

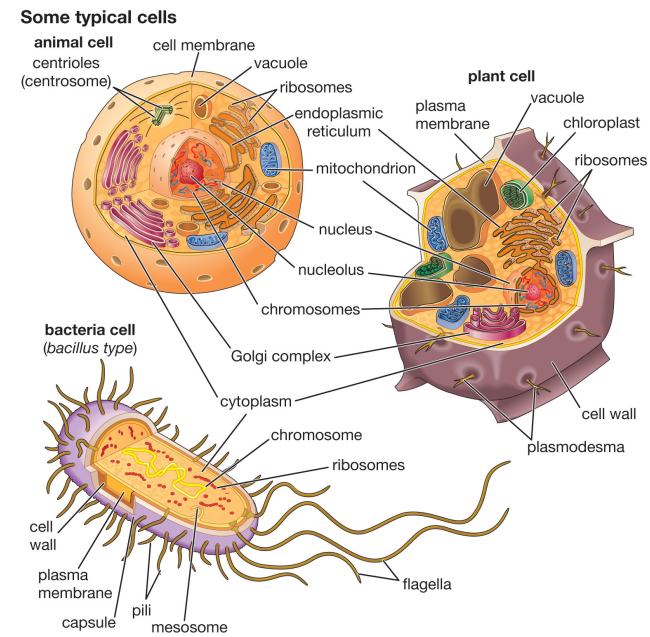
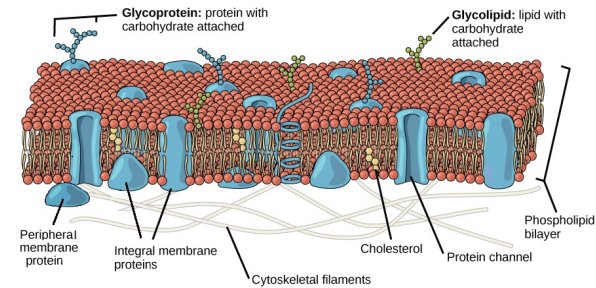
# Lecture 2

FYS4715 2021

Whats inside cells, contd, statistical mechanics, diffusion, random walks

# Cells – fundamental functional units of life

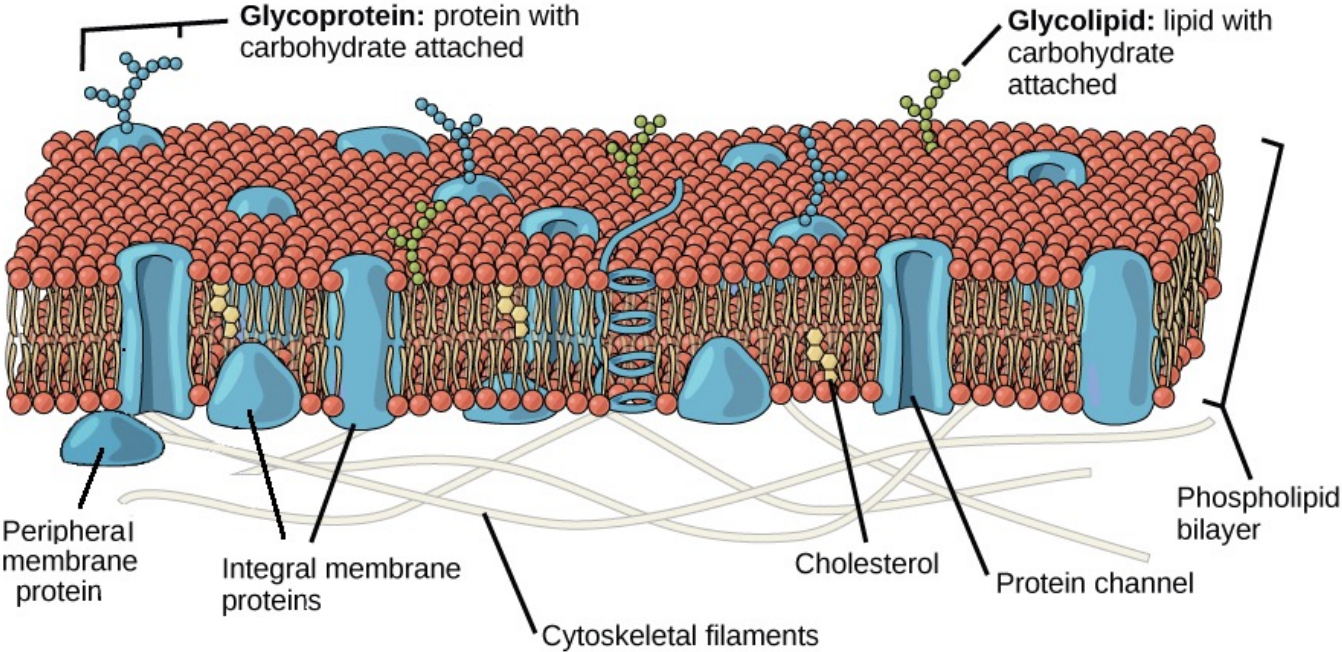
- enclosed by **plasma membrane**
- interior «soup» called **cytoplasm**
- organized in **organelles** = specialized compartments surrounded by membrane
  - **nucleus**: contains the genetic information necessary for cell growth and reproduction
  - **mitochondria**: responsible for the energy transactions necessary for cell survival
  - **lysosomes**: digest unwanted materials within the cell
  - **endoplasmic reticulum & Golgi apparatus**: organization of the cell by synthesizing selected molecules and then processing, sorting, and directing them to their proper locations
- <https://www.allencell.org/>



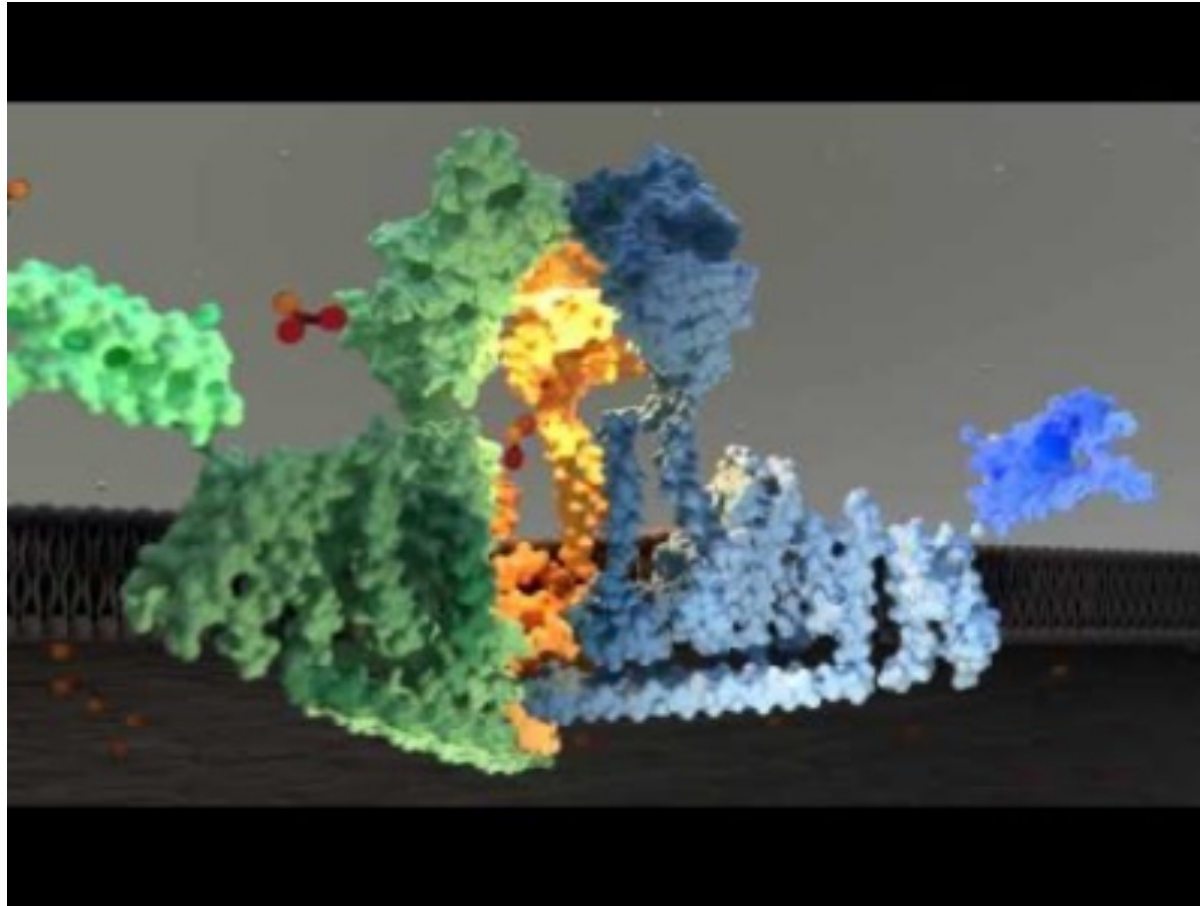
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cyto- = cell

# Plasma membrane

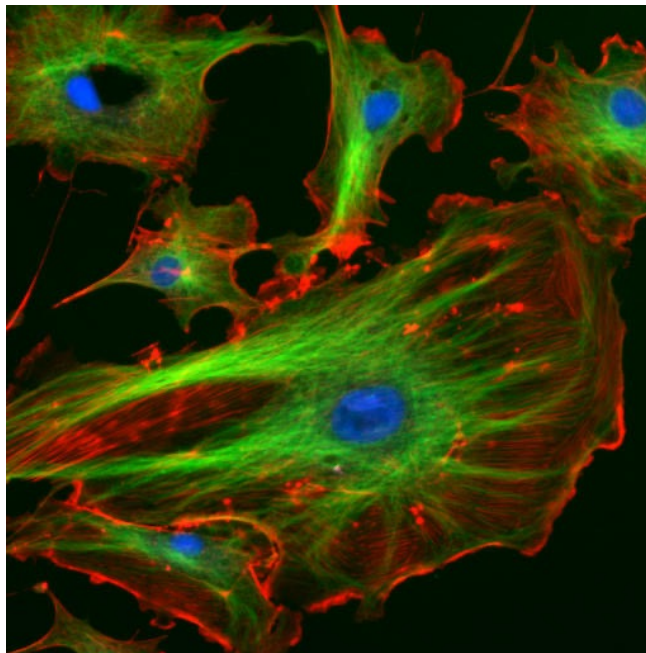


# Ion channels



# Cytoskeleton

- actin filaments (7 nm  $\emptyset$ )
- microtubules (25 nm  $\emptyset$ )
- intermediate filaments (10  $\emptyset$ )



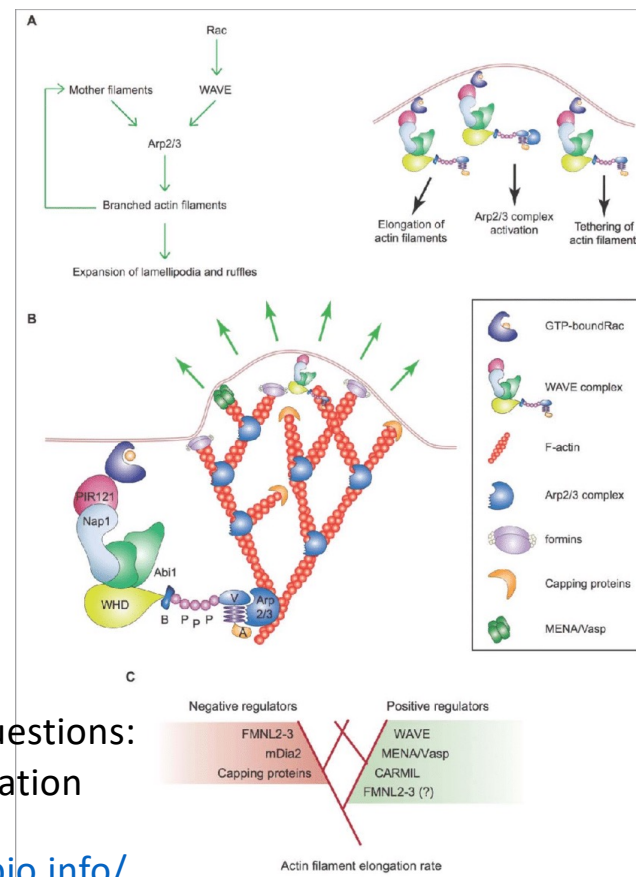
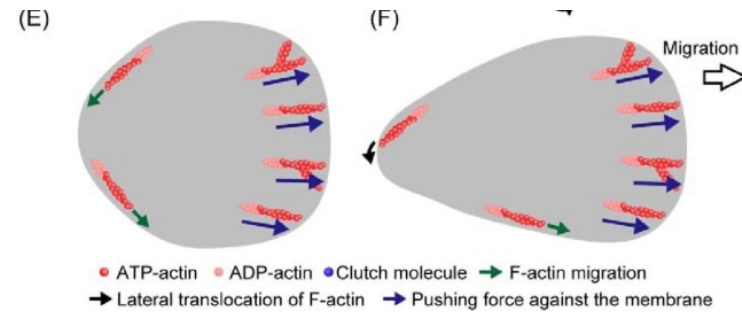
The eukaryotic cytoskeleton. Actin filaments are shown in red, and microtubules composed of beta tubulin are in green.

