MorphGrower: A Synchronized Layer-by-layer Growing Approach for Plausible Neuronal Morphology Generation

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> Presenter: Nianzu Yang 2024-07-23

Neuroscience provides insights into cognitive processes and neural mechanisms, inspiring AI algorithms.

A Virtuous Cycle

Neuroscience brain functions, enhancing neuroscience research. AI AI aids in analyzing complex neural data and simulating

Why morphology data are important?

- **The morphology determines which spatial domain can be reached for a certain neuron, governing the connectivity of the neuronal circuits [1]**
- **Neuronal morphology also defines how a neuron integrates the signal inputs received from other neurons to produce outputs [2]**
- **Studying neuronal morphologies also facilitates the discovery of therapies for brain disorders and some degenerative diseases, e.g. mental retardation [3], autism[4] and Alzheimer [5]**

Background

- **A worm**'**s brain: neurons**
- A fly' s brain: 100, 000 neurons
- A mouse's brain: 10^{7} \sim 10^{8} neurons
- \cdot **A** human being's brain: 10^{11} neurons

The traditional way to collect quality neuronal morphologies involves three key steps: *i)* **histological preparation,** *ii)* **microscopic visualization and** *iii)* **accurate tracing.**

labor-intensive time-consuming potentially subject to human bias and error

We can opt to generate plausible morphology samples by computational approaches.

Baseline: MorphVAE [6] the only existing learning-based method

Preliminaries

multifurcation (soma or

bifurcation or a tip

bifurcation) and ending at a

A neuronal morphology is described as a set of nodes in three-dimensional space, with each node associated with a coordinate in this space.

Neuronal morphology is a tree-like structure.

Brief Introduction to MorphVAE

The basic building block of MorphVAE: 3D-walk **the** path from the soma to a tip

Two step:

- **generate all 3D-walks in one shot**
- **adopt a post-hoc clustering method on the generated 3D walks to aggregate some nodes of different 3D-walks**

there may exist other nodes that have > 2 outgoing edges in the final generated morphology besides the soma

This contradicts a commonly accepted notion that only the soma node can have more than two child branches!

Layer-by-layer Generation Strategy

Following such a layer-by-layer strategy, a new morphology can be obtained by generating new layers and merging them to intermediate generated morphology regressively.

Generating Branches in Pairs

As pointed out in previous works [7, 8, 9], there exists a complex dependency between sibling branches.

If we separate sibling branches from each other and generate each of separate sioning branches from each other and generate each of **MorphVAE** fails in this regard them individually, this dependency will be hard to model.

A natural idea comes to our mind!

We can regard sibling branches as a whole and generate sibling branches in pairs each time, to implicitly model their internal dependency

Conditional Generation

grown branches could influence their subsequent branches A Key Observation:

Condition

We propose to encode the intermediate morphology which has been generated into an embedding and restrict the generation of branch pairs in the following layer to be conditioned on this embedding we obtain.

We further split the condition into **local condition** and **global condition**.

Assuming that we are generating one certain pair of branches, we define:

the path from soma to the bifurcation from which the pair to be generated starts \longrightarrow **local condition** its previous layers structure **global condition**

Conditional Generation (Cont.)

Justifications for the Conditions from a Neuroscience Perspective:

Local: Previous studies [10, 11] show that the dendrites or axons usually extend away from the soma without making any sharp change of direction, thus reflecting that the orientation of a pair of sibling branches is mainly determined by the overall orientation of the path from the soma to the start point of the siblings.

Global: Dendrites/axons establish territory coverage by following the organizing principle of self-avoidance [12, 13, 14]. Self-avoidance refers to dendrites/axons that should avoid crossing, thus spreading evenly over a territory [15]. Since the global condition can be regarded as a set of the local conditions and each local condition can roughly decide the orientation of a corresponding pair of branches, the global condition helps us better organize the branches in the same layer and achieve an even spread.

The Distinction of the Soma Branch Layer

There is no proper definition of conditions for the soma branch layer.

MorphGrower†

The soma branch layer cannot be unified to the conditional generation formulation.

Two approaches

A straightforward solution is to directly present the soma branches as conditional input to the model, which are fairly small in number compared to all the branches MorphGrower

Another slightly more complex approach is to generate the soma branch layer using another VAE without conditions

Overview of MorphGrower

For details on the methods and model instantiation, feel free to scan the two QR codes on the right!

Quantitative Results on Morphological Statistics

Table 1: Performance on the four datasets by the six quantitative metrics. We leave MorphVAE's numbers on MBPL and MAPS blank because it may generate nodes with more than two subsequent branches that conflict with the definition of MBPL and MAPS for bifurcations. MorphGrower denotes the version where soma branches are directly provided. Meanwhile, MorphGrower[†] generates soma branches using another unconditional VAE. *Reference* corresponds to the statistical indicators derived from the realistic samples. A closer alignment with Reference indicates better performance. The best and the runner-up results are highlighted in **bold** and underline respectively.

Generation Plausibility with Real/Fake Classifier

Table 2: Classification accuracy $(\%)$. Accuracy approaching 50% indicates higher plausibility.

we have presented our generated samples to neuroscience domain experts and receive positive feedback for their realistic looking

harder to be distinguished from real samples

The Electrophysiological Response Simulation Results

Table 3: Simulated recording statistical characteristics.

The electrophysiological responses of real and our generated samples exhibit a high degree of similarity.

Table 10: The result of ablation study on the four datasets by six quantitative metrics. The best and the runner-up in each: columns are highlighted in **bold** and underline respectively. We leave MorphVAE's numbers on MBPL and MAPS blank: because it may generate nodes with more than two subsequent branches that conflict with the definition of MBPL and MAPS: for bifurcations. A closer alignment with Reference indicates better performance.

Ablation study Snapshots of the Generation

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Thanks

