AniLength version 1.0

User Manual

Last update: June 2, 2021

Contact: Sang-Kyu Jung (skjung@hongik.ac.kr)

System requirements

- AniLength runs on Microsoft Windows OS with .NET 5 installed.
 - Users will have to install .NET 5 (x64) on their computer.
 - If users still fails to run AniLength, please install Visual Studio 2019

 Community including the ".NET desktop development" component.
- AniLength supports both CPU and GPU processing.
- GPU processing greatly reduces processing time.
- To enable GPU processing,
 - Nvidia graphics card with CUDA cores must be installed in the computer.
 - Users must install both CUDA 10.0 and cuDNN 7.6 software.
 - * Simply installing CUDA 10.0 and cuDNN 7.6 does not complete the settings for GPU CUDA processing. See other CUDA/cuDNN installation tutorials.

User interface

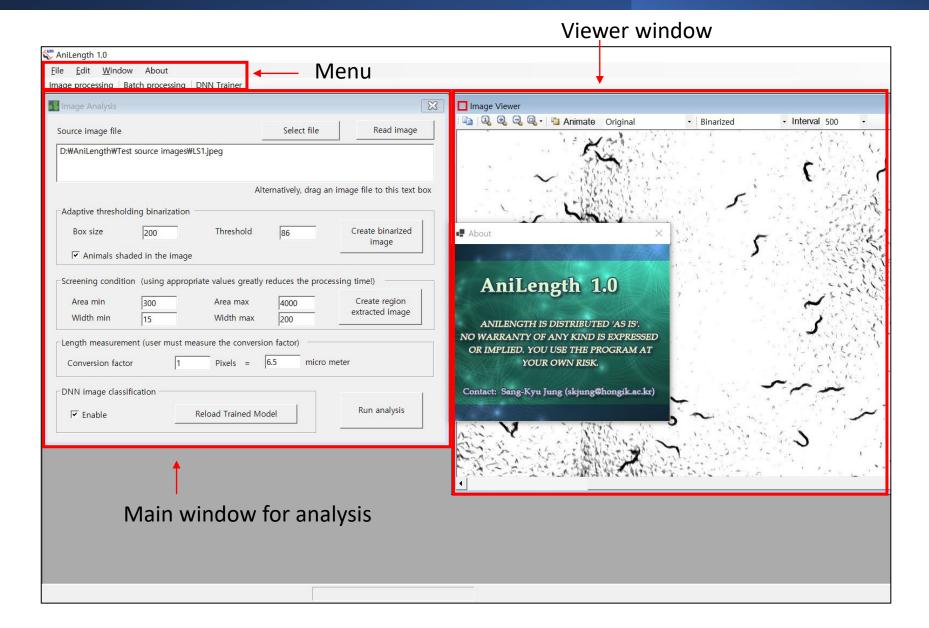
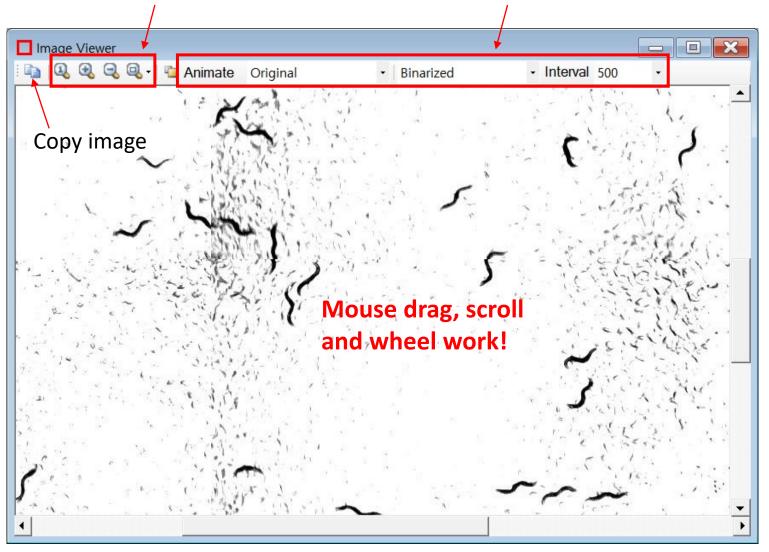
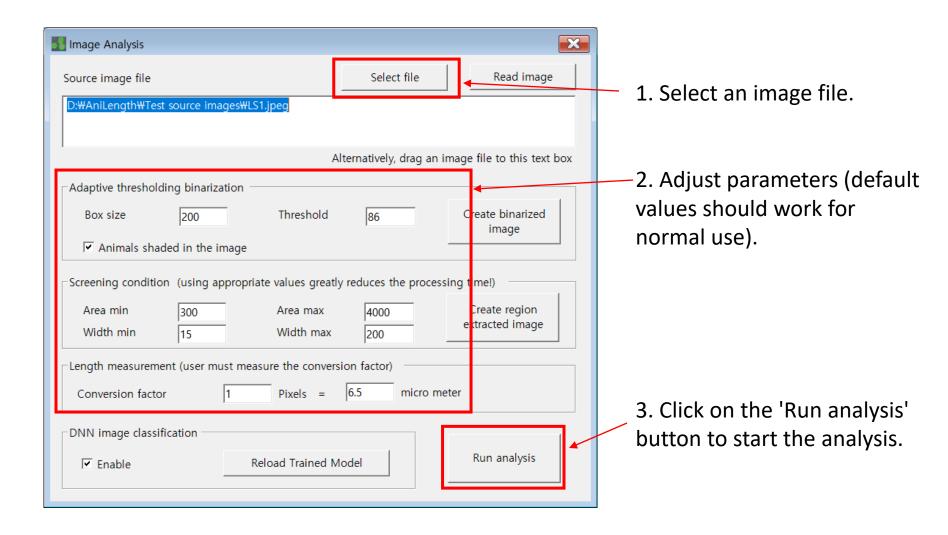
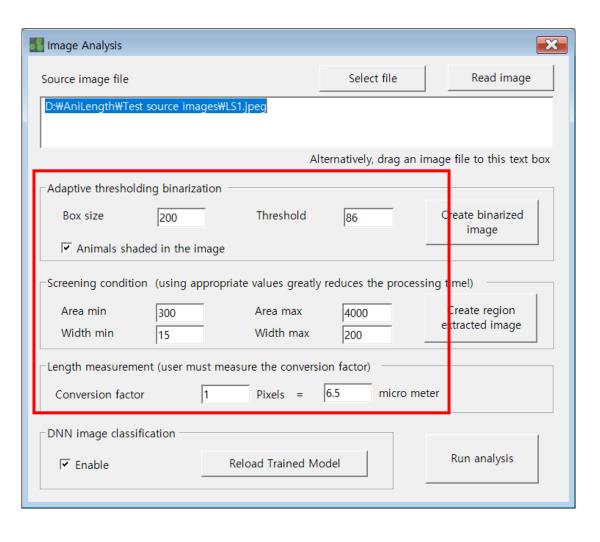


