Application Note #56
Image Registration for Multiplexing Experiments in arivis Vision4D

How to:
import and align multiple 3D images based on the nuclei staining

The application note goal is to guide the user in the correct installation of the Anaconda3 Python package and the image registration module. This script will read multiple image files in a given folder in a tile-wise manner and create the SIS files for each of the original files. During the registration process, the new SIS file will be created with each tile as a new imageset. The first cycle image will be copied from the original file and the image stacks from the following cycles will be registered to the first cycle image based on the indicated channel, typically, nuclei staining. In the last step, the user needs to run the tile sorter tool to stitch the registered mosaic stack together.

Warnings

Vision4D runs multiple applications (image registration) using external and independent Python libraries and tools produced by third parties.
These tools must be installed by the user under its responsibility, strictly following the instruction on this document. arivis has tested the setup protocol on several computers, however, due to the different and not predictable hardware and software configuration of each computer, the results can be different case by case. Therefore, arivis declines any responsability concerning the correct tools installation and setup on the user computer. arivis cannot be blamed about any malfunctioning or failure of the deep learning environment setup. arivis will not give technical support on the setup task. Both activities are totally on the user charge.
Arivis also declines any responsibility about the scientific results gathered from this application.

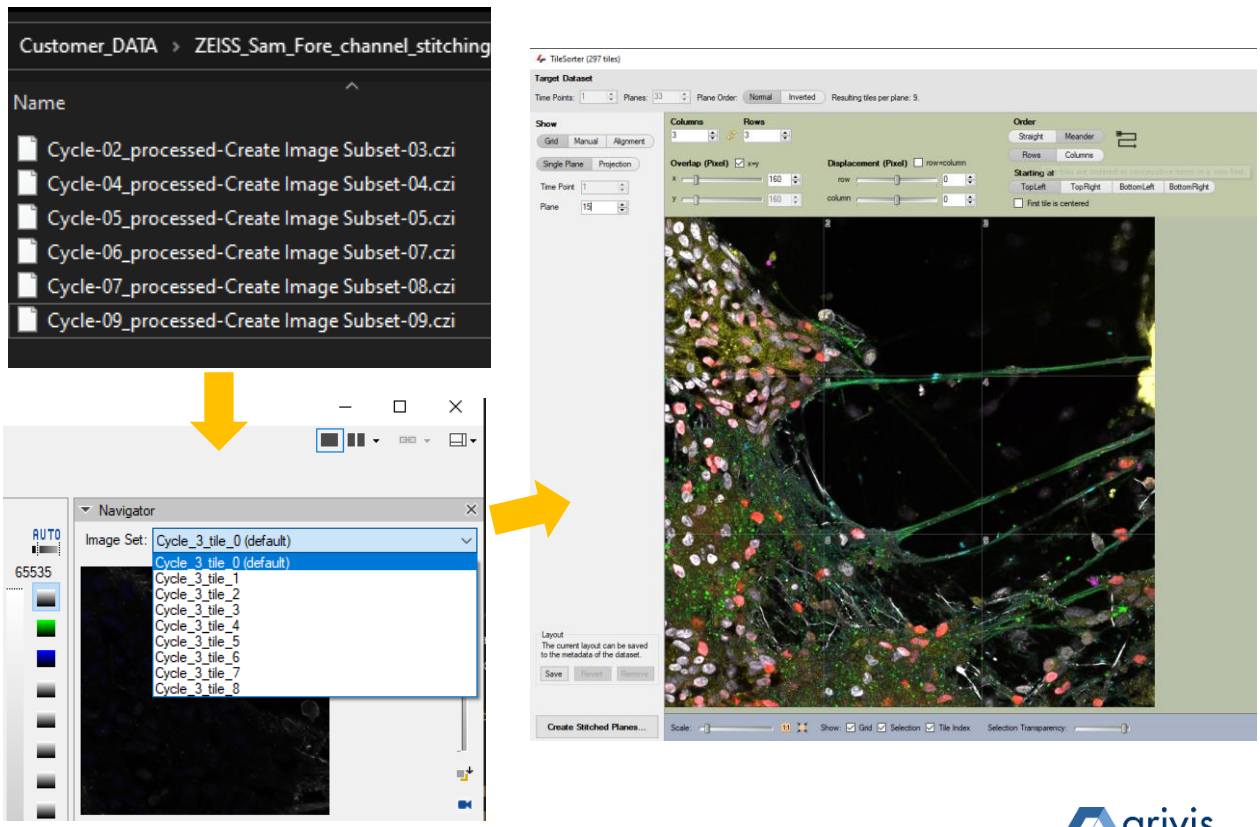
The images used in this application note were published in
https://www.sciencedirect.com/science/article/pii/S0165027022001807

Application Overview

Image registration in a nutshell

Image registration is the process of transforming different sets of data to overlay images from different experiments, taken at different times, positions or angles, or with different imaging modalities. The algorithm attempts to discover the matching areas and align them together. Image registration methods can be divided into two large groups: rigid and non-rigid transformations. For the multiplexing experiments, we will use the nuclei staining in each of the experiment cycles to register the subsequent experiments to the first image. This method is applicable both to 2D and 3D images.

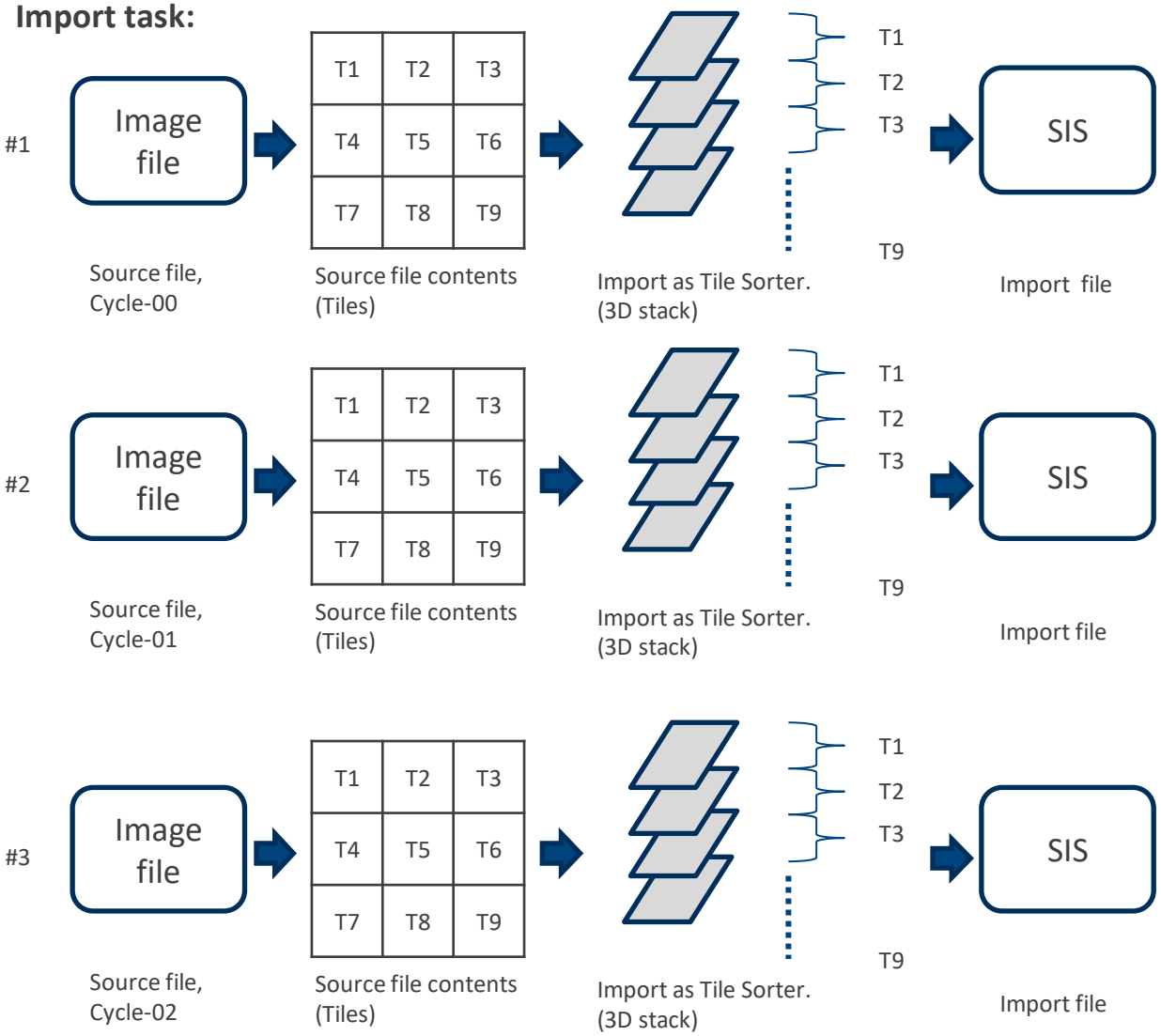
The application workflow starts from importing the original image files (for example, CZI) in Vision4D and registering the subsequent experimental cycles to the first one based on the indicated nuclei staining channel (i.e. DAPI or Hoechst). The images will be imported as a stack of individual tiles with all the channels from all the experiment cycles, each registered to the nuclei staining in the first experiment cycle. After the registration, the mosaic image should be stitched using the Tile Sorter tool.



