

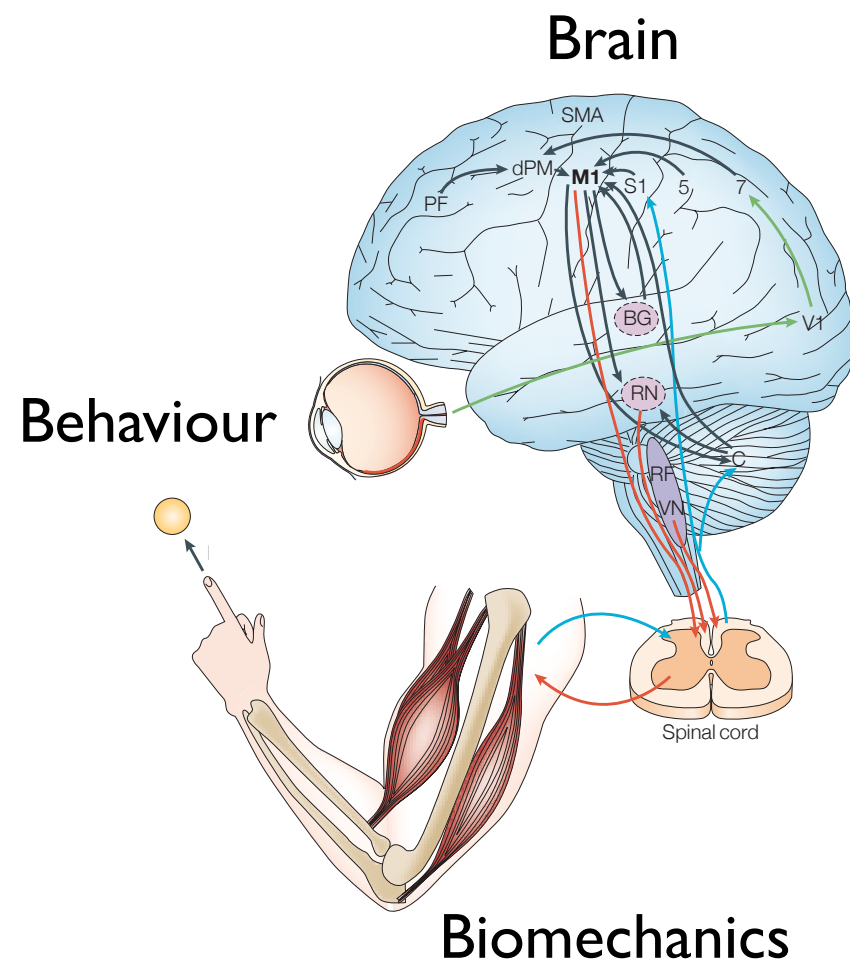
# The use of control theory to interpret biological motor control



AT THE CREASE  
BY KEN GAGNEY

Stephen Scott  
Limb Lab  
Centre for Neuroscience Studies  
Dept. of Biomedical and Molecular  
Sciences  
Dept. of Medicine  
Queen's University

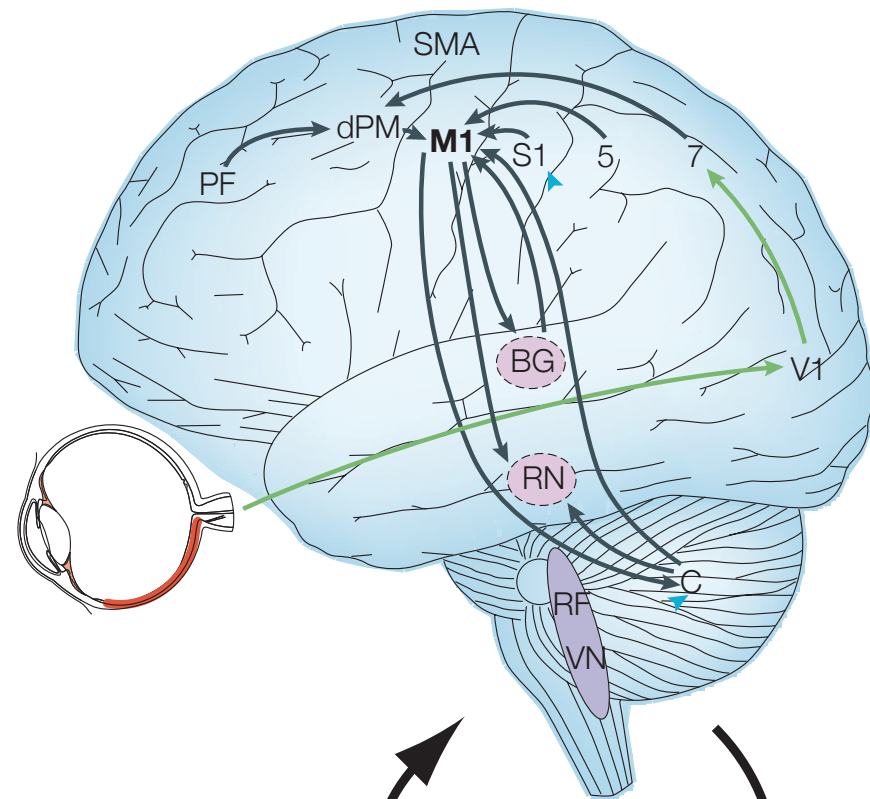
# Objective: Understand function of primary motor cortex



- Muscles versus Movements (pre-1970)
- Traditional Servo Control (1970 to 1985)
- Feedforward (Open-Loop) Control (1985 to 2002)
- Optimal Feedback Control (since 2002)

Review  
Scott, J. Physiology, 2008

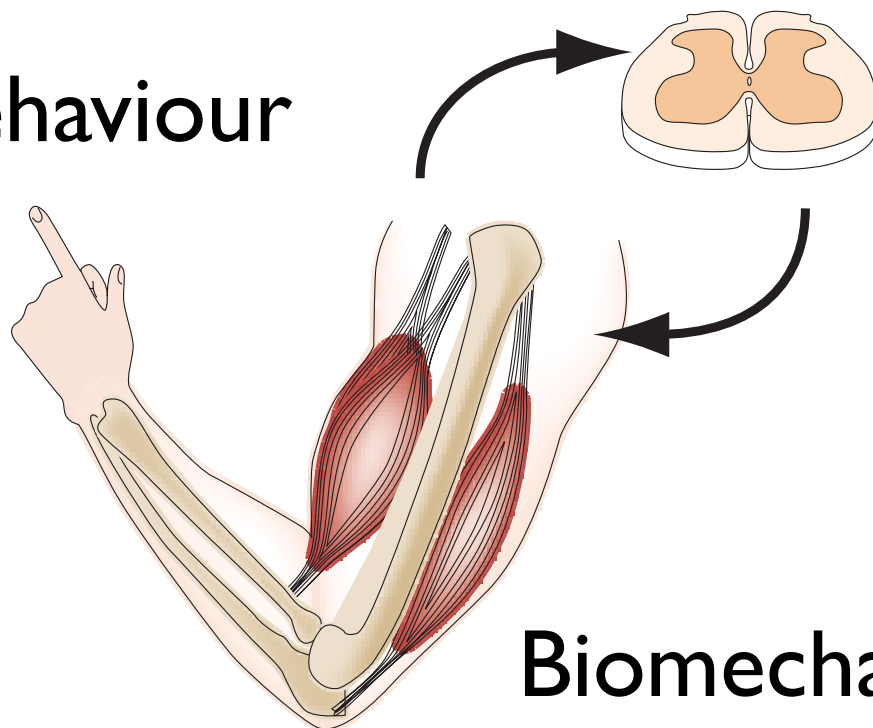
# Brains



## Take Home Message

- Optimal Feedback Control (OFC) as a Theory of Voluntary Control
- Stretch Responses Mirror Capabilities of Voluntary Control
- Transcortical Feedback is Important for Voluntary Control

## Behaviour



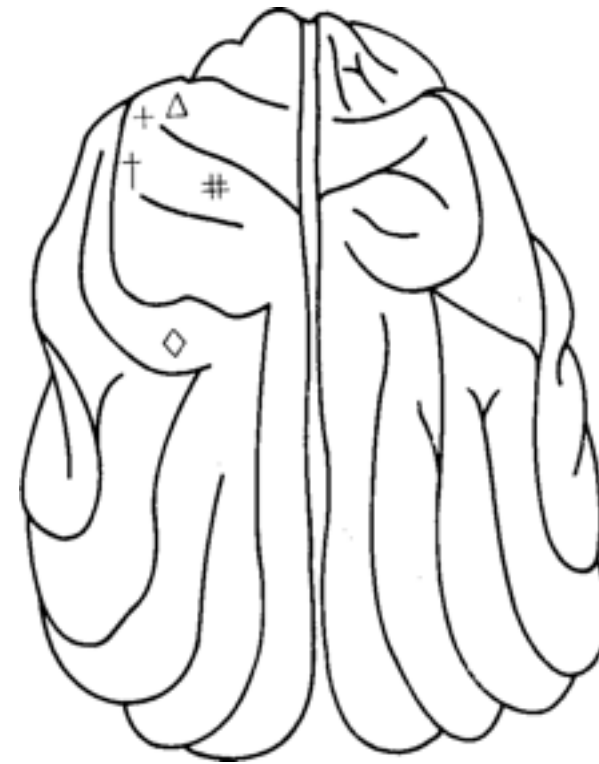
## Biomechanics

### Reviews

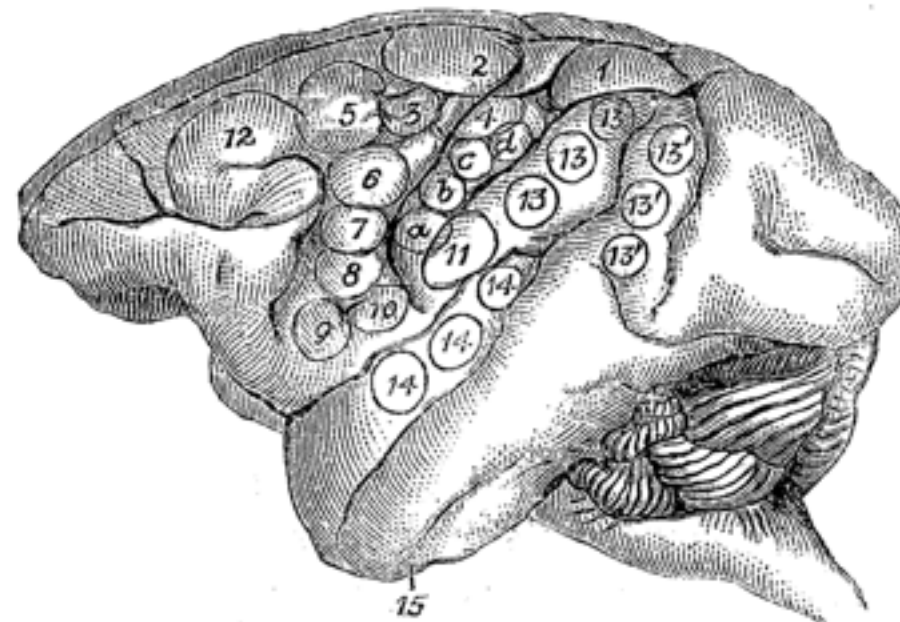
Scott, Nature Reviews Neuroscience, 2004

Scott, TICS, 2012

# Excitable cortex & evoked movements



**Eduard Hitzig & Gustav Fritsch (1870)**

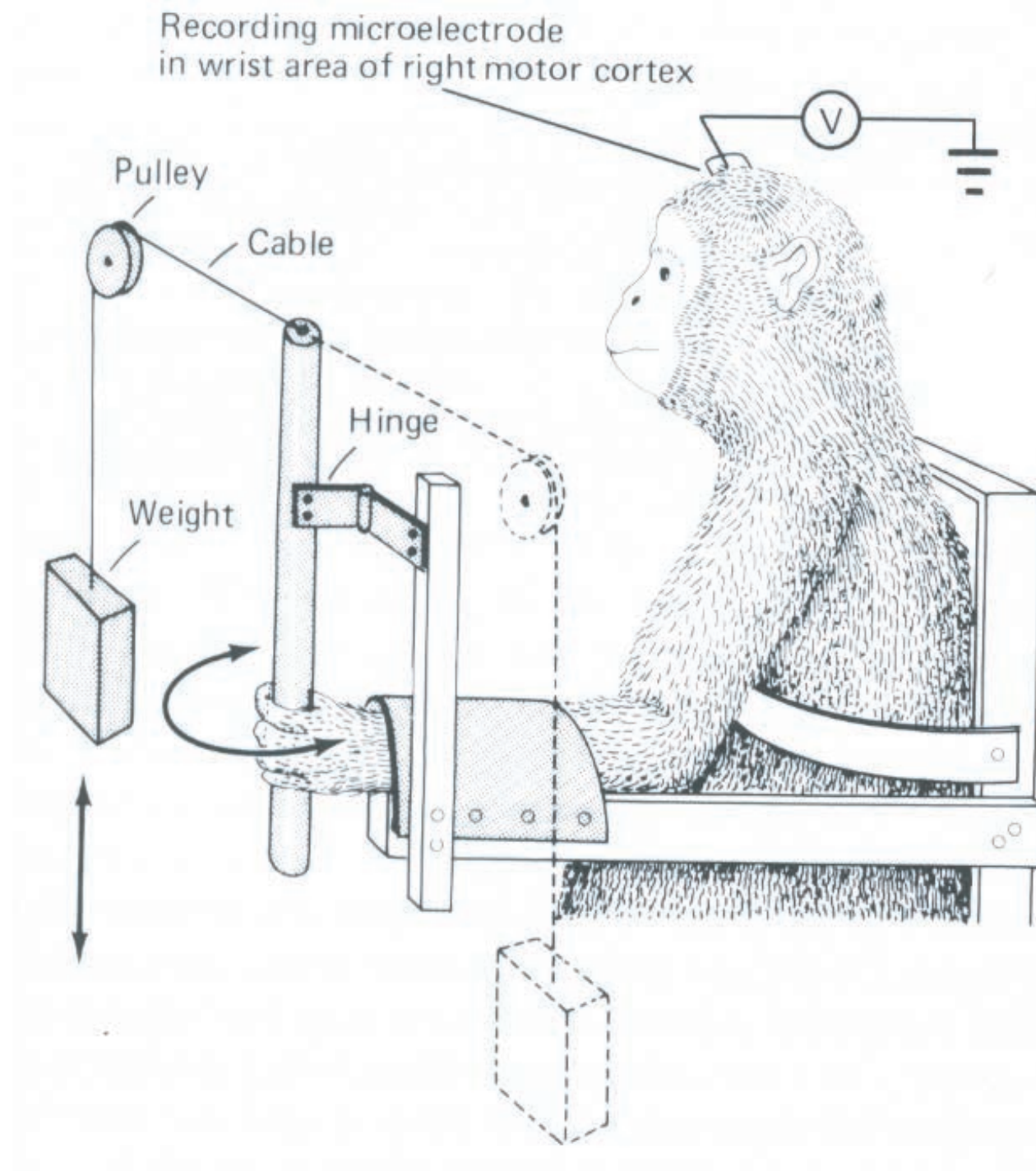


**David Ferrier (1873)**

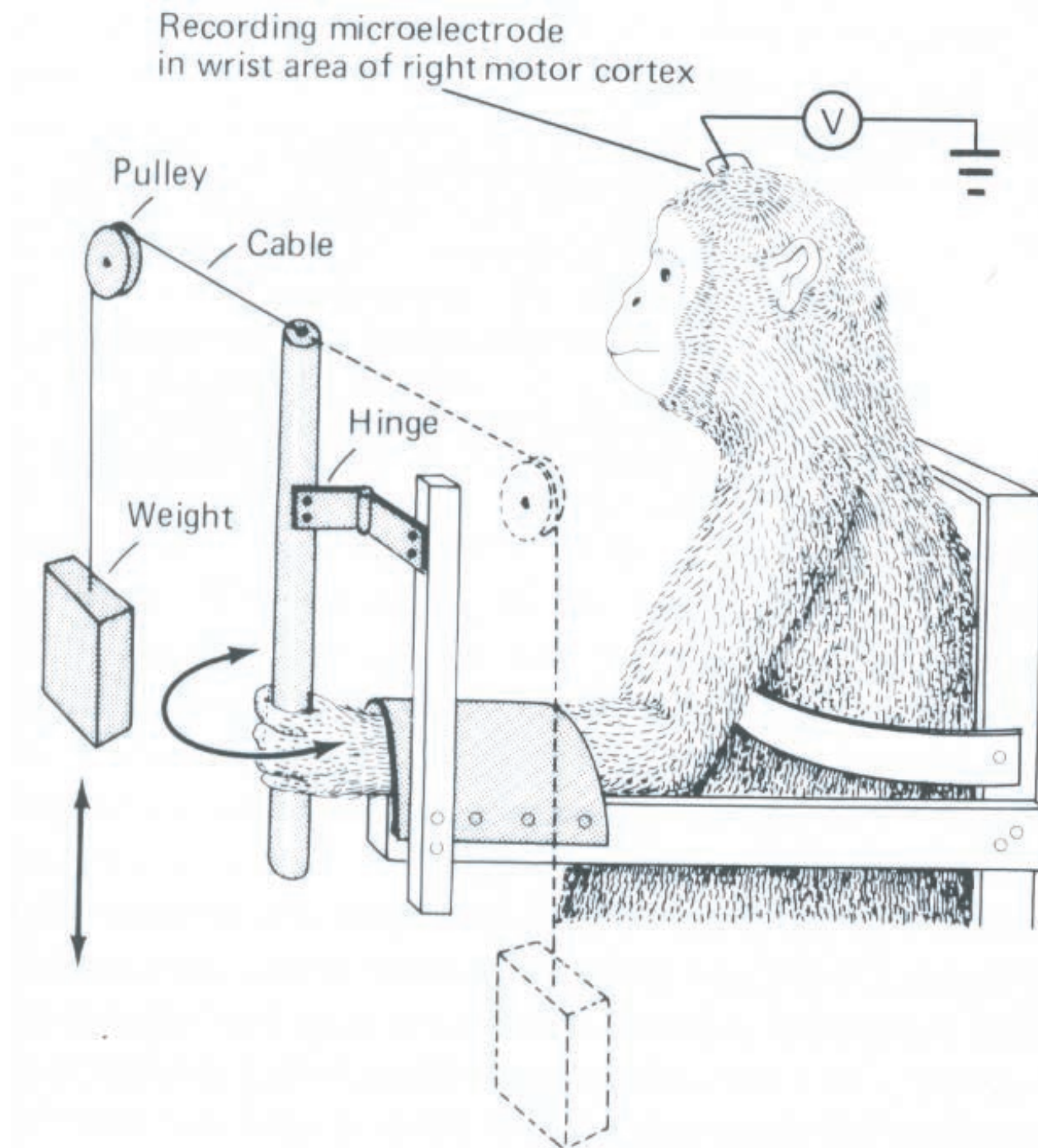


# Primary Motor Cortex

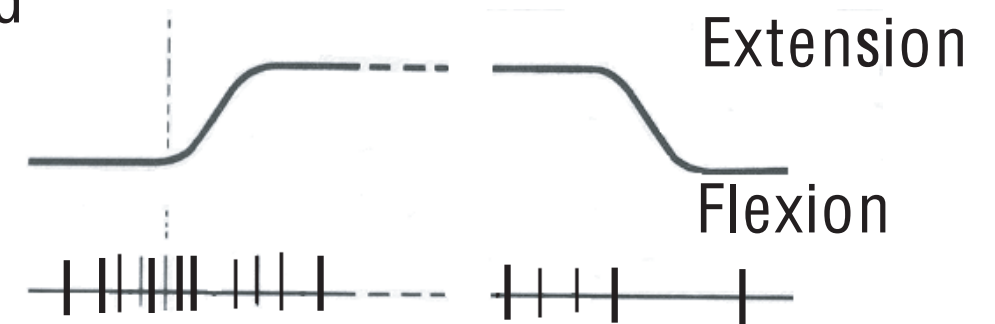
## Question: Muscles Versus Movements (1960s)



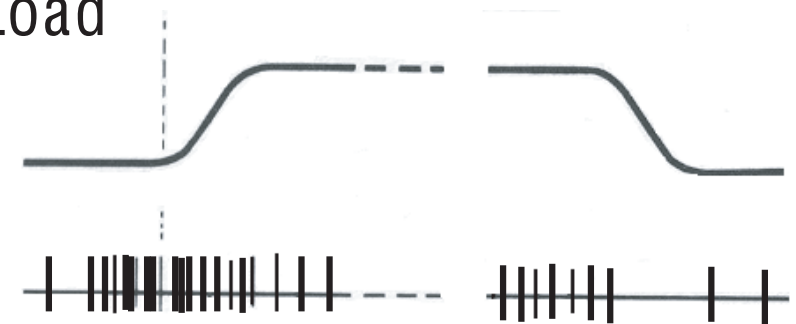
# Primary Motor Cortex



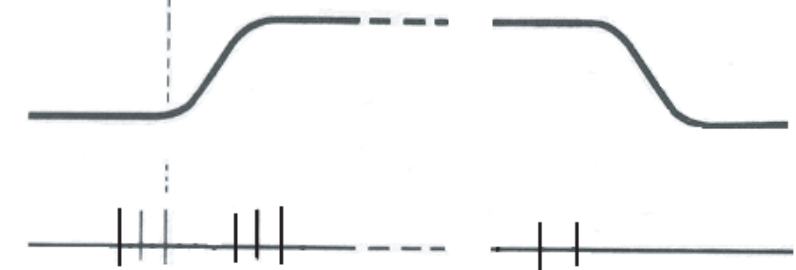
No Load



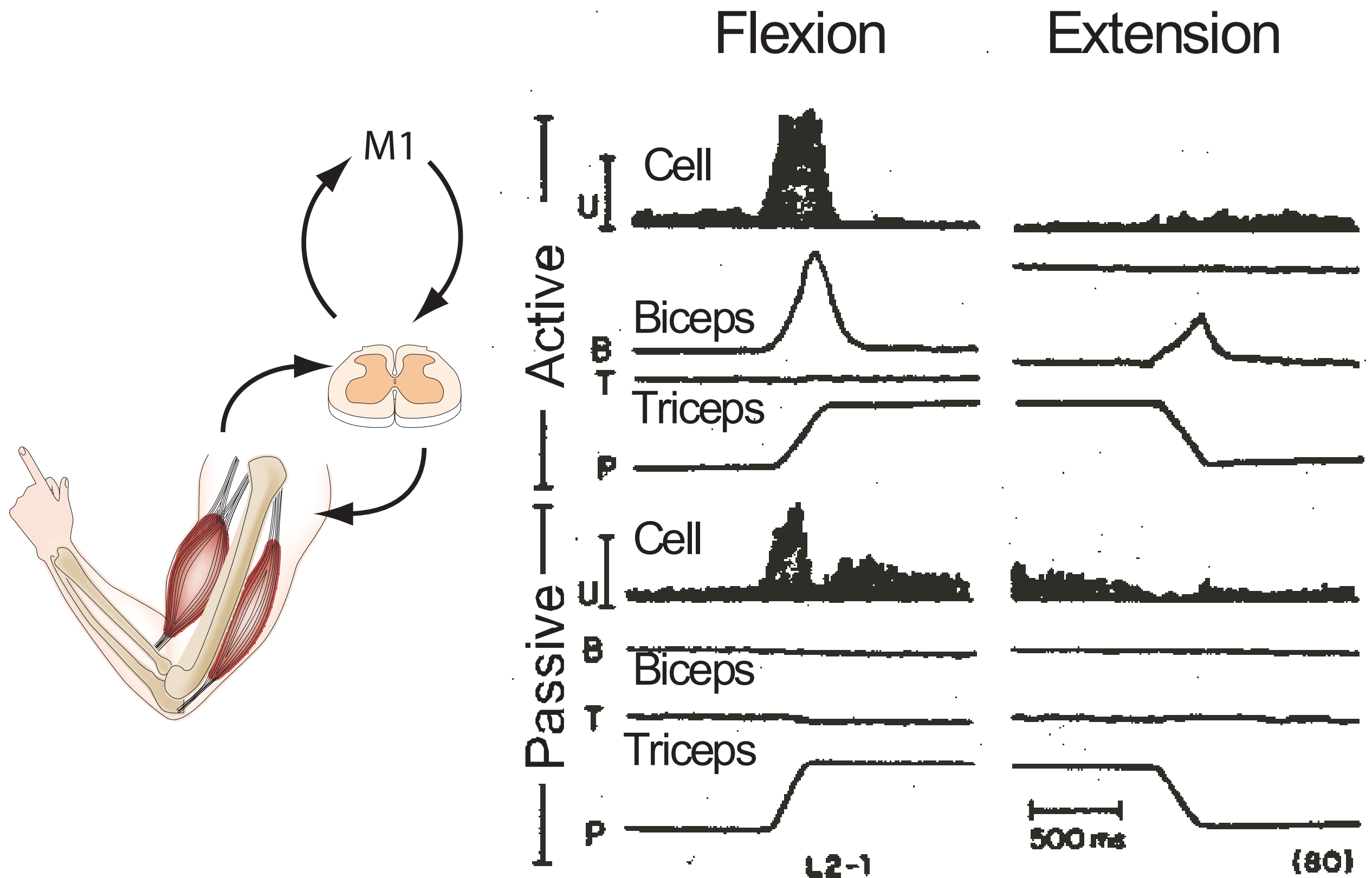
Flexor Load



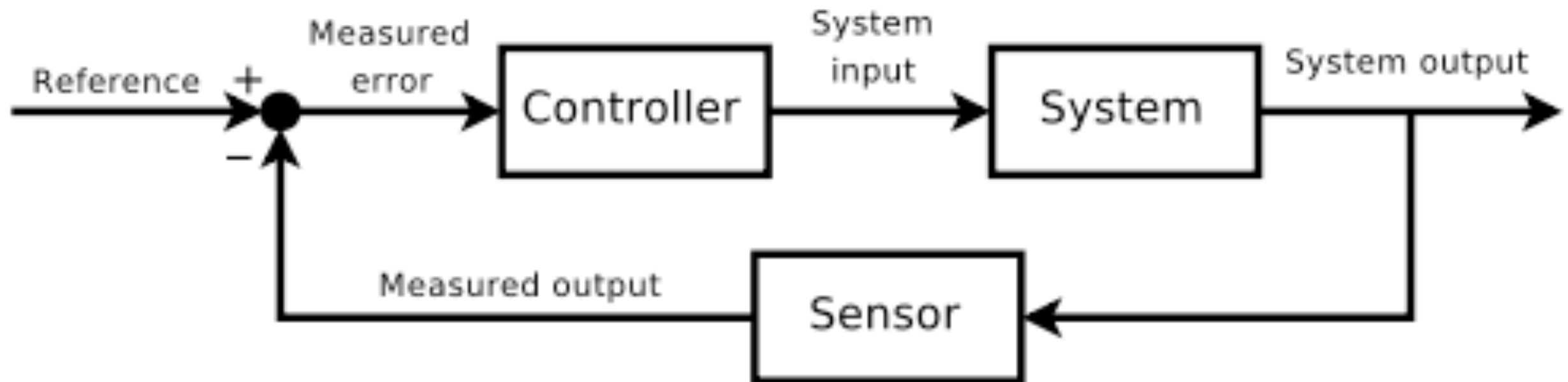
Extensor Load



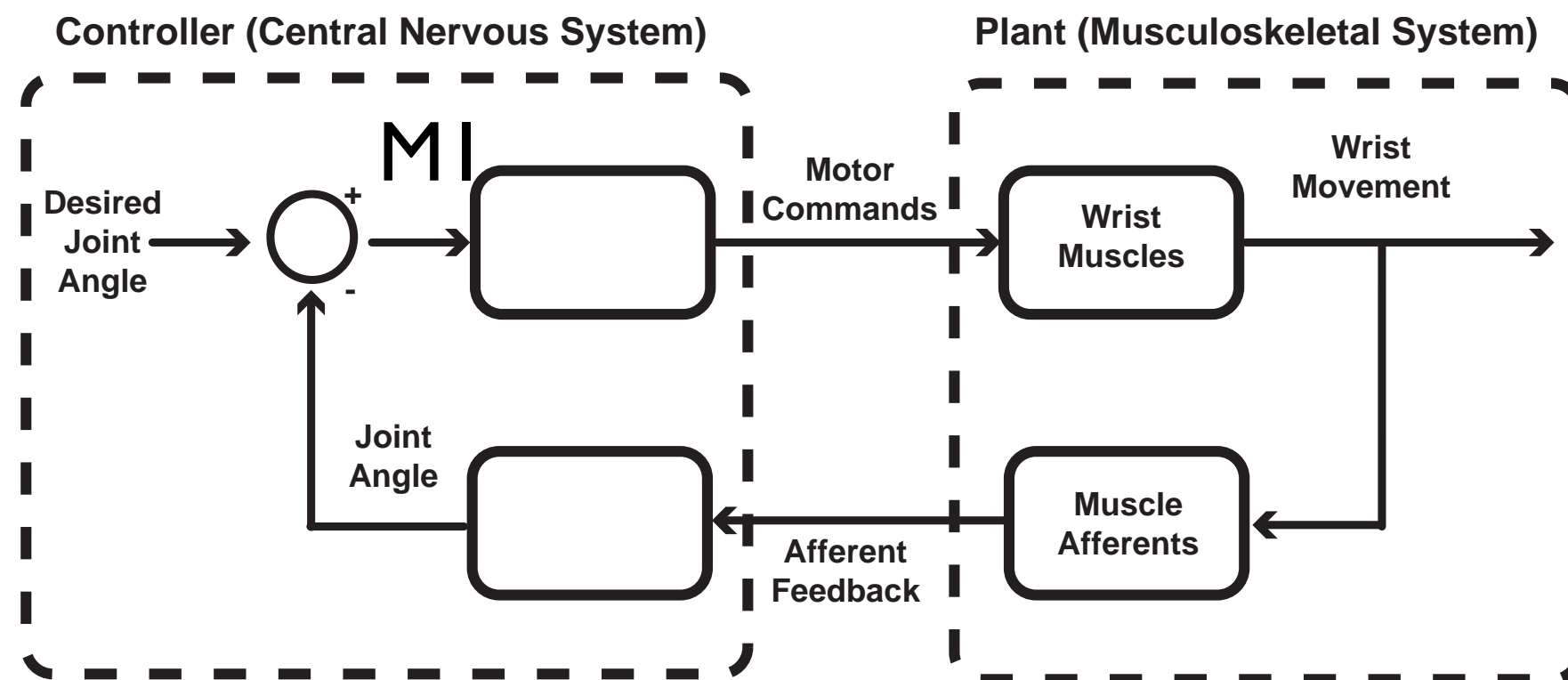
# Primary Motor Cortex: Sensory Feedback



# Basic Control Theory



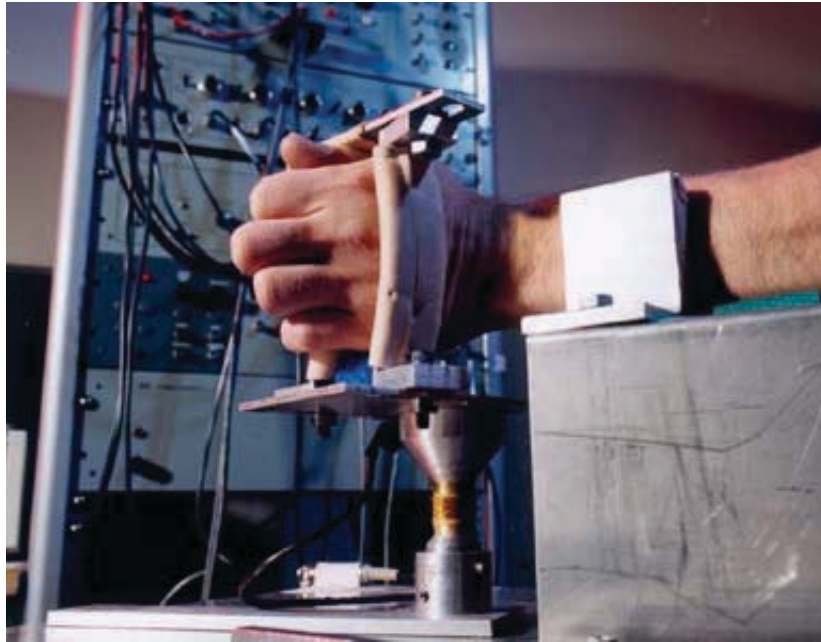
## Biological Control: Control of Single-Joint wrist movements



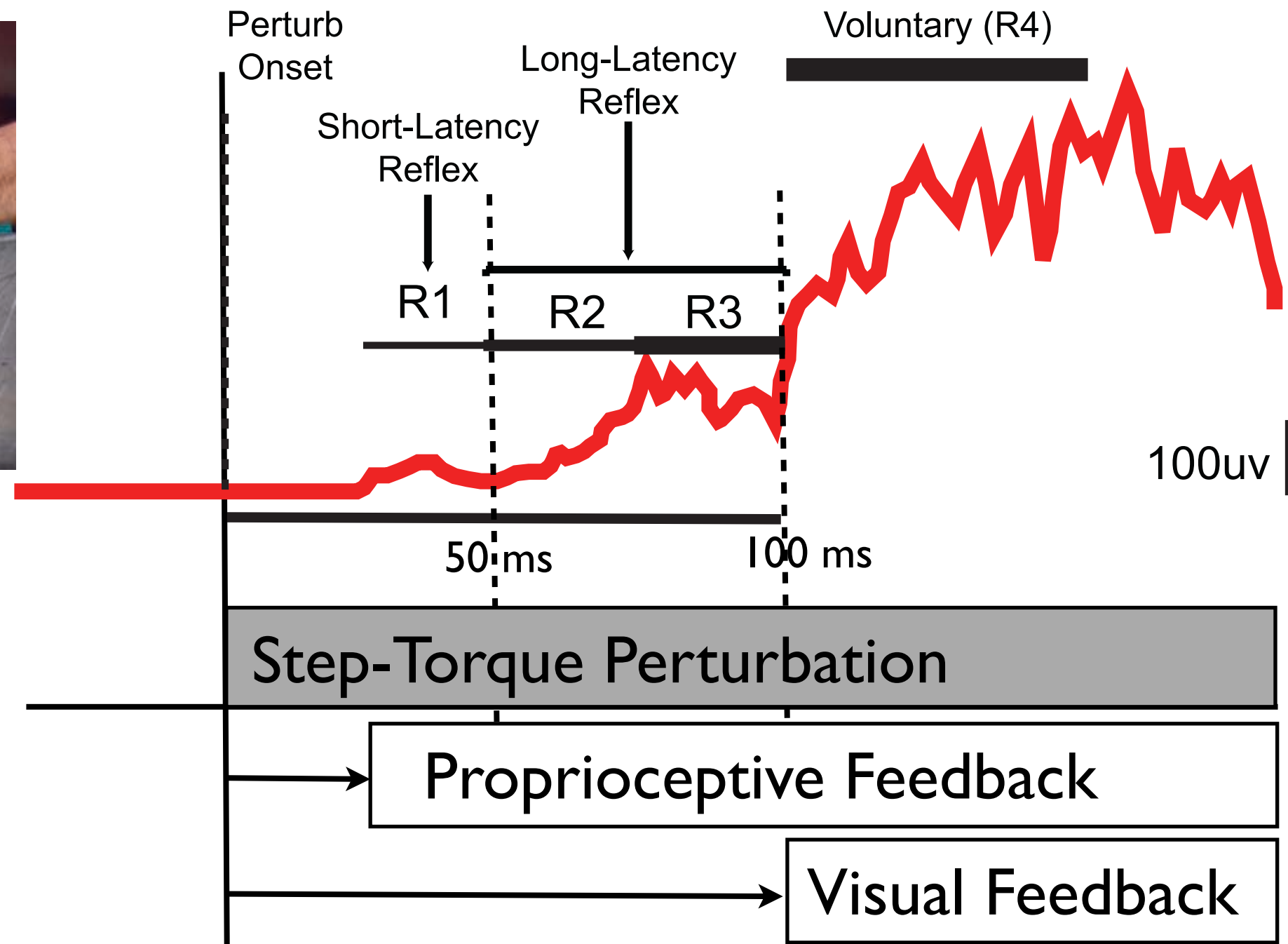


# Mechanical Perturbations to Probe Feedback Control

## Single-Joint Perturbation



## Stretch-Related Muscle Activity



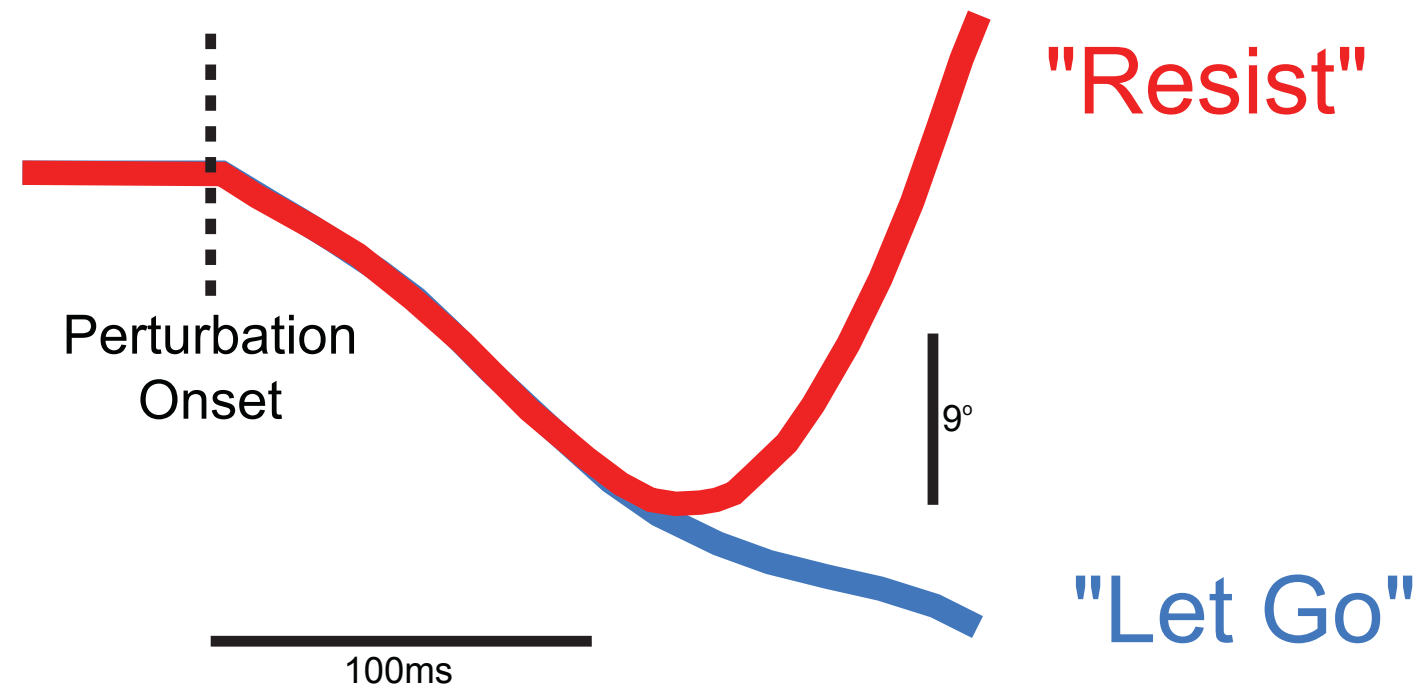
Short-latency response:  
Spinal

Long-latency response:  
Spinal and Cortical

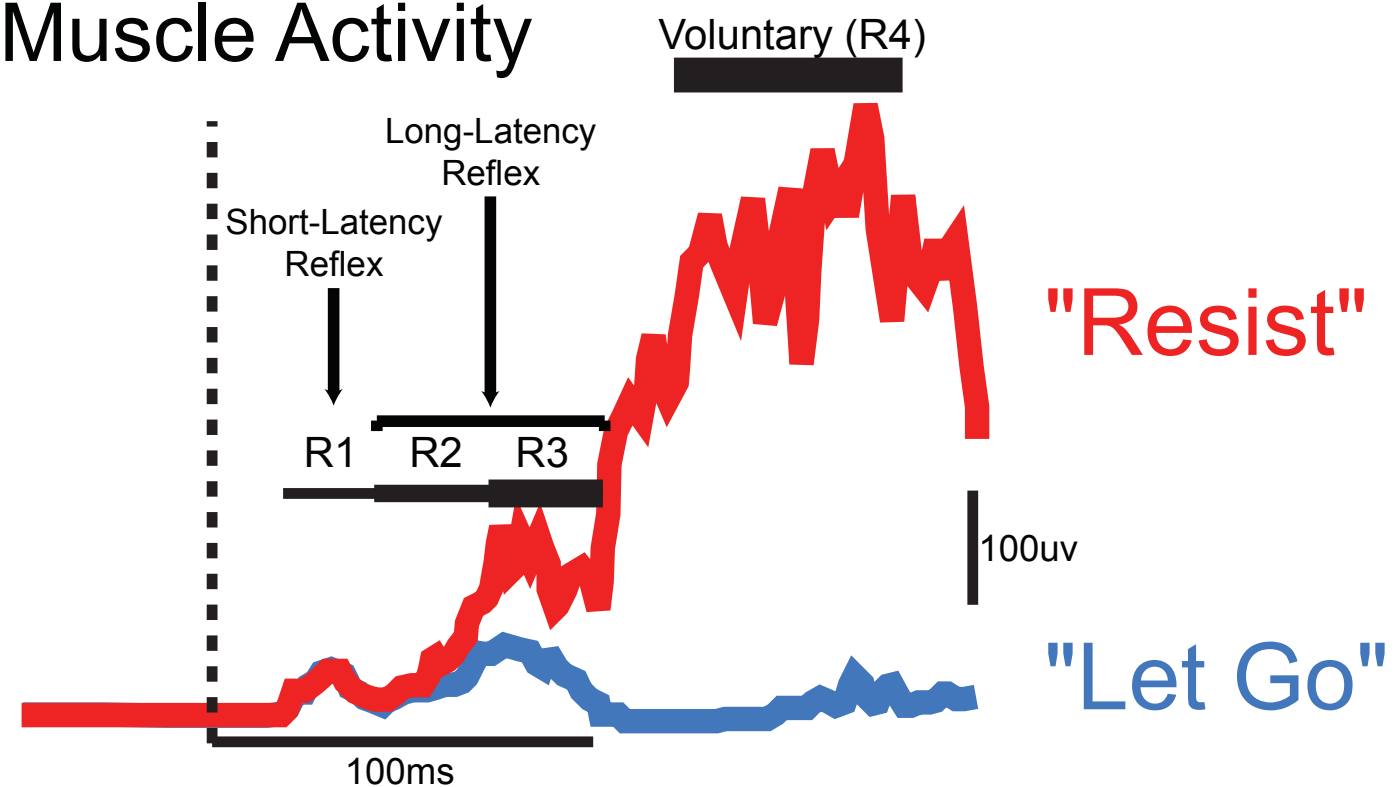


# Feedback Elicits Task Selection

## Joint Motion



## Muscle Activity

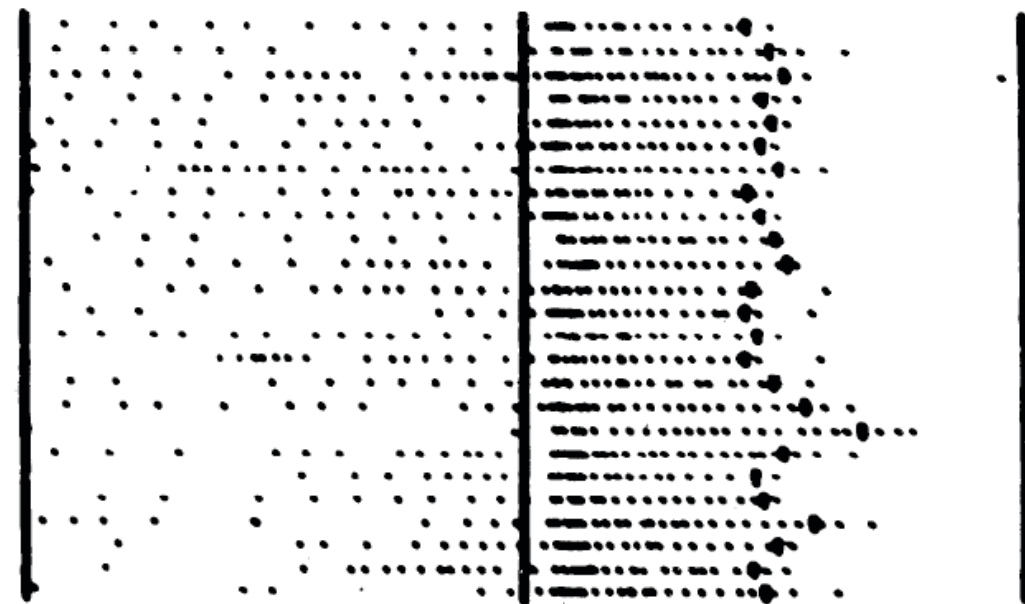
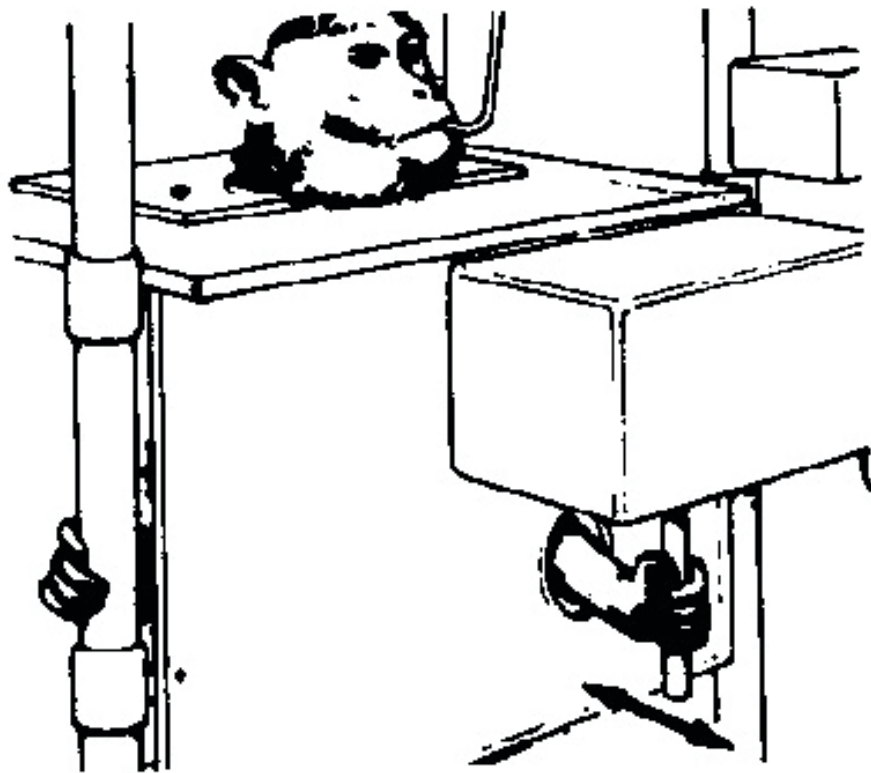


Rothwell et al., 1980

# Context-dependent change in perturbation-related activity in primary motor cortex

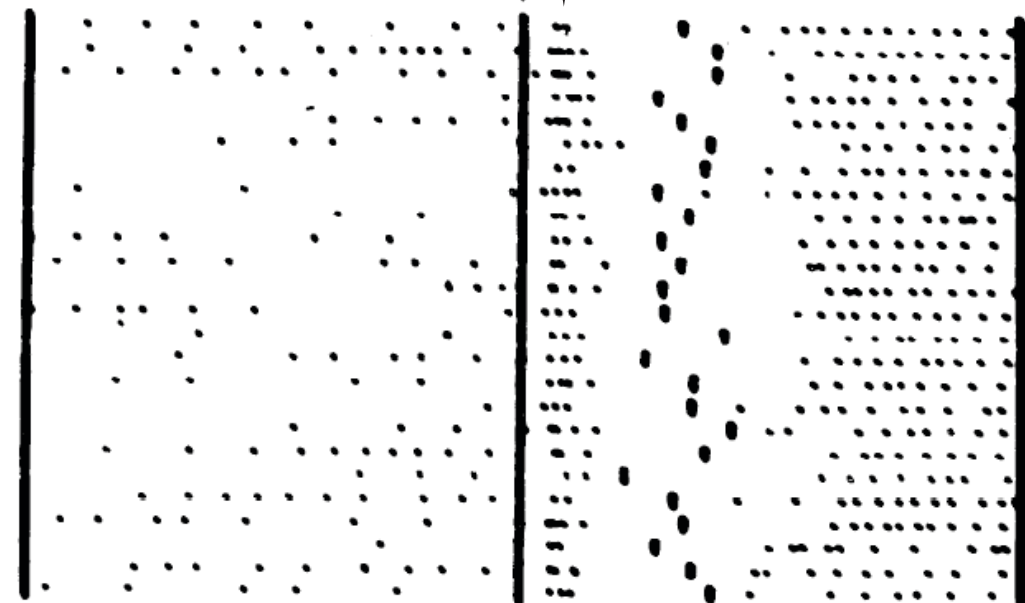
Instruction: Pull

Perturbation away from body



Perturb Response    Motor Response

Instruction: Push



Perturbation

Evarts and Tanji, 1976

# Hierarchical Model of Voluntary Control

Premotor Cortex

PM

Motor Planning:  
Behavioural Goals (BG)

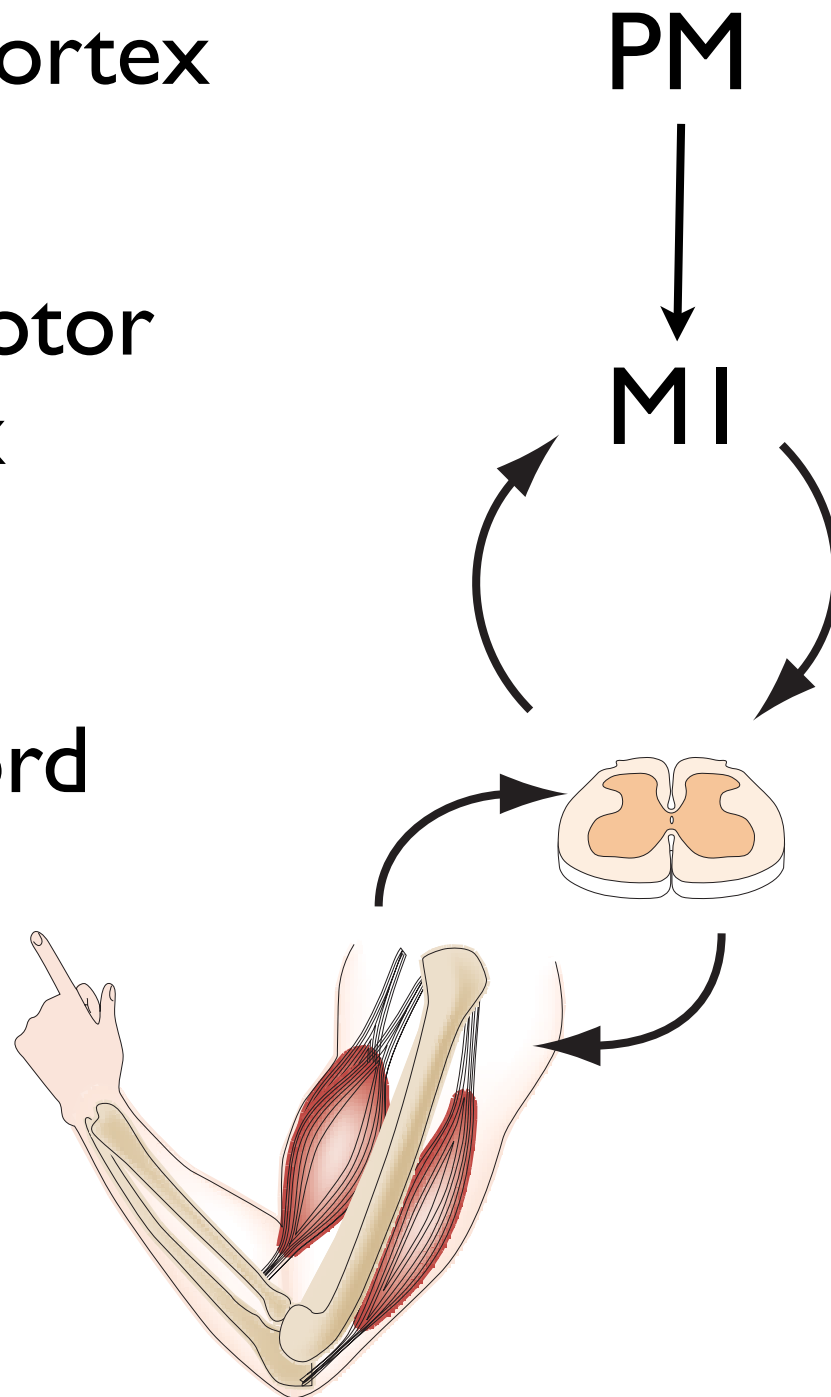
Primary Motor  
Cortex

MI

Convert BG into detailed  
patterns of motor output

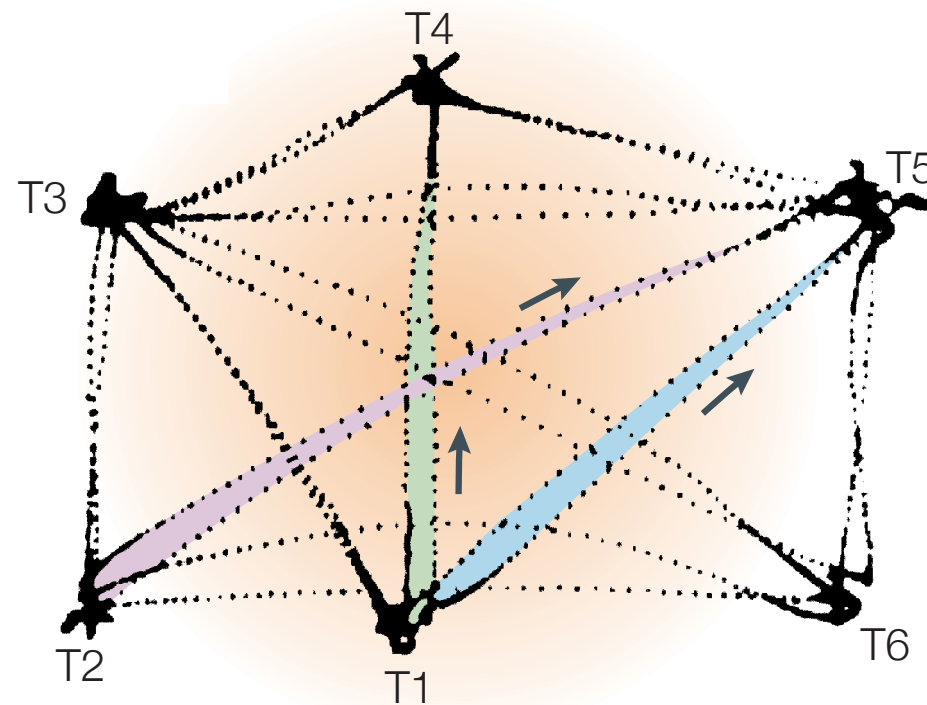
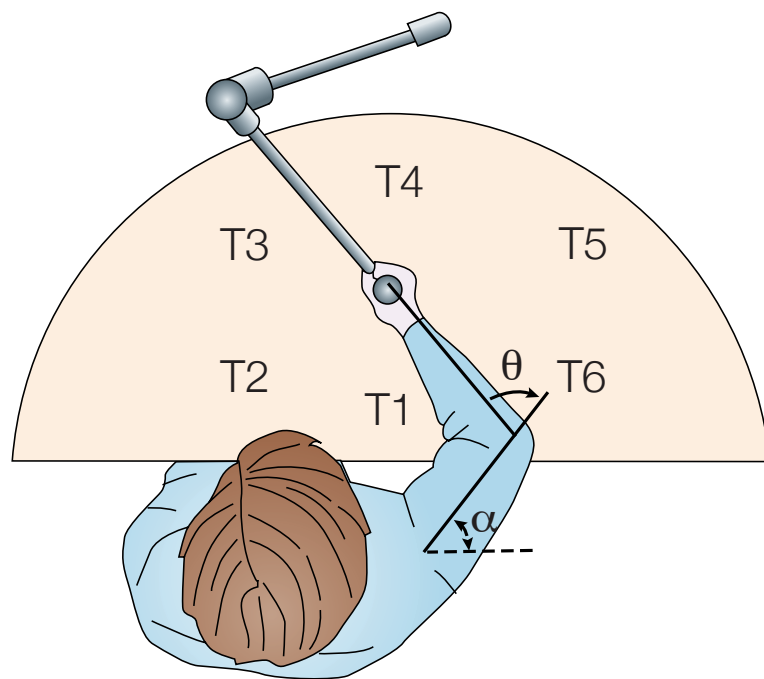
Spinal Cord

Low-level control



# Inconvenient Truth about servo-control

- Delay in sensory feedback
- Intersegmental dynamics



# Conceptual Framework (1990s): Sensorimotor Transformations/ Coordinate Frames

- inspired from visual system
- focus of feedforward control (open loop)
- provides penultimate goal, address control later



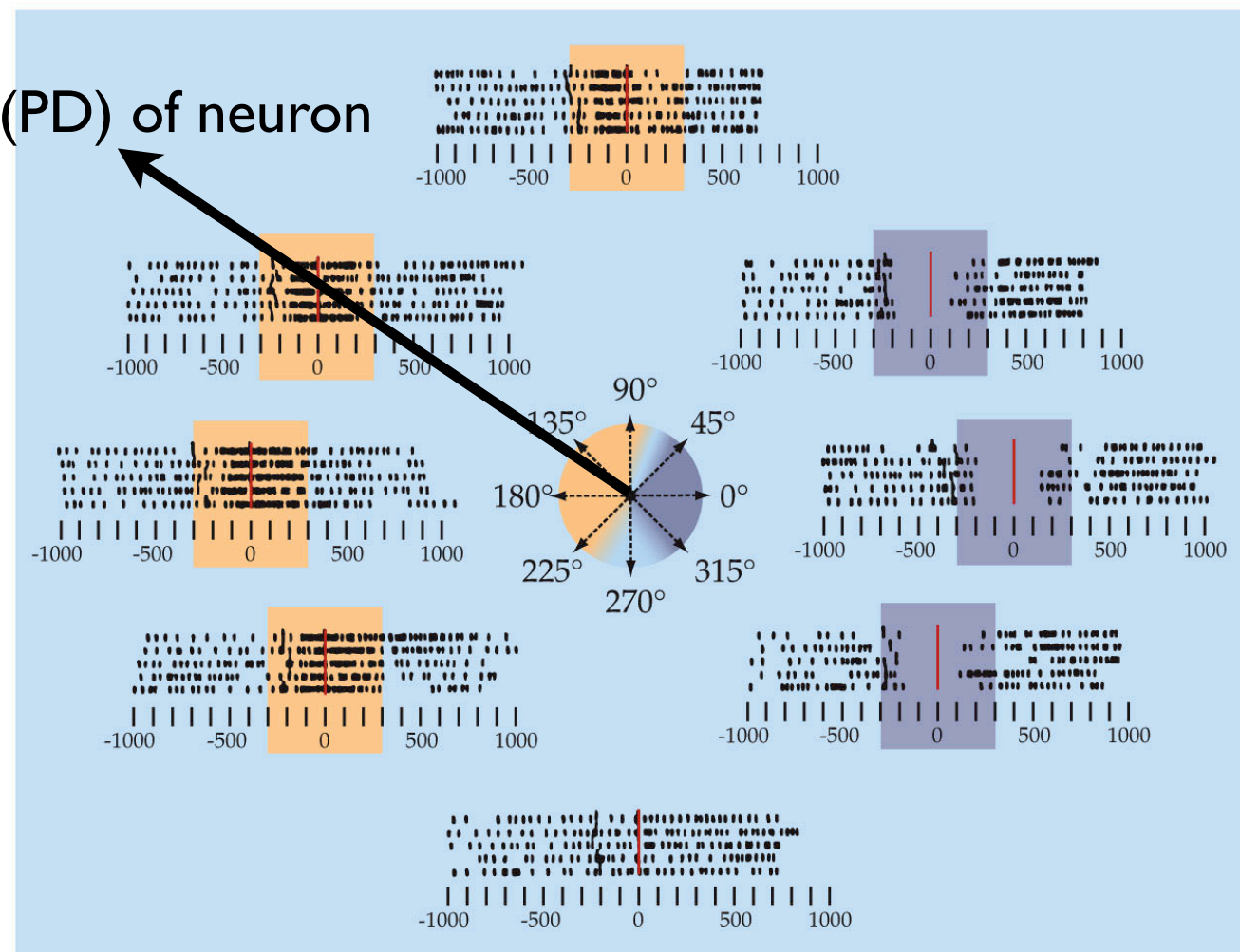
Obvious Question: What coordinates are represented in primary motor cortex (M1)?



