



**ThermoFisher**  
S C I E N T I F I C

# Mass spectrometry assay optimization using functional programming patterns in Lua

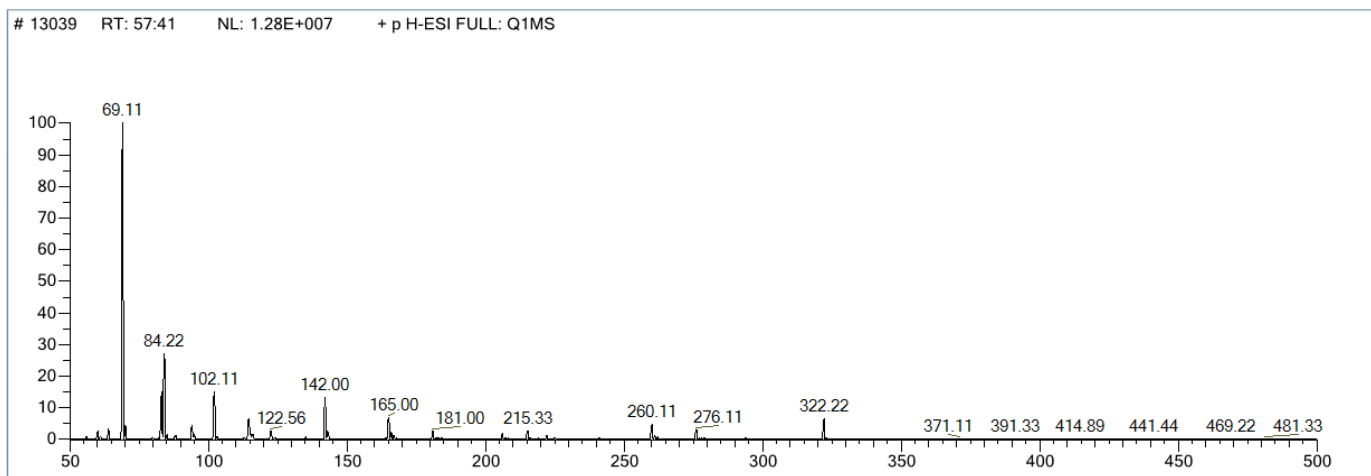
Bennett Kalafut

1. Mass Spectrometry and Lua
  - a) Mass spectrometry basics (what, why, and how?)
  - b) Lua as a control language
  
2. Iterator pipelines and higher-order table functions
  - a) Core functionals: Map, filter, and reduce
  - b) Lua-specific patterns
  - c) Warm-up 1: Tuning up an ion source
  - d) Warm-up 2: Check some electronics
  
3. Automated assay optimization
  - a) Why per-assay optimization?
  - b) Optimizations as composable functions
  - c) How to hide/handle state
  - d) Putting it all together

# What is mass spectrometry?

## Separation and quantification of ions in a mixture, by mass.

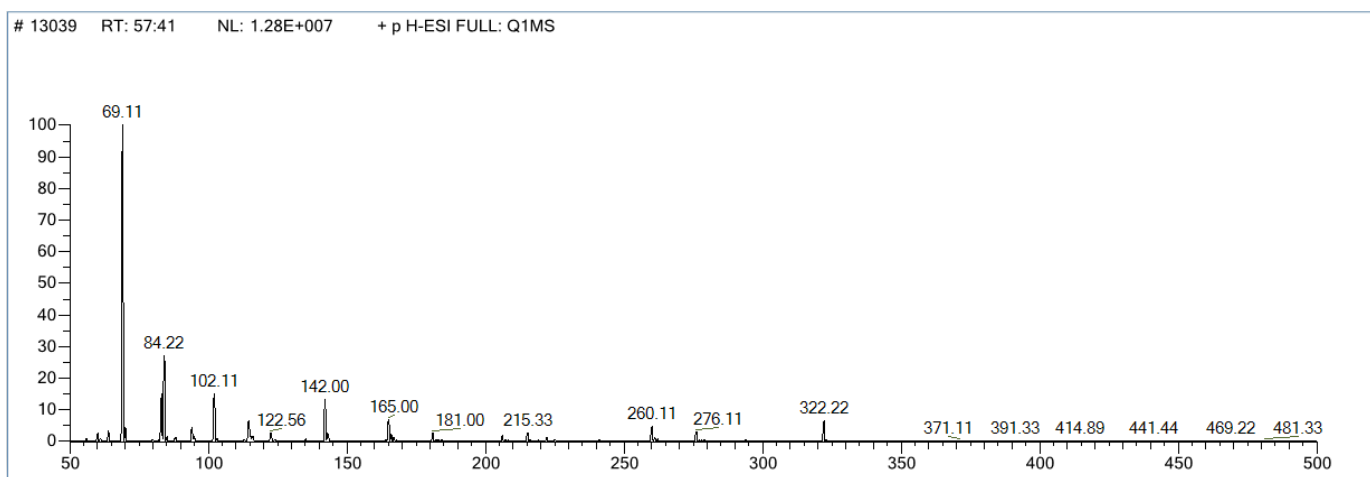
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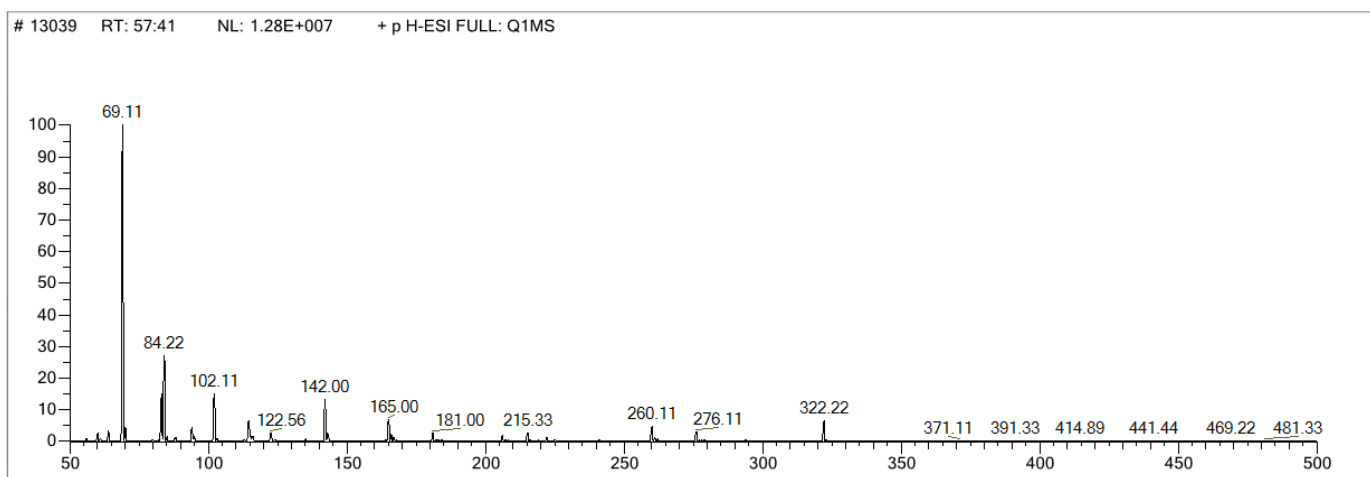
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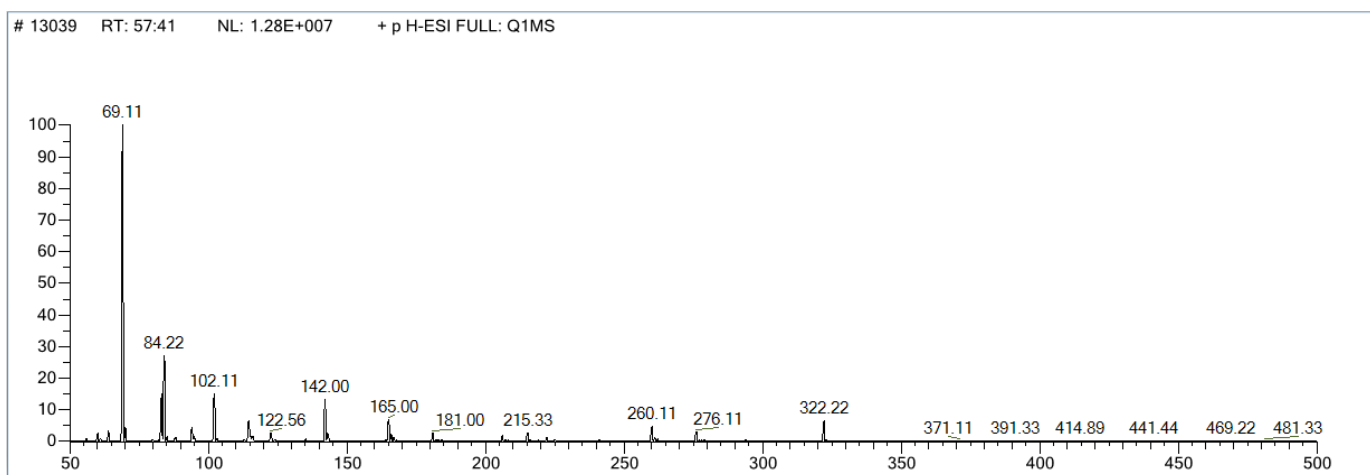
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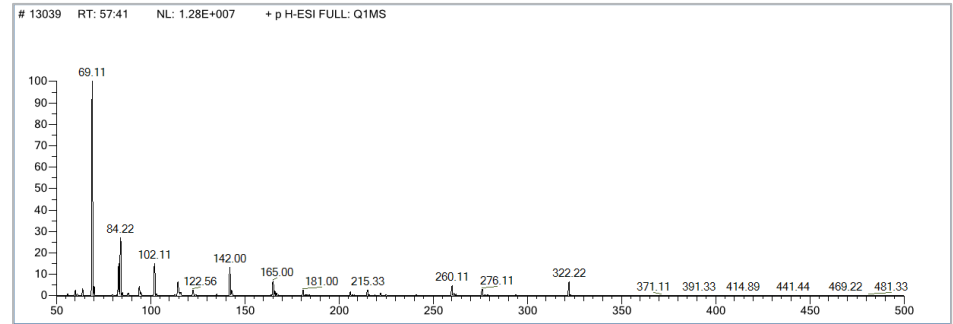
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- Future: Surgery, personalized medicine.