Application Workflow

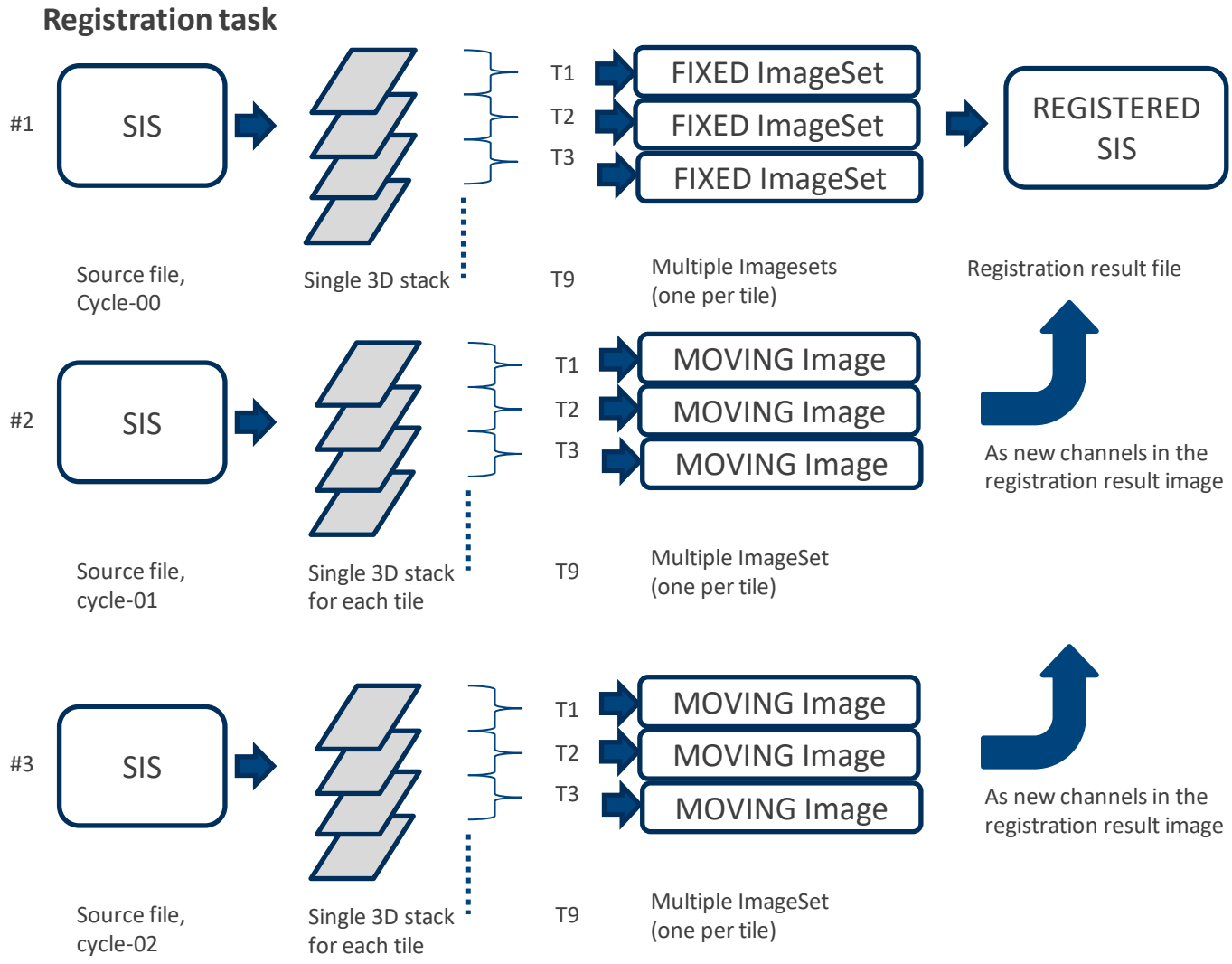
The application workflow starts by importing the original image files in Vision4D. For each staining/hybridization cycle the new SIS file will be created. All Z planes from all the tiles will be imported separately into a single stack (single imageset). The import step is optional. Alternatively, the user can start the registration workflow by simply opening the already stored SIS files.

Import task:



Application Workflow

The registration workflow starts from creating the new SIS file to store the registration results. The first cycle image (*fixed*) will be identified automatically based on the filename. This image will remain untransformed. The 3D stack for each subsequent cycle (*moving*) will be transferred as new channels in the corresponding tile in the registered image file. The number of tiles should be consistent for all staining cycles.



1. Download the Anaconda Package

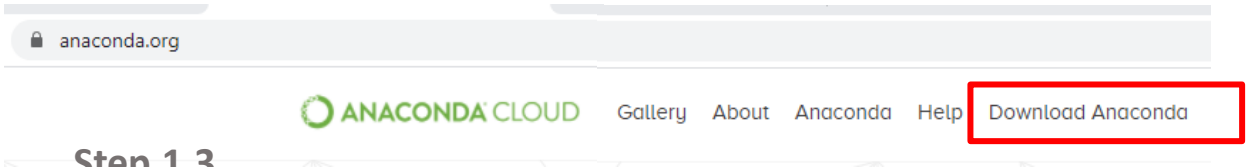
Step 1.1

Open the Anaconda web pages using the following link:

https:/anaconda.org

Step 1.2

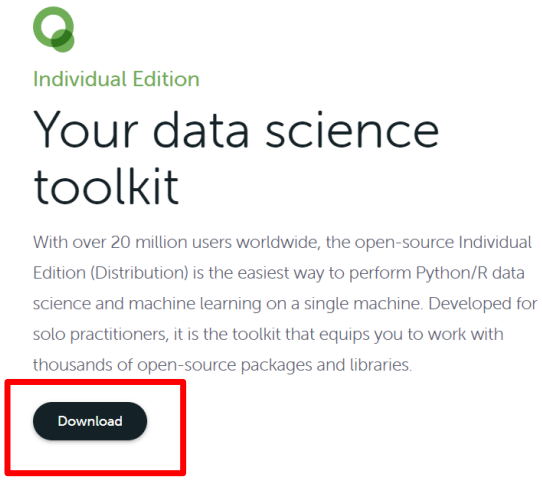
Select the Download Anaconda item.



Step 1.3

Click on ***Download***

The Individual Edition is Open source and freely distributable



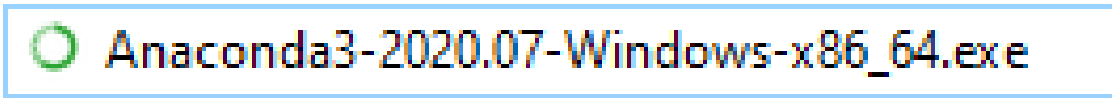
Click on ***64-bit Graphical Installer***

The download task starts.

