

1 **Multimodal Stimuli Modulate Rapid Visual Responses during**
2 **Reaching**

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4 **Running head:** Modulation of rapid visual responses

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22 **Abstract**

23 The reticulospinal tract plays an important role in primate upper limb function, but methods for
24 assessing its activity are limited. One promising approach is to measure rapid visual responses
25 (RVRs) in arm muscle activity during a visually-cued reaching task; these may arise from a tecto-
26 reticulospinal pathway. We investigated whether changes in reticulospinal excitability can be
27 assessed non-invasively using RVRs, by pairing the visual stimuli of the reaching task with
28 electrical stimulation of the median nerve, galvanic vestibular stimulation or loud sounds, all of
29 which are known to activate the reticular formation.

30 Surface electromyogram recordings were made from the right deltoid of healthy human subjects
31 as they performed fast reaching movements towards visual targets. Stimuli were delivered up to
32 200ms before target appearance and RVR was quantified as the EMG amplitude in a window 75-
33 125ms after visual target onset. Median nerve, vestibular and auditory stimuli all consistently
34 facilitated the RVRs, as well as reducing the latency of responses. We propose that this facilitation
35 reflects modulation of tecto-reticulospinal excitability, which is consistent with the idea that the
36 amplitude of RVRs can be used to assess changes in brainstem excitability non-invasively in
37 humans.

38 **New & Noteworthy**

39 Short latency responses in arm muscles evoked during a visually-driven reaching task have
40 previously been proposed to be tecto-reticulospinal in origin. We demonstrate that these responses
41 can be facilitated by pairing the appearance of a visual target with stimuli that activate the reticular
42 formation – median nerve, vestibular and auditory stimuli. We propose that this reflects non-
43 invasive measurement and modulation of reticulospinal excitability.

44 **Introduction**

45 The reticulospinal tract (RST) projects to motoneurons innervating both distal and proximal
46 muscles in primates (Davidson and Buford 2006; Davidson and Buford 2004; Riddle et al. 2009)
47 and increasing evidence supports its role in upper limb function (Baker 2011), from gross reaching
48 (Schepens and Drew 2006; 2004) to precise finger movements (Baker and Perez 2017; Carlsen et
49 al. 2009; Honeycutt et al. 2013; Soteropoulos et al. 2012). Given the potential of this pathway to
50 mediate functional recovery (Baker 2011; Baker et al. 2015), it would be highly desirable to
51 develop means of assessing and modulating RST activity in humans.

52 For the corticospinal tract, considerable progress has been made by using transcranial magnetic
53 stimulation (TMS) to excite motor-evoked potentials (MEPs) in contralateral muscles. By
54 conditioning TMS with a prior stimulus and measuring whether the MEP is facilitated, it is
55 possible to determine whether that stimulus can influence corticospinal excitability (e.g.
56 Furubayashi et al. 2000; Tokimura et al. 2000). If we are to use a similar approach for the RST, it
57 is first necessary to find a way of generating a test response which is likely to be mediated mainly
58 by the RST. MEPs in muscles ipsilateral to the stimulus (Ziemann et al. 1999), and the long-latency
59 stretch reflex (LLSR) in proximal muscles (Foyssal et al. 2016) may both have potential in this
60 regard. A further possibility exploits the projections from the deep layers of the superior colliculus
61 to the reticular formation (RF; Grantyn and Grantyn 1982; Illert et al. 1978).

62 Several lines of evidence support a role for this tecto-reticulospinal pathway in upper limb
63 movement. Cells within the superior colliculus and the underlying RF modulate their discharge
64 with arm movements (Stuphorn et al. 1999; Werner 1993), and microstimulation of both areas can
65 evoke activity in proximal arm muscles (Philipp and Hoffmann 2014). Furthermore, lesion studies

66 in cats have identified the tecto-reticulospinal tract as an important substrate in mediating early
67 responses to visual perturbations (Alstermark et al. 1987).

68 In humans, fast reaching movements made towards visual targets evoke short-latency EMG
69 responses in proximal muscles (Pruszynski et al. 2010). These rapid visual responses (RVRs) are
70 temporally-separated from the later voluntary response (Pruszynski et al. 2010) and when subjects
71 are instructed to reach away from the visual target, the RVRs continue to encode target position
72 rather than intended movement direction (Gu et al. 2016). It has therefore been suggested that
73 RVRs may bypass the cortex, and are mediated by the tecto-reticulospinal tract. In support of this
74 argument, Gu et al. (2016) note that the small amplitude of RVRs compared to the voluntary
75 response matches the relative strength of reticulospinal and corticospinal inputs to motoneurons
76 (Riddle et al. 2009). Furthermore, RVRs occur at a similar latency to the LLSR (Foysal et al. 2016;
77 Kurtzer 2014; Ravichandran et al. 2013) and the online corrective movements made to visual
78 (Carlton 1981; Day and Brown 2001; Day and Lyon 2000; Goodale et al. 1986) and tactile
79 (Pruszynski et al. 2016) perturbations, which have been proposed to have a component originating
80 in the brainstem. If RVRs are tecto-reticulospinal in origin, their measurement could provide an
81 assessment of the excitability of the RST, in the same way that MEPs allow insight into
82 corticospinal function.

83 In addition to visual information from the superior colliculus, the RF also receives sensory
84 information from peripheral afferents (Leiras et al. 2010), auditory stimuli (Irvine and Jackson
85 1983) and the vestibular system (Ladpli and Brodal 1968; Peterson and Abzug 1975). This
86 extensive convergence of multisensory information should provide ample opportunities to
87 modulate RST excitability. In this study, we therefore assessed whether pairing visual target

88 appearance with stimuli known to activate the RF could modulate the RVRs generated during a
89 reaching task. We were able to demonstrate RVR facilitation by stimulation of peripheral afferents,
90 the vestibular system, and loud sounds, in a manner consistent with convergence within the
91 brainstem.

92 **Methods**

93 ***Subjects***

94 Eight subjects participated in each of three separate experiments, which tested the effect of
95 different conditioning stimuli: electrical stimulation of the median nerve (age: 19.9 ± 1.7 years; 1
96 female), galvanic stimulation of the vestibular system (age: 19.9 ± 1.9 years; 1 female), and a loud
97 auditory stimulus (age: 22.7 ± 3.7 years; 4 female). Six subjects performed both the median nerve
98 and vestibular experiments, with two of these subjects participating in all three experiments. All
99 subjects were right-handed, had no history of neurological disorders, and provided written
100 informed consent to participate in the study. All procedures were approved by the local ethics
101 committee and the study complied with the Declaration of Helsinki.

102 ***EMG Recordings***

103 Surface EMG recordings were made from the right lateral deltoid and pectoralis major, which were
104 also used in the study by Pruszynski et al. (2010). Two silver/silver chloride electrodes (Kendall
105 H59P, Medcat) were placed on the skin overlying each muscle along the direction of the muscle
106 fibers. In the median nerve and vestibular protocols, intramuscular EMG was also recorded from
107 the same muscles using custom-made fine-wire electrodes (7 stranded stainless steel wire coated
108 in Teflon insulation; Advent Research Materials catalogue number FE6320). All EMG signals

109 were amplified (200-10,000 gain), filtered (30Hz to 2kHz bandpass) and digitized (5kHz) for off-
110 line analysis (CED 1401 with Spike2 software, Cambridge Electronic Design).

111 *Experimental Sessions*

112 Our experimental task was based upon that reported by Pruszynski et al. (2010). Subjects grasped
113 an ergonomically-shaped handle at the end of a manipulandum comprising two metal shafts
114 connected to each other and a firm base by vertical revolving joints (Figure 1A). This permitted
115 free movement in the horizontal plane; optical encoders on the joints allowed measurement of end
116 point position. Subjects were comfortably seated in front of this device, and held the handle in
117 their right hand with the elbow flexed around 90°. A video monitor and half-silvered mirror
118 allowed the projection of targets into a plane aligned to the top of the handle. A red LED placed
119 on the handle in this plane indicated hand position at appropriate times during each trial.
120 Experiments were performed in the dark; the half-silvered mirror prevented subjects from seeing
121 their own hand, so that the LED (when lit) was the only visual information available about hand
122 position.

