



# Introduction to image processing and analysis with ImageJ / Fiji.

## Part 1

### Digital Images

Course by Dale Moulding



# Session 1

45 minutes

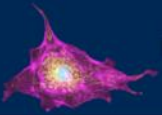
20 minute lecture

20 minutes exercises & answers

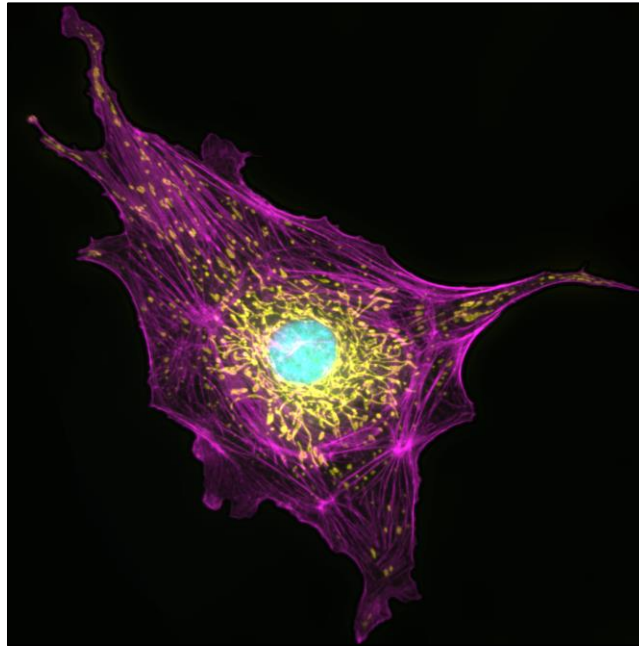
5 minutes break

## Learning objectives:

- Explain the composition of a digital image
- Understand pixel values and image brightness
- Know the difference between an RGB colour image and a digital image with discrete channels and look up tables
- Show how different bit depths are used for image capture and processing



## What is a digital image?

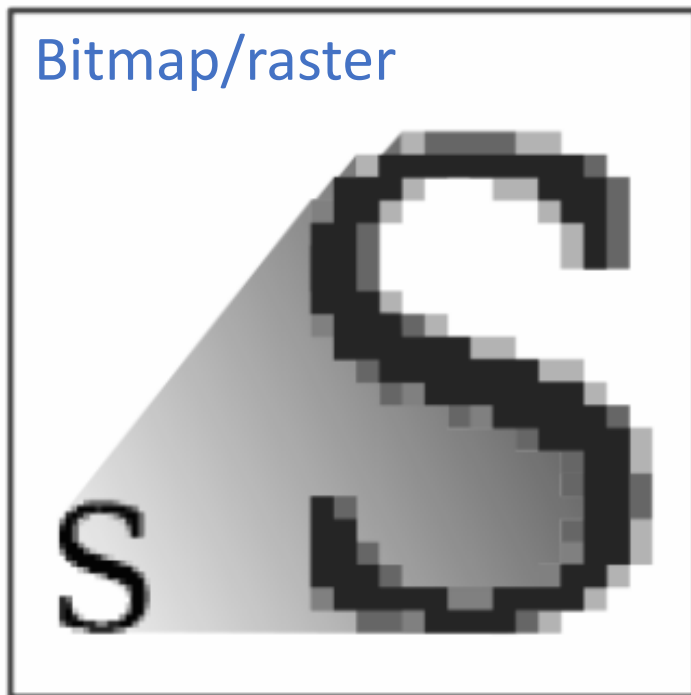


Quick answer: Just numbers.  
Therefore, image analysis is just maths.



Digital images are either pixel or vector based

Bitmap/raster



- Array of points (pixels)
- Not scalable (aliasing)

**Microscopy Images**  
Photoshop/GIMP  
ImageJ

Vector



- Mathematical/geometric equations
- Scalable

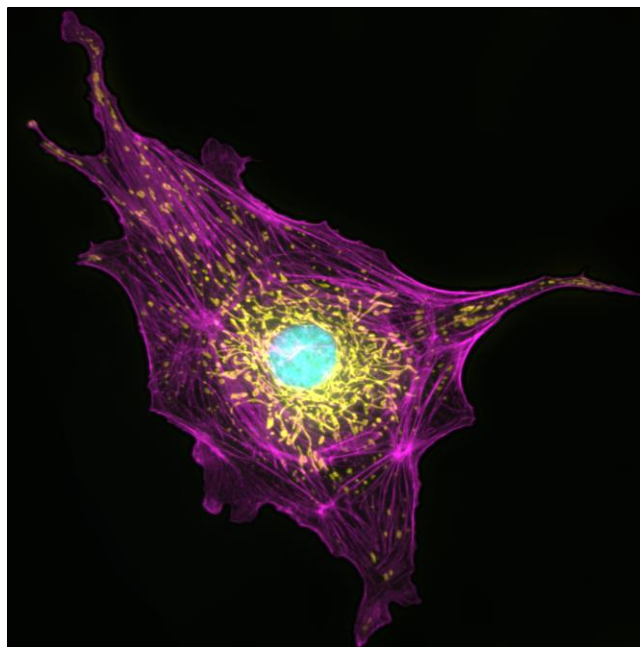
Illustrator/Inkscape  
Acrobat



All microscope images are a digital representation of your sample.

Array of pixels with defined spacing (size) & location

Each pixel is a single numerical value



The pixel value represents the amount of light from the specimen that falls onto that pixel

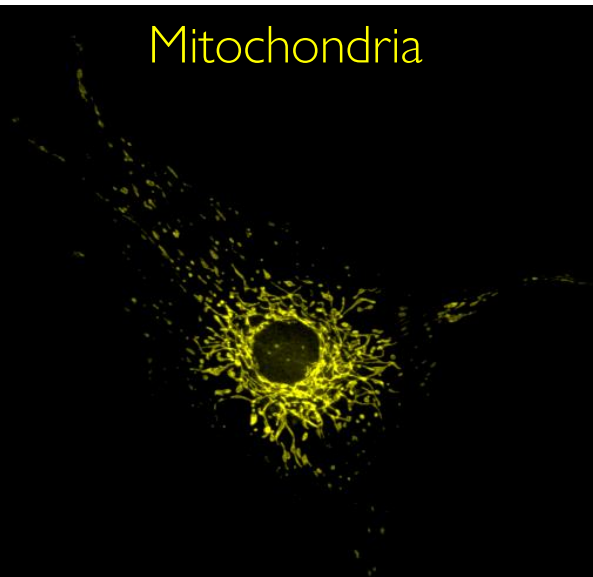


Digital microscope images are often composed of more than one channel (colour), and are rarely RGB images

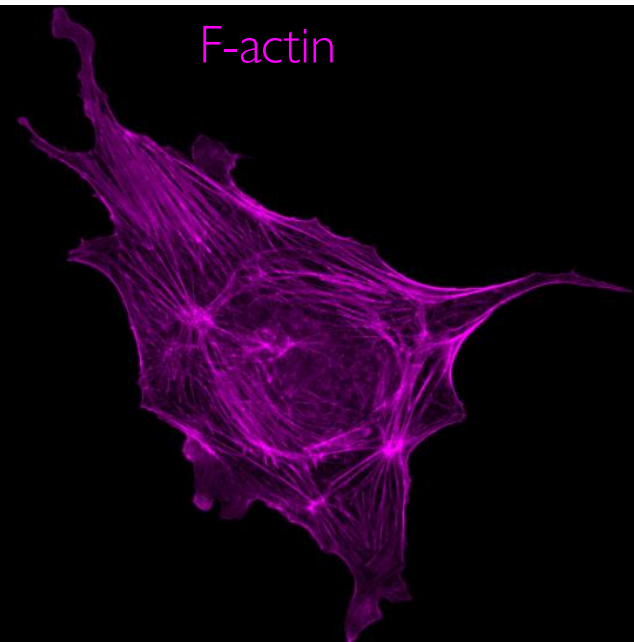
Nucleus



Mitochondria



F-actin





Colours are applied separately as Look Up Tables, each channel is a monochrome grayscale image.

