

# Transmission Electron Microscopy 3D Construction by IPET Method

TCBG GPU Workshop

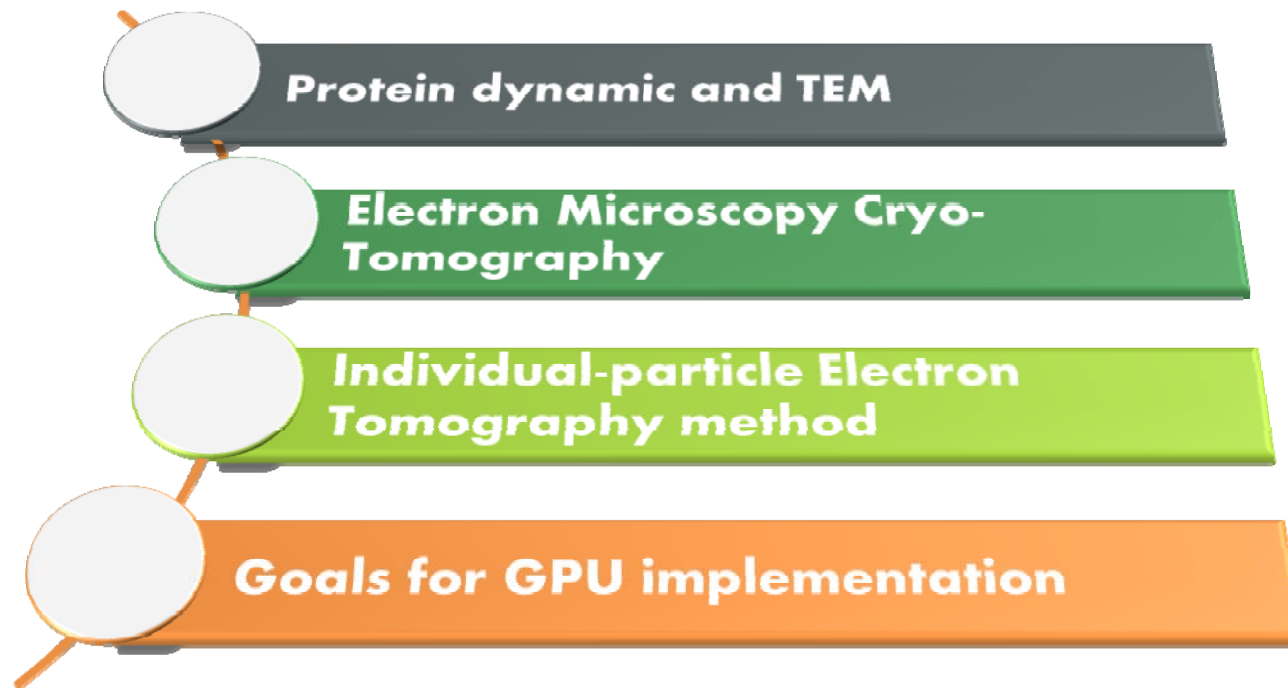


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8/4/2013

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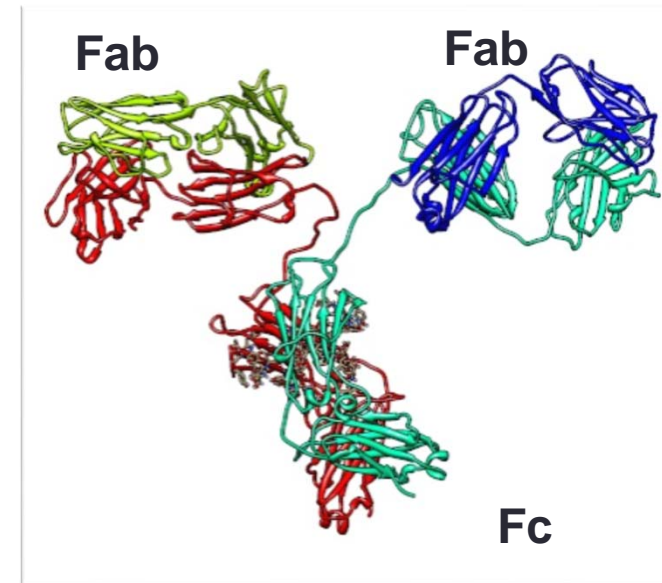
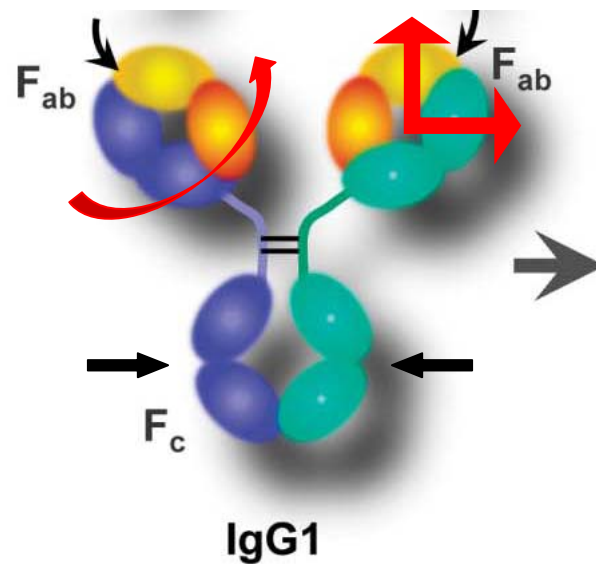
# Out line

