Sensorimotor Learning in Virtual Environments

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October 13, 2023

0.1 Learning Metrics
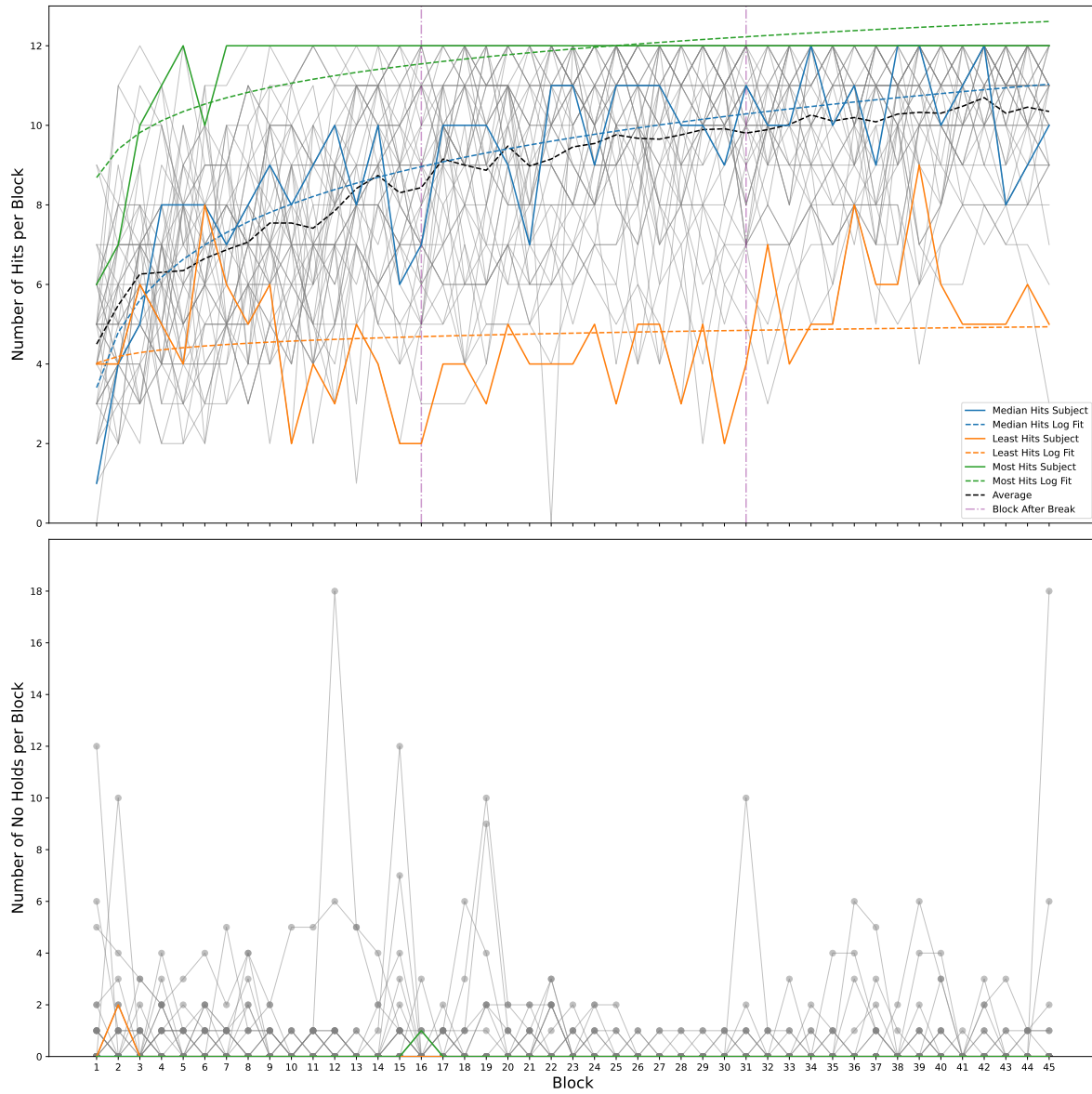

Figure 1: Blah blah blah blah
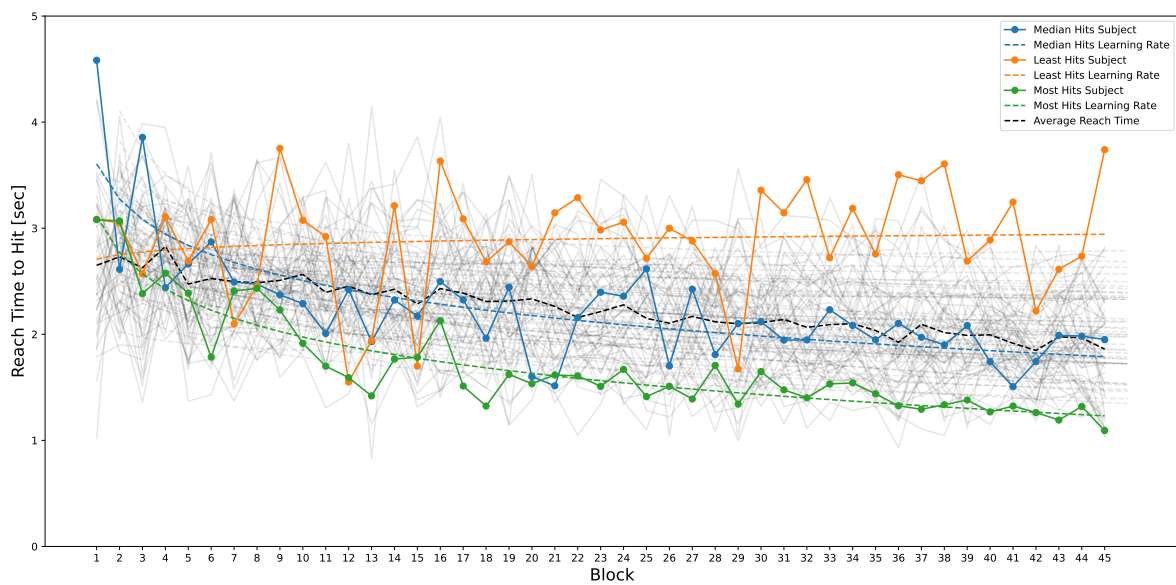
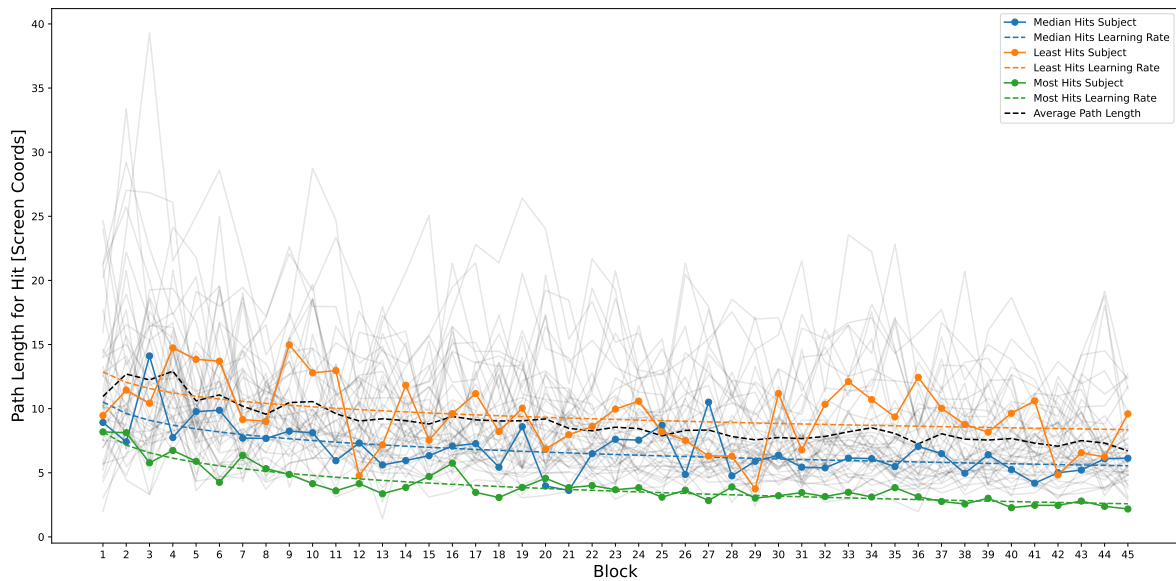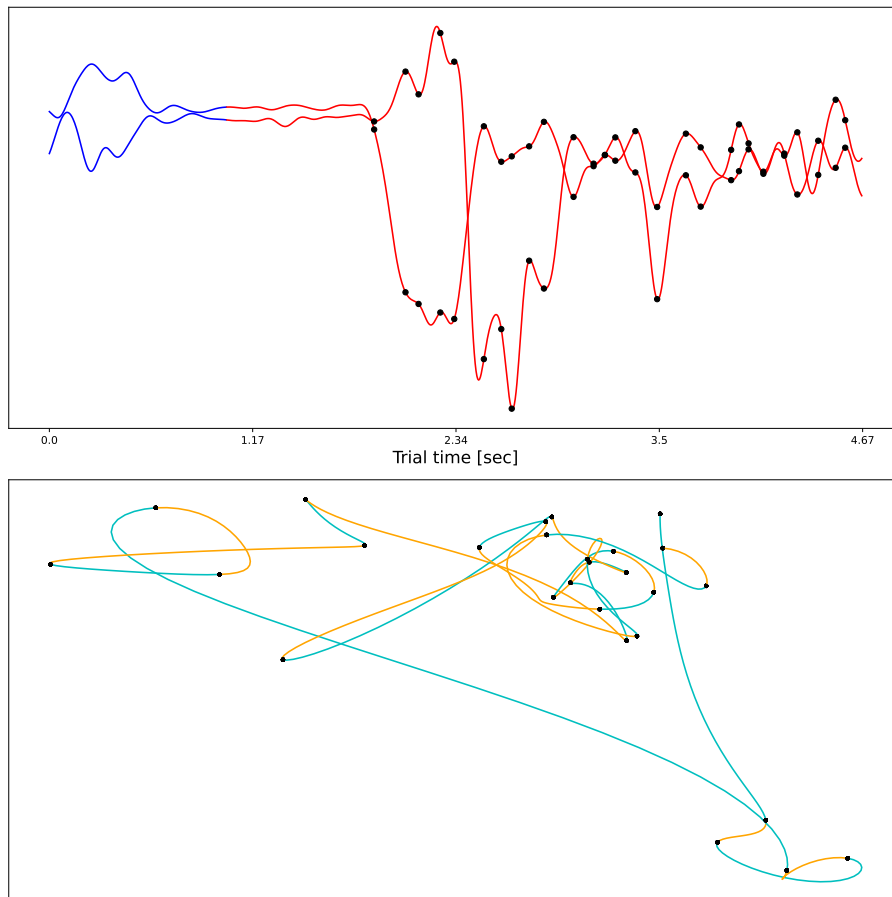Figure 2: Blah blah blah blah