# Activity of a neuron in primary motor cortex during centre-out reaching

(B)

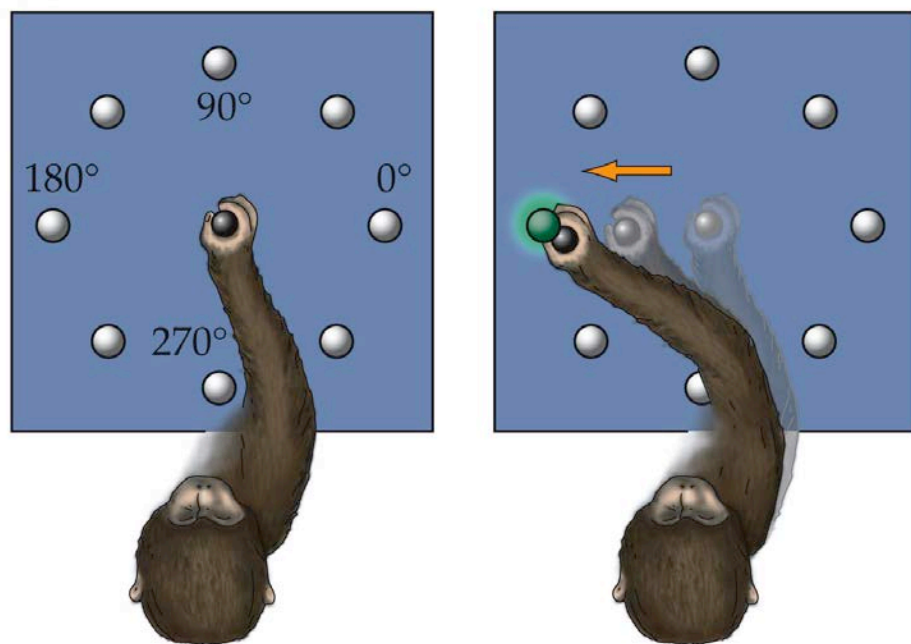
Preferred direction (PD) of neuron



NEUROSCIENCE, Fourth Edition, Figure 17.13 (Part 2)

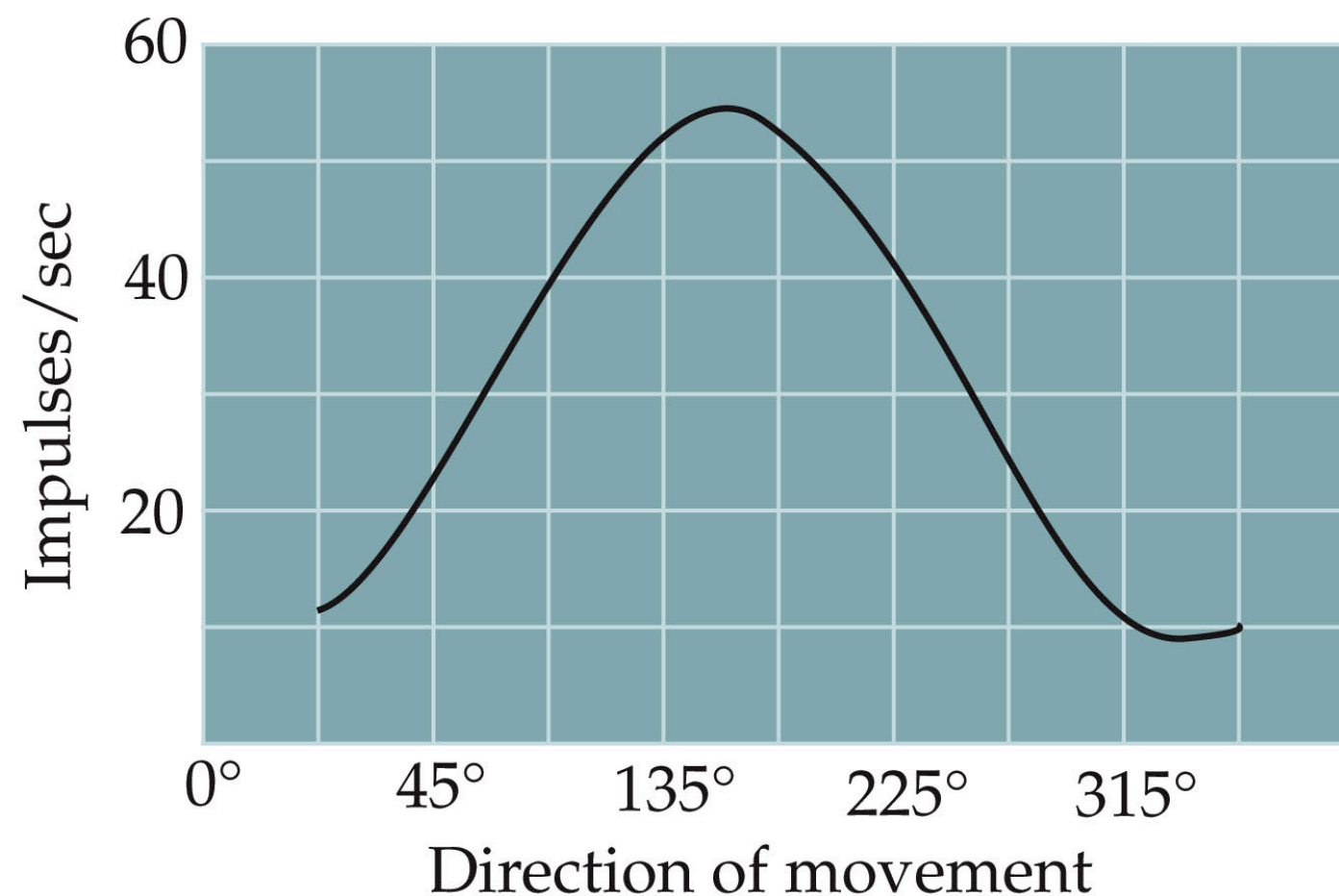
© 2008 Sinauer Associates, Inc.

(A)



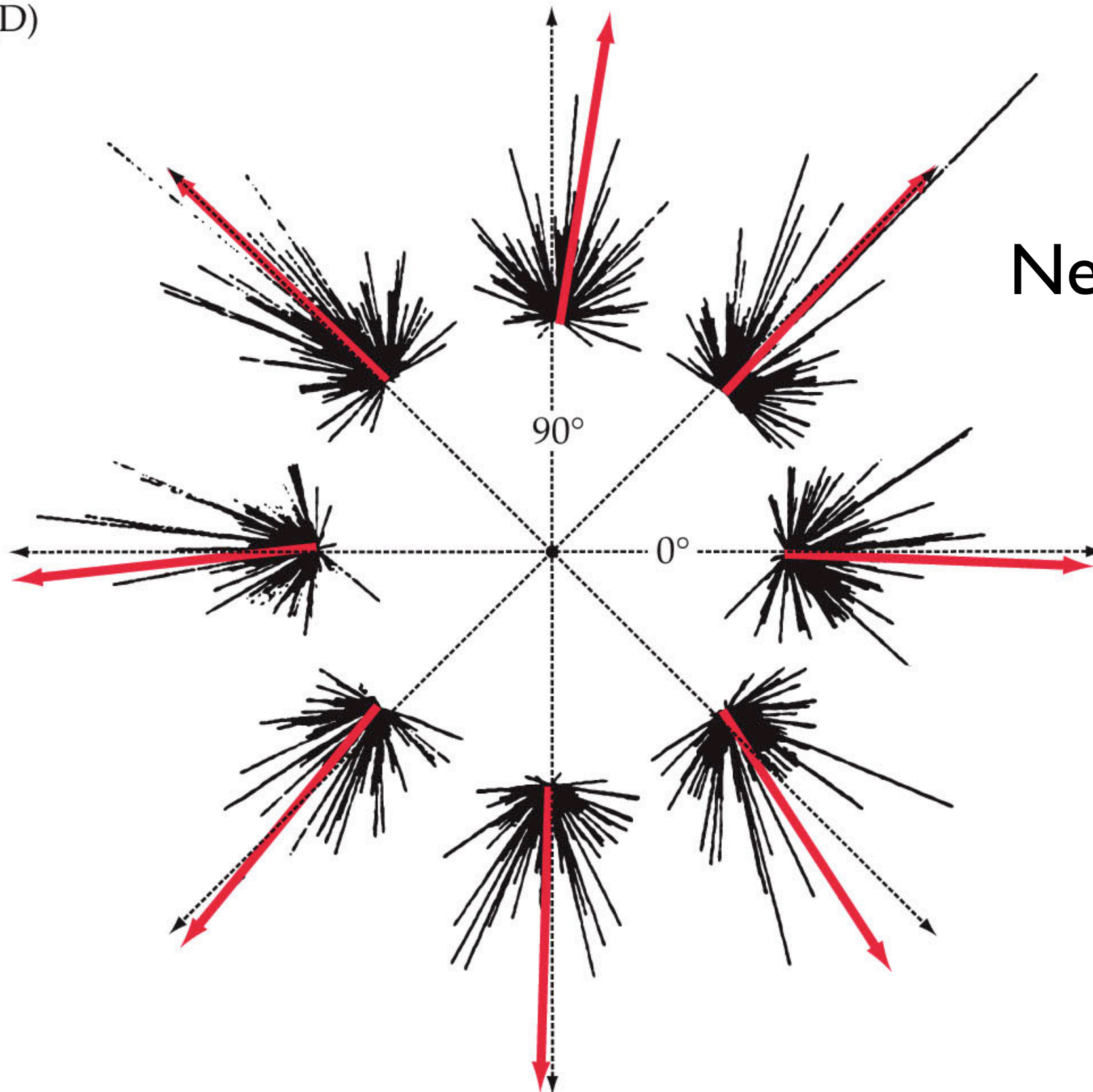
NEUROSCIENCE, Fourth Edition, Figure 17.13 (Part 1)

© 2008 Sinauer Associates, Inc.



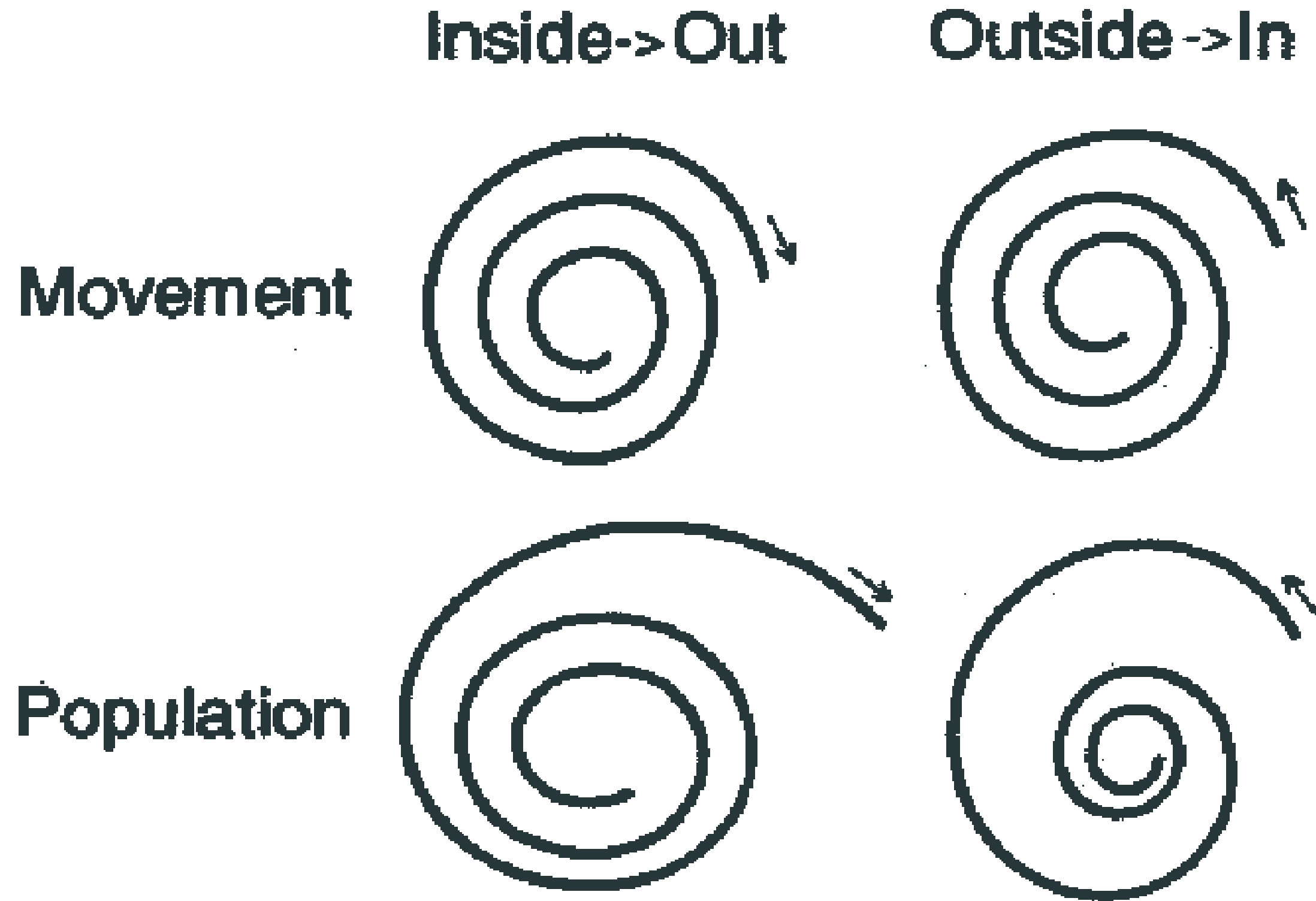
Population vectors (red) tend to point in the direction of hand motion (dashed line with arrow)

(D)



Neural coding of hand trajectory?

# Instantaneous population vector predicts spiral hand motion



# Hierarchical Model of Voluntary Control

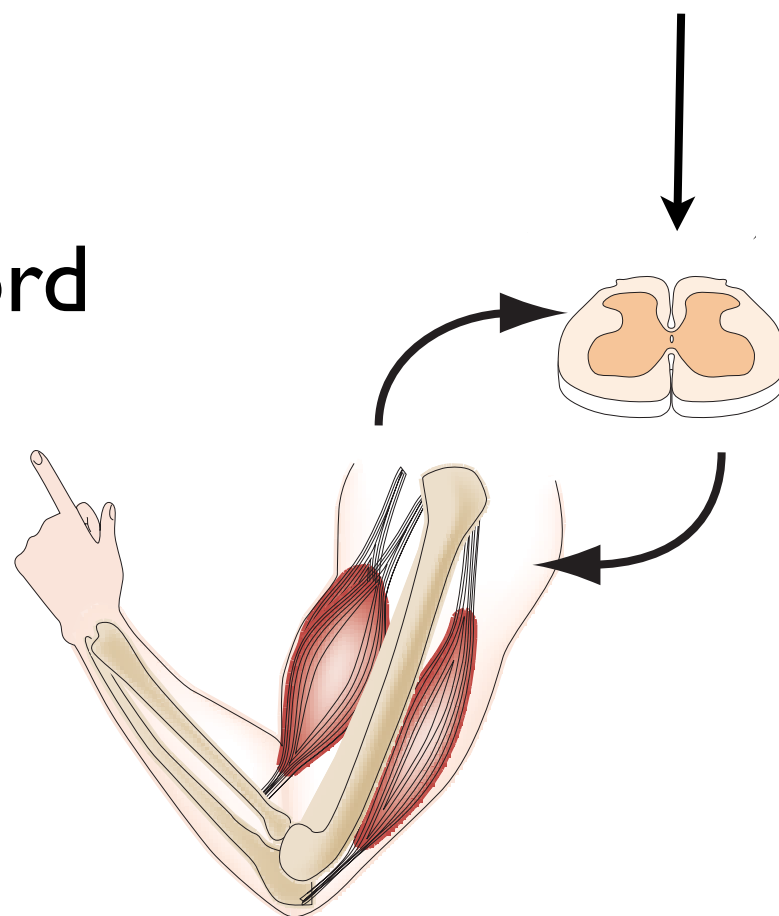
Primary Motor  
Cortex

Behavioural Goals (BG)

Spinal Cord

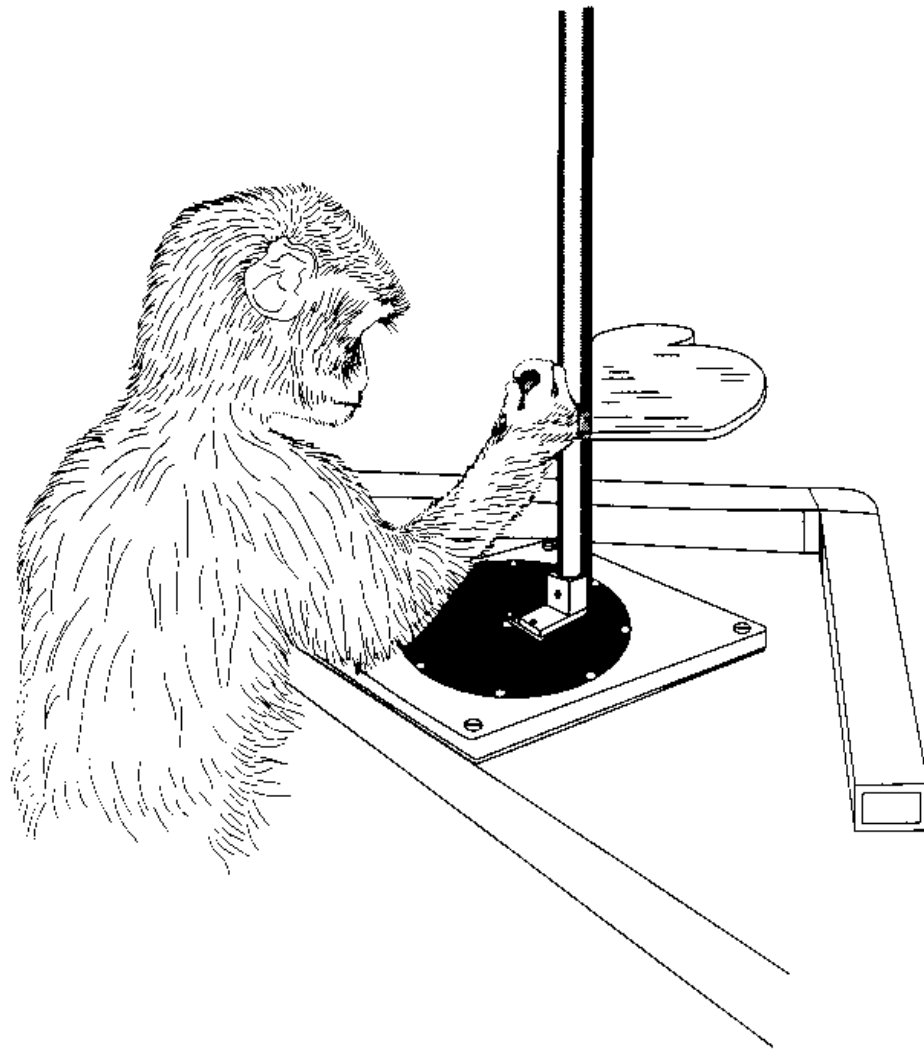
MI

Convert BG into detailed  
patterns of motor output

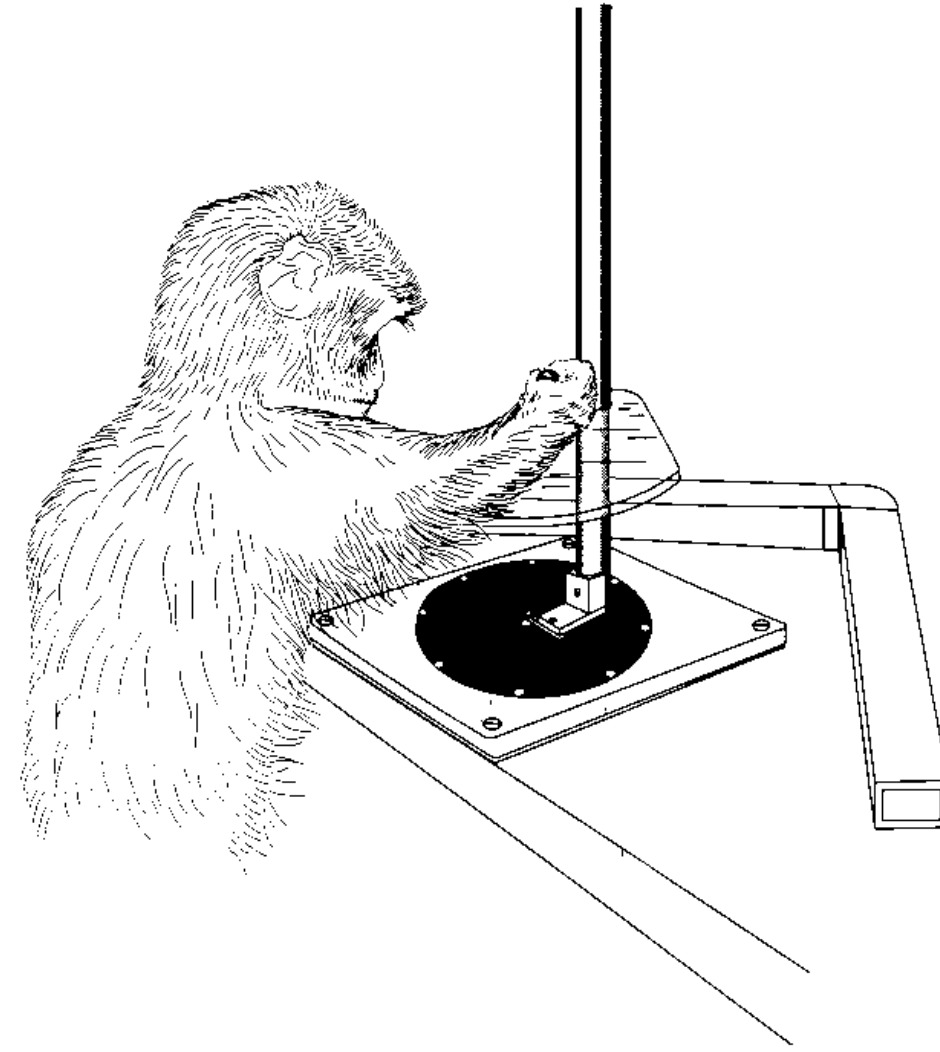


# Reaching Movements with different arm geometries

Natural



Abducted

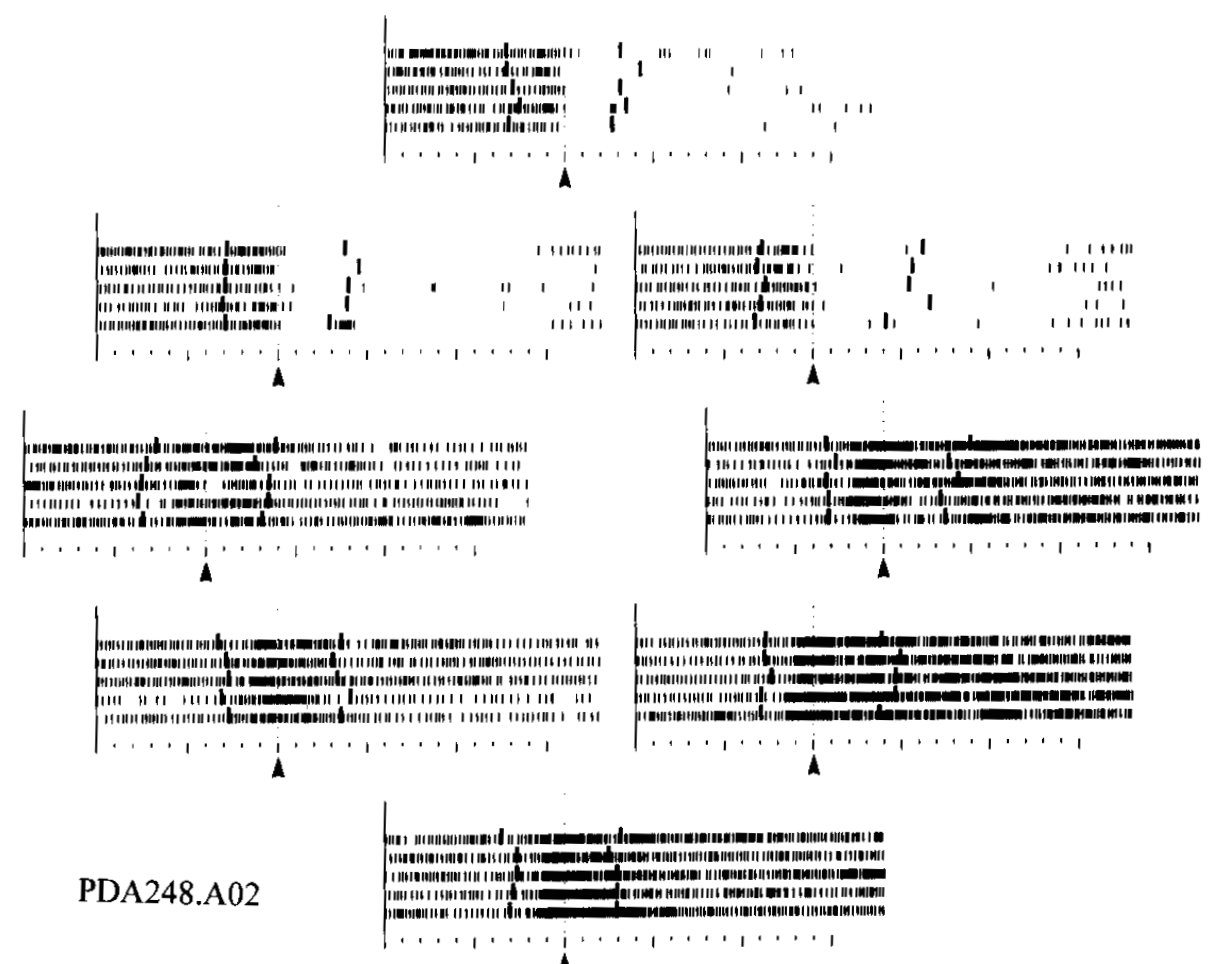
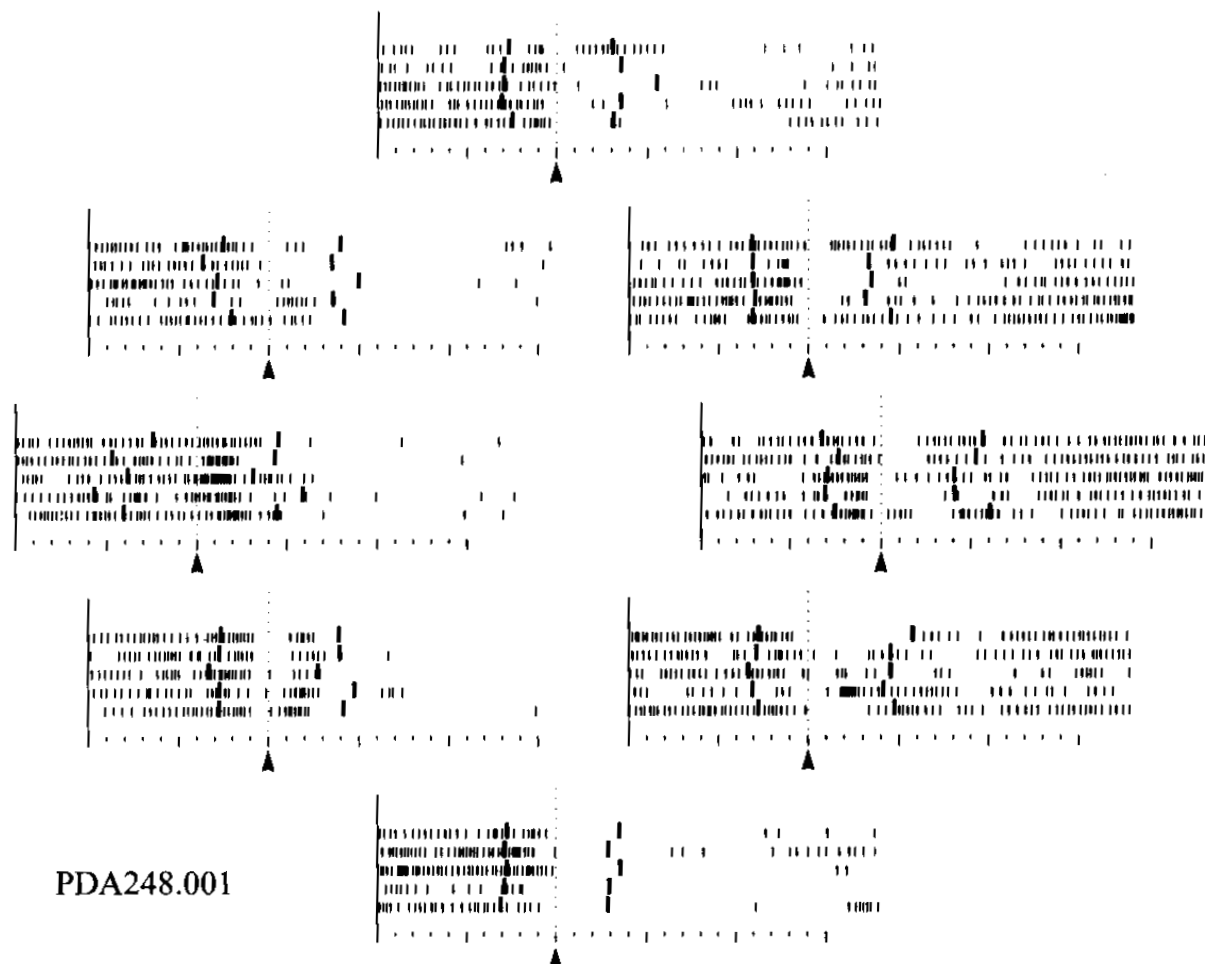




# Reaching movements with different arm geometries

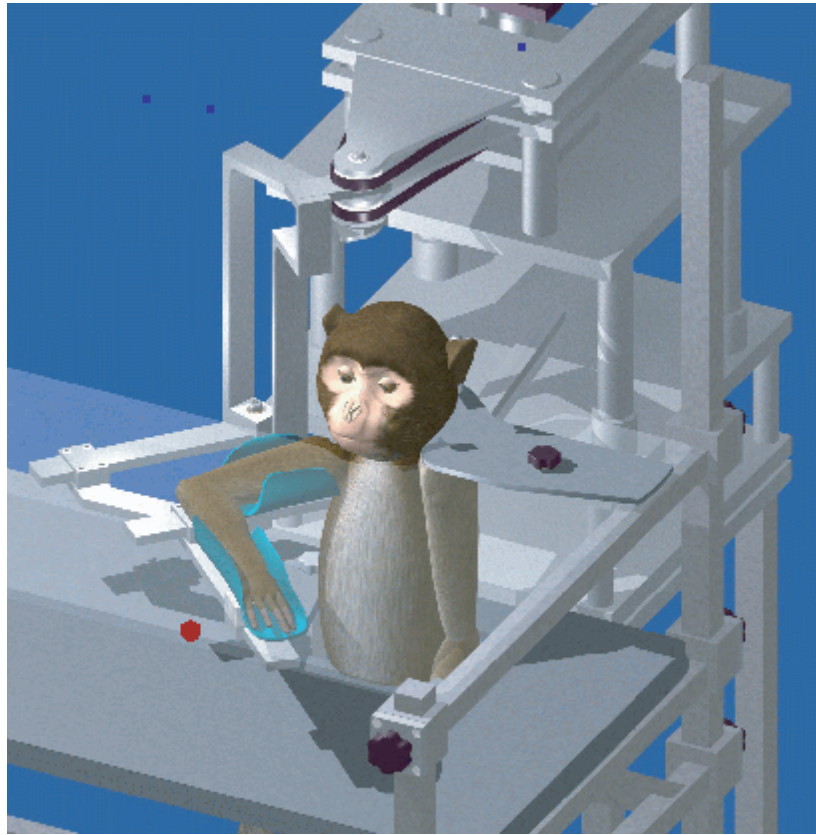
Natural

Abducted



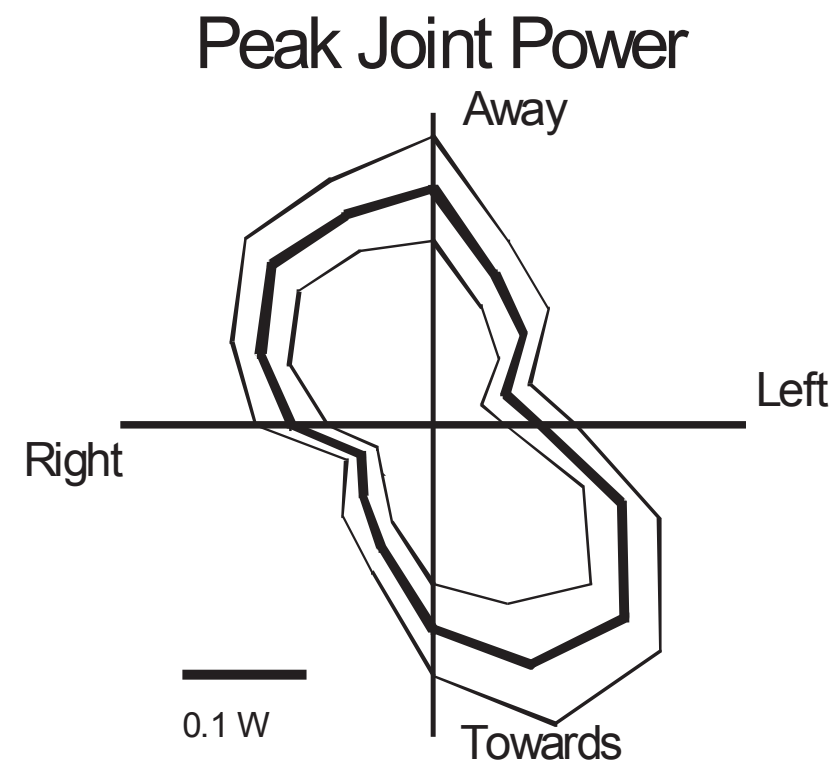
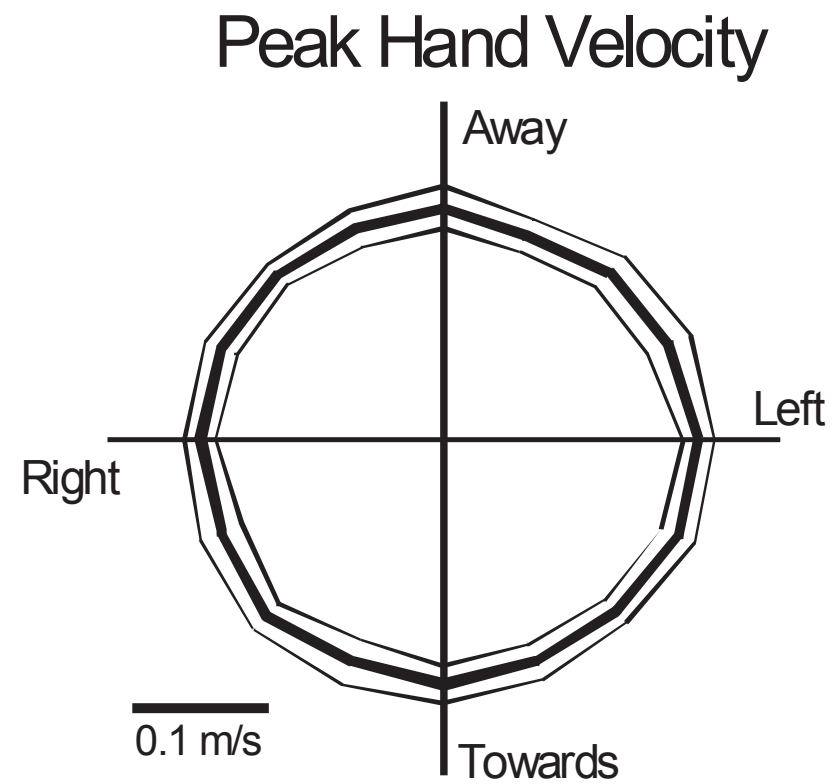
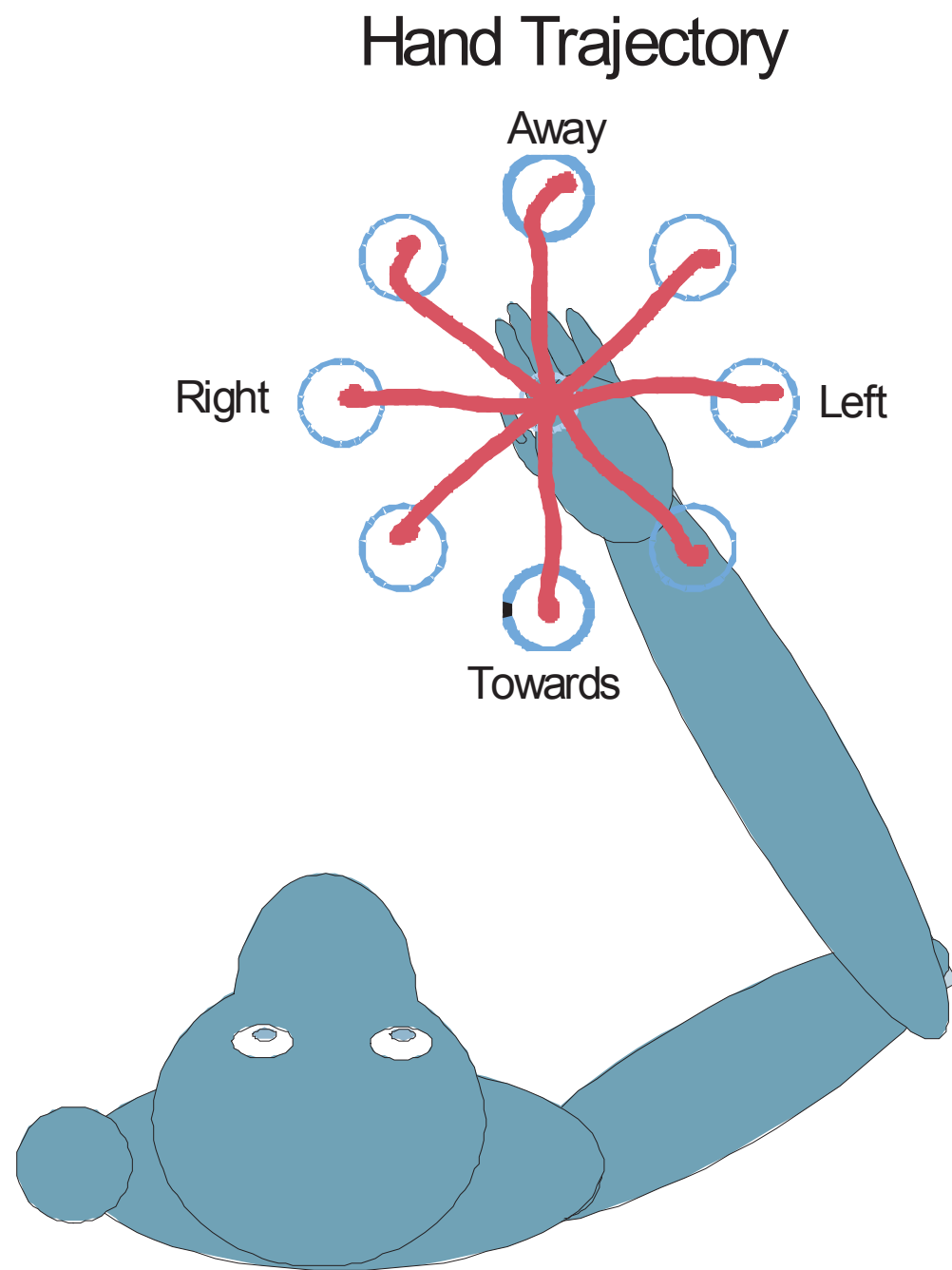
Scott and Kalaska JNP 1997

# Two-dimensional Paradigm



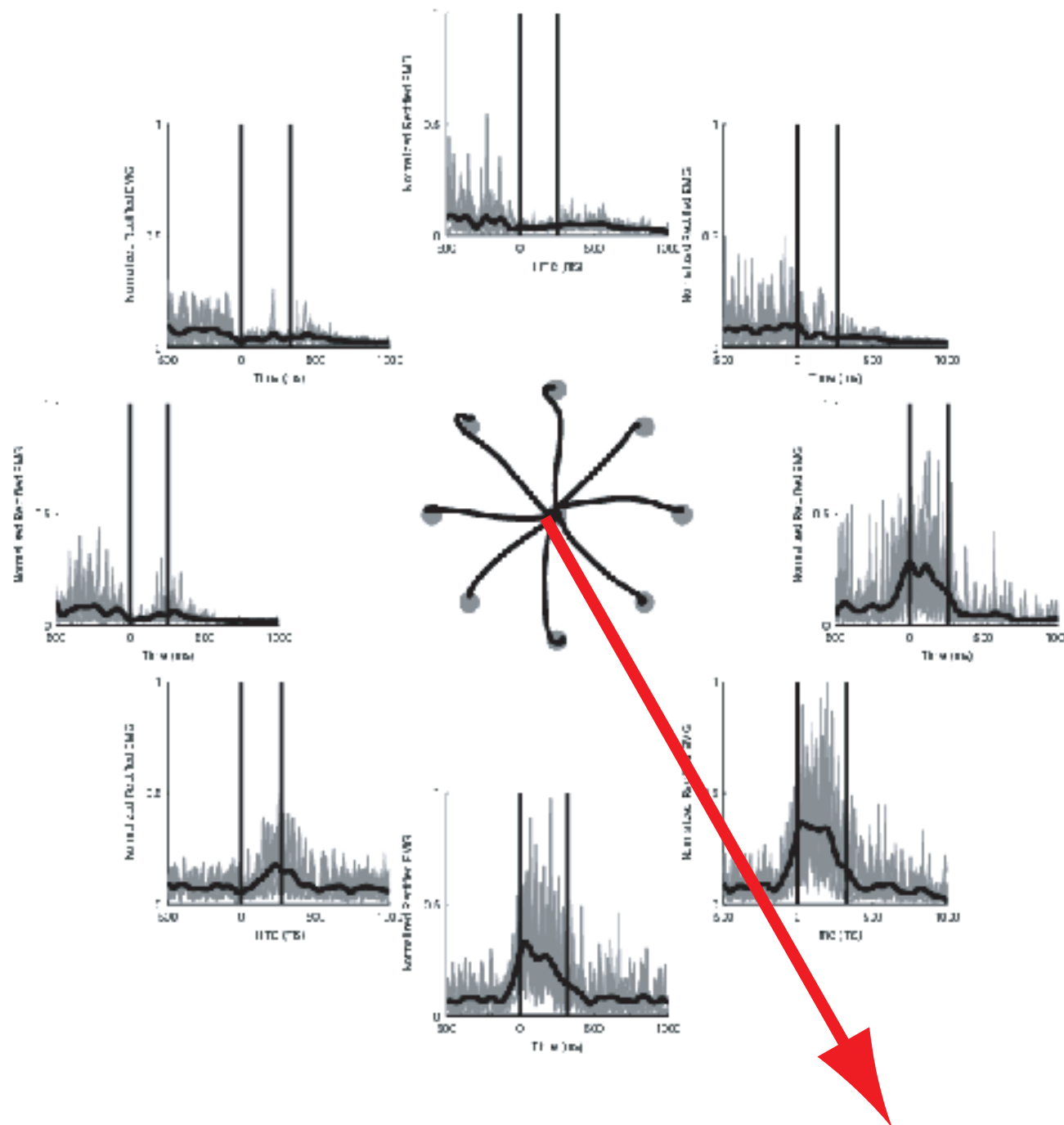
## KINARM robot

- Two-dimensional planar motor task involving shoulder and elbow
- Can apply joint- or hand-based loads
- Augmented reality system displays targets in the plane of the task

