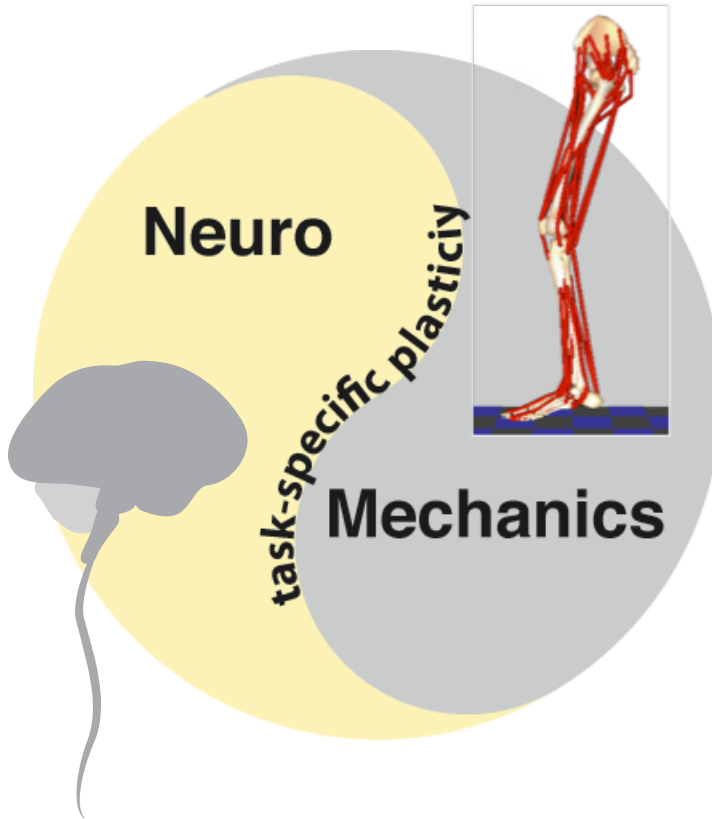


# The brain and body compute together: neuromechanics of sensorimotor control



Lena H. Ting, PhD

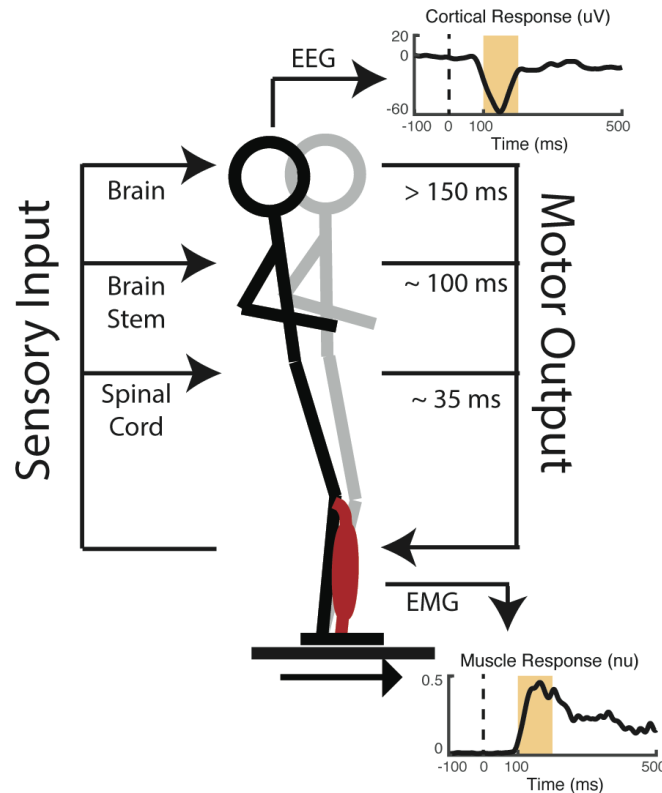
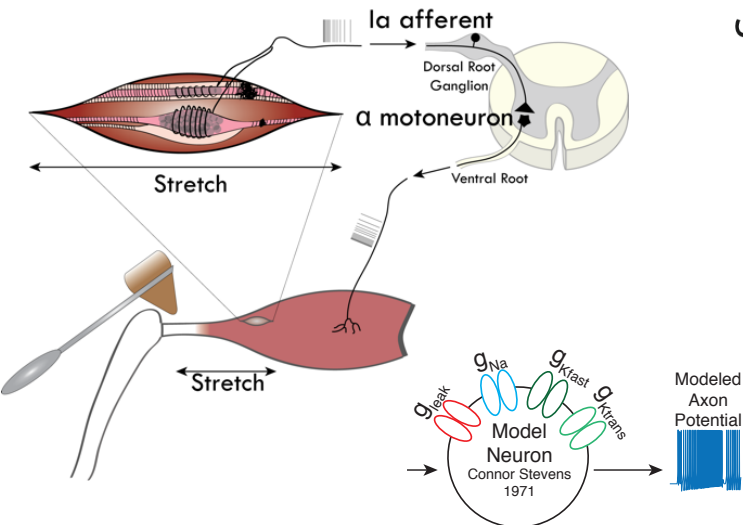
[lting@emory.edu](mailto:lting@emory.edu)

# Multiscale neuromechanical interactions across motor, mood, mental disorders

Error assessment and perception

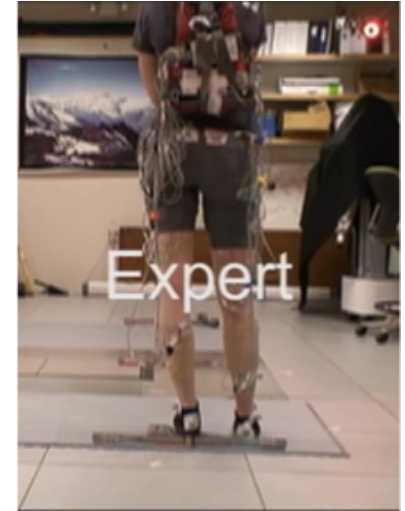


Muscle spindle sensory coding  
Spinal reflex excitability

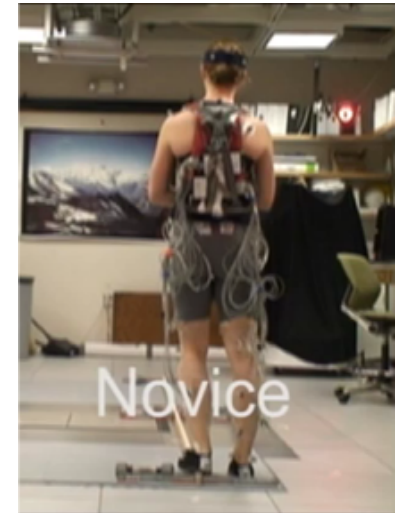


Neuromechanics of muscle coordination for balance  
(a reliable indicator of motoneuron activity)

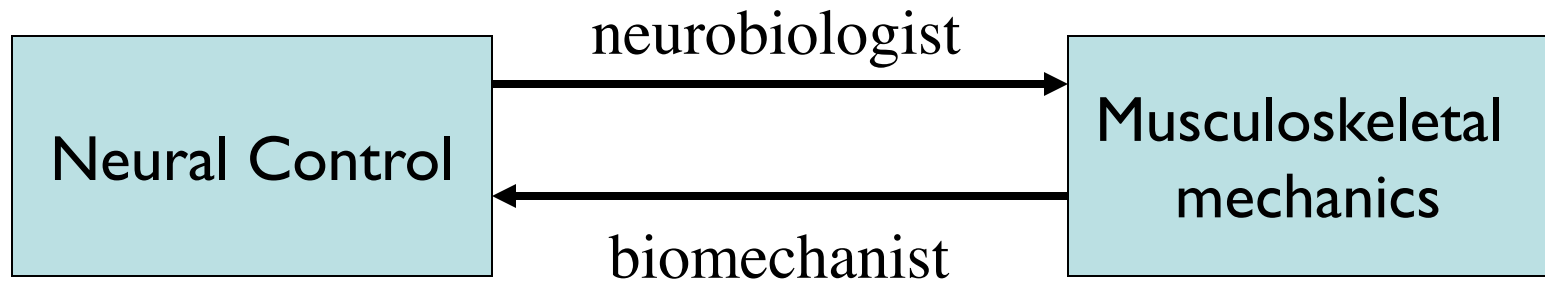
# General principles about neuromechanical interactions that shape how we move



Chang and Ting, *Biology Letters* 2017



# What determines the way we move?

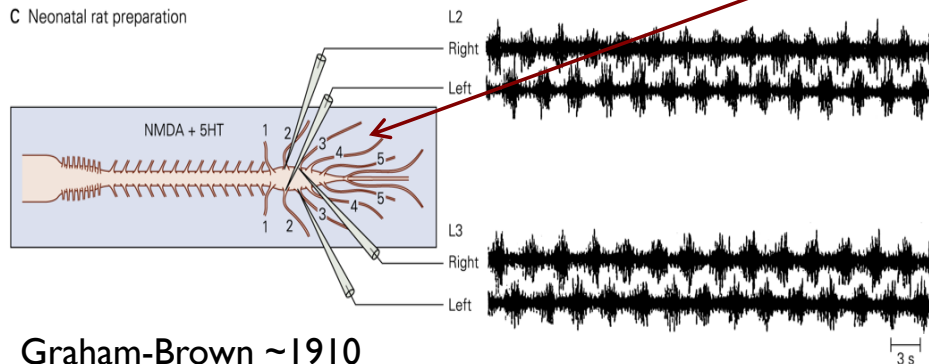
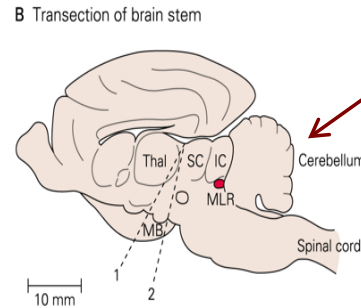
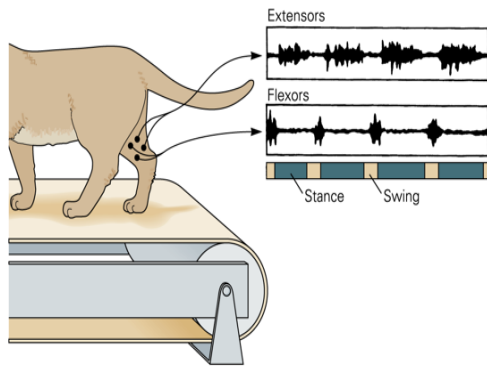
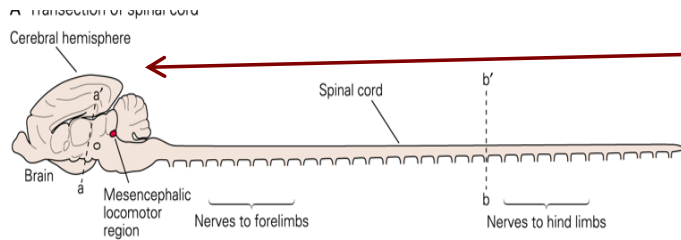




# Neuroscience perspective

## Neural control is hard, mechanics is trivial

“The brain tells the body what to do”

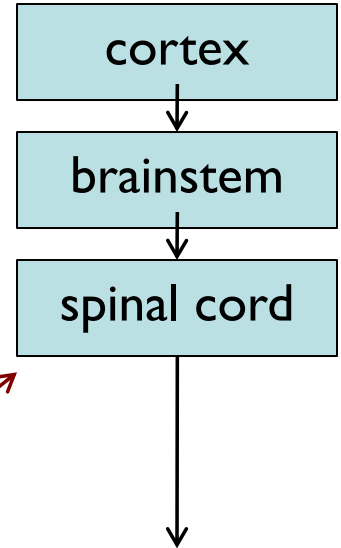


Graham-Brown ~1910

Decision  
(**cortex**: move?)

task  
command  
(**brainstem**: tonic)

execution  
command  
(**spinal cord**: rhythmic)



...sensory feedback  
and spinal reflexes too  
Sherrington 1906

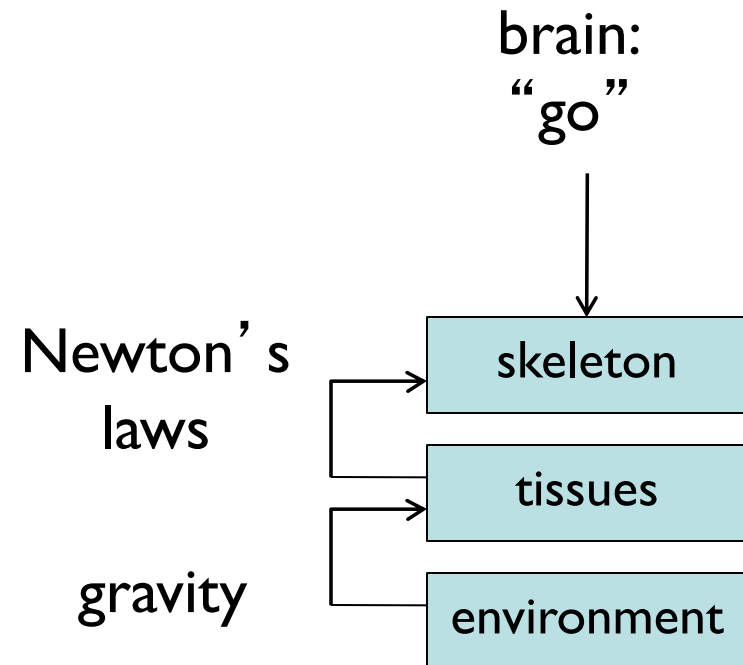
## *Biomechanics perspective*

**Mechanics is hard, control is trivial**  
 (“and therefore not interesting” – Andy Ruina)



McGeer 1990; Collins, Wisse, Ruina 2005

**Passive dynamic walking requires almost no energy expenditure**



# Neuromechanical interactions produce characteristic and constrained motions

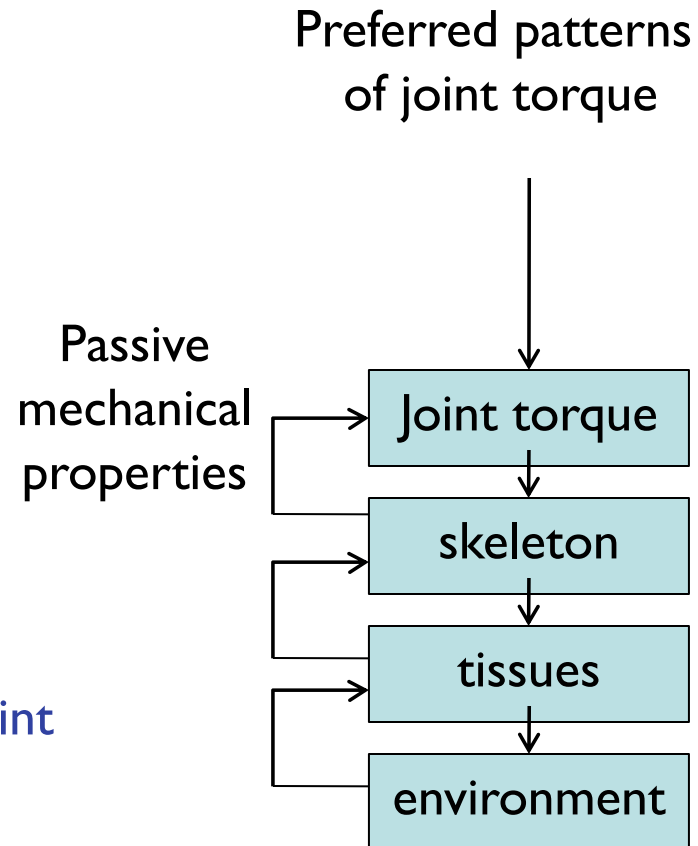
“Why can we recognize people by the way they walk?” – me



Liu, Hertzmann, Popovic 2005

Walking simulations based on preferred patterns of joint torque also improve joint force predictions in patients

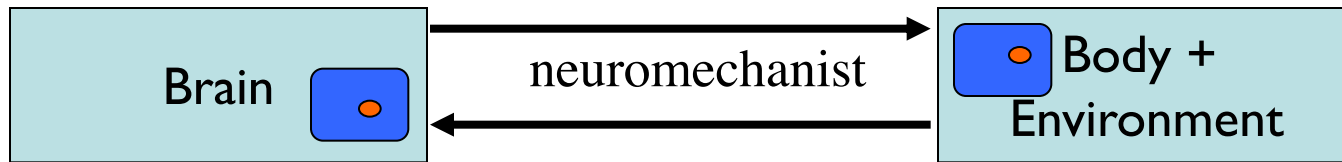
Walter .... Fregly 2014 J. Biomech Eng



# The brain has a body: adaptive behavior emerges from interactions of nervous system, body and environment

Trends in Neuroscience 1997

Hillel J. Chiel and Randall D. Beer



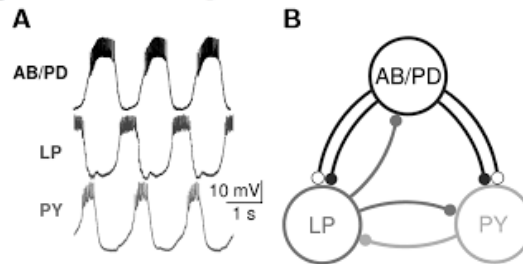
Neuromechanically feasible solutions



Individual solutions

## Similar network activity from disparate circuit parameters

Astrid A Prinz, Dirk Bucher & Eve Marder  
*Nature Neuroscience* 2004



## Failure of Averaging in the Construction of a Conductance-Based Neuron Model

*J Neurophysiology* 2002

JORGE GOLOWASCH,<sup>1</sup> MARK S. GOLDMAN,<sup>1,2</sup> L. F. ABBOTT,<sup>1</sup> AND EVE MARDER<sup>1</sup>

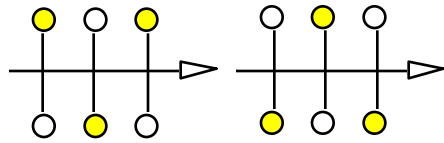


after Ting and McKay *Current Opinion in Neurobiology* 2007; Tresch and Jarc *Current Opinion in Neurobiology* 2009

