

1 **Cerebellar climbing fibers encode expected reward size**

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26 **Climbing fiber inputs to the cerebellum encode error signals that instruct learning. Recently,**
27 **evidence has accumulated to suggest that the cerebellum is also involved in the processing**
28 **of reward. To study how rewarding events are encoded, we recorded the activity of climbing**
29 **fibers when monkeys were engaged in an eye movement task. At the beginning of each trial,**
30 **the monkeys were cued to the size of the reward that would be delivered upon successful**
31 **completion of the trial. Climbing fiber activity increased when the monkeys were presented**
32 **with a cue indicating a large reward size. Reward size did not modulate activity at reward**
33 **delivery or during eye movements. Comparison between climbing fiber and simple spike**
34 **activity indicated different interactions for coding of movement and reward. These results**
35 **indicate that climbing fibers encode the expected reward size and suggest a general role of**
36 **the cerebellum in associative learning beyond error correction.**

37 **Introduction**

38 Computational, anatomical, and functional evidence support the theory that the
39 cerebellar cortex performs error correcting supervised motor learning (Albus, 1971; Gilbert
40 and Thach, 1977; Marr, 1969; Nguyen-Vu et al., 2013; Stone and Lisberger, 1990; Suvrathan
41 et al., 2016). In this framework, motor learning occurs through changes in the computation of
42 Purkinje cells, the sole output cells of the cerebellar cortex. Purkinje cells receive two distinct
43 types of inputs: parallel fiber inputs and climbing fiber inputs. Each type of input leads to a
44 different type of action potential. Parallel fiber inputs modulate the rate of Simple spikes
45 (Sspks), events similar to action potentials in other cell types. Climbing fiber inputs result in
46 complex spikes (Cspks), which are unique prolonged events. Cspks are thought to represent
47 instructive error signals triggered by movement errors. These error signals adjust the Sspk
48 response of the Purkinje cell to parallel fiber input, resulting in improvement in subsequent
49 movements. This hypothesized role of the Cspks in learning was broadened when it was
50 shown that the Cspk rate increases in response to cues that are predictive of undesired
51 successive stimuli (Ohmae and Medina, 2015). Thus, the Cspk signal is well-suited for driving
52 associative learning based on motor errors that drive avoidance of aversive stimuli.

53 Recent research has shown that Cspk rate increases when behavior leads to a desired
54 rewarded outcome (Heffley et al., 2018) or when cues predict an upcoming reward
55 (Kostadinov et al., 2019), a marked departure from their established role in error signaling.
56 We aimed to further investigate what is coded by the reward related Cspk increase and
57 whether the reward driven Cspk modulations are linked to simple spike modulations.

58 We considered three possibilities for the coding of reward by Cspks. The first was that
59 the Cspk reward signal could be directly linked to the physical delivery of reward, for example.
60 For example to reward consumption behavior (such as licking; Welsh et al., 1995) or to the
61 signal at reward delivery that behavior was successful (Heffley et al., 2018). If so, we would
62 expect reward related modulations of the Cspk rate to be locked to the time of reward
63 delivery. The second possibility was that the Cspks could encode the predicted reward
64 consequences of arbitrary stimuli, similar to the way in which Cspks encode the prediction of
65 an undesired air-puff (Ohmae and Medina, 2015). If this were the case, we would expect a
66 Cspk increase when reward predictive stimuli are presented. Finally, reward could modulate
67 Cspks through the coding of motor errors. In the eye movement system, for instance, Cspks
68 are modulated when the eye velocity does not match the target velocity (i.e. retinal slip; Stone
69 and Lisberger, 1990). Reward could influence the representation of the error signal such that
70 similar retinal slips would result in a higher Cspk rate when a greater reward is expected. Thus,
71 if reward acts on error signaling directly, we would expect reward to modulate the Cspk rate
72 at the time of the retinal slip.

73 To dissociate these alternatives we designed a task that temporally separated reward
74 information, motor behavior and reward delivery (Joshua and Lisberger, 2012). We found that
75 climbing fiber activity encoded the expected reward size seconds before the reward delivery.
76 Reward size did not modulate activity at reward delivery. Furthermore, reward expectation
77 did not modulate the Cspk tuning of eye movement parameters. These results suggest the
78 Cspk reward signal encodes changes in the prediction of future reward. During the cue, the
79 modulation in the Cspk and Sspk rates of cells were uncorrelated, in contrast to the negative

80 correlation reported in the context of error correction learning (Gilbert and Thach, 1977;
81 Ohmae and Medina, 2015) or the coding of movement parameters (Ojakangas and Ebner,
82 1994; Stone and Lisberger, 1990). This suggests that Cspk modulation of the Sspk rate could
83 be restricted to certain network states. Overall our findings imply that the cerebellum receives
84 signals that could allow it to perform both error and reward-based associative learning, thus
85 going beyond the accepted role of the cerebellum in error correction to suggest a general role
86 in associative learning.

87 **Results**

88 *Complex spikes encode the size of the expected reward*

89 Monkeys performed a smooth pursuit eye movement task in which we manipulated
90 the expected reward size (Joshua and Lisberger, 2012; Figure 1A). At the start of each trial,
91 the monkey fixated on a white spot. The spot then changed to one of two colors, indicating
92 whether a large or small reward would be given upon successful completion of the trial. After
93 a variable delay, the colored target began to move in one of eight directions and the monkey
94 had to accurately track it. At the end of a successful trial, the monkey received either a large
95 or a small reward, as indicated by the color of the cue. To suppress catch-up saccades in the
96 time immediately after the onset of the target movement, the movement of the target was
97 preceded by an instantaneous step in the opposite direction (step-ramp). Thus, when the
98 monkey began tracking, the target was close to the eye position and there was no need for
99 fast corrective eye movements (Rashbass and Westheimer, 1961).

100 The average eye velocity during tracking of the large reward target was faster and
101 more similar to the target velocity than the tracking of the small reward target (Figure 1B).
102 This difference was clearly apparent even at the single session level. In most sessions, the
103 average eye velocity of 250 ms following motion onset was larger when the expected reward
104 was large (Figure 1C). This behavioral difference and the selection of the larger reward target
105 in an additional choice task (Figure 1-figure supplement 1) indicate that the monkeys
106 associated the reward size with the color of the target. During the task, we recorded neural
107 activity from the flocculus complex and neighboring areas (Figure 1-figure supplement 2). Our
108 recordings included neurons that responded to eye movements and neurons that did not. Our
109 task design allowed us to separately analyze the Cspk rate following cue presentation, during
110 pursuit, and following reward delivery.

111 Following cue presentation, we found that many Purkinje cells (40 out of 220) had
112 different Cspk rates in the different reward conditions. Of these, the vast majority (34 cells)
113 transiently increased their Cspk rate when the expected reward was large but not when the
114 expected reward was small (example in Figure 2A-C). This difference was apparent when
115 examining the population average Cspk peri-stimulus time histogram (PSTH). After the color
116 cue appeared, the population average Cspk rate was higher when the expected reward was
117 large, as can be seen by the difference in the PSTHs of the two reward conditions (Figure 2D).
118 At the single cell level, most cells had a higher Cspk rate on large reward trials than on small
119 reward trials (Figure 2E, most dots lie beneath the identity line). Thus, the Cspk rate was
120 modulated by changes in reward expectation, at times temporally distinct from the behavioral
121 effect on pursuit eye movements and reward delivery. This change of rate reflects mostly an

122 increase in the number of trials with a single Cspk following the cue, and a minor increase in
123 the number of trials with multiple Cspks (Figure 2C, F and Figure 2-figure supplement 1).

124 *Complex spikes do not encode reward size at reward delivery*

125 The population Cspk rate was only affected by reward size when information
126 regarding future reward was given, but not during the reward itself. During reward delivery,
127 the PSTHs of the two conditions overlapped (Figure 3A), indicating a similar population
128 response for the large and small rewards. When examining the responses of single cells, the
129 Cspk rate was similar in the two reward conditions (Figure 3B, most cells fell close to the
130 identity line). To compare the temporal pattern of the reward size encoding at cue and reward
131 delivery, we calculated the difference in PSTHs between the large and small reward conditions
132 (Figure 3C). The difference between large and small rewards rose steeply shortly after the
133 color cue appeared. In sharp contrast, following reward delivery, there was only a small rate
134 fluctuation that resembled the fluctuation prior to reward delivery. At the single cell level,
135 there was no correlation between cell encoding of reward size during the cue and during
136 reward delivery. For both the full population and for the subpopulation of neurons
137 significantly coding the reward size at cue, the correlation between cue and reward delivery
138 epochs was not significant (Figure 3D). This indicates that Purkinje cells that differentiated
139 reward conditions during the cue did not differentiate between them during delivery.