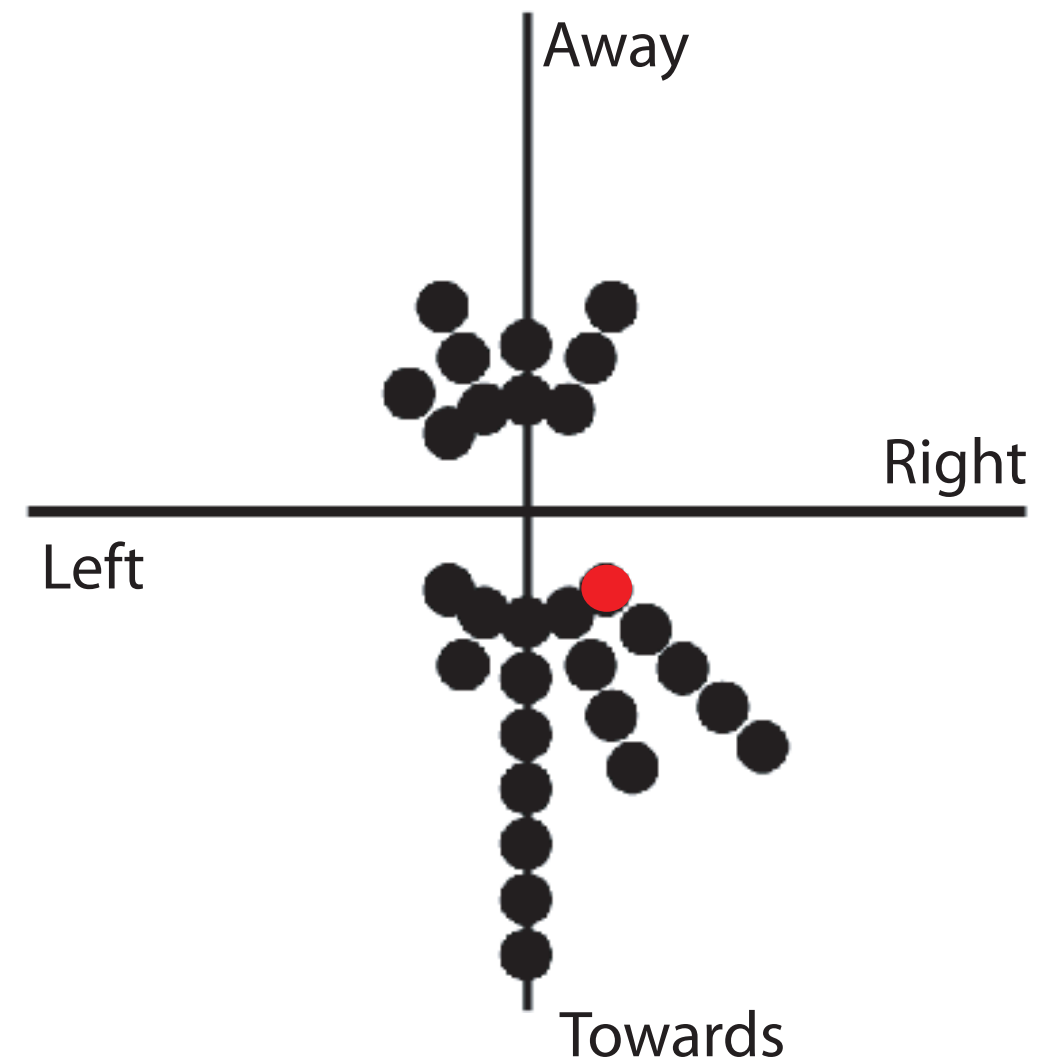


$$\text{Joint Power} = \text{Angular Velocity} * \text{Torque}$$

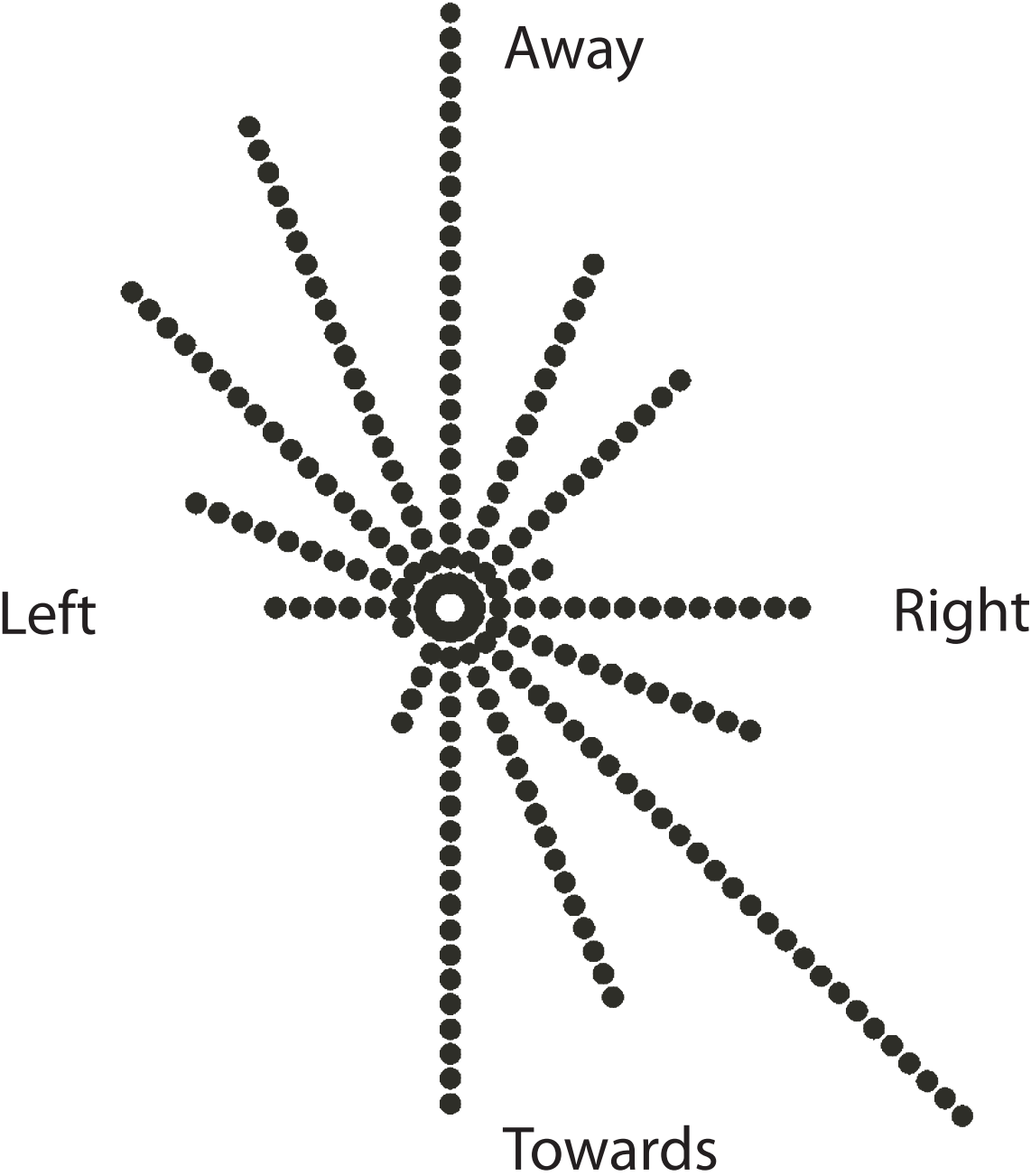
# Posterior Deltoids: Shoulder Extensor



## Distribution of Preferred Directions

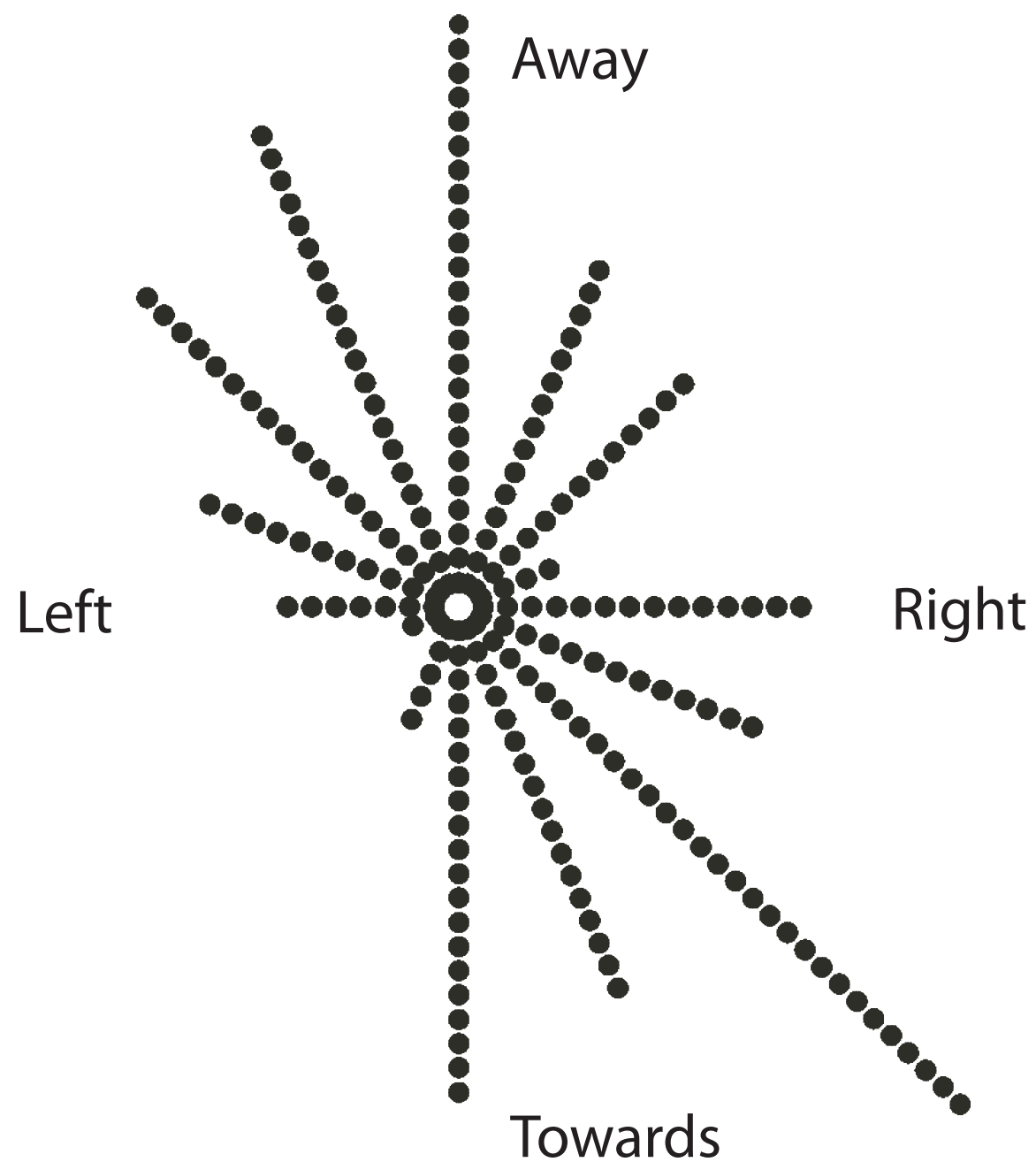


Distribution of Preferred Directions

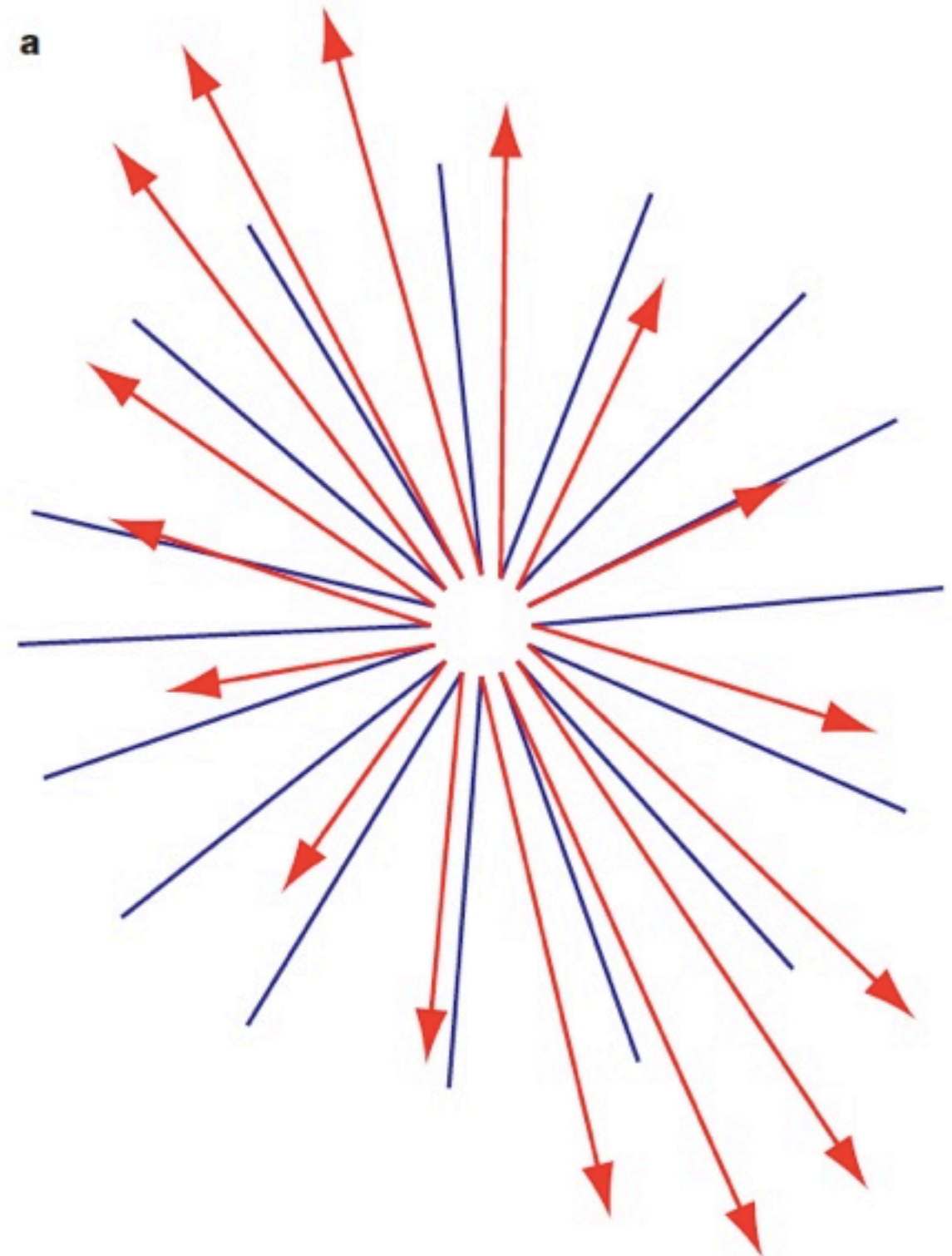




## Distribution of Preferred Directions



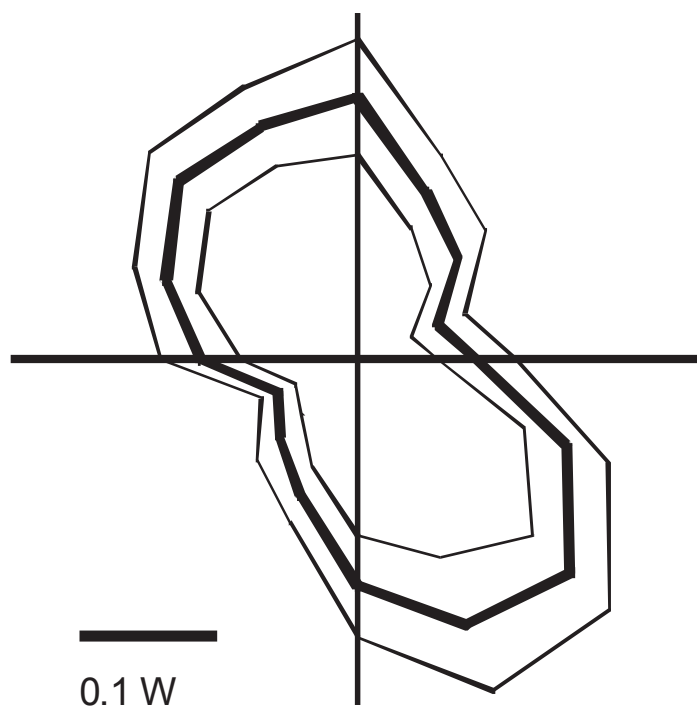
## Population Vectors



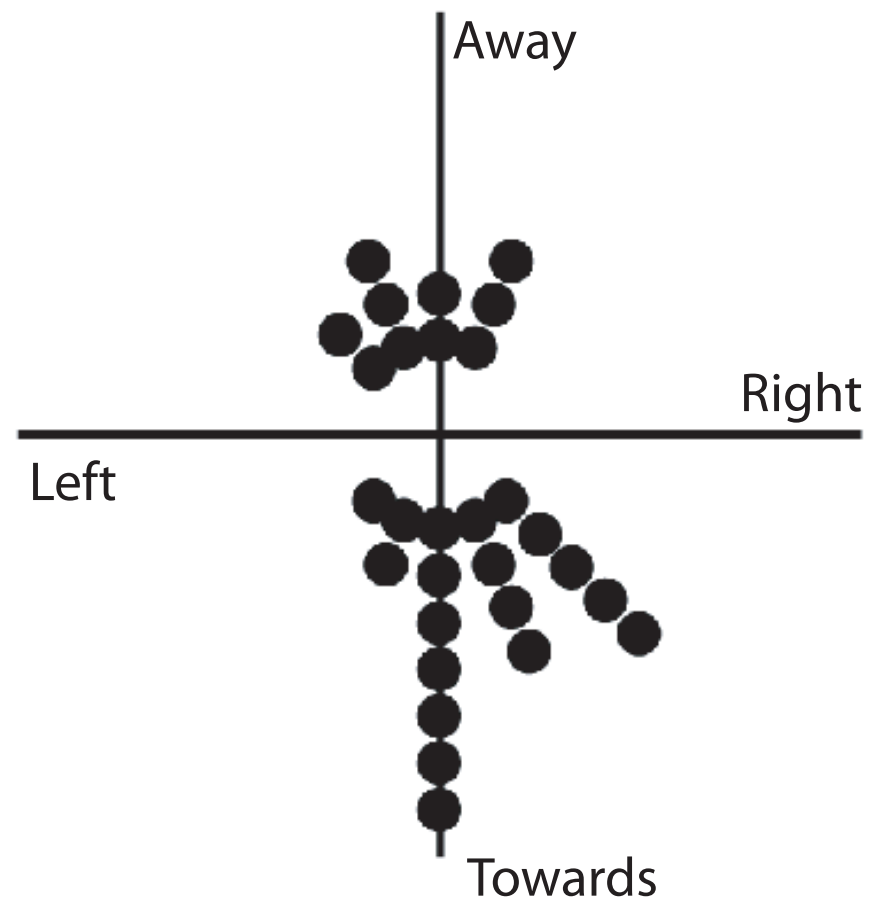
Scott et al., Nature 2001

# Neural activity in M1 reflects limb mechanics:

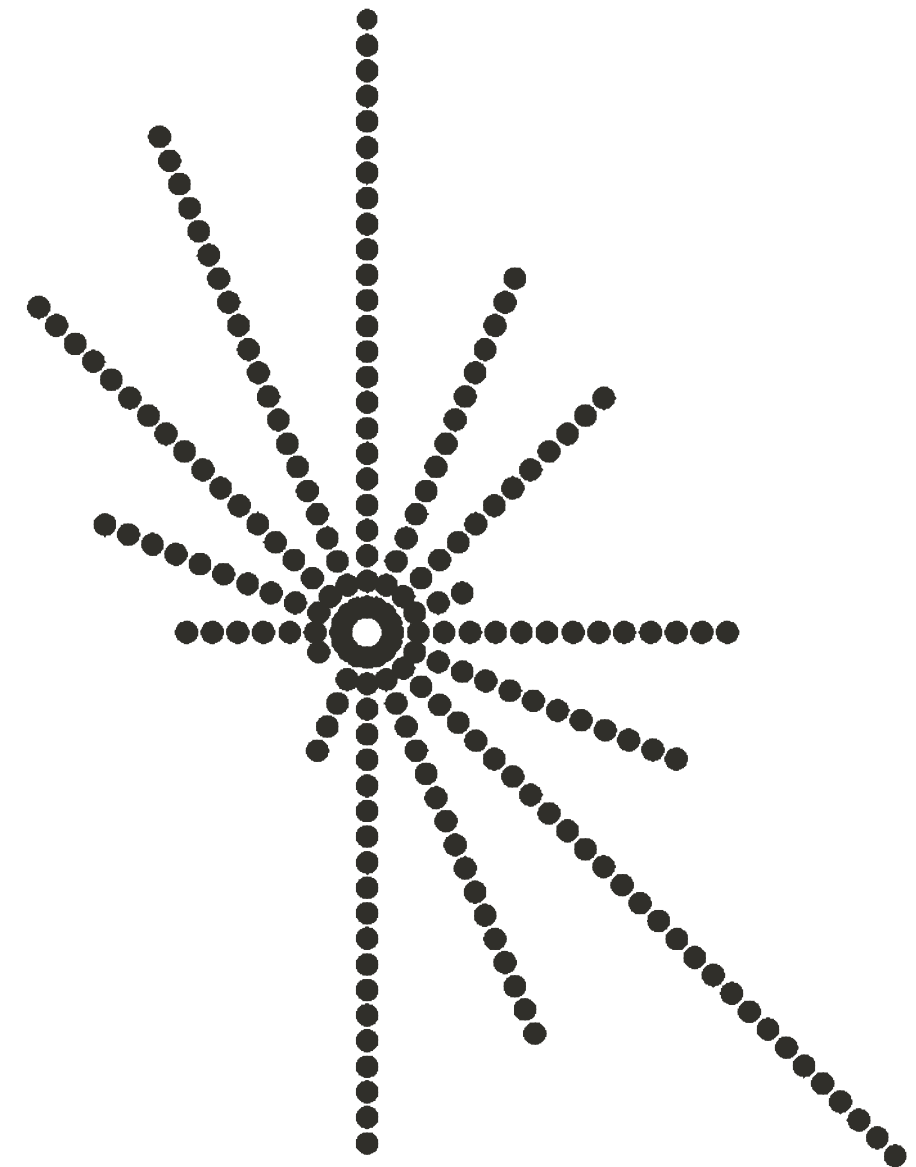
Peak Joint Power



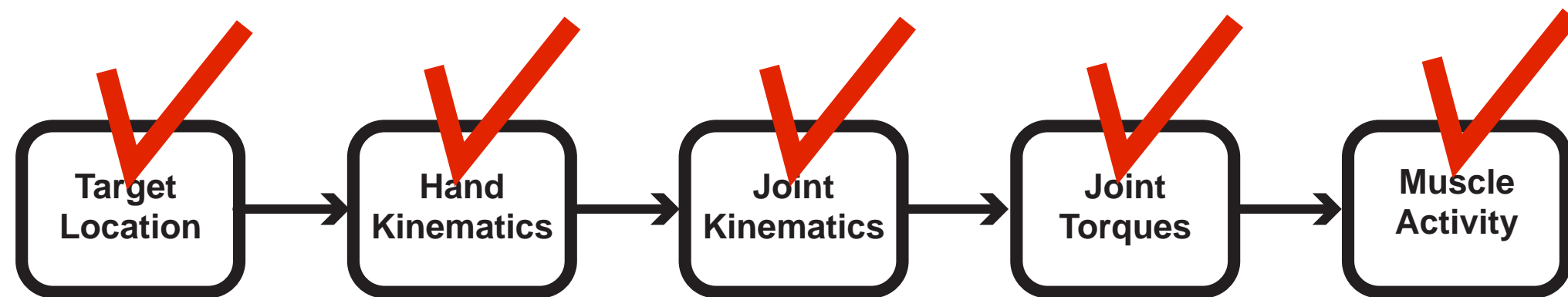
Limb Muscle Activity



M1 Cell Activity

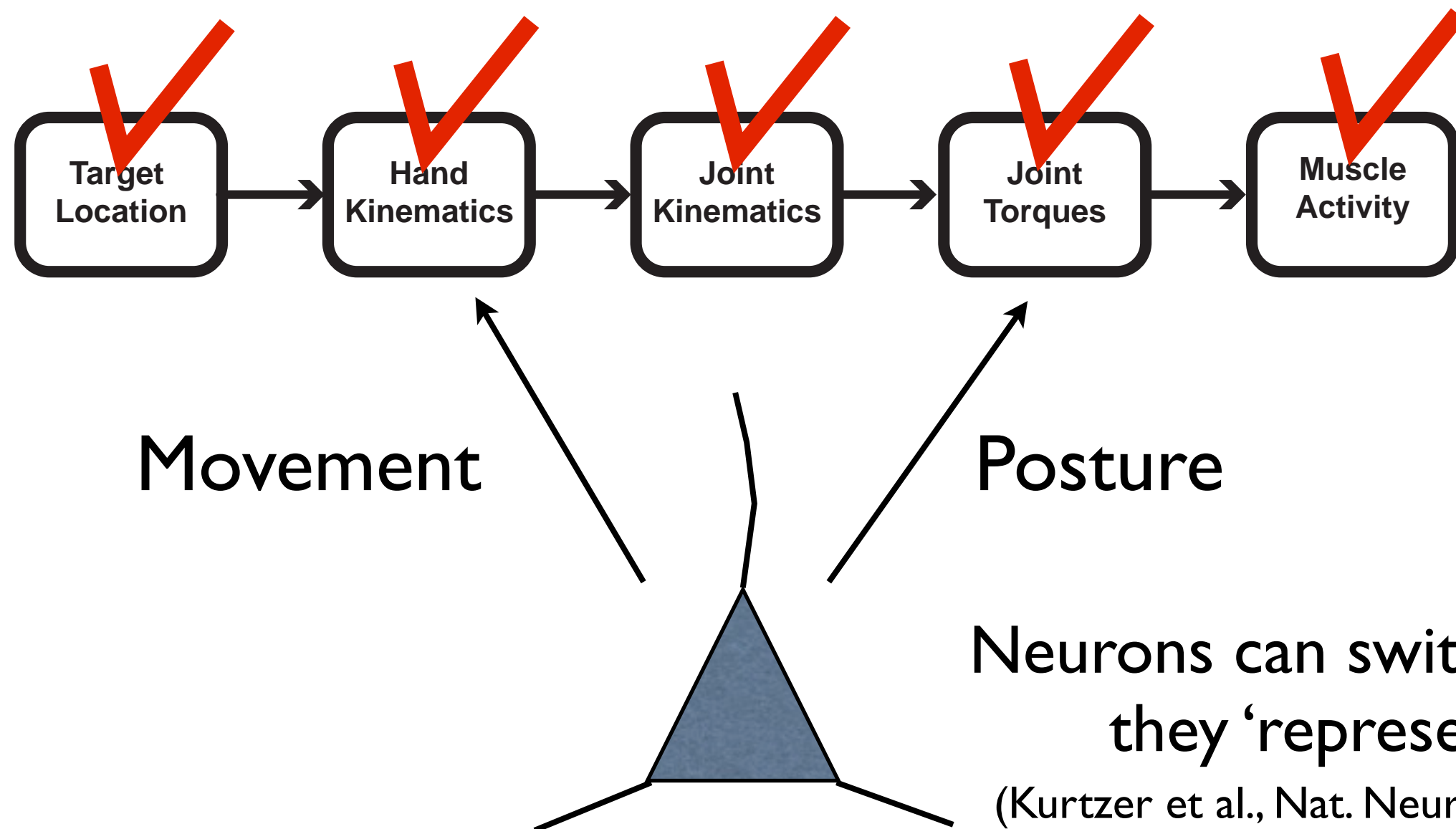


# Conceptual Framework: Sensorimotor Transformations/Coordinate Frames



MI neurons can represent all levels of information

# An Inconvenient Truth about Sensorimotor Transformations/ Coordinate Frames



# Optimal Feedback Control as a model of voluntary motor control (Todorov and Jordan, 2002)

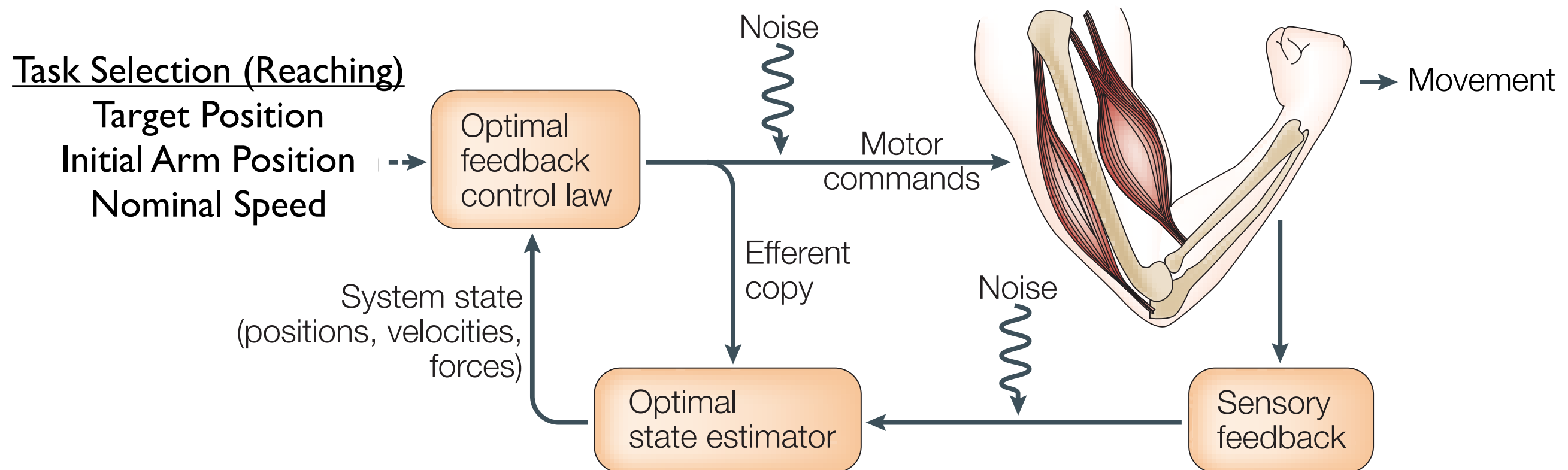
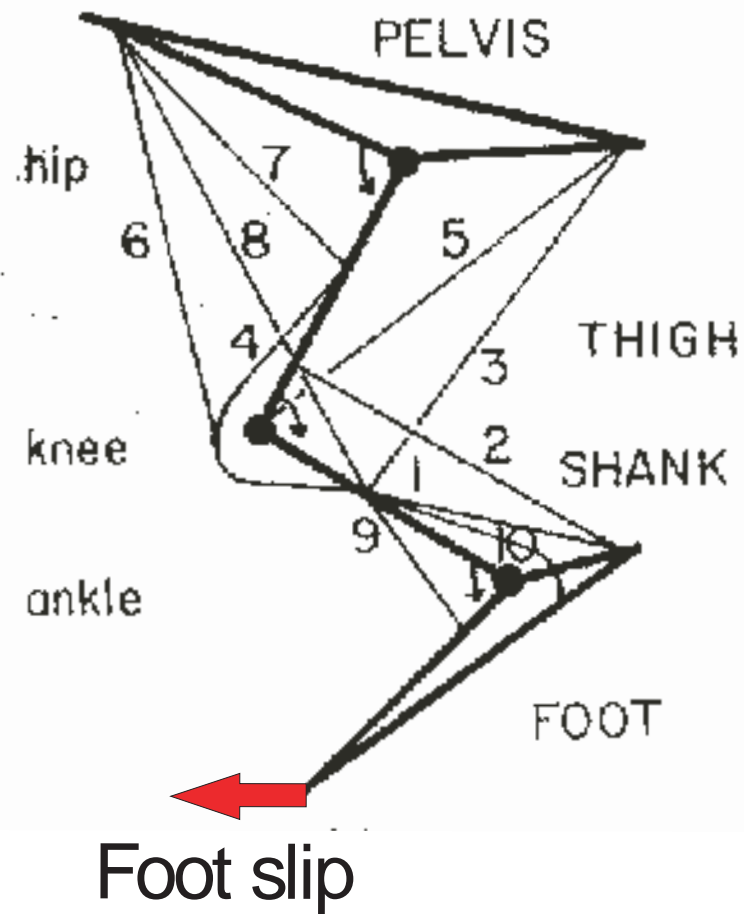


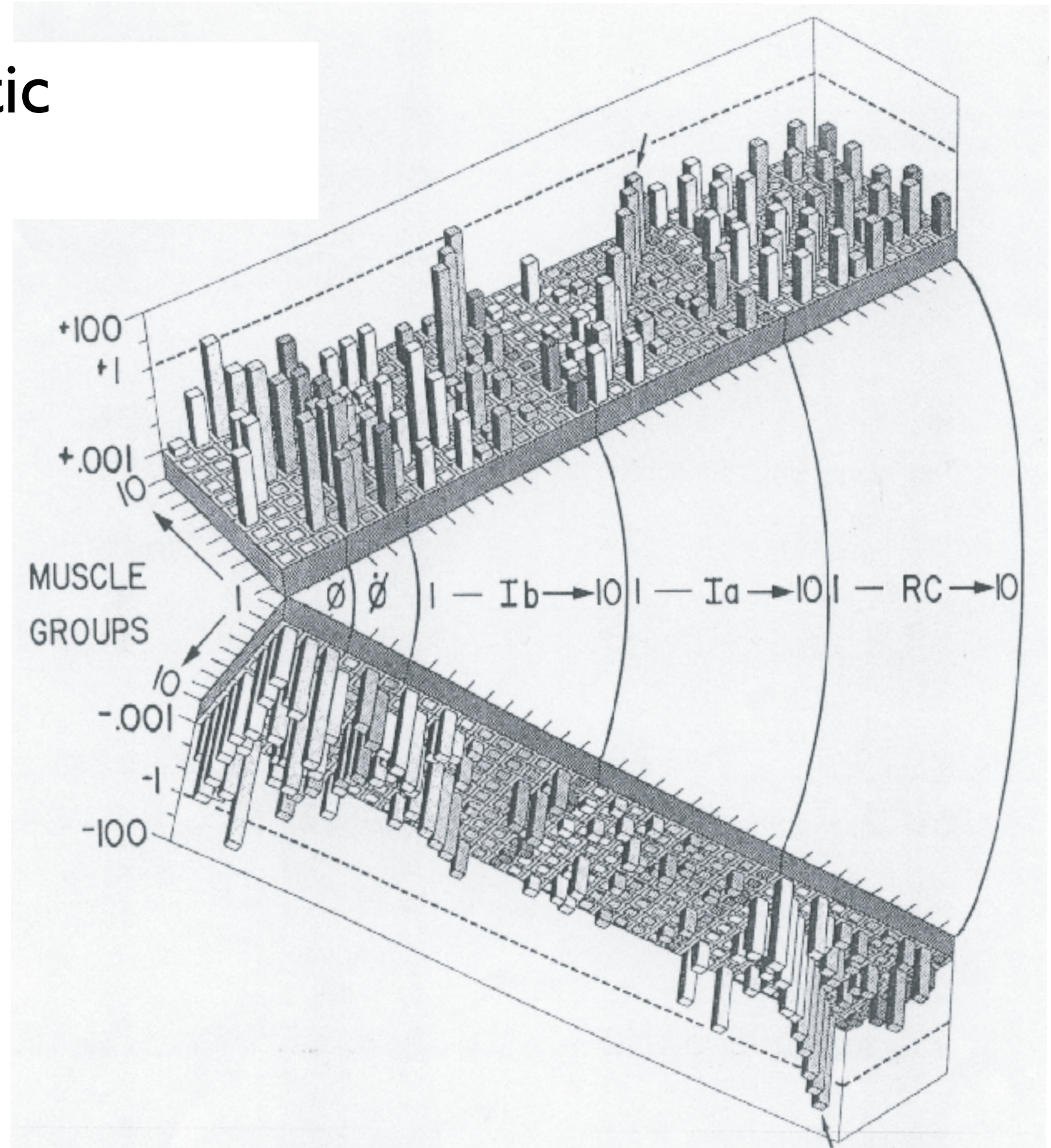
Diagram from Scott, Nat. Rev. Neurosci. 2004



# Linear Quadratic Regulator



He, Levine, Loeb, IEEE  
Trans on Automatic  
Control 36:322-332,  
1991





# Optimal Feedback Control: Manages Noise

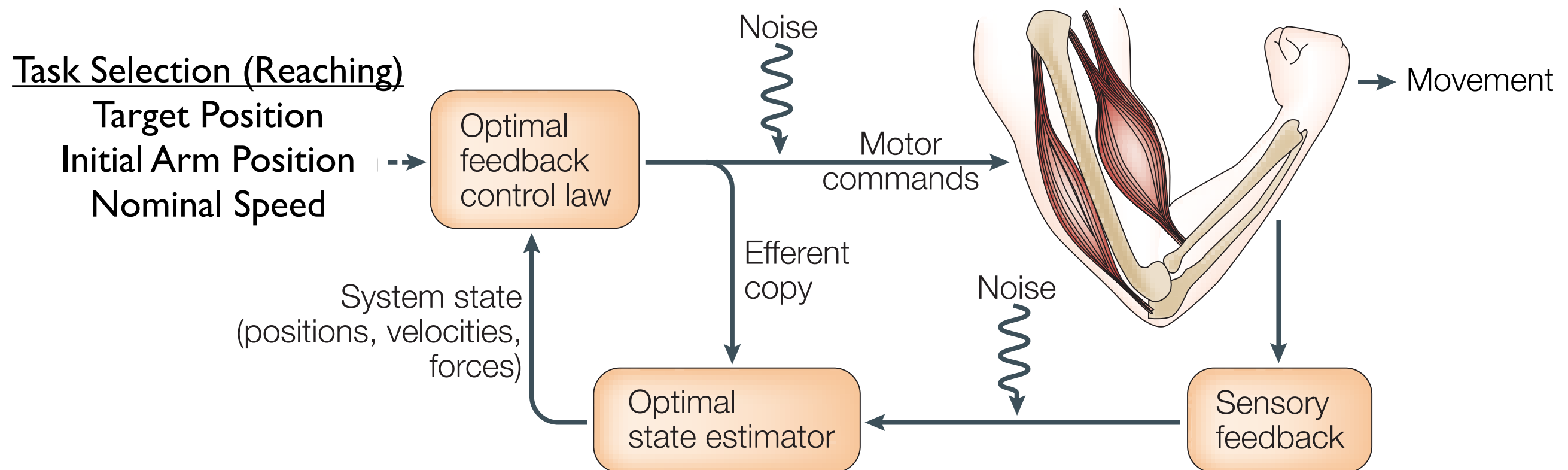
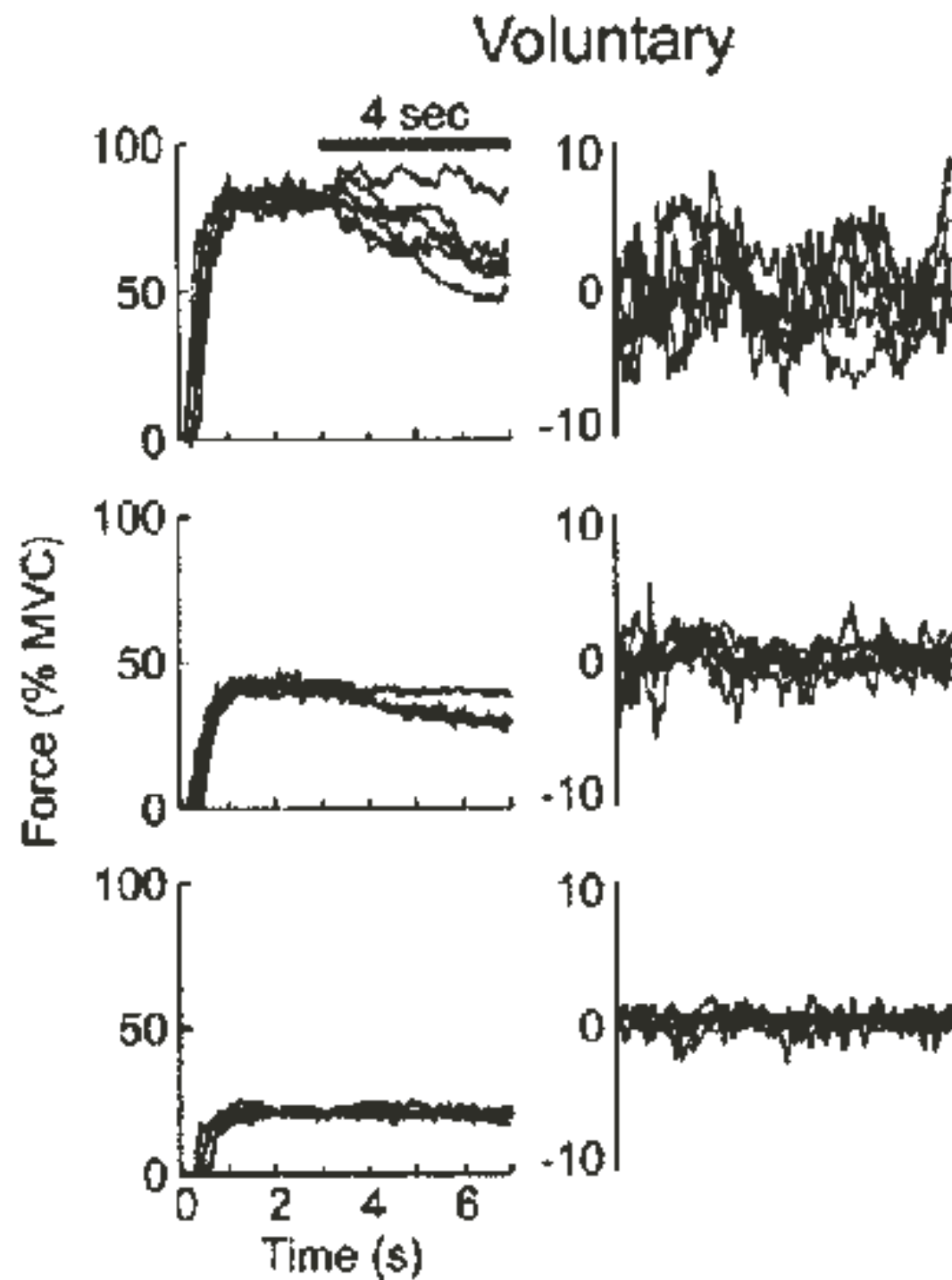


Diagram from Scott, Nat. Rev. Neurosci. 2004

# Sensory and Motor Noise



Hamilton et al., JNP 2003

ENDPOINT ERRORS (SD in cm)

0.684

0.610

ANGLE ERRORS (SD in °)

0.543

0.484

0.438

0.407

$\theta_2 = 0.80$

$\phi_2 = 0.68$

$\theta_1 = 0.54$

$\phi_1 = 0.54$

Scott and Loeb, J. Neurosci. 1994

Key feature of OFC is that errors are only corrected if they affect the goal, otherwise they are ignored

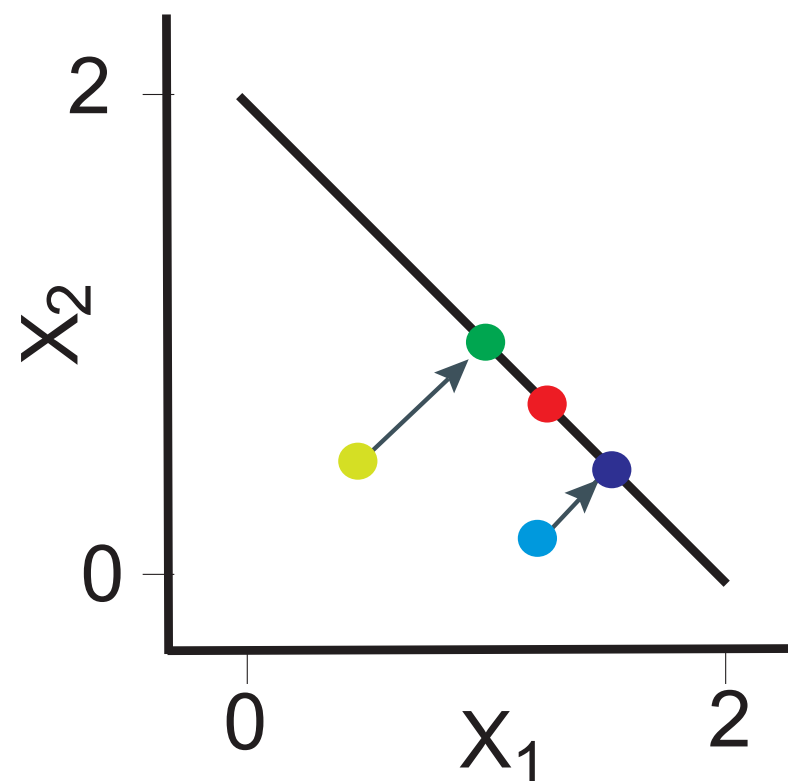
Control Problem:  $X_1 + X_2 = 2$

Nominal Solution:  $X_1 = X_2 = 1$  ●

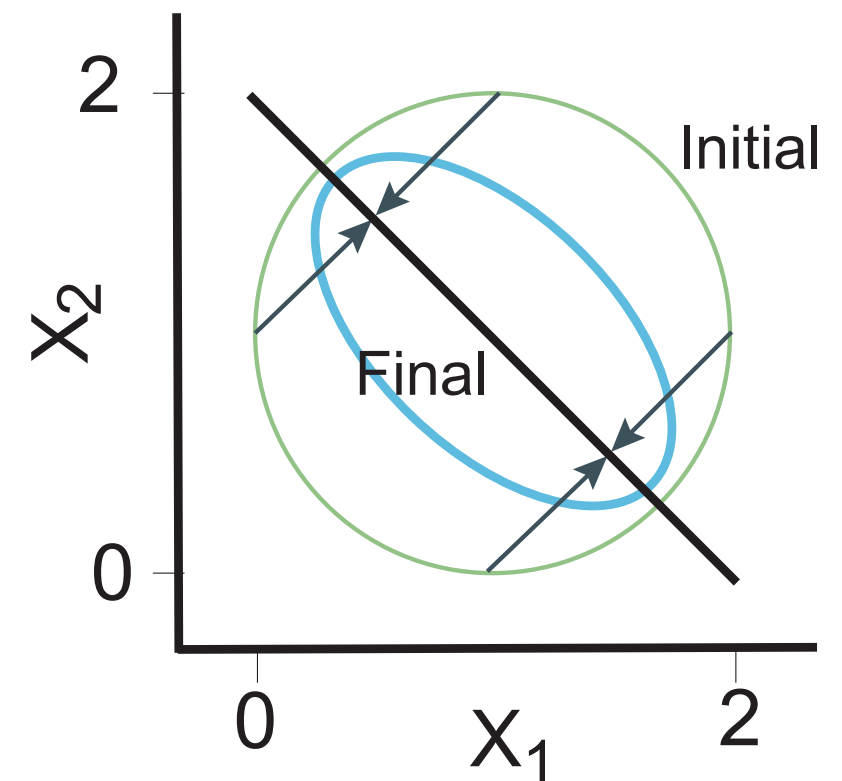
Case 1(●):  $X_1 = 0.5, X_2 = 0.5$   
Proceed to ●

Case 2(●):  $X_1 = 1.2, X_2 = 0.8$   
Stop

Case 3(●):  $X_1 = 1.2, X_2 = 0.4$   
Proceed to ●



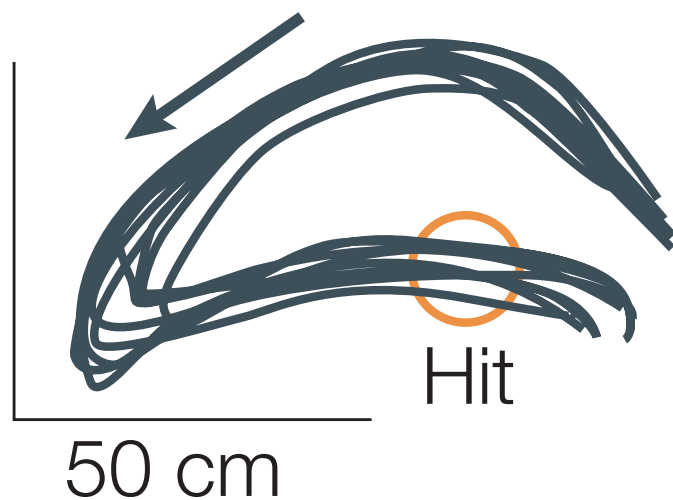
Emergent Pattern of Variability



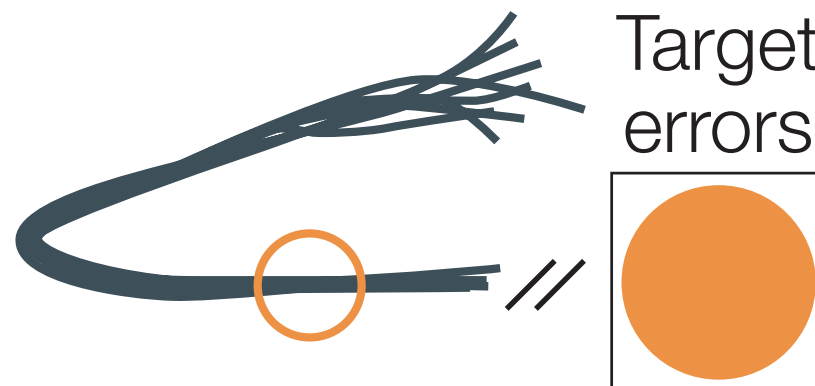
# Task-dependent Corrections

Success at hitting a ping pong ball

**Experimental data**



**Desired trajectory**

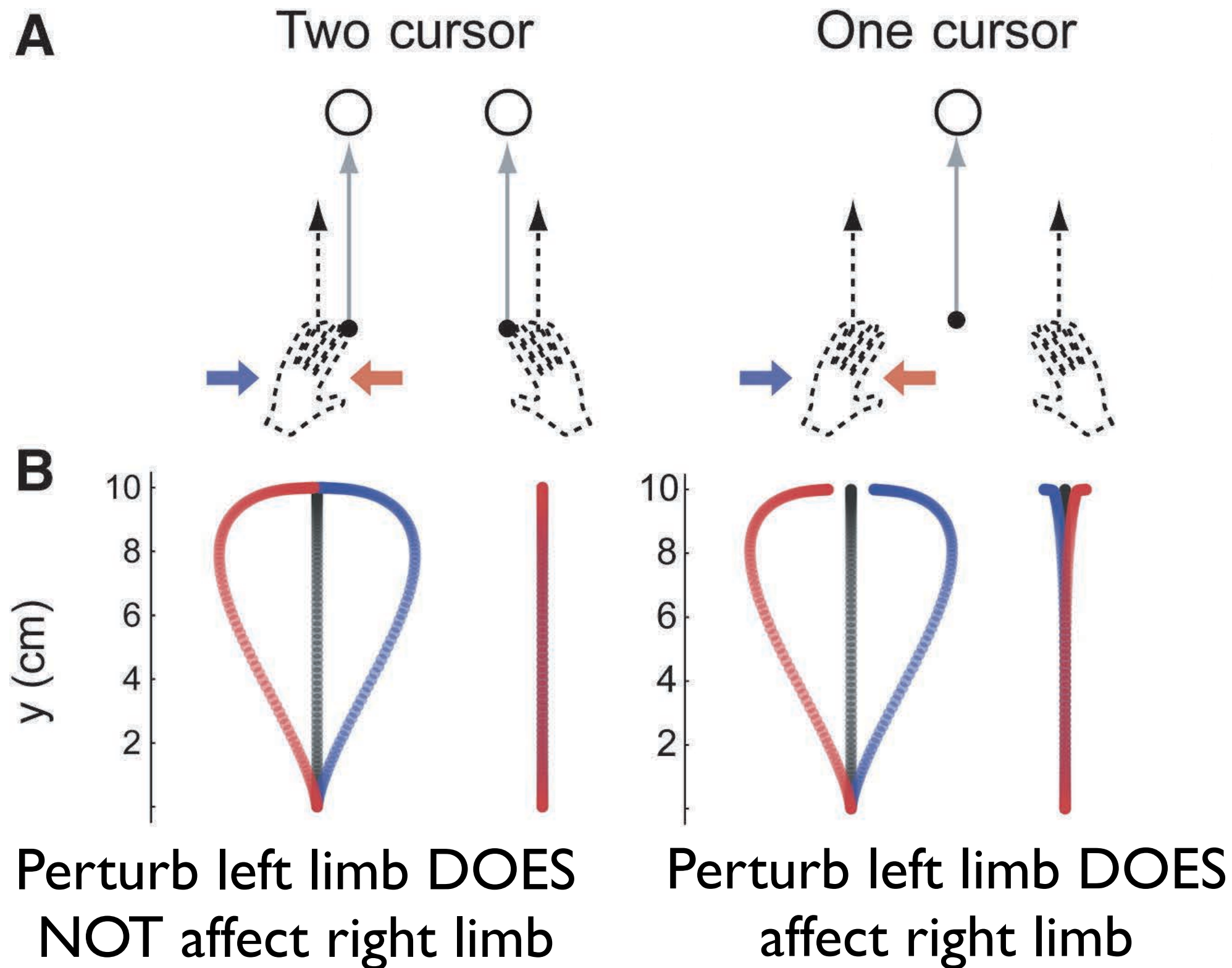


**Optimal control**



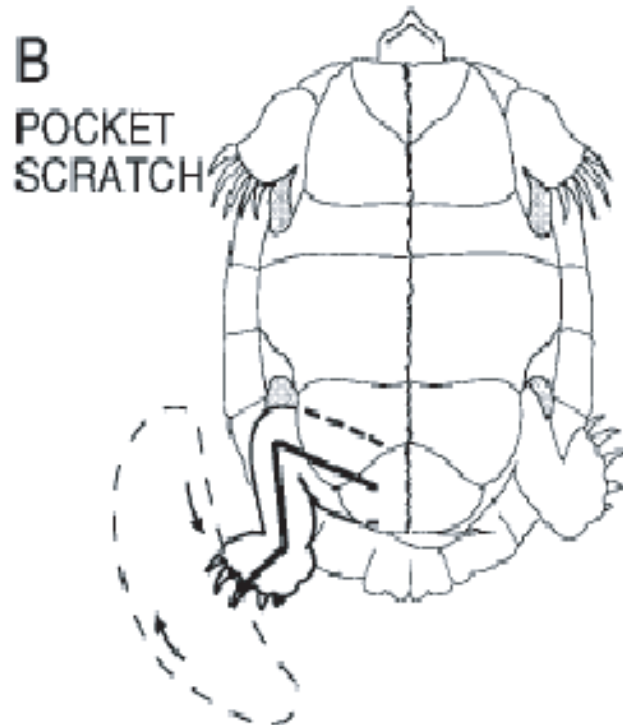
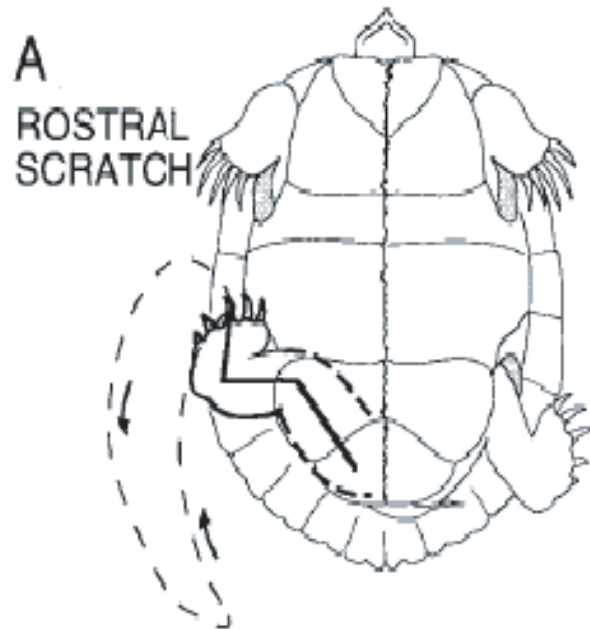
(Todorov and Jordan, 2002)

# Optimal Feedback Control predicts flexible use of feedback



Diedrichsen, Current Biology (2006)

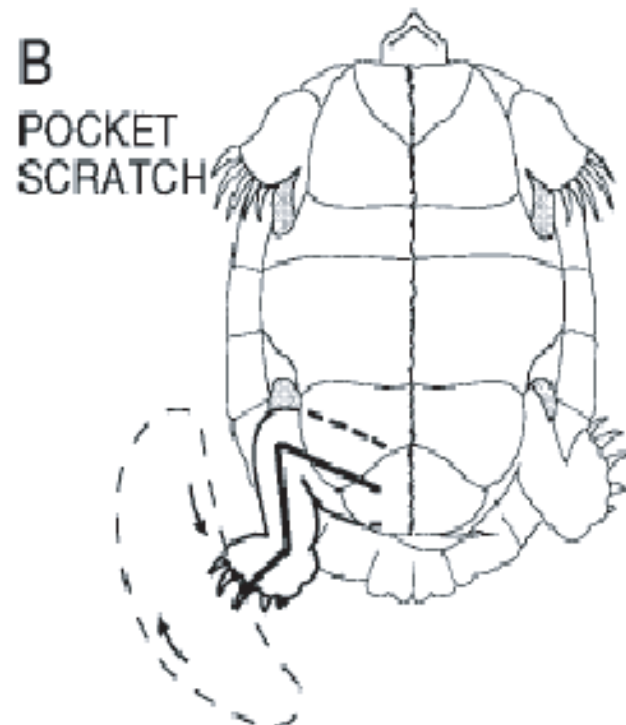
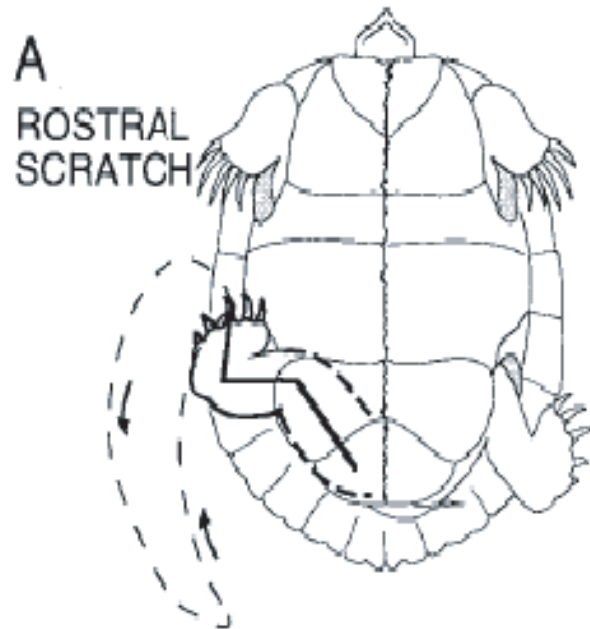
# Spinalized Turtle Wiping Reflex



