Image similarity measures, 2-D alignment, 3-D reconstruction algorithms Houston, December 2008

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Outline

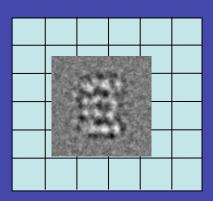
Measures of image similarity

Resolution

Image alignment (registration)

3-D reconstruction from projections

Alignment algorithms in cryo-EM



We need:

- a measure of similarity (discrepancy) between two images
- an accurate and efficient algorithm to find the orientation that would minimize the discrepancy between two images
- a method to align *n* images

Similarity measures

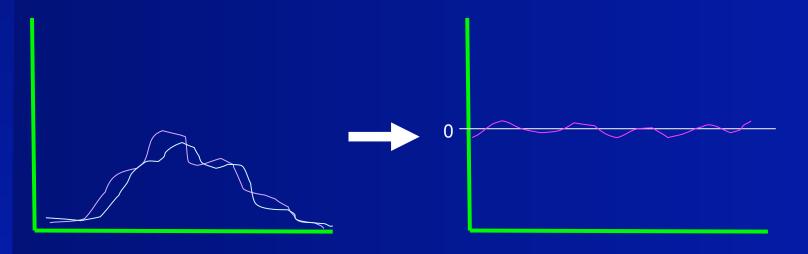
- Euclidean distance
- Correlation coefficient

Phase discrepancy

Euclidean distance

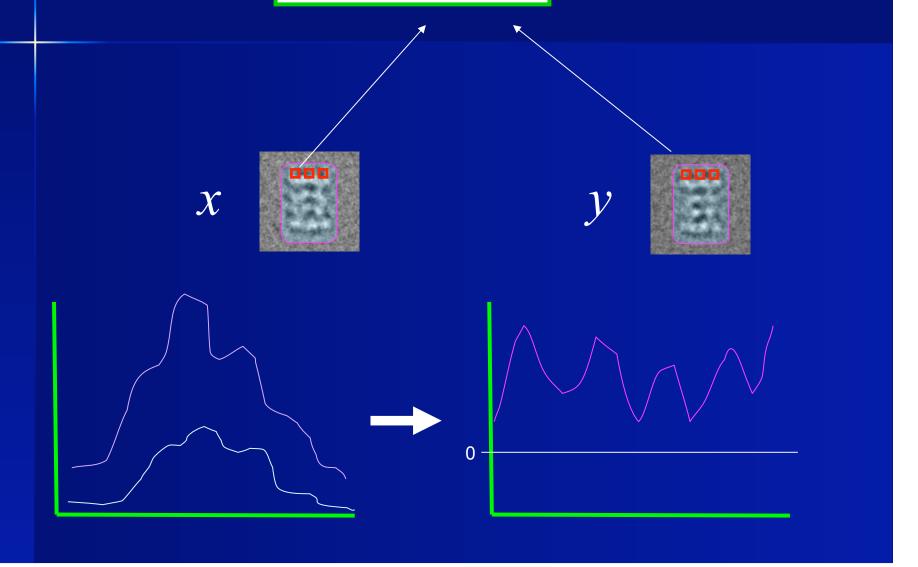
$$d_{xy}^2 = \sum \left(x - y\right)^2$$

y

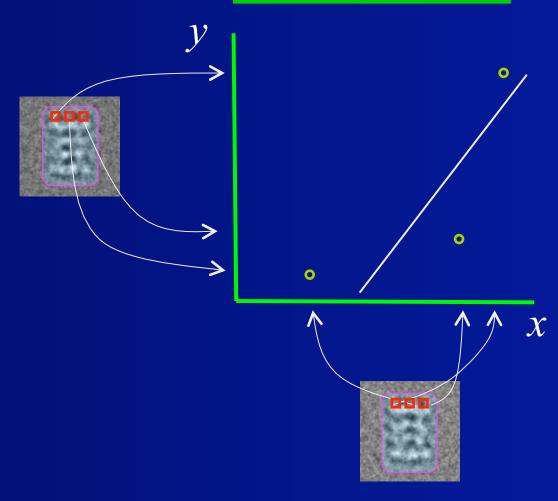


Euclidean distance depends on the scaling of images (both additive and mulitplicative).

$$d_{xy}^2 = \sum \left(x - \left(ay + b\right)\right)^2$$

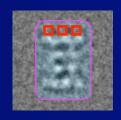


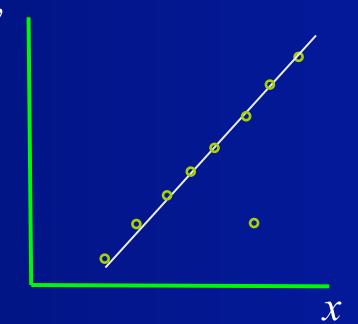
$$r_{xy} = \frac{\frac{1}{N} \sum xy - m_x m_y}{\sigma_x \sigma_y}$$



