

Real-time Low-Latency Behavioral Analysis on Octopus Arm using Transfer Learning and Streaming Dimension Reduction

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Data & Experiment: Pelled Lab



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Why is behavioral analysis useful?

- In general, it provides insights into their cognition and emotional states
- In particular, we're interested in developing **neural prostheses** by studying animal movements in response to external stimuli

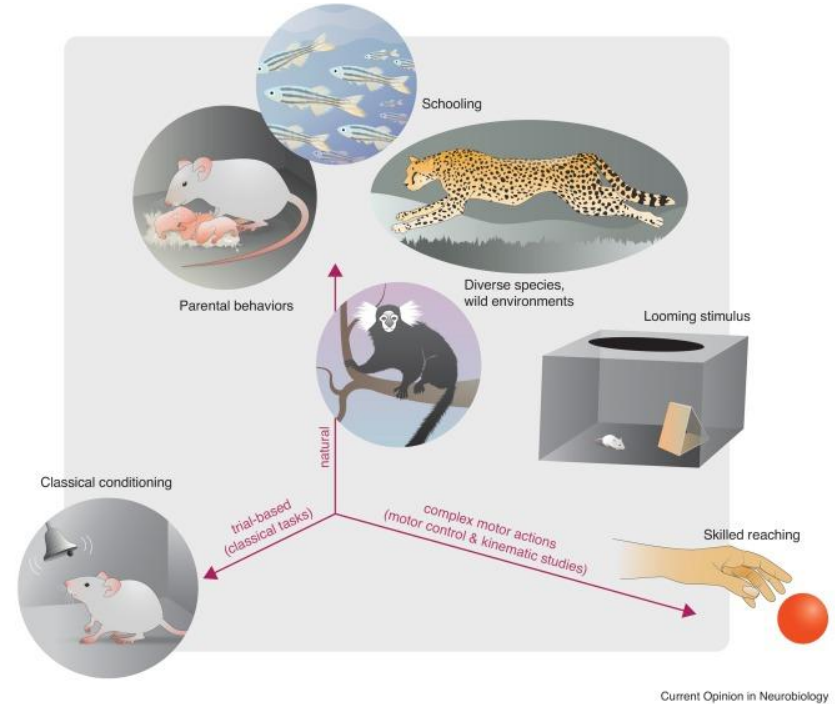


Image Courtesy: <https://www.sciencedirect.com/science/article/pii/S0959438819301151>
Image Courtesy: <https://www.hdtglobal.com/product/prosthetics/>

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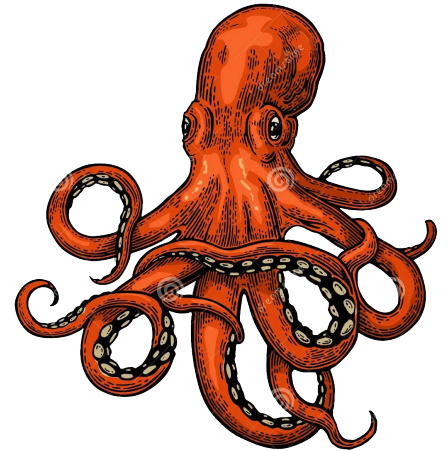


Octopuses are fascinating!

- We perform behavioral analysis on severed Octopus arm.
- What makes studying Octopus interesting?
 - **distributed neural control:** significant portion of neural processing takes place in their arms
 - **adaptive arm functionality:** ability to adapt their arms to perform various tasks with ease
 - **countless degree of freedom:** absence of a rigid skeletal structure allows highly complex movements.

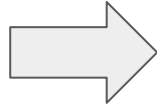
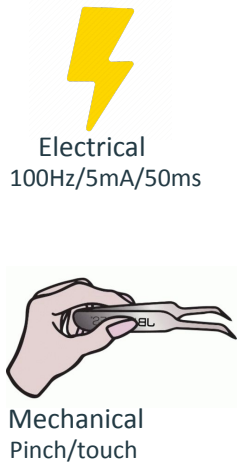
Fun Fact: Severed Octopus Arms Have a Mind of Their Own

Octopus tentacles still react up to an hour after being severed from their dead owner, and even try to pick up food and feed a phantom mouth

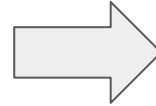
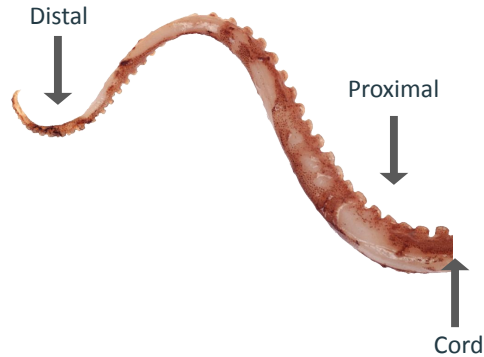


Experiment - stimulation elicits behavior

Stimulation



Stimulus Locations

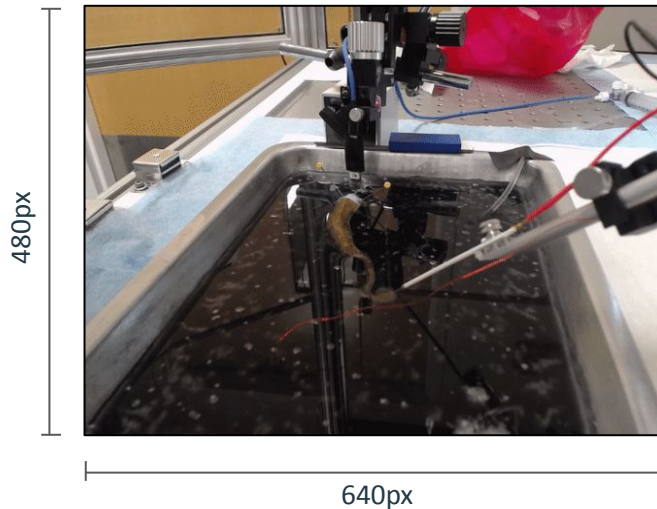
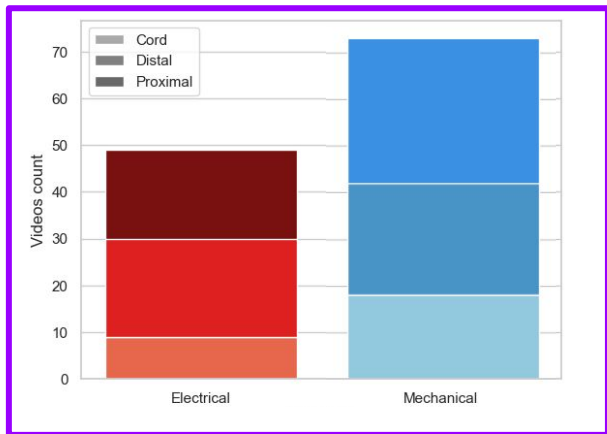
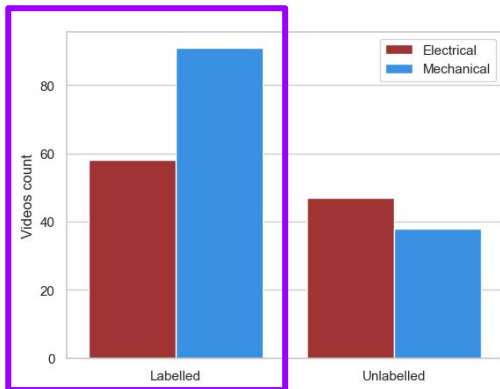


