

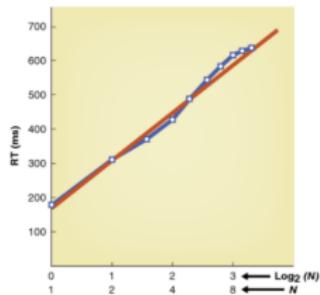
# Neuromechanics of Human Motion

## Optimal Feedback Control

---

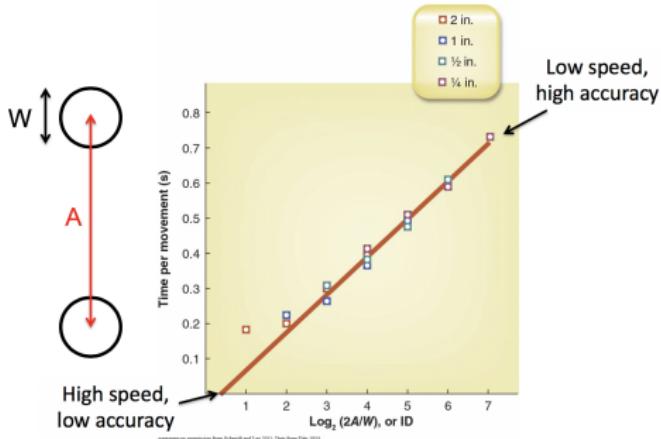
Joshua Cashaback, Ph.D.

# Human Behaviour — Recap



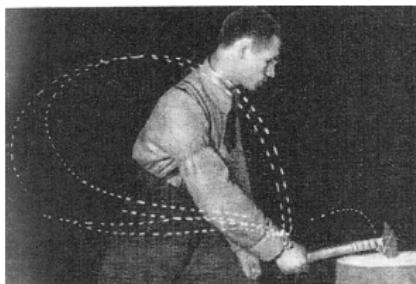
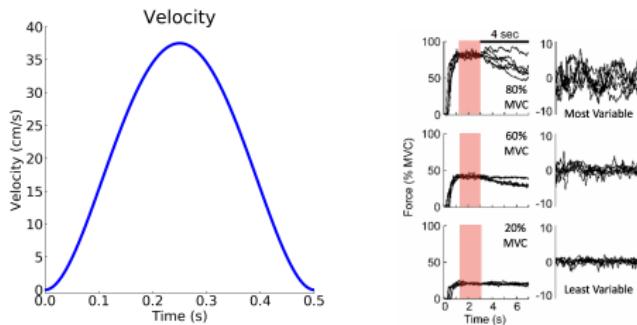
**FIGURE 2.7** Hick's Law: The relation between choice RT and number of S-R alternatives ( $N$ ) is replotted using Merkel's data from figure 2.6, with choice RT as a function of  $\log_2(N)$ .

Reprinted by permission from Schmidt and Lee 2011; Data from: Merkel 1985.



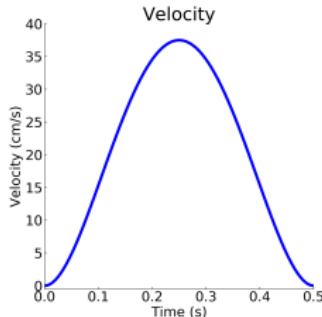
Reprinted by permission from Schmidt and Lee 2011; Data from: Fitts 1954.

# Human Behaviour — Recap

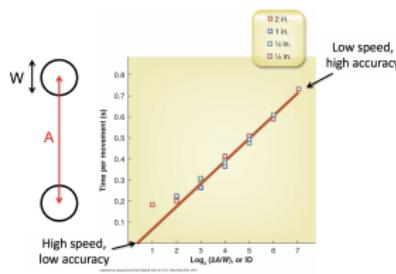


# Human Behaviour — Recap

$\min(\text{jerk})$ ;  $\min(\text{joint moment rate})$ ;  $\min(\text{sdn})$



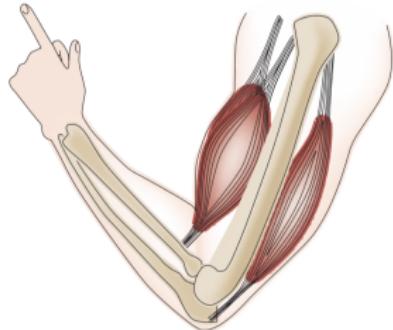
$\min(\text{sdn})$



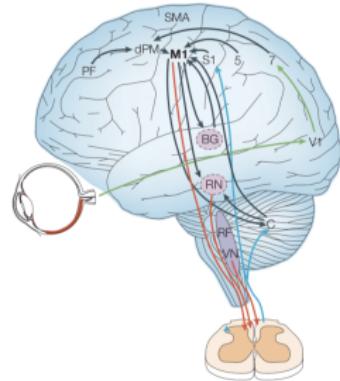
# Lecture Objectives

1. General Concepts of Optimal Feedback Control (OFC)
2. Stereotypical Features of Human Motion
  - a. Fitt's Law
  - b. Bell-shaped Velocity Profiles
  - c. Behaviour of Redundant Systems — Task-relevance
3. Probing Feedback Gains
  - a. short-latency
  - b. long-latency
4. Neural Basis of OFC

