

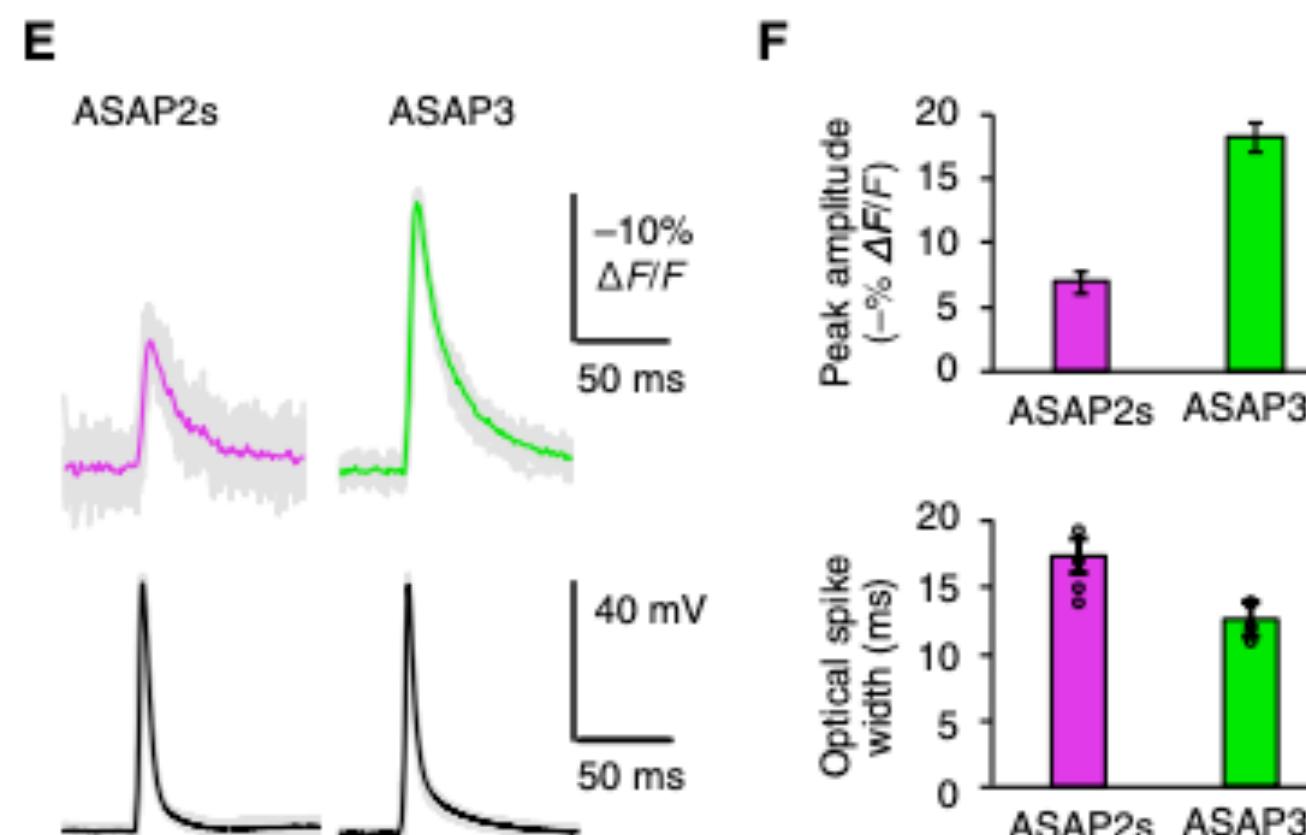
# High Speed Imaging

*'Breaking the KHz barrier'*

Jacques Carolan

## Why

- Calcium dynamics  $\sim 100$  ms vs APs  $\sim 1$  ms
- Genetically Encoded Voltage Indicators:
  - ASAP3<sup>1</sup>, QuasAr3<sup>2</sup>, JEDI<sup>3</sup>



- Sub-threshold events
- All-optical electrophysiology<sup>4</sup> & connectomics

<sup>1</sup> Villette et al., (2019) [2P]

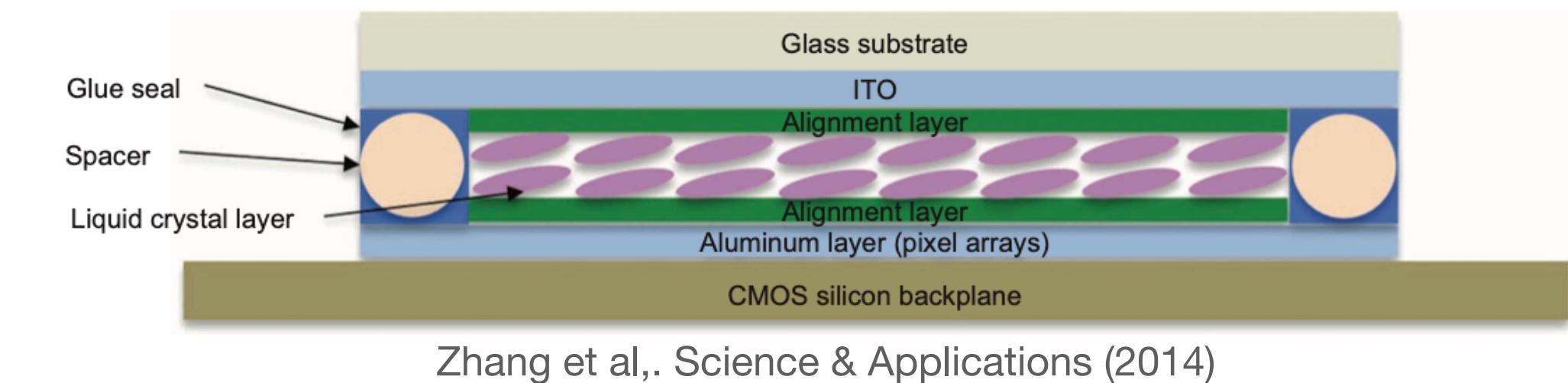
<sup>2</sup> Adam et al., (2019) [1P]

<sup>3</sup> St-Pierre Lab, Zoe + Junlang! [2P]

<sup>4</sup> Y. Adam (2021)

## Challenges

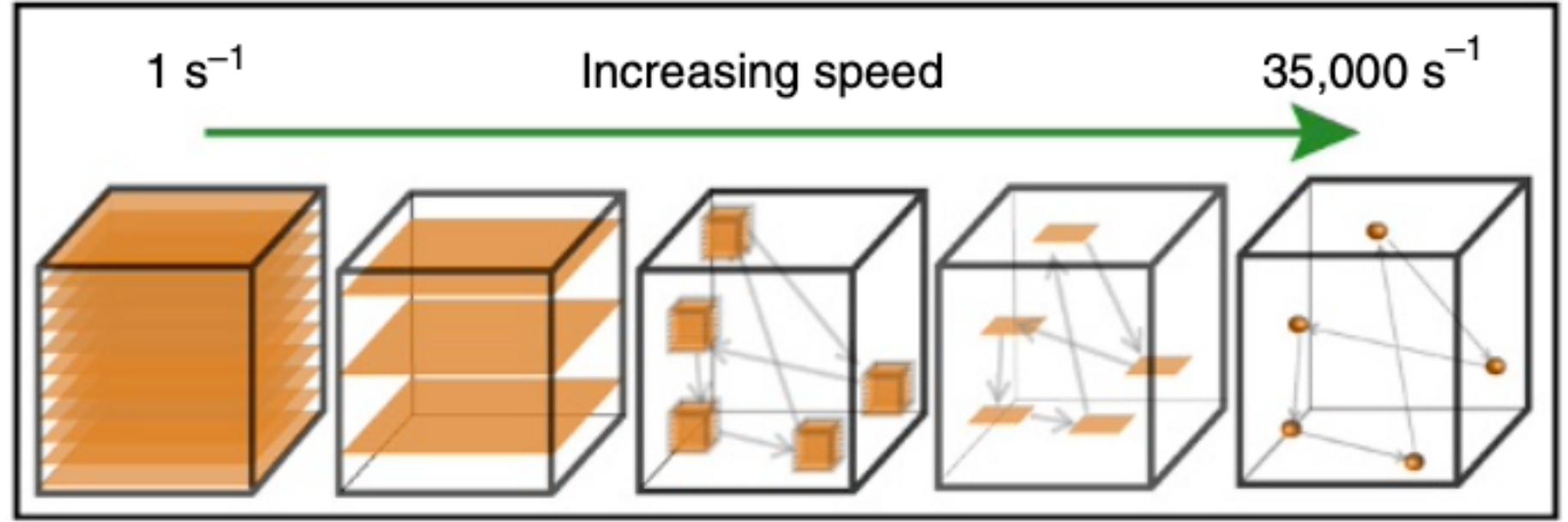
- Beam steering (e.g. Galvo):
  - Moving a mass (e.g. a mirror) has an inherent bandwidth  $\rightarrow \sim 10$  KHz = 0.1 ms
- Beam patterning (e.g. SLM):
  - Viscous liquid crystals  $\rightarrow \sim 100$  Hz = 10 ms



Zhang et al., Science & Applications (2014)

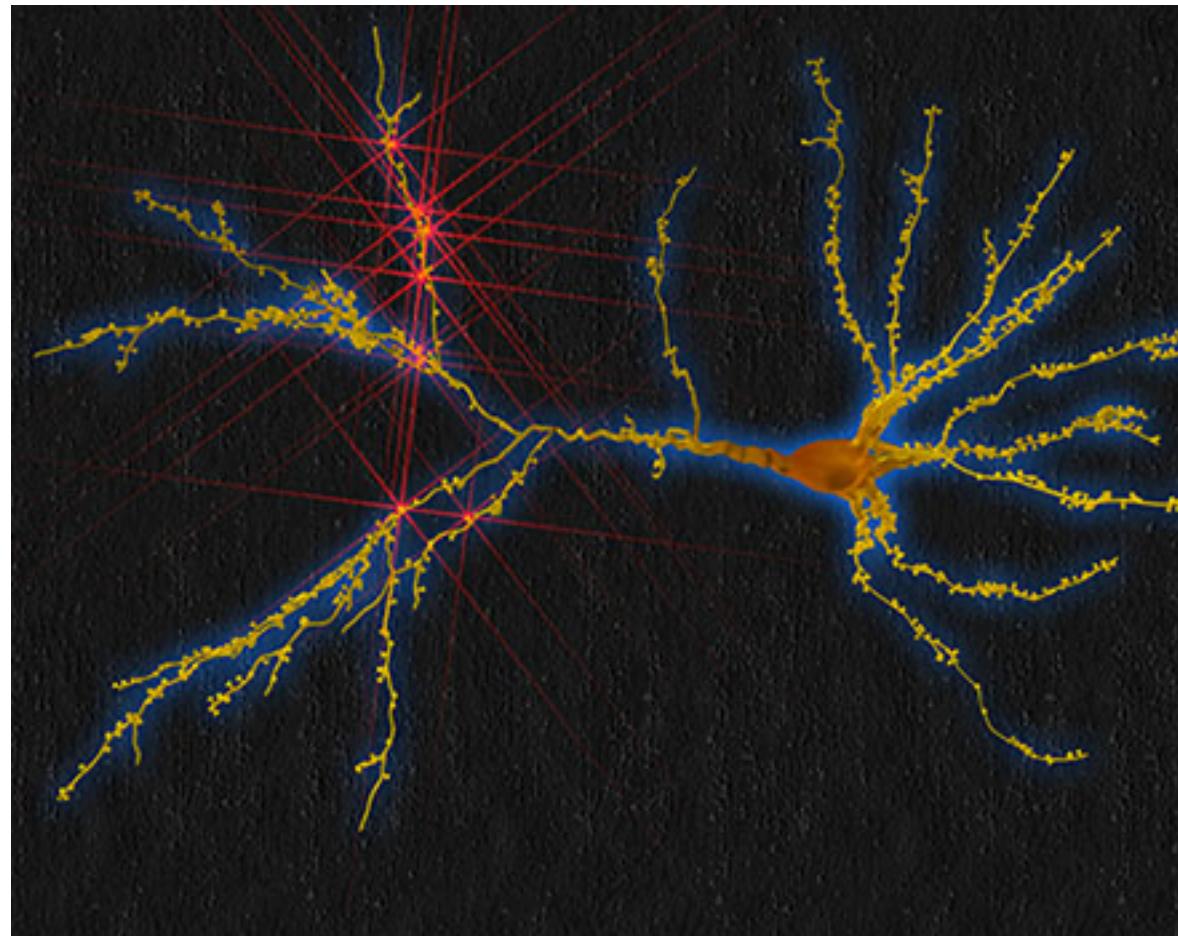
- Cameras (e.g. sCMOS):
  - 100 fps (2000 x 2000 px)

## Random Access



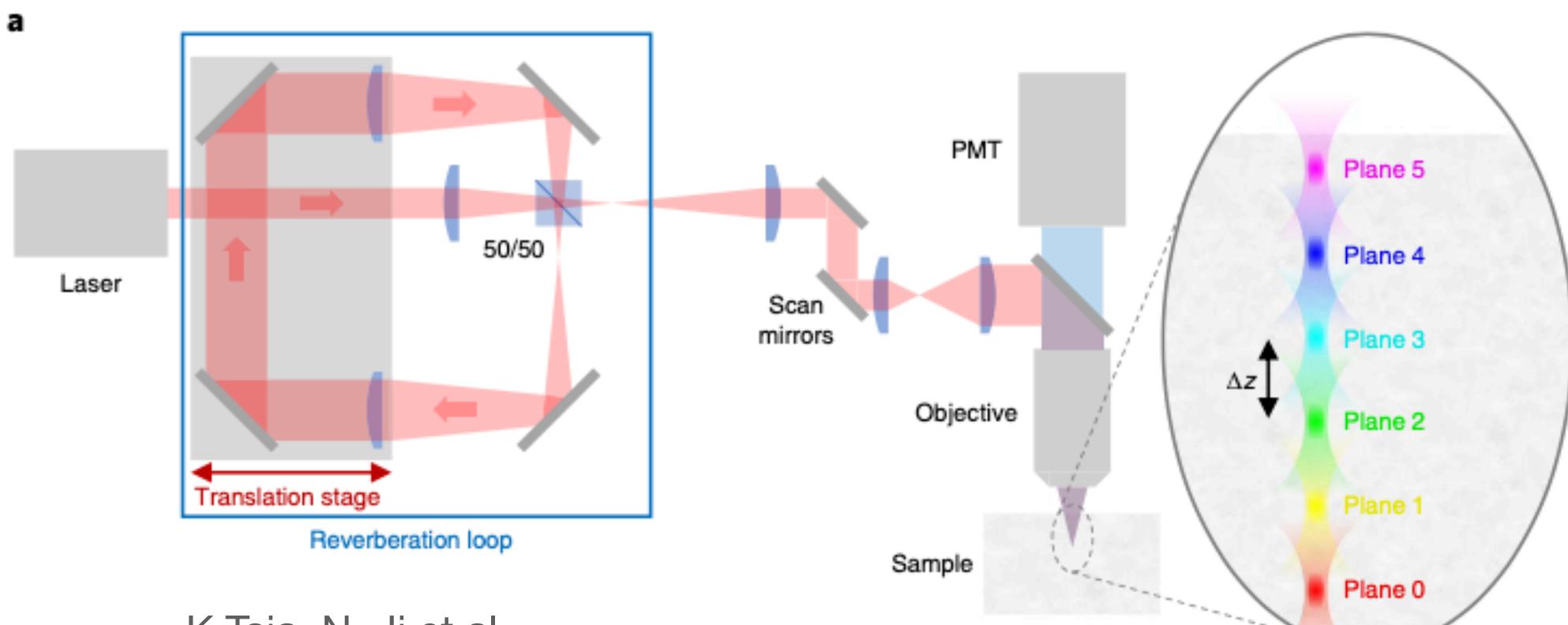
K. M. N. S. Nadella ... P. A. Kirkby, and R. A. Silver, *Nat Meth* (2016).

## Computational



K. Podgorski

## Multiplexing



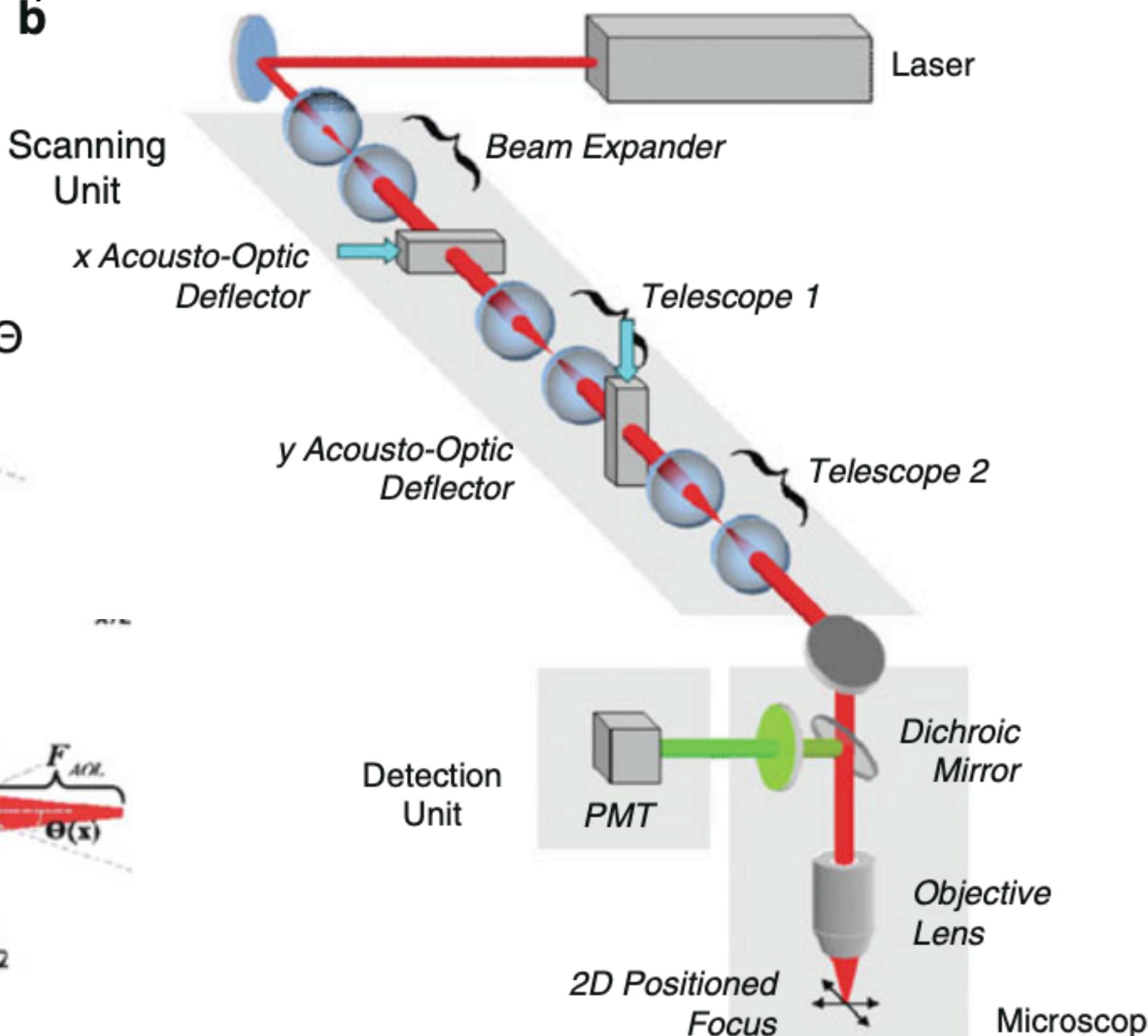
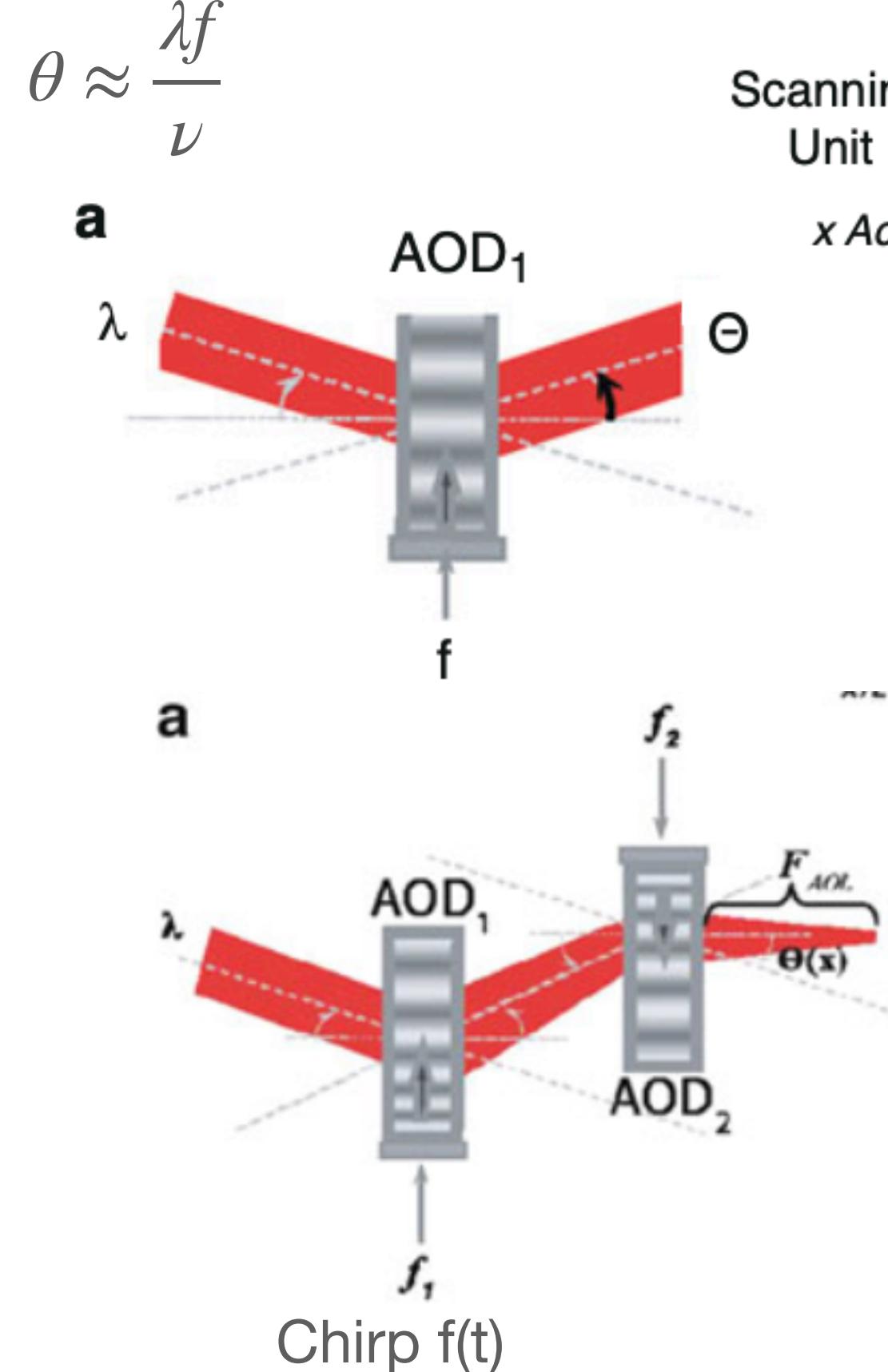
K.Tsia, N. Ji et al.,

## Aims:

- Broad overview of approaches
- Technological advances to keep an eye on
- Opportunities for us

