

# Models of the motor system

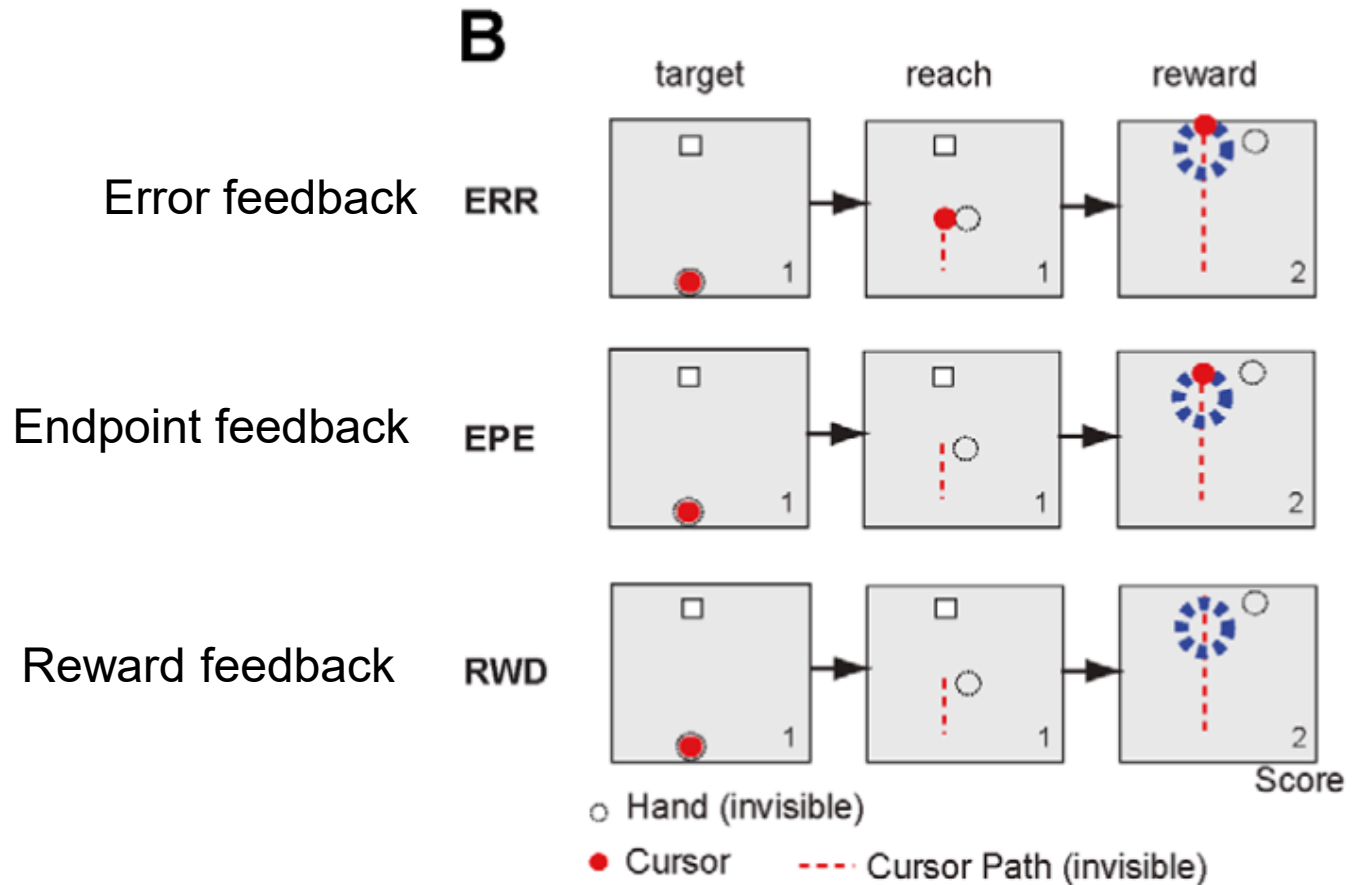
Fall 2021

Opher Donchin

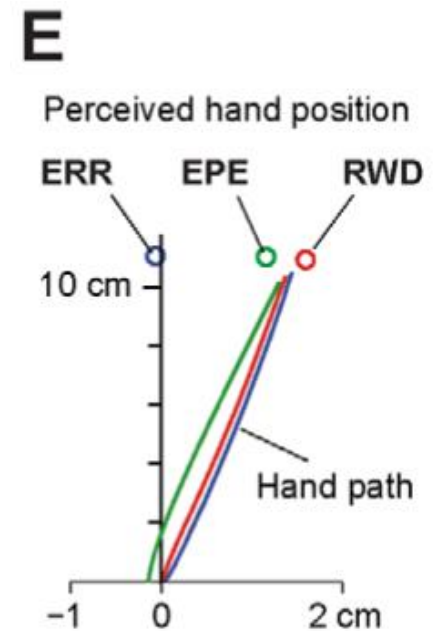
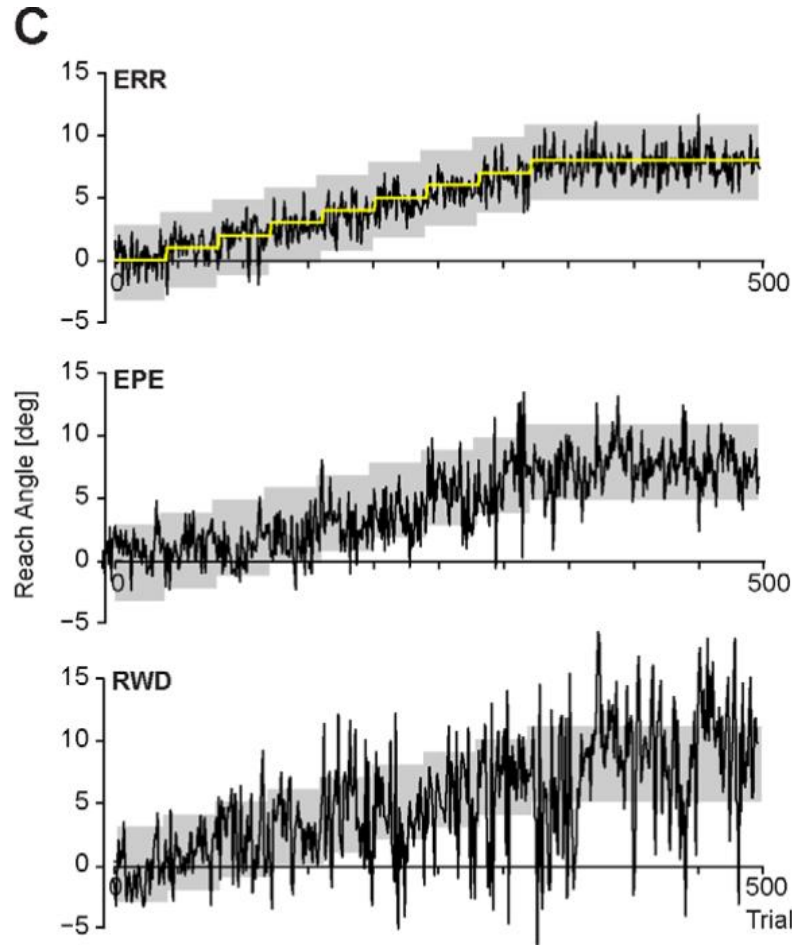
# Part 1

- Reminder reward learning

# Teaching with errors and rewards



# Learning from errors and rewards



# Model the movements

## Hand and cursor

$$h^{(k+1)} = u^{(k)} + n_h^{(k)}$$

$$c^{(k)} = h^{(k)} + p^{(k)}$$

$$y^{(k)} = c^{(k)} + n_y^{(k)}$$

$h$ : hand

$u$ : motor command

$c$ : cursor

$p$ : perturbation

$y$ : sensed position

$n$ : noise

## Internal estimates

$$\hat{h}^{(k+1)} = \hat{p}^{(k)} + u^{(k)}$$

$$\hat{p}^{(k+1)} = a\hat{p}^{(k)} + n_p^{(k)}$$

$a$ : forgetting factor

## Vectorization

$$\mathbf{x}^{(k+1)} = A\mathbf{x}^{(k)} + \mathbf{b}u^{(k)} + \mathbf{n}_x^{(k)}$$

$$y^{(k)} = C\mathbf{x}^{(k)} + n_y^{(k)}$$

$$\mathbf{x}^{(k)} = \begin{pmatrix} p^{(k)} \\ h^{(k)} \end{pmatrix} : \text{state vector}$$

$$\mathbf{n}_x^{(k)} = \begin{pmatrix} n_p^{(k)} \\ n_h^{(k)} \end{pmatrix}$$

$$A = \begin{pmatrix} a & 0 \\ 1 & 0 \end{pmatrix} \quad \mathbf{b} = \begin{pmatrix} 0 \\ 1 \end{pmatrix} \quad C = (0 \quad 1)$$

# Kalman filter as error based learning

## State equations

$$\mathbf{x}^{(k+1)} = A\mathbf{x}^{(k)} + \mathbf{b}u^{(k)} + \mathbf{n}_x^{(k)}$$

$$y^{(k)} = C\mathbf{x}^{(k)} + n_y^{(k)}$$

$$\mathbf{x}^{(k)} = \begin{pmatrix} p^{(k)} \\ h^{(k)} \end{pmatrix} \quad \mathbf{n}_x^{(k)} = \begin{pmatrix} n_p^{(k)} \\ n_h^{(k)} \end{pmatrix}$$

$$A = \begin{pmatrix} a & 0 \\ 1 & 0 \end{pmatrix} \quad \mathbf{b} = \begin{pmatrix} 0 \\ 1 \end{pmatrix} \quad C = (0 \quad 1)$$

## Kalman filter

$$\hat{\mathbf{x}}^{(k|k-1)} = A\hat{\mathbf{x}}^{(k-1|k-1)} + \mathbf{b}u^{(k)}$$

$$\hat{\mathbf{x}}^{(k|k)} = \hat{\mathbf{x}}^{(k|k-1)} + K^{(k)} \left( y^{(k)} - C\hat{\mathbf{x}}^{(k|k-1)} \right)$$

$y^{(k)} - C\hat{\mathbf{x}}^{(k|k-1)}$ : sensory prediction error

$K^{(k)}$ : Kalman gain

## Kalman gain

$$K^{(k)} = P^{(k|k-1)} C^T \left( C P^{(k|k-1)} C^T + \sigma_y^2 \right)^{-1}$$

$P^{(k|k-1)}$ : Variance of state estimate

# State variance

## State equations

$$\mathbf{x}^{(k+1)} = A\mathbf{x}^{(k)} + \mathbf{b}u^{(k)} + \mathbf{n}_x^{(k)}$$

$$y^{(k)} = C\mathbf{x}^{(k)} + n_y^{(k)}$$

## Kalman filter

$$\hat{\mathbf{x}}^{(k|k-1)} = A\hat{\mathbf{x}}^{(k-1|k-1)} + \mathbf{b}u^{(k)}$$

