





# In vivo imaging in awake animals

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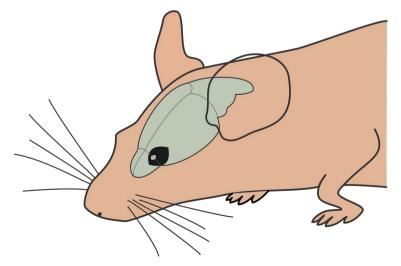
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slides on: https://www.biomedicale.parisdescartes.fr/~mgraupe/teaching.php

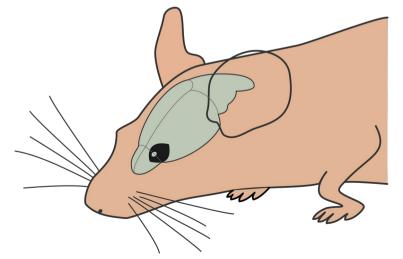
### Aim

- study brain activity during relevant tasks tasks which the brain has evolved and optimized to deal with
- explore brain function in its natural environment
- record (neural activity) from the brain of an alive, awake animal performing a task



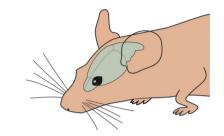
## Challenges

- access region/neurons of interest
- assure animal's health and well-being
- make the animal perform a task
- perform stable recordings



### Outline of the talk

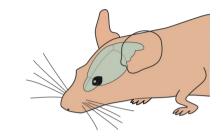
- 1. Basics of *in vivo* imaging
  - parts list for imaging experiment
  - challenges of deep tissue imaging
  - 1- vs. 2-photon imaging



- 2. Considerations of *in vivo* imaging in awake animals
  - sensory modalities studied
  - practical implementation : optical access, head-fixed vs. 'freely' moving
  - virtual reality systems
  - movement artifacts
  - calcium vs. voltage imaging
- 3. Cerebellum and motor control

### Outline of the talk

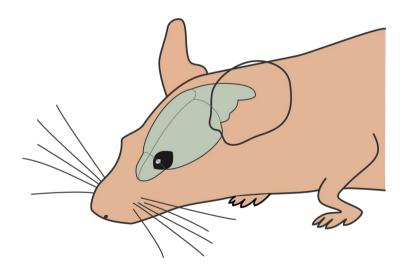
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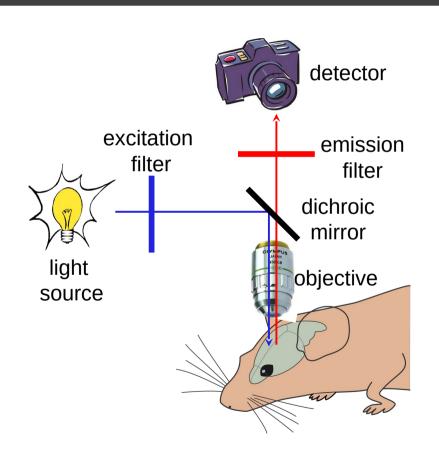
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# General parts list for in vivo imaging

Which general parts do we need if we want to record neural activity optically?

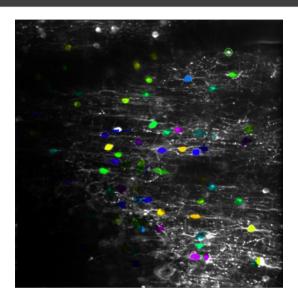


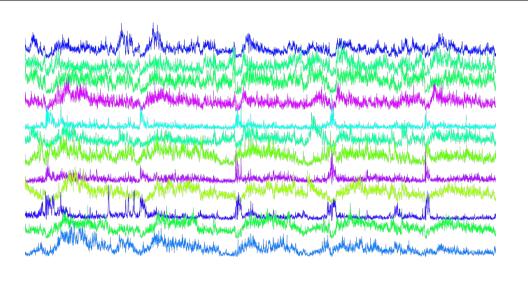
## General parts list for in vivo imaging



- Light source: LED, laser, mercury vapor lamp,...
- **Excitation filter**: enables to select a specific excitation range.
- **Dichroic mirror**: reflects wavelengths that are under/above a cutoff value and transmit wavelengths above this value.
- **Objective**: focuses light on region of interest
- Sample : structure labeled with fluorophore
- **Emission filter**: enables to select fluorescent photons in a given range.
- Detector: camera, PMT, eye,...

### Current method of choice: Calcium imaging using GECIs

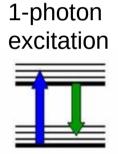


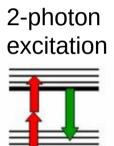


- Genetically encoded calcium indicators (GECIs) can be targeted to specific neuron populations
- Calcium transients serve as proxy readout of neural activity
- Non-invasive and repeatable means to measure neural activity from large populations of neurons

