TITLE

Dynamic dopaminergic activity controls the timing of self-timed movement

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SUMMARY

Deciding when to initiate action is essential to survival. Insights from movement disorders and pharmacological studies implicate the neurotransmitter dopamine as a regulator of movement timing, but the underlying neural mechanisms are not understood. Here we show dynamic dopaminergic signaling over seconds-long timescales controls movement timing in mice. Animals were trained to initiate licking after a self-timed interval following a start-timing cue. Surprisingly, dopaminergic signals ramped-up slowly between the start-timing cue and the self-timed movement, with the slope predicting the movement time on single

trials. Steeply rising signals preceded early lick-initiation, whereas slowly rising signals preceded later initiation, reminiscent of a ramp-to-threshold process. Higher baseline activity also predicted earlier self-timed movements. Optogenetic activation of dopamine neurons during self-timing caused systematic early-shifting of movement initiation, whereas inhibition caused late-shifting. These results reveal a causal role for dynamic dopaminergic signaling unfolding over seconds in controlling the moment-by-moment decision of when to move.

KEYWORDS

Timing, Dopamine, Self-Initiated Movement, Nigrostriatal, Basal Ganglia, Decision-making, Volition, Parkinson's Disease, Cognition, Learning

INTRODUCTION

What makes us move? Empirically, a few hundred milliseconds before movement, thousands of neurons in the motor system suddenly become active in concert, and this neural activity is relayed via spinal and brainstem neurons to recruit muscle fibers that power movement (Shenoy et al, 2013). Yet, mysteriously, just before this period of intense neuronal activity, the motor system is largely quiescent. How and why does the brain suddenly and profoundly rouse motor neurons into the coordinated action needed to trigger movement?

In the case of movements made in reaction to external stimuli, it is possible that activity evoked first in sensory brain areas could be passed along to appropriate motor centers to trigger this coordinated neural activity, thereby leading to movement. But humans and animals can also self-

initiate movement without overt, external input (Deecke, 1996; Hallett, 2007; Lee & Assad, 2003; Romo et al., 1992). For example, while reading this page, you may decide, without prompting, to reach for your coffee. In that case, the movement cannot be clearly related to an abrupt, conspicuous sensory cue. What went off in your brain that made you reach for the coffee at this *particular* moment, as opposed to a moment earlier or later?

Human movement disorders may provide clues to this mystery. Patients and animal models of Parkinson's Disease (PD) experience difficulty self-initiating movements, exemplified by perseveration (Hughes et al., 2013), trouble initiating steps when walking (Bloxham et al., 1984), and problems timing movements (Malapani et al., 1998; Meck, 2006; Meck 1986; Mikhael & Gershman, 2019). In contrast to these self-generated actions, externally cued reactions are often less severely affected in PD, a phenomenon sometimes referred to as "paradoxical kinesis" (Bloxham et al., 1984, Barthel et al., 2018). For example, patients' gait can be normalized by walking aids that prompt steps in reaction to visual cues displayed on the ground (Barthel et al., 2018).

Because the underlying neuropathophysiology of PD includes the loss of dopaminergic neurons (DANs), the symptomatology of PD suggests DAN activity plays an important role in deciding when to self-initiate movement. Indeed, pharmacological manipulations of the neurotransmitter dopamine causally and bidirectionally influence movement timing (Dews & Morse, 1958; Schuster & Zimmerman, 1961; Meck 1986; Lustig & Meck, 2005; Mikhael & Gershman, 2019). This can be demonstrated in the context of *self-timed* movement tasks, in which subjects reproduce a target-timing interval by making a movement following a self-timed delay that is referenced to

a start-timing cue (Malapani et al., 1998). Species across the animal kingdom, from rodents and

birds to primates, can learn these tasks and produce self-timed movements that occur, on average,

at about the criterion time, although the exact timing exhibits considerable variability from trial-

to-trial (Rakitin et al., 1998; Gallistel & Gibbon, 2000; Merchant et al., 2013; Meck, 2006; Mello

et al., 2015). In such self-timed movement tasks, decreasing dopamine availability/efficacy (e.g.,

Parkinson's disease, neuroleptic drugs) generally produces late-shifted movements (Merchant et

al., 2013; Meck, 2006; Malapani et al., 1998; Meck, 1986), whereas high dopamine conditions

(e.g., amphetamines) produces early-shifting (Dews & Morse, 1958; Schuster & Zimmerman,

1961).

Although tonic manipulations of the dopamine neurotransmitter influence self-timing, it remains

unknown whether the activity of DANs is involved in determining the timing of movement. DANs

of the nigrostriatal pathway richly innervate spiny projection neurons of the dorsal striatum, which

send outputs that modulate motor centers in the thalamus, cortex and brainstem (Grillner &

Robertson, 2016). We hypothesized that the activity of nigrostriatal dopamine neurons (DANs)

could control the moment-by-moment decision of when to move, potentially by modulating the

balance of the direct and indirect pathways of the basal ganglia, which are poised to coordinate

movement via their push-pull influence on motor centers (Albin et al., 1989; DeLong, 1990; Freeze

et al., 2013; Grillner & Robertson, 2016).

To test this hypothesis, we trained mice to make a movement (lick) after a self-timed interval

following a start-timing cue, and we asked how DAN signals during the timing interval related to

the precise timing of movement initiation. The mice learned the timed interval, but, as observed in

other species, the exact trial-by-trial timing of movement was highly variable, spanning seconds

(Rakitin et al., 1998; Gallistel & Gibbon, 2000; Merchant et al., 2013; Meck, 2006; Mello et al.,

2015).. We exploited this inherent variability in self-timing by examining how moment-to-moment

nigrostriatal DAN signals differed when animals decided to move relatively early versus late. We

found that DAN signals were highly predictive of trial-by-trial movement timing, even *seconds*

before the movement occurred. In particular, DAN signals showed a pronounced seconds-long

build-up ("ramping") from the time of the cue leading up to the time of the movement. Steeper

ramping was associated with relatively early movements, whereas shallower ramping with later

movements. Ramping was evident both in DAN intracellular Ca^{++} signals as well as in dopamine

release within the dorsolateral striatum (DLS), where the neurotransmitter is positioned to tune the

balance of direct and indirect pathways of the basal ganglia. Ramping signals tended to reach a

similar amplitude around the time of movement, reminiscent of a ramp-to-threshold process. The

amplitude of the baseline signal before the start-timing cue was also predictive of the upcoming

movement time, with higher baseline activity portending earlier movements. Optogenetic DAN

manipulation during the timing interval produced bidirectional changes in movement timing on

single trials, with activation causing earlier self-timed movements and suppression causing later

movements. Altogether, we propose a new role for slowly-evolving dopaminergic signaling in

controlling the moment-to-moment decision of when to move.

RESULTS

We trained head-fixed mice to make self-timed movements to receive juice rewards (Figure 1A).

Animals received an audio/visual start-timing cue and then had to decide when to first-lick in the

absence of further cues. Animals only received juice if they waited a proscribed interval following

the cue before making their first-lick (3.3s in most experiments). First-lick timing exhibited a broad

distribution spanning several seconds (Figures 1B and S1A,B), as expected from previous studies

(Gallistel & Gibbon, 2000; Merchant et al., 2013; Meck, 2006; Mello et al., 2015). As mice

executed the task, we employed fiber photometry to record the activity of genetically-defined

DANs expressing the calcium-sensitive fluorophore GCaMP6f (12 mice, substantia nigra pars

compacta (SNc); Figures 1C-E, 2A, S2, and S3). We controlled for mechanical/optical artifacts by

simultaneously recording fluorescence modulation of a co-expressed, calcium-insensitive

fluorophore, tdTomato (tdt, Figure 1E), as well as body movements detected by neck EMG, high-

speed video and a back-mounted accelerometer (Figure 3A).

