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1 MEYE: Web-app for translational and real-time 2 pupillometry

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31 Abstract

32 Pupil dynamics alterations have been found in patients affected by a variety of neuropsychiatric
33 conditions, including autism. Studies in mouse models have used pupillometry for phenotypic
34 assessment and as a proxy for arousal. Both in mice and humans, pupillometry is non-invasive
35 and allows for longitudinal experiments supporting temporal specificity, however its measure
36 requires dedicated setups. Here, we introduce a Convolutional Neural Network that performs
37 on-line pupillometry in both mice and humans in a web app format. This solution dramatically
38 simplifies the usage of the tool for non-specialist and non-technical operators. Because a
39 modern web browser is the only software requirement, this choice is of great interest given its
40 easy deployment and set-up time reduction. The tested model performances indicate that the
41 tool is sensitive enough to detect both spontaneous and evoked pupillary changes, and its
42 output is comparable with state-of-the-art commercial devices.

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44 Keywords

45 pupillometry, Convolutional Neural Network, Pupil Diameter, Arousal, U-net, Web App; Oddball,
46 Eyelink, MEYE

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48 Introduction

49 Pupillometry, the measurement of pupil size fluctuations over time, provides useful insights in
50 clinical settings and basic research activity. Light level is the primary determinant of pupil size,
51 even though non-light-driven pupil fluctuations, widely assumed as an indicator of arousal
52 through Locus Coeruleus (LC) activity, can be used to index brain state across species [1–3].
53 Higher cognitive and emotional processes are also able to evoke tonic or phasic pupillary
54 changes, such as attention [4], memory load [5], novelty [6–8], pain [9–11], and more general
55 cortical sensory processing [2,12] in humans and in animal models.

56 A growing body of work shows how pupillometry can be used as a possible biomarker for
57 numerous neurological and psychiatric conditions in early development and adult subjects [13–

58 27]. Spontaneous and voluntary modulation of pupil fluctuations have also been used to
59 facilitate Human-Computer Interaction in normal subjects [28–30] and patients with severe
60 motor disabilities. For example, pupil dynamics is used to assess communication capability in
61 Locked-in Syndrome, a crucial factor for the determination of a minimally conscious state
62 [31,32]. Pupillometry is also becoming a valuable tool for child neurology, to facilitate risk
63 assessment in infants. For example, the Pupil Light Reflex (PLR) during infancy seems to
64 predict the later diagnosis and severity of Autism Spectrum Disorders (ASD) [27]. Intriguingly,
65 pupil alterations are also present in several ASD mouse models [26].

66 Pupillometry has several advantages as compared with other physiological methods: it
67 is non-invasive and can be performed by non-specialized personnel on non-collaborative and
68 preverbal subjects (like infants), allowing the design of longitudinal experiments to permit
69 temporal specificity. More importantly, it can be conducted similarly across different species
70 from mice to humans, guaranteeing maximal translatability of the protocols and results
71 [13,16,26]. Given these assumptions, it is vital to introduce a simple, versatile tool used in a
72 range of settings, from the laboratory to the clinical or even domestic environment. Available
73 open source methods require complicated steps for the installation and configuration of custom
74 software not suitable for non-technical operators. Moreover, these tools were tested exclusively
75 in one species (mice [33], humans [34]), and none of them were applied in cognitive
76 experiments that usually involve small pupil changes associated with high variability.

77 In this work, we have developed a deep learning tool called MEYE, using convolutional
78 neural networks (CNNs) to detect and measure real-time changes in pupil size both in humans
79 and mice in different experimental conditions. Furthermore, MEYE web app, performs pupil area
80 quantification and blink detection, all within a single network. By embedding artificial intelligence
81 algorithms in a web browser to process real-time webcam streams or videos of the eye, MEYE
82 can be used by non-technical operators, opening the possibility to perform pupillometry widely,
83 cost-effectively, and in a high-throughput manner. This architecture is resistant to different
84 illumination conditions, allowing the design of basic neuroscience experiments in various
85 experimental settings, such as behavior coupled with electrophysiology or imaging like 2-photon
86 microscopy. To describe the performances of MEYE web app in different settings, we tested the
87 app in both mice and humans. In mice we recorded both running speed and pupil size during
88 auditory stimulation. In humans we tested MEYE capabilities to detect the PLR. Furthermore,
89 we performed a visual oddball paradigm [35–37], comparing pupil size and eye position
90 measurements obtained from MEYE with one of the most used commercial eye-tracker
91 systems: the EyeLink 1000. Finally we released a dataset of more than 11897 eye images that

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92 can be used to train other artificial intelligence tools.