### Fluorescence induced by 1- or 2-photons

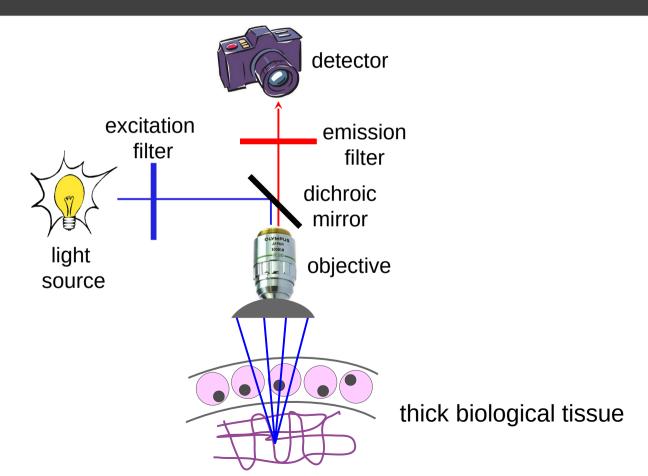
fluorophore



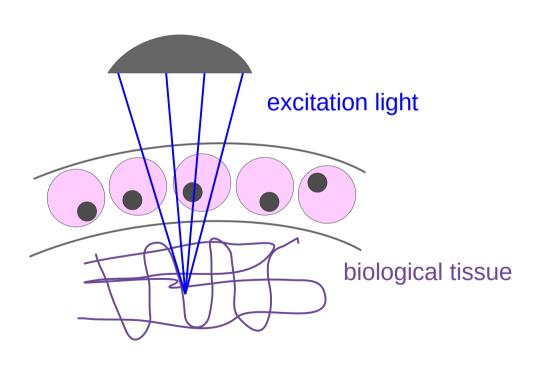


 Fluorescence: emission of light by the fluorophore that has absorbed light; emitted light has a longer wavelength, and therefore lower energy, than the absorbed radiation

### Challenge: optical access to tissue to be imaged

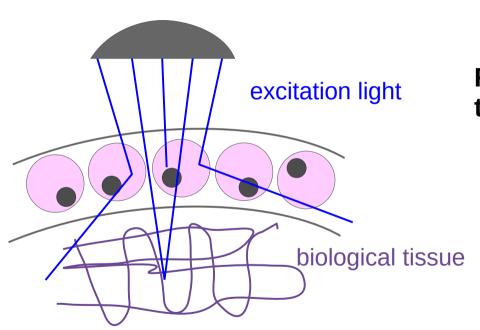


### Imaging of thick biological tissue



**Ideal** case

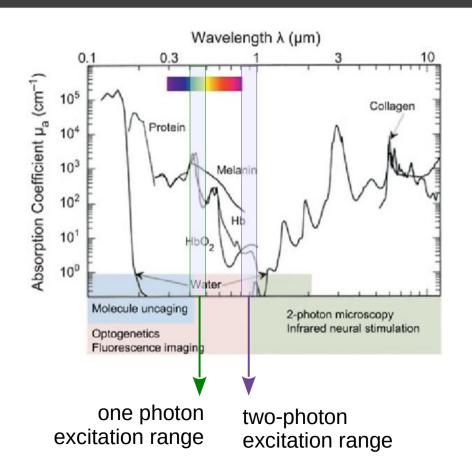
### What limits imaging depth?



# Realistic case in thick biological tissue

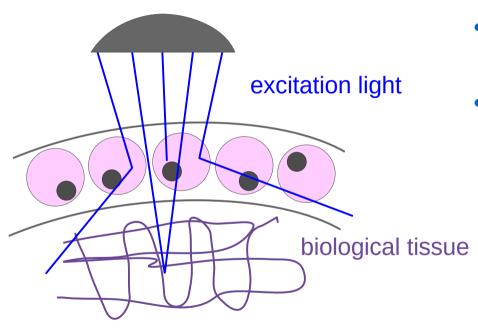
- Absorption : light is absorbed and converted into energy by molecules
- Scattering : light is diverted by molecules in different directions

### One photon vs. 2-photon fluorescence: absorption



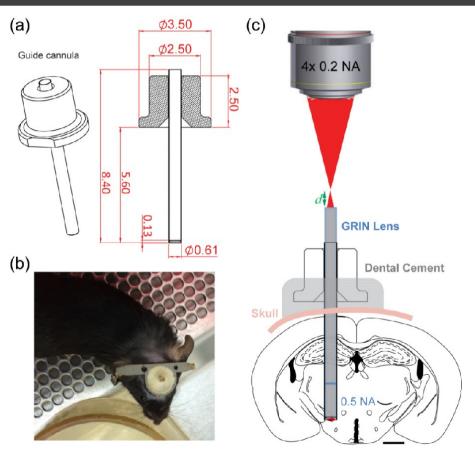
- commonly used fluorescent dyes have excitation spectra in the 400 to 500 nm range → wavelengths used to excite the same dyes with twophotons tend to be between about 800 and 1000 nm
- infrared light can penetrate deeper in biological tissue due to little absorption
- commonly used: titanium-sapphire tunable laser of wavelength 650 nm-1100 nm

### One photon vs. 2-photon fluorescence : scattering



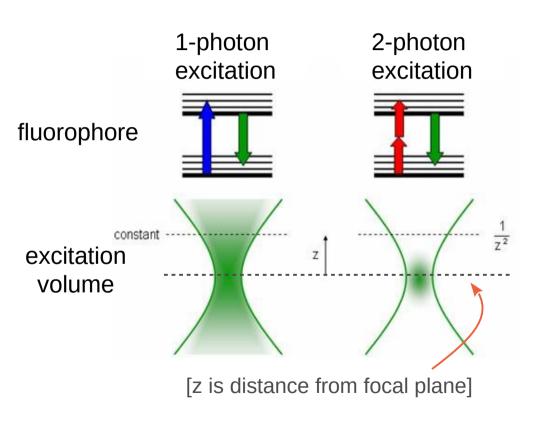
- the amount of light scattered scales as 1/λ<sup>4</sup> (Raleigh scattering)
- Imaging in the near-infrared minimizes both absorption and scattering

