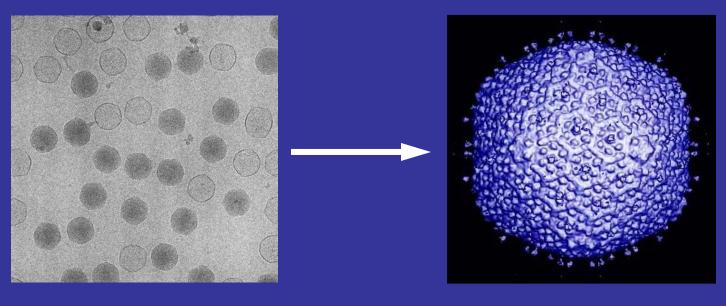
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Robert M. Glaeser

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3D Reconstruction of Icosahedral Particles



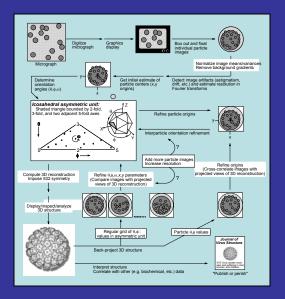
2D

3D

NRAMM Workshop Nov 2003

3D Reconstruction of Icosahedral Particles Outline

- Background
 - References; examples; etc.
- Symmetry
 - Icosahedral (532) point group symmetry
 - Triangulation symmetry
- "Typical" procedure (flow chart)
 - Digitization and boxing
 - Image preprocessing / CTF estimation
 - Initial particle orientation/origin search
 - Orientation/origin refinement
 - 3D reconstruction with CTF corrections
 - Validation (resolution assessment)
- Current and future strategies



3D Reconstruction of Icosahedral Particles REFERENCES

Crowther, R. A., Amos, L. A., Finch, J. T., DeRosier, D. J. and Klug, A. (1970) Three dimensional reconstructions of spherical viruses by Fourier synthesis from electron micrographs. *Nature* 226:421-425

First 3D reconstructions of negatively-stained, spherical viruses:

- Human wart virus
- Tomato bushy stunt

3D Reconstruction of Icosahedral Particles REFERENCES

Crowther, R. A., DeRosier, D. J. and Klug, A. (1970) The reconstruction of a three-dimensional structure from projections and its application to electron microscopy. *Proc. Roy. Soc. Lond.* A 317:319-340

Crowther, R. A. (1971) Procedures for three-dimensional reconstruction of spherical viruses by Fourier synthesis from electron micrographs. *Phil. Trans. R. Soc. Lond. B.* 261:221-230

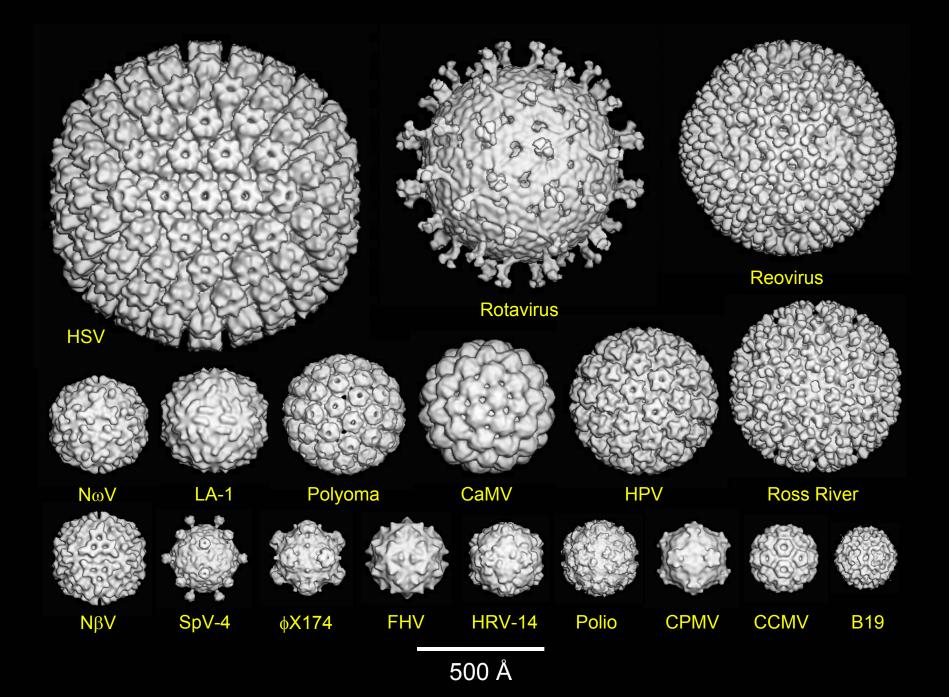
General principles of 3DR method

- Fourier-Bessel mathematics
- Common lines

3D Reconstruction of Icosahedral Particles REFERENCES

- Reference list available as handout
- For die-hards:

Baker, T. S., N. H. Olson, and S. D. Fuller (1999) Adding the third dimension to virus life cycles: Three-Dimensional reconstruction of icosahedral viruses from cryo-electron micrographs. *Microbiol. Molec. Biol. Reviews* 63:862-922



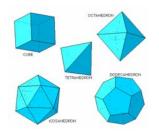
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3D Reconstruction of Icosahedral Particles Symmetry

1. Icosahedral (532) point group symmetry

2. Triangulation symmetry



Regular Polyhedra (Platonic Solids)

There are just five platonic solids:

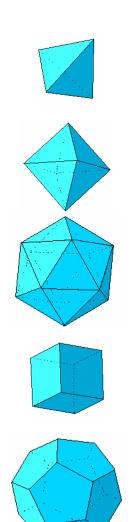
From **equilateral triangles** you can make: with 3 faces at each vertex, a **tetrahedron**

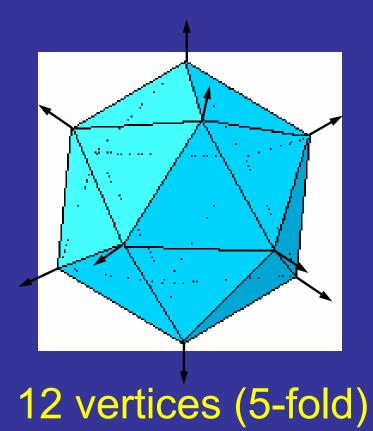
with 4 faces at each vertex, an octahedron

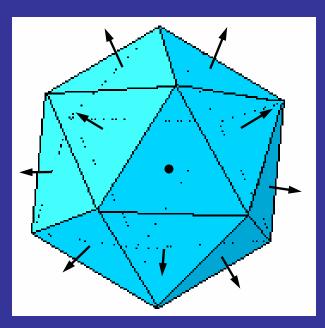
with 5 faces at each vertex, an **icosahedron**

From **squares** you can make: with 3 faces at each vertex, a **cube**

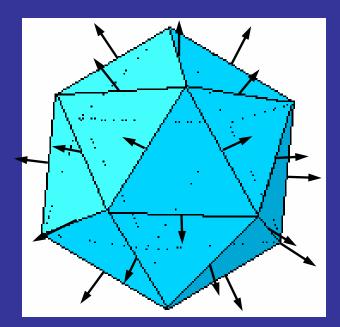
From **pentagons** you can make: with 3 faces at each vertex, a **dodecahedron**







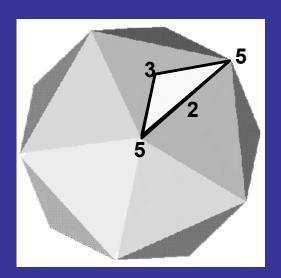
12 vertices (5-fold)20 faces (3-fold)

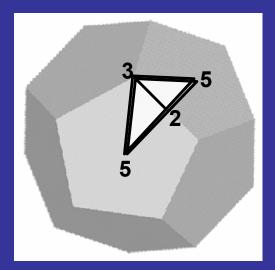


12 vertices (5-fold)20 faces (3-fold)30 edges (2-fold)

Icosahedron

Dodecahedron





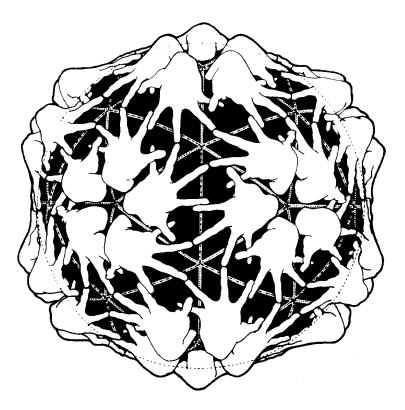
Different shapes, but both have 532 symmetry

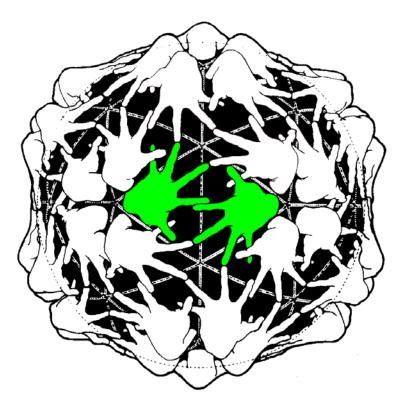
12 vertices, 20 faces, 30 edges (6 5-folds, 10 3-folds, 15 2-folds)

20 vertices, 12 faces, 30 edges (10 3-folds, 6 5-folds, 15 2-folds)

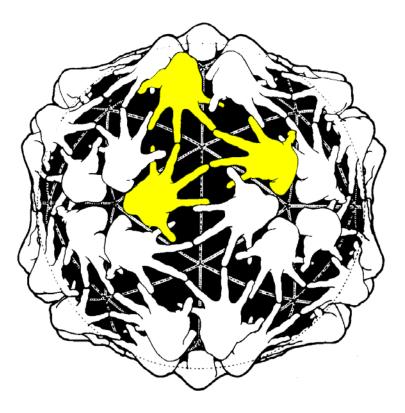
Asymmetric unit is 1/60th of whole object

Object consists of 60 identical 'subunits' arranged with icosahedral symmetry

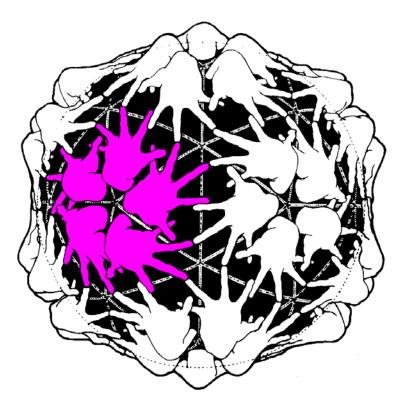




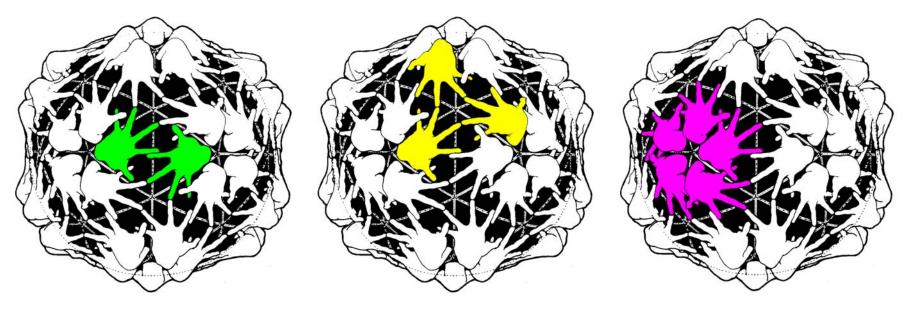
30 dimers



20 trimers



12 pentamers



30 dimers

20 trimers

12 pentamers

3D Reconstruction of Icosahedral Particles Symmetry

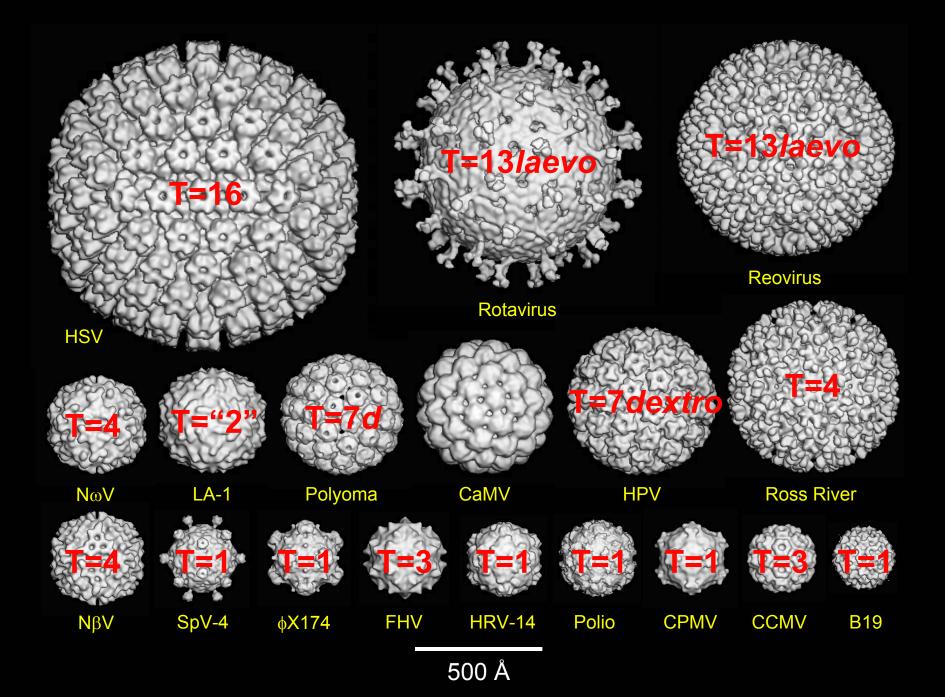
1. Icosahedral (532) point group symmetry

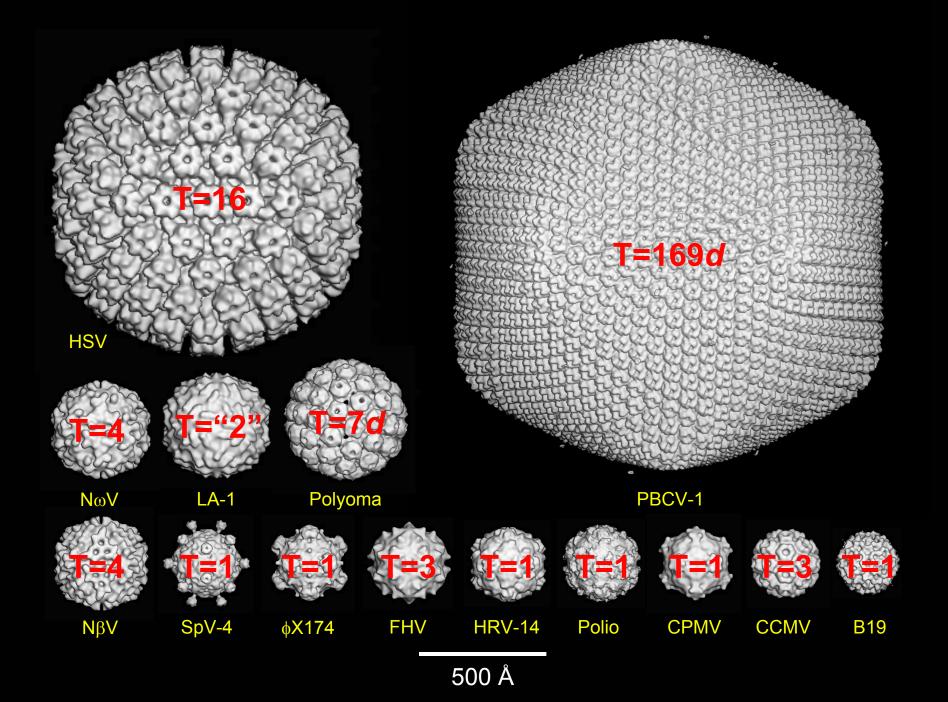
→ 2. Triangulation symmetry

Purely mathematical concept (concerns lattices)