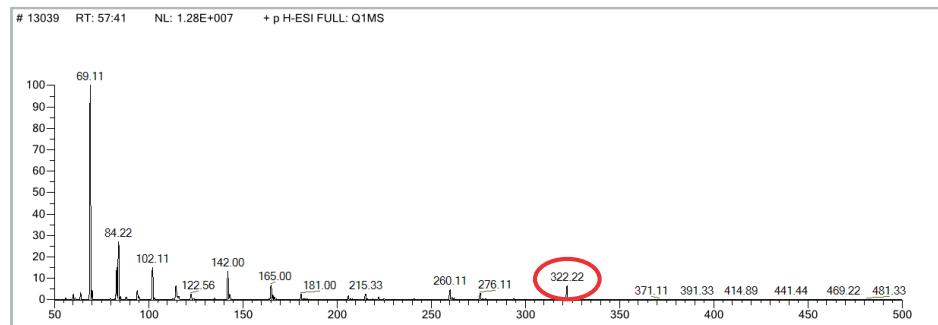
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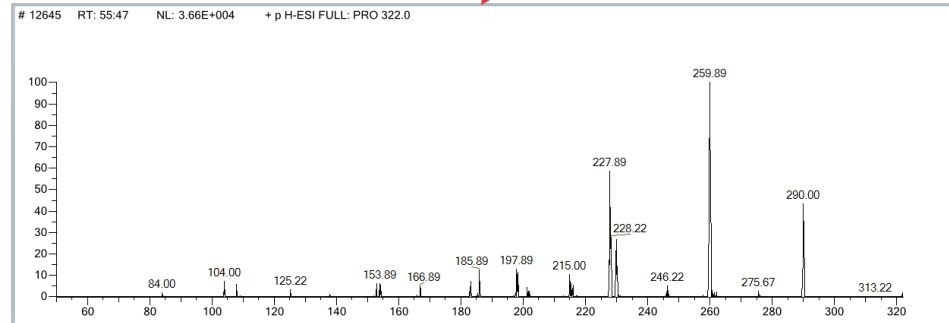
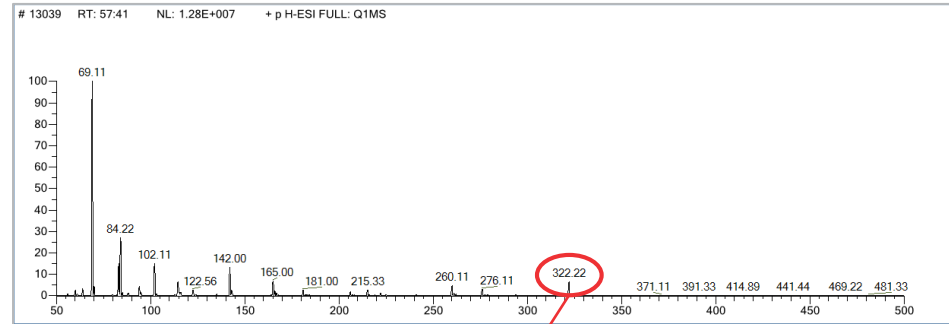
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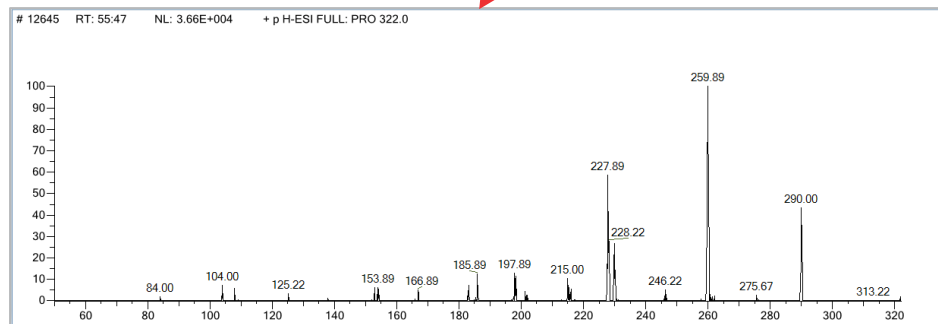
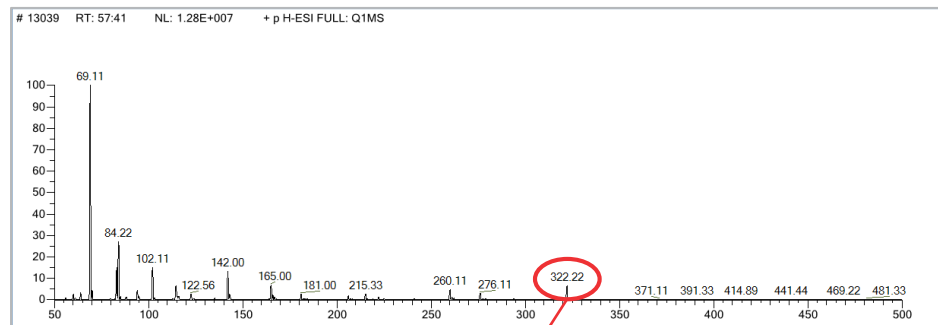
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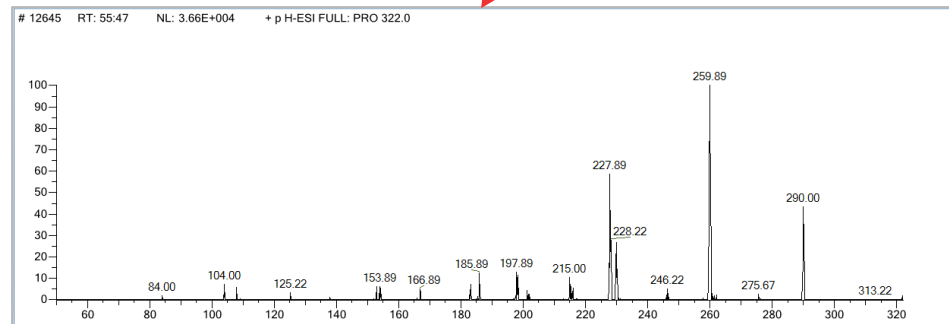
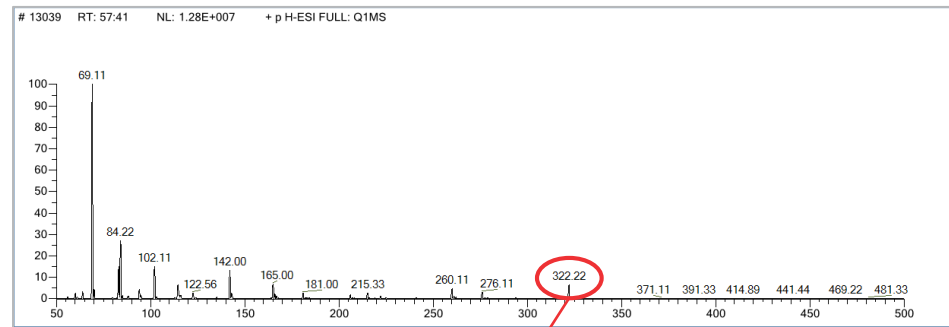
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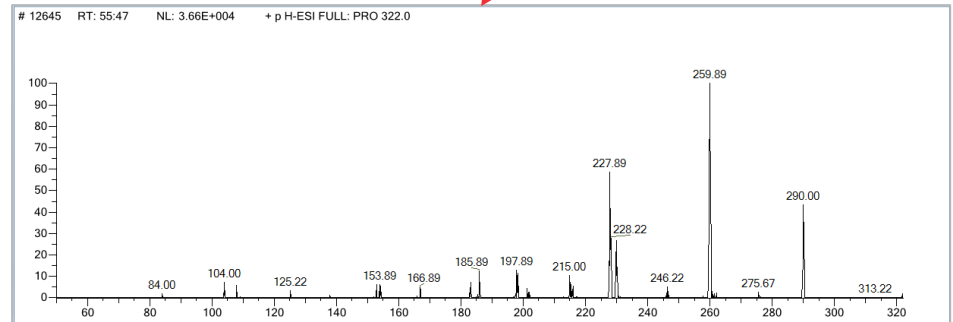
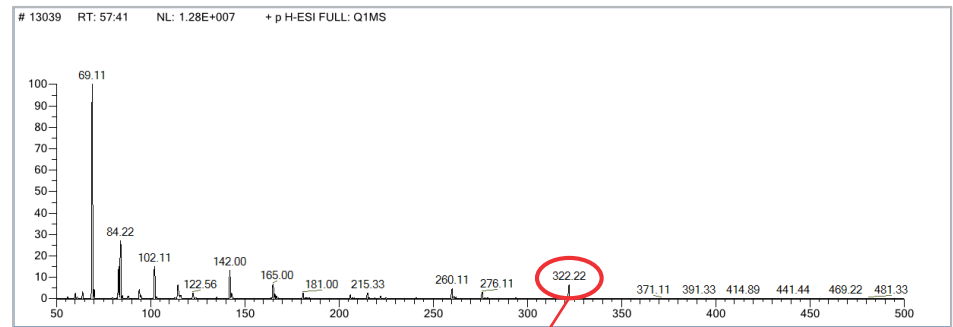
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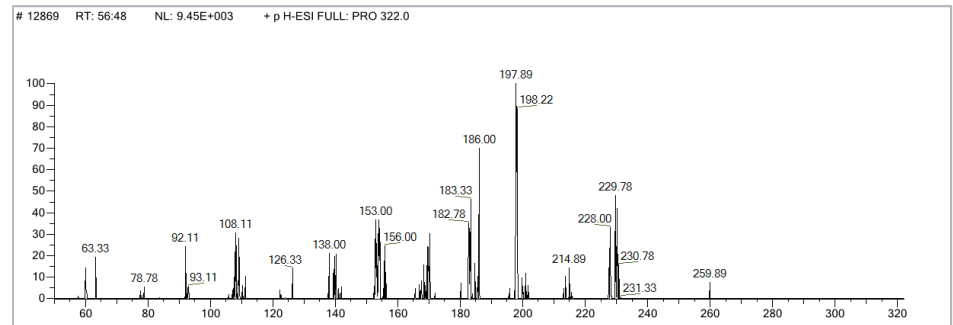
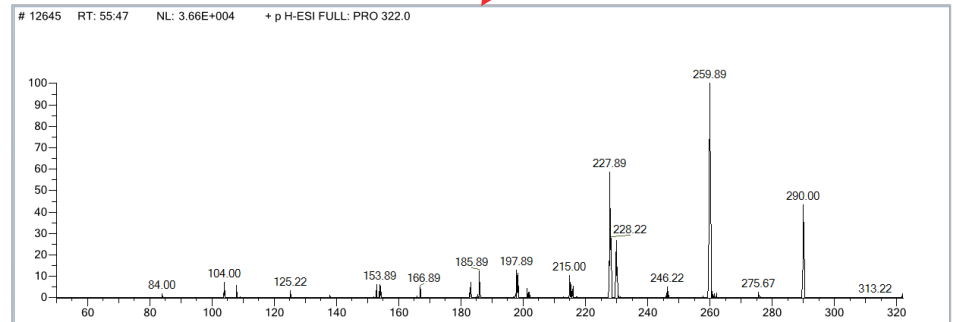
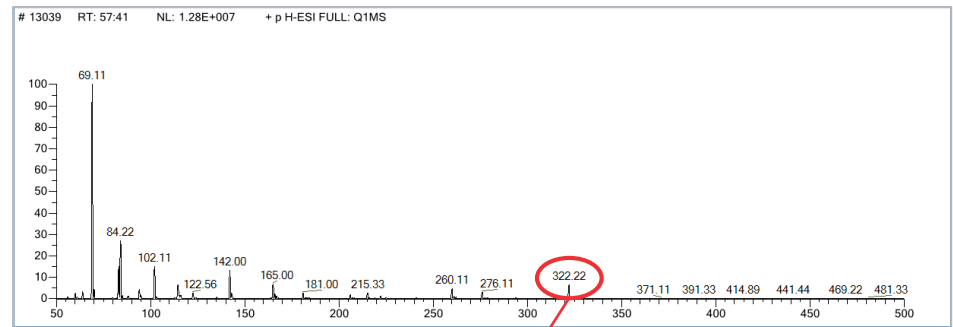
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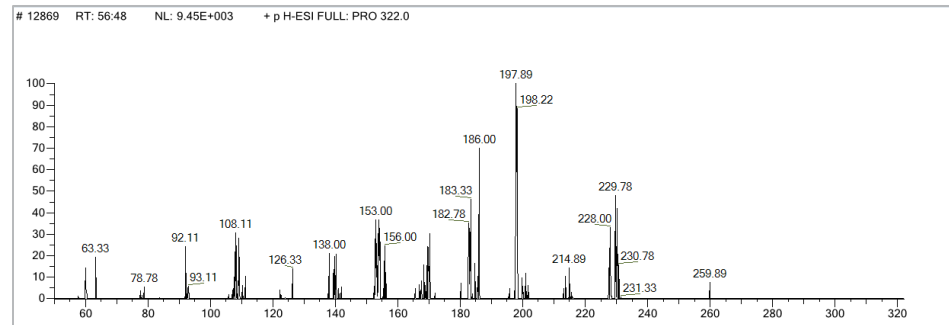
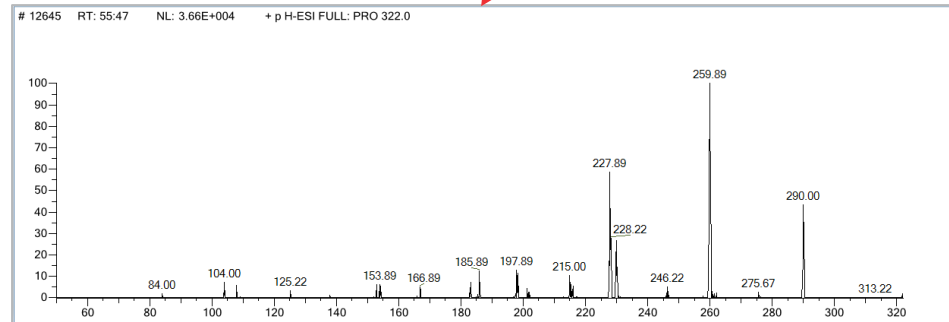
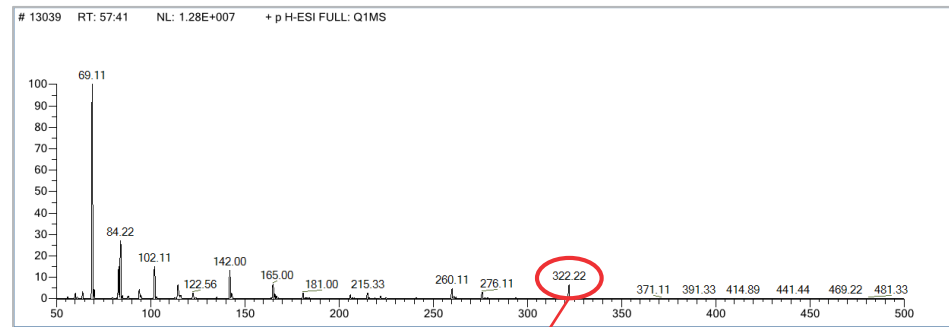
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- Excitation by collision, electron transfer, or laser pulse
- Often coupled with other separation techniques:
  - Liquid chromatography
  - Gas chromatography
  - Ion mobility
  - FAIMS



