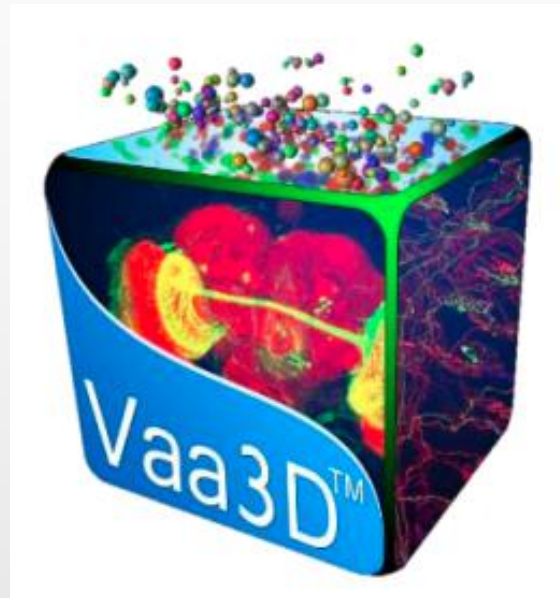


How to generate high-quality neuronal reconstructions semi-automatically through Vaa3D



Yaping Wang, 2021.11.16



Workflow

Automated Neuron Tracing in Vaa3D



Manual reconstruction of neurons in Vaa3D



Inspected and modified by multiple annotators for single neuron in Vaa3D



Assistance of Tera-VR annotation platform

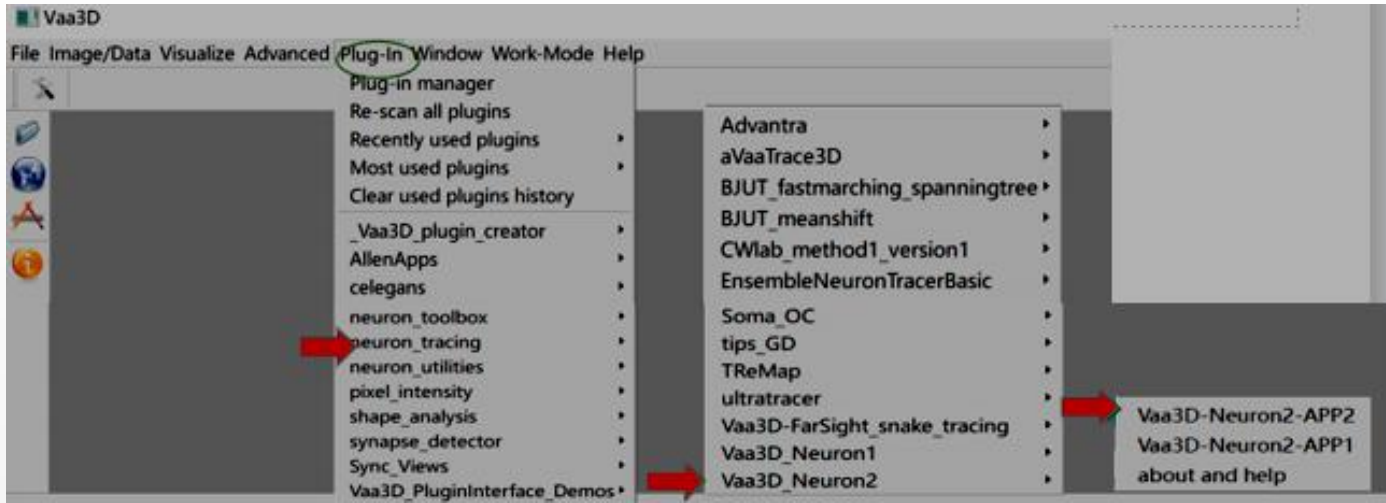


For a large number of neuron data generated, there are batch inspection and screening of automatic post-processing.



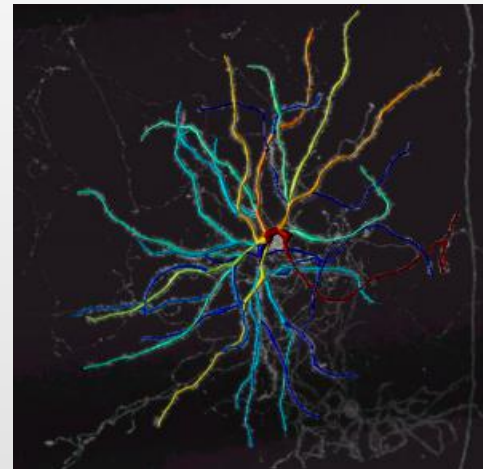
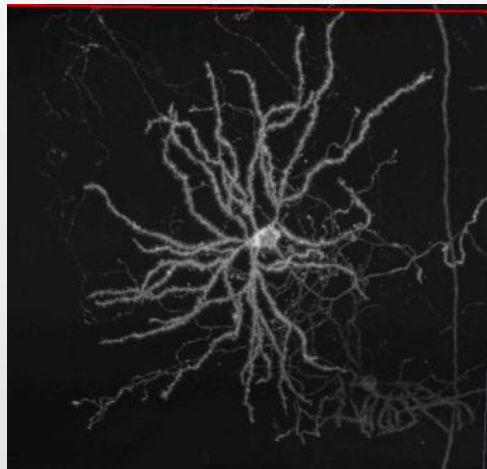
The high-quality neuronal reconstructions

