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napari: A multi-dimensional image viewer for Python

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Halfway to i2k Workshop, 19 October 2023

Follow along: <https://bit.ly/halfway-to-i2k>

Agenda

Link to these slides:
<https://bit.ly/halfway-to-i2k>

1. **0:00-0:10** Intro to presenters and to napari
2. **0:10–0:30** napari Basics
3. **0:30–1:30** Jupyter Notebooks and Building a Plugin
4. **1:30-2:00** plugin packaging and publishing

Workshop Team and Target Audience



Kyle Harrington, CZI

Software Engineer/Data Scientist



Katarzyna “Kasia” Kedziora

Professor, University of Pittsburgh



Ashley Anderson, CZI

Software Engineer



Dannielle McCarthy, CZI

Product Application Scientist

For folks who are:

- curious about napari and adventurous about Python
- familiar with Python and want to customize their image analysis
- already creating Python tools and want to share to a broader audience

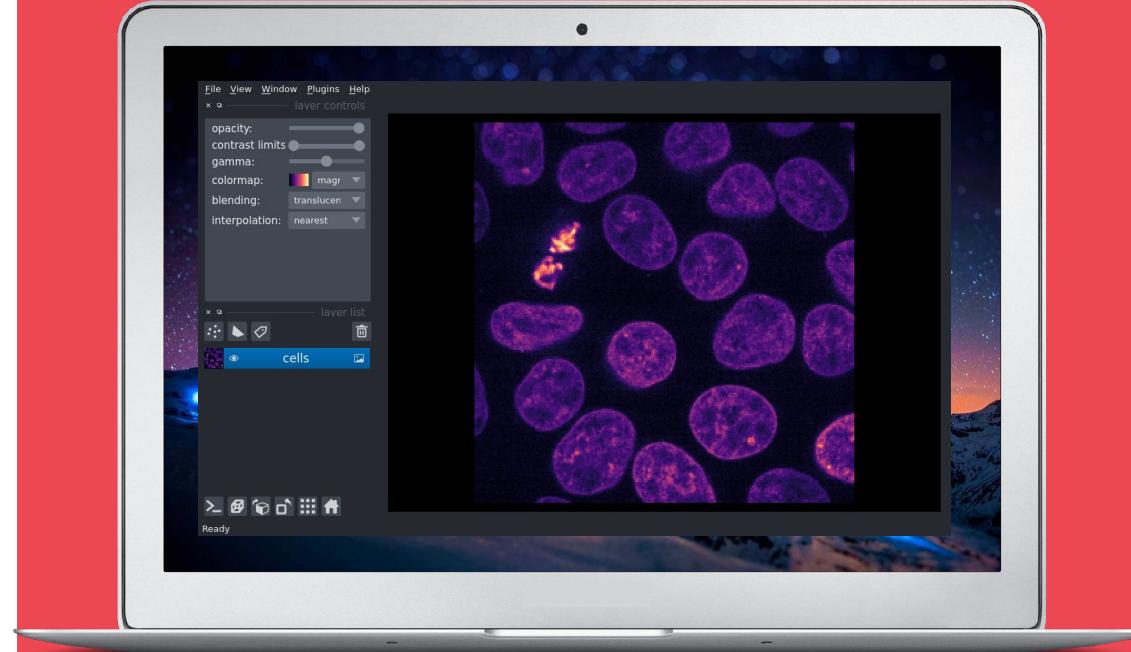


napari

Community-built (100+ contributors!),
open-source tool based in Python
for **browsing, annotating, and**
analyzing large multi-dimensional
images

Plugin interface allows expansion into
all areas of **imaging and biology**

Alpha stage of development → New
features and plugins



napari is developed by an Open-source Community

Steering Council



Juan Nunez-Iglesias



Draga Doncila Pop



Kevin Yamauchi



Kyle Harrington

Contributors 145



+ 134 contributors

[Learn how to contribute!](#)

