

# Zapit: a random-access optogenetics platform for head-fixed mouse behavior

Rob Campbell, Maja Skretowska, Michael Lohse, Oliver Gauld, Peter Vincent, Quentin Pajot-Moric, Simon Weiler, Mateo Velez-Fort, Simon Townsend, Thomas Mrsic-Flogel, Ann Duan, Athena Akrami, Troy Margrie

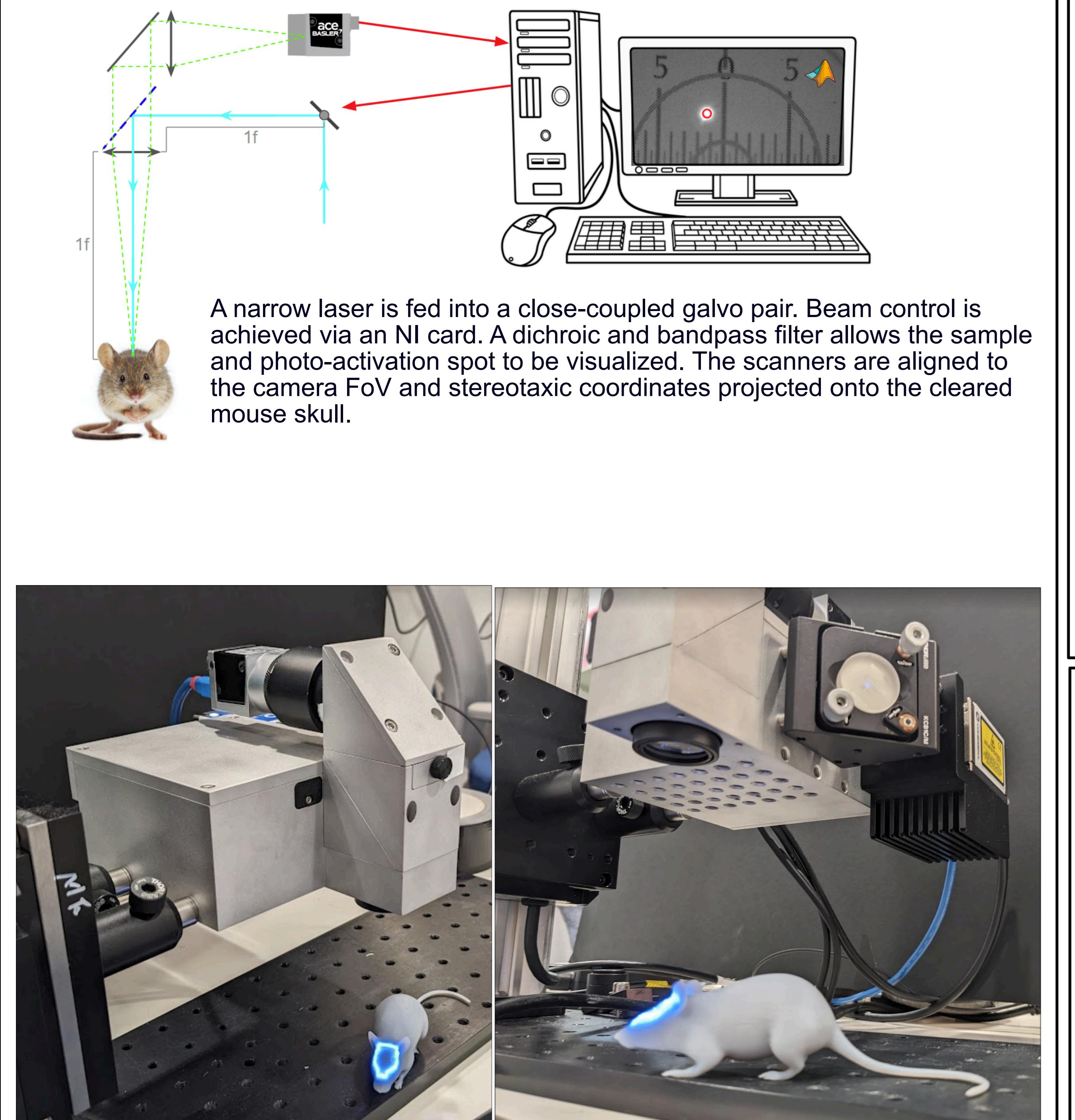
## ABSTRACT

Zapit is a scanner-based photo-stimulation solution for head-fixed mouse optogenetics. The system directs a focused laser spot to stereotactically defined locations on the dorsal brain surface with a latency of under 2 ms.

Zapit comprises a hardware design, a fully featured GUI for calibration and stimulus configuration, and an API for control during experiments. The core software is written in MATLAB for Windows but experiments can be run via a different programming language: we provide a shared memory Python bridge to the MATLAB API, and a cross-platform TCP/IP interface. Stimulus triggering can be done via TTL to ensure latency considerations never come into play.

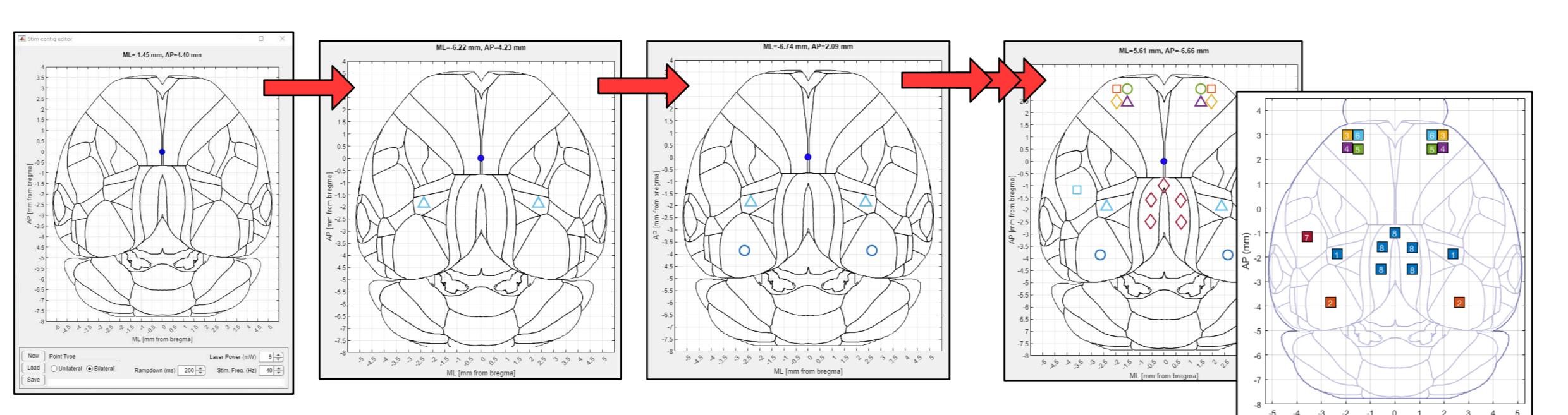
Zapit is open source and developed in the open. We provide CAD models for machining a compact sealed enclosure but a functioning system can be assembled using off the shelf parts from companies like ThorLabs.

