

Scientific Volume Imaging (SVI)

About us



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Scientific Volume Imaging
Deconvolution – Visualization - Analysis

Huygens Software

Light Microscopy



Super-resolution light-microscopy



4.00 μm

Huygens

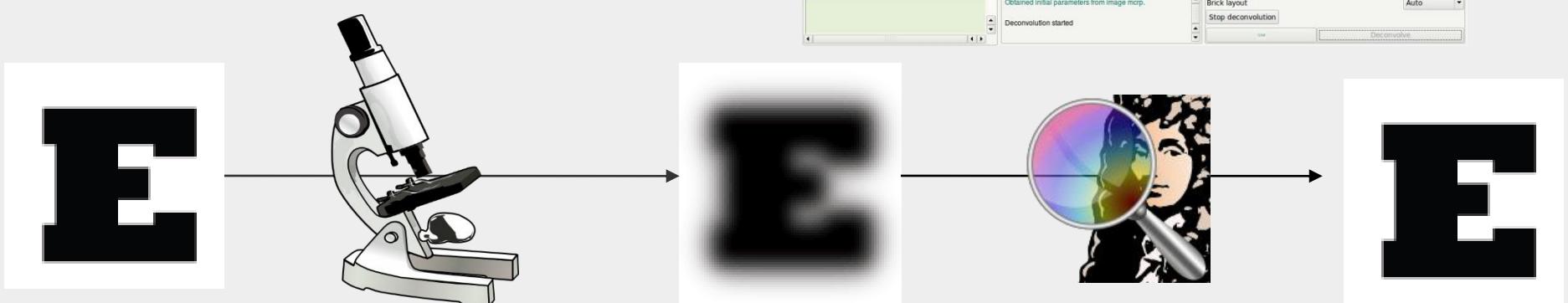
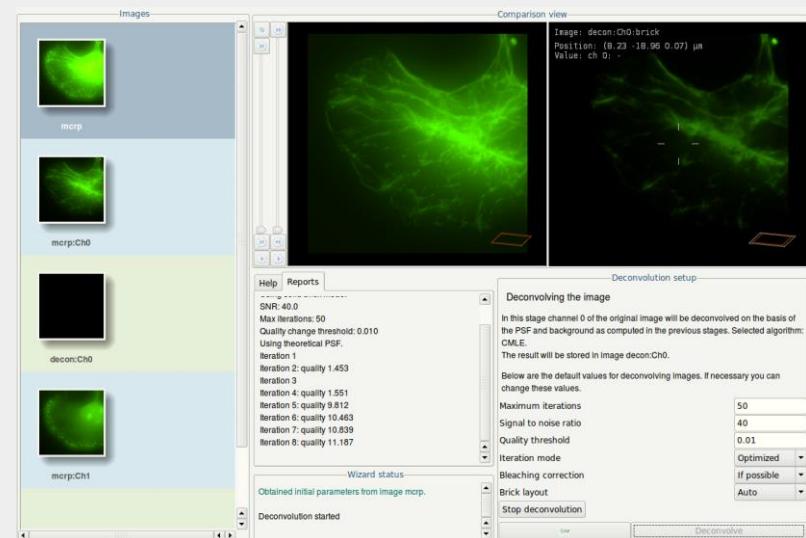
Isaac Newton (1642-1725)



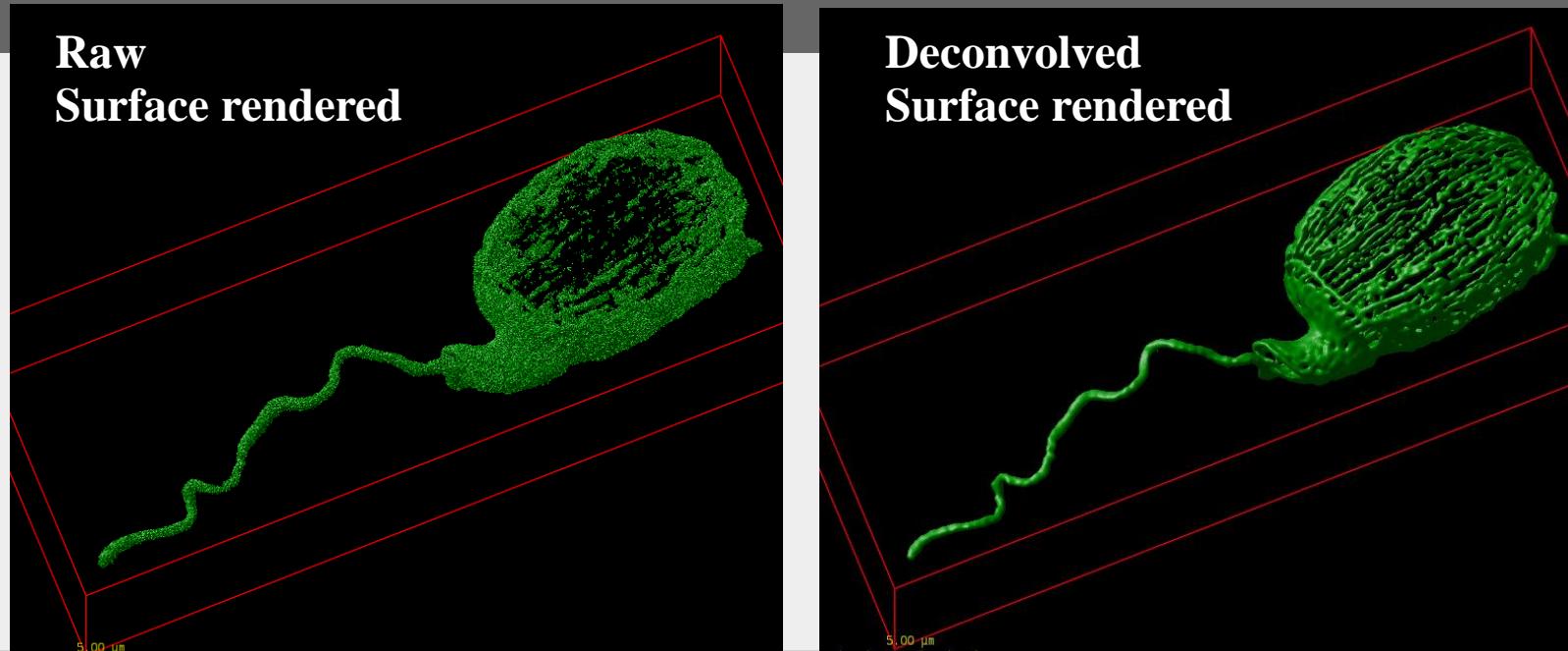
Christiaan Huygens
(1629-1695)

Deconvolution

Lens	TECNIS® Lens	AcrySof® IQ IOL	B&L LI61AO IOL	Spherical IOL
Point Spread Function [†]				
20/20*				
Average Corneal SA	+.27	+.27	+.27	+.27
Lens SA ^{††}	-.27	-.17	0.0	.15
Total Residual SA	0.0	+.10	+0.27	+0.42