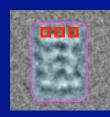
$$r_{xy} = \frac{\frac{1}{N} \sum xy - m_x m_y}{\sigma_x \sigma_y}$$

y



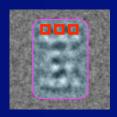


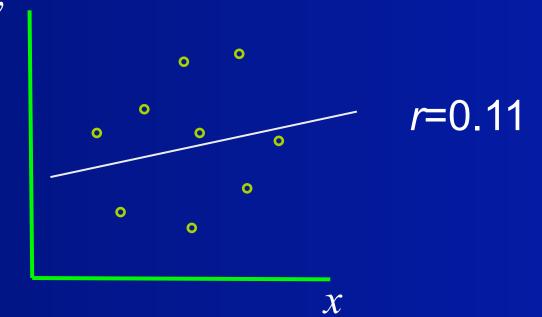
r=0.99

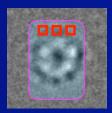


$$r_{xy} = \frac{\frac{1}{N} \sum xy - m_x m_y}{\sigma_x \sigma_y}$$

y







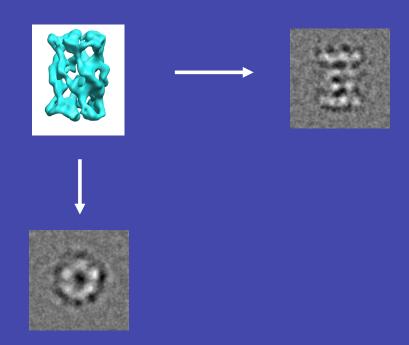
$$r_{xy} = \frac{\frac{1}{N} \sum xy - m_x m_y}{\sigma_x \sigma_y}$$

The value of correlation coefficient does not depend on linear scaling of images:

- the average is subtracted
- discrepancy is divided by the standard deviation

Correlation coefficient is tuned towards "shape" of objects.

Problems

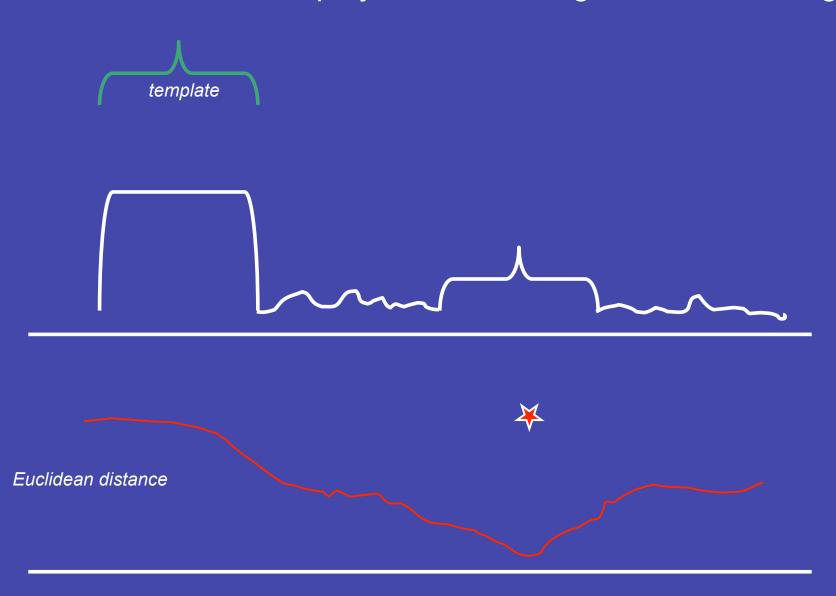


normalization

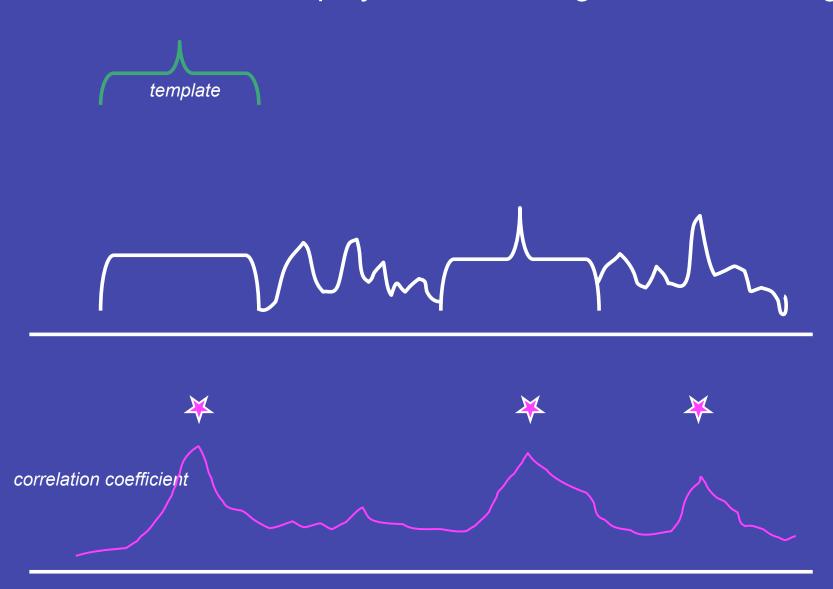
Correlation coefficient (with local normalization) makes sense for particle searches in unevenly illuminated micrograph fields....



but it is a bad idea in projection matching or in 3-D docking!