# Biomechanics and Brain

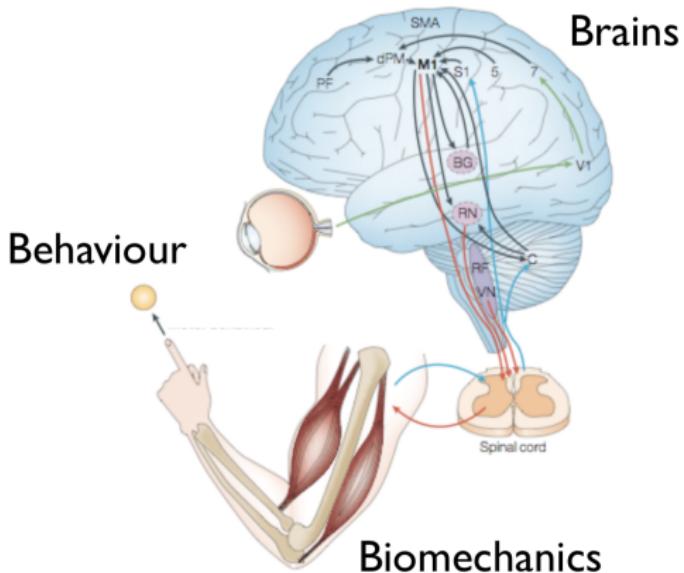


Equally  
Important  
&  
Intimately  
Linked

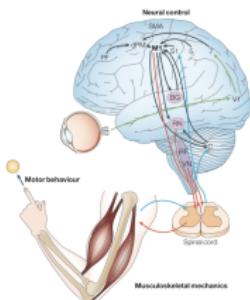


# The Three B's of Human Movement

## The 3 Bs of Motor Control

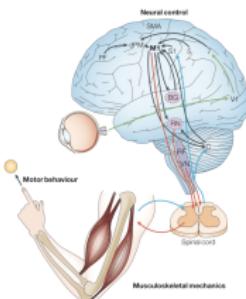


# Optimal Feedback Control

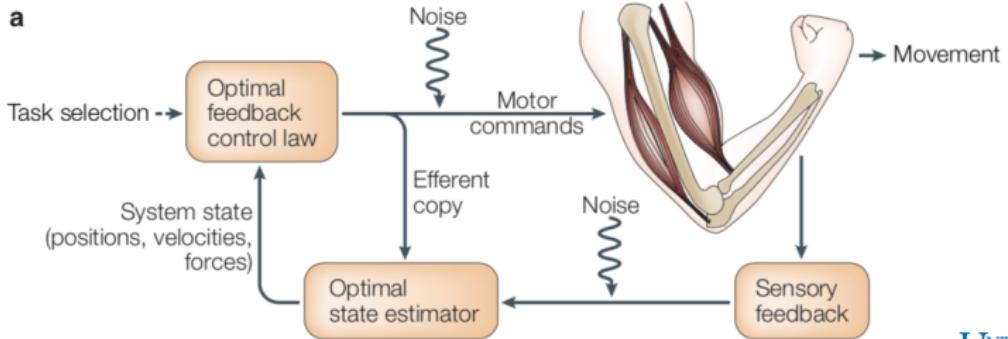


(Todorov and Jordan, 2002; Scott, 2004)

# Optimal Feedback Control



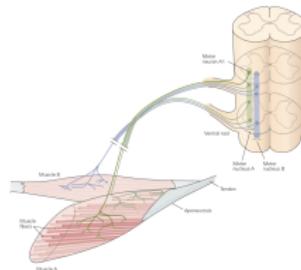
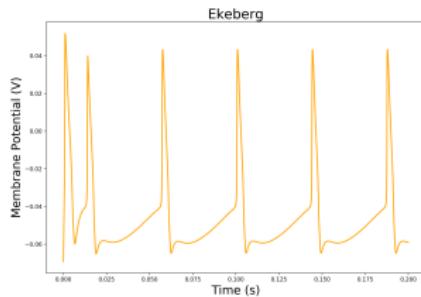
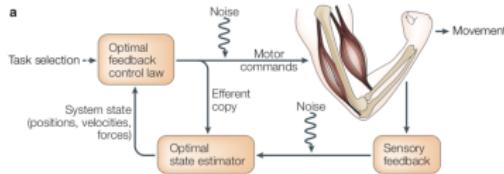
(Todorov and Jordan, 2002; Scott, 2004)