2. Install the Anaconda package

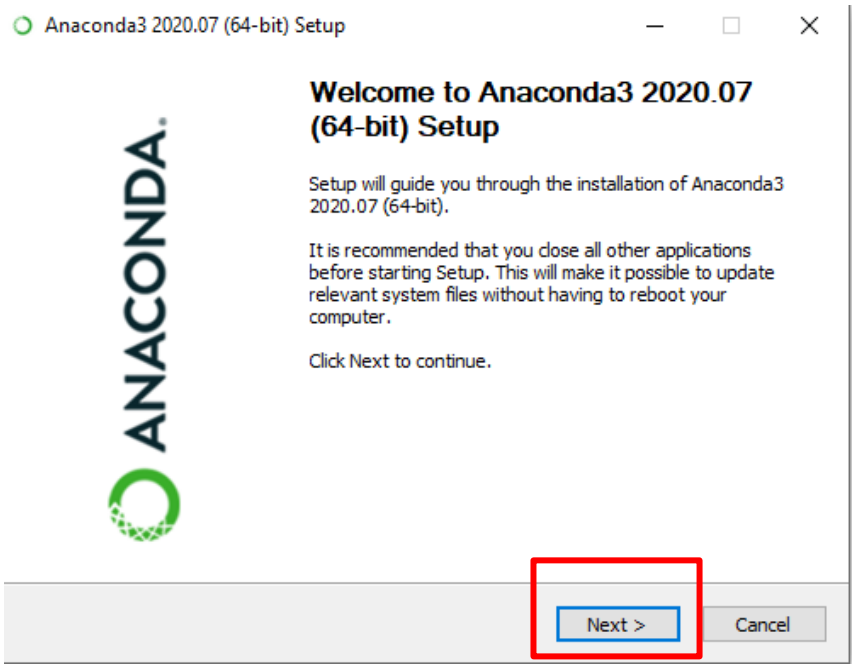
Step 2.1

Open the ***Download folder*** and locate the Anaconda3 setup file.



Step 2.2

Run it and press the ***Next*** button on the setup dialog

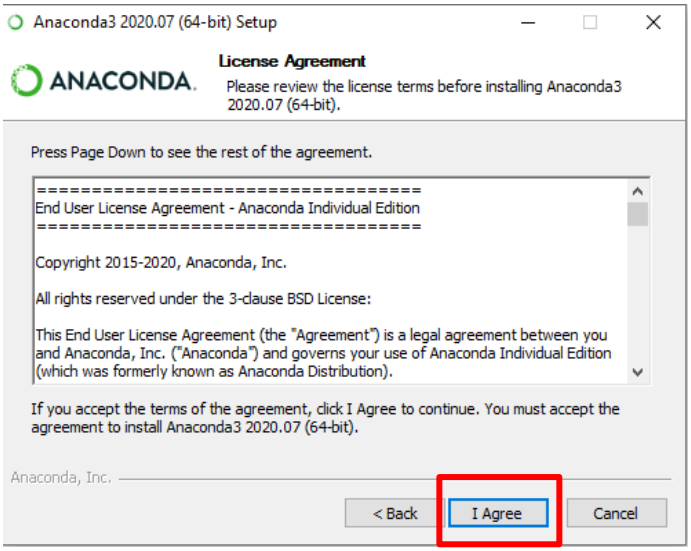


Note :
The Python release must be the 3.8 or higher.

2. Install the Anaconda package

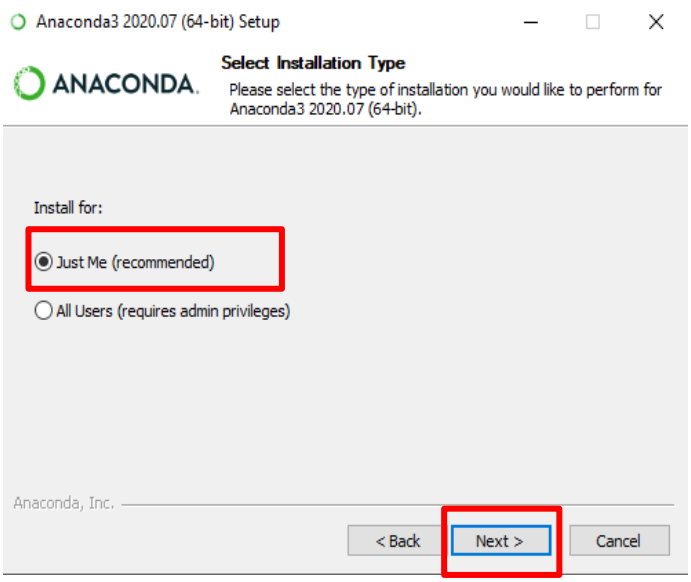
Step 2.3

Click on the **„I Agree“ button** to accept the License Agreement terms.



Step 2.4

Select the „**Just Me**“ option.



Step 2.5

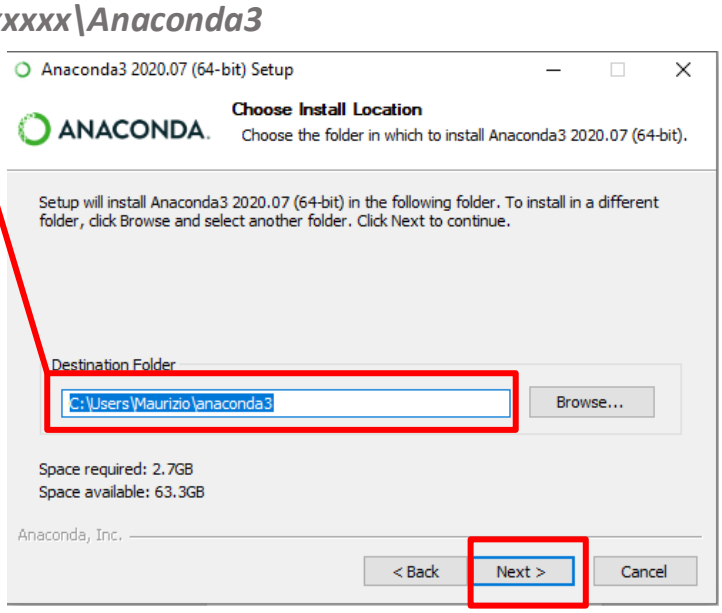
Press the „Next“ button to complete the installation.

2. Install the Anaconda package

Step 2.6

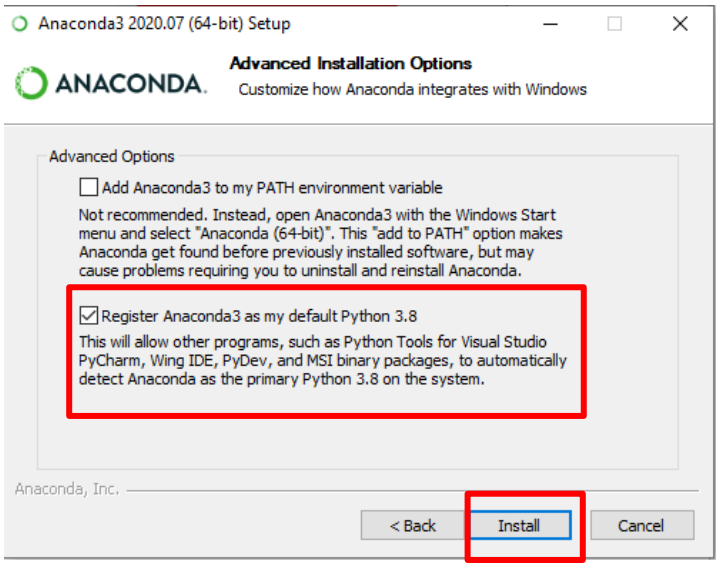
Leave the default install path. Usually, it is located under the user's directory

C:\Users\xxxxxx\Anaconda3



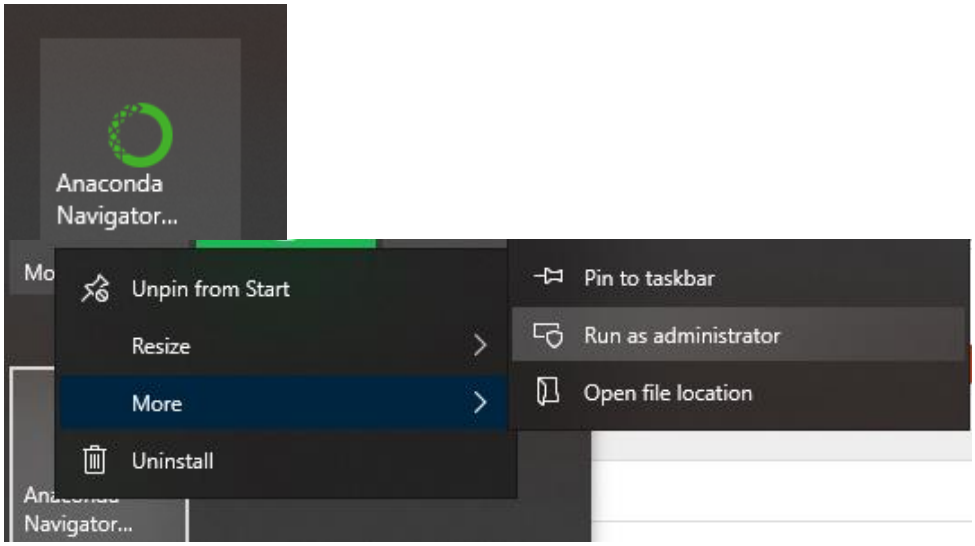
Step 2.7

Enable the option «Register Anaconda3 as my default Pythoon 3.8» package. Press «***Install***» to start the installation.