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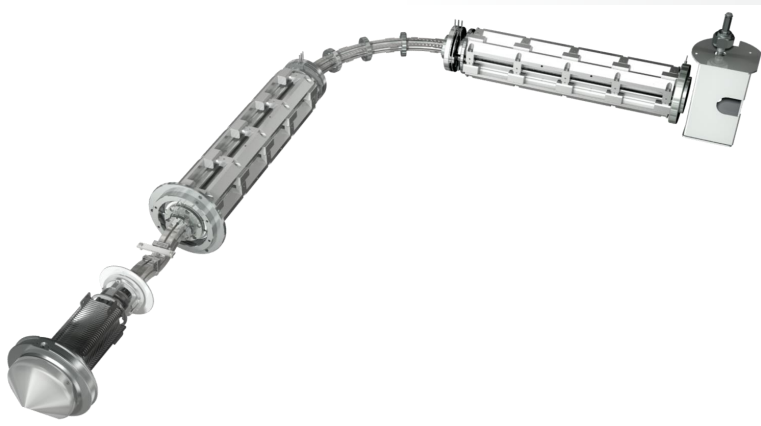
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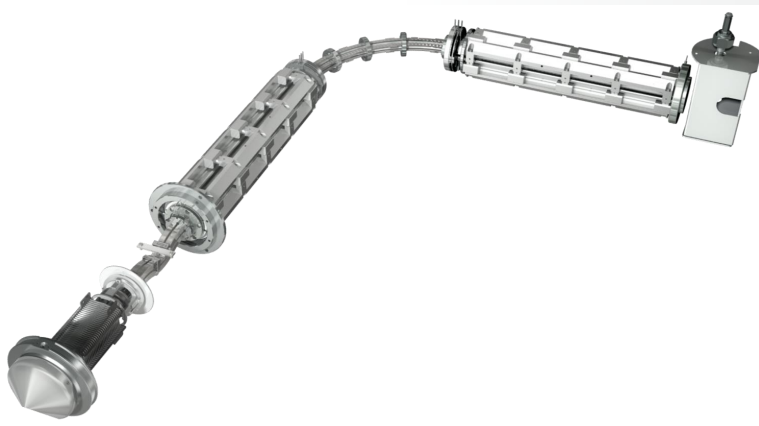