# General Concepts and Terminology

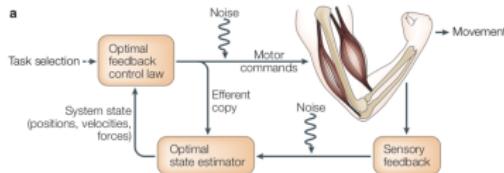
# OFC

## Motor Commands

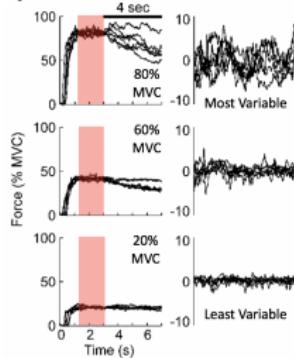


# OFC

## Motor Noise

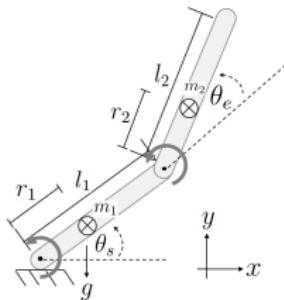
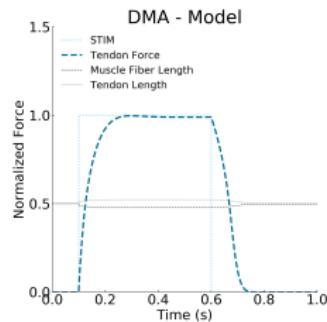
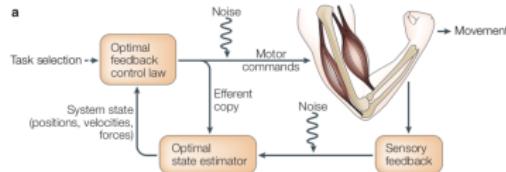


### Multiplicative and Additive



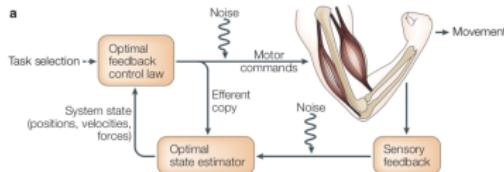
# OFC

## “Plant” (Biomechanics)

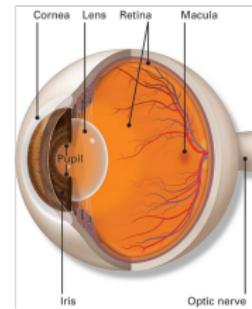
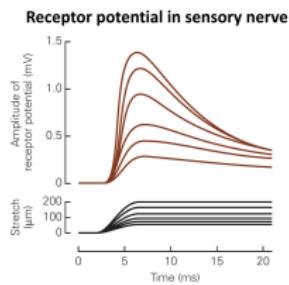
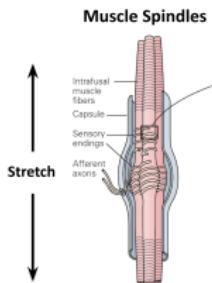


# OFC

## Sensory Feedback and Measured State

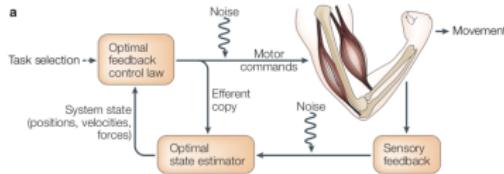


States: position, velocity, force

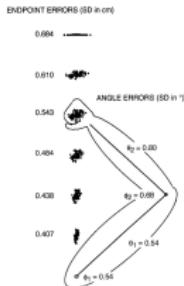


# OFC

## Sensory Noise



(Scott and Loeb, 1994)

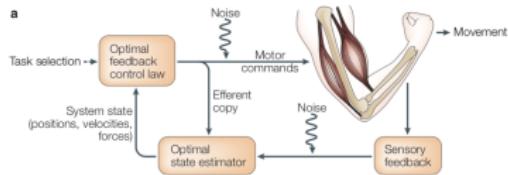


# OFC

## Efference Copy

### Efference Copy

an internal copy of an outflowing (efferent), movement-producing signal (motor command) generated by the motor system.

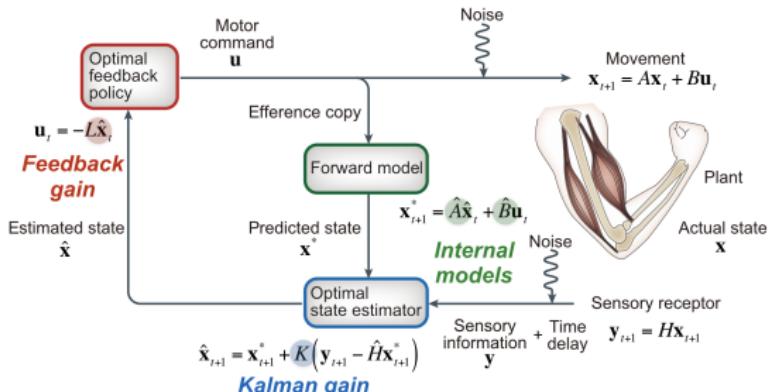


# OFC

## Forward Model

### Forward Internal Model

Efference copy of a particular set of motor commands are passed through a particular neural representation of plant dynamics to make a prediction of state.

