解释table/star/.em/.tbl...

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.em是Motive List(motl): 如何得到每个particle的朝向

motl: 20行,列数就是particle数量(用coos_keep行数获得)

motlname=[surface_filename '.em'];

tom_emwrite(motlname,motl_n);

85 end

```
%write motivelist with coordinates and run normalvec. motl will need to be modified to include tomogram number particle numbers etc.
          motl=zeros(20, size(coos_keep, 1));
          motl(8:10,:)=transpose(coos_keep); coos_keep: 等值线上采样点particle的坐标
         遍历motl的每一列(每一个particle) X,
                              motl_i = normalvec(motl(:,i), [coos_keep(i,1) - round(500*n(i,1)), coos_keep(i,2) - round(500*n(i,2)), coos_keep(i,3) - round(500*n(i,3))]);
62
                              dist_p_to_cent=(motl(8,i)-cent(1)).^2+(motl(9,i)-cent(2)).^2+(motl(10,i)-cent(3)).^2;
63
                                                         dist_ison_to_cent=((coos_keep(i,1)-round(500*n(i,1)))-cent(1)).^2+((coos_keep(i,2)-round(500*n(i,2)))-cent(2)).^2+((coos_keep(i,2)-round(500*n(i,2)))-cent(2)).^2+((coos_keep(i,2)-round(500*n(i,2)))-cent(2)).^2+((coos_keep(i,2)-round(500*n(i,2)))-cent(2)).^2+((coos_keep(i,2)-round(500*n(i,2)))-cent(2)).^2+((coos_keep(i,2)-round(500*n(i,2)))-cent(2)).^2+((coos_keep(i,2)-round(500*n(i,2)))-cent(2)).^2+((coos_keep(i,2)-round(500*n(i,2)))-cent(2)).^2+((coos_keep(i,2)-round(500*n(i,2)))-cent(2)).^2+((coos_keep(i,2)-round(500*n(i,2)))-cent(2)).^2+((coos_keep(i,2)-round(500*n(i,2)))-cent(2)).^2+((coos_keep(i,2)-round(500*n(i,2)))-cent(2)).^2+((coos_keep(i,2)-round(500*n(i,2)))-cent(2)).^2+((coos_keep(i,2)-round(500*n(i,2)))-cent(2)).^2+((coos_keep(i,2)-round(500*n(i,2)))-cent(2)).^2+((coos_keep(i,2)-round(500*n(i,2)))-cent(2)).^2+((coos_keep(i,2)-round(500*n(i,2)))-cent(2)).^2+((coos_keep(i,2)-round(500*n(i,2)))-cent(2)).^2+((coos_keep(i,2)-round(500*n(i,2)))-cent(2)).^2+((coos_keep(i,2)-round(500*n(i,2)))-cent(2)).^2+((coos_keep(i,2)-round(500*n(i,2)))-cent(2)).^2+((coos_keep(i,2)-round(500*n(i,2)))-cent(2)).^2+((coos_keep(i,2)-round(500*n(i,2)))-cent(2)).^2+((coos_keep(i,2)-round(500*n(i,2)))-cent(2)).^2+((coos_keep(i,2)-round(500*n(i,2)))-cent(2)).^2+((coos_keep(i,2)-round(500*n(i,2)))-cent(2)).^2+((coos_keep(i,2)-round(500*n(i,2)))-cent(2)).^2+((coos_keep(i,2)-round(500*n(i,2)))-cent(2)).^2+((coos_keep(i,2)-round(500*n(i,2)))-cent(2)).^2+((coos_keep(i,2)-round(500*n(i,2)))-cent(2))-((coos_keep(i,2)-round(500*n(i,2)-round(500*n(i,2)))-cent(2))-((coos_keep(i,2)-round(500*n(i,2)-round(500*n(i,2)-round(500*n(i,2)-round(500*n(i,2)-round(500*n(i,2)-round(500*n(i,2)-round(500*n(i,2)-round(500*n(i,2)-round(500*n(i,2)-round(500*n(i,2)-round(500*n(i,2)-round(500*n(i,2)-round(500*n(i,2)-round(500*n(i,2)-round(500*n(i,2)-round(500*n(i,2)-round(500*n(i,2)-round(500*n(i,2)-round(500*n(i,2)-round(500*n(i,2)-round(500*n(i,2)-round(500*n(i,2)-round(500*n(i,2)-round(500*n(i,2)-round(500*n(i,2)-round(500*n(i,2)-round(500*n(i,2)-rou
64
                             if dist_p_to_cent>dist_ison_to_cent
65
                                                                                                                                                                                                                                                                                          cent记录三维体积数据在x、y
                                                 motl_i(20,1)=1;
                                                                                                                                                                                                                                                                                                   和z方向上的重心坐标。
                                                                                   如果X'远离重心,class为1
                             if dist_p_to_cent<dist_ison_to_cent
68
                                                 motl_i(20,1)=2;
69
                                                                                如果X'离重心更近,class为2
70
71
72
                              motl_n=cat(2,motl_n,motl_i);
73
          motl_n(8:10,:)=transpose([coos_keep(:,1)-round(500*n(:,1)),coos_keep(:,2)-round(500*n(:,2)),coos_keep(:,3)-round(500*n(:,3))]);
75
                                                                                                                      记录X', Y', Z'的坐标
            %write out your motivelist
          motlname=[surface_filename '.em'];
          tom_emwrite_mod(motlname, motl_n);
79
          if size(surf.vertices)==[0,0]
          motl_n=[];
```