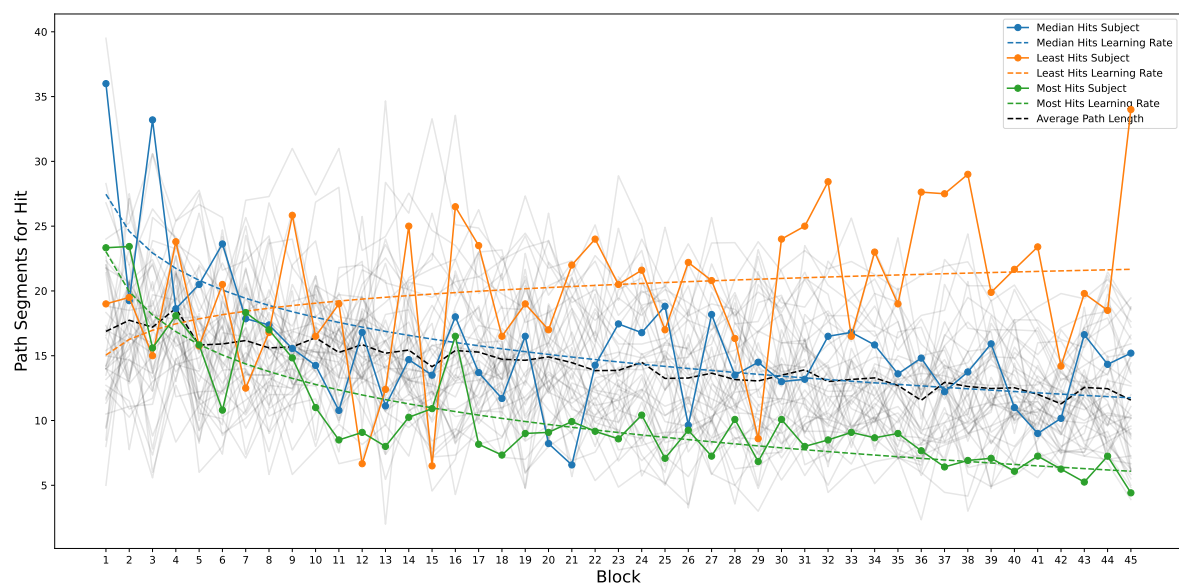Figure 3: Blah blah blah blah

Figure 4: Blah blah blah blah

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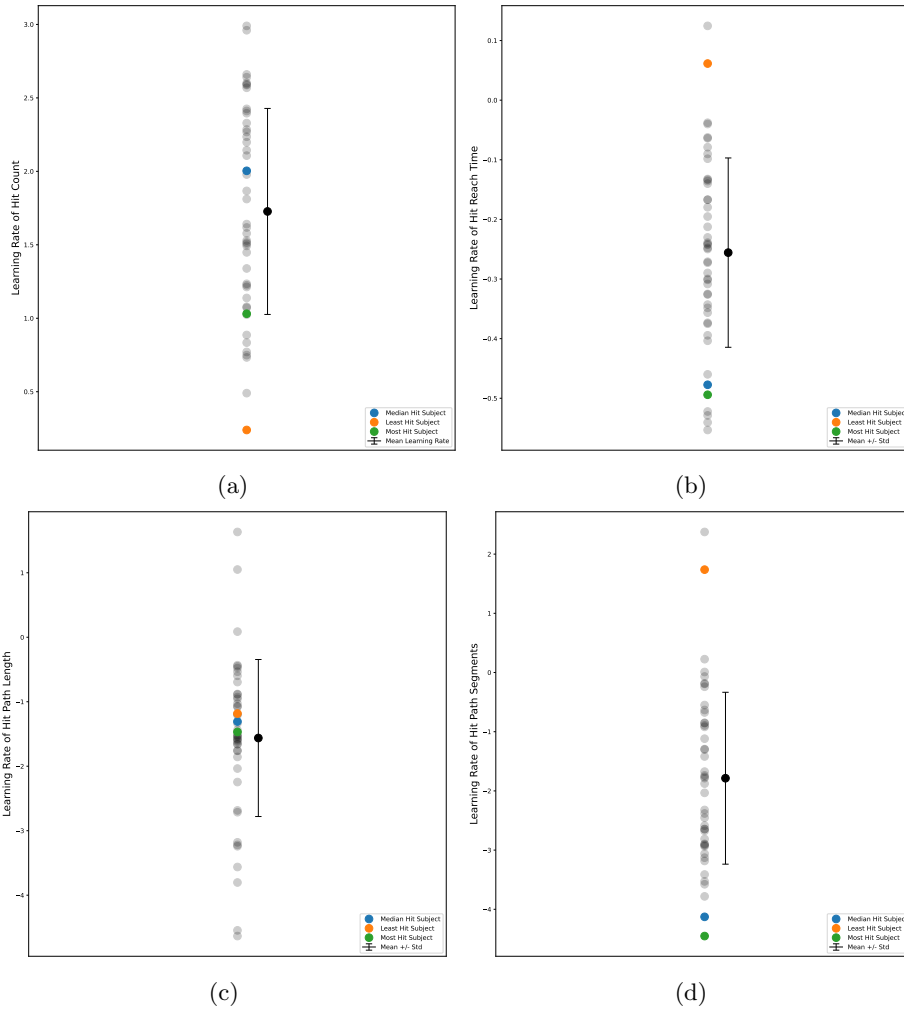Figure 5: Blah blah blah blah

(a)

(b)

(c)

(d)

