

# A DSL for Fluorescence Microscopy

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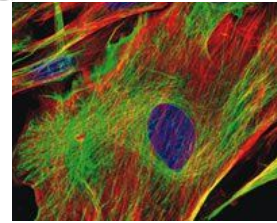
**KU LEUVEN**

# Introduction

NanoBilogy

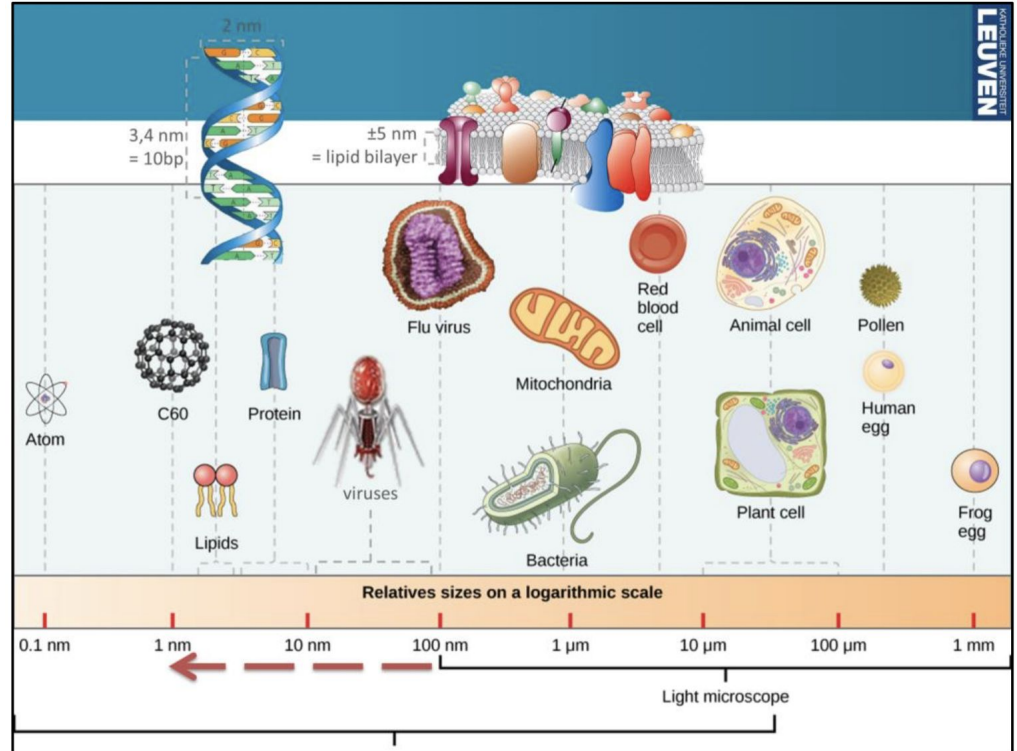
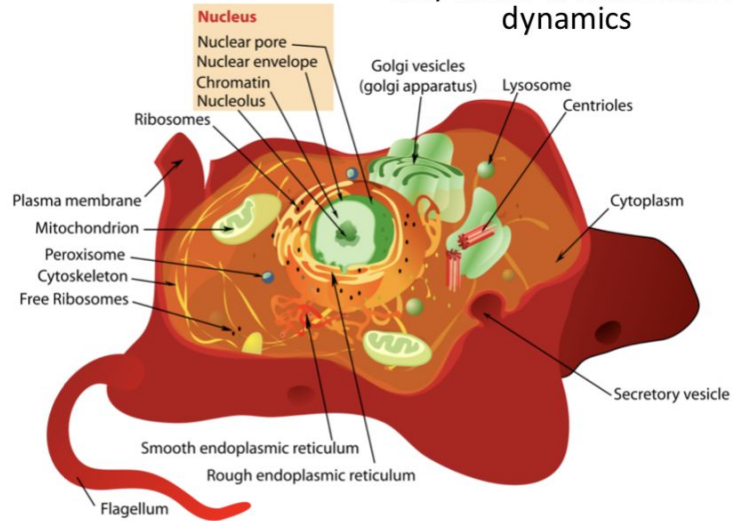
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**DSL**



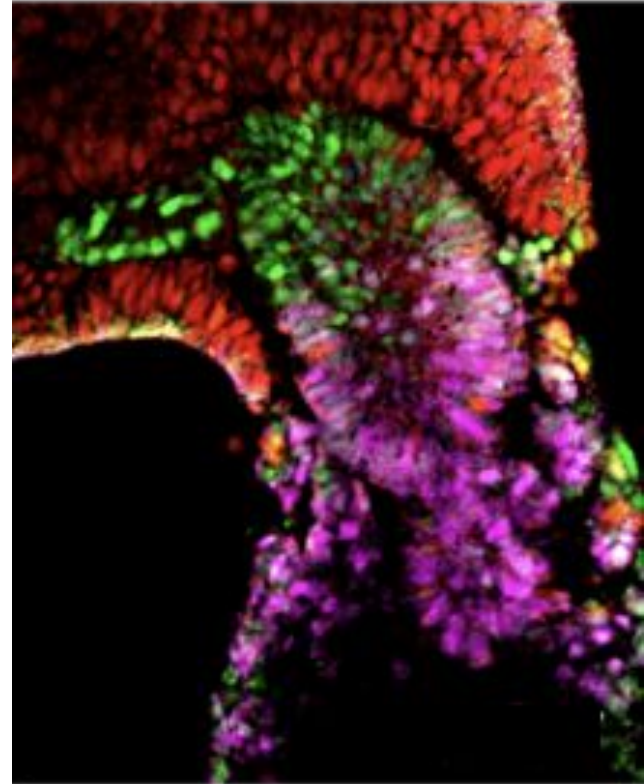
# Why fluorescence?

## Cell/Tissue architecture & dynamics



# Why fluorescence?

- **non-invasive**
  - in situ
  - in vivo
- **selective**
- sample preparation
  - **simple**
  - **wide range** of fluorescent probes