G-actin monomer  
F-actin polymer

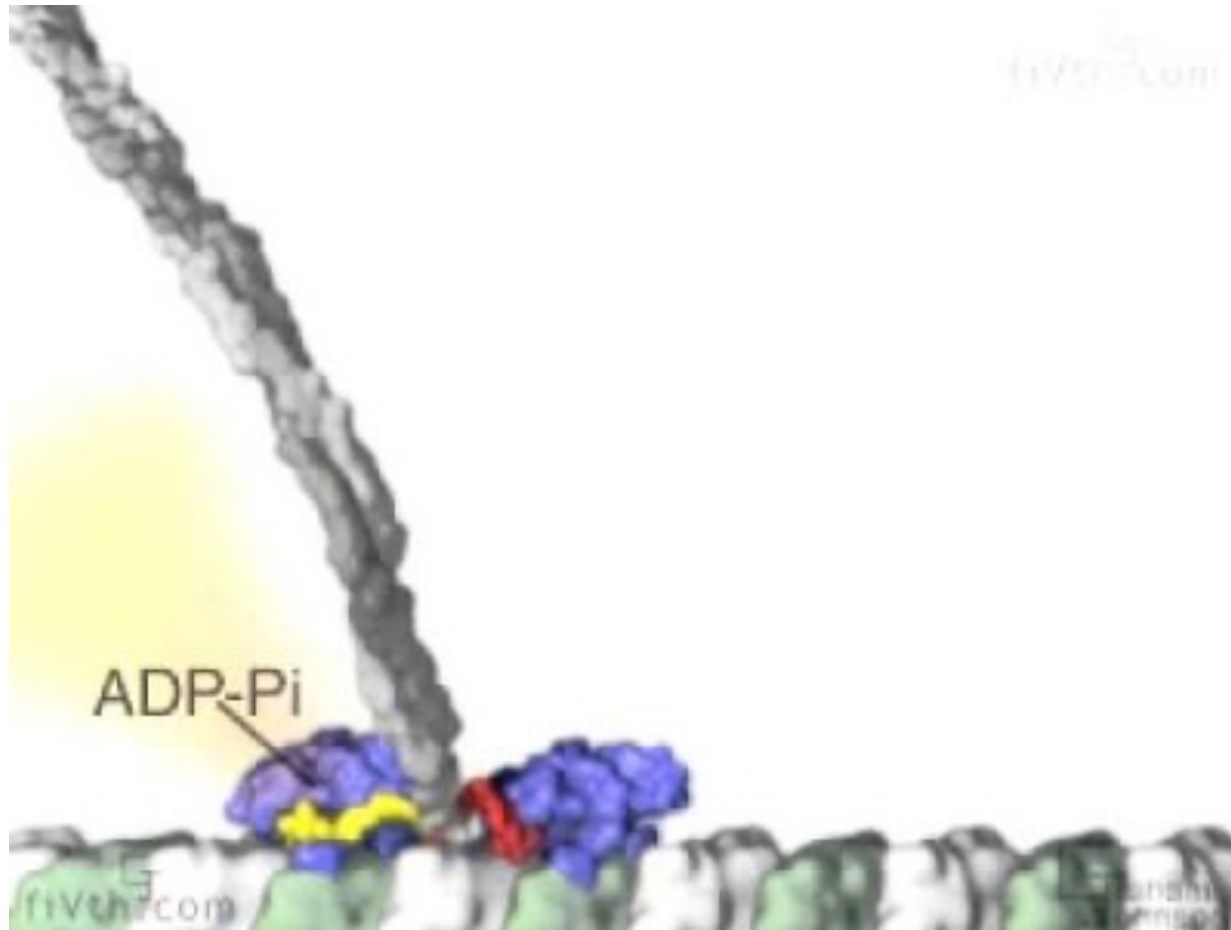
physics questions:

- polarization
- force

<https://www.mechanobio.info/>



# Microtubules & kinesin motors



Crash course in greek and latin:

Angio-		Vessel	
-atomy, -otomy		cutting	
Auto-		self	Angiogenesis
Brachy		short	=production
Cata- (katalysis)		dissolving	of vessels
Carcino-		tumor (crab-like)	
Centro-, -centric		centre	Carcinogenesis
-ceptor, ceptive		capere, to take	
Chromo-		color	Production
Chrono-		time	(development) of
-cyte, cyto-			f cancer
Diplo	hollow	double	
e-, ec-		out of	
Endo-		within, inside	
Exo-		outside	
Extra-		beyond	
Erythro-		red	
-gen, genous	descent		
-genic, -genous		birth, descent, origin	
-genic, -genous		to produce	

Crash course in greek and latin:

Glia-	glue
Haem-	blood
Histo-	tissue
Homeo-	alike
Homo-	the same
Hyper-	above
Hypo-	under
Infero-	beneath
Infra-	below
Inter-	between
Intra-	within
Iso-	equal
-kinesis, -kinetic	kinesis=movement
Leuko-	white
Lipo-	fat
-lysis, -lysin	dissolving
Macro-	large
Medi-	middle



Crash course in greek and latin:

-mere, mero-	a part		
Meta-		after	
Metabolism	change		Centromere= middle part
Micro-		small	
Mito- (mitosis)		a tread	
Mono-		single	
Muta-		mutare=to change	
Necro-		dead	telomere= end part
Neuro-		nerve	
-nomics		law	
Oligo-		few	
Onco-		bulk, mass	
Ortho-		straight	
Para-		beside	
Per-		through	
Peri-		around	
-phage, -phagous		phagein=to eat	
-phil		to love	

Crash course in greek and latin:

-phobe	to fear
Photo-	light
Plasma-, -plasm	form
-plicate	to fold
Post-	after
Pre-	before
Pro-	before
Proto-	first
Re-	back
Retro-	backwards
Serum	whey (myse)
-some, soma-	body
Stereo-, -steric	solid
Sub-	under
Super-	over
Supra-	above
Sym-, syn-	with

Crash course in greek and latin:

-synthesis

Tauto-

Tele-

Teleo-

Telo-, telio-

Trans-

Ultra-

composition

the same

far

complete

end

across

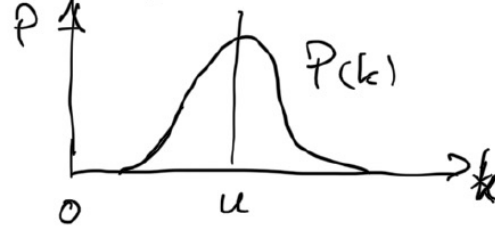
beyond

# Diffusion and friction in fluids

- Did you do 2D RW?
- Demo 1drw?

Diffusion  $\sim$  random motion  
- independent of details

4.1.3 1D random walk



step lengths  $kL$

$$u = \langle k_j \rangle = \sum_k k P_k \quad - \text{drift}$$

$$\langle x_N \rangle = NuL$$

$$\sigma_N^2 = \langle (x_N - \langle x_N \rangle)^2 \rangle = 2Dt$$

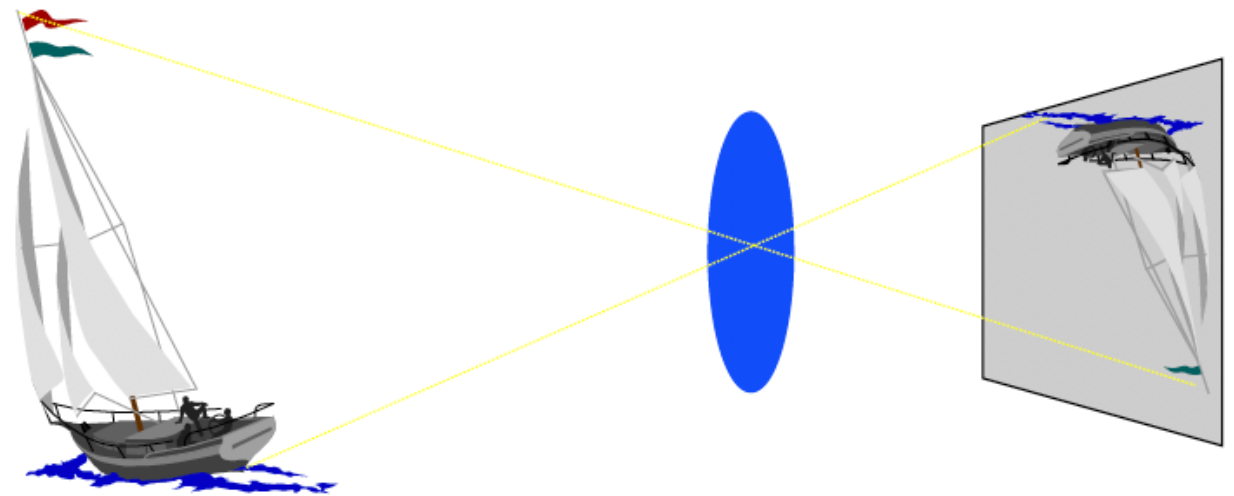
# Life at low Reynolds number

- For next Tuesday: You read Purcell's paper
- Tuesday:
  - You present the paper
  - We discuss life at low Reynolds number
  - Discuss Your turn 1A, Prob 1.3, 2.2, 2.5

## Image analysis Outline

- Microscope imaging and cameras (quick repeat)
- What is a digital image? (quick repeat)
- Image types and resolution (quick repeat)
- Why do we need image analysis?
- How to do image analysis (basic steps)?
- Morphological operators
- Watershed algorithm
- Examples

# Imaging principles



Scene

Lens

Sensor

Image on film

Mi

Figure 1 - Conjugate Planes in the Optical Microscope

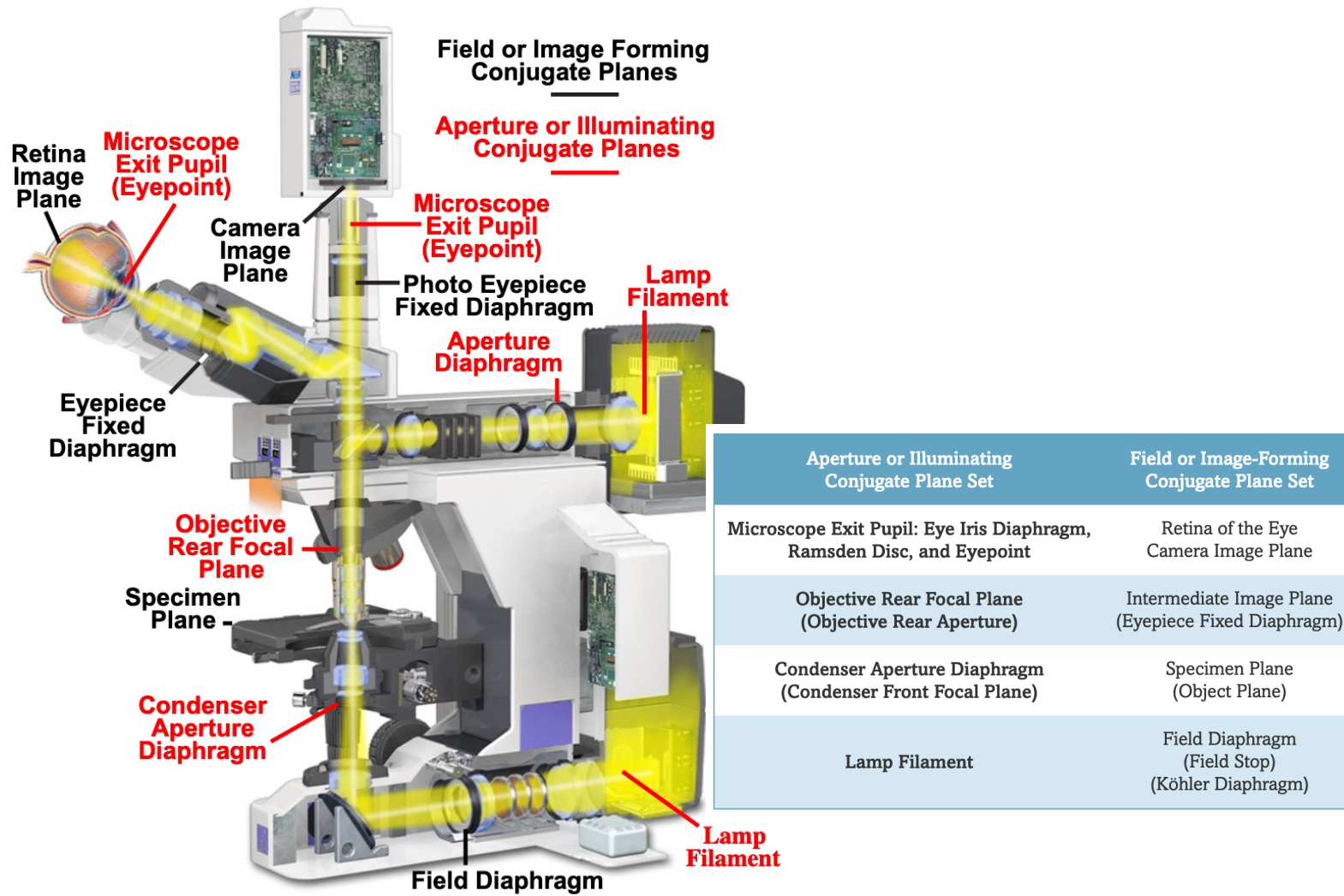
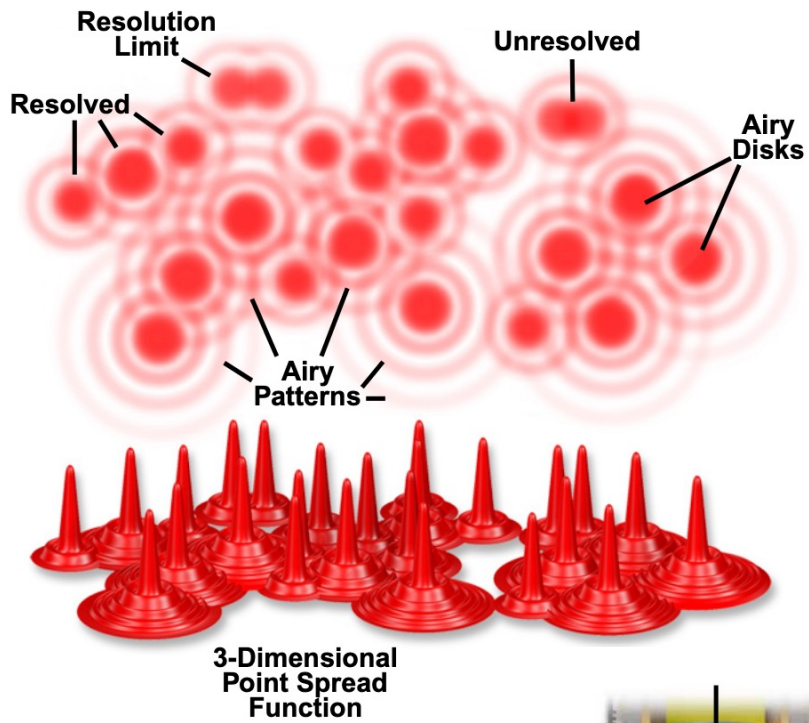


