



WORM

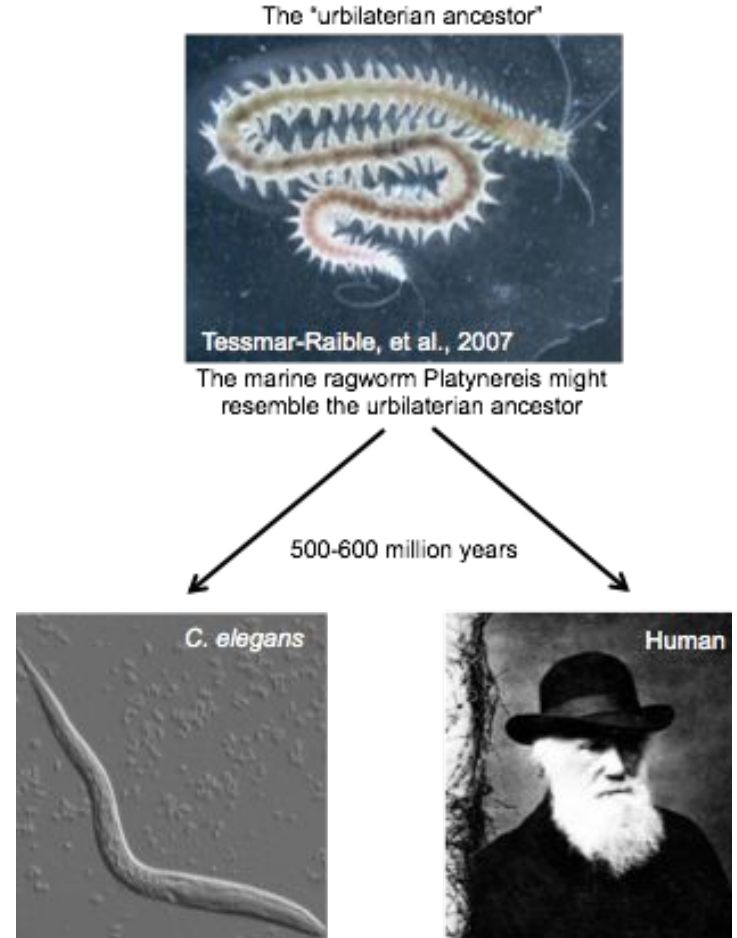
TRACKING



John Brugman

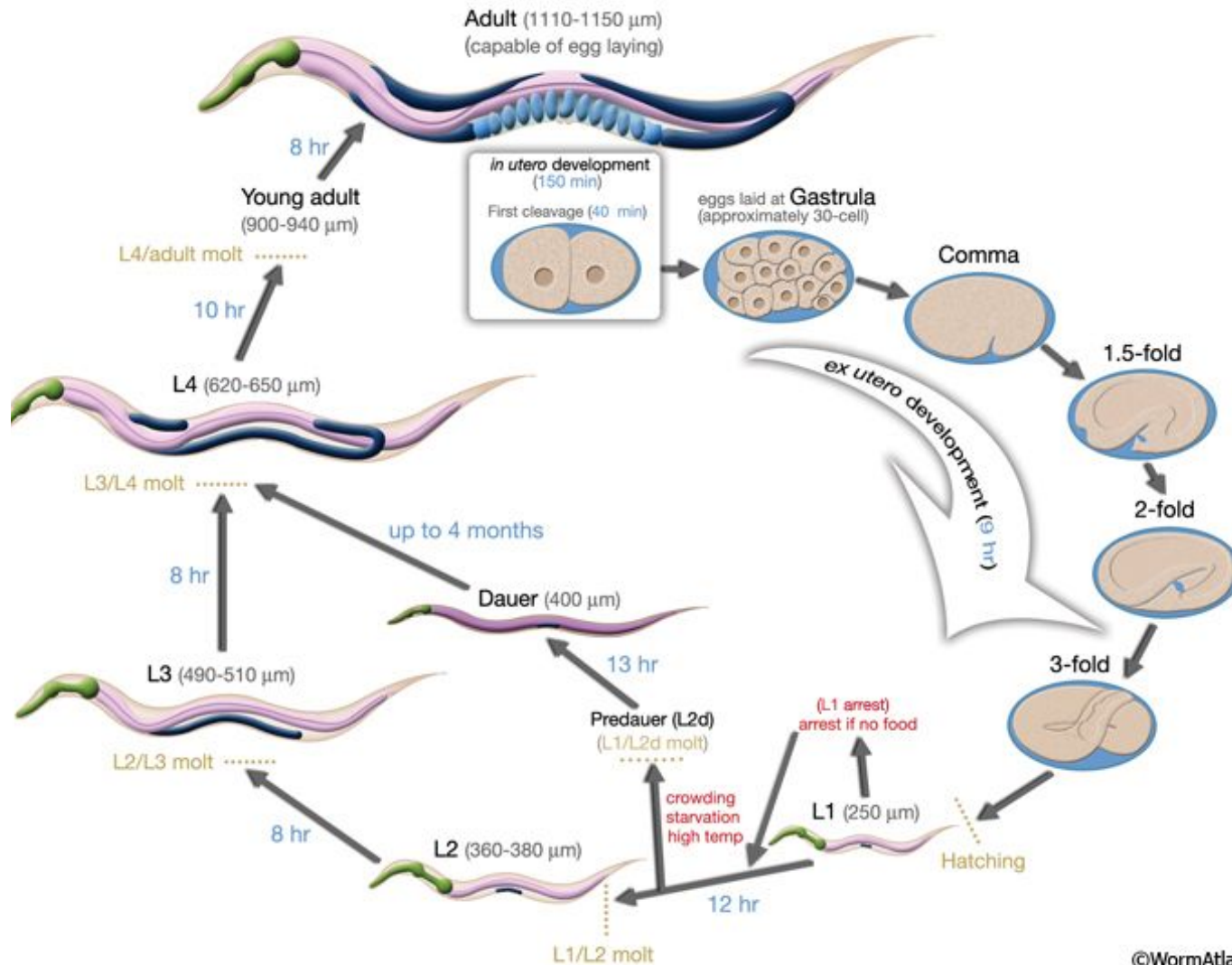
# Significance

- Common Ancestor
- Neurons, gut, muscles, tissue
- Study how neurons react to diseases, and aging
