

# The Basics: Confocal Laser Scanning Microscopy



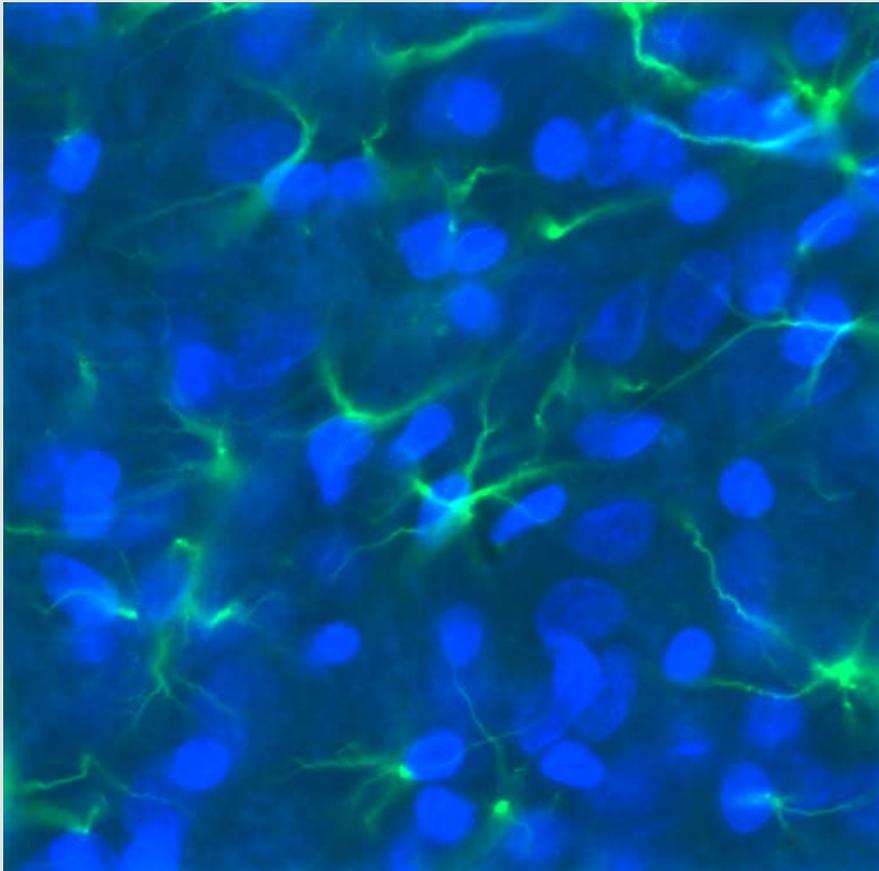
**Dr. Daniel Koch**

07/05/2012

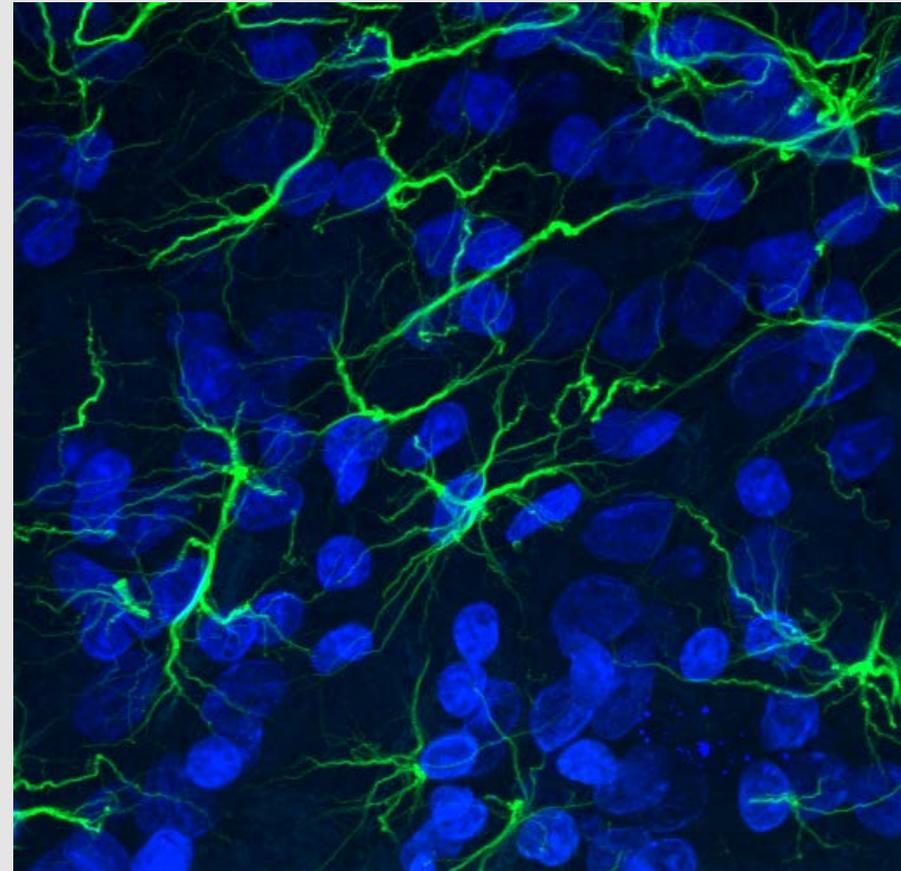
- 1 Confocal Principle
- 2 Innovative Beam Path Technology
- 3 Confocal Imaging: Images and Z-Stacks
- 4 Scanning Strategies
- 5 Resolution: Point Spread Function
- 6 Evaluating an Image

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# Confocal Principle



Widefield

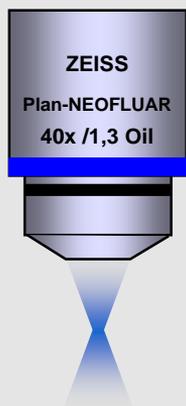


Confocal

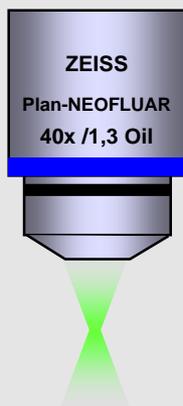
# Confocal Principle



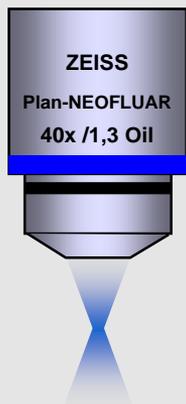
Excitation



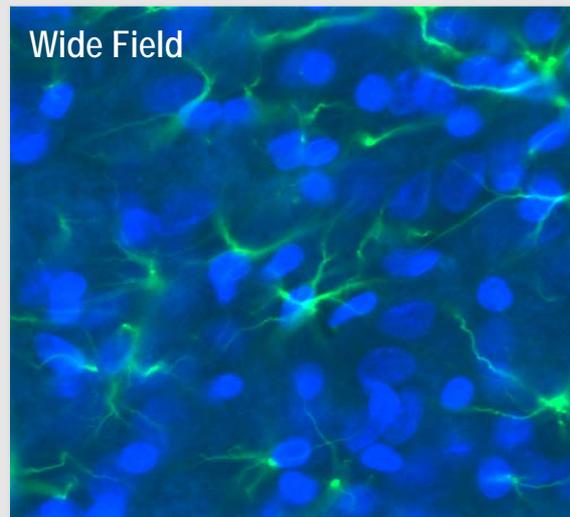
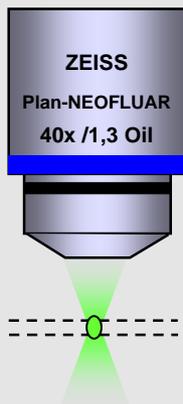
Emission



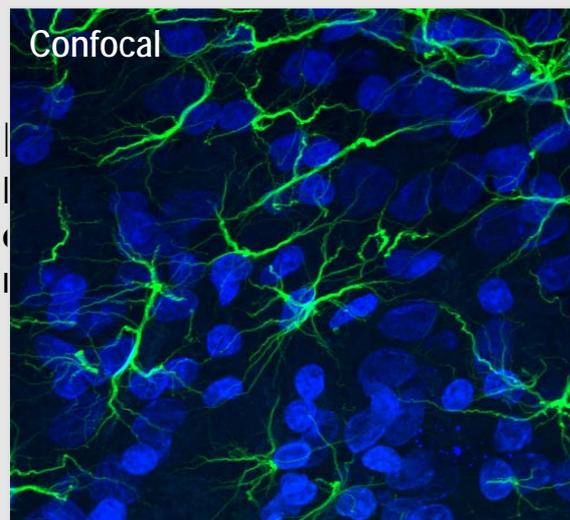
Excitation



Emission



Wide Field

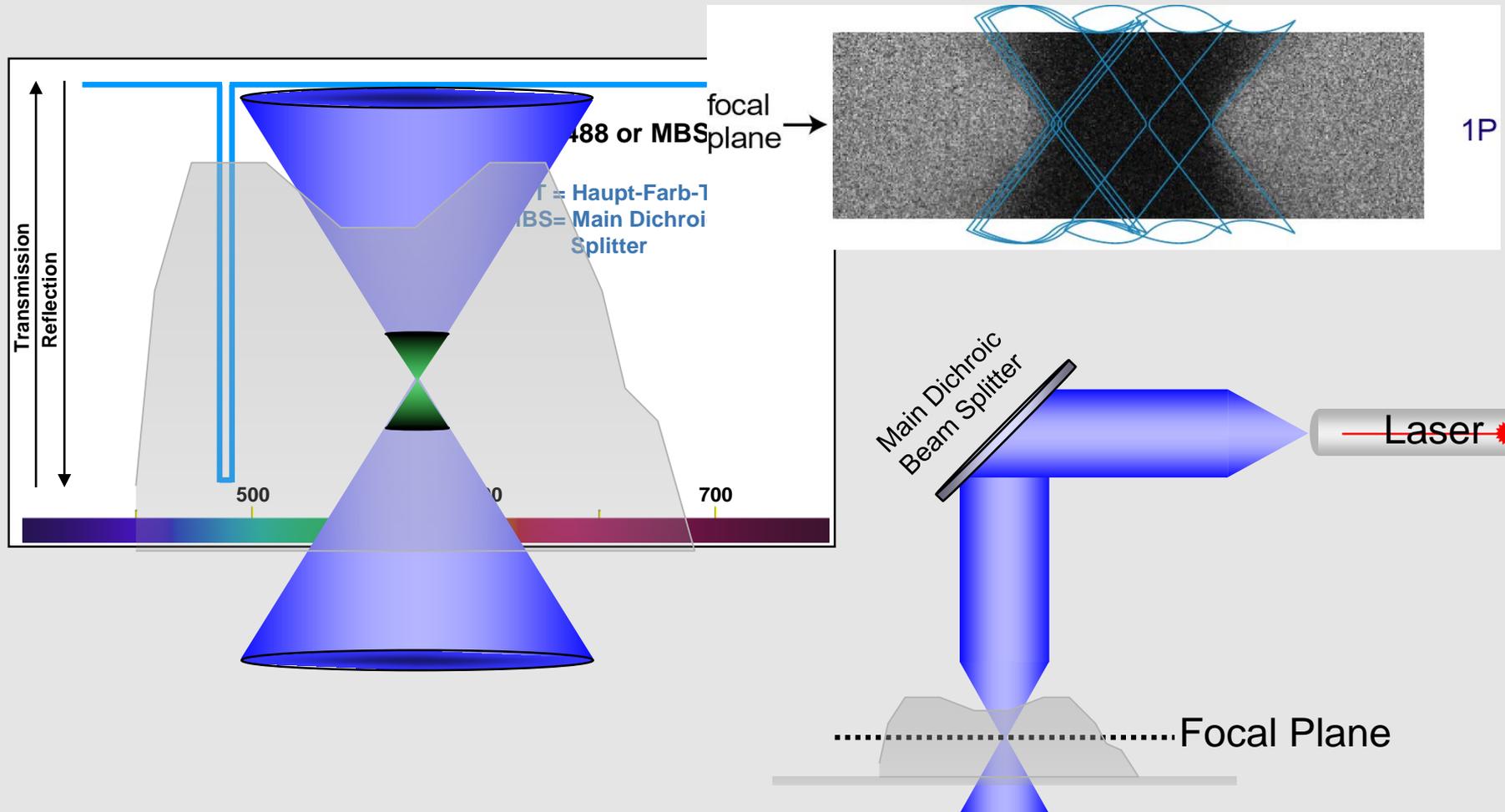


Confocal

gether with out-  
wide-field

# Confocal Principle

## Excitation Beampath

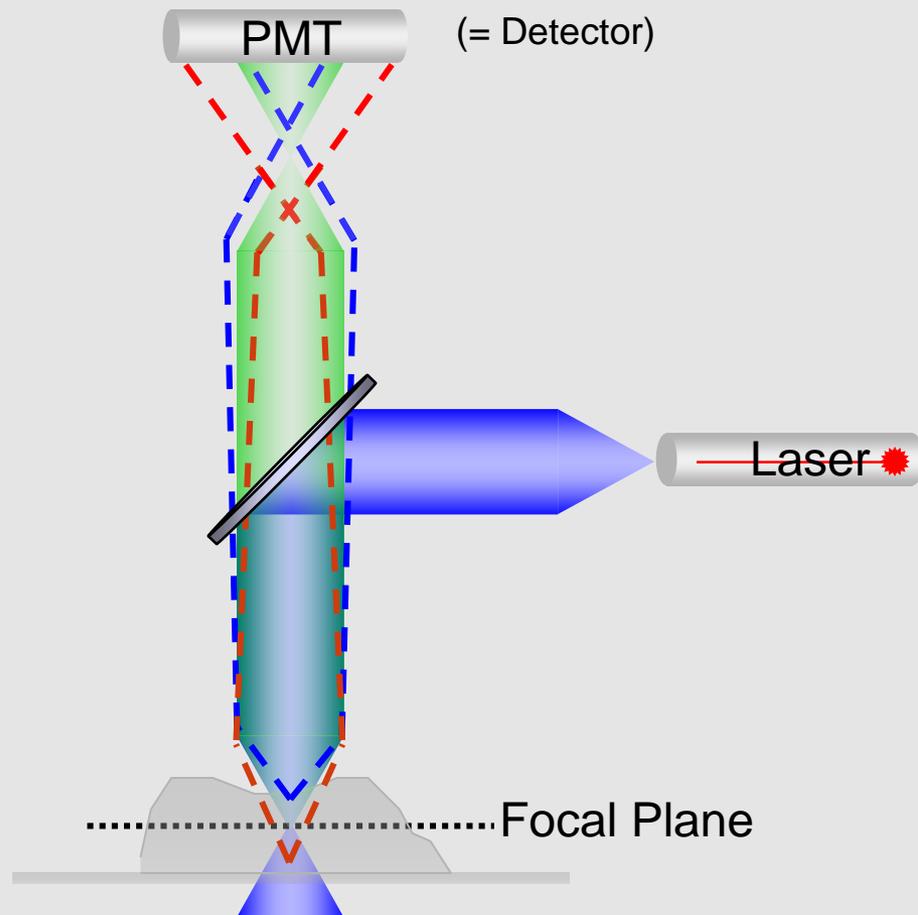
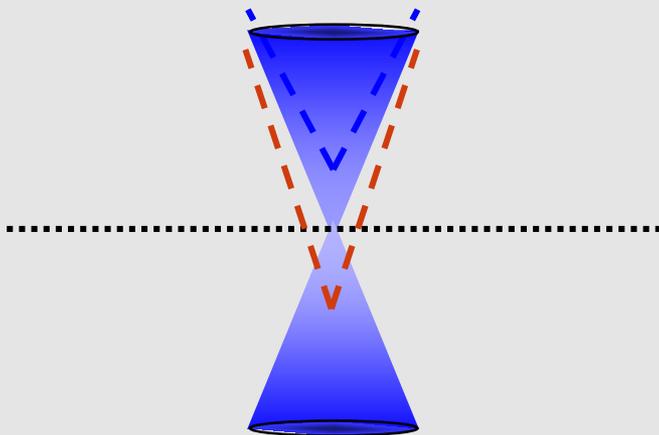


# Confocal Principle

## Emission Beampath



Using a Laser for excitation does not solve the problem alone:



# Confocal Principle

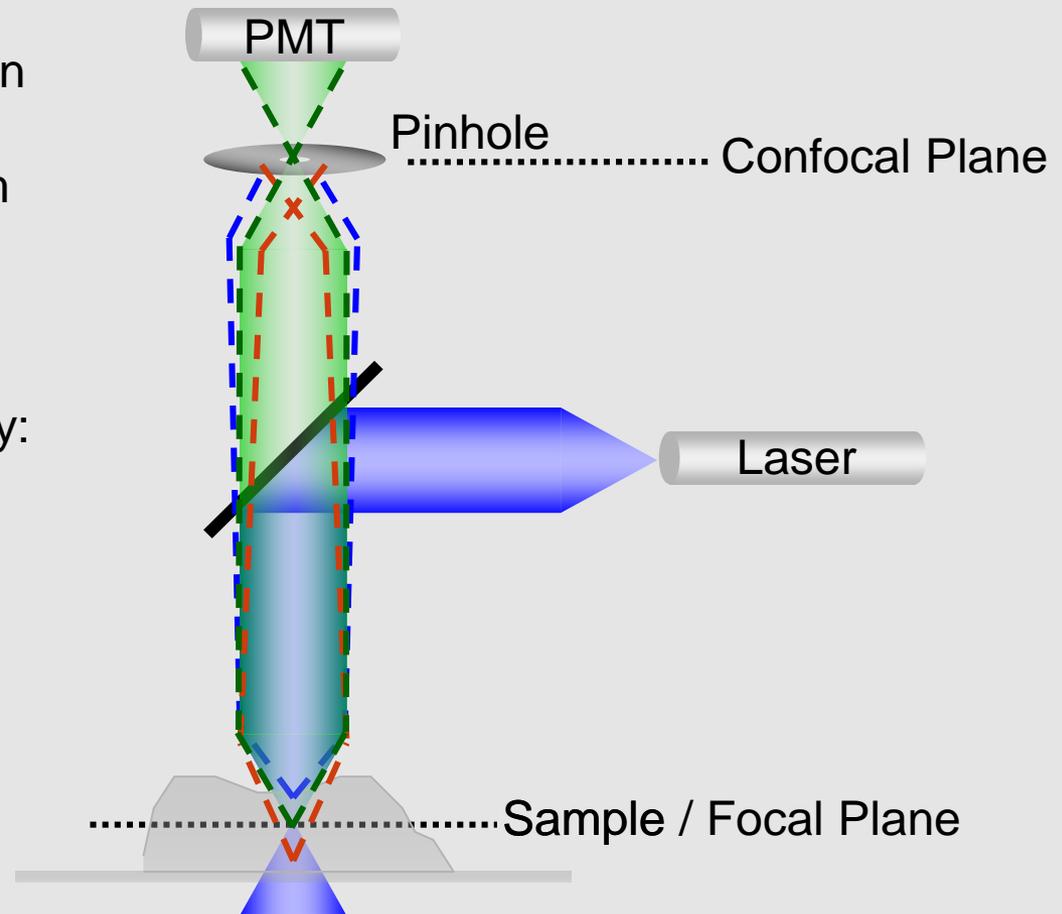
## The Power Of Optical Sectioning



A minute diaphragm, situated in a conjugated focal plane, prevents out of focus light from being detected.

The thickness of an **optical section** is directly controlled by:

- Numerical aperture of objective lens
- Wavelength
- Pinhole diameter



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# NEW: LSM 880

Our latest Member of the LSM 8 Family with GaAsP Detectors



# Innovative Beam Path Technology

LSM 880



efficient handling at laser input

apochromatic pinhole optics

temp. controlled fastest linear scanning

TwinGate: low incident angle dichroics, high laser rejection

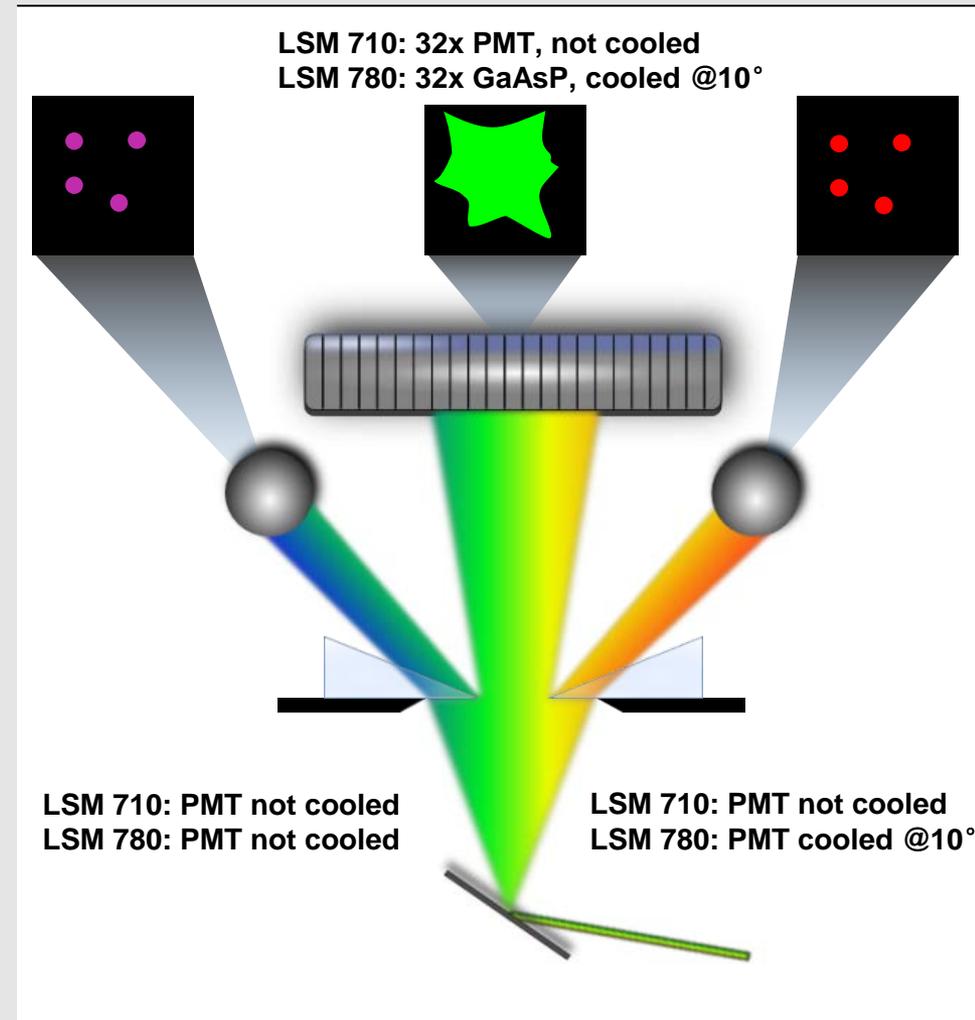
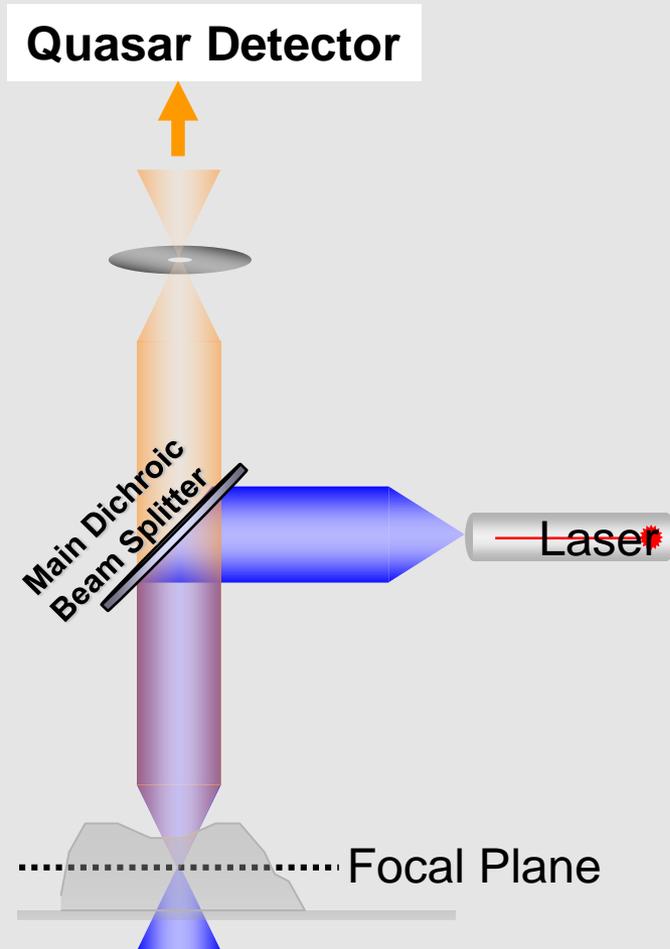
QUASAR: Single-shot spectral detection. Cooled and improved electronics, higher data throughput

Airyscan detector for superresolution

hexagonal GaAsP detection array

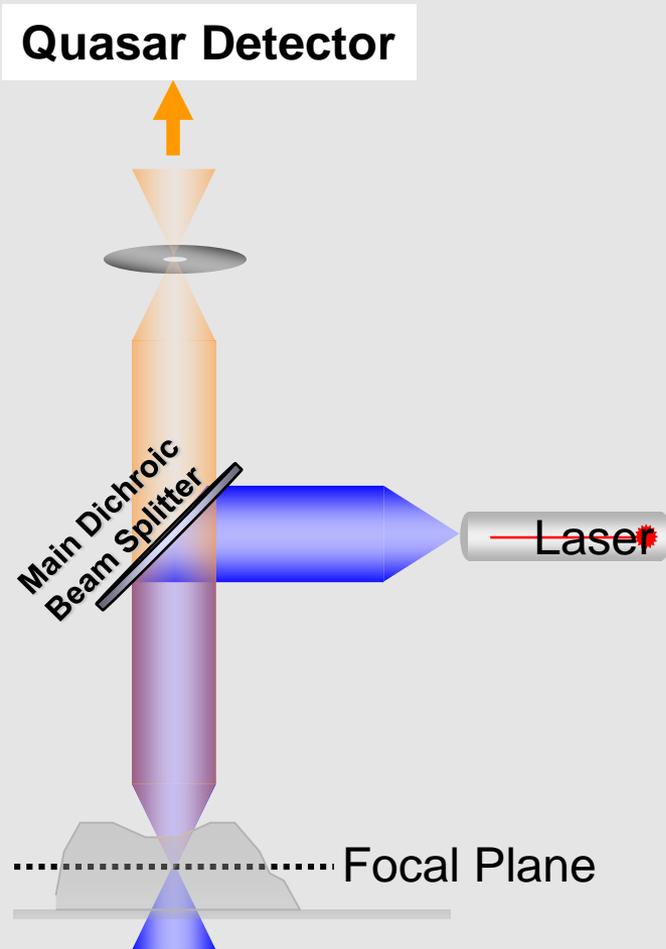
# Innovative Beam Path Technology

## Emission Pathway: QUASAR Detection Unit



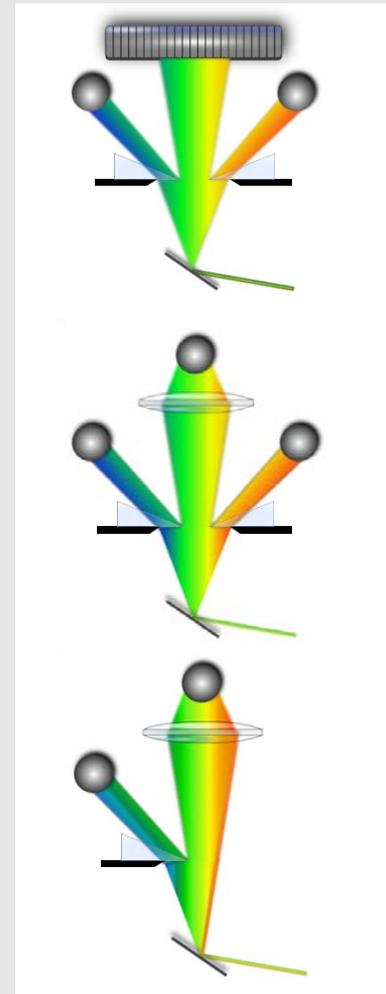
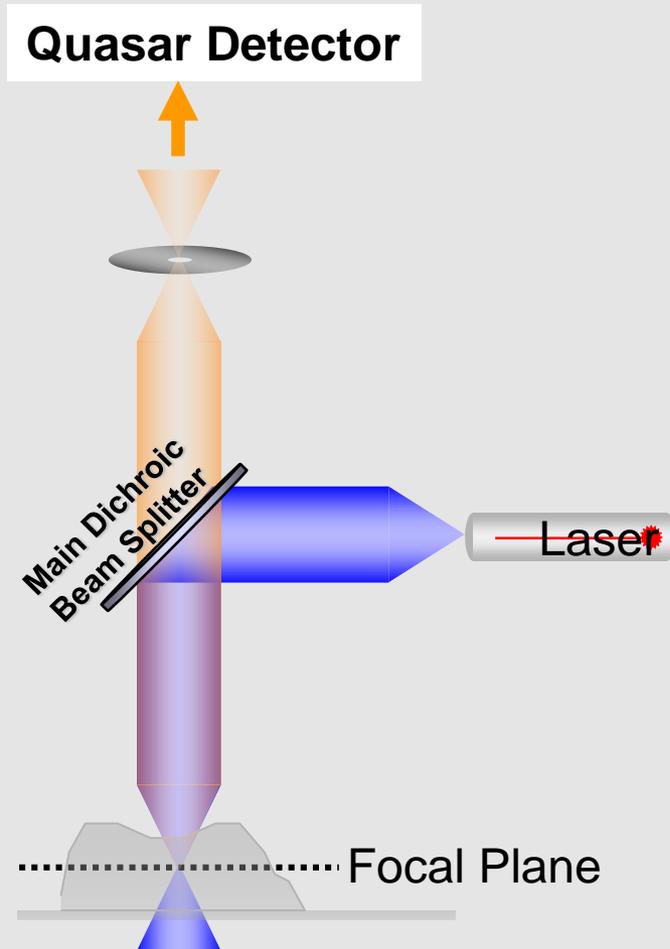
# Innovative Beam Path Technology

