

# Learning and Adaptation for Sensorimotor Control

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2018

Action-based learning in  
sensorimotor systems

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# What can we learn from action-based learning in biological systems?

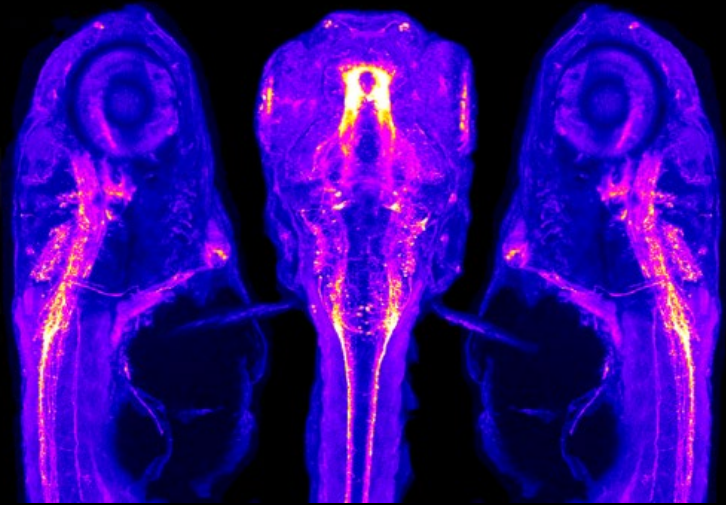


n= 800 000

Levine et al., Google Inc.

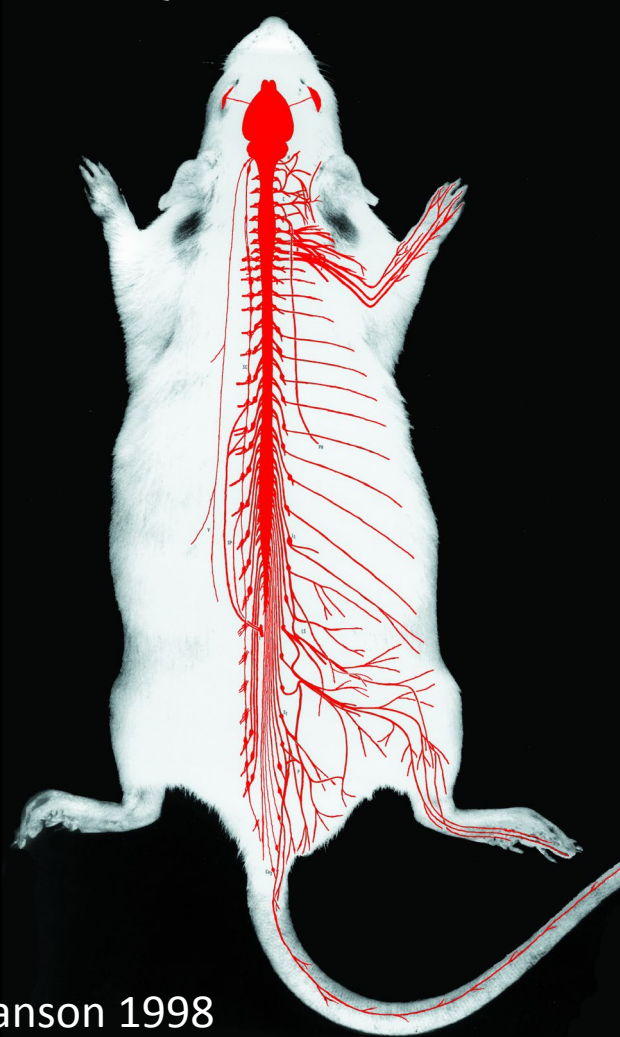
The nervous system guides our actions in a complex world

But first, the nervous system needs to learn about the own body

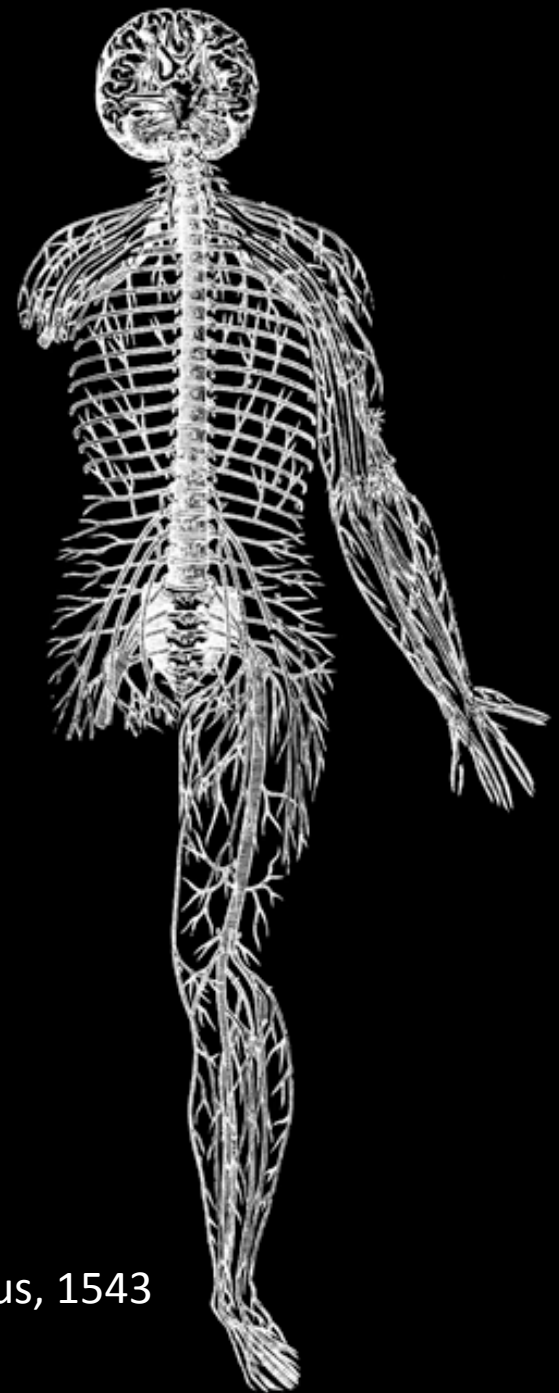


Lambert et. al 2012

-How do different motor commands map onto patterns of sensory feedback?



Swanson 1998



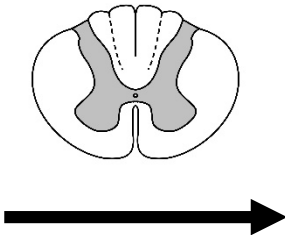
Vesalius, 1543



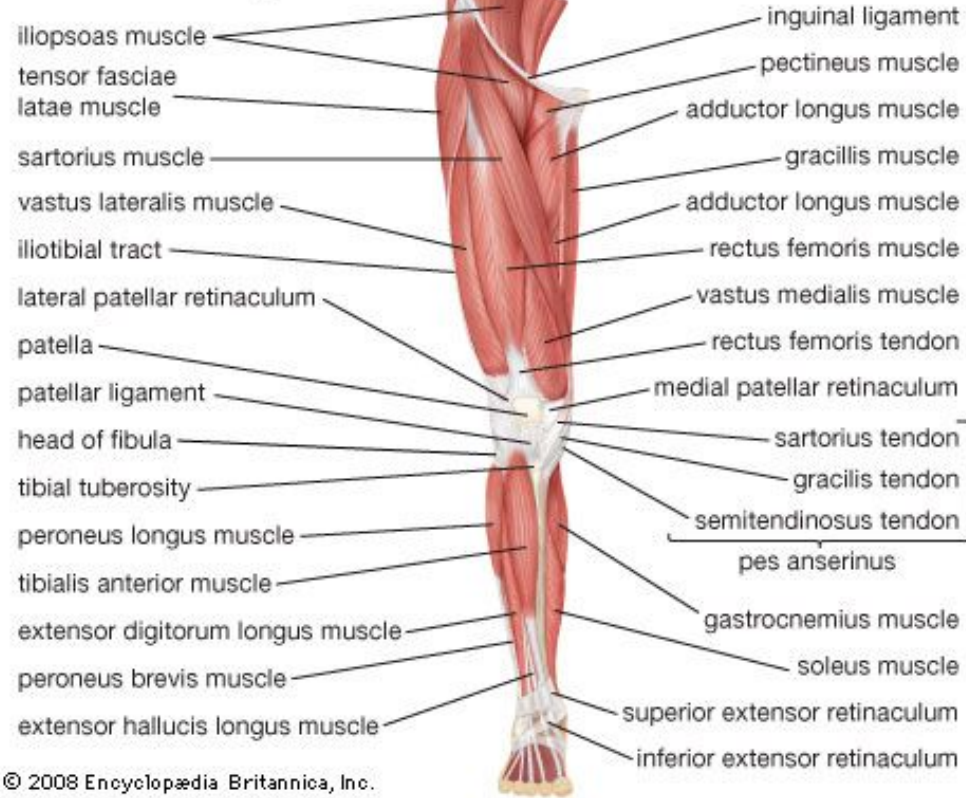
# Spinal reflexes as a model system for the learning of sensorimotor transformations



Descartes, 1664

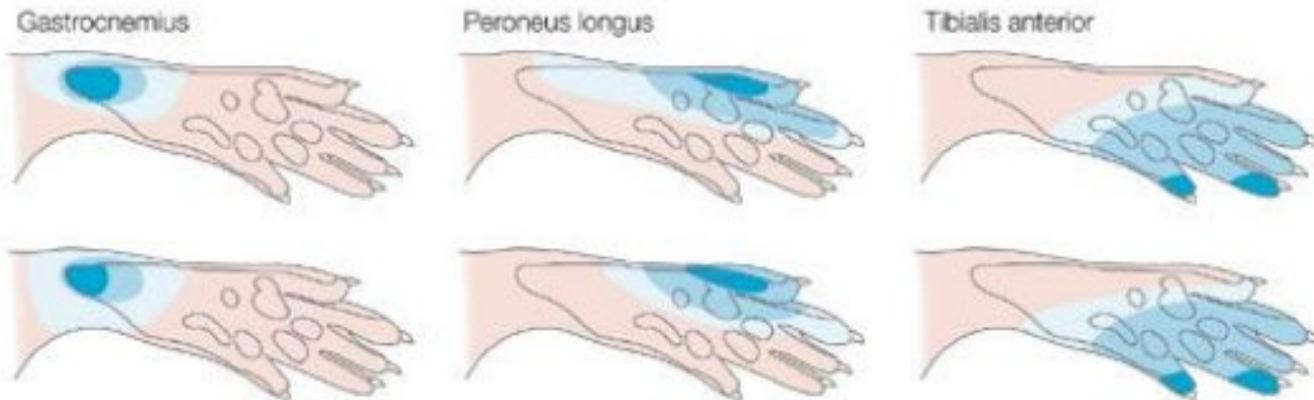
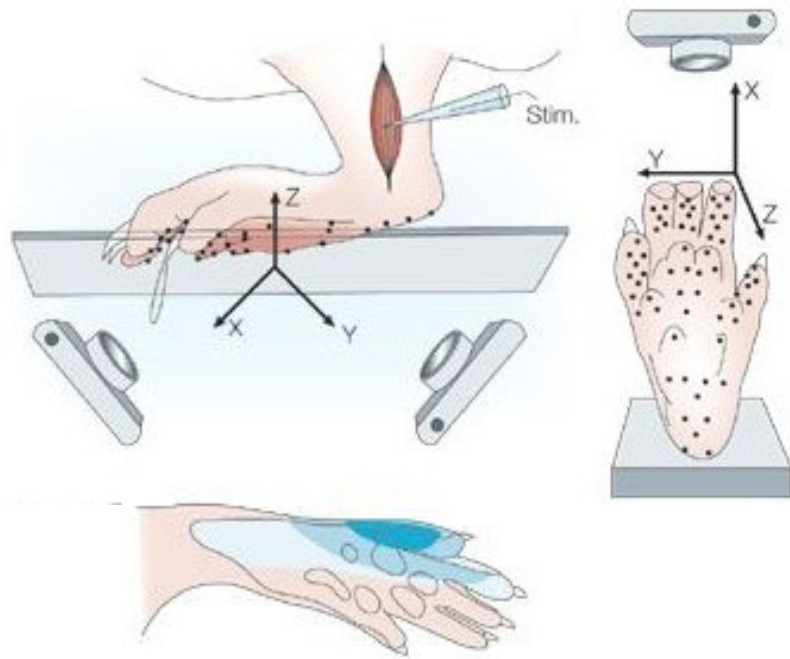


