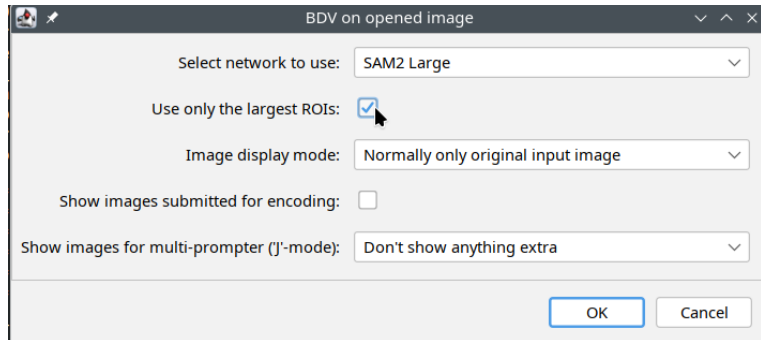
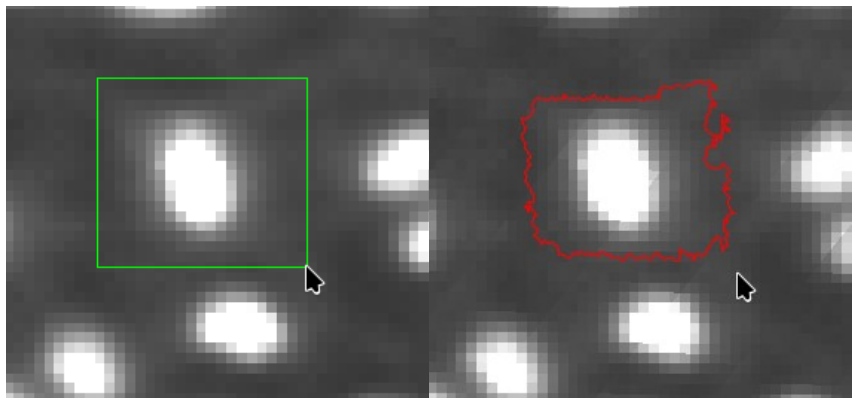


SAM2 is great, but:

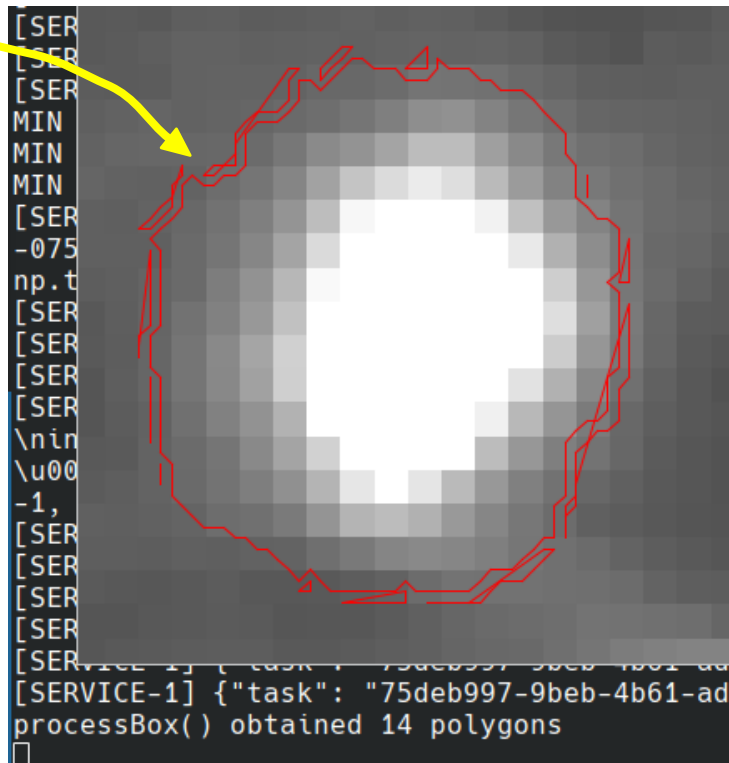
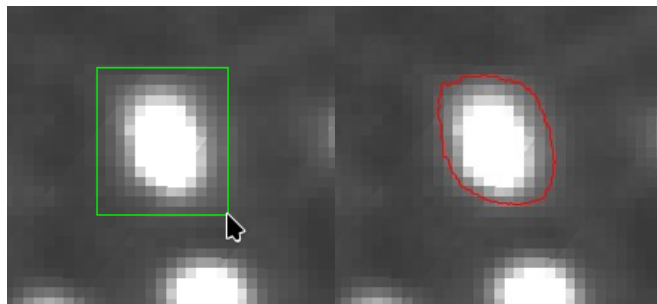
- SAM2 networks over-segment (produce too many polygons/segments for one object)
  - At least this is the case for SAM2 Tiny and Large
  - S000:



