## SENSORY-MOTOR ADAPTATION IS (MOSTLY) LINEAR Todd E Hudson<sup>1\*</sup>, Jay W Lee<sup>2</sup>, & Michael S Landy<sup>1</sup> Dept. of Psychology and Center for Neural Science, New York University <sup>2</sup>Phillips Exeter Academy, Exeter, New Hampshire \*starting June, 2015: NYU Langone Medical Center Departments of Neurology and Rehabilitation Medicine

Sensory-Motor Adaptation

- Serves to reduce errors when the sensory-motor loop is perturbed (e.g., when prism-glasses are worn)

- That is, it maintains the mapping between desired and actual movement outcomes.

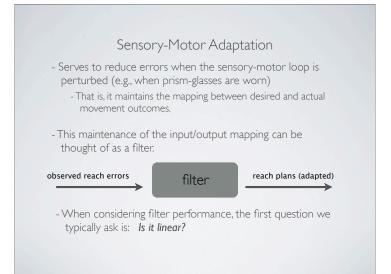
- This maintenance of the input/output mapping can be thought of as a filter.

observed reach errors

filter

reach plans (adapted)

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Linearity

A linear system displays superposition:

- Homogeneity

- Additivity

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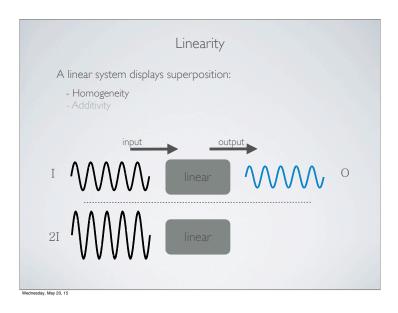
Linearity

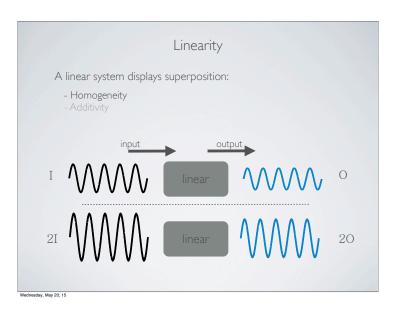
A linear system displays superposition:

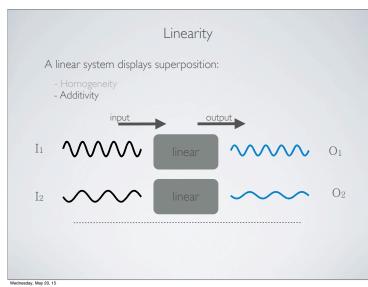
- Homogeneity
- Additivity

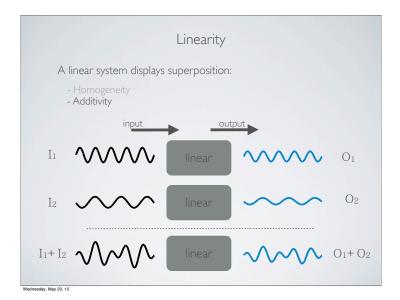
input output

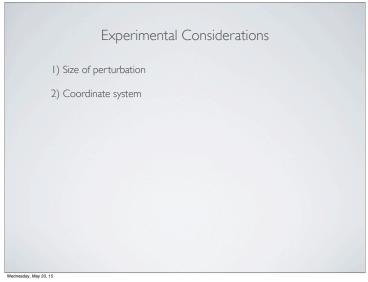
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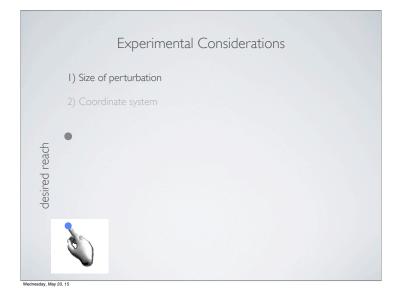


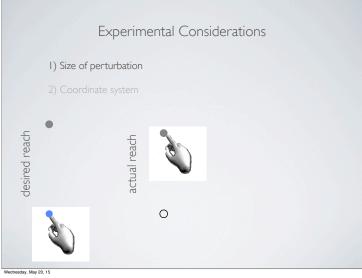


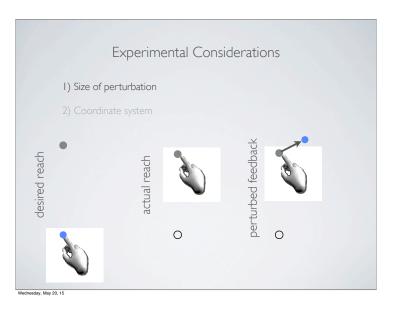


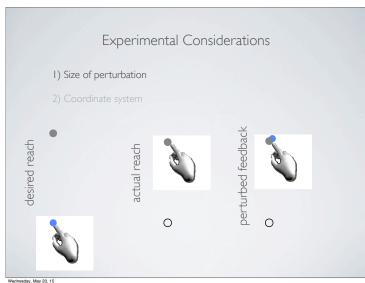


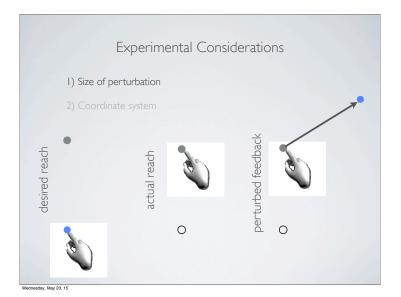


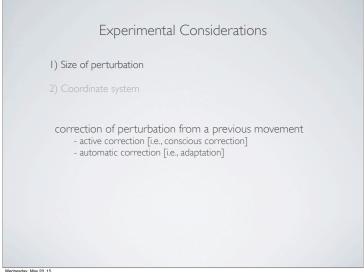












Experimental Considerations

1) Size of perturbation

2) Coordinate system

correction of perturbation from a previous movement

active correction [i.e., conscious correction]

automatic correction [i.e., adaptation]