# Random Access Microscopy

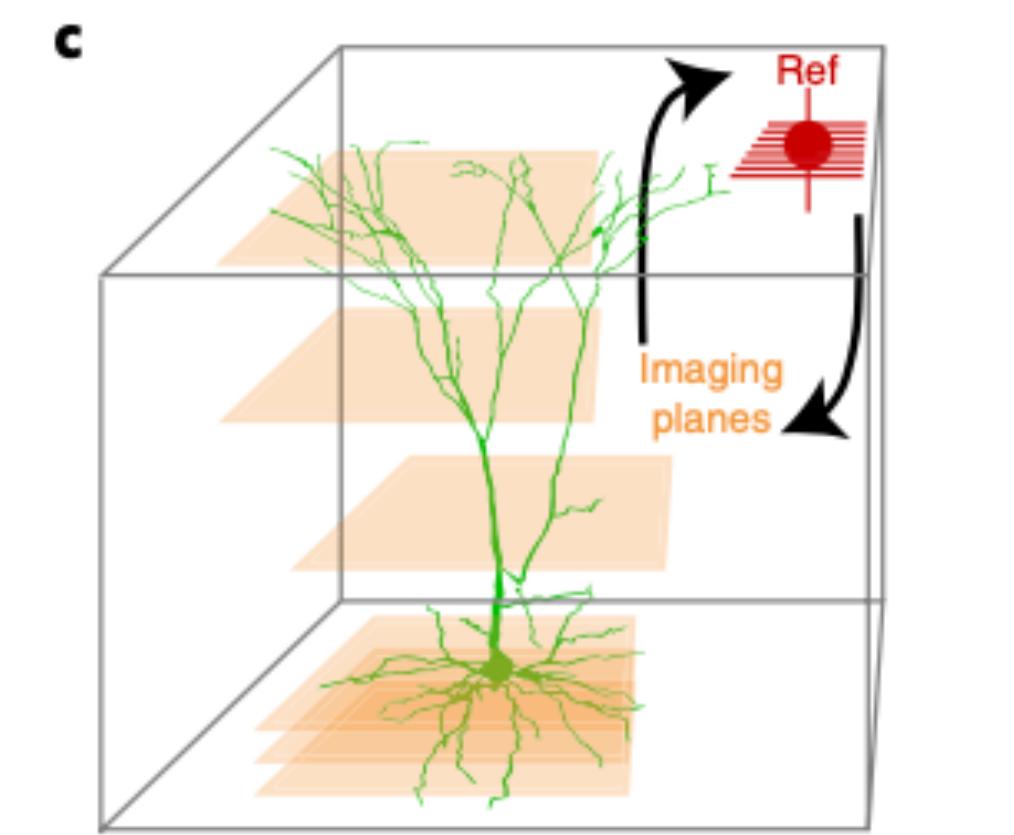
- Only access predetermined ROI's
- Programmable scanning enabled by **acoustic optic deflectors** (AODs)



G. D. Reddy et al., (2015)

**Materials:** Tellurium Dioxide / Quartz / Glass  
**Speed of sound** = 4000 m/s  
**Switching speed** = 20 mm / 4000 m/s = 5  $\mu$ s

- + Fast
- + 3D
- + Versatile
- + Well developed tech
- Sparsity
- Dispersion comp.
- Movement correction

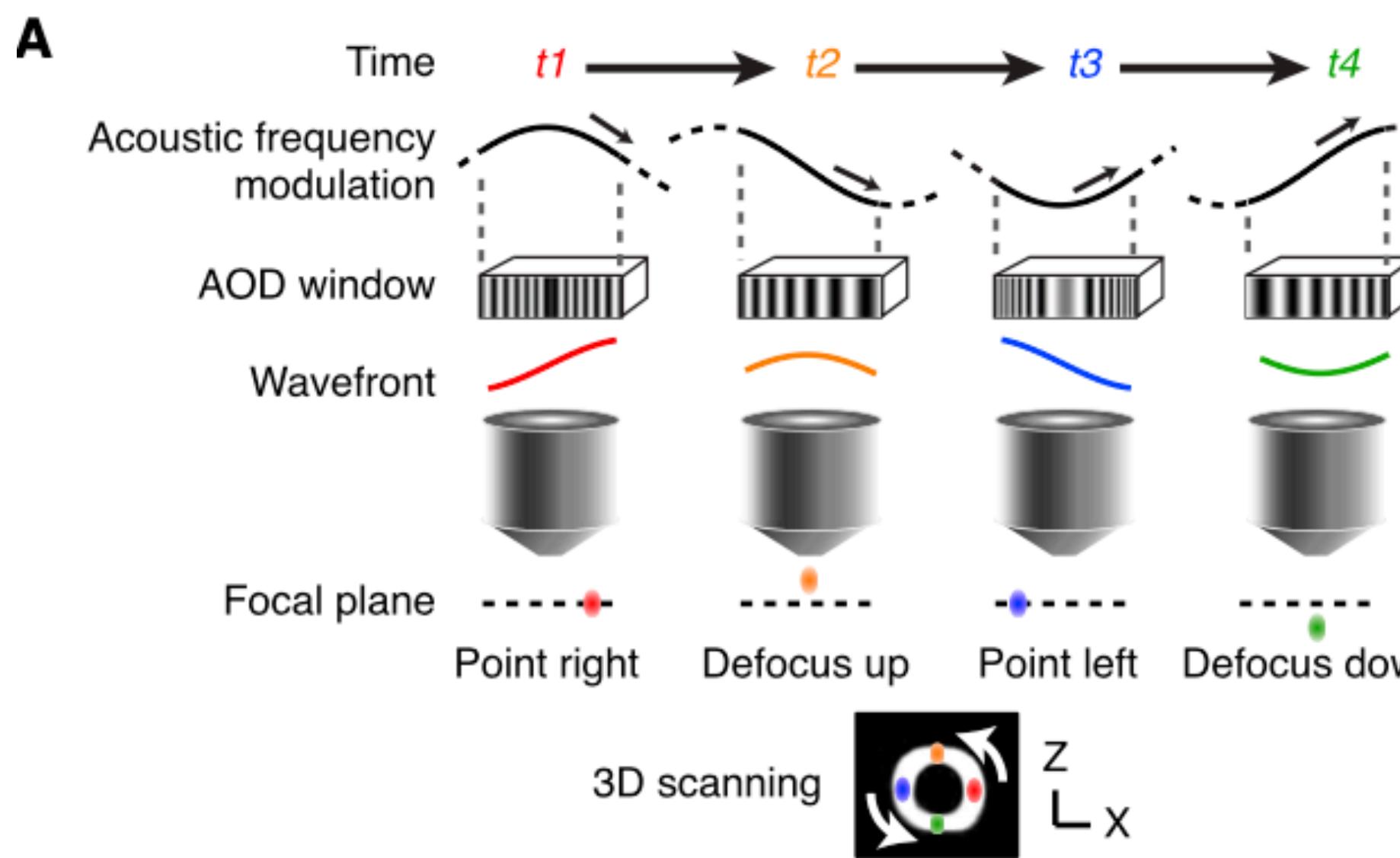


Griffiths et al., *Nat Methods* (2020)

# RAMP for GEVI

- Challenges:
  - membrane confined molecules → diffraction limited spot gives low signal
  - Slow diffusion limits replacement rates and causes photobleaching

## ULoVe

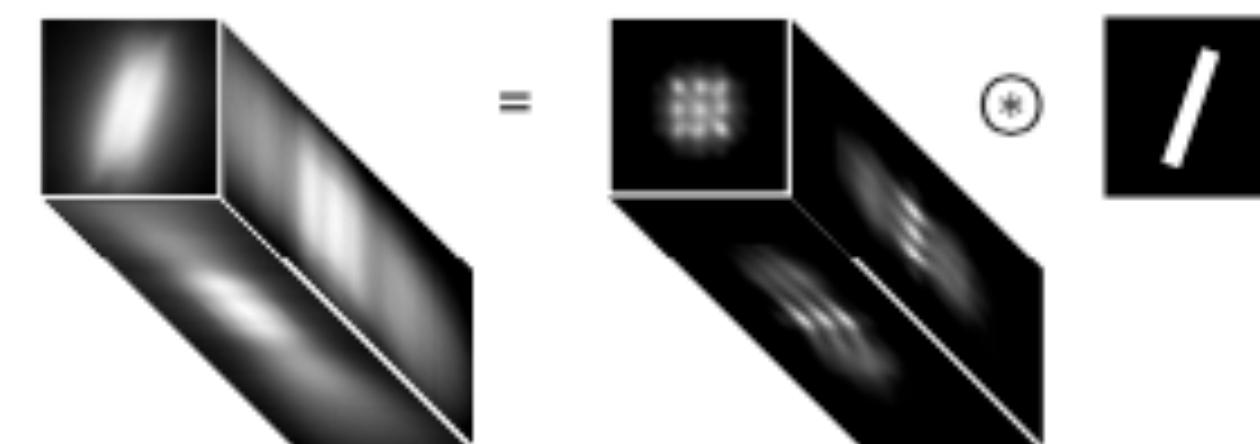


Villette et al., (2019)

## Ultrafast Two-Photon Imaging of a High-Gain Voltage Indicator in Awake Behaving Mice

Vincent Villette,<sup>1,13</sup> Mariya Chavarha,<sup>2,3,13</sup> Ivan K. Dimov,<sup>2,4</sup> Jonathan Bradley,<sup>1</sup> Lagnajeet Pradhan,<sup>2,4</sup> Benjamin Mathieu,<sup>1</sup> Stephen W. Evans,<sup>2</sup> Simon Chamberland,<sup>7</sup> Dongqing Shi,<sup>2,5</sup> Renzhi Yang,<sup>6,11</sup> Benjamin B. Kim,<sup>3</sup> Annick Ayon,<sup>1</sup> Abdelali Jalil,<sup>9</sup> François St-Pierre,<sup>8</sup> Mark J. Schnitzer,<sup>4,12</sup> Guoqiang Bi,<sup>5,10</sup> Katalin Toth,<sup>7</sup> Jun Ding,<sup>6</sup> Stéphane Dieudonné,<sup>1,\*</sup> and Michael Z. Lin<sup>2,3,14,\*</sup>

**Pattern 3:**  
9x multiplexed line

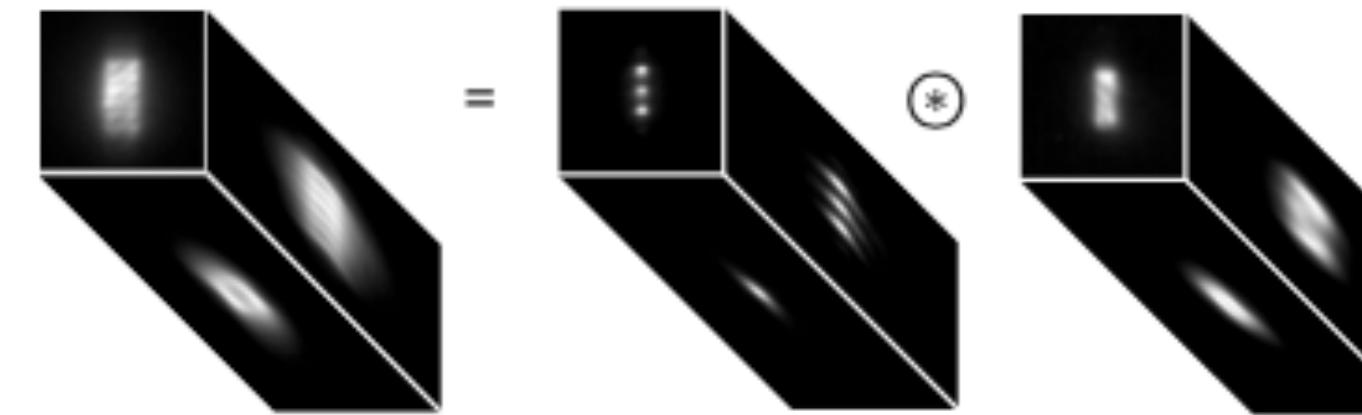


Holography:  
9x multiplexed

Scanning:  
line

Akemann, W. Et al., Opt. Express 23, 28191–28205.

**Pattern 2:**  
3x multiplexed slab

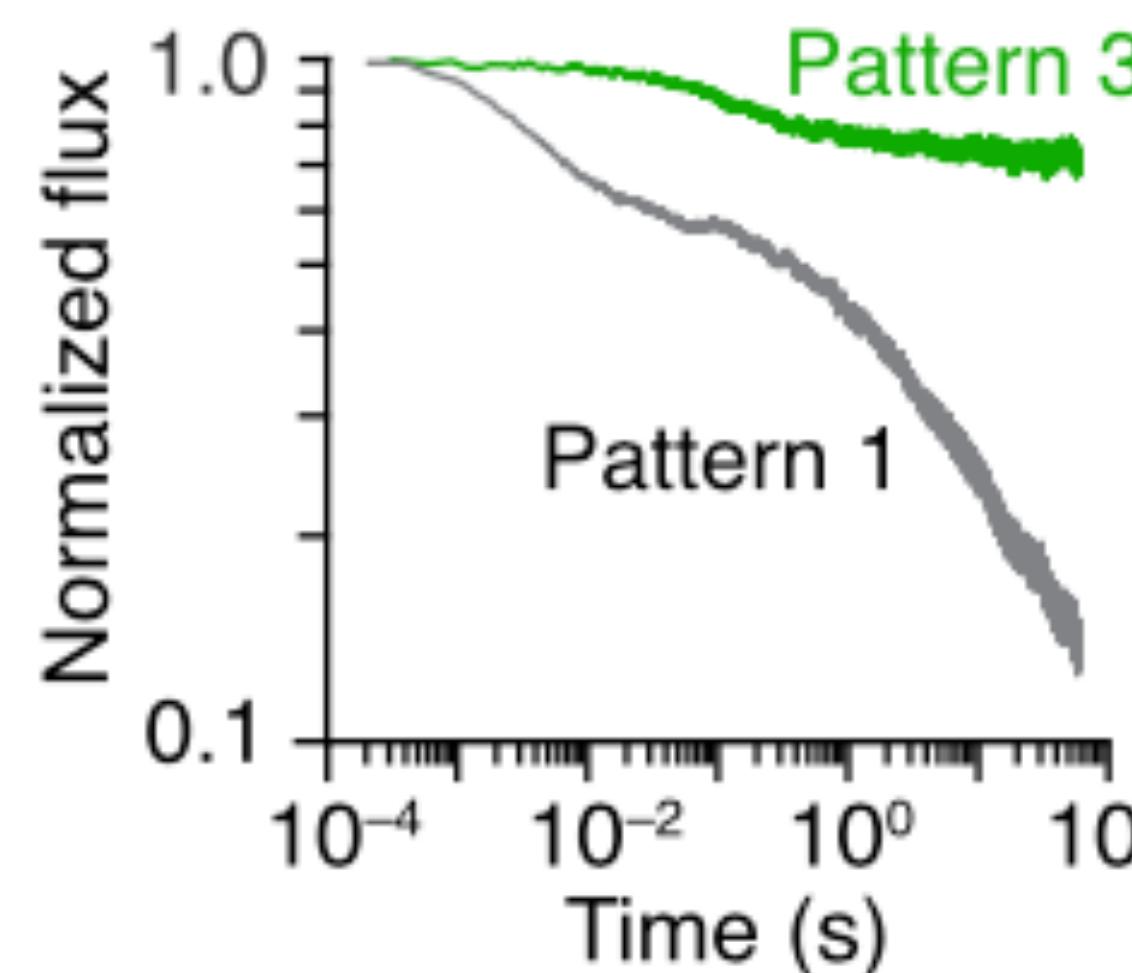


Holography:  
3x multiplexed

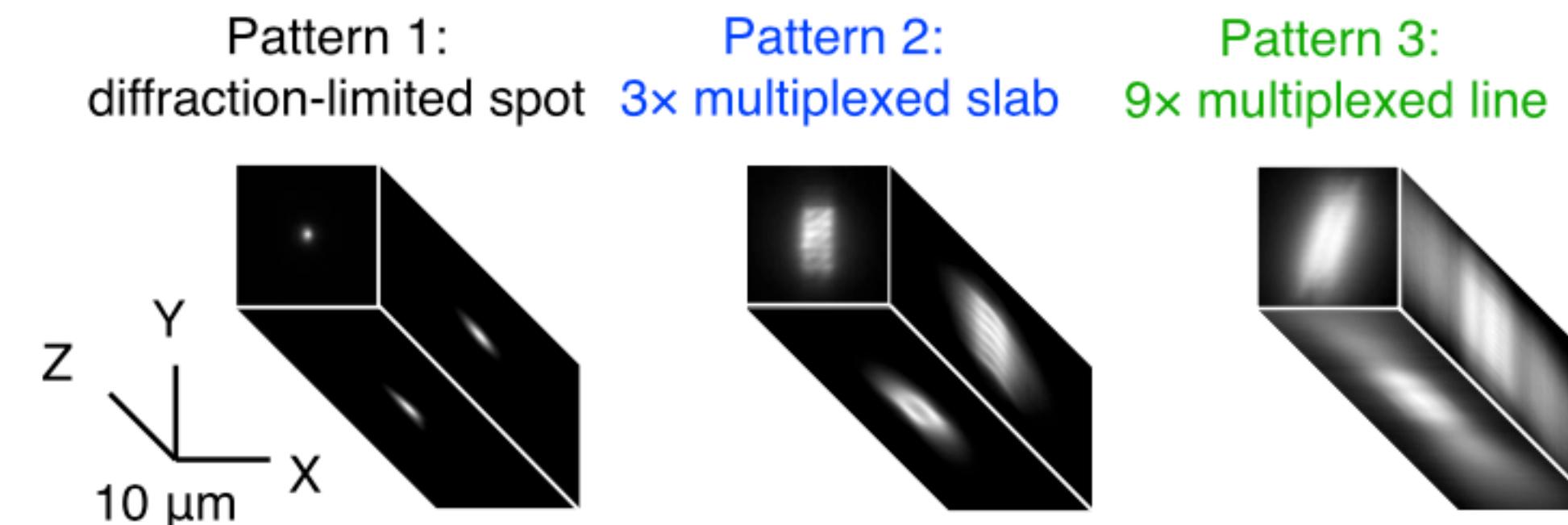
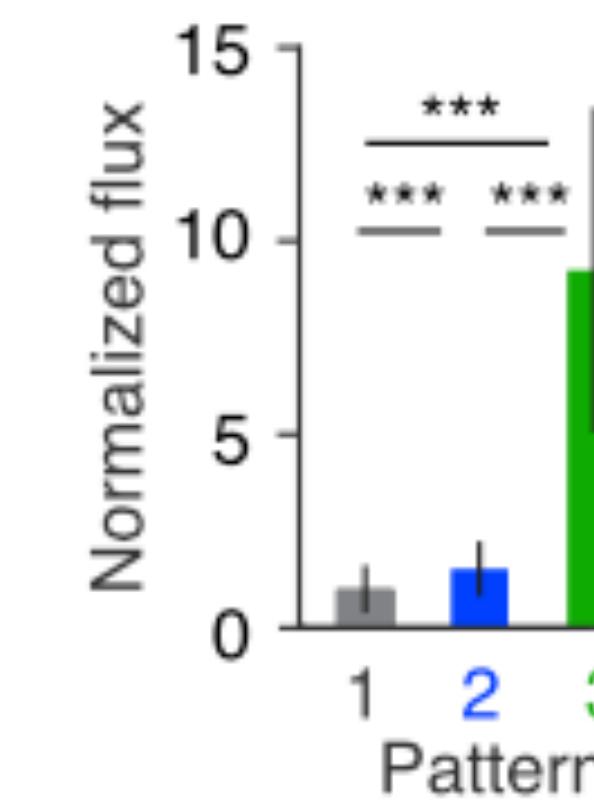
Scanning:  
3D slab

ASAP3

## Photobleaching:

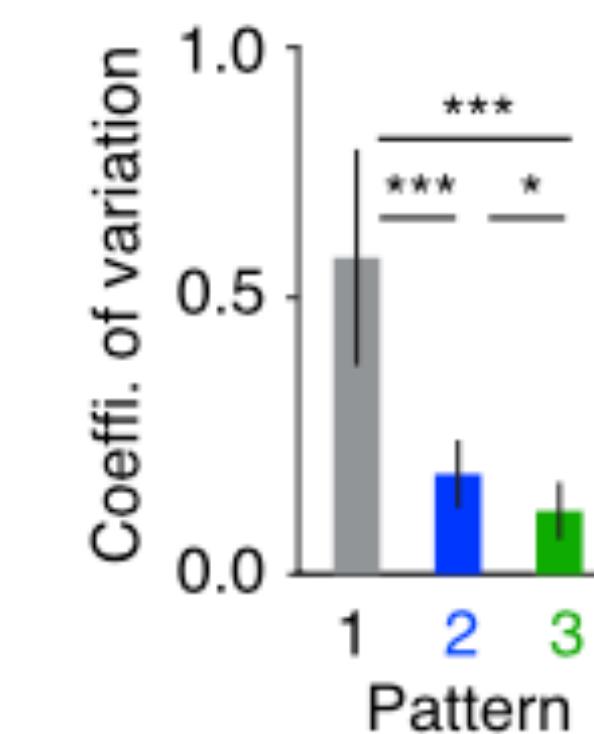
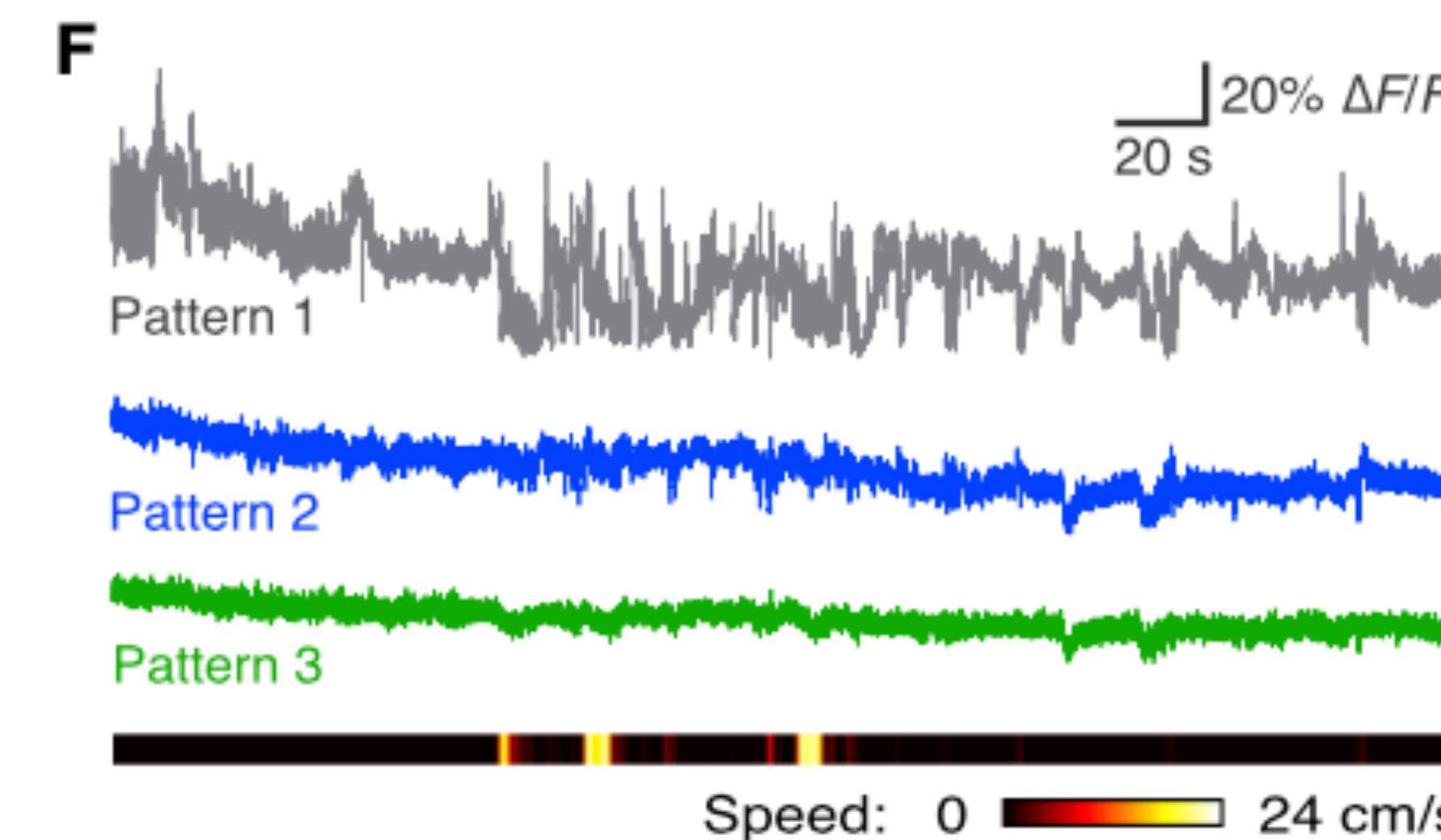
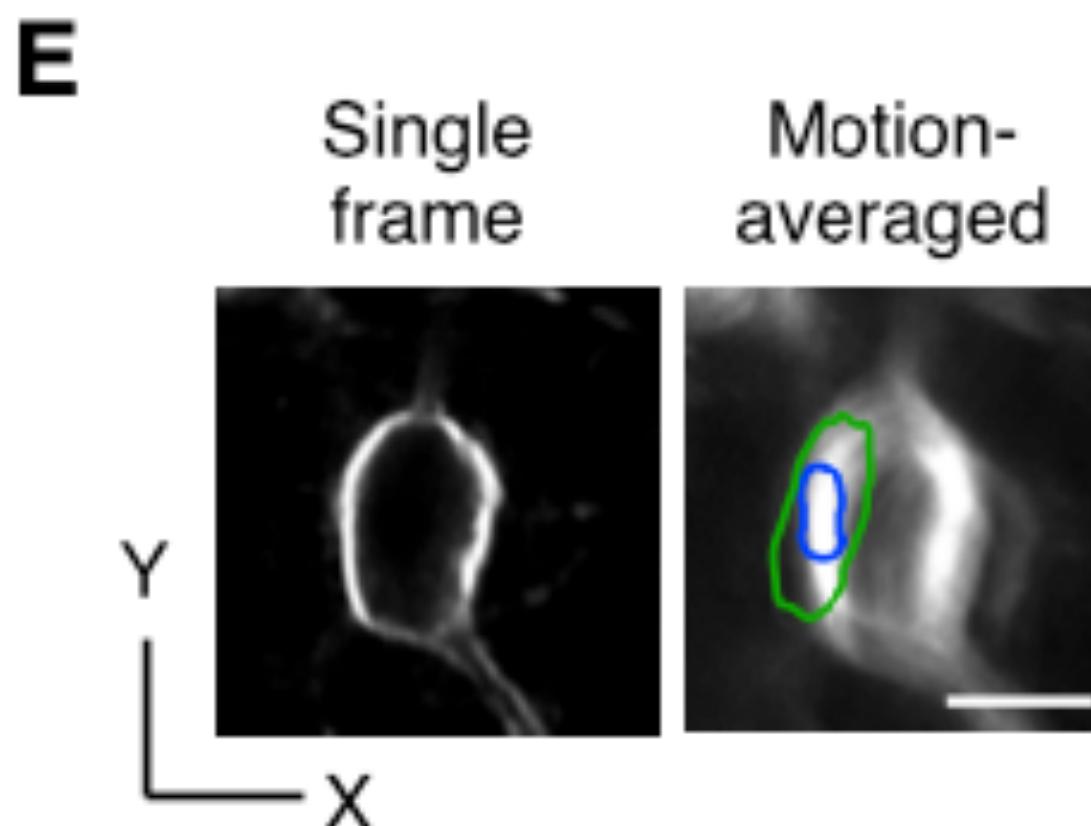