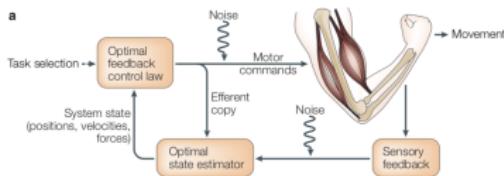
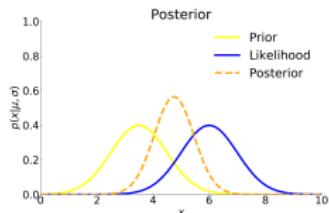


# OFC

## Optimal State Estimator and Posterior State Estimate

### Optimal State Estimator

Combines noisy sensory feedback (time-delayed state measurement) with the forward model predicted state in a statistically optimal (Bayesian) fashion to produce a **posterior state estimate**.



# OFC

## Optimal Feedback Control Law

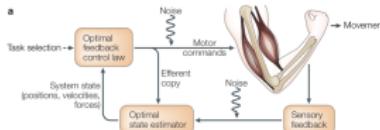
### Feedback Gains

Transform posterior state estimates into motor commands

### Optimal Feedback Control Law

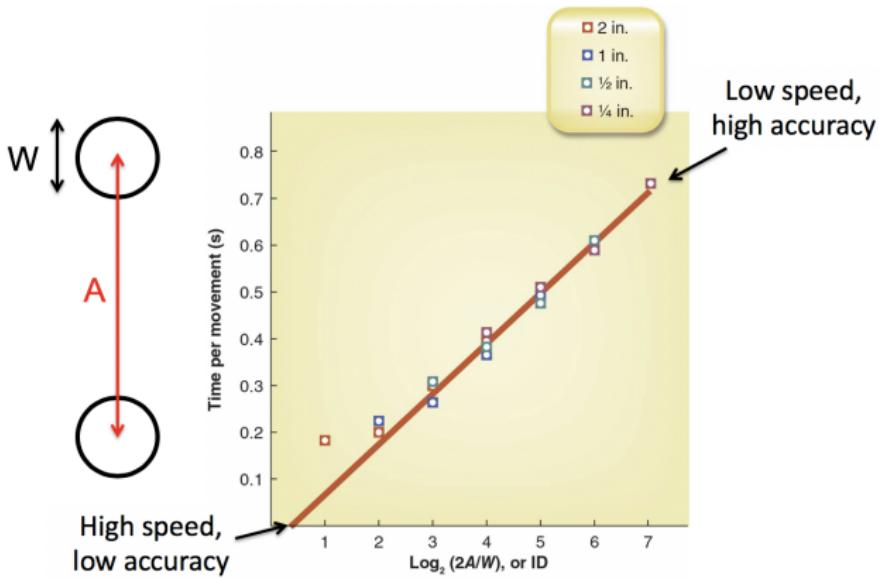
The optimal set of feedback gains that minimize some cost

1. cost function: typically includes desired state (target) and minimizing motor commands
2. movement trajectories emerge from the optimal control law



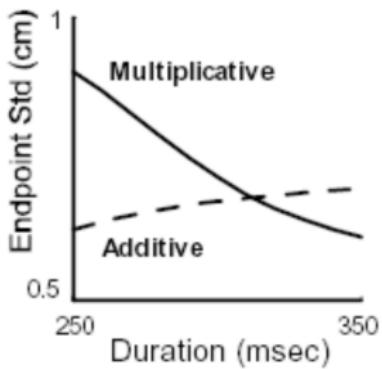
## OFC — Stereotypical Human Behaviour

# Fitt's Law — Speed Accuracy Tradeoff

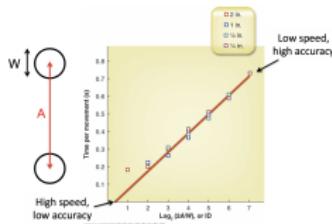


# Fitt's Law — Speed Accuracy Tradeoff

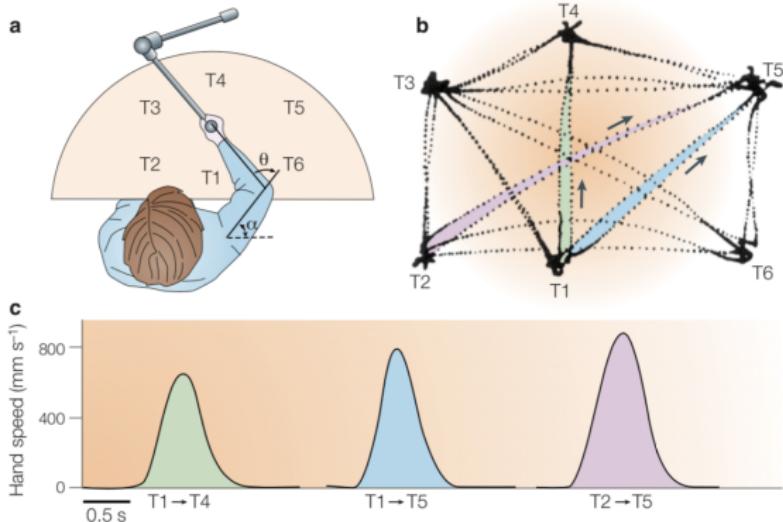
B) Speed vs. accuracy



(Todorov, 2005)

