

Lecture 14

(PT)

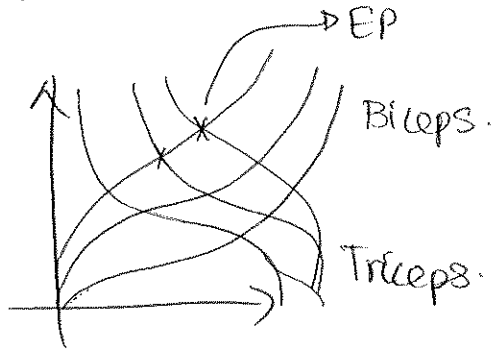
Last time: Started on higher-level motor control.

Talked about Equilibrium Point Theory.

EP - The position to which the neuromuscular sys. is driving the limb.

Elbow w/ 2 muscles.

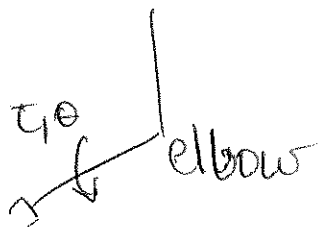
(Bizzi, 1982)



Virtual Trajectory Theory (Hogan, 1984)

- the CNS specifies a series of EPs and the limb impedance takes care of the details of the movement production.
dynamic

Quantitatively: $\tau_{\text{joint}} = I \ddot{\theta}$



@ EP by definition $\tau_j = 0$

$$\ddot{\theta} = 0$$

$$\dot{\theta} = 0$$

$$\theta = \theta_0$$

or the set of α
 $\{\alpha\}$

does not have to be

But $\alpha_s \neq 0$

one interpretation: Muscle activations \propto always define a virtual E.P. of the joint.

($\{\alpha\}$ encodes a lot more than that, but this is one interpretation)

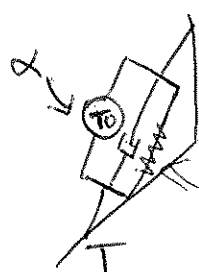
So V.T. hypothesis - a time history of ~~the~~ virtual E.P.s is generated w/ varying α s $\{\alpha\}$

\hookrightarrow position specified by $T_{\{\alpha\}}(t)$

$\hookrightarrow \Theta_0\{\alpha\}(t)$

The actual V.T. hypothesis does not assume linearity b/w $T_{\text{muscle}}, x_m, \dot{x}_m$, but we will assume x_m & \dot{x}_m are uncoupled and linear w/rt. T_m

Then
$$\tau_j^o = I \ddot{\theta} = T_{\{\alpha\}}(t) - \underbrace{b \dot{\theta} + k \theta}_{\text{total impedance @ joint caused by co-contraction that does not affect } \tau}$$



not muscle but total joint.

\uparrow
produced by
ob/balance in
 $\{\alpha\}$

- total impedance @ joint caused by co-contraction that does not affect τ
- these could vary w/ time, but we ignore it.

Assume $\xi \propto \zeta$ defines EPs & $\tau_{\xi \propto \zeta}(t)$ specifies EPs

$$\uparrow$$

$$\theta_0 \xi \propto \zeta(t)$$

Then @ EP $\tau = 0 = \ddot{\theta} = \dot{\theta} = 0$

$$\theta = \theta_0$$

$$\tau(t) = \cancel{I \ddot{\theta}}^{\rightarrow 0} = \tau_{\xi \propto \zeta}(t) - b \cancel{\dot{\theta}}^{\rightarrow 0} - k \theta(t)$$

$$\uparrow$$

$$\theta_0 \xi \propto \zeta$$

$$\Rightarrow \tau_{\xi \propto \zeta}(t) = k \theta_0 \xi \propto \zeta$$

If $\forall t_0$ is a series of $\theta_0 \propto \zeta$ over time,

$$\text{then } \tau_{\xi \propto \zeta}(t) = k \theta_0 \xi \propto \zeta(t)$$

$$I \ddot{\theta} = k \theta_0 \xi \propto \zeta(t) - b \dot{\theta}(t) - k \theta(t) \quad \leftarrow \text{plug this back in}$$

$$\boxed{I \ddot{\theta} + b \dot{\theta} + k \theta = k \theta_0 \xi \propto \zeta(t)}$$