Motion Behavior



Image Courtesy: Pelled Lab, MSU

Exploratory Data Analysis

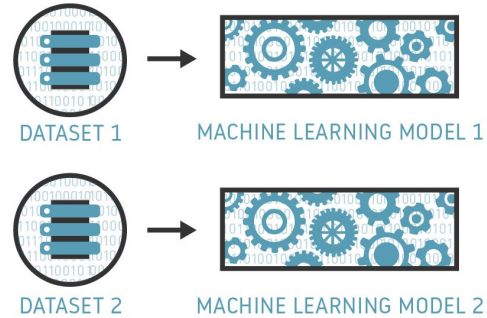


- videos: 20-30 sec long
- 30 frame/sec

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Transfer Learning

TRADITIONAL MACHINE LEARNING



TRANSFER LEARNING

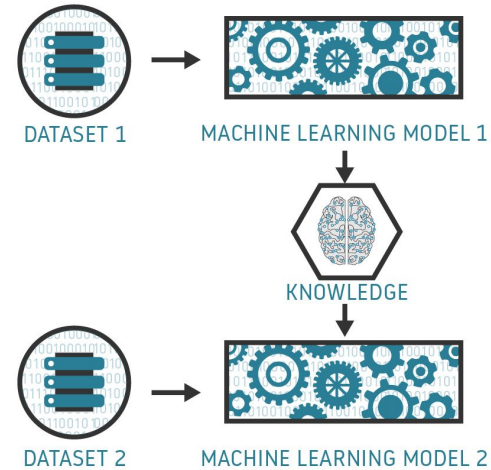


Image Courtesy: <https://datascience.aero/transfer-learning-aviation/>

DeepLabCut

developed by Mathis Lab, EPFL

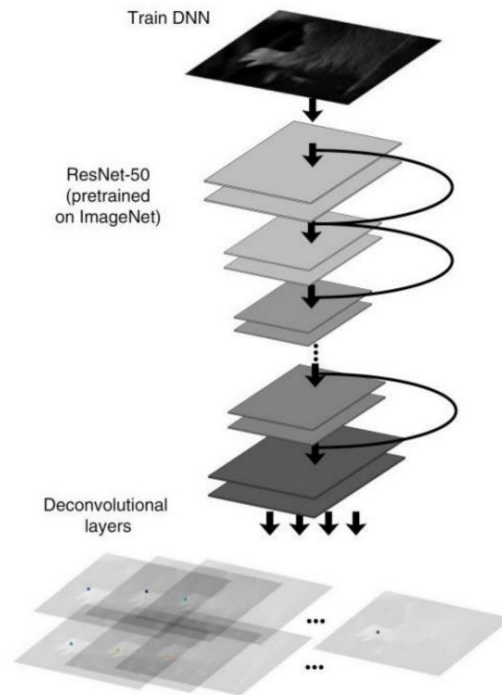


DeepLabCut:
a software package for
animal pose estimation

- **for what:** 2D/3D markerless pose estimation
- **how:** transfer learning with deep neural networks
- **why use this:**
 - achieves excellent results with minimal training data
 - **versatile:** tracks various body parts in multiple species across a broad collection of behavior



Image Courtesy: Mackenzie Mathis

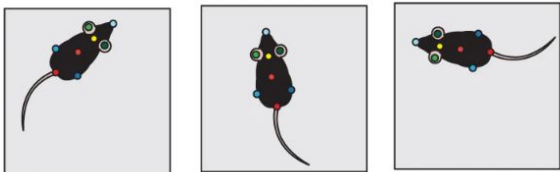


DeepLabCut ResNet-50 architecture

Pose Estimation using DeepLabCut

Pose estimation

Set of manual point annotations

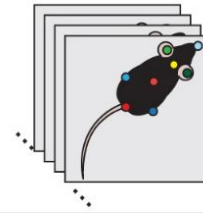


Train pose estimate model

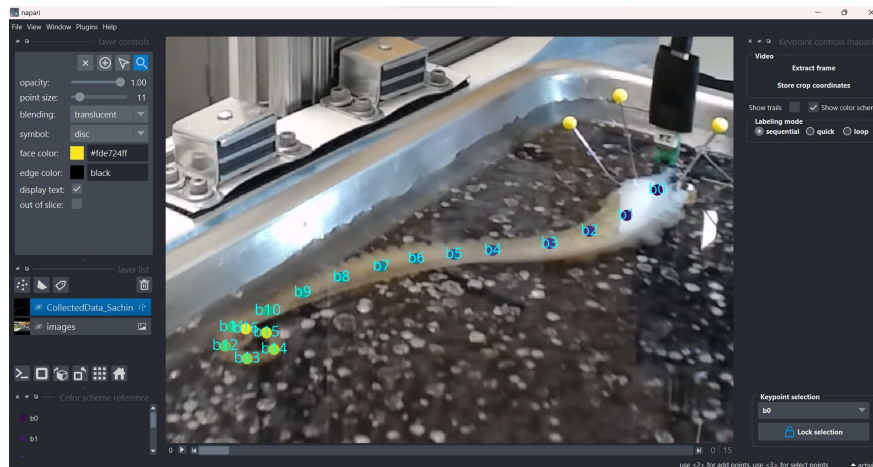
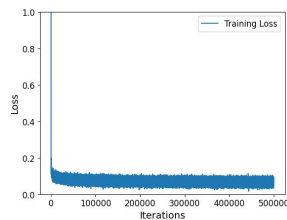
New sequence of unlabeled frames



