

### Explanation:

This presentation is built with animations; therefore, the slide numbering might be a little bit confusing, but I hope that with the presentation it becomes clear. As there was no specification of the format the slides should be uploaded with, I hope this pdf format is okay.



# INTERACTIVE **1** TOOLS

REQUIREMENTS

THE TOOLS



# Proofreading Connectomics

Carlotta Hölzle  
Master Seminar  
Machine Learning for Connectomics

**0**  
BACKGROUND

**1** Interactive  
Tools

**2** Automated  
Process

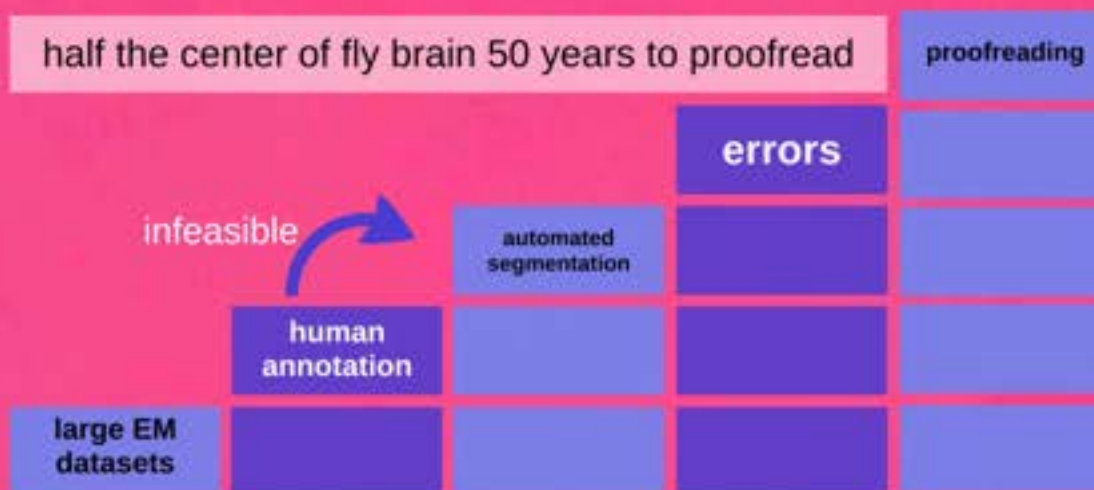
**3** Future  
Research

TAKE AWAYS

08/07/2024



# BACKGROUND



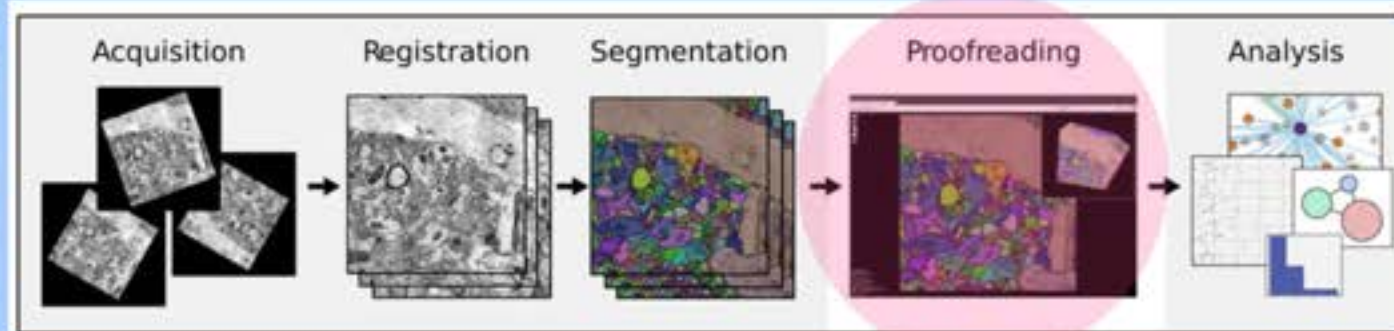
**proofreading = main bottleneck**

- crowd-sourcing?
- automated error detection & correction?
- standardized workflows?

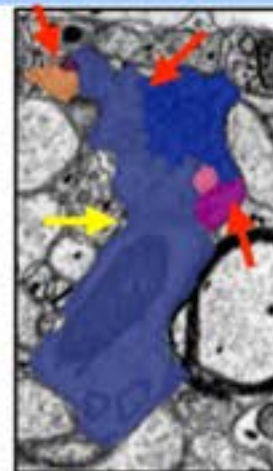




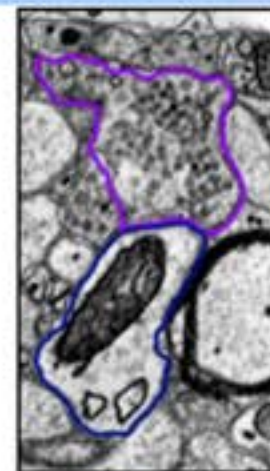
# WORKFLOW



Initial  
Segmentation



Merge- and Split  
Errors



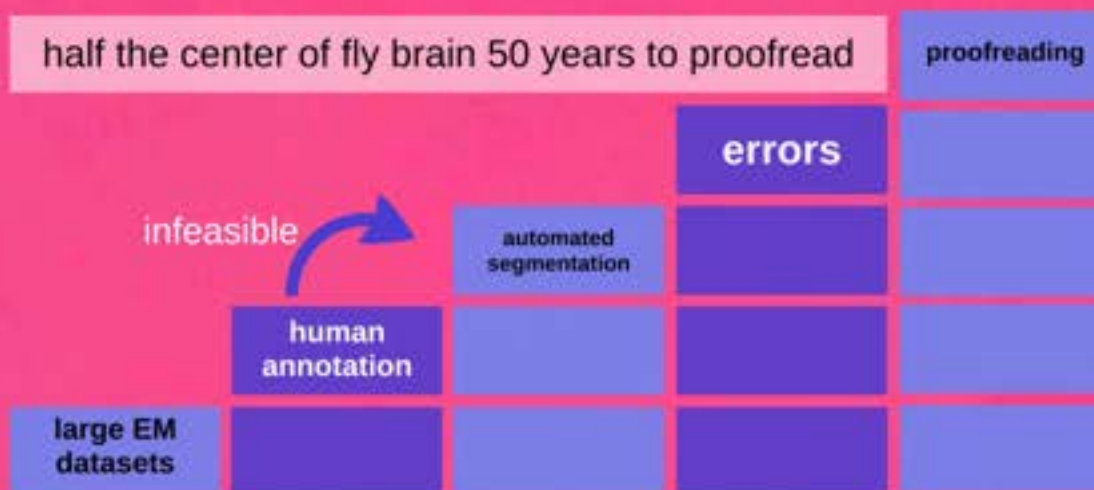
Correct  
Borders



Fixed  
Segmentation



# BACKGROUND



**proofreading = main bottleneck**

- crowd-sourcing?
- automated error detection & correction?
- standardized workflows?