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96 Methods

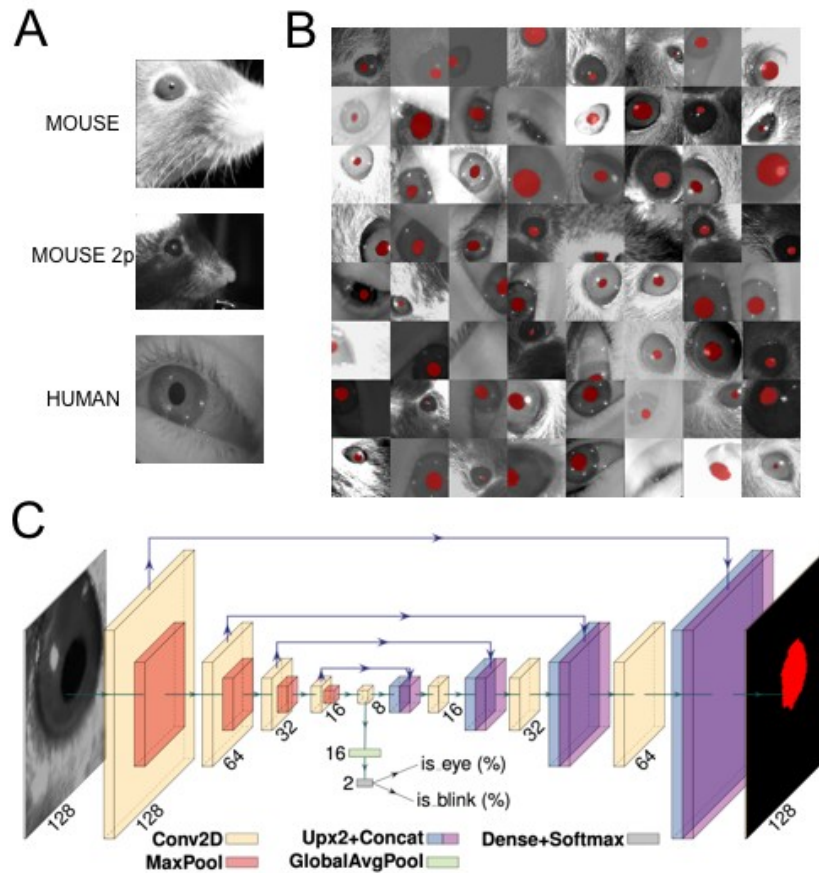
97 Datasets

98 For this study, we collected a dataset (Fig. 1 A) composed of 11897 grayscale images of
99 humans (4285) and mouse (7612) eyes. The pictures' majority depicts mouse eyes during
100 head-fixation sessions (HF: 5061) in a dark environment using infrared (IR, 850 nm) light
101 sources. In this environment, the pupil is darker than the rest of the image. We also collected
102 mouse eyes (2P: 2551) during 2-photon Ca²⁺ imaging. In this particular condition, the pupil is
103 inverted in color and tends to be brighter than the iris. Finally, we acquired images of human
104 eyes in IR light (H: 4285) during virtual reality experiments (wearing a headset for virtual reality),
105 using an endoscopic camera (www.misumi.com.tw/). The dataset contains 1596 eye blinks, 841
106 images in the mouse, and 755 photos in the human datasets. Five human raters segmented the
107 pupil in all pictures (one per image), using custom labeling scripts implemented in Matlab or
108 Python, by manual placement of an ellipse or polygon over the pupil area. Raters flagged blinks
109 using the same code.

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113 **Fig.1:** Dataset, CNN architecture, and performances. **A:** examples of images taken from the dataset. The
114 first image depicts a head-fixed mouse with dark pupils, the second one is a head-fixed mouse with a
115 bright pupil, during 2-photon microscope sessions. The last image is a human eye taken during
116 experiments wearing virtual reality goggles. **B:** 64 examples of data augmentation fed to CNN. The
117 images are randomly rotated, cropped, flipped (horizontally or vertically), and changed in
118 brightness/contrast/sharpness. **C:** CNN architecture with an encoder-decoder "hourglass" shape. The
119 encoder part comprises a sequence of convolutional layers. Starting from the last encoder output, the
120 decoder part iteratively upsamples and fuses feature maps with corresponding encoder's maps, to
121 produce the output pixel map. The pixel probability map and eye/blink probabilities are computed by
122 applying the sigmoid activation to the network outputs element-wise.

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125 CNN Architecture

126 The adopted CNN (Fig. 1 C) takes a grayscale 128x128 image as input and produces three
127 outputs: a) a 128x128 probability map of each pixel belonging to the pupil, b) the probability the

128 image contains an eye, and c) the probability the image depicts a blinking eye. We adopted a U-
129 Net variant [38], a widely used CNN in image segmentation tasks. The model has an encoder-
130 decoder "hourglass" architecture; the encoder part comprises a sequence of convolutional
131 layers with ReLU activation and 2x2 max pooling operation, each halving the spatial resolution
132 of feature maps at every layer; this produces a sequence of feature maps of diminishing spatial
133 dimensions that provides both spatially local information and global context for the subsequent
134 steps. Starting from the last encoder output, the decoder part iteratively upsamples and fuses
135 feature maps with corresponding encoder maps, using convolutional layers, to produce the
136 output pixel map. All convolutional layers have 16 3x3 kernels and pad their input to obtain a
137 same-shaped output. Upsampling and downsampling operations have factor 2. Eye and blink
138 probabilities are predicted by an additional branch that applies global average pooling and a
139 two-output fully-connected layer to the bottleneck feature map. The pixel probability map and
140 eye/blink probabilities are computed by applying the sigmoid activation to the network outputs
141 element-wise.

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143 Augmentation, Training, and Validation

144 We randomly split the dataset into training, validation, and test subsets following a 70/20/10%
145 split. We perform strong data augmentation during the training phase by applying random
146 rotation, random cropping, random horizontal and vertical flipping, and random
147 brightness/contrast/sharpness changes; images are resized to 128x128 before feeding them to
148 the CNN (Fig. 1 B).

149 For validation and test images, we take a 128x128 crop centered on the pupil. We compute the
150 binary cross-entropy for all outputs (pixels and eye/blink logits) and take the sum as the loss
151 function to minimize. The network is trained with the AdaBelief optimizer [39] for 750 epochs
152 with a learning rate of 0.001. The best performing snapshot on the validation set is selected and
153 evaluated on the test set.

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155 MEYE: Web-browser Tool

156 We built a web app for pupillometry on recorded or live-captured videos harnessing our model
157 as the core component. The trained model has been converted to a web-friendly format using
158 *TensorFlow.js*, thus enabling predictions on the user machine using a web browser.

159 This choice greatly facilitates the deployment and reduces set-up time, as a modern web
160 browser is the only minimum requirement. Once loaded, an internet connection is not
161 mandatory, as no data leaves the user's browser, and all the processing is performed on the
162 user's machine. This implies that performance greatly depends on the user's hardware; if
163 available, hardware (GPU) acceleration is exploited automatically by *TensorFlow.js*. In our tests,
164 a modern laptop shipping an Intel(R) Core(TM) i7-9750H 2.60GHz CPU and an Intel(R) UHD
165 Graphics 630 GPU can process up to 28 frames per second.

