

# Computational models for understanding development of retinotopic maps

Nijmegen Summer School 2016

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2016-08-09



# Background

## Slides

Available at: <http://bit.ly/eglen-nijmegen>

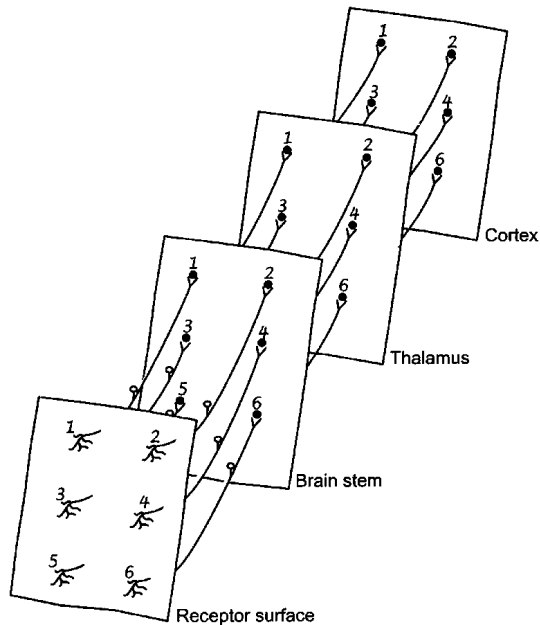
## References

Available at: <http://bit.ly/eglen-n-refs>

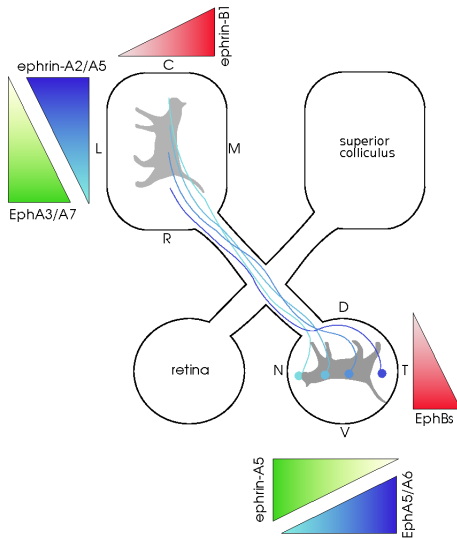
## Acknowledgements

Catherine Cutts, Johannes Hjorth, David Sterratt, David Willshaw. Paperpile.

# What is a topographic map?



# What is a retinotopic map?

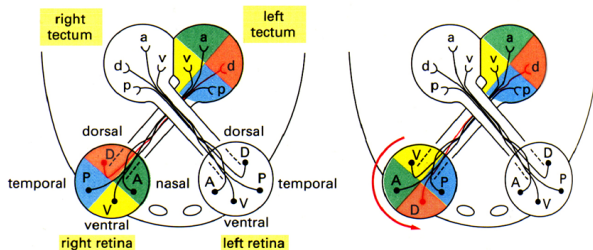


# Sperry's experiments

## Sperry's experiments:

- 1) Rotation of the eyes of a newt or frog by 180°.
- 2) Cutting of the optic nerves prior to rotation of the eyes by 180°.

In both experiments the animals see their world upside down and back to front. This condition is irreversible.