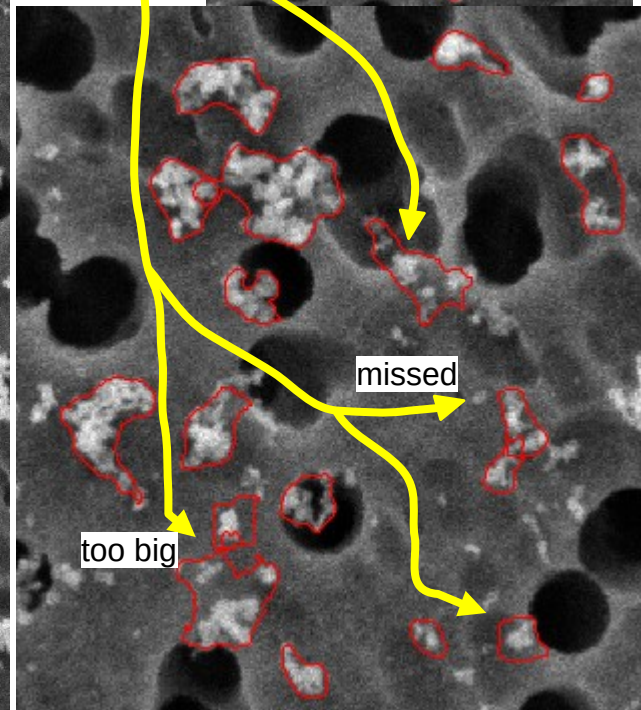
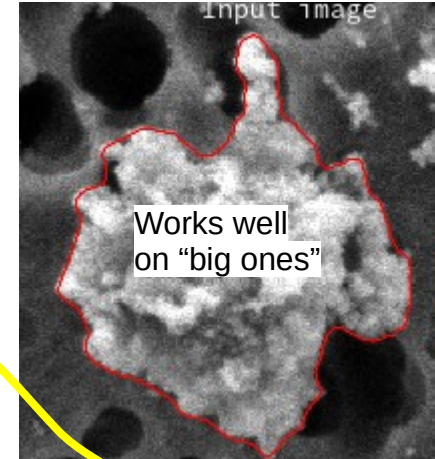
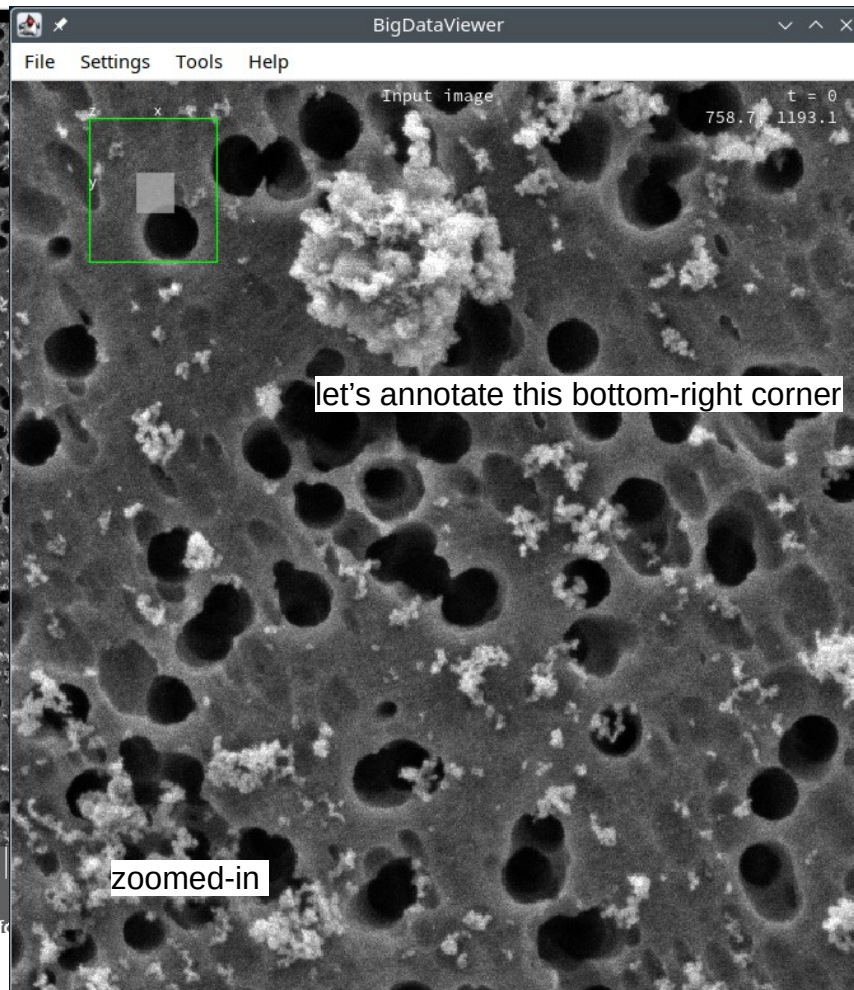
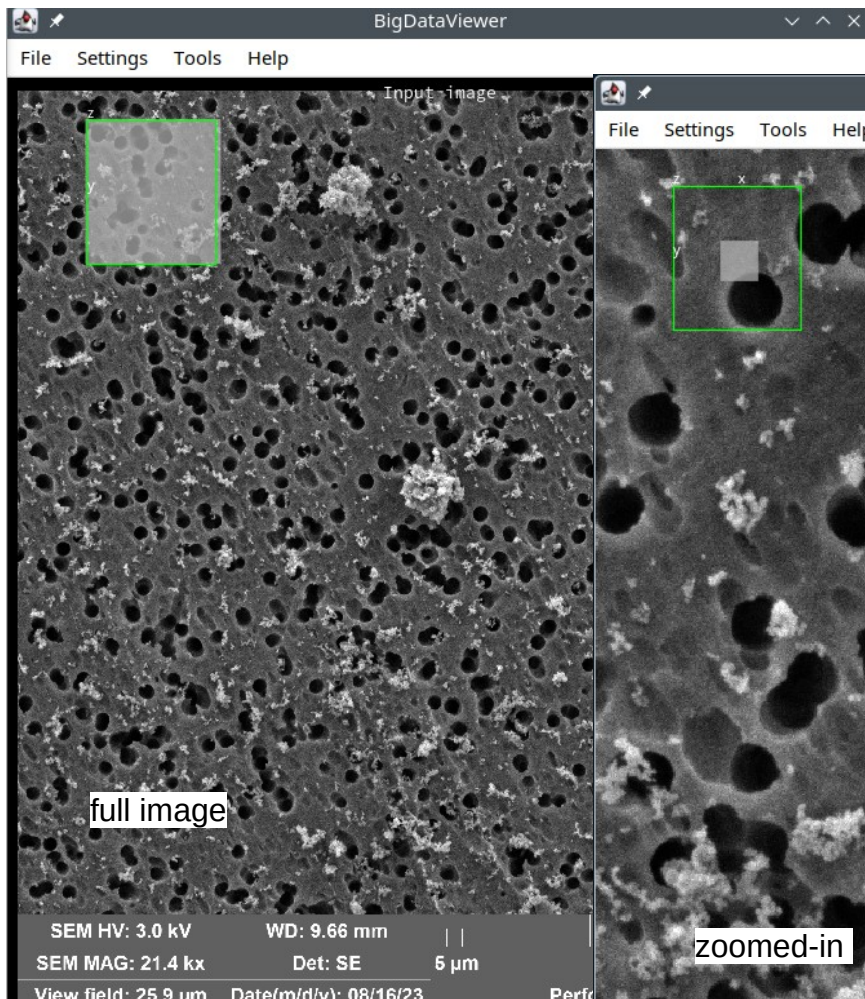
- Taking largest polygon works well, but ultimately means:  
(at most) one obj is annotated per one prompt
- There exist data when one has to be careful with prompts  
...not to make them too large, too "vague" around the obj of interest