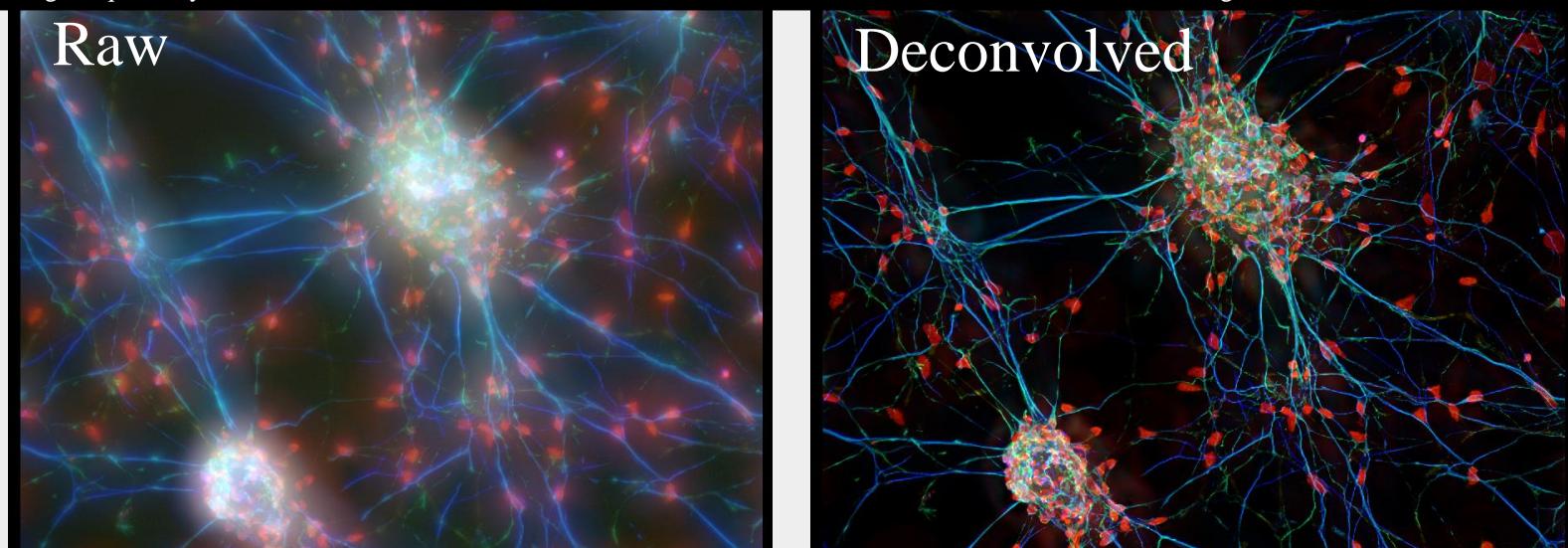


Deconvolution



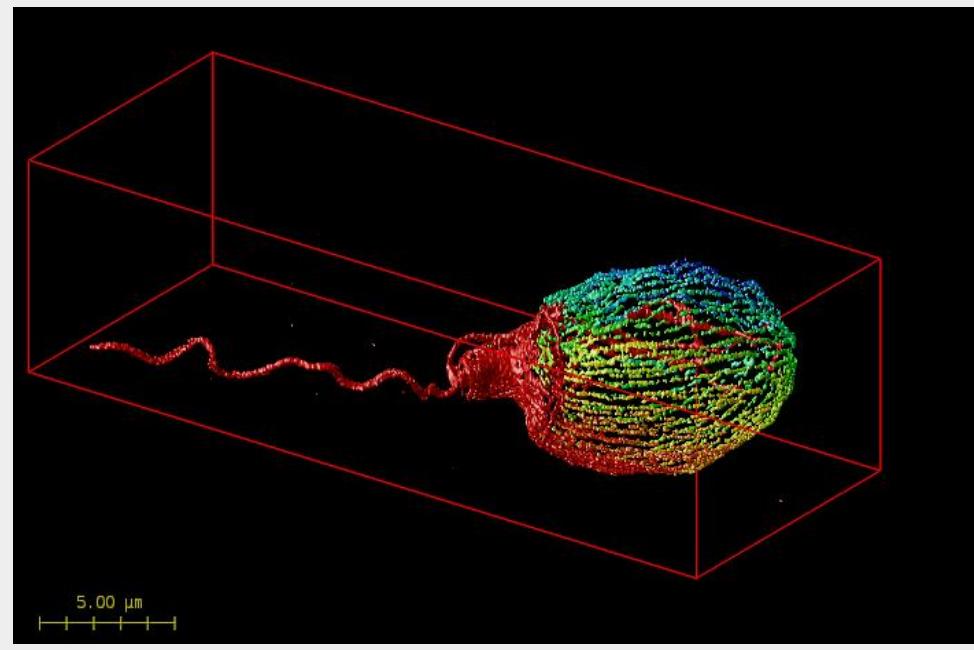
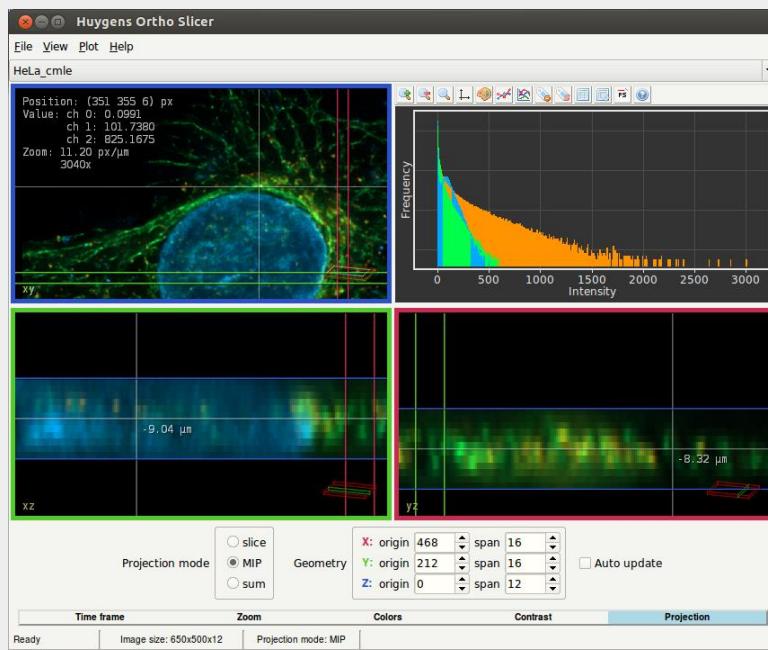
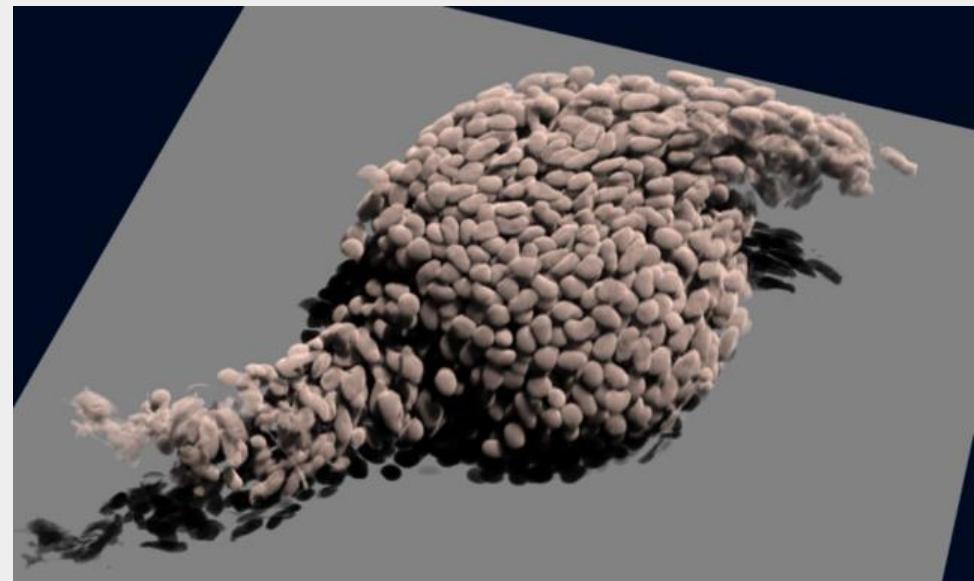
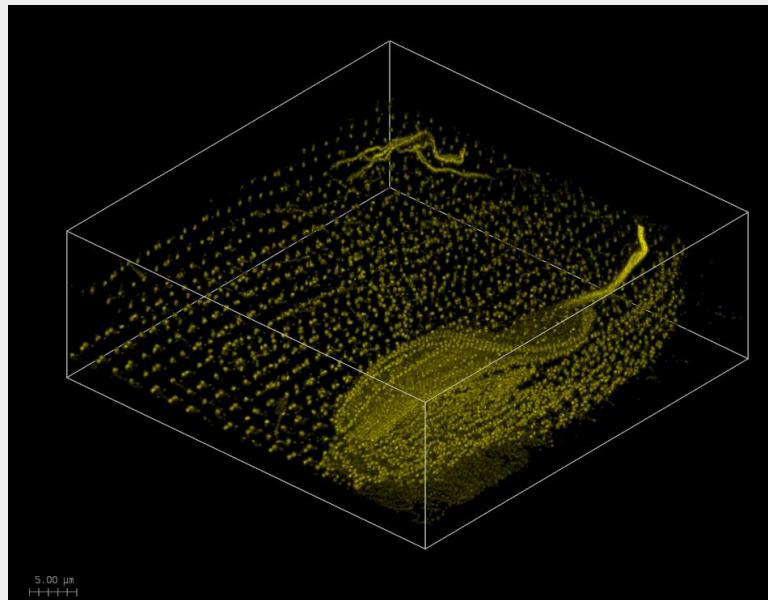
Microtubular staining after methanol fixation using a primary antibody against a Tubulin and an Oregon Green 488 conjugated secondary antibody.