## How it works



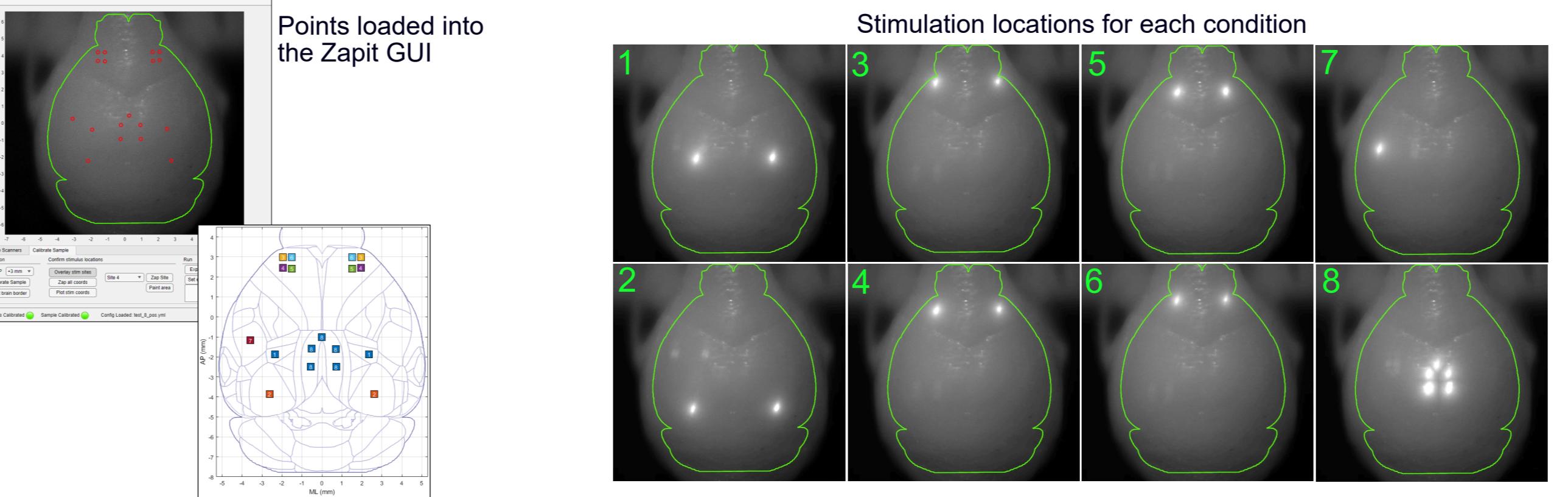
## Stimuli are defined in stereotaxic space using a GUI

Stimuli are defined as groups of points that will be co-stimulated in a single trial. Stimulus repetition rate is nominally 40 Hz.



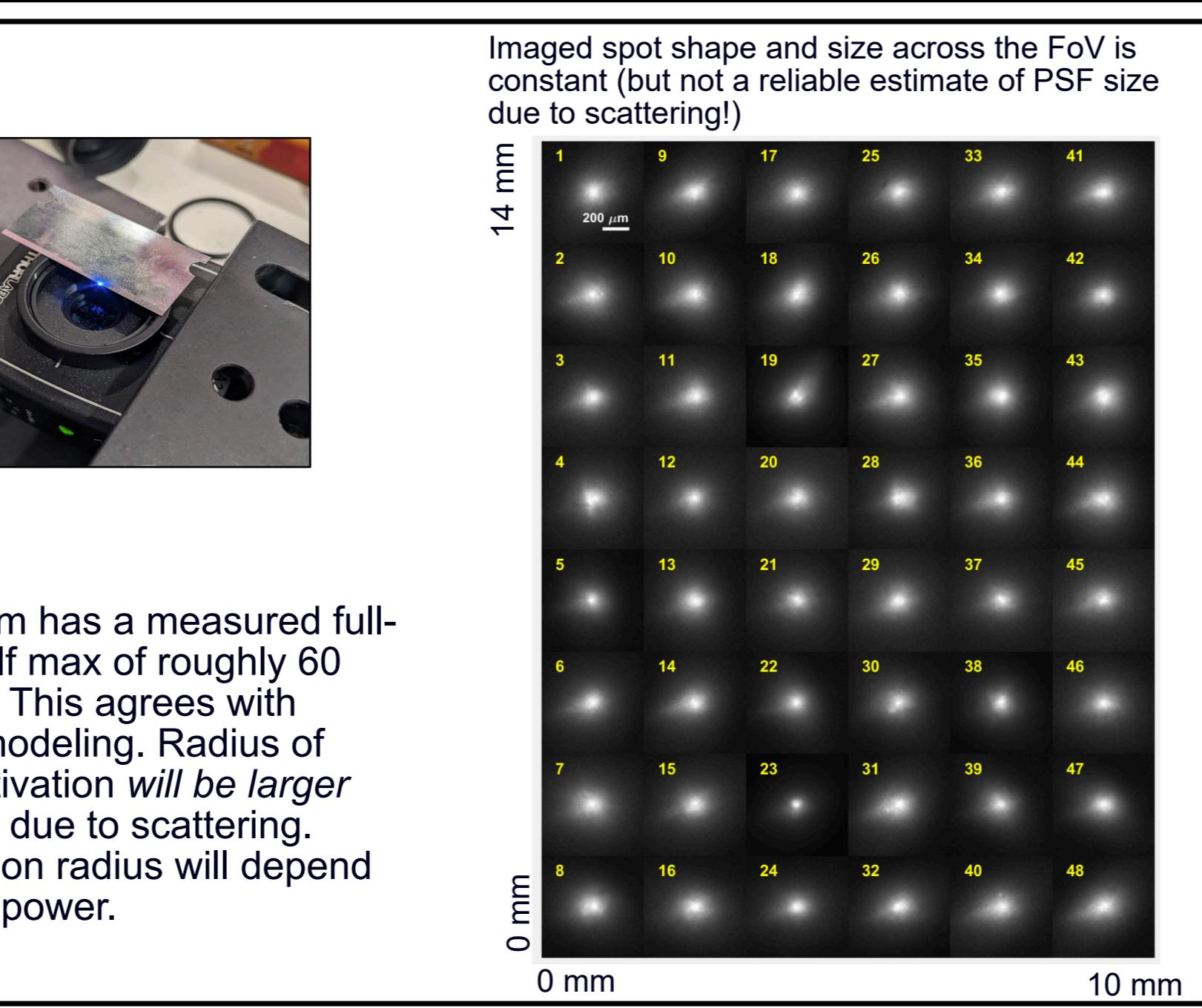
## Stereotaxic Calibration: stimulus presentation

Once calibrated we can stimulate in stereotaxic space: presenting points in arbitrary patterns and locations modulated at 40 Hz. Stimuli can be tested interactively using the GUI.



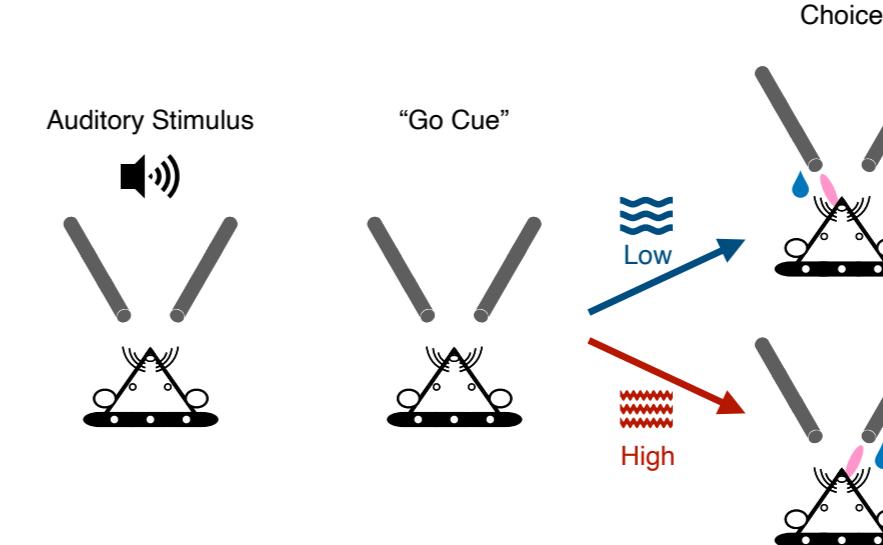
## Spot Size (PSF)

Measure 1-D PSF by translating a focused laser spot across the edge of a razor blade with a photodiode beneath blade edge. This generates a cumulative density function (CDF) of light intensity as a function of distance. The CDF can be turned into a PSF.



