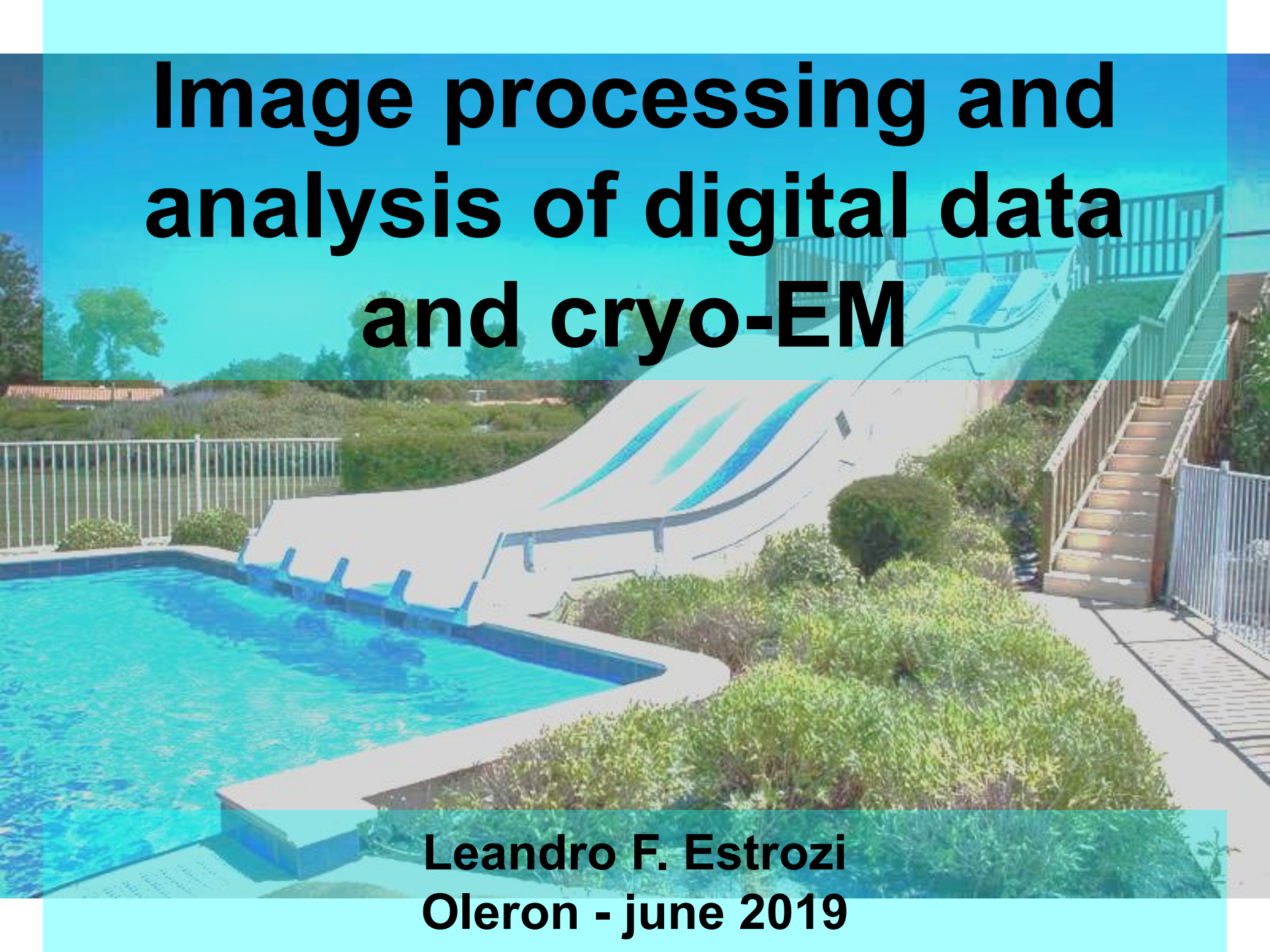


Image processing and analysis of digital data and cryo-EM

A photograph of a swimming pool with a slide and stairs, overlaid with a semi-transparent blue rectangle containing the title text. The pool is in the foreground, with a white slide leading into it. To the right, there are wooden stairs with a metal railing. The background shows a fence and some trees.

Leandro F. Estrozi
Oleron - june 2019

What is a byte?

How numbers are stored in a computer?

What is a pixel?

How pixels are stored as an image?

What is an image? (for a SCIENTIST)

Digital signal processing with Mr. Fourier

1 dimension, 2 dimensions, 3 dimensions

Symmetry!

Image sampling and quantization

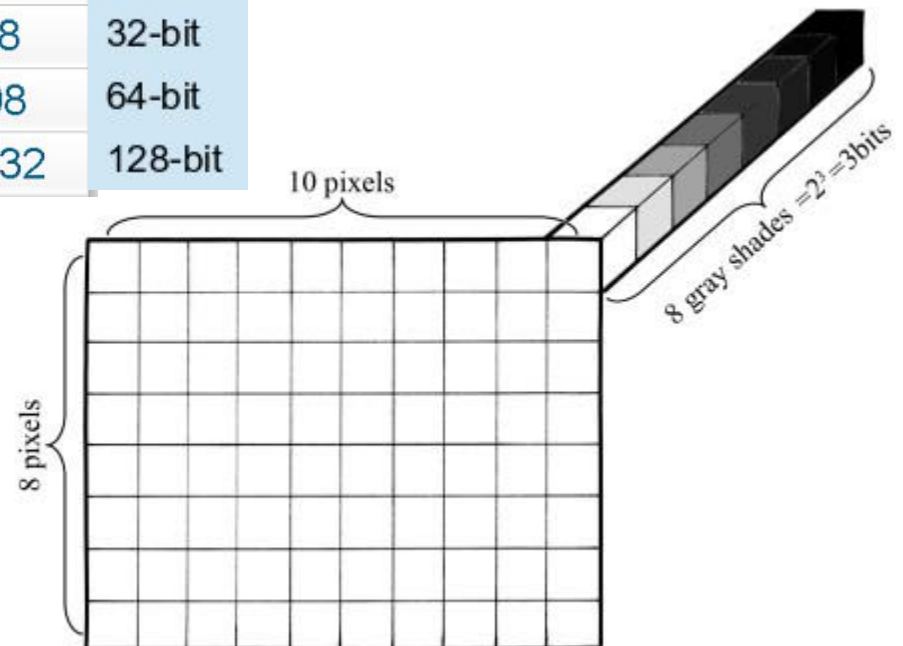
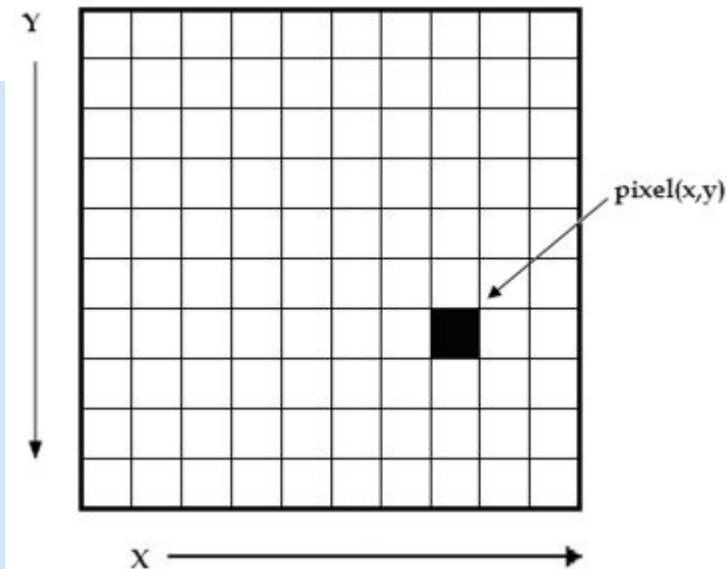
DATA TYPE	MIN_VALUE	MAX_VALUE	
unsigned char	0	255	8-bit
signed char	-128	127	8-bit
unsigned short int	0	65535	16-bit
signed short int	-32768	32767	16-bit
unsigned int	0	65535	32-bit
signed int	-32768	32767	32-bit
unsigned long int	0	4294967295	64-bit
signed long int	-2147483648	2147483647	64-bit
float	$-3.4 \cdot 10^{-38}$	$3.4 \cdot 10^{38}$	32-bit
double	$-1.7 \cdot 10^{-308}$	$1.7 \cdot 10^{308}$	64-bit
long double	$-3.4 \cdot 10^{-4932}$	$1.1 \cdot 10^{+4932}$	128-bit

From:

https://www.ibm.com/support/knowledgecenter/en/SSLTBW_2.1.0/com.ibm.zos.v2r1.cbcp01/datatypesize64.htm

Image sampling and quantization

DATA TYPE	MIN_VALUE	MAX_VALUE	
unsigned char	0	255	8-bit
signed char	-128	127	8-bit
unsigned short int	0	65535	16-bit
signed short int	-32768	32767	16-bit
unsigned int	0	65535	32-bit
signed int	-32768	32767	32-bit
unsigned long int	0	4294967295	64-bit
signed long int	-2147483648	2147483647	64-bit
float	$-3.4 * 10^{-38}$	$3.4 * 10^{38}$	32-bit
double	$-1.7 * 10^{-308}$	$1.7 * 10^{308}$	64-bit
long double	$-3.4 * 10^{-4932}$	$1.1 * 10^{+4932}$	128-bit



From:

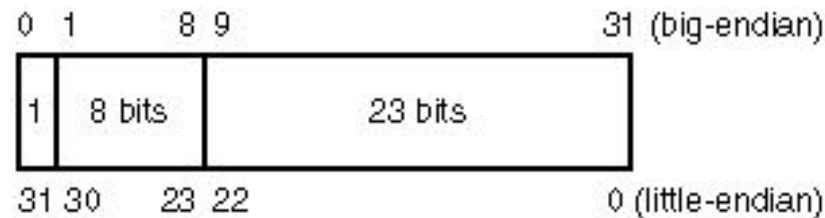
https://www.ibm.com/support/knowledgecenter/en/SSLTBW_2.1.0/com.ibm.zos.v2r1.cbcp01/datatypesize64.htm

American Standard Code for Information Interchange (1963)

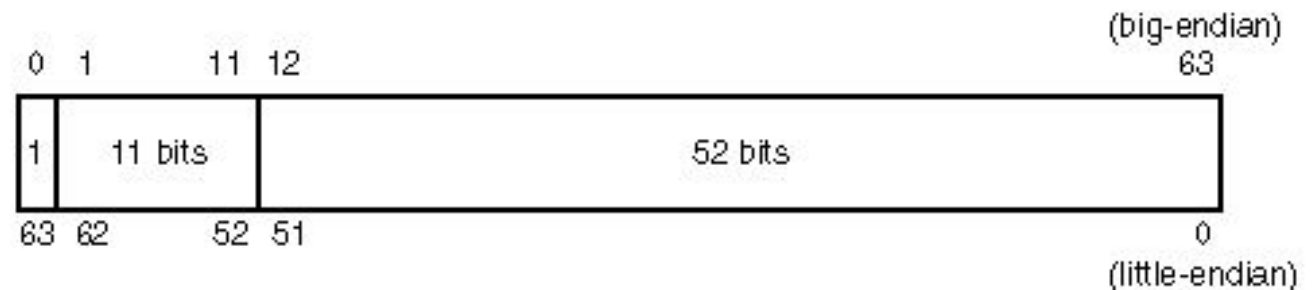
Dec	Hex	Name	Char	Ctrl-char	Dec	Hex	Char	Dec	Hex	Char	Dec	Hex	Char
0	0	Null	NUL	CTRL-@	32	20	Space	64	40	@	96	60	`
1	1	Start of heading	SOH	CTRL-A	33	21	!	65	41	A	97	61	a
2	2	Start of text	STX	CTRL-B	34	22	"	66	42	B	98	62	b
3	3	End of text	ETX	CTRL-C	35	23	#	67	43	C	99	63	c
4	4	End of xmit	EOT	CTRL-D	36	24	\$	68	44	D	100	64	d
5	5	Enquiry	ENQ	CTRL-E	37	25	%	69	45	E	101	65	e
6	6	Acknowledge	ACK	CTRL-F	38	26	&	70	46	F	102	66	f
7	7	Bell	BEL	CTRL-G	39	27	'	71	47	G	103	67	g
8	8	Backspace	BS	CTRL-H	40	28	(72	48	H	104	68	h
9	9	Horizontal tab	HT	CTRL-I	41	29)	73	49	I	105	69	i
10	0A	Line feed	LF	CTRL-J	42	2A	*	74	4A	J	106	6A	j
11	0B	Vertical tab	VT	CTRL-K	43	2B	+	75	4B	K	107	6B	k
12	0C	Form feed	FF	CTRL-L	44	2C	,	76	4C	L	108	6C	l
13	0D	Carriage feed	CR	CTRL-M	45	2D	-	77	4D	M	109	6D	m
14	0E	Shift out	SO	CTRL-N	46	2E	.	78	4E	N	110	6E	n
15	0F	Shift in	SI	CTRL-O	47	2F	/	79	4F	O	111	6F	o
16	10	Data line escape	DLE	CTRL-P	48	30	0	80	50	P	112	70	p
17	11	Device control 1	DC1	CTRL-Q	49	31	1	81	51	Q	113	71	q
18	12	Device control 2	DC2	CTRL-R	50	32	2	82	52	R	114	72	r
19	13	Device control 3	DC3	CTRL-S	51	33	3	83	53	S	115	73	s
20	14	Device control 4	DC4	CTRL-T	52	34	4	84	54	T	116	74	t
21	15	Neg acknowledge	NAK	CTRL-U	53	35	5	85	55	U	117	75	u
22	16	Synchronous idle	SYN	CTRL-V	54	36	6	86	56	V	118	76	v
23	17	End of xmit block	ETB	CTRL-W	55	37	7	87	57	W	119	77	w
24	18	Cancel	CAN	CTRL-X	56	38	8	88	58	X	120	78	x
25	19	End of medium	EM	CTRL-Y	57	39	9	89	59	Y	121	79	y
26	1A	Substitute	SUB	CTRL-Z	58	3A	:	90	5A	Z	122	7A	z
27	1B	Escape	ESC	CTRL-[59	3B	;	91	5B	[123	7B	{
28	1C	File separator	FS	CTRL-\	60	3C	<	92	5C	\	124	7C	
29	1D	Group separator	GS	CTRL-]	61	3D	=	93	5D]	125	7D	}
30	1E	Record separator	RS	CTRL-^	62	3E	>	94	5E	^	126	7E	~
31	1F	Unit separator	US	CTRL-`	63	3F	?	95	5F	`	127	7F	DEL

Floating-point number representation

$$\underbrace{6.63}_{\text{Mantissa}} \times \underbrace{10^{-34}}_{\text{Exponent}}$$



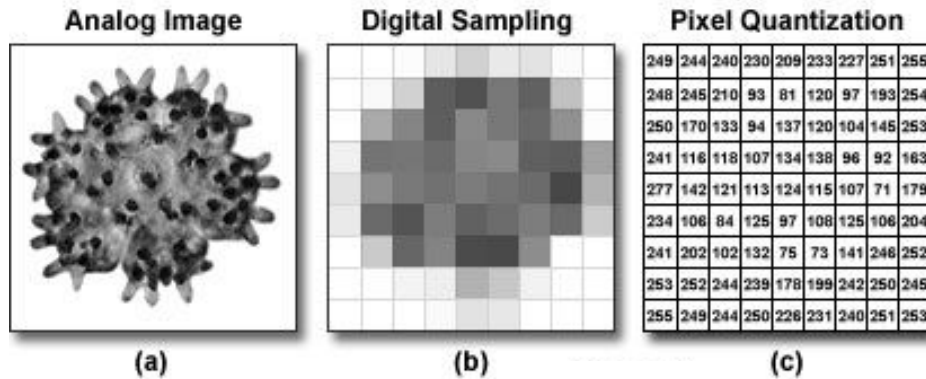
SINGLE-PRECISION



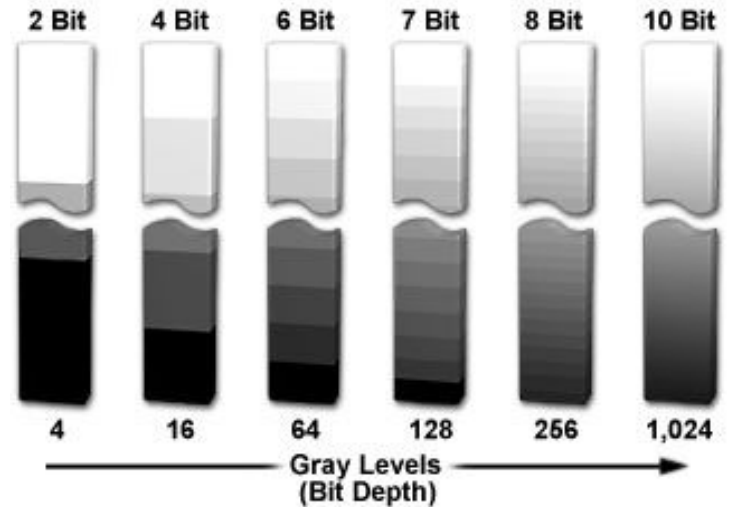
DOUBLE-PRECISION

Digital image representation

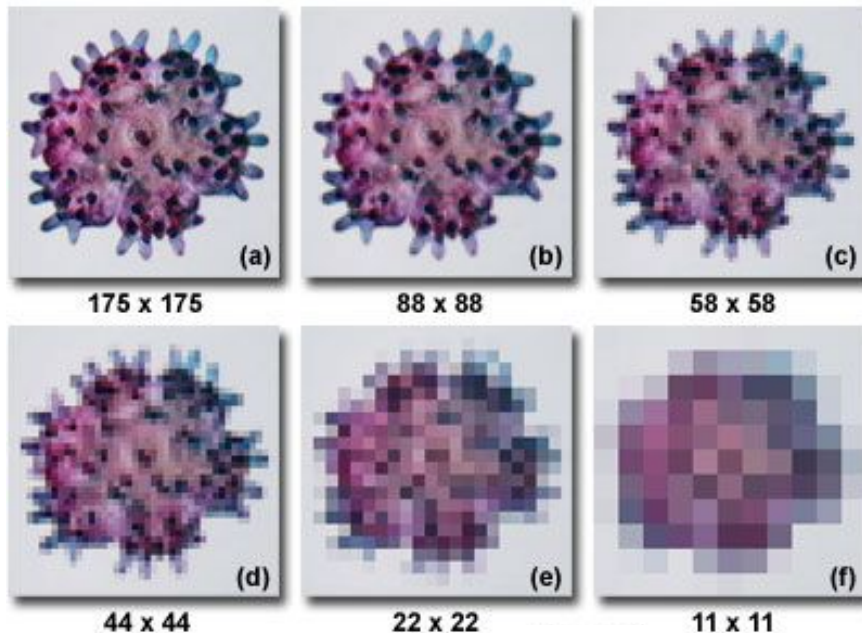
Creation of a Digital Image



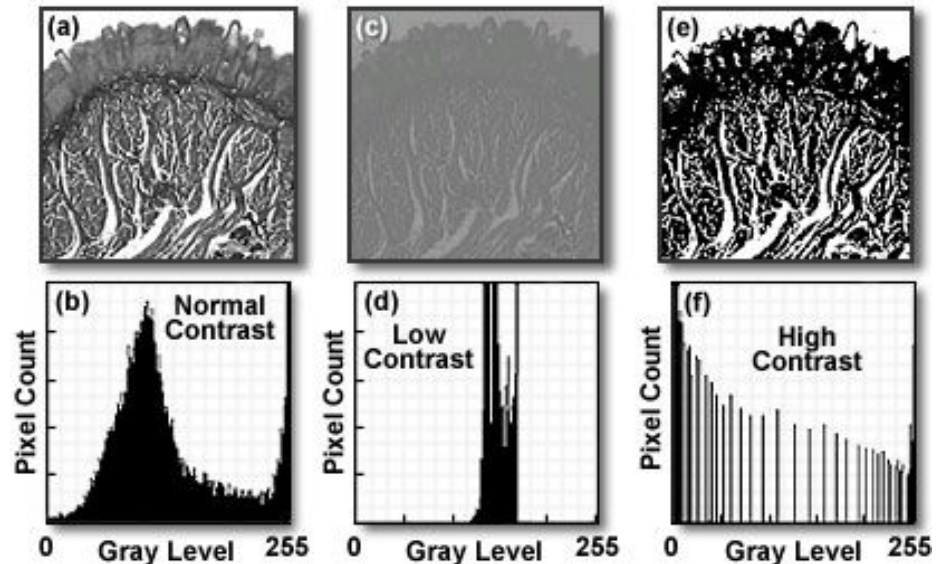
Bit Depth and Gray Levels in Digital Images



Spatial Resolution Effect on Pixelation in Digital Images



Grayscale Histograms and Contrast Levels in Digital Images

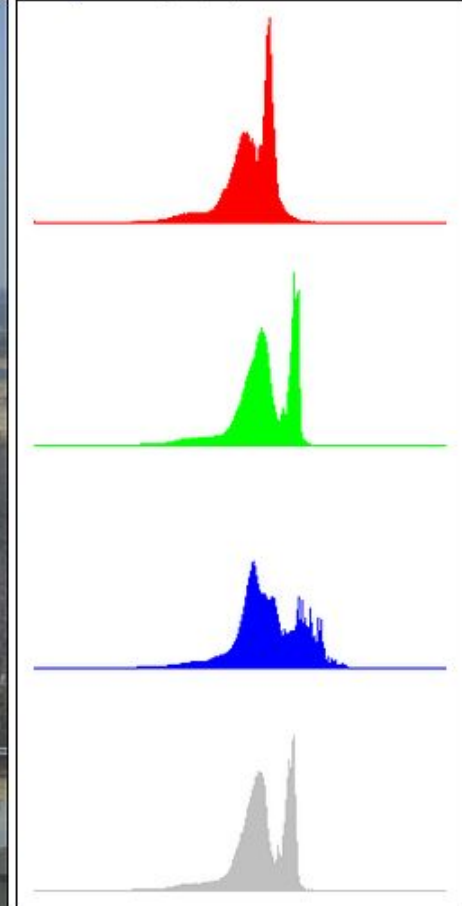


Histograms of pixel values

Image



Histograms: R, G, B, I

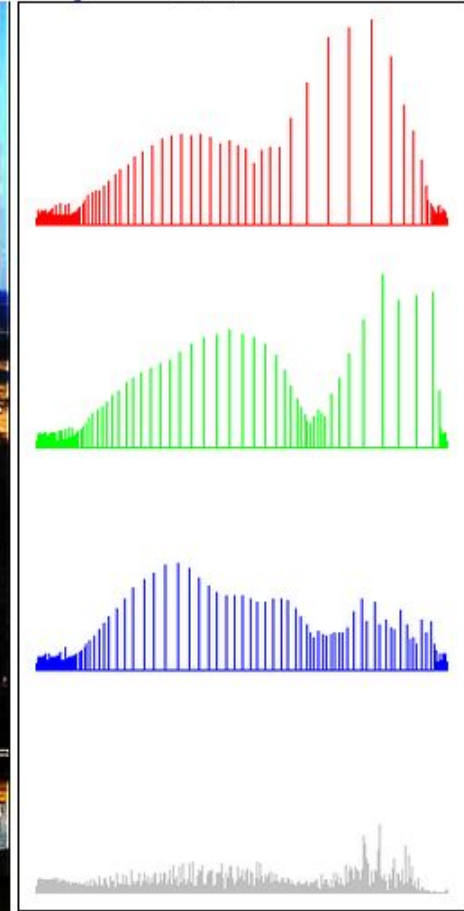


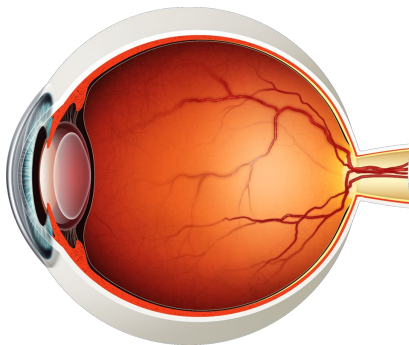
Histograms of pixel values

Image



Histograms: R, G, B, I



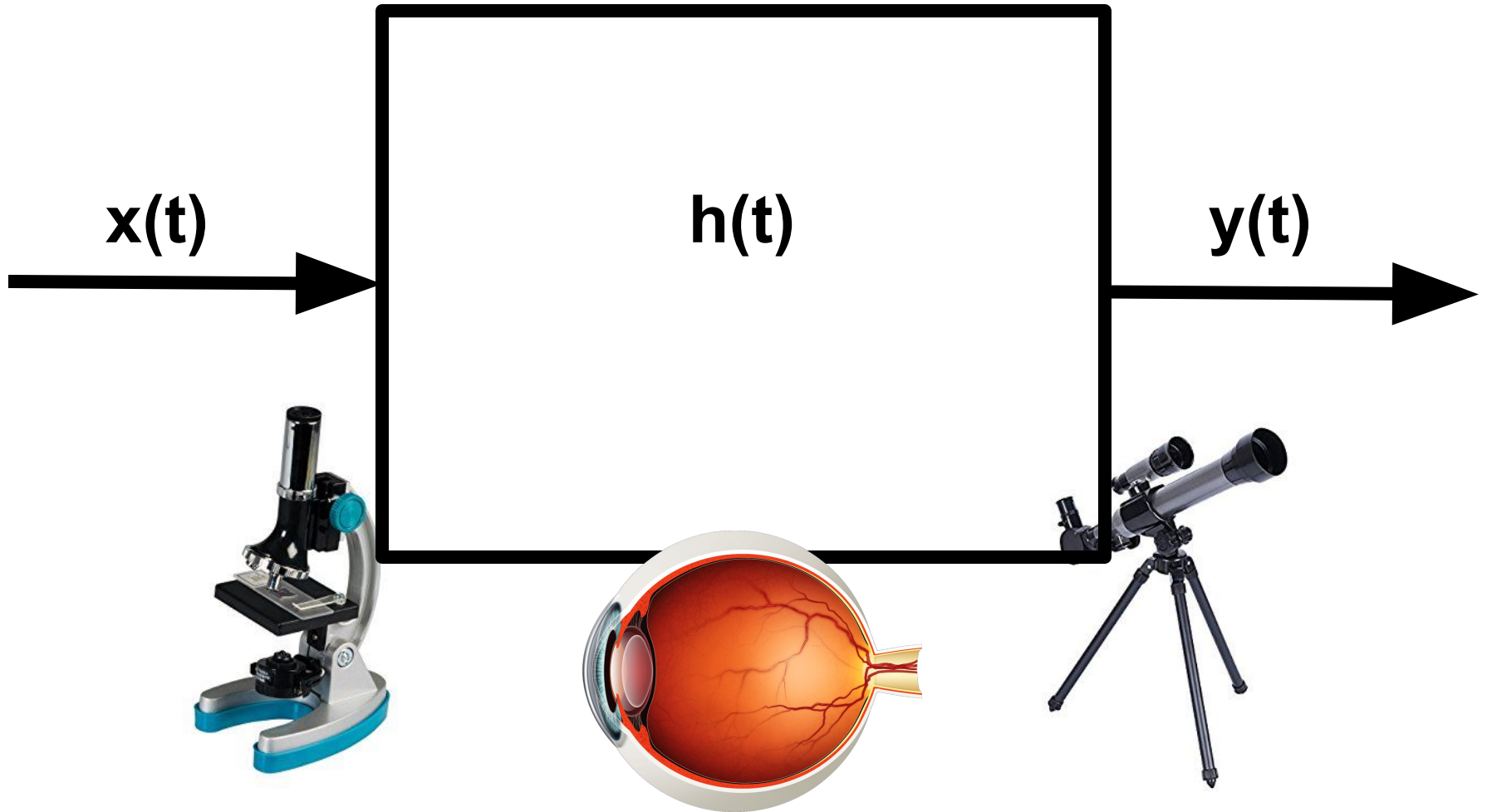


$$\frac{\partial}{\partial a} \ln f_{a, \sigma^2}(\xi_1) = \frac{(\xi_1 - a)}{\sigma^2} f_{a, \sigma^2}(\xi_1) = \frac{1}{\sqrt{2\pi\sigma}} \exp\left(-\frac{(\xi_1 - a)^2}{2\sigma^2}\right)$$

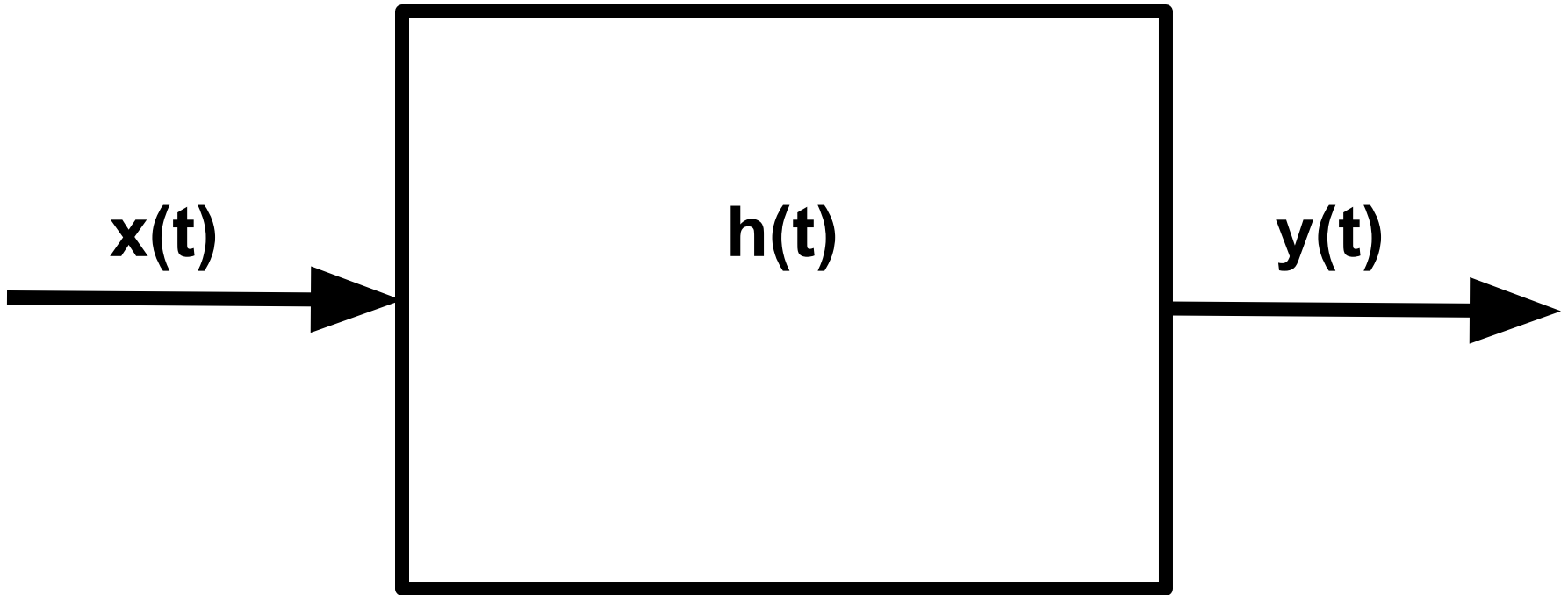
$$\int_{\mathbb{R}_n} T(x) \cdot \frac{\partial}{\partial \theta} f(x, \theta) dx = M\left(T(\xi) \cdot \frac{\partial}{\partial \theta} \ln L(\xi, \theta)\right) \int_{\mathbb{R}_n} \frac{\partial}{\partial \theta} f(x, \theta) dx$$

$$\int T(x) \cdot \left(\frac{\partial}{\partial \theta} \ln L(x, \theta)\right) \cdot f(x, \theta) dx = \int_{\mathbb{R}_n} T(x) \cdot \left(\frac{\frac{\partial}{\partial \theta} f(x, \theta)}{f(x, \theta)}\right) \cdot f(x, \theta) dx$$

Linear time-invariant system

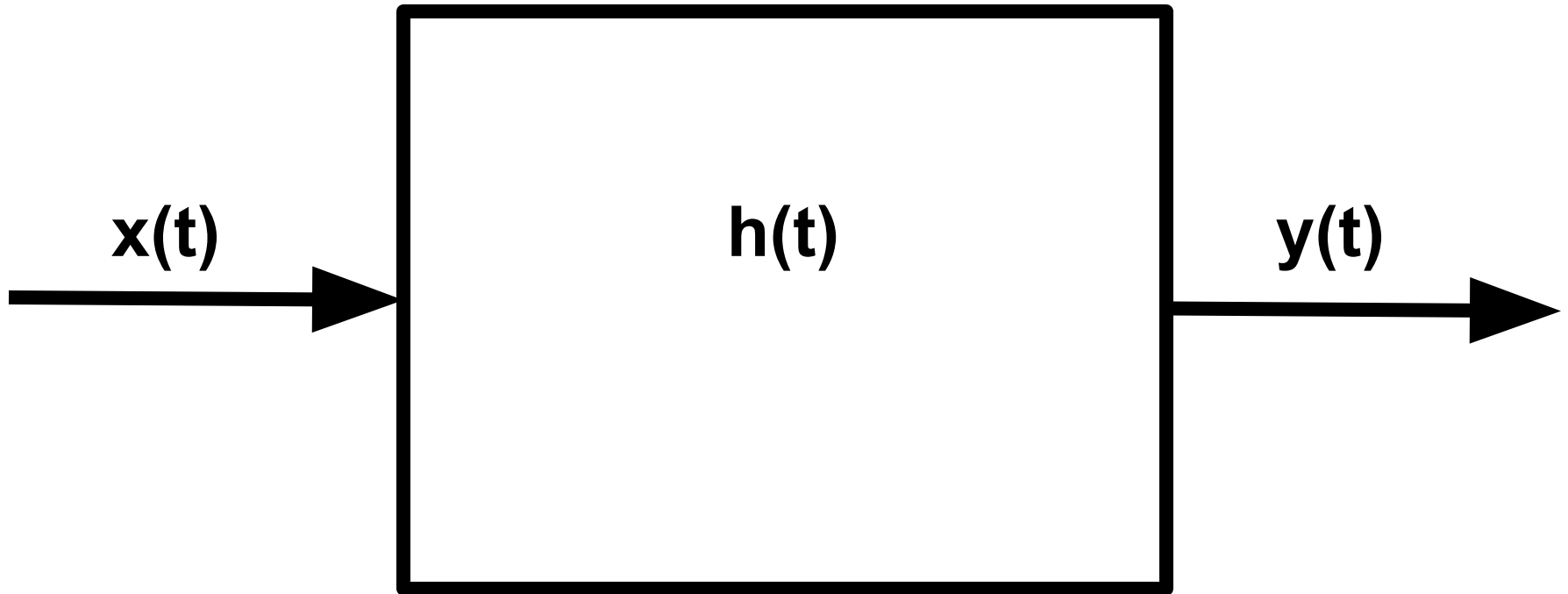


Linear time-invariant system



$$y(t) = x(t) * h(t)$$

Linear time-invariant system



$$y(t) = x(t) * h(t)$$

CONVOLUTION

An arrow points from the word "CONVOLUTION" to the asterisk in the equation above.