Core Developers



Juan Nunez-Iglesias jni



Ahmet Can Solak AhmetCanSolak



Kevin Yamauchi kevinyamauchi



Draga Doncila Pop DragaDoncila



Talley Lambert tlambert03



Wouter-Michiel Vierdag melonora



Loic A. Royer royerloic



Lorenzo Gaifas brisvag



Andy Sweet andy-sweet



Kira Evans kne42



Grzegorz Bokota Czaki



Genevieve Buckley GenevieveBuckley



Nicholas Sofroniew sofroniewn



Peter Sobolewski psobolewskiPhD



alisterburt

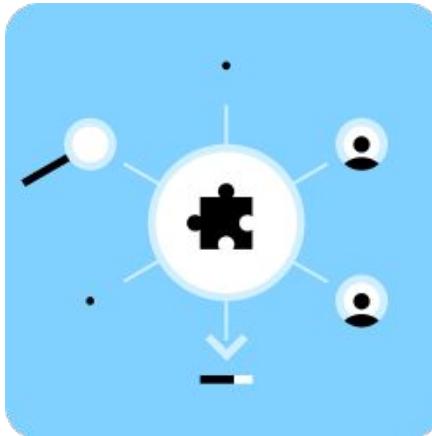
CZI Imaging Tech

How CZI is involved in the napari Community



napari viewer
visualization & analysis
interface

CZI: Fund core developers and
direct additions to repo



napari hub
discovery & sharing
of analysis plugins

CZI: Develop in service to the
community and fund plugin grants



Give researchers
access to
reproducible,
quantitative image
analysis.