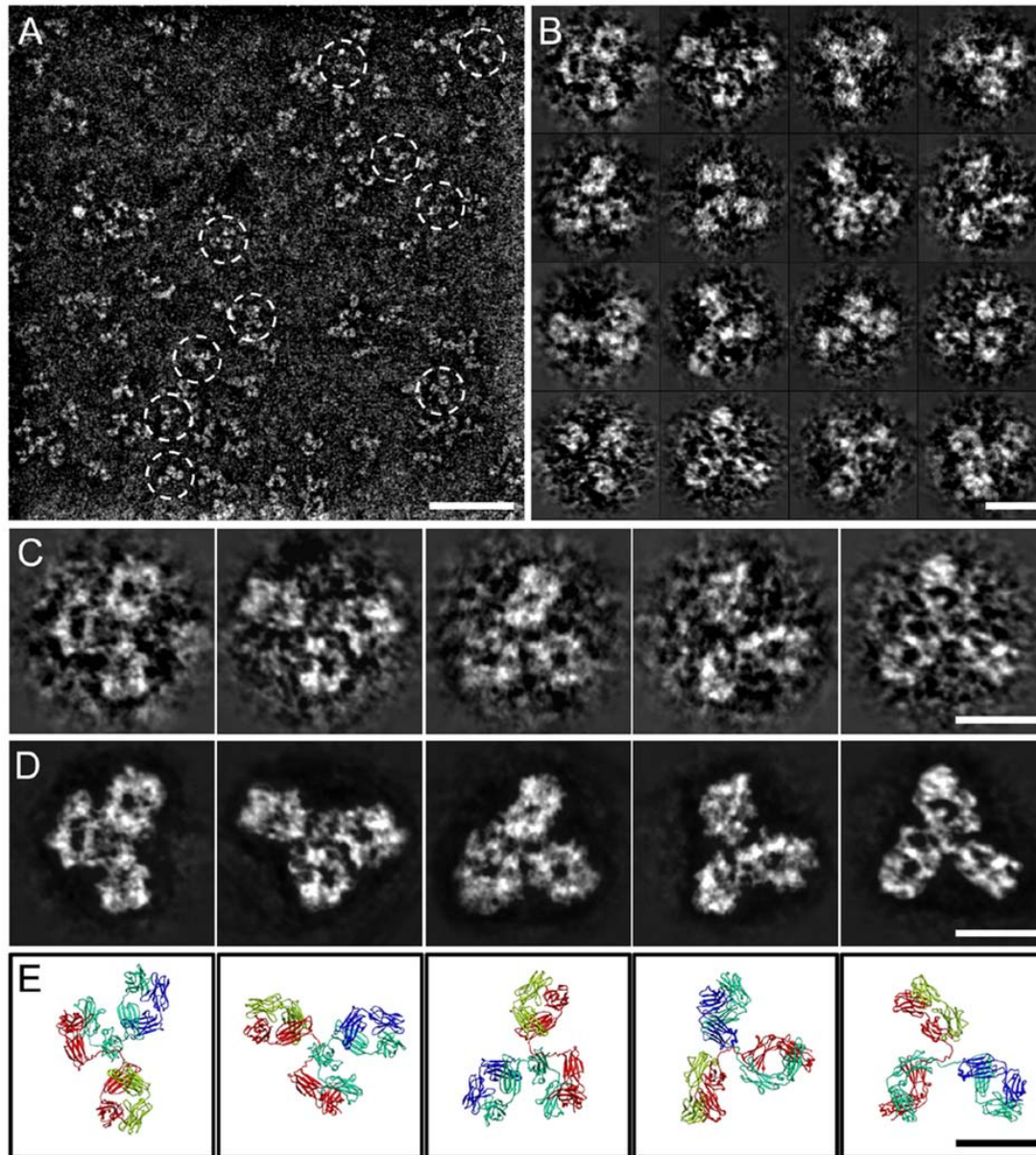




# Protein Dynamics

- ▶ The dynamic nature and structural heterogeneity of proteins is essential for their functions.
- ▶ Dynamic proteins, like antibody, have a big conformation space.