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$$K^{(k)} = P^{(k|k-1)} C^T \left( C P^{(k|k-1)} C^T + \sigma_y^2 \right)^{-1}$$

## Variance propagation

$$P^{(k|k-1)} = A P^{(k-1|k-1)} A^T + Q^{(k)}$$

$$P^{(k|k)} = \left( I - K^{(k)} C \right) P^{(k|k-1)}$$

$$Q^{(k)} = \begin{pmatrix} \sigma_h^2 & 0 \\ 0 & \sigma_p^2 \end{pmatrix} : \text{variance of state variables}$$

# Credit assignment problem

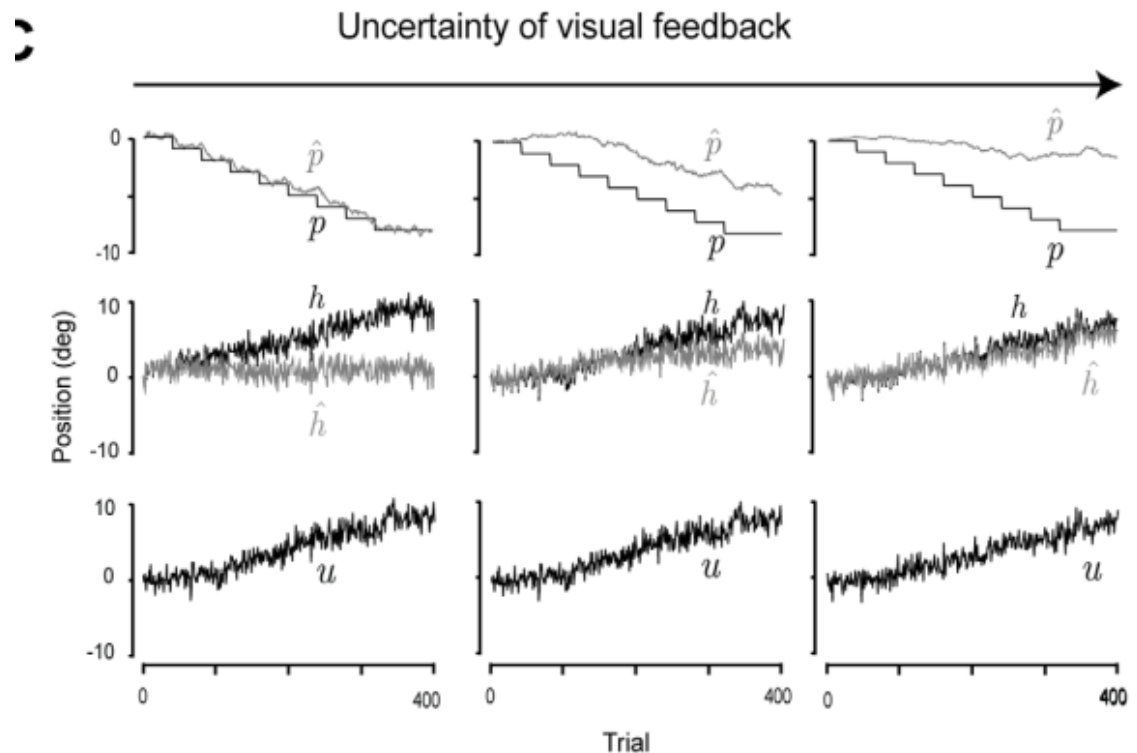
$$\mathbf{x}^{(k+1)} = A\mathbf{x}^{(k)} + \mathbf{b}u^{(k)} + \mathbf{n}_x^{(k)}$$

$$y^{(k)} = C\mathbf{x}^{(k)} + n_y^{(k)}$$

$$\hat{\mathbf{x}}^{(k|k-1)} = A\hat{\mathbf{x}}^{(k-1|k-1)} + \mathbf{b}u^{(k)}$$

$$\hat{\mathbf{x}}^{(k|k)} = \hat{\mathbf{x}}^{(k|k-1)} + K^{(k)} \left( y^{(k)} - C\hat{\mathbf{x}}^{(k|k-1)} \right)$$

$$K^{(k)} = P^{(k|k-1)} C^T \left( C P^{(k|k-1)} C^T + \sigma_y^2 \right)^{-1}$$





# Deciding on the movement

## Control policy

$$u^{(k)} = -\hat{p}^{(k)} + w_r^{(k)} + n_u^{(k)}$$

$w_r^{(k)}$ : reward-maximizing policy

## State equations

$$\mathbf{x}^{(k+1)} = A\mathbf{x}^{(k)} + \mathbf{b}u^{(k)} + \mathbf{n}_x^{(k)}$$

$$y^{(k)} = C\mathbf{x}^{(k)} + n_y^{(k)}$$

## Kalman filter

$$\hat{\mathbf{x}}^{(k|k-1)} = A\hat{\mathbf{x}}^{(k-1|k-1)} + \mathbf{b}u^{(k)}$$

$$\hat{\mathbf{x}}^{(k|k)} = \hat{\mathbf{x}}^{(k|k-1)} + K^{(k)} \left( y^{(k)} - C\hat{\mathbf{x}}^{(k|k-1)} \right)$$

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## Variance propagation

$$P^{(k|k-1)} = A P^{(k-1|k-1)} A^T + Q^{(k)}$$

$$P^{(k|k)} = \left( I - K^{(k)} C \right) P^{(k|k-1)}$$

# Reward based learning

## State equations

$$\mathbf{x}^{(k+1)} = A\mathbf{x}^{(k)} + \mathbf{b}u^{(k)} + \mathbf{n}_x^{(k)}$$

$$y^{(k)} = C\mathbf{x}^{(k)} + n_y^{(k)}$$

## Kalman filter

$$\hat{\mathbf{x}}^{(k|k-1)} = A\hat{\mathbf{x}}^{(k-1|k-1)} + \mathbf{b}u^{(k)}$$

$$\hat{\mathbf{x}}^{(k|k)} = \hat{\mathbf{x}}^{(k|k-1)} + K^{(k)} \left( y^{(k)} - C\hat{\mathbf{x}}^{(k|k-1)} \right)$$

## Control policy

$$u^{(k)} = -\hat{p}^{(k)} + w_r^{(k)} + n_u^{(k)}$$

## Policy learning

$$w_r^{(k+1)} = w_r^{(k)} + \alpha_r \delta^{(k)}$$

$$\delta^{(k)} = r^{(k)} + \gamma \hat{V}^{(k+1)} - \hat{V}^{(k)}$$

$\delta^{(k)}$ : reward prediction error

$V^{(k)}$ : Discounted accumulated reward

$\hat{V}^{(k)}$ : Estimate of accumulated reward

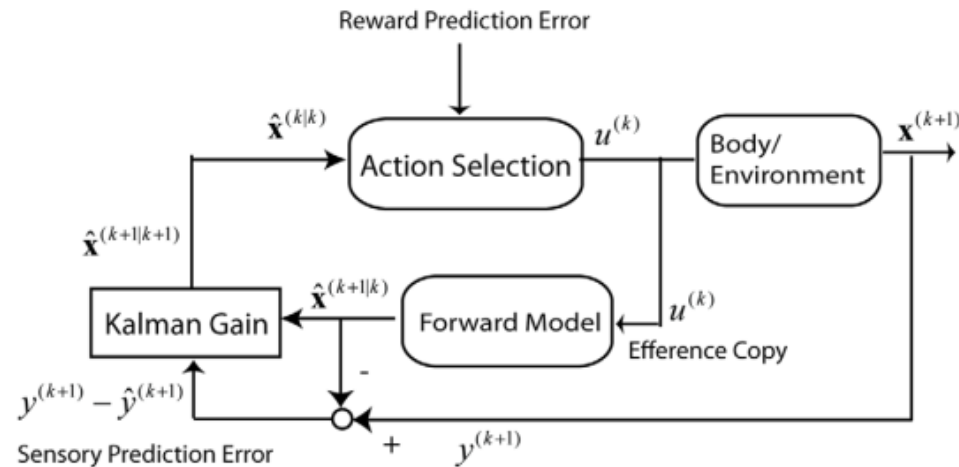
$\gamma$ : Discounting factor

## Reward learning

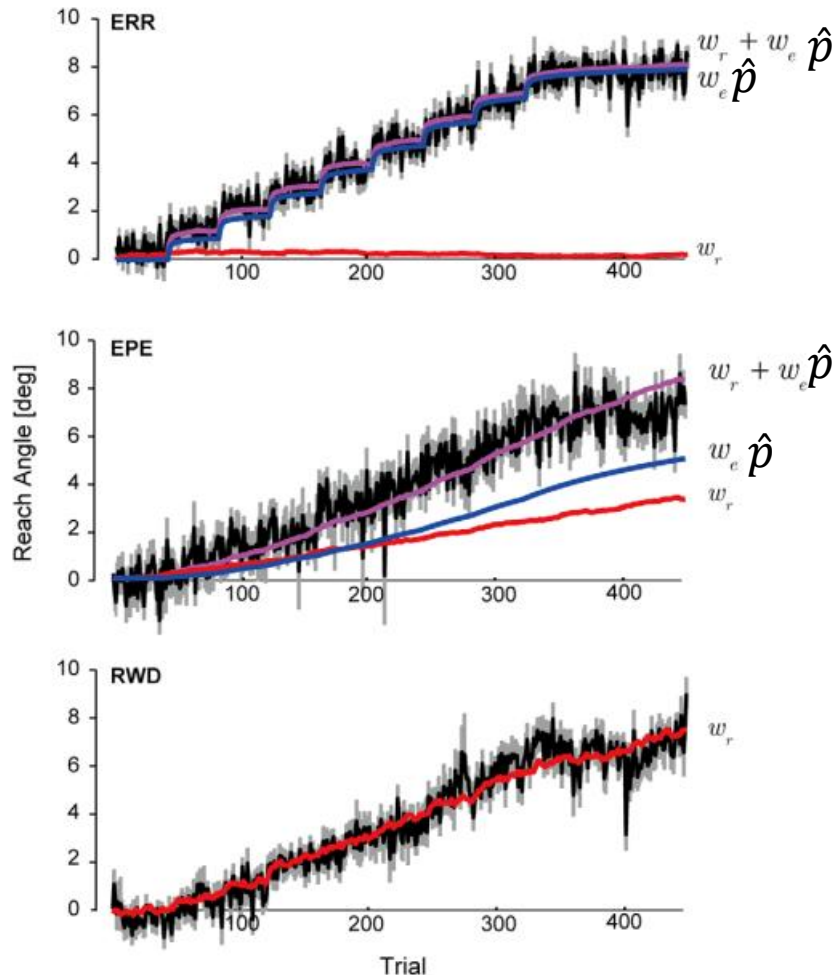
$$V^{(k)} = E \left[ r^{(k)} + \gamma r^{(k+1)} + \gamma^2 r^{(k+2)} + \dots \right]$$