## Emission Pathway: QUASAR Detection Unit



# Innovative Beam Path Technology

## Emission Pathway: QUASAR Detection Unit



34 Channel QUASAR

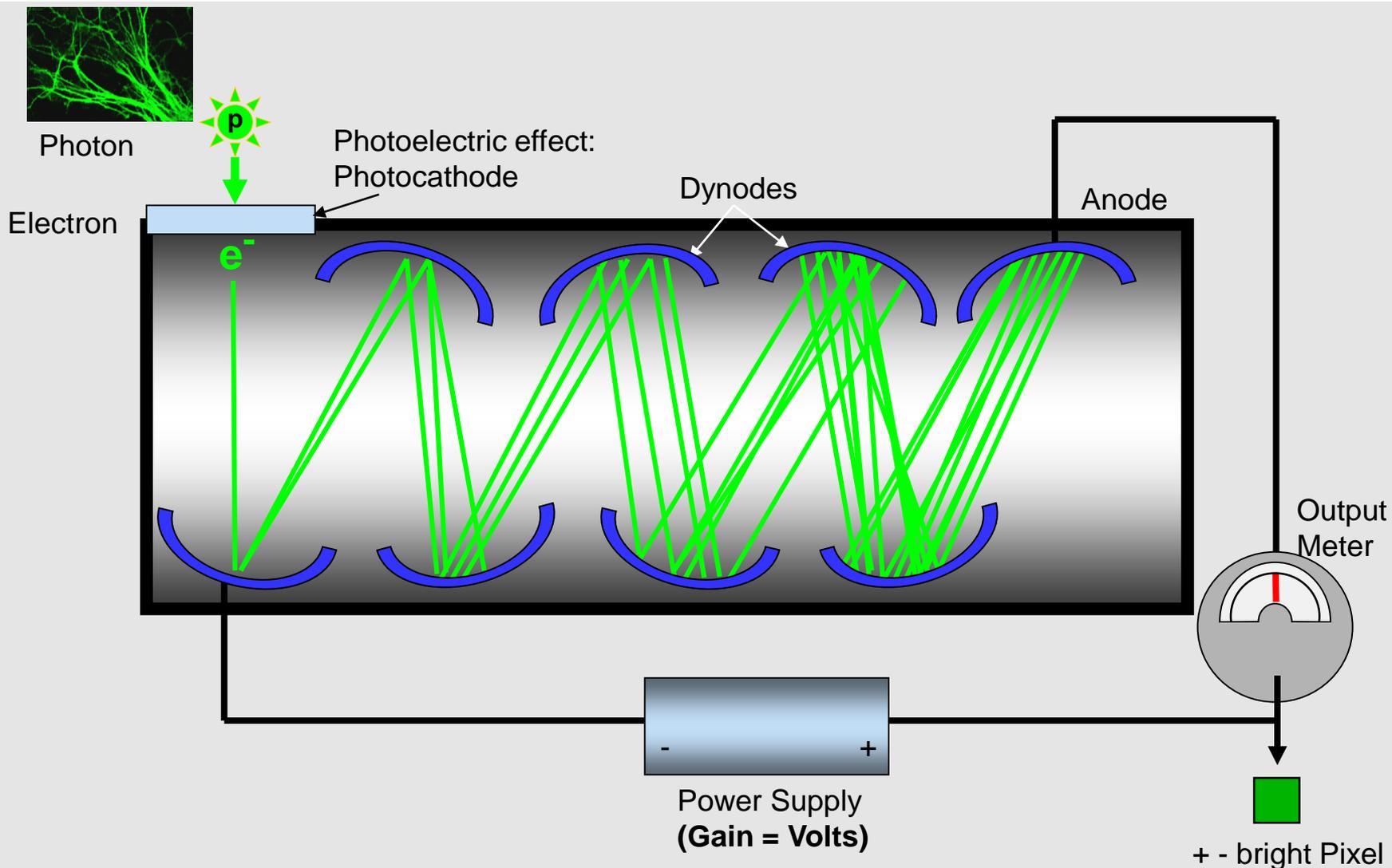
3 Channel QUASAR

2 Channel QUASAR

# Photomultiplier Tube / PMT Detectors



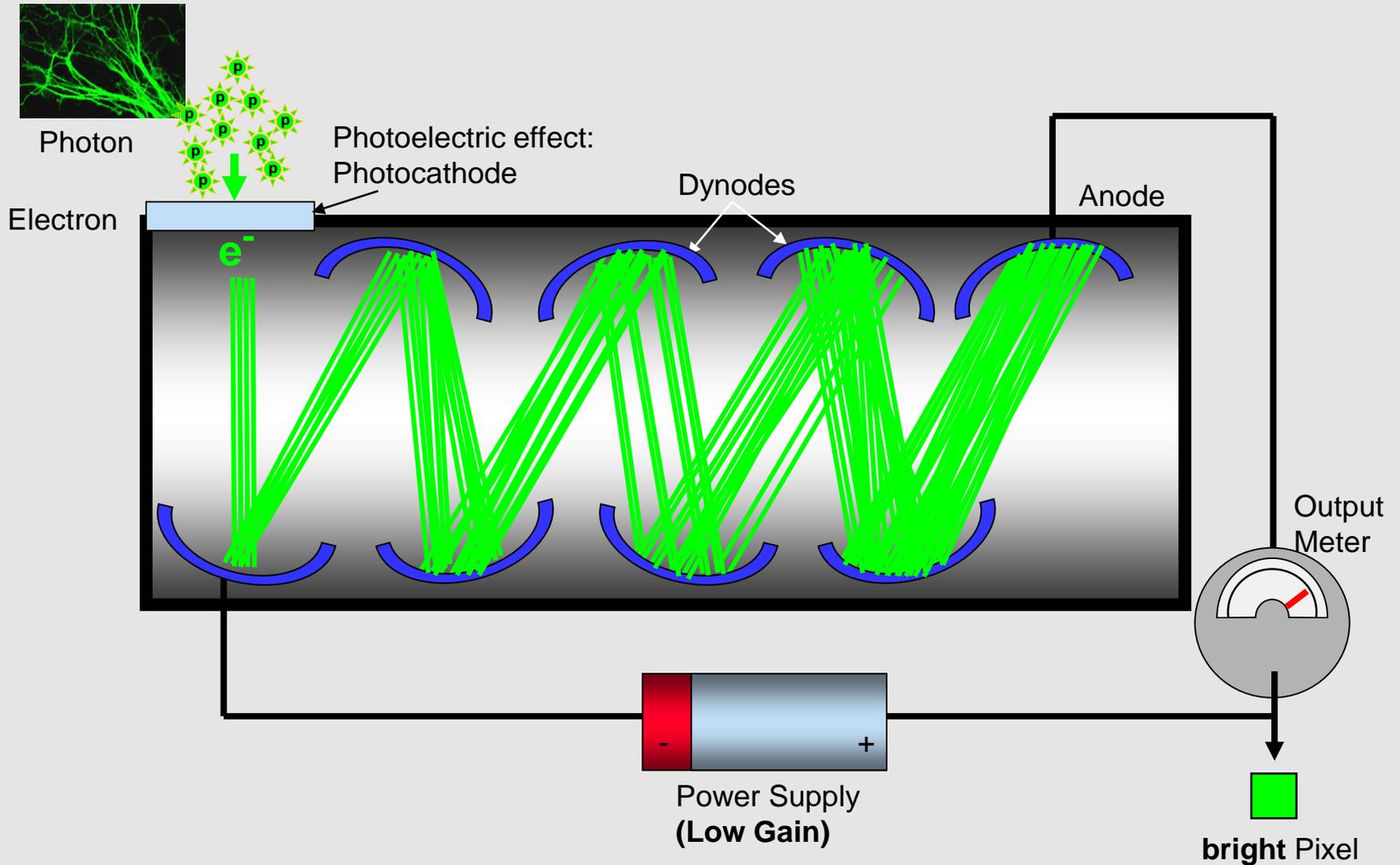
## How does a PMT work?



# Photomultiplier Tube / PMT Detectors



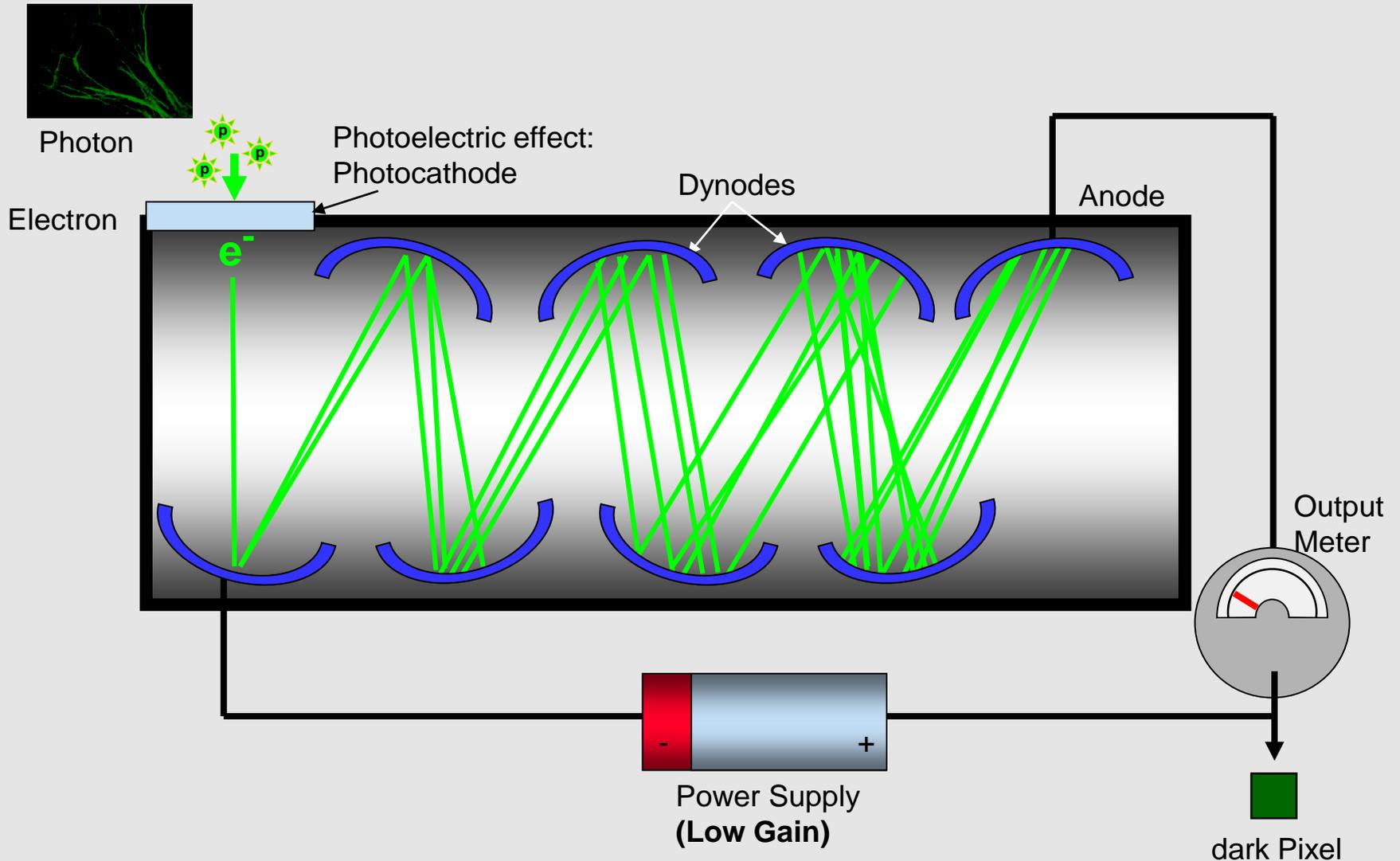
Assuming a bright sample



# Photomultiplier Tube / PMT Detectors



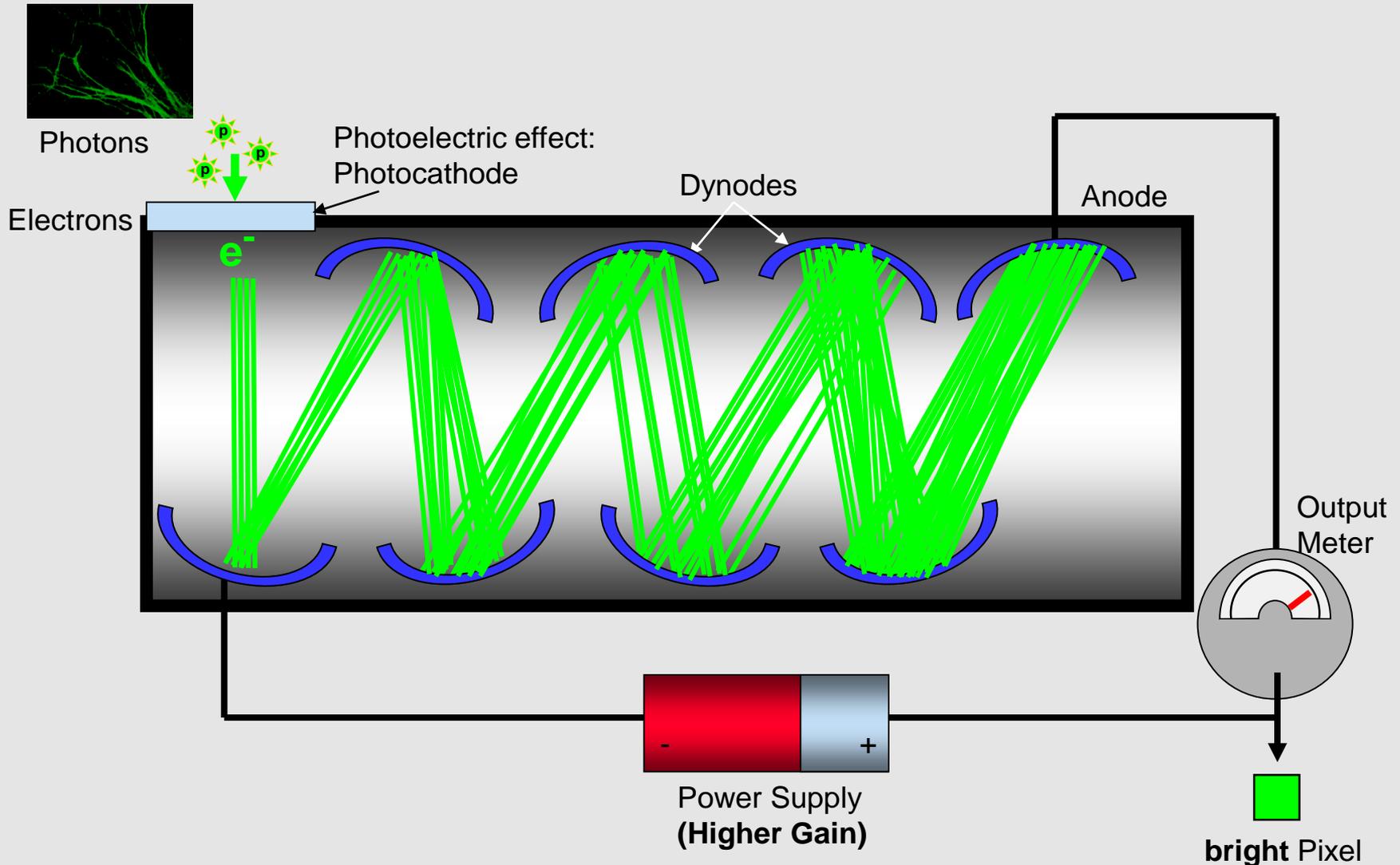
Assuming a dark sample



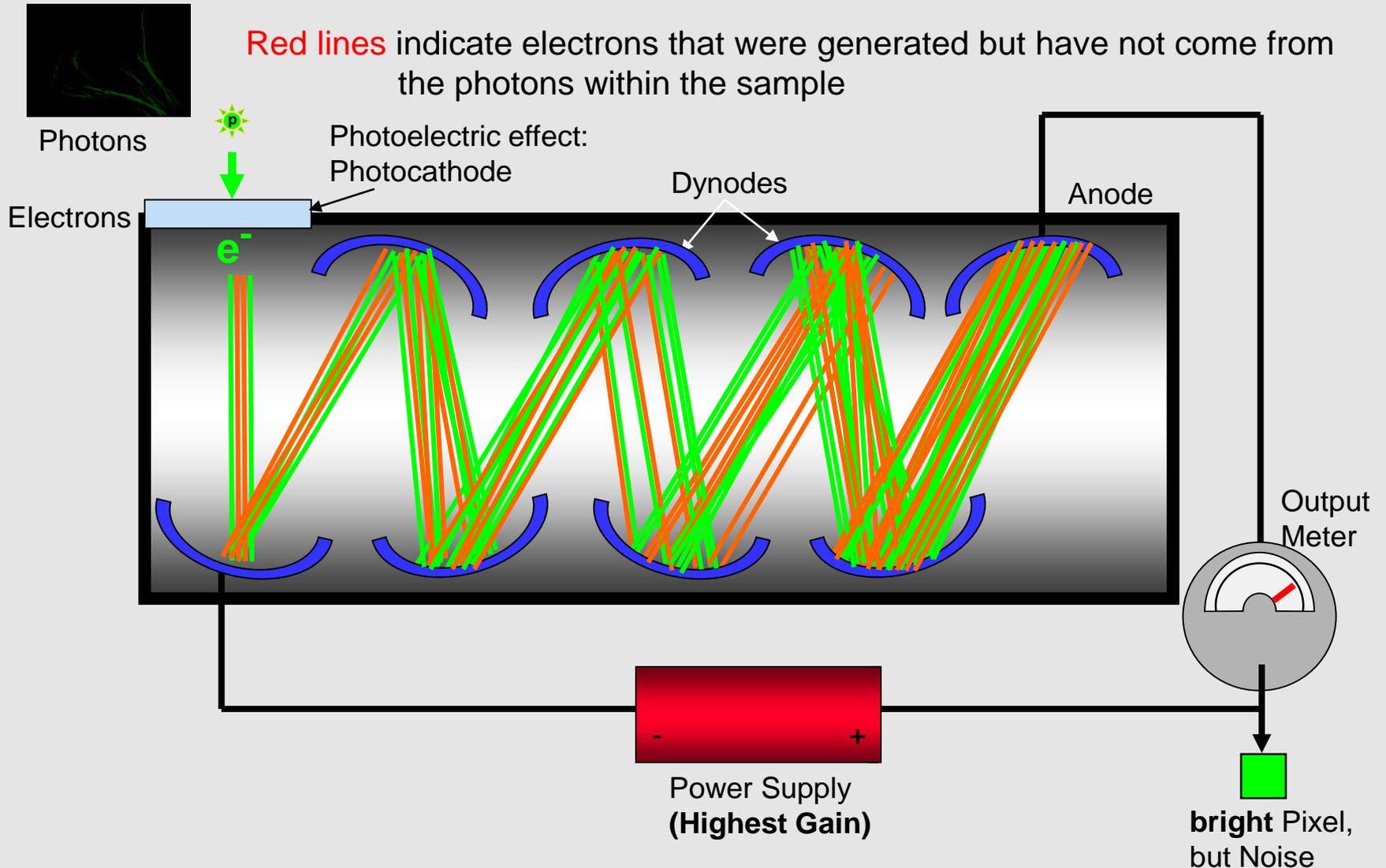
# Photomultiplier Tube / PMT Detectors



Increase a dark sample's signal with more Gain



# Assume a really dimm sample - Extreme Gain values result in Noise



# Classical “PMT” Detectors



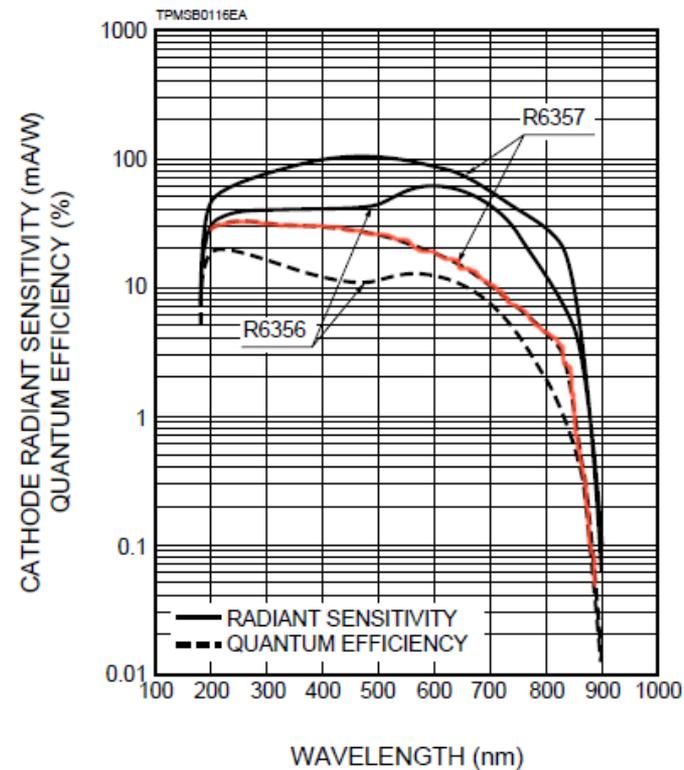
Confocal “standard” PMT detectors are based on photocathode material with a **wide spectral response from ultraviolet to near-infrared**

Photocathode Material:

“**Multialkali**”, MA  
(Na-K-Sb-Cs)

Sodium (AlkaliMetal)  
Potassium (AlkaliMetal)  
Antimony (Metalloid)  
Cesium (AlkaliMetal)

Figure 4: Typical Spectral Response of High Sensitivity MA



Modified from Hamamatsu

# 32 Channel Spectral GaAsP Detector

## Unmatched sensitivity

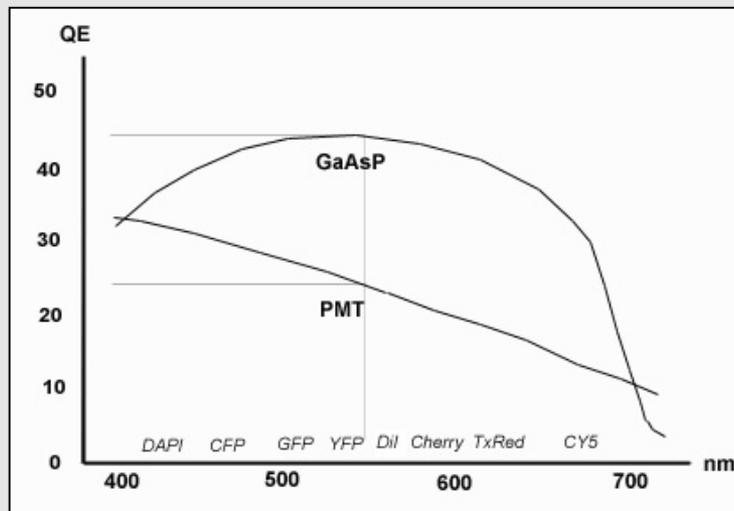


**GaAsP (Gallium Arsenide Phosphide)** is a semiconductor material with ideal characteristics for converting photons into electrical signals.

### Benefits of GaAsP detectors:

Two times better Quantum efficiency than PMTs (resulting in higher sensitivity, better image quality, and higher acquisition speed).

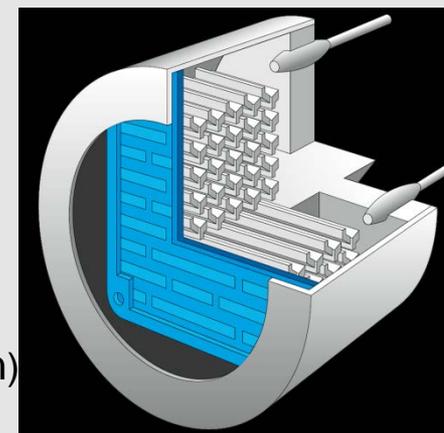
GaAsP detectors can be operated in integration mode as well as in photon counting mode.



Gallium-Other Metals  
Arsen - Metalloids  
Phosphor-non Metal

Typical sensitivity of detectors

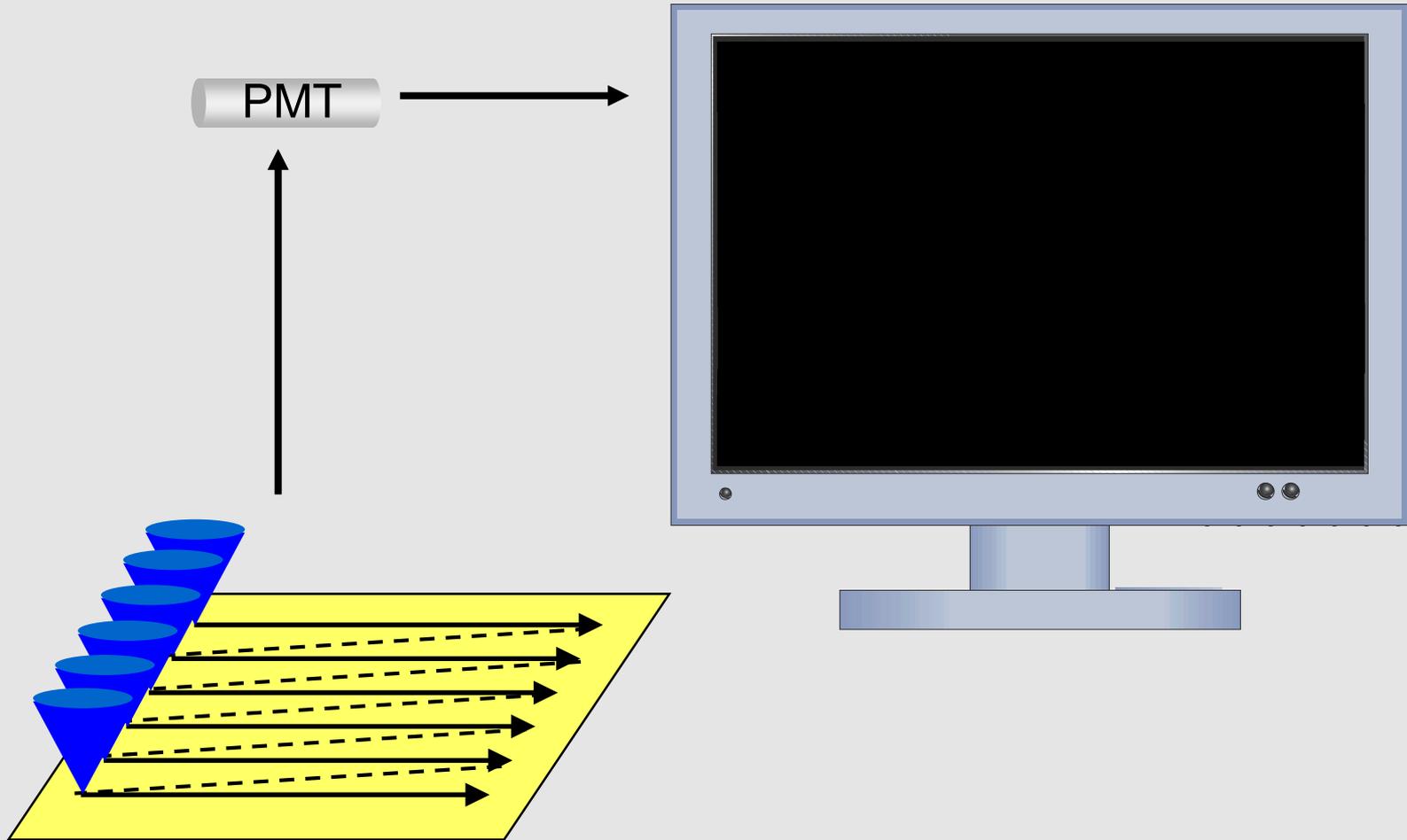
GaAsP detector  
(schematic illustration)



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# Confocal Imaging

## From Point to Image

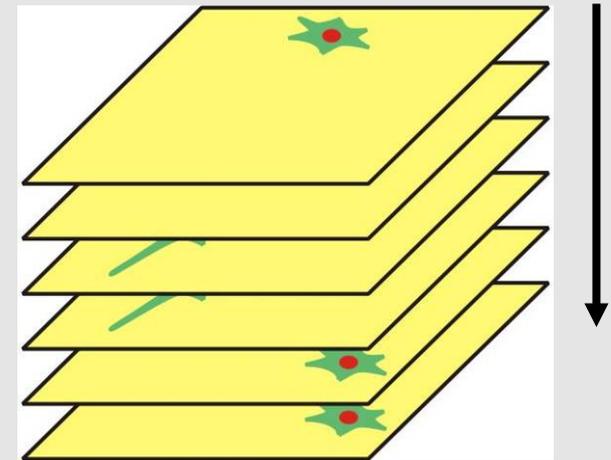
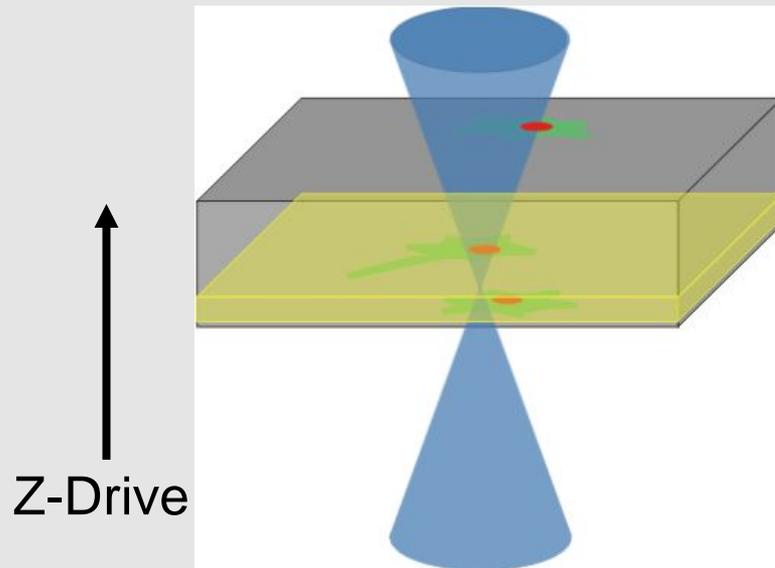


# Confocal Imaging

## From Image to 3D Information

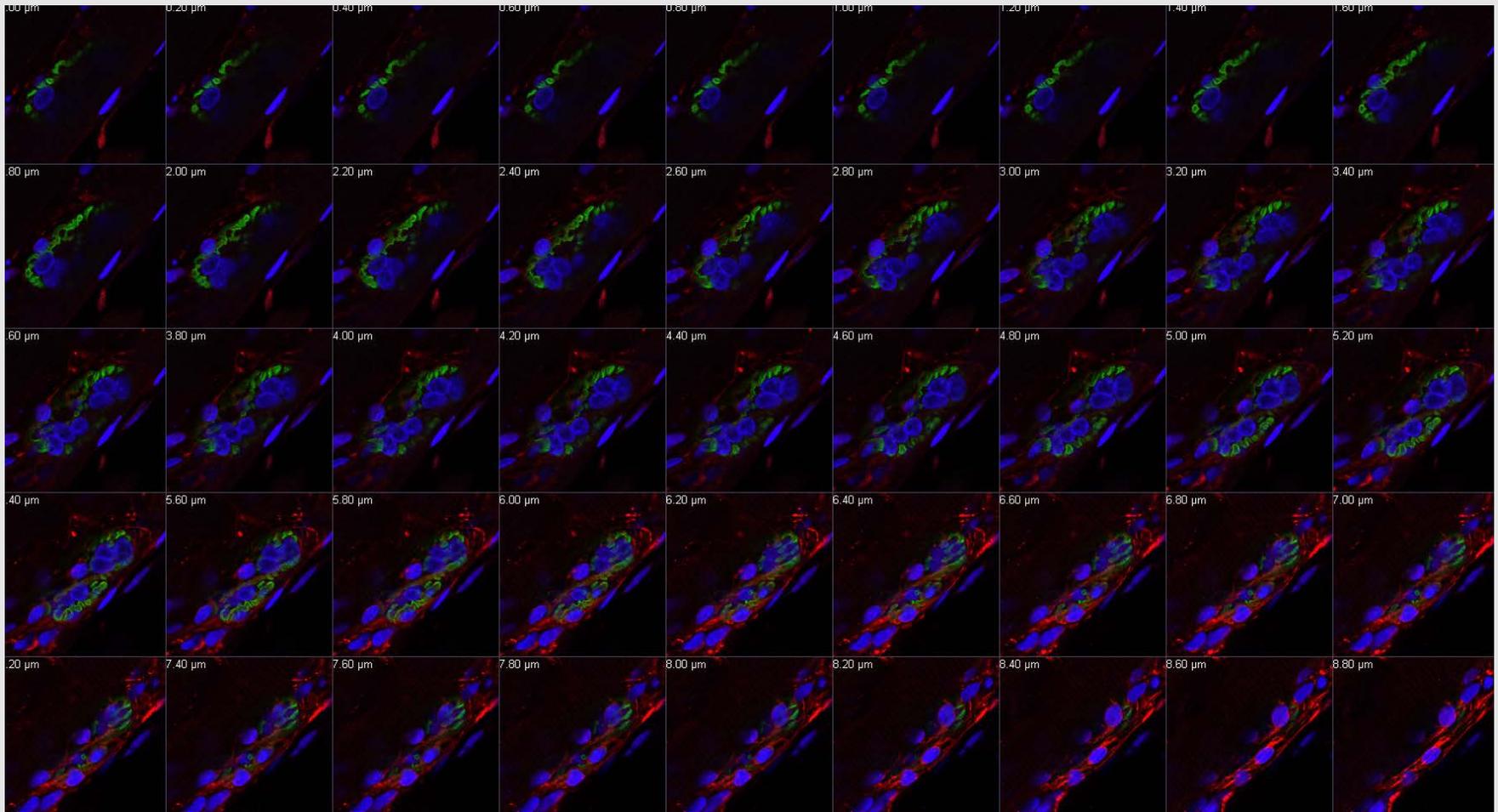


How is a X/Y/Z Stack produced?