Field-Fote and Stein JNP 78:1394-1403, JNP

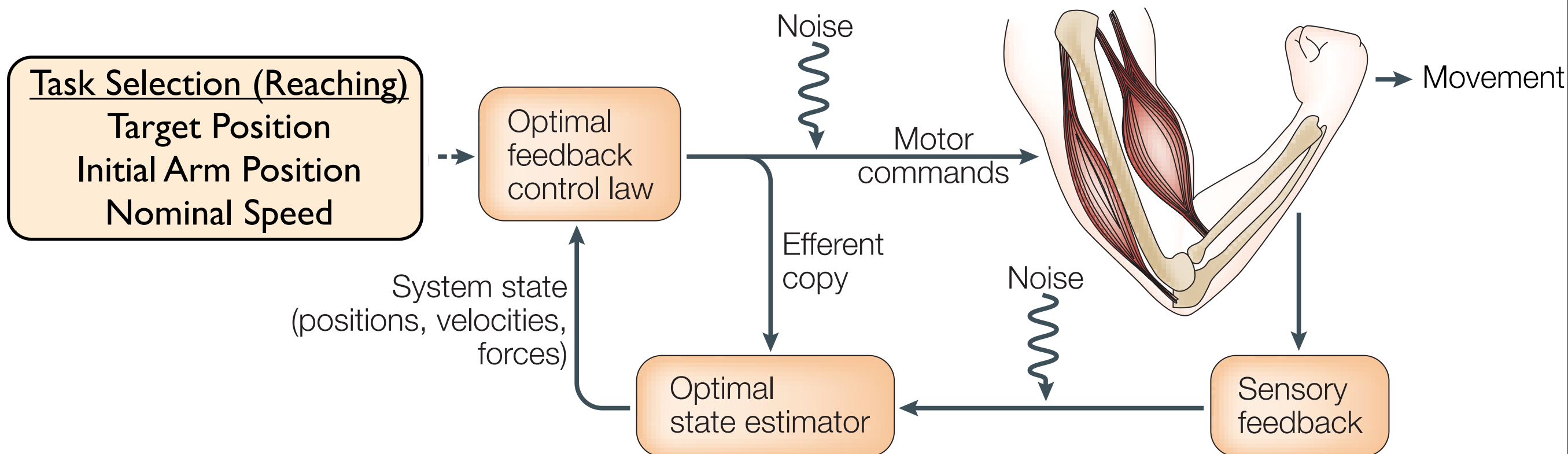


# Spinalized Turtle Wiping Reflex



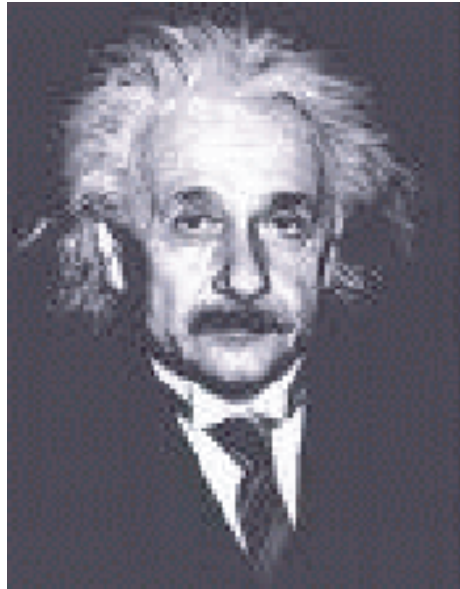
Field-Fote and Stein JNP 78:1394-1403, JNP

If optimal feedback control is a good model of voluntary control, then features of this control should be present in neural circuitry (Scott, Nat. Rev. Neurosci. 2004)

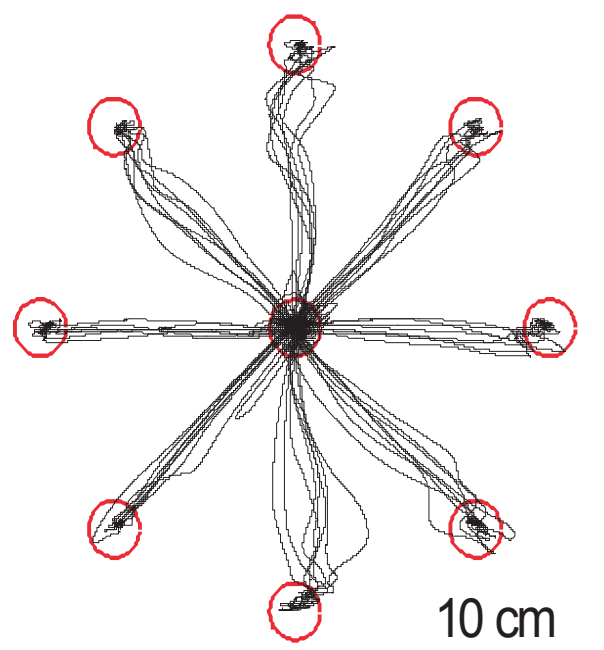


# Primary Motor Cortex (M1) contributes to Voluntary Control

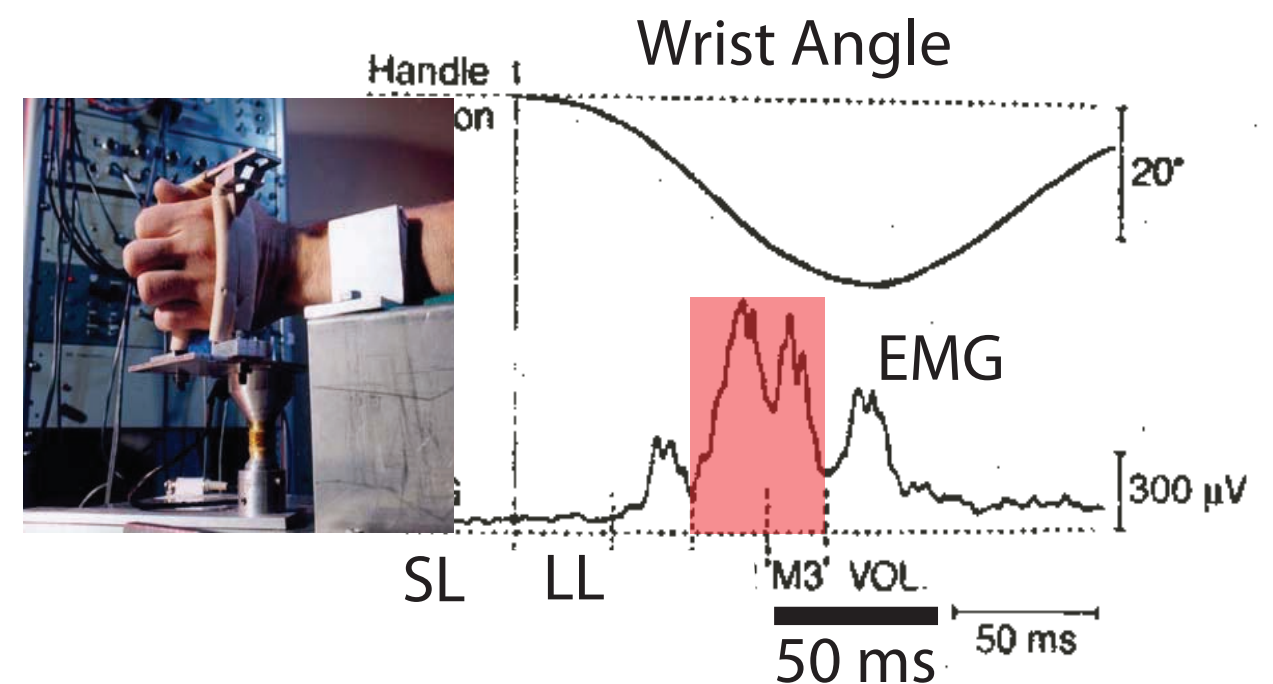
# Long-Latency (LL) Reflexes



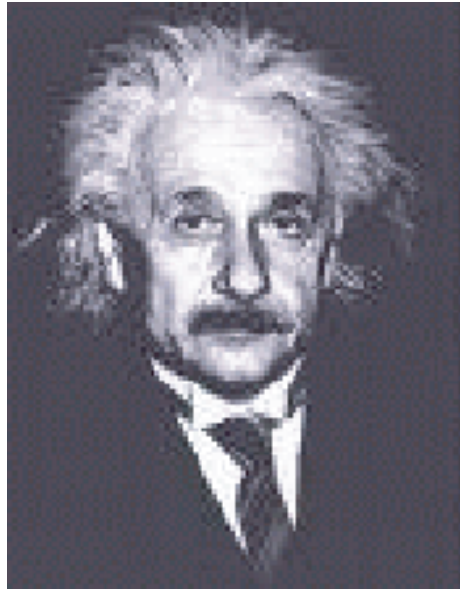
## Visual-Guided Reaching



## Mechanical Perturbation



# Primary Motor Cortex (M1) contributes to Voluntary Control                      Long-Latency (LL) Reflexes

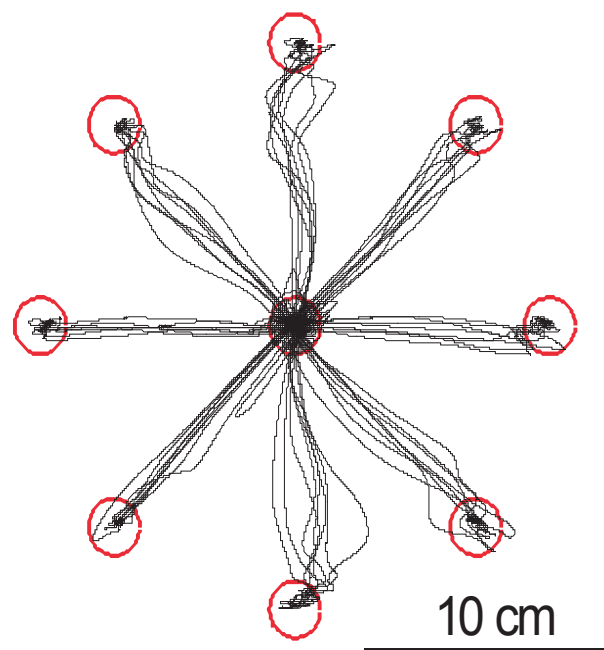


?

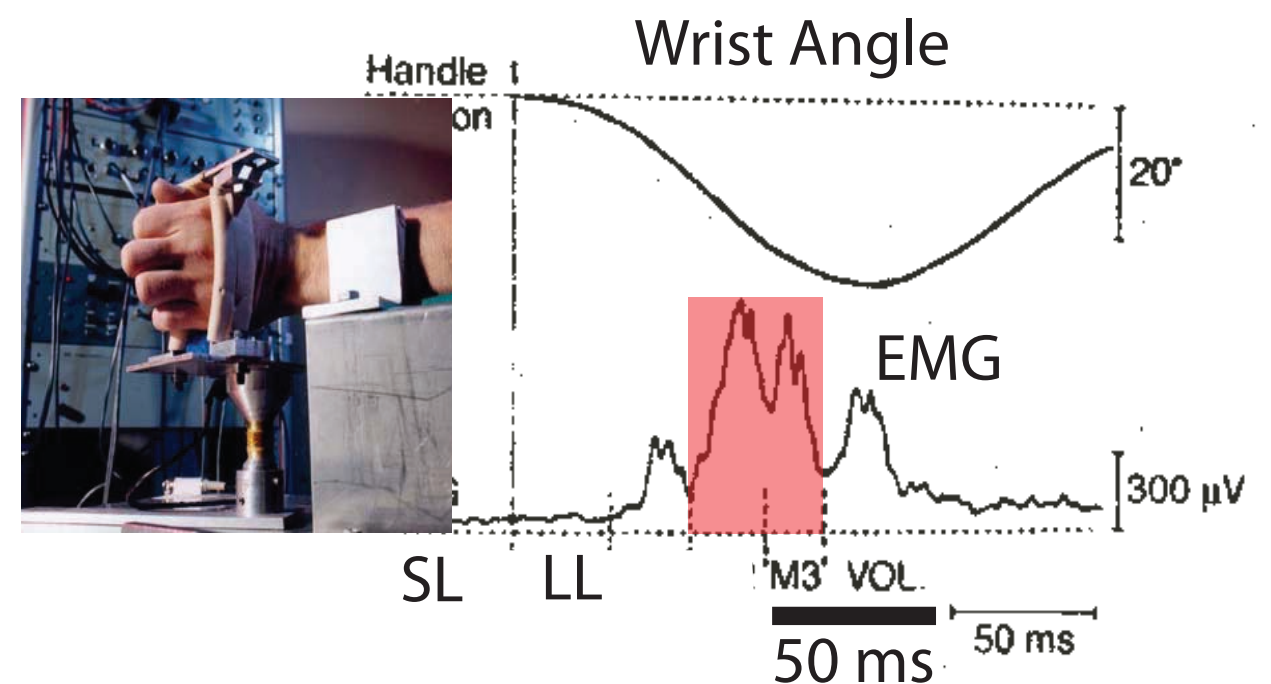
=



Visual-Guided Reaching



Mechanical Perturbation

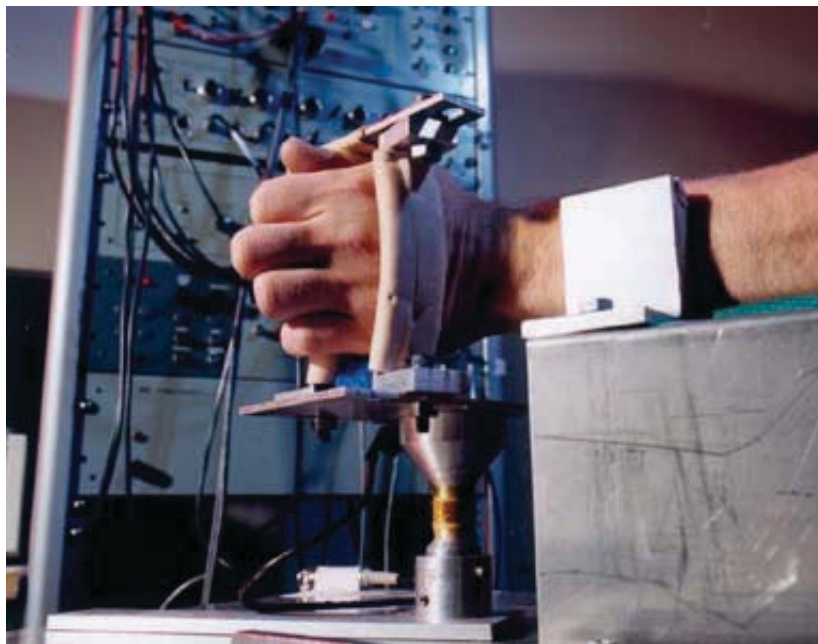




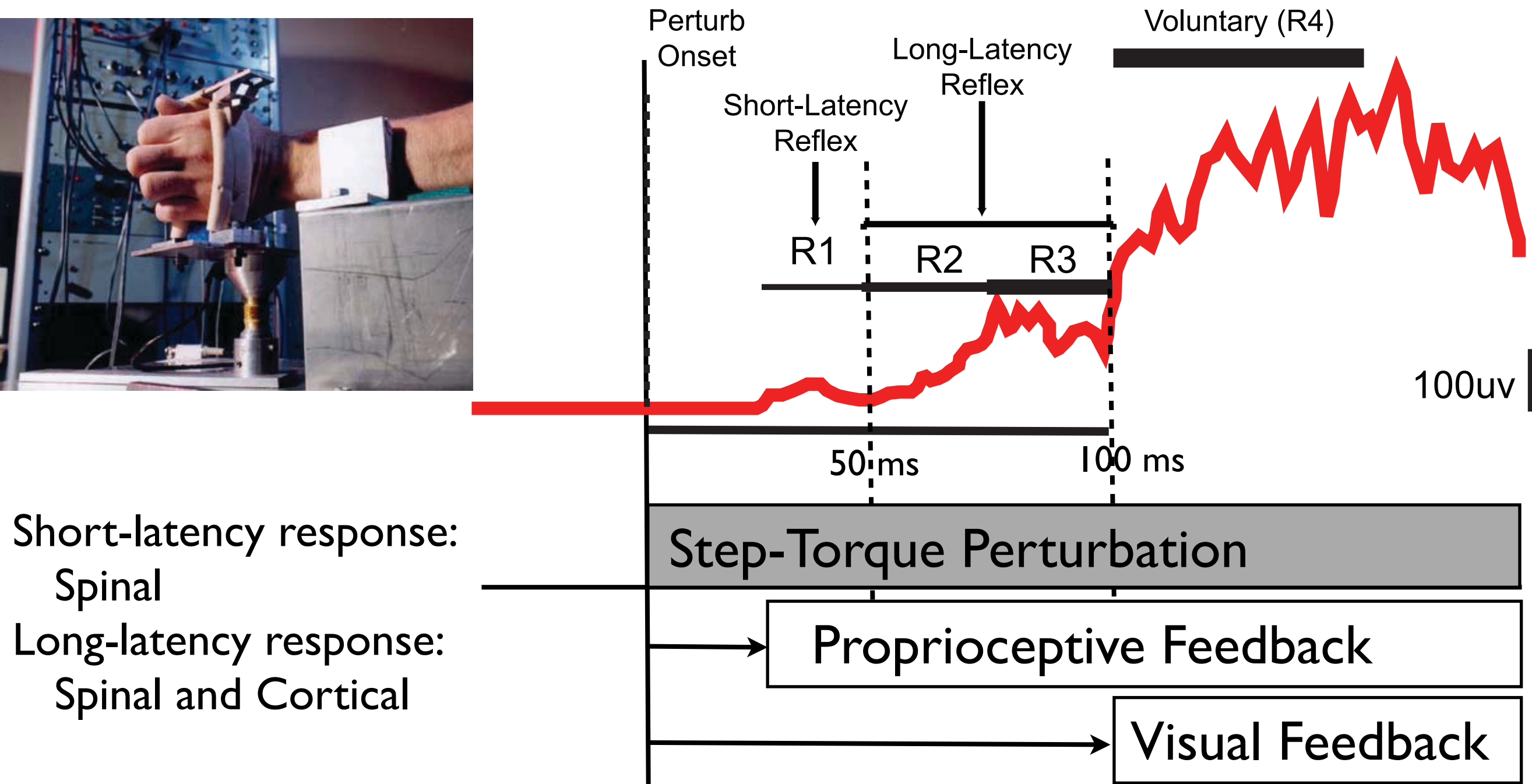
# Feedback Matters for Voluntary Control!

Study stretch responses to probe voluntary control

## Single-Joint Perturbation



## Stretch-Related Muscle Activity

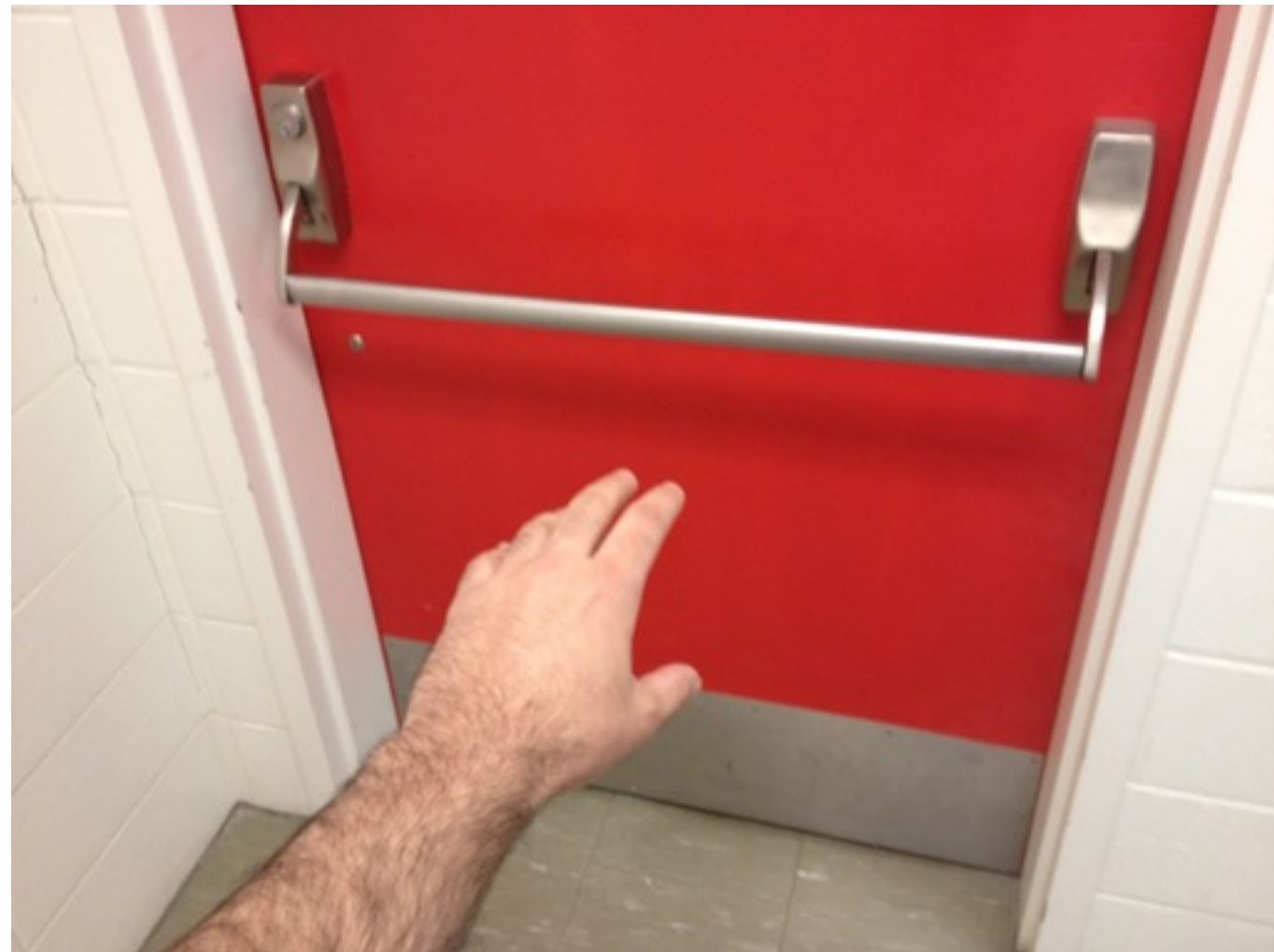


# Feedback corrections depend on the behavioural goal

Localized



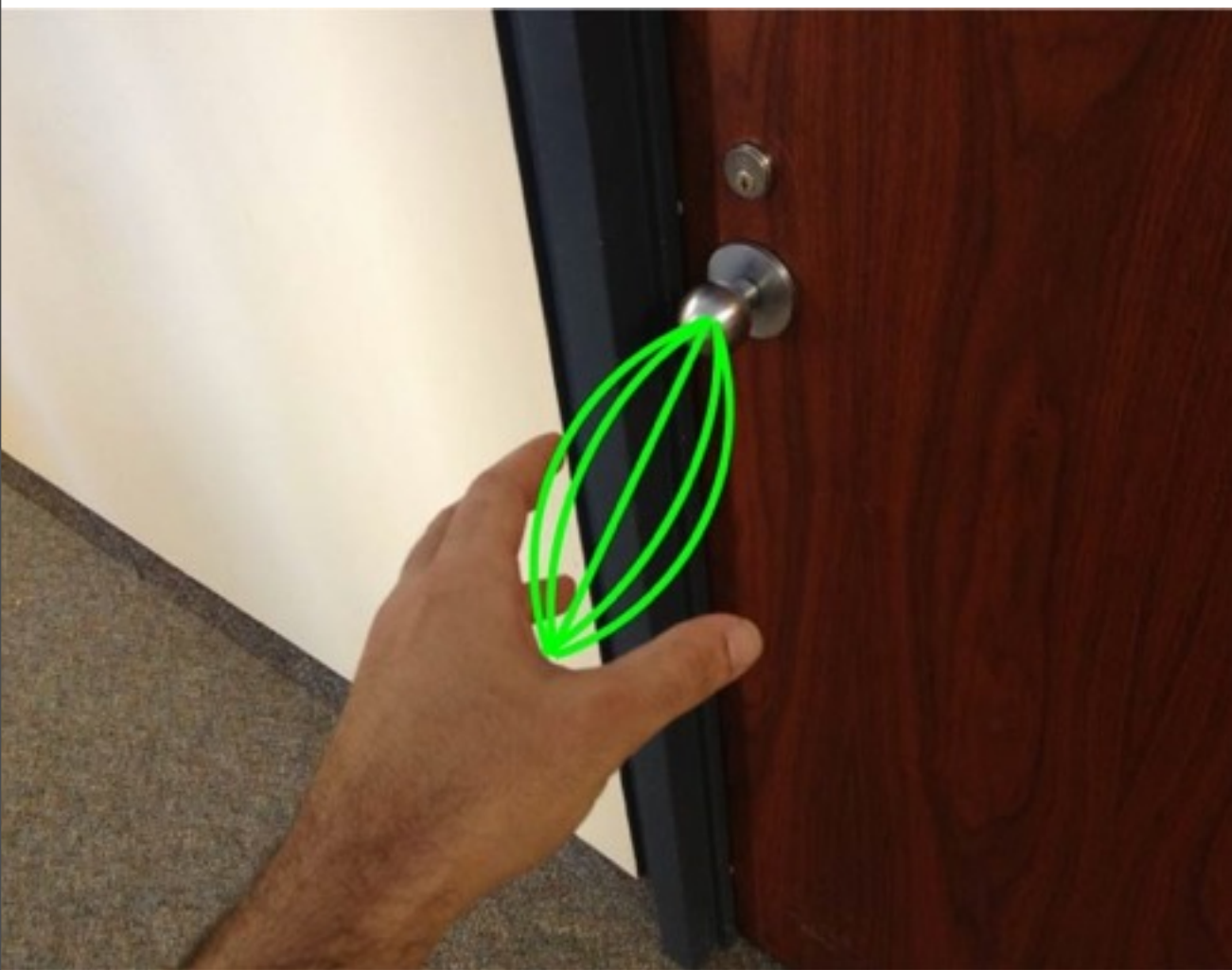
Room for error along the bar



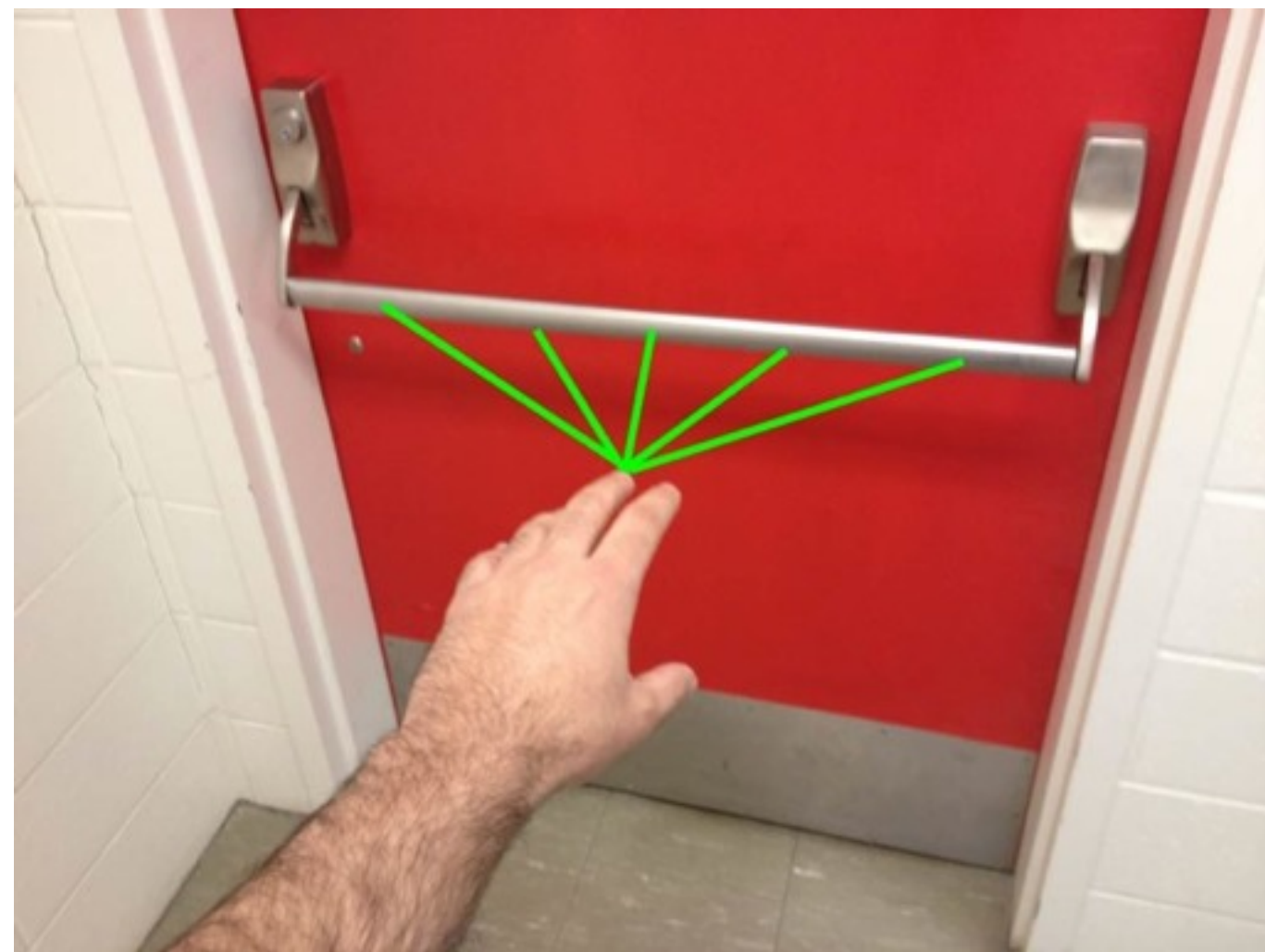


# Feedback corrections depend on the behavioural goal

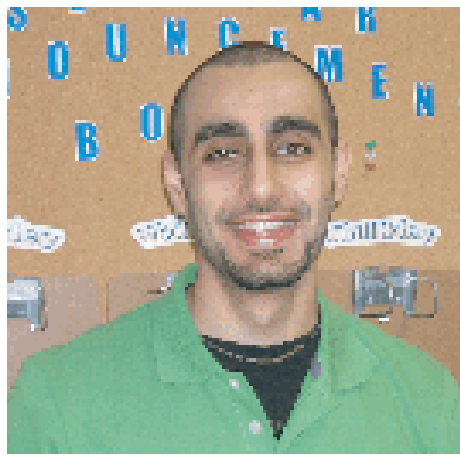
Localized



Room for error along the bar

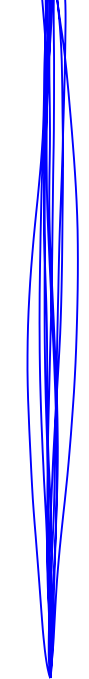


# Online corrections are influenced by the goal



Joe Nashed

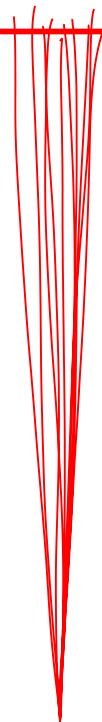
Dot



Bar

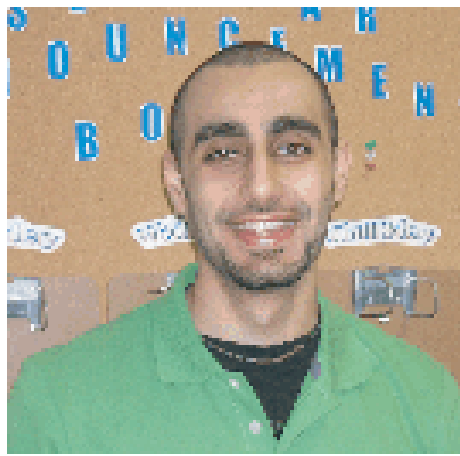


End Target



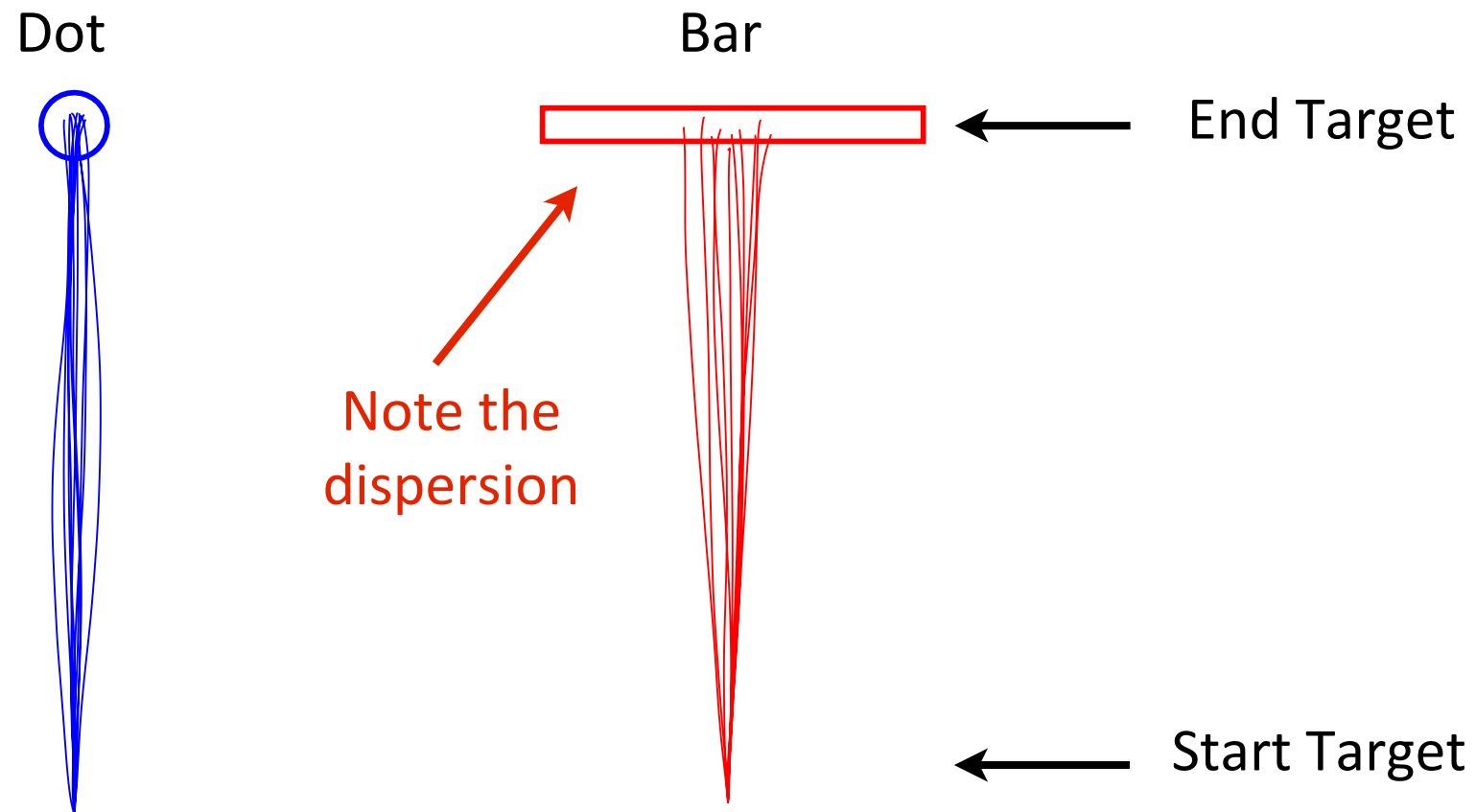
Start Target

Optimal control  
Model

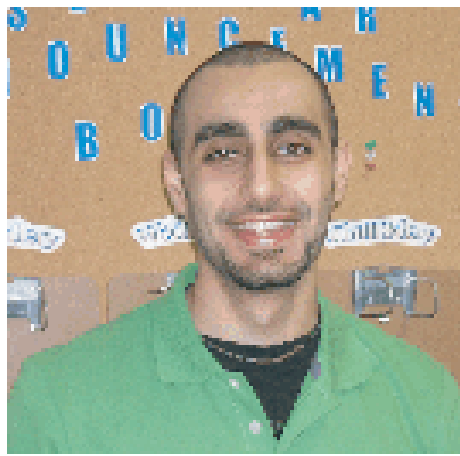


Joe Nashed

# Online corrections are influenced by the goal



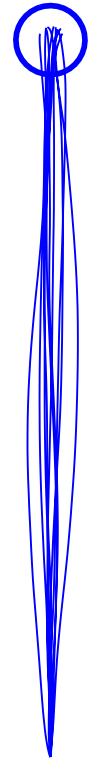
Optimal control  
Model



Joe Nashed

# Online corrections are influenced by the goal

Dot

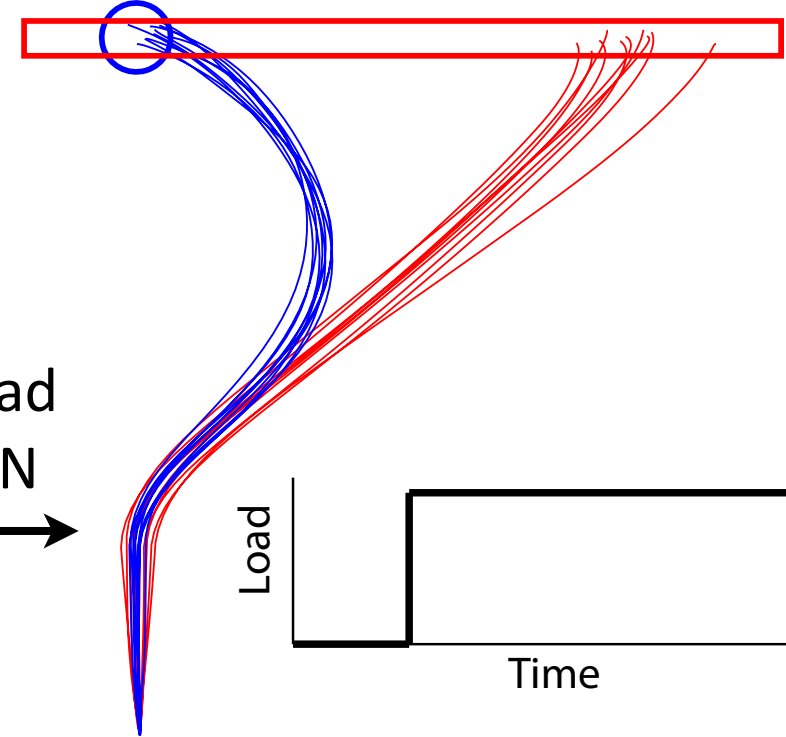


Bar



Note the dispersion

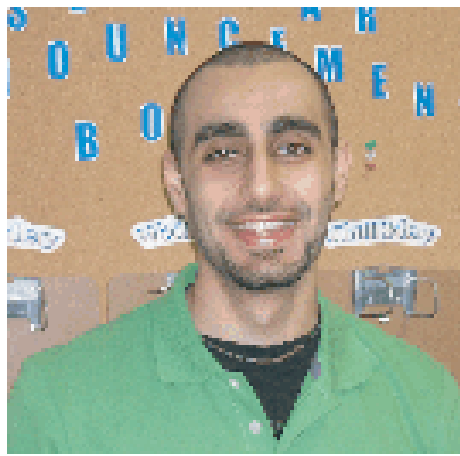
Perturbation



Load

Time

Optimal control  
Model



Joe Nashed

# Online corrections are influenced by the goal

Dot

Bar

Perturbation

Optimal control  
Model

Exemplar  
Subject

Note the  
dispersion

Load  
ON  
→

Load

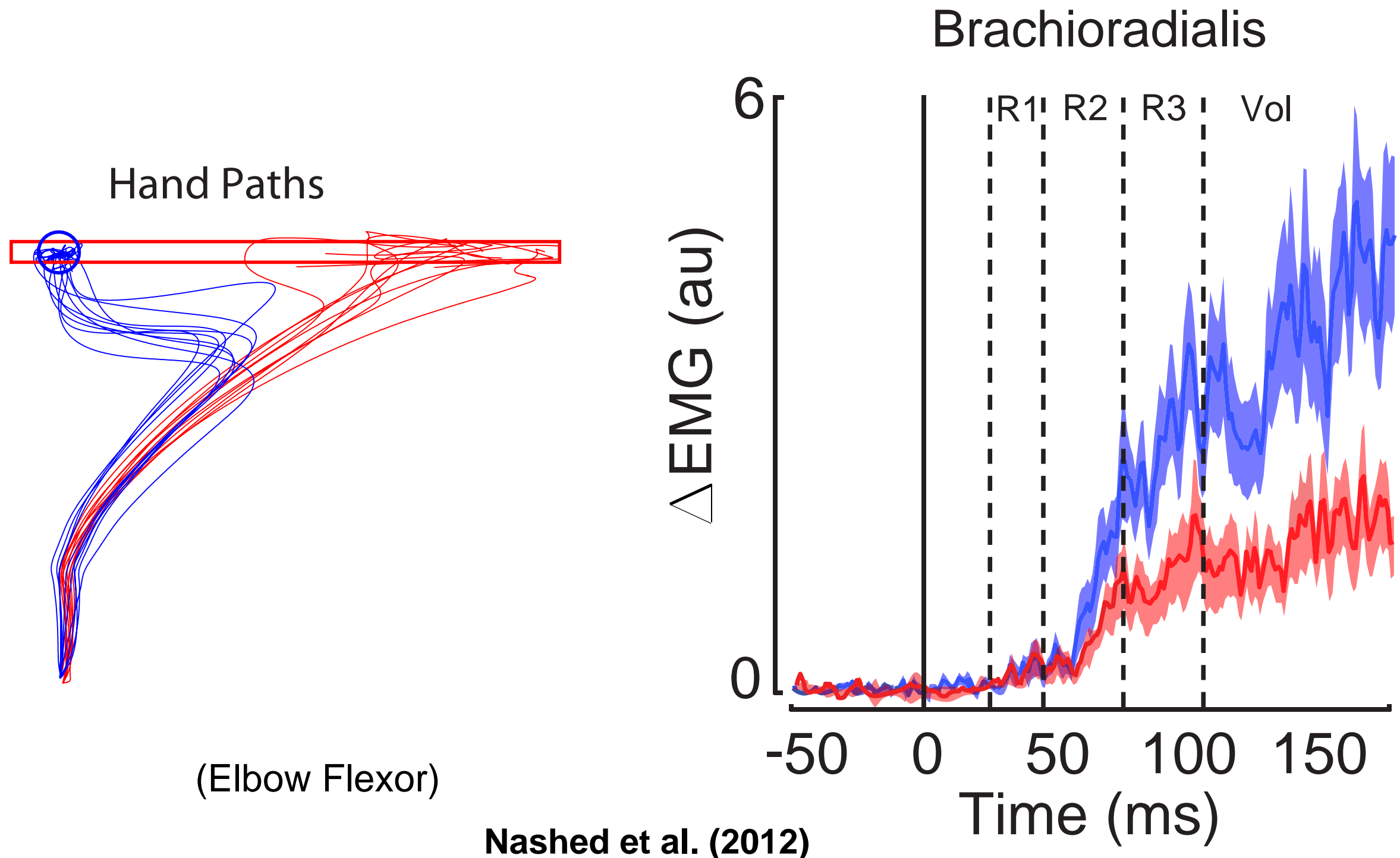
Time

Load  
ON  
→

$\tau_e$

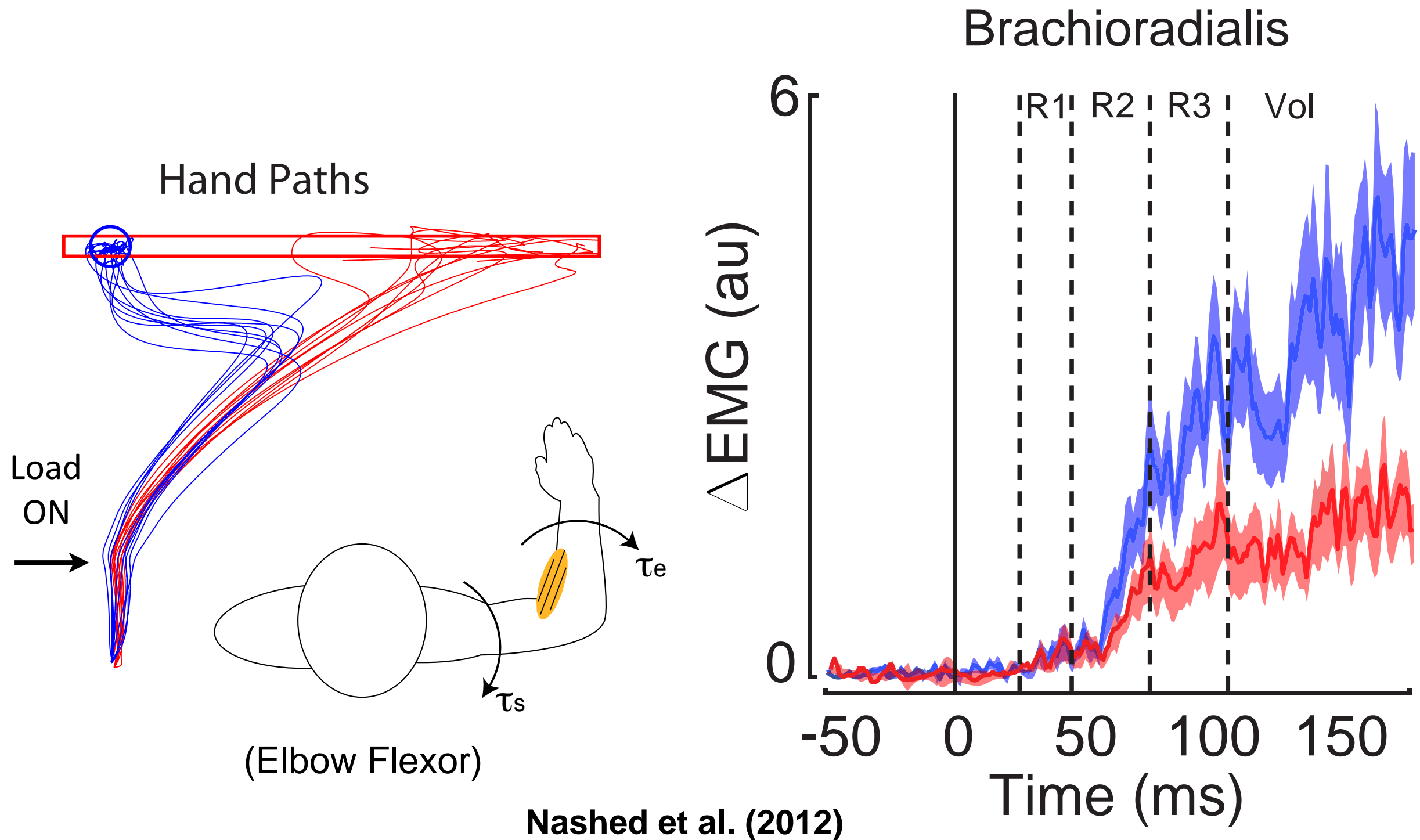
$\tau_s$

# The shape of the goal influences the long latency response





# The shape of the goal influences the long latency response

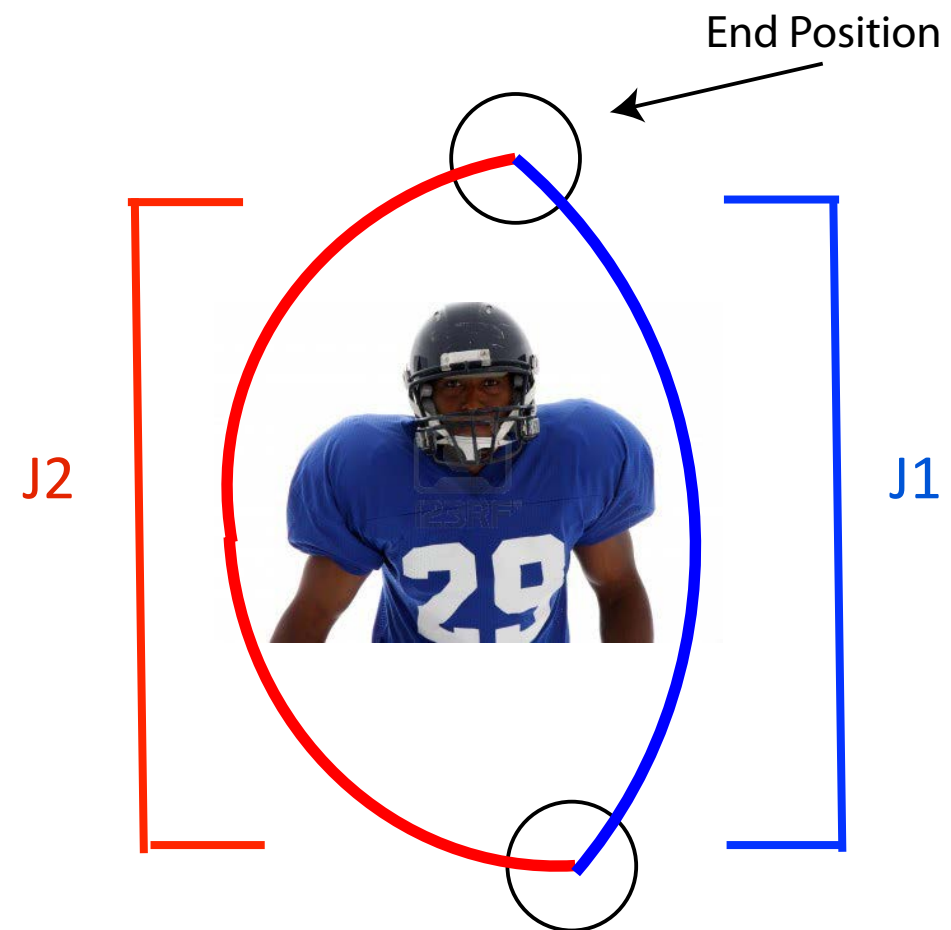
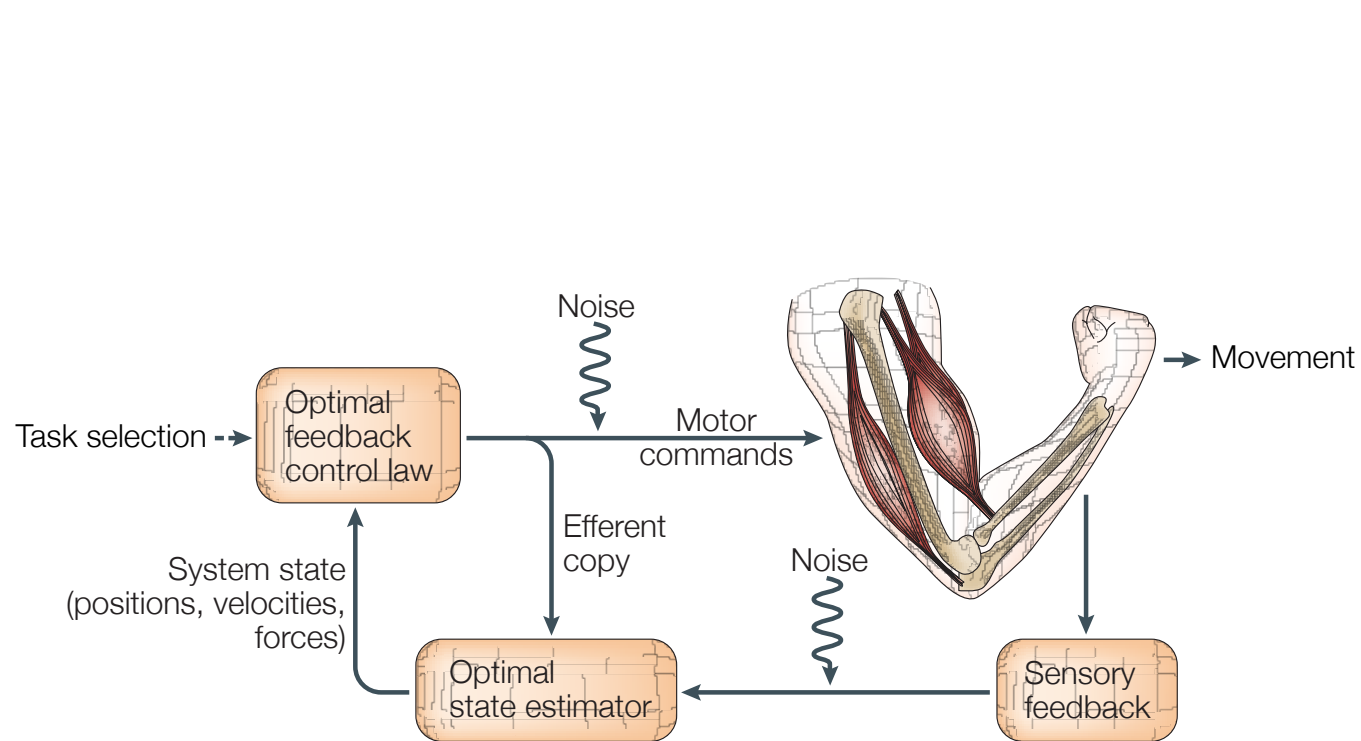