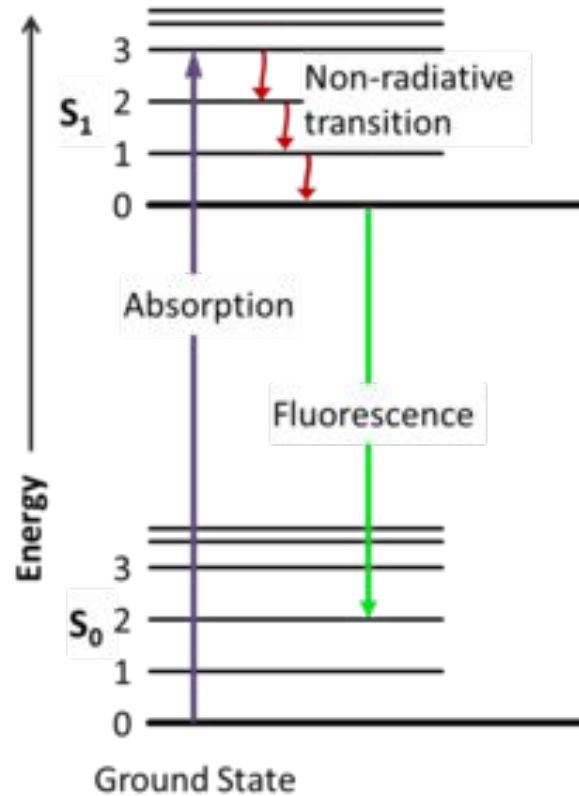




**What is fluorescence?**

# Fluorescence

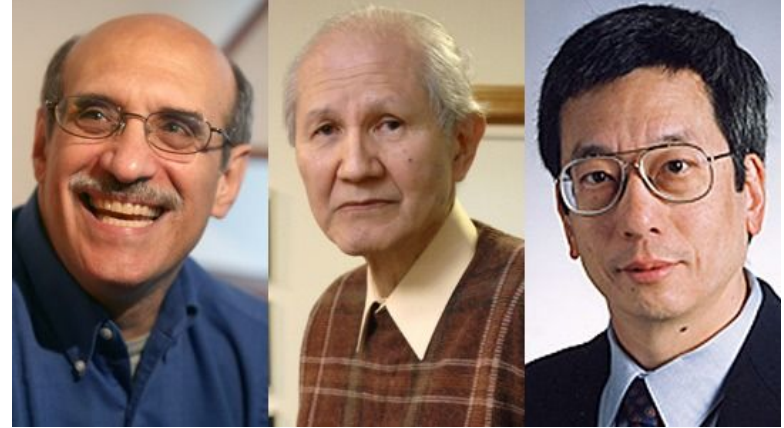
Jablonski diagram



# Fluorescence



**Green  
Fluorescent  
Protein**

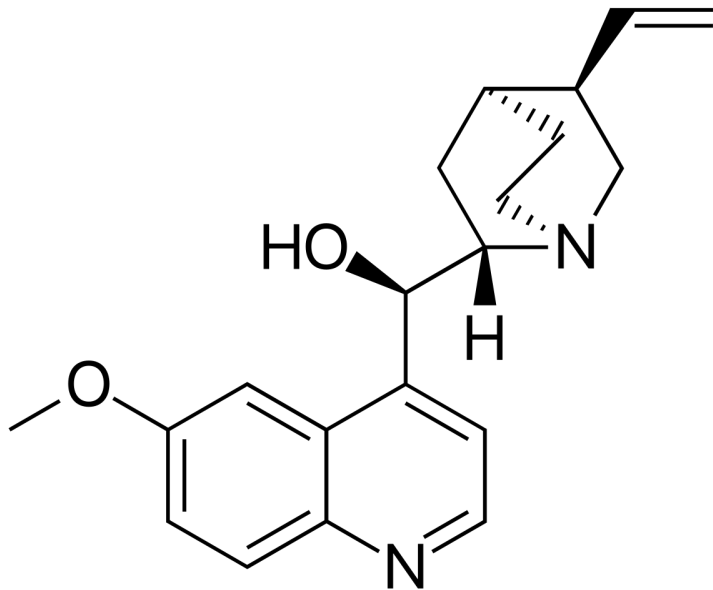


M.Chalfie - O.Shimomura - R. Tsien  
Nobel Prize in Chemistry 2008





# Fluorescence

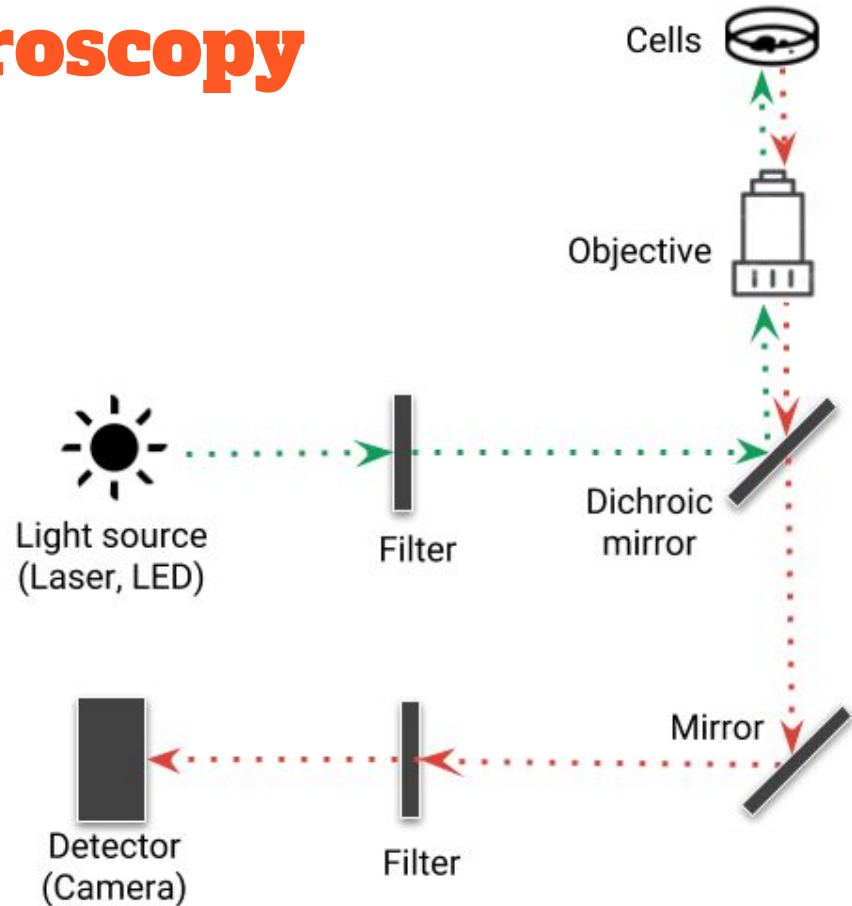


Quinine

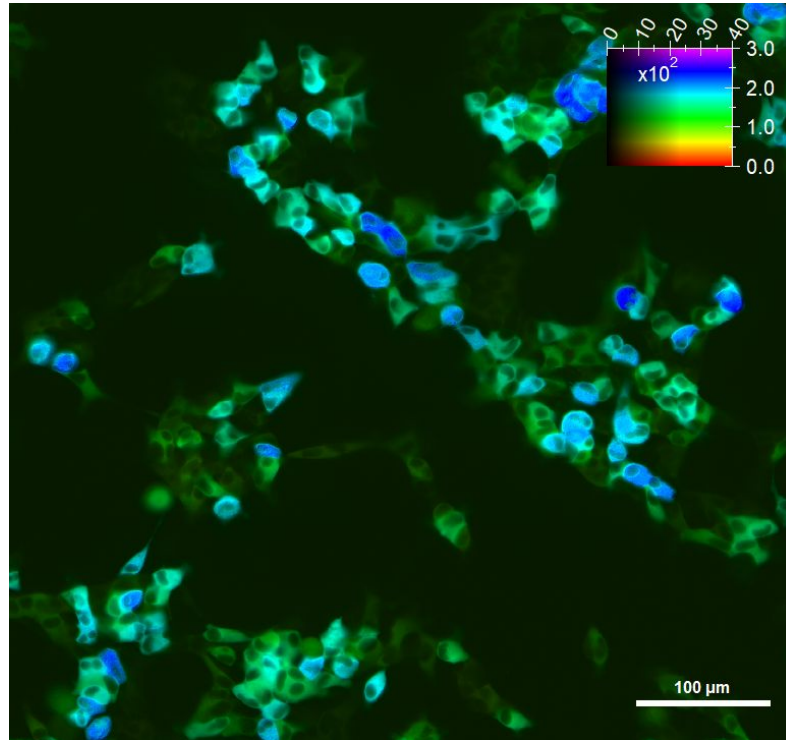