# Confocal Principle

## Acquisition of 3D Image Stacks



8µm confocal Z-stack, displayed in gallery mode

# Confocal Principle

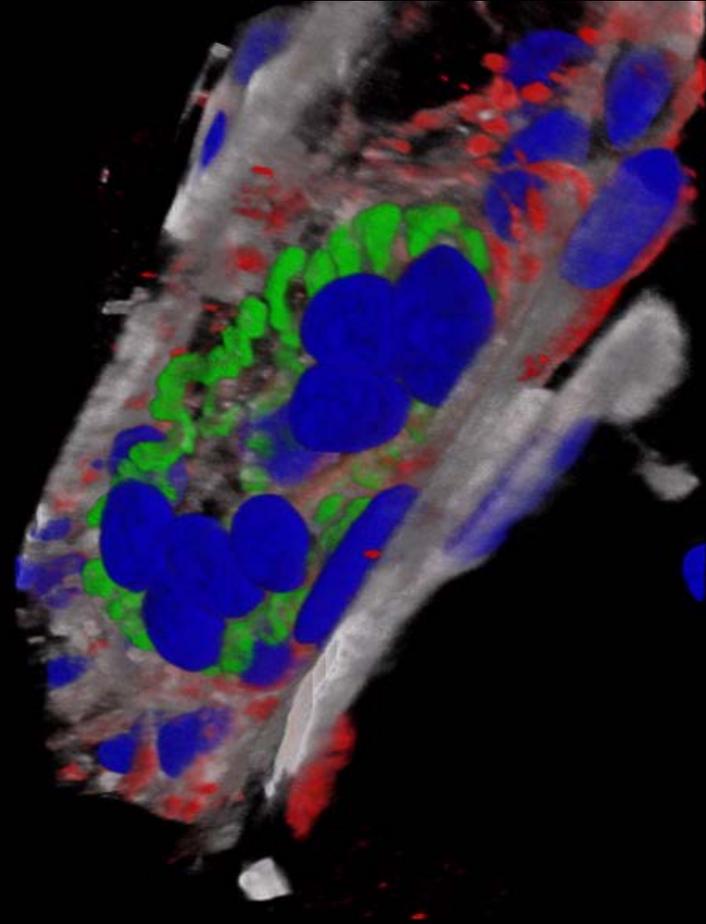
## 3D Rendering and Animation



### Sample:

#### Rat Neuromuscular Junction

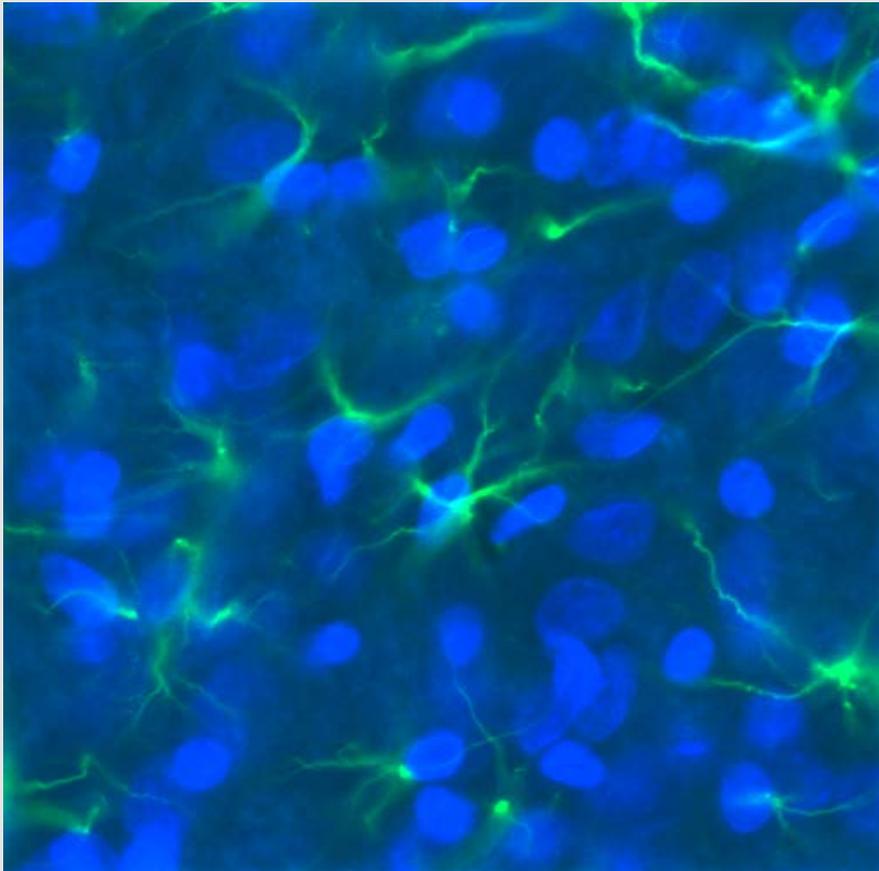
- green - Acetylcholine receptors (alpha-Bungarotoxin / Alexa 488)
- red- Schwann cell (S100 protein / Alexa 555)
- blue - Nuclei (DAPI)
- white - CD44 adhesion molecule / Atto 647N



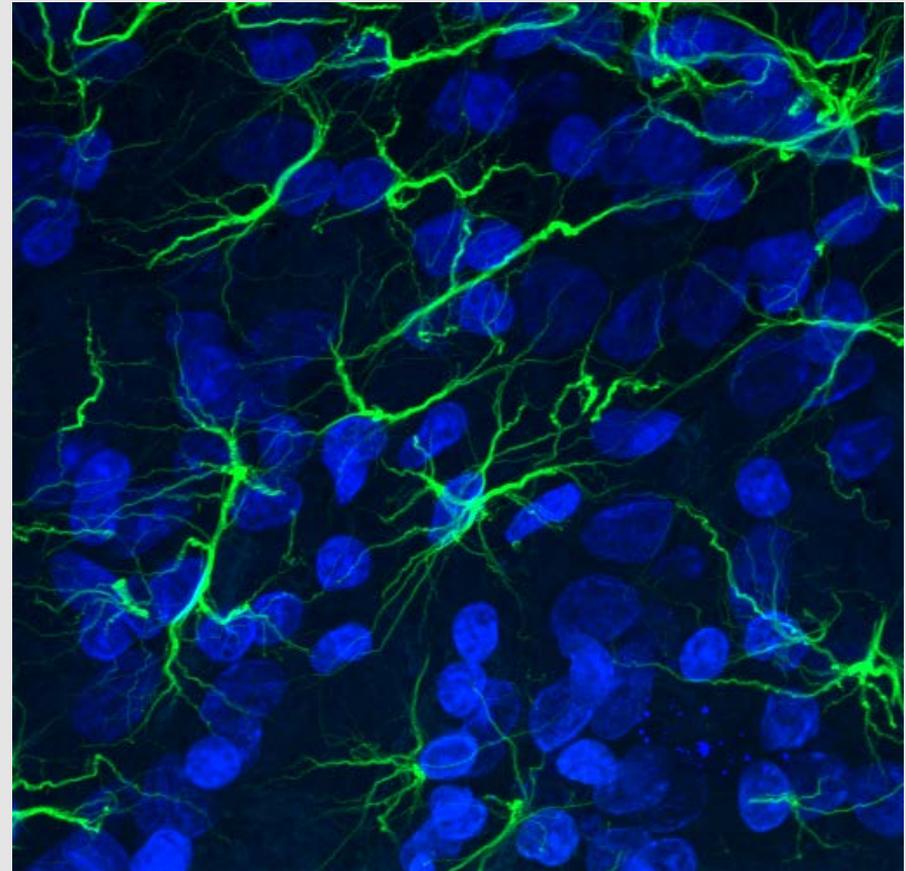
### Sample Courtesy:

Dr. Grzegorz Wilczynski  
Nencki Institute  
Warsaw, Poland

# Confocal Principle



Widefield

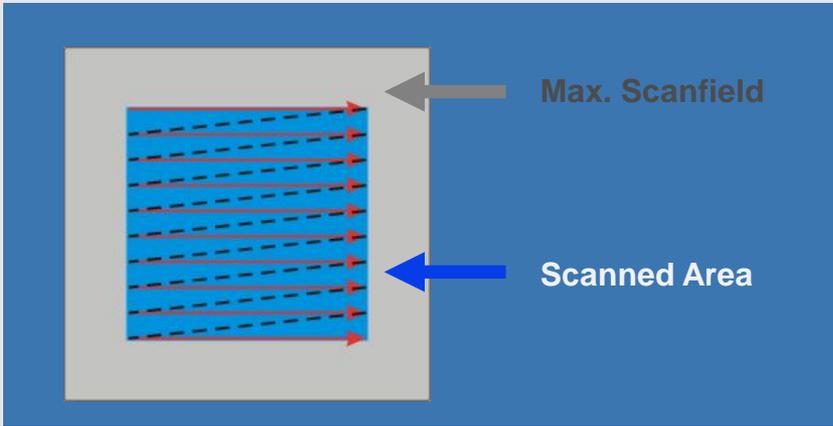


Confocal

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# Confocal Imaging

## Image acquisition: From Points to Image

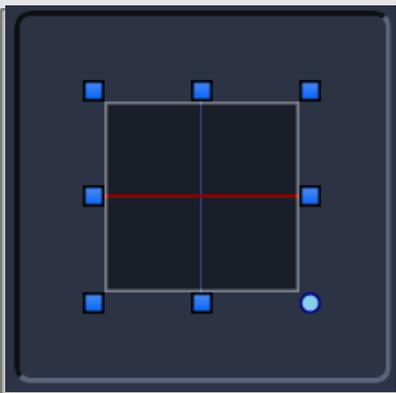


# Scanning Strategies



## Uni- and birectional mode, Zoom, & Rotation

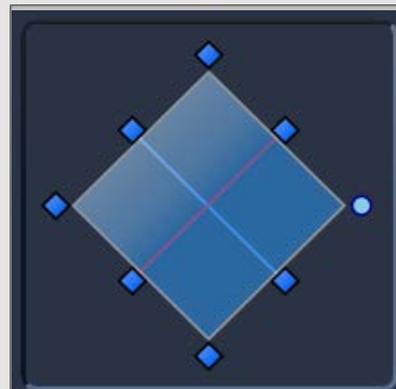
Unidirectional Scan



Fly Back Blanking, Zoom 1



Fly Back Blanking, Zoom 0.7



Fly Back Blanking, Zoom 1,  
Rotation 45°

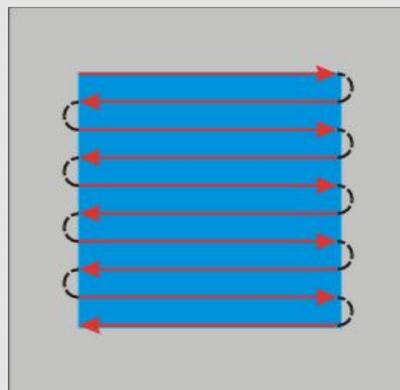


Fly Back Blanking, Zoom 2,  
Rotation 45° , X,Y Offset

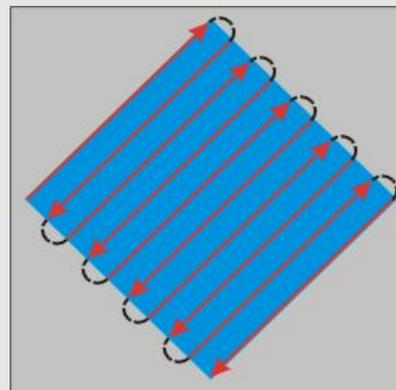
Real Time Processor synchronizes:

- AOTFs
- Scanner mirrors
- Data acquisition

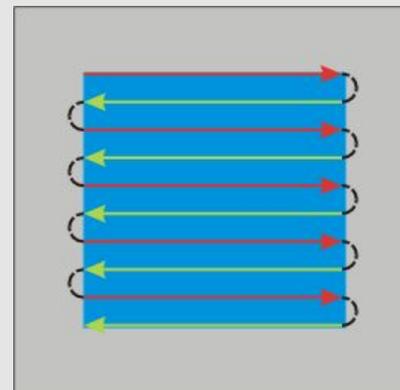
Bi-directional Scan



Bi-directional Scan, Zoom 1



Bi-directional Scan, Zoom 1  
Rotation 45°



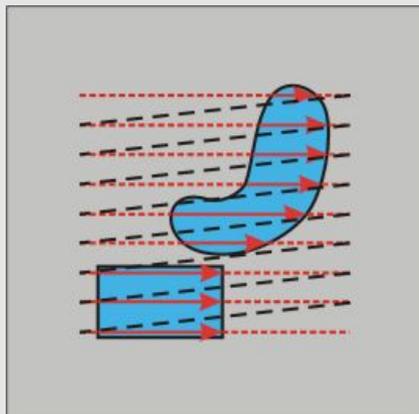
Bi-directional Scan,  
*\*Multitrack Configuration  
(!drawing!)*

# Scanning Strategies



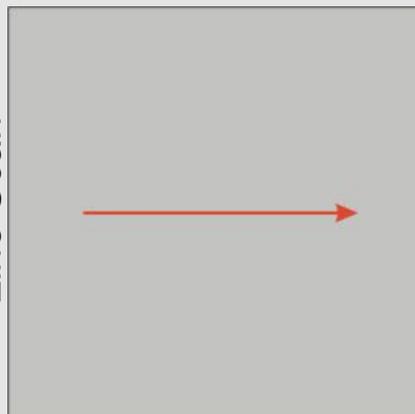
## Regions of Interest, Line- and Spline scan, Tile scan

ROI Scan

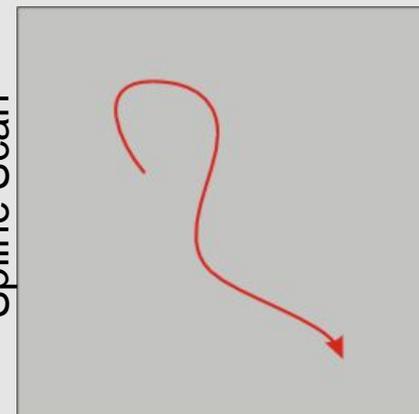


Selective excitation, bleaching, activation uncaging and data acquisition from user defined ROIs

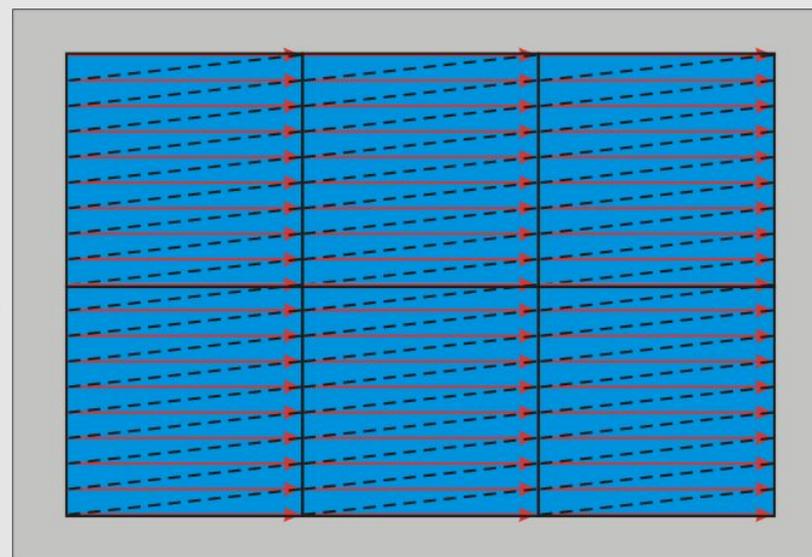
Line Scan



Spline Scan



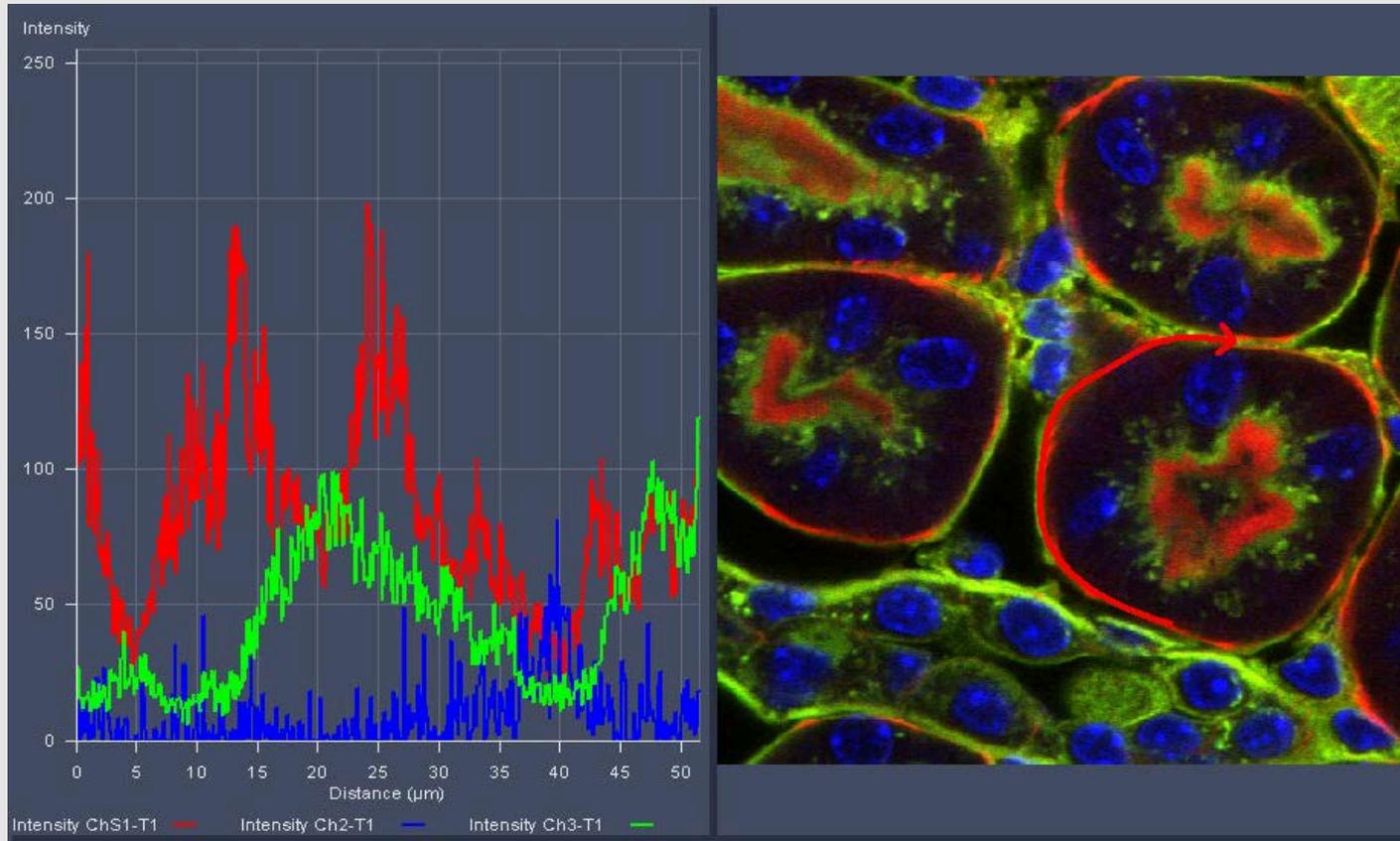
Tile Scan



With a motorized scanning stage single XY frames can be patched together for an overview image that exceeds the traditional single field of view

# Scanning Strategies

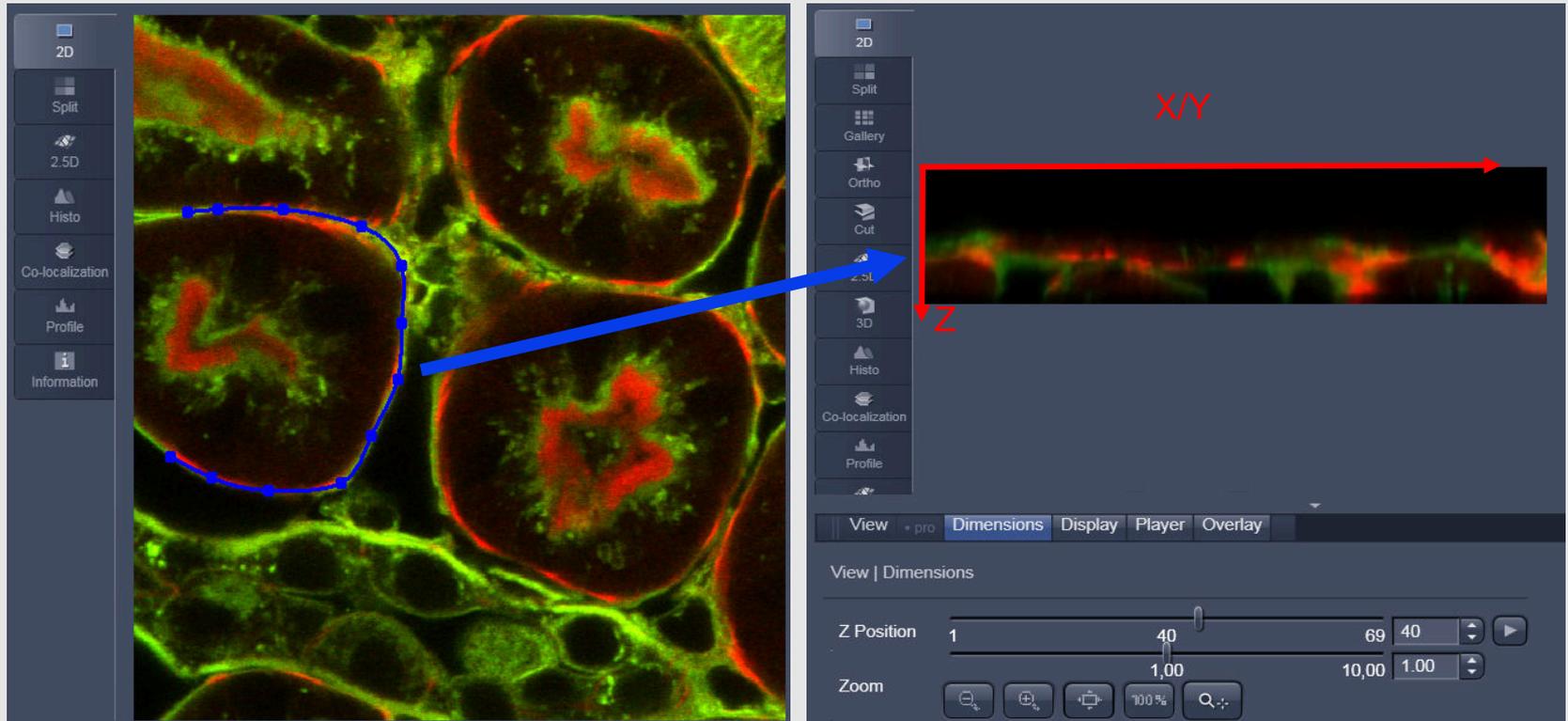
## Regions of Interest, Line- and Spline scan, Tile scan



Spline Scan

# Scanning Strategies

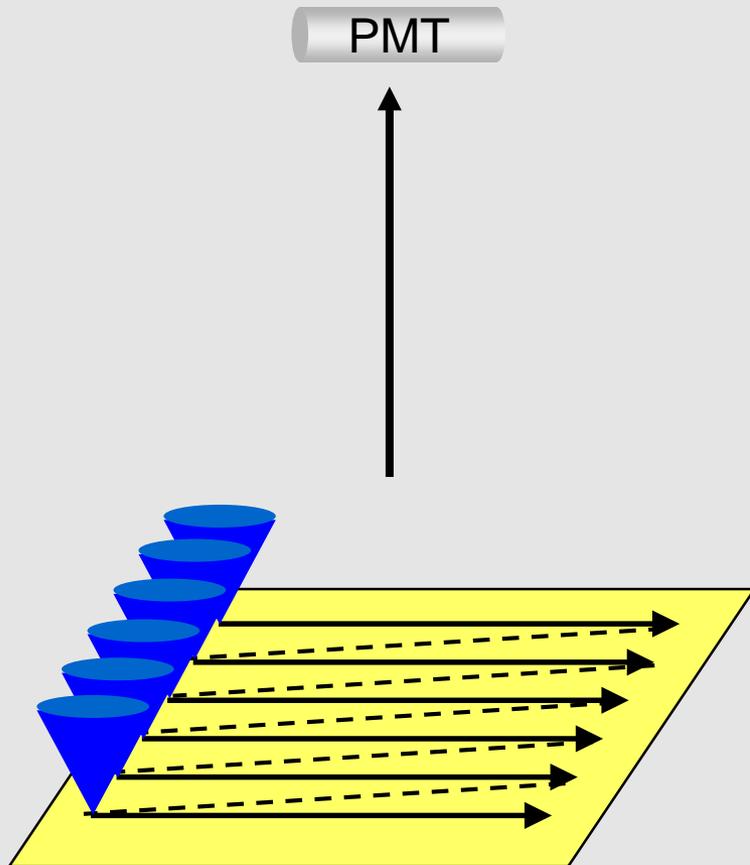
## Regions of Interest, Line- and Spline scan, Tile scan



Spline Scan in Z

# Scanning Strategies

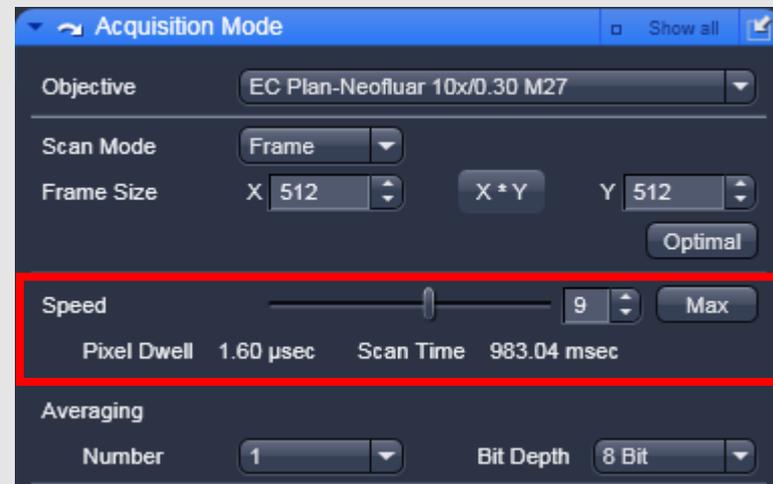
## Speed and Averaging



### Speed:

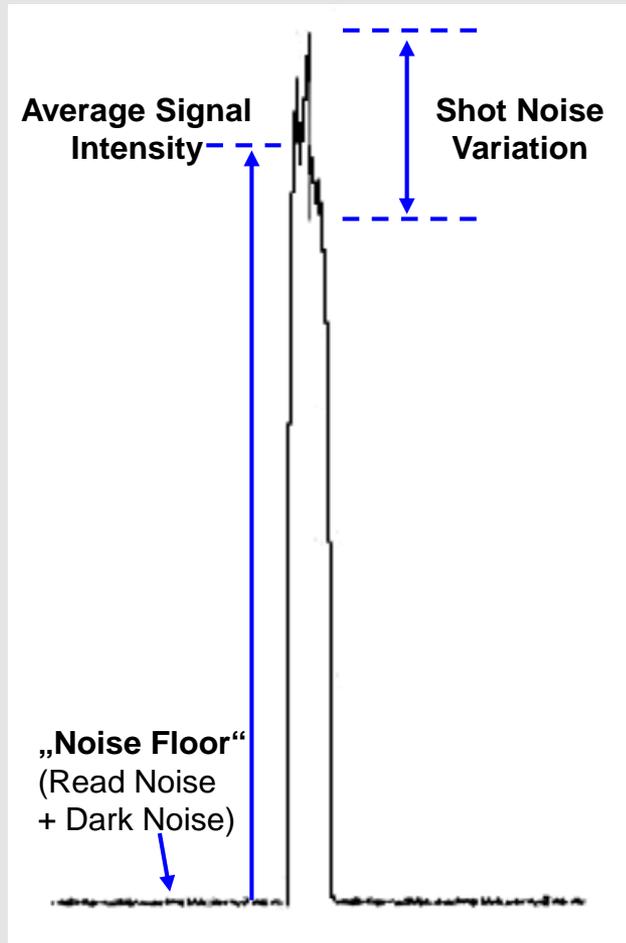
**Application:** Frames per second  
→ Temporal Resolution

**Image Quality:** Pixel Dwell Time  
→ How much time to collect photons for each image pixel



# Scanning Strategies

## Speed and Averaging

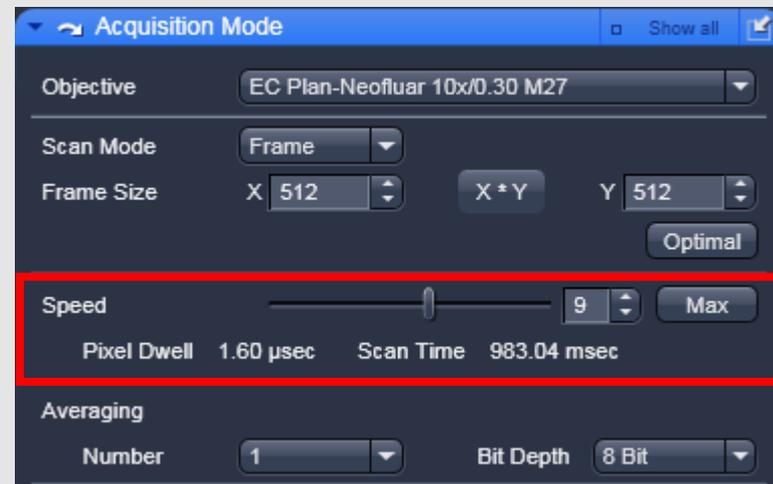


The lower the pixel dwell time (fast scan), less photons can be collected.

