



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

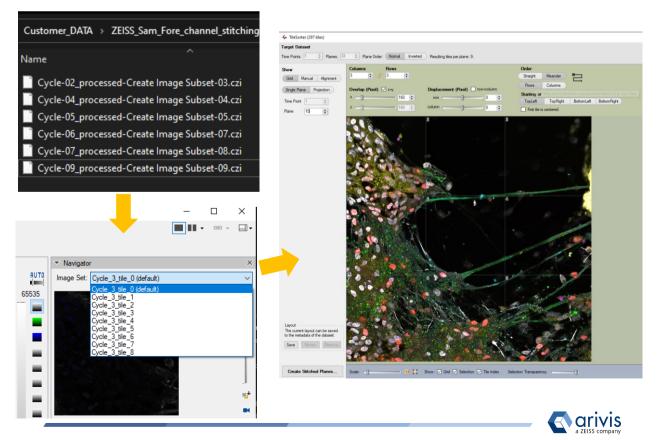


Application Overview

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.

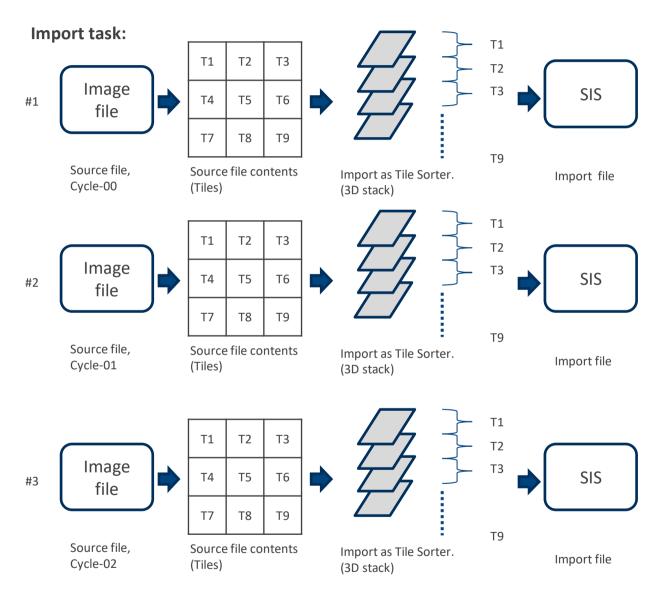
The application workflow starts from importing the original image files (for example, CZI) in Vision4D and registering the subsequent experimental cycles to the first one based on the indicated nuclei staining channel (i.e. DAPI or Hoechst). The images will be imported as a stack of individual tiles 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.



Vision4D 3.6.2

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.

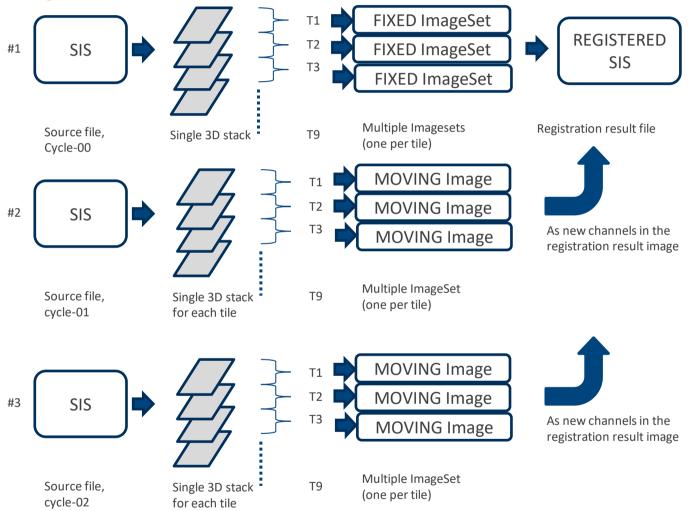




Application Workflow

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.