Image acquired by: Elisa Berdalet, CSIC Institute of Marine Sciences/Timo Zimmermann, Center for Genomic Regulation, Barcelona

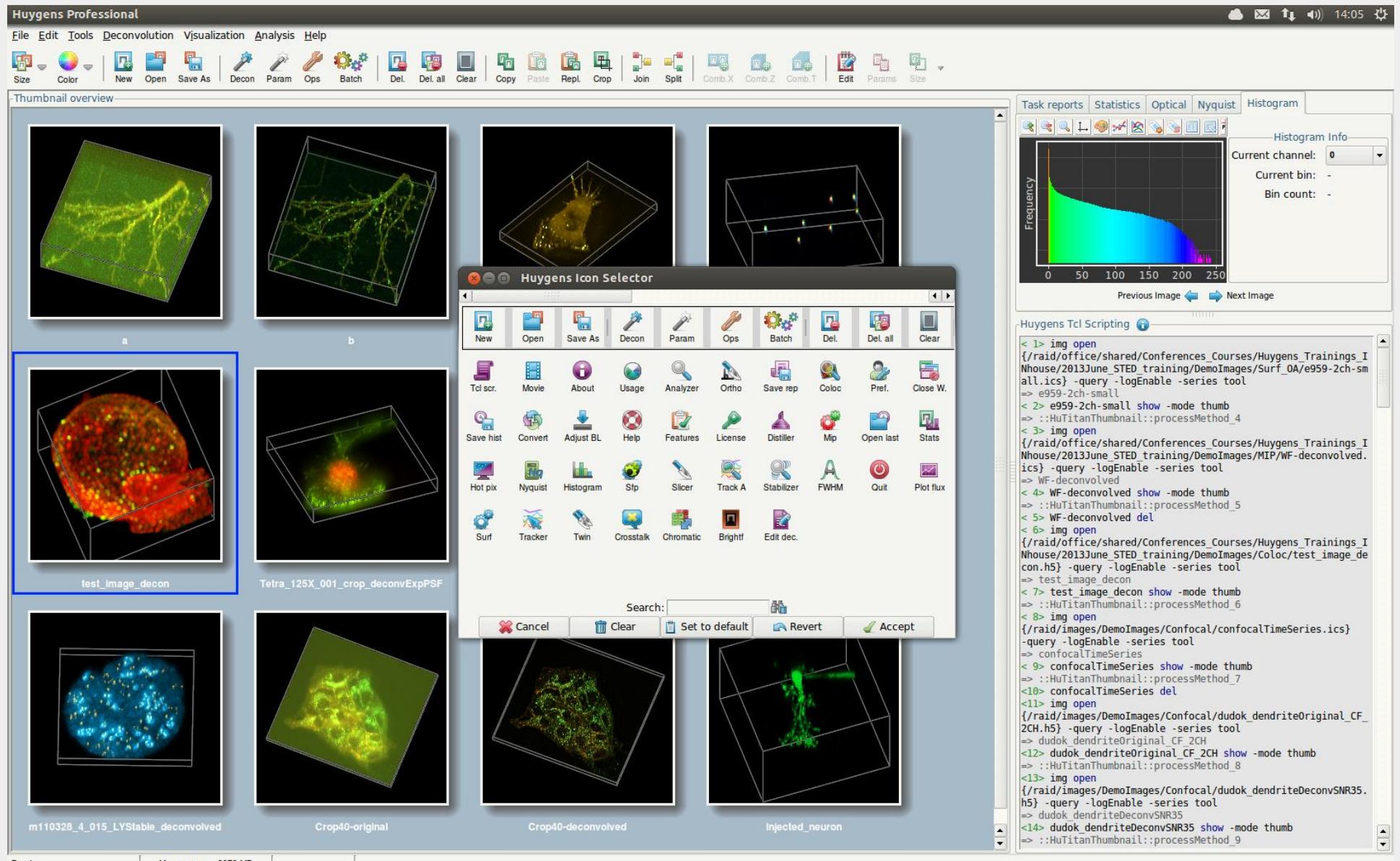