### Anterior view of leg muscles



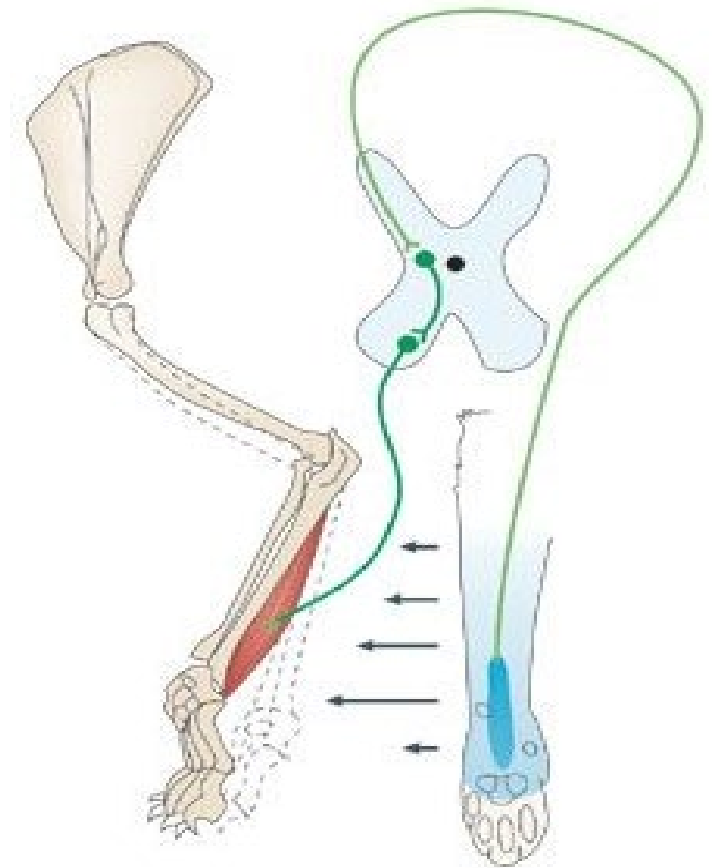
© 2008 Encyclopædia Britannica, Inc.

In the 90s, Jens Schouenborg and co-workers demonstrated that withdrawal reflexes have a modular organization – defined by the mechanical action of single muscles

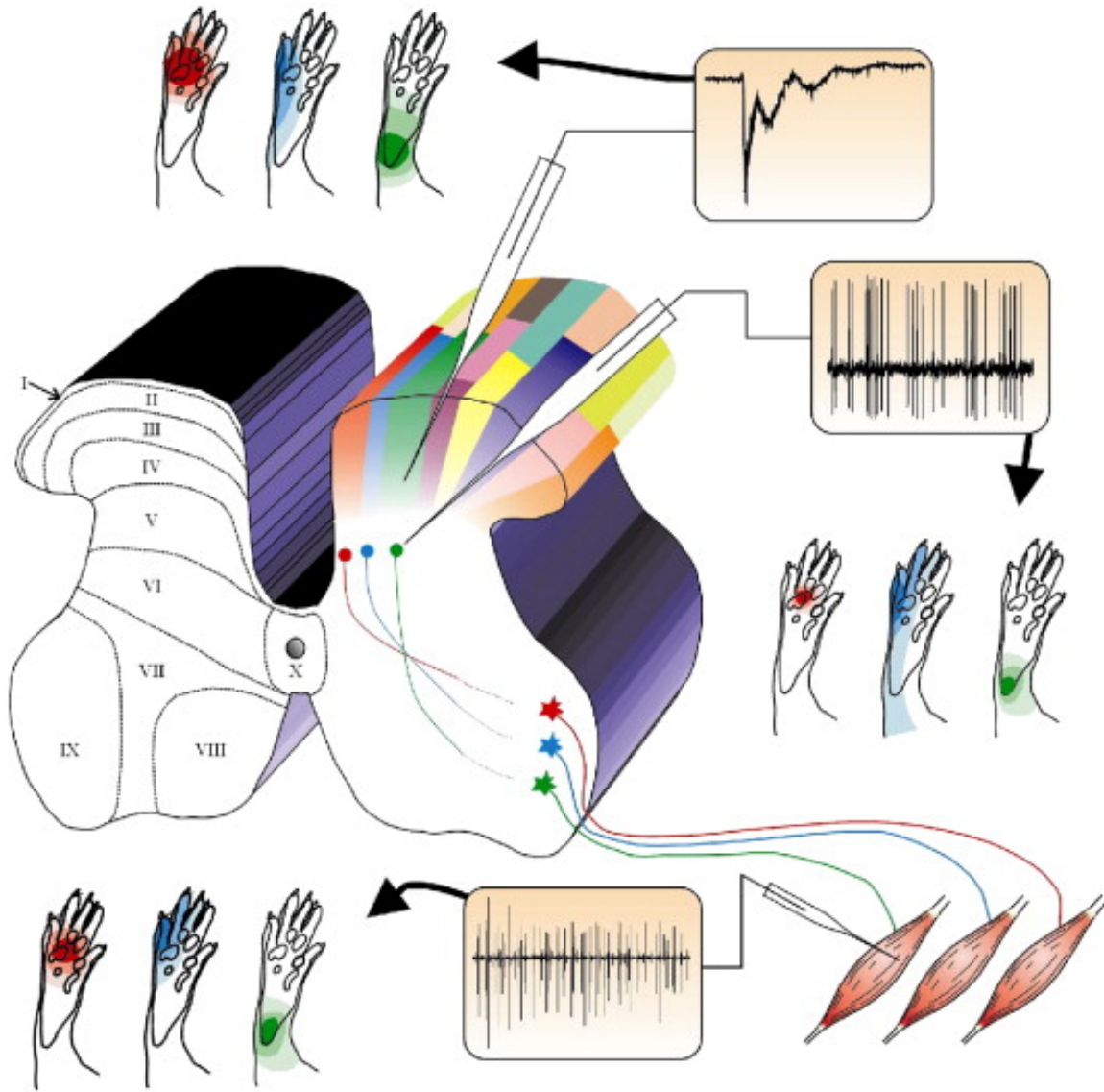


Withdrawal fields

Receptive fields  
(EMG)



Apps&Garwicz, 2005



Neurons in the deep dorsal horn of the spinal cord have receptive fields that perfectly match the withdrawal fields/muscle receptive fields

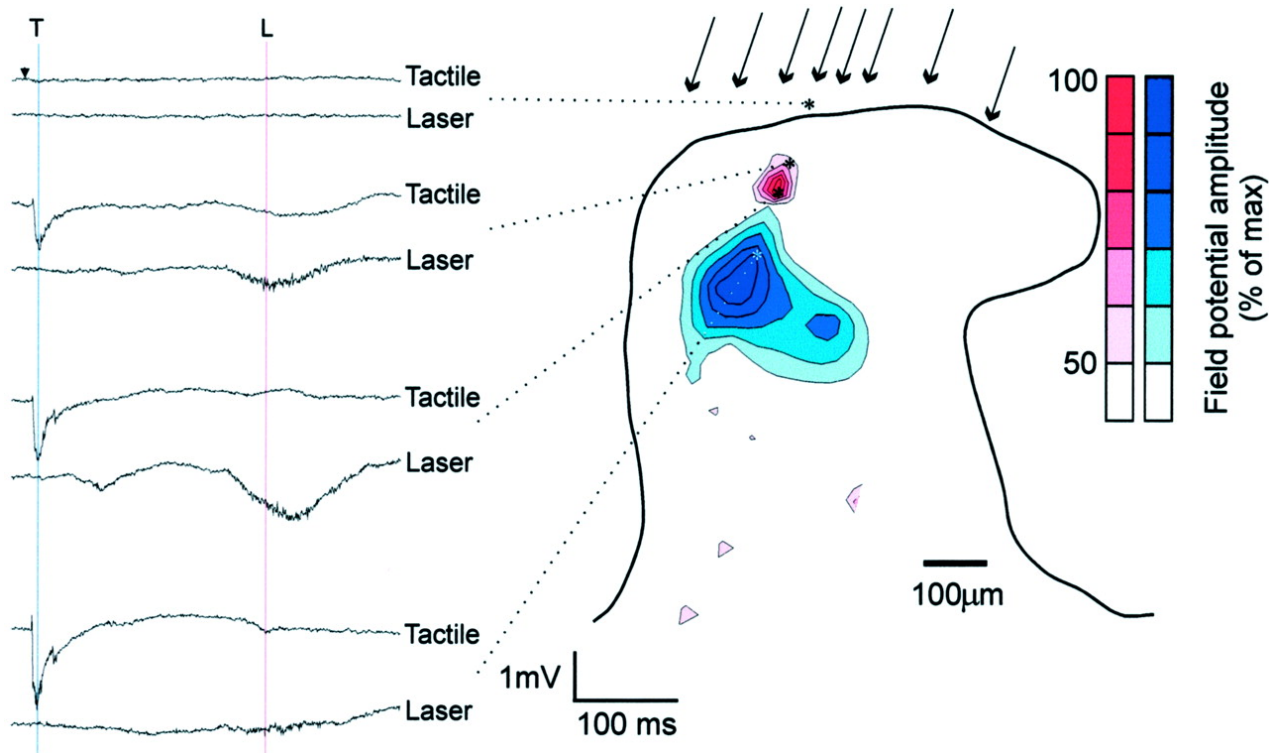
If these neurons are encoding the reflex patterns – how have they learned the very precise input-output relations?

Is experience-dependent learning an efficient strategy for nociceptive processing?