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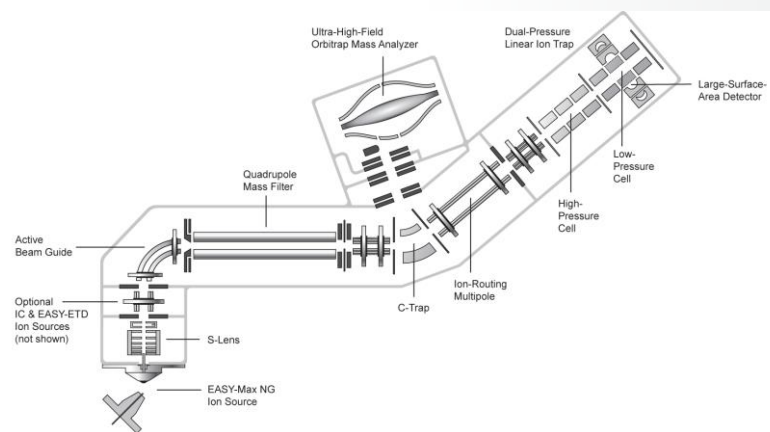
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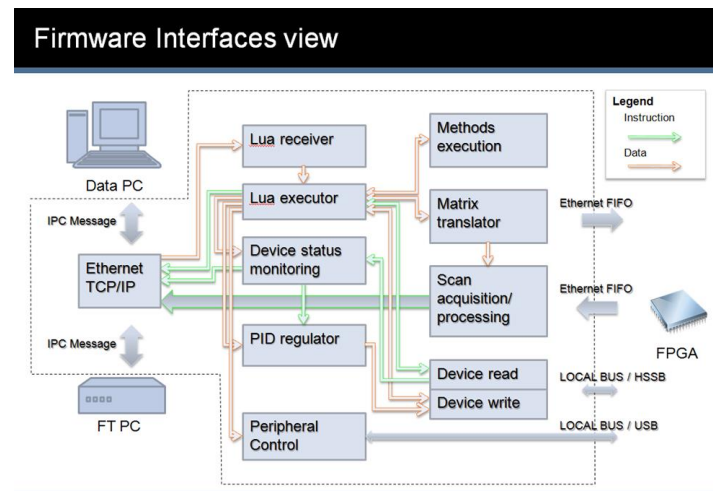
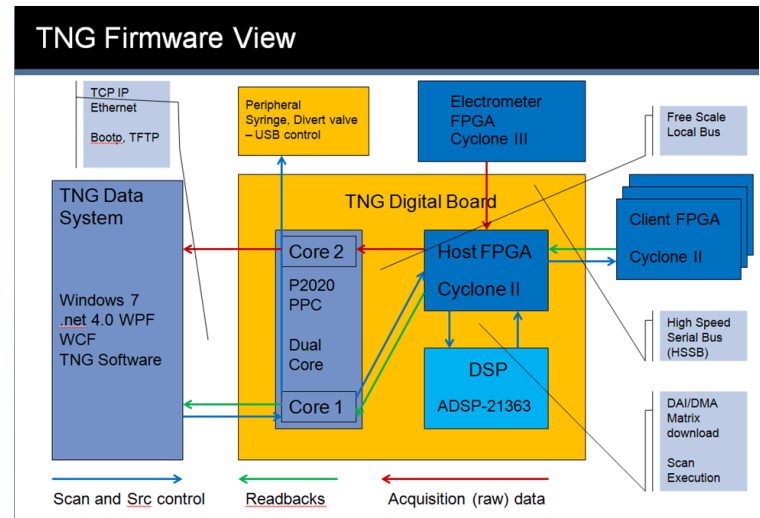
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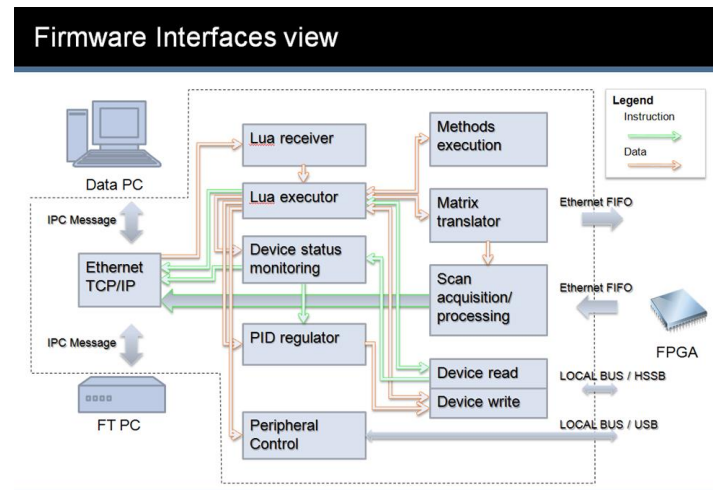
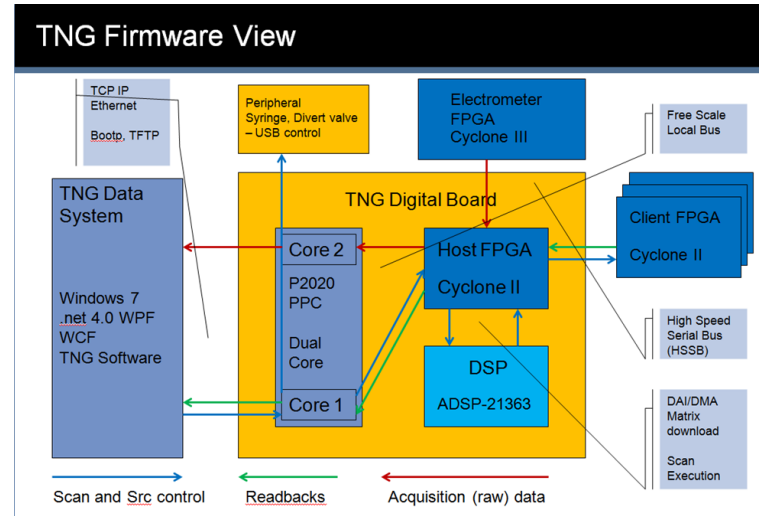
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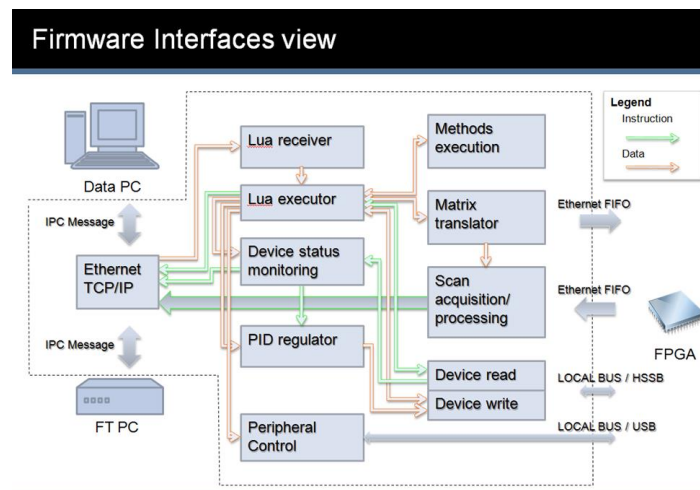
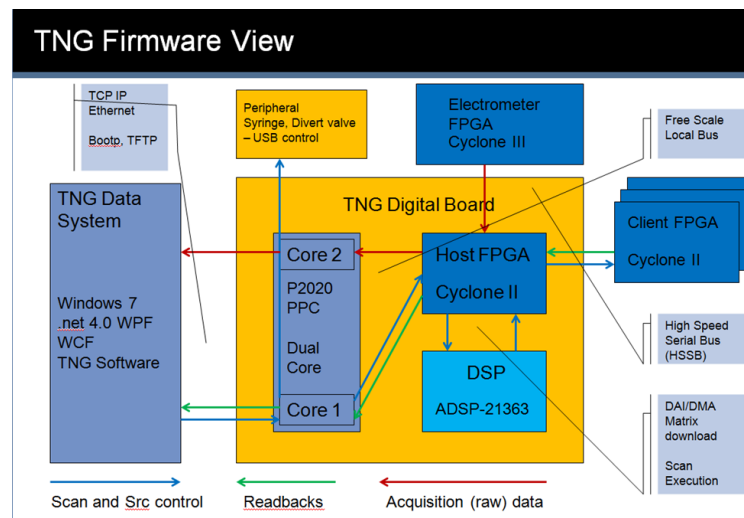
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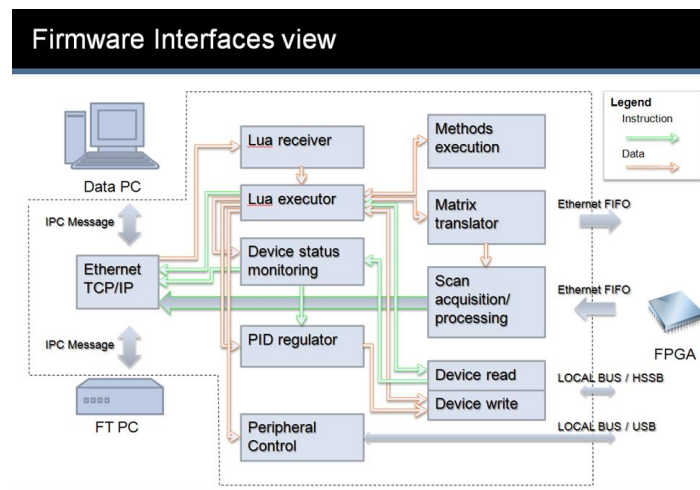
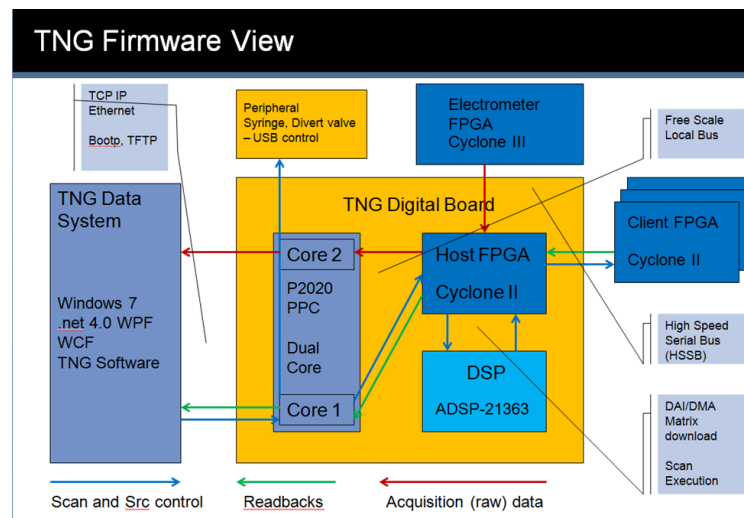
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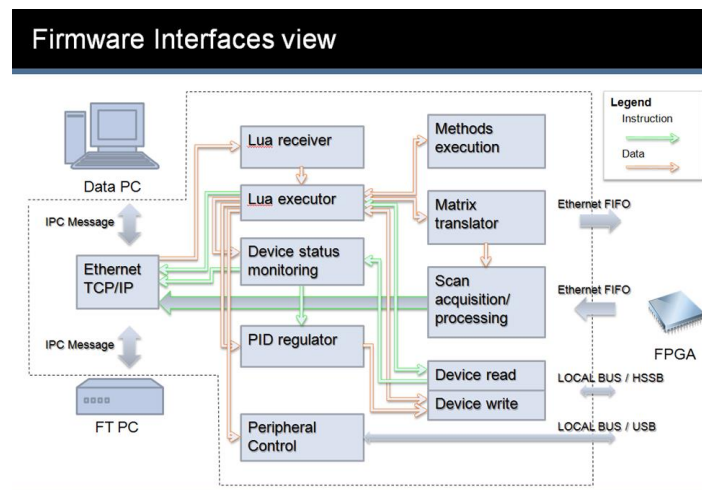
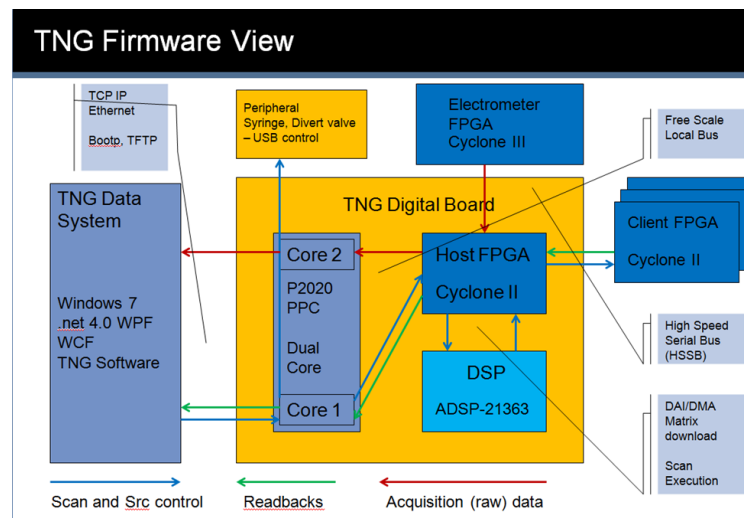
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5. Data query primitives provide information about the buffered spectrum to Lua.



# Lua in the mass spectrometer: first example

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for i = 1, totalScans do
-- acquire TIC for DRAG_1 = 100V DRAG_2 = 0V
  if Sys.Abort()==true then
    RestoreDragCellVoltages()
    print("Aborted by user.")
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  end
  xvalues[i]=i
  CF2:SetAndUpdate(100, DRAG_1)
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  Sys.TakeAScan() -- take one scan to warm up the MS
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Not shown:

- Scan matrix builder
- Direct voltage control

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 $\text{Filter}(f, \{a, b, c, \dots\}) \rightarrow \{f(a) \text{ and } a \text{ or nil}, f(b) \text{ and } b \text{ or nil}, \dots\}$
  - **Reduce (left fold)**  
Applies a function pairwise from left to right, reducing the set to a single value. Sums, products, projections, and multi-function composition are some examples.  
 $\text{Reduce}(f, \{a, b, c, \dots\}) \rightarrow f(\dots(f(f(a, b), c), \dots))$



# Composable iterators (iterator pipelines)

Iterator pipelines allow the series of operations to be applied one element at a time.

- Map:

```
function Map(fun,first,second,third)
  local intercoroutine=function ()
    for value in (function () return first,second,third end) () do
      coroutine.yield(fun(value))
    end
  end
  return coroutine.wrap(itercoroutine),nil,nil
end
```

# Composable iterators (iterator pipelines)

Iterator pipelines allow the series of operations to be applied one element at a time.