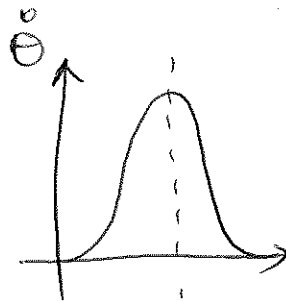
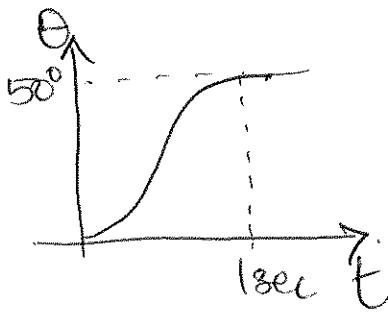
\uparrow
actual joint coord

\uparrow
virtual joint coord.

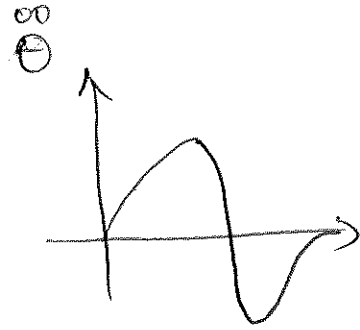
You will play w/ virtual vs real joint mvs in ps 4

Ex. Human / Monkey / Animals / Biological Sys. have typical mvtS @ medium speeds (most commonly used)

Simple mvtS



Bell-shaped vel. profile



More on this in a lecture or 2.

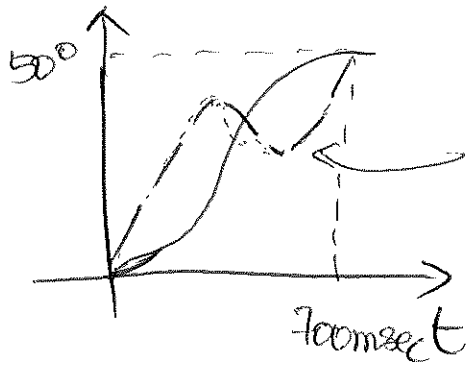
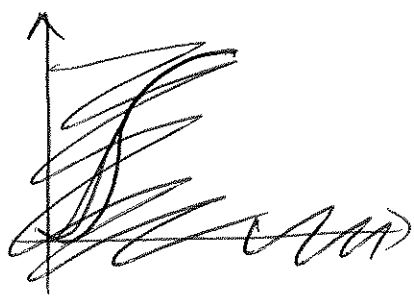
For typical values of I, B, K