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# INTERACTIVE **1** TOOLS

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THE TOOLS



# Requirements

0 = no reduction, 1 = minimal, 2 = advanced, 3 = extensive, 4 = full, \* = advanced features



Collaboration/  
Accessibility

4.1



Interface/Tools

4.4



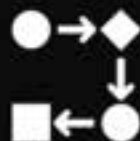
Scalability

4.7



Visualisation

4.2



Progress/History Tracking

4.5



Standard Input/Output

4.8



Error Automation

4.3



Computational Expense

4.6





multi vs. single user

control mechanism

web-based vs. installation

# Collaboration/ Accessibility





2D



3D



OTHER:

- SEG. SKELETON
- GRAPH

# Visualisation





**Semi:**

1. automated hints
  - confidence level
  - verification status
2. highlighting inconsistencies
3. yes/no questions



**Automated:**

1. max-flow min-cut for neuron splits
2. heuristics
3. volume & synaptic threshold

# Error Automation





**1. GUI**

MINIMALISTIC & INTUITIVE >  
COMPLEX

**2. TOOLS**

EASY > COMPLEX

**3. EXPERT LEVEL**

LAYPERSON > HIGH EXPERTISE

# Interface/Tools





**PROGRESS:**

- "TO-DO"; "DONE"

**MAINTAIN HISTORY**

# Progress/History Tracking<sub>4.5</sub>





- OVERHEAD COST
- PARALLELIZABLE
- CONSTRAINTS
- EFFICIENCIE

# Computational Expense





Scalability







AUTOMATIC SEGMENTATION



PROOFREAD SEGMENTATION  
+ GRAPH

Standard Input/Output



# Requirements

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Collaboration/  
Accessibility



Interface/Tools



Scalability



Visualisation



Progress/History  
Tracking



Standard Input/Output



Error Automation



Computational Expense





# INTERACTIVE **1** TOOLS

REQUIREMENTS

THE TOOLS



# Tools

0 = no reduction, 1 = minimal, 2 = advanced, 3 = extensive, 4 = full, \* = advanced features

	Raveler	Mojo	Graph	Dojo	VICE	NeuroProof	Flywire	NeuTu
User	1	0	0	3	1	0	2	2
Visualisation	1	0	1	3	3	0	3	3
Automation	0	0	1	0	3	3	3	3*
Interface	1	1	3	3	2	3	3	3
Tracking	0	0	0	0	0	0	2	3*
Computation	1	2	0	2	3	3	2	3
Scalability	1	3	1	3	3	3	3	2
Input/Output	2	2	2*	2	2	2	2	1
Reduction	1	1	1	2	2	2	2.5	3

6



Collaboration/  
Accessibility



Interface/Tools



Scalability



Visualisation



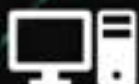
Progress/History  
Tracking



Standard Input/Output



Error Automation



Computational Expense

5

0 = no reduction, 1 = minimal, 2 = advanced, 3 = extensive, 4 = full, \* = advanced features

	<b>Raveler</b>	<b>Mojo</b>	<b>Graph</b>	<b>Dojo</b>	<b>VICE</b>	<b>NeuroProof</b>	<b>Flywire</b>	<b>NeuTu</b>
User	1	0	0	3	1	0	2	2
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Computation	1	2	0	2	3	3	2	3
Scalability	1	3	1	3	3	3	3	2
Input/Output	2	2	2*	2	2	2	2	1
Reduction	1	1	1	2	2	2	2.5	3

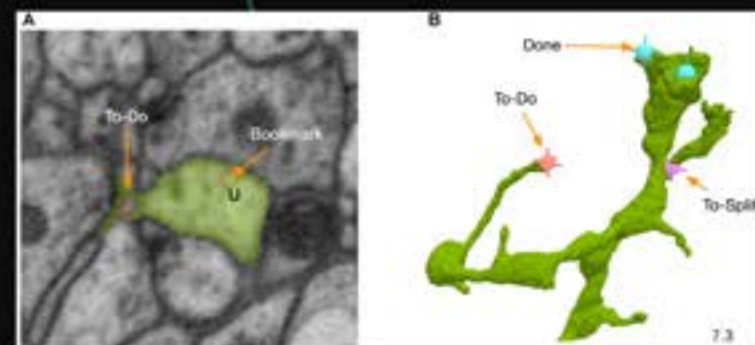
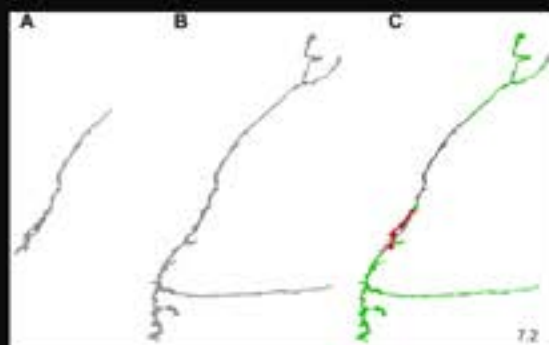
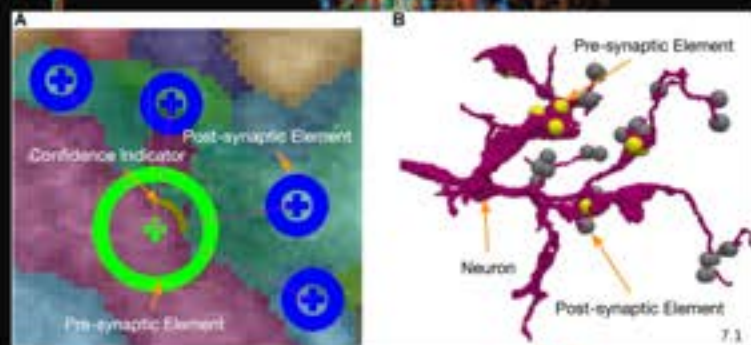
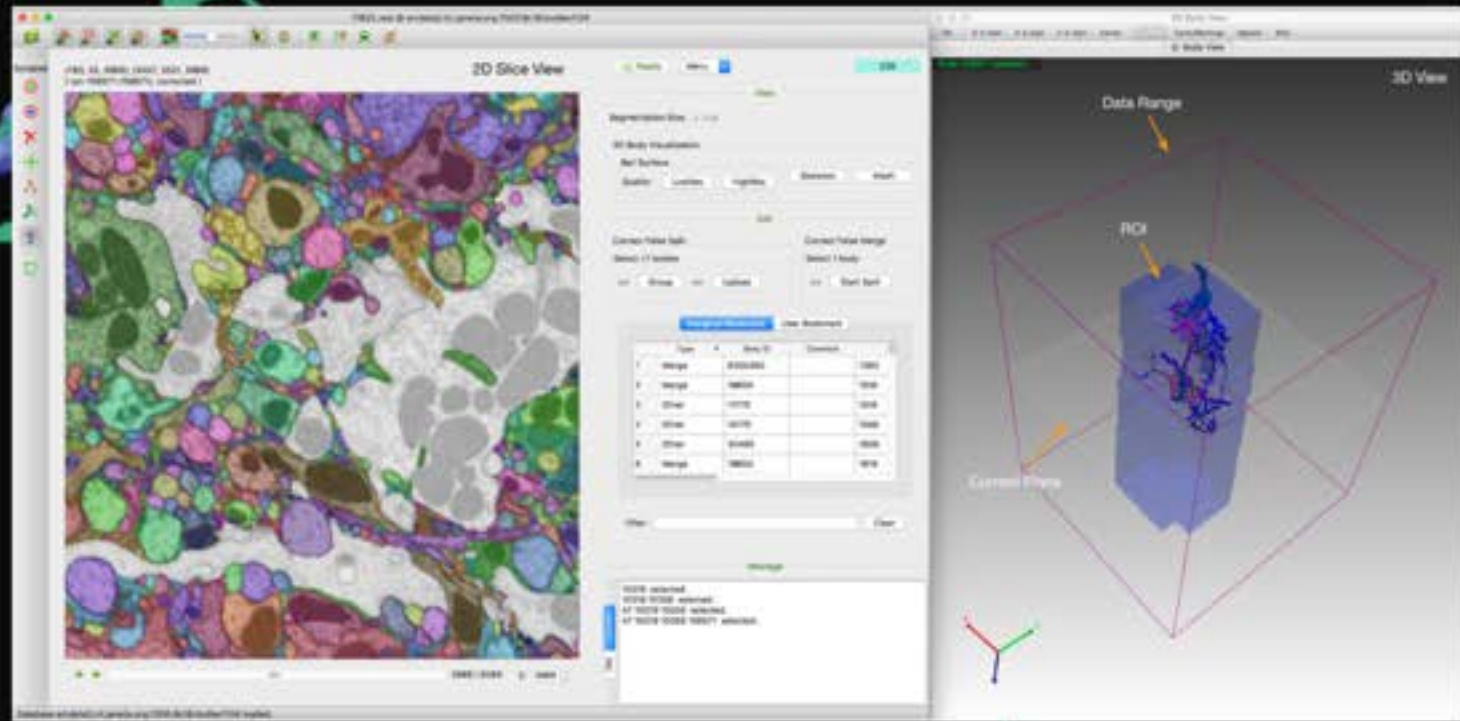
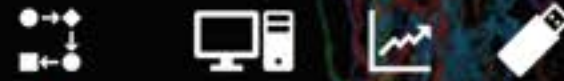


