Image origin and CTF Astigmatism Angle (ASTIG)

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data in file is a long string

 header includes information on how to parse it and which corresponds to which axis when a program access it

For example: header says: x axis is the fast axis, y axis the slow.

Length in x dimension is dx, Length in y dimension is 3

(0,0)

dx dx dx

• Therefore, from a program that accesses the value at any coordinate, this data file becomes a 2-d image of dimension (dx, 3) where (0,0) is at the first piece that parsed out (the lightest block shown here)

Display programs

- Need to do two things:
 - Read the data
 - Show it in some coordinate system to the viewer.
- The same (dx,3) image data can therefore be presented in two common ways.



Computer Scientists

Prefer



 because it is consistent with ray-scan on TV and monitor (top to bottom)

Physicists

Prefer



 because that is how we learned Cartesian in middle school.

Problem with displaying MRC

 Leginon/Appion was developed by computer scientists. So it displays MRC as



- FEI softwares do the same.
- While the native MRC display (XIMDISP) and many others show the same data as

On the same stream of data with the same header

Who is wrong? No one

 It all depends on how the data was acquired in the first place.

 Leginon/FEI collect data with the origin at topleft

 At MRC-LMB, the film are scanned with the origin at bottom-left

Counter-clockwise?

- When paper like the one for ctffind stated that its ASTIG was counter-clockwise from x-axis, it probably assumed that we always view it in the physicist orientation. It therefore probably really meant that from data point of view, the rotation that brings the fast-axis to the slow-axis is defined as positive
- 3DEM did not clarify the definition but repeated the same wording.



Importance of checking image origin



For the same given image file with ASTIG > 0, it APPEARS "counter-clockwise" when displayed with origin at bottom left, but "clockwise" when displayed with origin at top left