Real objects (*e.g.* viruses) with 532 symmetry often consists of multiples of 60 'subunits'

'Subunits' arranged such that additional, local or pseudo-symmetries exist





3D Reconstruction of Icosahedral Particles Triangulation Number



- T symmetry is **NOT** incorporated into or enforced by the 3D reconstruction algorithms

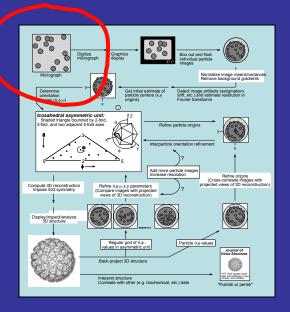
Hence, T symmetry emerges as a result of a properly performed 3D reconstruction analysis

Two Basic Assumptions:

- Specimen consists of stable particles with 'identical' structures (else averaging is invalid)
- Programs test for and *assume* presence of icosahedral (532) symmetry

3D Reconstruction of Icosahedral Particles Outline

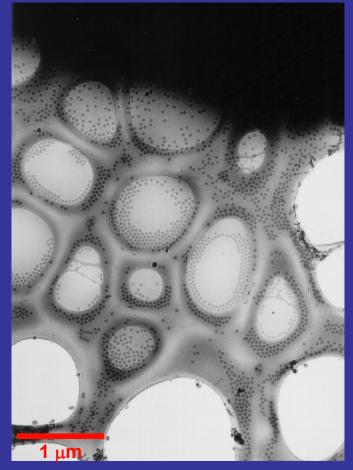
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Electron Cryo-Microscopy

Sample : ~2-3 μ l at 1-5 mg/ml

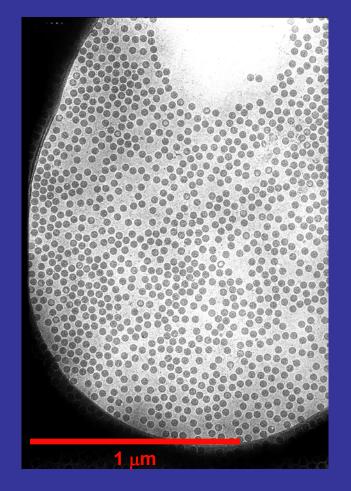
Specimen support: holey carbon film (1-2 µm)



Electron Cryo-Microscopy

Sample : ~2-3 µl at 1-5 mg/ml

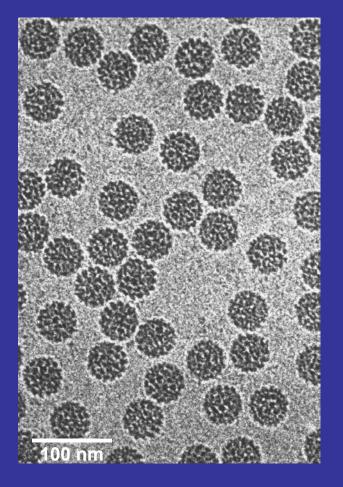
Specimen support: holey carbon film (1-2 µm)



Electron Cryo-Microscopy

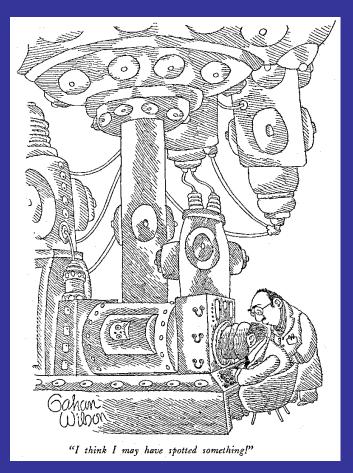
Sample : ~2-3 µl at 1-5 mg/ml

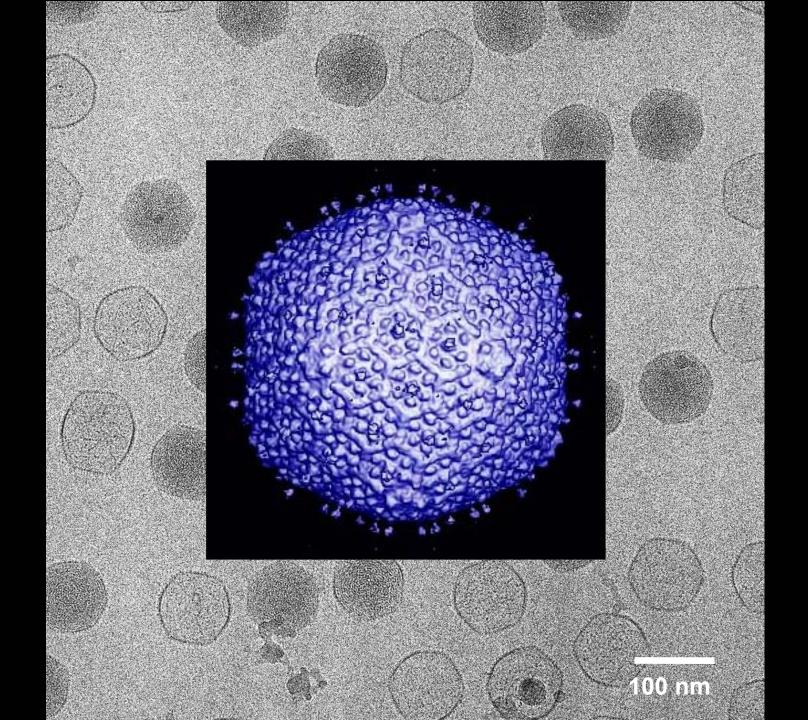
Specimen support: holey carbon film (1-2 µm)



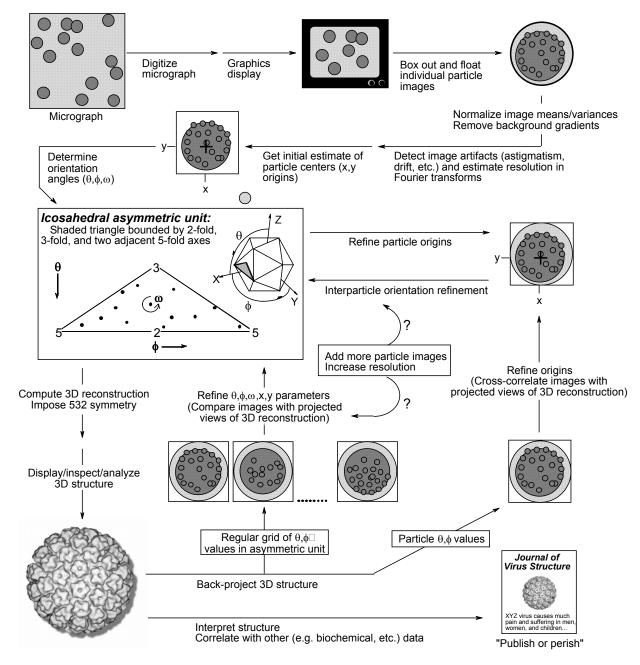
Electron Cryo-Microscopy

Sample : \sim 2-3 µl at 1-5 mg/ml Specimen support: holey carbon film (1-2 µm) Microscope: 200-300 keV with FEG Defocus range: 1-3 µm underfocus Dose: 10-20 e⁻/Å² Film: SO-163 (12 min, full strength) Micrographs: 25-100 Particles: 10³-10⁴ Target resolution: 12 - 6 Å

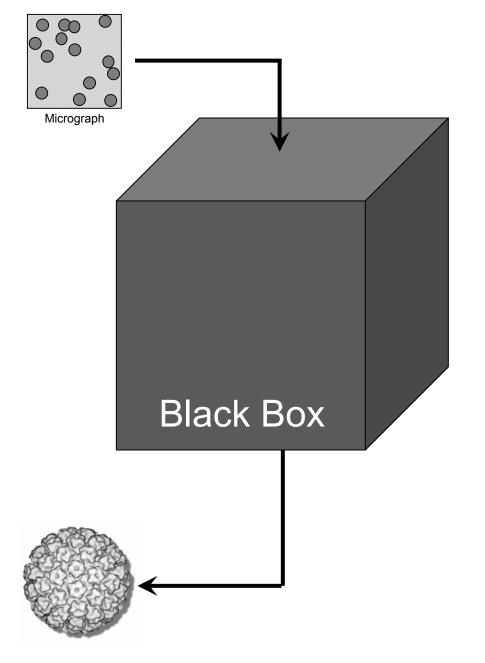




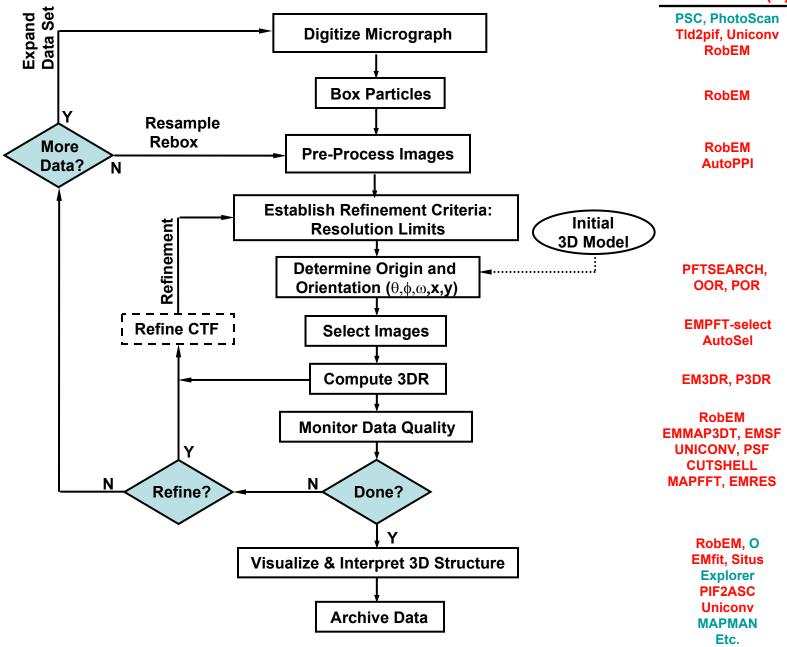
Icosahedral Particle Image Reconstruction Scheme



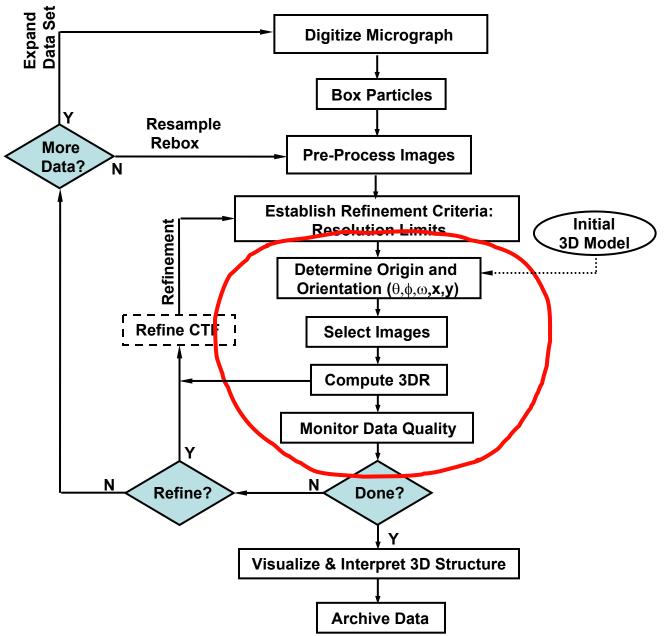
Icosahedral Particle Image Reconstruction Scheme



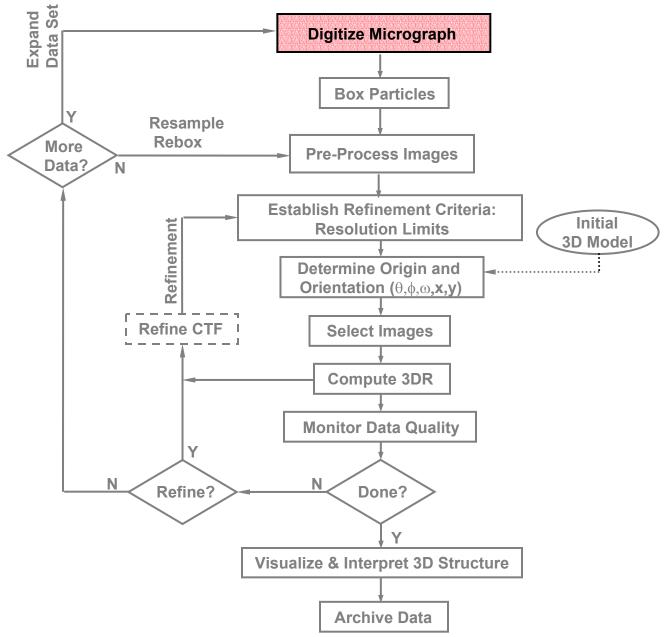
Icosahedral Virus 3D Reconstruction Scheme PROGRAM(S)



Icosahedral Virus 3D Reconstruction Scheme

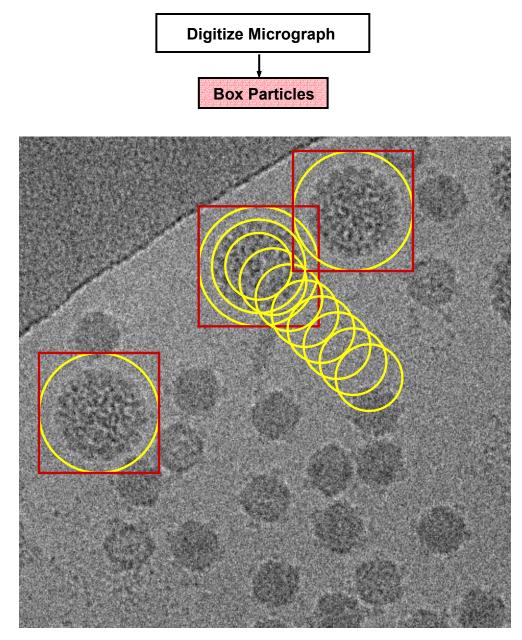


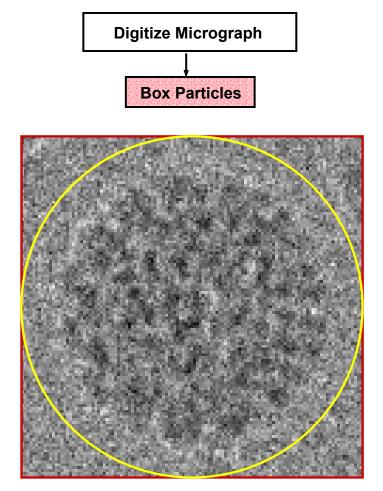
Icosahedral Virus 3D Reconstruction Scheme



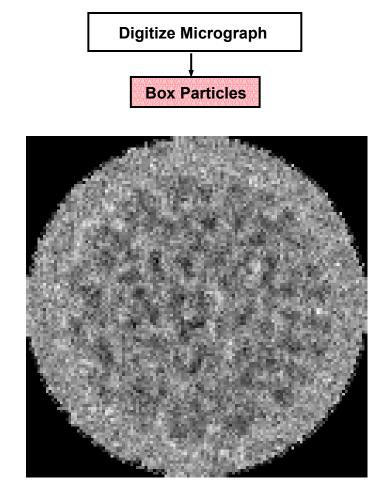
Icosahedral Virus 3D Reconstruction Scheme