Can tactile input be used → multimodal integration

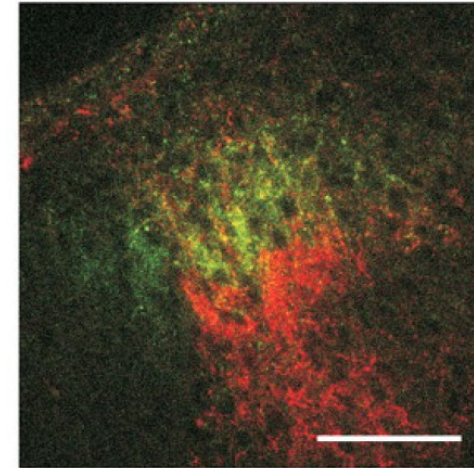


Tactile and nociceptive afference is mediated by different nerve fibers  
– but the input to the dorsal horn is aligned somatotopically

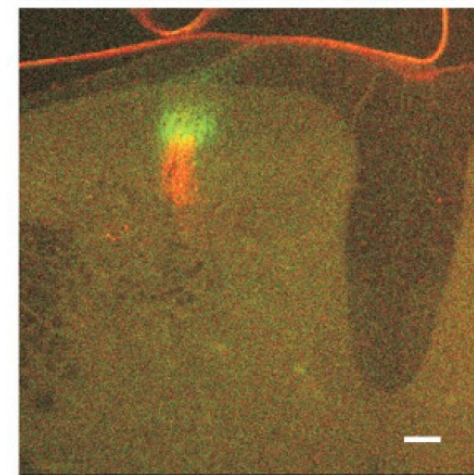


Levinsson et al. 2002

Cells deeper in the dorsal horn may be multi-modal



Early in life tactile input appears to reach also superficial laminae

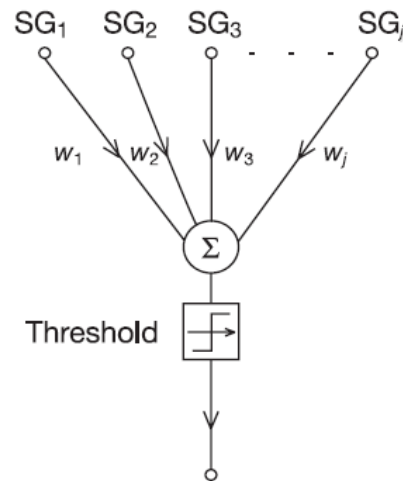
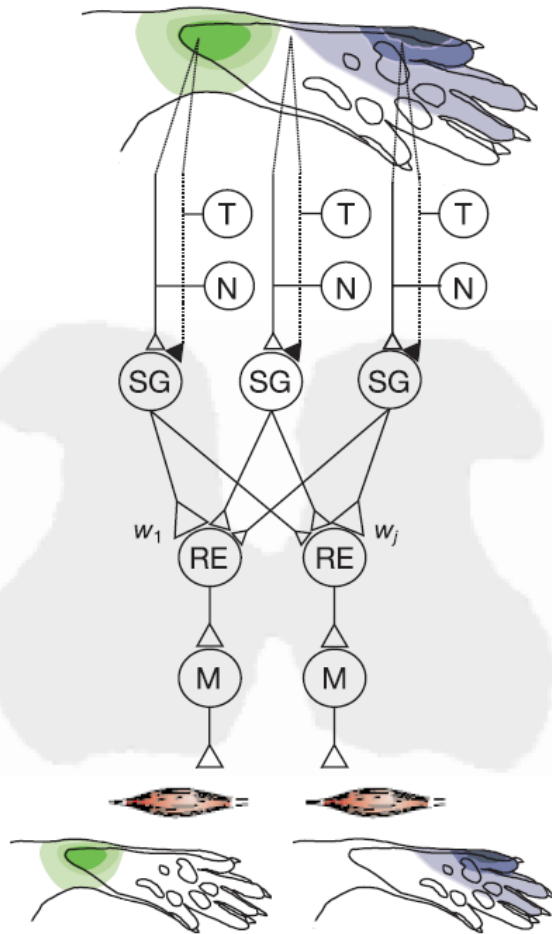


Granmo et al. 2007

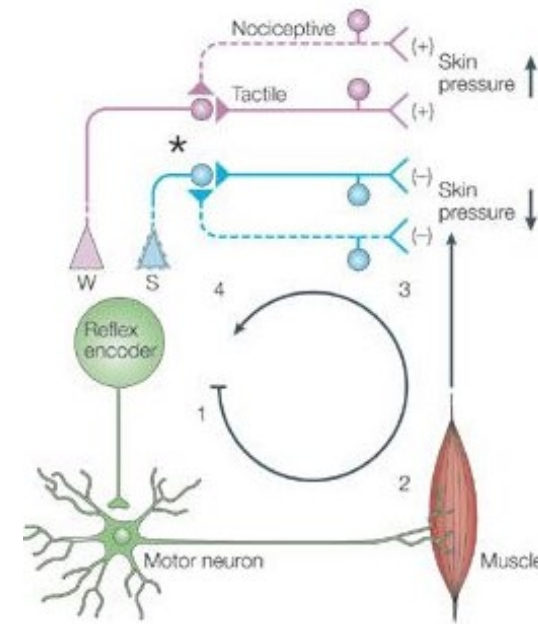


# Suggested simple network architecture

Could self-organize via local Hebbian-like synaptic learning rules

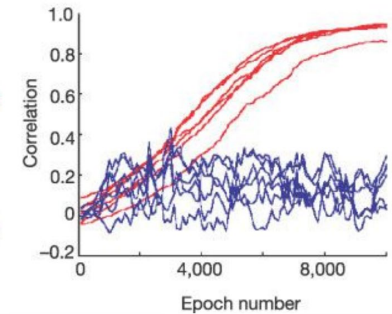
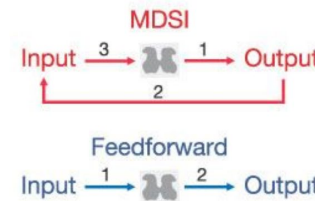
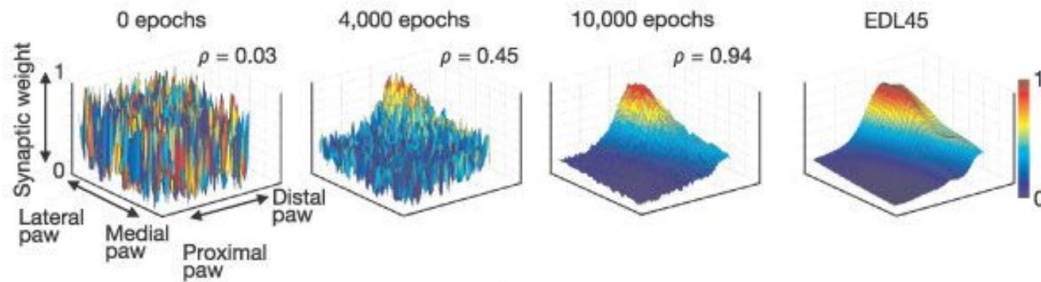
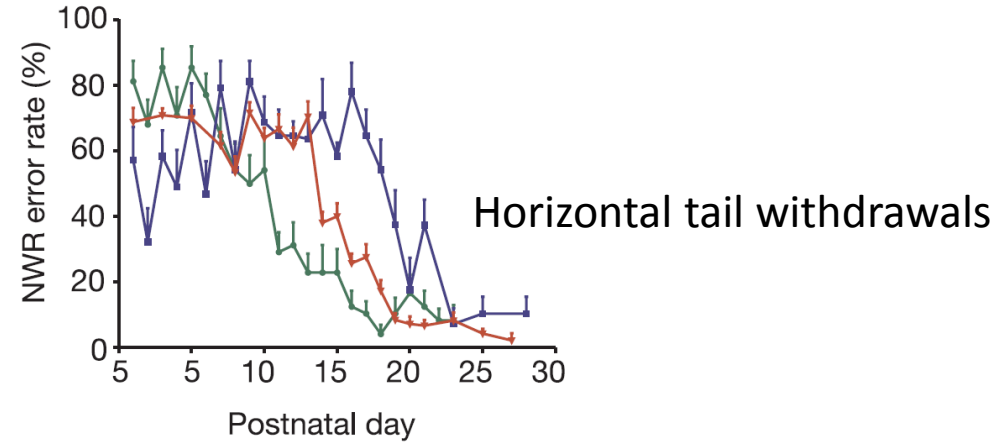
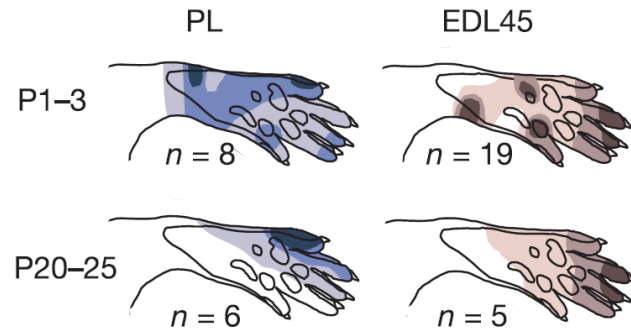


Petersson et al. 2003



Positive feedback

# Simulations replicate the gradual functional adaptations that occur during development

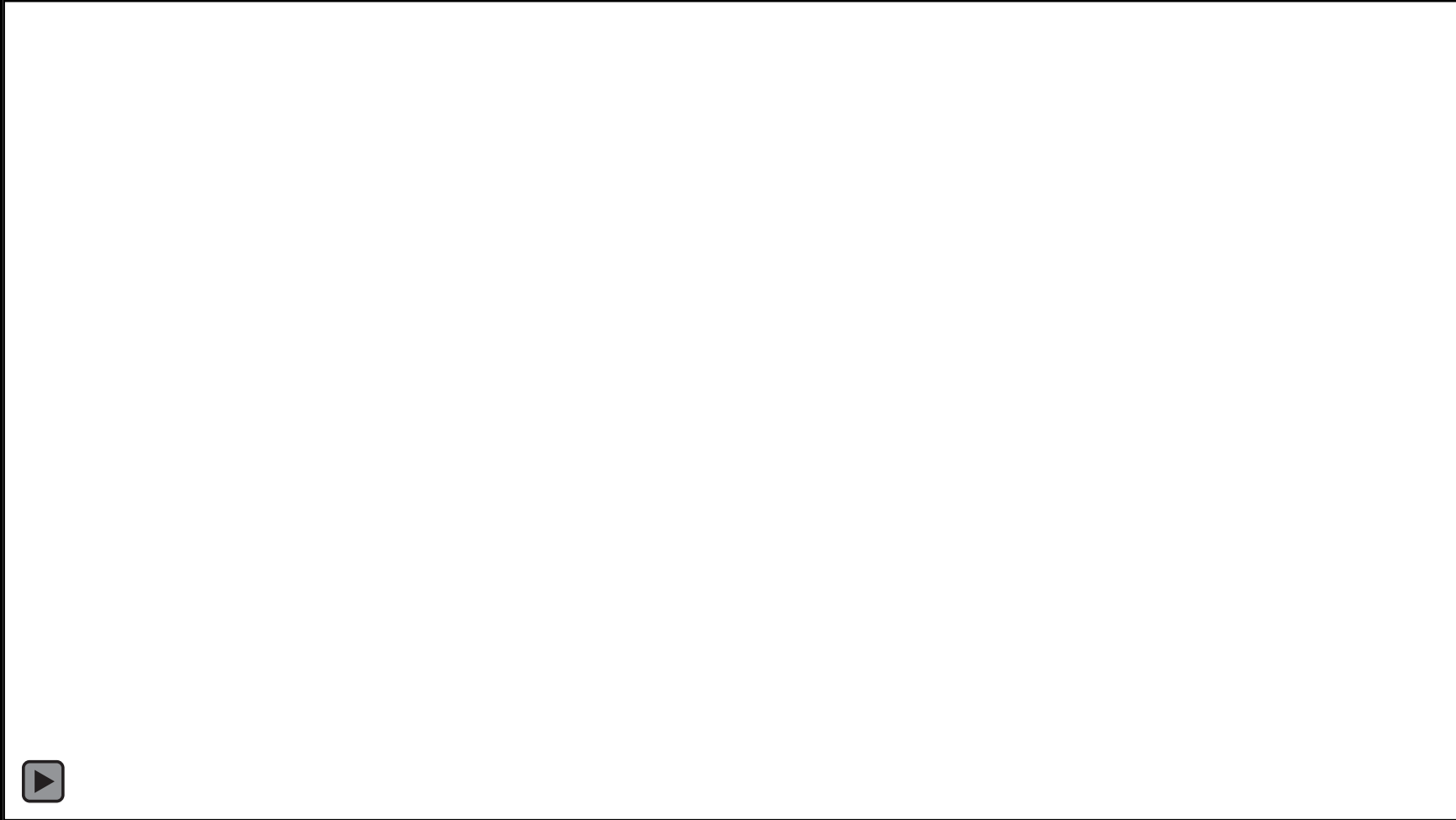


But what kind of spontaneous motor activity is mediating these reflex adaptations?