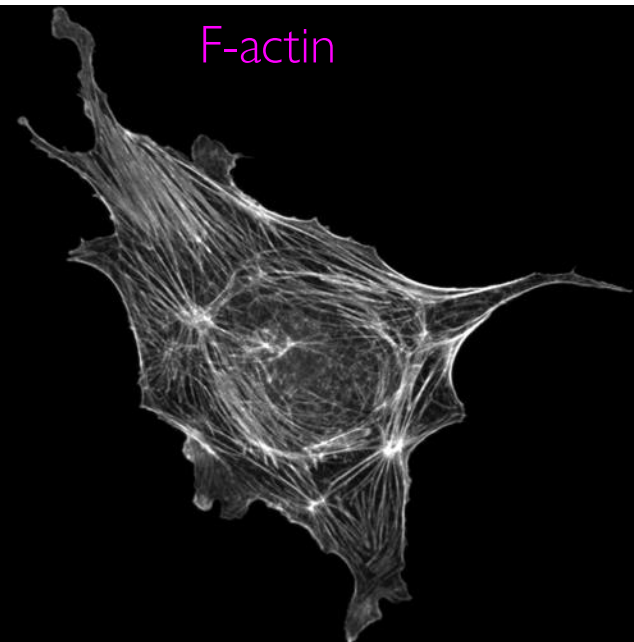
Nucleus

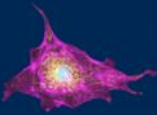


Mitochondria

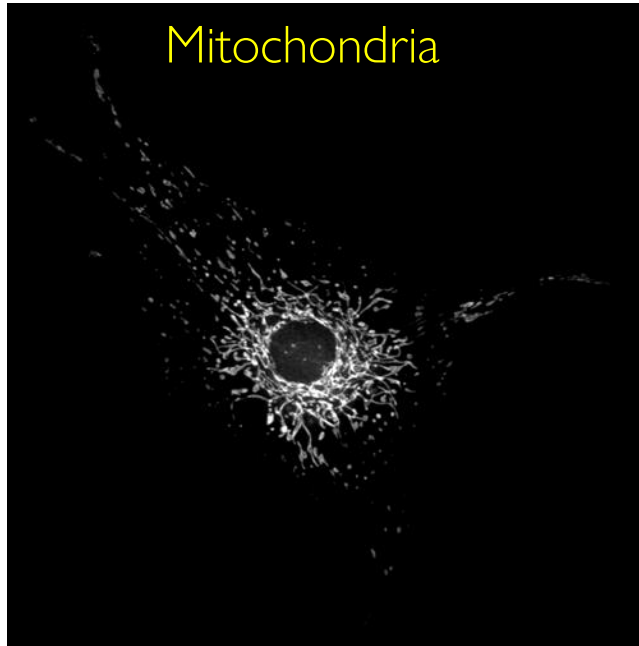


F-actin

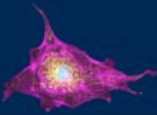




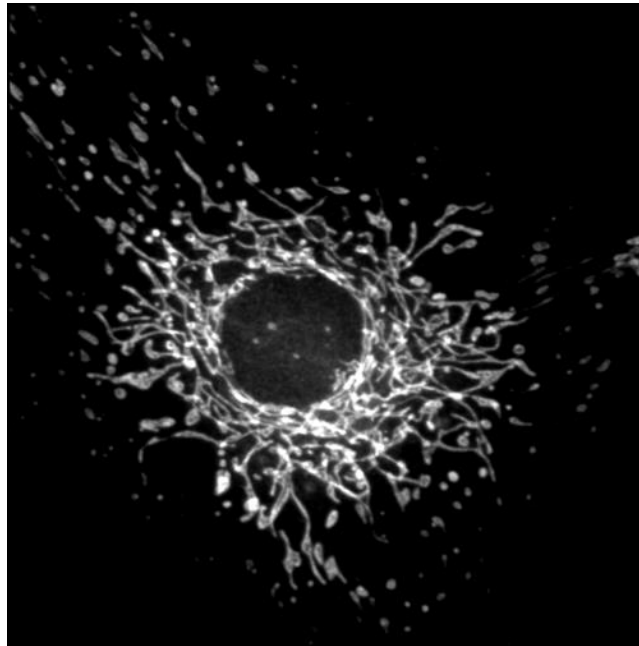
Mitochondria

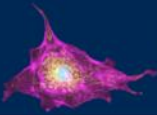




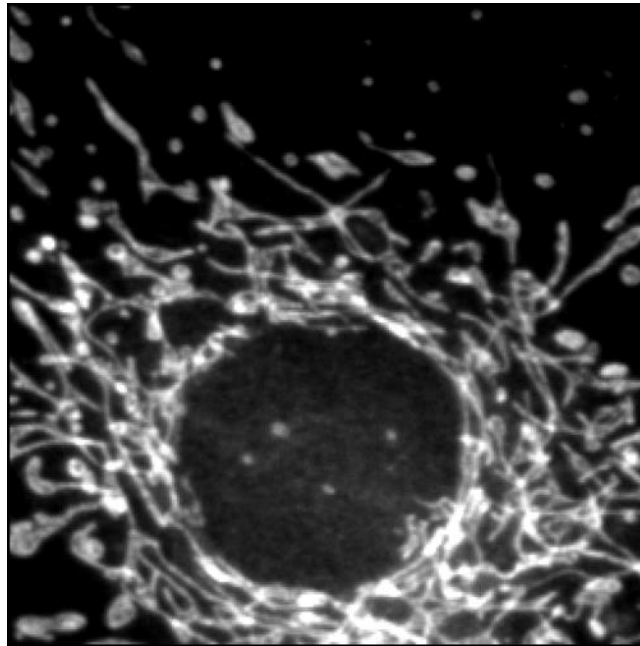


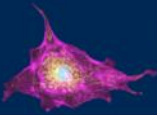
2 x



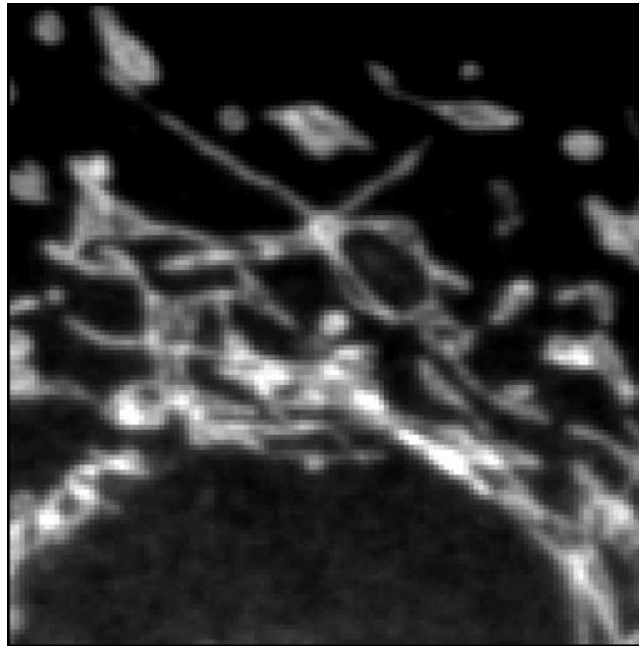


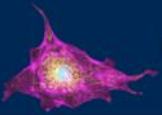
4 x



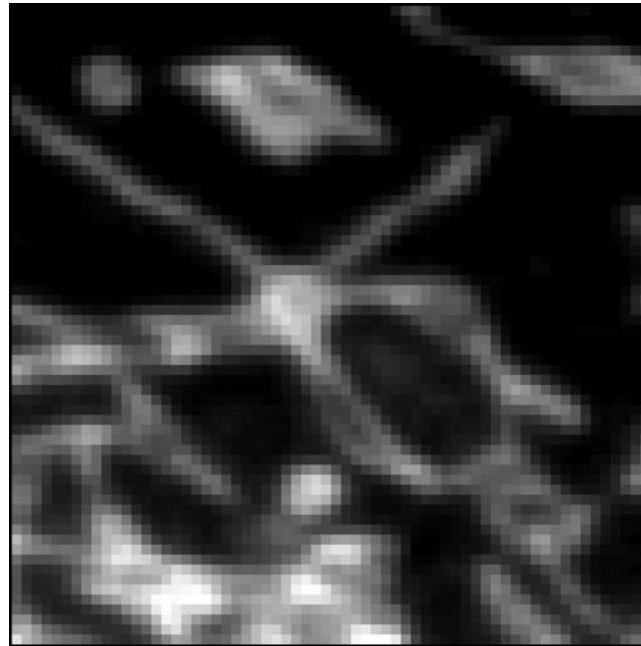


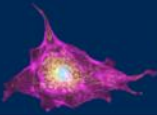
8 x



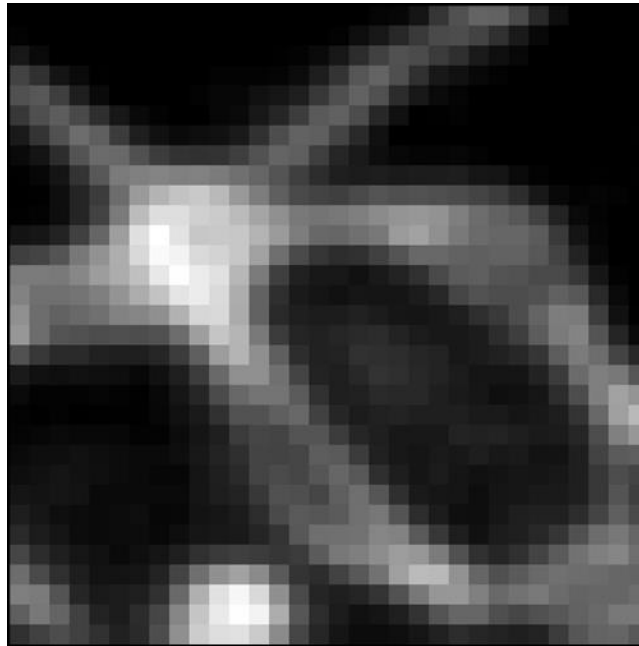


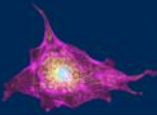
16 x



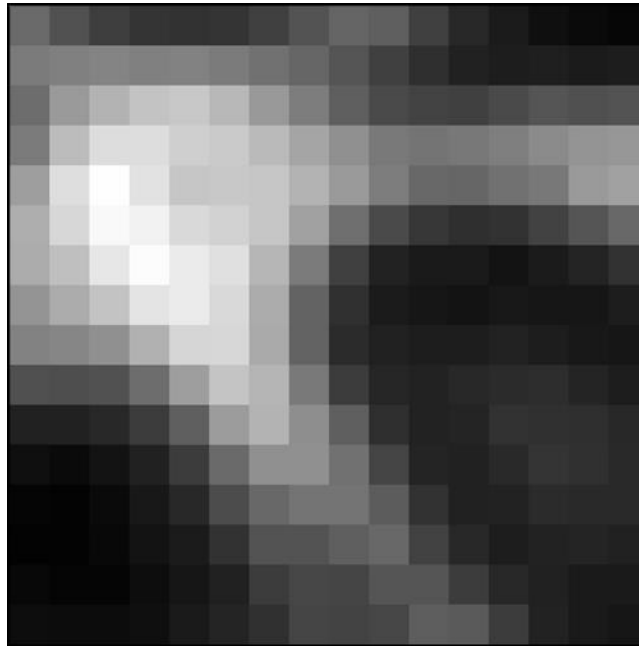


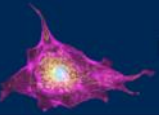
32 x



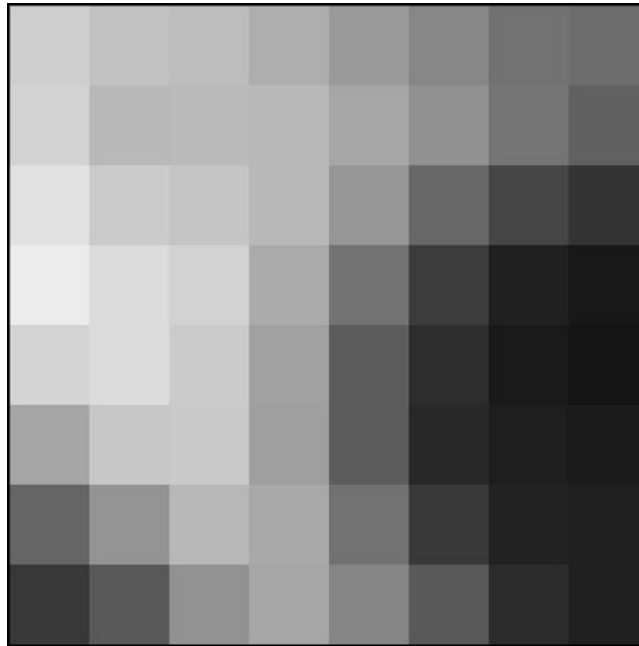


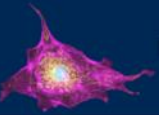
64 x



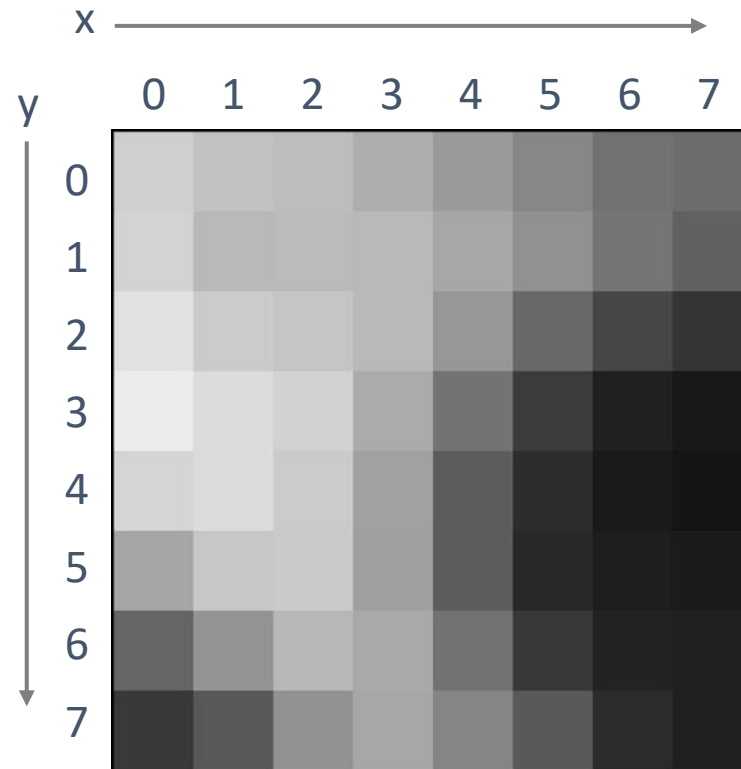


128 x







Array of pixels with  
defined spacing (size)  
& location (x & y)







Each pixel is a single  
numerical value

	x								
		0	1	2	3	4	5	6	7
y									
0		190	179	174	161	143	124	105	101
1		195	171	172	171	154	134	108	90
2		208	188	181	171	139	96	65	48
3		218	202	193	157	106	56	30	23
4		196	203	187	148	86	42	24	19
5		153	184	186	147	86	37	28	25
6		94	137	169	156	105	52	33	30
7		52	82	135	154	123	82	41	30

The pixel value  
represents the  
amount of light from  
the specimen that  
falls onto that pixel



x →

y ↓

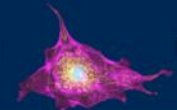
	0	1	2	3	4	5	6	7
0	190	179	174	161	143	124	105	101
1	195	171	172	171	154	134	108	90
2	208	188	181	171	139	96	65	48
3	218	202	193	157	106	56	30	23
4	196	203	187	148	86	42	24	19
5	153	184	186	147	86	37	28	25
6	94	137	169	156	105	52	33	30
7	52	82	135	154	123	82	41	30

Simply an 2D array (table of values).



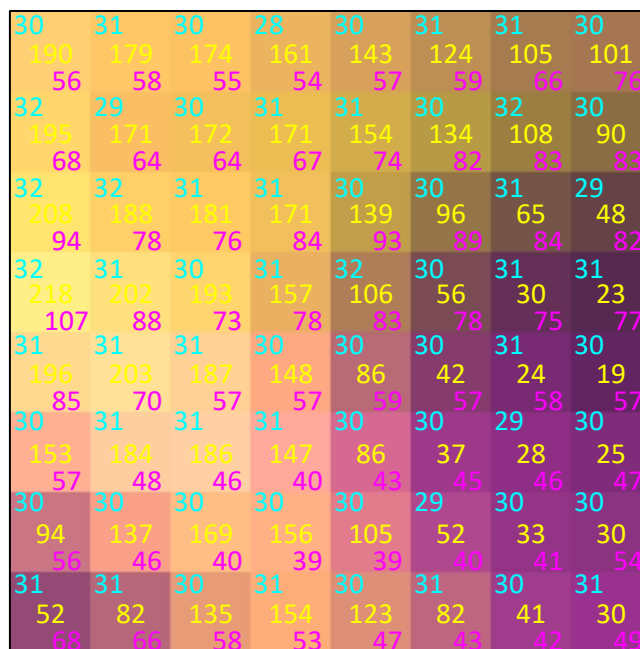
3 arrays (channels /colours) each with its own Look Up Table (LUT)

30	31	30	28	30	31	31	30	190	179	174	161	143	124	105	101	56	58	55	54	57	59	66	76
32	29	30	31	31	30	32	30	195	171	172	171	154	134	108	90	68	64	64	67	74	82	83	83
32	32	31	31	30	30	31	29	208	188	181	171	139	96	65	48	94	78	76	84	93	89	84	82
32	31	30	31	32	30	31	31	218	202	193	157	106	56	30	23	107	88	73	78	83	78	75	77
31	31	31	30	30	30	31	30	196	203	187	148	86	42	24	19	85	70	57	57	59	57	58	57
30	31	31	31	30	30	29	30	153	184	186	147	86	37	28	25	57	48	46	40	43	45	46	47
30	30	30	30	30	29	30	30	94	137	169	156	105	52	33	30	56	46	40	39	39	40	41	54
31	31	30	31	30	31	30	31	52	82	135	154	123	82	41	30	68	66	58	53	47	43	42	49