140 We ruled out the possibility that differences in licking behavior were responsible for
141 the Cspk rate modulations. The pattern of licking (Figure 3E,F) and Cspk rate was completely
142 different. Licking but not spiking increased at reward delivery. Further, after cue onset, licking
143 in both reward conditions decreased whereas the temporal pattern of Cspks was different
144 between reward conditions (Figure 2D). In approximately half of the recording sessions, we
145 recorded licking behavior along with our electrophysiological recordings. For the cells that
146 discriminated between reward conditions in these sessions (n=21), the population PSTH
147 showed a difference between reward conditions both in trials that included a lick immediately
148 following the cue and trials that did not (Figure 3-figure supplement 1A,B). We also
149 approximated the contribution of licking to the Cspk rate (Figure 3-figure supplement 1C,D).
150 This contribution was negligible and was not different for large and small rewards.

151 We conducted a similar analysis for saccades and microsaccades. The pattern of
152 saccades and microsaccades also differed from the Cspk pattern (Figure 3-figure supplement
153 2A,B). Saccades but not spiking increased following reward. After cue presentation, fixational
154 saccades were modulated by reward (Joshua et al., 2015), but this modulation did not affect
155 the Cspk response to the cue (Figure 3-figure supplement 2C,D). The cells that discriminated
156 between the large and small rewards after cue presentation responded similarly in trials with
157 and without saccades. Similar to licking, the approximated contribution of saccades to the
158 Cspk rate was small and did not differ between reward conditions (Figure 3-figure supplement
159 2E,F). We also ruled out the possibility that differences in saccade velocity or direction could
160 explain our results (not shown).

161 *Complex spike coding of target motion does not depend on reward size*

162 Overall, these results indicate that Cspk rate differentiates between reward sizes
163 when reward information is first made available, but not during delivery. However, Cspks are
164 also tuned to the direction of target motion (Kobayashi et al., 1998; Stone and Lisberger,
165 1990). Our sample contained cells that were directionally tuned and were not cue responsive
166 (21 cells, example in Figure 4-figure supplement 1A-C), cells that were cue responsive but
167 were not directionally tuned (28 cells, example in Figure 4-figure supplement 1D-F) and cells
168 that were both (12 cells, example in Figure 4-figure supplement 1G-I).

169 To determine how Cspk coding of target direction is affected by reward expectation,
170 we focused on directionally tuned cells (33 cells, Figure 4A,B). When we examined the Cspk
171 rate in the preferred direction (PD) of the cell and the direction 180° to it (the null direction),
172 we did not find significant differences in the Cspk rate between reward conditions (Figure 4C).
173 We aligned the cells to their PD and calculated a population tuning curve for each reward
174 condition. The tuning curves overlapped and were not significantly different (Figure 4D).

175 We also examined the modulation of reward on Cspk rate at different eye velocities.
176 We performed an additional speed task in which we manipulated the target speed (5, 10 or
177 20°/s). Eye velocity corresponded to the speed of the target (Figure 5A). The effect of
178 expected reward size on eye velocity was evident for all speeds at the average and the single
179 session level (Figure 5A,B). Whereas cells responded to the target movement onset (Figure
180 5C), reward expectation did not modulate their response (Figure 5D). Together with the
181 directional tuning results, this shows that encoding of reward is limited to the time point at
182 which the reward size is first signaled and not the time when reward drives changes in
183 behavior. Note that the rate of the Cspks did not increase monotonically with target speed
184 (Figure 5C and D); we return to this point in the discussion.

185 *The relationship between simple and complex spikes is different for reward and direction* 186 *tuning*

187 Given that Cspk were modulated by reward size following cue presentation, we went
188 on to examine the Sspk modulations that occur concurrently. Preparatory activity following
189 cues that predict reward or movement had been found in the cerebellum both at the level of
190 the inputs that modulate Sspk rate (Wagner et al., 2017) and at the level of their output
191 (Chabrol et al., 2019; Gao et al., 2018). Recently it was shown that Sspk rate decreases when
192 behavior leads to a reward (Chabrol et al., 2019). Within the cells we recorded, Sspk responses
193 to cue presentation were heterogeneous (Figure 6, examples in A-C). We found some cells
194 that elevated their Sspk rate in the large versus small reward conditions (Figure 6A), others
195 where activity was lower in the large reward condition (Figure 6B) and cells in which responses
196 were similar in the large and small reward conditions (Figure 6C). Overall, we found more cells
197 in which the Sspk rate was larger for the large reward condition (Figure 6D, blue line).
198 However, in a substantial number of cells the Sspk rate was larger for the small reward (Figure
199 6D, red line). As a result of the opposite modulation, at the population level, the difference in
200 Sspk between large and small reward mostly averaged out (Figure 6E,F).

201 The directionally tuned Cspk signal has been linked to the coding of visual errors that
202 instruct motor learning (Medina and Lisberger, 2008; Nguyen-Vu et al., 2013) by changing the
203 Sspk response to parallel fiber inputs. Cspks generate plasticity in parallel fiber synapses

204 leading to a decrease in the Sspk rate (Ekerot and Kano, 1985). This plasticity is thought to
205 underlie the opposite modulations of simple and Cspk rates on different tasks (Badura et al.,
206 2013; Gilbert and Thach, 1977; Stone and Lisberger, 1990). The consistently larger response
207 to the larger reward in the Cspk (Figure 2) versus the heterogeneous Sspk response (Figure 6),
208 suggests that the expected opposite modulation between Cspk and Sspk found in relation to
209 movement does not hold for reward related modulations.

210 To test the relationship between Cspk and Sspk directly we compared the rate
211 modulation in the same cell. In our sample of cells, we found the expected opposite
212 modulations during movement. When we aligned the Cspk tuning curve to the preferred
213 direction of the Sspks of the same cell, we found that the Cspk rate decreased in directions
214 for which the Sspk rate increased (Figure 7A). To examine whether this effect existed at the
215 single cell level, we calculated the signal correlation for the complex and Sspks which we
216 defined as the correlation between simple and complex direction tuning curves. We found
217 that most signal correlations were negative; in other words, the Cspks and Sspks were
218 oppositely modulated during movement in most cells (Figure 7B). This effect disappeared
219 when we shuffled the phase of the Cspk tuning curve or assigned direction labels randomly
220 (see Methods).

221 Unlike movement related modulation, the complex and simple spikes were not
222 oppositely modulated following cue presentation (Figure 7C,D). If reward-related modulations
223 in Cspks drive Sspk attenuation, we would expect that the higher Cspk rate in the large reward
224 condition would result in a stronger attenuation of Sspks. This would lead to a negative
225 correlation between the complex and simple spike reward modulations during the cue.
226 However, we found that simple and complex spike modulations following cue presentation
227 were uncorrelated (Figure 7C). As we observed cells that changed their Sspk rate after the cue
228 without differentiating between reward conditions, we also calculated the correlation
229 between Cspk reward condition modulations and the change in Sspk rate following the cue.
230 In this case as well, we did not find any correlation (Figure 7D). Further, the correlations were
231 not significantly different from zero whether we analyzed the full population or only those
232 cells whose Cspks were significantly tuned to reward size during the cue. Thus, the way the
233 difference in Cspk rate during cue affects Sspk encoding and behavior may differ from the one
234 suggested by the error signal model.

235 ***Discussion***

236 The difference in Cspk rate during cue presentation and the lack of difference during
237 reward delivery and pursuit behavior implies that Cspks can act as a reward prediction signal.
238 This finding diverges from the accepted error signal model. The coding of predictive stimuli
239 has been reported in Cspks in the context of error-based learning (Ohmae and Medina, 2015).
240 Together with the current results, this suggests a more general role for the cerebellum in
241 associative learning, when learning is both error and reward-based (Heffley and Hull, 2019;
242 Kostadinov et al., 2019; Thoma et al., 2008; Wagner et al., 2017).

