Construction of Anatomically Correct Models of Mouse Brain Networks¹

B. H. McCormick^{a,*} W. Koh^a Y. Choe^a L. C. Abbott^b J. Keyser^a D. Mayerich^a Z. Melek^a P. Doddapaneni^a

^aDepartment of Computer Science, Texas A&M University, 3112 TAMU, College Station, TX 77843-3112

^bDepartment of Veterinary Anatomy and Public Health, Texas A&M University, 4458 TAMU, College Station, TX 77843-4458

Abstract

The Mouse Brain Web, a federated database, provides for the construction of anatomically correct models of mouse brain networks. Each web page in this database provides the position, orientation, morphology, and putative synapses for each biologically observed neuron. The Mouse Brain Web has been designed to support (1) mapping of the spatial distribution and morphology of neurons by type; (2) wiring of the network – synaptic assembly; (3) projection of neuron morphology and synapses to geometric multi-compartmental models; (4) search for motifs and canonical circuits in the brain networks using customized web-crawlers; and (5) the mapping of anatomically correct networks to physiologically correct network simulations.

Key words: Mouse brain networks, web-based database, neuron morphologies, synaptic assembly, network motifs.

1 Introduction

The mammalian brain is virtually unique in its structural complexity. It is estimated that a mouse neocortex contains in the order of 10^7 neurons, which are interconnected by in the order of 10^{11} synapses [1]. To understand the intricate

^{*} Corresponding author. *Email:* mccormick@cs.tamu.edu.

URL: http://research.cs.tamu.edu/bnl.

¹ Transgenic GAT1-GFP mice, used in this initial study, have been graciously provided by Henry Lester at Caltech. Golgi-stained mice brains were provided by James Fallon, Roland Giolli, and Richard Kinyamu at UC-Irvine. This work has been supported in part by Development of Brain Tissue Scanner: NSF-MRI Grant 0079874; Exploring the Brain Forest: THECB Grant ATP-000512-0146-2001.

anatomical structure of the mouse brain requires analysis of the morphologies and connections of neurons at the cellular level. A neuroanatomical database enabling such analysis can serve as a starting point for discovering neural connectivity, much like sequence databases have served as a resource for protein and gene discovery.

The knife-edge scanning microscope (KESM) [2,3], capable of scanning an entire mouse brain in less than one month, generates at 250nm sampling resolution a volume data set in the form of aligned serial sections. This technology makes it possible to collect whole brain data at sufficient level of detail to recover the full extent of neuronal morphology in 3D and to estimate synapses for further analyses. Knife-edge scanning microscopy is one of two available techniques [2,4] for scanning and reconstructing an entire mouse brain in three dimensions, that obviate the need to register the cut sections. KESM is also an order-of-magnitude faster than its alternative. From the data produced using the KESM, we have initiated the construction of the *Mouse Brain Web* (MBW) to provide a database of observed neurons in the mouse brain with sufficient neuroanatomical detail to enable discovery of neural connectivity and anatomically correct modeling of mouse brain networks.

In this paper, we summarize the data acquisition process that leads to the construction of the MBW. We describe the strategy and details of constructing a MBW database. We discuss how MBW can be utilized for functional modeling and network analysis.

2 Data acquisition

Data acquisition for construction of MBW comprises two stages: volume data acquisition and data reconstruction. During the volume data acquisition stage, a set of aligned serial sections is obtained from a mouse brain specimen embedded in a plastic block. The volume data set is then processed to retrieve its full 3D reconstruction. These two stages are described in detail elsewhere [5,6]. Here we briefly summarize the two stages.

The Knife-Edge Scanning Microscope (Figure 1) [2,3], an instrument of local design, uses repeated knife-edge scanning to generate a volume data set in the form of aligned serial sections from a specimen block (Figure 2). KESM allows imaging the newly-cut tissue just beyond the knife edge as a thin section is cut away by an ultramicrotome. Following the data acquisition protocol specified in [5], the acquired volume data set is organized into a set of *image stacks* for storage and processing. An *image stack* is a stack of square images that corresponds to a $(n \times n \times h)$ mm³ sub-brain volume, where n is determined by an effective field of view of the microscope objective and stack thickness h is set uniform for the entire specimen block. For the 10× objective, nominal values for n and h are 2.5 mm and 64 μ m, respectively; for the 40× objective, nominal values for n and h are 0.625 mm and 32 μ m, respectively.



Fig. 1. The Knife-Edge Scanning Microscope. (a) Specimen undergoing sectioning by knife-edge scanner (thickness of section is exaggerated). (b) Diamond knife collimator supporting transmission illumination and fluorescence epi-illumination. (c) Close-up photo of the microscope (left; slanted) and the knife/laser assembly (right; slanted), submerged in the specimen tank. The inset shows a close-up view of the specimen and the diamond knife (on the right). (d) Photo of the KESM instrument showing the microscope (left; slanted), laser line generator (right; slanted), and the stage (center; bottom). Alternatively, a white-light source can be used.



(b) Magnified view of (a).

(c) 3D reconstruction.

