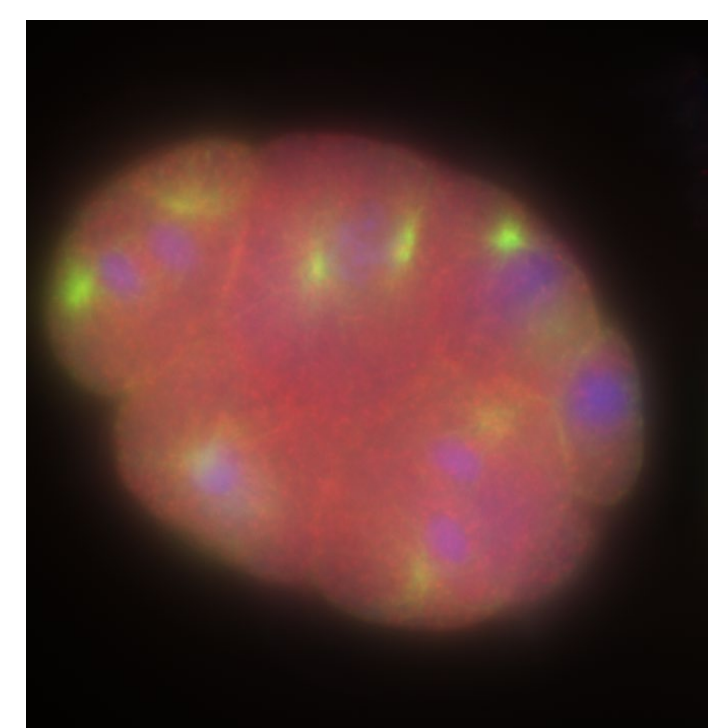


### Introduction

We use microscopy to make the invisible visible – that is, to see great detail in tiny three-dimensional objects. However, the process of capturing images from a microscope is imperfect, so we use various computer programs to improve microcopy output.

### Datasets

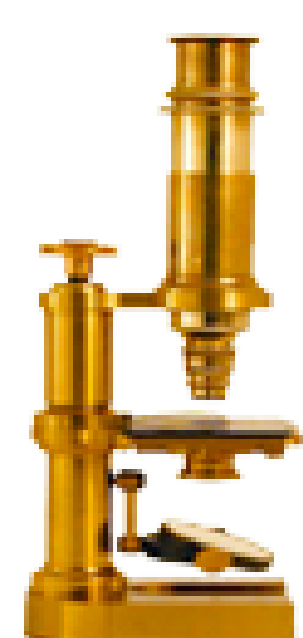


**C. elegans embryo** – three channels (shown here in RGB form) [1]



**cameraman.tif** – 8-bit grayscale image [2]

### Tools



**ImageJ** – open-source scientific image processing software [3]

**Fiji** – distribution of ImageJ with built-in plugins and updater [4]

- **Plugins** – additional programs that can be installed into ImageJ and provide additional functionality
- **Macros** – Java scripts that execute ImageJ functions in sequence [5]

### Conclusion

We have learned about the use of computational imaging tools to recreate the microscopic imaging process and improve output images. However, the project is still a work-in-progress; we have not yet recreated the process from start to finish with our own dataset or with different microscope settings.