dist_p_to_cent表示 particle到重心的距离 dist_ison_to_cent表示 (X',Y',Z')到重心的距离

-round(500*n(i,1)) 表示将法向量 n(i,:) 在 X 方向上延伸 500 个单位长度,并取整。获得位于500距离处法向量反向延伸线上的一个固定距离的点的坐标X'

.em是Motive List(motl)

- 1. .em的列数就是particles的数量;
- 2. .em的行包含各种参数;

```
function motl = normalvec(motl, cent)
    % NORMALVEC determines Euler angles of particles on a sphere
        motl = normalvec(motl, cent)
 5
        assume particles are on sphere with center = cent. Euler angles psi and
        theta are calculated and stored in motl.
    % PARAMETERS
    % INPUT
              : motivelist
    % motl
                    : center (3D vector)
    % cent
       OUTPUT
                      motivelist with new angles
15
        MOTL
```

.em是Motive List(motl): 如何通过向量计算欧拉角

- 1. .em的列数就是particles的数量;
- 2. .em的行包含各种参数;

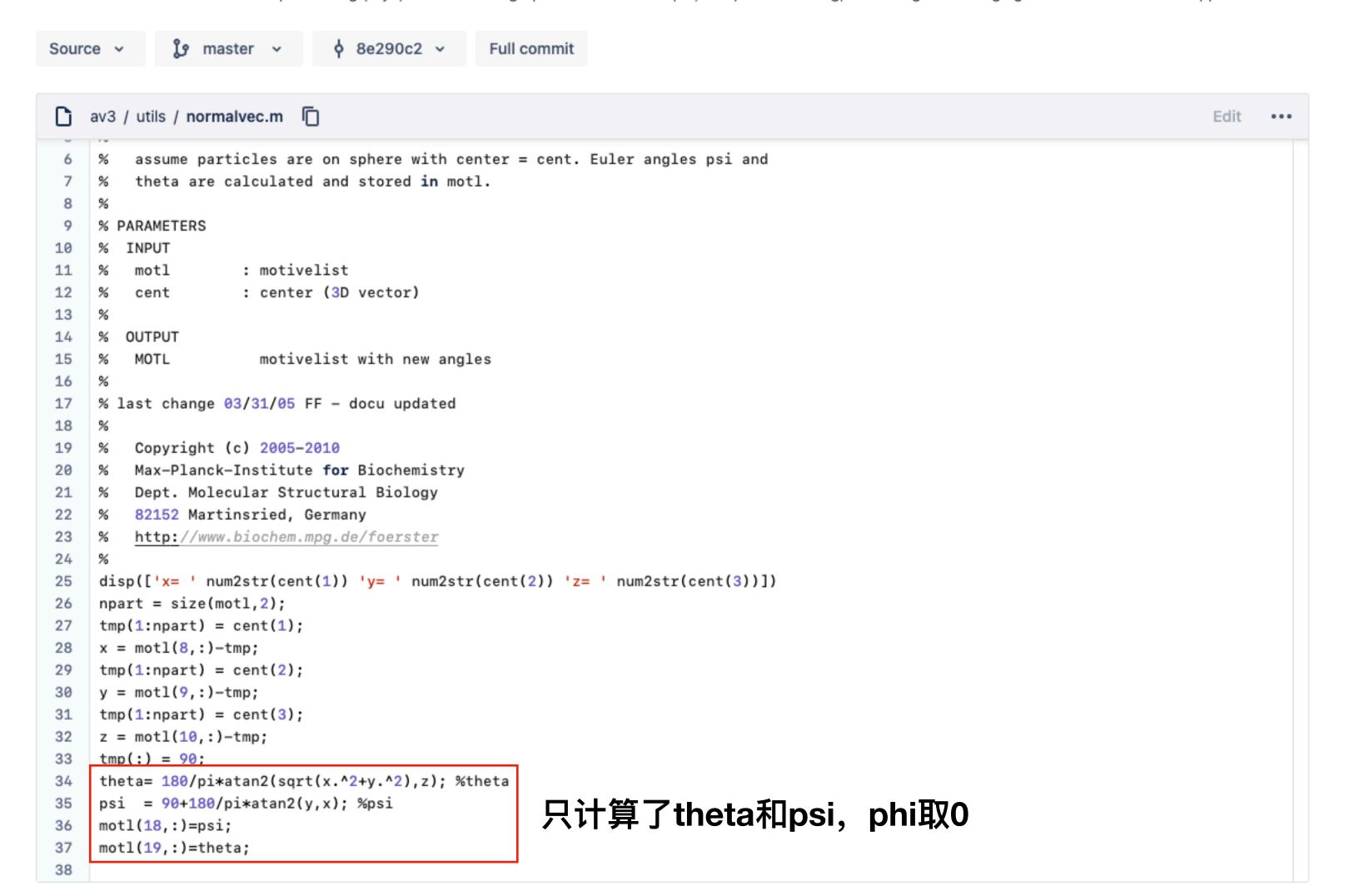
空间向量x,y,z

```
disp(['x=' num2str(cent(1)) 'y=' num2str(cent(2)) 'z=' num2str(cent(3))])
                  npart = size(mot1,2); em列数就是particles数量
                  tmp(1:npart) = cent(1);获得位于500距离处法向量反向延伸线上的一个固定距离的点的坐标X',记录在cent(1)中
                 x = motl(8,:)-tmp; x=\triangle x = X-X'
                 tmp(1:npart) = cent(2);
              23 y = motl(9,:)-tmp;
与法向量方向相同
                 tmp(1:npart) = cent(3);
              z = motl(10,:)-tmp;
              26 	 tmp(:) = 90;
                  theta= 180/pi*atan2(sqrt(x.^2+y.^2),z); %theta
                 psi = 90+180/pi*atan2(y,x); %psi
                  motl(18,:)=psi;
                                   这个是怎么计算的呢?psi是代表绕x轴、theta是代表绕z轴吗?
                  motl(19,:)=theta;
              30
                                   初始朝向又是哪个向量呢?具体是怎么旋转的呢?为什么psi要加90度呢?...
```