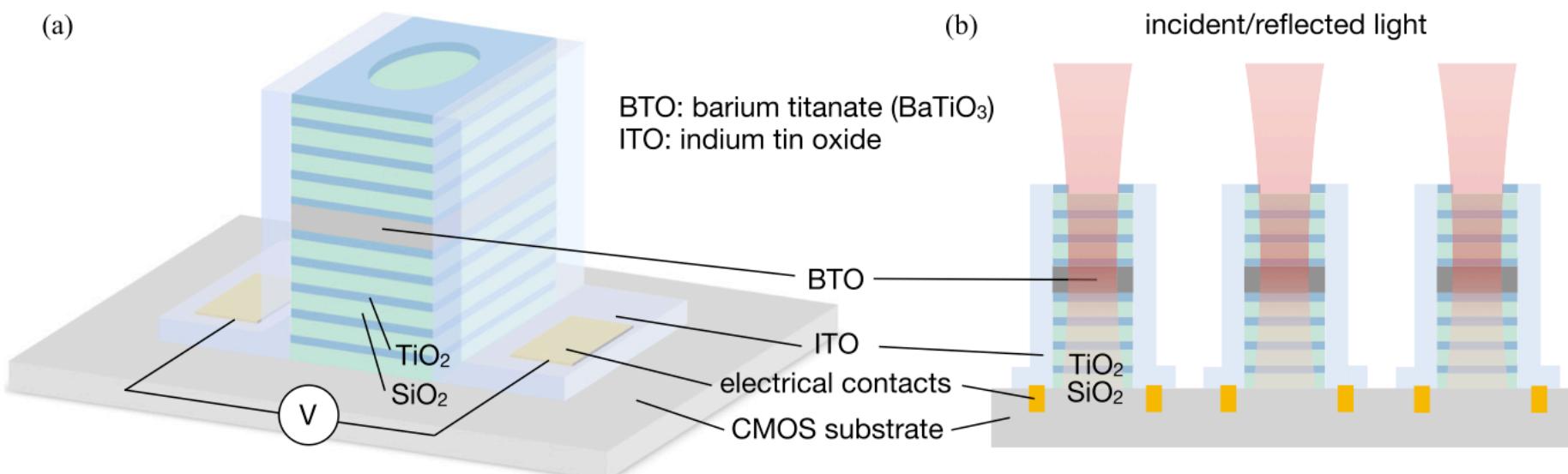
## Signal:



- + Increased signal
- + Reduced photobleaching
- + Movement correction
- 20 KHz per volume (cell)

## Movement:

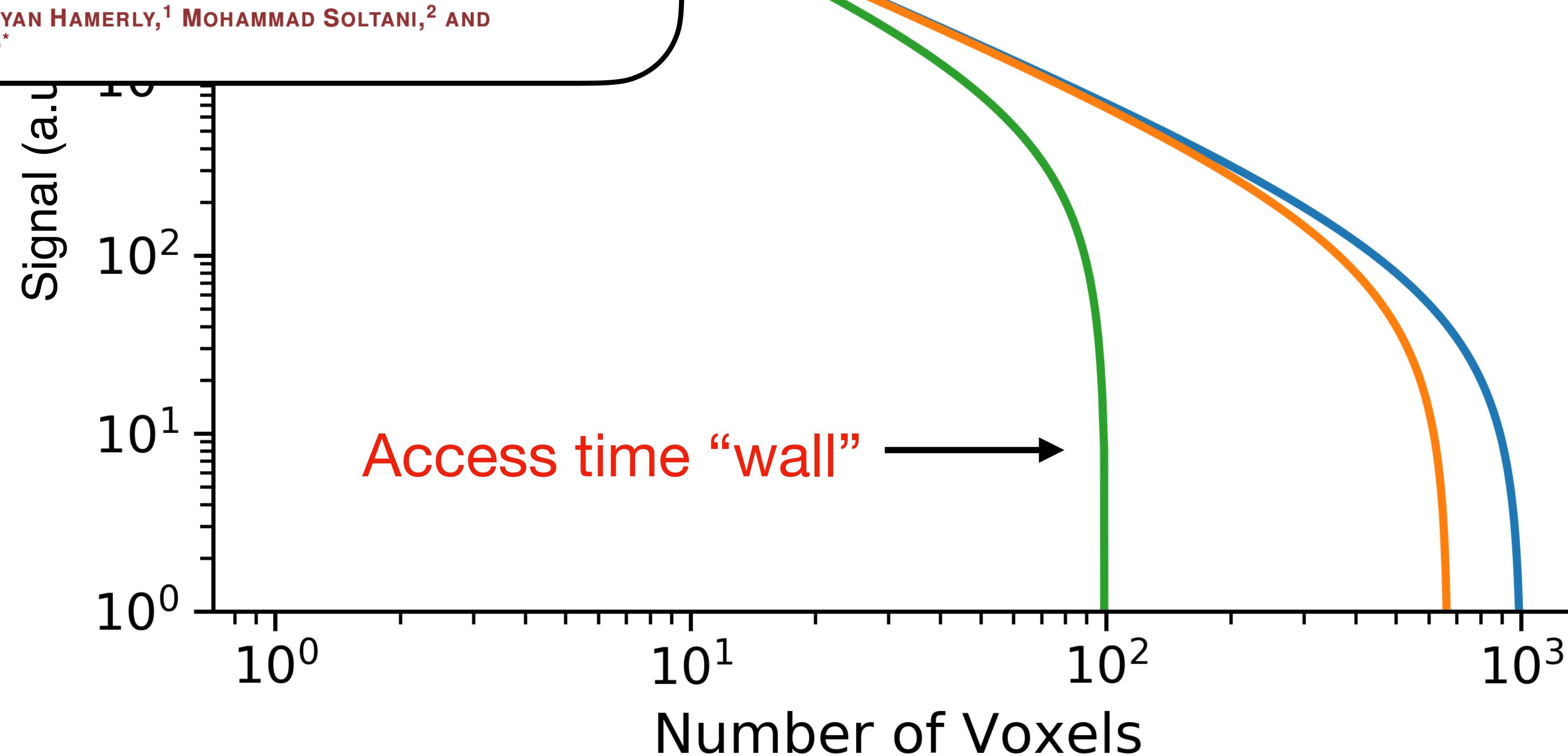




## Design of high-speed phase-only spatial light modulators with two-dimensional tunable microcavity arrays

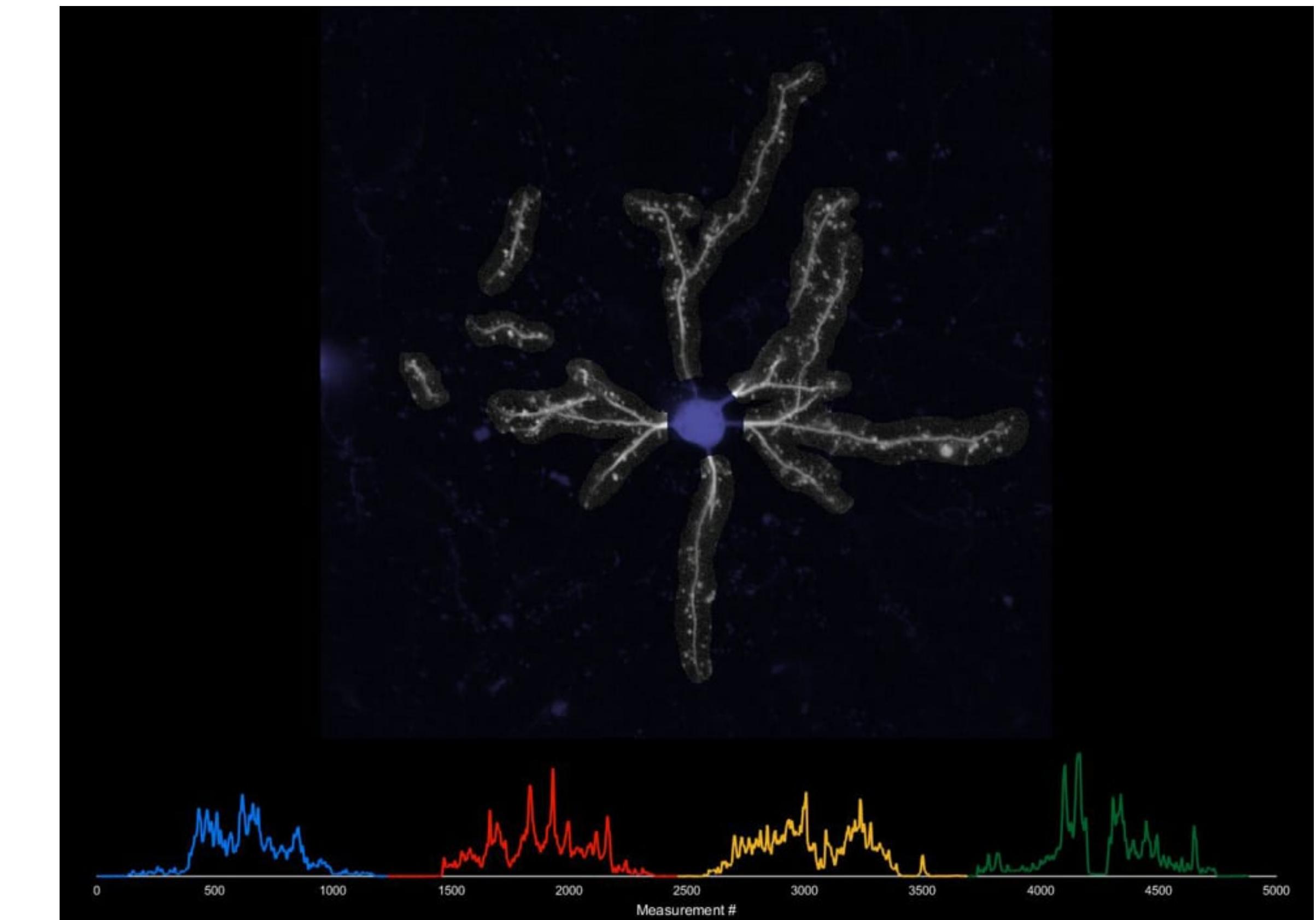
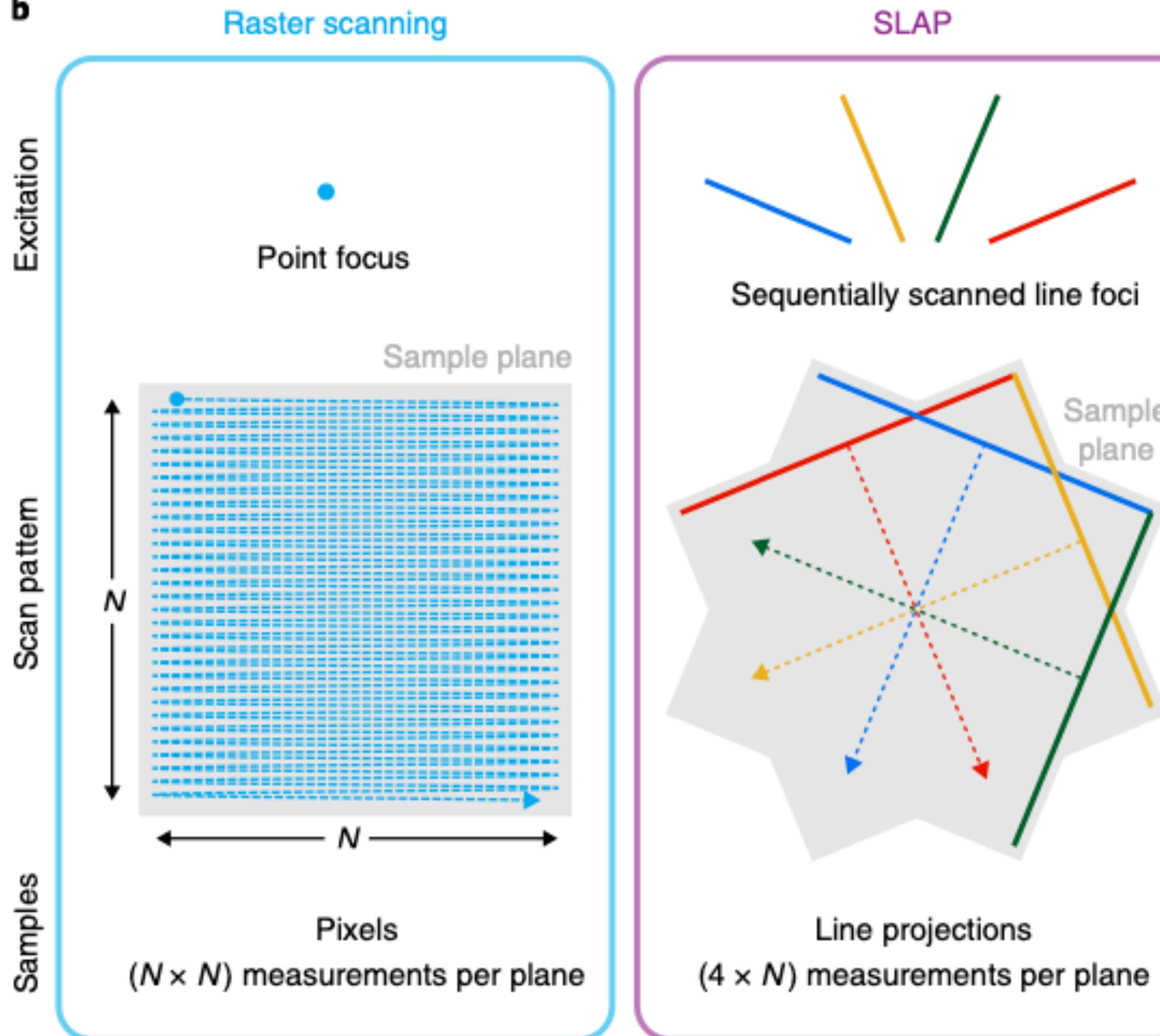
CHENG PENG,<sup>1</sup> RYAN HAMERLY,<sup>1</sup> MOHAMMAD SOLTANI,<sup>2</sup> AND DIRK R. ENGLUND<sup>1,\*</sup>

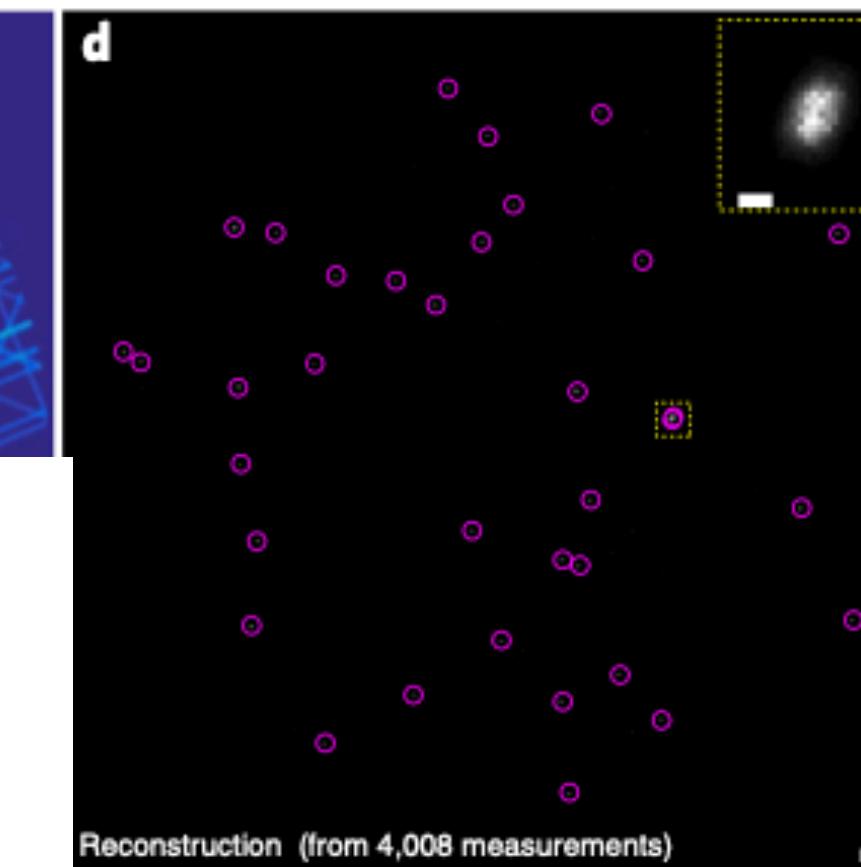
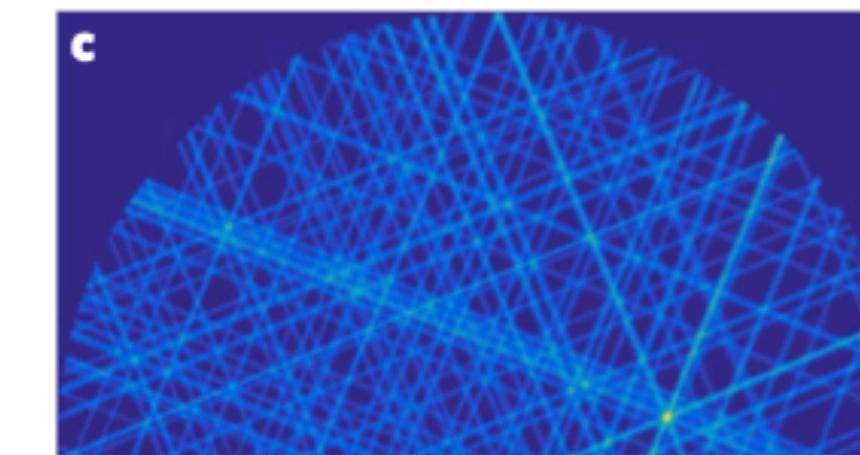
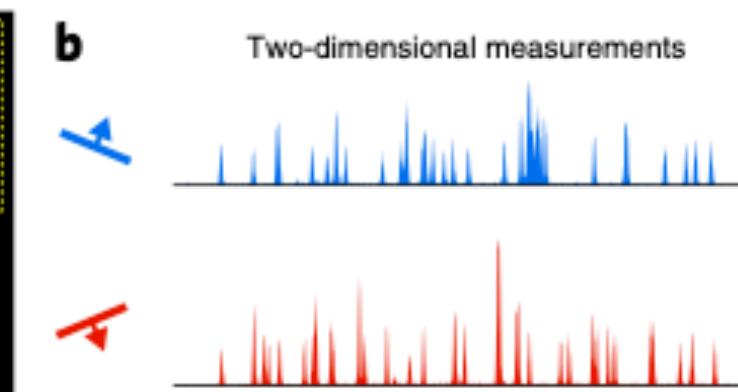
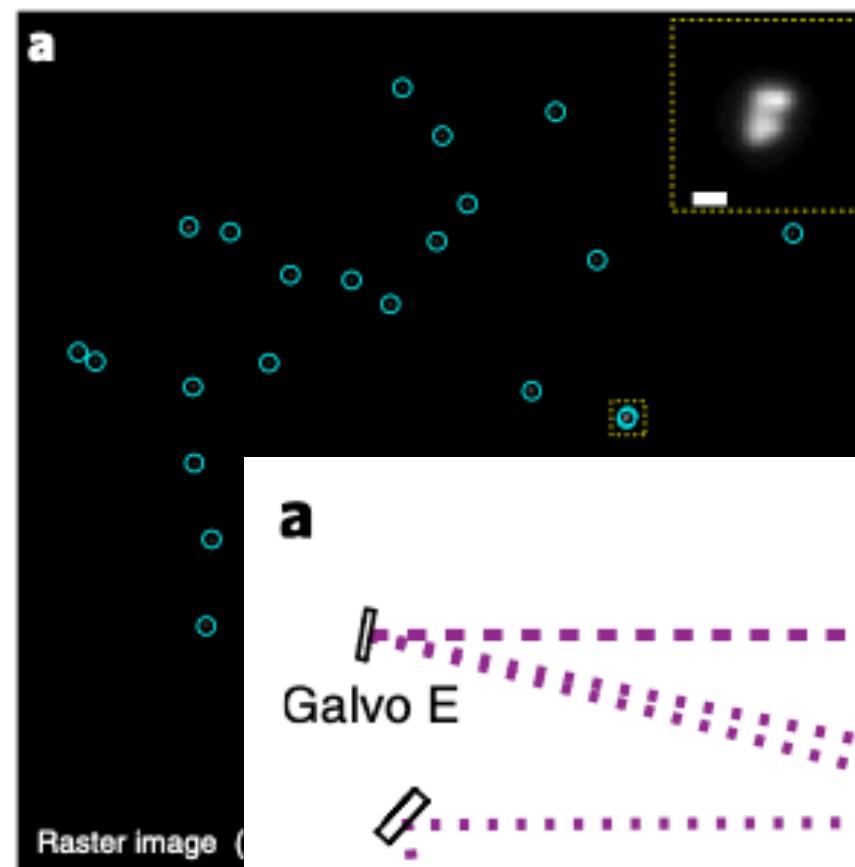
- 1.0e-06 us
- 1.5e-06 us
- 1.0e-05 us



