

## **Biophysical neuroscience**

### **Neurons and Neural Networks**

- •Absorb information through sensory perception.
- •Store information in long & short term memories
- Process information & calculate decisions
- •Output behavioral responses through muscle and movement

## Caenorhabditis elegans



How do neurons give rise to behavior?

Sensorimotor integration Memory & experience dependent plasticity

# **Brain size**

C. elegans



#### Mus musculus



~10<sup>8</sup> neurons

#### Rhesus macaque



Drosophila melanogaster

~10<sup>11</sup> neurons



~10<sup>4</sup> neurons

It's even worse: Complexity grows combinatorically with brain size in wiring patterns of synaptic connectivity.

# Wiring diagram



# Strategy

#### Focus on movement responses to physical stimuli Straightforward to quantify & automate

## Establish patterns in behavior

Reduce behavior to specific rules

#### Find analogous patterns in neural structure and function

Manipulate neural connectivity Monitor neural function

# Long-term memory in thermotaxis

Associative learning between food and temperature.

Track of single worm grown overnight at 20°C navigating radial thermal gradient that is 15°C at center and 25°C at edge.

Worm tracks isotherms near 20°C



# **Isothermal tracking**

#### Worms

Young adult worms that had been cultivated overnight at 20°C

### Conditions

Linear spatial thermal gradient of ~0.5°C/cm on NGM plate without food



18°C 20°C 22°C

# Worms track isotherms near their cultivation temperature

Distribution of tracks is a measure of internal memory

Cultivate worms overnight at 15, 20, or 25°C

Record positions of isothermal tracks on linear spatial thermal gradients



# Simple assay for thermotactic memory

- Impose linear thermal gradient
  on cultivation plate
- Record tracks for ~5 min
- Positions of tracks reveals thermotactic memory
- Return plate to incubator



## How quickly do worms learn?

## **Memory dynamics**

### UPSHIFT

- Grow worms overnight at 15°C
- At t=0, shift worms to 25°C
- Positions of isothermal tracks at subsequent time intervals are measured



## **Memory dynamics**

### DOWNSHIFT

- Grow worms overnight at 25°C
- At t=0, shift worms to 15°C
- Positions of isothermal tracks at subsequent time intervals are measured



## **Memory dynamics**

#### **Cycling Temperature of Cultivation**

Step 1:  $T_{cult}$ =15°C for  $_{15^{\circ}C}$ =5, 10 or 15 min Step 2:  $T_{cult}$ =25°C for  $_{25^{\circ}C}$ =5 min Step 3: Goto Step 1, continue overnight

25°C <sup>:</sup> 15°C	Positions of tracks
1:1	21.4±1.4 C
1:2	20.7±1.0 C
1:4	19.1±1.0 C

## **Passive thermophilic drift**

Grow worms overnight at 15°C At t=0, place on spatial thermal gradient from 15°C to 25°C with food Measure positions of isothermal tracks at subsequent time intervals



# Calculation of memory of cultivation temperature

Memory is single-valued.

Formed by an integral over time of measurements of ambient temperature while in the presence of food.

An integral has desirable properties for long-term memory: an accumulation of experience; insensitive to transients.

# "Memory" neuron



## dgk-3: Learning mutant



# **Memory tuning**



**Interaction map** 



# **Mechanosensory** behavior

Touch a worm's nose Backward movement Tap a worm's tail Forward movement



# What happens when you touch it all over at once?

Subject worm swimming in a microdroplet to variations in hydrostatic pressure



oblique illumination hyperbaric chamber Inverted Petri dish inverted dissecting scope CCD camera

# **Behavioral analysis**

Forward movement: End-to-end distance is large Backward movement and turns: End to end distance drops



Custom-written computer algorithm measures the endto-end distance of a swimming worm in real-time

## **Raw Data**

One waveform's worth of data of a cycling triangle wave stimulus (amplitude 8 psi, wavelength 60 sec)



White = worm end to end distance Red = turns flagged Green = pressure stimulus

# **Behavioral analysis**

Raster Plot, The courses of each trial is distributed along the x-axis. Blue dots flag turns. Different trials are distributed along the y-axis



## Square wave statistics



# What does pressure feel like?



Pressure is *not* like being touched everywhere.

Water is nearly incompressible (150 atm gives 1% change in volume).

Gas is very compressible. Eardrums pop with changes in elevation.

Does the worm have ears?

## **Pressure & Tension**

# surface tension *r* radius of curvature



To measure pressure, all you need is a radius of curvature & a way to detect interfacial tension.

The worm is internally pressurized, so a sensor must be at the interface between inside and outside.

## **Amphid & Phasmid Neurons**



This family of sensory neurons contacts the external environment. The pressure gradient between the inside and outside of the worm must be held in membrane tension at the tips of the ciliary projections.

# **Popping their ears**

#### Before sudden vacuum

#### After sudden vacuum





Now that we can pop their ears, perhaps we can find their ears.

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