Goal-directed action preparation in humans entails a mixture of corticospinal neural computations

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Abstract: The seemingly effortless ability of humans to transition from thinking about actions to initiating
them relies on sculpting corticospinal output from primary motor cortex. This study tested whether canonical
additive and multiplicative neural computations, well-described in sensory systems, generalize to the
corticospinal pathway during human action preparation. We used non-invasive brain stimulation to measure
corticospinal input-output across varying action preparation contexts during instructed-delay finger
response tasks. Goal-directed action preparation was marked by increased multiplicative gain of
corticospinal projections to task-relevant muscles and additive suppression of corticospinal projections to
non-selected and task-irrelevant muscles. Individuals who modulated corticospinal gain to a greater extent
were faster to initiate prepared responses. Our findings provide physiological evidence of combined additive
suppression and gain modulation in the human motor system. We propose these computations support
action preparation by enhancing the contrast between selected motor representations and surrounding
background activity to facilitate response selection and execution.

Significance statement: Neural computations determine what information is transmitted through brain
circuits. We investigated whether the motor system uses computations similar to those observed in sensory
systems by noninvasively stimulating the corticospinal pathway in humans during movement preparation.
We discovered that corticospinal projections to behaviorally relevant muscles exhibit nonlinear gain
computations, while projections to behaviorally irrelevant muscles exhibit linear suppression. Notably,
individuals with stronger signatures of these computations had faster motor responses. Our findings
suggest that certain computational principles generalize to the human motor system and serve to enhance
the contrast between relevant and background neural activity.

Introduction

Humans are experts at using their fingers for goal-directed actions to effectively interact with their environment[1]. This behavioral repertoire is supported by a specially evolved neural architecture comprising excitatory and inhibitory mechanisms that sculpt corticospinal (CS) pathway output during goal-directed action preparation[2–4]. While the neural architecture of motor behavior is well characterized[5,6], the precise neural computations that unfold throughout the transition from action preparation to execution are not[7]. Candidate computations have been proposed but are based on neuronal circuit modeling and experimental evidence from investigations of non-motor neural systems and behaviors[8]. Thus, it is unclear whether computational principles from non-motor circuits generalize to the human motor system and account for the top-down modulation of CS output during action preparation.

Influential models of goal-directed action preparation postulate that inhibition of the CS pathway acts as a functional gate, with the removal of inhibition allowing selective excitatory signals to pass through to the musculature and produce intended actions[9,10]. Yet, physiological recordings from non-human primates have provided mixed evidence for gating mechanisms within the CS pathway[11–13]. Indeed, (dis)inhibition supports a variety of computations other than gating in non-motor neural circuits[14–16]. Multifaceted computations are also likely required in the motor system since movements are not static but instead defined by various kinetic and kinematic features that characterize a given action. Therefore, alternative interpretations to the functional gating account should be considered to better explain how preparatory activity determines CS pathway excitability to shape ensuing actions.

The selection and timing of goal-directed actions may be determined by neural computations similar to non-motor circuits. Such computations, responsible for sculpting descending signals, are expected to manifest in distinct patterns of CS input-output during goal-directed action preparation. One candidate computation is gain modulation, defined in studies of sensory processing as a multiplicative (non-linear) change in a system's input-output relationship and a proposed feature of canonical normalization processes within the brain[17–19]. Computational models indicate gain modulation is important in determining primary motor cortex (M1) output[20,21], the predominant source of descending signals of the

human CS tract[22]. Additive modulation, defined by a linear shift across an input-output spectrum[23], is an

alternative candidate computation that may account for CS input-output adjustments during action

preparation. Computational models of additive modulation indicate effective changes in an input-output

threshold[24], whereby widespread suppression can stabilize a neuronal population by reducing the

preponderance of spontaneous firing[25]. During action preparation, additive modulation may function as

the 'quiet before the storm' to prepare the CS pathway for impending descending commands.