### Acknowledgements

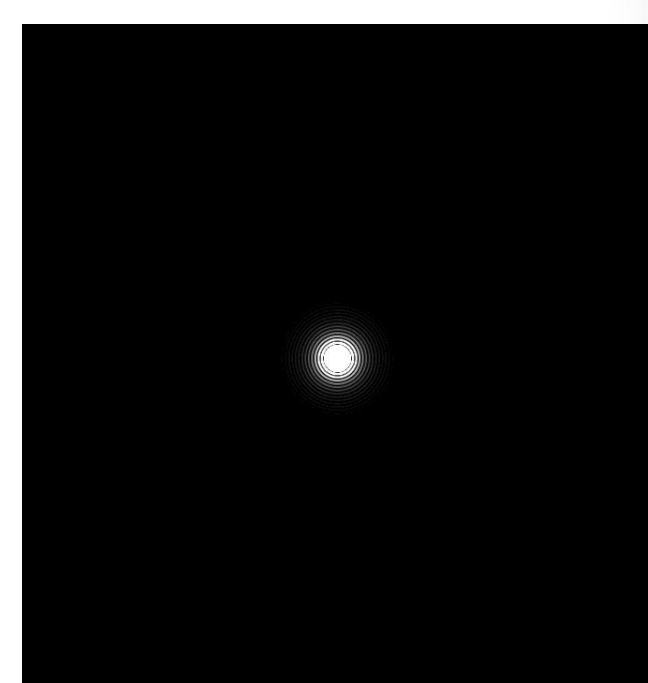
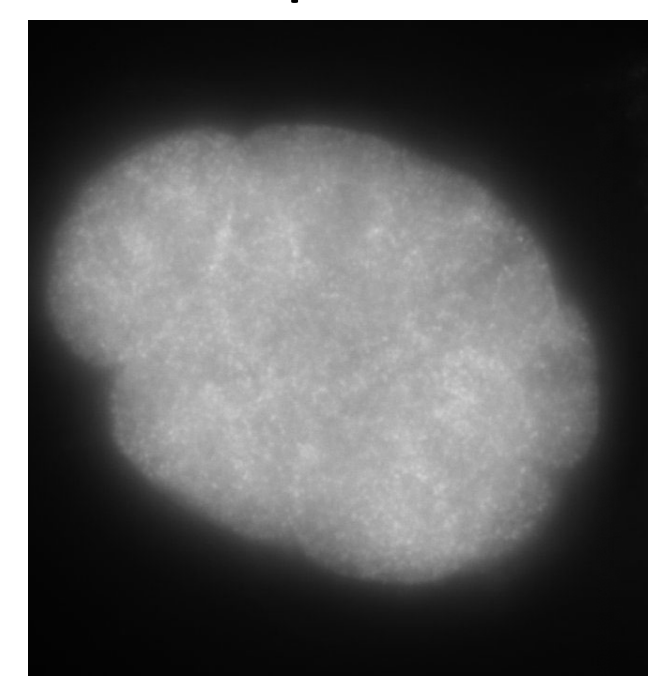
We would like to thank the other members of our Vertically Integrated Projects (VIP) team – Rosalia Nwaobi, Haleigh Sisson, and Arash Atibi – for their assistance throughout the development of our project.

