Breakout Session 6: Track B

Retinal Circuitry - Improving AI Readiness of Existing Retinal Connectomes

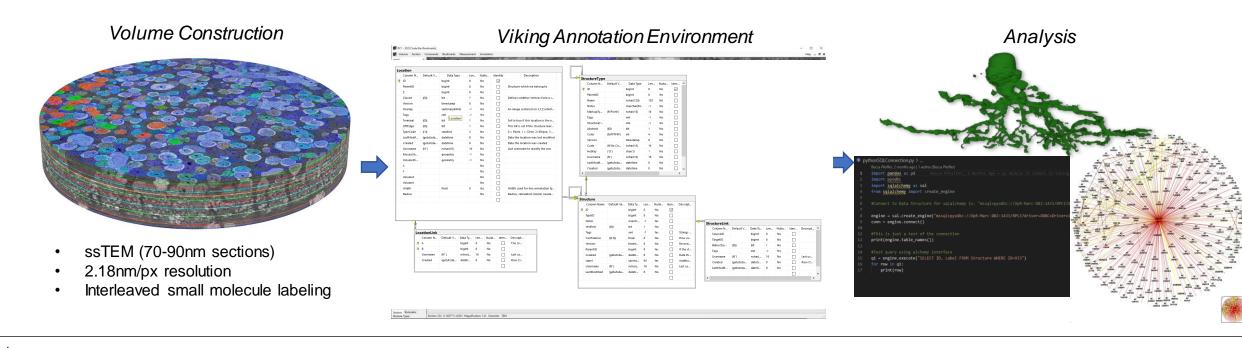
Dr. James Anderson Senior Software Design Engineer, University of Utah - Moran Eye Center

Retinal Circuitry - Improving Al Readiness of Existing Retinal Connectomes

Presenter: James Anderson

PI: Bryan Jones

NOT-OD-22-67



RC1

Rabbit retinal connectome
Status: Open
Database Annotations: ~1.3 million

RC2

Mouse retinal connectome
Status: Active
Database Annotations: ~500k

RC3

Primate (Macaque) retinal connectome Status: Captured Database Annotations: N/A

RPC1

Pathoconnectome from 10mo rabbit model of Retinitis Pigmentosa (Phase 1 retinal degeneration) Status: Open

Database Annotations: ~280k

RPC2

Pathoconnectome from 2 yo rabbit model of Retinitis Pigmentosa (Phase 2 retinal degeneration) Status: Active

