
Sensory-motor transformations in vestibular processing

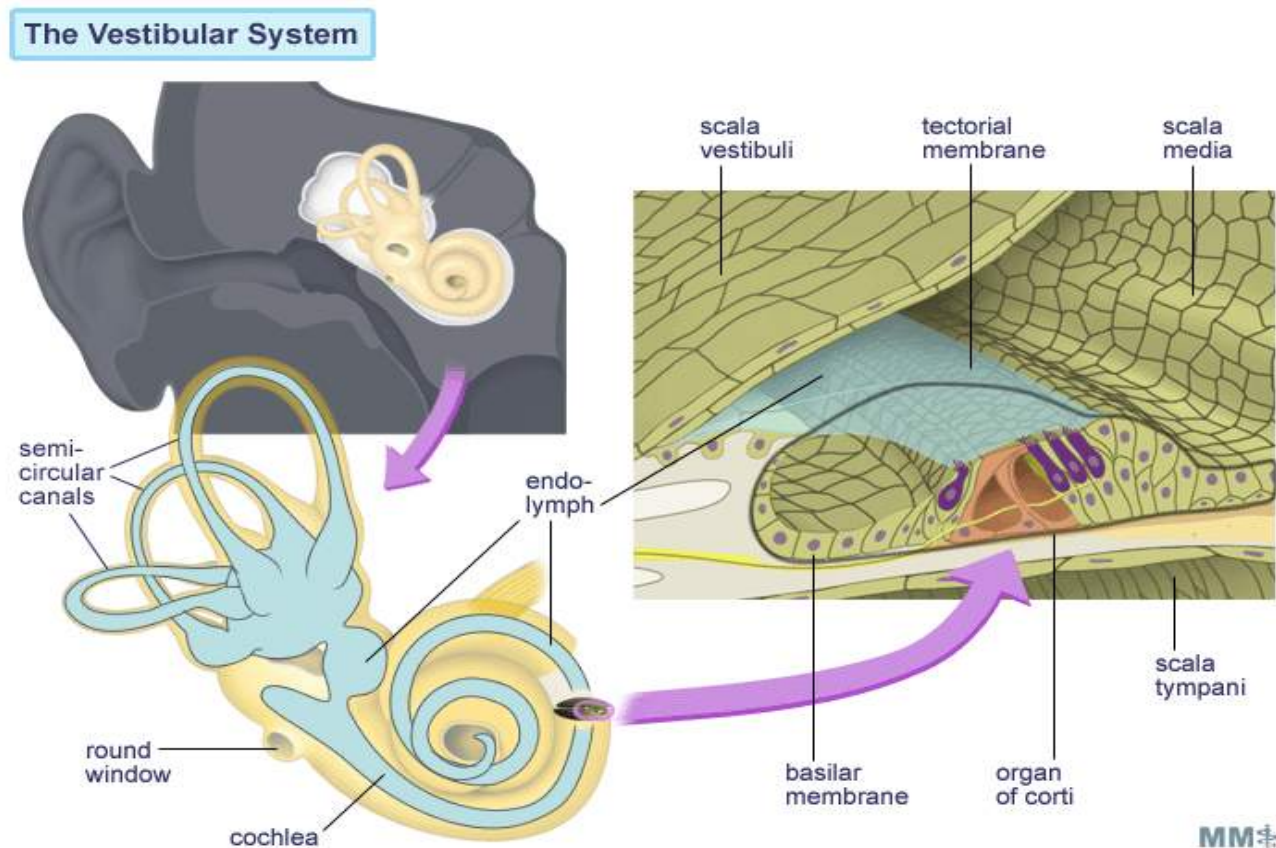
Linear Systems

Kathleen E. Cullen and Maurice Chacron,
Dept of Physiology, McGill University

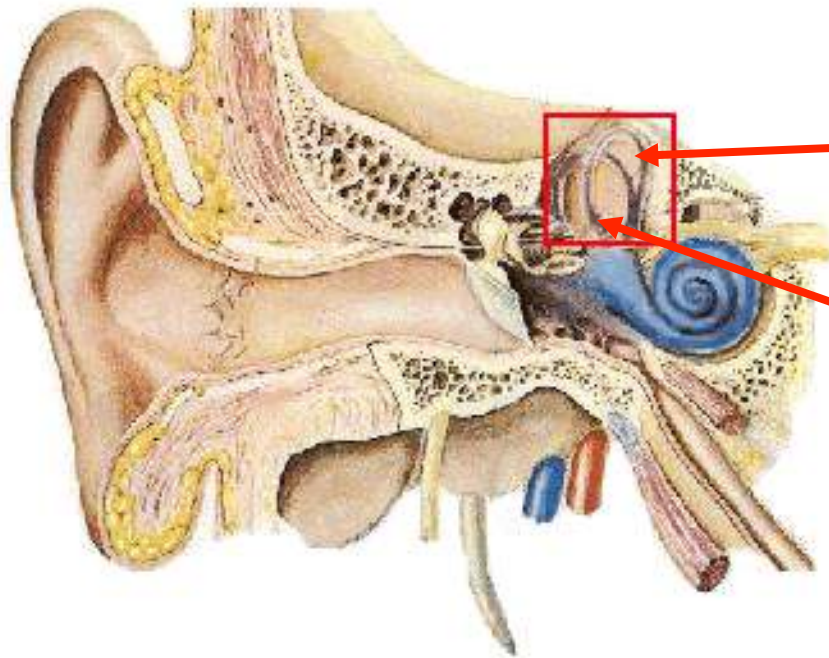
The Vestibular System

The vestibular system is phylogenetically the oldest part of the inner ear:

It is situated in the petrous part of the temporal bone, and is not only in close proximity to the cochlea but is continuous with the scala media.



Function of the Vestibular System



Semicircular canals
- sense angular rotation

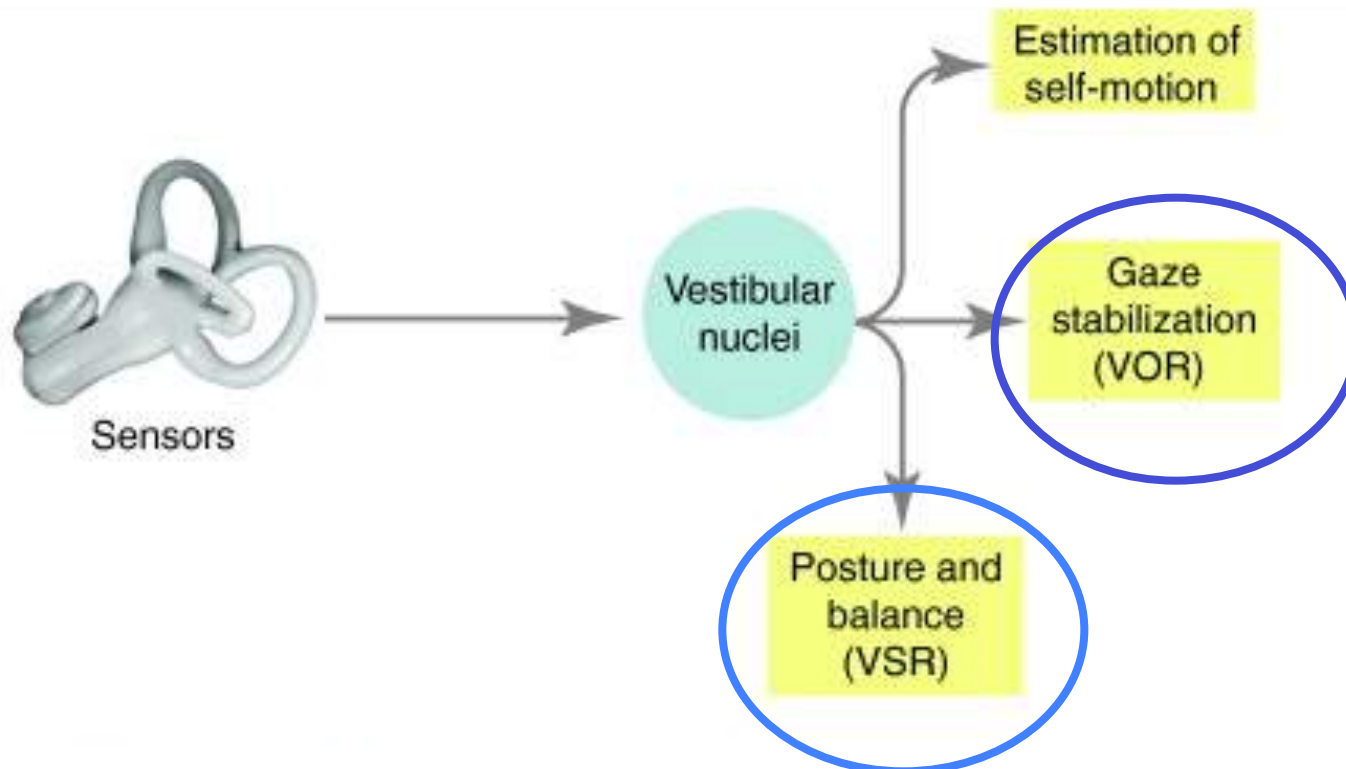
Otoliths
- sense linear acceleration

Provide information about head motion relative to space and gravity to:

- 1) Stabilize the visual axis (VOR)
- 2) Maintain head and body posture (VCR and vestibulospinal reflexes)
- 3) Compute spatial orientation or 'sense of balance'
- 4) Navigation

Function of the Vestibular System

- i. The VOR,
- ii. Posture and balance, and
- iii. Higher order vestibular processing

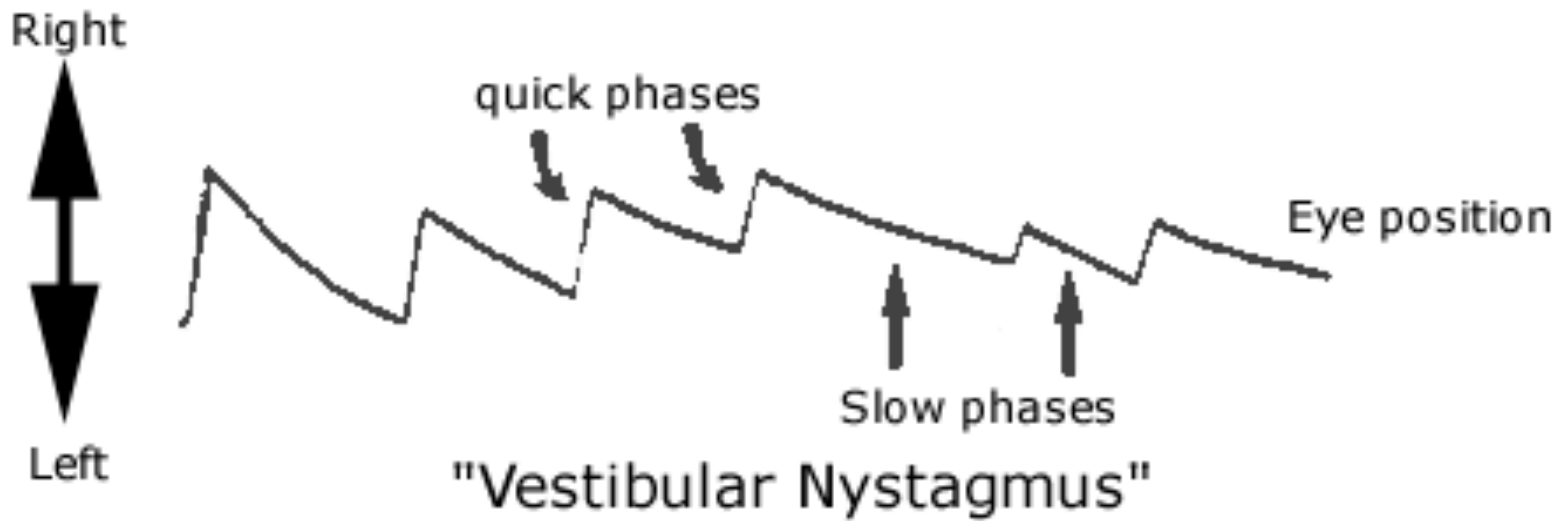


The Vestibulo-Ocular Reflex

(video)

Central Vestibular Processing for the VOR

Central Pathways: Vestibular Nuclei



Slow phase direction = left

Quick phase direction = right

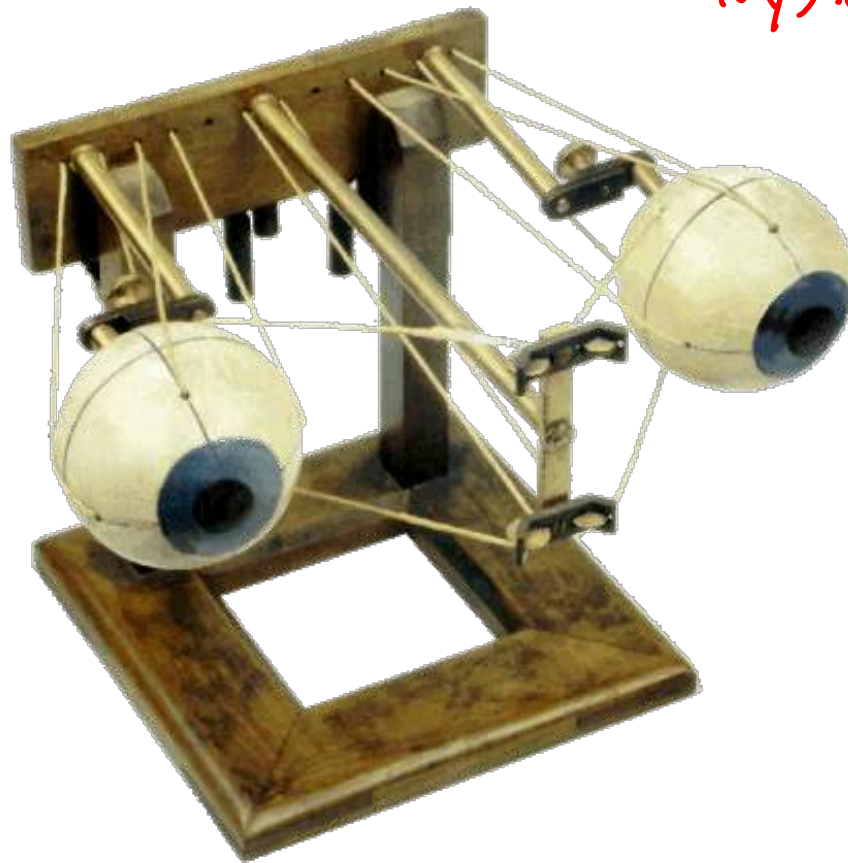
So, head velocity direction = right

Sensorimotor transformations: VOR

1. Overview of Eye Movements - VOR
2. Motor Control of Eye Movements : Mechanical Constraints
3. The Vestibular System
 - 3.1) Signal Processing by Vestibular Sensors
 - i. Mechanical Analysis of the Semicircular Canals
 - ii. Hair Cells and Afferent responses
 - 3.2) Central Vestibular Processing for the VOR
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 - ii. Neuronal Pathway: Model of the VOR

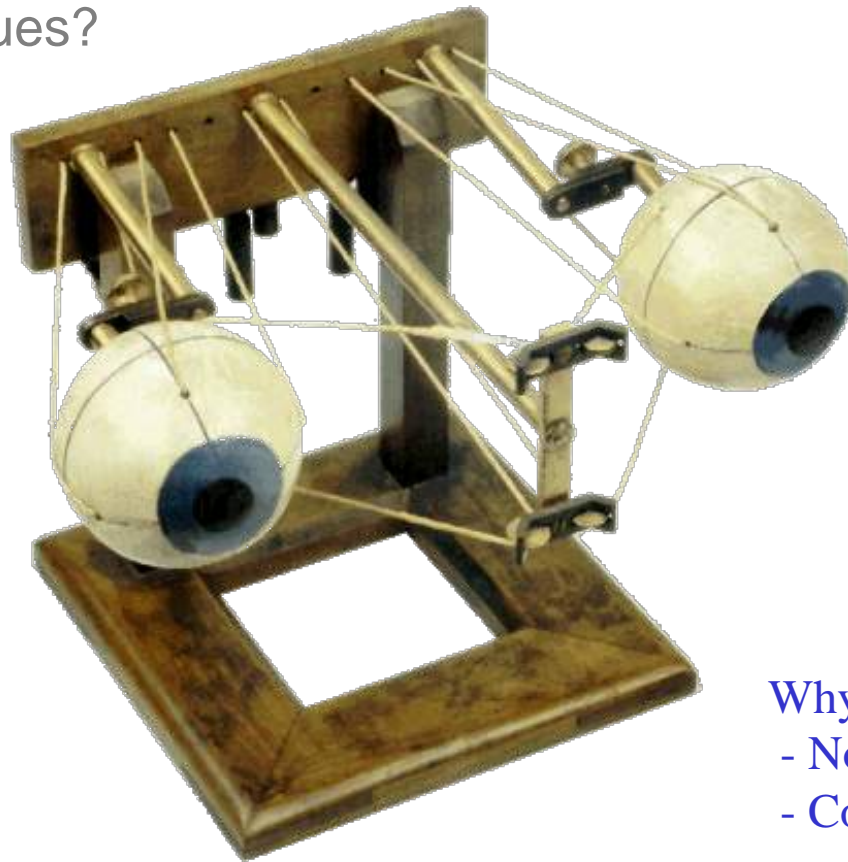
How does the brain generate appropriate motor commands to move the eyes to align the axis of gaze with an object of interest?

Reflex - Involuntary
Nystagmus



How does the brain generate appropriate motor commands to move the eyes to align the axis of gaze with an object of interest?

What are mechanical properties of the eye and surrounding tissues?



Why Study Eye Movements?

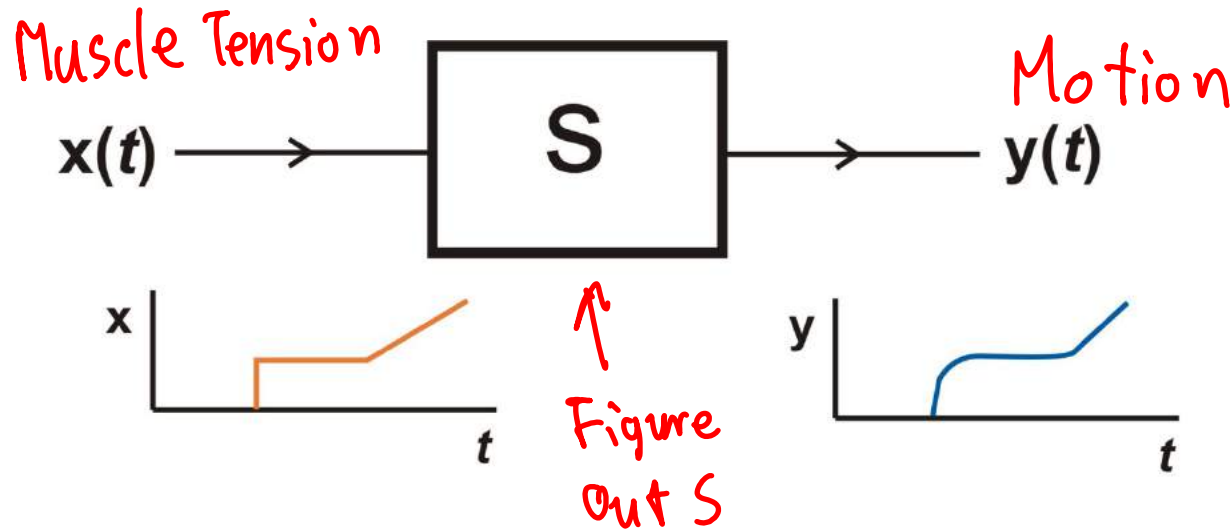
- No joints in system
- Constant inertia (negligible)

Mechanics of Eye Movements

What are the mechanics of the Oculomotor Plant?

Plant: device which produces the final output

For eye movements = 1) eye muscles, 2) orbital tissues, 3) globe

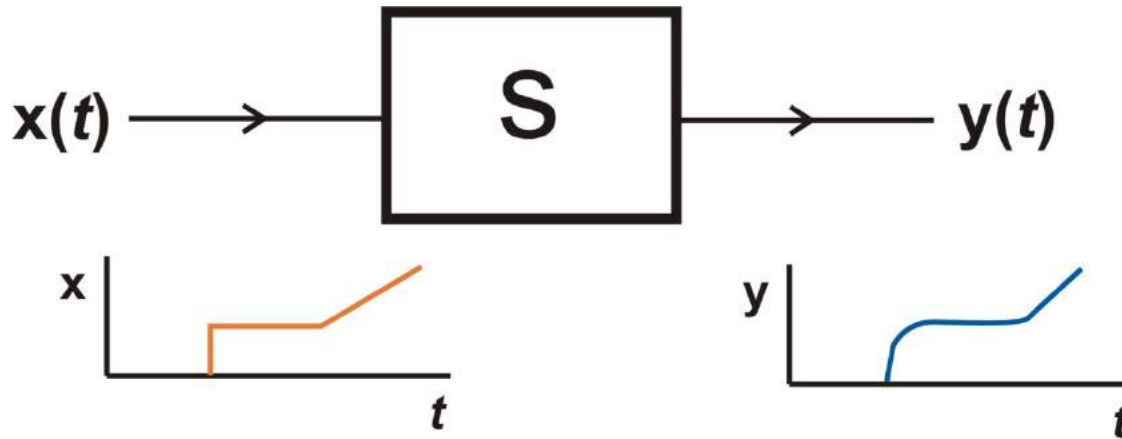


What is the output? Eye Movement

What is the input? Muscle tension

Control System Analysis

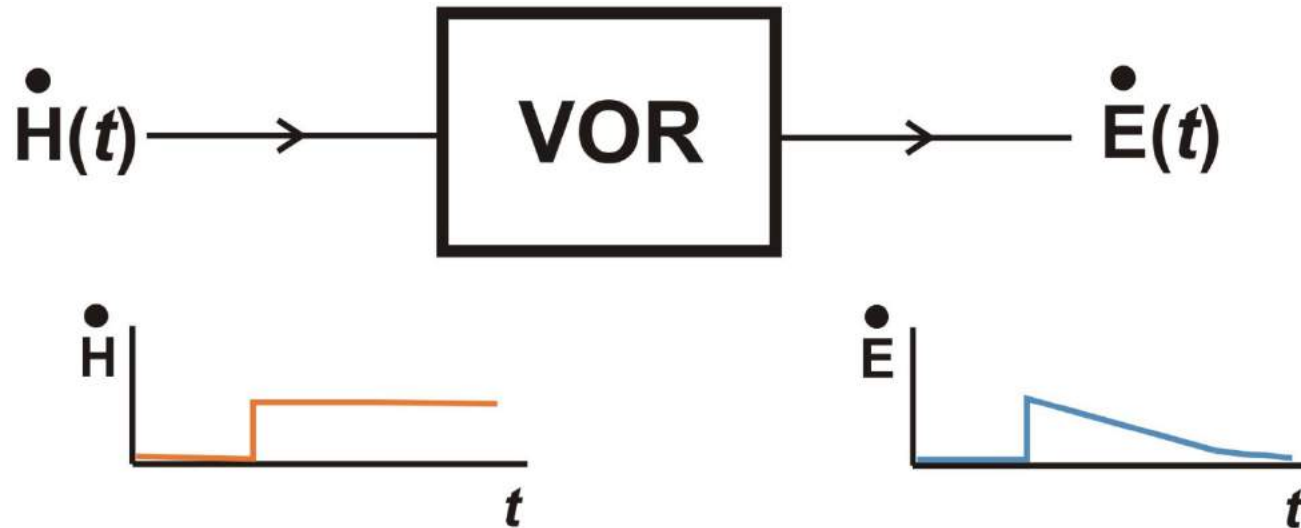
A system is represented as:



Where $x(t)$ is the input, and $y(t)$ is the output. These are signals that vary as a function of time.

