

Unsupervised learning of the trajectory of a moving visual target and evolution of its tracking in the non-human primate

Clara Bourrelly, Julie Quinet, Patrick Cavanagh, Laurent Goffart

▶ To cite this version:

Clara Bourrelly, Julie Quinet, Patrick Cavanagh, Laurent Goffart. Unsupervised learning of the trajectory of a moving visual target and evolution of its tracking in the non-human primate. From humans and non-human primates to robots: Motion, Dec 2015, Rousset-sur-Arc, France. hal-04378534

HAL Id: hal-04378534 https://hal.science/hal-04378534v1

Submitted on 8 Jan 2024

HAL is a multi-disciplinary open access archive for the deposit and dissemination of scientific research documents, whether they are published or not. The documents may come from teaching and research institutions in France or abroad, or from public or private research centers. L'archive ouverte pluridisciplinaire **HAL**, est destinée au dépôt et à la diffusion de documents scientifiques de niveau recherche, publiés ou non, émanant des établissements d'enseignement et de recherche français ou étrangers, des laboratoires publics ou privés.



Unsupervised learning of the trajectory of a moving visual target and evolution of its tracking in the non-human primate

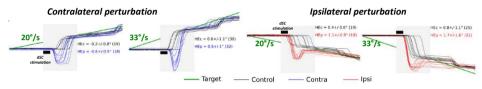
Clara Bourrelly^{1,2}, Julie Quinet², Patrick Cavanagh¹ & Laurent Goffart²

¹Laboratoire Psychologie de la Perception, CNRS Université Paris-Descartes, Paris, France ²Institut de Neurosciences de la Timone, CNRS Aix-Marseille Université, Marseille, France



Introduction

An object moving in the visual field triggers a saccade that brings its image onto the fovea. It is followed by a combination of slow (pursuit) eye movements and catch-up saccades that keep the target image onto the fovea as long as possible. The spatiotemporal accuracy of this ability to track the a moving target contrasts with the distributed nature of the encoding processes in the brain and the variable sensorimotor delays. Fleuriet & Goffart (2012) made observations which led them to hypothesize that the oculomotor system is driven by a command encoding the expected current spatiotemporal coordinates of the target (its here-and-now location), rather than a command encoding some (undefined) future location.



Obviously, the ability to continuously encode, in spite of neural conduction and stabilization delays, the here-and-now location of a moving target, requires that the goal follows an expected spatiotemporal trajectory and that its path has been memorized. We further developed this working hypothesis by studying how tracking a moving visual target is learned in the inexperienced rhesus monkey (macaca mulatta).

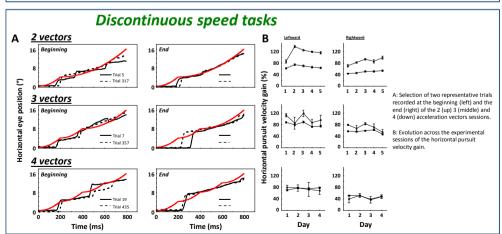
Methods

6 monkeys were trained to track a target that moves along a horizontal path with a constant, accelerating or decelerating velocity (average velocity: 20°/s; constant duration: 800ms) in the upper or lower visual fields. The eye movements were recorded with the electromagnetic induction technique.

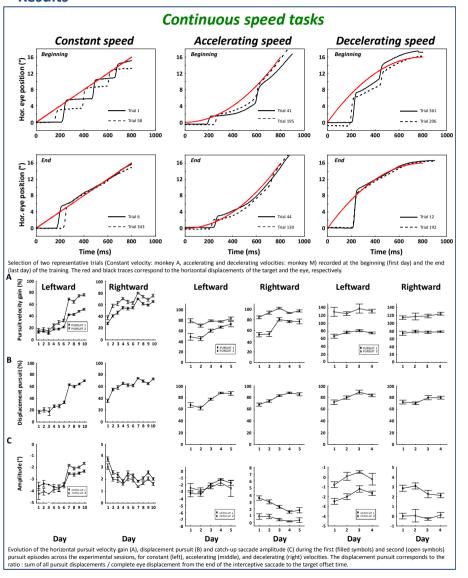
Each trial started with the fixation of a small central target which, after an interval of 750-1500ms, stepped 16° on the vertical meridian (upward or downward) and immediately after, moved horizontally for 800 ms. The target moved 16° toward the left or right and disappeared there. The monkey was rewarded if it tracked the target up to this ultimate location.

Sequence of events

Fixation Tracking



Results



Conclusion

The analysis of the tracking performance revealed a morphological evolution. In the beginning, the tracking was mostly saccadic, with very slow eye movements whose velocity was much slower than the target. Then, during the experimental session and the following training days, the velocity of slow eye movements increased together with the reduction of the size of saccades.

These results show that the ability to maintain the image of a moving target onto the fovea is acquired and learned. During practice, the visuomotor channels are progressively reduced to those driven by foveal signals and the tracking gradually converges toward a continuous mode that mimics the dynamics of the target, re-instantiating its neural representation during the on-going action.