

Slot Task

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Overview

- Slot task
① TR: $\text{TR} = \text{sec} / \text{ITI}$
② DF and random? $\text{DF} = \frac{\text{ITI}}{\text{ITI}}$ that one?
③ 24 min 3 sec $= 24 \times 60 + 3 = 1443$ ✓
④ Infusion when random? \rightarrow YES! ✓
⑤ Jitter? $\text{ITI} \pm 1\%$
⑥ What should be recorded
ITI
⑦ Run repeat with both paths
⑧ event trigger
⑨ Whole brain (using TTK)
ITI maxima
- machine & handle
- response (spin)
- infusions
- pins

- Questions!
① what are the instructions?
② Can we do multiband?
③ What coverage do we want?
④ Fixed / variable length of anticipation?
⑤ How should we randomize trials?
Fixed distribution, varying by sub 3
⑥ What do they mean by I_{ITI} ?
Fixed by sub 3
⑦ What should be recorded?
⑧ Time intervals for each step

LNCDB

- DB Publishers
① login ✓
② transaction audit ✓
③ Server ✓ Starts on restart
does not sleep
④ mdb \rightarrow SQL \rightarrow PostgreSQL
⑤ Nine Server ✓ $\text{http://192.168.1.1}$
⑥ Schedule Meetings with
will (Ran) \rightarrow (Jedid) \rightarrow (Rachael) \rightarrow (Justin)
Rachael \rightarrow (Sara) \rightarrow (Pia) \rightarrow (Lena)
Period

Questionnaire

- ① .Net v2?
② LINQ to SQL
③ Lncd.pitf色々
Script curl/cron?

MEC Pilot 1/10/30

Martin-Soelch Task

- wait indefinitely for button push?

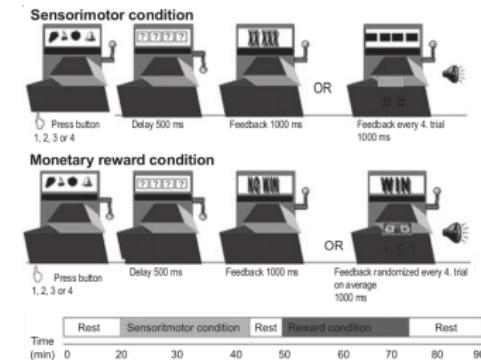


FIG. 1. Illustration of the experimental task. (A) Illustration of a sensorimotor and a rewarded trial. During each trial, subjects were presented with four distinct pictures (apple, grape, cherry, bell) presented in a 'slot-machine' motif. Subjects were asked to choose one of the four with a button press on a four-button response box using their right hand. This response was followed by a 500-msec delay. In the rewarded trials a one-dollar bill appeared for 1000 msec and subjects heard the characteristic sound of an opening cash-register drawer. These monetary gains were provided in a pseudo-randomized order with an average of one reward every fourth trial. In the sensorimotor control trials, subjects were presented instead with a meaningless symbol accompanied by a click sound on every fourth trial. After receiving the trial outcome, subjects were presented with their running total of earnings for 1000 msec. Displaying the actual balance account prevented rapid discounting of the rewards presented. At the end of each trial subjects viewed a blank screen for 1000 msec. During the reward task subjects were unaware of which trial or picture would lead to the receipt of a reward, except that the same picture could not provide a reward in two consecutive trials. Subjects thus were instructed not to select the same picture more than twice in a row (selection of the same picture twice in a row led to interruption of the task, and the task continued only after

Martin-Soelch Task

- wait indefinitely for button push?
- long inter-stimulus intervals

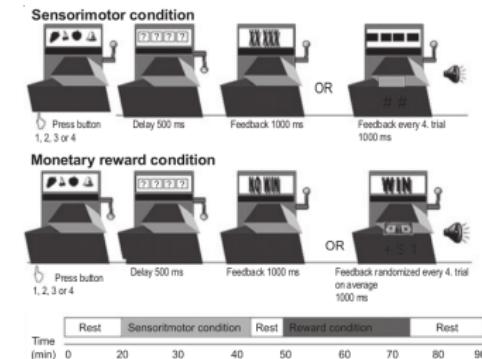


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Martin-Soelch Task

- wait indefinitely for button push?
- long inter-stimulus intervals
- 8 one-minute breaks for each block?

