## A Mechanistic Model of the Interaction Between Blue Cones and Blue Cone Bipolar Cells in Macaque Retina

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  - Step 1, generation of cones
  - Step 2, differentiation of blue cones
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#### The eye and the retina

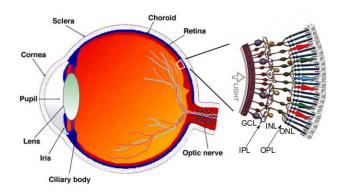


Figure: From Webvision, http://webvision.med.utah.edu/sretina.html. The labelling of the retinal layers is my adaptation.



### Mosaics, a prominent feature of many retinal cell types

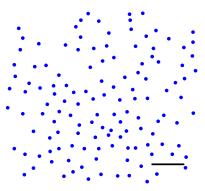


Figure: An example of a retinal mosaic, in this case blue cones (BC) from macaque monkey. Scale bar is  $100 \, \mu m$ .



### Are the mosaics of different cell types correlated?

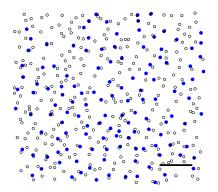


Figure: Data from macaque monkey. BCs (filled blue circles) and blue cone bipolars (BCBP) (open circles). The two mosaics are spatially correlated, but it is hard to see by eye. Scale bar is  $100 \, \mu m$ .

### Aims of project

- Develop a mechanistic model for the interaction between BCs and BCBPs in macaque.
- Generate BC and BCBP mosaics based on a simple statistical model.
- Simulate mechanistic model based on generated BCs and BCBPs.
- Fit parameters.
- Compare model output with real data (five macaque fields).

#### Outline of retinal model

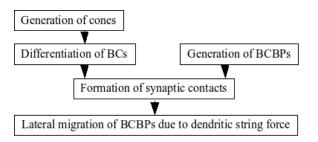


Figure: An arrow from A to B indicates that A precedes B in retinal development. Only the last step is mechanistic. Emphasis lies on this.

### Step 1, generation of cones

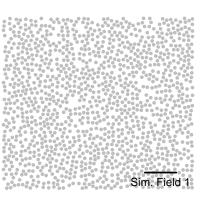


Figure: Cone mosaic before differentiation into BCs and other cone types. Scale bar is  $100\,\mu m$ .

## Step 2, differentiation of blue cones

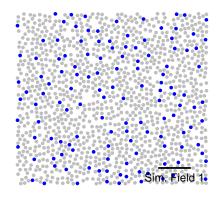


Figure: BC differentiation. Scale bar is 100 μm.



## Step 3, generation of BCBPs

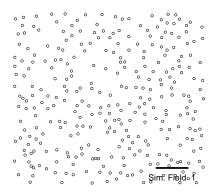


Figure: BCBP generation. Scale bar is 100 μm.



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### Step 4, formation of synaptic contacts

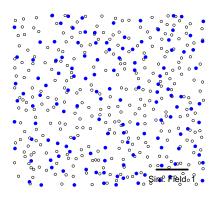


Figure: BCs and BCBPs before they form synaptic contacts. Scale bar is  $100~\mu m$ .



## Step 4, formation of synaptic contacts (cont.)

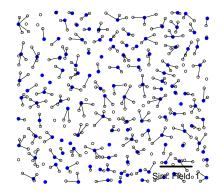
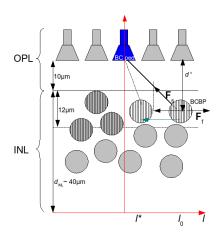


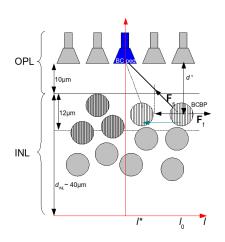
Figure: BCs and BCBPs *after* they have formed synaptic contacts. A few BCBPs don't form contacts. Scale bar is  $100 \, \mu m$ .