# TEMPLATES AND ANCHORS: NEUROMECHANICAL HYPOTHESES OF LEGGED LOCOMOTION ON LAND

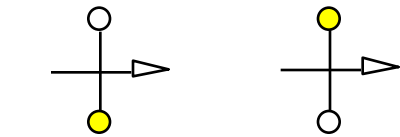
R. J. FULL<sup>1,\*</sup> AND D. E. KODITSCHKEK<sup>2</sup>

SIX-Legged



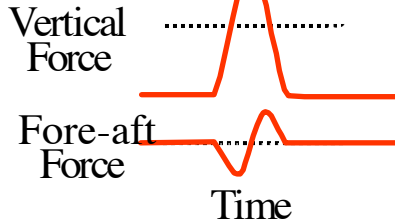
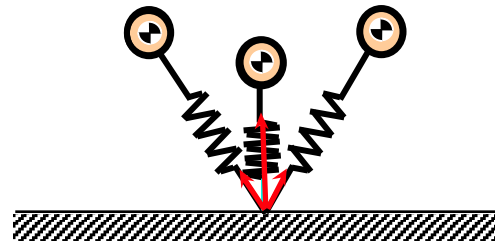
Cockroach

TWO-Legged

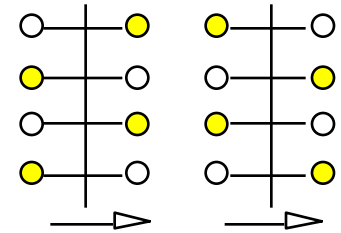


Human

Common template

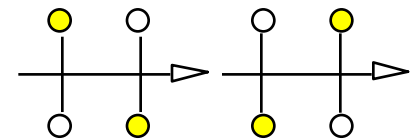
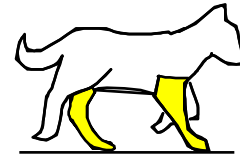


EIGHT-Legged



Crab

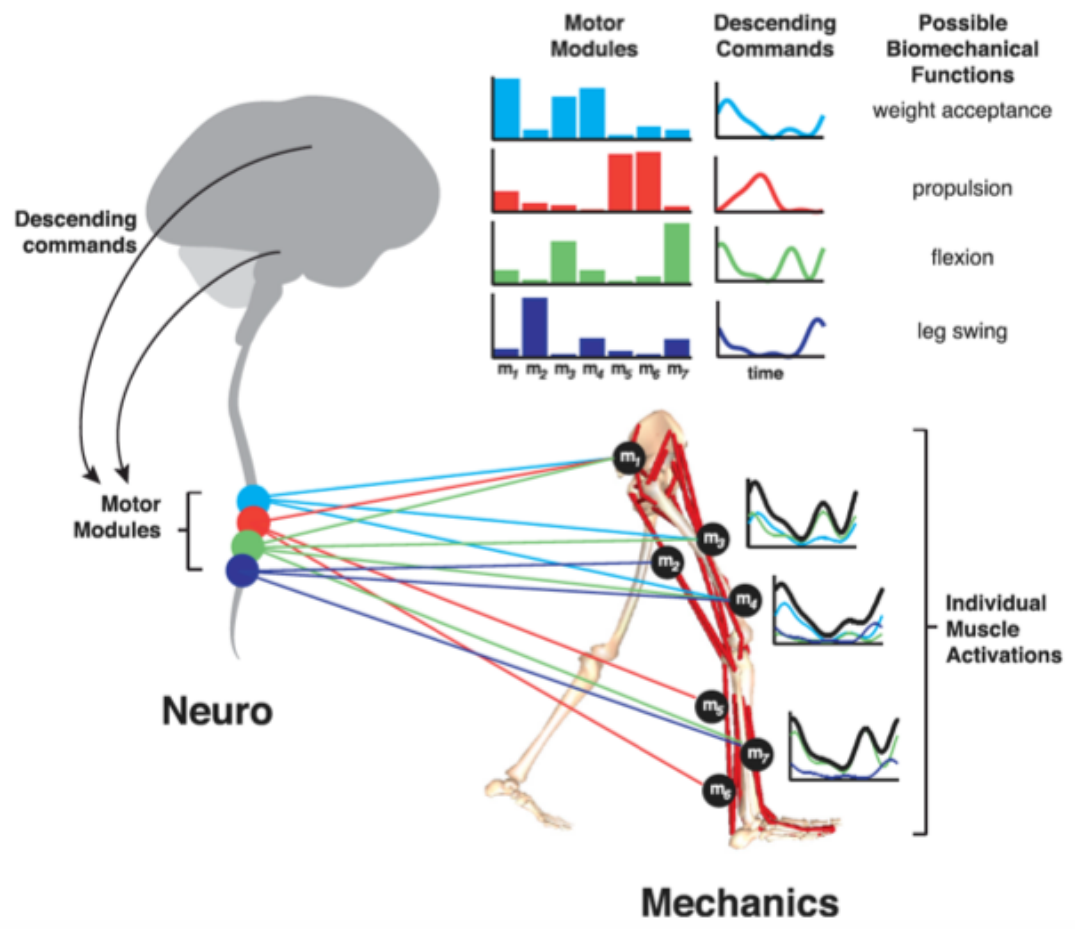
FOUR-legged



Dog



# Principles of hierarchal and modular sensorimotor control for robustness and flexibility leading to individuality



Ting et al. Neuron, 2015

Ting and McKay Current Opinion in Neurobiology 2008



# Brain and computation bootcamp:

## Why movement matters

- Sensorimotor control as the canonical decision-making process
  - How to rapidly and robustly achieve behavioral goals by coordinating the same motor apparatus in different ways?
- Hierarchical and distributed mechanisms for sensorimotor control
  - Parallel reflex, automatic, and voluntary control allow computation on increasingly abstract goals
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# Why do we have brains?

## *To interact with the world, i.e. move*

- Motor and cognitive decision-making toward goals :
  - Interpret ambiguous sensory data
  - Coordinate body parts
  - Weigh cost and criteria
  - Adapt to behavioral contexts
- Costs and constraints are physical in movement
- Neurons: costly and slow
- Cognitive, emotional, and other brain functions support movement
  - *Side note:* enteric nervous system, i.e. “little brain”



1,762,964  
Views

Add Rate Like Share

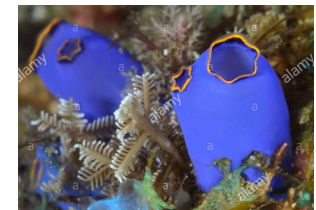
Daniel Wolpert at TEDGlobal 2011

**The real reason for brains**

Dan Wolpert



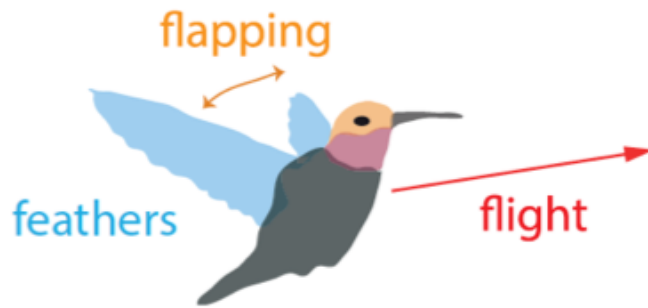
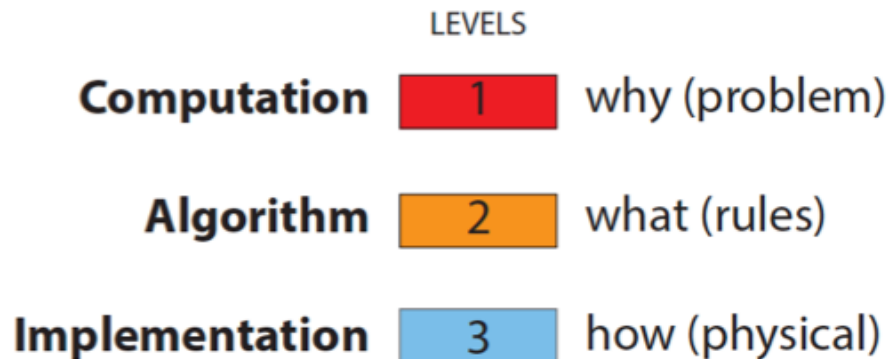
~100 neurons  
tunicate larvae



<100 neurons  
adult tunicate

# Neuroscience Needs Behavior: Correcting a Reductionist Bias

John W. Krakauer,<sup>1,\*</sup> Asif A. Ghazanfar,<sup>2</sup> Alex Gomez-Marín,<sup>3</sup> Malcolm A. MacIver,<sup>4</sup> and David Poeppel<sup>5,6</sup>

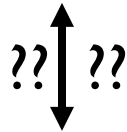


- What is the brain trying to do?
- What are the organizational principles?
- What mechanisms are available?
- How are they coordinated to produce behavior?

# Example of “simple” motor decision

## Frog spinal cord wiping reflex

- **Task/problem:** wipe skin
  - Abstract, goal-directed



- **Implementation:**
  - Multiple movement patterns achieve the same task
    - Leg wipes the irritated area regardless of starting position
    - Hold one leg down activates the other
  - Within a movement: Repetition without repetition
    - Bernstein 1968,



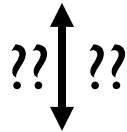
Emilio Bizzi et al MIT

	LEVELS	
<b>Computation</b>	1	why (problem)
<b>Algorithm</b>	2	what (rules)
<b>Implementation</b>	3	how (physical)

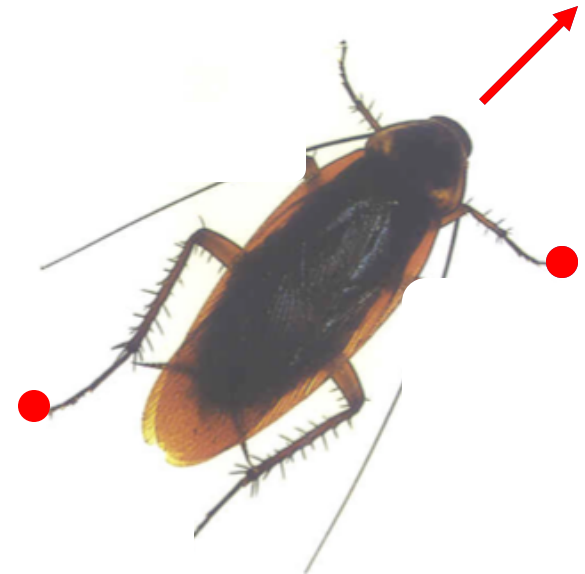
# Example of “simple” motor decision

## Cockroach running

- **Task/problem:** run!
  - Abstract, goal-directed



- **Implementation:**
  - Multiple movement patterns achieve the same task
    - Tripod gait pattern
    - Remove legs: switches to diagonal pattern
  - Within a movement: Repetition without repetition
    - Bernstein 1968,



Bob Full UC Berkeley

LEVELS

**Computation** 1 why (problem)

**Algorithm** 2 what (rules)

**Implementation** 3 how (physical)





A toolkit for developing and comparing reinforcement learning algorithms. It



**NIPS  
2017**

## NIPS 2017: Learning to Run

Reinforcement learning environments with musculoskeletal models

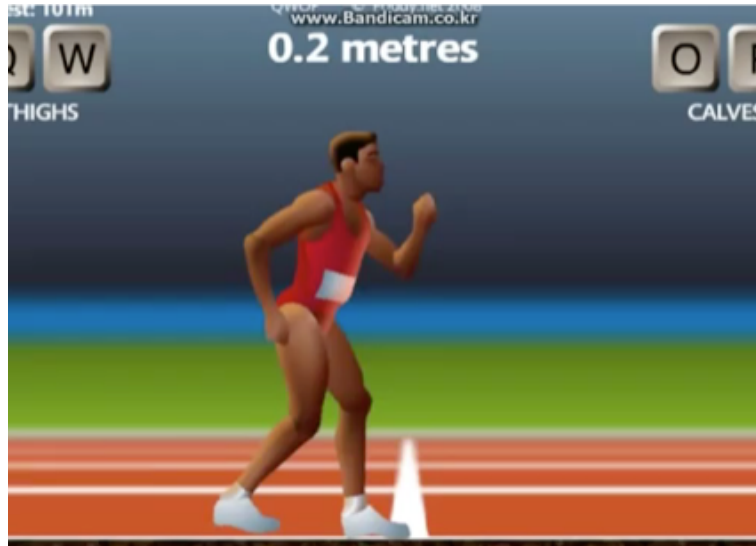


By **Stanford Neuromuscular Biomechanics Laboratory**

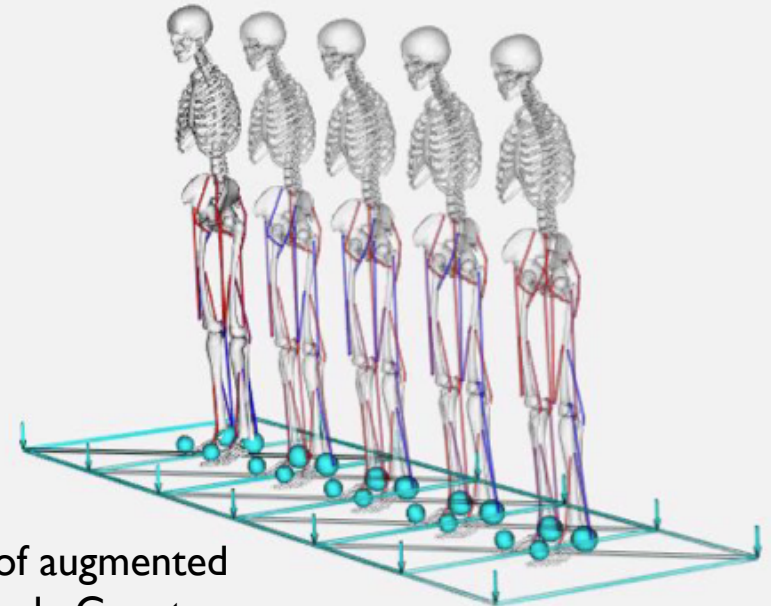
Completed

66761	478	2154
Views	Participants	Submissions

- Our bodies are multifunctional, requiring complex neural control
- The same system is reconfigured for walking, running, dancing...

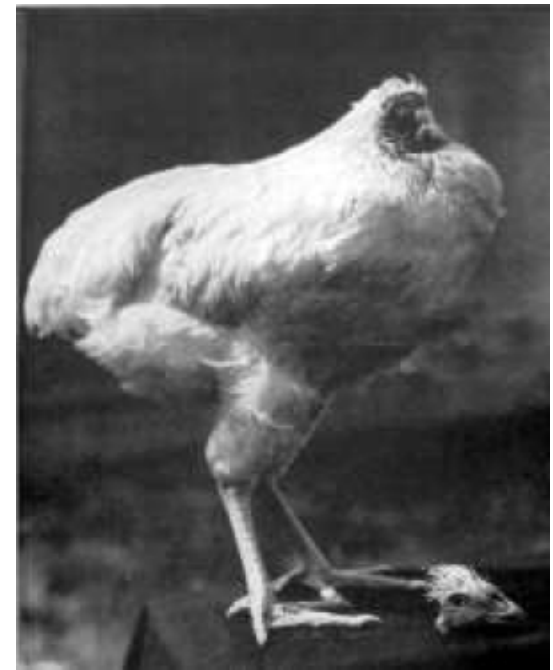
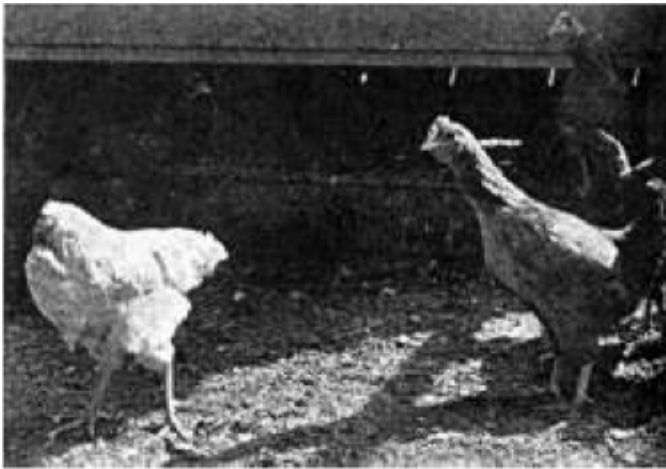


QWOP <http://www.foddy.net/Athletics.html>



Reinforcement learning using neuroevolution of augmented topologies (NEAT); Unpublished, van de Woue, de Groot

# MIKE THE HEADLESS CHICKEN



- No cortex
- Half a brainstem
- Lived for years

<http://www.miketheheadlesschicken.org>

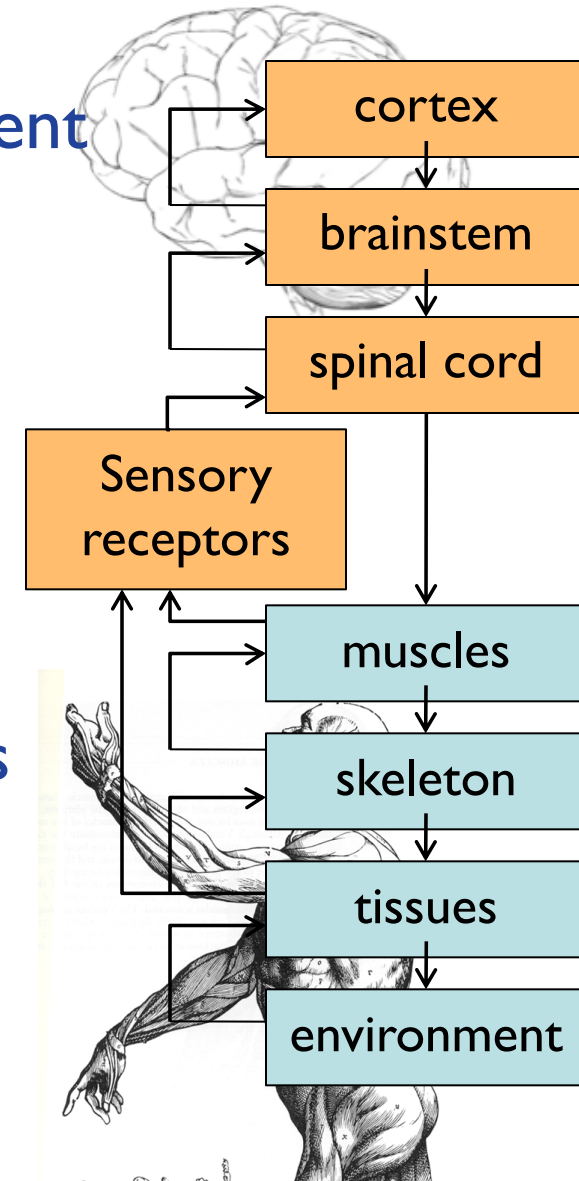
# Brain and computation bootcamp:

## Why movement matters

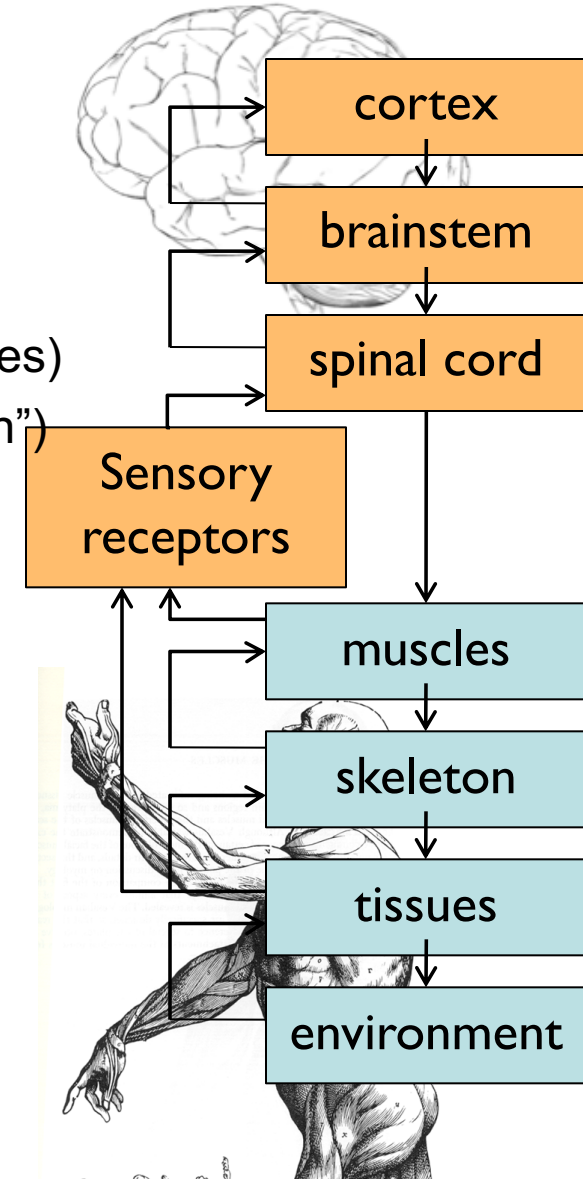
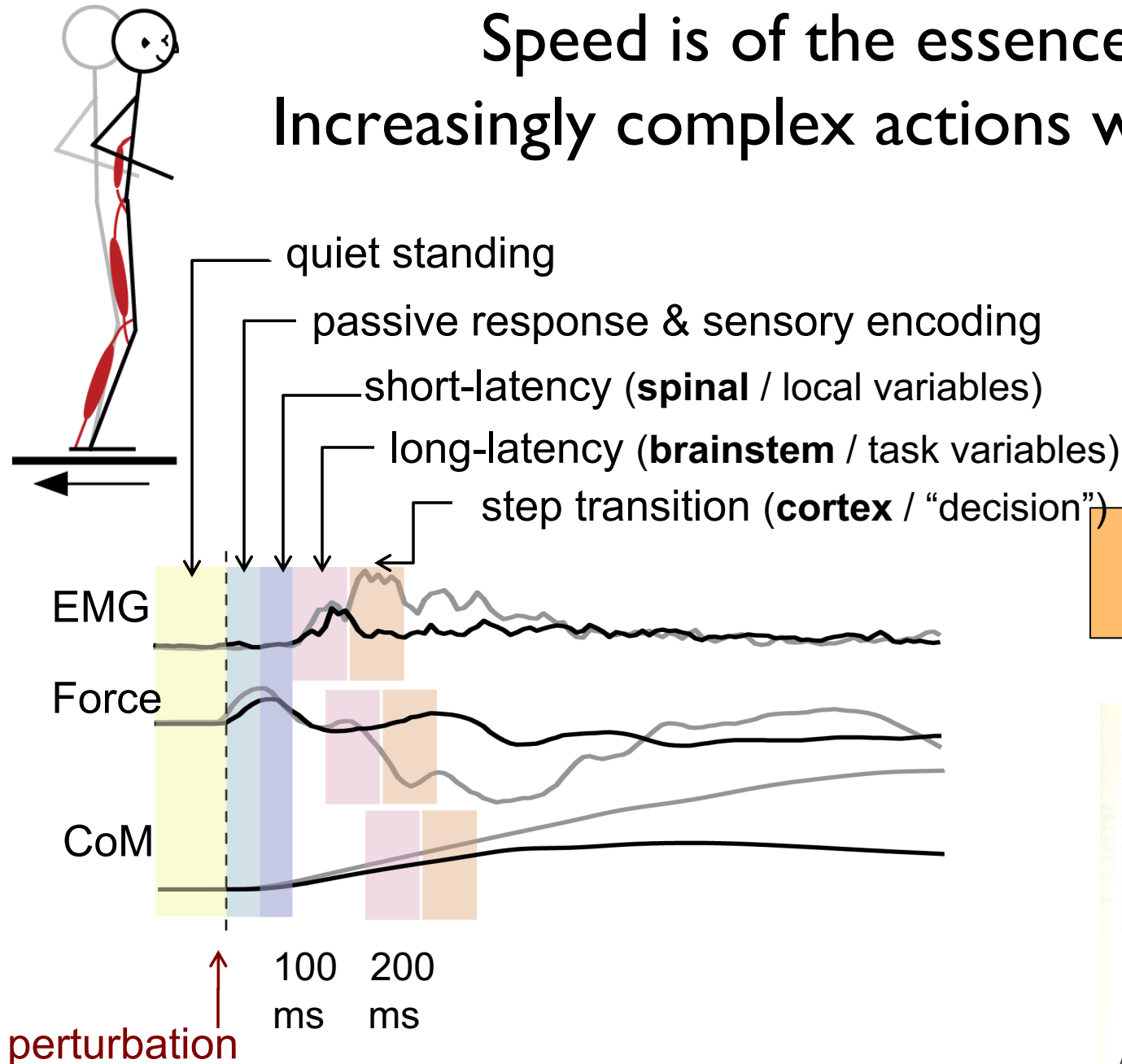
- Sensorimotor control as the canonical decision-making process
  - How to rapidly and robustly achieve behavioral goals by coordinating the same motor apparatus in different ways?
- Hierarchical and distributed mechanisms for sensorimotor control
  - Parallel reflex, automatic, and voluntary control allow computation on increasingly abstract goals
- Neuromechanical principles for movement
  - Modularity to deal with redundancy, facilitate robustness, flexibility, and learning, leading to individual differences

# Neural control of movement is hierarchical

- Broadly, three categories of movement
  - Reflexive (spinal cord)  
Tendon-tap reflex, withdrawal reflex
  - Automatic/Rhythmic (brainstem)  
Locomotion, breathing, balance
  - Voluntary (cortex)  
Reaching, talking, manipulating objects
- But all voluntary movement requires coordinated automatic and reflex neural control

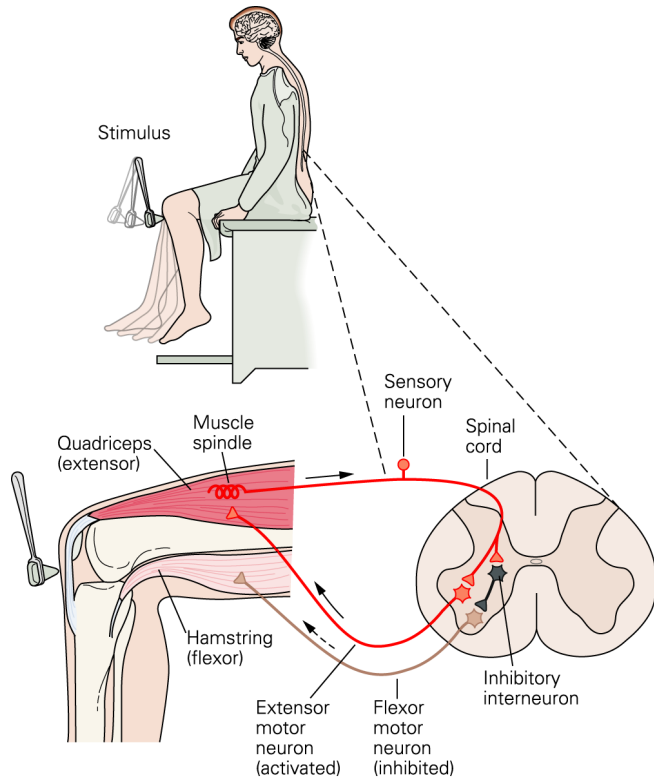


# Speed is of the essence: Increasingly complex actions with time

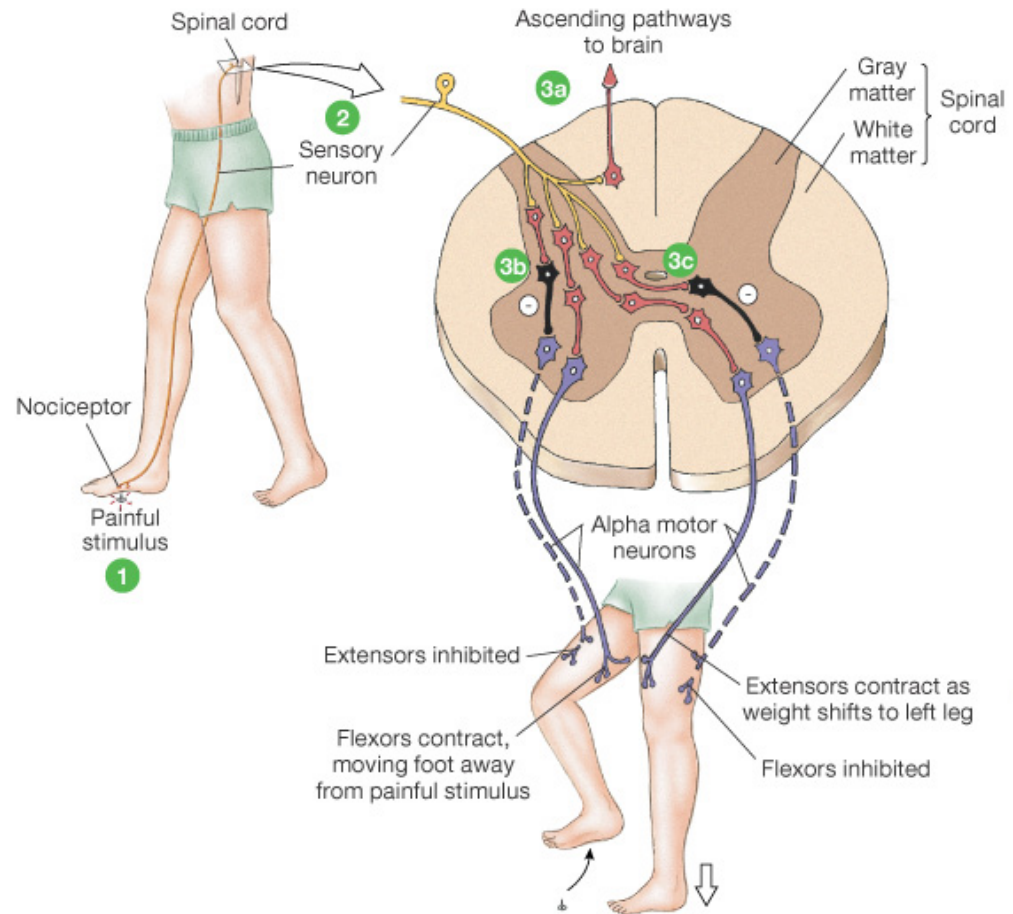


# Spinal reflexes rapidly transform sensory information into meaningful motor outputs

## Stretch reflex



## Flexion reflex



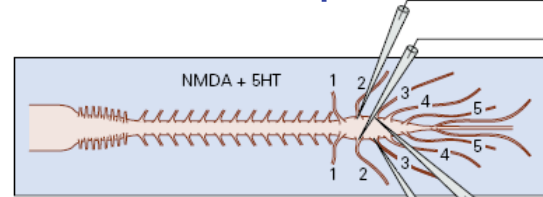
Spinal reflexes are modulated by context, adaptation, emotion, movement, cognitive tasks....



# Oscillations in the spinal cord are activated by tonic brainstem activity

Spinal central pattern generator (CPG)

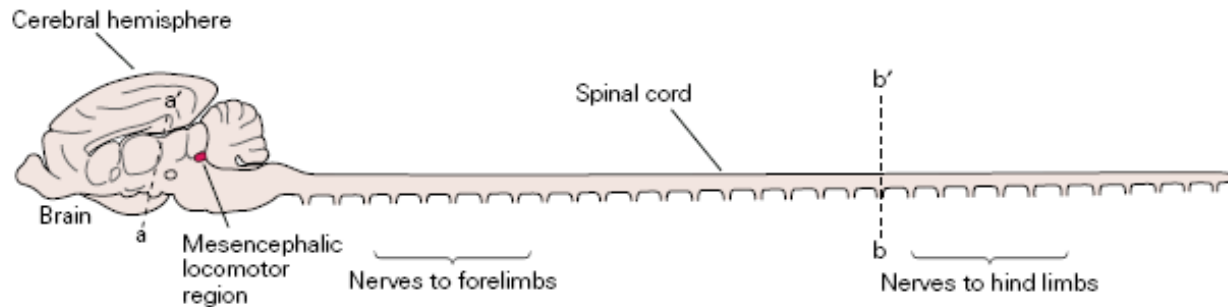
Neonatal rat spinal cord



NMDA and serotonin bath



A Transection of spinal cord



Brainstem mesencephalic locomotor region (MLR) activates the CPG

- Increased stimulation intensity increases the frequency of oscillation
- Higher centers need not modulate fine details of movement

# Gaits emerge from neuromechanical interactions

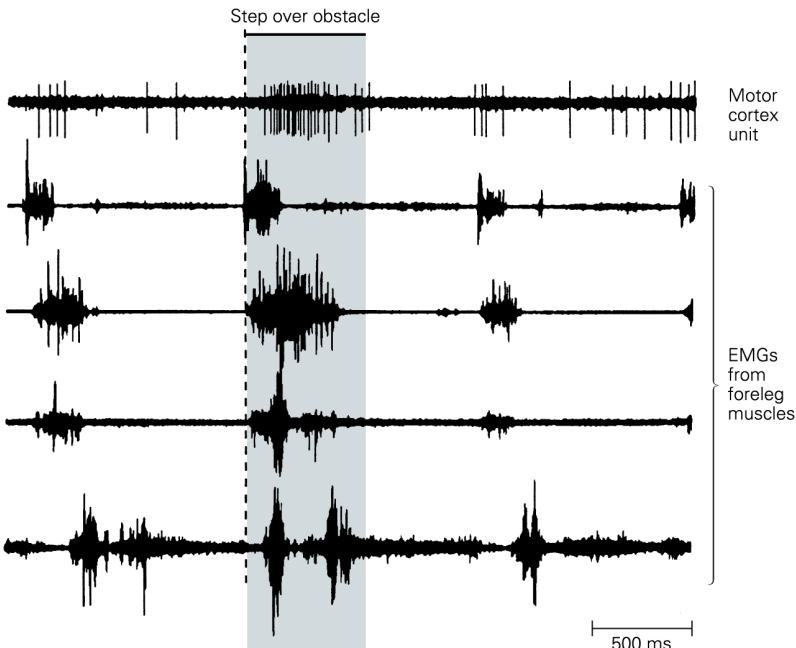
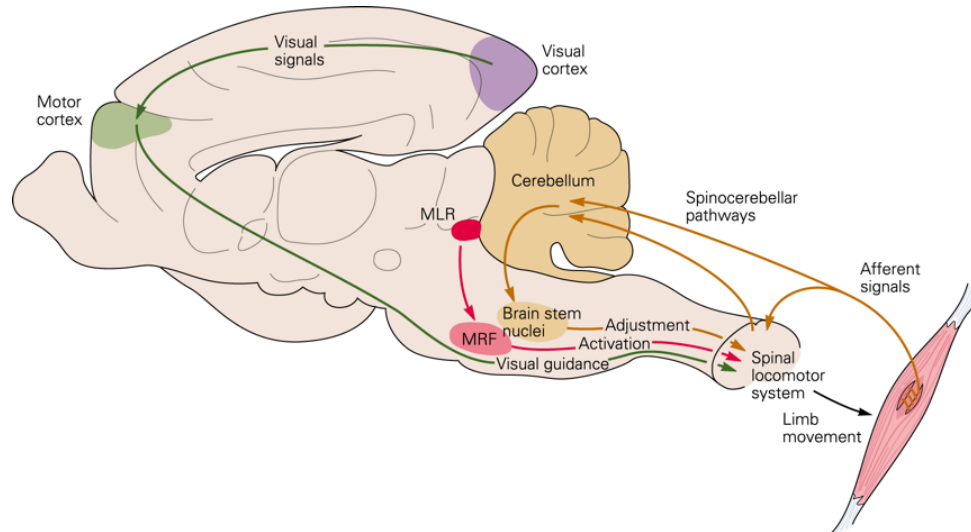
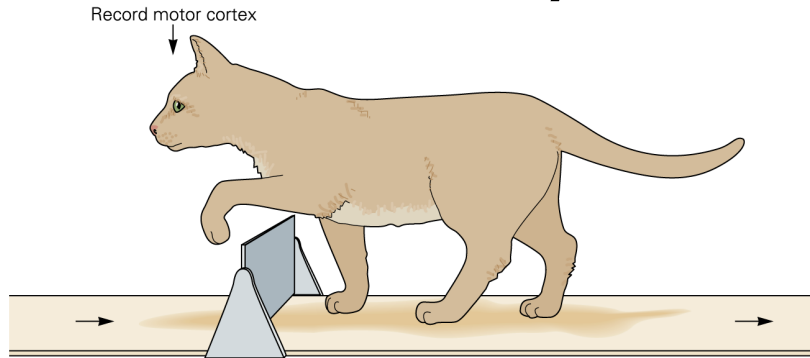


