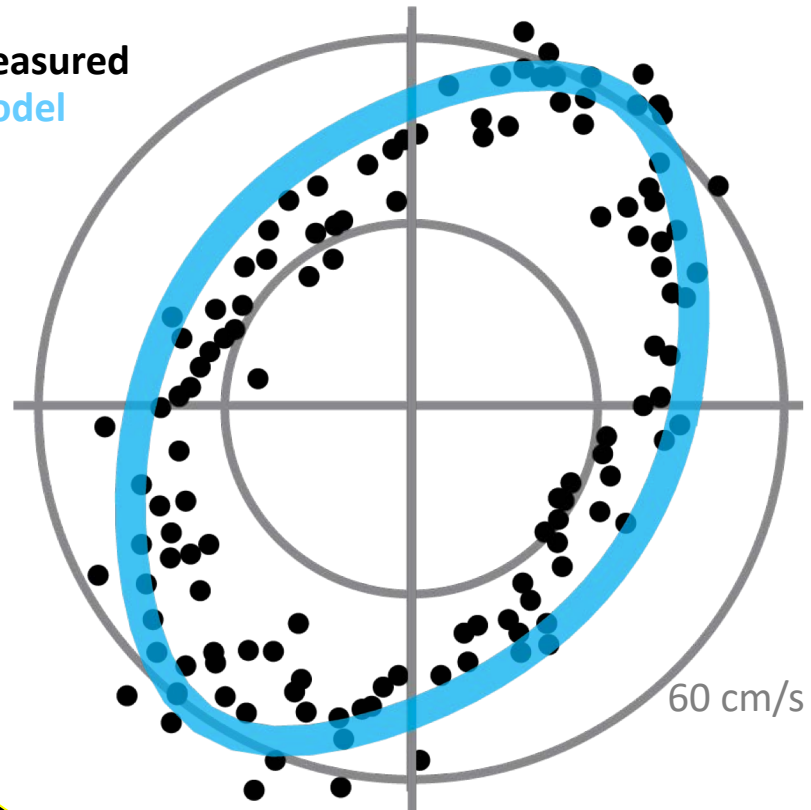
## arm effective mass



$$J = \frac{\alpha}{1 + \gamma T} - \frac{aT + cmd^{1.1}/T^2}{1 + \gamma T}$$

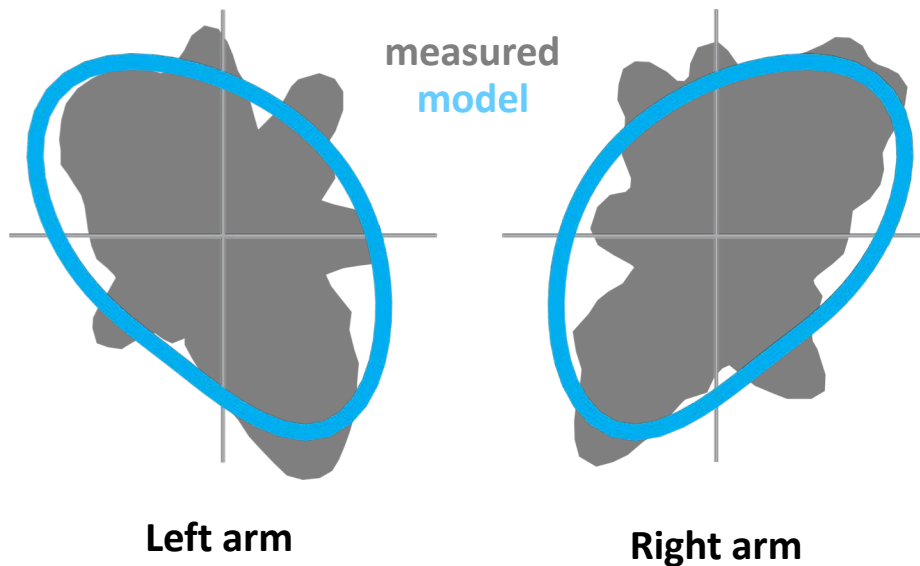
## peak velocity

measured  
model



# Mass of the arm affects decision making

## choice probability



$$J = \frac{\alpha}{1 + \gamma T} - \frac{aT + cmd^{1.1}/T^2}{1 + \gamma T}$$

$$\Pr(\theta_j) = \left( \frac{J(\theta_j)}{\sum_j J(\theta_j)} \right)$$

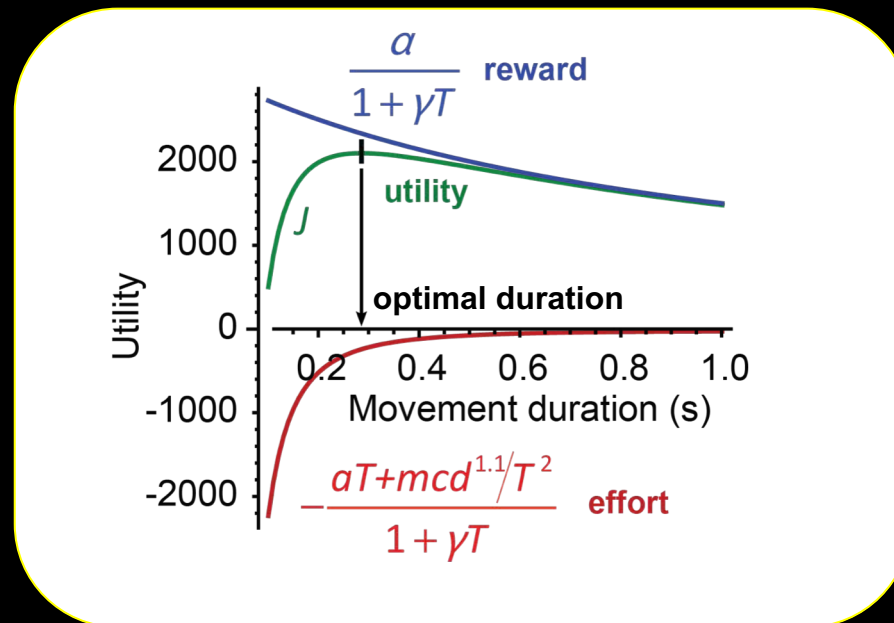
The same utility that described the velocity of movements as a function of movement direction, also described the movement choices that people made when free to reach in any direction.