DAN signals ramp up slowly between the start-timing cue and self-timed movement

DAN GCaMP6f fluorescence typically exhibited brief transients following cue onset and

immediately before first-lick onset (Figure 1C), as observed in previous studies (Schultz et al.,

1997; Dodson et al., 2016; Coddington & Dudman, 2018; da Silva et al., 2018; Howe & Dombeck,

2016). However, during the timed interval, we observed slow "ramping up" of fluorescence, with

a minimum after the cue-locked transient and maximum just before the lick-related transient. We

asked whether this ramping differed between trials in which the animal moved relatively early or

late. Strikingly, when we averaged signals by movement time, we observed systematic differences

in the steepness of ramping that were highly predictive of movement timing (Figure 1D,E). Trials

with early first-licks exhibited steep ramping, whereas trials with later first-licks started from lower

fluorescence levels and rose more slowly toward the time of movement. The fluorescence ramps

terminated at nearly the same amplitude regardless of movement time. Similar ramping dynamics

and baseline differences were found in a dorsal lateral striatal "lick area" (DLS, Sippy et al., 2015),

in both the fluorescence of GCaMP6f in DAN axon terminals (Figure 2B), as well as GRAB$_{DA2m}$

(DA$_{2m}$) expressed in striatal cells (Figures 1F and 2C). DA$_{2m}$ is a new, improved extracellular

dopamine indicator derived from the dopamine-2-receptor (Sun et al., 2020). Thus, ramping SNc

GCaMP6f dynamics are played out at the axon terminal and are reflected in striatal dopamine

accumulation, suggesting that DAN ramping dynamics may causally influence movement timing

via the interaction of released dopamine with downstream striatal neurons. Similar ramping

dynamics were also observed in GCaMP6f-expressing DAN cell bodies in the ventral tegmental

area (VTA, Figure 2D), reminiscent of ramping dynamics observed in VTA spiking and

mesolimbic dopamine release during goal-oriented navigation tasks as animals approached a

rewarded target (Howe et al., 2013; Kim et al., 2019).

Higher pre-cue, baseline DAN signals are correlated with earlier self-timed movements

In addition to ramping dynamics, slowly-modulating DAN signals were correlated with first-lick

timing even before cue-onset, with higher baseline fluorescence predicting earlier first-licks

(Figures 1E,F, 2A-D and 4A-B). Because dF/F correction methods can potentially distort baseline

measurements, we rigorously tested and validated three different dF/F methods, and we also

repeated analyses with raw fluorescence values compared between pairs of sequential trials with

different movement times (Figure S3, see Methods). All reported results, including the systematic

baseline differences, were robust to dF/F correction. The systematic correlation of baseline signals

with first-lick timing was not fully explained by prior trial outcome (reward/no reward) nor licking

during the intertrial interval (ITI) (Figure 4C). In fact, although a reward on the prior trial tended

to elevate signals during the ITI, there was an abrupt "resetting" of baseline signals during the

random delay (after lamp-off but before the start-timing cue), such that baseline amplitude became

abruptly and progressively better explained by the upcoming trial outcome (reward/no reward)

compared to the prior trial (Figure 4B,C). Mice trained on a variant of the self-timing task without

lamp-off/on events showed no systematic differences in their timing distributions, suggesting that

although DAN resetting occurred at lamp-off, the mice still referenced their timing to the start-

timing cue (Figure S1C).

Timing-predictive DAN signals are not explained by movement or optical artifacts

The systematic ramping dynamics and baseline differences observed with GCaMP6f and DA_{2m}

were not observed in the tdt optical control channel nor in any of the other movement-control

channels (Figures 1E, 2E, and 3B), making it unlikely that these ramping dynamics could have

arisen from optical artifacts. Nevertheless, because DANs show transient responses to salient cues

and movements (Schultz et al., 1997; Dodson et al., 2016; Coddington & Dudman, 2018; da Silva

et al., 2018; Howe & Dombeck, 2016), it is possible GCaMP6f and DA_{2m} fluorescence could reflect

the superposition of dopaminergic responses to multiple task events, including the cue, lick,

ongoing spurious body movements, and hidden cognitive processes like timing. For example,

accelerating spurious movements could, in principle, produce motor-related neural activity that

"ramps up" during the timed interval, perhaps even at different rates on different trials. We thus

derived a nested linear encoding model of single-trial GCaMP6f signals (Engelhard et al, 2019;

Park et al., 2014; Runyan et al, 2017), a data-driven, statistical approach designed to isolate and

quantify the contributions of task events (timing-independent predictors) from processes predictive

of movement timing (timing-dependent predictors) (Figures 5A,B and S4A-D). The model

robustly detected task-event GCaMP6f kernels locked to cue, lick and EMG/accelerometer events

(Figures 5C and S4E), but these timing-independent predictors alone were insufficient to capture

the rich variability of GCaMP6f signals for trials with different first-lick times, especially the

timing-dependent ramp-slope and baseline offset (68 sessions, Figures 5C and S4F,G). In contrast,

two timing-dependent predictors robustly improved the model: 1) a baseline offset with amplitude

linearly proportional to first-lick time; and 2) a "stretch" feature representing percentages of the

timed interval, which predicted a ramp from cue-to-first-lick with slope inversely proportional to

first-lick time (68 sessions, Figures 5B,C and S4E). Similar results were obtained for SNc DAN

axon terminals in the DLS, DLS neurons expressing DA_{2m}, and VTA DAN cell bodies (Figure

S4H).

In contrast to the GCaMP6f model, when the same procedure was applied to control photometry

signals (tdt), the timing-independent predictors (which could potentially cause optical or

mechanical artifacts—cue, first-lick, EMG/accelerometer) improved the model, but timing-

dependent predictors did not improve the model (Figures 5C and S4F-H).

Principle component (PC) analysis revealed ramp-like and baseline-offset-like components that

explained as much as 93% of the variance in GCaMP6f signals during the timing interval (mean:

66%, range: 16-93%), but similar PCs were not present in tdt signals (mean: 4%, range: 1.6-15%)

(Figure S5A,B).

DAN ramping and baseline signals predict single-trial movement timing

Given that ramping and baseline-offset signals were not explained by nuisance movements or

optical artifacts, we asked whether DAN GCaMP6f fluorescence could predict first-lick timing on

single trials. Using a simple threshold-crossing model (Maimon & Assad, 2006), we found that the

GCaMP6f signal was predictive of first-lick time even for low thresholds intersecting the "base"

of the ramp, with the predictive value of the model progressively improving for higher thresholds

(R^2 low: 0.34; mid: 0.64; high: 0.94, Figure 6A). To more thoroughly determine the independent,

additional predictive power of DAN baseline and ramping signals over other task variables (e.g.,

previous trial first-lick time and outcome (reward/no reward), etc.), we derived a nested decoding

model for first-lick time (Figure 6A and S5C). All predictors contributed to the predictive power

of the model. However, even when we accounted for the contributions of prior trial history, tdt

artifacts and baseline GCaMP6f signals, GCaMP6f threshold-crossing time robustly dominated

the model, alone explaining 10% of the variance in first-lick time on average (range: 1-27%, Figure

6B-D). Alternate versions of the decoding model showed similar results (Figure S5C).

Moment-to-moment DAN activity causally controls movement timing

Because the DAN ramping signal robustly predicted first-lick timing and was apparently

transmitted via dopamine release to downstream striatal neurons, ramping DAN activity may

causally determine movement timing. If so, causally increasing the activity of DANs during timing

should result in earlier self-timed movements, and vice-versa. We thus optogenetically activated

or inhibited DANs (in separate experiments) on 30% of trials (Figures 7A and S6A,B). Activation

significantly early-shifted the distribution of self-timed movements on stimulated trials compared

to unstimulated trials (12 mice), whereas inhibition produced significant late-shifting compared to

unstimulated trials (4 mice). Stimulation of mice expressing no opsin produced no consistent

effect on timing (5 mice, Figures 7B-D and S6C-E). The direction of these effects was consistent

across all animals tested in each category. Whereas bilateral activation of SNc DAN cell bodies

caused early-shifting, the effects were generally larger and more consistent when activating SNc

DAN terminals in DLS (2 mice, Figure S6C,D). Outside the context of the timing task, DAN

activation did not elicit immediate licking, nor did inhibition prevent licking, suggesting

optogenetic effects on timing did not result from direct triggering or suppression of movement

(Coddington & Dudman, 2018), but rather were expressed through a "higher-level" cognitive

process related to self-timing (Figure S7A,B).

DISCUSSION

Here, we show that both baseline and slowly ramping DAN signals predict the timing of self-

initiated movements. Trial-by-trial differences in these signals were finely tuned to movement

onset, whether these signals were recorded from SNc cell bodies, SNc terminals in the DLS, or

VTA cell bodies. Moreover, slow DAN dynamics were reflected in dopamine release in DLS,

demonstrating availability of this information to downstream striatal effectors positioned to

influence when movement occurs. Consistent with the direction of these effects, optogenetic

suppression and augmentation of DAN activity during the timing interval causally altered

movement timing. Thus, DAN activity is poised to control the moment-to-moment decision of

when to move.