Digitize Micrograph

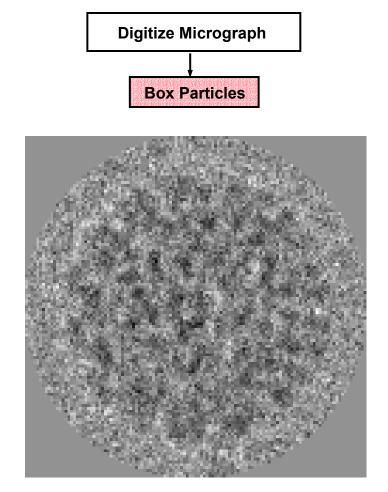




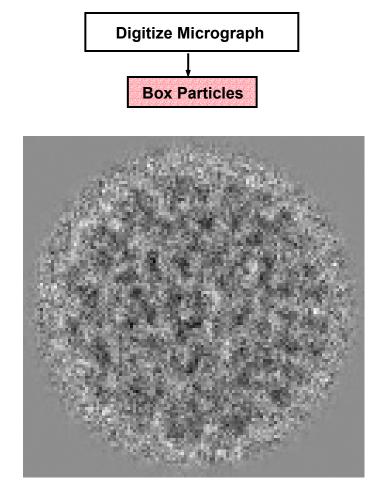
Extracted



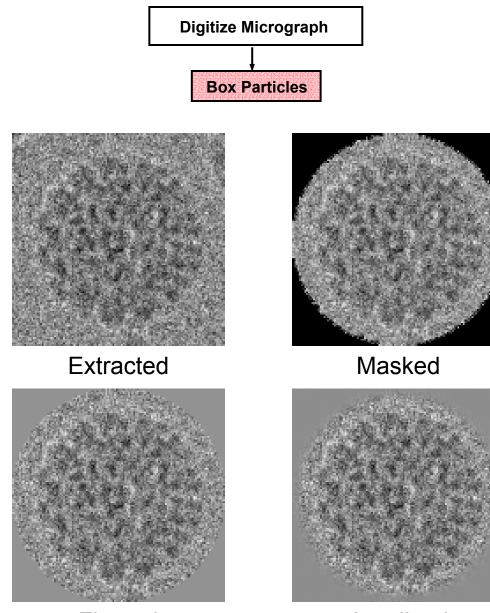
Masked



Floated

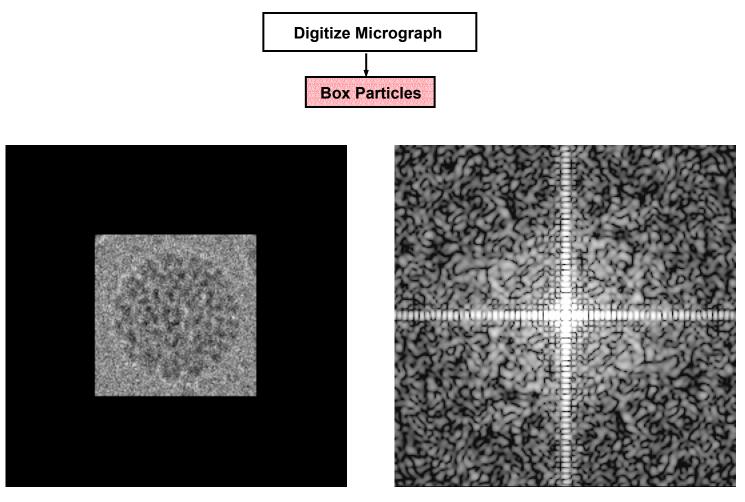


Apodized

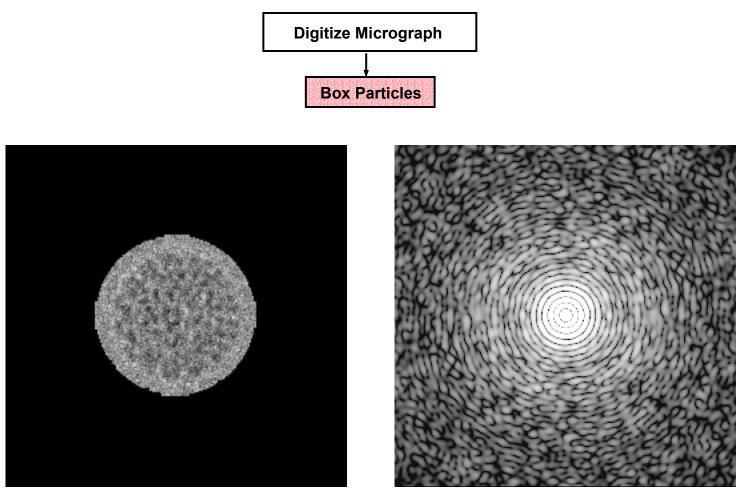


Floated

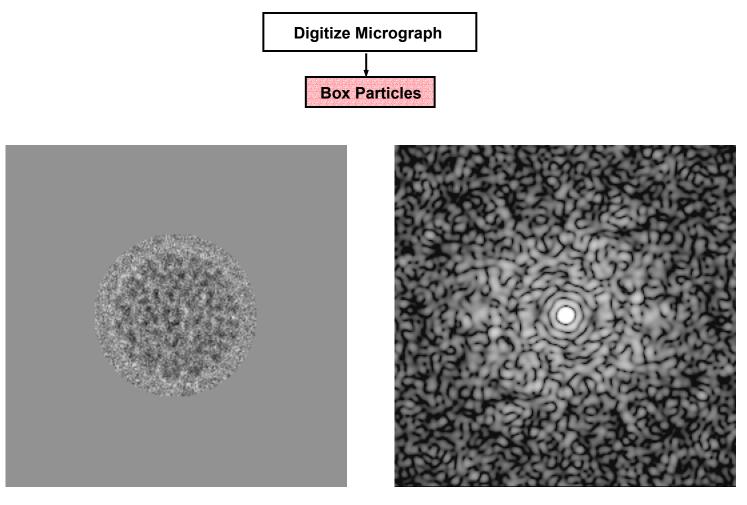
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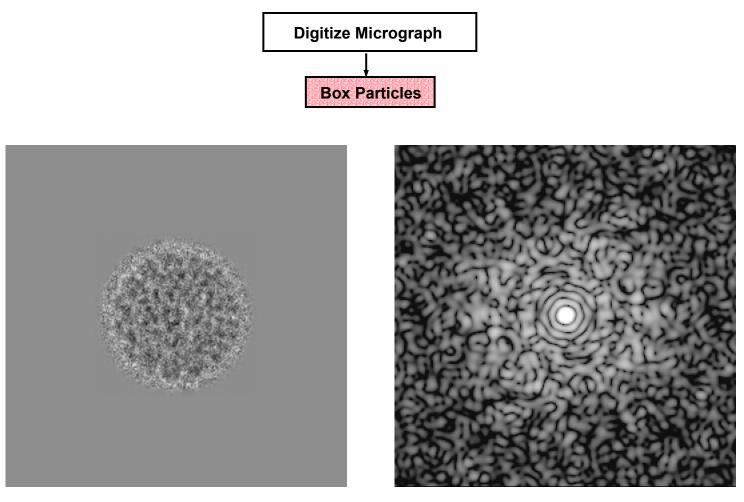
Square mask; **<u>un</u>**floated



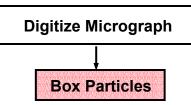
Circular mask; <u>un</u>floated

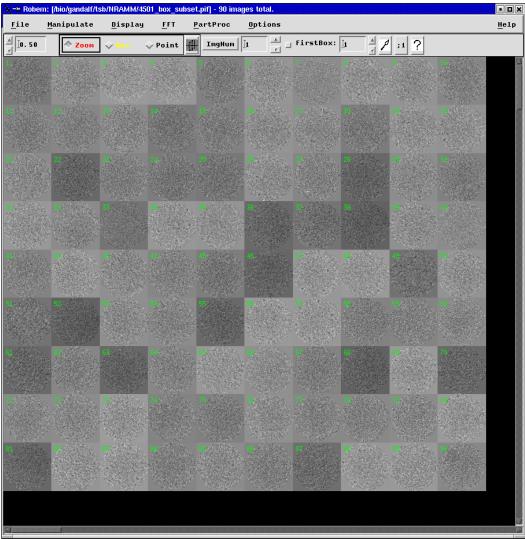


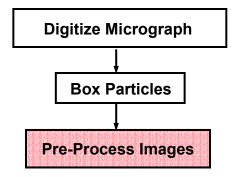
Circular mask; floated

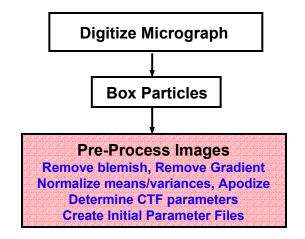


Circular mask; floated & apodized

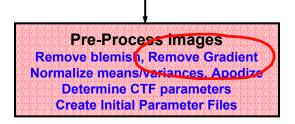


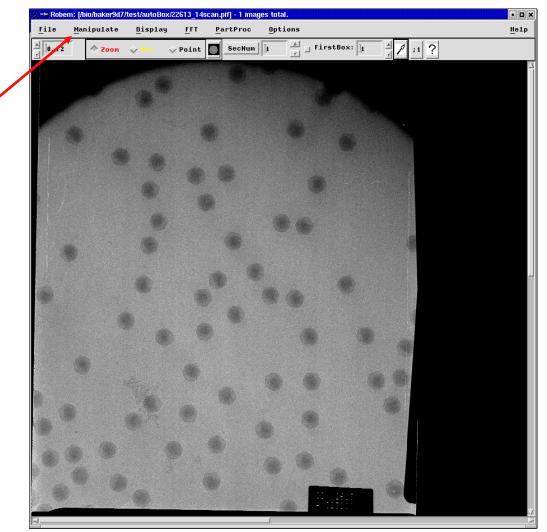


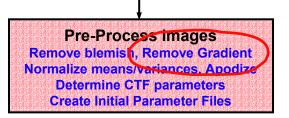


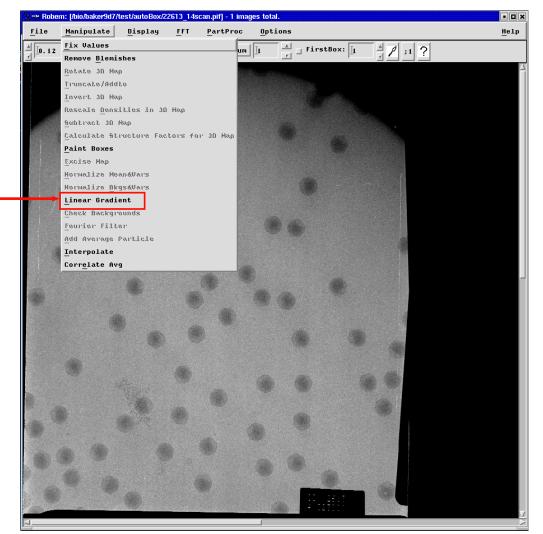


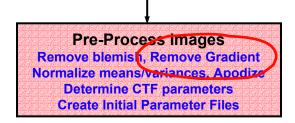
Pre-Process Images Remove blemish, Remove Gradient Normalize means/variances, Apodize Determine CTF parameters Create Initial Parameter Files

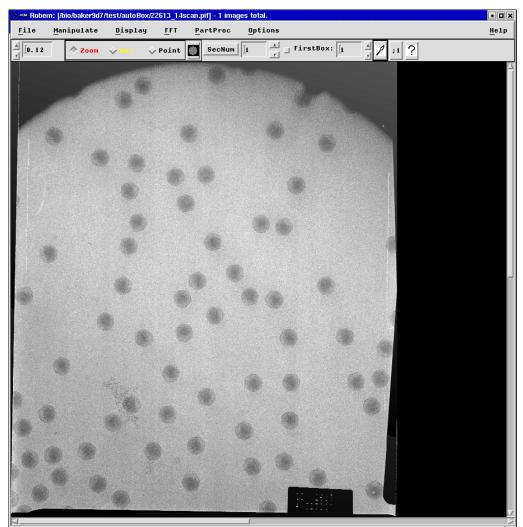




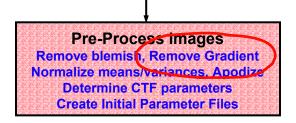


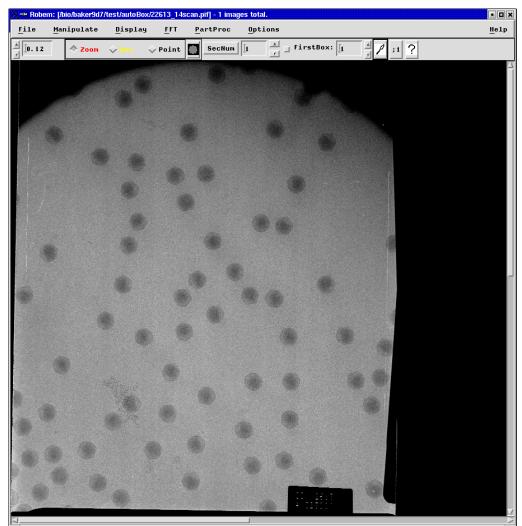




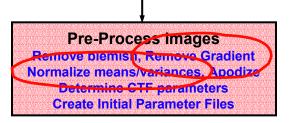


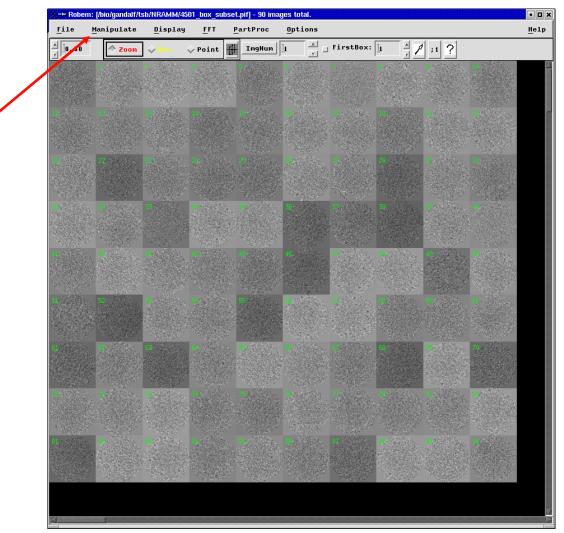
Gradient removed

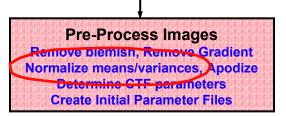


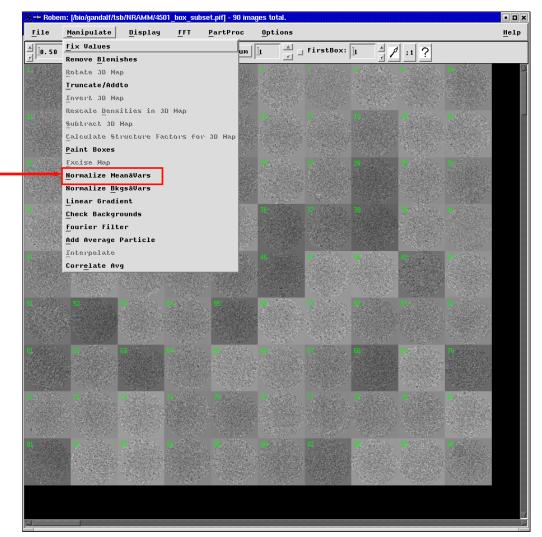


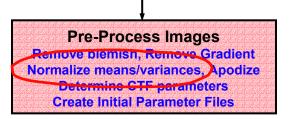
Gradient not removed

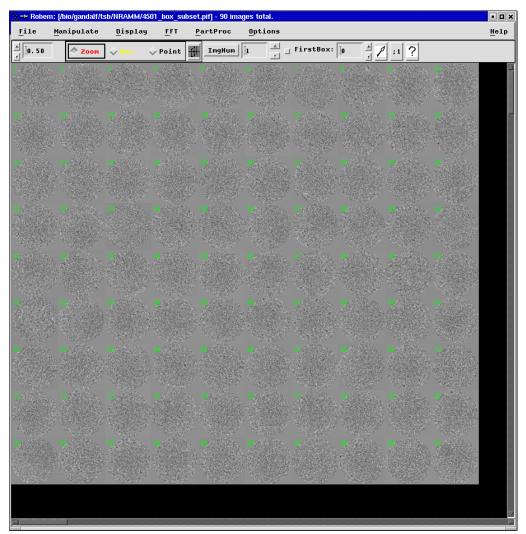




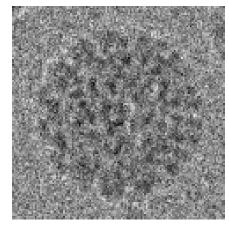




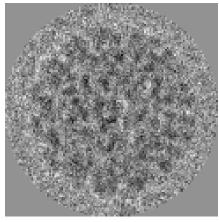




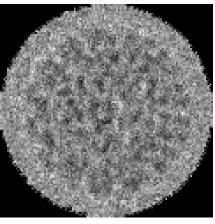
Pre-Process Images Remove blemish, Remove Gradient Normalize means/variances, Apodize Determine CTF parameters Create Initial Parameter Files