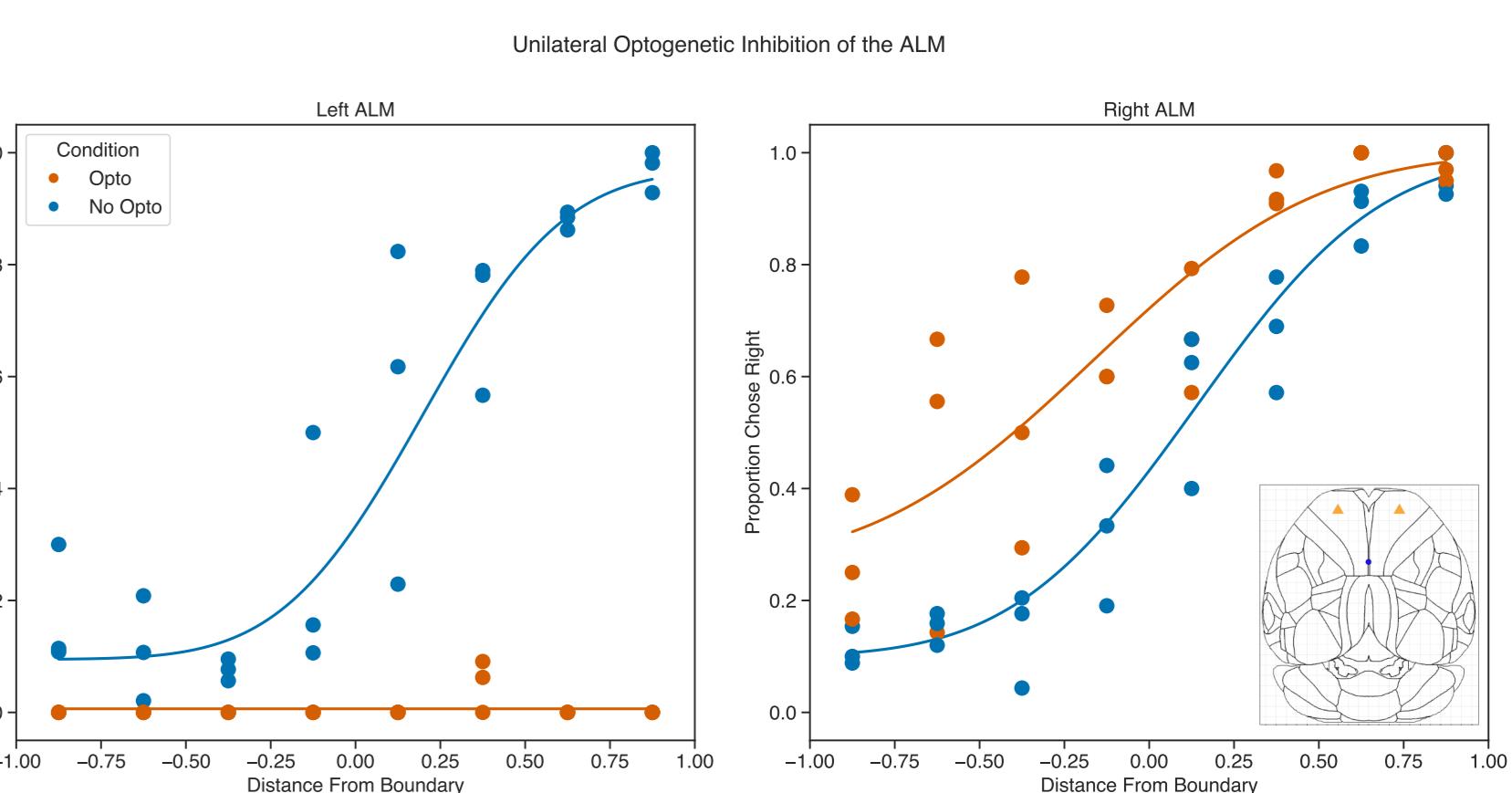
The beam has a measured full-width half max of roughly 60 microns. This agrees with optical modeling. Radius of photoactivation will be larger than this due to scattering. Stimulation radius will depend on laser power.

## ALM inactivation produces an ipsilateral choice bias.



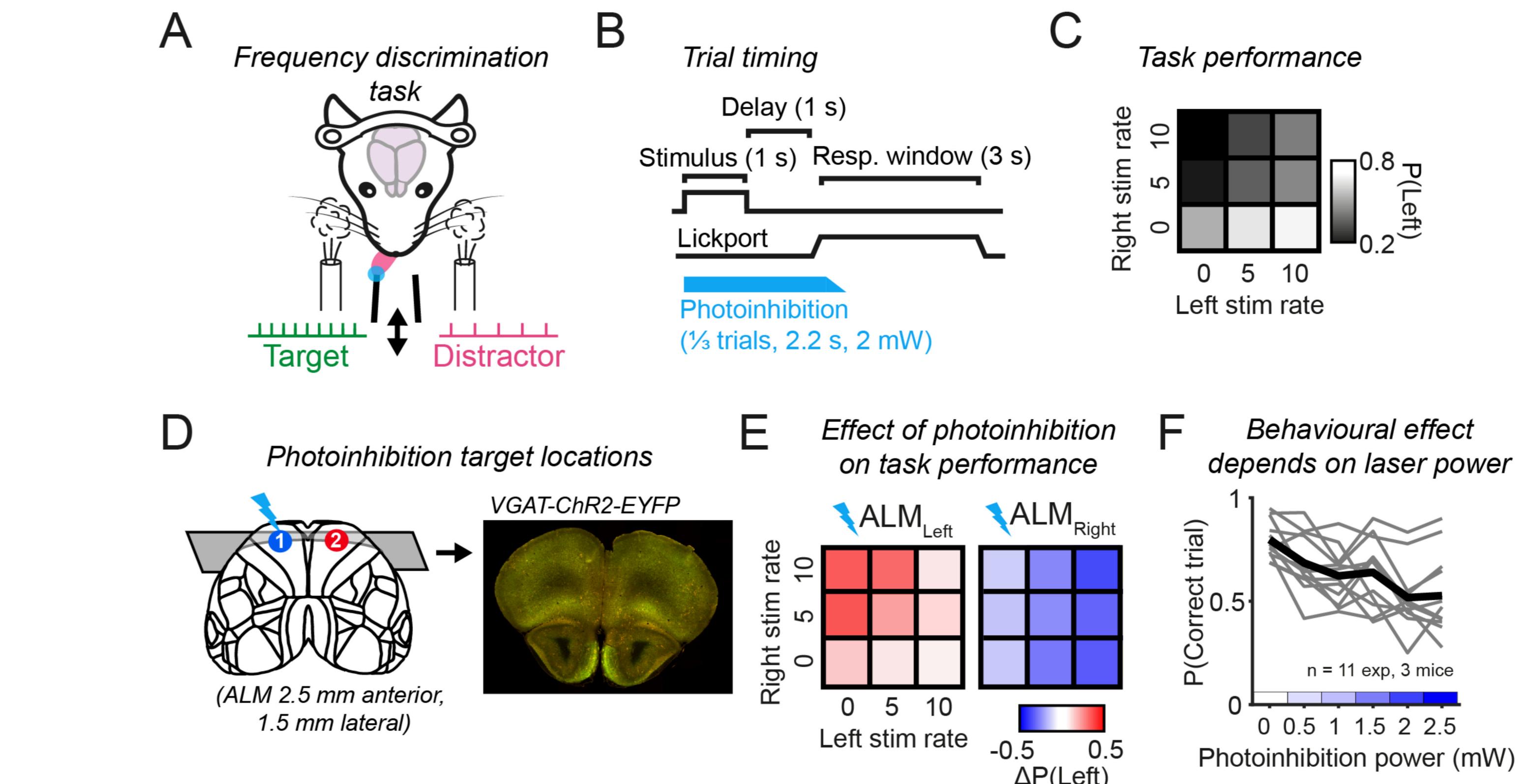
Schematic of the sound intensity categorisation task. Mice were head fixed and presented with an auditory stimulus (High/Loud or Low/Quite) on either side of an intensity boundary.