### Improved access to deep tissue with GRIN lens



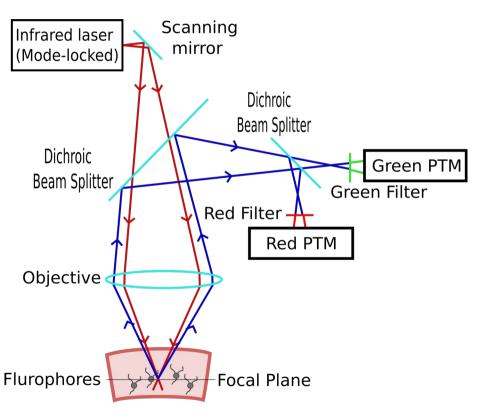
- GRIN lens: glass gradient refractive index lens probe (microendoscopes)
- provides optical access to deep (and not so deep) structures in particular for one photon imaging
- Disadvantage: induces damage to more superficial structures (btw. the tissue to be imaged and the brain surface) as the physical object has to be inserted

### One photon vs. 2-photon fluorescence: resolution



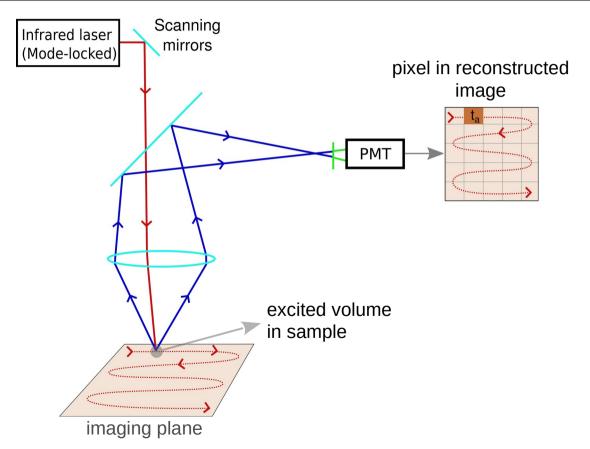
- excitation volume/fluorescence is confined to the focal center of the laser beam
- both photons must arrive nearly simultaneous (< 1 fs)</li>
- fluorescence falls off as ~1/z², while it falls off as 1/z with single photon excitation
  - → 3D-imaging with out-of-focus background rejection similar to a confocal microscope
  - → much higher spatial resolution can be achieved

# Parts list for 2-photon in vivo imaging



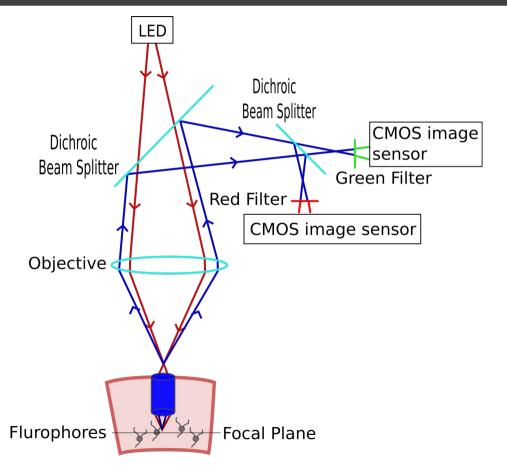
- **Light source**: laser producing light pulses on the order of femtoseconds (10<sup>-15</sup> s)
- Excitation filter: not required since laser produces single wavelength
- Scanning mirrors: directs/scans the laser beam over the sample
- Dichroic mirror
- Objective: focuses light on region of interest
- Sample: structure labeled with fluorophore
- **Emission filter**: enables to select fluorescent photons in a given range.
- Detector: PMT

# 2-photon imaging : functioning



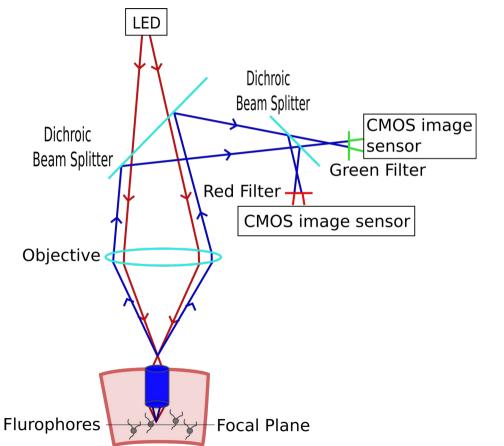
- A small excitation volume is excited by the laser light – defines resolution
- All fluorescent light is collected from the sample (indirect and direct light)
- Scanning mirrors move the laser beam across the imaging region – sequential acquisition of image (typical frame rate 30 Hz)

# Parts list for 1-photon in vivo imaging



- Light source: LED producing continuous light of a given wavelength
- Excitation filter: not required since LED produces single wavelength
- Dichroic mirror
- Objective: focuses light on region of interest
- Grin lens: provides access to deep tissue
- Sample: structure labeled with fluorophore
- Emission filter: enables to select fluorescent photons in a given range.
- Detector: CMOS image sensor (fast, energy-efficient camera)

# 1-photon imaging: functioning



- Entire sample is illuminated and imaged at once (no scanning of the laser beam)
- Each point in field of view is imaged onto a specific point on the sensor surface
- CMOS image sensor collects photos during the entire exposure time of an image

# Comparison: 1 vs 2-photon imaging

# 1-photon (epifluorescence) imaging

#### **Advantages**

#### 2-photon imaging

- each pixel is sampled during the entire imaging duration – more signal photons can be collected
- entire image is sampled simultaneously simplifies motion correction
- full commercially available solutions
- lightweight and portable system, does not restrict application and animal behavior

- near-infrared light minimizes both absorption and scattering – greater depth of imaging
- small excitation volume results in reduced phototoxicity and dye bleaching
- high spatial resolution no out-of-focus light
- easy separation between excitation and emission light