$$\hat{V}^{(k+1)} = \hat{V}^{(k)} + \alpha_V \delta^{(k)}$$

# Box and arrow diagram of the model



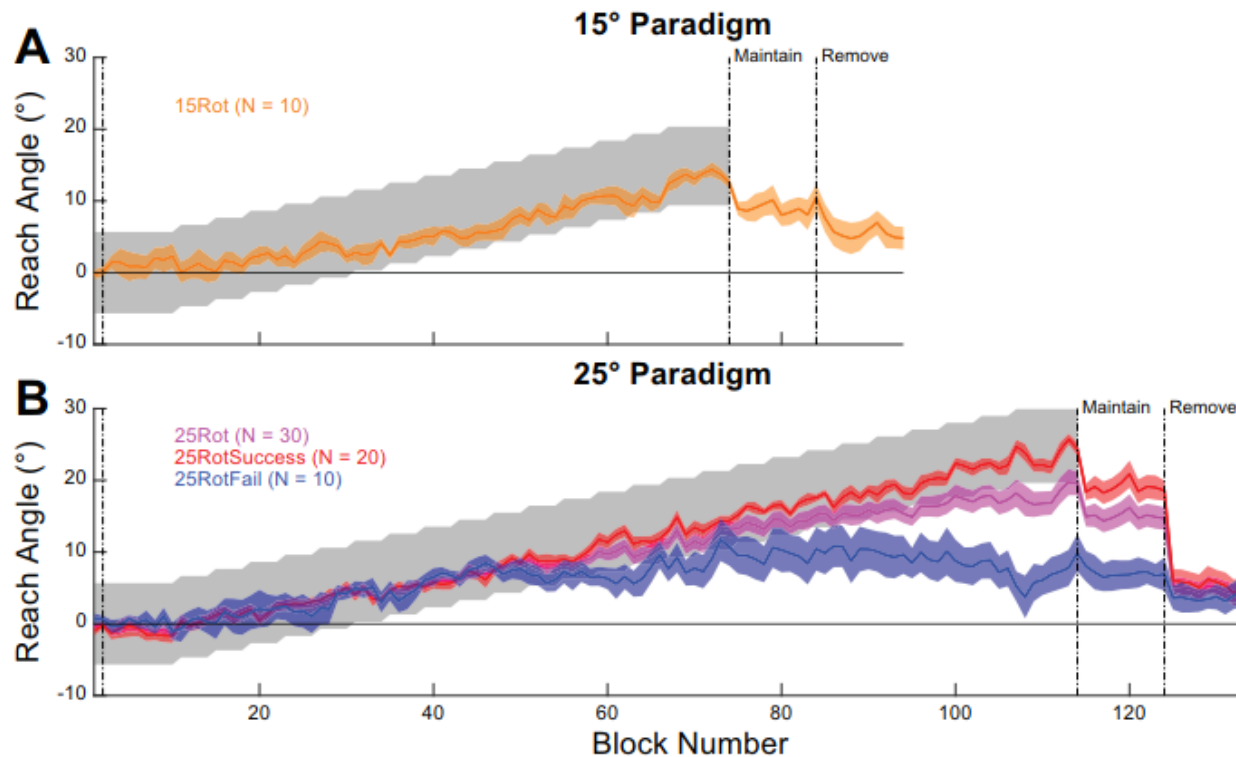
# Model successfully learns from error or reward



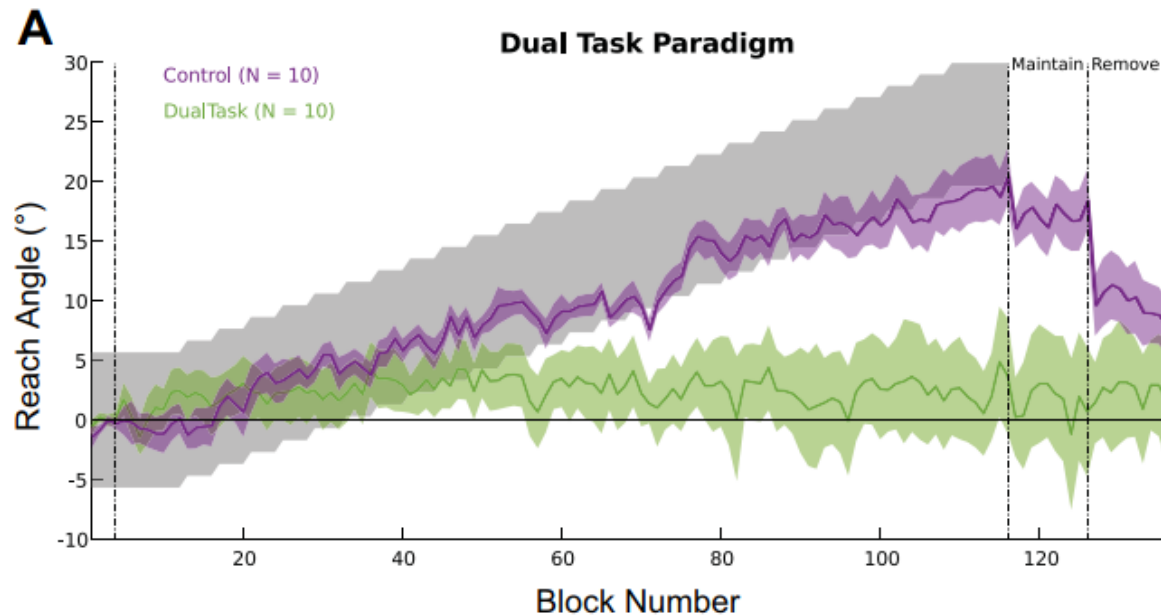
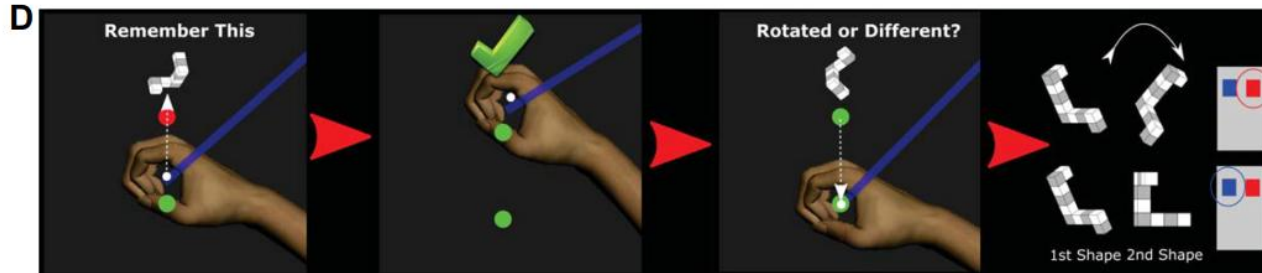
# Part 2