- 1) The goal of an engineer, is to design S , so that x results in y .
- 2) The Neurobiologist already has S , and controls x , observes y
Then tries to guess what S is.

The VOR as an Example System



Where:

$\dot{H}(t)$ is head velocity: here a step of velocity
and $\dot{E}(t)$ is slow-phase eye velocity

Eye Velocity
(note $\dot{H}(t)$ and $\dot{E}(t)$ are short hand for dH/dt , dE/dt)

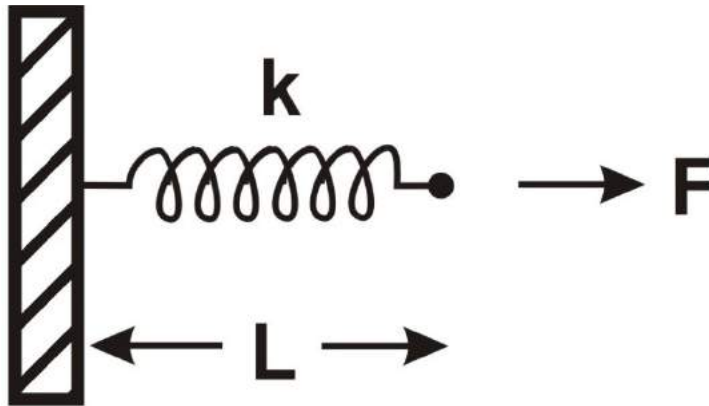
So in this case the problem, is to find S , for the VOR

Mechanical System Analysis

For example, to understand how you move your eye,

First, consider some examples of mechanics to relate force to eye movement:

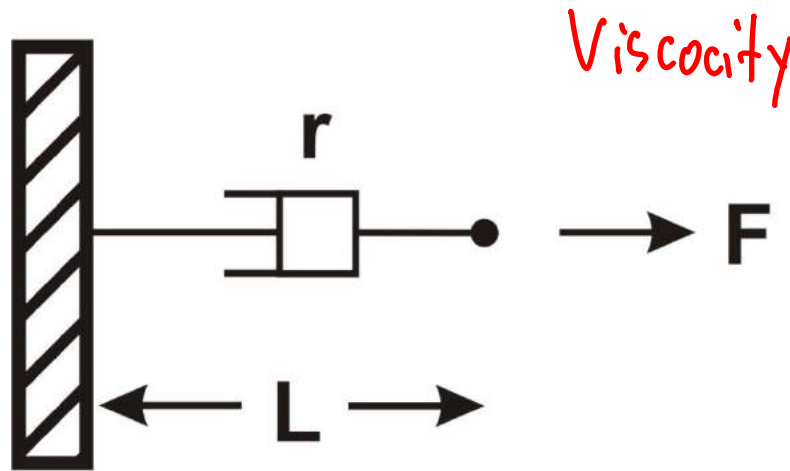
- 1) Apply a force F to a spring of stiffness K , stretch it to length L .



Hooke's Law says: $F = kL$

Mechanical System Analysis

2) Apply a force (F) to a system characterized by a pure viscosity (of coefficient r). A good example is a hypodermic syringe.

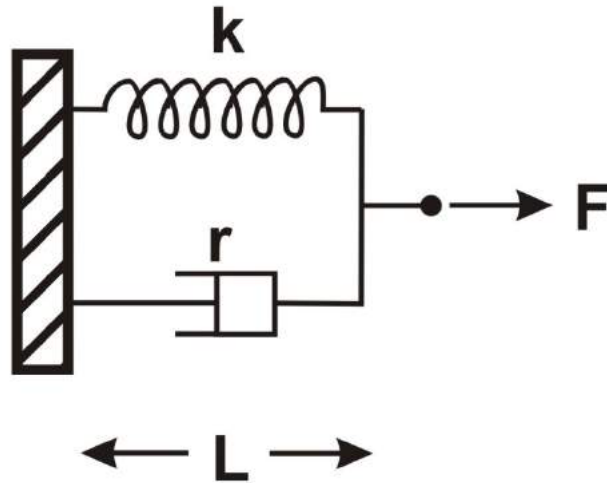


If you push at a constant force, the plunger moves at a constant velocity dL/dt , such that:

$$F = r \quad dL/dt$$

Mechanical System Analysis

3) Put these 2 elements in series (this is a simplified muscle model):



This is called a visco-elasticity. The force is shared by the elasticity (kL) and the viscosity ($r \frac{dL}{dt}$) so:

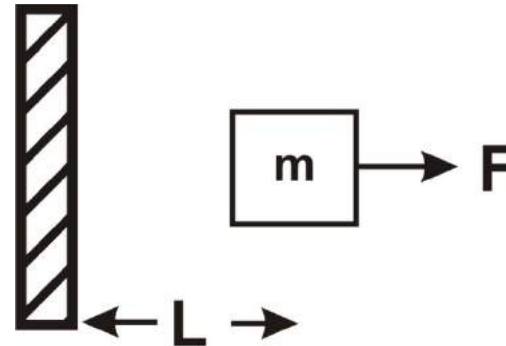
$$F = kL + r \frac{dL}{dt}$$

First Order Differential Equation

This is a first order differential equation and if our “system” was a visco-elasticity, solving this equation for a given input should produce the observed output.

Mechanical System Analysis:

4) Now add a mass to the system:



From Newton's law of motion

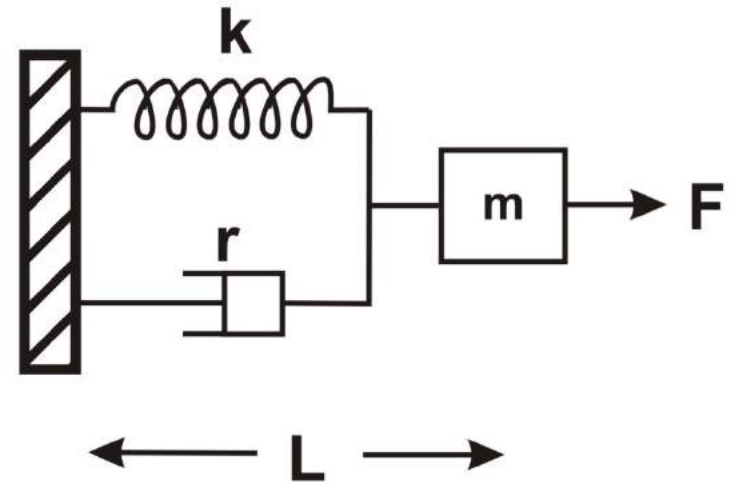
$F = m \frac{d^2L}{dt^2}$, where $\frac{d^2L}{dt^2}$ is acceleration

$$F = ma$$

The system is now described by:

$$F = kL + r \frac{dL}{dt} + m \frac{d^2L}{dt^2}$$

(i.e. a second order differential equation)

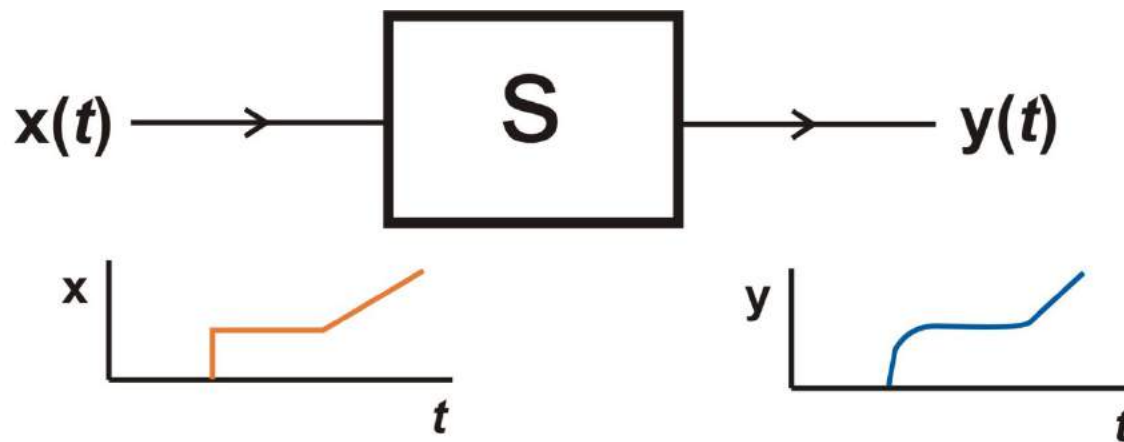


Mechanics of Eye Movements

How does mechanical analysis in the previous slides relate to the Oculomotor Plant?

Plant: device which produces the final output

For eye movements = 1) eye muscles, 2) orbital tissues, 3) globe



What is the output? Eye Movement

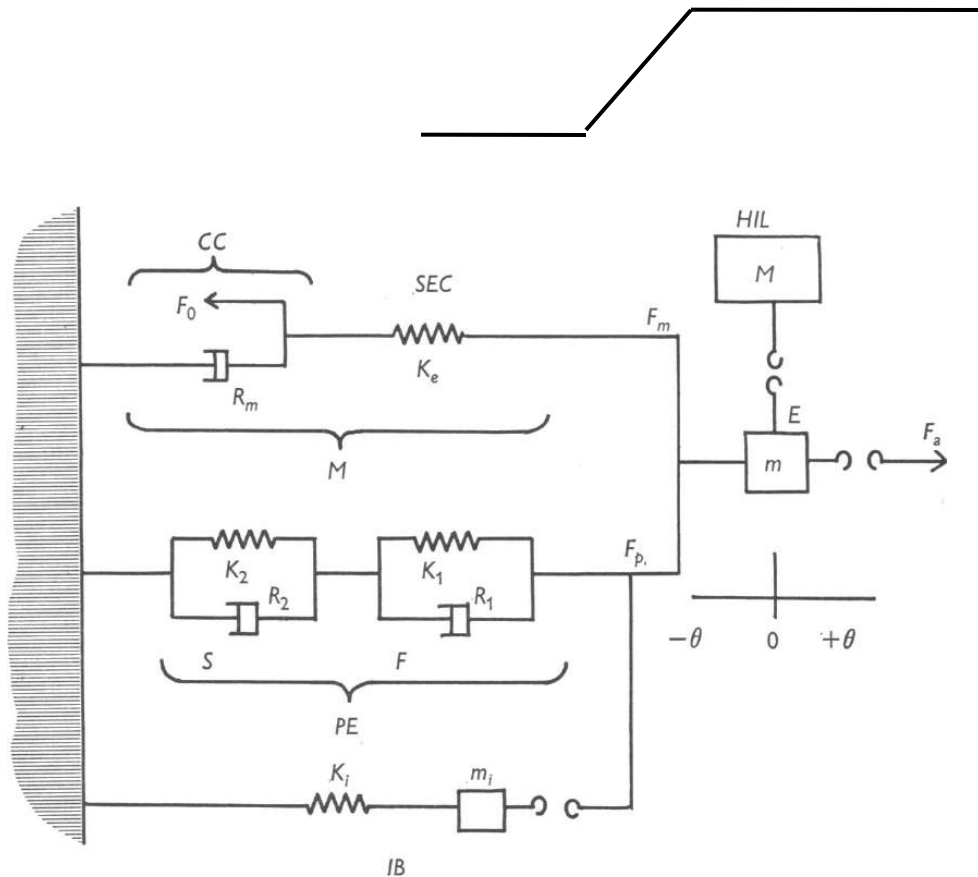
What is the input? Muscle tension, but hard to measure.

We can measure motoneuron drive to muscles

How does the brain generate appropriate motor commands to move the eyes to align the axis of gaze with an object of interest?

Step 1:
Record Eye movements

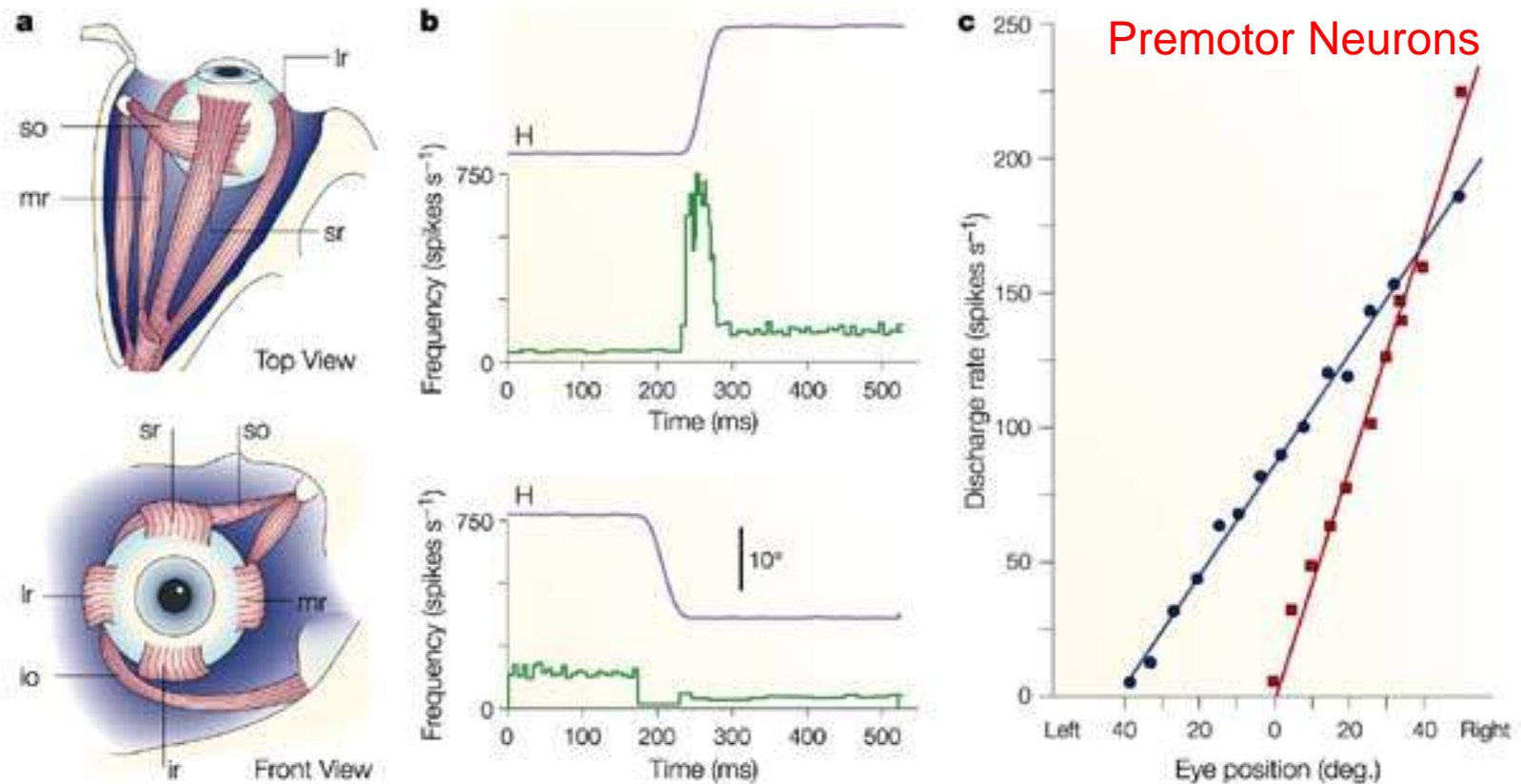
Suction contact lens used to apply forces and loads to the eye to understand the Mechanical properties of the eye and surrounding tissue.



$$FR(t) = b + kE(t - t_d) + rE'(t - t_d) + u\ddot{E}(t - t_d) - cFR'$$

How does the brain generate appropriate motor commands to move the eyes to align the axis of gaze with an object of interest?

Step 2:
Record Motor and
Premotor Neurons



Nature Reviews | Neuroscience

Standard Classification of 5 Types of Eye Movements

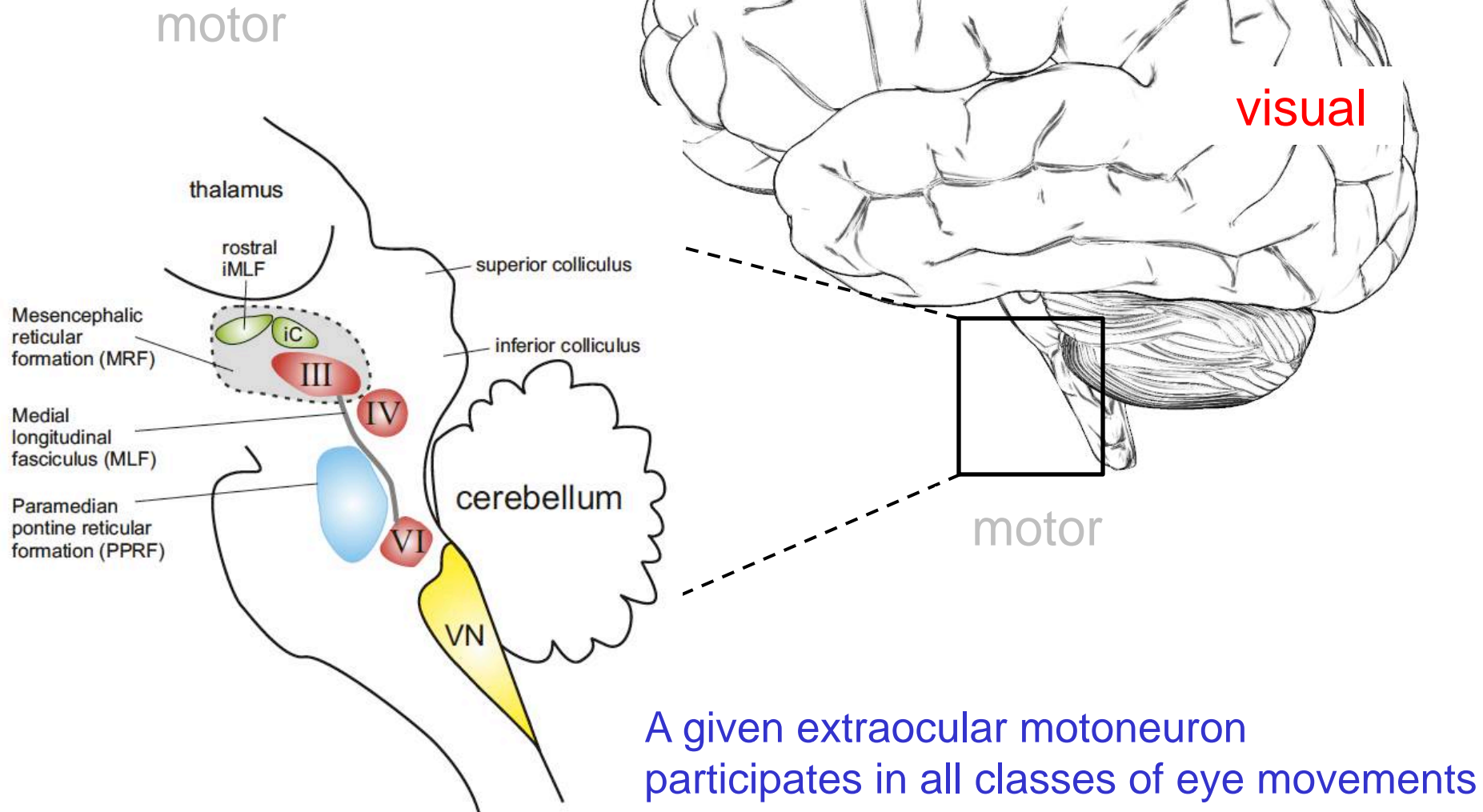
Eye movement classification		Function
Voluntary	Saccade	Fast redirection of gaze between stationary targets
	Pursuit	Slow eye movements used to track moving targets
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Involuntary	Vestibulo-ocular	Uses vestibular inputs to hold images stationary on the retina as the head moves
	Optokinetic	Uses visual inputs to stabilize gaze in response to low frequency head movements

Classically eye movements grouped into 5 types

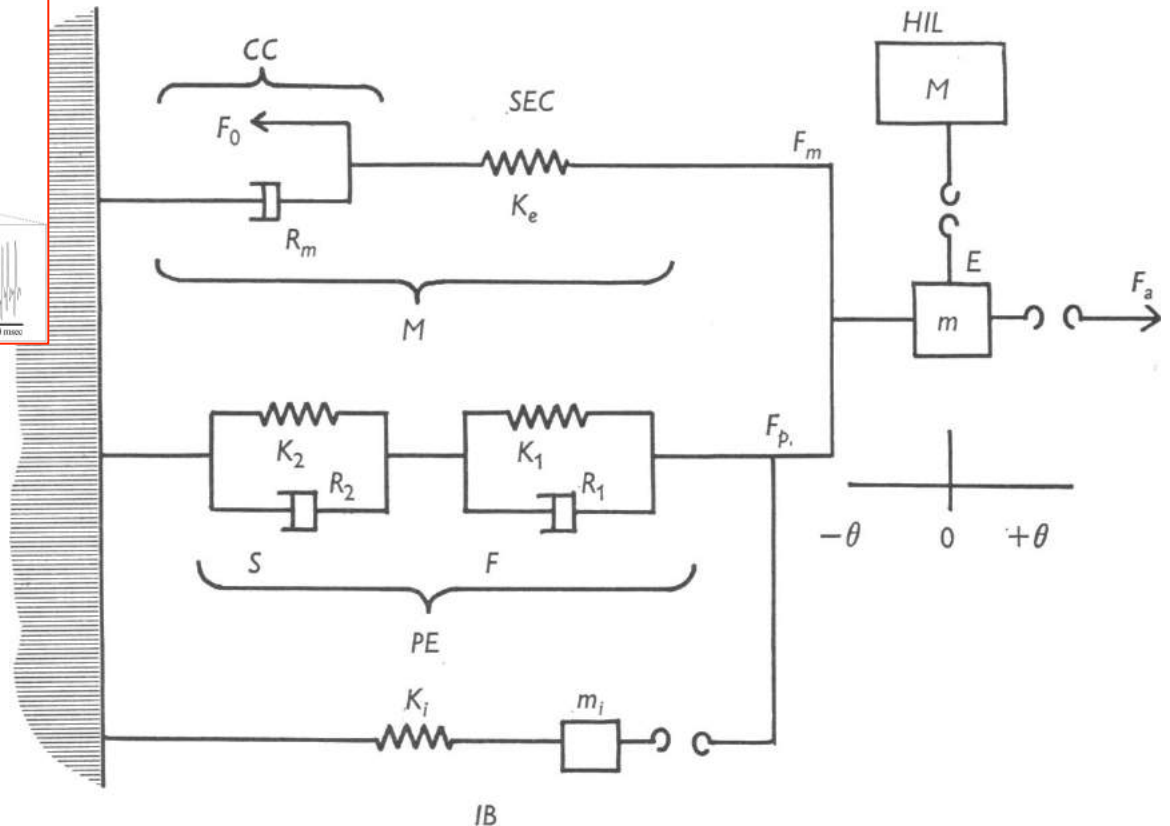
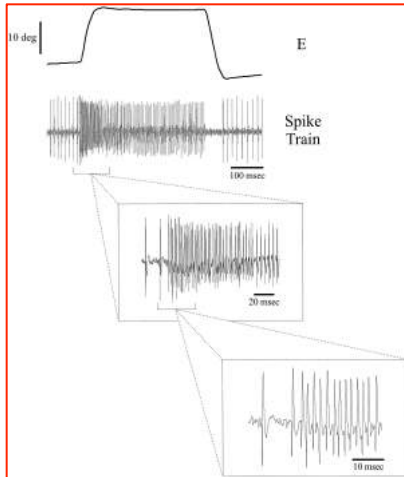
Extraocular motoneurons participate in all types of eye movements and their response dynamics can (largely) be predicted by the mechanics of the eye.