### Methodology & Results

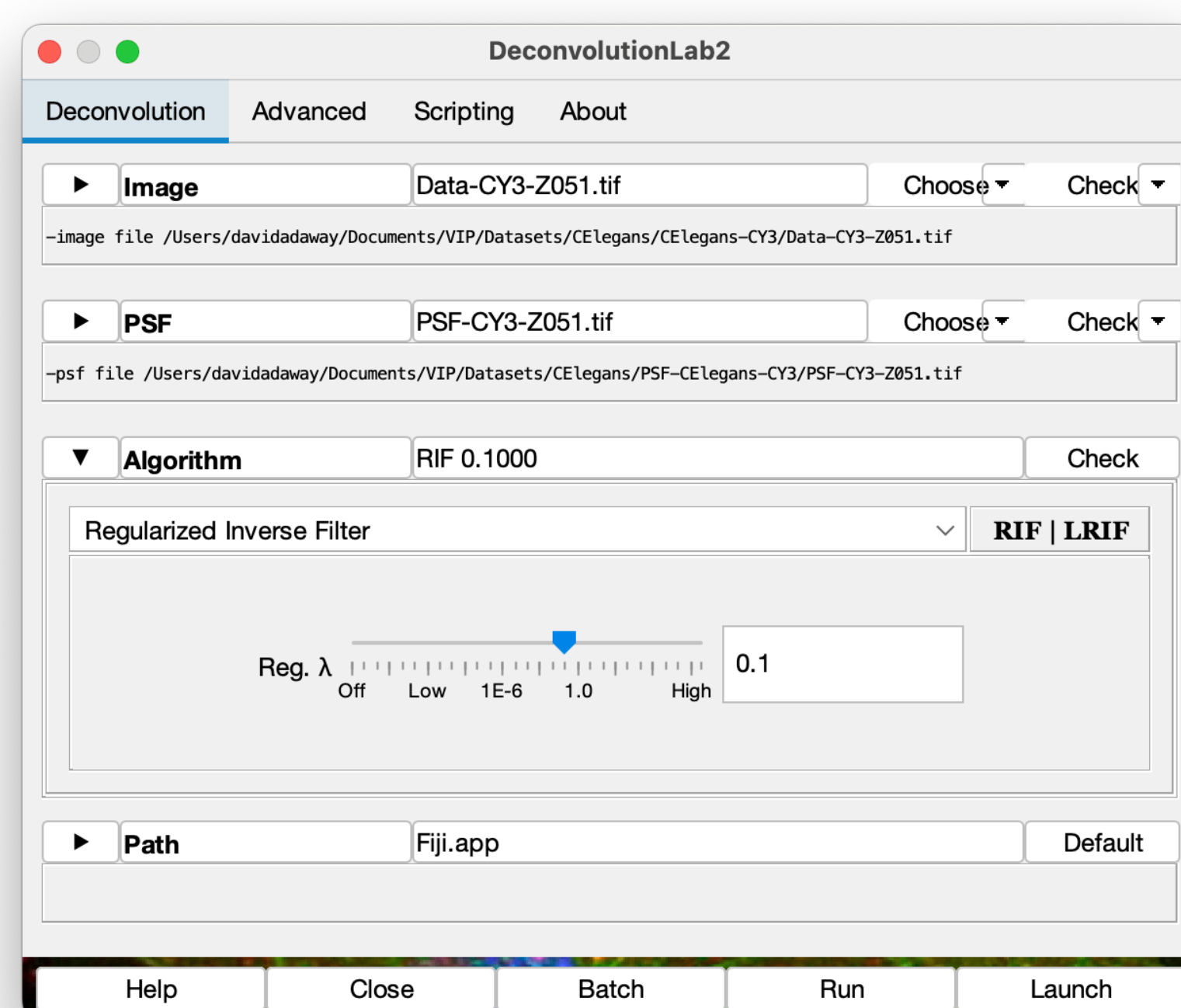
#### Deconvolution

- **Convolution** – microscopy images are blurred according to a point-spread function (PSF)
- **DeconvolutionLab2** – plugin that attempts to mitigate the effects of convolution [6]