Automated Neuron Tracing in Vaa3D

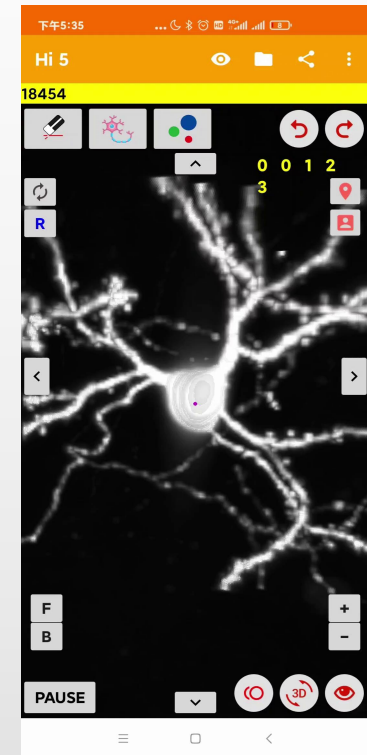


Apply APP2

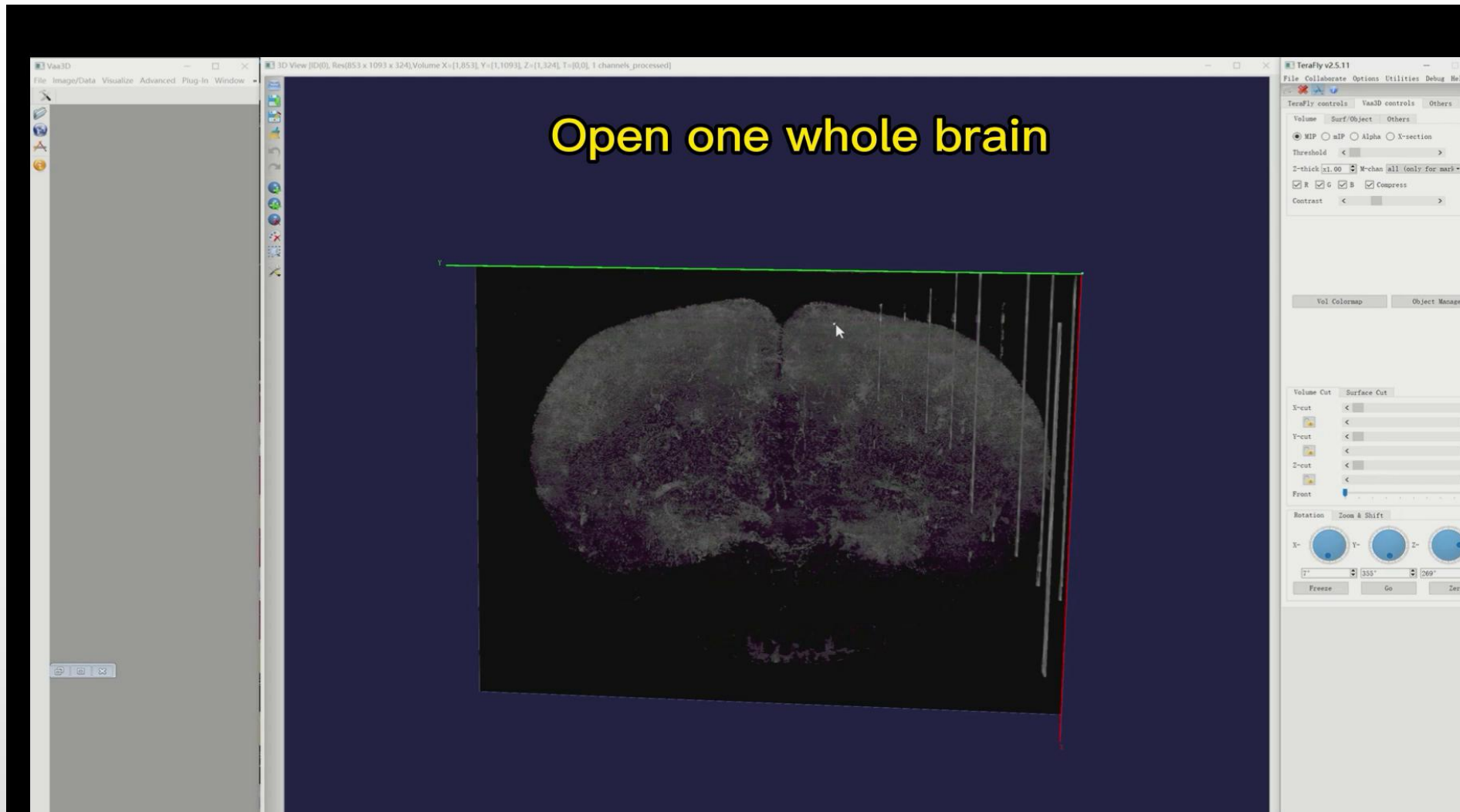
Single and Sparse neuron
Not designed for densely
interweaved neurons



