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1 Intention to submit document for the Work with
2 US researchers BBSRC-NSF/BIO lead agency
3 2024 funding opportunity

4 Enabling Naturalistic, Long-Duration and
5 Continual Neuroscience Experimentation with
6 Advanced Machine Learning

7
8 October 24, 2024

9 **1 Summary**

10 Word limit: 2 A summary is not required for this section, please write 'N/A' in
11 the textbox. Please still include a title for your project.
12 N/A

2 Core team

List the key members of your team and assign them roles from the following:

- project lead (PL)
- project co-lead (UK) (PcL)
- specialist
- professional enabling staff
- research and innovation associate
- technician
- researcher co-lead (RcL)

Only list one individual as project lead.

The core team section must only contain details of the UK applicants. The US applicant information should be listed in the 'US applicants' section.

Find out more about UKRI's core team roles in funding applications.

project lead (PL) Prof. Maneesh Sahani

project co-lead (UK) (PcL) Prof. Tiago Branco, Prof. Thomas Mrsic-Flogel

researcher co-lead (UK) (RcL) Dr. Joaquin Rapela, Dr. Dario Campagner

3 Application questions

3.1 Research theme

Word limit: 5 Please state the research theme you are applying under. Choose one of the following research themes:

1. biological informatics
 2. understanding host-microbe interactions
 3. synthetic cells and cellular systems
 4. synthetic microbial communities
- biological informatics

1 3.2 Vision

2 Word limit: 500

3 What are you hoping to achieve with your proposed work?

4 What the assessors are looking for in your response

5 Your vision should clearly address:

- 6 • one of the opportunity research themes (biological informatics, under-
7 standing host-microbe interactions, synthetic cells and cellular systems or
8 synthetic microbial communities)
- 9 • the remit of the BBSRC and the NSF/BIO division associated with your
10 chosen research theme

11 References may be included within this section, but this will count towards
12 your word count.

13 Images are not required for this section.

14 3.2.1 Context

15 Conventional systems neuroscience experiments are typically short in duration
16 and often place significant constraints on subject behavior to simplify data anal-
17 ysis. However, these restrictions may limit our ability to observe critical aspects
18 of brain function and behavior that only manifest in more naturalistic and ex-
19 tended conditions.

20 At the Sainsbury Wellcome Centre (SWC), we are pioneering Naturalistic,
21 Long-Duration, and Continual (NaLoDuCo) foraging experiments in mice that
22 span weeks to months. During these experiments, we collect high-resolution
23 behavioural and neural recordings in naturalistic settings. In collaboration with
24 the Gatsby Computational Neuroscience Unit (GCNU), we are developing novel
25 analytical methods to interpret this data.

26 This novel experimental approach will enable researchers to explore neu-
27 ral mechanisms underlying naturalistic behavior over extended periods for the
28 first time, offering the possibility of uncovering insights across a wide range of
29 phenomena, including long-term behavioral adaptation, neural plasticity, and
30 learning.

31 We aim to empower research centers worldwide to adopt this groundbreaking
32 approach. However, the scale and complexity of the data generated pose signifi-
33 cant challenges in data acquisition, visualisation, and analysis. In this proposal,
34 we will address these challenges by sharing openly expertise and software to
35 enable this transformative type of experimentation.

36 3.2.2 Focus areas

37 Below, we outline the key focus areas we aim to address. Challenges addressing
38 these areas primarily revolve around the collection and analysis of continu-
39 ously recorded, extremely large datasets—on the order of hundreds of terabytes—
40 gathered from experiments spanning weeks to months.

1 While experiments in neuroscience that are naturalistic, long-duration, or
2 continuous have been conducted in the past [e.g., 12, 16, 28], to the best of our
3 knowledge, we are the first to integrate all three of these features in a single ex-
4 perimental paradigm. This combination introduces unprecedented complexities
5 in data processing, as we aim to capture behavior and brain activity in their
6 most ecologically valid, extended, and uninterrupted forms.

7 The focus areas of the proposed project are (Figure 1):

8 **Data Collection & Management** Efficiently gathering and organizing mas-
9 sive datasets over extended periods.

10 **Data Sharing** Providing global access to large-scale datasets.

11 **Data Visualization** Developing efficient web-based tools to visualize very large
12 behavioral and neural datasets.

13 **Spike Sorting** Assigning spikes to neurons reliably and tracking individual
14 neurons across long-periods of time in real time.

15 **Data Analysis** Characterizing behavioral and neural recordings (Figure 2).