123 The trial sequence is outlined in Figure 1B. The appearance of a central marker (white circle, 1 cm
124 radius) indicated the start of each trial. Subjects moved the handle to this marker at their own pace,
125 placing the illuminated LED within the projected circle. Successful alignment was indicated by
126 the circle changing color from white to blue. Subjects were required to maintain this position for
127 a randomized period of 1-2 s, after which both the circle and LED disappeared for a gap period of
128 200 ms, which has been shown to decrease reaction times (Fischer and Rogal 1986; Gribble et al.
129 2002). The imperative stimulus consisted of a peripheral target (white circle, 1 cm radius) which
130 appeared in one of four directions (45°, 135°, 225° or 315° relative to the right horizontal axis, as

131 viewed by the subject) at a distance of 10 cm from the central position. Subjects were instructed
132 to make fast reaching movements to this new target. The red LED was turned on again only when
133 the target was reached; this encouraged subjects to make ballistic rather than tracking movements.
134 Auditory feedback was provided at the end of each trial to indicate whether the target was reached
135 in less than 500 ms.

136 Subjects performed blocks of 40 trials (10 in each direction), separated by rest periods of 60 s in
137 which the mean reaction time for the preceding block was presented on the screen. For all
138 experiments, subjects completed a total of 960 trials (24 blocks of 40 trials).

139 ***Stimulus Conditions***

140 A separate experiment was performed for each of the following stimuli: electrical stimulation of
141 the median nerve at the wrist, galvanic vestibular stimulation and loud sounds. Stimuli were
142 delivered at five different latencies relative to the visual target appearance (median nerve: -200, -
143 100, -50, 0, 50 ms; vestibular and auditory: -150, -100, -75, -50, 0 ms; negative latencies indicate
144 stimuli delivered prior to target appearance). The wider range of timings for median nerve
145 stimulation simply reflects the fact that this part of the study was conducted first, and that we
146 focused on a narrow range of intervals after the results of this initial experiment. Trials with stimuli
147 were interleaved randomly with a control (unstimulated) condition, which was delivered on one
148 sixth of trials. The 24 different trial types (4 target directions x 6 stimulus conditions) were tested
149 in an order randomized across the entire experiment, giving 40 trials for each stimulus and target
150 direction combination, and a total of 160 trials delivered per stimulus condition.

151 Median nerve stimulation (500 μ s pulse, Digitimer DS7A isolated stimulator) was delivered
152 through adhesive electrodes (Kendall H59P, Medcat) placed over the right median nerve at the
153 level of the wrist (cathode proximal). Motor threshold was assessed as the minimum intensity
154 required to produce a visually-identified twitch in the thenar muscles; stimulation during the
155 experiment was at twice motor threshold. Galvanic vestibular stimulation (4 mA, 20 ms pulse;
156 Digitimer DS4 isolated stimulator) was delivered through adhesive electrodes (F-RG/6, Skintact)
157 placed over the mastoid processes (cathode left). Auditory stimuli (120 dB SPL, 20 ms duration
158 1 kHz sinusoidal tone) were delivered through speakers positioned in front of the subject.

159 Each experiment lasted approximately one hour. Task parameters including handle position,
160 stimulus condition, target direction and reaction time were stored to disc along with EMG
161 recordings. To prevent timing errors potentially introduced by the video display, a small white
162 square was displayed in the corner of the video screen at the same time as the target. A photodiode
163 was fixed to this location on the screen with opaque tape; the square was therefore not visible to
164 the subject but the photodiode generated a clear voltage change at target appearance, which was
165 used for trial alignment in analysis.

166 ***Data Analysis***

167 All data analysis was performed off-line using custom software written in MATLAB. EMG
168 recordings were high pass filtered at 30 Hz, full-wave rectified and smoothed by convolution with
169 a Gaussian (mean parameter $\mu=0$ ms; width parameter $\sigma=1$ ms).

170 Trials were classified as error trials and excluded from subsequent analysis if the initial movement
171 was made in the wrong direction, defined as the first 5 mm of movement not being in the

172 appropriate 90° arc towards the target. Trials were also excluded on the basis of movement time.
173 This was not assessed simply as the time taken to reach the target, since it was common for subjects
174 narrowly to miss the target and then spend considerable time searching for it, a task made difficult
175 since they could not see their hand. Instead, for trials that were made in the correct direction, we
176 measured the time taken to reach 10 cm from the center (the target distance). This provided a
177 measure of movement time independent of movement accuracy. Trials with movement time
178 exceeding 500 ms were excluded.

179 We observed two notable effects in the EMG traces. Firstly, there was a band of short-latency
180 activity which resembled the visual response described by Pruszynski et al. (2010). We refer to
181 this as the rapid visual response (RVR). The amplitude of the RVR was calculated as the area
182 under the curve above baseline EMG between 75 and 125 ms, as this window encompasses the
183 range of values reported in the literature (Gu et al. 2018; Gu et al. 2016; Pruszynski et al. 2010).
184 The RVR amplitude was normalized by expressing it as a percentage of the mean total EMG
185 activity for the control (unstimulated) condition. Because stimuli could sometimes change the total
186 EMG activity, we also calculated RVR size as a percentage of the total EMG activity measured on
187 the same single trial. Total EMG activity for each trial was calculated as the area under the curve,
188 above baseline EMG, measured from the target appearance until the time at which target distance
189 was reached. Baseline EMG activity for each trial was measured in the 500 ms preceding the gap
190 period (i.e. 700 to 200 ms before target appearance).

191 The second effect observed in the EMG traces was a latency shift with stimulation. Latencies were
192 measured from averaged traces for a given condition. EMG onset latency was defined as the time
193 point at which EMG activity exceeded a threshold value of two standard deviations above mean

194 baseline EMG activity for at least 50 ms. Latencies are expressed relative to the target onset time,
195 such that negative values represent an increase in EMG activity prior to the target appearance.

196 The effect of stimulus latency and target direction on RVR size, total EMG activity and task
197 performance was assessed for single trials. Given that the exclusion of trials described above
198 resulted in an unbalanced data set, analysis was performed using a linear mixed effects model
199 constructed with stimulus latency and target direction as fixed factors and subject as a random
200 factor. When a significant effect of stimulus was identified, post-hoc tests were performed using
201 Tukey's test to compare each stimulus latency to the control condition. To assess inter-subject
202 variability, the effect of each stimulus condition relative to the control condition was calculated
203 within each subject using unpaired t-tests. Homogeneity of variance was assessed with Levene's
204 test; Satterthwaite's approximation for the effective degrees of freedom was used when equal
205 variance could not be assumed.

206 EMG onset latency and error rate were measured per condition rather than per trial, to produce one
207 value for each condition in each subject. The effect of stimulus timing and target direction on these
208 balanced data sets was assessed using two-way repeated ANOVAs, with post-hoc tests performed
209 using Tukey's test to compare results from each stimulus timing to the control condition. Two
210 further analyses were performed with the EMG onset latency data. Firstly, to determine the
211 relationship between stimulus timing and EMG onset, a linear regression was performed by
212 calculating the change in EMG onset for each stimulus time relative to the control condition for
213 each subject and target direction, and correlating this with the stimulus time. Secondly, to examine
214 the effect of each stimulus on the onset of target-selective EMG increase, independently of a
215 generalized increase in arousal, a receiver-operating characteristic (ROC) analysis was performed

216 to compare the EMG traces of opposite target directions. Single trial EMG traces for the 45° and
217 225° target directions were each binned into 1 ms epochs from 200 ms before to 300 ms after
218 peripheral target appearance, and entered into the ROC analysis. The area under the curve (AUC)
219 was then calculated. The point at which an ideal observer could discriminate between the EMG
220 traces of opposite target directions was defined as when the ROC AUC value was <0.25 or >0.75
221 for at least 10ms. Not all subjects met this criterion within the required time frame resulting in the
222 dataset being unbalanced; the effect of stimulus latency on ROC-defined EMG onset latency was
223 therefore assessed using a linear mixed effects model in which stimulus latency was the fixed
224 factor and subject was a random factor. When a significant effect of stimulus was identified, post-
225 hoc tests were performed using Tukey's test to compare each stimulus latency to the control
226 condition.