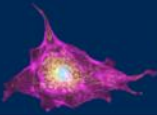


## Composite image of the 3 channels

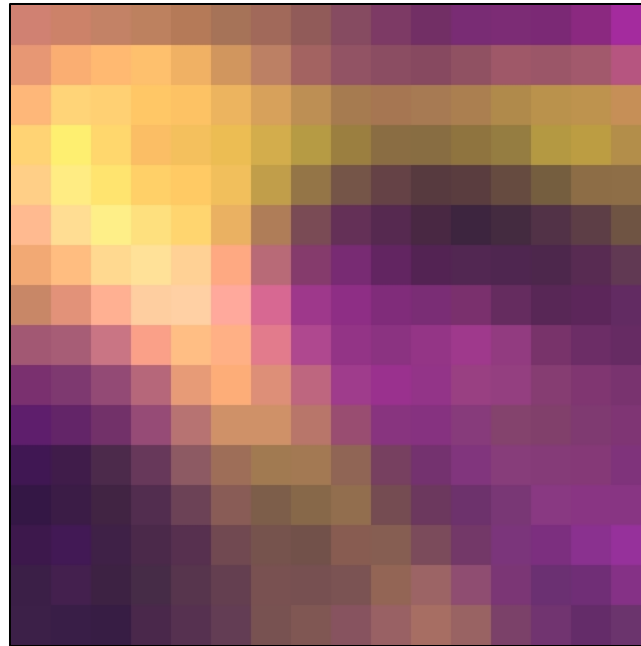
128 x

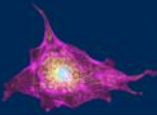


3 arrays / channels (each with its own LUT) are overlaid

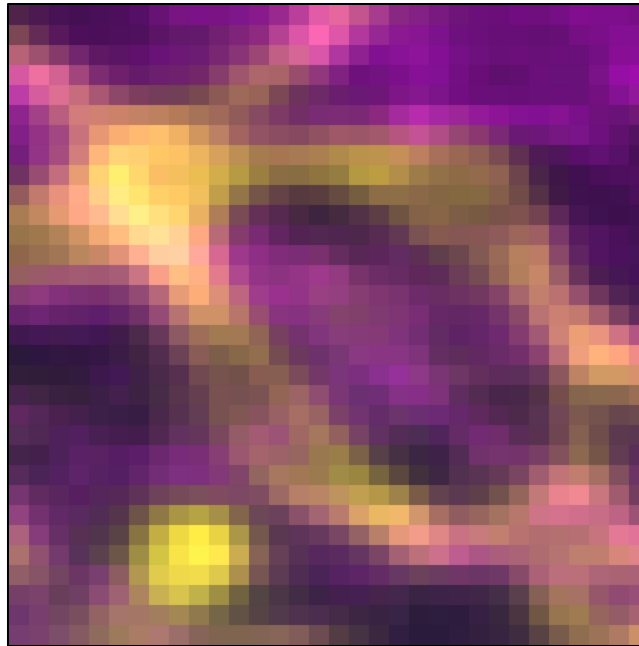


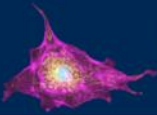
64 x



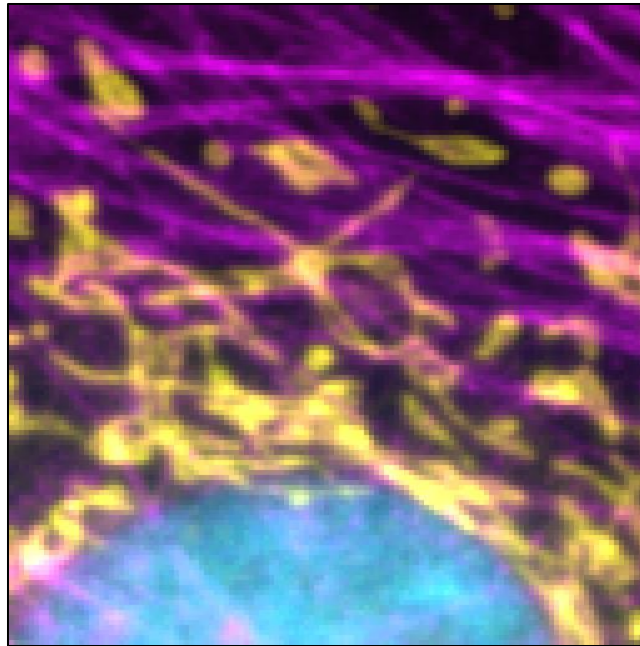


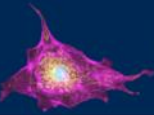
32 x



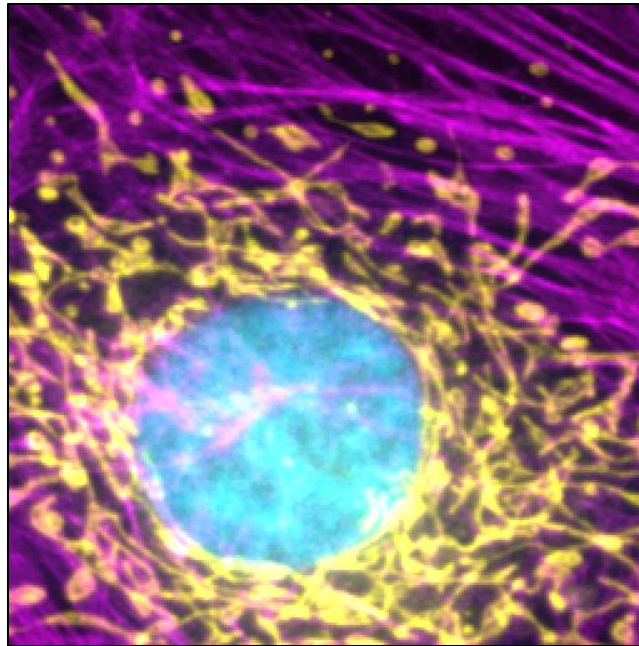


8 x

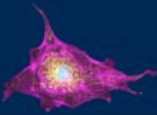




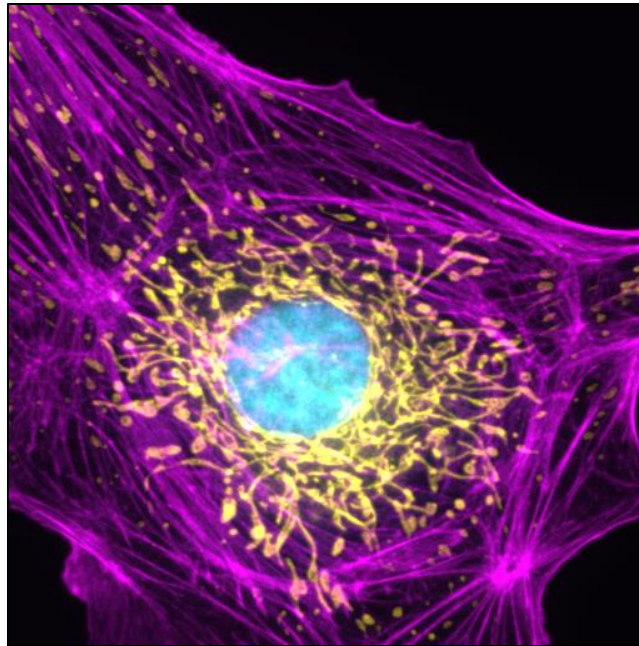
4 x





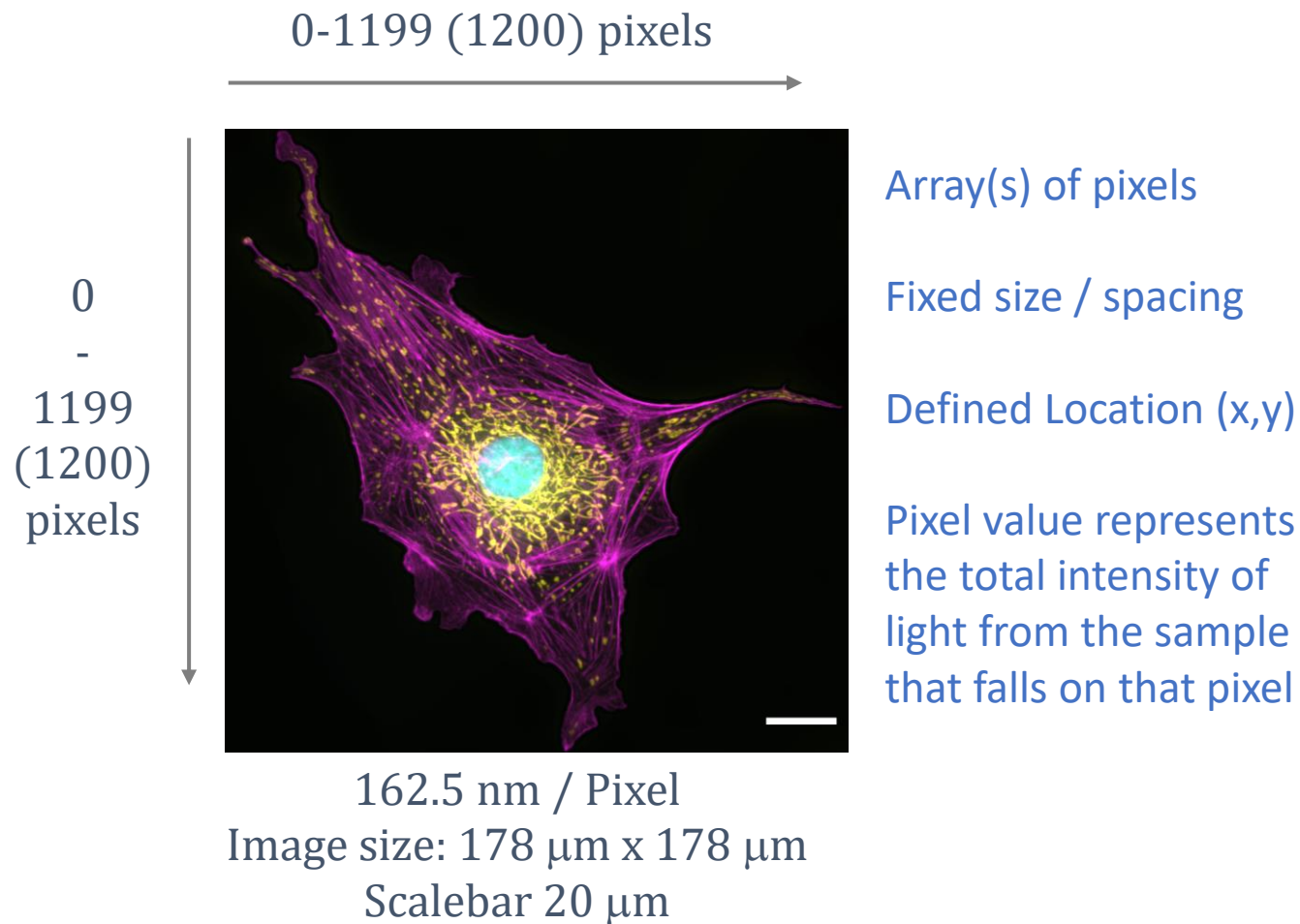


2 x



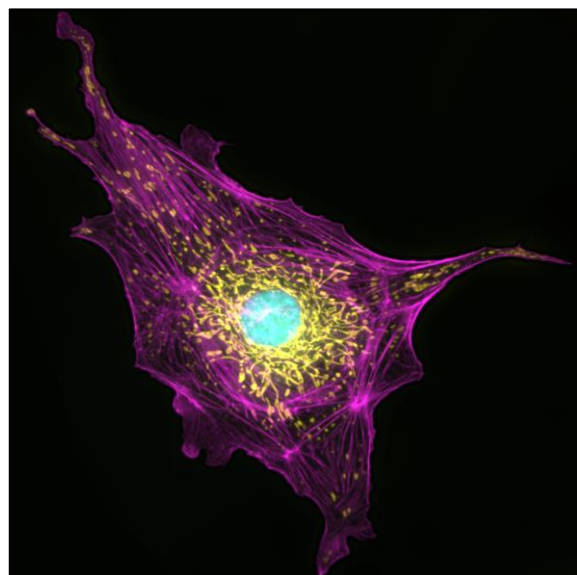


## What is a digital image?

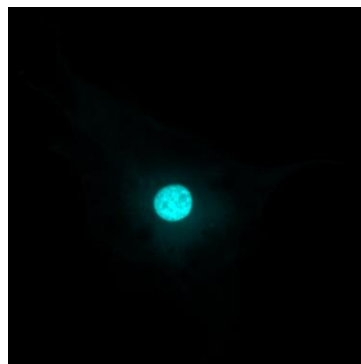




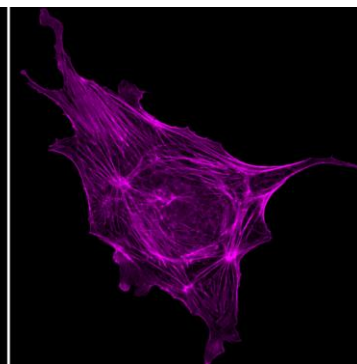
## What colour are digital images?



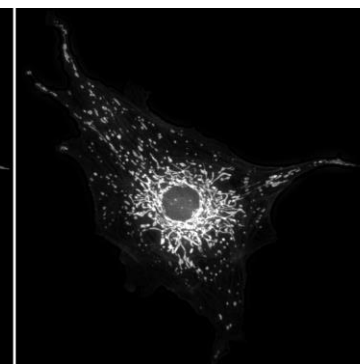
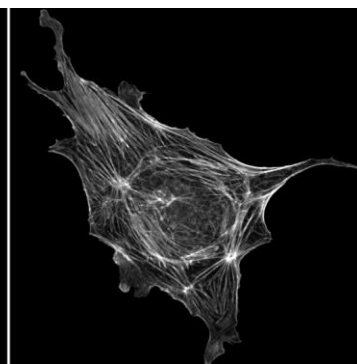
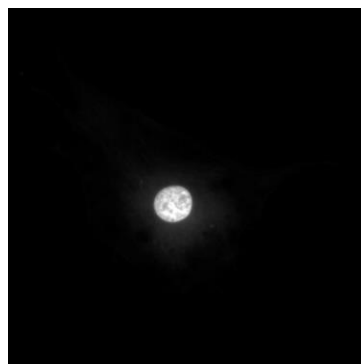
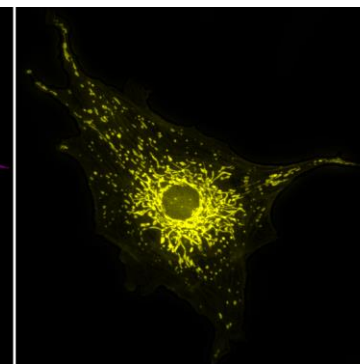
Ch 1



Ch 2



Ch 3

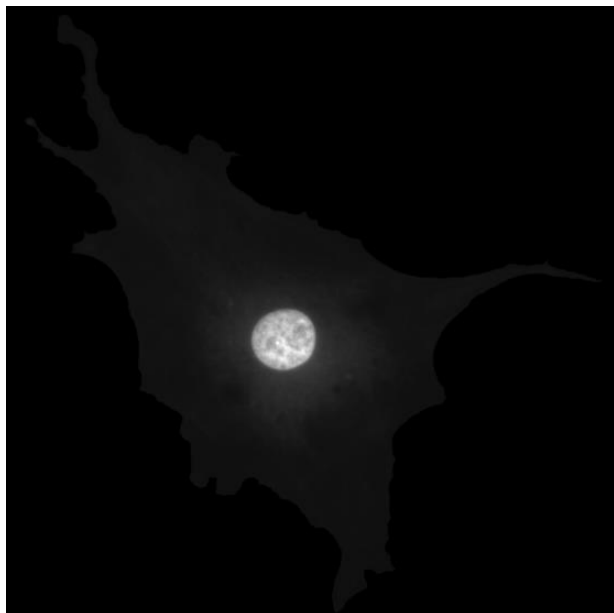


Quick answer: They don't have a colour, they are just numbers.  
The numbers represent brightness, so they are just shades of grey.