napari Overview

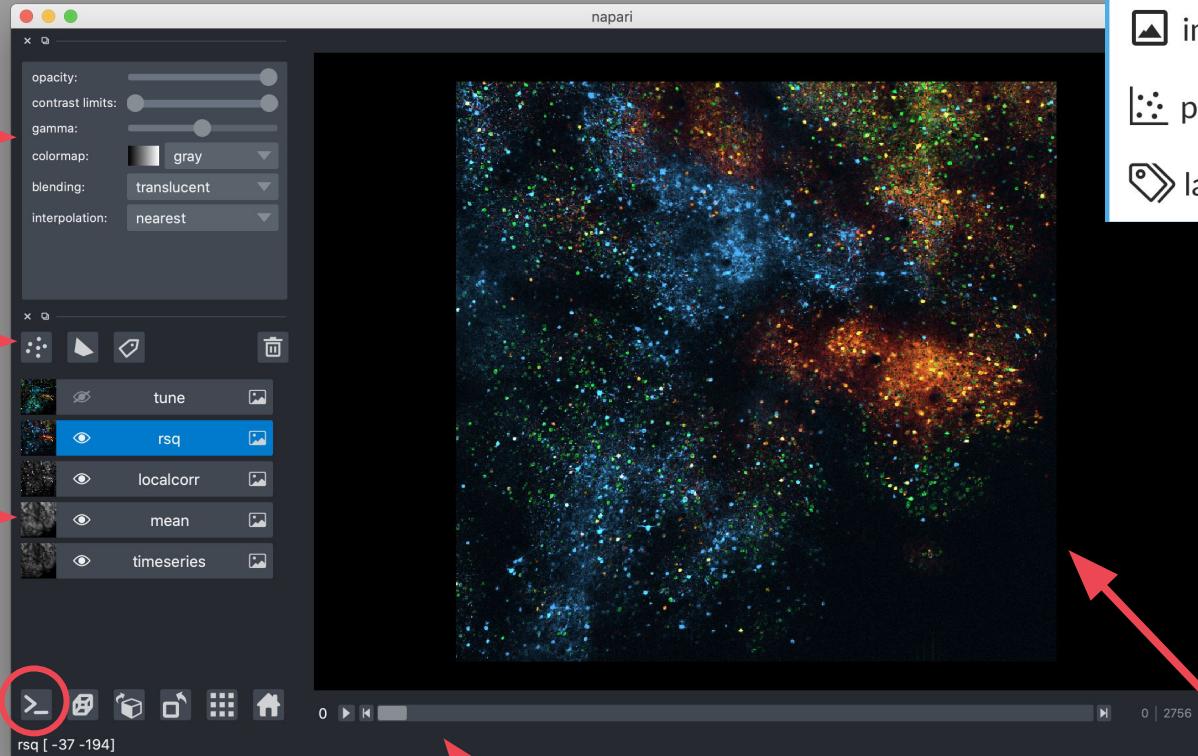
layer controls

add layer buttons

layer list

integrated console

dimension sliders



layer types

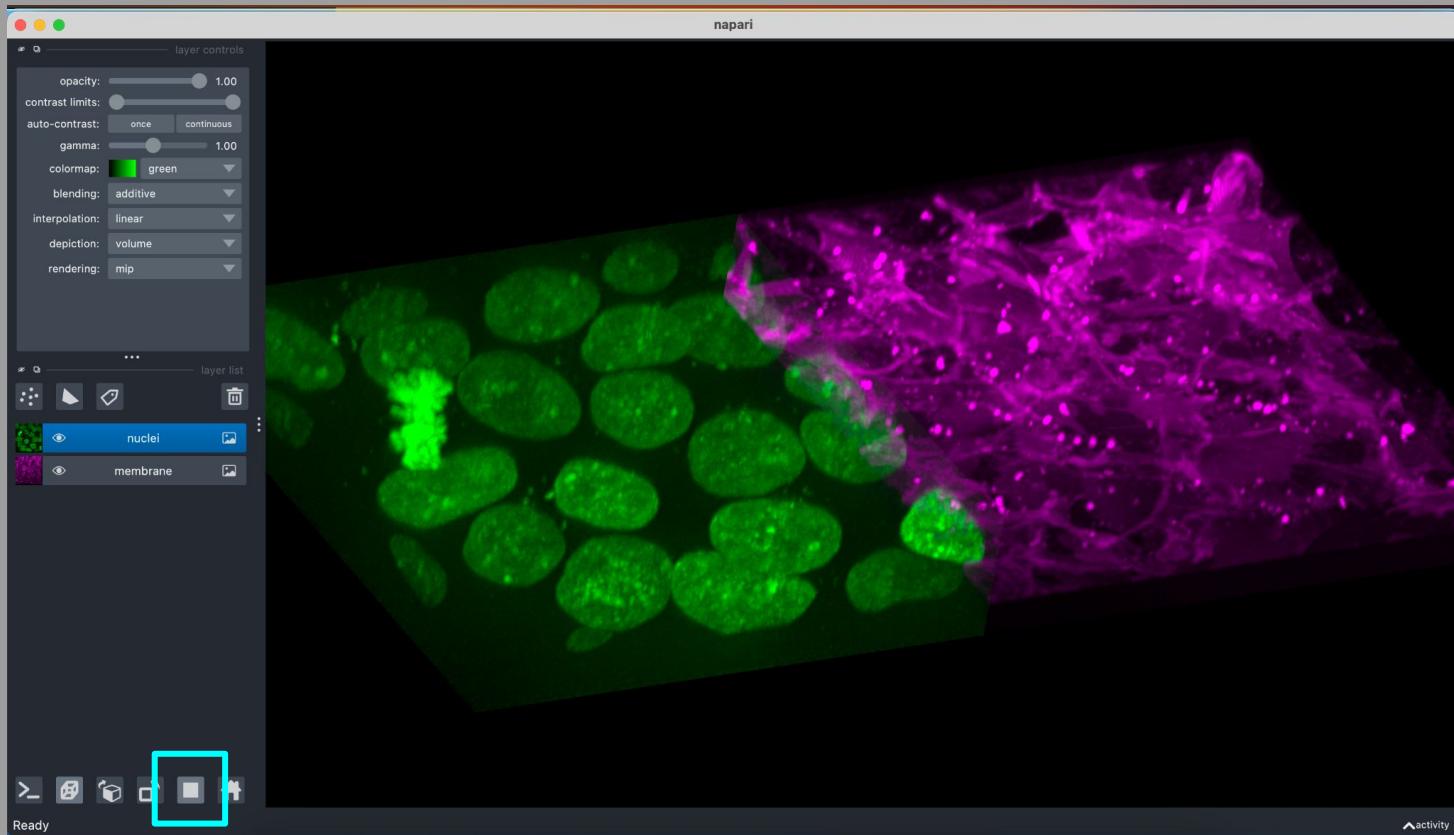
image shapes

points vectors

labels surface

canvas

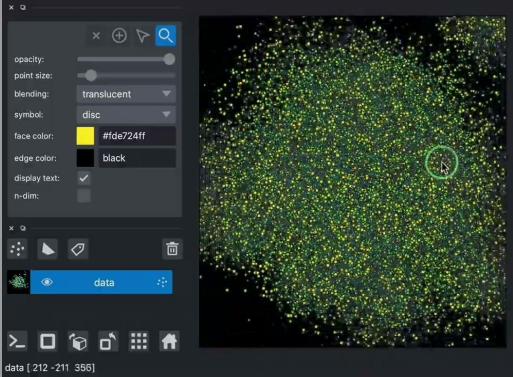
napari for 3D Image Visualization



Examples of Layer Types in napari



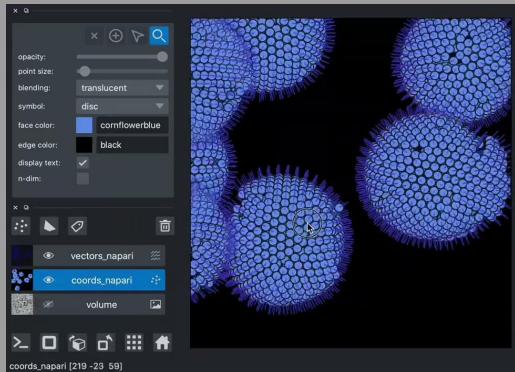
Labels: nDArray of Integers ≥ 0



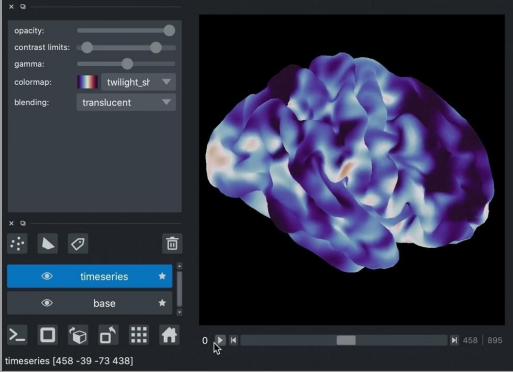
Points: List of Coordinates



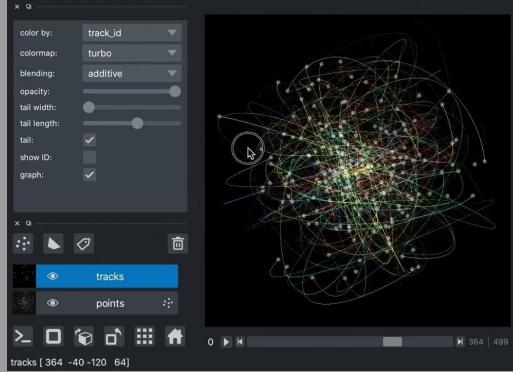
Shapes:



Vectors: Direction from A to B



Surface: Tuple of [Vertices, Faces, Values]



Tracks:



Python scientific image computing
toolbox
<https://github.com/scikit-image>