VS.

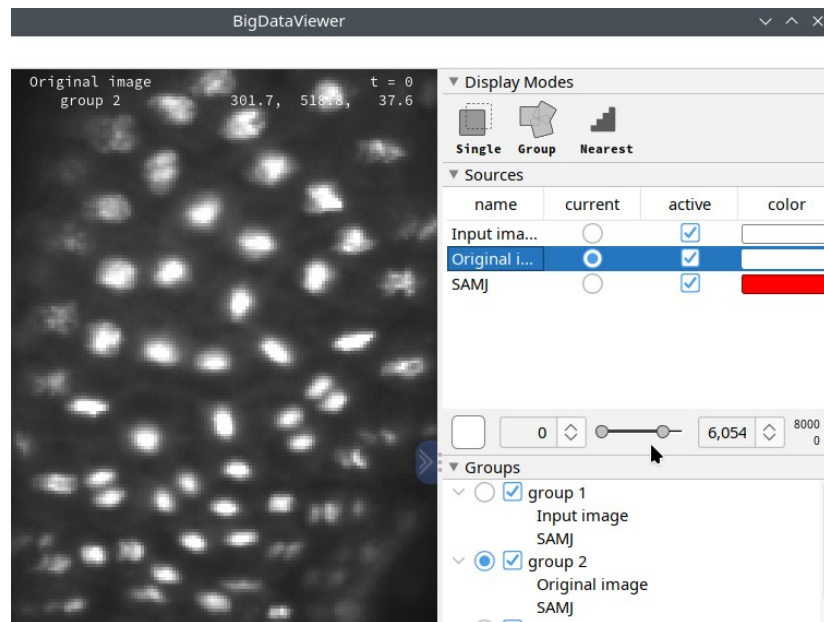
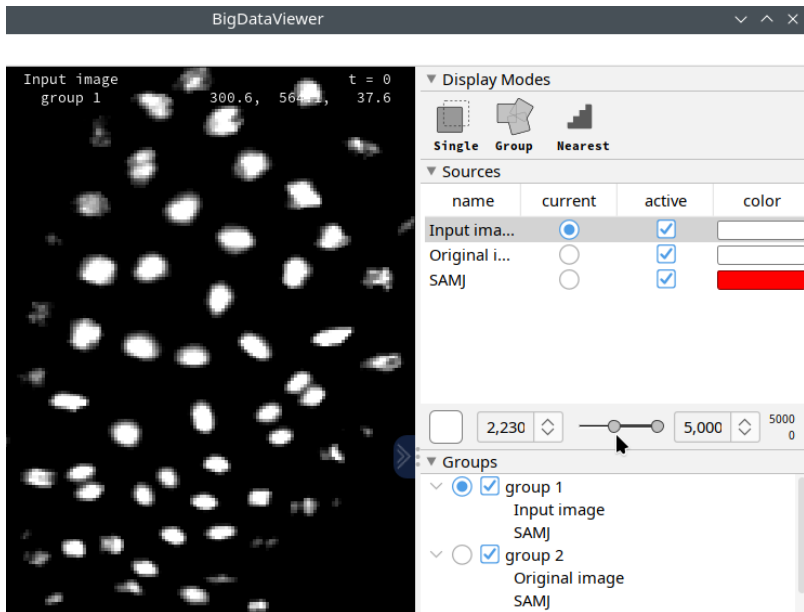
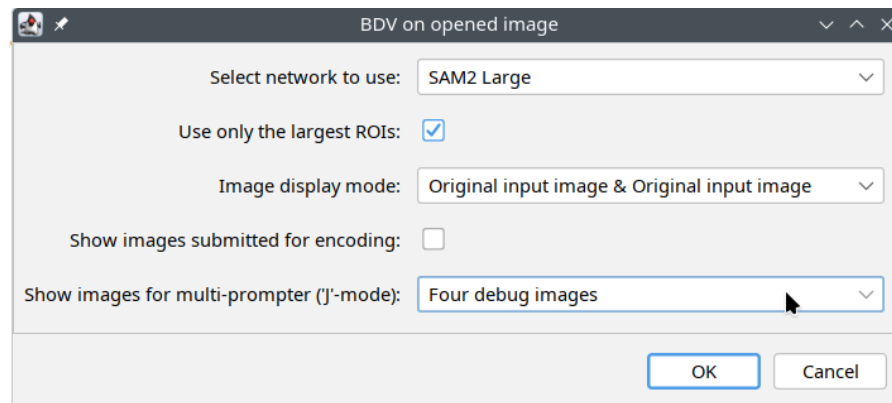