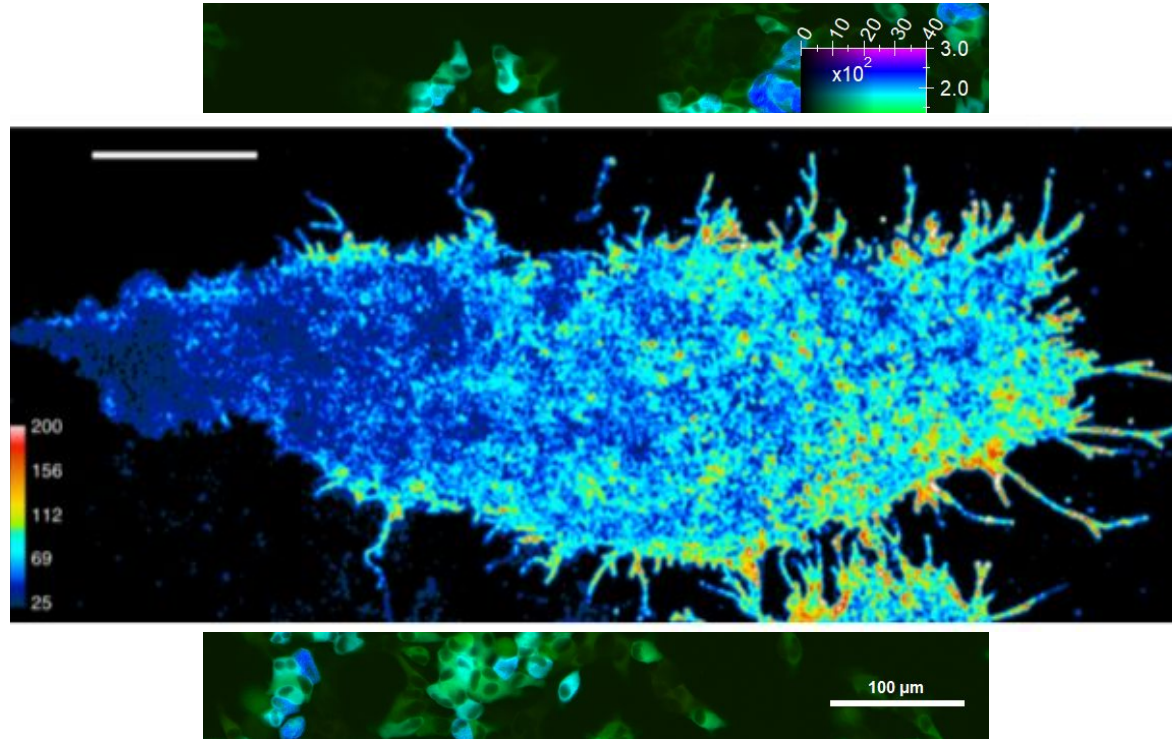
# Fluorescence Microscopy



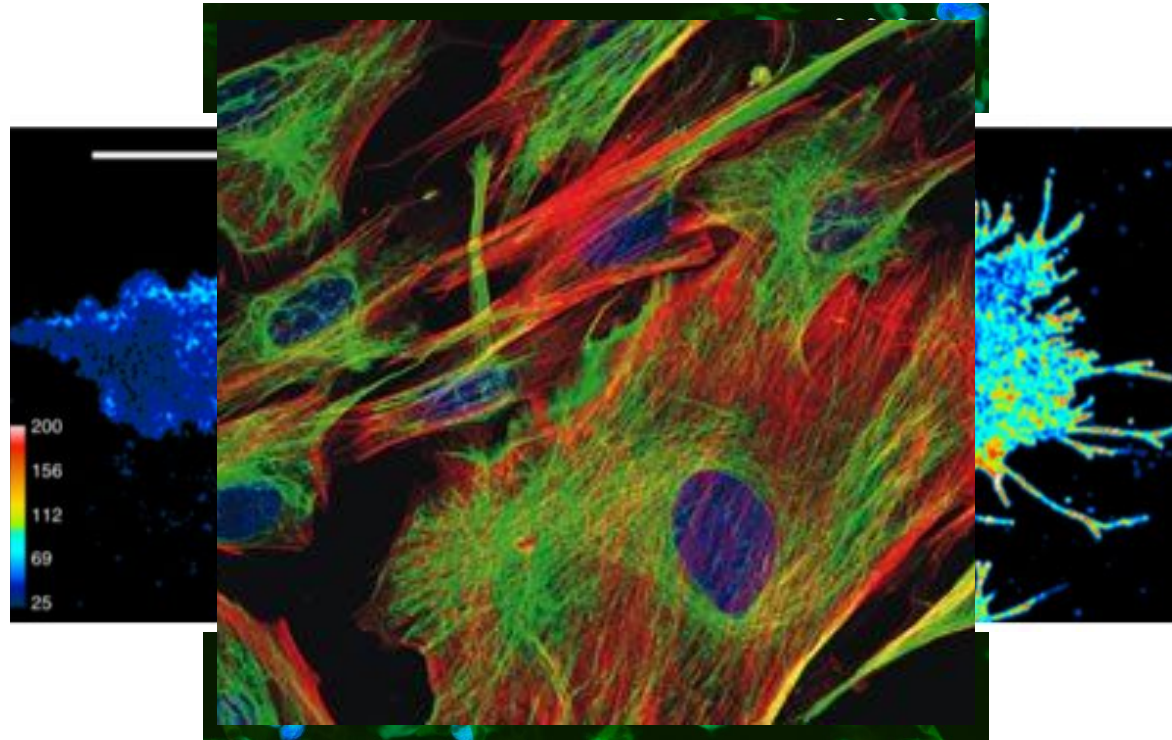
# Fluorescence Microscopy



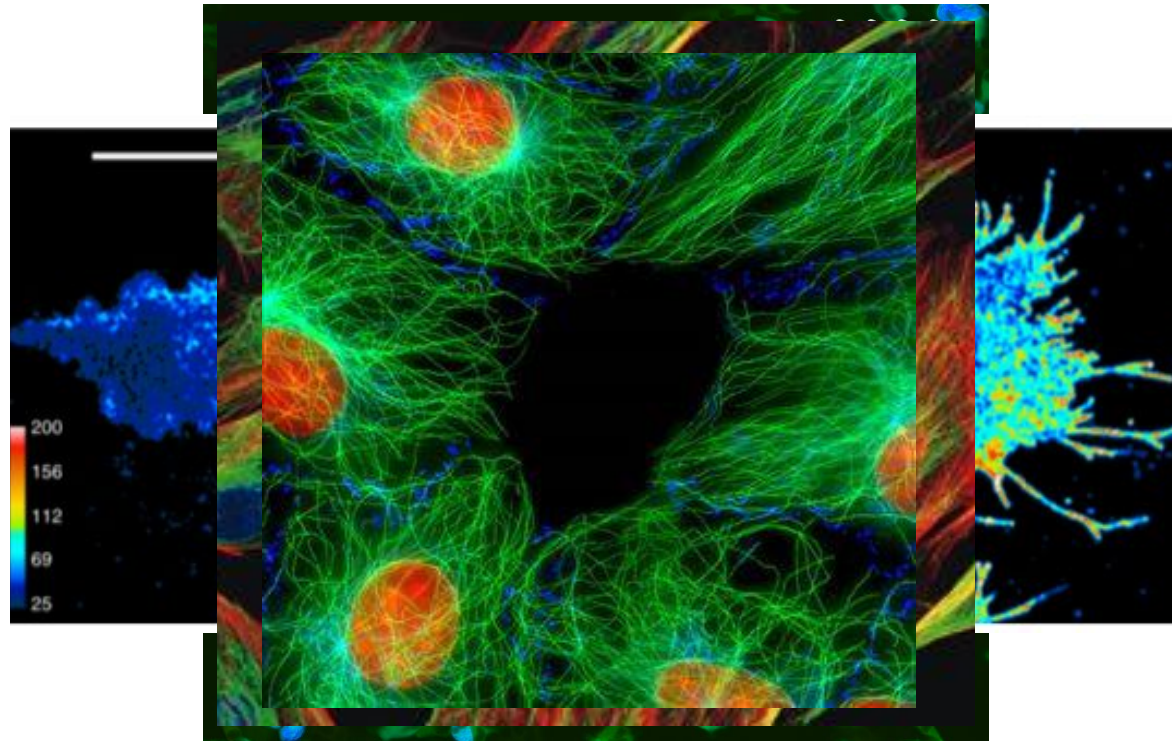
# Fluorescence Microscopy



# Fluorescence Microscopy



# Fluorescence Microscopy



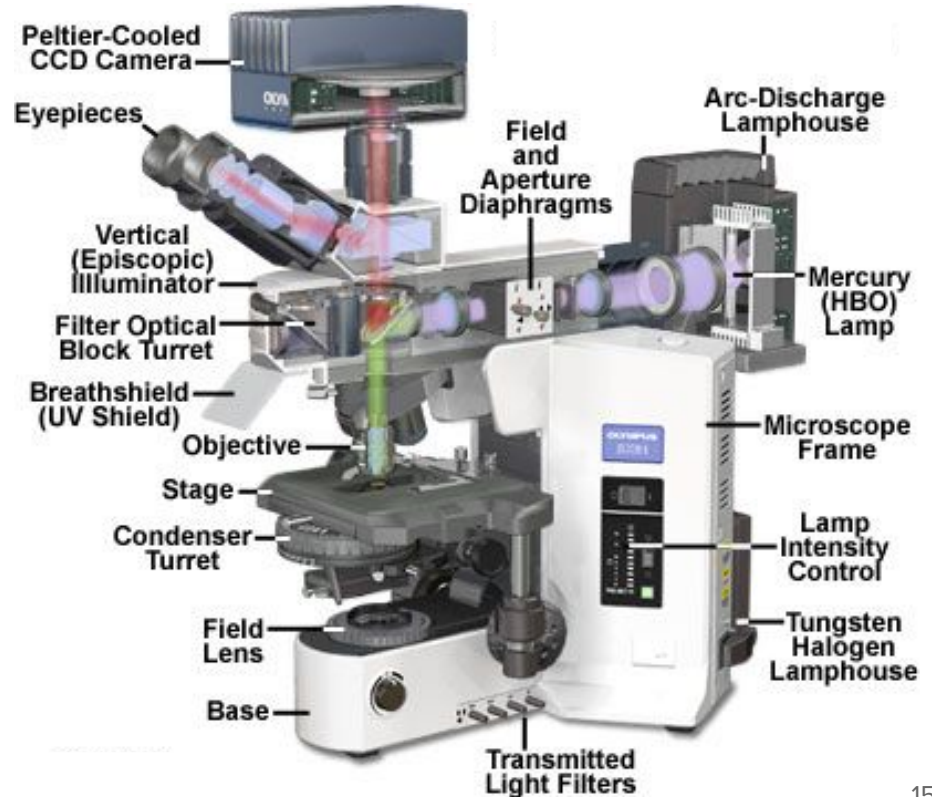


**So, what's the problem?**



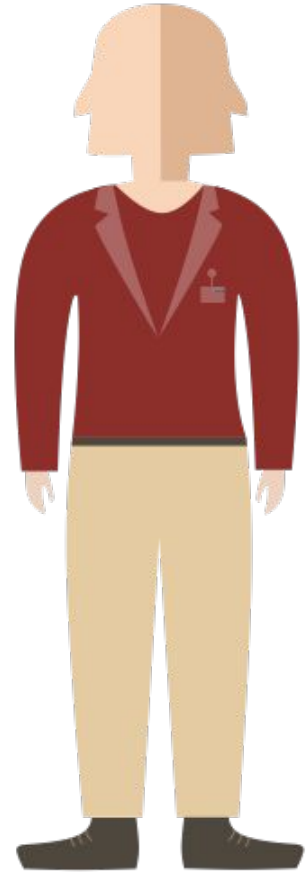
# So, what's the problem?

- Growing **technical complexity**
