

# Localizing Single Particles and STORM

MCDB/BCHM 4312/5312

Please download  
hw9\_STORMdata.tif  
and  
hw9\_example.m

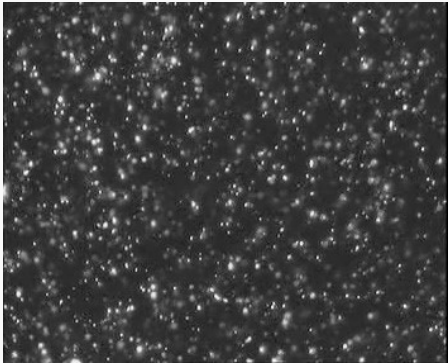
# Learning Goals

- Finding approximate locations of single particles
  - Difference of Gaussians filter
  - Extended maxima filter
- Sub-pixel localization by 2D curve-fitting (surface fitting)
- Single molecule localization microscopy - STORM

# Quick recap on STORM

- STORM = **ST**ochastic **O**ptical **R**econstruction **M**icroscopy
- An imaging technique with a resolution that goes below the standard diffraction limit of light (i.e. below the width of the PSF)

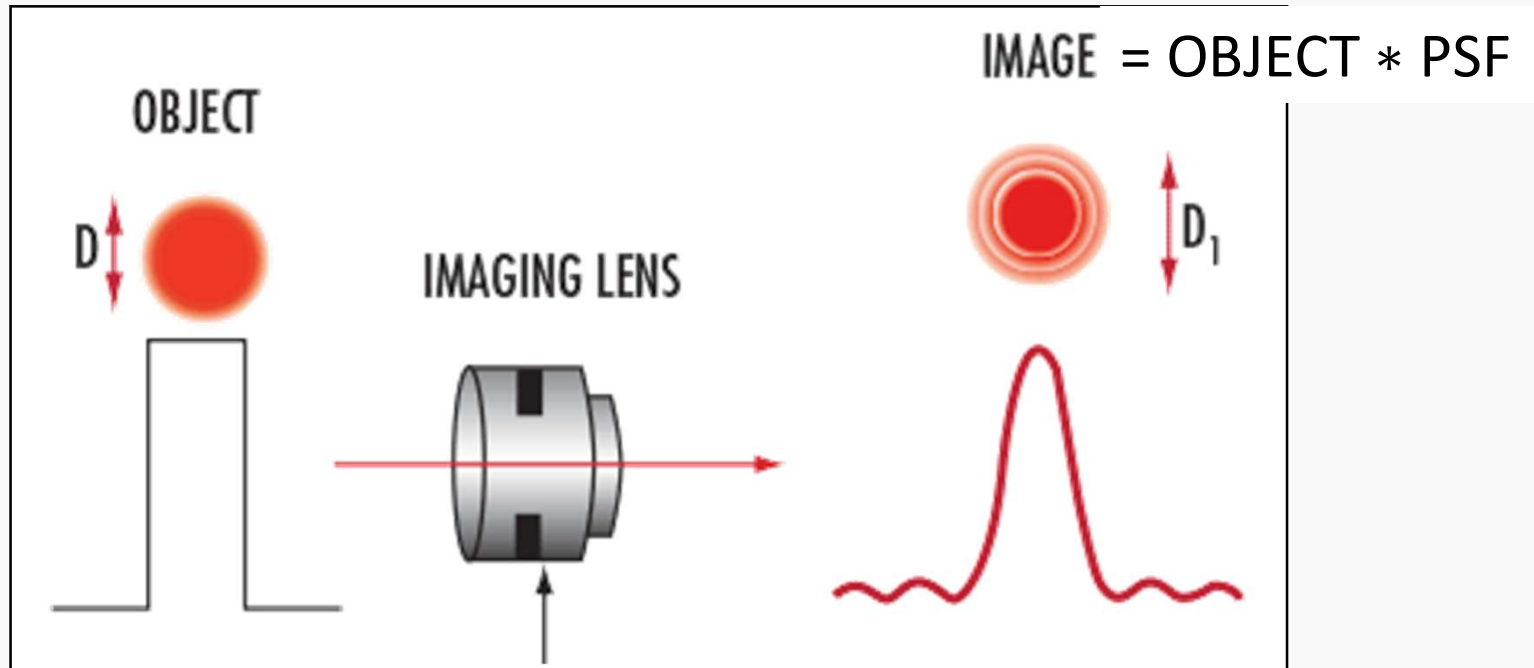
## Imaging small objects



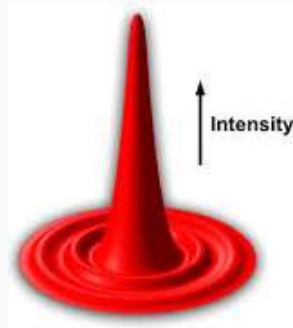
What is the imaged size of a 50 nm object, imaged using an objective lens with a point spread function width of 100 nm?

- A. 25 nm
- B. 50 nm
- C. 100 nm
- D. 200 nm

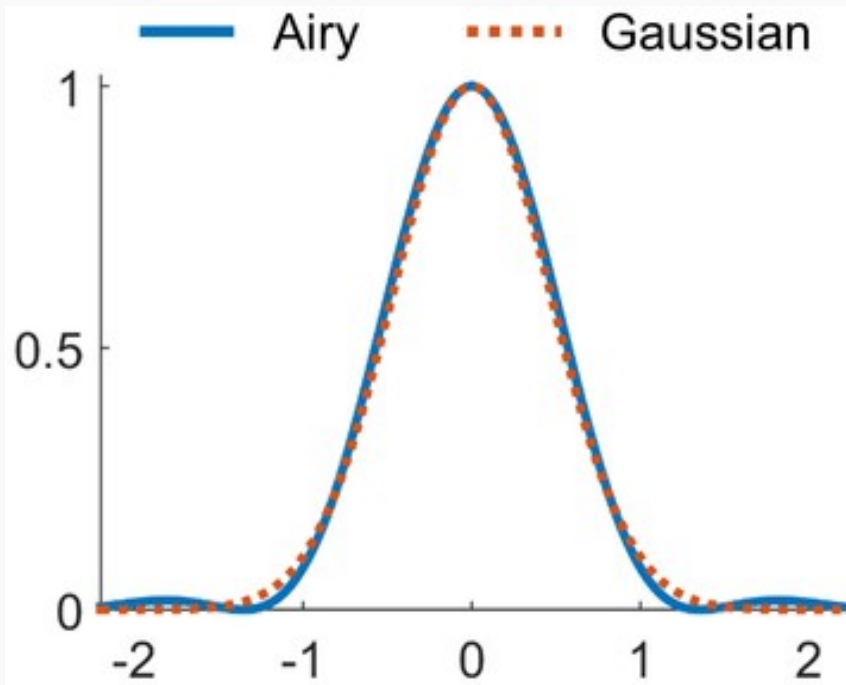
# Image is the convolution of the object intensity with the objective point spread function (PSF)