227 For all analyses, the data for each stimulus type were analyzed separately. The significance
228 threshold was set at $P < 0.05$.

229 Similar trends were observed for recordings from the deltoid and pectoralis major muscles and for
230 surface and intramuscular EMG, although the results were clearest in the surface data from deltoid.
231 This is possibly due to the difficulty of obtaining high quality recordings from pectoralis major in
232 female subjects, and the broader sampling of muscle activity for surface compared to intramuscular
233 EMG. In this paper, we therefore report only the findings using surface recordings from deltoid.

234 **Results**

235 All subjects successfully completed the protocol. The procedure described in Methods to exclude
236 inaccurate and slow trials led to a total of 84.3 ± 7.8 % of trials being included for the median

237 nerve protocol, 84.5 ± 6.9 % for the vestibular protocol and 73.5 ± 12.7 % for the auditory protocol
238 (mean \pm SD across subjects).

239 ***Effects of Stimuli on RVR Amplitude***

240 Relative to the control condition, the stimuli appeared to facilitate the RVR (median nerve: Figure
241 2; vestibular: Figure 3; auditory: Figure 4). To quantify this facilitation we measured the size of
242 the EMG response 75-125 ms after target appearance relative to the total EMG response in the
243 control (unstimulated) condition (see Methods). We found a significant effect of all stimuli on RVR
244 amplitude (median nerve: $F_{5,6341}=4.66$, $P<0.001$, Figure 2B; vestibular: $F_{5,6089}=7.53$, $P<0.001$,
245 Figure 3B; auditory: $F_{5,5515}=9.01$, $P<0.001$, Figure 4B). There was also a significant effect of target
246 direction on RVR amplitude (median nerve: $F_{3,6341}=7.51$, $P<0.001$, Figure 2B; vestibular:
247 $F_{3,6089}=11.8$, $P<0.001$, Figure 3B; auditory: $F_{3,5155}=4.03$, $P=0.007$, Figure 4B). The general trend
248 of an increase in RVR amplitude was observed with all stimuli and target directions but post-hoc
249 analysis did not identify a specific stimulus latency that was most effective. Similarly, although
250 the majority of subjects showed an increase in RVR with stimuli, this was typically significant in
251 only around half of subjects (median nerve: Figure 2C; vestibular: Figure 3C; auditory: Figure 4C).

252 To examine the RVR in isolation from overall changes in EMG activity, we also calculated RVR
253 as a percentage of the total EMG activity of the same single trial, rather than the control condition.
254 This still showed a significant effect on the RVR amplitude of vestibular stimuli ($F_{5,6028}=3.00$,
255 $P=0.010$) but not of median nerve or auditory stimulation (median nerve: $F_{5,6290}=0.62$, $P=0.687$;
256 auditory: $F_{5,5481}=1.70$, $P=0.131$).

257 *Effects of Stimuli on EMG Latency*

258 EMG onset latency in the control condition was generally in the 75-125 ms range (median nerve:
259 Figure 5; vestibular: Figure 6; auditory: Figure 7), corresponding to the stimulus-locked responses
260 reported by Pruszynski et al. (2010). Pairing target appearance with the different stimuli
261 significantly reduced EMG onset latencies (median nerve: $F_{5,35}=4.01$, $P=0.006$, Figure 5B;
262 vestibular: $F_{5,35}=11.3$, $P<0.001$, Figure 6B; auditory: $F_{5,35}=11.4$, $P<0.001$, Figure 7B). The latency
263 reduction was not uniform across all stimulus timings but instead demonstrated a positive
264 correlation, with the earliest stimulus evoking the shortest latency EMG response (median nerve:
265 Figure 5C; vestibular: Figure 6C; auditory: Figure 7C). Importantly, the reduction in EMG latency
266 did not simply equal the relative stimulus latency. For example, for the 135° target with median
267 nerve stimulation, there was on average a 0.18 ms reduction in EMG latency for every 1 ms that
268 the stimulus timing was advanced (Figure 5C). Across all stimuli and target directions, the
269 regression slope was 0.238 ± 0.064 (mean \pm SD), which is significantly less than the slope of 1.0
270 expected if responses simply followed the stimulus timing ($P<0.001$). Target direction had a
271 significant effect on EMG latency for vestibular stimuli ($F_{3,21}=2.58$, $P=0.004$) but not median nerve
272 ($F_{3,21}=6.00$, $P=0.081$) or auditory stimuli ($F_{3,21}=1.17$, $P=0.343$).

273 Figures 5-7 report when the EMG activity first deviated from baseline; this is one way to measure
274 onset latency. Further insight can be gained by measuring when the EMG activity first became
275 selective to target direction; this was achieved using an ROC analysis, and determining when the
276 area under the ROC curve exceeded an arbitrary threshold of 0.75. The results of this analysis are
277 shown in Figure 8. The mean discrimination time for EMG traces of opposite target directions (45°
278 and 225°) fell in the RVR window for all stimulus types (median nerve: 118.8 ± 3.7 ms; vestibular:

279 122.9 ± 2.1 ms; auditory: 111.3 ± 3.9 ms). There was no effect of stimulus latency on the
280 discrimination time (median nerve: $F_{5,37}=1.75$, $P=0.147$; vestibular: $F_{5,42}=0.52$, $P=0.758$; auditory:
281 $F_{5,42}=2.20$, $P=0.072$).

282 ***Effects of Stimuli on Total EMG Activity***

283 The effects of the different stimuli were not limited to the early component of the response. There
284 was also a significant effect of all stimuli on the total EMG activity generated in each trial (Figure
285 9A; median nerve: $F_{5,6405}=4.68$; $P<0.001$; vestibular: $F_{5,6153}=3.67$, $P=0.003$; auditory: $F_{5,5594}=7.66$,
286 $P<0.001$). This was particularly interesting given that stimulation reduced the time taken to reach
287 target distance (see Task Performance below), thereby shortening the window over which EMG
288 activity was measured. However, it should be noted that the increase in EMG activity was not
289 significant at the single-subject level for any participant (Figure 9B).

290 ***Effects of Stimuli on Task Performance***

291 Task performance was assessed by the number of error trials (trials in which the initial movement
292 was made in the wrong direction), the time taken to reach the target and the time taken to reach
293 target distance. Although all stimuli had a significant effect on time to reach target distance (red
294 lines, Figure 10; median nerve: $F_{5,6808}=9.13$, $P<0.001$; vestibular: $F_{5,6389}=14.0$, $P<0.001$; auditory:
295 $F_{5,5697}=14.1$, $P<0.001$), indicating improved task performance, this was also associated with a
296 significant increase in error rates (Figure 11; median nerve: $F_{5,35}=4.76$, $P=0.002$; vestibular:
297 $F_{5,35}=5.88$, $P<0.001$; auditory: $F_{5,35}=27.6$, $P<0.001$). Only for median nerve stimulation was there
298 a significant effect on time to reach the target (blue lines, Figure 10; median nerve: $F_{5,6687}=2.78$,
299 $P=0.016$; vestibular: $F_{5,6284}=0.62$, $P=0.681$; auditory: $F_{5,5600}=1.19$, $P=0.313$).

300 **Discussion**

301 Increasing evidence suggests that reaching movements are not purely the domain of the cortex but
302 can also be initiated or corrected in a more reflexive manner at short latency. Subcortical structures
303 are an obvious candidate for such visual reflexes (Alstermark et al. 1987; Day and Lyon 2000).

304 The tecto-reticulospinal tract transforms visual input to motor output via the superior colliculus
305 and RF (Philipp and Hoffmann 2014; Stuphorn et al. 1999; Werner 1993). Since this pathway
306 bypasses the cortex, it is relatively independent of volitional intent (Day and Lyon 2000; Gu et al.
307 2016) and generates responses at short latencies (Pruszynski et al. 2010). Thus it has been proposed
308 that tecto-reticulospinal output can be recorded by measuring the early component of naturalistic
309 reaching movements made toward visual stimuli. This opens the exciting possibility that
310 reticulospinal excitability can be non-invasively assessed in man.