# Result of rotation

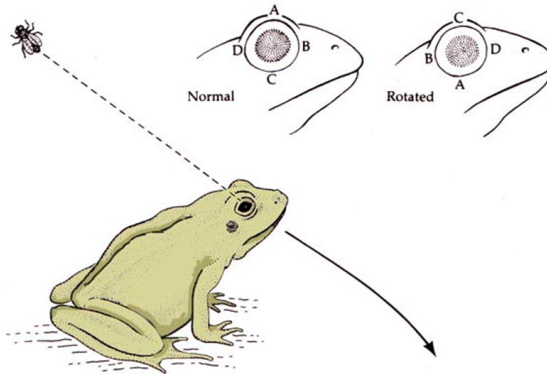
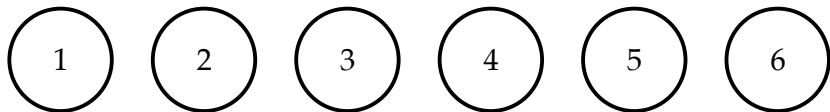
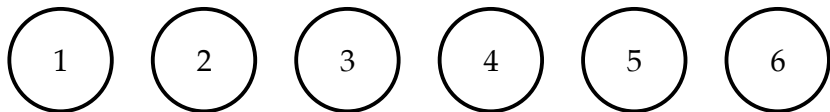


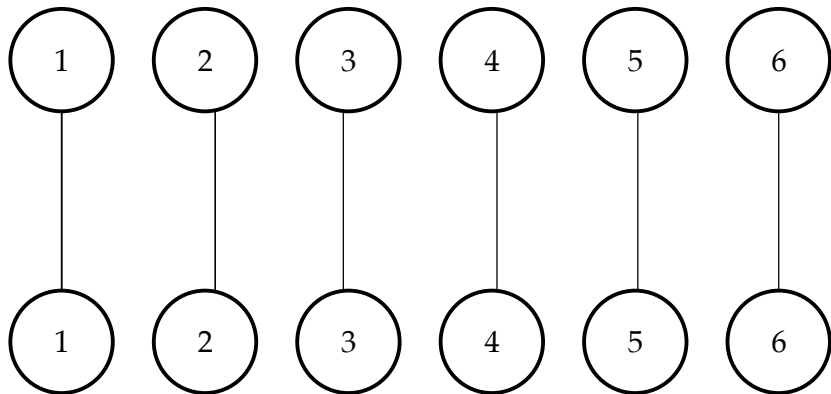
Fig. 21. When the eye is rotated  $180^\circ$ , the frog's prey catching behavior is inverted.  
(after Sperry, 1956).

## The concept of labels

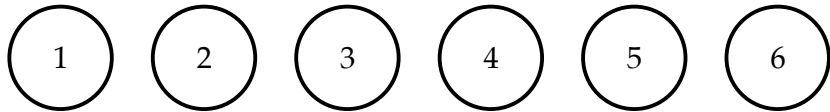
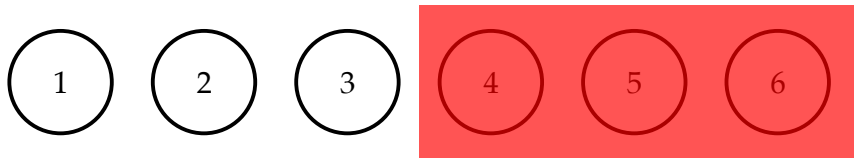