PSF  
(Point Spread Function)  
or Airy disk



# Gaussian function approximates an Airy disk



## Why use a Gaussian?

- The Airy disk equation is computationally difficult to fit because it has Bessel functions which are complex
- The Gaussian equation is a good estimate of the central peak of the Airy disk (within a few %)

# Quick recap on STORM

- STORM = **ST**ochastic **O**ptical **R**econstruction **M**icroscopy
- An imaging technique with a resolution that goes below the standard diffraction limit of light (i.e. below the width of the PSF)
- Basic principle is **single molecule localization** – i.e. if there was only a single fluorescent particle, you could fit a Gaussian to get its location at a resolution below a single pixel



## Optical imaging

## Computational reconstruction

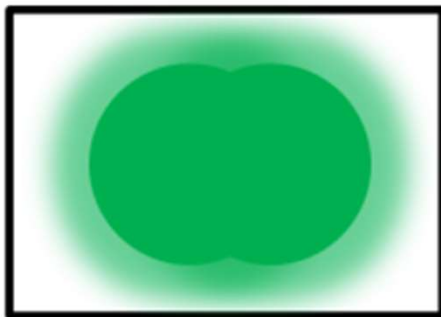
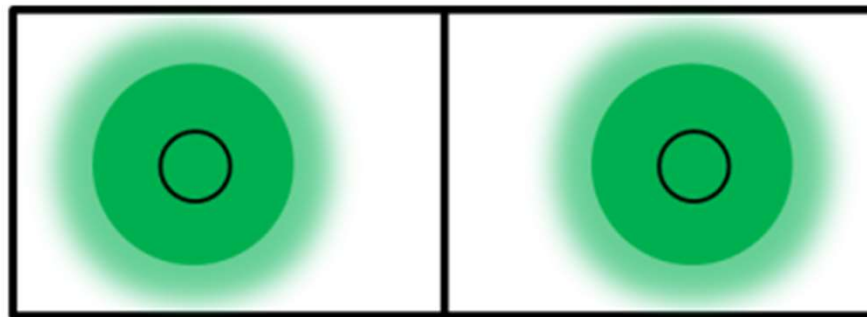
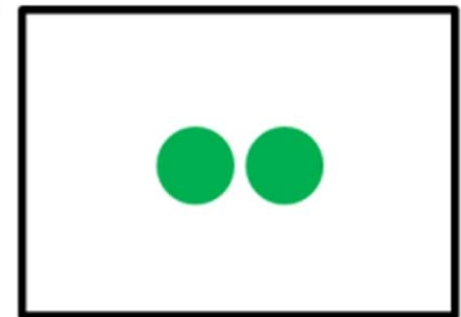


Image of two spots in a normal light microscope



At times when only the left or right spot is "on", we find the center



We plot just the centers to make a STORM image

# 1D Gaussian equation

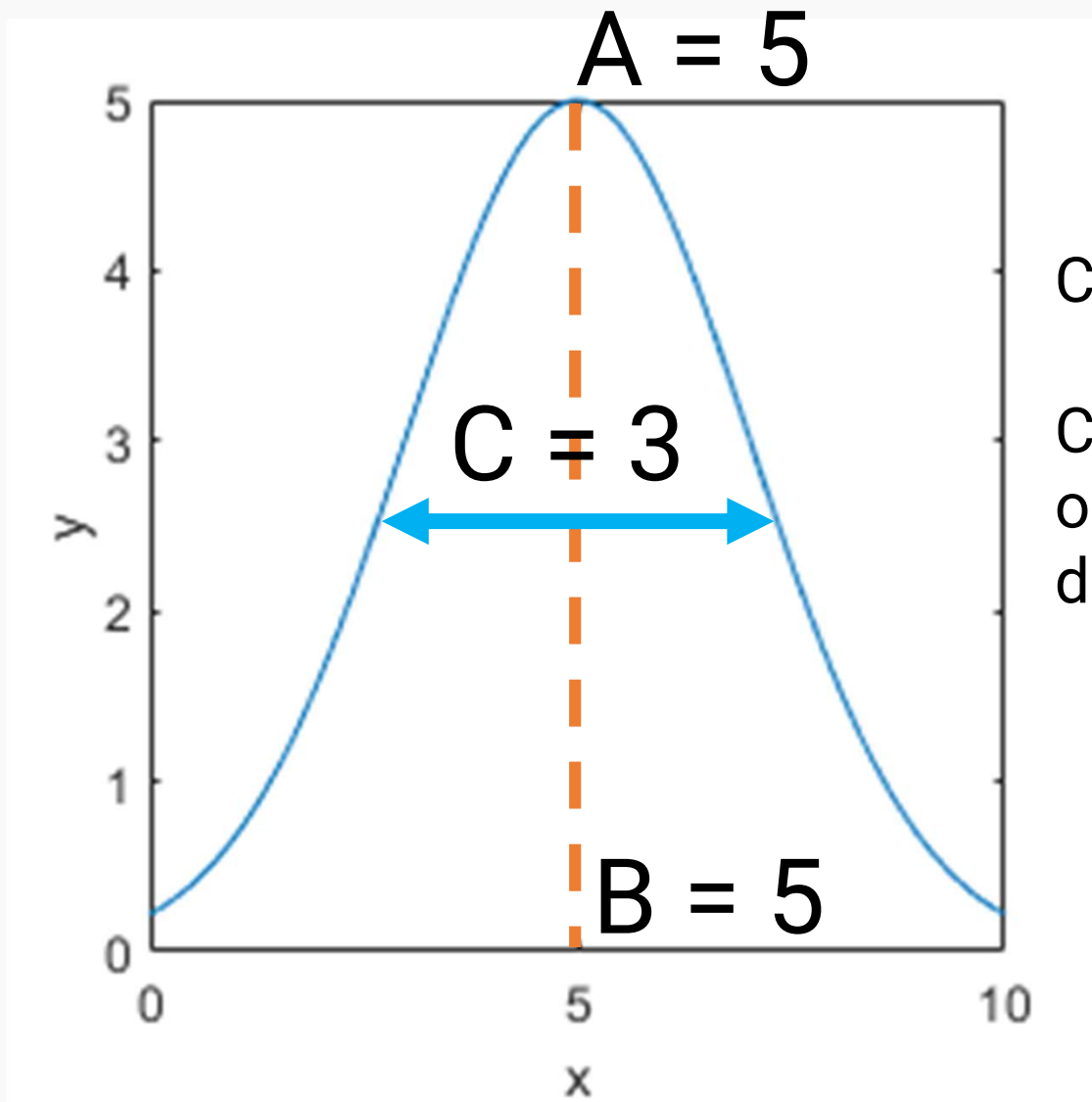
$$y = A \exp \left( -\frac{(x-B)^2}{2C^2} \right)$$