Dust-particles electron microscopy example where one wants to avoid “careless prompting”:



What to do about it?

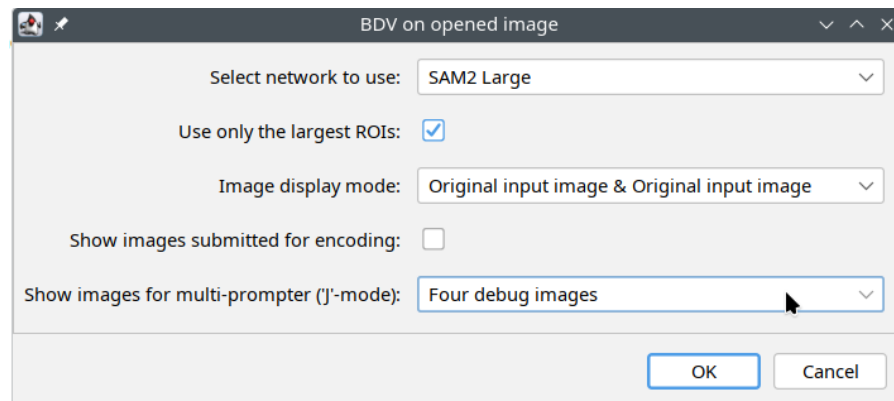
- Annotator has to be careful (and patient) → takes very long
- Or, have system that **fine-tunes annotator's prompt**:  
...by creating seeds where user originally prompted,  
and runs SAM iteratively per each seeds separately
- Here, **IMPLICIT/internal** fine-tuner is used, for which:
  - It is better to show the same original image twice
    - Once (*left fig.*) as contrast-adjusted so that “seeds” are apparent
    - Once (*right fig.*) with “normal view” which is here only for visual check if the annotation went well
    - Note: BDV automatically sets up viewing groups, display mode etc.; user “only” adjusts contrast settings



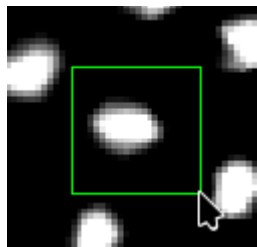


What to do about it?

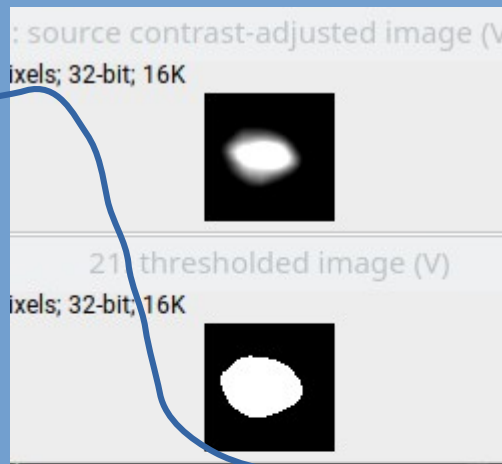
- Annotator has to be careful (and patient) → takes very long
- Or, have system that **fine-tunes annotator's prompt**:  
...by creating seeds where user originally prompted,  
and runs SAM iteratively per each seeds separately
- Here, **IMPLICIT/internal** fine-tuner is used, for which:
  - It is better to show the same original image twice
    - Once (*left fig.*) as contrast-adjusted so that “seeds” are apparent
    - Once (*right fig.*) with “normal view” which is here only for visual check if the annotation went well
    - **Note**: Obviously, you don't have to have debug images displayed at all....