Registration task





1. Download the Anaconda Package

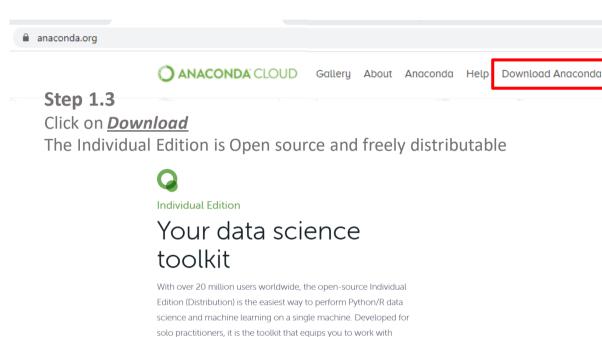
Step 1.1

Open the Anaconda web pages using the following link:

https:/anaconda.org

Step 1.2

Select the Download Anaconda item.





Anaconda Installers



Python 3.8



Python 3.8

32-Bit Graphical Installer (397 MB)

Click on 64-bit Graphical Installer

64-Bit Graphical Installer (466 MB)

The download task starts.

64-Bit Graphical Installer (462 MB) 64-Bit Command Line Installer (454 MB) Linux \Lambda

Python 3.8 64-Bit (x86) Installer (550 MB)

64-Bit (Power8 and Power9) Installer (290 MB)

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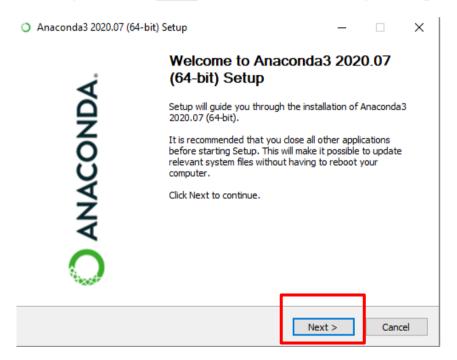
2. Install the Anaconda package Step 2.1

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

Anaconda3-2020.07-Windows-x86_64.exe

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.



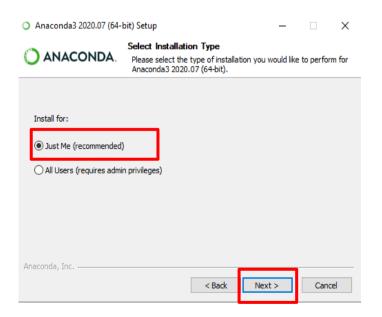
2. Install the Anaconda package

Step 2.3

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

Anaconda3 2020.07 (64-	Anaconda3 2020.07 (64-bit) Setup —					×
	License Agree	ment				
ANACONDA.	Please review th 2020.07 <mark>(</mark> 64-bit)		before inst	alling Ar	naconda3	
Press Page Down to see th	e rest of the agree	ment.				
End User License Agreeme						^
End User License Agreement - Anaconda Individual Edition						
Copyright 2015-2020, Anaconda, Inc.						
All rights reserved under t	ne 3-dause BSD Lio	ense:				
This End User License Agre						
and Anaconda, Inc. ("Ana (which was formerly know			naconda Ir	ndividua	Edition	~
If you accept the terms of agreement to install Anaco			itinue. You	must a	ccept the	
naconda, Inc. ———						
		< Back	I Aare		Can	- ol

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

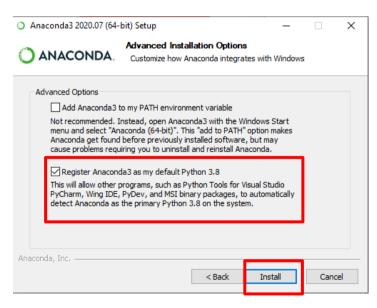
Leave the default install path. Usually, it is located under the user's directory

C:\Users\xxxxx\Anaconda3

Anaconda3 2020.07 (64-	bit) Setup		_	
🔿 ANACONDA.	Choose Install Choose the fold	Location ler in which to inst	all Anaconda3 20)20.07 (64-bit
Setup will install Anaconda: folder, click Browse and sel				a different
Destination Folder				
C: \Users \Maurizio \ana	conda3		Brov	vse
Space required: 2.7GB Space available: 63.3GB				
Anaconda, Inc				
		< Back	Next >	Cancel