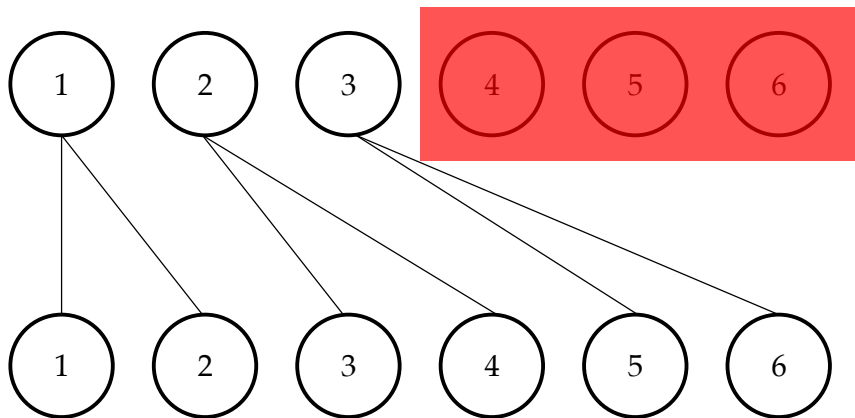
## The concept of labels



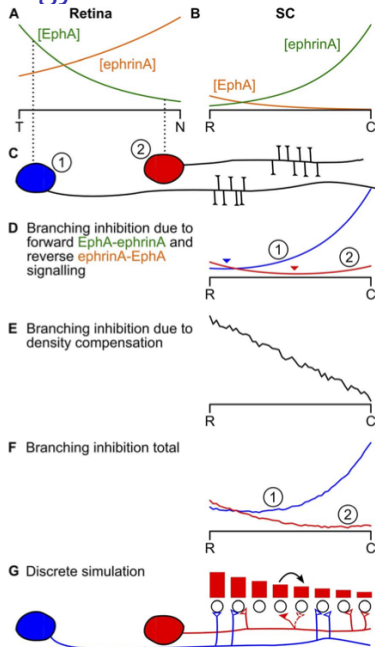
## The concept of labels



## The concept of labels



# Energy-model for branching (Gierer 1983; Sterratt 2013).

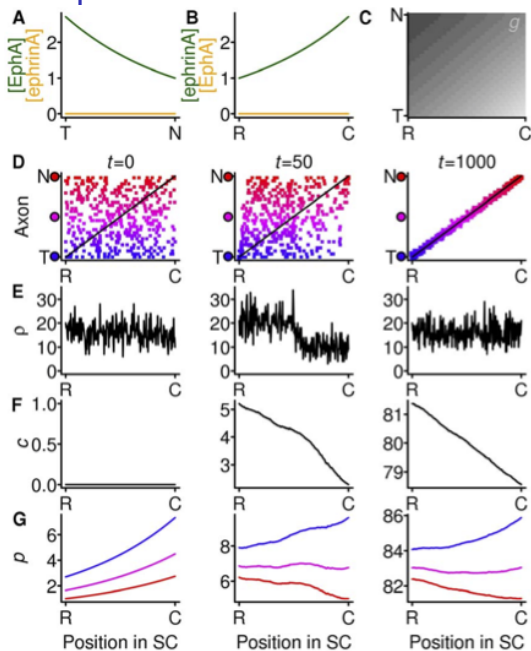


$$g(x, u, t) = [EphA](u)[ephrinA](x) + ephrinA^*(u)[EphA^*](x)$$

$$\frac{dc}{dt} = \epsilon p(x, t) - \eta c(x, t)$$

$$p(x, u, t) = g(x, u, t) + c(x, t)$$

# Wild-type development: 1D



(Sterratt 2013)