Automated pose estimation

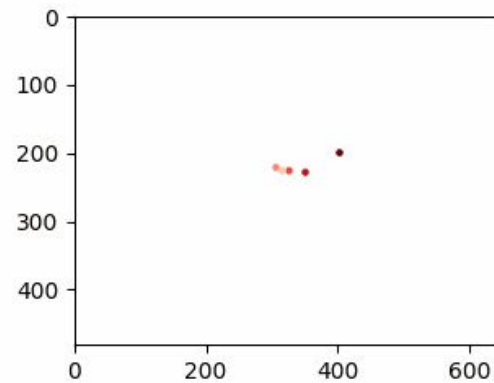
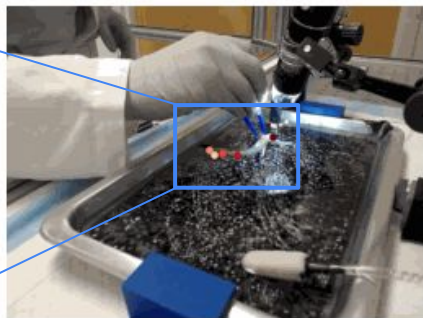


1. Extracted 250+ frames – ~16 frames each from 18 videos in different setting
2. Annotated 17 keypoints for each frame using DeepLabCut GUI
3. Trained the model using this data for 500k iterations (2 days)

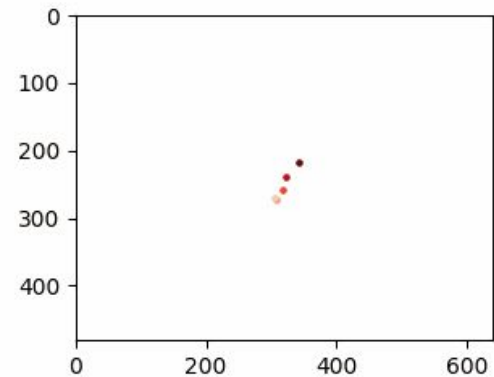
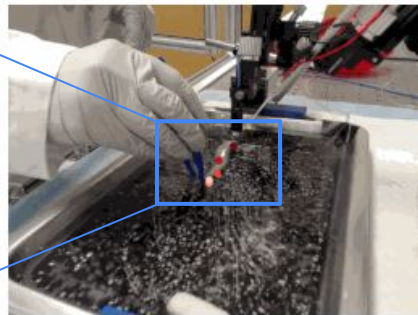