Fig. 2. Scanned Mouse-Brain Sections. (a) Nissl-stained coronal section showing the lateral ventricle, hippocampus, and ventral part of the mouse cortex. (b) Magnified view of the lateral ventricle in (a). (c) 3D reconstruction of the hippocampal area shown in (a) from multiple aligned slices (generated using Amira).

The volume data set, organized into image stacks, is processed to retrieve its full 3D information by four serial stages of reconstruction: L-block segmentation [7], component analysis, neuron assembly, and synapse identification. Each reconstruction stage produces an equivalent data set at a higher level of description. We have designed a brain microstructure database system [6] to provide storage and access to microstructure data at these five levels of description: volume data, L-block coverings [7], volumes of interest, segment and neuron data, and brain network data.

3 Construction of Mouse Brain Web

Our motivation for constructing the *Mouse Brain Web* (Figure 3) is to provide a database of observed neurons in the mouse brain, (1) to enable discovery



Fig. 3. Anatomically correct models of mouse brain networks and their functional simulation. (a) and (d) were adapted from [8]; (b) and (e) were adapted from [9]; (c) and (f) were adapted from [10]; (h) was adapted from [11].

of neural connectivity and anatomically correct modeling of mouse brain networks, and (2) to subsequently allow the mapping of anatomically correct networks to physiologically correct network simulation. The MBW database consists of web pages where a web page represents either an observed neuron or a $(n \times n \times h)$ mm³ sub-brain volume as described in Section 2. These two granularities of data representation per web page are characterized by the stained anatomy of the specimen.

Golgi-stained or GAT1-GFP labeled specimen data yields selected neurons in their full morphology. A MBW from such specimens consists of web pages where a web page represents an observed neuron. Each neuron in the MBW is characterized by five types of information [12] extracted from the brain microstructure database system: (1) a unique identifier; (2) position of its soma within a brain-based local coordinate system; (3) orientation of its 3D soma relative to the local coordinate system; (4) morphology of its dendrites and axons; and (5) putative synapses it makes with other neurons within the specimen. The data size required to describe each neuron in the MBW depends on its type, morphology, and observed synapses it makes with other neurons. The neuronal type determines the number of processes emanating from the soma and whether the dendritic processes have spines. The morphology determines the number of segments needed to represent each axonal/dendritic process. Each neuron in mammalian cortex is pre-synaptic to 7,000-8,000 neurons and post-synaptic to 6,000-10,000 neurons, and multiple synapses between the same two neurons are rare [1].

Following the statistics reported in the literature regarding the neuronal types and their associated morphology [1,8,10], we estimate that each neuron in MBW takes up approximately 1.0 MB. Taking into consideration that we expect to observe only 1% of total neurons from Golgi-stained and 16% GAT1-GFP labeled tissue, the MBW then requires about 12TB of storage.

A Nissl-stained specimen data set yields the full morphology of cell bodies, but not their processes. A MBW from a Nissl-stained specimen consists of web pages, where a web page represents a $(n \times n \times h)$ mm³ sub-brain volume, where the nominal values for n and h are 2.5 mm and 64 μ m, respectively. Each 0.4 mm³, equivalent to 2.5 mm × 2.5 mm × 64 μ m, sub-brain volume in the MBW is characterized by four types of information extracted from the brain microstructure database system: (1) unique identifier; (2) sub-brain volume index within the brain based coordinate system; (3) position of each cell body within a brain-based local coordinate system; and (4) morphology of cell bodies within the sub-brain volume. The density of neurons in the mouse brain is reported to be $9.2 \times 10^4/\text{mm}^3$ [1]. Our 0.4mm³ sub-brain volume would on average contain 3.7×10^4 cell bodies. We estimate that each subbrain volume in the MBW takes up approximately 3.7 MB, and that the MBW requires about 9.25 GB of storage.

The neuronal data and the sub-brain volume data that constitute a web page in the MBW are derived from our brain microstructure database system via an XML schema [6]. The derived XML files are converted to HTML for display in the Mouse Brain Web. The web based organization of the MBW database makes it accessible and also provides an interface functionality to the database. The text based XML tags makes the database searchable, and the hyperlinks between HTML files can be used to search for connectivity patterns using customized web-crawlers.

4 Discussion

The methods and results we presented in this paper form a foundation for constructing the MBW database which supports (1) mapping of the spatial distribution and morphology of neurons by type; (2) wiring of the network – synaptic assembly; (3) projection of neuron morphology and synapses to geometric multi-compartmental models; (4) search for motifs and canonical circuits in the brain networks using customized web-crawlers; and (5) the mapping of anatomically correct networks to physiologically correct network simulations. These five stages are designed to be fairly independent so that each stage does not depend too much on the immediate availability of data from the previous stage. Thus, we are currently tackling each stage in parallel to greatly reduce development time.