MAP用的就是av3的计算方法得到.em

normalvec.m Pull requests Check out

Collection of matlab functions for processing (cryo) electron tomographic data. For example, Template matching, subtomogram averaging and classification are supported.



AV3的motivelist (.em) to dynamo的.tbl

```
list=dir('TS_*_object_*.em'); % This line tells MatLab to look inside all files with this r
%%END OF USER INPUT SECTION
list_names={list.name}; % This extracts the file names
for i = 1:length(list_names) % This loops through all the files
    tomon=list_names{1,i};
    tomon=char(extractBetween(tomon, 'TS_', '_object')); % This extracts the tomogram number
    tuben=list_names{1,i};
    tuben=char(extractBetween(tuben,'_object_','.em')); % This extracts the object number
    motl=dread(list_names{1,i}); % Reading motl file
    table=dynamo__motl2table(motl); % Converting to table
    table(:,20)=str2num(tomon); %Entering tomogram number into table
    table(:,21)=str2num(tuben); %Entering object number into table
   if pick_particle=='y'
    table(:,24:26)=(table(:,24:26)./pixel_size);
    end
    dwrite(table,['TS_' tomon '_object_' tuben '.tbl']); %Saving as .tbl
end
```

AV3的motivelist (.em) to dynamo的.tbl

% Note: this function uses the following AV3 convention:

```
dynamo_motl2table.m
     dynamo2motl.m
                        motl2dynamo.m
                         : running number of tomogram - used for wedgelist
                         : index of feature in tomogram (optional)
20
                         : x-coordinate in full tomogram
                         : y-coordinate in full tomogram
                         : z-coordinate in full tomogram
                         : x-shift in subvolume - AFTER rotation of template
24
                         : y-shift in subvolume - AFTER rotation of template
                         : z-shift in subvolume - AFTER rotation of template
                         : x-shift in subvolume - BEFORE rotation of template
26
                         : y-shift in subvolume - BEFORE rotation of template
                         : z-shift in subvolume - BEFORE rotation of template
              16
29
                         : Phi (in deg)
              17
                                        只计算了theta和psi,phi取0
30
                         : Psi
              18
              19
                         : Theta
              20
                         : class no
```