A = amplitude (maximum value of y)

B = x-offset (position along the x-axis the maximum y occurs)

C = width (related to the FWHM)

$$y = A \exp \left( -\frac{(x-B)^2}{2C^2} \right)$$



C related to the FWHM

C is also related to  $\sigma$   
or the standard  
deviation

## 2D Gaussian equation

$$z = A \exp \left( -\frac{(x-B)^2 + (y-C)^2}{2D^2} \right)$$

A = amplitude

B = x-offset

C = y-offset

D = width (related to the FWHM)

# Drawing a 2D Gaussian (or any 2D surface)

1. Define x- and y- grid

For this example, generate a vector from -10 to 10, with 1000 steps

```
xx = linspace(-10, 10, 1000);  
yy = linspace(-10, 10, 1000);
```

Compute the grid matrix (makes the next step more efficient)

```
[xx, yy] = meshgrid(xx, yy);
```

# meshgrid calculates matrices of coordinates

```
x = 1:3;
```

```
y = 1:5;
```

```
[X,Y] = meshgrid(x,y)
```

X = 5×3

1	2	3
1	2	3
1	2	3
1	2	3
1	2	3

Y = 5×3

1	1	1
2	2	2
3	3	3
4	4	4
5	5	5

We are working in pixels here, but x and y could be converted to real units

# Drawing a 2D Gaussian

1. Define x- and y- grid
2. Generate the z-data (i.e. evaluate the 2D Gaussian function as a matrix operation)

$$z = A \exp \left( -\frac{(x-B)^2 + (y-C)^2}{2D^2} \right)$$

$$A = 5; B = C = 1; D = 3$$

$$zz = 5 * \exp \left( -\left( (xx - 1).^2 + \dots \right. \right. \\ \left. \left. (yy - 1).^2 \right) / (2 * 3^2) \right);$$

# Drawing a 2D Gaussian

1. Define the x- and y- grid
2. Generate the z-data (i.e. evaluate the 2D function as a matrix operation)
3. Display the image

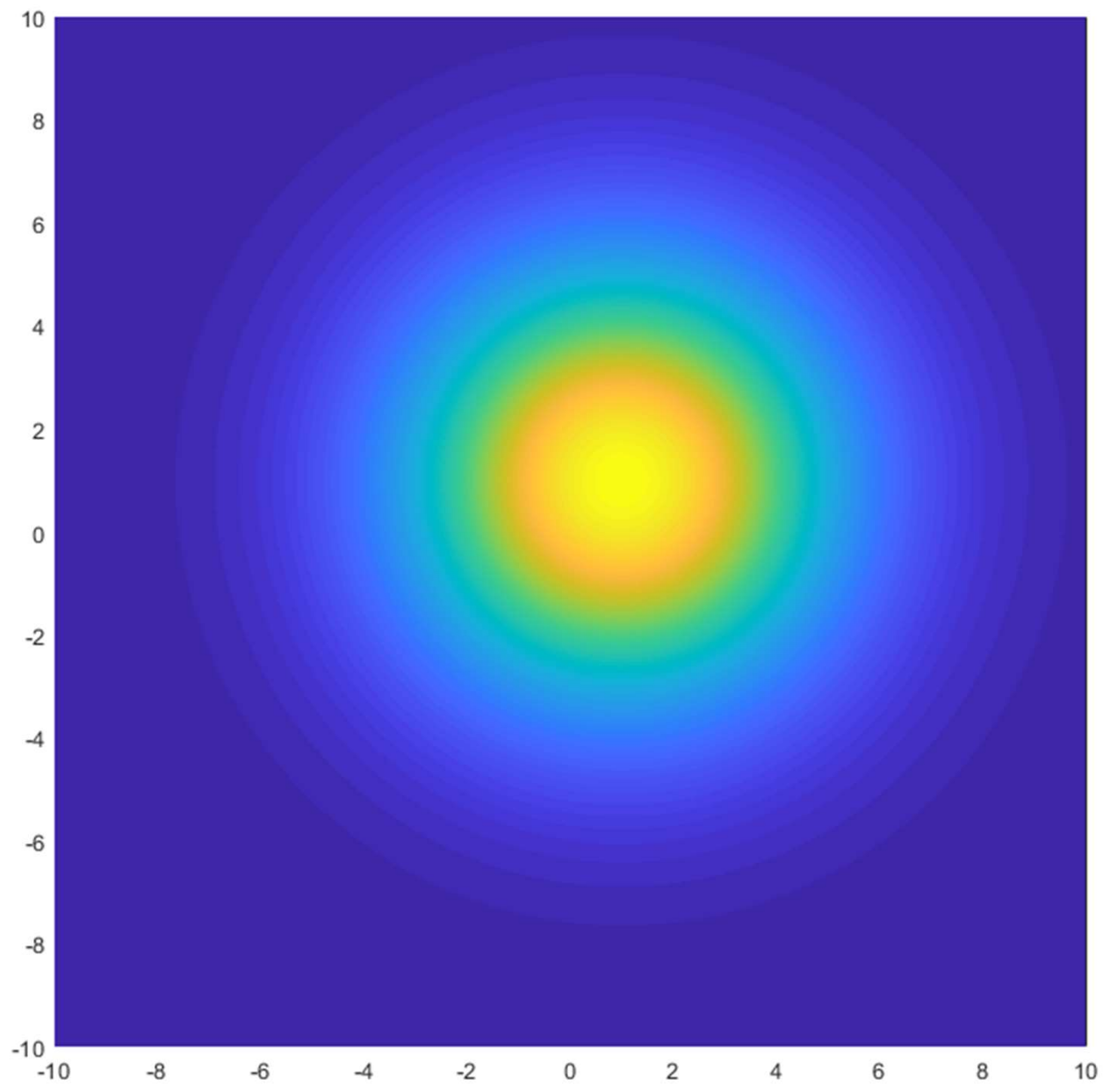
```
pcolor(xx, yy, zz)
```

```
shading interp
```

```
axis image
```