- The Image becomes noisy, due to **shot noise**
- Shot noise can be described with poisson statistics:

$$\text{Shot noise} = \sqrt{\text{Signal}}$$

- Electronic noise is independent of scan speed



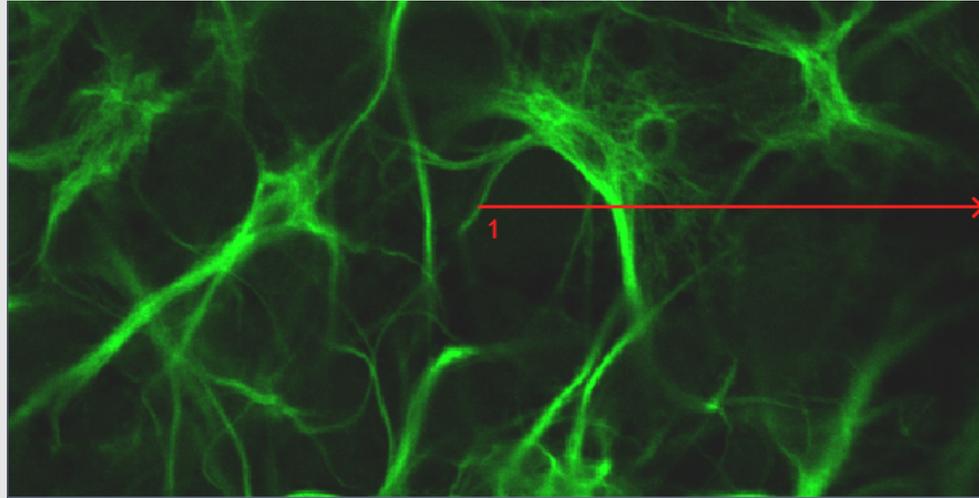
- Detector Read Out: **40 MHz** (40 events / µsec) = Oversampling
- Scan Speed influences SNR

# Scanning Strategies

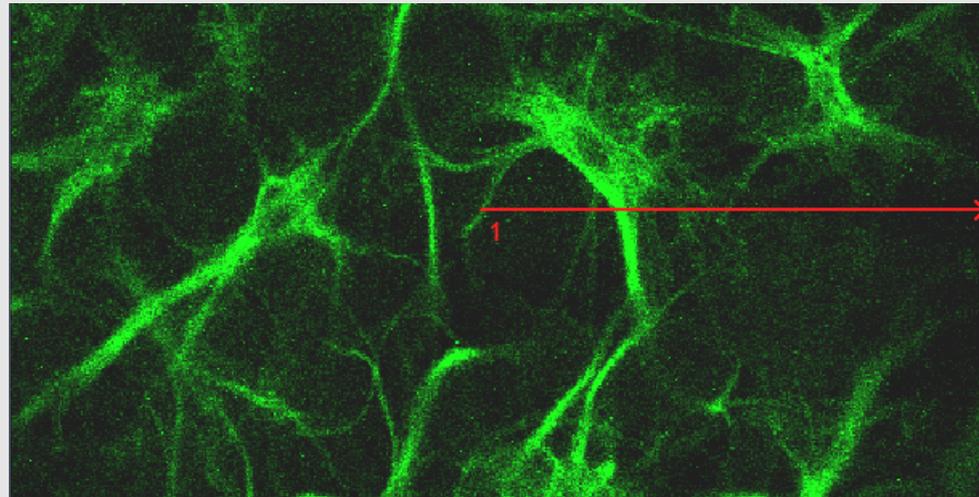
## Image Noise: What does it look like?



“Good” Image

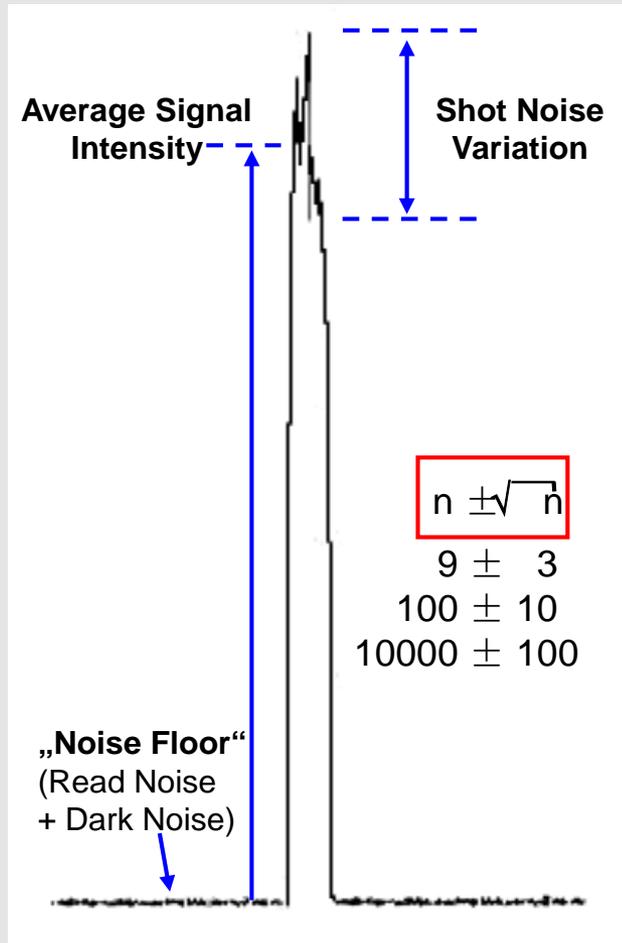


“Bad” Image



# Scanning Strategies

## Speed and Averaging



$$\text{Shot noise} = \sqrt{\text{Signal}}$$

→ Shot noise will increase with signal intensity,  
BUT Signal / Shot noise ratio will improve also

$$\text{Signal / Shot noise} = \frac{\text{Signal}}{\sqrt{\text{Signal}}}$$

→ say 9 photons fall within a pixel during a given pixel dwell time; from pixel to pixel the Shot noise uncertainty is 3

$$\text{Signal / Shot noise} = \frac{9}{\sqrt{9}} = 3$$

→ significant improvement of Signal / Shot noise if 100 photons fall within a pixel

$$\text{Signal / Shot noise} = \frac{100}{\sqrt{100}} = 10$$

# Scanning Strategies

## Speed and Averaging



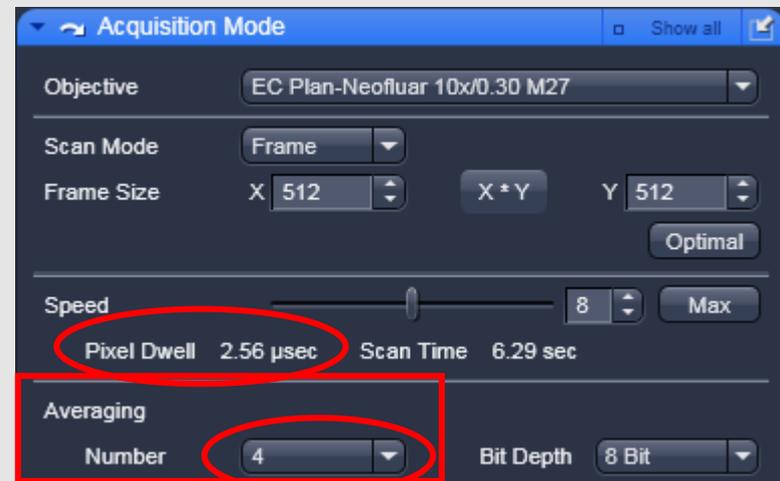
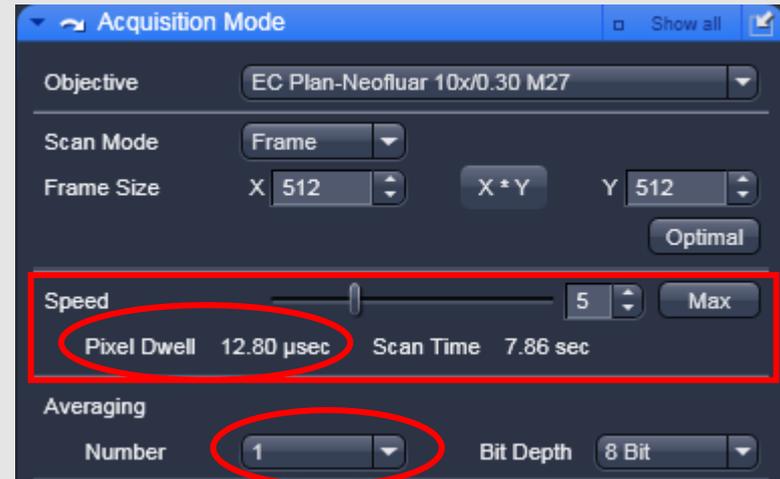
To decrease the effect of noise, more photons (signal) must be collected:

### 1) Slower Scan Speed

### 2) Averaging

Scan the image x-times and take the average signal for each pixel  
-> addition of photons from several scanning runs

Which of the two setups will lead to better image quality?

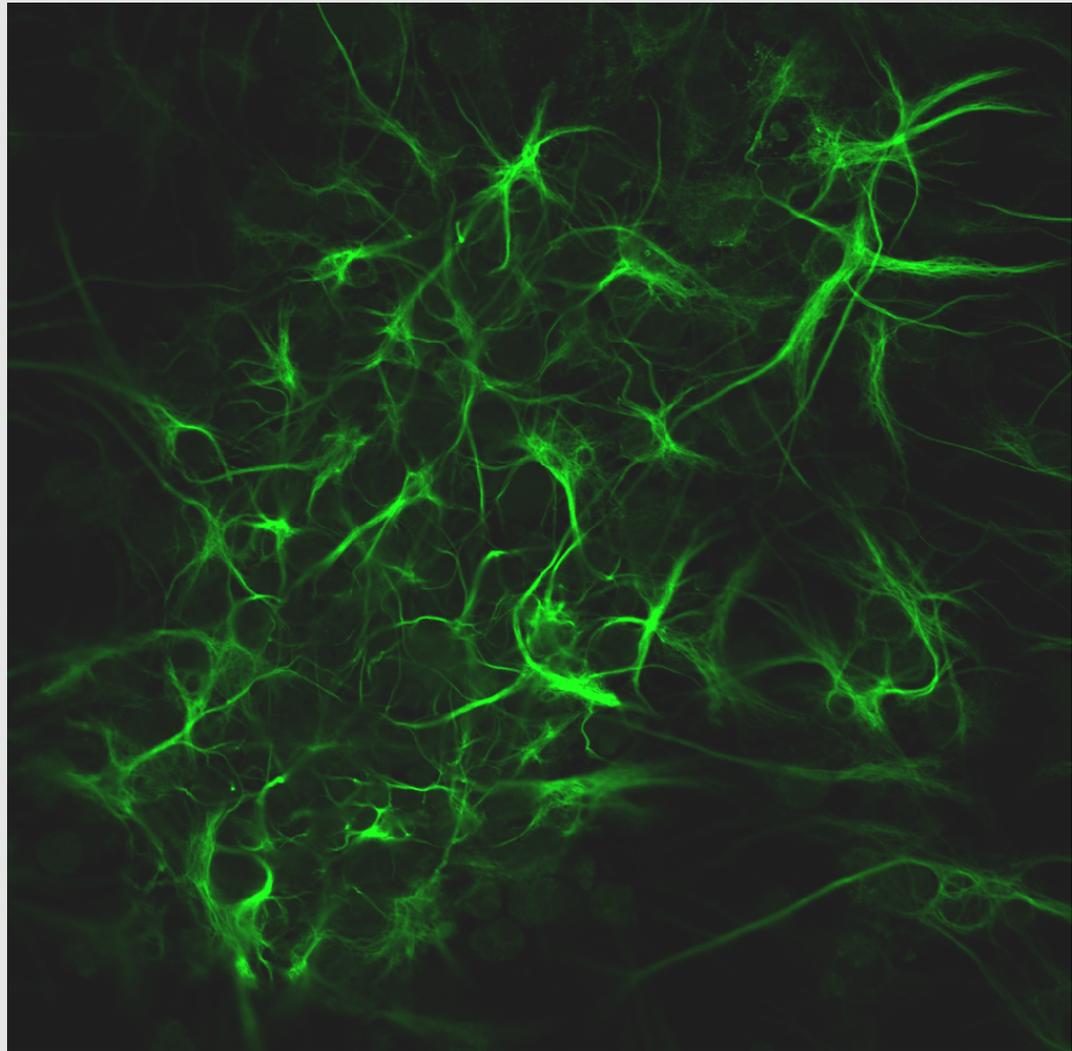


# How to set up the optimal values

A good illuminated image



**Illumination:  
Not too bright,  
Not too dimm**

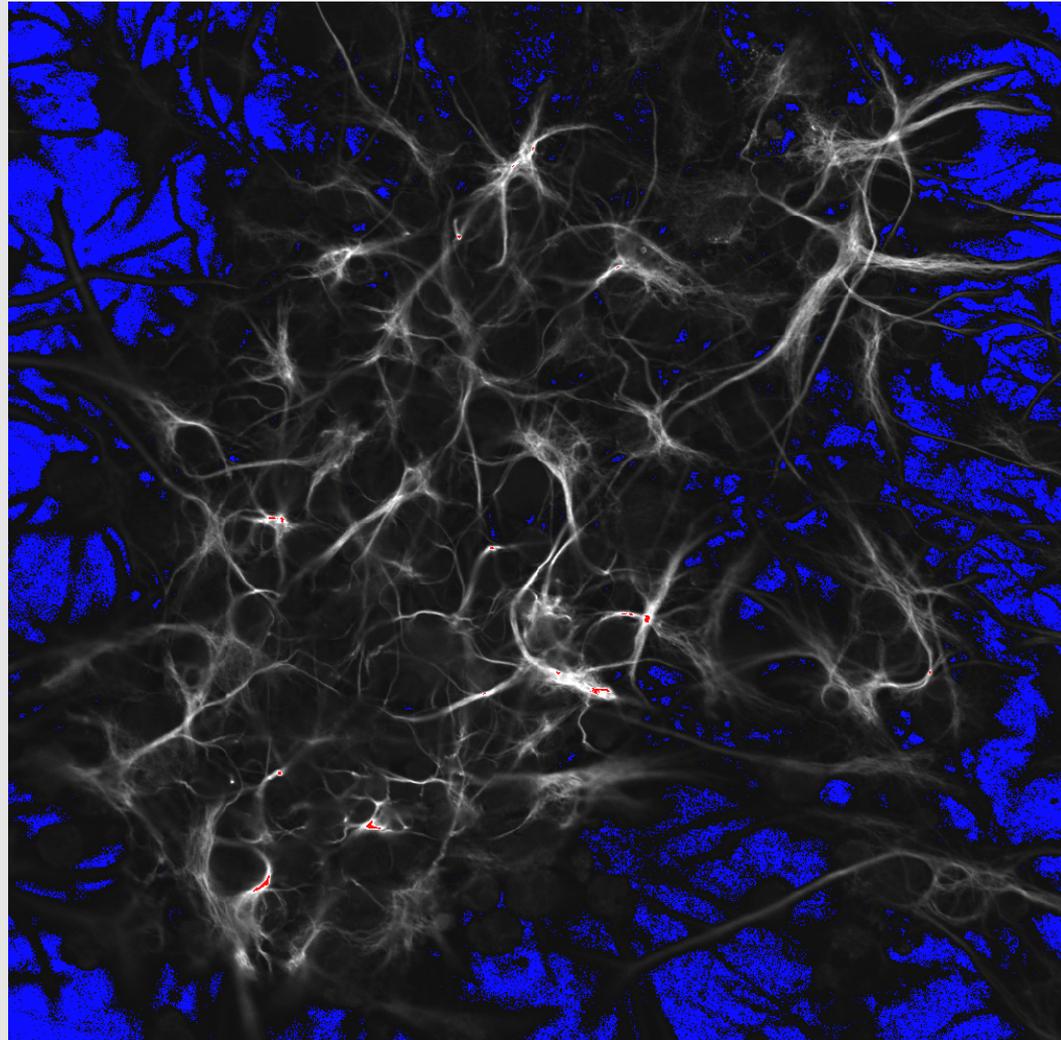
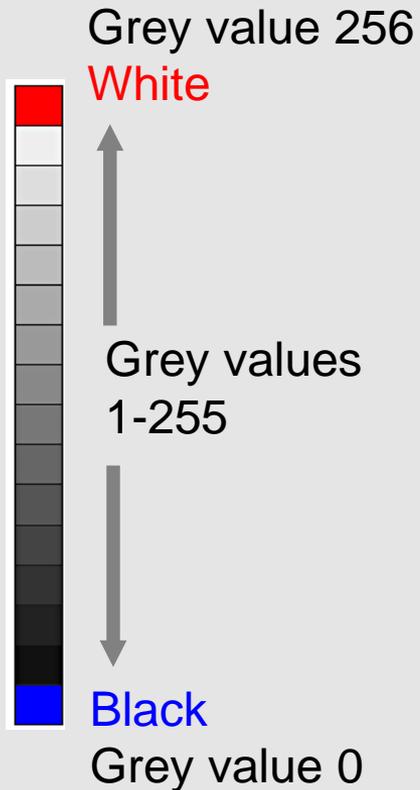


# Range Indicator

How to evaluate the dynamic range the best

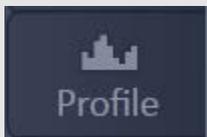
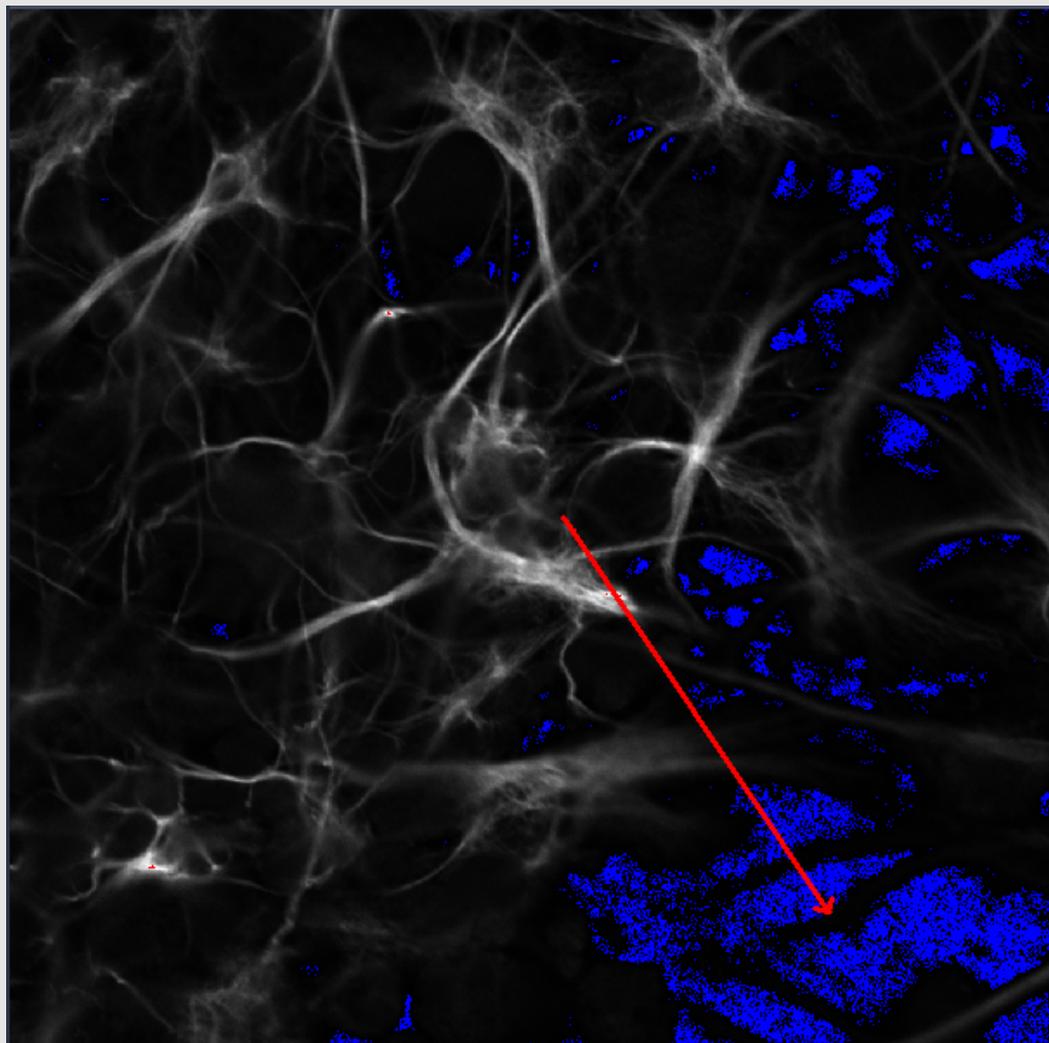


## Look-up table Range Indicator (8bit)



# Profile

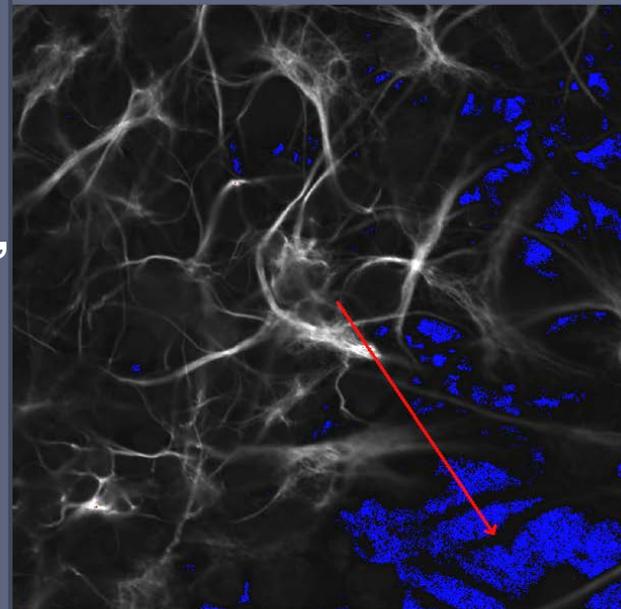
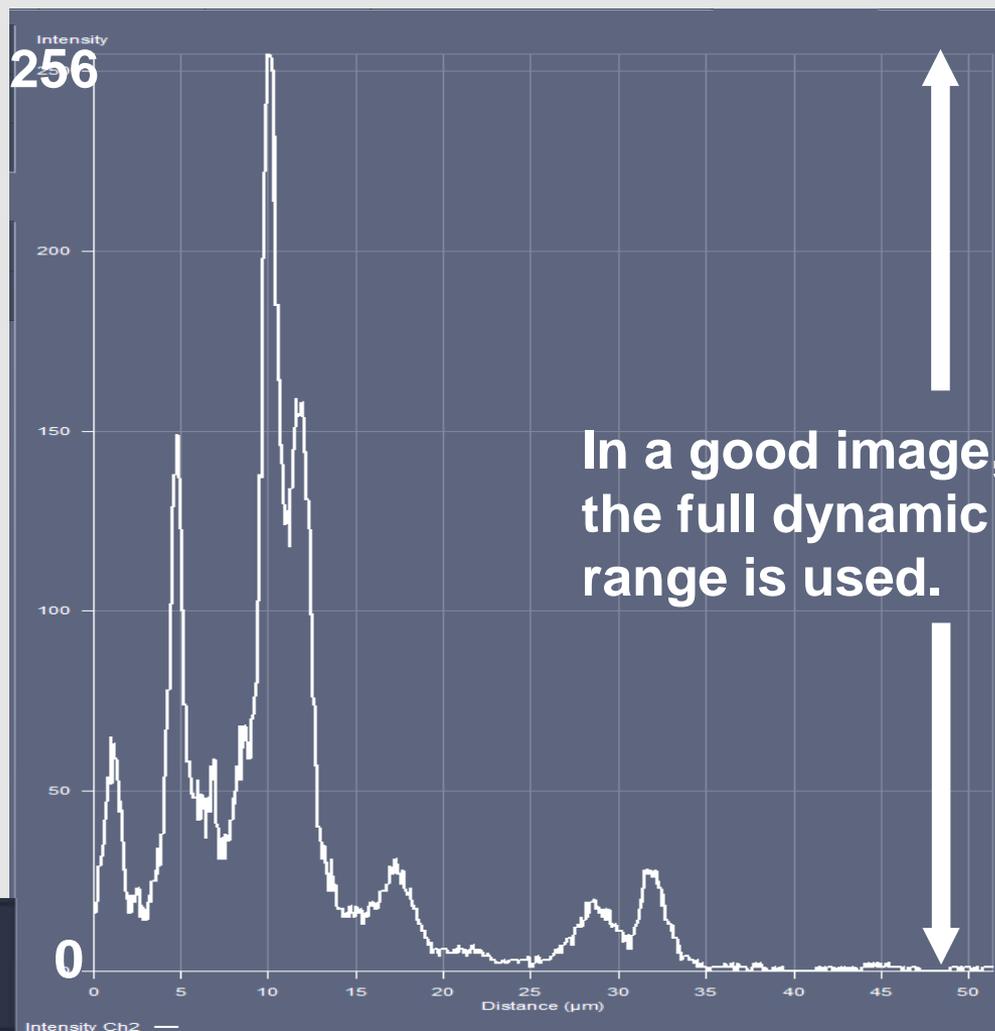
## How to measure the dynamic range



= gives measurements of grey values along a line

# Profile

## How to measure the dynamic range



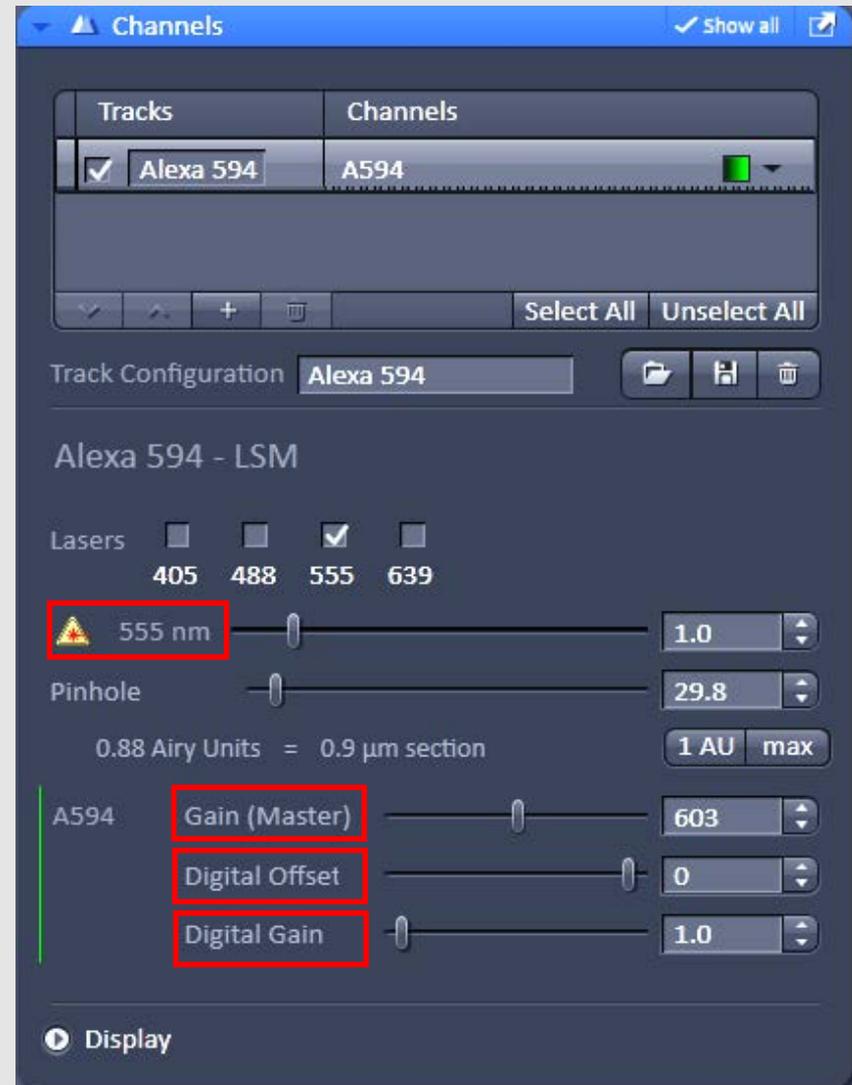
# Setting up the perfect Image

## The Detector and Laser settings

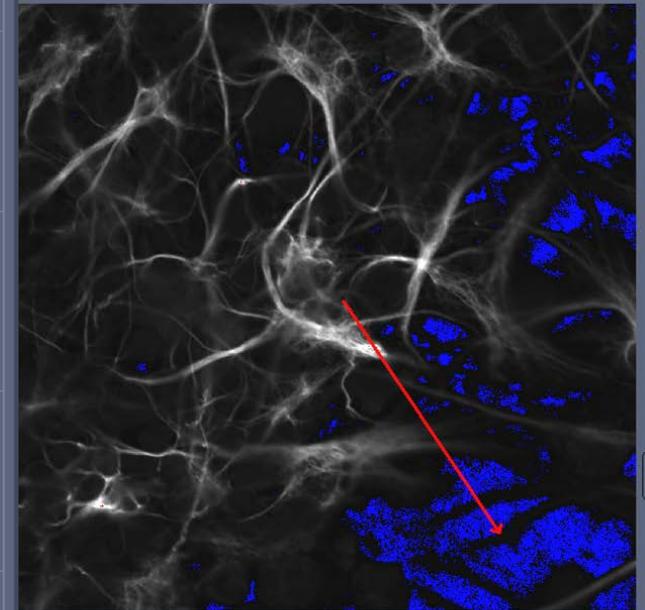
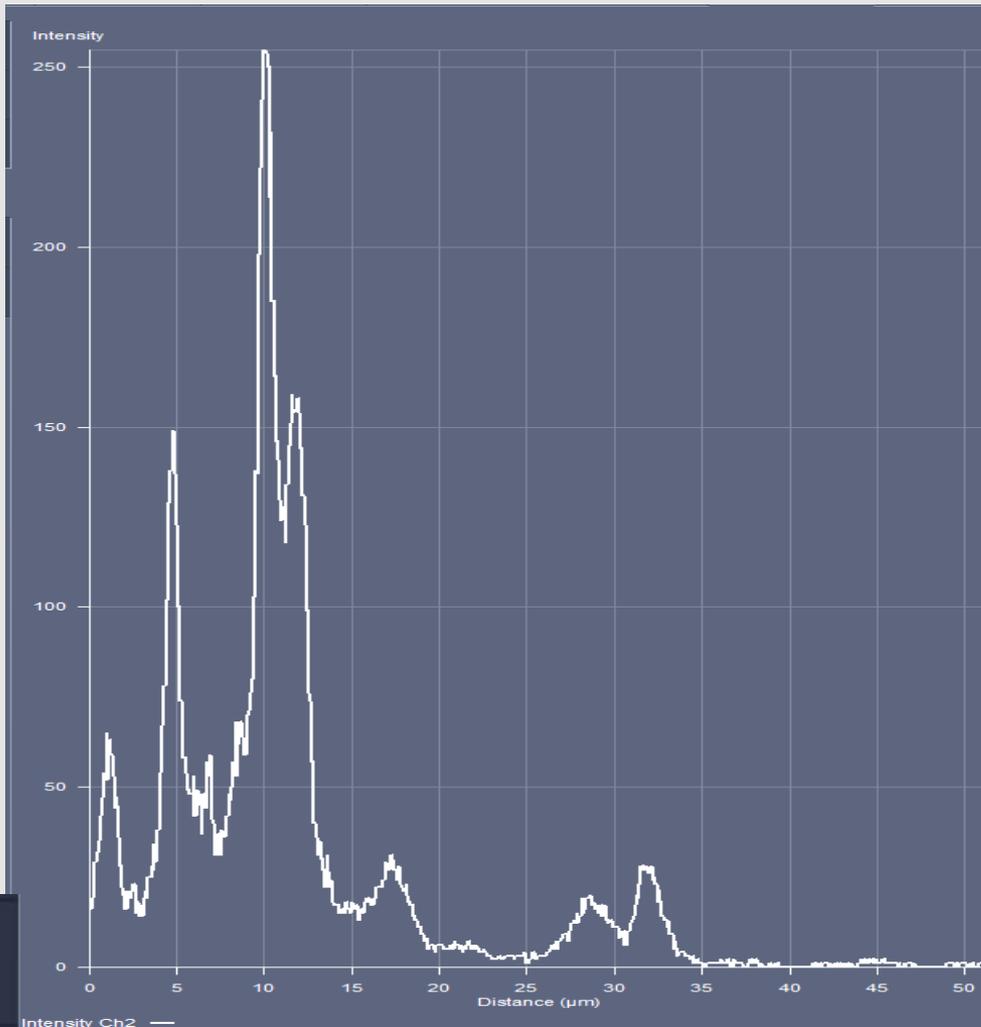