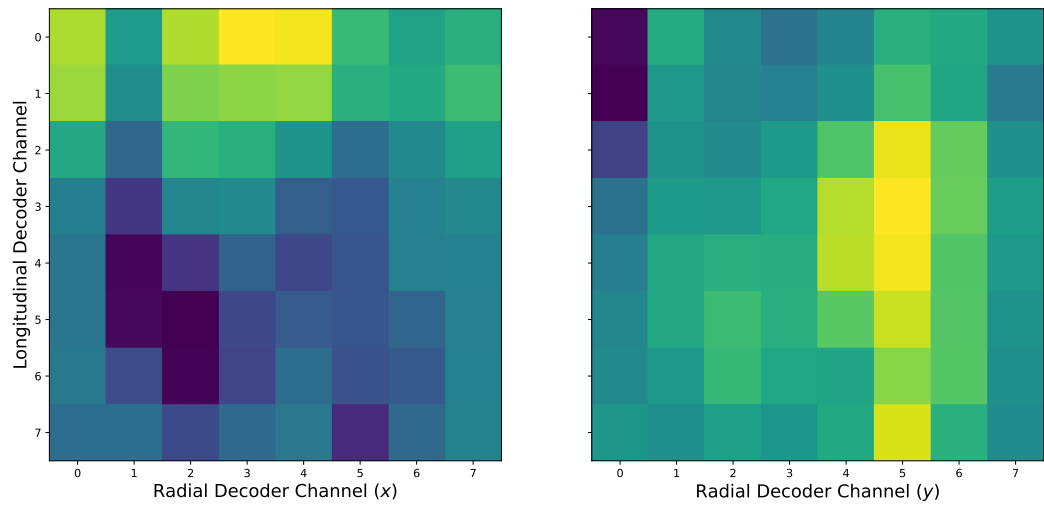Figure 6: Learning rates for different measures of performance
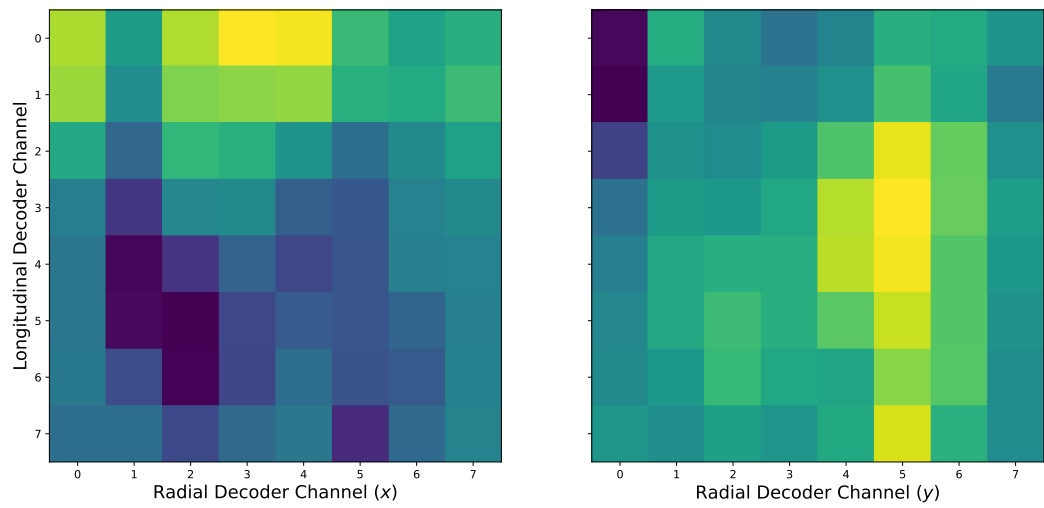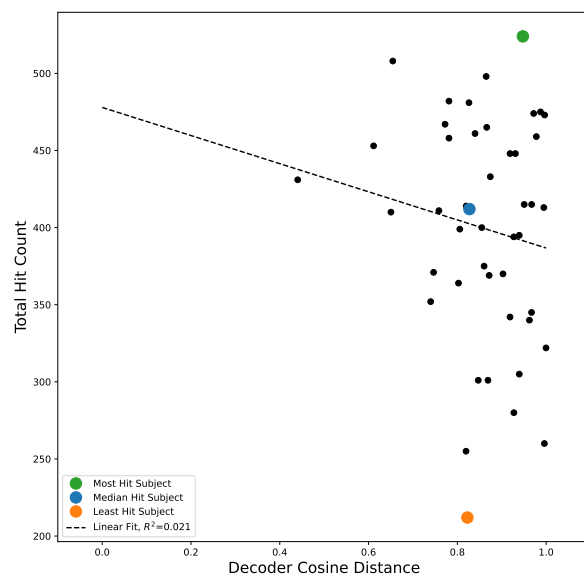
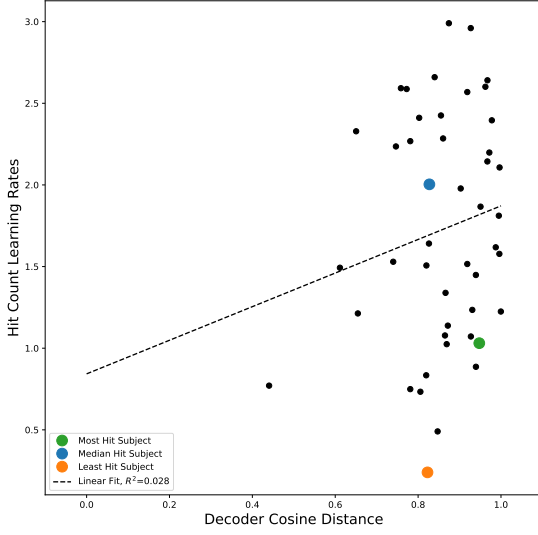Figure 7: Blah blah blah blah
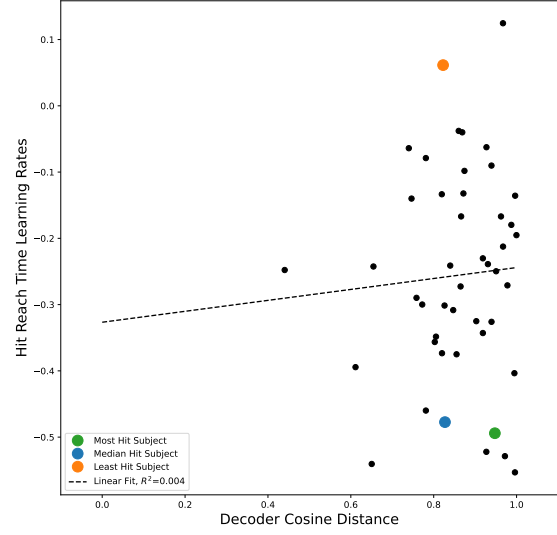

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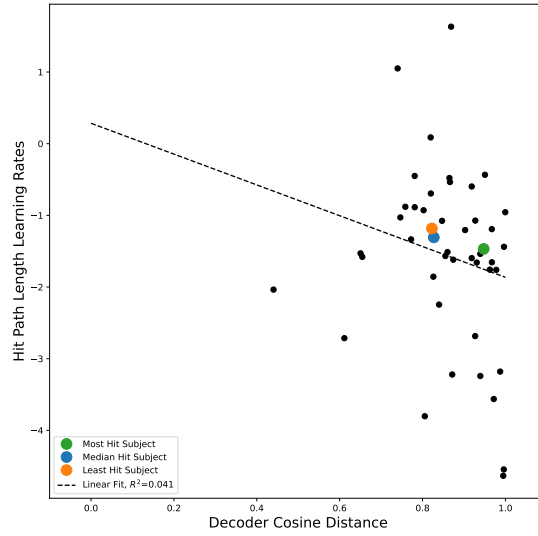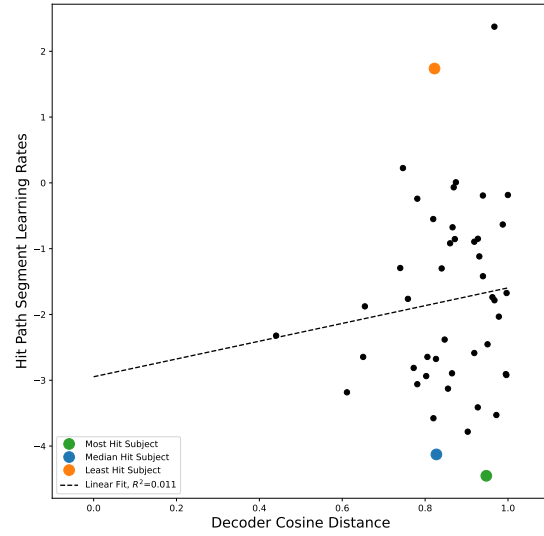
Figure 9: Blah blah blah blah

(a)

(b)

(c)

(d)