Image Viewer window

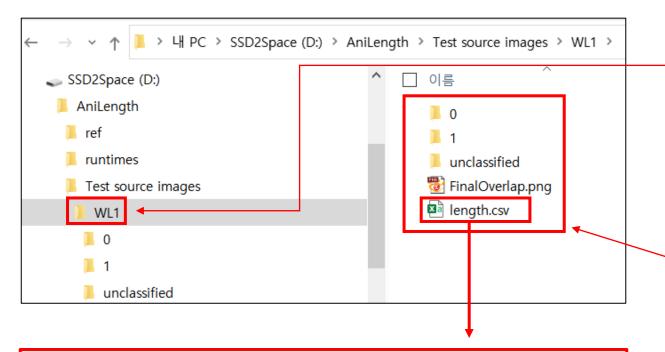
Zoom in and out Enable or disable animation between two images







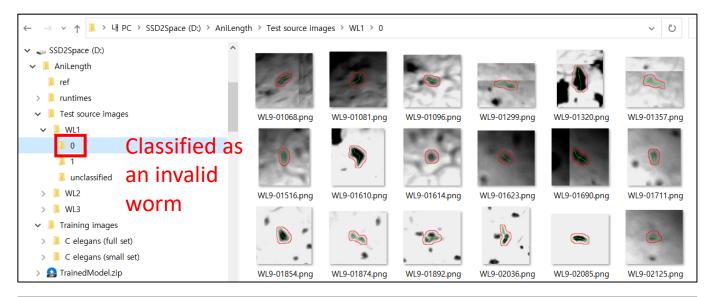
- Box size: Set a number larger than the worm thickness at least.
- Threshold: Detect blurry worms by adjusting sensitivity.
- Area min, Area max, width(height) min, width(height) max: Objects outside the range are excluded from analysis.
- Conversion factor: Users must measure the conversion factor before analysis.