# A utility for movement control

reward effort

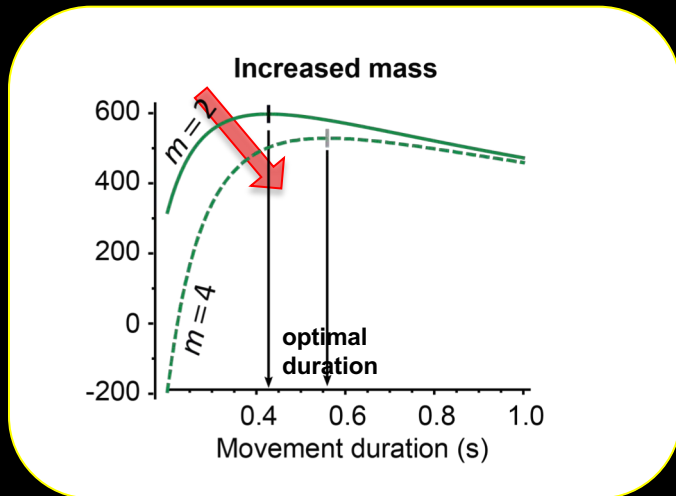
Utility  $J = \frac{\alpha}{1 + \gamma T} - \frac{(aT + cmd^{1.1}/T)}{1 + \gamma T}$

Temporal discounting factor Duration of the movement



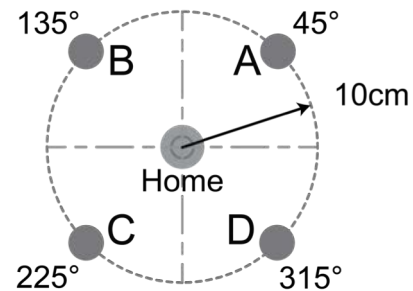
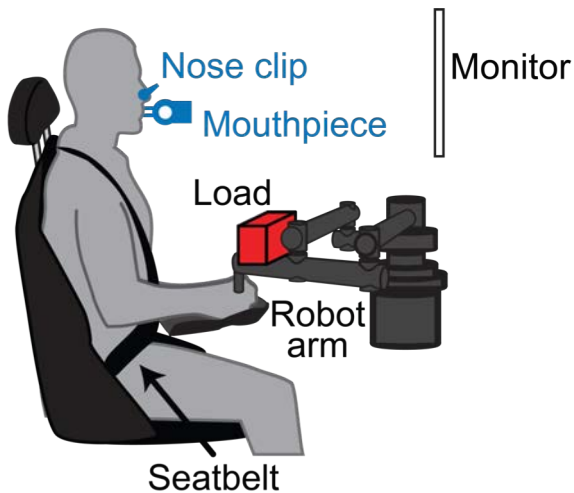


# Can metabolic cost explain mass-based changes in preferred reaching speed?



- What is the effect of mass on the metabolic cost of reaching?
- What is the effect of mass on preferred reaching speed?