# What if the player gets hit sideways?



# How do you move to a goal?

## Cost-to-go defines how to best reach a goal

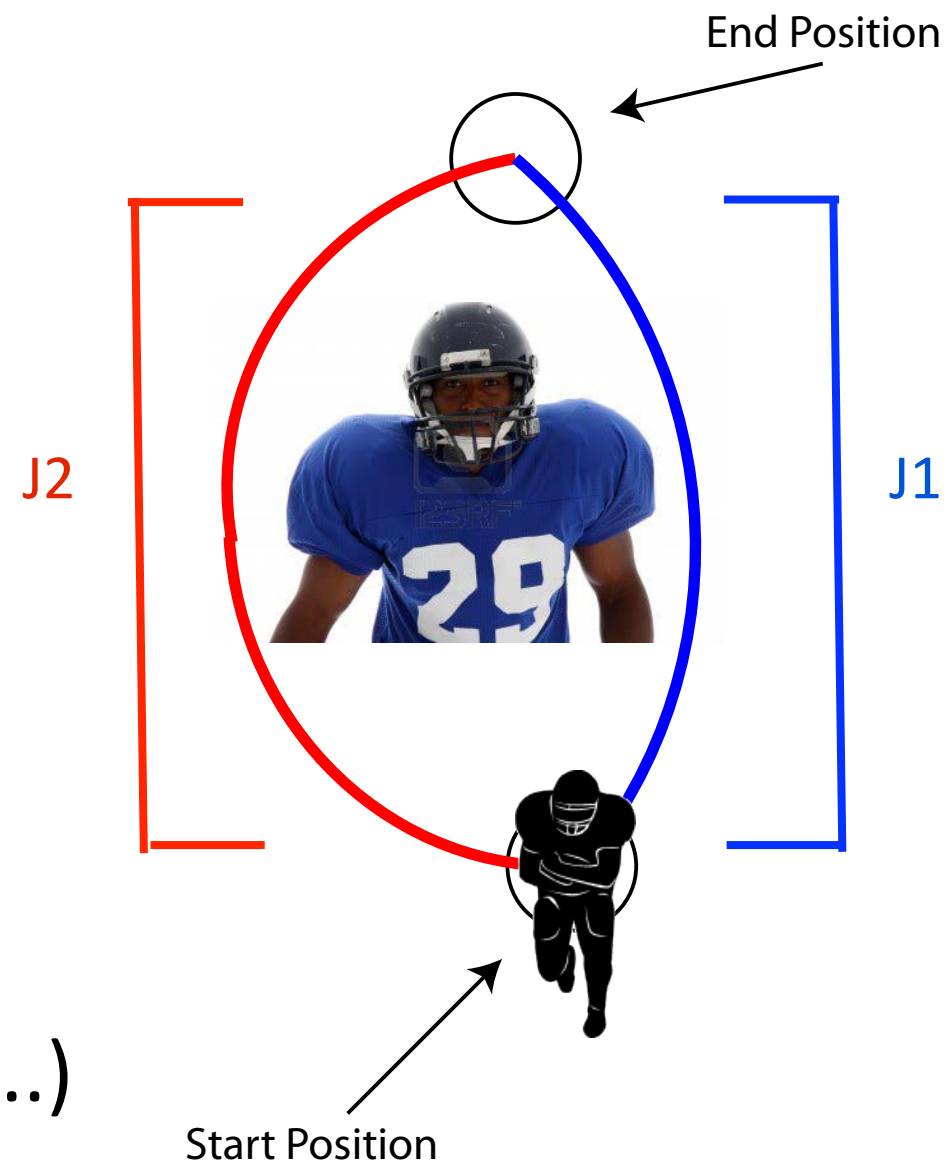
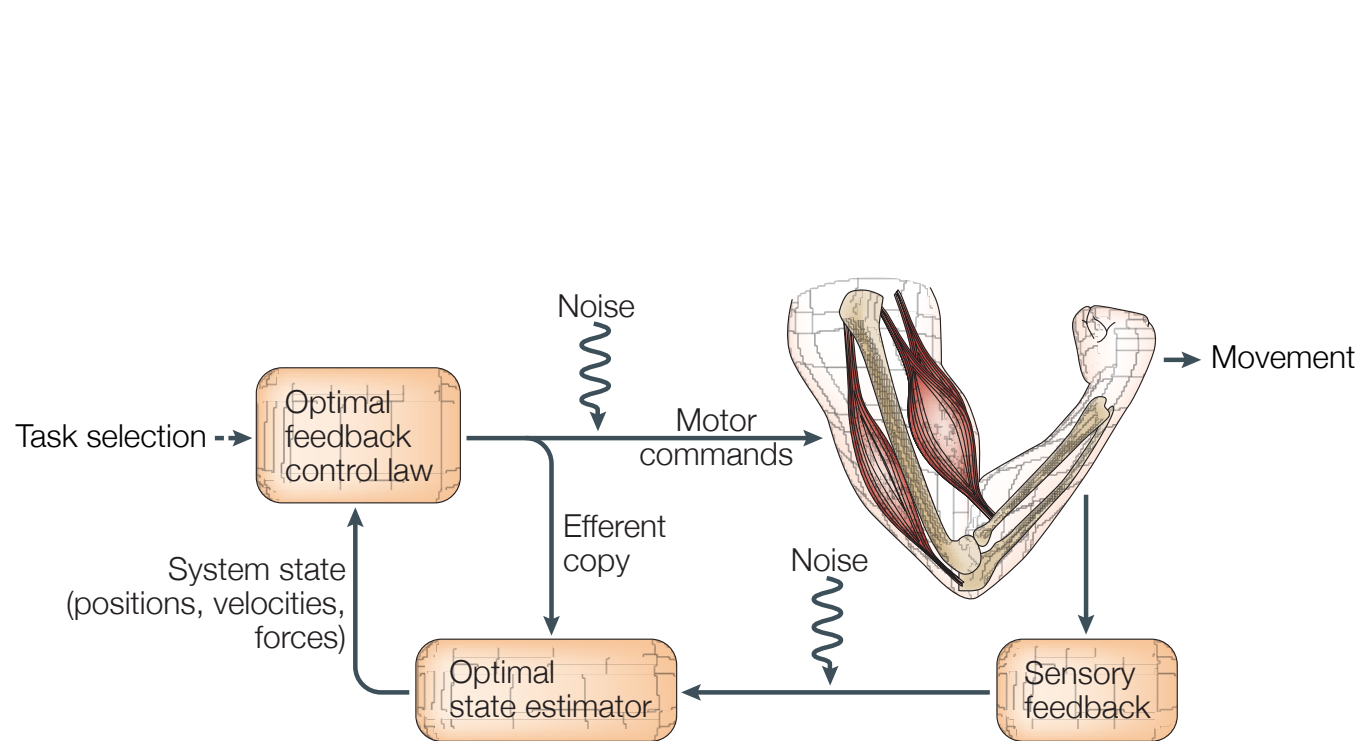


**Cost-to-go:** Is the total remaining cost (i.e accuracy, energy..) given the current state

$$J1 < J2$$

# How do you move to a goal?

## Cost-to-go defines how to best reach a goal

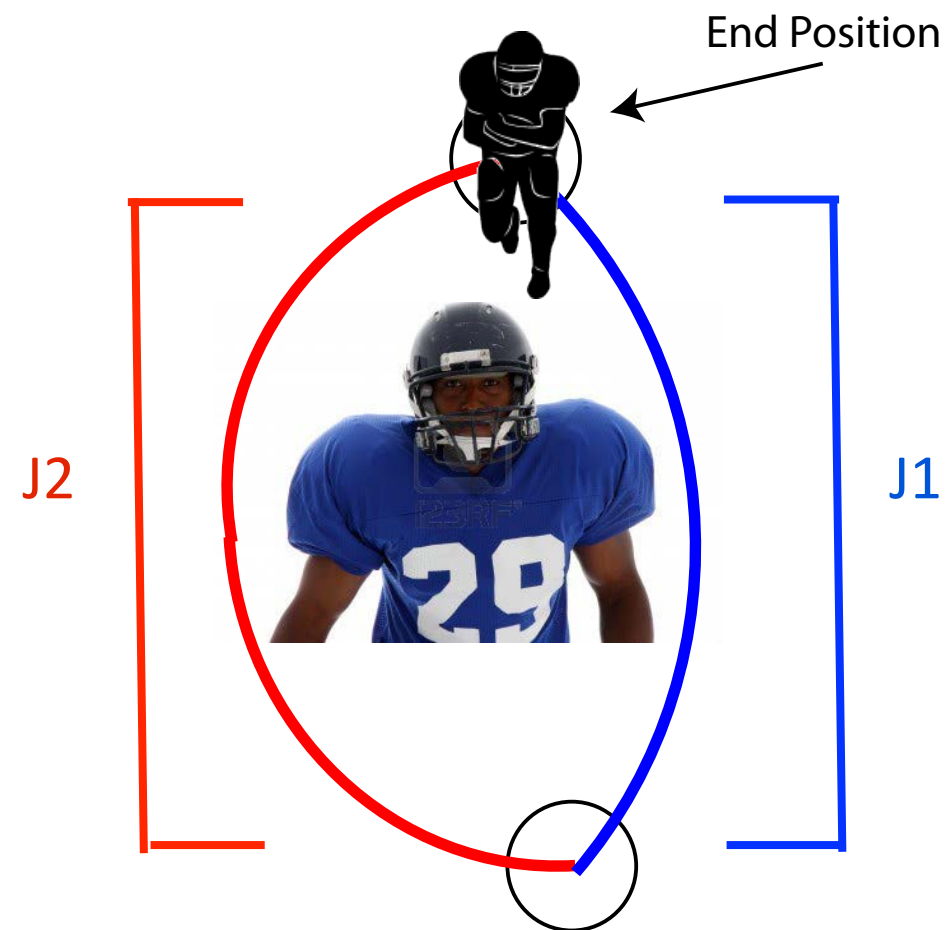
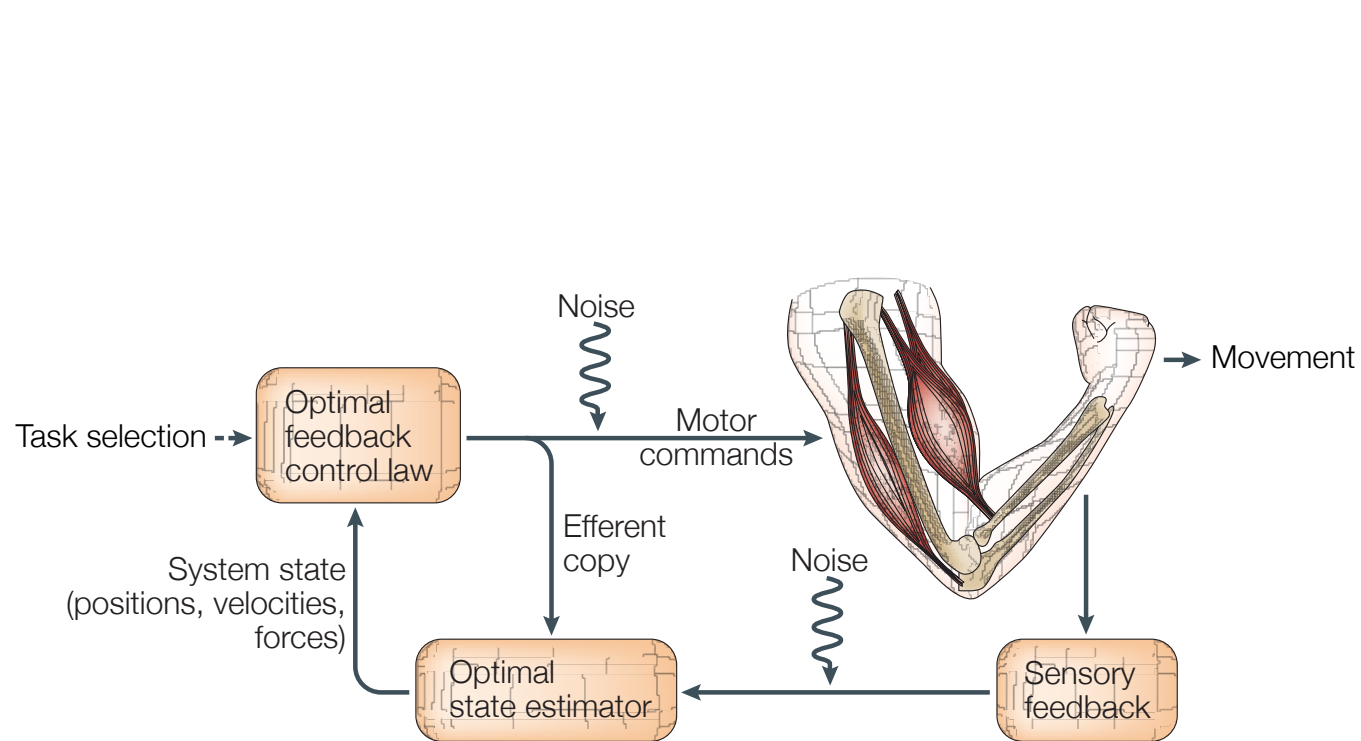


**Cost-to-go:** Is the total remaining cost (i.e accuracy, energy..) given the current state

$$J1 < J2$$

# How do you move to a goal?

## Cost-to-go defines how to best reach a goal



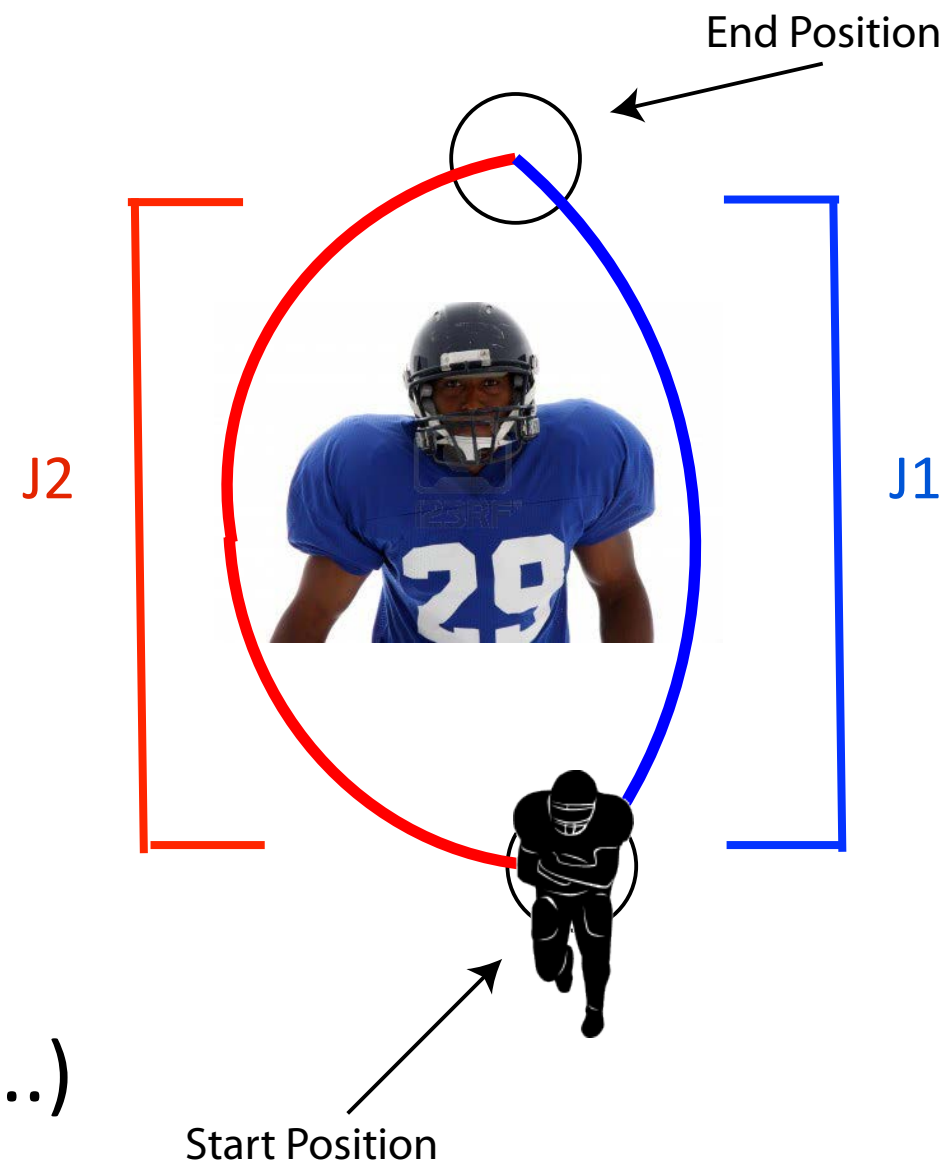
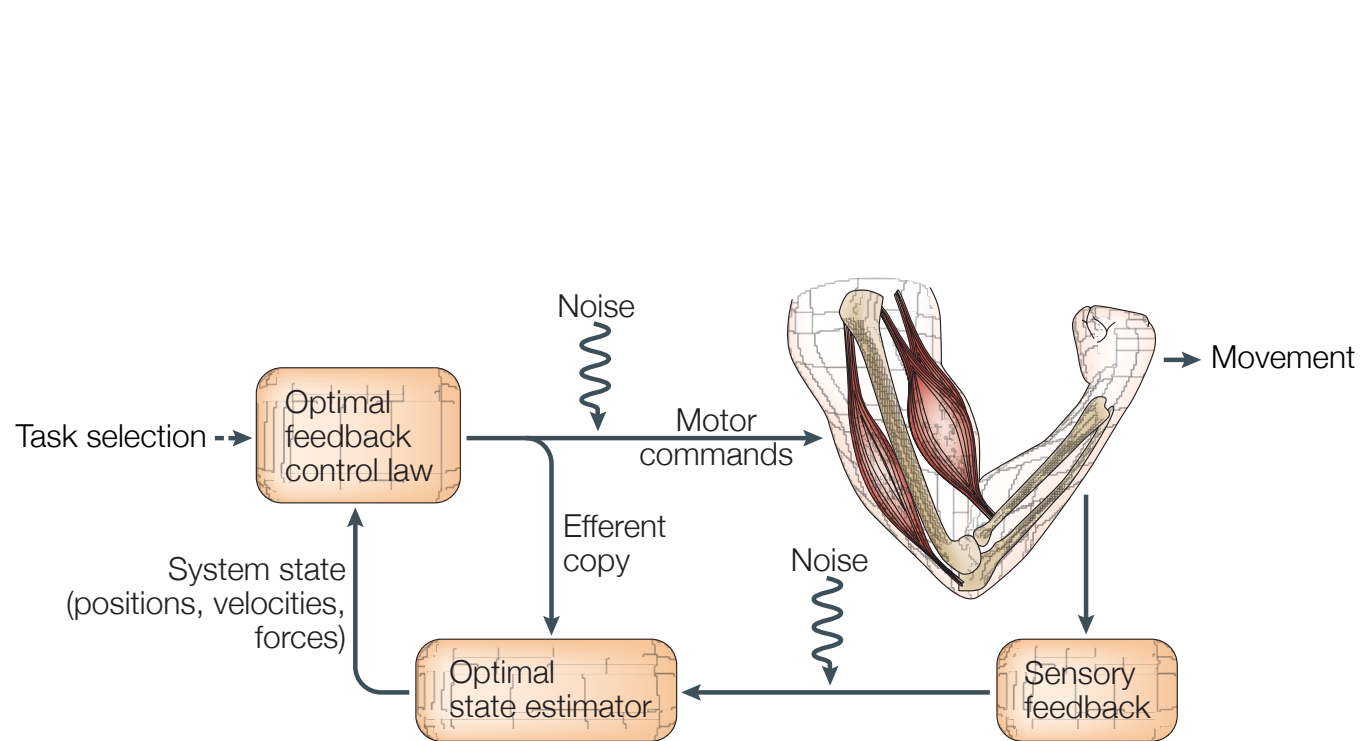
**Cost-to-go:** Is the total remaining cost (i.e accuracy, energy..) given the current state

$$J1 < J2$$



# How do you move to a goal?

## Cost-to-go defines how to best reach a goal



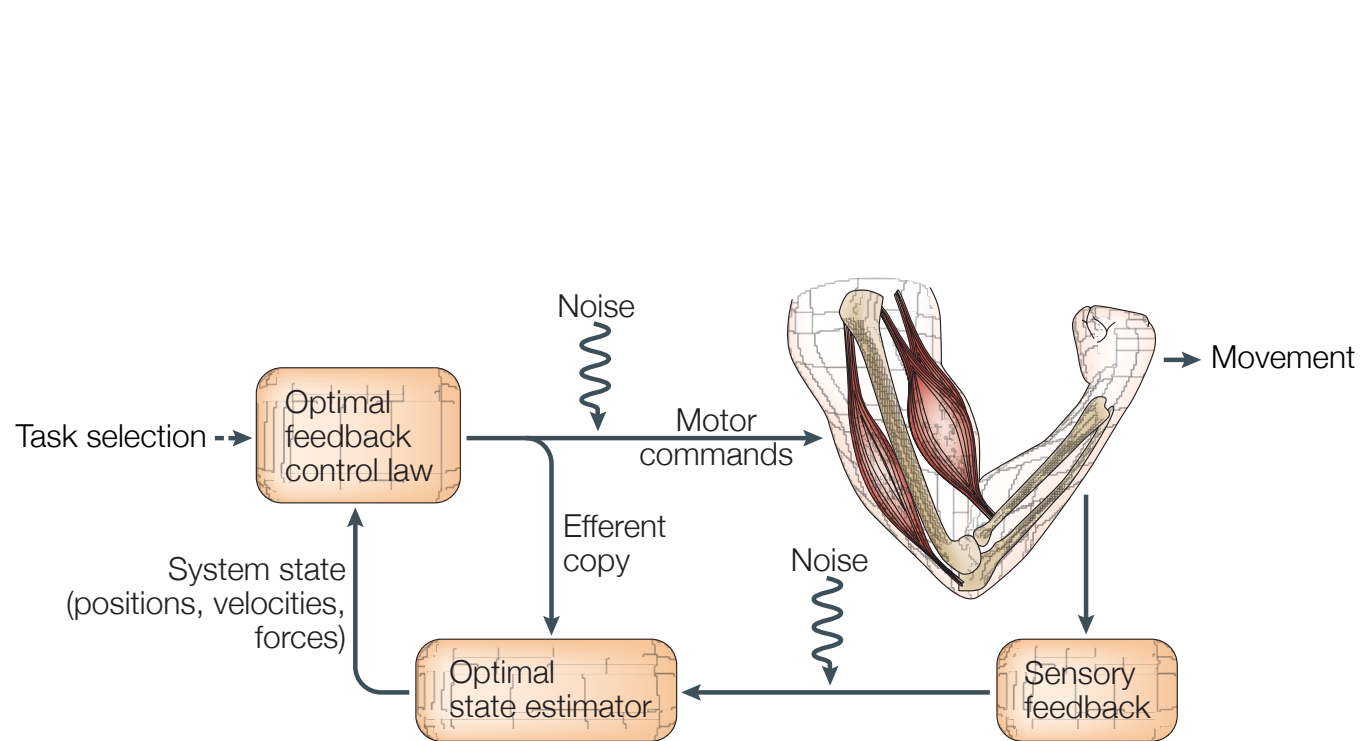
**Cost-to-go:** Is the total remaining cost (i.e accuracy, energy..) given the current state

$$J_1 < J_2$$

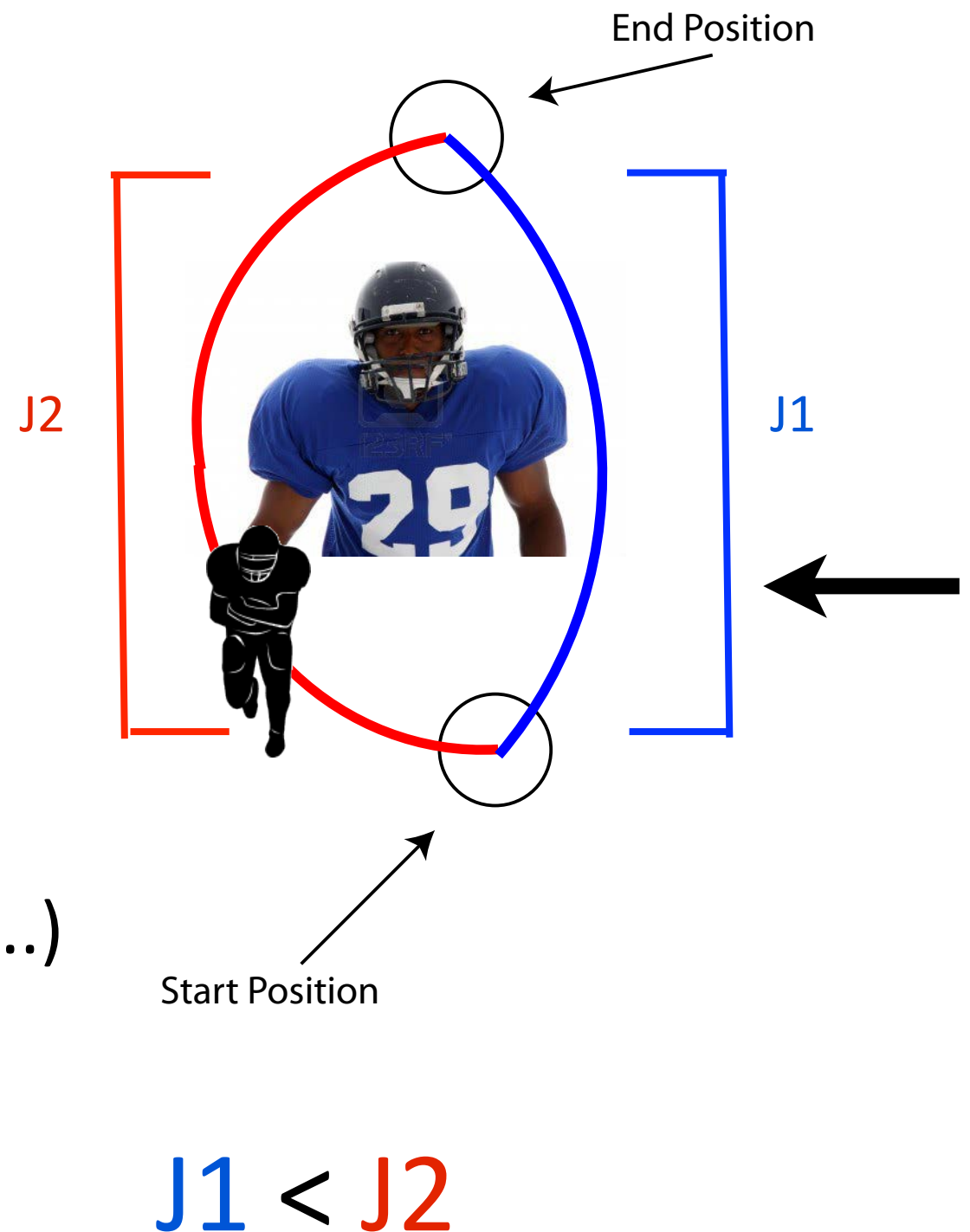


# How do you move to a goal?

## Cost-to-go defines how to best reach a goal

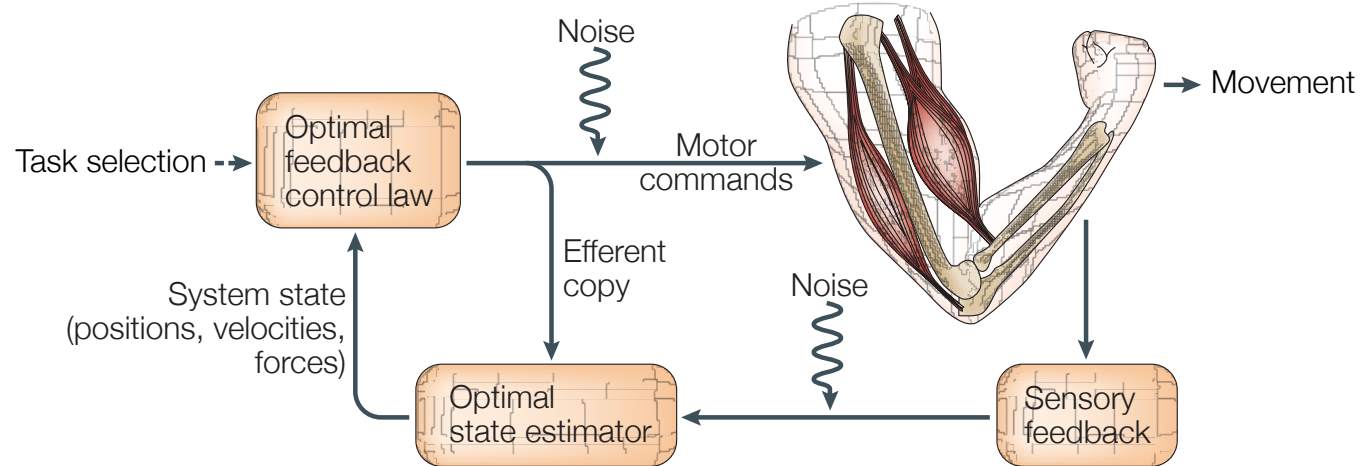


**Cost-to-go:** Is the total remaining cost (i.e accuracy, energy..) given the current state

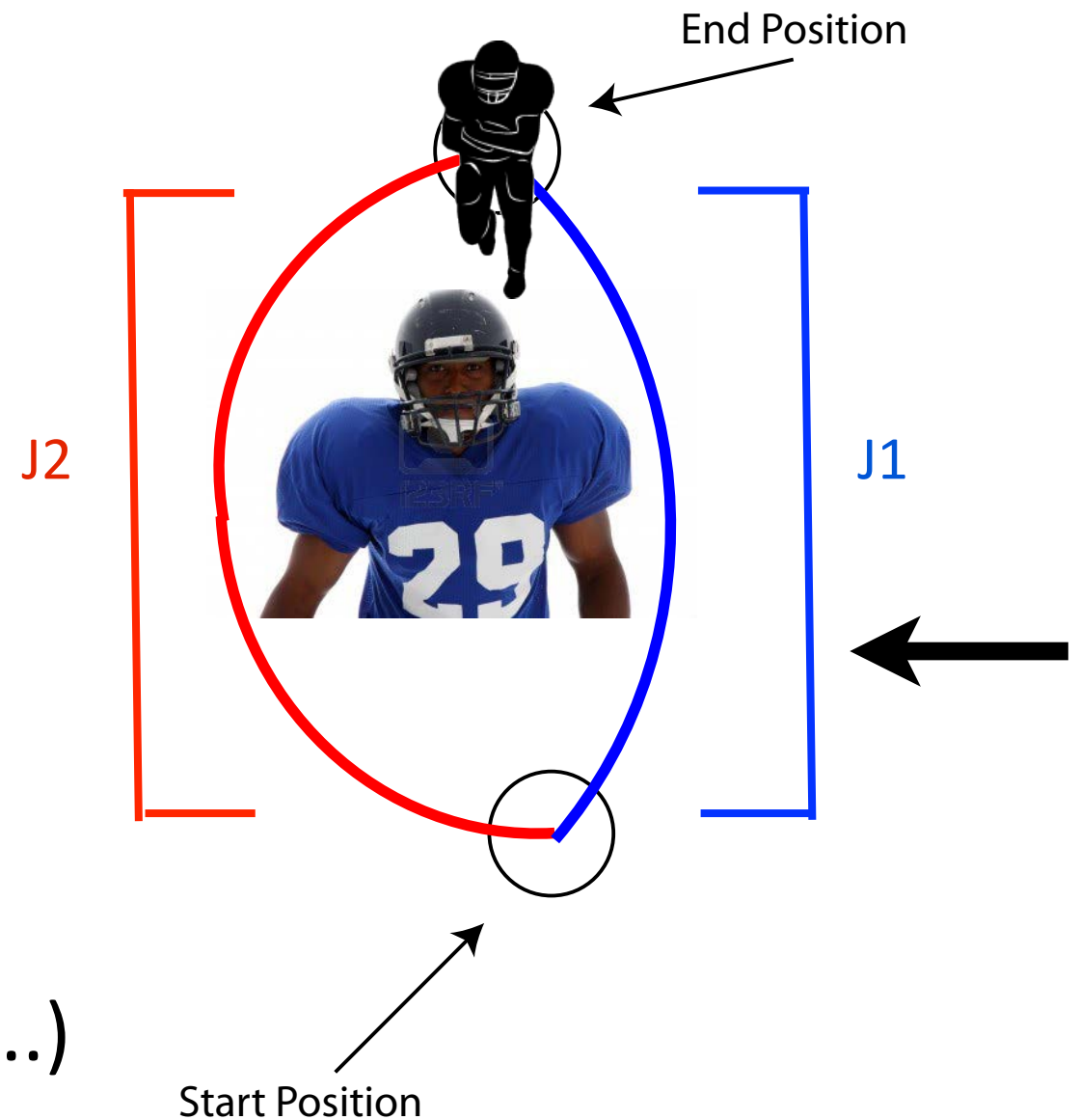


# How do you move to a goal?

## Cost-to-go defines how to best reach a goal

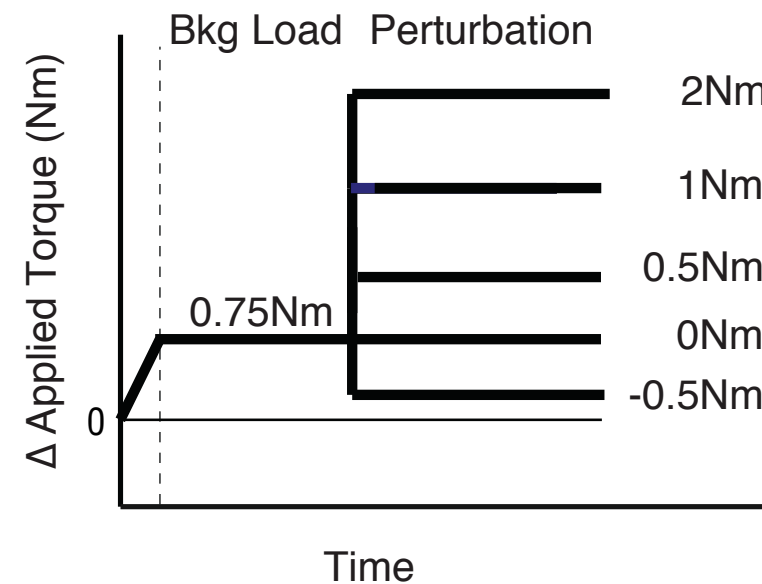
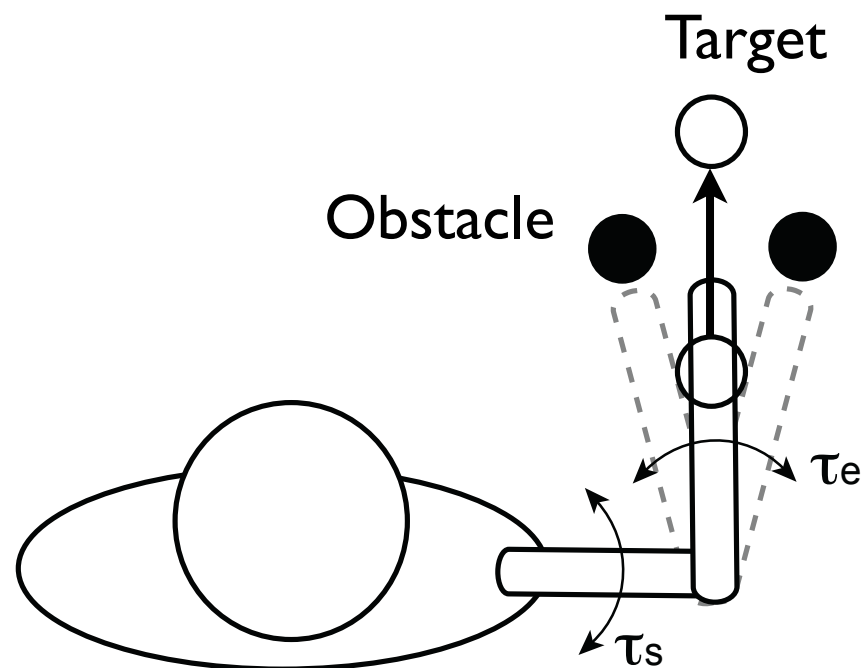


**Cost-to-go:** Is the total remaining cost (i.e accuracy, energy..) given the current state



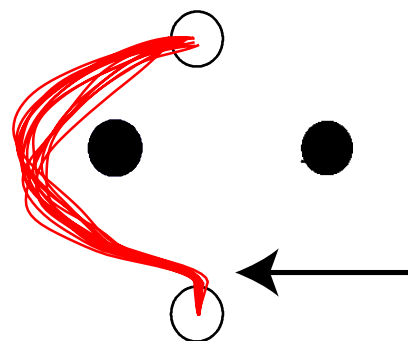
$$\cancel{J1} < \cancel{J2} \quad J2 < J1$$

# Reach to target with peripheral obstacles

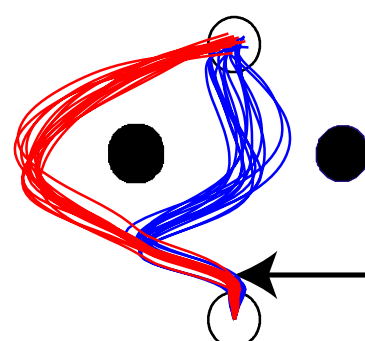


## Optimal Feedback Control Model

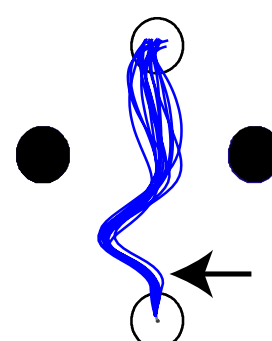
Large Perturb



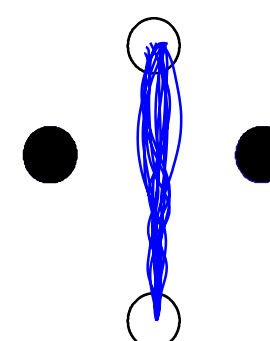
Medium Perturb



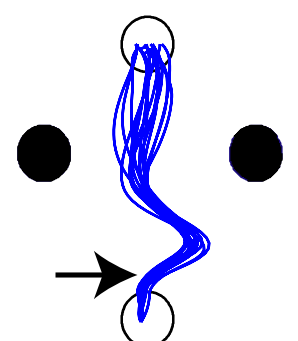
Small Perturb



Unperturbed



Small Perturb

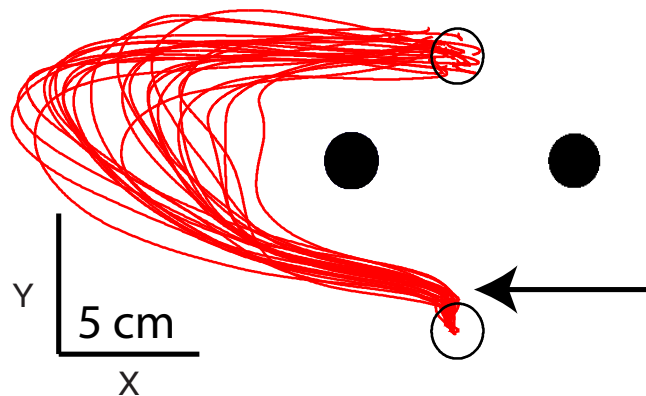


Load  
applied  
to both  
joints

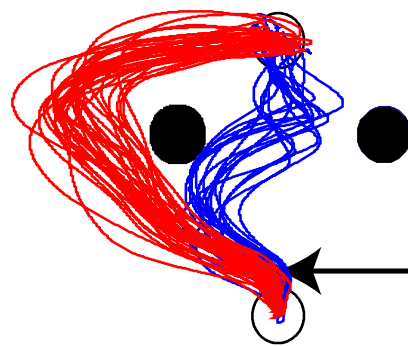
# Reach to target with peripheral obstacles

## Exemplar Subject

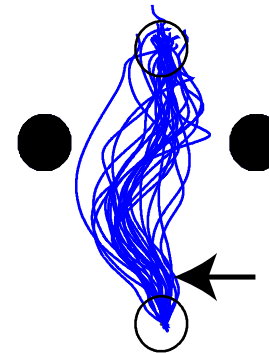
Large Perturb



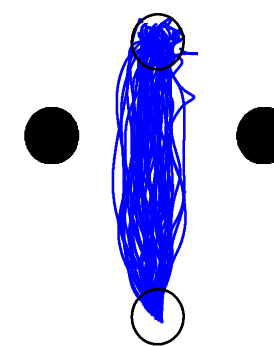
Medium Perturb



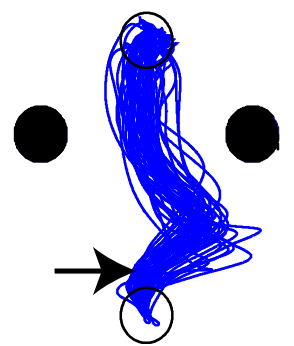
Small Perturb



Unperturbed

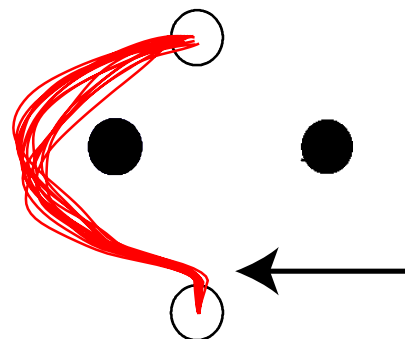


Small Perturb

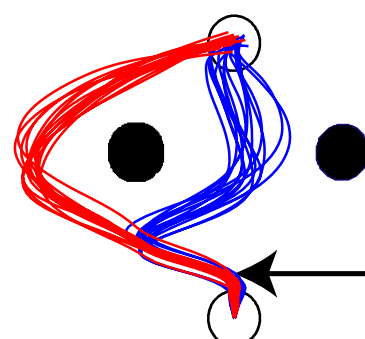


## Optimal Feedback Control Model

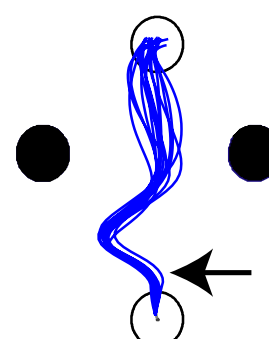
Large Perturb



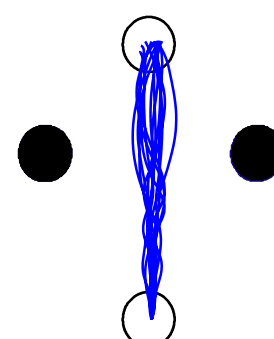
Medium Perturb



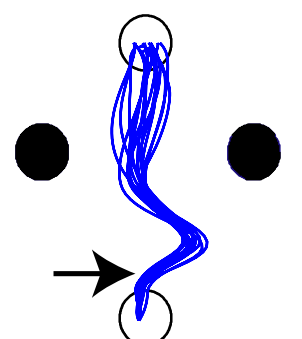
Small Perturb



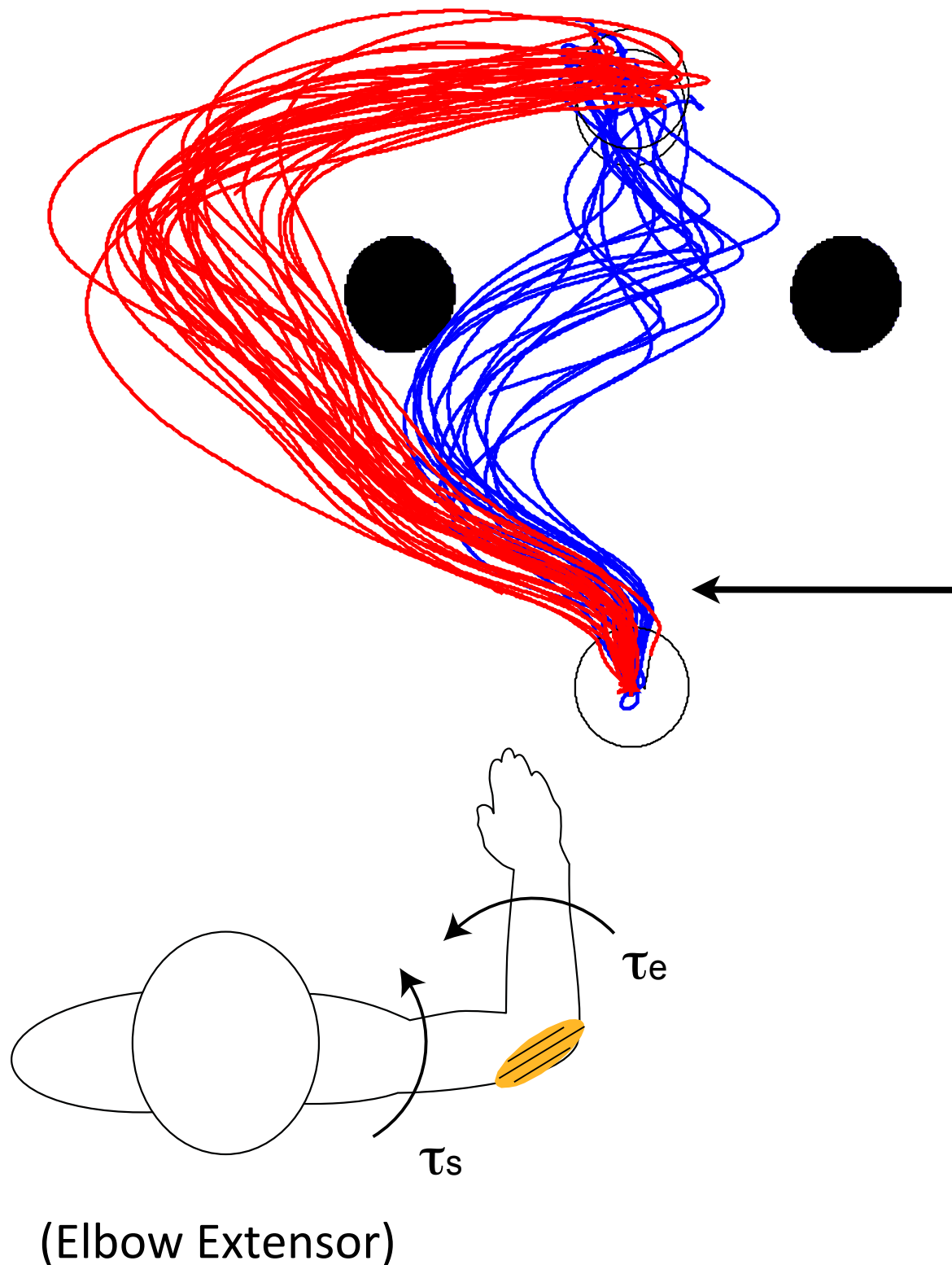
Unperturbed



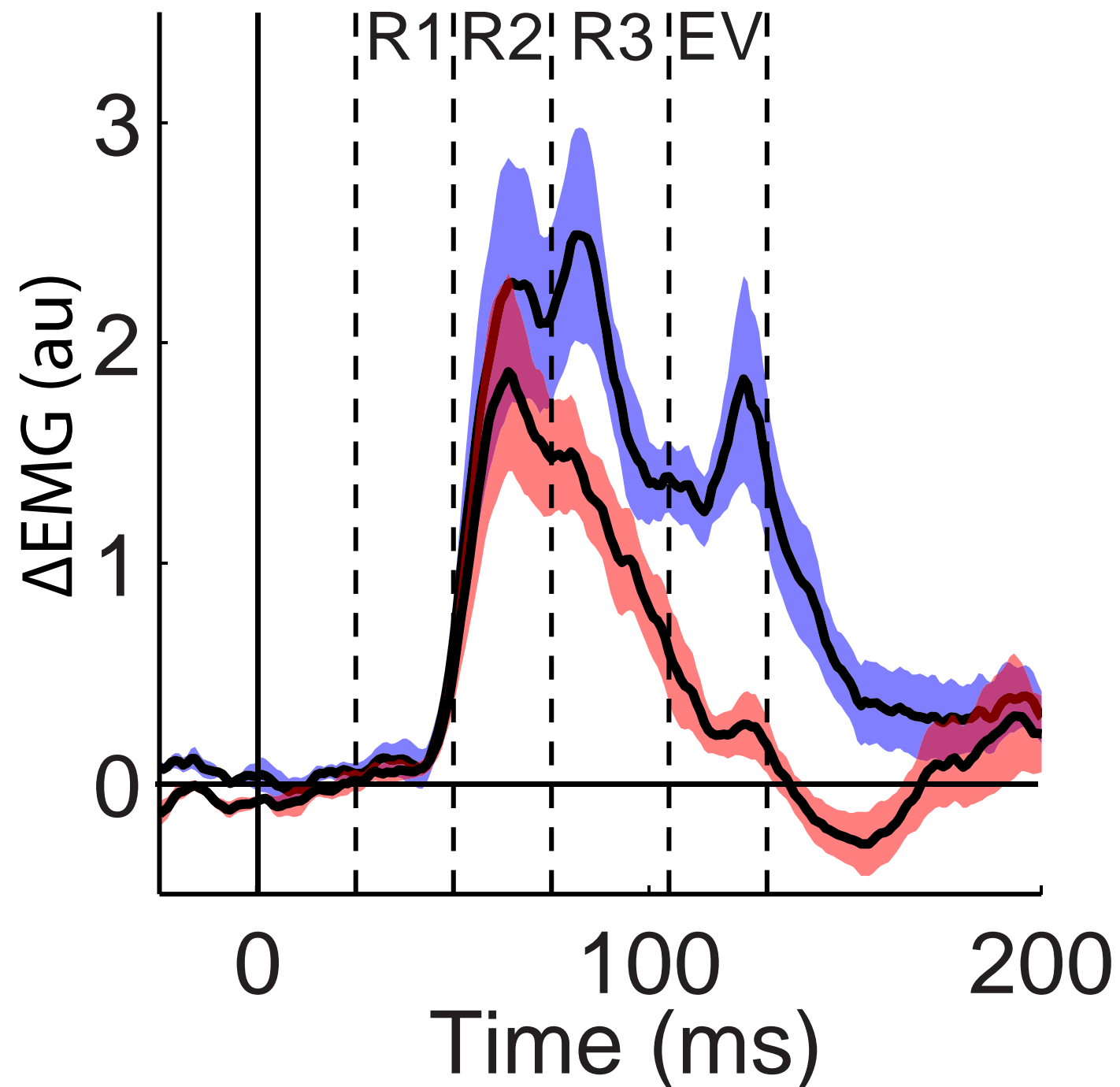
Small Perturb



# Online “decisions” made in 60ms

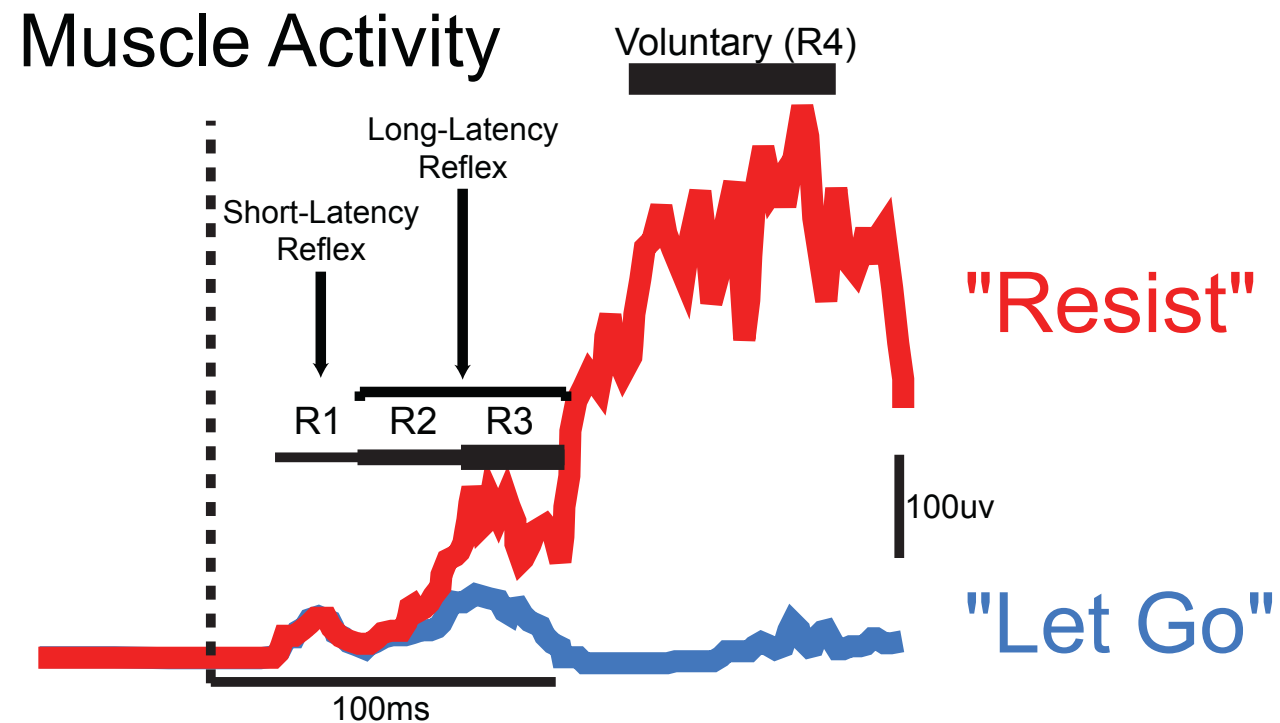
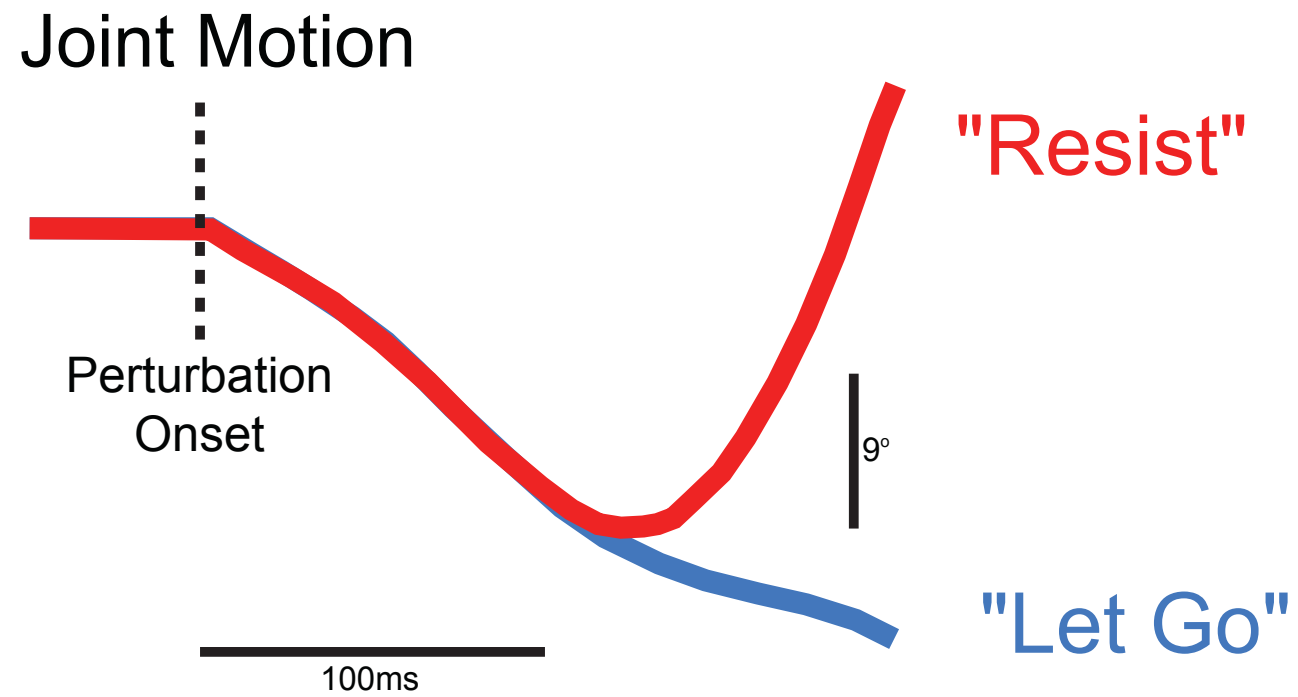