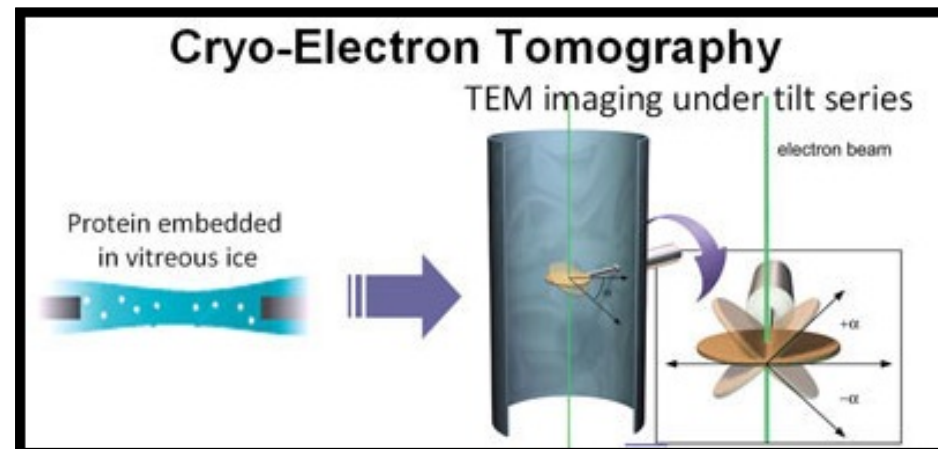




However, conventional structural determination technologies, such as *X-ray*, *NMR* and *single-particle electron cryo-microscopy* (cryo-EM) are limited by structural heterogeneity because they all involved in *averaging process* of hundreds to thousands of different particles.



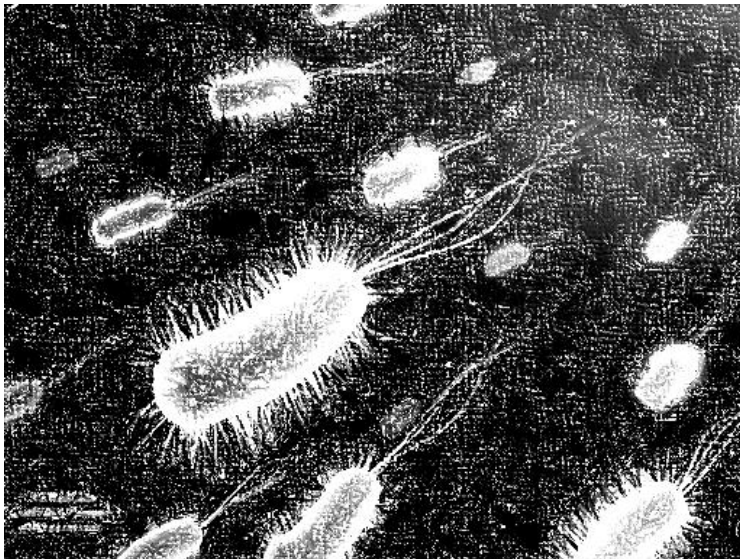
# Electron Microscopy Cryo-Tomography (ET)





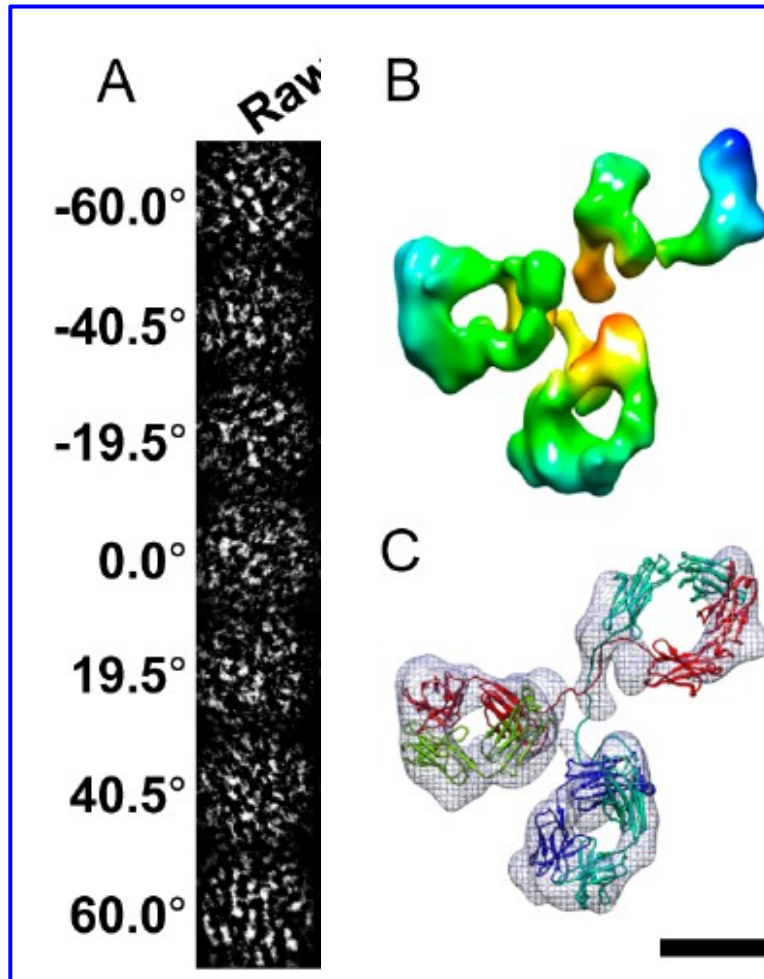
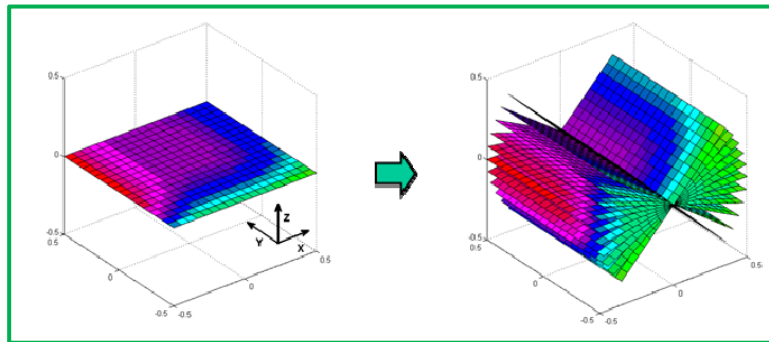
# Negative stain and Cryo-EM