Widefield imaging of Neurons. Image provided by Leica Microsystems

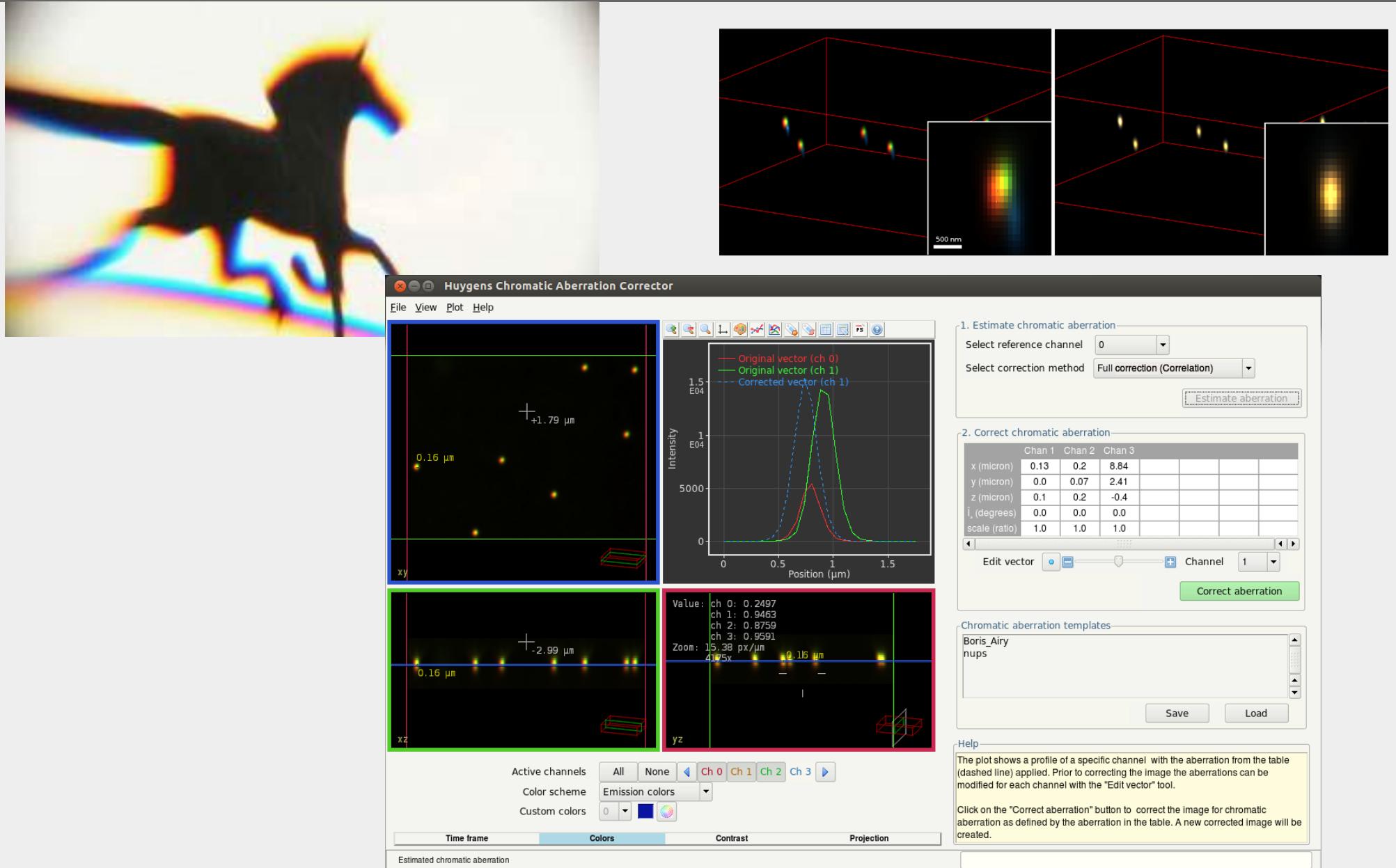
3D data visualization



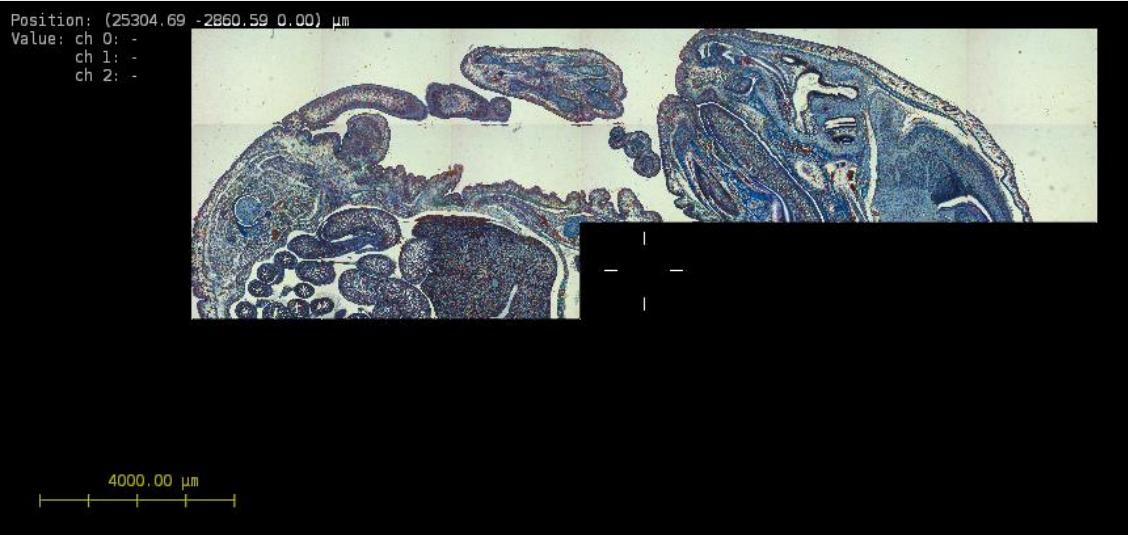
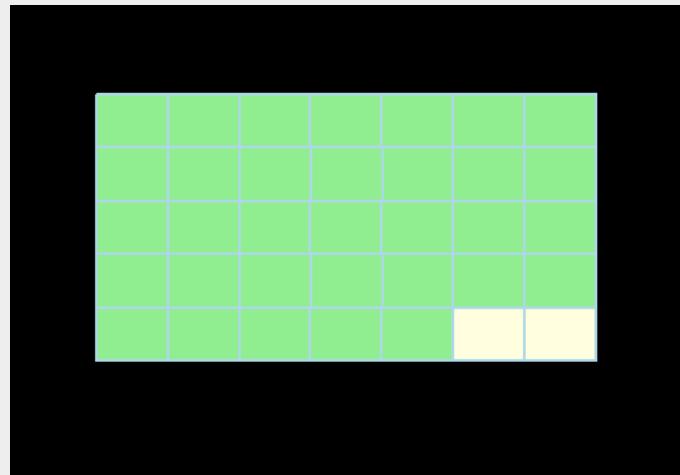
GUI