$I = 0.014 \text{ kg/m}^2$

$B = 0.173 \text{ Nms/rad.}$

$K = 1.48 \text{ Nm/rad}$

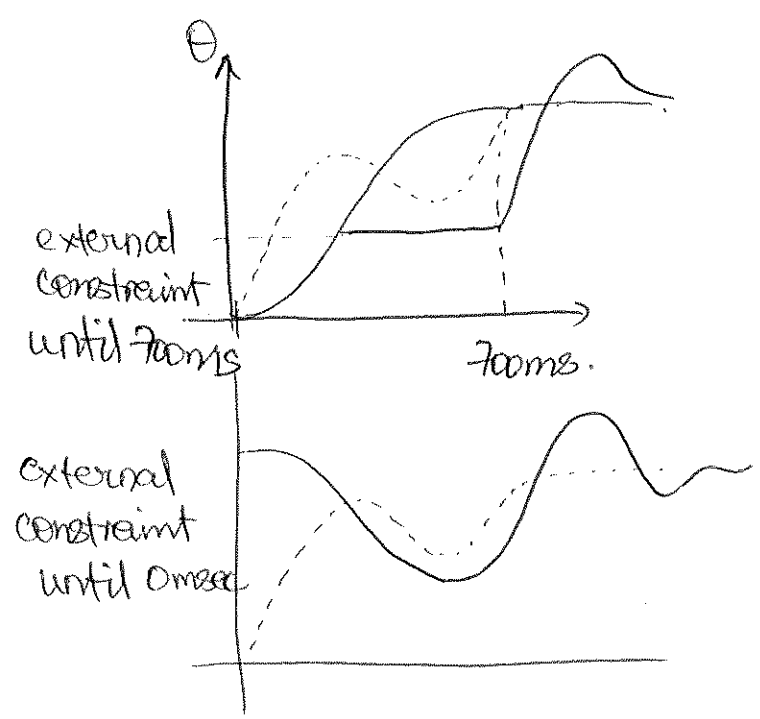
Moving 50° in $\sim 700 \text{ msec}$



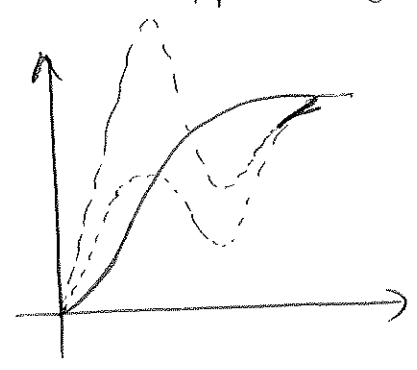
calculated $\theta_0 \xi \alpha \xi$

It so turned out if $\xi \alpha \xi$ is recorded, it has similar profile to this!

Using computer, you can simulate limb dynamics under the same $V_0 T_0$ but w/ constraints



Now what happens for really fast mnts?



For the same I, B, K , large fluctuation in $\theta_0(\alpha)(t)$ and has abrupt change

However when $\{ \alpha \}$ is recorded, they do not fluctuate as much & don't have the abrupt change (as if $V \cdot T$ was ~~not~~ scaled)

So what changed? B & K !

Remember K is controllable w/ co-contraction (& B changes w/ K)

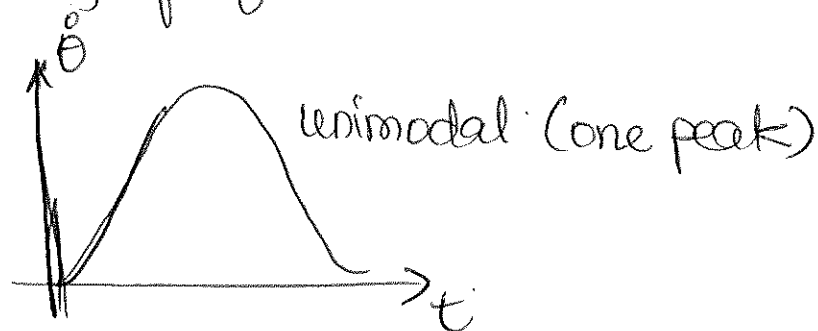
Increasing $B + K$ allows smoother $V \circ T$.

↳ Intuitively, we increase K when we make fast mvt's

— — —

Going back to the bell-shaped velocity profile mentioned earlier.

↳ For a variety of joints (fingers, arm, hip, jaw, etc.) + a variety of species, one thing that is common is the shape of the velocity profile.

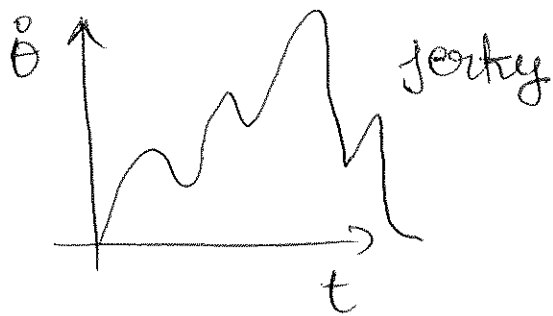


Relate to dynamic optimization:

What does optimization here mean?

- Out of so many options to make a mvt. from one place to another, somehow one strategy is used by all of us.
- What is so good about this strategy?
- " Is this strategy exactly?
- What parameters are minimized optimized?

Another interesting thing \rightarrow babies' mvt's do not have unimodal ^(p7)
bell-shaped vel. profile



So we "learn" to ~~not~~ "optimize"
something over time

Main characteristics of learned mvt's: smoothness.

Smoothness is quantitatively characterized by

$$\int_0^d \frac{1}{2} \frac{d^3 \theta}{dt^3} dt$$

d = moving duration

θ = joint angle.

\uparrow
3rd derivative of position \rightarrow jerk

Optimizing smoothness \Rightarrow minimizing jerk.

$$\min \int_0^d \frac{1}{2} \frac{d^3 \theta}{dt^3} dt$$

"Minimum jerk theory" Flash & Hogan (1982-85)

More on this next time.