system
nervous
model
adaptation
movement
information
uncertainty
Bayesian
functional
neurons
visual
connectivity
subjects
motor
data
task
changes
tuning
estimates
estimate
feedback
estimation
found
present
adapt
However
sensory
behavior
stimulation
motion
error
find
models
new
observed
experiments
results
cues
relevant
evidence
techniques
noisy
errors
movements
measured
time
nonlinear
using
state
may
prior
presynaptic
cortex
inferred
signals
responses
strategy
statistical
properties
filtering
spike
close
central
measure
based
problem
human
appears
filters
parameters
demonstrate
suggests
combines
comparison
reaching
characterize
recorded
probabilistic
fashion
direction
optimal
robust
synaptic
induced
priors
excitability
brain
force
account
predictions
many
function
provides
perceived
method
experimentally
stimuli
fast
neural
use
pass
appear
two
vivo
resolution
relevance
linearly
affects
spiking
slower
tennis
learn
ideal
production
controller
timescale
normal
way
important
visually
understand
network
learning
often
combine
primary
ordinal
ambiguous
understood
depth
example
inference
adapts
plastic
similar
physical
control
different
also
low
correlations
predicts
body
bars
published
estimated
combined
influence