

# 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  $I_{\text{ITI}}$ ?  
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

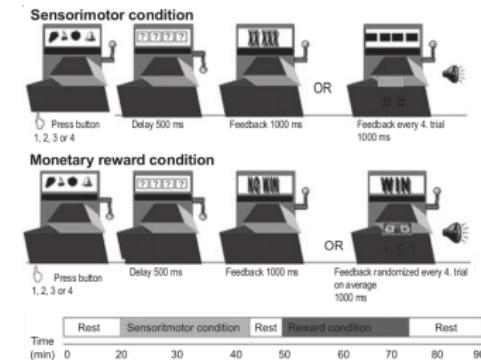
## Slot Task



### The Slot Task

# 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

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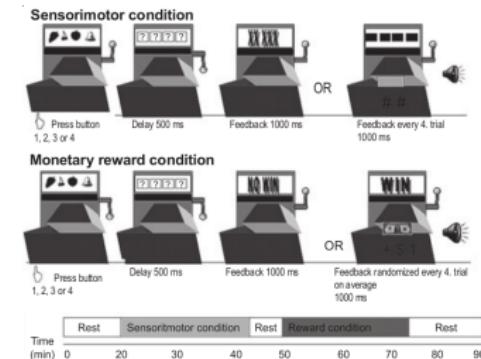


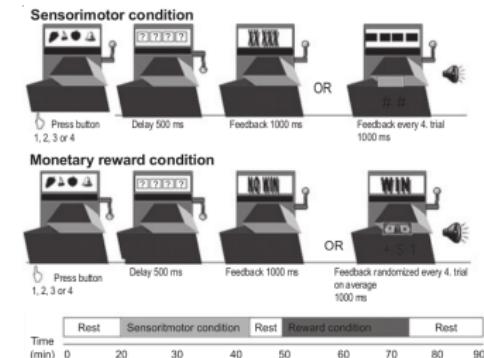
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## The Slot Task

## Martin-Soelch Task

- Wait indefinitely for button push?
- $.5\text{s} + 1\text{s} + 1\text{s} + 1\text{s}$  of black screen
- 8 one-minute breaks in each block?

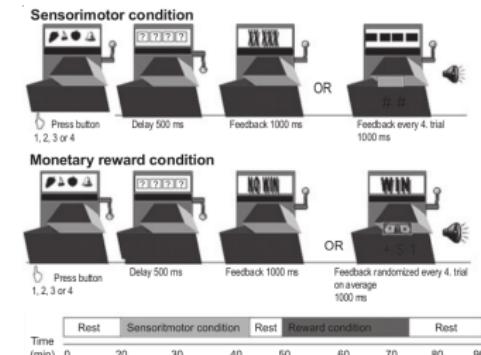


scanning epochs described below. During the 24-min epochs that corresponded to each task condition, subjects alternated between 2-min periods in which they actively performed the task and 1-min periods when they rested to minimize fatigue. Each subject won a total

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# Martin-Soelch Task

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- 8 one-minute breaks in each block?
- Shown score (WM)



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## Our (much prettier) Task



Your score is: (Do we want this?)



# Length of anticipation stimulus

- Fixed, Variable (jittered at  $TR * n$ ), how long?





## Timing/Length of Trial events

- ① Cue and input
- ② Anticipation
- ③ Outcome
- ④ "Fixation"
- ⑤ How long should each of these be?
- ⑥ Where should we include jitter?



Low Hanging Fruit

## Instructions

Do we tell participants:

- No pattern
- Can't choose same fruit twice in a row
- Win/lose independent of response
- Two blocks

Slot Task  
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Low Hanging Fruit

## Behavioral recordings

For each trial, record

- Response
- Response time
- Reward

Is there anything else we should record?



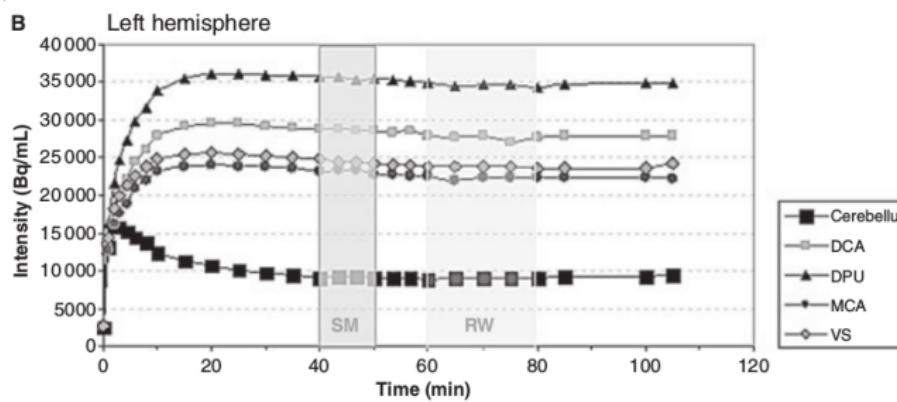
Low Hanging Fruit

# Randomness

- Trials
  - Win half, at most 4 losses in a row?
- Runs (win/lose trial list)
  - Fixed distribution:
    - Varying by subject, OR
    - Fixed by subject
  - Pre-generated list
  - Totally random

## [<sup>11</sup>C]raclopride and SM task

- Martin-Soelch et al. used only  $\frac{1}{2}$  of SM block
- Could start collecting PET earlier and collect less for SM condition?



Slot Task  
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Low Hanging Fruit

# [<sup>11</sup>C]raclopride absorption



# Imaging and TR

- Whole brain coverage
- VTA only



# 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



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- Whole brain coverage
  - Multiband ( $TR=1$ ,  $n.slices=60$ )
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  - Resolution is  $\approx 3mm^3$
- VTA only
  - Resolution is  $\approx 1mm^3$
  - Requires
    - Acquisition synced to cardiac cycles (pulse-ox, trigger w/in 70ms)
    - Indeterminate acquisition time (no fixed TR)
    - Proton density imaging to find SN, to find VTA
    - Alternative alignment methods
  - Discard motion  $> 1.5mm$  in any direction