## **Nutil to Usable (N2U)**

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***Purpose***

This program takes the output from the QUINT workflow and allows you to create a heatmap that can be used to display the data or QC the data for further analysis. It provides an easy way to create a value for regions of a chosen variable or calculate a percentage using multiple chosen variables. It also outputs a CSV file which is compatible with a Shiny app created by Zach Madaj. The two applications are compiled onto a singular webpage at: ***insert github here***.

***Preparation***

First, create a folder which will contain all your data for this project and name it whatever you would like. Within this folder, create two folders labeled ‘left’ and ‘right’. If you only have one side of data, just create a singular folder labeled ‘data’.

After completing the QUINT workflow, you should have a folder (or more likely, multiple folders) called “Reports” which contains another folder with an ending label of RefAtlasRegions. In this folder will be at least two files with one of them having the same name as the folder. Ignore that file and copy the rest into the appropriate folder within the project folder you created in the beginning. Do this for every report folder you have until all the files are located in those two (or one) folders in your project folder. You may now open the website.

***Using N2U for the first time:***

1. Begin by hitting the browse button labeled for the **‘left side’** and select all files in the ‘left’ folder
   1. If you have a ‘data’ folder, select all files in that folder instead
2. Hit the ‘open’ button to start loading the data
3. While that is loading you can hit the browse button labeled for the **‘right side’** and select the files in the ‘right’ folder and hit the ‘open’ button to begin loading that data as well
4. Wait until there is a message on the right side of the app that says the last side you loaded is done
5. Double check that the above step has appeared and then click the button labeled ‘**click this when all files are done loading**’
6. Wait until the message on the right side changes and mentions the ‘blank annotation’ and the ‘checkpoint’ are done
7. Press the button labeled ‘**Download Checkpoint 1**’ and save it within your project folder – This will be used the next time you load the data
8. Press the button labeled ‘**Download blank annotation file**’ and save it within your project folder
9. Open your file explorer and navigate to your project folder
10. Open the **annotation** file you just downloaded and **fill** **out** all columns labeled with a NA (if you don’t have a column, then you may leave it NA)
    1. Mouse – Mouse name
    2. Sex – Mouse sex
    3. Treatment – Mouse treatment type
    4. MPI – Months post injection
    5. Genotype – Mouse genotype
    6. Marker – What you are comparing in the mice such as pSyn vs NeuN
    7. Include – Use this column when doing QC to remove mice from the data easily
       1. Y = include
       2. N = do not include
11. **Save** this file as a CSV file with a different name so that you know you have completed it
12. **Reload** the webpage or stop and restart the RStudio app