One plant can model them all

The Brainstem



How does the brain generate appropriate motor commands to move the eyes to align the axis of gaze with an object of interest?



$$FR(t) = b + kE(t - t_d) + rE'(t - t_d) + u\ddot{E}(t - t_d) - cFR'$$

Van Gisbergen et al. 1981
Sylvestre and Cullen 1999

Description of MN discharge rate

Recall:

$$1) \quad Fr = Ro + KE + r\dot{E}$$

↓

In the Laplace domain:

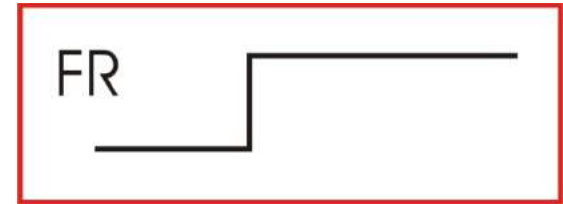
$$\text{Derivative: } \ell\left[\frac{df}{dt}\right] = sF(s) - f(0^+)$$

↓ $\dot{E} = sE$

$$2) \quad Fr(s) = KE(s) + r s E(s)$$

$$H(s) = E(s)/Fr(s) = (1/K) / [(r/K)s + 1]$$

The time constant: $\tau_e = r/k$



Description of MN discharge rate

$$3) \quad Fr - Ro = KE + r\dot{E} \quad \text{if } \tau_e = r/k$$

$$E(t) = R(1 - e^{-t/\tau_e})$$

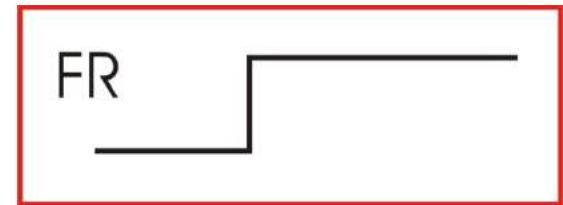
$$E(t) = R(1 - e^{-1}) \text{ if } t = \tau_e$$

$$= R(1 - 1/e)$$

$$= R(1 - 1/2.7)$$

$$= R \times .63$$

$$\text{If : } r = 1, K = 5, \text{ then } \tau_e = 250 \text{ ms}$$



Consider a saccadic eye movement, the eye Dynamics with a step command of FR would be too slow. Saccades can be on target in less than 100ms.

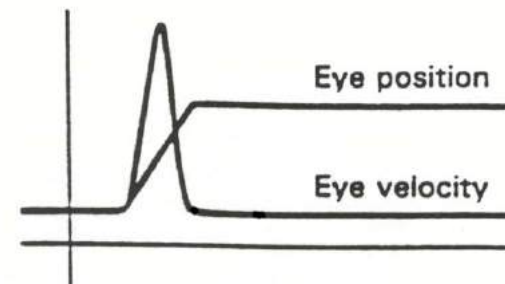
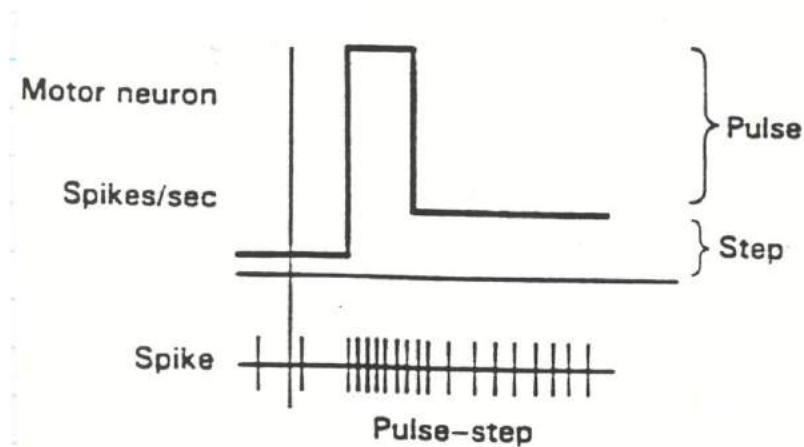
Analysis of Motoneuron Signals

Pulse

Need an extra “burst” (pulse) in MN command signal in order to complete saccade in a shorter time (i.e. overcome viscous drag).

Step

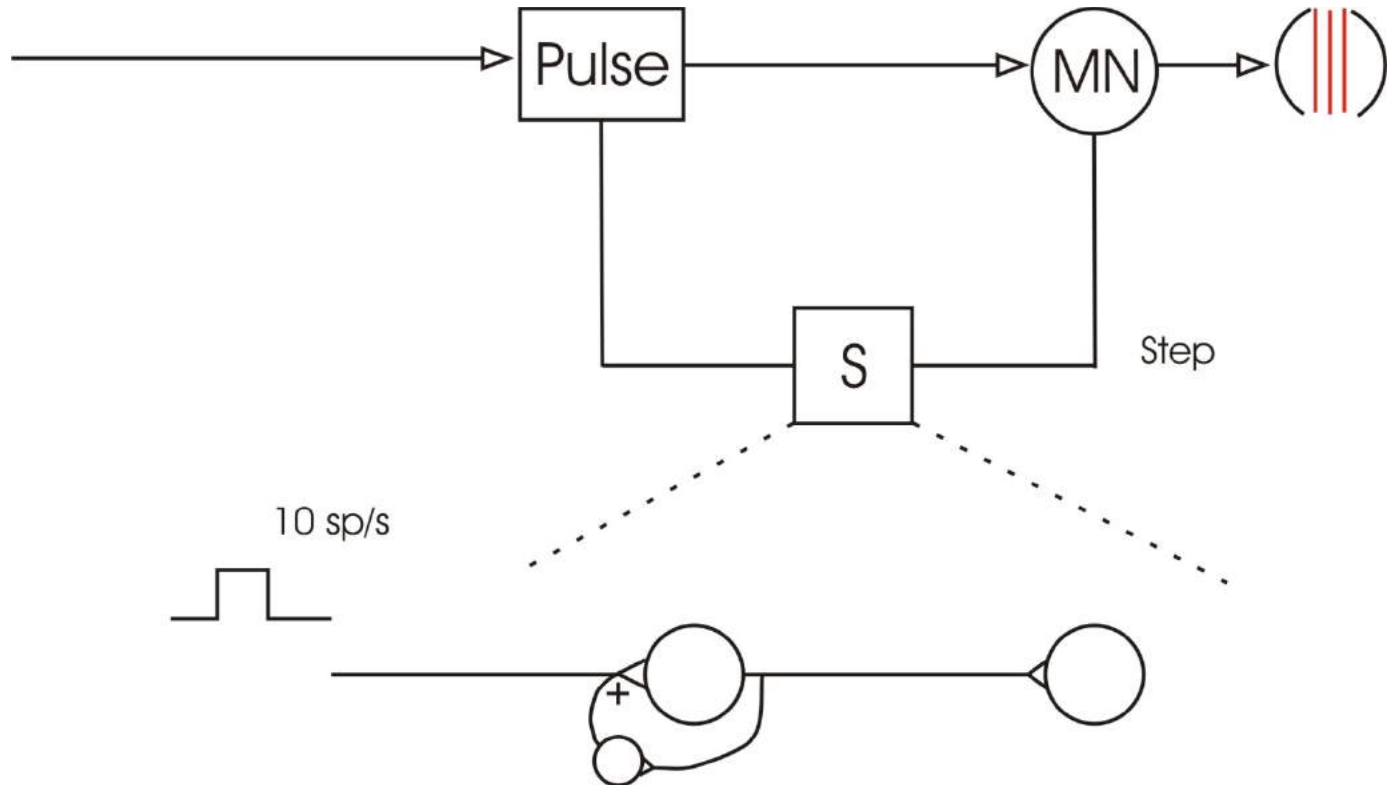
Also need tonic activity after saccade (step) in order hold eye at new position (i.e. overcome elastic restoring forces).



Note, The pulse resembles velocity + The step resembles position

Neural Circuit: Controlling Saccades

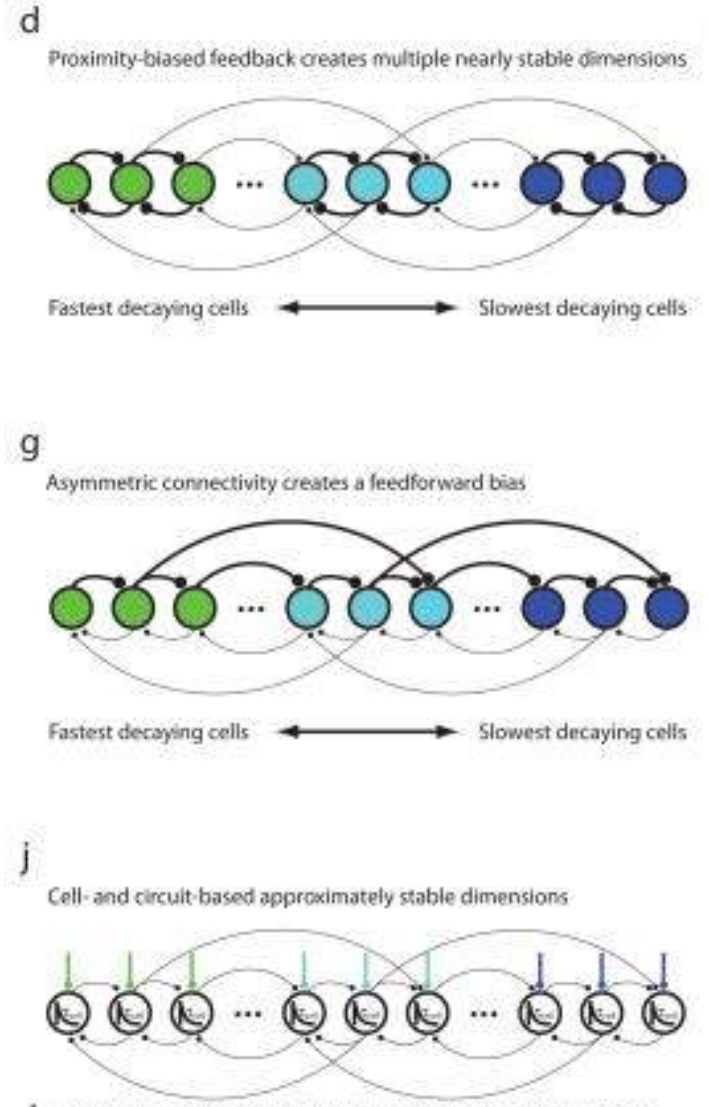
Tonic activity after saccade (step) generated by the oculomotor neural integrator



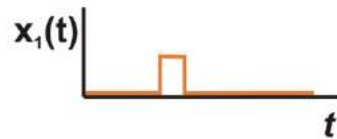
Neural Circuit: Controlling Saccades

Tonic activity after saccade (step) generated by the oculomotor neural integrator

Current model of the neural integrator based on experimental findings in Species ranging from monkeys to Zebrafish.

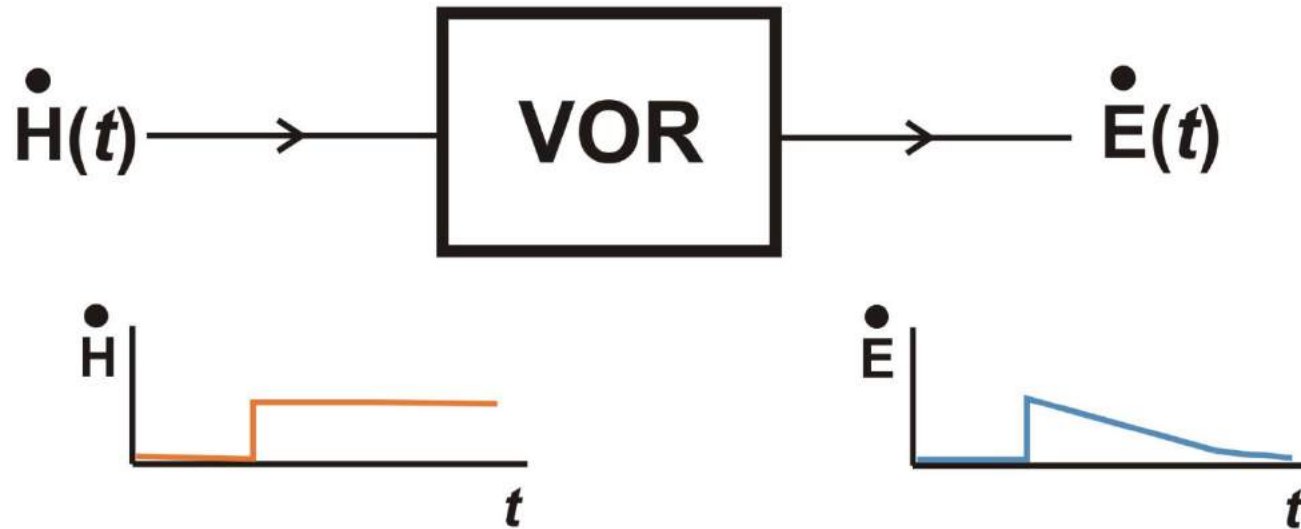


Linearity and Superposition:



For example, the MN equation added the results from 3 experiments, together. *Assumption: The system is linear.* If we put in 2 signals, the output is the same as the sum of the response of each alone.

The VOR as an Example System



Where:

$\dot{H}(t)$ is head velocity: here a step of velocity and
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(note $\dot{H}(t)$ and $\dot{E}(t)$ are short hand for dH/dt , dE/dt)

So in this case the problem, is to find S , for the VOR

Sensorimotor transformations: VOR

So, far we have considered

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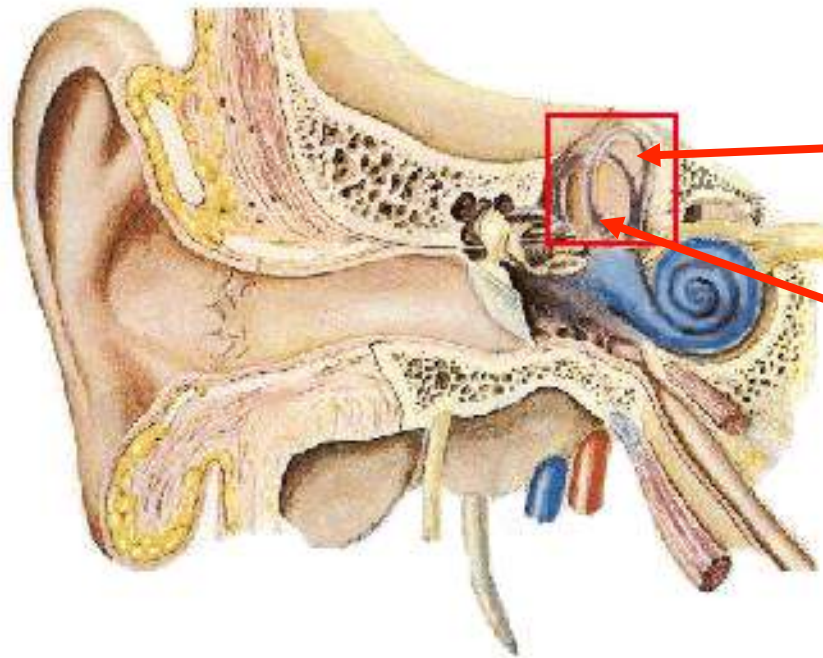
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Function of the Vestibular System



Semicircular canals
- sense angular rotation

Otoliths
- sense linear acceleration

Provide information about head motion relative to space and gravity to:

- 1) Stabilize the visual axis (VOR)
- 2) Maintain head and body posture (VCR and vestibulospinal reflexes)
- 3) Compute spatial orientation or 'sense of balance'
- 4) Navigation

Organization of the Vestibular System

Anatomy: there are 2 types of sensors on each side of the head.

Linear

1) Otoliths (linear acceleration)

→ saccule

→ utricle

Macula

2) Semicircular canals

(angular acceleration)

→ horizontal

→ superior

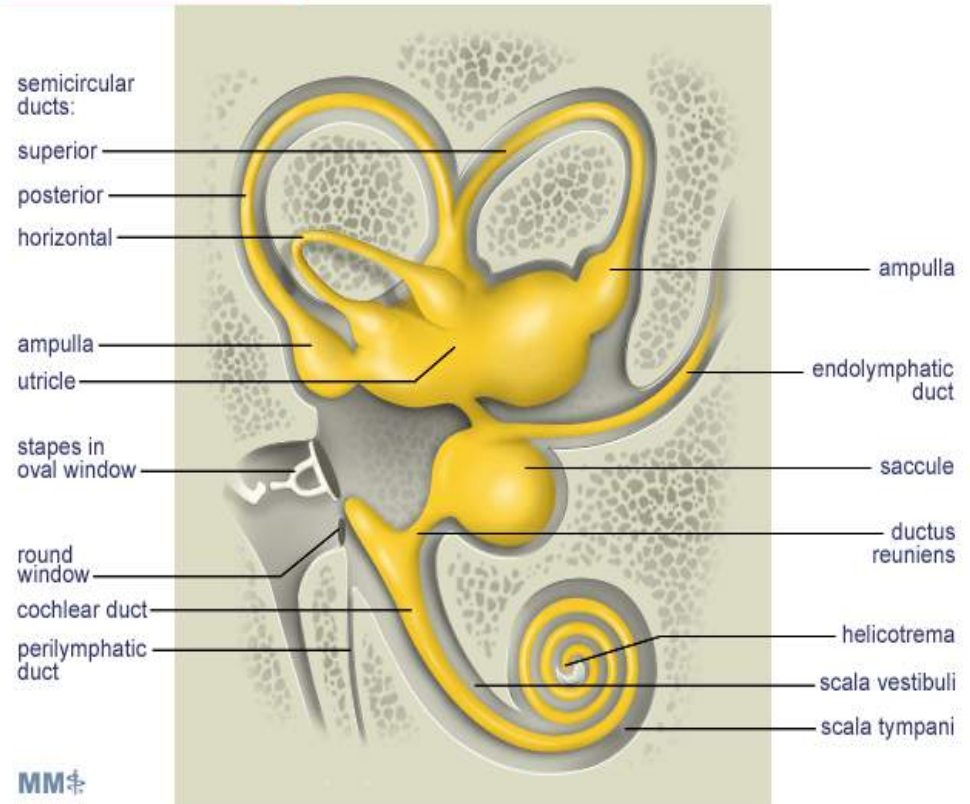
→ posterior

Ampulla
(crista)

Angular

The Vestibular System

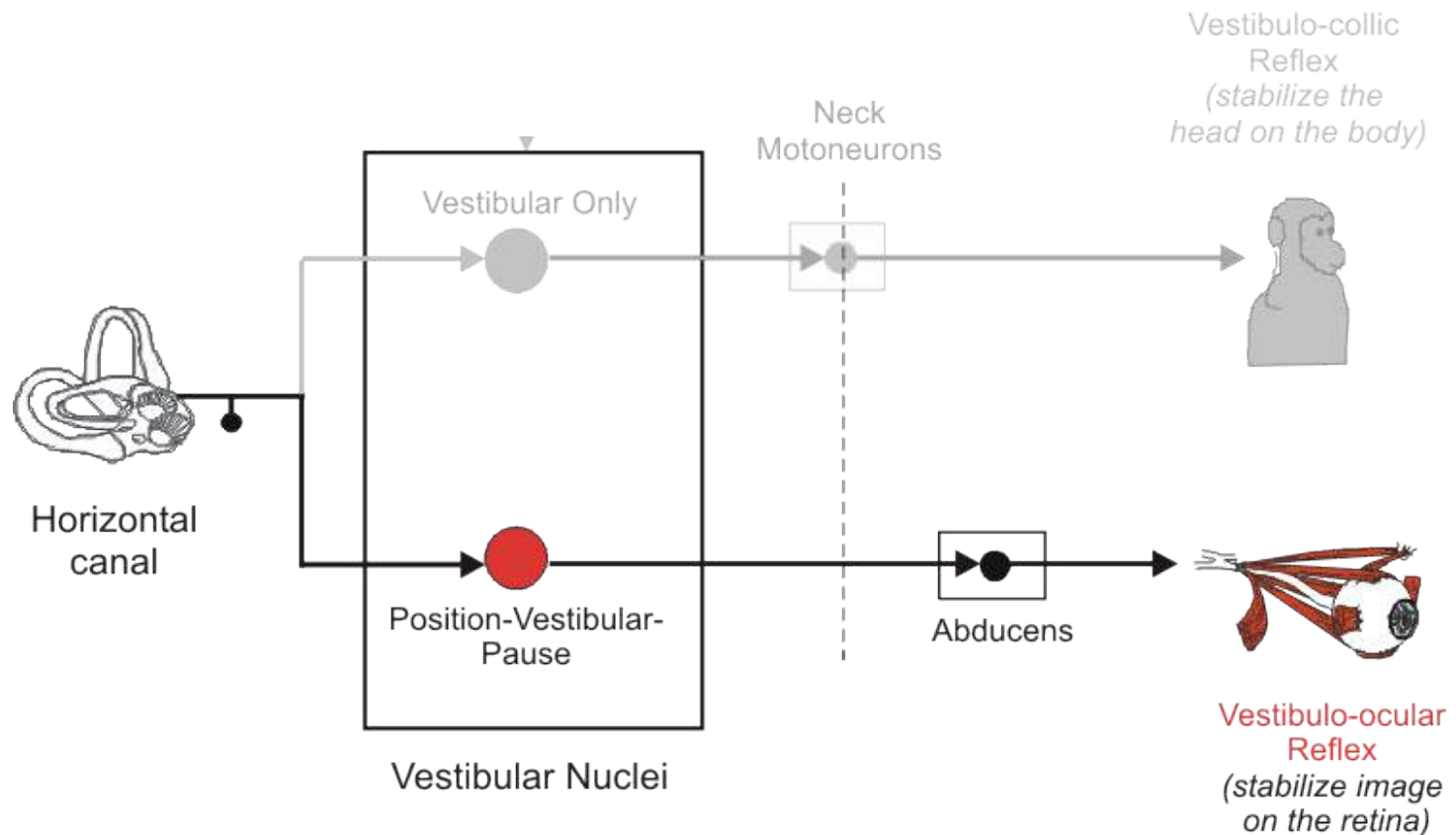
Yellow = Fluid



Note: Entire system is continuous with scala media of the cochlea via the ductus reunions.

