

PINPOINT



UNITY FOR HUMANITY 2025 PITCH DECK

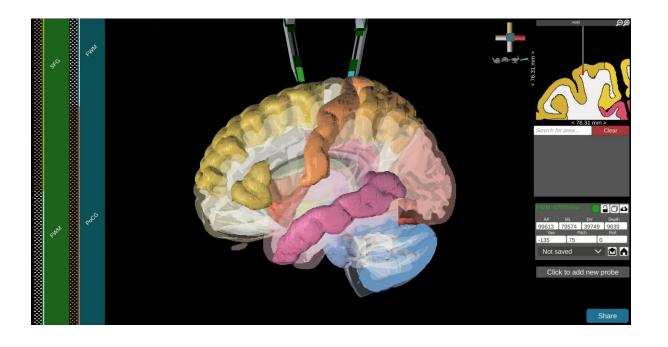
What is Pinpoint?

Interactive 3D visualization and automation tools for neuroscience research and neurosurgery

Available for **free** on the **web**, **desktop**, and **handheld consoles**

Demo Video:

https://youtu.be/io03ATeKapc



Human brain atlas with Neuropixel electrophysiology probes.



Our Goals with this Grant

Automation

Expand access to large-scale

Develop an automated platform for reproducible neurosurgical procedures, reducing variability and improving the efficiency of experimental workflows.

education.

Expand Access



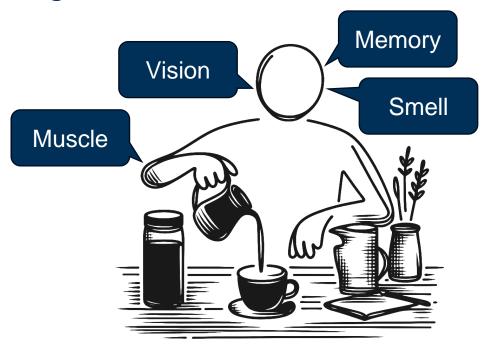
Modern neuroscientists need tools to study the whole brain.

Neuroscientists now recognize that **neurodegenerative diseases**, such as Parkinson's and Alzheimer's, affect the entire brain. Understanding these disorders and the **large-scale complex circuits** they impact requires techniques that scale up to measure neural activity **across the whole brain**.



Why do we need new tools?

Human behavior engages multiple regions of the brain...



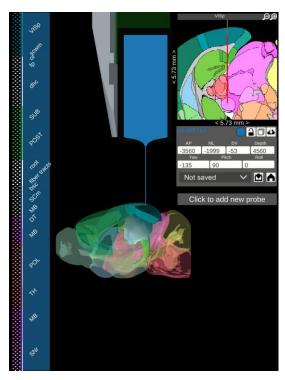
... but current tools only help with studying individual regions.



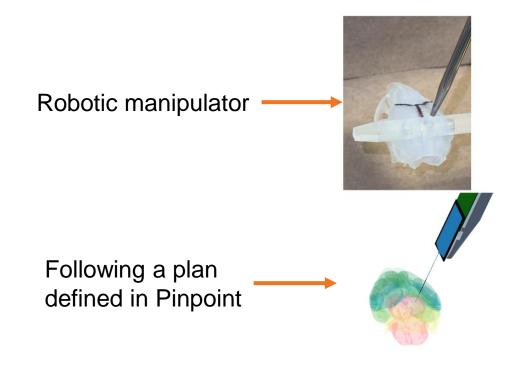


What can Pinpoint do today?

Intuitive 3D planning with in-depth surgical information.



Repeatable surgeries with researcher-assisted robotics.





The Future is Fully Automated.

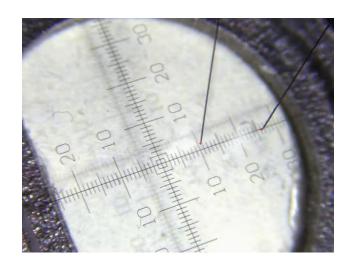
Automated surgeries **reduce human error** and **increase efficiency**, enabling neuroscientists to **scale up their work to the whole brain**, unlocking studies and surgeries previously deemed impossible.

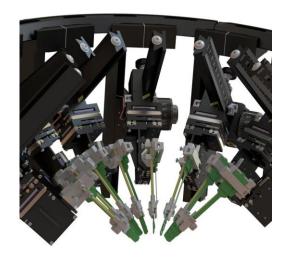


Aim 1: Automation

We will develop computer vision assisted systems to enable unattended surgery.

This will reduce human error and enable scalable parallelization of surgery procedures, required for working with the whole brain.