Pay attention
to the meaning
and setting of
various
parameters



Trace the dendrite of neurons in whole brain mode and in real time using App2_teraflly



efficiently

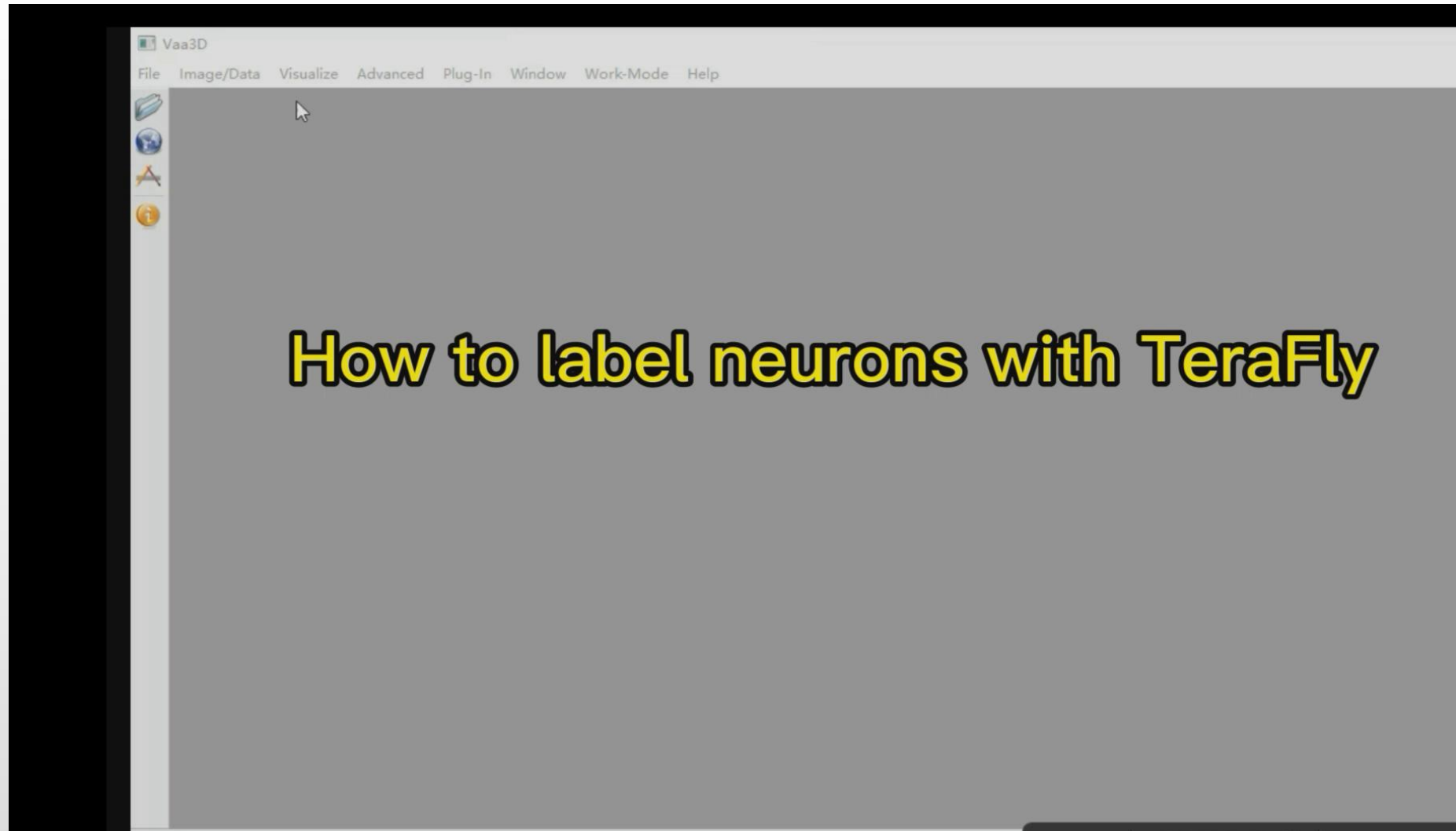
The extension of manual reconstruction of neurons with Vaa3D