- 302 Neurons
- Drug Testing



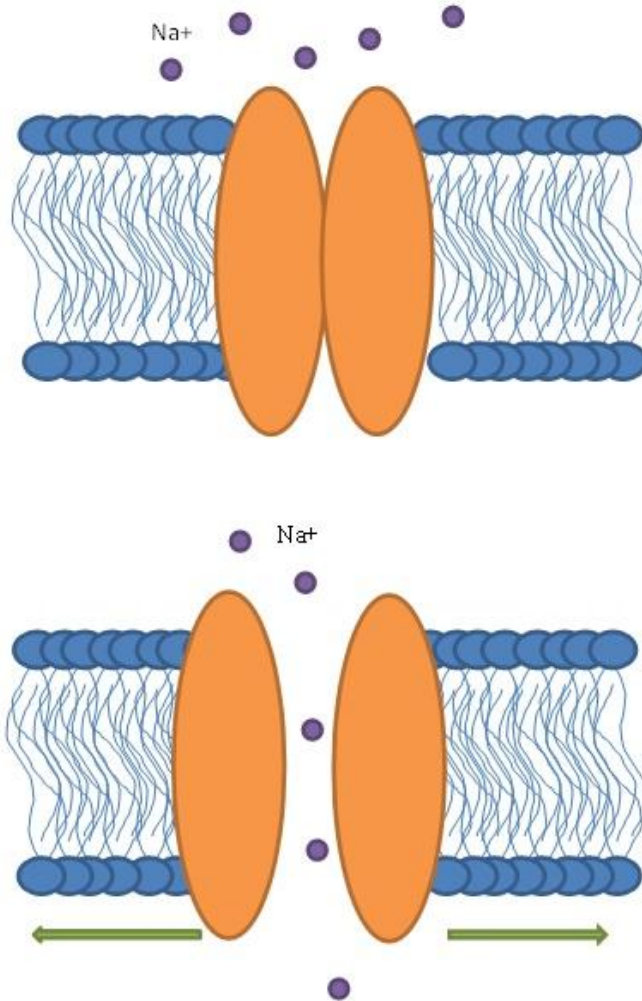
## Life Cycle

- Eggs laid at 150 mins.
- Hatch at 900 mins.
- L2 Dauer Stage
- L3/L4 Reproductive Organs
- Adult Fertile 3-4 days
- Lives 10-14 more days



