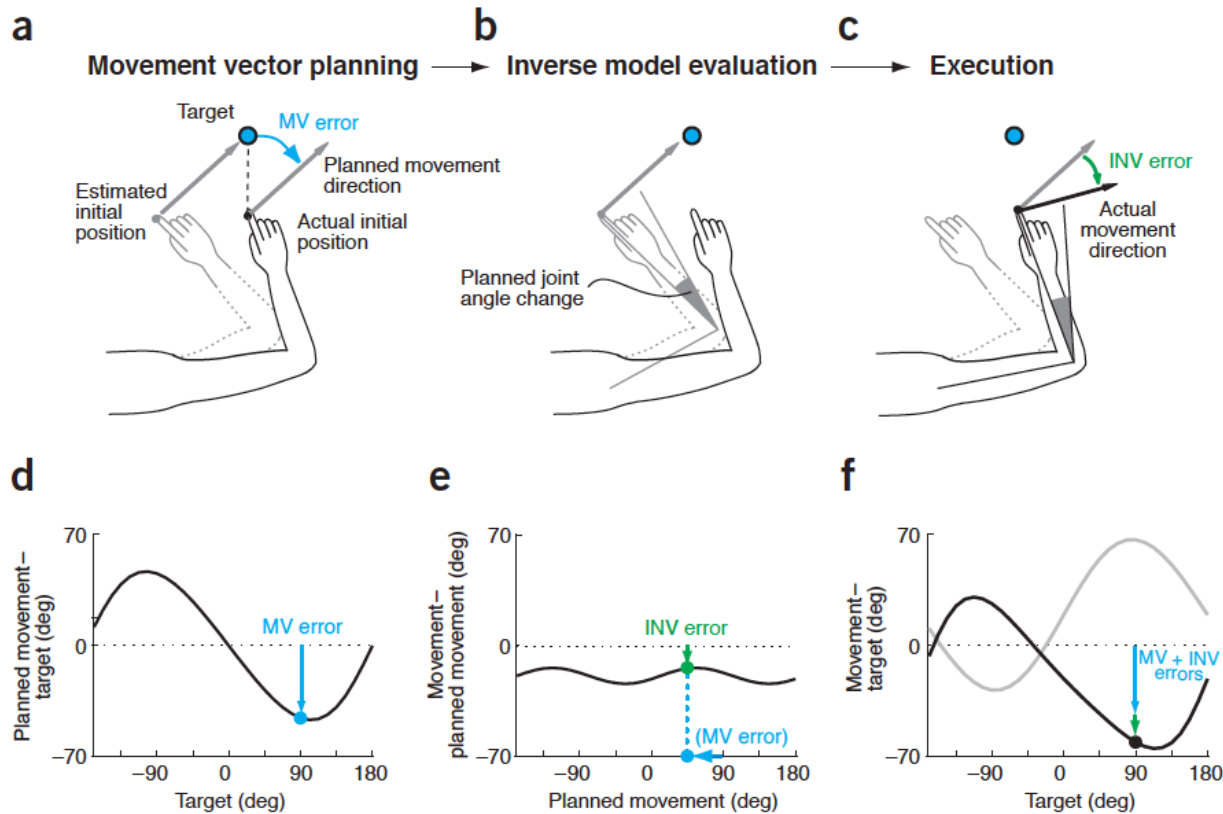


Flexible strategies for sensory integration during motor planning

Sober and Sabes, Nat. Neurosci. 2005

MV error vs. INV error

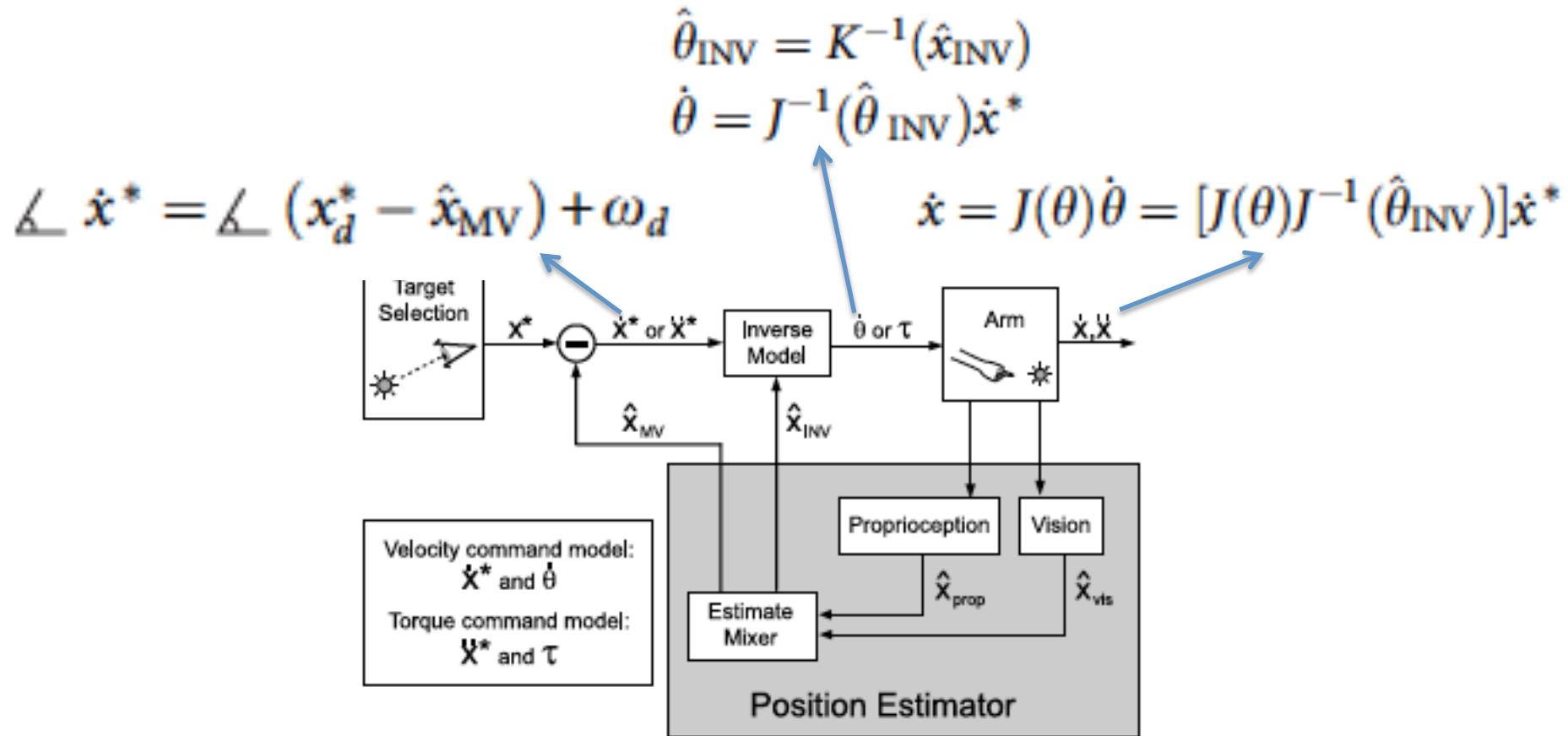