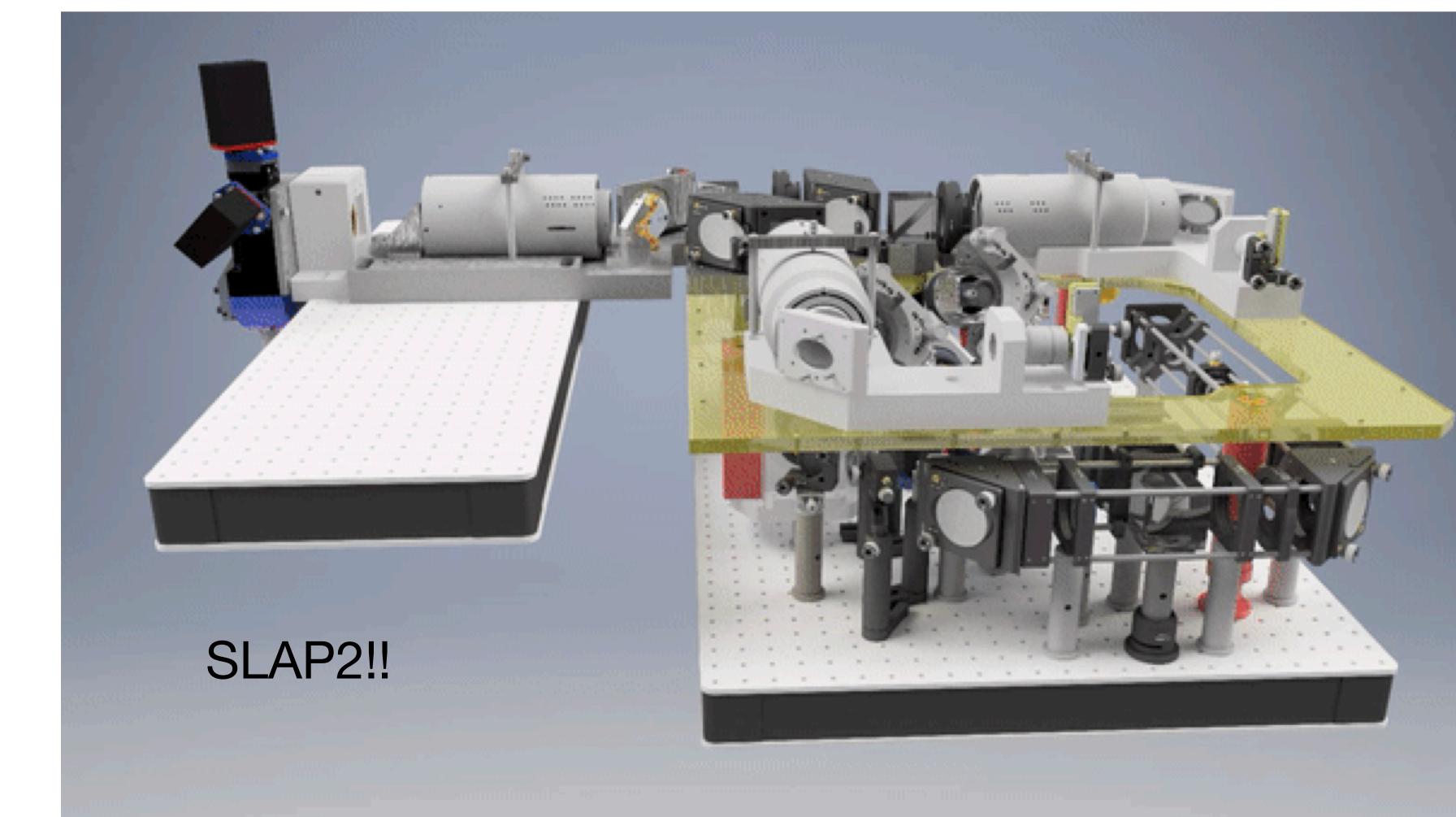
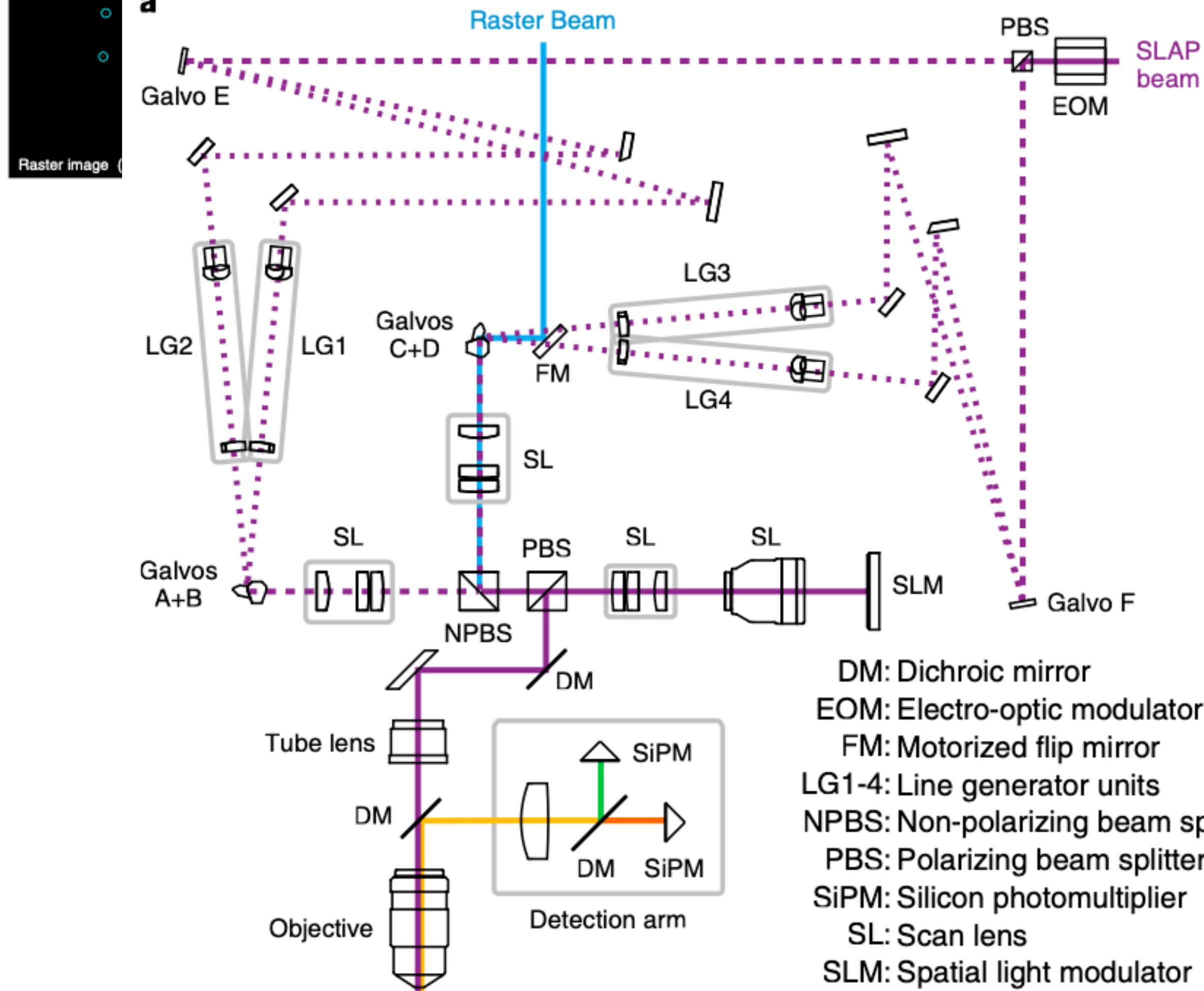
# Computational Imaging (SLAP)

b



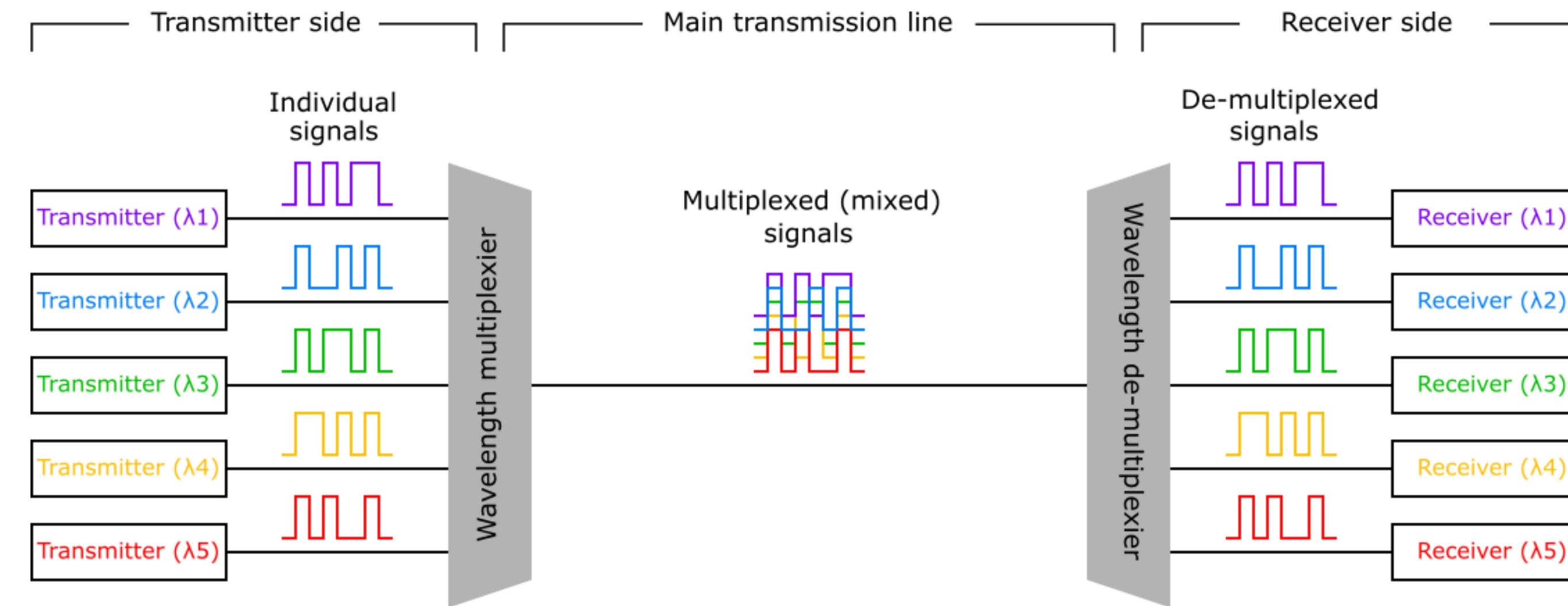


- + Fast
- + Dense or sparse
- + Robust to movement
- + Accurate reconstruction
  
- Power hungry!
- Complex
- Limited FOV ( $\sim 250 \mu\text{m}$ )
- Requires a prior



<https://www.janelia.org/lab/podgorski-lab/slap2>

# Multiplexing



Generate many beams  
(x, y, z)

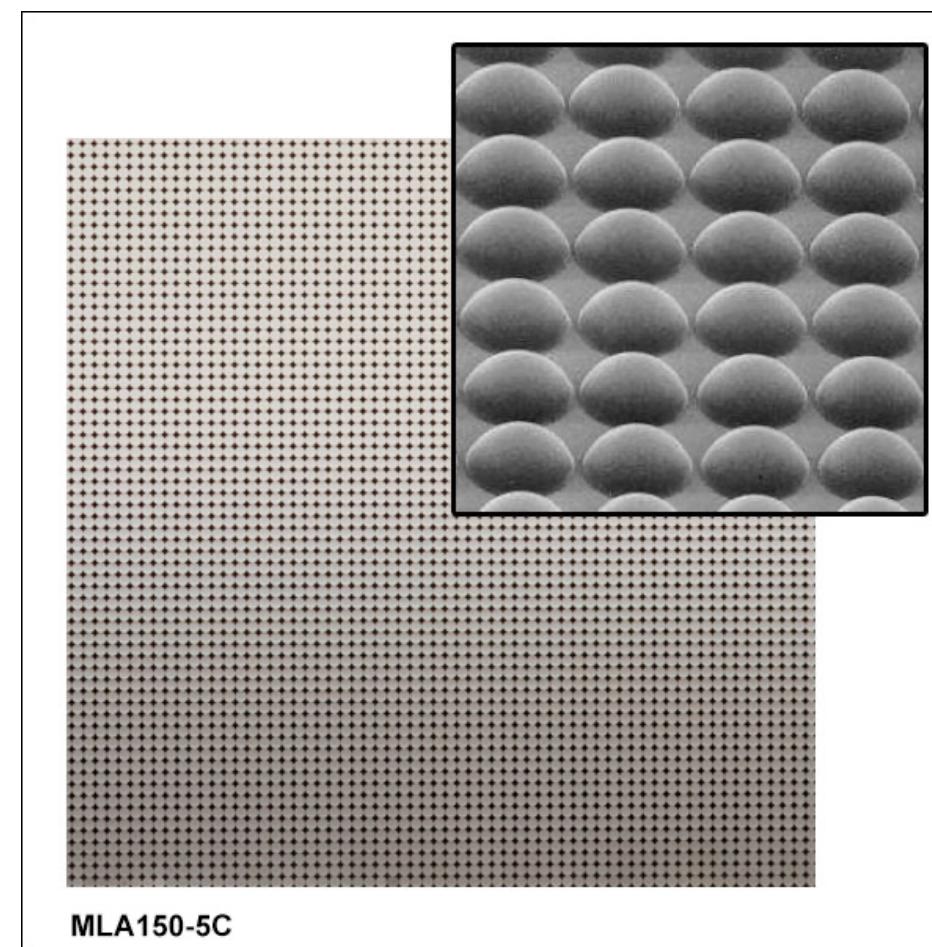


Scan sample  
in parallel

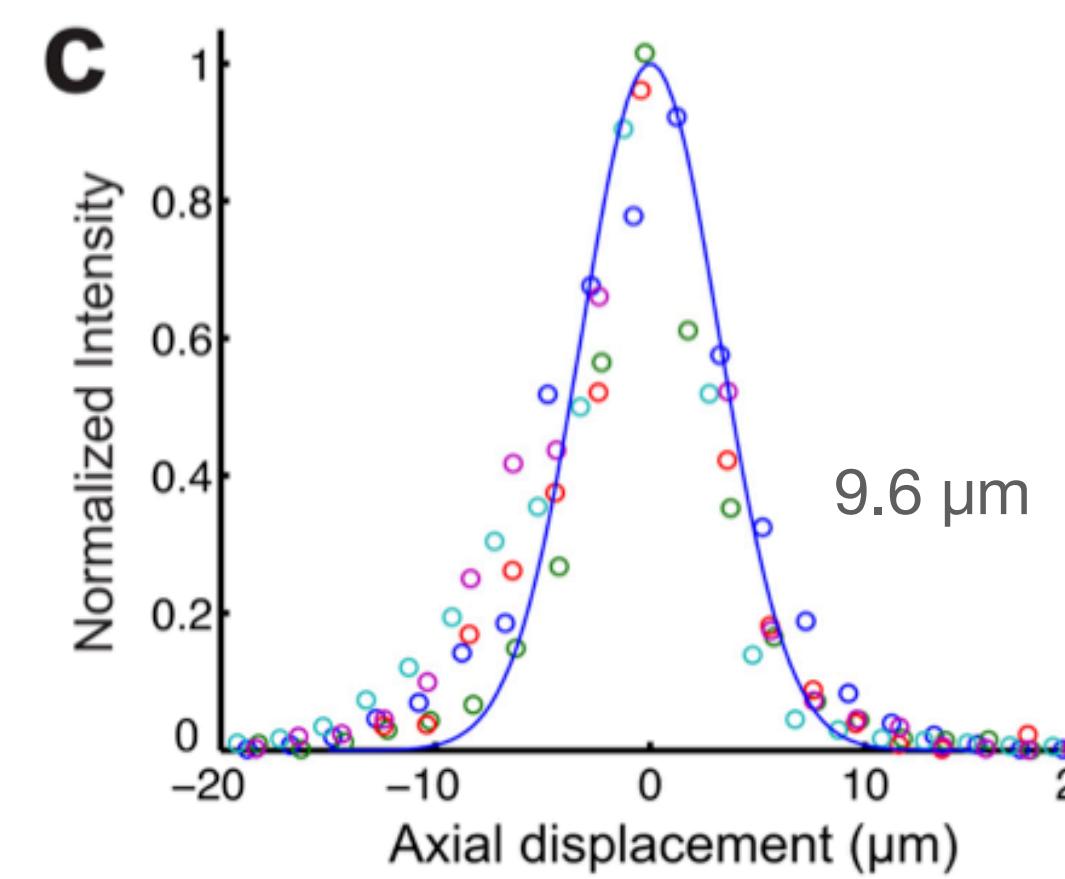
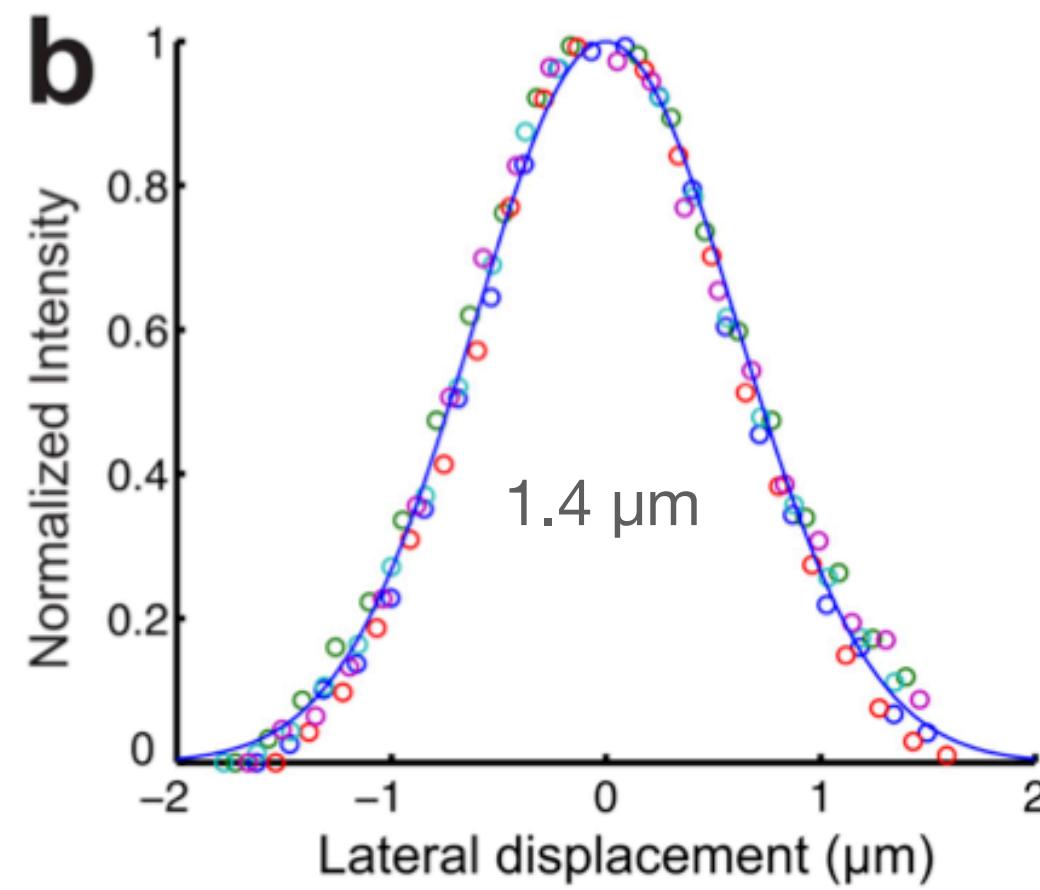
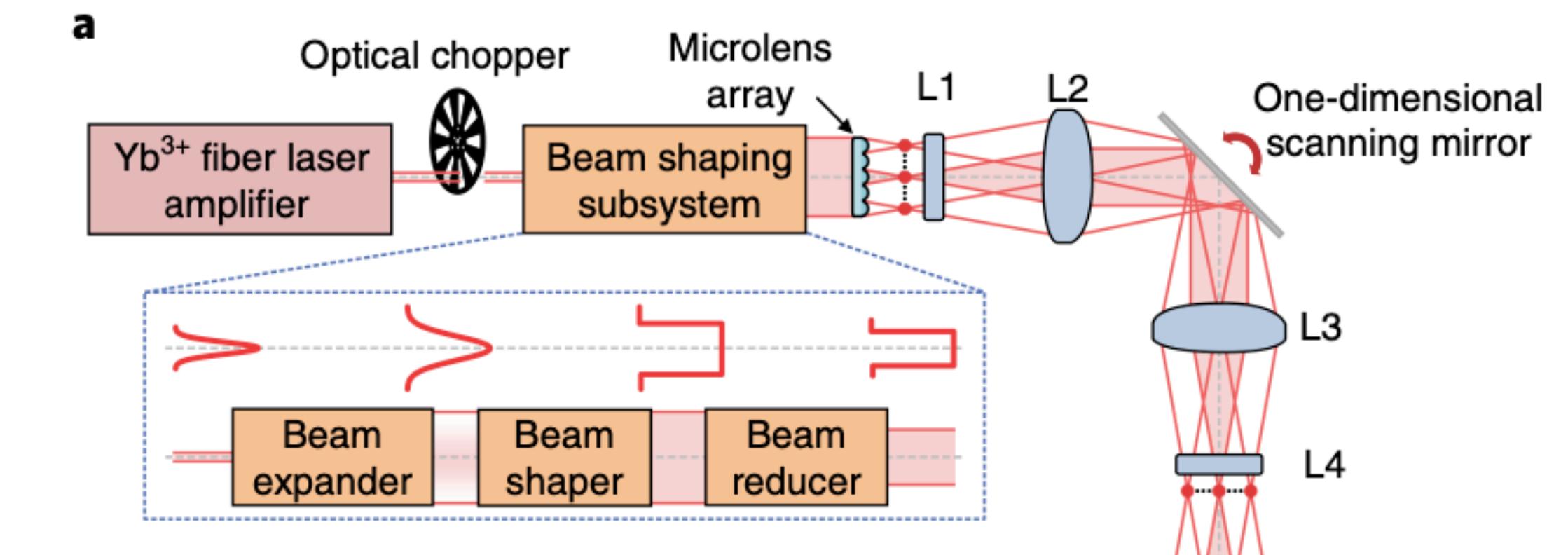
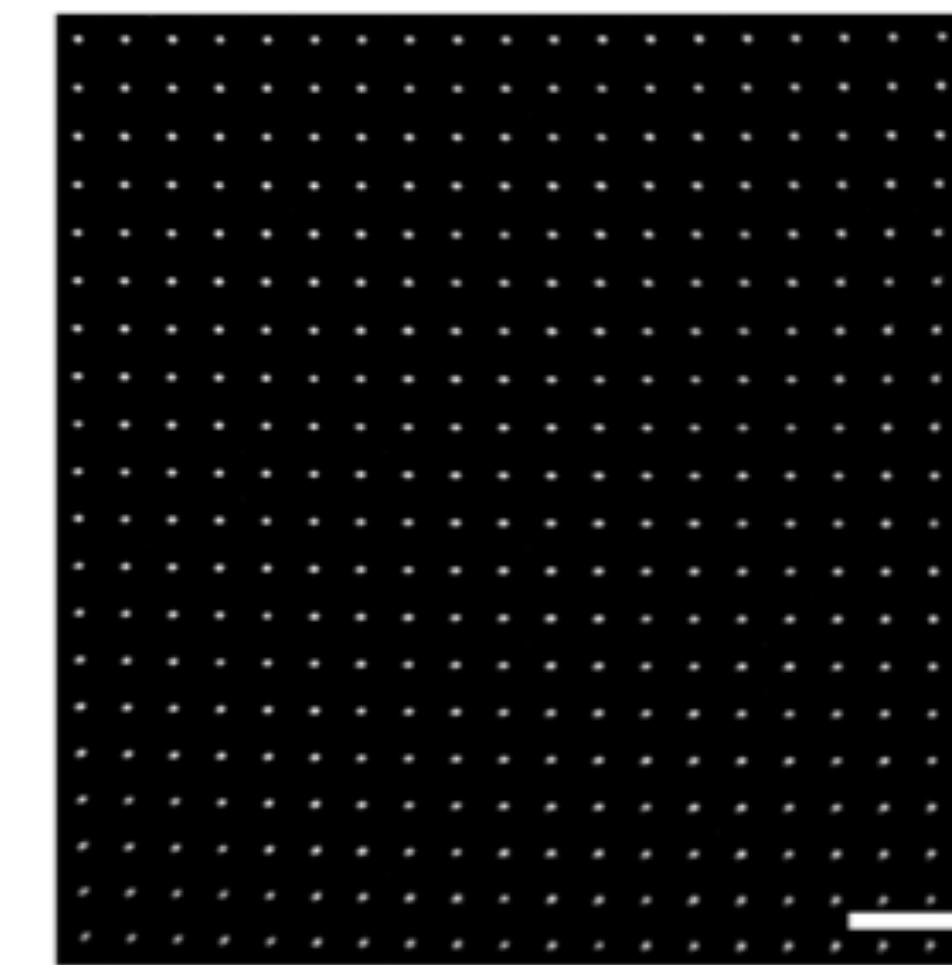