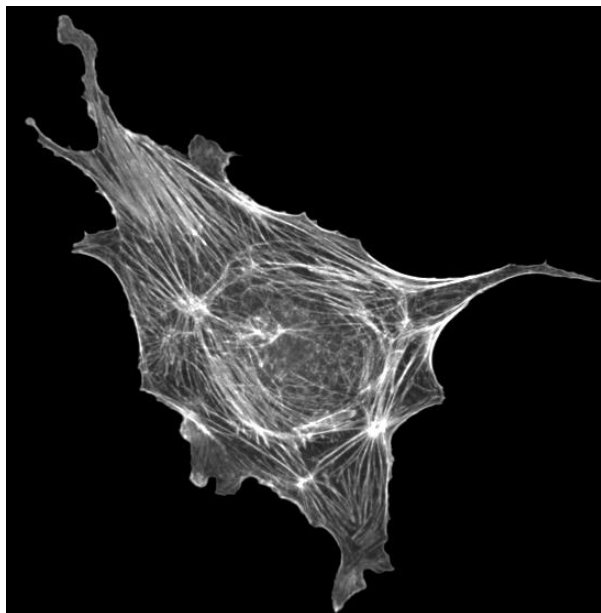


Each channel can be assigned any colour (look-up table - LUT)

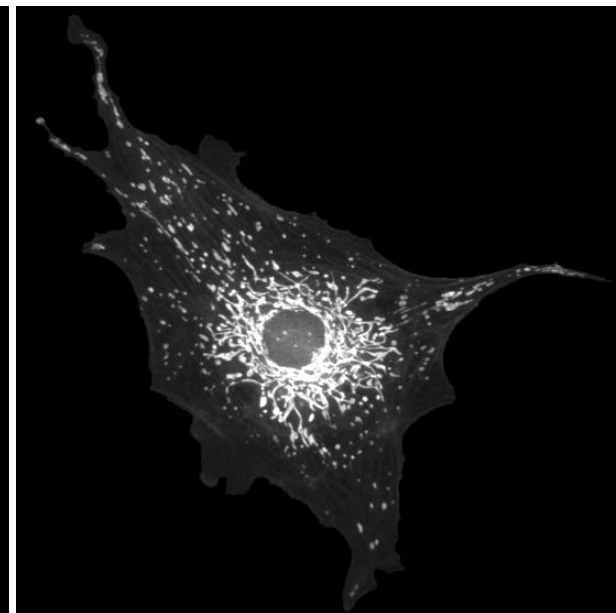
Ch 1



Ch 2



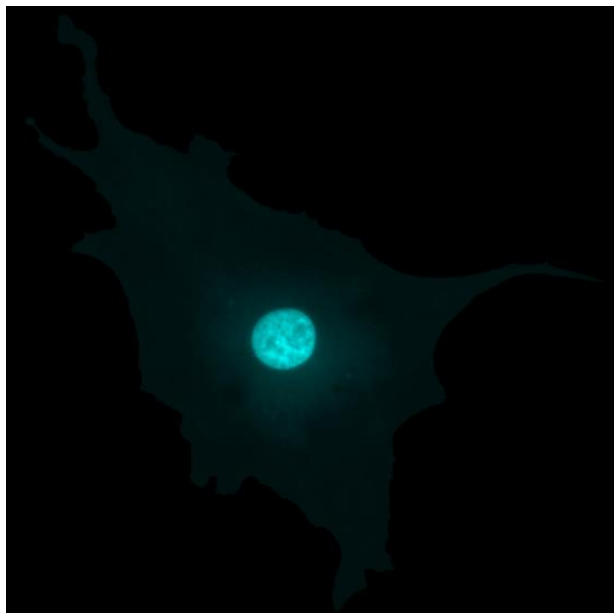
Ch 3





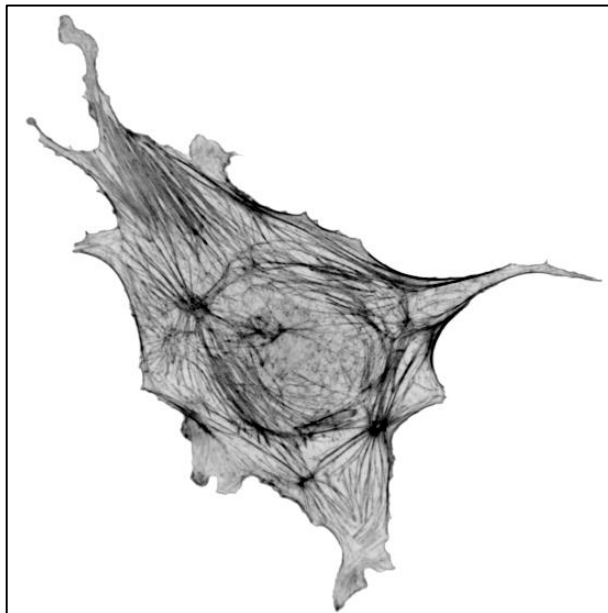
Each channel can be assigned any colour (look-up table - LUT)

Ch 1



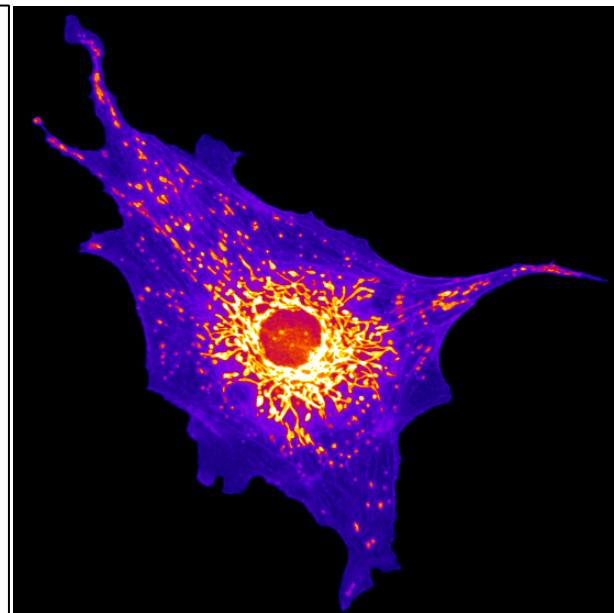
Cyan

Ch 2



Invert LUT

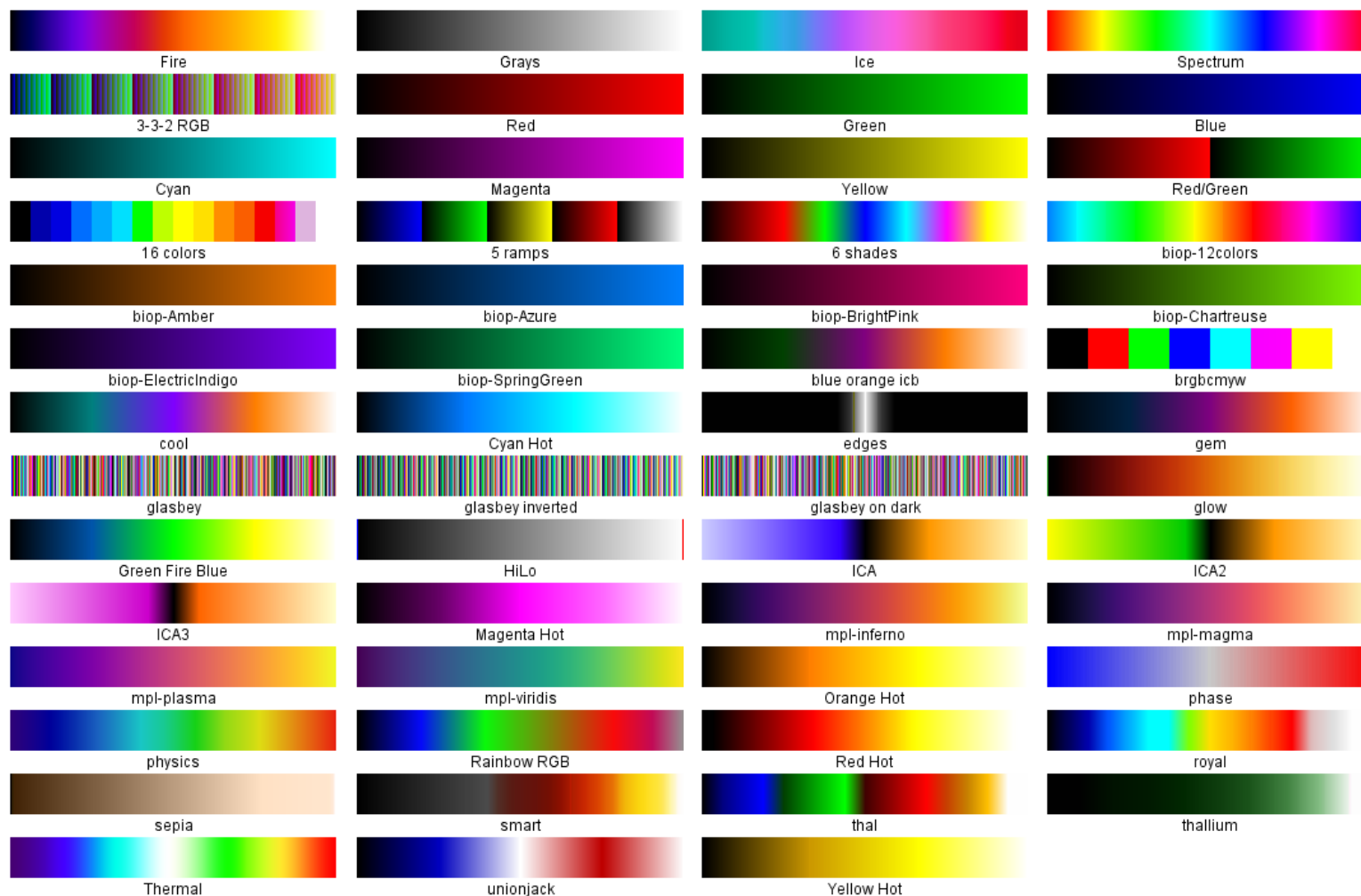
Ch 3



Fire



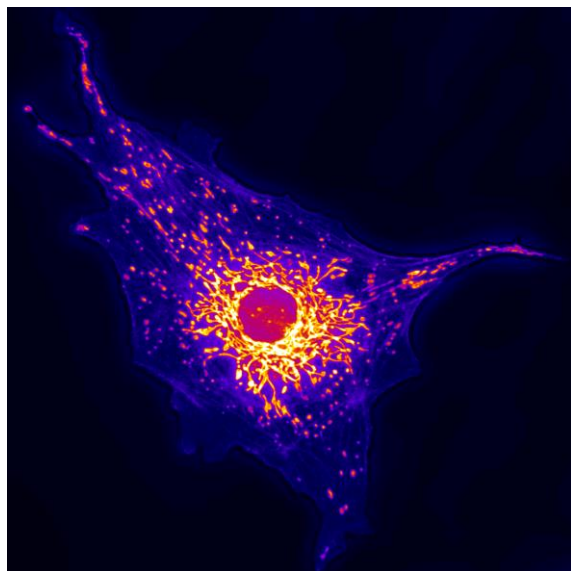
Each channel can be assigned any colour (look-up table - LUT)



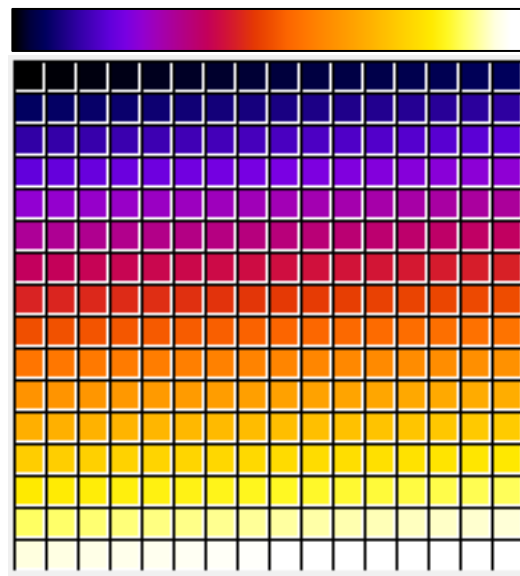


What range of pixel values are used in scientific digital images?

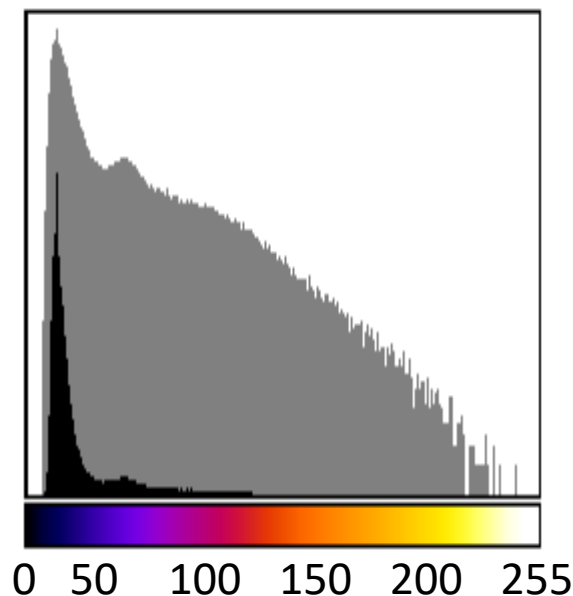
Image



LUT



Histogram



8 bit image

$2^8$

$2 \times 2 \times 2 \times 2 \times 2 \times 2 \times 2 \times 2$

= 256 (0-255)

0

=

Black / No signal

1-254

=

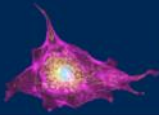
Darker to lighter pixels

255

=

White / Brightest signal





What range of pixel values are used in scientific digital images?