311 We paired the reaching task described by Pruszynski et al. (2010) with median nerve, vestibular
312 and auditory stimuli, all of which are known to provide inputs to the brainstem (Irvine and Jackson
313 1983; Jassik-Gerschenfeld 1966; Ladpli and Brodal 1968; Leiras et al. 2010; Maeda et al. 1979;
314 Mellott et al. 2018; Peterson and Abzug 1975). We found that this resulted in facilitation of the
315 RVR, the short-latency response thought to represent tecto-reticulospinal output, as well as a
316 reduction in EMG onset latency. We propose that both these effects are most likely because the
317 stimuli modulated tecto-reticulospinal excitability.

318 ***Site of Facilitation Effects***

319 The interaction between the various stimuli tested here and the visual input related to target
320 appearance could occur at multiple different levels of the nervous system, but we believe that the
321 cortex is an unlikely site for the RVR facilitation. Although several of the stimuli used can

322 modulate cortical excitability, the effect is largely inhibitory and more dependent on specific
323 timing compared to the facilitation over a wide range of inter-stimulus intervals which we observed.
324 Loud auditory stimuli suppress cortical excitability 30-60 ms after they are delivered (Furubayashi
325 et al. 2000), whilst median nerve stimulation produces both short- (19-21ms; Tokimura et al. 2000)
326 and long-latency inhibition of cortical excitability (200-1000ms; Chen et al. 1999). We are not
327 aware of any reports of the effects of vestibular stimulation on the excitability of upper limb
328 regions of the cortex, although such effects have been reported for the cortical control of neck
329 muscles (Guzman-Lopez et al. 2011). Furthermore, compared to sub-cortical structures, the
330 convergence of sensory inputs onto cortical neurons is less pronounced. Lamarre et al. (1983)
331 reported that although 30% of M1 cells recorded responded to light, sound or torque pulses, only
332 10% responded to multiple stimuli and no summation was apparent when these stimuli were
333 combined.

334 Assuming that the RVR is carried over a tecto-reticulospinal route, stimulus interactions could
335 occur at each stage of this pathway. The superior colliculus receives a wide range of inputs,
336 including from the limbs (Jassik-Gerschenfeld 1966), vestibular system (Maeda et al. 1979) and
337 auditory system (Mellott et al. 2018). Convergence and facilitation of the RVR is thus possible
338 even at this early stage of processing. In addition, numerous studies show multimodal responses
339 in the RF, to inputs including auditory, visual, somatosensory and vestibular stimuli (Martin et al.
340 2010; Miller et al. 2017; Oliveras et al. 1990; Oliveras et al. 1989; Wepsic 1966). The functional
341 relevance of this sensory convergence is apparent in the startle reflex, which is mediated via the
342 RF (Brown 1995) and is more effectively elicited by multimodal summation of tactile, auditory
343 and vestibular inputs than intramodal temporal summation (Yeomans et al. 2002). Furthermore,
344 paired delivery of auditory clicks and peripheral electrical stimulation can generate lasting changes

345 in the long-latency stretch reflex (Foysal et al. 2016), which may partially depend on reticulospinal
346 outputs (Soteropoulos et al. 2012). Rapid corrections to reaching movements have been
347 demonstrated in response to both visual (Carlton 1981; Day and Brown 2001; Day and Lyon 2000;
348 Goodale et al. 1986) and tactile (Pruszynski et al. 2016) perturbations which signal a target shift.
349 This indicates a convergence of functionally-relevant information across modalities, in agreement
350 with our results.

351 Further support for a role of the RF comes from the wide range (250 ms) of stimulus timing which
352 was capable of facilitating the RVR. This suggests that stimuli had a rapidly-induced but long-
353 lasting effect on excitability. It is known that appropriate stimulation can increase the firing rate
354 of cells in the nucleus reticularis gigantocellularis for extended periods (Martin et al. 2010). Even
355 in anaesthetized macaques, brief auditory stimuli can increase RF firing rates for up to 25 ms
356 (Fisher et al. 2012). Combined, these studies provide strong support for the brainstem as a site of
357 multisensory integration and thus a likely locus for the facilitation of RVRs.

358 It is also possible that the RVRs were facilitated by the different stimuli at the level of the spinal
359 cord. Many spinal interneuron systems show extensive convergence of descending inputs from
360 vestibulospinal, reticulospinal and corticospinal tracts (Illert et al. 1981; Illert et al. 1977; Krutki
361 et al. 2017; Riddle and Baker 2010; Suzuki et al. 2017) as well as from peripheral afferents
362 (Pierrot- Deseilligny and Burke 2012). Loud sounds may excite the vestibular apparatus (Watson
363 and Colebatch 1998) as well as the reticular formation, hence both the auditory and vestibular
364 stimuli could be interacting with descending reticulospinal commands within the spinal cord
365 (Yeomans et al. 2002). However, spinal interactions between converging stimuli tend to be highly
366 specific for timing (Pierrot- Deseilligny and Burke 2012). Furthermore, at least for the well-

367 characterized C3-C4 propriospinal system, facilitation is typically followed by feedback
368 suppression, which makes the demonstration of interactions highly dependent on selection of an
369 appropriate stimulus intensity. Whilst weak stimuli show no effect, strong stimuli above motor
370 threshold may generate overlapping suppression and facilitation and also fail to generate consistent
371 changes in the test response (Malmgren and Pierrot-Deseilligny 1987; Mazevet and Pierrot-
372 Deseilligny 1994). By contrast, we found robust effects using relatively strong median nerve
373 stimuli (intensity twice motor threshold) at a wide range of stimulus timings. Although we cannot
374 rule out some contribution of convergence at spinal interneurons for RVR facilitation in our results,
375 this is likely to be less important than convergence within the brainstem.

376 Finally, we must consider whether the effects which we observed were generated by changes at
377 the level of the motoneuron. It is known that motoneuron excitability increases for several hundred
378 milliseconds after a warning cue (Komiya and Tanaka 1990; Rossignol and Jones 1976).
379 Changes in background motoneuron excitability modulate the size of response, known as gain
380 scaling (Marsden et al. 1976; Pruszynski et al. 2009). Such an effect could explain the increase in
381 total EMG produced during the task (Figure 9). However, we found that the RVR increased when
382 expressed as a fraction of the total EMG. This implies a mechanism which is selective for the early
383 part of the response, rather than merely raising all muscle activity in proportion which would be
384 expected from simple gain scaling. Changes in motoneuron excitability alone cannot therefore
385 explain our findings.

386 *Latency Effects*

387 In addition to the facilitation of RVRs, EMG onset latency was reduced by all stimuli which we
388 tested. This is reminiscent of a StartReact phenomenon whereby startling stimuli reduce reaction

389 time by early release of a prepared motor program (Valls-Sole et al. 1999). StartReact requires that
390 the movement is known in advance such that it can be prepared and stored; StartReact effects are
391 absent in choice reaction tasks (Carlsen et al. 2004b). Furthermore, the response profile with
392 StartReact should be unaltered (Carlsen et al. 2004a; Dean and Baker 2017; Valls-Sole et al. 1999).
393 Given that we used a choice reaction task, showed an increase in total EMG activity, and observed
394 the latency shift with all three stimuli tested (and not just the loud sound), we cannot simply
395 characterize the phenomenon which we describe as a StartReact effect.

396 An alternative hypothesis for the reduction in onset latency is intersensory facilitation (Hershenson
397 1962), which is the speeding up of motor preparation by accessory stimuli (Nickerson 1973;
398 Schmidt et al. 1984). Although intersensory facilitation is observed in choice reaction tasks
399 (Schmidt et al. 1984) and thus provides a more appropriate model for our data, previous reports
400 have shown accessory stimuli to produce the shortest latency responses when delivered with or
401 following the imperative stimulus (Maslovat et al. 2015; Nickerson 1970; Terao et al. 1997),
402 whereas we found the earliest stimulation most effective in reducing EMG onset latency. This
403 suggests that the latency reduction seen here was not generated by the cortically-mediated
404 intersensory facilitation previously described in the literature, likely reflecting the lack of cortical
405 involvement in the RVR.