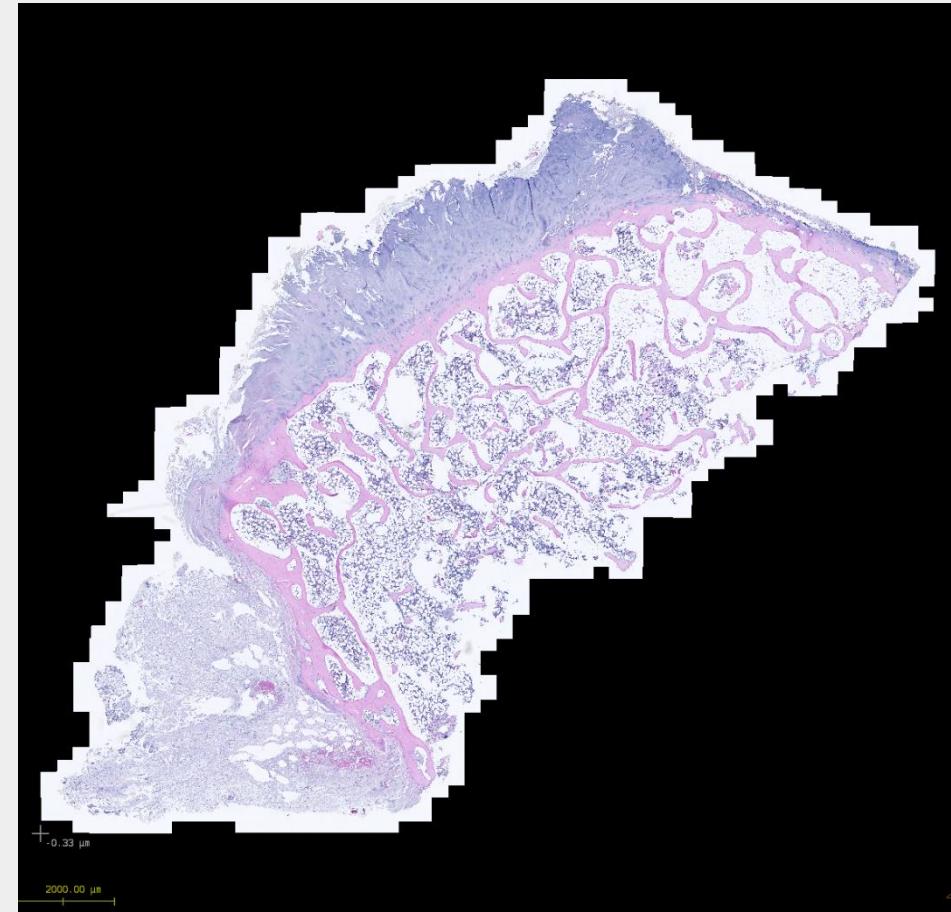
Chromatic Aberration



Huygens Stitcher



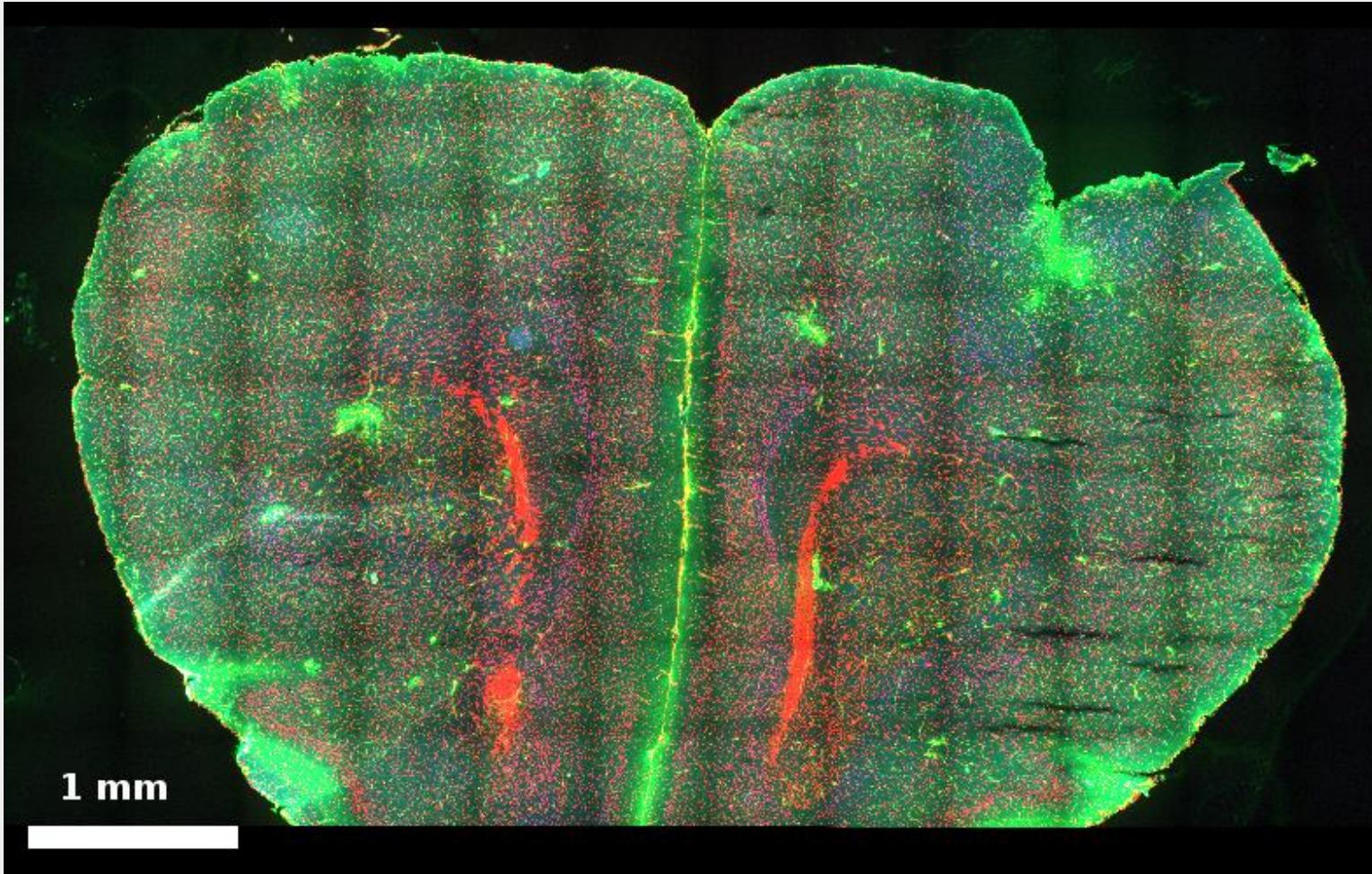
Tile image of a mouse Embryo being stitched.



An impressive 1700+ tile compound merged by the Huygens Stitcher to a large 60GB dataset. Notice the scaling bar indicating 2 mm. Raw data by © Carl Zeiss Microscopy GmbH.