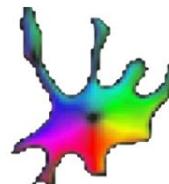
Object detection with Stardist
<https://github.com/stardist>



Python machine-learning toolbox
<https://github.com/scikit-learn>



Data visualization & exploration
<https://github.com/matplotlib>
<https://github.com/seaborn>



Cell segmentation
<https://github.com/MouseLand/celpose>



c1e.

GPU-accelerated image processing
<https://github.com/c1Esperanto>

Napari



Existing functionality
can be turned into
plugins!
→ Interactivity
→ Automatic GUI
generation

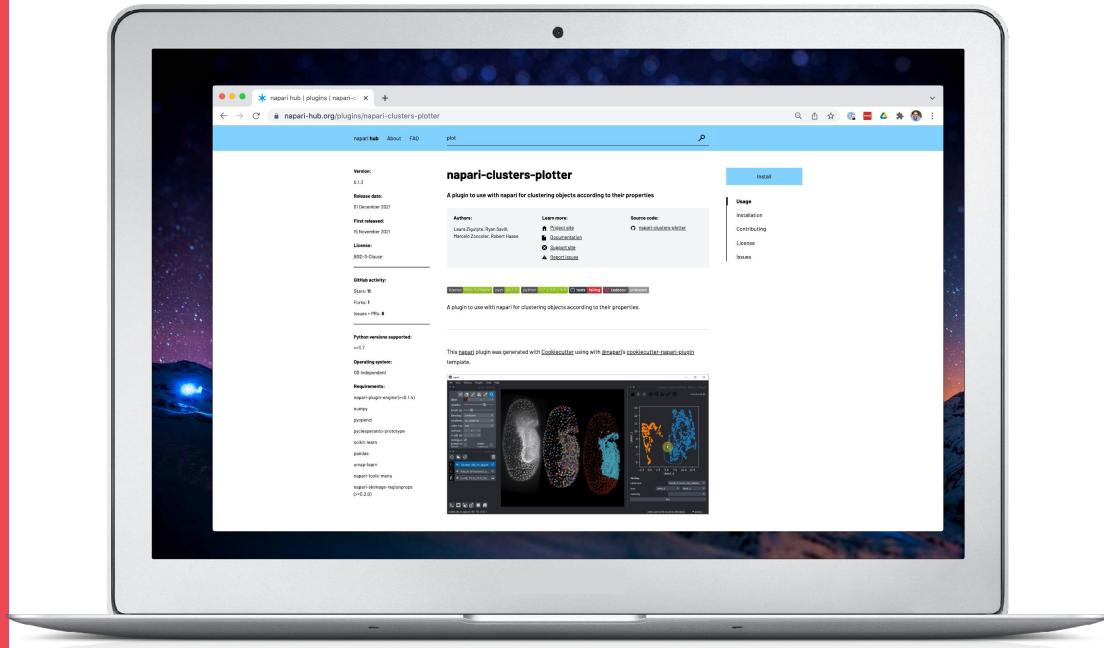
napari hub

Discover, install, and share napari plugins

- Discover plugins that solve your image analysis challenges
- Learn how to install into napari
- Share your image analysis tools with napari's growing community