$$\hat{x} = \alpha \hat{x}_v + (1 - \alpha) \hat{x}_p$$



$$\alpha_{MV} = 0.9$$

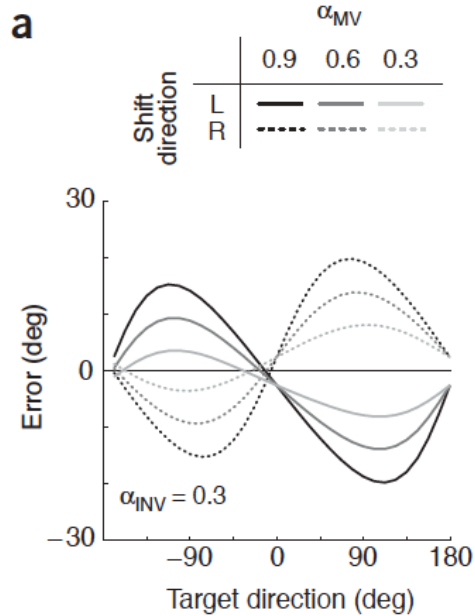
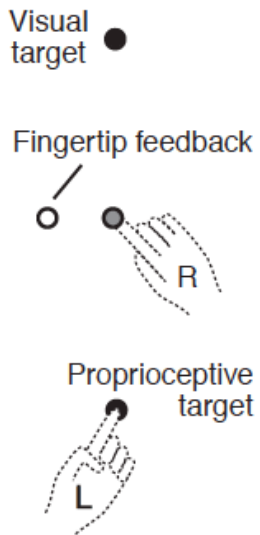
$$\alpha_{INV} = 0.3$$