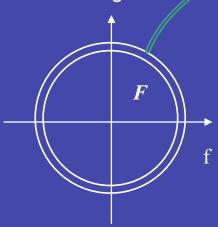
but it is a bad idea in projection matching or in 3-D docking!



Fourier Shell Correlation (FSC)

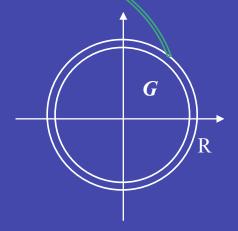
(phase discrepancy)

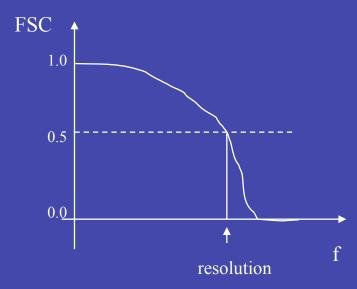
Fourier transform of image *F*



$$FSC(R) = \frac{\sum_{n \in R} F_n G_n^*}{\left\{ \left(\sum_{n \in R} |F_n|^2 \right) \left(\sum_{n \in R} |G_n|^2 \right) \right\}^{\frac{1}{2}}}$$

Fourier transform of image G





Relations between FSC and SSNR

$$SSNR = \frac{FSC}{1 - FSC}$$

$$FSC$$

For large number of images $Variance(SSNR) \approx Variance(FSC)$

When FSC is calculated for a dataset split into halves:

$$SSNR = 2\frac{FSC}{1 - FSC}$$

FSC is a biased estimate of SSNR.

For large number of images, the bias is negligible.

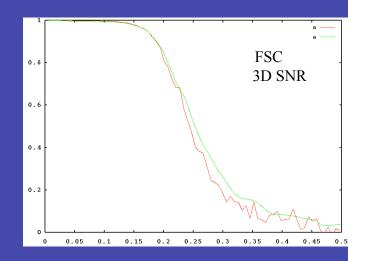
The expectation value of FRC is calculated as
$$E[FRC] \cong \frac{E\left[\sum_{n=1}^{n_R} F^n G^{n^*}\right]}{E\left[\left\{\left(\sum_{n=1}^{n_R} |F^n|^2\right)\left(\sum_{n=1}^{n_R} |G^n|^2\right)\right\}^{1/2}\right]}$$

$$= \frac{\sum_{n} F_T^{n^2}}{\sum_{n} F_T^{n^2} + \sum_{n} \frac{1}{L} \sigma_N^{n^2}} = \frac{\sum_{n} \frac{F_T^{n^2}}{\sum_{n} \frac{1}{L} \sigma_N^{n^2}}}{\sum_{n} \frac{1}{L} \sigma_N^{n^2}} = \frac{SSNR}{SSNR + 1}.$$

Resolution criteria should be based on the SNR considerations

$$SSNR = 2\frac{FSC}{1 - FSC}$$

Reasonable criterion: include only Fourier information that is above the noise level, i.e., *SSNR*>1. *SSNR*=1 => *FSC*=1/3=0.333

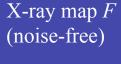


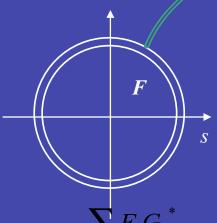
Another criterion: (3σ) include Fourier information that is significantly higher than zero, i.e., SSNR>0.

SSNR=0 => FSC=0

Cross-resolution

relation between FRC and SSNR

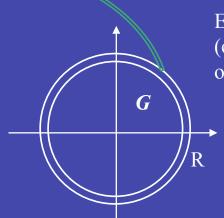




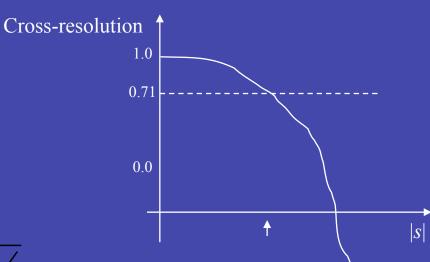
$$FSC(R) = \frac{\sum_{n \in R} F_n G_n^*}{\left\{ \left(\sum_{n \in R} |F_n|^2 \right) \sum_{n \in R} |G_n|^2 \right) \right\}^{\frac{1}{2}}}$$

$$SSNR = \frac{FSC^2}{1 - FSC^2}$$

$$SSNR=1 \implies FSC = \sqrt{\frac{1}{2}} = 0.71$$



EM map *G* (corrupted by noise and other errors)



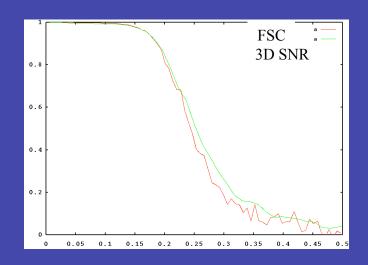
Resolution curve and optimum filtration

$$SSNR = 2\frac{FSC}{1 - FSC}$$

Wiener filter:

$$G = \frac{SSNR}{SSNR+1}F$$

$$G = 2\frac{FSC}{FSC+1}F$$



The *FSC* curve should be used for optimum filtration.