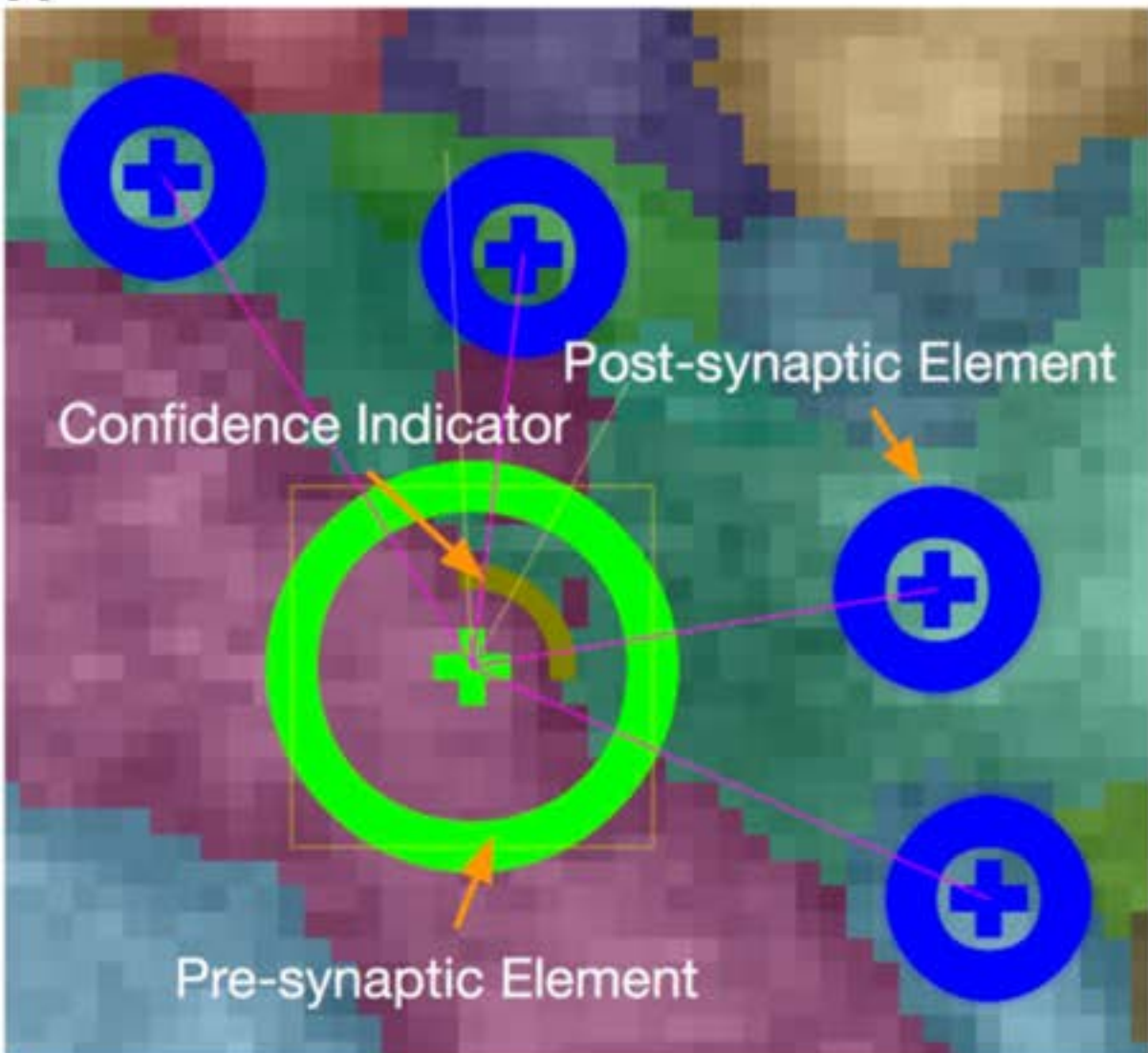
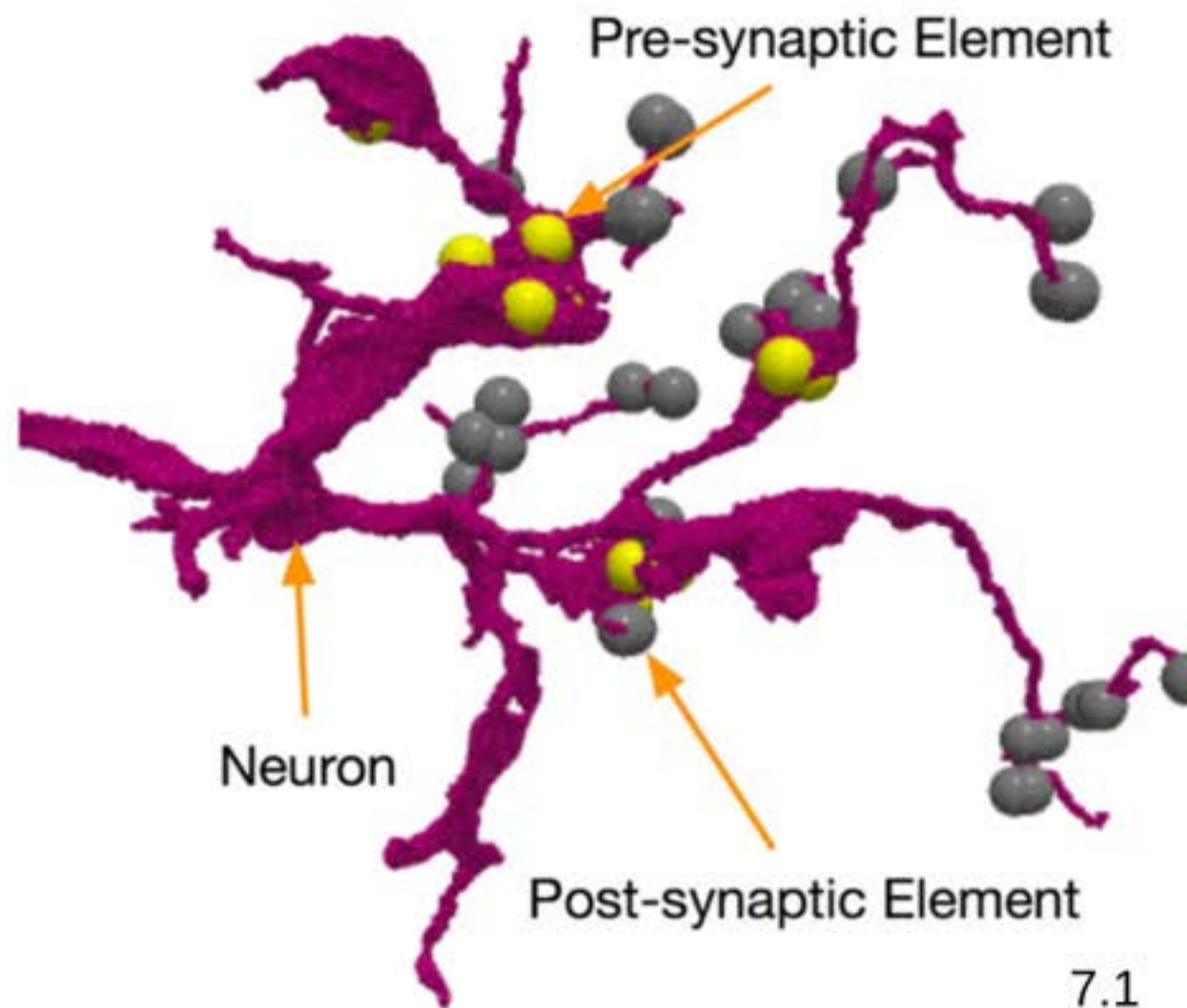
# NeuTU