Decerebrate cat on treadmill  
T. Graham Brown, ca 1920

**From Swimming to Walking with a Salamander Robot Driven by a Spinal Cord Model** *Science* 2007

Auke Jan Ijspeert,<sup>2\*</sup> Alessandro Crespi,<sup>1</sup> Dimitri Ryczko,<sup>2,3</sup> Jean-Marie Cabelguen<sup>2,3</sup>

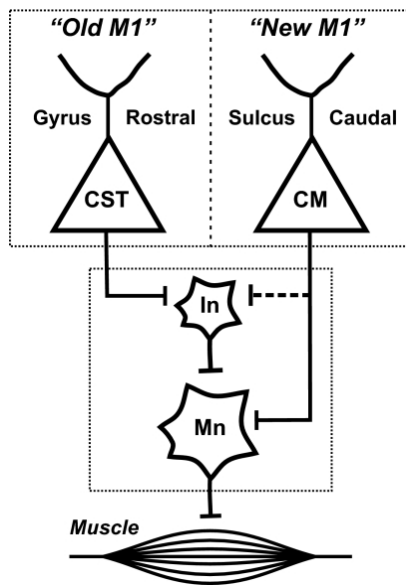
# Descending signals from cortex initiate & modify the locomotor pattern



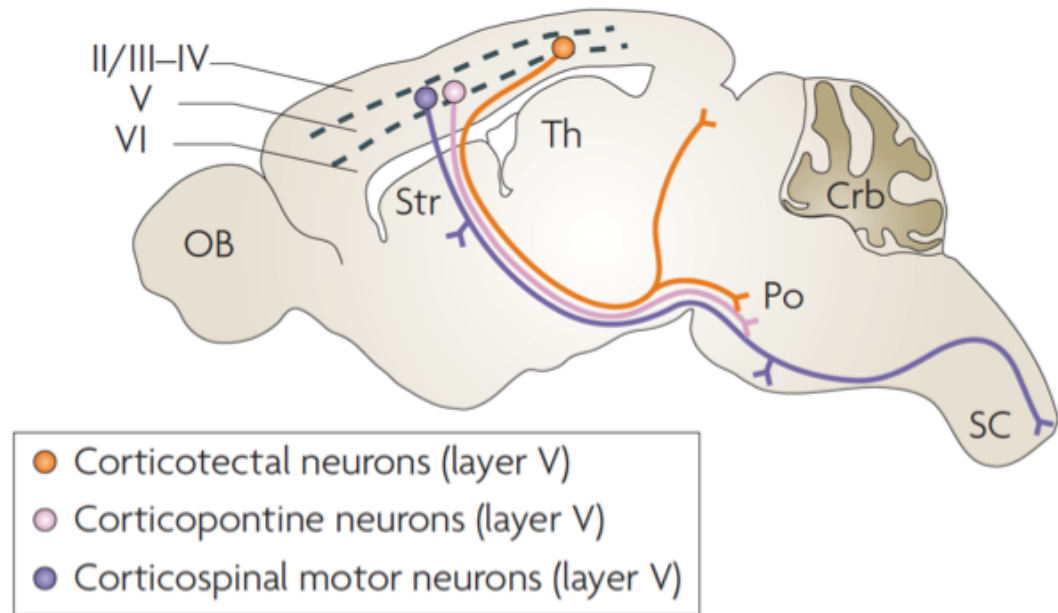
- Motor cortex is activated when stepping over obstacles
- Activity is additive to steady-state locomotor pattern

# Corticospinal neurons project to multiple levels of the sensorimotor hierarchy

Corticospinal projections to motoneurons are mostly indirect and diffuse

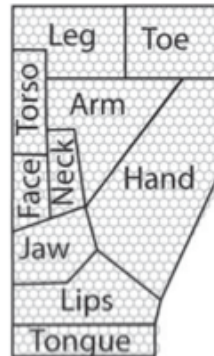


c Corticofugal; subcerebral projection neurons

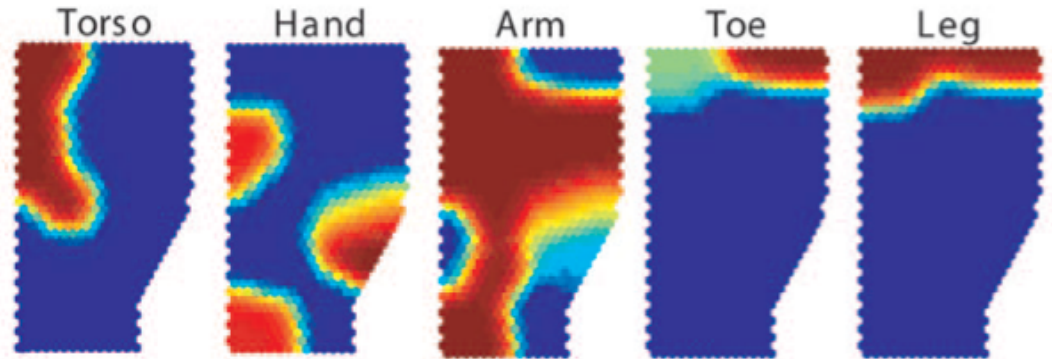
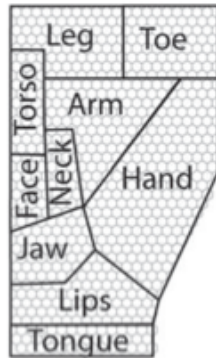


Corticospinal neurons have collaterals to striatum, red nucleus, caudal pons, medulla (these areas also have motor maps)

# What is the function of the cortex in sensorimotor control?



# What is the function of the cortex in sensorimotor control?



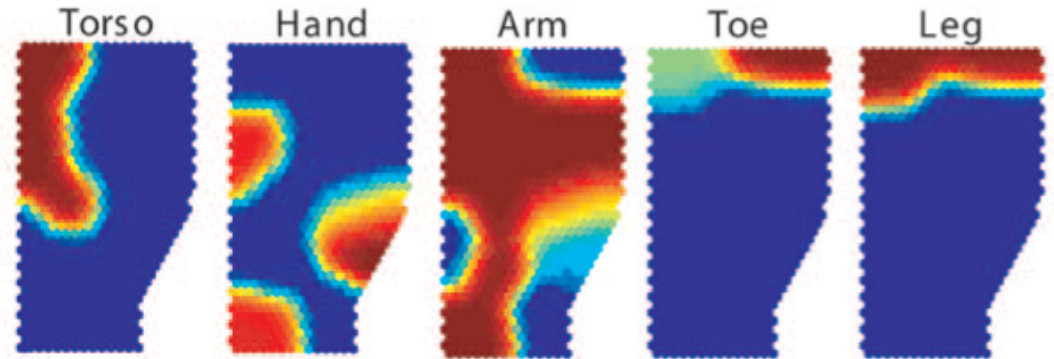
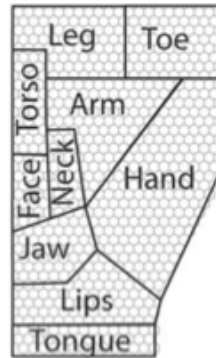
Behaviorally-driven map for multijoint coordination?

Kohonen network Aflalo and Graziano, *J Neuroscience* 2006  
Possible Origins of the Complex Topographic Organization of Motor Cortex: Reduction of a Multidimensional Space onto a Two-Dimensional Array

Review: Graziano *The Neuroscientist* 2007



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Kohonen network      Aflalo and Graziano, *J Neuroscience* 2006  
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Review: Graziano *The Neuroscientist* 2007

**Neuron**

2015 Kawai, Markman...Oliveczky

**Motor Cortex Is Required for Learning but Not for Executing a Motor Skill**

Tutor for learning new movements?

Corticospinal system sculpts and modulate subcortical excitability

# Brain and computation bootcamp:

## Why movement matters

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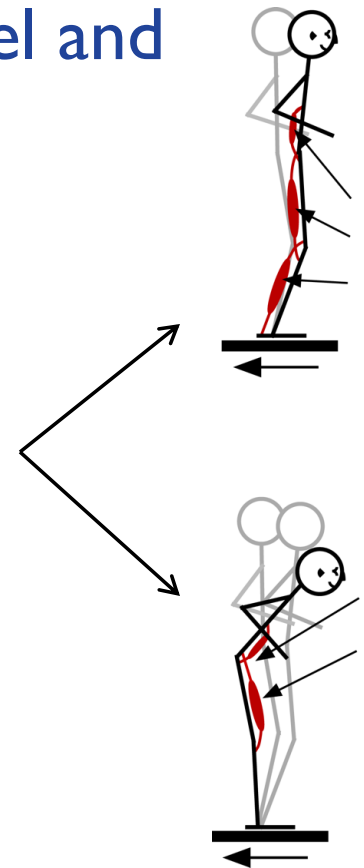
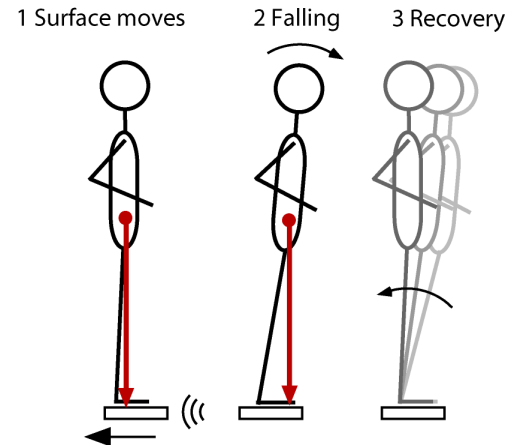
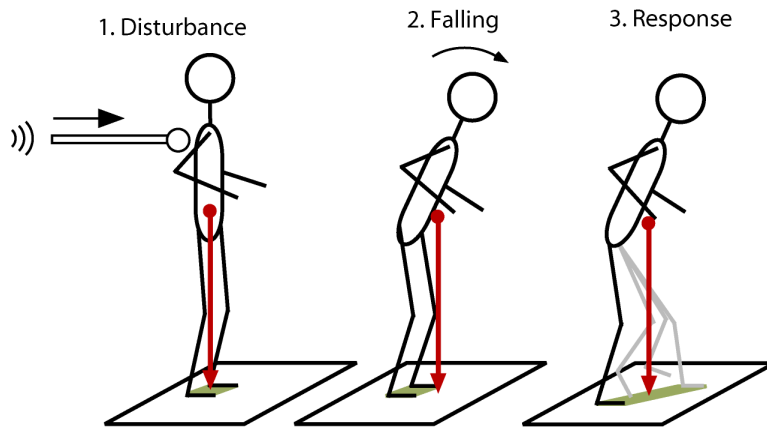
## Why movement matters

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## *Balance control: intention versus implementation*

# Common goals, different execution strategies

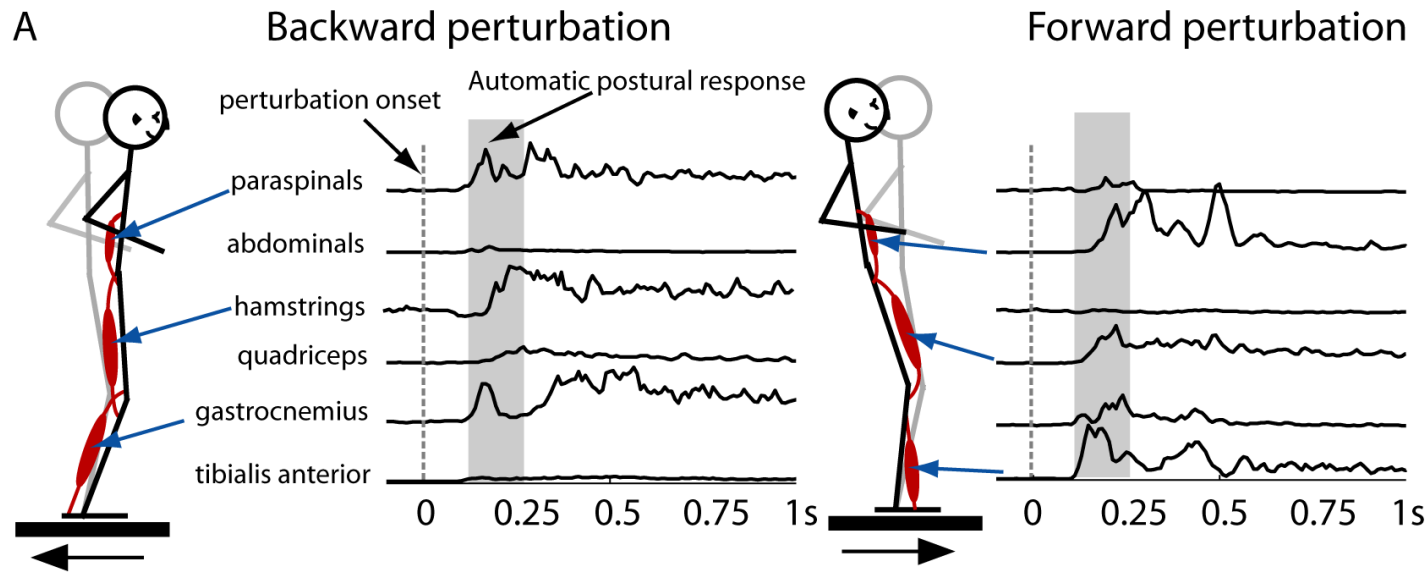
- Common goal: Maintain CoM over BoS
- Different implementation: EMG, biomechanics
- No one-to-one mapping between task-level and execution-level variables



Macpherson & Horak Ch 39 Fig 2

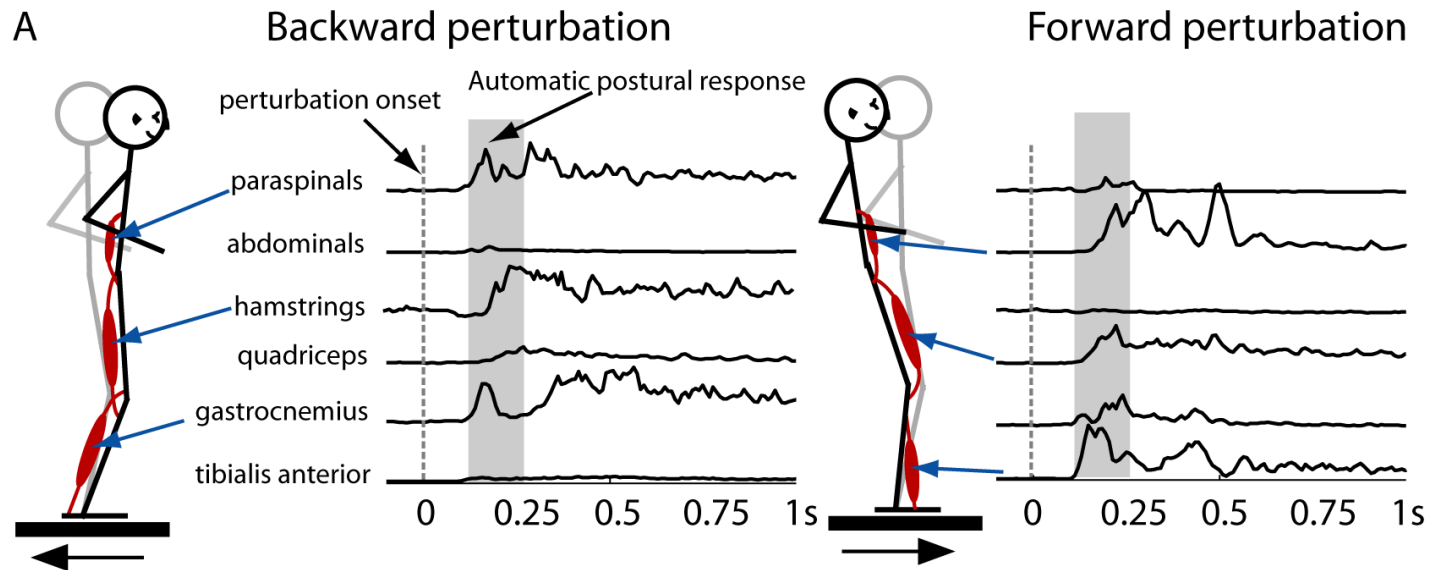
Kandell et al, Principles of Neuroscience, V ed, in press

# Reactive balance: activation of muscles is specific to direction of perturbation

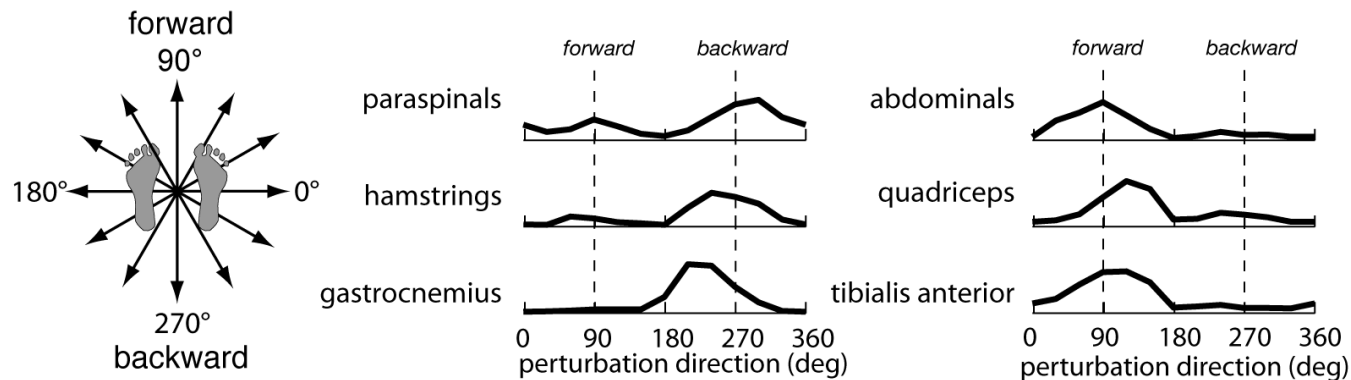


- Different muscles activated for forward and backward perturbations
- Not co-contraction of all muscles
- Spinal response (50 ms), brainstem response (100 ms), voluntary response (>250 ms)

# Muscle tuning curves illustrate complex spatial patterning at a single time point

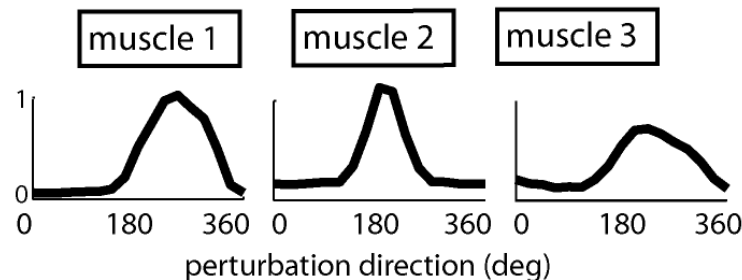


**B** Multidirectional perturbation muscle tuning curves



# Motor modules, a.k.a. muscle synergies, reveal structure in EMG patterns

Independent  
muscle activation?