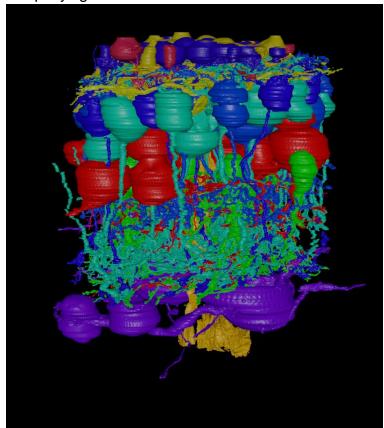
Database Annotations: ~100k

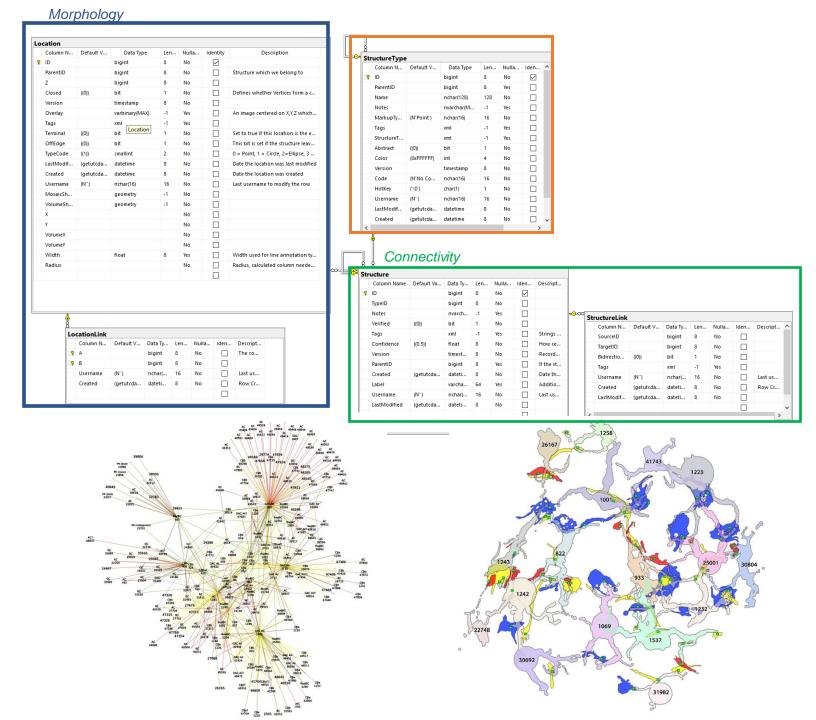
RPC3

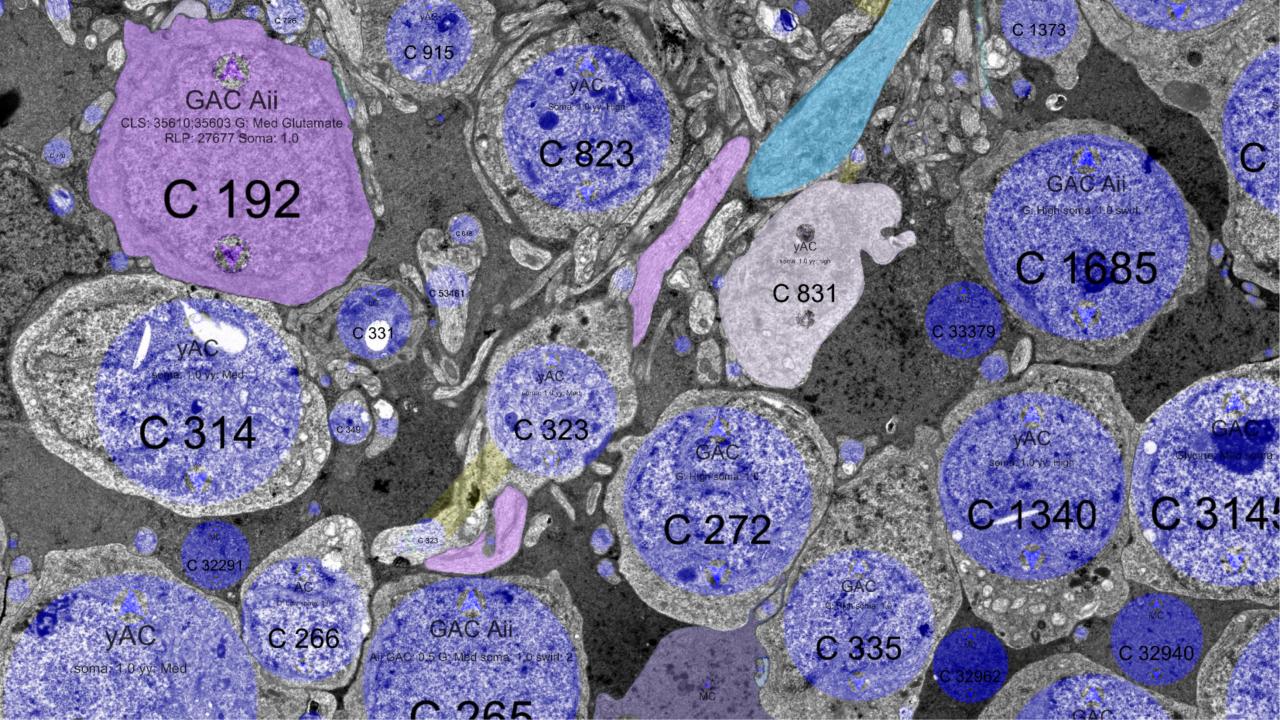
Pathoconnectome from 4yo rabbit model of Retinitis Pigmentosa (Phase 3 retinal degeneration) Status: Captured Database Annotations: N/A