A third alternative is that multiplicative and additive computations are concurrent and

complementary. Within a divisive normalization framework[26], the activity of a motor representation

selected for action is divided by the summed activity of alternative non-selected and bystander motor

representations, producing enhanced signal-to-noise[8,27]. A combination of multiplicative and additive

computations could serve to separate figure from ground in a manner resembling neural sensory

processing and would be consistent with a general neurocomputational principle throughout the human

nervous system akin to exponentiation, linear filtering, and divisive normalization[26]. In this study, we

tested the presence of multiplicative and additive computations in human CS input-output during the

behavioral state change from rest to action preparation of goal-directed finger movements (Figure 1a).

We hypothesized that goal-directed action preparation involves a concurrent gain increase and additive

suppression to enhance the contrast between selected and background motor representations along the

CS pathway.

Results

Thirty-nine neurologically healthy adult participants performed instructed-delay two-choice

reaction time tasks to assess physiological changes in CS input-output during goal-directed action

preparation (Figure 1b). To probe CS input-output dynamics, transcranial magnetic stimulation (TMS) was

applied over right M1 to activate the first dorsal interosseous (FDI) muscle of the left index finger during

rest (baseline during the intertrial interval) and when the muscle was selected (i.e., the agonist for

prepared action), nonselected, or task-irrelevant (Figure 1c). Nonselected refers to the context in which

the left index finger was a choice alternative in the task but was not cued to respond on a given trial, while

task-irrelevant refers to the context in which the left index finger was never a choice alternative in the

task. We applied TMS at five intensities, with motor-evoked potential (MEP) amplitude recorded with

electromyography (EMG) as our index of CS output[28]. Context-dependent modulation of CS input-output

was assessed with a population-based nonlinear mixed effects model using a modified three-parameter

Boltzmann function to capture the sigmoidal CS input-output relationship observed with TMS[29]. Here, the

Midpoint and Slope parameters indicate additive and multiplicative computations, respectively (Figure 1d;

Methods).

Figure 1: Assessment of human CS input-output during goal-directed action preparation. **a**, Corticospinal (CS) input-output
can exhibit additive and/or multiplicative modulation from baseline rest to a preparatory state. **b**, Goal-directed action preparation was
assessed with an instructed-delay two-choice reaction time task requiring left (L) or right (R) responses. Most trials were go trials
during which the imperative stimulus appeared until a reaction time (RT) was recorded or 0.8 s elapsed. A subset of catch trials (~8%)
was included to prevent participants from predicting imperative stimulus onset. **c**, The experiment was split into between-hand and
within-hand tasks, enabling the assessment of CS output from the left index finger with single-pulse transcranial magnetic stimulation
(TMS) when the targeted motor representation was at baseline and when it was selected, nonselected, or irrelevant for action
preparation. Here, input was TMS intensity relative to a participant's resting motor threshold (%RMT), and output was the amplitude
of ensuing motor evoked potentials (MEPs). **d**, CS input-output curves derived from pre-task resting state MEP data and fit with a
population-based nonlinear mixed effects model using a three-parameter Boltzmann function. Green dots and error bars indicate
mean MEP amplitude ± SEM at each TMS intensity. Dashed grey lines illustrate parameter estimates.

CS gain increases during response preparation for task-relevant representations

CS input-output parameters changed during goal-directed action preparation in a context-

dependent manner (Figure 2a) and were not affected by participant sex or task order (Figure S1). The

Slope of CS input-output differed significantly across Context ($F_{3,730}$ = 4.26, P = 0.005). Specifically,

context-dependent multiplicative modulation of CS input-output was explained by an increase of Slope

when the stimulated motor representation was selected or nonselected for forthcoming action (i.e., task-

relevant) compared to baseline or when it was task-irrelevant (Figure 2b). Such nonlinear increases in

sensitivity to excitatory inputs are associated with response potentiation across sensory systems[30].

Multiplicative gain modulation may be important for maximizing signal-to-noise and, computationally, can

extend the dynamic range of neuronal operations[24,31]. Of note is that increased Slope was observed in

both the selected and nonselected preparation contexts, indicating a general role of gain modulation in

potentiating task-relevant motor representations rather than promoting effector-specific action selection.

Max of CS input-output also differed significantly across Context ($F_{3,730}$ = 24.04, P < 0.001); however, it

was greater during selected than nonselected and irrelevant contexts, but not baseline (Figure 2c).

Therefore, gain modulation may be pertinent for establishing the pool of candidate actions.