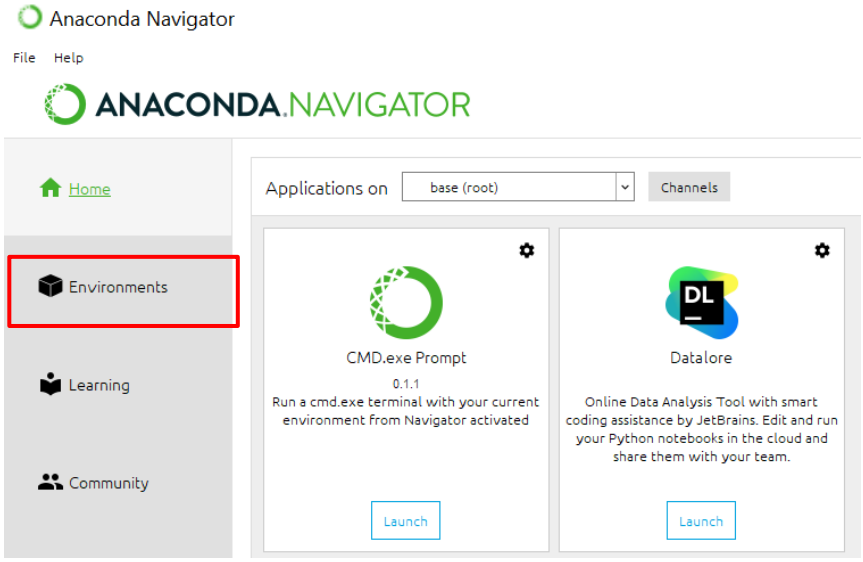


3. Install the Image registration modules

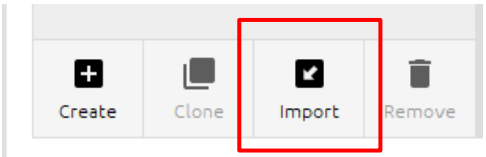
Step 3.1 Run the Anaconda Navigator in the Administrator account:



Step 3.2 Select the Environments tab:



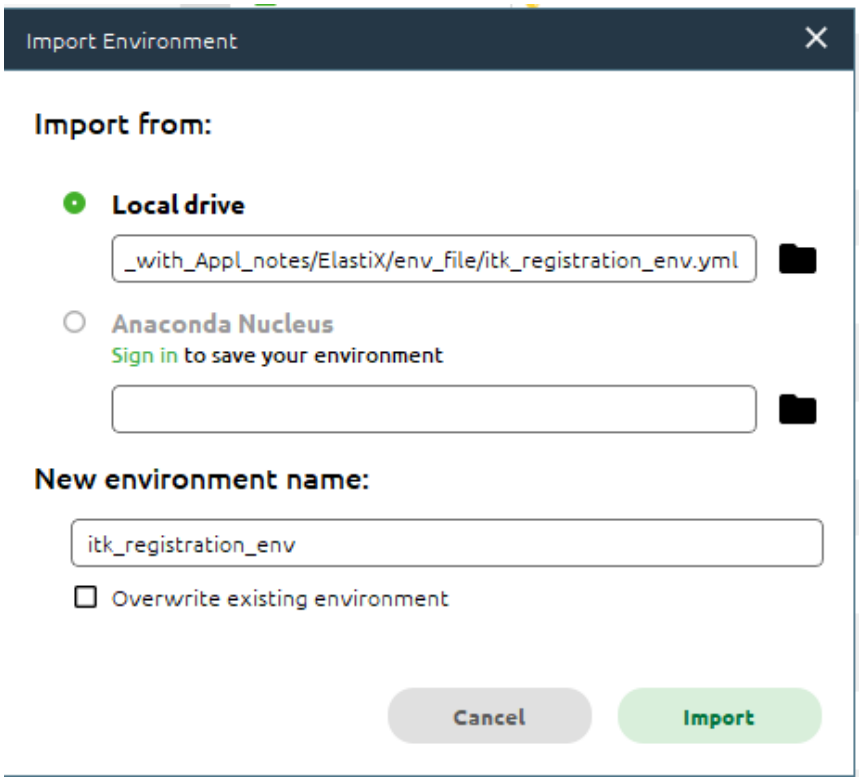
Step 3.3 Select Import the Environment on the bottom :

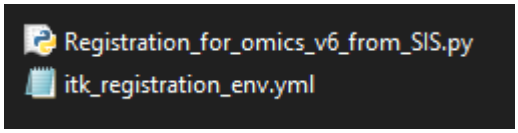


Note :
To install the Cellpose modules, the computer must be connected to internet.

3. Install the Image registration modules

Step 3.4 In the Dialog box, give a name to your new image regostration environment and select the downloaded *itk_registration_env.yml* file and press Import:





Note :
To install the Cellpose modules, the computer must be connected to internet.

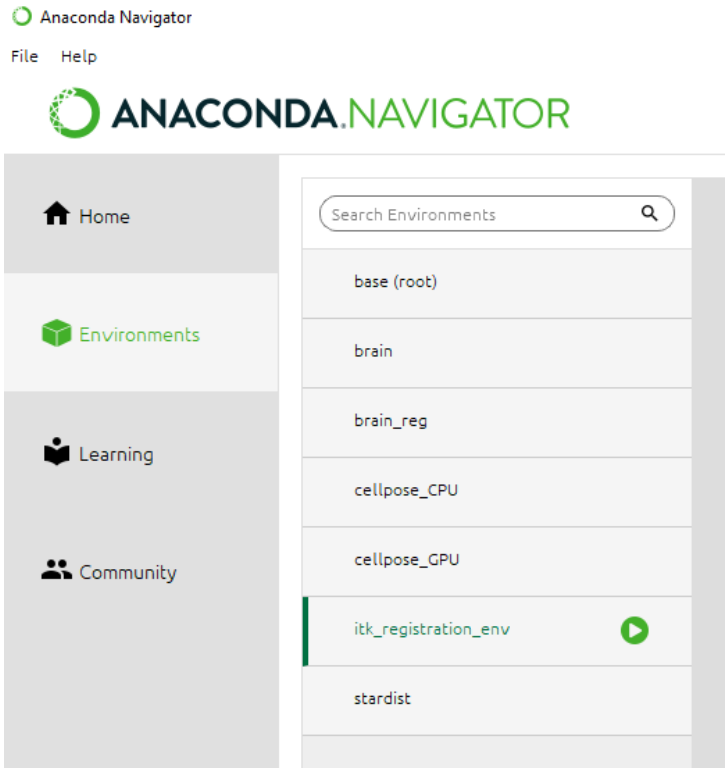
3. Install the Image Registration modules

Step 3.3 Continued

This process can take 5-10 min depending the computer. If the Import button is not green, the given environment likely already exists:

You can monitor the progress on the bottom of the window:

The existing environments and the currently importing one can be checked here:

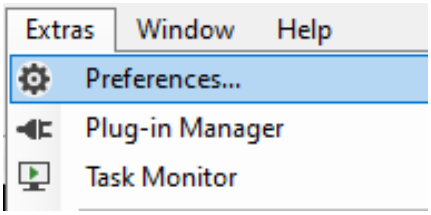


Note :
To install the Cellpose modules, the computer must be connected to internet.
In case of problems with the environment setup, please update to the latest Anaconda Navigator release. Please also check the Troubleshooting section of this Application Note.