- The single and sparse neuron: **App2 is preferred**
- Complex and fine structures: **need to reconstruct manually.**
- Vaa3D can not only provide many shortcut function keys for labeling, but also help us achieve a high standard of neuron reconstruction.

These are the useful function keys in the process of reconstruction.

Shortcut function keys	Function name	Function key	Function name
Alt-B	Line segment drawing	Shift	Area segment deletion
Alt-D	Segment deletion		Region segment color transformation
Alt-S	Segment cutting	Q	Maker shortcut tag
Alt-T	Segment color transformation	G	Automatic drawing of line segments(GD)
Alt-G	Global segment drawing	S	Hide line segments
Alt-C	Multi segment direct connection	
Alt-N	All connected segments are highlighted		
Ctrl-Q	Automatic tracking marker		

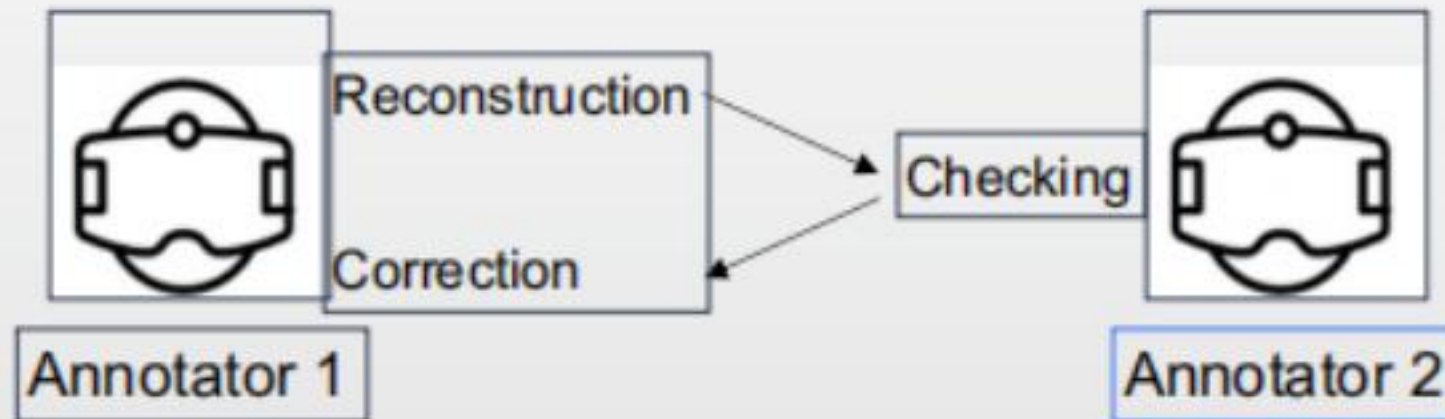
How to use Vaa3D-TeraFly platform to reconstruct neurons manually .



Inspected and modified by multiple annotators

An iterative reconstruction workflow

- The manual reconstruction process is divided into Level-1 and Level-2.
- Multiple collaborative 'reconstruction-checking-correction' cycles workflow.