243 ***Plasticity and learning from rewards in the cerebellum***

244 Error-based models of the cerebellum link the cerebellar representation of

245 movement, plasticity mechanisms and learning. In this framework, the behavioral command
246 of the cerebellar cortex in response to a stimulus is represented by the Sspk rate of Purkinje
247 cells. Cspks lead to a reduction in the synaptic weight in recently active parallel fibers and
248 thereby change the Sspk rate in response to similar parallel fiber input (Ekerot and Kano,
249 1985). This change in the Sspk rate is hypothesized to alter the behavioral response to the
250 same stimulus. Thus, when errors occur, the behavior that led to them is eliminated. The same
251 logic cannot apply to learning from rewards since reward strengthens rather than eliminates
252 the behavior that led to the reward (Thorndike, 1898).

253 Consistent with this reasoning, we found that reward-related modulation of Cspks did
254 not exhibit the classical decrease in Sspk activity associated with Cspk activity (Figure 7). This
255 result suggests that on our task, other plasticity rules might mask or override the depression.
256 Research on the cerebellum has identified many other sites in which plasticity might drive
257 changes in neuronal activity (Gao et al., 2012; Jörntell and Ekerot, 2002). Furthermore, the
258 Cspk dependent plasticity in the parallel fibers might also change sign as a result of the
259 network state (Rowan et al., 2018). Thus, our results suggest that such mechanisms are
260 engaged when Cspks are modulated by reward.

261 The Cspk reward signal does not seem to affect cerebellar computation through the
262 same relatively well-understood mechanisms of the Cspk error signal. We also did not find an
263 effect of reward on the Cspk signal during behavior. Thus, the influence of the Cspk reward
264 signal to behavior remains unclear. Moving beyond the level of representation to a
265 mechanistic understanding of the effect of the Cspk reward signal on cerebellar computation
266 and behavior is a crucial next step.

267 *Relationship to previous studies of the smooth pursuit system*

268 A further demonstration of the existence of independent mechanisms for learning
269 from reward and sensory errors emerges when combining the current results with our recent
270 behavioral study (Joshua and Lisberger, 2012). In that study, monkeys learned to predict a
271 change in the direction of target motion by generating predictive pursuit movements. The size
272 of the reward did not modulate the learning process itself but only the execution of the
273 movement (Joshua and Lisberger, 2012). The critical signal for direction change learning has
274 been shown to be the directionally tuned Cspk signal (Medina and Lisberger, 2008). Our
275 findings that the target direction signal is not modulated by reward provides a plausible
276 explanation at the implementation level for this behavioral finding. The directionally tuned
277 Cspks that drive learning are not modulated by reward; therefore, learning itself is reward
278 independent.

279 In the current study, the Cspk rate did not increase with target speed (Figure 5). At
280 least one study has reported a monotonic increase between Cspk rate and motion speed
281 (Kobayashi et al., 1998). The specific experimental protocol we used might have led to the lack
282 of speed coding. The vast majority of trials in which the monkeys were engaged were at 20
283 °/s, and we only measured responses at different speeds in a minority of the sessions (see
284 Methods). Therefore, it is possible that the monkey developed a speed prior (Darlington et al.,
285 2018) and hence was expecting the target to move at 20 °/s. Violation of this prior in the
286 slower motion trials might have potentiated the response and masked the speed tuning.

287 Behavioral support for such a prior comes from the eye speed response to low speed targets
288 (5°/s) in which the eye speed overshoot the target speed (Figure 5A,B). Other possibilities such
289 as the recorded population or the properties of the visual stimuli might also have contributed
290 to the lack of speed tuning.

291 Future directions

292 The reward signal we found is similar to reward expectation signals in dopaminergic
293 neurons of the ventral tegmental area (VTA) and substantia nigra pars compacta (Schultz et
294 al., 1997). The VTA projects to the inferior olive (Fallon et al., 1984) and recently, direct
295 projections from the cerebellum to dopaminergic neurons in the VTA have been found (Carta
296 et al., 2019). Reward signals have also been found in cerebellar granular cells that modulate
297 the Sspk rate in Purkinje cells (Wagner et al., 2017) and in the deep cerebellar nuclei (Chabrol
298 et al., 2019). Researching the differences and interactions of reward signals is an important
299 next step in understanding how reward is processed. In particular, future research will need
300 to investigate the source of the reward information in the inferior olive.

301 Another interesting question is whether the Cspk representation of reward depends
302 on the range of possible rewards. Our results demonstrate that the Cspk rate is informative of
303 future reward size. Expected reward size might be represented in the cerebellum in an
304 absolute manner, based on its physical size, or in relative order, based on its motivational
305 value in comparison to other available rewards (Cromwell et al., 2005; Tremblay and Schultz,
306 1999). Our results show that when a small reward cue is presented, there is no increase in the
307 Cspk rate (Figure 2D). Although this cue predicts a future reward, it does not elicit a Cspk
308 response. This hints that the Cspk representation may be relative and not absolute. To further
309 verify this, we need to construct a task in which we examine the same reward size in different
310 contexts.

311 Conclusion

312 To sum up, the current study demonstrates that a population of Purkinje cells receive
313 a reward predictive signal from the climbing fibers. Our results show that the reward signal is
314 not limited to the direct rewarding consequences of the behavior. These results thus suggest
315 that the cerebellum receives information about future reward size. Our results go beyond
316 previous findings of cerebellar involvement in the elimination of undesired behavior, to
317 suggest that the cerebellum receives the relevant information that could allow it to adjust
318 behavior to maximize reward.

319

320 **Methods**

321 We collected neural and behavioral data from two male *Macaca Fascicularis* monkeys
322 (4-5 kg). All procedures were approved in advance by the Institutional Animal Care and Use
323 Committees of the Hebrew University of Jerusalem and were in strict compliance with the
324 National Institutes of Health Guide for the Care and Use of Laboratory Animals. We first
325 implanted head holders to restrain the monkeys' heads in the experiments. After the monkeys
326 had recovered from surgery, they were trained to sit calmly in a primate chair (Crist
327 Instruments) and consume liquid food rewards (baby food mixed with water and infant
328 formula) from a tube set in front of them. We trained the monkeys to track spots of light that
329 moved across a video monitor placed in front of them.

330 Visual stimuli were displayed on a monitor 45 cm from the monkeys' eyes. The stimuli
331 appeared on dark background in a dimly lit room. A computer performed all real-time
332 operations and controlled the sequences of target motions. The position of the eye was
333 measured with a high temporal resolution camera (1 kHz, Eye link - SR research) and collected
334 for further analysis. Monkeys received a reward when tracking the target successfully.

335 In subsequent surgery, we placed a recording cylinder stereotaxically over the
336 floccular complex. The center of the cylinder was placed above the skull targeted at 0 mm
337 anterior and 11 mm lateral to the stereotaxic zero. We placed the cylinder with a backward
338 angle of 20° and 26° for monkey B and C respectively. Quartz-insulated tungsten electrodes
339 (impedance of 1-2 Mohm) were lowered into the floccular complex and neighboring areas to
340 record simple and complex spikes using a Mini-Matrix System (Thomas Recording GmbH).
341 When lowering the electrodes, we searched for neurons that responded during pursuit eye
342 movements (see direction task) but often collected data from neurons that did not respond
343 to eye movements. Overall, we recorded complex spikes from 148 and 72 neurons from
344 monkeys B and C respectively. Of these, the Sspks of 28 and 19 neurons from monkeys B and
345 C were directionally tuned during the direction task (Kruskal-Wallis test, $\alpha=0.05$).

346 Signals were digitized at a sampling rate of 40 kHz (OmniPlex, Plexon). For the detailed
347 data analysis, we sorted spikes offline (Plexon). For sorting, we used principal component
348 analysis and corrected manually for errors. In some of the cells the Cspks had distinct low
349 frequency components (Warnaar et al., 2015; Zur and Joshua, 2019; e.g. Figure 1-figure
350 supplement 2B, left column and Figure 2-figure supplement 1). In these cells, we used low
351 frequency features to identify and sort the complex spikes. We paid special attention to the
352 isolation of spikes from single neurons. We visually inspected the waveforms in the principal
353 component space and only included neurons for further analysis when they formed distinct
354 clusters. Sorted spikes were converted into timestamps with a time resolution of 1 ms and
355 were inspected again visually to check for instability and obvious sorting errors.