2 3 3\* 3

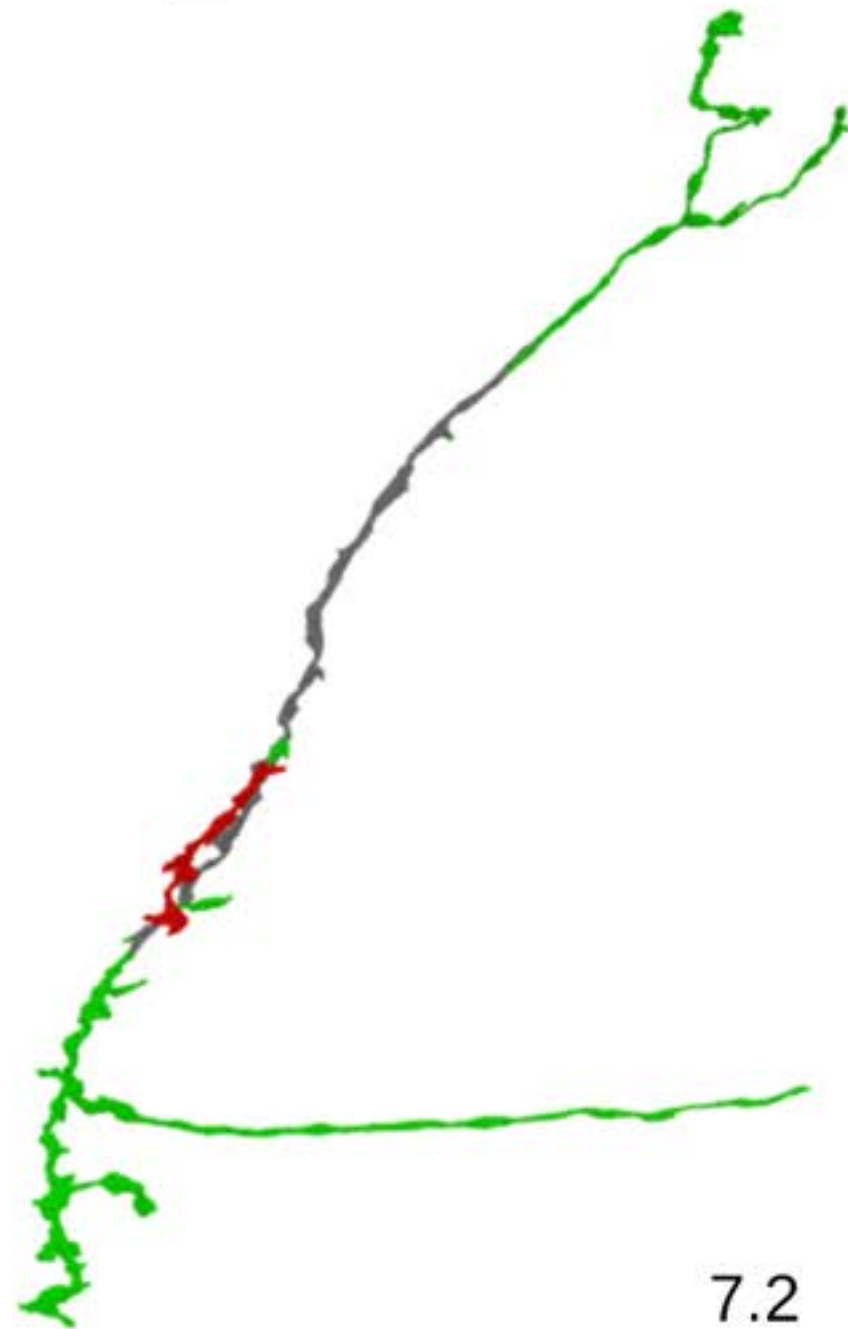


3\* 3 2 1