## Step 5, how the BCBPs can migrate, focus of project



## Step 5, how the BCBPs can migrate, focus of project



$$l_{i}^{*} = \frac{2F_{(f/s),i}\sqrt{l_{0,i}^{2} + (d_{i}^{y})^{2}} - \left(\left(F_{(f/s),i}\right)^{2} + 1\right)l_{0,i}}{1 - \left(F_{(f/s),i}\right)^{2}}.$$

## Step 5, after migration

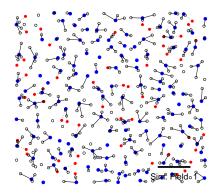
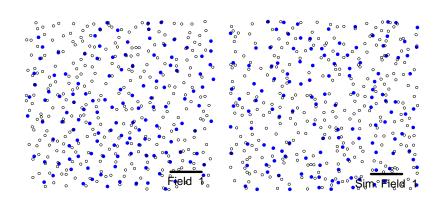


Figure: BCs and BCBPs after BCBPs have migrated. Scale bar is 100 μm.



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#### Does the simulated data look like the real data?



Outline of talk Background Model Results Conclusions Step 1, generation of cones
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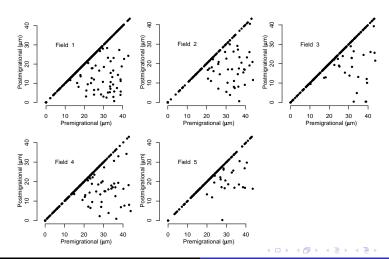
- Steps 2-5 were simulated 99 times to reduce variability in results and to enable calculation of Monte Carlo p values.
- Appropriate statistics and methods for analysis of output were chosen, among those were:
  - Dendrite length and migration distance.
  - Proportion of BCBPs that migrate.
  - Number of synapses.
  - Density recovery profiles.
  - K functions.

## 'Optimal' parameters Dendrite length, migration and synapses Density recovery profiles (DRP) K functions

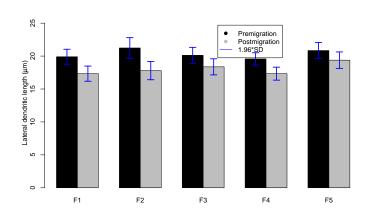
## 'Optimal' parameters

	Monkey 1				
	Field 1	Field 2	Field 3	Field 4	Field 5
Mean BC excl. zone, $\mu_{BC}$ ( $\mu$ m)	30	38	28	30	37
SD of BC excl. zone, $\sigma_{BC}$ (µm)	6	5.5	3	6	7
BC truncation, $d_{BC}^{min}$ ( $\mu$ m)	13	32	18	18	23
Mean BCBP excl. zone, $\mu_{BCBP}$ ( $\mu$ m)	18	18	18	19	22
SD of BCBP excl. zone, $\sigma_{BCBP}$ (µm)	5	6	5	3	7
BCBP truncation, $d_{BCBP}^{min}$ (µm)	8	7	5	5	3
Mean rel. friction/string force, $\mu_{f/s}$	0.75	0.90	0.82	0.84	0.97

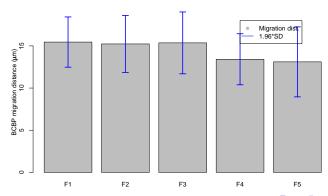
#### Dendrite length, all BCBPs, one simulation



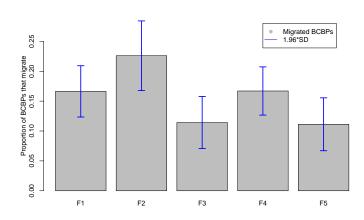
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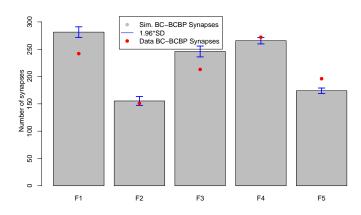
# Migration distance, only migrating BCBPs, a biological prediction



## Proportion of BCBPs that migrate, another prediction



## Number of synapses, yet another prediction



## Density recovery profile (DRP)

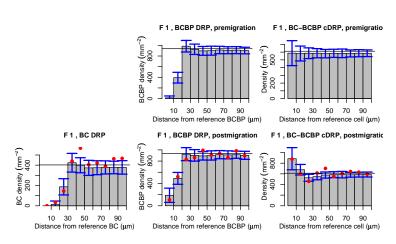
How can we analyse the mosaics of BCs and BCBPs and their interactions?