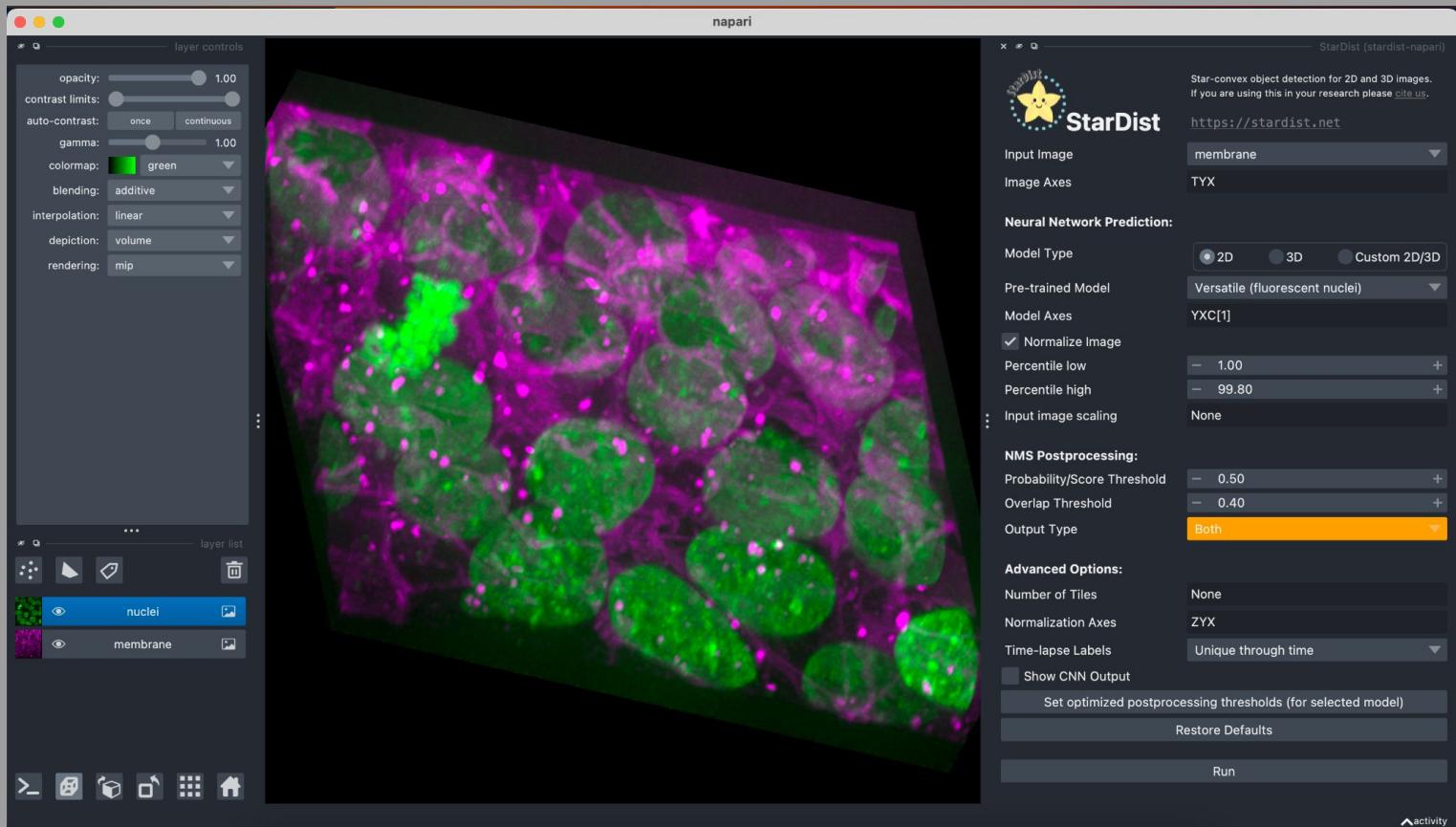


Built and hosted by the CZI Imaging Tech Team as a service to the napari community



Explore napari-hub.org

Example Plugin: StarDist Widget Plugin



FYI: Plugins for Getting Started

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Up Next: Work through Modules

Get involved @



napari.org
Getting Started and Documentation



napari-hub.org
All things plugins



forum.image.sc/tag/napari
Image analysis and plugin development questions



github.com/napari/napari
Source code and reporting bugs & features



@napari_imaging
The latest news from the community



napari.zulipchat.com
More synchronous chat



(Bi)weekly community meetings
Discuss with us live

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Some information about packaging

"There should be one-- and preferably
only one --obvious way to do it."

