Multimodal microscopy image alignment using spatial and shape information and a branch-and-bound algorithm (Supplementary materials)

1 Supplementary Algorithms

Algorithm 2: Iterative non-rigid transformation

return $\operatorname{Img}_J^t \leftarrow \operatorname{upsample}(\operatorname{out})$

end

16

```
Algorithm 1: Neighboring cells matching

1 Neighbor_matching (consensus_set)

2 | X, Y \leftarrow \text{cent}(consensus\_set);  // center of consensus set

3 | R_w \leftarrow \text{Wahba}(X, Y);

4 | X^{(n)}, Y^{(n)} \leftarrow \text{cent\_neighbor}(consensus\_set);

5 | Y_t^{(n)} \leftarrow Y^{(n)} \cdot R_w;

6 | R_n, \mathbf{P}_N \leftarrow \text{ICP}(X^{(n)}, Y_t^{(n)});  // ICP on neighbors

7 | R \leftarrow R_n R_w;

8 | return R, \mathbf{P}_N;  // final transformation
```

```
1 Iterative_nonrigid_transform Img_I, Img_I, tiles
          \operatorname{Img}_{I}^{(ds)}, \operatorname{Img}_{J}^{(ds)} \leftarrow \operatorname{downsample}(\operatorname{Img}_{I}, \operatorname{Img}_{J});
 2
          \begin{array}{l} \text{out} \leftarrow \operatorname{Img}_J^{(ds)}; \\ \text{for } i \text{ in number of iterations } \mathbf{do} \\ \mid \operatorname{vec\_field} \in \mathbb{R}^{(M_0,M_1,M_2,3)} \leftarrow 0; \operatorname{vox\_weight} \leftarrow 0; \end{array}
 3
 4
                                                                                                   // track the weight for each voxels
 5
                6
 7
                      img_i^s \leftarrow phase\_correlation\_shift(img_i, offset);
 8
                      if NCC(img_i, img_i^s) > NCC(img_i, img_i) then
 9
                            \operatorname{vec\_field}[t] + = (NCC(\operatorname{img}_i, \operatorname{img}_i^s) - NCC(\operatorname{img}_i, \operatorname{img}_i)) * \text{offset};
10
                            \text{vox\_weight}[t] + = NCC(\text{img}_i, \text{img}_i^s) - NCC(\text{img}_i, \text{img}_i);
11
12
                      end
                end
13
                vec_field = vec_field/(vox_weight + 1.0e^{-5});
                                                                                                                                  // prevent dividing by zero
14
                out \leftarrow warp(out, gaussian\_blur(vec\_field));
15
```