After a 300 ms "Go-Cue" (or delay) mice indicated their choice ("Low" or "High") by licking either the left or right lick spout. Water reward was given following correct responses, mice were punished with a timeout following incorrect choices.



Unilateral photoinhibition of the left and right Anterior Lateral Motor cortex in separate trials (ALM, 2.5 mm anterior, 1.5 mm lateral to bregma -- inset figure) causes an ipsilateral choice bias in a VGAT-ChR2 mouse, with the data points showing the proportion of right choices as a function of the relative distance of the stimulus to the boundary for individual sessions, and the lines showing the psychometric fits. Successive sessions of ALM-Left sessions ( $N = 3$ ) were run. Photoinhibition trials are shown in orange, control trials in blue (Total trial counts: 375 ALM opto trials; 869 ALM no opto trials).

## ALM inhibition drives ipsilateral choice bias during a delayed-response directional licking task



(A) Mice performed a bilateral whisker-guided frequency discrimination task and reported choices via left/right licking. Trains of air-puffs were delivered to the left and right whiskers, with the target lickport response cued by the side receiving the faster stimulator rate.

(B) Trial timing schematic. The whisker stimulus presentation period (1 s) was followed by a short delay epoch (1 s). After the delay, a motorised stage moved the lickport forwards cuing the start of the response window. Photoinhibition (2.2 s + 250 ms rampdown, 40 Hz rate, 2 mW time-averaged) was delivered during the stimulus and delay epochs on a third of trials.

(C) Discrimination performance on control trials. Mice received 9 trial-types corresponding to different combinations of left and right stimuli. Data show the performance, quantified as the probability of reporting a left lick choice, concatenated across 15 experiments in 3 mice (Total trial count = 3149).

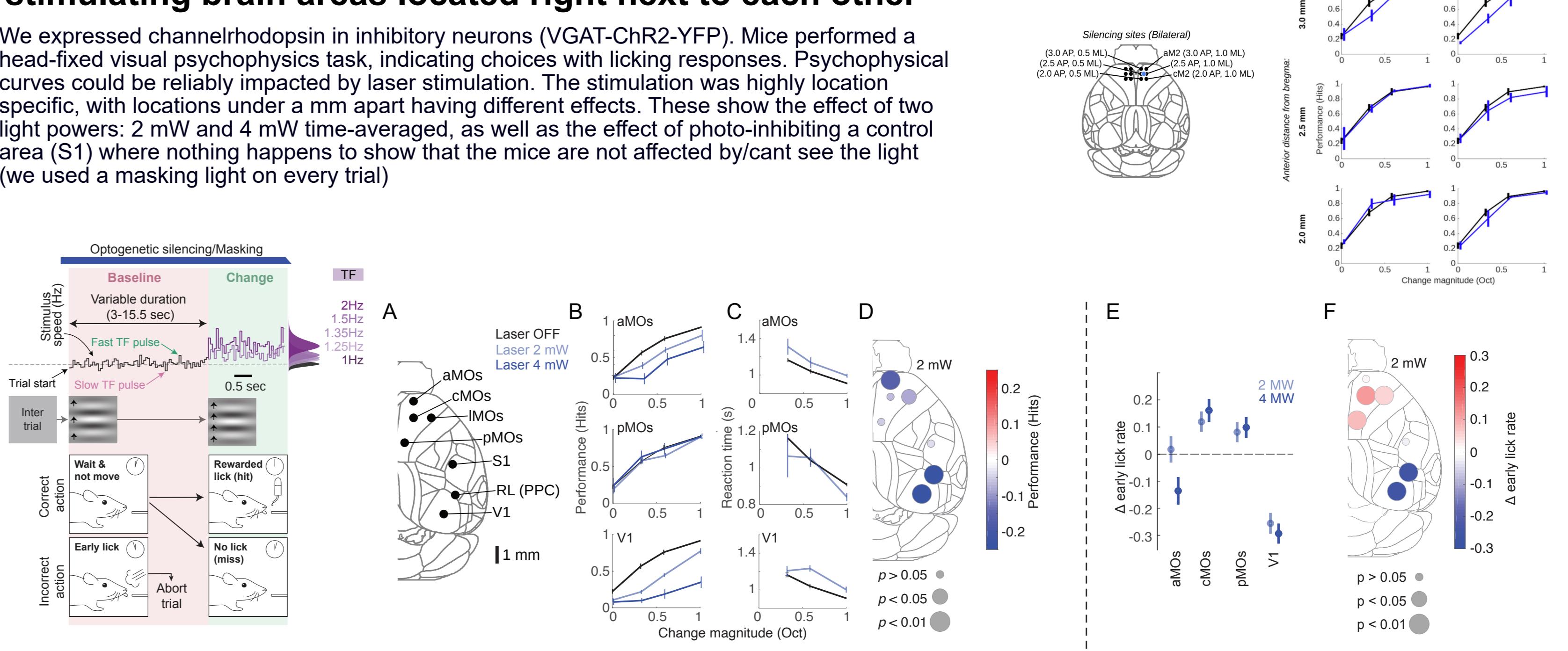
(D) Optogenetic photoinhibition was targeted to left and right anterior lateral motor cortex (ALM) in VGAT-ChR2-EYFP expressing mice.

(E) Behavioural effect of lateralised photoinhibition of ALM quantified as the difference in  $P(\text{Left})$  on photoinhibition trials and control trials. The colour map depicts increases in  $P(\text{Left})$  in red, and decreases in  $P(\text{Left})$  in blue. Data are concatenated across 15 experiments in 3 mice (Total trial count = 747 ALM left trials; 740 ALM right trials).