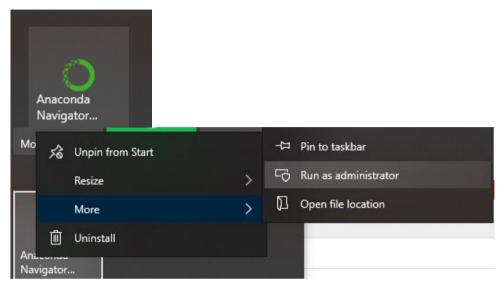
Step 2.7

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:

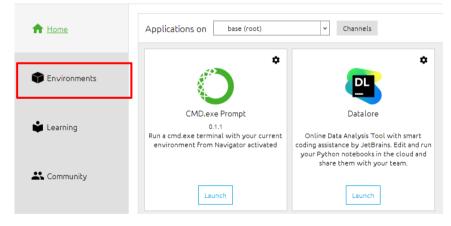


Step 3.2 Select the Environments tab:

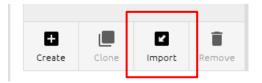
Anaconda Navigator

File Help

ANACONDA.NAVIGATOR



Step 3.3 Select Import the Environment on the bottom :





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

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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:

	ort from:
0	Local drive
	_with_Appl_notes/ElastiX/env_file/itk_registration_env.yml
0	Anaconda Nucleus Sign in to save your environment
_	environment name: tk_registration_env
<u> </u>	Overwrite existing environment
	overwhee existing environment
	Cancel Import
	cancer import

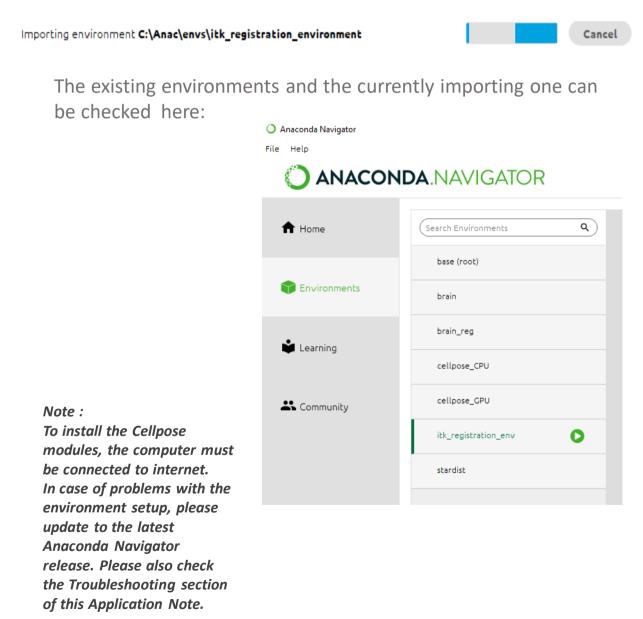
itk_registration_env.yml

arivis

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:



4. Vision 4D preferences setup

Step 4.1

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

Ext	ras	Window	Help
Ø	Pre	eferences	
-11	Plu	ug-in Manag	jer
P	Tas	sk Monitor	

Preferences - Scripting

Advanced

Keys Analysis **Color Gradients**

Content Types

New Files & Import

AldeM Icens

2D Viewer

Data Settings

General Settings Render Settings

4D Viewer

Scalebar

General

Da

Scripting

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.q.

C:\users\xxxxx\

Py	rthon Environment Built-in Python
0	Use the built-in Python environment that comes with Vision4D.
0	External Python Interpreter
	E:\DeepLearning_ANNA\arivis_DL_0.6.4_ipe\python_3.8.2\py >
	Configure the path to the Python.exe.
۲	Anaconda Environment
	C:\Anac\envs\itk_registration_env ·
	Configure the path to the environment folder.
Т	est Environment Install arivis package Uninstall arivis package

4. V4D preferences setup

Step 4.4

Install the arivis package

Test Environment Install arivis p	Dackage Uninstall arivis package
Step 4.5 Run the Compatibility test	
Test Environment Install arivis	package Uninstall arivis package
	Progress 43% Y Python Compatibility Test Step 4: Required packages Cancel
Test completed successfully	arivis Vision4D Python Package Installation X Installing the Python package succeeded. Details OK
Test failed	arivis Vision4D Python Test Result X Scripting test for the conda environment failed. Failed: Connect to Vision4D. Required packages missing. Details OK

Note :

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

Note :						
Apply t	he settings	and	close	the	preferences	panel.