## Triceps Lateral





# Feedback Elicits Task Selection



Rothwell et al., 1980

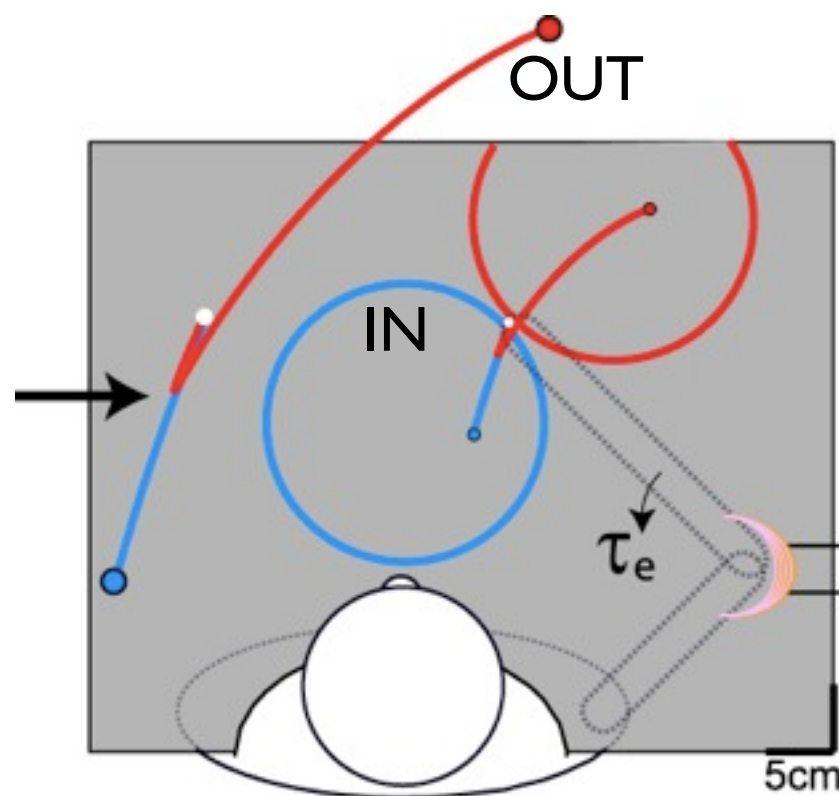


# Feedback for Rapid Task Selection

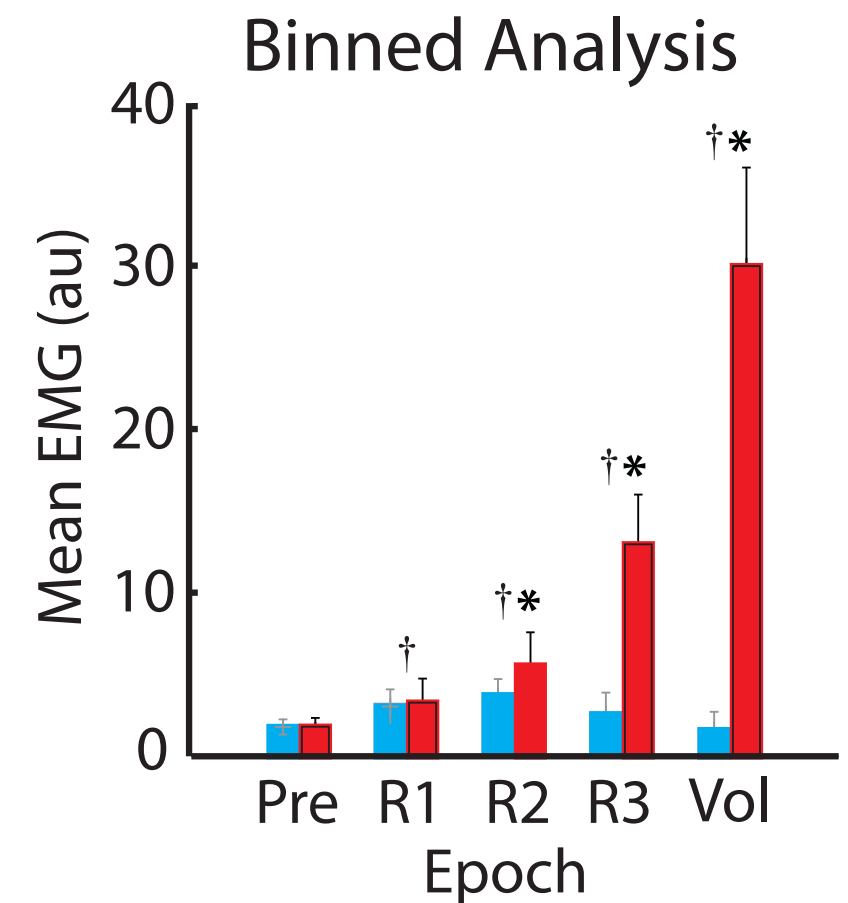
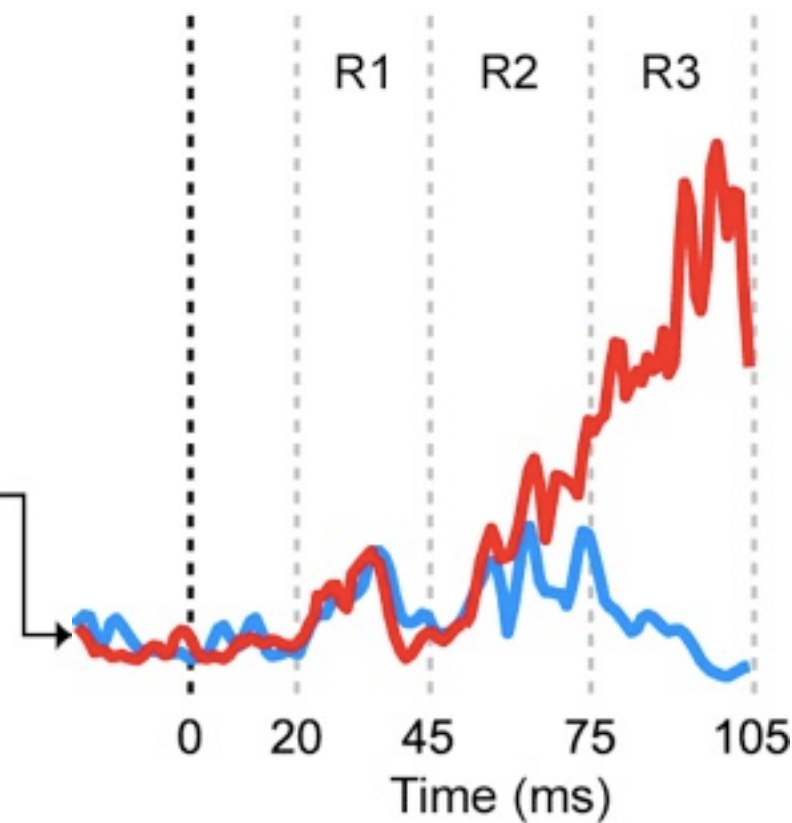


Andrew Pruszynski

## Spatial Analog of Resist/Let Go



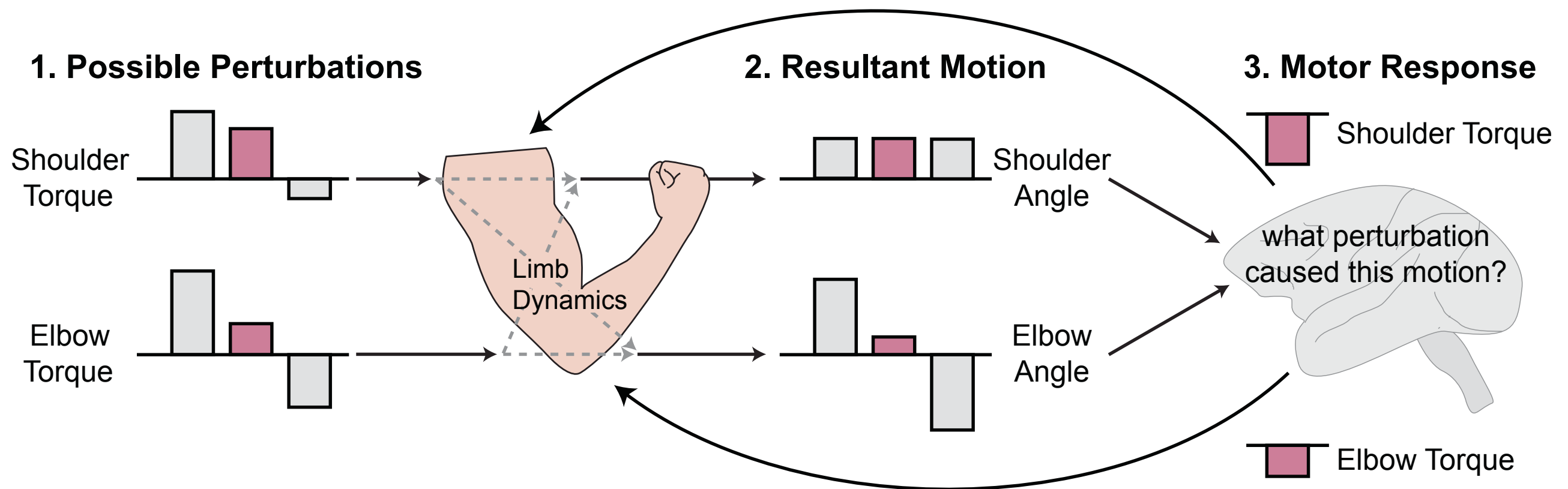
Load Applied and Must Move to Spatial Target

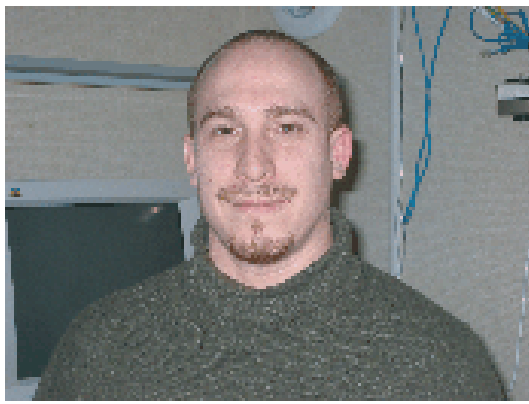


Pruszynski et al., JNP 2008

# When do corrective responses consider limb mechanics?

Limb mechanics causes interactions between shoulder and elbow





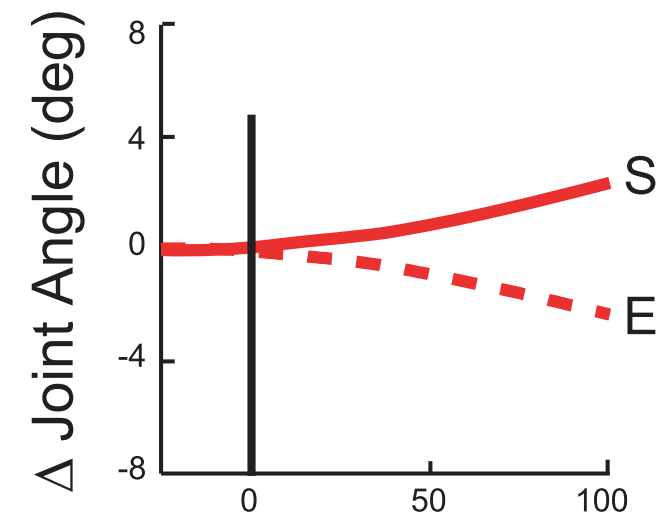
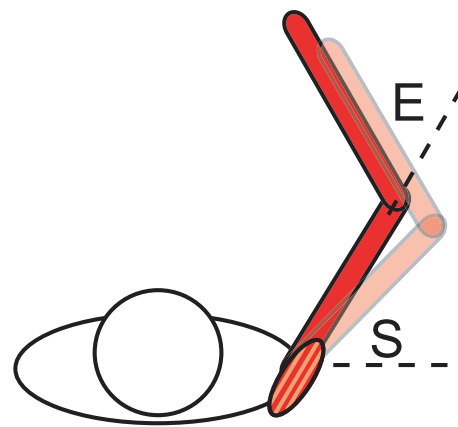
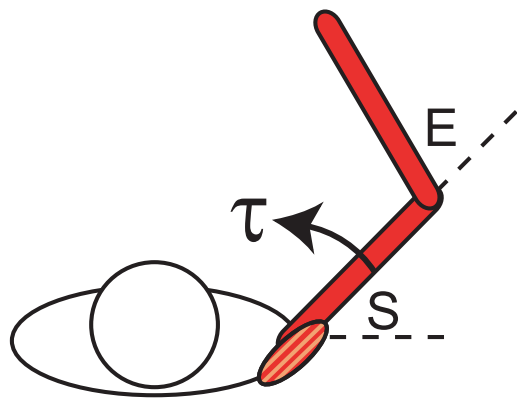
Isaac Kurtzer

# Same shoulder motion, different underlying torques

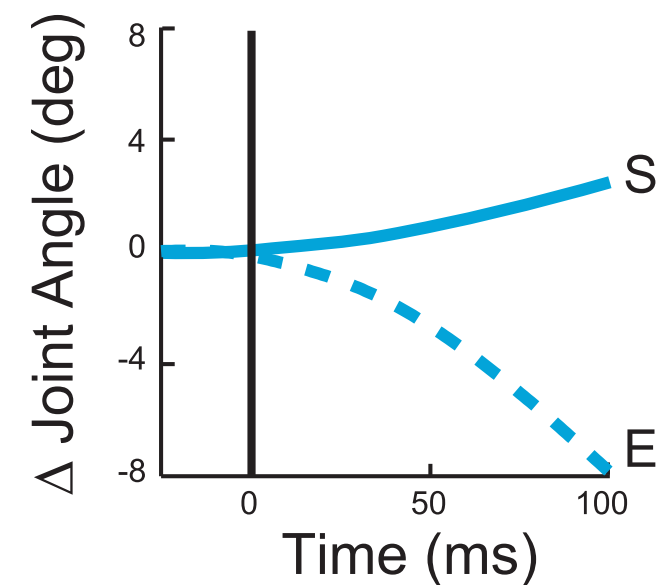
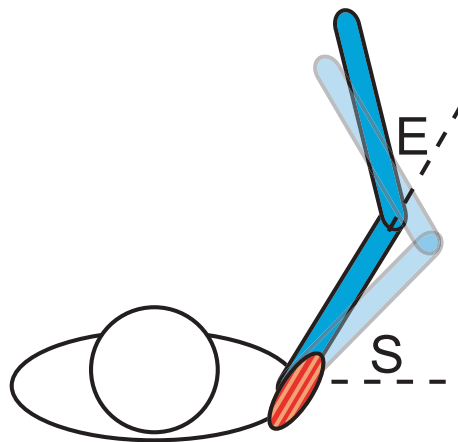
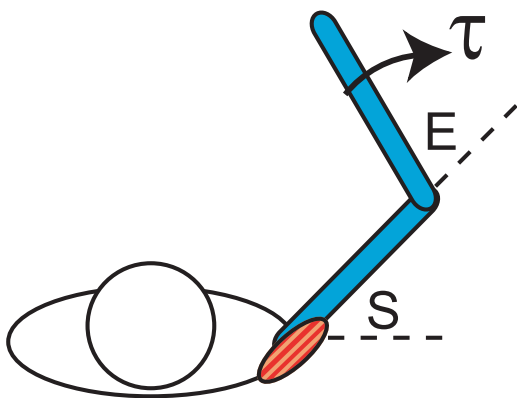
Applied Torque

Induced Motion

Shoulder  
Torque



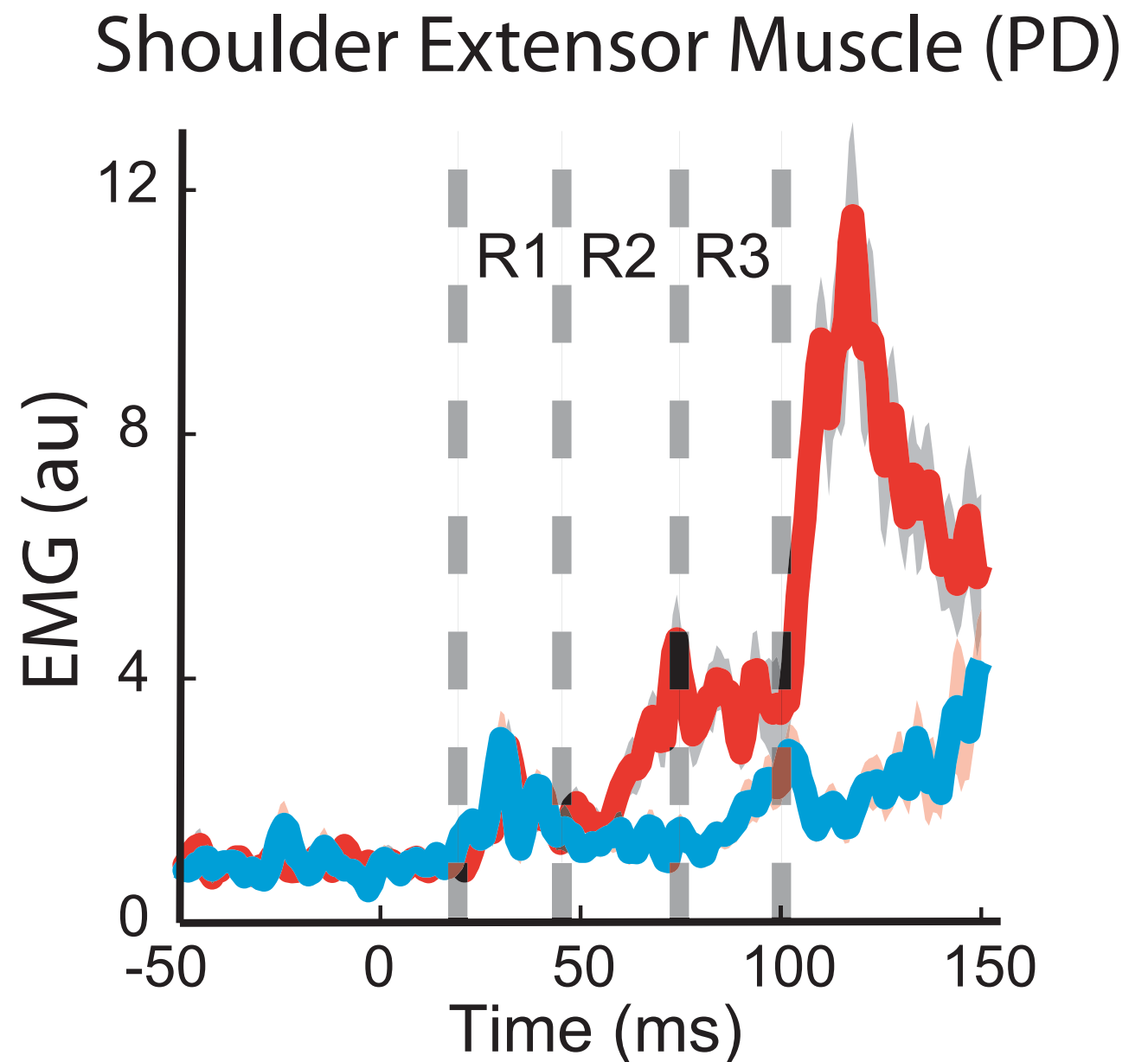
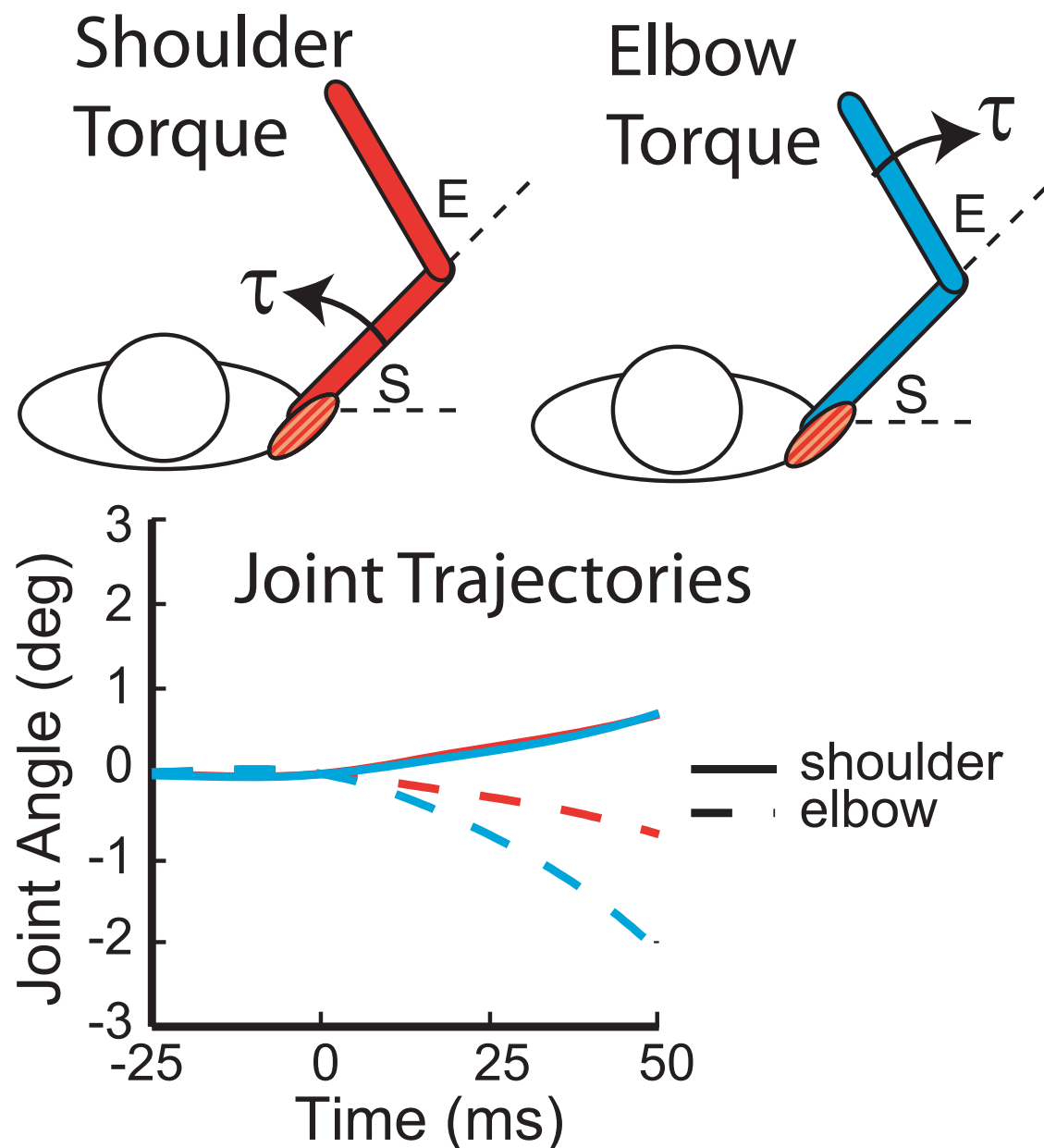
Elbow  
Torque



Kurtzer et al., Current Biology, 2008

# Same shoulder motion, different underlying torques

## Muscle Activity

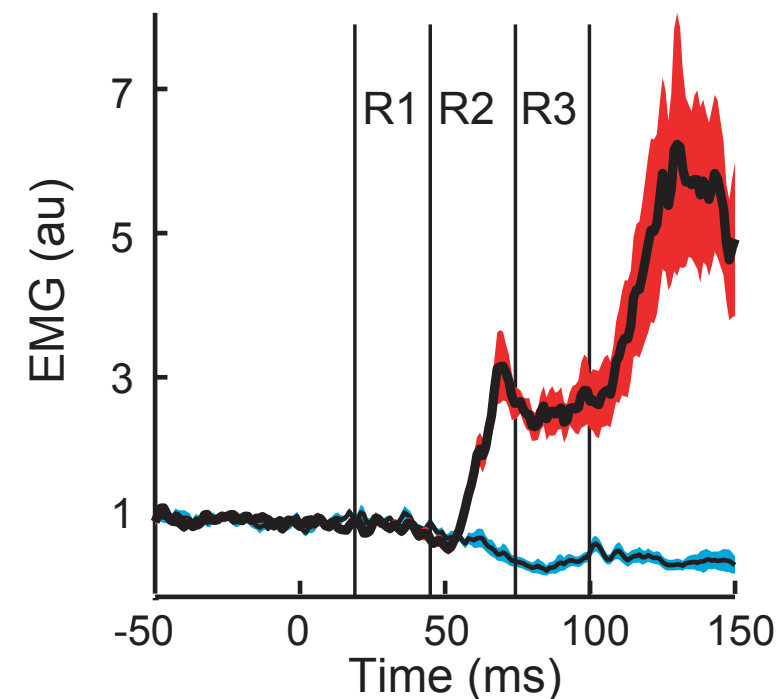
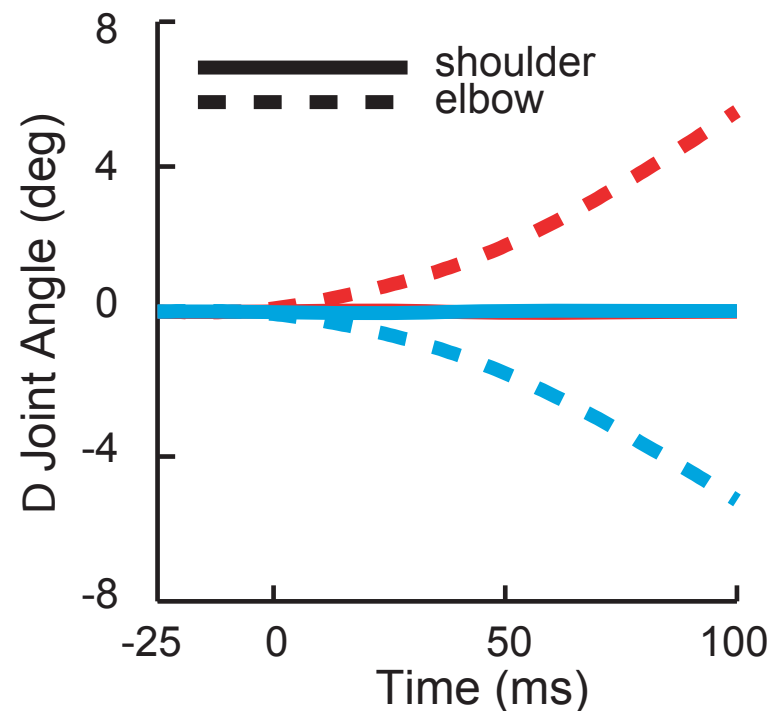
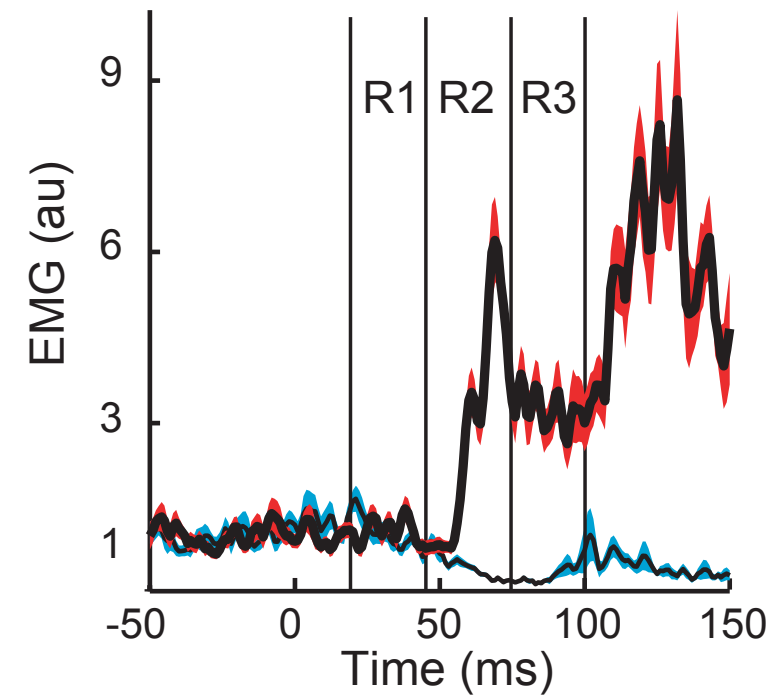
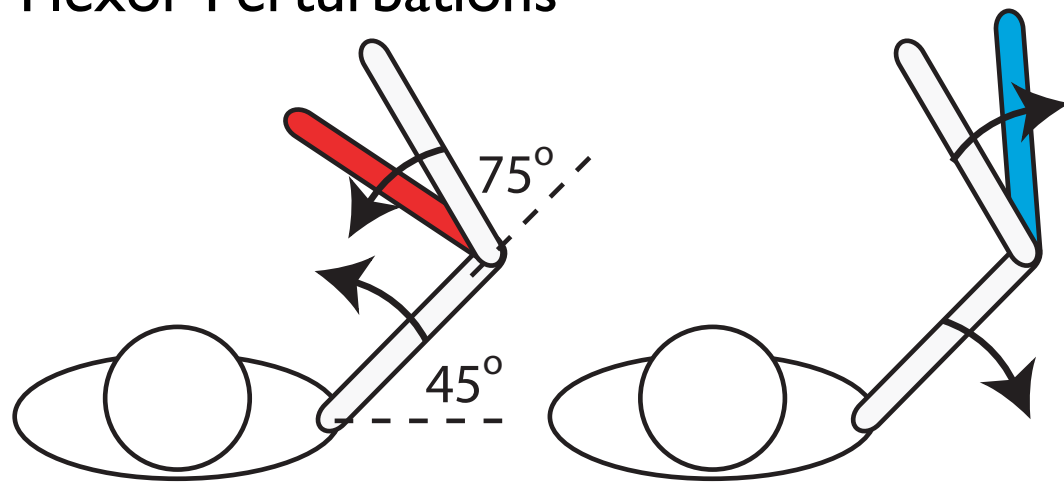




# Knowledge of Limb Mechanics

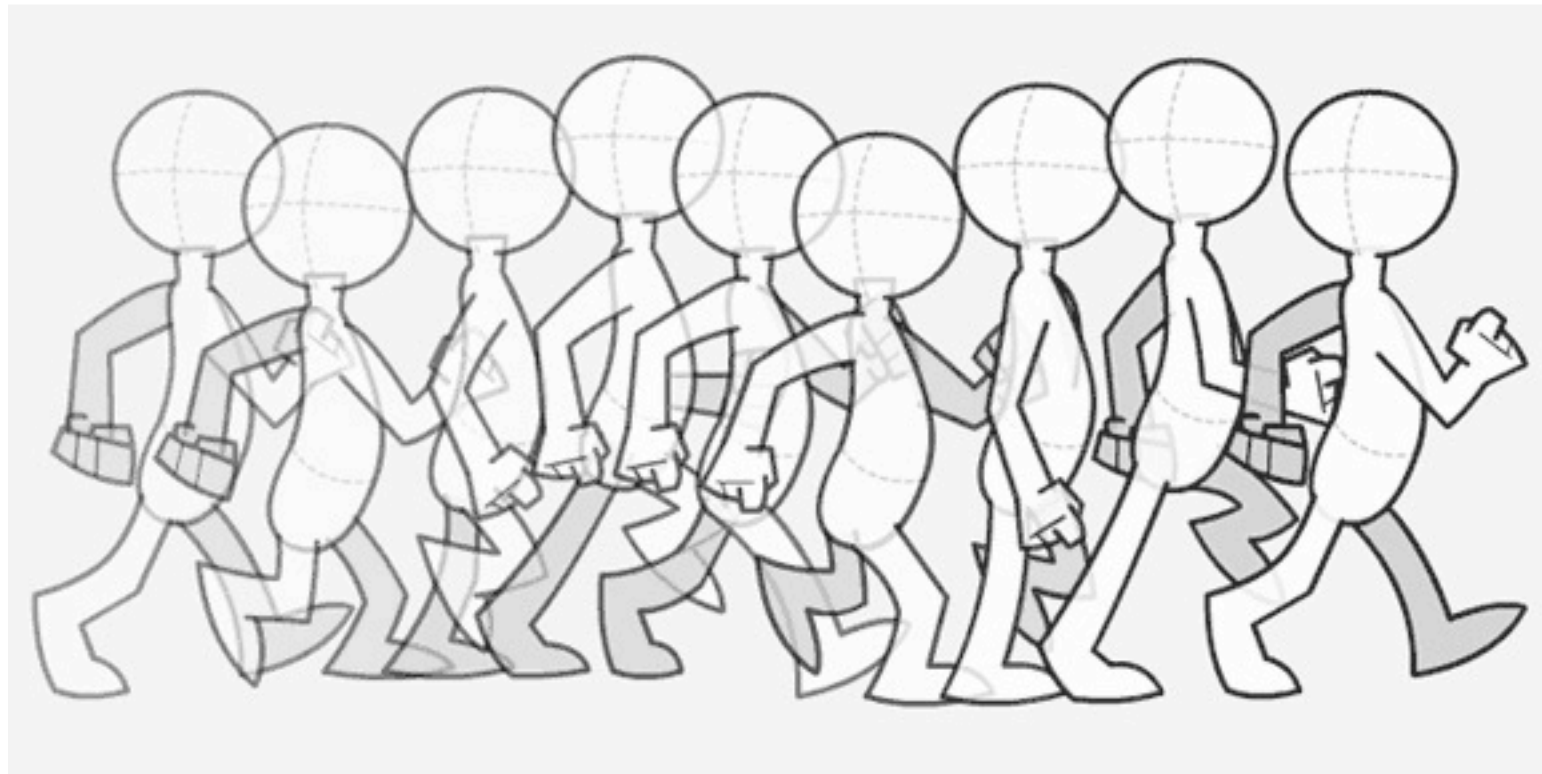
## No Shoulder Motion, Opposite Shoulder Torques

Flexor Perturbations



# Stumble corrective response is distinct from locomotion

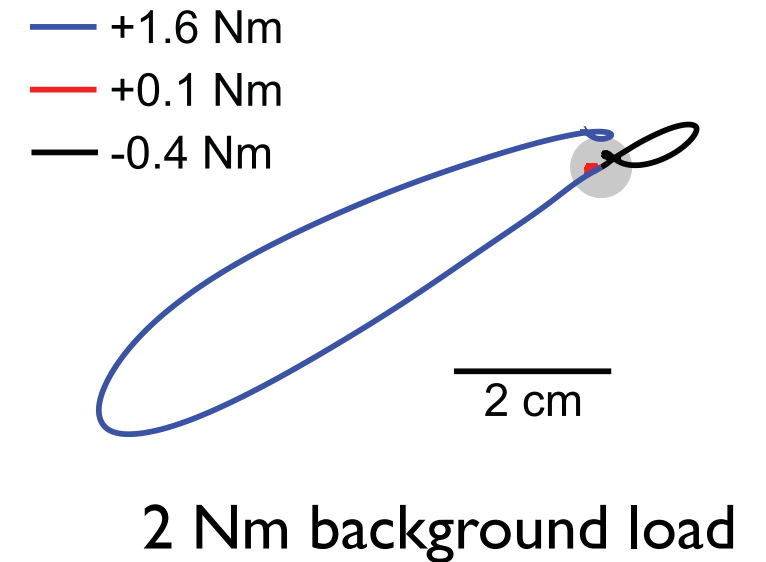
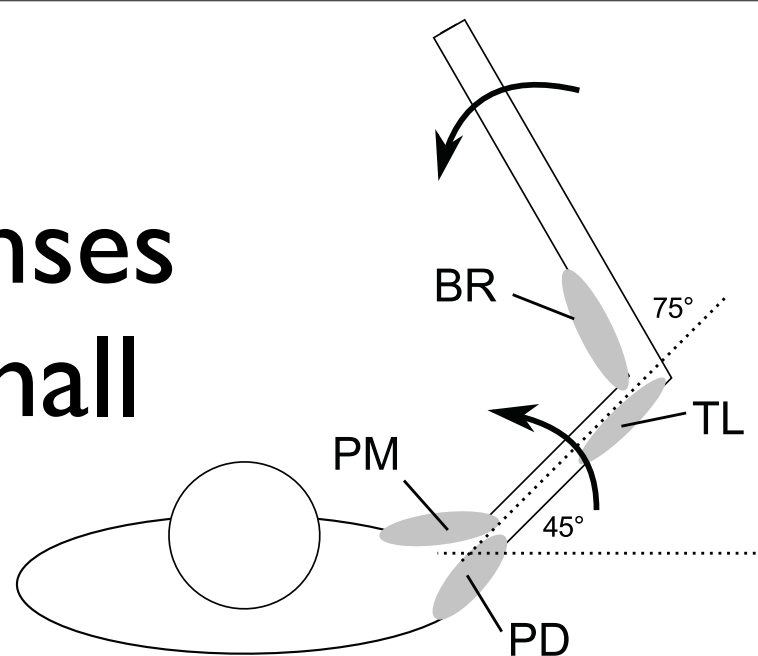
Locomotor pattern



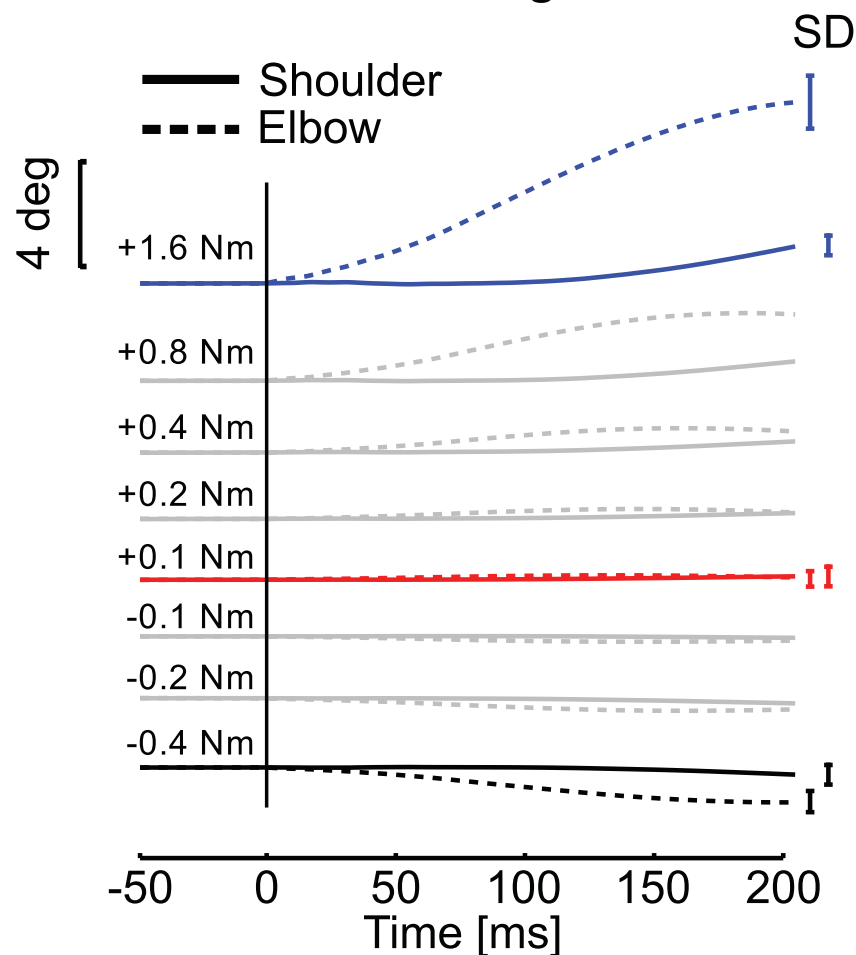
Stumble corrective response



# Postural Task: Perturbation responses present for very small perturbations

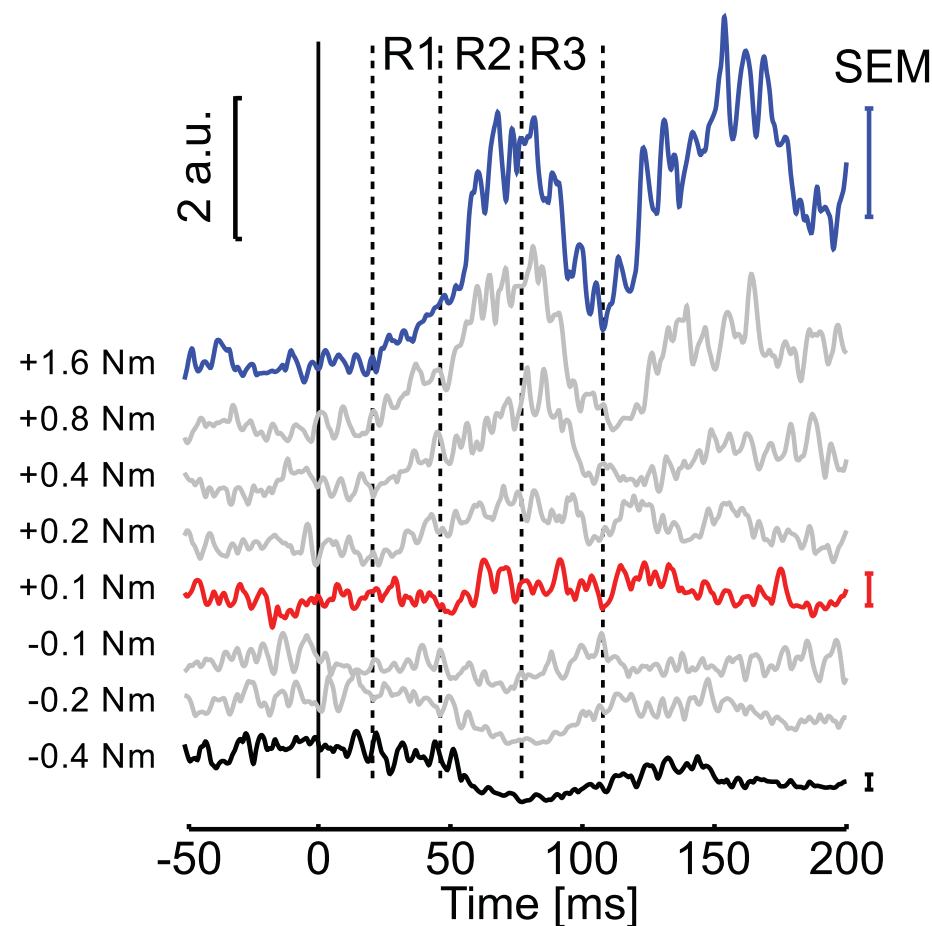


$\Delta$  Joint Angles



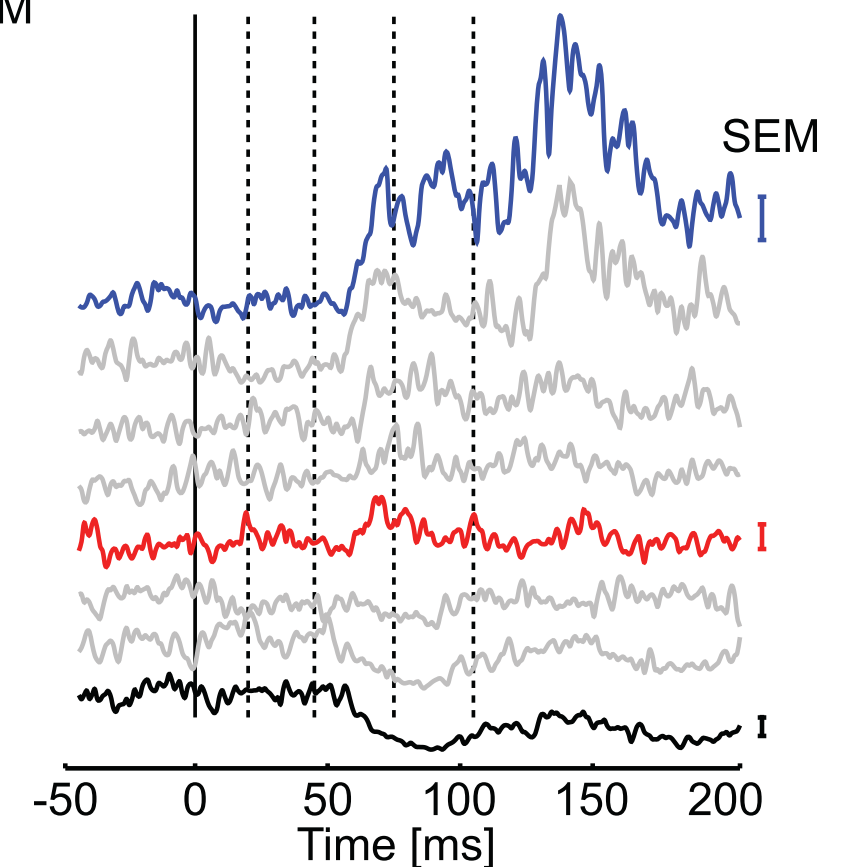
Crevecoeur et al., J  
Neurophysiol (2012)

EMG: Triceps Lateralis



Muscle stretched:  
Short-latency response

EMG: Posterior Deltoit

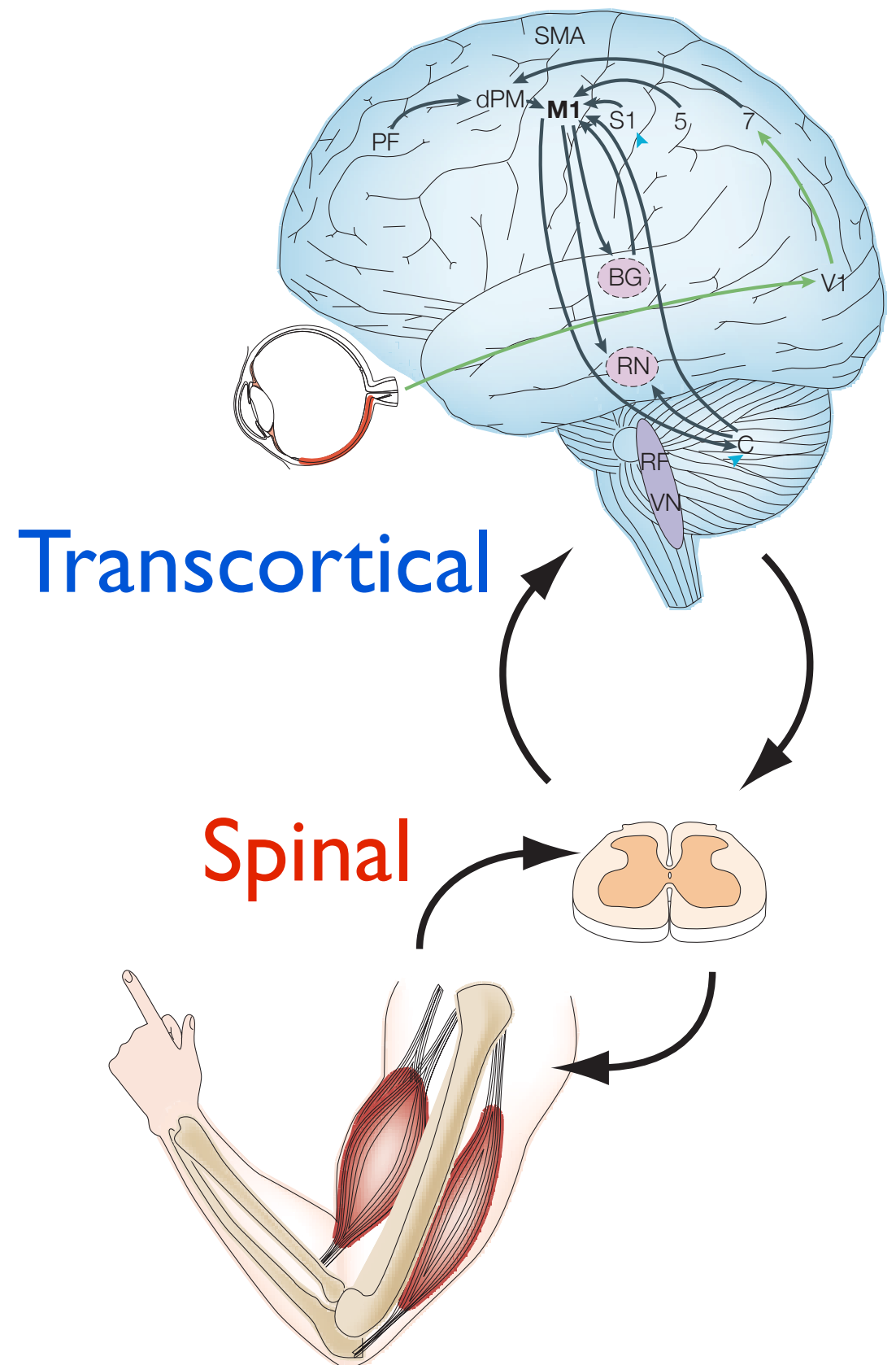


Muscle not stretched:  
Long-latency response

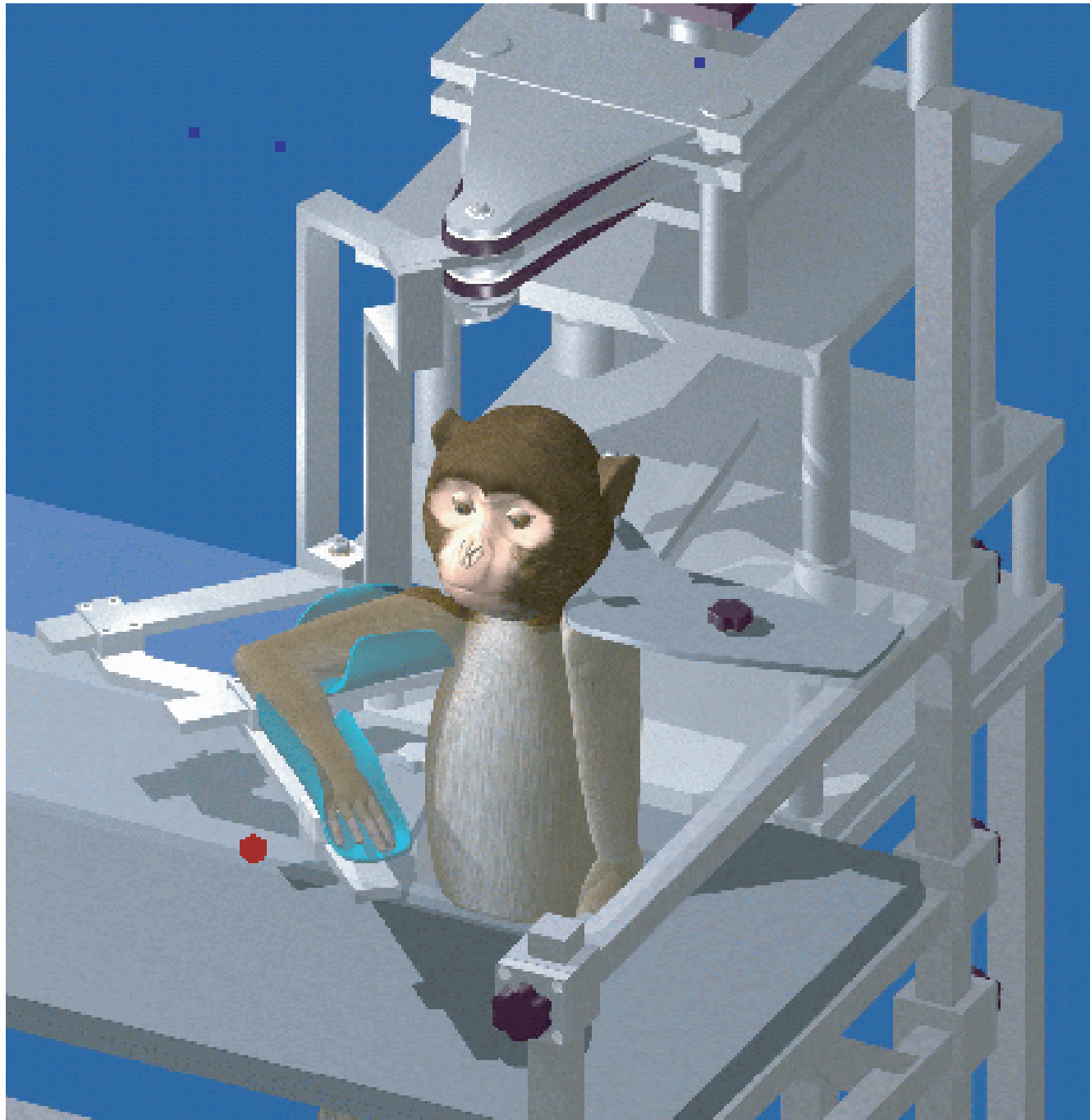
# Neural Basis of Voluntary Feedback Control

## Functional Properties

	SL	LL	Early Vol
Muscle Stretch	✓	✓	✓
Termination of RMR	✓		
Compensate for Gain Scaling		✓	✓
* Knowledge of Limb Mechanics		✓	✓
* Task Dependency (Bimanual)		✓	✓
* Spatial Target Properties		✓	✓
* Spatial Target Location		✓	✓
* Redirect around Obstacles		✓	✓
Modified during Motor Adaptation		✓	✓



# Record individual neurons in Primary Motor Cortex (M1) as they perform behavioural tasks



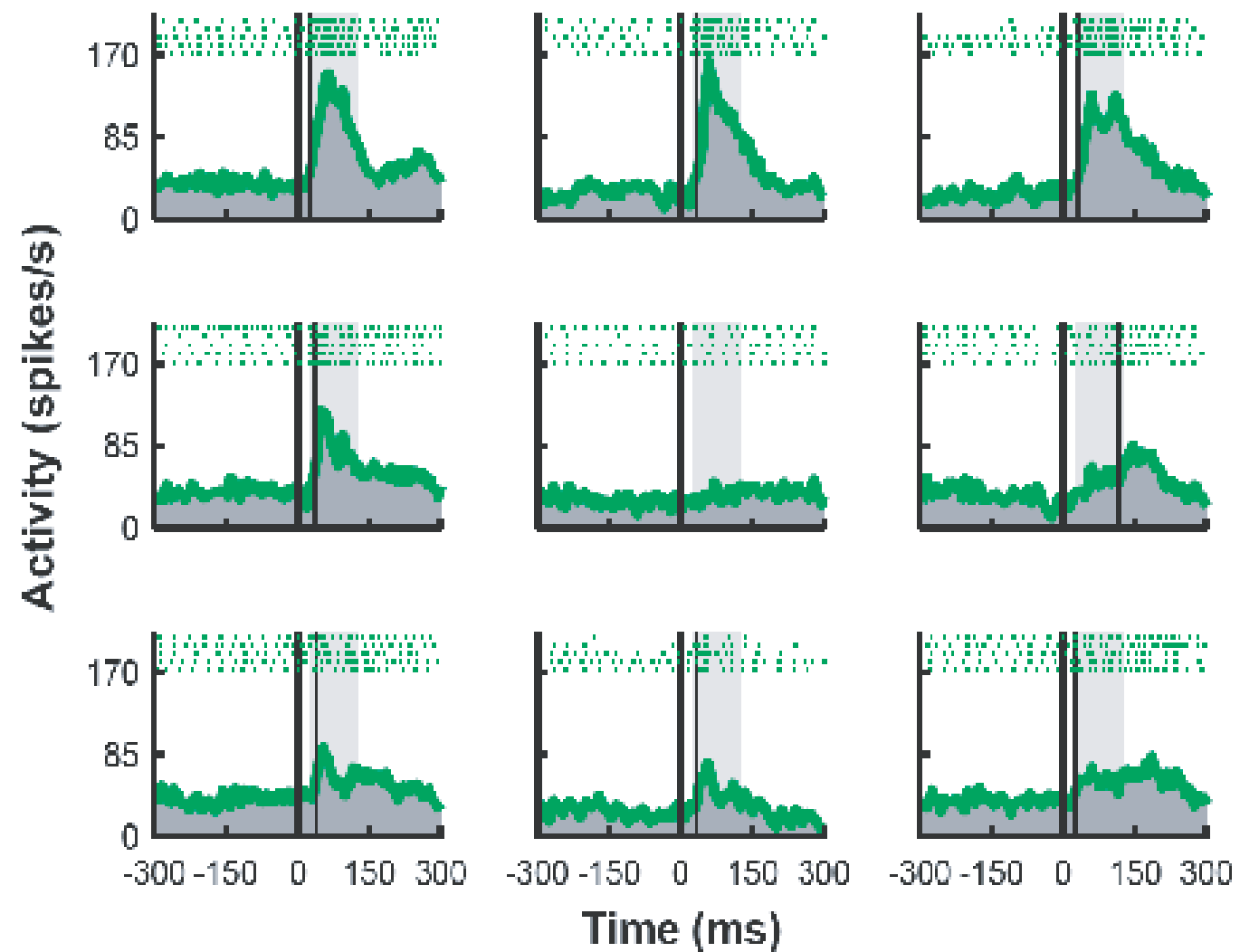


# Perturbation Response during Postural Control

## Motor Cortex Cell

Neuron 49032c

Hand Trajectories

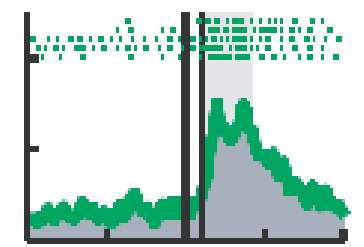
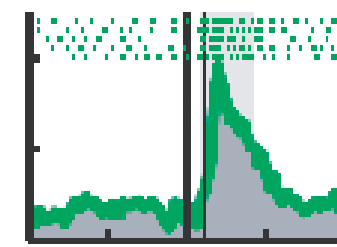
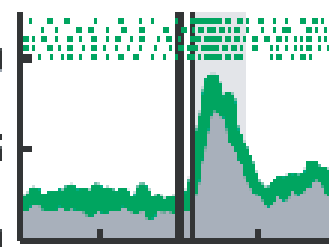
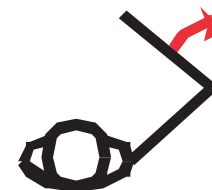
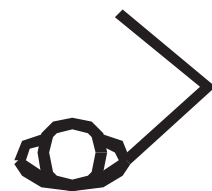
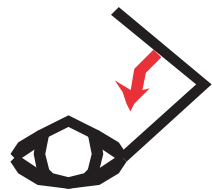
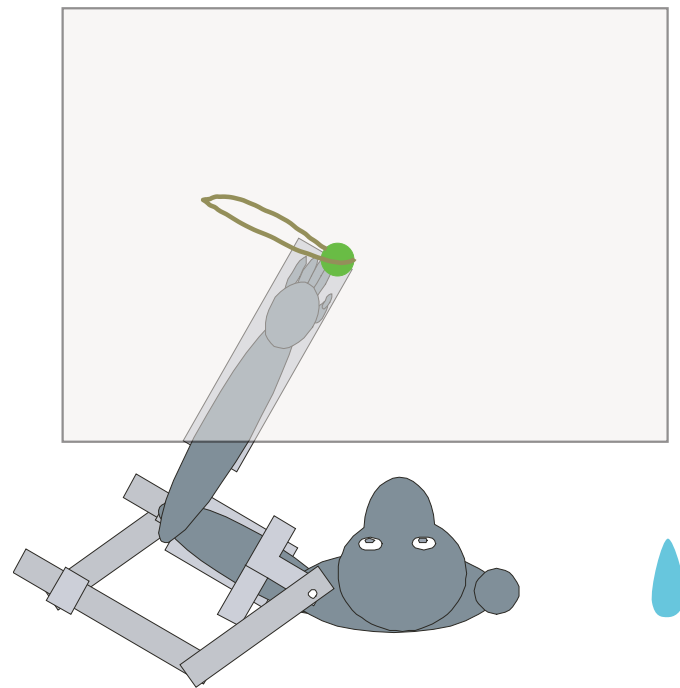