Thus, the 'resolution' is given by the overall shape of the *FSC*, not by a single number.

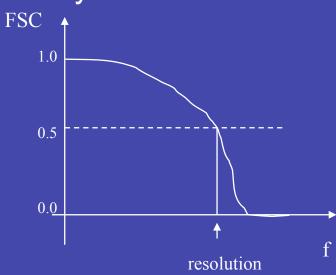
Fourier Shell Correlation (FSC)

properties when used as a similarity measure

 FSC yields a 1D curve, but the values can be added to yield one number, distance dfsc

$$dfsc = \int_{0}^{R_{\text{max}}} FSC(R) dR$$

- dfsc can be thought of as an Euclidean distance between high-passed images.
 Regretfully, filtering is adaptive, i.e., it varies from image to image, so results are difficult to compare.
- *dfsc* will ignore weighting of amplitudes due to CTF.
- dfsc is very sensitive to shapes of objects, so it will enhance edges in averages of aligned images creating appearance of 'high resolution'.
- *dfsc* may work well for low-contrast images, such as tomograms.



$$FSC(R) = \frac{\sum_{n \in R} F_n G_n^*}{\left\{ \left(\sum_{n \in R} |F_n|^2 \left(\sum_{n \in R} |G_n|^2 \right) \right\}^{\frac{1}{2}} \right\}}$$

Similarity measures

- Correlation coefficient and Phase discrepancy are popular as they are independent on scaling of the data (in EM difficult if not impossible to do properly) and they can be rapidly evaluated using FFT techniques.
- Euclidean distance is very sensitive to proper normalization of the data and small errors will yield entirely erroneous results. It is also more difficult to implement.



Normalizing projection images: a study of image normalizing procedures for single particle three-dimensional electron microscopy

C.O.S. Sorzano^a, L.G. de la Fraga^b, R. Clackdoyle^c, J.M. Carazo^a,*

$$N_0[I(x,y)] = I(x,y),$$

$$N_1[I(x,y)] = \frac{I(x,y) - \text{avg[bg}(I)]}{\text{avg[bg}(I)]},$$

$$N_2[I(x,y)] = \frac{I(x,y) - \text{avg}(I)}{\sqrt{\text{var}(I)}},$$

$$I(x,y) - \text{avg[bg}(I)]$$

$$N_3[I(x,y)] = \frac{I(x,y) - \operatorname{avg[bg}(I)]}{\sqrt{\operatorname{var[bg}(I)]}},$$

$$N_4[I(x,y)] = \frac{I(x,y) - \operatorname{avg}[\operatorname{bg}(I)]}{\operatorname{avg}(I) - \operatorname{avg}[\operatorname{bg}(I)]},$$

Match histogram of pixel values in the background to that of reference histogram derived from a representative area. Poisson distribution of noise

Gaussian distribution of noise, will ruin relative amplitudes

Gaussian distribution of noise

?????

Arbitrary distribution of noise

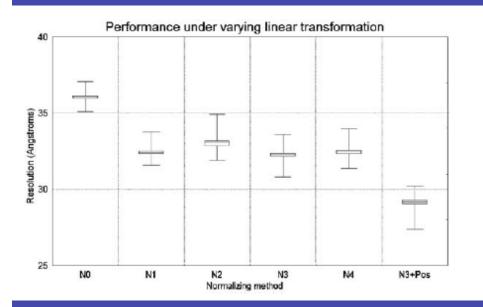
N. Boisset, P. Penczek, F. Pochon, J. Frank, J. Lamy, Three-dimensional architecture of human α2-macroglobulin transformed with methylamine, J. Mol. Biol. 232 (1993) 522.

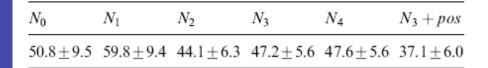
^a Biocomputing Unit, National Center of Biotechnology (CSIC), Campus Universidad Autónoma, 28049 Cantoblanco, Madrid, Spain b Computer Science Section, Department of Electrical Engineering. CINVESTAV-IPN Av. Instituto Politécnico Nacional 2508, 07300 México DF, Mexico

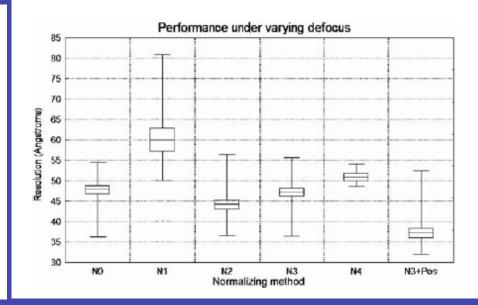
^c Medical Imaging Research Laboratory, Department of Radiology, Utah University, CAMT 729 Arapeen Drive, Salt Lake City, UT 84108-1218, USA

Data normalization in EM

no-CTF







Data normalization in EM

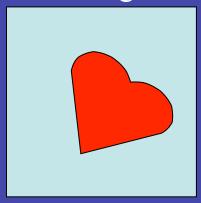
Renormalize the data after initial 3-D projection alignment parameters were found.