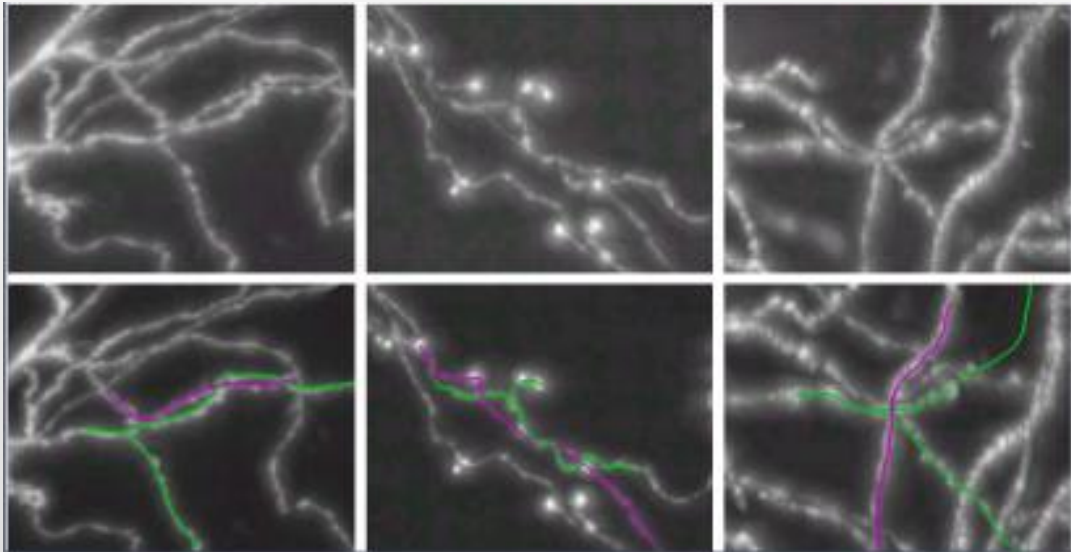
help to ensure the accuracy of the results

Assistance of VR annotation platform

In case of complex signals, the following tools are more helpful:

- Tera_VR:can be used in visualization and annotation
- VR_Farm:can be used in collaborative annotation and editing

Complex signals



VR_Farm platform



A pipeline for automatic post-processing

- 1. Soma correction
- 2. Duplicates removal
- 3. Tiny branch pruning
- 4. Scaling
- 5. Resampling
- 6. Sorting
- 7. Multifurcation correction
- 8. Retyping

Choose the node with the highest degree and set as soma.
Its node type=1 and degree>1

Extra tiny branches can be created when connecting segments.
We found branches with length<10(voxelsize) are mostly artificial.

After the reconstruction steps above are completed,
there are batch inspection and screening of automatic post-processing.

A pipe line for automatic post-processing

- 1.Soma correction
- 2.Duplicates removal
- 3.Tiny branch pruning
- 4.Scaling
- 5.Resampling
- 6.Sorting
- 7.Multifurcation correction
- 8.Retrying

SWC nodes are resampled at a step size of ~2 micron. We found this step size can retain the curvature of branches.

The following errors should be identified:

More than one node with type=1

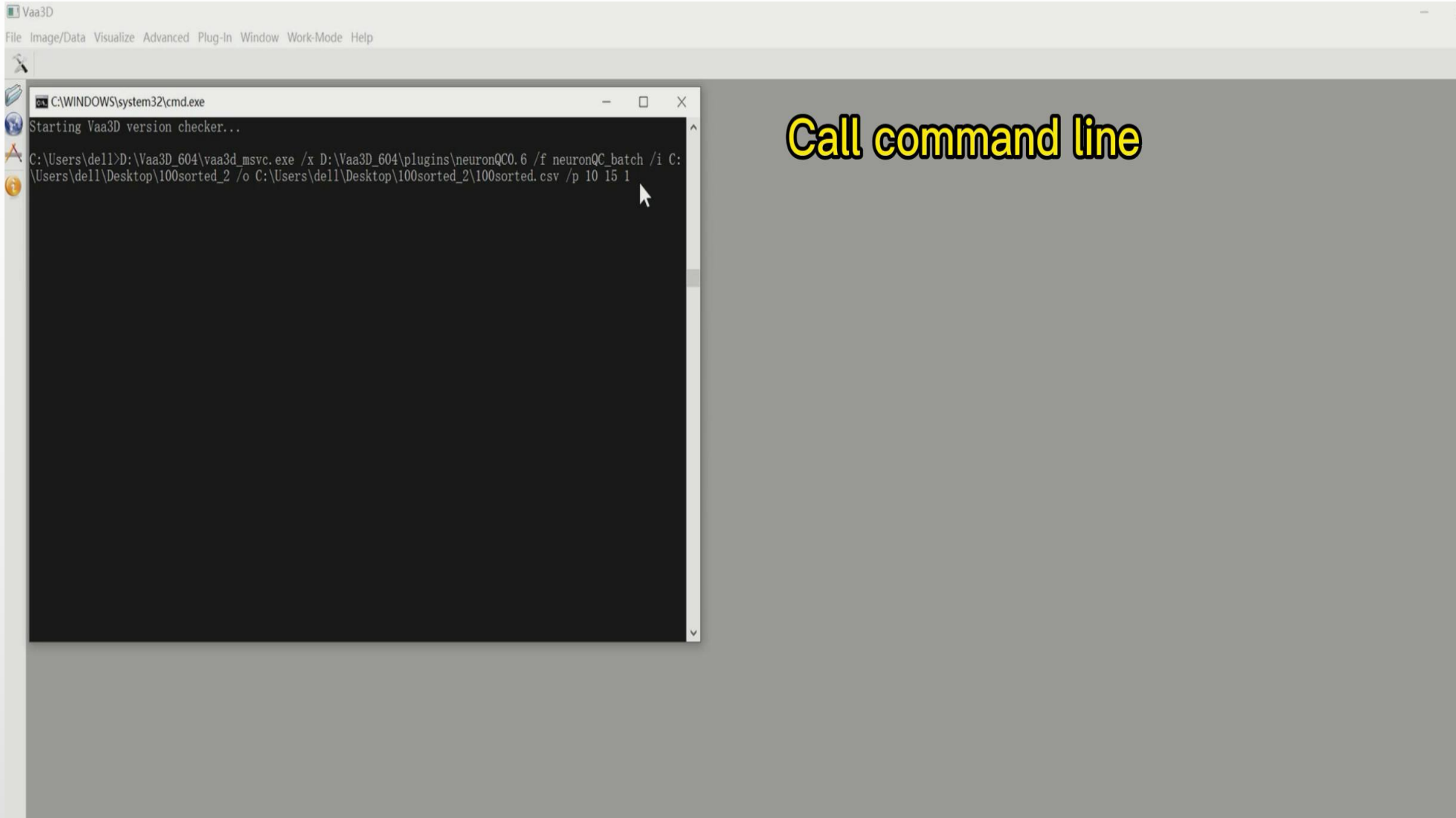
There are nodes with types other than 1/2/3/4