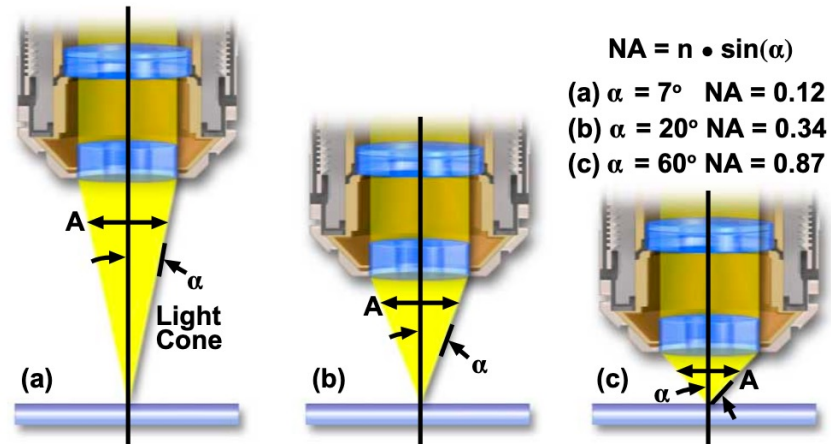


Figure 1 - Airy Patterns and the Limit of Resolution

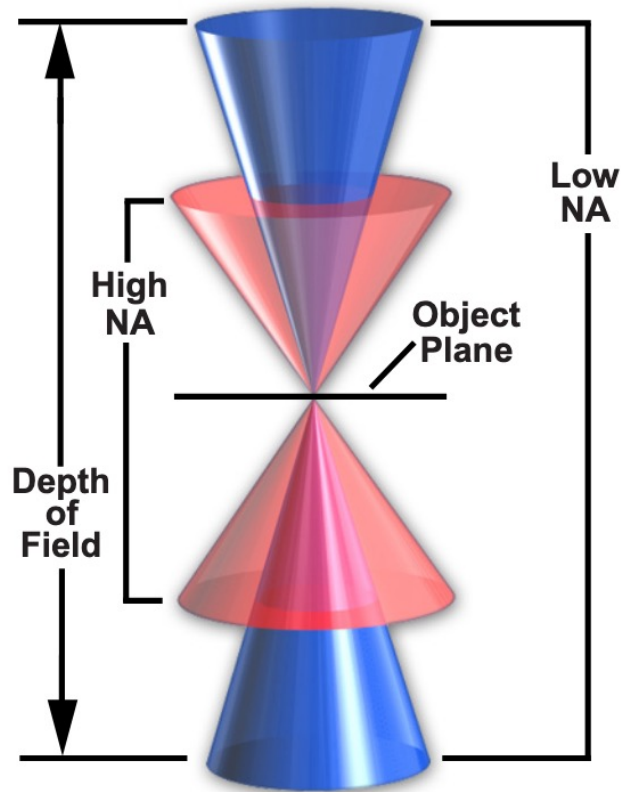


$$r = 0.61 \frac{\lambda}{NA} \quad \text{reflected light}$$

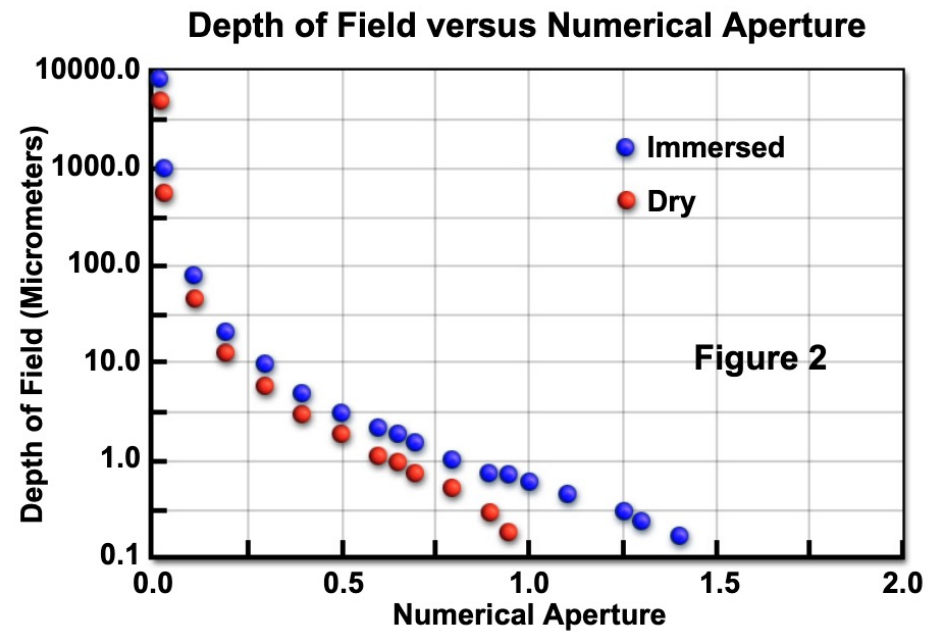
$$r = 1.22 \frac{\lambda}{NA_o + NA_c} \quad \text{transmitted light}$$



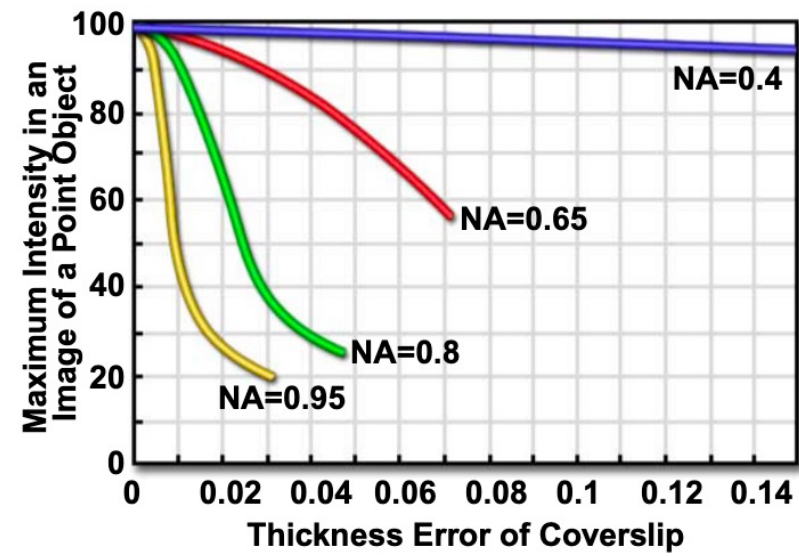
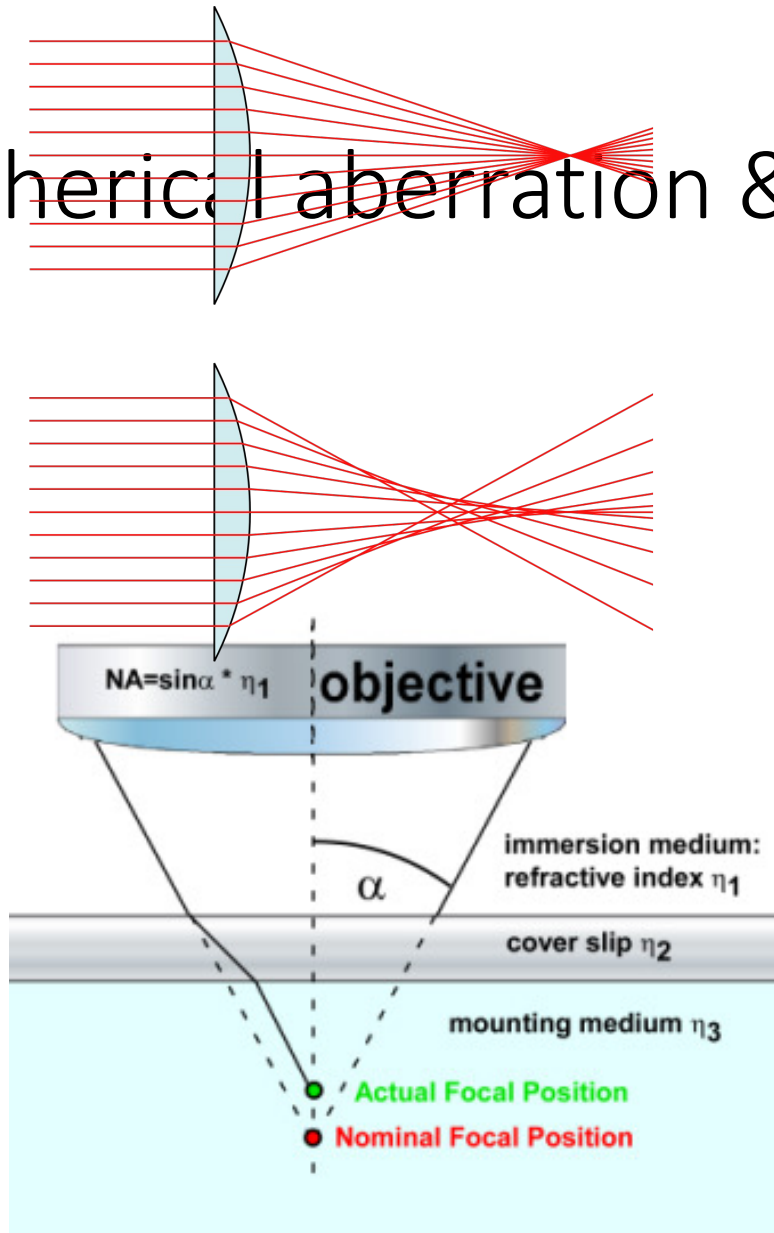
# Depth of field/focus



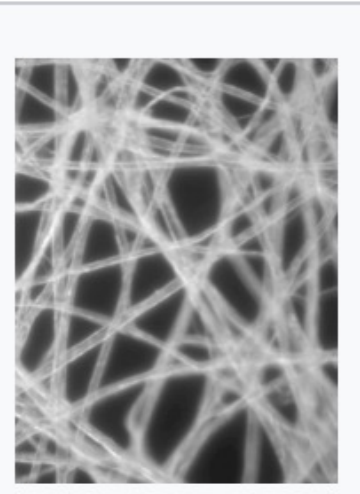
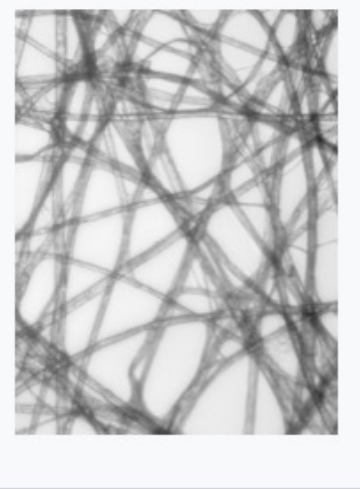
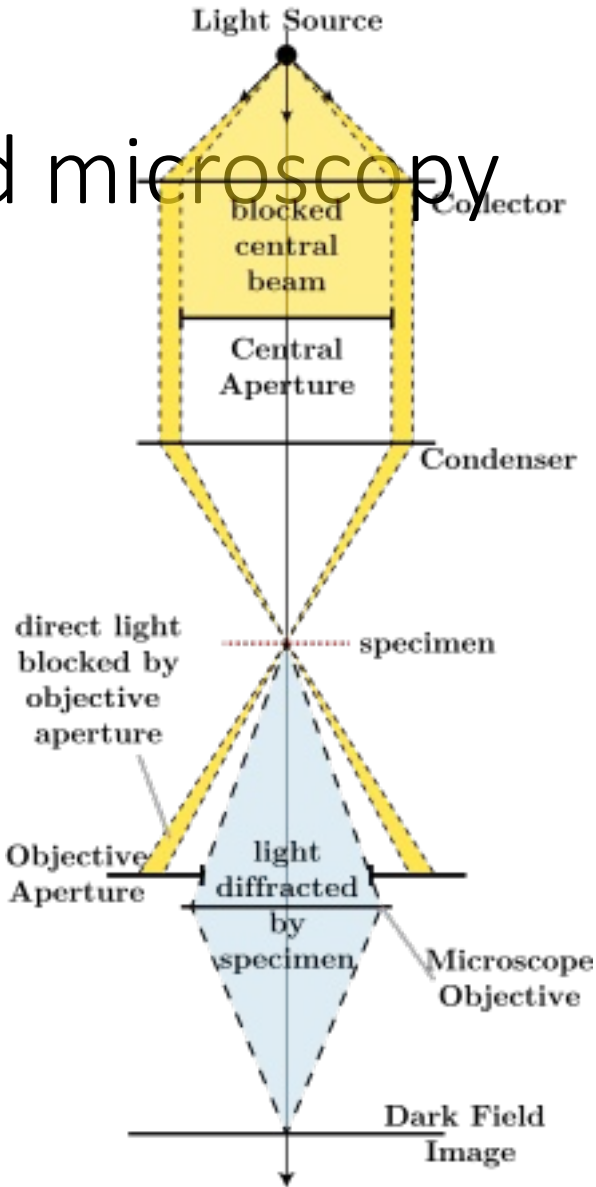
depth of field = the distance from nearest object plane in focus to farthest plane also simultaneously in focus.



# Spherical aberration & coverslip correction



# Dark field microscopy



# Phase contrast

Making phase changes visible in phase-contrast microscopy is

- to separate the illuminating (background) light from the specimen-scattered light (which makes up the foreground details) and
- to manipulate these differently.