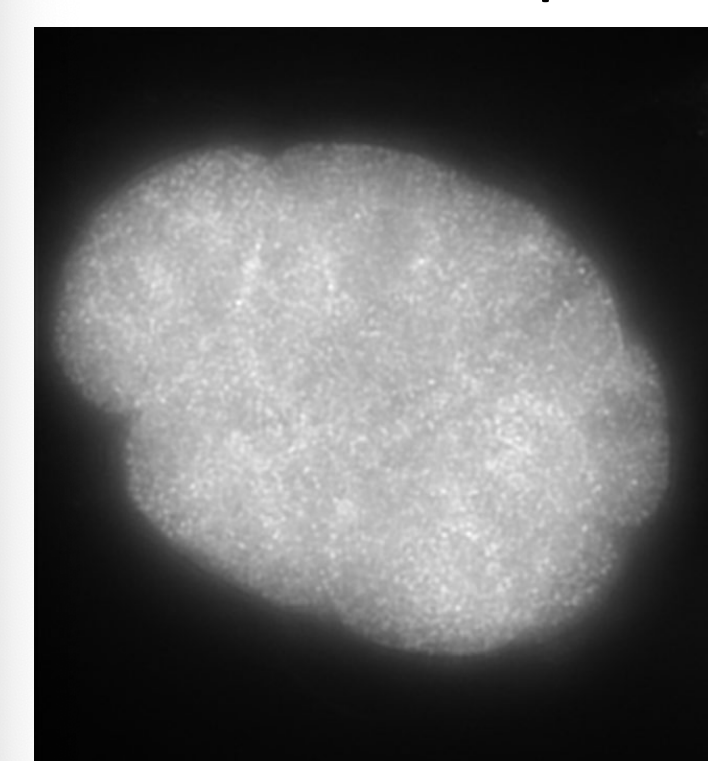
Input



PSF



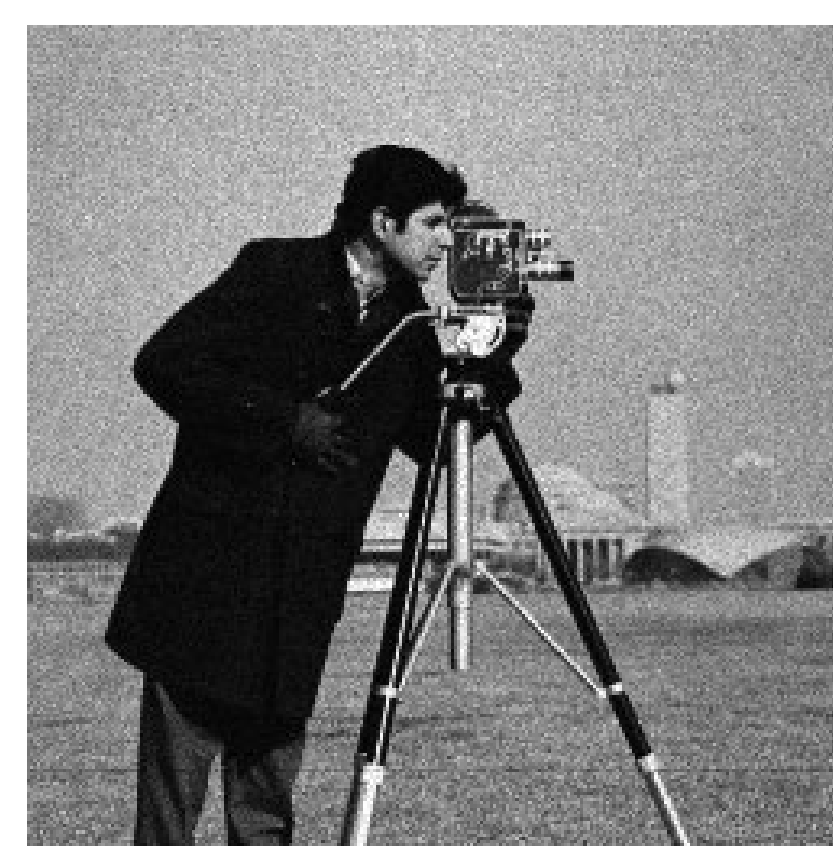
Restored output



#### Noising/Denoising

- **Noise** – corruption of image from microscope
- **RandomJ** – plugin that adds noise to images [7]
- **PureDenoise** and **DnCNN** – two plugins that attempt to remove noise from images [8][9]
- **CLIJ2** – plugin that calculates the mean squared error of two images [10]

Modulatory Poisson noise



PureDenoise



MSE = 34.670

DnCNN



MSE = 73.623

$$MSE = \frac{1}{n} \sum_{i=1}^n (Y_i - \hat{Y}_i)^2$$

**Calculation of MSE** – square the difference in each pixel, sum the squares, and divide by the number of pixels

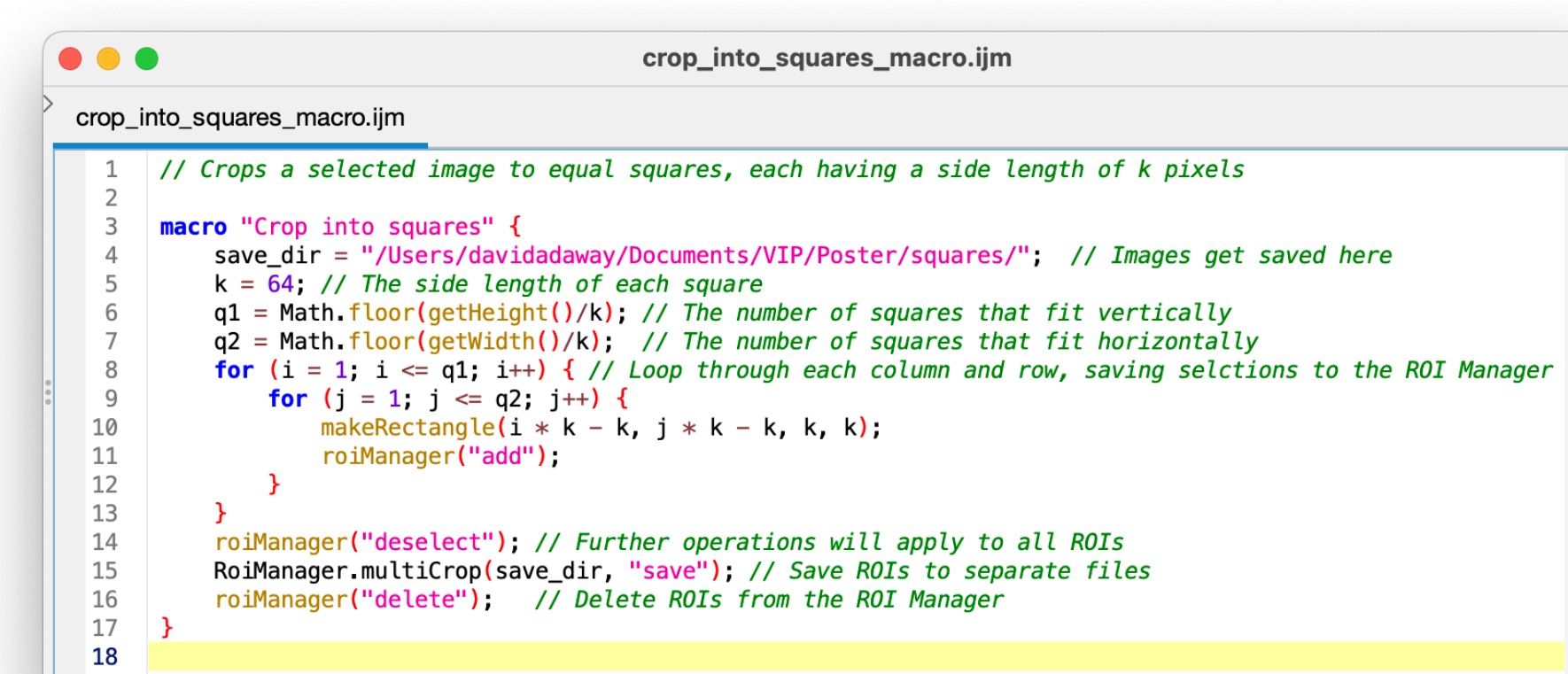
#### Cropping/Stitching

- **Cropping** – splitting an image into smaller pieces
- **MosaicJ** – plugin that stitches cropped pieces back together [11]

MosaicJ canvas



Stitched output



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