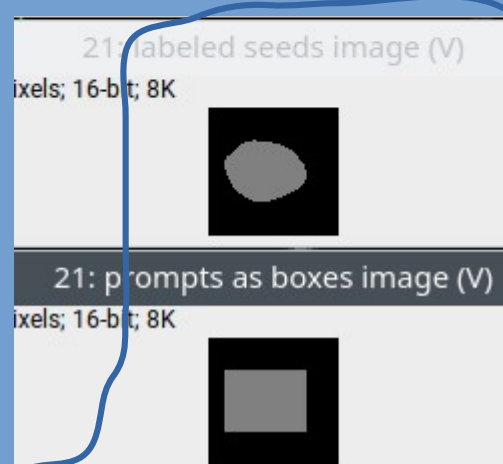
Careless user prompt



Debug images 1 & 2 /4

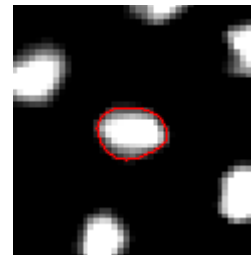


Debug images 3 & 4 /4



Inside BDV

Obtained annotation

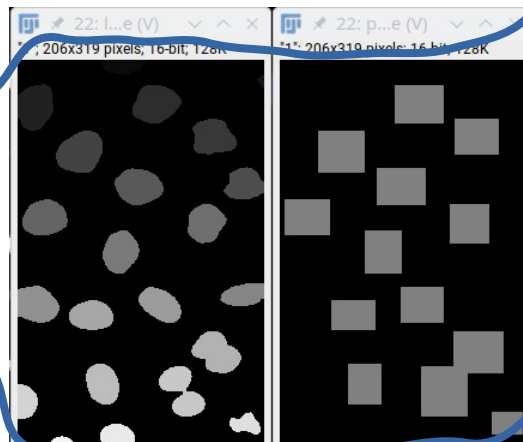
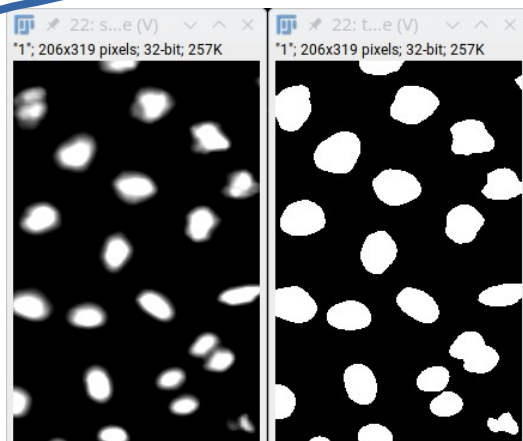
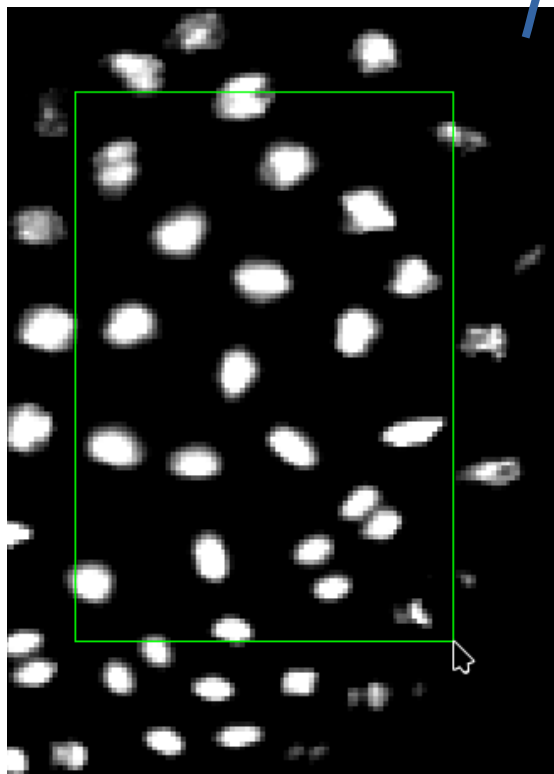


### Pipeline:

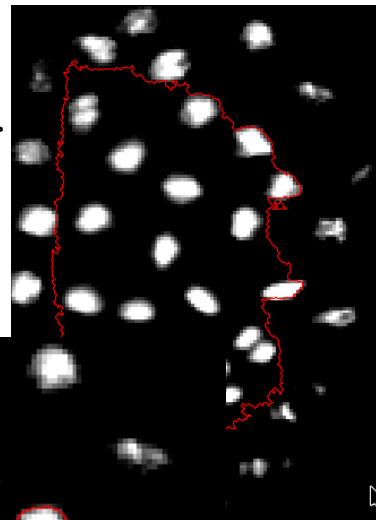
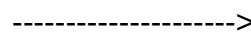
User-given GreenBox cropped out the by-user-contrast-adjusted image, threshold >0, CCA, bounding box → SAM on **orig image** → yay! :-)

**Multi-prompting** as a Side-effect (it's exactly the same pipeline as for the **fine-tuning**)

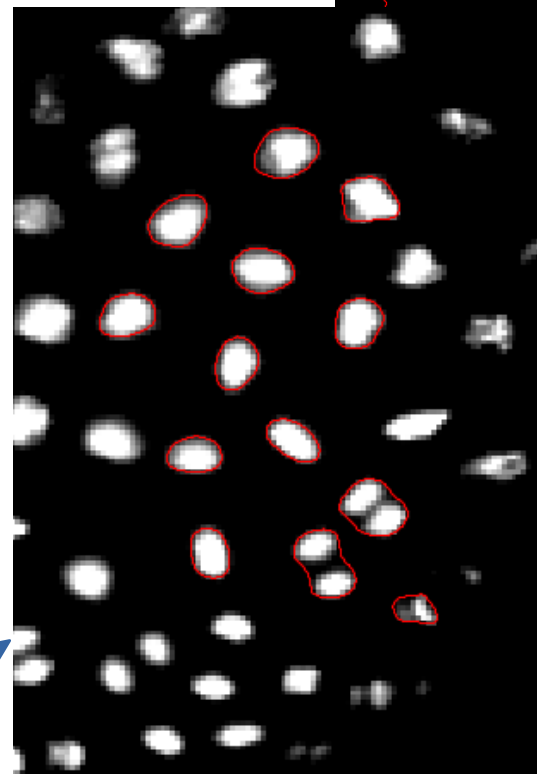
The same INTERNAL image processing to create seeds to obtain prompts.



