



# Taste Evaluation Technology

## Overview

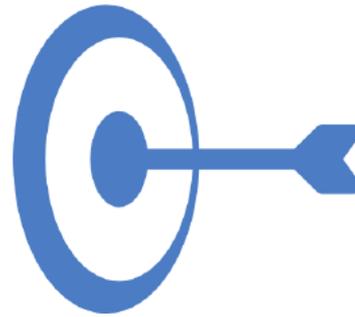
Scott Horvitz, CEO  
**R. Kyle Palmer, PhD, CSO**

# Opertech Taste Evaluation System:

A Pioneering High Throughput Approach to Taste Testing



Faster  
Results



Greater  
Accuracy



Fewer  
Resources

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# Markets

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## Food & Beverage

Improve taste and discover new healthier flavor ingredients



## Pet Foods

Palatability is a major driver

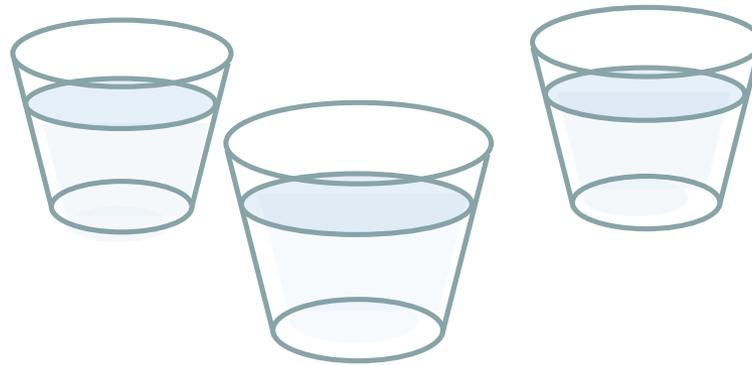


## Pharmaceuticals

Better tasting liquid formulations

***Our clientele include some of the world's largest and best known food and beverage, consumer healthcare and pharmaceutical companies.***

# Traditional Sensory Methods are Cumbersome



- Relatively few samples can be evaluated per test
- Many subjects are required for statistical power (20+)
- Measurements relying on sensory scaling can be inconsistent
- The large volumes of sample evaluated in sensory panels require significant quantities of materials

# Opertech Solution: Universal to all Species

## The First High-throughput Taste Evaluation Systems

U.S. Patent No. 8,820,265



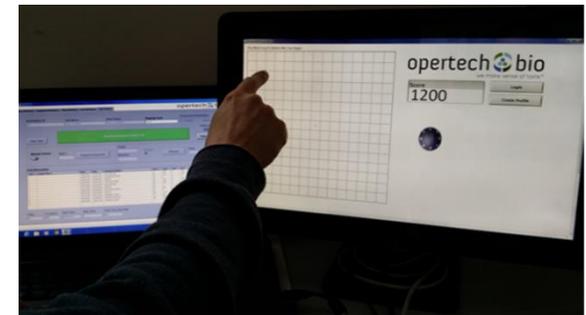
### Rats

- In service for early stage discovery and testing, basic research
- Testing compounds not yet approved for humans



### Cats and Dogs

- Development project, partnering opportunity
- Testing ingredients for the pet food industry



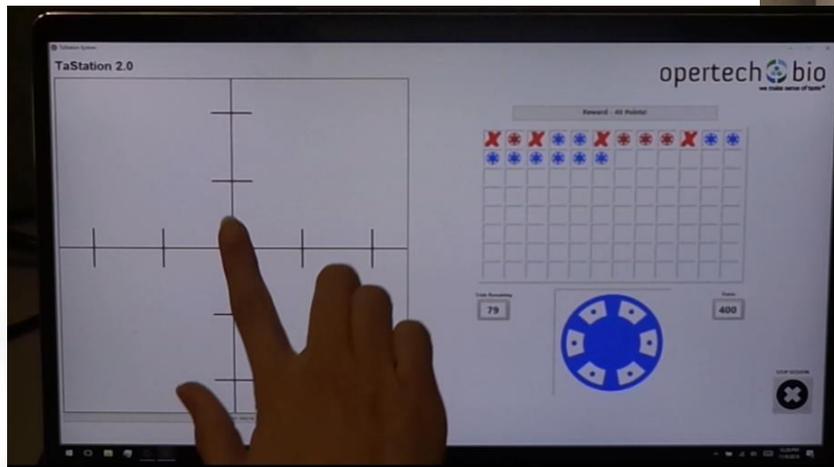
### TāStation™

### Humans

- In service for taste evaluation studies
- Complementing or replacing human taste panels

# Rapid Throughput Taste Discrimination

## *TaStation™* 2.0



# TāStation™ Advantage

- Each subject evaluates 96 samples in ~45 minutes
- Large datasets are quickly generated
- Fewer subjects are needed
- Sample volumes are small (0.2 ml)
  - Overcomes taste desensitization
  - Reduces cost of materials required for testing
  - Pharmaceutical exposure is fraction of single daily dose
- Opertech has extensive experience in evaluating
  - Sweeteners and sweetness enhancers
  - Bitterness mitigation/blocking
- Protocols are approved by an independent, accredited, Institutional Review Board (IRB)