Separate and detect fluorescent signals  
(time, space, freq)

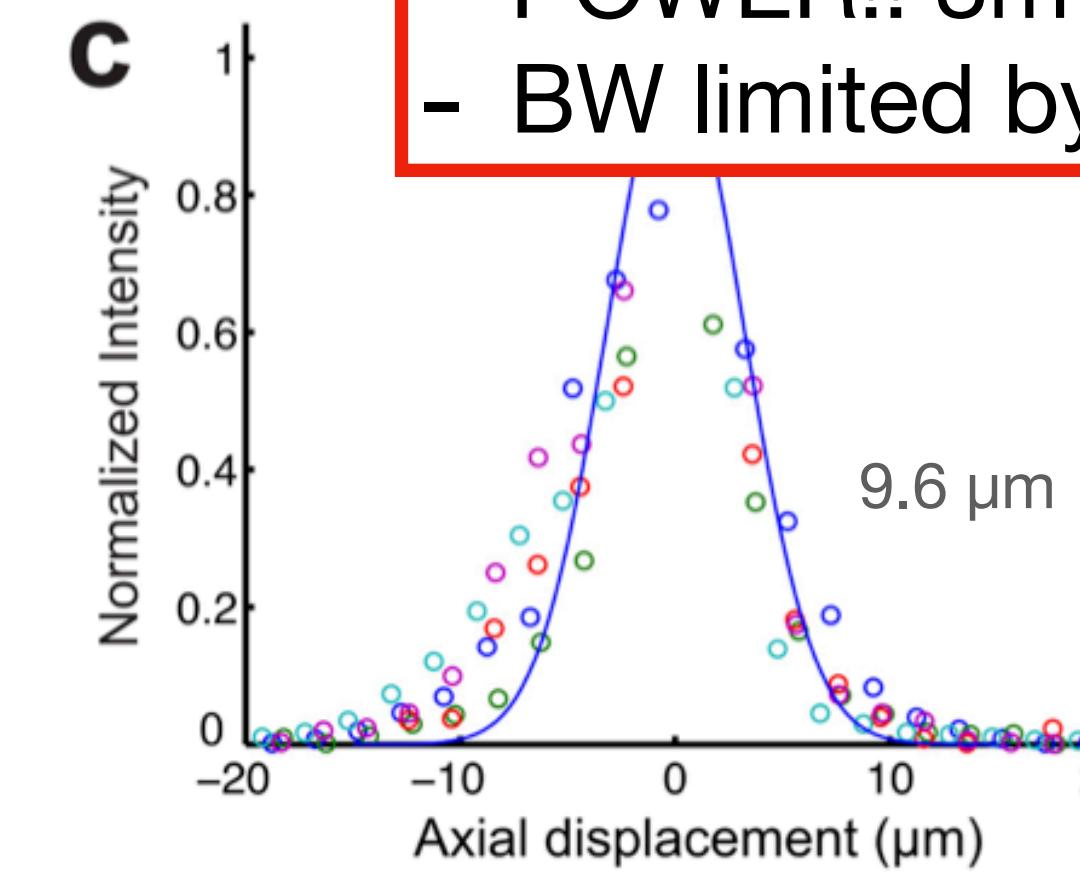
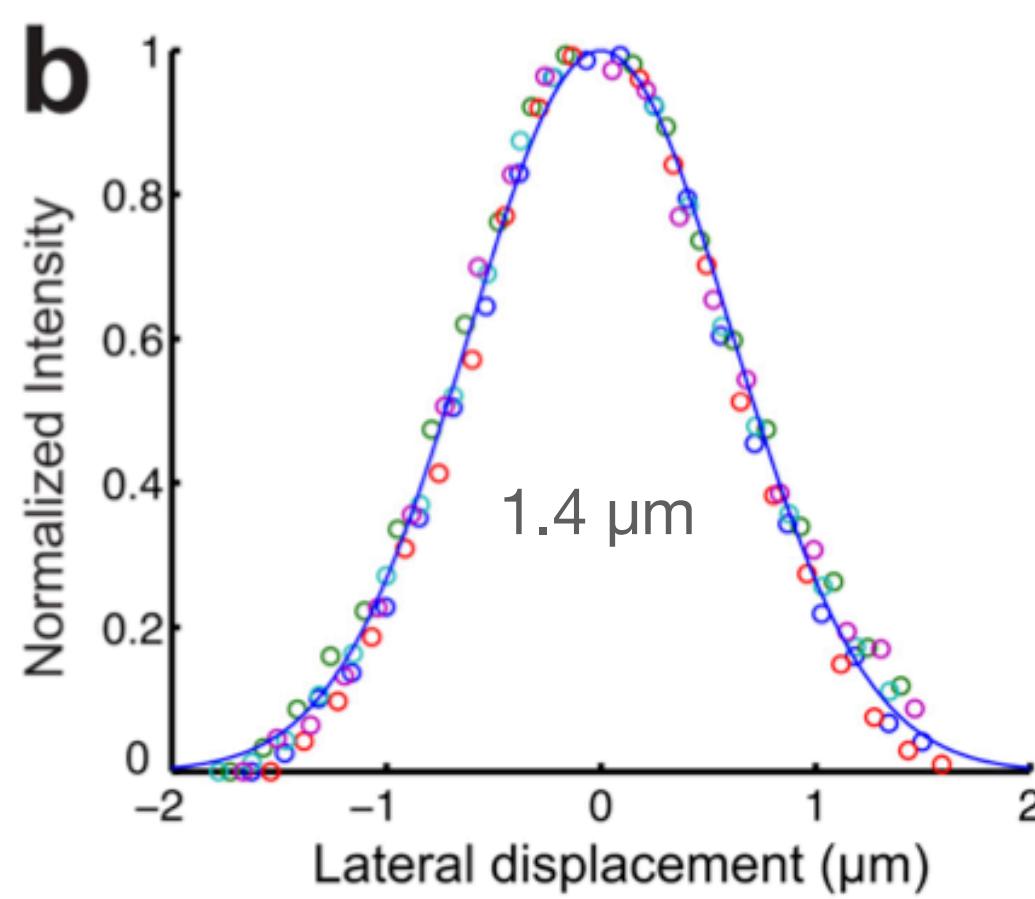
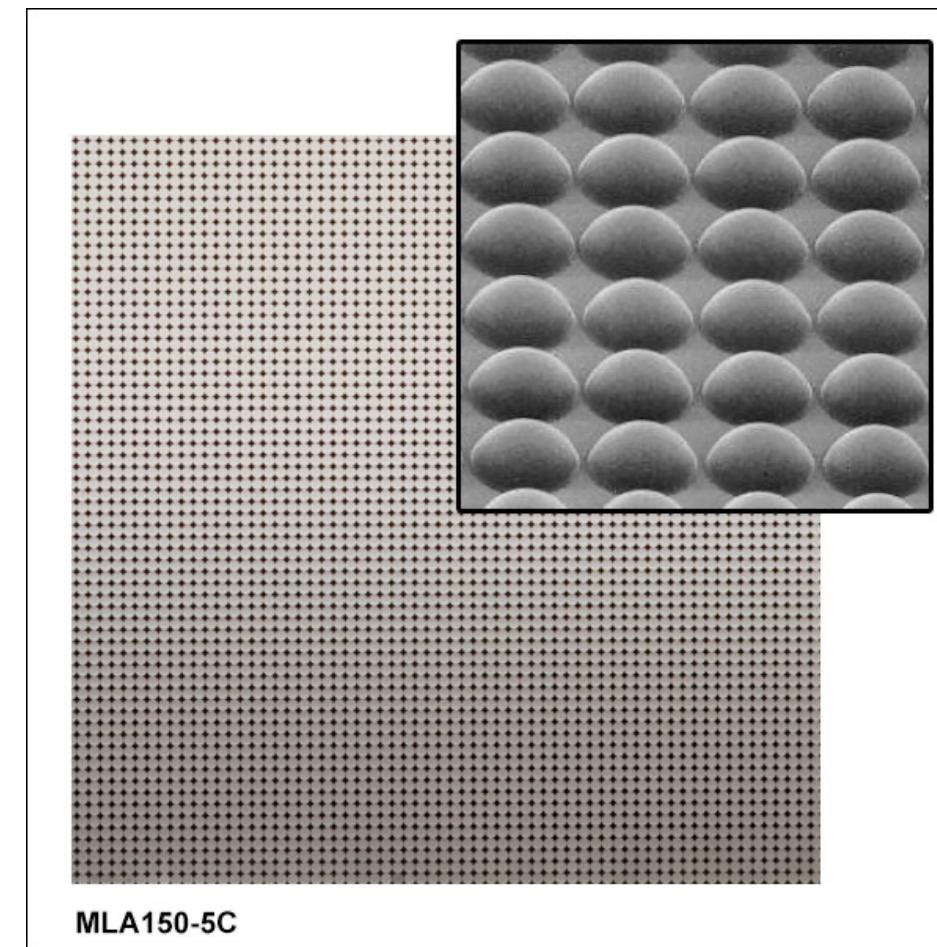
# Spatial MUX



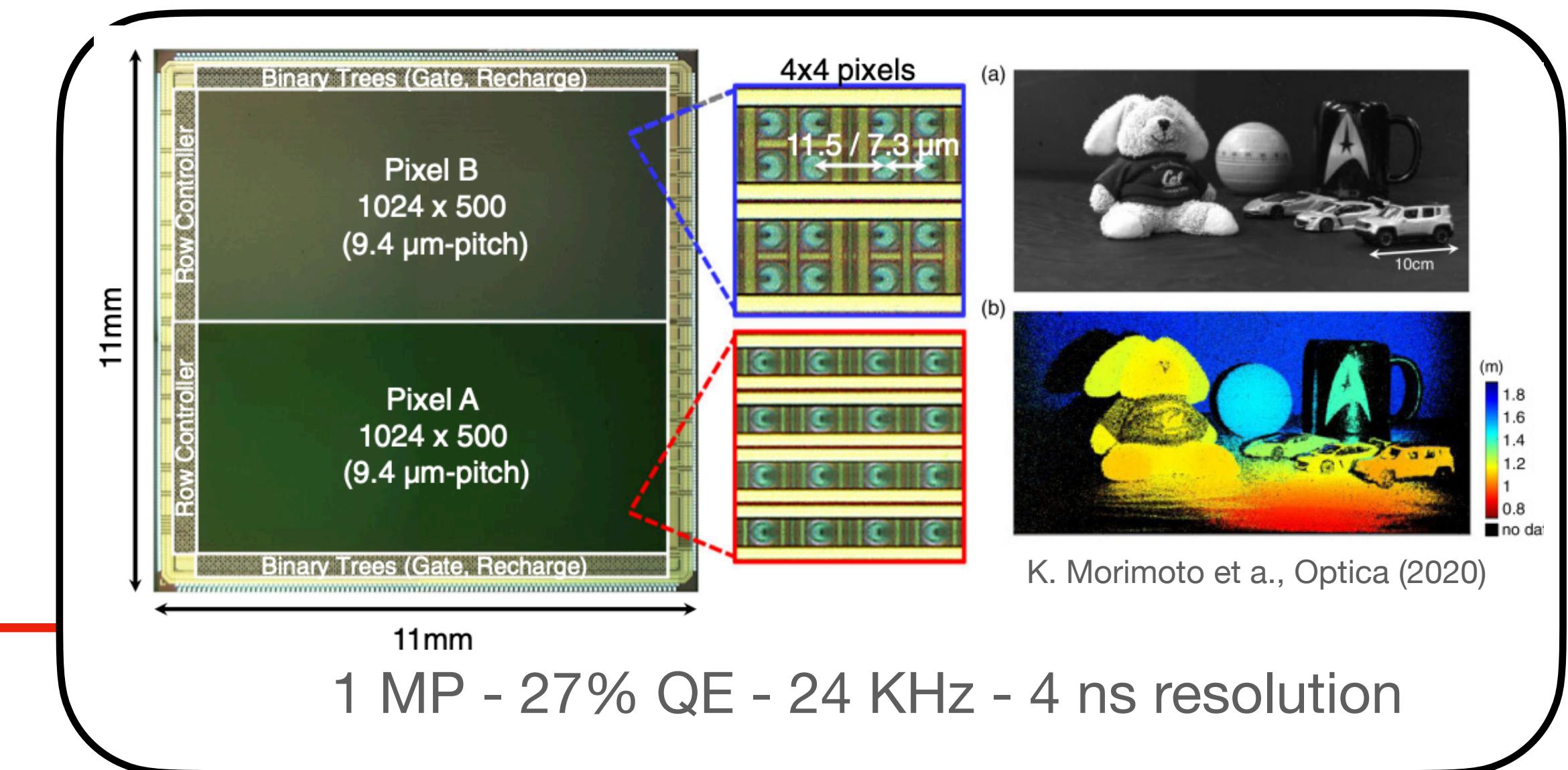
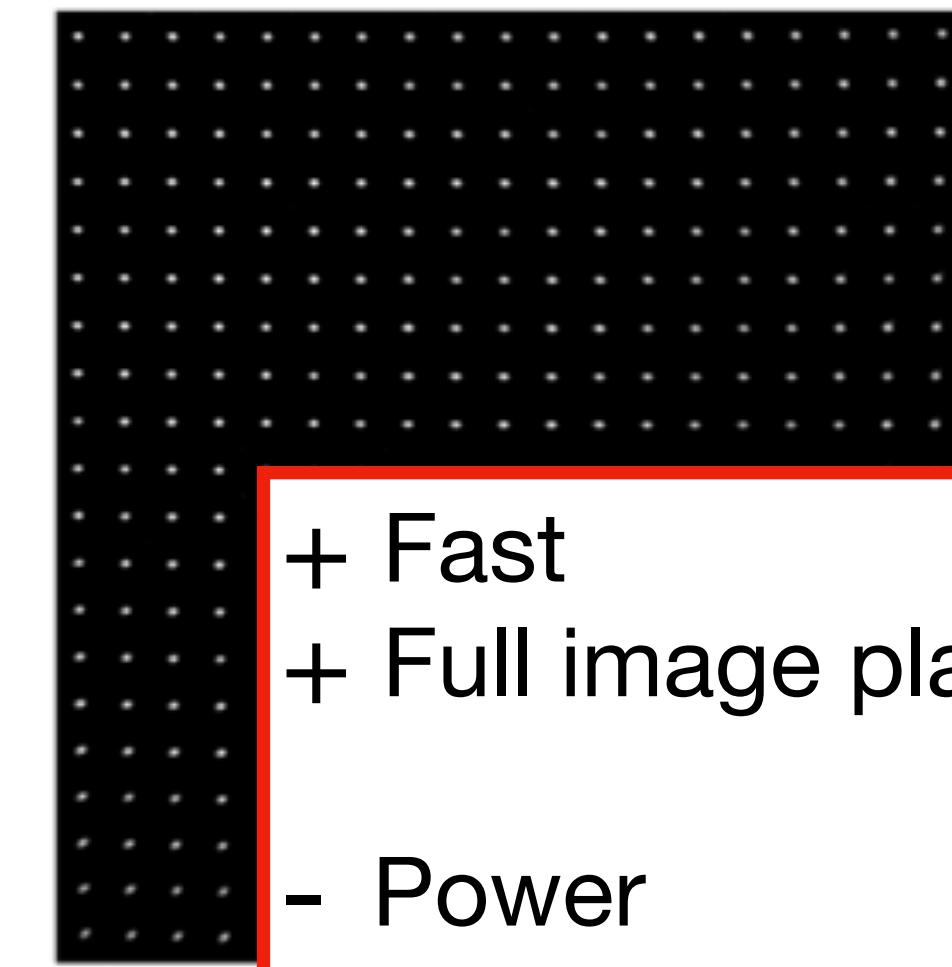
Laser intensity image of  
20 x 20 laser foci



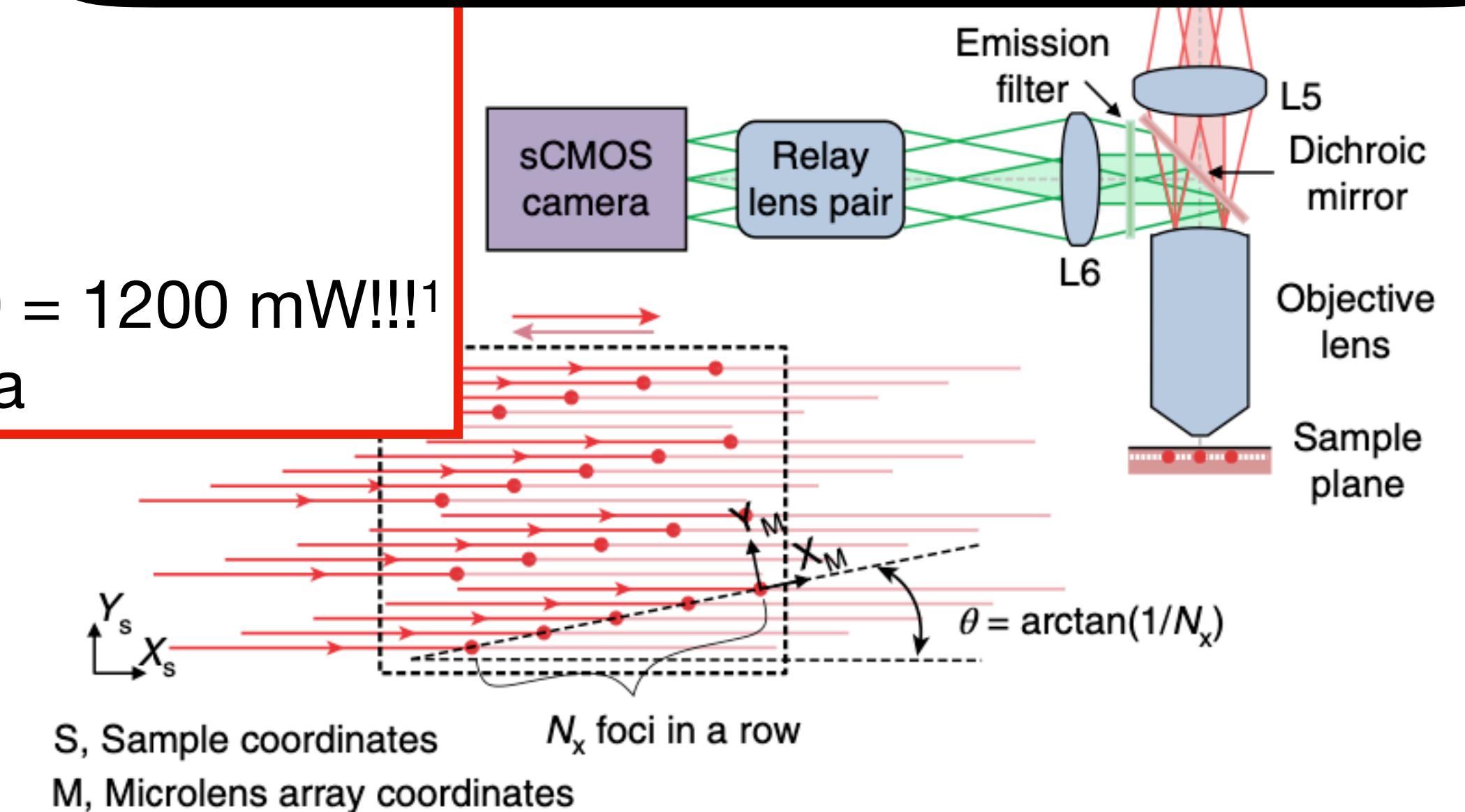
# Spatial MUX



Laser intensity image of  
20 x 20 laser foci



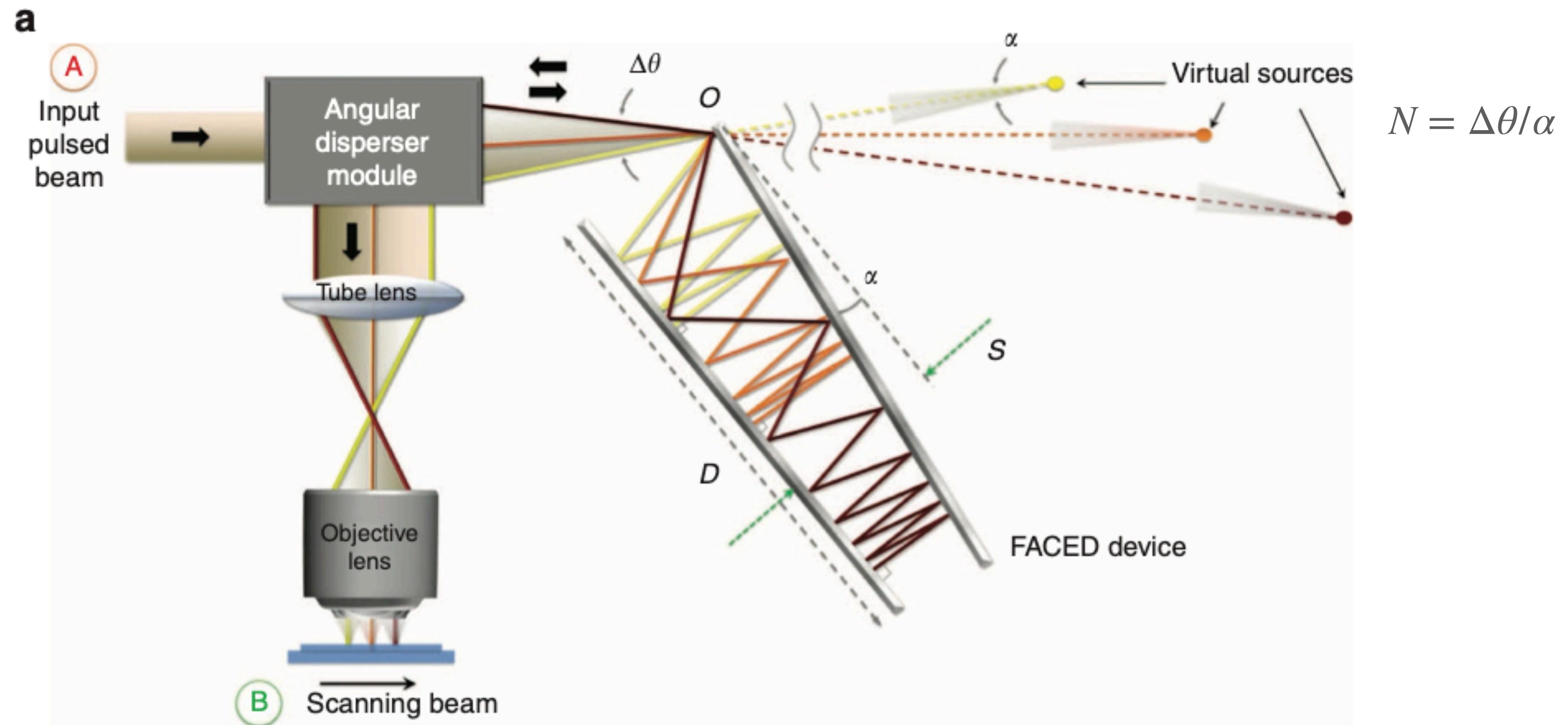
- + Fast
- + Full image plane
- Power
- Power!
- POWER!!  $3\text{mW} \times 400 = 1200\text{ mW}!!!^1$
- BW limited by camera