# Effect of mass on metabolics of reaching



x 6 speeds x 4 loads



## METABOLIC COST

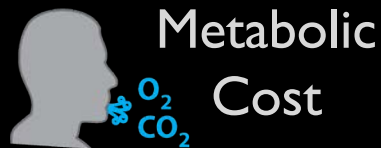


**Metabolic Power**

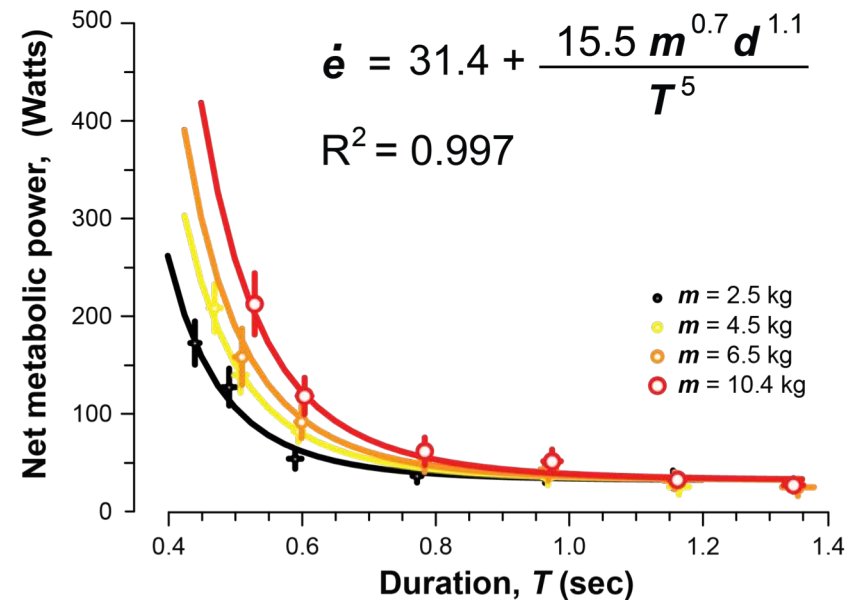
**Resting**

**Net Metabolic Power**

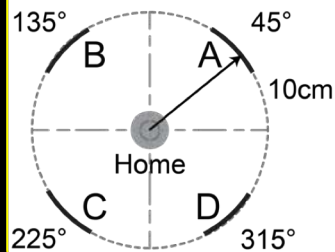
# Added mass increases metabolic rate



Effect of mass on metabolic rate



# Effect of mass on preferred reach kinematics



400 trials	Trial 0	Trial 200	Trial 400	Trial 600	Trial 800
Fam: 2.5 kg	2.5 kg	3.8 kg	4.7 kg	6.1 kg	

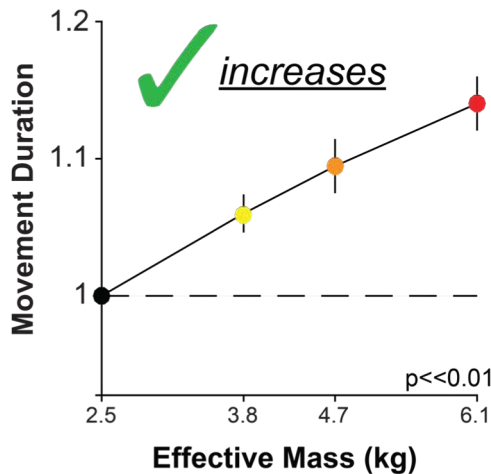
Subjects (N=12) perform reaching movements with added mass.