# Comparison: 1 vs 2-photon imaging

# 1-photon (epifluorescence) imaging

#### **Disadvantages**

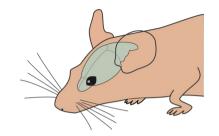
#### 2-photon imaging

- poor resolution makes it impossible to image neurites or spines
- insertion of GRIN lens destroys neural tissue above the region to be imaged

- lasers needed are expensive, large, complicated and consume a lot of power
- no complete commercially available systems
- limited photon counts per pixel and limited imaging speed (in particular for voltage imaging)
- line-by-line image acquisition can lead to distortion due to motion
- requires head-fixation of the animal (but see new developments)

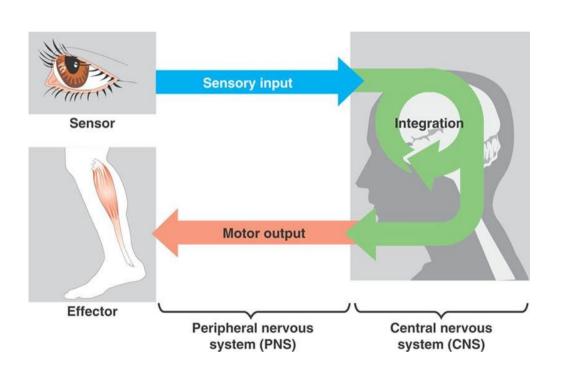
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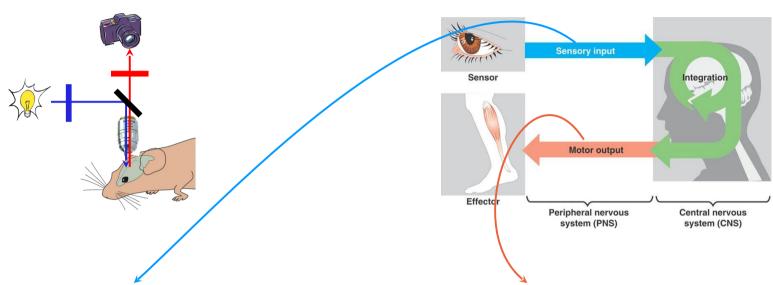
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### Rational behind in vivo experiments



- goal : naturalistic behaviors, where one's actions determine sensory stimulation
- initially: in vivo approaches focused on sensory perception (passive stimulation of single sensory modality)
- however : sensorimtor processing varies with behavioral state/output
- interactive setting : study sensoriomotor interactions with the outside world

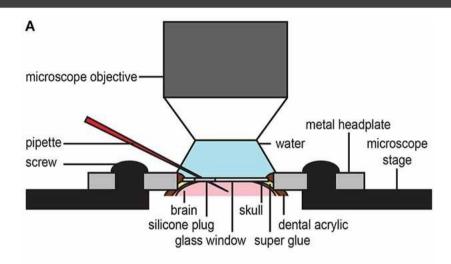
### Feasibility of in vivo imaging experiments



- sensory stimuli :
  - easy to implement : touch(whisker), vision (static), smell, taste, sound
  - difficult : vision (dynamic), equilibrium (vestibular)

- motor output :
  - easy: licking, paw/arm movement, gaze, whisking
  - difficult : locomotion

# Optical access through chronic window

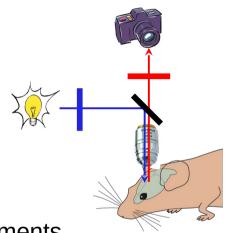


C 500 μm

- Transparent window implanted in place of skull over region of interest
- bone thinning can provide sufficient visibility
- access port can allow for additional electrode access



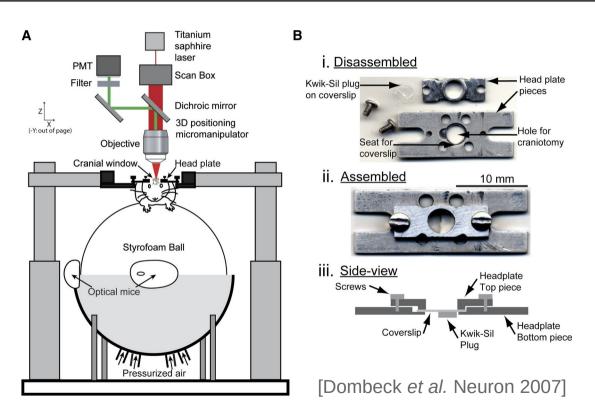
### Assure stability btw. imaging system and imaging tissue



- **1)** Minimize relative movements between animal to be imaged and the microscope
- → fix the animal head under the microscope

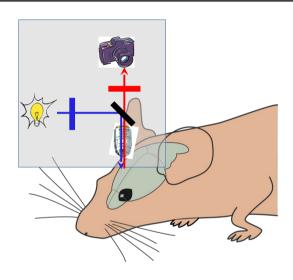
- **2)** Place (parts of) microscope on the head of the animal, i.e., microscope moves with the animal
- → miniaturize imaging system

### Most 2-p imaging experiments use head-fixation

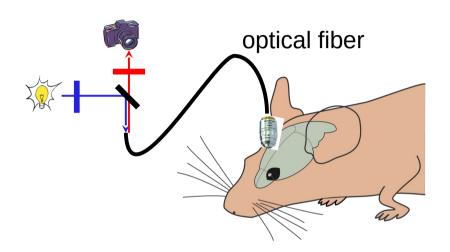


- Minimizes relative movements between animal – to be imaged – and the microscope
- adapter headplate is implanted on the animal's head to allow for solid and repeated fixation in the experimental setup
- allows to study sensorimotor integration for many sensorimotor modalities