4. Vision 4D preferences setup

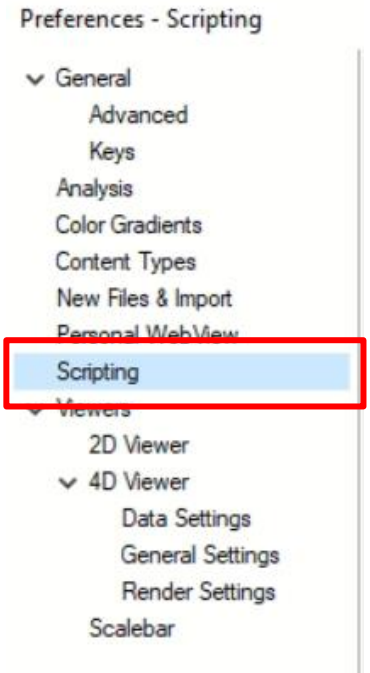
Step 4.1

Run Vision4D (3.4 and next release) select the ***Preferences*** item from the ***Extras*** menu.



Step 4.2

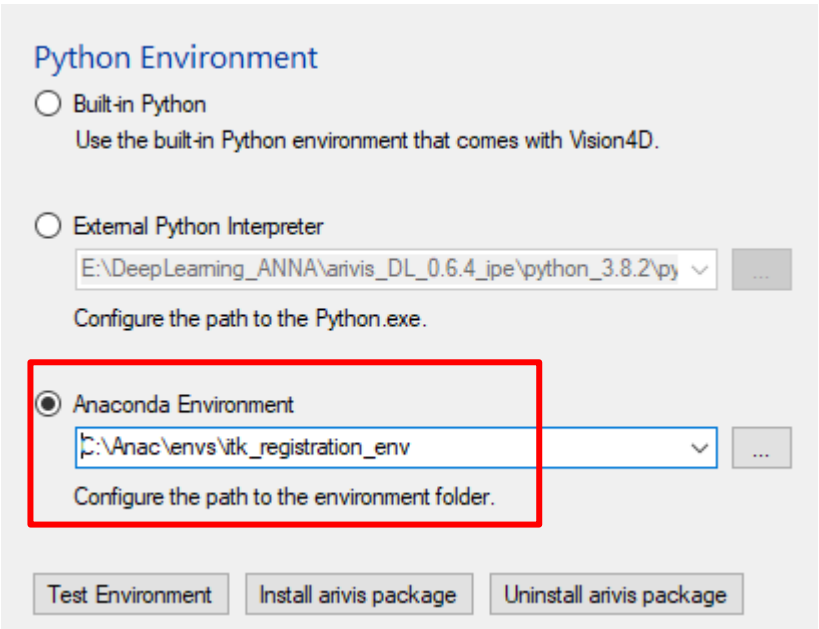
On the left panel, click on the *„**Scripting**“* item.



Step 4.3

Enable the “***Anaconda Environment***” option. Browse the Anaconda3 installation folder and select the ***scellpose_v4d*** environment previously created.
By default, the new enviroments are stored under the **\envs** folder located in the Anaconda3 installation folder

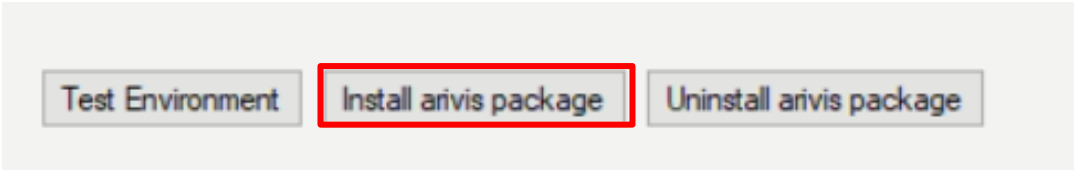
e.g.
C:\users\xxxxxx\Anaconda3\envs\scellpose_v4d



4. V4D preferences setup

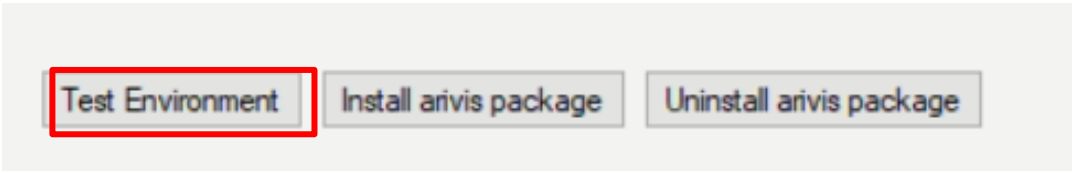
Step 4.4

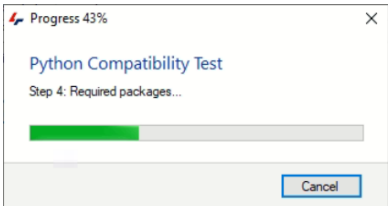
Install the arivis package



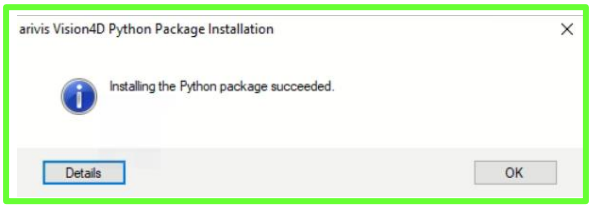
Step 4.5

Run the Compatibility test

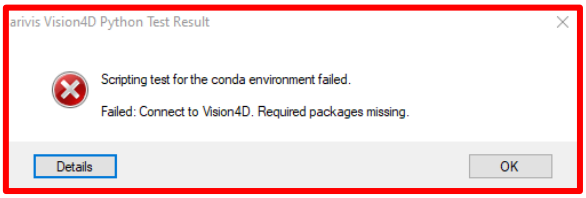




Test completed successfully



Test failed



Note :
If the left above error message is issued, try again to install the arivis python package.

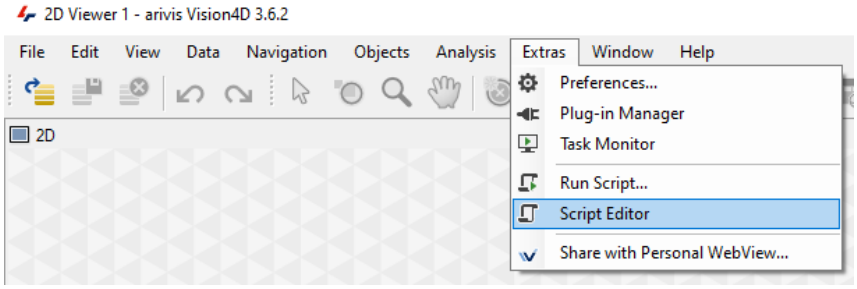
Note :
Apply the settings and close the preferences panel.

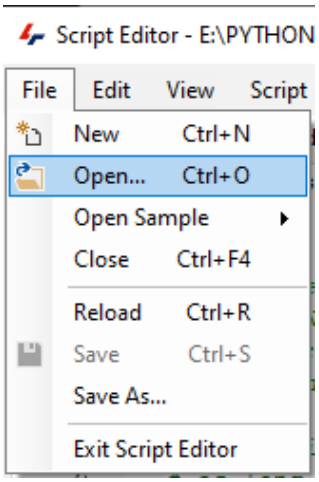
5. Run the Image Registration script in V4D

In order to run the image registration script, a V4D window must be opened.

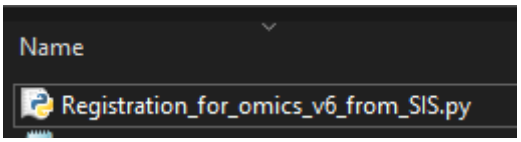
- This could be a new window with no imageset open. In this case the new SIS file will be created in the same folder with the czi files are stored.
- If the SIS file is already open/created the new imagesets will be imported into the existing SIS file. If theexisting imageset names are identical, they will be overwritten.