A causal role for slow ramping DAN activity in the timing of self-initiated movements

A number of studies have reported short-latency (≤ ~500ms) increases in DAN activity in response

to sensory cues and immediately preceding self-initiated movements (Schultz et al., 1997; Dodson

et al., 2016; Coddington & Dudman, 2018; da Silva et al., 2018; Howe & Dombeck, 2016), similar

to the sensory- and motor-related transients we observed just after the cue and just before the first-

lick. However, the slow-timescale DAN signals we observed during self-timing were markedly

different. First, the ramping signal unfolded over *seconds*, preceding the first-lick by as long as 10

s. Second, variations in both the ramp-slope and pre-cue baseline amplitude predicted trial-by-trial

first-lick timing. To effectively model DAN signals on single trials, we had to incorporate two

timing-dependent features: a baseline offset and a "stretch" parameter that scaled DAN signals

along the time axis (Figure 5). Moreover, these features predicted movement timing independent

of recent trial history (Figure 6). Combined with the optogenetic results, these findings suggest

that variations in slow DAN dynamics affect trial-by-trial movement timing.

These slow-timescale DAN signals could be unique to the timing requirement of our task. However,

when we averaged DAN signals aligned to "spontaneous" licks during the ITI, we also observed

slow ramping similar to that observed during the timing interval, with signal building over seconds

from the offset of the previous lick up to the time of the next lick (Figure S7C). Thus, slowly

evolving DAN signals may be integral to self-initiated movements more generally. It is possible

that slow ramping dynamics predictive of movement timing would emerge in previous datasets if

DAN signals were similarly averaged according to the interval between self-initiated movement

bouts.

Previous studies have reported slow ramping signals in the mesolimbic system in certain

behavioral contexts, including goal-directed navigation (Howe et al., 2013); multi-step tasks

culminating in reward (Hamid et al., 2016; Mohebi et al., 2019); and passive observation of

dynamic visual cues indicating proximity to reward (Kim et al., 2019). It has been proposed that

slowly ramping mesolimbic DAN signals could encode increasing value as animals approach

reward (Hamid et al., 2016; Mohebi et al., 2019) or alternatively could reflect moment-by-moment

reward-prediction errors (RPE, Kim et al., 2019; Mikhael et al., 2019). The ramping signals we

observed in the nigrostriatal system are consistent with either value or RPE interpretations.

However, it has been unclear how the brain *employs* slowly ramping DAN signals in behavior.

Our study moves beyond previous studies by finding that trial-by-trial variability in ramping

dynamics explains the precise timing of a behavioral output—the self-timed lick—and that

optogenetically manipulating SNc DAN activity causally alters the timing of that output. Thus,

SNc ramping may not merely encode progress toward a goal, but could also play a *causal* role in

the timing of movement initiation. This interpretation could be related to classic findings from

Parkinson's disease, in which loss of nigrostriatal DANs results in difficulty initiating movements

(Grillner & Robertson, 2016; Freeze et al., 2013).

Relationship to Pacemaker-Accumulator models of neural timing

Lesion and pharmacological studies have long suggested roles for the SNc and dopamine in timing

(Merchant et al., 2013; Meck, 2006). Broadly speaking, conditions that increase dopamine

availability affect timing as if speeding an internal "pacemaker" (Dews & Morse, 1958; Schuster

& Zimmerman, 1961; Mikhael & Gershman, 2019), whereas conditions that decrease dopamine

availability/efficacy generally have the opposite effect (Merchant et al., 2013; Meck, 2006;

Malapani et al., 1998; Meck, 1986). Our results—in both DAN recordings and optogenetic

manipulations—are consistent with this view. Moreover, the ramping signals and the anti-

correlation of ramping slope with movement time bear striking resemblance to Pacemaker-

Accumulator models of neural timing (Meck, 2006; Lustig & Meck, 2005), a longstanding

conceptual framework that captures canonical features of timing behavior.

A unified temporal difference learning model of DAN activity in neural timing

Soares *et al*. recently reported findings complicating the standard view of dopamine in timing (Soares et al., 2016). In mice performing a temporal bisection task, RPE-like transients in SNc DAN GCaMP6f signals were observed immediately after the stop-timing cue. These transients were smaller when animals overestimated the timed interval, which was interpreted as evidence that *lower* DAN activity reflects a *faster* pacemaker, the *opposite* of our findings and most prior work (Mikhael & Gershman, 2019). This finding may be unique to the temporal bisection task, which has aspects of categorization as well as timing and thus is more complex than tasks that only rely on movement to produce timed intervals (as in our task).

However, a recently proposed temporal difference learning framework for explaining dynamic DAN activity could provide a unified explanation for these findings (see Hamilos & Assad, 2020 for detailed discussion, also see Kim et al., 2019; Mikhael et al., 2019; Mikhael & Gershman, 2019). The model assumes that DAN activity provides a continuous readout of RPE, which under conditions of state uncertainty (as in timing) is shown to reflect the moment-to-moment derivative of the value landscape (Mikhael et al., 2019). In this framework, variation in interval timing arises from differences in the rate of traversing the internal model of the value landscape compared to veridical time, which can be modeled as stretching/compression of the subjective value function (Mikhael & Gershman, 2019). Critically, the amount of compression is taken to be controlled by a pacemaker whose speed is proportional to the tonic level of dopamine from trial-to-trial (Mikhael & Gershman, 2019). In both the self-timed movement and bisection tasks, we observed higher baseline DAN signals associated with relatively fast timekeeping, consistent with relatively high

tonic DAN activity reflecting fast pacemaking in both tasks. Additionally, temporally discounted value should increase as the time of reward approaches in both tasks, and the model predicts faster pacemaking on a given trial would *compress* this function. During the self-timed movement task, compression would cause faster increases in value and thus steeper DAN signal ramping, as we observed. In the bisection task, compression of the value function would produce higher estimated value just before the stop-cue, and thus a *smaller* change in value (RPE) following the stop-cue, resulting in a blunted DAN transient. Soares *et al*. indeed observed smaller stop-cue-related transients when animals overestimated the timed interval—consistent with compression of the subjective value function due to *faster* pacemaking.

Altogether, we argue that relatively high DAN activity reflects faster pacemaking across timing tasks, with the specific timing from trial-to-trial influenced by the moment-to-moment dynamics of DAN signaling.

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AUTHOR CONTRIBUTIONS

A.E.H. and J.A.A conceived the project. A.E.H. performed all experiments. G.S. assisted with experiments using tapered fiber optics; Y.H. assisted with optogenetics control experiments. F.S. and Y.L. developed the dopamine sensor, DA_{2m}. A.E.H. and J.A.A. analyzed the data and wrote the paper.

DECLARATION OF INTERESTS

J.A.A. is a co-founder of OptogeniX, which produces the tapered optical fibers used in some experiments.

METHODS

Animals. Adult male and female hemizygous DAT-cre mice (B6.SJL-Slc6a3[tm1.1(cre)Bkmm]/J; The Jackson Laboratory; Backman et al., 2006) or *wt* C57/b6 mice were used in all experiments. Mice were housed on a reversed night/day cycle (12h dark/12h light) and behavioral sessions occurred during the dark cycle. All experiments and protocols were approved by the Harvard Institutional Animal Care and Use Committee and were conducted in accordance with the National Institutes of Health Guide for the Care and Use of Laboratory Animals.

Surgery. Surgeries were conducted under aseptic conditions. Mice were anesthetized with isoflurane (0.5-2% at 0.8L/min). Analgesia was provided by *s.c*. 5mg/kg ketoprofen injection during surgery and once daily for 3d postoperatively. Virus was injected (50nL/min) and the pipet remained in place for 10min before removal. 200μm, 0.53NA blunt fiber optic cannulae (Doric)

or tapered fiber optic cannulae (200μm, 0.60NA, 2mm tapered shank, OptogeniX) were positioned

at SNc, VTA or DLS and secured to the skull with dental cement (Metabond). Neck EMG

electrodes were constructed from two 32G pacemaker wires attached to a custom socket mounted

in the dental cement. Sub-occipital neck muscles were exposed by blunt dissection and electrode

tips embedded bilaterally.