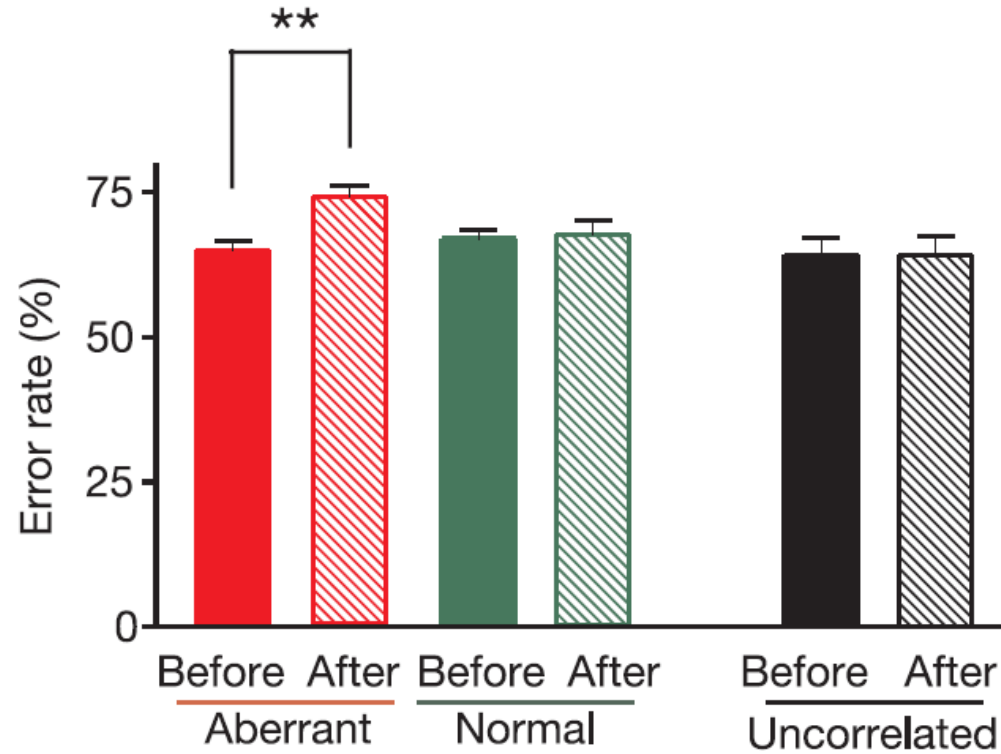
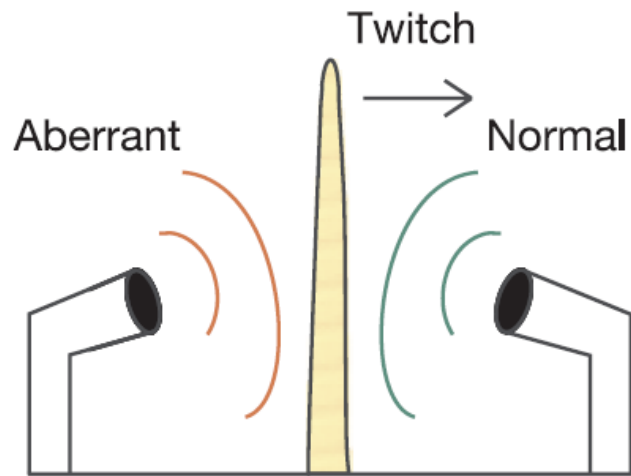
# Spontaneous movements during sleep



Can the tactile feedback  
associated with sleep twitches be manipulated?

coordinated  
movements

# Withdrawal reflexes tested before and after a few hours of air-puff conditioning

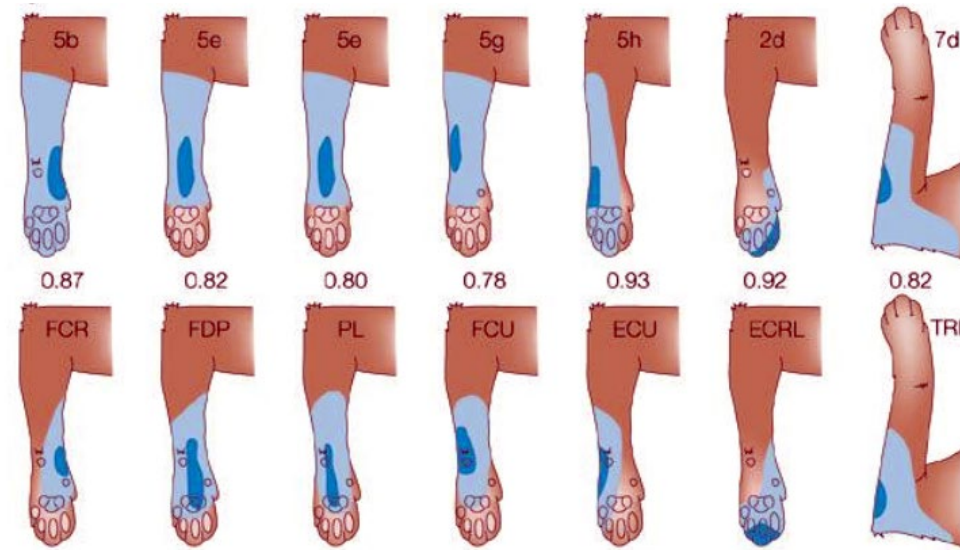




What about supraspinal structures?

## Cerebellum

Purkinje cell climbing fiber receptive fields closely match muscle receptive fields

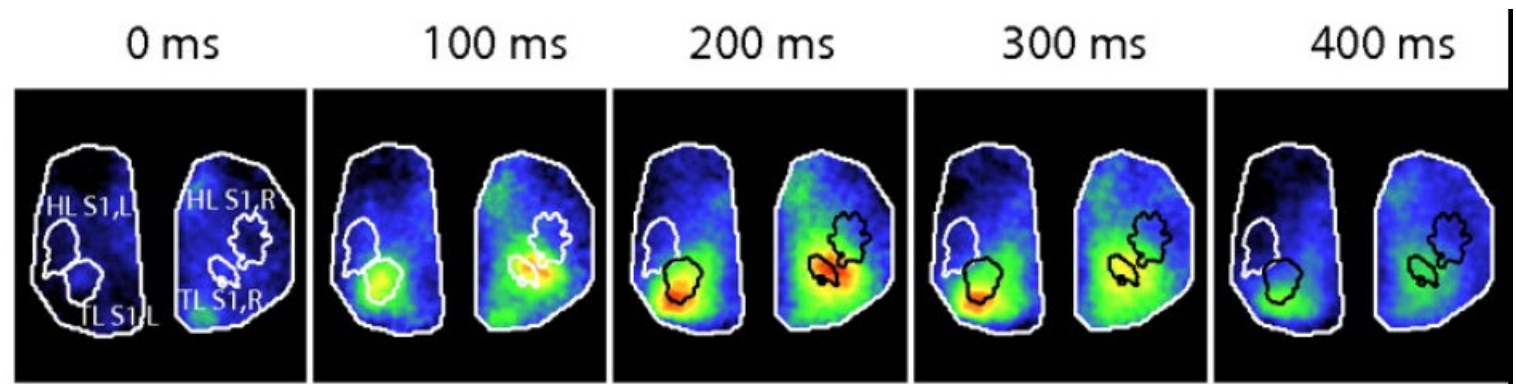


'Cerebellar modular organization'

Apps&Garwicz 2005

## Sensorimotor cortex

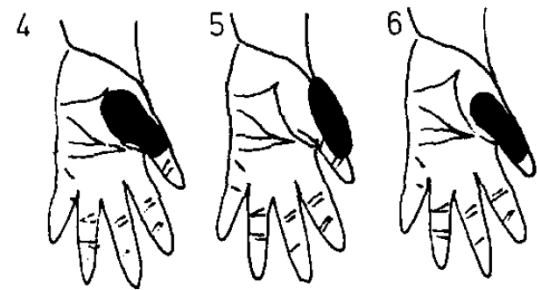
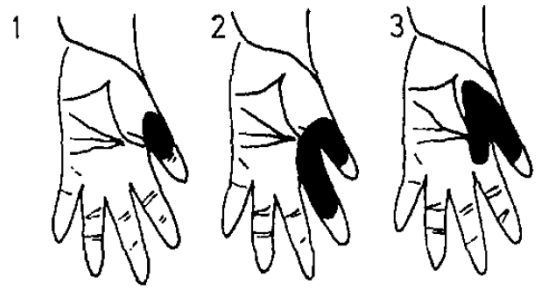
Bursts of cortical activity occur following spontaneous muscle twitches



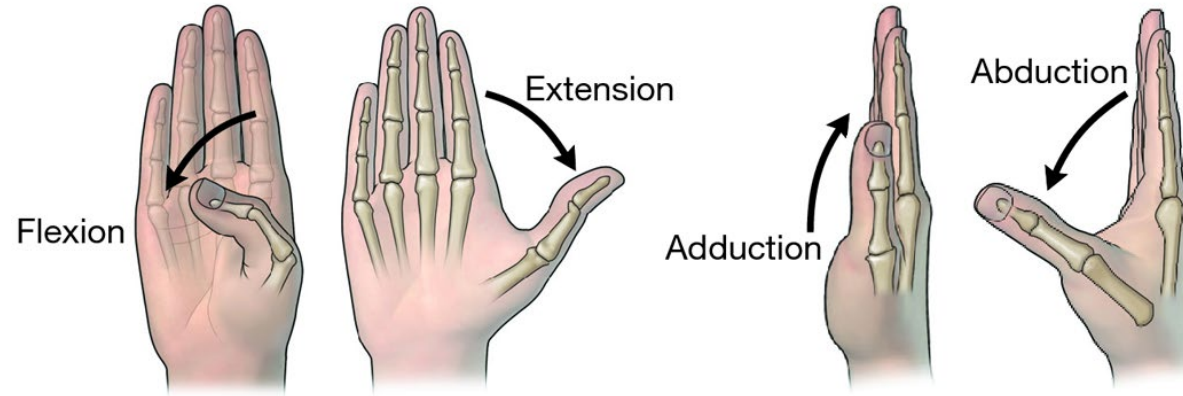
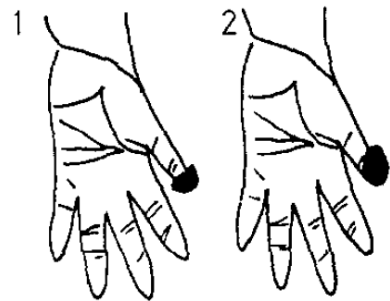
McVea et al. 2012

# Receptive fields of cells in monkey motor cortex reflects the biomechanical action of that cell induced by microsimulation