406 Reynolds and Day (2007) interacted a visually-cued task with auditory stimulation, and observed
407 a response latency shift. They suggested that this interaction occurred at the caudal pontine RF,
408 leading to faster visuomotor processing. This is unlikely to be the case in our task since there was
409 no effect of stimulus on discrimination time for targets appearing in opposite directions, indicating
410 that the stimuli do not simply reduce the processing time and thus hasten the normal spatially-

411 tuned response. Instead, the similar reduction in EMG onset time for targets appearing in different
412 directions suggests that the latency shift may instead result from the long-lasting non-specific
413 increase in motoneuron excitability generated by warning cues (Komiya and Tanaka 1990;
414 Rossignol and Jones 1976). We observed the highest error rates with the earliest stimuli, indicating
415 that the heightened state of readiness increased the likelihood of subjects responding prematurely,
416 before they had determined the correct movement direction. This is likely to be a different effect
417 from the enhancement of the true RVR, which starts around 75-125 ms after target onset.

418 ***Conclusion***

419 In conclusion, we used a choice reaction reaching task to show that stimuli delivered across a range
420 of latencies can significantly reduce reaction times in a proximal muscle and facilitate short-
421 latency responses. We propose that this reflects modulation of tecto-reticulospinal excitability.
422 Given the wealth of sensory information received by the superior colliculus and RF, it is possible
423 that these structures act as a site of multisensory integration; appropriate pairing of inputs may
424 provide a means of modulating their output. In the context of accumulating evidence supporting a
425 role of the RST in functional recovery, and the limitations of recovery after corticospinal lesions
426 (Baker 2011; Baker et al. 2015; Dewald et al. 1995; McPherson et al. 2018; Zaaimi et al. 2012;
427 Zaaimi et al. 2018), we tentatively suggest that the ability to influence reticulospinal excitability
428 non-invasively with such techniques may find clinical utility.

429

430

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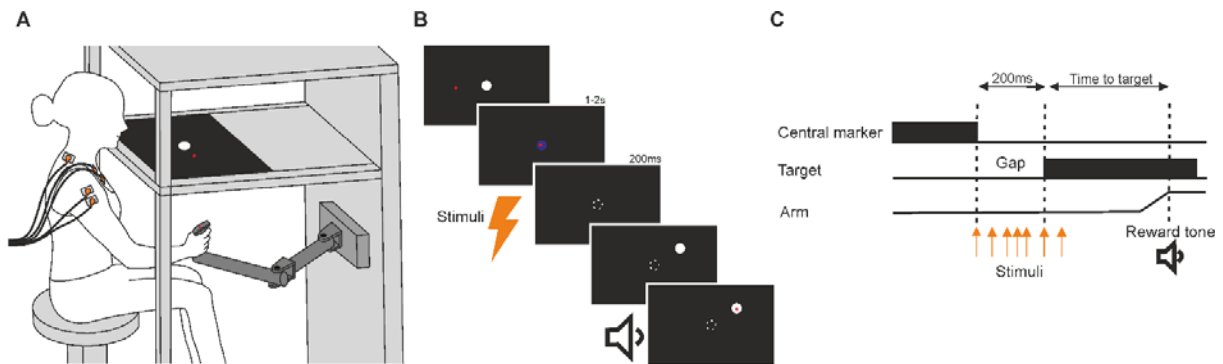
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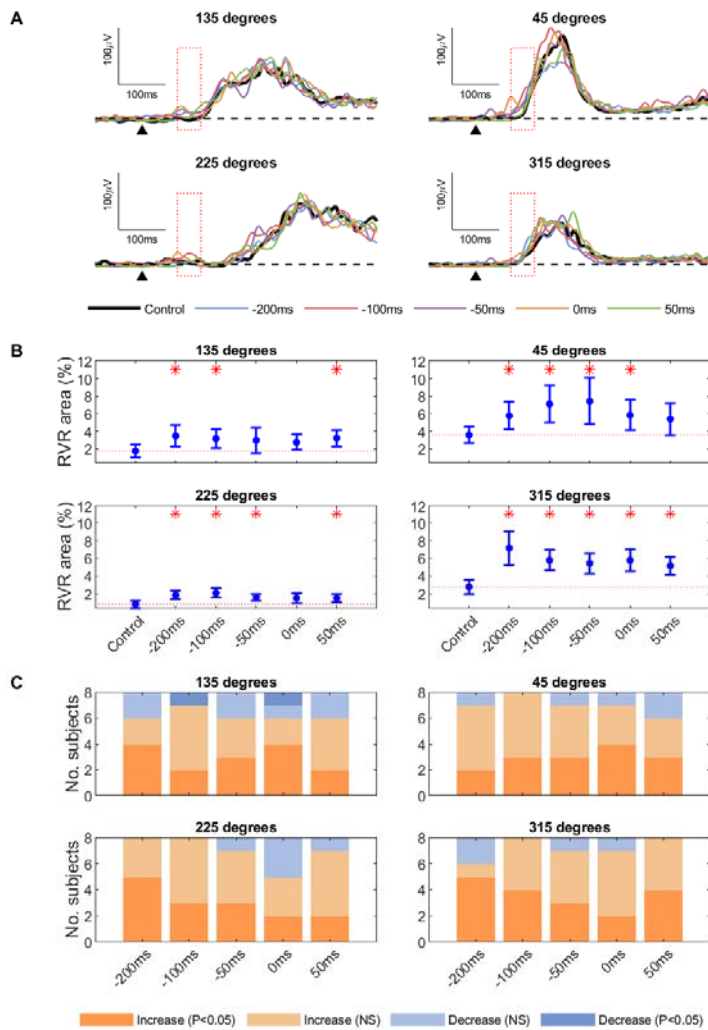
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622 **Figure 1. Experimental paradigm**

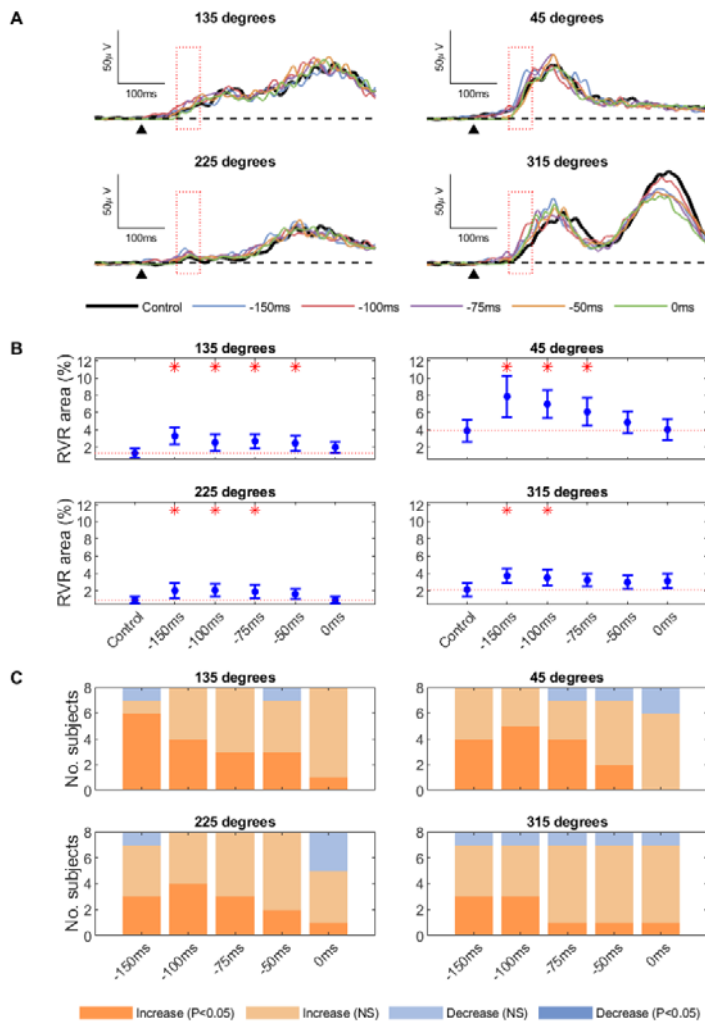
623 **A.** Subjects made reaching movements in a horizontal plane by moving a manipulandum with their
 624 right hand. Targets were displayed on a screen and projected onto the plane of movement using a
 625 half silvered mirror that occluded view of the hand. A red LED on the handle of the manipulandum
 626 indicated position when illuminated. **B,C.** Each trial began with the presentation of a central
 627 marker (white circle, 1 cm radius). Subjects were required to align their hand with this; the central
 628 marker turned blue when the hand was correctly aligned. This position was maintained for a
 629 randomized period of 1-2 s. The central marker then disappeared for a fixed gap period of 200 ms
 630 and the red LED was turned off. Following the gap period, a peripheral target (white circle, 1 cm
 631 radius) appeared in one of four directions (45°, 135°, 225° or 315° relative to the right horizontal
 632 axis, 10 cm from the central marker). Subjects were instructed to move to this target as quickly as
 633 possible. Once reached, the red LED turned on again, the target disappeared and the central marker
 634 reappeared indicating the start of the next trial. Subjects were provided with auditory feedback of
 635 task performance. Stimuli (loud sounds, median nerve stimulation or galvanic vestibular
 636 stimulation) were delivered between 200 ms before and 50 ms after target appearance (orange
 637 arrows). No stimuli were delivered during the control condition.