Tim Peters, [The Zen of Python](#)

Definitions

what is she building in there?

- *script or notebook*

- run specific analysis or transformation
- intended for one/few-time use
- maybe additional materials for a paper

- *library*

- something others can build on or integrate with their own code
- loosely couple with dependencies (write tests!)

- *application*

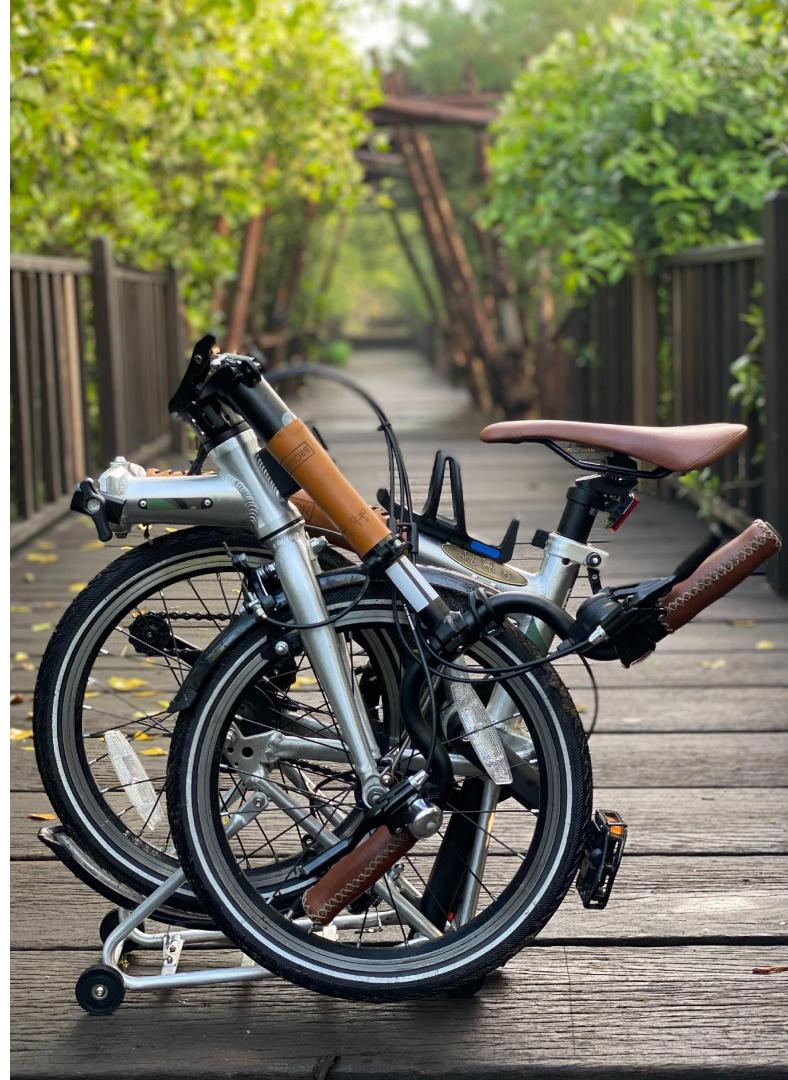
- an executable, typically with some user interface (GUI, TUI, CLI)
- may want a plugin system, bundled app, etc.



Write portable code

great news for Python users

- Pick a minimum Python version to support
- Consider dependencies (portability, availability, licensing)
- Don't assume things about the file system
- GUIs can be tricky
 - Consider writing a plugin (*napari* or some other application)
 - Use abstractions ([pyapp-kit](#), [gtpy](#))
 - Consider web-based technologies