### 'Freely' moving animal solutions

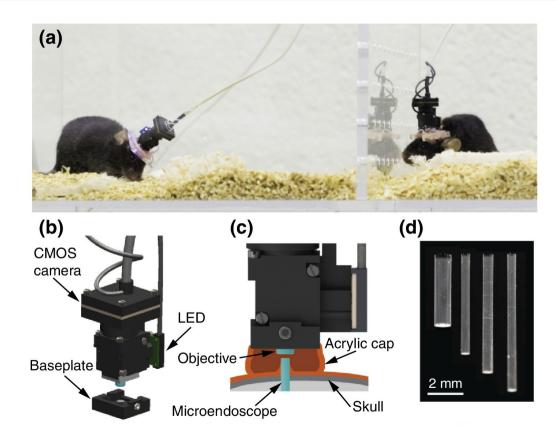


- miniaturized microscope mounted on animals head
- feasible for epifluorescence imaging



- flexible optical fiber connects static microscope parts (light source/detector) and animal-mounted optics
- allows for 2-photon imaging in 'freely' moving animals

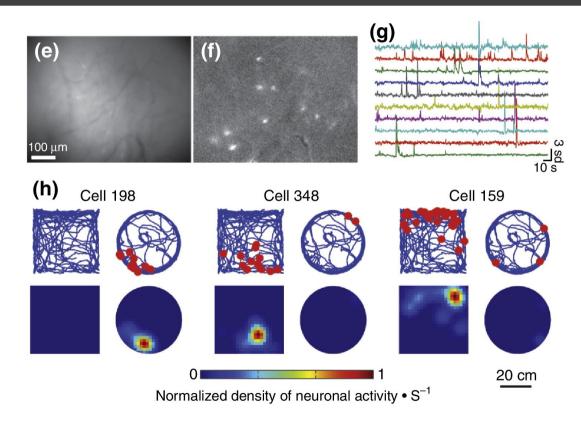
### Head-mounted wide-filed epifluorescence (1-p imaging)



weight ~ 2g

[Ziv & Ghosh, Current Opinion in Neurobiol 2015]

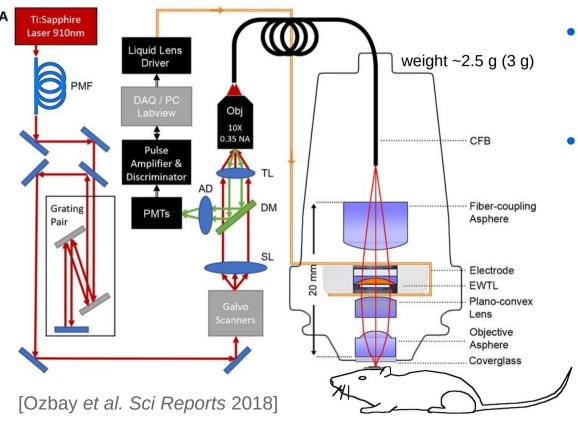
# Hippocampal Ca dynamcis in behaving mice



- epifluorescence imaging of pyramidal cells in CA1 region of the hippocampus
- cells in this region feature place-cells : cell which fire when animal enter a particular place in environment

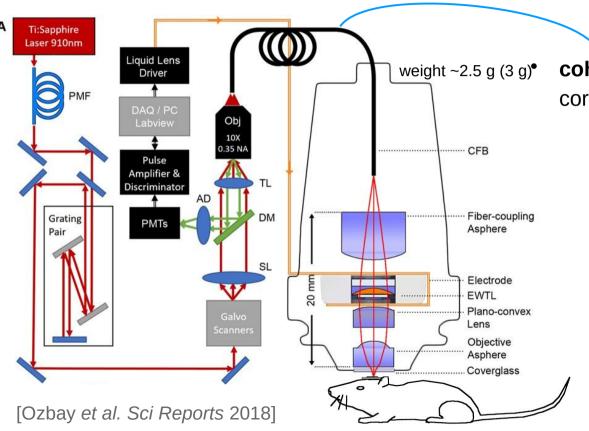
[Ziv & Ghosh, Current Opinion in Neurobiol 2015]

### 2p-laser scanning fiber-coupled microscope

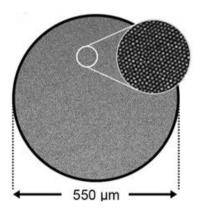


- light source, scanning mirrors and detector at remote location from the animal
- excitation and emission light transmitted through coherent fiber bundle: preserves spatial information of excitation

### 2p-laser scanning fiber-coupled microscope



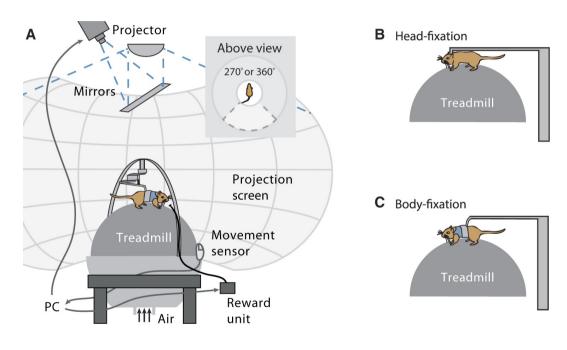
coherent fiber bundle : ~15,000 cores, core diameter ~2.9 µm, spacing ~4.5 µm



## 2p-laser scanning fiber-coupled microscope: 2

Video

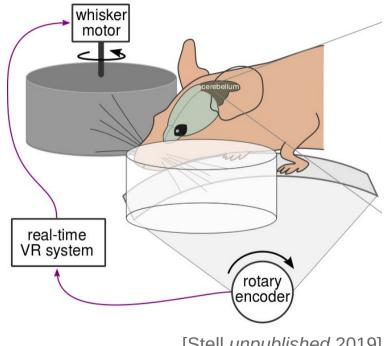
### Virtual reality (VR) systems: visual VR