The main tools are:

- Laser power
- Gain (Master)
- Digital Offset
- Digital Gain



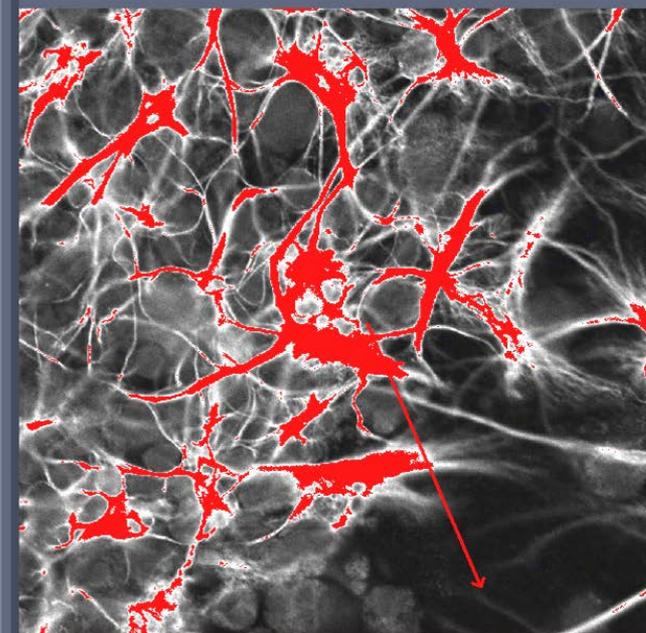
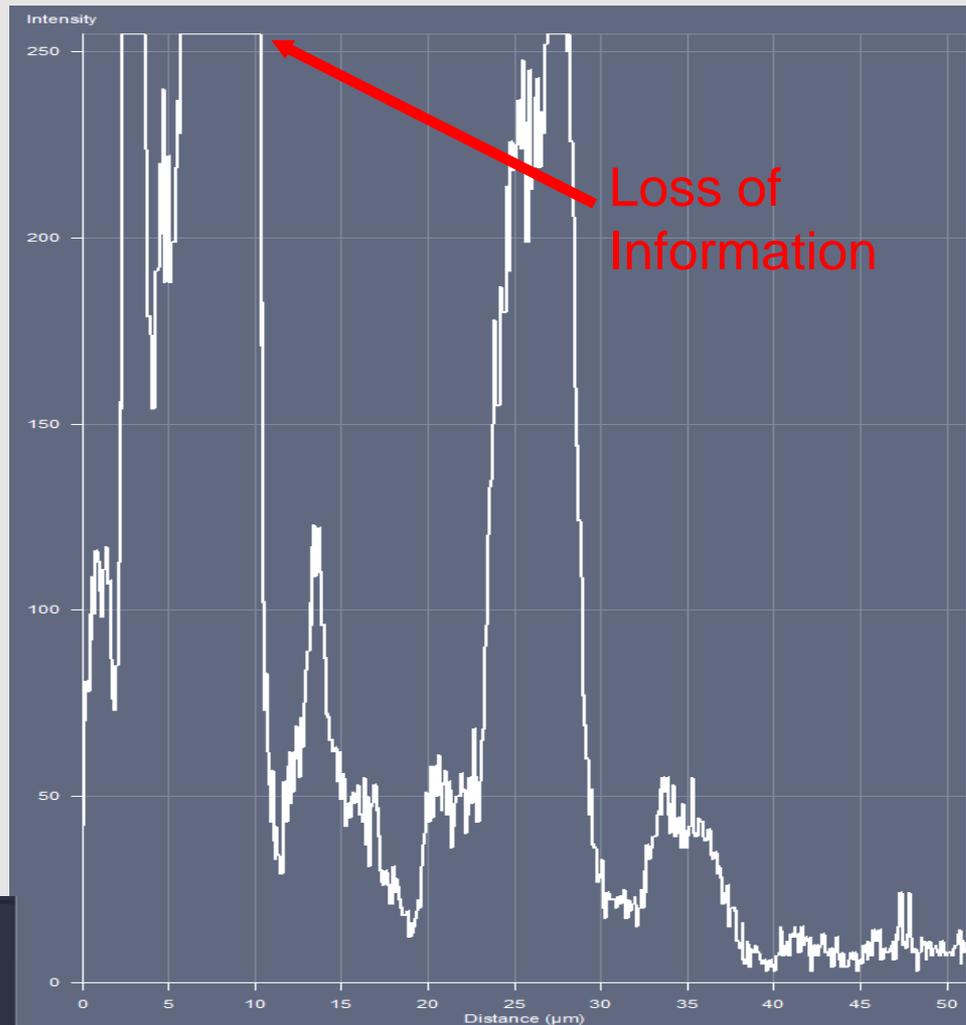
# Gain (Master) Set Correctly



Profile

# Gain (Master)

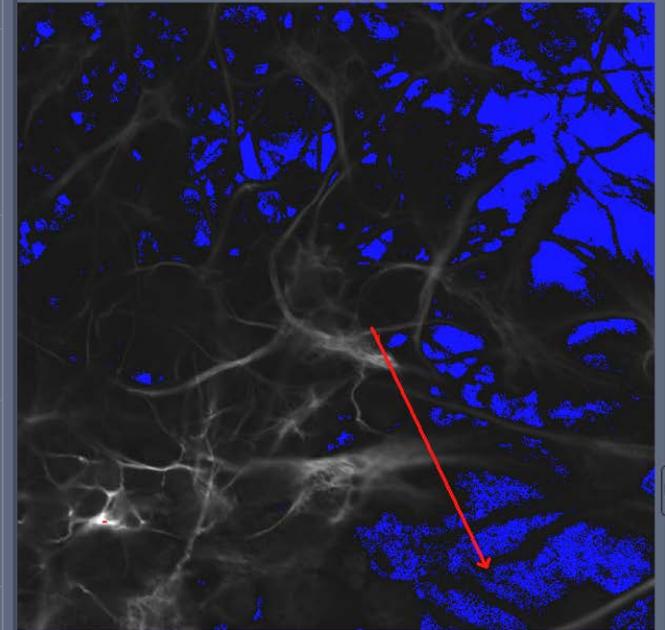
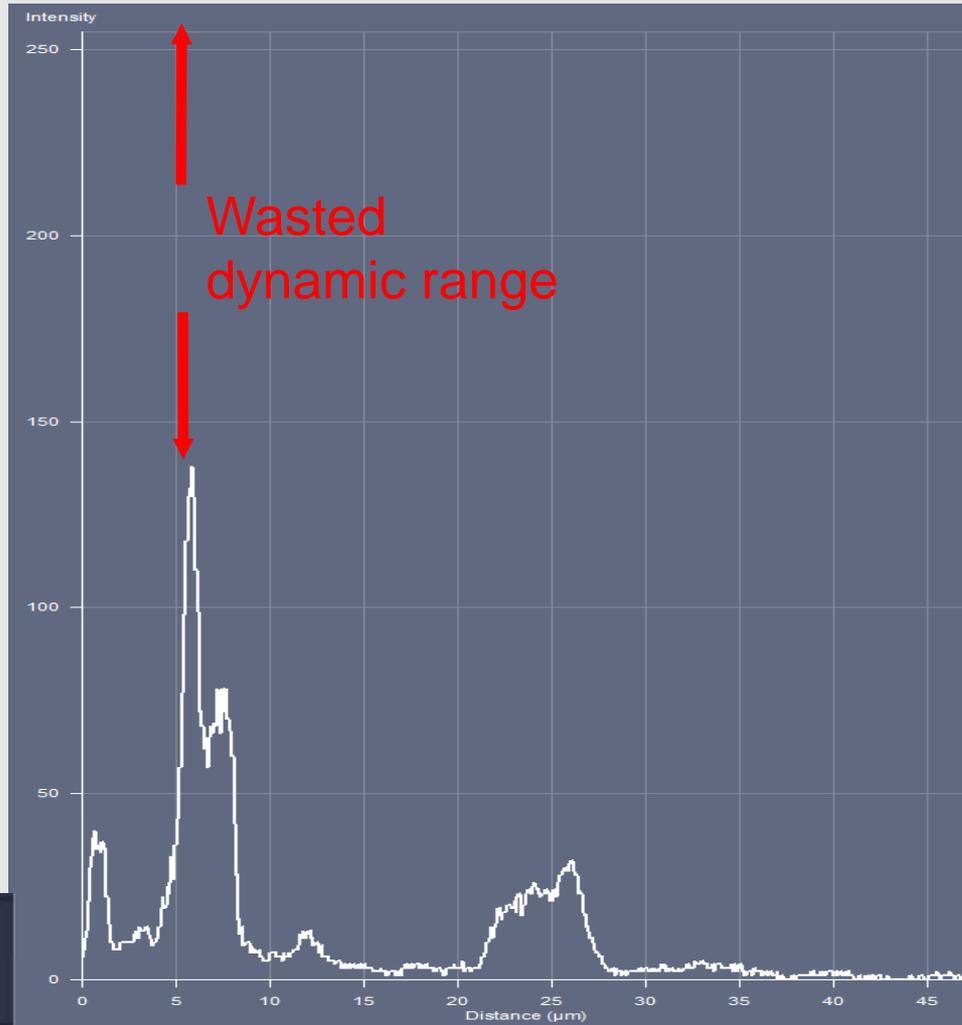
Set too high



Profile

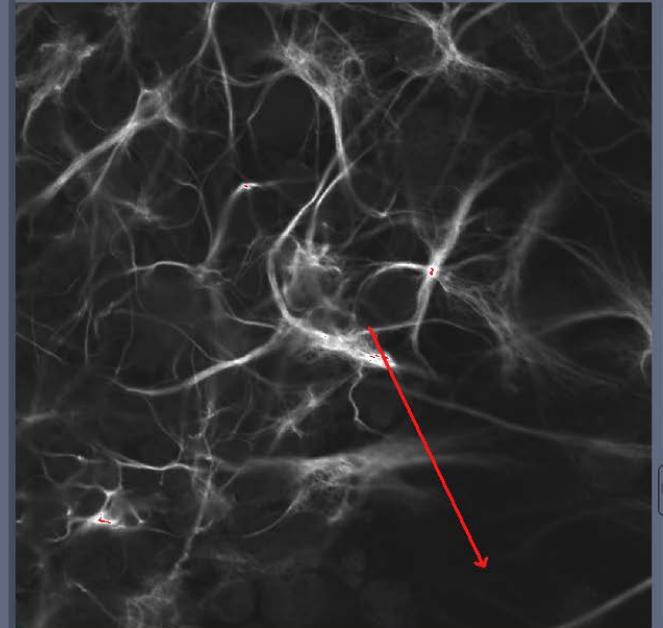
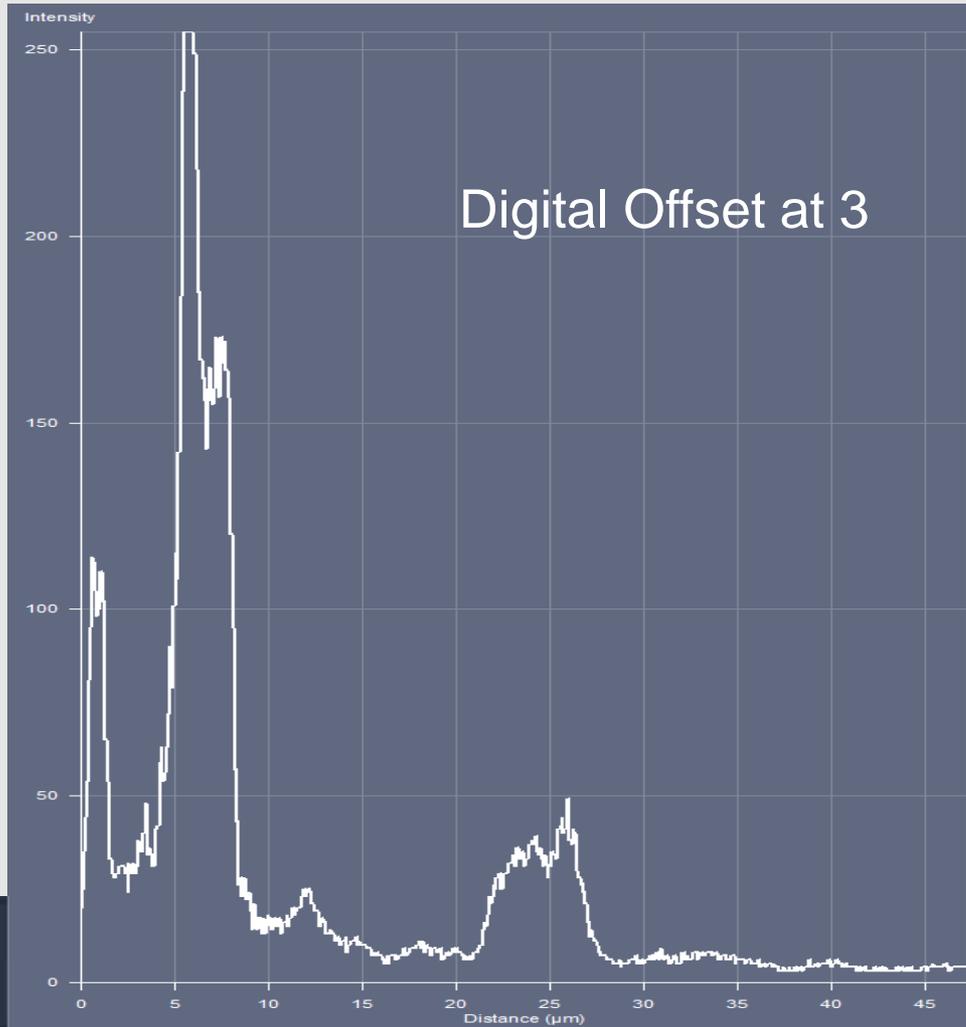
# Gain (Master)

Not enough



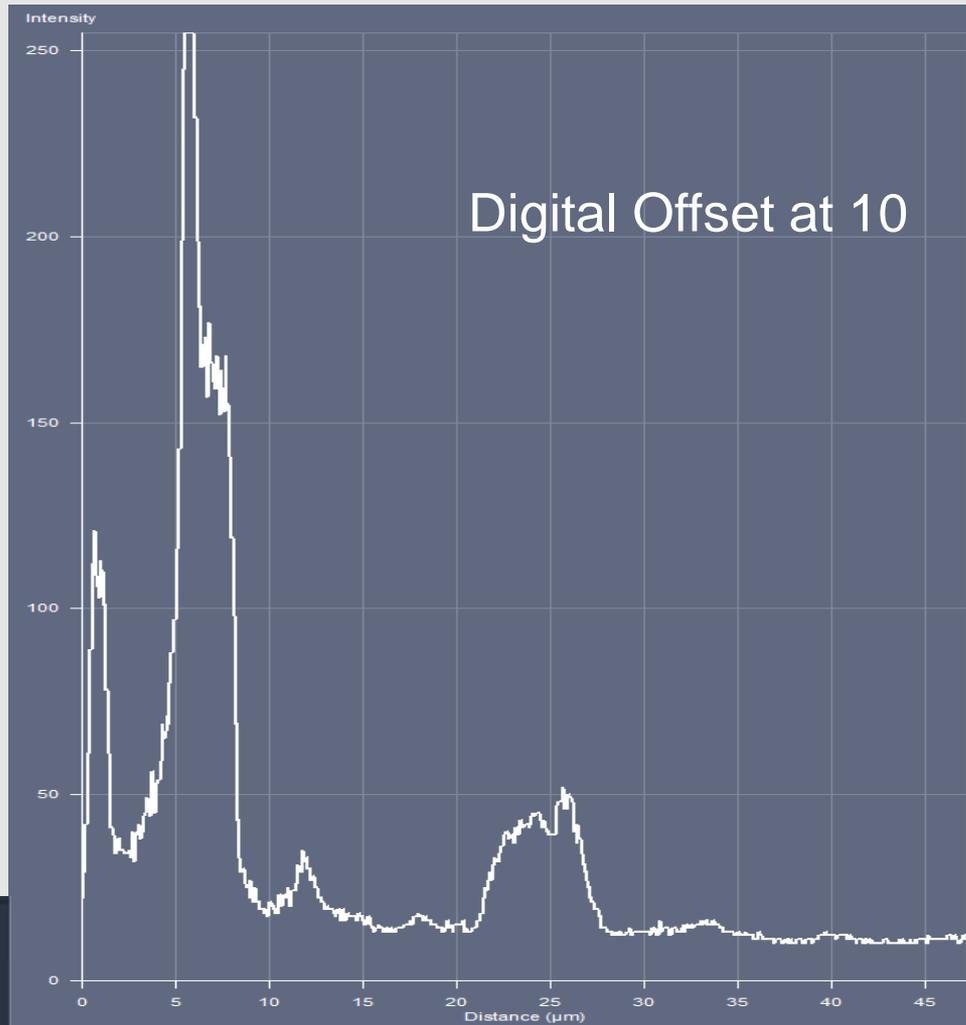
# Use of Digital Offset

## Enhances less bright details

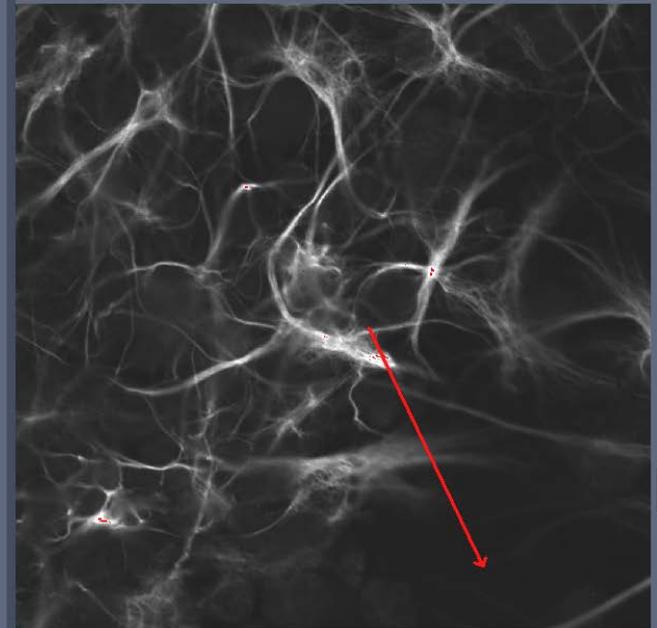


# Use of Digital Offset

## Enhances less bright details

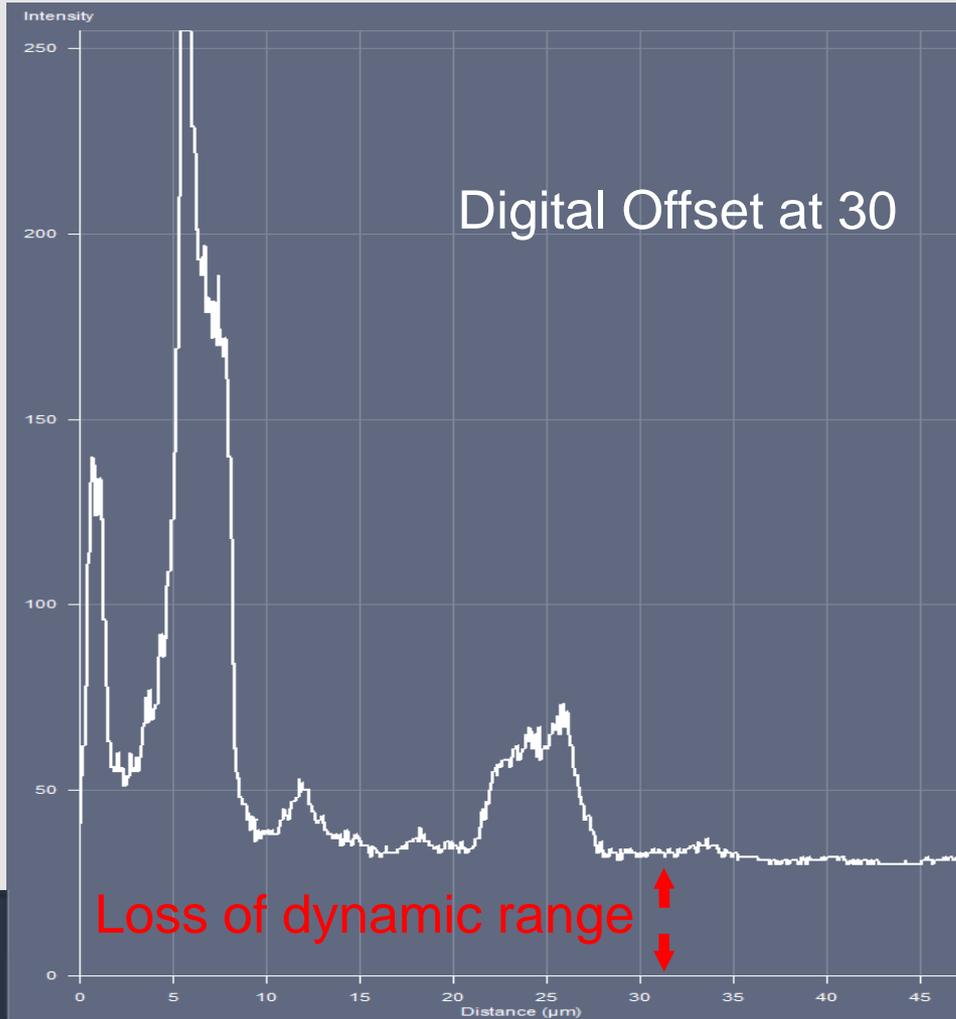


More fine details:

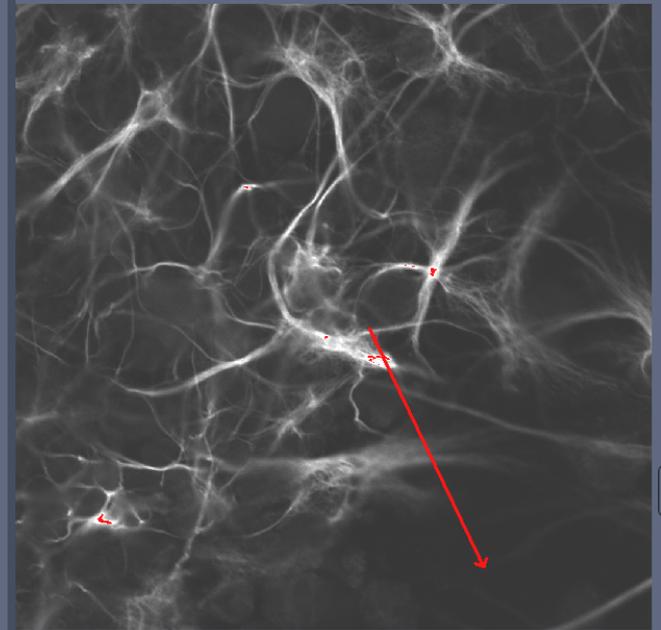


# Use of Digital Offset

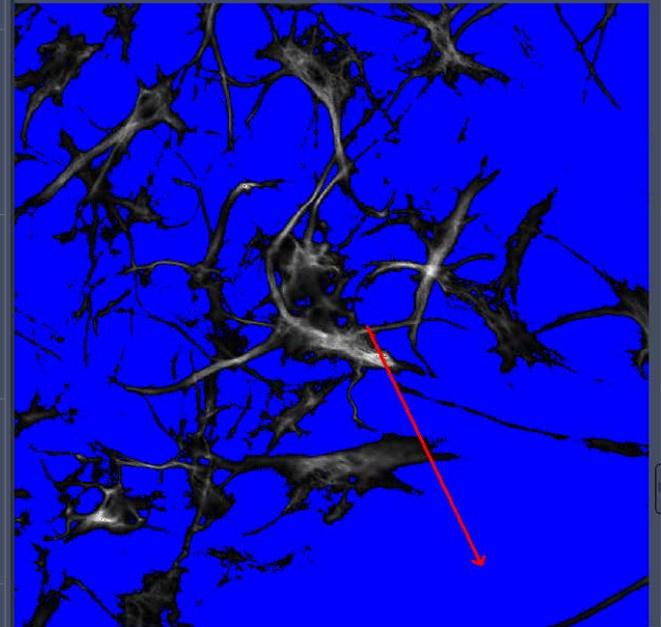
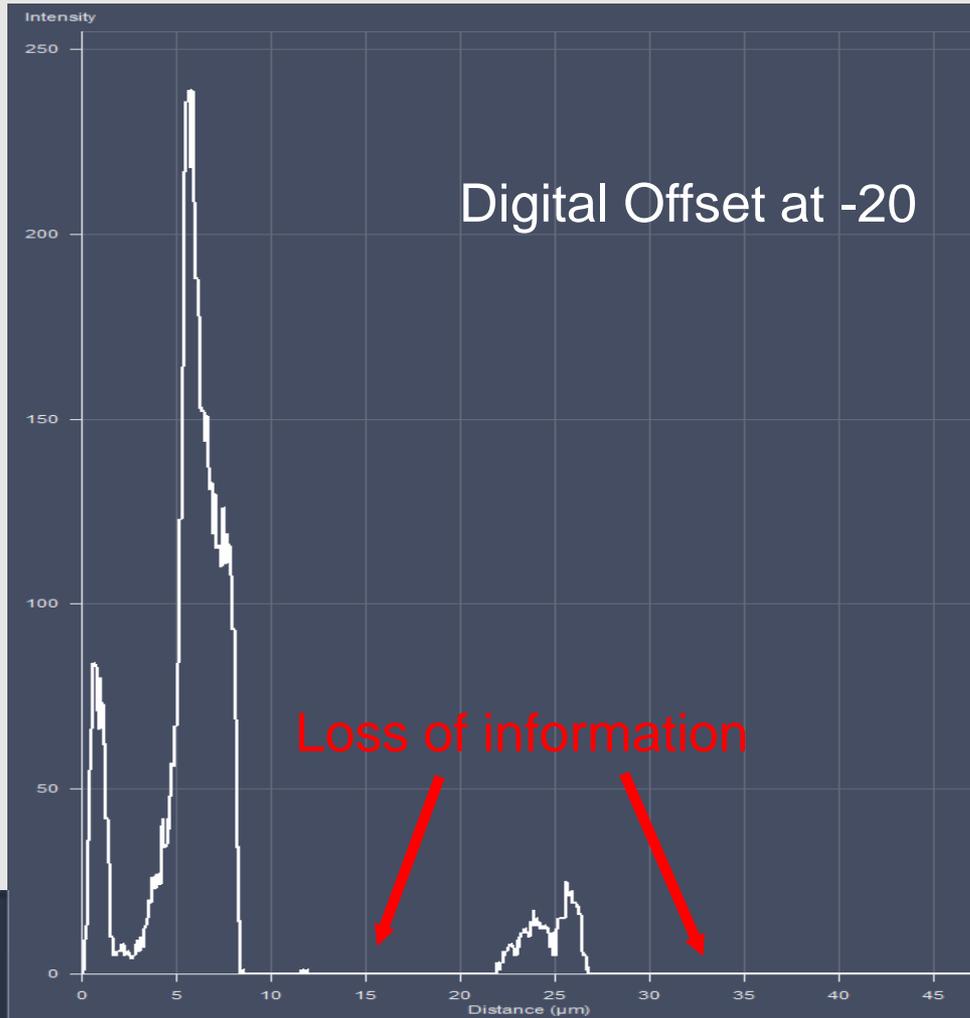
Too high



More fine details:

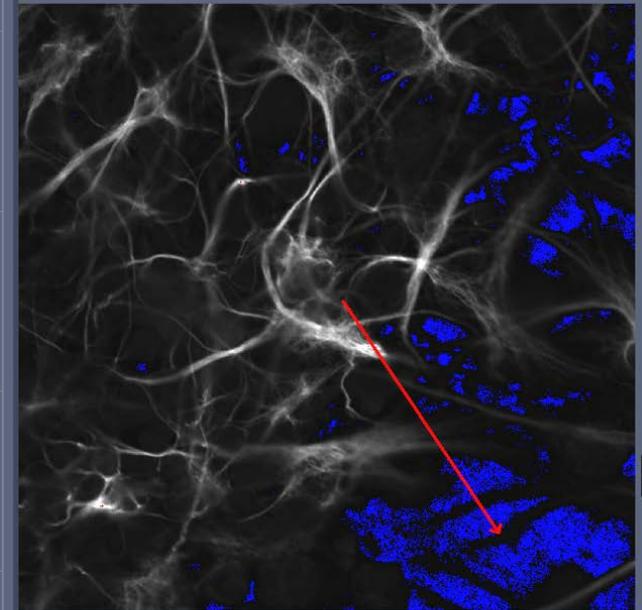
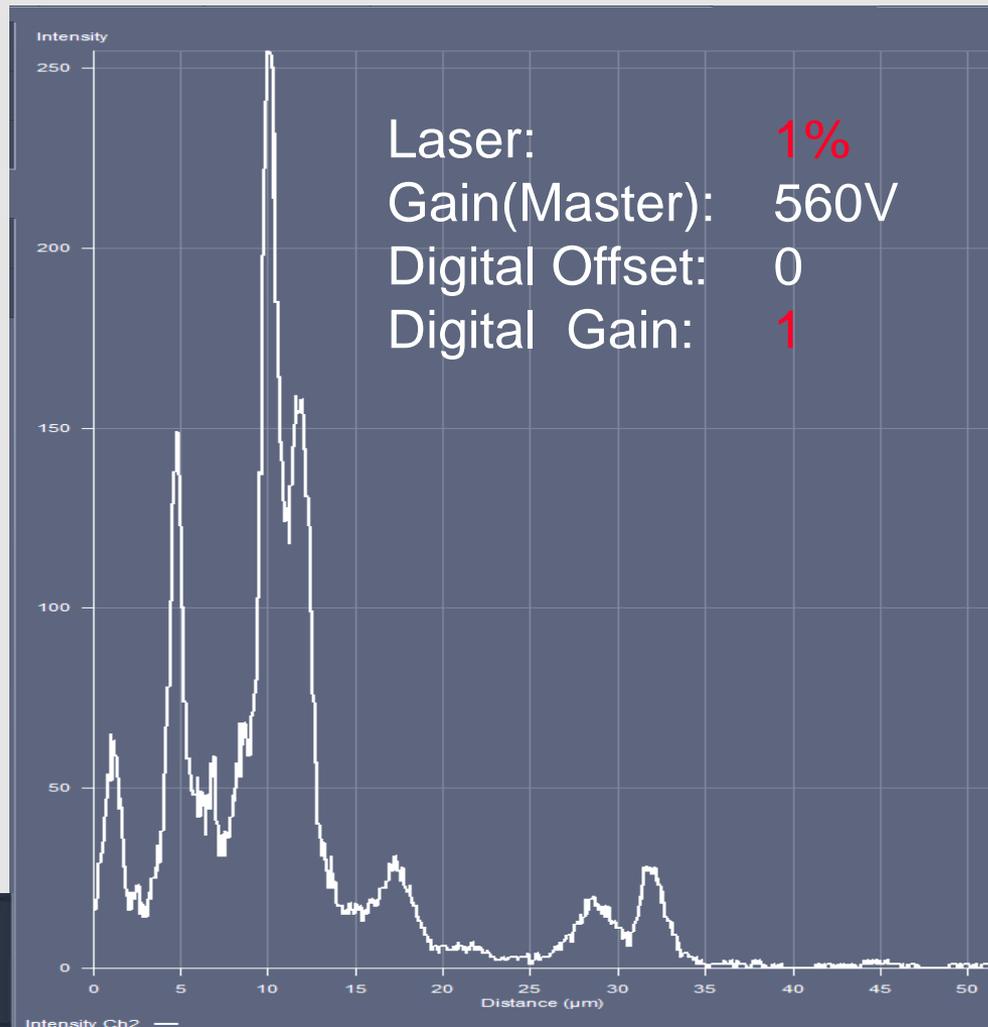