356 We used eye velocity and acceleration thresholds to detect saccades automatically
357 and then verified the automatic detection by visual inspection of the traces. The velocity and
358 acceleration signals were obtained by digitally differentiating the position signal after we
359 smoothed it with a Gaussian filter with a standard deviation of 5 ms. Saccades were defined
360 as an eye acceleration exceeding 1000 °/s², an eye velocity crossing 15 °/s during fixation or
361 eye velocity crossing 50 °/s while the target moved. To calculate the average of the smooth

362 pursuit initiation we first removed the saccades and treated them as missing data. We then
363 averaged the traces with respect to the target movement direction. Finally, we smoothed the
364 traces using a Gaussian filter with a standard deviation of 5 ms. We also recorded licking
365 behavior to control for behavioral differences between reward conditions that might
366 confound our results. Licks were recorded using an infra-red beam. Monkey B tended not to
367 extend its tongue, therefore we recorded lip movements.

368 Experimental design

369 **Direction Task:** Each trial started with a bright white target that appeared in the
370 center of the screen (Figure 1A). After 500 ms of presentation, in which the monkey was
371 required to acquire fixation, a colored target replaced the fixation target. The color of the
372 target signaled the size of the reward the monkey would receive if it tracked the target. For
373 monkey B we used blue to signal a large reward (~0.2ml) and red to signal a small reward
374 (~0.05ml); for monkey C we used yellow to signal a large reward and green to signal a small
375 reward. After a variable delay of 800-1200 ms, the targets stepped in one of eight directions
376 (0°, 45°, 90°, 135°, 180°, 225°, 270°, 315°) and then moved in the direction 180° from it (step-
377 ramp, Rashbass and Westheimer, 1961). For both monkeys, we used a target motion of 20 °/s
378 and a step to a position 4° from the center of the screen. The target moved for 750 ms and
379 then stopped and stayed still for an additional 500-700 ms. When the eye was within a 3x3
380 degree window around the target the monkey received a juice reward.

381 **Speed Task:** During the direction task we online fitted a Sspk tuning curve for each
382 cell and approximated the cell's PD. If a cell seemed directionally tuned, we ran an additional
383 speed task. The temporal structure of the speed task was the same as the direction task. The
384 step size was set to minimize saccades and was 1°, 2° and 4° for a target speed of 5, 10 or
385 20°/s. The targets could move either in the approximate PD of the cell or the direction 180°
386 from it, which we termed the null direction. The targets moved at 5, 10 or 20°/s.

387 **Choice Task:** Monkeys were required to choose one of two targets (large or small
388 reward) presented on the screen (Figure 1-figure supplement 1A). We used this task to
389 determine whether the monkeys correctly associated the color of the target and the reward
390 size (Figure 1-figure supplement 1B). Their choice determined the amount of reward they
391 received. Each trial began with a 500 ms fixation period, similar to the tasks described
392 previously. Then two additional colored spots appeared at a location eccentric to the fixation
393 target. One of the colored targets appeared 4° below or above the fixation target (vertical
394 axis) and the other appeared 4° to the right or left of the fixation target (horizontal axis). The
395 monkey was required to continue fixating on the fixation target in the middle of the screen.
396 After a variable delay of 800-1200 ms, the white target disappeared, and the colored targets
397 started to move towards the center of the screen (vertically or horizontally) at a constant
398 velocity of 20°/s. The monkey typically initiated pursuit eye movement that was often biased
399 towards one of the targets (Figure 1-figure supplement 1C). After a variable delay, the
400 monkeys typically made saccades towards one of the targets. We defined these saccades as
401 an eye velocity that exceeded 80°/s. The target that was closer to the endpoint of the saccade
402 remained in motion for up to 750 ms and the more distant target disappeared. The monkey
403 was required to track the target until the end of the trial and then received a liquid food

404 reward as a function of the color of the target.

405 Data analysis

406 All analyses were performed using Matlab (Mathworks). When comparing reward
407 conditions, we only included cells that were recorded for a minimum of 20 trials
408 (approximately 10 for each condition). When performing analyses that included additional
409 variables such as target direction or velocity, we set a minimum of 50 trials (approximately 3-
410 4 for each condition).

411 To study the time varying properties of the response, we calculated the PSTH at a 1
412 ms resolution. We then smoothed the PSTH with a 10 ms standard deviation Gaussian
413 window, removing at least 100 ms before and after the displayed time interval to avoid edge
414 effects. Note that this procedure is practically the same as measuring the spike count per trial
415 in larger time bins. We defined cells that responded significantly differently to reward
416 conditions during the cue using the rank-sum test on the mean number of spikes 100-300 ms
417 after cue onset.

418 To calculate the tuning curves, we averaged the responses in the first 100-300 ms of
419 the movement. We calculated the preferred direction of the neuron as the direction that was
420 closest to the vector average of the responses across directions (direction of the center of
421 mass). We used the preferred direction to calculate the population tuning curve by aligning
422 all the responses to the preferred direction. We defined a cell as directionally tuned if a one-
423 way Kruskal-Wallis test (the case of 8 directions, directions task), or a rank-sum test (the case
424 of two directions, speed task), revealed a significant effect for direction. We present reward
425 modulation on movement parameters only for directionally tuned cells and also confirmed
426 that if we took the full population there was no reward modulation at motion onset (Signed-
427 rank: Monkey B, $P=0.8904$, $n=148$; Monkey C, $P=0.4487$, $n=72$).

428 To statistically test the significance of the effect of reward direction tuning we used a
429 permutation test. We first calculated separate tuning curves for each cell in the two reward
430 conditions. We then chose a random subset of combinations of cells and directions and
431 reversed the small and large reward labels of this subset. We then calculated the population
432 PSTHs for the shuffled "small" and "large" reward conditions. Our statistic was the mean
433 square distance of the two tuning curves. We used the percentile of the statistic of the
434 unshuffled data to calculate the p-value. We used a similar test for the speed task in which
435 the subset we chose was a random combination of cell, direction and speed.

436 We calculated the fraction of cells whose Sspk rate was different between reward
437 conditions as a function of time (Figure 6F) by using left and right-tailed rank-sum tests on a
438 moving time window. For each cell, we looked for time points in which there were significantly
439 more Sspks in the large reward trials in comparison to the small (RL>RS) and time points in
440 which there were significantly more Sspks in the small reward trials in comparison to the large
441 (RS>RL). We tested each time point by calculating the number of Sspks in each trial in time
442 bins of 200 ms surrounding it. We then tested if the number of Sspks in large reward trials was
443 significantly different using both left and right signed-rank test. We classified that time point
444 as RL>RS, RS>RL or neither according to the result of the tests. We then calculated the fraction

445 of cells in each category for every time point.

446 We calculated the signal correlation of each cell's Cspks and Sspks by calculating a
447 tuning curve of each spike type and computing the Pearson correlation of the tuning curves
448 (Figure 7B). As a control, we performed the same analysis on shuffled data. In the phase
449 shuffled control, we shuffled the Cspk tuning curves by different phases while preserving their
450 relative order. For example, shuffling by a phase of 45° meant moving the response at 0° to
451 45° , 45° to 90° , 315° to 0° and so on. In the direction shuffle, we assigned random direction
452 labels to the Cspk responses.

453 We calculated the cross-correlation of complex and Sspks (Figure 1-figure supplement
454 2D) by calculating the PSTH of Sspks aligned to a Cspk event. We removed Cspks that occurred
455 less than 100 ms after the trial began or less than 100 ms before a trial ended since we did
456 not have sufficient information to calculate the PSTH. We manually removed spikes that were
457 detected 1 ms before a Cspk or 2 ms after, because occasionally they could not be
458 distinguished from Cspk spikelets.

459 To control for the direct responses to licking we approximated the contribution of the
460 Cspk response to licking (Figure 3-figure supplement 1D) to the Cspk response to cue. We first
461 calculated the peri-event time histogram (PETH) of each cell aligned to lick onset without
462 separating the reward conditions (Figure 3-figure supplement 1C). Then, for every trial, we
463 created synthetic data in which the firing rate around each lick onset was set to the average
464 lick triggered PETH. Firing rates during times that were outside the range of the PETH (300 ms)
465 were treated as missing data. We then averaged these single trial estimations of the firing rate
466 to calculate the predicted PSTH for each reward condition, aligned to cue presentation. We
467 performed a similar analysis for lick offset (Figure 3-figure supplement 1D, dashed line) and
468 saccades (Figure 3-figure supplement 2F).

469 We did not correct for multiple comparisons in our analysis. We either used a small
470 number of tests over the entire population or a large number of tests on individual cells that
471 were only used as a criterion (for example, whether a cell differentiated between reward
472 conditions during the cue). When using a test as a criterion we did not infer the existence of
473 responsive cells but rather used it as a way to classify cells into subpopulations.