- Reinforcement and explicit learning

# Reinforcement learning can be “turned off”

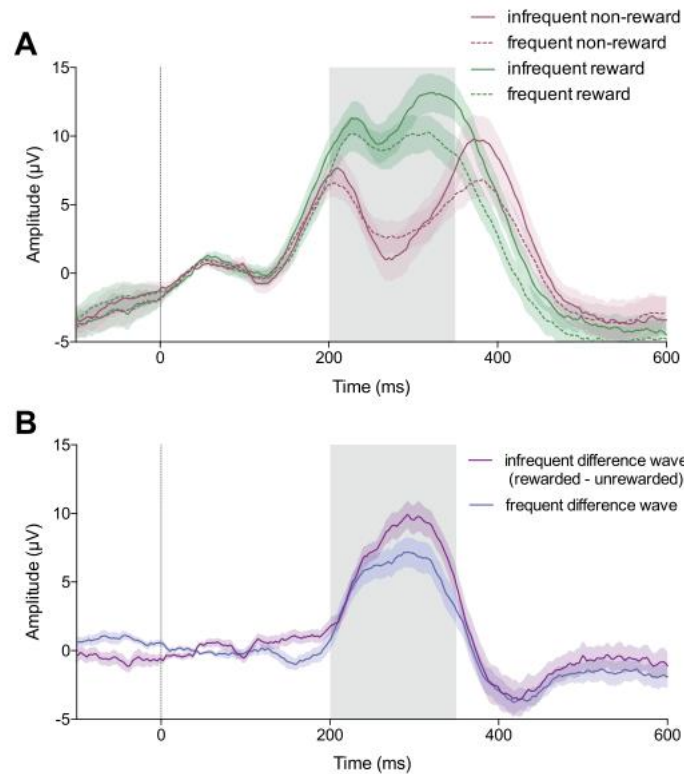


# Dual task wipes out reinforcement learning

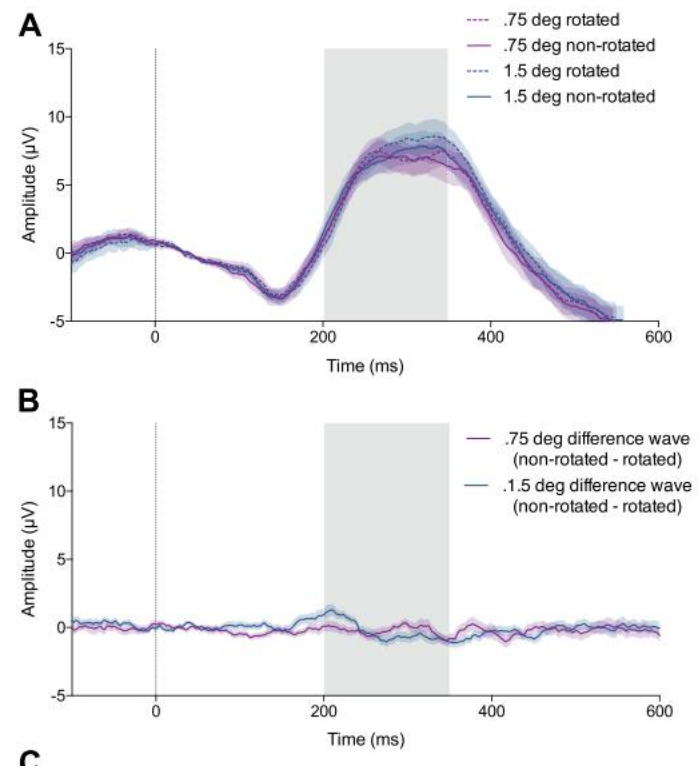


# Different EEG for reward and error based learning

Reward based

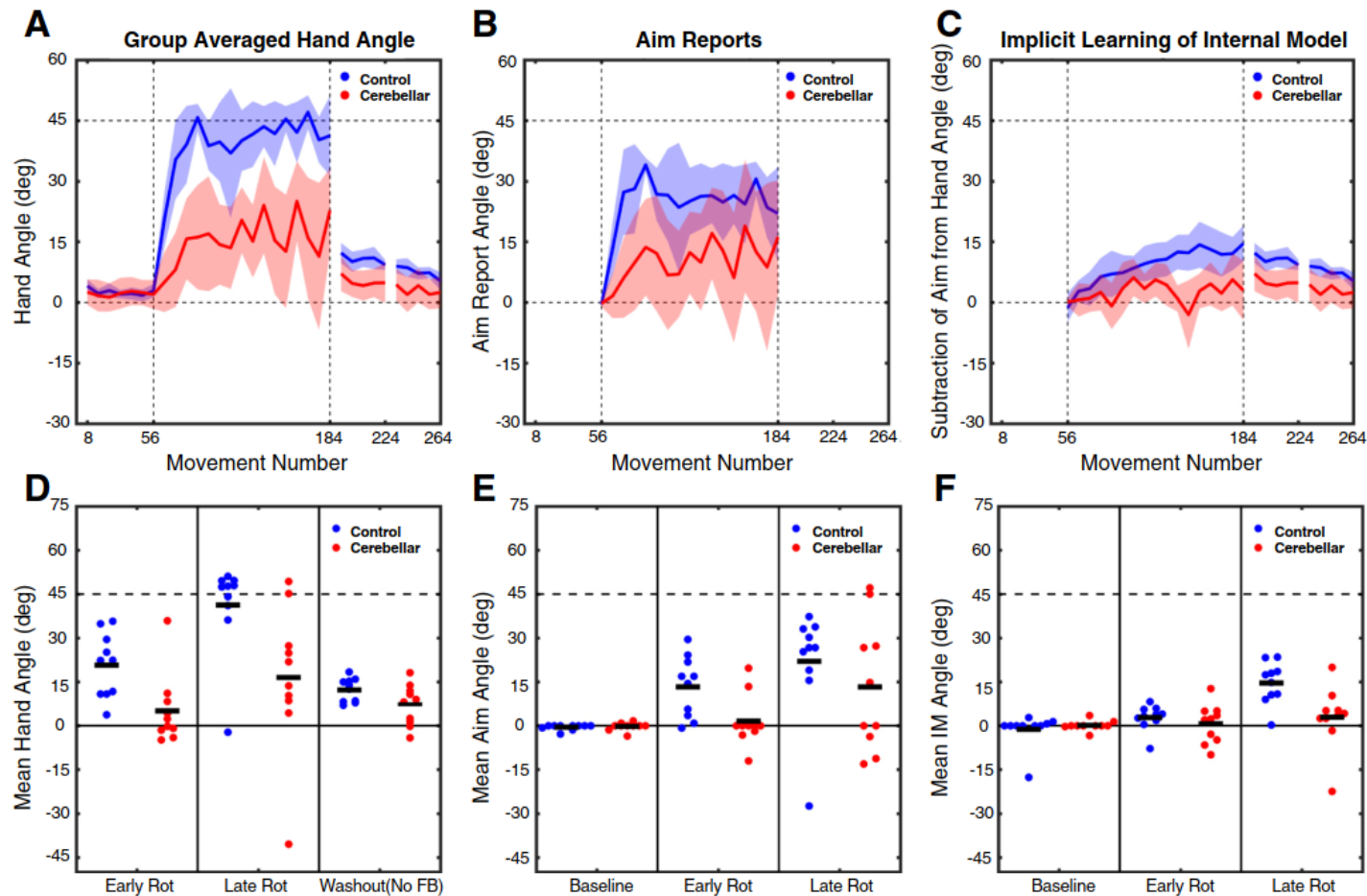


Error based

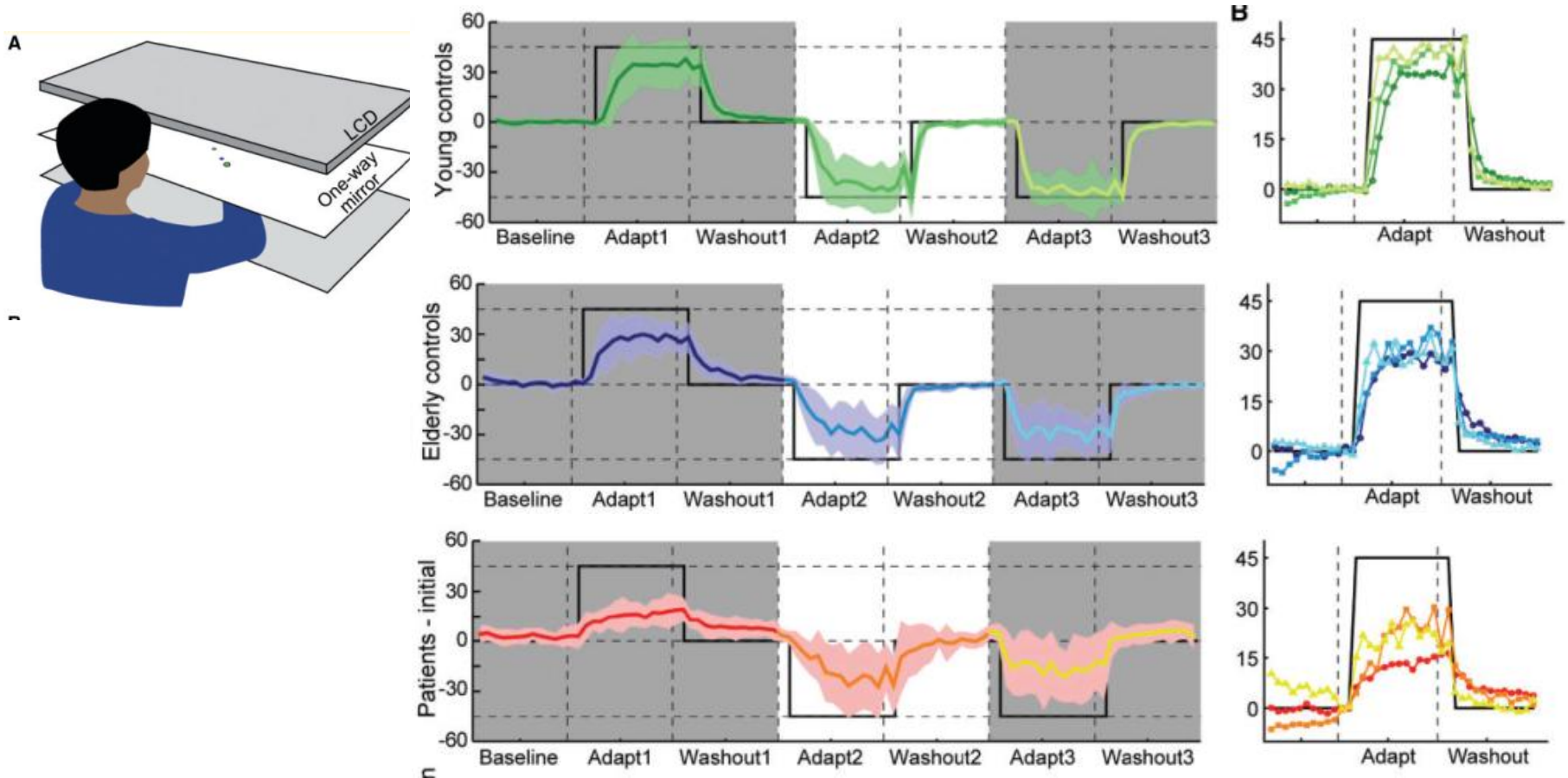




# But cerebellar patients have poor explicit AND implicit



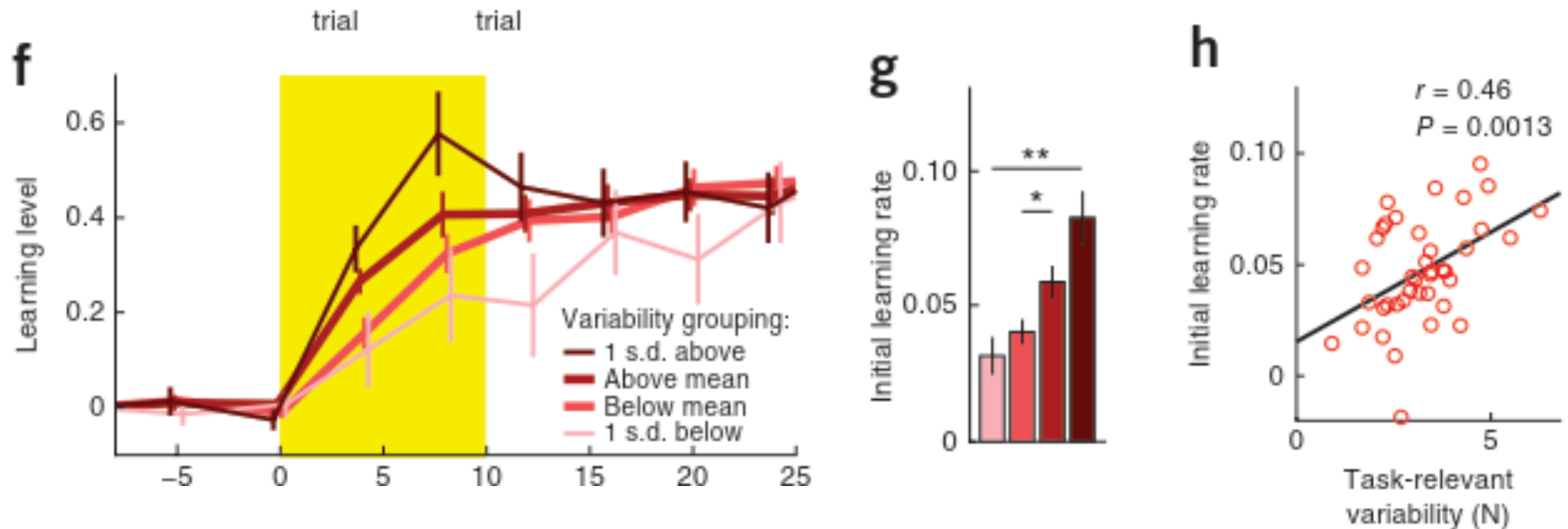
# Can be rescued by “providing” explicit strategy