Additive suppression of CS input-output in nonselected and task-irrelevant preparatory contexts

The Midpoint of CS input-output differed significantly across Context ($F_{3,730}$ = 11.48, P < 0.001).

Specifically, context-dependent modulation of CS input-output was explained by an additive rightward

shift of the Midpoint when the stimulated motor representation was task-irrelevant or nonselected for the

forthcoming action compared to when it was selected (Figure 2d). The additive increase of the Midpoint

during nonselected and irrelevant contexts was also greater than baseline, consistent with inhibition of CS

input-output relative to intertrial rest[5]. This nonspecific and apparently uniform suppression of irrelevant

and nonselected motor representations may reflect widespread noise reduction within the CS pathway[32].

Importantly, muscle activity preceding TMS was not different across contexts or from baseline (Figure

S2), indicating that differences in alpha motoneuron depolarization did not explain the modulation of CS

input-output[33]. These findings extend previous studies of preparatory inhibition and are consistent with a

mechanism for enhancing the contrast of selected motor representations through the suppression of

background activity.

Figure 2: Modulation of CS input-output across goal-directed action preparation contexts. **a**, CS input-output curves across action preparation contexts. Insets indicate the estimated Max, Slope, and Midpoint parameters. **b**, Estimated Slope was greater in the selected context compared to baseline ($F_{1,730} = 5.42$, $P = 0.040$) and the irrelevant context ($F_{1,730} = 9.76$, $P = 0.011$). Estimated Slope in the nonselected context was also greater than the irrelevant context ($F_{1,730} = 5.87$, $P = 0.040$) but not baseline ($F_{1,730} = 2.79$, $P = 0.143$). There were no significant differences between baseline and irrelevant ($F_{1,730} = 0.95$, $P = 0.397$) as well as nonselected and selected contexts ($F_{1,730} = 0.23$, $P = 0.628$). **c**, Estimated Max was greater in the selected context compared to irrelevant ($F_{1,730} = 14.62$, $P = 0.001$) and nonselected ($F_{1,730} = 6.44$, $P = 0.034$) contexts, which did not differ from each other ($F_{1,730} = 1.89$, $P = 0.204$). There were no differences between baseline and other contexts (all $P > 0.050$). **d**, Estimated Midpoint was greater in the irrelevant context than baseline ($F_{1,730} = 7.00$, $P = 0.012$) and the selected context ($F_{1,730} = 18.54$, $P < 0.001$). Estimated Midpoint in the nonselected context was also greater than baseline ($F_{1,730} = 9.65$, $P = 0.004$) and the selected context ($F_{1,730} = 25.32$, $P < 0.001$). There was no significant difference between nonselected and irrelevant ($F_{1,730} = 0.05$, $P = 0.828$) and between baseline and selected contexts ($F_{1,730} = 2.50$, $P = 0.137$). Data ranges represent mean ± SEM in panels b – d.

An interesting observation from the current study was the lack of MEP suppression in the

selected context (Figure 3a). Previous TMS studies have observed *preparatory suppression* (i.e., reduced

MEP amplitude below baseline during action preparation) across selected, nonselected, and task-

irrelevant contexts, albeit variably[2]. Our finding of enhanced CS gain in task-relevant contexts may

appear in conflict with inhibitory accounts[34]. However, previous studies often used a TMS intensity of ≤

120 %RMT and, thus, only captured CS output at the lower end of the input spectrum. By using a range

of TMS intensities, we could model the entire CS input-output function, providing a more complete picture

of the underlying processes. Mathematically, both additive and multiplicative changes in a sigmoidal

input-output function would have complex effects on whether context-dependent modulation is captured

as suppression or enhancement when input intensity is below or above the Midpoint (Figure 3b). We

speculate that previous evidence of preparatory suppression of task-relevant motor representations may

result from TMS intensities below the CS input-output Midpoint. Importantly, TMS may not mimic

endogenous input to the CS pathway when transitioning from action preparation to execution, which

remains open for further investigation.