.em to .tbl: 真正的顺序是psi, theta, phi

在dynamo内置函数: dynamo__motl2table.m中:

```
% NOTE:
% reads from motl
                                   % convention previous to dynamo 0.8
                                   % narot=phi';
identities=motl(4,:);
                                   % tilt=theta';
                                   % tdrot=psi';
phi=motl(17,:);
                                   % convention after dynamo 0.8
psi=motl(18,:);
                                   tdrot=-psi';
theta=motl(19,:);
                                   tilt=-theta'
                                                T表示逆时针旋转某角,那么-T'表示顺时针旋转该角
                                   narot=-phi';
xshift=motl(11,:);
                                   % NOTE
                                   % A sanity check for the angular convention:
yshift=motl(12,:);
                                   % [tdrot,tilt,narot]=dynamo_angles_random;dynamo_slices({dynamo_rot(a,[tdrot,tilt,narot]),rot(a,-[
                                   % % rotation syntax in TOM: phi,psi,theta
zshift=motl(13,:);
                                   % It is apparently working correctly.
```

相当于旋转tdrot,再转tilt,narot取0(因为phi取了0)

tdrot, tilt, narot才是真的zxz

dynamotable/constants.py

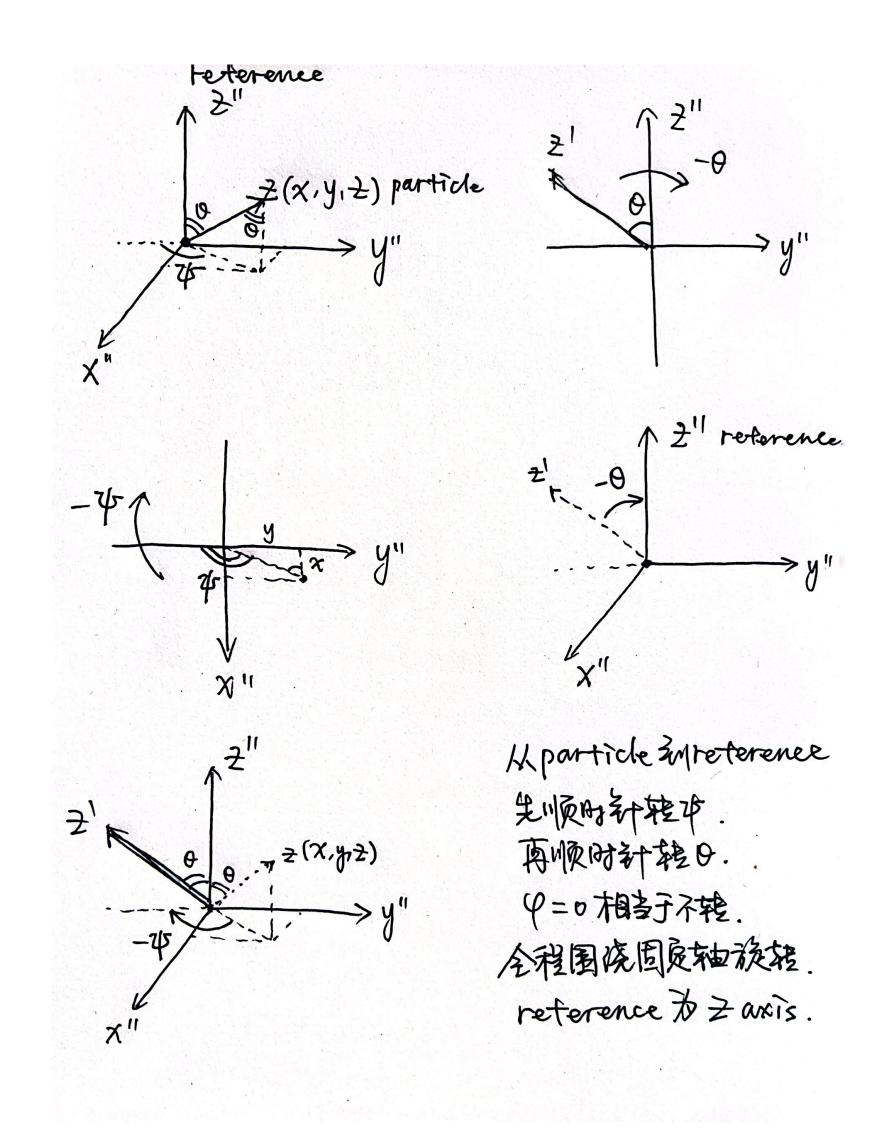
```
分别代表三个欧拉角zxz
```

dynamo是外旋zxz

```
euler_angle_metadata = {
    'relion': ConversionMeta(name='relion',
                             axes='zyz',
                             intrinsic=True,内旋,绕新轴
                             right_handed_rotation=True,
                             active=False),
    'dynamo': ConversionMeta(name='dynamo',
                             axes='zxz',
                             intrinsic=False,外旋,绕固定轴
                             right_handed_rotation=True,
                             active=False),
```