Standard SAMJ:



Multi-prompting:



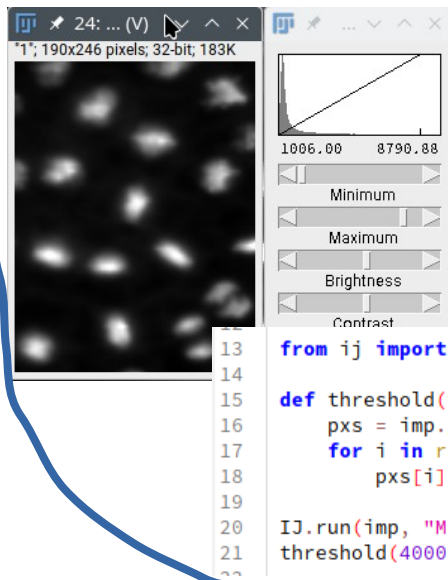
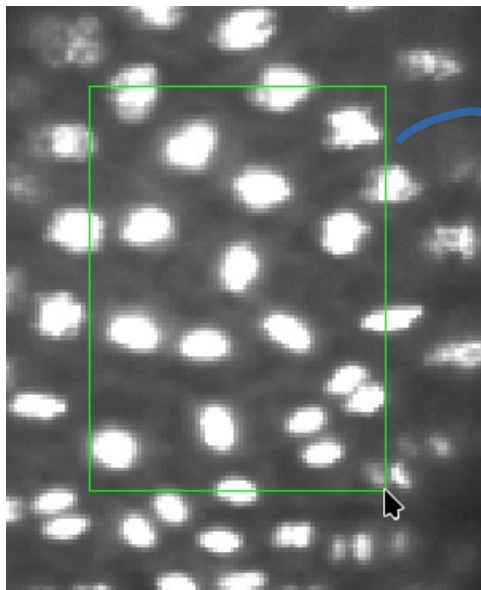
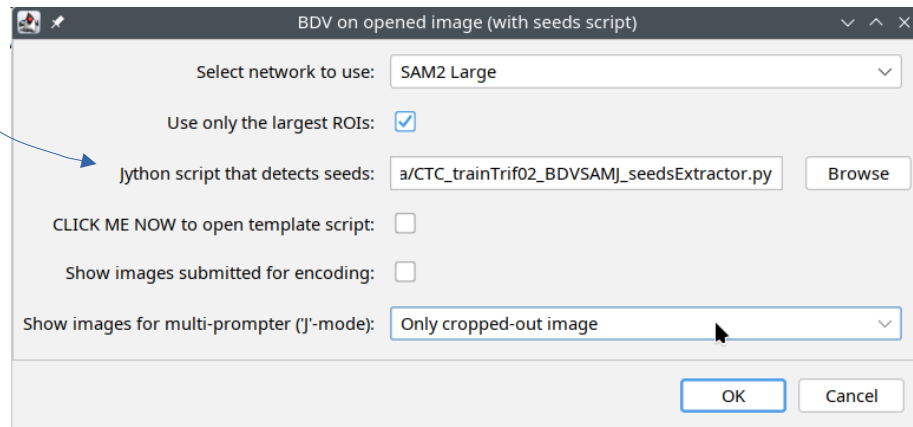
Small and boundary-touching prompts/boxes are ignored.

What if I don't wanna adjust contrast and/or don't wanna use thresholding to create seeds?

→ Just point BDV on a script that converts crop-out of the original image to an image with seed(s):

- Here, **EXPLICIT/external** fine-tuner is used, for which:

- The mechanism works exactly the same
- Except that instead of internal thresholding, an external script is executed to obtain seed image*
- Except that original, not-contrast-adjusted crop is used*
- Seeds CCA and SAM prompting happens again in BDV

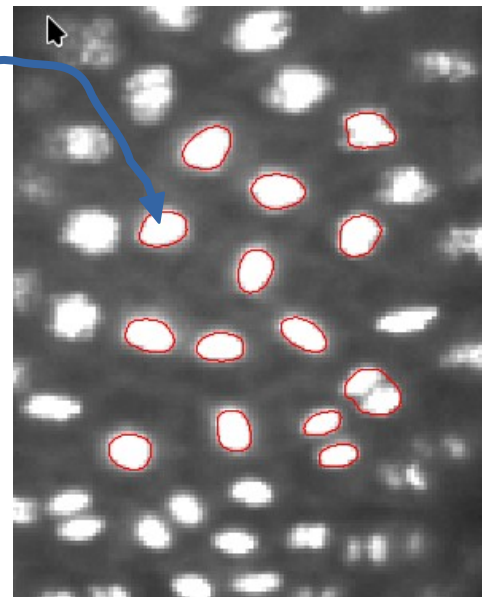


Inside BDV:

SAM Prompting

Bounding boxes

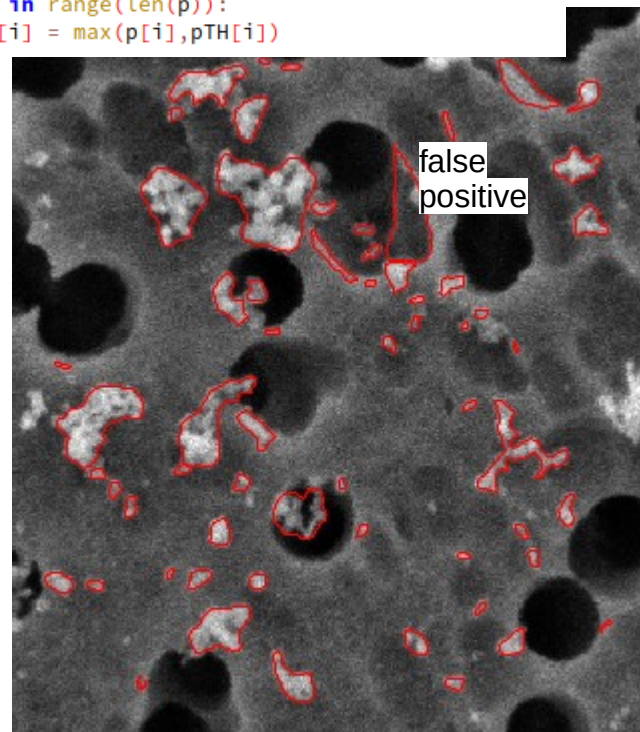
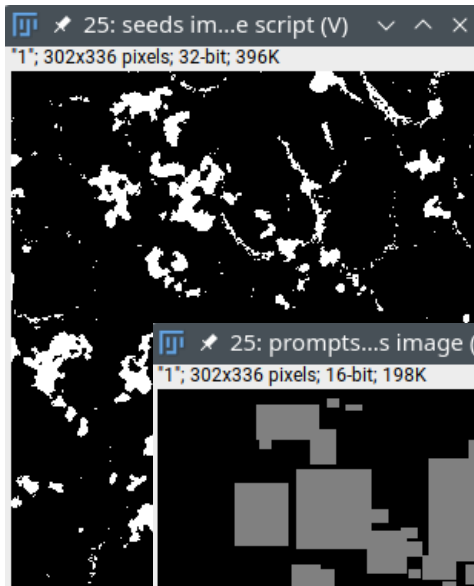
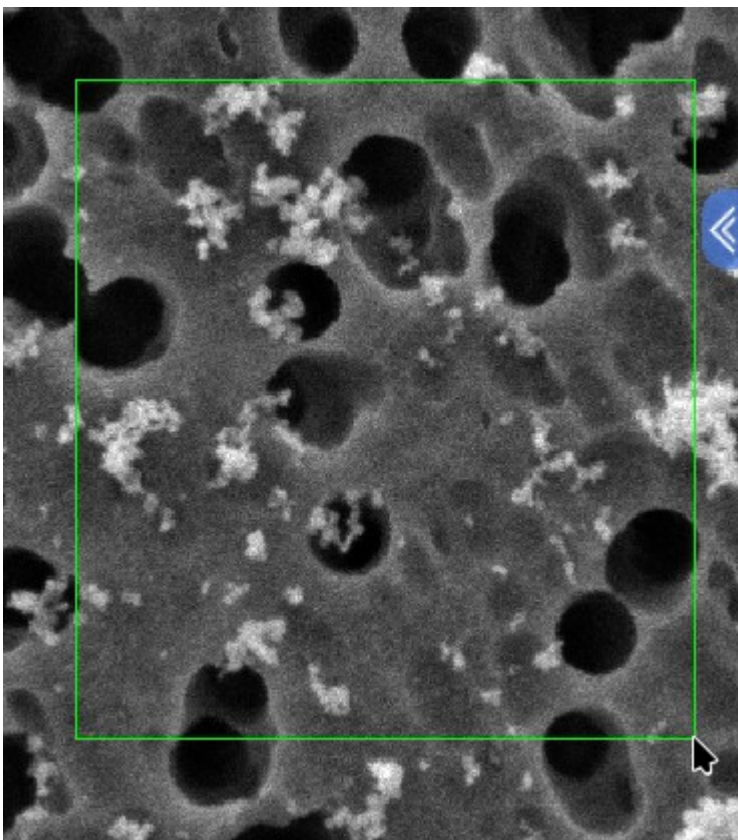
CCA'ing seeds



Dust-particles electron microscopy example again  
where **externally-obtained seeds guided the multi-prompting**:

Result is more detailed (compare with Slide 2),  
but not perfect either (has false positives – a lousy script I prepared).

```
13 from ij import IJ
14
15 def threshold(imp, thres_val):
16     pxs = imp.getProcessor().getPixels()
17     for i in range(len(pxs)):
18         pxs[i] = 1 if pxs[i] > thres_val else 0
19
20 impTH = imp.duplicate();
21 IJ.run(impTH, "Top Hat...", "radius=5");
22 threshold(impTH, 10000)
23
24 threshold(imp, 35000)
25
26 p = imp.getProcessor().getPixels()
27 pTH = impTH.getProcessor().getPixels()
28 for i in range(len(p)):
29     p[i] = max(p[i], pTH[i])
30
```



Is there a template script to start with?