Results

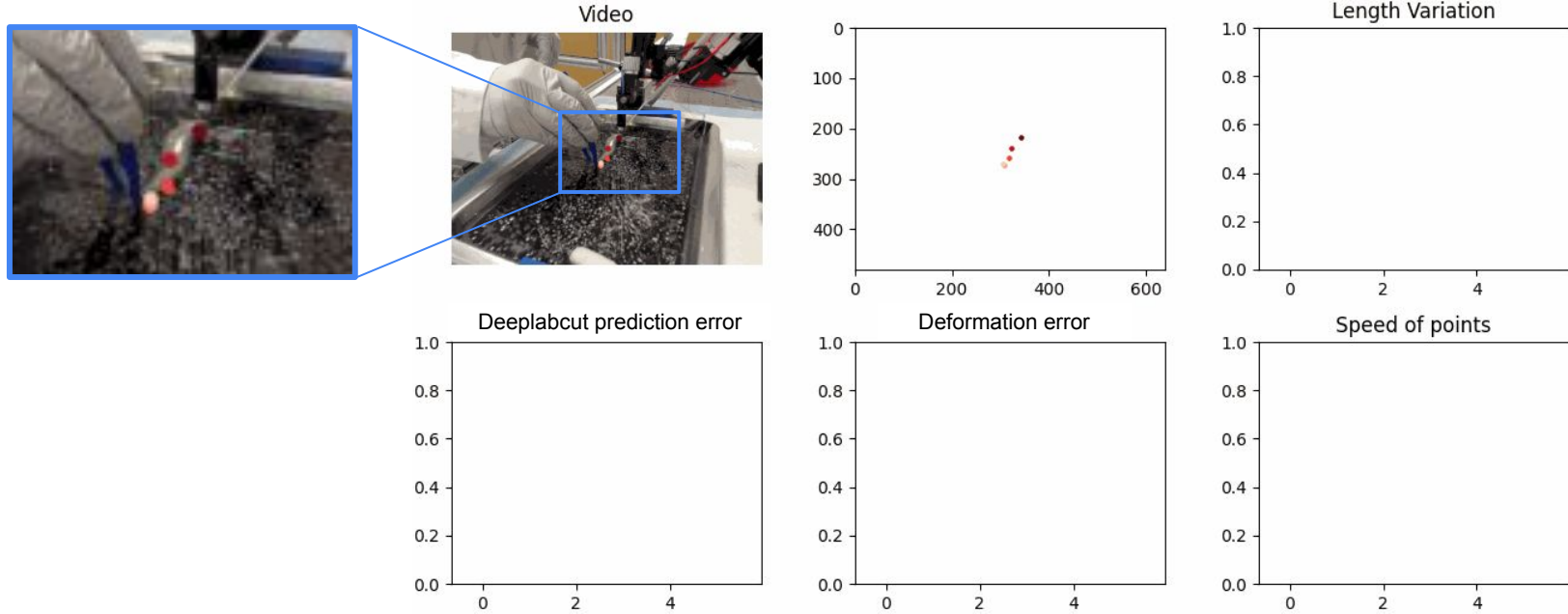
Video



Video



How the quality of the results were verified

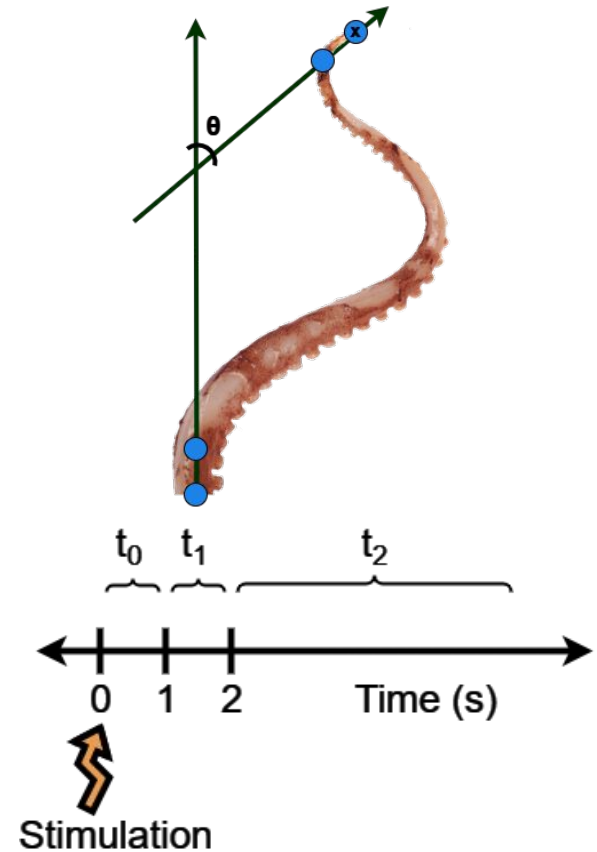


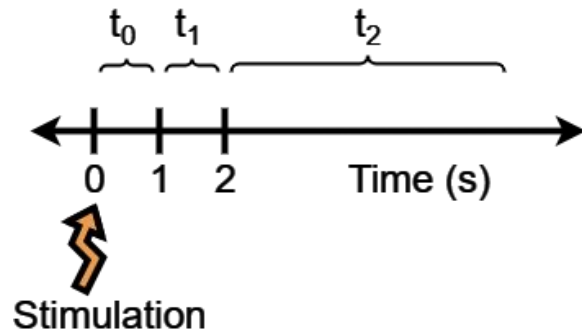
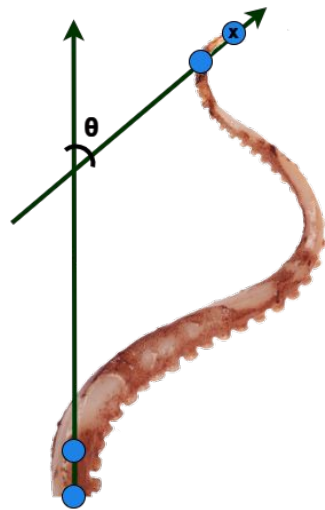
Extracting Kinematic Features

Computed various relevant kinematic features which could potentially describe the entire motion for 3 different time intervals immediately following stimulation.

| Feature | Unit |
|---|-----------------------|
| angular position - distal (θ) | $^{\circ}$ (degree) |
| angular speed - distal ($\Delta\theta$) | $^{\circ}/\text{ms}$ |
| lateral speed (v) | cm/ms |
| lateral displacement (d) | cm |

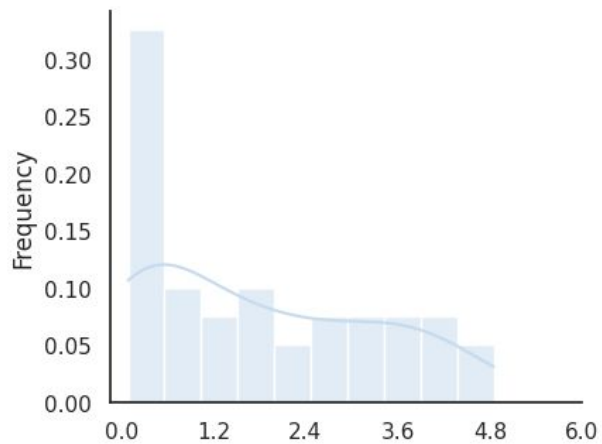
$$\theta = \arccos\left(\frac{\mathbf{A} \cdot \mathbf{B}}{\|\mathbf{A}\| \|\mathbf{B}\|}\right)$$



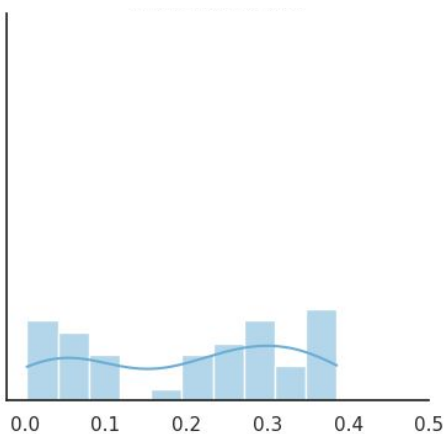


Distribution of Kinematic Features

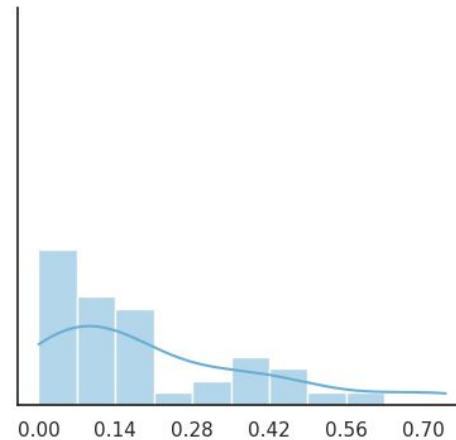
Max angular speed ($^{\circ}/\text{ms}$)



Max distal speed



Total displacement



Can we do more?

- Pose estimation is limited to capture information from tracked keypoints alone
- How to capture information without using any user-specified metrics?

Unsupervised Machine Learning!

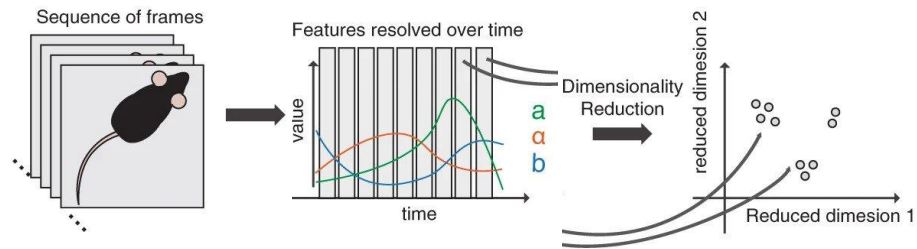


Image Courtesy: <https://www.nature.com/articles/s41386-020-0751-7>

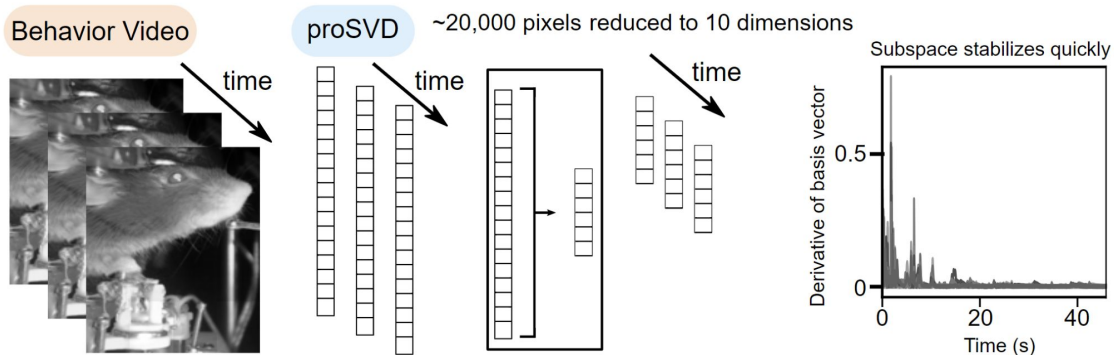
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Procrustean SVD