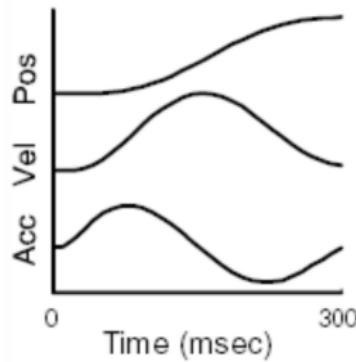


# Bell-shaped Velocity Profiles

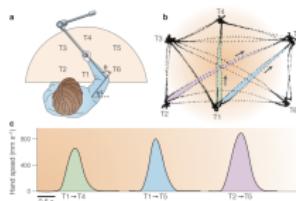


# Bell-shaped Velocity Profiles

A) Kinematics



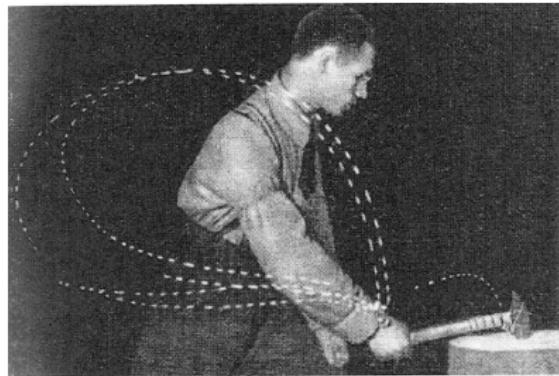
(Todorov, 2005)



# Behaviour of Redundant Systems

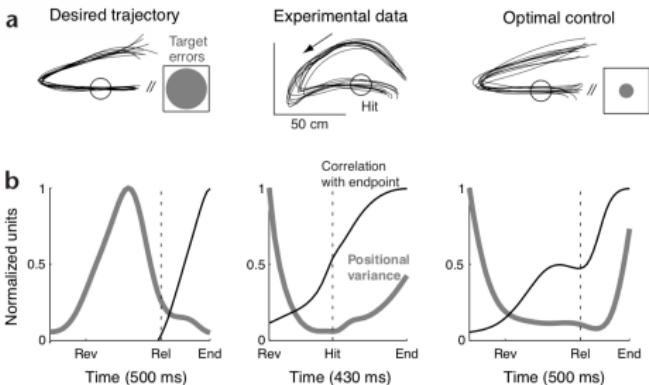
## Minimal Intervention Principle (Todorov 2002)

Deviations from the average trajectory are only corrected when they interfere with the task goals.



# Behaviour of Redundant Systems

## Virtual Ping-Pong Task

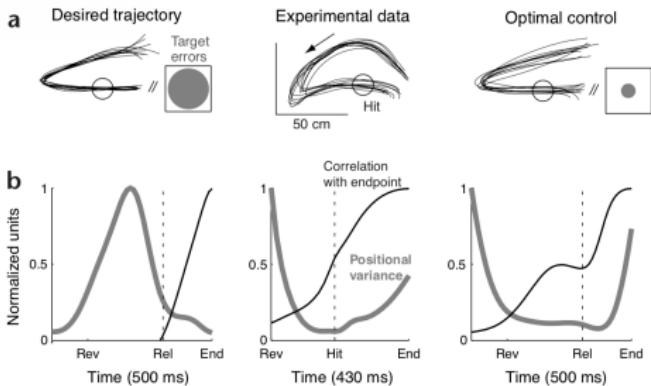


(a) trajectory control (b) experimental data (c) optimal feedback control



# Behaviour of Redundant Systems

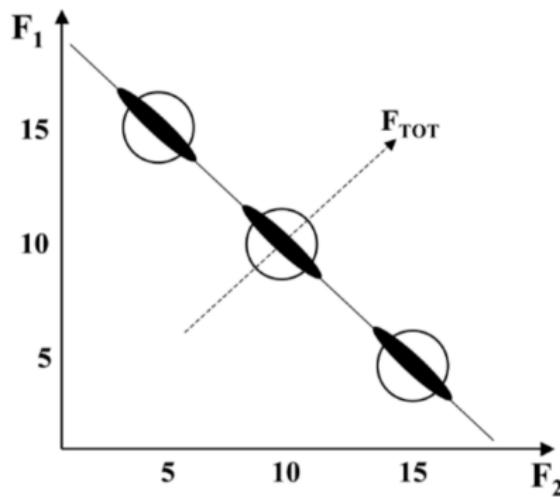
## Virtual Ping-Pong Task



(a) trajectory control (b) experimental data (c) optimal feedback control  
OFC mean trajectory and task-irrelevant variability are emergent features!