mp3

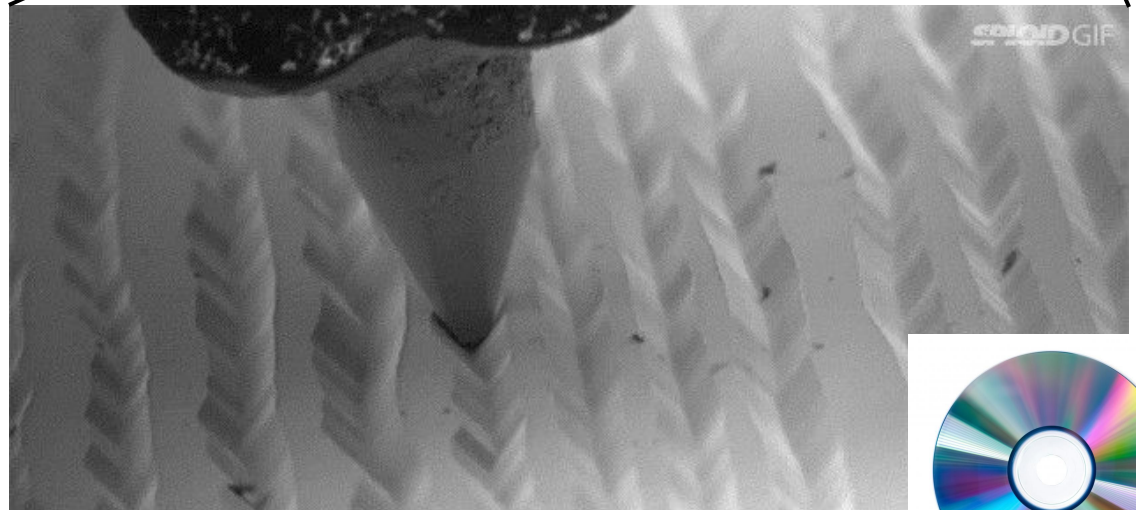
Marcia "Oregon, My Oregon" *mf*

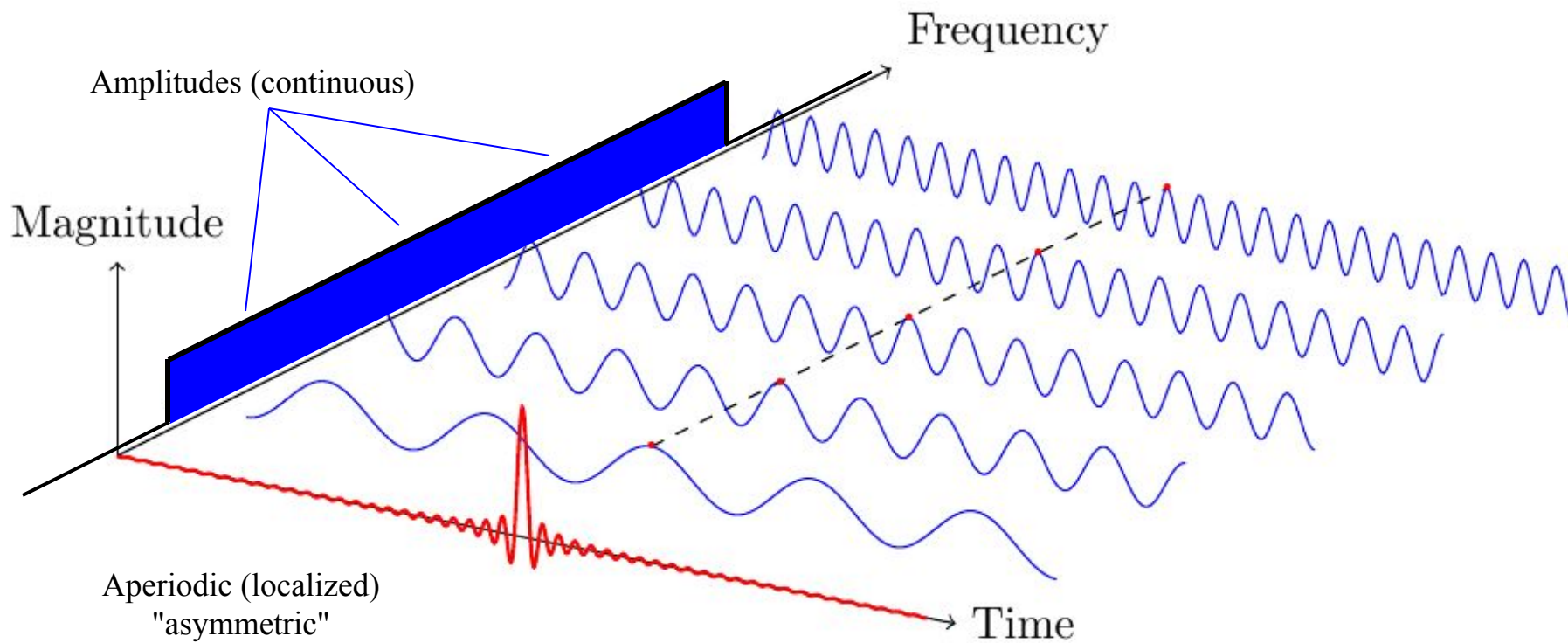
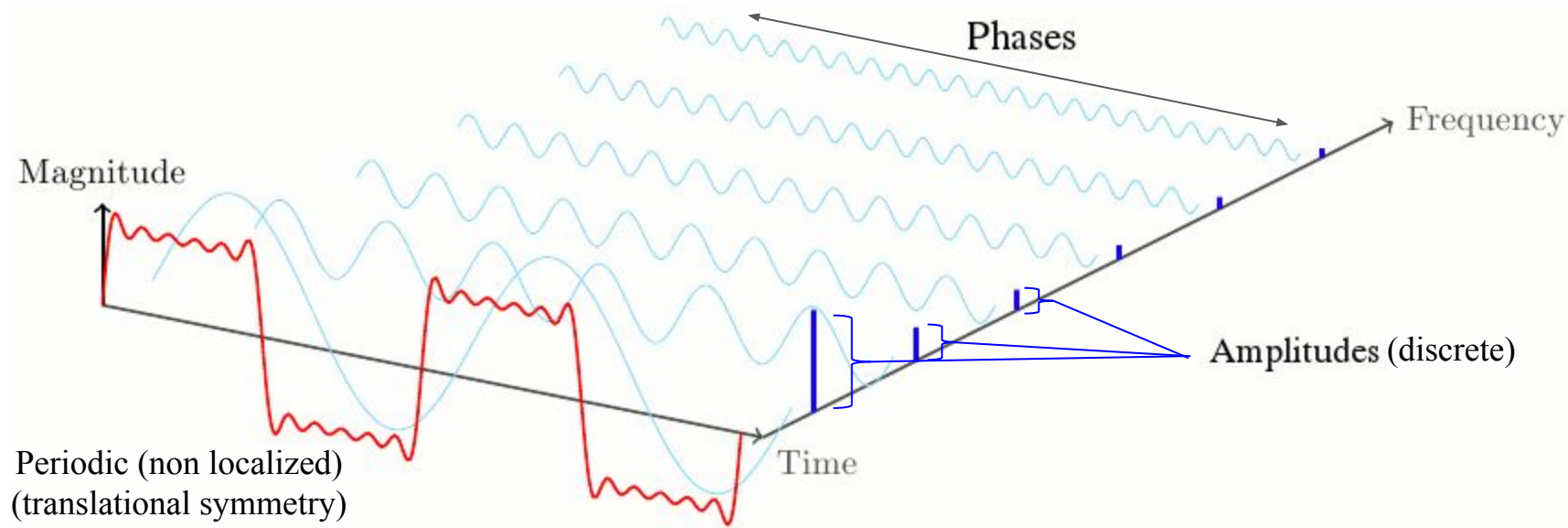
Land of the
Land of the

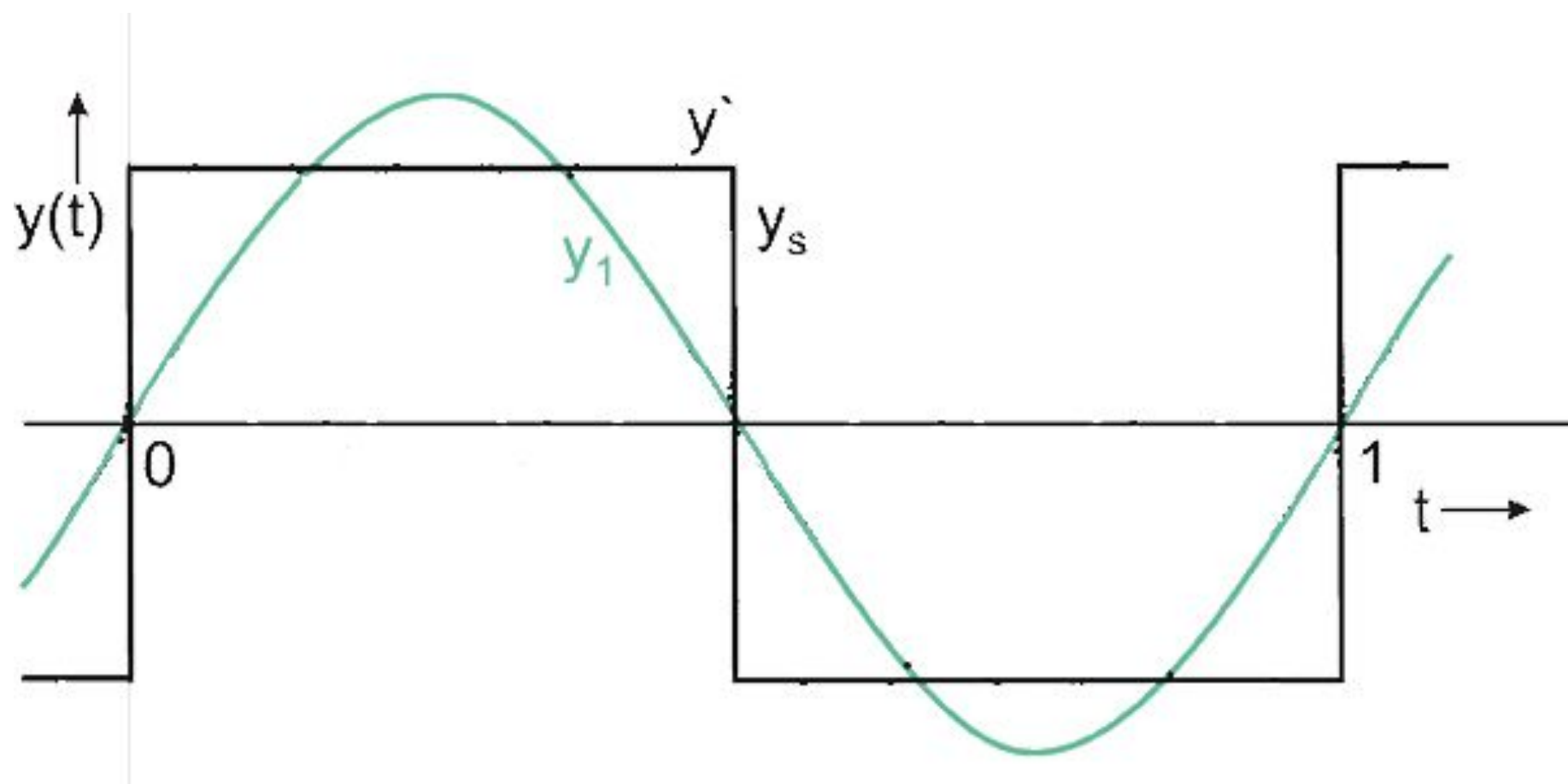
Empire Builders, Land of the Gold-en West; Con-quered and held by free men,
rose and sunshine, Land of the sum-mer's breeze; Lad-en with health and vigor.

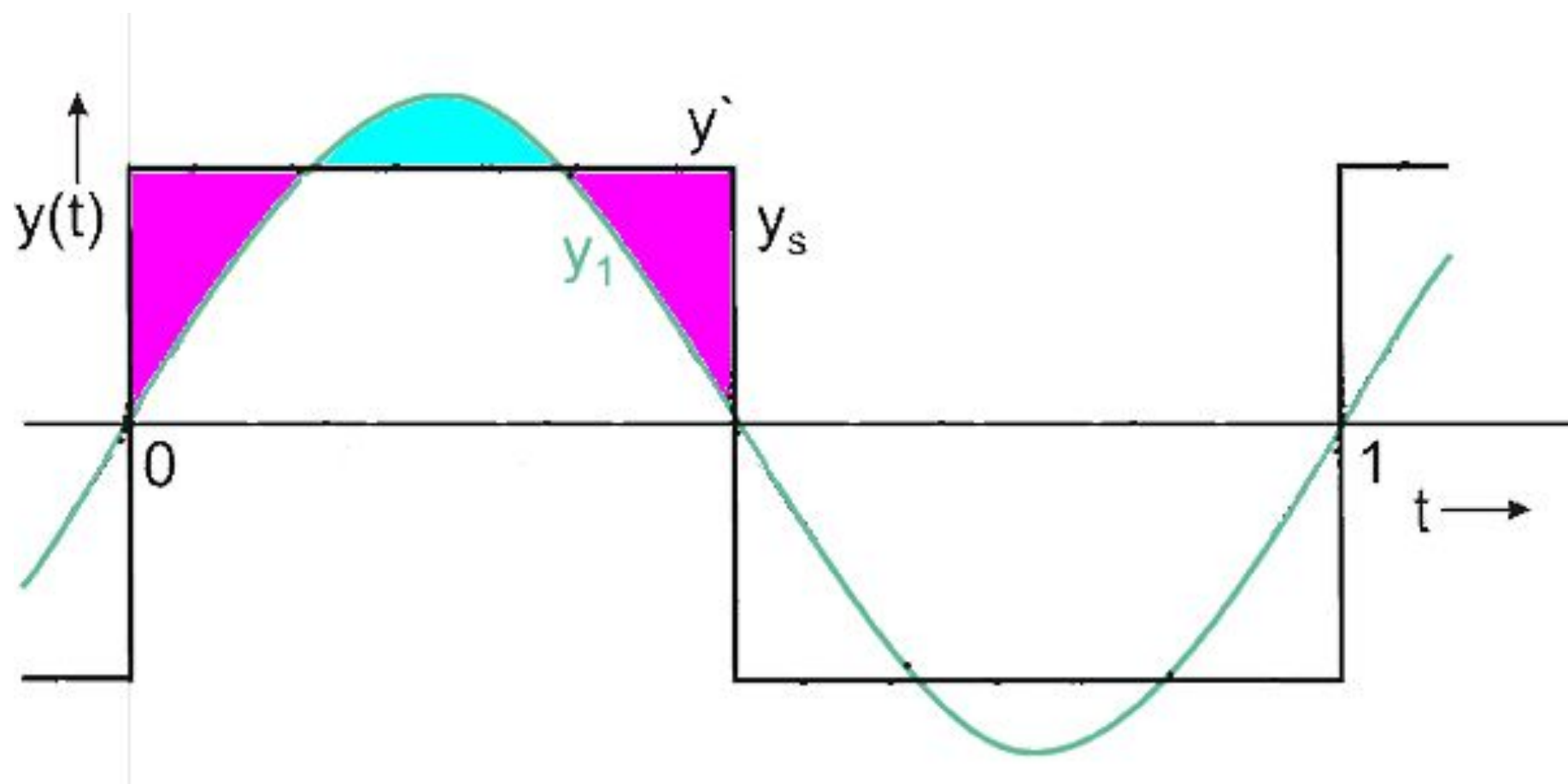
Fair-est and the best. On-ward and up-ward ev-er, Forward and on, and
Fresh from the Western seas. Blest by the blood of mar-tys, Land of the set-ting

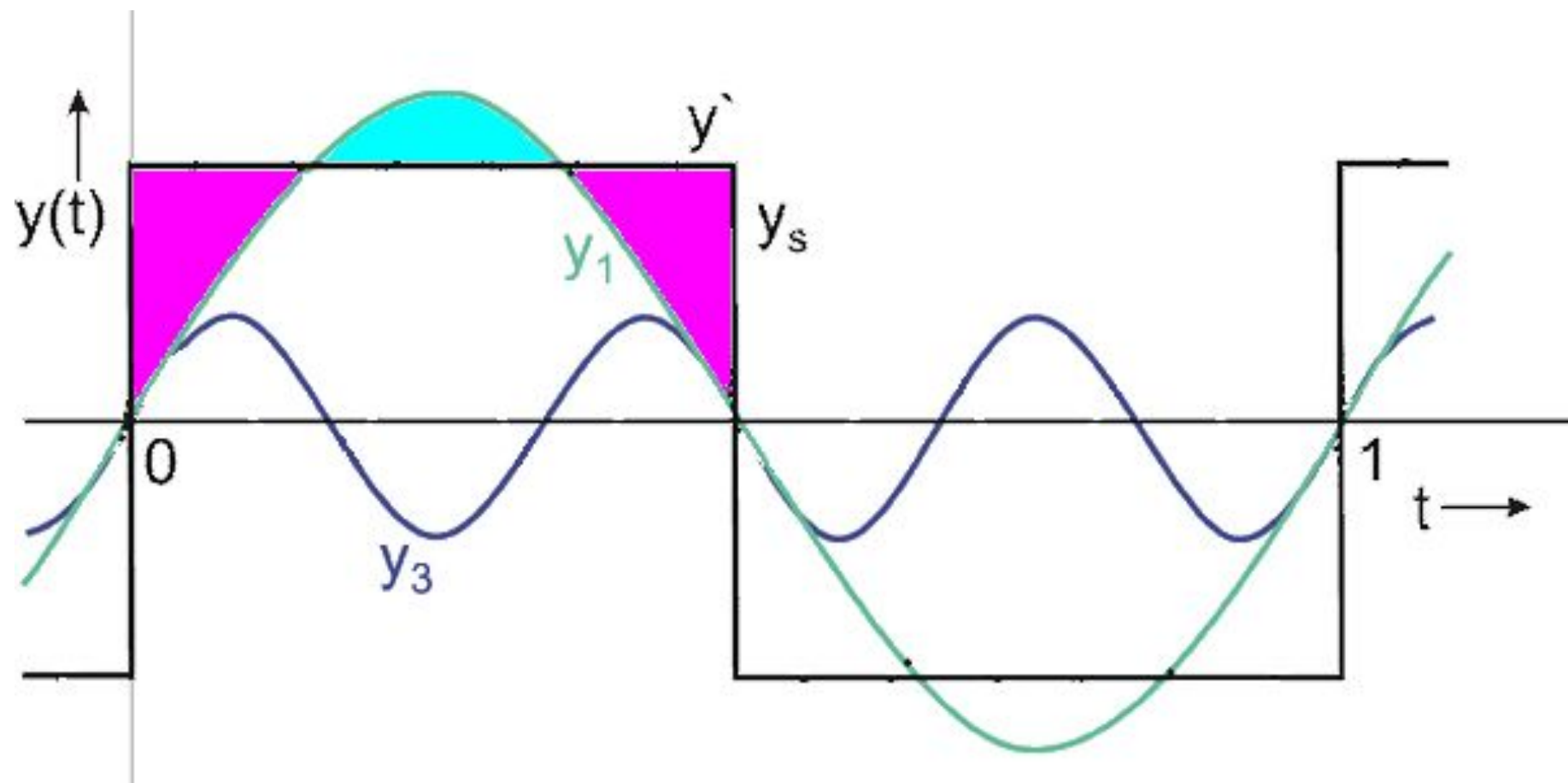
on; Hail to thee, Land of Il-le-ros, My O-re-gon.
sun; Hail to thee, Land of Prom-ise, My O-re-gon.