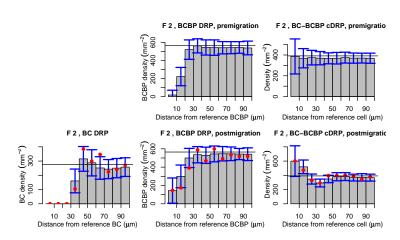
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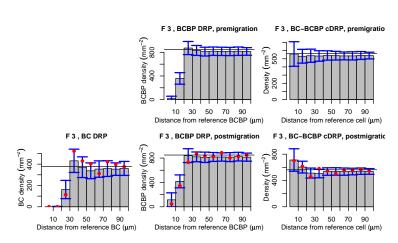
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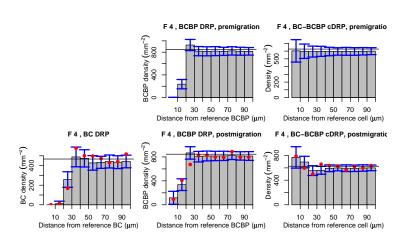
- Consider one reference point from population i and ask how many points from population j are at a distance between l and  $l + \delta l$ . Convert into density.
- Do this for all such reference points. This gives a density function, called a *DRP*.
- If i = j, we are analysing one population and a dip in the beginning of the (auto) DRP indicates a mosaic structure.
- If  $i \neq j$ , we are analysing two populations and a nonflat (cross) DRP indicates correlation.

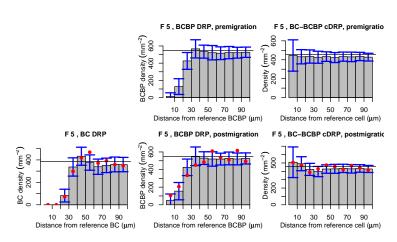












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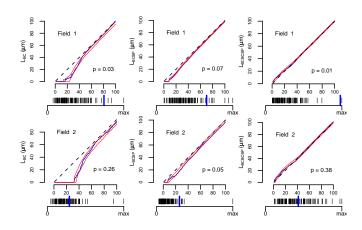
- Idea: look at a circular area (with radius t) around a given reference point and count the points; and compare with what would be expected under complete randomness.
- Technically: the count is converted to an area K(t), which under spatial randomness obviously would be  $\pi t^2$ . Therefore it is smarter to work with  $L(t) \equiv \sqrt{K(t)/\pi}$ .

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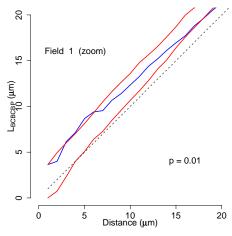
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- Inference: we have one K function for the real data and 99 for the simulations. Why don't we measure how far each of these 100 K functions is from the 99 others and see if the data K function stands out or not.

## L functions, fields 1 and 2



## L function, $L_{BC,BCBP}$ field 1



## All K function p values

Field	рвс	РВСВР	РВС,ВСВР
1	0.03	0.07	0.01
2	0.26	0.05	0.38
3	0.00	0.07	0.59
4	0.24	0.05	0.03
5	0.38	0.04	0.07

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- Future work: measurements of neuronal forces (Guck's lab) and further developments of theoretical models.

#### Acknowledgements

- N. Kouyama (Tokyo Women's Medical University) and D. W. Marshak (The University of Texas Medical School) for providing the data.
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