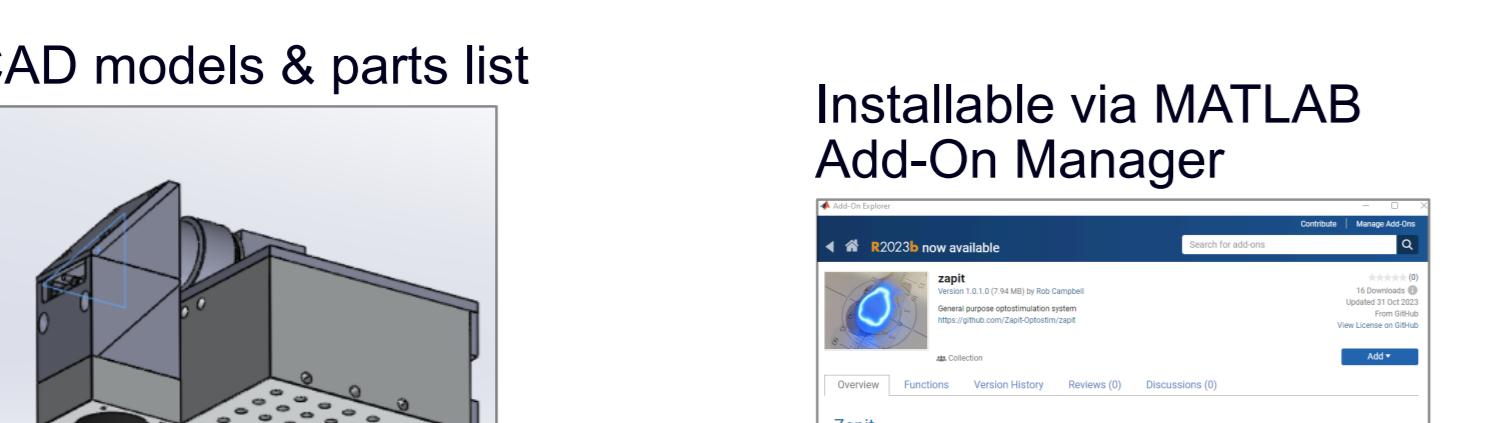
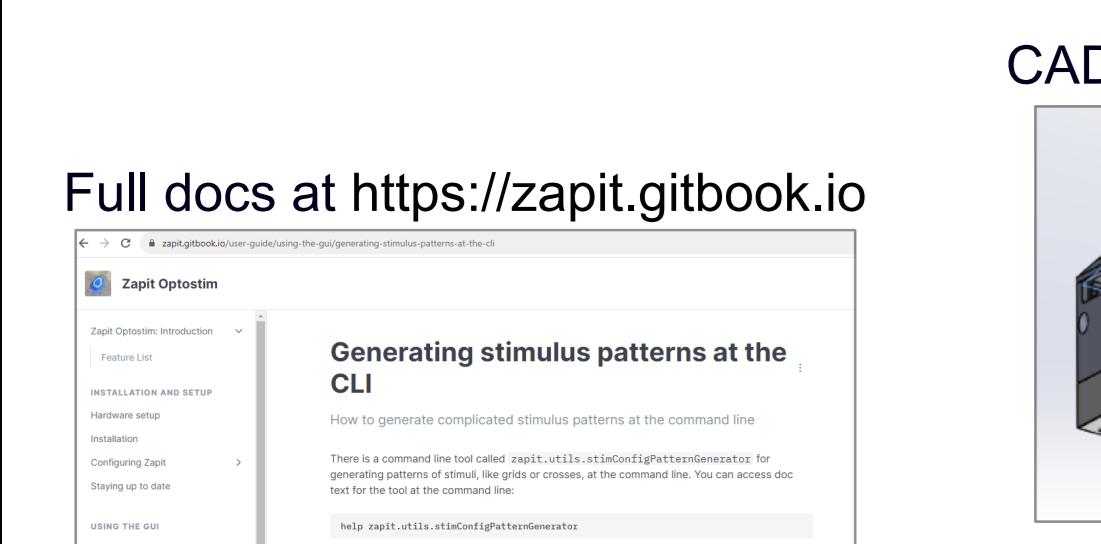
(F) We assessed the tendency for contralateral photoinhibition of ALM to impair performance on unilateral whisker trials as a function of laser power.

## Differential behavioral responses can be elicited by stimulating brain areas located right next to each other

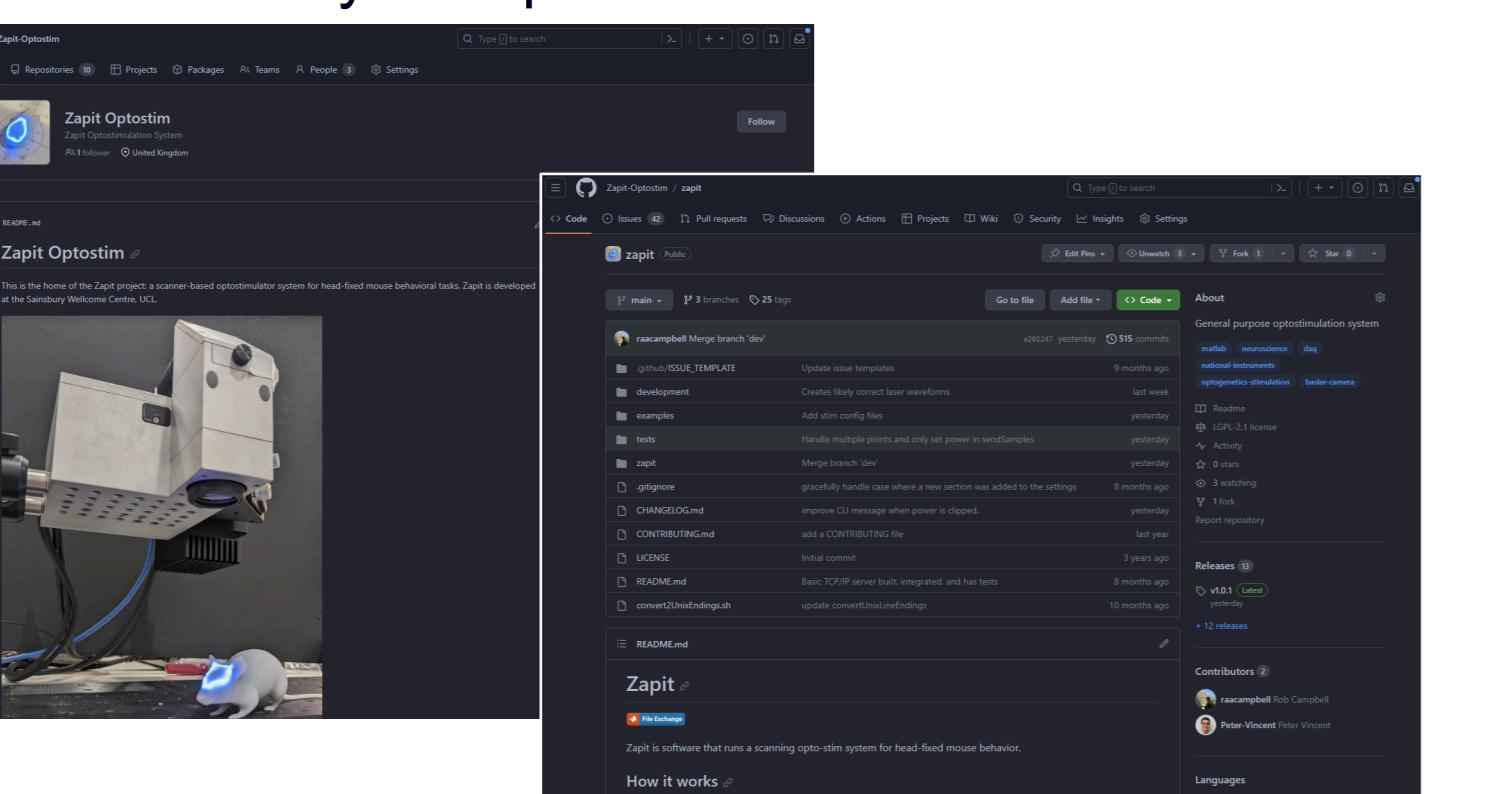
We expressed channelrhodopsin in inhibitory neurons (VGAT-ChR2-YFP). Mice performed a head-fixed visual psychophysics task, indicating choices with licking responses. Psychophysical curves could be selectively activated by laser stimulation. The stimulation sites highly overlap, with locations under a mm apart having different effects. These show the effect of two light powers: 2 mW and 4 mW time-averaged, as well as the effect of photo-inhibiting a control area (S1) where nothing happens to show that the mice are not affected by/can't see the light (we used a masking light on every trial).