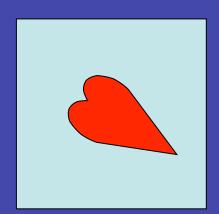
Compare 2-D data with reprojections of the structure.

(Zhang and Penczek, 2008, Structure).

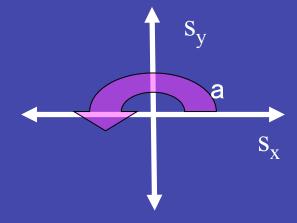
The alignment problem

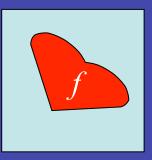
Two 2D images:

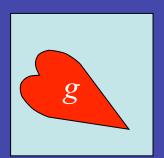




Three degrees of freedom:







Two images are aligned if the least square discrepancy between them is minimized:

$$\int \left| f\left(\mathbf{x}; s_{x}, s_{y}, \alpha\right) - g\left(\mathbf{x}\right)^{2} d\mathbf{x} \to min \right|$$

$$\int \left| f\right|^{2} d\mathbf{x} + \int \left| g\right|^{2} d\mathbf{x} - 2 \int f\left(\mathbf{x}; s_{x}, s_{y}, \alpha\right) g\left(\mathbf{x}\right) dx \to min$$

$$const + const - c\left(s_{x}, s_{y}, \alpha\right) \to min$$

$$c\left(s_{x}, s_{y}, \alpha\right) \to max$$

Crosscorrelation

is used as a tool to align (bring into register) images that are in different orientations.

One of the images is shifted with respect to the other, reference image, and for each shift position the similarity between two images is calculated.

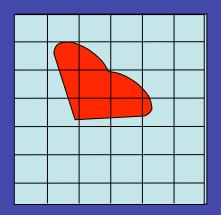
A set of similarity values as a function of image position is called *cross-correlation function* (CCF).

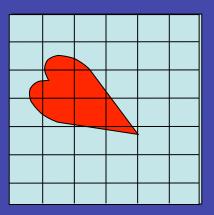
The maximum of CCF indicates the best mutual orientation between a pair of images.



Alignment as a discrete problem

Two 2D images





Translation *or* rotation can be found effectively using the Fast Fourier Transform algorithm.

There is *no* fast method for finding both translation and rotation.

To find translation and rotation we can:

- use exhaustive search (explore all possible orientations)
- use gradient-based methods to move towards best orientation

Methods of 2-D alignment

- Direct alignment in real space
- Direct alignment using 2-D FFT
- Sinograms
- Indirect alignment using autocorrelation function
- Alignment using resampling to polar coordinates

2-D alignment

Resampling into polar coordinates around systematically selected centers of the image.



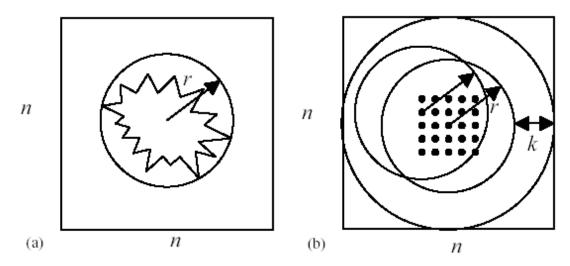
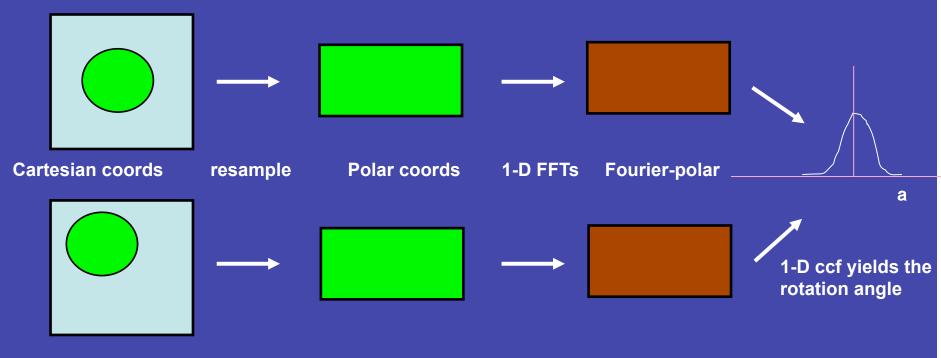


Fig. 1. The geometrical constraints of the 2D alignment problem. (a) The reference particle view is placed within a square image frame $n \times n$ pixels and its size is such that it can be bounded by a circle with a radius no larger than r = n/2. (b) The particle view, which size is bounded by the same radius as the reference view, can be located within a circle centered on discrete locations within the image frame, such that the maximum translation is k = n/2 - r. The number of possible translations is $(2k + 1)^2 = l$.