166 The web app also offers additional features that facilitate the recording process, such as:

- 167 • Processing of pre-recorded videos or real-time video streams captured via webcam;
- 168 • ROI placement via user-friendly web UI (drag&drop) and automatic repositioning
169 following tracked pupil center;
- 170 • Embedded tunable post-processing (map thresholding and refinement via mathematical
171 morphology);
- 172 • Support for registering trigger events;
- 173 • Live plotting of pupil area and blink probability;
- 174 • Data export in CSV format including: pupil area, blink probability, eye position and trigger
175 channels.

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177 Behavioral Experiments on Mice

178 *Animal Handling:* Mice were housed in a controlled environment at 22 C with a standard 12-h
179 light-dark cycle. During the light phase, a constant illumination below 40 lux from fluorescent
180 lamps was maintained. Food (standard diet, 4RF25 GLP Certificate, Mucedola) and water were
181 available ad libitum and changed weekly. Open-top cages (36.5×20.7×14 cm; 26.7×20.7×14 cm
182 for up to 5 adult mice or 42.5×26.6×15.5 cm for up to 8 adult mice) with wooden dust-free
183 bedding were used. All the experiments were carried out following the directives of the
184 European Community Council and approved by the Italian Ministry of Health (1225/2020-PR).
185 All necessary efforts were made to minimize both stress and the number of animals used. The
186 subjects used in this work were three female C57BL/6J mice at 3 months of age.

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188 *Surgery:* The mouse was deeply anesthetized using isoflurane (3% induction, 1.5%
189 maintenance). Then it was mounted on a stereotaxic frame through the use of ear bars.
190 Prilocaine was used as a local anesthetic for the acoustic meatus. The eyes were treated with a
191 dexamethasone-based ophthalmic ointment (Tobradex, Alcon Novartis) to prevent cataract

192 formation and keep the cornea moist. Body temperature was maintained at 37 degrees using a
193 heating pad monitored by a rectal probe. Respiration rate and response to toe pinch were
194 checked periodically to maintain an optimal level of anesthesia. Subcutaneous injection of
195 Lidocaine (2%) was performed prior to scalp removal. Skull surface was carefully cleaned and
196 dried, and a thin layer of cyanoacrylate is poured over the exposed skull to attach a custom
197 made head post that is composed of a 3D printed base equipped with a glued set screw (12 mm
198 long, M4 thread, Thorlabs: SS4MS12). The implant is secured to the skull using cyanoacrylate
199 and UV curing dental cement (Fill Dent, Bludental). At the end of the surgical procedure, the
200 mice recovered in a heated cage. After 1 hour, mice were returned to their home cage.
201 Paracetamol was used in the water as antalgic therapy for three days. We wait seven days
202 before performing head-fixed pupillometry to provide sufficient time for the animal to recover.

203

204 *Head Fixation:* In the awake mouse head-fixation experiments, we employed a modified version
205 of the apparatus proposed by Silasi et al. [40], equipped with a 3D printed circular treadmill
206 (diameter: 18cm). Components listed in Table1. A locking ball socket mount (TRB1/M) is
207 secured to an aluminum breadboard (MB2020/M) using two optical posts (TR150/M-P5) and a
208 right angle clamp (RA90/M-P5). The circular treadmill is blocked between the base plate pillar
209 rod and the optical post through a ball-bearing element (BU4041, BESZY) to allow the disk's
210 spinning with low effort. To couple the head-fixing thread on the mouse to the locking ball, an
211 ER025 post was modified by re-tapping one end of it with M4 threads to fit the ball and socket
212 mount. Velocity is detected using an optical mouse under the circular treadmill. Pupillometry is
213 performed using a USB camera (oCam-5CRO-U, Withrobot) equipped with a 25 mm M12 lens
214 connected to a Jetson AGX Xavier Developer Kit (NVIDIA) running a custom Python3 script
215 (30fps). The Jetson hardware is connected with an Arduino UNO through GPIO digital
216 connection. The Arduino UNO manages the auditory stimuli through a speaker (W3-1364SA 3",
217 Tang Band).

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Part Number	Description	Qty	Price(euro)
TRB1/M	Locking ball and socket mount M4	1	55.83
TR150/M-P5	Optical post M4 - M6 150mm 5pack	1	29.97
RA90/M-P5	Right-Angle Clamp	1	45.7
MB2020/M	Aluminium breadboard	1	72.3
RS075P/M	Pedestal Pillar Post	1	21.63
SS4MS12	Setscrews 12mm long M4	1	5.61

AP4M3M	Adaptor M4-M3	5	1.91
ER025	Cage assembly rod	5	4.73
SS6MS12	Setscrews 12mm long M6	1	5.55
CF038C-P5	Clamping Fork	1	46.49
TOTAL			289.72

220

221 Table1. Head-fixation apparatus components

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223

224 *Behavioral Procedure:* Mice were handled for 5 minutes each day during the week preceding
225 the experiments; then, they were introduced gradually to head-fixation for an increasing amount
226 of time for five days. During Day 1 and 2, we performed two sessions of 10 minutes of head-
227 fixation, one in the morning and one in the afternoon. On Day 3, we performed one session of
228 twenty minutes, Day 4 thirty minutes, and Day 5 thirty-five minutes. Each recording started with
229 5 minutes of habituation. We exposed the animal to the auditory stimuli during the last day.

230 During each head-fixation session, a curved monitor (24 inches Samsung, CF390) is placed in
231 front of the animal showing a uniform gray with a mean luminance of 8.5 cd/m². The frequency
232 of tone 1 is 3000Hz, tone 2 is 4000Hz, both at 70dB, 10 seconds duration, and 120 seconds of
233 interstimulus.

234

235 *Data Analysis:* Data has been analyzed using Python 3 and Jupyter notebooks. Correlation has
236 been performed using *pingouin.corr* (spearman method). Permutation tests were carried out
237 permuting single subject samples for 3000 times using the function *scipy.random.permutation*
238 to calculate mean and standard deviation of the chance level. Then each sample of the ERT
239 was compared with the corresponding null hypothesis distribution using *scipy.stats.norm.cdf*.