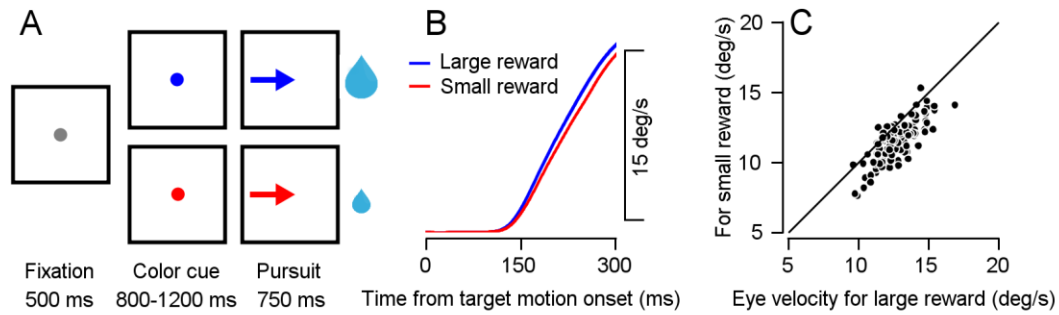
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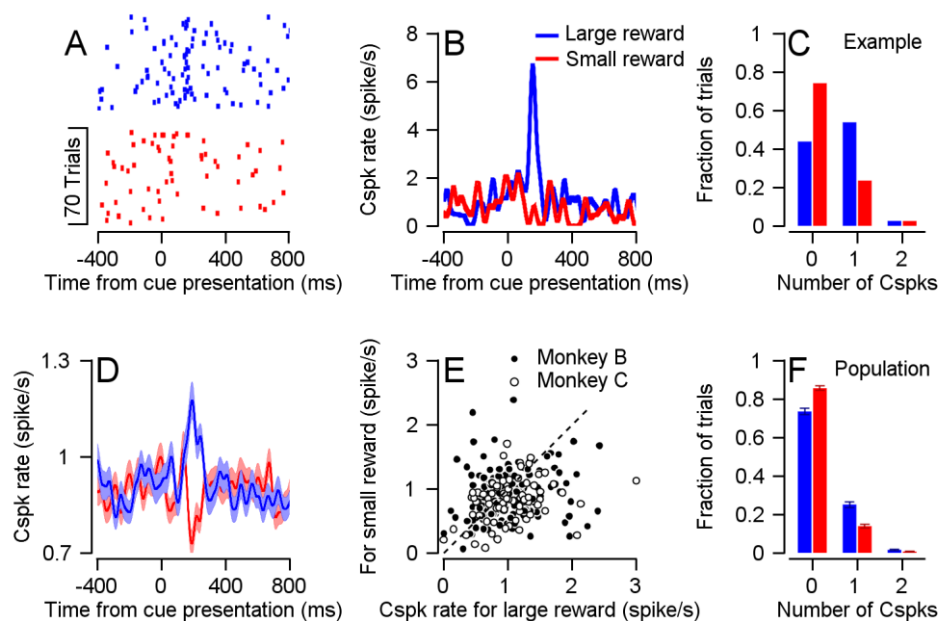
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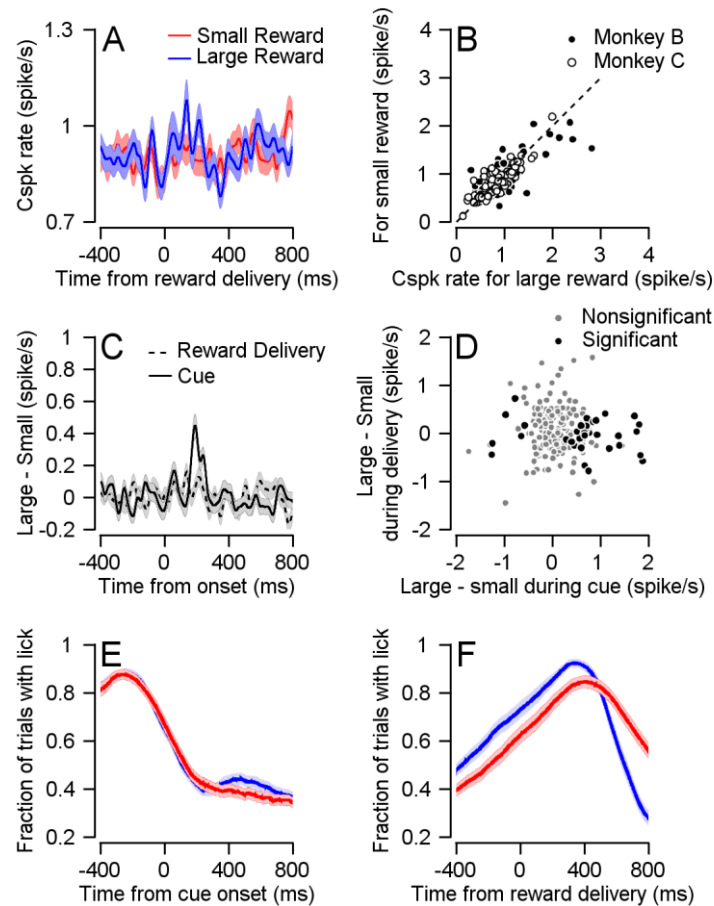
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561 **Figure 1: Smooth pursuit eye-movement task.** A, Eye movement task temporally separates
562 reward expectation, pursuit behavior and reward delivery. B, Traces of average eye speed, in
563 the first 300 ms after target motion onset. Target velocity was 20 °/s. C, Each dot represents
564 the average speed for an individual session 250 ms after target movement onset for the large
565 (horizontal) and small (vertical) reward cue (Signed-rank, $P=2 \cdot 10^{-18}$, $n=115$).



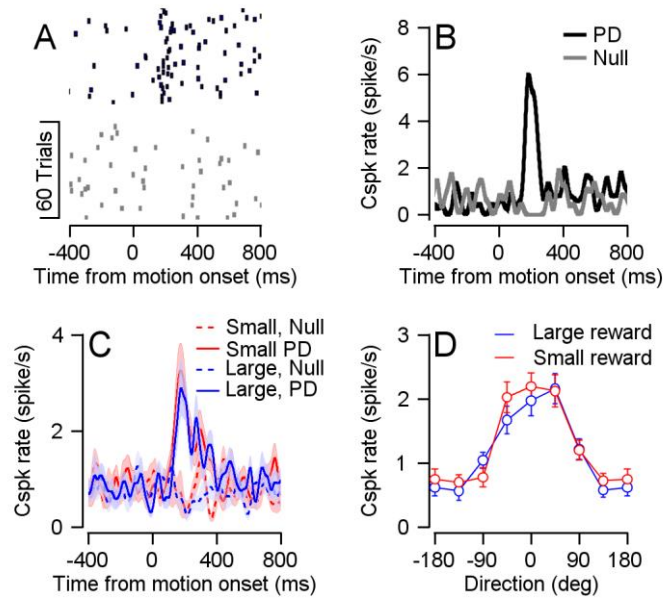
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567 **Figure 2: Cspk rate differentiates reward conditions during cue presentation.** A, Raster plot
568 of an example cell in the two reward conditions, aligned to cue presentation. B, PSTH of the
569 cell in A. C, Histogram of the number of Cspks that occurred in the 100-300 ms time window
570 following cue presentation, in the same example cell. D, Population PSTH. In all figures the
571 error bars represent SEM. E, Each dot represents the average Cspk rate of an individual cell
572 100-300 ms after the display of the large (horizontal) and small (vertical) reward cue (Signed-
573 rank, Monkey B: $P=0.01$, $n=148$, Monkey C: $P=3.35 \cdot 10^{-4}$, $n=72$). F, Histogram of the number
574 of Cspks that occurred in the 100-300 ms time window following cue presentation, in the
575 entire population (fraction of trials with 1 Cspks: Signrank, $P=5.1 \cdot 10^{-4}$, $n=40$; fraction of trials
576 with two Cspks: , $P=0.03$, $n=40$).