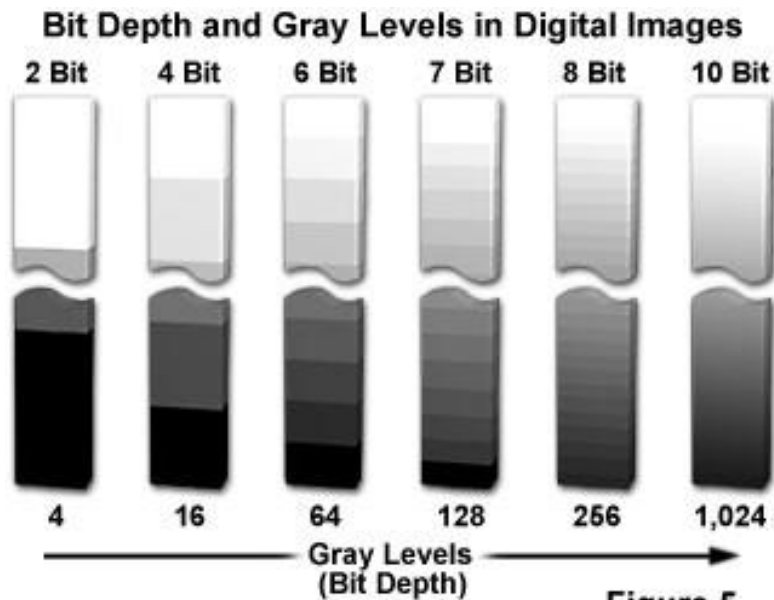


Figure 5

8-bit : from 0 to 255 ( $2^8=256$  steps - integer)

TV, websites, mobiles, printed images

12-bit : from 0 to 4095 ( $2^{12}=4096$  steps)

Scientific cameras, PMTs

16-bit : from 0 to 65535 ( $2^{16}=65536$  steps)

Scientific cameras, PMTs

32-bit : 4,294,967,296 ( $2^{32}$  floating point values)

Computer processing

RGB : three 8-bit grayscale channels  
for red, green and blue



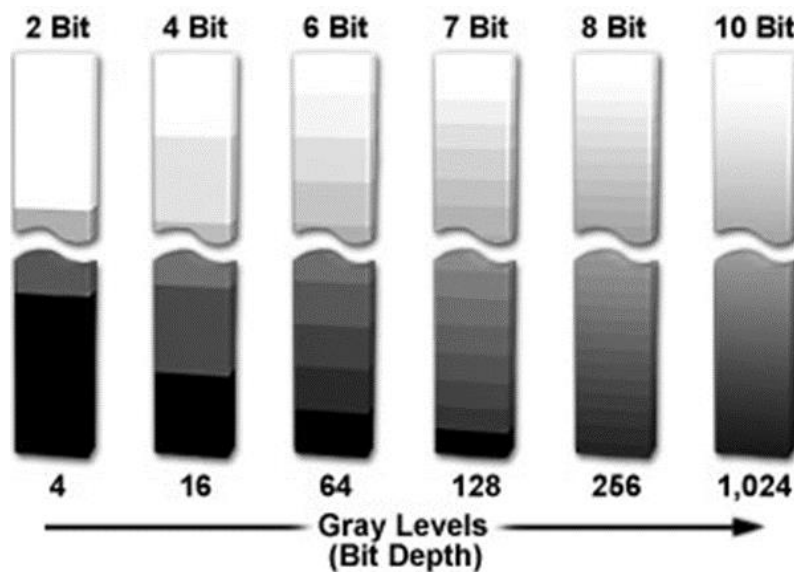
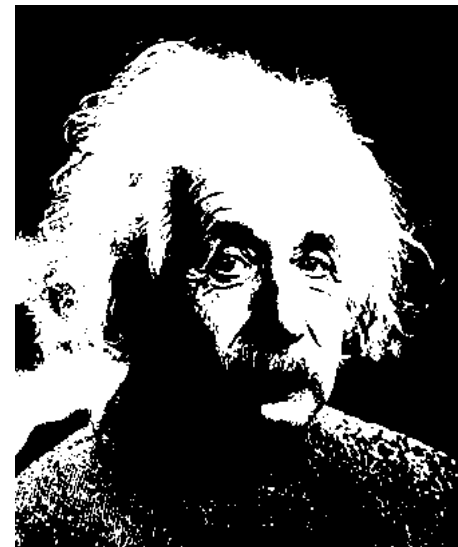
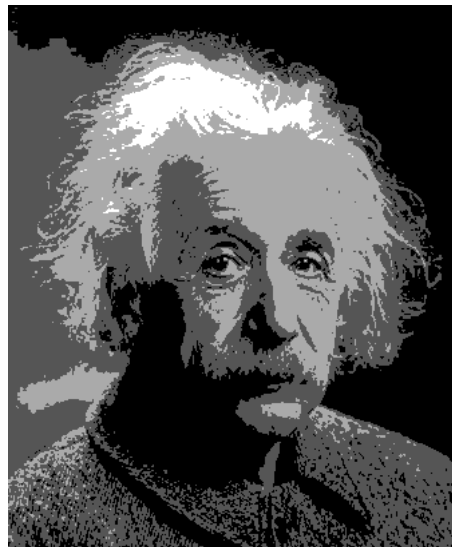
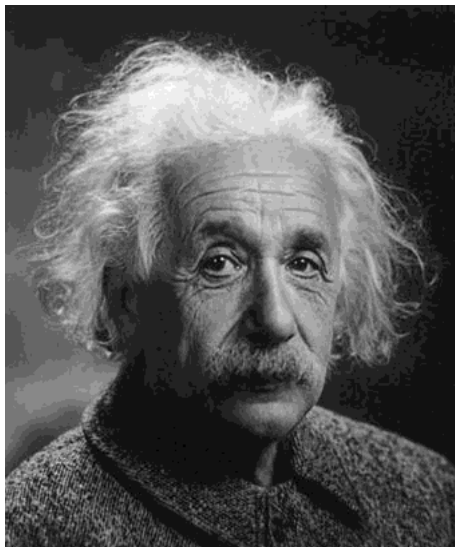
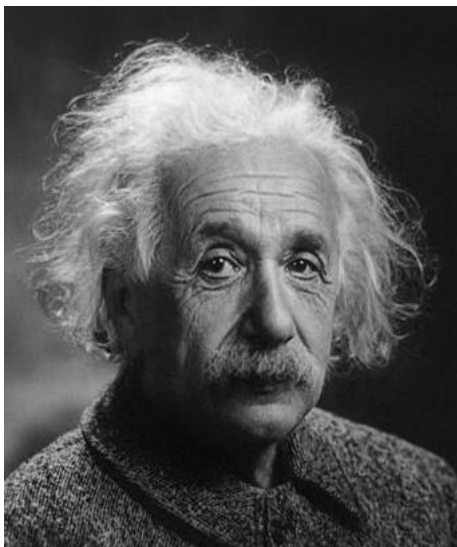


8 bit - 256 levels

4 bit - 16 levels

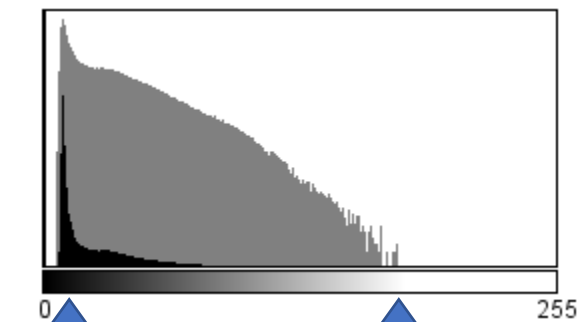
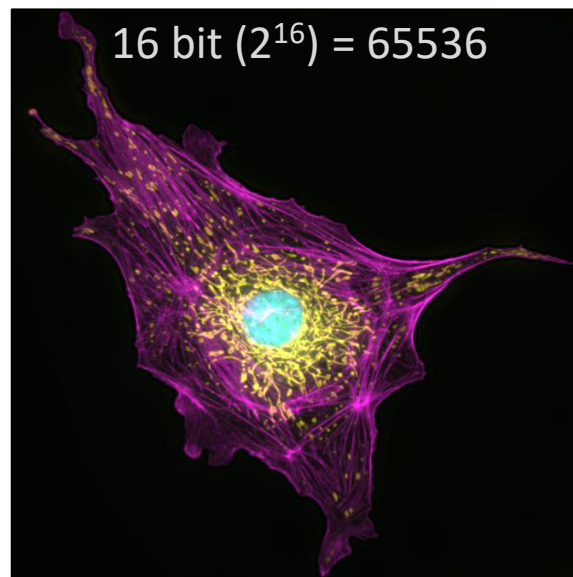
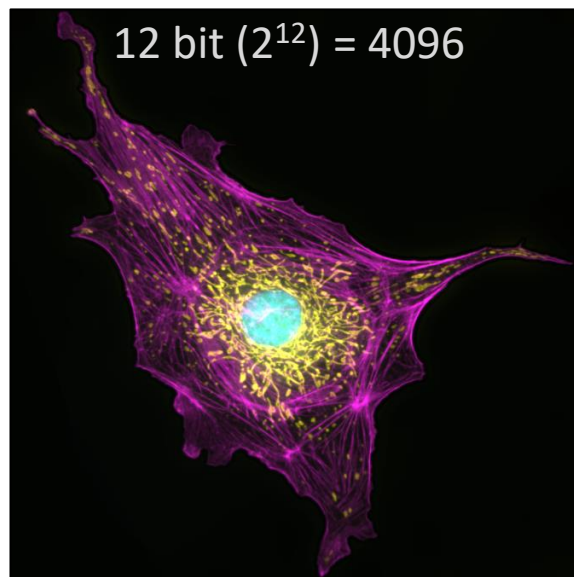
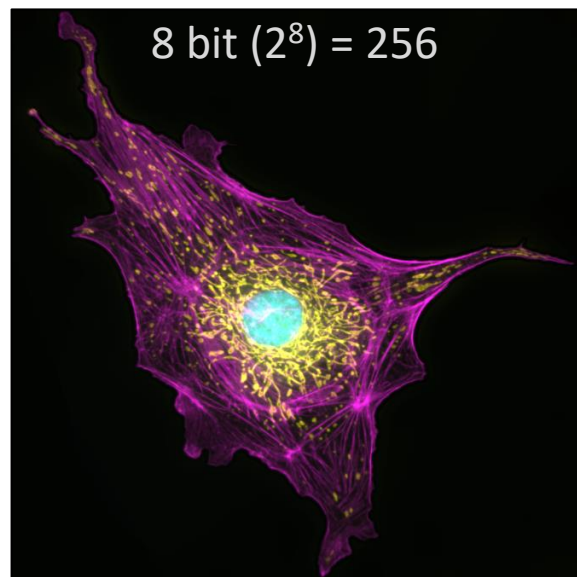
2 bit - 4 levels

1 bit - binary

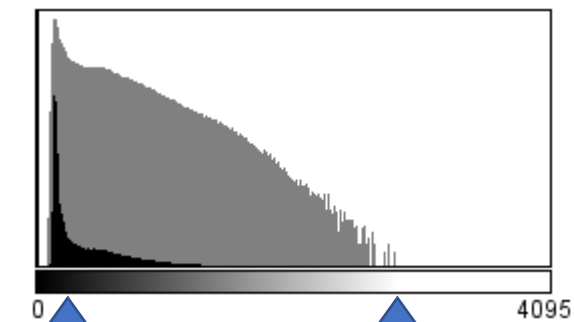




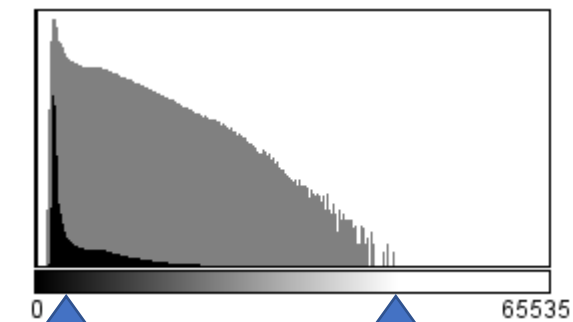
## Why use more than 8 bits?



$$180/6.5 = 27.7$$



$$2881/103.8 = 27.7$$



$$46097/1659.6 = 27.7$$



## Why use more than 8 bits? Image analysis is Maths

Image 1

	0	1	2	3	4
0	40	64	80	120	152
1	48	64	80	120	152
2	48	64	80	112	144
3	48	64	80	112	136
4	48	64	80	104	128

Multiply

	0	1	2	3	4
0	2560	4096	5120	6720	8512
1	2688	3584	4480	6720	8512
2	2688	3584	4480	5376	6912
3	2688	3584	3840	4480	6528
4	2688	3584	3840	4160	6144

8 bit result

	0	1	2	3	4
0	255	255	255	255	255
1	255	255	255	255	255
2	255	255	255	255	255
3	255	255	255	255	255
4	255	255	255	255	255

Image 2

	0	1	2	3	4
0	64	64	64	56	56
1	56	56	56	56	56
2	56	56	56	48	48
3	56	56	48	40	48
4	56	56	48	40	48

Divide

	0	1	2	3	4
0	0.63	1.00	1.25	2.14	2.71
1	0.86	1.14	1.43	2.14	2.71
2	0.86	1.14	1.43	2.33	3.00
3	0.86	1.14	1.67	2.80	2.83
4	0.86	1.14	1.67	2.60	2.67

8 bit result

	0	1	2	3	4
0	1	1	1	2	3
1	1	1	1	2	3
2	1	1	1	2	3
3	1	1	2	3	3
4	1	1	2	3	3



## Why use more than 8 bits? Image analysis is Maths

Image 1

	0	1	2	3	4
0	40	64	80	120	152
1	48	64	80	120	152
2	48	64	80	112	144
3	48	64	80	112	136
4	48	64	80	104	128

Multiply

	0	1	2	3	4
0	2560	4096	5120	6720	8512
1	2688	3584	4480	6720	8512
2	2688	3584	4480	5376	6912
3	2688	3584	3840	4480	6528
4	2688	3584	3840	4160	6144