638

639 **Figure 2. Modulation of RVRs with median nerve stimulation**

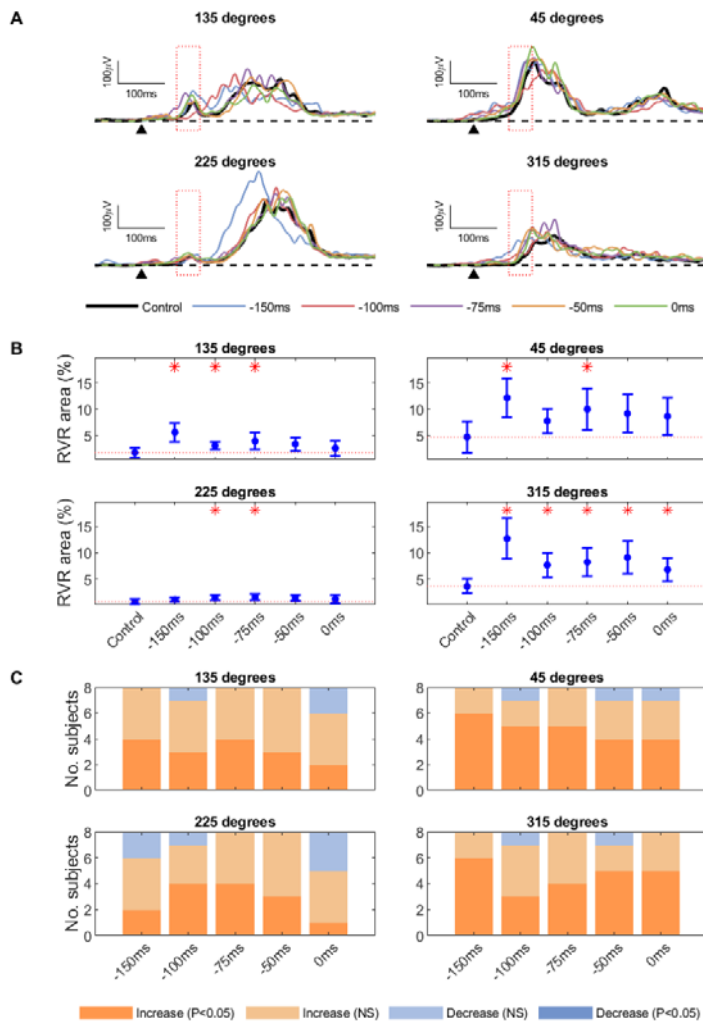
640 **A.** Mean rectified EMG traces from a single subject showing task-related EMG activity for each
 641 median nerve stimulus latency. Each plot represents a different target direction. The black dotted
 642 line shows baseline EMG activity. The black arrow indicates target appearance. The red box shows
 643 the RVR window (75-125 ms). **B.** Mean RVR amplitude (see Methods) averaged across all
 644 subjects, displayed for each stimulus condition and target direction. Error bars represent standard
 645 error. The red line shows the control condition RVR amplitude, and red asterisks represent a
 646 statistically significant ($P<0.05$) deviation from this. **C.** Number of subjects showing an increase
 647 or decrease in RVR amplitude with median nerve stimulation, displayed for each median nerve
 648 latency and target direction.



649

650 **Figure 3. Modulation of RVRs with vestibular stimulation**

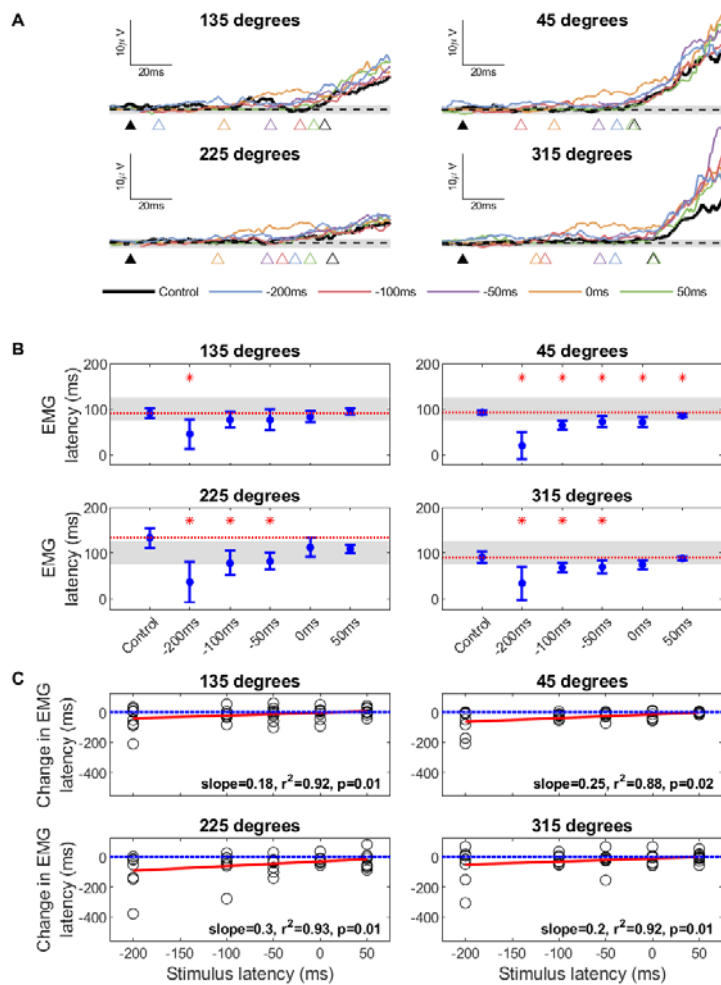
651 **A.** Mean rectified EMG traces from a single subject showing task-related EMG activity for each
 652 vestibular stimulus latency. Each plot represents a different target direction. The black dotted line
 653 shows baseline EMG activity. The black arrow indicates target appearance. The red box shows the
 654 RVR window (75-125 ms). **B.** Mean RVR amplitude (see Methods) averaged across all subjects,
 655 displayed for each stimulus condition and target direction. Error bars represent standard error. The
 656 red line shows the control condition RVR, and red asterisks represent a statistically significant
 657 ($P < 0.05$) deviation from this. **C.** Number of subjects showing an increase or decrease in RVR
 658 amplitude with vestibular stimulation, displayed for each latency and target direction.