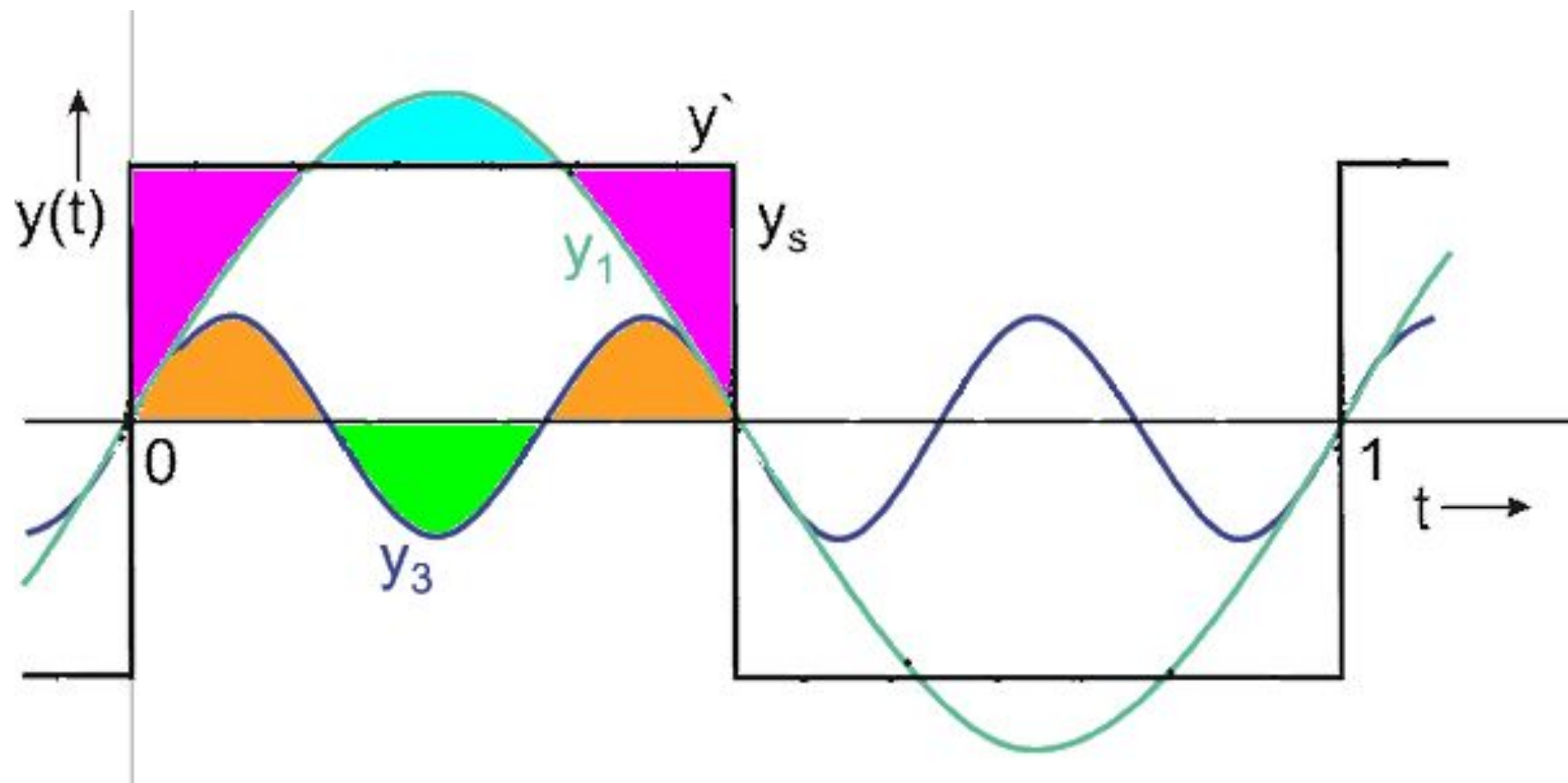


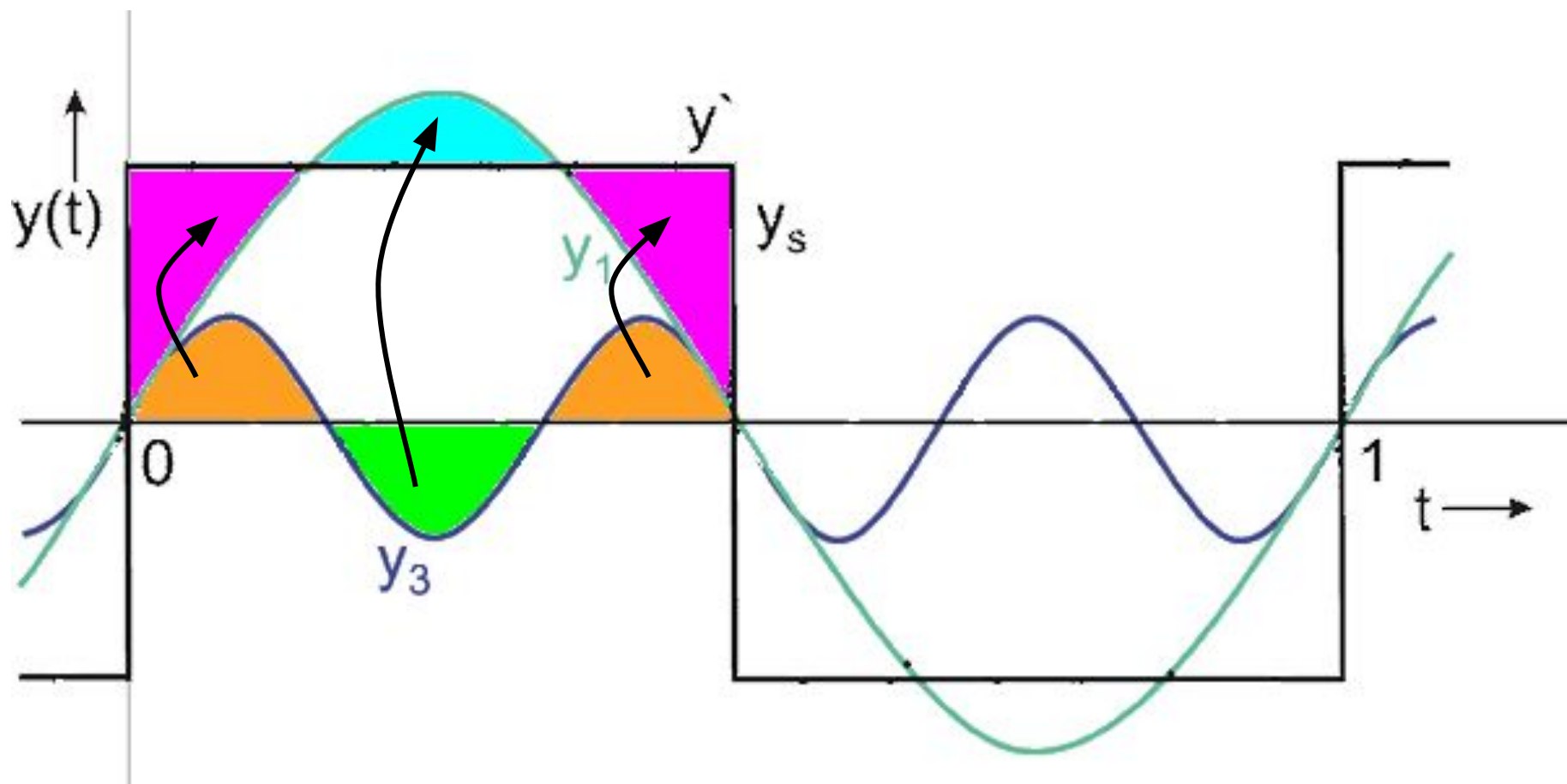


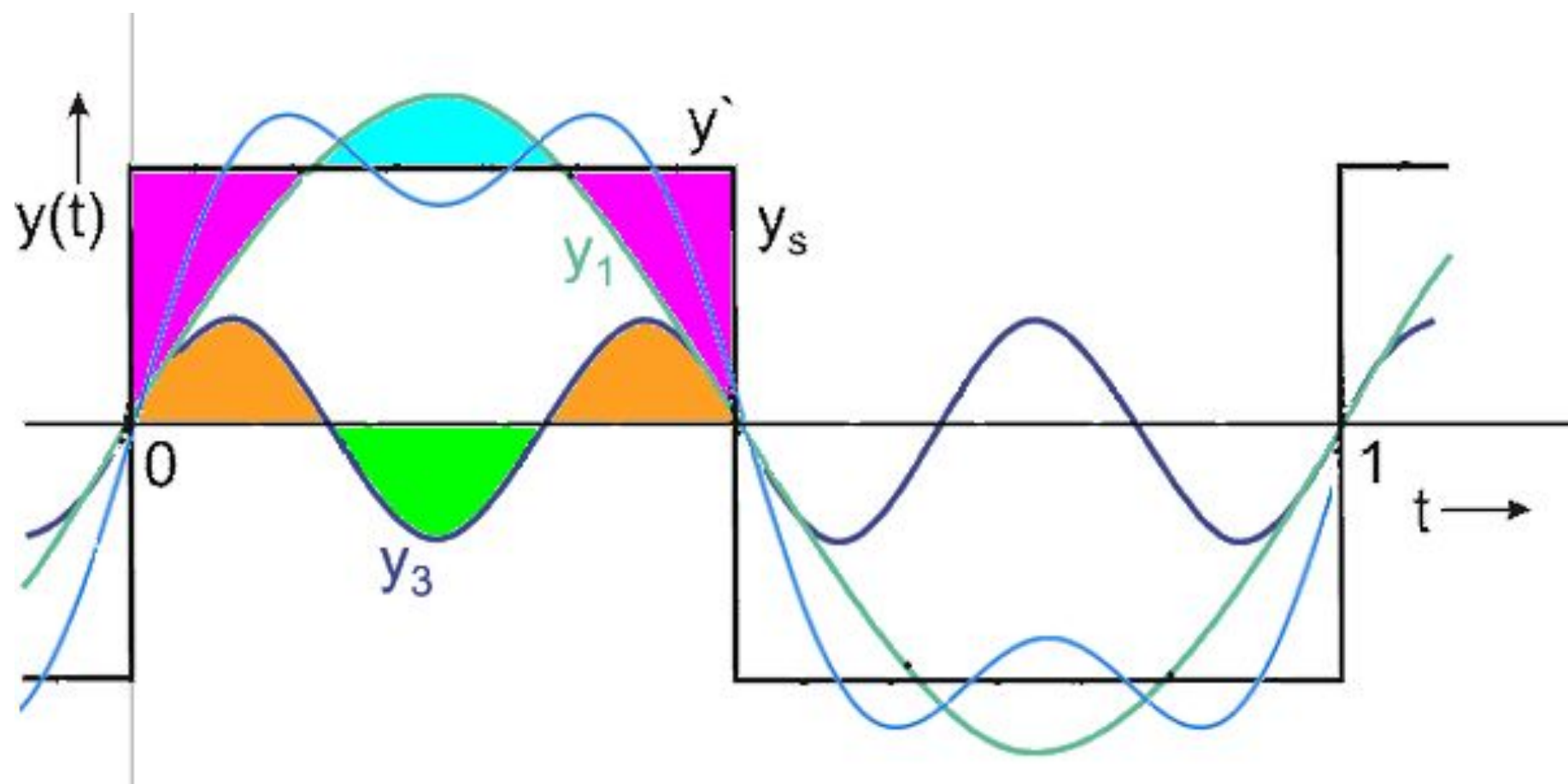


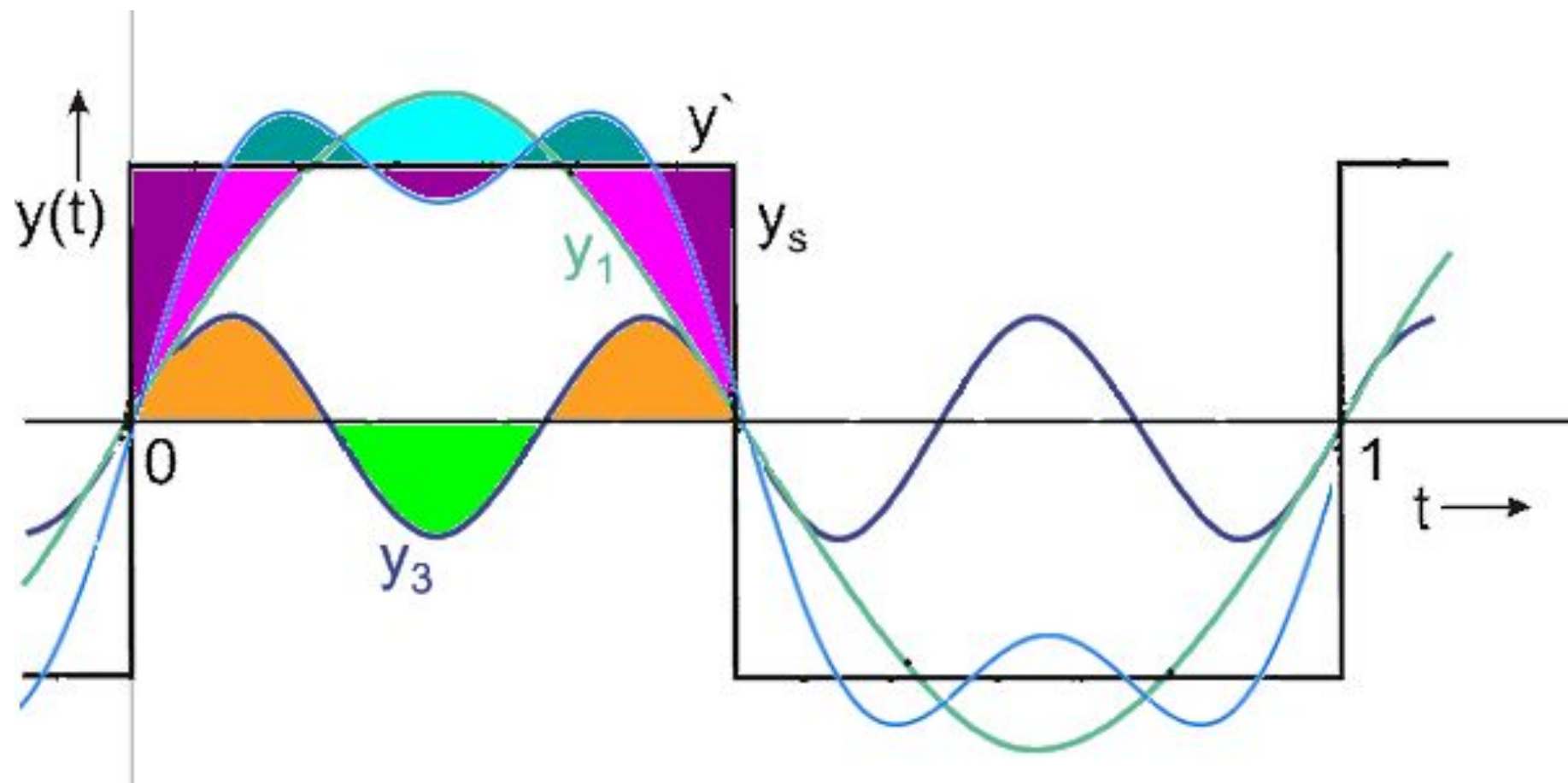


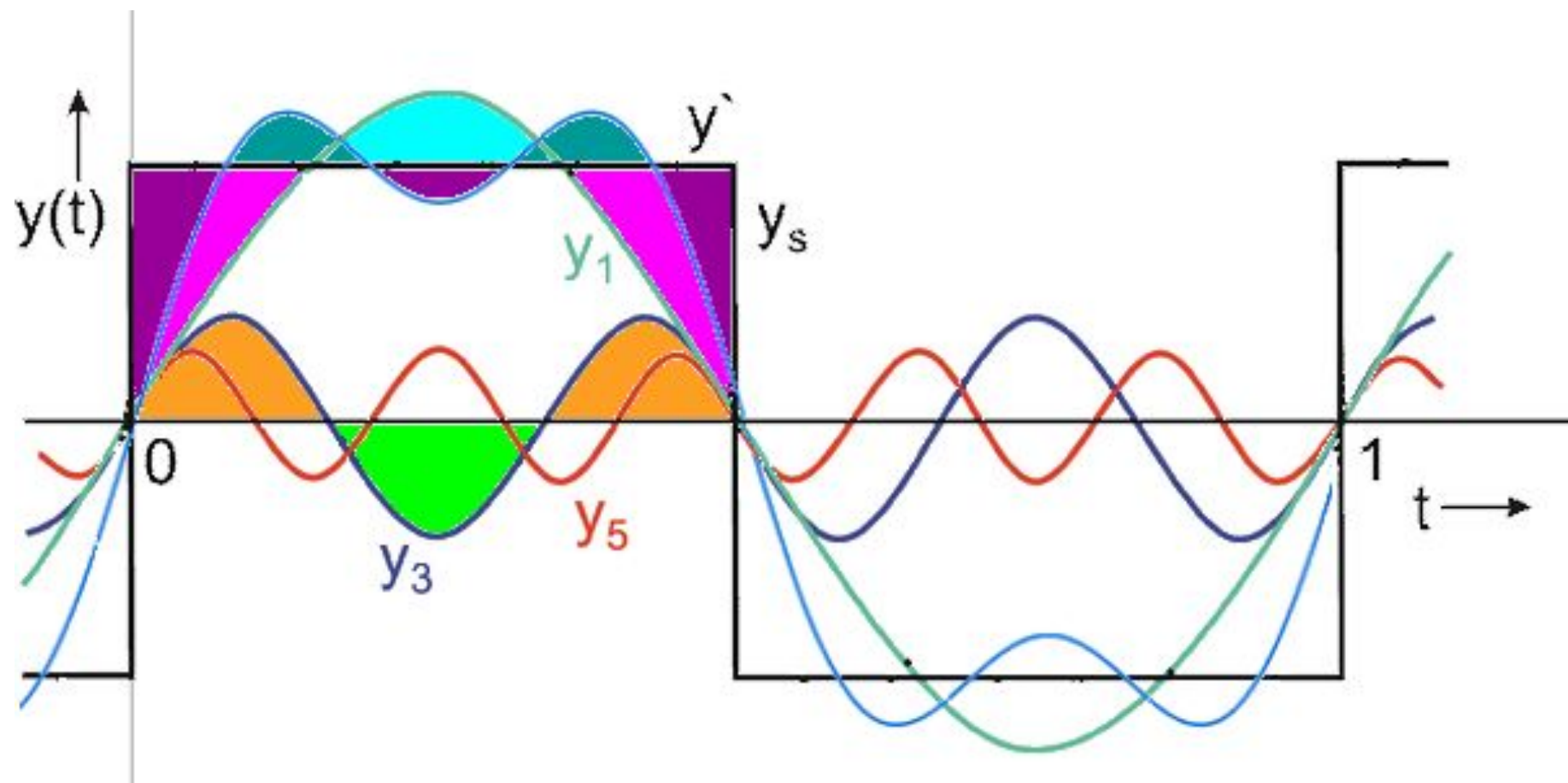


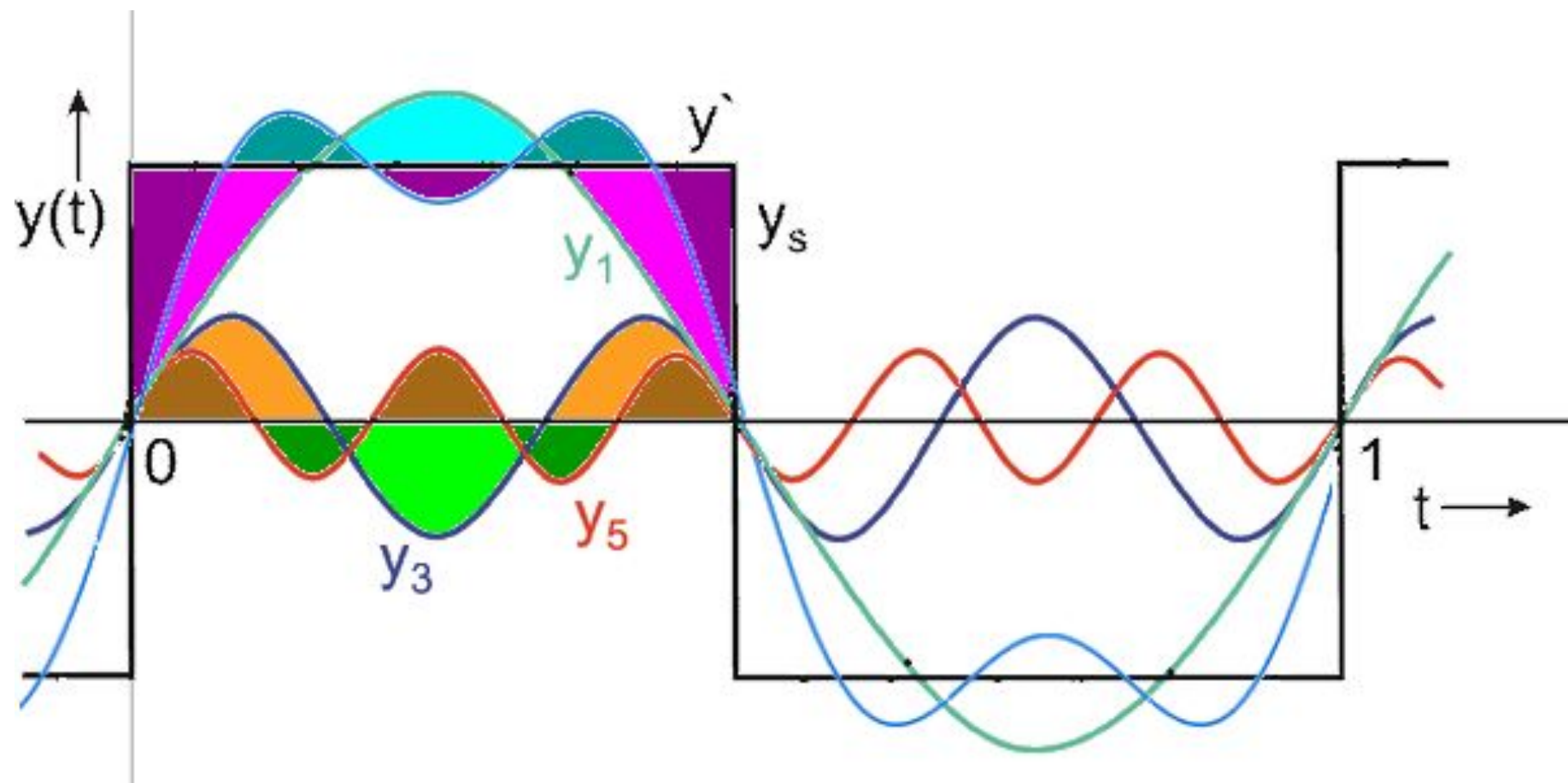


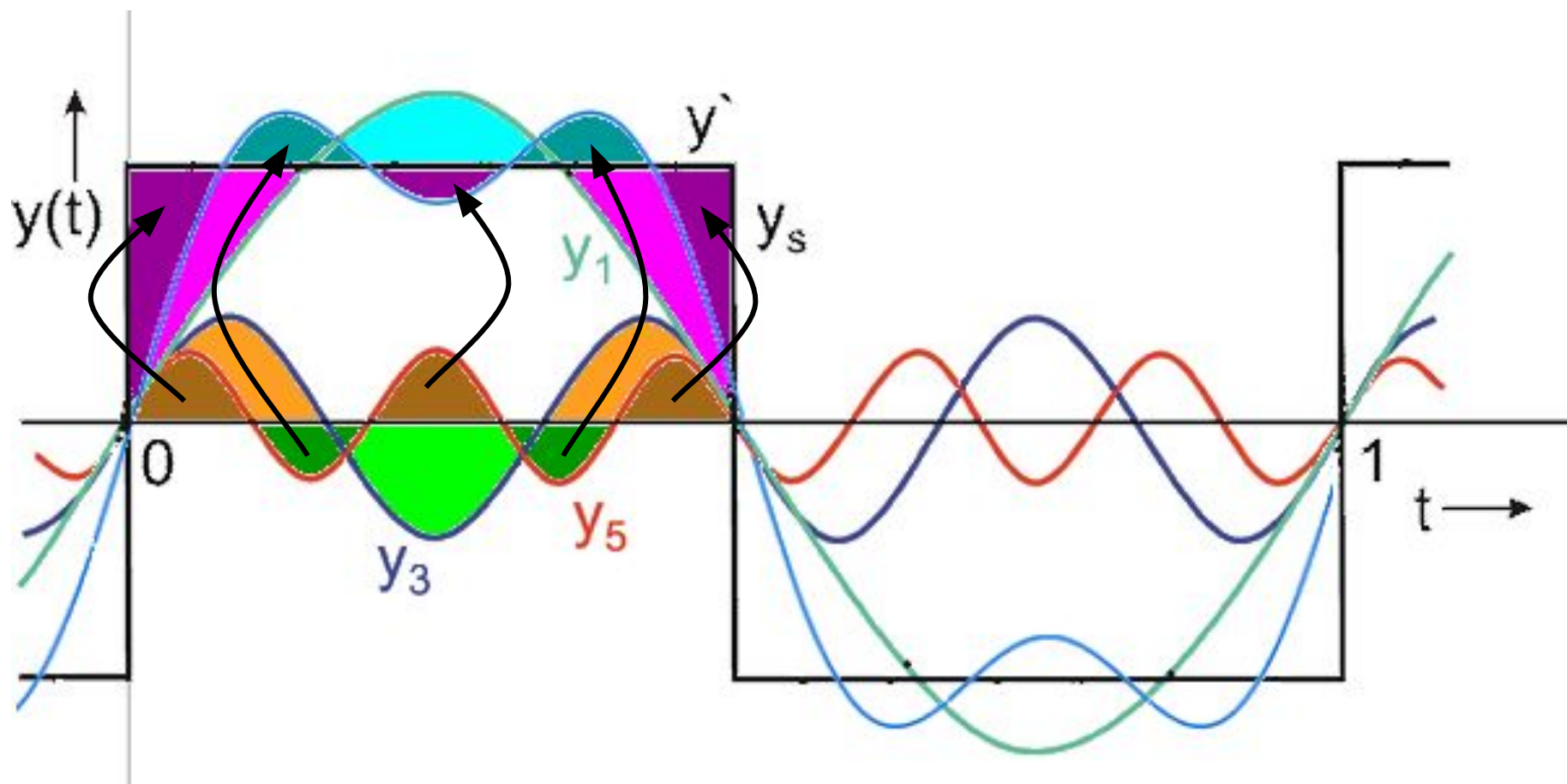


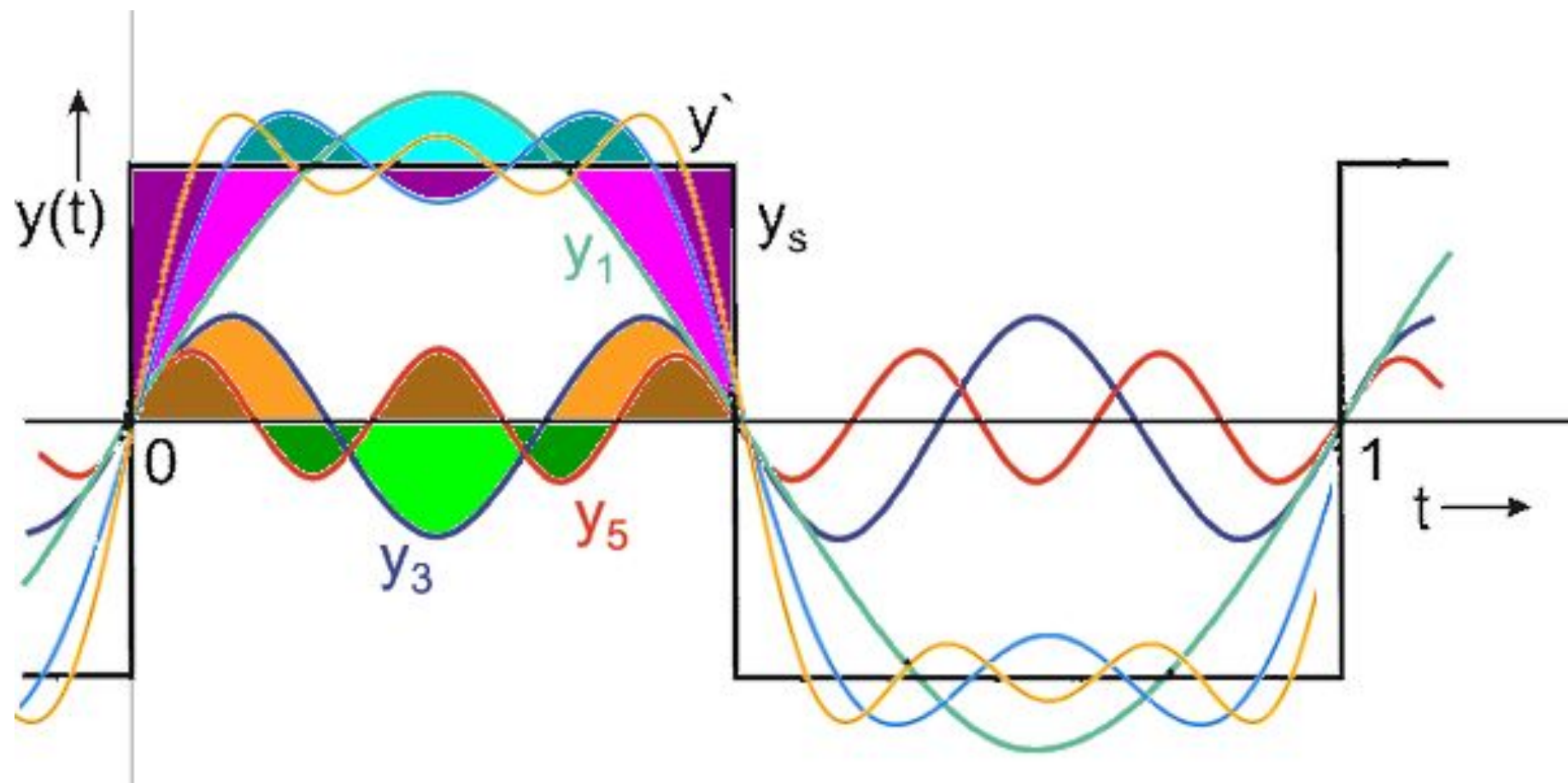


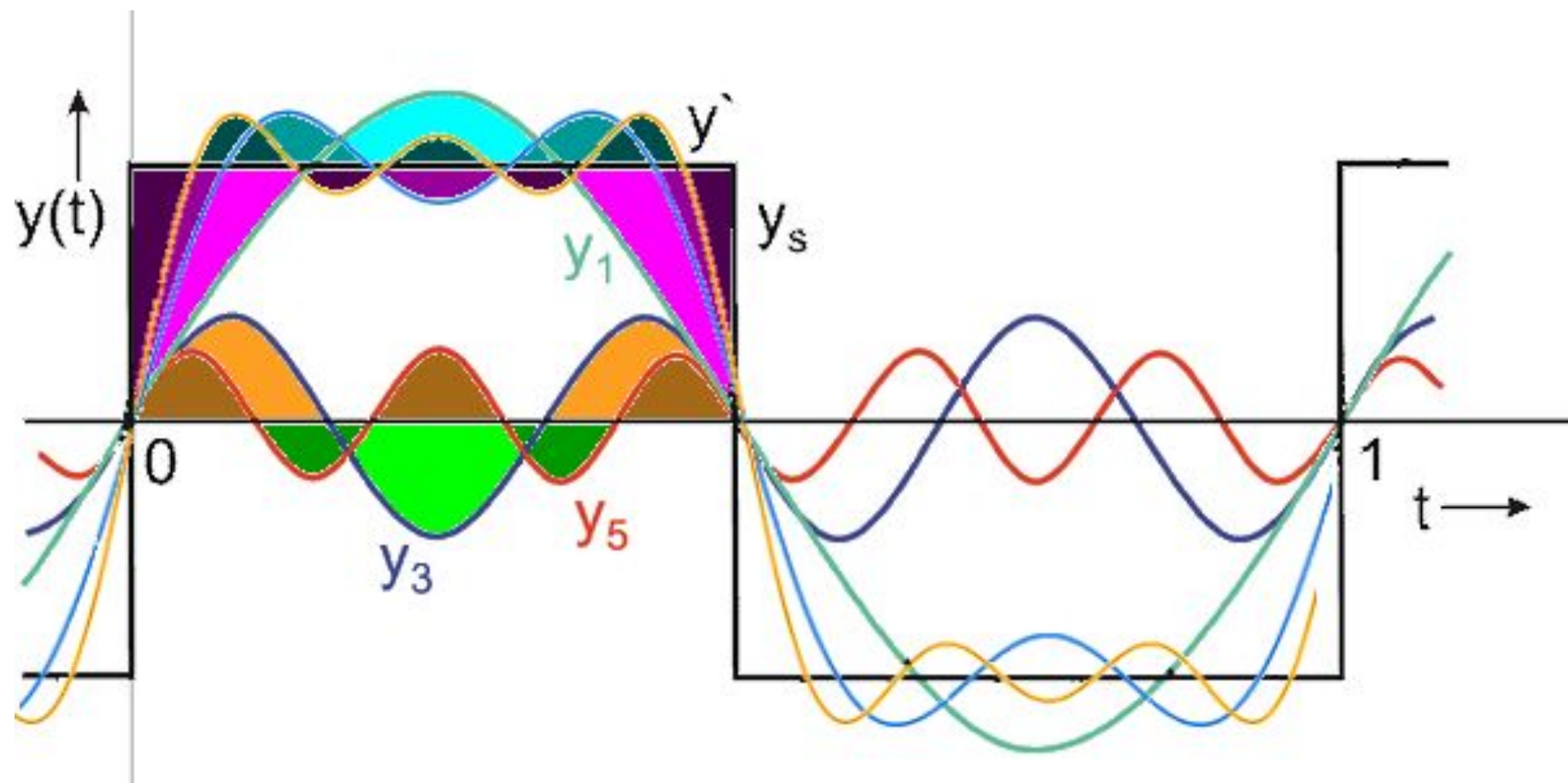


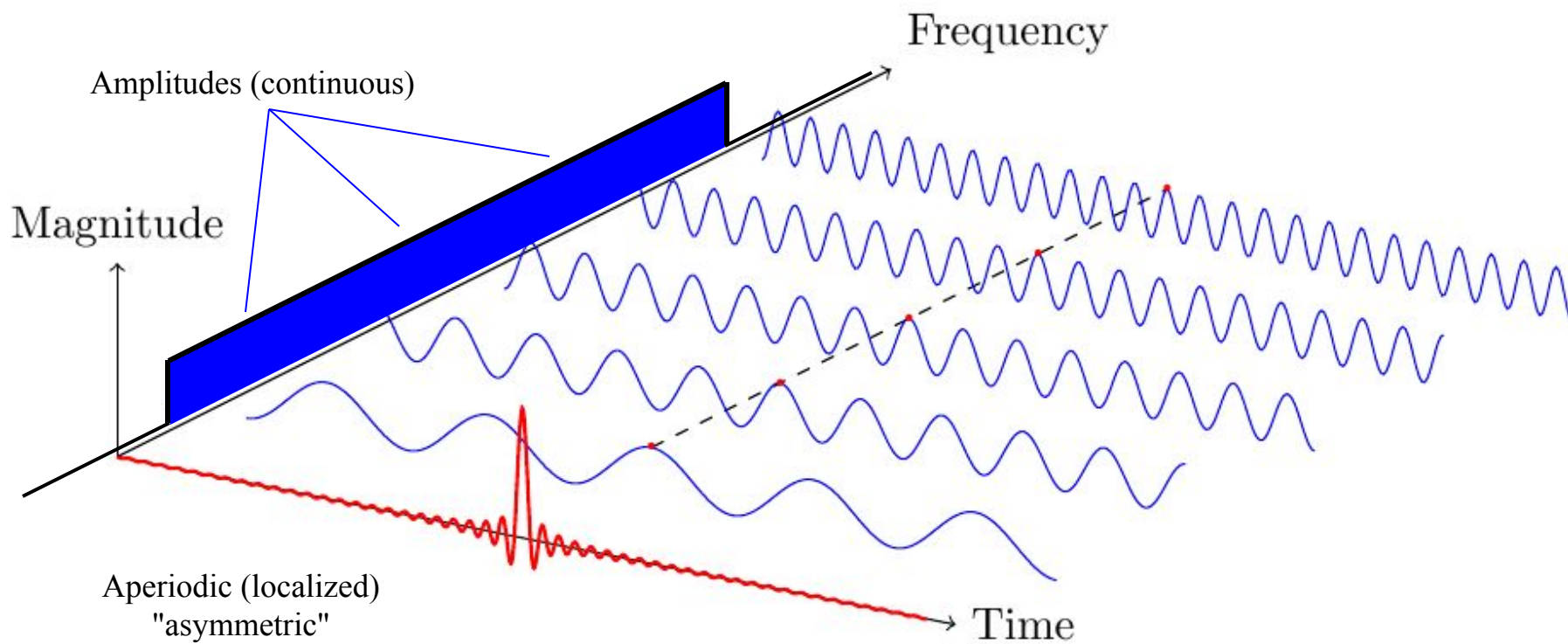
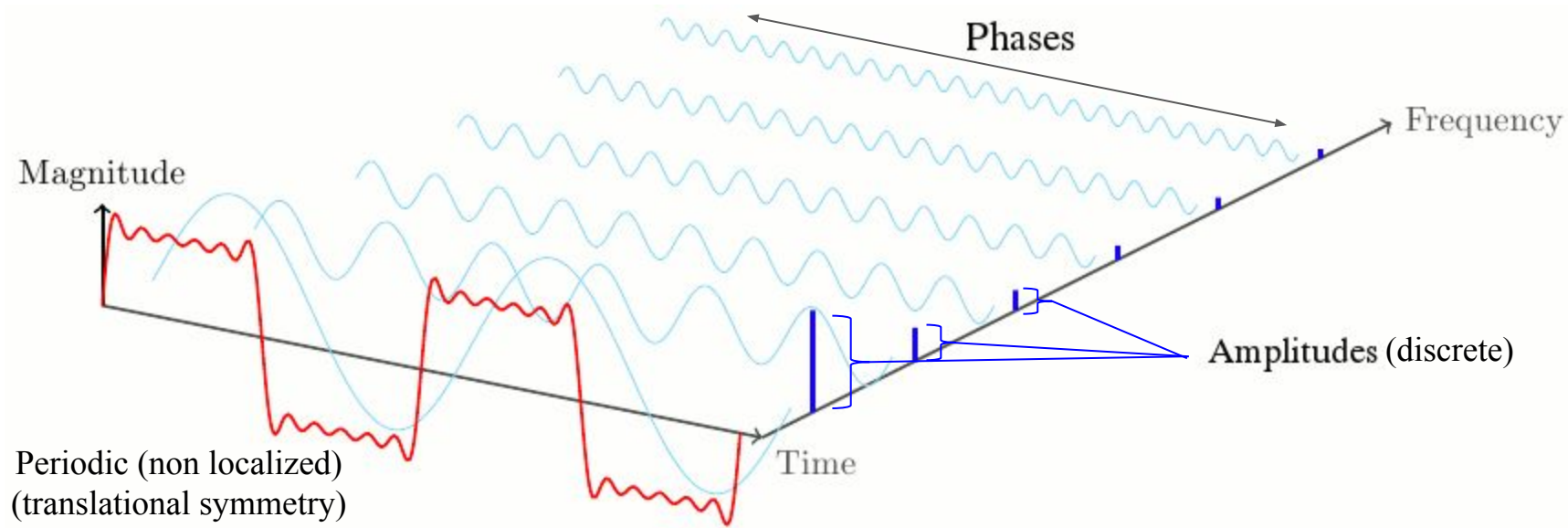








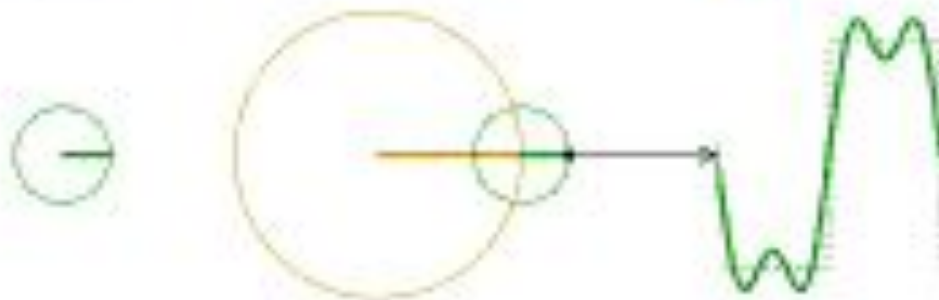




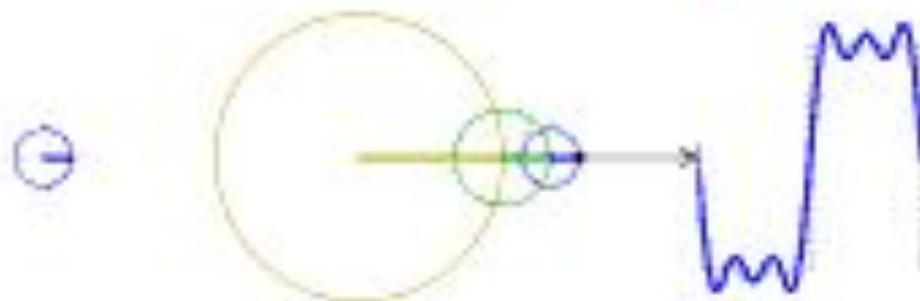
$$\frac{4 \sin \theta}{\pi}$$



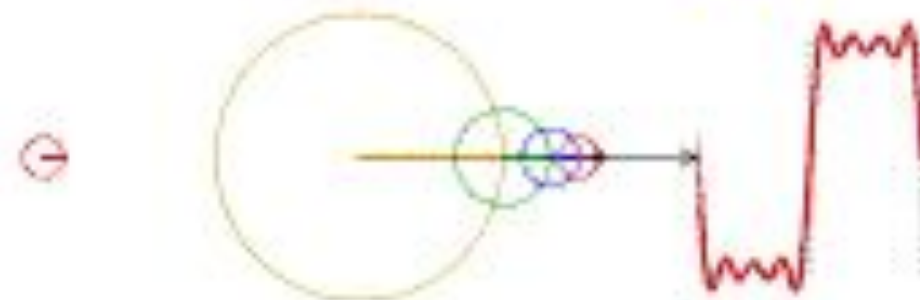
$$\frac{4 \sin 3\theta}{3\pi}$$



$$\frac{4 \sin 5\theta}{5\pi}$$

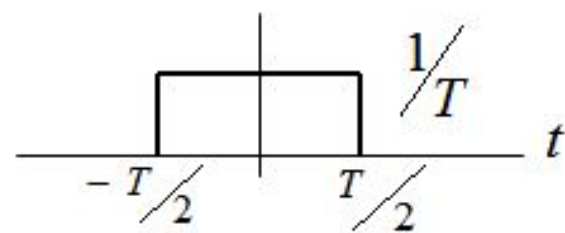
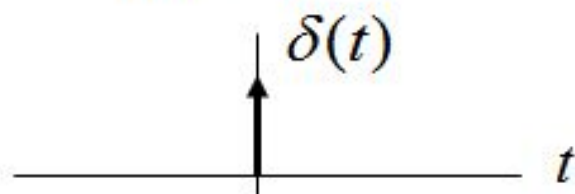


$$\frac{4 \sin 7\theta}{7\pi}$$

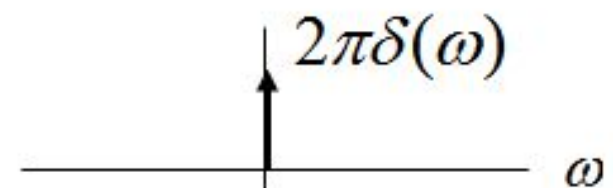
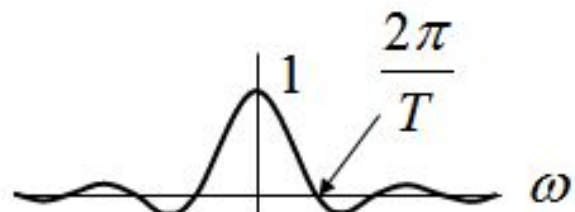
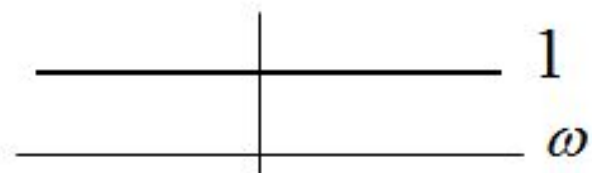


Important Fourier Transforms

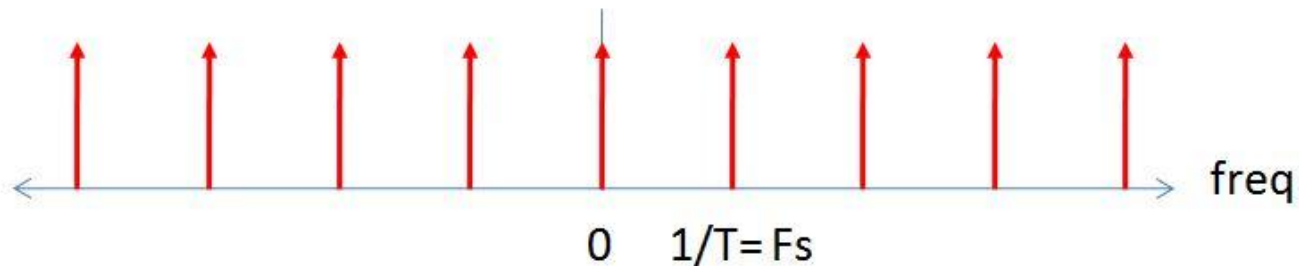
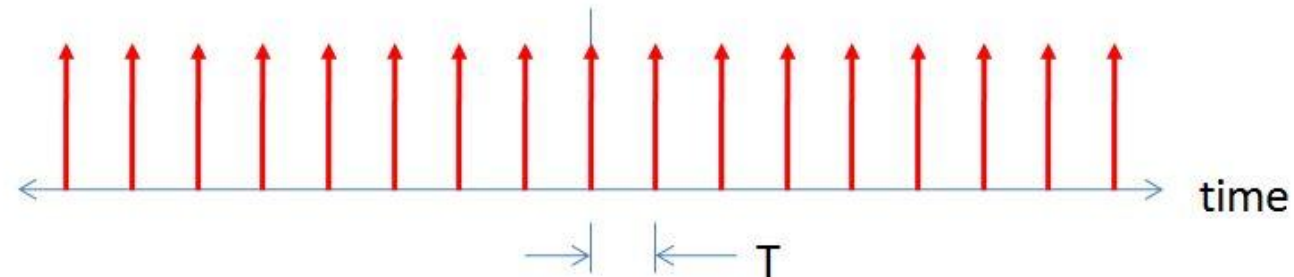
Time Domain



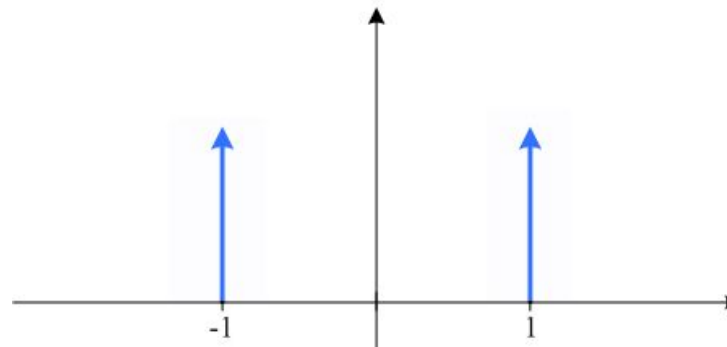
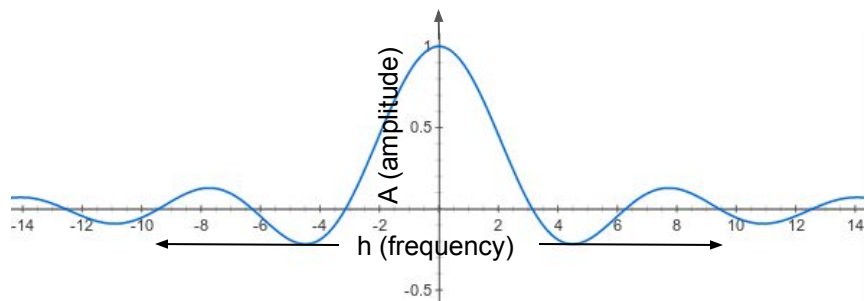
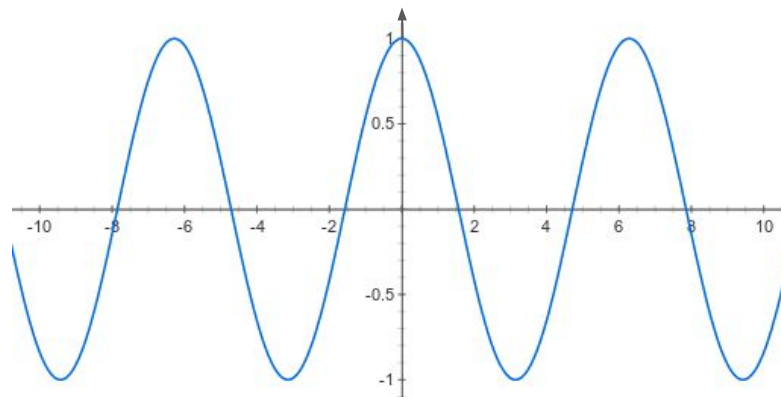
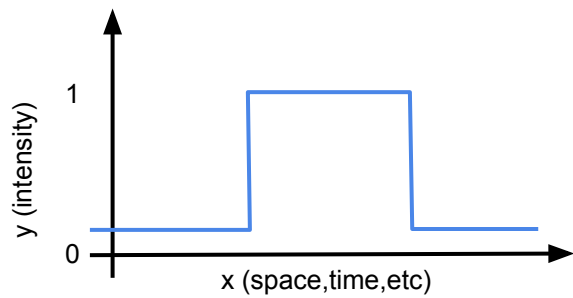
Frequency Domain