240 All the obtained p-values were corrected for multiple comparisons using the

241 Benjamini/Hochberg FDR correction of *pingouin.multcomp* Python function. T-tests were

242 performed using the *pingouin.ttest* Python function. Eyes Movements comparison is carried out

243 normalizing (in the range between -1 and 1) data from both setups, upsampling MEYE data from

244 15 to 1000 fps using linear interpolation and then calculating the Mean Absolute Error (MAE),

245 performed using the Python function *sklearn.metrics.mean_absolute_error*.

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247 Behavioral Experiments on Humans

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249 *PLR*: Pupillometry has been performed using a MacBook Pro (Retina, 13-inch, Early 2015, Intel
250 Core i5 Dual-core 2.7GHz, 8GB of RAM, Intel Iris Graphics 6100 1536 MB) running MEYE
251 application on Firefox (84.0). The tool is able to compute online pupil size quantification, plotting
252 the instantaneous pupil area and saving the results on file. Furthermore the tool accepts four
253 independent manual push button triggers (keys T or Y on the keyboard). This feature allowed us
254 to annotate stimulation events. A USB IR webcam (Walfront5k3psmv97x, Walfront) equipped
255 with a Varifocal 6-22mm M12 objective (149129, Sodial) was used to acquire images of the eye.
256 The camera is equipped with 6 IR LEDs to illuminate the eye uniformly, optimising contrast
257 between the iris and the pupil. Photic stimulation is delivered using an Arduino Due (Arduino)
258 microcontroller connected via USB to the notebook and programmed to emulate a keyboard.
259 The Arduino emulates a keyboard (using the *keyboard.h* library) to send event triggers to MEYE
260 in the form of keystroke events. The microcontroller drives a stripe of four LEDs (WS2813,
261 WorldSemi) using the *FastLED.h* library, flashing bright white light for 500 ms with an
262 interstimulus of 5 seconds (Fig. 3 A). The Subject sat in front of a monitor screen (24 inches
263 Samsung, CF390) at a distance of 60 cm, with the head stabilized by a chin rest and instructed
264 to maintain fixation on a small dot presented in the center of the screen for the whole duration of
265 the recording (57 seconds). A total of 10 flash stimuli have been presented through the strip of
266 LED mounted above the screen.

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269 *Oddball Paradigm Corecordings*: To compare the performances shown by the CNN system with
270 that of a state of the art commercial software, we coregistered pupillometry using MEYE and an
271 EyeLink 1000 system while 9 (3 males, 6 females, average age 28.78 years) participants
272 executed an oddball paradigm. The experiment was conducted in a quiet, dark room. The
273 participant sat in front of a monitor screen (88x50 cm) at a distance of 100 cm, with their head
274 stabilized by a chin rest. Viewing was binocular. Stimuli were generated with the PsychoPhysics
275 Toolbox routines [41,42] for MATLAB (MATLAB r2010a, The MathWorks) and presented on a
276 gamma-calibrated PROPixx DLP LED projector (VPixx Technologies Inc., Saint-Bruno-de-
277 Montarville, Canada) with a resolution of 1920x1080 pixels, and a refresh rate of 120 Hz. Pupil
278 diameter was monitored at 1kHz with an EyeLink 1000 system (SR Research) with an infrared
279 camera mounted below the screen and recording from the right eye. The participant was
280 instructed to maintain fixation on a small dot (0.5 deg) presented in the center of the screen for

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281 the whole duration of the recording (300 seconds). In this study, the visual stimuli consisted in
282 the appearance of a high probability stimulus (80% of times) defined as “Standard” and a lower
283 probability stimulus (20% of times) defined as “Target”. The Standard stimulus consisted in a
284 100% contrast-modulated annular grating (mean luminance 25 cd/m²), horizontally orientated,
285 spatial frequency of 0.5 cpd, with an inner and outer diameter of 1.5 and 5 deg, respectively.
286 The edges of the annulus were smoothed by convolving the stimulus with a gaussian mask
287 (sigma = 0.5 deg). The Target stimulus has the same parameters of the Standard stimulus
288 except the orientation that was 45 deg (see Fig. 4 A). The presentation duration of each trial,
289 either the Standard (0 deg) or Target (45 deg) trial, was 200 ms with the intertrial interval
290 between two consecutive trials being 2800 ms. The phase of both the *Target* and the *Standard*
291 stimuli was randomized across trials. The participants were instructed to press a button for a
292 Target stimulus and not to respond for a Standard stimulus.

293

294 *Eye Movements Corecordings:* For eye tracking recording we employed both the MEYE tool
295 and EyeLink 1000 as described above. In the smooth pursuit condition a small dot (0.5 deg),
296 moved on the screen horizontally, changing direction each 20 degrees of the visual field with a
297 constant velocity of 8 deg/sec. In the Saccades condition every 2.5 s the small dot changes
298 abruptly position horizontally with a span of 20 degrees.

