

## **Stimulus Preference Chip**

# User Guide

Apparatus and setup (video available at nemametrix.com)

- 1. Place the chip on the stage of a stereomicroscope, securing it with tape.
- 2. Connect fluid-reservoir syringes and vacuum sources to the chip as shown in Figures 1 and 2. A fluid head of approximately 30 cm is typical.
- 3. Fill reservoirs 1 and 3 with a stimulus-free buffer solution. This will be used to establish baseline behavior and flush the chip between experiments.
- 4. Fill reservoirs 2 and 4 with testing solutions. For example, reservoirs 2 and 4 might contain chemically distinct chemoattractants to compare their relative attractiveness.
- 5. Fill the worm loading syringe with about 5 mL of buffer. Ensure there is no air in the attached tubing, then insert the end into the appropriate worm port; this connection blocks the port to prevent leakage while the chip is being loaded with solutions.
- 6. Activate the outlet vacuum and run solutions 2 and 4 through the chip until there are no bubbles in the stopcocks, tubing, or chip.
- 7. Repeat with solutions 1 and 3.
- 8. Deactivate the outlet vacuum and close all stopcocks. The chip is now ready for loading a worm.

### Worm Loading

- 1. Pick a worm to an unseeded agar plate.
- 2. Wash it with a drop of buffer, and allow it to crawl away from the drop.
- 3. Capture the worm in the end of the tubing of the loading syringe and insert it into the worm port.
- 4. Gently expel fluid until the worm is visible the near worm clamp.



- 5. Wait a moment until the worm's swimming motions cause its head to be pointed toward the clamp
- 6. Push the worm midway through the clamp.
- 7. Immediately activate the worm clamp vacuum. A well-positioned worm will exhibit sinusoidal movements of 1/4 to 1/2 wavelength at approximately the frequency of crawling on an agar surface.
- 8. Open stopcocks 1 and 3, and activate the outlet vacuum to run the buffer solution through chip. At this point you may wish to record baseline behavior.

#### Stimulation

- 1. To establish the stimulus condition,
  - Open the stopcocks on reservoirs 2 and 4,
  - Close the stopcocks on reservoirs 1 and 3 (buffer).
- 2. To terminate the stimulus,
  - Open the stopcocks on reservoirs 1 and 3,
  - Close the stopcocks on reservoirs 2 and 4 (buffer).

#### Removing the Worm

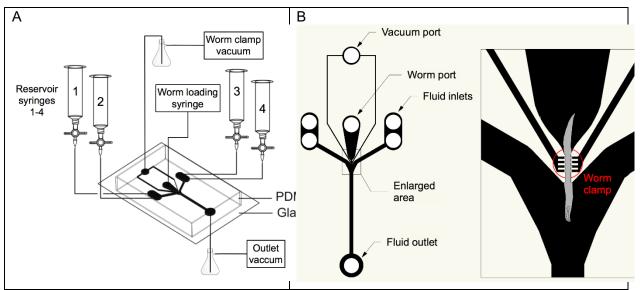
- 1. Deactivate the worm clamp vacuum.
- 2. Push the animal out of the clamp with the worm loading syringe.

#### Cleaning the Preference Chip System For Later Use

- 1. Disconnect reservoirs 1-4 from the chip, leaving the tubing attached to the syringes.
- 2. Fill each syringe with distilled water, insert the plunger, and push all the water out.
- 3. Repeat with isopropyl alcohol (IPA).
- 4. Remove the plunger and tubing and blow dry the syringe with compressed air.



- 5. Blow-dry the tubing by forcing compressed air through it. The chip is cleaned in similar fashion. Connect syringes filled with distilled water to the two fluid inlets.
- 6. Using the plunger, gently force several mL of water through the chip, first with one syringe then, the other. Fluid leaking out of unconnected ports can be absorbed with a Kimwipe.
- 7. Repeat with IPA.
- 8. To blow dry the chip, remove all tubing and connect a source of compressed air to the fluid outlet (~40 psi) for several seconds until visual inspection shows no IPA remains.
- 9. Seal the ports with Scotch Magic Tape to prevent collection of dust.



**Figure 1. A.** Overall view of the Preference Chip setup. For the worm clamp vacuum, use regulated house vacuum (~ 25 Kpa) or a diaphragm vacuum pump (e.g. DryFast, Model No 2014B-01, Welch Vacuum Technologies, Monroe, LA, USA). For the outlet vacuum, use regulated house vacuum, a second diaphragm pump, or a peristaltic pump (e.g., Model No. 426-2000, Labconco, Kansas City, MO, USA). Adjust the strength of the vacuum (or flow rate of the peristaltic pump), to achieve the desired rate of flow in the chip. If a peristaltic pump is used, the associated side-arm flask is omitted. **B.** Diagram of the chip's fluidic channels.