**View unaltered macromolecular assemblies by freezing them**  
**Sample is studied at cryogenic temperatures**  
**Show biological specimen in their native environment**  
**Improving steadily since vitreous ice can be produced**





# Tomography 3D Reconstruction







- ▶ 3D reconstruction is a challenge with Cryo-TEM data for small protein

Low dose, low contrast

High noise ratio 0.05

Distortion in large area

- ▶ How to make good alignment and reduce noise level?

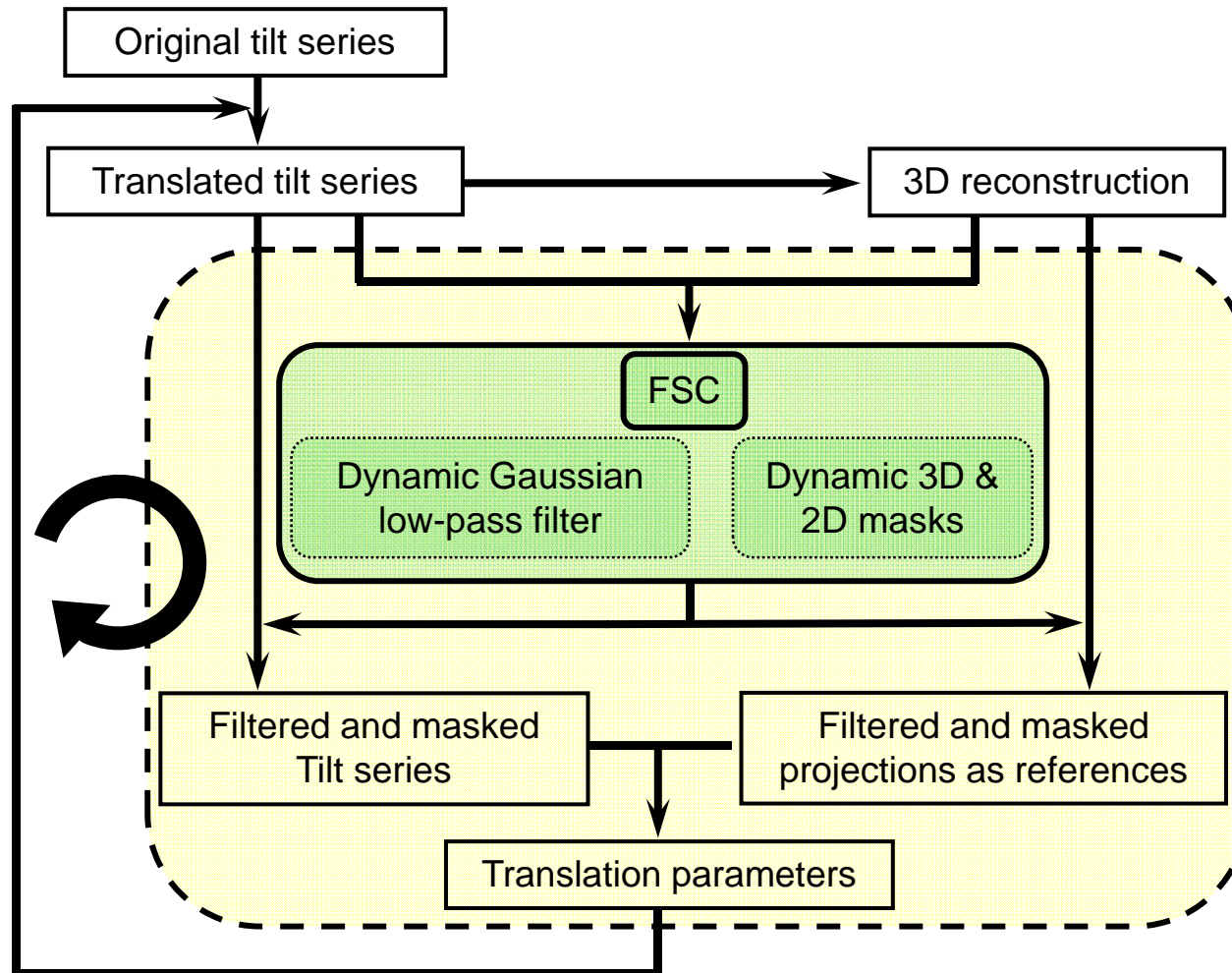


# Individual-particle Electron Tomography (IPET)

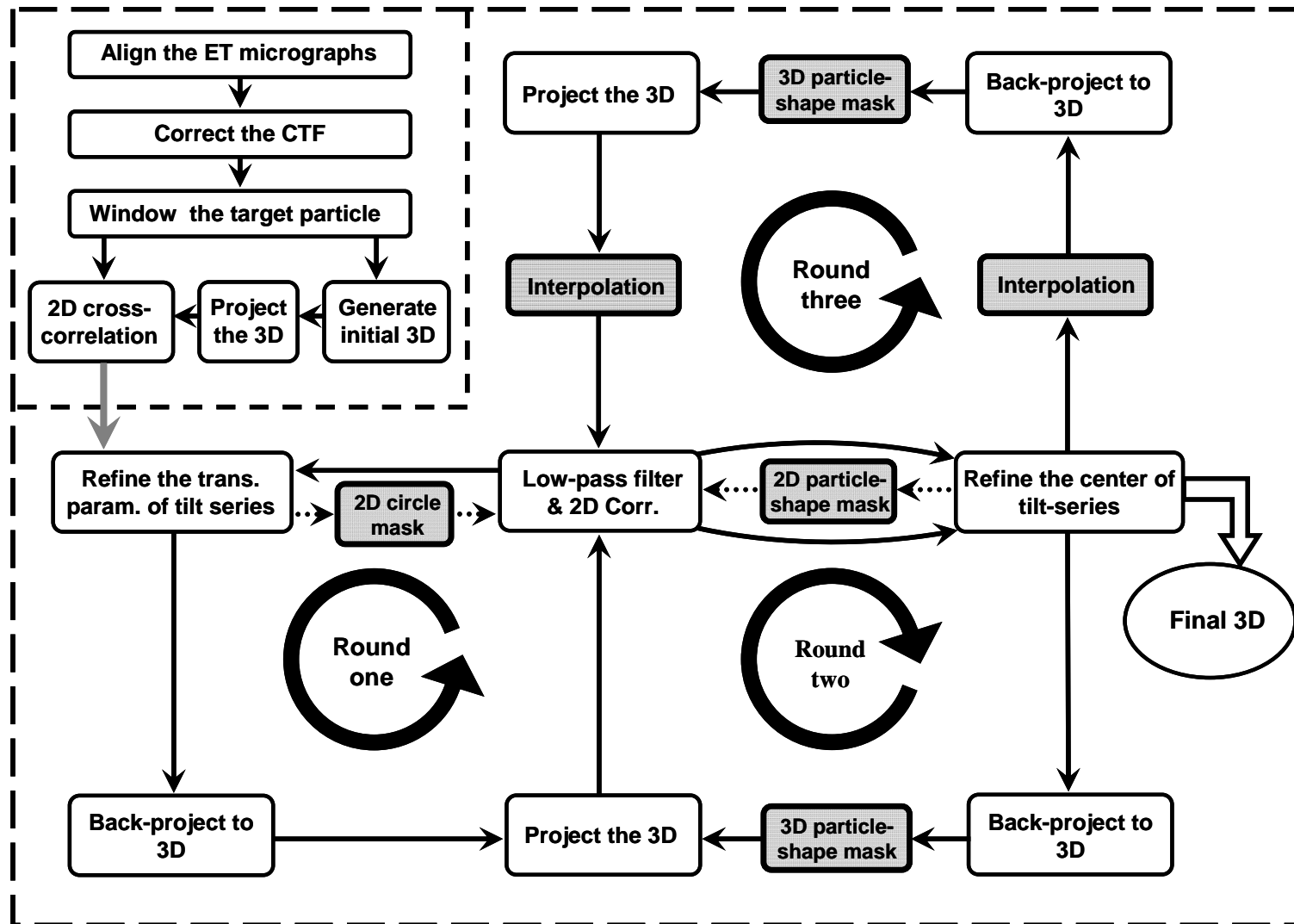
Lei Zhang, Gang Ren PLoS ONE January  
2012 | Volume 7 | Issue 1 | e30249