- Map:

```
function Map(fun,first,second,third)
  local intercoroutine=function ()
    for value in (function () return first,second,third end) () do
      coroutine.yield(fun(value))
    end
  end
  return coroutine.wrap(itercoroutine),nil,nil
end
```

- Filter:

```
function Filter(condition,first,second,third)
  local intercoroutine=function ()
    for value in (function () return first,second,third end) () do
      if condition(value) then coroutine.yield(value) end
    end
  end
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end
```

- Reduce:

```
function Reduce(func,first,second,third)
  local initialized=false
  local accumulator
  for value in (function () return first,second,third end) () do
    if not initialized then
      accumulator=value
      initialized=true
    else
      accumulator=func(accumulator,value)
    end
  end
  return accumulator
end
```

# Lua-specific considerations (or: Lua is not Lisp.)

- Operations should support unordered hashtables, where applicable.
- Map and Filter iterate using pairs, keeping input table keys:

```
Map(f, { [foo]=a, [bar]=b, [baz]=c })  
→ { [foo]=f(a), [bar]=f(b), [baz]=f(c) }
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- KeyValueMapping operation is very useful: define a table as a function of the keys. *E.g:*

```
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→ { [2]="even", [10]="even", [11]="odd" }
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- Keyed Zip and Unzip: Zip into keyed tables, unzip from keyed tables:

```
KeyedZip({ "pants", "size" }, { "corduroy", "gabardine" }, {32,36})  
→ { {pants="corduroy", size=32}, {pants="gabardine", size=36} }
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→ { { pants="corduroy", size=32 }, { pants="gabardine", size=36 } }
```

*(Keyedunzip is inverse of keyed zip)*

# Example 1: Ion source tuning (with complications)

```
local setpoints,sprayCurrents,intensities=  
  table.KeyedUnzip(  
    fun.IteratorToArray(  
      fun.Map(AcquireResponse,  
        fun.TerminateIf(APCIIIsOutOfControl,  
          fun.Map(SetAndReadback,  
            fun.Values(grid))))),  
    {"setting","readback","ionIntensity"})
```

- Motivation: current is limited by spray chemistry, and true value can lag setpoint



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```

```
local AcquireResponse=
  function (sourceStatus)
    Sys.TakeAveragedScan(nScans)
    return {setting=sourceStatus.setting,
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  end
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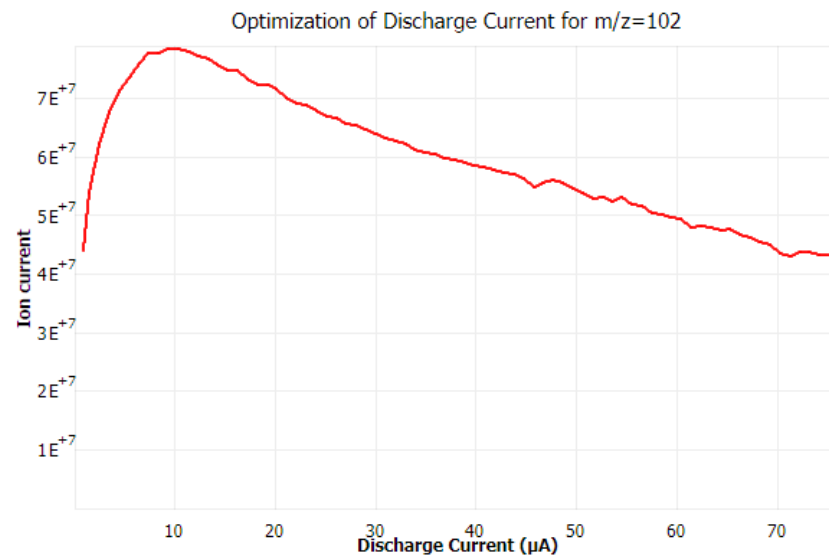
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local setpoints,sprayCurrents,intensities=
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# Example 1 continued: Function decoration for output and more.

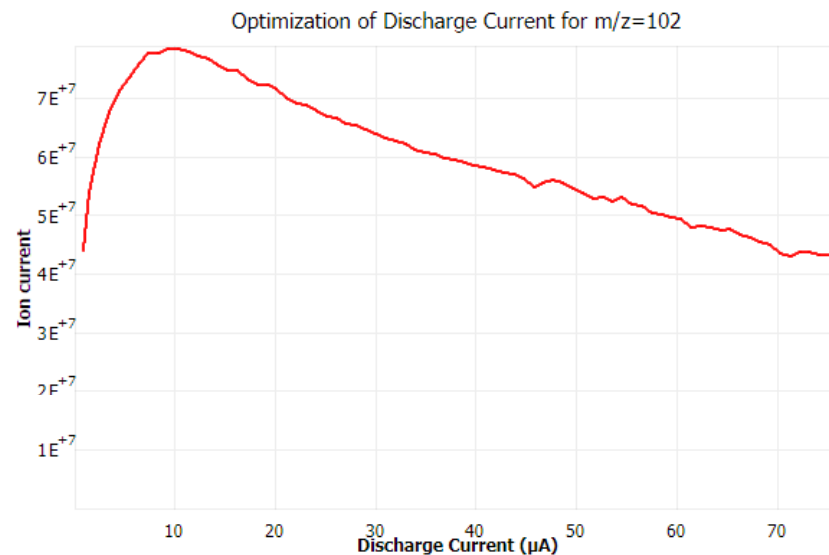
```
function
utils.AutoPlotOneParameterFunction(f,Plotter)
    return function(x)
        local y=f(x)
        Plotter(x,y)
        return y
    end
end
```



# Example 1 continued: Function decoration for output and more.

```
function
utils.AutoPlotOneParameterFunction(f,Plotter)
    return function(x)
        local y=f(x)
        Plotter(x,y)
        return y
    end
end

AcquireResponse=
utils.AutoPlotOneParameterFunction(
    AcquireResponse,
    function (x,y)
        graph:Plot(x.readback,y.ionIntensity,2)
    end)
```



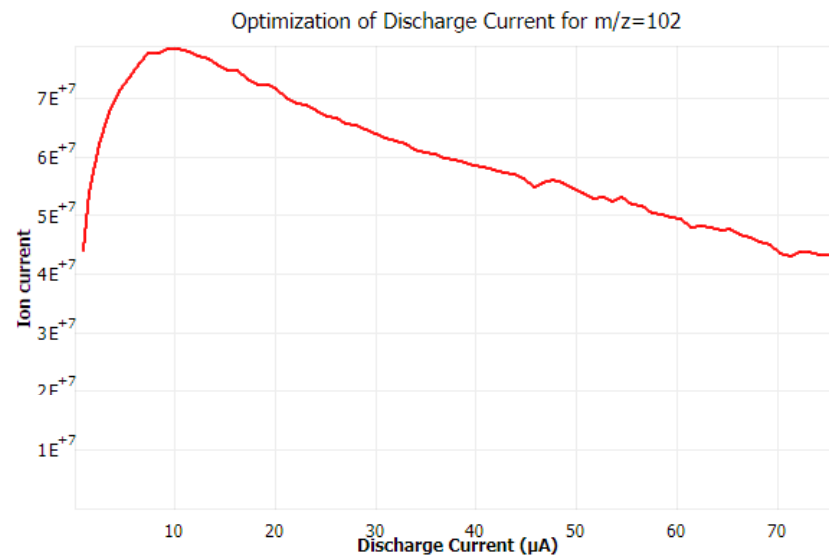


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```

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AcquireResponse=
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    AcquireResponse,
    function (x,y)
        graph:Plot(x.readback,y.ionIntensity,2)
    end)
```

```
AcquireResponse=
CO.ErrorHandlerDecorator(
    AcquireResponse,
    Cal.CommonErrorHandler())
```



## Example 2: Electronics ramp test

```
local pCallStatus,result=
  pcall(function ()
    return fun.IteratorToArray(
      fun.Map(utils.AutoPlotOneParameterFunction(ReadDevices(readbackDevices),Plotter),
        fun.Map(SetDeviceAndSleep(rampDevice,sleepTime),
          fun.iValues(table.Range(rampStart,rampStop,stepSize))))))
  end)
```

# Example 2: Electronics ramp test

```
local pCallStatus,result=
  pcall(function ()
    return fun.IteratorToArray(
      fun.Map(utils.AutoPlotOneParameterFunction(ReadDevices(readbackDevices),Plotter),
        fun.Map(SetDeviceAndSleep(rampDevice,sleepTime),
          fun.iValues(table.Range(rampStart,rampStop,stepSize))))))
  end)
```

Creates a function of setpoint that returns a table:  
{setpoint=setpoint,  
responses=a table of device readbacks, keyed by device}



`ReadDevices(readbackDevices)`

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          fun.iValues(table.Range(rampStart,rampStop,stepSize))))))
  end)
```

*(Restore system state, process pcall, omitted from example)*

```
local setpoints,responses=table.KeyedUnzip(result,{"setpoint","readbacks"})
local selfResponse,crossResponses=table.KeyedUnzip(responses,{selfReadback}),
  table.KeyedTranspose(responses,otherReadDevices)
responses=table.KeyedTranspose(responses,readbackDevices)
```

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local pCallStatus,result=
    pcall(function ()
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    table.KeyedTranspose(responses,otherReadDevices)
responses=table.KeyedTranspose(responses,readbackDevices)
```

(Evaluate device setpoint-readback correspondence, omitted from example)

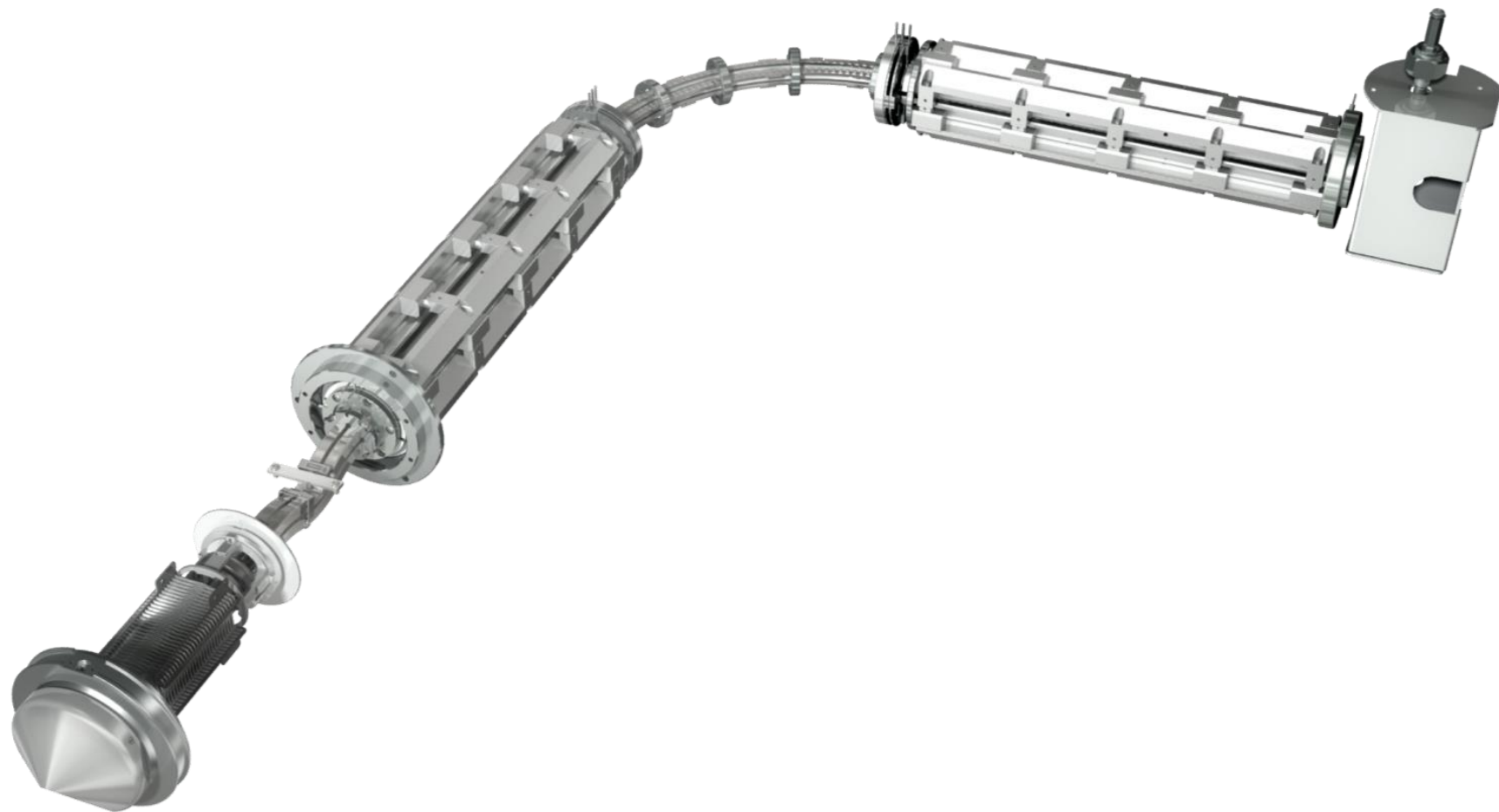
--Now check the cross responses:

```
local impedances=
    table.KeyValueMapping(function (dev) return MutualImpedance(selfResponse,crossResponses[dev]) end,
        otherReadDevices)
```