[Thurley & Ayaz, Current Zoology 2017]

- creating a sensorimotor loop between locomotion and visual feedback (i.e. optical flow linked to movement)
- animal is restrained, animals paw movement is recorded and controls sensory stimulation
- https://www.youtube.com/ watch?v=1DJOTEDBA2c

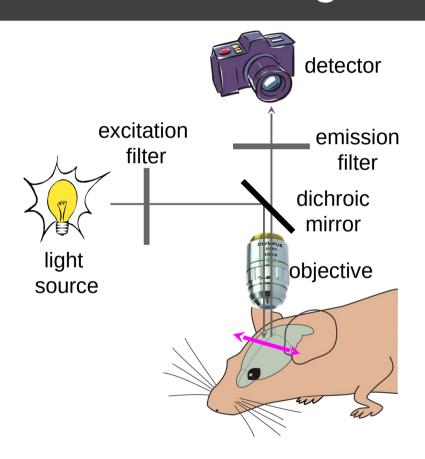
### Virtual reality (VR) systems: tactile VR



[Stell unpublished 2019]

- creating a sensorimotor loop between locomotion and tactile feedback (i.e. mechanic stimulation linked to movement)
- animal is restrained, animals paw movement is recorded and controls rotation of whisker wheels

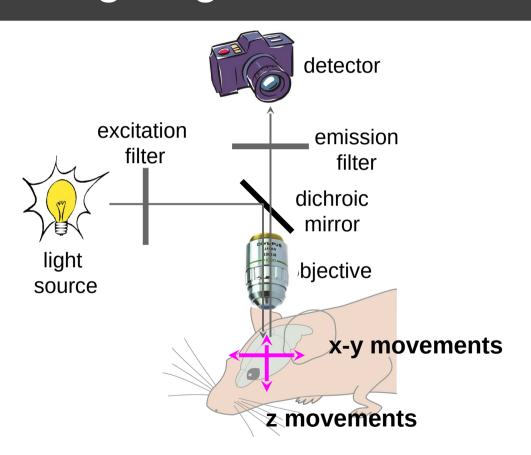
# Challenge: movement artifacts



#### Reasons for relative movements

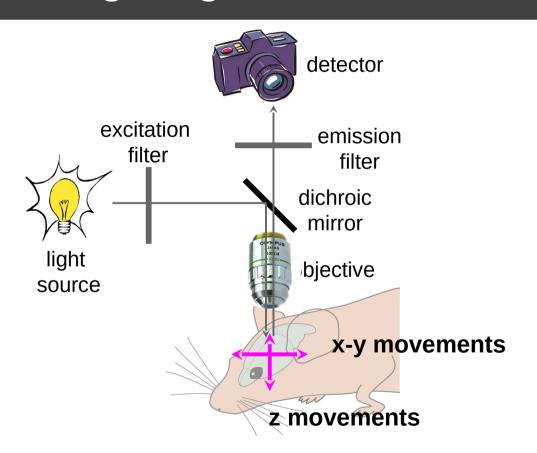
- imperfect head-fixation
- movement from respiration
- movement from heartbeat/blood flow
- animal movement translated to the brain

# Image registration: tackle movement artifacts



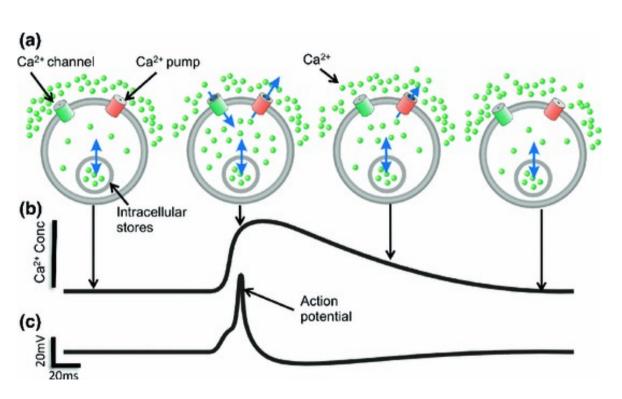
- x-y displacements –
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  plane can be corrected in
  post-hoc analysis
- z-displacements cannot be corrected

# Image registration: tackle movement artifacts



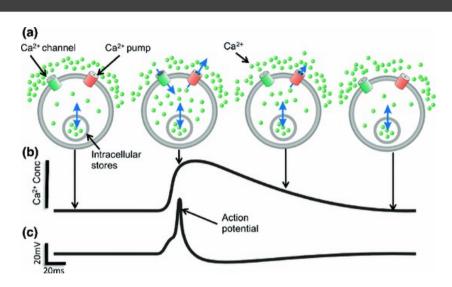
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### Calcium vs. voltage imaging



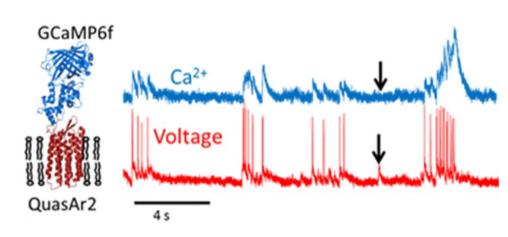
- membrane potential depolarizations induce calcium transients
- calcium is a proxy of neural activity
- calcium transients are much longer (~100 ms) than membrane potential depolarizations (~2 ms)

## Calcium vs. voltage imaging



#### **Calcium imaging**

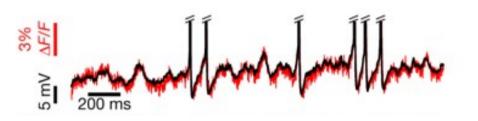
- genetically encoded calcium indicators (GECIs) report calcium trace
- Uses nuclear calcium signal as proxy for neuronal activity