Figure 10: Learning rates for different measures of performance
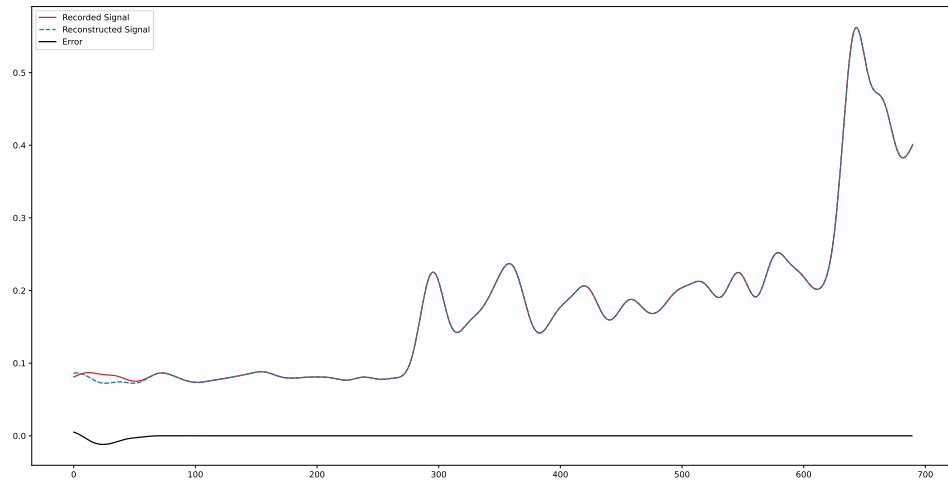
0.2   EMG and Task Reconstruction
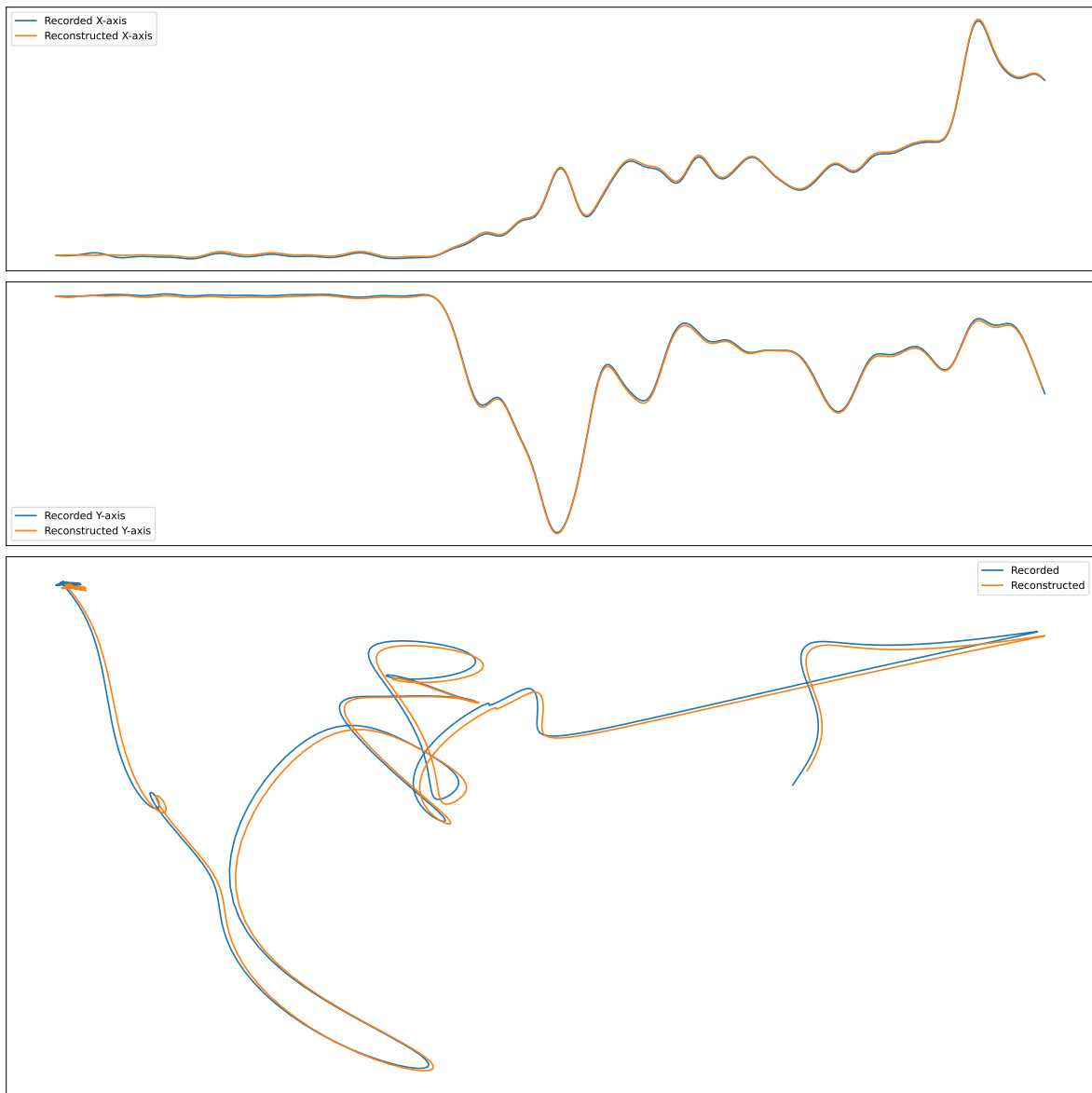

Figure 11: Blah blah blah blah

Figure 12: Blah blah blah blah
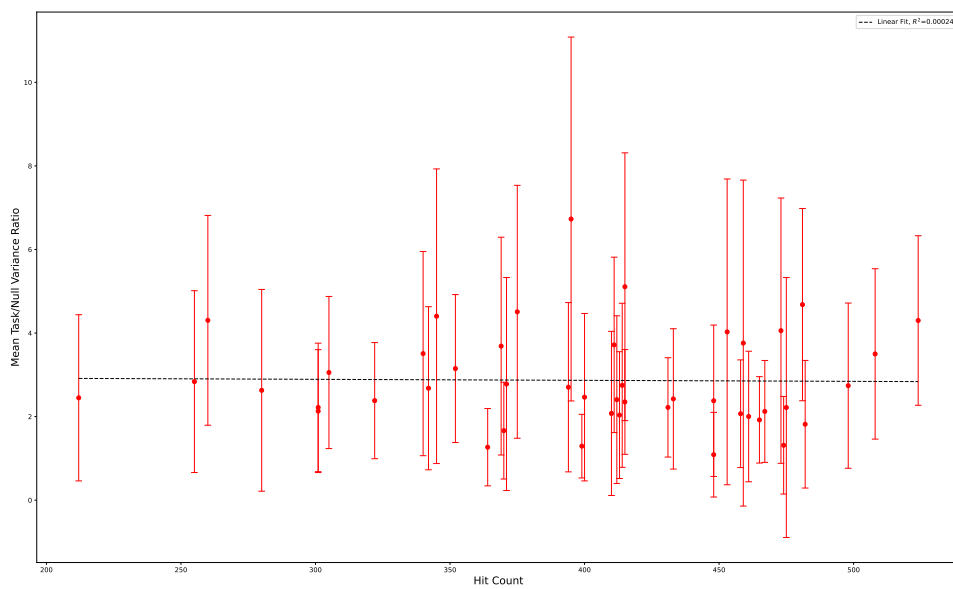
0.3   Minimum Intervention Principle
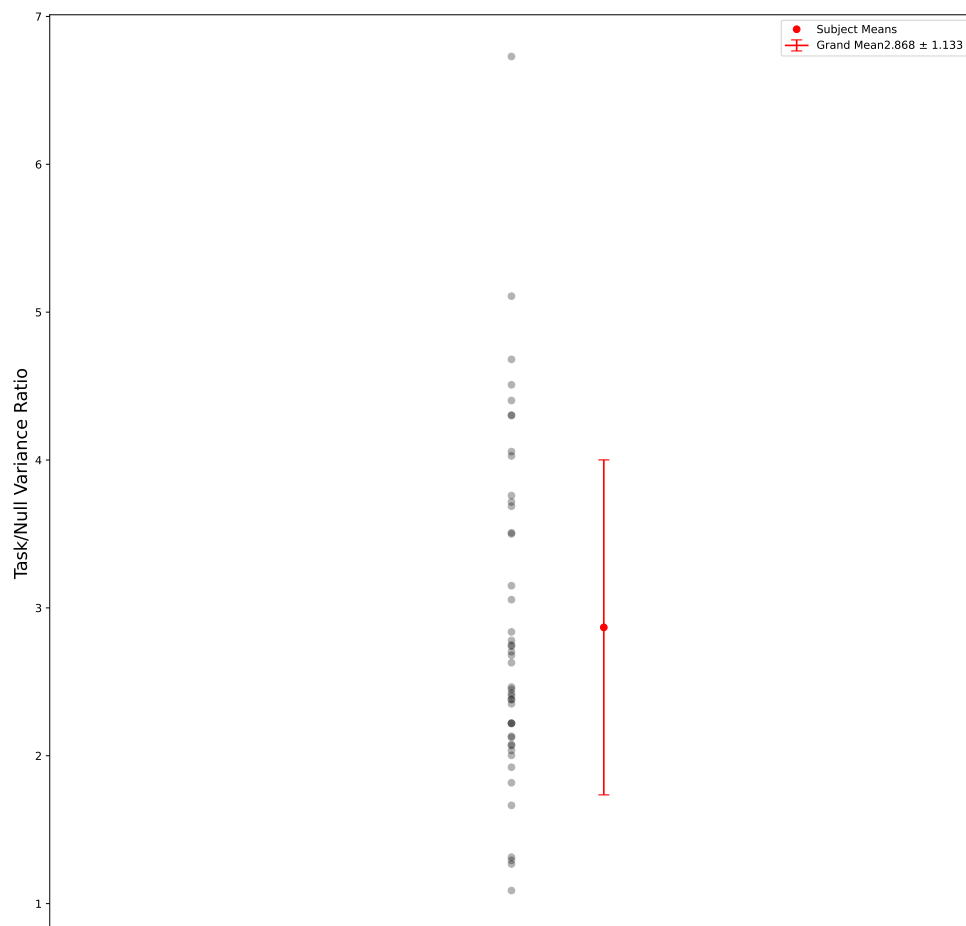

