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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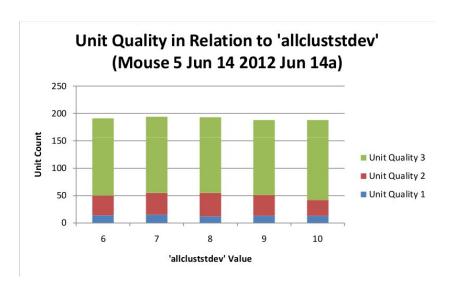
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- Doing unit quality by hand on the same dataset again and again is tedious and prone to inconsistency

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This Figure is Really Old (Mouse 5 Jun14a)



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- Why is it quasi-SNR? We treat the mean as the "signal" and simply subtract it from each of the spikes to get the "noise"

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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

 $1 \quad 2 \quad 3$

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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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- Techniques tried:
 - Mahalanobis Distance
 - Principal Component Analysis

Principal Component Analysis in One Slide



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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 data points 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 merge)

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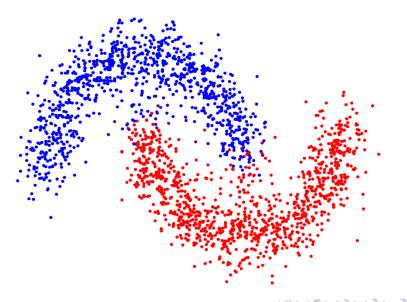
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 - Use intensive garbage-discarding/"sanity-checks"—get_sane before the merge process

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A Toy Cluster

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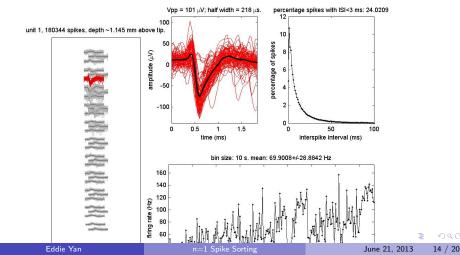
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- **3** Take the coefficient of variation of the minimum of each unit: $\frac{\sigma}{\mu}$ and discard this unit if it exceeds a certain threshold

Performance with and without get_sane (Mouse 48) Evaluated Manually

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Process get_sane,pca get_sane,orig orig orig1

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_sane (Mouse 48) Evaluated Automatically

 $^{^2}$ updated merge process, not the copy of code I was working with $\frac{1}{2}$ $\frac{1}{2}$ $\frac{1}{2}$ $\frac{1}{2}$ $\frac{1}{2}$ $\frac{1}{2}$ $\frac{1}{2}$ $\frac{1}{2}$

Performance with and without get_same (Mouse 48) Evaluated Automatically

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Performance with and without get_same (Mouse 48) Evaluated Automatically

Process	$\mathtt{get_sane}$, \mathtt{pca}	pca	$\mathtt{get_sane}, orig$	orig	orig ²
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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get_final step are viable?

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How many units does get_sane discard?

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