How to correct:

Trace back from nodes with errors and determine the type of the branch.

Correct the node types.

Batch inspection and screening of automatic post-processing



Call command line

Call plug in
“neuron QC batch”

Get batch results
quickly

According to the
result,
we need to check
and modify the
reconstruction
again until all
results are correct.

The quality standards of neuronal reconstructions

➤ A connected single tree:

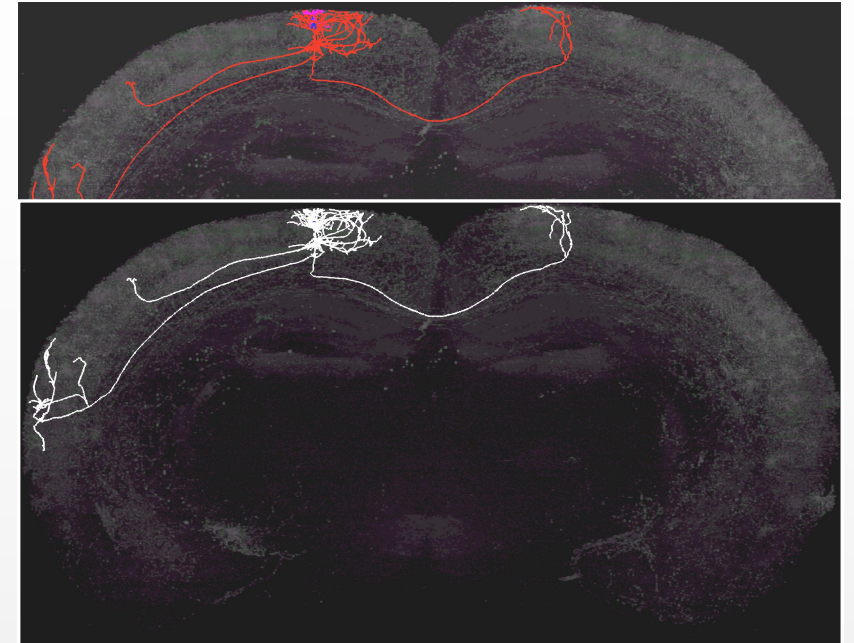
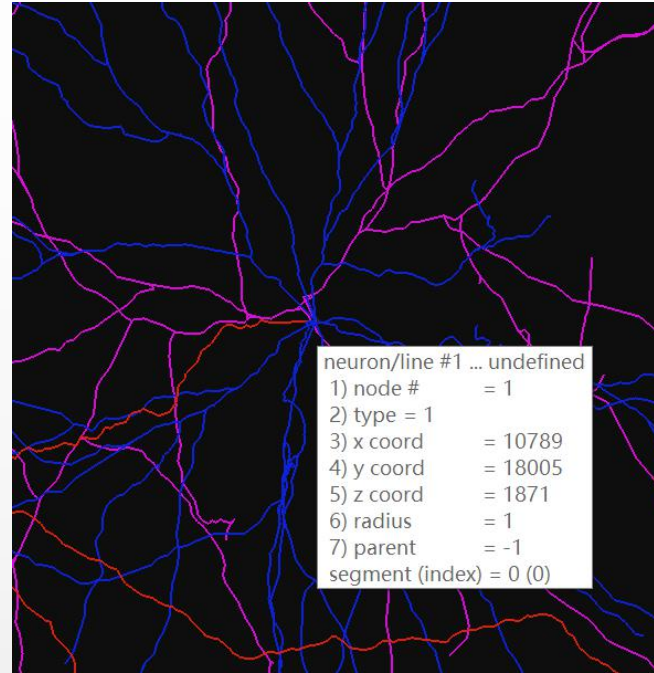
- Soma defined as root of the tree
- No floating nodes or segments
- No loop

