BACKGROUND

Delayed Visual Feedback

Effect of Changing Feedback Delay on Spontaneous Oscillations in Smooth Pursuit Eye Movements of Monkeys

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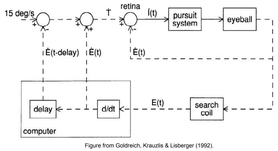


Figure from Goldreich, Krauzlis & Lisberger (1992).

Predictions

$p(t) = e(t) - e(t - \delta_2)$ transient stabilization

$\ddot{e}(t) = k_1\left[p(t - \delta_1) - e(t - \delta_1)\right]$ RPE drives EA

$\ddot{e}(t) = k_1\left[e(t - \delta_1) - e(t - \delta_1 - \delta_2) - e(t - \delta_1)\right]$

$\ddot{e}(t) = -k_1 e(t - \delta_1 - \delta_2)$

$\ddot{e}(t) = -k_1 e(t - \delta)$

$e(t) = e^{i\omega t}$ trial solution

satisfied if $k_1 = \omega^2$ and $\lambda = \delta$,

where $\lambda \equiv \frac{2\pi}{\omega}$.

$\lambda = \delta$ RPE drives EA

$\lambda = 4\delta$ RVE drives EA

$\lambda = 2\delta$ RAE drives EA

Theory

$e(t)$ eye position (EP)
$p(t)$ target position

$\dot{e}(t)$ eye velocity (EV)
$\dot{p}(t)$ target velocity

$\ddot{e}(t)$ eye acceleration (EA)
$\ddot{p}(t)$ target acceleration

$p(t) = k$ stationary target

$p(t) = e(t)$ ideal stabilization

$p(t) = e(t - \varepsilon)$ lab stabilization

$p(t) = e(t) + d(t)$ open-loop

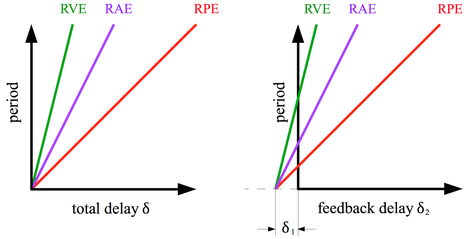
$p(t) = e(t) - e(t - \delta_2)$ transient stabilization

$p(t) - e(t)$ retinal position error (RPE)
$\dot{p}(t) - \dot{e}(t)$ retinal velocity error (RVE)
$\ddot{p}(t) - \ddot{e}(t)$ retinal acceleration error (RAE)

$\ddot{e}(t) = k_1\left[p(t - \delta_1) - e(t - \delta_1)\right]$ RPE drives EA

$\ddot{e}(t) = k_2\left[\dot{p}(t - \delta_1) - \dot{e}(t - \delta_1)\right]$ RVE drives EA

$\ddot{e}(t) = k_3\left[\ddot{p}(t - \delta_1) - \ddot{e}(t - \delta_1)\right]$ RAE drives EA



Results

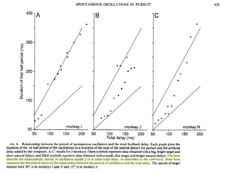
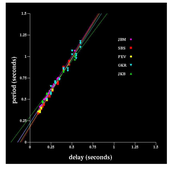


Figure from Goldreich, Krauzlis & Lisberger (1992).



Smooth pursuit of flicker-defined motion

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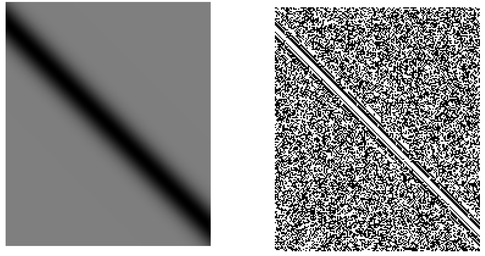
Motivation:

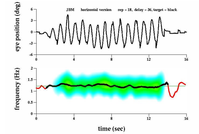
Previous work suggests pursuit responses combine signals from voluntary and reflexive pathways with different properties, which respond to different stimuli. The reflexive system appears to respond only to first-order (luminance-defined) motion; here we investigate whether the voluntary system has a different weighting of position and velocity inputs.

First-order stimuli



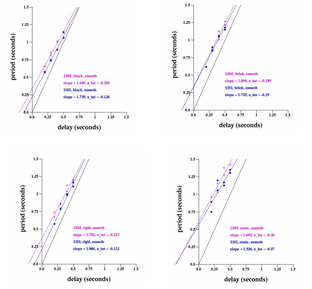
Trials

Vigorous oscillation seen with conventional target



Twinkle target oscillates only after learning

Results



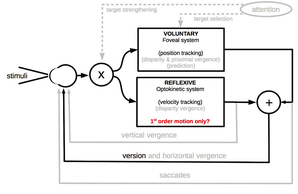


Figure from Mulligan, Stevenson & Cormack (2013), showing proposed architectural model of pursuit control system, with portions relevent to this poster highlighted.

BIG QUESTION:

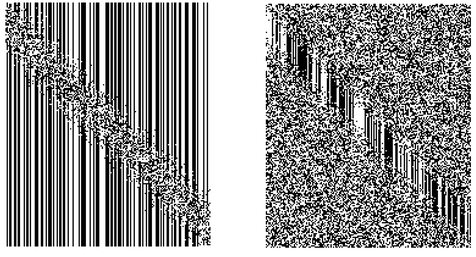
Can we demonstrate a position-driven pursuit response for certain classes of stimuli?

Approach:

Delayed Visual Feedback
(see Background panel at left)

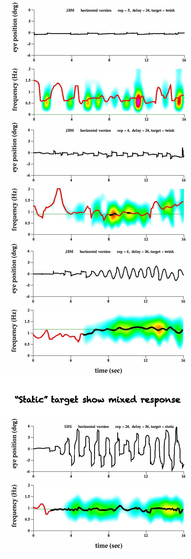
"black" "rigid"

Third-order stimuli

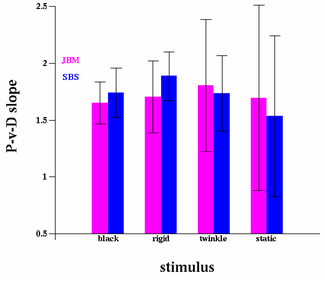


"twinkle" "static"

Space-time plots showing time (top-to-bottom), and one spatial dimension for the four classes of stimuli studied.



"static" target show mixed response



Conclusion

Can we demonstrate a position-Driven pursuit response for certain Classes of stimuli?

TODAY'S ANSWER: Not yet...

References

Goldreich, D., Krauzlis, R. J., and Lisberger, S. G. (1992). "Effect of changing feedback delay on spontaneous oscillations in smooth pursuit eye movements in monkeys." J. Neurophysiol., **67**(3), 625-638.

Mulligan, J. B., Stevenson, S. B., and Cormack, L. K. (2013). "Reflexive and voluntary control of smooth eye movements," in Rogowitz, B.E. Pappas, T.N., and de Ridder, H. (eds.), *Human Vision and Electronic Imaging XVIII*, Proc. SPIE, v. 8651.