## Seeing 2d maps

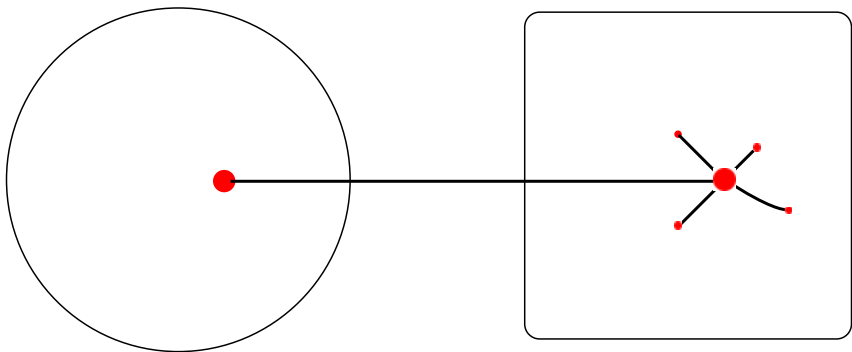


Figure 1: One RGC into target

## Seeing 2d maps

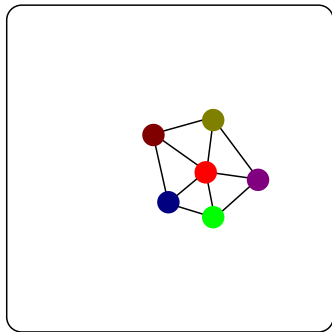
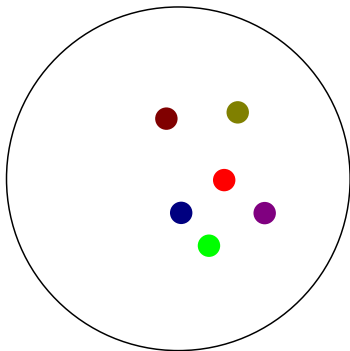
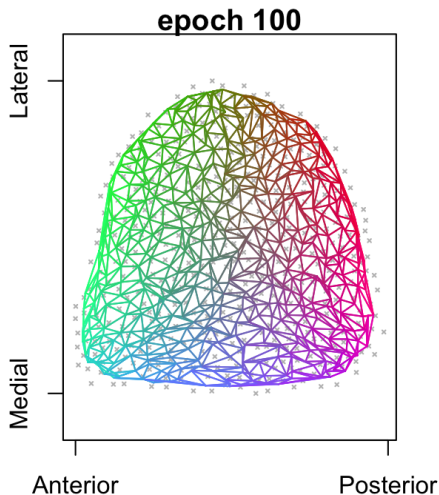
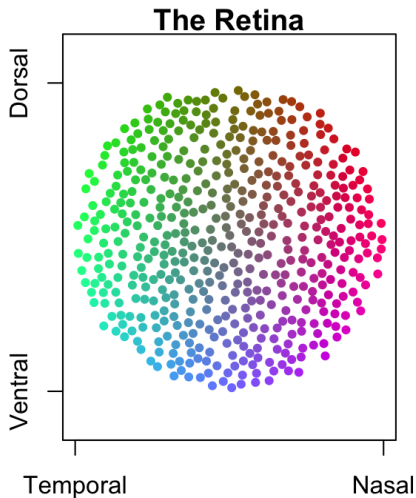


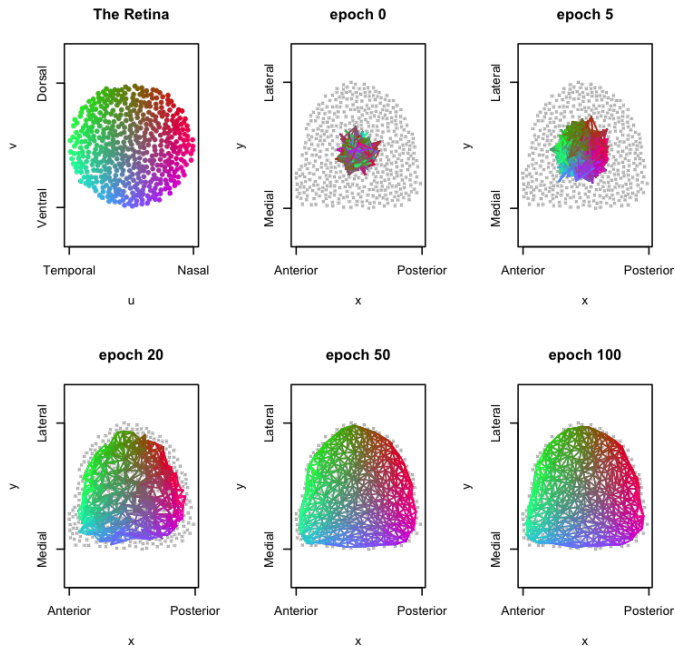
Figure 1: Mesh generated

## 2D Wild type: final map





# 2D Wild type: development



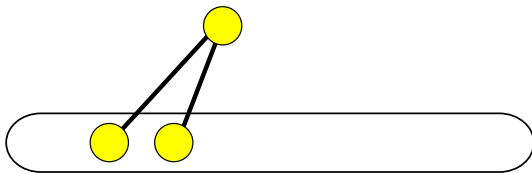
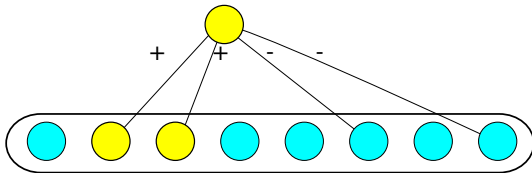
# Principles of topographic map formation