dynamo是外旋zxz: 可推断末向量为Z轴

```
disp(['x= ' num2str(cent(1)) 'y= ' num2str(cent())
npart = size(mot1,2);
tmp(1:npart) = cent(1);
x = mot1(8,:)-tmp;
tmp(1:npart) = cent(2);
y = mot1(9,:)-tmp;
tmp(1:npart) = cent(3);
z = mot1(10,:)-tmp;
tmp(:) = 90;
theta= 180/pi*atan2(sqrt(x.^2+y.^2),z); %theta
psi = 90+180/pi*atan2(y,x); %psi
mot1(18,:)=psi;
mot1(19,:)=theta;
```



先顺时针旋转psi,再顺时针旋转theta,phi取0相当于不转。全程都是围绕固定轴旋转。因此可推断末向量为Z轴。

dynamo是外旋zxz: 可推断末向量为Z轴

生成.em文件时(生成av3的motive list):第一项phi为0,后两项psi和theta旋转

```
theta= 180/pi*atan2(sqrt(x.^2+y.^2),z); %theta
psi = 90+180/pi*atan2(y,x); %psi
motl(18,:)=psi;
motl(19,:)=theta;
```

生成.tbl文件时(生成dynamo的table):前两项tdrot和tilt旋转,最后一项narot为0(真正的外旋zxz)

并且tdrot和psi方向相反,tilt和theta方向相反

relion是内旋zyz

Orientations

Orientations (rlnAngleRot, rlnAngleTilt, rlnAnglePsi) in a STAR file rotate the reference into observations (i.e. particle image), while translations (rlnOriginXAngstrom and rlnOriginYAngstrom) shifts observations into the reference projection. For developers, a good starting point for code reading is ObservationModel::predictObservation() in the src/jaz/obs_model.cpp.

In compliance with the <u>Heymann</u>, <u>Chagoyen and Belnap (2005) standard RELION</u> uses a right-handed coordinate system with orthogonal axes X, Y and Z, where right-handed rotations are called positive, and Euler angles are defined as:

- The first rotation is called rlnAngleRot and is around the Z-axis.
- The second rotation is called rlnAngleTilt and is around the new Y-axis.
- The third rotation is called rlnAnglePsi and is around the new Z axis

As such, RELION uses the same Euler angles as XMIPP, SPIDER and FREALIGN.