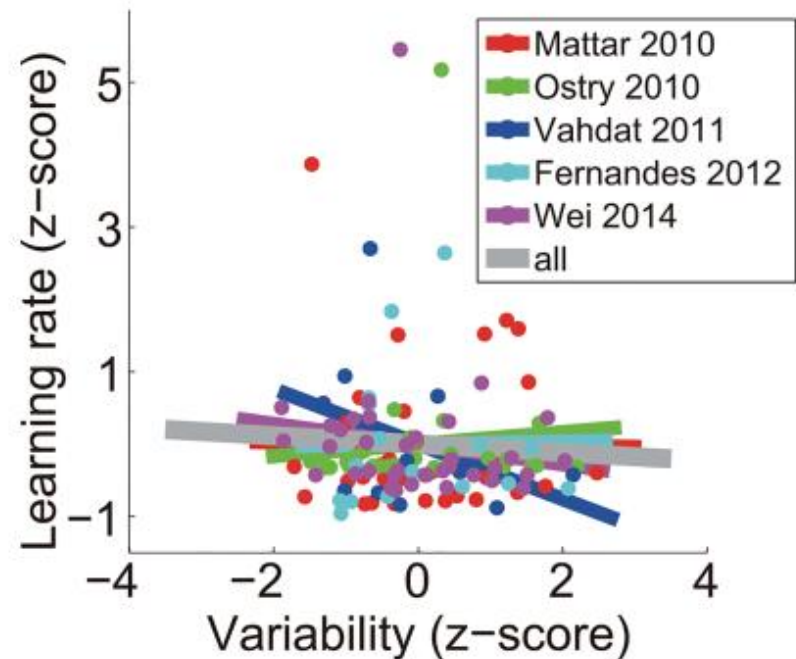
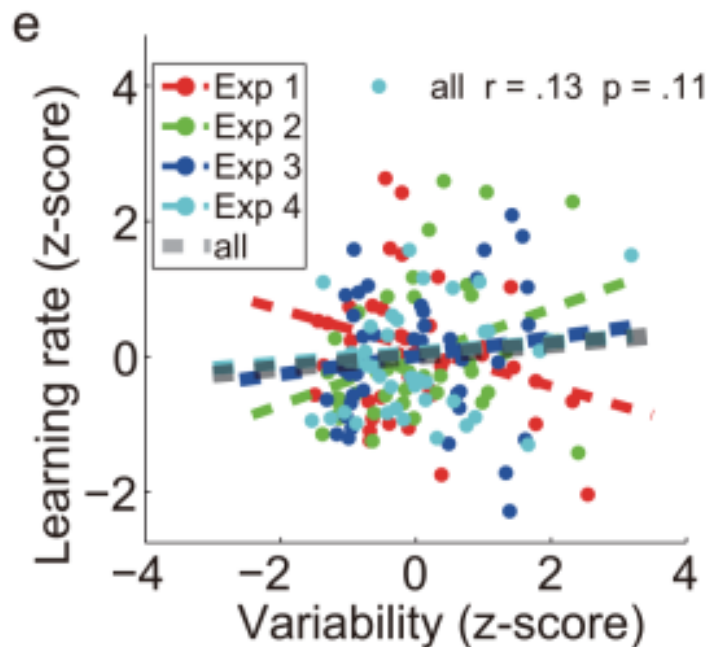
# Part 3

- Exploration and noise

# Variability is correlated to learning



# But not in all experiments



# Explanation: different types of noise

$$\hat{x}_{k|k} = \hat{x}_{k|k-1} + K_k y_k \quad \text{Learning}$$

$$K_k = P_{k|k-1} H^T S_k^{-1} \quad \text{Learning rate}$$

$$\hat{x}_{k|k-1} = A \hat{x}_{k-1|k-1} \quad \text{Forgetting}$$

$$P_{k|k-1} = A P_{k-1|k-1} A^T + Q \quad \text{Planning noise}$$

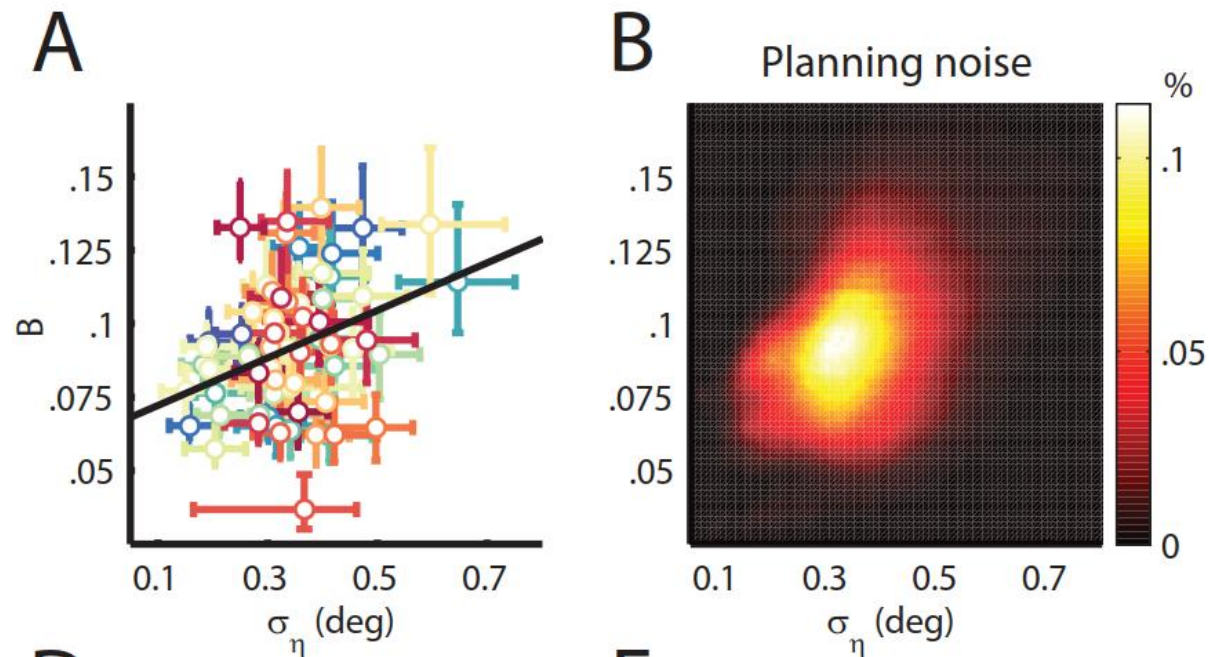
$$y_k = Z_k - H \hat{x}_{k|k-1} \quad \text{Behavior}$$

$$S_k = H P_{k|k-1} H^T + R \quad \text{Execution noise}$$

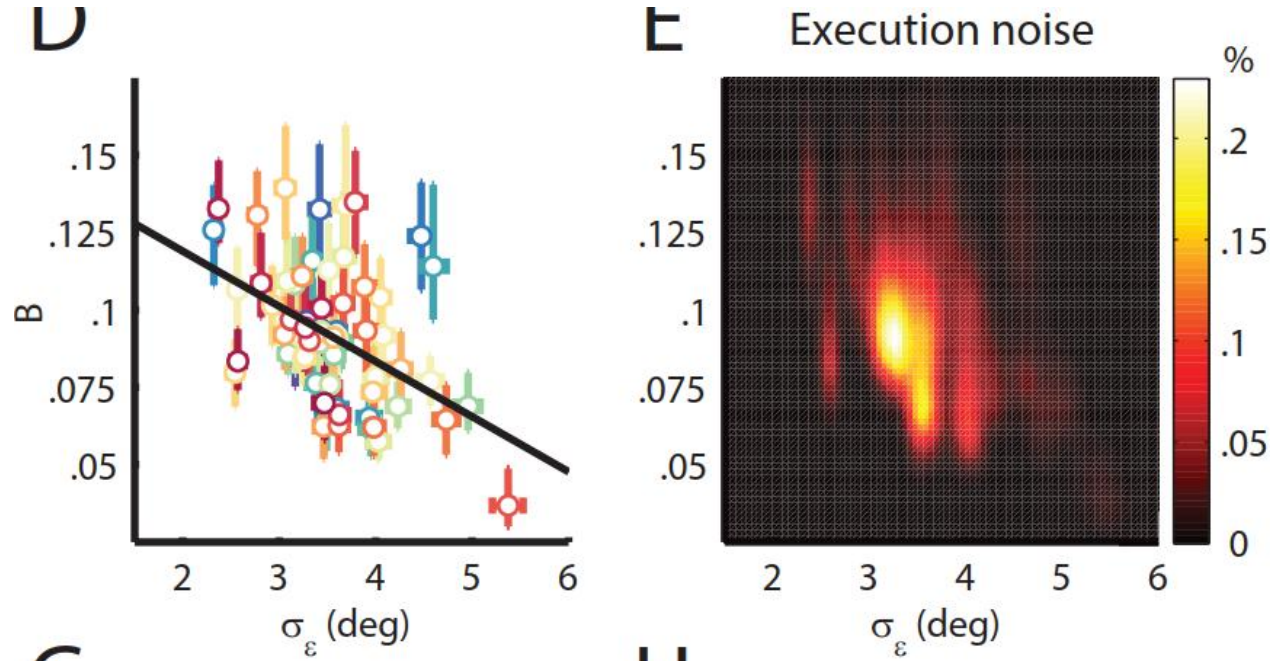
Kalman filter models predict learning will be:

- Correlated with planning noise
- Inversely correlated with execution noise

# Planning noise correlated with learning

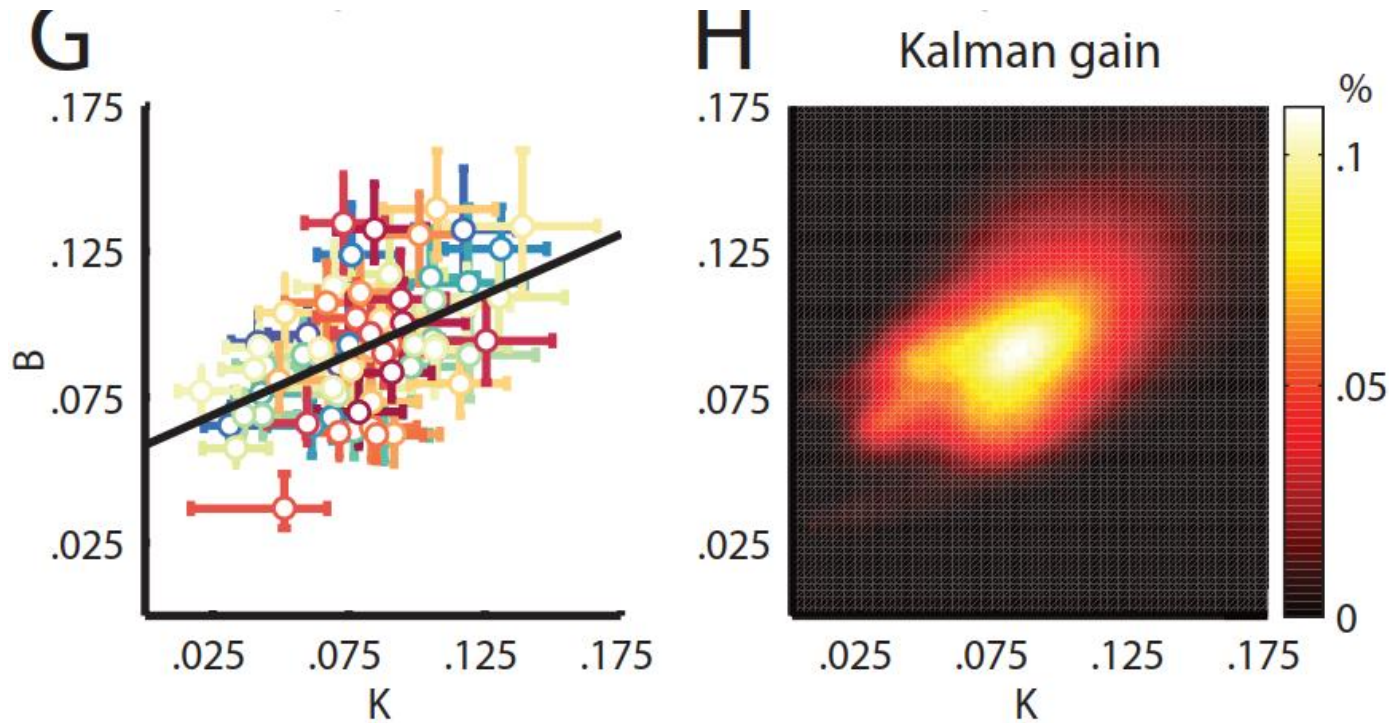


# Execution noise inversely correlated

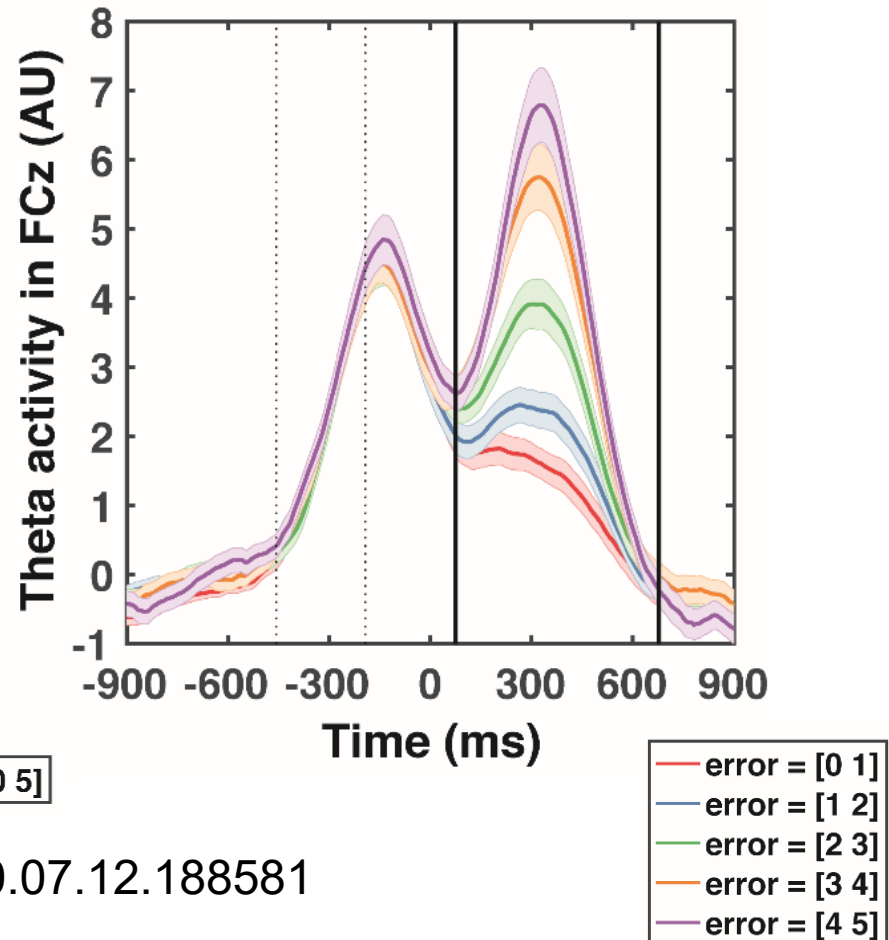
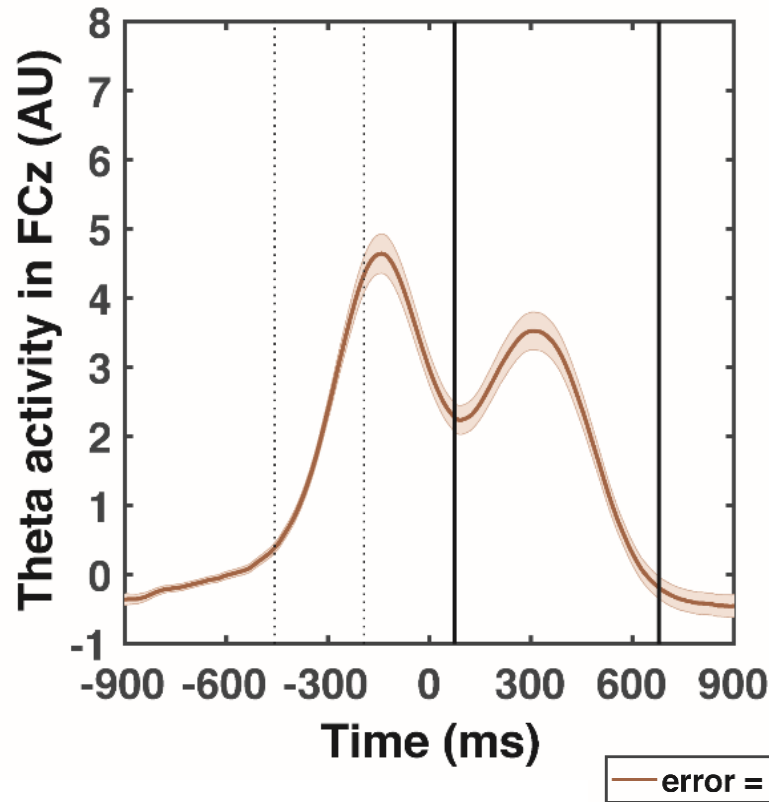




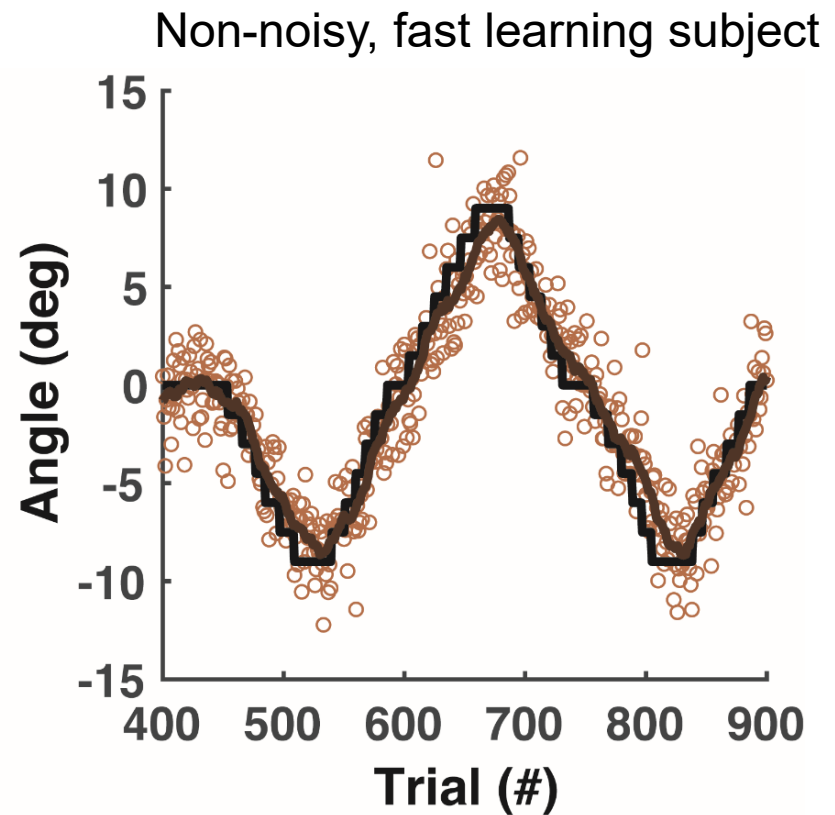
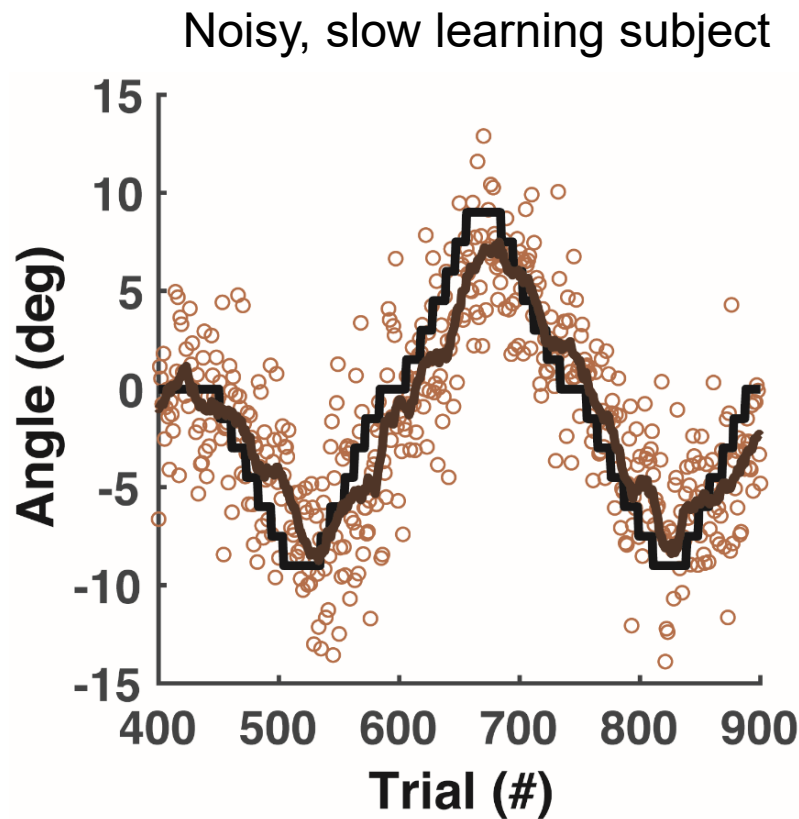
# Optimal Kalman gain predicts learning