Stereotaxic coordinates (from bregma and brain surface).

Virus:

SNc: 3.16mm posterior, +/- 1.4mm lateral, 4.2mm ventral

VTA: 3.1mm posterior, +/-0.6mm lateral, 4.2mm ventral

DLS: 0mm anterior, +/- 2.6mm lateral, 2.5mm ventral.

Fiber Optic Tips:

SNc/VTA: 4.0mm ventral (photometry) or 3.9mm ventral (optogenetics).

DLS: 2.311mm ventral (blunt fiber) or 4.0mm ventral (tapered fiber)

Virus.

Photometry:

tdTomato ("tdt"): AAV1-CAG-FLEX-tdT (UNC Vector Core), 100nL used alone or in

mixture with other fluorophores (below), working concentration $5.3*10^{12}$gc/mL

gCaMP6f (at SNc or VTA): 100nL AAV1.Syn.Flex.GCaMP6f.WPRE.SV40

($2.5*10^{13}$gc/mL, Penn Vector Core). Virus was mixed in a 1:3 ratio with tdt (200nL

total).

<u>DA$_{2m}$ (at DLS)</u>: 200-300nL AAV9-hSyn-DA4.4(DA2m) (working concentration: *ca*.

393            $3*10^{12}$gc/mL, Vigene) + 100nL tdt

394 Optogenetics (all bilateral at SNc):

395   <u>ChR2</u>: 1000nL AAV5-EF1a-DIO-hChR2(H134R)-EYFP-WPRE-pA ($3.2*10^{13}$gc/mL,

396   UNC Vector Core)

397   <u>ChrimsonR</u>: 700nL AAV1-hSyn-FLEX-ChrimsonR-tdT ($4.1*10^{12}$gc/mL, UNC Vector

398   Core)

399   <u>stGtACR2</u>: 300nL 1:10 AAV2/8-hSyn1-SIO-stGtACR2-FusionRed (working

400   concentration $4.7*10^{11}$gc/mL, Addgene/Janelia Viral Core)

Water-deprivation and acclimation. Animals recovered 1wk postoperatively before water

deprivation. Mice received daily water supplementation to maintain ≥80% initial body weight and

fed *ad libitum*. Training commenced when mice reached the target weight (~8-9d post-surgery).

Histology. Mice were anesthetized with >400mg/kg pentobarbital (Somnasol) and perfused with

10mL 0.9% sodium chloride followed by 50mL ice-cold 4% paraformaldehyde in 0.1M phosphate

buffer. Brains were fixed in 4% paraformaldehyde at 4°C for >24hr before being transferred to 30%

sucrose in 0.1M phosphate buffer for >48hr. Brains were sliced in 50μm coronal sections by

freezing microtome, and fluorophore expression was assessed by light microscopy. The sites of

viral injections and fiber optic placement were mapped with an Allen Mouse Brain Atlas.

Behavioral rig, data acquisition and analysis. A custom rig provided cues, recorded events and

delivered juice rewards under the control of a Teensy 3.2 microprocessor running a custom

Arduino state-system behavioral program with MATLAB serial interface. Digital and analog

signals were acquired with a CED Power 1400 data acquisition system/Spike2 software

(Cambridge Electronic Devices). Photometry and behavioral events were acquired at 1000Hz;

movement channels were acquired at 2000Hz. Video was acquired with FlyCap2 or Spinnaker at

30fps (FLIR). Data were analyzed with custom MATLAB statistics packages.

Self-timed movement task. Mice were head-fixed with a juice tube positioned in front of the

tongue. During periods when rewards were not available, a houselamp was illuminated. At trial

start, the houselamp turned off, and a random delay ensued (0.4-1.5s) before a cue (simultaneous

LED flash and 3300Hz tone, 100ms) indicated start of the timing interval. The timing interval was

divided into two windows, early (0-3.333s in most experiments; 0-4.95s in others) and reward

(3.333-7 s; 4.95-10s), followed by the intertrial interval (ITI, 7-17 s; 10-20s). The window in which

the mouse first licked determined the trial outcome (early, reward, or no-lick). Importantly, nothing

the mouse did could make the trial time-course go any faster, so there was no advantage to the

mouse to lick early except its concern that it might miss the end of the 7 s trial period. An early

first-lick caused an error tone (440Hz, 200ms) and houselamp illumination, and the mouse had to

wait until the full timing interval had elapsed before beginning the ITI. A first-lick during the

reward window caused a reward tone (5050Hz, 200ms) and juice delivery, and the houselamp

remained off until the end of the trial interval. If the timing interval elapsed with no lick, a time-

out error tone played (131Hz, 2s), the houselamp turned on, and ITI commenced. During the ITI

and pre-cue delay, there was no penalty for licking.

Mice learned the task in 3 stages (Extended Data Fig. 1a). On the first 1-4 days of training, mice

learned a beginner-level task, which was modified in two ways: 1. To encourage participation, if

mice did not lick before 5s post-cue, they received a juice reward at 5s, 2. Mice were not penalized

for licking in reaction to the cue (within 500ms). When the mouse began self-triggering ≥50% of

rewards (day 2-6 of training), the mouse advanced to the intermediate-level task, in which the

training reward at 5s was omitted, and the mouse had to self-trigger all rewards. After

completing >250 trials/day on the intermediate task, mice advanced to the mature task (no reaction

licks permitted, day 4-7 of training). All animals learned the mature task and worked for ~400-

1500 trials/session.

Online movement monitoring. Movements were recorded simultaneously during behavior with

four movement-control measurements: neck EMG (band-pass filtered 50-2000Hz, 60Hz notch,

amplified 100-1000x), back-mounted accelerometer (SparkFun), high-speed camera (30Hz, FLIR),

and tdt photometry. All control signals contained similar information, and thus only a subset of

controls was used in some sessions.

Photometry. Fiber optics were illuminated with 475nm blue LED light (Plexon) (SNc/VTA:

50μW, DLS: 35μW) measured at patch cable tip with a light-power meter (Thor Labs). Green

fluorescence was collected via a custom dichroic mirror (Doric) and detected with a Newport 1401

Photodiode. Fluorescence was allowed to recover ≥1d between recording sessions. To avoid

crosstalk in animals with tdt expression, tdt was recorded at one of the 3 sites (SNc, VTA, or DLS,

550 lime LED, Plexon) while GCaMP6f or DA_{2m} was recorded simultaneously only at the other

implanted sites.

dF/F. Raw fluorescence for each session was pre-processed by removing rare singularities (single points >15 STD from the mean) by interpolation to obtain F(t). To correct photometry signals for bleaching, dF/F was calculated as:

$$\frac{dF}{F}(t) = \frac{F(t) - F_0(t)}{F_0(t)}$$

where $F_0(t)$ is the 200 s moving average of F(t). We tested several other complementary methods for calculating dF/F and all reported results were robust to dF/F method (Supplementary Methods A). To ensure dF/F signal processing did not introduce artifactual scaling or baseline shifts, we also tested several complementary techniques to isolate undistorted F(t) signals where possible and quantified the amount of signal distortion when perfect isolation was not possible (See Methods: dF/F method characterization and validation, below, and Figure S3C).

dF/F method characterization and validation. dF/F calculations are intended to reduce the contribution of slow fluorescence bleaching to fiber photometry signals, and many such methods have been described (Soares et al., 2016; Kim et al., 2019; Mohebi et al., 2019). However, dF/F methods have the potential to introduce artifactual distortion when the wrong method is applied in the wrong setting. Thus, to derive an appropriate dF/F method for use in the context of the self-timed movement task, we characterized and quantified artifacts produced by 4 candidate dF/F techniques.

Detailed description of complementary dF/F methods.

483   1. <u>Normalized baseline</u>: a commonly used dF/F technique in which each trial's

484   fluorescence is normalized to the mean fluorescence during the 5 s preceding the trial.

485   2. <u>Low-pass digital filter</u>: F_0 is the low-pass, digital infinite impulse response (IIR)-

486   filtered raw fluorescence for the whole session (implemented in MATLAB with the

487   built-in function *lowpass* with $f_c = 5 \cdot 10^{-5}$ Hz, steepness=0.95).