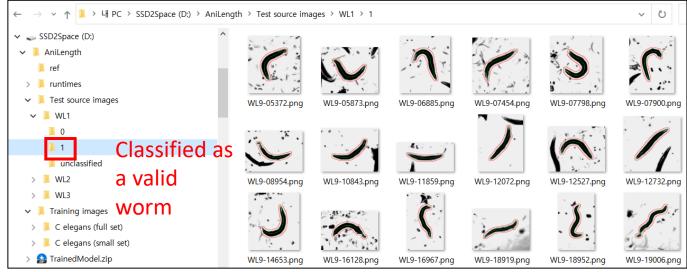
AniLength creates a new subfolder after image analysis.

The subfolder contained the output files.

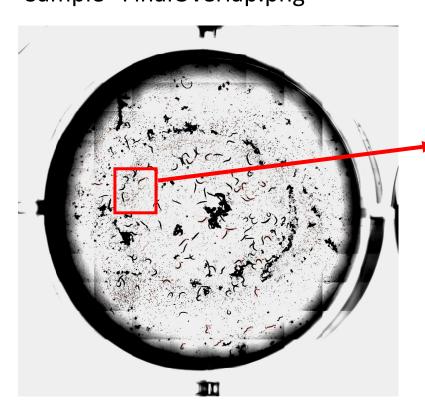
\mathbb{Z}	Α	В	С	D	E	F
1	AnimalID	length(um)	Area(pixels)	ROI_Width	ROI_Height	ROI_ID
2	97	1076.03	3465	99	120	5372
3	111	1123.25	3575	128	84	5873
4	123	1138.09	3364	92	118	6885
5	136	1220.88	3581	132	127	7454
6	139	1070.88	3222	81	97	7798
7	144	1190.63	3164	81	130	7900
8	145	998.38	2663	153	34	7972
9	152	1134.82	3181	125	72	8357
10	164	1151.97	2815	149	79	8954



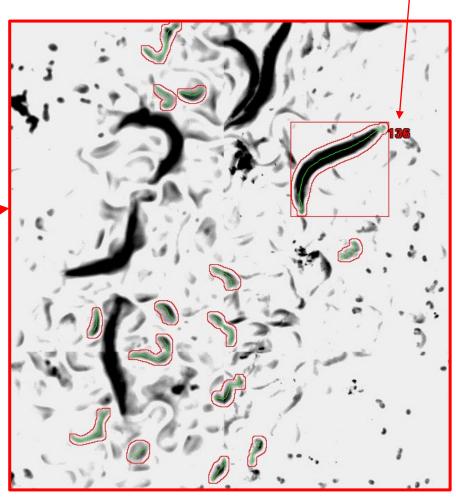
Sample contents of output folders marked "0" and "1"



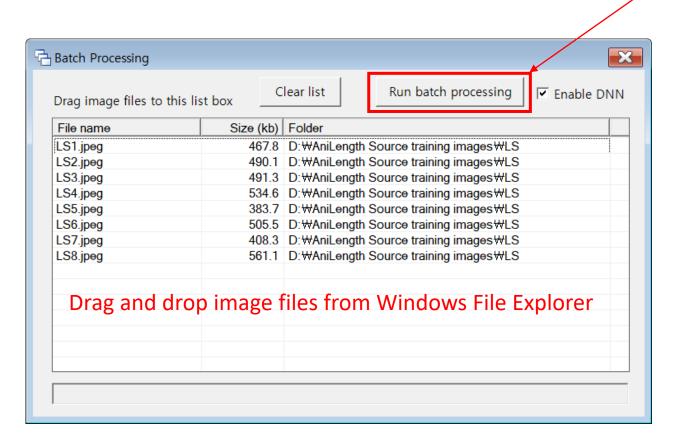
Sample "FinalOverlap.png"



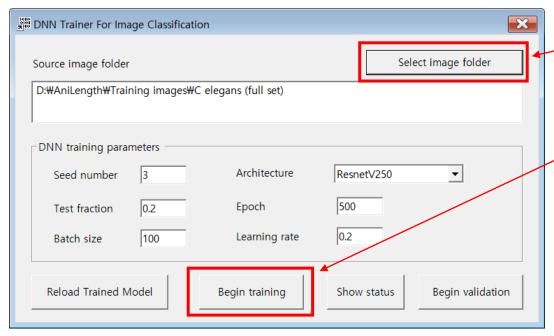
Only valid worms are marked with numbers.



Batch processing



Click the button to start the batch processing.