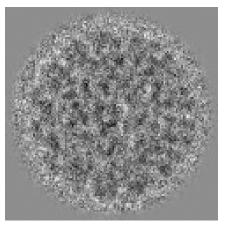
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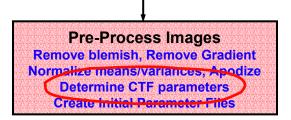
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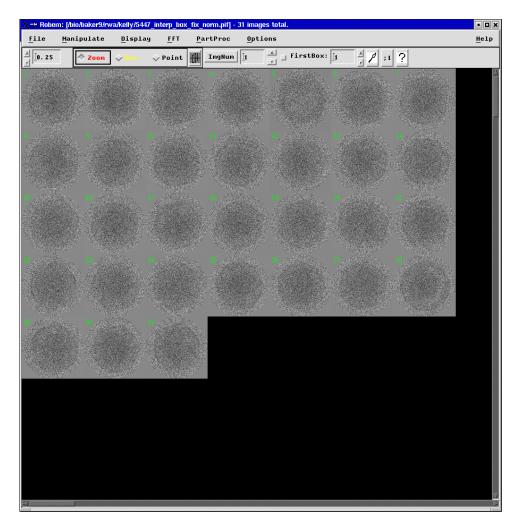


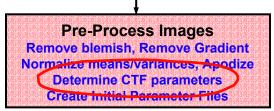
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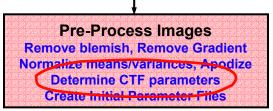
Apodized



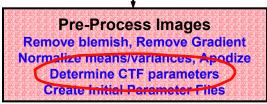




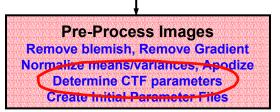
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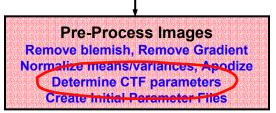
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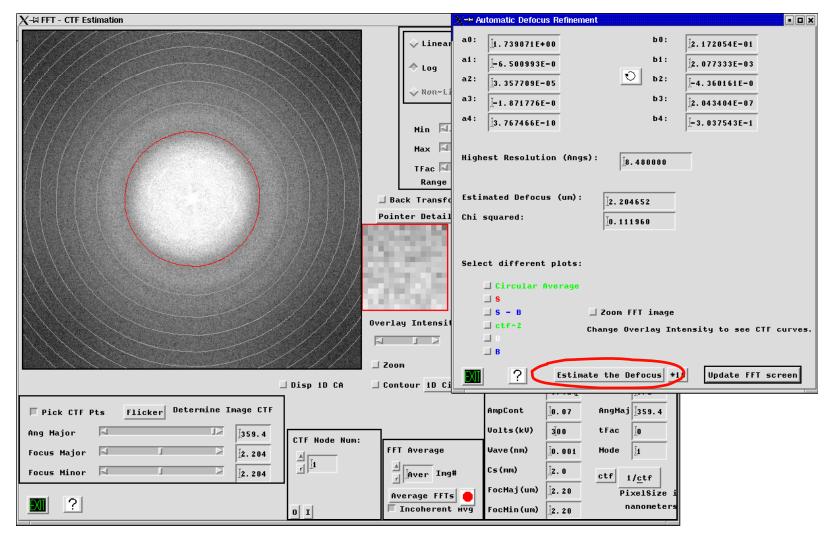


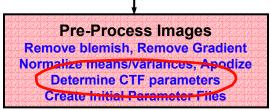
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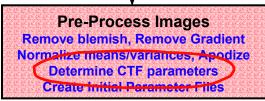
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Pick CTF Pts Flicker Determine Image CTF		AmpCont 10.07 AngMaj 359.4	
Ang Major 359.4	CTF Node Num:	Volts(kV) 300 tFac 0	
Focus Major	FFT Average	Wave (nm) <u>j0.001</u> Mode <u>j1</u>	
Focus Minor	Y A A A A A A A A A A A A A A A A A A A		
XII ?	0 I Average FFTs	-	



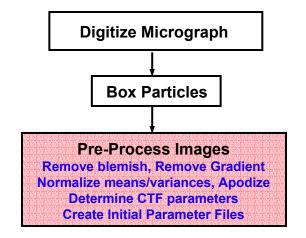


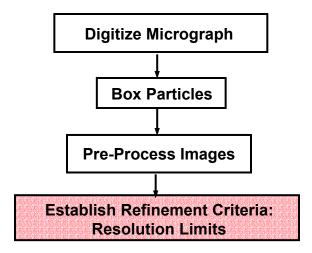


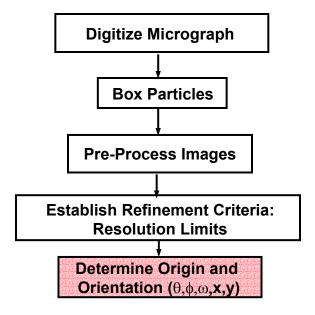
X=∺ FFT - CTF Estimation				• • ×
X FFT - CTF Estimation		<pre> Linear Log Non-Linear Min Max TFac Range Min: Back Transform Pointer Detail </pre>		4 Intensity Recalc FFT Lock Scrolls 14.71 17.42 0 Max: 25.16 Default Param File
	1 1 1 1	verlay Intensity:		
] Zoom] Contour 1D CircAvg	ScStp(um)	4 Mag <u>ĭ</u> 33019 .424 Wiener ĭ₀.2
Flick CTF Pts Flicker Deermine Image CTF				. 07 AngMaj 359.4
Ang Hajor 359.4	CTF Node Num:		Volts(kV) 3	00 tFac
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Focus Minor Z . 204		A Y Aver Ing#		.0 ctf 1/ctf
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X-™ FFT - CTF Estimation				• • ×
		<pre>✓ Linear</pre>	 1024 × 1024 512 × 512 256 × 256 128 × 128 	L FET
		Max A		17.42
		TFac		
		Range Min:	14.71 Ma	ax: 25.16
		Back Transform	Generate D	efault Param File
	c	Pointer Detail	Defocus Ret	
		_ Zoom	ScStp(um) 14	Mag (33019
	Disp 1D CA	Contour 1D CircAvg		424 Wiener 10.2
Pick CTF Pts Flicker Depermine Image CTF			AmpCont <u>(</u> 0.	
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Focus Major 🖾 🚺 🔀	CTF Node Num:	FFT Average	Wave (nm) <u>(</u> 0.	001 Mode <u><u>1</u></u>
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		Average FFTs	FocMaj(um) 👔	20 PixelSize i
X ?	O I	Tincoherent Hvg	FocMin(um) Ž2.	20 nanometers





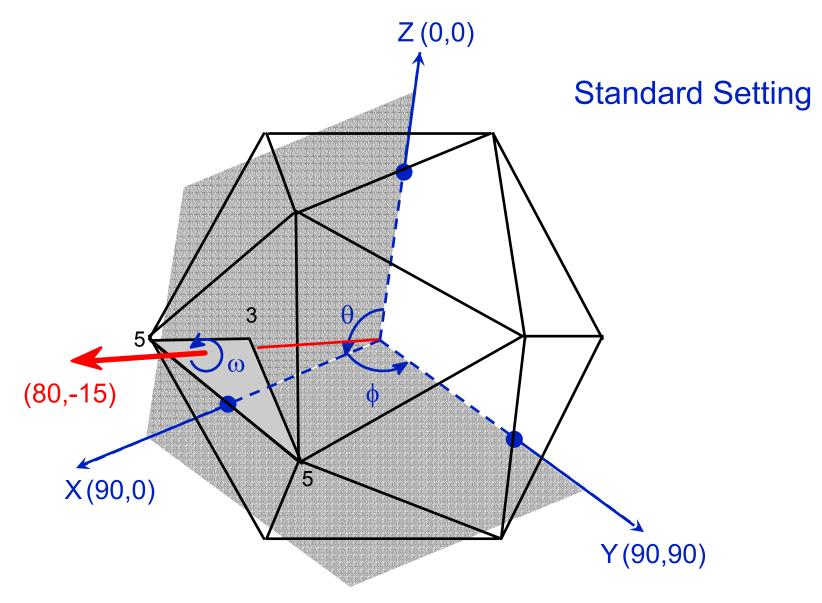


J Determine Origin and Orientation (θ,φ,ω,x,y)

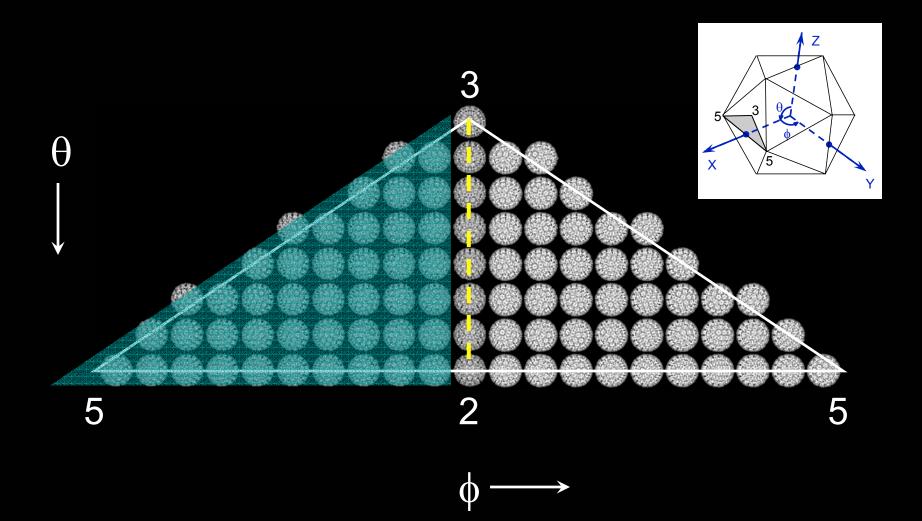
Goal: determine phase origin and view orientation for each boxed particle

MOST IMPORTANT STEP? Garbage in -----> garbage out

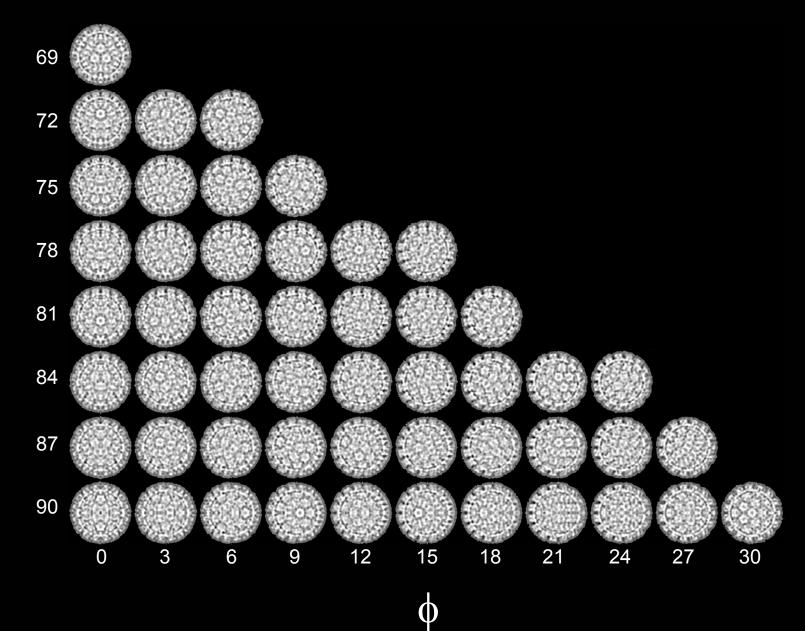




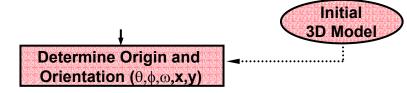
BPV Projections: Icosahedral ASU



BPV Projections: 1/2 Icosahedral ASU



θ



How do we determine the (θ , ϕ , ω , x, y) parameters?

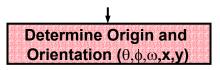
Two methods:

1. Common lines

New or unknown structure

2. Model-based (template) matching

General features of structure are known or a crude model can be generated



Common Lines

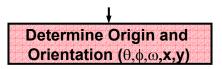
The 'gospel' according to Tony Crowther (*Phil. Trans. R. Soc. Lond. B.*(1971) **261:221-230**)

"[Common lines] arise as follows:"

"An observed section of the transform intersects an identical symmetry-related section in a line, along which the transform must have the same value in both sections"

"The common line lies in the original section."

"However, regarded as lying in the symmetry-related section it must have been generated by the symmetry operation from some other line in the original section."



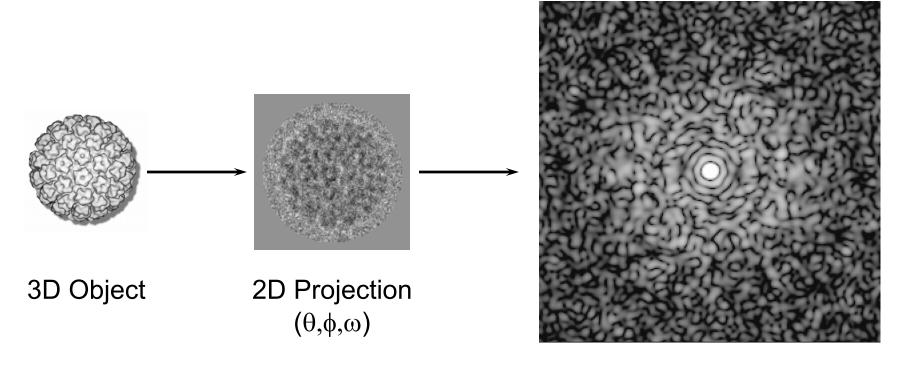
Common Lines

The 'gospel' continued:

"We therefore have a pair of lines in the original transform plane along which the transform must have identical values"

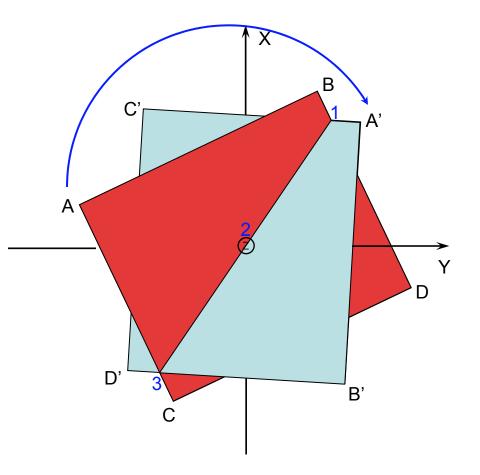
"A similar pair of lines will be generated by each possible choice of pairs of symmetry operations"

"The angular positions of these lines are dependent on the orientation of the particle."