## Mutations

- Mechanosensitive Ion Channels
- Action Potential
- Channels opening in response to mechanical stimuli
- PIEZO-1 (unknown)
- MEC-4 (sodium)
- TRP-4 (calcium)



# Worm Data

- Max 8 worms per plate
- Agar
- E. Coli Food
- Average of 6-7 clumps
- Max 4 worms





Javier  
Fernández

# Deep Learning Tracking

- Tracking is a big issue in Computer Vision
- Tracking movement of people, or even worms

## Basics of Tracking

- Assigning ID's to the centroids of boxes
- Kalman Filter

- 

-



# My Models:

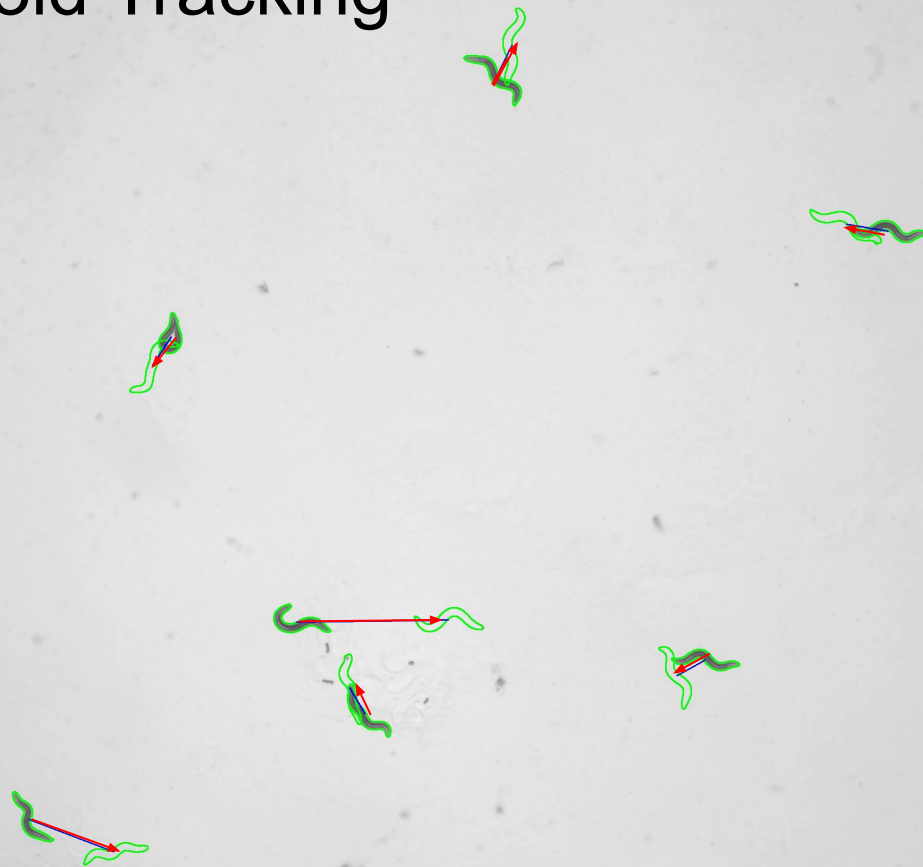


- YOLOv3
- Faster R-CNN
- Standard Computer Vision OpenCV

roboflow



# Centroid Tracking





<b>(765, 1634)</b>	(849, 1644)	(1682, 1645)	(2259, 1461)	(378, 974)	(701, 966)	(735, 855)
<b>(769, 1633)</b>	(848, 1645)	(1683, 1650)	(2256, 1465)	(374, 972)	(698, 959)	(734, 853)

<b>(811, 1640)</b>	(1683, 1655)	(2253, 1469)	(370, 969)	(696, 953)	(733, 851)	
<b>(813, 1639)</b>	(1683, 1660)	(2250, 1473)	(367, 966)	(694, 949)	(732, 850)	
<b>(814, 1639)</b>	(1683, 1665)	(2247, 1476)	(364, 963)	(693, 945)	(731, 848)	

<b>(1683, 1670)</b>	(821, 1637)	(2244, 1479)	(361, 960)	(692, 942)	(730, 847)	
<b>(1684, 1675)</b>	(822, 1637)	(2241, 1482)	(359, 957)	(691, 939)	(730, 846)	
<b>(1684, 1680)</b>	(817, 1637)	(2238, 1485)	(357, 955)	(690, 936)	(729, 846)	