- **for what:** fast streaming dimension reduction of high-dimensional data
- **how:** orthogonal procrustes approach
- **why use this:**
 - unsupervised learning
 - stable representation of the data
 - extremely fast

```

Algorithm 1 Procrustean SVD (proSVD)
1: Given: Initial data  $X_0$ , decay parameter  $\alpha \in (0, 1]$ 
2: Initialize: QR Factorization:  $X_0 = Q_0 R_0$ 
3:
4: for  $t = 1 \dots$  do
5:   Fetch  $b$  new columns of data,  $X_+$ 
6:    $C \leftarrow Q_{t-1}^T X_+$ ,  $X_\perp \leftarrow X_+ - Q_{t-1} C$ ,
7:    $\hat{Q} \leftarrow [Q_{t-1} \quad Q_\perp]$ ,  $\hat{R} \leftarrow \begin{bmatrix} R_{t-1} & C \\ 0 & R_\perp \end{bmatrix}$ 
8:    $U, \Sigma, V \leftarrow \text{SVD}(\hat{R})$ 
9:    $\Sigma \leftarrow \alpha \Sigma$ 
10:   $M \leftarrow Q_{t-1}^T \hat{Q} U_1 = [\mathbb{1}_{k \times k} \quad \mathbf{0}_{k \times b}] U_1$ 
11:   $\tilde{U}, \tilde{\Sigma}, \tilde{V} \leftarrow \text{SVD}(M)$ ,  $T \leftarrow \tilde{U} \tilde{V}^T$ 
12:   $Q_t \leftarrow \hat{Q} U_1 T^T$ 
13:   $Q_v, R_v \leftarrow \text{QR}(V)$ ,  $R_t \leftarrow T \Sigma_1 Q_v^T$ 
14: end for
  
```



Bubblewrap: Online tiling and real-time flow prediction on neural manifolds
 Anne Draeels et al.

Procrustean SVD

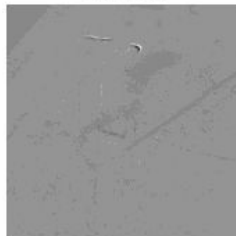
Basis Frames

Time: 0s

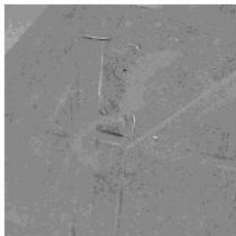
Basis 1



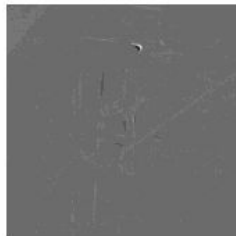
Basis 2



Basis 3

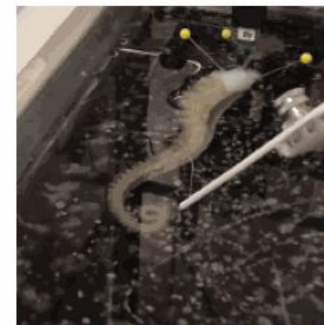


Basis 4



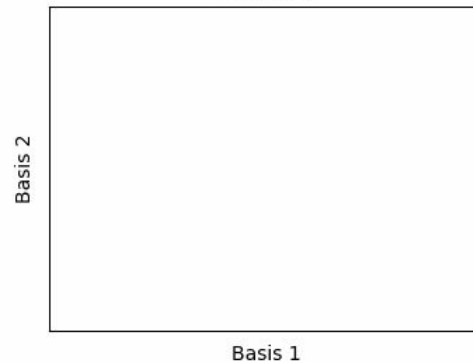
Original Video

Time: 0s



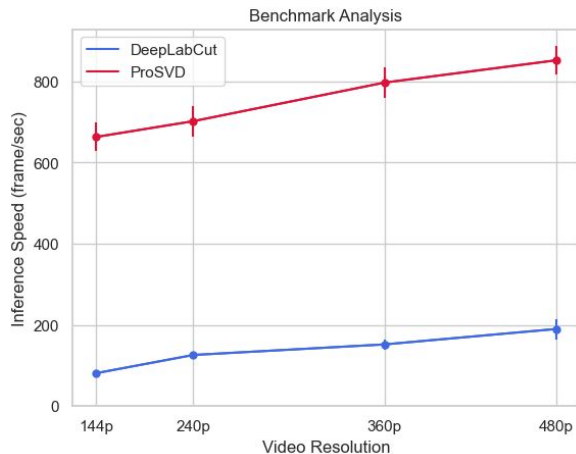
Basis Loadings

Time: 0s



Real-time Low-Latency Behavioral Analysis
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Comparison of Inference Speed



- **Memory:** 128 GB
- **CPU:** 32 core
 - Clock speed: 5.8GHz
 - Model name: 13th Gen Intel(R) Core(TM) i9-13900KF
- **GPU:** 12 GB
 - NVIDIA GeForce RTX 4070 Ti GPU

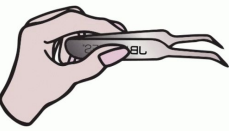
- ProSVD is a much faster algorithm and does not require training
- There is bandwidth to perform pre-processing and post-processing with proSVD to observe more predictive features
- For motions in the order of 50-100ms, both these algorithms are quite effective to perform real-time low-latency closed loop experiments

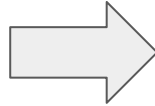
Does the Octopus elicit
distinguishable behavior
with varying stimuli?

Experiment - stimulation elicits behavior

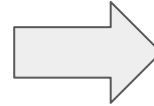
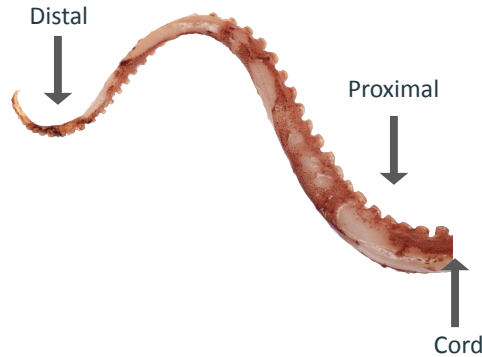
Stimulation