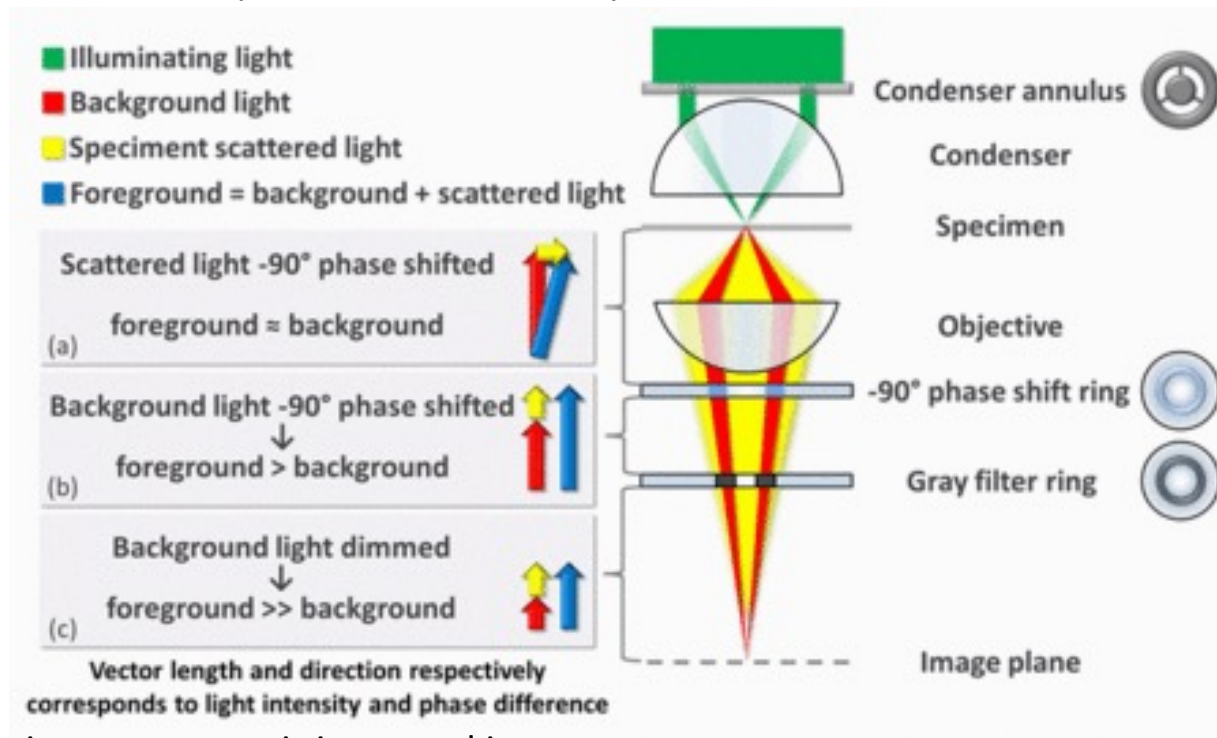
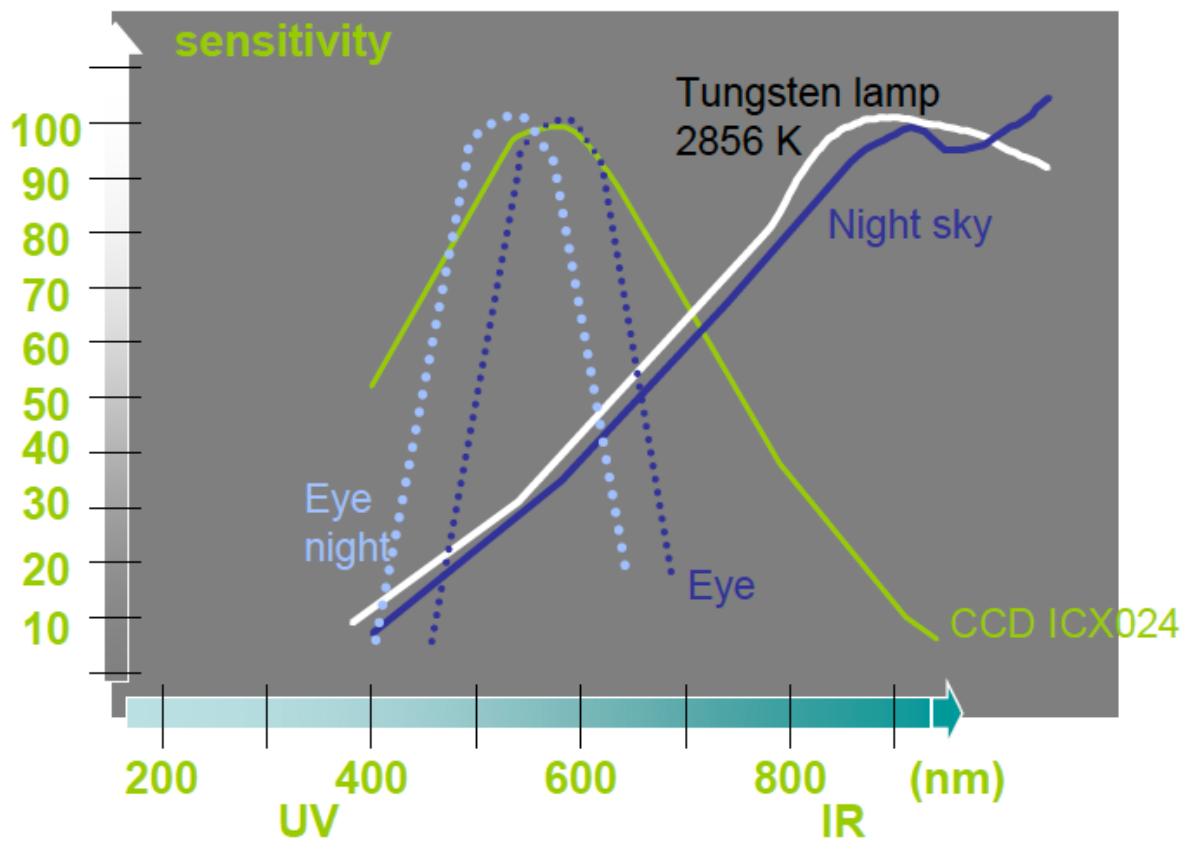


image contrast is increased in two ways:

- by generating constructive interference between scattered and background light
- by reducing the amount of background light that reaches the image plane

# Imaging principles



# Luminance and contrast

Scene luminance

very bright  
1000

light  
100

10

dark  
1

very dark

Sensor  
signal range

saturation

Monitor  
display range

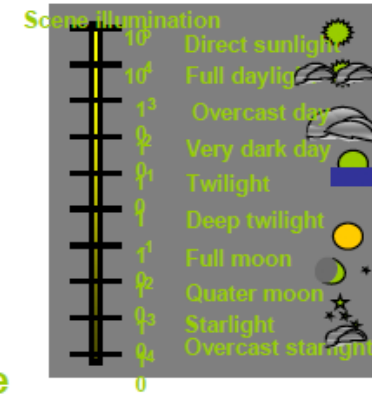
White

Black

Low  
contrast  
scene

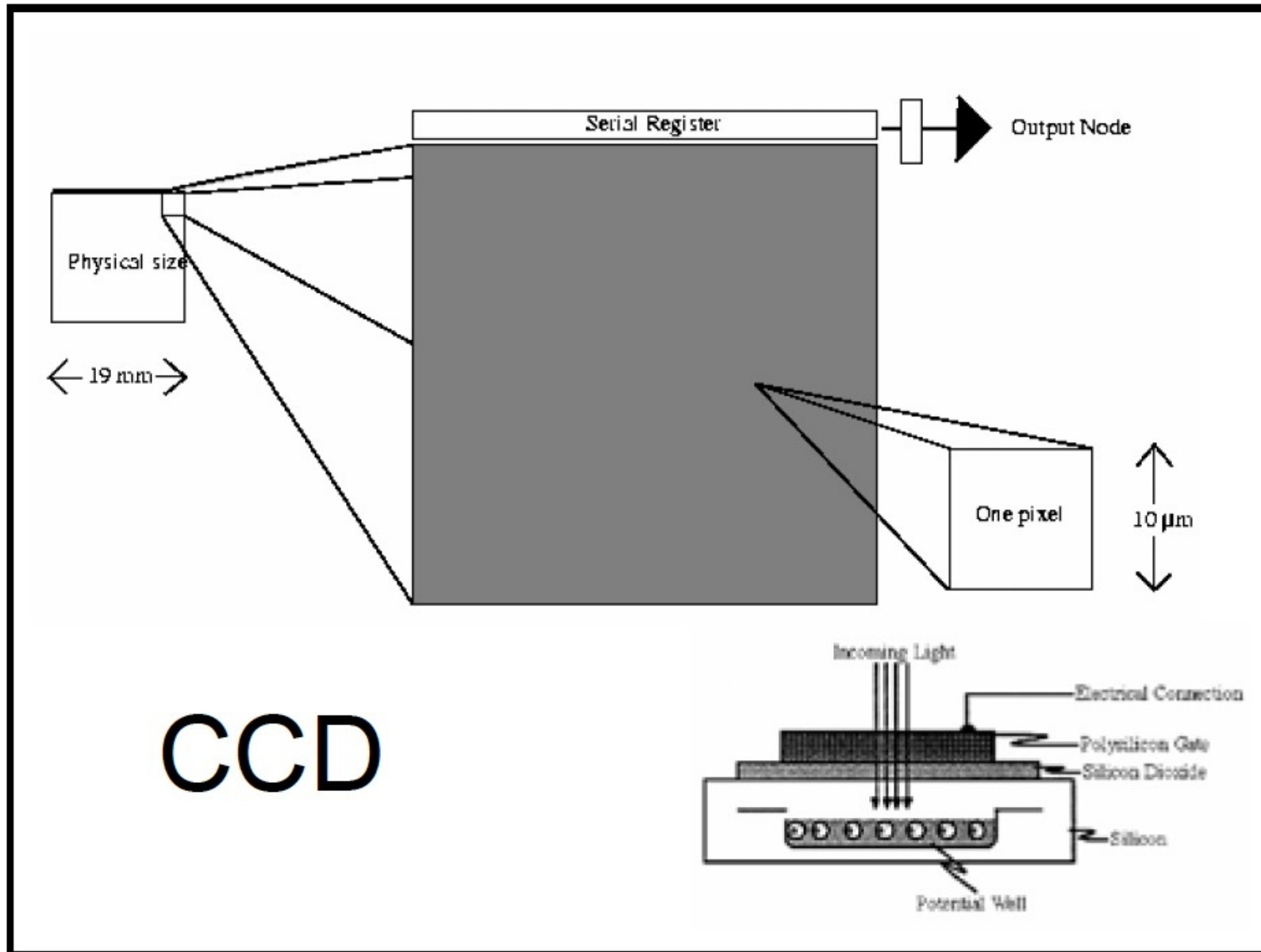
High  
contrast  
scene

noisy



video  
process







# Noise

- Shot noise / thermal / dark current
- Read-out noise
- Saturation / Glare / Blooming
- High energetic "cosmic" rays
- "Digital noise" / Moirè patterns

# High Resolution Digital Cameras

## Advantages

- Light sensitive
- High spatial and dynamical resolution
- Low noise

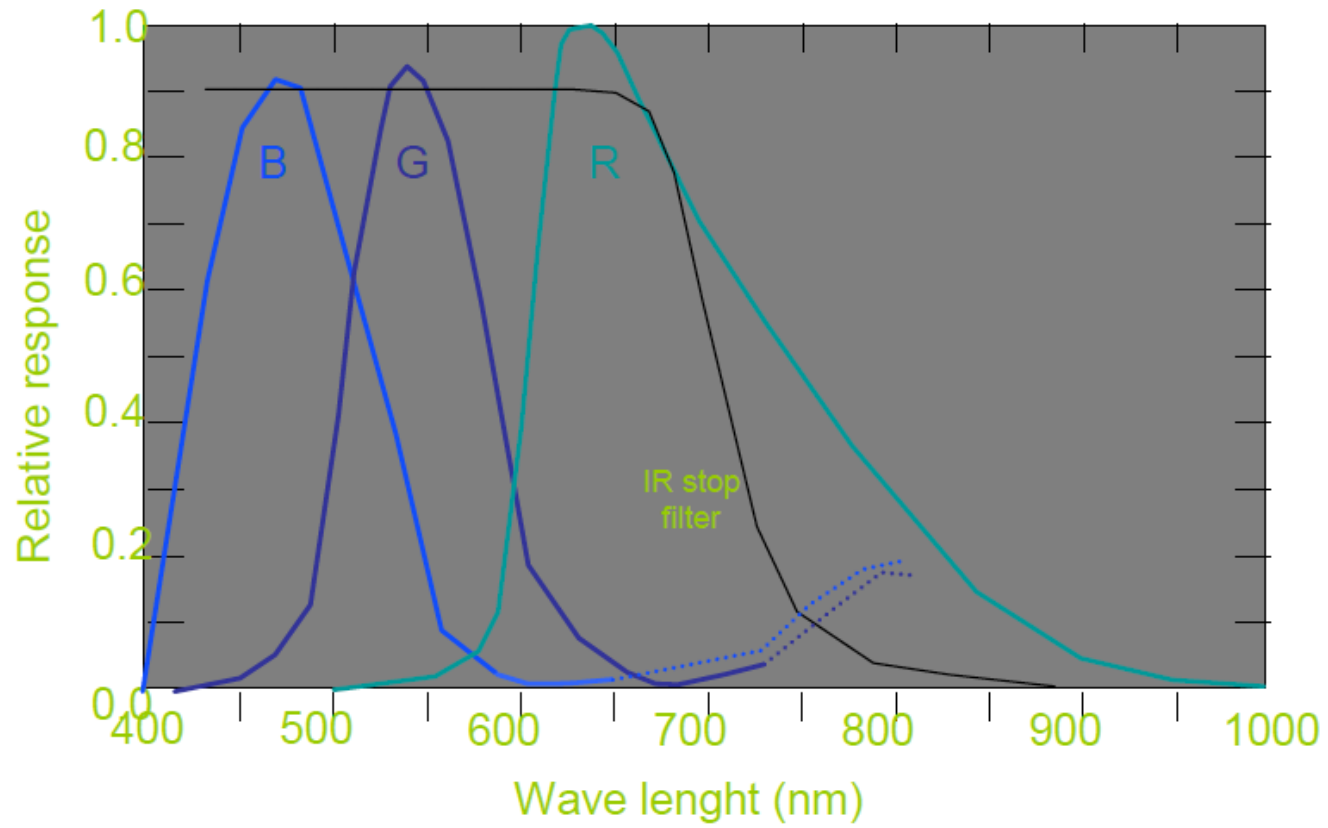
MORE SENSITIVE  
THAN THE EYE

16 bit: cooled sensor

## Drawbacks

- Slow data transfer
- Produces much data
- Requires custom made software
- Not user friendly
- Expensive