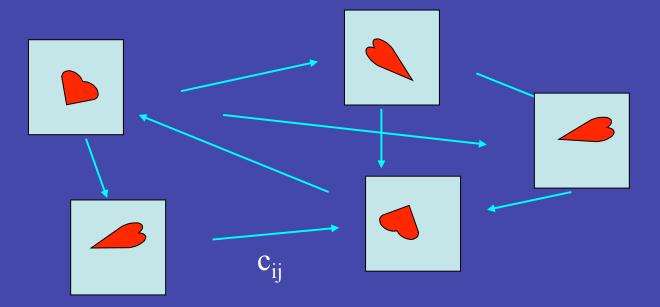
2-D alignment

Resampling into polar coordinates around systematically selected centers of the image.



Center of the resampling defines the translation

Alignment of *n* images



The distances between all pairs of images have to be minimized simultaneously.

$$\sum_{k=1}^{n-1} \sum_{l=k+1}^{n} \int \left| f_k \left(\mathbf{x}; s_x^k, s_y^k, \alpha^k \right) - f_l \left(\mathbf{x}; s_x^l, s_y^l, \alpha^l \right)^2 d\mathbf{x} \rightarrow min \right|$$

Methodology of 2D alignment

Types of alignment problems:

- A reference image is known or can be easily approximated, and there is only one particle orientation (with possible small variations). This case will be called Reference-based alignment.
- A small number of reference images are known or can be easily approximated, and their number is known, and particle orientations are well defined (with possible small variations). This case will also be called *Reference-based alignment*.
- An approximation of a reference image is known and there is only one particle orientation (with possible small variations). This case will be called *Alignment with the reference refinement*.
- Reference images are not known, and there is no clear groupings in the data set. This case will be called Reference-free alignment.
- Reference images are not known, but the data set can in principle be divided into a number (unknown) of homogeneous classes. This case will be called *Multireference alignment*.

Methods of 2-D alignment of *n* images

Various iterative schemes have been proposed, including Maximum Likelihood method.

No matter what the claim of the author might be and whether the author realizes it or not,

all methods of 2D alignment of *n* images try to circumvent the problem

that there is no algorithm that would guarantee the optimum alignment of n images.

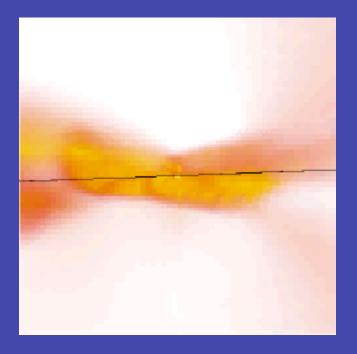
Tomography historical background

- 1956 Bracewell reconstructed sun spots from multiple views of the Sun from the Earth.
- 1967 Medical Research Council Laboratory, Cambridge, England: Aaron Klug and grad student David DeRosier reconstructed three-dimensional structures of a virus capsid (icosahedral symmetry).
- 1968 W. Hoppe (Germany) proposed three-dimensional high resolution electron microscopy of non-periodic biological structures.
- 1972 British engineer Godfrey Hounsfield of EMI Laboratories, England, and independently South African born physicist Allan Cormack of Tufts University, Massachusetts, invented CAT (Computed Axial Tomography) scanner. Tomography is from the Greek word tomos meaning "slice" or "section" and graphia meaning "describing".
- 1990 J. Frank & P. Penczek determined first cryo structure of the 70S ribosome using single particle approach and tomographic principle.