# Behaviour of Redundant Systems



**Figure 1**—An illustration of the two basic features of synergies. A person tried to produce the same total force of 20 N with two fingers. Three sharing patterns are illustrated: 5:15 N, 10:10 N, and 15:5 N. This means that with changes of total force ( $F_{TOT}$ ) both finger forces change in the same direction (i.e., positive co-variation along the dashed lines). Data distri-

# Behaviour of Redundant Systems

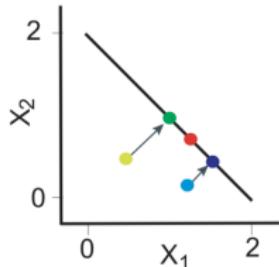
Control Problem:  $X_1 + X_2 = 2$

Nominal Solution:  $X_1 = X_2 = 1$  ●

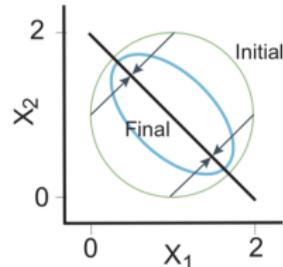
Case 1(●):  $X_1 = 0.5, X_2 = 0.5$   
Proceed to ●

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



The optimal feedback control goes directly to the goal

Greater variability (covariance matrix) along the task-irrelevant dimension

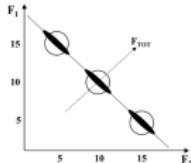


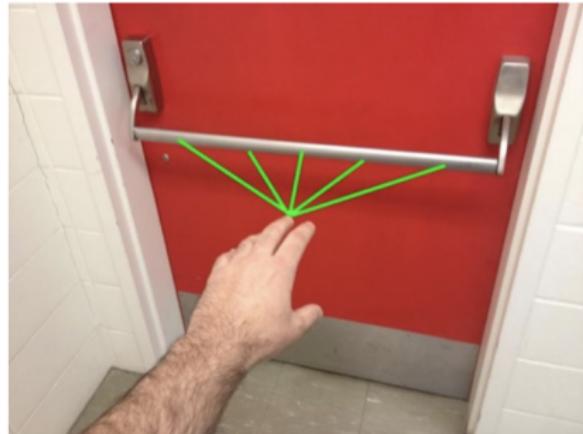
Figure 1—An illustration of the two basic features of synergies. A person tried to produce the same static force of 20N with two fingers. Three starting patterns are observed: 5.13 N, 10.18 N, and 15.5 N. This means that with changes of force (F<sub>tot</sub>), both fingers change in the same direction (i.e., positive correlation along the task-redundant dimension).

# Behaviour of Redundant Systems

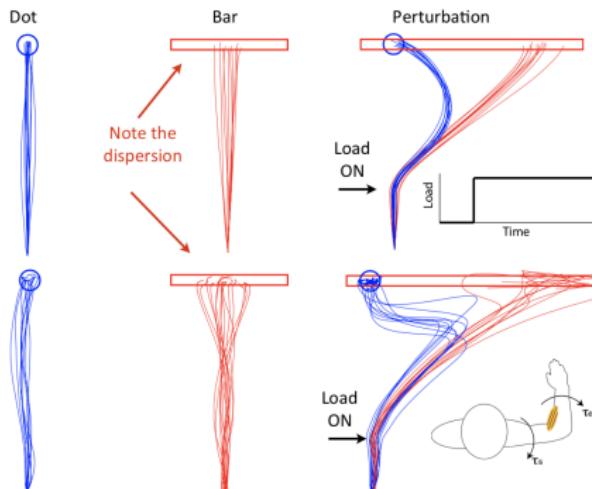
Localized



Room for error along the bar



# Behaviour of Redundant Systems



Top row: OFC model; Bottom row; Human data (Nashed et al., 2012)

Localized

Room for error along the bar

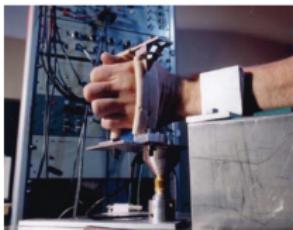


# Probing Feedback Gains

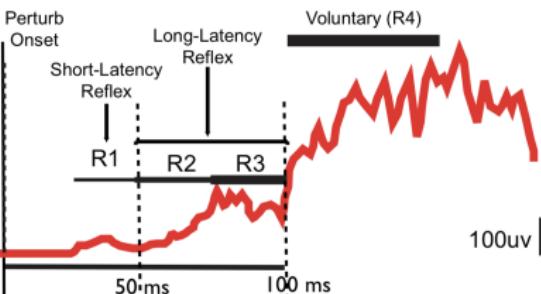
# Probing Feedback Gains

## Experimental Design

### Single-Joint Perturbation



### Stretch-Related Muscle Activity



Short-latency response:  
Spinal

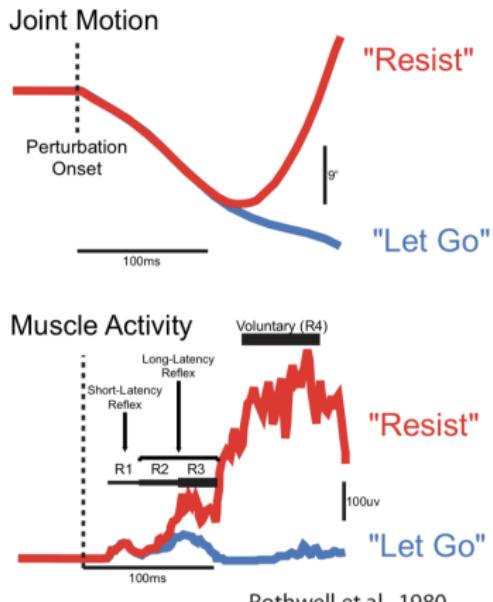
Long-latency response:  
Spinal and Cortical