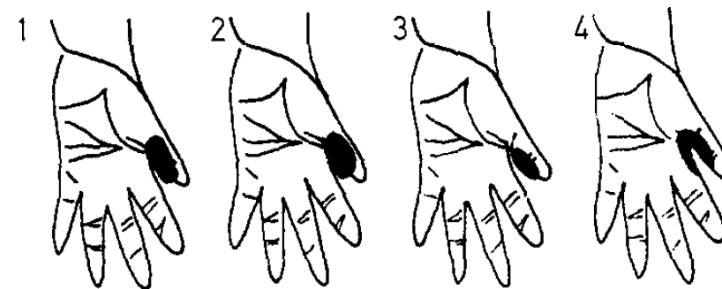
## A. THUMB FLEXION



## C. THUMB EXTENSION



## B. THUMB ADDUCTION



Rosén&Asanuma 1972



## Developmental adaptations = learning?

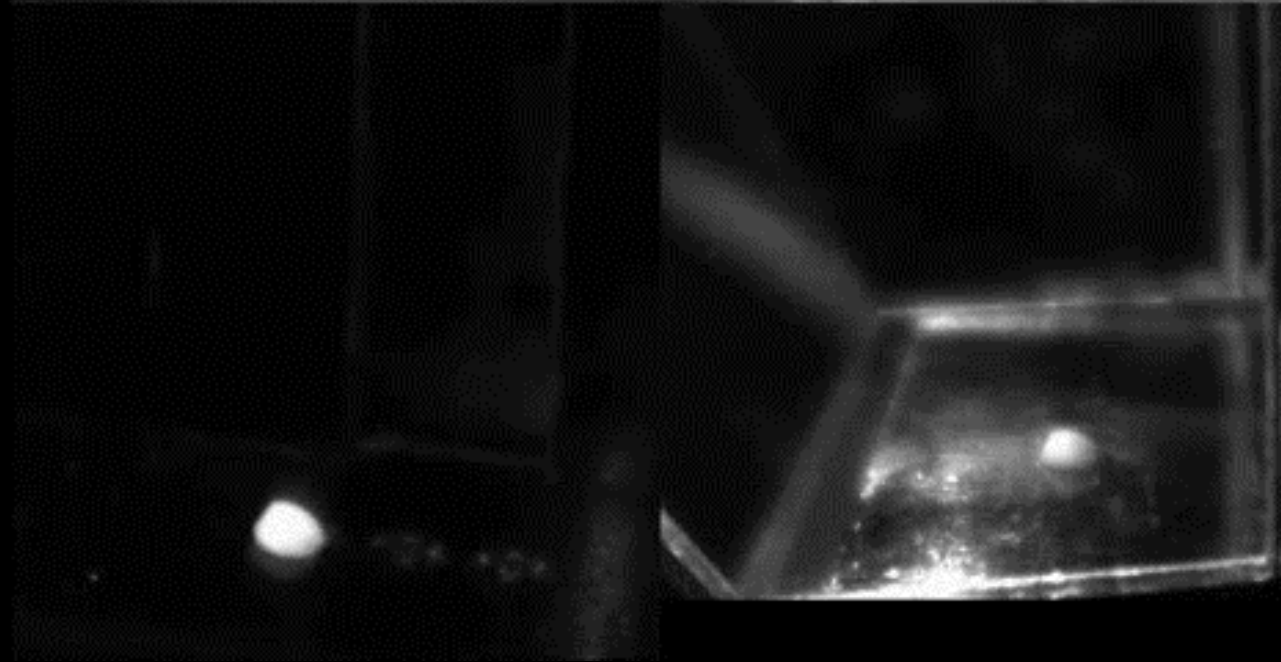
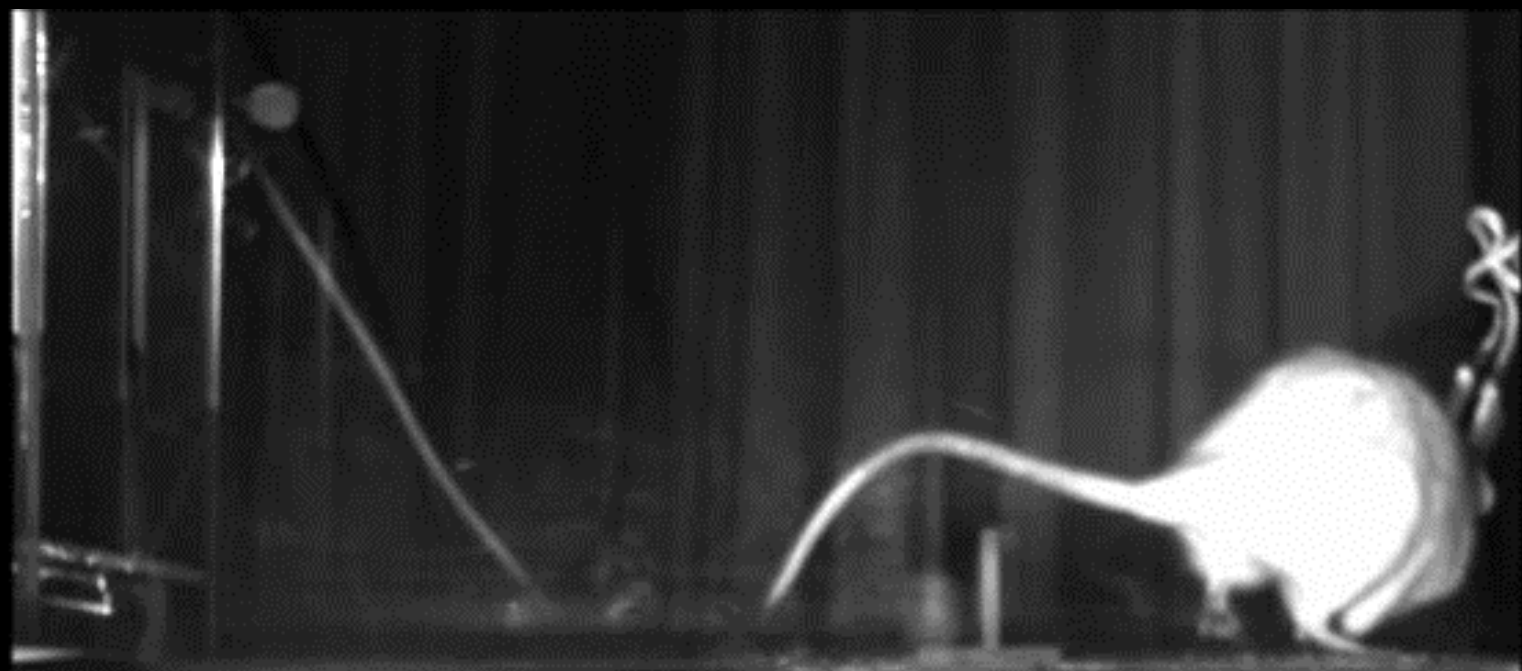
Is it possible to induce similar experience-dependent adaptations in the adult nervous system by excessive training?