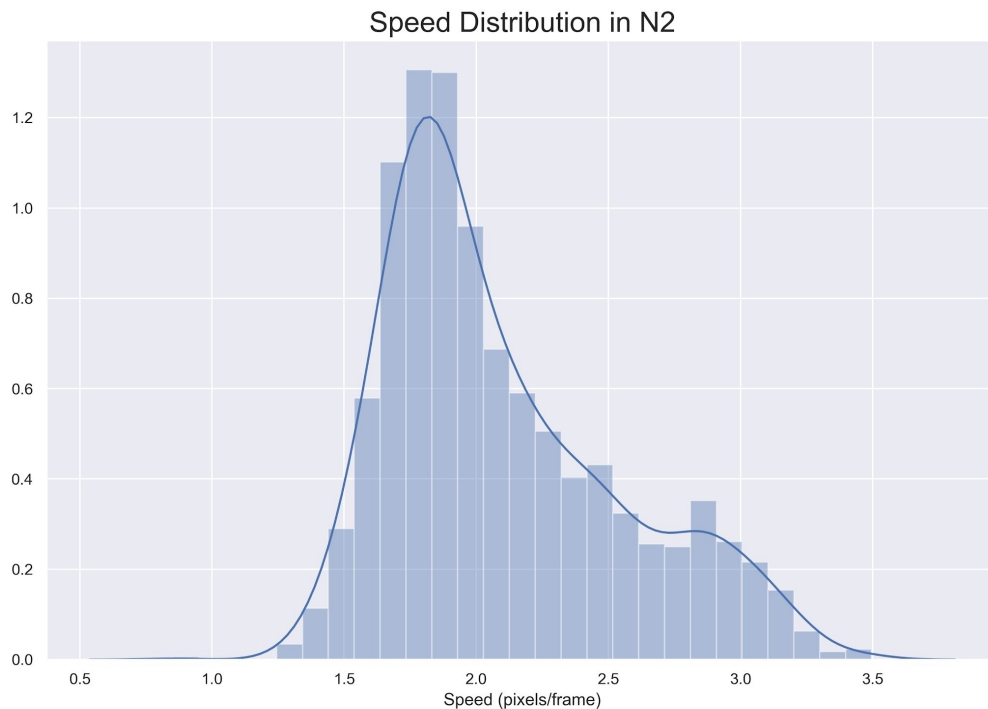
<b>(765, 1634)</b>	(849, 1644)	(1682, 1645)	(2259, 1461)	(378, 974)	(701, 966)	(735, 855)
<b>(769, 1633)</b>	(848, 1645)	(1683, 1650)	(2256, 1465)	(374, 972)	(698, 959)	(734, 853)
<b>(811, 1640)</b>	(1683, 1655)	(2253, 1469)	(370, 969)	(696, 953)	(733, 851)	
<b>(813, 1639)</b>	(1683, 1660)	(2250, 1473)	(367, 966)	(694, 949)	(732, 850)	
<b>(814, 1639)</b>	(1683, 1665)	(2247, 1476)	(364, 963)	(693, 945)	(731, 848)	

<b>(1683, 1670)</b>	(821, 1637)	(2244, 1479)	(361, 960)	(692, 942)	(730, 847)	
<b>(1684, 1675)</b>	(822, 1637)	(2241, 1482)	(359, 957)	(691, 939)	(730, 846)	
<b>(1684, 1680)</b>	(817, 1637)	(2238, 1485)	(357, 955)	(690, 936)	(729, 846)	

<b>(765, 1634)</b>	(849, 1644)	(1682, 1645)	(2259, 1461)	(378, 974)	(701, 966)	(735, 855)
<b>(769, 1633)</b>	(848, 1645)	(1683, 1650)	(2256, 1465)	(374, 972)	(698, 959)	(734, 853)
<b>(811, 1640)</b>	(1683, 1655)	(2253, 1469)	(370, 969)	(696, 953)	(733, 851)	
<b>(813, 1639)</b>	(1683, 1660)	(2250, 1473)	(367, 966)	(694, 949)	(732, 850)	
<b>(814, 1639)</b>	(1683, 1665)	(2247, 1476)	(364, 963)	(693, 945)	(731, 848)	
<b>(1683, 1670)</b>	(821, 1637)	(2244, 1479)	(361, 960)	(692, 942)	(730, 847)	
<b>(1684, 1675)</b>	(822, 1637)	(2241, 1482)	(359, 957)	(691, 939)	(730, 846)	
<b>(1684, 1680)</b>	(817, 1637)	(2238, 1485)	(357, 955)	(690, 936)	(729, 846)	