16 **Inference-Driven Experimentation** Creating a new type of experimenta-
17 tion driven by real-time behavioral and neural inferences.

18 3.2.3 Team

19 We are a unique team to implement this project. The SWC is a world leader in
20 experimental neuroscience, and the GCNU is an authority in computational neu-
21 roscience and machine learning. Both institutions share the same building and
22 have been collaborating extensively since 2005. The Allen Institute is investigat-
23 ing foraging in head-fixed mice, distributiong very large Neuroscience datasets,
24 and providing functionality to process them on the cloud. NeuroGEARS Ltd.
25 has been a key business partner of the SWC for the implementation of the
26 NaLoDuCo experimental framework since the project started in 2021, and also
27 provides services to the Allen Institute.

28 3.2.4 Research cross fertilization

29 The foraging experiments at the Allen Institute are different from those at the
30 SWC. They do not probe freely moving and naturalistic behavior, but are able
31 to perform electrophysiological recordings more densely than at the SWC. These
32 experimental approaches to foraging are complementary and this collaboration
33 will greatly benefit both of them. In addition, the methods that we will develop
34 will contribute to both research programs, which in turn will provide invaluable
35 datasets for these methods.

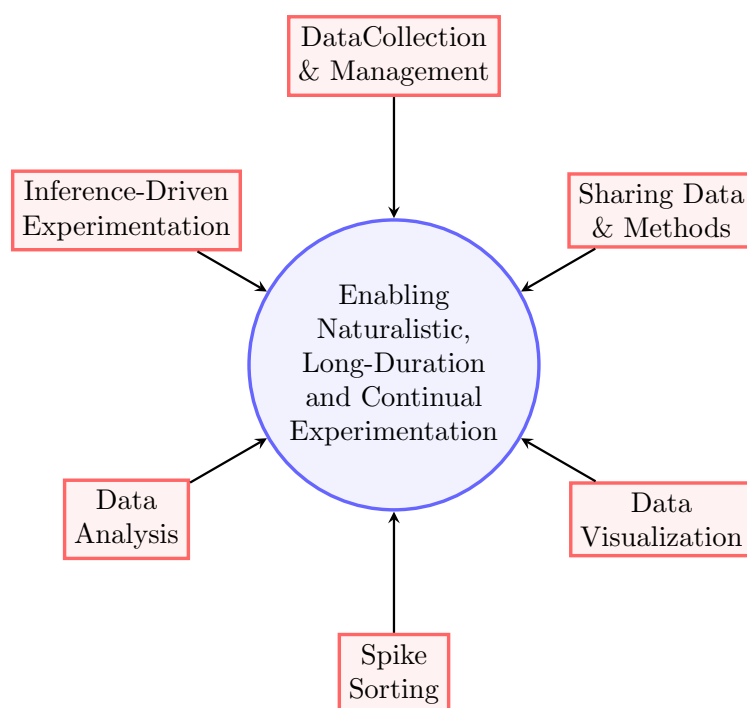


Figure 1: Project theme (blue) and focus areas (red).

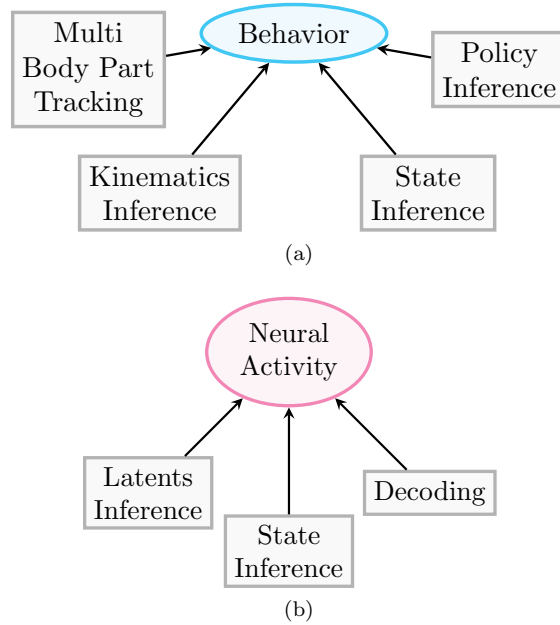


Figure 2: Behavioral (a) and neural (b) data analysis problems to address.

3.3 Approach

Word limit: 500

How are you going to deliver your proposed work?

What the assessors are looking for in your response

Your approach should give an overview highlighting:

- a clear description of the objectives and methodology for the proposed work, including the contributions of the UK and US teams
- the potential outputs and outcomes of the proposed work

References may be included within this section, but this will count towards your word count.