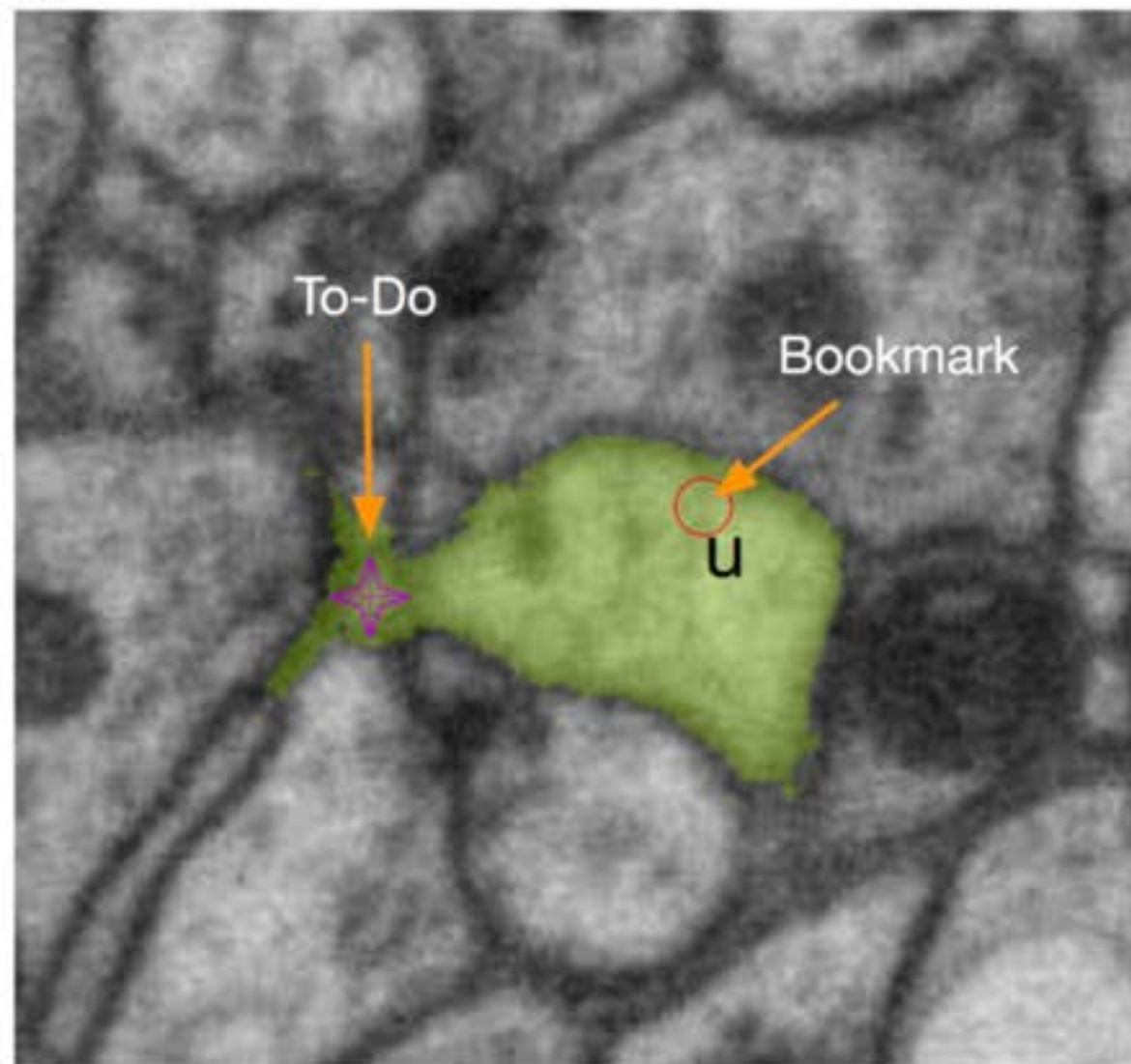
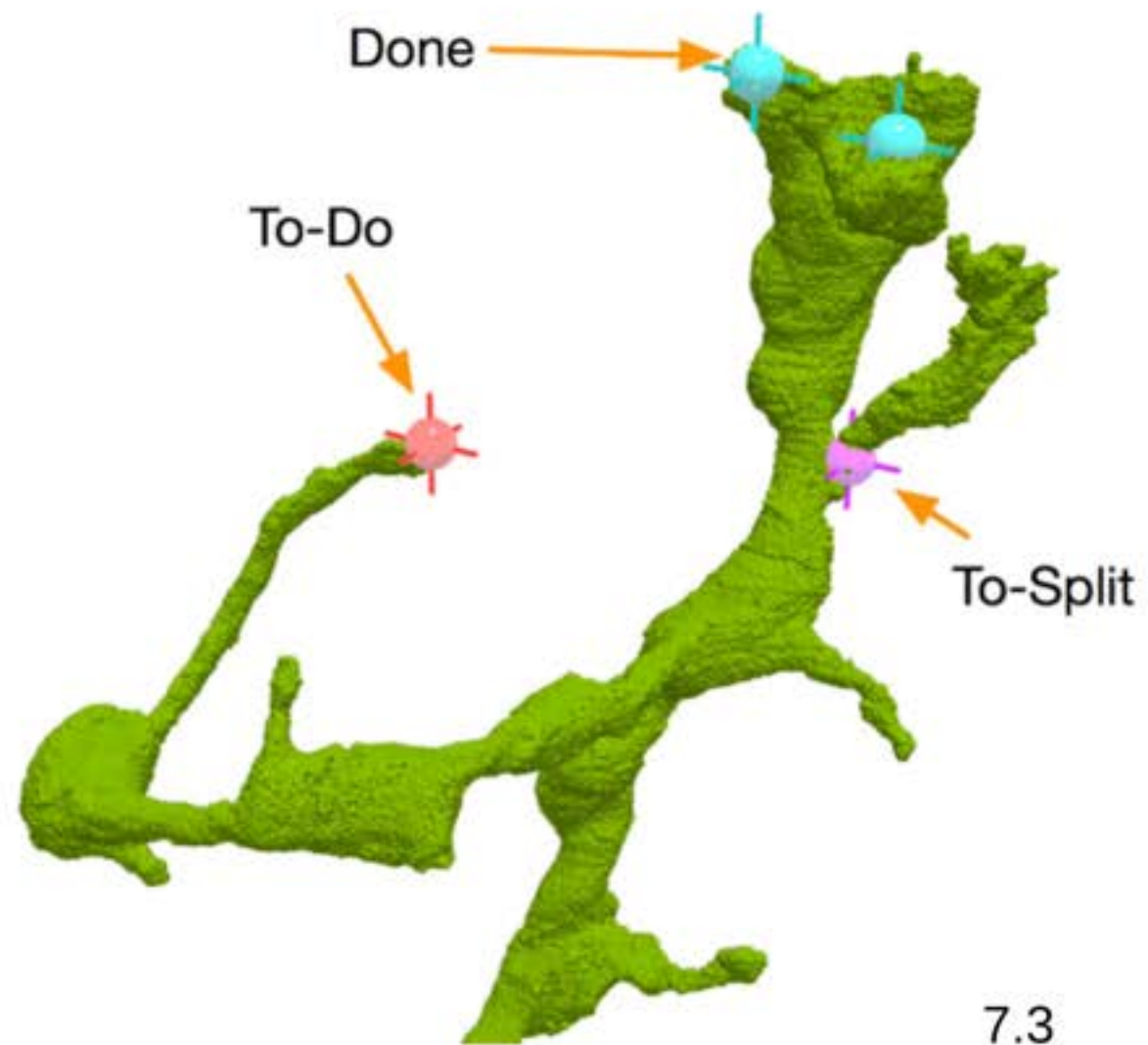