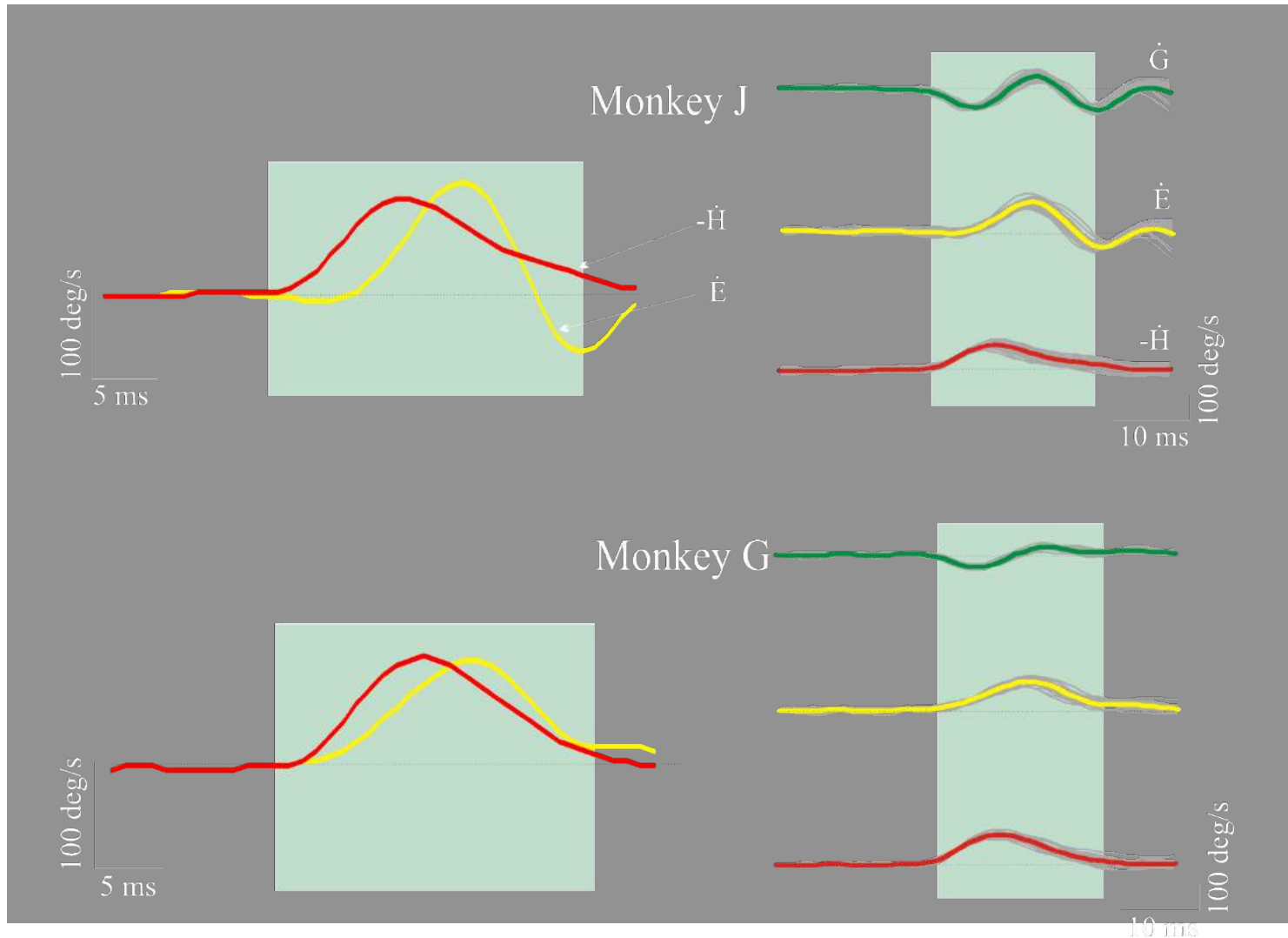
Function of the Vestibular System

- i. The VOR,
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Function of the VOR

Gaze Stabilization via the Vestibulo-ocular Reflex



More effective than vision since response latency is very short!

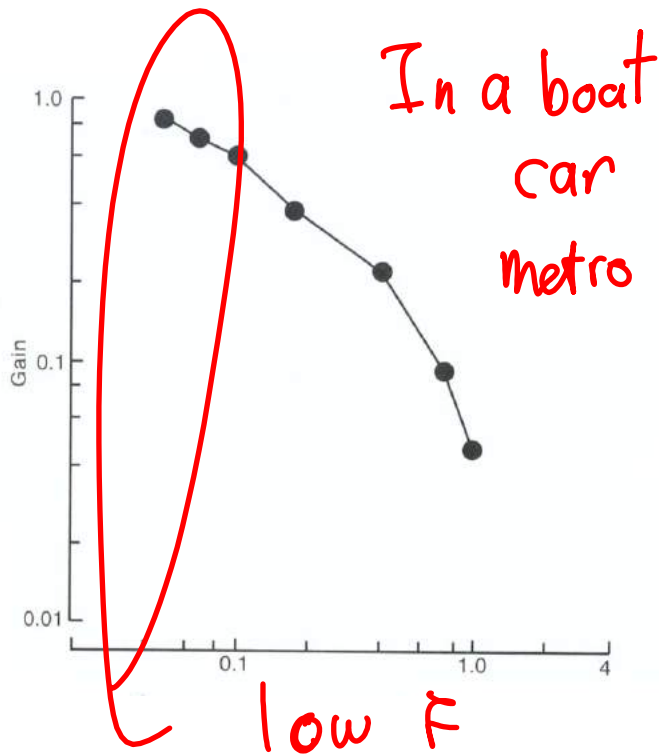
Huterer and Cullen,
J. Neurophys., 2002

Function of the VOR

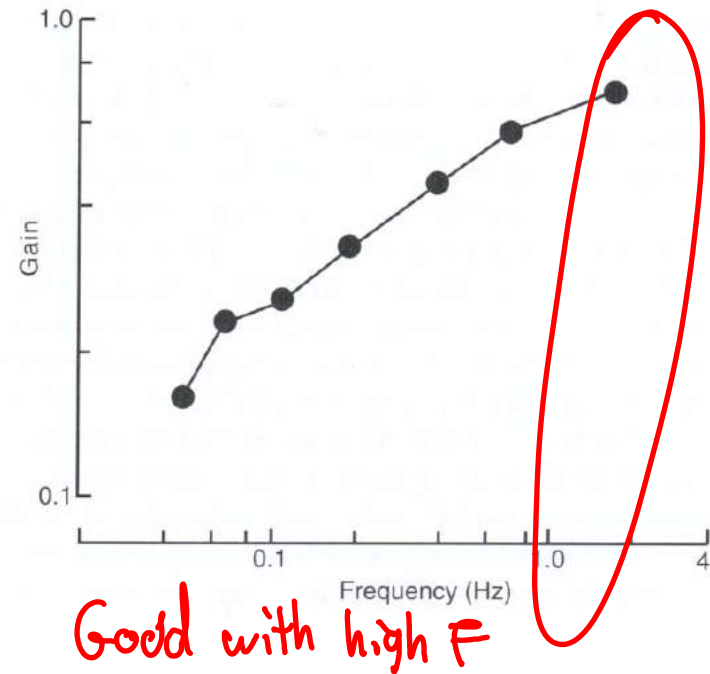
Gaze Stabilization via the Vestibulo-ocular Reflex

$$\text{Gain} = \frac{\text{Eye Velocity}}{\text{Head Velocity}}$$

OKN Gain

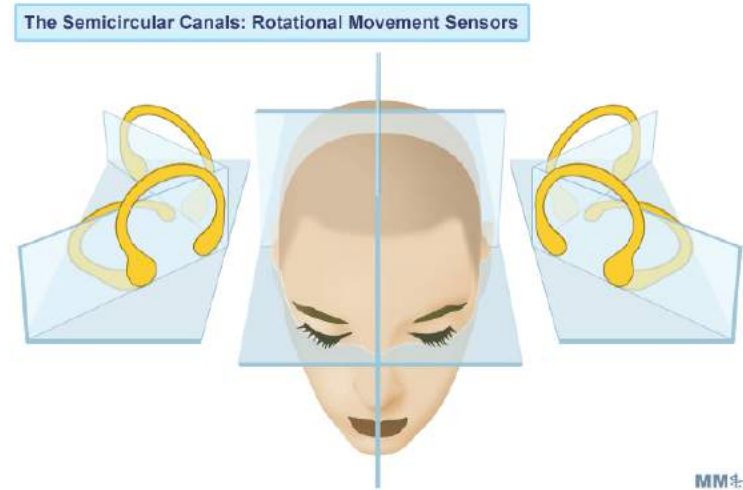


VOR Gain



Accordingly, VOR is more effective than visually driven OKN at higher frequencies

Mechanical Analysis of the Semicircular Canals



- The 3 canals are ~ at right angles to each other.
- Each of the 3 planes lie approximately in the pulling direction of one of the pairs of extraocular muscles

Horizontal → horizontal for normal resting posture.

Superior
Posterior

→ subtend 45° relative to the sagittal and frontal plane.

Each canal consists of

1) A circular fluid path

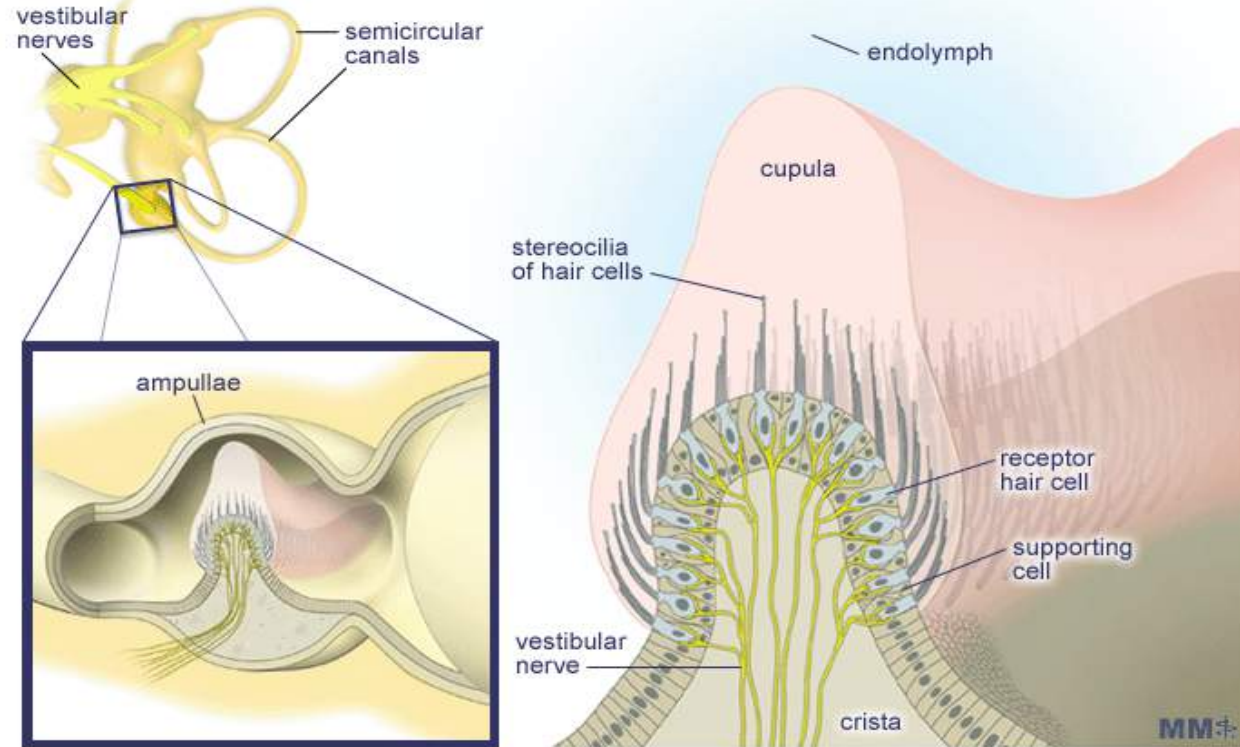
2) Ampulla

→ crista – hair cells

→ cupula – elastic membrane (water tight)

Mechanical Analysis of the Semicircular Canals

The Semicircular Canals: Rotational Movement Sensors



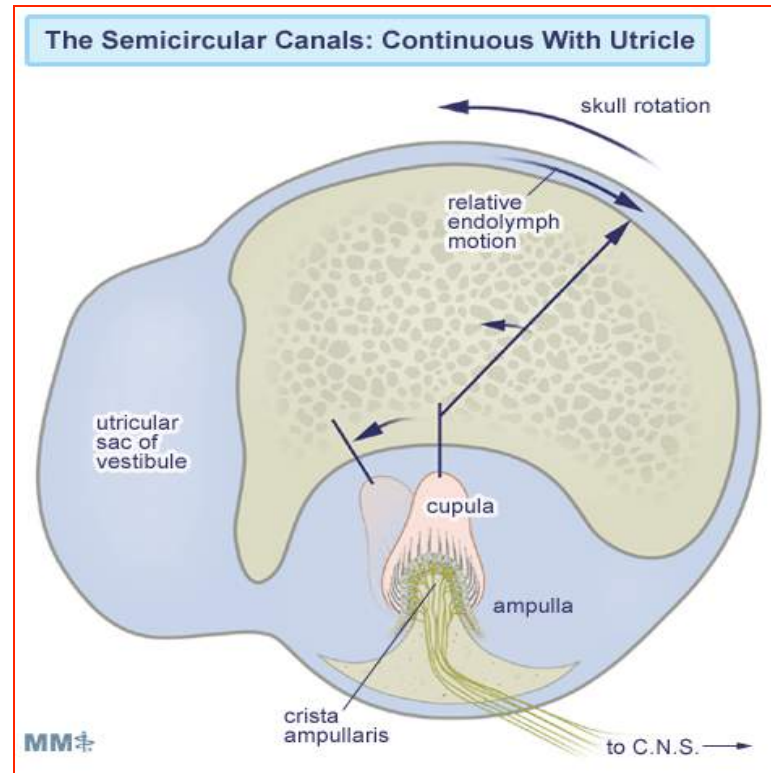
Receptor Cells

All hair cells are oriented in the same direction for each canal.

Mechanism: Head rotates

- fluid is left behind
- ampulla pushes against it
- bends cilia.

Mechanical Analysis of the Semicircular Canals



The cupula is deflected by the movement of the endolymph, which occurs during head motion. The following sequence of events occurs:

- 1) the head turns
- 2) the endolymph tends to remain stationary due to inertial forces
- 3) therefore the endolymph moves relative to the canal
(in the opposite direction of head motion).

Mechanical Analysis of the Semicircular Canals

Stimulus = Angular acceleration

But Over the frequency range of normal head movements (i.e. $> .01\text{Hz}$).

The very
small
diameter
(0.3mm)

→

↑viscous
properties of
the fluid

This is mathematically equivalent to \int (integration)

Head Acceleration

↓

Head Velocity



Thus, the system functions as an angular speedometer
(hair cell output \rightarrow rotational speed)

CNS \rightarrow 3 canals = speed of head in 3D

Hydrodynamic analysis of the canals predicted that the relationship between the angular displacement of the endolymph ($\epsilon(t)$) and the head's angular acceleration ($\alpha(t)$) is:

$$\theta d^2 \epsilon / dt^2 + \Pi d \epsilon(t) / dt + \Delta \epsilon(t) = \theta \alpha(t)$$

Acceleration Velocity Position

Where: θ is the effective moment of inertia of the endolymph.

Π is a damping constant that reflects the viscous drag exerted by the canal wall as the endolymph flows past it, and

Δ Is a elastic restoring factor related

The dynamics of this equation are governed by two time constants,

- 1) a long one ($\tau_1 = \Pi / \Delta = 5s$) and
- 2) a short one ($\tau_2 = \theta / \Pi = .004s$).

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$$\theta d^2 \epsilon / dt^2 + \Pi d \epsilon(t) / dt + \Delta \epsilon(t) = \theta \alpha(t)$$

In the Laplace domain :

$$\text{Derivative: } \ell\left[\frac{df}{dt}\right] = sF(s) - f(0^+)$$

$$\ell\left[\frac{d^2 f}{dt^2}\right] = s^2 F(s) - s f^1(0^+) - f^0(0^+)$$

$$H(s) = E(s) / \alpha(s)$$

$$H(s) = 1 / [(\Pi / \Delta) s + 1] [(\theta / \Pi) s + 1]$$

Where: θ is the effective moment of inertia of the endolymph.

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The dynamics of this equation are governed by two time constants,

- 1) a long one ($\tau_1 = \Pi / \Delta = 5s$) and
- 2) a short one ($\tau_2 = \theta / \Pi = .004s$).

This equation says that the movement of the endolymph in the canals is opposed by two frictional forces

- 1) one which arises from the viscosity of the endolymph and
- 2) a second which is due to the elasticity of the cupula.

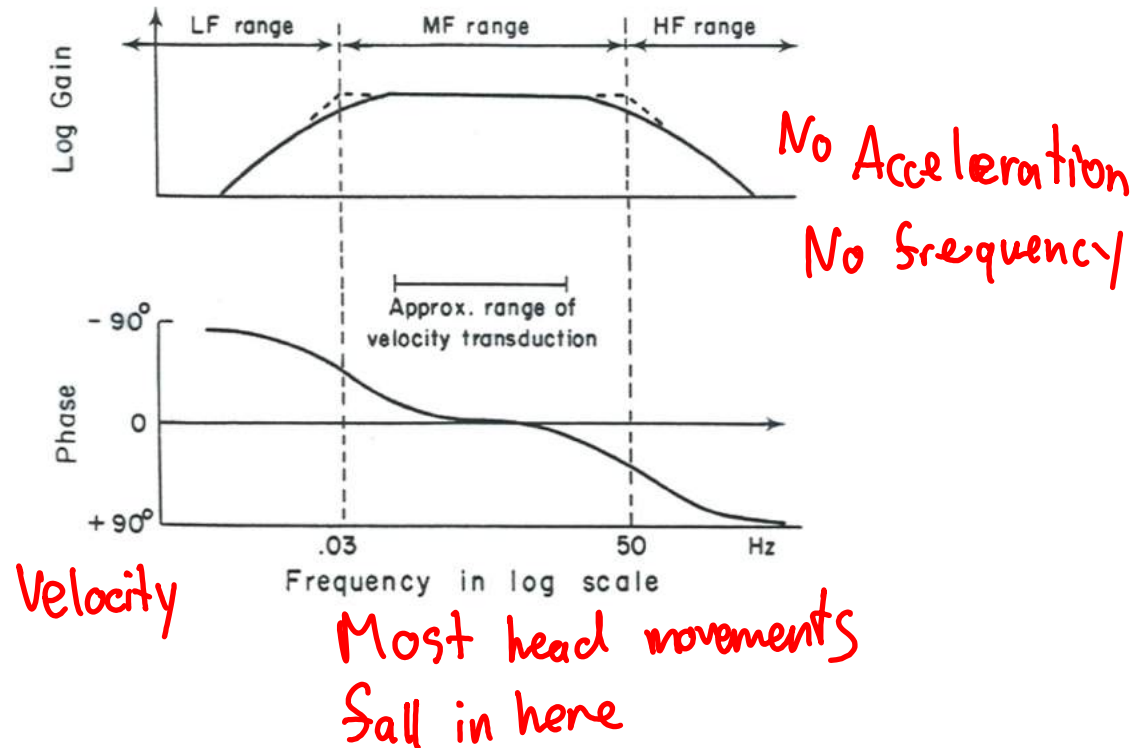
These opposing forces cause the movement of the endolymph (relative to the cupula) to lag head acceleration (as would be the case if the only the inertia of the endolymph were significant). • •

Thus the receptor cells which deflect the movement of the cupula are primarily sensitive to head velocity (rather than acceleration) during most natural head movements (i.e. frequency = 0.05-20Hz).

- This is shown in the next slide.....

Mechanical Analysis of the Semicircular Canals

Frequency Response



System is characterized in terms of gain and phase (Bode Plots).

Note, in this graph a phase of 0 deg is in phase with velocity,
and -90 and +90 deg are in phase with acceleration and position.

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Hair Cells and Afferent Responses

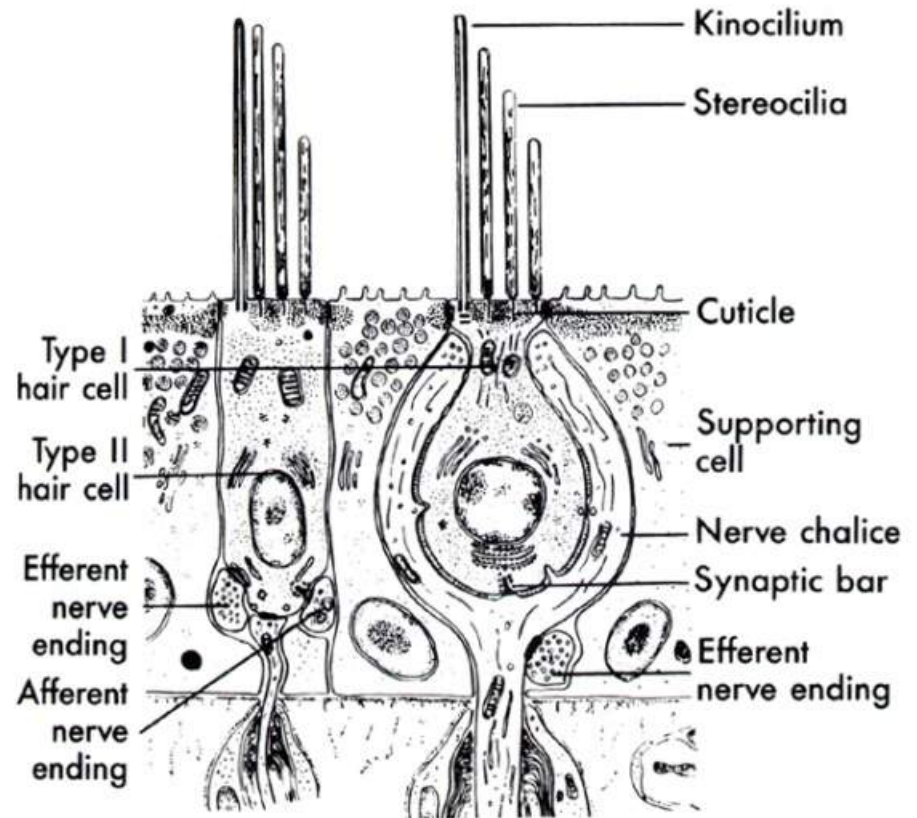
Two types of Hair cells

Type I Hair Cells

Characterized by calyx like endings of the sensory fibers.