➤ Accuracy of reconstruction:

- No missing branches
- No mis-connections
- No extra segments

➤ Data formatting:

- No redundant/ duplicated nodes
- Evenly spaced child-parent nodes
- Correct node type assignment



With the helps of Automated Neuron Tracer:
APP2

Neural reconstruction platforms based on Vaa3D

TeraFly

TeraVR

Hi5

VR_Farm

.....

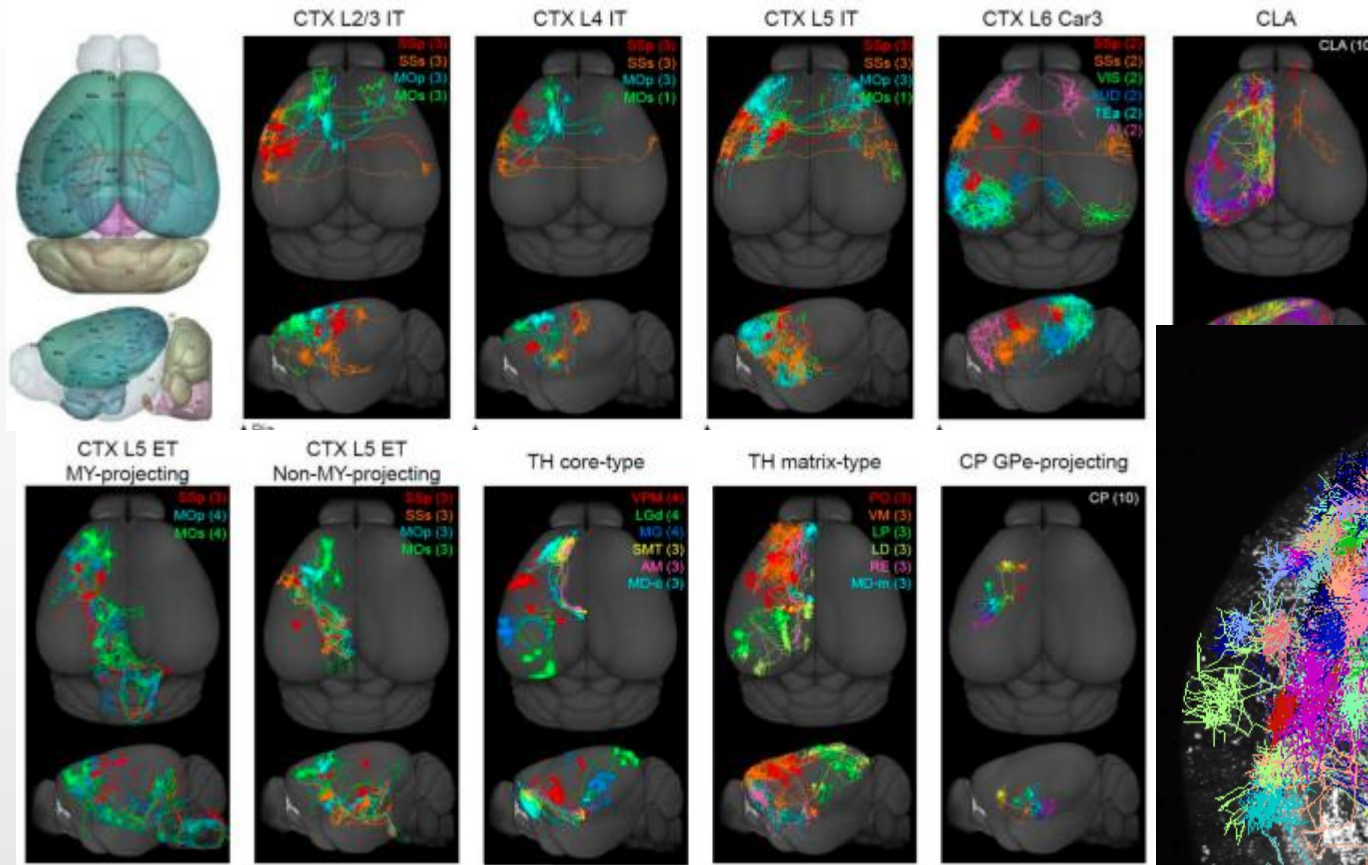
Inspected and modified by
multiple annotators