# Spatiotemporal MUX in X

FACED Microscopy

Line scanning at the rep-rate of the laser!!  $\sim$  MHz



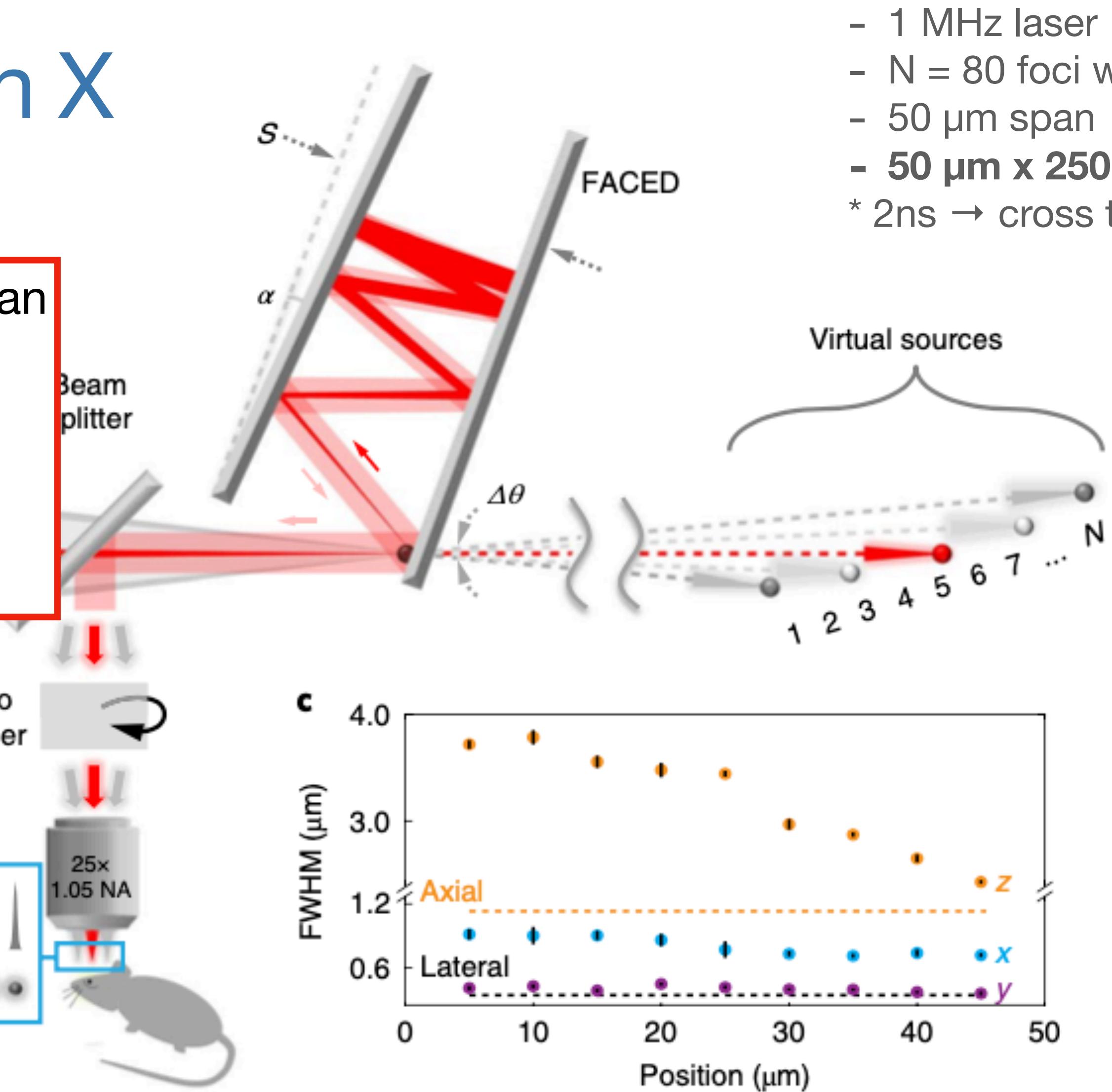
J. Wu ... M. Z. Lin, K. K. Tsia, and N. Ji, *Nat Meth* (2020).

J.-L. Wu ... K. K. Tsia, *Light Sci Appl* 6, e16196 (2017).

# Spatiotemporal MUX in X

## FACED Microscopy

- + Full image plane with a single raster scan
- + Compatible with existing 2PM
- Limited FOV
- Dispersion issues?
- two together in X and Y?



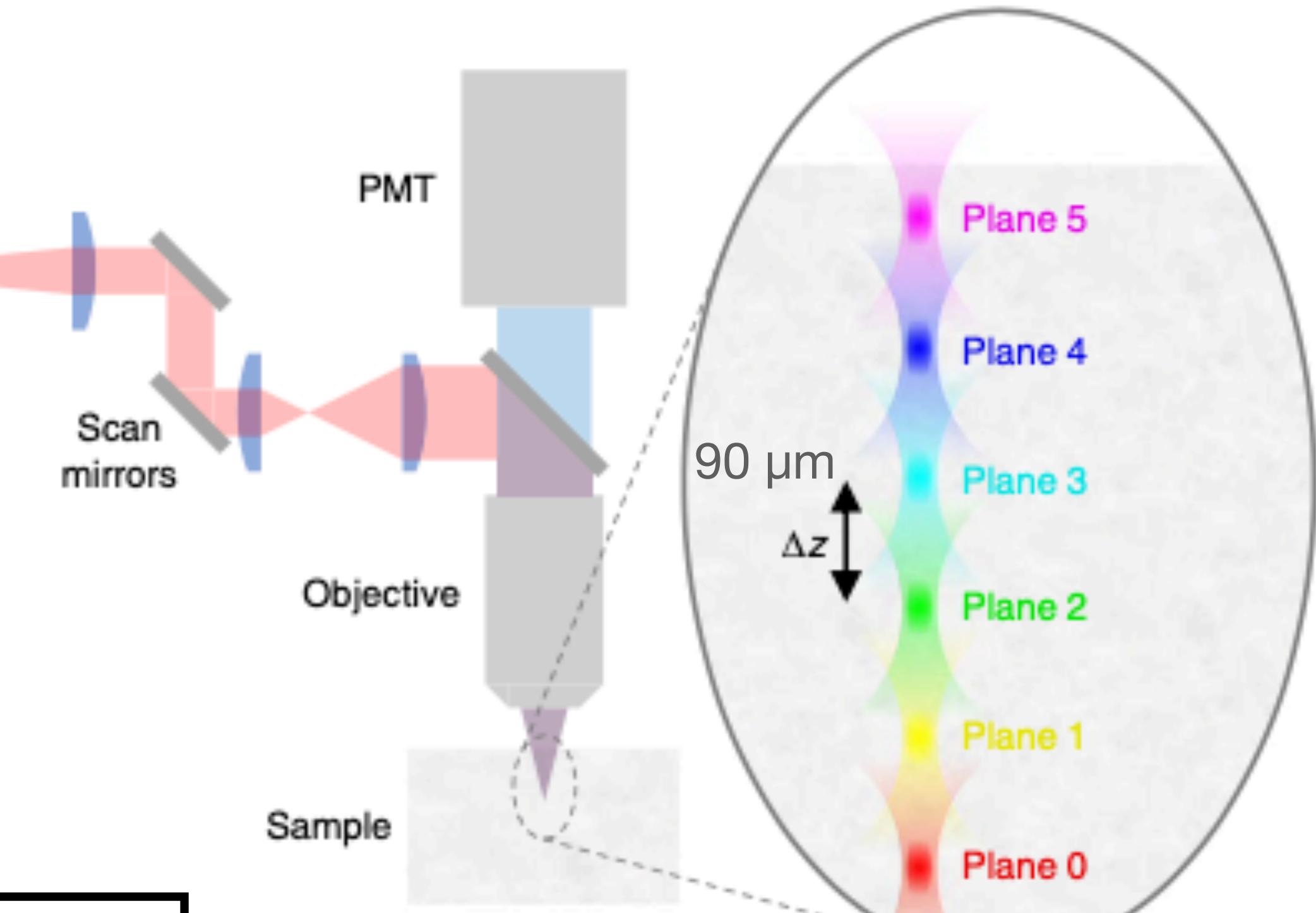
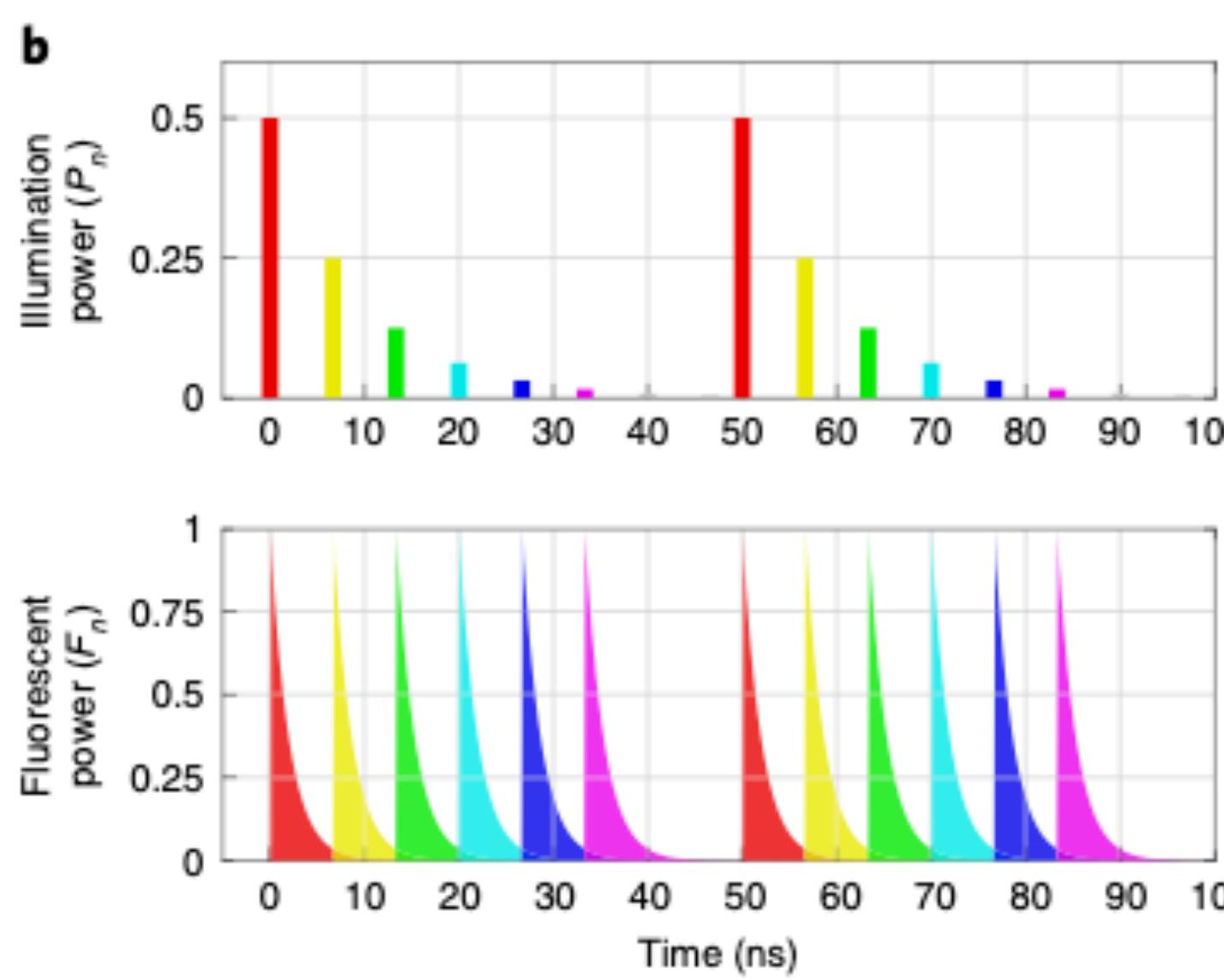
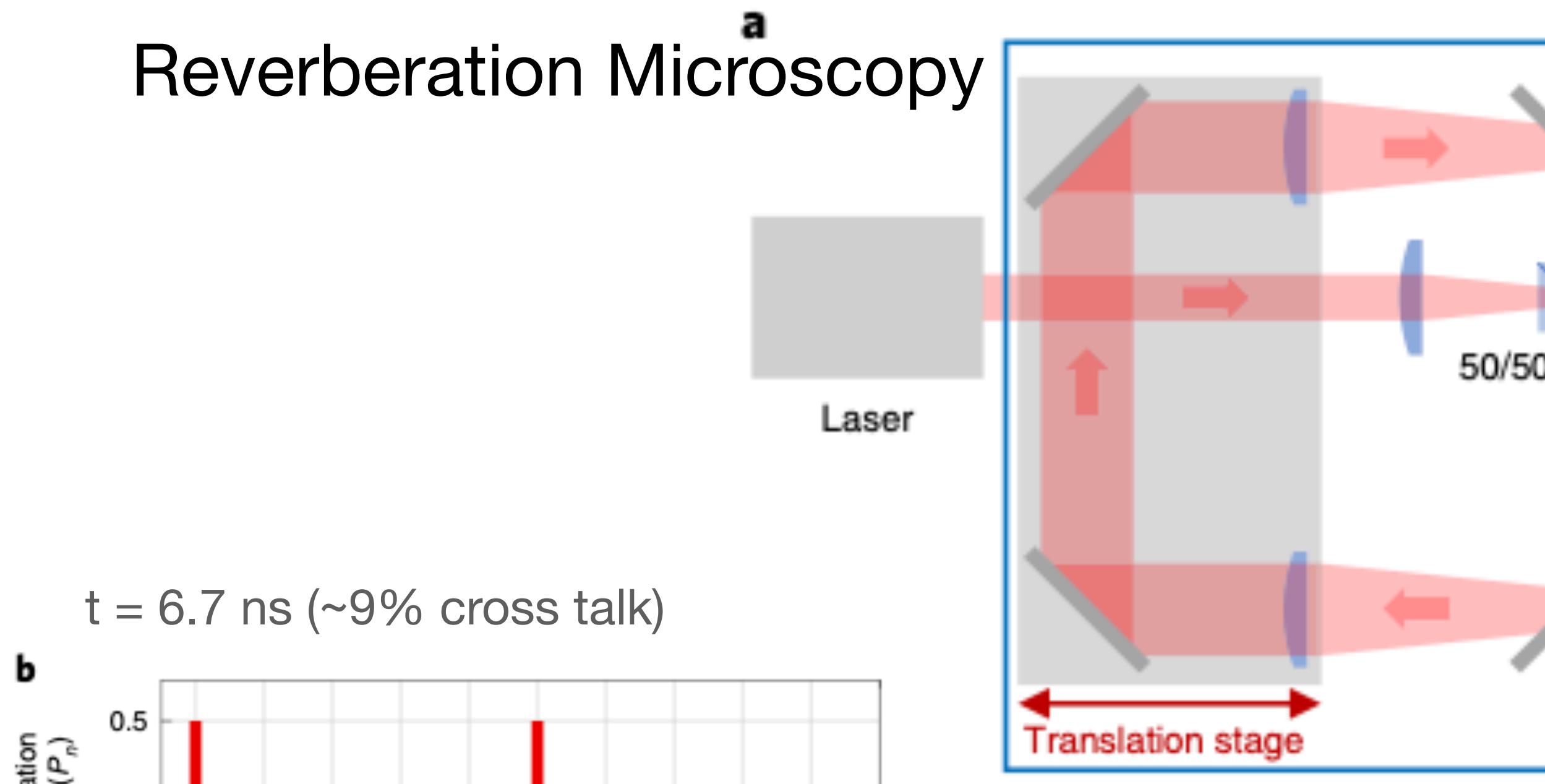
J. Wu ... M. Z. Lin, K. K. Tsia, and N. Ji, *Nat Meth* (2020).

J.-L. Wu ... K. K. Tsia, *Light Sci Appl* 6, e16196 (2017).

- 1 MHz laser
  - $N = 80$  foci with 2 ns delay\*
  - 50  $\mu\text{m}$  span
  - 50  $\mu\text{m} \times 250 \mu\text{m}$  at 1 kHz
- \* 2ns → cross talk?! GCaMP6f/s

# Spatiotemporal MUX in Z (axial)

## Reverberation Microscopy

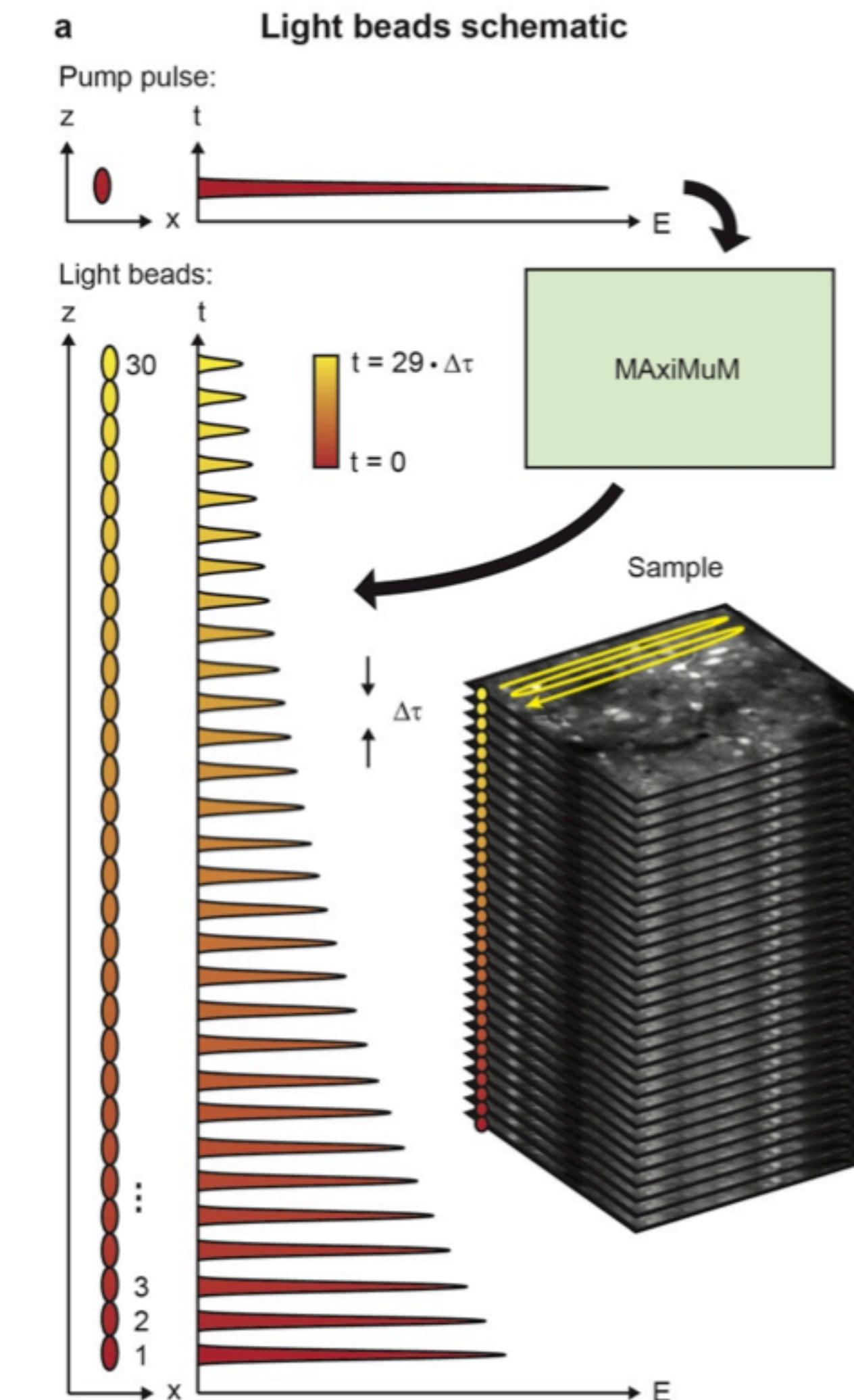
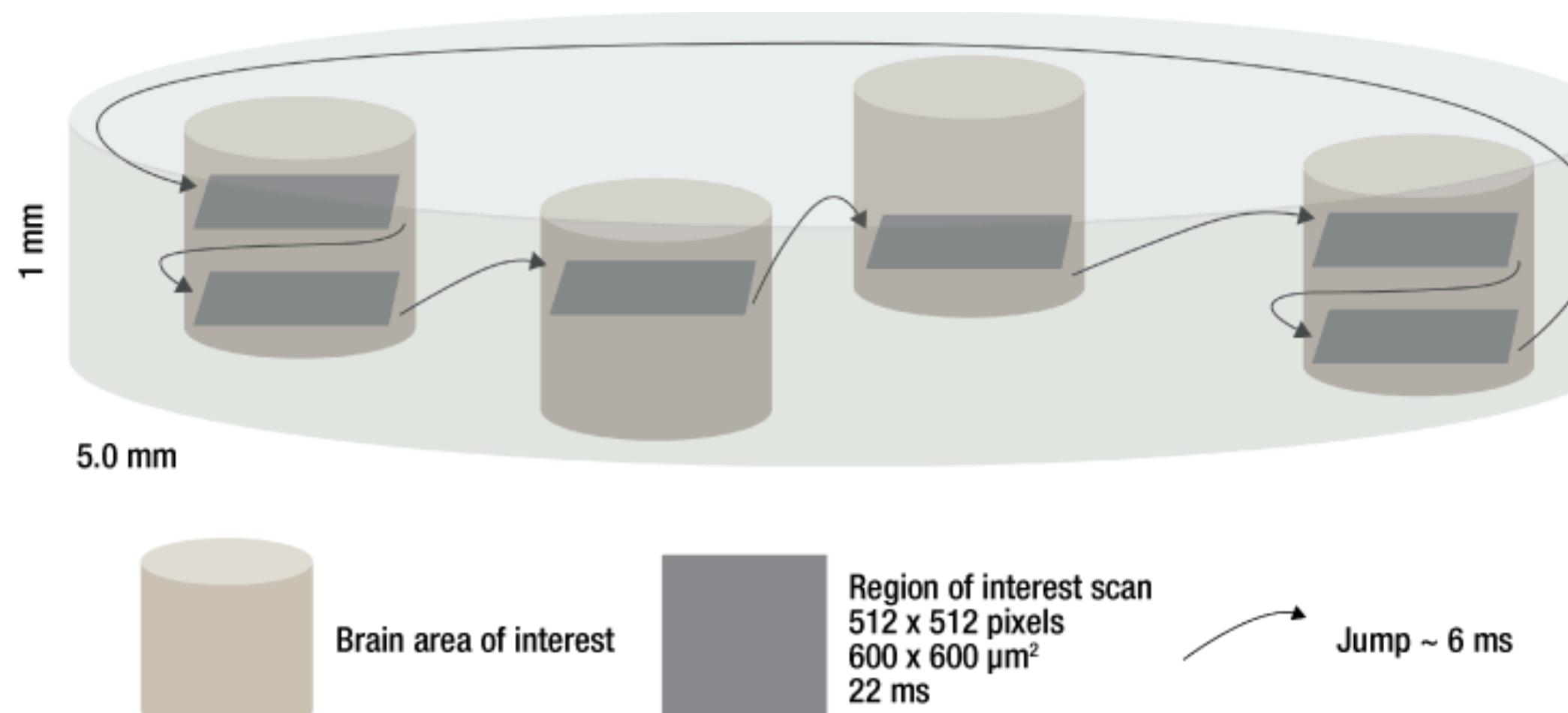