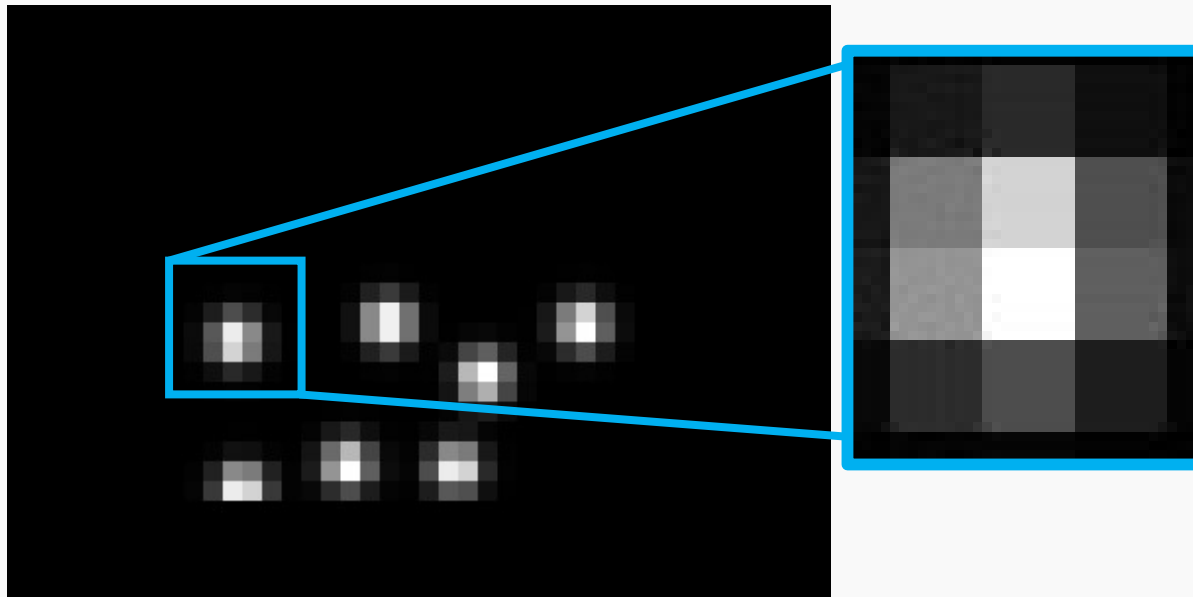
Use these commands when to plot an image to scale





# Analyzing STORM images

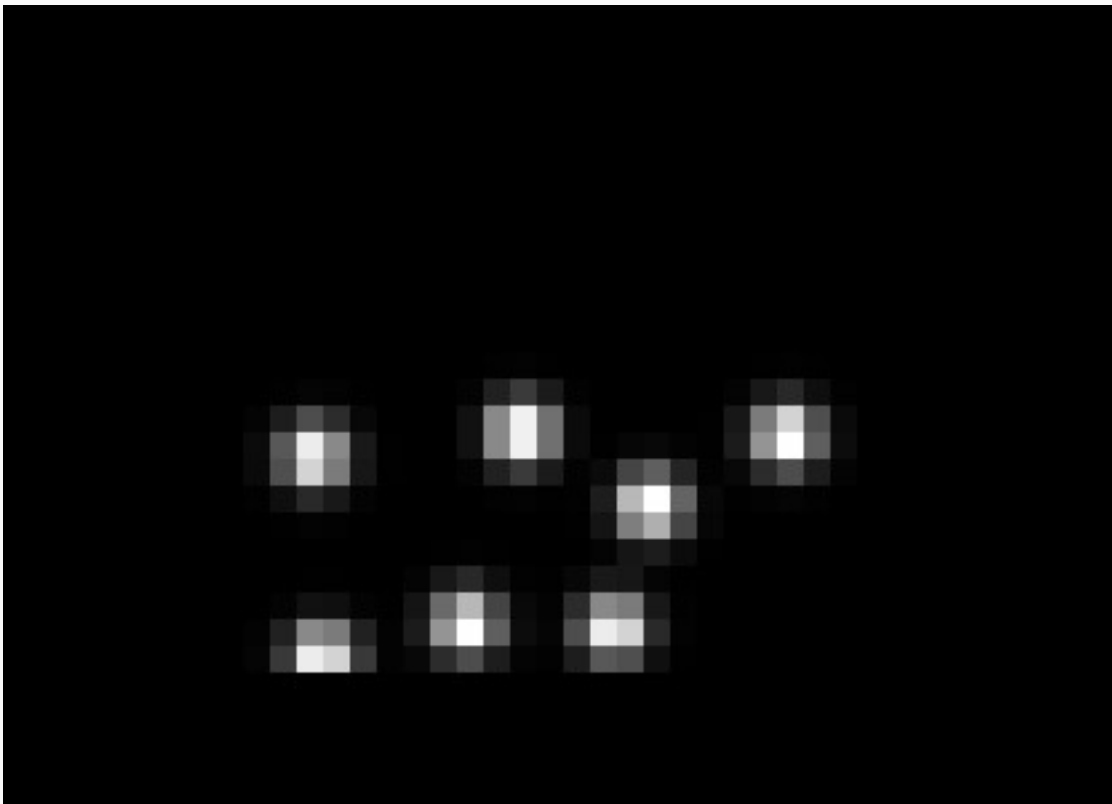
1. Detect approximate particle positions
2. Crop the image to get a sub-image containing only the particle
3. Fit the sub-image to the 2D Gaussian equation to get its position (particle localization)
4. Reconstruct the image by drawing at the particle positions at a higher resolution (smaller grid spacing)



# Read in the first frame of the STORM data set

Please start a new script

```
I = imread('hw9_STORMdata.tif')
```



Info about image:

- 5 – 8 particles
- No noise and no background
- A small border has been added around the image to help with indexing the sub-images