# Color

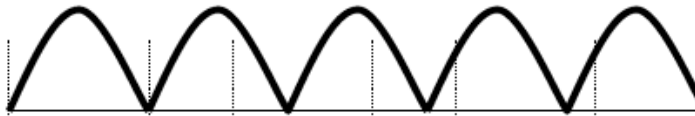


# Flicker

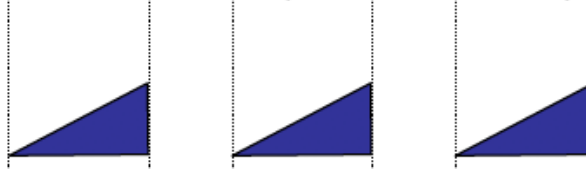
Lamp supply  
50 Hz



Light



Photocharge  
EIA camera



Shuttertime = 10 msec

Shutter time = one light period, photocharge = constant

**Result = no flicker and reduced sensitivity**

# Practical tips for adjusting video camera

- Turn off automatic adjustments
- Turn down Gain (it only adds noise)
- Adjust light intensity and shutter speed
  - until histogram covers intensity range
  - shutter speed must be short enough for desired frame rate
  - shutter speed long enough to avoid flicker

# What is an image?



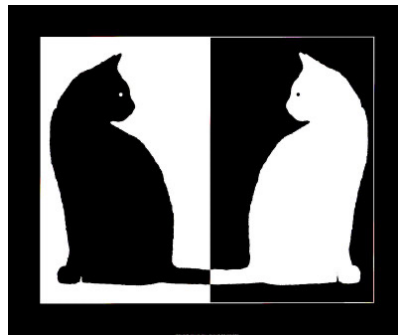
$$f = f(x, y)$$

12	0	234	122	54	65
78	34	215	23	23	34
109	65	30	117	54	54
140	23	111	214	65	76
11	12	245	213	235	189
155	0	78	0	0	67
178	198	201	0	12	42

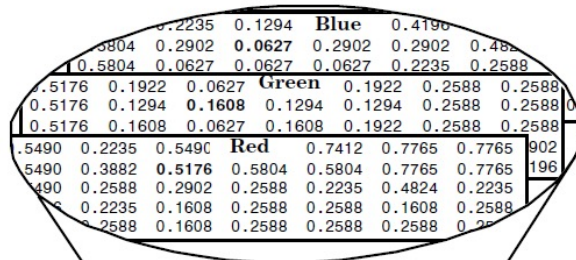
Pixels MxN

# Image types

- Intensity images – grey level
- Binary images – black and white
- RGB images – color images



# Color image



0.2235	0.1294	<b>Blue</b>	0.4190	0.2235	0.1294	0.1608
0.5804	0.2902	<b>0.0627</b>	0.2902	0.2902	0.4824	0.2235
<b>0.5804</b>	<b>0.0627</b>	<b>0.0627</b>	<b>0.0627</b>	<b>0.2235</b>	<b>0.2588</b>	<b>0.2588</b>
0.5176	0.1922	0.0627	<b>Green</b>	0.1922	0.2588	0.2588
0.5176	0.1294	<b>0.1608</b>	0.1294	0.1294	0.2588	0.2588
<b>0.5176</b>	<b>0.1608</b>	<b>0.0627</b>	<b>0.1608</b>	<b>0.1922</b>	<b>0.2588</b>	<b>0.2588</b>
0.5490	0.2235	0.5490	<b>Red</b>	0.7412	0.7765	0.7765
0.5490	0.3882	<b>0.5176</b>	0.5804	0.5804	0.7765	0.7765
0.490	0.2588	0.2902	0.2588	0.2235	0.4824	0.2235
0.2235	0.1608	0.2588	0.2588	0.1608	0.2588	0.2588
0.2588	0.1608	0.2588	0.2588	0.2588	0.2588	0.2588



[RGB]  
Red Green Blue

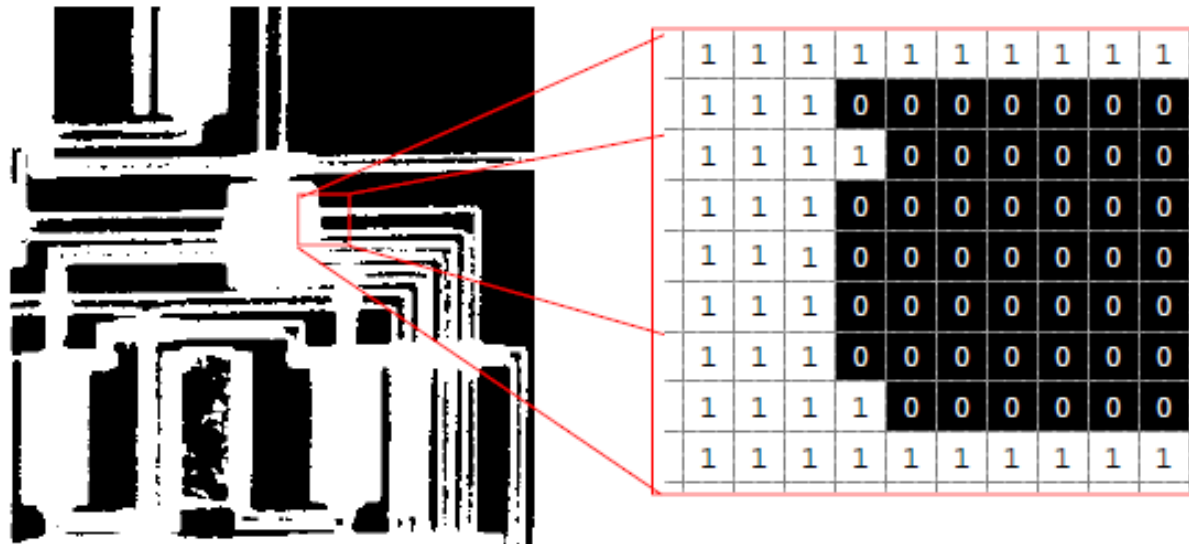
**M x N x 3**

Matlab image processing toolbox:

```
im = imread('landscape.jpg');  
figure(1),imshow(im)  
whos im  
imfinfo('landscape.jpg')  
A = im(1000:1010,1000:1010,:);
```



# Binary image



```
im_bw = imread('black_and_white_cats-1541.jpg');  
im_bw = rgb2gray(im_bw);  
im_bw = im2bw(im_bw);  
imwrite(im_bw,'bw_cats.png');  
figure,imshow(im_bw)  
whos im_bw  
unique(im_bw)
```

# Image quality

## Image quality:

- Number of pixels in the matrix – image size
- Intensity range

1 bit depth ( $2^1 = 2$ ) – black and white

8 bit depth ( $2^8 = 256$ ) – gray scale 0..256

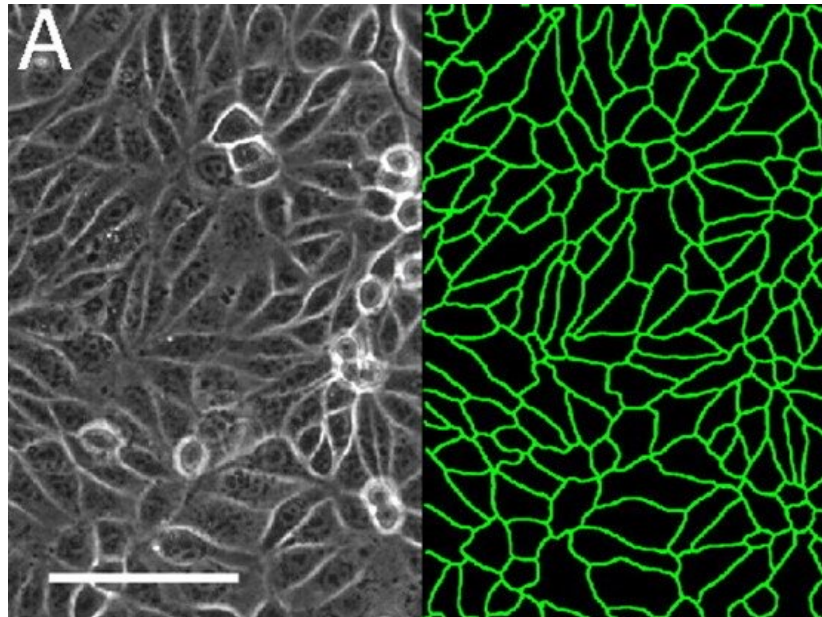
12, 16 bit gray scale

24 bit depth (256 shades of RGB) – true color

# Why do we need image analysis?

**Morphological analysis** – a mathematical tool to investigate geometrical structure of binary or grayscale image

Segmentation  
procedure



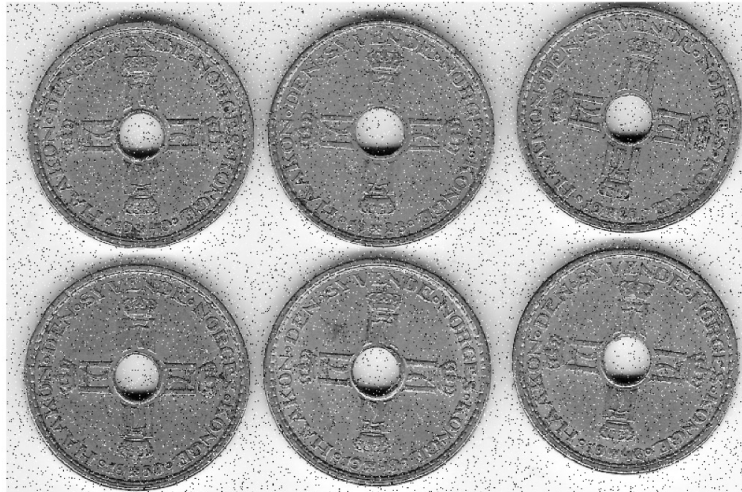
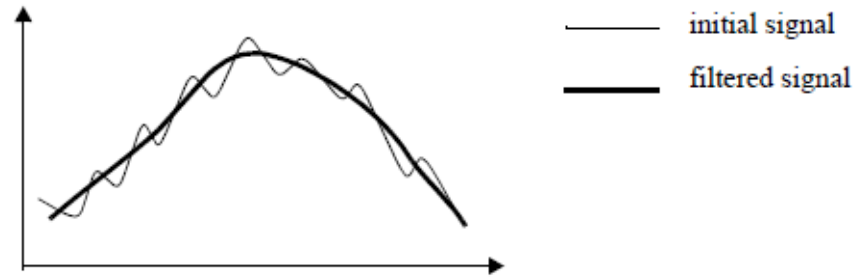
# Basic steps of image analysis

## Image segmentation quick steps:

- Filter
- Thresholding → binary
- Labeling connected components
- Geometrical analysis of connected components