# Proprietary Interactive Algorithms

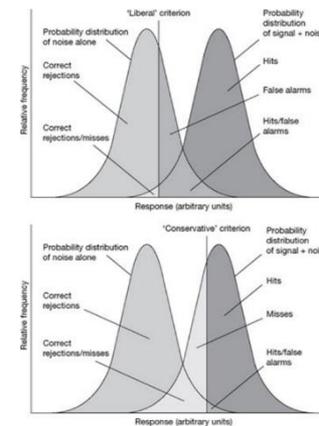
## Operant Conditioning

- Tie a consequence to the response
  - Reward accurate performance
  - Penalize poor performance



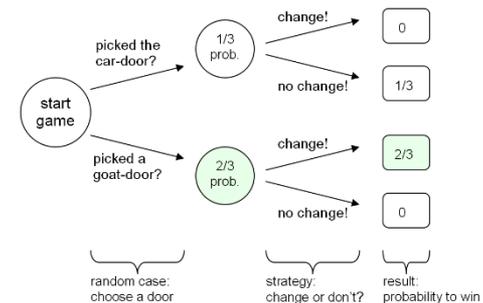
## Signal Detection Theory

- Subject bias is inherent in sensory testing
- Identify, quantify, and control the bias



## Game Theory

- Subjects make decisions about sensory stimuli
- Optimize decision strategies through algorithms



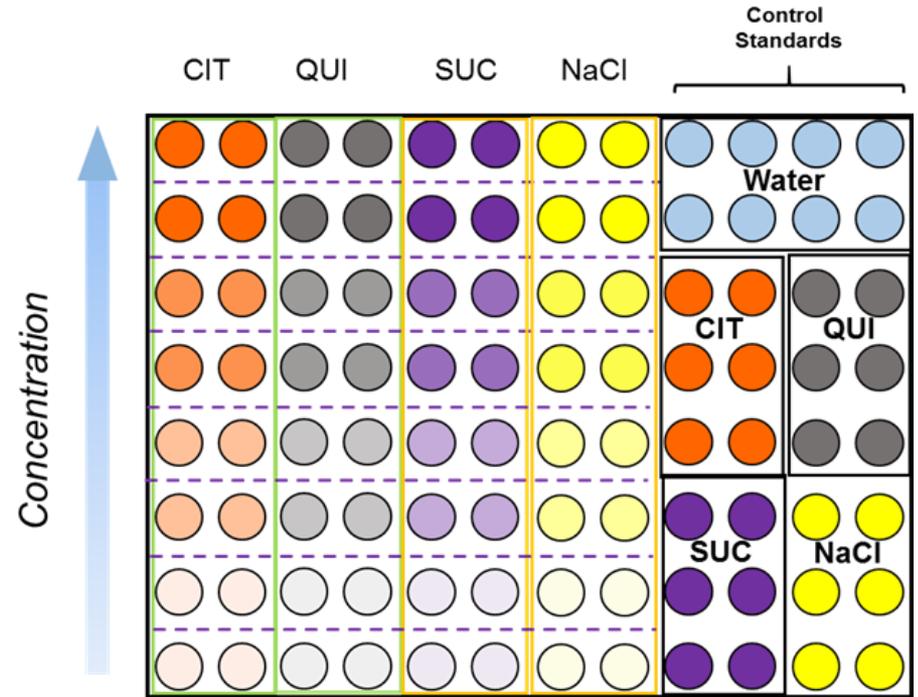
# The TāStation™

## Automated High Throughput Sample Delivery



- Robotic pipette randomly selects a well from a 96-well plate
- Withdraws small volume (usually 0.2 – 1.0 ml)
- Presents pipette to subject
- Subject self-administers to the tongue

# Samples are Distributed in a 96-well Plate

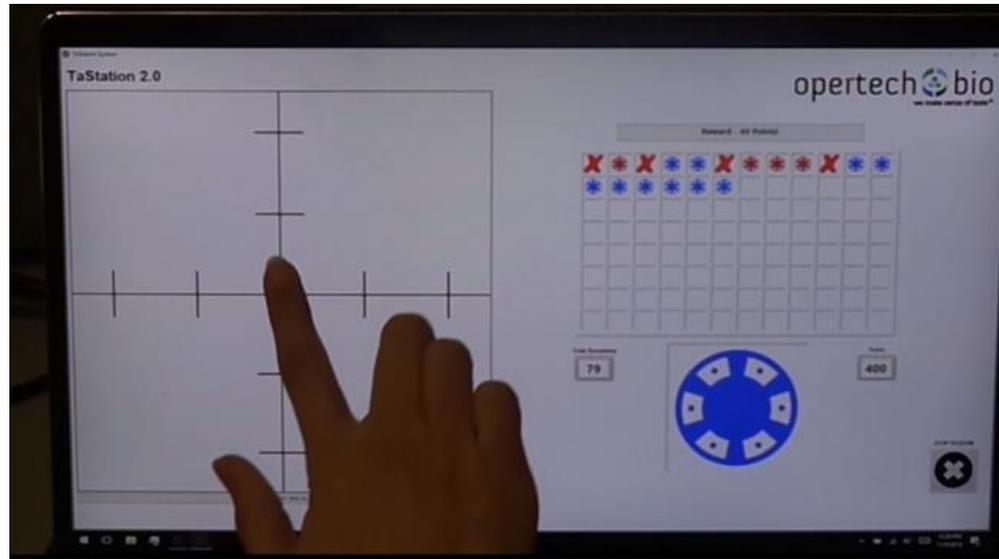


- *Volumes less than a milliliter*
- *Milligram amounts of test materials*
  - *Minimizes desensitization*
  - *Minimizes costs or natural products*
  - *Minimizes pharmaceutical exposure*