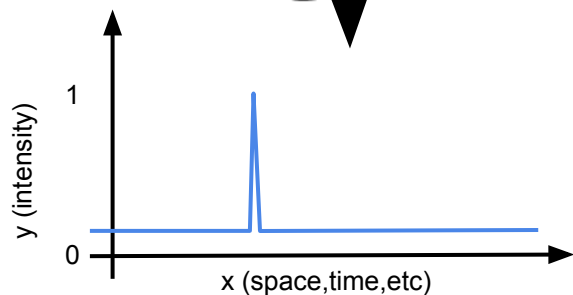
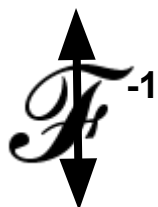
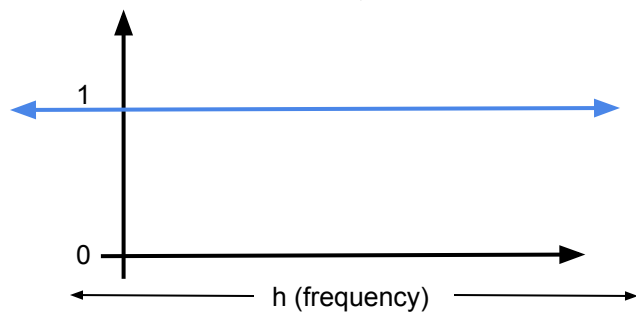
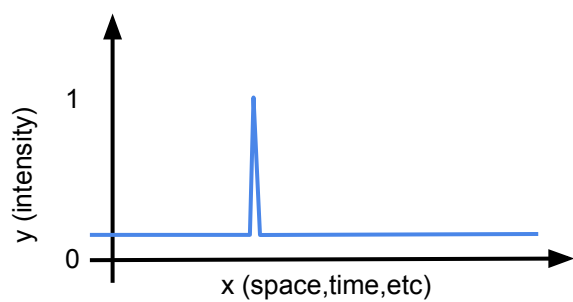


Review – FT of Impulse Train

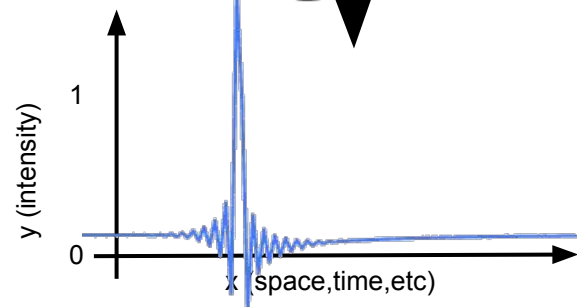
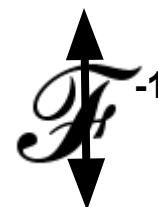
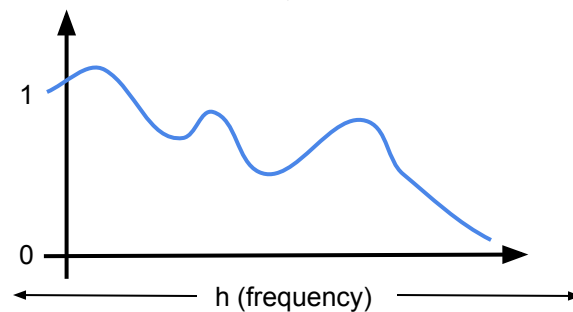
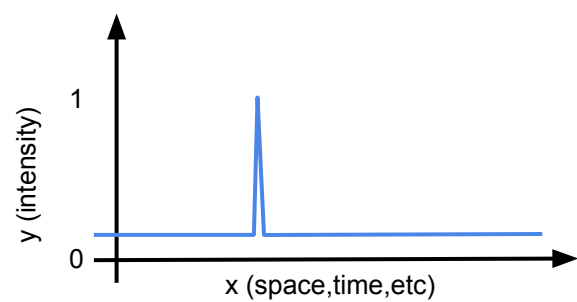


Impulses in time $\longrightarrow \mathcal{F}\{\}$ \longrightarrow Impulses in frequency





IDEAL



REAL

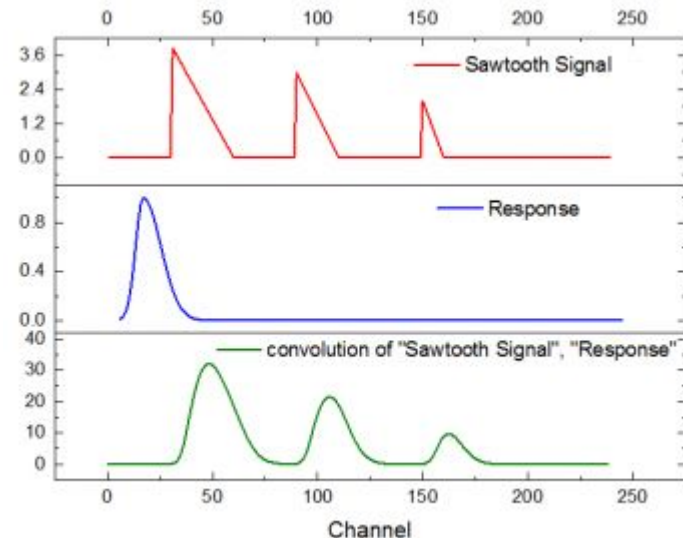
$$\begin{aligned}
 (f * g)(t) &\stackrel{\text{def}}{=} \int_{-\infty}^{\infty} f(\tau)g(t - \tau) d\tau \\
 &= \int_{-\infty}^{\infty} f(t - \tau)g(\tau) d\tau.
 \end{aligned}$$

Spatial Domain (x) **Frequency Domain (u)**

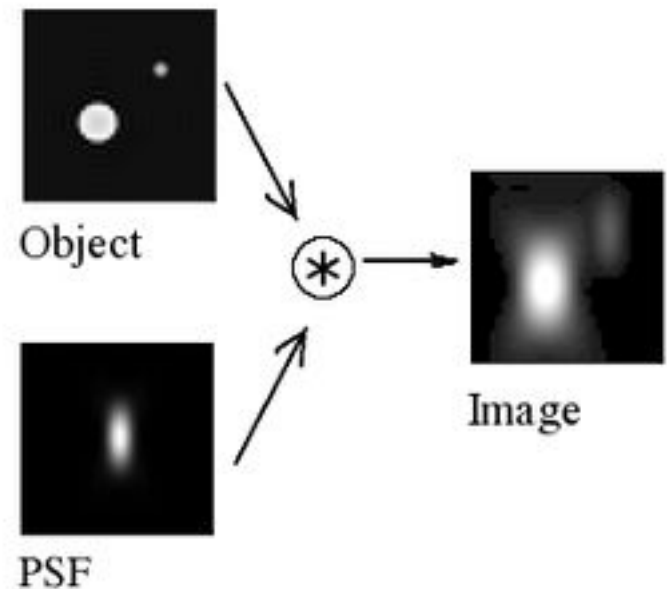
$$\begin{array}{ccc}
 g = f * h & \longleftrightarrow & G = FH \\
 g = fh & \longleftrightarrow & G = F * H
 \end{array}$$

So, we can find $g(x)$ by Fourier transform

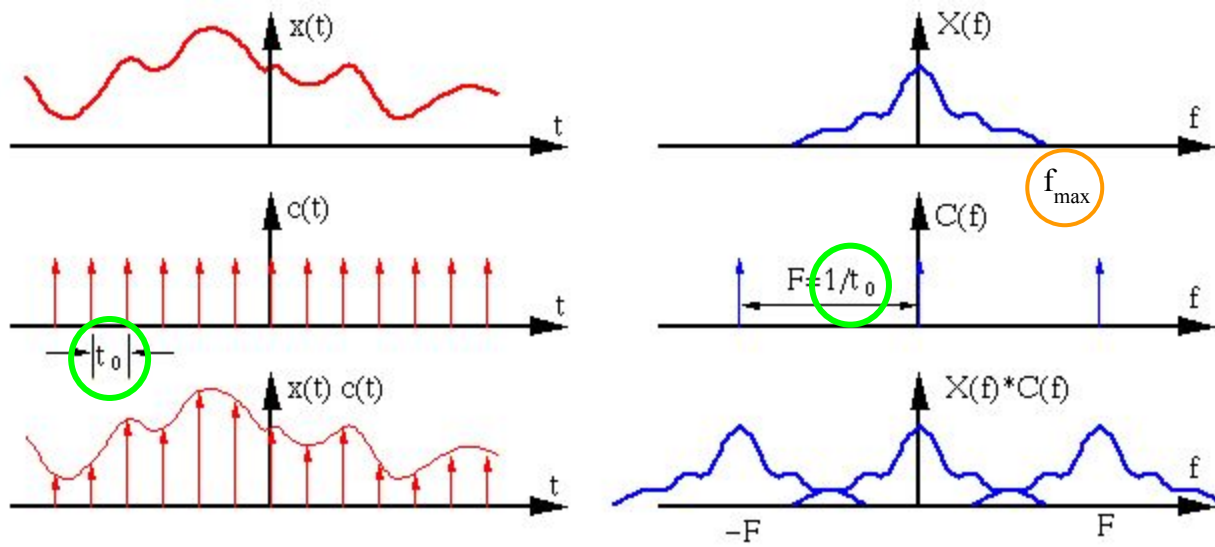
$$\begin{array}{ccccc}
 g & = & f & * & h \\
 \uparrow & & \downarrow & & \downarrow \\
 \boxed{\text{IFT}} & & \boxed{\text{FT}} & & \boxed{\text{FT}} \\
 \downarrow & & \uparrow & & \uparrow \\
 G & = & F & \times & H
 \end{array}$$

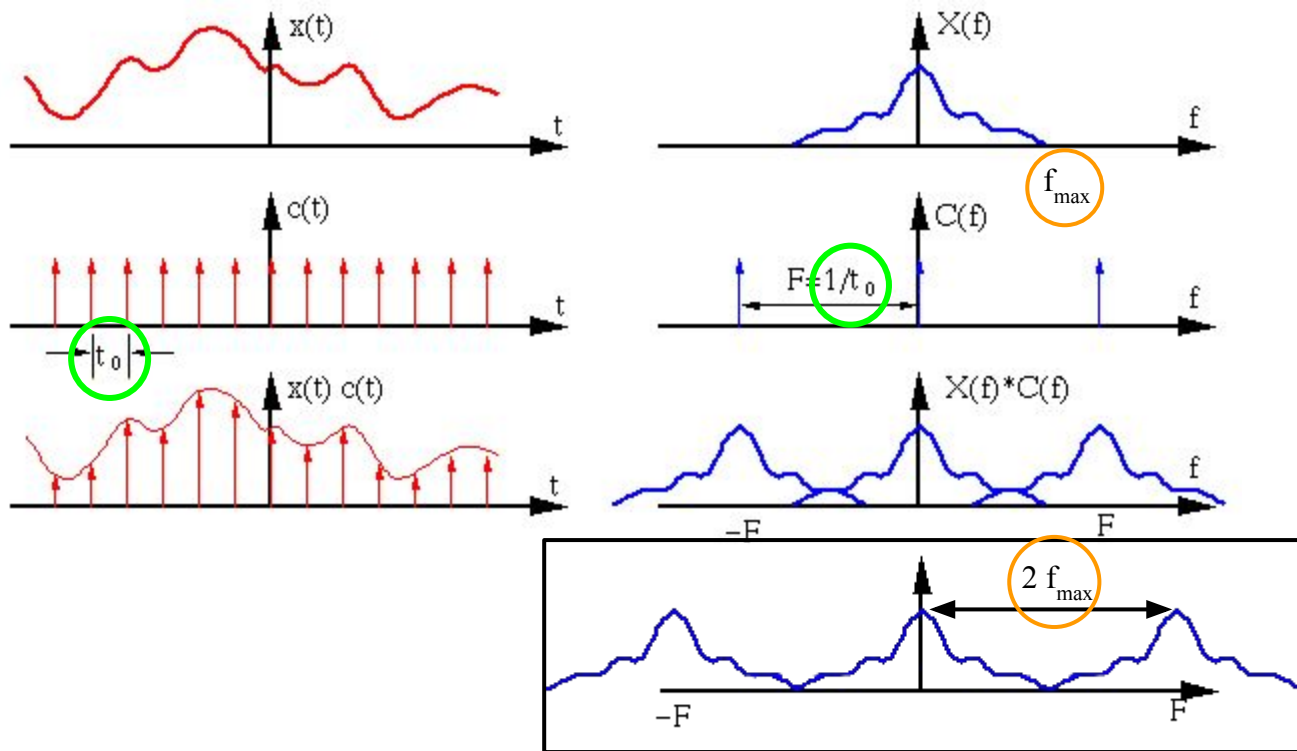


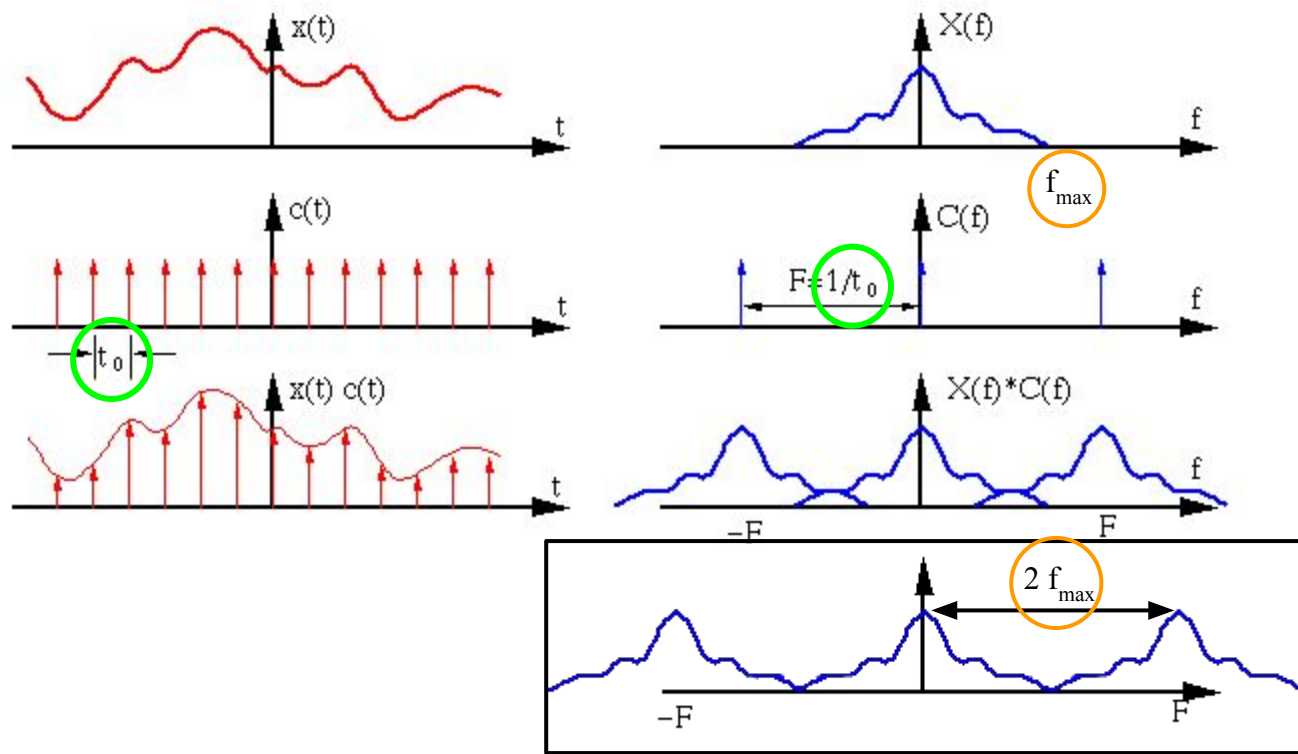
From: <https://www.originlab.com/doc/Origin-Help/Convolution>



from: https://en.wikipedia.org/wiki/Point_spread_function



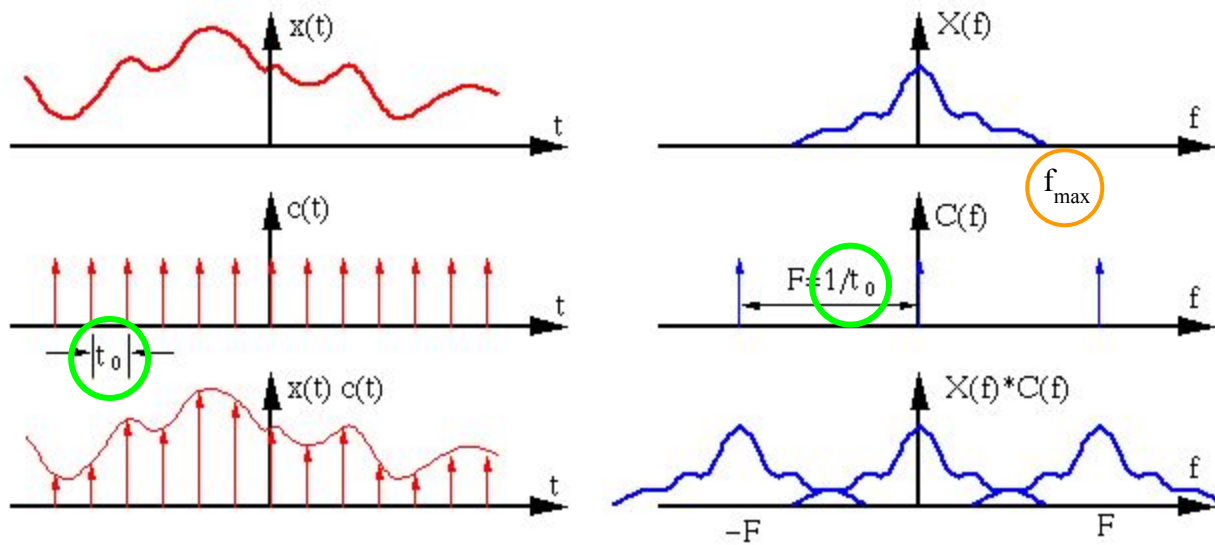


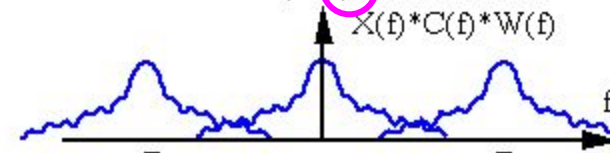
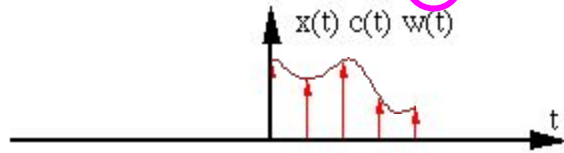
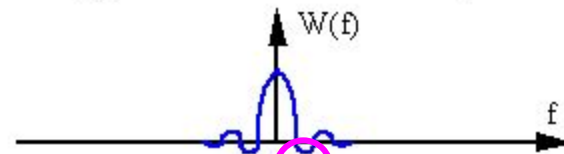
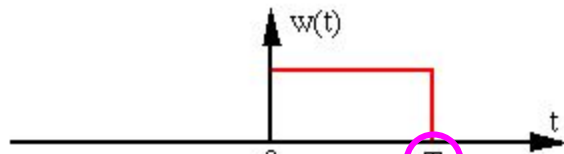
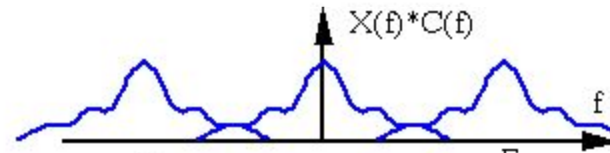
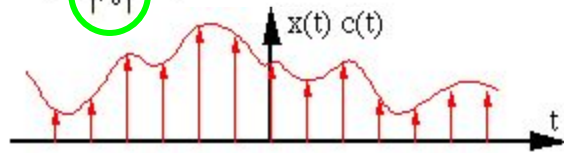
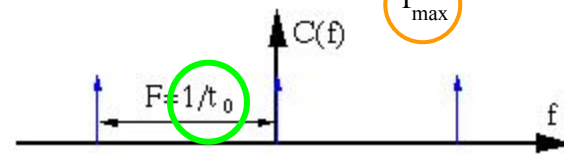
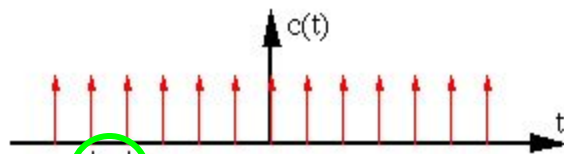
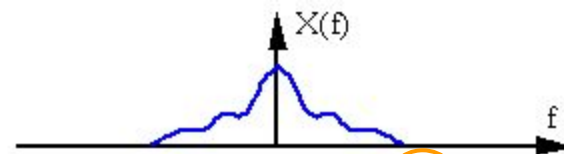
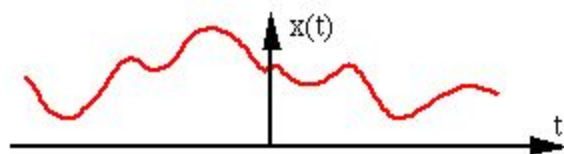


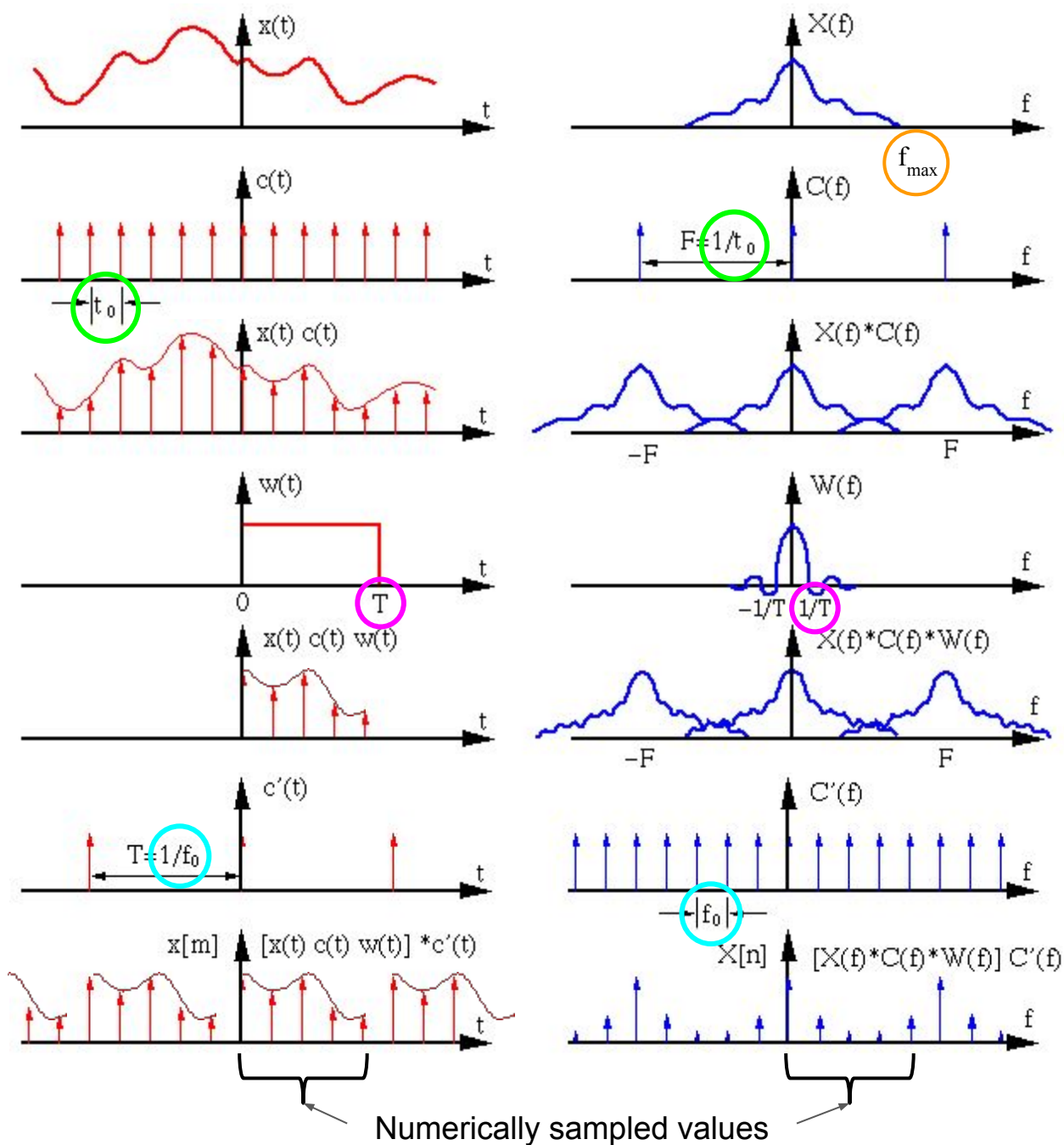
t_0 = pixel size

$1/t_0 \geq 2 f_{\max}$ (to avoid frequency overlap)

$f_{\max} \leq 1/(2t_0)$ (Nyquist limit)







$$f(t) = a_0 + \sum_{n=1}^{\infty} a_n \cos(nf_0 t) + \sum_{n=1}^{\infty} b_n \sin(nf_0 t)$$

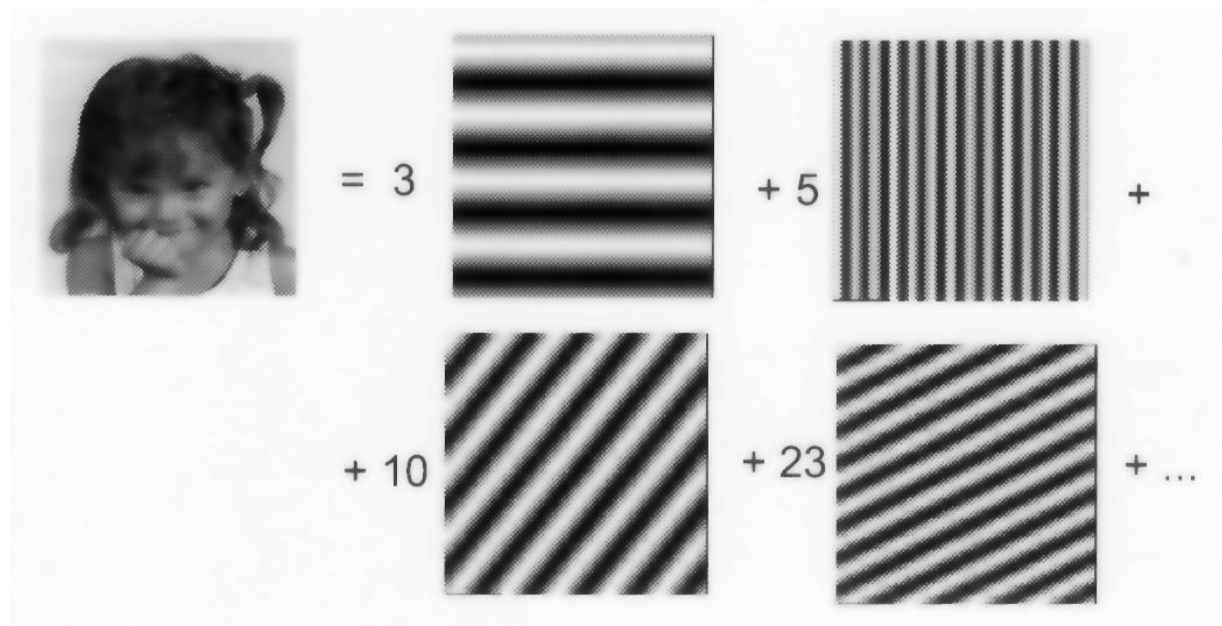
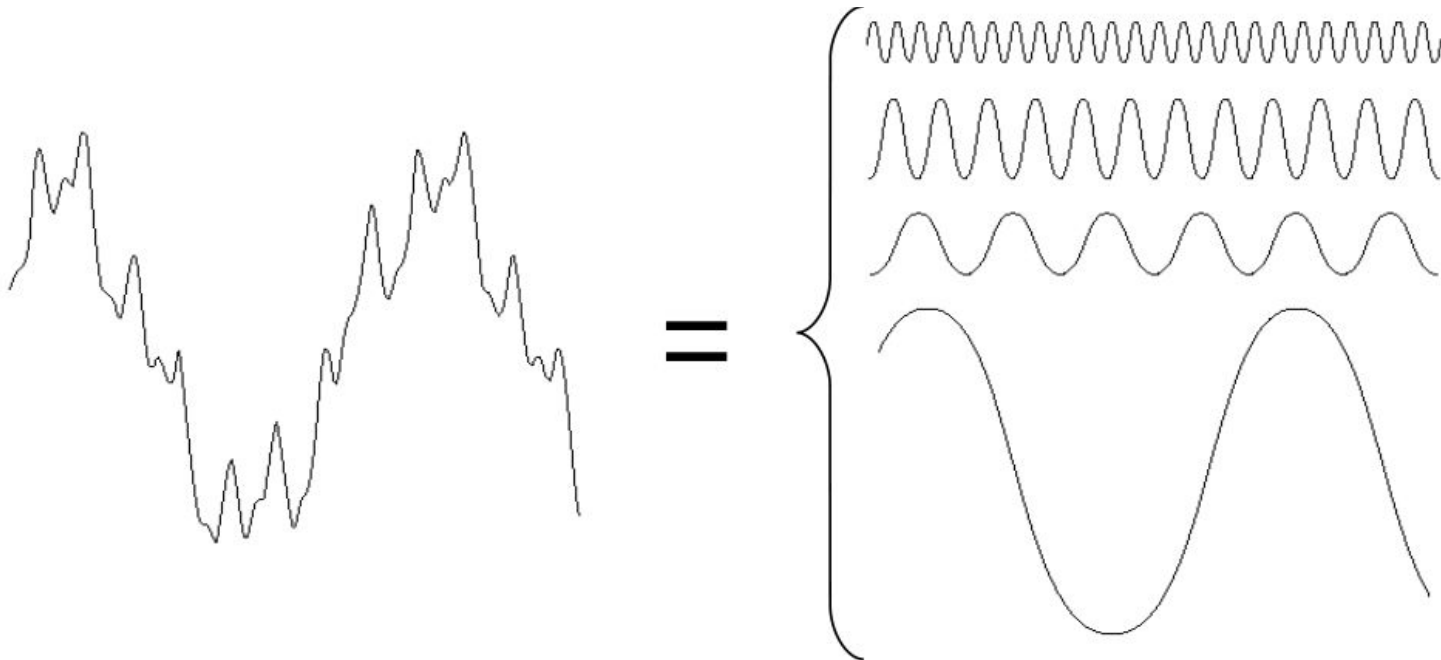
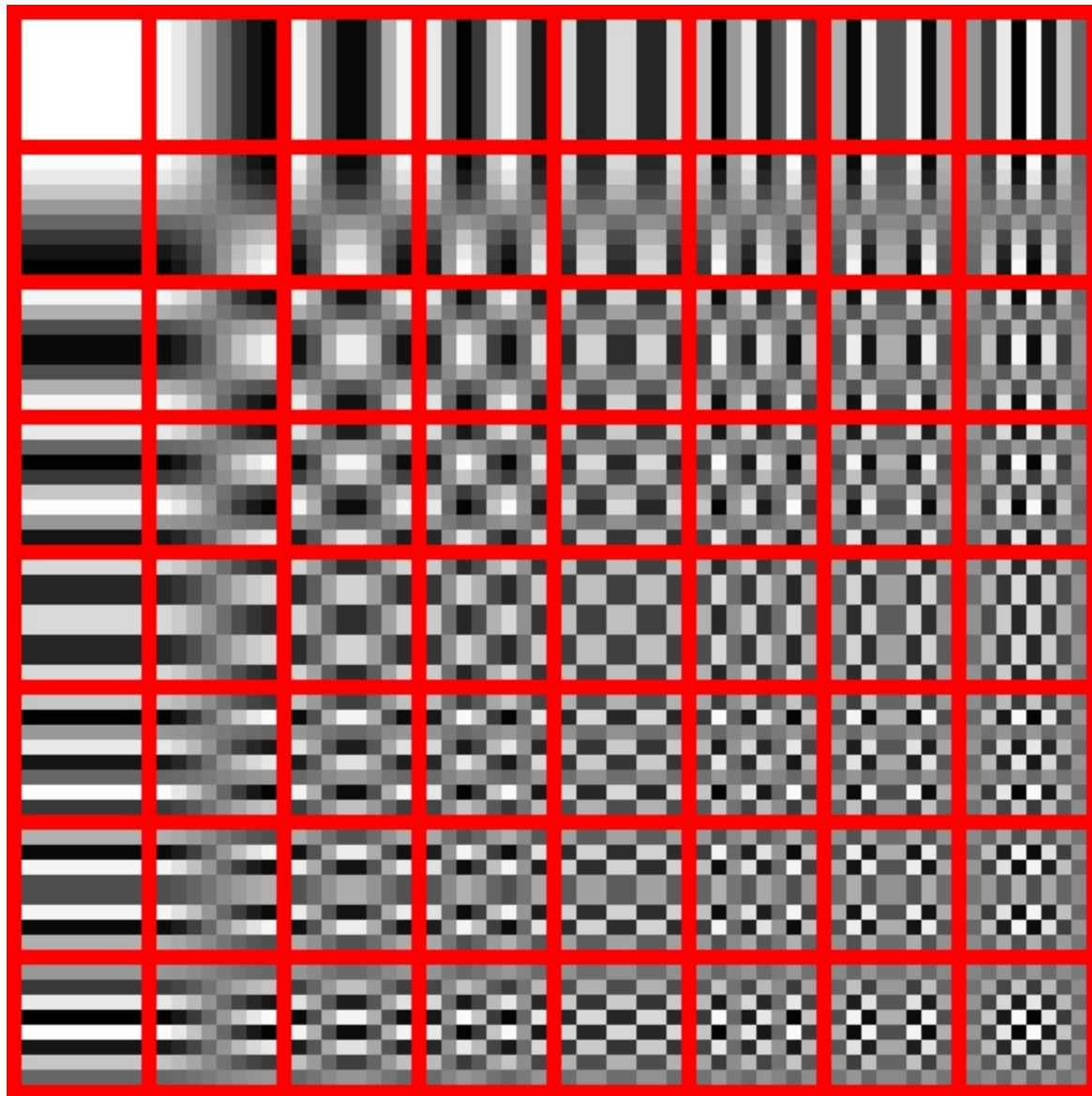