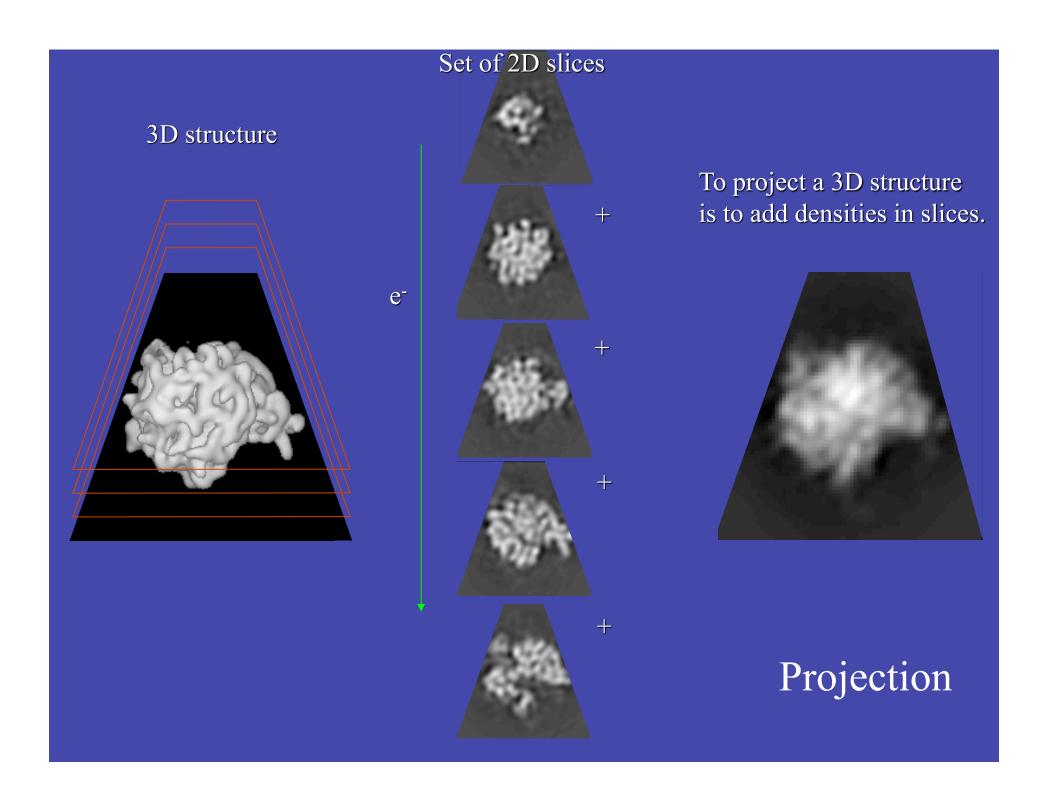
Inner heliospheric plasma density

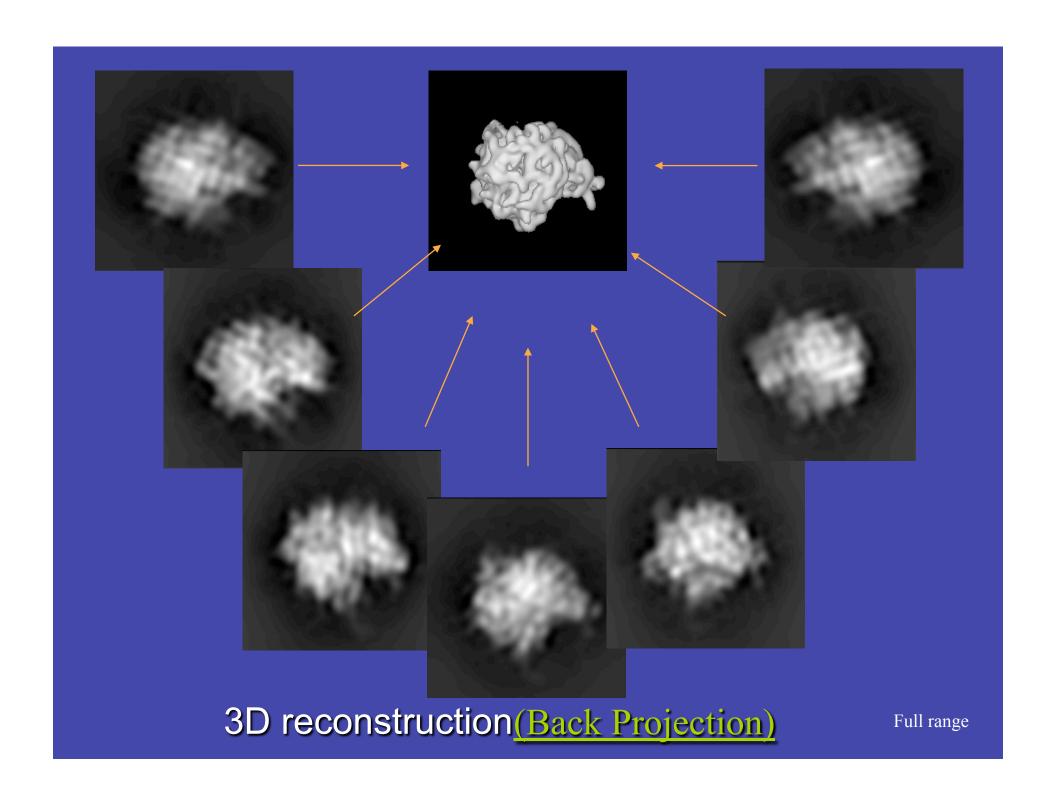
(to 1.5 times the distance of the Earth from the Sun).

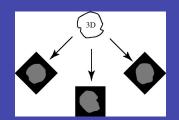




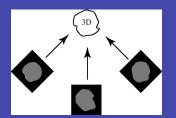


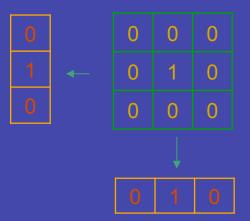


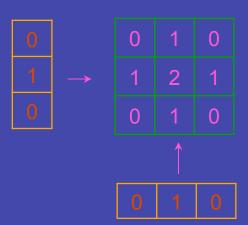




Mechanism of projection-backprojection

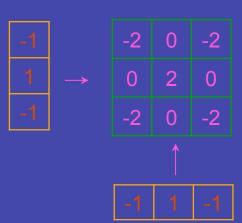






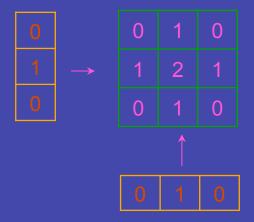


r* weighting

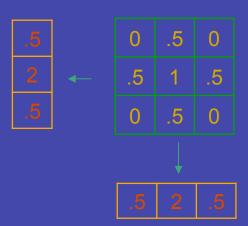


Iterative algebraic reconstruction (SIRT)