488   3. <u>Multiple baseline</u>: a variation of Method 1, in which each trial's fluorescence is

489   normalized by the mean fluorescence during the 5 s preceding the current trial, as well

490   as 5 trials before the current trial and 5 trials after the current trial.

491   4. <u>Moving average</u>: F_0 is the 200 s moving average of the raw fluorescence at each point

492   (100 s on either side of the measured timepoint).

Although *normalized baseline* (Method 1) is commonly used to correct raw fluorescence signals

(F) for bleaching, this technique assumes that baseline activity has no bearing on the type of trial;

however, because the mouse decides when to move in the self-timed movement task, it is possible

that baseline activity may differ systematically with the mouse's choice on a given trial. Thus,

normalizing F to the baseline period would obscure potentially physiologically-relevant signals.

More insidiously, if baseline activity *does* vary systematically with the mouse's timing,

normalization can also introduce substantial amplitude scaling and y-axis shifting artifacts when

correcting F with this method (Figure S3C, middle panels). Thus, Methods 2-4 were designed and

optimized to isolate photometry signals minimally distorted by bleaching signals and systematic

baseline differences during the self-timed movement task. Methods 2-4 produced the same results

in all statistical analyses, and the moving average method is shown in all figures.

Isolating minimally-distorted photometry signals with paired trial analyses of raw fluorescence.

Although slow bleaching prevents comparison of raw photometry signals (F) at one time in a

behavioral session with those at another time, the time-course of appreciable bleaching was slow

enough in the reported behavioral sessions that minimal bleaching occurred over the course of 3

trials (~1 min, Figure S3A). Thus, F was comparable on sets of *paired* trials. To observe the most

minimally-distorted photometry signals possible, average F on paired trials was compared (Figure

S3B,C). Because dF/F baseline DAN signals were systematically related to lick timing, we

compared F baseline signals between all paired trials in which an Early (first-lick between 0.7-

2.9s, unrewarded) trial was followed by a Late (first-lick between 3.4-7s, rewarded) trial ("ER"

comparison). To ensure systematic differences did not result from subtle bleaching in the paired-

trial interval, we reversed the ordering contingency and also compared all Late trials preceding

Early trials ("RE comparison"). The same systematic relationship between baseline signals and

first-lick time was found for paired trials analyzed by raw F (Figure S3C, left panels).

Quantification of artifactual amplitude scaling/baseline shifts introduced by dF/F processing.

Each Candidate dF/F Method was applied to the same Paired Trial datasets described above. The

resulting paired-fluorescence datasets were normalized after processing (minimum dF/F=0,

maximum=1). The amount of distortion introduced by dF/F was quantified with a Distortion Index

(DI), which was calculated as:

525                                    $\text{Distortion Index}, \text{DI}(t) = \text{abs}(\text{F}(t)\text{-dF/F}(t))$

where F(t) and dF/F(t) are the normalized, paired-trial raw fluorescence signal or dF/F signal at

time t, respectively. t spanned from the beginning of the n-1th trial (-20 s) to the end of the nth trial

(20s), aligned to the cue of the nth trial (Figure S3C, bottom panels). The DI shown in plots has

been smoothed with a 200 ms moving average kernel for clarity.

As expected, normalizing fluorescence to the baseline period (*normalized baseline*) erased the

correlation of baseline dF/F signals with first-lick time (Figure S3C, middle panels). More

insidiously, this also resulted in distortion of GCaMP6f dynamics *during* the timing interval,

evident in the diminished difference between E-signals compared to R-signals relative to the

shapes observed in the raw fluorescence paired-trial comparison (Figure S3C, middle-bottom

panel). However, dF/F Methods 2-4 visually and quantitatively recapitulated the dynamics

observed in the raw fluorescence comparison (Figure S3C, right panels).

These results were corroborated by time-in-session permutation tests in which datasets for single

sessions were divided into thirds (beginning of session, middle of session, and end of session). The

differences between baseline and ramping dynamics observed in whole-session averages were

present even within these shorter blocks of time within the session (i.e., faster ramping and elevated

baseline signals on trials with earlier self-timed licks). Furthermore, permutation tests in which the

block identity (begin, middle, end) was shuffled showed that this pattern held when trials with

earlier first-licks from the end of the session were compared with trials with later first-licks from

the beginning of the session (and vice versa).

Baseline DAN signal encoding models. To determine whether baseline DAN signals were best

explained by the prior trial outcome (n-1th), current trial outcome (n^{th}), or some interaction between

the two, we employed two "paired-trial" strategies, one using raw F(t) (to check for robustness to

dF/F scaling artifacts, see Methods: dF/F method characterization and validation) and the other

using dF/F signals. Mean baseline activity was measured in sliding windows (100ms divisions, 2s

windows) from the n-1th trial ITI-start to the nth trial cue-onset. We abbreviate trial outcomes as

E="early" (first-lick between 0.7-3.333s, unrewarded) and R="rewarded" (first-lick at 3.334-7s,

rewarded), with the position of the letters indicating the order of consecutive trials (e.g., "ER" or

"RE").

Baseline differences between all paired, consecutive trials (EE, ER, RE, RR) were compared for

dF/F signals, controlling for the prior trial outcome by 4-factor ANOVA (factor 1: previous trial

outcome (E or R, 1 degree of freedom (df)); factor 2: subsequent trial outcome (E or R, 1 df);

factor 3: presence of licks in window (df: 1); factor 4: session ID (df: 112), comparison: baseline

dF/F activity within 2s sliding windows, Figure 4C, top). Relative influence on baseline dF/F by

the n-1th and nth trial outcome was estimated as the relative size of the 4-way ANOVA F-statistic

as a function of time (Figure 4C, bottom). Similar results were obtained on single sessions by 2-

factor and 3-factor ANOVA. Similar results were also obtained comparing triplets of consecutive

trials (EER, RRE, EEE, RRR). Both trial 2 and trial 3 in the triplet were preceded by a trial of the

same outcome type, and thus we could compare baseline raw F(t) signals with minimal bleaching

distortion.

DAN signal encoding model. To test the independent contribution of each task-related input to

the photometry signal and select the best model, we employed a nested fitting approach, in which

each dataset was fit multiple times (in "nests"), with models becoming progressively more

complex in subsequent nests. The nests fit to the GCaMP6f photometry data employed the inputs

$X^{(j)}$ at each jth nest:

Null Model: $X^{(0)} = x_0$

Nest 1: $X^{(1)} = X^{(0)} + tdt$

Nest 2: $X^{(2)} = X^{(1)} + cue + first\text{-}lick$

Nest 3: $X^{(3)} = X^{(2)} + EMG/accelerometer$

Nest 4: $X^{(4)} = X^{(3)} + time\text{-}dependent\ baseline\ offset$

Nest 5: $X^{(5)} = X^{(4)} + stretch\ representing\ percentages\ of\ interval$

Overfitting was penalized by ridge regression, and the optimal regularization parameter for each

nest was obtained by 5-fold cross-validation to derive the final model fit for each session. Model

improvement by each input was assessed by the percentage loss improvement at the nest where

the input first appeared compared to the prior nest. The loss improvement of Nest 1 was compared

to the Null Model (the average of the photometry timeseries). The nested model of tdt control

photometry signals was the same, except Nest 1 was omitted.

The GLM for each nest takes the form:

$$Y = \Theta X^{(j)}$$

Where Y is the *1xn* vector of the photometry signal across an entire behavioral session (*n* is the

total number of sampled timepoints); $X^{(j)}$ is the *dxn* design matrix for nest *j*, where the rows

correspond to the d_j predictors for nest *j* and the columns correspond to each of the *n* sampled

timepoints of Y; and Θ is the *dx1* vector of fit weights.

Y is the concatenated photometry timeseries taken from trial start (lights off) to the time of first

lick. Because of day-to-day/mouse-to-mouse variation (ascribable to many possible sources, *e.g.*,

different neural subpopulations, expression levels, behavioral states, *etc*.), each session was fit

separately.

The d_j design matrix predictors were each scaled (maximum amplitude 1) and grouped by input to

the model. The timing-independent inputs were: 1. Null offset (x_0, 1 predictor), 2. tdt (1 predictor),

3. cue (24 predictors), 4. first-lick (28 predictors), and 5. EMG/accelerometer (44 predictors). The

timing-dependent inputs were: 6. timing-dependent baseline offset (1 predictor), 7. stretch (500

predictors).