Herter et al., JNP 2008

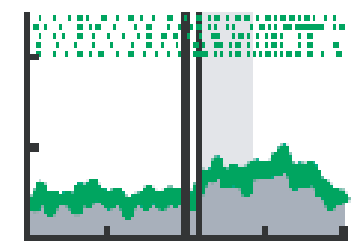
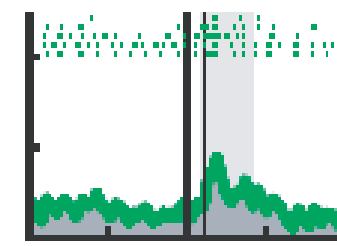
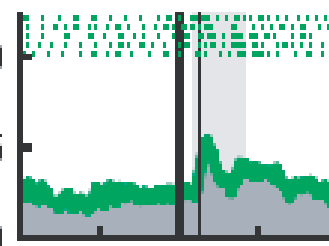
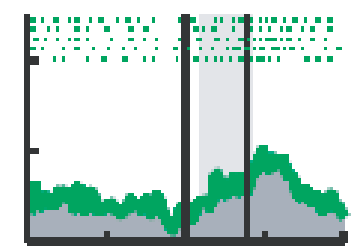
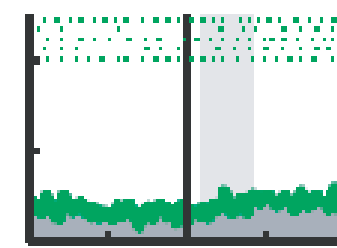
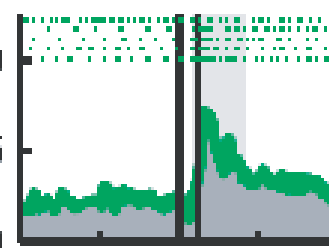
# Perturbation Response during Postural Control

## Motor Cortex Cell

Neuron 49032c

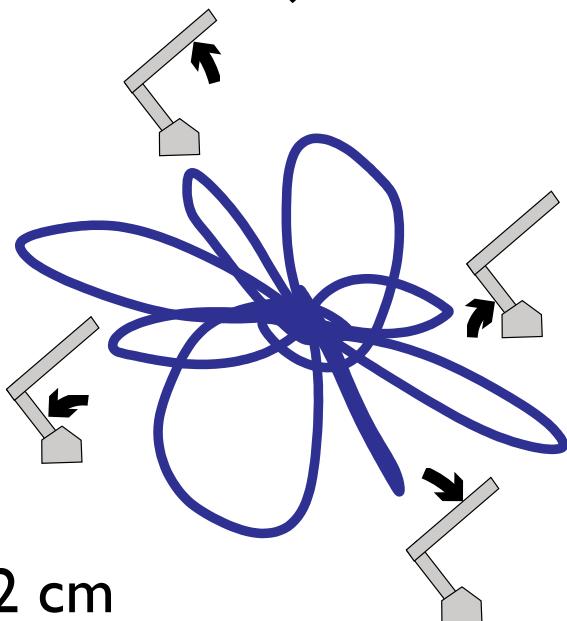


Activity (spikes/s)



Time (ms)

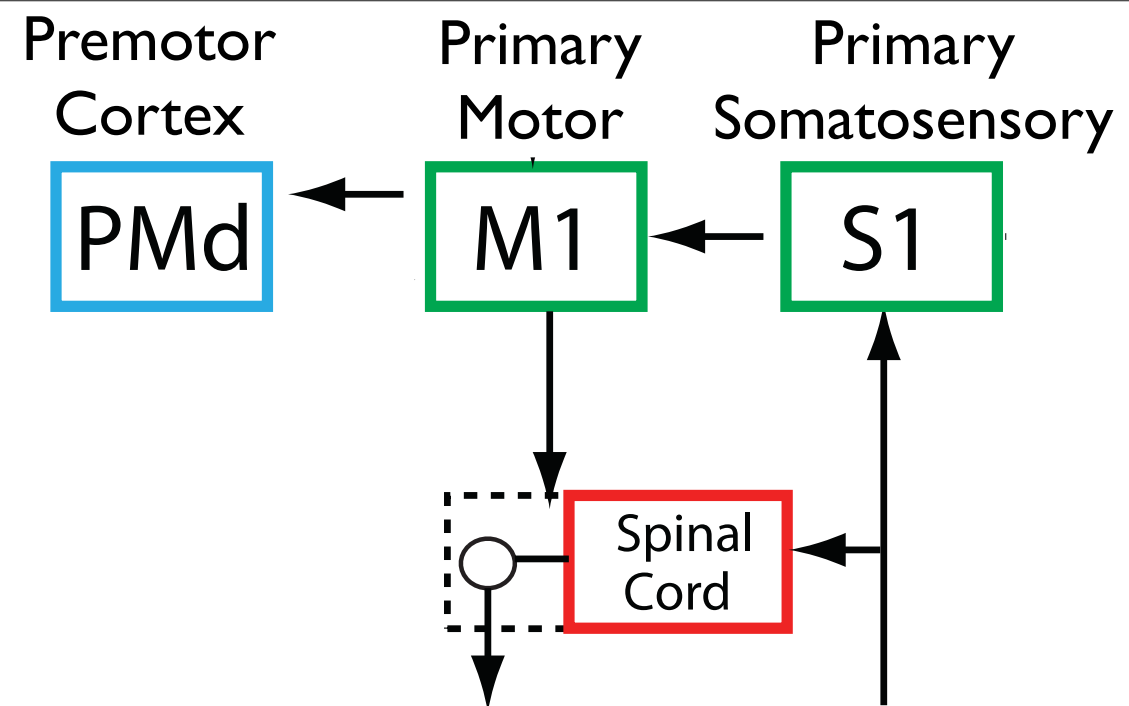
## Hand Trajectories



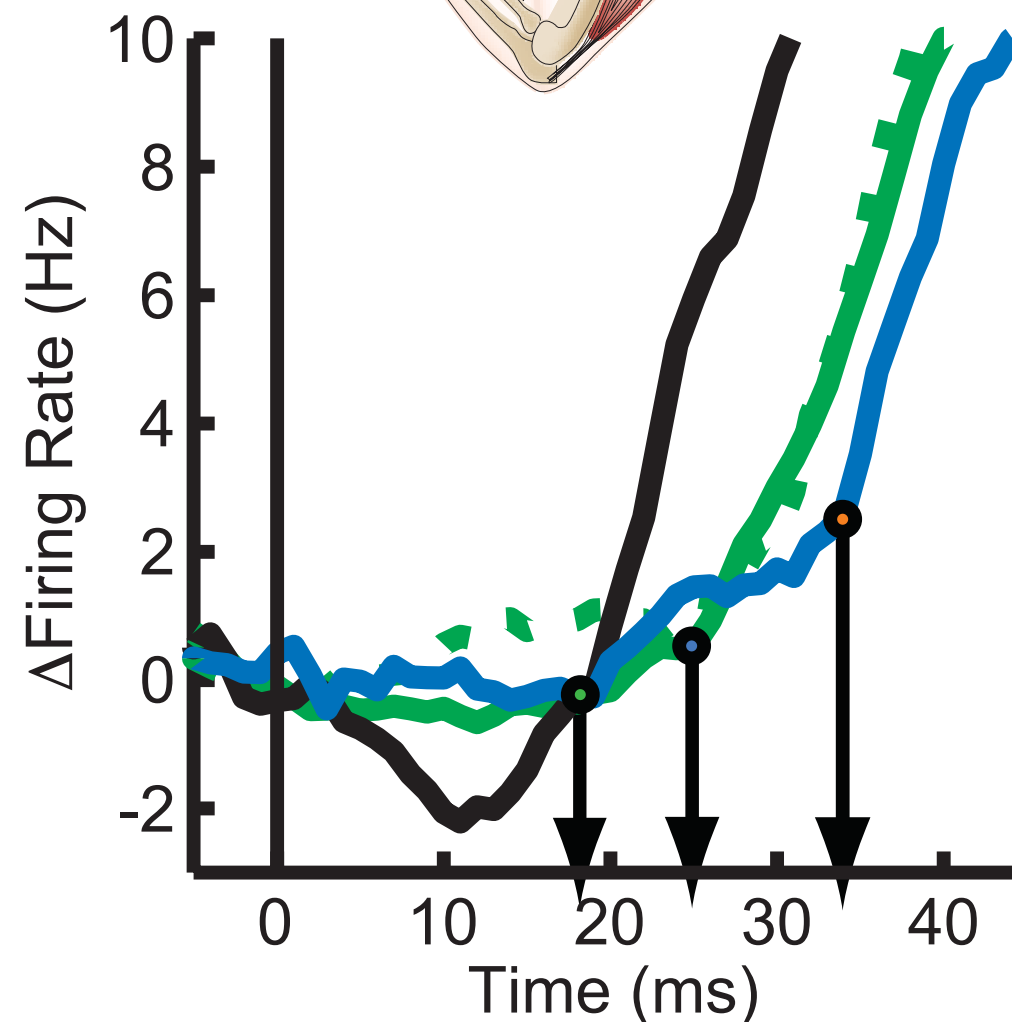
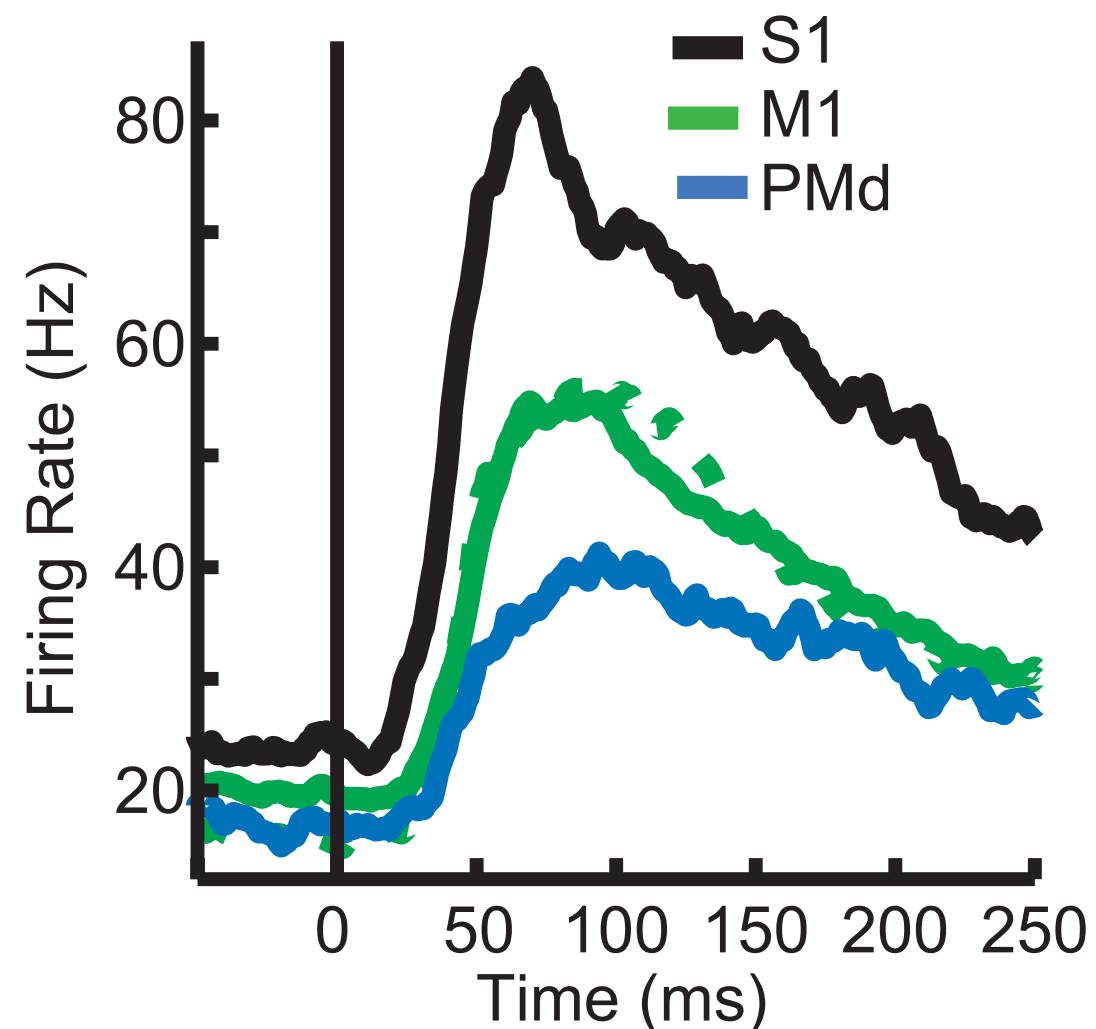
2 cm

Herter et al., JNP 2008

# Perturbation Response during Postural Control



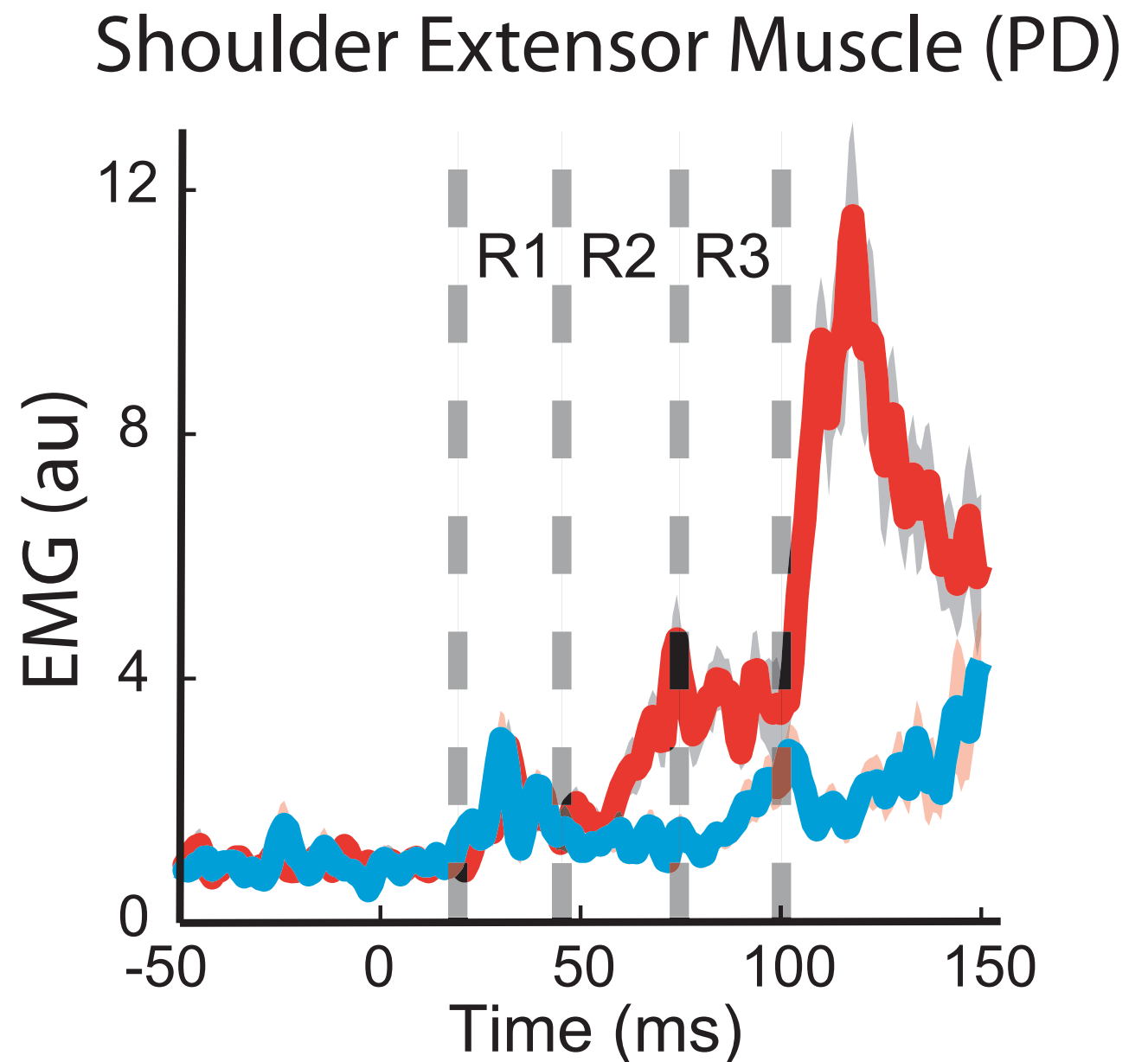
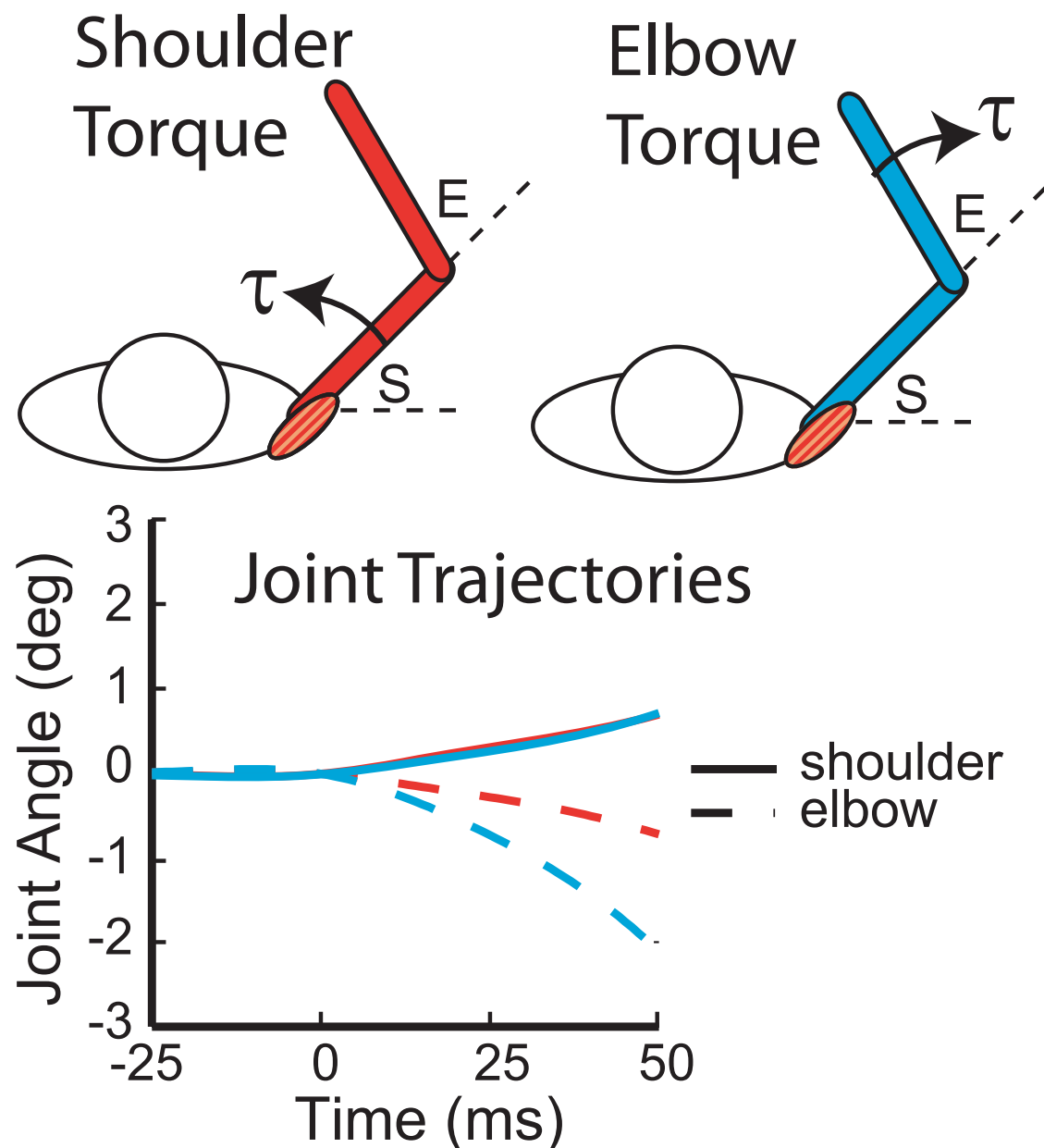
## Population Responses



# Same shoulder motion, different underlying torques



## Muscle Activity



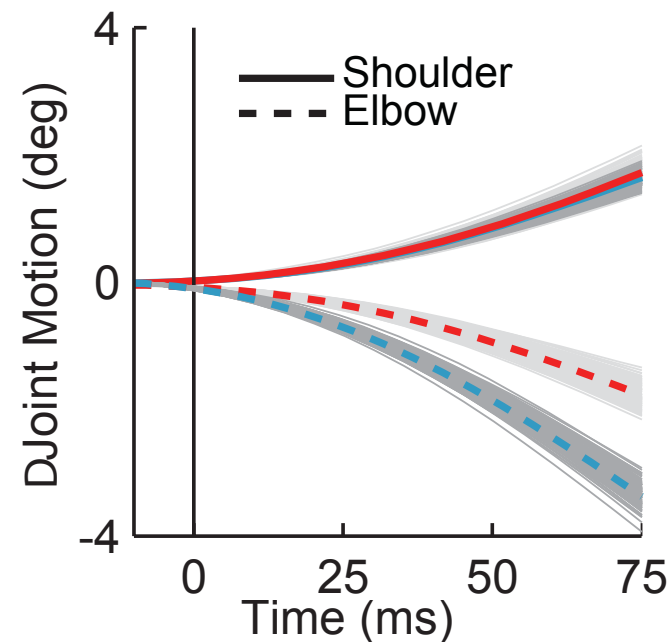
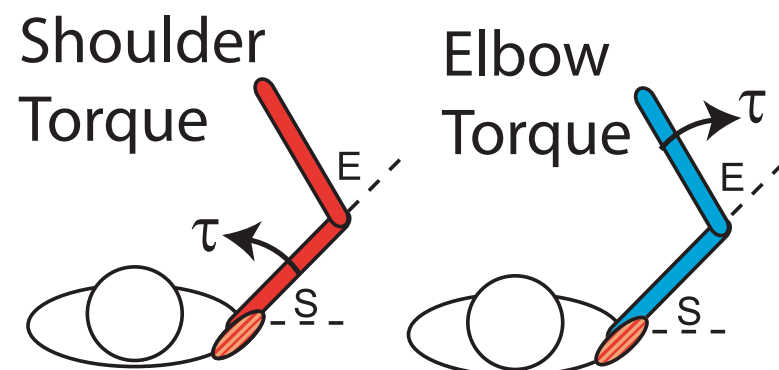
# Record Shoulder-related neurons during perturbations



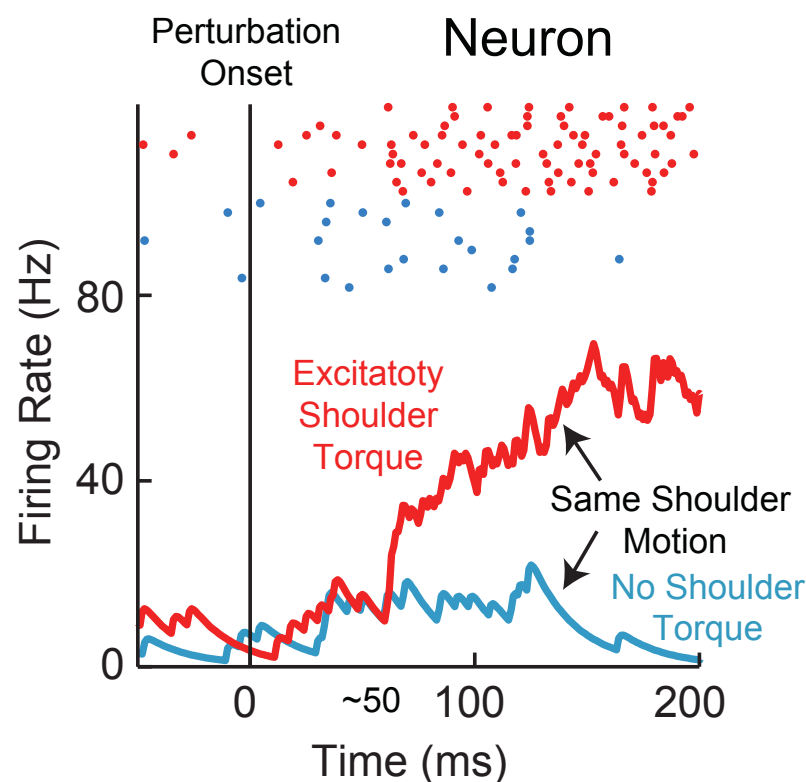
Andrew Pruszynski

Pruszynski et al.,  
Nature, 2011

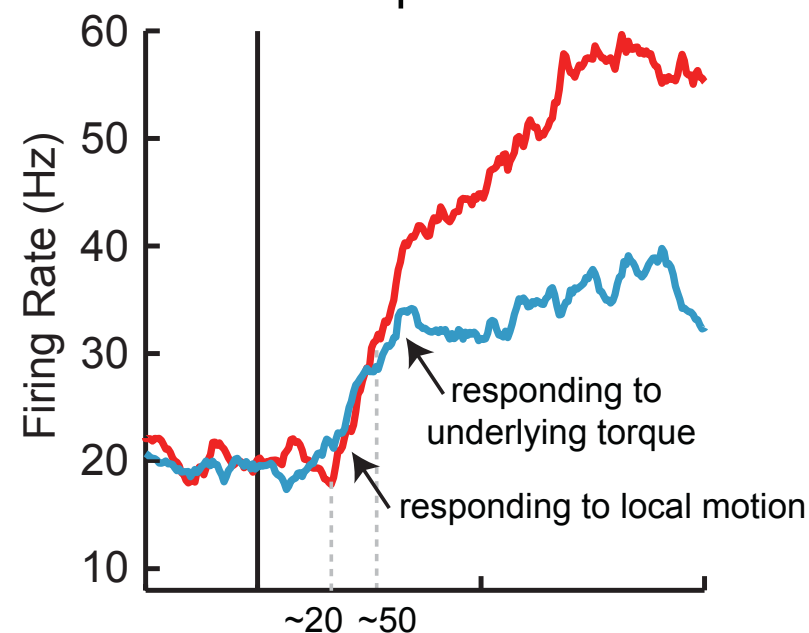
## Perturbations



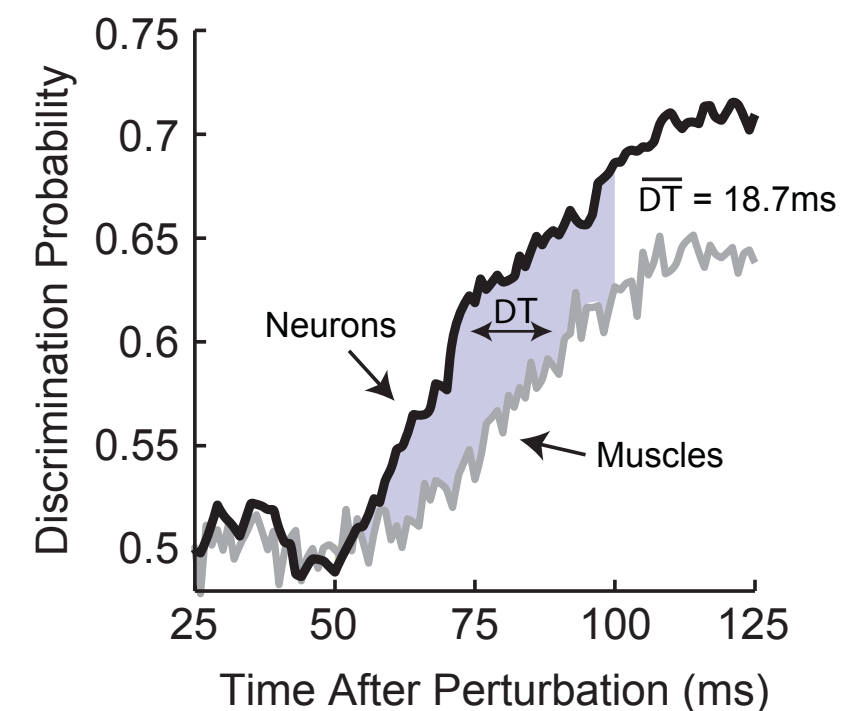
## Exemplar Shoulder-Like Neuron



## Neural Population

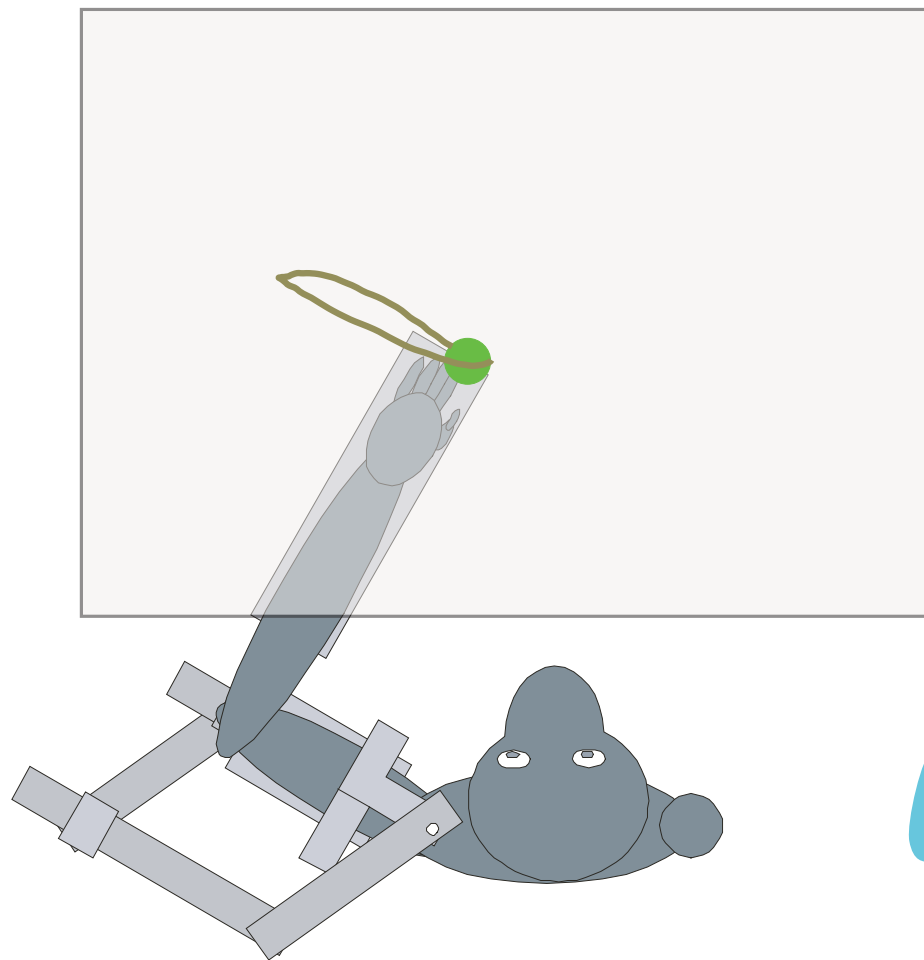


## Sensitivity to Underlying Torque



# How Does Behavioural Goal Change Feedback?

Postural Control



Watch Movie



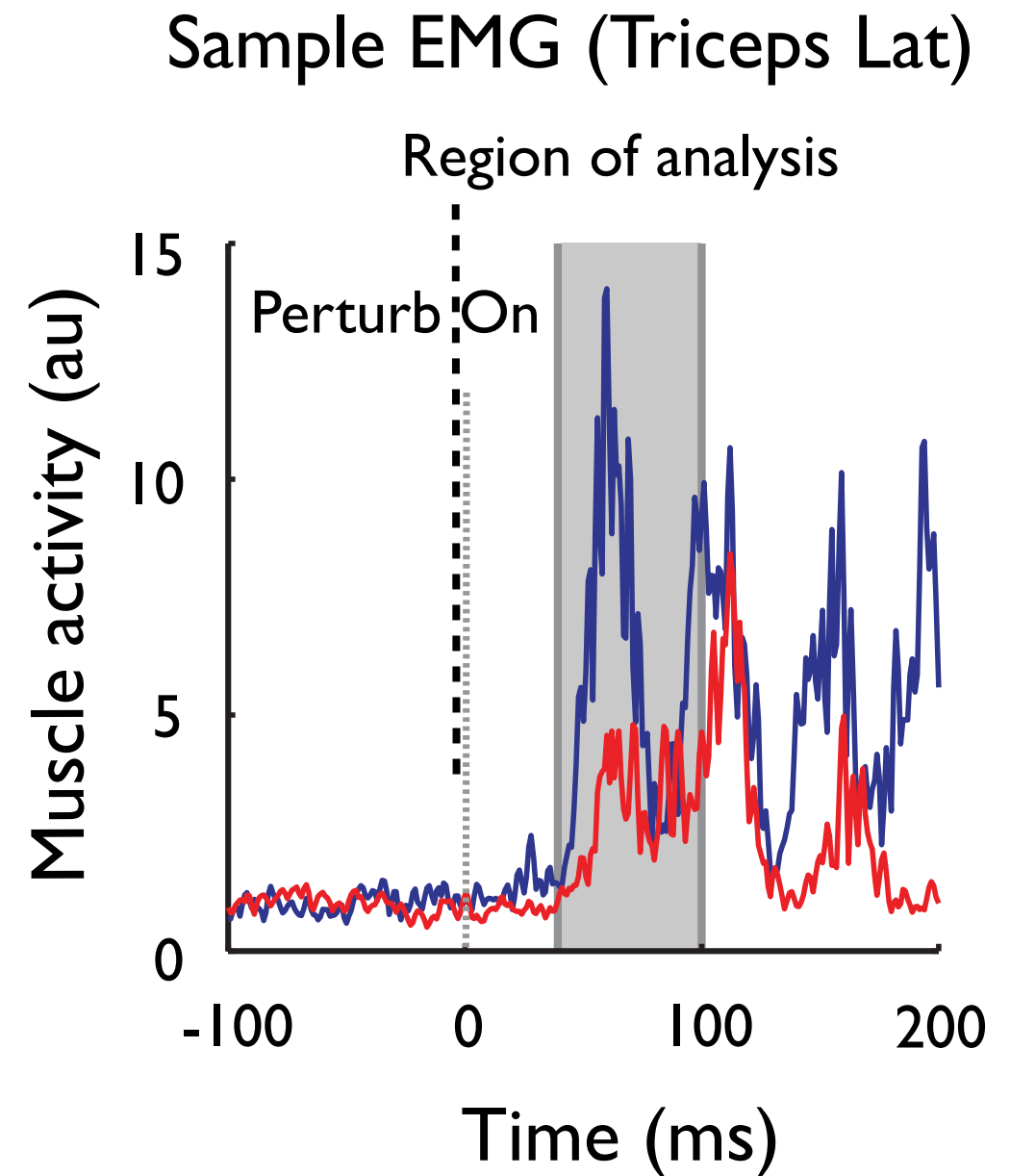
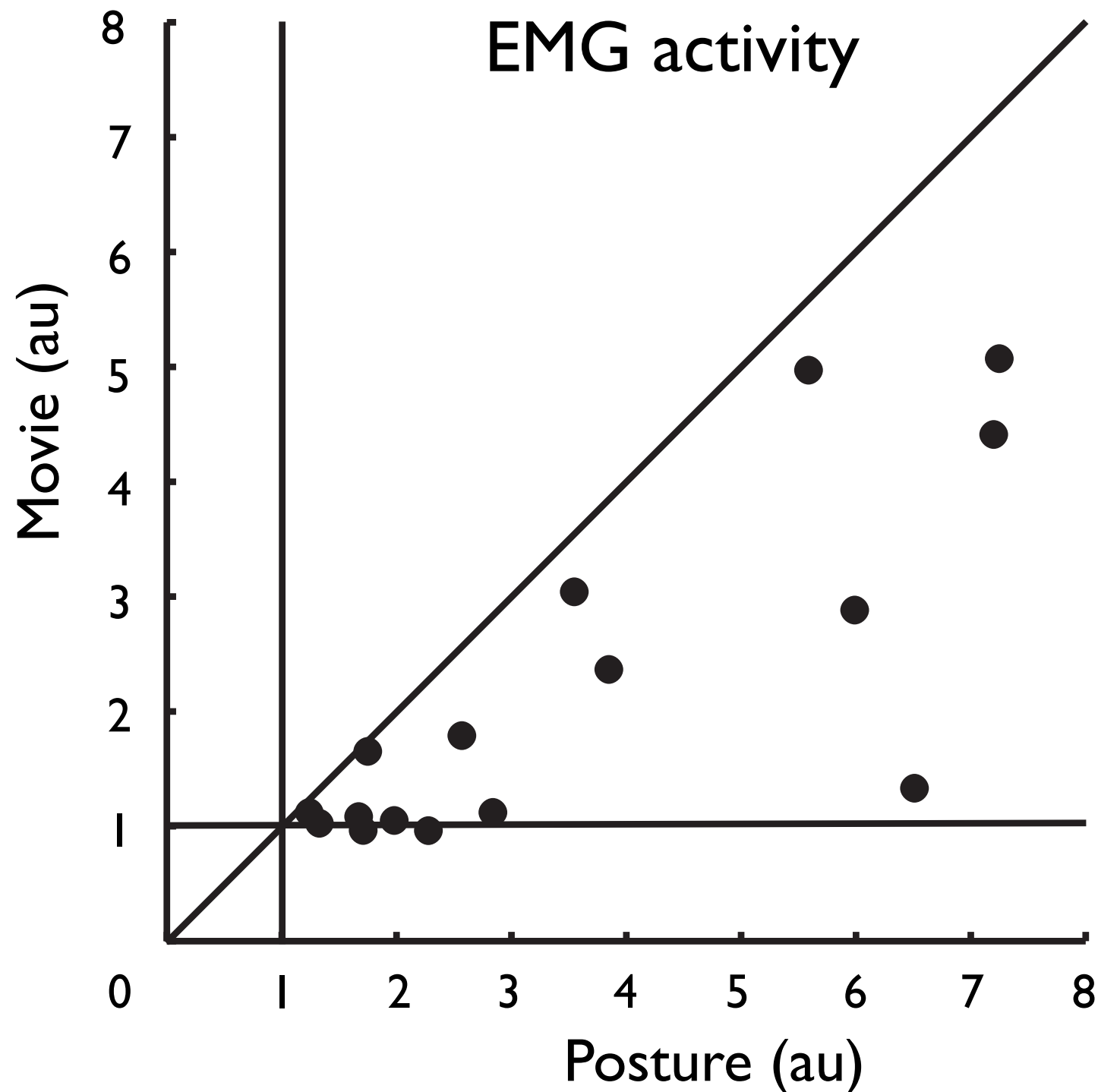
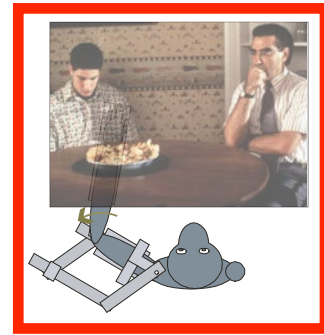
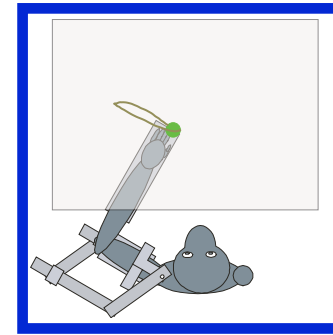
Examine muscle and neural activity across two tasks



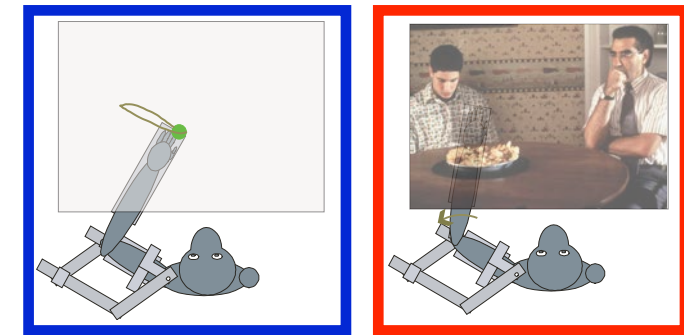


Mohsen Omrani

# Stretch response reduced 50% in Movie task

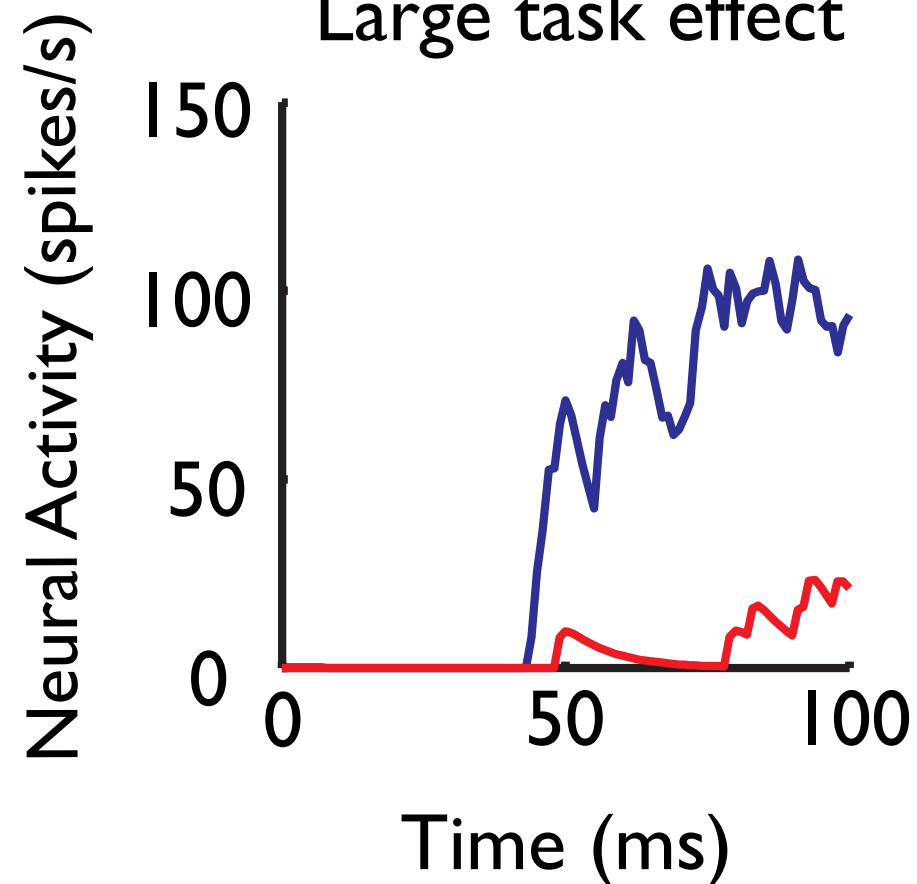


# Task-dependent Change in Perturbation Related Activity in M1



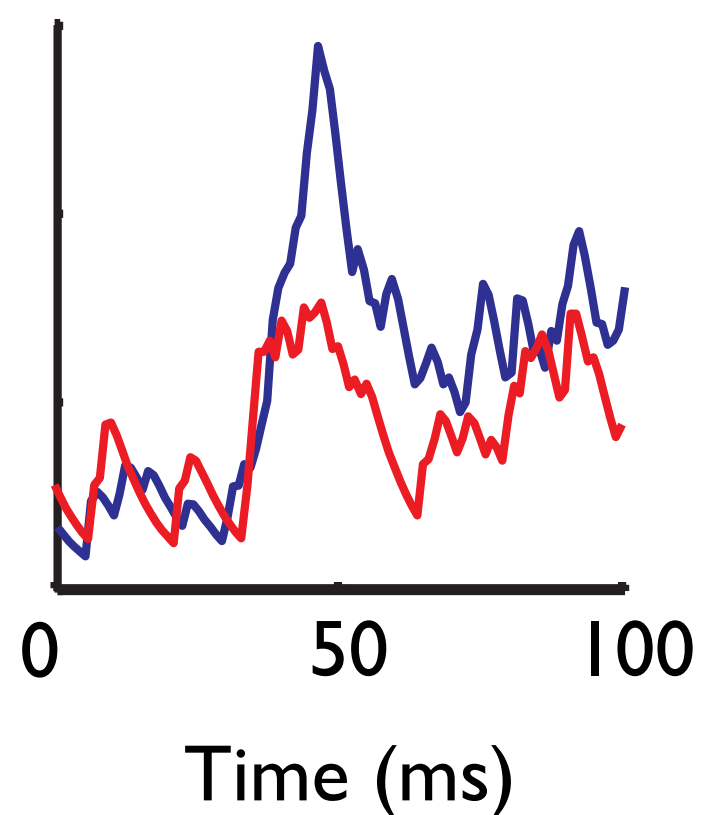
Cell #1

Large task effect



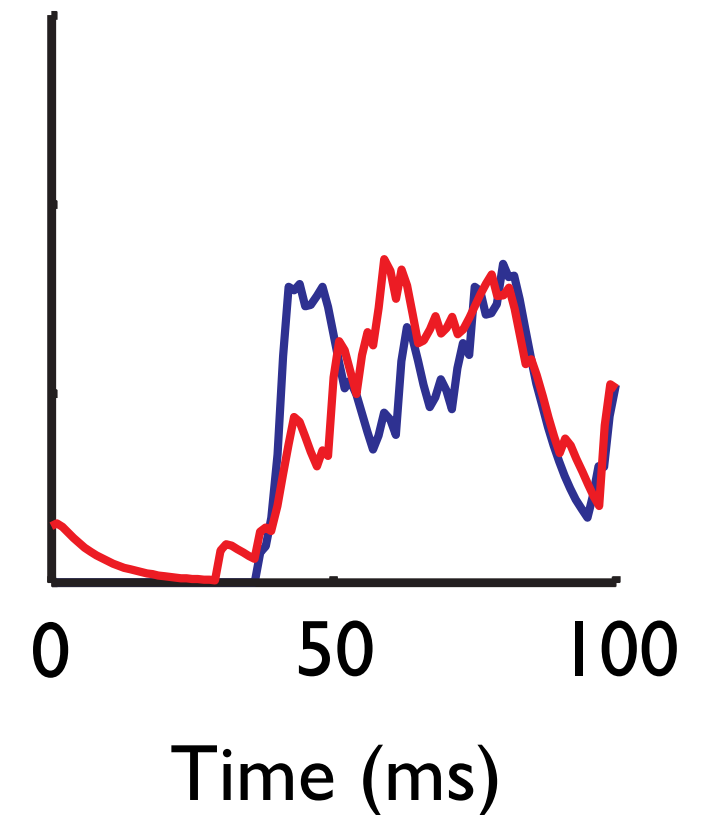
Cell #2

Medium task effect

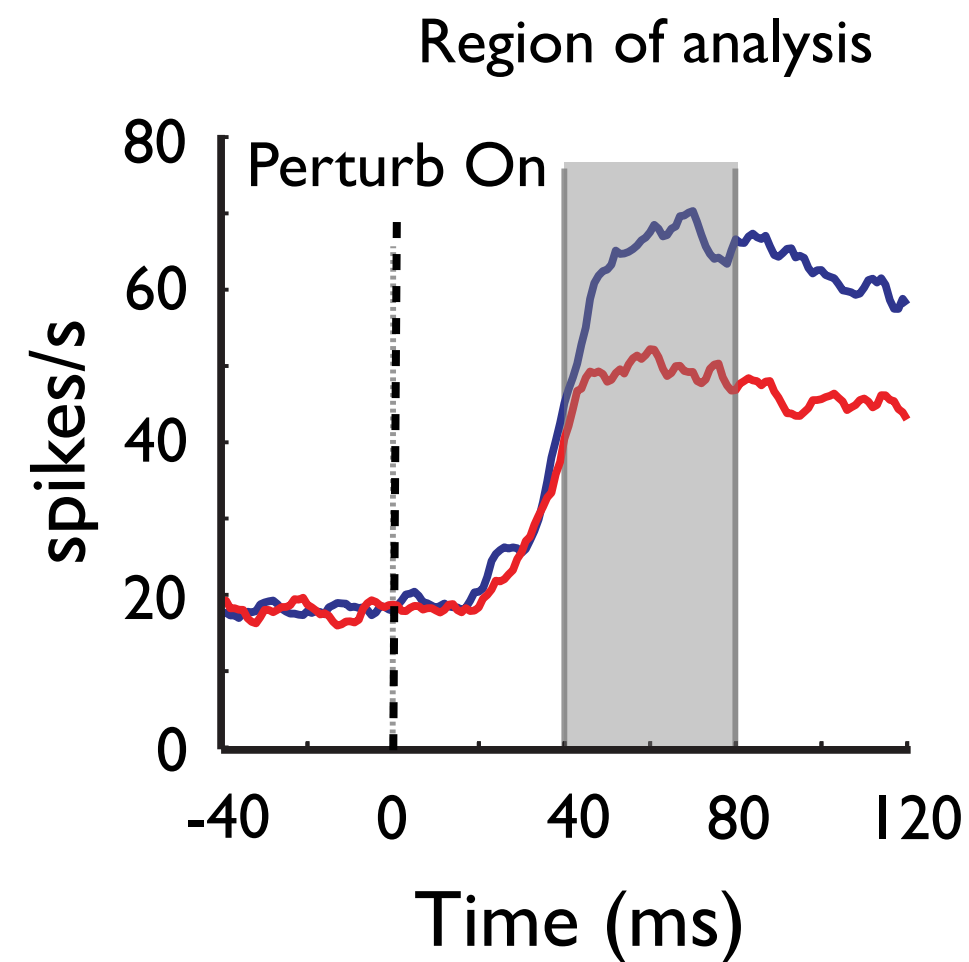
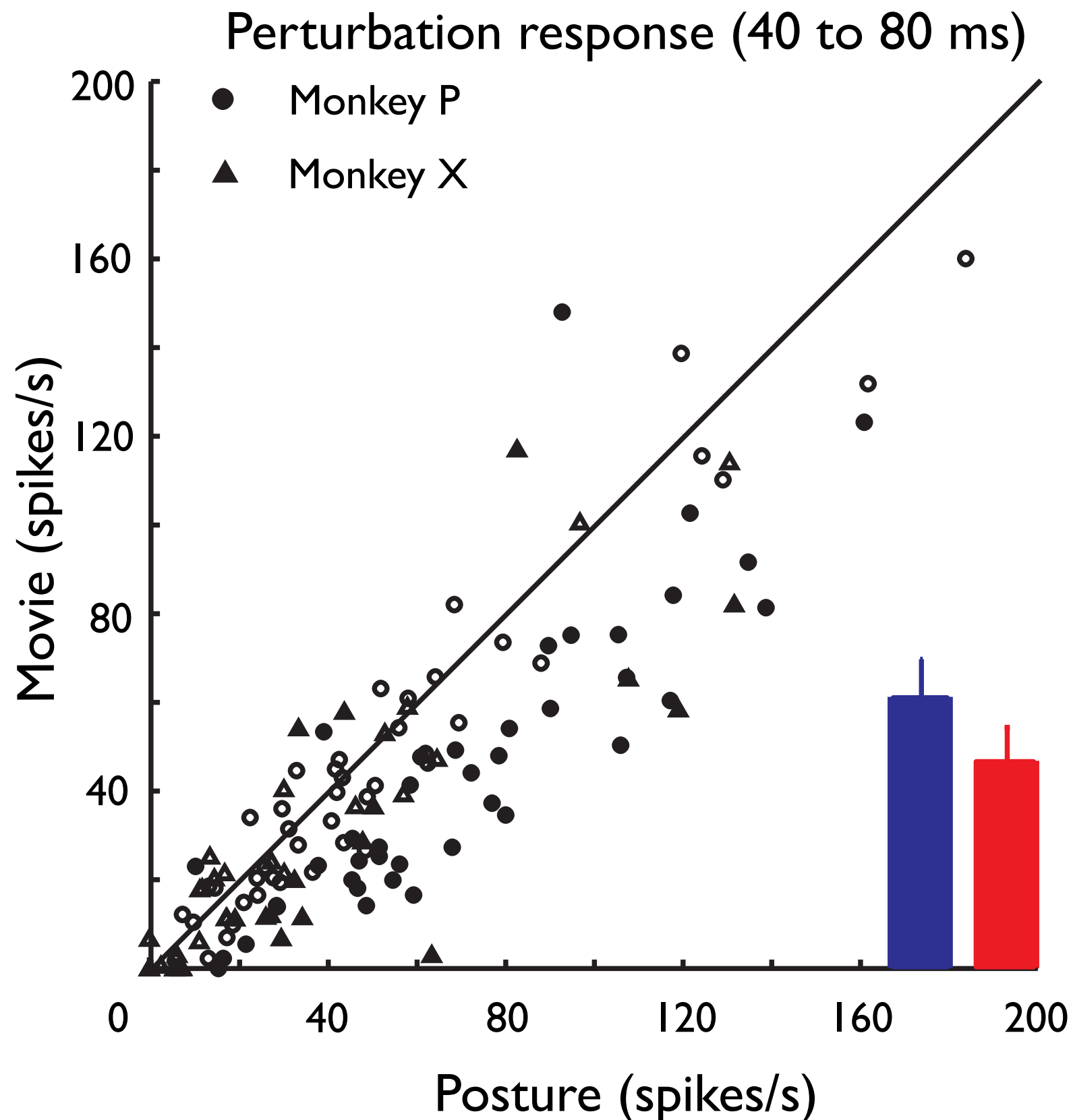
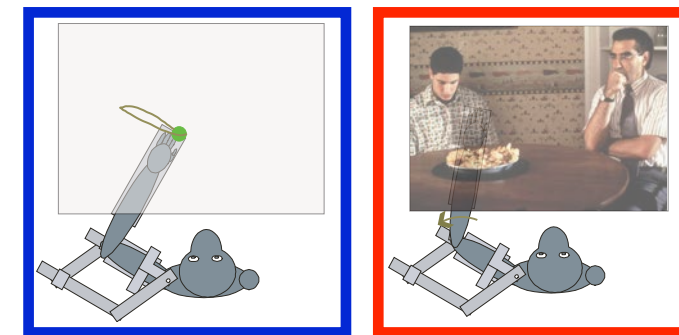