Key elements of map formation, demonstrated by Willshaw & von der Malsburg (1976):

1. Neighbouring presynaptic neurons fire in synchrony (retinal waves).
2. Cells that fire together wire together.
3. Neighbouring postsynaptic neurons should develop similar connections.
4. Constraints on synaptic growth (normalisation).
5. Map polarity.

## 1. Activity as a cue for neighbours

Cells that are neighbours in retina could fire together to show their similarity.  
Before discovery of retinal waves.

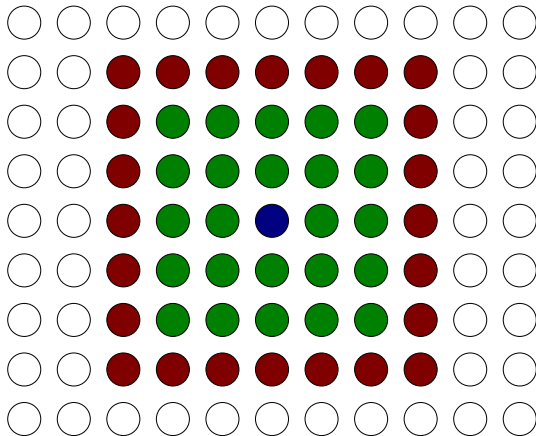


## 2. Cells that fire together wire together

Output is a weighted function of input activity.

### 3. Correlated output

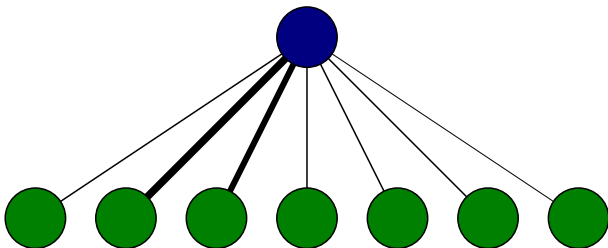
Short-range excitatory (green); longer-range inhibitory (red). Additional growth rules.



## 4. Normalisation

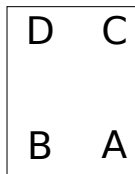
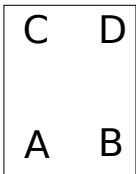
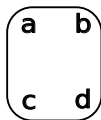
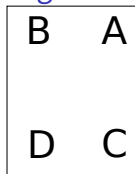
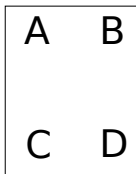
Sum of weights synapsing onto one target neuron (j, blue) is constant.

$$\sum_i w_{ij} = K$$

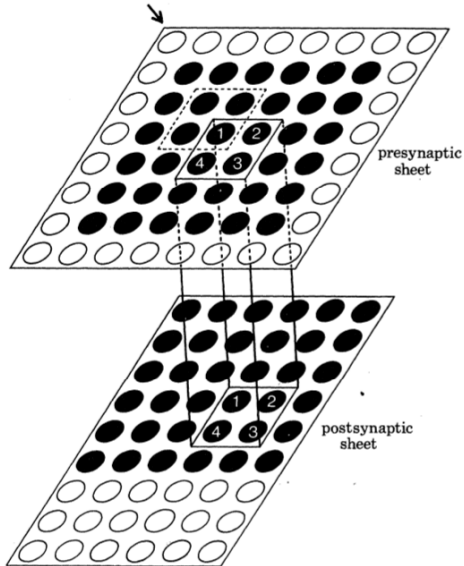


## 5. The problem of map polarity

How many ways are there to map one rectangle onto another?