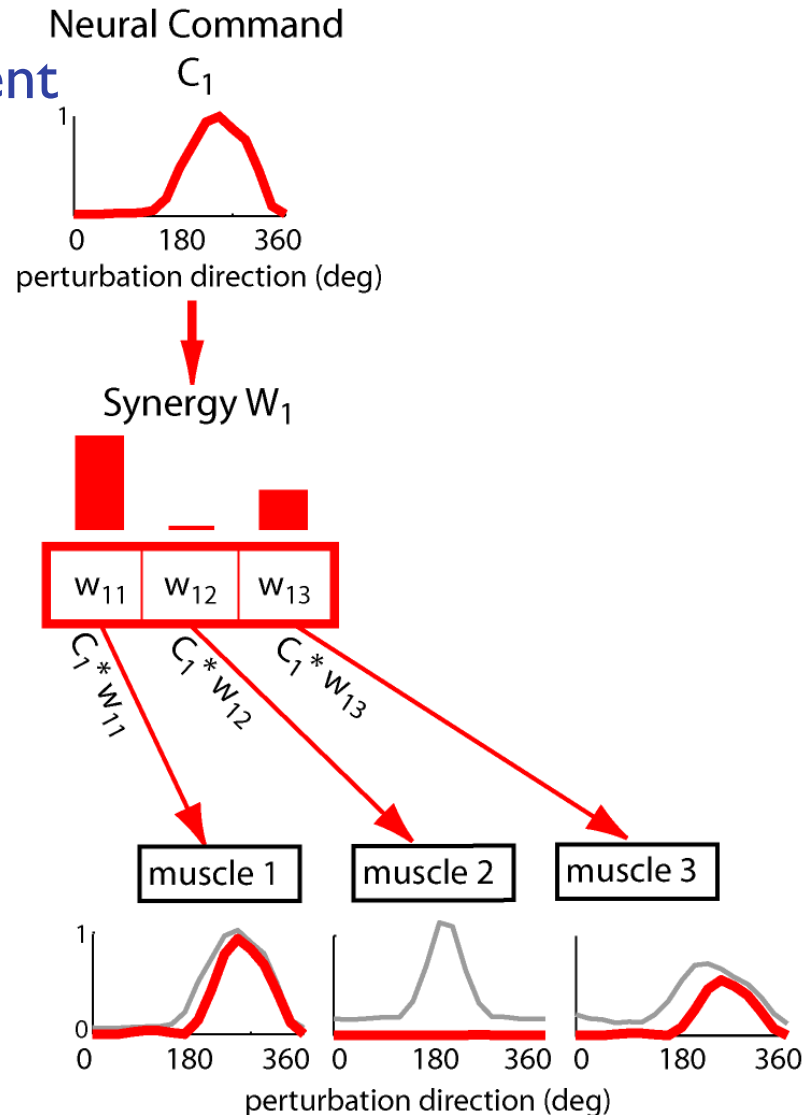


# Motor modules define time synchronous co-activation of muscles

Direction-dependent command signal  
e.g. “push right”

Motor module:  
relative excitation  
of motor pool

Independent muscle activation?

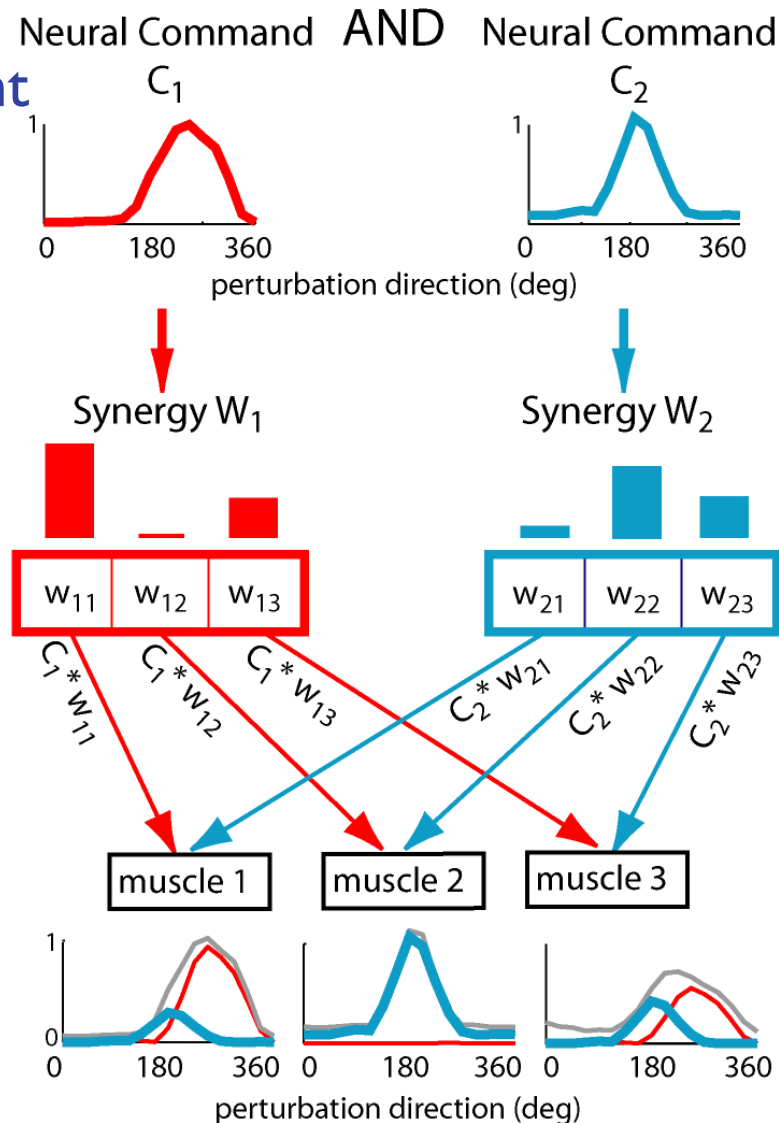


# Muscles participate in multiple motor modules

Direction-dependent command signal e.g. “push right”

Motor module: relative excitation of motor pool

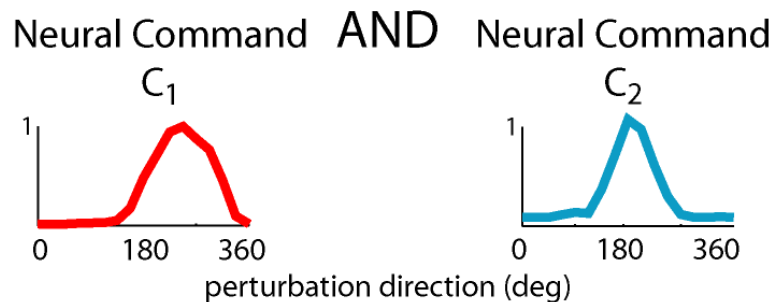
Independent muscle activation?



“push forward”

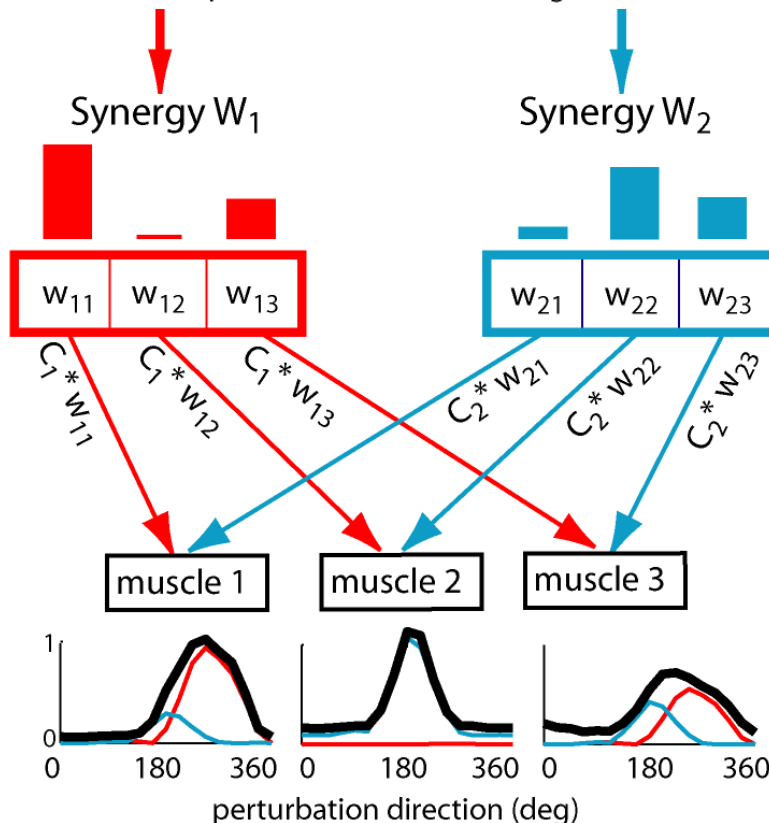
# Motor modules reflect functional co-activation of muscles underlying variable motor patterns

“push right”



“push forward”

Motor modules  
“library of actions”

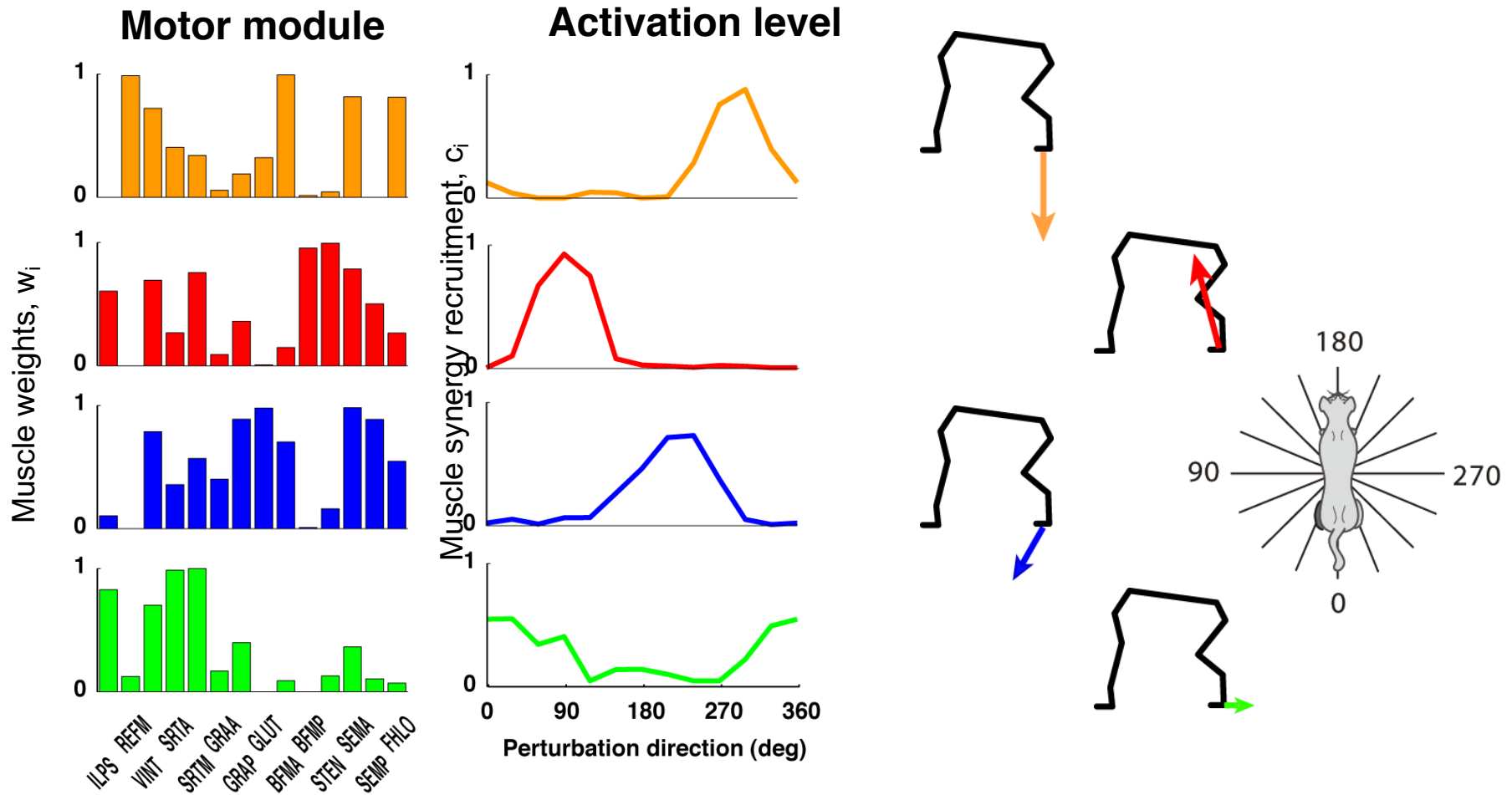


Non-negative matrix factorization (NMF):  
Tresch et al. 1999  
Lee and Seung 1999

Weighted sum of  
Motor modules

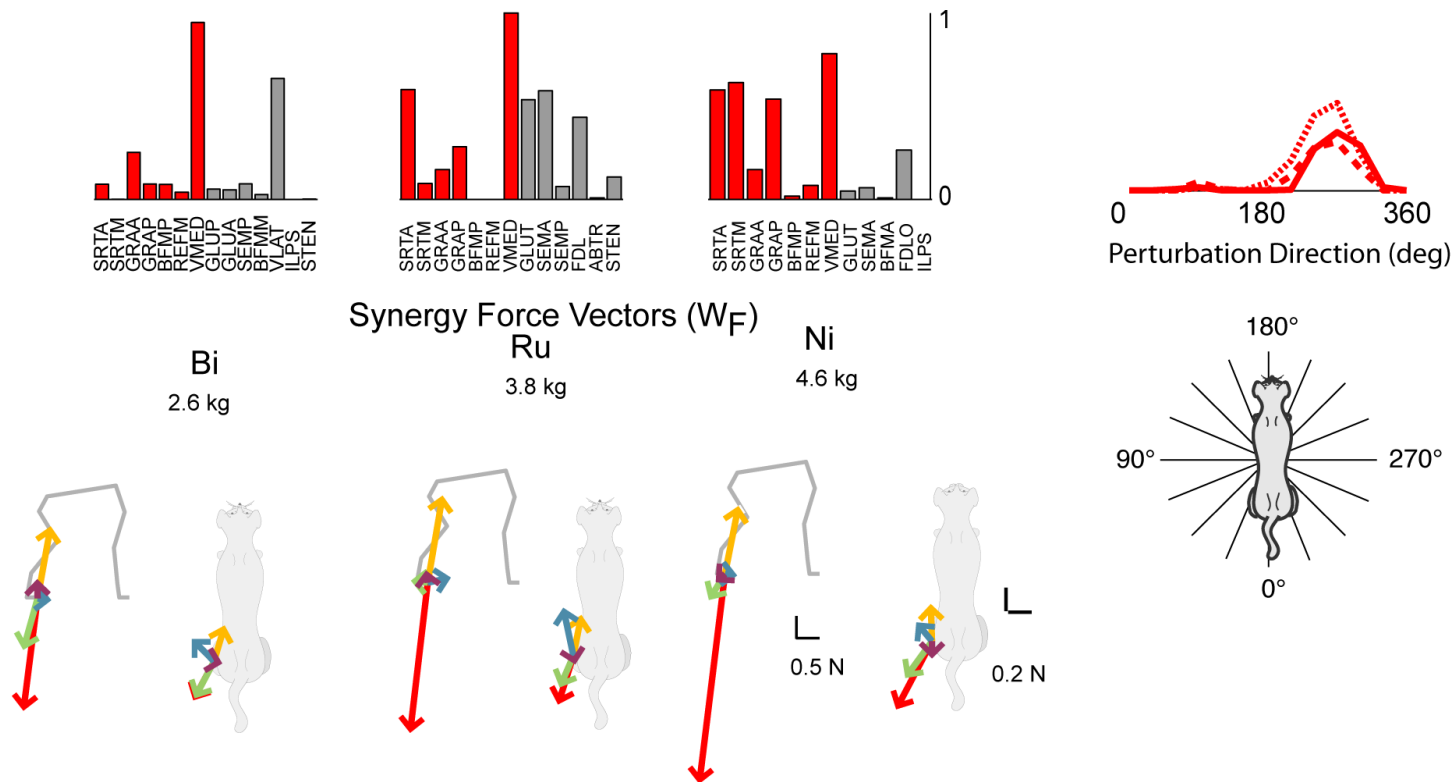
Tutorial, code, and why I  
don't like PCA:  
Ting and Chvatal 2010

