A Review on Interactive Adaptive Processes Which Underline Short-Term Motor Learning

MohammadAmin Alamalhoda[a], **Arsalan Firoozi**[a], **and Mehran khorshidi**[a]

[a]Student, EE Department, Sharif University of Technology

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Abstract

Motor learning

Null

Results

ACKNOWLEDGMENTS. We highly appreciate ...

References

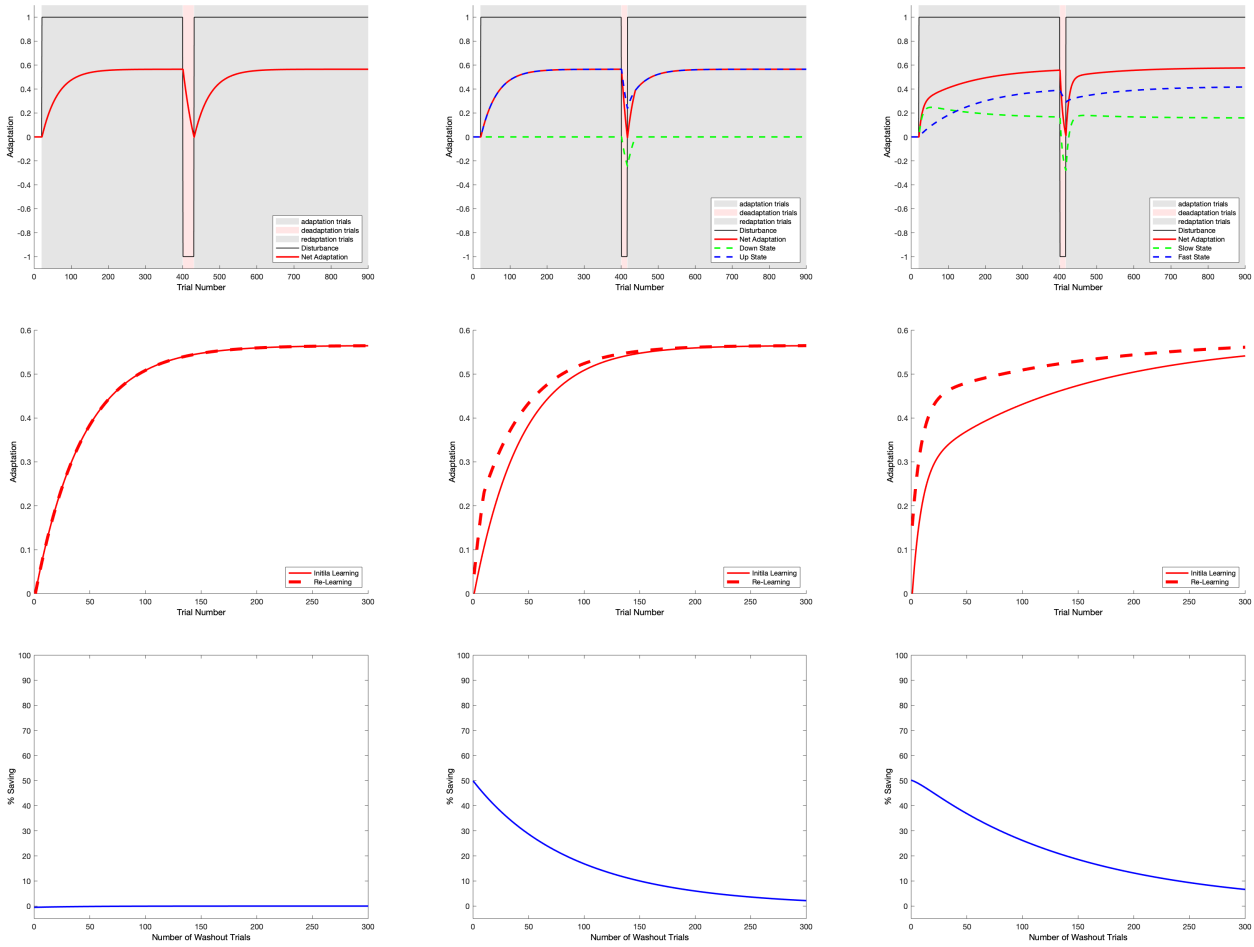
All codes will be provided to you upon request
Contact ma.alamalhoda@gmail.com

Significance Statement

Hmmmmm

Author contributions

[1]All contributed equally to this work



(a) Single State **(b)** Gain Specific **(c)** Multi Rate

Fig. 1. Simulations of Motor Adaptation Experiments That Show Savings
First row shows the model simulations of the experiment paradigm (Disturbance plot) which is plotted in black. **Second row** shows a direct comparison of simulated performance in the initial learning and relearning blocks. **Third row** shows the amount of savings found in simulation, as a function of the number of washout trials. The amount of savings is measured as the percent improvement in performance on the 30th trial in the relearning block compared to the 30th trial in the initial learning block.