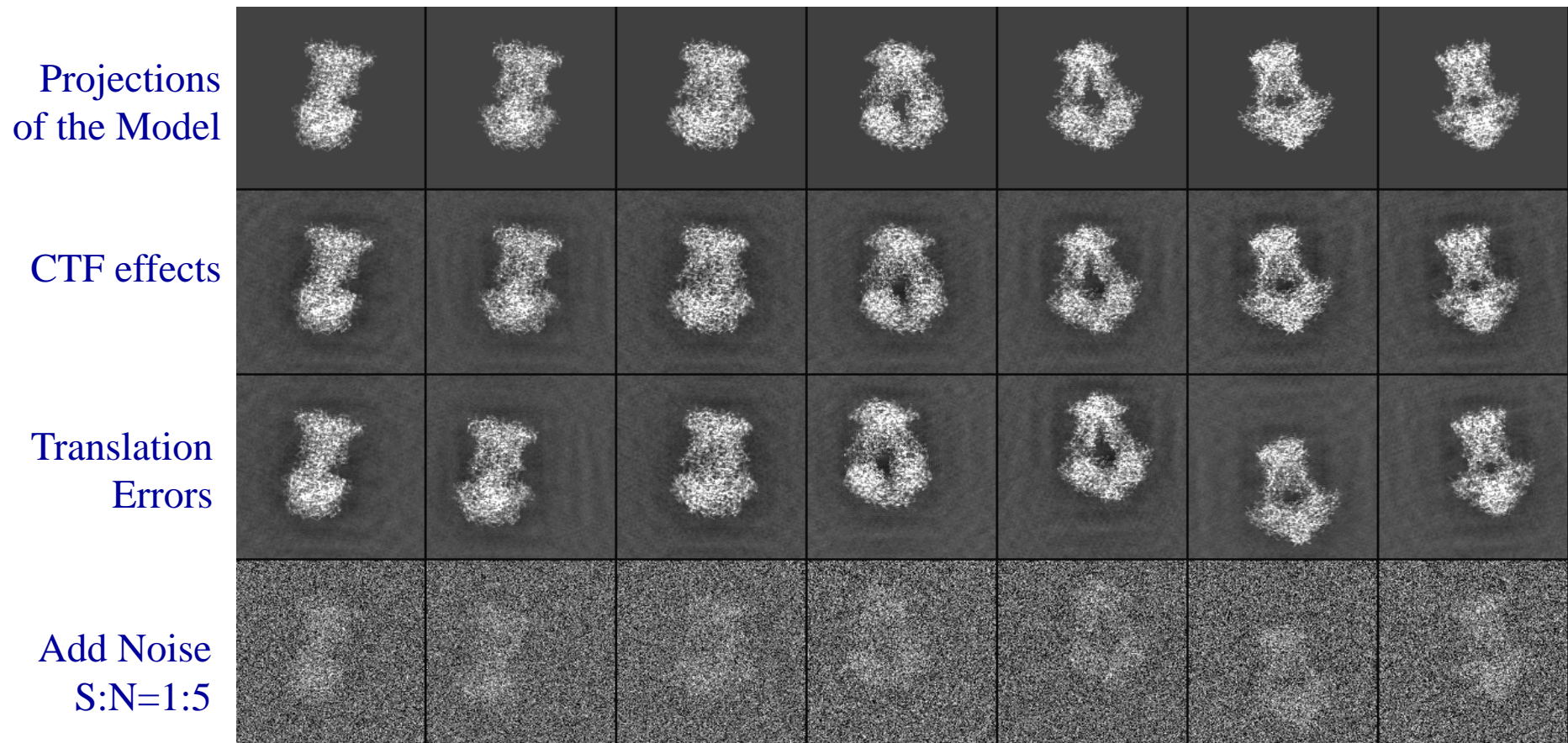
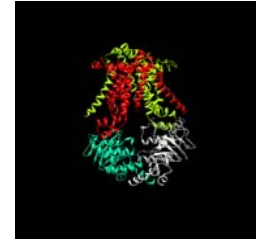
# The Core Algorithm of the Local Refinement Program