Electrical
100Hz/5mA/50ms


Mechanical
Pinch/touch



Stimulus Locations

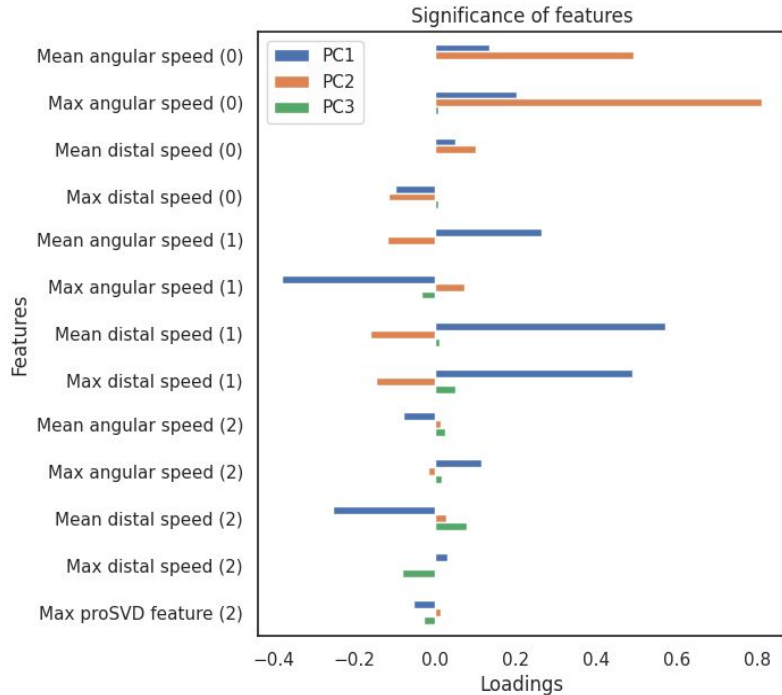


Motion Behavior



Image Courtesy: Pelled Lab, MSU

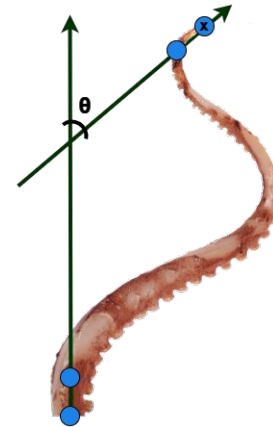
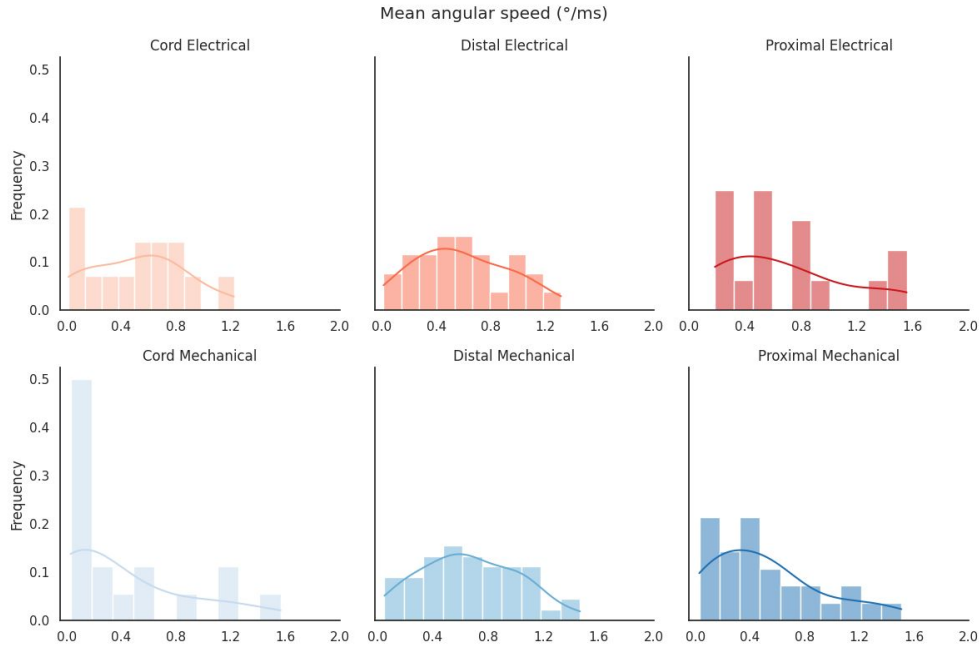
Significance of features



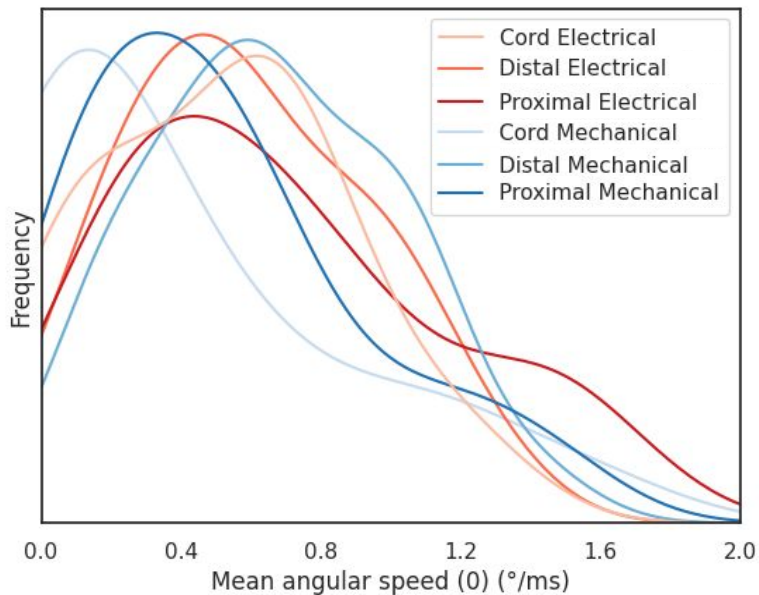
- To estimate which features are more significant, PCA was performed and the loadings of these features in the first three principal components were visualized
- **Important features:**
 - Translational speed of the distal part during 1-2 seconds
 - Angular speed of the distal part immediately following stimulation

Does angular speed explains stimulation?

Histogram distribution of angular speed with different stimulus parameters



Visual analysis: Kernel Density Estimation (KDE)



Quantitative Analysis: Kolmogorov-Smirnov (K-S) test

Two-Sample K-S test was performed to determine if these features are statistically distinguishable

Electrical v/s Mechanical

| | Cord | Distal | Proximal |
|--------------|------|--------|----------|
| p-value | 0.12 | 0.07 | 0.25 |
| distribution | same | same | same |

Between Stimulus locations

| Cord v/s Distal | Cord v/s Proximal | Distal v/s Proximal |
|------------------|-------------------|---------------------|
| 0.003 | 0.007 | 0.082 |
| different | different | same |

Cord v/s Others (PD)

- **Cord:** the nerve fibers that communicate with the central brain
- **Other locations:** more peripheral

