## Lessons Learned in Spike Sorting: The n = 1Perspective

Eddie Yan

June 21, 2013

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 October 2012–November 2012: Changing parameters (allcluststdev) and doing unit quality by hand

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- January 2013–February 2013: Trying to optimize
- March 2013–June 2013: Improving merge deliberation

Changing allcluststdev (Mouse 5 Jun14a)

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## Changing allcluststdev (Mouse 5 Jun14a)

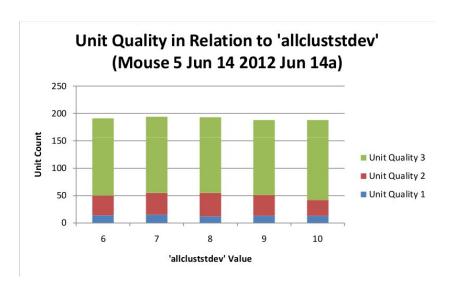
• It doesn't seem to affect the quality of units produced at the end of sorting, at least with the range of parameters tried  $\{6,7,8,9,10\}$ 

## Changing allcluststdev (Mouse 5 Jun14a)

- It doesn't seem to affect the quality of units produced at the end of sorting, at least with the range of parameters tried  $\{6, 7, 8, 9, 10\}$
- Doing unit quality by hand on the same dataset again and again is tedious and prone to inconsistency

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## This Figure is Really Old (Mouse 5 Jun14a)



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$$\sqrt{\frac{1}{n}\left(x_1^2 + x_2^2 + \dots + x_n^2\right)}$$

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  - Qualifier that works well: restricting consideration to points near the peak of the spike

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- The process can be confused by high-SNR artifacts/non-units that would be caught by a human
- Best use case for auto-unit quality?
  - Consistent scoring of different sorting algorithms

mergecluststdev

 $1 \quad 2 \quad 3$ 

| mergecluststdev | 1  | 2  | 3  |
|-----------------|----|----|----|
| Unit Quality 1  | 45 | 43 | 40 |

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#### Observations

- get\_penultimate merges are usually not very significant
- bulk of merges are done in get\_final\_units

• Goal is to improve merges in get\_final\_units

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  - Mahalanobis Distance
  - Principal Component Analysis

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# Principal Component Analysis in One Slide

- Motivation: Units are messy to compare, as spikes each have  $\approx$  47 sampled points of amplitude
- Principal component analysis (PCA) allows us to transform each spike into 47 components of decreasing significance, so a comparing e.g. only the first three dimensions becomes reasonable (we go from  $\mathbb{R}^{47}$  to  $\mathbb{R}^3$ )

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 Used in get\_final\_units as an alternative to the current Euclidean-distance based merge process

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  - $\ensuremath{\bullet}$  For the other unit  $\underline{\mathbf{j}},$  also form cluster of points corresponding to spikes in  $\mathbb{R}^3$
  - Onsider the distance between the clusters to decide if the two units should be merged (the smaller the distance between the clusters of two units, the more likely they should be merged)

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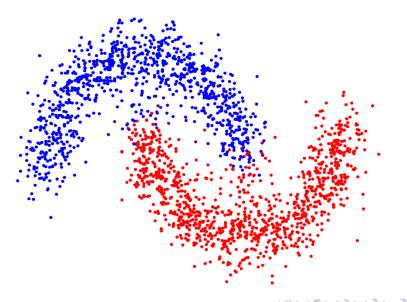
- The PCA merge process is not inherently scale-invariant
  - Normalize the data using z-scores
- The PCA merge process is more sensitive to "garbage units" than the old Euclidean-distance based merge process
  - Use intensive garbage-discarding/"sanity-checks"—get\_sane before the merge process

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# A Toy Cluster

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# A Toy Cluster



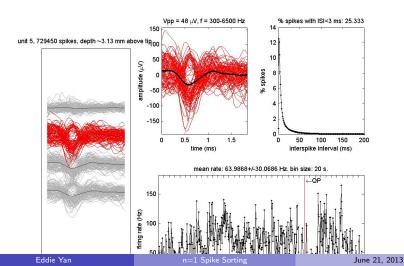
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- **3** Take the coefficient of variation of the minimum of each unit:  $\frac{\sigma}{\mu}$  and discard this unit if it exceeds a certain threshold

# Performance with and without get\_sane (Mouse 48) Evaluated Manually

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Process get\_sane,pca get\_sane,orig orig orig1

<sup>&</sup>lt;sup>1</sup>updated merge process, not the copy of code I was working with  $\frac{1}{2}$   $\frac{1}{2}$ 

# Performance with and without get\_same (Mouse 48) Evaluated Manually

| Process | $\mathtt{get\_sane}$ , $\mathtt{pca}$ | $\mathtt{get\_sane}, orig$ | orig | orig¹ |
|---------|---------------------------------------|----------------------------|------|-------|
| Qual. 1 | 43                                    | 25                         | 20   | 38    |
| Qual. 2 | 59                                    | 40                         | 38   | 62    |
| Qual. 3 | 119                                   | 57                         | 128  | 227   |
| Total   | 221                                   | 122                        | 186  | 327   |

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# Performance with and without get\_same Evaluated Automatically

 $<sup>^2</sup>$ updated merge process, not the copy of code I was working with  $\stackrel{>}{=}$   $\stackrel{>}{=}$   $\stackrel{>}{=}$   $\stackrel{>}{=}$   $\stackrel{>}{=}$   $\stackrel{>}{=}$   $\stackrel{>}{=}$ 

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|---------|---------------------------------------|-----|-------------------------------------|------|-------------------|
| Qual. 1 | 47                                    | 45  | 27                                  | 25   | 30                |
| Qual. 2 | 67                                    | 75  | 38                                  | 28   | 64                |
| Qual. 3 | 107                                   | 239 | 57                                  | 133  | 233               |
| Total   | 221                                   | 359 | 122                                 | 186  | 327               |

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Another way to phrase this question: How many units at the get\_final step are viable?

- The short answer is: very few.
- On a typical dataset (Mouse 48), 95% 98% units are discarded
  - ▶ Why does get\_same still produces a comparable number of units with this many being discarded? It does not overmerge bad units.

#### Further Ideas

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- Use "fashionable" clustering techniques"
  - similarity-graphs
  - k-means
  - spectral clustering

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- Unit Maturity

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- Consider scope and variable names carefully—avoid making everything globally accessible and naming conflicts and know what the state of each variable should be at every step