16 bit result

	0	1	2	3	4
0	2560	4096	5120	6720	8512
1	2688	3584	4480	6720	8512
2	2688	3584	4480	5376	6912
3	2688	3584	3840	4480	6528
4	2688	3584	3840	4160	6144

Image 2

	0	1	2	3	4
0	64	64	64	56	56
1	56	56	56	56	56
2	56	56	56	48	48
3	56	56	48	40	48
4	56	56	48	40	48

Divide

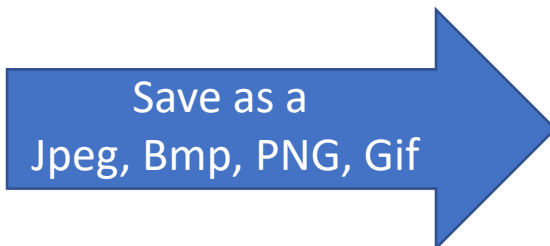
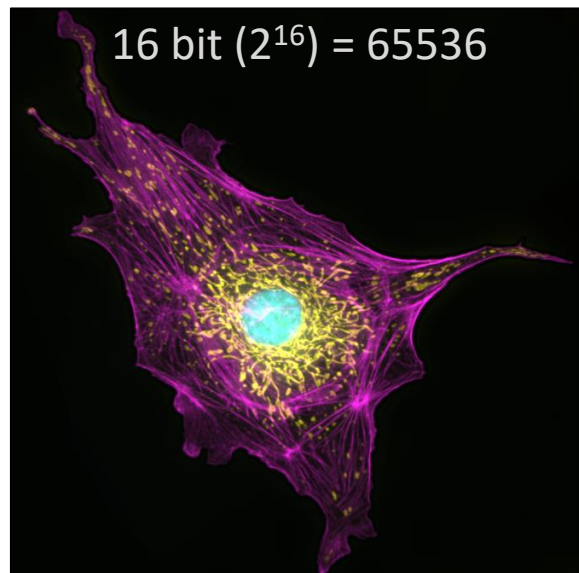
	0	1	2	3	4
0	0.63	1.00	1.25	2.14	2.71
1	0.86	1.14	1.43	2.14	2.71
2	0.86	1.14	1.43	2.33	3.00
3	0.86	1.14	1.67	2.80	2.83
4	0.86	1.14	1.67	2.60	2.67

32 bit result

	0	1	2	3	4
0	0.63	1.00	1.25	2.14	2.71
1	0.86	1.14	1.43	2.14	2.71
2	0.86	1.14	1.43	2.33	3.00
3	0.86	1.14	1.67	2.80	2.83
4	0.86	1.14	1.67	2.60	2.67

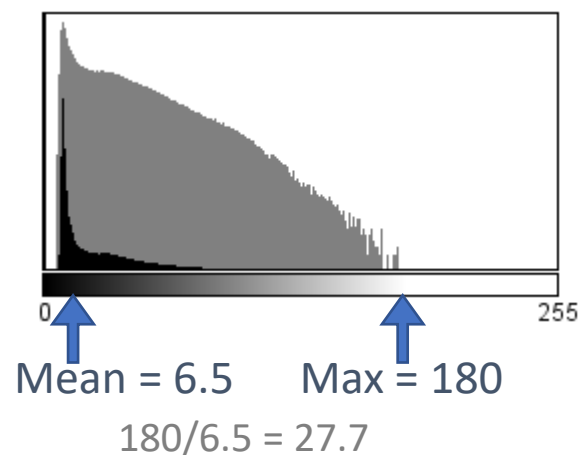
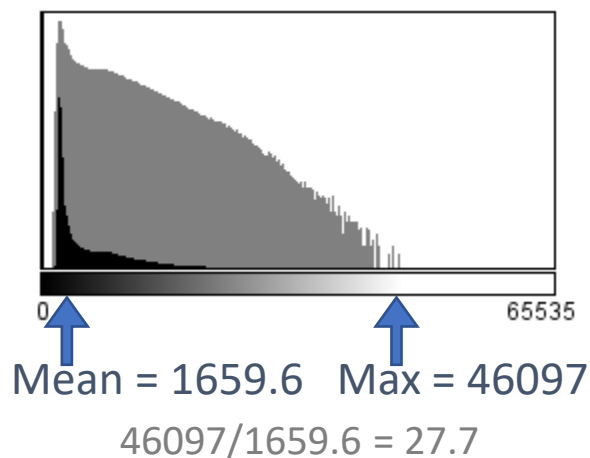
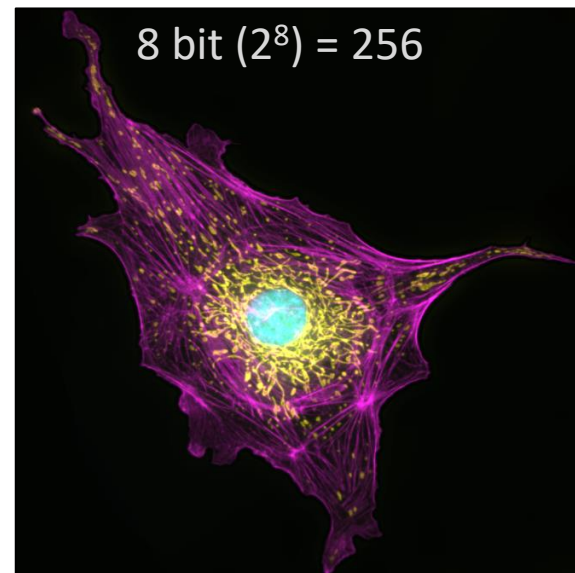


## Reducing bit depth loses data



All photography  
formats use 8-bit RGB

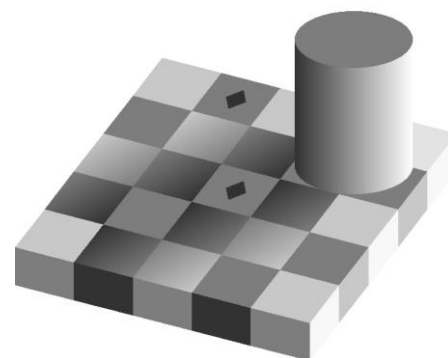
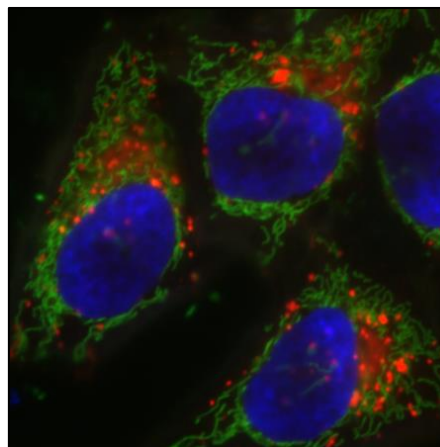
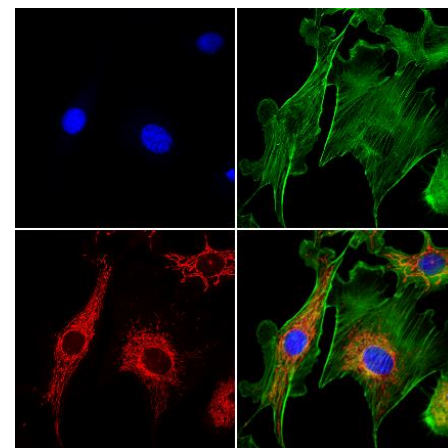
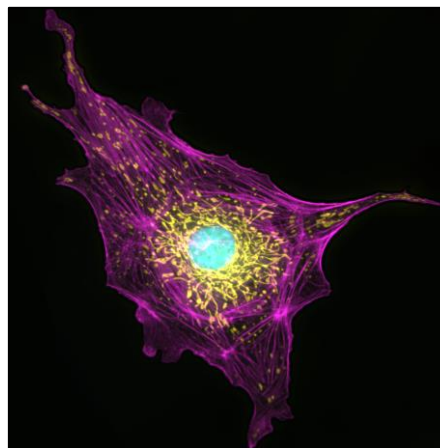
Save scientific images  
as a .tif





Publishing your images loses data!

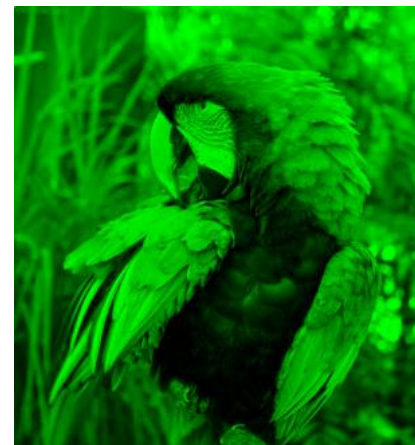
All printed / website / TV / Powerpoint / Word images are RGB





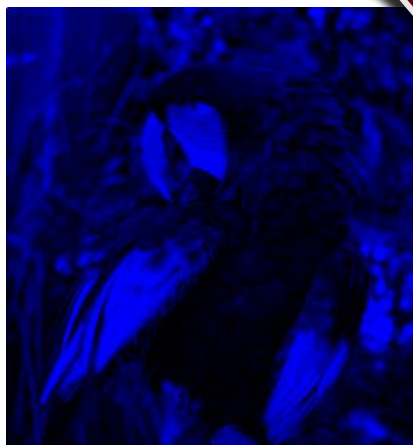
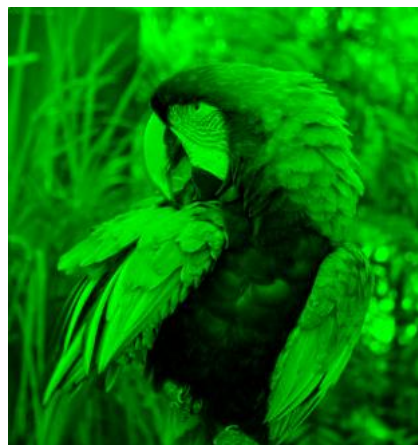


## What is an RGB image?

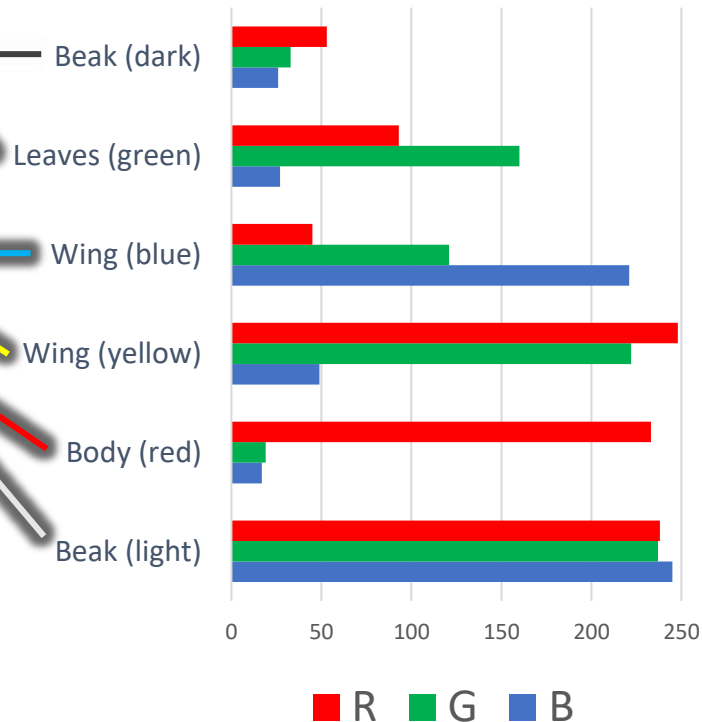




## What is an RGB image?



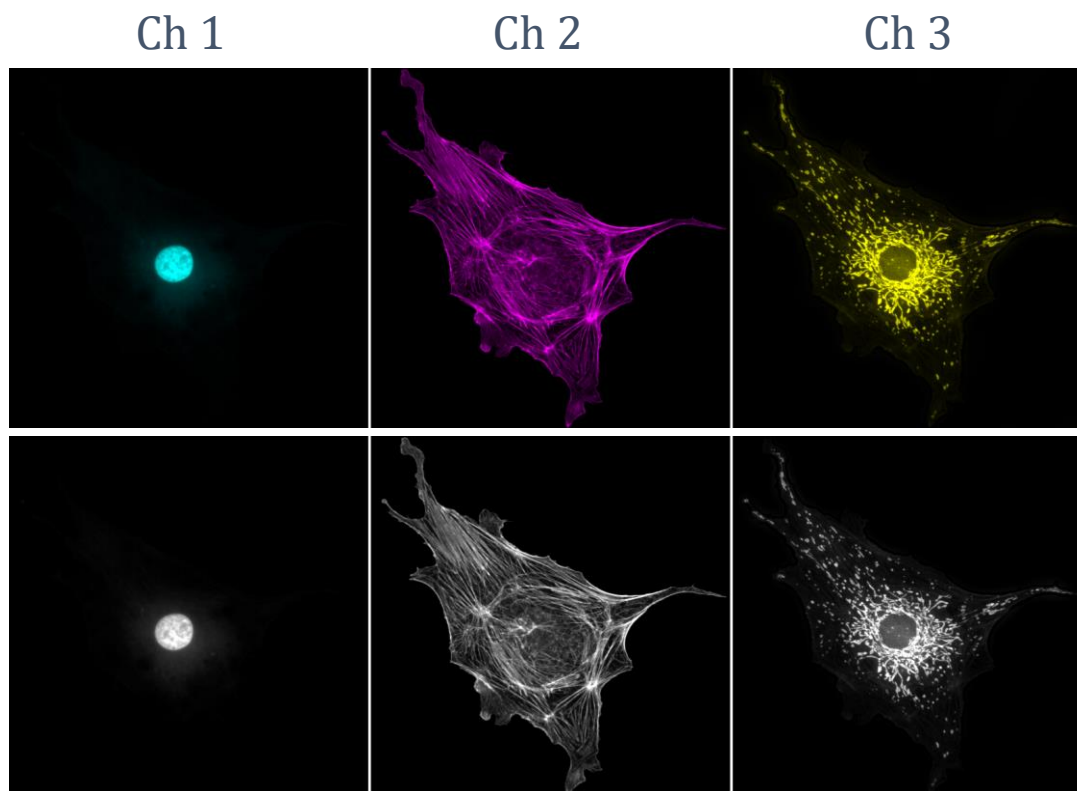
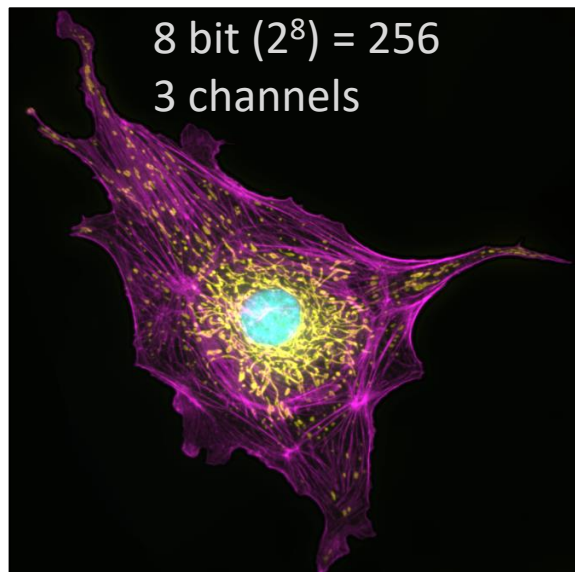
RGB pixel values 0-255