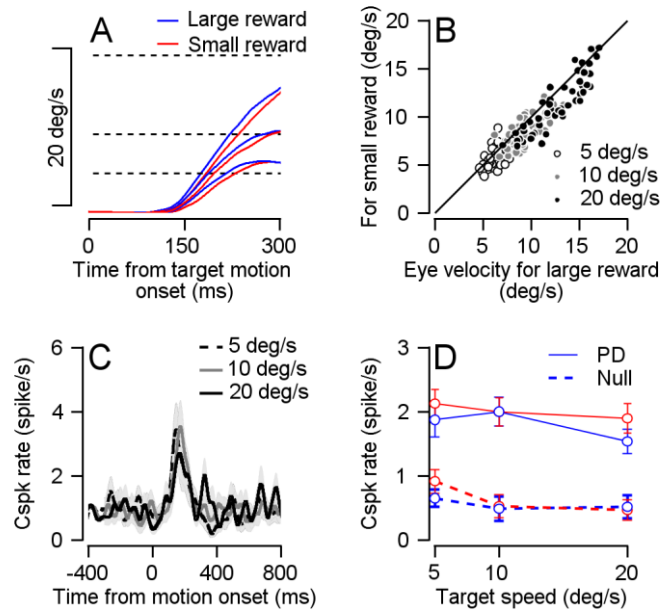
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578 **Figure 3: Cspk is not modulated by reward size during reward delivery.** A, Population PSTHs
579 for different reward conditions aligned to reward delivery. B, Each dot represents the average
580 Cspk rate of an individual cell 100-300 ms large (horizontal) and small (vertical) reward
581 delivery (Signed-rank, Monkey B: $P=0.339$, $n=148$; Monkey C: $P=0.719$, $n=72$). C, The
582 differences between the PSTH for large and small rewards aligned to cue or to reward delivery.
583 D, Each dot represents the average Cspk rate of an individual cell 100-300 ms after the cue
584 (horizontal) and reward delivery (vertical; Spearman correlation of all cells: $r=-0.069$, $P=0.304$,
585 $n=220$; Spearman correlation of cells that responded to reward size during cue: $r=-0.056$,
586 $P=.727$, $n=40$). E and F, Fraction of trials with licks, during cue and reward delivery.



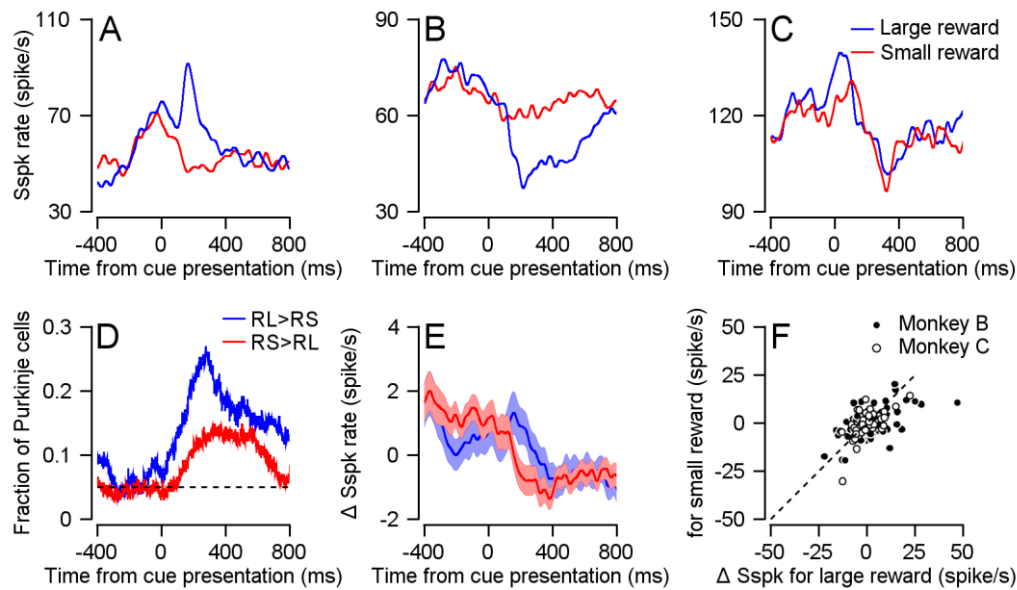
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588 **Figure 4: Reward did not modulate Cspk direction tuning.** A, Raster plot of an example cell
589 in its preferred (black) and null (gray) directions, aligned to target movement onset. B, PSTH
590 of the cell in A. C, Population PSTH for different reward conditions, in the preferred (solid)
591 and null (dashed) directions. D, Population direction tuning curve (Permutation test:
592 $P=0.2156$, $n=33$).



593

594 **Figure 5: Cspk rate was not modulated by reward size at target motion onset in the speed**
595 **tuning task. A, Average eye velocity traces for experiments in which the color cue signaled a**
596 **large (blue) or small (red) reward and the target speed was 5°/s, 10°/s and 20°/s. Slower traces**
597 **correspond to slower target speeds. Dotted lines represent target velocity. B, Individual**
598 **session average eye velocity 250 ms after target movement onset for large (horizontal) and**
599 **small (vertical) reward, in the different target velocity conditions (Signed-rank: $P=6 \cdot 10^{-16}$,**
600 **$n=56$).** C, population PSTHs of cells in their PD for the different speed conditions. D, Population
601 speed tuning curve in the PD (solid) and null (dashed) directions (Permutation test: $P=0.4541$,
602 $n=16$).

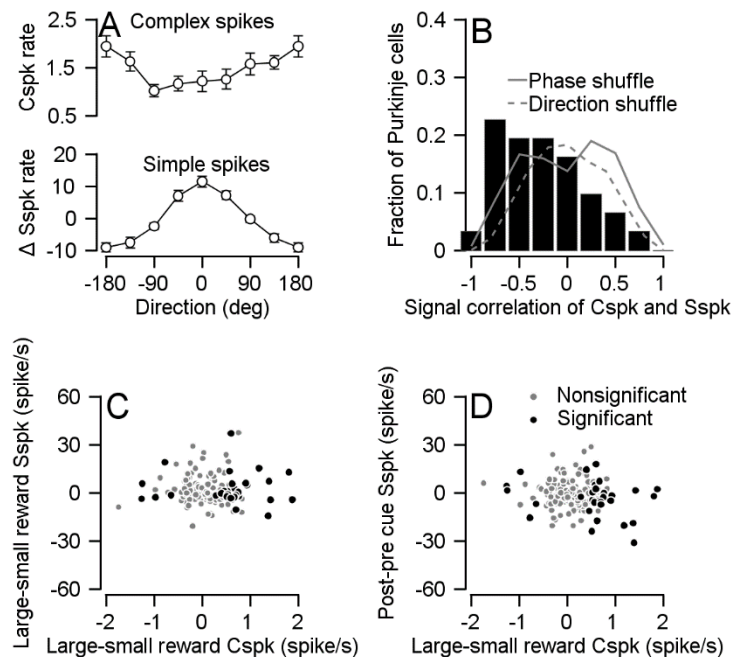


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604 **Figure 6: Sspk modulations following cue presentation.** A-C, Examples of cells' Sspks
605 responses to cue presentation in each reward condition. D, Fraction of cells with a higher Sspk
606 rate in the large reward condition (blue) or small reward condition (red) as a function of time.
607 The dashed line represents the 0.05 false positive chance level. E, Population PSTH, the
608 average Sspk rate of each cell was subtracted. F, Each dot represents the average Sspk rate of
609 an individual cell 100-300 ms large (horizontal) and small (vertical) reward delivery (Signed-
610 rank, Monkey B: $P=0.142$, $n=155$; Monkey C: $P=0.09$, $n=75$).

611

612



613

614 **Figure 7: Cspk rate negatively correlated with Sspk rate during movement but not during**
615 **cue presentation. A,** Population tuning curve of Cspks (up) and Sspks (bottom), both aligned
616 to the preferred direction of Sspks (Spearman $r=-0.3087$, $P=7*10^{-7}$, $n=31$). **B,** Histogram of
617 signal correlations of simple and complex spikes in the population. Solid and dashed lines
618 show the correlations for phased and direction shuffled data (Signed-rank: $P= 0.002$, $n=31$).
619 **C,** Each dot shows individual cell differences in average rate between reward conditions 100-
620 300 ms after cue, in Cspks (horizontal) and Sspks (vertical; Spearman correlation of all cells $r=-$
621 0.07 , $P=0.32$, $n=172$; Spearman correlation of cells that responded to reward size during cue:
622 $r=-0.003$, $P=0.98$, $n=30$) **D,** Similar to **C**, the horizontal position of each dot shows individual
623 cell differences in average Cspk rate between reward conditions 100-300 ms after cue. The
624 vertical axis shows the difference in Sspk firing rate in the time window 100-300 ms after the
625 cue and 100-300 ms before the cue (vertical; Spearman correlation of all cells $r=-0.03$, $P=0.63$,
626 $n=172$; Spearman correlation of cells that responded to reward size during cue: $r=-0.19$,
627 $P=0.31$, $n=30$).