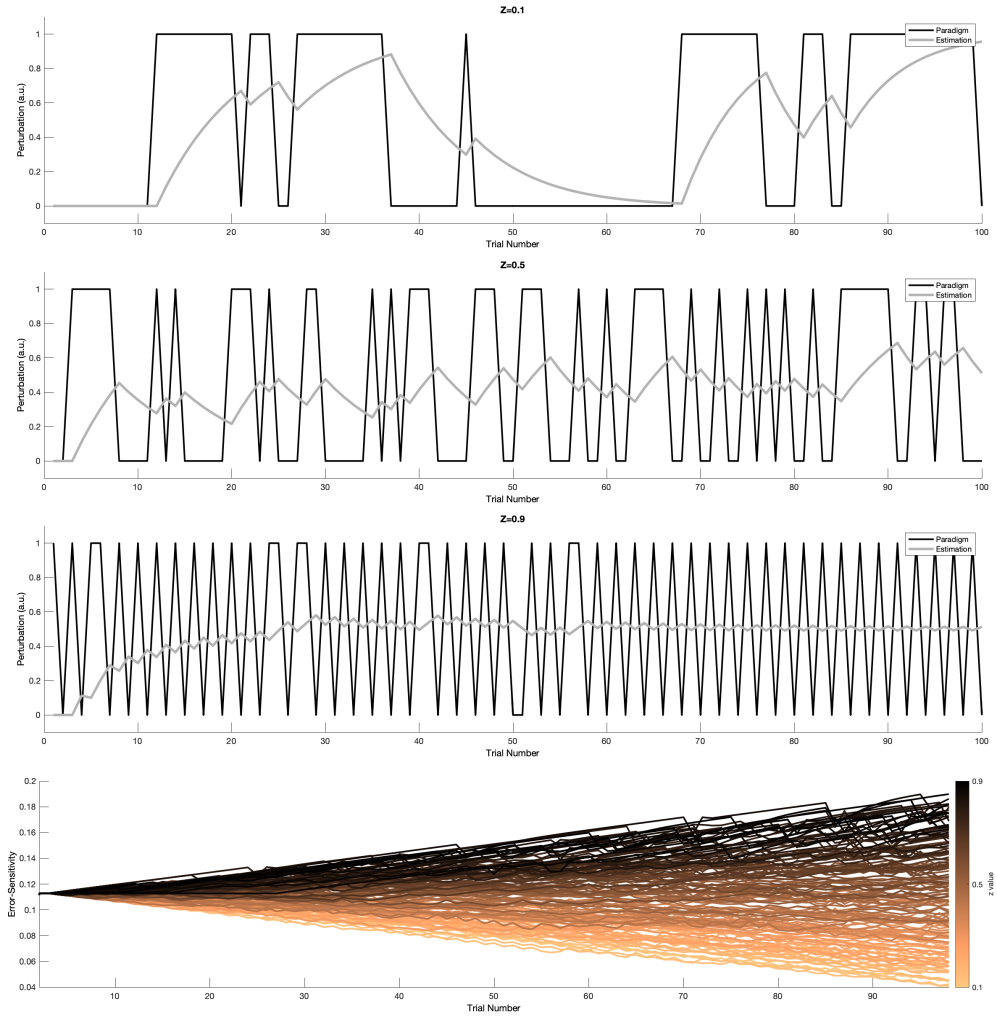


Fig. 2. Herzfeld Theoretical model
First three rows presents model performance for slow, medium, and rapidly switching environments (gray line represents $\hat{x}^{(n)}$. **Forth row** shows the error-sensivity value over the trials for different values of Z. Bigger error-sensivity values lead to less learning from the error, so model learns more from slow switching environments in comparison with rapidly switching environments.