Figure 13: Blah blah blah blah
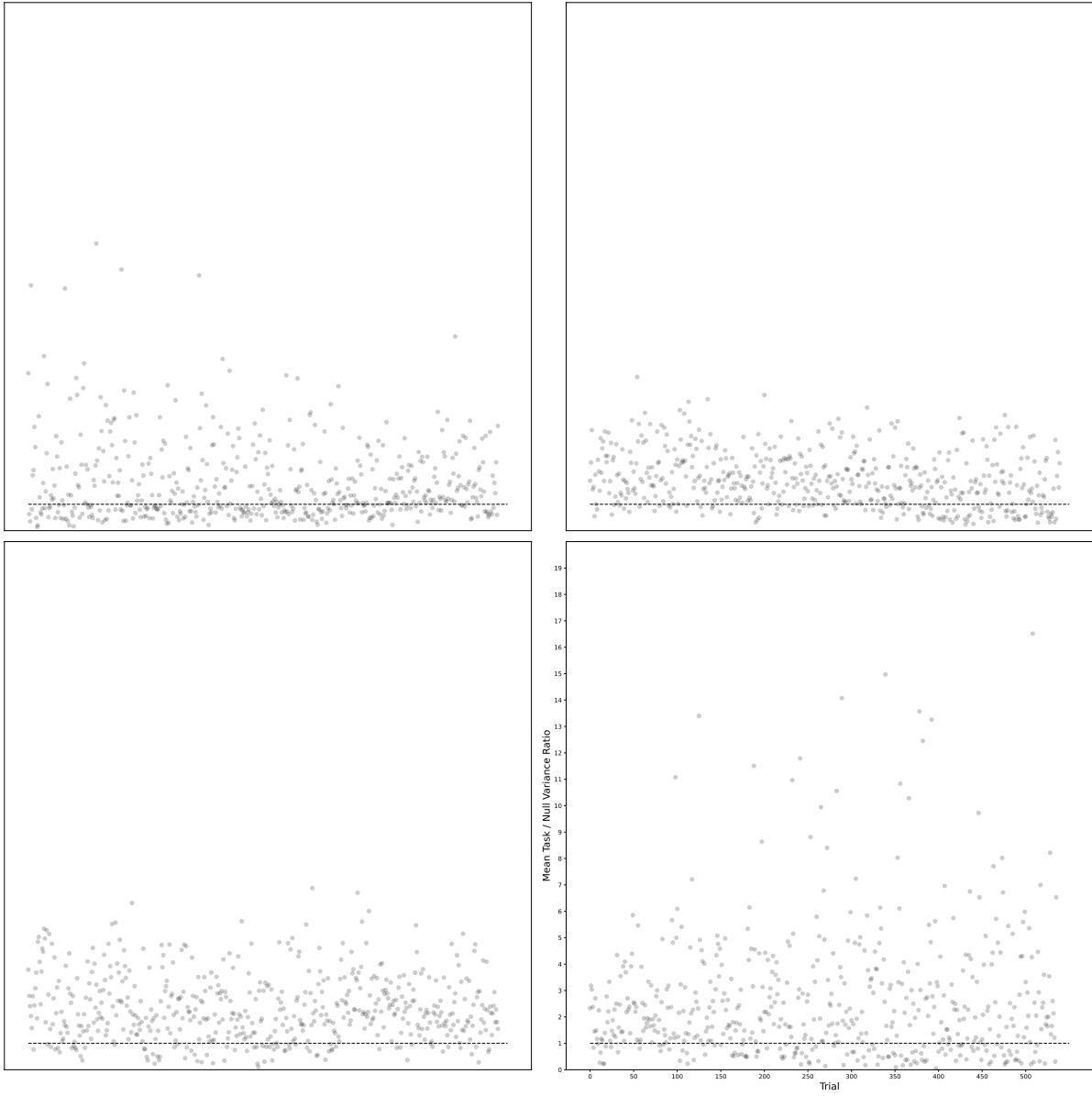
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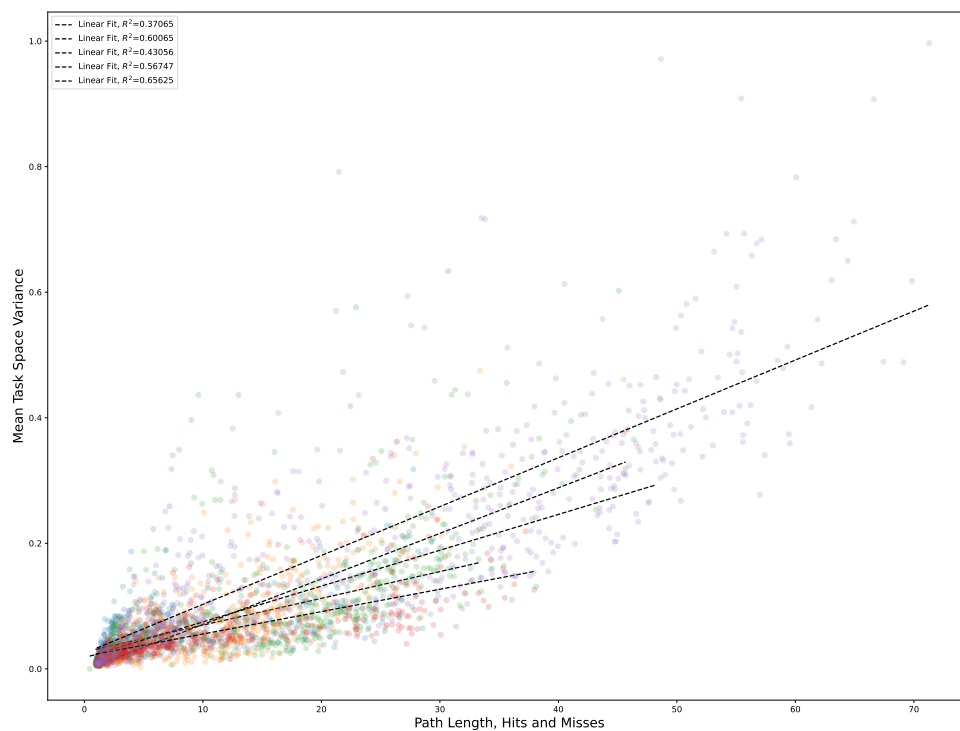
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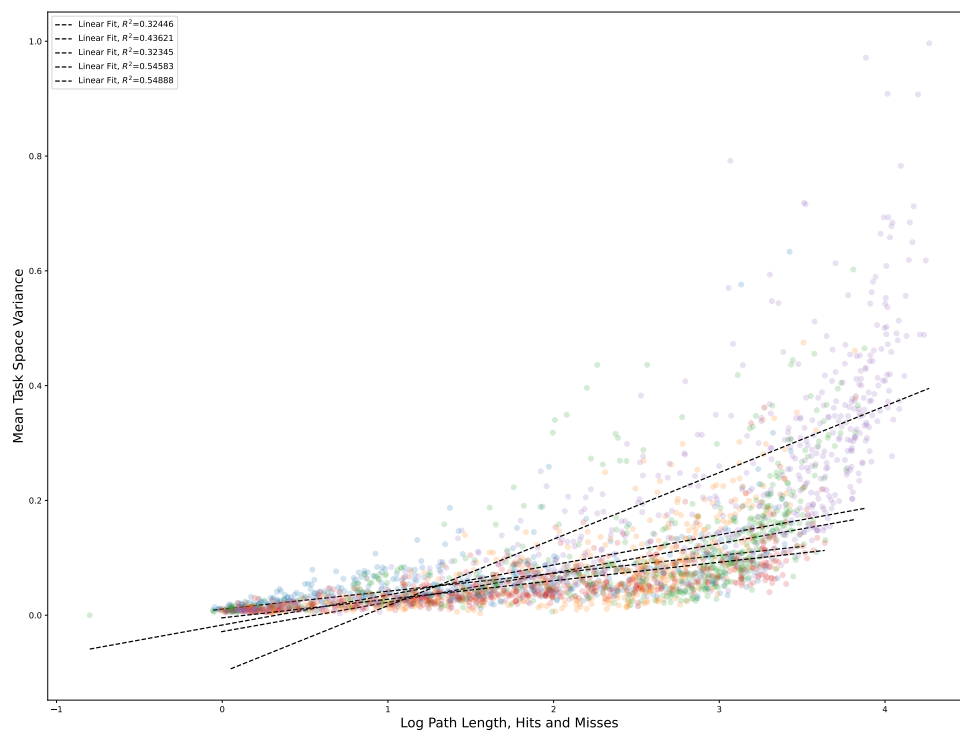
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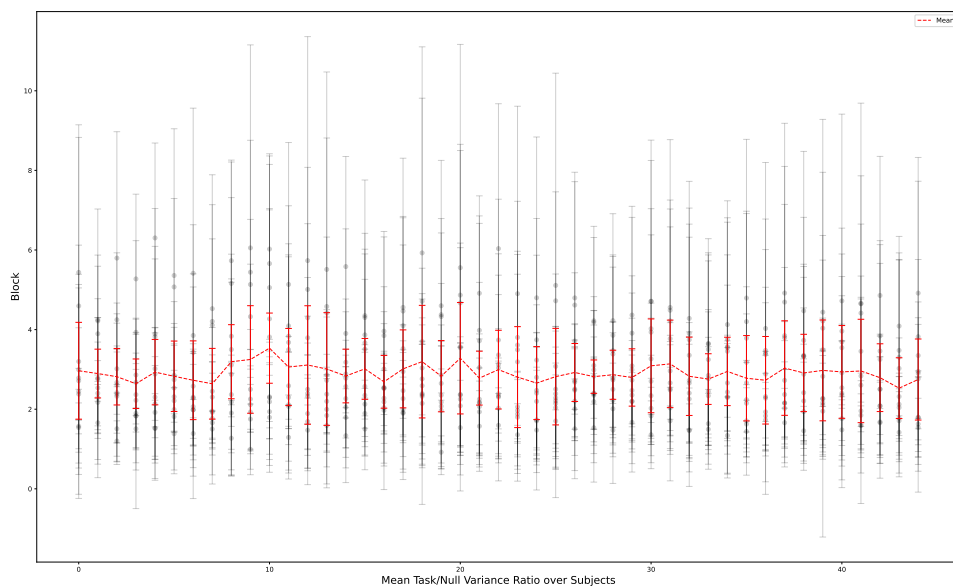