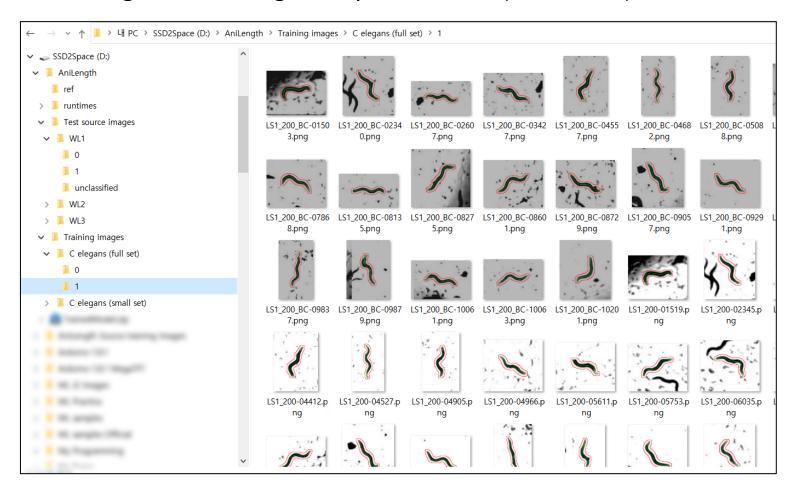


DNN Image Training Status Phase: Bottleneck Computation, Dataset used: Train, Image Index: 12938 Phase: Bottleneck Computation, Dataset used: Train, Image Index: 12939 Phase: Bottleneck Computation, Dataset used: Train, Image Index: 12940 Phase: Bottleneck Computation, Dataset used: Train, Image Index: 12941 Phase: Bottleneck Computation, Dataset used: Train, Image Index: 12942 [Source=GenerateNumber; Cursor, Kind=Trace] Channel finished. Elapsed 00:02:16.6048624. [Source=GenerateNumber; Cursor, Kind=Trace] Channel disposed [Source=RangeFilter; Cursor, Kind=Trace] Channel finished. Elapsed 00:02:16.6047316. [Source=RangeFilter; Cursor, Kind=Trace] Channel disposed [Source=SelectColumnsDataTransform; Cursor, Kind=Trace] Channel finished. Elapsed 00:02:19.8110763 [Source=SelectColumnsDataTransform; Cursor, Kind=Trace] Channel disposed Phase: Training, Dataset used: Train, Batch Processed Count: 130, Epoch: 0, Accuracy: 0.96271074, Cross-Entropy: 0.10032416, Phase: Training, Dataset used: Validation, Batch Processed Count: 33, Epoch: 0, Accuracy: 0.974651, Cross-Entropy: 0.07336752 Phase: Training, Dataset used: Train, Batch Processed Count: 130, Epoch: 1, Accuracy: 0.9803262, Cross-Entropy: 0.063154094 Phase: Training, Dataset used: Validation, Batch Processed Count: 33, Epoch: 1, Accuracy: 0.97884417, Cross-Entropy: 0.06109772 Phase: Training, Dataset used: Train, Batch Processed Count: 130, Epoch: 2, Accuracy: 0.98248, Cross-Entropy: 0.056492697, Phase: Training, Dataset used: Validation, Batch Processed Count: 33, Epoch: 2, Accuracy: 0.98035926, Cross-Entropy: 0.05650776 Phase: Training, Dataset used: Train, Batch Processed Count: 130, Epoch: 3, Accuracy: 0.98417217, Cross-Entropy: 0.052889768 Phase: Training, Dataset used: Validation, Batch Processed Count: 33, Epoch: 3, Accuracy: 0.98248047, Cross-Entropy: 0.0531996: Phase: Training, Dataset used: Train, Batch Processed Count: 130, Epoch: 4, Accuracy: 0.9844799, Cross-Entropy: 0.050373934 Phase: Training, Dataset used: Validation, Batch Processed Count: 33, Epoch: 4, Accuracy: 0.98248047, Cross-Entropy: 0.0516783(>

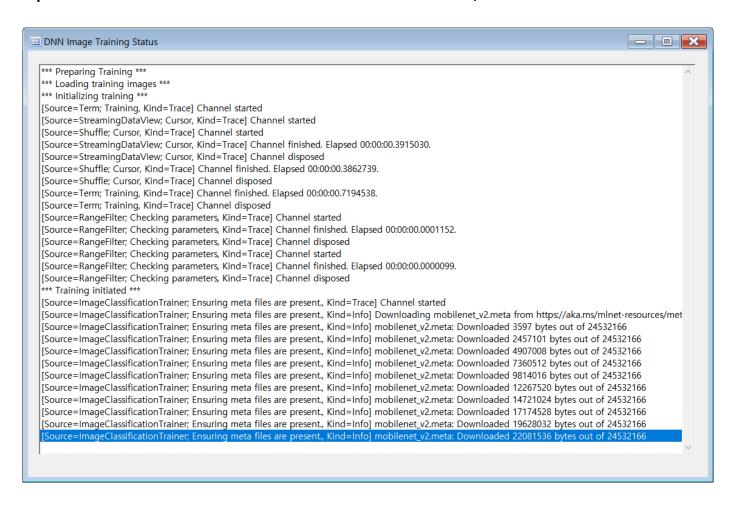
This training status window pops up

- 1. Select source image folder containing training images.
- 2. Click on the 'Begin training' button to start the training.
- 3. When the training is completed, "TrainedModel.zip" is created in the source image folder.
- 4. Users can replace the original "TrainedModel.zip" with a new one. Find the original zip file in the folder where "AniLenth.exe" is located.