# Structure: Motor module recruitment is correlated to an endpoint force vector



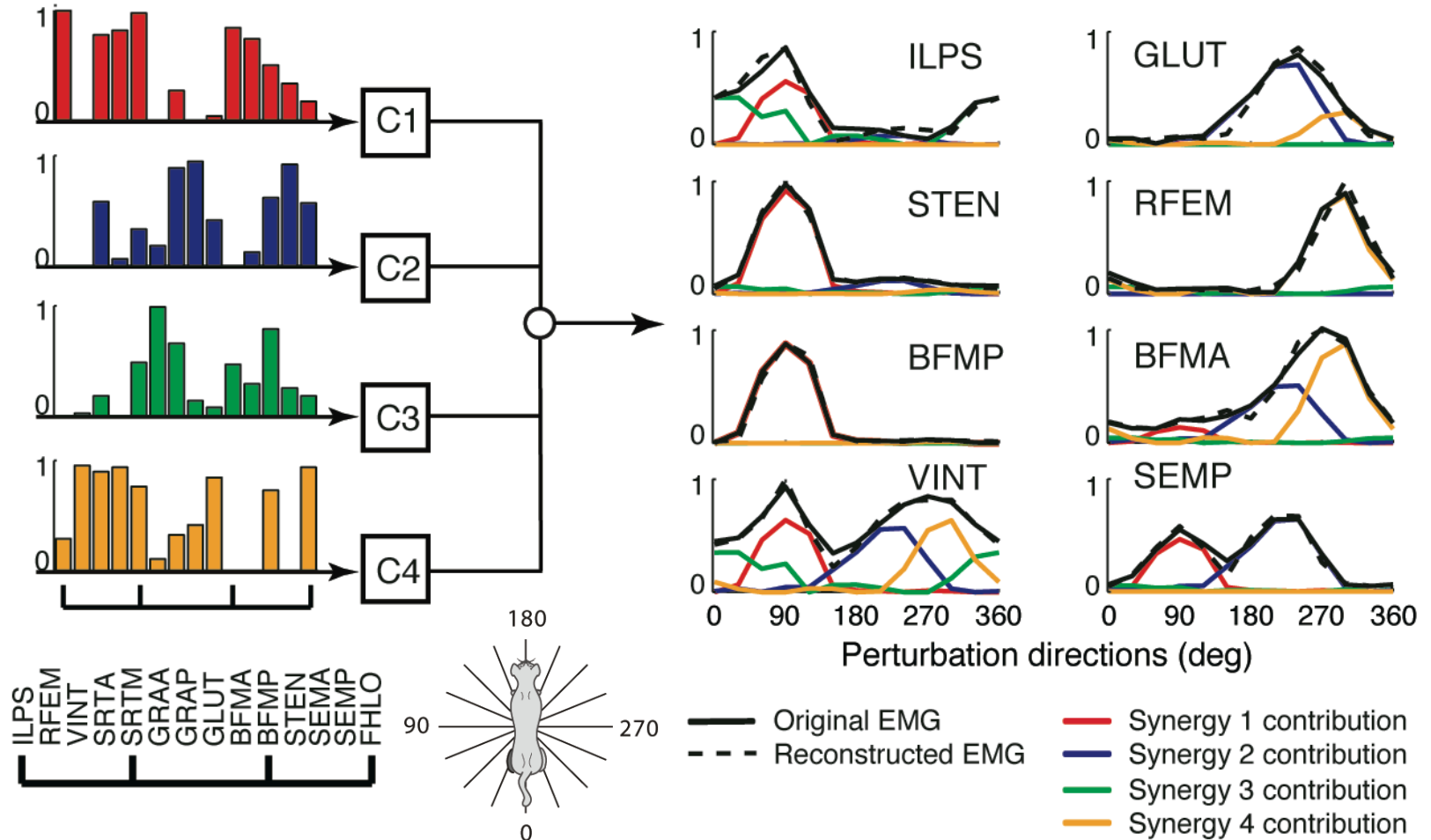
- Motor modules are predicted by energetic optimization  
Steele et al. 2013; deGroot et al. 2014; Todorov and Jordan 2002

# Individuality: each individual expresses a particular motor structure



- Motor modules are consistent across different biomechanical configurations and tasks in cats and humans
  - People prefer habitual rather than optimal solutions De Rugy et al 2012, Ganesh et al 2010
- Torres-Oviedo, Macpherson, Ting, *JNP* 2006; *humans*: Torres-Oviedo and Ting *JNP* 2010; Chvatal and Ting 2013

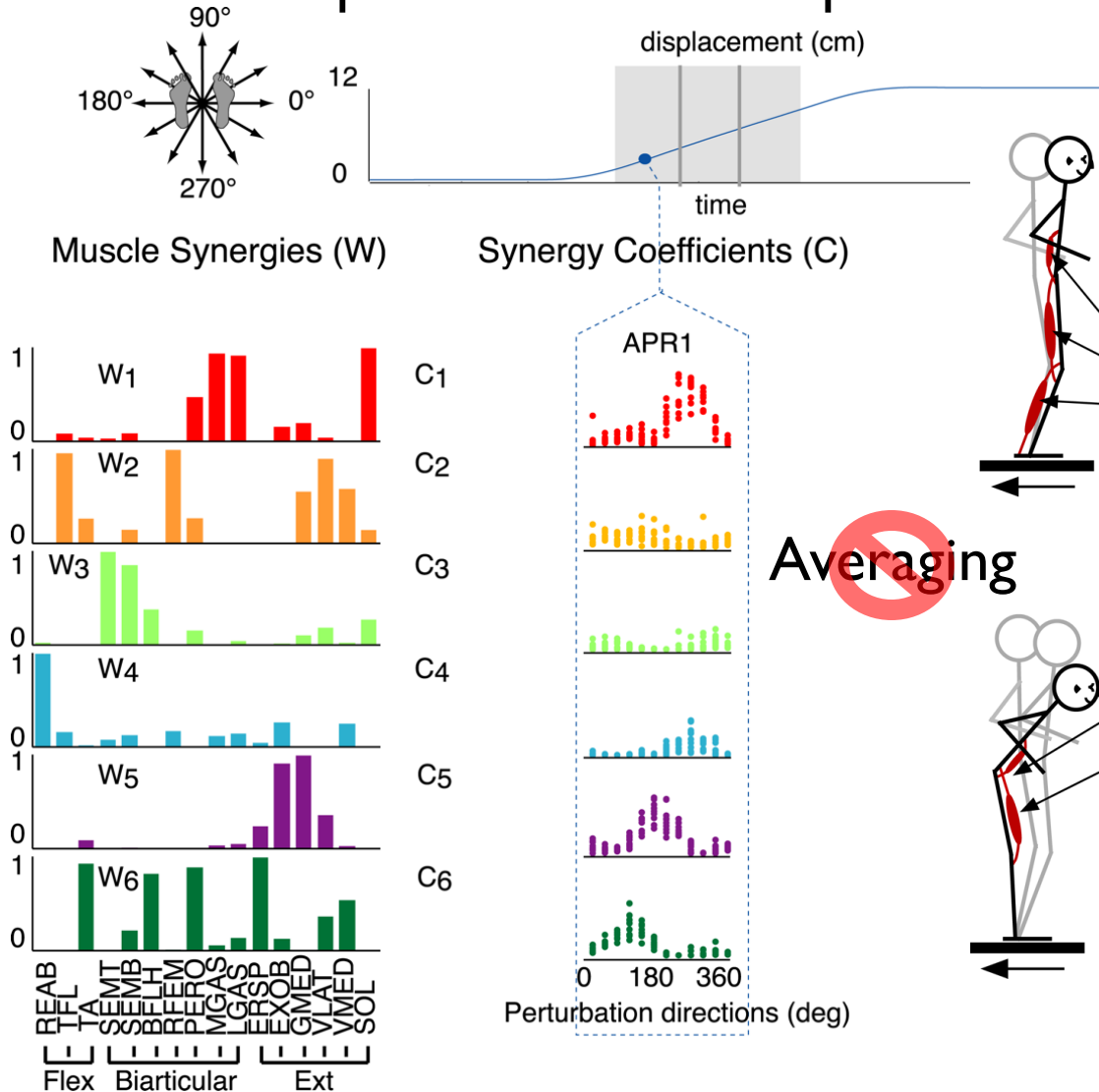
# Multifunctionality: Motor modules reveal hidden coordination between muscles



- Additive nature is a hard constraint on feasible coordination space

# Variability: Trial by trial differences in muscle activity are not random

“repetition without repetition” – Bernstein 1969

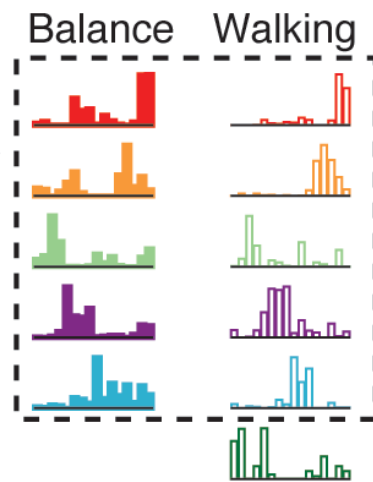


- Ankle and hip strategy are implemented by different motor modules
- Trial by trial variations reflect flexible recruitment of motor modules based on task demands and adaptation

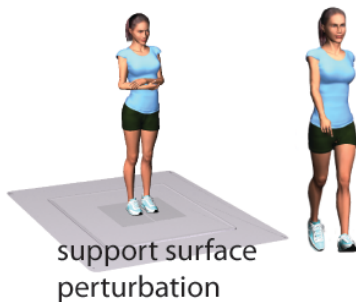


# Generalization: common motor modules across motor tasks

Young able-bodied individual



Motor modules  
Shared across  
Reactive Balance  
and Walking



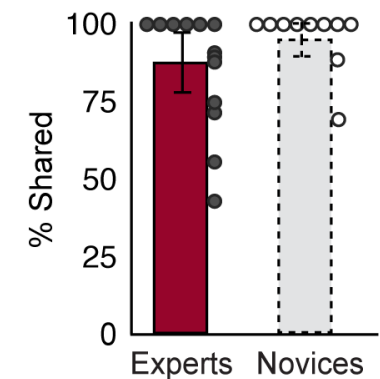
- Common modules for:
  - Walking, perturbation to walking, anticipatory stiffening of leg, reactive balance with feet in place, reactive stepping
- Motor modules may be the lowest level of motor organization and recruited by spinal, brainstem, and cortical mechanisms
- Motor module recruitment reflects desired CoM motion

# Learning: Motor modules are shared across nominal and challenging tasks in dancers

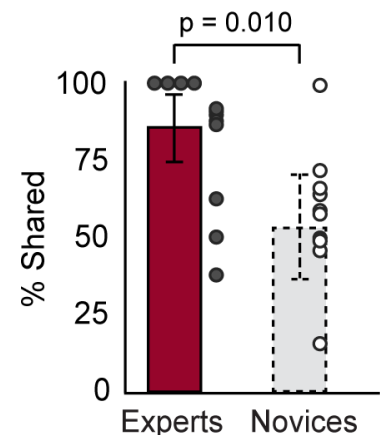
- We select “good enough” or “sloptimal” solutions to achieve multiple goals with adequate efficiency Latash 2012, Loeb 2012, Ting et al 2015
- Motor modules change with development and training Dominici et al 2011, Kargo and Giszter 2003
- Learning a more challenging task may involve refining existing motor modules Gentner et al 2010
- Training may expand the range of tasks performed with a set of modules, altering nominal task performance

## Shared modules

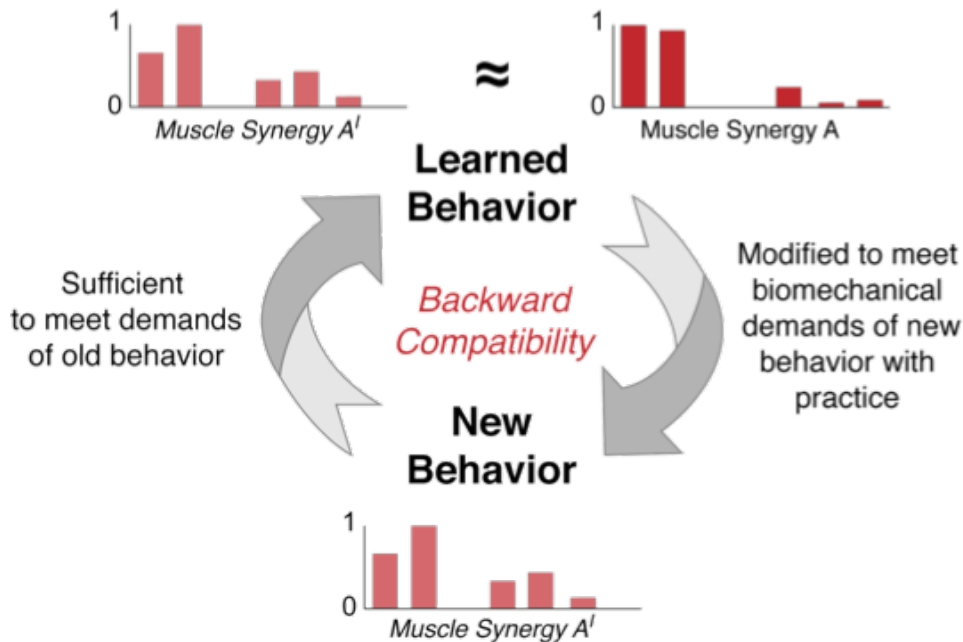
B. Wide and Overground



A. Narrow and Overground

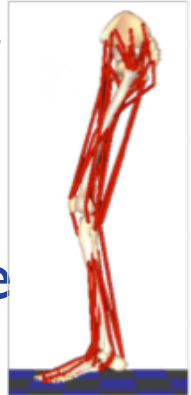


# Versatility suggests a mechanism of backward-compatibility for learning new skills



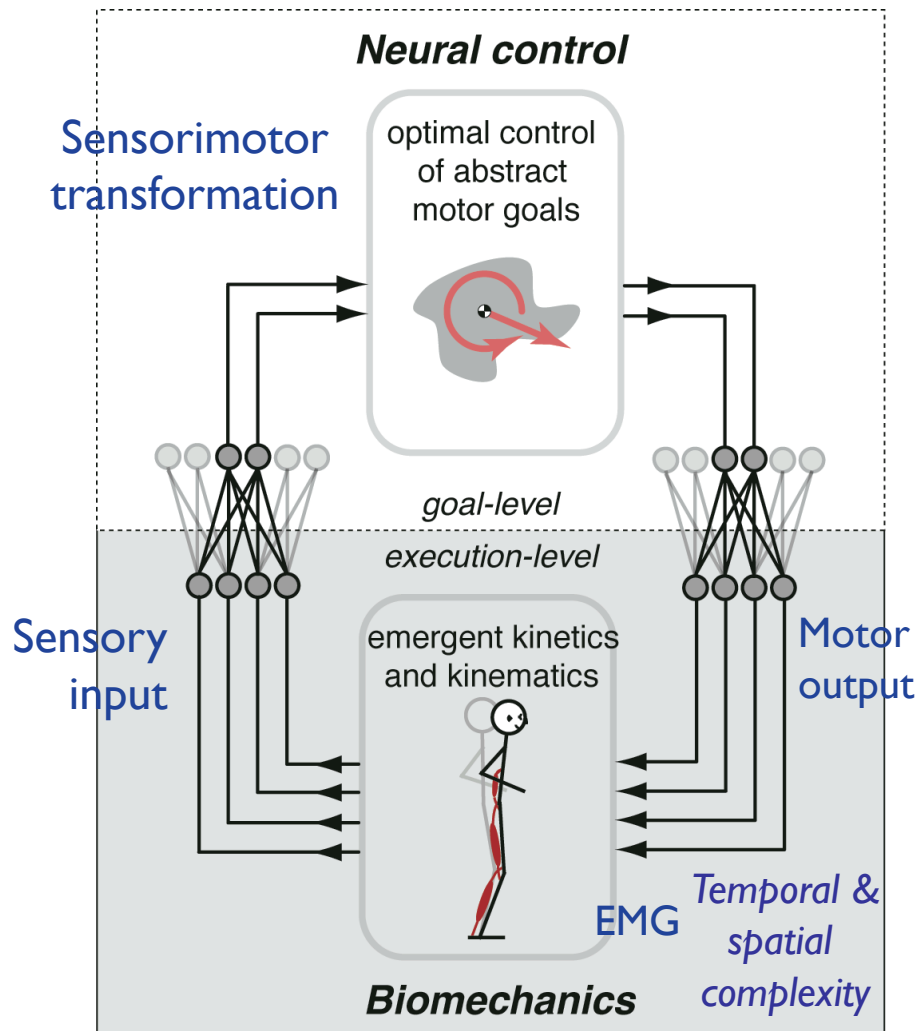
- Consistent with changes in early skill learning<sup>1,2</sup>
  - Modify existing rather than create new muscle patterns
- Consistent with Common Core Hypothesis<sup>3,4</sup>
  - Shared spinal circuits between behaviors
- Neural constraint on learning<sup>5</sup>
  - What can be learned and the rate at which it is learned
  - Basis for “The Natural”
- Differences in rehabilitation outcome