2D Fourier Transform

Simple example: object with single three-fold axis of symmetry

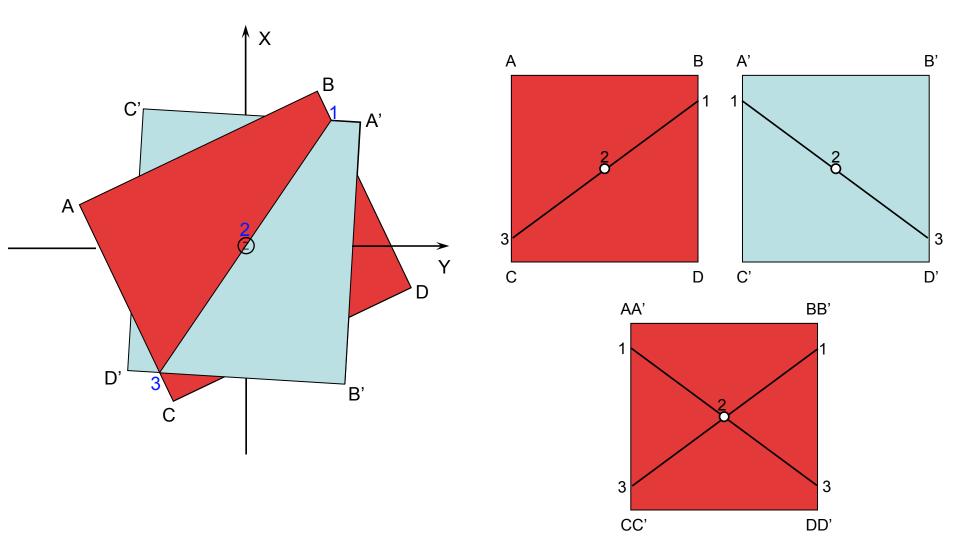


ABCD = 2D transform of image from particle **not** viewed along an axis of symmetry

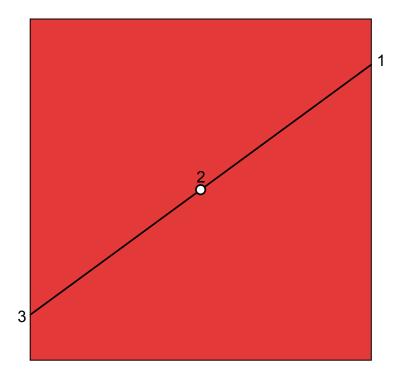
Let z-direction coincide with **3-fold** axis of symmetry

3-fold operation generates **two** additional FT sections (only A'B'C'D' shown)

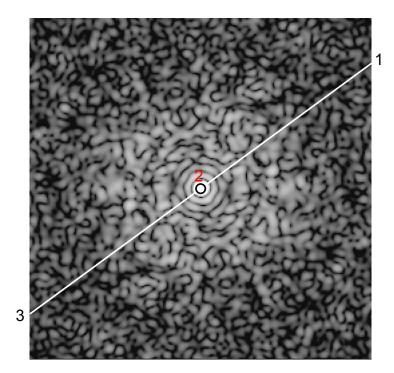
Both planes have **common values** along the **line** (1,2,3) of their intersection

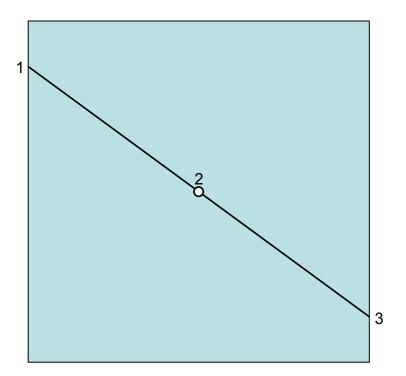


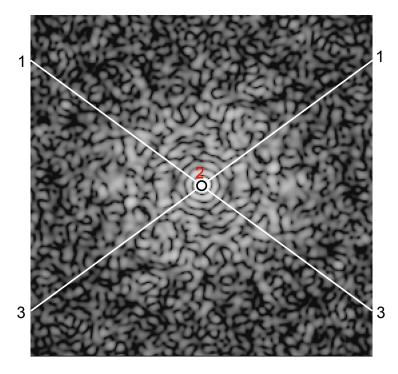
Adapted from Moody (1990) Fig. 7.69, p.246



Original Transform Plane





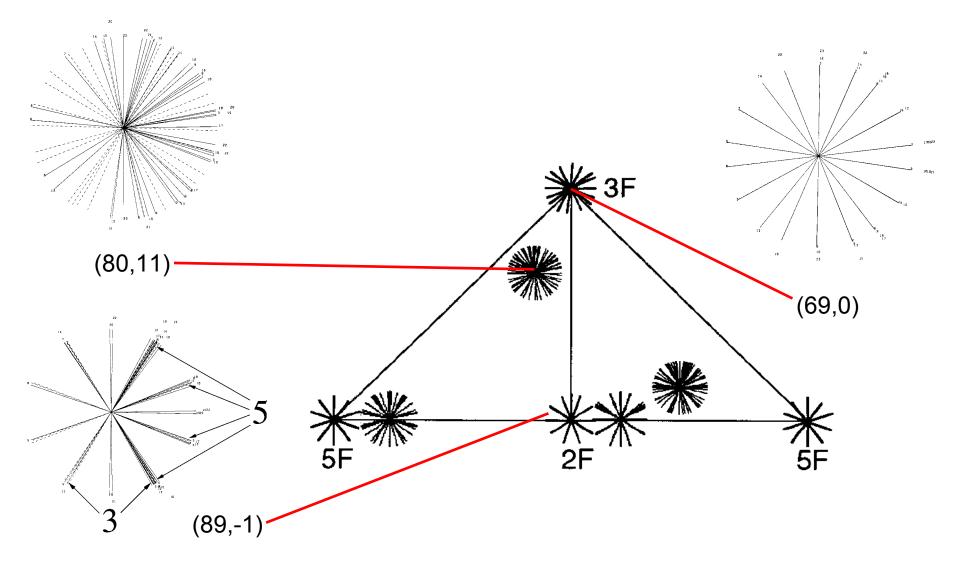


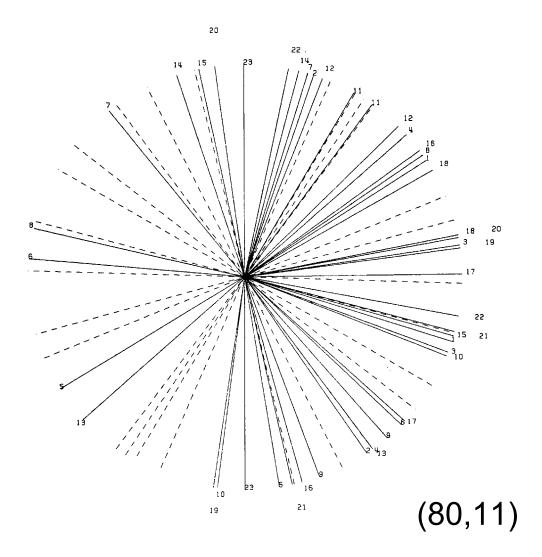
Symmetry-Related Transform Plane

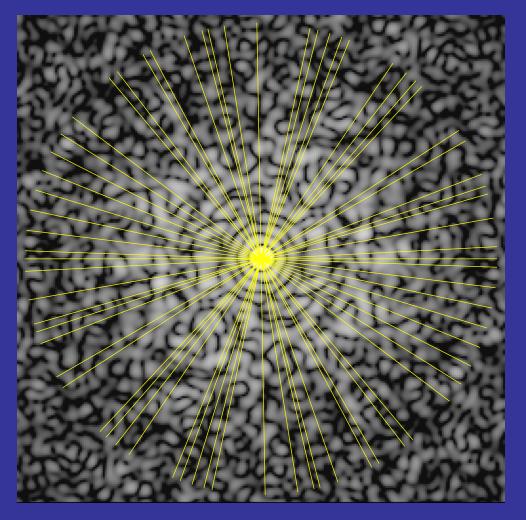
Ok, that's easy (simple object with single 3-fold axis) What about an object with 532 symmetry?

For a **general view**, icosahedral symmetry generates:

5-folds:
$$\frac{12}{2} \times 2 = 12$$
 pairs
3-folds: $\frac{20}{2} \times 1 = 10$ pairs
2-folds: $\frac{30}{2} \times 1 = 15$ real lines
37 common lines

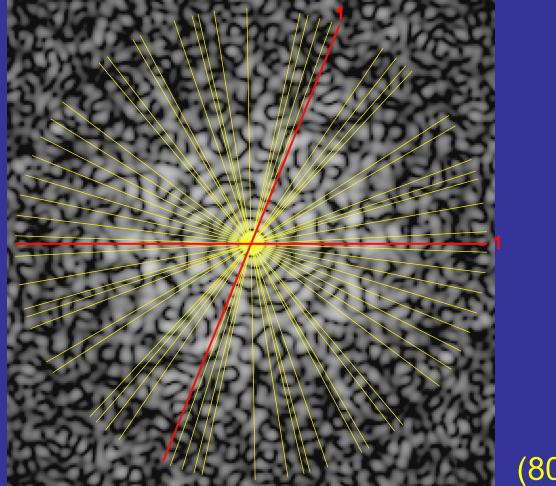




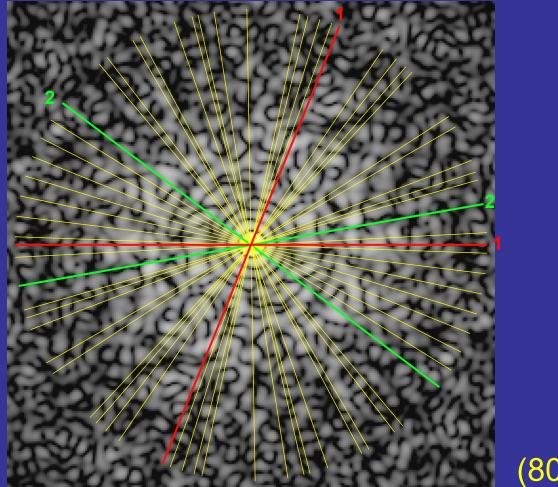


(80,11)

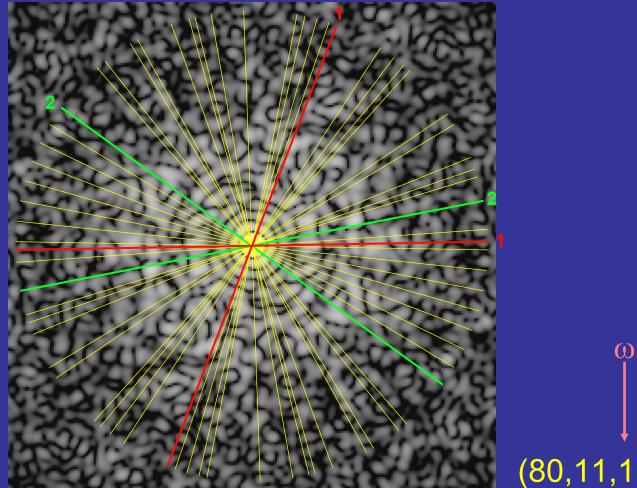
What is (θ, ϕ, ω) for this particle?



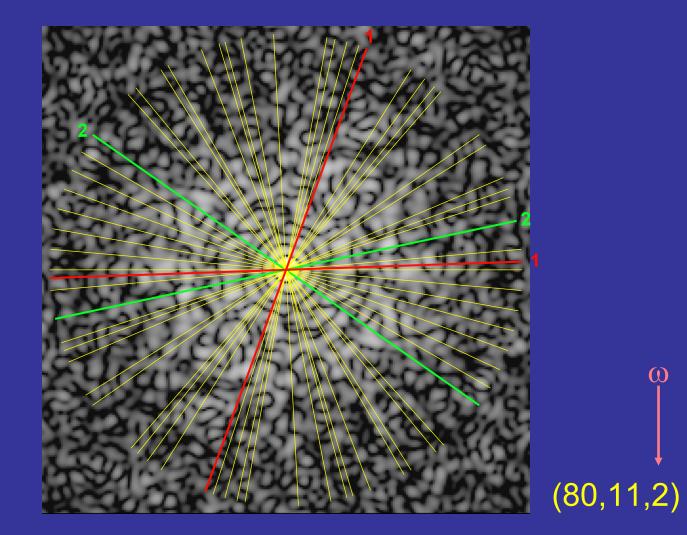
(80,11,<u>0)</u>

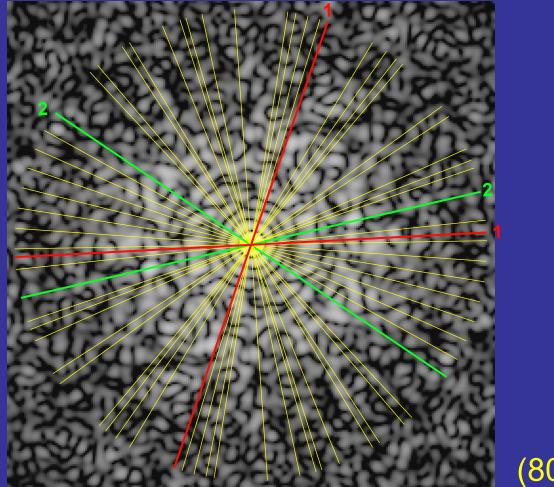


(80,11,<u>0)</u>

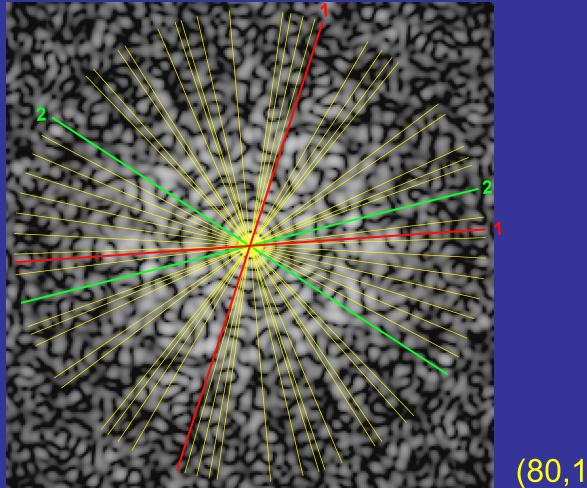


(80,11,1)

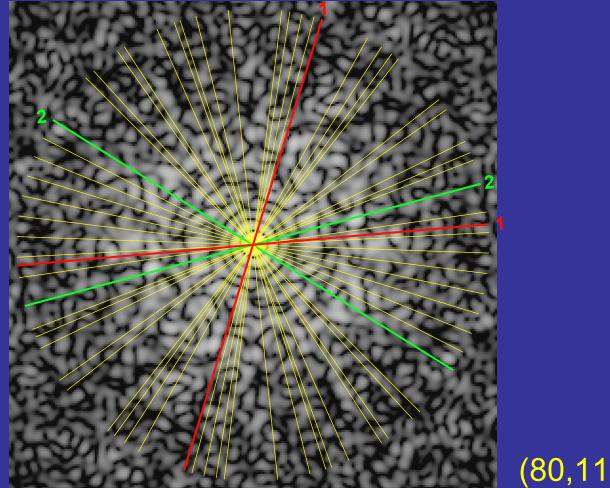




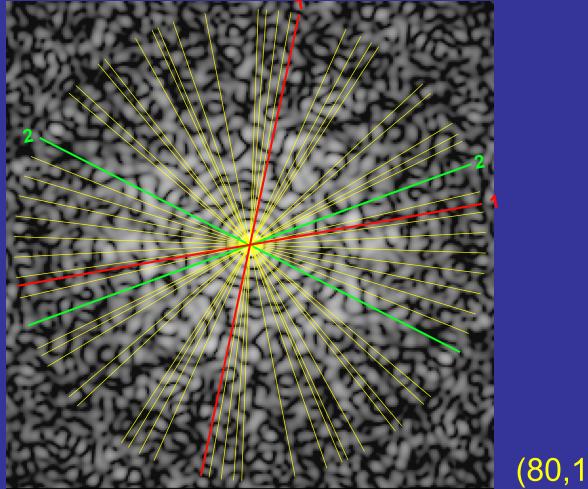




(80,11,4)