Figure 3: Preparatory suppression during goal-
directed action preparation. **a**, Preparatory suppression,
expressed as a reduced MEP amplitude relative to
baseline, was observed during the irrelevant context across
all stimulation intensities (110: W = 615, P = 0.004; 130: W
= 573, P = 0.029; 150: W = 608, P = 0.005; 170: W = 616,
P = 0.004), only at the 110 %RMT stimulation intensity
during the nonselected context (110: W = 644, P = 0.001;
130: W = 501, P = 0.372; 150: W = 411, P = 1.000; 170: W
= 446, P = 1.000), and at no stimulation intensity during the
selected context (110: W = 393, P = 1.000; 130: W = 238,
P = 0.100; 150: W = 271, P = 0.296; 170: W = 280, P =
0.382). Crossbar boxes indicate median hilows and the
dashed horizontal line indicates baseline MEP amplitude.
Statistical results were obtained from paired Wilcoxon-
signed rank tests of mean MEP amplitude against baseline.
b, Conceptual overview of how CS input-output modulation
can reflect preparatory suppression or enhancement
depending on CS input and modulation. Here, assuming
fixed alternative parameters, a multiplicative increase
would be captured as preparatory suppression or
enhancement at input intensities below or above the
midpoint, respectively. In contrast, an additive increase
(i.e., rightward shift) would be captured as preparatory
suppression irrespective of the input intensity relative to the
midpoint.

Gain modulation of CS input-output across preparatory contexts is associated with reaction time

Participants responded accurately and quickly during the behavioral tasks. There were no

significant differences in accuracy across the response options during either go (Go: X^2_3 = 5.08, P =

0.166) or catch (X_2^3 = 3.93, P = 0.269) trials, with a high average trial success indicating that participants

performed the tasks correctly (Figure 4a). Reaction time (RT), calculated based on EMG burst onset, was

measured during task trials without TMS to avoid the direct influence of stimulation on motor output[35]. RT

differed across response options ($F_{1,114}$ = 10.18, P = 0.002), with faster responses when the prepared

action involved a within-hand choice between the fingers of the dominant hand compared to a between-

hand choice. However, RTs remained fast across all response alternatives (Figure 4b). Importantly, RTs

were correlated between the two tasks (R = 0.38, P = 0.001), indicating individuals differed reliably in their

RTs.

Figure 4: Behavioral performance and relationship to CS input-output gain modulation. **a**, Accuracy during go (left) catch (right)
trials for which there was no significant effect of Response type on either measure (see Methods for calculation). **b**, A two-way linear
mixed effects model indicated a significant fixed factor of Task on EMG RT, with faster responses in the within-hand compared to the
between-hand task. There was no fixed effect of Side ($F_{1,114}$ = 0.17, P = 0.684) or a Task × Side interaction ($F_{1,114}$ = 2.88, P = 0.092).
c, There was a significant negative Pearson correlation between Gain Index and EMG RT from non-TMS trials whereby participants
with greater gain in task-relevant than task-irrelevant action preparation contexts were faster responders. Crossbar boxes indicate
median hilows in all panels. **d**, CS input-output during action preparation depends upon task contexts. Schematized CS input-output
plots represent the multiplicative increase in the selected and nonselected contexts and the additive increase in nonselected and task-
irrelevant contexts. Speculatively, complementary additive and multiplicative changes can enhance the signal-to-noise ratio (SNR)
between selected and bystander motor representations through divisive normalization to improve the fidelity of descending CS
commands during action preparation.

Such interindividual differences in task performance may depend on the ability to modulate CS

input-output during response preparation. We *post priori* calculated a gain modulation index to capture

interindividual differences in CS input-output Slopes to evaluate whether the observed context-dependent

gain adjustments correlated with task behavior. Briefly, the gain modulation index reflects differences in

the Slope of CS input-output between task-relevant (i.e., selected and nonselected) and task-irrelevant

contexts normalized to baseline (see Methods for detailed description). We compared this gain

modulation index against RT and observed that participants with a larger gain modulation index had

faster RTs (Figure 4c). That is, participants who increased CS gain to task-relevant muscles,

comparatively to task-irrelevant muscles, were faster to initiate responses.