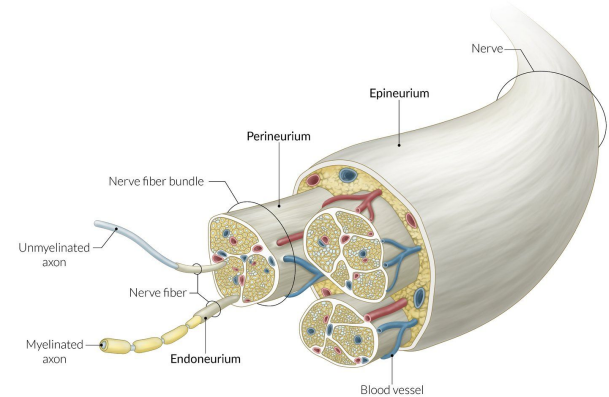
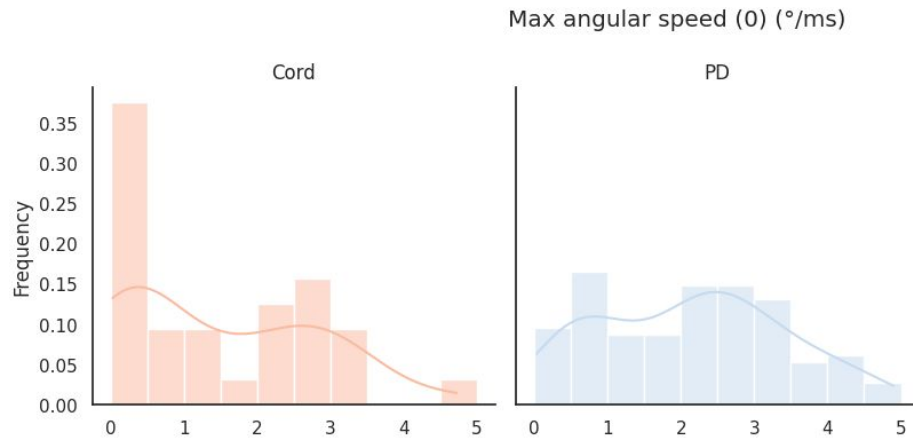
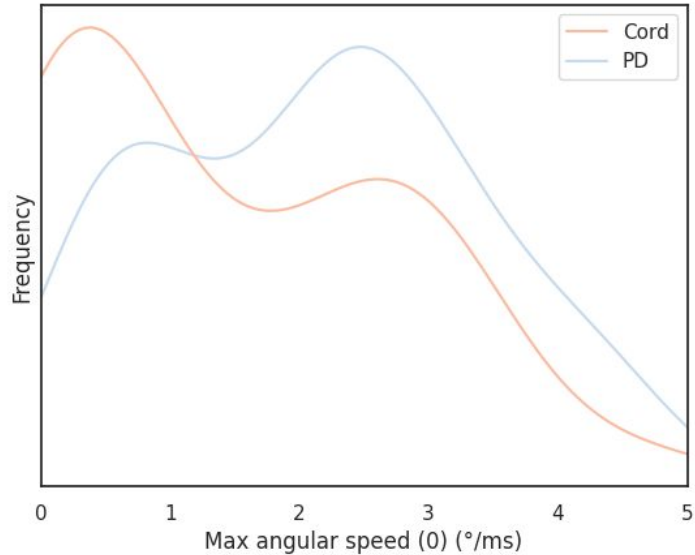


Image Courtesy: <https://www.amboss.com/us/knowledge/nerve-tissue-synapses-and-neurotransmitters>

Cord v/s Others (PD)

Visual analysis: KDE plot



Quantitative Analysis: K-S test

t_0

t_1

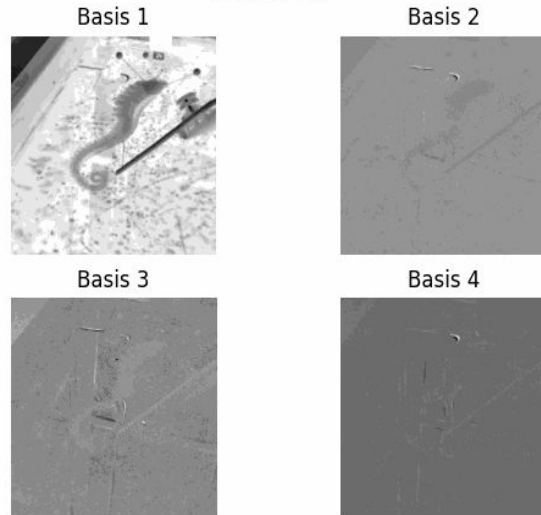
t_2

| | PD v/s Cord |
|------------------------|-----------------|
| Mean angular speed (0) | different-0.010 |
| Max angular speed (0) | different-0.014 |
| Mean distal speed (0) | same-0.257 |
| Max distal speed (0) | different-0.016 |
| Mean angular speed (1) | different-0.001 |
| Max angular speed (1) | different-0.001 |
| Mean distal speed (1) | different-0.029 |
| Max distal speed (1) | different-0.012 |
| Mean angular speed (2) | different-0.003 |
| Max angular speed (2) | different-0.004 |
| Mean distal speed (2) | same-0.085 |
| Max distal speed (2) | same-0.051 |

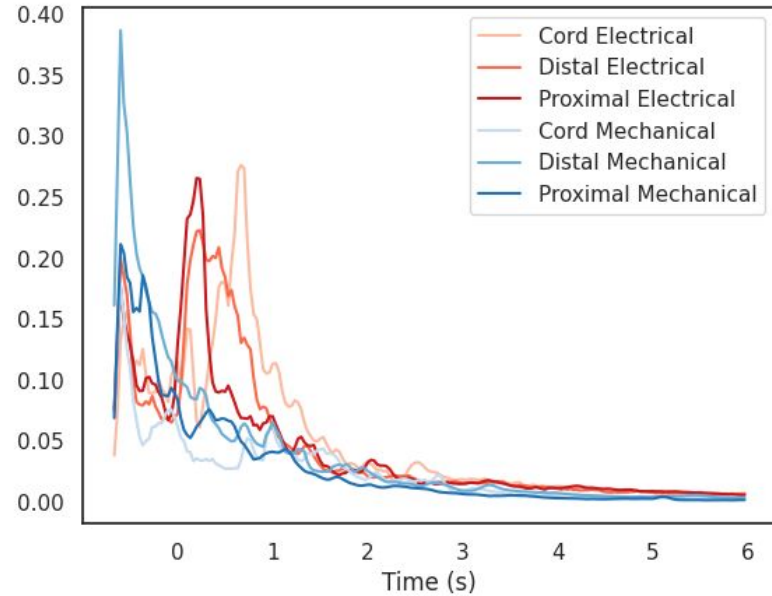
Are proSVD features distinguishable?