To reduce the number of predictors, cue, first-lick and EMG/accelerometer predictors (Figure S4C)

were composed from sets of basis kernels as described previously (Park et al., 2014; Runyan et al.,

2017). The cue basis kernels were spaced 0-500 ms post-cue and first-lick basis kernels were

spaced -500ms-0ms relative to first-lick, the typically-observed windows of stereotypical sensory

and motor-related neural responses. For nuisance movements (EMG/accelerometer), events were

first discretized by thresholding (Figure S4B) and then convolved with basis kernels spanning -

500 to 500 ms around the event. This window was consistent with the mean movement-aligned

optical artifact observed in the tdt channel. The timing-dependent baseline offset was encoded as

a constant offset spanning from lamp-off until first-lick, with amplitude taken as linearly

proportional to the timed interval on the current trial. The timing-dependent stretch input was

composed of 500 predictors, with each predictor containing 1's tiling 0.05% of the cue-to-lick

interval, and 0's otherwise (Figure S4D). Importantly, the stretch was not constrained in any way

to form ramps.

Basis sets were optimized to minimize Training Loss, as calculated by mean squared error of the

unregularized model:

$$\text{argmin}_{X^{(j)}}(\text{Training Loss}(\Theta) = 1/n \ \text{sum}(Y - \Theta X^{(j)})^2)$$

Superfluous basis set elements that did not improve Training Loss compared to the Null Model

were not included in the final model. Goodness of the training fit was assessed by Akaiki

Information Criterion (AIC), Bayesian Information Criterion (BIC), R^2, and Training Loss. The

optimal, regularized model for each nest/session was selected by 5-fold cross-validation in which

the regularization parameter, λ_j, was optimized for minimal average Test Loss:

$$\text{argmin}_{\lambda,j} (\text{Test Loss}(\Theta,\lambda_j) = 1/n \ \text{sum}(Y - \Theta X^{(j)})^2 + \lambda_j |\Theta|^2)$$

Test Loss for each optimal model was compared across nests to select the best model for each

session. Models were refit with the optimal λ_j to obtain the final fit.

Model error was simulated 1000 times by redrawing Θ coefficients consistent with the data

following the method described by Gelman and Hill, 2006, and standard errors were propagated

across sessions. The absolute value of each predictor was summed and divided by the total number

of predictors for that input to show the contribution of the input to the model (Extended Data Fig.

7g). To simulate the modeled session's photometry signal for each nest j, Yfit was calculated as

ΘX$^{(j)}$ and binned by the time of first lick relative to the cue. The error in the simulation was shown

by calculating Yfit$_{sim}$ = Θ$_{sim}$X$^{(j)}$ for 300 simulated sets of Θ$_{sim}$.

Principle component analysis (PCA)

Unsmoothed ramping intervals for GCaMP6f photometry timeseries were fit with PCA and

reconstructed with the first three principle components (PCs). To derive a PCA fit matrix with

ramping intervals of the same number of samples, the length of each trial was scaled up by

interpolation to the maximum ramping interval duration:

647   7s–0.7s cue buffer–0.6s first-lick buffer=5.7s: 5700 sample ramping interval

Following PC-fitting, datasets were down-sampled to produce a fit of the correct time duration.

Trials where the ramping interval was <0.1s were excluded to exclude noise from down-sampling.

First-lick time decoding model

A nested, generalized linear model was derived to predict the first-lick time on each trial in a

session and quantify the contribution of previous reward history and photometry signals to the

prediction. The model was of the form:

655                                $$\log(y) = bx$$

656   where b is a vector of fit coefficients and x is a vector of predictors. The nested model was

657   constructed such that predictors occurring further back in time (such as reward history) and

658   confounding variables (such as tdt photometry signals) were added first to determine the additional

659   variance explained by predictors occurring closer to the time of first-lick, which might otherwise

660   obscure the impact of these other variables. The predictors, in order of nesting, were:

661   Nest 0:   b0 (Null model, average log-first-lick time)

662	Nest 1:	$b1 = b0 +$ first-lick time on previous trial
663	Nest 2-5:	$b2 = b1 +$ previous trial outcome (1,0)*
664	Nest 6:	$b3 = b2 +$ median photometry signal in 10s window before lamp-off
665	Nest 7:	$b4 = b3 +$ median photometry signal from lamp-off to cue
666	Nest 9:	$b5 = b4 +$ tdt threshold crossing time**
667	Nest 10:	$b6 = b5 +$ GCaMP6f threshold crossing time**

where all predictors were normalized to be in the interval (0,1).

* Outcomes included (in order of nest): Reaction (first-lick before 0.5s), Early (0.5-3.333s),

Reward (3.333-7s), ITI (7s-17s). No-lick was implied by all four outcomes encoded as zeros.

** Details on threshold-crossing time and alternative models included in Supplementary Methods

B.

To exclude the sensory- and motor-related transients locked to the cue and the first-lick events in

the threshold-crossing nests, the ramping interval was conservatively defined as 0.7s post-cue up

until 0.6s before first-lick, and the minimum ramping interval for fitting was 0.1s. Thus, for a trial

to be included in the model, the first lick occurred between 1.4s to 17s (end of trial).

Initial model goodness of fit was assessed by R^2, mean-squared loss and BIC. Models were 5-fold

cross-validated with ridge regression at each nest to derive the final models, as described above.

95% confidence intervals on model coefficients were calculated by 2-sided t-test with standard

errors propagated across sessions.

B. <u>Derivation of threshold and alternative decoding models</u>

Derivation of threshold models

As a metric of the predictive power of ramping DAN signals on first-lick time, we derived a

threshold-crossing model. A threshold-crossing event was defined as the first time after the cue

when the photometry signal exceeded and remained above a threshold level up until the time of

first-lick on each trial. Importantly, while the analysis approach is reminiscent of pacemaker-

accumulator models for timing, we make no claims that the analysis is evidence for pacemaker-

accumulator models. Rather threshold-crossing times provided a convenient metric to compare the

rate of increase in signals between trials.

Photometry timeseries for GCaMP6f and tdt were de-noised by smoothing with a 100ms Gaussian

kernel (kernel was optimized by grid screen of kernels ranging from 0, 30, 50, 80, 100, 150, 200

ms to minimize noise without signal distortion). To completely exclude the sensory- and motor-

related transients locked to the cue and the first-lick events, the ramping interval was

conservatively defined as 0.7 s post-cue up until 0.6 s before the first-lick. To eliminate chance

crossings due to noise, we imposed a stiff, debounced threshold condition: to be considered a

threshold crossing event, the photometry signal had to cross the threshold from low-to-high and

remain above this level until the end of the ramping interval.

To derive an unbiased threshold for each session, we tested 100 evenly-spaced candidate threshold

levels spanning the minimum-to-maximum photometry signal during the ramping interval for each

session. Depending on threshold level, some trials never crossed, i.e., signal always remained

below threshold or started and ended above threshold. Thus, the lowest candidate threshold for

which there was a maximum number of trials crossing during the timing interval was selected as

the "mid-level" threshold-crossing point. This threshold was specific to each photometry signal

tested on each session. Threshold-crossing time was included in the decoding model as the

normalized time on the ramping interval (0,1). If a trial never crossed threshold, it was encoded as

a zero. If no trials ever crossed threshold, the threshold predictor was encoded as a vector of ones,

thus penalizing the model for an additional predictor but providing no new information.

Multi-threshold Model

An alternative model employed 3 unbiased thresholds: 1) the lowest threshold with ≥ 50 trials

crossing ("min"); 2) the lowest threshold with the most crossings ("mid," described above); and 3)

the highest threshold with ≥ 50 trials crossing ("max"). For tdt datasets, trials rarely met the

monotonic threshold constraint (usually the signals oscillated above and below the threshold

throughout the ramping interval, failing to meet the debouncing constraint). Thus, to include tdt

signals as conservatively as possible, we relaxed the 50-trial minimum constraint, taking the

threshold with the most trials crossing, which was usually around 10 or fewer. The addition of

more thresholds did not substantially improve the cross-validated model compared to the single-

threshold model (Figure S5C).

Principle component analysis (PCA) threshold-crossing models

In another version of the decoding model, the threshold-crossing procedures were applied to

ramping intervals fit with the first three PCs (as described in Methods) to derive a PCA version of

the single-threshold and multi-threshold models. PCA analysis on tdt datasets showed no

consistent PCs, and thus these PCs were not included in the decoding model. Instead, the actual

tdt data was employed in the threshold model as in the other models described.