To run the image registration script, the Script Editor must be open in Vision4D:

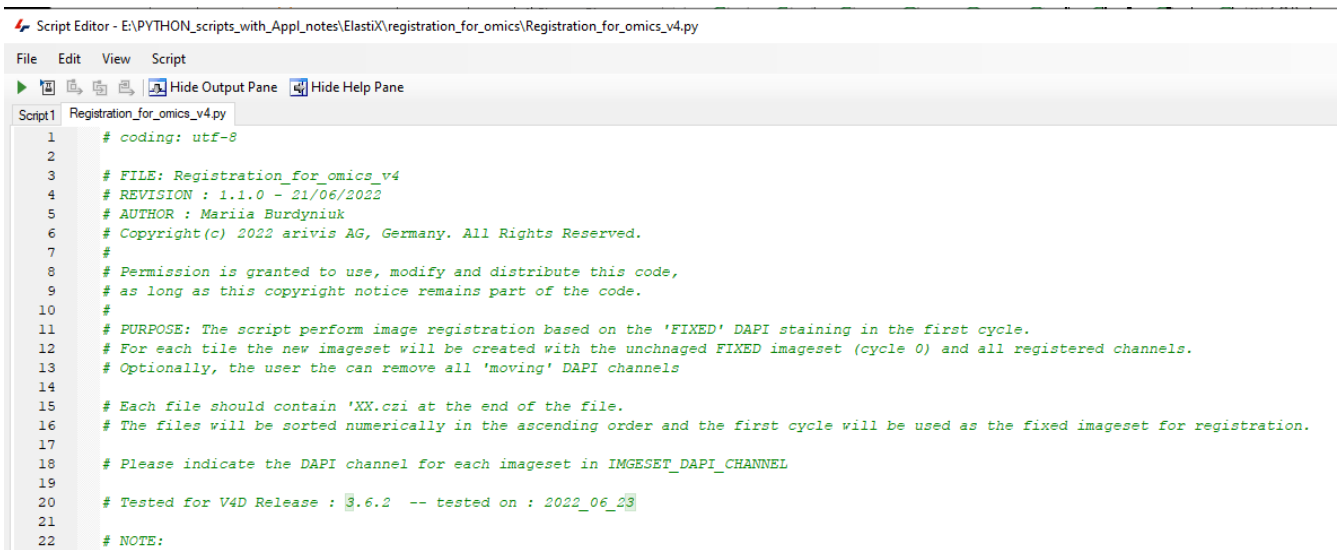




Please open the Registration_for_omics_v4.py file from the Script Editor:



The summary of the script functions is provided on top of the script:



5. Run the Image Registration script in V4D

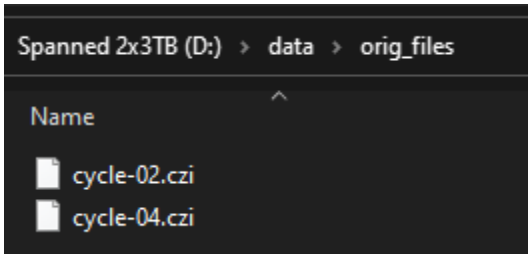
Several script variables must be customized by the customer:

```
RUN_SIS_IMPORT = True

REGISTRATION_METHOD = 'affine' # choose from 'translation' 'rigid' 'affine'  'bspline'  'spline'

ORIG_IMAGE_PATH = 'D:/data/orig_files/'
SIS_FILE_PATH = 'D:/data/registration_result/'

TILE_NUMBER = 8

TWO_D = False

IMAGESET_DAPI_CHANNEL = [3, 1, 2, 1, 1, 2]   # channel count starts from 1 !

NEW_IMAGESET_NAME = 'Registered_affine'  # name of the registered imageset
OUTPUT_CH_APPEND = '_cycle_'             # name of the registered channel

KEEP_DAPI_CHANNEL = True # False will exclude all the DAPI channels from the resulting imageset
```

1. Path to the original files must be provided:

Important: Each image file must have ***'-00'*** (a dash symbol and a number) and the end of the filename. The file with the lowest number will be the *fixed* imageset and all the following images will be registered to this first imageset. The folder should have at least two images to run the registration on.

```
ORIG_IMAGE_PATH = 'D:/data/orig_files/'
```



2. We need to provide the path to the folder where the imported and the resulting SIS file will be stored:

```
SIS_FILE_PATH = 'D:/data/registration_result/'
```

Alternatively, the file import can be run earlier. The SIS files for each of the cycles must be opened in separate Vision4D windows at the same time. If the imports were run earlier, we need to indicate that

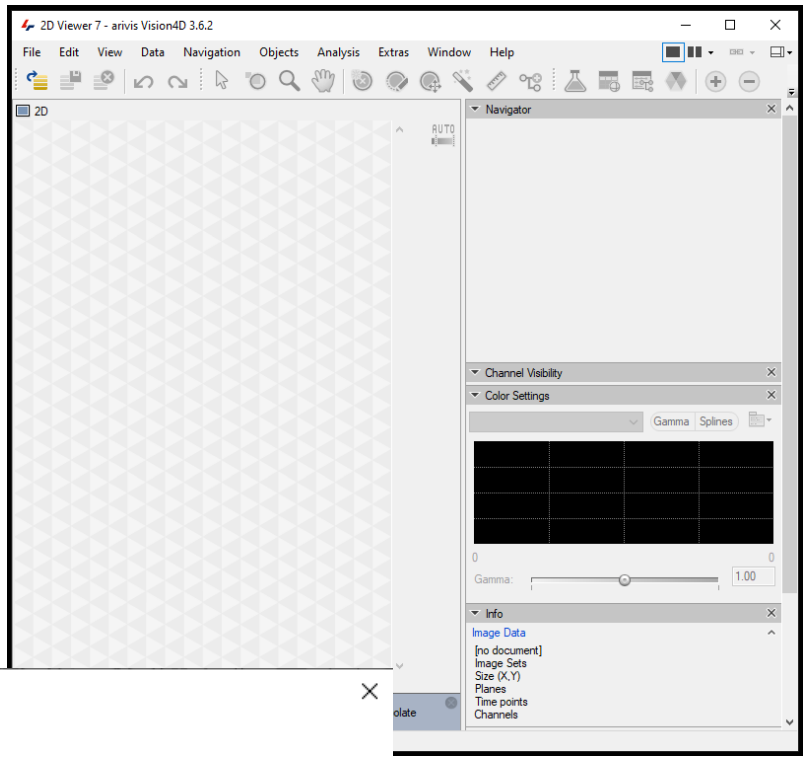
```
RUN_SIS_IMPORT = False
```

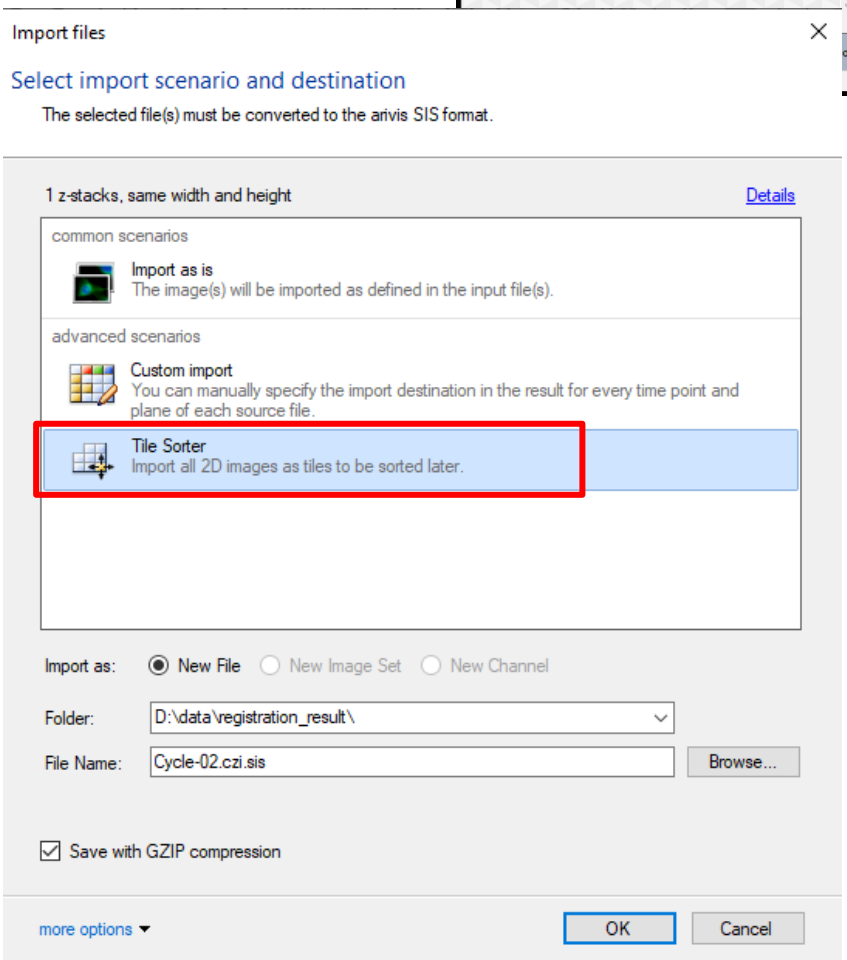
5. Run the Image Registration script in V4D

If the import is run from the script as the first part of the workflow,

```
RUN_SIS_IMPORT = True
```

the empty Vision4D window should be opened. The Import Dialog window will appear. We need to run the import using the Tile sorter option, but do not start the stitching process.