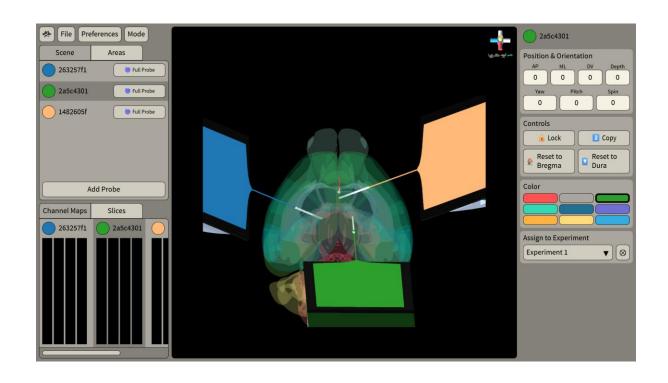
(Right) Parallax computer vision tracking system (probe tips marked with red crosses). (Left) New Scale MPM rig.



Aim 1: Automation (cont.)

Develop intuitive interfaces to plan and automate unattended surgeries.

Change the interaction paradigm for neuroscience tools, emphasizing digital twinning and robotic automation.



Planned future interface for Pinpoint (using UI Toolkit).



Aim 2: Expanding Access

Bring our free, web-based tools for experiments, surgeries, and education to the community.

Share our work at **conferences and workshops** and integrate them into the **classroom** for the next generation. Feedback from community use and user studies drive our development plan.



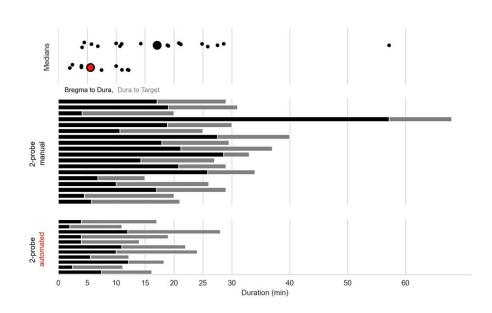
Dr. Birman teaching Pinpoint to researchers at the Allen Institute 2024 Neuropixels and OpenScope Workshop.



How much does automation help?

Using data from experiments in rodents:

- One probe takes about 15 minutes to implant.
- Manually, this process scales linearly: two probes take 30 minutes, etc.
- With automation, the process is parallelized: any number of probes can be inserted in the same time window.
- In our data: the median implant time for automation (red dot) is significantly lower than manual implants (black dot).



Electrophysiology setup timing in a rodent neuroscience research lab.



Pinpoint's Impact



Improve surgery ethics and safety by reducing human error through automation. Enables whole-brain studies essential for addressing neurodegenerative diseases.



Open-source, web-based system **democratizes access** to cuttingedge neuroscience tools for education. The project has also fostered software engineering **research for undergraduates**.



Introduces advanced robotics and computer vision techniques to neurosurgery. These will boost the efficiency and reproducibility of smaller-scale operations as well.



Project Timeline

| | 2025 Summer | 2025 Fall | 2025 Winter | 2026 Spring | 2026 Summer |
|-----------------------------------|-------------|-----------|-------------|-------------|-------------|
| Automation system | | | | | |
| UI and hardware integration | | | | | |
| Scientific outreach (conferences) | | | | | |
| Education outreach | | | | | |
| Evaluation and Adjustments | | | | | |



Grant Budget Allocation

We are requesting \$100,000

| | Item | Description |
|-----|----------------------|--|
| 70% | Software Development | DB working at 15% effort KJY at 50% effort for one year. |
| 30% | Support and Outreach | Running workshops through the Allen Institute, collaborating with researchers at universities and industry partners, publishing papers, and presenting at conferences. |



Sponsors and Grants Who Have Funded Us



≈\$50,000 post-doctorate and undergraduate fellowship



≈\$50,000 with Simons Foundation



\$11,500 through the Shenoy Undergraduate Research Fellowship



≈\$20,000



\$10,000 through the Mary Gates Undergraduate Research Scholarship



We are the Virtual Brain Lab



Daniel Birman, PhD
Software Engineer
Allen Institute for Neural Dynamics



Kenneth J. Yang
Computer Science
University of Washington ('25)

- We develop 3D visualization tools for experimenting with, exploring, and simulating brains.
- All projects are open-source on GitHub.
- We foster undergraduate research:



Kenneth Yang, Jasmine Schoch, Qiqi Liang, Selina Li, Kai Nylund

THANK YOU

Product Website:

https://pinpoint.virtualbrainlab.org

Our Websites:

https://virtualbrainlab.org https://www.allenneuraldynamics.org/



Contacts:

daniel.birman@alleninsitute.org kjy5@uw.edu