Optogenetics—naïve/expert control sessions. To determine whether optogenetic stimulation

directly elicited or prevented licking, licking behavior was first tested outside the context of the

self-timed movement task on separate sessions in the same head-fixed arena but with no cues or

behavioral task. Opsin-expressing mice were tested before any exposure to the self-timed

movement task ("Naïve") as well as after the last day of behavioral recording ("Expert"). In ChR2

control sessions, stimulation (5mW 425nm light, 3s duration, 10Hz, 20% duty cycle) was applied

randomly at the same pace as in the self-timed movement task. stGtACR2 control sessions were

conducted similarly (12mW 425mW light, 3s duration, constant illumination); but to examine if

inhibition could block ongoing licking, we increased the baseline lick-rate by delivering juice

rewards randomly (5% probability checked once every 5s).

Optogenetics—self-timed movement task. SNc DANs were optogenetically manipulated in the

context of the 3.3s self-timed movement task. To avoid over-stimulation, light levels were adjusted

to be subthreshold for eliciting overt movements (Coddington & Dudman, 2018), and mice were

not stimulated on consecutive days.

Activation: SNc cell bodies were illuminated bilaterally (ChR2: 0.5-5mW 425nm blue LED light;

ChrimsonR 550nm lime or 660nm crimson) on 30% of trials (10Hz, 20ms up-time starting at

cue onset and terminating at first-lick). DAN terminals in DLS were stimulated bilaterally via

tapered fiber optics on separate sessions.

Inactivation: SNc cell bodies were illuminated bilaterally (stGtACR2: 12 mW 425 nm blue light)

on 30% of trials (constant illumination starting at cue onset and terminating at first lick).

Quantification of optogenetic effects. The difference in the distribution of trial outcomes between

stimulated and unstimulated trials on *each session* was quantified in four ways.

1. 2-Sample Unsigned Kolmogorov-Smirnov Test.

2. Difference in empirical continuous probability distribution function (cdf). The difference

in the integral of the stimulated and unstimulated cdf (dAUC) was calculated for each

session from 0.7-7s. Effect size was quantified by permutation test, wherein the identity of

each trial (stimulated or unstimulated) was shuffled, and the distribution of dAUCs for the

permuted cdfs was calculated 10,000x. Results were reported for all sessions.

3. Difference in mean movement time. Movement times on stimulated and unstimulated trials

were pooled and the distribution of movement time differences was determined by non-

parametric bootstrap, in which a random stimulated and unstimulated trial were drawn from

their respective pools 1,000,000x and the difference taken. The mean of each session's

bootstrapped distribution was compared across sessions by the 1,000,000x bootstrapped

difference of the mean between sessions of different categories.

4. Difference in median movement time. Same as above but with median.

CODE AVAILABILITY

All custom behavioral software and analysis tools are available

at https://github.com/harvardschoolofmouse.

DATA AVAILABILITY

The data that support the findings of this study are available from the corresponding author upon

reasonable request.

FIGURE LEGENDS

Figure 1. SNc DAN signals preceding self-timed movement

(**A**) Self-timed movement task.
(**B**) First-lick distribution for two task variants performed by the same mouse. Red: 3.3 s-reward boundary (4 sessions); Blue: 5 s-reward boundary (4 sessions). For all mice, see Figure S1.
(**C**) Left: surgical strategy for GCaMP6f/tdTomato fiber photometry. Right: average SNc DAN GCaMP6f response for first-licks between 3-3.25 s (12 mice). Left of plot: cue-aligned average; right of plot: first-lick-aligned average. Vertical dashed line: first-lick time. Break in axis indicates change in plot alignment.
(**D**) Average SNc DAN GCaMP6f responses for different first-lick times (12 mice).
(**E**) Comparison of average DAN GCaMP6f and tdTomato responses (12 mice). Traces plotted up to 150 ms before first-lick.
(**F**) Average DLS DA$_{2m}$ signals (4 mice).
See also Figures S1-S3.

Figure 2. Cue-aligned average photometry signals showing reward-related responses: all mice, all fluorophores

(A) DAN GCaMP6f signals at SNc cell bodies (12 mice).

(B) DAN GCaMP6f signals at axon terminals in DLS. The sharp, downward deflection immediately prior to movement onset was observed in every mouse (12/12) on every session and was not explained by movement artifacts. There appears to be a rapid "off" response.

(C) Striatal DA_{2m} signals at DLS (4 mice).

(D) DAN GCaMP6f signals at VTA cell bodies (4 mice).

(E) tdTomato signals (all sites, all sessions).

Insets: Average signals for first-licks occurring between 3-3.25, aligned to cue (left of axis break) and aligned to first-lick (right of axis break). Traces plotted up till approximate movement onset (150 ms before first-lick).

See also Figures S2-S3.

Figure 3. Movement controls reliably detect movements, but there is no systematic difference in movement before first-lick during the timing interval

(A) Schematic of movement controls.

(B) First-lick-aligned average movement signals on rewarded (red) and unrewarded (blue) trials. Pre-lick traces are truncated at the nearest cue-time for the averaged traces (dashed red, dashed blue). Left: one session; Right: all sessions. Dashed grey line: time of earliest-detected movement on most sessions (150 ms before first-lick). Average first-lick-locked tdt optical artifacts showed inconsistent directions even within the same session. Averages for all three types of artifact (consistently up, "Up"; consistently down, "Down"; and not consistent "NC") shown for all sessions.

(C) Breakdown of average tdt artifact direction by session at each recording site.

Figure 4. Baseline SNc DAN signals predict trial outcome, even when controlling for prior trial outcome and ongoing movement

Paired, consecutive trials were pooled into 4 categories based on the n-1th and nth trial outcomes (4 mice, the 17 sessions with highest signal to noise and number of trials). Categories: Early-Early (EE, where n-1th outcome is early, nth outcome is early: 2254 trials), Early-Reward (ER: 730 trials), Reward-Early (RE: 190 trials) and Reward-Reward (RR: 174 trials). To control for the contribution of movement to baseline signals, plots are shown only for trials with no licking during the last 5 seconds of the ITI before Lamp-off.

(A) Cue-aligned average DAN signals become more predictive of nth trial outcome as the cue time approaches.

(B) Lamp-off-aligned average DAN signals show "resetting" effect after the houselamp turns off. Before lamp-off, average DAN signals reflect the n-1th trial outcome; subsequently they reflect the nth trial outcome.

(C) Selectivity index taken on single trials quantifies the relative contribution of n-1th and nth trial outcomes to the prediction of the baseline signal. (Index calculated to exclude timepoints after the nth trial first-lick).

See also Figure S3.

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Figure 5. Contribution of optical artifacts, task variables and ongoing movements to SNc
GCaMP6f signals
(**A**) Nested encoding model comparing the contribution of timing-independent predictors (TI) to
the contribution of timing-dependent predictors (TD).
(**B**) Predicted dF/F signal for one session plotted up to time of first-lick. Model error simulated
300x (shading).
(**C**) Nested encoding model for 1 session showing the recorded signal (1st panel), the timing-
independent model (2nd panel), and the full, timing-dependent model with all predictors (3rd
panel). Top: GCaMP6f; Bottom: tdTomato (tdt). Right: relative loss improvement by timing-
dependent predictors (68 sessions, line: median, box: lower/upper quartiles, whiskers: 1.5x IQR,
dots: single sessions).
See also Figure S4.
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Figure 6. Single-trial baseline and ramping DAN signals predict first-lick timing
(A) Nested decoding model. Top-left: schematic. Bottom-left: single-trial cue-aligned SNc DAN
GCaMP6f signals from one session (6 trials shown for clarity). Traces plotted up to first-lick. Right:
threshold crossing model. Low/Mid/High: threshold amplitude. Grey dots: single trials.
(B) Model weights, 94 sessions. Error bars: 95% CI, *: p<0.05. Numbers indicate nesting-order.
(C) Variance explained by each model nest. Grey lines: single sessions; thick black line: average.
For model selection, see **Figure S5**C.
(D) Predicted vs. actual first-lick time, same session as **6A**.
See also **Figure S5**.