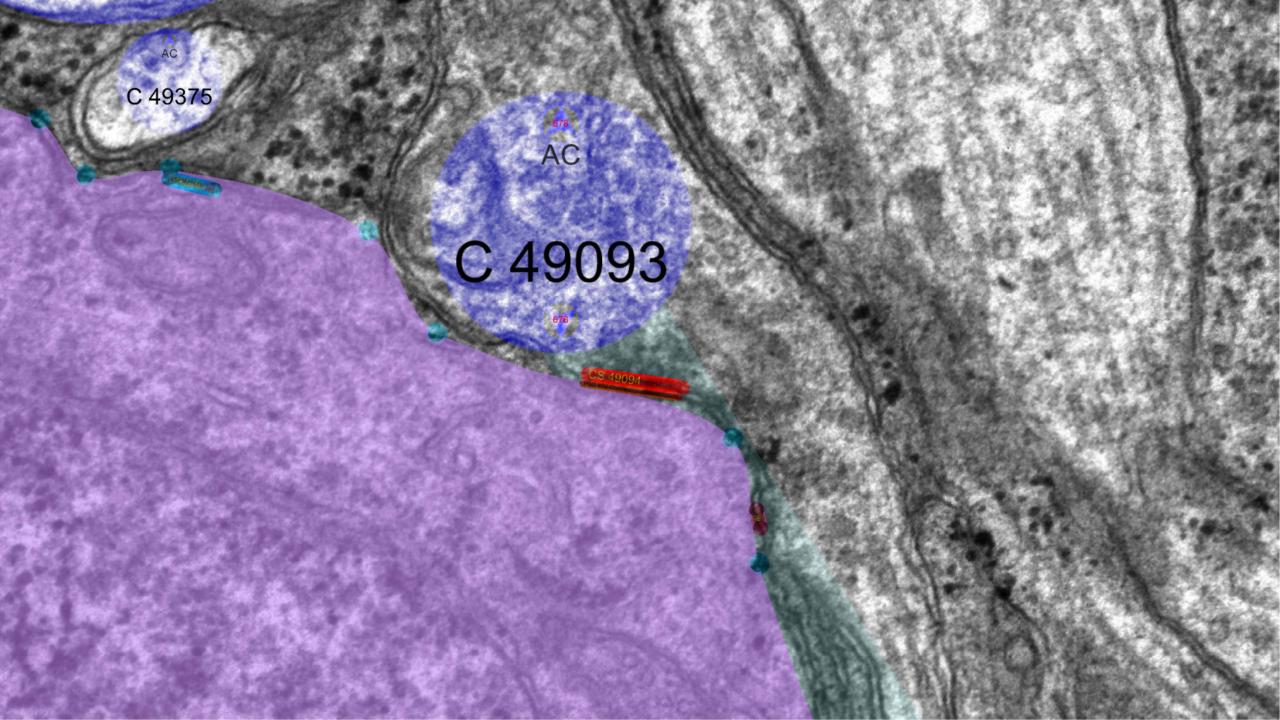
Database Features:

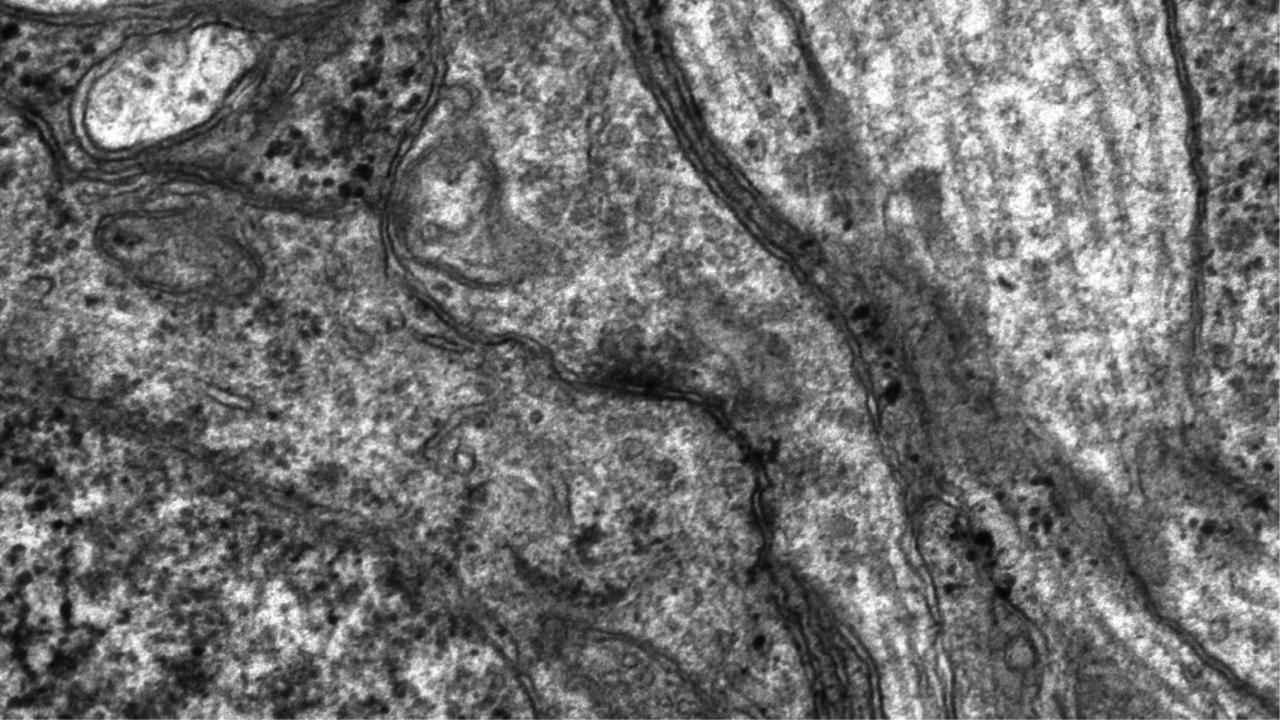
- SQL reduces development cost and maintenance. Very mature tools.
- Flexible addition of new structures
- Geometry columns encode annotations. Spatial queries within SQL. Enables encoding any geometric shape.
- Hierarchy describes relationships of biological structures (Parent=Cell, Child=Subcellular structures)
- Size, shape, and position are encoded in every annotation
- Morphology and connectivity are encoded in separate but relatable graphs. Allowing efficient querying.











Data Sharing

Primary Goal: Make it simple for collaborators to access our combined annotation and image data to create machine learning algorithms to augment volume annotation efforts.

Annotations:

- OData works great for sharing annotations:
 - http://websvc1.connectomes.utah.edu/RC1/OData/
- Queryable, Readable directly into a Browser, Spreadsheet, or programming API
- Spatial data is plain text Open Geospatial Consortium format. Libraries exist to interpret it

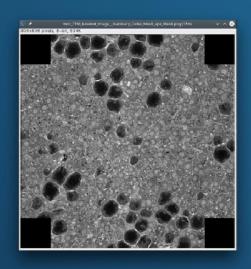
Images:

- The goal is to ease accessibility for the image processing lab.
- Viking uses client GPU to perform transforms. Moving processing from client to server simplifies the client experience.
- Real-time transformation has been an advantage for adjusting volume registration during annotation phase.
- Attempts to share images:
 - 1st Approach: Client exports region-of-interest to disk
 - 2nd Approach: Cached RC1 volume available via HTTP, ex: http://storage1.connectomes.utah.edu/RC1VolumeRegisteredV2/RC1/234/Tiles/001/X160 Y049.png
 - 3rd Approach: Web API (Stopped at prototype due to performance issues)
 - 4th Approach: A stack of numpy arrays, either shipped in the mail or a long download

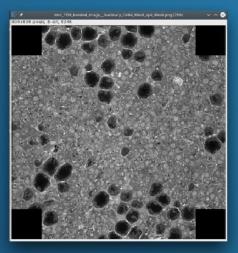
Progress Towards Goal: CuPy proof-of-concept

Python tests - self registration

mini_TEM 806x806 pixels







mini_TEM 806x806 pixels

Angle search range:

- Fast: [-2, 0, 2]
- Brute: (-178, 178)

Methods:

- Single thread
- · Multi-thread
- GPU

▼ ✓ Test Results ▼ ✓ test_SliceToSliceBrute ▼ ✓ testStosBruteToSameImage ▼ testSameTEMImageFast_GPU (Make sure the same image aligns to itself 1sec 522ms) ▼ testSameTEMImageFast_MultiThread (Make sure the same image aligns to 3sec 106ms) ▼ testSameTEMImageFast_SingleThread (Make sure the same image aligns to 327ms) ▼ testSameTEMImage_GPU (Make sure the same image aligns to itself wit 6sec 955ms) ▼ testSameTEMImage_MultiThread (Make sure the same image aligns to it 1min 41sec) ▼ testSameTEMImage_SingleThread (Make sure the same image aligns to 15min 38 sec) Clement Vachet

Registration requirements:

- FFT
- Random Number Generation
- Image Labeling
- Arithmetic
- Convolution

Assembly Requirements:

- Delaunay triangulation
- Texture mapping

Registration Speed

GPU	< 7 sec
Multi-core	101 sec

GPU is 14x faster at Registration!