Images are not required for this section.

3.3.1 Data collection & management

We have developed an innovative platform for housing of mice in large arenas (>2m diameter) enabling precise behavioral manipulation and high-resolution monitoring [Figure 3, 2]. We have openly shared software for supporting data acquisition [9] and management [10] in this arena. Additionally, the platforms supports continuous, long term monitoring of neural activity with Neuropixels probes, capable of recording from thousands of neurons simultaneously spanning

1 the entire brain depth. This setup has allowed us to collect several week-long
2 datasets with single and multiple mice per arena.

3 We will next share instructions for building foraging arenas, as well as spec-
4 ifications of hardware used in them, and we will further document the above
5 software repositories for data acquisition and management. We want to facilitate
6 the replication of our experimental setup by other groups.

7 **3.3.2 Sharing data and methods**

8 The large dataset sizes generated by NaLoDuCo experiments, on the order of
9 hundreds of terabytes, make it impractical to distribute data to users, and
10 require to bring users to data. Fortunately, cloud technologies are now mature
11 to allow this. We will store data in the Distributed Archives for Neuroscience
12 Data Integration (DANDI), which uses Amazon S3 buckets, and we will provide
13 software to visualize and analyze data in Amazon EC2 instances, to avoid costly
14 data transfers.

15 **3.3.3 Data visualisation**

16 Our visualisation tools need to display very large datasets at different temporal
17 scales, from milliseconds to weeks and months, and they need to be web based.
18 We will use multi-resolution visualization techniques, which store data at various
19 resolutions, and use the appropriate resolution for each zoom level. Web-based
20 visualisation will be optimized using web workers [6].

21 **3.3.4 Spike sorting**

22 Spike sorting is specially challenging in NaLoDuCo experimentation since we
23 want to track individual neurons of freely moving mice for weeks to months.

24 In addition, we need online spike sorting, to allow experiments driven by
25 real-time machine learning inference, as described below.

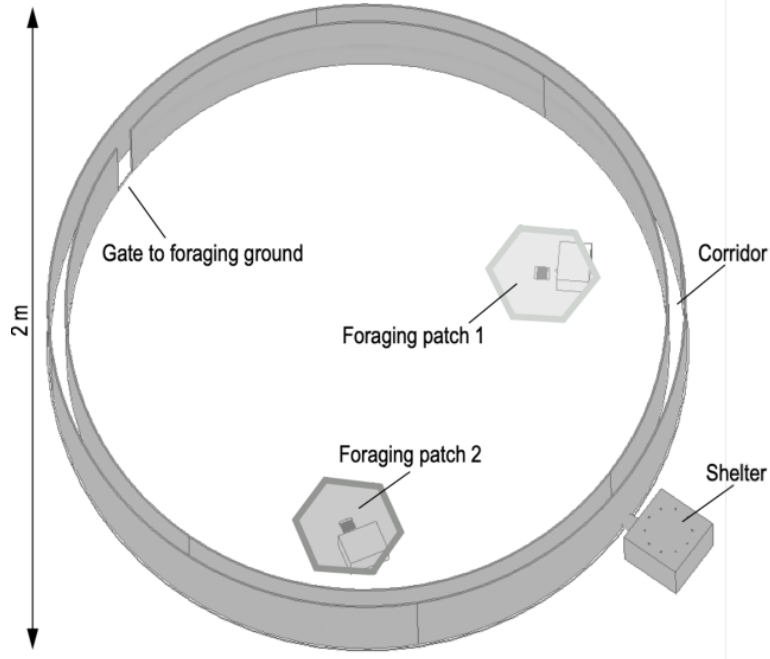
26 We will evaluate methods for tracking neurons over long periods of time [e.g.,
27 31, 27] and for online sorting [e.g., 23, 25].

28 **3.3.5 Data analysis**

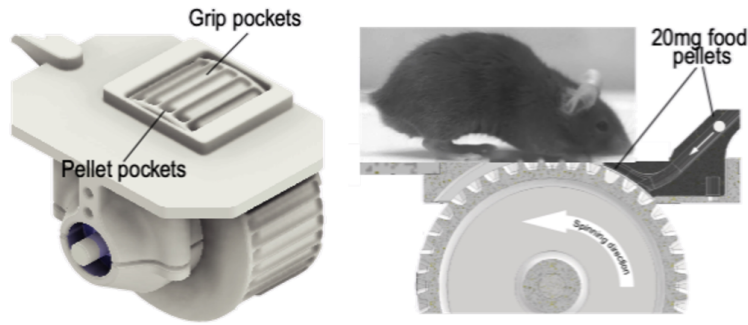
29 The very large size of NaLoDuCo experimental data, the fact that the statis-
30 tics of these data change across time, and the requirement for real-time and
31 close-loop inference create new challenges to conventional machine learning data
32 analysis methods. We will evaluate existing methods targeting the experimen-
33 tal problems in Figure 2 and, if necessary, modify them, or create new ones, to
34 address the previous challenges.