Model general structure

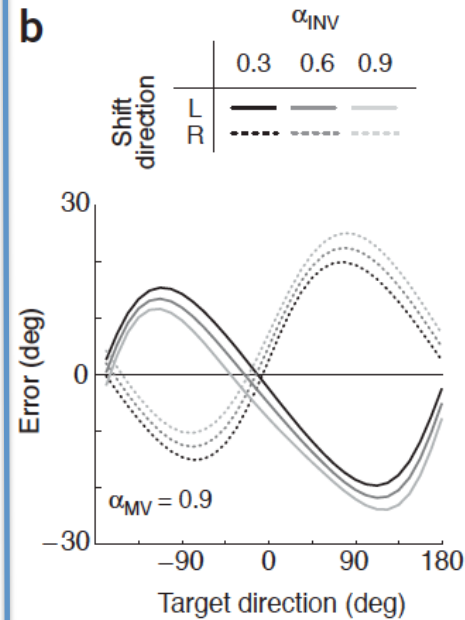
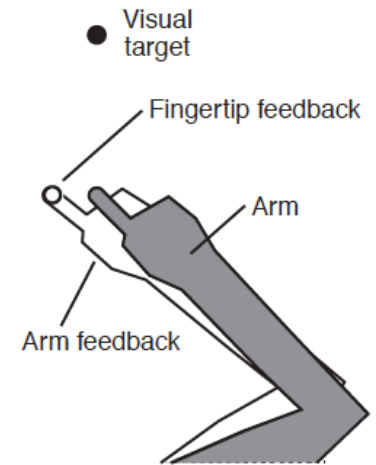


Model prediction if weights change

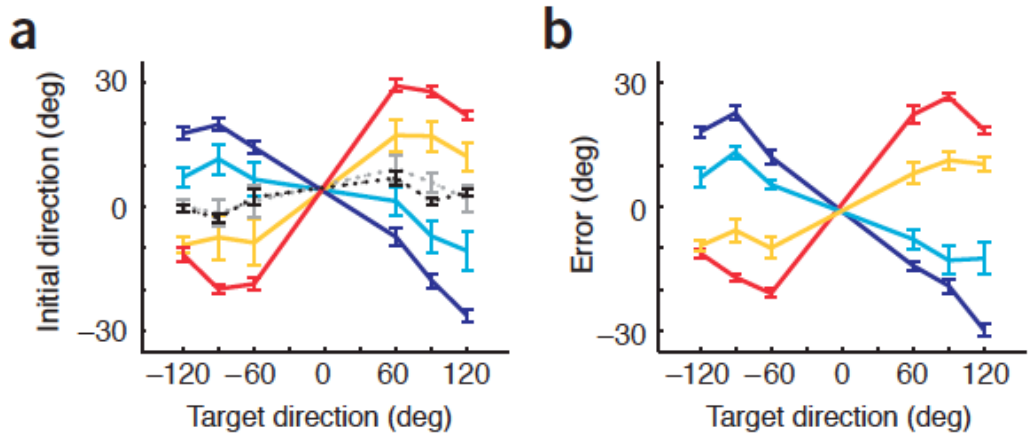
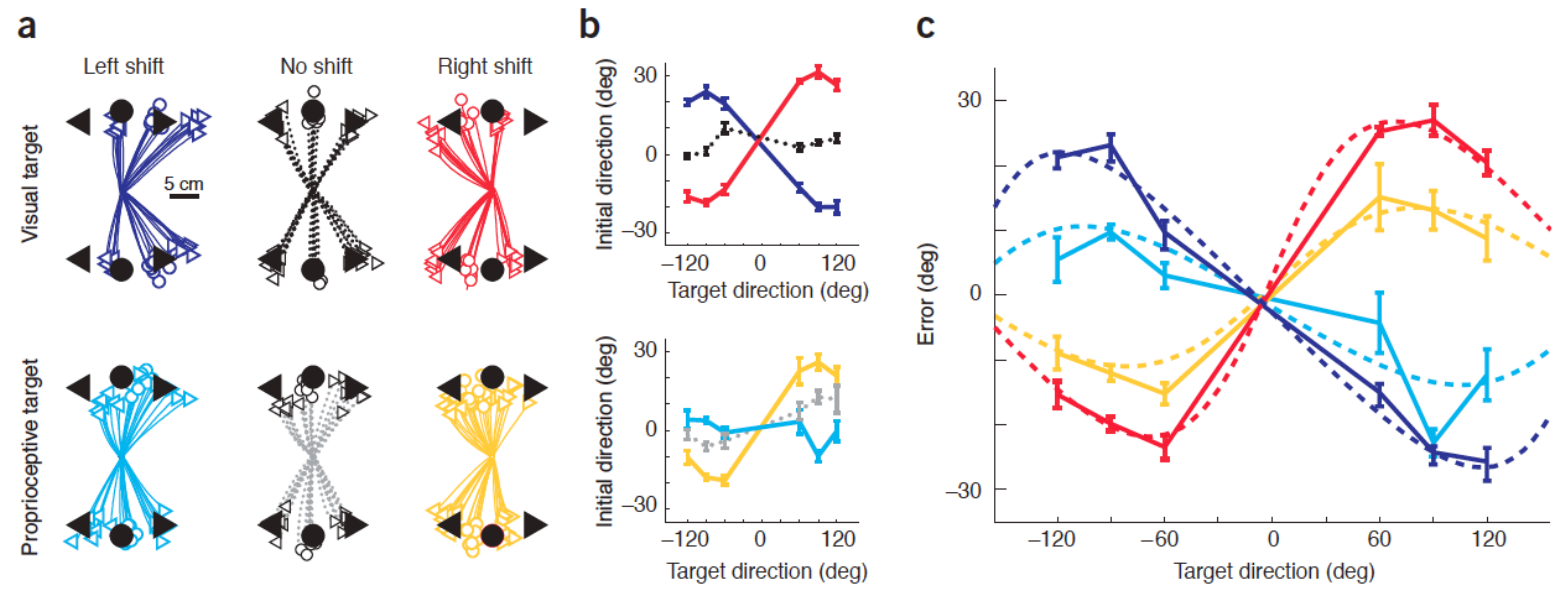
Experiment 1:
Target is proprioceptive