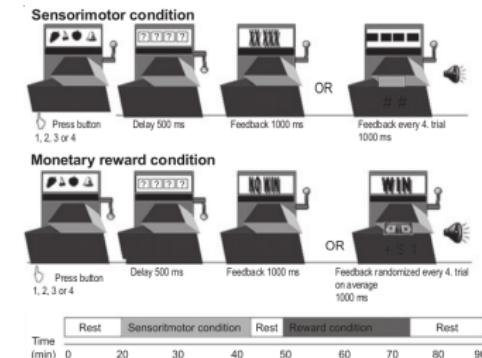
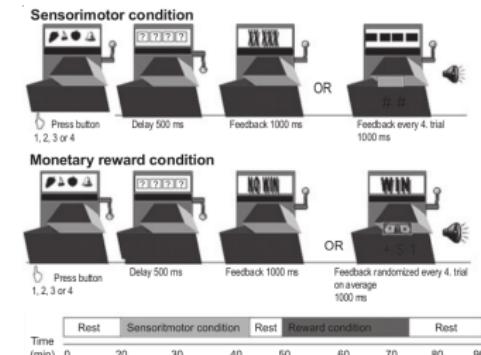


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Martin-Soelch Task

- wait indefinitely for button push?
- long inter-stimulus intervals
- 8 one-minute breaks for each block?
- shown score



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Our Task



or

OR

or

score is:



Low Hanging Fruit

Instructions

Tell participants

- no pattern
- win/lose independent of response
- two blocks

Slot Task



Low Hanging Fruit

Behavioral recordings

For each trial, record

- response
- response time
- reward



Low Hanging Fruit

Randomness

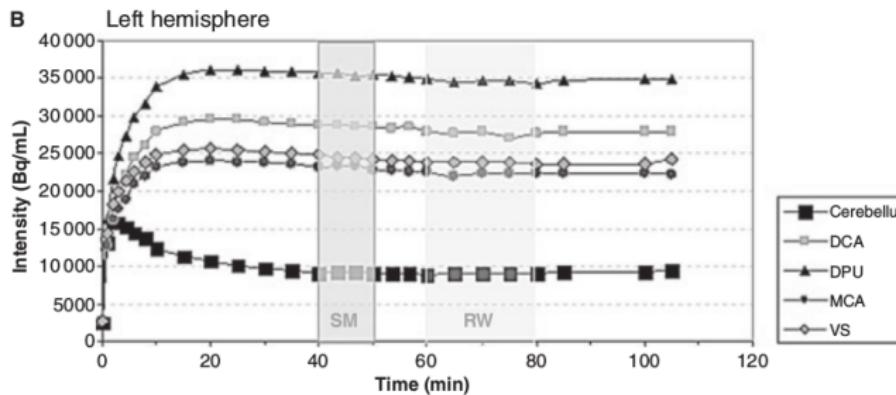
- Trials
 - Win half, at most 3 losses?
- Runs (win/lose trial list)
 - fixed distribution for everyone?
 - pre-generated list
 - totally random



Low Hanging Fruit

[¹¹C]raclopride and SM task

- Martin-Soelch et al. used only $\frac{1}{2}$ of SM block





Imaging and TR

- Whole brain coverage
 - Multiband (TR=1, n.slices=60)
 - need to talk to Tae, might not be possible
 - resolution is $\approx 3mm^3$?
- VTA only (TR=?)
 - TODO: READ VTA nature paper
 - resolution is $\approx 1mm^3$?
 - SNR is ??