



Some details

Currently, branching points primarily have two types.

- **type-1:** All branches from it match with branches from a single mouselight neuron.
- **type-2:** All its branches match with branches from different mouselight neurons.
- **type-3:** Some (or all) of its branches do not match with any mouselight neuron.

Get
corresponding
branches

For each branching point, simply extract the paths from it to leaf nodes. These branches will be used for categorization. For example, if for a branching point, all branches from it in the DM skeleton can match with branches in a single mouselight neuron, it is a type-1 branching point.

Categorization via
nearest neighbor
matching

Currently, we consider one branch (from DM skeleton) matching with a mouselight neuron, if for 75% of nodes on the branch, we can find a nearest neighbor in the mouselight neuron within a fixed radius.