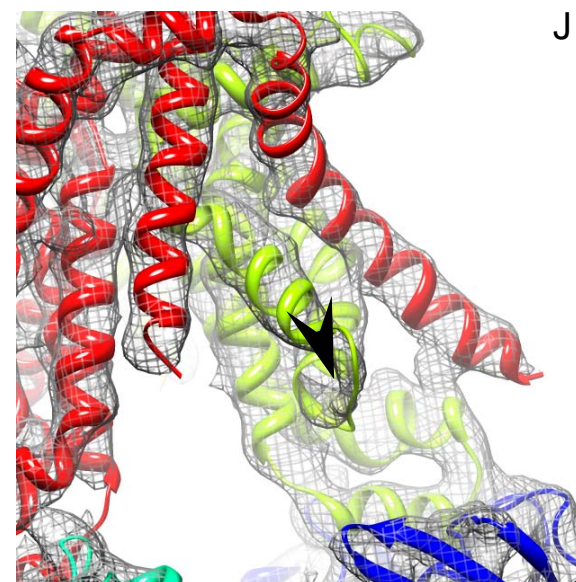
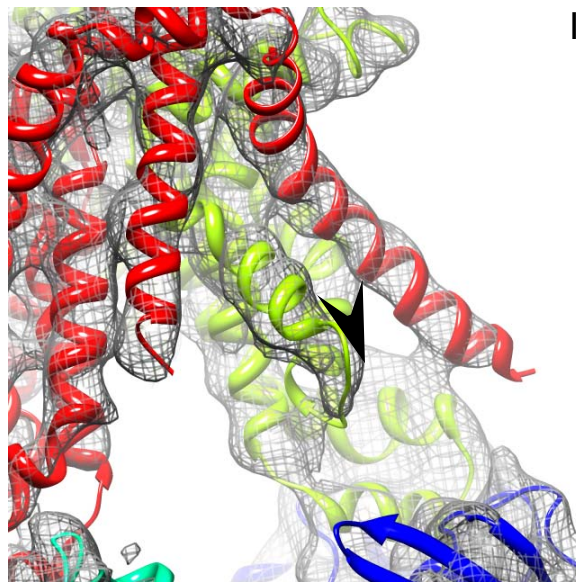
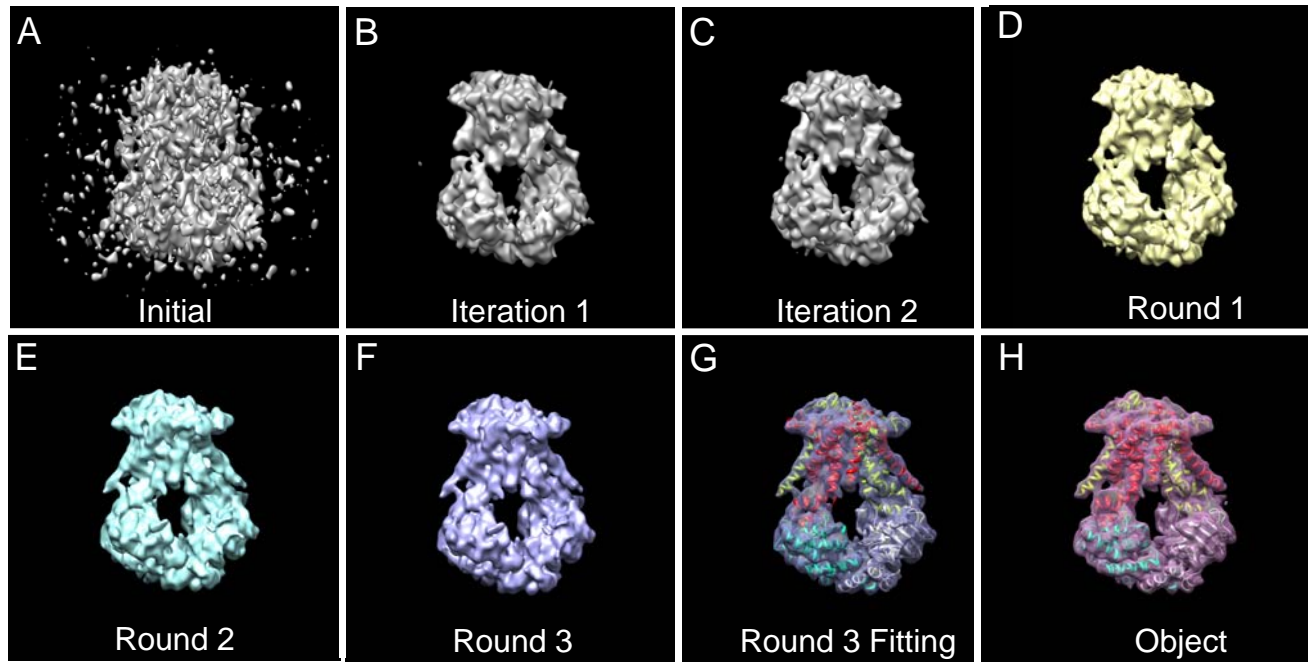
# The Flow Diagram of Our Local Refinement Program