35 For behavioral data, we will evaluate methods to:

- 36 • track multiple body parts of animals [e.g., 17, 20, 1, and a switching-linear-
37 dyanamical method using RFIDs that we will develop],
- 38 • infer kinematics of foraging mice [e.g., 21, 3],



(a)



(b)

Figure 3: Foraging Arena (a) and Feeder (b). The arena is composed of tessellated hexagonal tiles (a), each featuring a newly designed underground feeder (b). Pellets are dispensed onto a foraging wheel once the mouse has spun it for a pre-defined programmable distance threshold using its forepaws (fictive digging). The arena contains up to six scale-equipped nesting modules that allows housing of mice in the arena and weight monitoring. Behavioural monitoring is achieved by an array of high-speed cameras (up to 15), by which mouse location, mouse identity and body parts can be track in real time.

- 1 • segment behavior into discrete states [e.g., 30, 11, and a hierarchical HMM
- 2 that we will develop],
- 3 • infer the rules that govern mice behavior from behavioral observations
- 4 only (i.e., policy inference) [e.g., 33, 32].
- 5 For neural data, we will evaluate methods to:
- 6 • estimate low-dimensional continual representations of neural activity (i.e.,
- 7 latents inference) [e.g., 15, 7, 29, 19, 24],
- 8 • segment neural activity into discrete states [e.g., 4, 8],
- 9 • decode environment variables from neural activity [e.g., 5, 13, 26].

10 3.3.6 Inference-driven experimentation

11 We call inference-driven experimentation to a type of experimentation driven
 12 by machine learning inferences on neural or behavioral data, where the result
 13 of these inferences can change the experiment in real time.

14 We will apply inference-driven experimentation to test if patterns of neural
 15 activity are causally related to foraging behaviors. We would first check that
 16 a pattern of neural activity always precedes a given foraging behavior. We
 17 would then detect the occurrence of the pattern and in real time optogenetically
 18 inactivate the neurons responsible for the pattern. If the behavior disappears
 19 the causality argument would be supported.

20 For this we will use the Bonsai ecosystem for experimental control [14] and
 21 online machine learning functionality that we are adding to Bonsai [22], funded
 22 by a BBSRC award [18].

23 3.4 US applicants

24 Word limit: 200

25 Please provide the following details of the US applicants on this application:

- 26 1. name
- 27 2. institute
- 28 3. job title
- 29 4. role in project (for example, project lead or project co-lead)
- 30 5. email address

31 Please also indicate who the lead US applicant will be.

32 NSF will use this information to confirm applicant eligibility.

33 Please do not include details of US applicants in the ‘Core team’ section.

- 34 1. Sakia de Vries

1 **institute** Allen Institute for Neural Dynamics
2 **job title** Associate Director, Data and Outreach
3 **role in the project** project lead
4 **email** saskiad@alleninstitute.org

5 2. David Feng

6 **institute** Allen Institute for Neural Dynamics
7 **job title** Sr. Director, Scientific Computing
8 **role in the project** project co-lead
9 **email** david.feng@alleninstitute.org

10 3.5 Resources

11 Word limit: 200

12 Please provide the following:

- 13 • overall estimates for costings and staffing full time equivalent (FTE) for
- 14 both the UK and US components
- 15 • clear separation of UK and US costings, in pounds sterling and US dollars
- 16 (USD) respectively

17 The overall budget should be below the maximum £2 million combined fun-

18 der contribution

19 If there is more than one UK or US team associated with the application,

20 please combine their estimates together.

21 A detailed calculation and breakdown of resources is not required at this

22 stage, nor is a justification of costs.

23 The following is an example of how this might look.

24 UK Resources:

25 Total cost estimate: £600,000

26 Research council contribution: £480,000

27 0.2 FTE time, 1.0 FTE PDRA, 0.5 FTE technician

28 US Resources:

29 Total cost estimate: \$300,000

30 1.0 FTE PDRA or 1.0 FTE doctoral researcher

31 Total funder contribution estimate:

32 £716,475 (£480,000 + £236,475 (\$300,000 at exchange rate 0.79))

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