relion是内旋zyz:初始向量是z轴

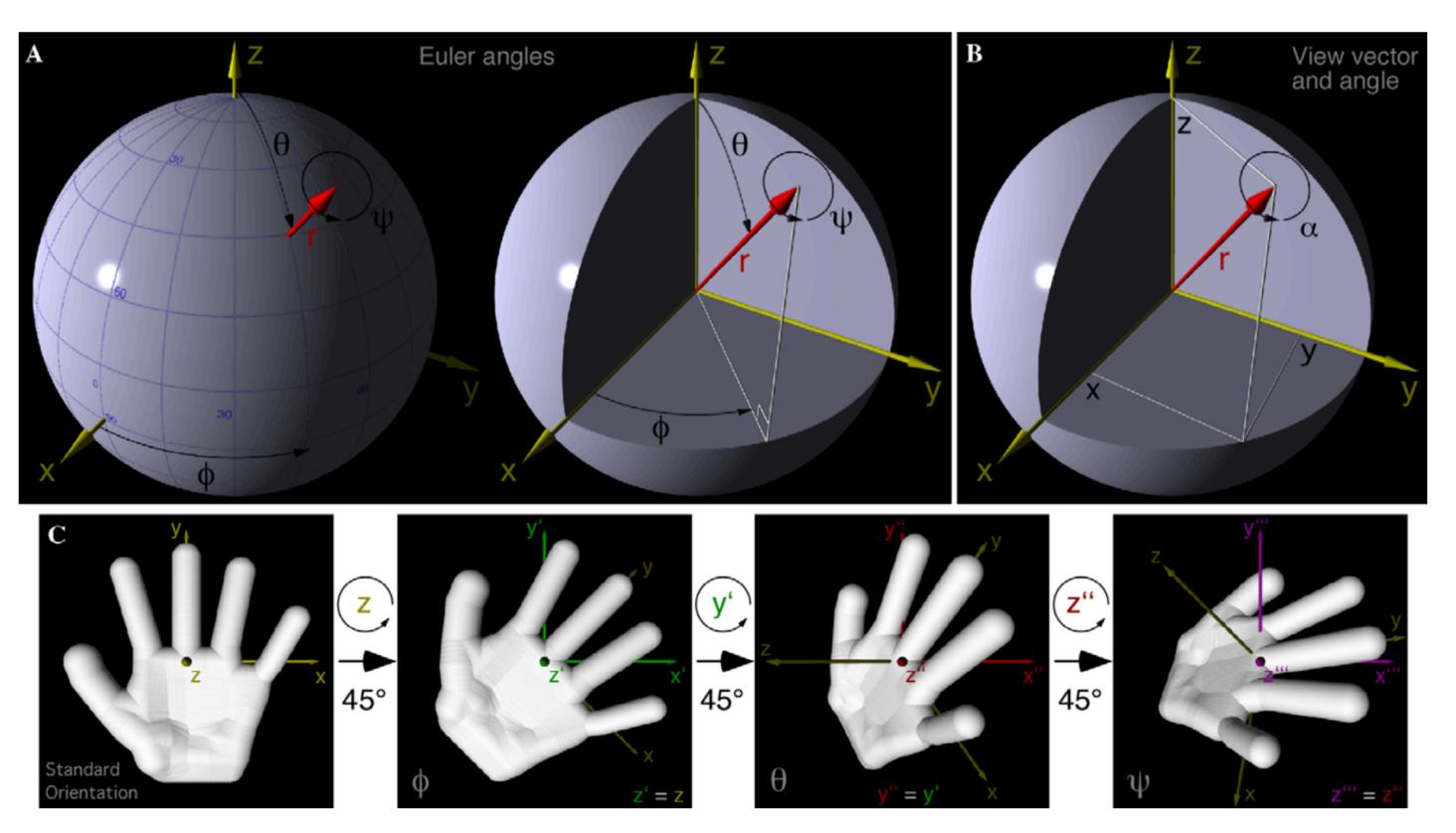
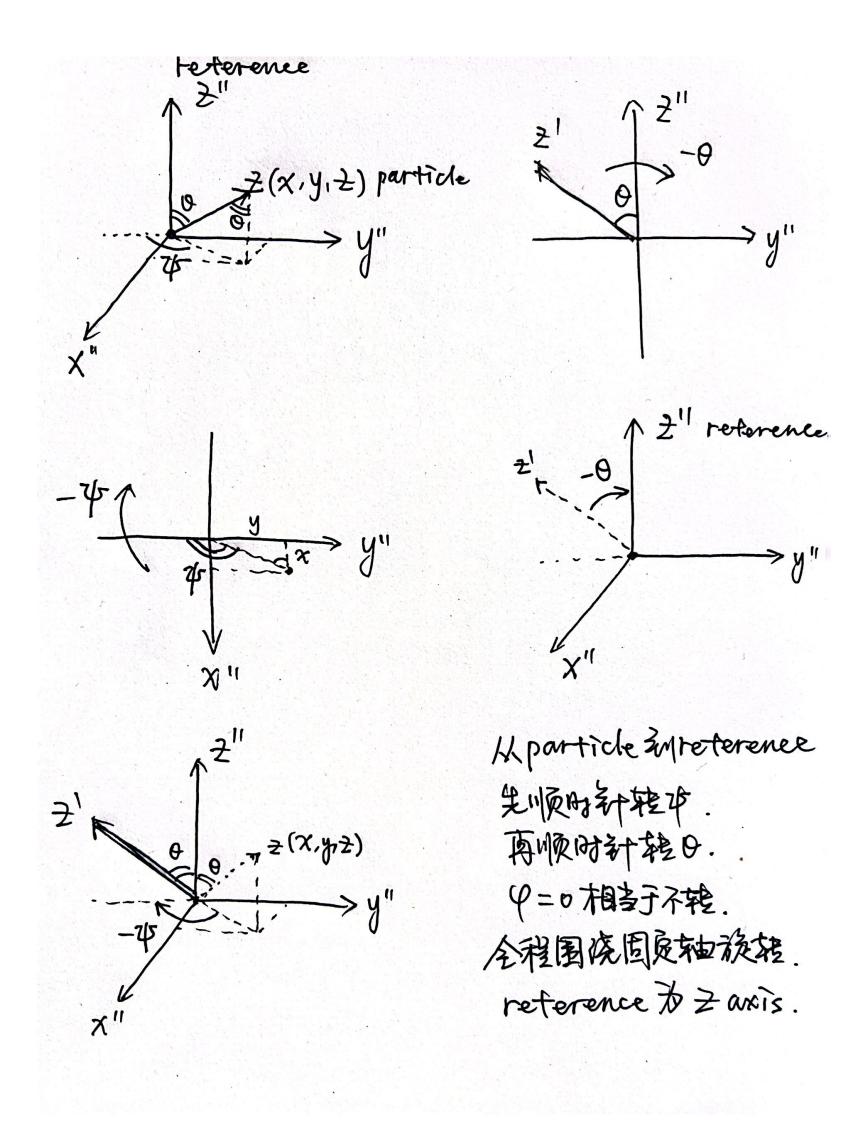