Image frequency decomposition



**Resulting
image**

**Weighted
component**

**Fourier
component**

+

6.192 ×

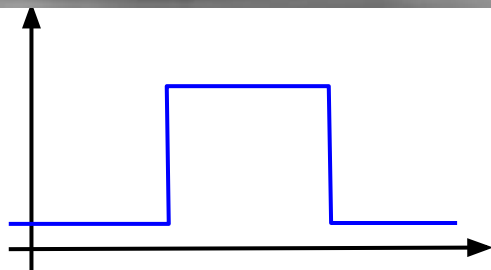
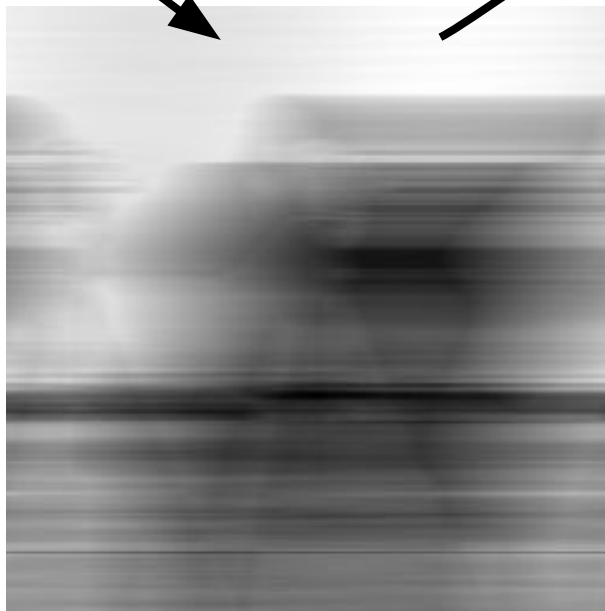
Motion blur



Motion blur

convolution

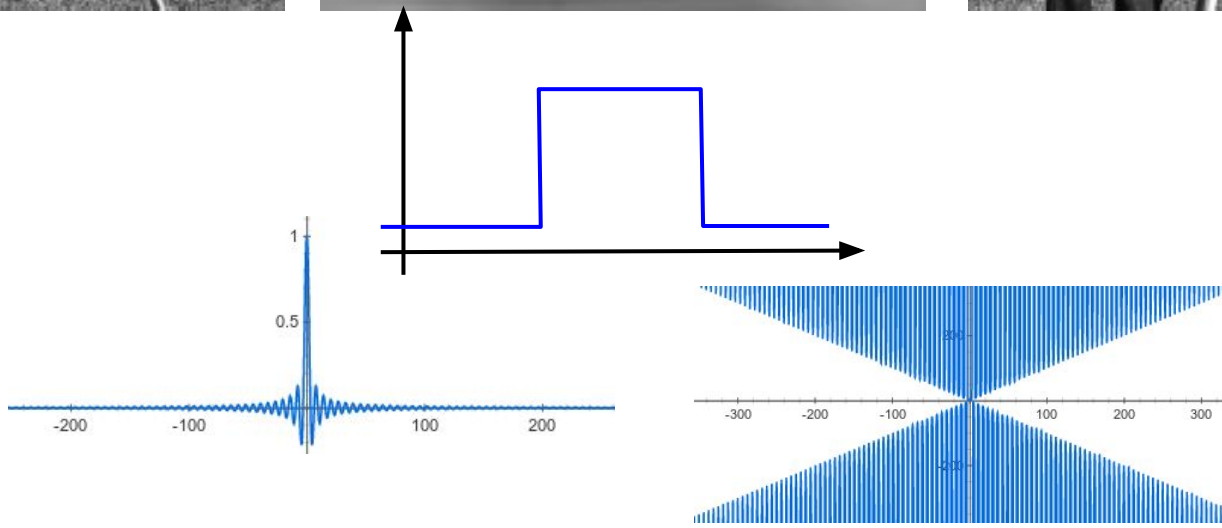
deconvolution



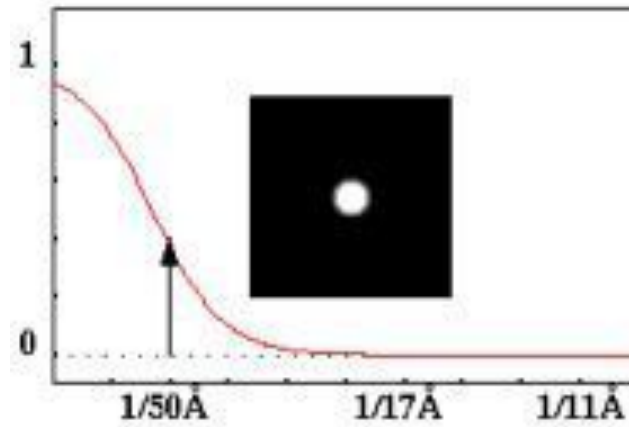
Motion blur

convolution

deconvolution



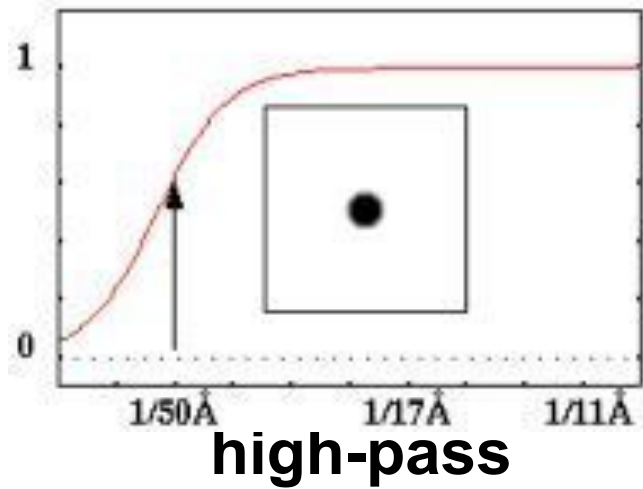
Fourier space filtering



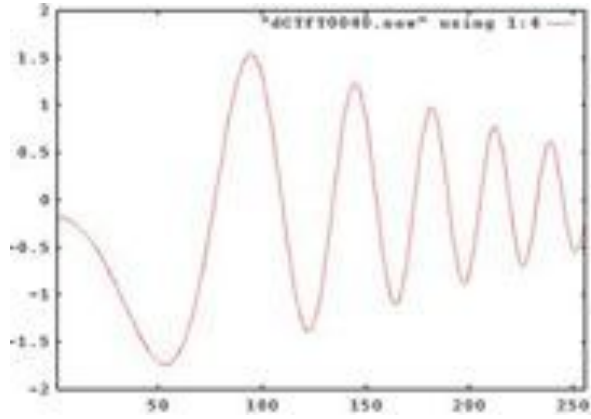
low-pass



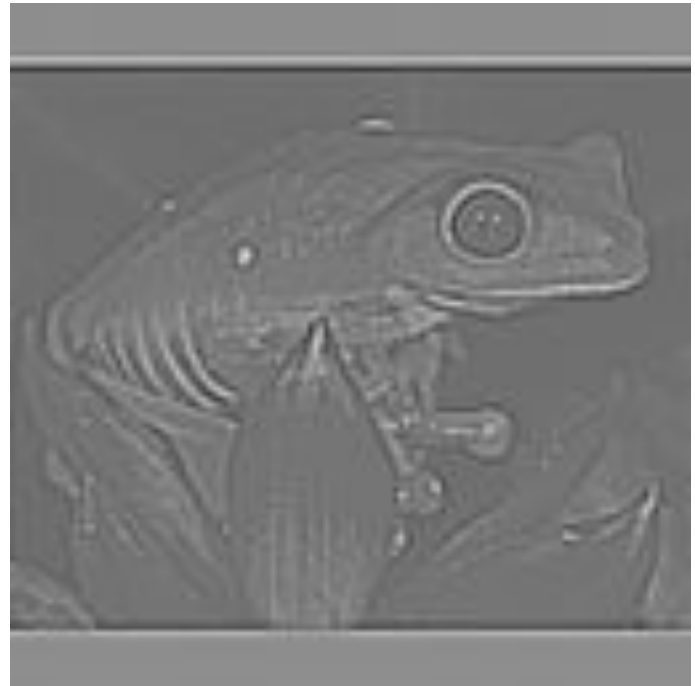
Fourier space filtering



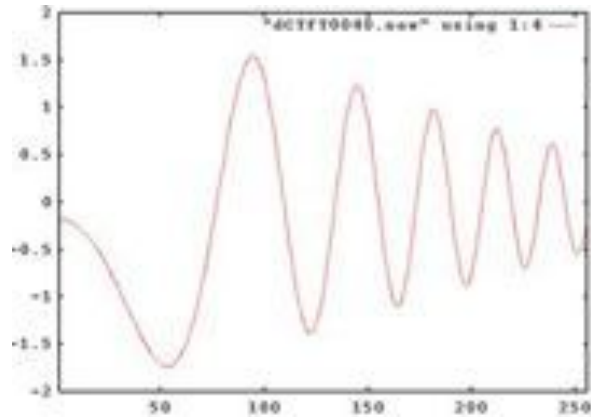
Fourier space filtering



CTF

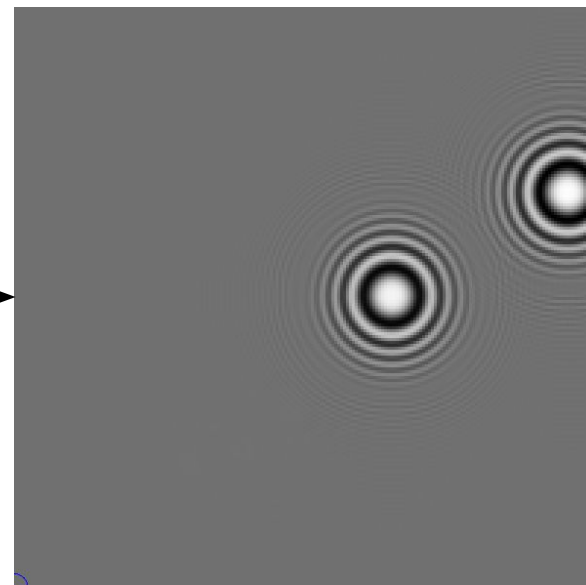
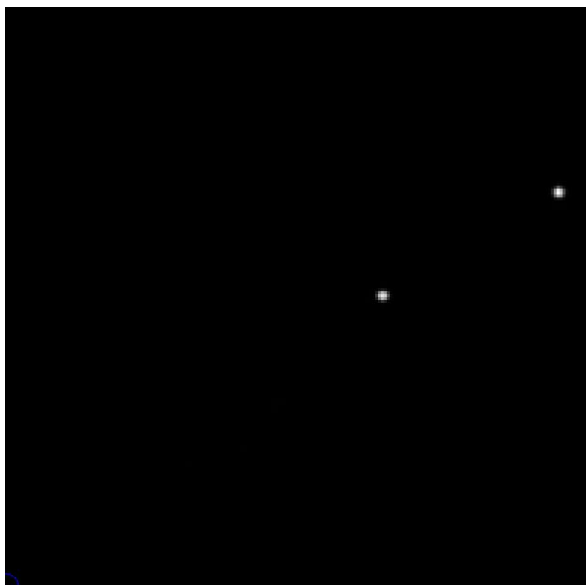
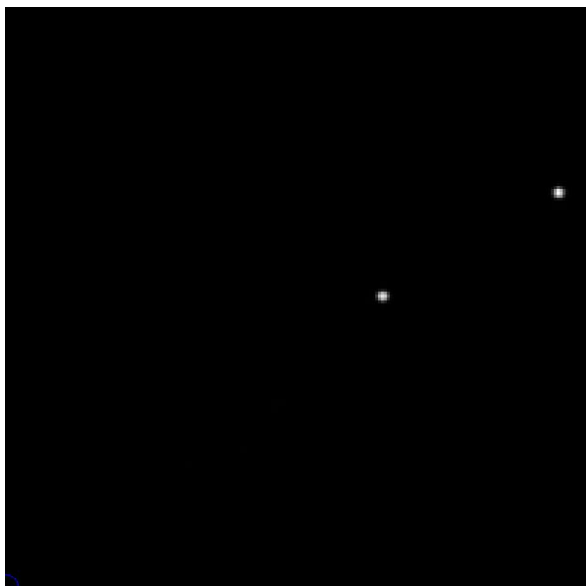


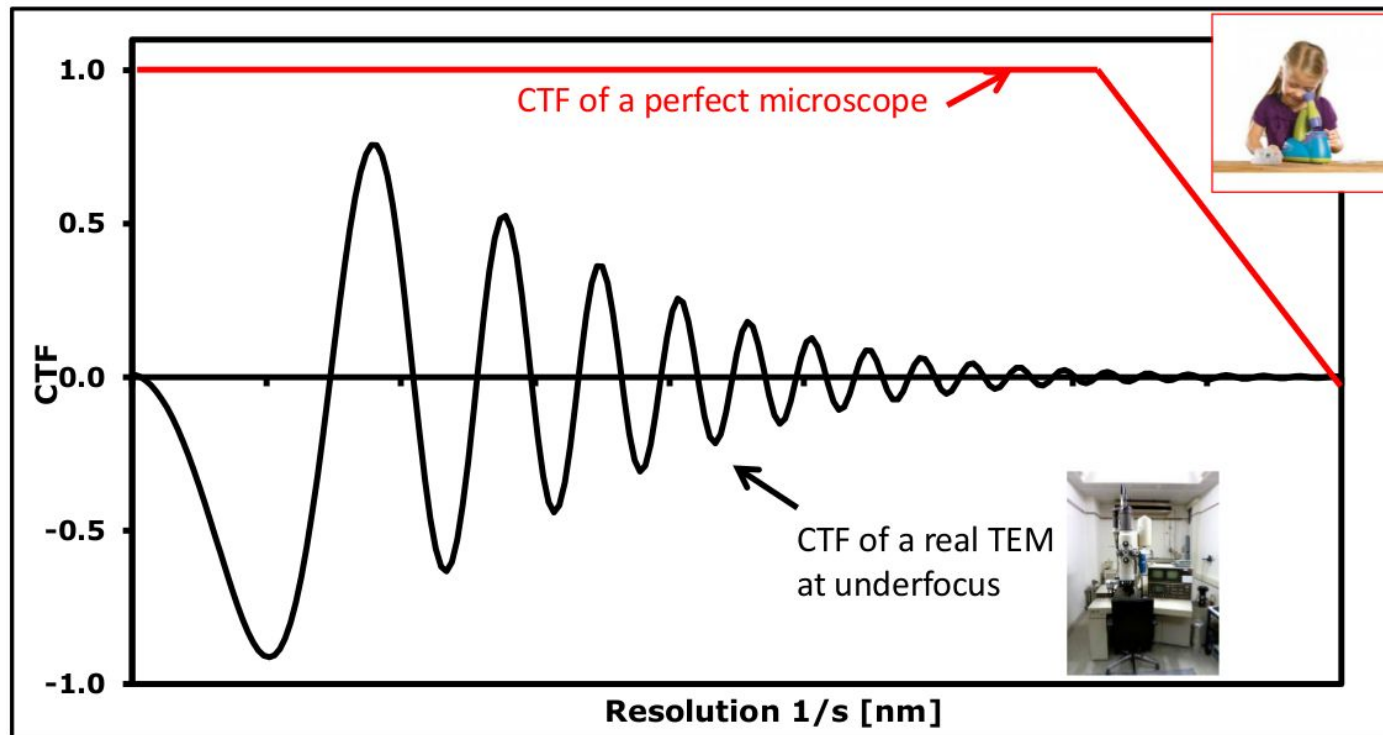
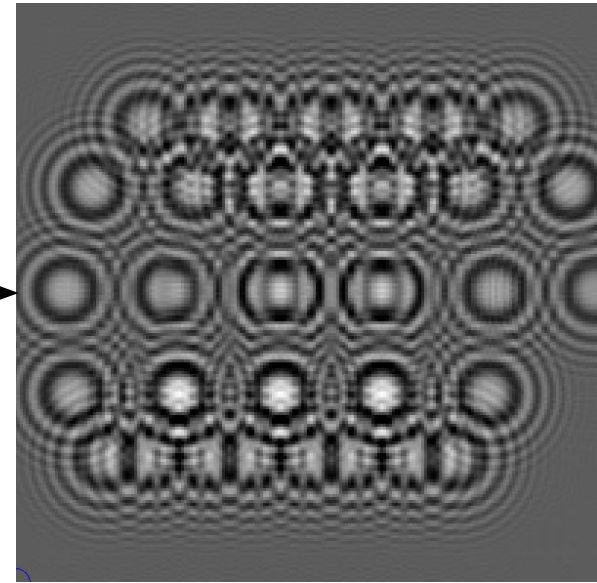
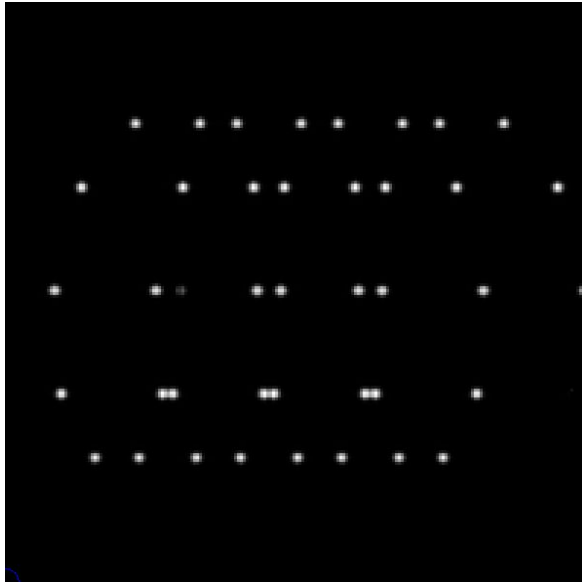
Fourier space filtering

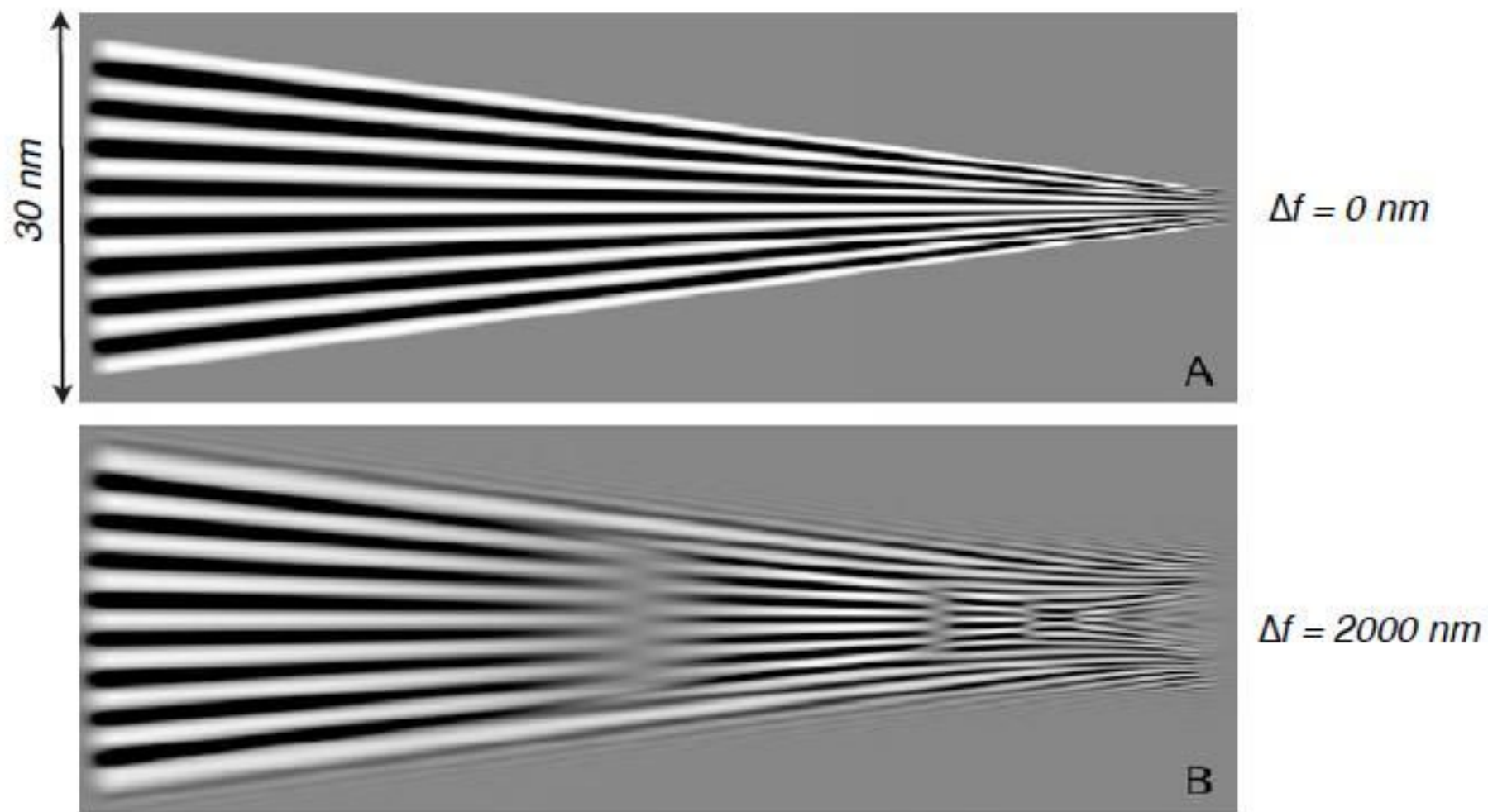


CTF-corrected



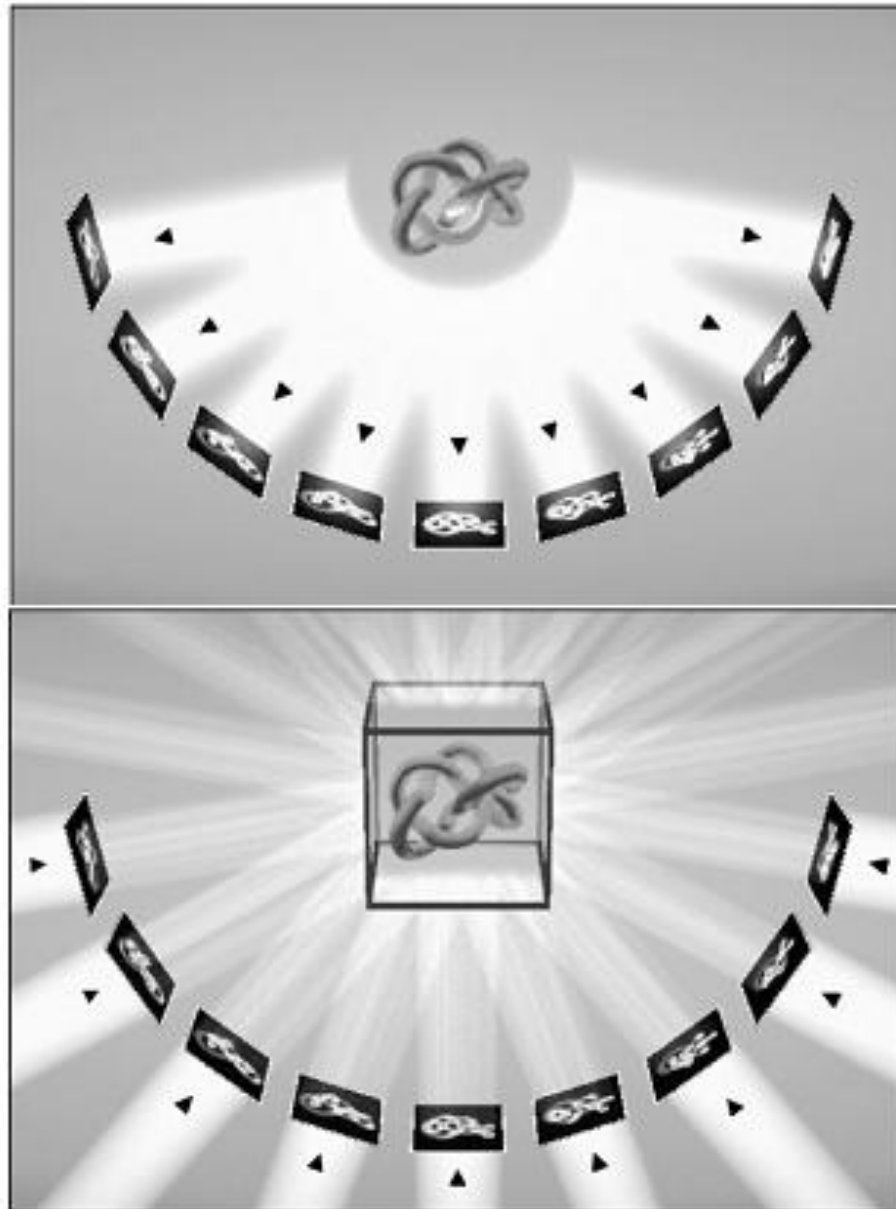






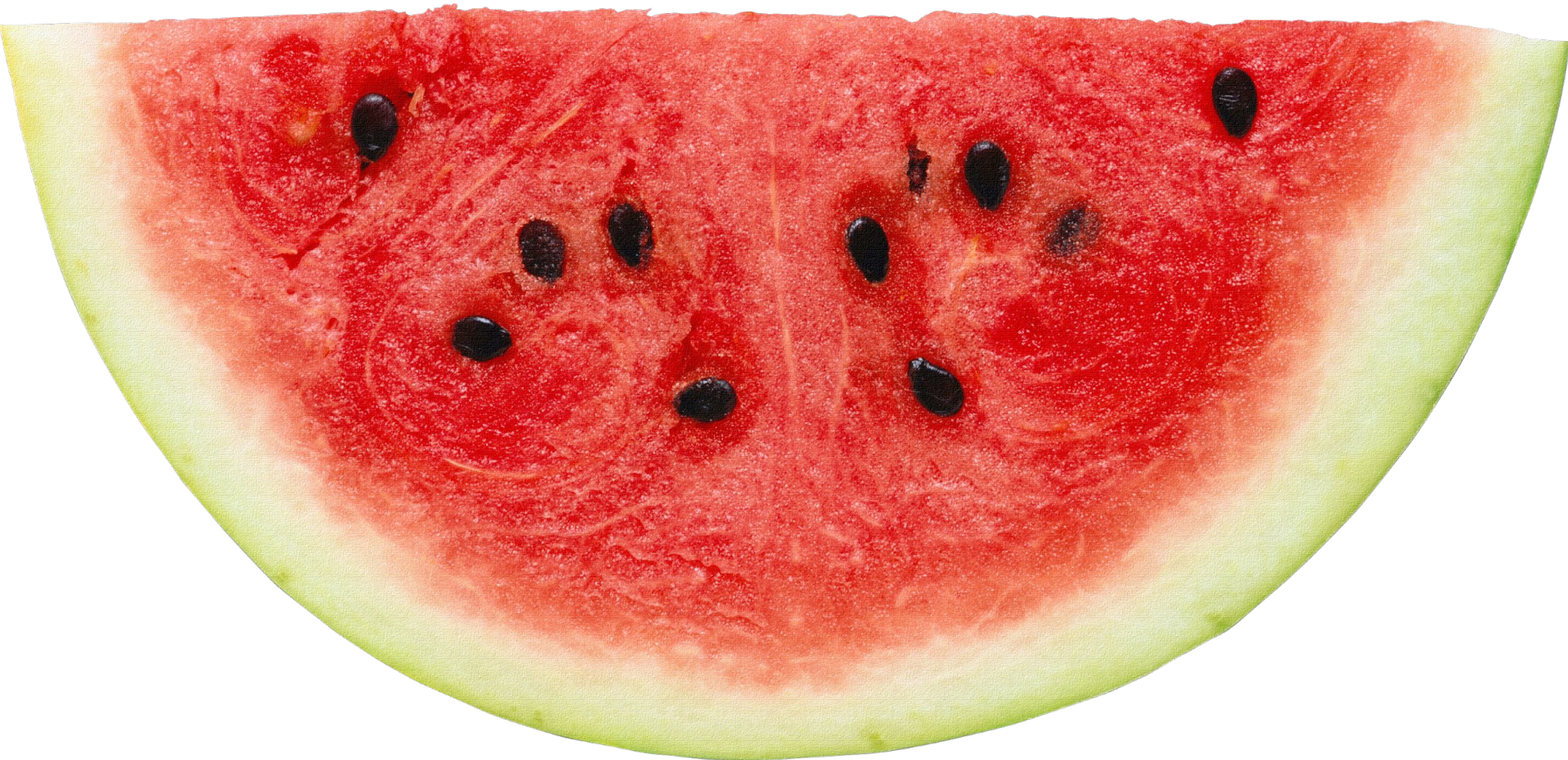
Downing & Glaeser, Ultramicroscopy 2008

Projections and retro-projections



Projection theorem (or Fourier slice)

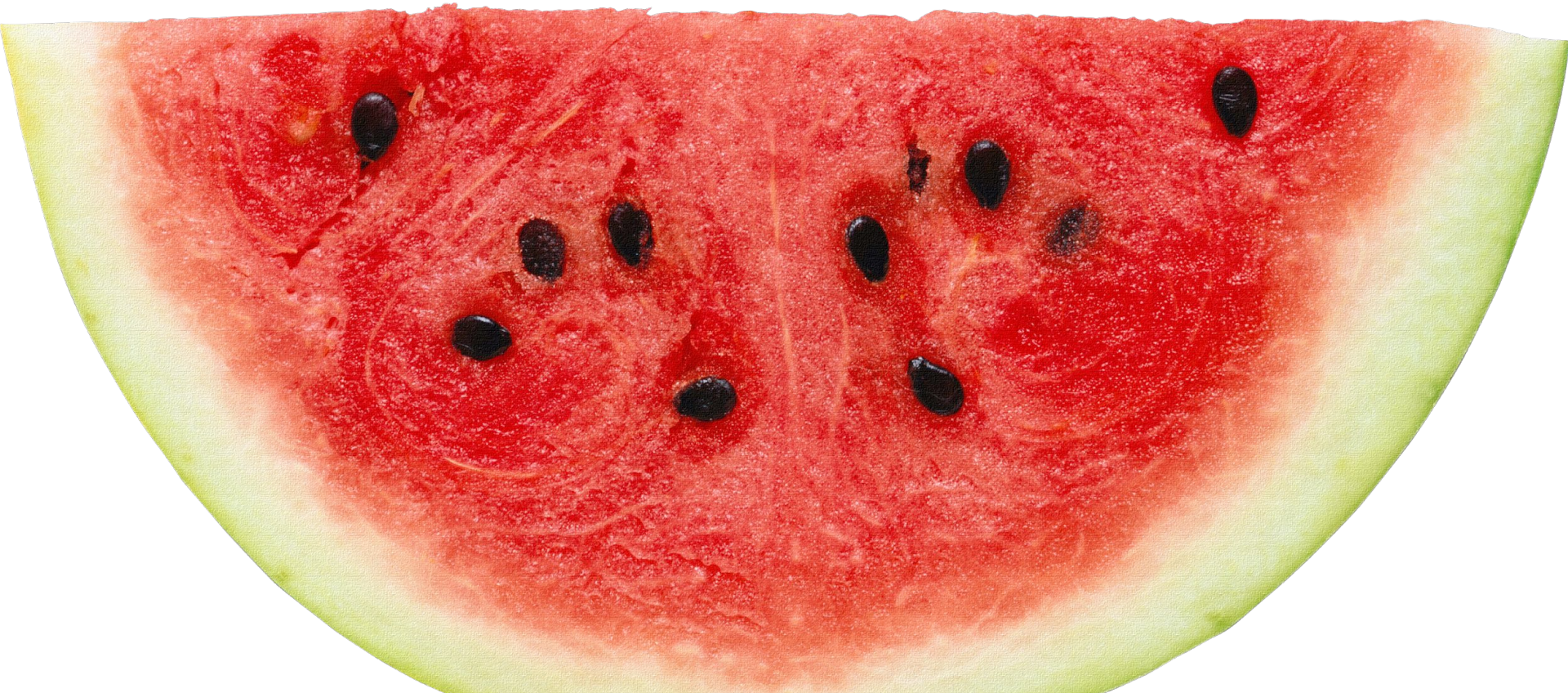
$$F(h, k, l) = \iiint_{-\infty}^{\infty} \rho(x, y, z) e^{2\pi i(xh + yk + zl)} dx dy dz$$



Projection theorem (or Fourier slice)

$$F(h, k, l) = \iiint_{-\infty}^{\infty} \rho(x, y, z) e^{2\pi i(xh + yk + zl)} dx dy dz$$

$$F(h, k, l) = \iiint_{-\infty}^{\infty} \overbrace{\int_{-\infty}^{\infty} \rho(x, y, z) dz} e^{2\pi i(xh + yk + zl)} dx dy dz$$