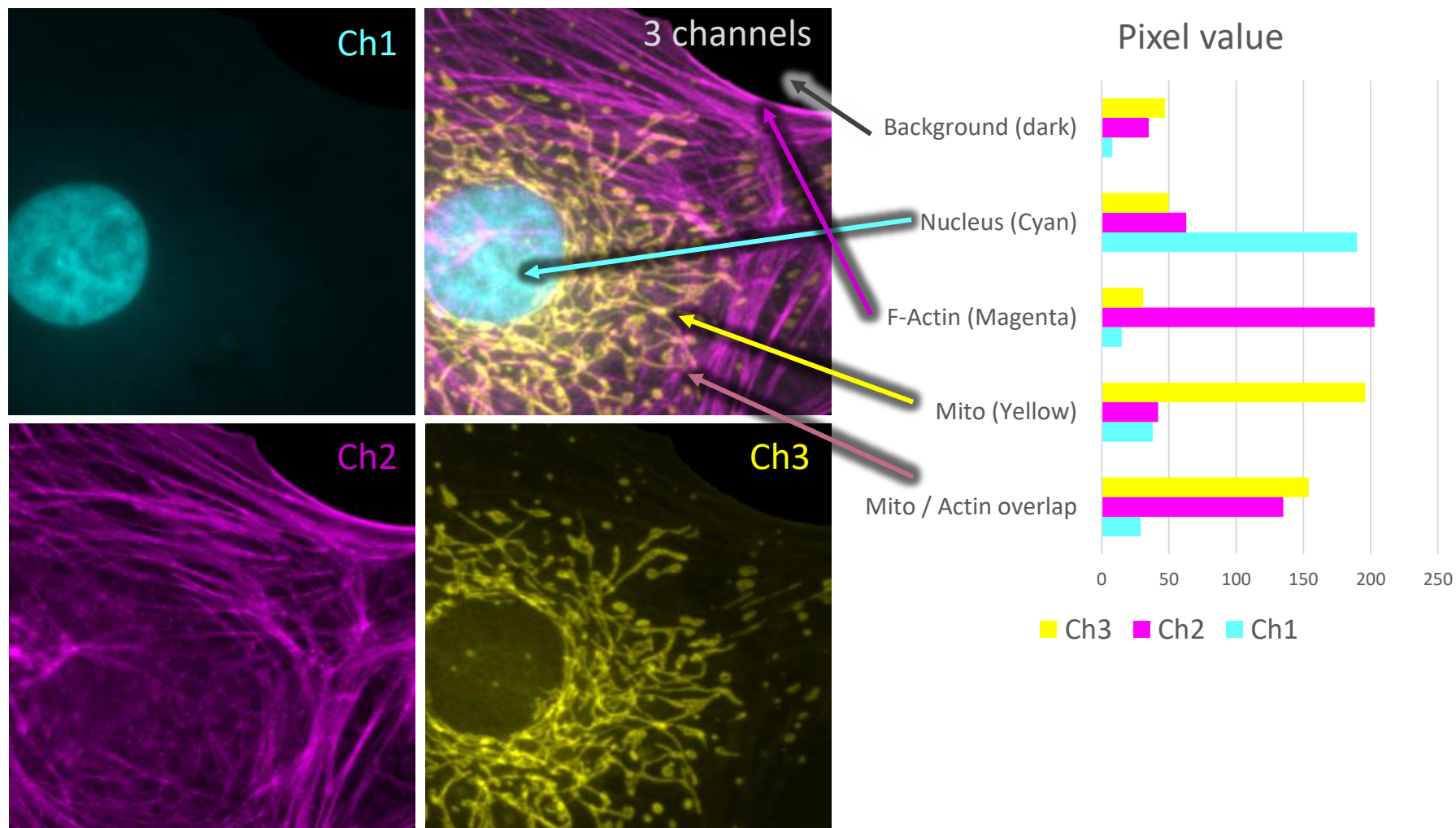


## How are scientific images converted to RGB?



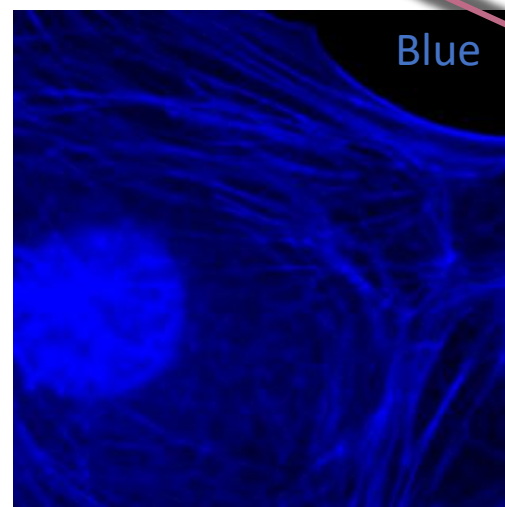
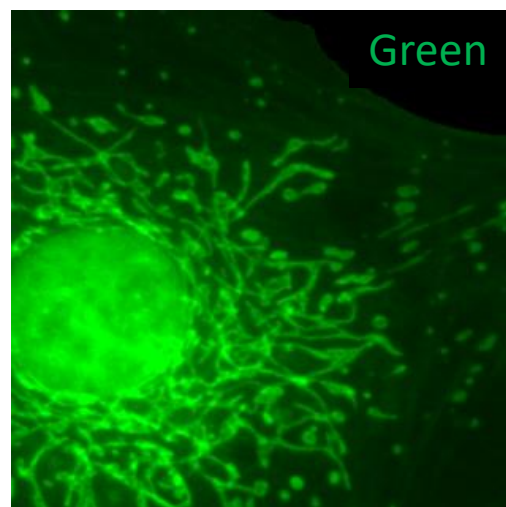
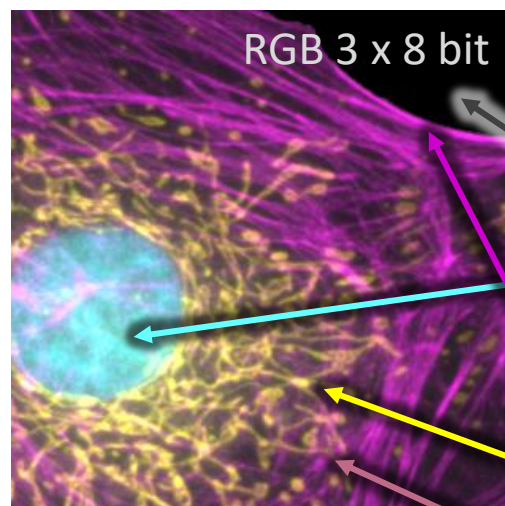
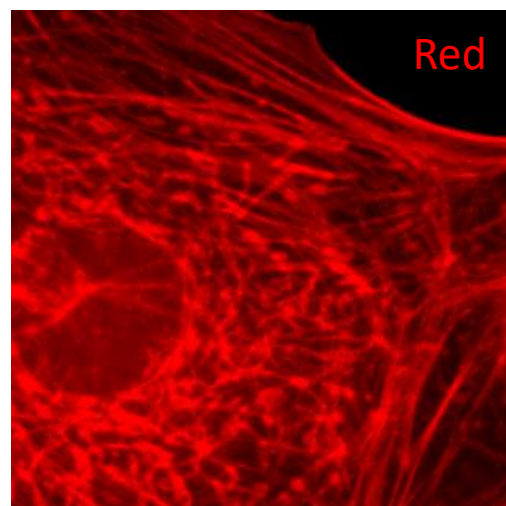


## How are scientific images converted to RGB?

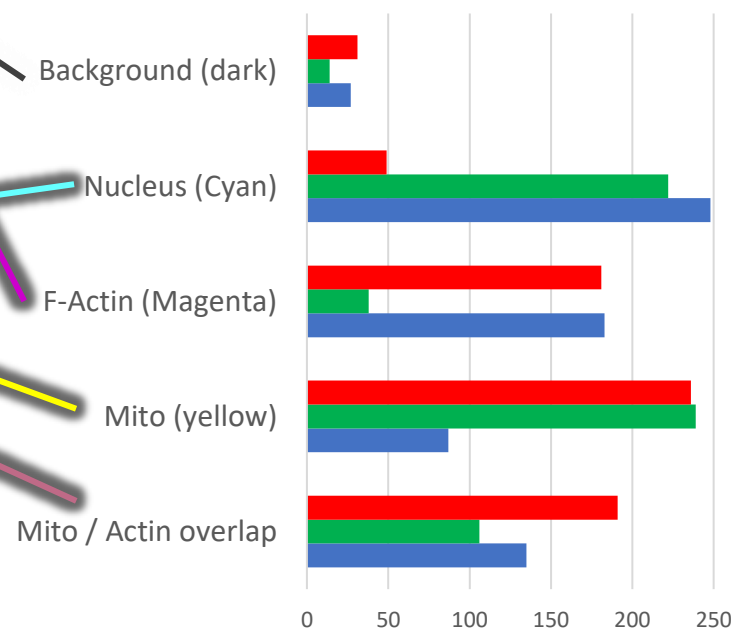




## How are scientific images converted to RGB?



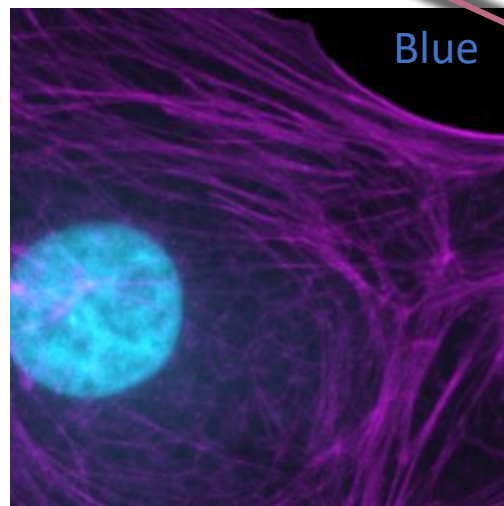
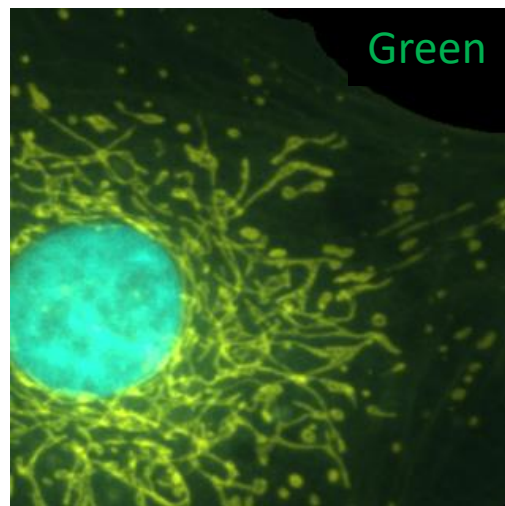
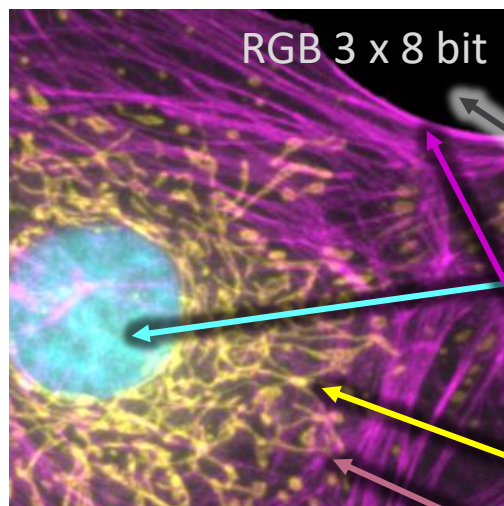
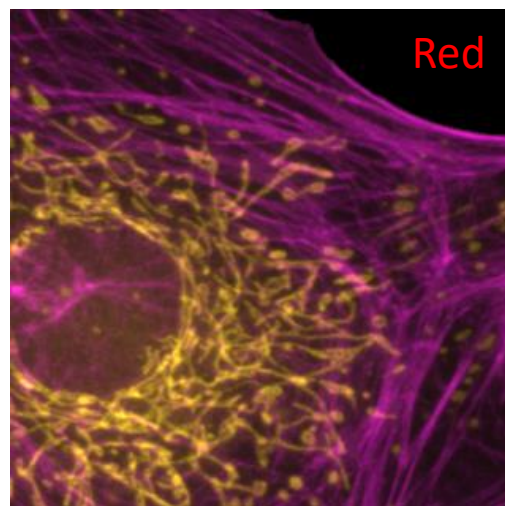
RGB pixel values