Managing dependencies

use pip or conda (+ also pip)

pip is kind of the standard, comes with Python

mostly Python packages mostly from the Python Package Index (PyPI)

good support for binary packages (*wheels*) these days

more prevalent in broader Python community

conda solves more problems, more focus on scientific computing

not just Python packages

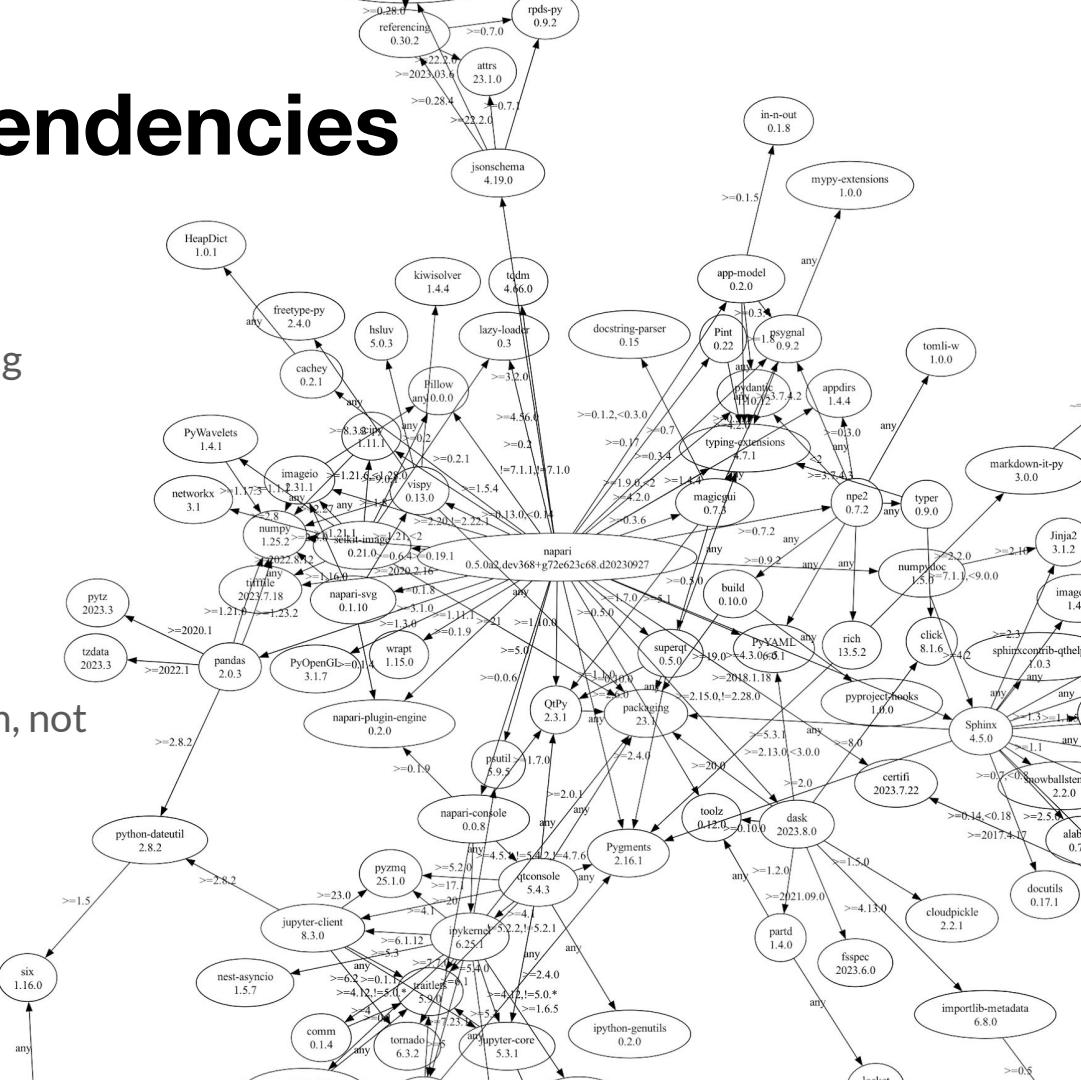
can distribute "system" packages (OpenSSL) and complicated dependencies (CUDA)

conda-forge - orchestrates coordinated compilation with shared tooling (and it works!)

Keep track of dependencies

to pin or not to pin

- Definitely use virtual environments, using *venv* or *conda*
- Create a list of your dependencies
 - *pip freeze > requirements.txt*
 - *conda env export > environment.yml*
- Sometimes too strict or not strict enough, not cross-platform; tools can help
 - [pip-tools](#)
 - [conda-lock](#)



What about Docker?

ship your code and all its dependencies together

- Generally not practical for libraries, not great for GUIs
- Still requires a learning curve
- Performance penalty on macOS and Windows
- Accessing hardware acceleration (GPU) can be difficult
- Images can be pretty big
- Sometimes still be a reasonable choice!
 - Web apps (or apps designed to run in the cloud, possibly with web-based GUI)
 - Certain headless applications with complex dependencies
 - Immutable once baked, may be good as demo or appendix to a paper