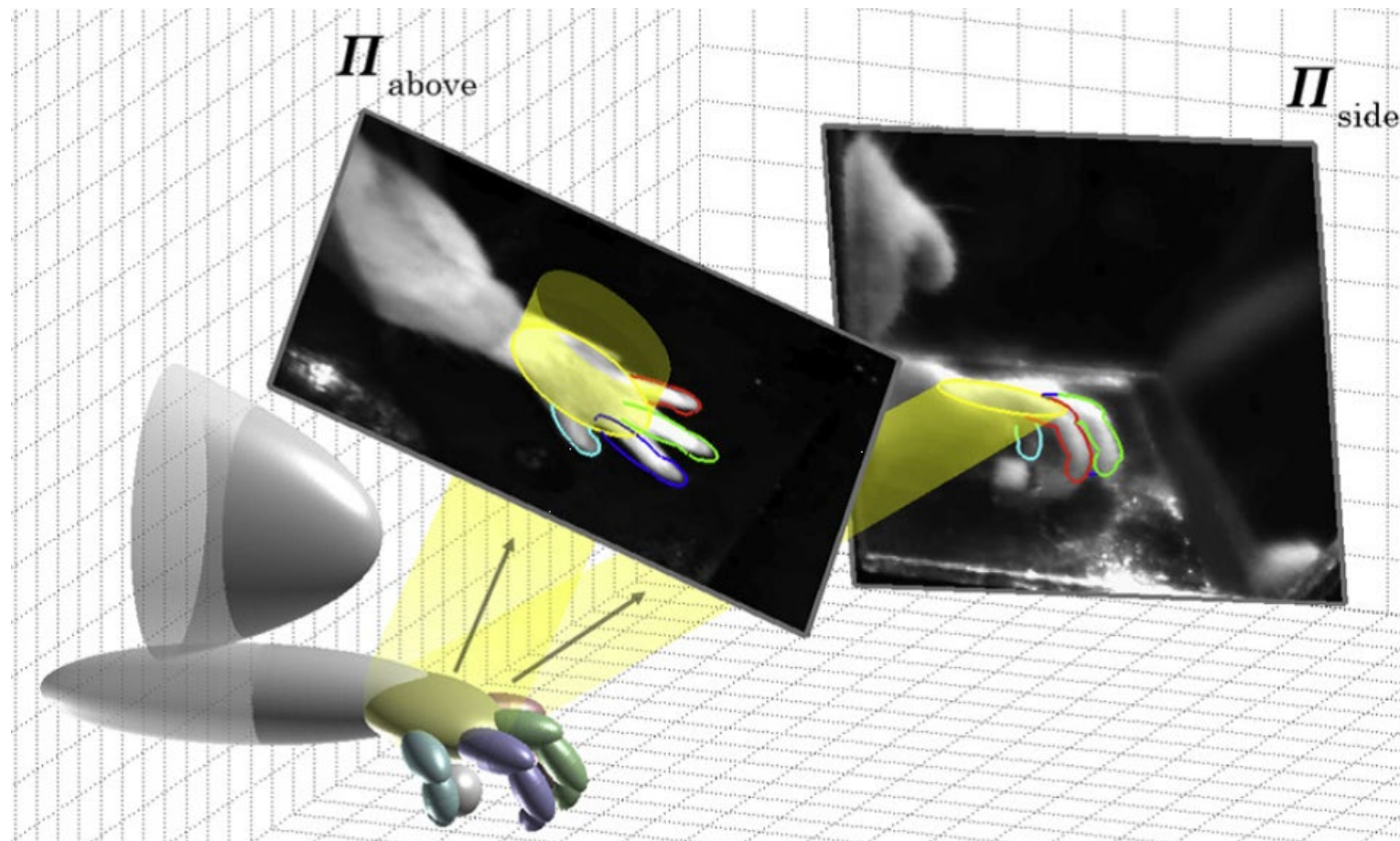


# Experimental challenges:

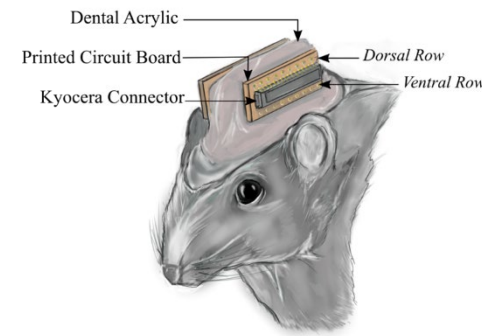
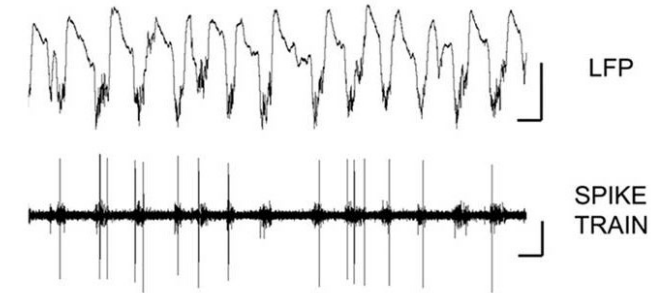
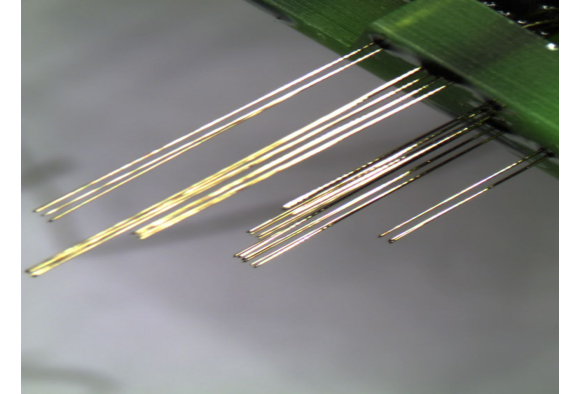
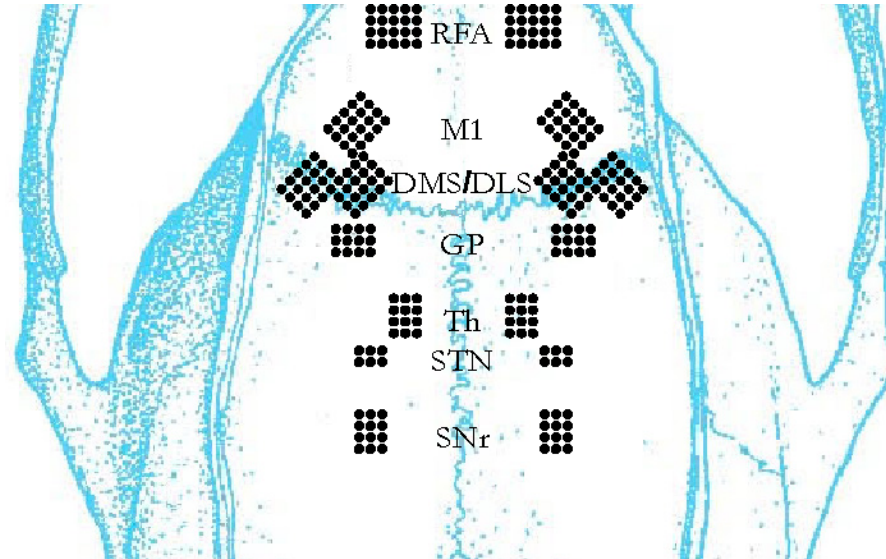
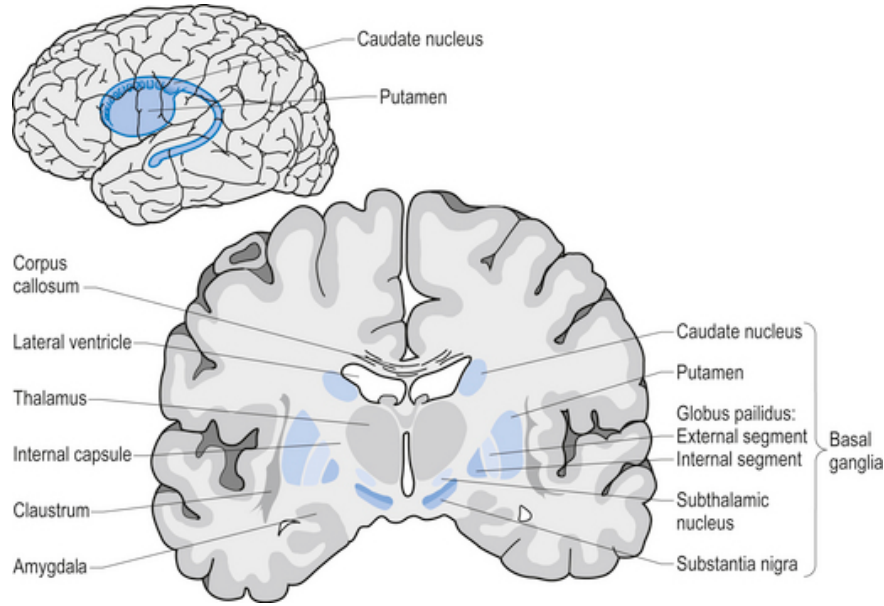
- + Behavioral training – task suitable for a rodent, motivation etc.
- + Detail descriptions of kinematics in freely moving animals
- + Recording of brain activity in distributed brain circuits



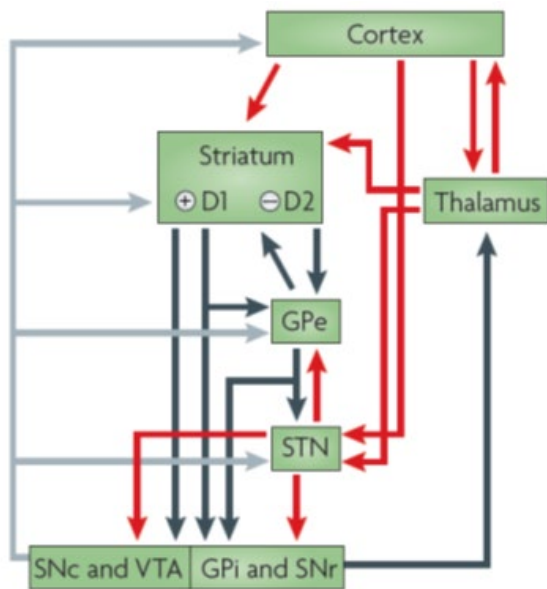
# Detailed kinematics from mathematical image analyses



# Large-scale parallel neuronal recordings in cortico-basal ganglia circuits



x 128

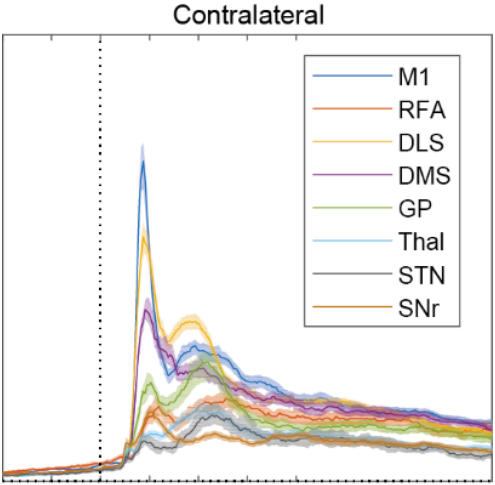


‘Action-selection’  
 ‘Reinforcement learning’  
 - Encodes both policies and values

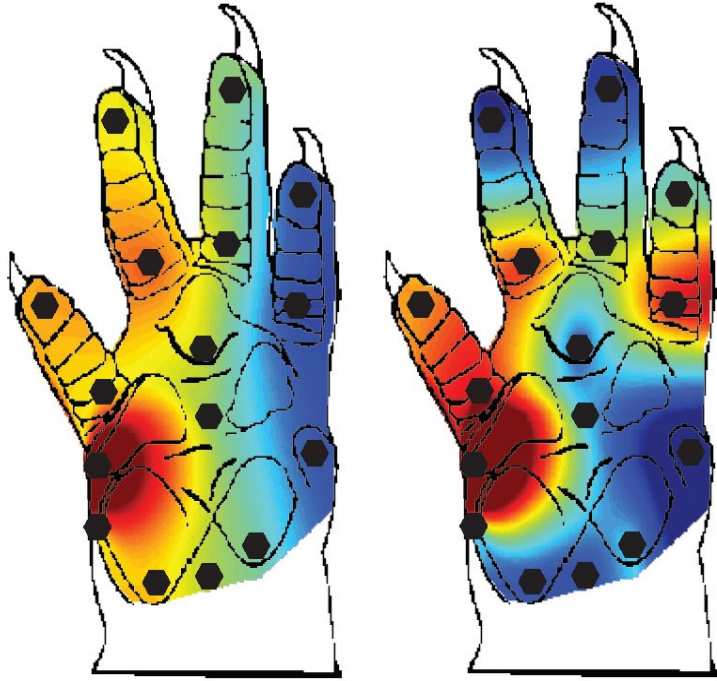
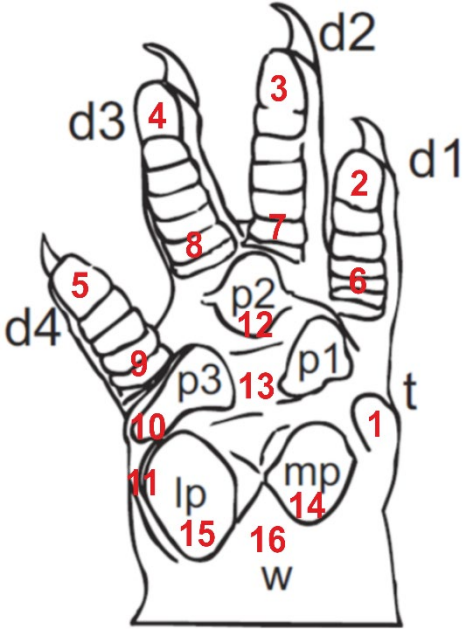
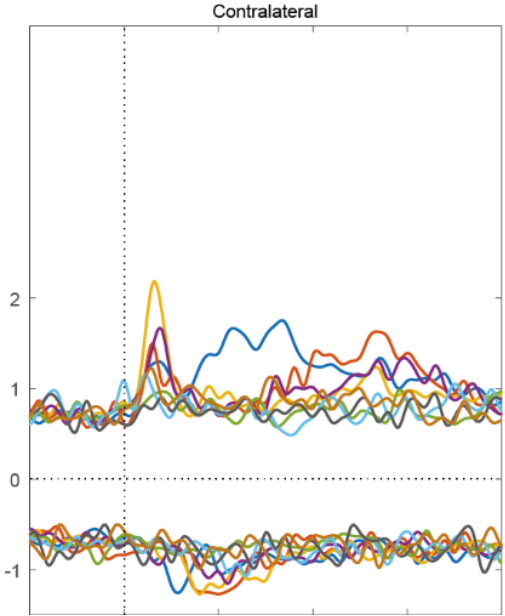


# Mapping of tactile receptive fields in different motor structures after excessive training for 3 weeks

Evoked potentials



Evoked unit activity



Example of RF change resembling Rosén&Asanuma 1972

... work in progress – but so far only MI display clear RF changes

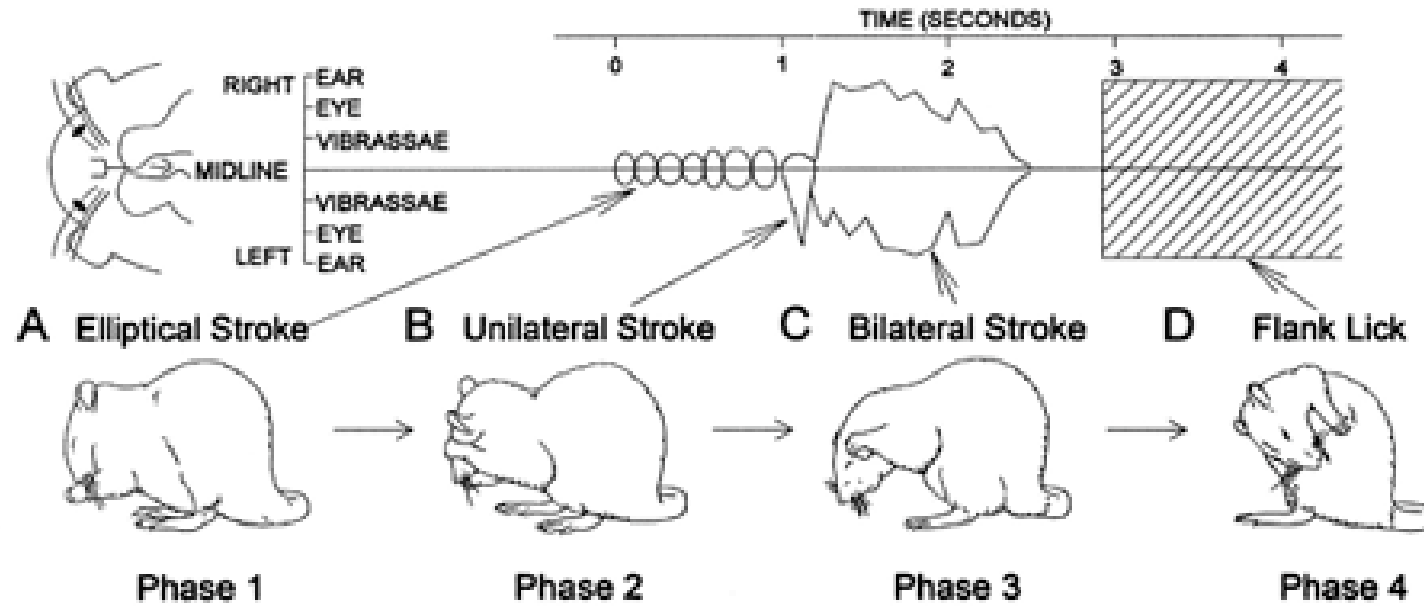


- + This type of sensorimotor adaptations are most useful in systems that allow for single-muscle control
- + May not be so common in higher motor systems
- Perhaps the basal ganglia are not encoding actions at this level
- + In many situations detailed somatosensory feedback is less important since we can rely on learned actions/habits
- Sufficient to get information about the current motor state