Type II Hair Cells

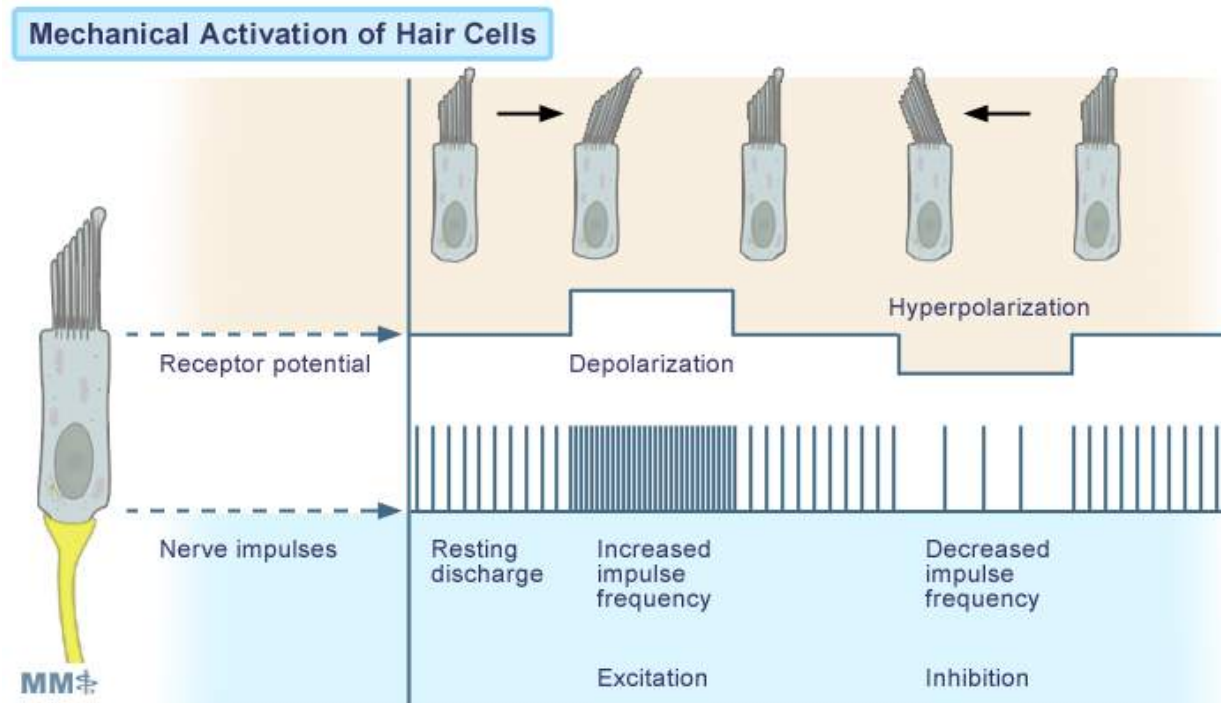
Characterized by more conventional (bulbous) cell fiber synapses.



Hair Cells and Afferent Responses

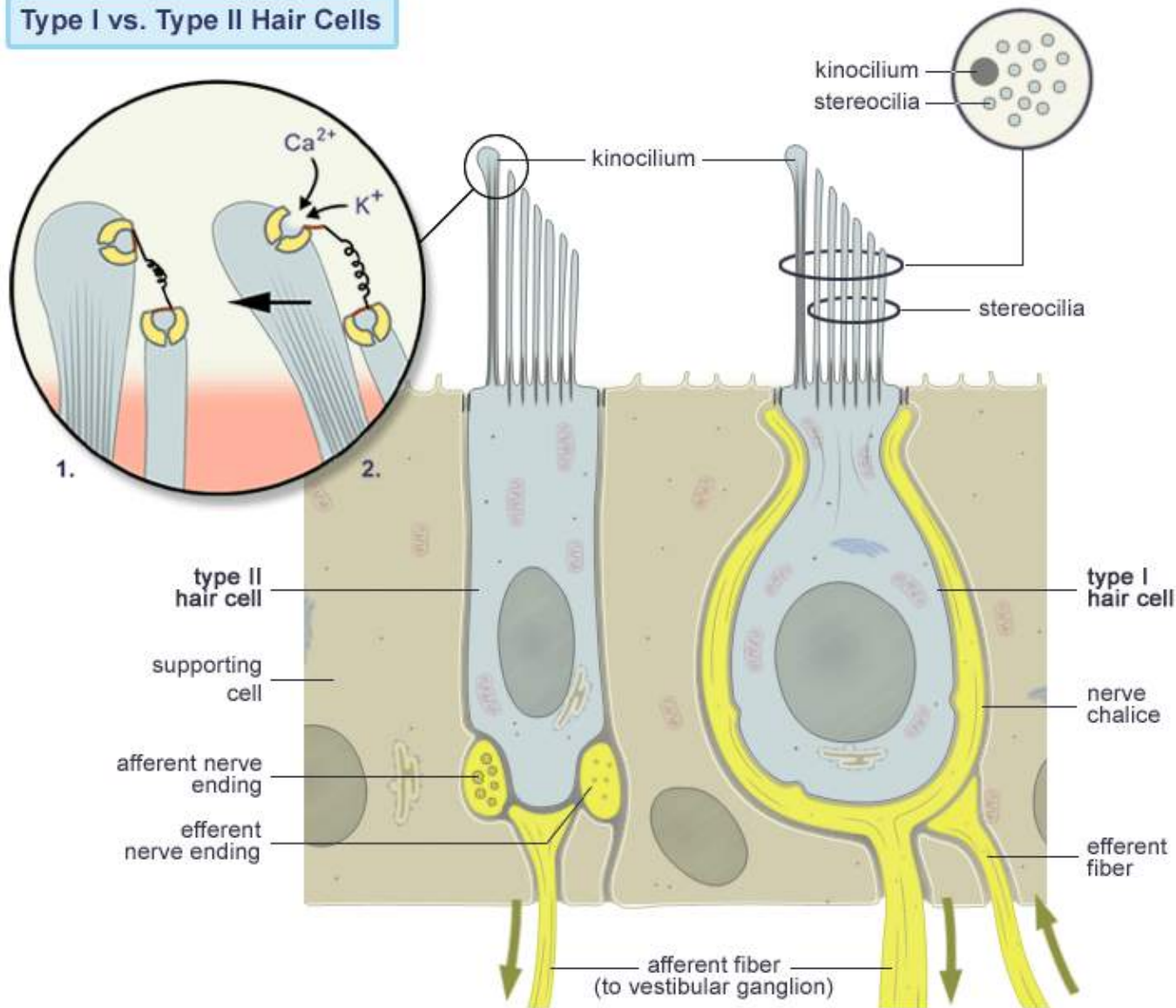
Exhibit a constant resting discharge when not stimulated

- 1) Bending cilia towards kinocilia
excites hair cell: \uparrow action potential, VIII nerve.
- 2) Bending cilia away from kinocilia
inhibits hair cell: \downarrow action potential, VIII nerve.



Thus, the resting discharge (spontaneous discharge) allows the CNS to sense stimulation in 2 directions (opposite [via the change](#) in activity).

Type I vs. Type II Hair Cells



Mechanism of Mechano-Neural Transduction: similar to auditory system
 Efferent system: not yet understood

Hair Cells and Afferent Responses

Regular Versus Irregular Afferents

Afferent innervation patterns

type II haircells - regular afferents

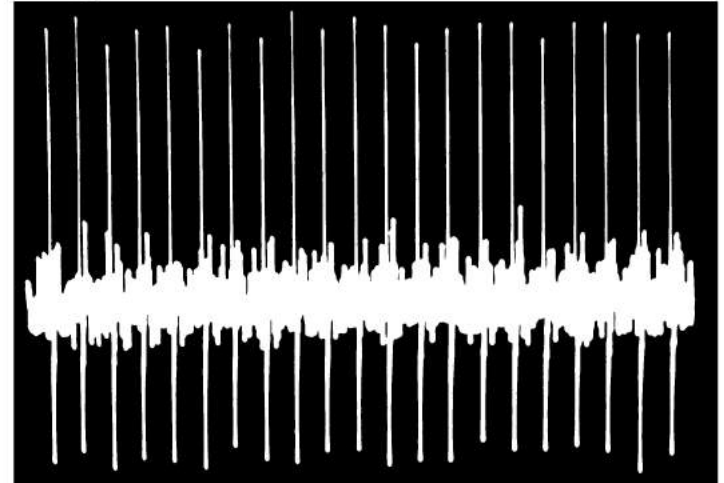
type I haircells - irregular afferents

Regulars:

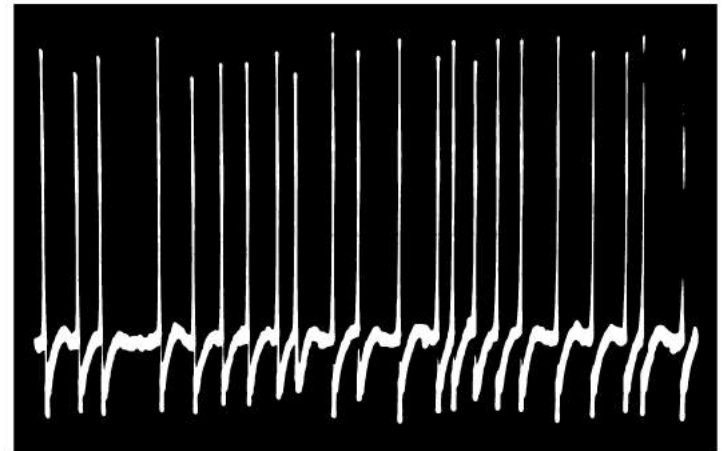
- More regular action potentials spacing
- Lower Afferent gain and phase
- Lower Efferent response magnitude
- Lower Galvanic sensitivity

*Prosthetics, Affecting Irregular
more*

Regular



Irregular

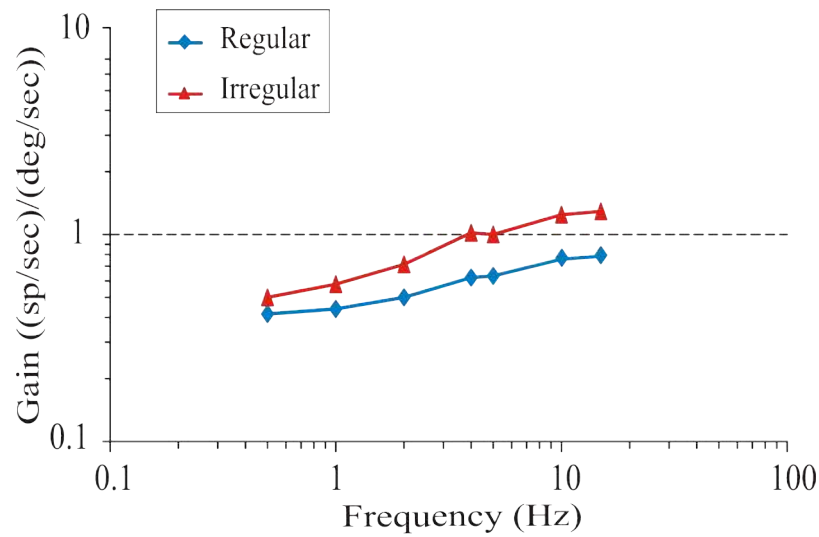
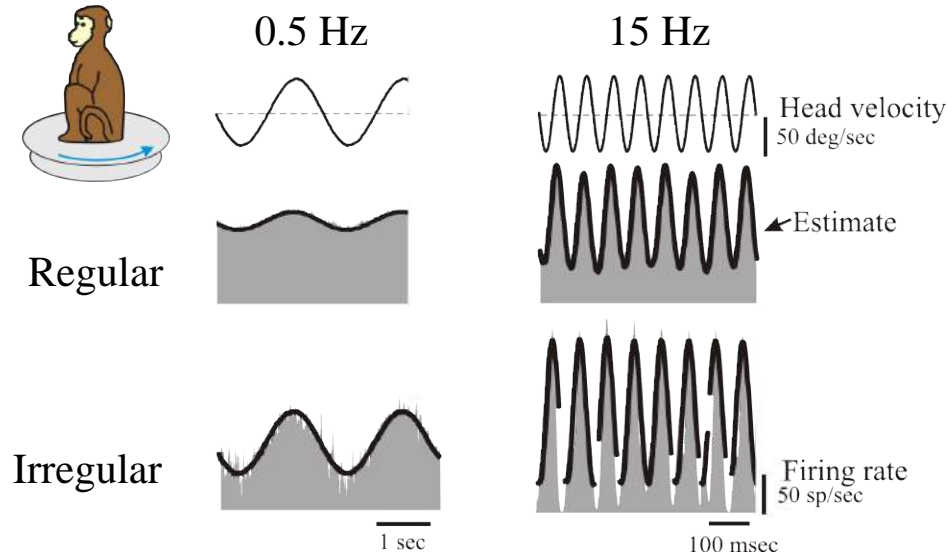


50 msec

Vestibular afferent Dynamics:

Afferents show a response gain increase with frequency

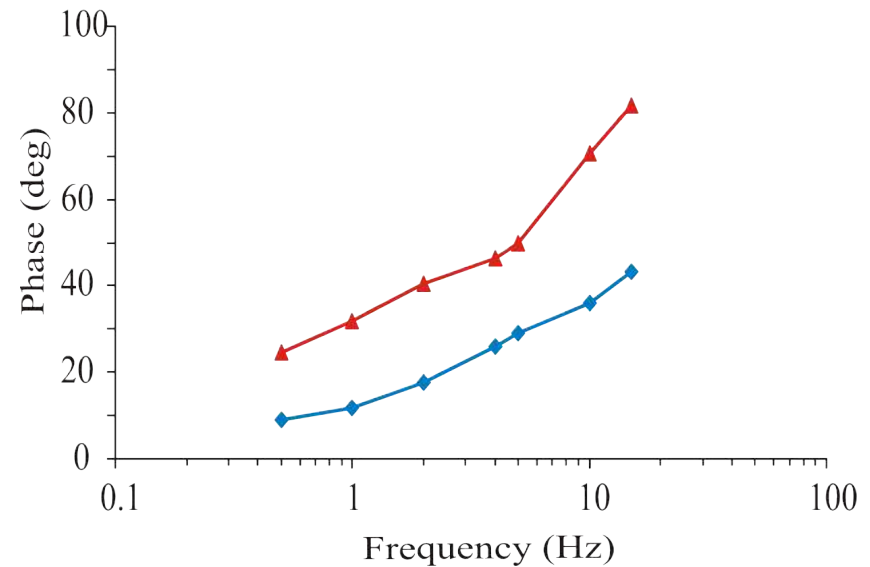
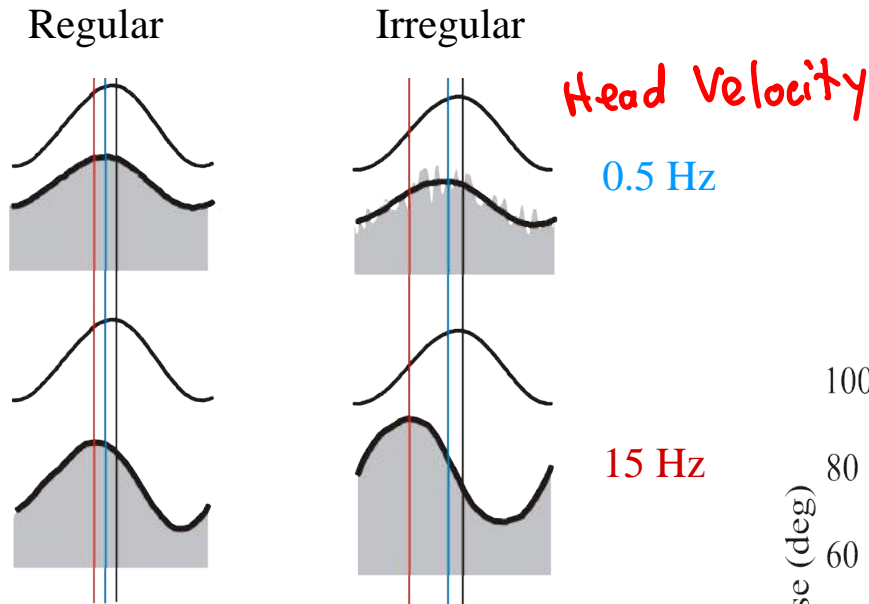
Gain



*Sadeghi, Minor, and Cullen;
J Neurophys, 2007*

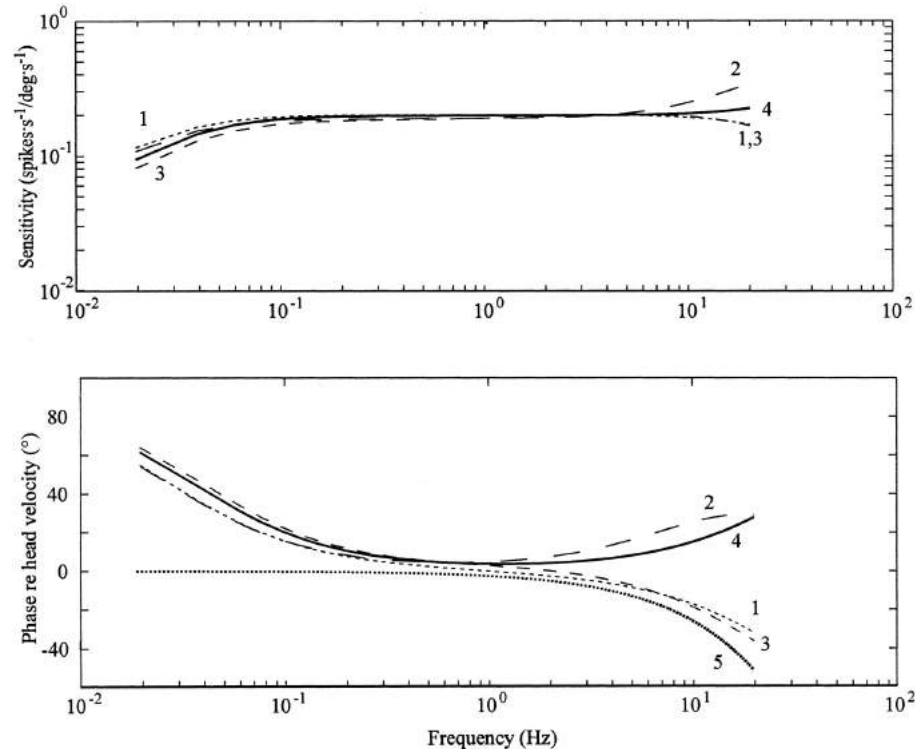
Vestibular afferent Dynamics:

Afferents (particularly irregular afferents) also show a response phase increase with frequency



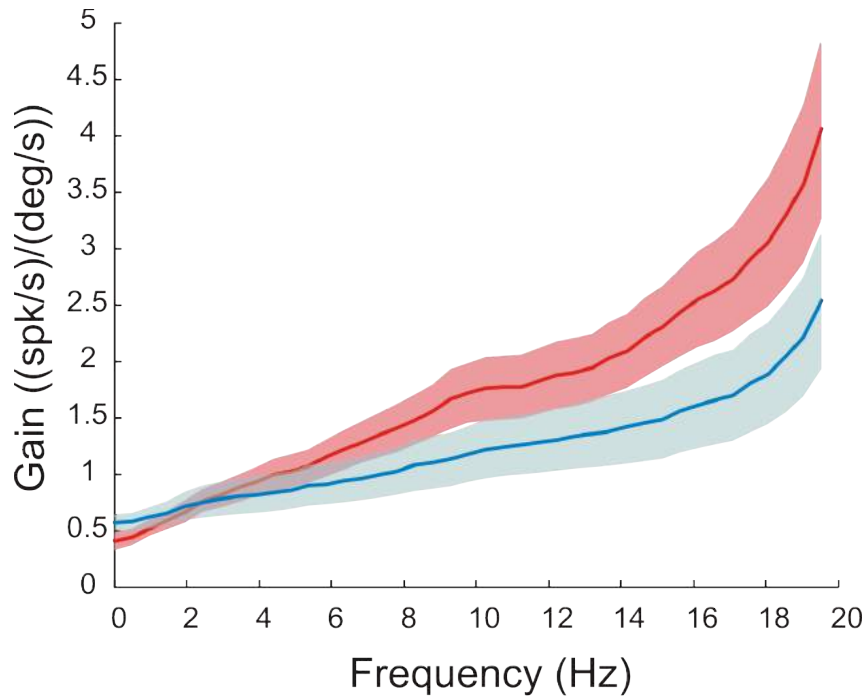
*Sadeghi, Minor, and Cullen;
J Neurophys, 2007*

Vestibular-Nerve Afferents: Response to Sinusoidal Rotation



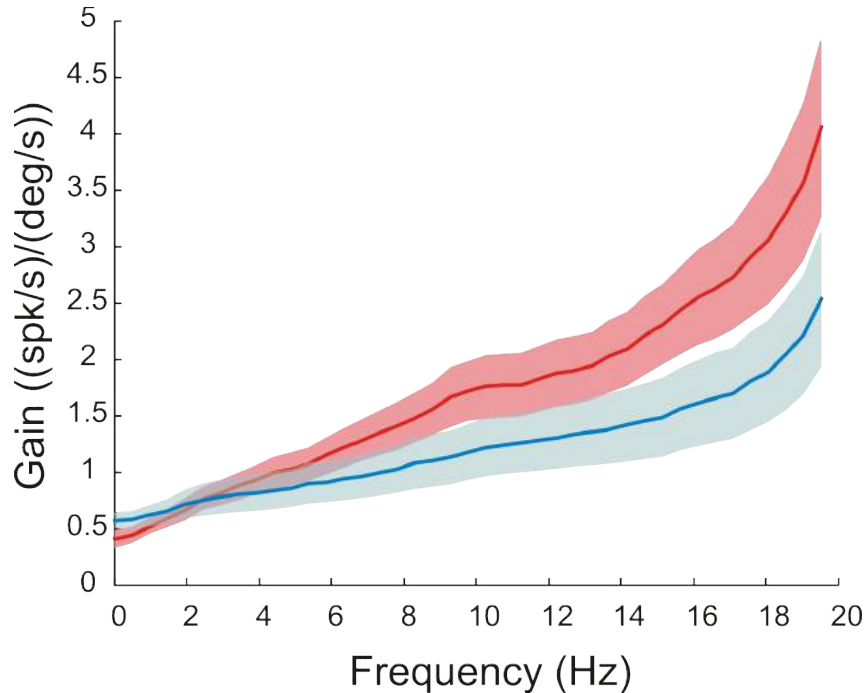
1. Torsion pendulum $\frac{1}{(5.7s+1)(0.003s+1)}$	3. Baird, et al. chinchilla $\frac{s(0.2s+1)^{0.056}}{(3.96s+1)(0.007s+1)}$
2. Squirrel monkey $\frac{s(1+0.015s)}{(1+5.7s)(1+0.003s)}$	4. Present study chinchilla $\frac{s(0.0042s+1)}{4.4s+1}$
5. 7 millisecond lag	