## Supported, Documented, Well-Maintained

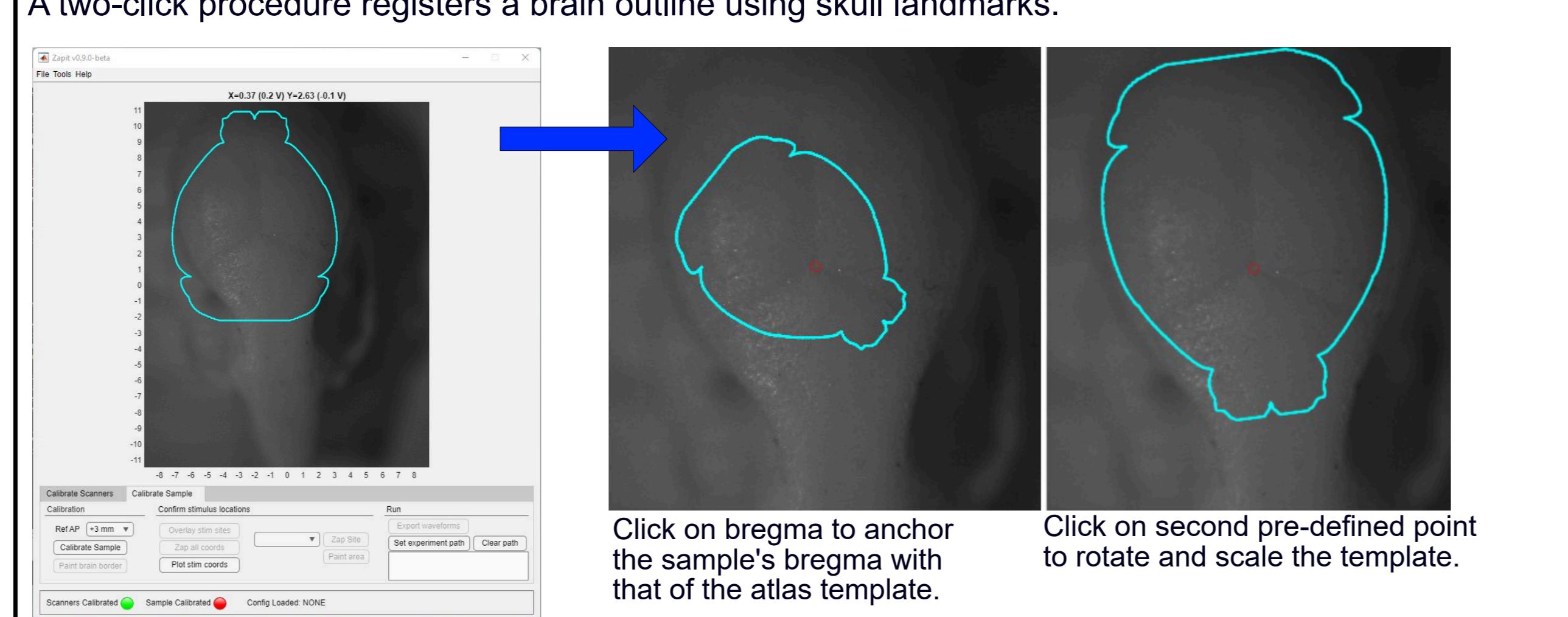


Developed transparently in the open and used by multiple labs within our institute.



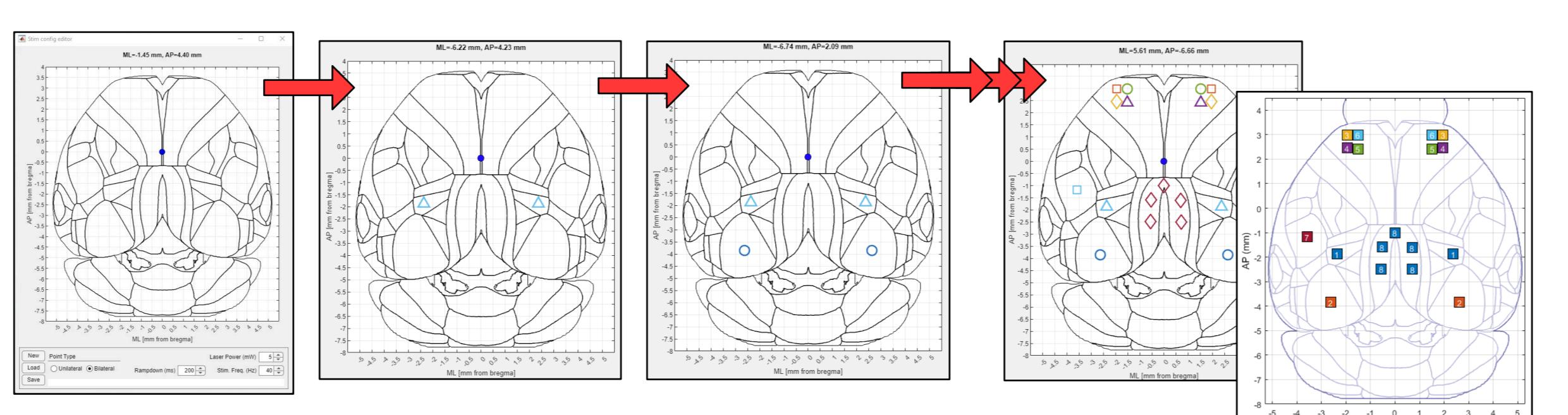
## Stereotaxic Calibration

A two-click procedure registers a brain outline using skull landmarks.