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302 Data Availability

303 The code and web app are freely available on Github: github.com/fabiocarrara/meye

304 MEYE is available at: www.pupillometry.it

305 The dataset is available on: <https://doi.org/10.5281/zenodo.4488164>

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307 Results

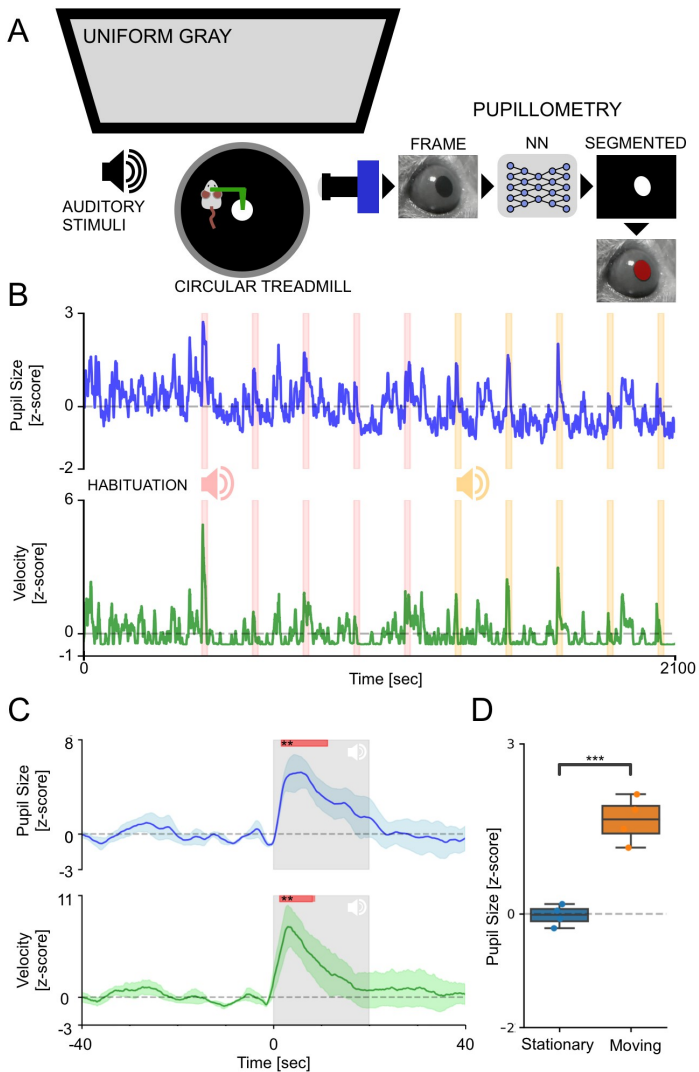
308 Pupillometry in Head-Fixed Mice

309 Our primary goal in this work is to examine if our CNN-based pupillometry can detect pupil

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310 fluctuations in real-time. We designed a behavioral experiment to characterize spontaneous and
311 evoked pupillary changes. To confirm that pupil size changes are coupled with arousal
312 transitions, we simultaneously recorded animal running speed during head fixation movements
313 on the circular treadmill (Fig. 2 A). The experimental protocol included an initial period of
314 habituation lasting 5 minutes followed by auditory stimulation using two tones (Tone1: 3 kHz,
315 Tone2: 4kHz, using 120 seconds interstimulus, Fig. 2 B). We first set out to evaluate if CNN can
316 detect event-related transients (ERT) due to auditory stimulation. For all the acoustic events, we
317 averaged pupil size and running velocity during a 80 sec temporal window centered on acoustic
318 stimulation (Fig. 2 C). We detected a significant pupillary dilation after the onset of the auditory
319 stimulus, together with a similar peak in locomotion (Pupil: P-value < 0.01, Permutation Test,
320 Velocity: P-value < 0.01, Permutation Test). This event-related transient is a proxy of the
321 arousal change due to acoustic detection and can be considered a manifestation of cognitive
322 and emotional processing of the stimulus [2]. By analyzing the overall traces, we found that the
323 pupil diameter and the trace related to animal running, were characterized by a significant
324 correlation ($r: 0.79$, P-value < 0.001, Pearson Correlation), in agreement with the hypothesis
325 that fluctuations of the arousal level mainly characterize spontaneous pupillary events.
326 Moreover, we calculated pupil size during habituation in different arousal states, finding that
327 during locomotion, pupil size is significantly larger than in stationary periods (P-value < 0.01,
328 Paired T-Test, Fig. 2 D). These results indicate that CNN pupillometry can detect spontaneous
329 and elicited pupillary changes and can be used to monitor the mouse's arousal state during
330 head fixation experiments.
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333 **Fig.2:** Pupillometry in head-fixed mice. **A:** Setup for head-fixed pupillometry in the awake mouse. The
334 mouse is head-fixed to a custom made metal arm equipped with a 3D printed circular treadmill to monitor
335 running behavior. In the meantime, pupillometry is performed using CNN. **B:** The average fluctuation of
336 pupillometry and velocity in all experimental mice. Dashed pink and yellow areas represent the onset and
337 duration of auditory stimuli. Evoked peaks in both pupil size (blue line) and velocity (green line) are clearly
338 noticeable during auditory stimulation. **C:** Average event-related transients for both pupil size and velocity.
339 Gray areas represent stimulus onset and duration. Red areas represent statistically significant data points
340 with respect to random permutation testing. **D:** Sensibility of the system to detect spontaneous arousal
341 fluctuations. Average pupil size is significantly affected by the behavioral states of the animal. During
342 running epochs (Moving) the pupil is significantly more dilated than during the resting state (Stationary).

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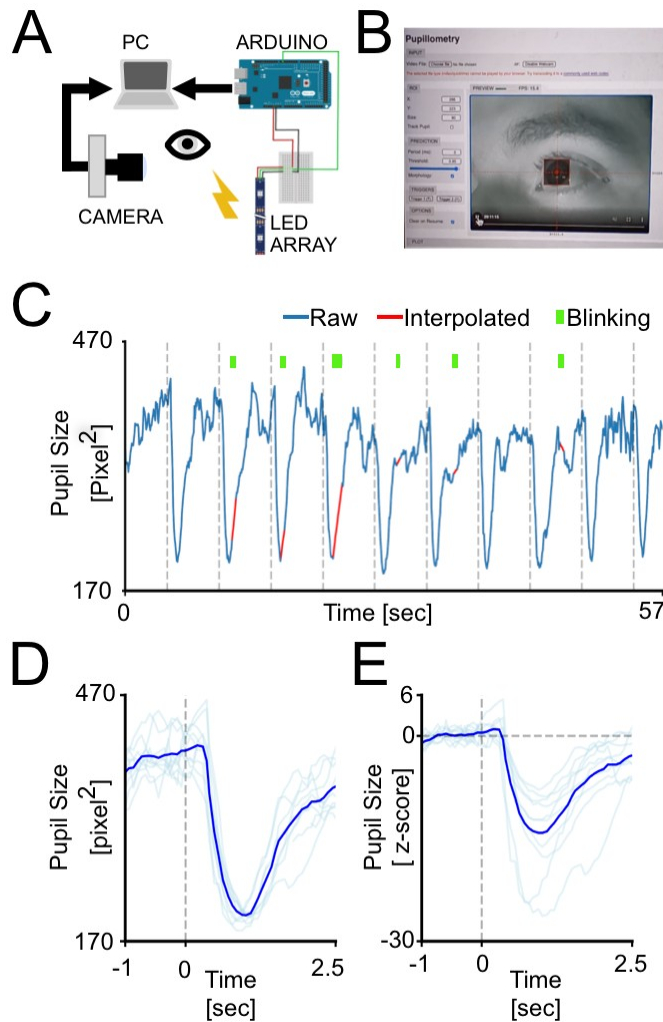
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347 Web-Browser Application to Perform Pupillometry Experiments