- *Maximal flexibility in experimental design*
- *Ideal for concentration-response analysis and screening*

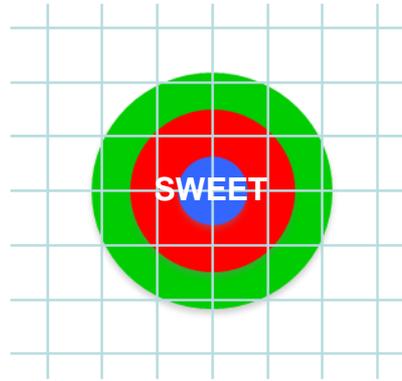
# The TāStation™

Responses have Consequences



- Subjects are instructed to search for poker chips buried in a visual field
- The taste stimulus is clue to their location
- After tasting, the subject is prompted by the computer to touch the screen
- The response has a consequence—reward or penalty—then on to the next trial
- Subject completes all 96 trials in ~45 minutes

# Taste Stimuli are Mapped to Specific Coordinates on the Touch-Screen



*The target is invisible to the subject*

- Subjects are trained to associate a taste standard with the target locus
- Target is designed like a dart board



Maximum Value



Intermediate Value

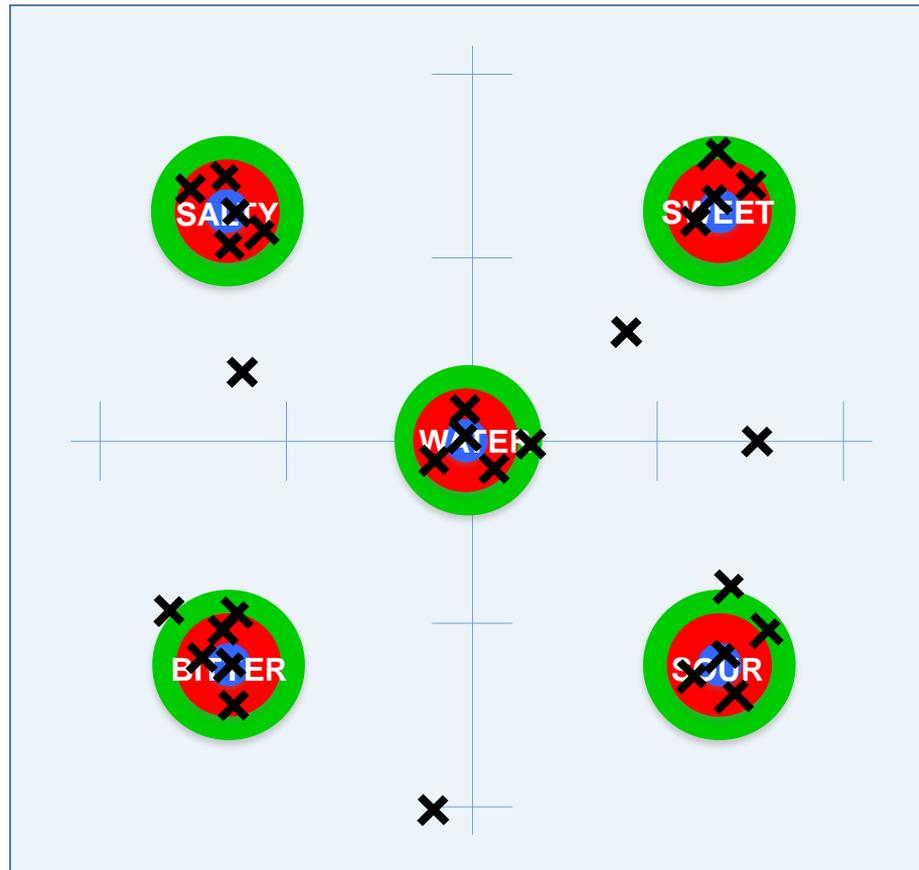


Minimum Value

- Responses in the center bring the highest point value
- Point value declines with distance from center
- Penalty occasions responses made outside the target