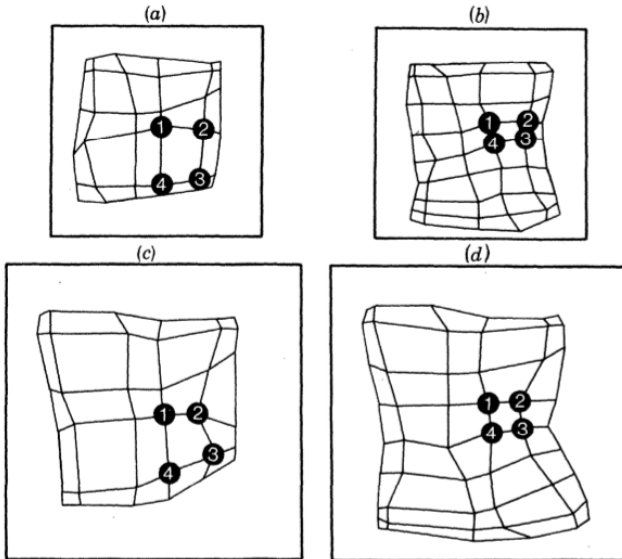
## 5. Polarity markers in the model



(Willshaw and von der Malsburg, 1976)



## Results: systems matching



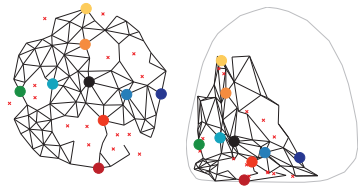
(Willshaw and von der Malsburg, 1976)

Fourty years, fourty models...

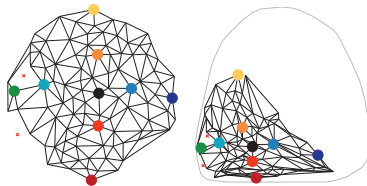
Which model is best?

# Math5 mutant mouse

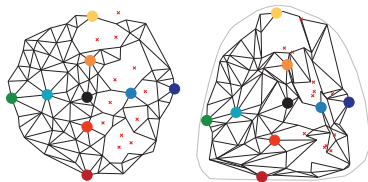
A Gierer



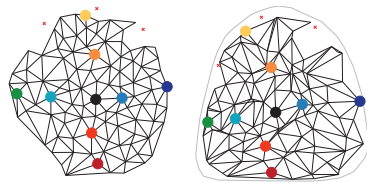
B Koulakov



C Whitelaw



D Willshaw



# Competition framework to test models

Genotype	Gierer	Koulakov	Whitelaw	Willshaw
Wild type	✓	✓	✓	* ✓
<i>Isl2-EphA3</i> <sup>ki/ki</sup>	Isl2 <sup>+</sup> misfit	Isl2 <sup>+</sup> misfit	* ✓	Isl2 <sup>+</sup> misfit
<i>Isl2-EphA3</i> <sup>ki/+</sup>	No collapse, Isl2 <sup>+</sup> misfit	* Isl2 <sup>+</sup> misfit	No collapse, Isl2 <sup>+</sup> misfit	No collapse, Isl2 <sup>+</sup> misfit
TKO (no gradient)	No patches	Patches but no global order	No patches	Global order but no polarity
TKO (weak gradient)	No patches	✓	No patches	Ordered map
<i>Math5</i> <sup>-/-</sup>	* ✓	✓	Normal map	Normal map

Asterisk (\*) denotes which phenotype the model was optimized for.

## Future directions

1. Matching development of maps
2. Alignment of maps
3. Accounting for all mutants
4. Species-specific differences

# Computational resources

## Our competition framework

<https://github.com/Hjorthmedh/RetinalMap>

Pipeline for model evaluation.

## Topographica

<https://ioam.github.io/topographica/>

General tool (python/gui) for making topographic maps (ocular dominance, orientation selectivity)