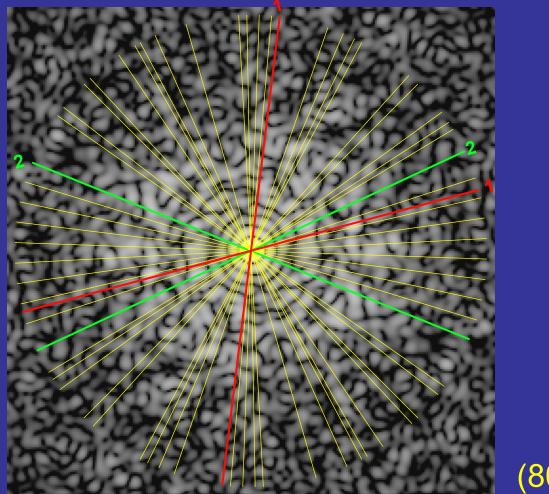




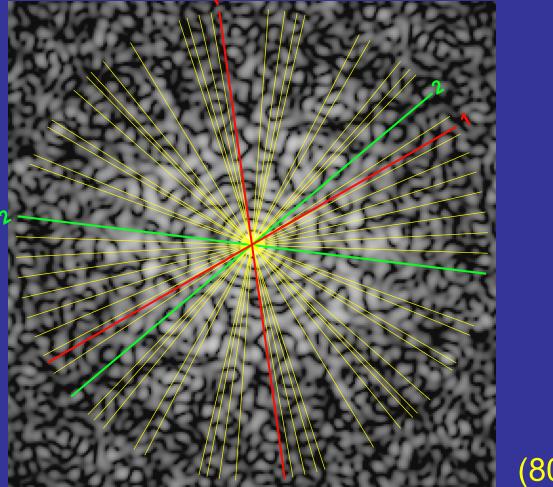


(80,11,1<u>0)</u>

ώ

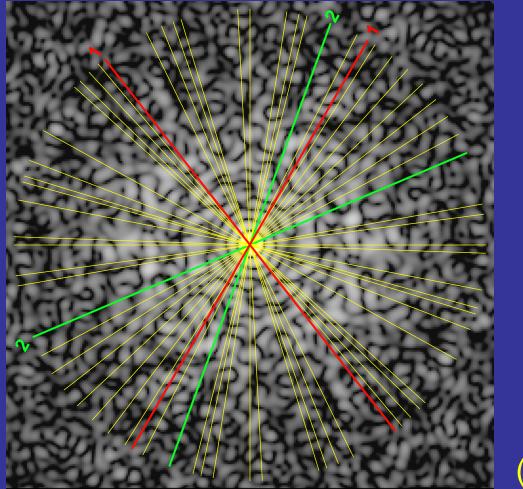






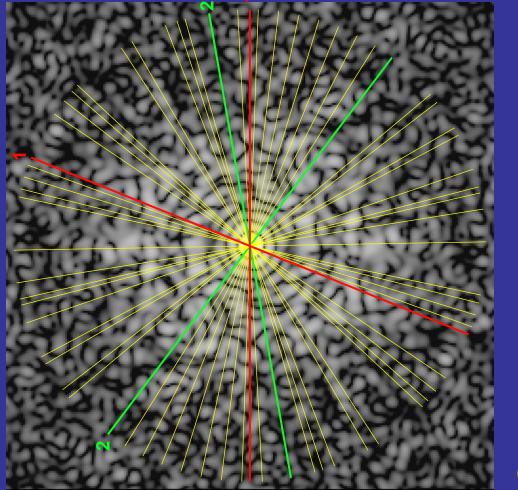


ώ

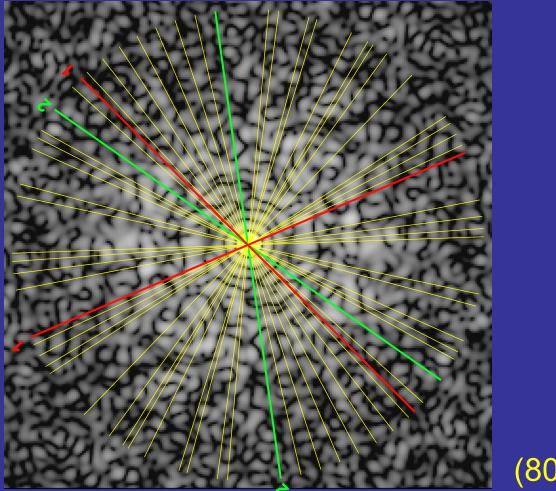




ώ

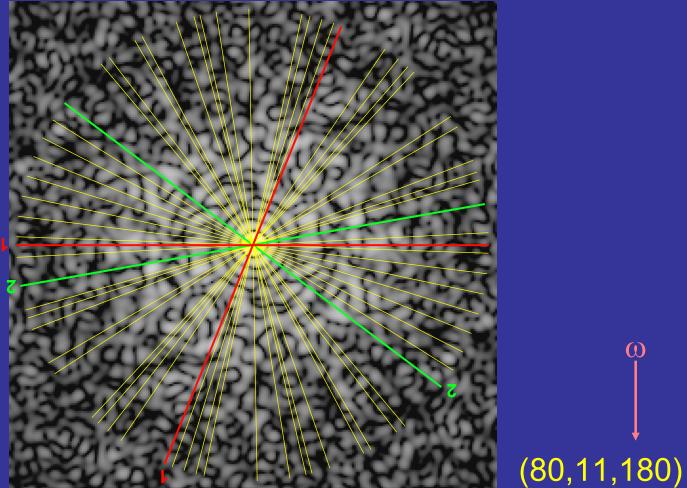


(80,11,90)

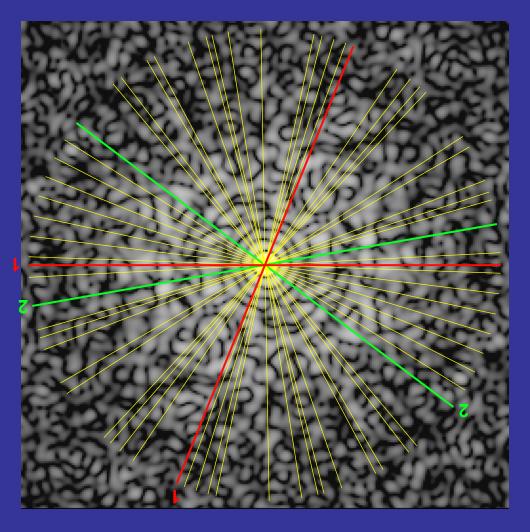




ώ

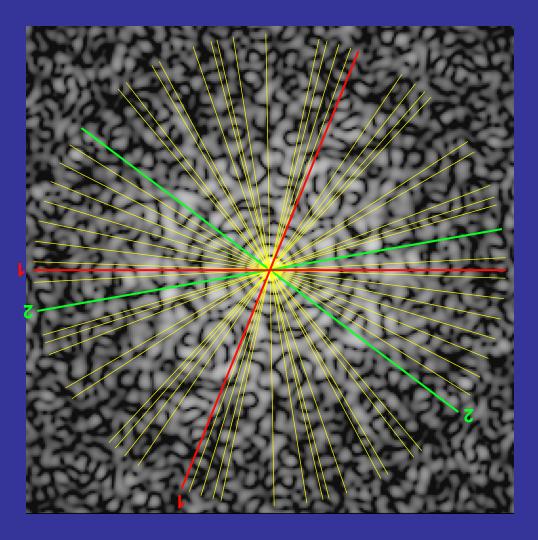




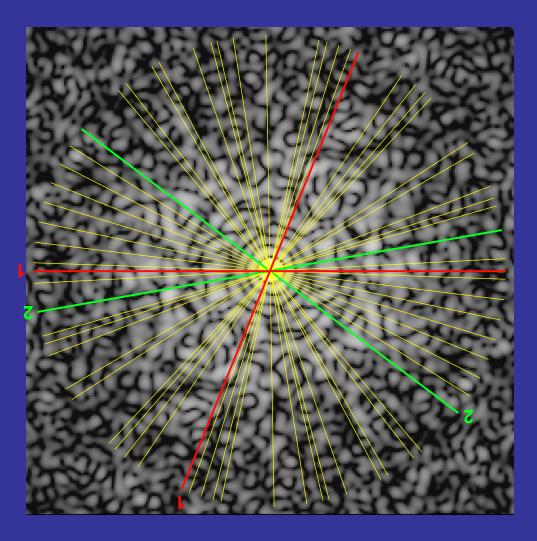


(80,11,ω**)**

Metric: Identify that gives lowest phase residual



Repeat process for all possible (θ,ϕ,ω) combinations



> 250,000 combinations for 1° angular search intervals

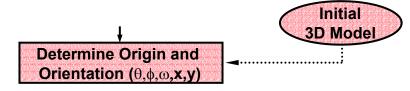


Common Lines

The (θ, ϕ, ω) that results in the lowest phase residual is selected as the best estimate for the particle view orientation

The 'common lines' procedure is similarly used to determine the particle phase origin (x, y)

Not to worry.....I'll spare you the details!!!

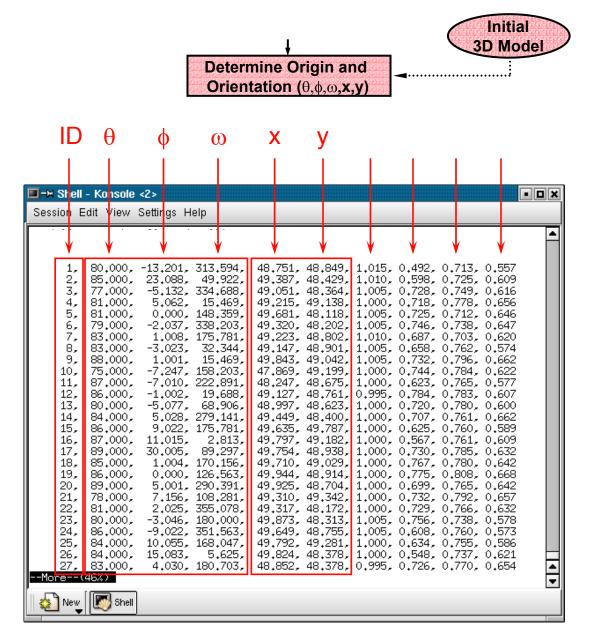


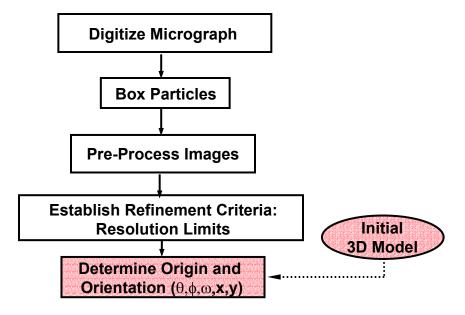
Recall: two methods to determine (θ , ϕ , ω , x, y):

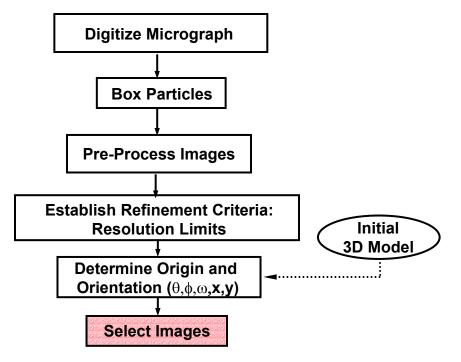
- 1. Common lines
- 2. Model-based (template) matching

Bulk of structures now solved this way

Details discussed in practical session



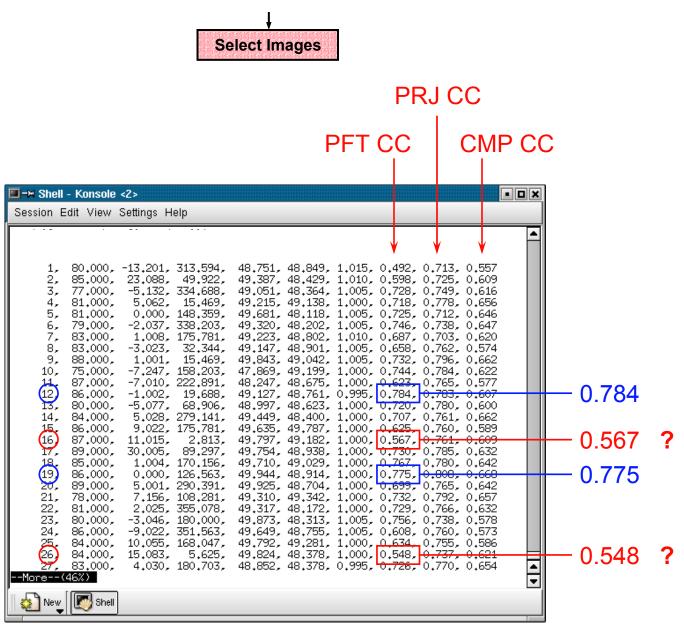




Select Images

Goal: weed out 'bad' particle images before computing 3D reconstruction

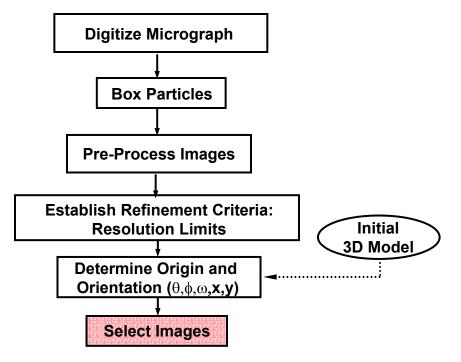
Select Images ID θ Φ Х V ω • • × 🔳 –M Shell - Konsole <2> View Settings Help Edit Session ٠ 48,751, 48,849, 1,015, 0,492, 0,713, 0,557 80.000, -13.201, 313.594, 1, 49.387, 48.429, 1.010, 0.598, 0.725, 0.609 2, 85.000. 23.088, 49.922, 49.051, 48.364, 1.005, 0.728, 0.749, 0.616 49.215, 49.138, 1.000, 0.718, 0.778, 0.656 49.681, 48.118, 1.005, 0.725, 0.712, 0.646 3, 77.000, -5.132, 334.688, 5.062, 15.469, 4, 81,000, 0,000, 148,359, 5, 81,000, 49.320, 48.118, 1.005, 0.725, 0.712, 0.848 49.320, 48.202, 1.005, 0.746, 0.738, 0.647 49.223, 48.802, 1.010, 0.687, 0.703, 0.620 49.147, 48.901, 1.005, 0.658, 0.762, 0.574 49.843, 49.042, 1.005, 0.732, 0.796, 0.662 47.869, 49.199, 1.000, 0.744, 0.784, 0.622 -2.037, 338.203, 6. 79,000, 1.008, 175.781, 7, 83.000, -3,023, 32,344, 8, 83,000, 15,469, 9, 88,000, 1.001, -7,247, 158,203, 75,000, 10, 48,247, 48,675, 1,000, 0,623, 0,765, 0,577 49,127, 48,761, 0,995, 0,784, 0,783, 0,607 48,997, 48,623, 1,000, 0,720, 0,780, 0,600 -7,010, 222,891, 87,000, 11, 12, 86.000, -1.002, 19.688, -5.077, 13, 80,000, 68,906, 5,028, 279,141, 49,449, 48,400, 1,000, 0,707, 0,761, 0,662 14, 84.000, 49.635, 49.787, 1.000, 0.625, 0.760, 0.589 15, 86,000, 9,022, 175,781, 49,797, 49,182, 1,000, 0,567, 0,761, 0,609 49,754, 48,938, 1,000, 0,730, 0,785, 0,632 49,710, 49,029, 1,000, 0,767, 0,780, 0,642 16, 87,000, 11,015, 2,813, 89,297, 17. 89,000, 30,005, 18, 85.000, 1.004, 170.156, 49.944, 48.914, 1.000, 0.775, 0.808, 0.668 0,000, 126,563, 19, 86,000, 5,001, 290,391, 49,925, 48,704, 1,000, 0,699, 0,765, 0,642 20, 89,000, 49.310, 49.342, 1.000, 0.732, 0.792, 0.657 21, 78,000, 7,156, 108,281, 49.317, 48.172, 1.000, 0.729, 0.766, 0.632 49.873, 48.313, 1.005, 0.756, 0.738, 0.578 2,025, 355,078, 22, 81,000, 23, 80,000, -3.046, 180.000, -9,022, 351,563, 49,649, 48,755, 1,005, 0,608, 0,760, 0,573 24, 86,000, 49,792, 49,281, 1,000, 0,634, 0,755, 0,586 25, 84.000, 10.055, 168.047, 49,824, 48,378, 1,000, 0,548, 0,737, 0,621 26, 84.000, 15.083, 5.625, • 4,030, 180,703, 48,852, 48,378, 0,995, 0,726, 0,770, 0,654 27, 83,000, -More--(46%) 🚵 New 🔣 🔊 Shell