# Responses are Registered via Touch Screen Calibrated by Taste Standards

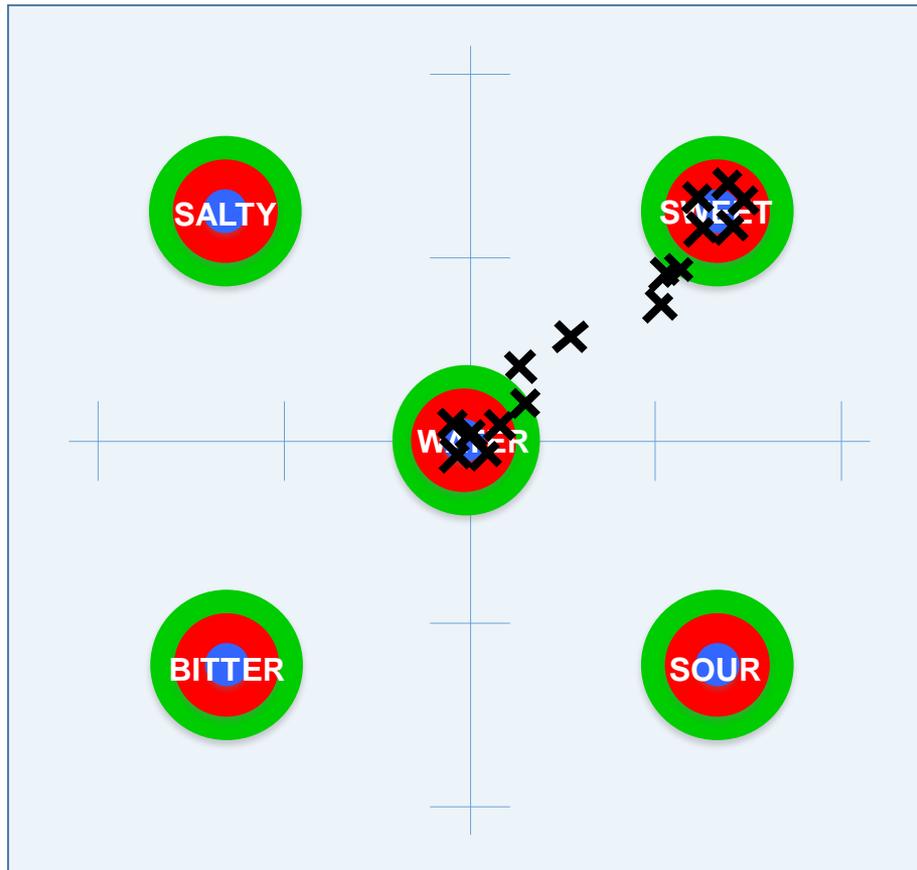
*What the Subject Sees*



*Targets Are Invisible*

- During training, subjects learn the target locations by trial-and-error
  - Correct touch responses are rewarded
  - Incorrect responses are penalized
- Responses become associated with appropriate targets

# Responses to Test Articles Distribute According to Stimulus Generalization



- Test article are randomly presented multiple times (along with control standards)
- Responses to high and low concentrations of test article tend to cluster on standard target and water target coordinates
- Responses to intermediate concentrations tend to alternate or distribute between the targets

# Taste – Touch – Consequence

*(Structure of All Randomized Trial Sequences)*

## ***Hypothetical Examples***

### **Training Session (All responses must be “correct”)**

Trial 1: Water – correct – reward

Trial 2: Quinine – correct – reward

Trial 3: Citric acid – error – penalty

Trial 4: NaCl – correct – reward

Trial 5: Sucrose – error – penalty

### **Test Session (Control standard trials must be “correct”)**

Trial 1: Quinine – correct – reward

Trial 2: Water – error – penalty

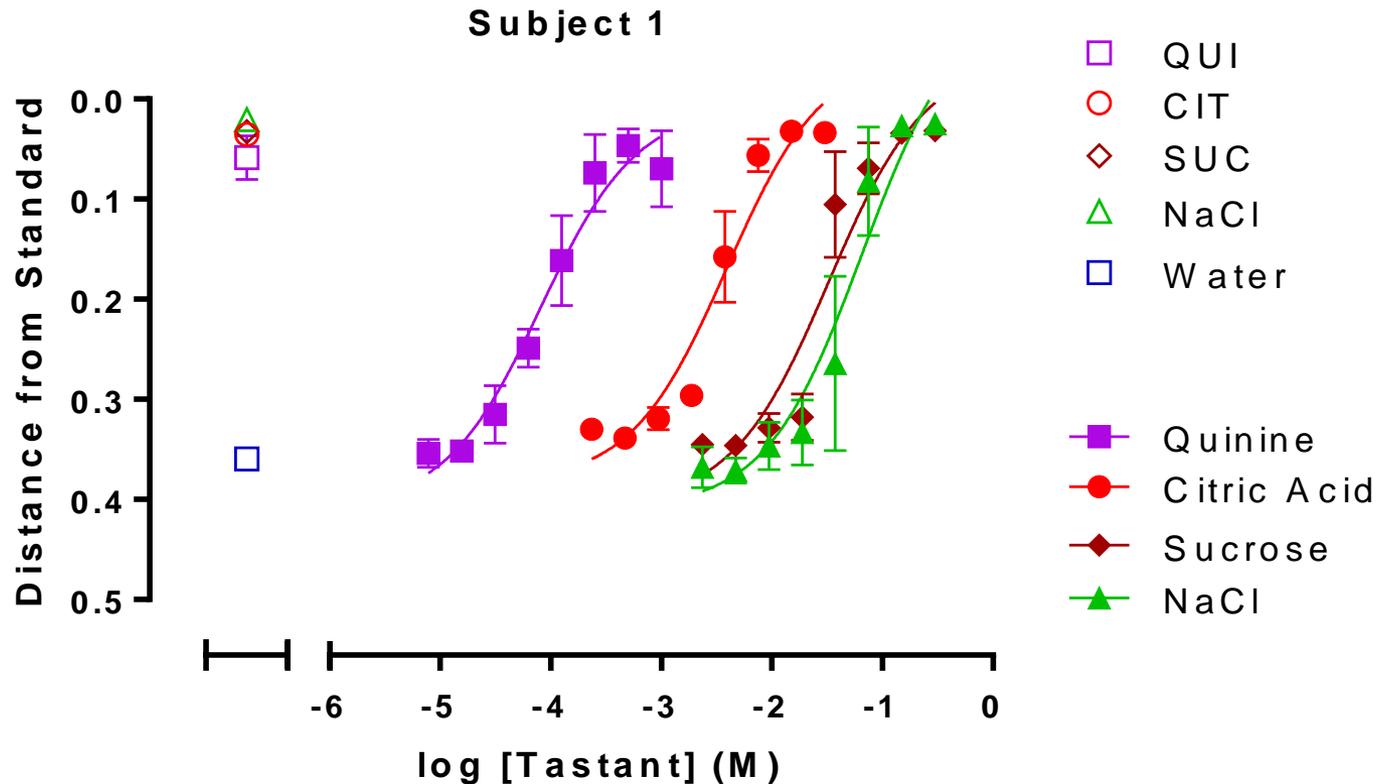
*Trial 3: Test article – touch anywhere – reward*