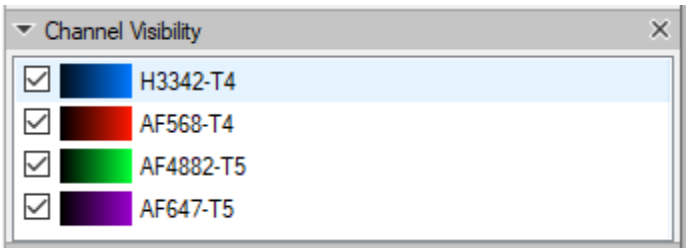
Important: if the SIS file conversion is run earlier, the import should be run the exact same way using the Tile Sorter import scenario.

5. Run the Image Registration script in V4D

3. We need to provide the channel with the nuclei staining (i.e. DAPI, Hoechst) for each of the images/cycles in the experiment. The channel count starts from one. The number of the image files in the import folder or open SIS files must be identical or shorter than the number of channels in the IMAGESET_DAPI_CHANNEL list.

```
IMGESET_DAPI_CHANNEL = [1, 1, 2, 1, 1, 2]
```

The number of the channel with the nuclei staining (for registration) can be checked in the working panel:



4. The tile number must be identical for every image stack in the experiment, as well as the Z spacing. The number of planes in each cycle image may differ. The registration result will have the same number of planes as the fixed ImageSet (cycle_01).

```
TILE_NUMBER = 8
```

4. The workflow is applicable both on 2D and 3D image stacks. For the 3D images, the thickness of the single tile stack is computed based on the total number of planes in the stack divided by the number of tiles, provided by the customer. For the 2D images, please indicate:

```
TWO_D = True
```

5. Please indicate the registration method:

```
REGISTRATION_METHOD = 'affine'
# choose from 'translation' 'rigid' 'affine'  'bspline'  'spline'
```

as well as the name of the resulting SIS file and the registered channel names:

```
NEW_IMAGESET_NAME = 'Registered_affine'  # name of the registered imageset
OUTPUT_CH_APPEND = '_cycle_'             # name of the registered channel
```

5. Run the Image Registration script in V4D

6. We may choose to exclude all the subsequent nuclei staining channels from the final imported file. If KEEP_DAPI_CHANNEL is set to False, we will only import the nuclei staining channel from the first image/cycle:

```
KEEP_DAPI_CHANNEL = True
# False will exclude all the DAPI channels from the resulting imageset
```

7. The script includes some advanced settings, which enable parametrizing the registration algorithm, regardless of the method used (rigid, affine, etc.)

```
#%% Additional (Advanced) variables
MAX_NUMBER_OF_ITERATIONS = 512          # default 256
MAX_NUMBER_OF_SAMPLING_ATTEMPTS = 16    # default 8
NUMBER_OF_RESOLUTIONS = 6               # default 3

RESOLUTIONS = 3             # for bspline transform only
GRID = 60                   # for bspline transform only
```

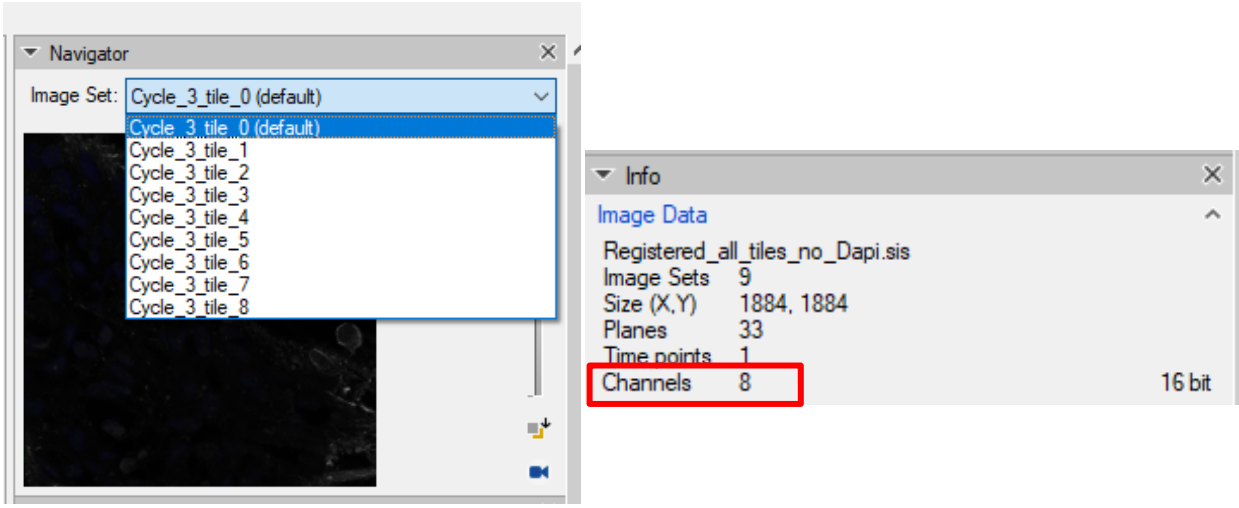
MAX_NUMBER_OF_ITERATIONS: The maximum number of iterations in each resolution. Default/recommended value: 500. When in a hurry, we may go down to 250 for example. When you have plenty of time and want to be absolutely sure of the best results, a setting of 2000 is reasonable. In general, 500 gives satisfactory results.

MAX_NUMBER_OF_SAMPLING_ATTEMPTS: Sometimes not enough corresponding samples can be drawn, upon which an exception is thrown. With this parameter it is possible to try to draw another set of samples. In case the script throws an exception message, please, increase this parameter.

NUMBER_OF_RESOLUTIONS: the number of resolutions used in the multi-step process. The default is 3.

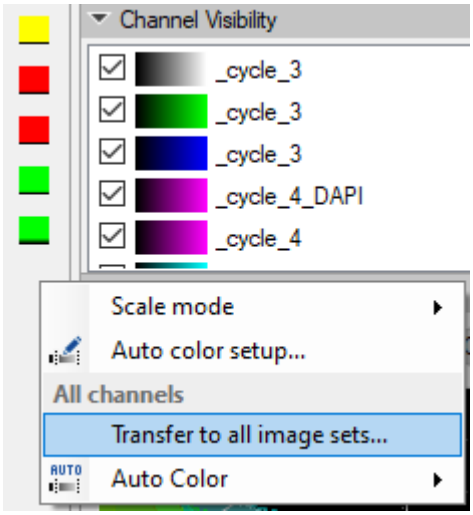
5. Run the Image Registration script in V4D

8. Once the registration process is finished, there will be an imageset created for each tile separatelly containing all the channles from all experimental cycles:



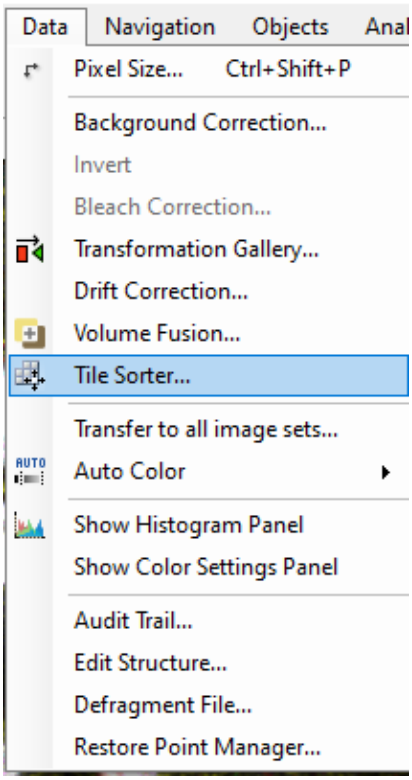
Each channel will be labeled according to the cycle in the experiment. The DAPI channels, if the customer decided to import them, will the renamed accordingly.