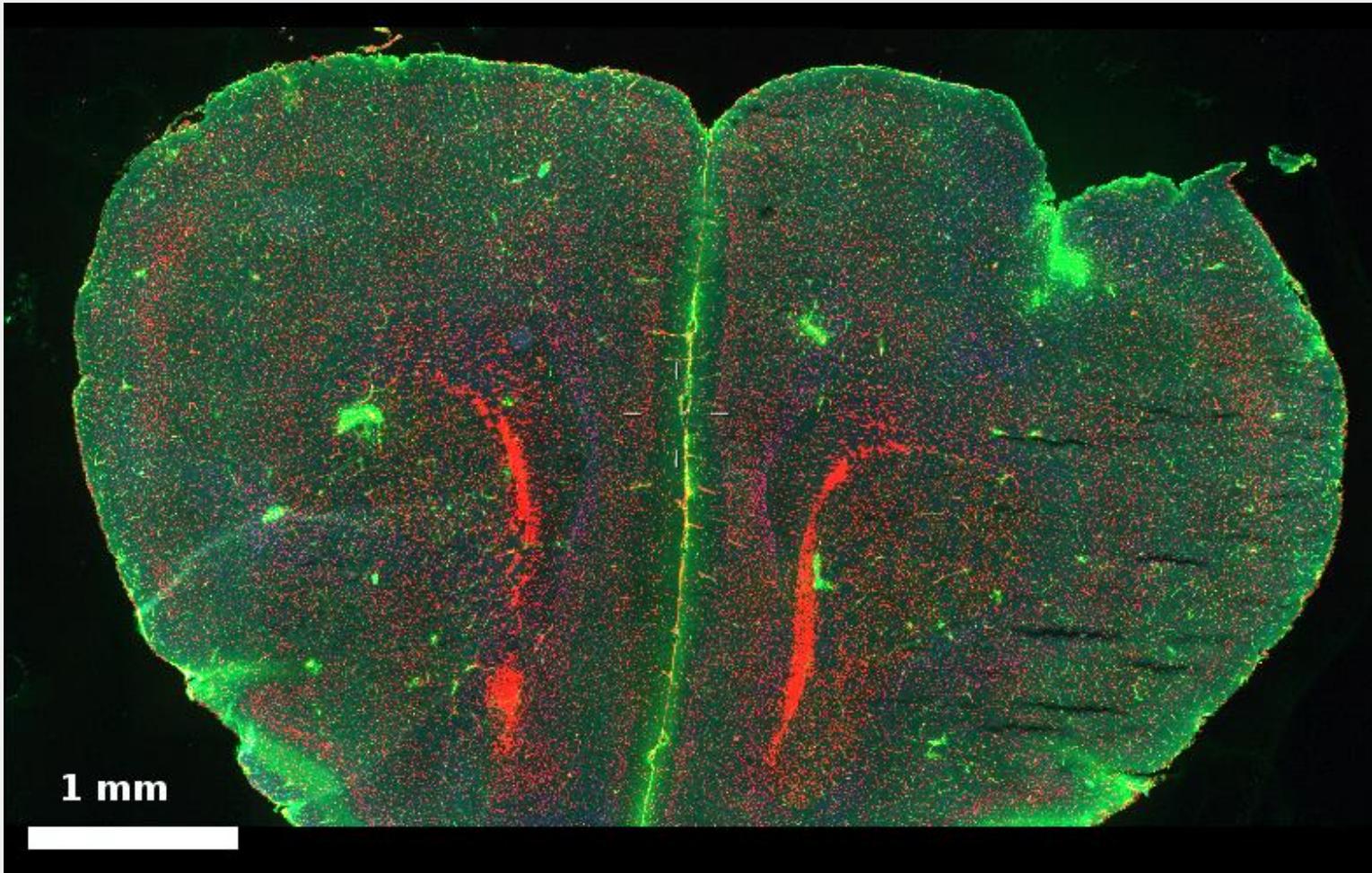
Huygens Stitcher

Vignetting problem

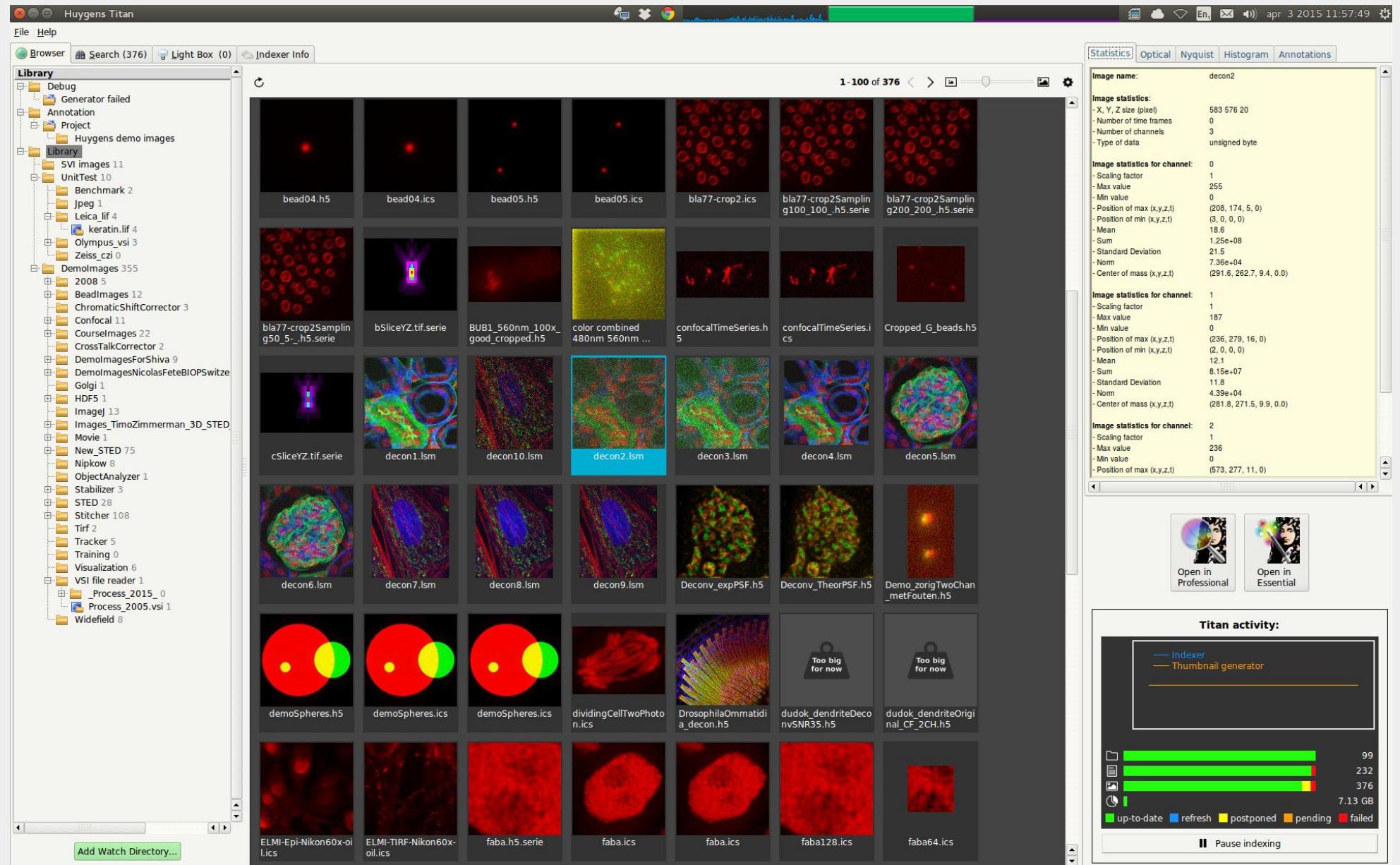


Huygens Stitcher

Automatic vignetting correction

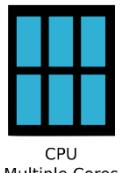
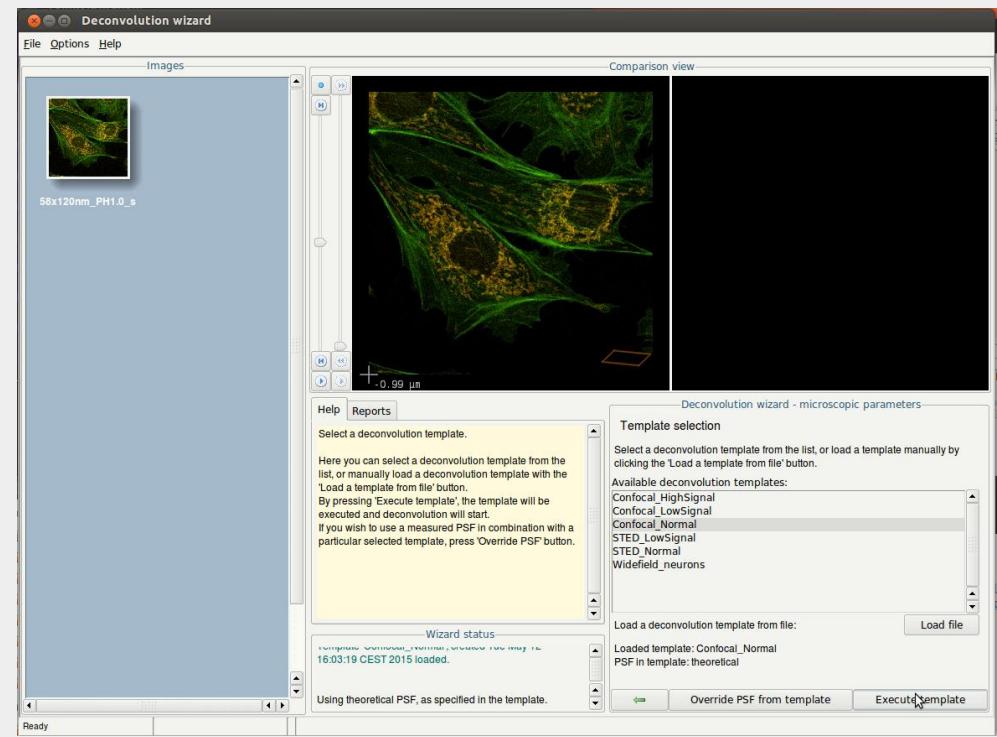