References

- V. Braitenberg, A. Schuz, Cortex: Statistics and Geometry of Neuronal Connectivity, 2nd Edition, Springer, Berlin, 1998.
- [2] B. H. McCormick, Brain Tissue Scanner enables brain microstructure surveys, Neurocomputing 44–46 (2002) 1113–1118.
- [3] B. H. McCormick, The Knife-Edge Scanning Microscope, Tech. rep., Department of Computer Science, Texas A&M University, College Station, TX, http://research.cs.tamu.edu/bnl (October, 2003).
- [4] P. S. Tsai, B. Friedman, A. I. Ifarraguerri, B. D. Thompson, V. Lev-Ram, C. B. Schaffer, Q. Xiong, R. Y. Tsien, J. A. Squier, D. Kleinfield, All-optical histology using ultrashort laser pulses, Neuron 39 (2003) 27–41.
- [5] W. Koh, B. H. McCormick, Specifications for volume data acquisition in threedimensional light microscopy, Tech. Rep. TR2003-7-5, Department of Computer Science, Texas A&M University, College Station, TX (2003).
- [6] W. Koh, B. H. McCormick, Brain microstructure database system: An exoskeleton to 3D reconstruction and modeling, Neurocomputing 44–46 (2002) 1099–1105.
- [7] B. H. McCormick, B. Busse, Z. Melek, J. Keyser, Polymerization strategy for the compression, segmentation, and modeling of volumetric data, Tech. Rep. 2002-12-1, Department of Computer Science, Texas A&M University, College Station, TX (December, 2002).
- [8] V. B. Mountcastle, Perceptual Neuroscience: The Cerebral Cortex, Harvard Univ. Press, Cambridge, MA, 1998.
- [9] J. M. Bower, D. Beeman, The Book of GENESIS: Exploring Realistic Neural Models with the GEneral NEural SImulation System, Telos, Santa Clara, CA, 1998.
- [10] G. M. Shepherd (Ed.), The Synaptic Organization of the Brain, 4th Edition, Oxford University Press, New York, 1998.
- [11] Pittsburgh Supercomputing Center, http://www.psc.edu/.
- [12] W. Koh, B. H. McCormick, Distributed, web-based microstructure database for brain tissue, Neurocomputing 32–33 (2000) 1065–1071.

B. H. McCormick received his B.S. and Ph.D. degrees in Physics from MIT and Harvard University, respectively. He was Professor of Computer Science and Physics at the University of Illinois at Urbana-Champaign. At the University of Illinois at Chicago and Texas A&M University, he headed the Information Engineering and the Computer Science departments, respectively. Currently he is a professor of Computer Science and director of the Brain Networks Laboratory, at Texas A&M University. His research areas include computer graphics and visualization, brain mapping, and neural networks. His attention is currently focused on the Knife-Edge Scanning Microscope and its potential to generate data for biologically accurate three-dimensional reconstruction of brain networks.

W. Koh is a Ph.D. candidate in Computer Science at Texas A&M University. She received her B.S. degree in Computer Science and Mathematics from the University of Texas at Austin, and M.S. degree in Computer Science at Texas A&M University. Her research interests include computer graphics, neuroinformatics, brain networks, and visualization.

Y. Choe is an assistant professor in the Department of Computer Science at Texas A&M University. He received his B.S. degree in Computer Science from Yonsei University (Korea) in 1993, and his M.S. and Ph.D. degrees in Computer Sciences from the University of Texas at Austin in 1995 and 2001. His current research areas include computational modeling of the brain, thalamocortical basis of analogy and cortical integration, and autonomous semantics in sensorimotor agents.

L. C. Abbott is an Associate Professor in the Department of Veterinary Anatomy and Public Health. She earned her B.A. from Whitman College in Walla Walla, WA, her Ph.D. from the University of Washington in Seattle, WA and her D.V.M. from Washington State University in Pullman, WA. Dr. Abbott, a licensed veterinarian, teaches embryology and histology in the veterinary professional program at Texas A&M University and conducts research in developmental neurobiology and neurotoxicology. She directs the Brain Development and Degeneration Research Program in the College of Veterinary Medicine. Current research topics include the effects of mutations in calcium ion channel genes on neuronal cell death and neuronal function and mechanisms of mercury neurotoxicity.

J. Keyser is an assistant professor in the Department of Computer Science at Texas A&M University. He received his Ph.D. in Computer Science from the University of North Carolina in 2000, and B.S. degrees in Engineering Physics, Applied Mathematics, and Computer Science from Abilene Christian University in 1994. His research interests, broadly encompassing graphics, are specifically focused on issues of modeling. Current research projects focus on robust geometric and solid modeling, geometric reconstruction and visualization of neuron data, and physically-based simulation.

D. Mayerich is a M.S. student in Computer Science at Texas A&M University. He obtained his B.S. degree from Southwestern Oklahoma State University in 2000. His research focus is on computer graphics, neurobiology, and artificial intelligence.

Z. Melek is a Ph.D. student in Computer Science at Texas A&M University. He received his B.S. and M.S. degrees in Computer Science from Bogazici University (Turkey) in 1996 and 2000, respectively. His areas of interest include computer graphics, physically-based modeling, and scientific computation.

P. Doddapaneni is a M.S. student in Computer Science at Texas A&M University. He received his B.Tech. degree from the Indian School of Mines (India) in 2002. His research interests include scientific visualization and computer graphics.