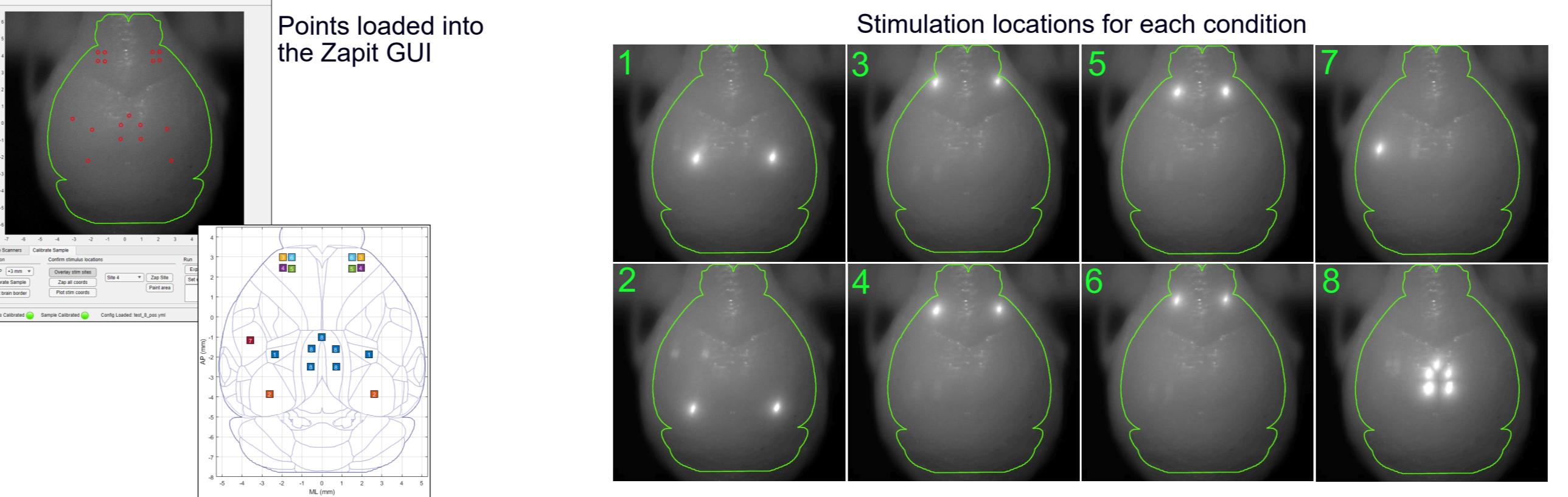
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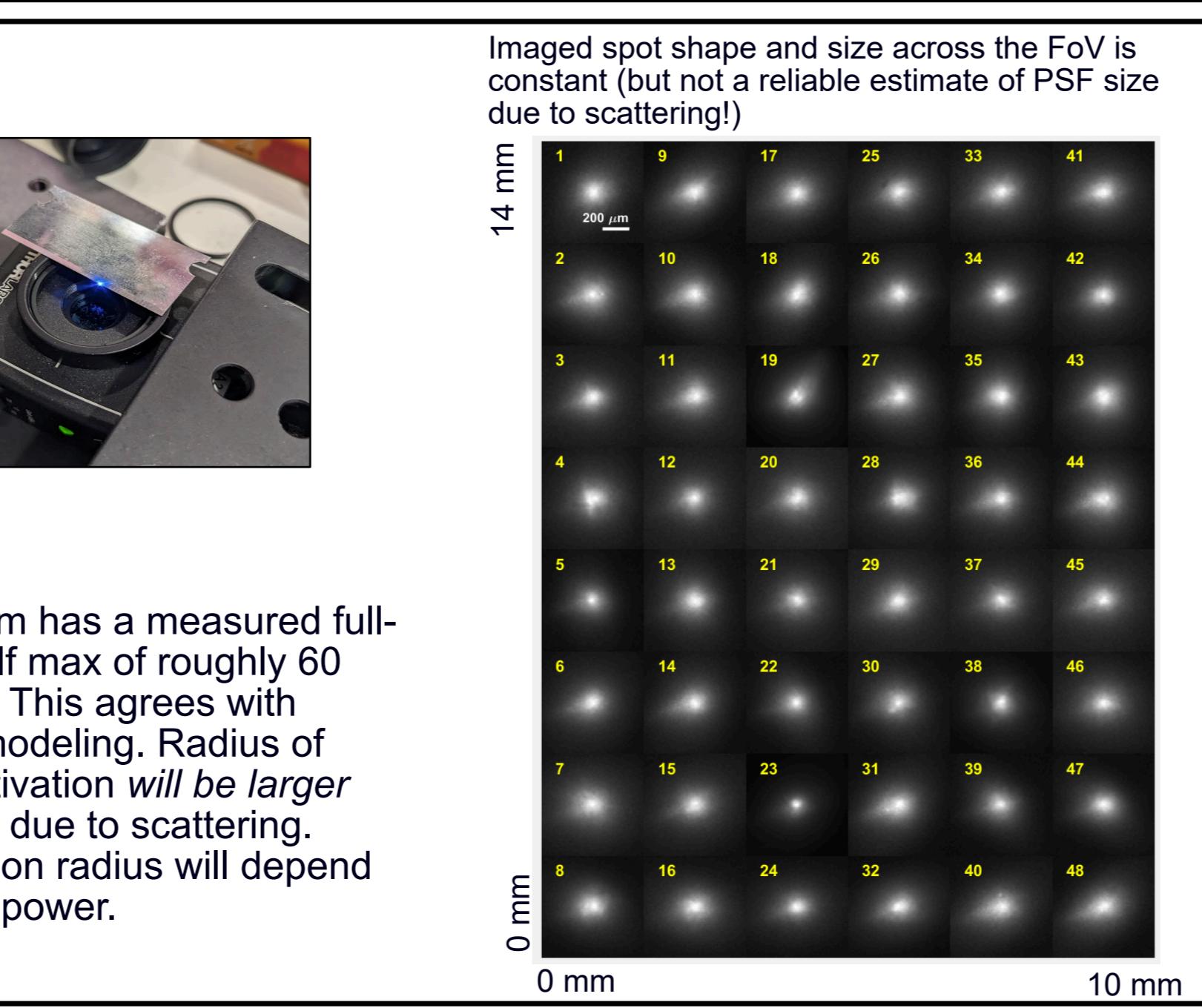
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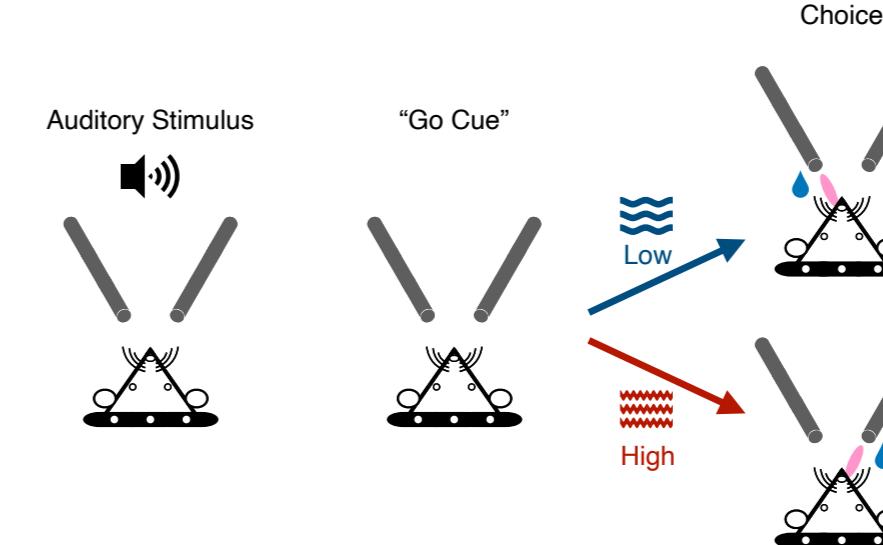