Trial 4: Sucrose – correct – reward

Trial 5: Water – correct – reward

# Responses are Plotted as Distance From Standard Target

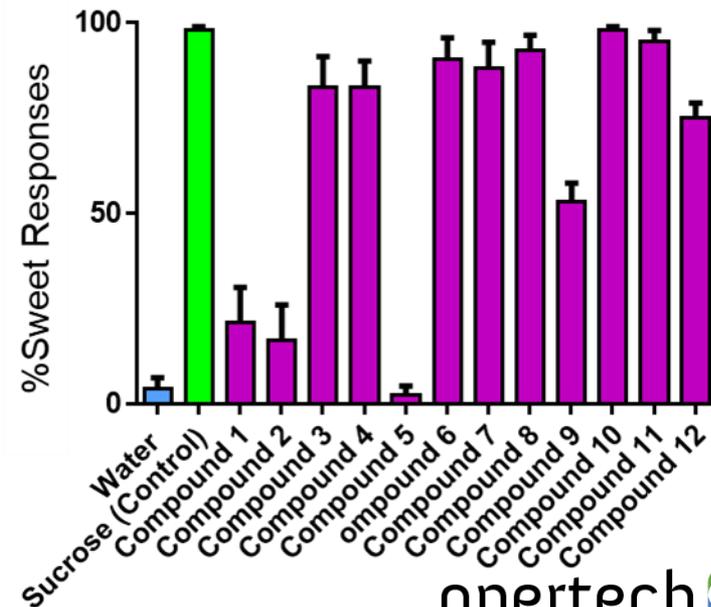
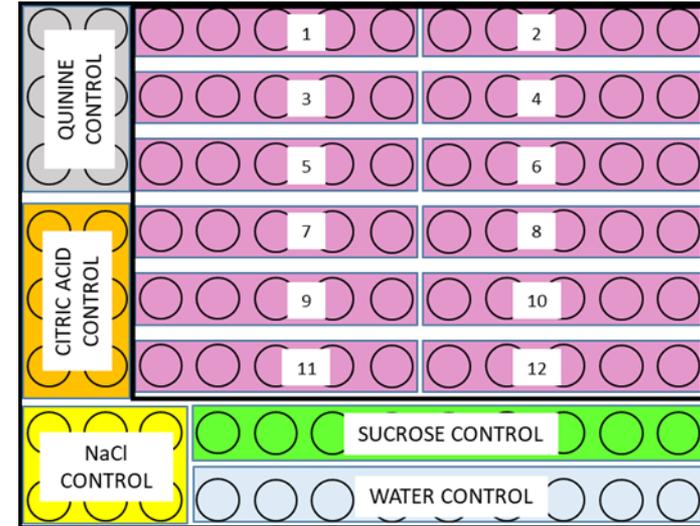
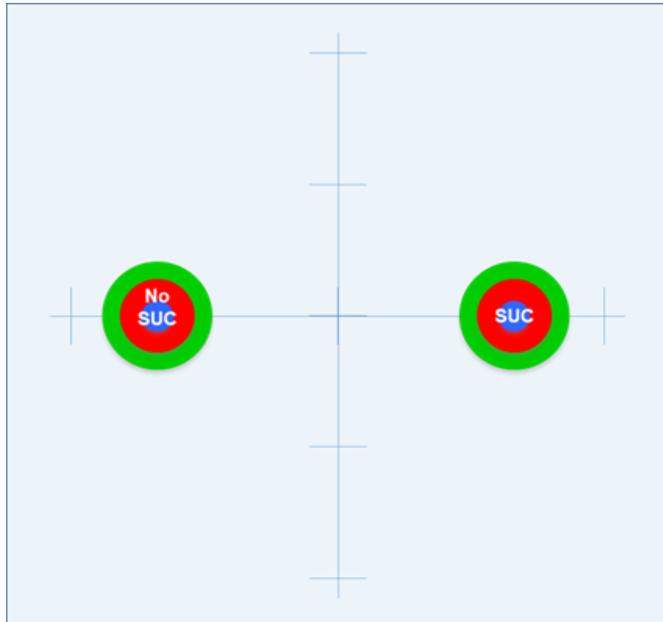
## *Curve-fit Yields Concentration-Response Functions for Taste*



*Complete concentration-response characterization for all four basic tastes achieved within single ~45 minute test session for a single subject*