# Detecting the approximate position of particles using the regional maxima transform

$$BW = \text{imregionalmax}(I)$$

`imregionalmax` identifies regional maxima in the grayscale image

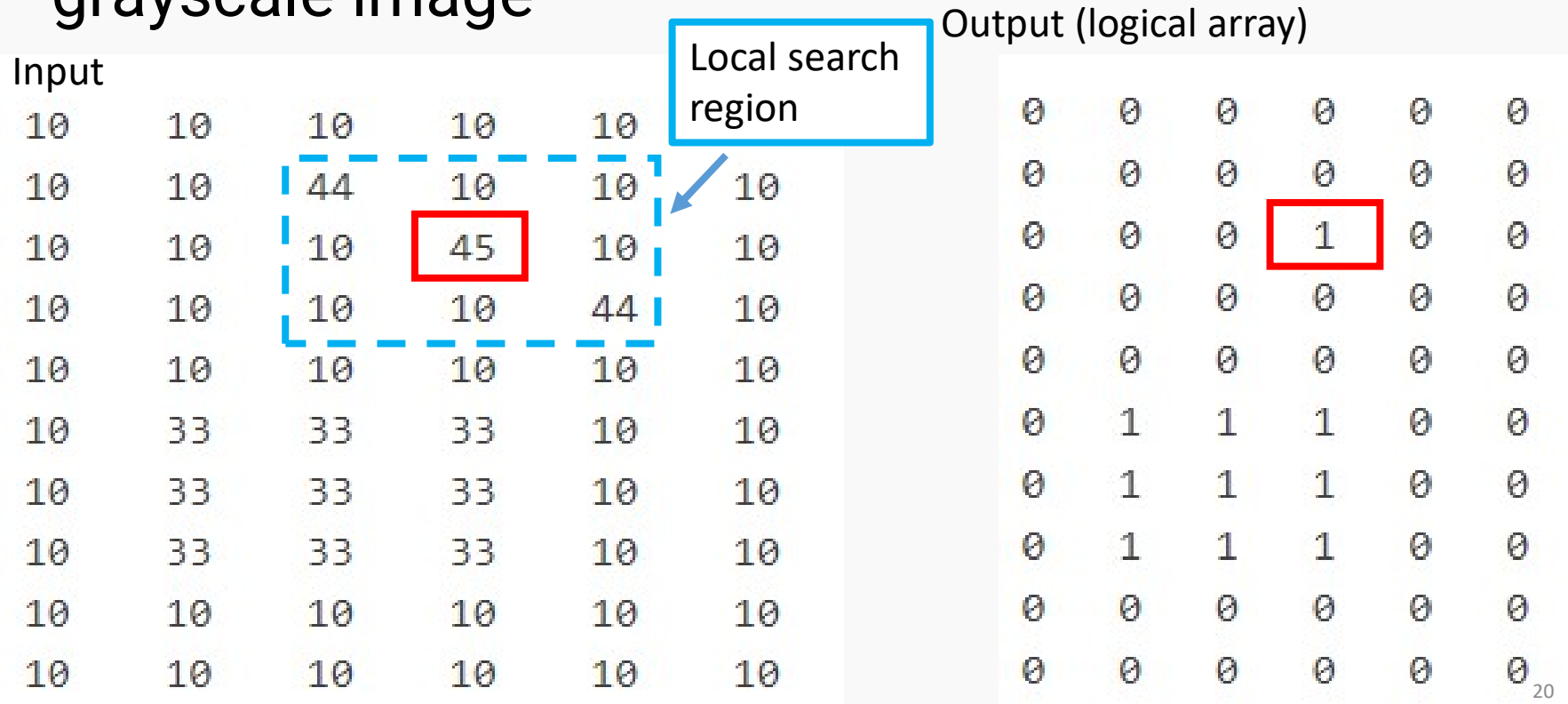
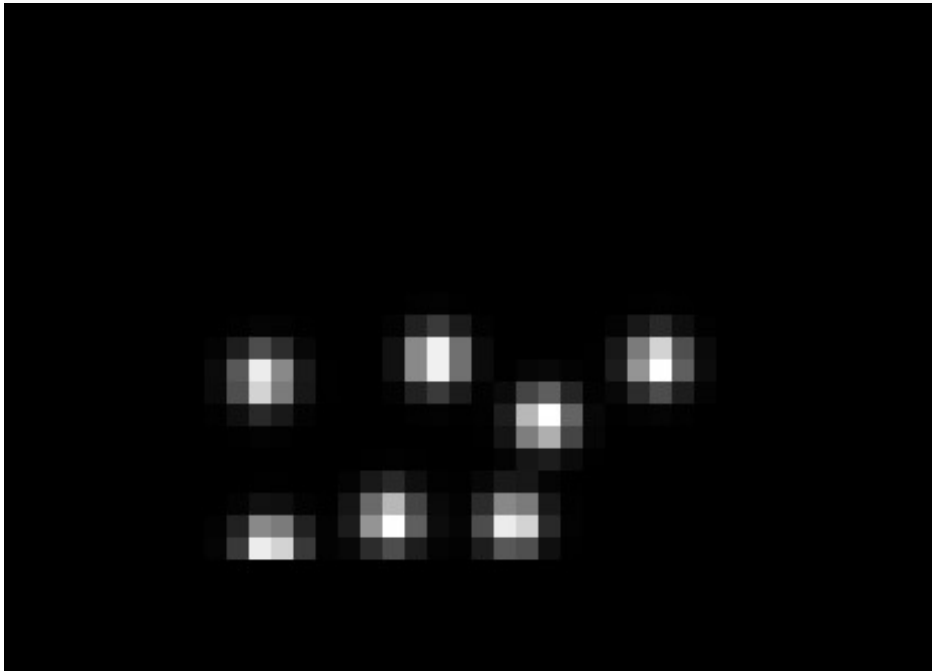
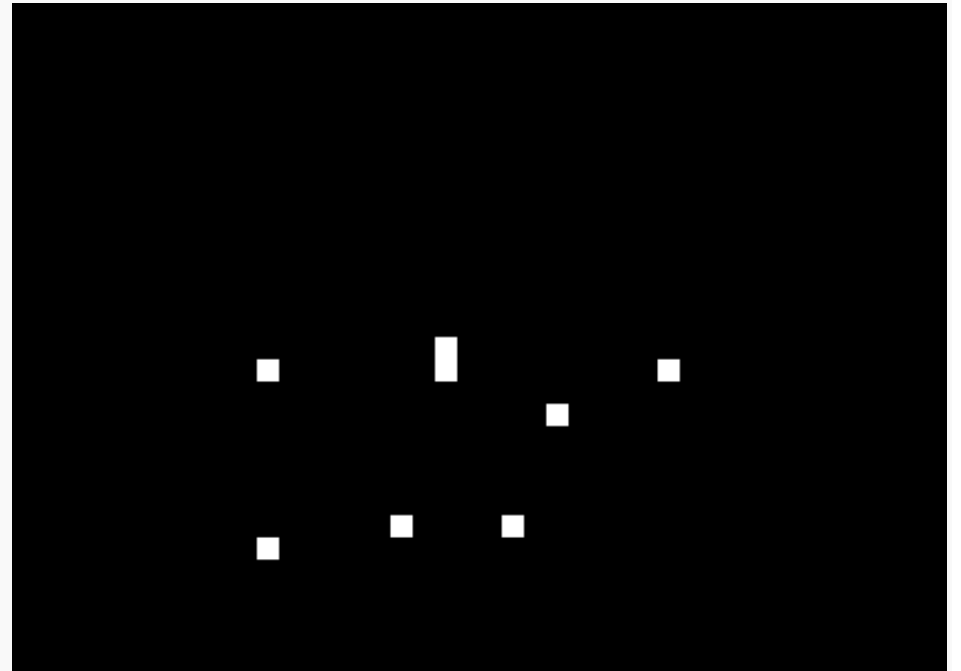