- **Expensive** instrumentation



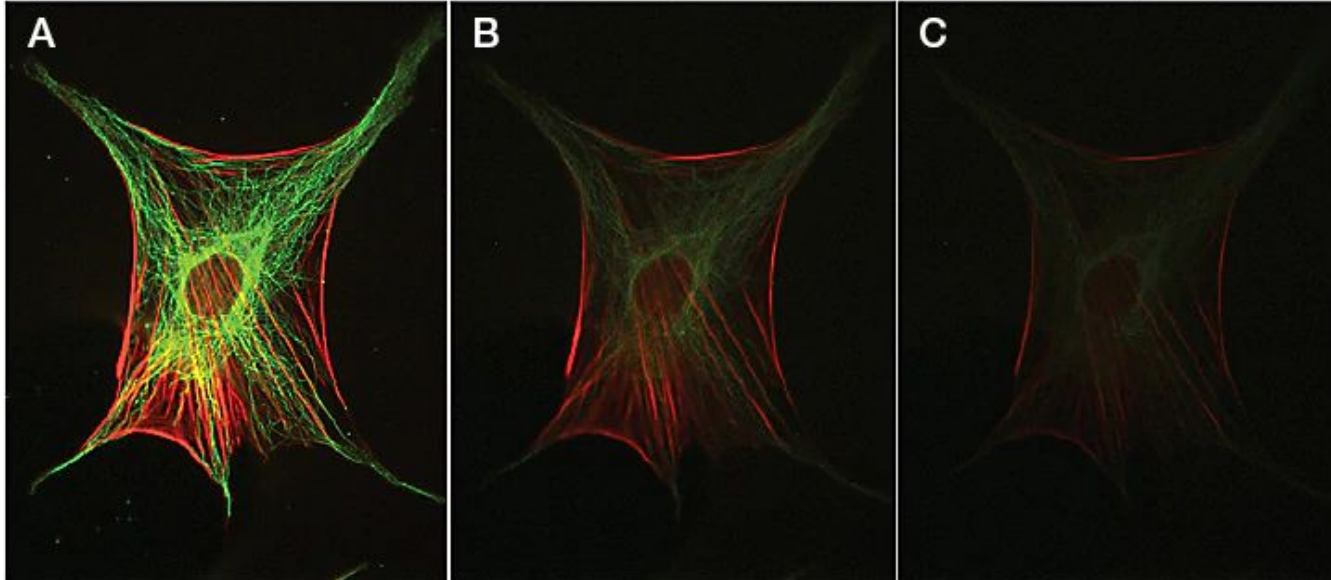
# So, what's the problem?

- Growing **technical complexity**
- **Expensive** instrumentation
- **Dedicated staff members** (researchers + technicians)

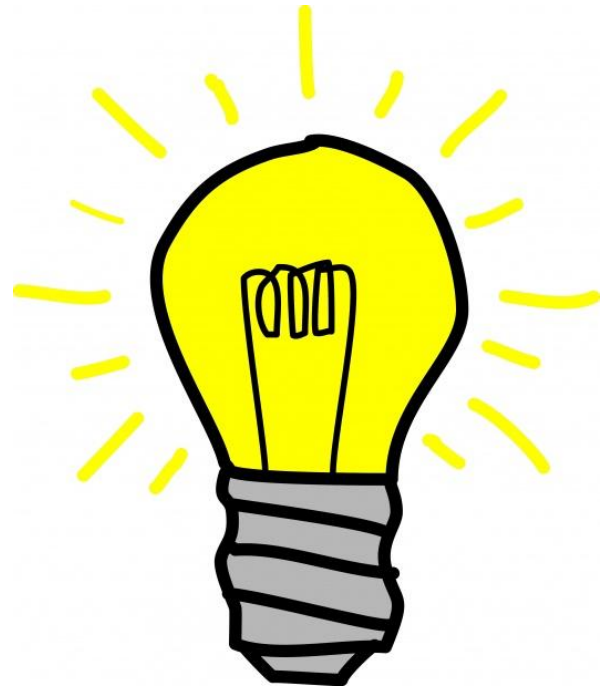


# So, what's the problem?

- Adapting the **experimental strategy**, setting **many parameters**
- No or little **safety** controls