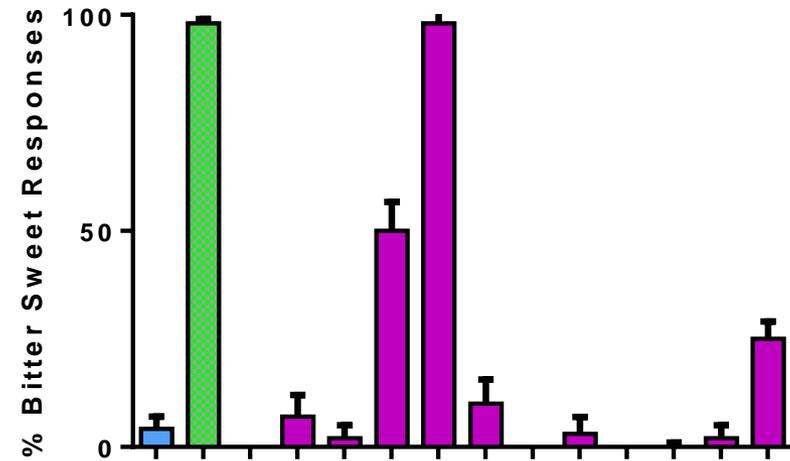
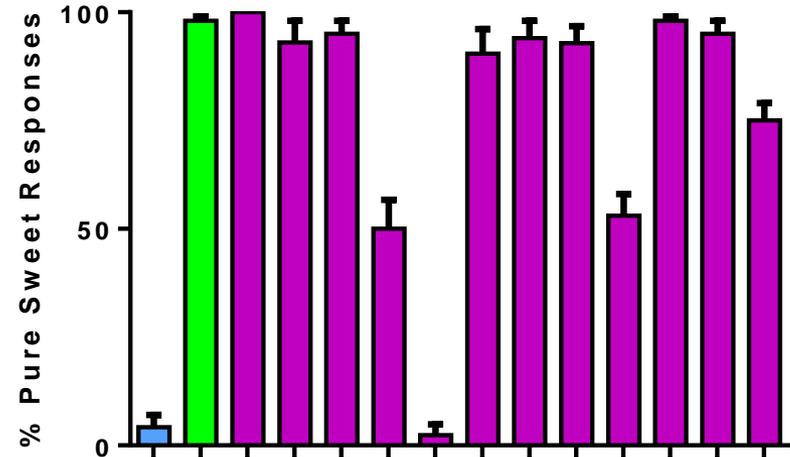
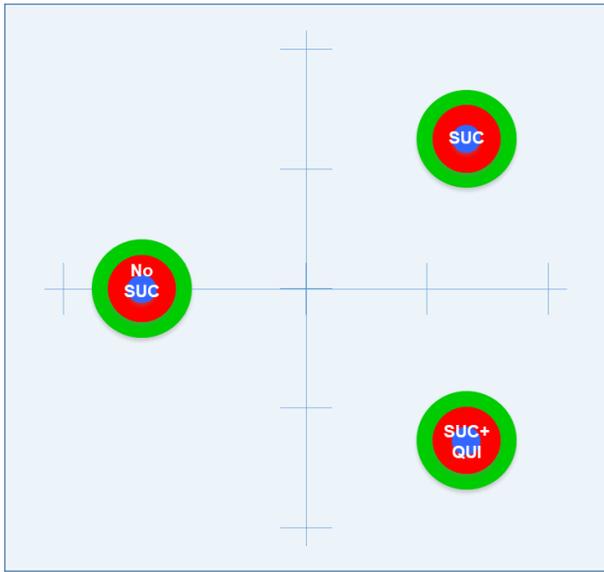
# Rapid Throughput Screening for Taste Active Substances

Simple “Sweet vs. Not Sweet”



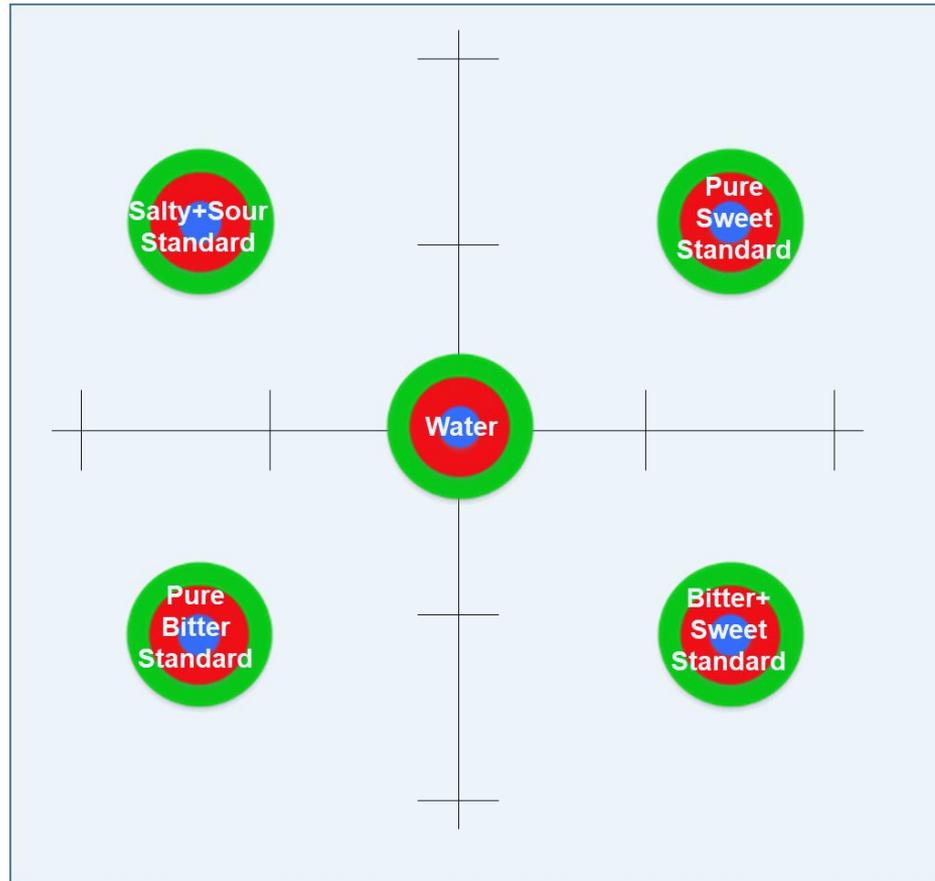
# Screening for Complex Taste Properties