# Use of Negative Digital Offset Reduces Background



# Use of Digital Gain

Increases the Signal (and saves Laser Power)

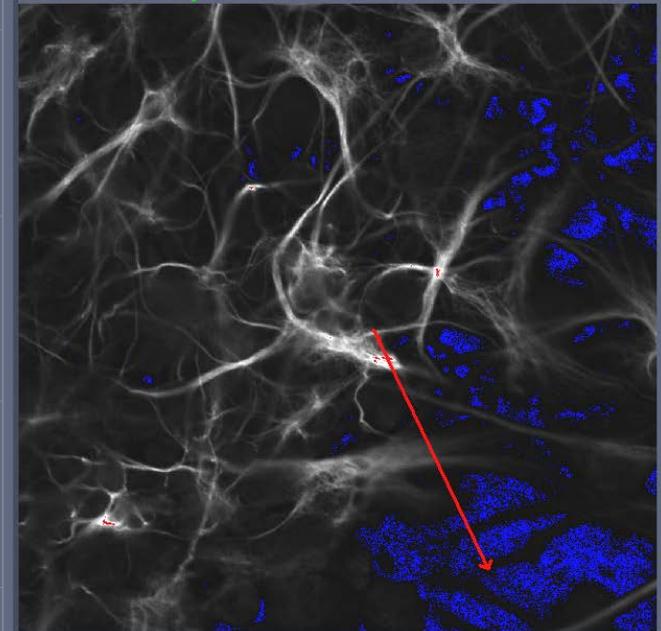


# Use of Digital Gain

Increases the Signal (and saves Laser Power)



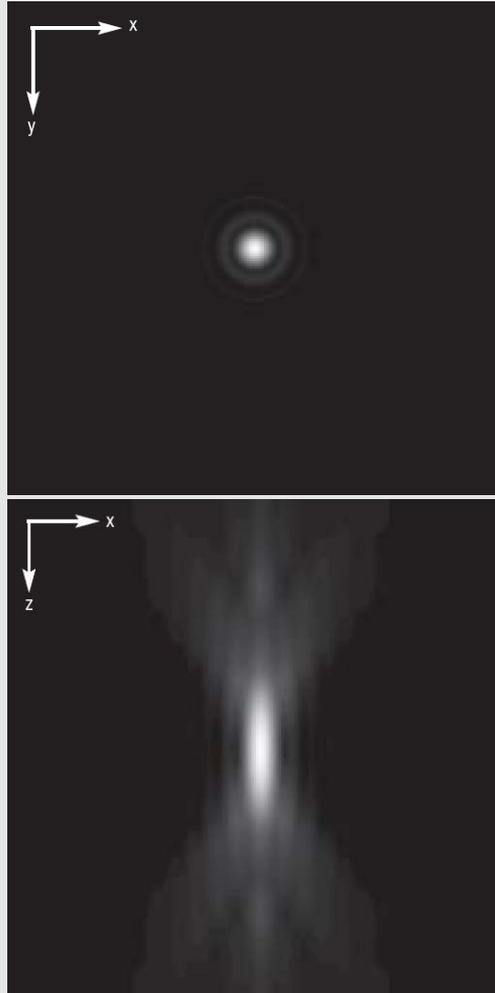
Image still fine with half  
Laser power



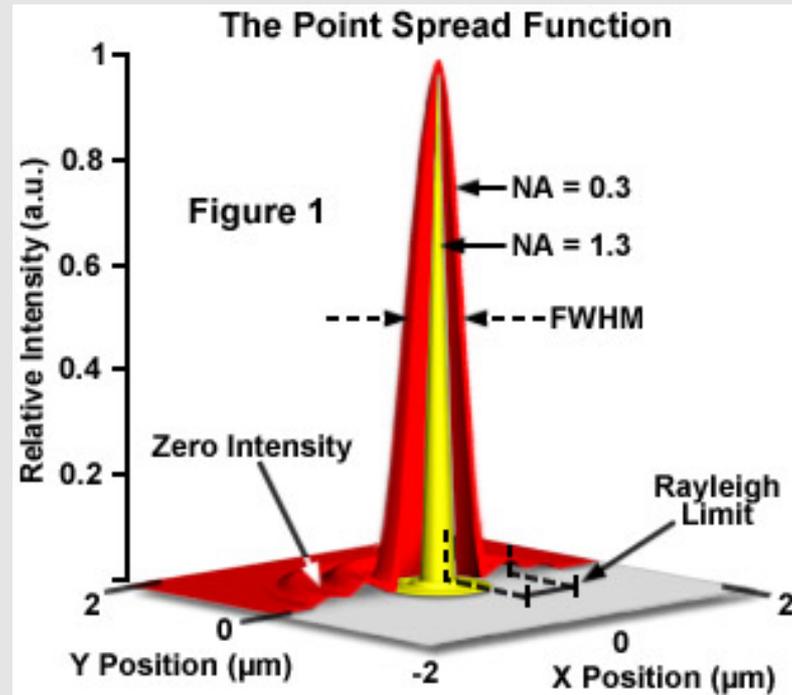
- 1 Confocal Principle
- 2 Innovative Beam Path Technology
- 3 Confocal Imaging: Images and Z-Stacks
- 4 Scanning Strategies
- 5 Resolution: Point Spread Function
- 6 Evaluating an Image

# Resolution: Point Spread Function

## 3D Diffraction Pattern of Light



## Three-Dimensional Intensity Distribution

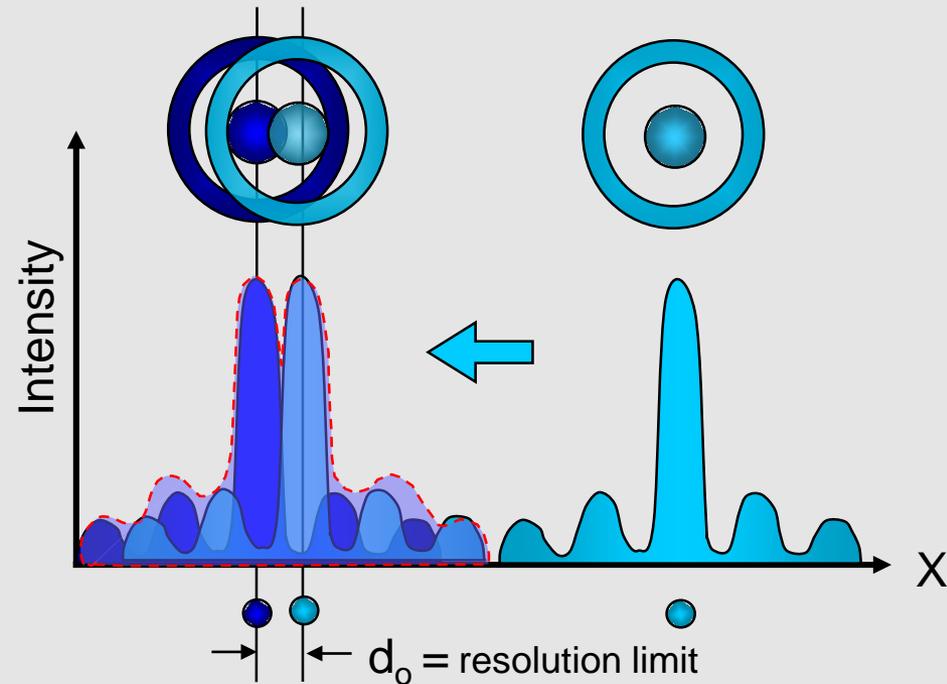
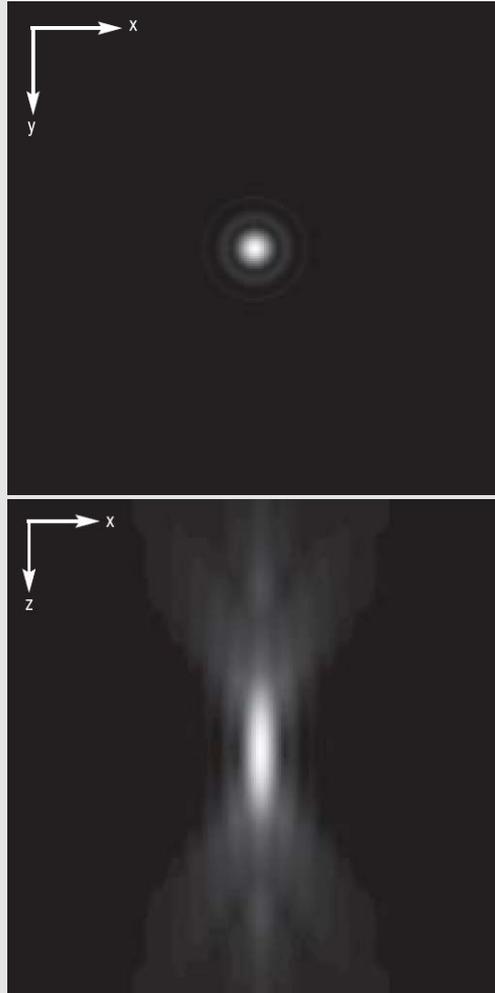


PH is set optimally if it matches the diameter of the Airy Disc.

# Resolution: Point Spread Function



The limit up to which two small objects are seen as separate



$$FWHM_{ill,lat} = \frac{0.51 * \lambda_{em}}{NA}$$

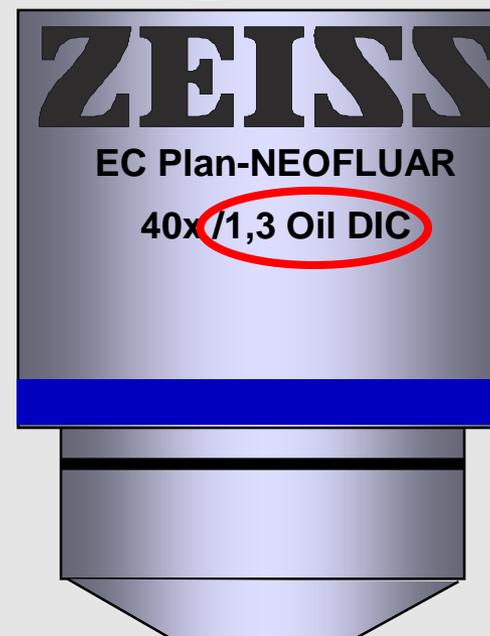
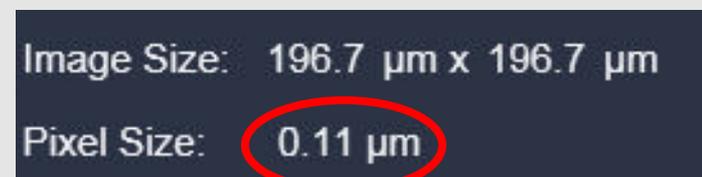
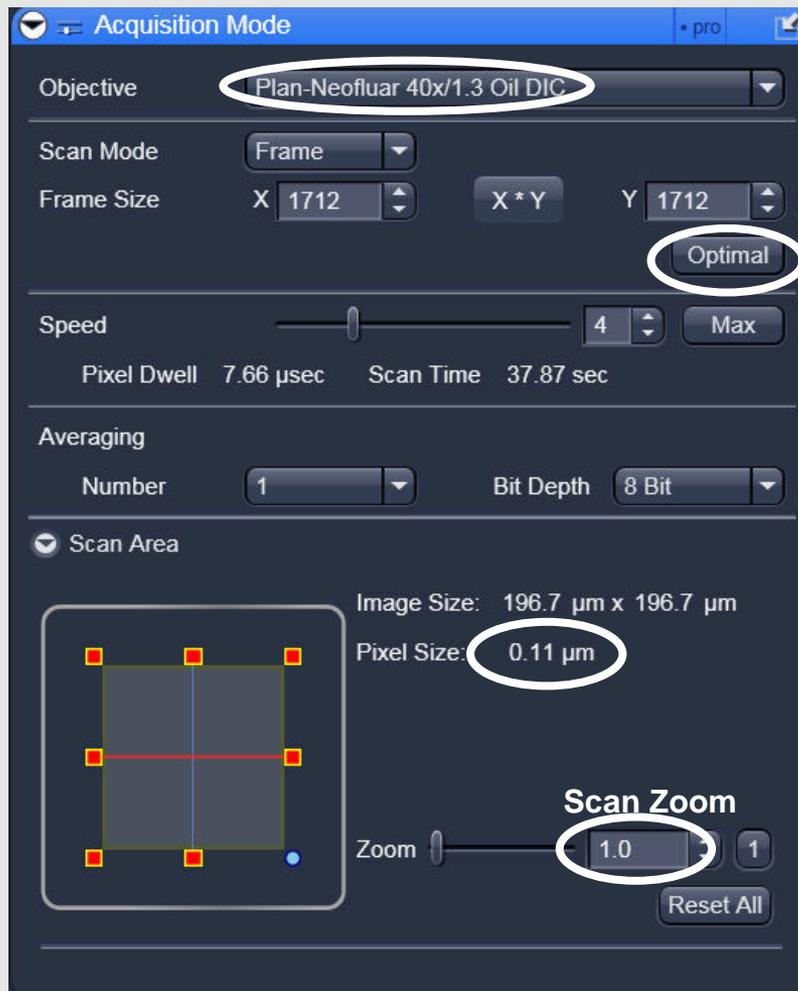
FWHM = Lateral Resolution [ $\mu\text{m}$ ]

NA = Objective Numerical Aperture

$\lambda_{em}$  = Emission Wavelength [nm]

# Resolution

## Information given in the Software



# Resolution and Application

## Empty Magnification



Frame size defined in the software:

**Optimal**

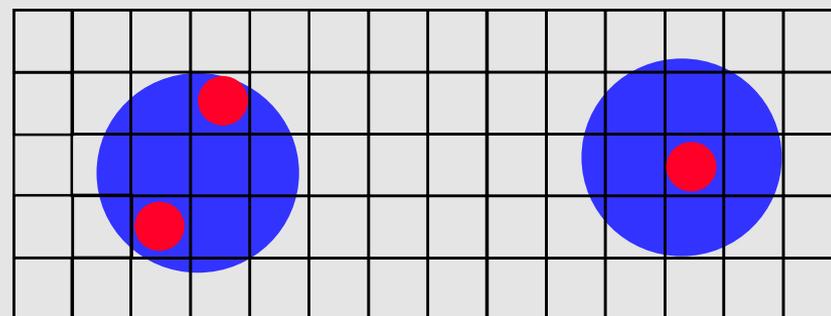
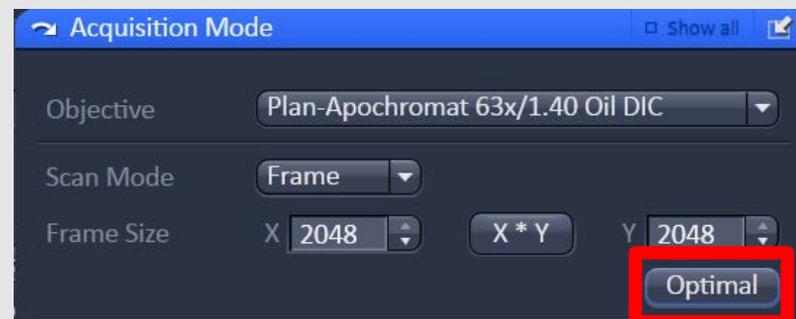
Sets the frame size according to the achievable resolution

The frame size depends on Zoom factor and Objective

- + No information is lost
- + Optimal sampling achieved
- Scan Time takes longer

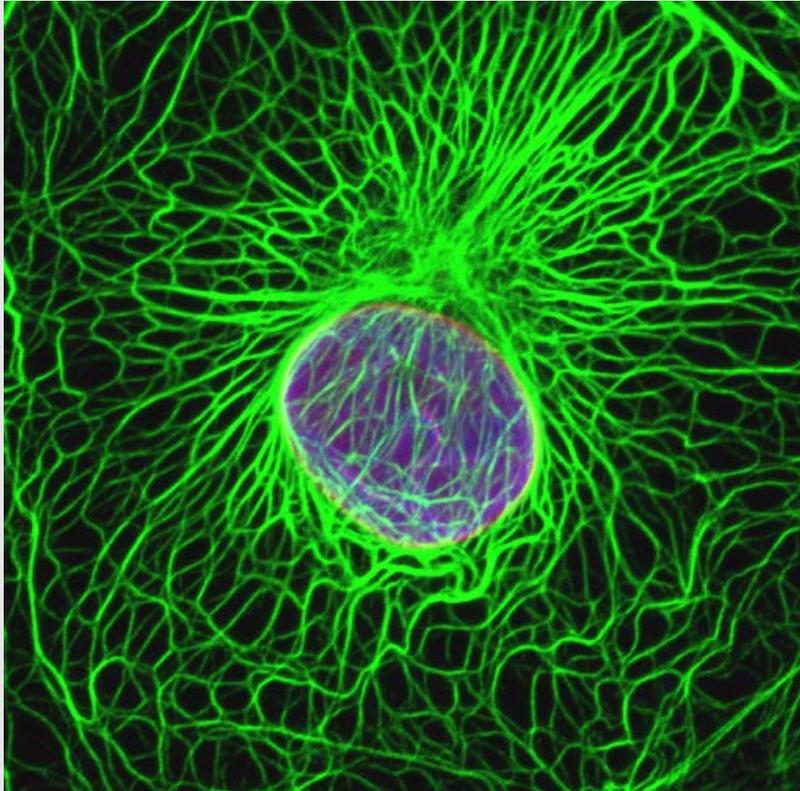
Pixel size is **optimal** for optical resolution

→ but what about the structure?

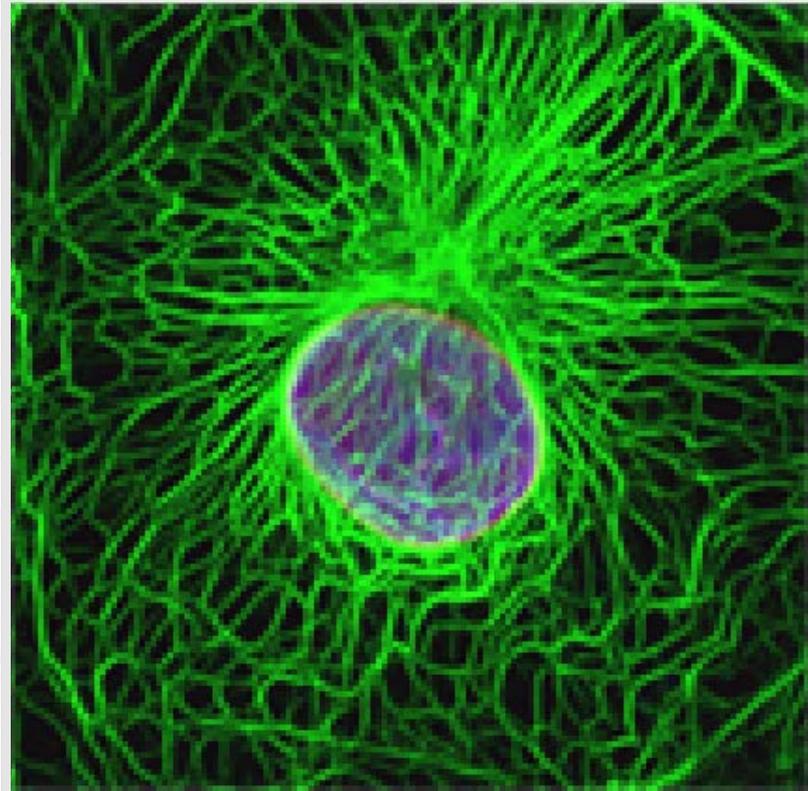


# Hunting for Details?

Choose the right Resolution



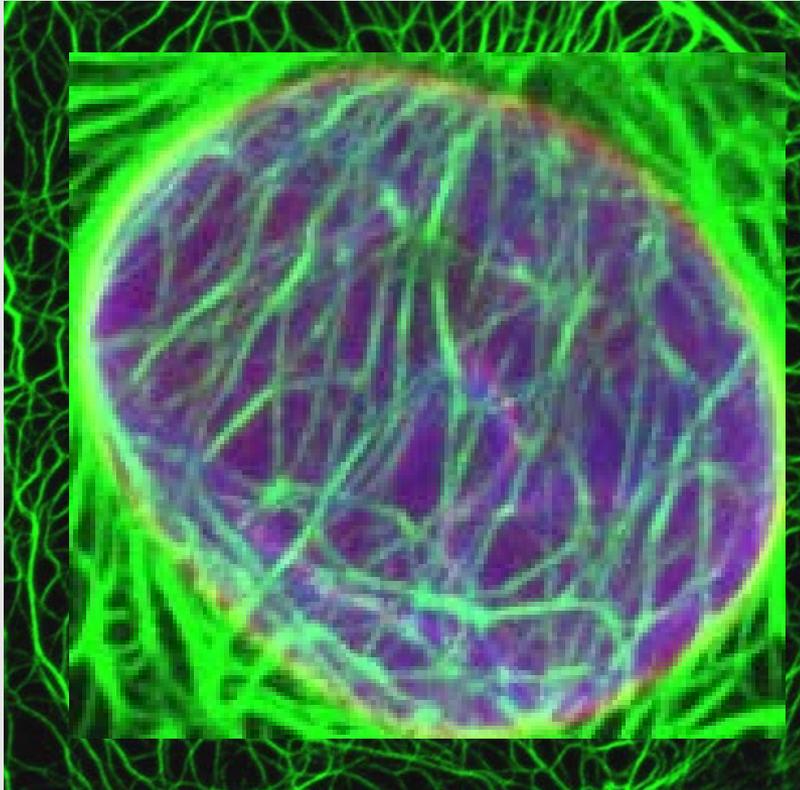
**Resolution okay**



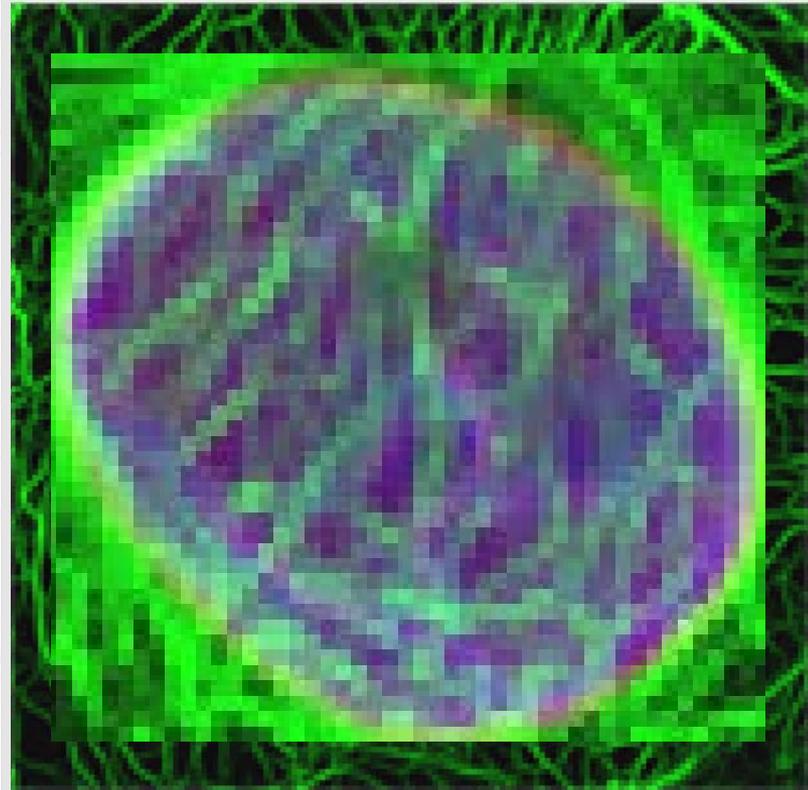
**Resolution too low**

# Hunting for Details?

Choose the right Resolution



**Resolution okay**



**Resolution too low**

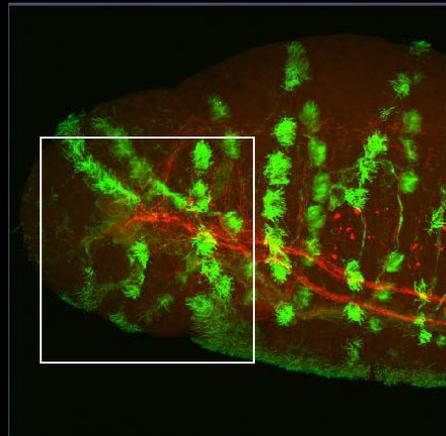
# Resolution in the Confocal Scan

## Pixel Resolution and Optical (Scan) Zoom

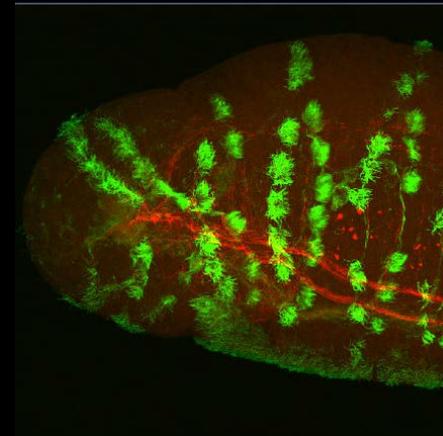


From 512x512 to 1024x1024. Number of Pixels increased, Size of Scanning Field constant

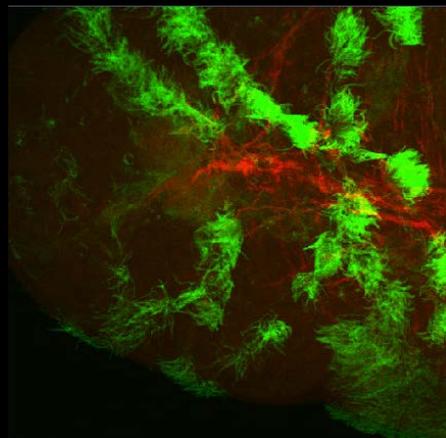
From Scan Zoom1 to 2  
Number of Pixels constant, Size of Scanning Field decreased



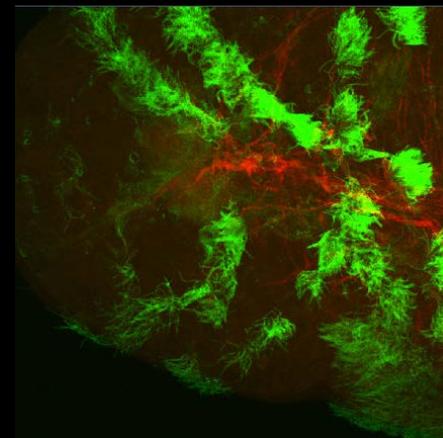
Pixel Size  
0.45 $\mu$ m



Pixel Size  
0.22 $\mu$ m



Pixel Size  
0.22 $\mu$ m



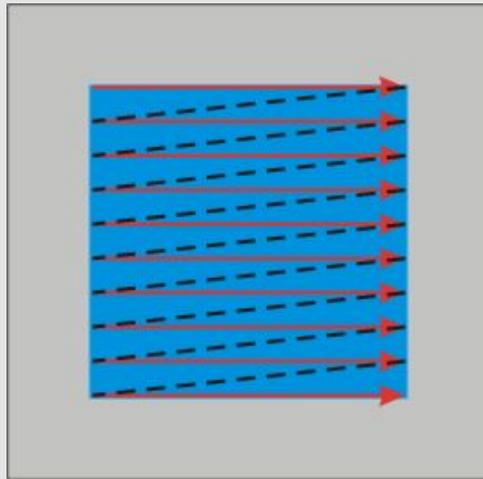
Pixel Size  
0.11 $\mu$ m

# Resolution in the Confocal Scan

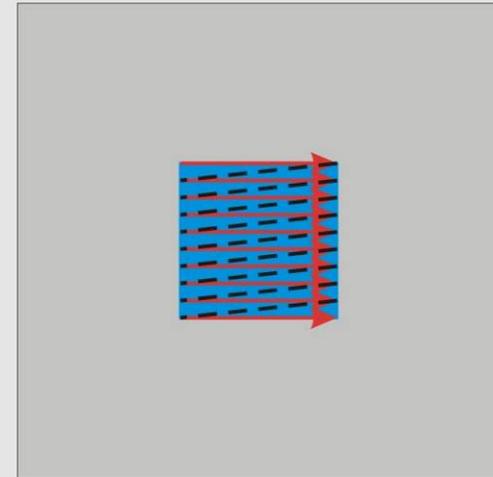
## Pixel Resolution and Optical (Scan) Zoom



Laser Energy Density can be increased by zooming



Zoom 1



Zoom 2

# Optical Slice Thickness



## Calculation of Optical Slice Thickness

### Optical Slice Thickness ( $1\text{AU} < \text{PH} < \infty$ )

$$\approx \sqrt{\left[ \frac{0.88 * \lambda_{em}}{(n - \sqrt{n^2 - NA^2})} \right]^2 + \left[ \frac{\sqrt{2} * n * PH}{NA} \right]^2}$$

Wave-optical Term      Geometric-optical Term

The Optical Slice thickness is controlled by:

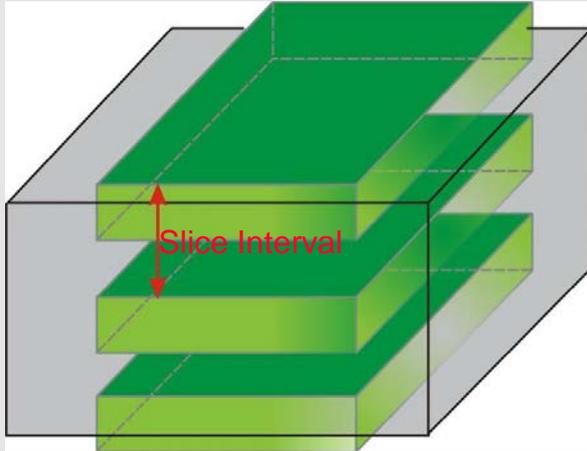
- NA = Numerical Aperture of Objective
- $\lambda_{em}$  = Emission Wavelength [nm]
- PH = Pinhole diameter [ $\mu\text{m}$ ]
- n = Refractive Index of Immersion liquid



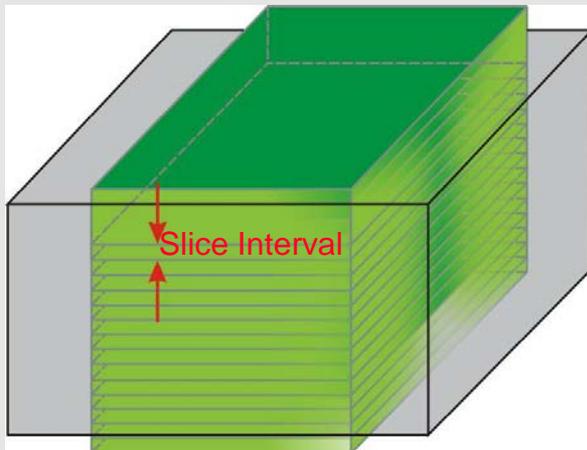
Having enough slices ensures also good quality for 3D rendering

# Optical Slice Thickness

## Overlap between Optical Slices



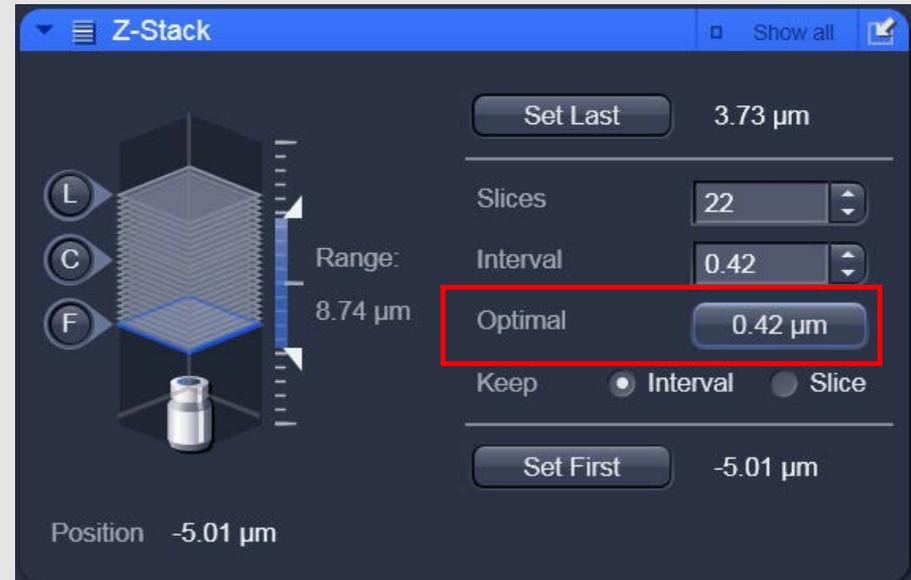
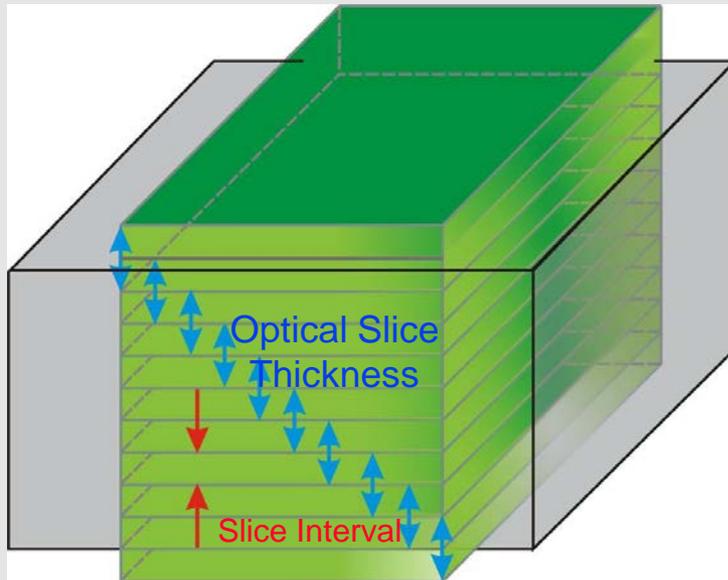
With this setting, the object structures between the slices cannot be detected.