659

660 **Figure 4. Modulation of RVRs with auditory stimuli**

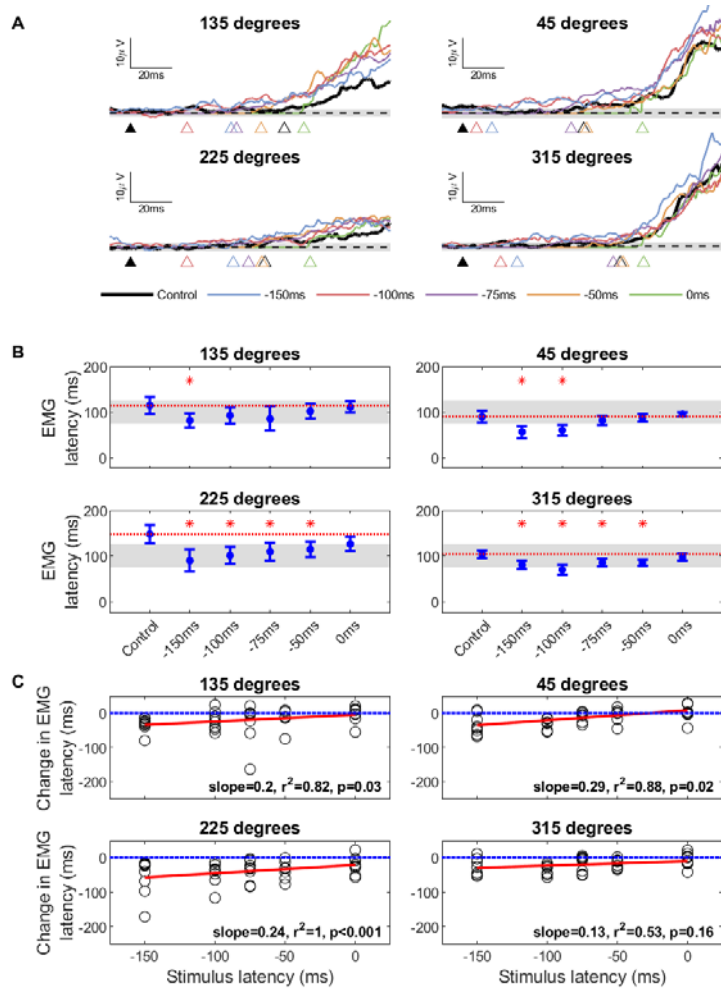
661 **A.** Mean rectified EMG traces from a single subject showing task-related EMG activity for each
 662 auditory stimulus latency. Each plot represents a different target direction. The black dotted line
 663 shows baseline EMG activity. The black arrow indicates target appearance. The red box shows the
 664 RVR window (75-125 ms). **B.** Mean RVR amplitude (see Methods) averaged across all subjects,
 665 displayed for each stimulus condition and target direction. Error bars represent standard error. The
 666 red line shows the control condition RVR, and red asterisks represent a statistically significant
 667 ($P < 0.05$) deviation from this. **C.** Number of subjects showing an increase or decrease in RVR
 668 amplitude with auditory stimuli, displayed for each latency and target direction.



669

670 **Figure 5. EMG onset latency with median nerve stimulation**

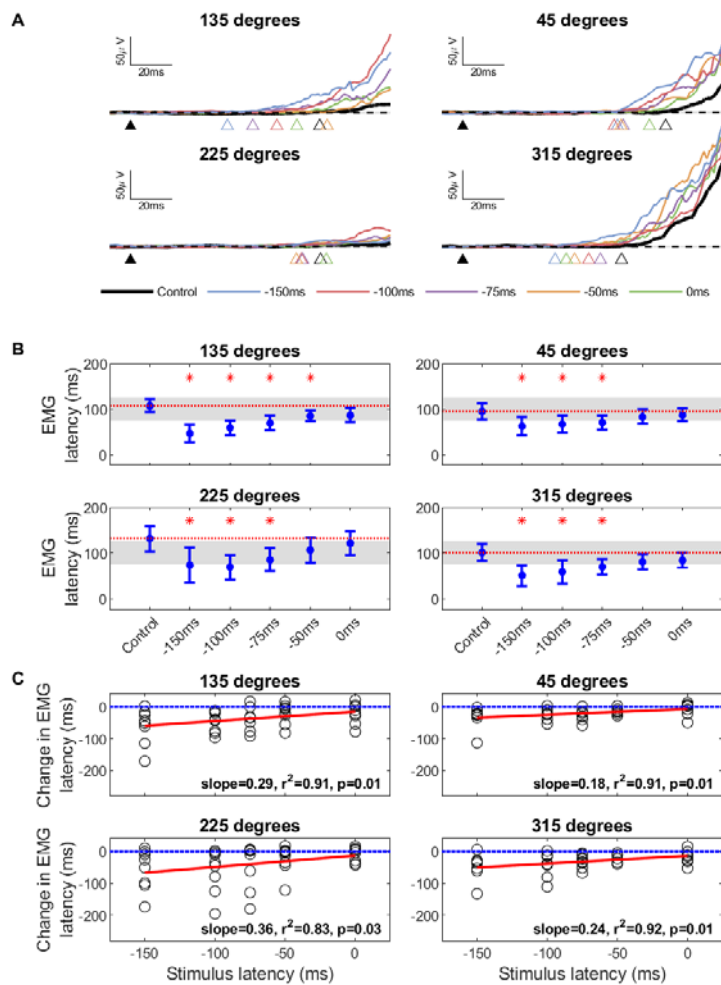
671 **A.** Median rectified EMG traces from a single subject showing task-related EMG activity for each
672 median nerve stimulus latency. Each plot represents a different target direction. The black dotted
673 line shows baseline EMG activity, and the grey band shows this ± 2 standard deviations. The filled
674 black arrow indicates target appearance. The colored arrows show the detected EMG onset time
675 (see Methods) for each stimulus. **B.** Mean EMG latency averaged across all subjects, presented for
676 each target direction (individual plots) and for each median nerve stimulus latency. Error bars
677 represent standard error. The red dotted line shows the EMG latency for the control condition, and
678 the red asterisks represent a statistically significant ($P < 0.05$) deviation from this for each stimulus
679 latency. Grey boxes show the RVR window of 75-125 ms. **C.** Correlation of the change in EMG
680 onset latency with stimulus latency. Each point represents the mean change in EMG latency
681 relative to the control condition for one subject in the specified direction. The red line shows the
682 linear regression, with the r^2 and p values for this displayed on the plot. The blue line represents
683 no change in EMG latency relative to the control condition. Negative values indicate a reduction
684 in EMG latency relative to the control condition.



685

686 **Figure 6. EMG onset latency with vestibular stimulation**

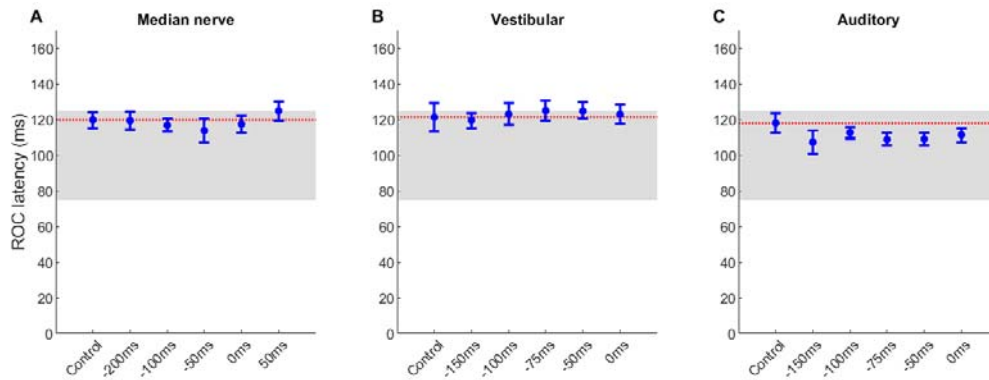
687 **A.** Median rectified EMG traces from a single subject showing task-related EMG activity for each
 688 vestibular stimulus latency. Each plot represents a different target direction. The black dotted line
 689 shows baseline EMG activity, and the grey band shows this ± 2 standard deviations. The filled
 690 black arrow indicates target appearance. The colored arrows show the detected EMG onset time
 691 (see Methods) for each stimulus. **B.** Mean EMG latency for averaged across all subjects, presented
 692 for each target direction (individual plots) and for each vestibular stimulus latency. Error bars
 693 represent standard error. The red dotted line shows the EMG latency for the control condition, and
 694 the red asterisks represent a statistically significant ($P<0.05$) deviation from this for each stimulus
 695 latency. Grey boxes show the RVR window of 75-125 ms. **C.** Correlation of change in EMG onset
 696 latency against stimulus latency. Each point represents the mean change in EMG latency relative
 697 to the control condition for one subject in the specified direction. The red line shows the linear
 698 regression, with the r^2 and p values for this displayed on the plot. The blue line represents no
 699 change in EMG latency relative to the control condition. Negative values indicate a reduction in
 700 EMG latency relative to the control condition.