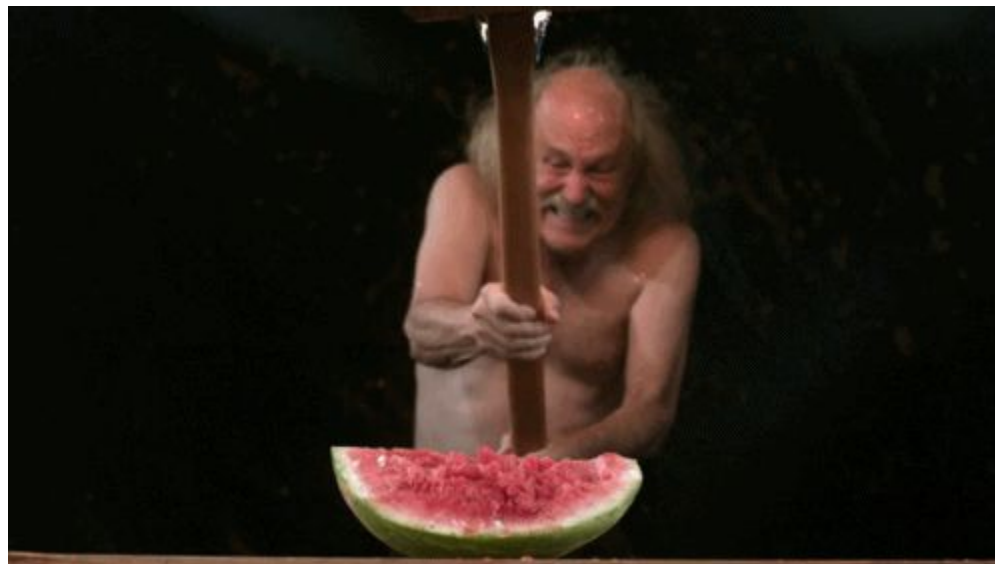


Projection theorem (or Fourier slice)

$$F(h, k, l) = \iiint_{-\infty}^{\infty} \rho(x, y, z) e^{2\pi i(xh+yk+zl)} dx dy dz$$

$$F(h, k, l) = \iiint_{-\infty}^{\infty} \underbrace{\int_{-\infty}^{\infty} \rho(x, y, z) dz}_{\text{Im}g(x, y)} e^{2\pi i(xh+yk+zl)} dx dy dz$$

$$F(h, k, l) = \iiint_{-\infty}^{\infty} \text{Im}g(x, y) e^{2\pi i(xh+yk+zl)} dx dy dz$$



Projection theorem (or Fourier slice)

$$F(h, k, l) = \iiint_{-\infty}^{\infty} \rho(x, y, z) e^{2\pi i(xh + yk + zl)} dx dy dz$$

$$F(h, k, l) = \iiint_{-\infty}^{\infty} \underbrace{\int_{-\infty}^{\infty} \rho(x, y, z) dz}_{\text{Im}g(x, y)} e^{2\pi i(xh + yk + zl)} dx dy dz$$

$$F(h, k, l) = \iiint_{-\infty}^{\infty} \text{Im}g(x, y) e^{2\pi i(xh + yk + zl)} dx dy dz$$

$$F(h, k, l) = \iint_{-\infty}^{\infty} \text{Im}g(x, y) e^{2\pi i(xh + yk)} dx dy \int_{-\infty}^{\infty} e^{2\pi i(zl)} dz$$

Projection theorem (or Fourier slice)

$$F(h, k, l) = \iiint_{-\infty}^{\infty} \rho(x, y, z) e^{2\pi i(xh+yk+zl)} dx dy dz$$

$$F(h, k, l) = \iiint_{-\infty}^{\infty} \underbrace{\int_{-\infty}^{\infty} \rho(x, y, z) dz}_{\text{Im}g(x, y)} e^{2\pi i(xh+yk+zl)} dx dy dz$$

$$F(h, k, l) = \iiint_{-\infty}^{\infty} \text{Im}g(x, y) e^{2\pi i(xh+yk+zl)} dx dy dz$$

$$F(h, k, l) = \iint_{-\infty}^{\infty} \text{Im}g(x, y) e^{2\pi i(xh+yk)} dx dy \underbrace{\int_{-\infty}^{\infty} e^{2\pi i(zl)} dz}_{\delta(l)}$$

$$F(h, k, l) = \iint_{-\infty}^{\infty} \text{Im}g(x, y) e^{2\pi i(xh+yk)} dx dy \delta(l)$$

Projection theorem (or Fourier slice)

$$F(h, k, l) = \iiint_{-\infty}^{\infty} \rho(x, y, z) e^{2\pi i(xh+yk+zl)} dx dy dz$$

$$F(h, k, l) = \iiint_{-\infty}^{\infty} \underbrace{\int_{-\infty}^{\infty} \rho(x, y, z) dz}_{\text{Im}g(x, y)} e^{2\pi i(xh+yk+zl)} dx dy dz$$

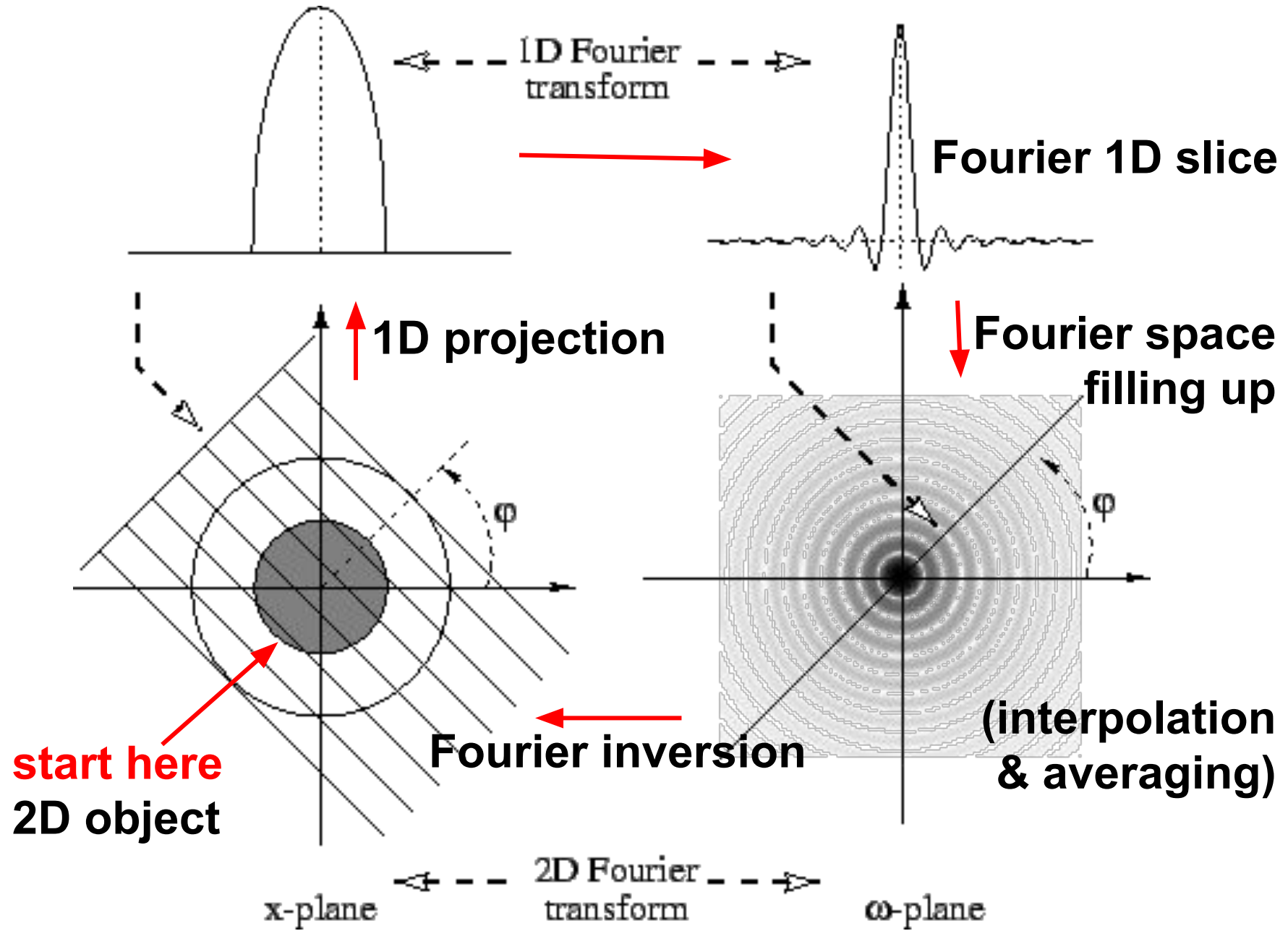
$$F(h, k, l) = \iiint_{-\infty}^{\infty} \text{Im}g(x, y) e^{2\pi i(xh+yk+zl)} dx dy dz$$

$$F(h, k, l) = \iint_{-\infty}^{\infty} \text{Im}g(x, y) e^{2\pi i(xh+yk)} dx dy \underbrace{\int_{-\infty}^{\infty} e^{2\pi i(zl)} dz}_{\delta(l)}$$

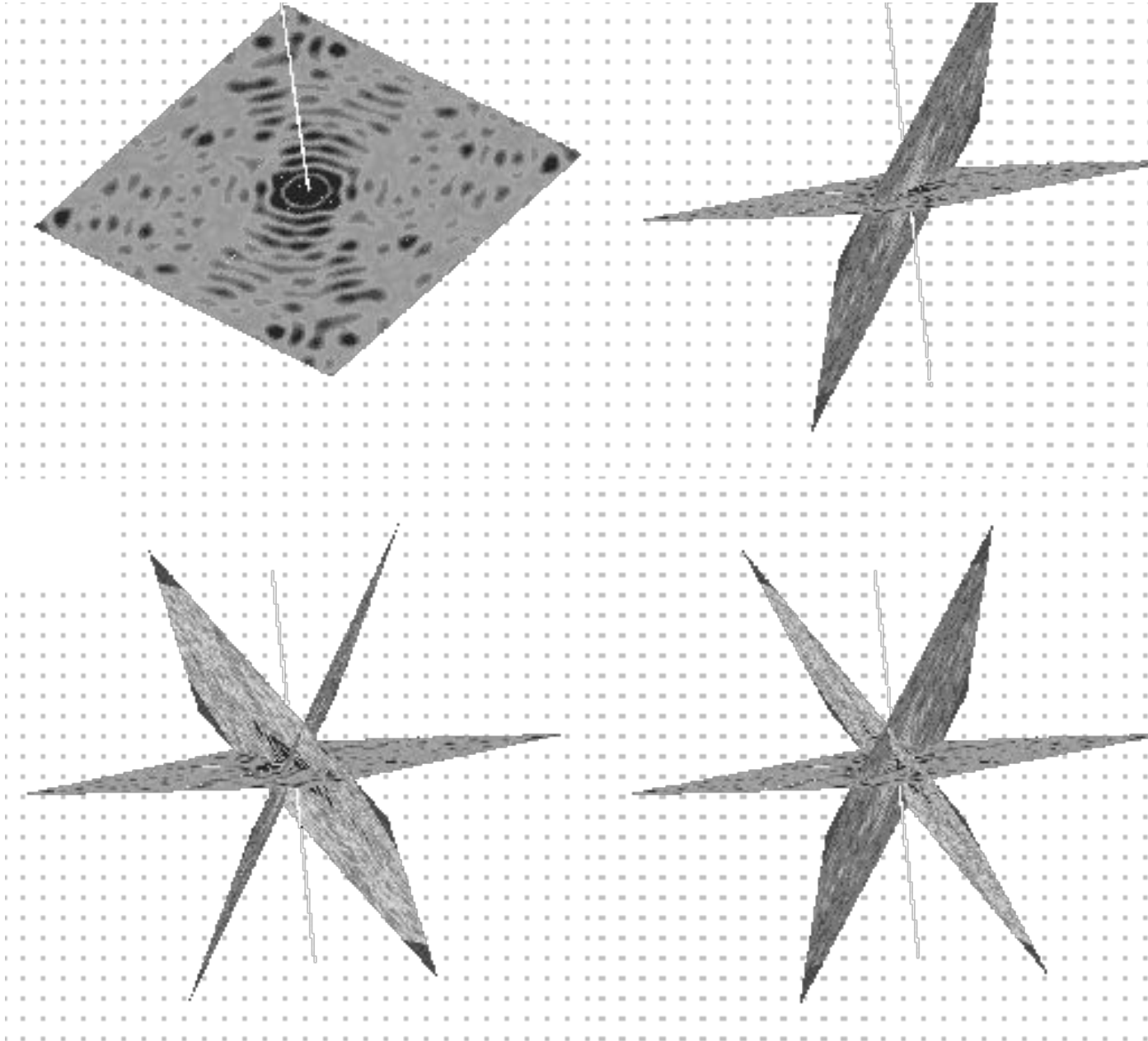
$$F(h, k, l) = \iint_{-\infty}^{\infty} \text{Im}g(x, y) e^{2\pi i(xh+yk)} dx dy \delta(l)$$

$$F(h, k, 0) = \iint_{-\infty}^{\infty} \text{Im}g(x, y) e^{2\pi i(xh+yk)} dx dy$$

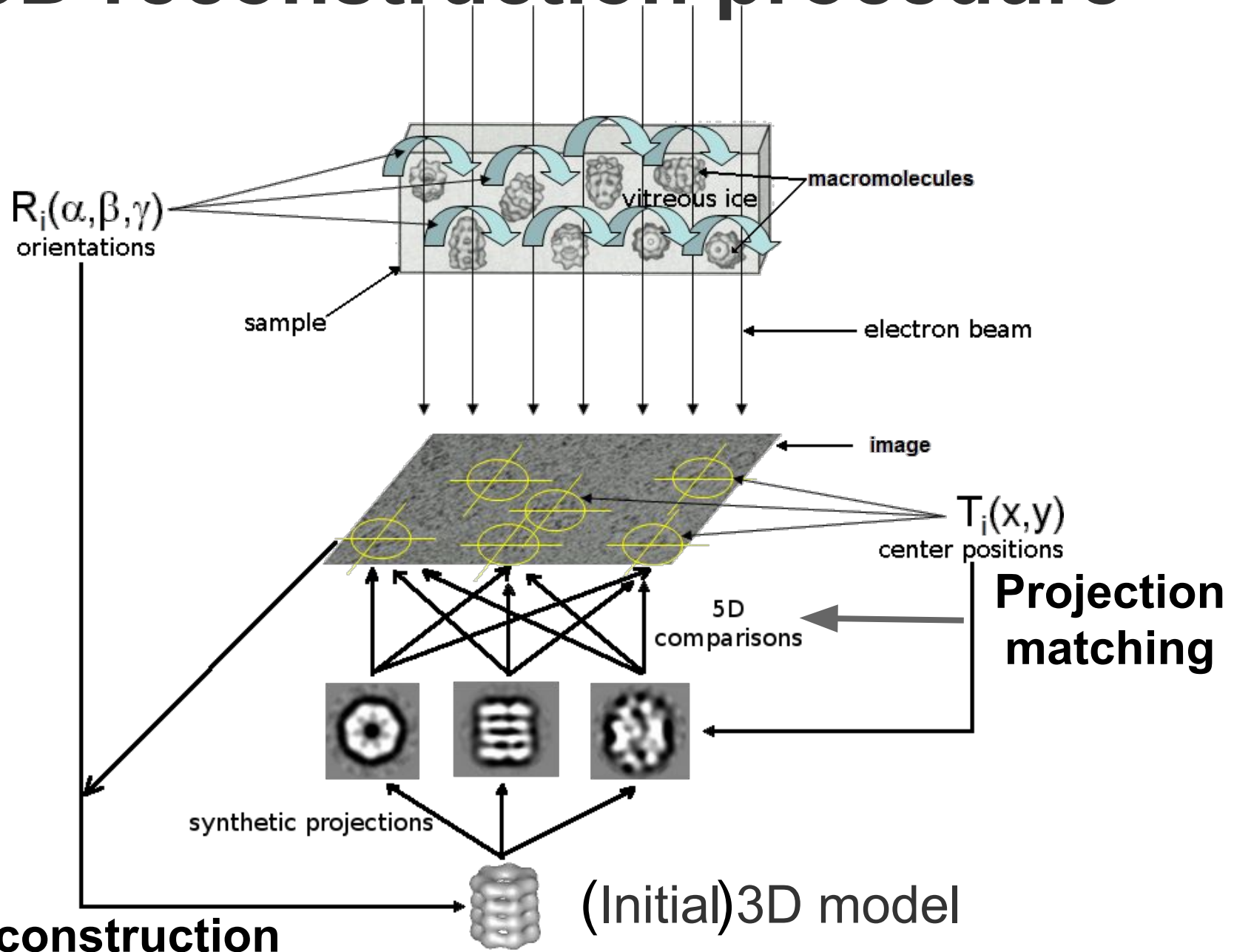
Projection (or Fourier slice) theorem 2D



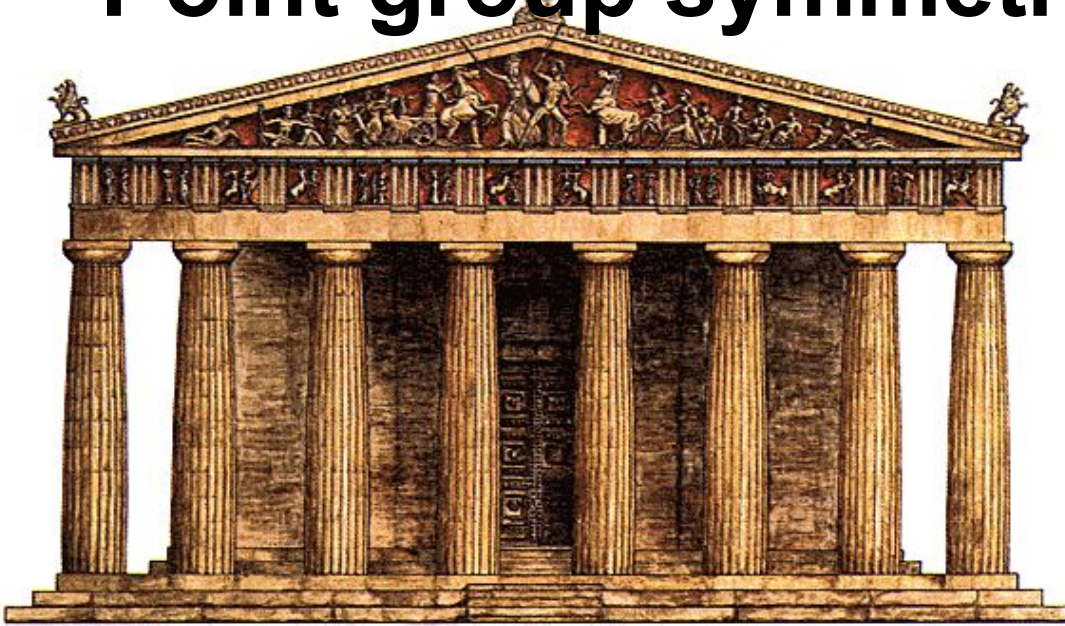
Projection (or Fourier slice) theorem 3D



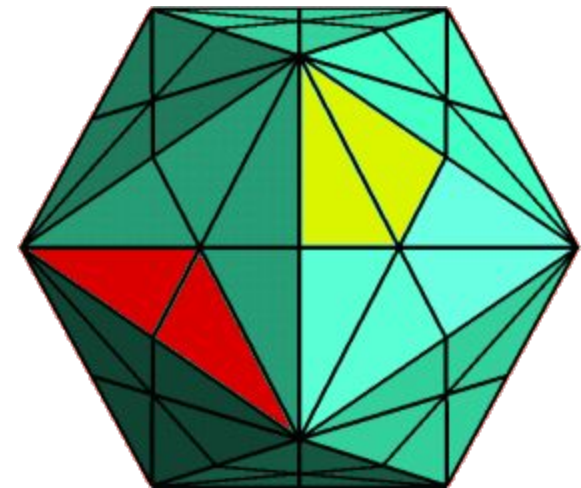
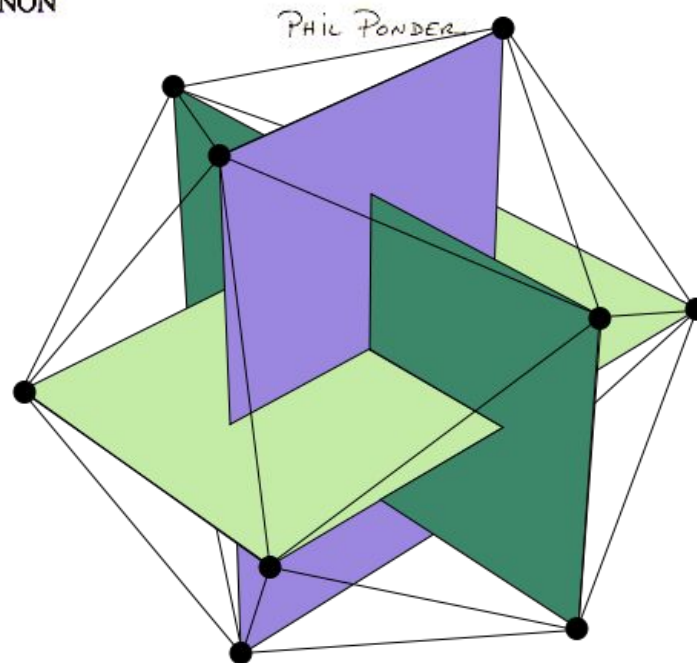
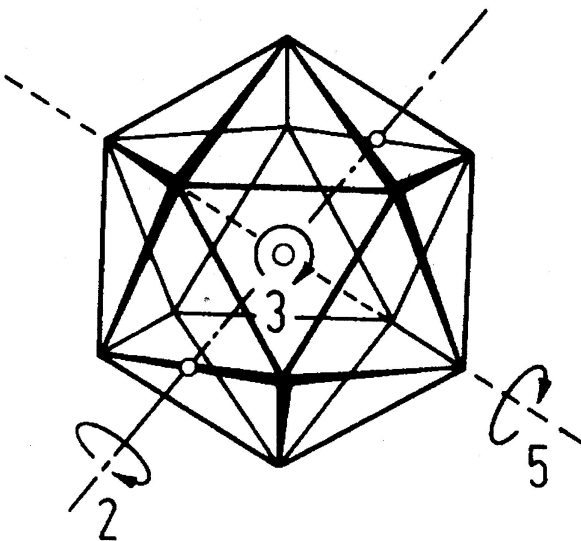
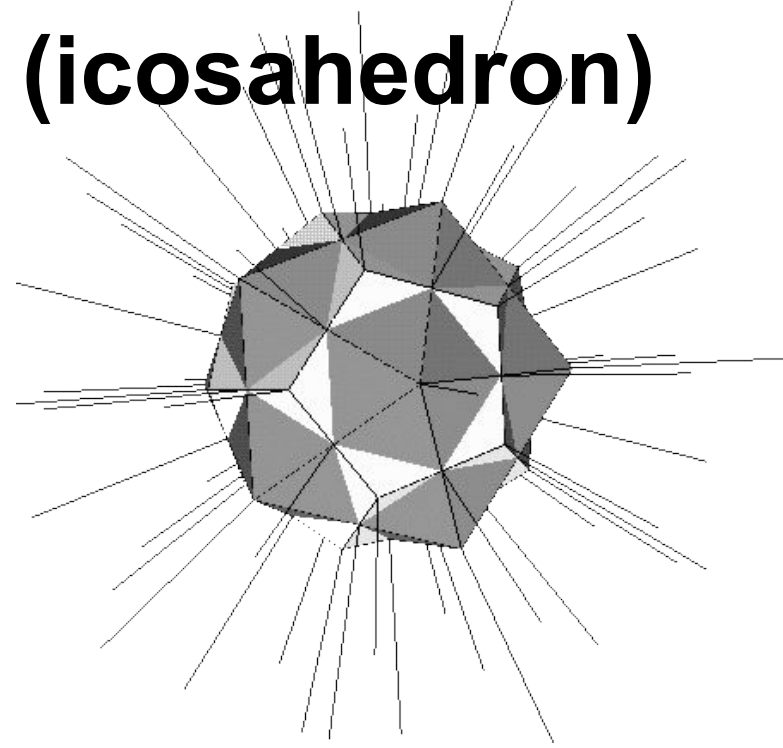
3D reconstruction procedure



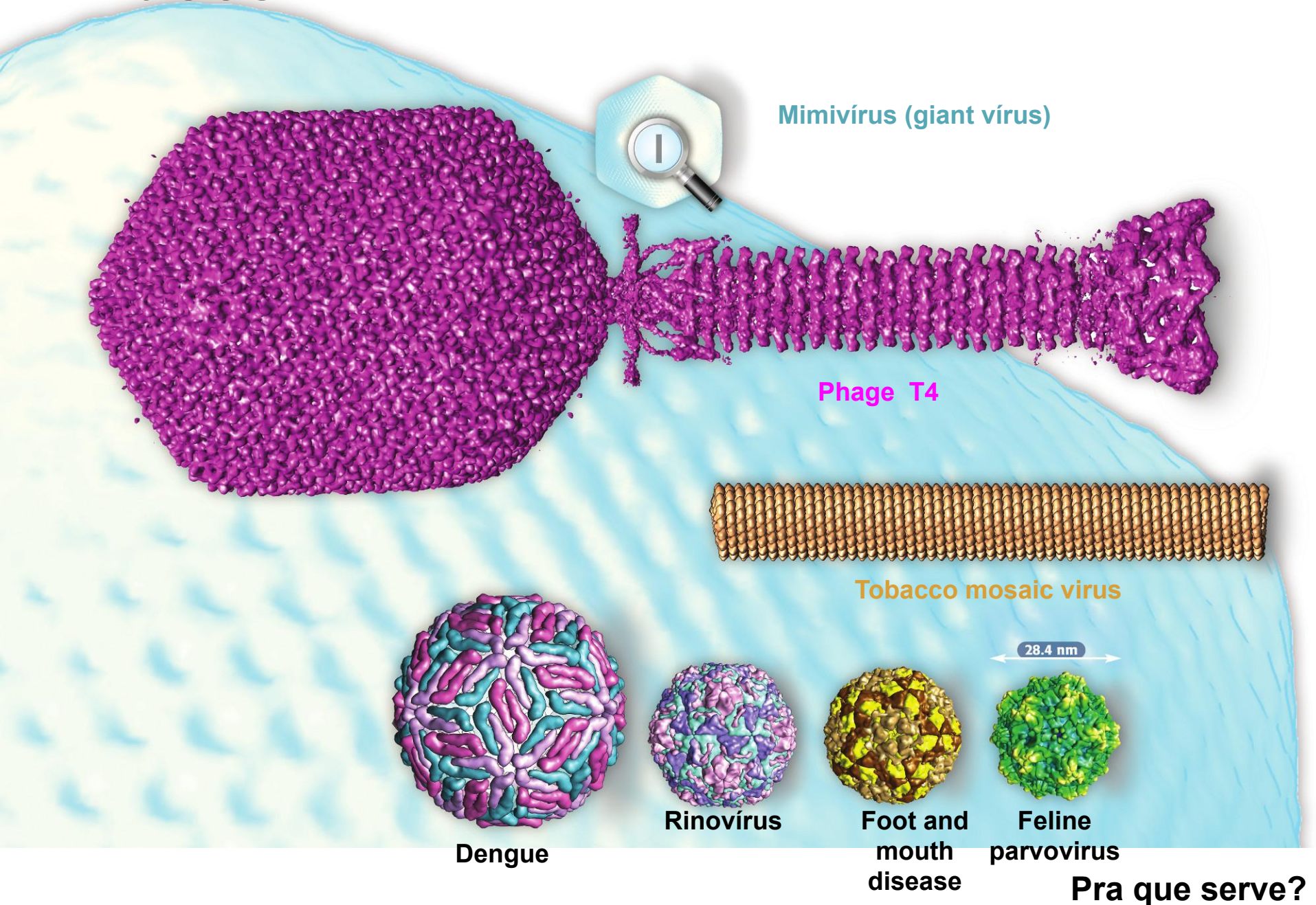
Point group symmetry (icosahedron)



THE PARTHENON

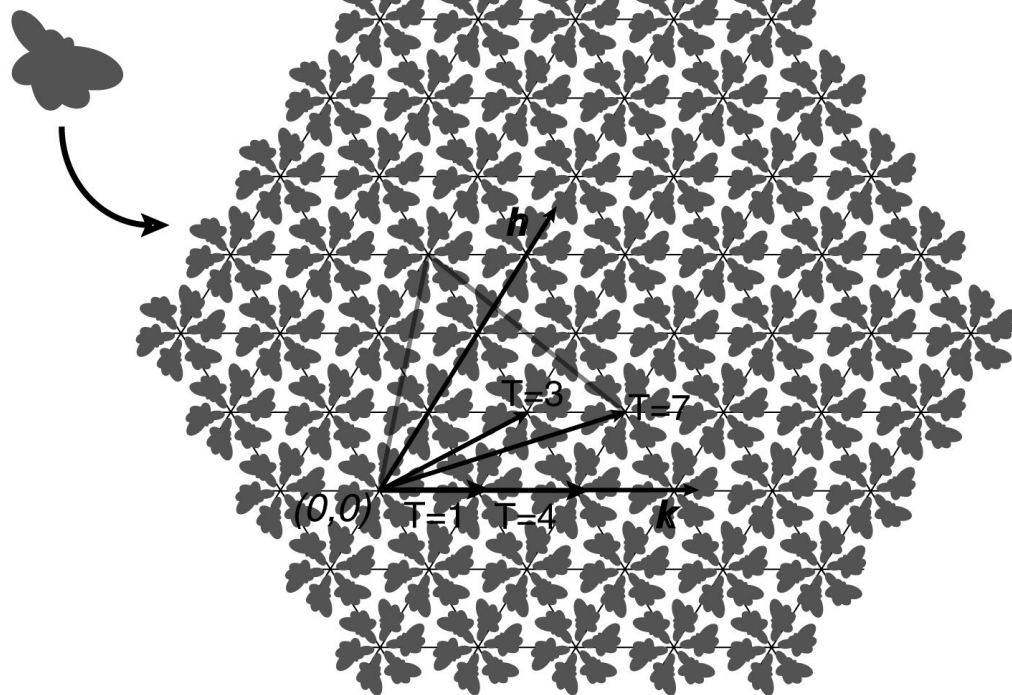


Viruses

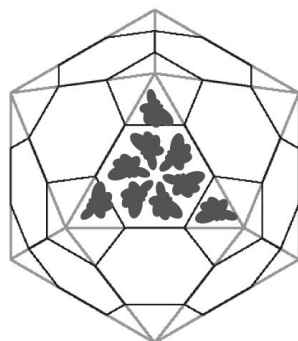


capsid protein subunit

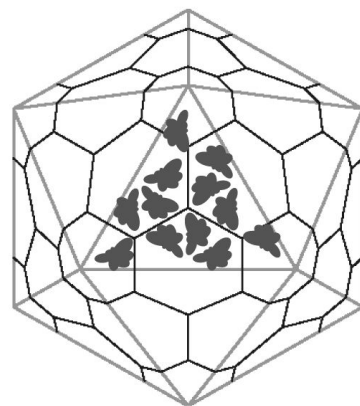
"infinite" hexagonal lattice



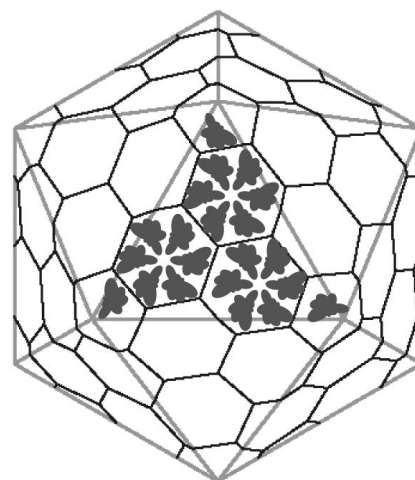
$T=1$







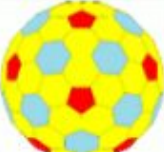

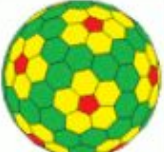
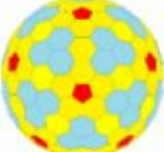
$T=3$

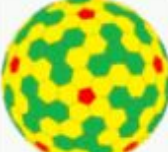
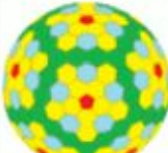
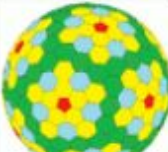
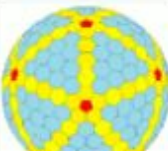
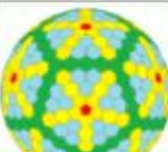
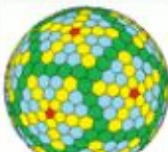