Experiment 2:
Visual feedback of all arm



Experiment 1 – proprioceptive target



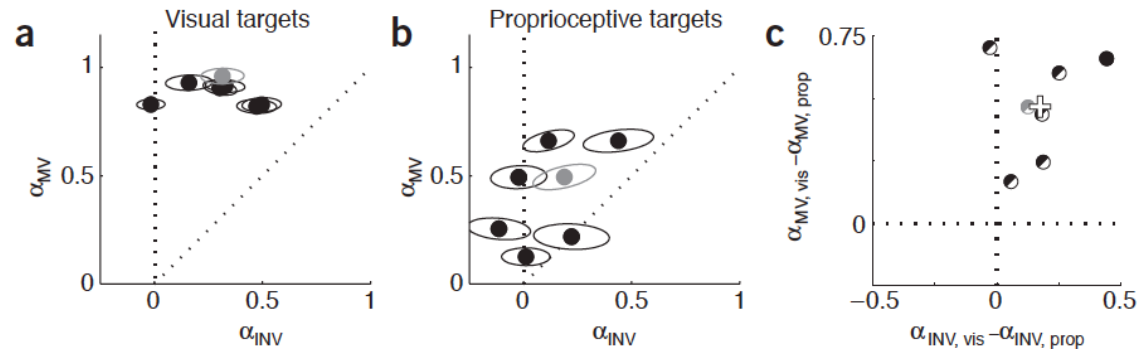
$$\alpha_{MV_{visualT}} = 0.88$$

$$\alpha_{MV_{proprioceptiveT}} = 0.42$$

Experiment 1 – proprioceptive target

$$\alpha_{MV_{visualT}} = 0.88$$

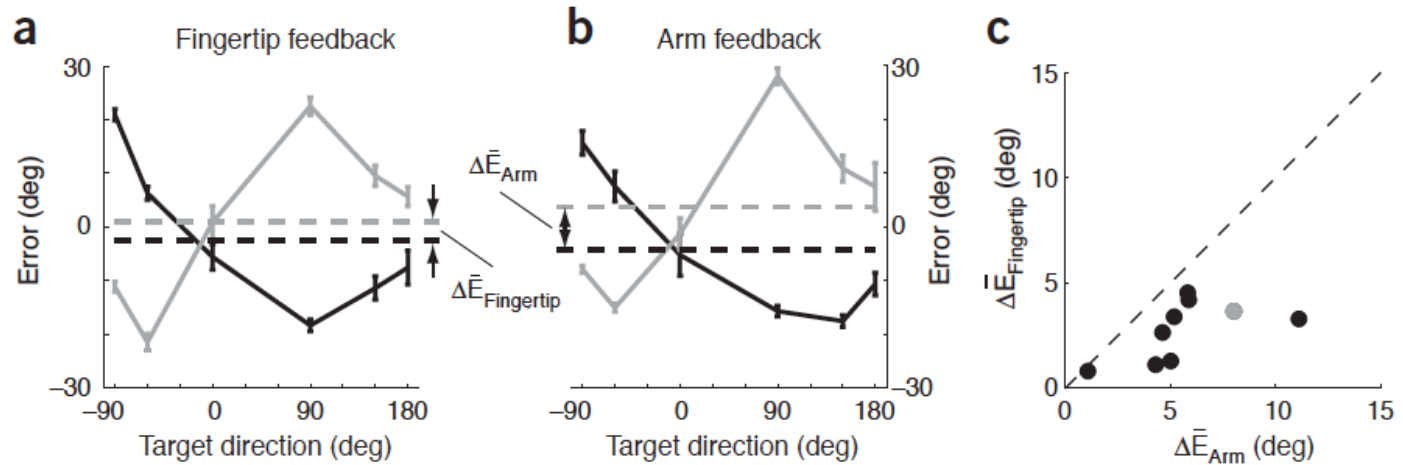
$$\alpha_{MV_{proprioceptiveT}} = 0.42$$



Controls:

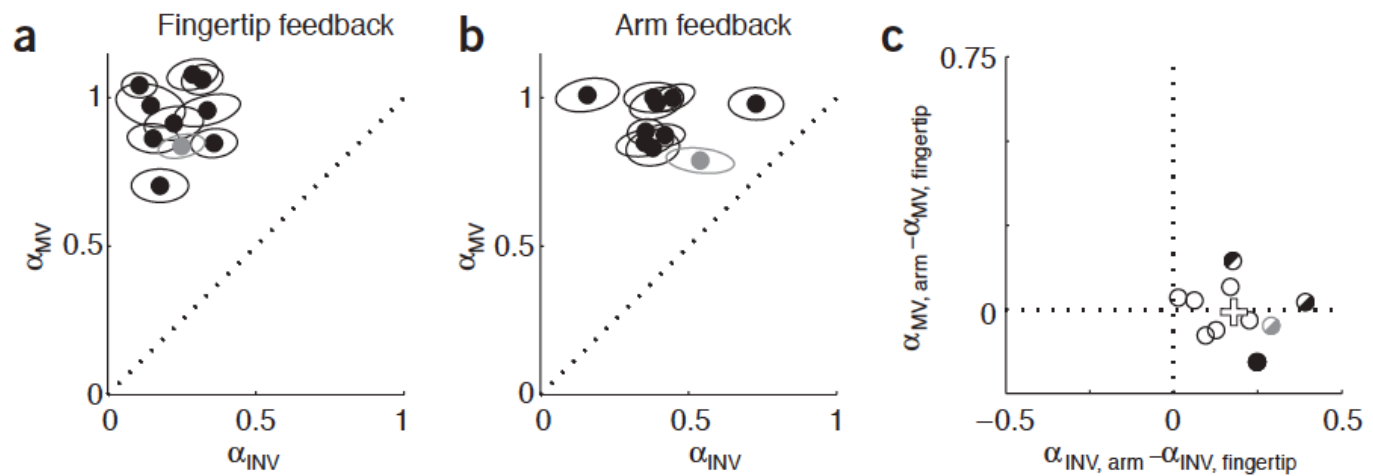
- Visual shift did not effect proprioception of left hand
- Changes in α were similar regardless of gaze constraint
- Changes in α were similar when left hand was moved passively

Experiment 2 – visual feedback type



$$\alpha_{INV_{tip}} = 0.24$$

$$\alpha_{INV_{arm}} = 0.42$$



Discussion

- Main contribution – the weighting of sensory signals is not dependent on input statistics alone!
- In a single experiment, weighting can be different at different stages of movement generation
 - They suggest that it minimizes transformation related noise
- Experiment 1 – unclear observations
 - Asymmetry between visual and proprioceptive conditions not clear
 - Why α_{inv} decreased as well?
- Experiment 2 – not discussed why the values of α_{inv} are generally so low