$$\text{Power from loop: } P_i = T(1 - T)^i$$

$$\text{Fluorescence: } F \propto F_0 \exp(-D/l_s)$$

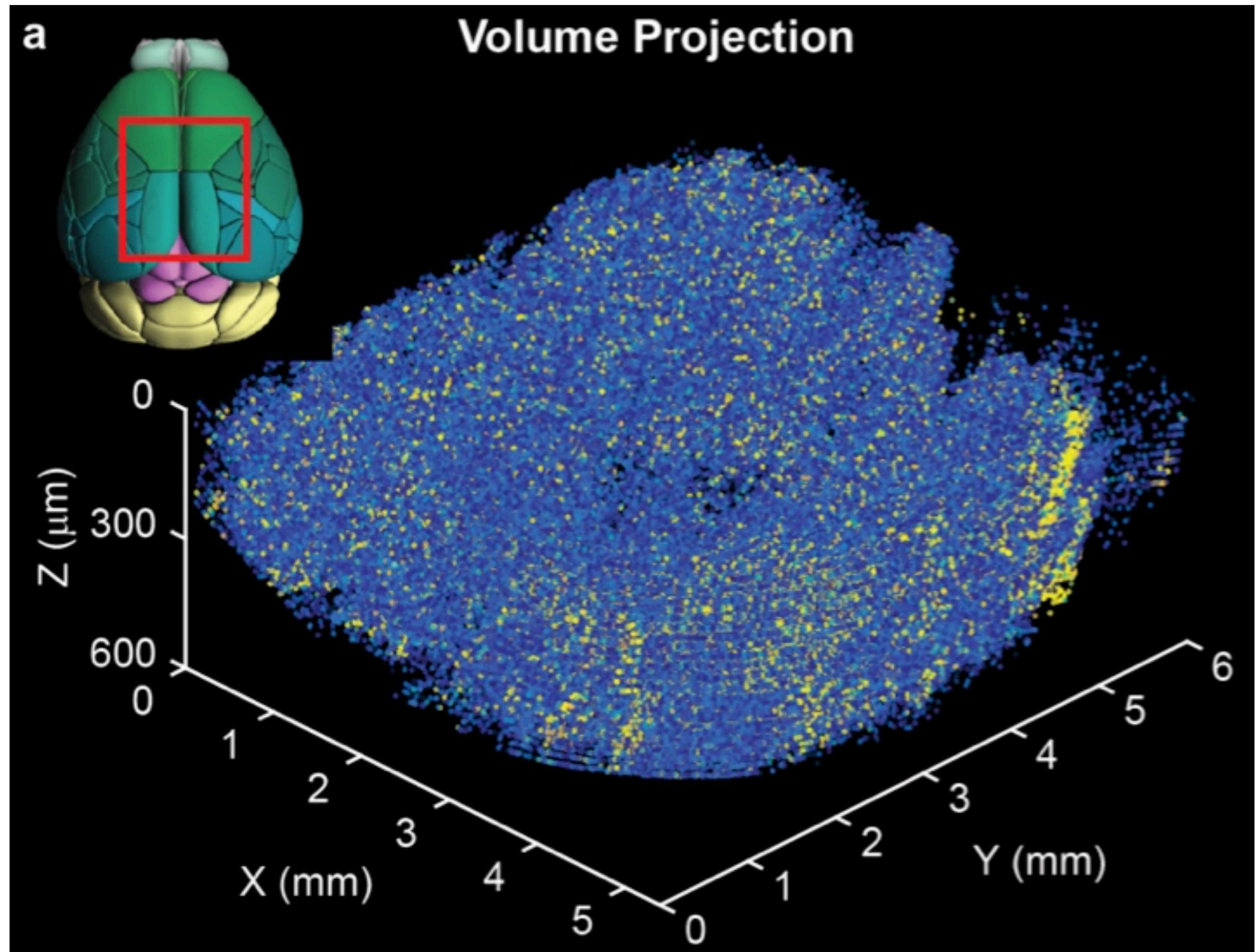
# Light Bead Microscopy

- ‘Optimal excitation’:
  - Temporal separation is ~7ns
  - $\delta z = 16 \mu\text{m}$  (30 beads = 500  $\mu\text{m}$ )
- Laterally:
  - Laser rep rate to deliver 1 pulse every 5  $\mu\text{m}$  for 600  $\mu\text{m}$
  - Coupled with the Thorlabs Mesoscope (Svoboda Lab) get to 5  $\text{mm}^2$  FOV



# ~1M Neurons!!

- 807,000 neurons in  $\sim 5.4 \times 6 \times 0.5 \text{ mm}^3$  volume at 2.2 Hz
- 1 pulse / voxel
- Recording bilaterally from primary visual, primary somatosensory, posterior parietal and retrosplenial



# “Stevensons Law”

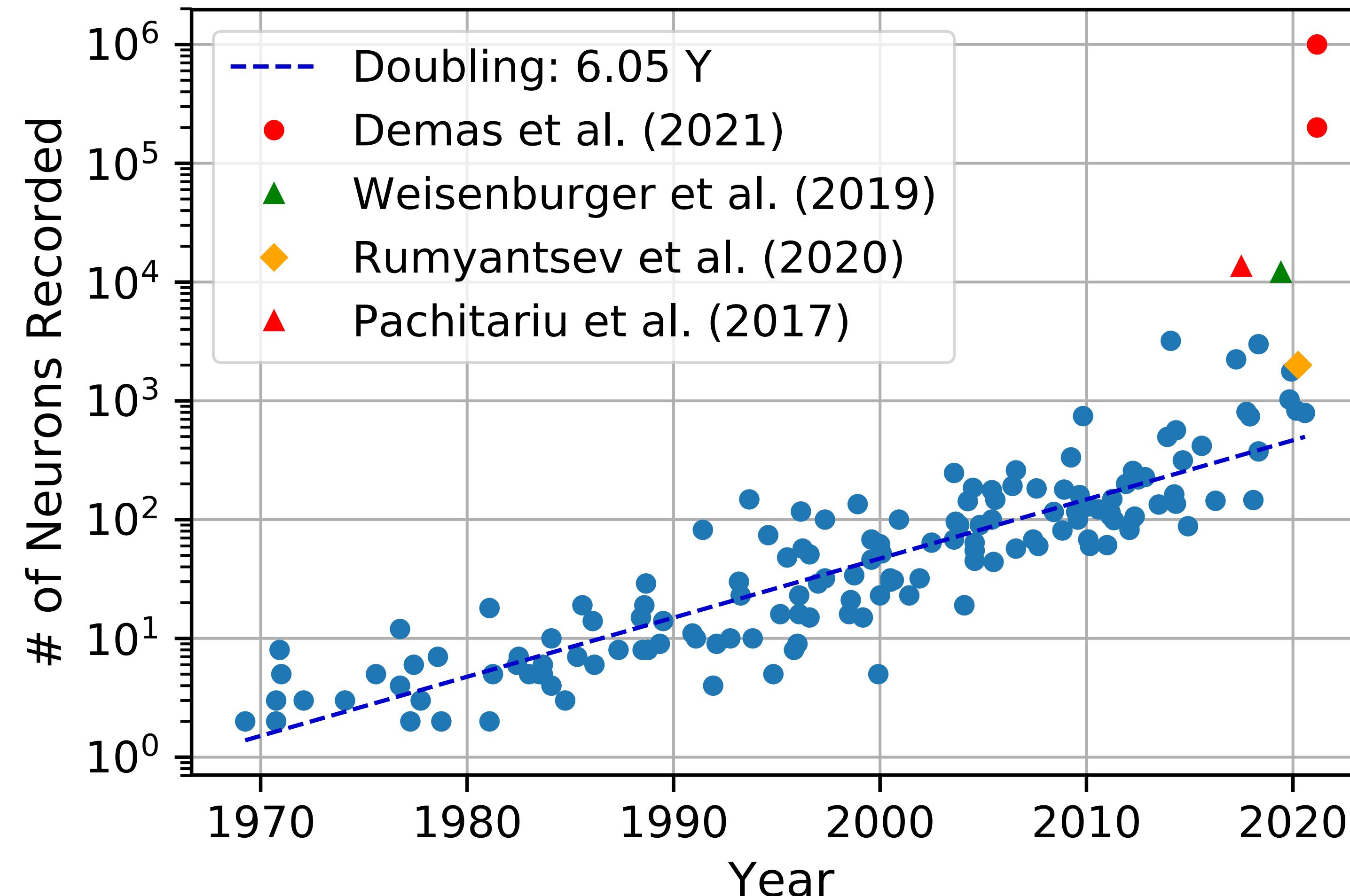
## How advances in neural recording affect data analysis

Ian H Stevenson<sup>1</sup> & Konrad P Kording<sup>1-3</sup>



## Physical principles for scalable neural recording

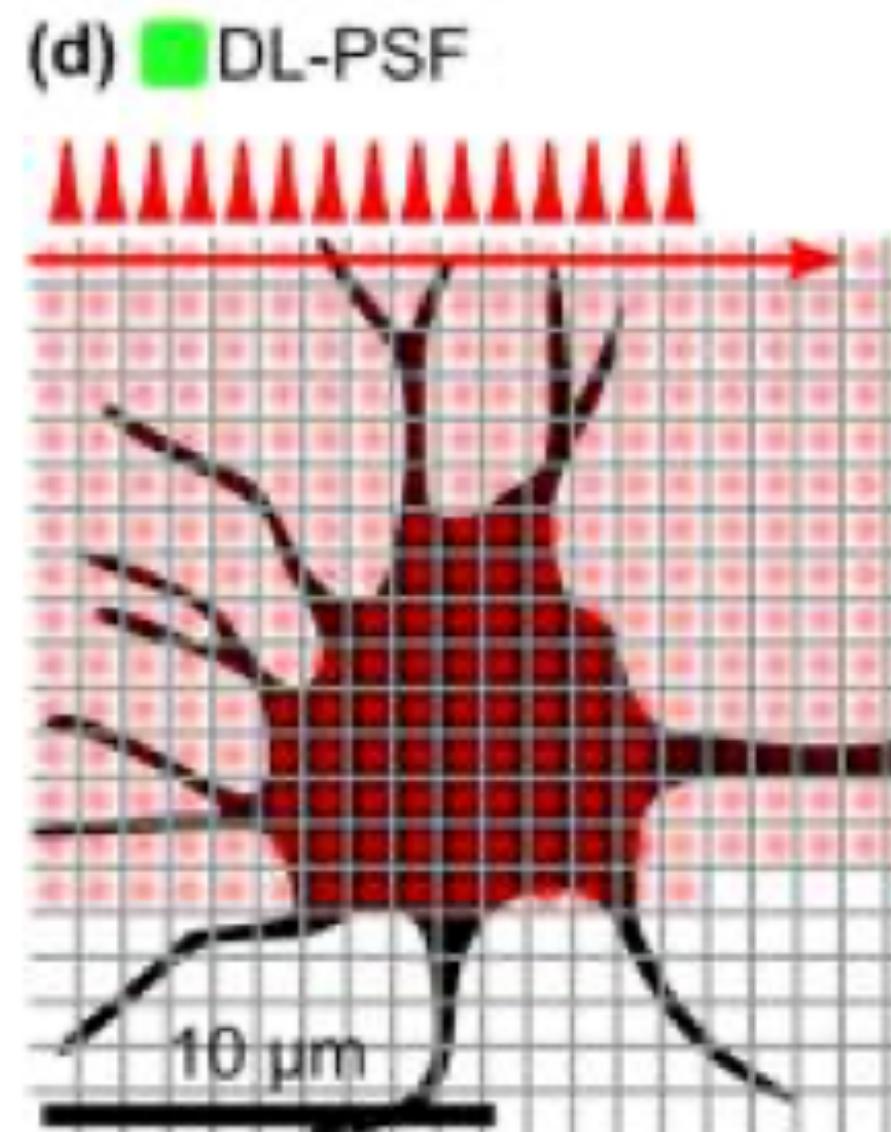
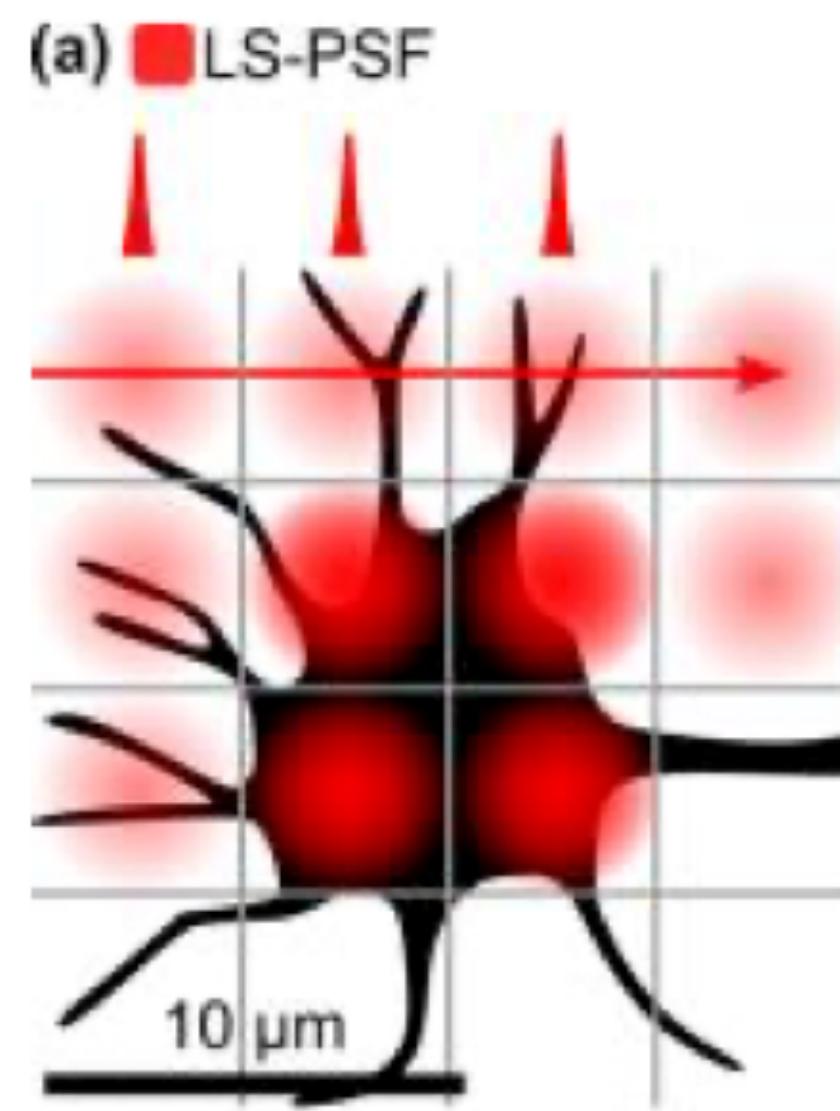
Adam H. Marblestone<sup>1,2\*</sup>, Bradley M. Zamft<sup>3†</sup>, Yael G. Maguire<sup>3,4</sup>, Mikhail G. Shapiro<sup>5</sup>, Thaddeus R. Cybulski<sup>6</sup>, Joshua I. Glaser<sup>6</sup>, Dario Amodei<sup>7</sup>, P. Benjamin Stranges<sup>3</sup>, Reza Kalhor<sup>3</sup>, David A. Dalrymple<sup>1,8,9</sup>, Dongjin Seo<sup>10</sup>, Elad Alon<sup>10</sup>, Michel M. Maharbiz<sup>10</sup>, Jose M. Carmena<sup>10,11</sup>, Jan M. Rabaey<sup>10</sup>, Edward S. Boyden<sup>9,12‡</sup>, George M. Church<sup>1,2,3‡</sup> and Konrad P. Kording<sup>13,14‡</sup>



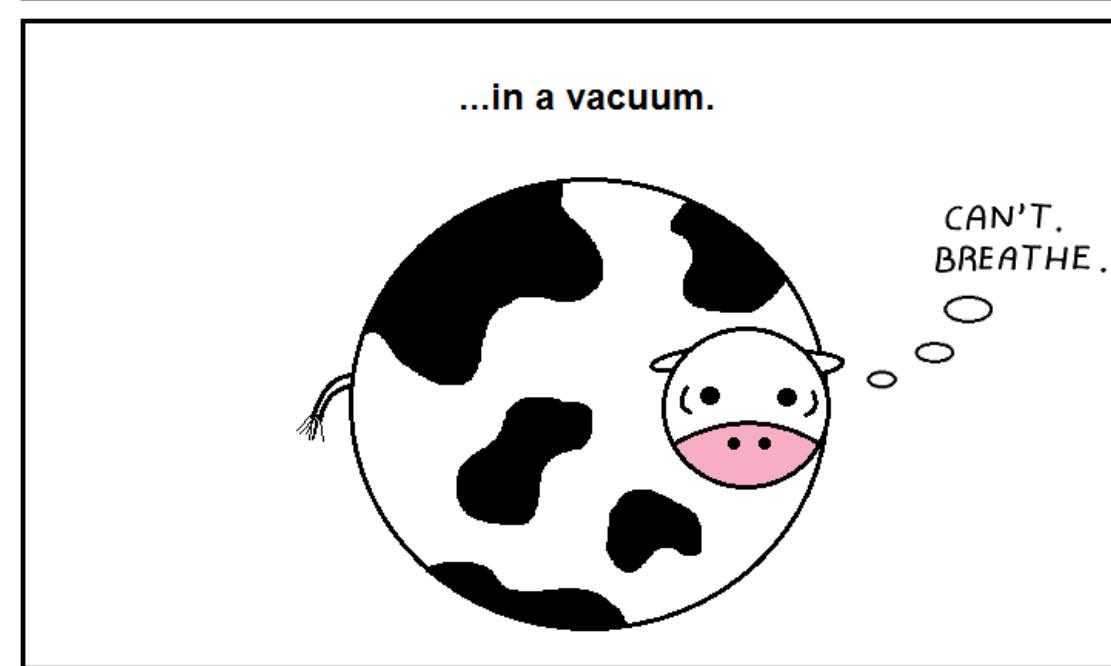
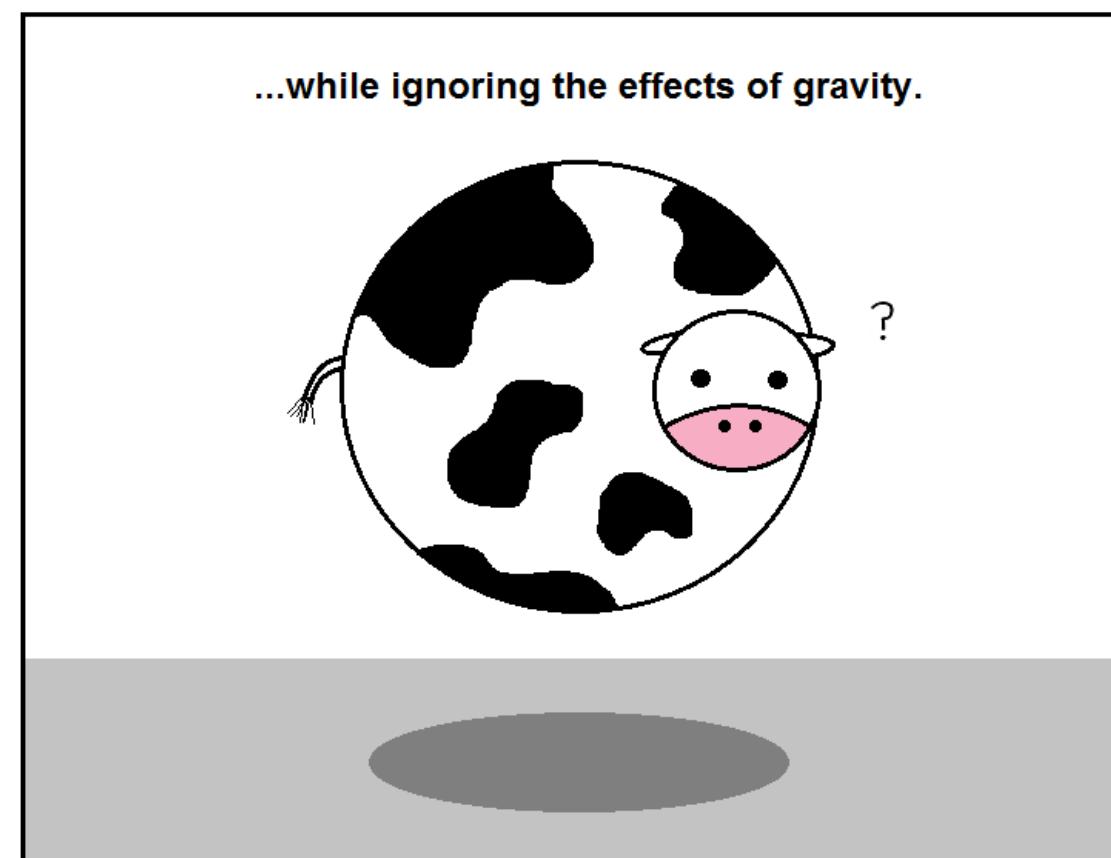
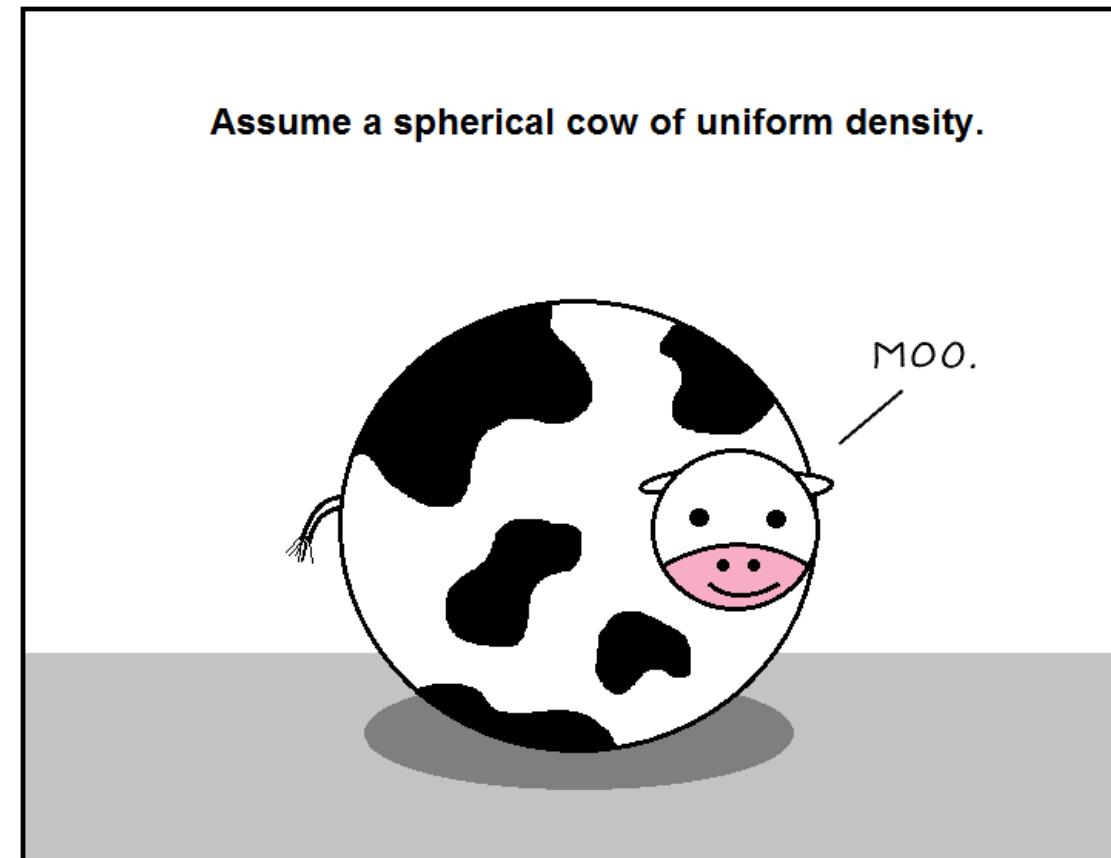
# Trade-offs