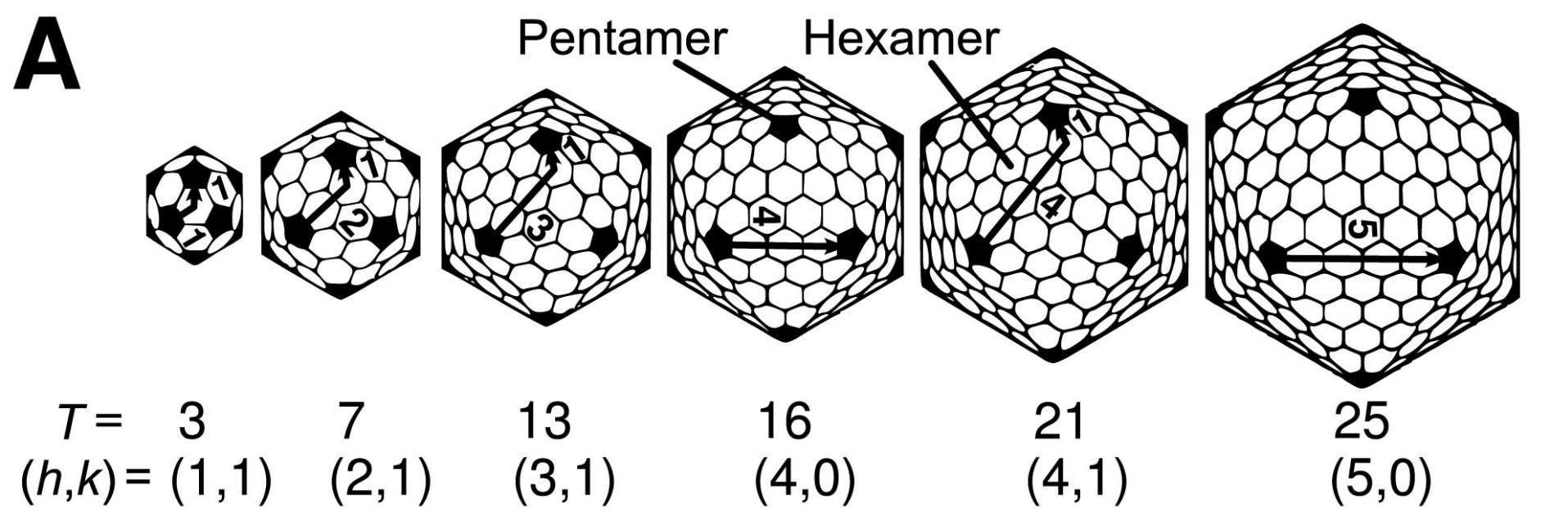
$T=4$



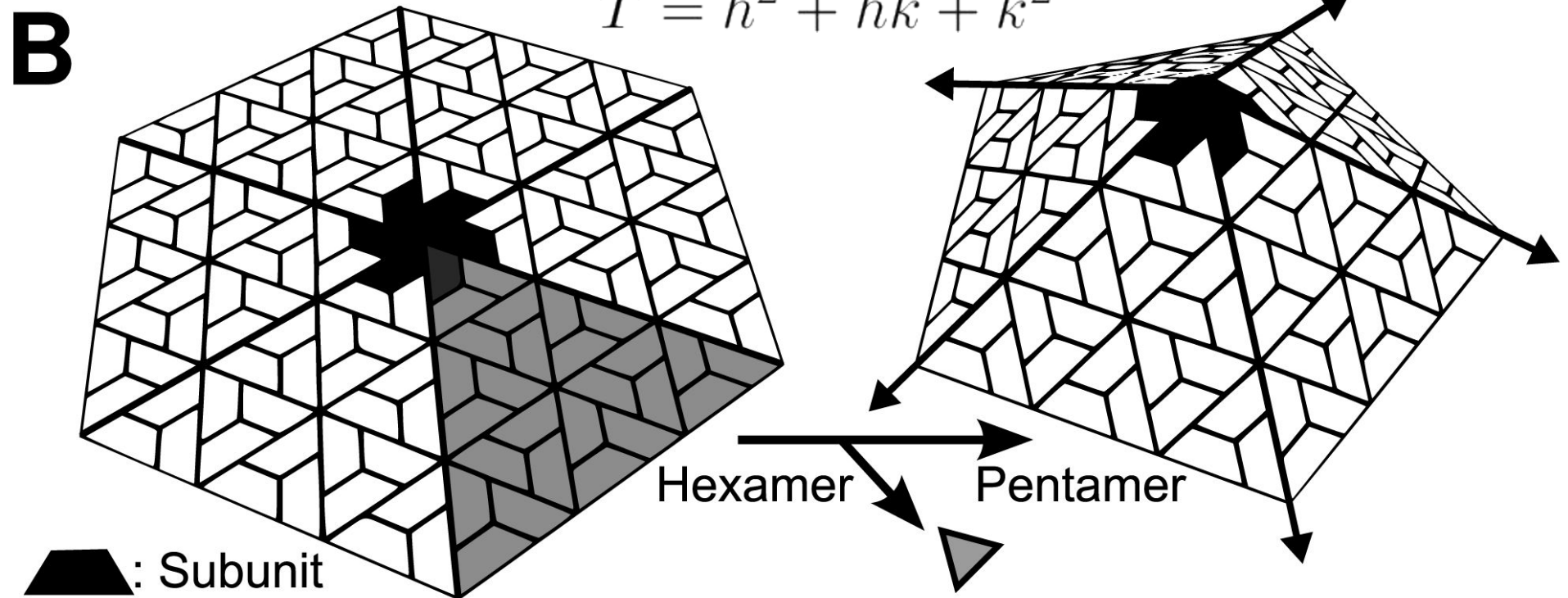
$T=7$

(1,0)	1	
(1,1)	3	
(2,0)	4	
(2,1)	7	
(3,0)	9	
(2,2)	12	
(3,1)	13	
(4,0)	16	

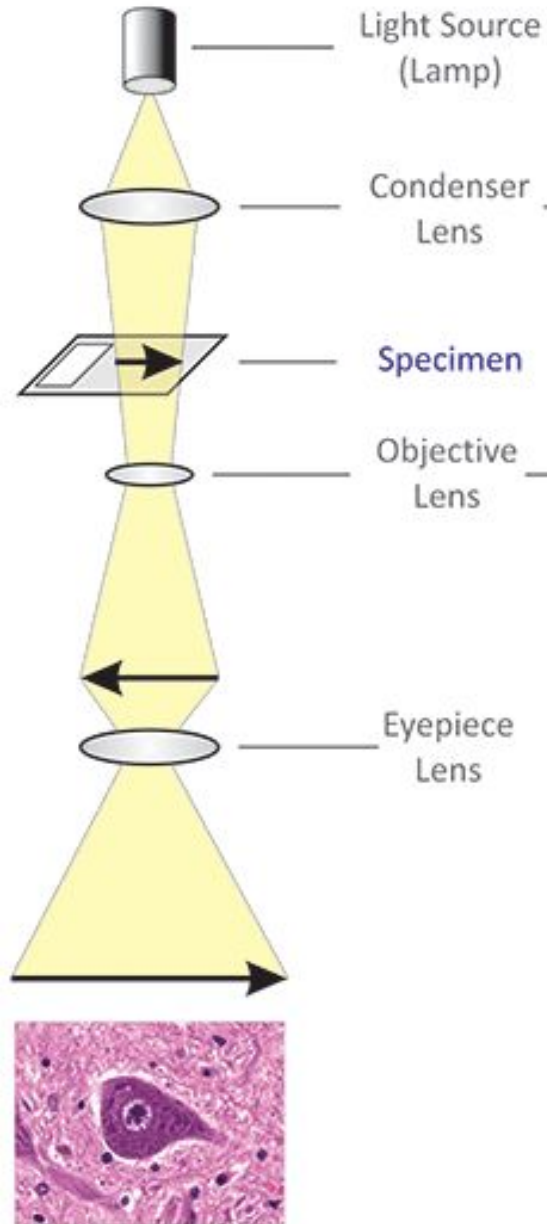
(4,1)	
(5,0)	
(3,3)	
(4,2)	
(5,1)	
(6,0)	
(4,3)	
(5,2)	
(6,1)	
(4,4)	
(6,2)	
(5,3)	



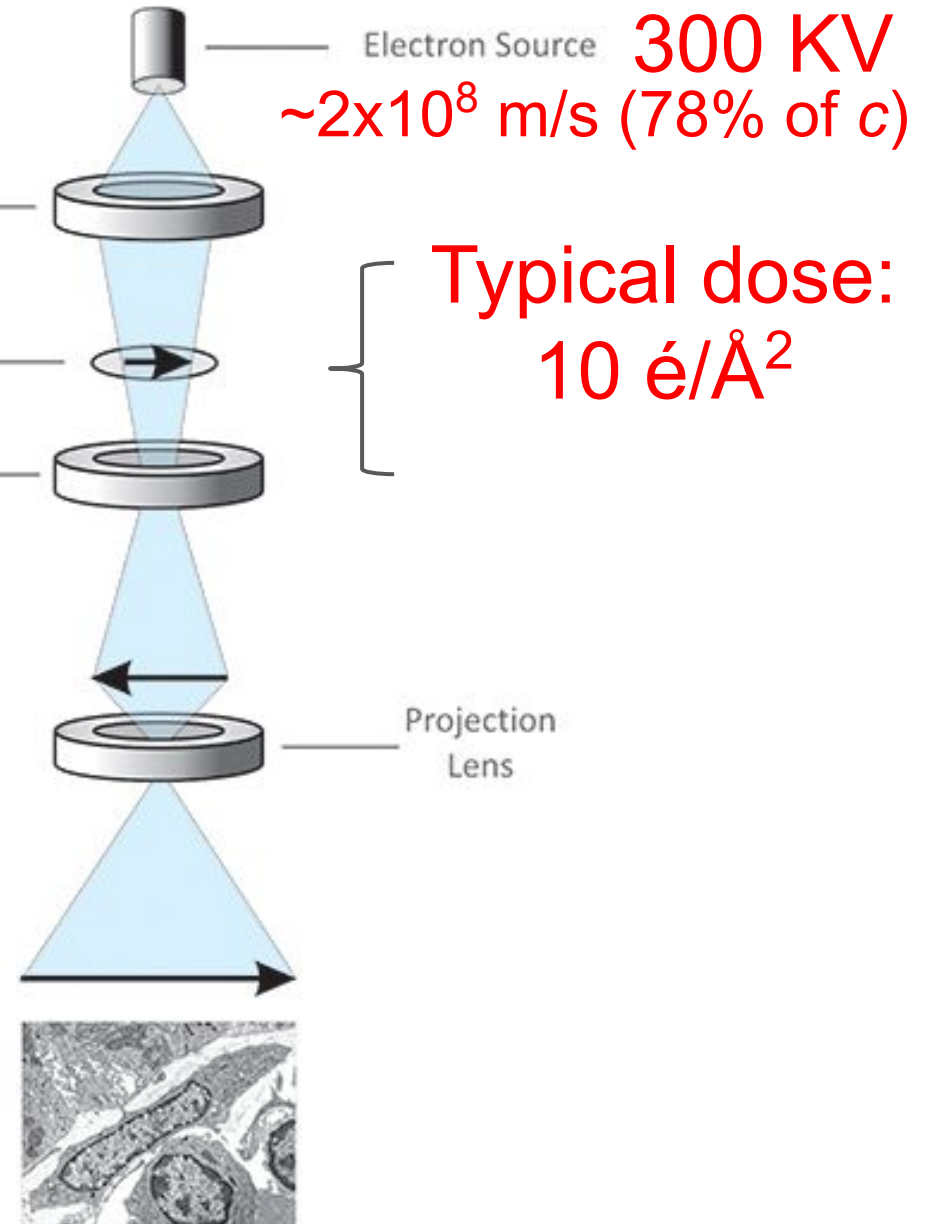
$$T = h^2 + hk + k^2$$

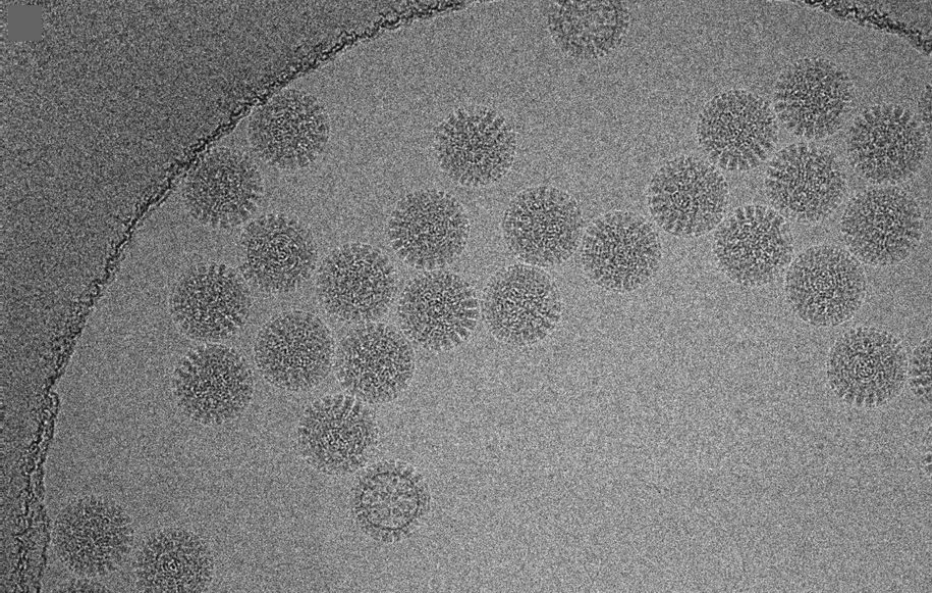


Light Microscopy

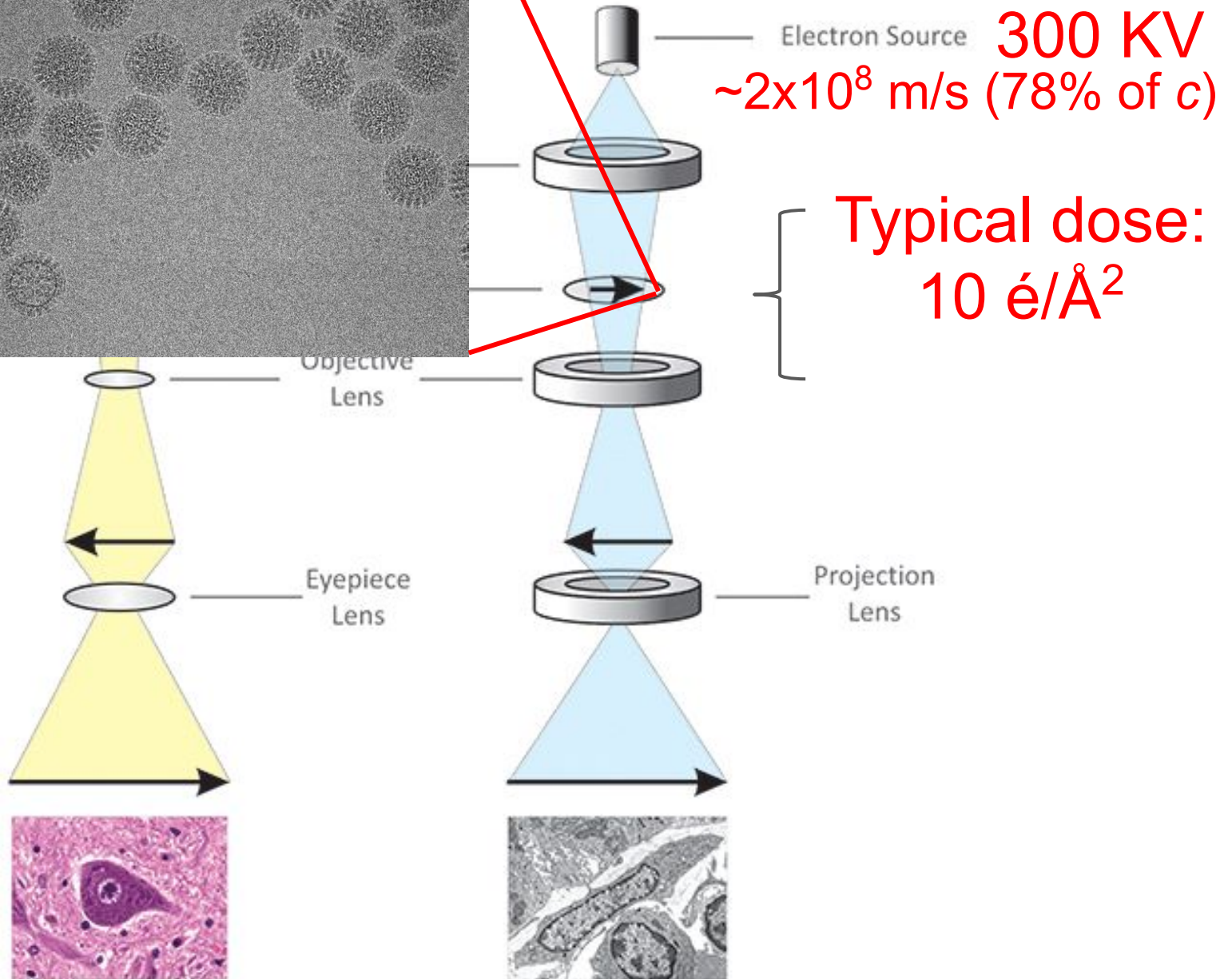


Transmission Electron Microscopy



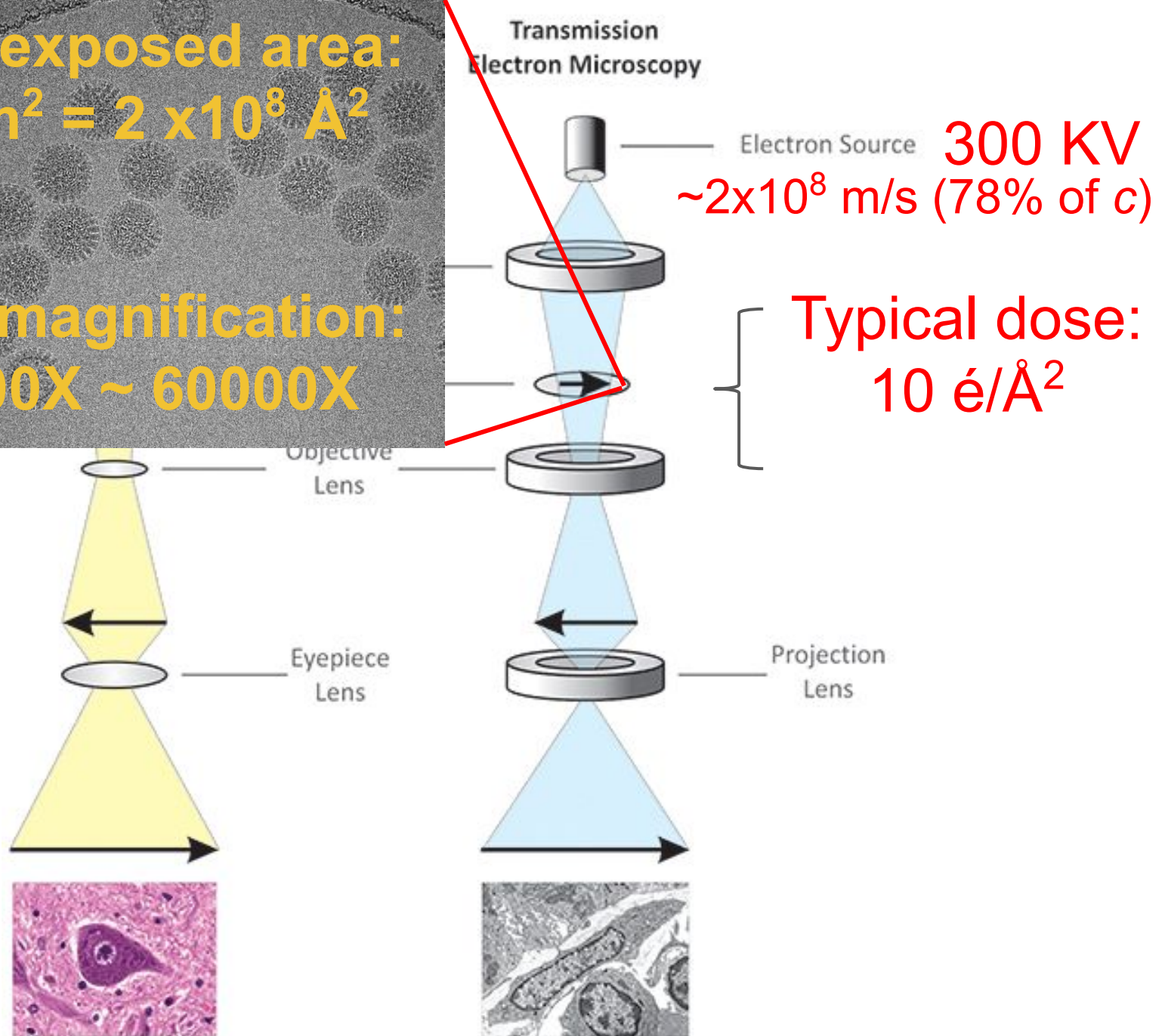


Transmission Electron Microscopy



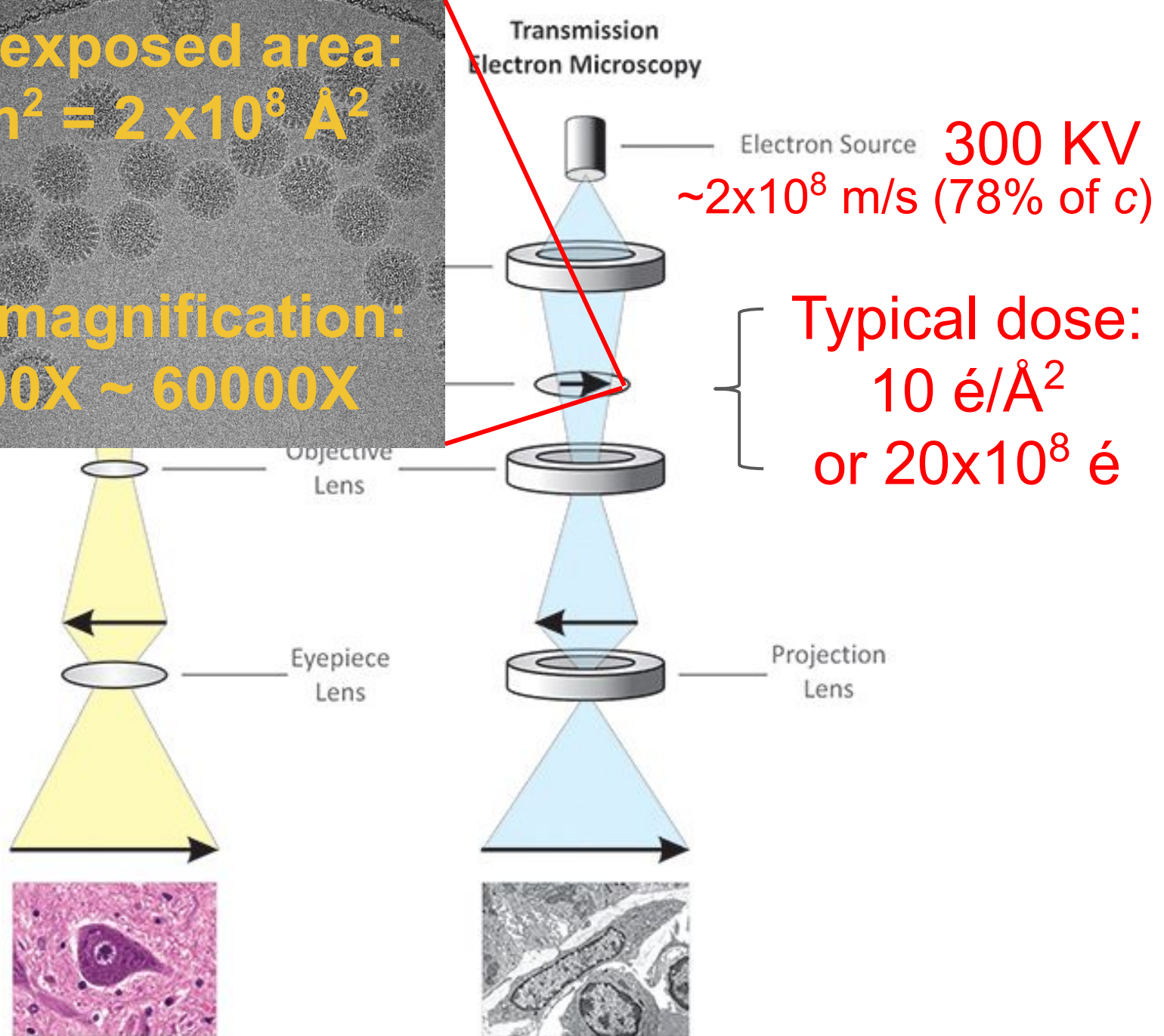
Typical exposed area:
 $\sim 2 \mu\text{m}^2 = 2 \times 10^8 \text{ \AA}^2$

Typical magnification:
30000X \sim 60000X



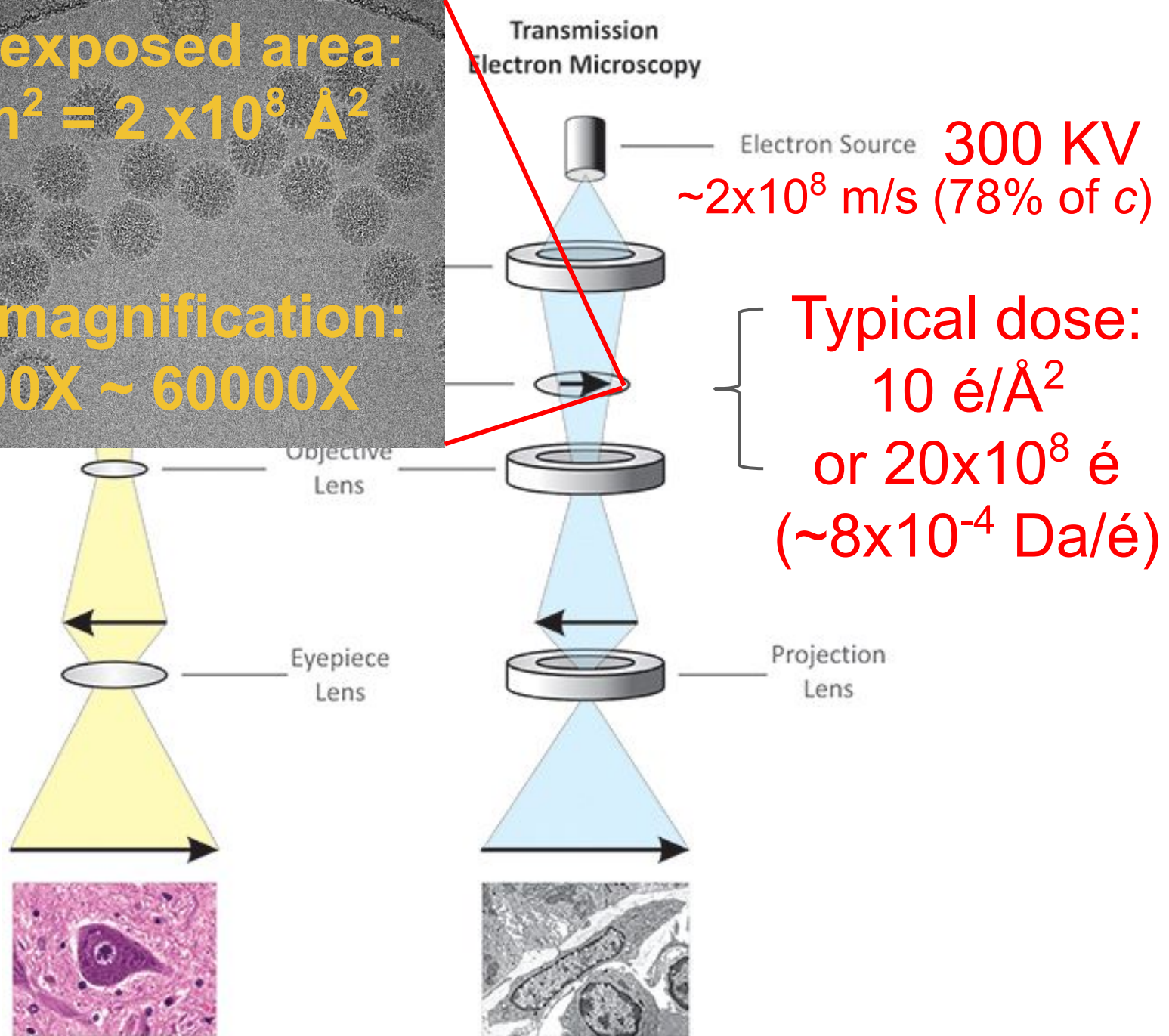
Typical exposed area:
 $\sim 2 \mu\text{m}^2 = 2 \times 10^8 \text{ \AA}^2$

Typical magnification:
30000X \sim 60000X



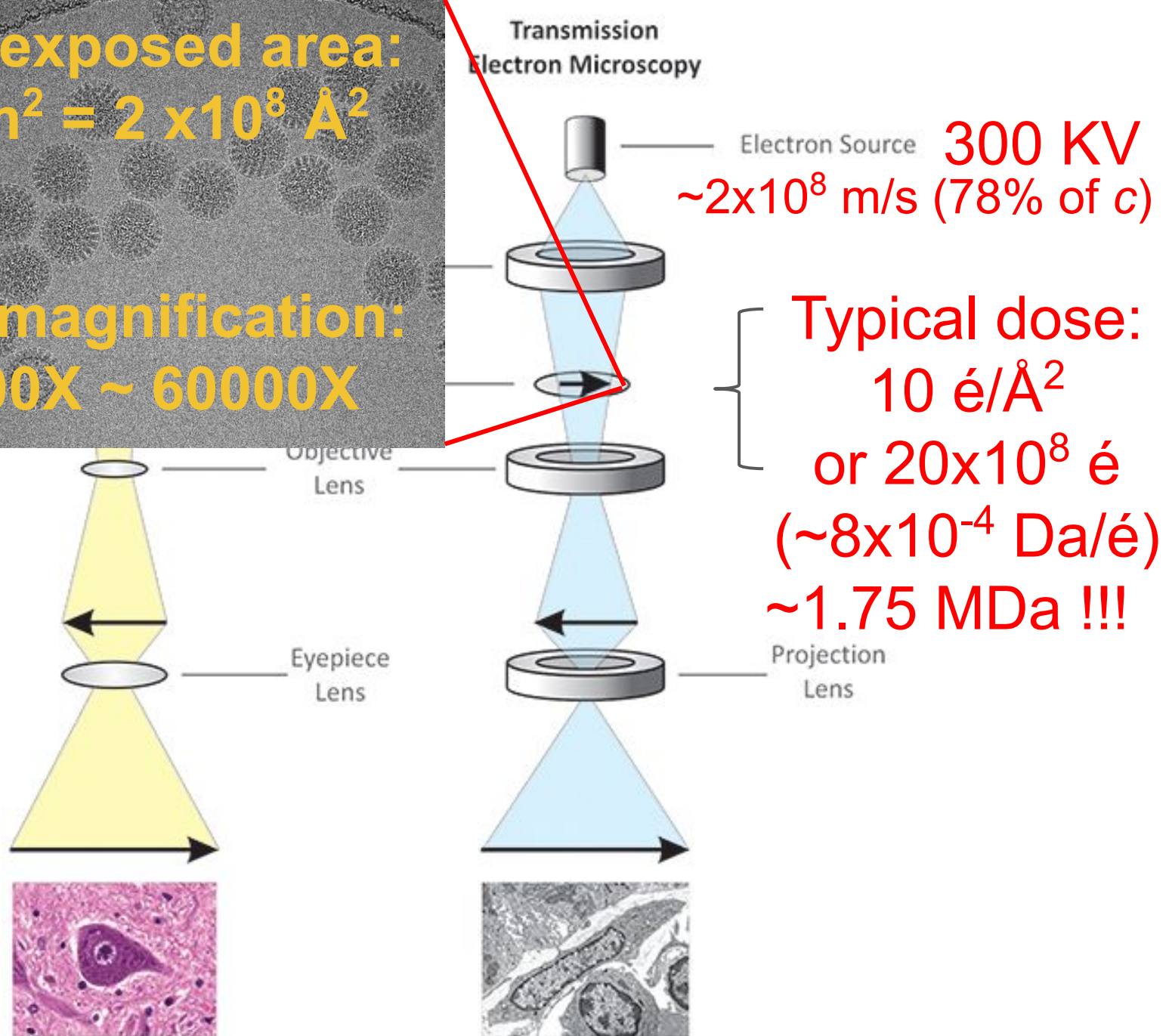
Typical exposed area:
 $\sim 2 \mu\text{m}^2 = 2 \times 10^8 \text{ \AA}^2$

Typical magnification:
30000X \sim 60000X



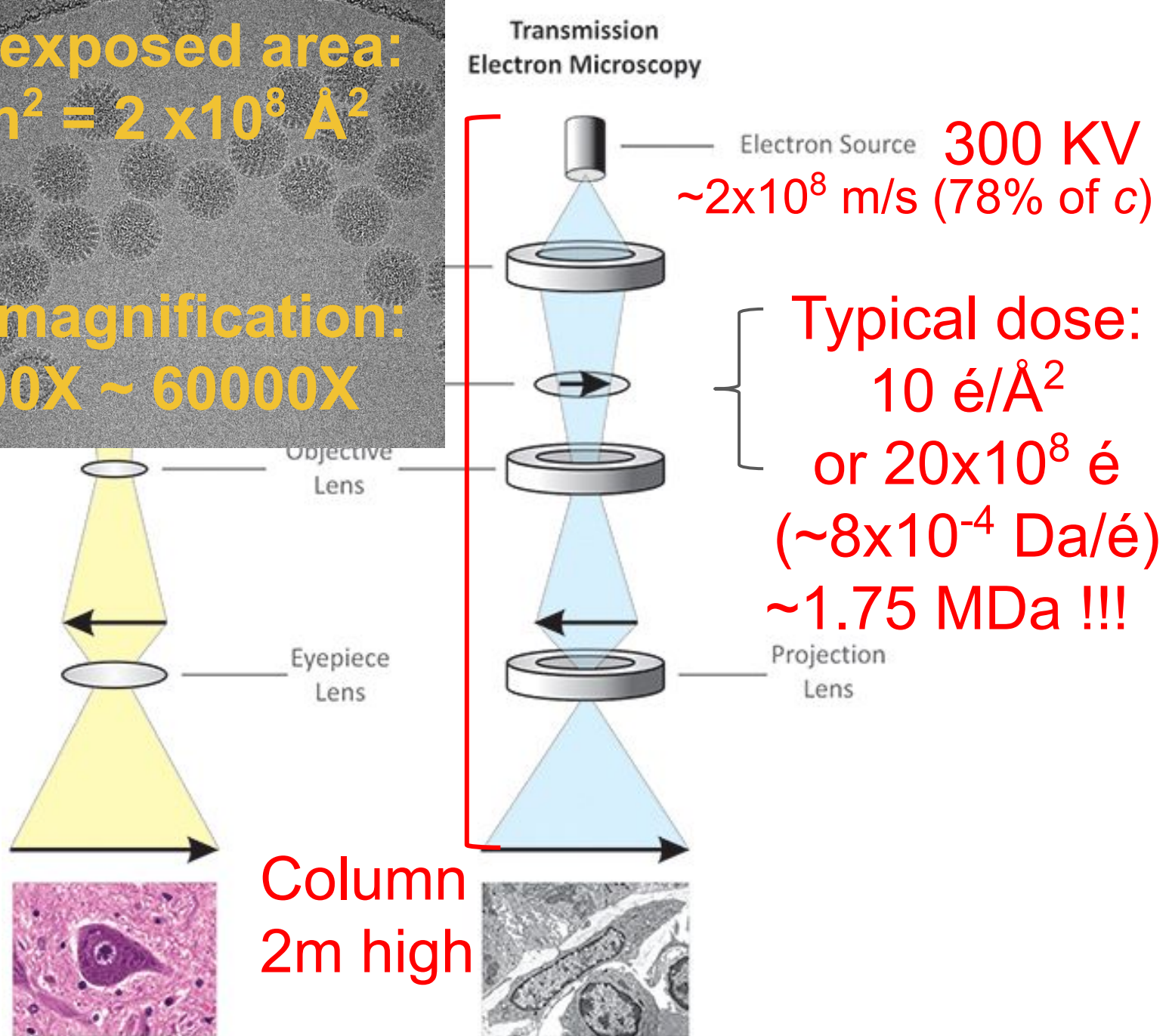
Typical exposed area:
 $\sim 2 \mu\text{m}^2 = 2 \times 10^8 \text{ \AA}^2$