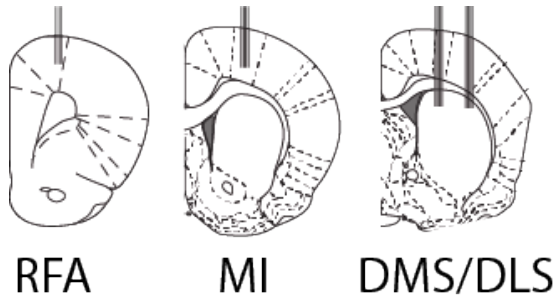
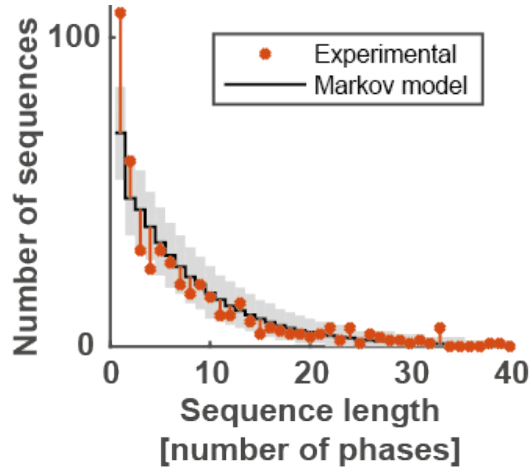
'Open- or closed-loop'  
motor control

Let's study a natural rodent behavior that appears to be more habitual and 'open-loop'

How do we build actions sequences consisting of several discrete motor programs?

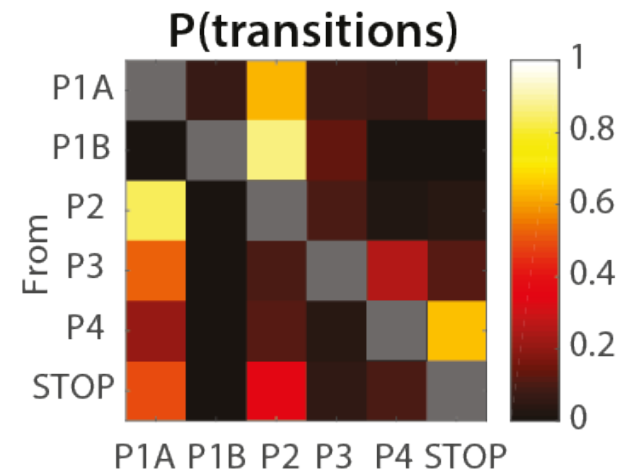
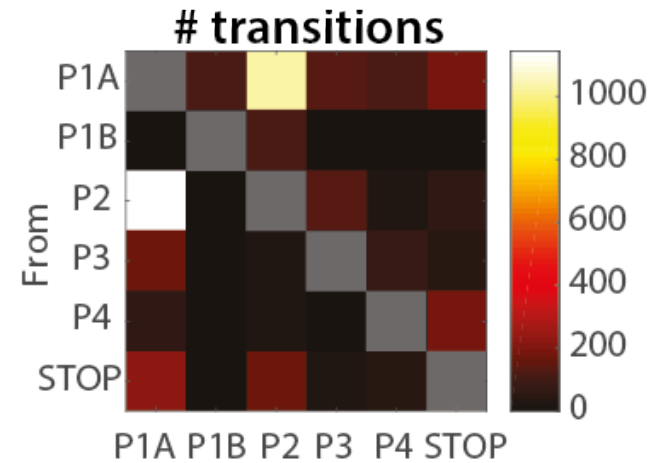
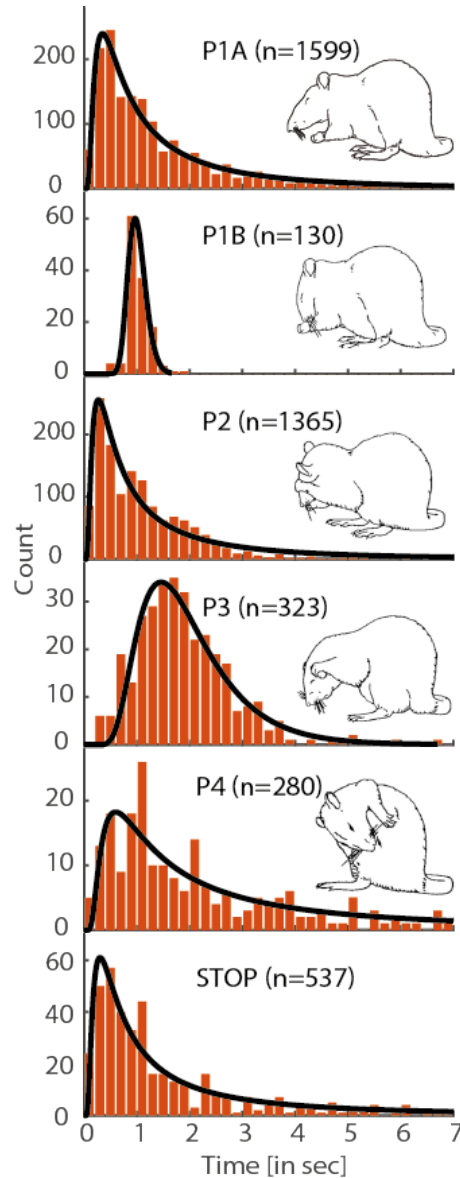


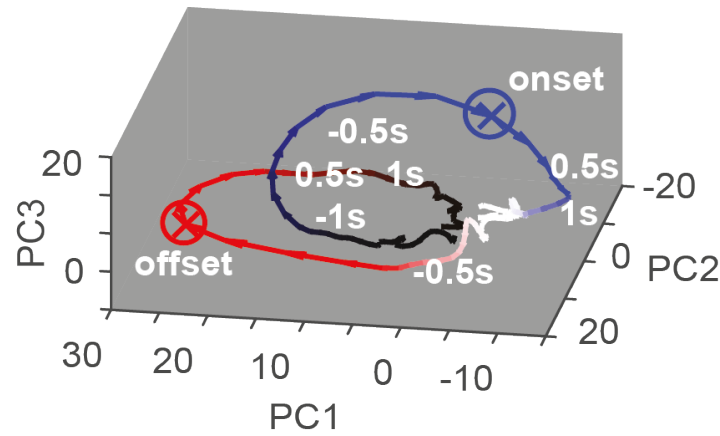
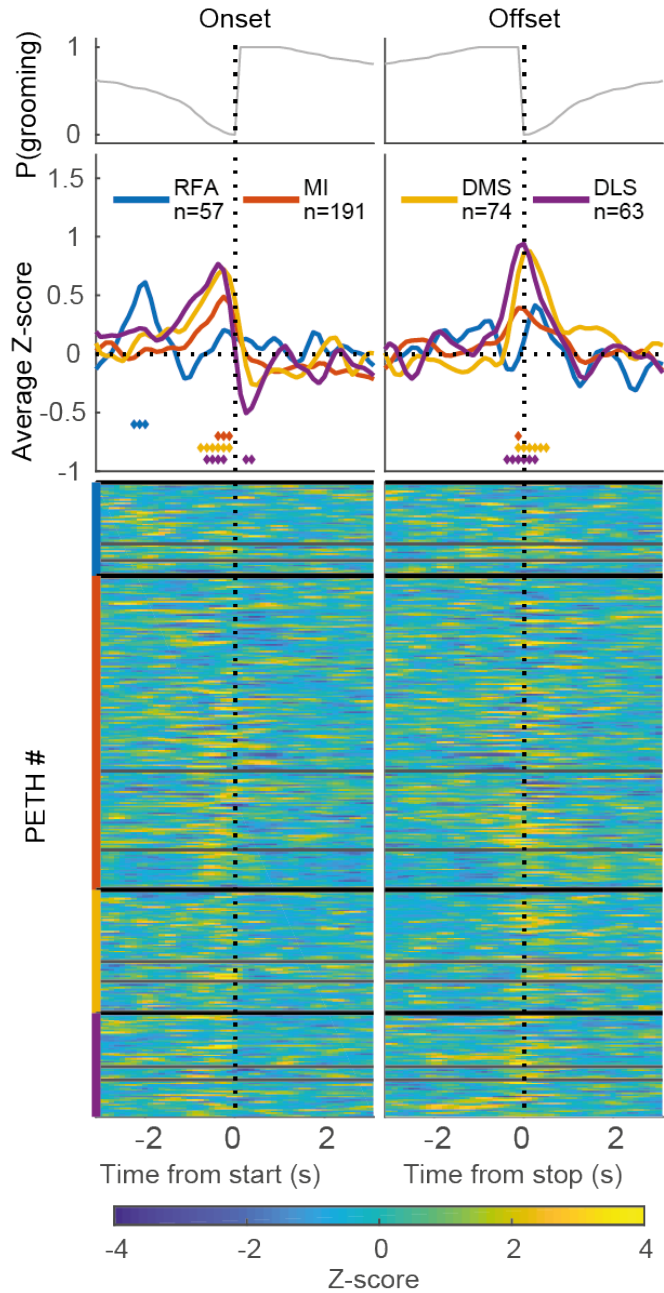
# Action sequences are in fact quite variable