# Noise removal

- Filtering – smoothing
- Background correction



# Convert to black and white

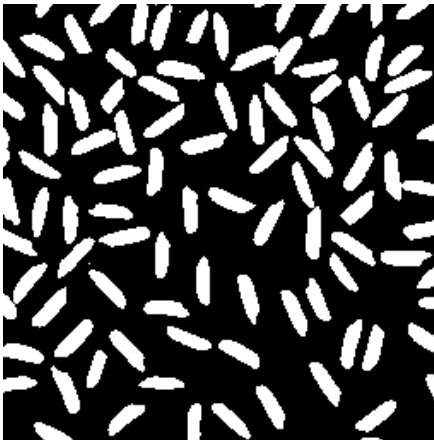
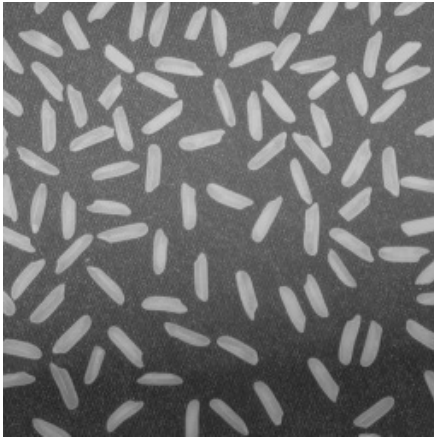
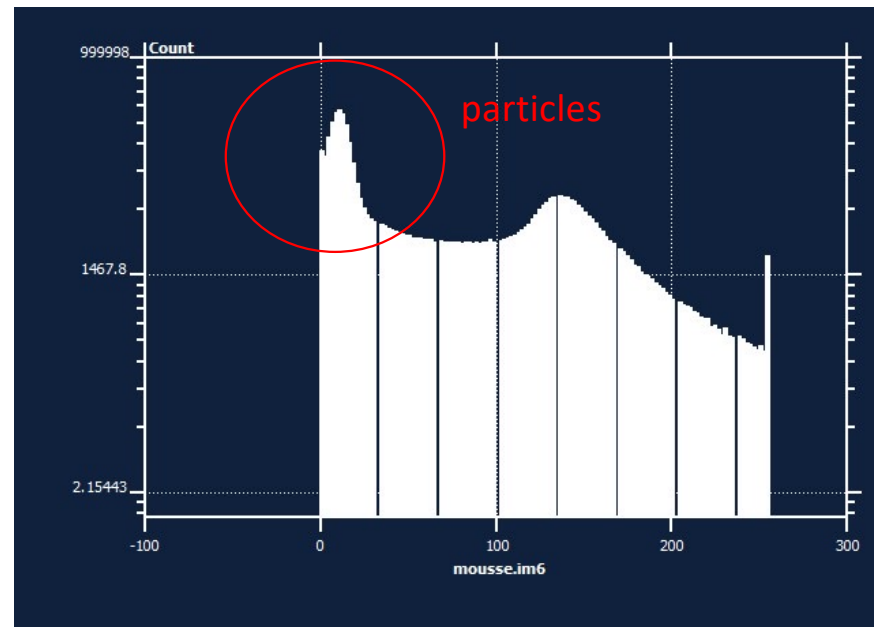
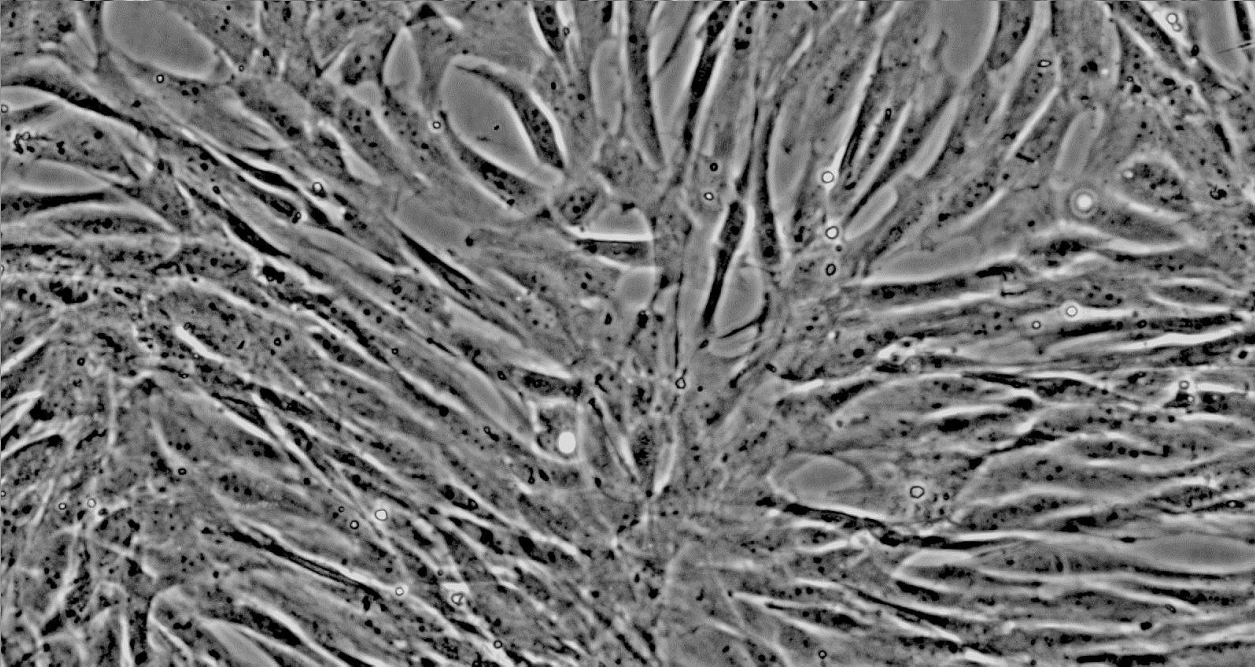
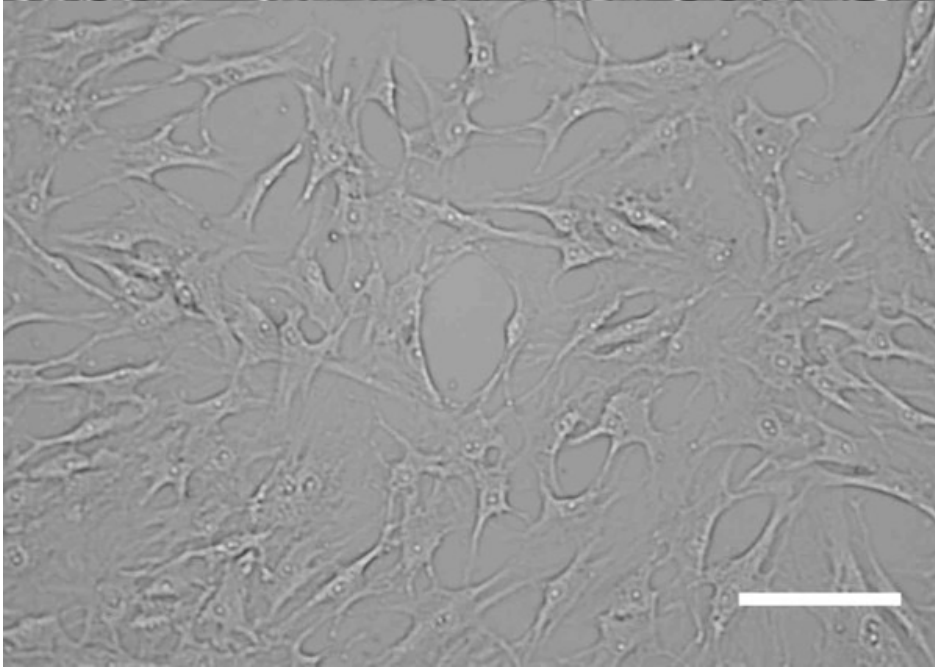
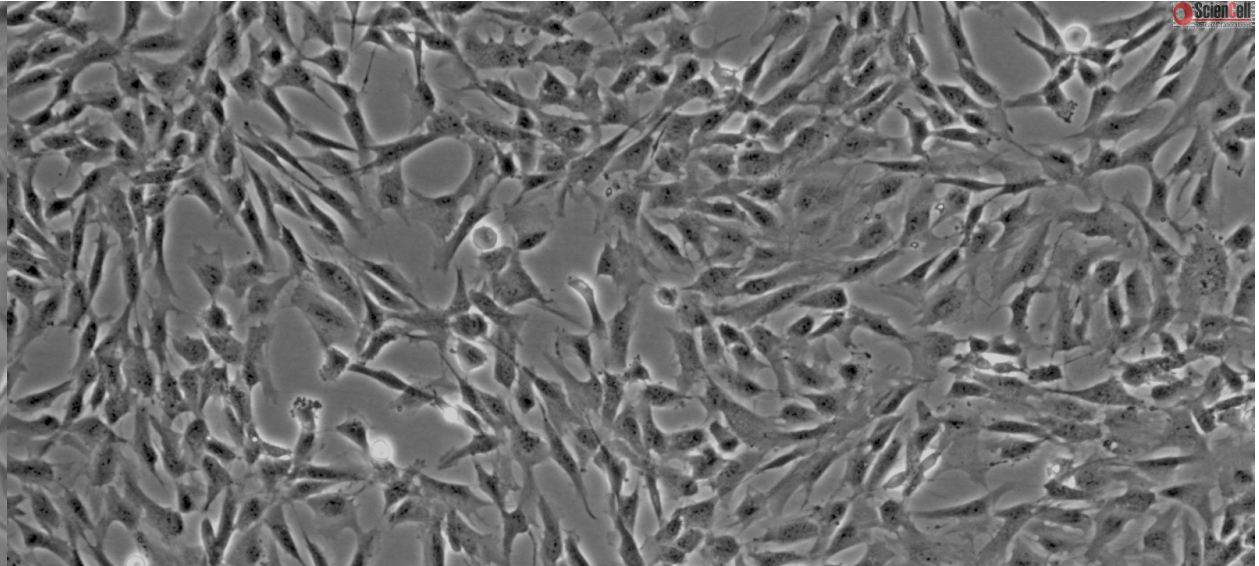
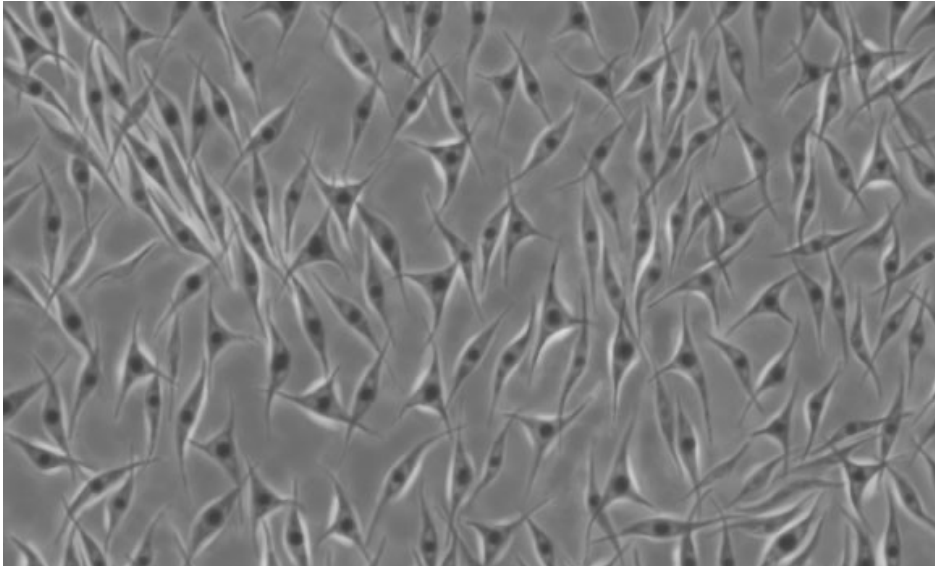
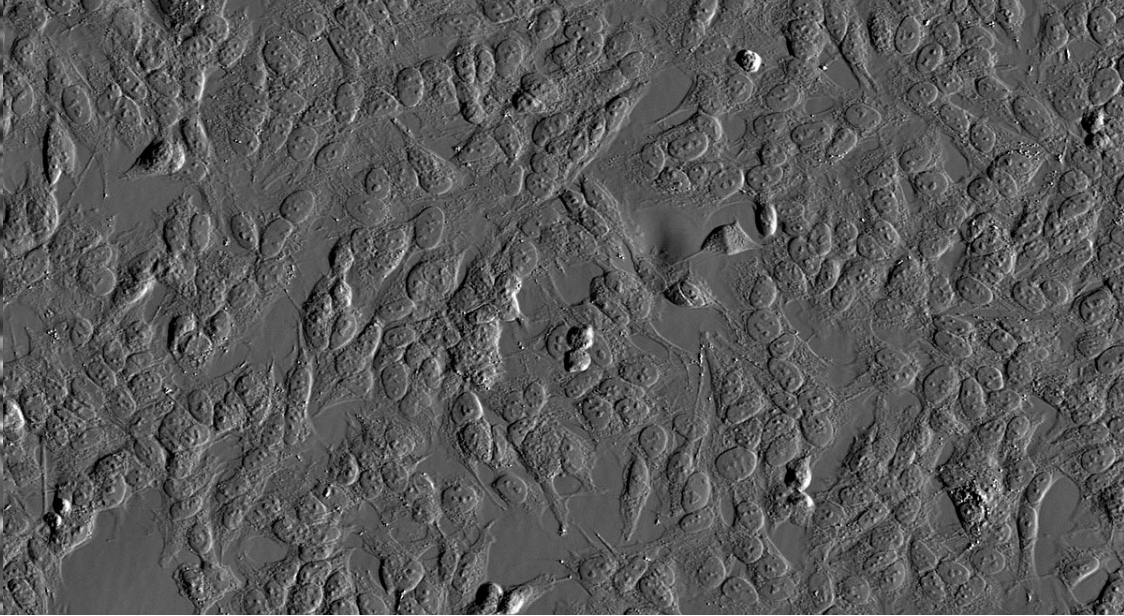
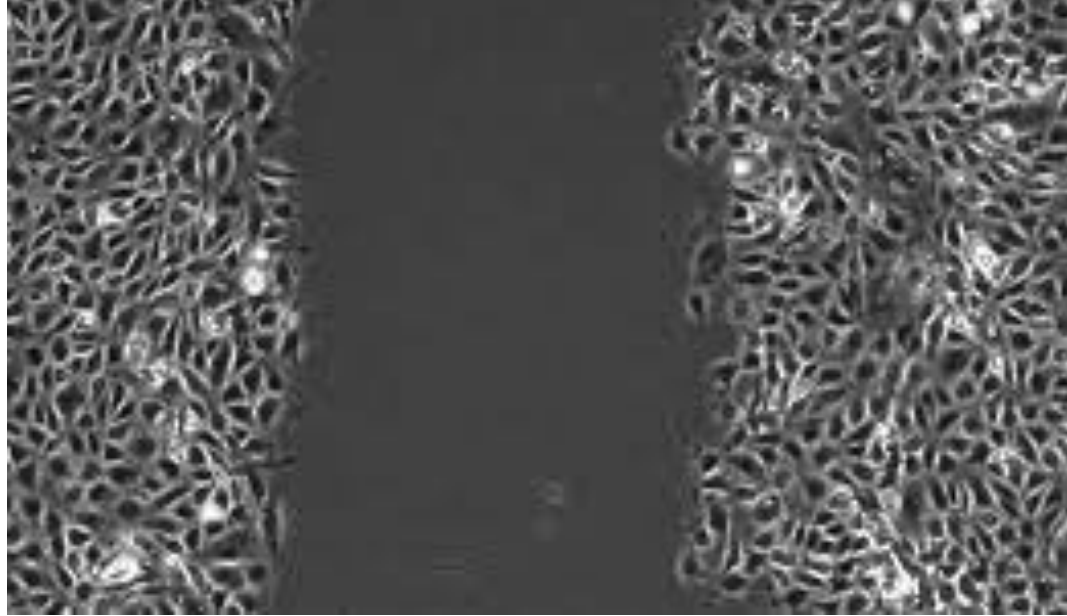
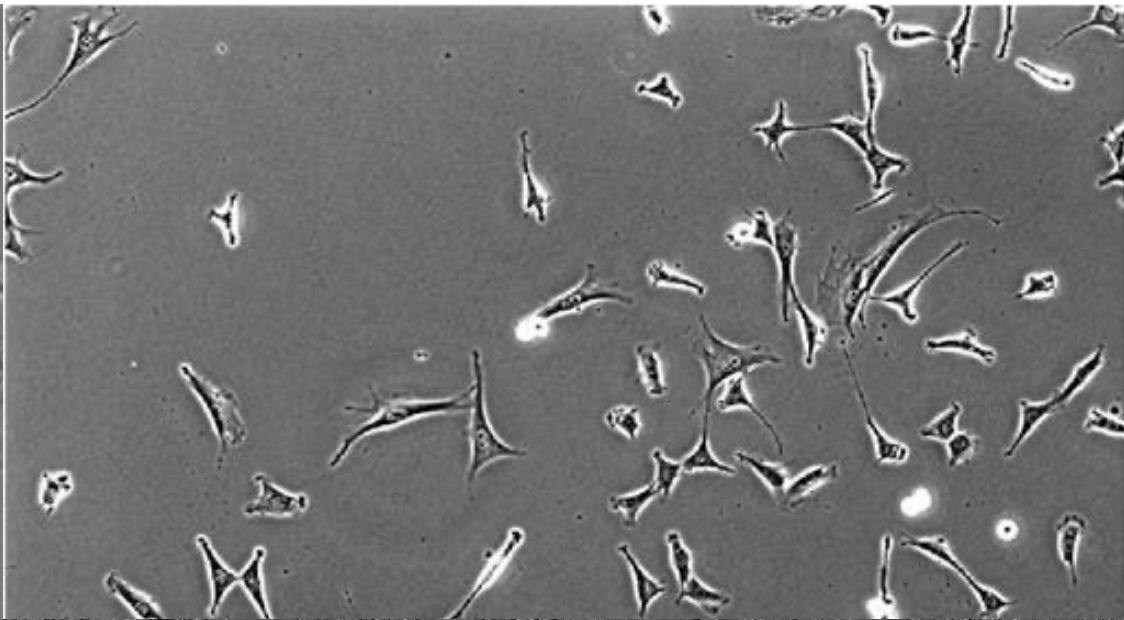
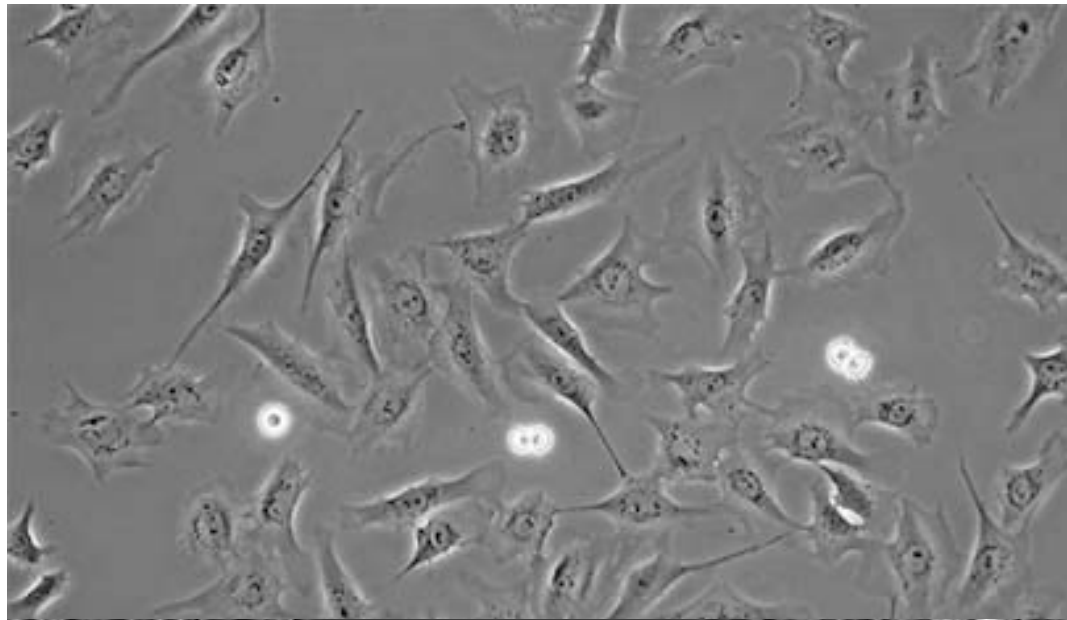


