Prospective coding in motor learning and motor decision making



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Prospective errors determine motor learning

- a step towards a unified model of motor learning -



Takiyama, Hirashima, Nozaki, Nature Comm, 2015

Our hypothesis



The predicted movement error, prospective error, determines neural activity and motor command in motor learning.



1. Introduction

- 2. Results mathematics
- 3. Results behavioral experiment
- 4. Results fitting to conventional data
- 5. Results simulation
- 6. Conclusion
- 7. Prospective error in a competitive game

Experiment: reaching movements (unimanual) + Perturbation



These videos were offered by Yokoi-sensei.

Reaching movement



30° visuomotor rotation



"Please move the cursor towards target **as straight as possible** with a moderate movement speed."

Compatibility of simplicity in learning and complexity in control: Motor primitive (Thoroughman & Shadmehr, 2000, Nature).



Simplicity in learning … linear learning equation of W Complexity in learning … linear combination of A (nonlinear function)

<u>What determines neural activity in motor learning? ...</u> <u>No consensus.</u>

- 1. Force (Evarts, 1964, Jnp)
- 2. Desired movement direction (Georgopoulos et al., 1984, JNS)
- 3. Desired movement speed & position (Moran et al., 2007, Jnp)
- 4. Actual movement (Gonzalez-Castro et al., 2011, PLoS Compt Biol)
- 5. Aiming movement direction (Taylor & Ivry, 2011, PLoS Compt Biol)
- 6. Reward (Huang et al., 2009, Neuron)
- 7. Uncertainty (Kording & Wolpert, 2004, Nature)
- 8. Visual and proprioceptive information (Brayanov et al., 2011, JNS)

Our hypothesis: predicted errors in the upcoming movement determine neural activity





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Prediction of conventional models: When movement error is 0 on average ($\langle e_t \rangle = 0$), no motor learning is facilitated.

_earning rule:
$$\langle W_{t+1} \rangle = \lambda \langle W_t \rangle + \frac{\eta}{N} \langle e_t \rangle \langle A^T(\theta_t) \rangle = \lambda \langle W_t \rangle$$



However, this prediction contradicts *random learning*, or structural learning (Braun, 2009, Curr Biol).

To reproduce random learning, A should be correlated to e.

$$\langle W_{t+1} \rangle = \lambda \langle W_t \rangle + \frac{\eta}{N} \langle e_t A(\theta_t) \rangle = \lambda \langle W_t \rangle + \frac{\eta}{N} \operatorname{Cov}(e_t A(\theta_t))$$



Note: $A \rightarrow$ before the initiation of movement.

 $e \rightarrow$ after the end of movement. A cannot be correlated to e.

What are inputs x in motor learning ?

Our proposal: We predict movement error before the initiation of movement and the predicted movement error (**prospective error**) affects neural activity and motor learning.





1. Desired movement direction & prospective error.

- 2. Neural activities A. (e.g., A…Gaussian)
- 3. Motor command: $u = \sum_{i=1}^{N} W_i A_i(\theta)$

4. Modify \mathbf{W} to minimize prediction error.

5. Update prospective error. $\hat{e}_{t+1} = \hat{e}_t + \alpha(e_t - \hat{e}_t)$

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Group1…Error changes in each trial

Trial

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Wei & Kording, 2008, Jnp Larger error results in slower learning.

Prospective error hypothesis: *Large error causes difficulty in predicting error, resulting in slower learning.

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Theory 3: Multiple timescale model (Smith, 2006, PLoS Biol)

1. Savings - A-B-A paradigm, faster learning speed in relearning phase -

Trial number

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Prospective error model
1. anterograde intereference (Sing, 2010, PLoS CB)
2. spontaneous recovery (Smith, 2006, PLoS Biol)
3. relevance of error (Wei, 2009, Jnp)
4. short-term savings (Krakauer, 2000, Nat Neurosci)
5. long-term savings (Zarahn, 2008, Jnp)
6. Kalman filter (Kording, 2004, Nature)
7. structural learning (Braun, 2009, Curr Biol)

1. Based on math to reproduce random learning, we propose a novel hypothesis: *the prospective error is encoded in motor planning*.

2. Based on our behavioral experiment, we validated our prediction which any conventional model never predicts <u>- strong prediction power -</u>.

3. Our model can explain several phenomena which were separately explained by different computational models <u>- a step towards a unified model of motor</u> <u>learning -</u>.

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Keiji Ota (TUAT / NYU)

Is prospective coding effective when there are other players?

Ota & Takiyama, in preparation, Ota & Takiyama, 2017, SfN

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