Recurrent neural network models of non-human primate motor cortex suggest that gain

modulation determines features of motor output, such as speed[20]. Our data provide corroborative

physiological evidence for these models by suggesting that gain modulation along the human CS

pathway during a preparatory state facilitates the execution of subsequent actions. Based on our data, we

propose that increased gain of task-relevant motor representations occurs against a backdrop of

suppressed nonselected and irrelevant motor representations to enhance the contrast between selected

and bystander motor representations[32]. We theorize this extension to existing models further promotes

the initiation of prepared responses by increasing signal-to-noise within the CS pathway via divisive

normalization (Figure 4d).

Discussion

Overall, the present study provides physiological evidence of multiplicative and additive neural

computations within the human CS pathway during goal-directed action preparation. Specifically, we

showed that the gain of behaviorally relevant motor representations (selected and non-selected)

increases against a background of additive suppression of nonselected and task-irrelevant motor

representations during goal-directed action preparation. Furthermore, the magnitude of gain modulation

was associated with behavioral output, such that stronger modulators were faster responders. These

findings have several implications for understanding state-dependent computations within the human CS

pathway during motor control.

First, the findings indicate canonical computations well-described in sensory cortices[23,24,36]

generalize to the human motor system. Previous work has established feature-based attention modulates

gain within visual cortices[37], and normalization in the human visual system further supports attentional

processes by theoretically separating figures from the ground[38]. Similar gain adjustments have been

observed in the auditory cortex to increase spectrotemporal contrast[39]. Computational models of

auditory[16] and visual[40] sensory systems further indicate specific roles of gain for normalization and may

mirror the contrast enhancement mechanism we propose operates within the CS pathway during action

preparation. Such state-dependent gain adjustments for contrast enhancement could facilitate the

transmission of descending signals along the CS pathway, similar to models of basal ganglia output for

action selection[41]. Importantly, while sensory and motor systems differ in their representational content

and anatomy, they share critical functional similarities for guiding behavior[42]. Therefore, contrast

enhancement via simultaneously increased gain of behaviorally relevant and suppression of background

neural representations may be a canonical motif for sculpting cortical circuit output.

The current findings also align with computational models of the motor cortex that indicate a

specific role of gain modulation in moderating movement features such as speed[20]. Such models are

typically based on electrophysiological recordings from a neuronal subpopulation in a target region. Here,

by controlling the input intensity and tailoring it to each participant, we demonstrate that signatures of

canonical neural computations are observable along the entire CS pathway. Our data can also inform

computational models of motor cortex by providing useful information about the dynamic range of

physiological outputs along with behavioral relationships in a human model. Translation of the context-

dependent approach to other model systems can help evaluate whether CS input-output adjustments

during an output-null (preparatory) motor state hasten the transition to an output-potent (execution) motor

state[7,43].

Simultaneous gain adjustments and the suppression of background activity along the CS pathway

may rely on cooperative subcortical-cortical mechanisms. For example, thalamic projections to the

prefrontal cortex selectively influence signal (figure) and noise (ground) to guide cued behavior in the

context of uncertainty via two distinct intracortical mechanisms[44]. Similar motifs may exist in thalamic

projections to M1 to modulate CS output[45]. According to this framework, both increased gain of selected

motor representations and suppressed background activity would arise from a modulatory influence of

intracortical inhibitory circuits[25]. Alternatively, inhibition of background activity may reflect the engagement

of CS projections to spinal inhibitory neurons to suppress muscles that, if activated, would interfere with

the execution of the prepared action[46]. Future experiments will be able to determine the neural

mechanisms by leveraging multimodal approaches to better characterize the multifaceted neuronal

response to noninvasive brain stimulation and by studying clinical populations known to have CS input-

output irregularities, such as Parkinson's disease[47].

In conclusion, we provided physiological evidence that goal-directed action preparation of finger

responses entails a mixture of input-output computations within the human motor system. These

computations are context-dependent, characterized by gain increases in task-relevant motor

representations against a backdrop of suppression in bystander motor representations, potentially

facilitating action initiation through contrast enhancement. The recapitulation of canonical neural

computations across motor and non-motor neuronal circuits suggests that these processes may

generalize throughout the human nervous system.