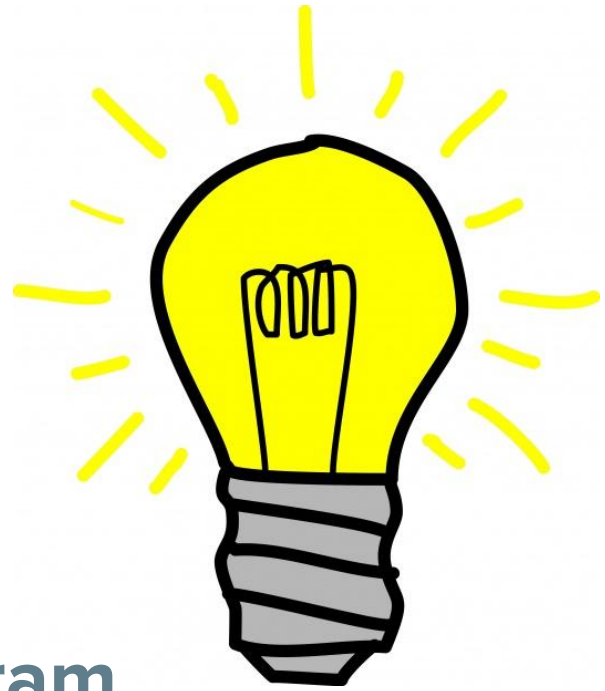


**So, what's the clue?**



**So, what's the clue?**

Setting up an experiment  
=  
Constructing a computer program

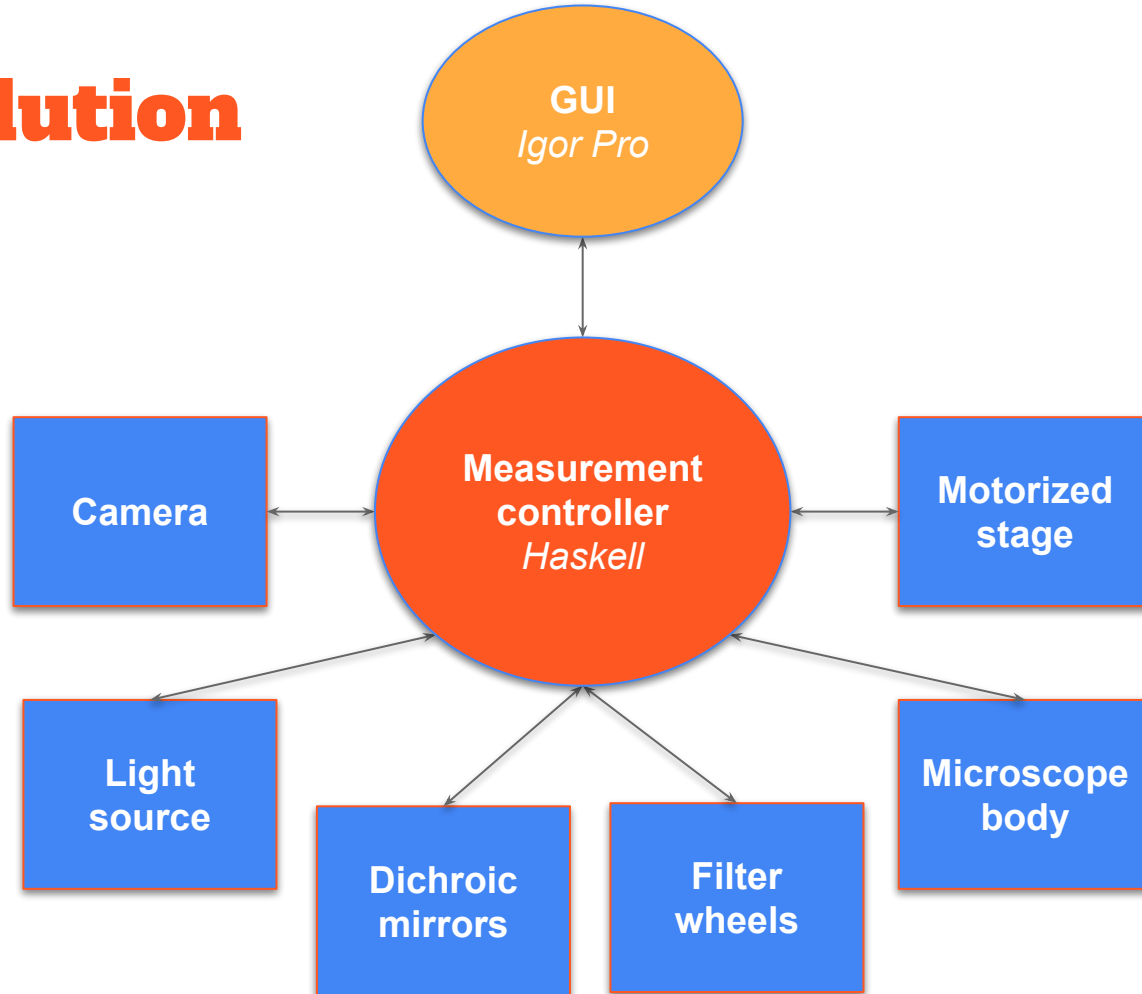


# Our Solution



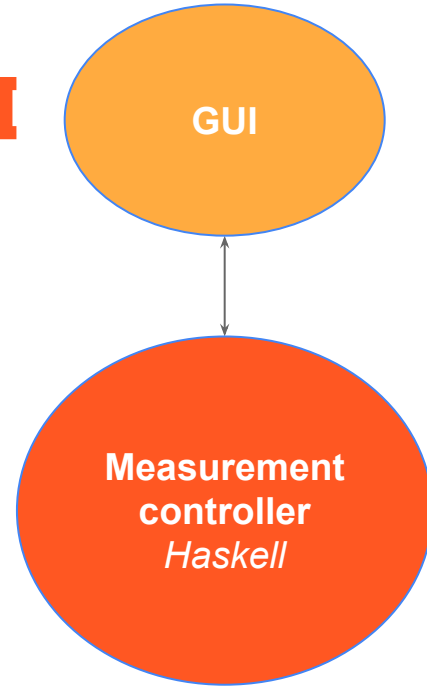


# Our Solution



# Solution: Controller vs GUI

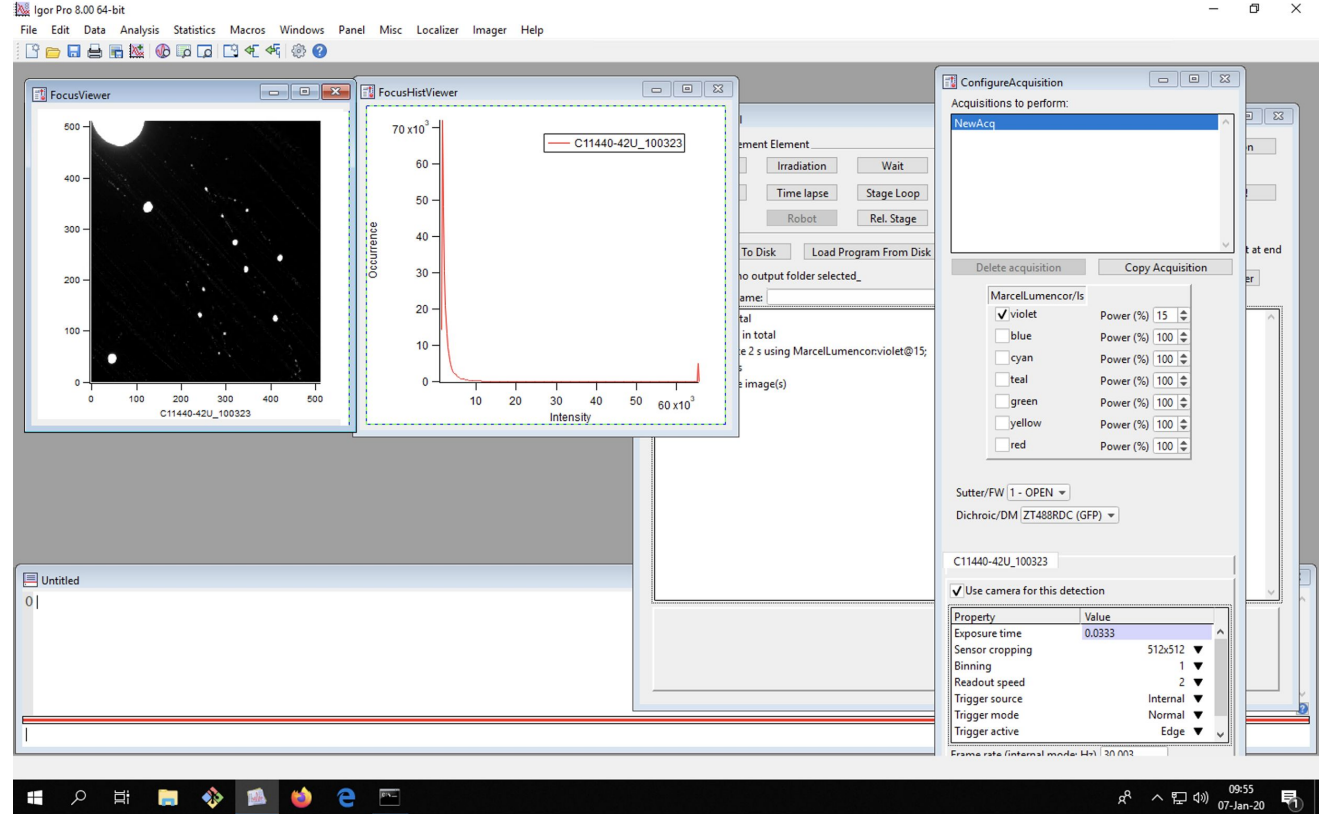
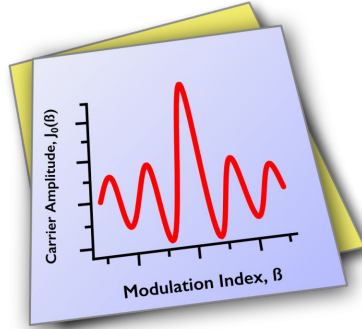
- Communication with **GUI**