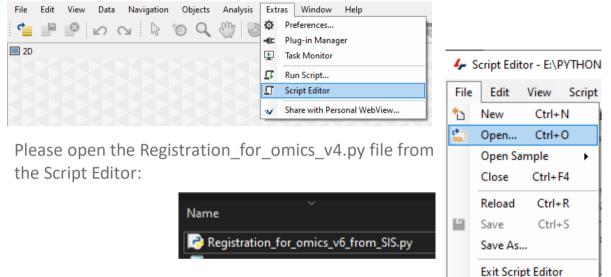


5. Run the Image Registration script in V4D

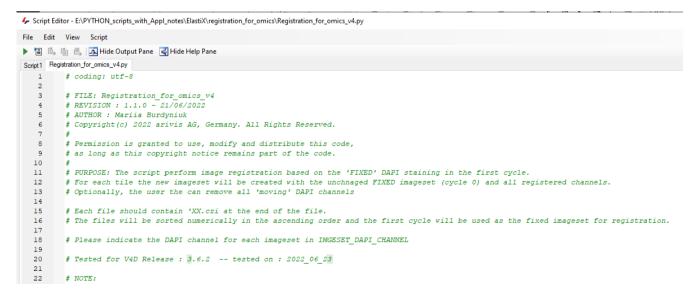
In order to run the image registration script, a V4D window must be opened.

- 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 the existing imageset names are identical, they will be overwritten.

To run the image registration script, the Script Editor must be open in Vision4D: 2D Viewer 1 - arivis Vision4D 3.6.2



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





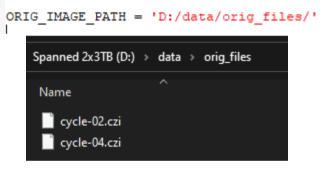
Several script variables must be customized by the customer:

```
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.



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/'

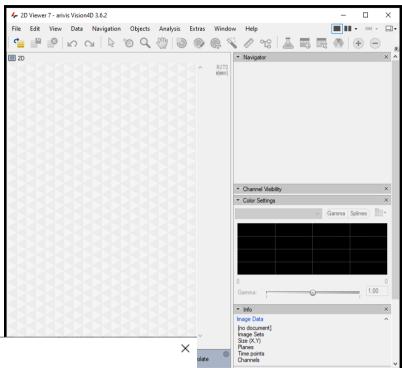
Alternatively, the file import can be run earlier. The SIS files for each of the cycles must be opened in separate Vision4D windows at the same time. If the imports were run earlier, we need to indicate that **RUN_SIS_IMPORT = False**



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.



Import files

Select import scenario and destination The selected file(s) must be converted to the arivis SIS format.

z-stacks,		
common s	cenarios	
	Import as is The image(s) will be imported as defined in the input file(s).	
advanced	scenarios	
	Custom import You can manually specify the import destination in the result for every time p plane of each source file.	point and
4	Tile Sorter Import all 2D images as tiles to be sorted later.	
nport as:	New File New Image Set New Channel	
mport as:	New File New Image Set New Channel D:\data\registration_result\	
	D:\data\registration_result\	Browse
older:	D:\data\registration_result\	Browse
older: ile Name:	D:\data\registration_result\	Browse
older: ile Name:	D:\data\registration_result\ Cycle-02.czi.sis ith GZIP compression	Browse

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



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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:

 Channel 	Visibility	×
	H3342-T4	
\checkmark	AF568-T4	
\checkmark	AF4882-T5	
	AF647-T5	

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
```