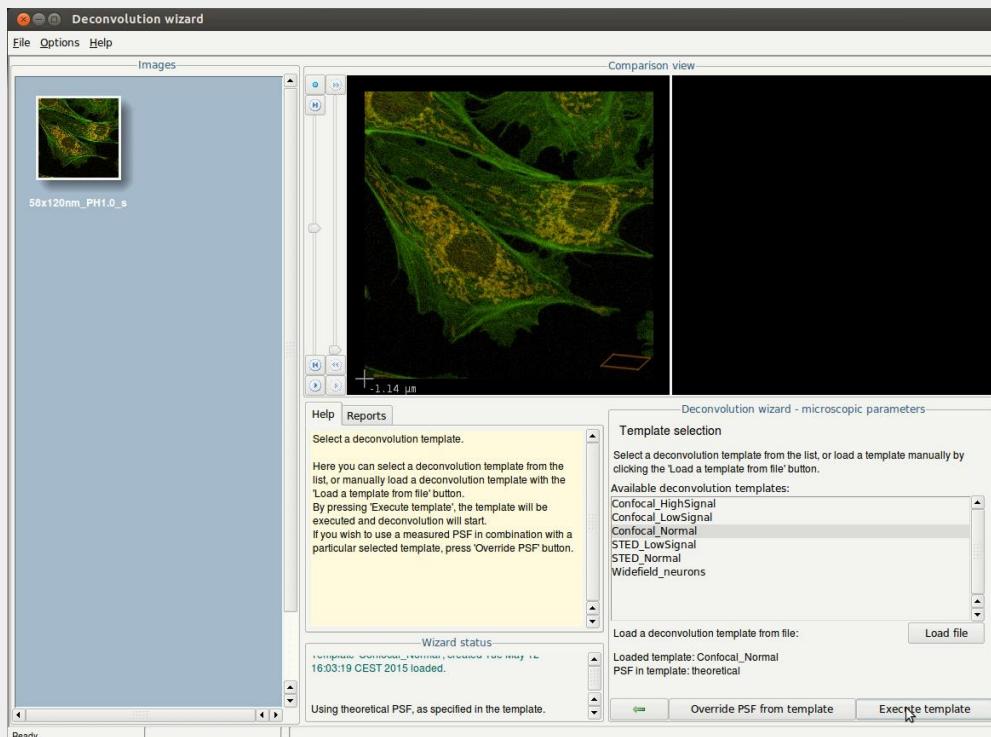


Titan: Indexing Microscopic Images

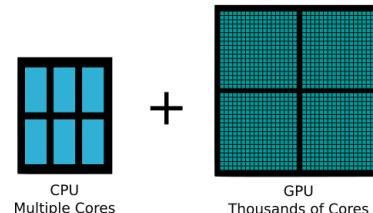


Huygens GPU acceleration

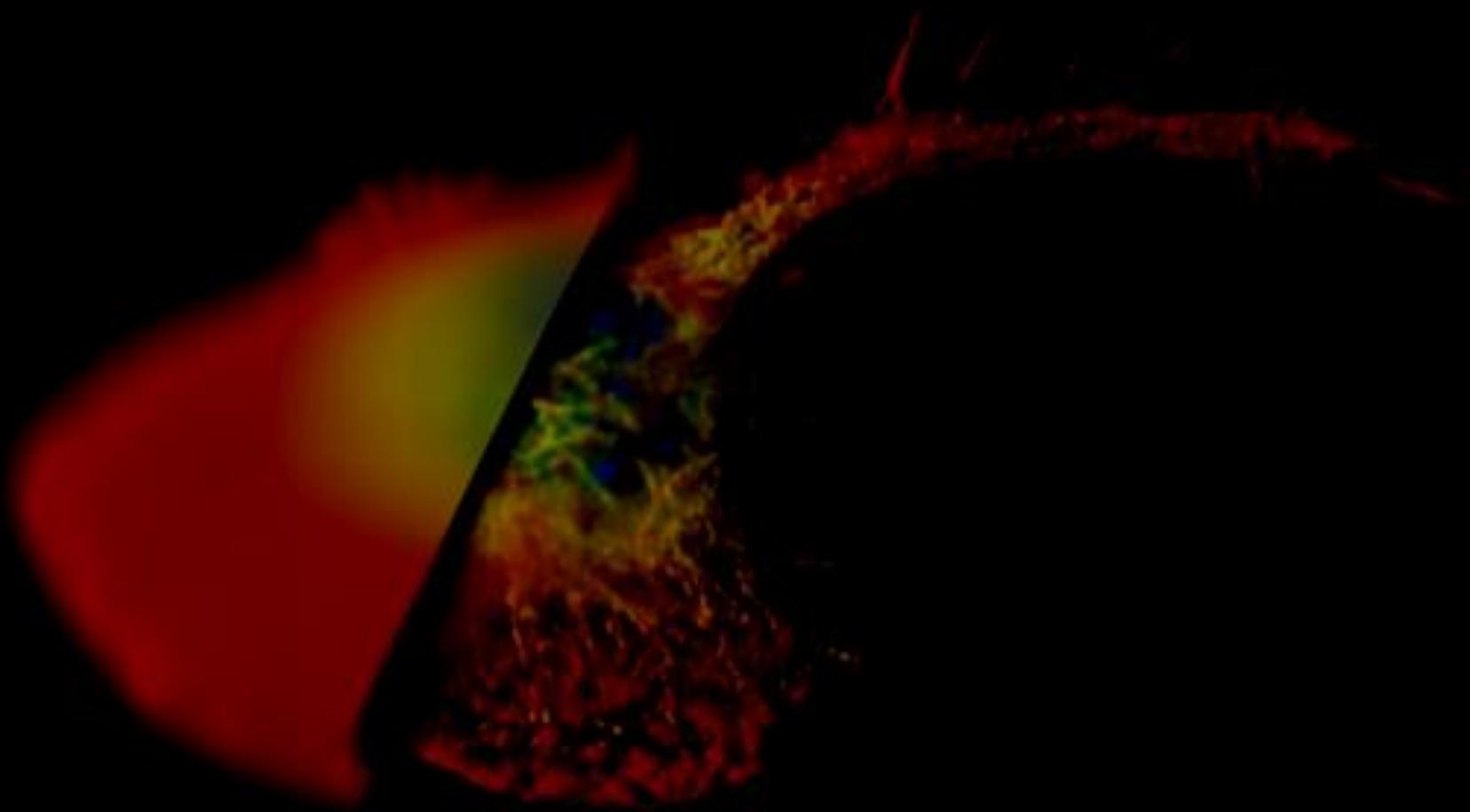
Confocal dataset: 2 channels, 1445 * 1439 * 18 (X*Y*Z) pixels