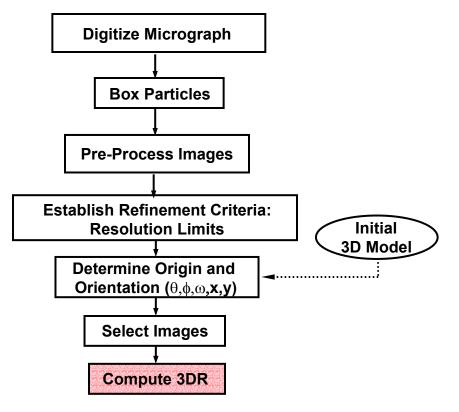


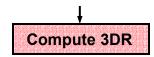
Select Images

Shell - Konsole <2>	III ->>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Image: Shell - Konsole <2> Session Edit View Settings Help gandalf # more hsv_float.dat_001 1856_grad_float.pif 13.8800, 1, 100000, 0, 0,0700, 1.5000, 1,5000, 0,0000, 2.000 1, 80,000, -13.201, 313.594, 48.751, 48.849, 1.015, 0.492, 0.713, 0.557 2, 85,000, 23,088, 49.922, 49.387, 48.429, 1.010, 0.538, 0.725, 0.609 3, 77,000, -5.132, 334.688, 49.051, 48.364, 1.005, 0.728, 0.749, 0.616 4, 81,000, 5,062, 15.469, 49.215, 49.138, 1.000, 0.718, 0.778, 0.656 5, 81,000, 1.000, 148,359, 49.681, 48.118, 1.005, 0.725, 0.712, 0.644 6, 79,000, -2.037, 338,203, 49.320, 48.202, 1.005, 0.687, 0.733, 0.620 8, 83,000, 1.001, 115,469, 49.843, 49.042, 1.005, 0.687, 0.732, 0.620 8, 83,000, -1,002, 19.688, 49.127, 48.761, 0.995, 0.784, 0.783, 0.662 10, 75,000, -7.217, 158,203, 47.869, 49.199, 1.000, 0.687, 0.774, 0.783, 0.607 11, 87,000, -7.010, 222,891, 48.247, 48.675, 1.000, 0.623, 0.765, 0.577 12, 86,000, -1.002, 19.688, 49.127, 48.761, 0.995, 0.784, 0.783, 0.600 14, 84,000, 5.028, 279.141, 49.449, 48.400, 1.000, 0.707, 0.761, 0.662 15, 86,000, 9.022, 175,781, 49.635, 49.787, 1.000, 0.627, 0.761, 0.669 16, 87,000, 11.004, 170.156, 49.774, 48.938, 1.000, 0.767, 0.786, 0.632 17, 89,000, 30.005, 89.297, 49.754, 48.938, 1.000, 0.767, 0.786, 0.632 18, 85.000, 1.004, 170.156, 49.774, 49.029, 1.000, 0.767, 0.780, 0.642 <	Stell - Konsole <2> Session Edit View Settings Help 42, 82,000, -7,069, 175,781, 49,389, 48,980, 1,000, 0,678, 0,762, 0,593 43, 84,000, 16,088, 50,625, 49,775, 48,918, 1,000, 0,543, 0,735, 0,562 44, 80,000, 7,108, 239,063, 48,996, 49,075, 0,995, 0,690, 0,761, 0,623 45, 74,000, 1,040, 142,734, 49,824, 48,960, 9,090, 0,685, 0,718, 0,637 46, 81,000, 13,162, 242,578, 49,019, 49,032, 1,000, 0,578, 0,758, 0,558 47, 73,000, -1,046, 173,672, 48,797, 47,683, 1,000, 0,717, 0,788, 0,614 48, 71,000, -3,173, 296,016, 50,072, 48,370, 1,000, 0,719, 0,764, 0,633 50, 73,000, 2,091, 170,859, 49,110, 48,884, 1,000, 0,681, 0,741, 0,589 51, 84,000, 20,110, 215,156, 49,076, 48,673, 10,000, 0,721, 0,755, 0,660 52, 79,000, 14,262, 21,094, 49,088, 49,107, 1,005, 0,602, 0,744, 0,551 54, 79,000, 6,112,227,109, 49,223, 48,719, 1,000, 0,721, 0,755, 0,636 55, 88,000, -2,031, 213,047, 47,831, 48,862, 97,839, 0,995, 0,745, 0,776, 0,516 57, 80,000, -2,031, 213,047, 47,831,48,804, 1,005, 0,713, 0,767, 0,575 58, 72,000, -3,154, 295,313, 48,802, 48,736, 1,010, 0,680

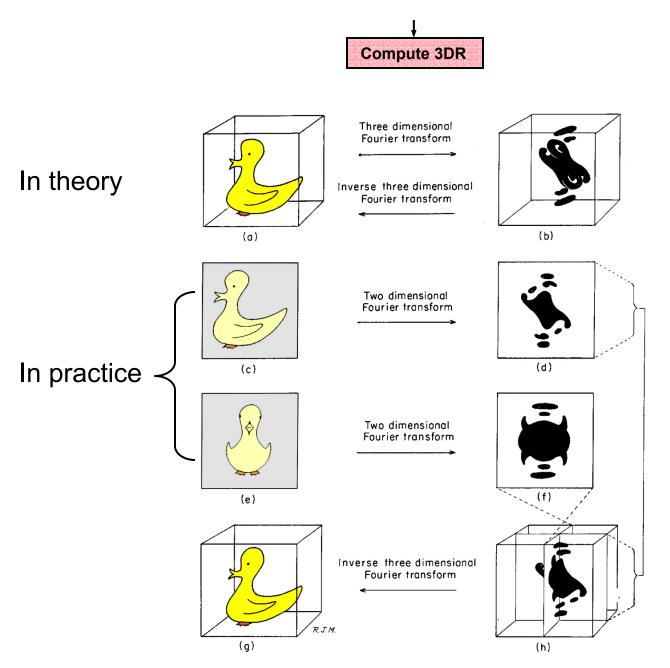
PFT Coefficient 0.679 ± 0.075



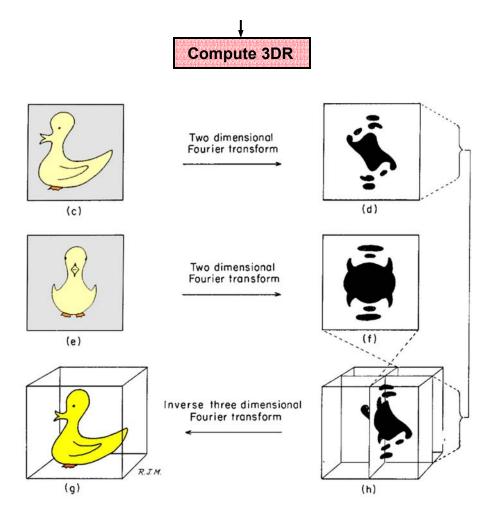




Goal: combine "good" particle images to compute a 3D density map



From Lake (1972), p.174

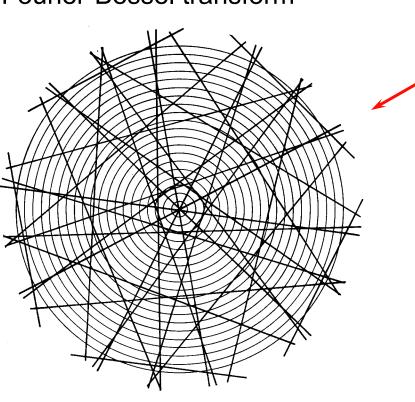


Overall scheme: $\rho \leftarrow \mathbf{g} \leftarrow \mathbf{G} \leftarrow \mathbf{F}$



Steps:

- 1. Compute 2D FFT of each particle image
- 2. Combine all 2D FFTs to build up 3D Fourier-Bessel transform



Crowther, DeRosier and Klug, 1970, p.329

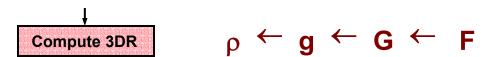
Adapted from Crowther (1971) Fig. 4, p.223

 $F(R, \Phi, Z)$

Central section

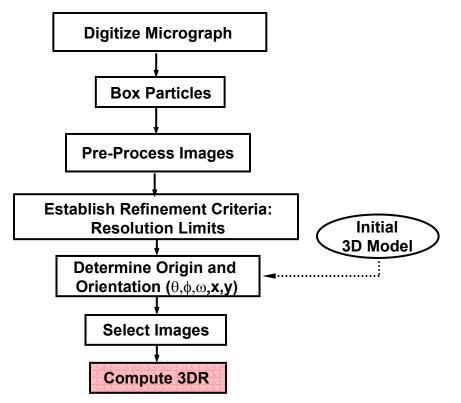
R

 $\phi^{\boldsymbol{\varsigma}}$

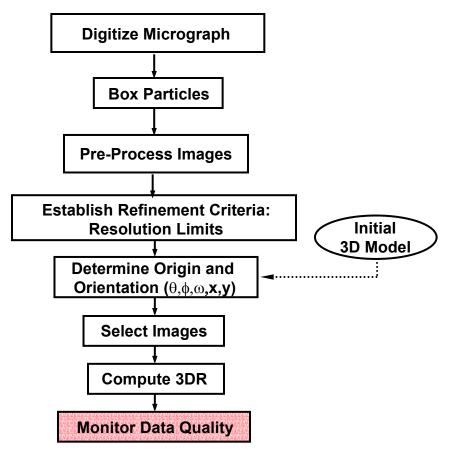


Steps:

- 1. Compute 2D FFT of each particle image
- 2. Combine all 2D FFTs to build up 3D Fourier-Bessel transform
- 3. Compute G_n 's on each annulus $G = (B^{\dagger}B)^{-1}B^{\dagger}F$
- 4. Compute g_n's from G_n's (Fourier-Bessel transform)
- 5. Compute polar density map ($\rho(r, \phi, z)$) from g_n's
- 6. Convert from polar to Cartesian map ($\rho(r, \phi, z) \rightarrow \rho(x, y, z)$)

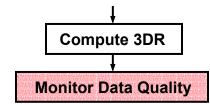


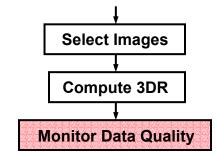
Option: correct for CTF effects in particle FFTs before FFTs are merged to form the 3D FFT

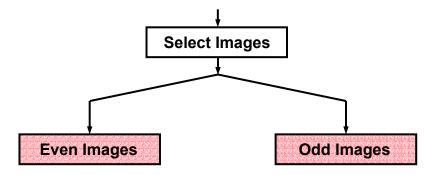


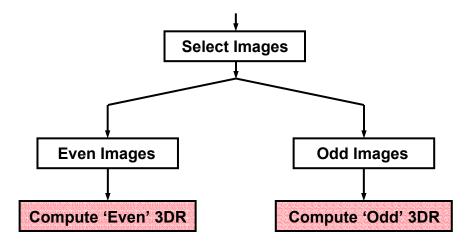
Monitor Data Quality

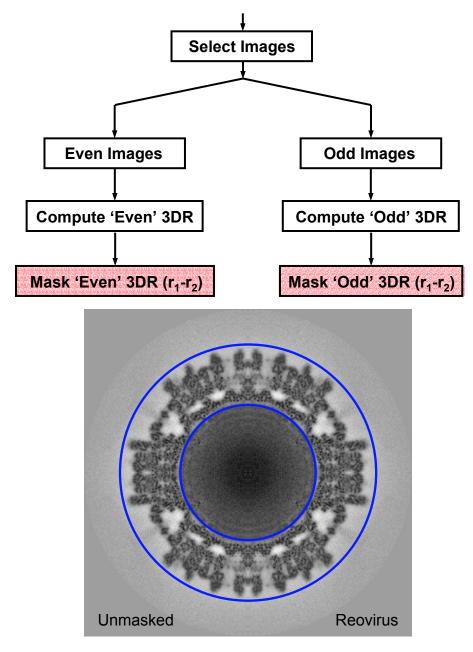
Goal: assess resolution of 3D density map to determine what to do next