Image I



Regional maxima mask BW



# Finding the row and column of true pixels

```
[row, col] = find(BW)
```

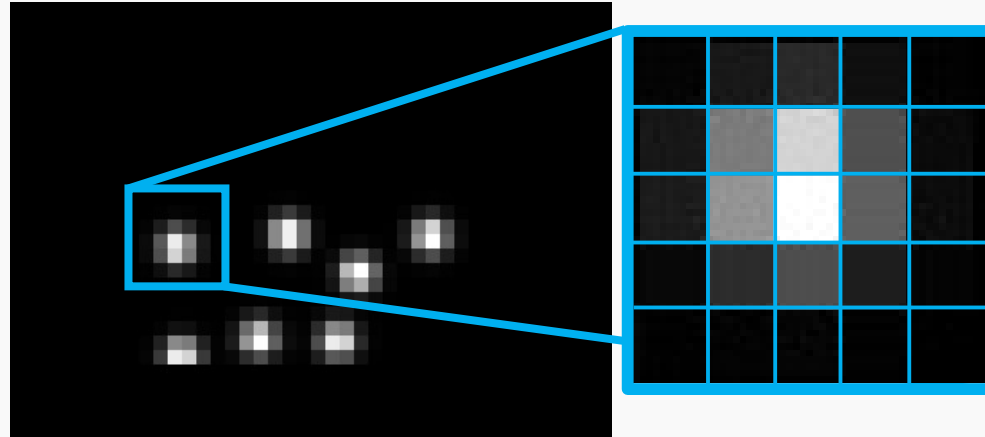
`find` returns the row and column indices of true elements in the logical array `BW`

`row` and `col` are the approximate locations of the particles. We will use curve-fitting to get a more accurate position

How many particles were found?

```
numParticles = numel(row)
```

# Indexing a sub-image of the bead



- How to index a 5x5 sub-matrix from the image  $I$  around the first particle?

$$I_{\text{crop}} = I((\text{row}(1)-2):(\text{row}(1)+2), (\text{col}(1)-2):(\text{col}(1)+2))$$

- Why index the sub-image?

Fitting is more accurate as it is not affected by the error from the rest of the image – could lead to wrong estimates

# Defining a fitting model

- MATLAB does not have a built-in model for a 2D Gaussian so we have to define one

$$z = A \exp \left( -\frac{(x-B)^2 + (y-C)^2}{2D^2} \right)$$

`gauss2Dmodel = ...`

```
fittype('A * exp(-((xx - B).^2 + (yy - C).^2) /  
(2*D.^2))', 'independent', {'xx', 'yy'});
```

`xx` and `yy` are independent variables, i.e. will not be fit

`fit` function will search for `A`, `B`, `C`, and `D`



## 2D curvefitting or surface fitting

```
fitObj = fit([x, y], z, model)
```

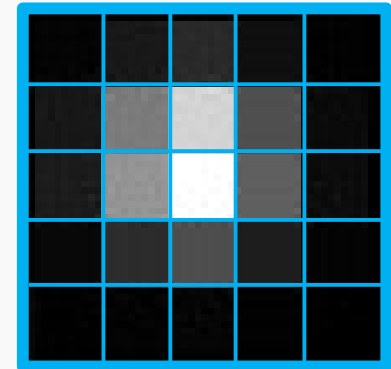
x, y, and z are column vectors

### What are x and y?

```
xdata = 1:5;
```

```
ydata = 1:5;
```

```
[xdata, ydata] = meshgrid(xdata, ydata);
```



### What is z ?

The cropped image values (Icrop)

## 2D curvefitting or surface fitting

```
fitObj = fit([x, y], z, model)
```

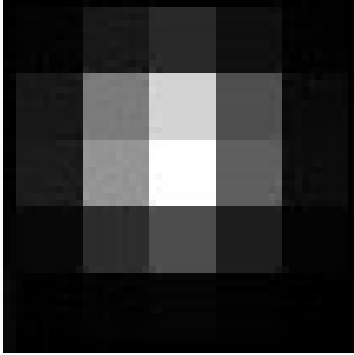
How to convert a matrix into a column vector?

```
x(:)
```

```
fitObj = fit([xx(:), yy(:)], Icrop(:), gauss2Dmodel)
```

Check: You should get values for B and C between 2 - 4

# Improve fitting by adding starting guess



$$z = A \exp \left( -\frac{(x-B)^2 + (y-C)^2}{2D^2} \right)$$

What are good initial guesses for A, B, C, and D?

$$A = \max(\text{Icrop}(:))$$

$$B = 3$$

$$C = 3$$

$$D = 2$$

# Improve fitting by adding starting guess

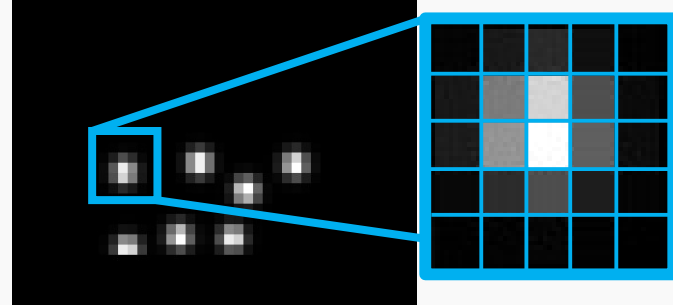
```
fitObj = fit([xdata(:), ydata(:)], Icrop(:),...  
            gauss2Dmodel, ...  
            'StartPoint', [max(Icrop(:)), 3, 3, 2]);
```

- Check the fit again

# What is the particle position?

```
x = fitObj.B
```

```
y = fitObj.C
```



WAIT! Remember we cropped the image, so we have to add an offset back in

```
Icrop = I((row(1)-2):(row(1)+2), (col(1)-2):(col(1)+2))
```

Actual particle positions:

```
x = fitObj.B + col(1) - 2
```

```
y = fitObj.C + row(1) - 2
```

## Modify the code to loop over all particles

```
%Read in the image
I = imread('hw9_STORMdata.tif');

%Find approximate positions of the particle
BW = imregionalmax(I);
[row, col] = find(BW);

%Generate the x-data and y-data axes
xdata = 1:5;
ydata = 1:5;
[xdata, ydata] = meshgrid(xdata, ydata);

%Declare the 2D Gaussian surface model
gauss2Dmodel = fittype('A * exp(-((xx - B).^2 + (yy - C).^2) / (2*D.^2))', ...
    'independent', {'xx', 'yy'});

%Crop a 5x5 image around each particle
Icrop = double(I((row(1) - 2):(row(1) + 2), (col(1) - 2):(col(1) + 2)));

%Fit the surface - with a guess to the starting values
fitObj = fit([xdata(:), ydata(:)], Icrop(:), gauss2Dmodel, ...
    'StartPoint', [max(Icrop, [], 'all'), 3, 3, 2]);
```