Materials and Methods

Participants

Forty-five young, neurologically healthy adults volunteered to participate. The study was

approved by the institutional review board of the University of Oregon and performed with each

participant's understanding and written consent. All participants self-reported as right-handed and were

screened for contraindications to TMS before data collection. Five participants were excluded from data

collection due to a high resting motor threshold (≥ 60% maximum stimulator output), making the TMS

input-output protocol unfeasible. An additional participant was excluded after data collection due to

noncompliance with task instructions. The remaining 39 participants completed the entire study and were

available for statistical analyses (20 females, 19 males; mean age 20.3 yrs., range 18 to 30 yrs.).

Task protocol

Goal-directed action preparation was assessed with an instructed-delay two-choice reaction time

task. Participants were seated comfortably in front of a computer monitor (59 Hz refresh rate, ~60 cm

viewing distance) with their hands palm-down and shoulder-width apart on a table surface. The task was

designed using Psychtoolbox-3 integrated with MATLAB (R2019b; The MathWorks) and a custom

response board (Makey Makey v.1.2; Joylabz) for accurate timing. Stimuli were synchronized with task

equipment through an analog-to-digital data-acquisition module (PCI-6620; National Instruments) and

verified during later offline analyses using photodiode recordings. The default task display consisted of a

blank grey background at trial onset. A fixation cue (centered white rectangle, 20 x 20 pixels) appeared

0.3 s after trial onset. A warning cue appeared 1 to 1.5 s after trial onset (randomly drawn from a uniform

distribution) and indicated the forthcoming response (hollow leftward or rightward pointed triangle, 140 x

150 pixels). An imperative stimulus (triangle filling white) appeared 0.9 s after the warning cue and lasted

until a button press was recorded or 0.8 s elapsed. Each trial was followed by an intertrial interval (blank

grey background) after the imperative stimulus and lasted until 7.6 s had elapsed from the trial onset.

The task was split into between-hand and within-hand choice variations with a counterbalanced

order across participants. Left and right imperative stimuli required button presses from the left and right

index fingers during the between-hand choice task and button presses from the right index and pinky

fingers during the within-hand task. The above design enabled assessment of CS output corresponding to

the left *first dorsal interosseous* (FDI) muscle representation at baseline (fixation period onset of between-

hand and within-hand tasks) and when it was task-irrelevant (within-hand), task-relevant but nonselected

(between-hand$_{right}$), as well as task-relevant and selected (between-hand$_{left}$). Participants were instructed

to relax during the fixation period, to prepare but not execute the forthcoming response during the cue

period, and to execute the cued response as fast as possible when the imperative stimulus was

presented. A subset of no-go catch trials (i.e., no imperative stimulus; 8% of trials) was included to

discourage participants from responding prematurely in anticipation of the imperative stimulus. There

were 238 trials evenly distributed across left and right imperative stimuli and split across 4 blocks,

alternating between 59 and 60 trials for each choice variation. The entire experiment lasted 2.5 hours on

average.

Electromyography

Surface electromyography (EMG) was collected from the left and right FDI and the right *abductor*

digiti minimi (ADM) using bipolar Ag-AgCl surface electrodes (Delsys Incorporated). These hand muscles

corresponded to the primary agonist muscles for between-hand$_{left}$ (left FDI), between-hand$_{right}$ and within-

hand$_{left}$ (right FDI), and within-hand$_{right}$ (right ADM) choice alternatives. An additional EMG electrode was

positioned over the C3 vertebra of the neck to record TMS artifacts, and a shared ground electrode was

positioned on the left ulnar styloid process. EMG activity was amplified (×1000), bandpass filtered (20 –

450 Hz), and sampled at 5000 Hz with a Bagnoli-8 amplifier (Delsys Incorporated) connected to a BNC-

2090A terminal block (National Instruments). EMG data were recorded on each trial for 4 s from onset

using the MATLAB-based VETA toolbox[48] and stored for later offline analyses.