701

702 **Figure 7. EMG onset latency with auditory stimuli**

703 **A.** Median rectified EMG traces from a single subject showing task-related EMG activity for each
704 auditory stimulus latency. Each plot represents a different target direction. The black dotted line
705 shows baseline EMG activity, and the grey band shows this ± 2 standard deviations. The filled
706 black arrow indicates target appearance. The colored arrows show the detected EMG onset time
707 (see Methods) for each stimulus. **B.** Mean EMG latency for averaged across all subjects, presented
708 for each target direction (individual plots) and for each auditory stimulus latency. Error bars
709 represent standard error. The red dotted line shows the EMG latency for the control condition, and
710 the red asterisks represent a statistically significant ($P < 0.05$) deviation from this for each stimulus
711 latency. Grey boxes show the RVR window of 75-125 ms. **C.** Correlation of change in EMG onset
712 latency against stimulus latency. Each point represents the mean change in EMG latency relative
713 to the control condition for one subject in the specified direction. The red line shows the linear
714 regression, with the r^2 and p values for this displayed on the plot. The blue line represents no
715 change in EMG latency relative to the control condition. Negative values indicate a reduction in
716 EMG latency relative to the control condition.

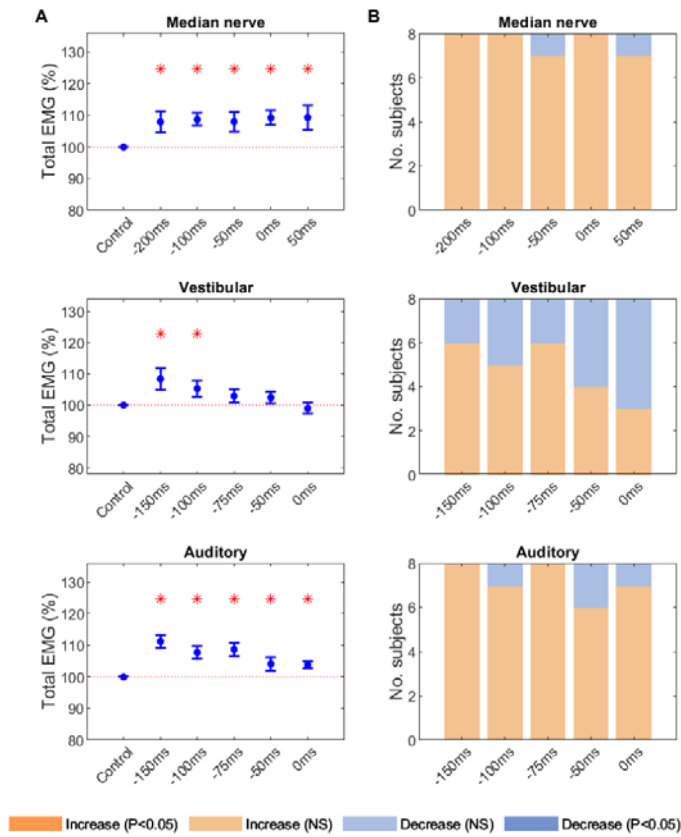


717

718 **Figure 8. Onset latency of target-selective EMG activity after median nerve, vestibular and**
 719 **auditory stimuli**

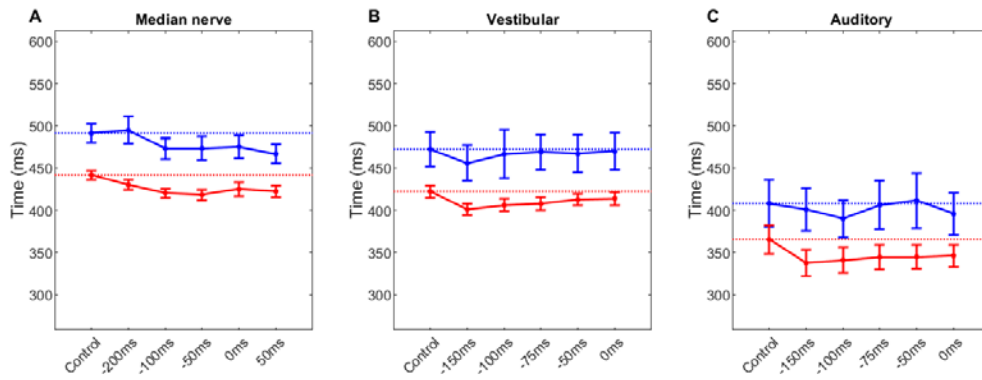
720 Mean onset latency of target-selective EMG activity, as defined by ROC analysis comparing the
 721 45° and 225° target directions (see Methods), as a function of stimulus timing. **A**, for median nerve
 722 stimulation, **B**, for vestibular stimulation, **C**, for loud sound stimulation. Dotted lines represent the
 723 control condition. Error bars represent standard error. Post-hoc testing identified no significant
 724 differences relative to the control condition. Grey band marks the period considered part of the
 725 rapid visual response.

726



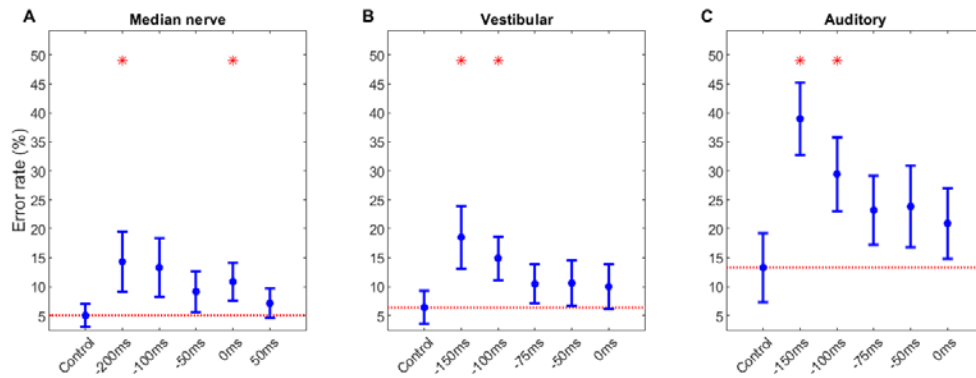
727

728 **Figure 9. Total EMG activity with median nerve, vestibular and auditory stimuli**
729 **A.** Mean total EMG activity for all subjects and target directions, for each stimulus condition. Error
730 bars represent standard error. The red line shows the total EMG activity for the control condition,
731 and red asterisks represent a statistically significant ($P<0.05$) deviation from this. **B.** Number of
732 subjects showing an increase or decrease in total EMG with each stimulus, averaged across target
733 directions and displayed for each stimulus latency.



734

735 **Figure 10. Task performance with median nerve, vestibular and auditory stimuli**
 736 Time to reach target (blue) and time to reach target distance (red) averaged across all subjects and
 737 target directions, as a function of stimulus timing. **A**, for median nerve stimulation, **B**, for vestibular
 738 stimulation, **C**, for loud sound stimulation. Dotted lines represent the control condition and
 739 asterisks show a statistically significant ($P < 0.05$) deviation from this. Error bars represent standard
 740 error.



741

742 **Figure 11. Task error rates with median nerve, vestibular and auditory stimuli**

743 Mean number of errors (trials in which movement was made in the wrong direction) averaged
 744 across all subjects and target directions. **A**, for median nerve stimulation, **B**, for vestibular
 745 stimulation, **C**, for loud sound stimulation. Dotted lines represent the control condition and
 746 asterisks show a statistically significant ($P < 0.05$) deviation from this. Error bars represent standard
 747 error.