# Creating a Series of Simulating Cryo-ET Tilt Images of One Individual Particle - A 100kDa Transporter

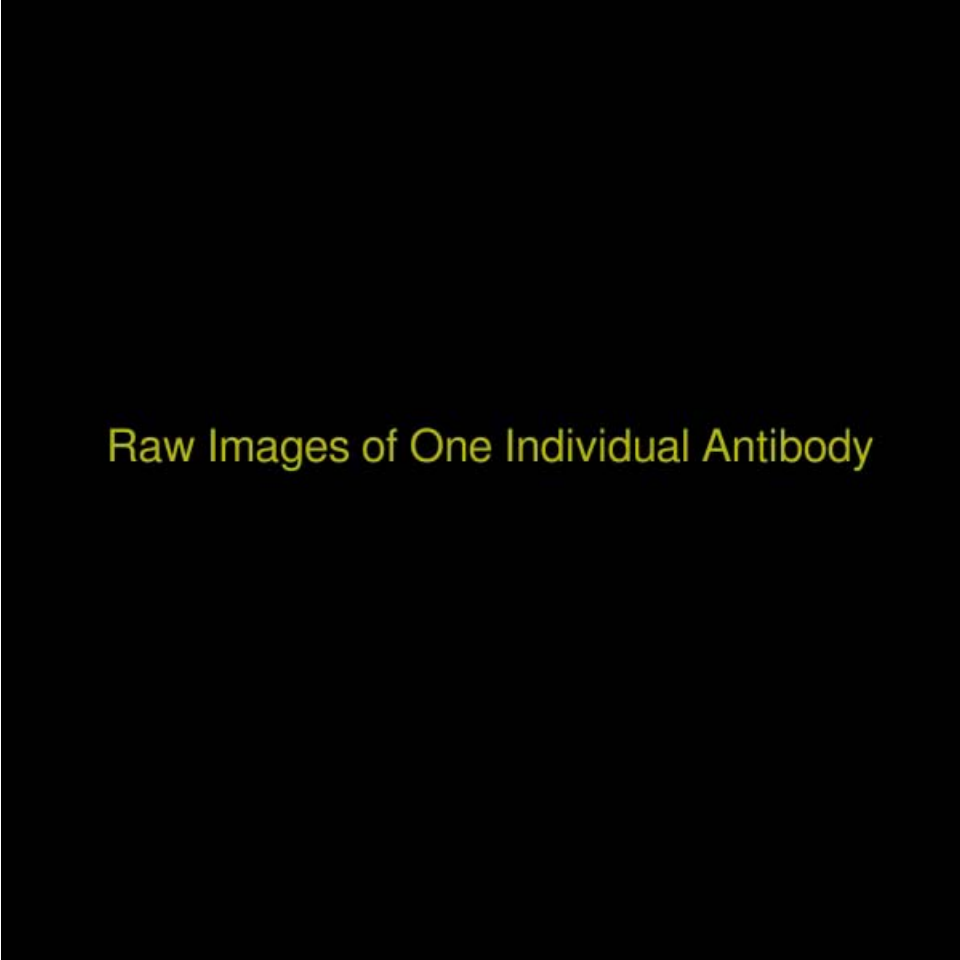


# The 3D reconstruction by IPET method



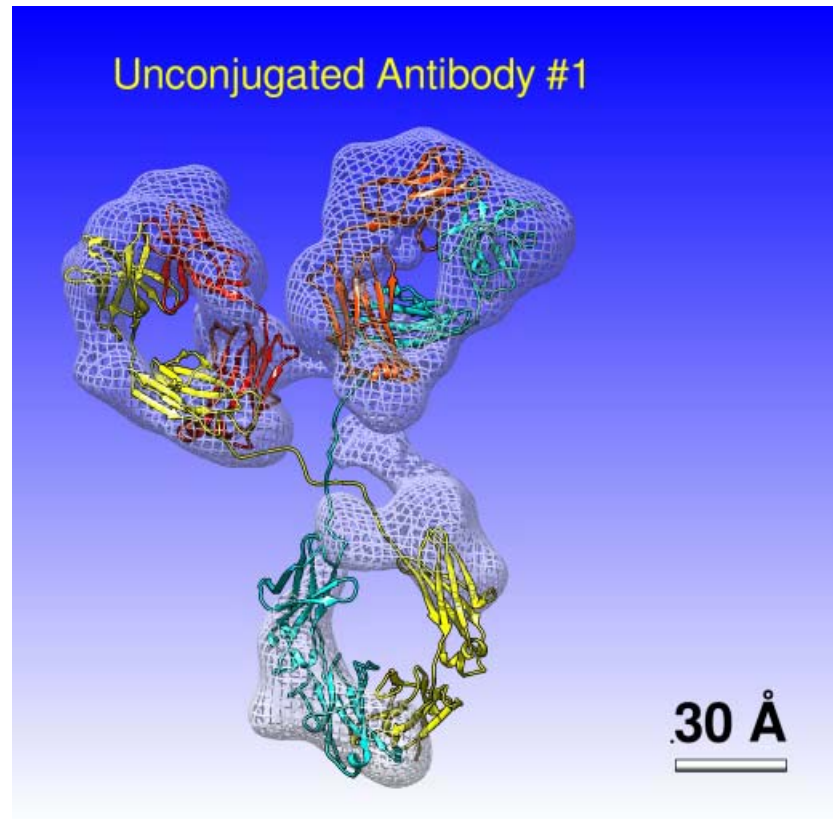
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# Antibody 3D reconstruction



Raw Images of One Individual Antibody

# Antibody Dynamic







# GPU implementation?



- ▶ The 3D reconstruction is very time consuming

To finish one 3D construction by IPET method need hundreds of iterations which means more than 5 hours, just for 120 tilted images (400\*400 pixel)

- ▶ Key algorithm(s) involved in traditional CPU approach

Pixel by pixel matrix operations, Fourier transform, Cross-Correlation calculation, interpolation and function fitting calculation

- ▶ GPU acceleration

Imaging processing is very suit for GPU implementation, because their internal parallel property



# Goals

- ▶ Increase calculation speed by verify SPIDER code and apply GPU accelerate
- ▶ The speed limiting steps: 3D volume rotation, FFT, Cross-Correlation calculation, Fourier space interpolation

## Our Group member:

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**Dr. Huimin Tong**

**Mr. Xing Zhang (ME)**

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**Mr. Meng Zhang**

**Mr. Dongsheng Lei**

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## Group home page:

<http://foundry.lbl.gov/rengroup/index.html>