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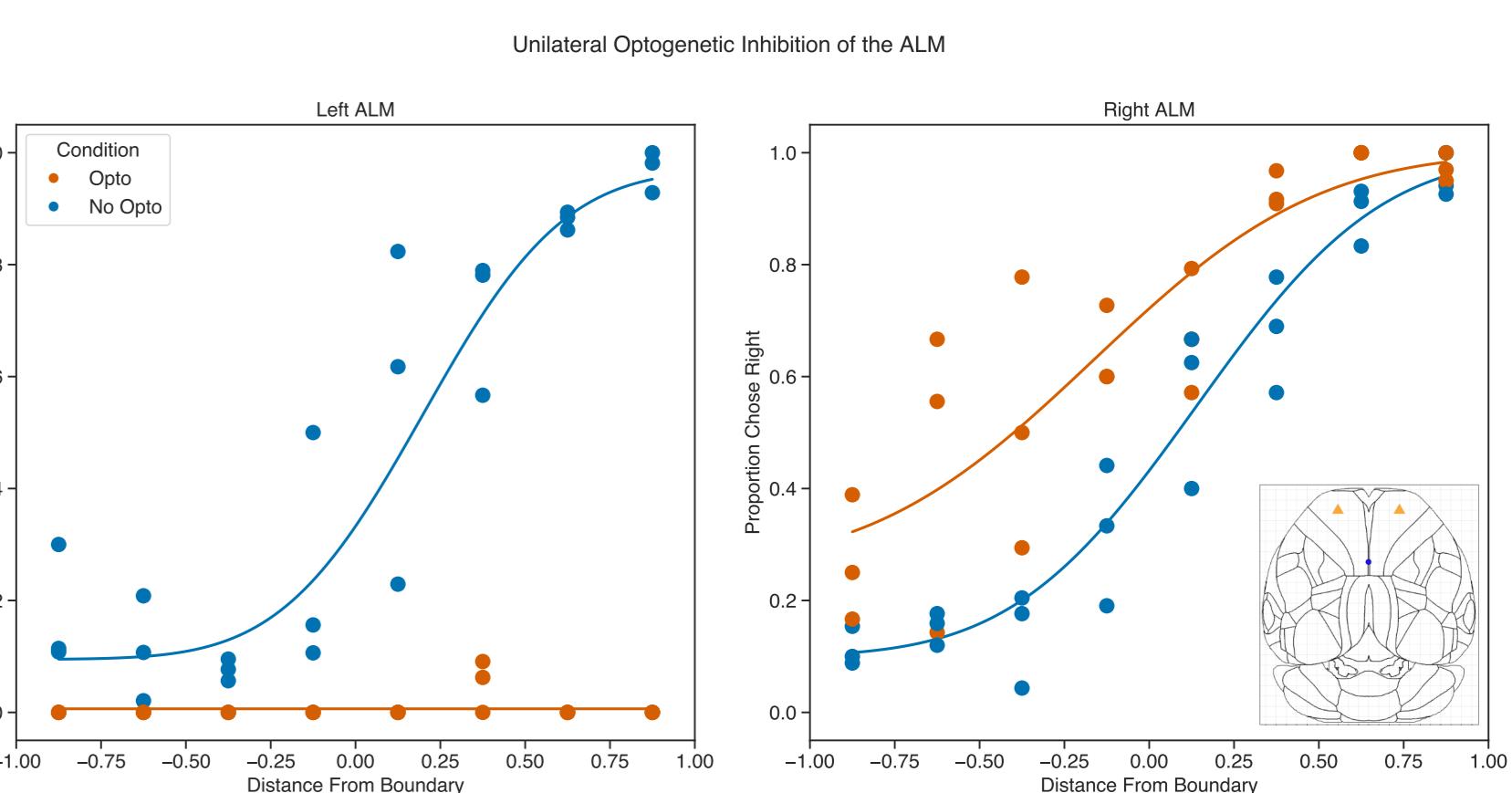
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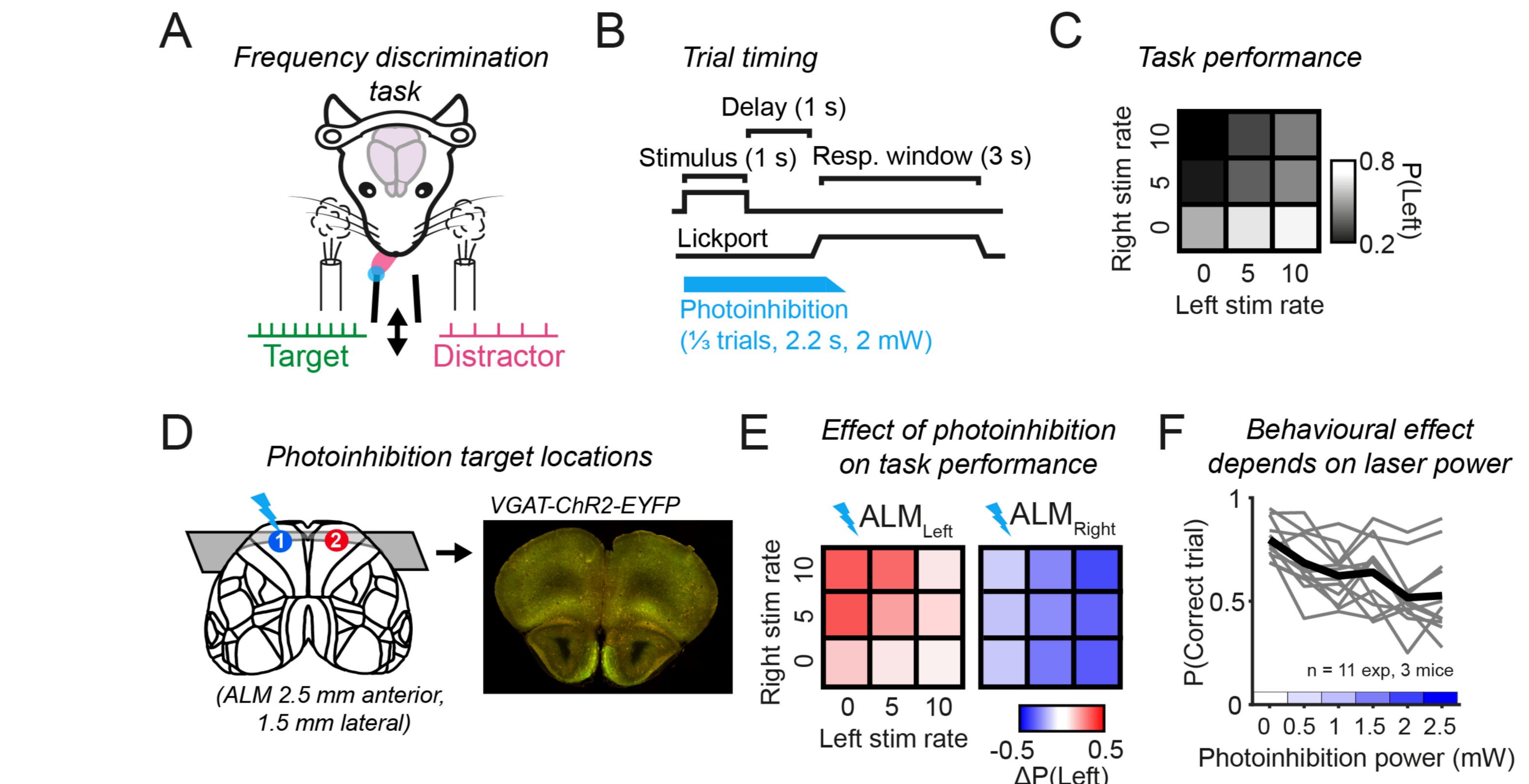
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