Progress Towards Goal: GPU Implementation with CuPy



CuPy is a NumPy/SciPy open-source array library for GPU-accelerated computing with Python

Transforms	single CPU	multi CPU	partial GPU	full GPU
Rigid_NoRotation	✓	1		✓
Rigid	✓	✓		✓
Centered Similary	✓	1		✓
MeshWithRBFFallback	✓	✓	√	
GridWithRBFFallback	✓	1	1	

Implementation for assembly transforms

Note: some transform components (e.g. triangulation) haven't yet been implemented in CuPy

- CuPy lacked the LinearNDInterpolator function necessary for a full GPU implementation.
- The function was <u>pulled into the next</u> <u>CuPy release</u> two weeks ago
- Our CuPy version will be fully implemented upon next official cupy release

Progress Towards Goal: Tile Assembly

PMG files

- 10 image tiles - 7 mosaic transforms

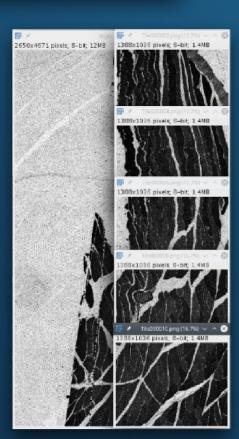
Grid_Cel96_Mes8_sp4_Mes8_Thr0.5.mosaic Prune_Thr1.0.mosaic RigidCenteredSimilarity.mosaic Rigid.mosaic Stage.mosaic Translate_Max0.5.mosaic ZeroGrid.mosaic

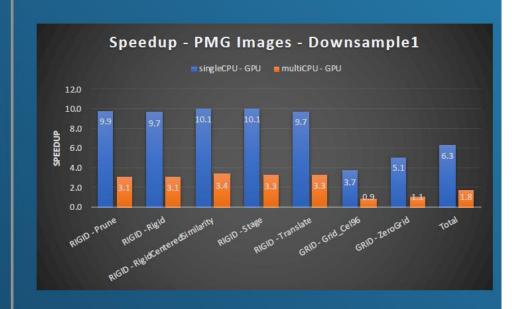
Image tiles:

- 1388x1036 pixels

Full image:

- 2650x4671 pixels





- Ignore the blue bar results.
- Yellow multi-core comparison ran on an 8-core desktop system.
- LinearNDInterpolate I suspect moving memory between CPU and GPU is a significant time cost.

 Most likely optimizable.

Clement Vachet

Progress and Ongoing Efforts

Tools

- Every critical path now utilizes CuPy (with the one exception discussed). Passes unit tests.
- Have support to export a stack of full resolution numpy files
- Waiting for next cupy version to fully test with GPU at scale

Docker Distribution

- Docker is simple to deploy and gives us easy access to our university high-performance computing center. This provides easier access to the command-line tool that can export registered volumes and will allow clients to run the Web Service locally for performance.
- All but one tool required to take images from capture to a 3D numpy array now run in a single docker image.
- We have contracted Kitware to port the remaining legacy C++ ITK-based tool to a web image to complete the docker image.

Web Service

- In progress.
- GPU performance determines if we revisit the original on-the-fly web service prototype or rely upon pre-generated images.

Legacy Data

- Original registered RC1 images available via HTTP are being copied into a stack of numpy arrays.
- RC1 raw data is now compatible with the latest code. Going from imported data to a registered volume is a great stress test for the new GPU code.

MarcLab for Connectomics:

Bryan W. Jones (Director)
James Anderson
Rebecca Pfeiffer
Crystal Sigulinsky
Megan Croom
Jia Hui Yang
Matt Berardy
Selena Wirthlin
Taylor Otterness

Collaborators:

Clement Vachet (Scientific Computing Institute, University of Utah)
KitWare

Unmet CuPy Contributor:

Edgar Andrés Margffoy Tuay (LinearNDInterpolator Author)