# Motor modules: individual-specific solutions for similar movements



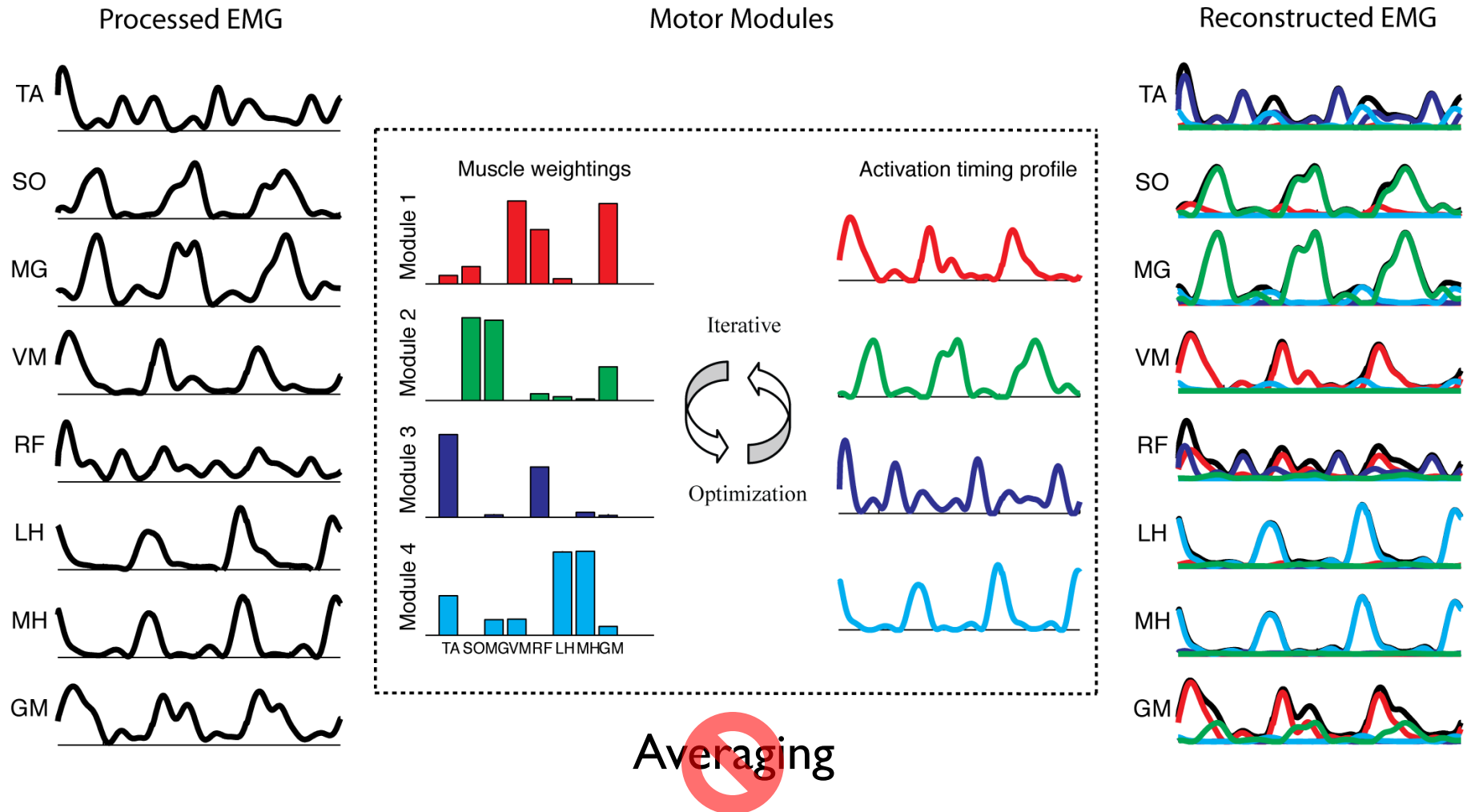
- Control points to transform motor goals into muscle activity throughout the nervous system
  - Re-re-representations of movements, “just as many chords, musical expressions. and tunes can be made out of a few notes” Hughlings-Jackson 1889
  - **Motor cortex** Overduin et al 2012, Rathelot and Strick 2009, Krouchev 2006, Kargo and Giszter 2003, Holdefer and Miller 2002
  - **Brainstem** Joshua and Lisberger 2014, Riddle and Baker 2010
  - **Spinal cord** Saltiel et al 1991, Hart and Giszter 2010
- A stored repertoire of available motor actions, facilitating rapid adaptation and flexible motor behavior without regard for low-level biomechanics
- A necessary concept for understanding motor variability and changes with development, evolution, training, and disease

# Structure of muscle coordination pattern reflect neural sensorimotor processes

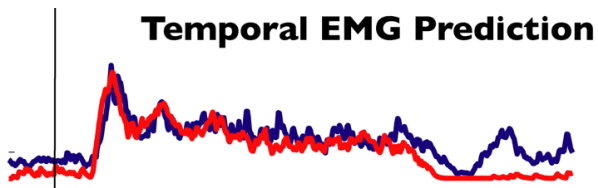
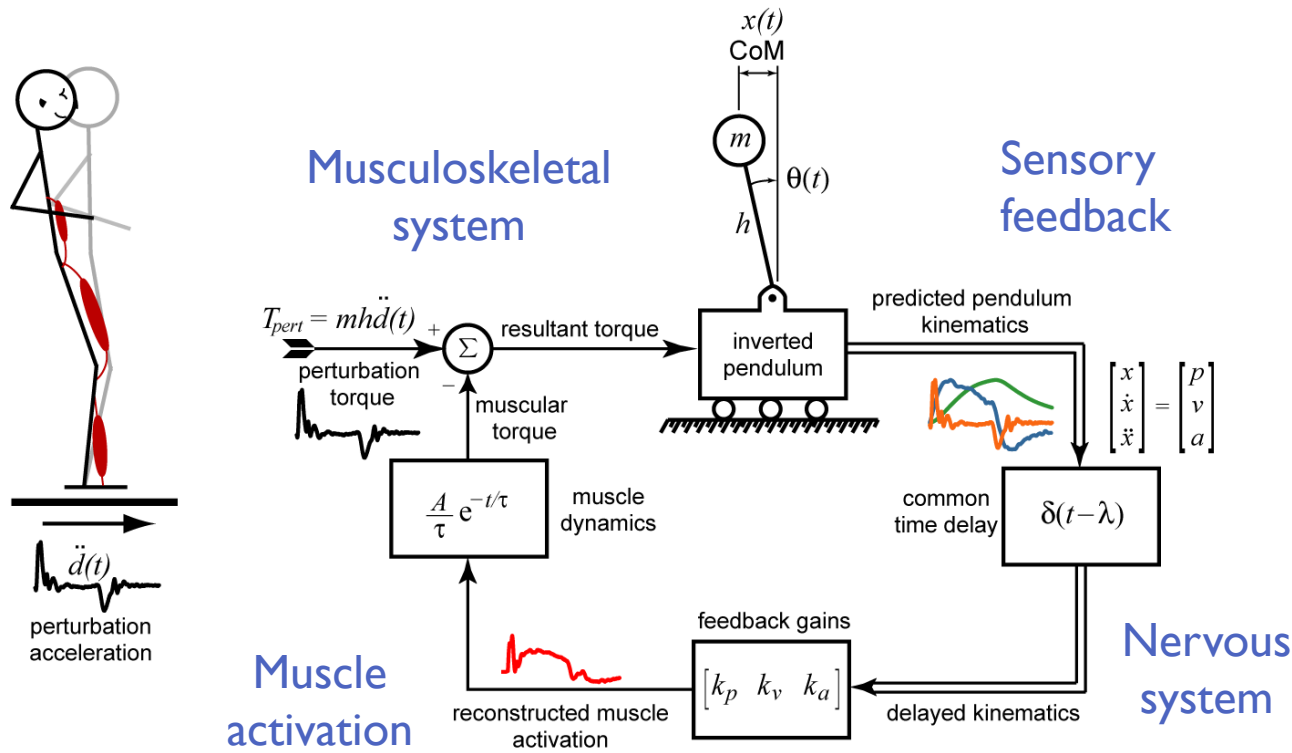




- Hierarchical arrangement of temporal and spatial structure similar to locomotion McCrea and Rybak 2008
- Temporal structure reflects goal-level control
- Spatial structure for muscle and multi-joint coordination

# Variations in recruitment of motor modules account for cycle-by-cycle variations in walking



# Delayed sensorimotor feedback of CoM acceleration, velocity, and displacement



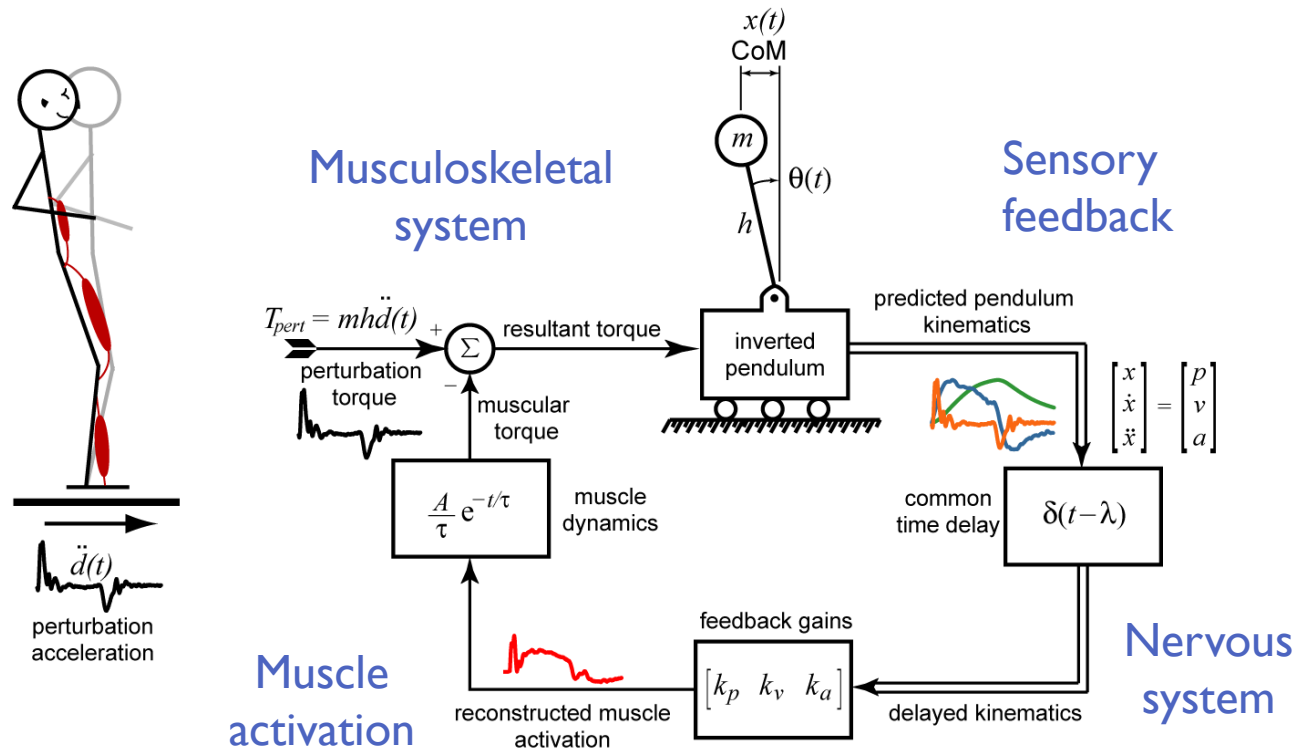
 EMG Recorded  
 EMG Simulated (Optimal)

$$\min_{k_p, k_v, k_a} \left[ J = \int_0^T (x^T Q x + \rho u^2) dt + \Omega \cdot x(T) \right]$$

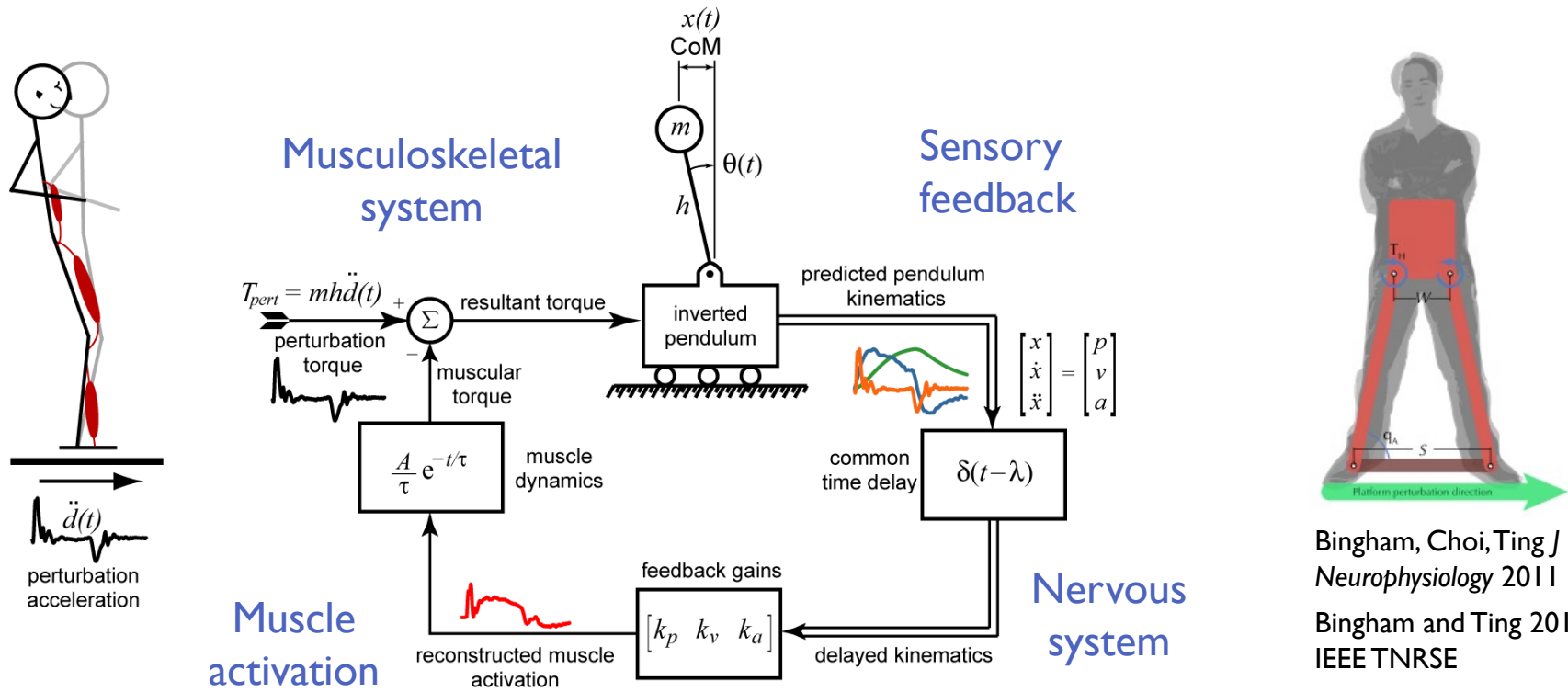
Energy and performance tradeoff



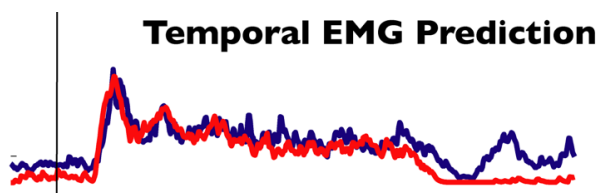
# Delayed sensorimotor feedback of CoM acceleration, velocity, and displacement



# Delayed sensorimotor feedback of CoM acceleration, velocity, and displacement



Bingham, Choi, Ting *J Neurophysiology* 2011  
 Bingham and Ting 2013  
 IEEE TNRSE



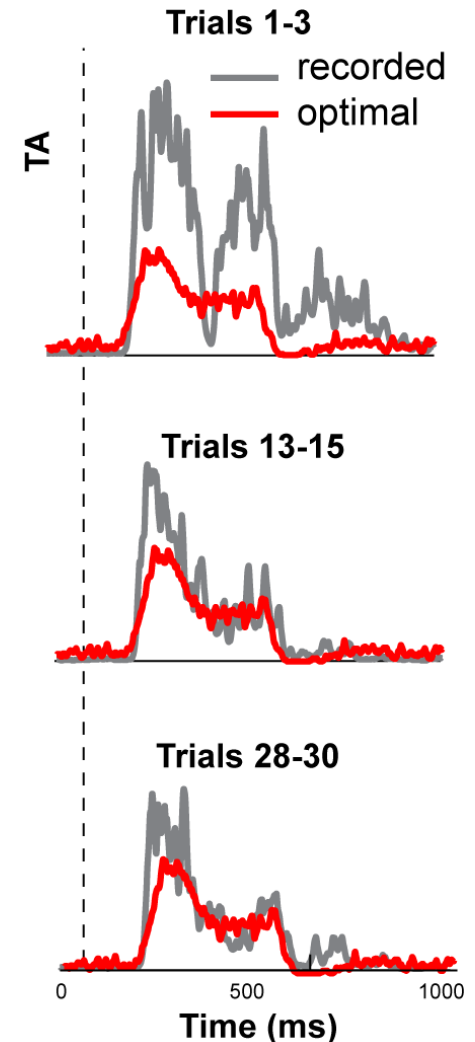
EMG Recorded  
 EMG Simulated (Optimal)

$$\min_{k_p, k_v, k_a} \left[ J = \int_0^T (x^T Q x + \rho u^2) dt + \Omega \cdot x(T) \right]$$