**A****B**



**A****B****C**

7.2

**A****B**



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TAKE AWAYS

08/07/2024





# **2 Automated Process**

**APPROACH**

**LIMITATIONS**



**RoboEM**

3D Flight system

**Lie et al.**

3D voxel classification  
& consistency scores

**NEURD**

graph based





# **2 Automated Process**

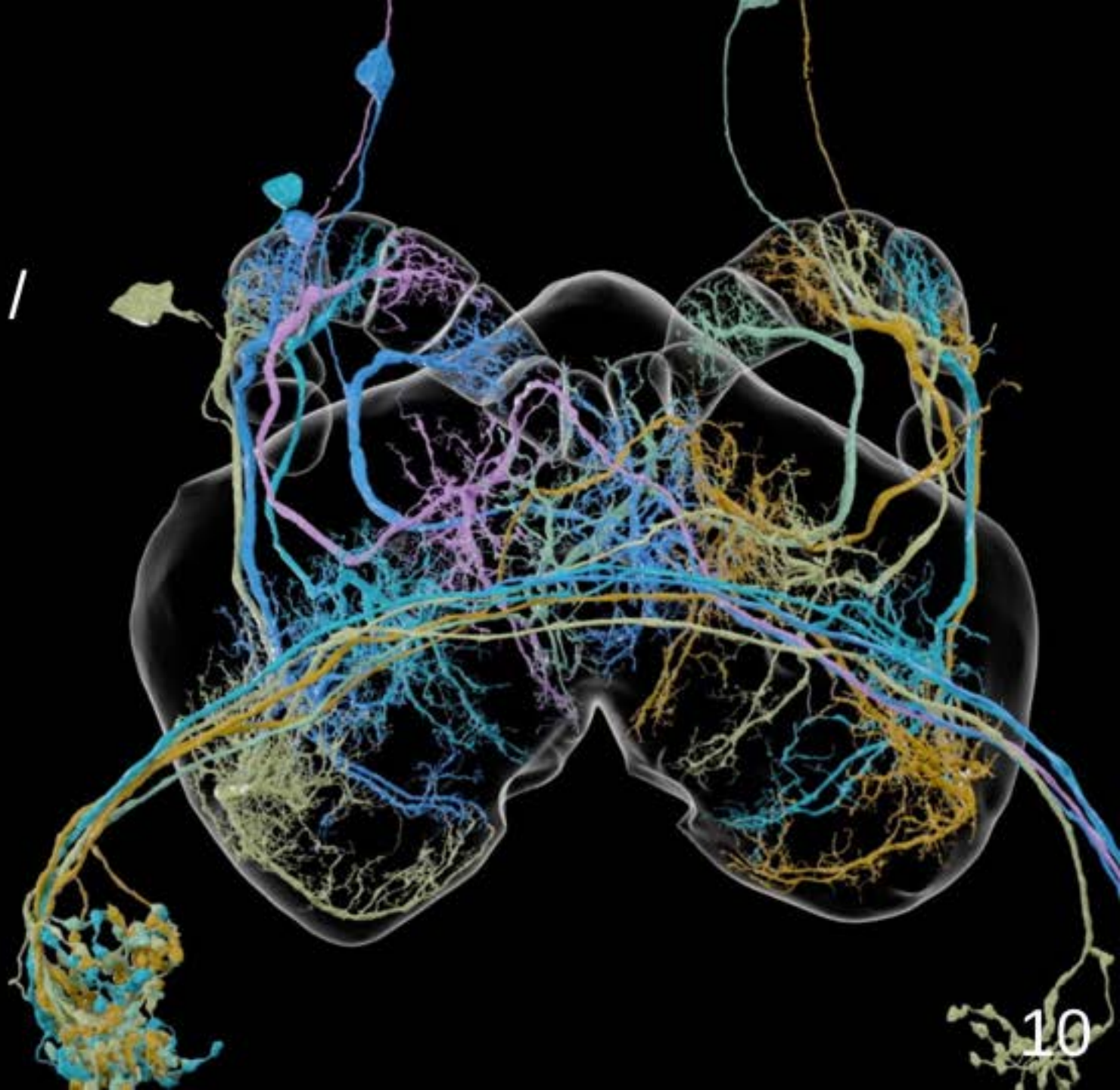
**APPROACH**

**LIMITATIONS**



# Limitations

- non-standardized input / output
- limited scalability
- high computational complexity
- mostly merge errors
  - some split errors





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# **3 FUTURE RESEARCH**

**SCALE FULLY  
AUTOMATED  
METHODS TO  
LARGE DATASETS  
& ALL ERRORS**

**MERGE INTO  
ONE  
WORKFLOW**

**GAMIFICATION**



**SCALE FULLY  
AUTOMATED  
METHODS TO  
LARGE DATASETS  
& ALL ERRORS**





**MERGE INTO  
ONE  
WORKFLOW**



The slide features a white background with the word "GAMIFICATION" centered in a large, bold, black sans-serif font. On the far left and right edges, there are vertical decorative strips. The left strip is a vibrant, multi-colored abstract pattern with shades of pink, yellow, green, and blue. The right strip is a dark, almost black, abstract pattern with thin, glowing pink and yellow lines and dots, resembling a network or circuitry.