# Modify the code to loop over all particles

```
%Read in the image
I = imread('hw9_STORMdata.tif');

%Find approximate positions of the particle
BW = imregionalmax(I);
[row, col] = find(BW);

%Generate the x-data and y-data axes
xdata = 1:5;
ydata = 1:5;
[xdata, ydata] = meshgrid(xdata, ydata);

%Declare the 2D Gaussian surface model
gauss2Dmodel = fittype('A * exp(-((xx - B).^2 + (yy - C).^2) / (2*D.^2))', ...
    'independent', {'xx', 'yy'});

for iP = 1:numel(row)    numel(row) = number of objects

    %Crop a 5x5 image around each particle. Remember to use the for loop index variable
    Icrop = double(I((row(iP) - 2):(row(iP) + 2), (col(iP) - 2):(col(iP) + 2))));

    %Fit the surface - with a guess to the starting values
    fitObj = fit([xdata(:), ydata(:)], Icrop(:), gauss2Dmodel, ...
        'StartPoint', [max(Icrop, [], 'all'), 3, 3, 2]);

end
```

## Modify the code to save the fitted positions

```
for iP = 1:numel(row)

    %Crop a 5x5 image around each particle
    Icrop = double(I((row(iP) - 2):(row(iP) + 2), (col(iP) -
        2):(col(iP) + 2))));

    %Fit the surface - with a guess to the starting values
    fitObj = fit...

end
```



```

%Initialize a matrix of NaNs (not-a-numbers) to store the position data
storePos = nan(16000, 2);
nP = 0; %Counter of number of found particles

for iP = 1:numel(row)

    %Crop a 5x5 image around each particle
    Icrop = double(I((row(iP) - 2):(row(iP) + 2), (col(iP) - 2):(col(iP) + 2))));

    %Fit the surface - with a guess to the starting values
    fitObj = fit([xdata(:), ydata(:)], Icrop(:), gauss2Dmodel, ...
        'StartPoint', [max(Icrop, [], 'all'), 3, 3, 2]);

    %Save the fitted positions (remember to correct for the offset since we
    %cropped the image)
    storePos(nP + 1, :) = [fitObj.B, fitObj.C] + [col(iP) - 2, row(iP) - 2];

    %Increment the counter
    nP = nP + 1;

end

%Remove the NaNs
storePos(all(isnan(storePos), 2), :) = [];

```

Code is available on Canvas:  
[hw9\\_example.m](#)

Explanation in slides at end of  
lecture notes

# Reconstructing the final image

- To reconstruct the final image, draw at each localized particle position
- This is similar to the last question in homework 7 (plotting different Gaussians)
- A few different ways to draw STORM images:
  - Draw crosses/circles at each particle location
  - Bin the locations in a spatial histogram
  - **Draw Gaussians of fixed width**
  - Draw Gaussians with widths depending on localization accuracy (most accurate, but can be difficult)

# Reconstructing the final image

1. Convert the stored positions from pixels to microns. Original image has steps of  $0.1 \mu\text{m}$  (100x objective, 1.4 NA)
2. Since we have a model of the data, the final image can have higher resolution (finer grid spacing) than the original image
  - Draw the output image with a grid spacing of  $0.001 \mu\text{m}$
  - Assume the localization accuracy is  $\sim 0.01 \mu\text{m}$  (roughly from the confidence intervals after fitting)
  - So output Gaussians should have  $A = 1$ ,  $B$  and  $C$  from fit data, and  $D = 0.01$

# Example drawing code

```
storePos = storePos * 0.1;
```

Convert the stored positions to microns

```
xxOut = 0:0.001:(size(I, 2) * 0.1);
```

Define the grid in microns

```
yyOut = 0:0.001:(size(I, 1) * 0.1);
```

Grid should have physical limits  
from the original image

```
[xxOut, yyOut] = meshgrid(xxOut, yyOut);
```

```
imgOut = zeros(size(xxOut));
```

Initialize a matrix of zeros for  
output image

```
for iP = 1:size(storePos, 1)
```

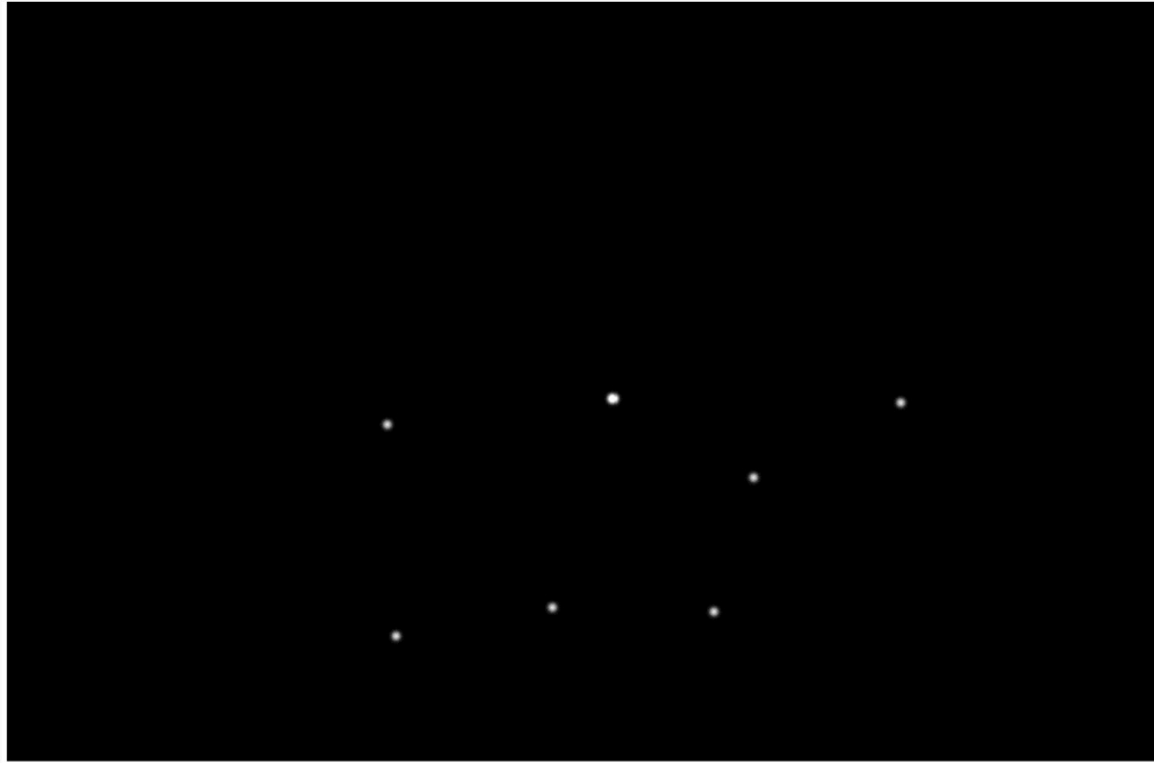
```
    imgOut = imgOut + ...
```

```
        exp(- ((xxOut - storePos(iP, 1)).^2 + ...
```

```
            (yyOut - storePos(iP, 2)).^2) / (2 * 0.01^2));
```