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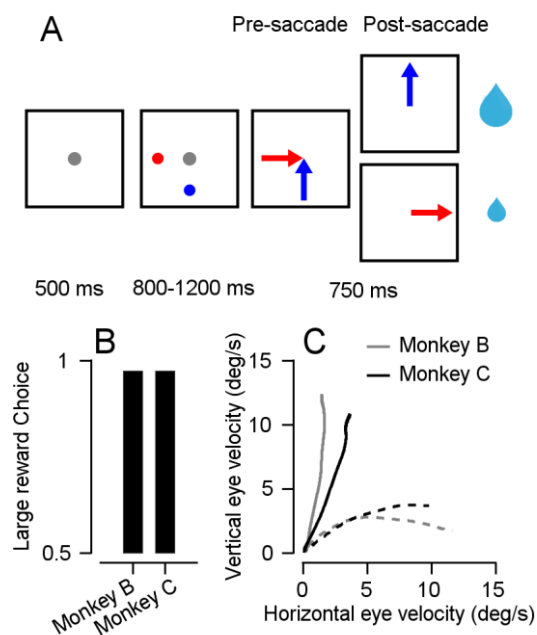


Figure 1-figure supplement 1: Monkeys associate reward size with target color. **A**, Schematics of the target selection task (Joshua and Lisberger, 2012). The dots represent the different targets and the arrows represent the target motion direction. The size of the reward was determined by the target selected by the monkey. **B**, Fraction of trials in which the monkey selected the large reward target. Bars show the averages across sessions. SEMs were smaller than the line width and therefore cannot be presented. **C**, Eye velocity in the vertical versus horizontal direction during the first 300 ms after motion onset of the targets. Time begins with eye velocity at the origin, as time progresses toward 300 ms, eye velocity moves outward along each trace in the graph. Solid traces show trials in which the large reward target moved vertically, and dashed traces show trials in which the large reward target moved horizontally. The adjacency of the traces to the axes indicates the bias in pursuit towards the large reward target (Joshua and Lisberger, 2012). Gray and black traces show the averages for monkey B and C.

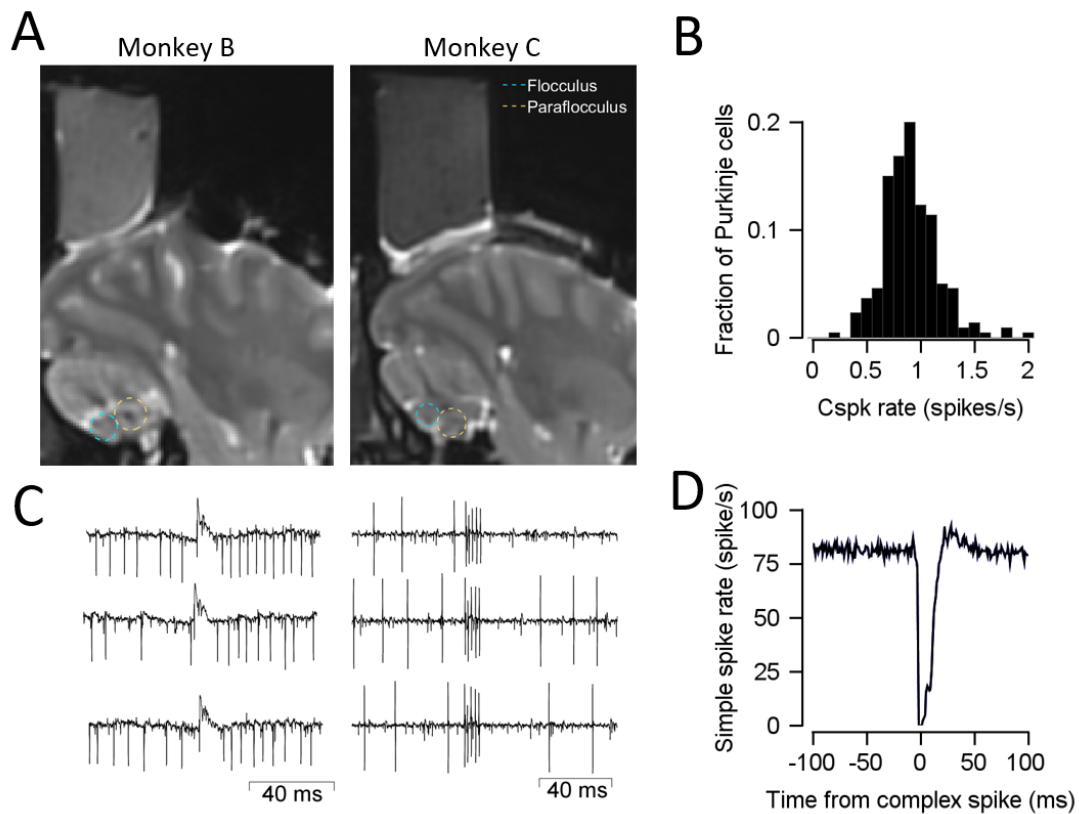


Figure 1-figure supplement 2: MRI and examples of extracellular recordings of Cspks. **A**, MRI of the sagittal section 11mm lateral to the midline. Chambers were placed above the floccular complex and neighboring areas. The cyan ellipses represent the approximate location of the Flocculus and the yellow ellipses the approximate location of the Paraflocculus. **B**, Histogram of the average firing rate of cells. The histogram is centered around 1Hz with is typical for Cspks. **C**, Example of extracellular recordings of Cspks from two neurons. Each column shows Cspks from the same neuron. **D**, The cross-correlation of simple spikes to complex spikes, which is essentially a PSTH of Sspks aligned to the event of a Cspk occurrence. The prolonged decrease in Sspk rate following a Cspk is consistent with the literature (Schonewille et al., 2006; Yang and Lisberger, 2014).

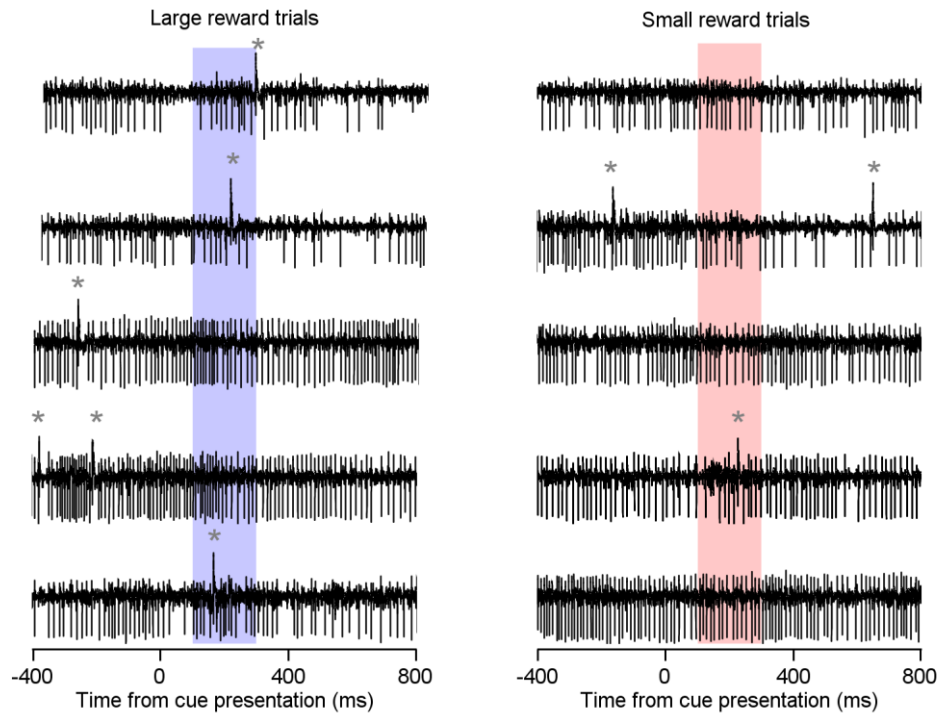


Figure 2-figure supplement 1: Fraction of trials with Cspks following the cue presentation is higher in the large reward condition than in the small reward condition. Examples of raw data traces of individual trials for the example cell in Figure 2A in the large (right) and small (left) reward conditions. The grey asterisks mark a Cspk and the colored rectangle marks the 100-300 ms time bin following the cue. Trials with more than a single spike in the analysis window were very rare.