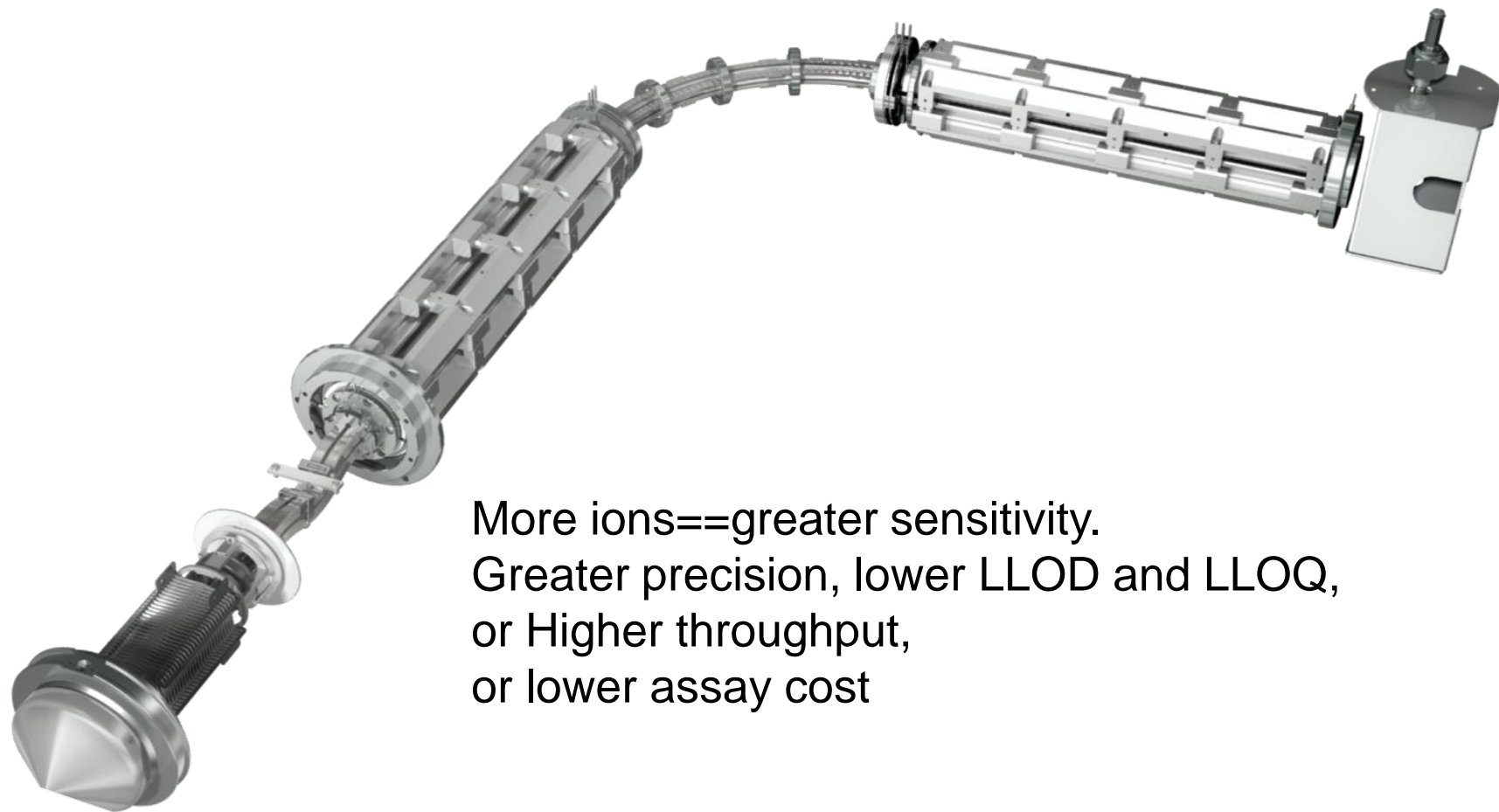
```
local shortedDevices=
    fun.Filter(function (dev) return impedances[dev]<minMutualImpedance end,otherReadDevices)
```

(Plotting of suspected shorts, return table formatting omitted)

# Compound-dependent tuning of a TSQ mass spectrometer



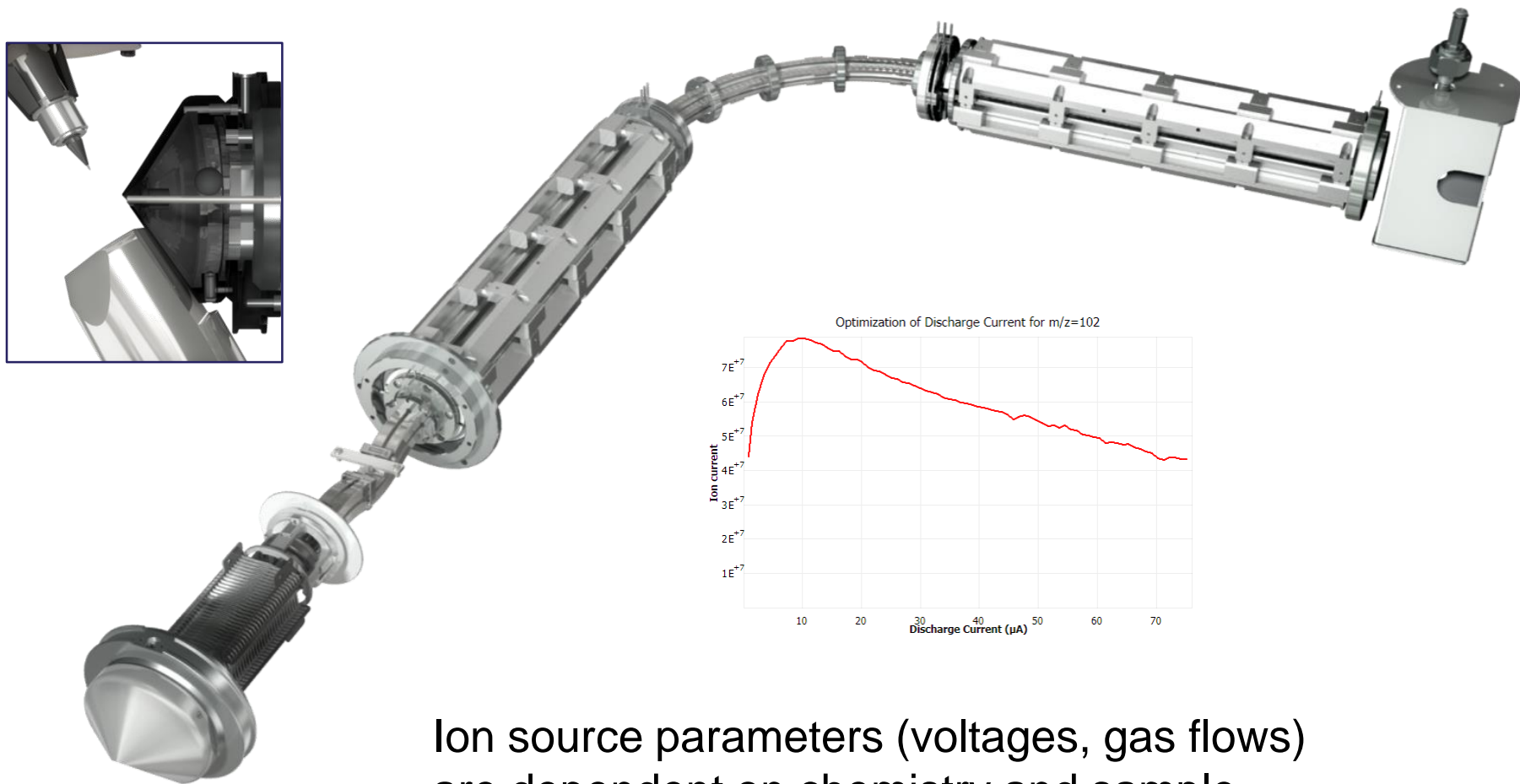
# Compound-dependent tuning of a TSQ mass spectrometer



More ions==greater sensitivity.  
Greater precision, lower LLOD and LLOQ,  
or Higher throughput,  
or lower assay cost