Typical magnification:
30000X ~ 60000X



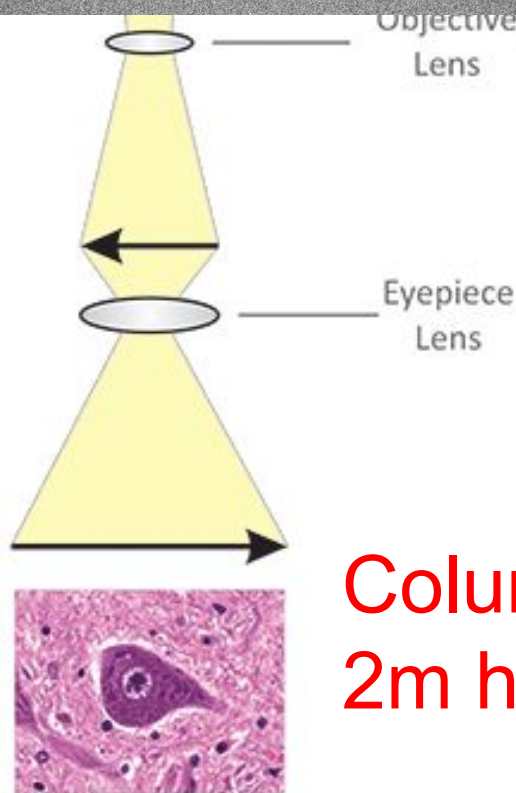
Typical exposed area:
 $\sim 2 \mu\text{m}^2 = 2 \times 10^8 \text{ \AA}^2$

Typical magnification:
30000X \sim 60000X



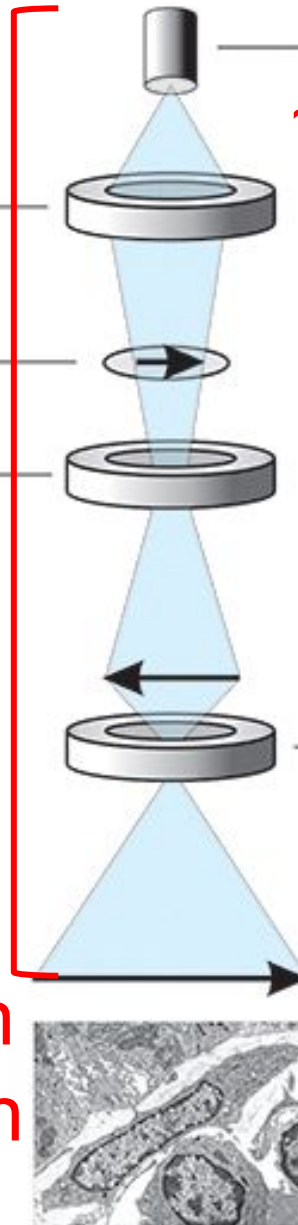
Typical exposed area:
 $\sim 2 \mu\text{m}^2 = 2 \times 10^8 \text{ \AA}^2$

Typical magnification:
30000X \sim 60000X



Column
2m high

Transmission Electron Microscopy



Electron Source 300 KV
 $\sim 2 \times 10^8 \text{ m/s}$ (78% of c)

Typical dose:
 $10 \text{ e}/\text{\AA}^2$
or $20 \times 10^8 \text{ e}$
($\sim 8 \times 10^{-4} \text{ Da/e}$)
 $\sim 1.75 \text{ MDa !!!}$

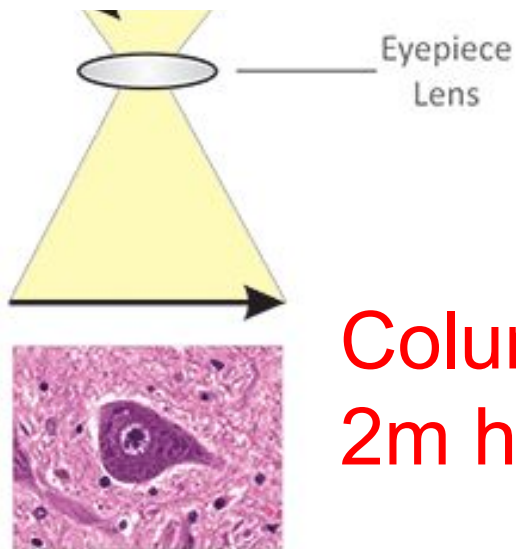
$2\text{m} / 2 \times 10^8 \text{ m/s} =$
 $1 \times 10^{-8} \text{ s}$

Flux $20 \times 10^8 \text{ e/s}$

Typical exposed area:
 $\sim 2 \mu\text{m}^2 = 2 \times 10^8 \text{ \AA}^2$

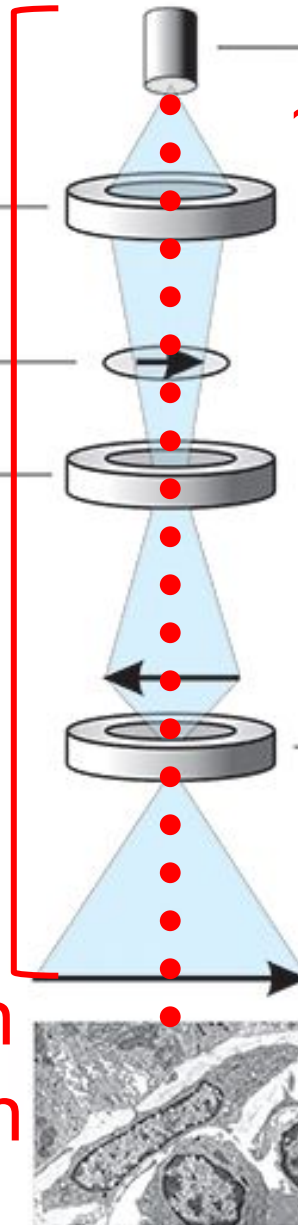
Typical magnification:
30000X \sim 60000X

20 é flying through the
column simultaneously



Column
2m high

Transmission Electron Microscopy

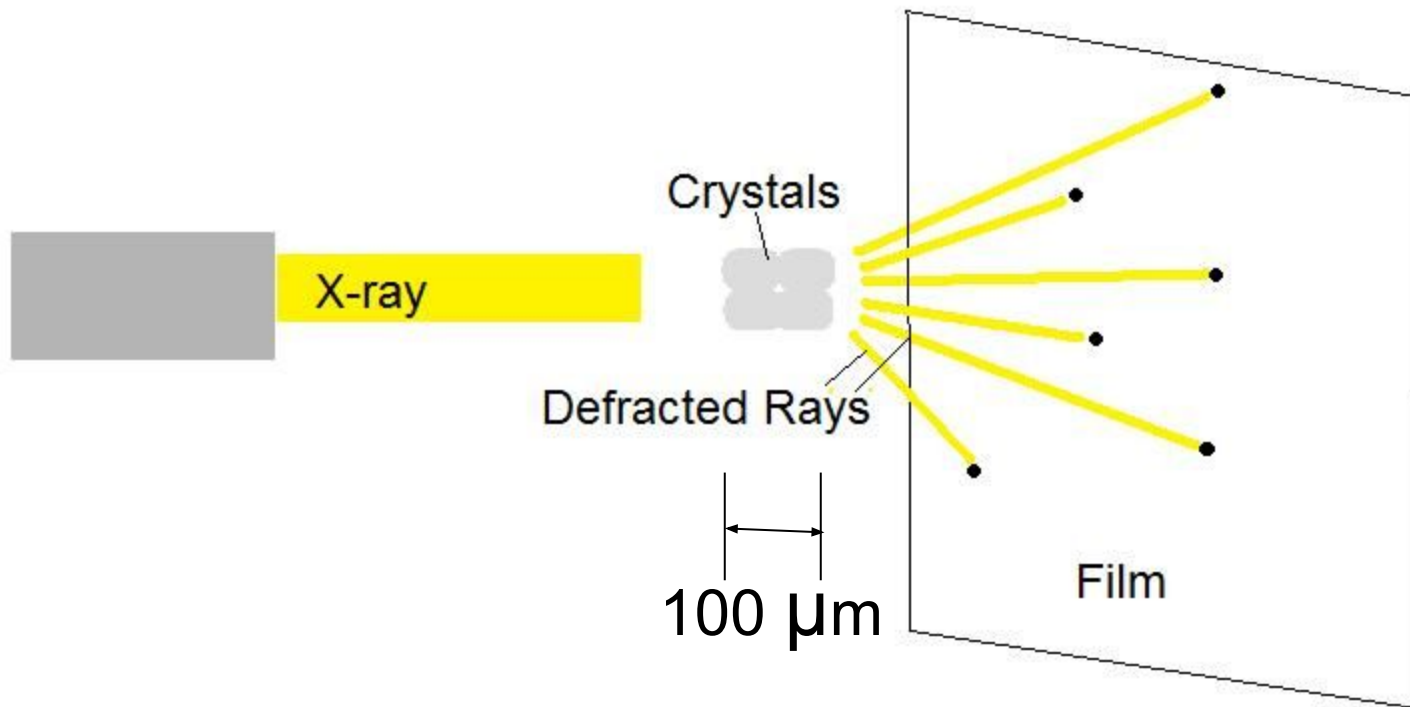


Electron Source 300 KV
 $\sim 2 \times 10^8 \text{ m/s}$ (78% of c)

Typical dose:
 10 é/\AA^2
or $20 \times 10^8 \text{ é}$
($\sim 8 \times 10^{-4} \text{ Da/é}$)
 $\sim 1.75 \text{ MDa !!!}$

$2\text{m} / 2 \times 10^8 \text{ m/s} =$
 $1 \times 10^{-8} \text{ s}$

Flux $20 \times 10^8 \text{ é/s}$



at the detector level: 10^8 photons / s / mm^2

Detector surface: $\sim 25220 \text{ mm}^2$

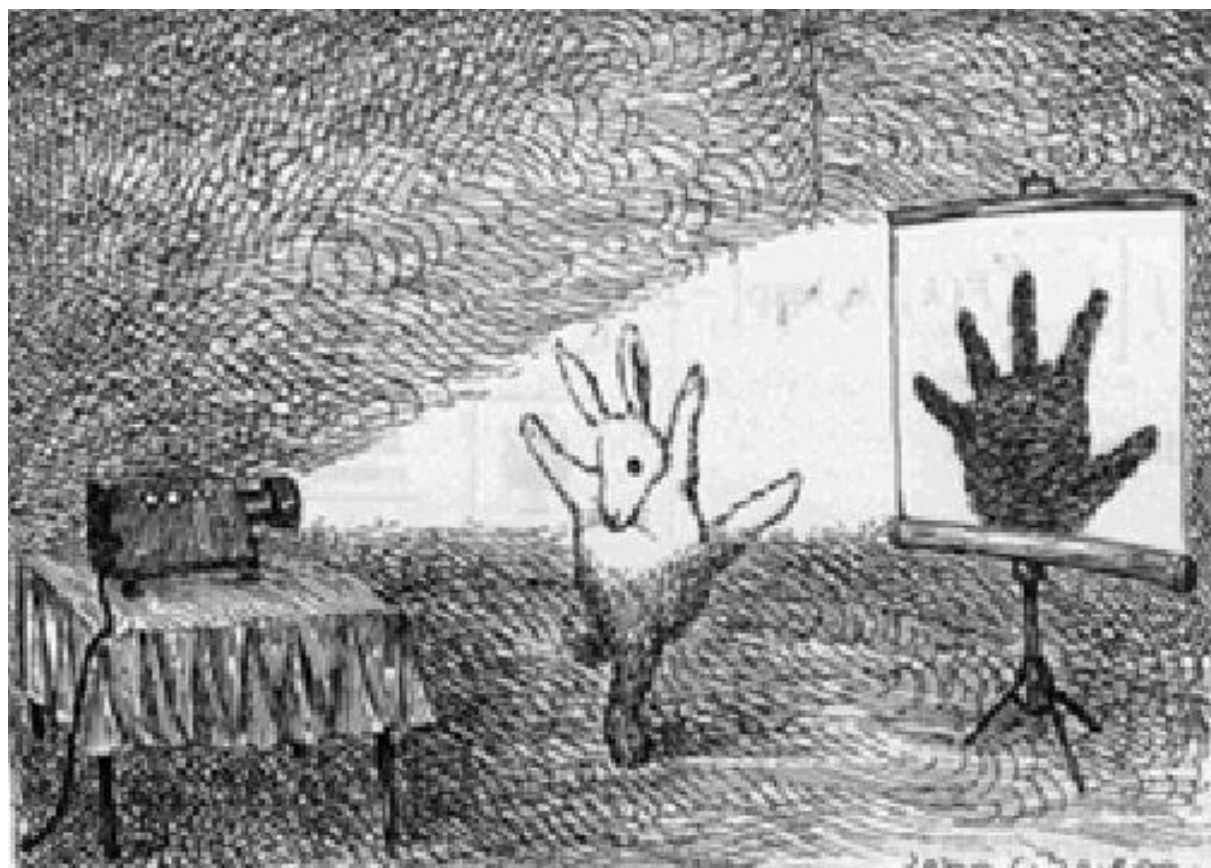
$10^8 * 25220 = 2.522 * 10^{12}$ photons / s

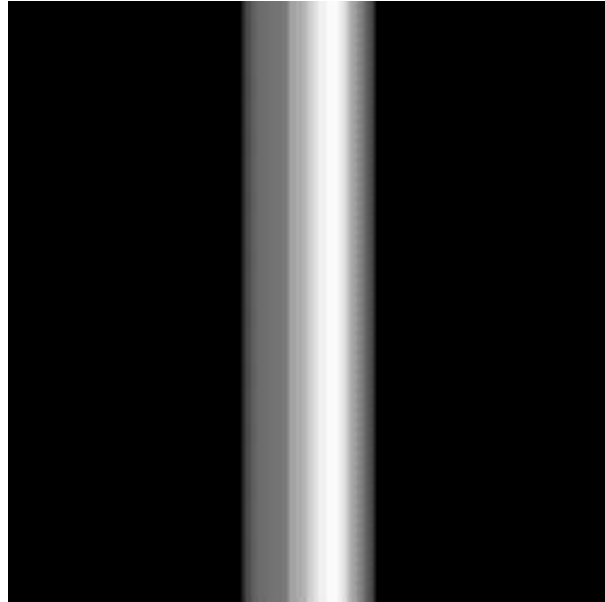
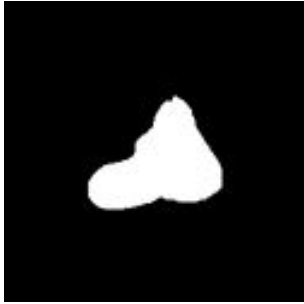
$100 \text{ } \mu\text{m} / 3 * 10^8 \text{ m/s} = 3.3 * 10^{-14} \text{ s} \sim 33 \text{ femtoseconds}$

$2.522 * 10^{12} \text{ photons/s} * (3.3 * 10^{-13} \text{ s}) =$

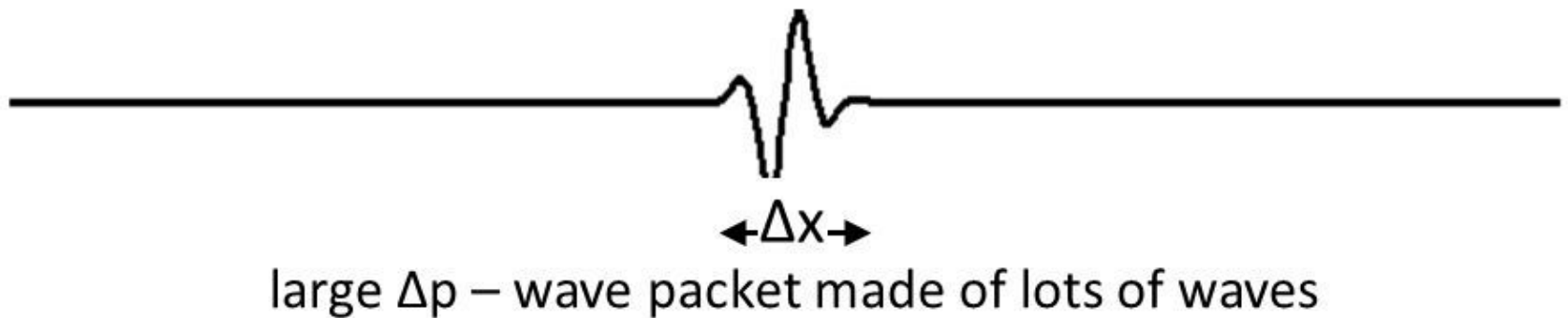
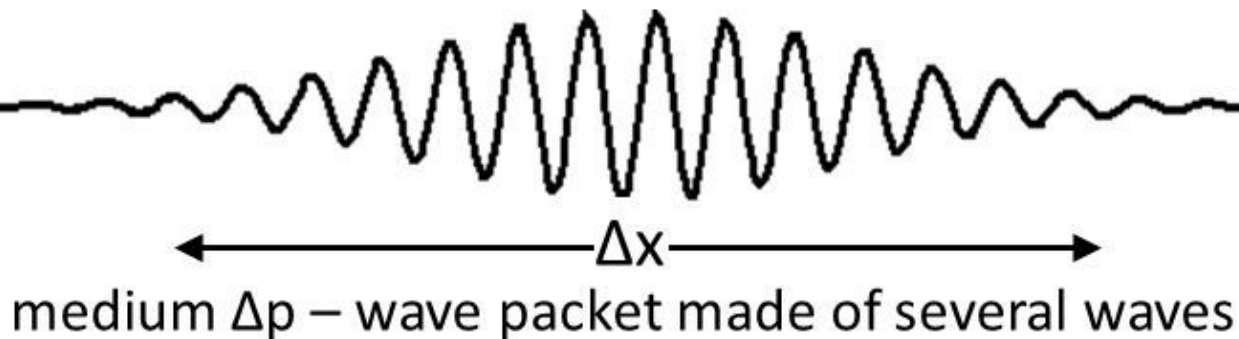
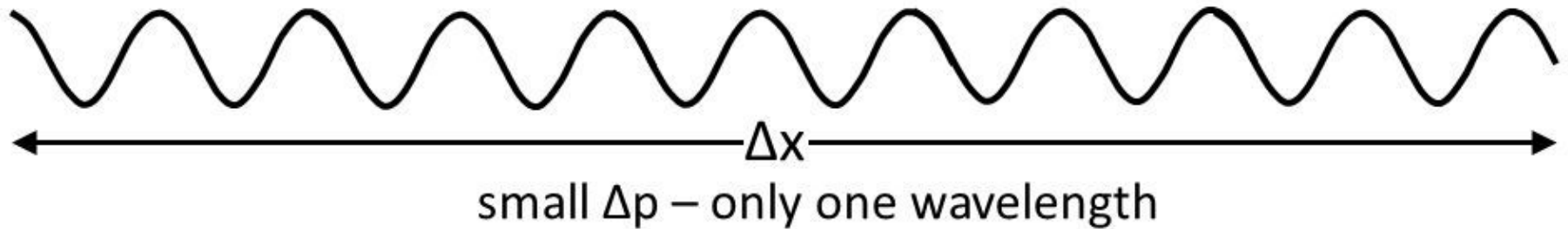
$8.4 \text{ photons/} 100 \text{ } \mu\text{m}$ (inside the crystal)

i.e. the photons are spaced by $\sim 12 \text{ } \mu\text{m}$!

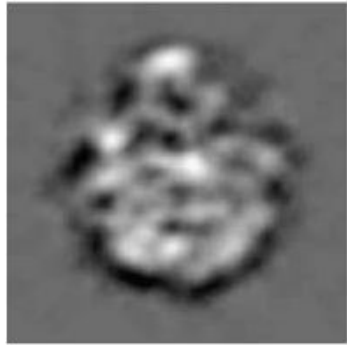




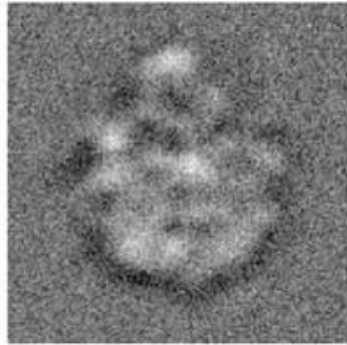
Uncertainty Principle



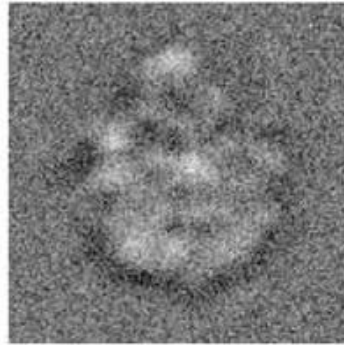
Signal to noise ratio



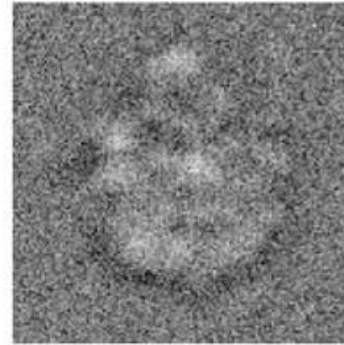
(a) Clean



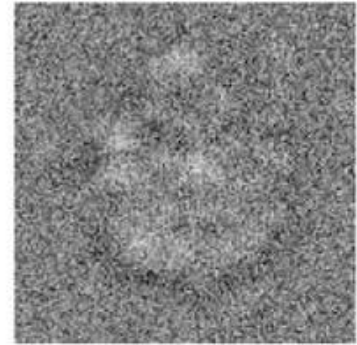
(b) SNR=1



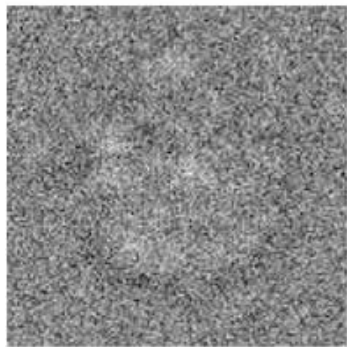
(c) SNR=1/2



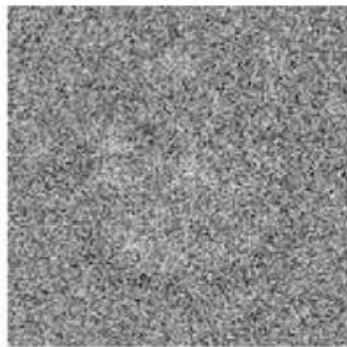
(d) SNR=1/4



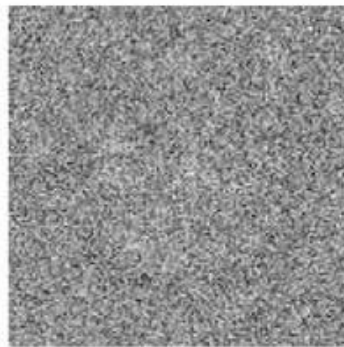
(e) SNR=1/8



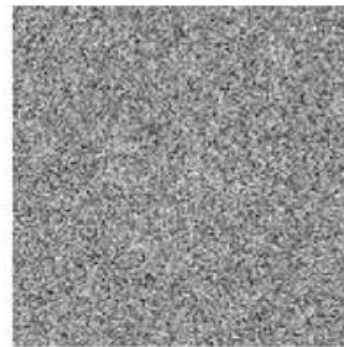
(f) SNR=1/16



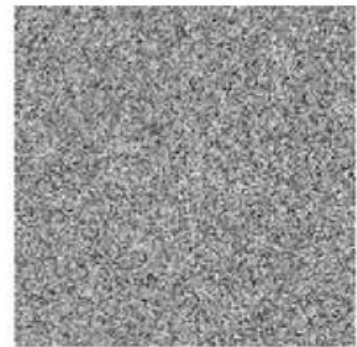
(g) SNR=1/32



(h) SNR=1/64



(i) SNR=1/128



(j) SNR=1/256

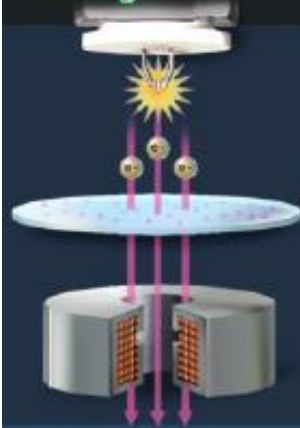
$$\text{SNR} = \frac{\sigma_{\text{signal}}^2}{\sigma_{\text{noise}}^2}.$$

$$\text{SSNR}(r) = \frac{\sum_{r_i \in R} \left| \sum_{k_i} F_{r_i, k} \right|^2}{\frac{K}{K-1} \sum_{r_i \in R} \sum_{k_i} |F_{r_i, k} - \bar{F}_{r_i}|^2} - 1$$

Definitions

1. *Information:* any entity or form that resolves uncertainty or provides some answer to some kind of question.
2. *Data:* something from which information can be extracted (or not).
3. *Image:* a visible impression containing information obtained by a camera, telescope, microscope, or other device.
4. *Digital image processing:* to perform operations on images using digital equipment (e.g. computers).
5. *Digital:* data represented as a finite sequence of finite discrete values.
6. *Operation:* any of various mathematical or logical processes (such as addition, multiplication, etc) of deriving one entity from others according to a rule.
7. *Digital image analysis:* process by which information is extracted from images.

CryoEM

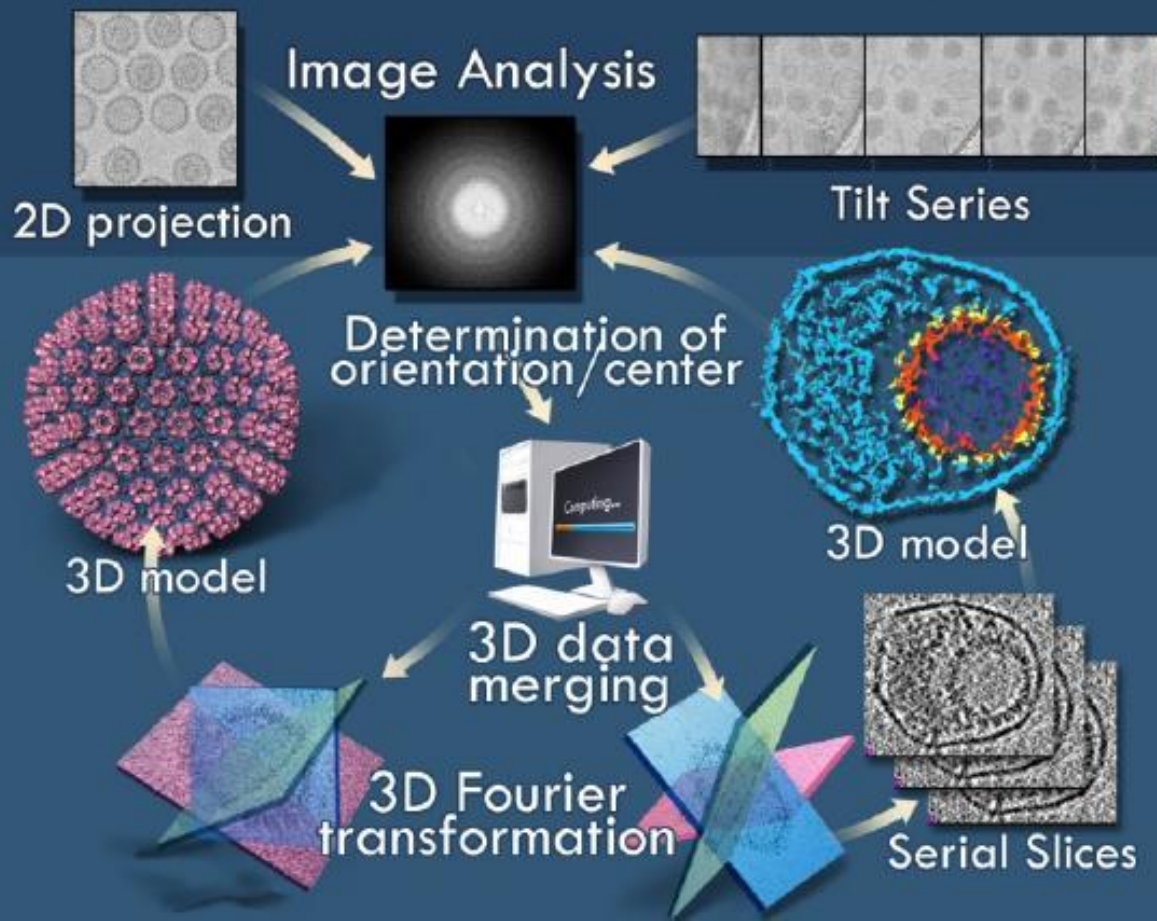


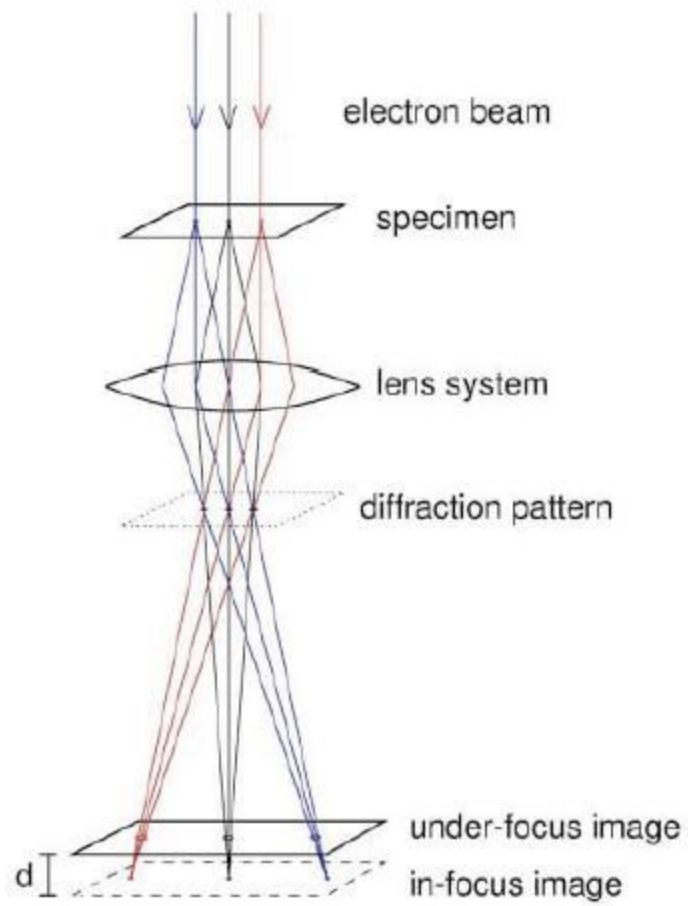
Electron Source

Complexes embedded
in vitrified buffer

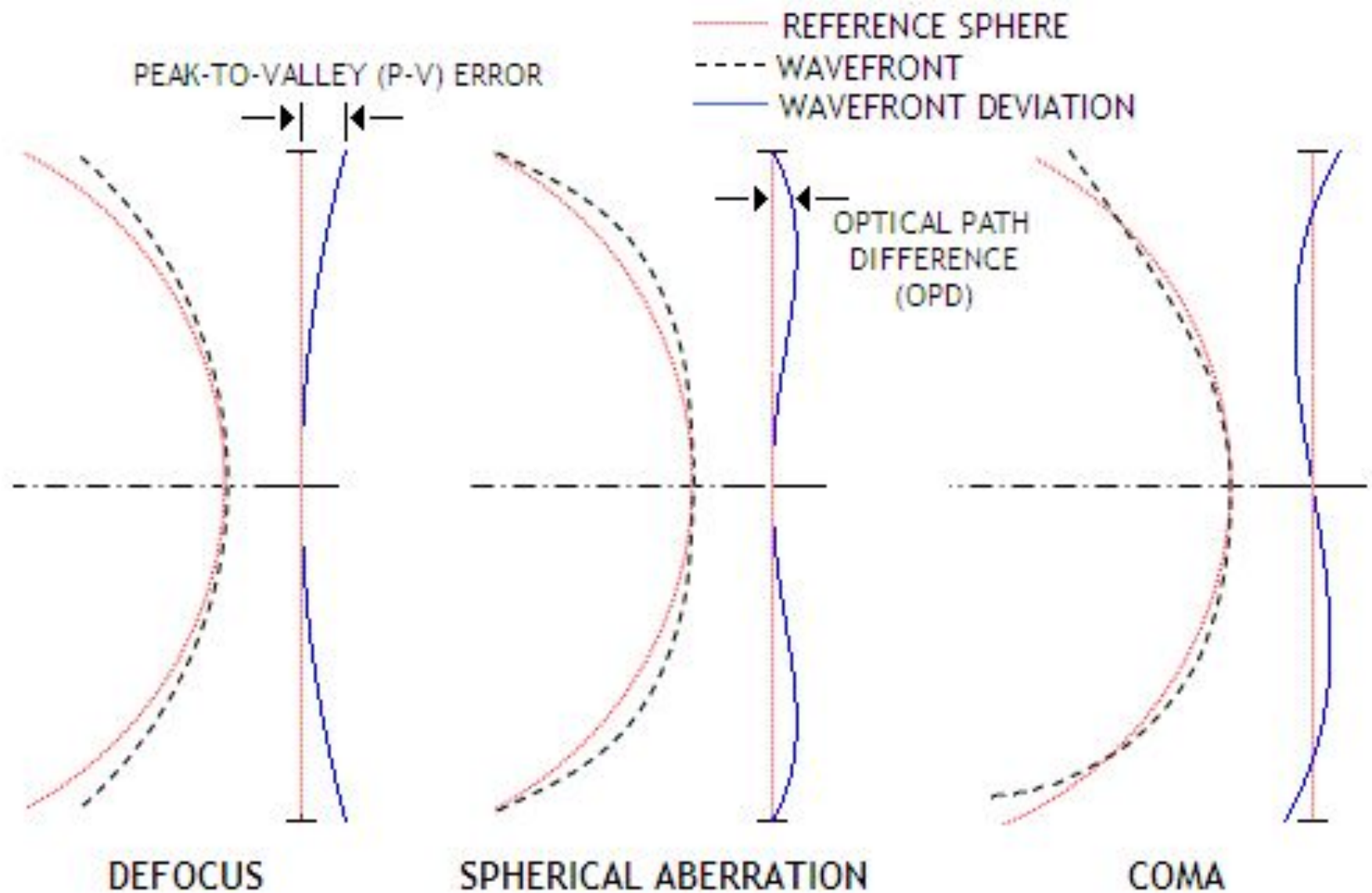
Magnetic lens

CryoET





Volkman & Hanein, 2002



Overview

- Digital image representation
- Microscopes are linear time-invariant systems
- Signal processing and Fourier transform
- Point spread function
- Convolution and deconvolution
- Low, High and Band pass filtering
- Central slice theorem and 3D reconstruction
- Point-group symmetry (icosahedral)