# Error related negativity 400 ms latency

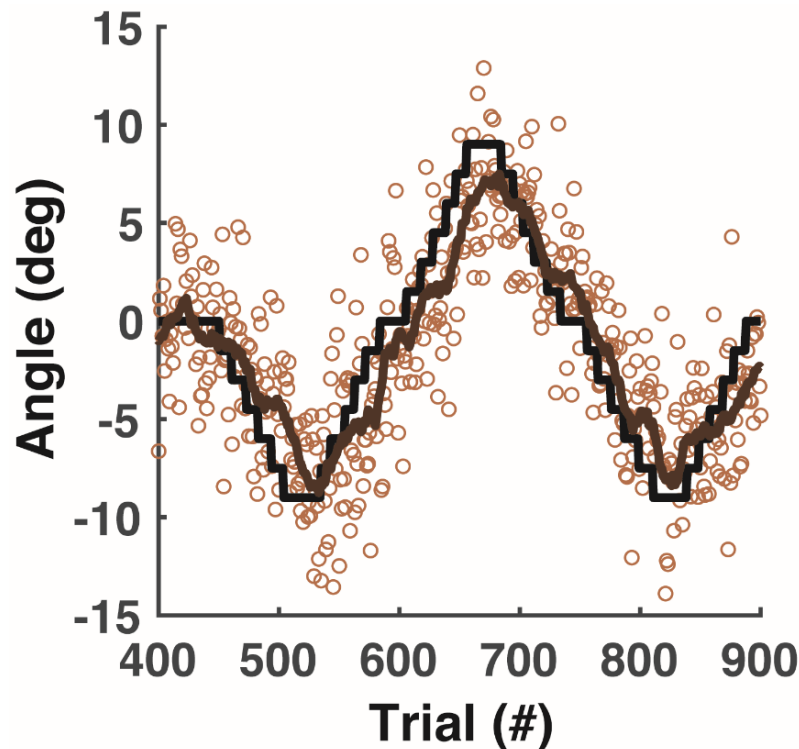


# Noisier subjects learn slower

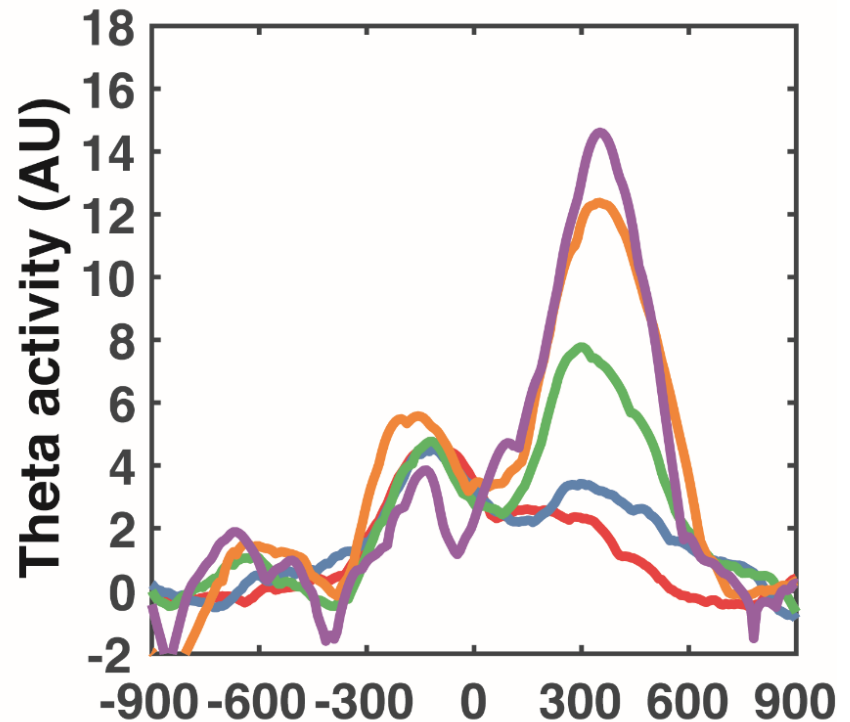


# Less noisy subject has sensitivity to error

Noisy, slow learning subject

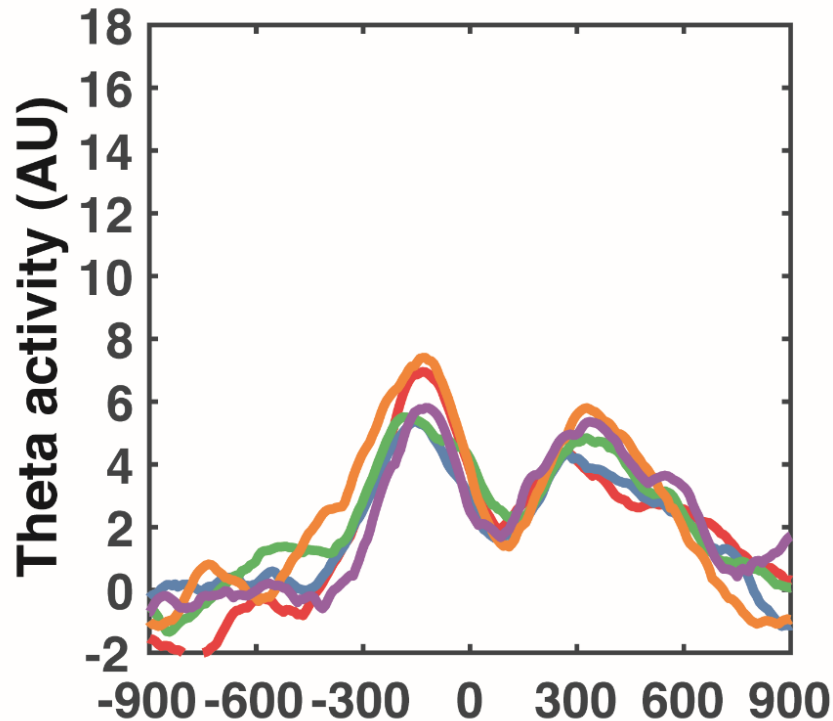


Non-noisy, fast learning subject  
EEG highly sensitive to error

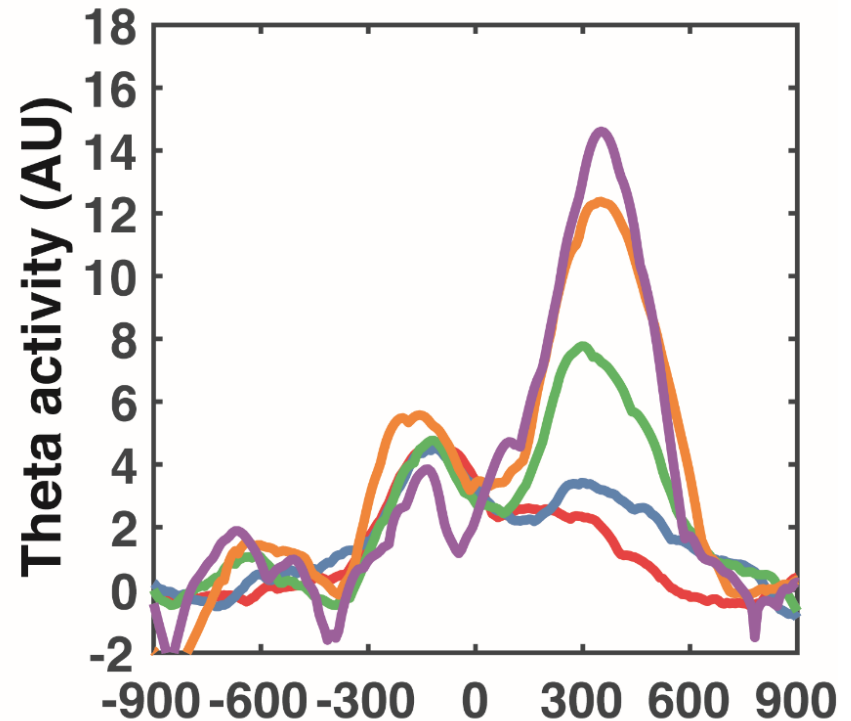


# Noisier subject has no error sensitivity

Noisy, slow learning subject  
EEG insensitive to error



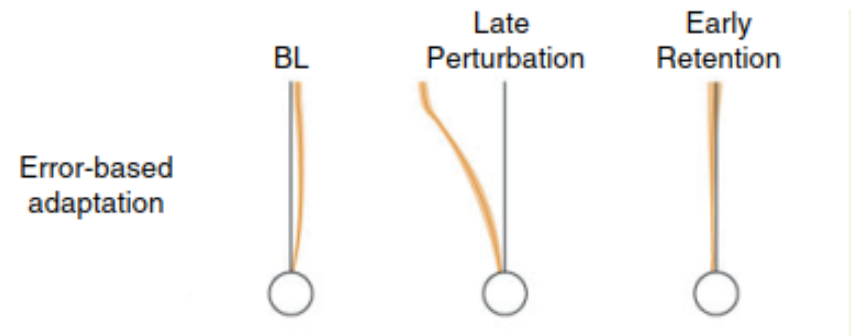
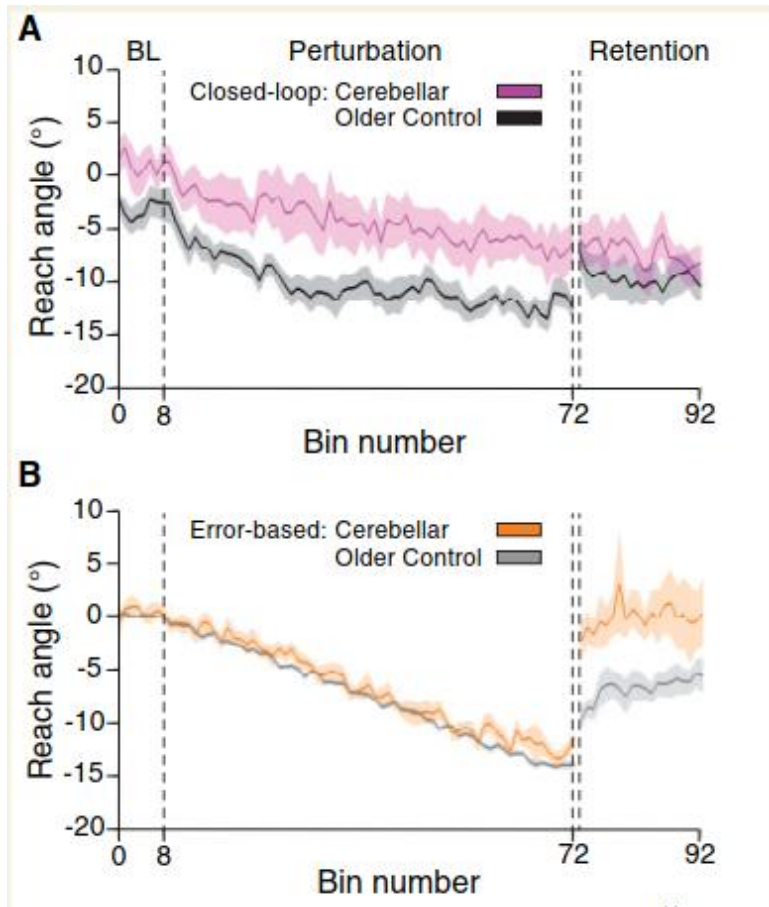
Non-noisy, fast learning subject  
EEG highly sensitive to error