# **GAMIFICATION**



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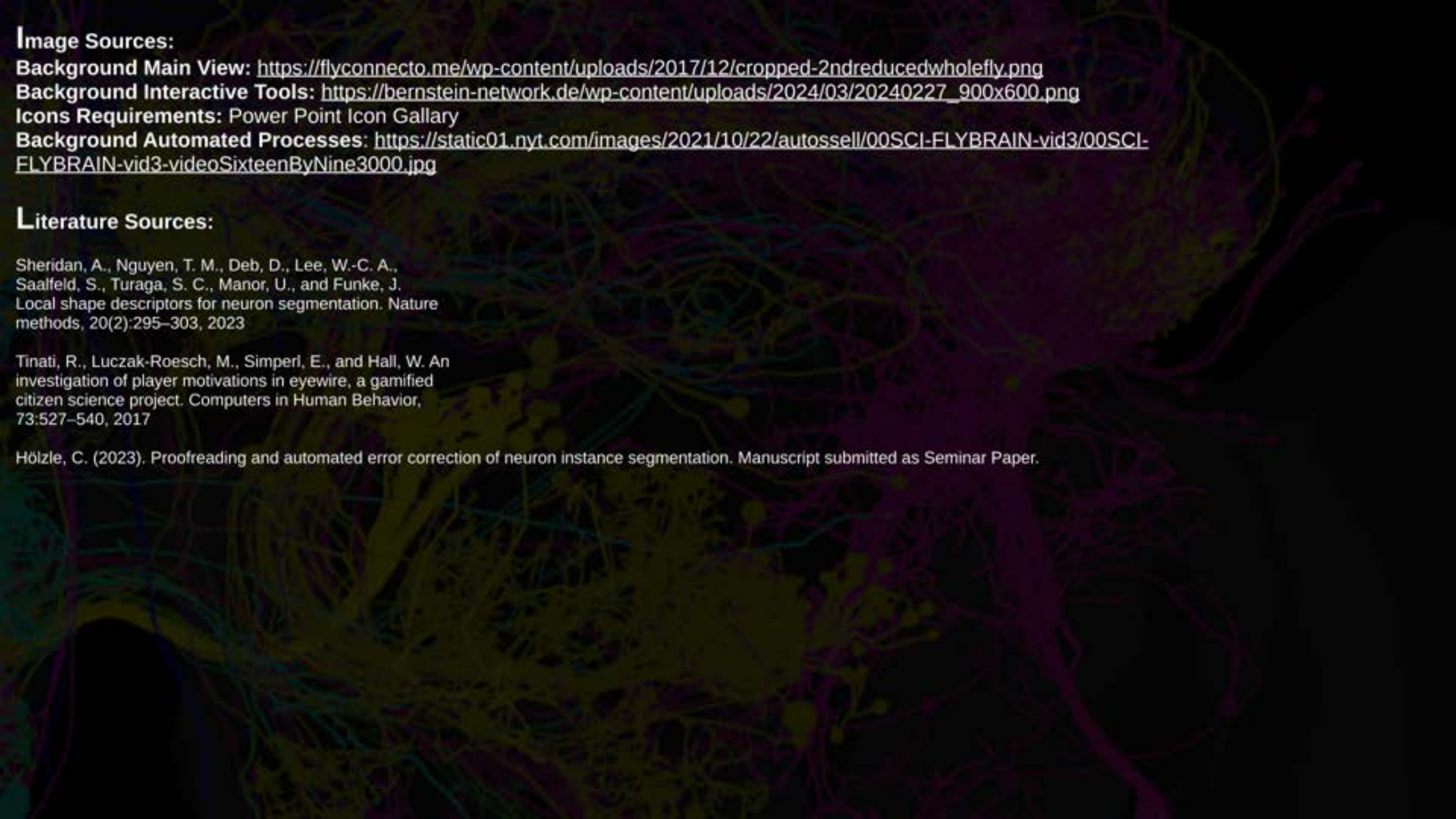


- > proofreading is time consuming
- > proofreading is very important
- > proofreading is very complex & hard to automate

- > proofreading is time consuming
- > proofreading is very important
- > proofreading is very complex & hard to automate

[illegible]





## Image Sources:

**Background Main View:** <https://flyconnecto.me/wp-content/uploads/2017/12/cropped-2ndreducedwholefly.png>

**Background Interactive Tools:** [https://bernstein-network.de/wp-content/uploads/2024/03/20240227\\_900x600.png](https://bernstein-network.de/wp-content/uploads/2024/03/20240227_900x600.png)

**Icons Requirements:** Power Point Icon Gallary

**Background Automated Processes:** <https://static01.nyt.com/images/2021/10/22/autosell/00SCI-FLYBRAIN-vid3/00SCI-FLYBRAIN-vid3-videoSixteenByNine3000.jpg>

## Literature Sources:

Sheridan, A., Nguyen, T. M., Deb, D., Lee, W.-C. A., Saalfeld, S., Turaga, S. C., Manor, U., and Funke, J. Local shape descriptors for neuron segmentation. *Nature methods*, 20(2):295–303, 2023

Tinati, R., Luczak-Roesch, M., Simperl, E., and Hall, W. An investigation of player motivations in eyewire, a gamified citizen science project. *Computers in Human Behavior*, 73:527–540, 2017