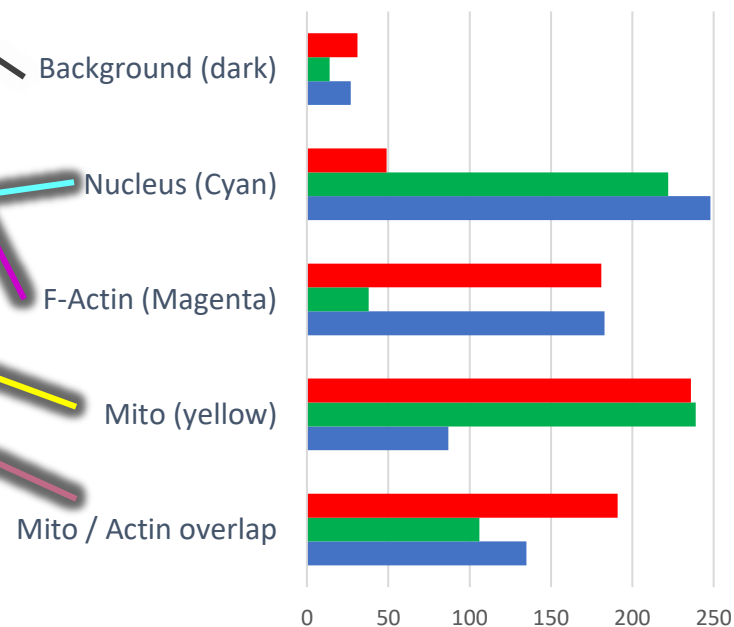




RGB images cannot be transformed back to multi channel images

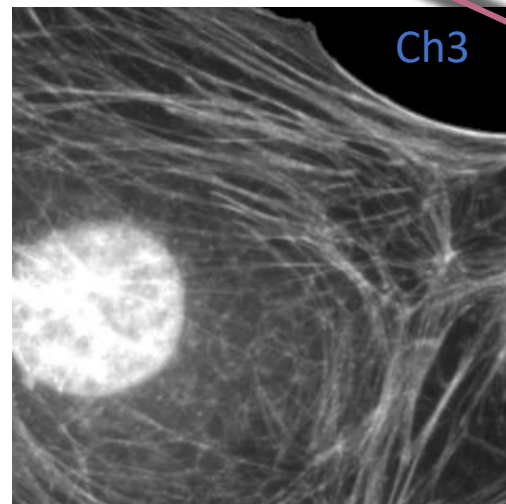
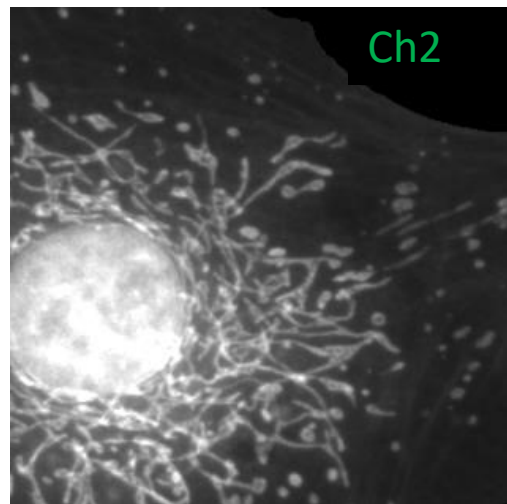
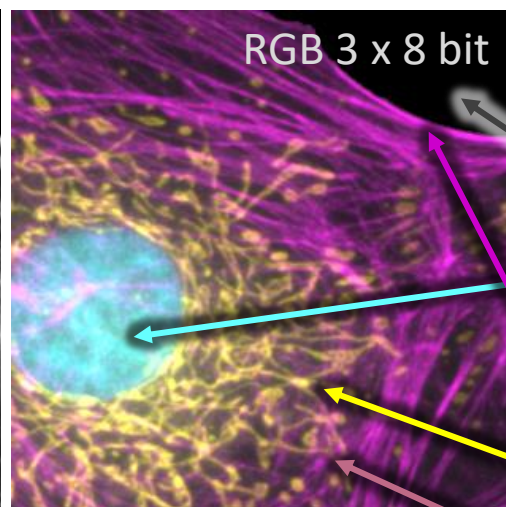
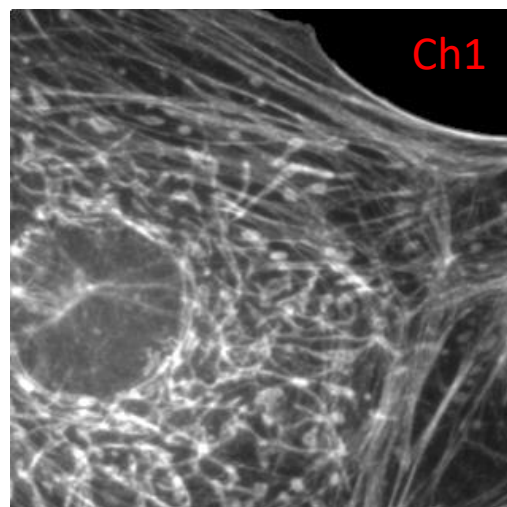


RGB pixel values

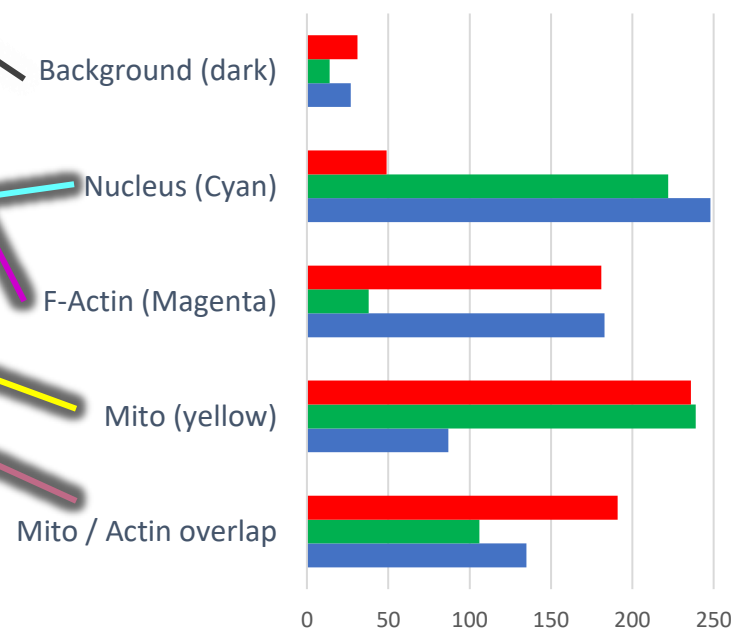




RGB images cannot be transformed back to multi channel images

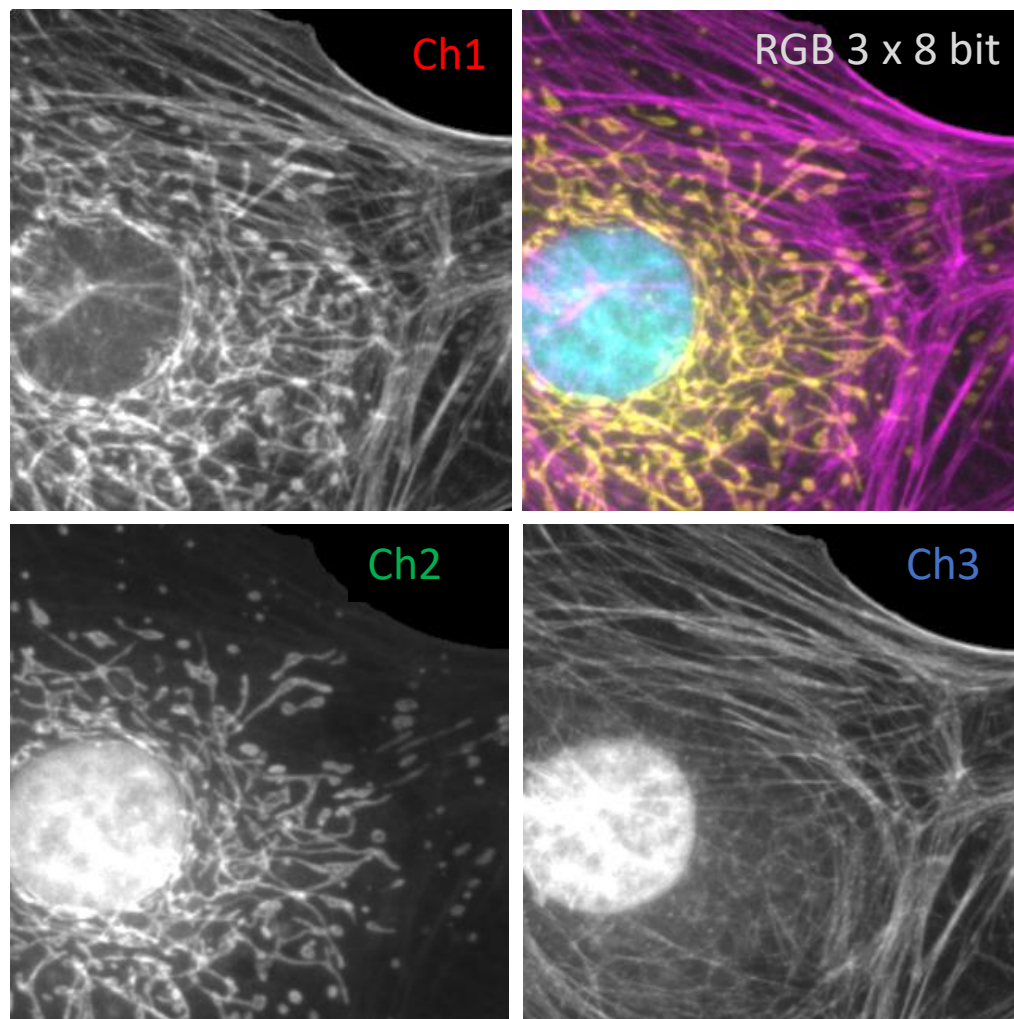


RGB pixel values





## RGB images cannot be transformed back to multi channel images



The only scientific image that can be converted back from an RGB image is a 8 bit 3 channel image that was originally Red, Green and Blue.

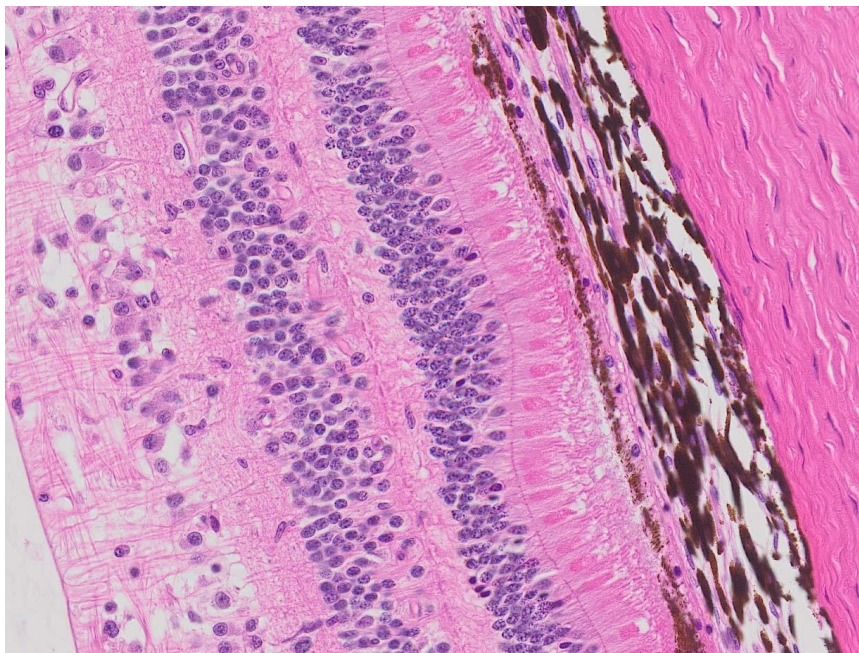
Any other colour combination isn't (easily) recovered.

Higher bit depths (i.e. 12, 16 bit), 4 or more colours, colours other than RGB cannot be recovered at original quality from a RGB image.





Histology images are captured with a colour camera = RGB



Fluorescence images are ideally captured with a monochrome camera or PMT.

Colour camera images are RGB.

They do not have discrete channels.

DAB = Brown (R 70, G 40, B 50)

Eosin = Pink (R 230, G 150, B 200)



## What is a digital image?

### Image

- Array(s) of pixels
- Fixed size / spacing
- Defined Location (x,y)
- Also z, time, channel
- Pixel value represents image signal intensity

### Metadata

Info about the image...

- # channels, slices, timepoints
- Filters, lasers, LEDS, excitation & emission wavelengths
- Microscope type, objective, detector
- Exposure, gain, offset
- Scale, zoom, voxel size





## Digital image - File types recognised by ImageJ / Fiji

### Image file types

tif  
gif  
bmp  
png  
ics  
jpg  
mpeg  
quicktime  
swf  
pict  
eps  
pdf  
photoshop

### Microscope / IA software propriety files

Amira .am .amiramesh  
Andor .sif  
Bitplane Imaris .ims  
Deltavision .dv .r3d etc  
Hamamatsu .ndpi  
Leica .lei .lif  
Nikon .nd2 .nef  
Olympus .oib .oif .sld .spl  
Volocity .mvd2  
Zeiss .lsm .czi .zvi

Save images as propriety microscope format.  
Includes all metadata.

Use **.tif** for all image analysis.

Includes metadata, can be any bit depth



## Digital image – What file type is best?

- Save images as propriety microscope format.
  - Includes all metadata.
  - Is identifiable as the original unprocessed image.
- Use **.tif** for image analysis.
  - Includes metadata
  - All bit depths supported
  - The processed image.
- Publish as an RGB image
  - Do not use this image for analysis
  - Lossy compression gives a small file – good for emailing, websites etc. Jpeg, Gif
  - Lossless compression (Tif, PNG) – larger files, finer detail.
  - Lossless RGB files are still not appropriate for image analysis.



## Exercises using Fiji. Session 1 – Digital Images

Getting to grips with digital images...

- 1) Blobs to numbers and back again.
- 2) What bit depth is this image?
- 3) Advanced exercise (optional / homework):  
Changing bit depth when converting images.