Fig. 1. Definitions of orientation convention about right-handed Cartesian axes x, y, z (yellow) with the origin corresponding to the image origin (origin of the imaged object). (A) Euler angles. The position of any vector beginning at the origin can be described by the angles ϕ and θ (in this example, $\phi = \theta = 45^{\circ}$) The angle ϕ is the angle measured in the anti-clockwise direction between a projection of the vector \mathbf{r} onto the \mathbf{x} - \mathbf{y} plane and the positive \mathbf{x} -axis. (ϕ is analogous to longitude.) The angle θ is the angle between the vector and the positive \mathbf{z} -axis. (θ is analogous to latitude.) Rotation about the vector is described by the angle ψ (analogous to compass heading). (B) View vector and angle. The vector \mathbf{r} is the same as the corresponding vector in panel (A) \mathbf{r} is described by coordinates $\{x, y, z\}$ (labeled in black) in each of the three Cartesian axes \mathbf{x} , \mathbf{y} , \mathbf{z} . The view angle (α) is a rotation about \mathbf{r} . (C) Rotation matrices for Euler angles. A model of a human left hand is used to demonstrate the three angles. As applied in rotation matrices, the convention involves three right-handed rotations about successive orthogonal axes: first, rotation about \mathbf{z} by ϕ ; second, rotation about \mathbf{y}' by θ ; and third, rotation about \mathbf{z}'' by ψ . The standard axes $\{\mathbf{x},\mathbf{y},\mathbf{z}\}$ are shown in yellow in each frame. The prime, double-prime, and triple-prime axes are shown in green, red, and magenta, respectively. Note, when the axis of rotation is pointing at the viewer, the coordinate system is rotated anti-clockwise and the object clockwise. The program POV-Ray was used in making this figure (http://www.povray.org).