Transcranial Magnetic Stimulation

Single-pulse TMS was delivered using a 70 mm figure-of-eight coil connected to a MagStim 200^2

stimulator (MagStim Ltd.). The coil was oriented to induce a posterior-to-anterior flowing current in the

underlying cortical tissue. The optimal coil position ('motor hotspot') over right M1 for eliciting a motor

evoked potential (MEP) in the left FDI was then assessed and marked on the scalp. The resting motor

threshold (RMT) of left FDI was defined as the minimum stimulator output required to elicit an MEP

amplitude of at least 0.05 mV at rest using a maximum-likelihood parameter estimation by sequential

testing strategy[49]. TMS was delivered across a range of stimulation intensities relative to a participant's

RMT (90%, 110%, 130%, 150%, and 170%; 14 stimuli per intensity) to derive CS input-output curves.

The TMS input-output protocol was performed at baseline (start of fixation period) and during action

preparation (100 ms before the imperative stimulus) in the between-hand and within-hand tasks.

Dependent measures

Data were preprocessed using the VETA toolbox in two stages. In the first stage, EMG bursts,

MEPs, and TMS artifacts were marked with the automated detection *findEMG.m* function. In the second

stage, data was manually reviewed using the *visualizeEMG.m* function to ensure the accuracy of EMG

measures. Here, EMG data contaminated by artifacts were rejected and EMG burst onset timings were

adjusted when required. Dependent measures were then extracted with custom scripts in MATLAB.

Behavioral measures were analyzed from non-TMS trials to avoid the influence of TMS on response

times. Go success was calculated as the percentage of go trials where a correct response was made

within 0.8 s from imperative stimulus onset. Catch trial success was calculated as the percentage of no-

go trials where the cued response was withheld correctly. Trials with behavioral RTs less than 100 ms or

EMG RTs less than 50 ms were then marked as premature responses and excluded from subsequent

analyses (M = 2.2 % of all trials). There was a strong positive correlation between behavioral and EMG

RT (r = 0.68, $P < 0.001$), as such, we report only EMG-based RTs for subsequent analyses since it is free

from electromechanical delays.

Dependent measures from stimulated trials during the between-hand and within-hand choice

tasks included pre-trigger root mean square EMG and MEP amplitudes. Trials with TMS were excluded

when pre-trigger root mean square EMG activity exceeded 30 µV in a -30 to -5 ms pre-TMS window or

when outlier MEP amplitudes were identified, defined as values more than three scaled MAD from the

median (M = 11.4 % of stimulated trials). The mean pre-TMS root mean square EMG activity of the left

FDI was calculated from the remaining trials for each preparation context, collapsed across stimulation

intensities. CS output of the left FDI was calculated as the mean MEP peak-to-peak amplitude for each

preparation context and stimulation intensity separately.

Statistical analyses

Statistical analyses were performed using R software (Version 4.3.0). The normality of data and

model-averaged residual plots were visually inspected where appropriate. Logarithmic transformations

were used in the case of non-normally distributed data. The alpha level was set to 0.05 for statistical

significance. P-values for pairwise post-hoc comparisons were adjusted for multiple comparisons using

the Benjamini-Hochberg method to control the false discovery rate at 5%. In-text data are presented as

nontransformed mean ± standard deviation unless otherwise specified.

Go and catch trial success were both analyzed using an omnibus Friedman test with the factor of

Response (within-hand$_{left}$, within-hand$_{right}$, between-hand$_{left}$, between-hand$_{right}$) to verify task performance

was high and consistent across response alternatives. EMG RT was analyzed using a linear mixed-

effects model with fixed effects of Task (within-hand, between-hand) and Side (left, right) and random

effect of participant specificity to verify participants were responding fast and to determine any differences

between tasks and response alternatives.

We employ a population-based nonlinear mixed-effects model to determine the influence of

action preparation context on the CS input-output relationship. A modified three-parameter Boltzmann

sigmoid function[50] was used to model the nonlinear input-output relationship between TMS intensity and

MEP amplitude:

$$MEP(\%RMT) = 0 + Max/\{1 + exp[4 * Slope * (Midpoint - \%RMT)/Max]\}$$

where MEP(%RMT) is the predicted peak-to-peak amplitude at a given TMS intensity, calculated as a

function of Max (upper plateau), Midpoint (inflection point), and Slope (maximum rate of change) input-

output parameter estimates. The lower plateau of CS input-output was constrained to 0 mV for greater

biological plausibility (i.e., MEP amplitude cannot be negative and should always be 0 mV at a 0% TMS

intensity) and provided a better fit of the data compared to an unconstrained model (constrained AIC:

1307.5, unconstrained AIC: 1317.0).