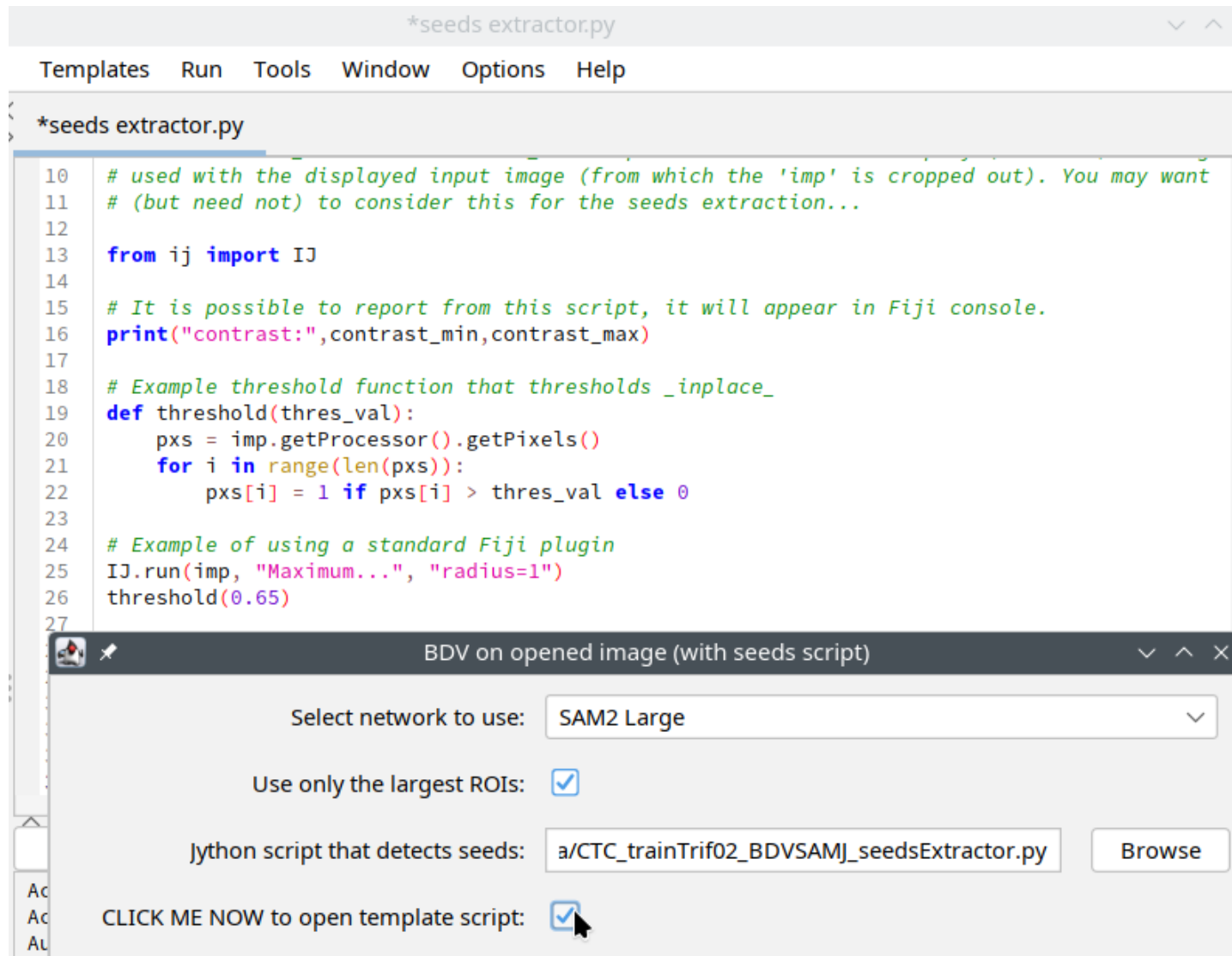
Yes.

( Just don't know how to create button in IJ2 auto-generated dialogs, so one has to toggle the "CLICK ME NOW" checkbox....

And the script editor comes out.

- )
- One cancels/closes the "BDV on opened..." dialog
  - Edit the script
  - Save-as the script somewhere
  - Re-open the "BDV on opened..."
  - Point on the edited script

The script is re-read from disk prior every use of it, so one can adjust the seeds-extracting-pipeline during the same annotation session. This is useful, e.g., when different thresholding values work in different corners of the data.





The full initial/template script:

Note:

One can exercise and fine-tune the script outside BDV. It's a normal Jython script afterall...

\*seeds extractor.py

```
1  # RESAVE THIS SEEDS SCRIPT AND POINT THE BDV_WITH_SEEDS DIALOG ON IT
2
3  #@ ImagePlus imp
4  #@ float contrast_min
5  #@ float contrast_max
6
7  # It is important that seeds (any non-zero pixels) are stored directly into the input 'imp' image!
8
9  # The 'contrast_min' and 'contrast_max' report the current BDV display (contrast) setting
10 # used with the displayed input image (from which the 'imp' is cropped out). You may want
11 # (but need not) to consider this for the seeds extraction...
12
13 from ij import IJ
14
15 # It is possible to report from this script, it will appear in Fiji console.
16 print("contrast:",contrast_min,contrast_max)
17
18 # Example threshold function that thresholds _inplace_
19 def threshold(thres_val):
20     pxs = imp.getProcessor().getPixels()
21     for i in range(len(pxs)):
22         pxs[i] = 1 if pxs[i] > thres_val else 0
23
24 # Example of using a standard Fiji plugin
25 IJ.run(imp, "Maximum...", "radius=1")
26 threshold(0.65)
27
28 # Don't use the updateAndRepaintWindow() in conjunction with BDV+SAMJ,
29 # but it is useful when running (debugging) this script directly from Fiji
30 # (e.g. on some of the debug crop-out that came from BDV+SAMJ).
31 #
32 # imp.updateAndRepaintWindow()
33
```