Vestibular-Nerve Afferents: Response to broadband stimulus

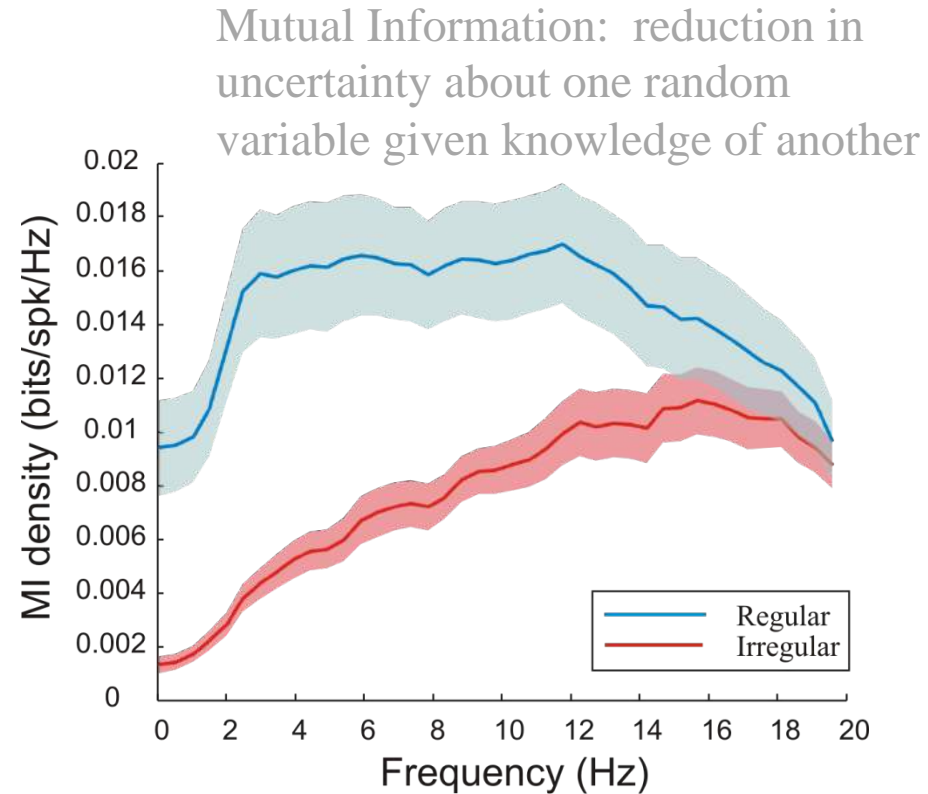


$$G(f) = |P_{rs}(f)/P_{ss}(f)|$$

Vestibular-Nerve Afferents: Response to broadband stimulus



$$G(f) = |P_{rs}(f)/P_{ss}(f)|$$



$$MI = [-\log_2(1-C(f))]$$

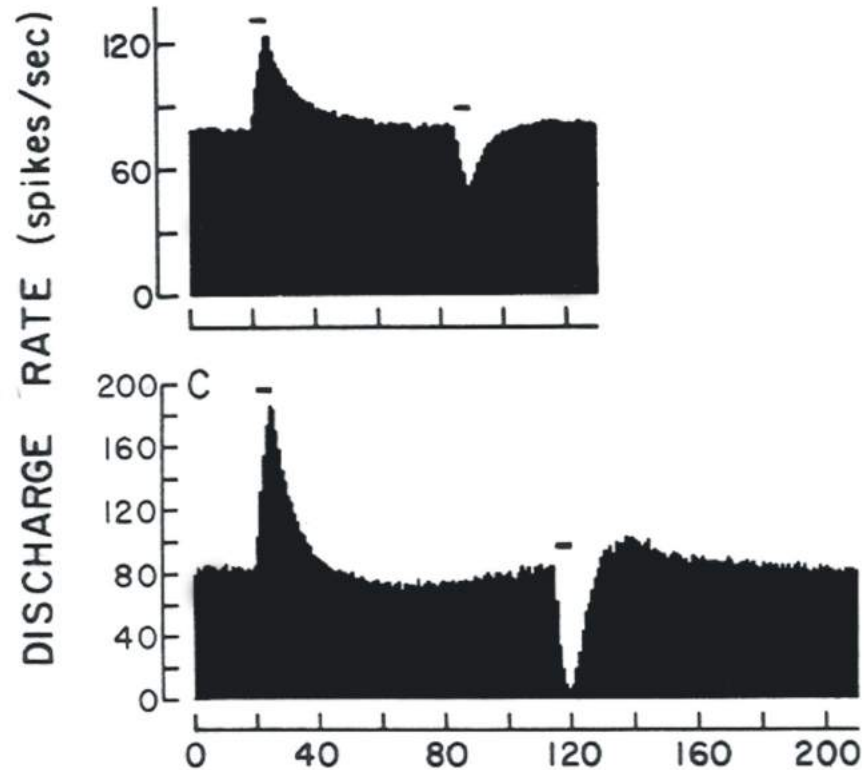
$$C(f) = |P_{rs}(f)|^2 / [P_{ss}(f)P_{rr}(f)]$$

Vestibular afferents response to “velocity trapezoid” inputs as predicted by the torsion-pendulum model

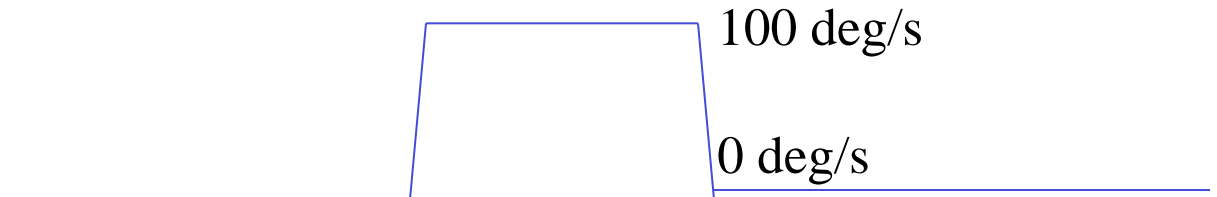
$$J \frac{d^2 \epsilon}{dt^2} + \Pi \frac{d \epsilon(t)}{dt} + \Delta \epsilon(t) = \theta \alpha(t)$$

Dominant time constant is 5 sec

In contrast, the VOR has a time constant of ~20 s.



Head Velocity



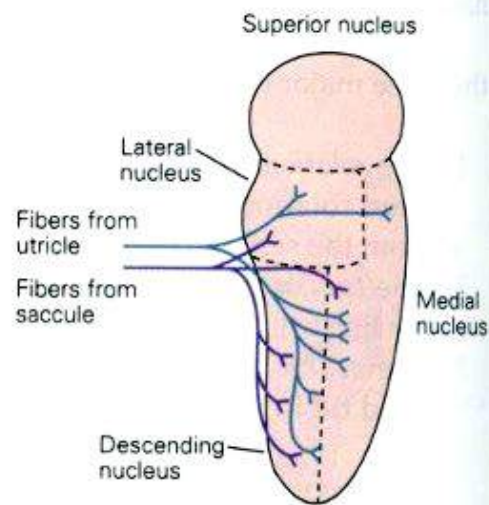
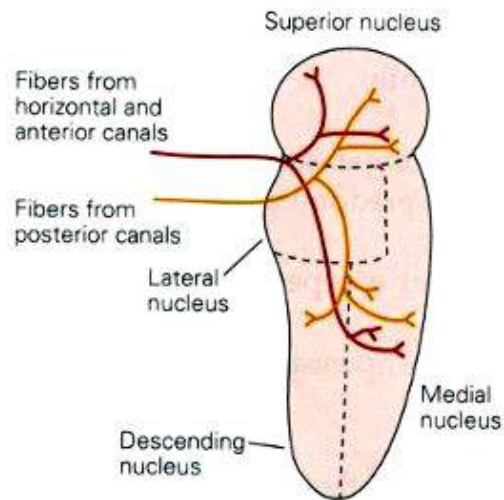
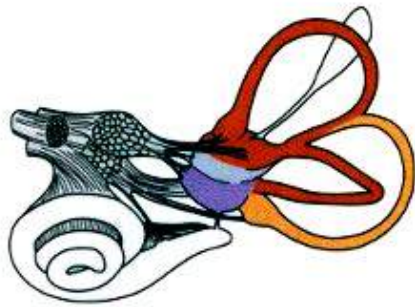
Sensorimotor transformations: VOR

So, far we have considered

1. Overview of Eye Movements - VOR
2. Motor Control of Eye Movements : Mechanical Constraints
3. The Vestibular System
 - 3.1) Signal Processing by Vestibular Sensors
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Central Vestibular Processing for the VOR

Central Pathways: Vestibular Nuclei



4 subdivisions:

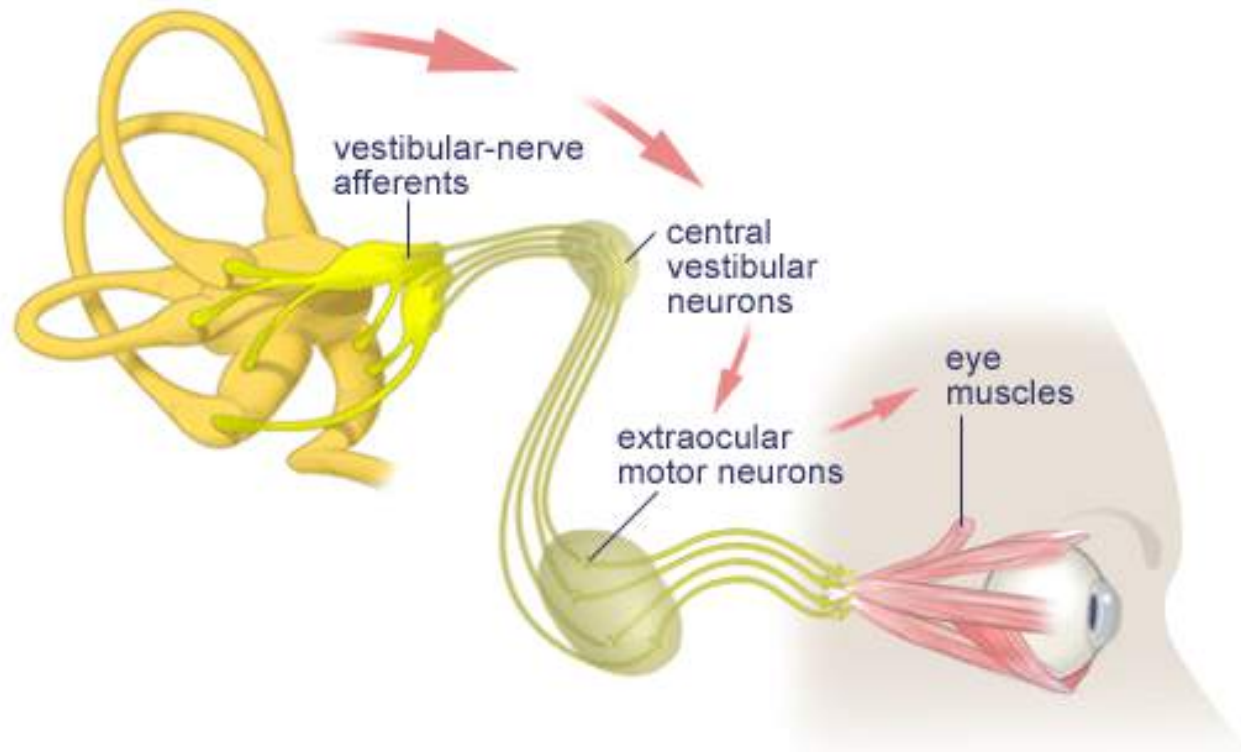
Superior/Medial
predominantly canal

Lateral
canal and otolith

Descending
predominantly otolith

Central Vestibular Processing for the VOR

Central Pathways: Vestibular Nuclei



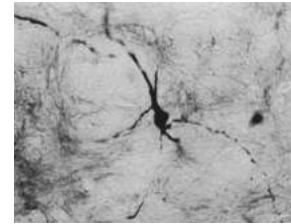
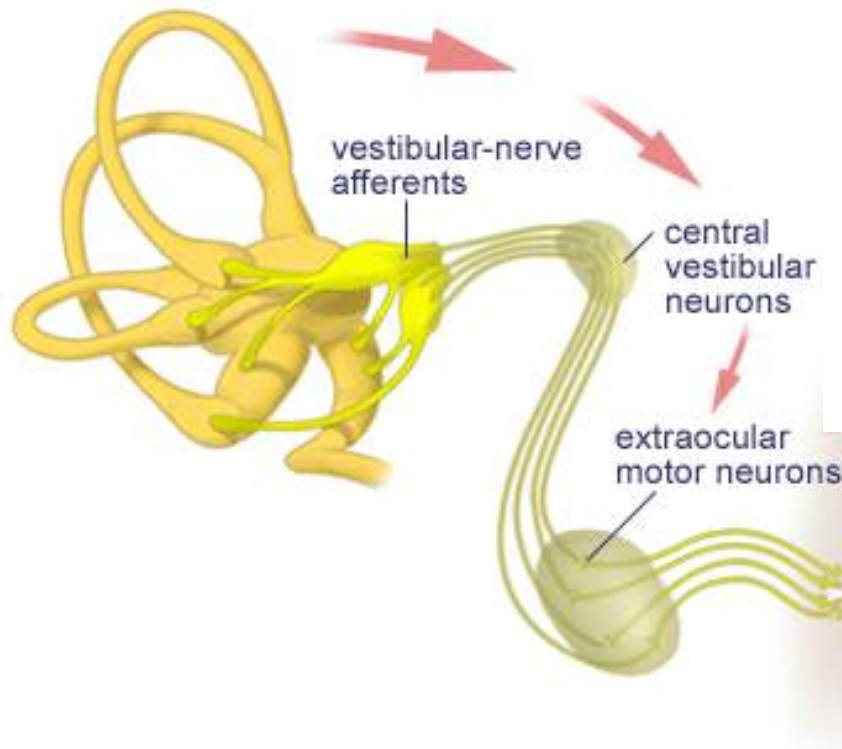
For the Horizontal rotational VOR:

Afferents project to neurons in the vestibular nuclei which in turn project to the

- 1) Abducens and
- 2) Medial Rectus subdivision of the oculomotor nucleus

Central Vestibular Processing for the VOR

Central Pathways: Vestibular Nuclei



The circuit for VOR is well understood based on intracellular staining and recording experiments.

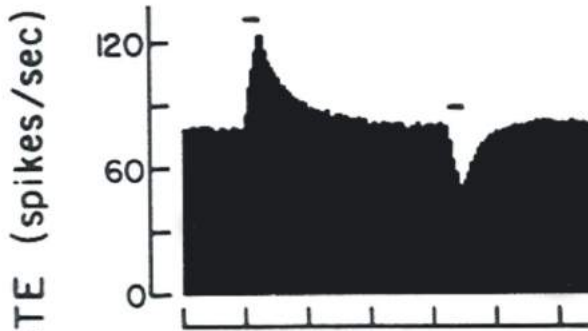
For the Horizontal rotational VOR:

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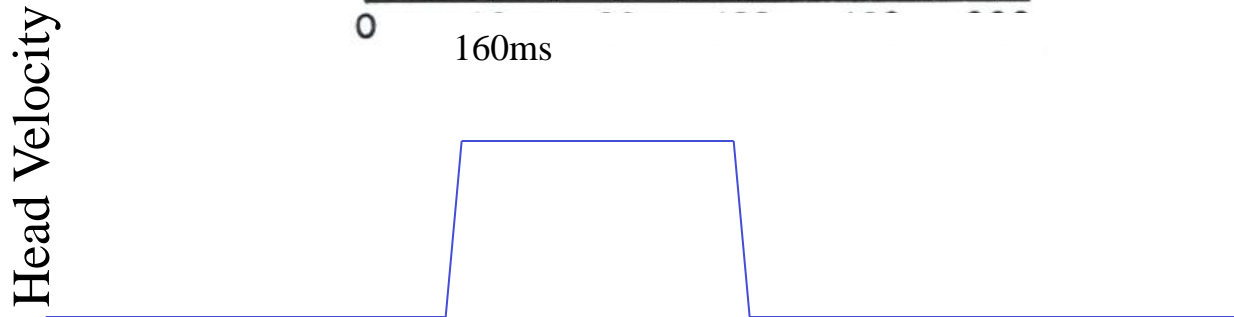
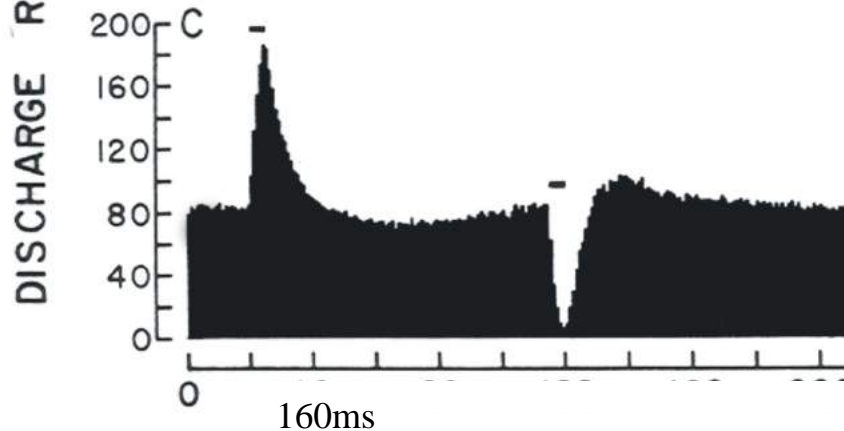
Central Vestibular Processing for the VOR

Central Pathways: Vestibular Nuclei



Velocity Storage

Time constant is ~20 sec
rather than 5 sec as for
The Vestibular Afferents.



100 deg/s

0 deg/s

Central Vestibular Processing for the VOR

Central Pathways: Vestibular Nuclei and Velocity Storage

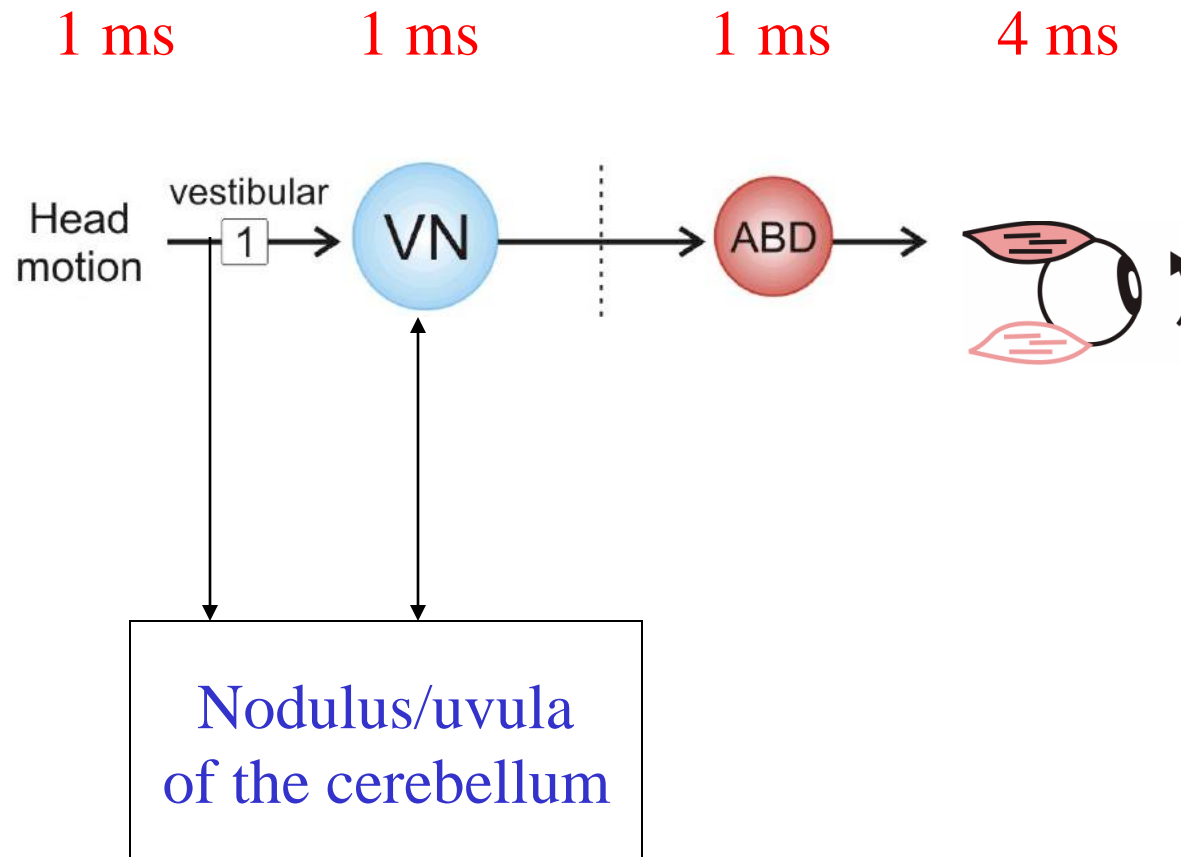
The slow time constant of the canals (5s) is represented in the discharges of vestibular afferents.

But for rotation in the dark at a constant velocity – slow phase eye velocity is initially compensatory, but then goes to zero with a time constant of 21 sec not 5 sec, as predicted by the dynamics of the afferents.

- 1) The central mechanism responsible for lengthening the afferent time course is referred to as "velocity storage".
- 2) Reciprocal projections between the cerebellum and vestibular nuclei mediate velocity storage. After lesions of the cerebellar uvula and nodulus the VOR decay time constant (as well as the response of central vestibular neurons) returns to 5 ms.