348 To test the implementation of the CNN in a web-browser (MEYE, Fig. 3 B), we designed a
349 simple experiment aimed to measure PLR evoked by brief flashes of light on the human eye.
350 The experiment included 10 flash events with an interstimulus of 5 seconds (dashed vertical
351 lines in Fig. 3 C). The results showed a clear light-induced modulation of pupil size in
352 correspondence with each flashes onset. Aligning and averaging all the traces along with the
353 events, PLR can be quantified in both the raw ($44.53\% \pm 0.67\%$ change from baseline) and z-
354 scored (14.59 ± 2.05 st.dev. from baseline) trace (Fig. 3 D-E). To detect if it is possible to
355 measure cognitively driven pupil signals using the MEYE tool reliably, we performed
356 pupillometry while participants executed an oddball task, a commonly used paradigm for
357 cognitive and attentional measurement. This task is based on the principle by which pupil
358 dilation is stronger in response to rare stimuli and can be used as a physiological marker for the
359 detection of deviant stimuli [37]. This experiment has been carried out recording the same eye
360 using both the MEYE tool and an EyeLink 1000 system. According to Google Scholar, the
361 EyeLink system is one of the most utilized eye trackers in psychology, psychophysics, and
362 neuroscience, with more than 17K scientific publications mentioning this tool. During the oddball
363 experiment, the subject was instructed to maintain fixation on a small dot presented in the
364 center of the screen, pushing a button only when the *Target* stimulus appears on the screen and
365 not responding to the *Standard* stimulus (Fig. 4 A). Averaging and comparing the responses to
366 *Standard* and *Target* gratings results in a significant stronger pupil dilation for the *Target*
367 stimulus than the *Standard* stimulus, that is detected by both the recording systems (MEYE: P-
368 value < 0.001, T-Test Paired, EyeLink: P-value < 0.001, T-Test Paired, Fig. 4 B-C). No
369 differences have been found for the responses evoked by the *Target* stimulus between the
370 MEYE tool and the EyeLink system (P-value:0.327, T-test Paired, Fig. 4 B-inset). Moreover, the
371 single-subject pupillary evoked amplitudes show a significant positive correlation between the
372 two techniques (P-value:0.01, r:0.88, Pearson Correlation) with more than 75% of the variability
373 explained by the linear model. Pupil-size is known to covary with eye position in video-based
374 measurements [43], producing foreshortening of the pupillary image because the camera is
375 fixed but the eye rotates. To overcome this issue, there are several possible solutions: the most
376 simple requires to maintain constant fixation throughout each trial, but, if this requirement
377 cannot be satisfied (such as in sentence reading), the position of the pupil at each sample is
378 required to correct and mitigate the estimation error. Thus, we decided to quantify the