At very small intervals a lot of additional data without additional information is generated.

# Optical Slice Thickness

## Overlap between Optical Slices



The optimal overlap is fulfilled at “**Nyquist**” or “**Sampling Theorem**” conditions.

→ Sampling frequency (slice interval) must be the double of the information frequency (z-resolution or optical slice thickness).

**To achieve these conditions just press *Optimal Interval* in *Z-Stack* dialog. Then, the slices overlap by half of their thickness (no missing information @ minimal number of sections).**

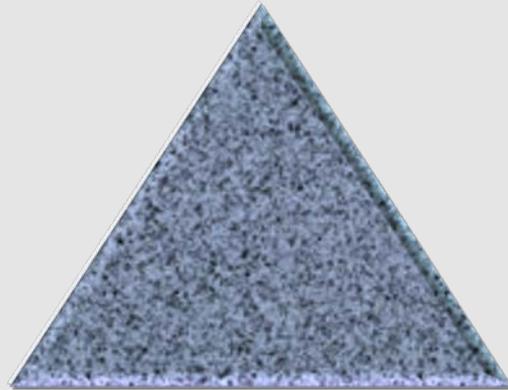
# Life is Full of Compromises:

A good compromise has to be found for every imaging task!



## „Non-invasive“ Data Recording

- low photobleaching
- low cytotoxicity (laser irradiation)



## High Temporal Resolution

- fast acquisition speed
- high number of different time points

## High Spatial Resolution

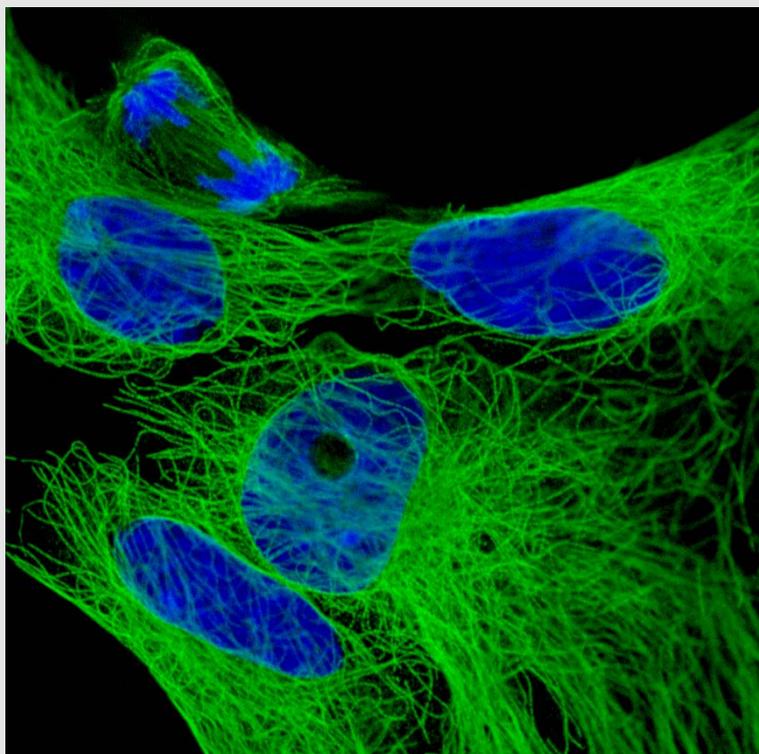
- high resolution images
- high resolution Z-Stacks
- optimal S/N

- 1 Confocal Principle
- 2 Innovative Beam Path Technology
- 3 Confocal Imaging: Images and Z-Stacks
- 4 Scanning Strategies
- 5 Resolution: Point Spread Function
- 6 Evaluating an Image

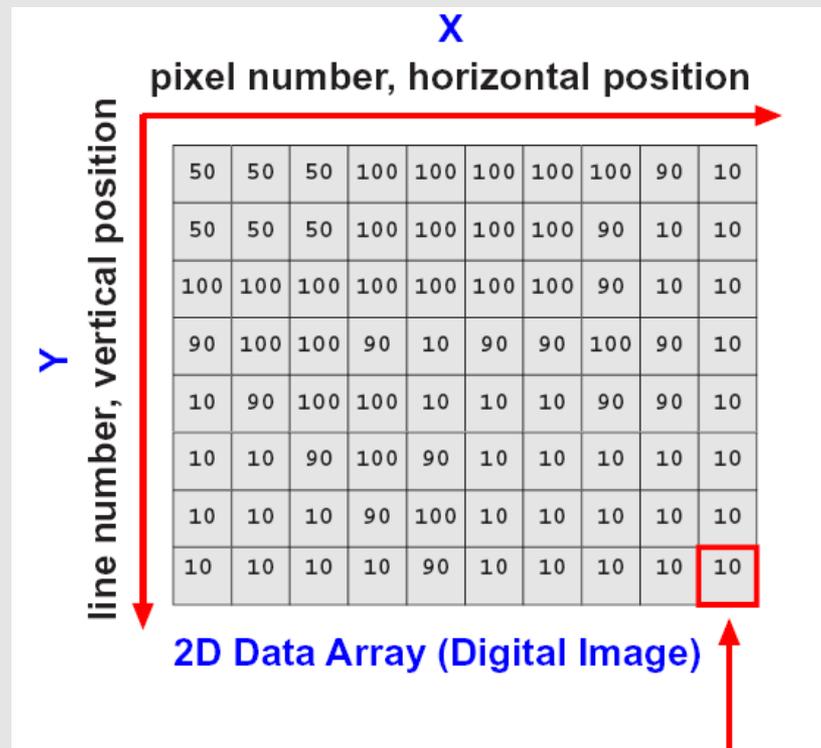
# Evaluating an Image



Displayed Image

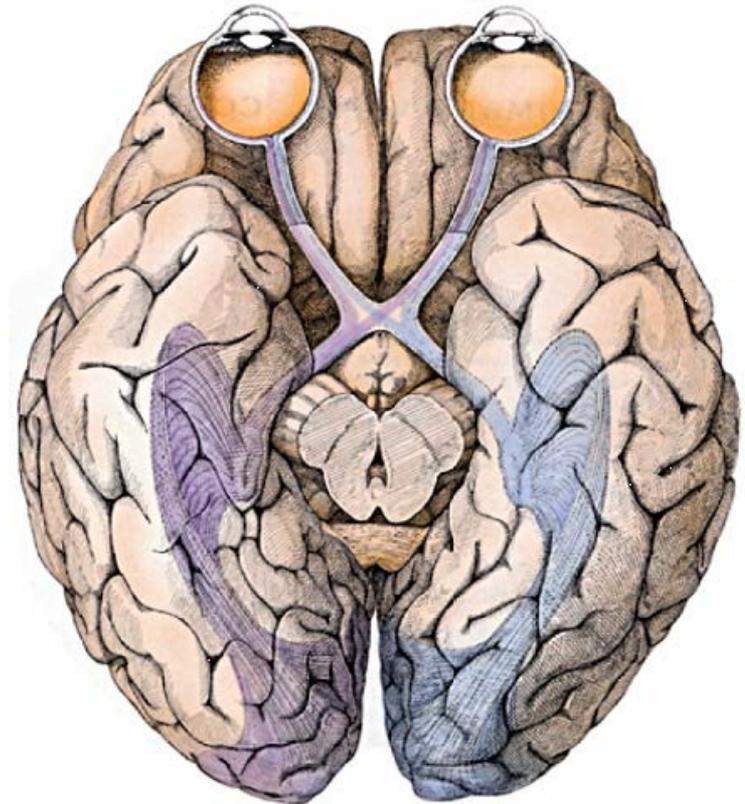
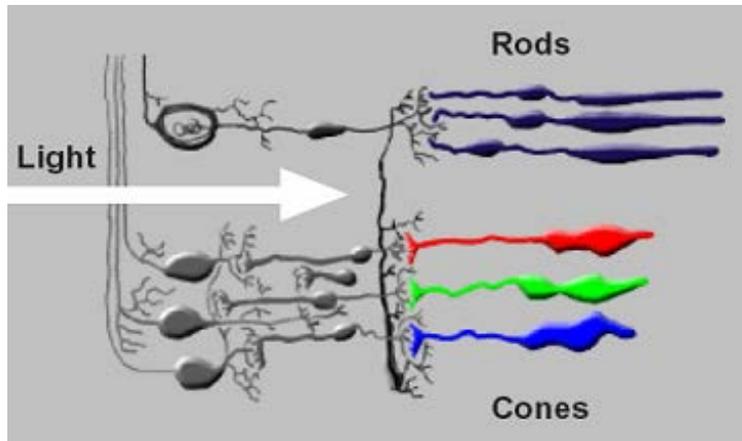


Digital Image



# Visualizing Biology

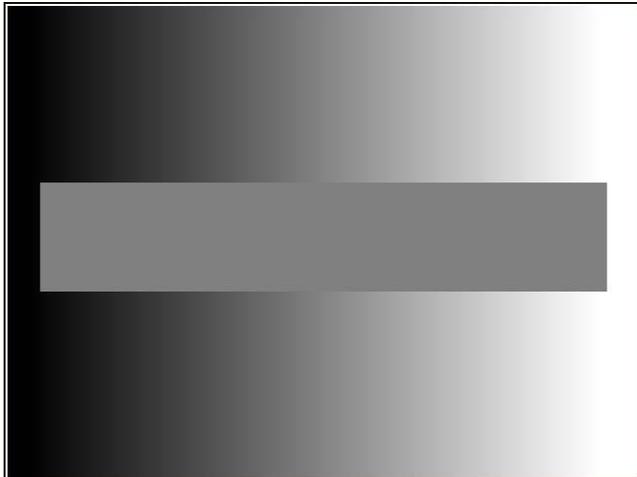
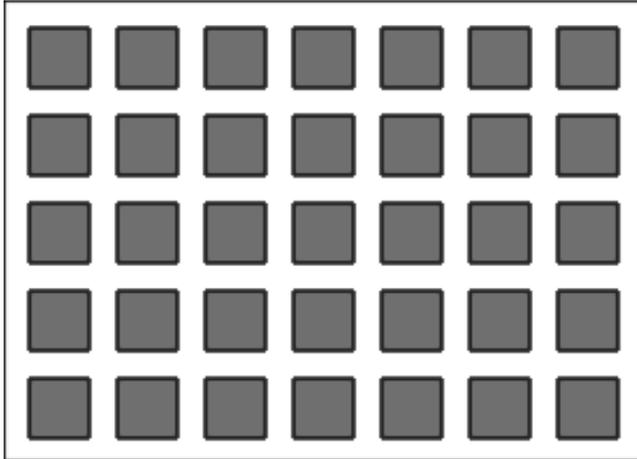
Human visual perception and the problem of subjectivity



**A perfect imaging system ?**

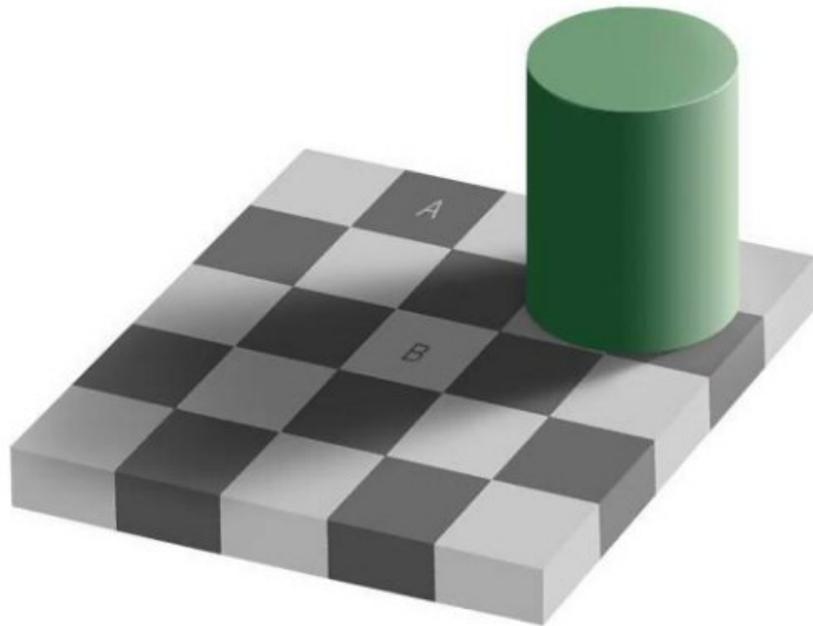
# Visualizing Biology

Optical illusions reveal imperfections of human vision



# Visualizing Biology

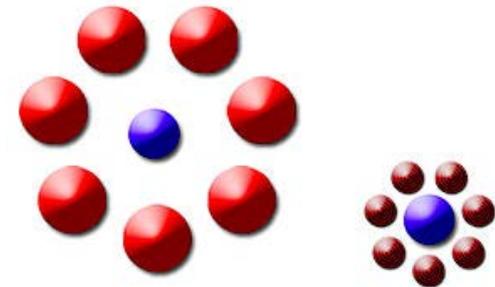
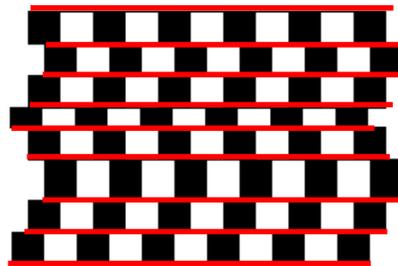
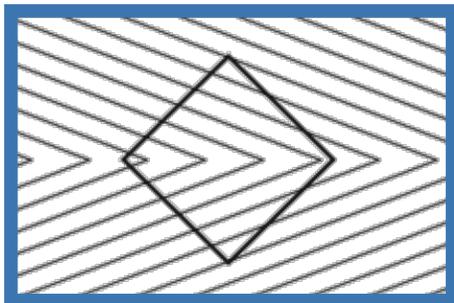
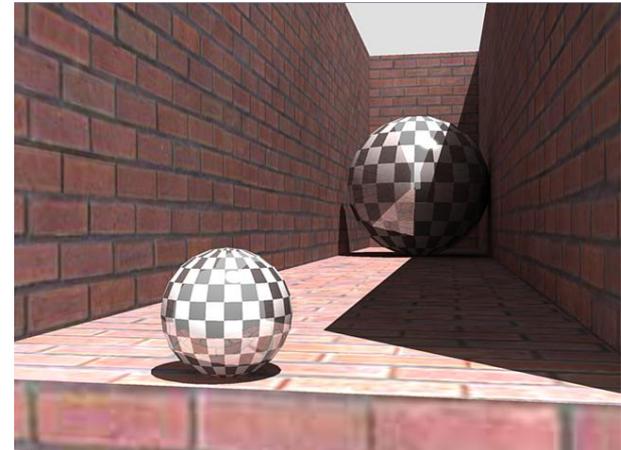
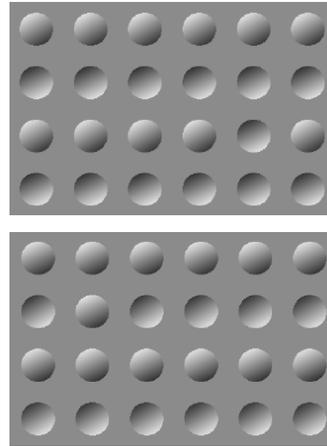
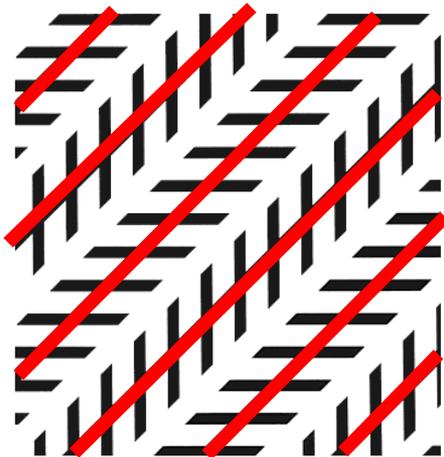
Optical illusions reveal imperfections of human vision



Edward H. Adelson

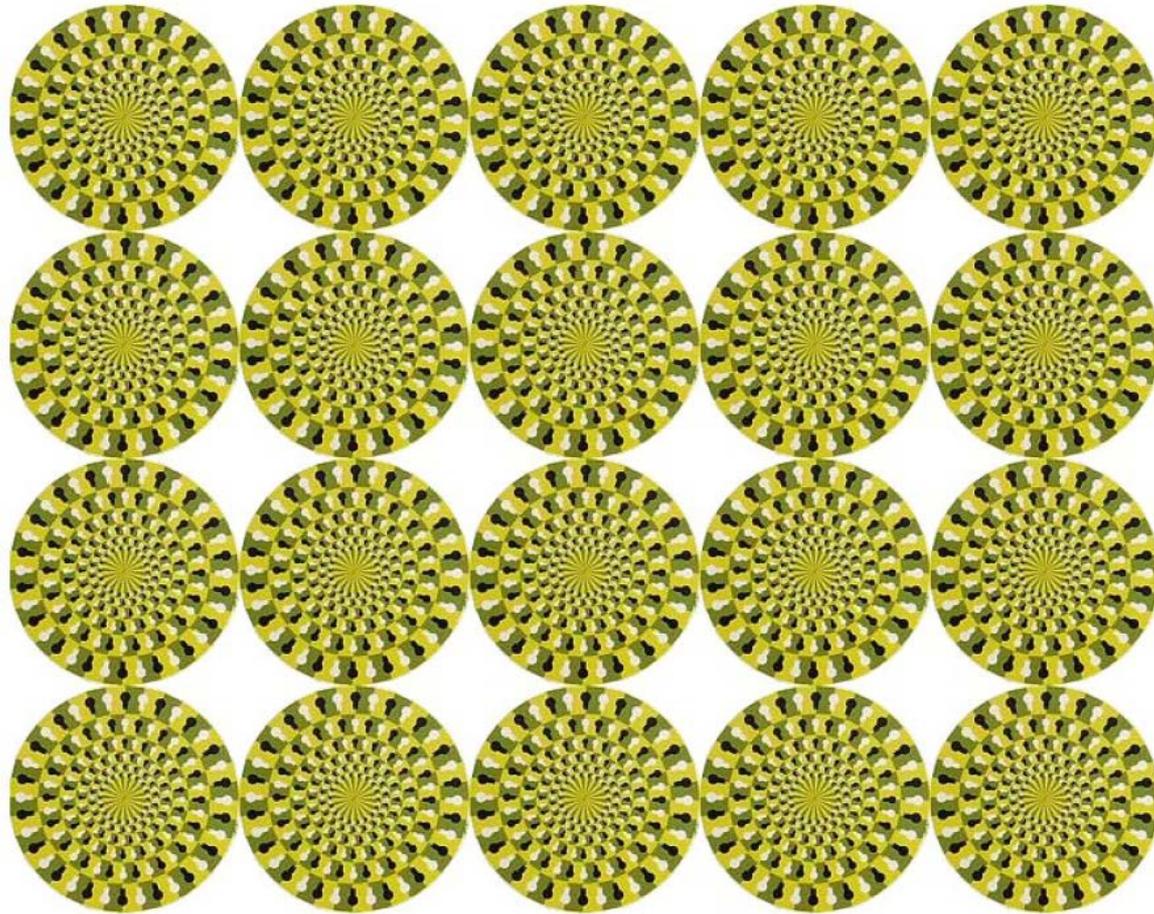
# Visualizing Biology

Optical illusions reveal imperfections of human vision



# Visualizing Biology

Optical illusions reveal imperfections of human vision



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Optical illusions reveal imperfections of human vision

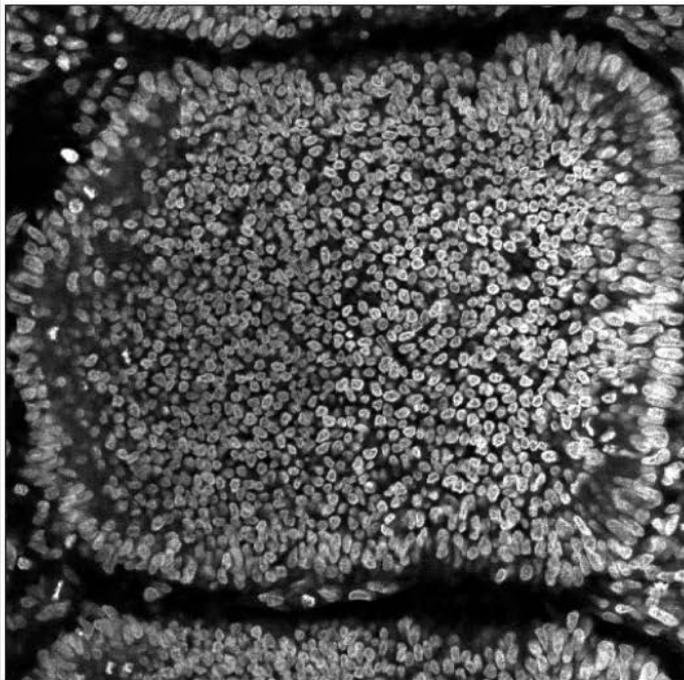


# Concepts for displaying image data

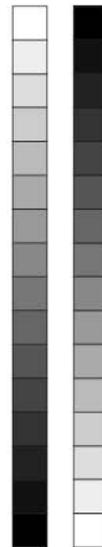
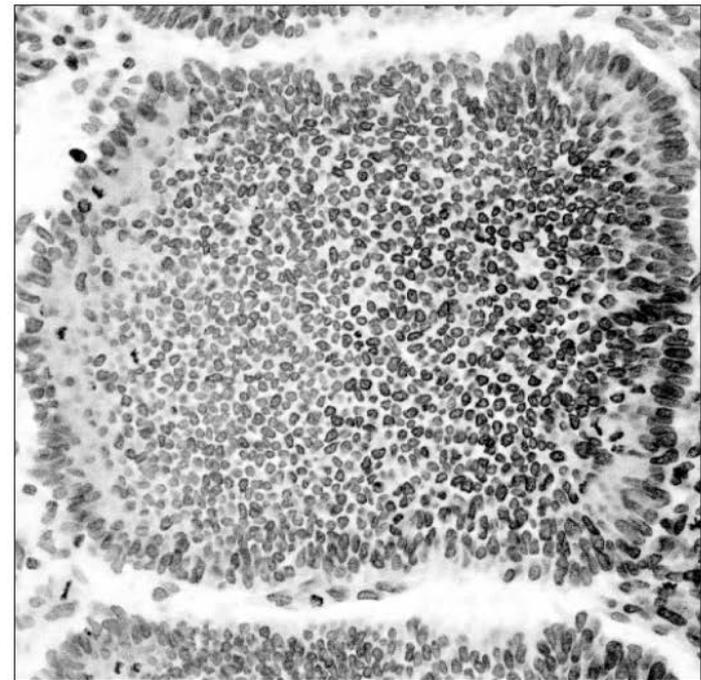
## Lookup tables (LUTs)



**Black to white**



**White to black**

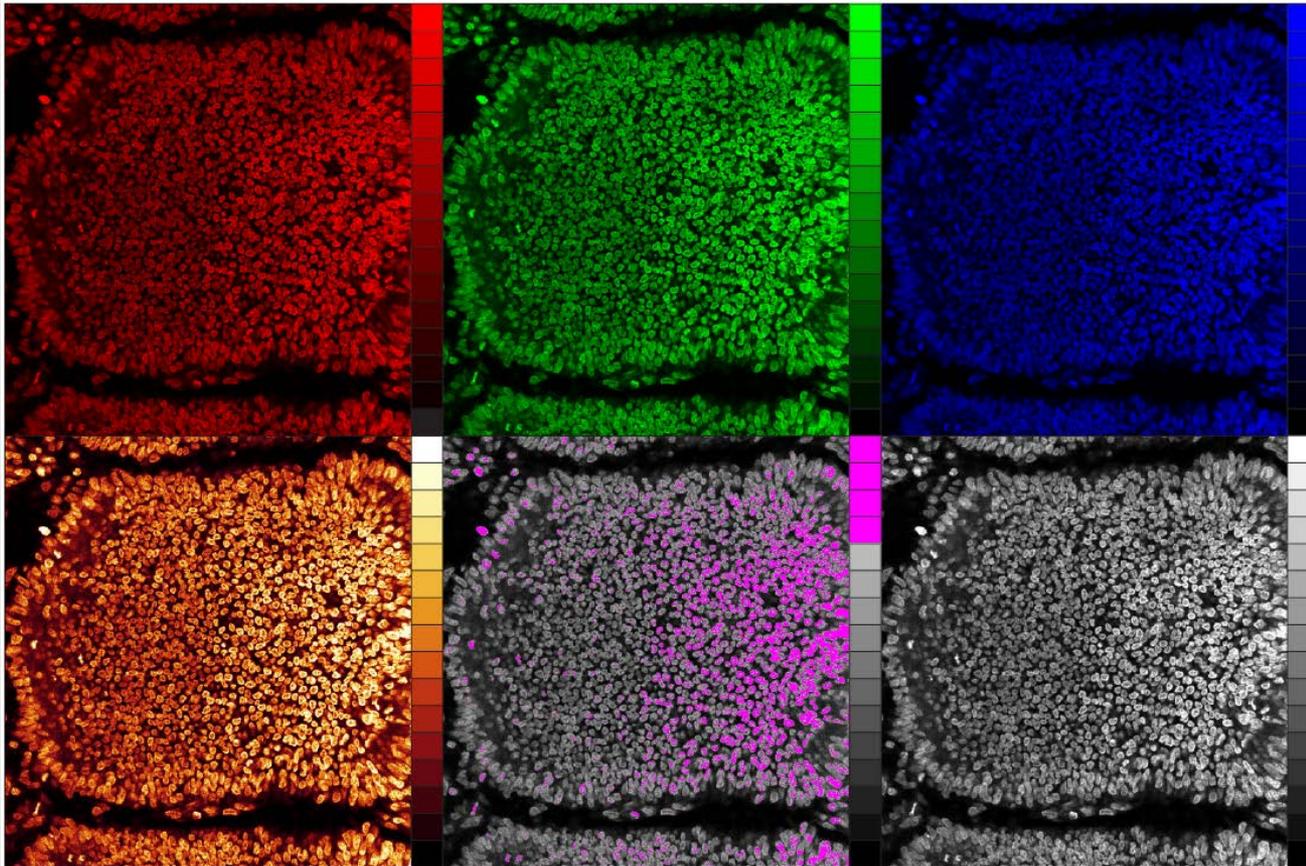


# Concepts for displaying image data

## Lookup tables (LUTs)



Using LUTs Small Differences in Images can be seen much better

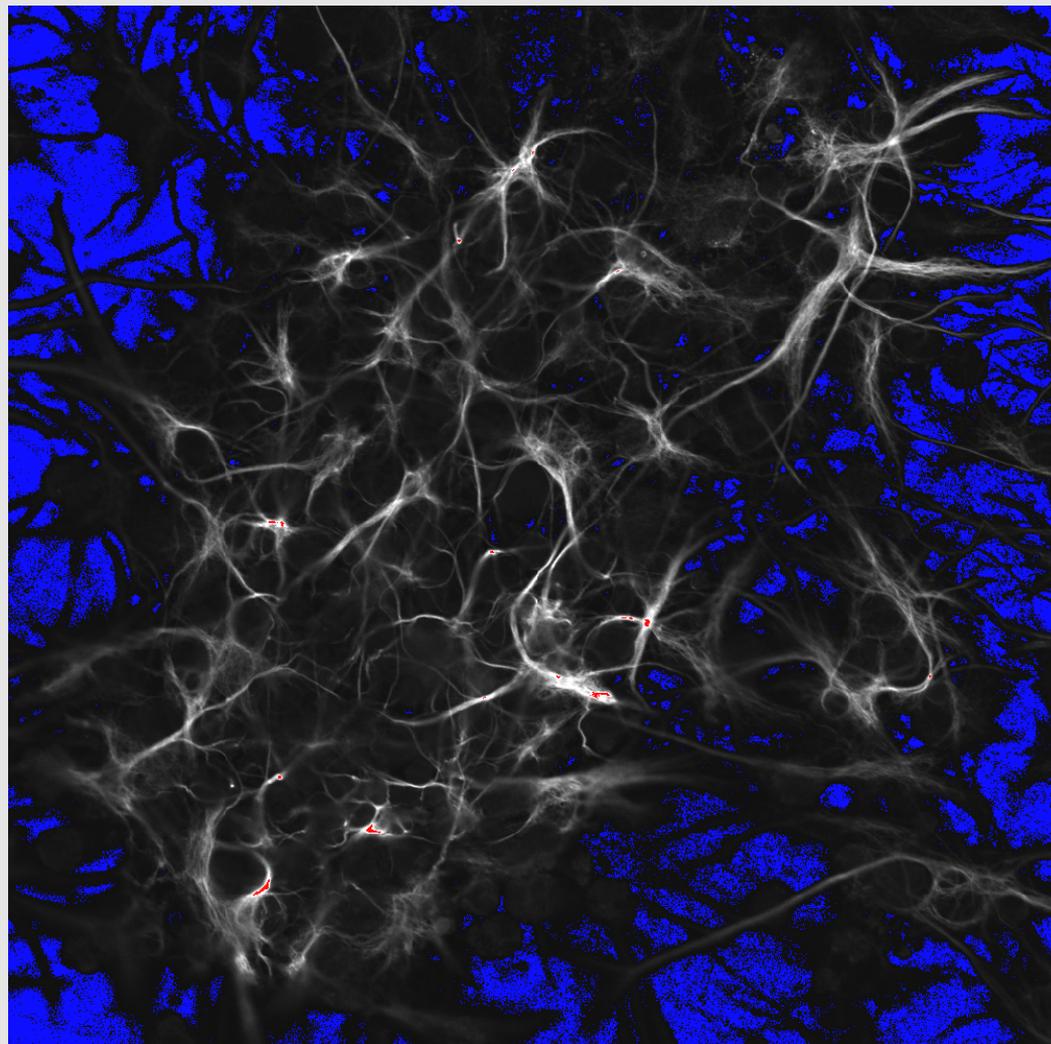
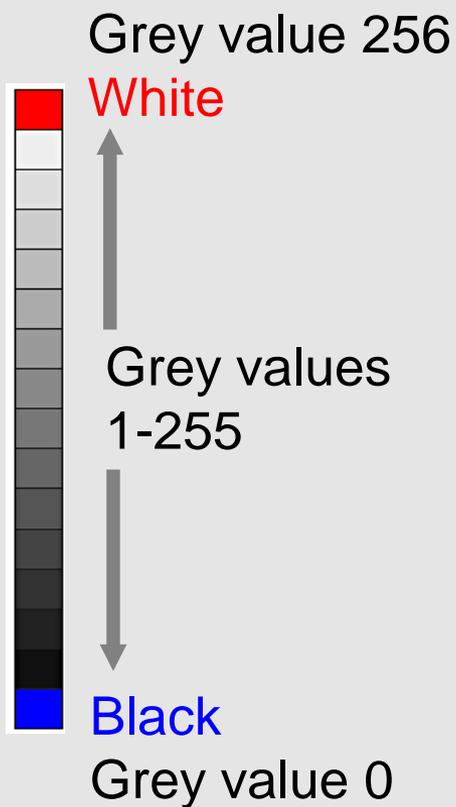