Using CPU:
Intel Xeon E5-2667 v3
(4 cores @ 3.2 GHz)



Geforce GTX Titan-X
3072 CUDA cores
12 GB video-RAM

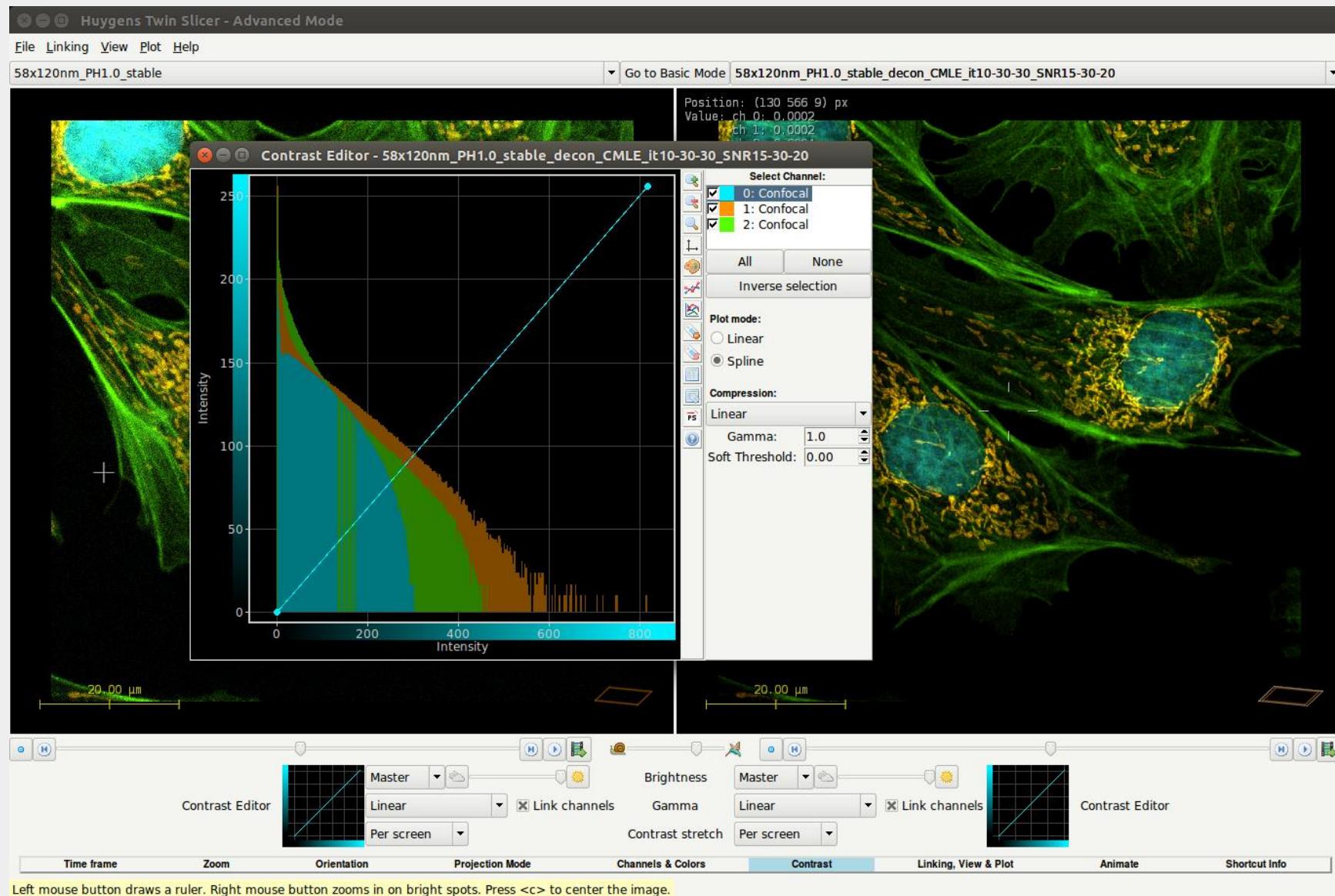


Huygens Software
by Scientific Volume Imaging

Languages used

Tcl / Tk	C / Cuda
GUI	Low level image processing (deconvolution, filters, etc)
Internal tcl shell	Renderings: (surface, volume slices, etc)

Window Editor



Left mouse button draws a ruler. Right mouse button zooms in on bright spots. Press <C> to center the image.

Tcl extensions

- Internal Tcl shell
- Register image names as Tcl commands

img1 save “foo1.png”

img1 + img2 -> img3

Tk usage

- All of the GUI,
 - windows, widget
- Tkphoto
 - from 2D pixel array -> photo
- Movie
 - From multiple pixel array -> avi

Our tcl approach

- Mainly namespace
 - 1000 lines each
 - 50 procedures
 - 1,2 or 3 array's to store namespace variables.
- Few objects
 - Widgets, window

Typical use of tcl

```
namespace eval ::myTool {  
    variable vP  
  
    proc getTotalPixels { v } {  
        variable vP  
  
        set dimX $vP(dimx,$v)  
        set dimY $vP(dimy,$v)  
        set dimZ $vP(dimz,$v)  
        return [expr {$dimX * $dimY * $dimZ}]  
    }  
}
```

Questions from our side

- openSceneGraph
- OpenGL
- Faster TkPhoto
- Advantages of using objects vs namespaces
- Font / widget scaling

Font / Widget scaling