Basis Frames (Q)

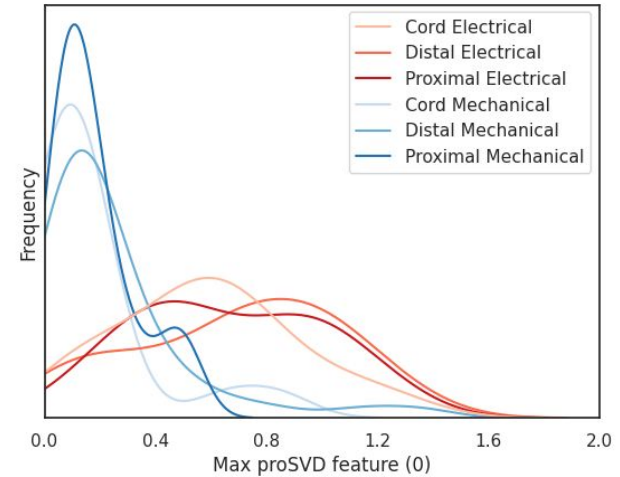
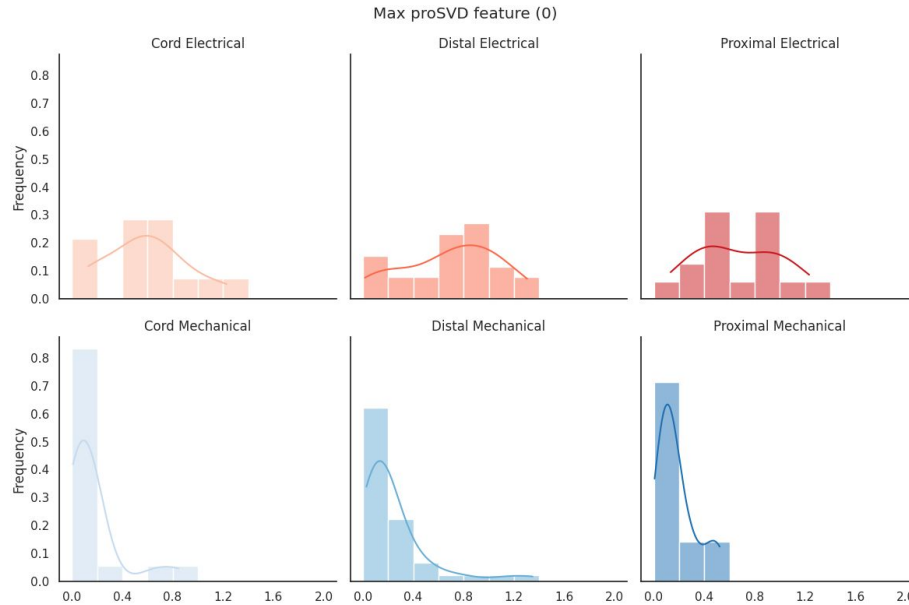
Time: 0s



Feature dQ: norm of diff of basis Q across time (plotted for basis 1)



Are proSVD features distinguishable?

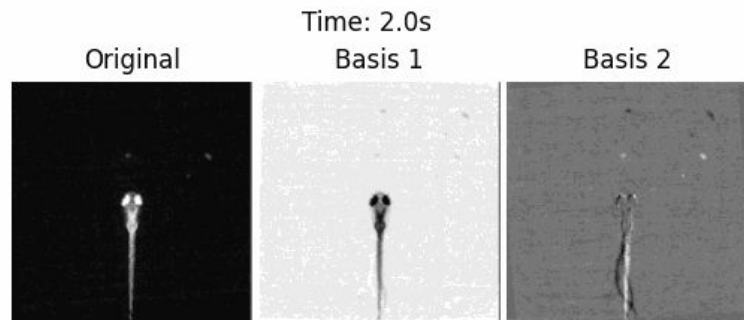


| Cord | Distal | Proximal |
|-----------|-----------|-----------|
| 0.0012 | 0.0011 | 0.0011 |
| different | different | different |

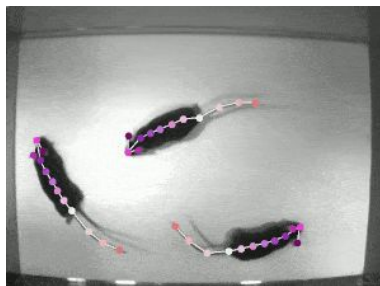
Observation: Separation of electrical and mechanical stimulation!

Future Directions

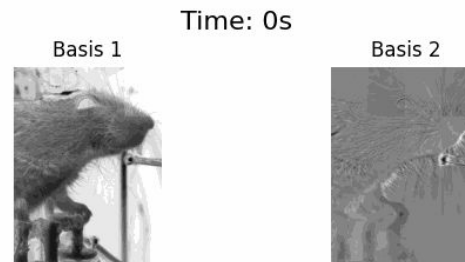
- These analysis are **species-agnostic!**
- Currently working on extending to other experiments/datasets such as mice and zebrafish.



Data Courtesy: <https://pubmed.ncbi.nlm.nih.gov/29307558/>




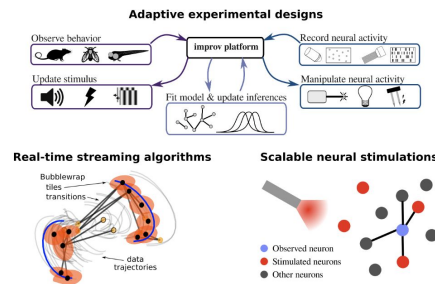
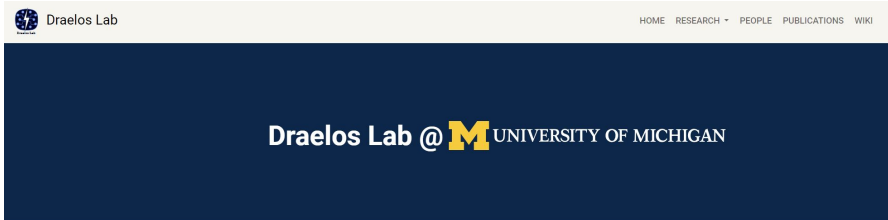
Media courtesy: <https://www.mackenziemathslab.org/deeplabcut>



Data Courtesy: <https://repository.cshl.edu/id/eprint/38599/>

Followup? Reach out!

- Lab website: <https://draeloslab.org/>
- PI: Dr. Anne Draelos, BME
- : [draeloslab/stim_behavior](https://github.com/draeloslab/stim_behavior)
- Sachin: sachinks@umich.edu



We develop statistically efficient methods for real-time and adaptive neuroscience experiments.

The lab is directed by [Prof. Anne Draelos](#) who holds appointments in [Biomedical Engineering](#) and [Computational Medicine and Bioinformatics](#) at the University of Michigan.

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