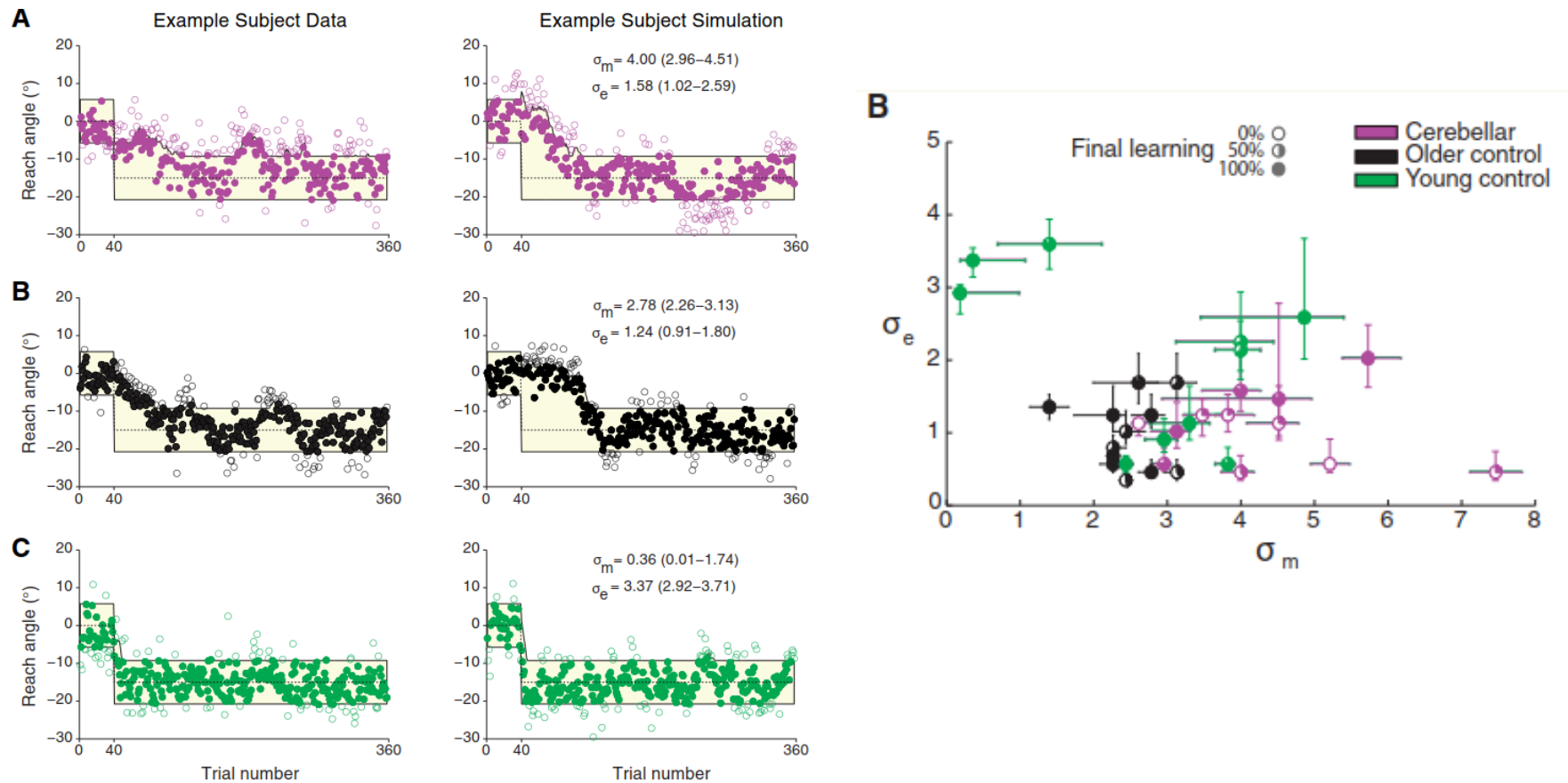
# Part 3

- Noise, exploration and reinforcement learning

# Cerebellar subjects forget error based learning



# Cerebellar subjects: noise and reinforcement



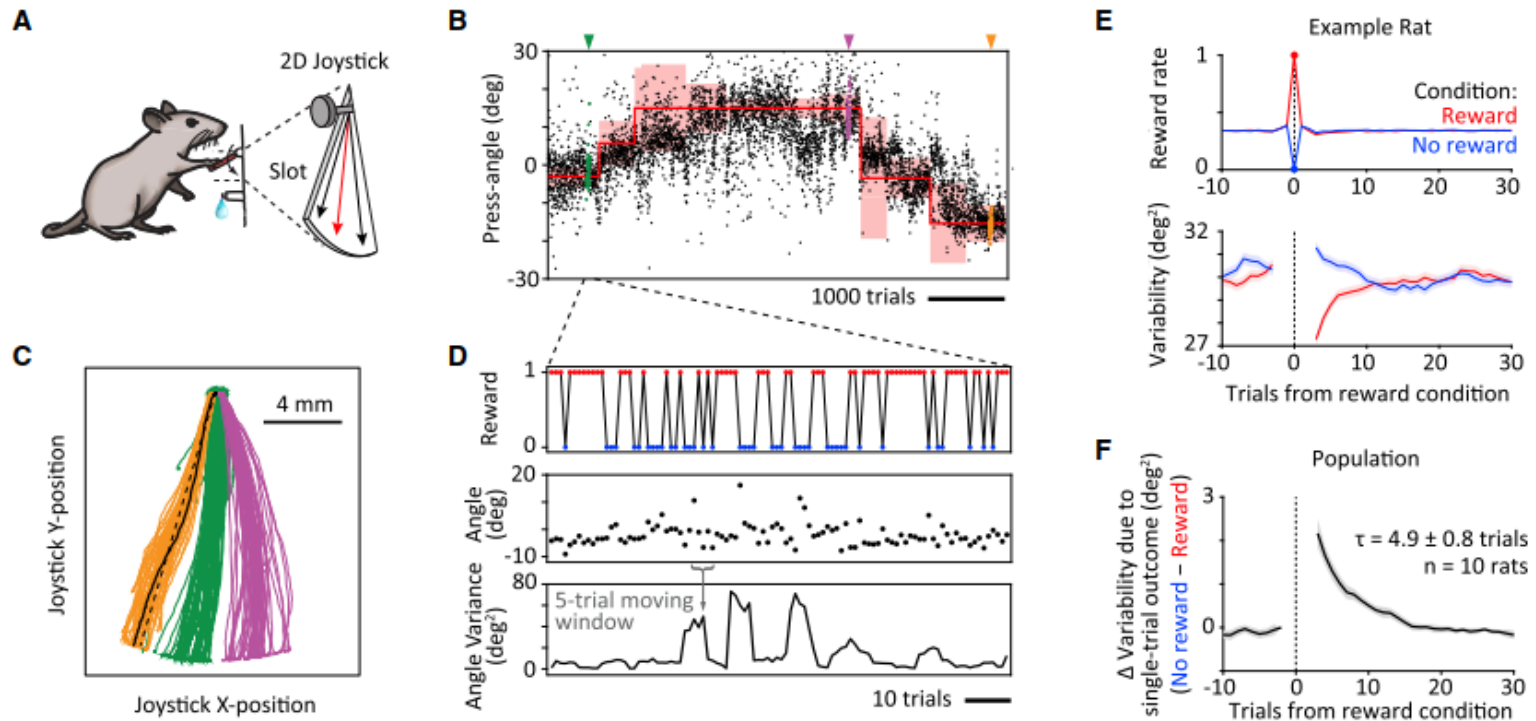


# Reinforcement and variability

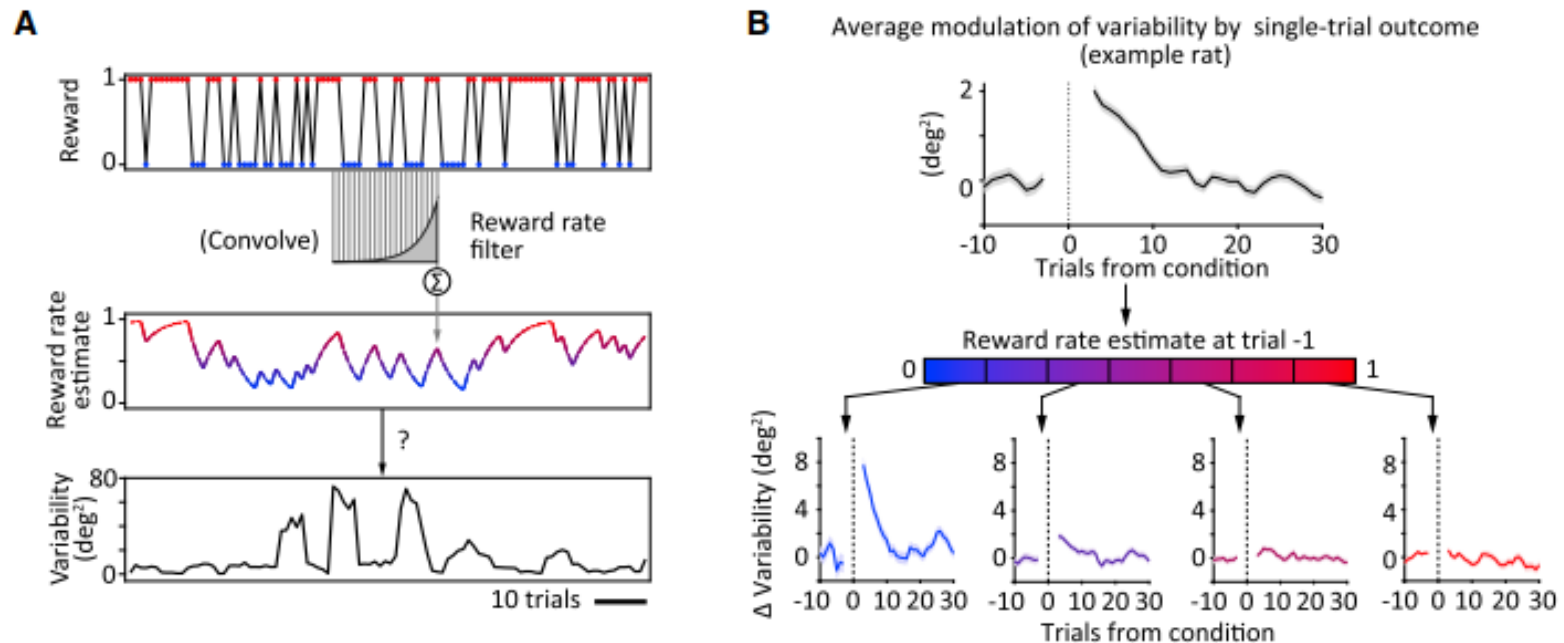


- [Link to video](#)

# Reward drives changes in variability



# Reward rate reduces changes in variability



# Making a model