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
```

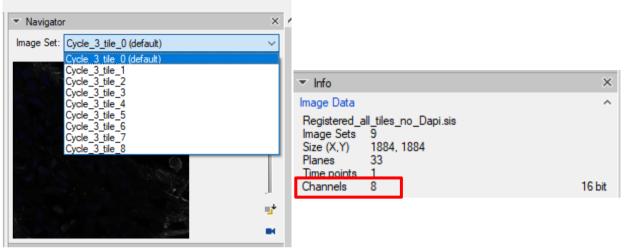
MAX_NUMBER_OF_ITERATIONS: The maximum number of iterations in each resolution. Default/recommended value: 500. When in a hurry, we may go down to 250 for example. When you have plenty of time and want to be absolutely sure of the best results, a setting of 2000 is reasonable. In general, 500 gives satisfactory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



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.



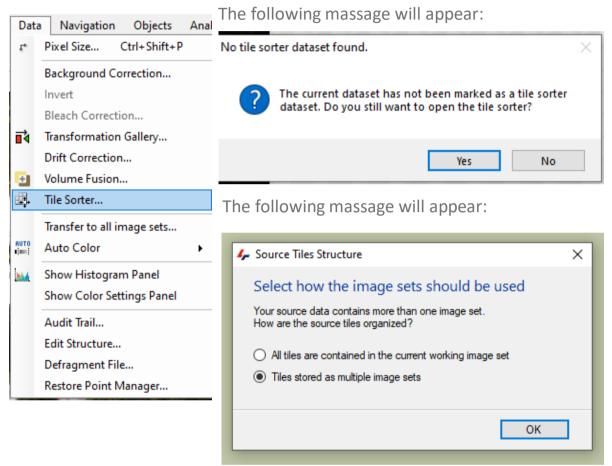
To set the same color settings for all imagesets prior to stitching them in the Tile Sorter, we need to set the preferences for one imageset and apply them on the rest of the images:

		 Channel Visibility 				
			_cycle_3			
7			_cycle_3			
2			_cycle_3			
			_cycle_4_DAPI			
-	•		_cycle_4			
		Scale m	ode	•		
	4		ode lor setup	·		
				۲		
		Auto co channels		•		
		Auto co channels Transfer	lor setup to all image sets	•		

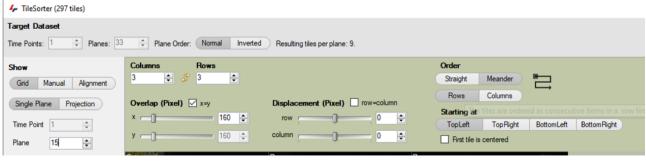


Application Note «Image Registration for Multiplexing Experiments in arivis Vision4D» 6. Stitch the mosaic image in Tile Sorter

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:



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



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Application Note «Image Registration for Multiplexing Experiments in arivis Vision4D» 6. Stitch the mosaic image in Tile Sorter

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

Show			
Grid	Manu	al	Alignment
Single Pl	ane	Pn	ojection
Time Poir	nt 1		*
Plane	15		-

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:

Columns	Rows				Order			
3 🖨 🤞	3	-			Straight	Meander	"	
Overlap (Pixel)		-	Displacement (Pixel)	row=column	Rows	Columns	→	
	16	0			Starting at			
^ / U	10	0 ≑	row	0 ≑	TopLeft	Top Right	BottomLeft	BottomRight
х —0———	16	0 🗘	column	0 ≑	First tile i	s centered	- 110	

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

Show		
Grid	Manual	Alignment

The resulting stitched image can be imported into the same imageset or as a

separate new SIS file.	Output	
	Save as:	New File New Image Set
Create Stitched Planes	Image Set Name:	Cycle_3_tile_0-stitched
	Save File	In same folder as dataset
	Folder	\ZEISS_Sam_Fore_channel_stitching
	File Name	20220624_Registered-stitched (2).sis
		Delete original tiled data after stitching

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.

Region ——			
Ourrent plane		Planes	
O All planes from current time point		15	







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

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