“Pure Sweet, Bitter/Sweet, or Not Sweet”

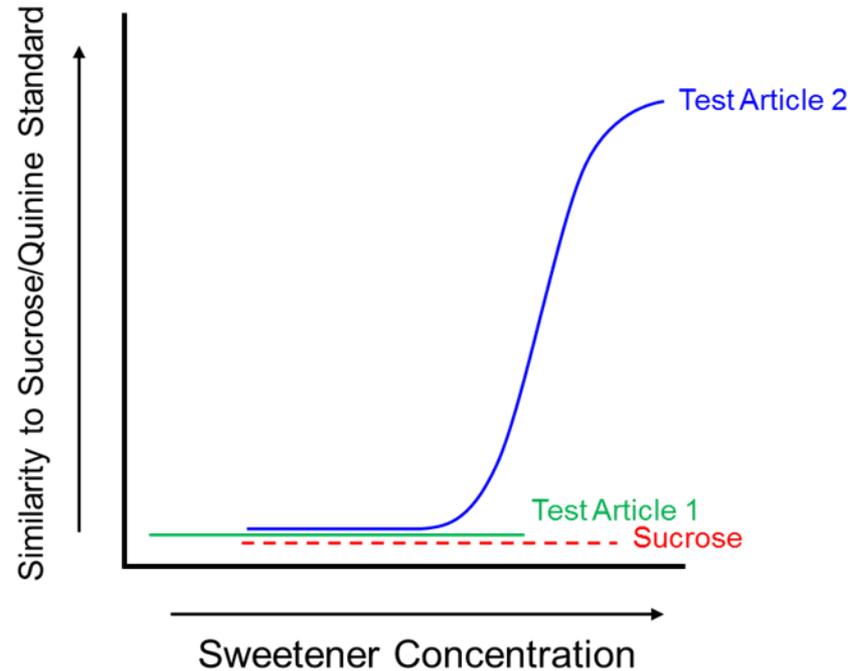
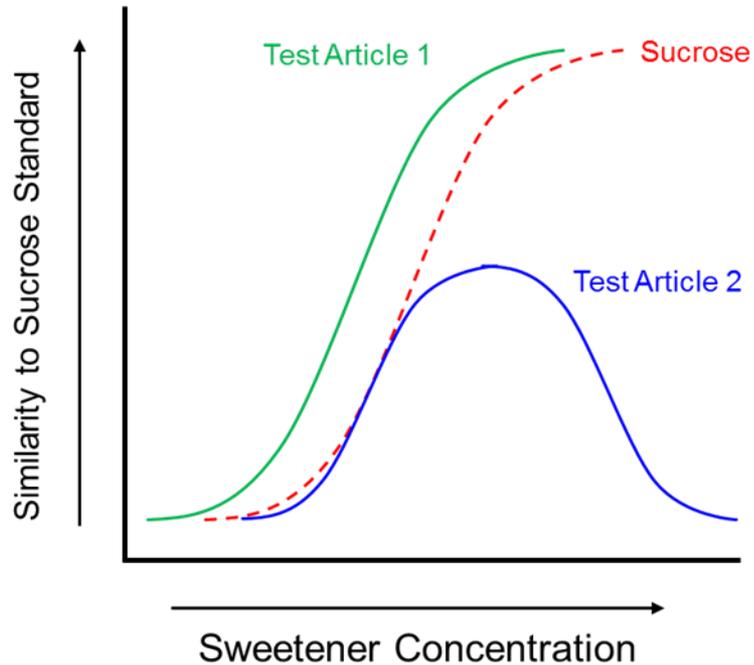