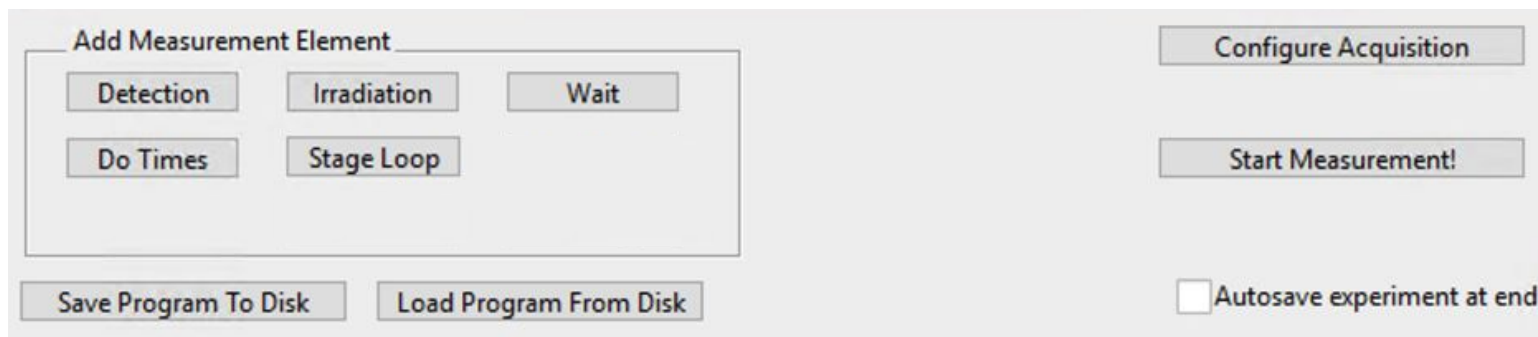
# GUI

# Igor Pro

Technical Computing for Scientists and Engineers  
WaveMetrics, Inc.



# GUI: Example

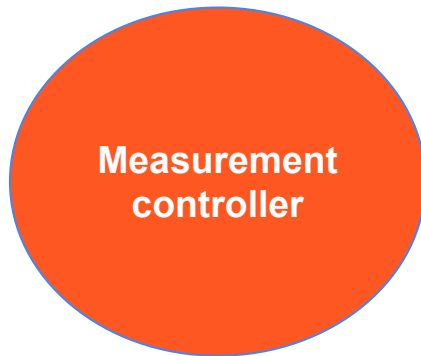


```
do 5 time(s) in total
    irradiate 2 s using Marcellumencor:violet@15;
    wait 3 s
    acquire image(s)
wait 10 s
acquire image(s)
```

# Solution: Controller DSL

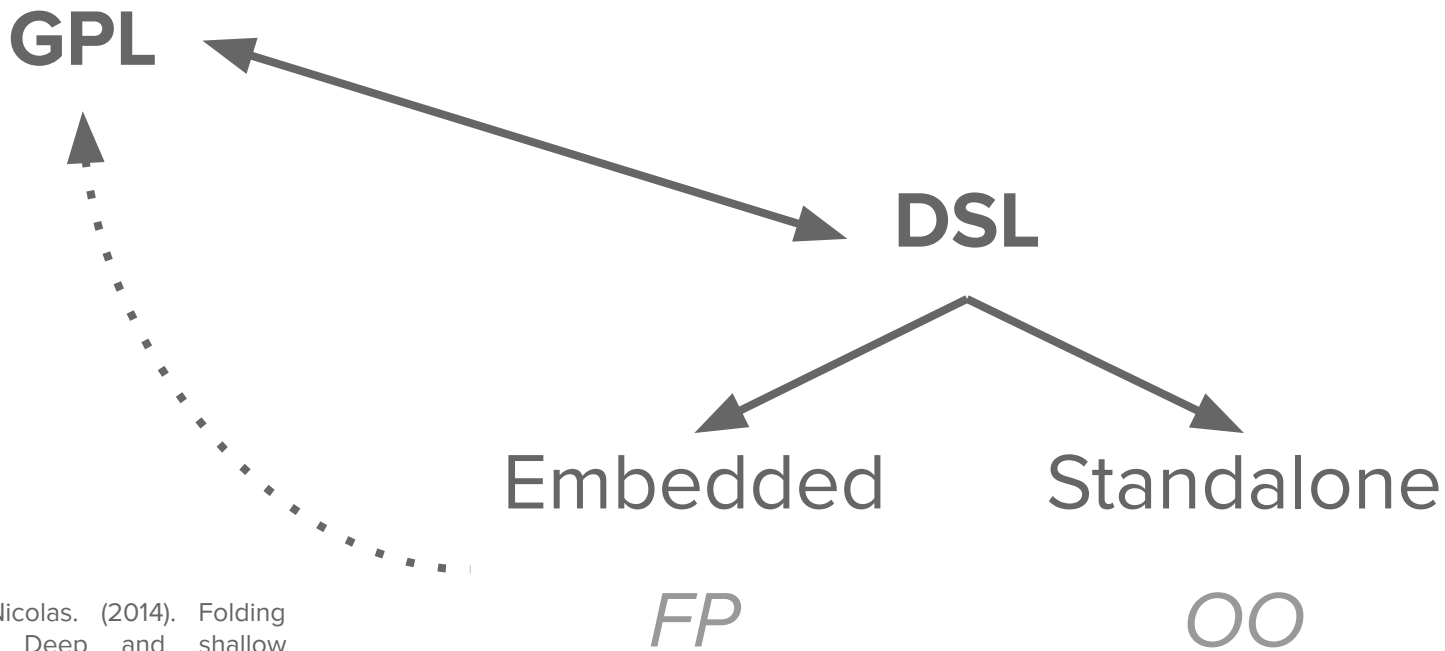
- Representing and reasoning over **domain-specific knowledge**