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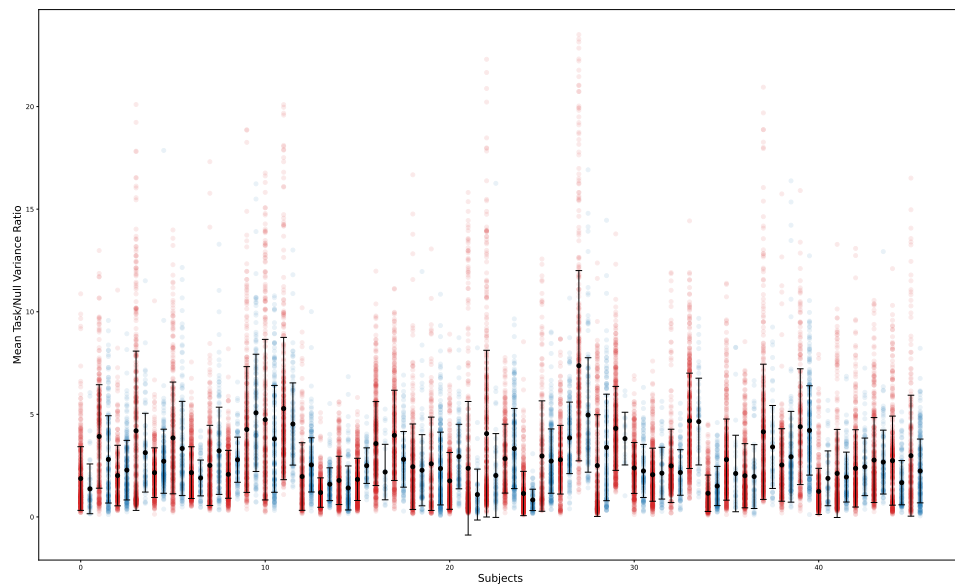
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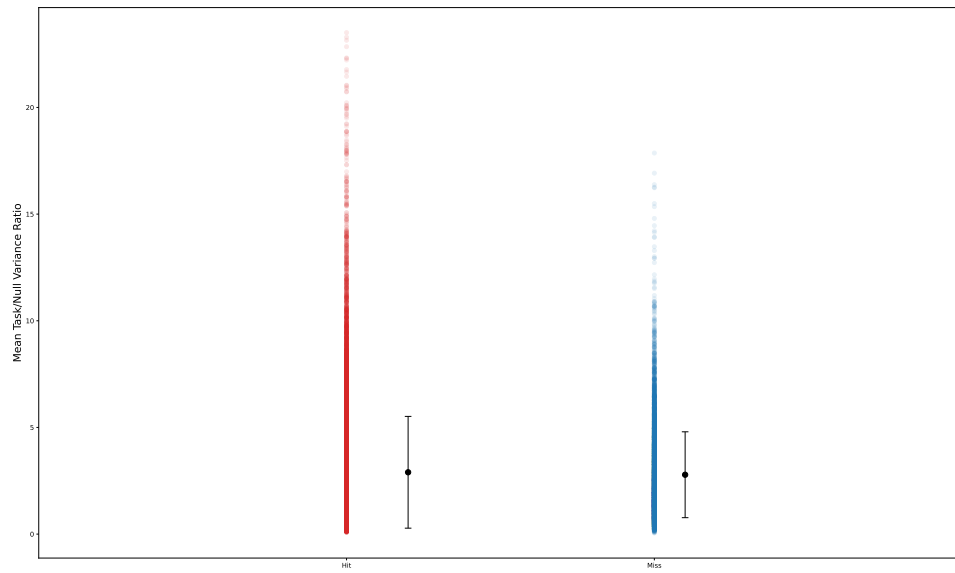
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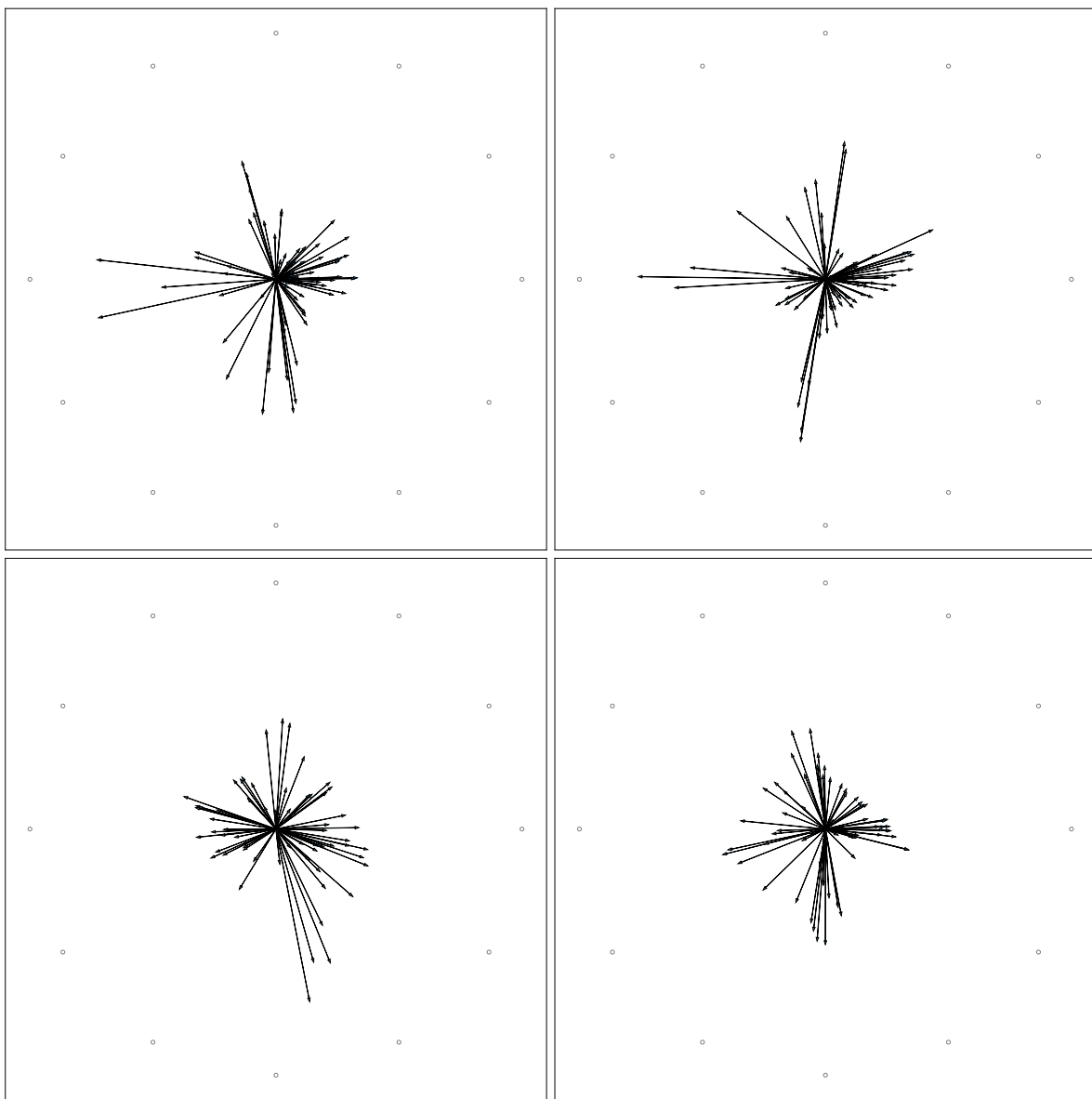
Figure 20: Blah blah blah blah