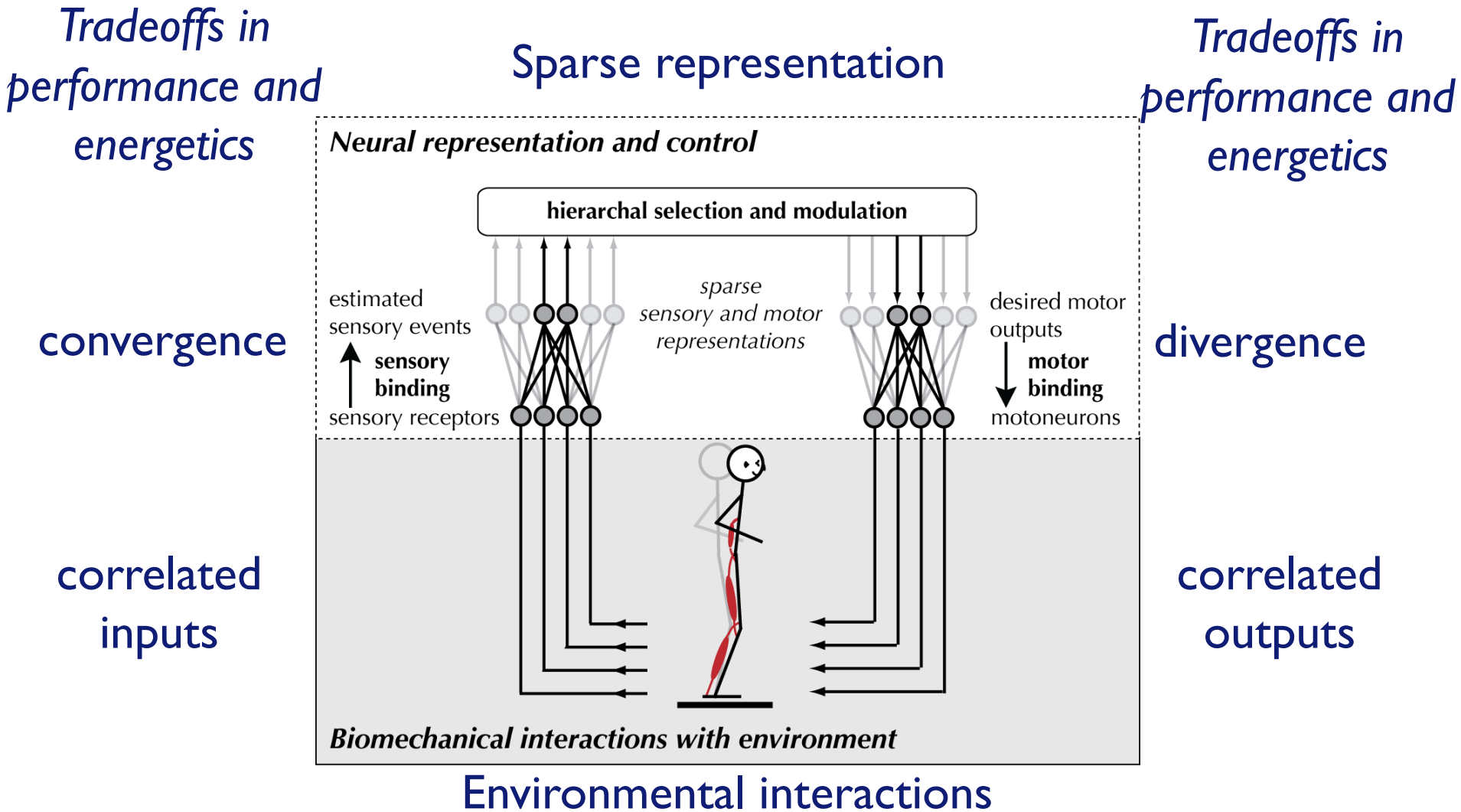
Energy and performance tradeoff

# Variations in feedback gains can characterize changes in adaptation and individual differences

- Reduction in feedback gains over repeated perturbations
- Similar CoM displacement
- Tradeoff between performance and effort
- Parameter variation within a low dimensional space may speed adaptation



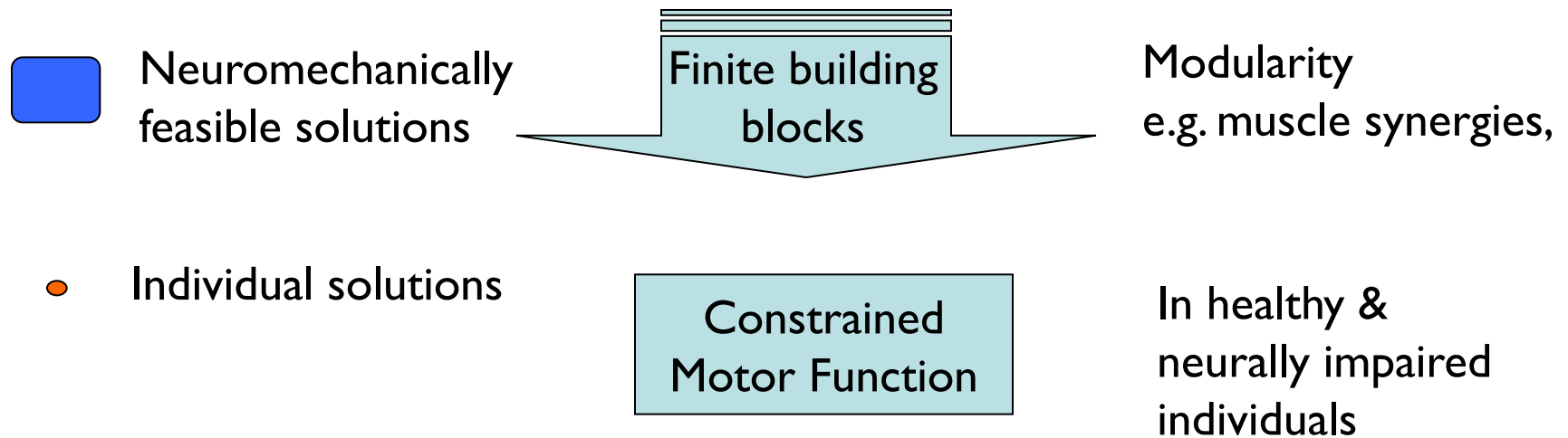
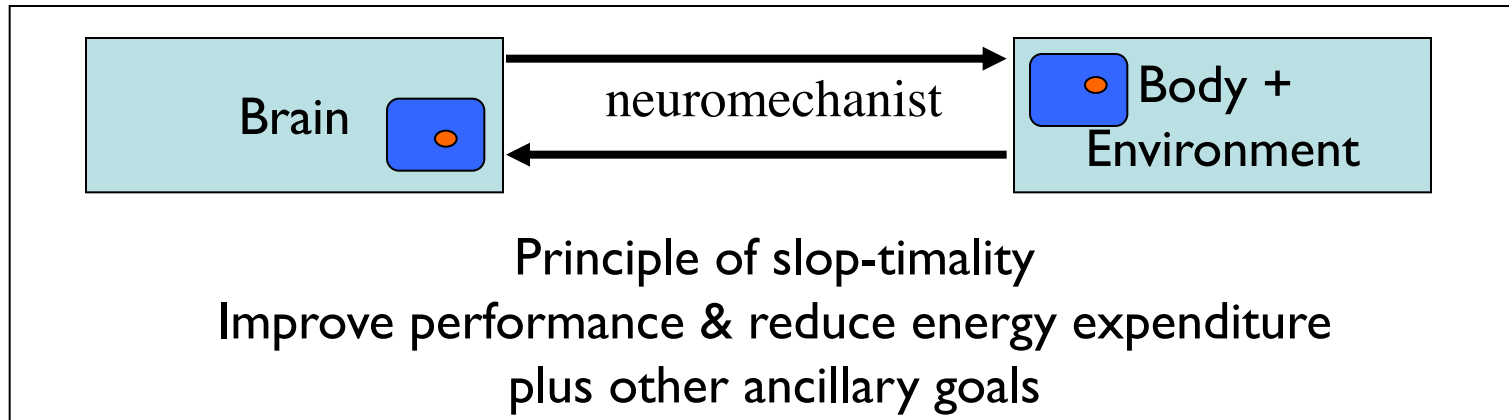
# Common neural principles and mechanisms for interacting with the environment

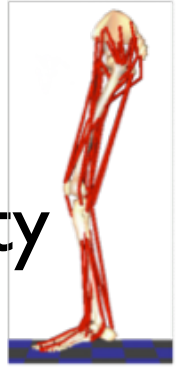


# Muscle synergies specify **meaningful relationships** between muscles

- The same muscles are reconfigured to produce actions
- The number of meaningful actions that we can make exceed the number of muscles
- $2^n$  combination of muscles considering only binary state
- Muscle synergies are like a musical chords
  - there are more possible chords than notes
  - classes of chords that convey certain emotions
  - each composition uses a limited number of chords
  - combinations of chords might have meaning
  - there are atonal or “discordant” chords
  - each composer tends to choose certain chords and chord combinations over others, creating an individualized signature

# Characteristic and constrained motions in individuals emerge from neuromechanical interactions





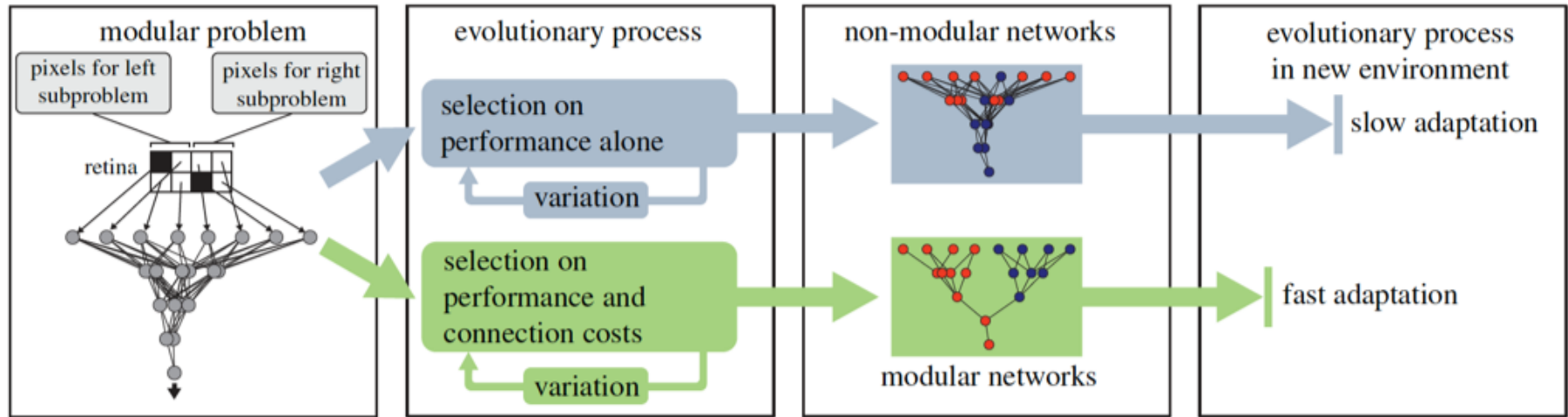
# Need for motor modularity emerge from neuromechanical redundancy and complexity

- **Motor structure** – effect of biomechanics
  - Almost no biomechanical bounds on muscle activity in walking  
Simpson et al. 2015, Sartori et al. 2013; 2015
- **Motor abundance** – many solutions to the same task
  - Different motor modules have equivalent function
- **Motor variability** – repetition without repetition
  - Variations at the level of motor module recruitment
- **Multifunctionality** – the same muscles are reconfigured to create the whole motor repertoire
  - There must be more motor modules than muscles
- **Motor individuality** – Individual-specific motor modules may be shaped by evolution, development, and experience
  - You say “to-may-to” and I say “to-mah-to”  
De Rugy et al 2012, Ganesh et al 2010, Kuhl 2004

***Slop-timal, not optimal***



# Hierarchy and modularity facilitate fast and robust adaptation and learning



PROCEEDINGS  
OF  
THE ROYAL  
SOCIETY

## The evolutionary origins of modularity

Jeff Clune<sup>1,2,†</sup>, Jean-Baptiste Mouret<sup>3,†</sup> and Hod Lipson<sup>1</sup>

2013

## Generalization in vision and motor control

Tomaso Poggio<sup>1</sup> & Emilio Bizzi<sup>1,2</sup>

Nature 2004

- Includes performance and connection costs
- Applicable over multiple timescales

Individual “slop-timal” biases in decision-making

# Neuroscience Needs Behavior: Correcting a Reductionist Bias

John W. Krakauer,<sup>1,\*</sup> Asif A. Ghazanfar,<sup>2</sup> Alex Gomez-Marín,<sup>3</sup> Malcolm A. MacIver,<sup>4</sup> and David Poeppel<sup>5,6</sup>

	LEVELS	
<b>Computation</b>	1	why (problem)
<b>Algorithm</b>	2	what (rules)
<b>Implementation</b>	3	how (physical)



- A set of rules or algorithms that allows goals to be achieved with different implementations
- Requires that the systems we study are redundant and complex
- Allows for adaptation, learning, creativity, and rehabilitation

# Brain and computation bootcamp: Why movement matters

- Sensorimotor control as the canonical decision-making process
  - How to rapidly and robustly achieve behavioral goals by coordinating the same motor apparatus in different ways?
- Hierarchical and distributed mechanisms for sensorimotor control
  - Parallel reflex, automatic, and voluntary control allow computation on increasingly abstract goals
- Neuromechanical principles for movement
  - Modularity to deal with redundancy, facilitate robustness, flexibility, and learning, leading to individual differences

# My brain and computation wish list

- Improved non-negative pattern identification for recorded muscle and neural patterns:
  - more modules than muscles
  - Include temporal correlations
- Unsupervised learning of recorded movement dynamics across individuals, populations, diseases
  - Subtle differences that our brains see easily
- Hierarchical reinforcement learning for movement
  - Different learning rate, time delays, connection cost, reconnection cost, variability and randomness
- Control-theoretic approaches to understand changes in neural *and* biomechanical dynamics

# More food for thought

## Motor variability is not noise, but grist for the learning mill

David J Herzfeld & Reza Shadmehr

Nature Neuroscience 2014

A study demonstrates that variability in how people perform a movement can predict the rate of motor learning on an individual basis. This suggests that motor 'noise' is a central component of motor learning.

## Temporal structure of motor variability is dynamically regulated and predicts motor learning ability

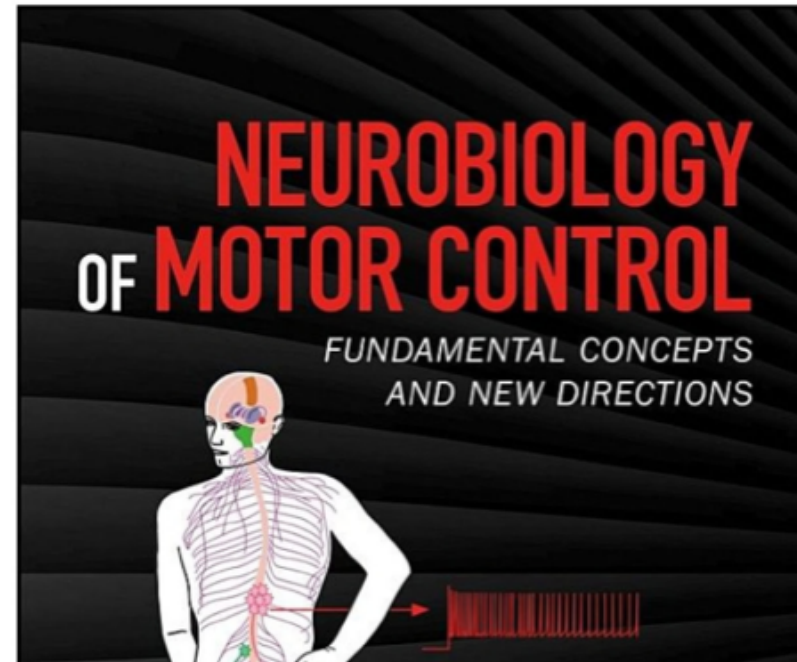
Howard G Wu<sup>1,4</sup>, Yohsuke R Miyamoto<sup>1,4</sup>, Luis Nicolas Gonzalez Castro<sup>1</sup>, Bence P Ölveczky<sup>2,3</sup> & Maurice A Smith<sup>1,3</sup>



Neuron  
Perspective

## Neuromechanical Principles Underlying Movement Modularity and Their Implications for Rehabilitation

Lena H. Ting,<sup>1,2,\*</sup> Hillel J. Chiel,<sup>3,4,5</sup> Randy D. Trumbower,<sup>1,2</sup> Jessica L. Allen,<sup>1</sup> J. Lucas McKay,<sup>1</sup> Madeleine E. Hackney,<sup>6,7</sup> and Trisha M. Kesar<sup>1,2</sup>



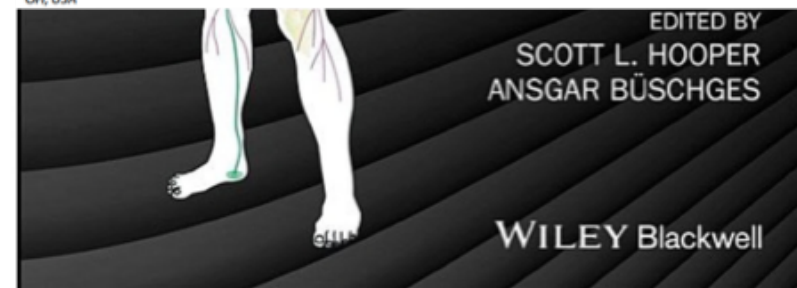
## Muscle, Biomechanics, and Implications for Neural Control

Lena H. Ting<sup>1,2</sup> and Hillel J. Chiel<sup>3</sup>

<sup>1</sup>Department of Biomedical Engineering, Emory University and Georgia Institute of Technology, Atlanta, GA, USA

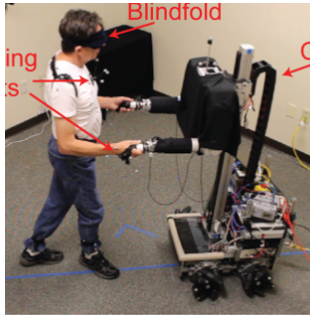
<sup>2</sup>Department of Rehabilitation Medicine, Division of Physical Therapy, Emory University, Atlanta, GA, USA

<sup>3</sup>Departments of Biology, Neurosciences, and Biomedical Engineering, Case Western Reserve University, Cleveland, OH, USA



EDITED BY  
SCOTT L. HOOPER  
ANSGAR BÜSCHGES

WILEY Blackwell



### Current:

Jessica Allen, PhD  
Kyle Blum  
Luke Drnach  
Brian Horslen, PhD  
Kim Lang  
Lucas McKay, PhD  
Aiden Payne

### Some Alumni:

Jeff Bingham, PhD  
Stacie Chvatal, PhD  
Nate Bunderson, PhD  
Julia Choi, PhD  
Gelsy Torres-Oviedo, PhD  
Seyed Safavynia, PhD  
Yun Seong Song, PhD  
Andrew Sawers, PhD, MSPO  
Hongchul Sohn, PhD

### Some Collaborators:

Michael Borich  
Ken Campbell  
Young-Hui Chang  
Tim Cope  
Charlie Kemp  
Trisha Kesar  
Madeleine Hackney  
Karen Liu  
Garrett Stanley  
Randy Trumbower  
Daniel Zytnicki

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