# TāStation™ Applications

The Grid Can be Programmed to Accommodate Any Sensory Endpoint

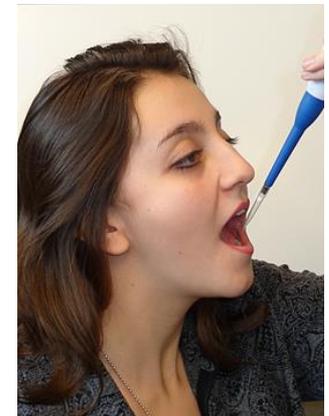


# Concentration-Response Format Quantifies Taste Properties Across Entire Range of Activity



# The TāStation™ Approach

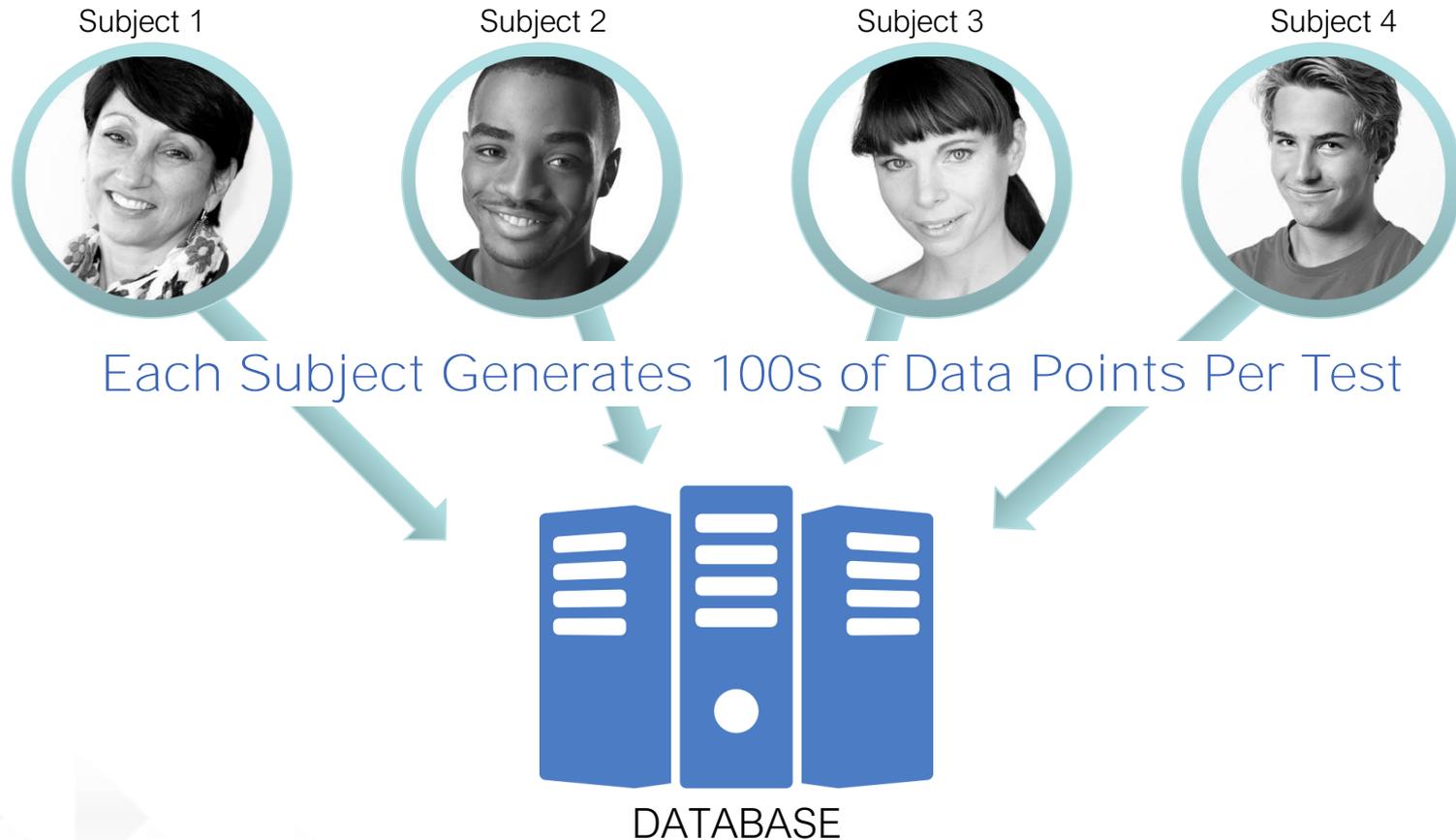
- Automated sample delivery
  - Reduce human errors
  - Reduce variability by increasing consistency
  - Increase throughput
- Small sample volumes
  - Decrease amount of materials
    - Minimizes or eliminates desensitization
    - Lower cost of ingredients
    - Lower API exposure
- Interactive algorithms
  - Algorithm operates as a game
  - Consequences are tied to each response
  - Incentivizes accuracy, repeatability
  - Fun for the subject!
- Fewer subjects, more data per subject



# Test Protocol

More Data = Greater Informative Power

Subjects Log-in to Each Test



Retrieval, Mining, Analysis

# TāStation™ Applications

- Discovery of novel flavor ingredients
  - Ideal for evaluation of new tastants, enhancers, blockers
- Flavor optimization
  - Combinatorial strategy for development of best-tasting ingredient mixtures
- Taste acuity
  - Quantification: Identify who are the best taste testers
  - Training: Improve a person's taste-detection performance
- Managing Subject Pool
  - Rapid screening and evaluation of subjects prior to inclusion in a study
  - Tracking individual performances from test to test
- Data mining
  - Taste sensitivities and preferences across demographics
- **Preference ('Liking')**
  - Objective measure of preference (in development)

# TāStation™ Flexible Business Models

Achieve optimal arrangement for client's objective

## Fee for service

- Taste evaluation of new tastants, enhancers, blockers, and formulations
- TāStation™ is portable
  - Client provides samples for testing at Opertech
  - Opertech brings TāStation™ to client for testing at their location
- Taste acuity training and quantification

## TāStation™ licensing

- Apparatus and software

# Intellectual Property

## Issued patents

Covering core methodology  
and/or apparatus

- US Patent No. 8,820,265 issued  
Sept 2, 2014
- Europe
- Canada

## Additional patent applications

Covering specifics  
around human  
TāStation™ applications



Thank You.

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