Quantitative evaluation of two-photon calcium imaging modalities for high-speed volumetric calcium imaging in scattering brain tissue

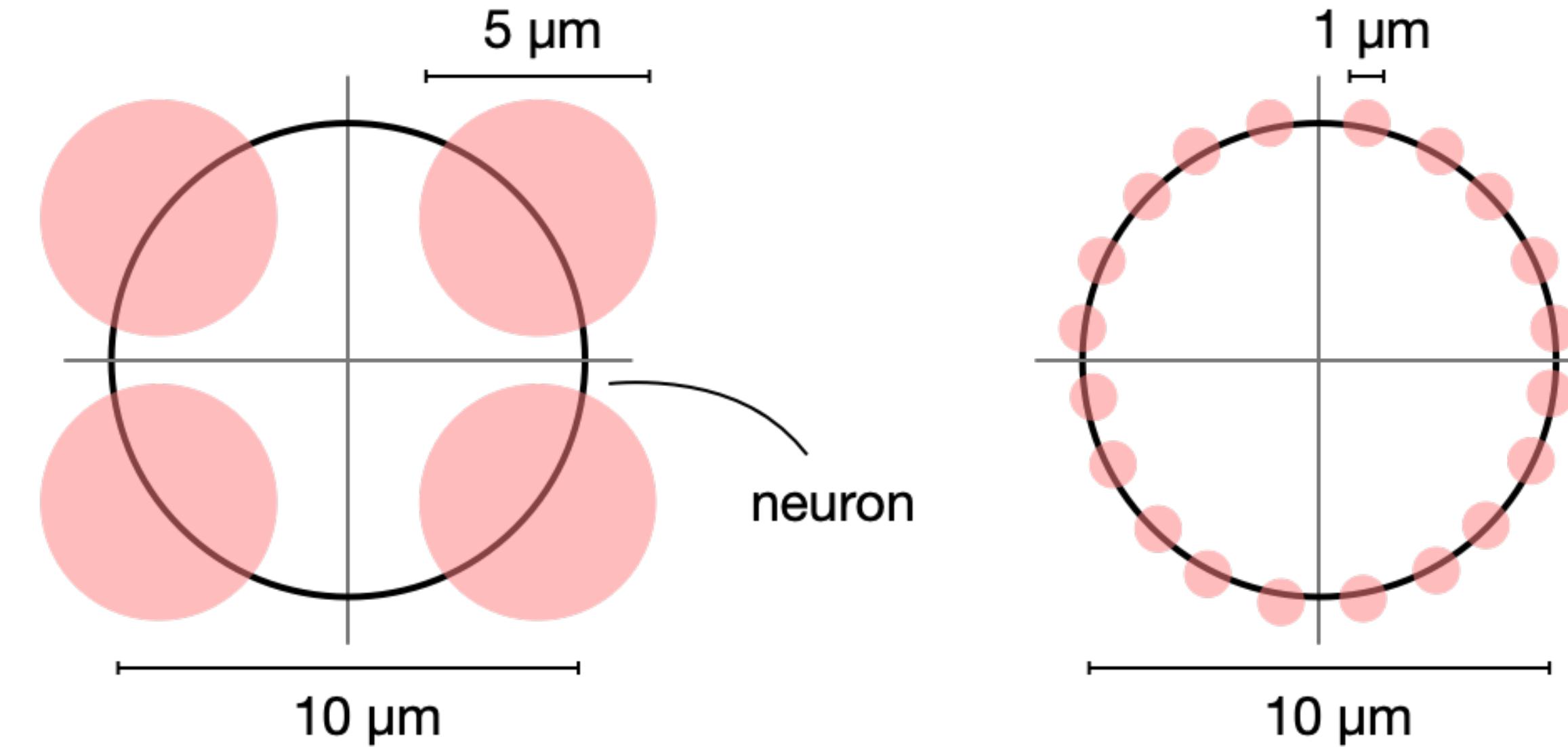
Siegfried Weisenburger<sup>1,2\*</sup>, Robert Prevedel<sup>2,3\*</sup> and Alipasha Vaziri<sup>1,2,†</sup>



1. Less voxels → faster frame rate
2. For a given frame rate, less voxels → lower rep rate ∴ higher pulse energy
3. For a given intensity, more fluorophores are excited ∴ greater SNR (similarly for a fixed signal you can decrease the intensity)



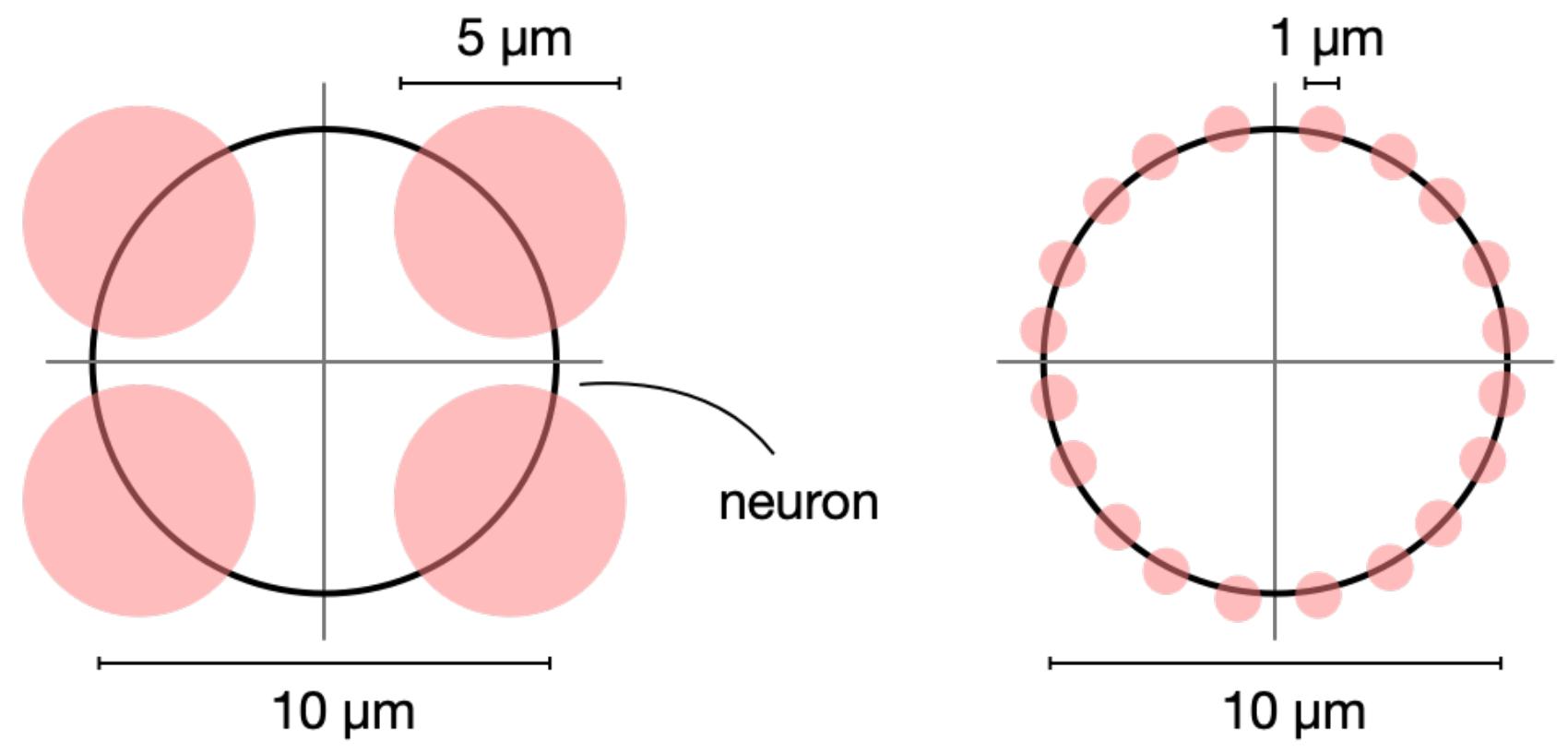
*Abstruse Goose*



$$N_a \sim C \times \frac{P_0^2}{f^2\tau} \left( \frac{\lambda}{A} \right)^2 V$$

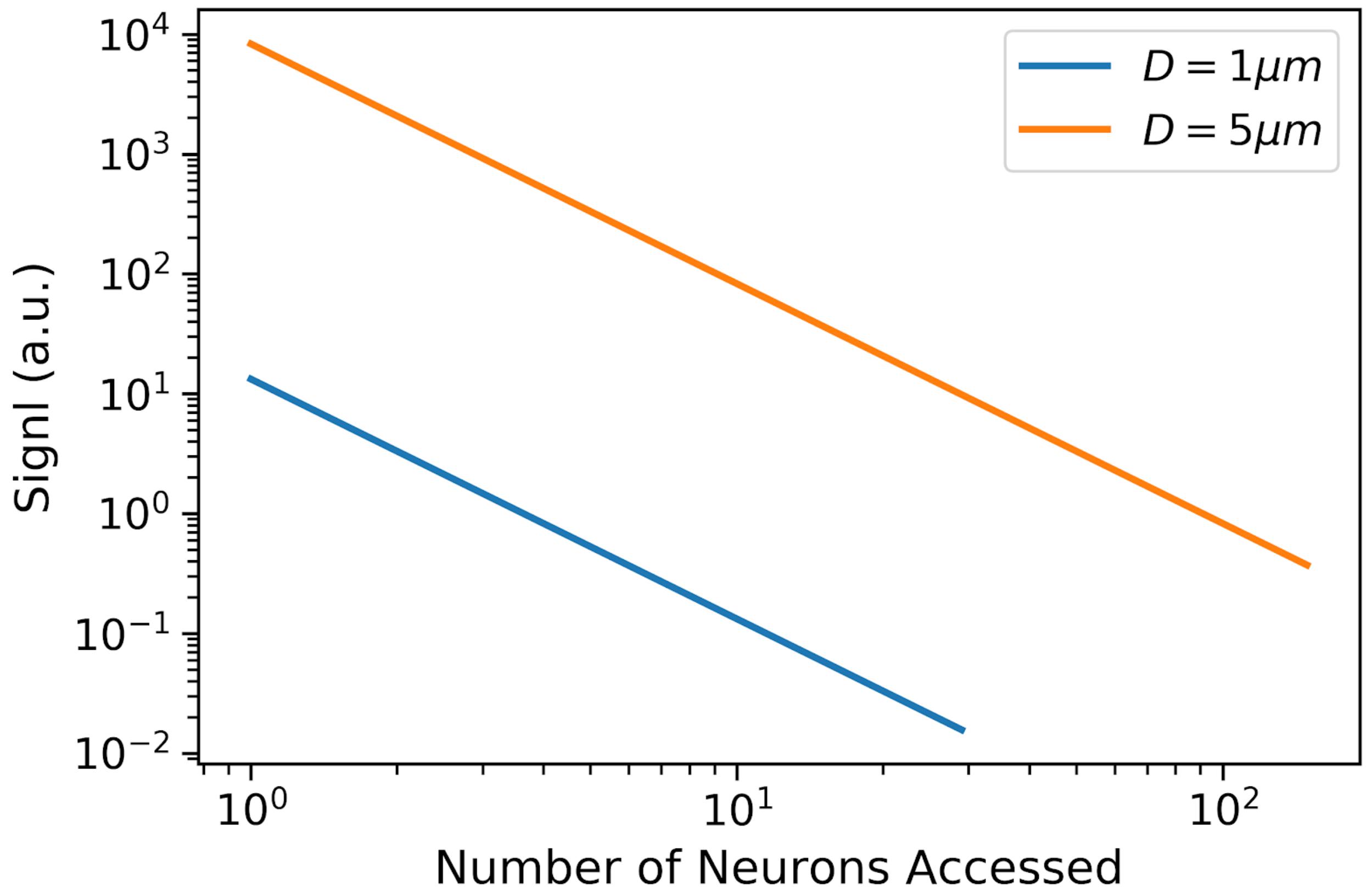
↑                              ↑  
|Pulse Energy|^2            Volume

C = constant  
 P\_0 = average power  
 f = laser rep rate  
 $\tau$  = pulse width  
 A = illumination area  
 V = illuminated volume containing fluorophores

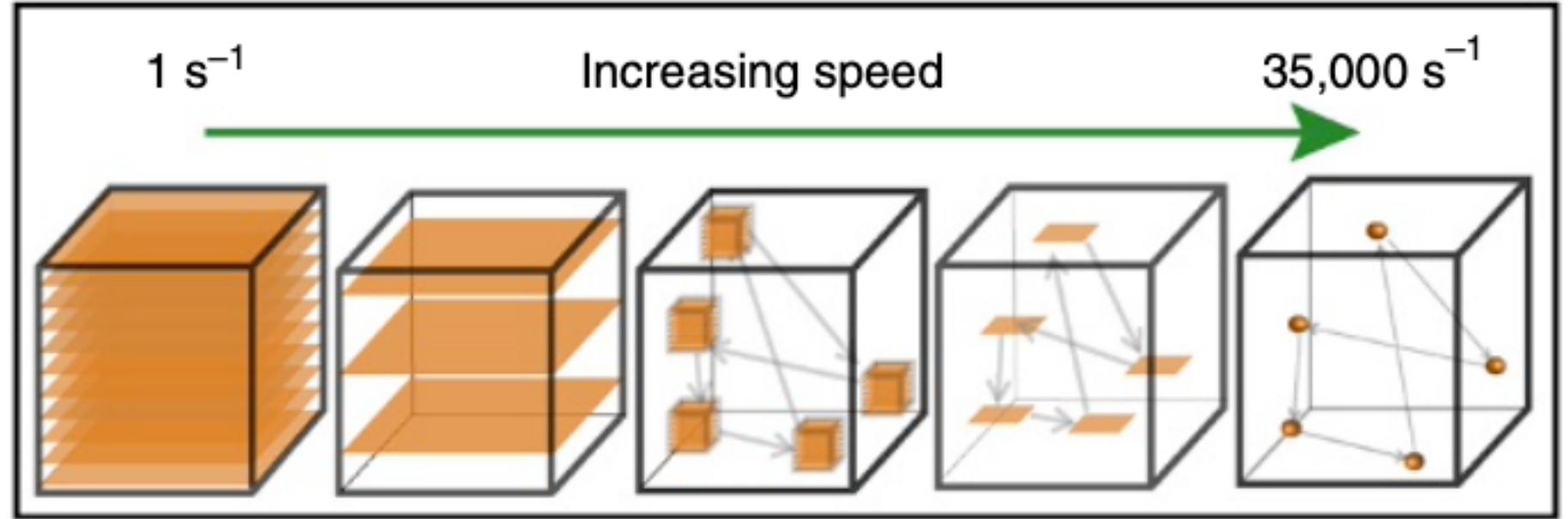


Assuming:

- Fixed energy density (E/A)
- Acquisition rate of 1 KHz
- 1 pulse / voxel
- Switching time of 1.5  $\mu$ s

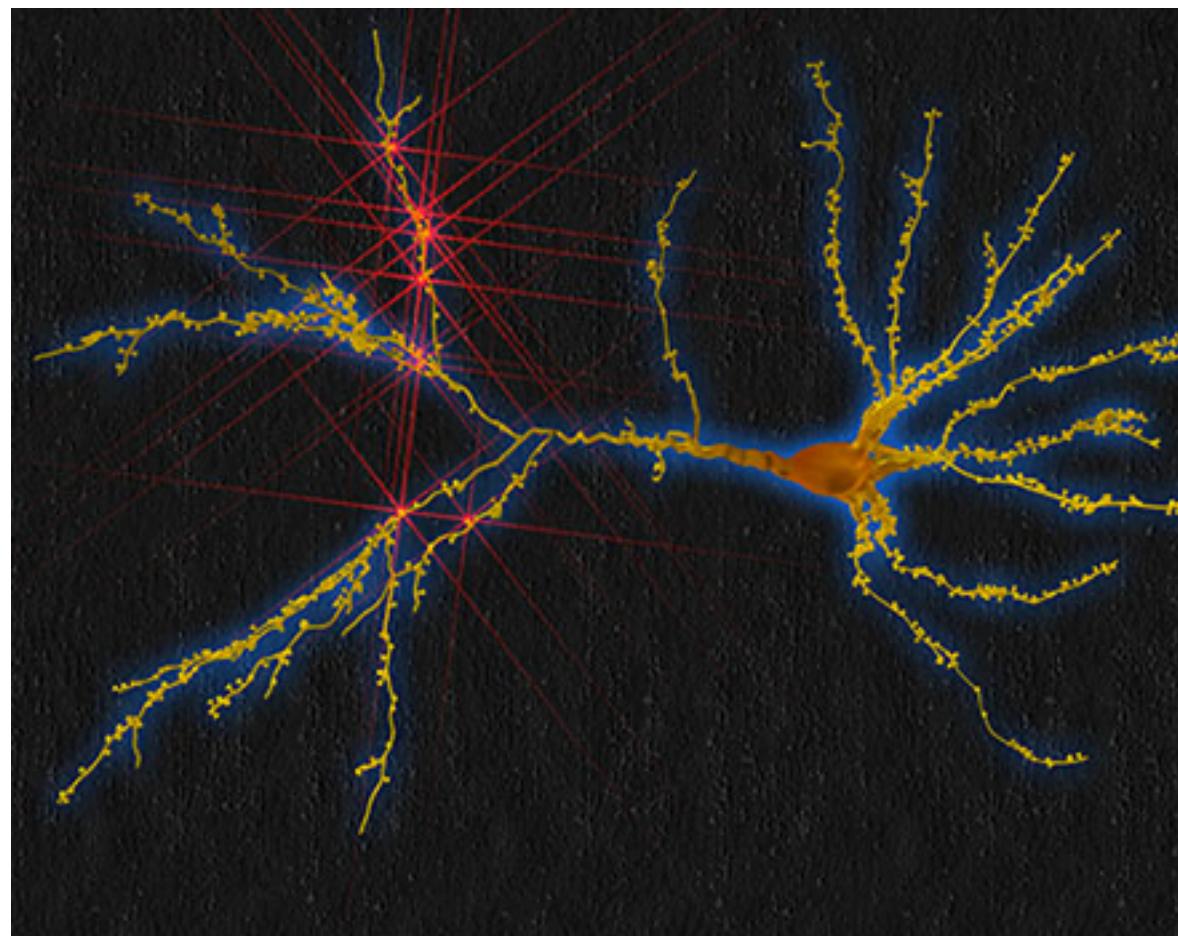


## Random Access



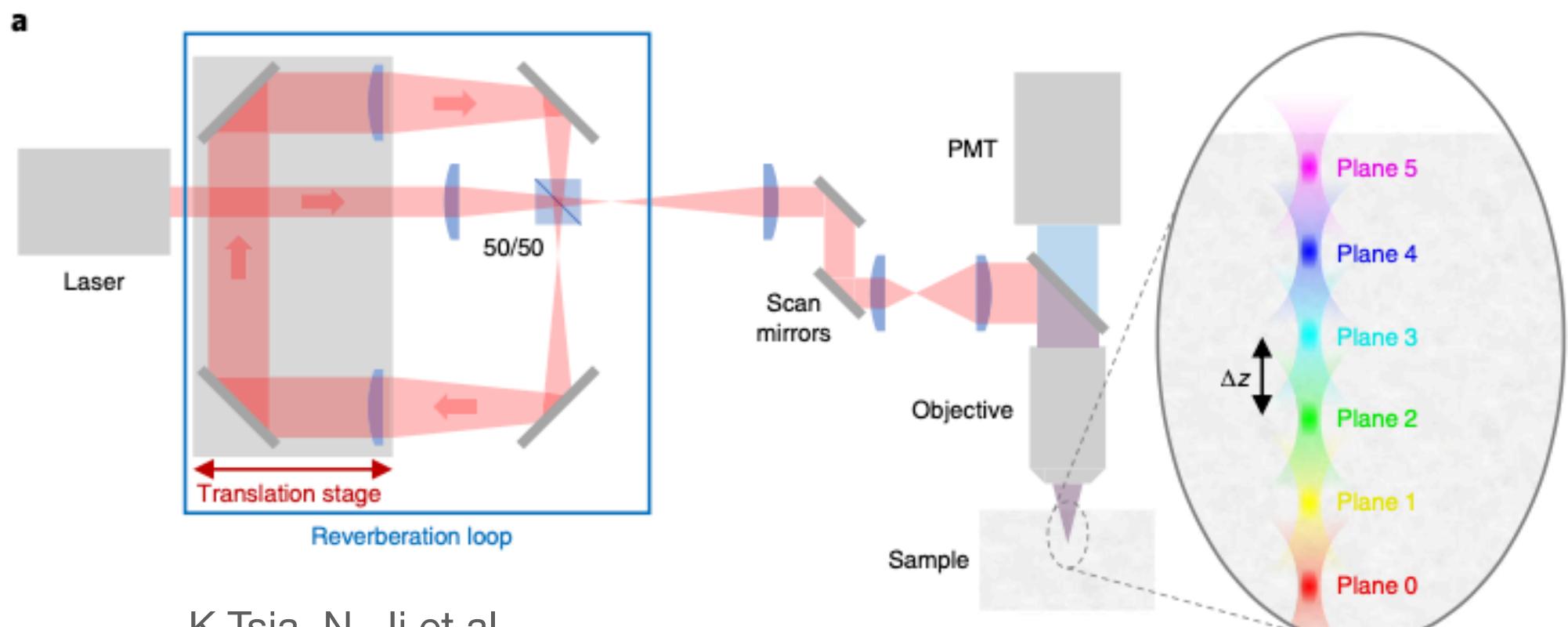
K. M. N. S. Nadella ... P. A. Kirkby, and R. A. Silver, *Nat Meth* (2016).

## Computational



K. Podgorski

## Multiplexing



K.Tsia, N. Ji et al.,

## Thanks!

- New technologies
- Where we could do something
- Would love to chat about these ideas or any others