# Range Indicator

How to evaluate the dynamic range the best



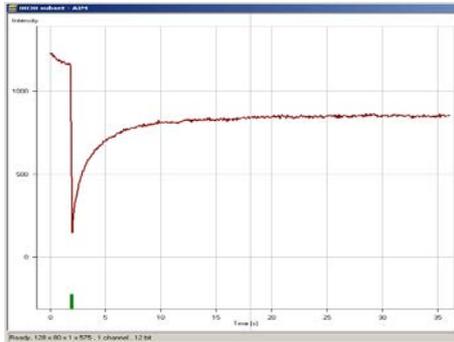
## Look-up table Range Indicator (8bit)



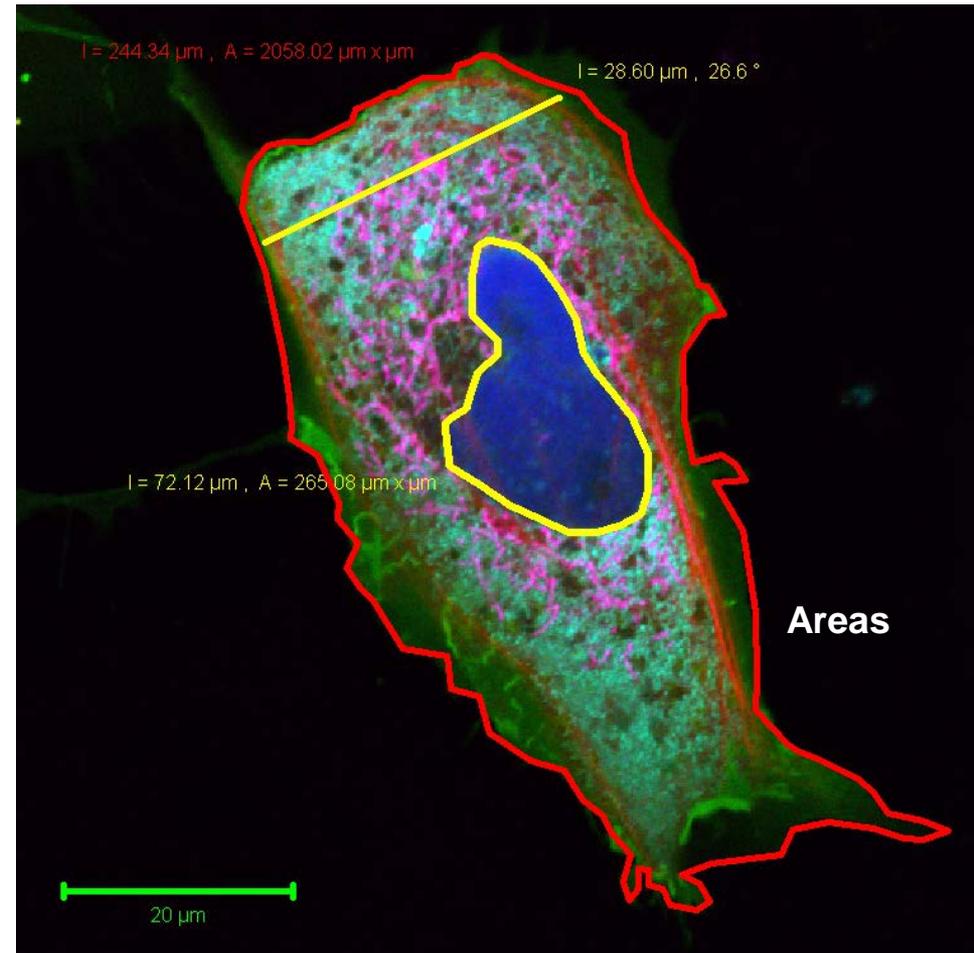
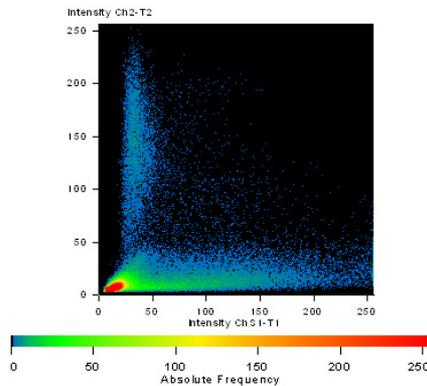
# Eliminating subjectivity by quantifying image information



## Signal intensity plot (time series)



## Scatter diagram



## Measuring distances and areas



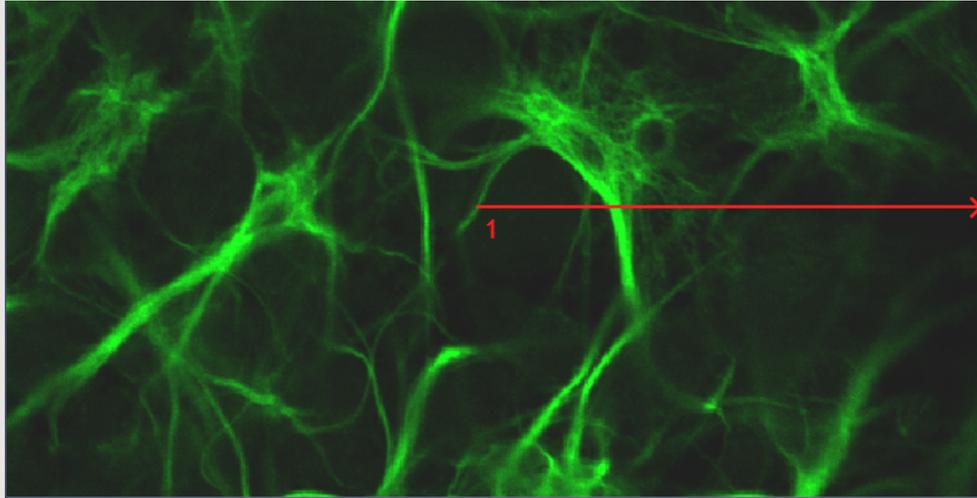
We make it visible.

# Image Noise

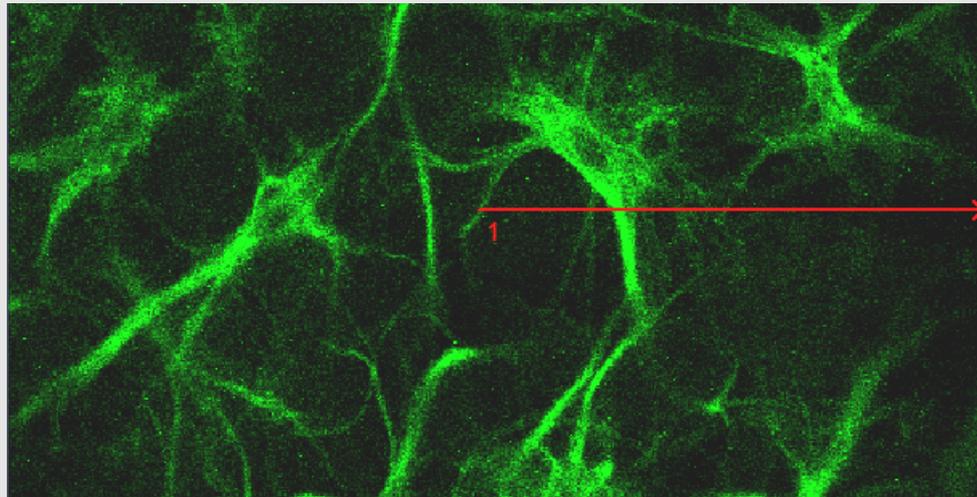
What does it look like?



“Good” Image

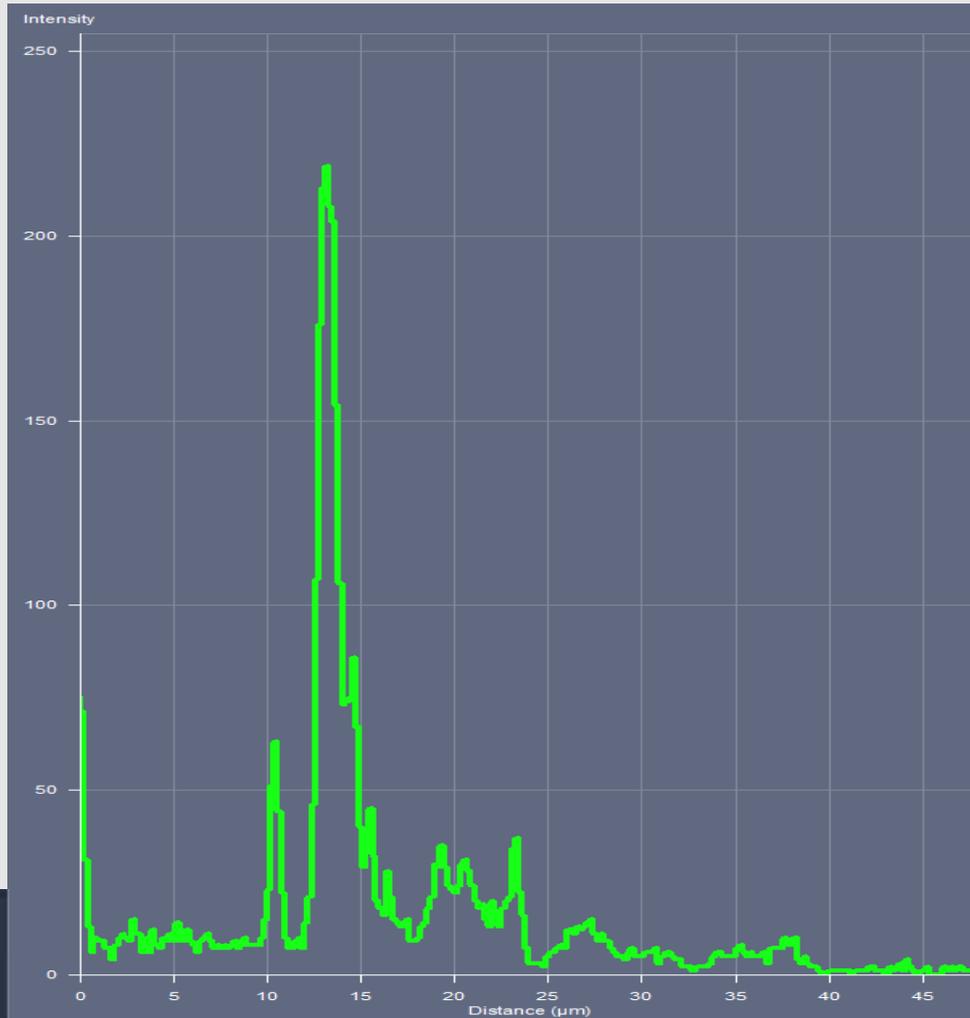


“Bad” Image

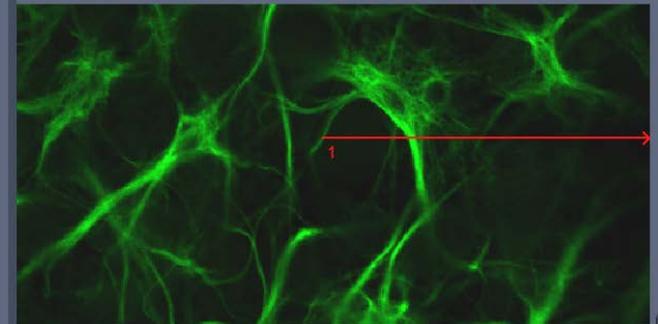


# Image Noise

## How to measure it using the Profile



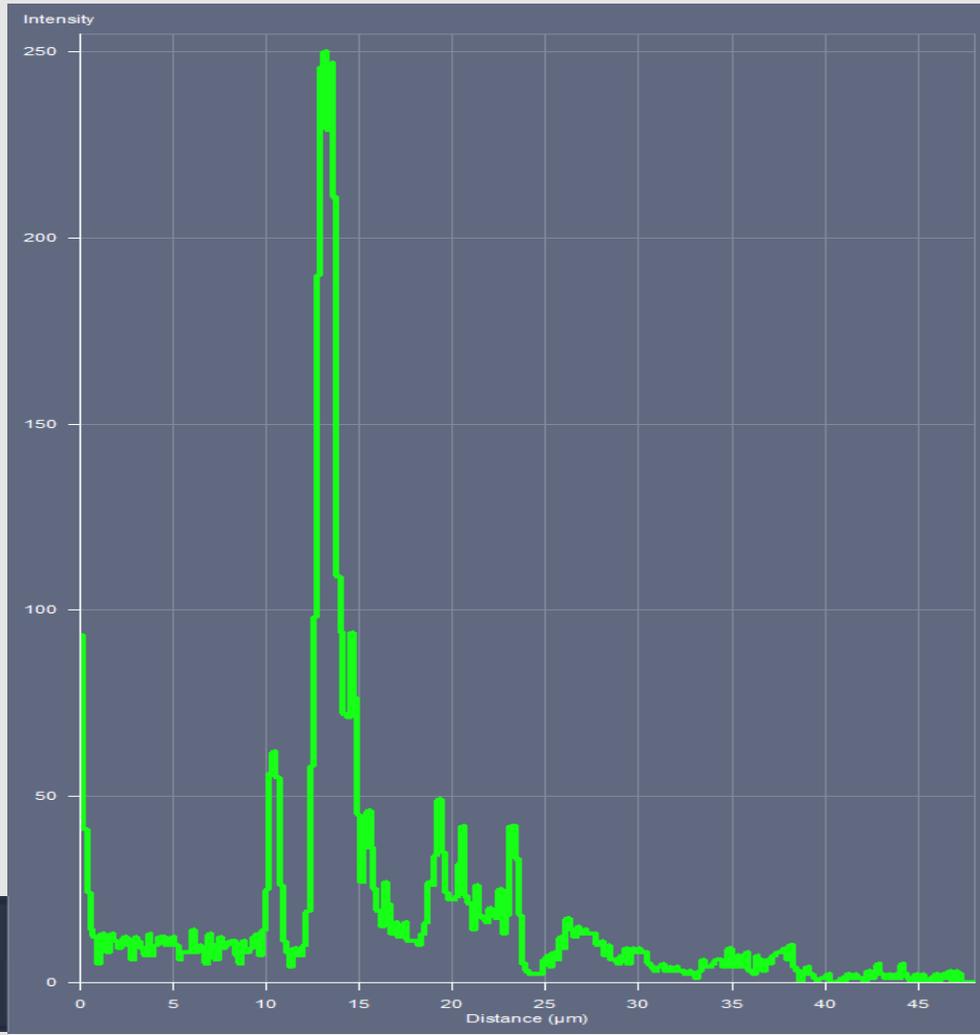
Laser: 1%  
Scanning Speed: 7 (slow)



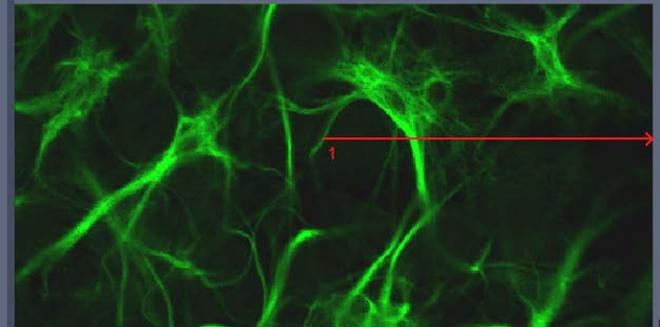
Profile

# Image Noise

Noise increases with speed and less signal



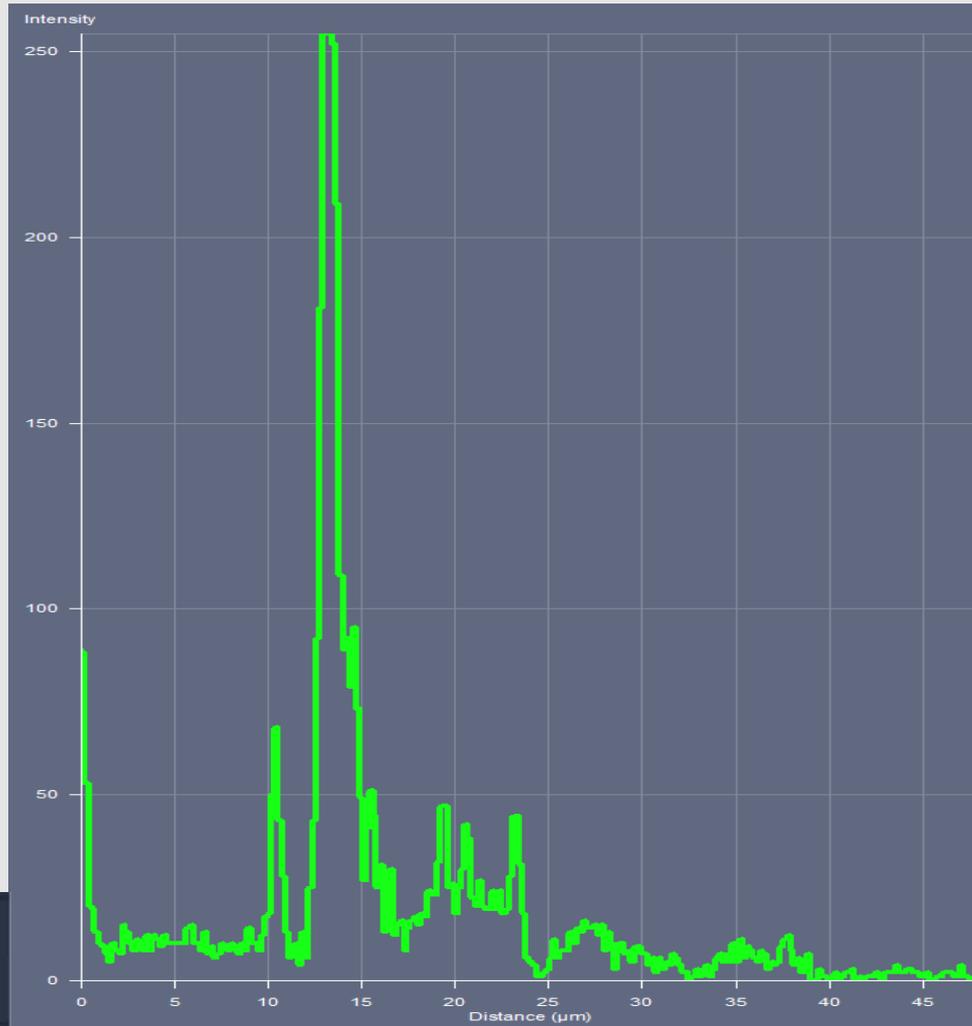
Laser: 1%  
Scanning Speed: 9 (mid)



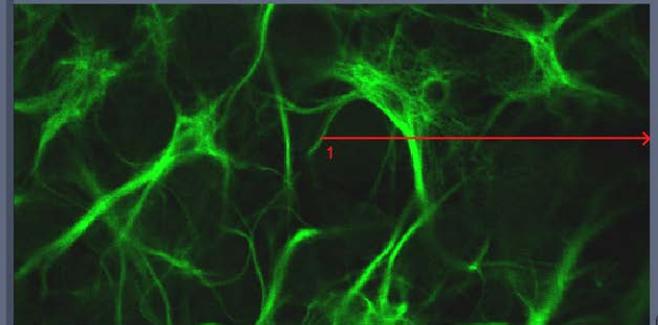
Profile

# Image Noise

Noise increases with speed and less signal



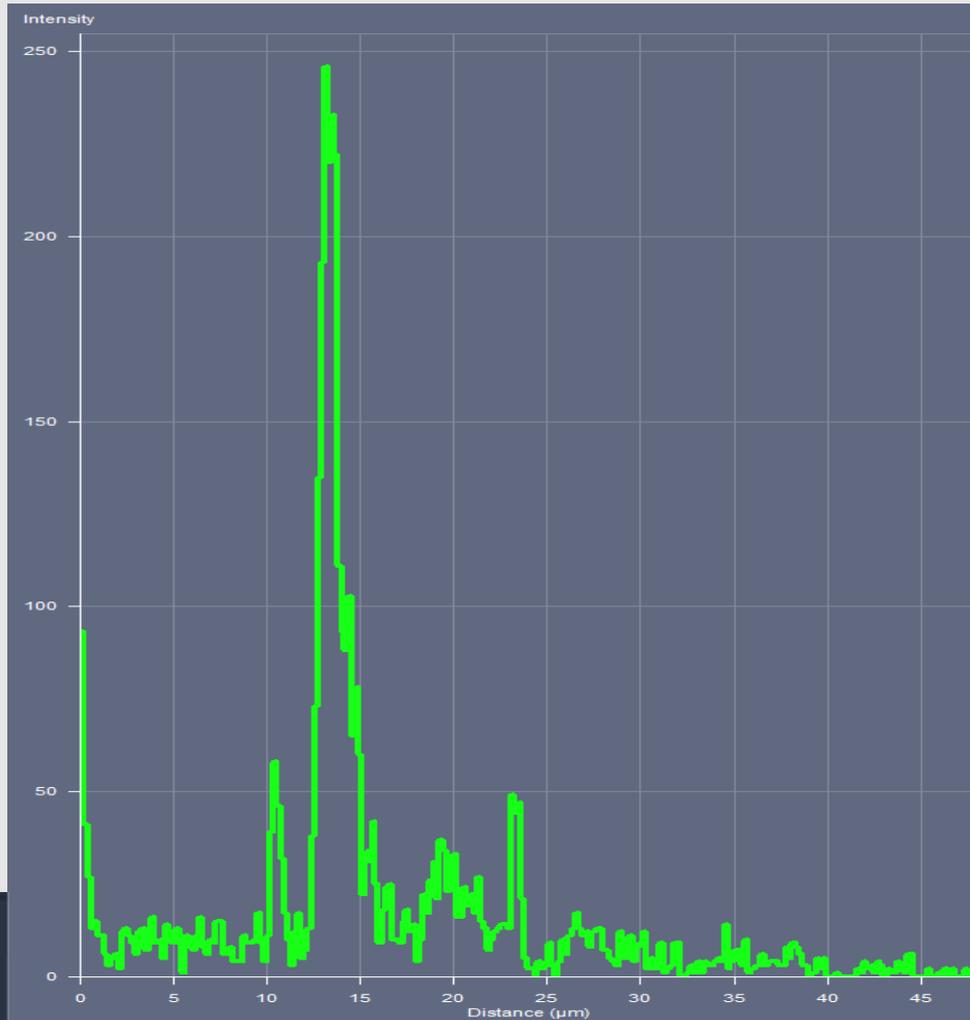
Laser: 1%  
Scanning Speed: 10 (fast)



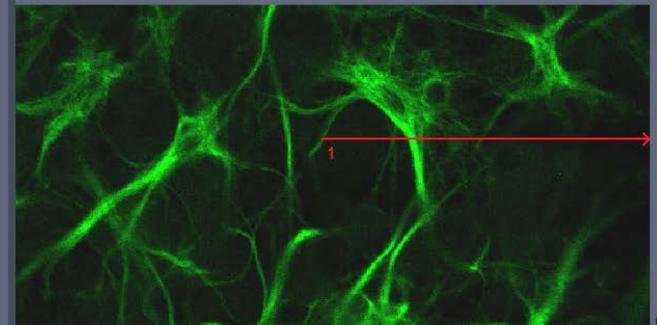
Profile

# Image Noise

Noise increases with speed and less signal



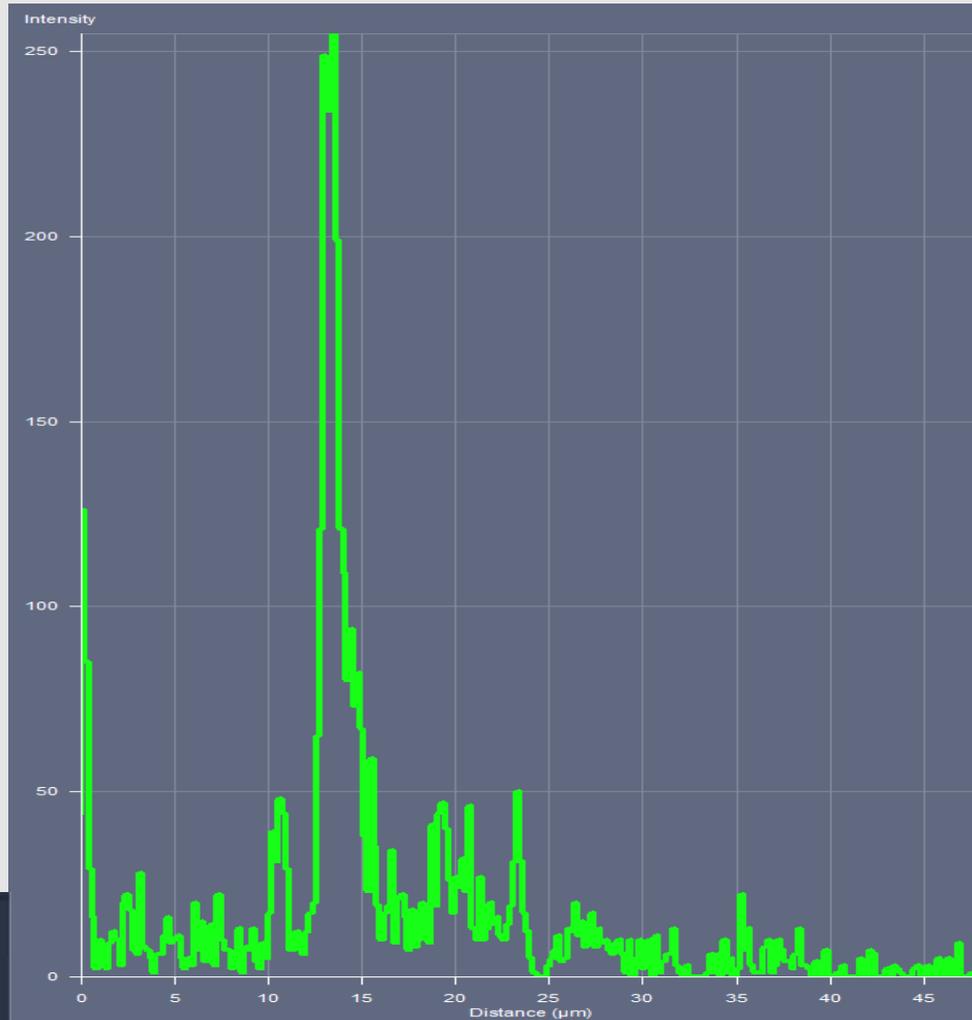
Laser: 0.2%  
Scanning Speed: 7 (slow)



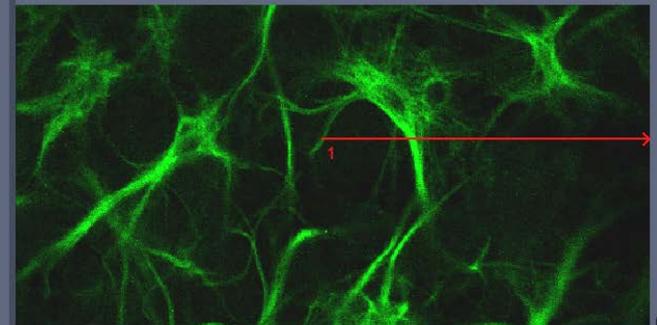
Profile

# Image Noise

Noise increases with speed and less signal



Laser: 0.2%  
Scanning Speed: 9 (mid)



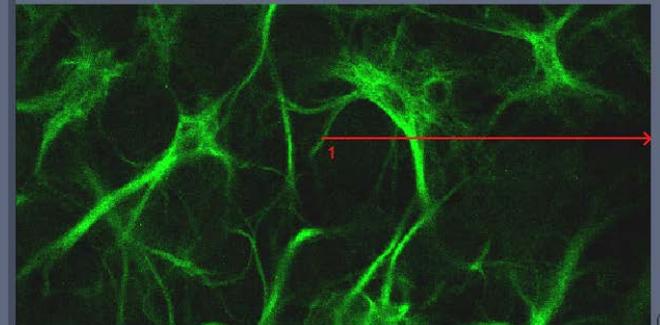
Profile

# Image Noise

Noise increases with speed and less signal



Laser: 0.2%  
Scanning Speed: 10 (fast)



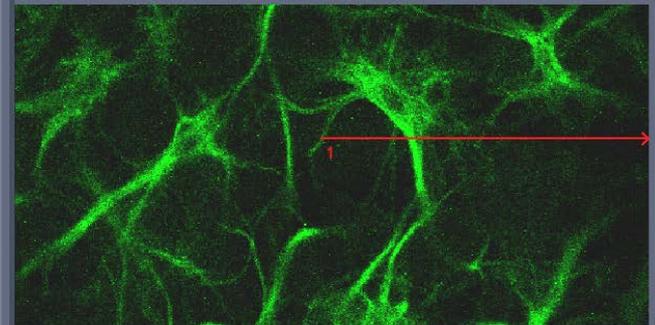
Profile

# Image Noise

Noise increases with speed and less signal



Laser: 0.2%  
Scanning Speed: 12  
(faster)



Profile

# Use of Digital Gain

Increases the Signal (and saves Laser Power)



## Artificial Example of the Amplification Step of the Digital Gain