Our friend, the 2D Gaussian equation

```
end
```



Example code from today is on Canvas

You will need to update the code to loop over every image in the STORM dataset **Add the loop BEFORE the drawing code**

# Advice for writing the code

- It is always a good idea to check if things are working on a small subset of data before running the full code
- When developing your code to analyze the STORM dataset, start with just the first image.
- Check that your code runs and the correct output image is generated.
- Then check the first 30 frames.
- Run the whole code once everything looks like it is working (it took my computer ~30 mins to process the whole dataset)

## Localization accuracy

$$\langle (\Delta x)^2 \rangle = \frac{s^2 + a^2/12}{N} + \frac{8\pi s^4 b^2}{a^2 N^2}$$

N = number of photons collected

s = sigma (C) of the Gaussian

a = size of the pixel

b = background noise

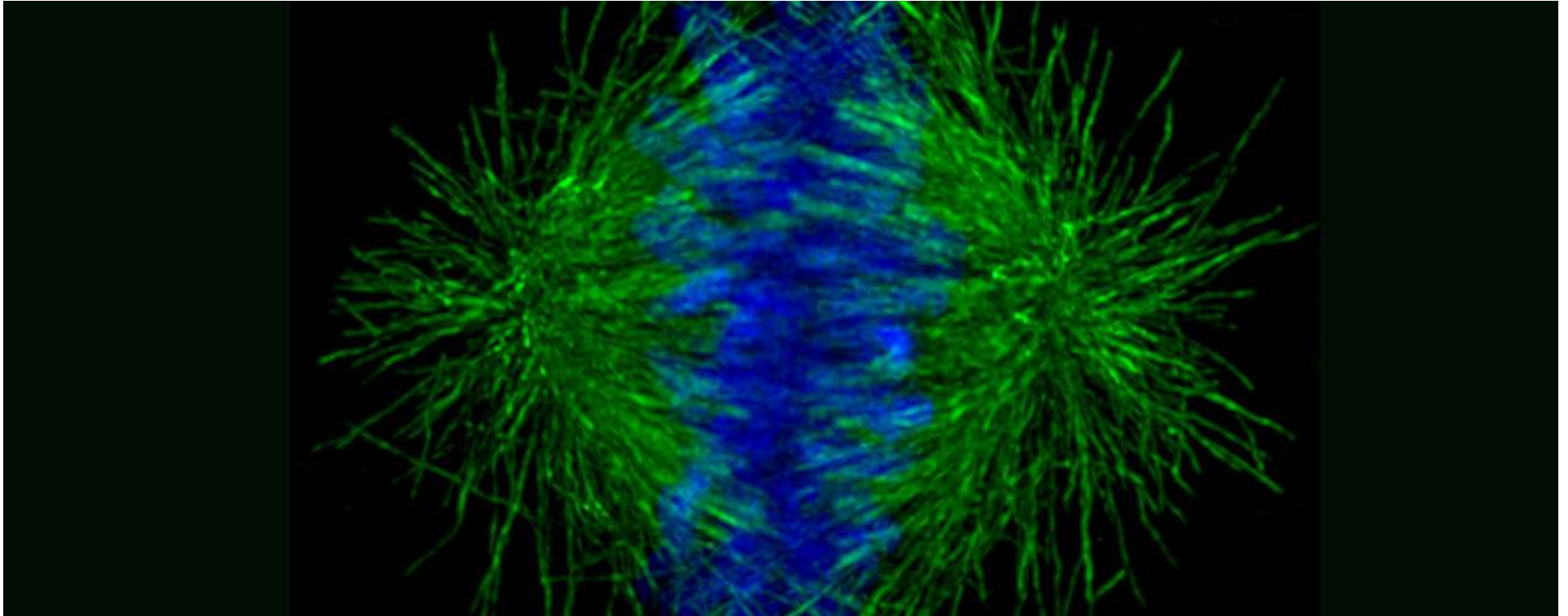
If  $s \gg b$  (i.e. no noise):

$$\Delta x \approx s / \sqrt{N}$$

# Localization accuracy

- Using  $\Delta x$  as the width of the Gaussian gives you an image of the probability density of the object
- The probability density shows the likelihood that the object is actually at the location specified
- The width of objects gives you the upper bound of what the actual size is





# Localizing Single Particles and STORM

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The following slides are additional  
reading/examples

Material marked optional will not be in exam

# Storing data of known size from for loops

Example: Compute distance between the two bees

```
%Initialize a vector to store the data
```

```
dist_between_bees = zeros(1, 39);
```

```
for idx = 1:39
```

```
    dist_between_bees(idx) = sqrt((beePos1(idx, 1) -  
        beePos2(idx, 1)).^2) % ... truncated
```

```
end
```

## Storing data of UNKNOWN ssize from for loops

If you do not know the size, you can grow the matrix (remove the initialization step)

```
for idx = 1:39
    dist_between_bees(idx) = sqrt((beePos1(idx, 1) -
        beePos2(idx, 1)).^2) % ... truncated
end
```

## Storing data of UNKNOWN size from for loops

Better solution: make a larger matrix than you think you need and remove the unassigned rows later

```
%Initialize a matrix of NaNs (not-a-number)
dist_between_bees = nan(1, 100);
for idx = 1:39
    dist_between_bees(idx) = sqrt((beePos1(idx, 1) -
        beePos2(idx, 1)).^2) % ... truncated
end

%Remove unassigned rows (they will be NaNs)
dist_between_bees(isnan(dist_between_bees)) = [];
```

## Difference of Gaussians filter (Optional material)

- To compute the difference of Gaussians, perform a Gaussian blur (imguassfilt) on the image twice
- The sigma of the first filter should be smaller than the sigma of the second filter (i.e. the second filter should blur more)

- The TrackMate toolbox in ImageJ uses:

$$\sigma_1 = 1/(1 + \sqrt{2}) \times d$$

$$\sigma_2 = \sqrt{2} \times \sigma_1$$

Note:  $\sigma_2 > \sigma_1$

d = expected diameter of particle in pixels

- The result from the second filter is subtracted from the result of the first filter
- Threshold the resulting image (particles will be negative)

- This website has a good description of the math:
  - <http://fourier.eng.hmc.edu/e161/lectures/gradient/node9.html>

# Difference of Gaussians filter (Optional material)

Example code

```
I = double(imread('hw9_STORMdata.tif'));

sigma1 = 1/(1 + sqrt(2)) * 10; %Assume diameter of 10 px
sigma2 = sqrt(2) * sigma1;

Igauss1 = imgaussfilt(I, sigma1);
Igauss2 = imgaussfilt(I, sigma2);

Idiff = Igauss2 - Igauss1;

mask = Idiff < -10;

imshowpair(I, mask)
```



# Difference of Gaussians filter (Optional material)

Example output (green = image, magenta = mask)