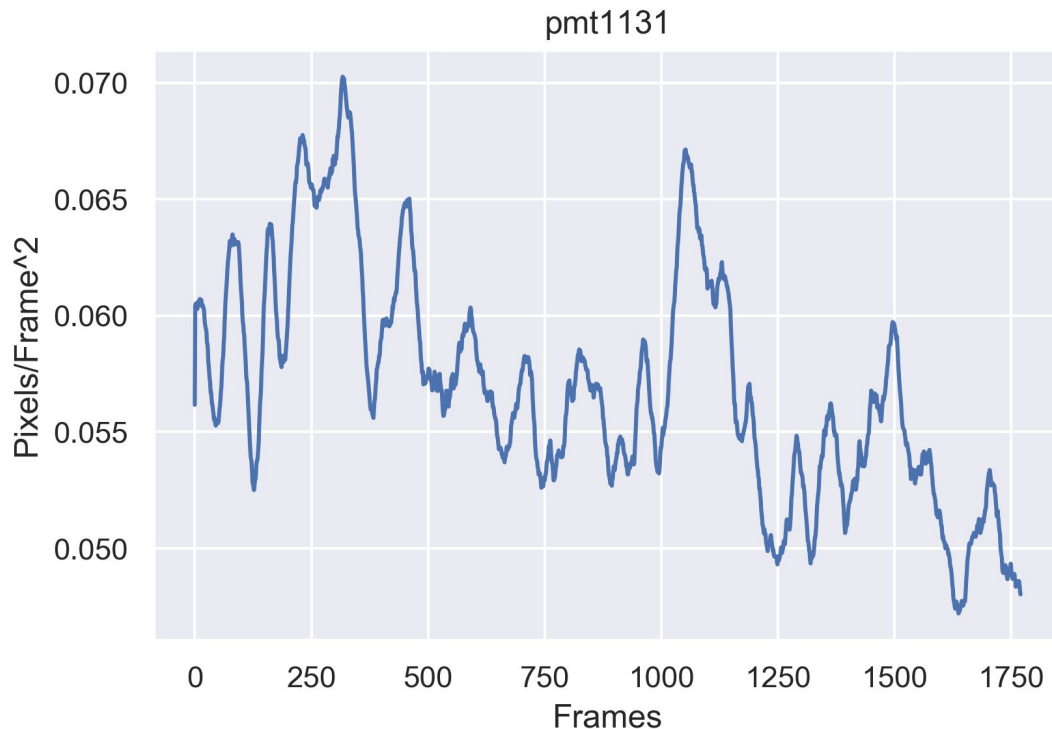
# Analyzing Speed

- Rolling Average over 15 frame (2 seconds)
- Average of acceleration in pixels/frame<sup>2</sup>
- Big Difference between the accelerations
- MEC Mutation is half as active as Wild-Type
- Over ½ worm-lengths/second!



# Results

- All accelerations decreased over the course of the video
- Significance in the difference of all mutations vs. wild-type
- PIEZO-MEC4 and TRP4 were the most significant
- P-value is low with both ANOVA and T-Test