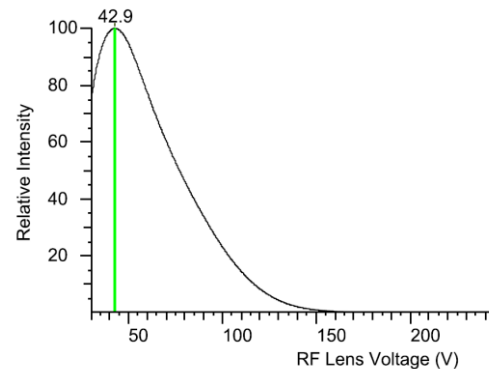
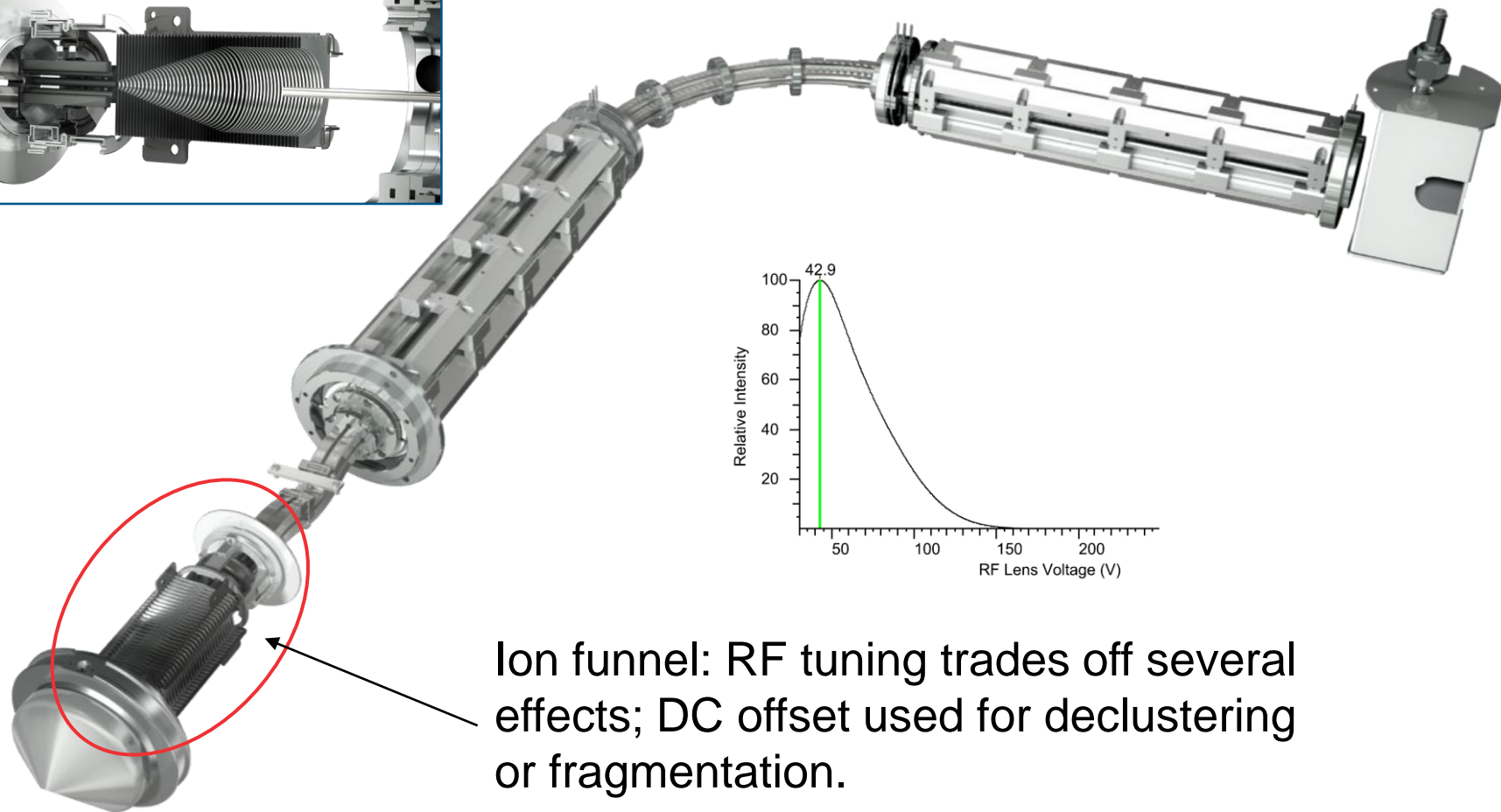
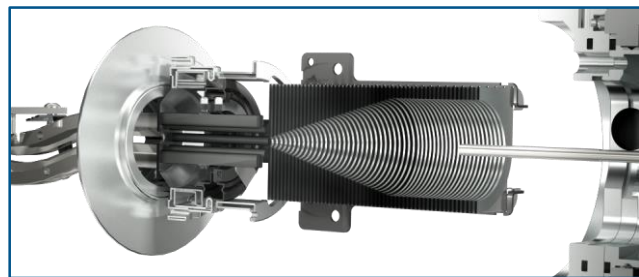


# Compound-dependent tuning of a TSQ mass spectrometer



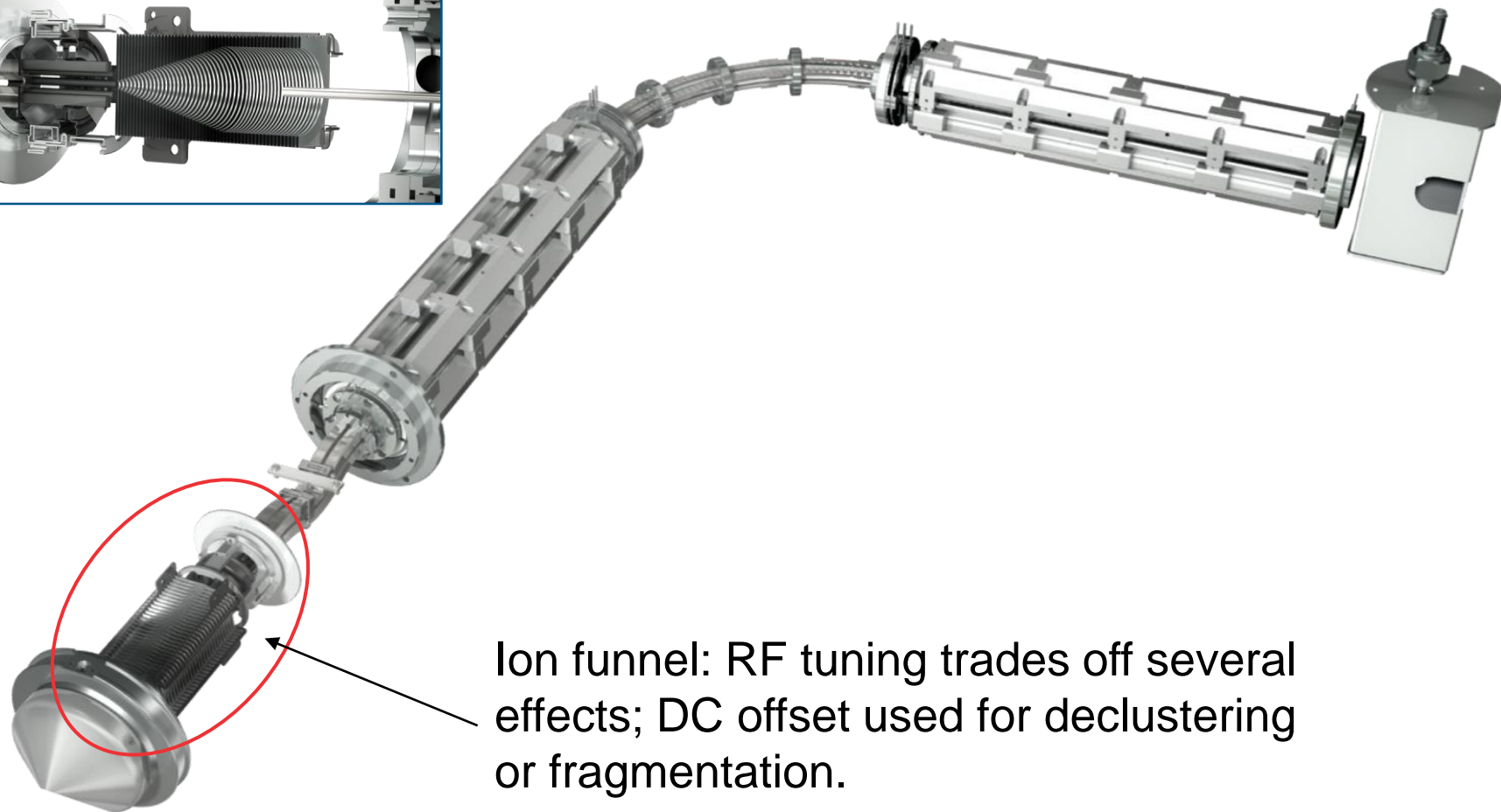
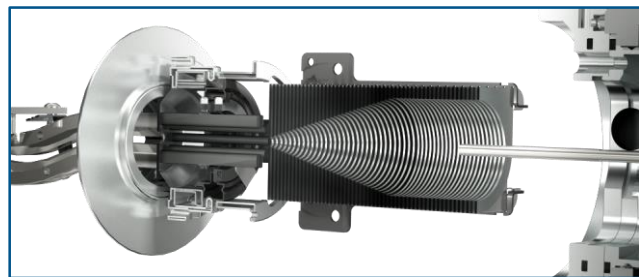
← Ion source parameters (voltages, gas flows) are dependent on chemistry and sample delivery rate.

# Compound-dependent tuning of a TSQ mass spectrometer



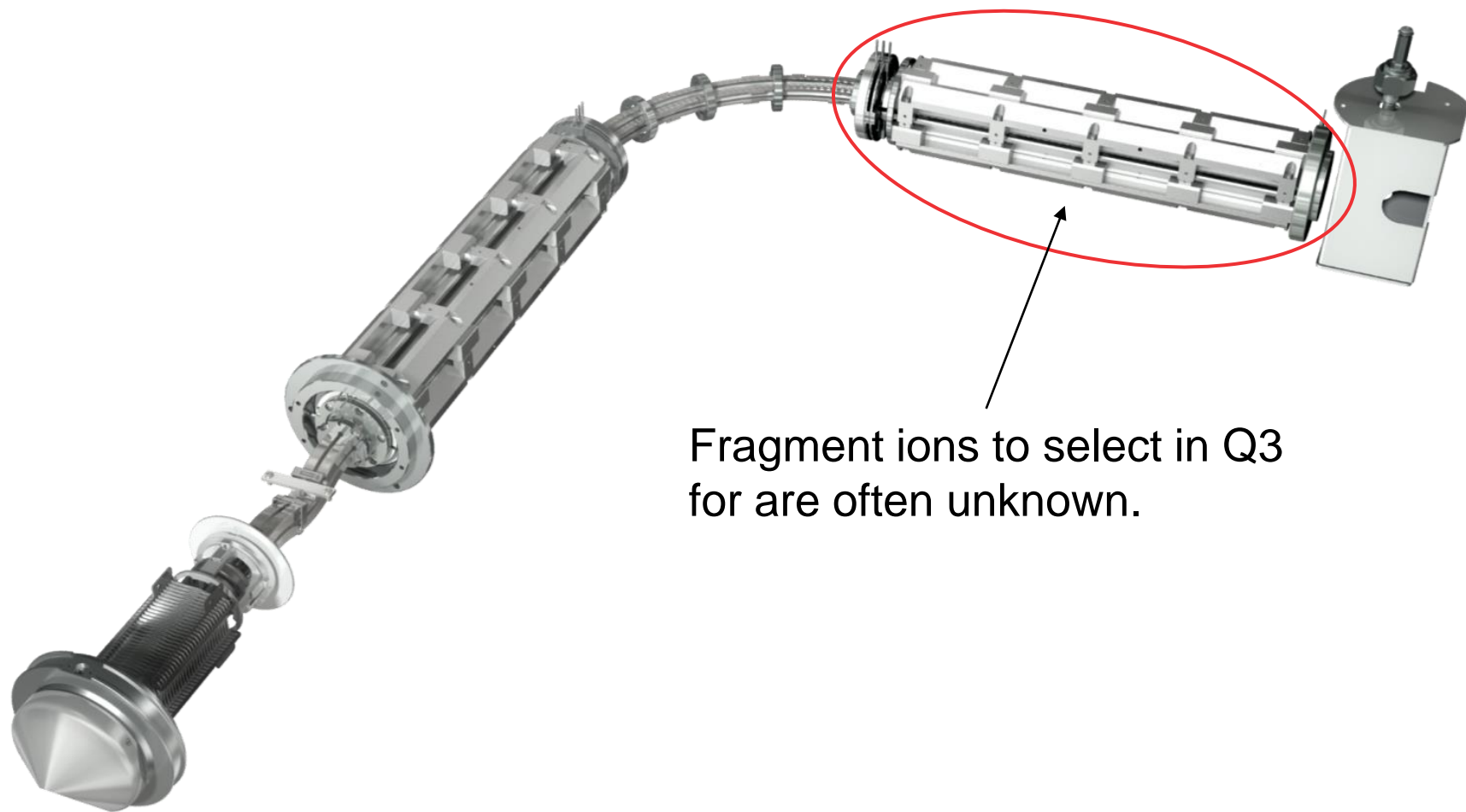
Ion funnel: RF tuning trades off several effects; DC offset used for declustering or fragmentation.