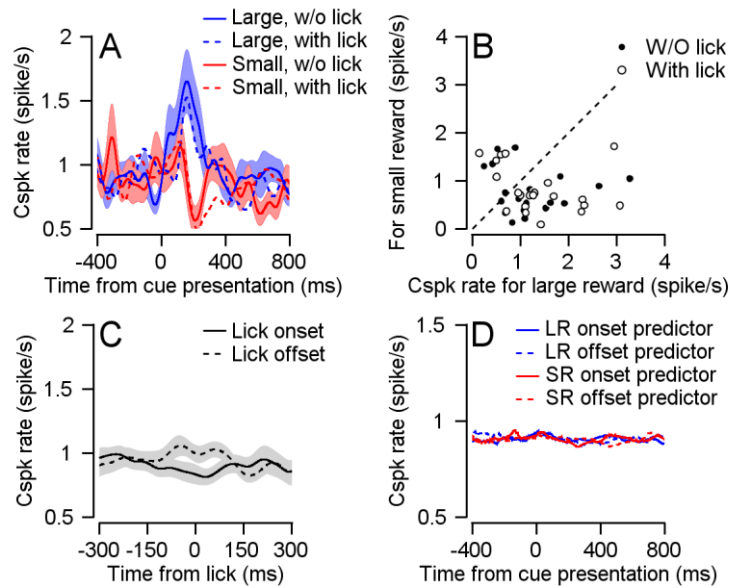


Figure 3-figure supplement 1: Licking behavior does not underpin the Cspk rate difference during cue. **A**, Dashed and solid traces show large (blue) and small (red) reward trials with and without a lick initiation in the first 500 ms after the onset of the cue. **B**, Each dot represents the average Cspk rate of an individual cell 100-300 ms large (horizontal) and small (vertical) reward delivery. Filled dots show the averages for trials with a lick and empty dots without a lick (Signed-rank, with lick: $P=0.068$, $n=21$; without lick: $P=0.04$, $n=21$). **C**, PSTE aligned to either the onset of a lick (solid) or the offset of a lick (dashed). **D**, Predicted PSTH based on the timing of lick onset and offset, and the PSTEs in **C** for large and small rewards (see Methods).

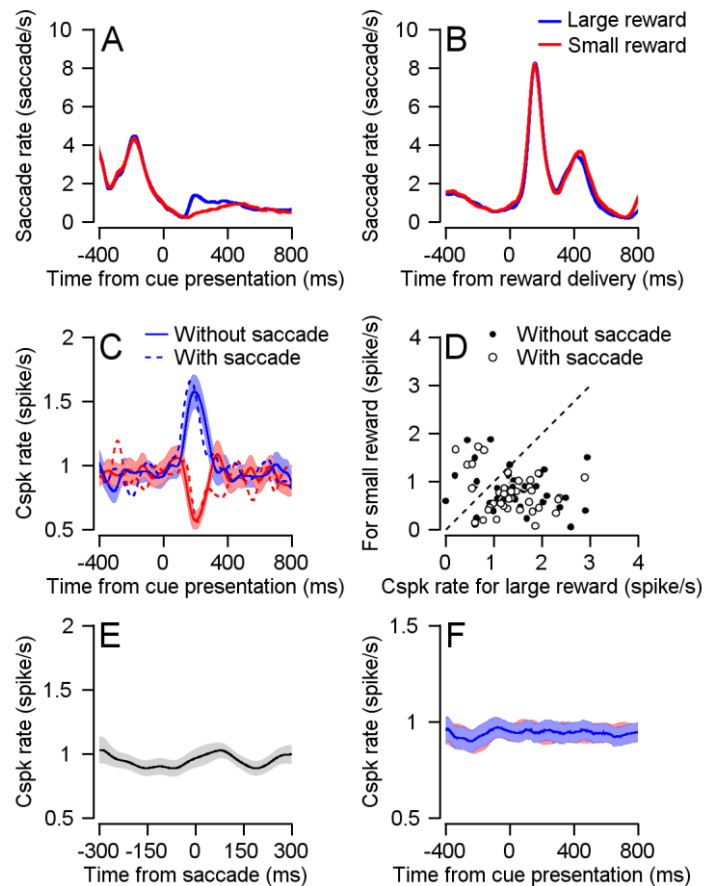


Figure 3-figure supplement 2: Saccades and microsaccades do not underpin the Cspk rate difference during cue. **A** and **B**, The saccade rate as a function of time from the cue onset (**A**) and reward delivery (**B**) for trials with large (blue) and small (red) rewards. After cue onset, the monkeys made more fixational saccades in the large reward condition (Joshua et al., 2015). The large increase after reward delivery is a result of the monkeys' saccade back to the center of the screen from the eccentric position of the eye. **C**, Large and small reward trials with (dashed) and without (solid) saccades in the first 500 ms after the onset of the cue. **D**, Each dot represents the average Cspk rate of an individual cell 100-300 ms large (horizontal) and small (vertical) reward delivery. Filled dots show the averages for trials with a saccade and empty dots without a saccade (Signed-rank, with saccade: $P=3.4 \times 10^{-4}$, $n=40$; without lick: $P=3.15 \times 10^{-4}$, $n=40$). **E**, PSTH aligned to the occurrence of a saccade. **D**, Predicted PSTH based on the timing of saccades, and the PSTH in **E** for large and small rewards (see Methods).

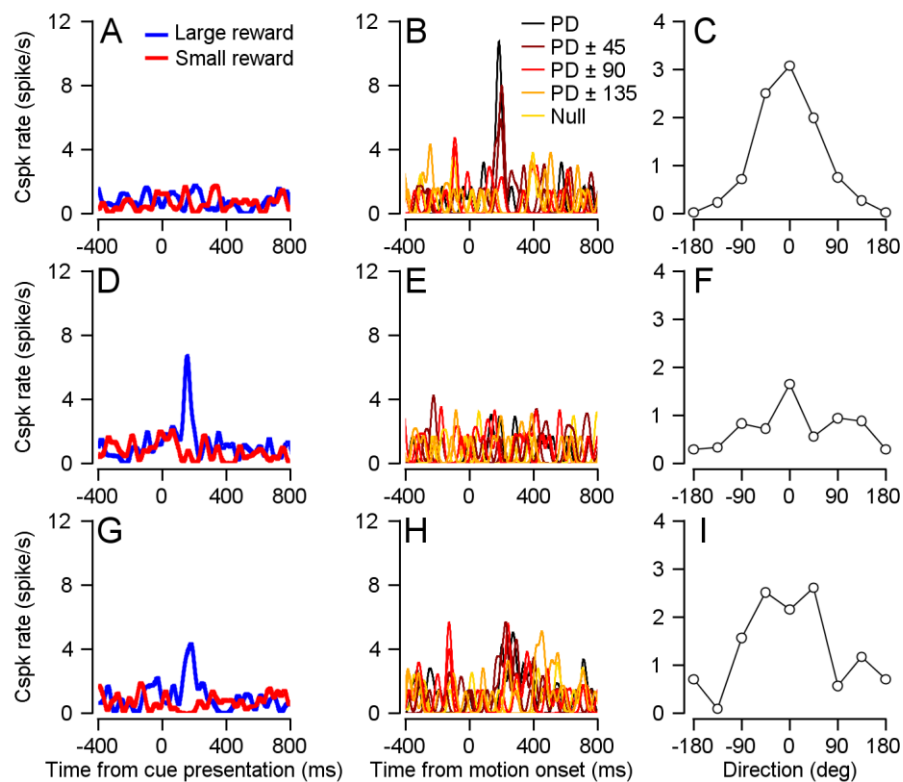


Figure 4-figure supplement 1: Examples of cells Cspk responses to cue and target movement. **A, D** and **G**: PSTH following cue presentation. **B, E** and **F**: PSTH following target movement onset in the different directions relative to the preferred direction of the cell. **C, F** and **I**: Tuning curve 100-300 ms after target motion onset aligned to the PD of the cell. **A-C**, Responses of the example cell in Figure 4. **D-F**, Responses of the cell in Figure 2. **G-I**, An additional cell.

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