Automatic post-processing

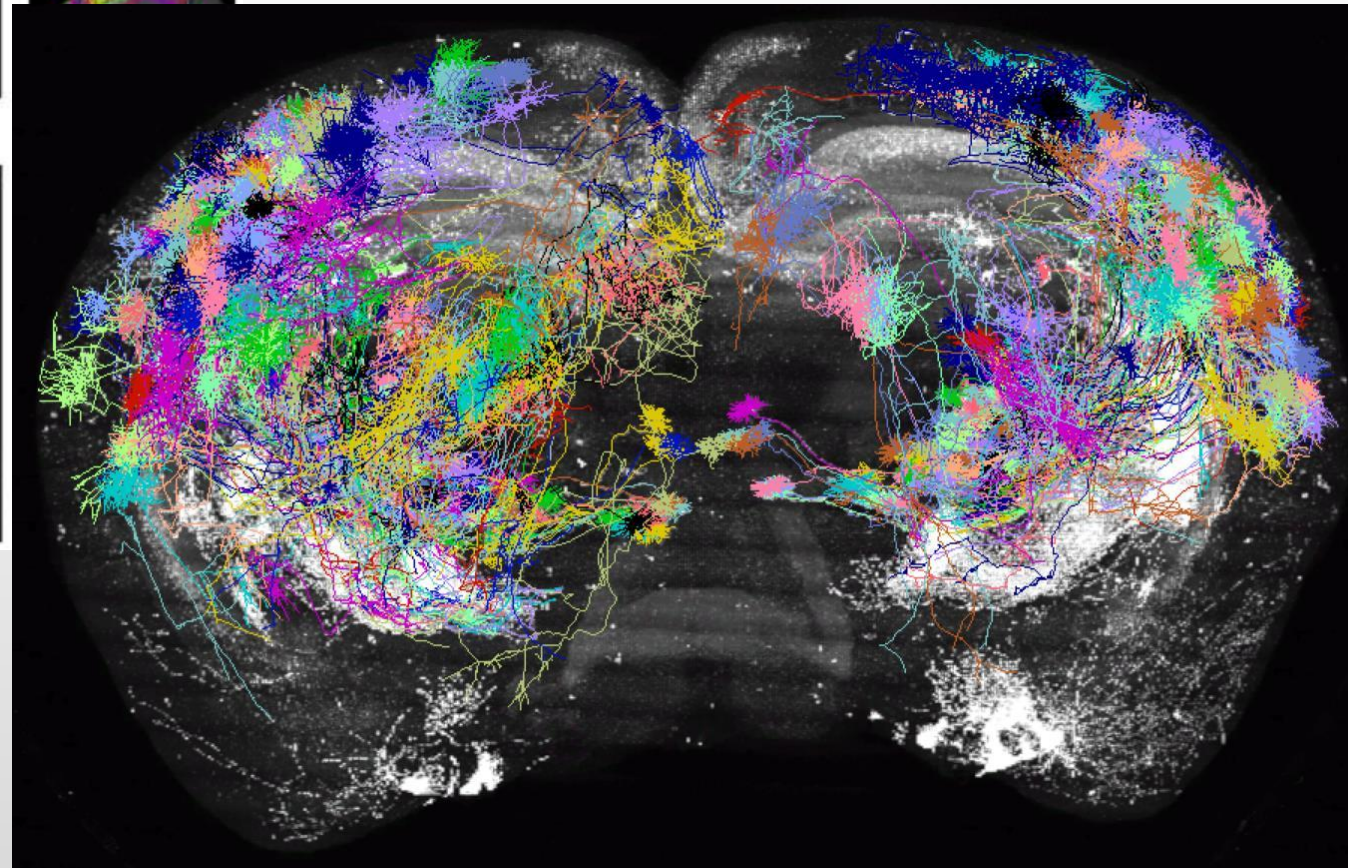


Summary

Efficient whole-brain morphology reconstruction utilizing Vaa3D



All individual neuron reconstructions were registered to CCFv3



Video demo summary

- 1.App2_teraflly track the dendrites of neurons in whole brain mode and in real time.
- 2.How to use Vaa3D-TeraFly platform to reconstruct neurons manually.
- 3.Batch inspection and screening of automatic post-processing.

Thank you very much!