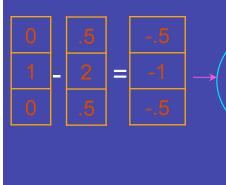
1. backproject



2. project



3. calculate errors between original data and projected structure



4. backproject errors

-1 -1.5 -1 -1.5 -2 -1.5 -1 -1.5 -1 5. correct the current structure

Repeat steps 2-5

2	.2	2
.2	.6	.2
2	.2	2

0 1 0

3D reconstruction algorithm can be considered the most important element of the single particle reconstruction process

Many steps of the process are best understood in terms of the 3D reconstruction problem:

- construction of an initial model
- refinement of the structure
- resolution estimation

The problem of 3D reconstruction from projections in EM is substantially different from the problem of "classical" tomography:

- data collection geometry cannot be controlled (random distribution of projection directions)
- extremely uneven distribution of projection directions, in many cases resulting in gaps in Fourier space
- extremely low SNR
- large errors in orientation parameters, both random and systematic, in principle the 3D reconstruction should be a part of orientation refinement procedure
- number of projection data much larger than the linear size of projections

Tomography (reconstruction from projections). backprojection in real space (3D reconstruction) 2D 3D projection in real space volume in real space projection in real space 2D Fourier transform 3D Fourier transform inverse inverse 3D Fourier transform 2D Fourier transform interpolation in Fourier space (3D reconstruction) 2D central slice in Fourier space 3D volume in Fourier space selection of a central slice in Fourier space

Taxonomy of 3-D reconstruction methods

	Direct (solution obtained after one scan through the data)	Iterative (the structure is "improved" iteratively)
Algebraic	Direct solution of the system of equations defined by the projection matrix. Singular Value Decomposition (SVD) Due to the size of the matrix not used in 3-D. CTF makes the problem hopelessly complicated	1. Algebraic Reconstruction Technique (ART) 2. Simultaneous Iterative Reconstruction Technique (SIRT) Very good results, very slow. CTF easily incorporated
Filtered backprojection (Fourier space filtration)	1. General Weighted Backprojection (Radermacher) 2. Exact Filter (Harauz & van Heel) Require construction of a weighting function in Fourier space – no exact formula exists. Reasonably fast, reasonably accurate. CTF cannot be incorporated	Not used.
Direct Fourier inversion (Fourier space interpolation)	Gridding algorithm (Penczek) Requires full coverage of Fourier space by projection data. The most accurate method, fast. CTF easily incorporated. Very fast, but simple interpolation schemes give very poor results.	Not used.

If iterative algorithms are slow and inconvenient, why would we want to use them?

- The quality of SIRT results surpasses the quality of results of other methods, particularly of those based on Fourier transform. Least disturbing artifacts.
- SIRT algorithms perform better in "extreme" situations, such as uneven distribution of projections, incomplete projections ("missing cone", "missing wedge"), reconstruction from few directions.
- SIRT algorithms are flexible. It is possible to incorporate additional constraints (positivity, limited spatial support), a priori knowledge, CTF correction....

Summary

- Cryo-EM and single particle reconstruction rely on the tomographic effect in the electron microscope.
- There is no unique solution to the problem of recovering the 3D structure from the finite set of its 2D projections.
- The quality and speed of 3D reconstruction algorithms differ. Generally, the speed and quality are inversely proportional. Depending on the data set (presence end level of noise, errors, gaps in angular coverage) some algorithms perform better than other.

SIRT: (Gilbert, 1972; Penczek et al., 1992; Penczek et al., 1997; Zhu et al., 1997)

ART: (Gordon et al., 1970; Marabini et al., 1998)

General Weighting Back-Projection: (Radermacher, 1992; Radermacher et al., 1986)

Exact Weighting Back-Projection: (Harauz and van Heel, 1986)

Direct Fourier inversion: (Penczek et al., 2004, Zhang and Penczek, 2008)

- 1. Gilbert, H., 1972. Iterative methods for the three-dimensional reconstruction of an object from projections. Journal of Theoretical Biology 36, 105-117.
- 2. Gordon, R., Bender, R., Herman, G. T., 1970. Algebraic reconstruction techniques (ART) for three-dimensional electron microscopy and x-ray photography. Journal of Theoretical Biology 29, 471-81.
- 3. Harauz, G., van Heel, M., 1986. Exact filters for general geometry three dimensional reconstruction. Optik 73, 146-156.
- 4. Marabini, R., Herman, G. T., Carazo, J. M., 1998. 3D reconstruction in electron microscopy using ART with smooth spherically symmetric volume elements (blobs). Ultramicroscopy 72, 53-65.
- 5. Penczek, P., Radermacher, M., Frank, J., 1992. Three-dimensional reconstruction of single particles embedded in ice. Ultramicroscopy 40, 33-53.
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Recommended reading

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Thank you!