Cell #3

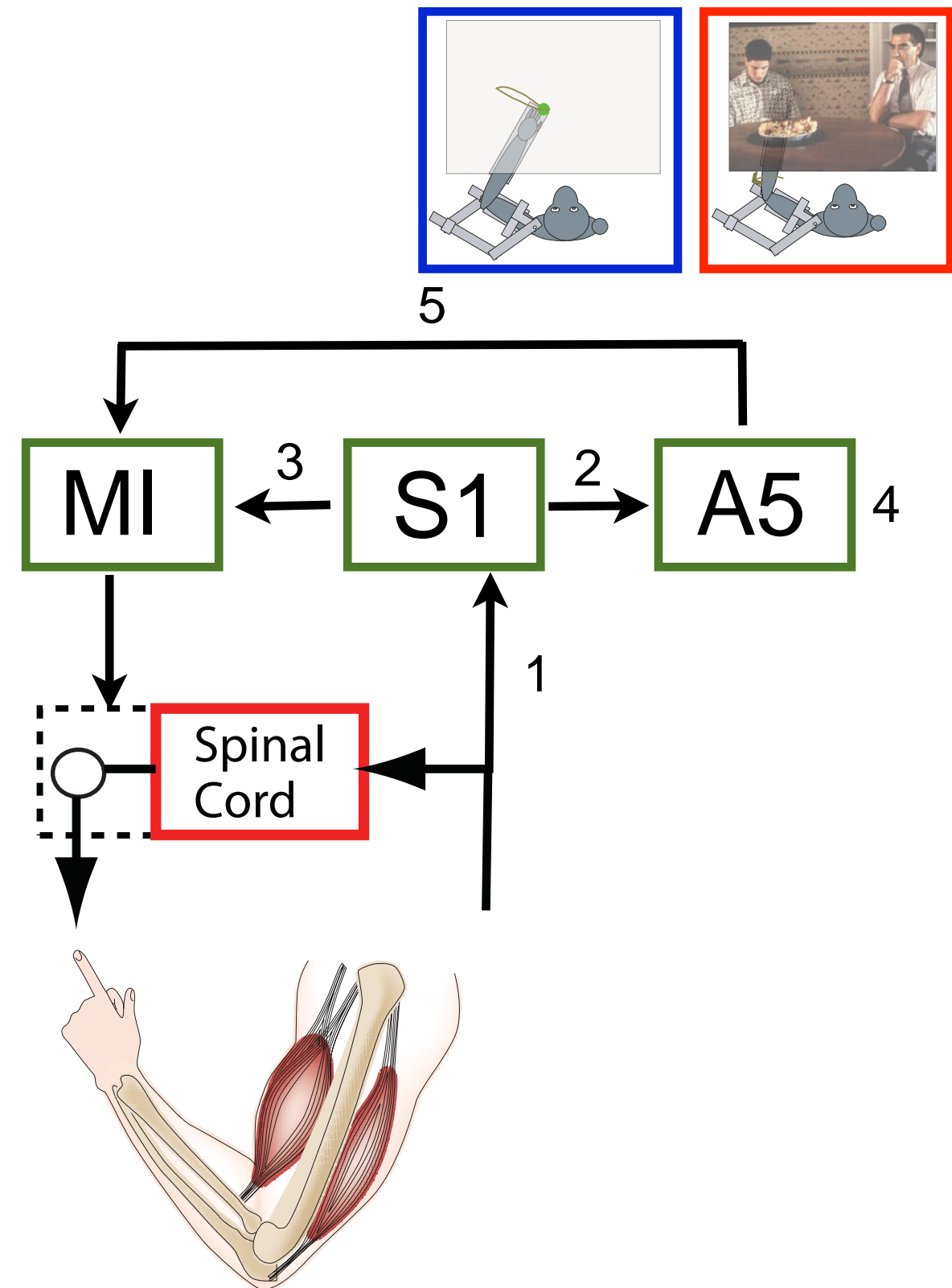
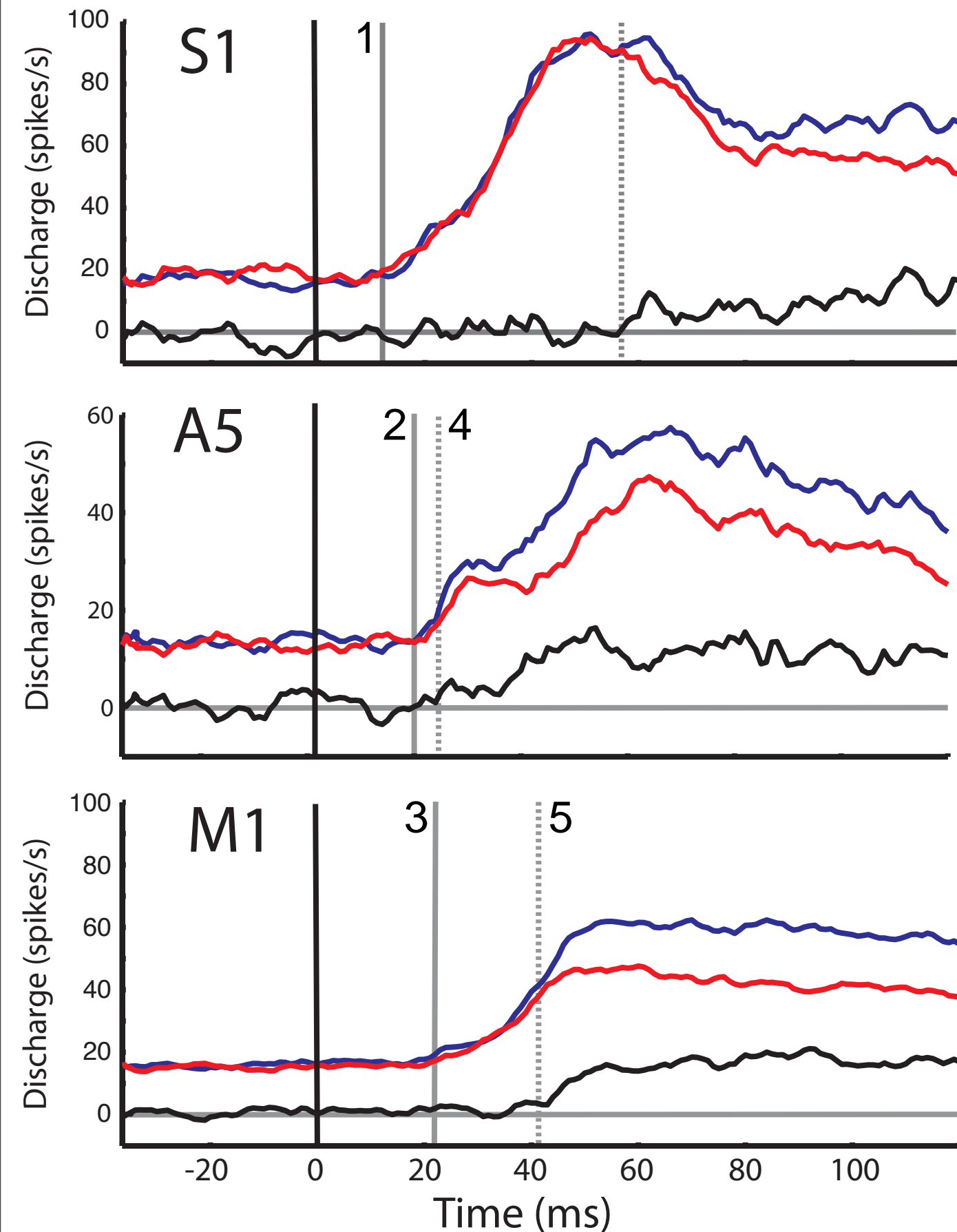
No task effect



# MI stretch response decreases 40% in Movie Task



# Perturbation Responses



S1 - Primary Somatosensory Cortex  
A5 - Parietal Area 5  
MI - Primary Motor Cortex

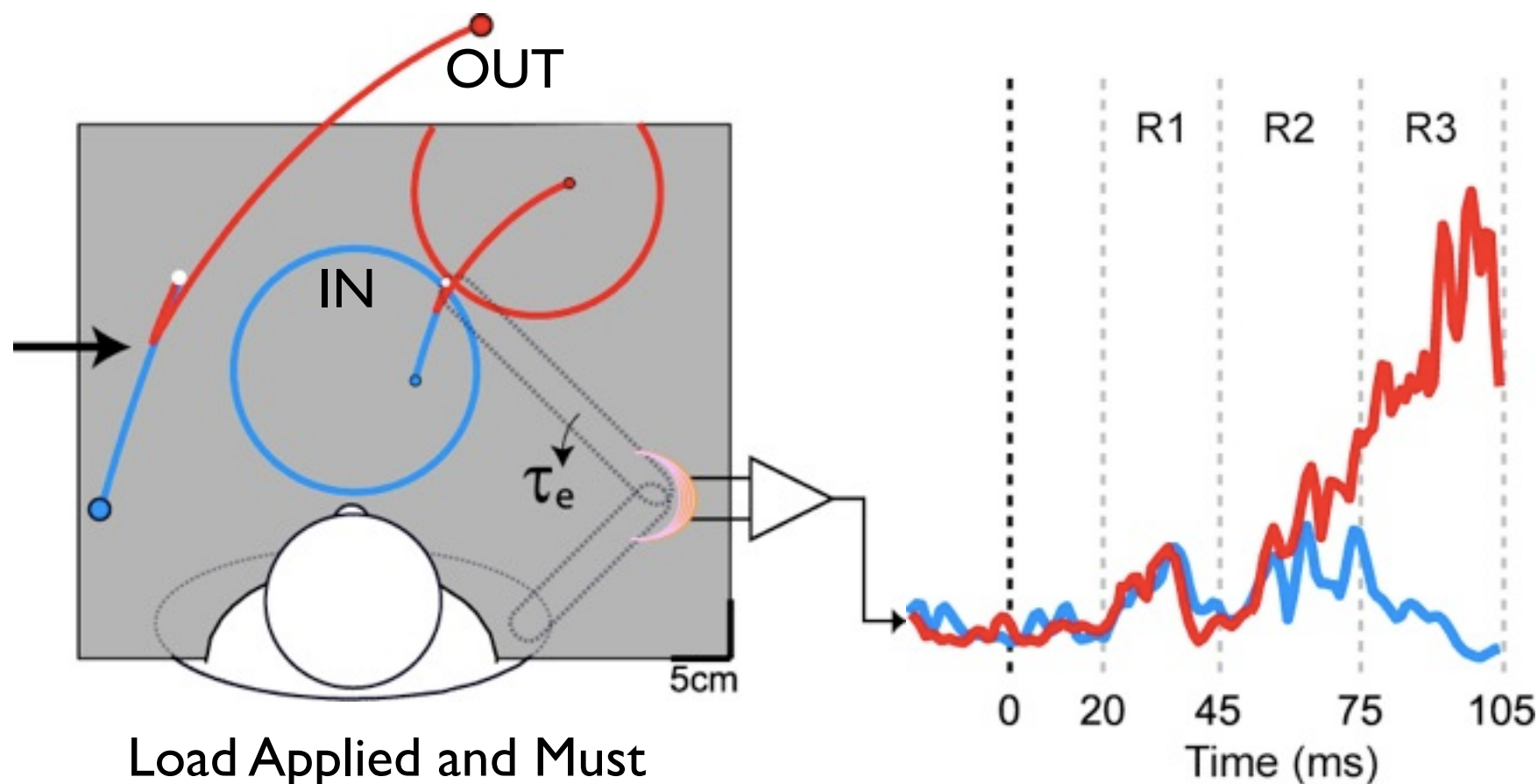


# Feedback for Rapid Task Selection

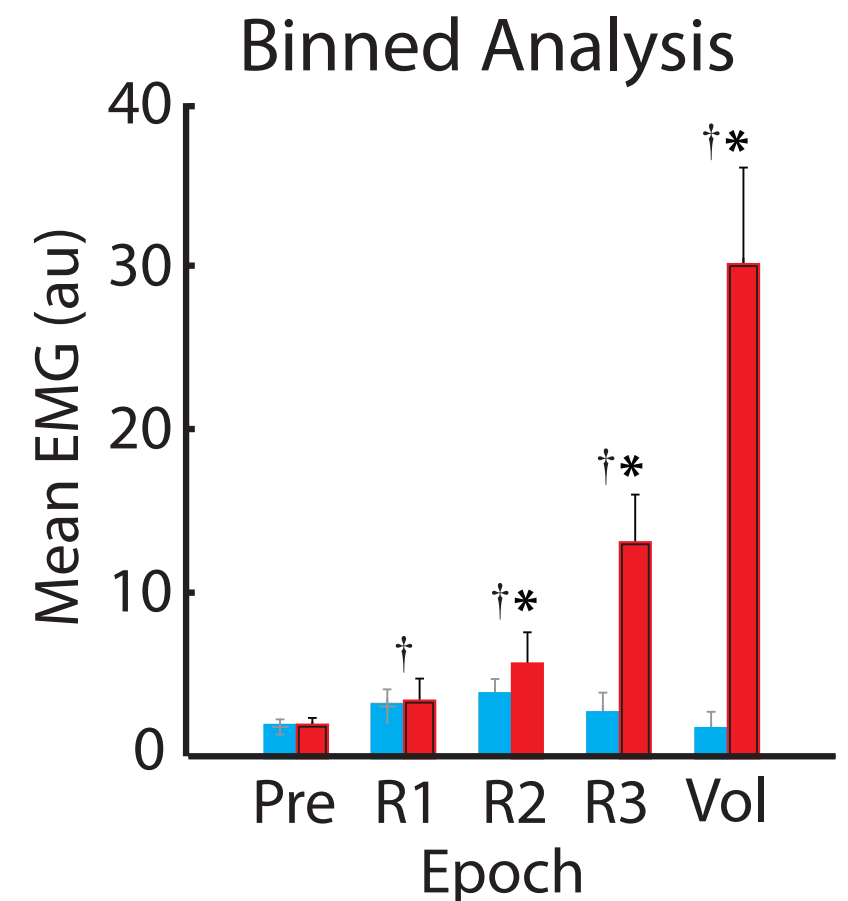


Andrew Pruszynski

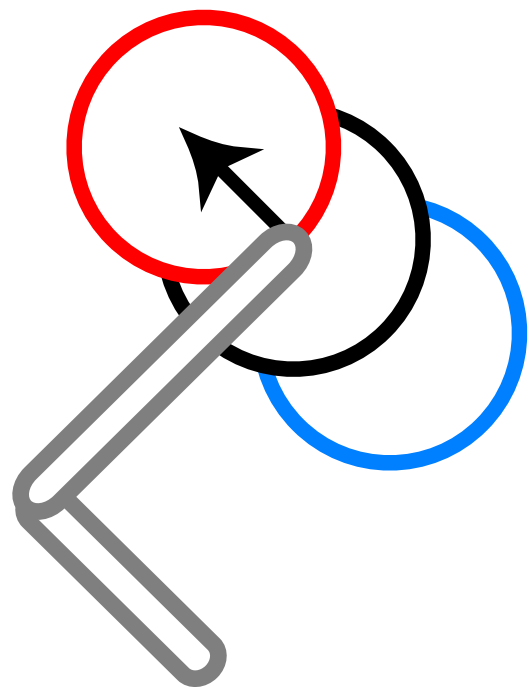
## Spatial Analog of Resist/Let Go



Load Applied and Must Move to Spatial Target



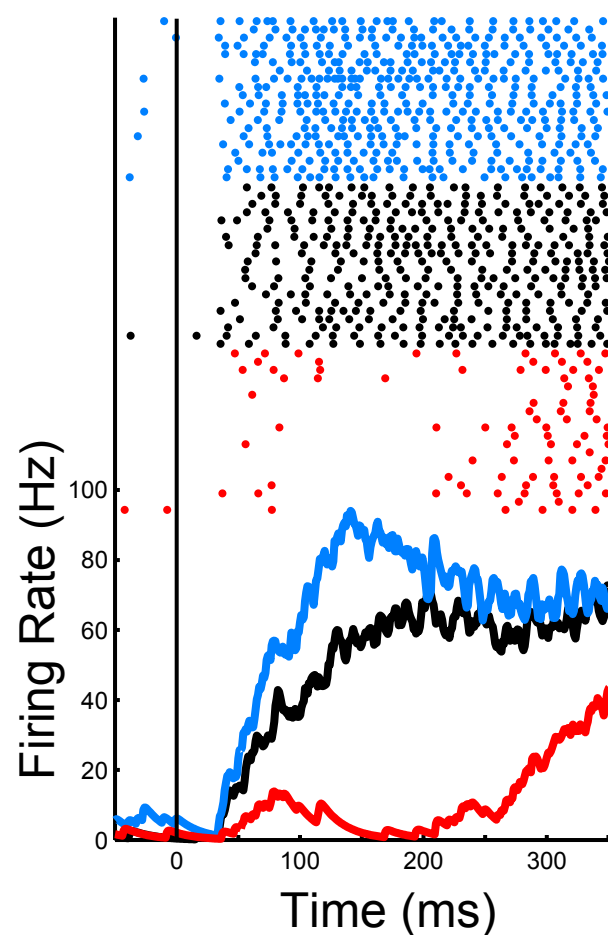
Pruszynski et al., JNP 2008



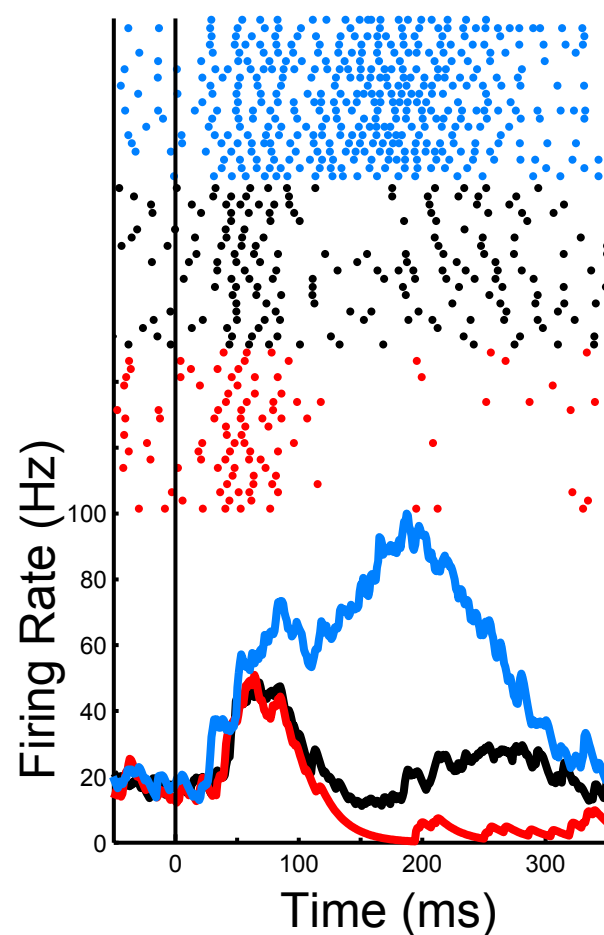
# Goal-Directed Responses in Motor Cortex

Primary Motor Cortex

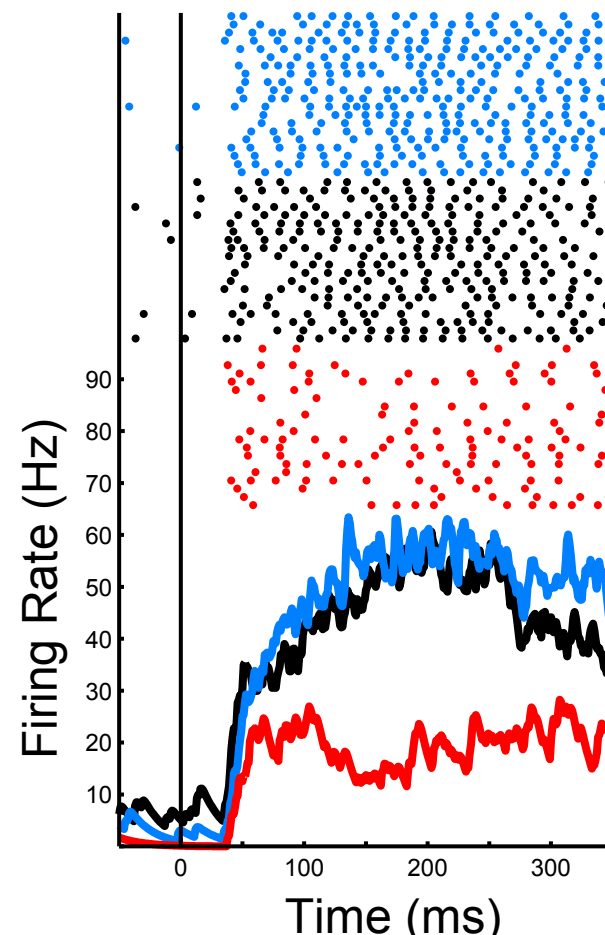
dorsal Premotor Cortex



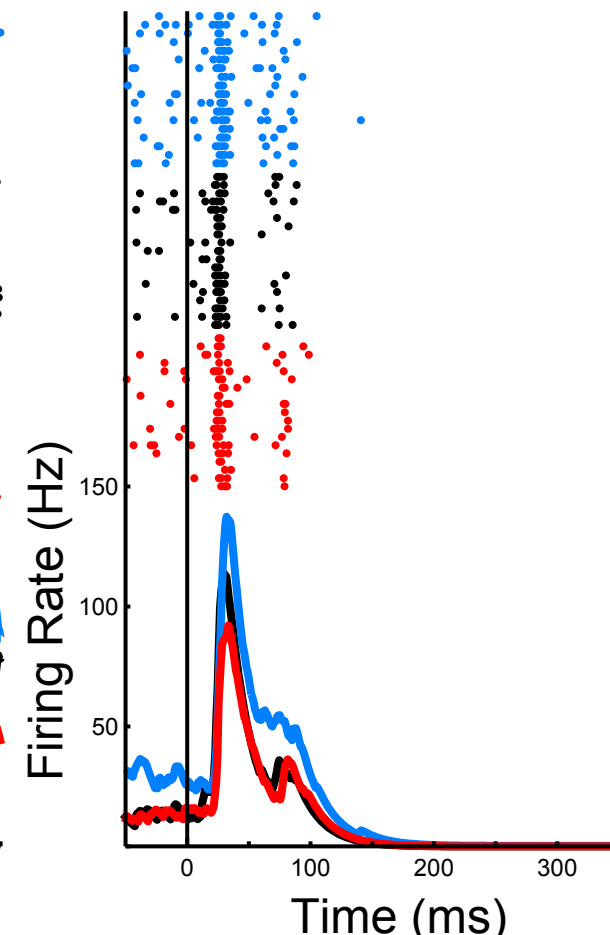
M1 Neuron (20080627b, +5mm)



M1 Neuron (20080627d, +5mm)



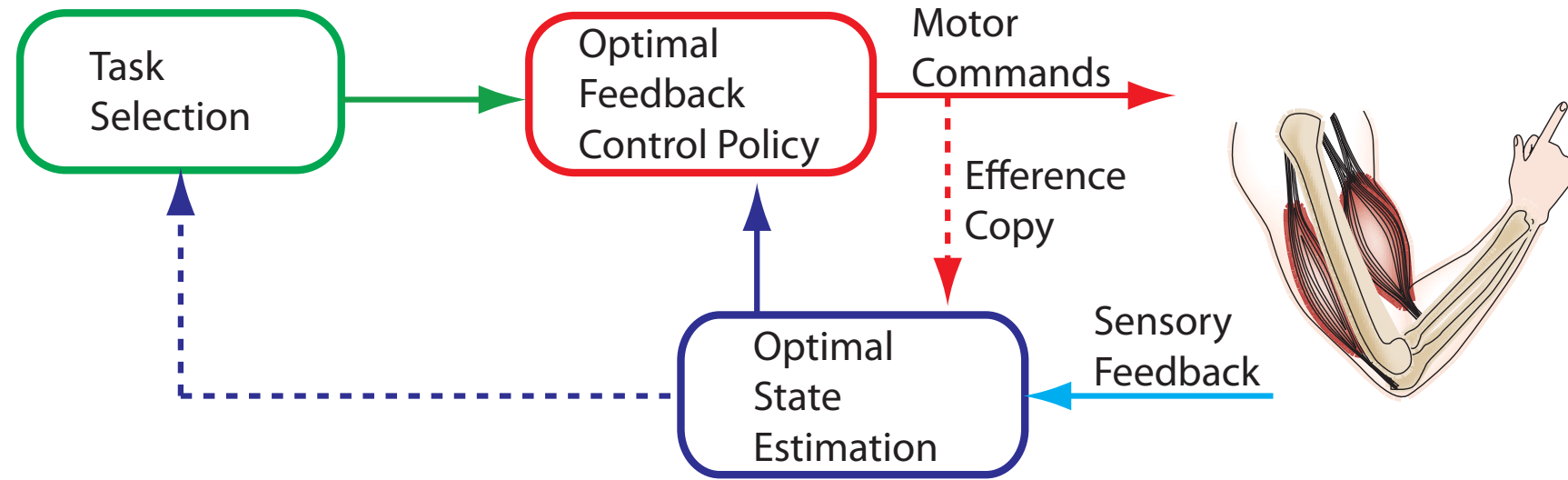
PMd Neuron (20080930d, +7mm)



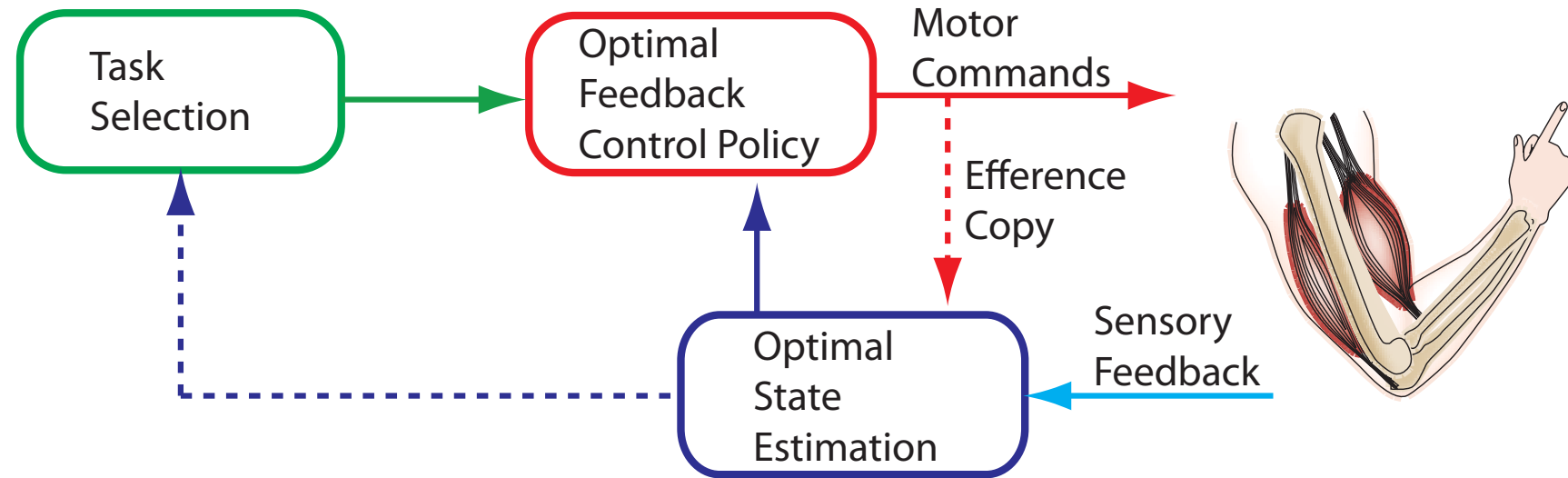
PMd Neuron (20081017d, +10mm)



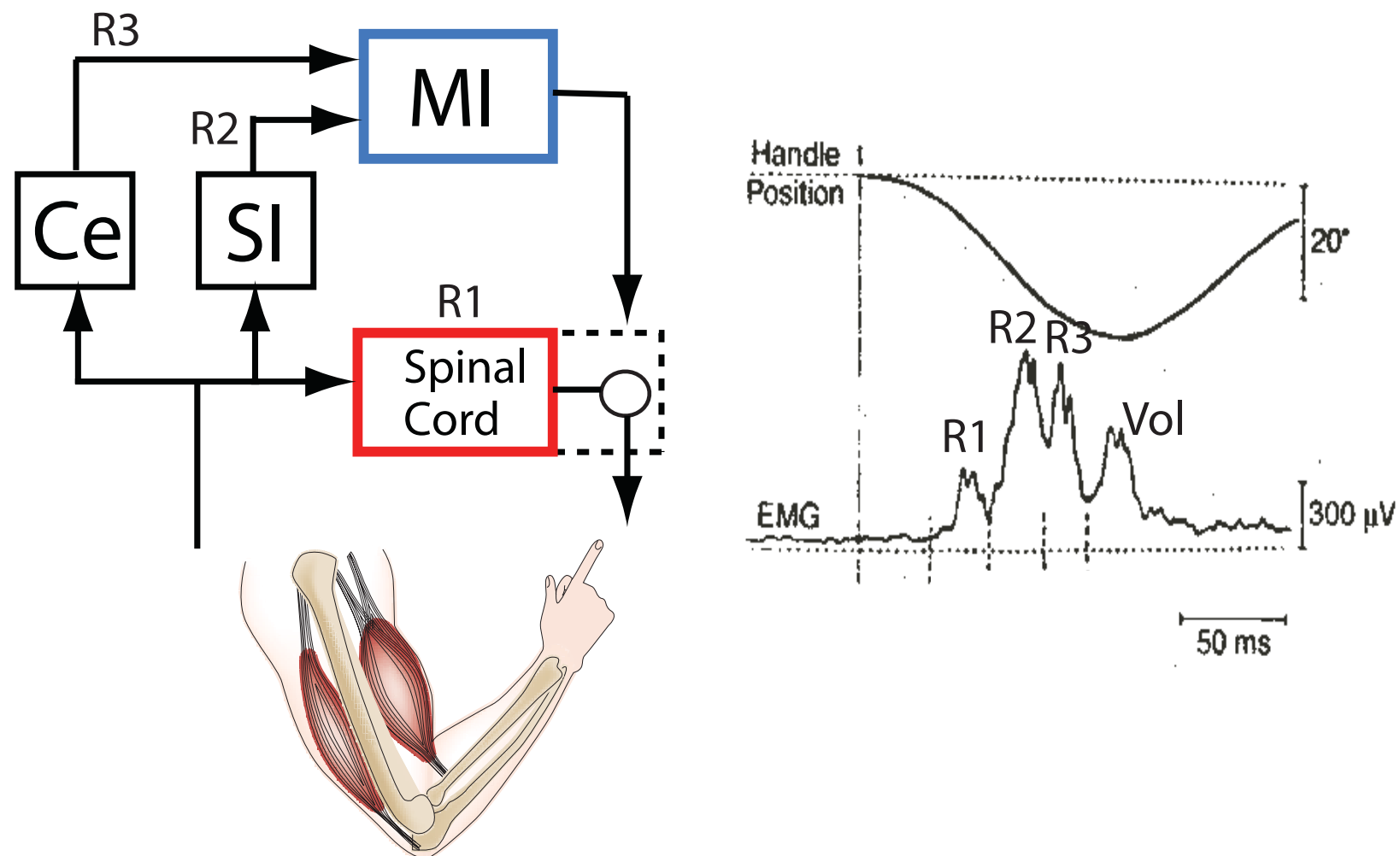
# Neural Implementation of OFC-like control



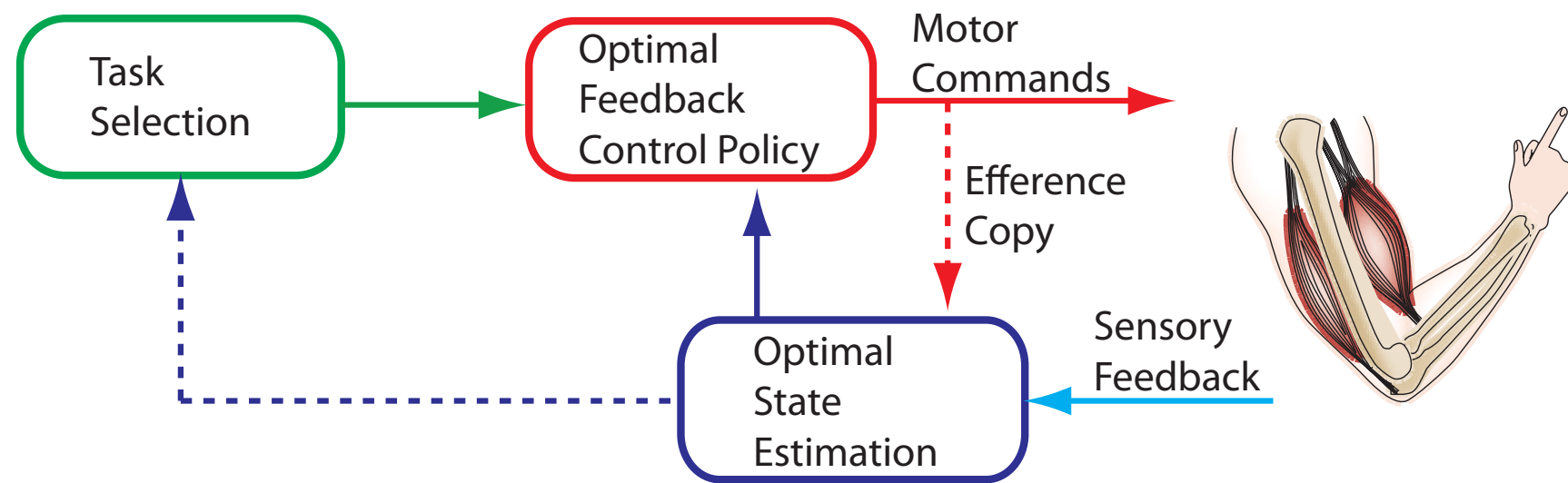
# Neural Implementation of OFC-like control



## Traditional view of stretch response pathways

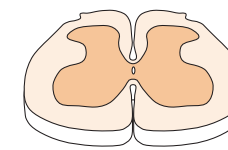


# Neural Implementation of OFC-like control

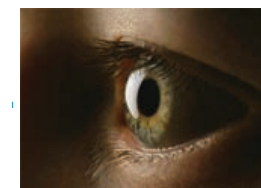
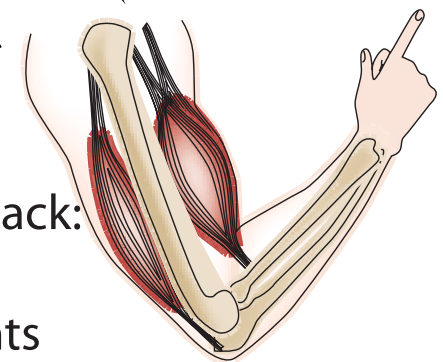


## Controlled Plant

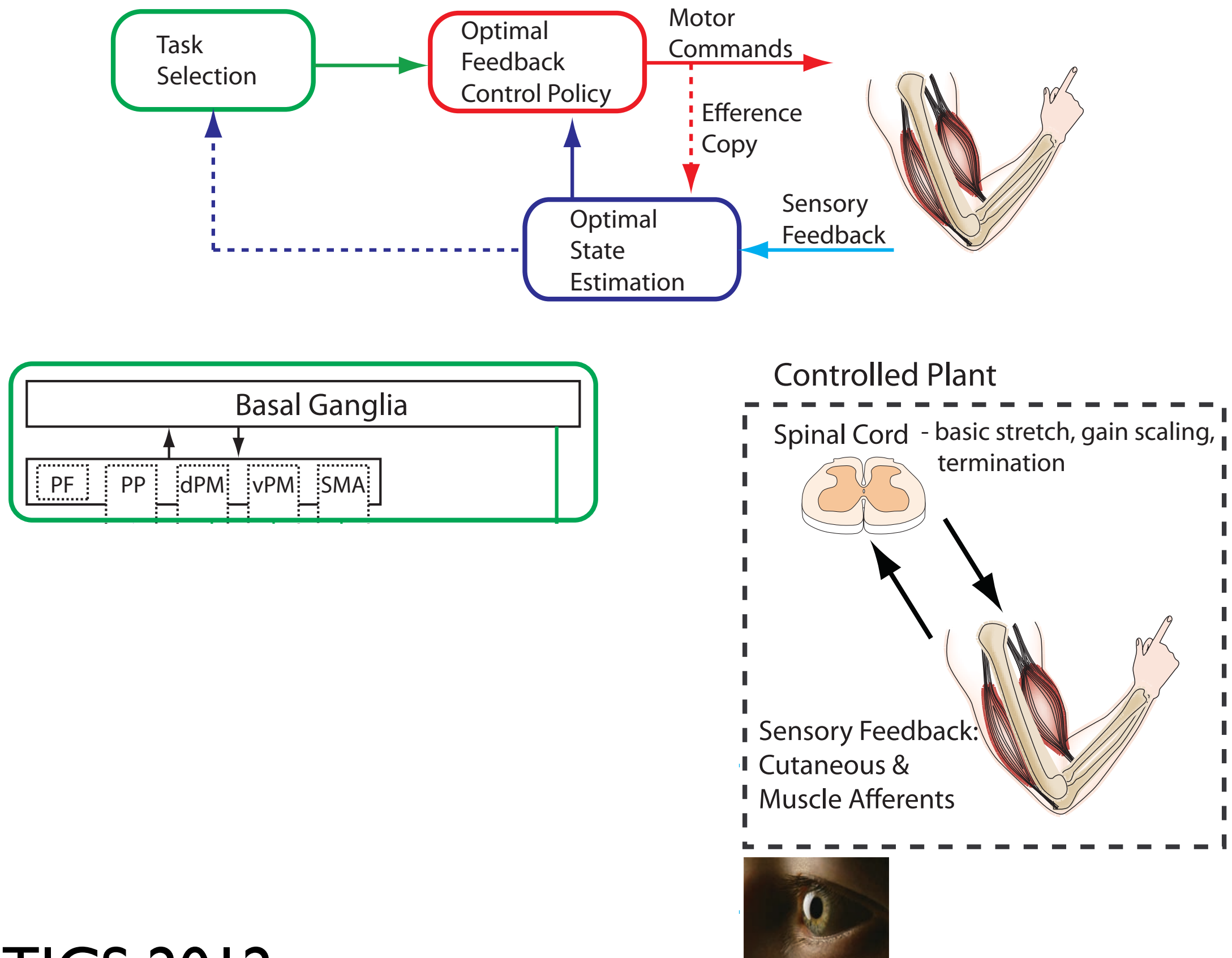
Spinal Cord - basic stretch, gain scaling, termination



Sensory Feedback:  
Cutaneous &  
Muscle Afferents

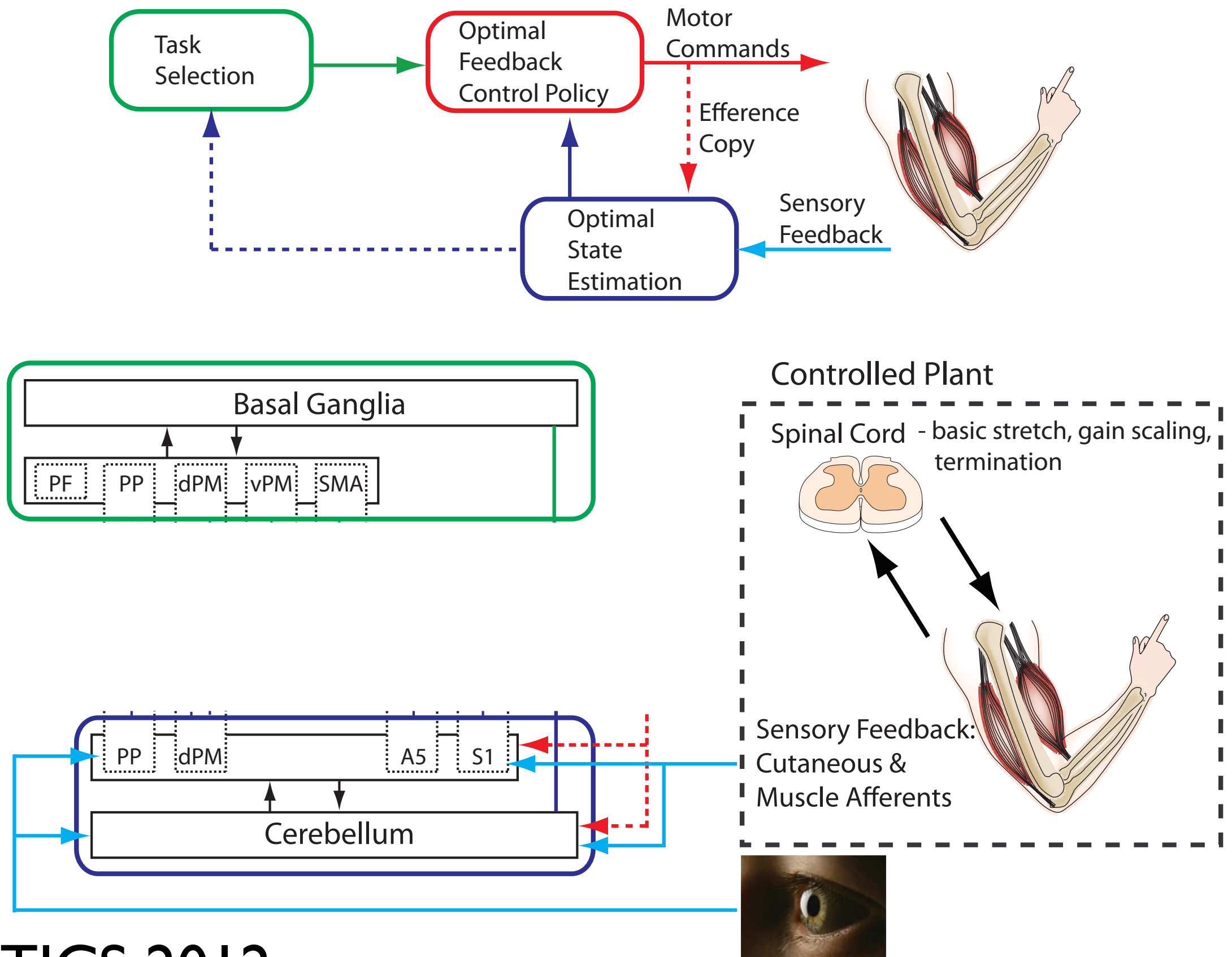


# Neural Implementation of OFC-like control



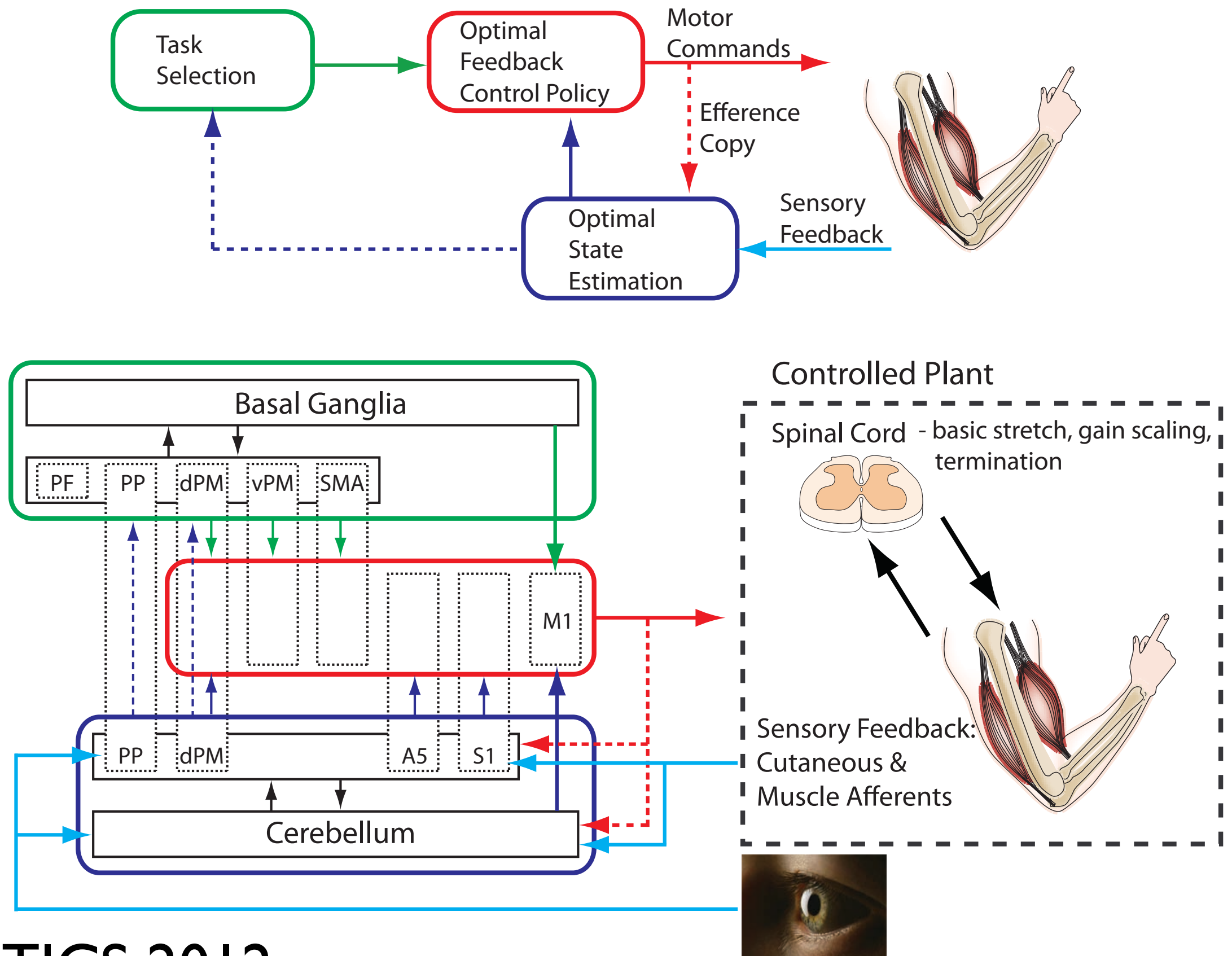
Scott, TICS 2012

# Neural Implementation of OFC-like control



Scott, TICS 2012

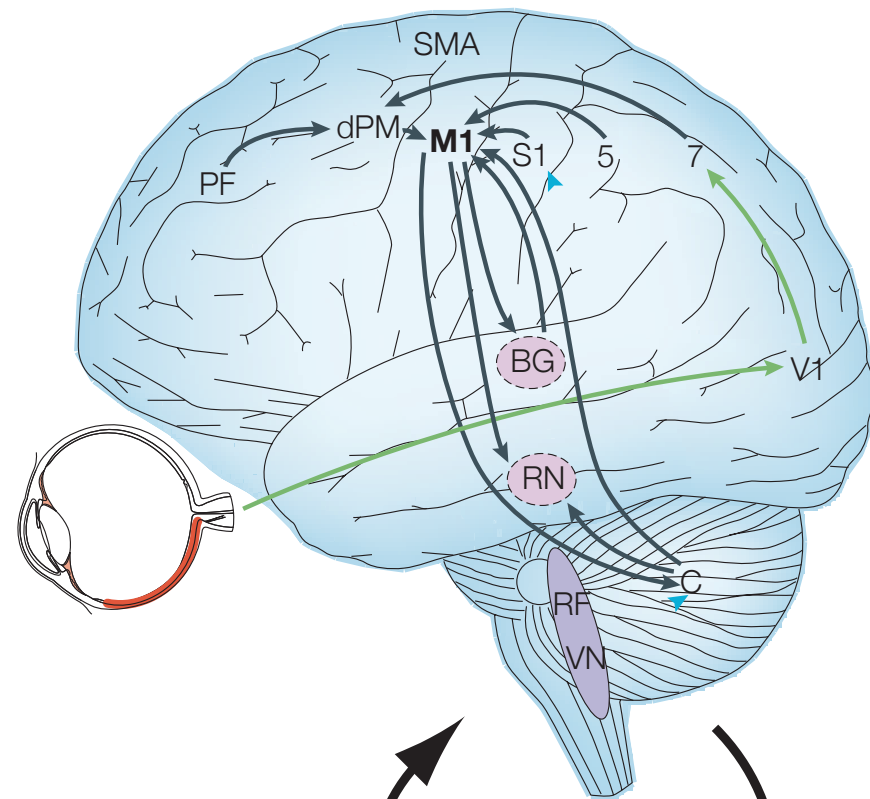
# Neural Implementation of OFC-like control



Scott, TICS 2012



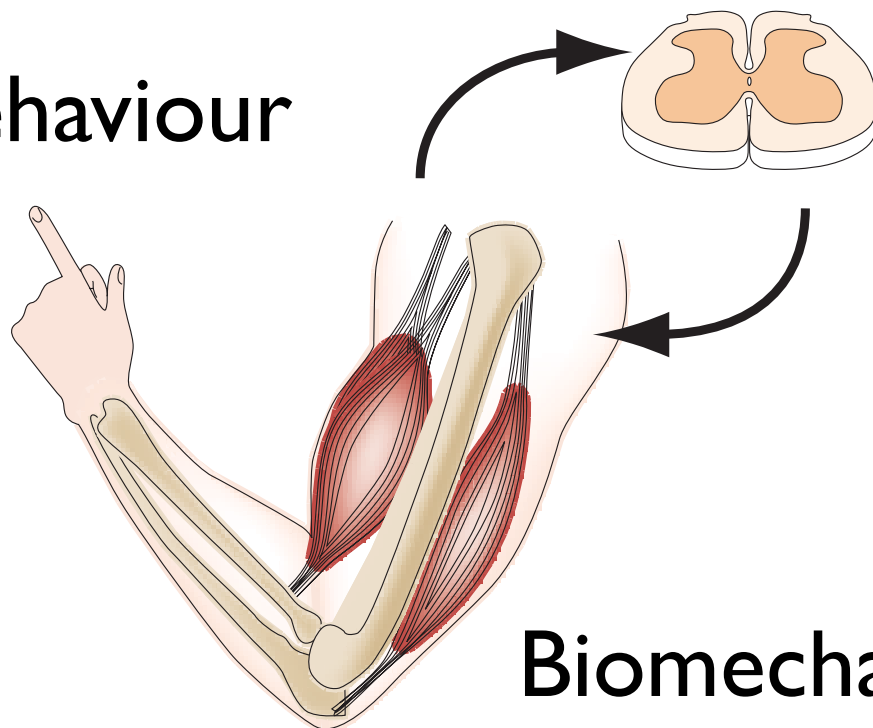
# Brains



## Take Home Message

- Optimal Feedback Control (OFC) as a Theory of Voluntary Control
- Stretch Responses Mirror Capabilities of Voluntary Control
- Transcortical Feedback is Important for Voluntary Control

## Behaviour

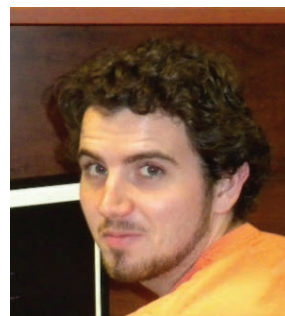


## Biomechanics

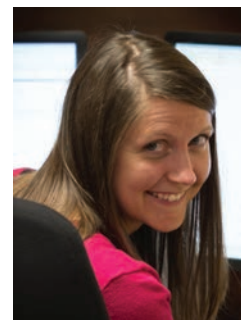
## Clinical Research Group



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Teige Bourke



Catherine Lowrey



Simone Appaqaq

Also: Kathrin Tryshkin  
Mostafa Mostafavi

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Janice Glasgow, Computer Science

Al Jin, Neurology

Parvin Mousavi, Computer Science

Kathleen Norman, Rehabilitation Therapy

Lucie Pelland, Rehabilitation Therapy

James Reynolds, Biomedical and Molecular Sciences

### Hotchkiss Institute/University of Calgary

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Brian Benson, Kinesiology

Willem Meeuwisse, Kinesiology

### Toronto Rehabilitation Institute

George Mochizuki

### International

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Joe Nashed



Tim Lillicrap



Ethan Heming



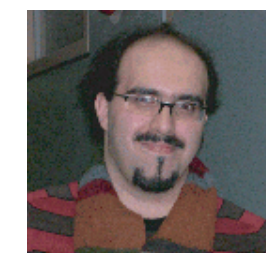
Chantelle Murnaghan



Tyler Cluff



Frederic  
Crevecoeur



Mohsen Omrani

## Technology Development



Justin Peterson

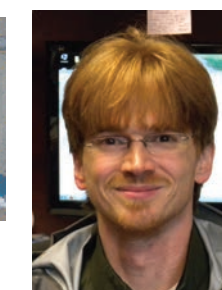


Luke Harris



Helen Bretzke

Also  
Sean Hickman  
Mike Lewis



Duncan McLean

## Funding



Ontario  
Research  
Foundation