379 agreement between positional outputs provided by MEYE and Eyelink for horizontal eye
380 movements. We designed two tasks: in the first task, a dot smoothly traveled horizontally on the
381 screen from left to right and vice versa at a velocity of 8 deg/sec and spanning 20 degrees,
382 producing slow and smooth pursuit eye movements. In the other experiment, a dot jumped
383 every 5 seconds from a position to the other (spanning 20 degrees), producing large, fast, and
384 abrupt saccades. Results (Fig. 4 D) show that smooth pursuit movements generate a sinusoidal
385 change of position with a good agreement between both systems (MAE: 0.04). The second
386 task, inducing saccades, produces a slightly larger error (MAE: 0.073). This error is mainly due
387 to the much lower sampling rate of MEYE (MEYE:15 fps; Eyelink: 1000 fps). This means that
388 even if MEYE provides the exact positional information for each sample, it has a lower
389 performance in adequately describing fast eye movements, such as saccades. Thus, MEYE
390 provides the data required for post-hoc correction of pupil measures although it should be used
391 with caution for measuring saccades. This factor should be taken into account when designing
392 experiments using MEYE. Finally, MEYE can also be used as an offline tool to analyze
393 pupillometry videos in various file formats, depending on the video codec installed in the web-
394 browser. We successfully analyzed videos in different experimental conditions, including head-
395 fixed mice running on a treadmill, during 2-photon calcium imaging, and in humans (Fig. 4 A-C).
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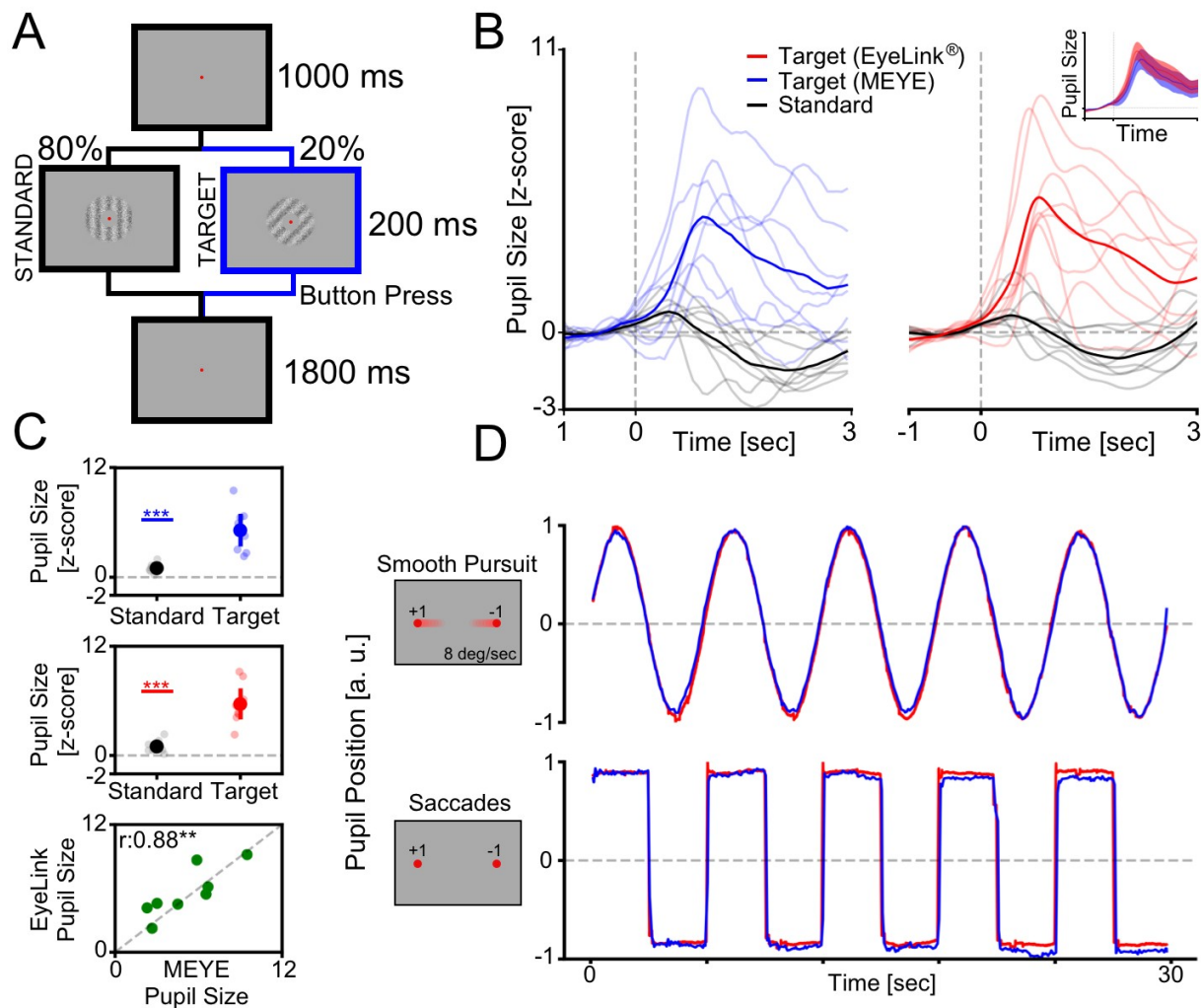
399 **Fig.3:** Web-browser Pupillometry Experiment. **A:** Experimental setup for running the PLR stimulation and
400 in the meantime perform pupillometric recordings. The PC is connected to the internet running an
401 instance of MEYE tool in the web browser. A USB camera, equipped with an IR light source, is focused
402 on the eye of the subject. The photic stimulus is delivered using a LED array driven by an Arduino Due.
403 The Arduino is connected to the PC emulating a keyboard and sending keystrokes stimulus triggers to the
404 MEYE tool. **B:** A picture of MEYE graphical user interface. The subject during the recording is visualized
405 as a streaming video. A ROI is used to locate the eye and a preview of the estimation of the pupil is
406 superimposed to the image of the subject. The GUI allows to set different parameters of post-processing
407 (map thresholding and refinement via mathematical morphology). **C:** Raw trace of the experiment (blue).
408 Dashed lines locate the onset of flash stimuli. The green rectangles locate the onset and duration of
409 blinks. The samples corresponding to blinks are removed and linearly interpolated (in red). **D:** Average
410 event related transient to flash stimulation in raw values. After the onset of the stimulus (dashed line) a
411 strong constriction of the pupil is observed (44.53%). **E:** Z-score of the average event related transient
412 seen in D. The average nadir amplitude is 14.59 standard deviations from baseline.

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417 **Fig.4:** Cognitively driven pupillary changes. **A:** Visual Oddball procedure. The participant is instructed to
 418 fixate a small red dot placed at the center of the screen and to push a button only when the Target visual
 419 stimulus appears. **B:** Average Pupil waveforms. Average pupil response to Standard and Target stimulus
 420 for both MEYE (blue, left) and EyeLink (red, right). In the inset is represented the comparison between the
 421 evoked response to the Target stimulus in both setups. **C:** Average pupil response. Difference between
 422 the Standard and Target stimuli recording using MEYE (uppermost) and EyeLink (middle). The lowermost
 423 graph represents the correlation between MEYE and EyeLink data. **D:** Eye movements data. comparison
 424 between the MEYE tool (blue) and EyeLink system (red) during smooth pursuit task (upper) and saccades
 425 (lower).