#### **Voltage imaging**

- genetically encoded voltage indicators (GEVIs, e.g. QuasAr, ASAP) report directly transmembrane voltage
- located in cell membrane

### Challenges of voltage imaging



- Requires high-speed microscopes due to short duration of action potentials (~2 ms)
- Photobleaching due to constant illumination
- Requires good membrane trafficking of fluorophores
- Requires exceptionally bright fluorescence due to fewer fluorescent proteins in field of view (volumne vs. surface)

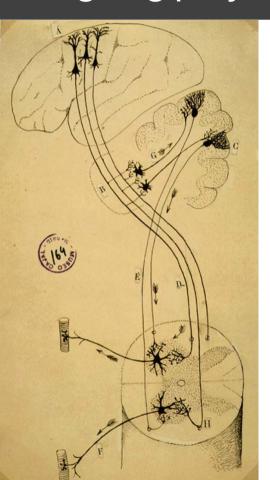
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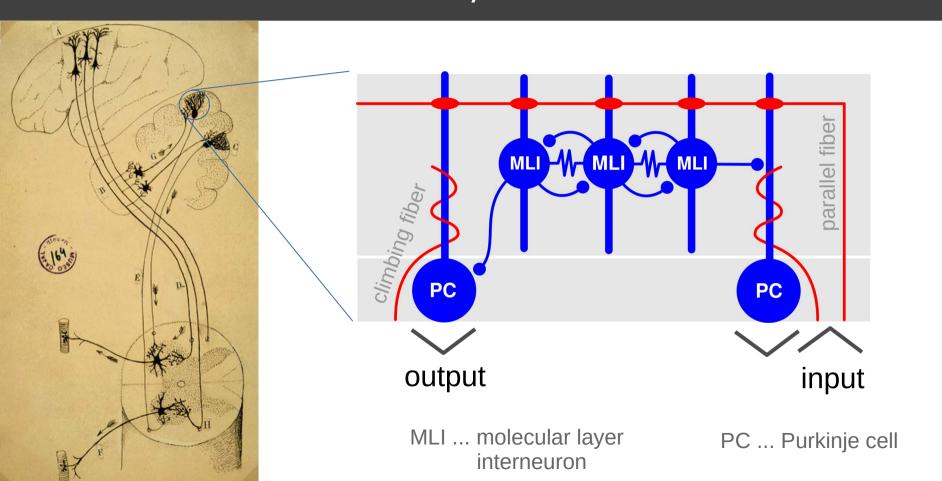
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#### Ongoing project in the lab: Cerebellum and locomotion



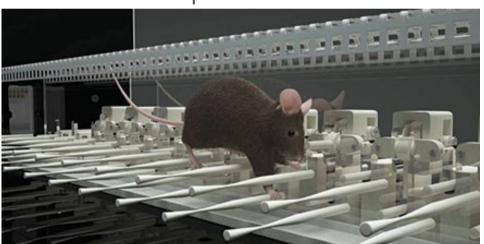
- motor neurons in the spinal cord receive inputs from motor cortex and the cerebellum
- neurons in the cerebellum encode motor variables
- role of the cerebellum in motor control unclear

#### Cerebellar cortex molecular layer interneuron network in vivo

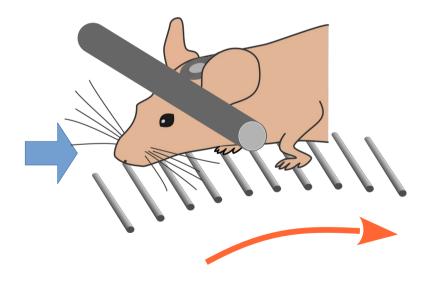


## Task to study motor coordination on cellular level

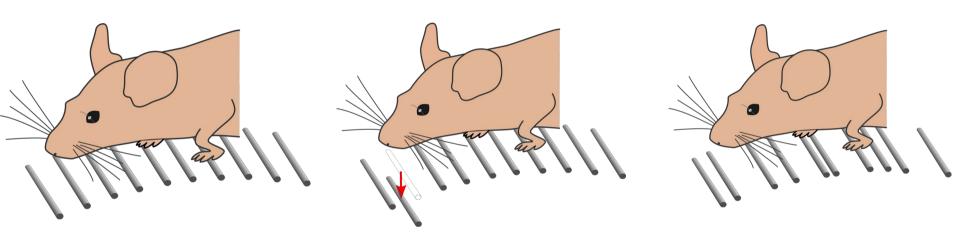
Erasmus Ladder | Noldus



Acquisition of a complex motor task in head-fixed animal



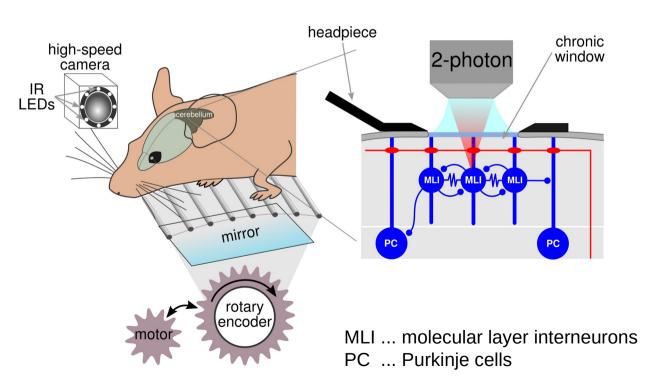
## Task to study motor coordination on cellular level