What makes a package?

it's all about the metadata

- In the end, a package is usually just an archive (you can unzip a wheel)
- Essential metadata
 - package name
 - version
 - [dependencies (+version pins)]
- Consider starting from a [cookiecutter template](#)
- Tooling exists for copying pip packages to conda-forge

pip	conda
pyproject.toml setup.cfg setup.py MANIFEST.in	recipe/ meta.yaml build.sh (macOS, Linux) bld.bat (Windows)
upload to PyPI (website, <i>twine</i> , ...)	open a PR to conda-forge/staged-recipes "feedstock" repository contains your recipe

cibuildwheel

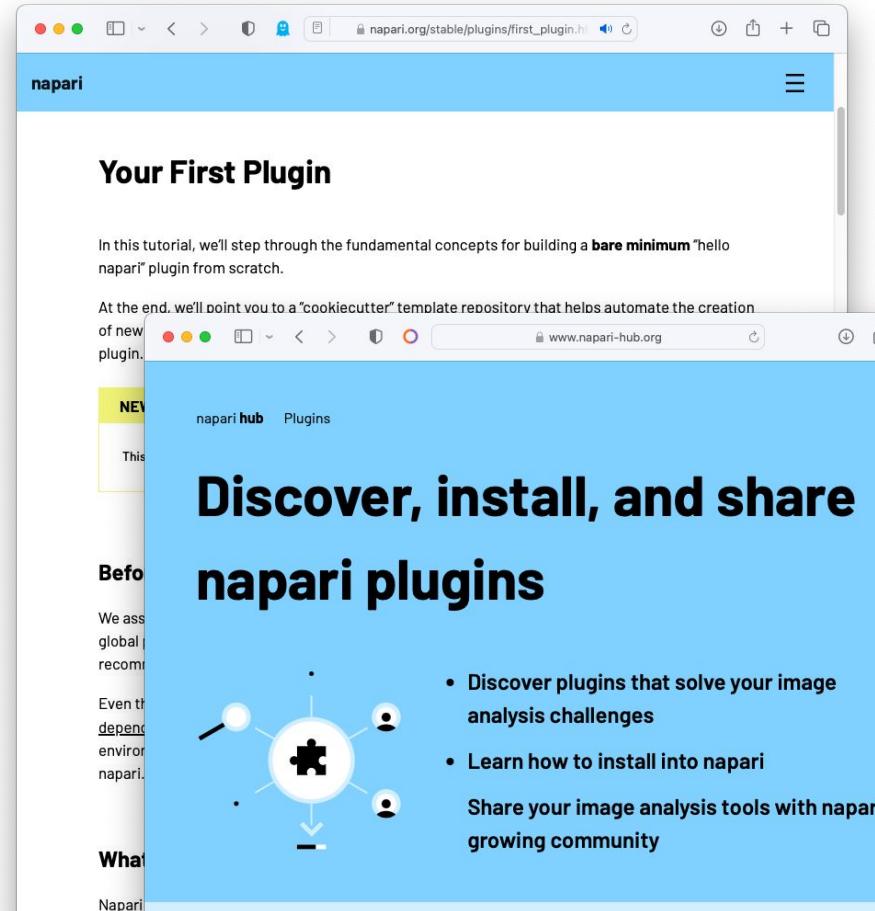
packaging compiled extension modules into wheels

- Use Docker to build, not distribute
 - create wheels with *manylinux* to be portable across, well *many* Linux distros
 - *manylinux* is just an old version of Linux in a Docker container, takes advantage of ABI stability of *glibc* for compiled C-extensions
- Dynamic libraries are copied into the wheel with relative paths
- Select a build backend based on how the code is compiled
 - [scikit-build](#) (CMake)
 - [maturin](#) (Rust/PyO3)
 - [meson-python](#) (Meson)

napari plugins

they're just Python packages

- Installed into a virtual environment with napari via pip, conda, or napari plugin manager (GUI)
- napari uses *npe2* to parse metadata for:
 - readers/writers
 - widgets
 - [magicgui](#) makes this usually very easy
 - use [qtpy](#) to be compatible with Qt backends
 - sample data
 - themes
- Start with the [cookiecutter template](#)
- Find more [best practices](#) in the napari docs



Making a bundled app

easy installation for end-users

- *conda + menuinst + Constructor*
- Creates platform-specific installers for macOS, Linux, and Windows (*Constructor*)
- Installs a *miniconda* distribution
- Creates "shortcuts" to run apps (*menuinst*)
 - Windows Start Menu
 - Linux .desktop file
 - macOS .app bundle