0.4   Per-Target Learning
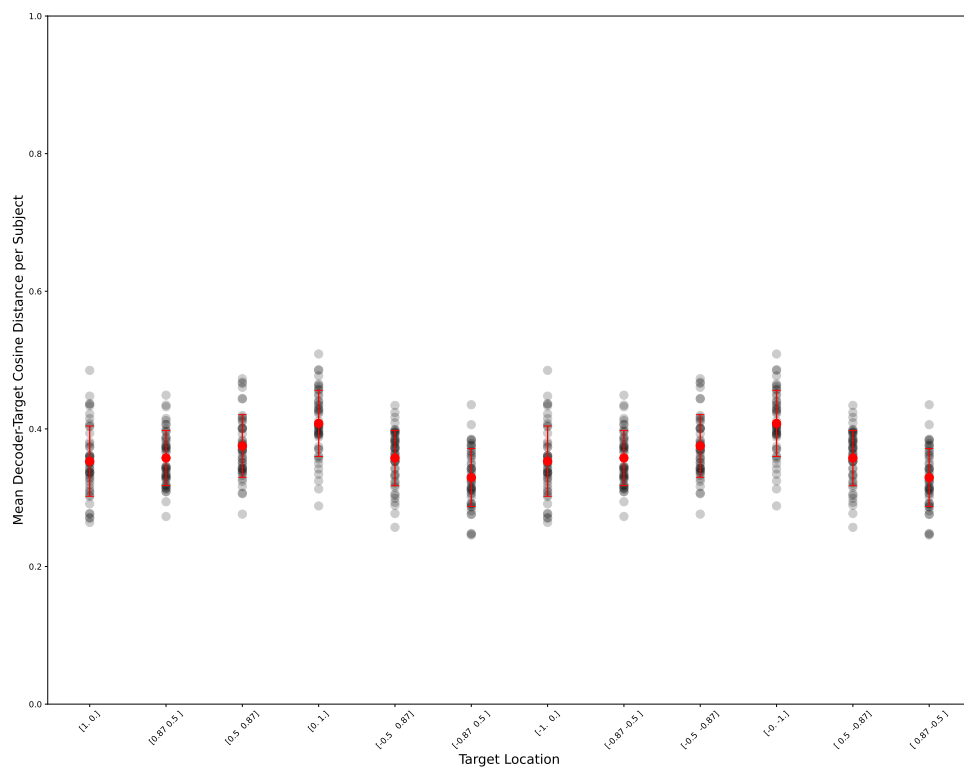

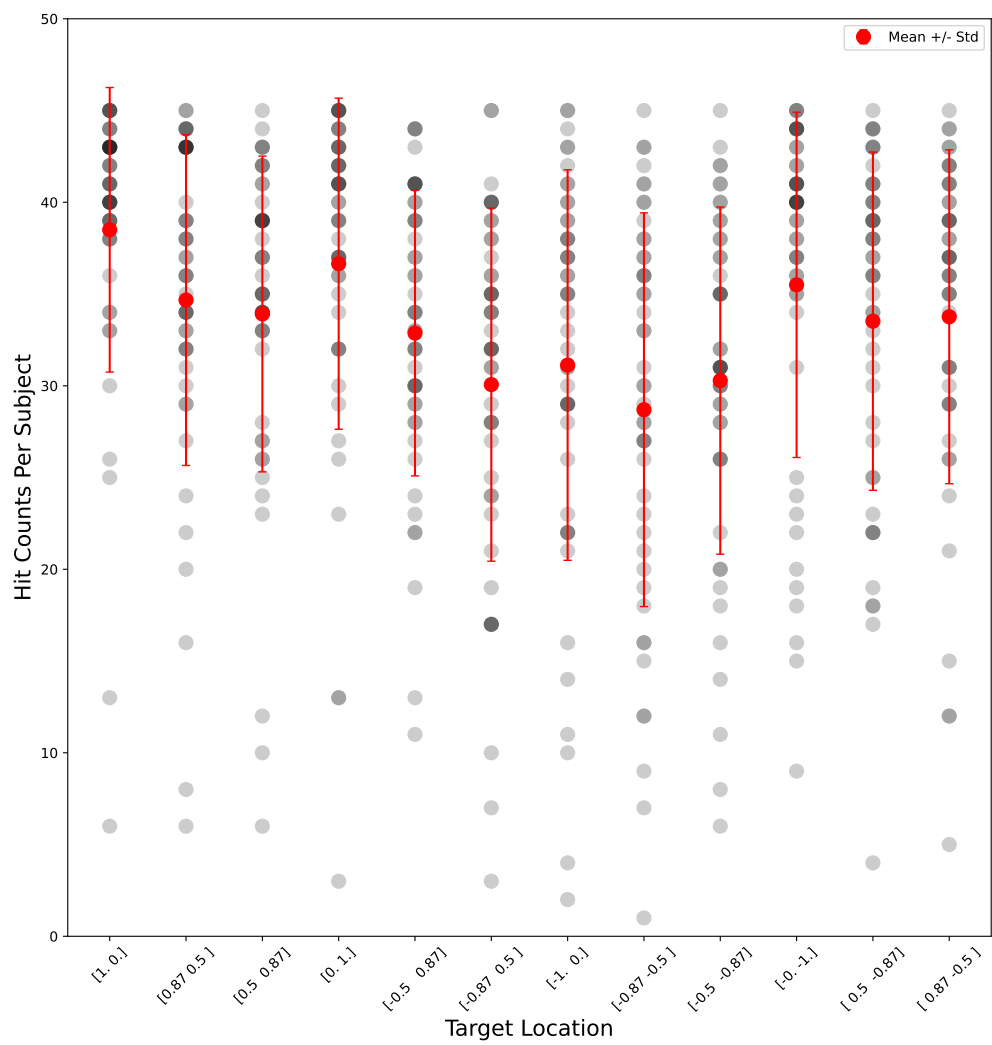Figure 21: Blah blah blah blah
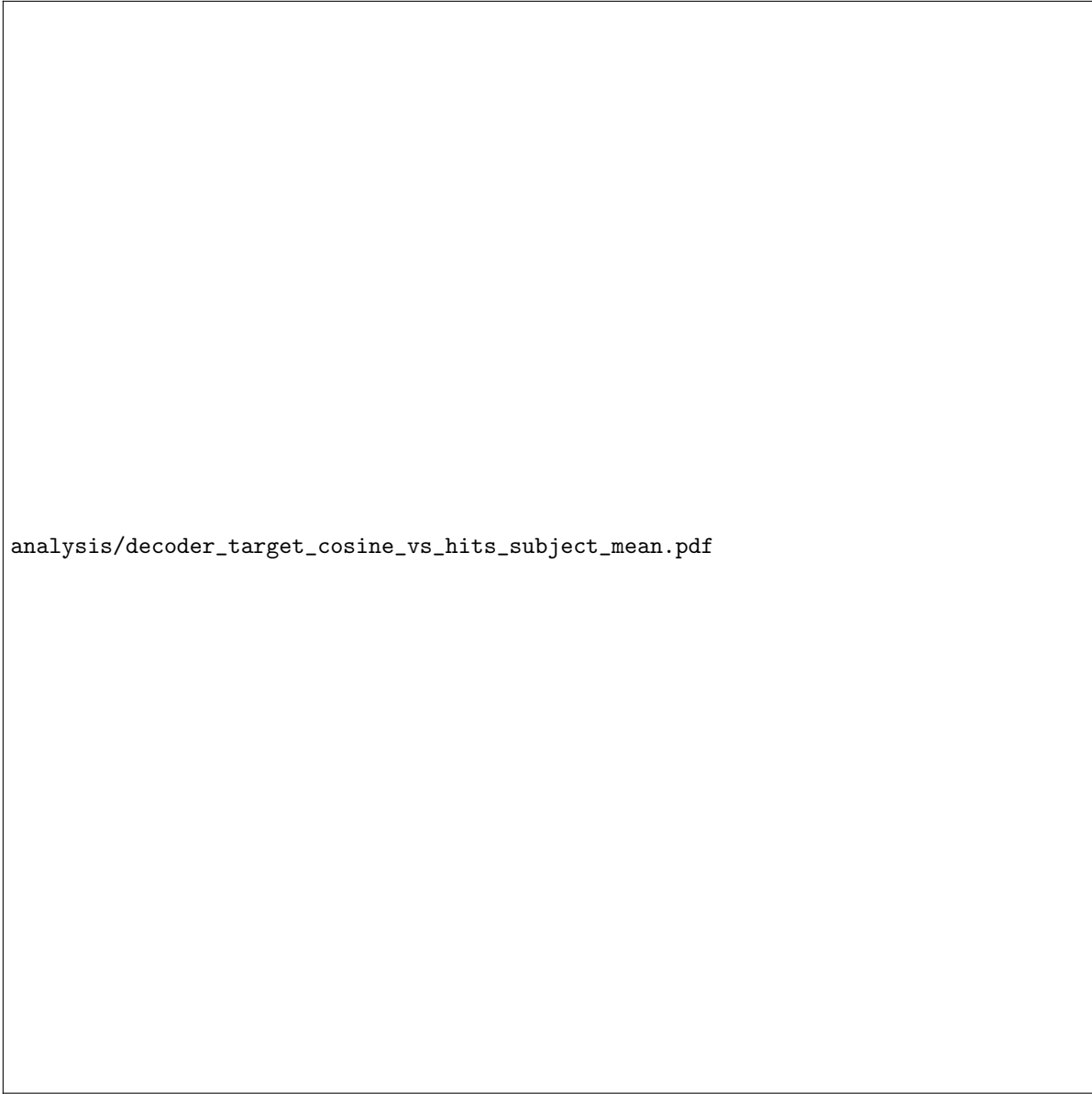
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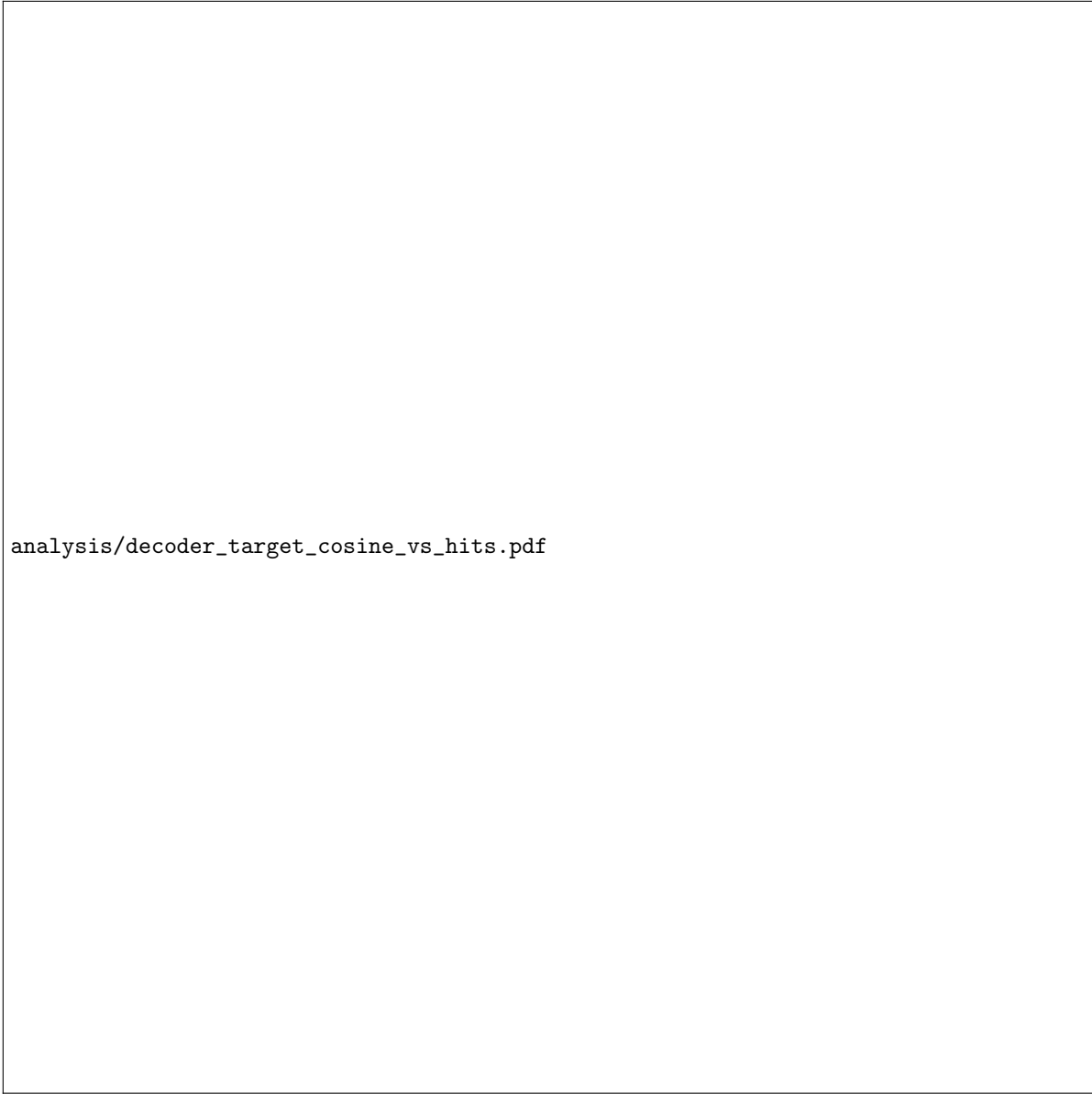
Figure 23: Blah blah blah blah

analysis/decoder_target_cosine_vs_hits_subject_mean.pdf

Figure 24: Blah blah blah blah

analysis/decoder_target_cosine_vs_hits.pdf

Figure 25: Blah blah blah blah

References