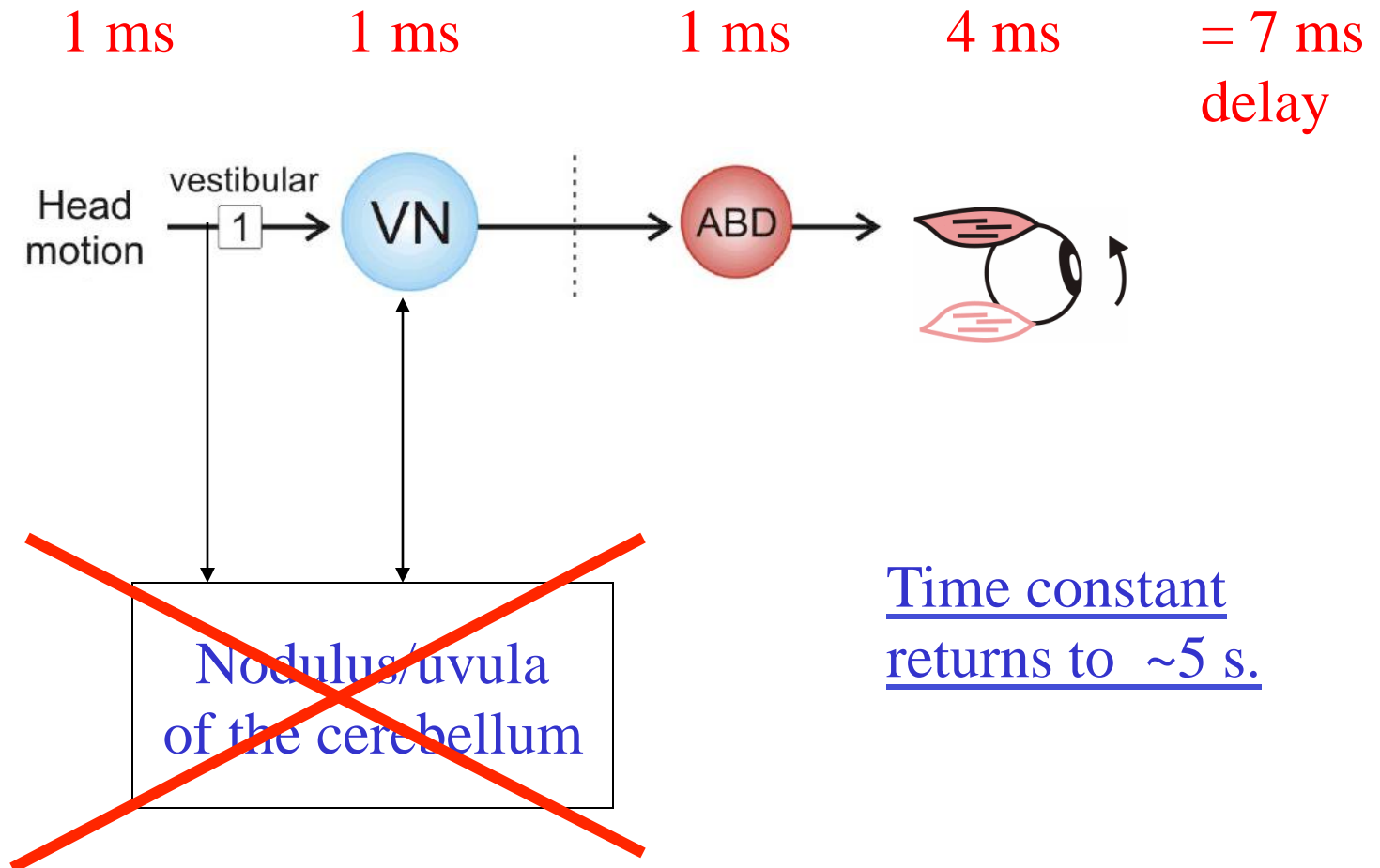
Central Vestibular Processing for the VOR

Central Pathways: Vestibular Nuclei and Velocity Storage



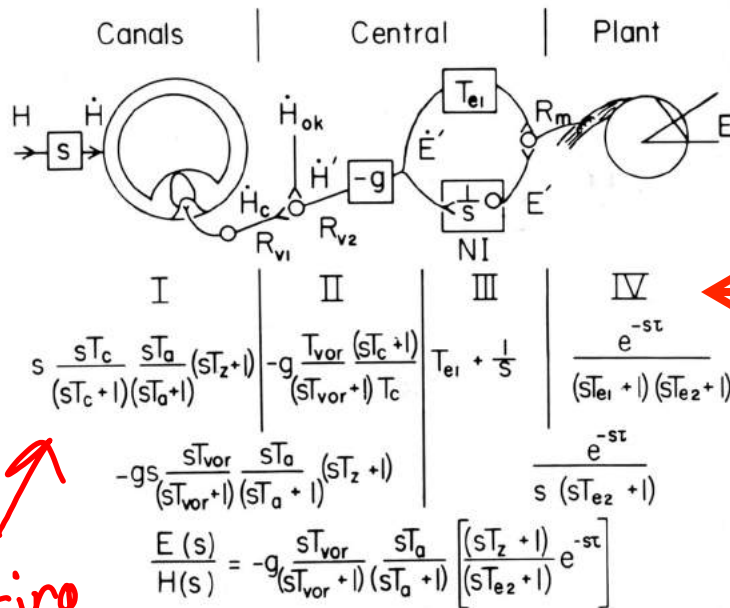
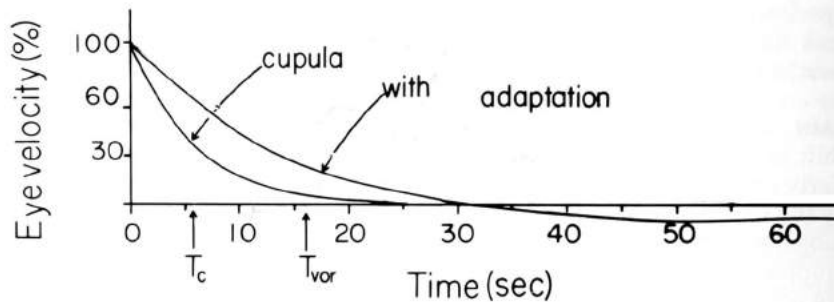
Central Vestibular Processing for the VOR

Central Pathways: Vestibular Nuclei and Velocity Storage



Central Vestibular Processing for the VOR

Neuronal Pathway: Model of the VOR



IV (plant transfer function)

$$F_r = R_o + kE + r\dot{E}$$

Last week

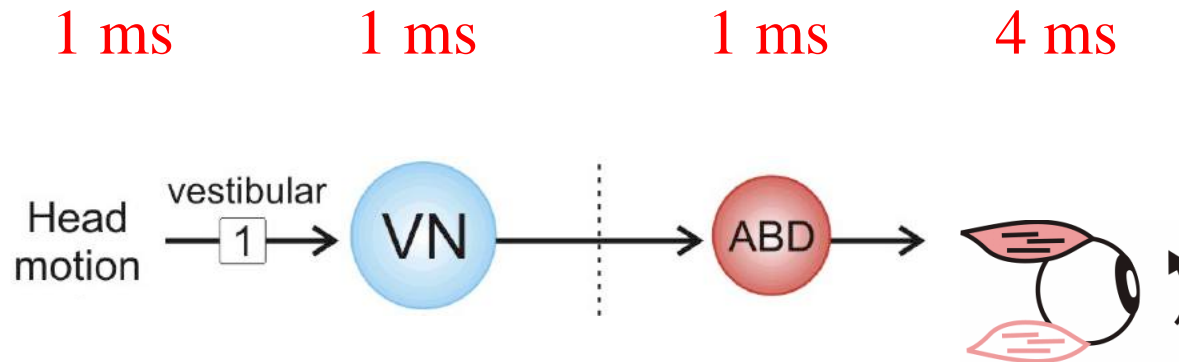
Working
with this

Sensorimotor transformations: VOR

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 - ii. Neuronal Pathway: Model of the VOR
 - System Dynamics and Levels of Analysis
 - 1) Behavior, 2) Neural Circuits, 3) Neurons.

Neuronal Processing for the VOR

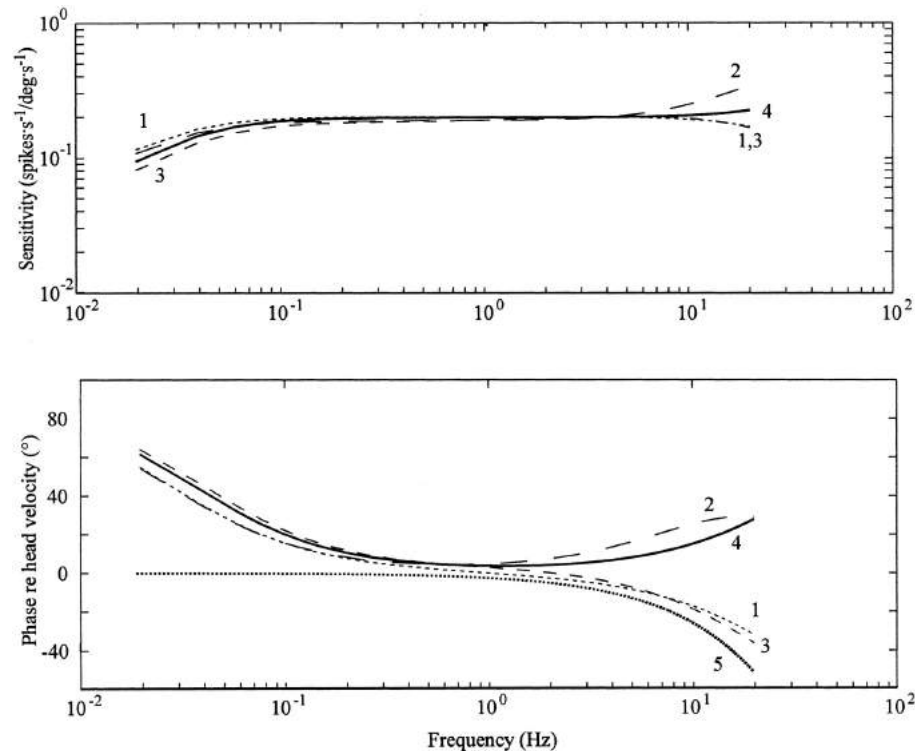
Central Pathways: Intrinsic Cellular Properties



Considerations:

- 1) Neuronal dynamics and limits (cut-off and saturation)
- 2) Intrinsic Processing and Membrane Properties
- 3) Compensation for pathway delays

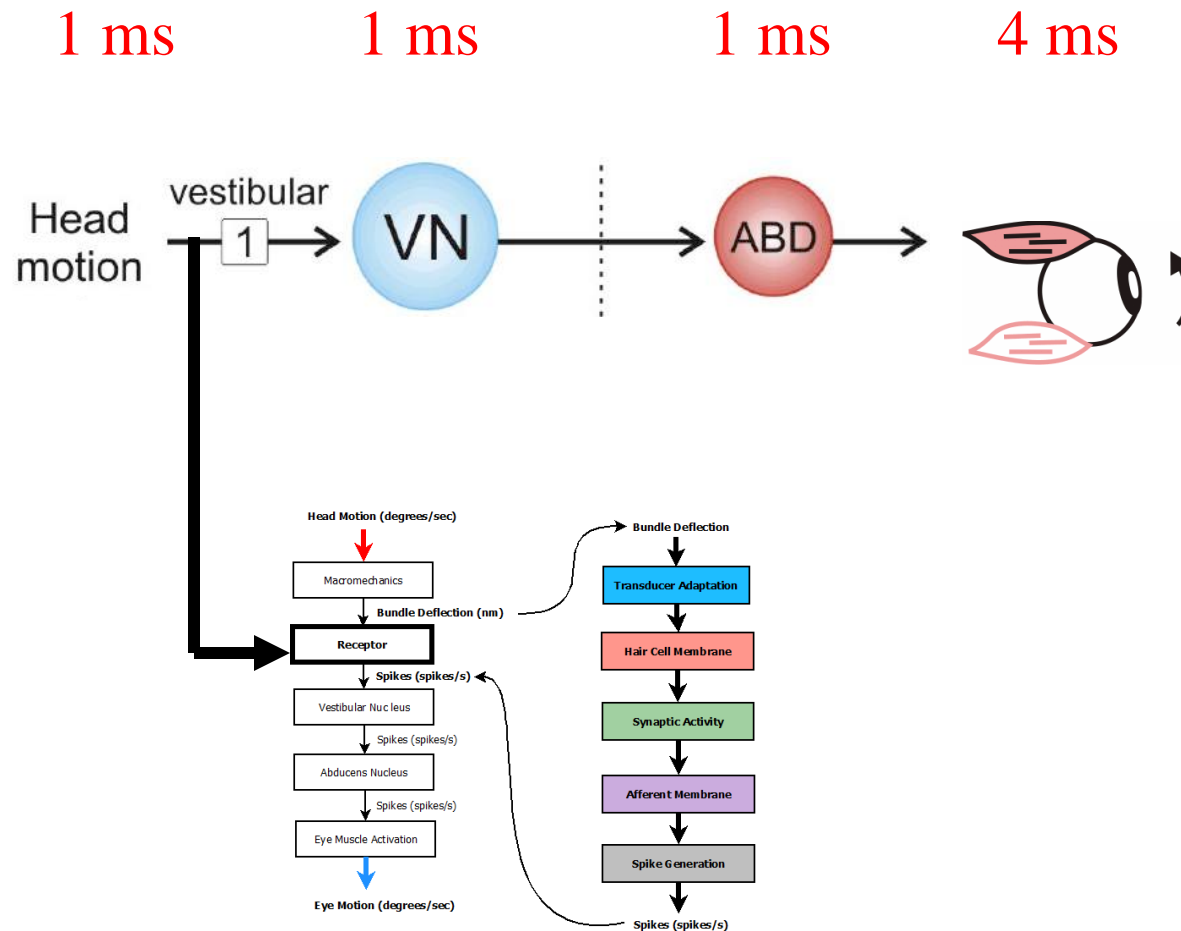
Vestibular-Nerve Afferents: Response to Sinusoidal Rotation



1. Torsion pendulum $\frac{1}{(5.7s+1)(0.003s+1)}$	3. Baird, et al. chinchilla $\frac{s(0.2s+1)^{0.056}}{(3.96s+1)(0.007s+1)}$
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5. 7 millisecond lag	

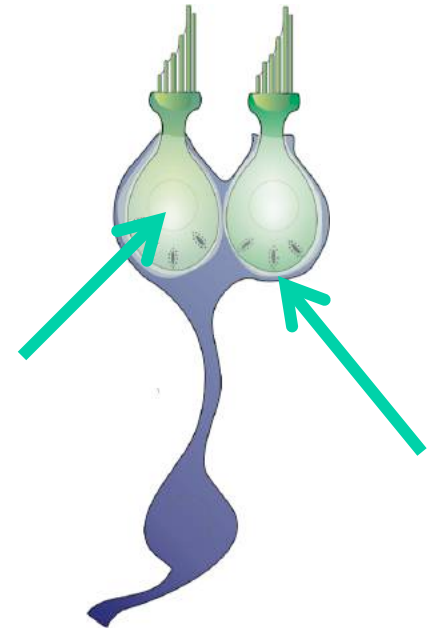
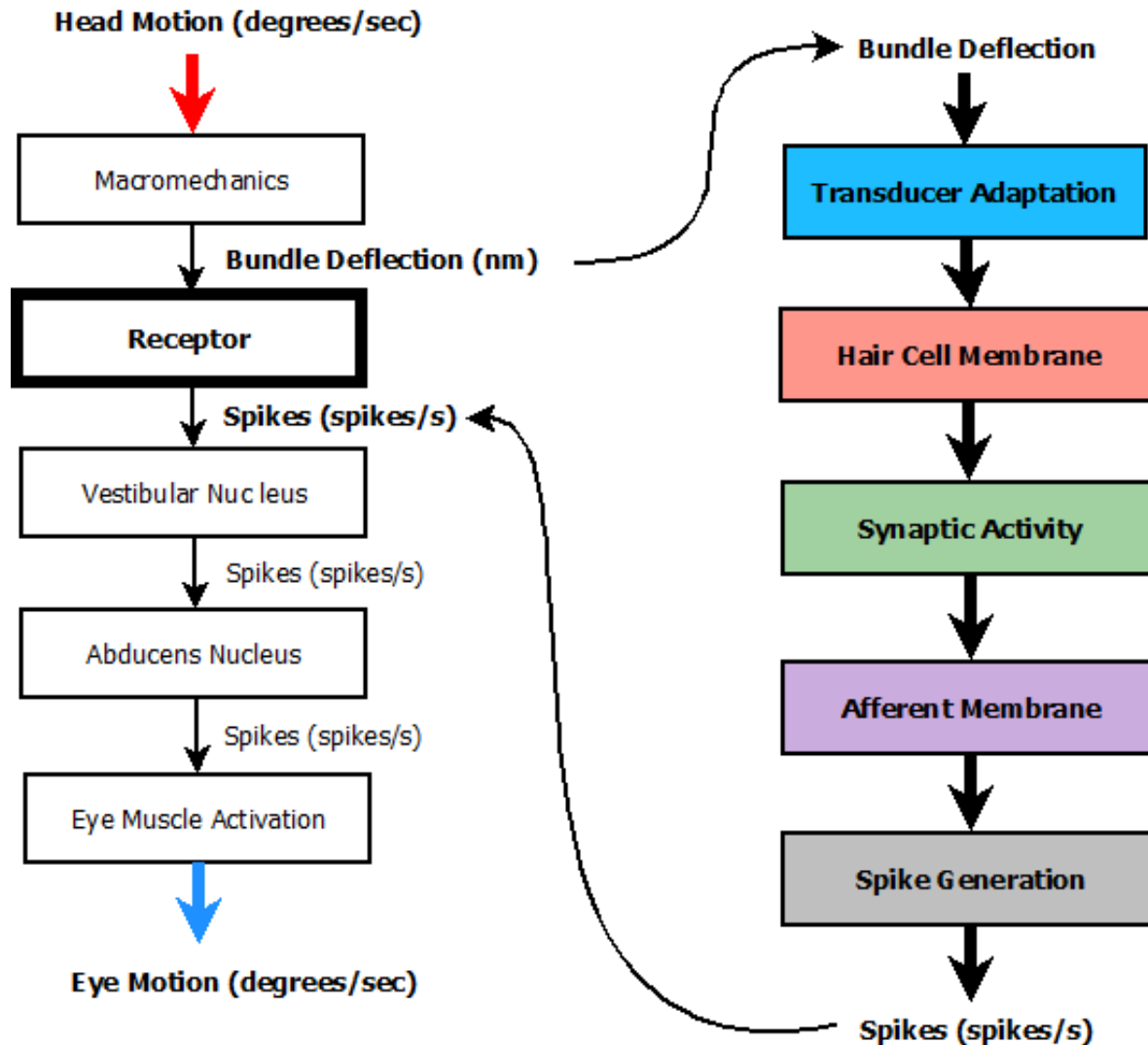
Neuronal Processing for the VOR

Central Pathways: Intrinsic Processing and Membrane Properties



Neuronal Processing for the VOR

Central Pathways: Intrinsic Processing and Membrane Properties

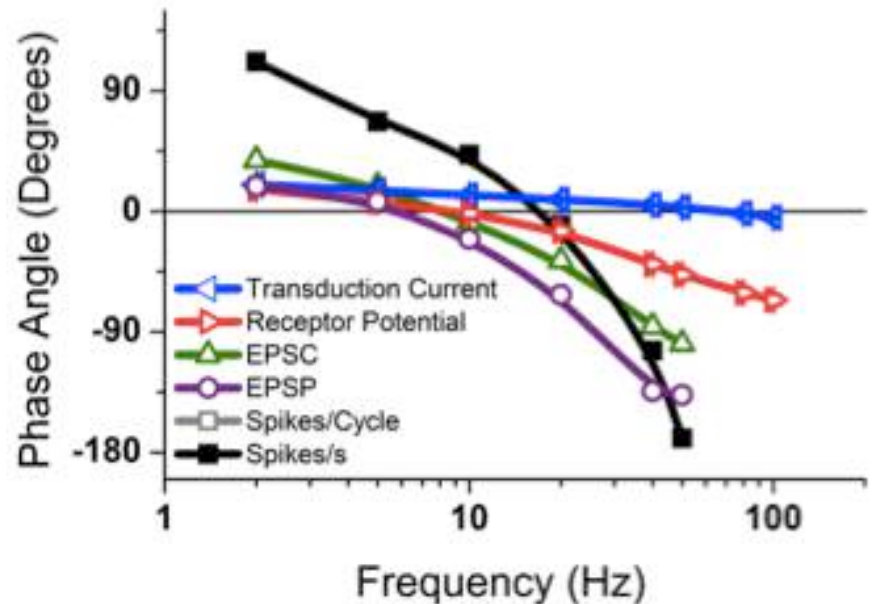
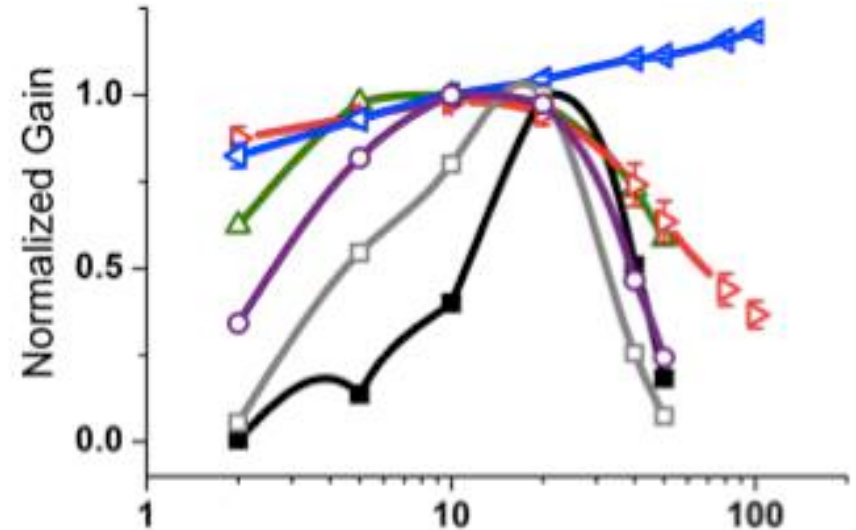


Neuronal Processing for the VOR

Dynamics of Mechanical-Neural Transduction

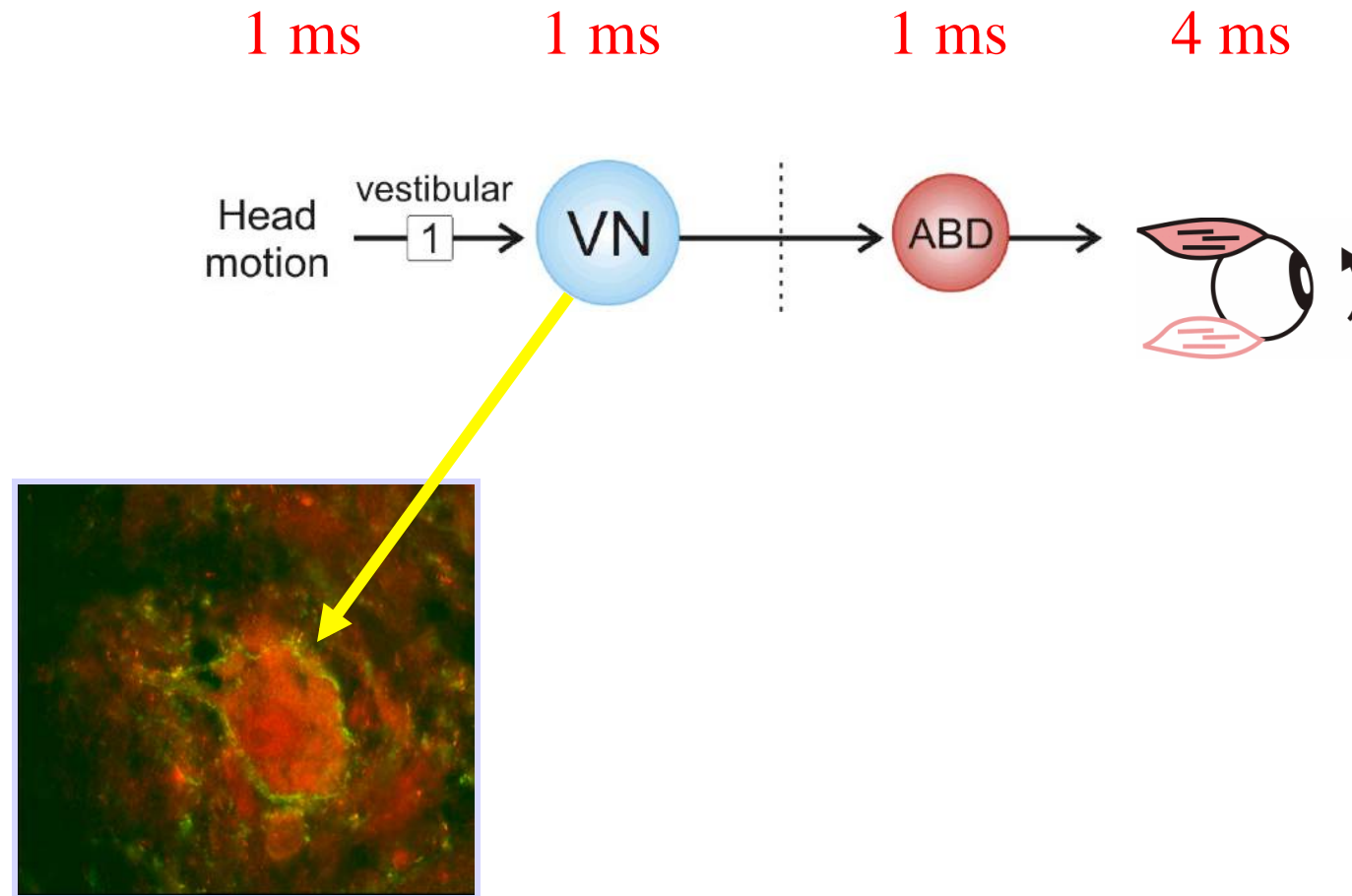
Bode Plots reveal:

- 1) Tuning narrows at each stage
- 2) Increased phase lag > 20 Hz at each stage; spiking adds a large phase lead below 20 Hz