Image histogram



Thresholding intensity interval (a,b)



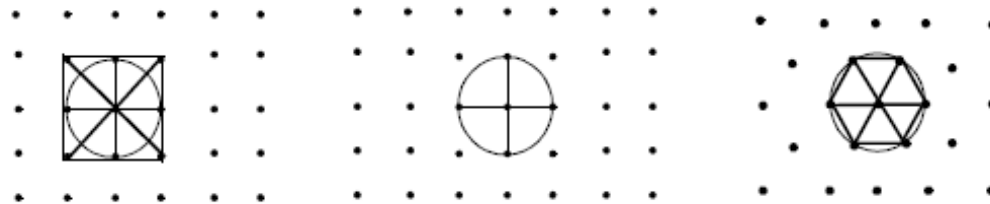
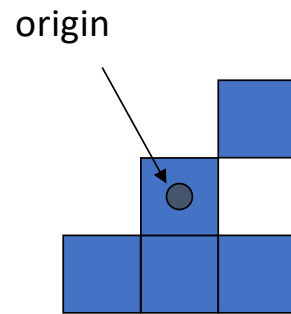




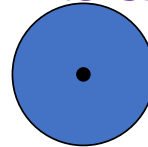
# Morphological operators

Morphological transformation are based on a structural element

- size
- shape
- center location



# Erosion and dilation – basic operations

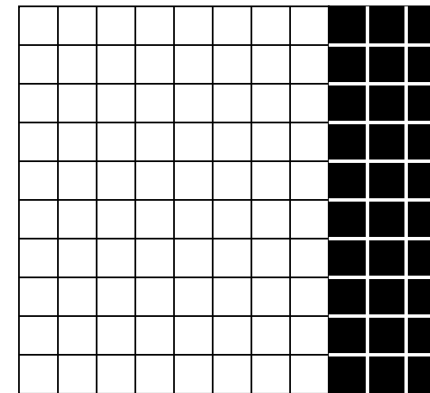
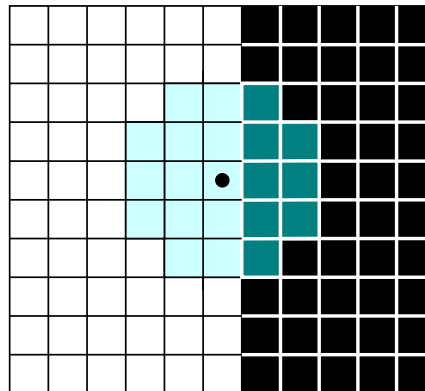
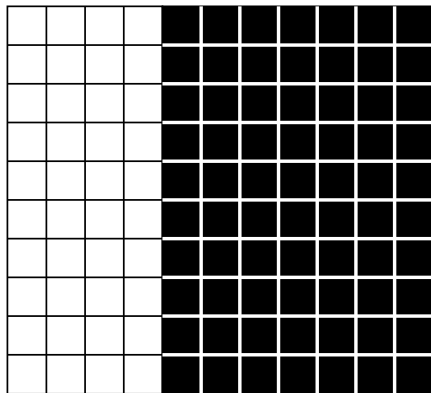


Erosion

Dilation

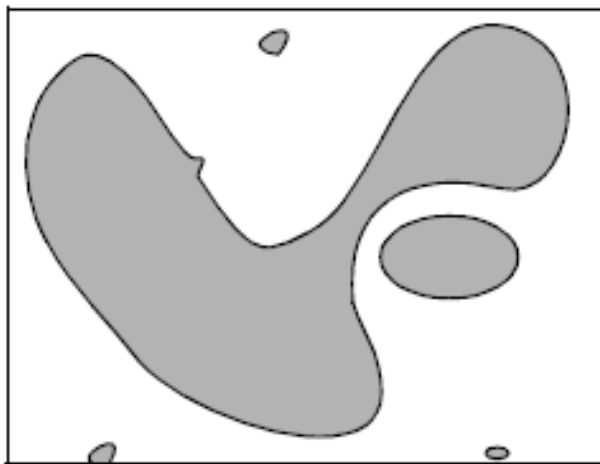
“Set the value at the origin to the minimum value of pixels in the structural element”

“Set the value at the origin to the maximum value of pixels in the structural element”

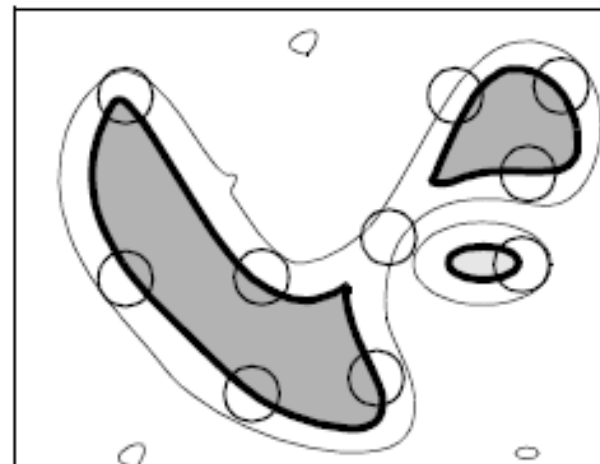


# Erosion

- removes isolated points
- discards peaks on the boundaries
- disconnects some particles



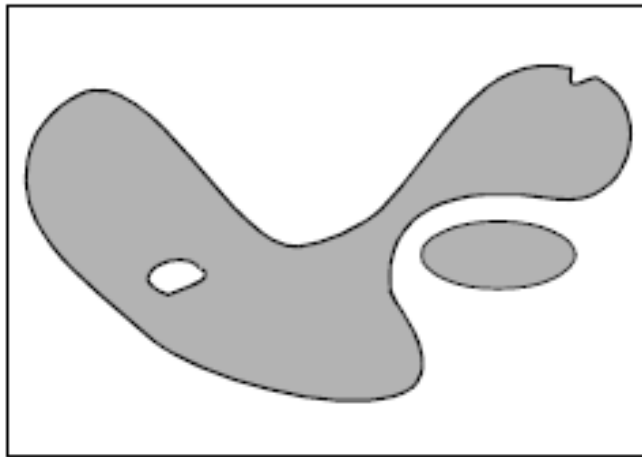
input image



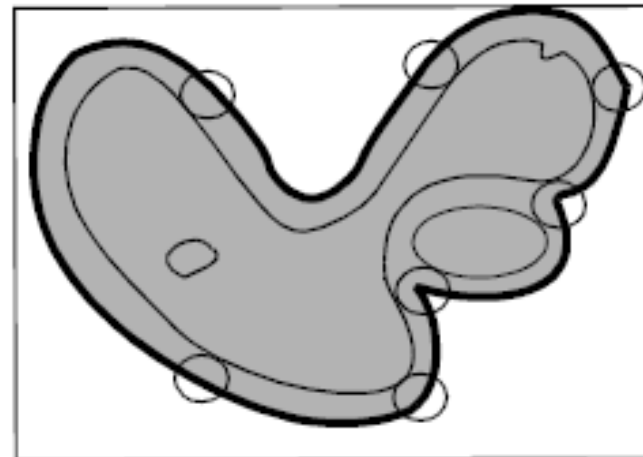
eroded image

# Dilation

- fills small holes inside particles
- enlarges the size of the particles
- connects neighboring objects



input image



dilated image

# Opening and closing

Opening = Erosion + Dilation

Closing = Dilation + Erosion

Original image → Erosion → Dilation



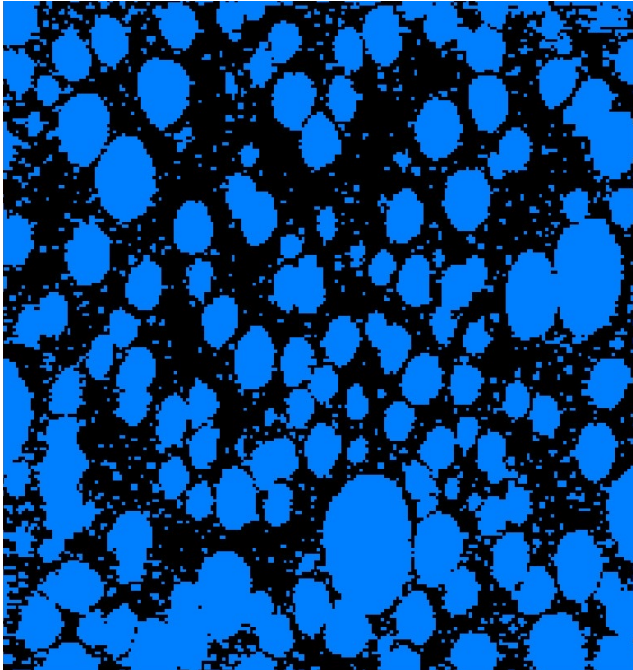
# Closing

Original image → Dilation → Erosion

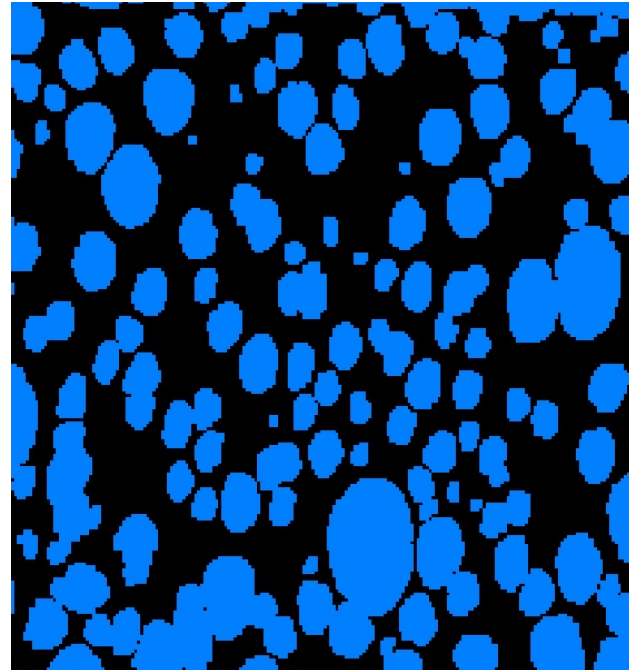


# Noise removal

Original image

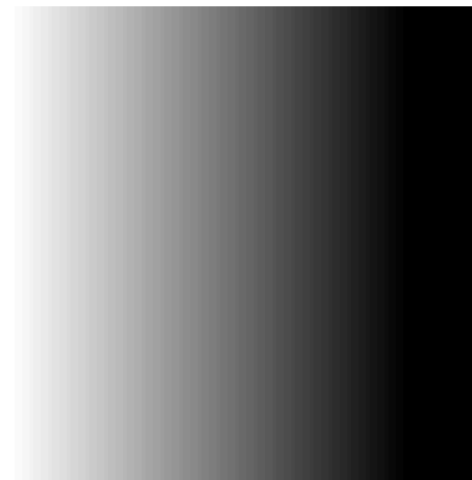


After opening



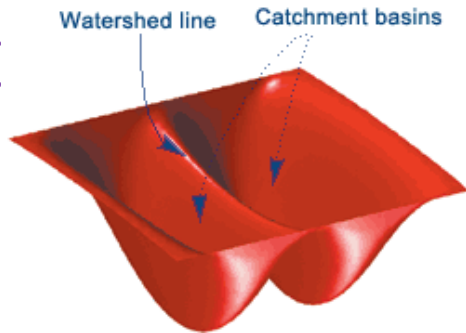
# Background correction

Original image  $\longrightarrow$  Opening  $\longrightarrow$   $IM \div \text{Opening}$





