

# CG16 Optimality of reaches under risk with visually induced motor noise

112459

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## Introduction

In a rapid pointing task under risk, what characteristics of movement variability does the movement planning system take into account?

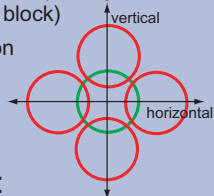
We consider two models:

- Ss account for the 2-d shape of task-relevant motor noise
- Ss use only a circular estimate of noise

## Method

Subjects reached to a screen as follows:

- 575 ms movement time limit
- Touches within a green target circle earned either 1 or 2 points for \$.08 or \$.04 per point, respectively (by subject)
- Touches within a red penalty circle cost 0 or 5 points (by block)
- 1 penalty position chosen on each trial from 4 possibilities:

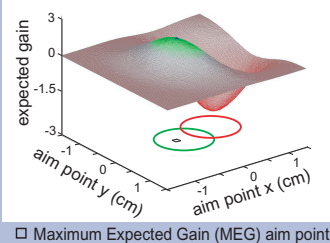


### 2 Conditions:

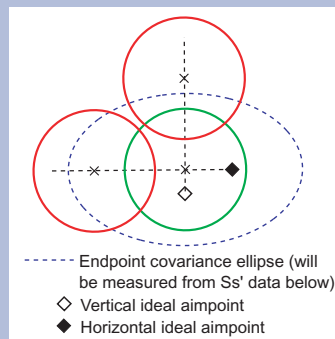
- stimulus is replaced by large, vertical sinusoidal grating at movement onset which remains static
- above grating begins to drift randomly left or right at midpoint of reach

## Ideal behavior

Aim point gain landscape:

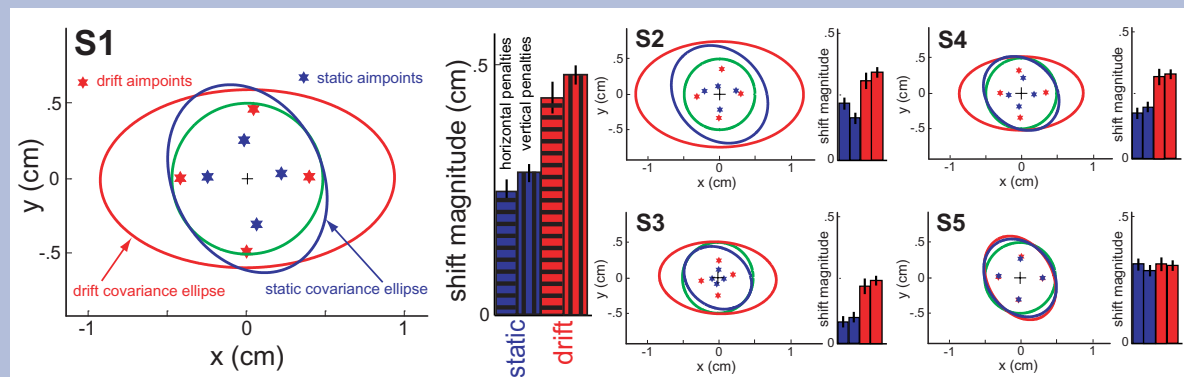


Large field motion (drift) in an unpredictable left or right direction causes Ss' endpoint distributions to extend horizontally:<sup>1</sup>



Thus, the ideal (MEG) aimpoint depends on penalty position

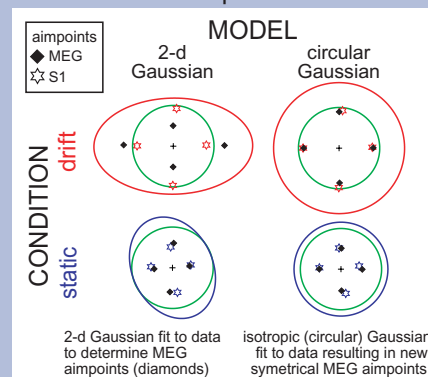
## Results



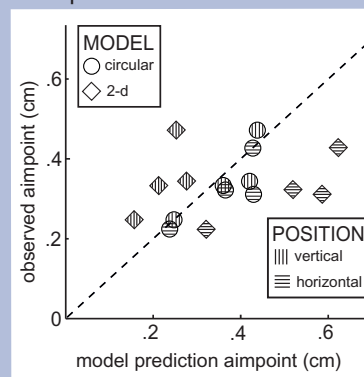
Ss' aimpoints shifted further from the penalties in the drift condition, and these shifts were equal in extent regardless of whether the penalty was in a horizontal or vertical position (relative to the target).

## Model comparison

2 sets of MEG aimpoints:



Compare model to data for S1-S4:



Which model best predicts the data? → circular

## Conclusions

- Ss appear to use the magnitude of their endpoint errors, but not their direction when learning new motor variability.
- In planning movements under risk, Ss perform as if they assume movement variability is isotropic (circular), even when it is not.