Figure 7. **Optogenetic DAN manipulation systematically and bidirectionally shifts the timing of self-timed movements**

(**A**) Strategy for optogenetic DAN activation or inhibition. Mice were stimulated from cue-onset until first-lick or 7 s.

(**B**) Empirical continuous probability distribution functions (cdf) of first-lick times for stimulated (blue line) versus unstimulated (grey line) trials. Arrow and shading show direction of effect. P-values calculated by Kolmogorov-Smirnov test (for other metrics, see Extended Data Fig. 9b-e).

(**C**) Mean bootstrapped difference in first-lick time, stimulated-minus-unstimulated trials. Box: upper/lower quartile; line: median; whiskers: 1.5x IQR; dots: single sessions.

(**D**) Comparison of mean first-lick time difference across all sessions. Error bars: 95% confidence interval (*: $p < 0.05$).

See also Figures S6 and S7.

Figure S1. **Self-timed movement task learning and variations, Related to** **Figure 1**

(A) Task learning. Histogram of first-licks from single sessions at different stages of training. Bar color indicates first lick category (red: reaction, grey: early, blue: operant-rewarded, gold: Pavlovian-rewarded). Diagonal slash across bar top indicates bar height truncated for clarity.

(B) First-lick distributions from tasks with different target timing intervals (16 mice, 152 sessions). Red: 3.3 s reward-boundary. Blue: 5 s reward-boundary. Mice adjust behavior to the timing-contingencies of the task.

(C) First-lick distributions during behavior with and without houselamp cues. Red: standard 3.3 s task; Black: 3.3 s task omitting houselamp cues (4 mice, 4-5 sessions/mouse on each version of the task). Mice time their first-licks relative to the start cue, not the houselamp.

Figure S2. **Fiber optic placement and histology, Related to Figures 1-2 and 7.**
(A) Approximate fiber positions, all mice.
(B) Brightfield microscopy with polarized filter on a freshly-cut brain slice showing bilateral fiber
placement at SNc (stGtACR2).
(C) Example of co-expression of green and red fluorophores relative to fiber optic tip (Left: DA_{2m},
Right: tdTomato).

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Figure S3. dF/F method validation, Related to Figures 1-2 and 4

(A) Minimal bleaching occurs over a 3-trial window. Left: slow, raw fluorescence bleaching across one session. Left inset: Comparison to bleaching across the first 3 trials (~1 min). Right: dF/F removes bleaching dynamics. Right inset: the same 3-trial window shown for dF/F-treated signal.
(B) Average raw fluorescence on paired, consecutive trials from one session aligned to cue on the nth trial. Left: n-1th trial was early, n^{th} trial was rewarded ("ER" condition). Right: "RE" condition (See Methods: dF/F method characterization and validation).
(C) Comparison of baseline GCaMP6f signals on paired, consecutive trials aligned to cue. Columns: three different versions of the signal (Raw fluorescence, Normalized baseline dF/F method, Moving average dF/F method. Top row: ER condition; middle row: RE condition; bottom row: distortion index. Red distortion index plot shows only Normalized baseline method. Green distortion index plot shows overlay of Moving Average, Low-Pass Filter, and Multiple Baseline dF/F Methods because the difference in signal distortion between these methods was indistinguishable (See Methods: dF/F method characterization and validation).

Figure panels A–H

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Figure S4. DAN signal encoding model parameterization and model selection, Related to
Figure 5
(**A**) Schematic of photometry timeseries fit by encoding model. The lamp-off to first-lick interval
was isolated from each trial in a session (top) and concatenated to produce the timeseries fit by the
model (bottom).

(B) Derivation of EMG spikes from raw signals. Thresholding of rectified EMG at 3 standard
deviations (std) during an example trial.
(C) Optimized basis kernels for cue, first-lick, and EMG/accelerometer spikes to produce timing-
independent features.
(D) Schematic of d x n Design Matrix for timing-dependent features. Note: timing-independent
features not shown for clarity in schematic.
(E) GCaMP6f model fits by nest for example session. Model error simulated 300x (shading).
(F) Model loss by nest. Green: mean loss for SNc GCaMP6f; red: mean loss for tdTomato (tdt);
grey lines: individual sessions; grey shading: timing-dependent nests. Left: full-scale view of all
datasets. Right: mean GCaMP6f and tdt loss compared on same scale.
(G) Summary of feature weights across SNc GCaMP6f (left) and tdt (right) models (68 sessions
each). Coefficient weights were rectified, summed, and divided by the number of predictors per
feature. Error bars: 2*standard error (too small to see). All features were significant in both
GCaMP6f and tdt models.
(H) Top: examples of the full timing-dependent model (nest 5) from additional mice for all
recording conditions. Bottom: tdt control channel fit. Model errors simulated 300x. Some mice
show downward-going movement-related spikes at SNc cell bodies (second panel). All mice
showed downward-going movement-related spikes from SNc terminals in DLS (middle panel).
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995 **Figure S5. Variations of the first-lick time decoding model, Related to** Figure 6
996 (**A**) Principle component analysis (PCA) of the ramping interval (0.7 s up to first-lick relative to
997 cue). Green: mean GCaMP6f recorded at SNc; Red: mean tdTomato (tdt) recorded at SNc and
998 VTA; Grey lines: single-session data. Left: Variance explained by first 10 principle components
999 (PC). Right: Scores of first three principle components. X-axis shown for longest-possible
1000 interpolated trial duration; trials of shorter duration were interpolated to have the same number of
1001 samples for PCA.
1002 (**B**) Example session data simulated with first 3 PCs. Light traces: actual averaged GCaMP6f
1003 activity truncated at first-lick onset; Dark traces: PC fits of the same trials.
1004 (**C**) Decoding model variations. *: $p < 0.05$, error bars: 95% confidence intervals. GCaMP6f
1005 threshold crossing time dominated every version of the model; n-1th trial first-lick time was
1006 consistently the second-best predictor.
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Figure S6. Variations on measurements of optogenetic effects, Related to Figure 7
(A) Strategy for optogenetic targeting of DANs.
(B) Comparison of four complementary metrics for addressing optogenetic effects. Left: unsigned
Kolmogorov-Smirnov Distance (KS-D) assay of differences in first-lick time distribution. Center:
signed, bootstrapped comparison of difference in area under the cdf curves (dAUC). Right: mean
and median bootstrapped difference in first-lick time.

(C) KS-D Assay: all sessions. A: activation sessions; NO: no opsin sessions; I: inhibition sessions. Filled circles indicate significant difference between stimulated/unstimulated trials on single session (p<0.025, 2-sided, 2-sample KS test). Standard box plot, line: median, box: upper/lower quartiles; whiskers: 1.5x IQR.

(D) Left: bootstrapped dAUC Assay: all sessions, standard box plot as in **S6**C. Filled circles: significant difference on single session (p<0.025, 2-sided bootstrapped dAUC test, see Methods). Right: comparison of dAUC in first-lick distributions across all sessions between groups. Error bars denote bootstrapped 95% confidence interval (*: p<0.05).

(E) Left: median bootstrapped difference in first-lick time, stimulated-minus-unstimulated trials, standard box plot as in **S6**C. Dots: single sessions. Comparison of median difference in first-lick time across all sessions. Error bars denote bootstrapped 95% confidence interval (*: p < 0.05).

Figure S7. Optogenetic DAN stimulation does not cause or prevent licking, Related to Figure 7.

(A,B) Stimulation-aligned lick-rate during stimulation-control sessions. Animals expressing ChR2 or stGtACR2 were tested in 1-3 control sessions both before exposure to the self-timed movement task (red) and in 1-2 control sessions after the end of behavioral training (red). Blue bar indicates stimulation period (3 s starting at time 0 s). Left: one control session, Right: all sessions.

(A) Activation control sessions (no cues or rewards). Animals were head-fixed on the behavioral platform in the absence of any cues or rewards and were stimulated randomly at the same pace as the standard 3.3 s self-timed movement task. Activation did not elicit immediate licking in any single session.

(B) Inhibition-control sessions (no cues, + random rewards). Animals were head-fixed on the behavioral platform in the absence of cues while receiving juice rewards at random times. Inhibition did not prevent licking in any single session.

(C) Average ITI GCaMP6f signals aligned to most recent previous lick-time plotted up to onset of next spontaneous self-initiated lick during the ITI. (1 mouse, 5 sessions, truncated 150 ms before lick detection).

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