**DSL**



**>= Haskell**

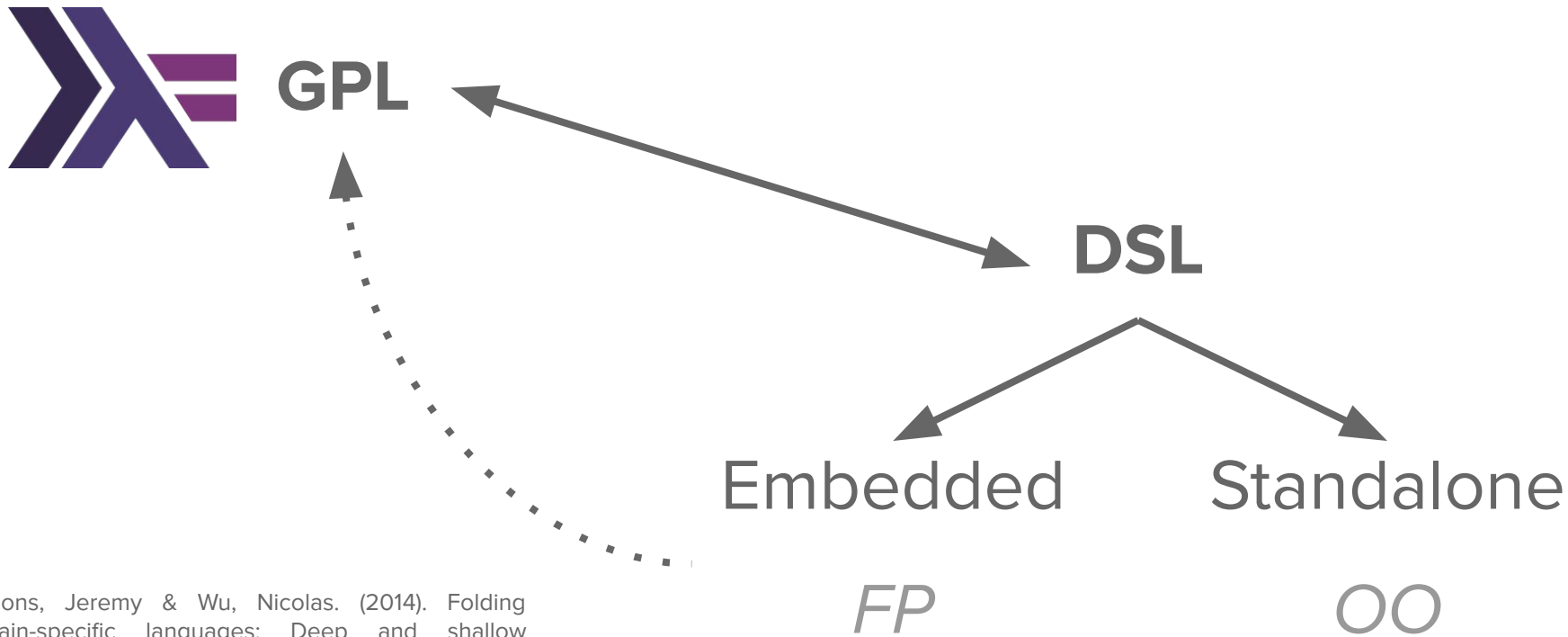
# Why DSL? Why Haskell?



Gibbons, Jeremy & Wu, Nicolas. (2014). Folding domain-specific languages: Deep and shallow embeddings (functional Pearl). Proceedings of the ACM SIGPLAN International Conference on Functional Programming, ICFP. 49. 10.1145/2628136.2628138.



# Why DSL? Why Haskell?



Gibbons, Jeremy & Wu, Nicolas. (2014). Folding domain-specific languages: Deep and shallow embeddings (functional Pearl). Proceedings of the ACM SIGPLAN International Conference on Functional Programming, ICFP. 49. 10.1145/2628136.2628138.

# DSL Fragment

```
data StagePosition      = StagePosition { x :: Double
                                          , y :: Double
                                          , z :: Double }
```

```
data MeasurementElement = MEDetect
                        | MEWait Double
                        | MEIrradiate Double ( String, Double )
                                          -- duration ( light source , power )
                        | MEDoTimes Int Prog
                        | MESTageLoop [ StagePosition ] Prog
                        | ...
```

```
type Prog               = [ MeasurementElement ]
```

# DSL: Example

```
do 5 time(s) in total
  irradiate 2 s using MarcelLumencor:violet@15;
  wait 3 s
  acquire image(s)
wait 10 s
acquire image(s)
```

```
[ MEDoTimes 5 [ MEIrradiate 2 ( MarcelLumencor:violet , 15 )
                , MEWait 3
                , MEDetect ]
  , MEWait 10
  , MEDetect ]
```

# Deep embedding

`executeProg :: Prog → IO ()`

`executeProg prog = foldMap executeME prog`

`executeME :: MeasurementElement → IO ()`

`executeME MEDetect = executeDetection >> putStrLn (“detecting...”)`

`executeME (MEWait dur)`  
`= threadDelay (round $ dur * 1e6)`  
`>> putStrLn (“waiting...”)`

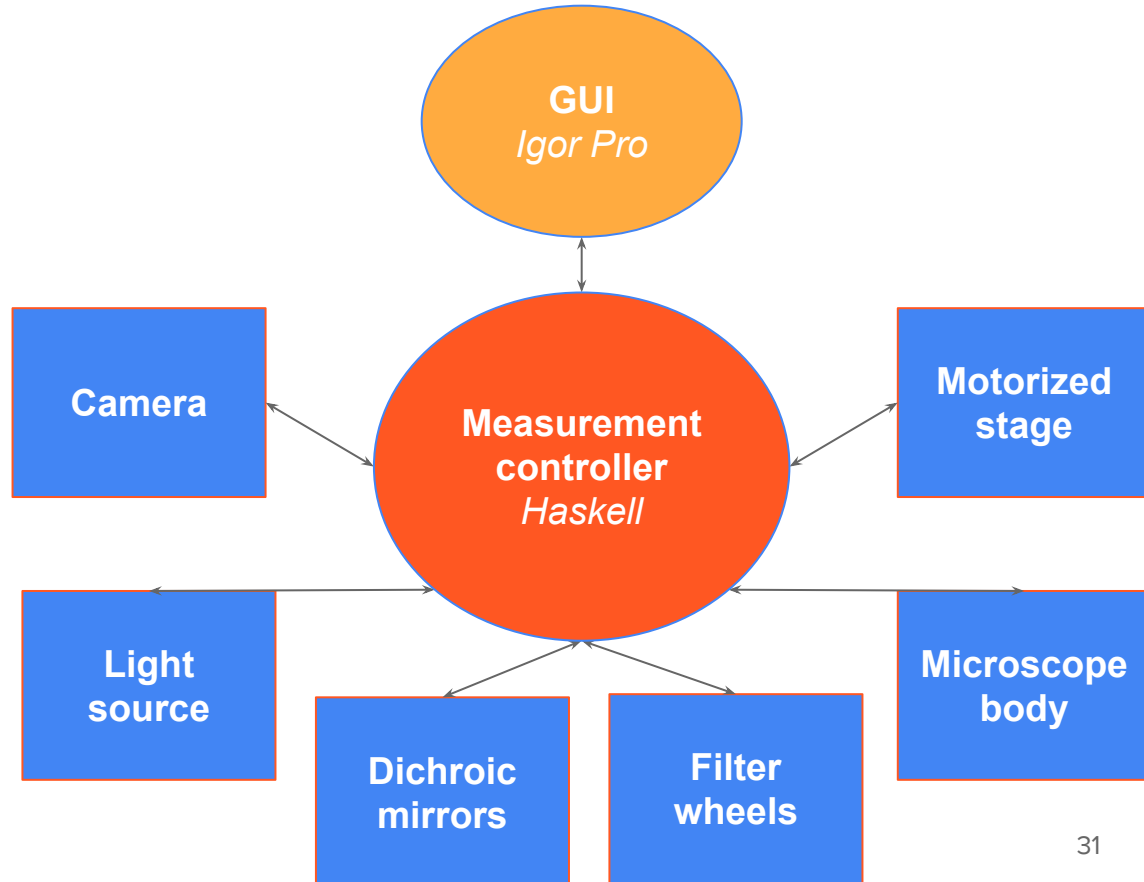
`executeME (MEIrradiate dur params)`  
`= executeIrradiation dur params`  
`>> putStrLn (“irradiating...”)`

`executeME (MEDoTimes n pr)`  
`=`  
`mapM_ (\prs → executeProg prs) (take n . repeat $ pr)`  
`>> putStrLn (“times...”)`

`executeME (MEStageLoop poss pr)`  
`=`  
`mapM_ (\pos → setStagePosition pos >> executeProg pr) poss`  
`>> putStrLn (“stage looping...”)`