 acquisition of a complex motor task

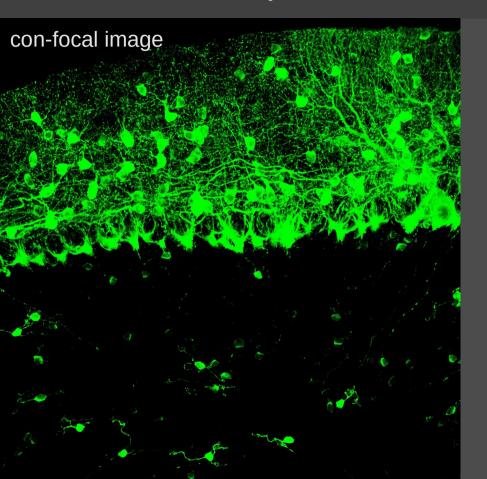
- adaptation of the motor plan to a sudden environmental change
- 3) permanent changes of the motor plan in an irregular environment

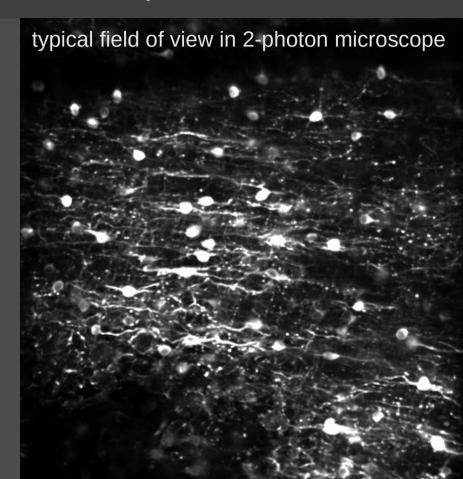
## Experimental methods and setup



- calcium imaging from molecular layer interneurons (MLIs)
- lobule IV/V in Vermis
- GCaMP6f is expressed through transgenic approach: reporter mouse GCaMP6f-Tigre x promoter mouse PV-Cre

## GCaMP6f expressed in molecular layer interneurons

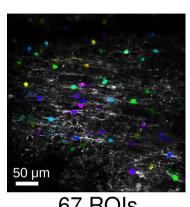




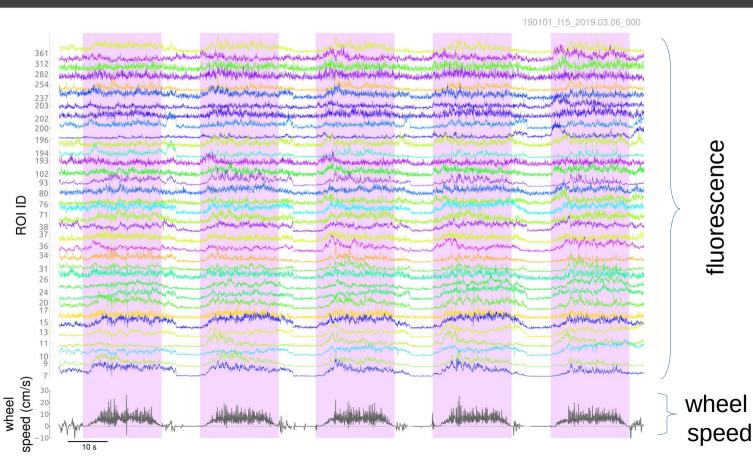
## Mouse walking on treadmill with bars (rungs)

Video

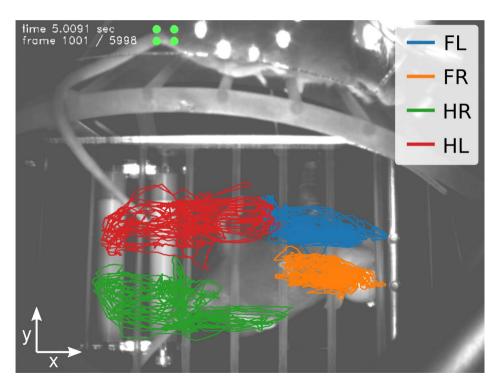
## Interneurons exhibit locomotion related activity



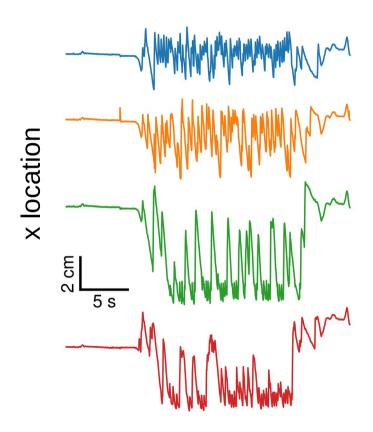
67 ROIs



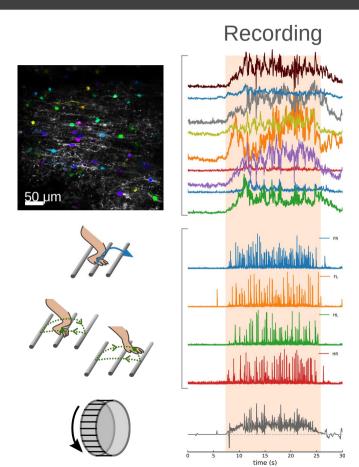
# Extraction of paw trajectories with DeepLabCut



[Mathis et al. Nat Neurosci 2018]



### Question: Link btw. calcium activity and locomotion?



#### Calcium imaging data:

reflecting activity of a local MLI network



#### Paw trajectories → speed:

reflecting activity of multiple muscle groups of different angles linked to specific joint



#### Wheel speed:

reflecting overall locomotion state involving multiple limbs

## In vivo imaging as tool to study sensorimotor integration