### Step-Torque Perturbation

Proprioceptive Feedback

Visual Feedback

# Feedback Gains — Task Goal

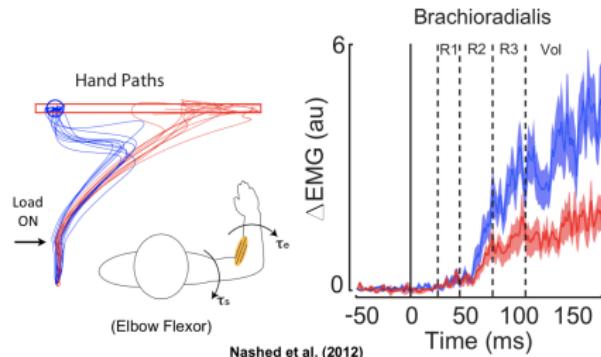


Rothwell et al., 1980

The Long-Latency reflex displays 'intelligence'  
by responding to the task goal

# Feedback Gains

## Minimum Intervention Principle

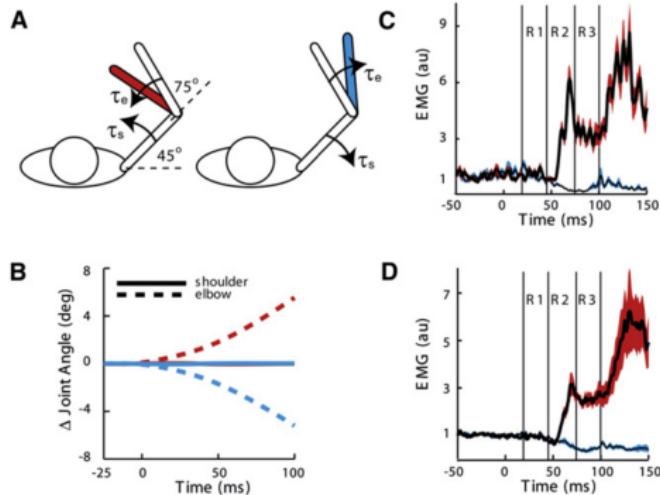


Long-Latency mirrors the minimum intervention principle (and OFC)

1. Greater gain with task-relevant perturbation
2. Less gain with task-irrelevant perturbation

# Feedback Gains

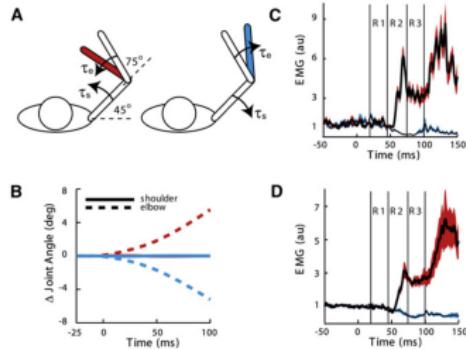
## Knowledge of Limb Dynamics



a) applied moment b) individual PD EMG c) group kinematics d) group PD EMG (Kurtzer et al., 2008)

# Feedback Gains

## Knowledge of Limb Dynamics



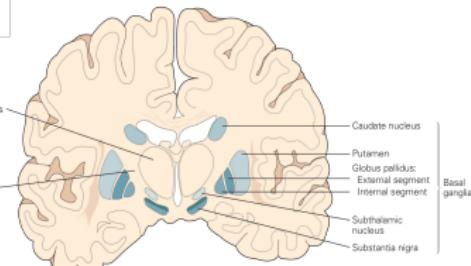
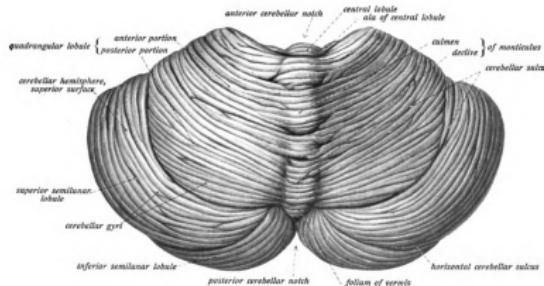
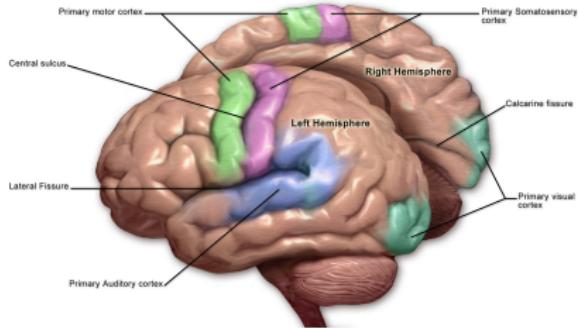
a) applied moment b) individual PD EMG c) group kinematics d) group PD EMG (Kurtzer et al., 2008)