particle to reference还是reference to particle

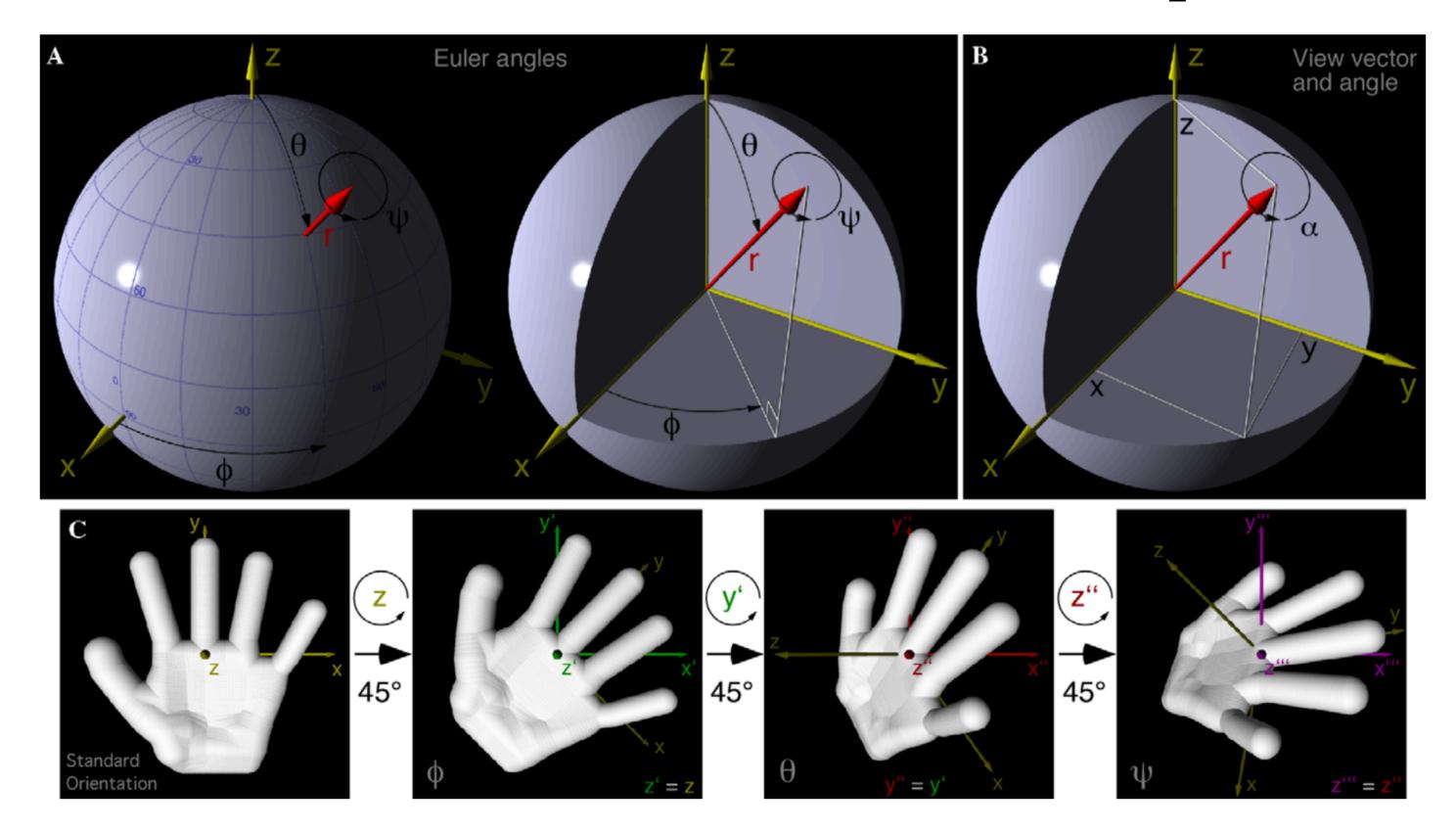
```
# Created by the starfile Python package (version 0.4.11) at 19:23:18 on 02/04/2023
data_
loop_
_rlnTomoName #1
rlnTomoParticleId #2
rlnTomoManifoldIndex #3
_rlnCoordinateX #4
rlnCoordinateY #5
_rlnCoordinateZ #6
rlnOriginXAngst #7
_rlnOriginYAngst #8
_rlnOriginZAngst #9
_rlnAngleRot #10
_rlnAngleTilt #11
_rlnAnglePsi #12
                                                                                                  RELION是reference转到particle
_rlnClassNumber #13
rlnRandomSubset #14
GCB_004 1
                                                                                                 0.000000
                                                                                                                 146.050000
                                                                                                                                 -158.199000
                                        774.000000
                                                        378.000000
                        1620.000000
GCB_004 2
                                        756.000000
                                                        396.000000
                                                                                                 0.000000
                                                                                                                 143.760000
                                                                                                                                 82.875000
                        1578.000000
GCB_004 3
                                                                                                                 161.570000
                                        504.000000
                                                        444.000000
                                                                                                 0.000000
                                                                                                                                 180.000000
                        978.000000
GCB_004 4
                        1146.000000
                                        576.000000
                                                                                                 0.000000
                                                                                                                 139.860000
                                                        444.000000
                                                                                                                                 -161.565000
GCB_004 5
                        1074.000000
                                        540.000000
                                                        468.000000
                                                                                                 0.000000
                                                                                                                 146.350000
                                                                                                                                 108.435000
GCB_004 6
                                        480.000000
                                                        468.000000
                                                                                                 0.000000
                                                                                                                 155.790000
                                                                                                                                 -20.560000
                        1140.000000
GCB_004 7
                        1116.000000
                                        582.000000
                                                        480.000000
                                                                                                 0.000000
                                                                                                                 157.860000
                                                                                                                                 -159.444000
GCB_004 8
                                        516.000000
                                                        510.000000
                                                                                                 0.000000
                                                                                                                 164.500000
                        1092.000000
                                                                                                                                 33.690000
GCB_004 9
                        2124.000000
                                        930.000000
                                                        534.000000
                                                                                                 0.000000
                                                                                                                 178.090000
                                                                                                                                 0.000000
GCB_004 10
                                                                                                                                 116.565000
                                                        378.000000
                        936.000000
                                        516.000000
                                                                                                 0.000000
                                                                                                                 105.020000
GCB_004 11
                                                        474.000000
                        1902.000000
                                        888.000000
                                                                                                 0.000000
                                                                                                                 167.760000
                                                                                                                                 -104.036000
```

particle to reference还是reference to particle



DYNAMO是particle转到reference

relion是reference to particle



需要特别注意的是,对于relion而言,目前整个tomogram的坐标系是x"y"z",而particle的朝向是z,因此在计算euler angle时,实际particle的坐标是在x"y"z"坐标系下的,而particle朝向是z。