Gary Bruening



Megan O'Brien

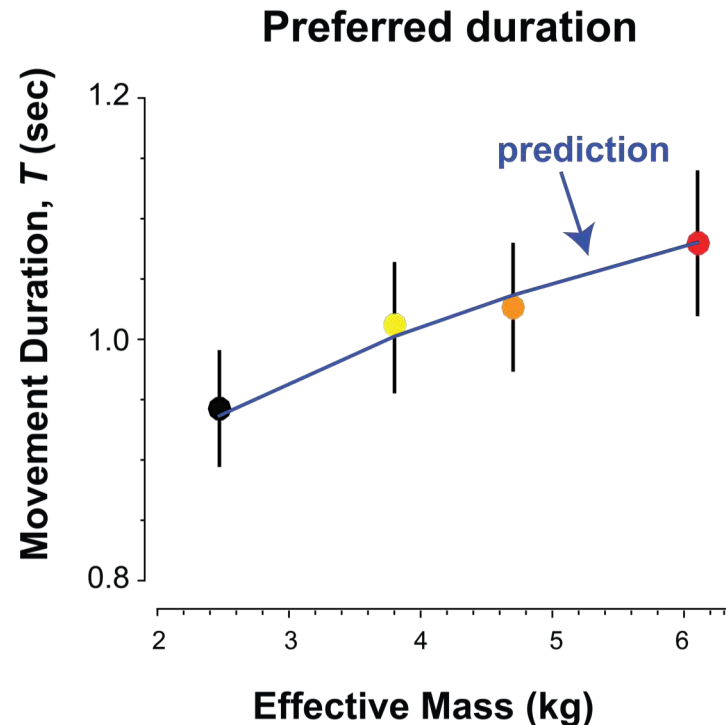


# Does metabolic cost explain preferred movements?

$$J = \frac{\alpha - e}{1 + \gamma T} \longrightarrow e = \frac{15.5 m^{0.7} d^{1.1}}{T^4} + 31.4 T$$

Metabolic cost

Movement preferences can be explained by a representation of effort as metabolic cost



# Alternative models of utility

$$J = \frac{\alpha - e}{1 + \gamma T} \longrightarrow e = \frac{15.5 m^{0.7} d^{1.1}}{T^4} + 31.4T$$

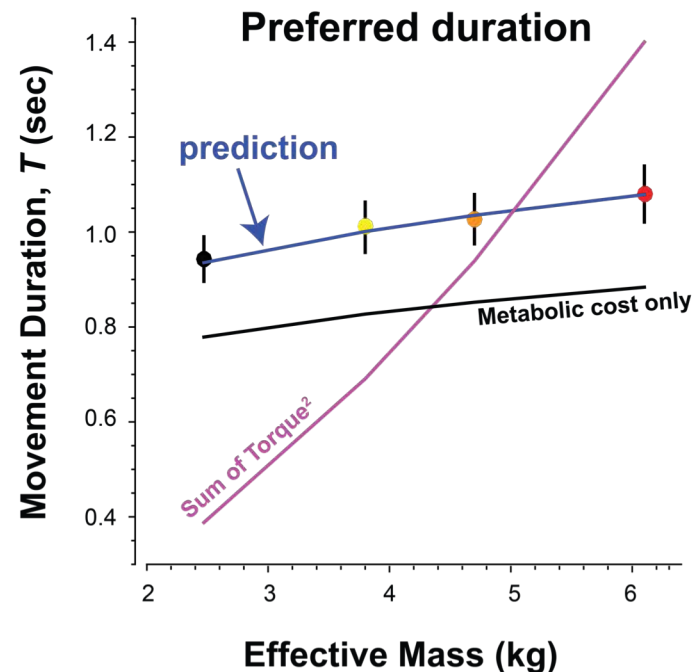
Metabolic cost

Sum of Torque<sup>2</sup>:

$$J = \frac{\alpha - e}{1 + \gamma T} \longrightarrow e = \frac{0.8 m^2 d^{1.6}}{T^3}$$

Metabolic cost only:

$$J = \frac{15.5 m^{0.7} d^{1.1}}{T^4} + 31.4T$$



# Summary

- **Foraging** behavior of animals in the real world can be explained by a utility in which effort is represented as **metabolic cost**.
- Preferred **gait speed** can be explained by a utility in which effort is represented as **metabolic cost**.
- An effort representation as sum of **squared force** can explain many aspects of **reaching**.
- Sum of **squared force** is limited in its ability to explain **metabolic cost** of reaching.
- **Metabolic cost** can help explain changes in **movement speed** with added mass.