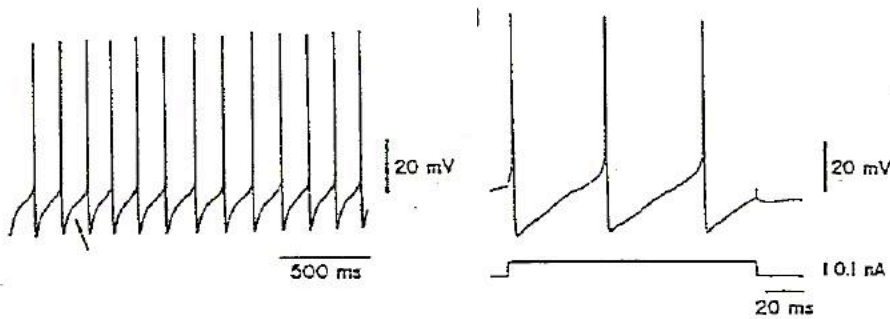
Central Vestibular Processing for the VOR

Central Pathways: Intrinsic Cellular Properties



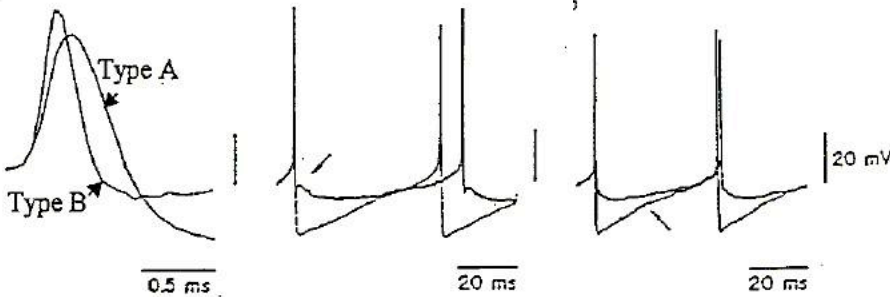
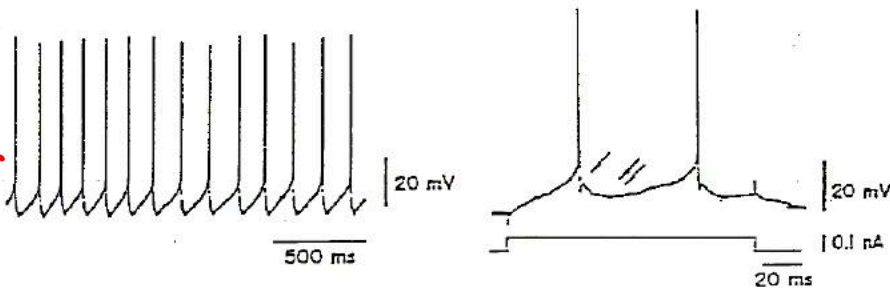
Type A

Regular
Afferent



Type B

Irregular



Serafin et al. 1991a,b

Summarized properties of 170 MVN neurones

Type A neurones 32.3%

- Wide action potential
- Large single AHP
- Single range firing
- A-type rectification
- Small high threshold calcium (HT-Ca^{2+}) spikes

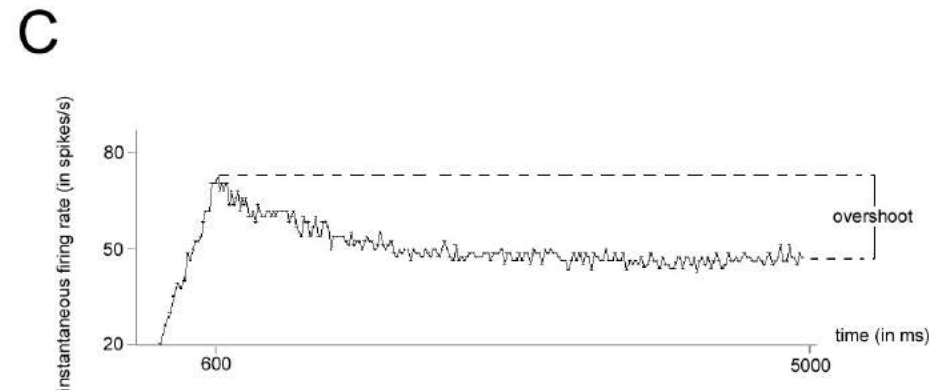
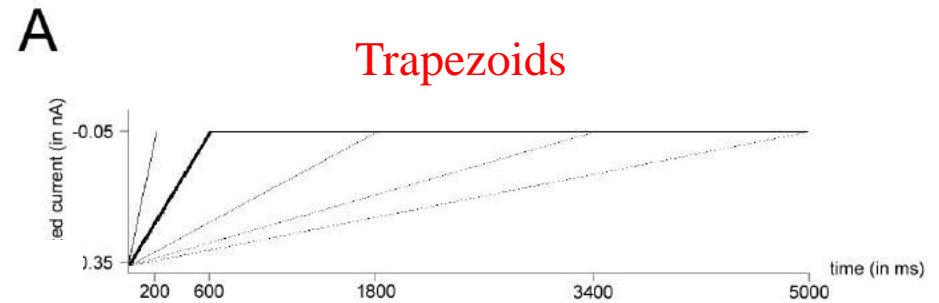
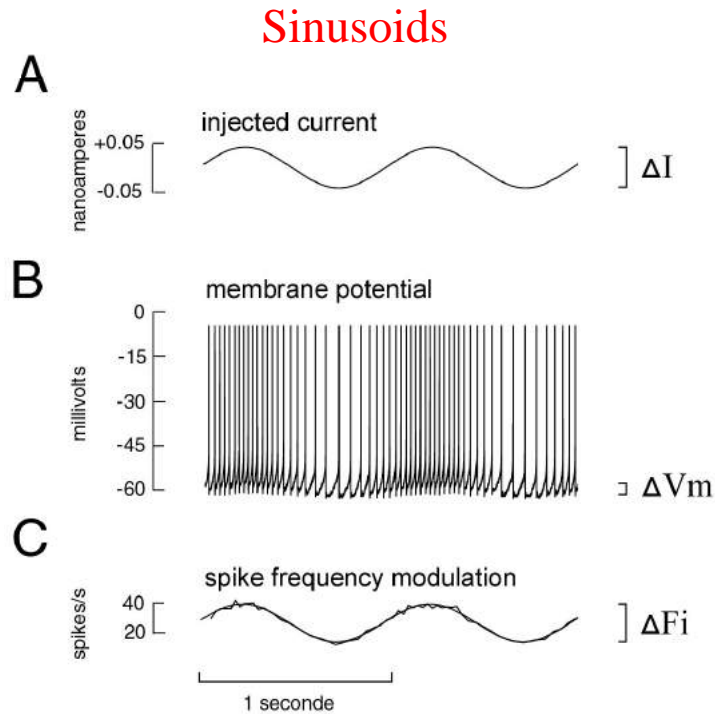
Type B neurones 47.1%

- Thin action potential
- Early fast and delayed slower AHP
- Secondary range in the first intervals
- Large HT-Ca^{2+} spikes and Ca^{2+} plateau potentials
- And – 55.0% Na^+ plateau potentials (Na(P))
 - 16.5% Low threshold Ca^{2+} spikes (LTS)
 - 16.5% LTS and Na (P)
 - 12.0% Absence of LTS and Na (P)

Type C neurones 20.6%

Central Vestibular Processing for the VOR

Intrinsic Cellular Properties: Input-Output Analysis



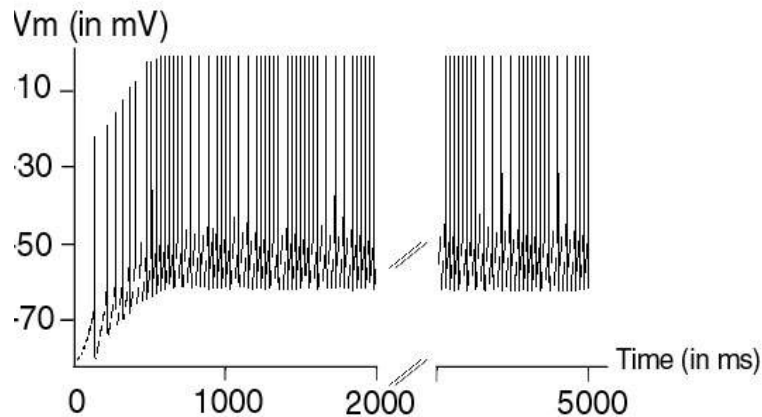
Ris et al. 2001

Central Vestibular Processing for the VOR

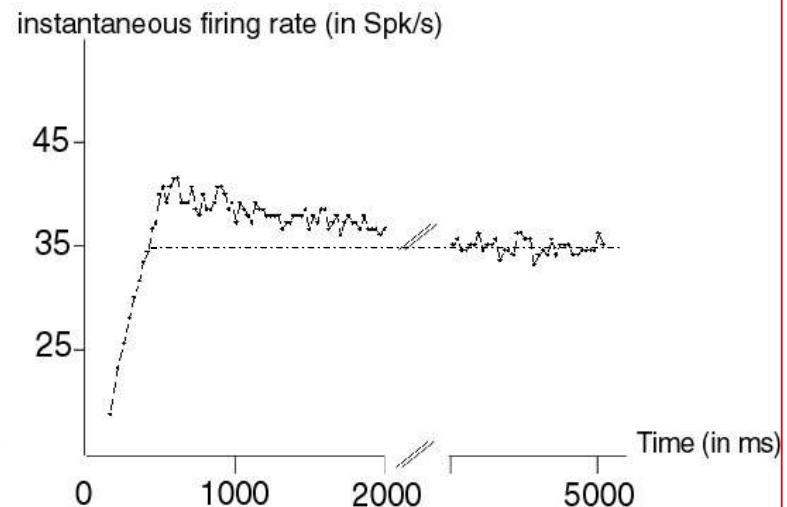
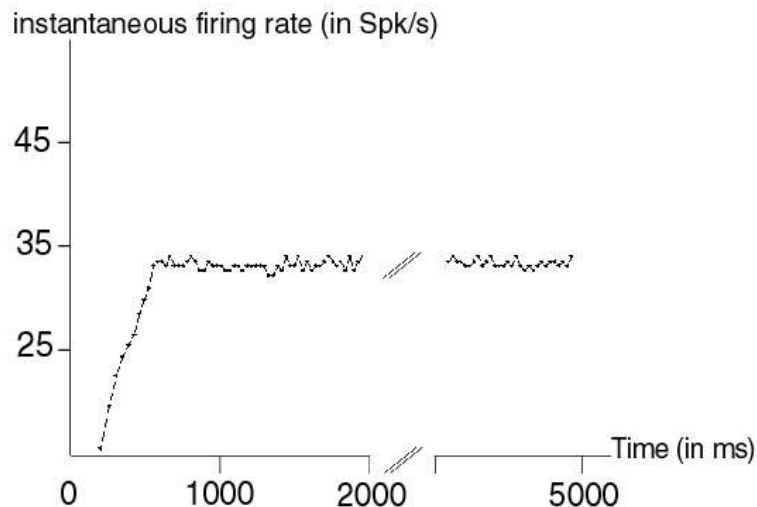
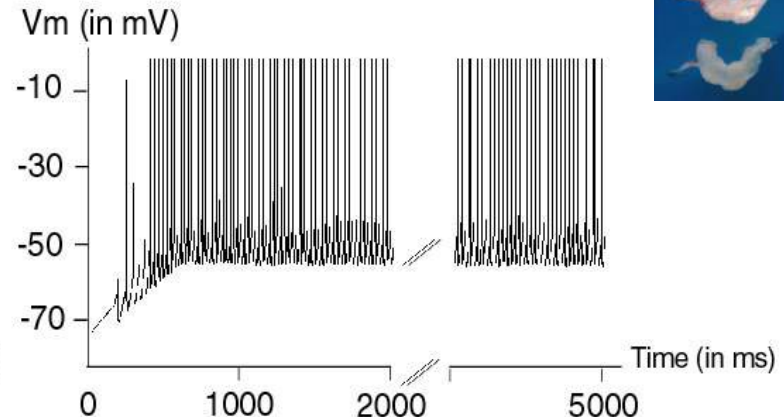
Intrinsic Cellular Properties: Input-Output Analysis



Type A



Type B



Central Vestibular Processing for the VOR

Central Pathways: Intrinsic Cellular Properties

Type A Vestibular Nuclei Neurons are modulators

More linear

Less sensitive to current

Less phase lead, regular
follow up mode

Type B Vestibular Nuclei Neurons are detectors

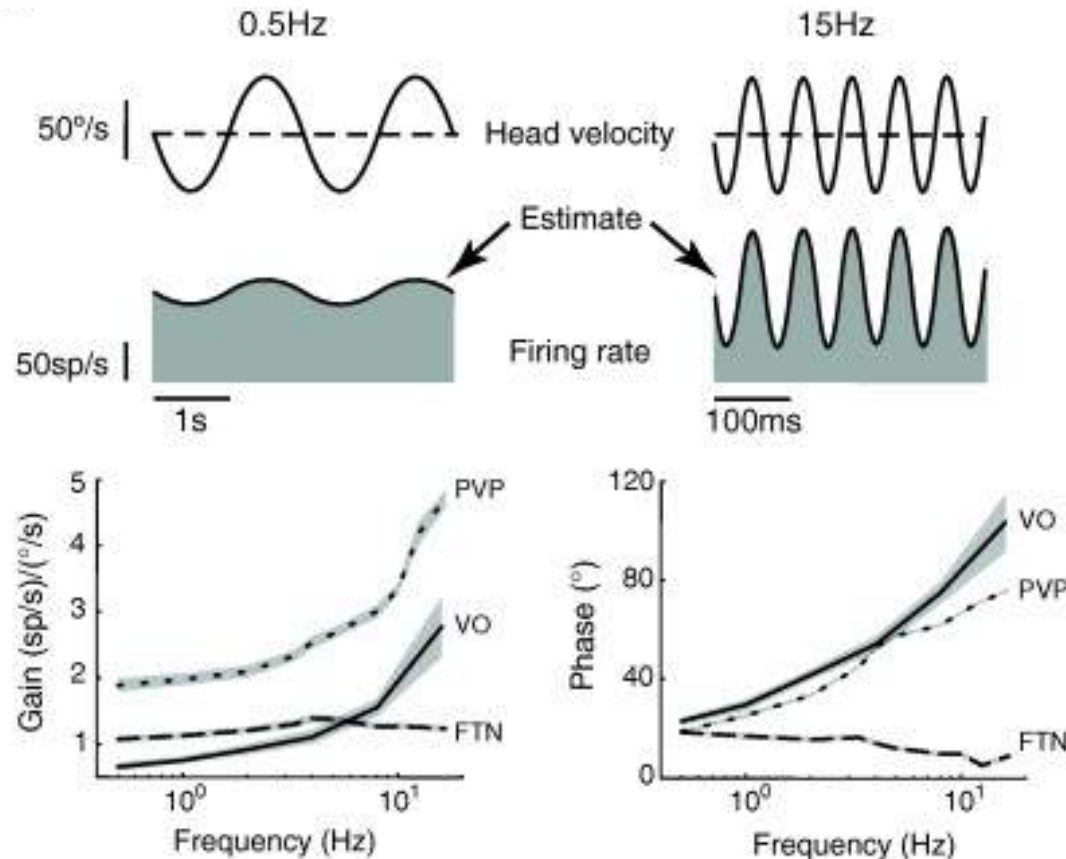
Non linear (more overshoot, FRA)

Very sensitive to current,

Phase Lead , Irregular
trigger mode

Vestibular Nuclei Neuron Dynamics:

Afferents show a response gain increase with frequency

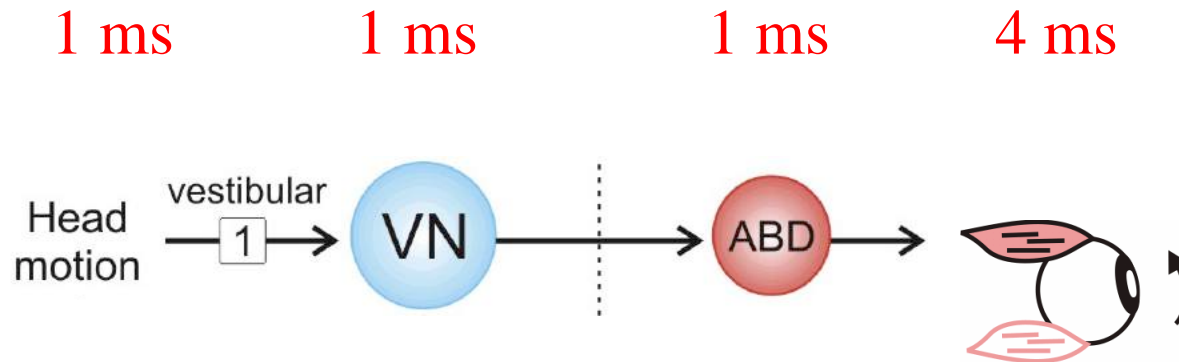


Type B

Type A

Central Vestibular Processing for the VOR

Central Pathways: Pathway Delays – Phase compensation



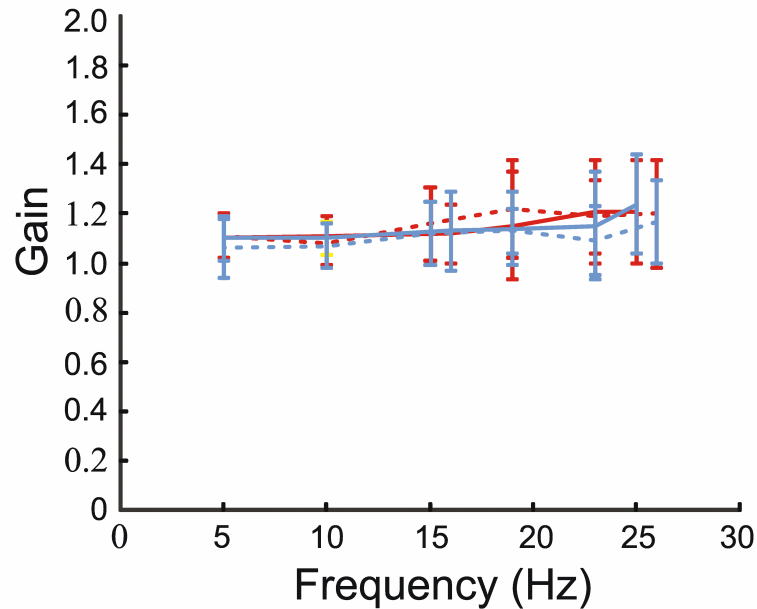
Considerations:

- 1) Neuronal limits (cut-off and saturation)
- 2) Intrinsic Processing and Membrane Properties
- 3) Compensation for pathway delays

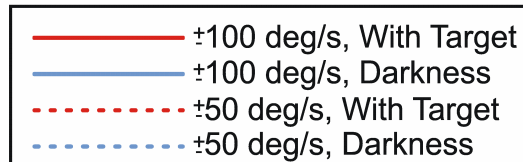
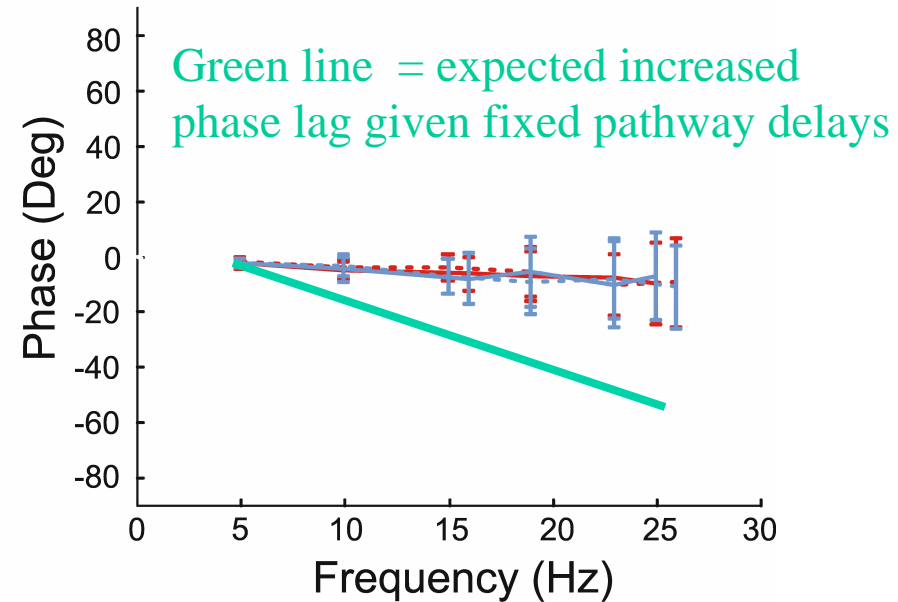
Vestibulo-ocular reflex (VOR) Dynamics:

The VOR is compensatory over a wide frequency range

A.



B.



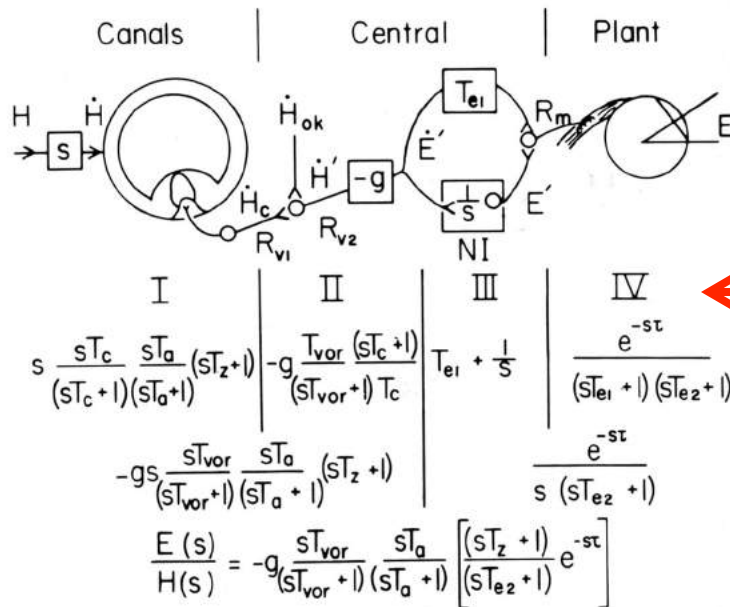
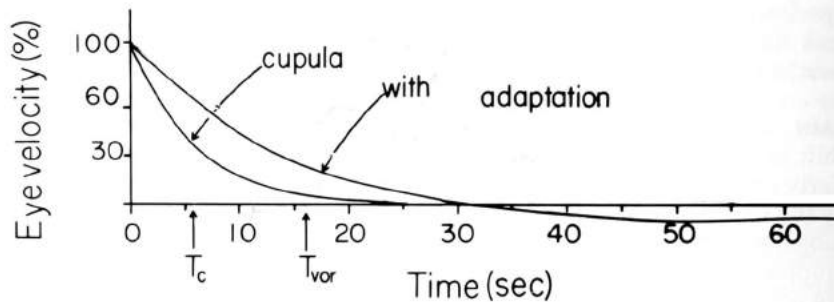
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Intrinsic membrane properties as well as inputs
shape response dynamics

Central Vestibular Processing for the VOR

Neuronal Pathway: Model of the VOR



IV (plant transfer function)

$$Fr = Ro + kE + r\dot{E}$$