Wat



Flooding of image topography

Water rise from a set of markers

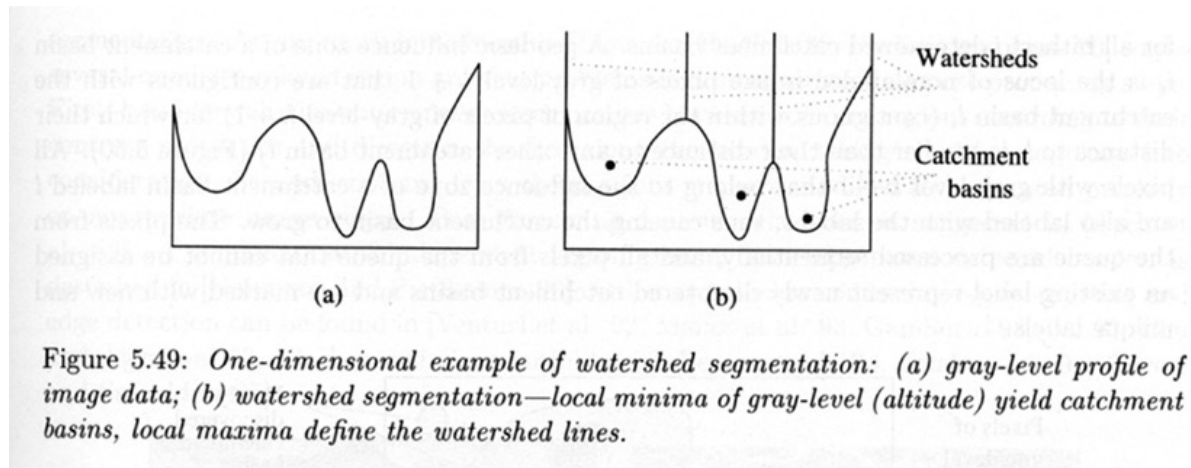
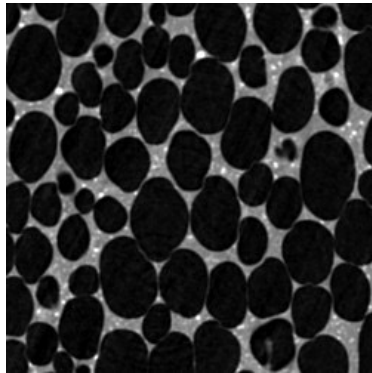


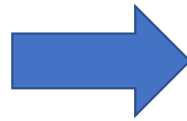
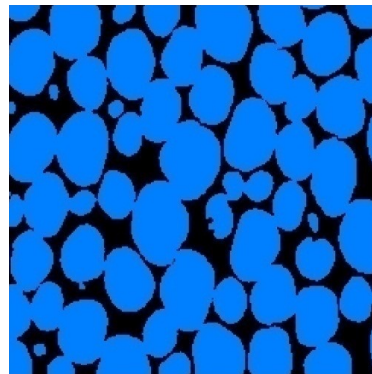
Figure 5.49: One-dimensional example of watershed segmentation: (a) gray-level profile of image data; (b) watershed segmentation—local minima of gray-level (altitude) yield catchment basins, local maxima define the watershed lines.

# Example of workflow using watershed

Gray level image

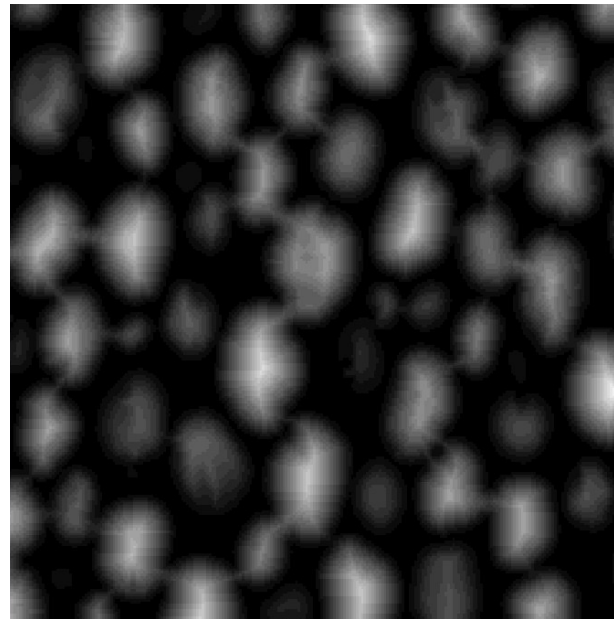


Binary image



Reconstruction of individual pores in foam

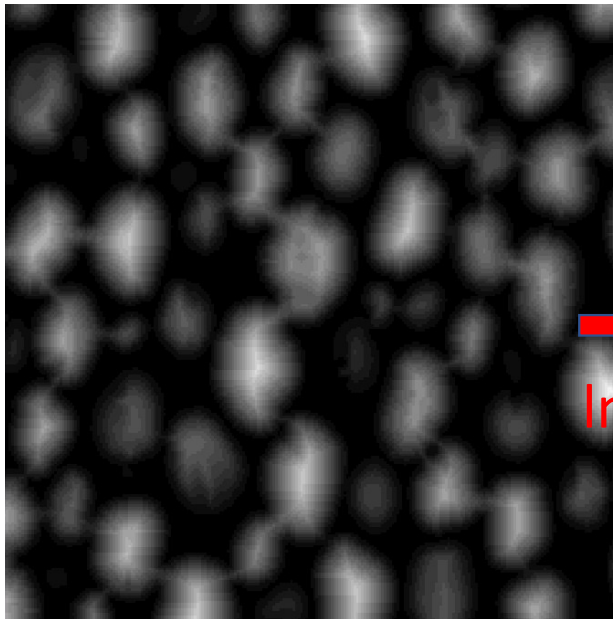
Distance map



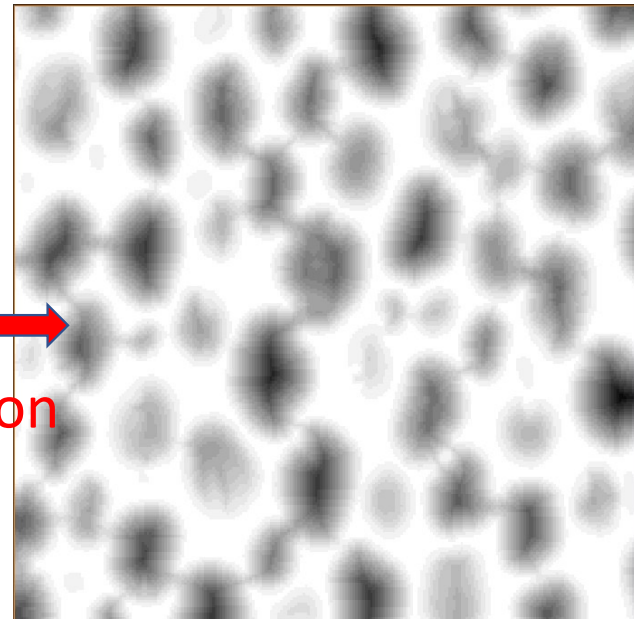
# Example of workflow using watershed

Valleys for watershed

Distance map



Inversed distance map

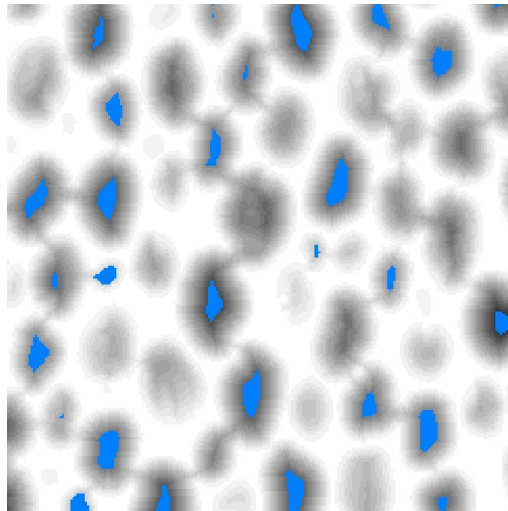


Inversion

# Example of workflow using watershed

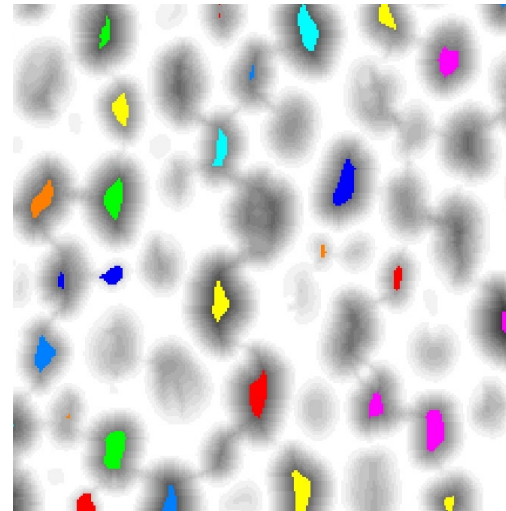
Create markers

Maxima on distance map



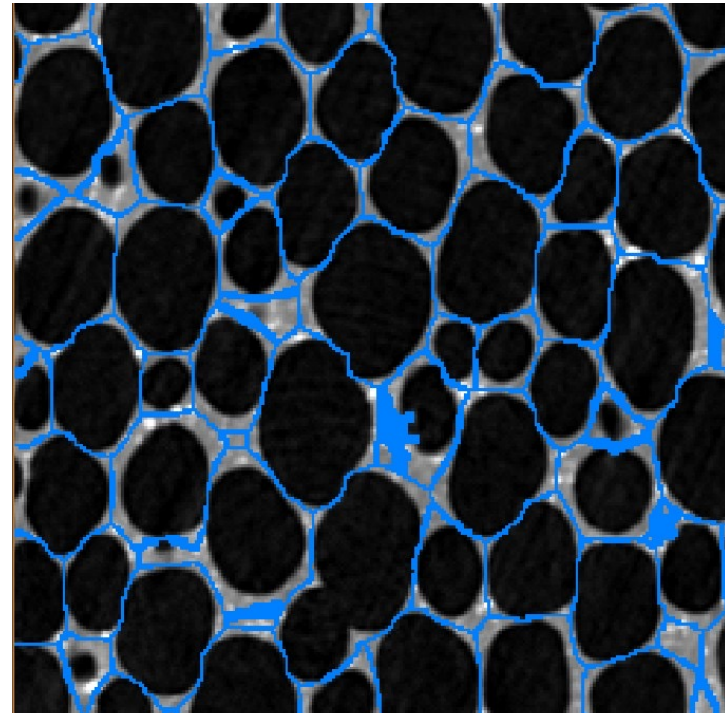
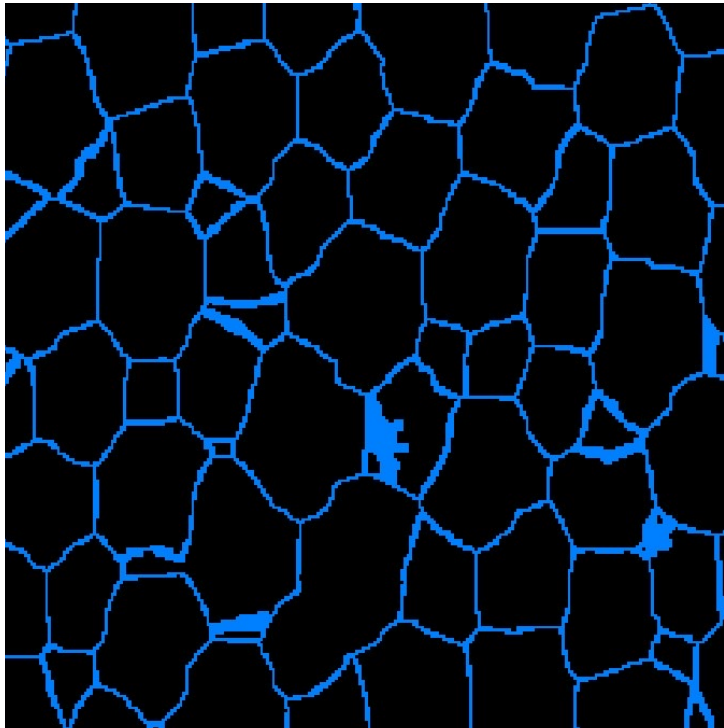
Labeling

Markers



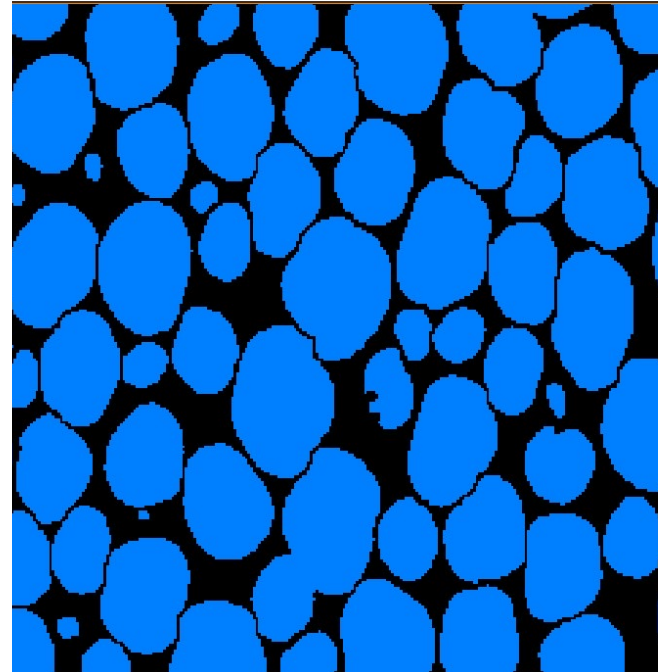
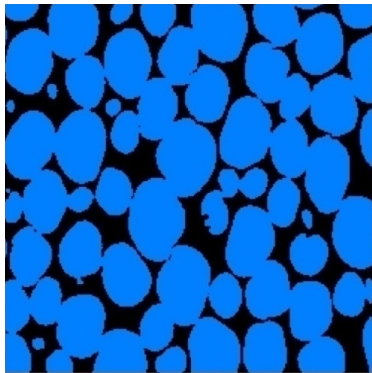
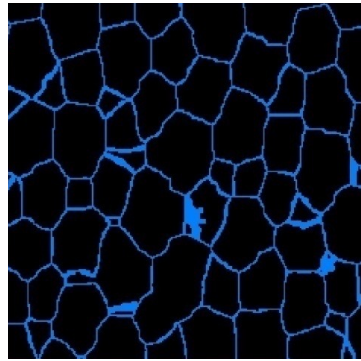
# Example of workflow using watershed

Watershed lines –  
boundaries between regions



# Example of workflow using watershed

Subtraction of watershed  
lines gives separated pores



# Example of workflow using watershed

## Labeling of connected components