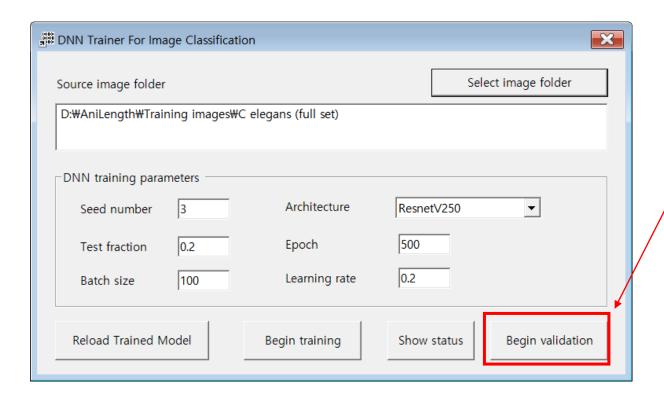
Sample training images are included in the "C elegans (full set)" and "C elegans (small set)" folders. Training images are easily created by analyzing source image in the "Image Analysis" window (See slide 8)



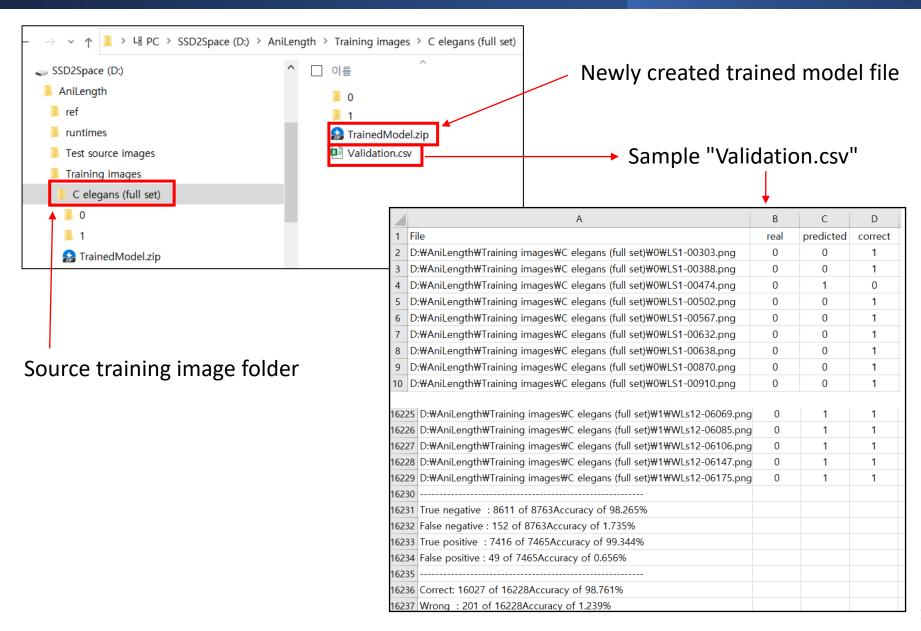
Pretrained DNN models (ResnetV250, ResnetV2101, InceptionV3, and MobilenetV2) must be downloaded from the Internet when used for the first time, so the computer must be connected to the Internet, and it takes time to download.



Optionally, the user can generate a training analysis report



Click on the 'Begin validation' button to generate a validation report named "Validation.csv" for the current loaded trained model.



License info

LGPL v3.0

ANILENGTH IS DISTRIBUTED 'AS IS'. NO WARRANTY OF ANY KIND IS EXPRESSED OR IMPLIED. YOU USE THE PROGRAM AT YOUR OWN RISK.

AniLength uses the following compiled libraries:

Microsoft.ML (MIT license)

Microsoft.ML.Vision (MIT license)

Microsoft.ML.ImageAnalytics (MIT license)

SharpZipLib (MIT license)

SciSharp.TensorFlow.Redist-Windows-GPU (Apache License)

Queens_ImageControl ("you are free to redistribute it and/or modify it")

Alternative license terms are available upon request.