***Using N2U when you have saved checkpoint 1 and completed filling out the annotation file:***

1. Begin by clicking the Browse button labeled by the phrase **‘Input checkpoint 1 here’** and select “checkpoint1.rds” you saved earlier and click ‘open’
2. Check the right side of the screen for confirmation that the checkpoint is done loading and then click the browse button to **input in the annotation file** you finished creating
3. Once that has completed (check the right side for text saying has finished), **download Checkpoint 2** somewhere you have easy access to
   1. This will be for if you would like to come back to the app again later or if the app manages to fail at any later step.
4. Once that is complete you may notice that the box labeled for selecting your ‘**x axis variables**’ now has options to choose from. Please note the following when you select these variables:
   1. These variables will be on the heatmap going left and right
   2. They will be combined and if they don’t make sense, such as combining ‘daughter’ (region) with ‘mouse’, they will mess up your heatmap or error the program
   3. These variables will also be displayed individually in the form of a color key on the **outside** **left** of the heatmap
   4. **Common Examples**:
      1. ‘Mouse’
      2. ‘Marker’ and ‘Mouse’
      3. ‘Marker’, ‘Mouse’, ‘Genotype’, ‘Sex’, ‘Treatment’,’Batch’, and ‘MPI’
5. Next, select the **‘y axis variables’** and note the following when selecting them:
   1. These variables will be on the heatmap going up and down
   2. They will be combined, so double check they make sense avoiding a similar issue such as described for the x axis
   3. These will not have to match the display variables for the y axis
   4. **Common Examples**:
      1. ‘Daughter’
      2. ‘Side’ and ‘Daughter
      3. ‘Side’ and ‘Parent’
      4. ‘Side’ and ‘Specials’
         1. ‘Specials’ is a special variable containing the following ABA regions: CTXsp, fiber tracts, HPF, HY, Isocortex, OLF, PAL, STR, TH, MB, P, MY, and CB
6. Select the **‘display’ y axis variables** next noting the following:
   1. These variables will be displayed in the form of a color key on the **outside** **top** of the heatmap
   2. These must make sense for this axis such not using regions and mice together
   3. Please note that the more elements in a variable the lest distinguishable the color key is going to be (i.e. don’t use ‘daughter’) This is a good place to use ‘specials’
   4. **Common Examples:**
      1. ‘parent’
      2. ‘side’ and ‘parent
      3. ‘side’, ‘parent’, and ‘specials’
7. When you have selected variables for all the above options, click the button labeled **‘Get Options’**.
   1. This button will use the data you just gave it to give you more specific options for your heatmap
8. Next, look at all the options that are selected in the box labeled with **‘variables to see’** and confirm you want to see all of the above variables on the heatmap
   1. You will only ever touch this in an instance where you want to calculations to be the same, but the display to only show part of it
   2. To not include something in the calculations, remove it using the annotation file
9. **This step will determine the values of the heatmap, so pay close attention:** From the dropdown list labeled **‘select the nutil variable’**, select the variable you will be using as your value (i.e. Load)
   1. As a note: load is object area/region area so if you are looking for that calculation, this is it
10. **If you would like to change the variable in any way:**
    1. Select **Multiply by 100** if you would like to do as stated
    2. Select **Use variables** if you would like to select variables **to create a percentage**. Select the variables based on the following information:
       1. Segments by each variable labeled here and then creates percentages of any other variable you selected above that is not in this box
       2. Here the program will group your data based on your selections and create a percentage separating from the largest to the smallest designation. For example:
          1. If your rows were ‘mouse’ and ‘marker’ (marker has two options per mouse), your selected nutil variable was ‘object count’, and you selected, ‘Mouse’, ‘side’, and ‘daughter’ here; it would first separate the data by mouse, then by side, then by daughter. Then it would look at the designations of the row and see that it’s separated by mouse and marker so it calculates the percent each marker takes up as it is already segmented by mouse.
       3. If you are hoping to compare the percentage of elements in a variable (such as ‘pSyn+’ to ‘pSyn-‘ in the variable ‘marker’), then do not include that variable in this segmentation as it would then turn out to be 100% for each of them
       4. **Common Examples:**
          1. ‘side’, ‘mouse’, and ‘daughter’
          2. ‘mouse’, ‘daughter’
    3. **Note:** If you try to select both “Multiply” and “Use variables”, it will do neither
11. **If you would like the data to be in** **log 10 scale**: then check the corresponding box
12. **If you would like your heatmap to be trimmed:** check the corresponding box (This does not affect the calculations)
    1. Atrimmed heatmapremoves any column with more than 50% of the data missing
13. If you would like **to remove ABA regions** from your heatmap, select any amount of them from the drop down labeled **‘Select any regions to remove’**
14. **If you would like row and column names**: select from the corresponding drop down boxes and select what you would like to see
    1. x and y are the combined column names that are created when you first select the x axis variables and y axis variables and will most likely contain the most information
15. The **color scale** is **not** something you will need to mess with your **first time** loading the heatmap
16. Now that you are done selecting the base variables for your heatmap, click the button labeled **‘Create heatmap’** and wait for a preview to appear in the right side
    1. Once this is done, you will probably note that the colors look wonky. This is due to the color scale I mentioned before to skip over.
17. Now that the heatmap is done, you will note some text at the top of the right side which says ‘min’ and ‘max’. Please enter these values into the textboxes labeled **‘Min Value’** and **‘Max Value’** for the **color scale**
18. At this point you should look at the options under the label **‘Custom Colors**’ and determine if you would like to modify the colors at all. **If you would like to**, then **select either the Viridis color** scale checkbox **or** the **2 color scale** checkbox **or** the **3 color scale box** and then choose or adjust the colors to what you would like
19. When you are done, click the **‘create heatmap’** button again and wait for the preview to appear
20. **To save the heatmap**: you have two options you can choose from or download both
    1. Click the button labeled **‘Download full Heatmap’** and this will download a heatmap with all information you selected above. Make sure to download it into a directory you can easily access to check if you like your chosen options
    2. Click the button labeled **‘Download Just the Plot’** and this will download a heatmap without any of the legends for easy editing. Make sure to download it into a directory you can easily access to check if you like your chosen options
21. Look at your heatmap and determine **if you need to change anything**. If you do, start from step 3 and check over each step at a time
    1. **Don’t forget** to press the button in the middle while changing options before attempting to recreate the heatmap again

***Using N2U when you have saved checkpoint 2:***

1. Begin by clicking the Browse button labeled by the phrase **‘Input checkpoint 2 here’** and select “checkpoint2.rds” you saved earlier and click ‘open’
2. Check the right side of the screen for confirmation that the checkpoint is done loading and then **continue from step 4 above**.

***For integration with the Mouse Brain Heatmap (MBH) app OR additional numeric and/or annotation information for the heatmap:***

1. If you think all of your data is being created the way you want it to and would like **to take it into the MBH app**, click the ‘**Download MBH Table’** button and save it wherever you can access it
2. If you would like **the color scheme to also be the same in the MBH app**, click the **‘Download Colors’** button
3. If you would like the values of the heatmap or any of the axis annotation information of the heatmap, click the buttons labeled **‘Download Data’, ‘Download AnnoX’, and ‘Download AnnoY’**
4. Finally, **if you would like access to the many variables created during this program running or the data frame that contains the raw data at any point**:
   1. Open the app in R Studio
   2. Run through all of the steps
   3. Once it has created a heatmap, wait a minute or two for everything to fully load
   4. Click back into R Studio without closing the app
   5. Find the console in the bottom left corner and click the button that looks like a stop sign ONCE and only once
   6. Wait very patiently for the app to close on its own
   7. If it gives you an error like below click ‘No’ and wait some more
      1. Graphical user interface, text, application, email

         Description automatically generated
   8. Eventually it will stop the app and variables will appear in the top right box labeled ‘environment’
   9. To see these variables, double click their names to open a viewer pane
   10. To save a variable as a csv file write the following code in the console:
       1. write.csv(variableName, “filename.csv”)
       2. **If you would like to designate the location of the file,** include the file path in front of the filename with **all back slashes replaced with forward slashes**
          1. “~\projects\file.csv” is **incorrect**
          2. “~/projects/file.csv” is **correct**