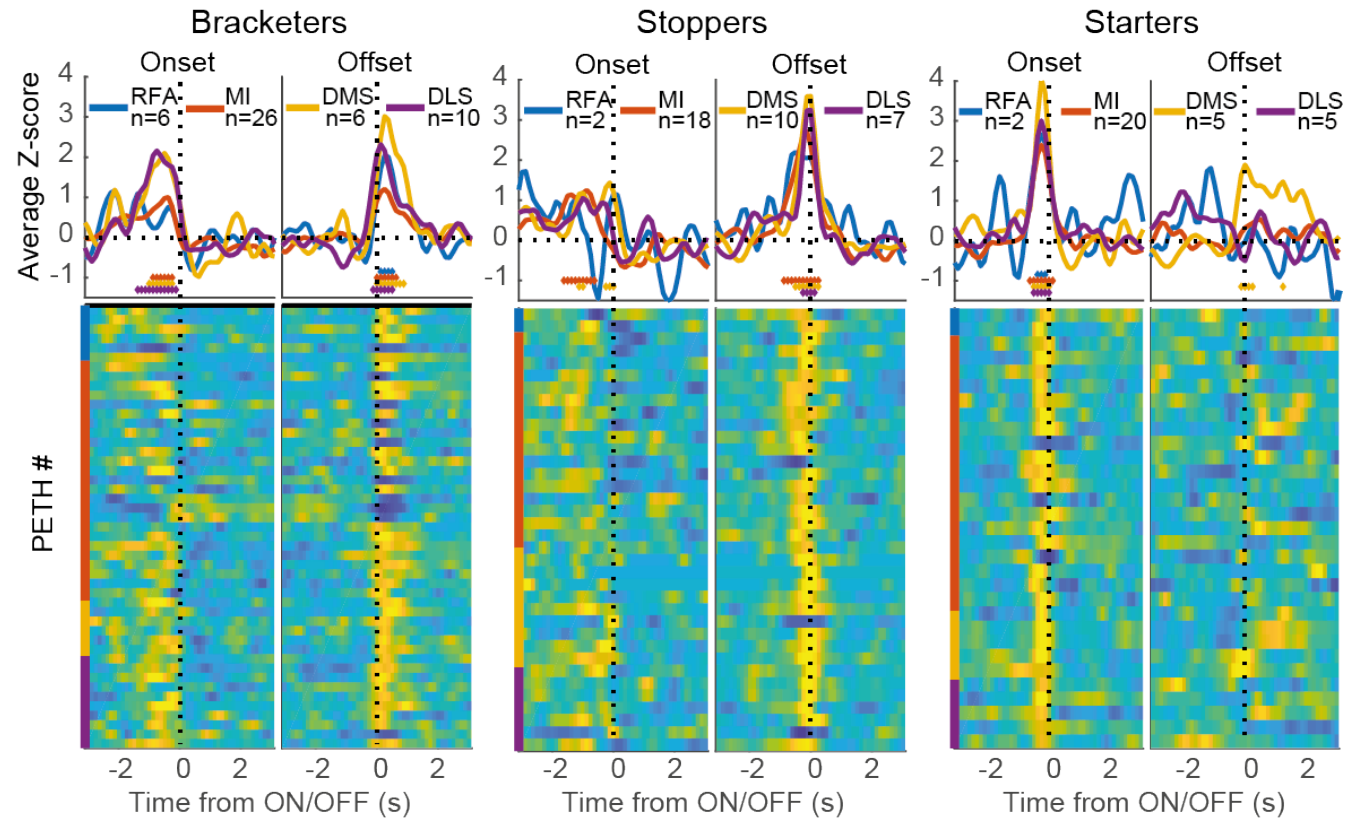
Are cortico-basal ganglia circuits controlling actions sequencing in this spontaneous behavior?

Action selection filter...

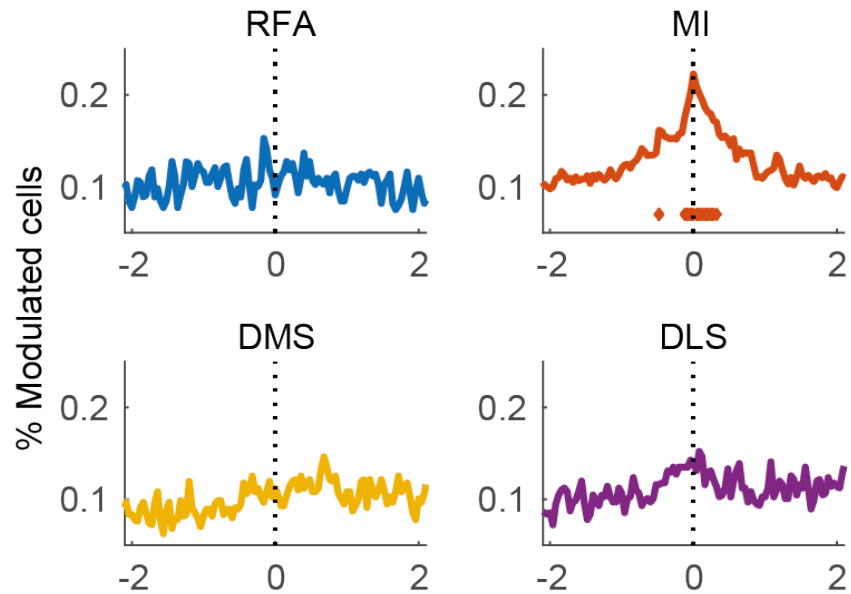




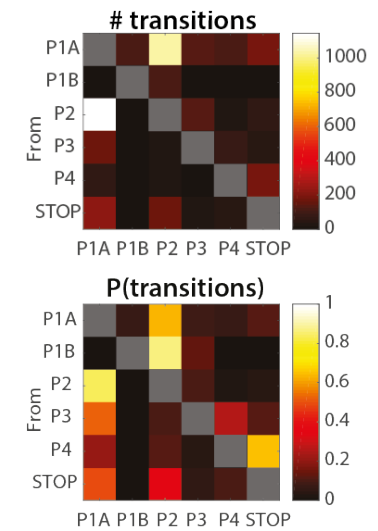
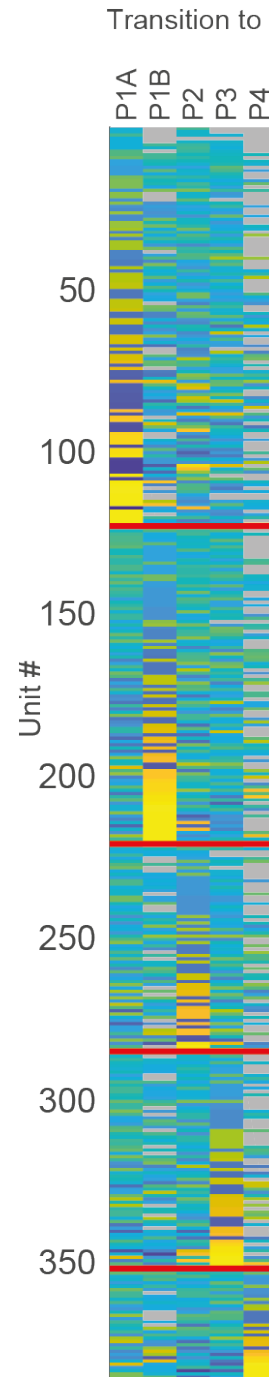
Strong encoding of start and end of a full sequence



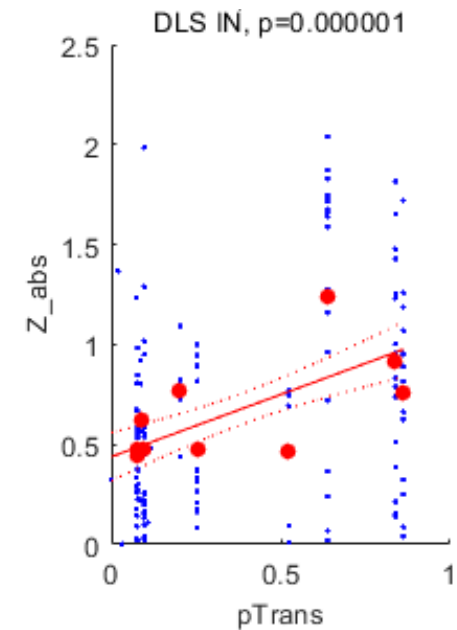
# Phase transitions within a sequence



Phase transition events are primarily encoded in MI



DLS dynamics scales with P(transition)





# Different systems ('levels') for sensorimotor integration and action selection

+ Spinal cord - reflex modules - functionally adapted by experience

+ Cerebral cortex - grasping modules - functionally adapted by experience\*

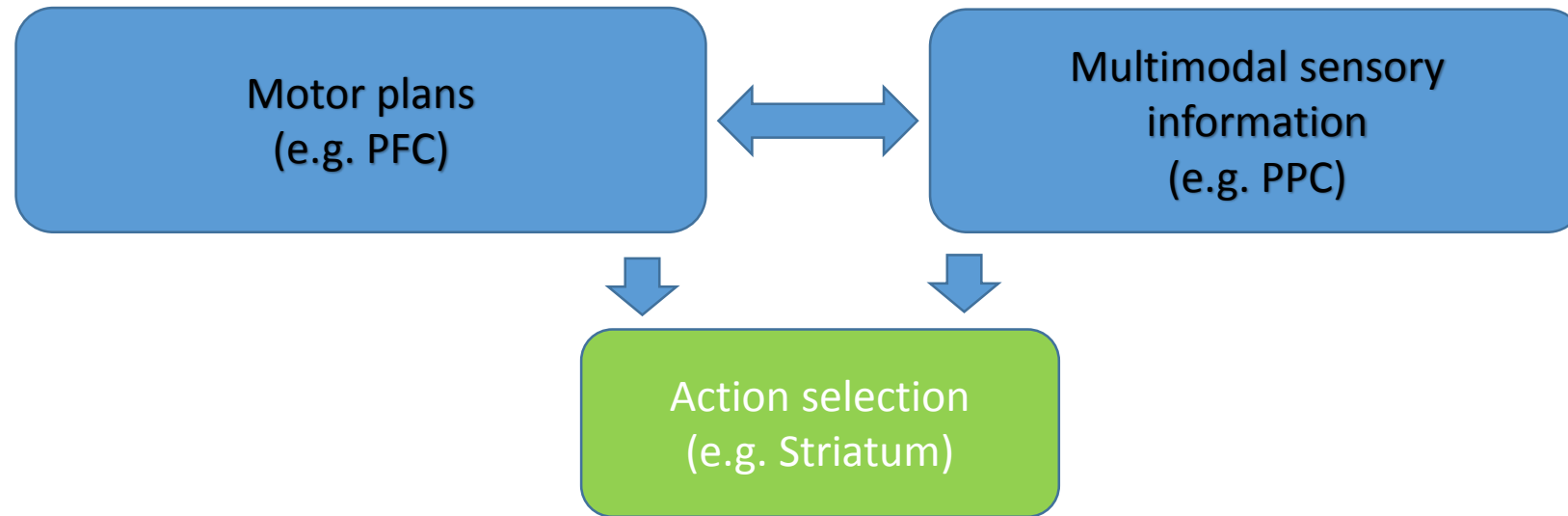
\*) preliminary data

+ Basal ganglia (dorsolateral striatum) – state-dependent motor commands in actions sequences - building-blocks of habits

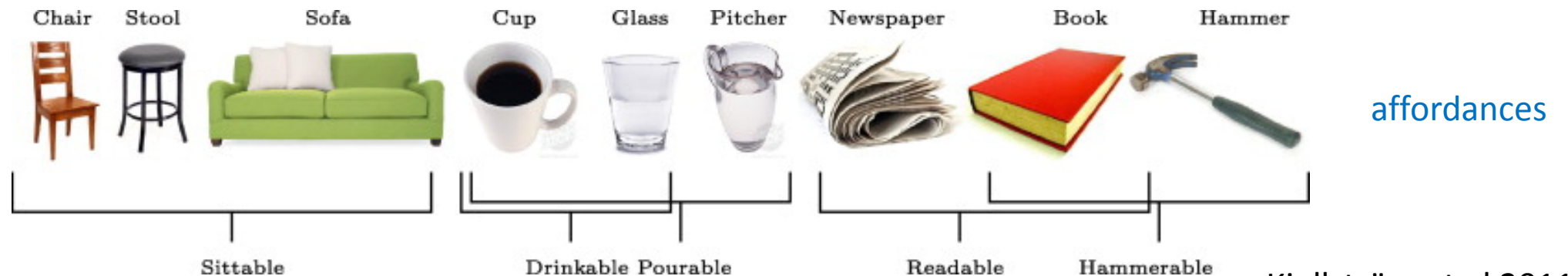
- What about the more general case?  
Interaction with novel/familiar  
objects in the external world



# Action-selection based on on-line sensory cues



Prediction: In an action-based framework the sensory representation of objects in the external world should be heavily influenced by our prior knowledge of how to interact with them





A large, leafless tree is illuminated at night with numerous warm white string lights. The lights are draped across the branches, creating a glowing effect against the dark background. The tree's trunk and branches are visible, and the overall scene is festive and cozy.

**Pär Halje**

**Ulrike Richter**

**Ivani Brys**

**Martin Tamtè**

**Nela Ivica**

**Joel Sjöbom**

**Tobias Palmér**

**Jens Schouenborg**

**Marcus Granmo**

**Alexandra Waldenström**

**Christer Fåhraeus**