Initial parameter estimates for the nonlinear mixed-effects models were derived from pre-task

resting state data to ensure independence between model optimization and statistical analyses.

Specifically, initial estimates were set to mean MEP amplitude at 170% RMT for Max, median stimulation

intensity for Midpoint (i.e., 130% RMT), and the linear gradient between 110% and 130% RMT for Slope

based on visual inspection of averaged MEP amplitude data. We then applied nonlinear least squares

modeling (*nls* function in R) with these initial parameter estimates to obtain corresponding optimal

parameter estimates of 2.34 mV for Max, 125.6 %RMT for Midpoint, and 0.055 mV/%RMT for Slope with

an iterative numerical integration procedure. These estimates were subsequently applied to a model of in-

task TMS data (*nlme* function in R). Max, Midpoint, and Slope parameters were estimated from this

random intercept model to account for participant variability. The model was then updated with the fixed

effect of Context (baseline, irrelevant, nonselected, selected) to examine the influence of action

preparation context on CS input-output. Updated models with the fixed effect of Task Order (within-hand

first, between-hand first) or Sex (male, female) were also included to determine any effects of task order

or participant sex on CS input-output parameters.

A linear mixed-effects model with a fixed effect of Context (baseline, irrelevant, nonselected,

selected) was used to confirm modulation of CS input-output was not attributable to shifts in pre-TMS root

mean square EMG activity.

We estimated a Gain Index for each participant to determine brain-behavior correlations between

CS input-output modulation and task performance. Direct parameter estimations could not be used from

the population-based model since variance is shared across participants and, thus, interindividual

differences between contexts are not meaningful. As such, we estimated the Gain Index by 1) extracting

the estimated Midpoint for each context and participant separately, 2) determining the two neighboring

input TMS intensities (e.g., 110% and 130% RMT if the estimated Midpoint was within these bounds), 3)

estimating the linear gradient (slope) between the mean MEP amplitudes from their individual data

corresponding to the selected input TMS intensities, and 4) calculating the estimated difference between

task-relevant contexts (average of selected and nonselected contexts) and task-irrelevant contexts,

normalized to baseline, i.e. $(\text{slope}_{relevant} - \text{slope}_{irrelevant})/\text{slope}_{baseline}$. The association between mean EMG

RT, collapsed across all response types, and the Gain Index was then tested using Pearson's correlation.

Data availability statement

The data and reproducible code supporting this study's findings will be made publicly available in

OSF upon publication, reference number osf.io/837ms.

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Supplementary information

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Supplementary Figure 1: Modulation of CS input-output across participant sex and task order. **a**, CS input-out curves derived
from the Sex model, which did not provide a better fit of the data than the null model (Sex AIC: 1319.1, Null AIC: 1312.9). **b**, There
were no significant effects of Sex on estimated Max ($F_{1,736}$ = 0.61, P = 0.434), Slope ($F_{1,736}$ = 0.27, P = 0.605), or Midpoint ($F_{1,736}$ =
2.85, P = 0.092) CS input-output parameters. **c**, CS input-output curves derived from the Order model did not fit the data better than
the null model (Order AIC: 1320.1). **d**, There were no significant effects of Order (WH: within-hand; BH: between-hand) on estimated
Max ($F_{1,736}$ = 0.04, P = 0.844), Slope ($F_{1,736}$ < 0.01, P = 0.944), or Midpoint ($F_{1,736}$ = 0.02, P = 0.876) CS input-output parameters. Insets
indicate estimated population means for the Max, Slope, and Midpoint parameters, and data ranges represent mean ± SEM.

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Supplementary Figure 2: Pre-TMS muscle activity
during goal-directed action preparation. **a**, Pre-TMS
muscle activity was calculated as the root mean square of
electromyographic activity in a -30 to -5 ms pre-TMS pulse
window. **b**, There was no significant effect of Context on
pre-TMS muscle activity ($F_{3,144}$ = 0.58, P = 0.629), which
was below 10 µV in all contexts and indicated that
participants' muscles rested during action preparation.