Long-latency reflects knowledge of interaction moments

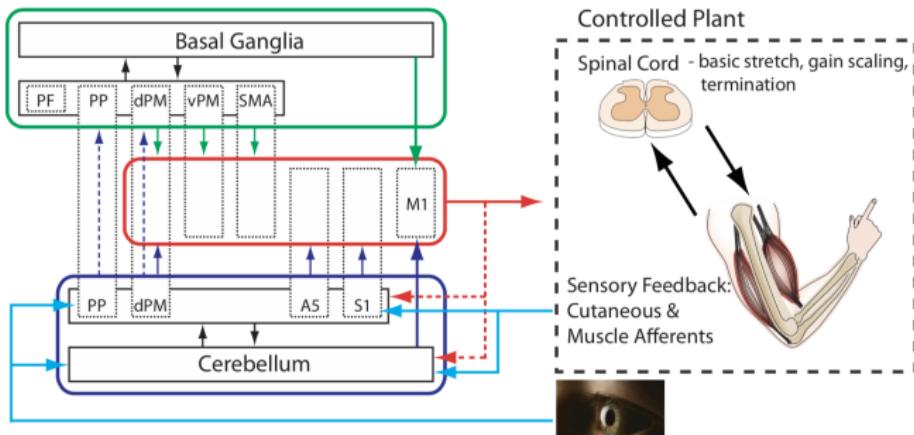
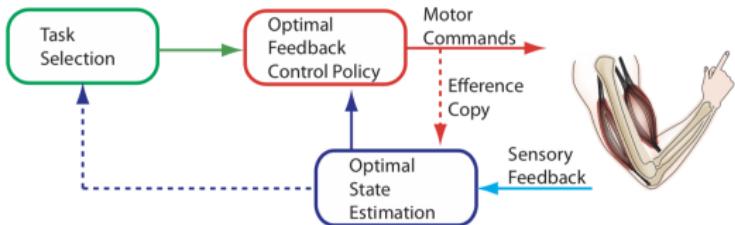
1. PD generates shoulder moment to counter interaction moment produced by TRI that corrects elbow angle.
2. PD inhibited to not assist interaction moment produced by BR and BB that corrects elbow angle.

# Neural Basis of OFC

# Neural Basis of OFC

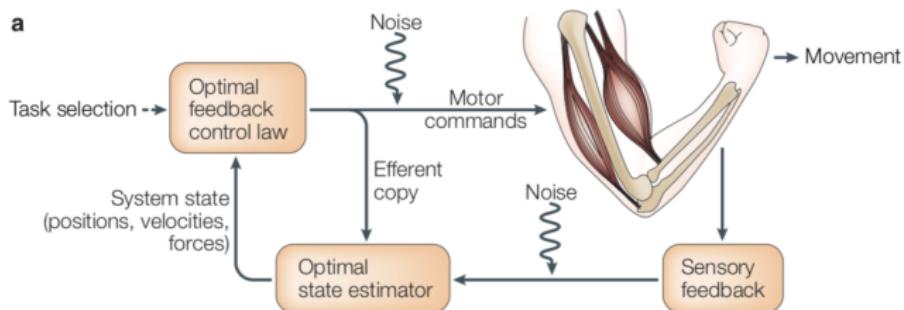


# Neural Basis of OFC



# Take Homes

1. Brain and Biomechanics dictate Behaviour.
2. OFC (LQG) Captures MANY stereotypical features of human behaviour
  - a. (Near) Optimal Control
  - b. State Estimation

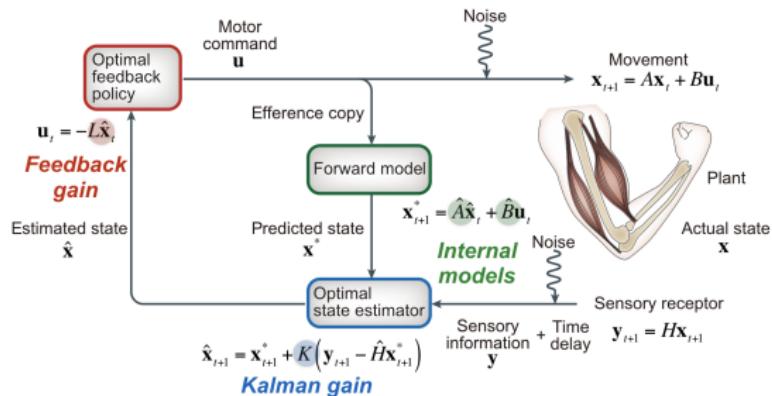


# QUESTIONS???

# Next Class

## Optimal Feedback Control Model (LQG)

1. LQR
2. State Estimation



# Acknowledgements

Stephen Scott (CoSMo Lecture)