# Solution: Controller vs Hardware

- Controlling **hardware**



# Hardware



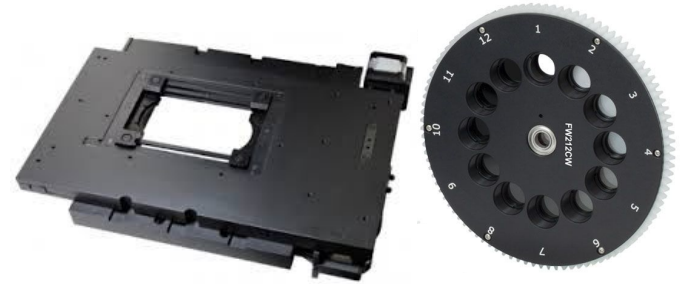
Camera



Light  
source



Dichroic  
mirrors



Motorized  
stage

Filter  
wheels

Microscope  
body



# Hardware: Example

do 5 time(s) in total

irradiate 2 s using Marcellumencor:violet@15;

wait 3 s

acquire image(s)

wait 10 s

acquire image(s)

[ MEDoTimes 5 [ MEIrradiate 2  
( Marcellumencor:violet , 15 )  
, MEWait 3  
, MEDetect ]  
  
, MEWait 10  
, MEDetect ]

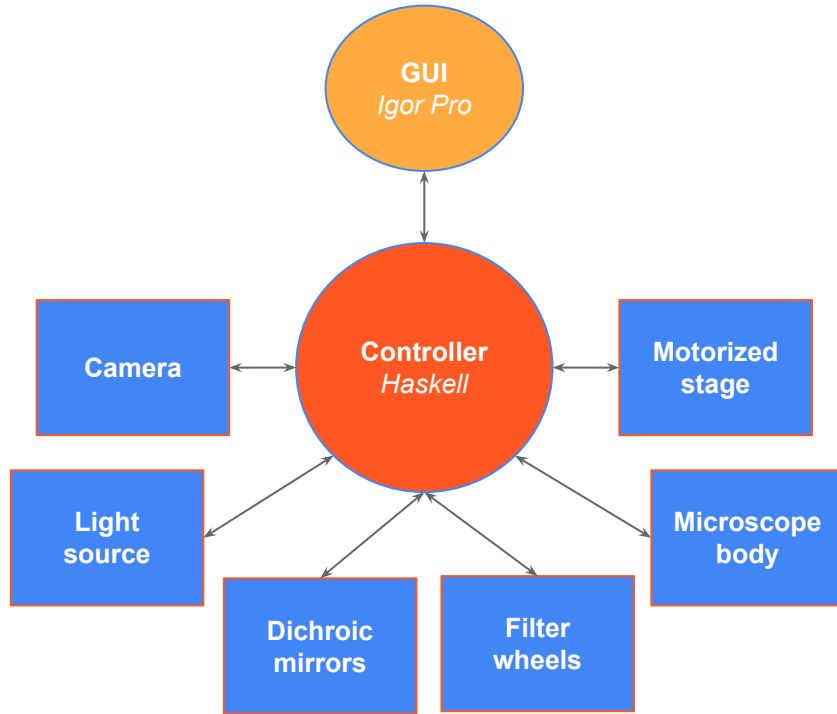




**Results**



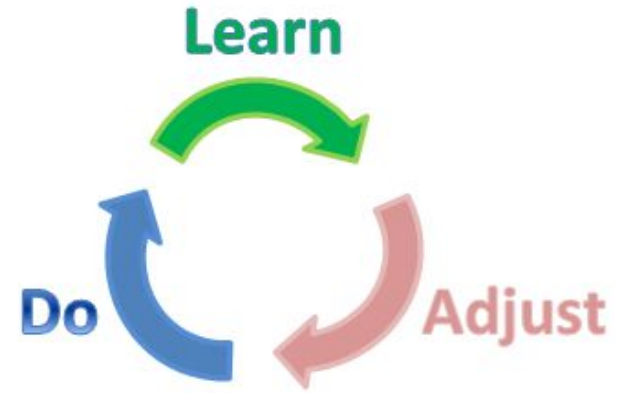
# Results



usable software



feedback loop



# Compared to already existing SW

- **Modularity**
  - easily extendible for new hardware
  - works with several hardware setups
- Arbitrary long, **complex** programs

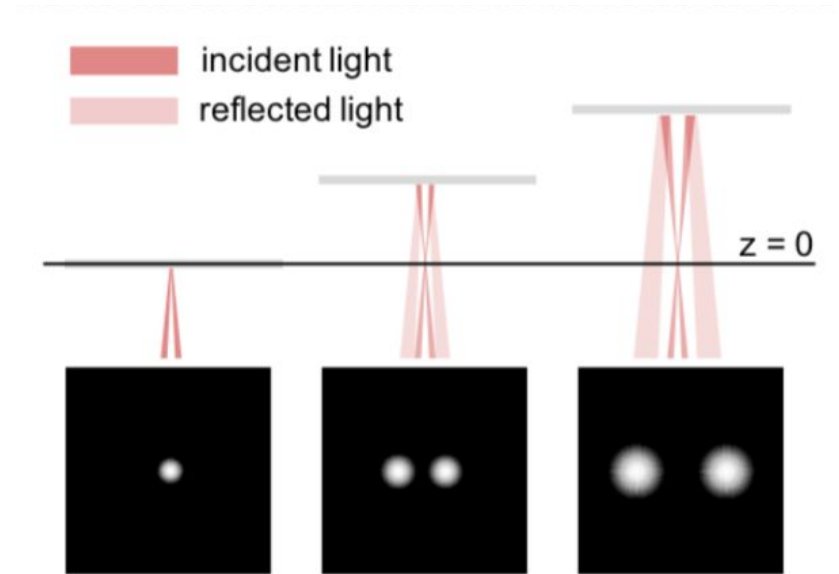
**ThermoFisher**  
S C I E N T I F I C

  
**PerkinElmer**<sup>®</sup>  
*For the Better*

*Leica*  
MICROSYSTEMS

# Compared to already existing SW

- **Modularity**
  - easily extendible for new hardware
  - works with several hardware setups
- Arbitrary long, **complex** programs
- Also non-trivial, more complex tasks
  - E.g. **autofocus** system



# Future Work

GUI

DSL for knowledge representation

Operational DSL for controlling HW/SW

Fluorescence Microscopy Applications

# Future Work

GUI



DSL for knowledge representation

Operational DSL for controlling HW/SW

Fluorescence Microscopy Applications

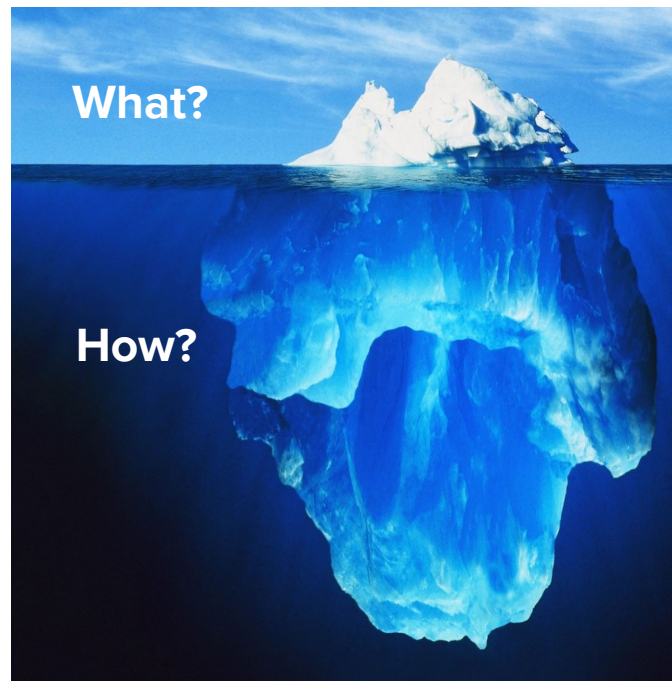
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# Future Work

GUI

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Operational DSL for controlling HW/SW

Fluorescence Microscopy Applications



- Increase **performance**
  - optimal rescheduling
  - parallelizing
- **Safety** and **sanity checks**

# Future Work

GUI

DSL for knowledge representation

Operational DSL for controlling HW/SW

Fluorescence Microscopy Applications



# Future Work

**“A system that can learn from scientists and operators, and vice versa.”**

# Thanks!