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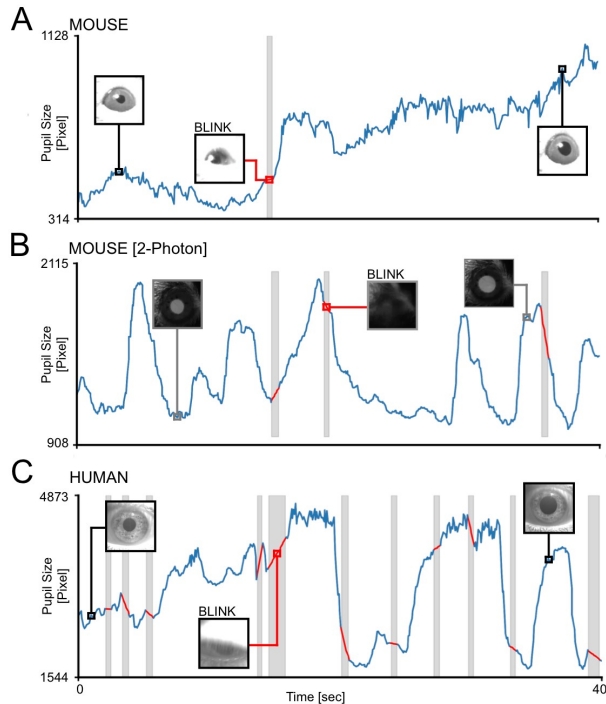
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432 **Fig.5:** Offline Movies Analysis. **A:** Awake Head-fixed mouse running on a treadmill, recorded for 40
433 seconds. The grey area represents a blink, the trace of the blink is removed and linearly interpolated (Red
434 line). **B:** Awake mouse during 2-photon calcium imaging. Here is clearly visible a brighter pupil with
435 respect to A. Blinking epochs are removed and linearly interpolated. **C:** Pupillometry performed on a
436 human subject, with a higher blinking rate with respect to mice. In all figures the insets images represent
437 the ROIs.

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440 Discussion

441 In this work, we demonstrated that MEYE is a sensitive tool that can be used to study pupil
442 dynamics in both humans and mice. Furthermore, by providing eye position MEYE allows post-
443 hoc control of possible effects of eye movements on pupil measures[43]. MEYE can detect both
444 spontaneous and evoked pupil changes in a variety of conditions: mice with black pupils in
445 normal illumination conditions, and mice with bright pupils resulting from laser infrared

446 illumination. This flexibility allows the use of MEYE in combination with 2-photon, wide field
447 imaging and electrophysiological techniques widely adopted in the awake or anaesthetized
448 mice. Furthermore, MEYE can be employed to design standalone experiments using cost-
449 effective hardware with performance comparable with that of state-of-the-art commercial
450 software. In this experiment, we used a USB webcam with a varifocal objective that allows focal
451 adjustment concentrated on the eye. The cost of the imaging equipment is less than 50 euros
452 (see Table 2), and requires no knowledge of coding to set up. The flashing stimulus apparatus
453 requires a basic understanding of Arduino boards and can be assembled at a price lower than
454 50 euros. The overall cost of the apparatus is less than 100 euros. Our code can be used in two
455 different ways, to satisfy many needs. One way relies on the standalone web-browser tool, that
456 allows running MEYE on almost any device, from scientific workstations to notebooks or even
457 smartphones. The other way utilizes a dedicated Python script running the CNN locally on a
458 workstation. This latter case is suited for experiments with specific requirements, like high and
459 stable framerate or online processing of pupil size in which on-the-fly pupil computer-interaction
460 is required.

461 Valid open source and commercial alternatives exist, most of them are dedicated to gazing
462 tracking and/or pupillometry. Commercial options are costly (tobii.com, sr-research.com,
463 neuroptics.com), whereas open-source code instead requires programming knowledge and
464 most of them are explicitly dedicated to one species [33,34]. One of these papers [33] assessed
465 pupil dilation in mice through DeepLabCut [44], a technique for 3D markerless pose estimation
466 based on transfer learning. This approach, albeit powerful, is conceptually different, since it is
467 trained on user-defined key-points instead of using the entire pupil to perform semantic
468 segmentation. The former technique is more suited to track and locate arbitrary objects on an
469 image, the latter technique is focused on a more precise quantification of even small changes of
470 the object area, since pixel-wise segmentation masks are refined iteratively using local and
471 global context. The possible contribution of the web app technology resides in its portability: no
472 software needs to be manually installed and configuration is minimal. Only a clear IR image of
473 the subject's eye is required. The performances of the tool are dependent on the host computer
474 but it runs at >10 fps in most of the machines tested. This advantage is particularly useful for
475 settings with limited resources and space or for educational purposes. Web browser embedded
476 pupillometry will also be crucial for human scientific research, clinical and preventive medicine.
477 It would also be a promising tool in the recently growing field of telemedicine given its minimal
478 setup that can run on an average notebook or even on a smartphone, it allows possible large-
479 scale recruitment of subjects directly in their own homes. This greatly facilitates infants,

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480 psychiatric, and motor-impaired patients' compliance, particularly for longitudinal research
481 designs. We also released an open-source database of eyes composed of more than 11.000
482 images in various settings: head-fixed mice (black pupil), head-fixed two-photon imaging mice
483 (white pupil), and human eyes. This dataset will grow over time to introduce new species and
484 new use cases to increase, update, and strengthen MEYE performances. The possible
485 scenarios can be further expanded in the future, due to the dynamic nature of CNN. It can be
486 updated from the source, providing instantaneous updates on each computer running an
487 instance of the program. Our hope is to create a community that refines and consolidates
488 pupillometric performances, to produce a tool that can be applied in different environments.
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Part Number	Description	Qty	Price(euro)	store	Manufacturer
Walfront5k3psm v97x	USB webcam	1	33.48	Amazon	Walfront
149129	Varifocal M12 Lens	1	12.03	Amazon	Sodial
A000062	Microcontroller Arduino Due	1	35	Arduino Store	Arduino
1312	4 NeoPixel RGB LEDs	1	6.53	Adafruit	Adafruit
Total Amount			87.04		

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492 Table2: Hardware equipment for PLR.

493 Authors' contributions

494

495 RM, FC and TP designed the research; RM, FC and GA trained and designed the AI tools; AV,
496 RM, LL, GR and LLV labeled manually the dataset, RM, AV, LL, GS, LLV and AB performed the
497 experiments, RM and FC performed data analysis.

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515 Competing interests

516 The authors declare that they have no competing interests.

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