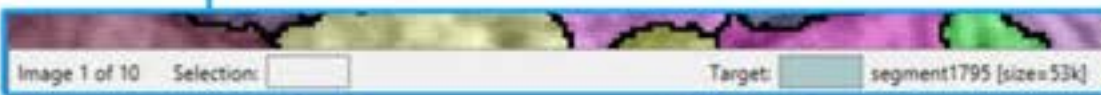
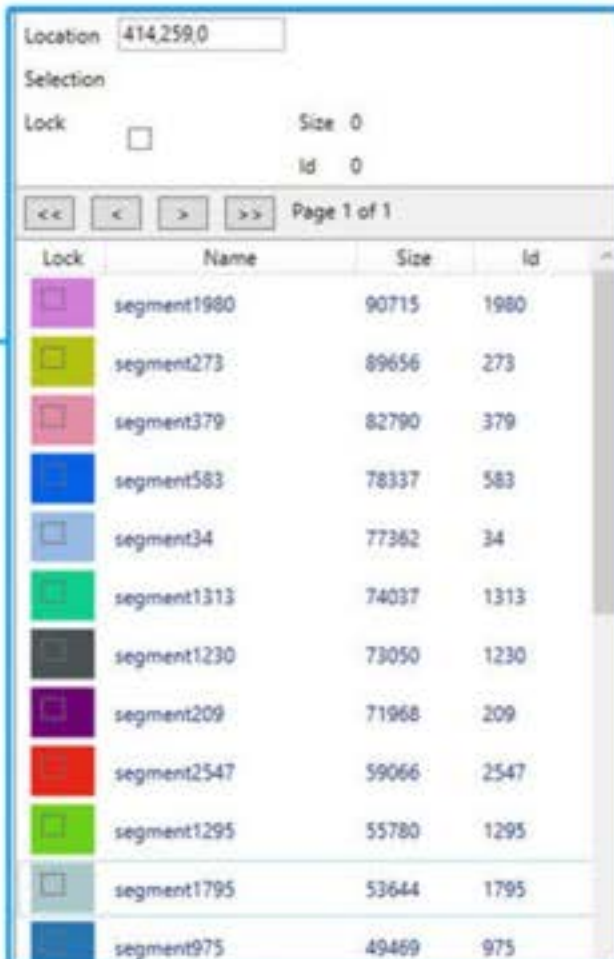
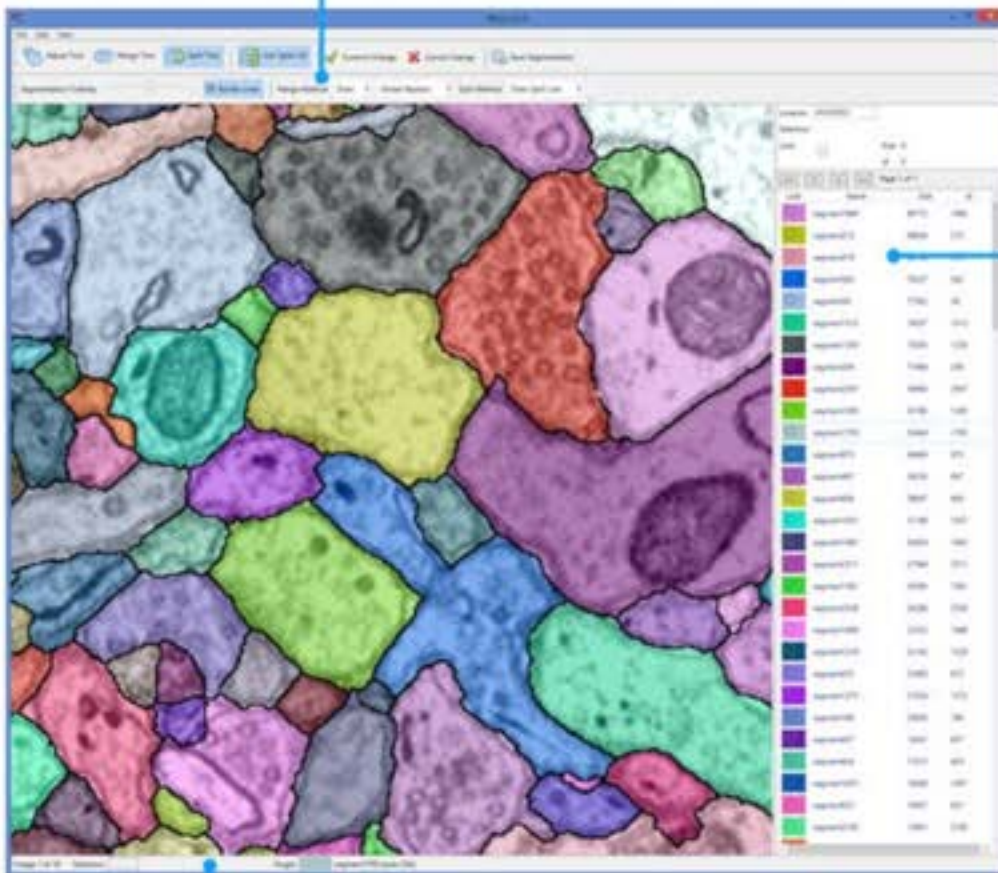
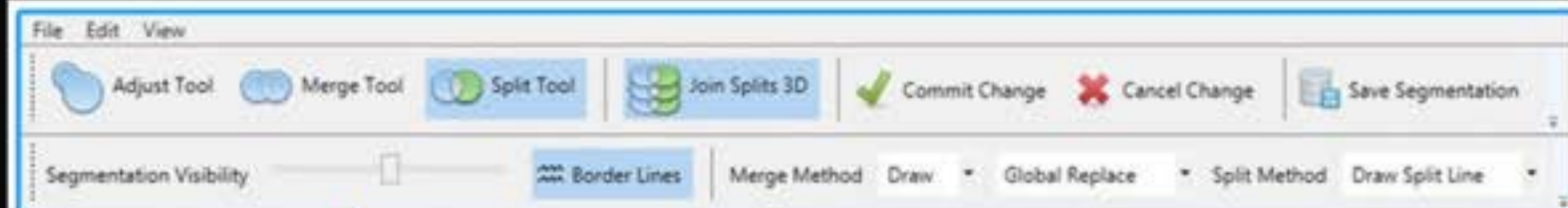
Hölzle, C. (2023). Proofreading and automated error correction of neuron instance segmentation. Manuscript submitted as Seminar Paper.



# Mojo



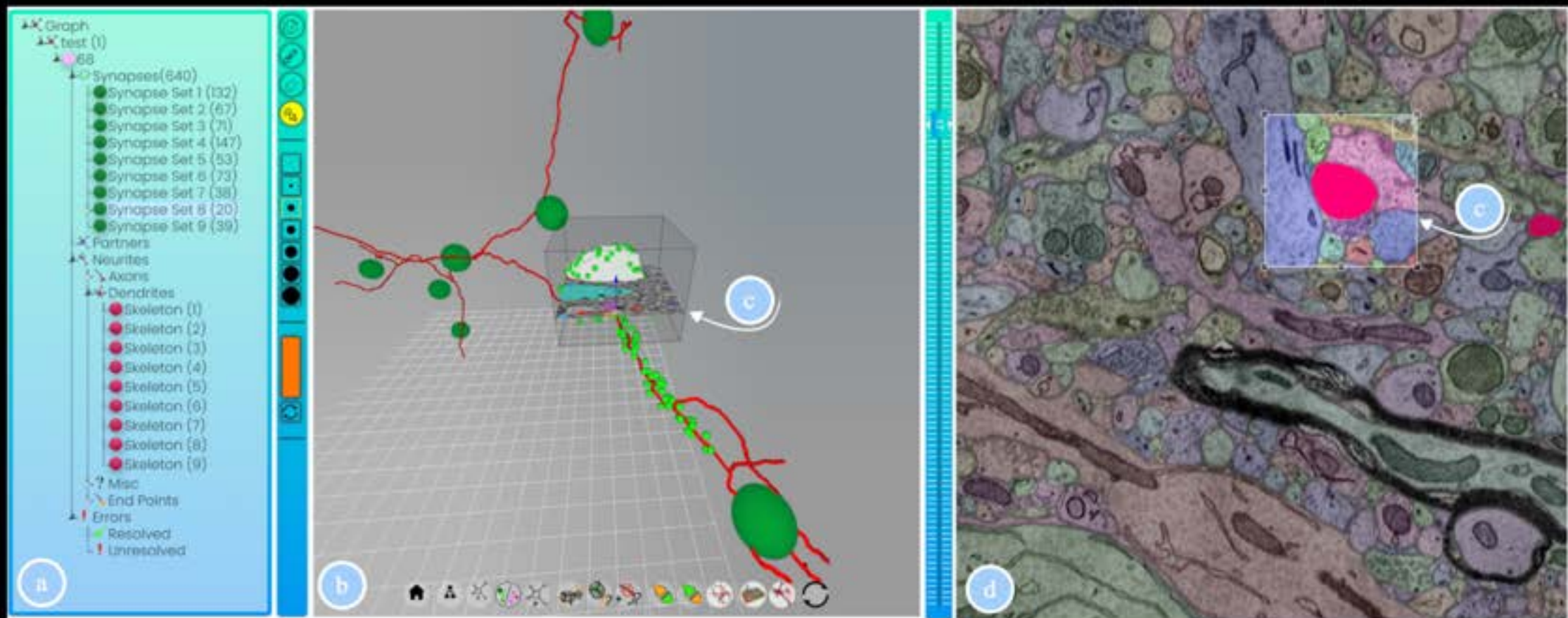
0  
0  
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1  
0  
2  
3  
2





# VICE

1 3 3 2 0 3 3 2





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