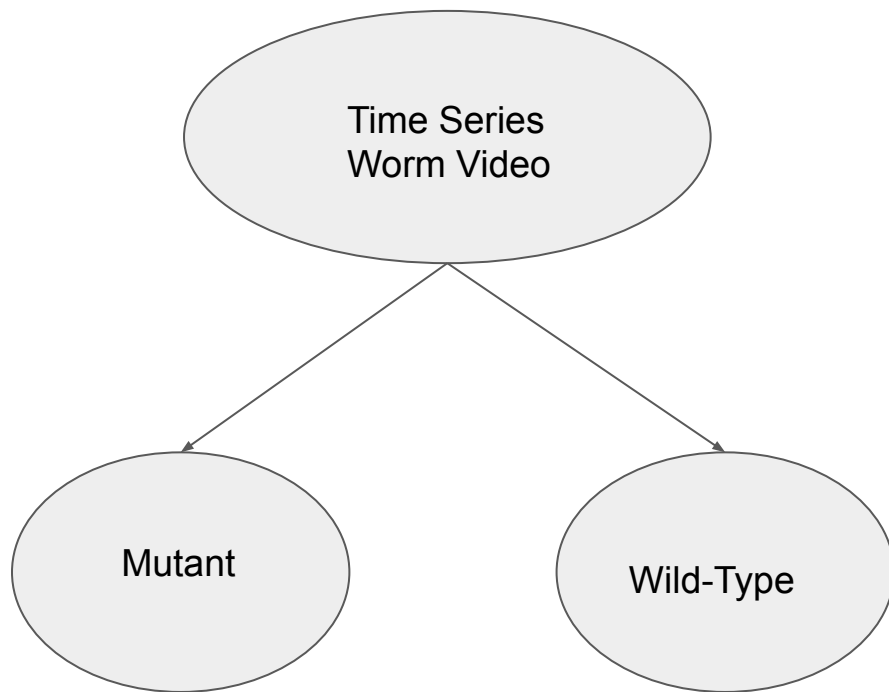


Comparing Mutation Acceleration



# Predictive Modeling

- Tried to predict which mutation given the velocities over 15 frame average
- Predicted If a worm is mutated or not based off the rolling average
- Random Forest, SVM
- Not enough data for Random Forest.
- Some mutations were close Data Wise



# Results

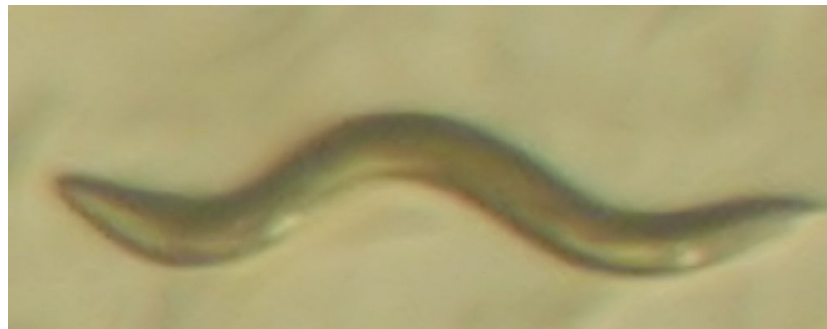
## Identifying Mutations:

- 54% Accuracy Score
- Only predicting N2 and PSCMEC



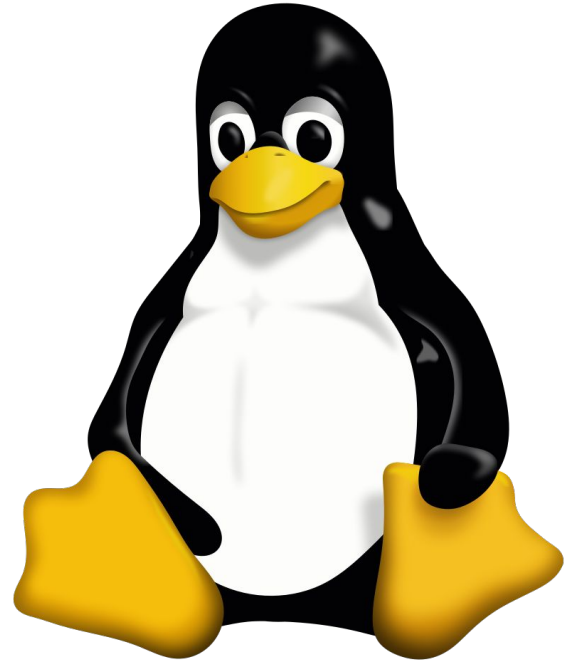
## Identifying Mutants:

- 75% Accuracy Score
- Only Predicting Mutated Worms
- Bootstrapped Training Data
- More even and predicting mutant worms correctly



# Challenges

- GPU Processing on Linux
- Working with video data
- Dealing with 'merging' worms
- Reordering Centers
- Sample Size for Worm Predictions
- Time Series Classification



# Whats Next?

- Getting my GPU to work
- Better CSV Sorting Algorithm
- Working with Joseph Nelson and Roboflow
- Taking into account direction as well as distance
- Sharing my Results with Dr. Sternberg
- Analyzing Mating Videos

The Caltech logo, featuring the word "Caltech" in a bold, orange, sans-serif font.