To set the same color settings for all imagesets prior to stitching them in the Tile Sorter, we need to set the preferences for one imageset and apply them on the rest of the images:

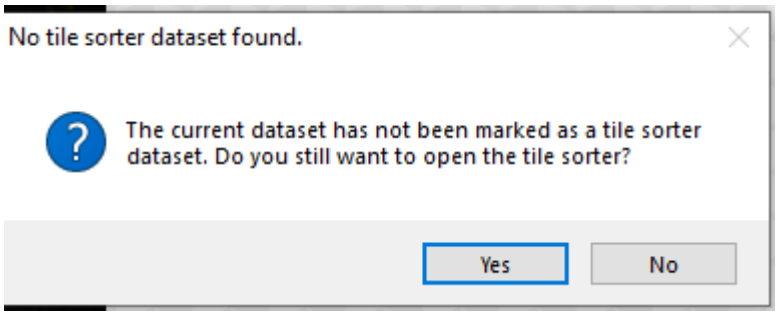


6. Stitch the mosaic image in Tile Sorter

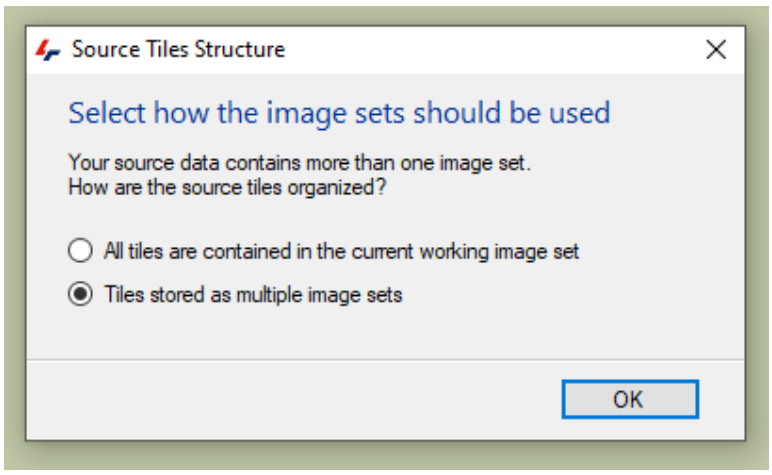
Image stacks will all the registered channels from the imaging cycles are imported separately and need stitching in the following step. The final image will be created from the individual imagesets all imported into one resulting SIS file.
First, we need to call the Tile Sorter:



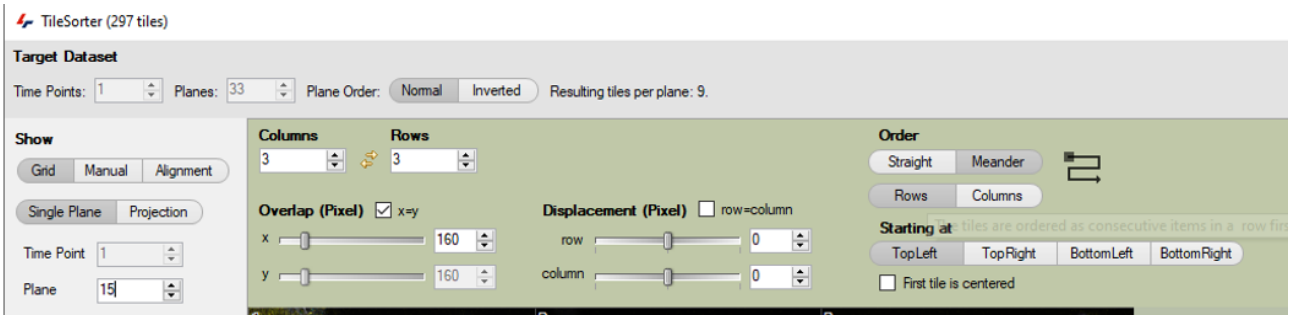
The following massage will appear:



The following massage will appear:

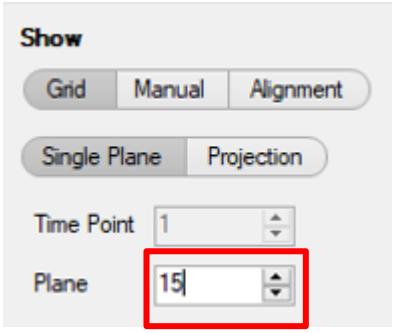


In the Tile Sorter menu, we can adjust the number of raws and columns, or their order:



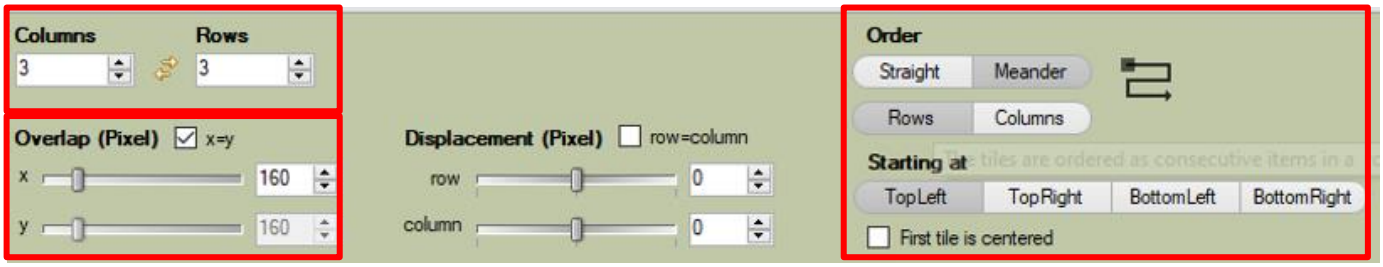
6. Stitch the mosaic image in Tile Sorter

In the Tile Sorter menu, we can first arrange the tile positions as a grid:

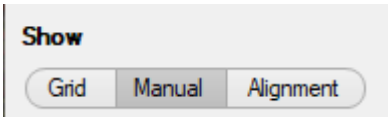


TIP: In addition, it is useful to go to the middle plane of the 3D stack or make a Maximal projection.

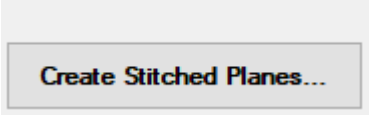
We can adjust the number of raws and columns, or their order, as well as the number of overlapping pixels:

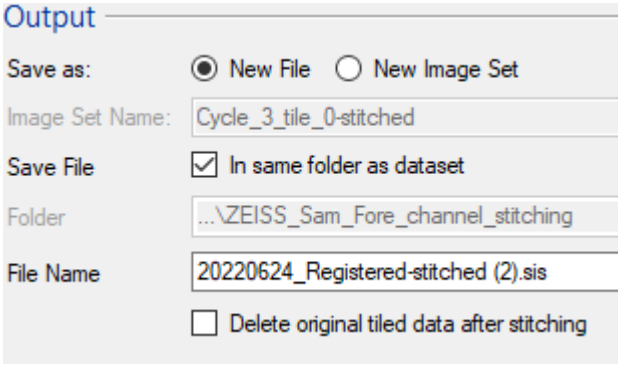


Next, the positions of the tiles can be adjusted manually:

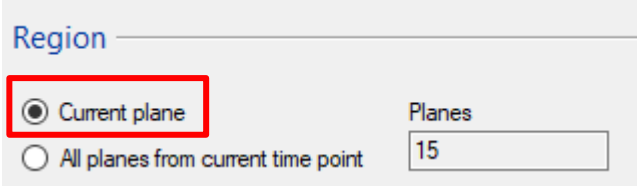


The resulting stitched image can be imported into the same imageset or as a separate new SIS file.





TIP: For the large file it is often worth first exporting and testing the alignment on a single plane and only stitching the entire 3D stack afterwards.



Contact the arivis application support to receive additional technical details about the topic described in the document.

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