# Compound-dependent tuning of a TSQ mass spectrometer



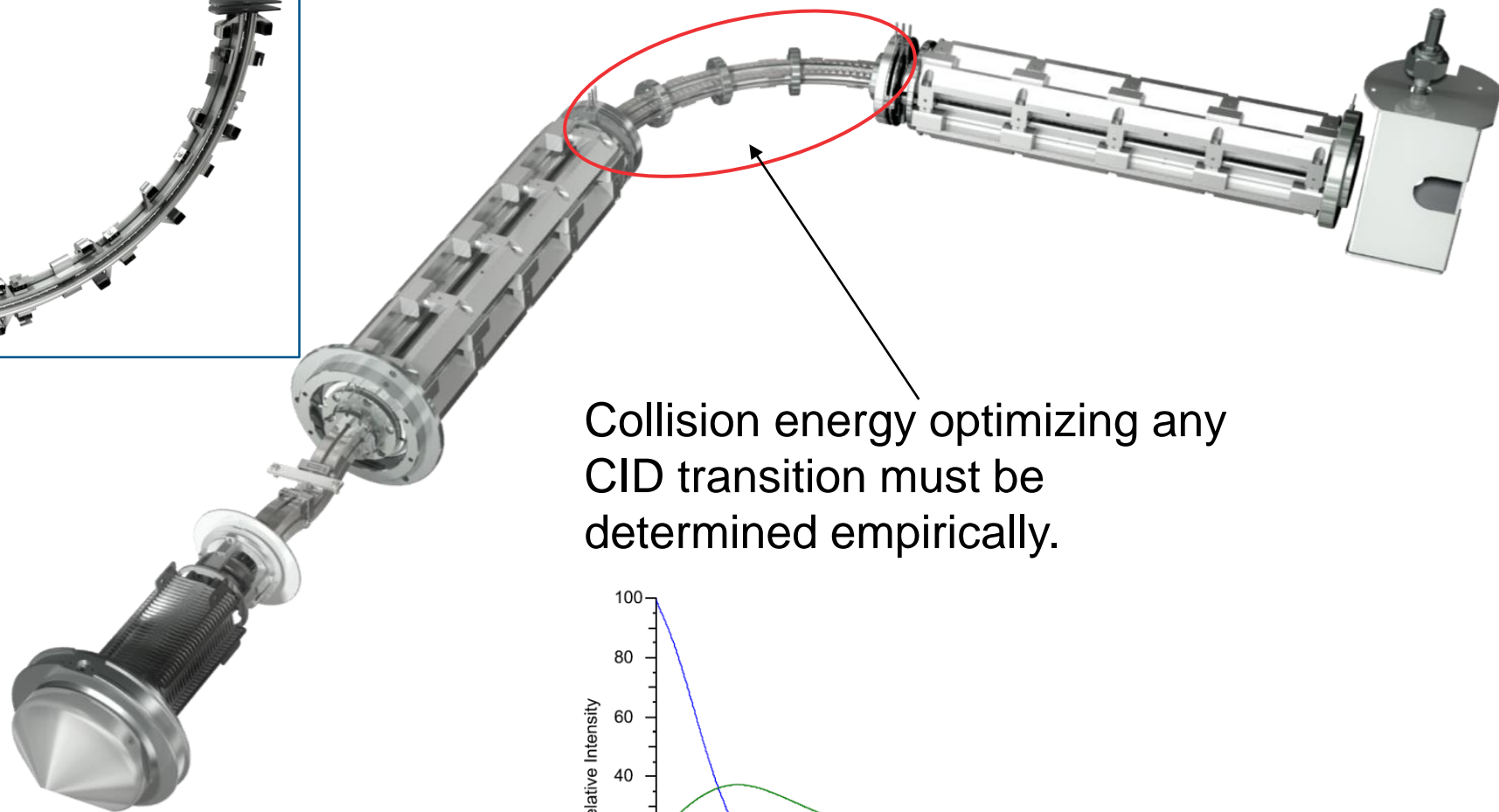
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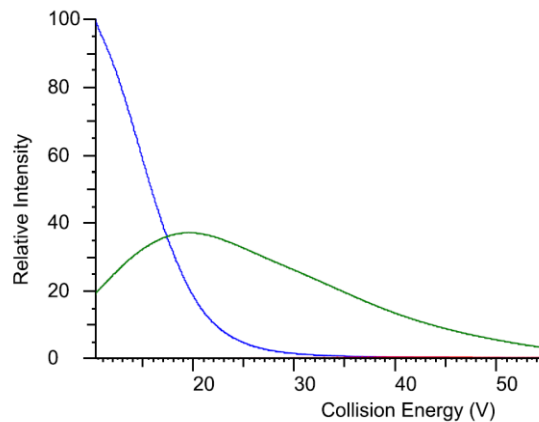


Fragment ions to select in Q3  
for are often unknown.

# Compound-dependent tuning of a TSQ mass spectrometer



Collision energy optimizing any CID transition must be determined empirically.



# Optimizations as pure and composable functions

- We want to be able to insert or remove optimizations at (customer) will.
- Future compatibility is also desired.
- Optimizations should use previous results in a clean way.
- Design:
  - Precursor and product data structures: attributes name, mass, tunings, etc.
  - Precursor ion optimizations take a precursor as input and yield a precursor as output, with updated tunings or updated mass.
  - Product ion optimizations are similar
  - Optimizations are composed/put into sequence by function composition.
  - Optimization internals may be procedural code, but no persistent side effects or communication at a distance through instrument state allowed. (Either clean up state changes or be indifferent.)

# Assay optimization: Handling state using decorators

- Decorator sets system according to previous tunings; optimizer functions concerned only with their proper optimization operation:

```
local function PrecursorStateSetter(precursor)
    local doWait=false
    if Sys.Polarity()~=precursor.polarity then
        DS:SetSystemPolarity(precursor.polarity)
        doWait=true
    end
    --Set ion source devices
    for _,dev in pairs(Sys.IonSourceDevices()) do
        if precursor.tunings[dev.name] and (precursor.tunings[dev.name]~=dev.value) then
            CF2:SetAndUpdate(precursor.tunings[dev.name],dev)
            doWait=true
        end
    end
    --Now set everything else:
    (...)
    if doWait then SleepSec(SOURCE_WAIT) end
    return
end

function CO.StateManipulationDecoratorPrecursor(f)
    return function (precursor)
        if precursor then PrecursorStateSetter(precursor) end
        return f(precursor)
    end
end
```

# Assay optimization: Handling state using decorators

## Sample delivery request and detection by sample delivery decorator:

```
function CO.GetSampleDecorator(f,timeout)
  return function (ion)
    local monitoredMZ= ion.precursor and ion.precursor.mz or ion.mz
    --This construction makes this precursor or product compatible
    local monitoredPolarity=ion.precursor and ion.precursor.polarity or ion.polarity
    if firstInjectionReceived then --Don't do this for first injection of a series.
      Signal(DS.SIG_REQUEST_SAMPLE)
      if not MethodControl.WaitCC()
        error(CO.exceptions.ABORTED_WAITING)
      end
    end
    end
    local result=Sys.GetSample({mass parameters: omitted details},timeout,false)
    if result==0 then
      Signal(DS.SIG_SAMPLE_NOT_RECEIVED)
      (...)
      error(CO.exceptions.SAMPLE_NOT_RECEIVED)
    elseif result==1 then
      Signal(DS.SIG_RECEIVED_SAMPLE)
      (...)
    end
    SleepSec(0.5)
    return f(ion)
  end
end
```



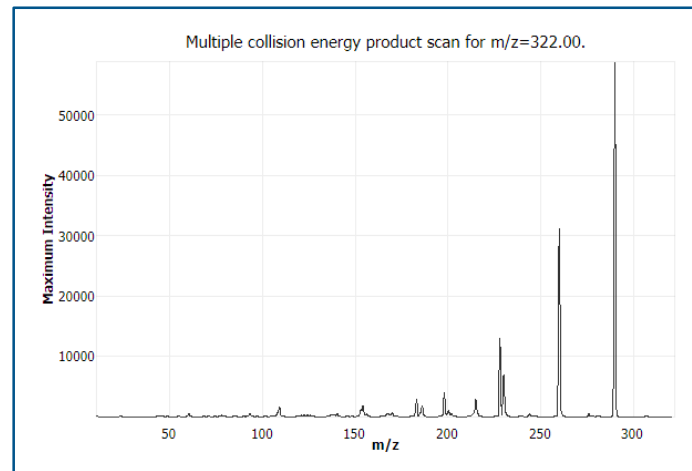
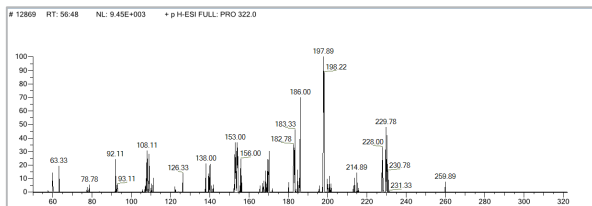
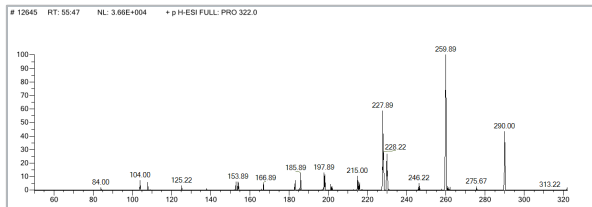
# Assay optimization: Use of Reduce() in product search

Composite spectrum generated by

```
fun.Reduce(function (a,b) return CO.MergeSpectra(a,b,false) end,  
          fun.Map(SingleRampScan,fun.Values(CEs)))
```

where MergeSpectra is a pointwise max intensity selector

```
function CO.MergeSpectra(a,b)  
  local retstructure=a  
  (...)  
  for index=1,#a.y do  
    retstructure.y[index]=math.max(a.y[index],b.y[index])  
  end  
  return retstructure  
end
```



# Assay optimization: putting it all together

## Optimize precursor list:

```
local runSucceeded, result=  
  pcall(function ()  
    return ProductOptimization(  
      PrecursorOptimization(  
        fun.Map(SourceOptimization,  
          GetInjection(experiment.precursors)))) end)
```

## Optimize product list:

```
ProductOptimization=  
  function (precursor)  
    if precursor then  
      precursor.products=  
        fun.IteratorToArray(  
          fun.Map(function (x) return GraphProductPoint(x) end,  
            fun.TakeFirstN(experiment.nProducts,  
              CheckProductExistencesAndCountFailures(  
                fun.Filter(ProductMassFilterCondition,  
                  fun.Map(OptimizeProduct,  
                    GetProducts(precursor).ProductsIterator))))))  
          (...)  
        end  
      return precursor  
    end
```

**OptimizeProduct** is a composition of optimizer functions (tuning mass, collision energy). A binary compose operation is reduced across a list to make it.