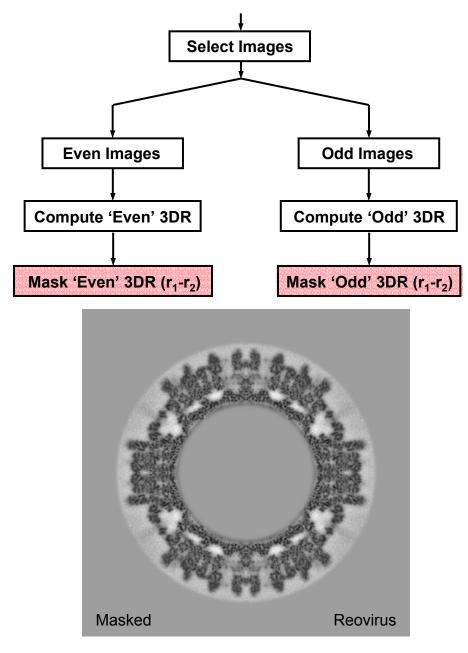


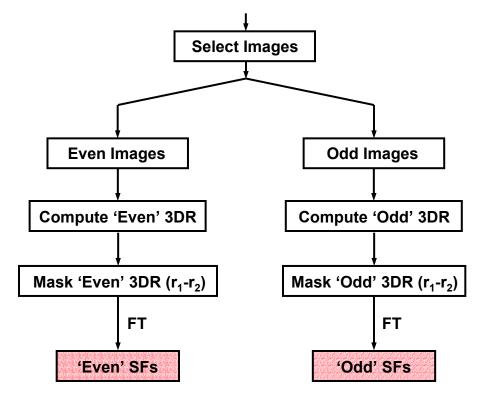


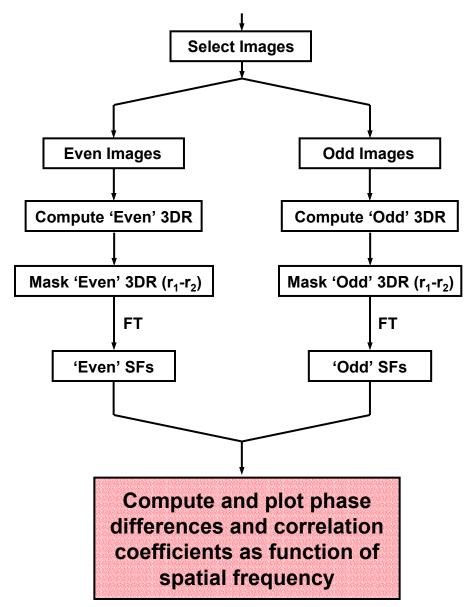


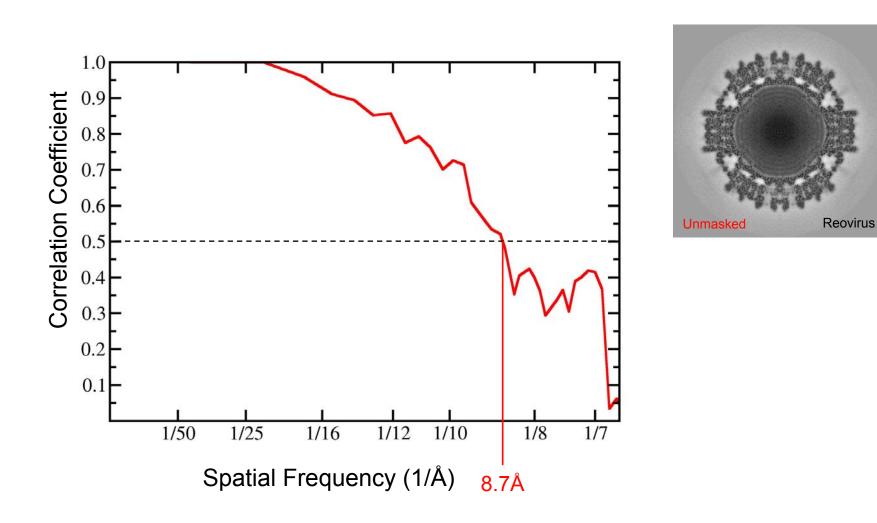


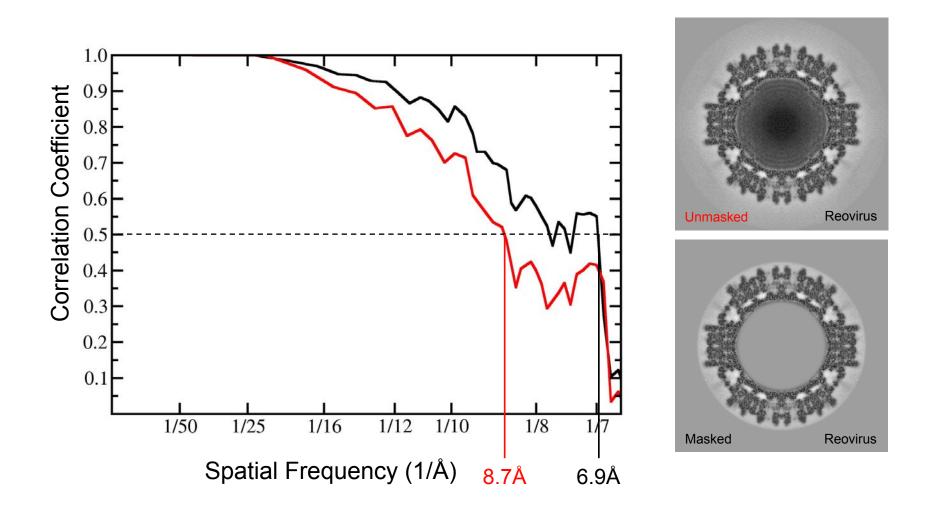






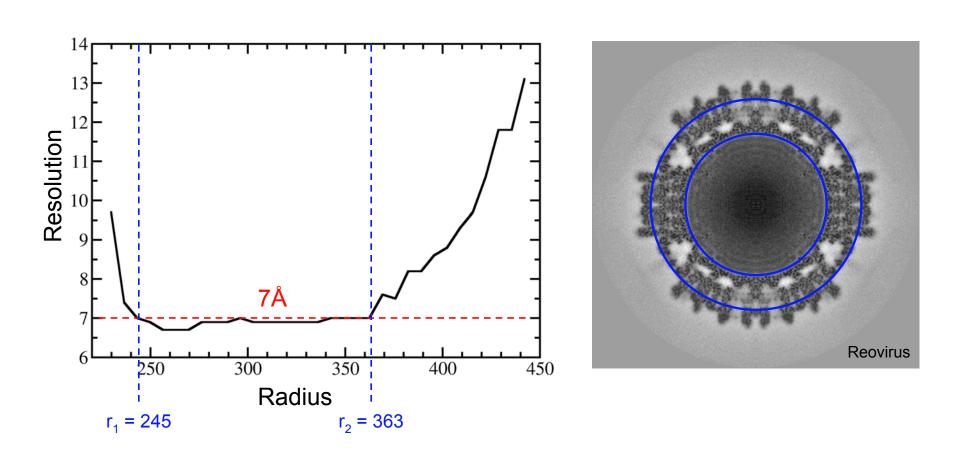


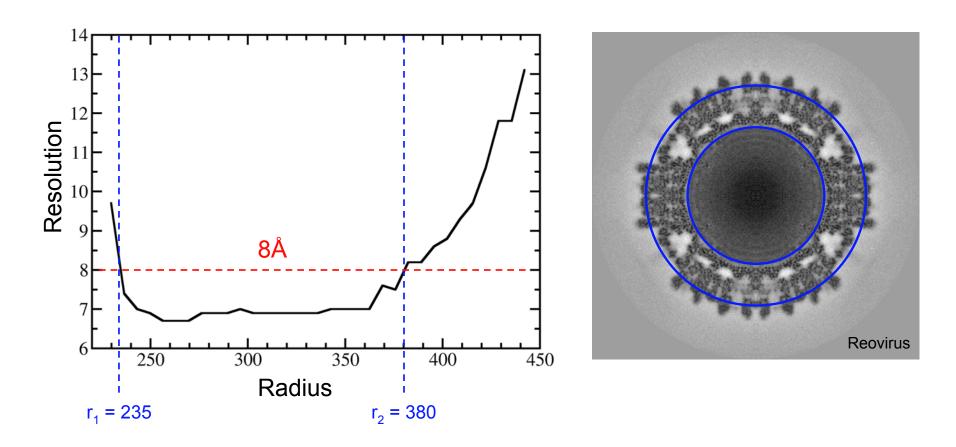


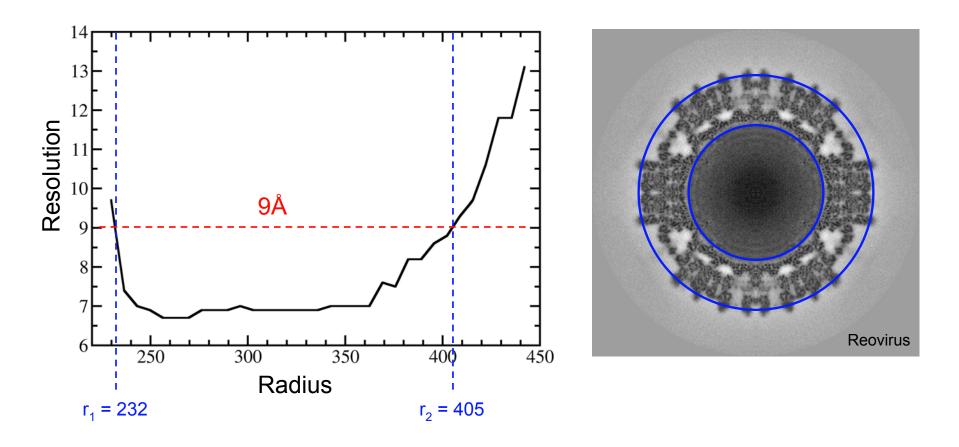


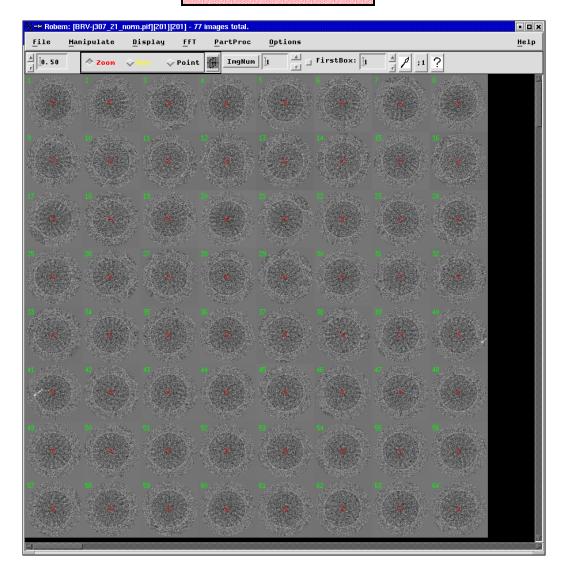
Monitor Data Quality

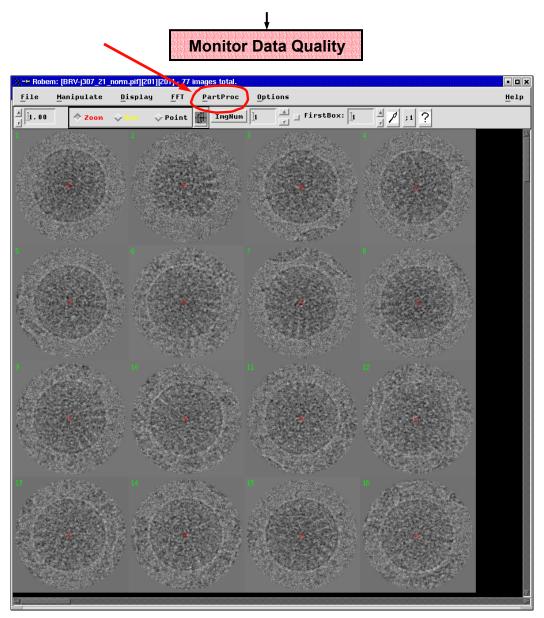
Note: quality of 3D density map is not the identical throughout the map



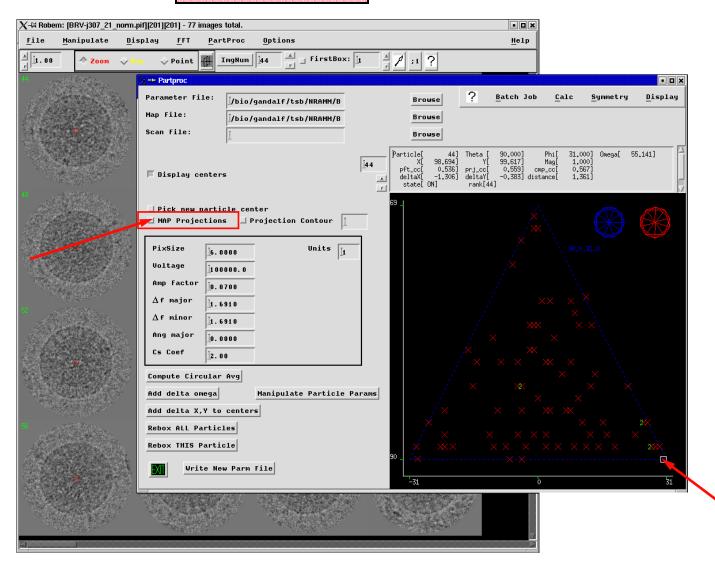




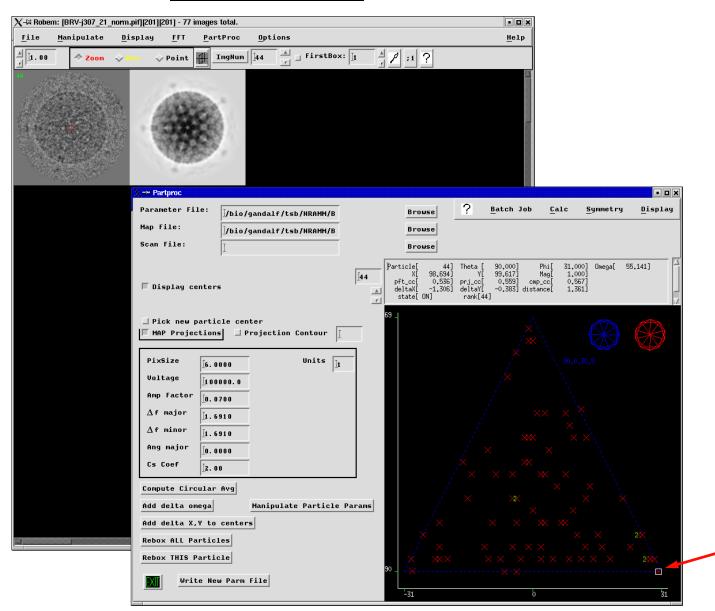


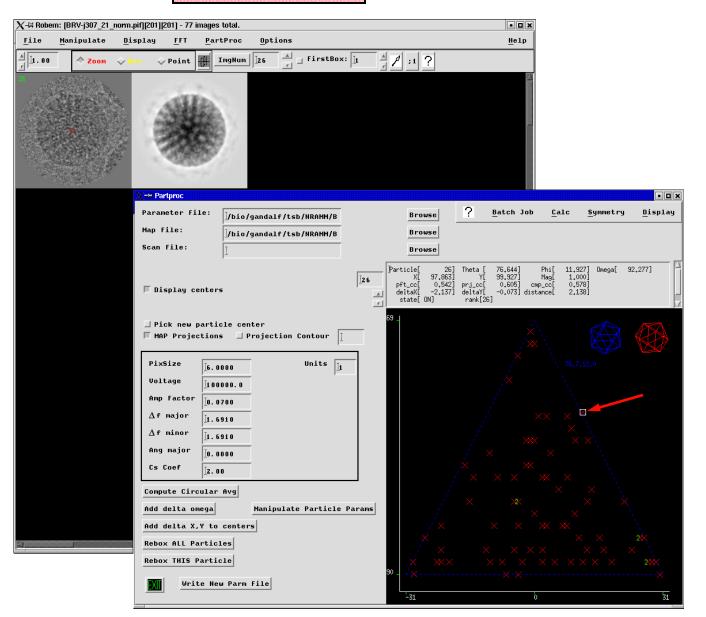


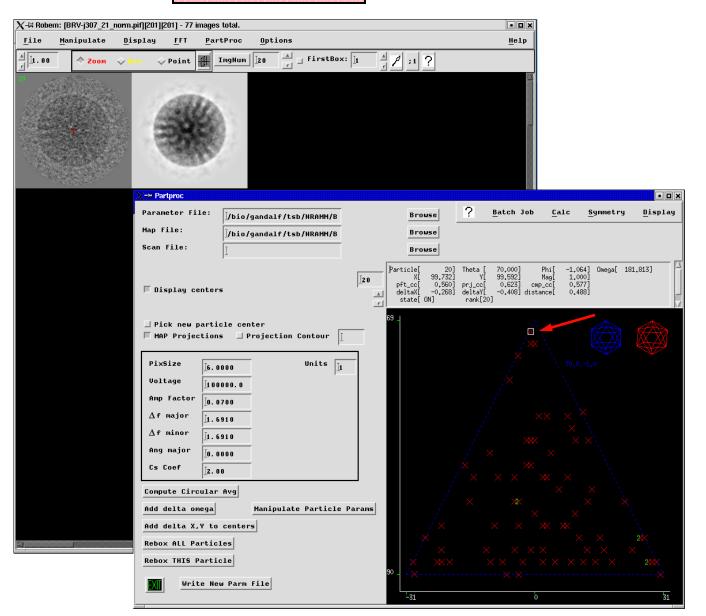
	Monitor Data Quality	
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	Y → Partproc Parameter File: [/bio/gandalf/tsb/NRAHH/B Hap File:]/bio/gandalf/tsb/NRAHH/B Scan File:]. Display centers	Browse Prowse I
	Pick new particle center HAP Projections Projection Contour ↓ PixSize 6.0000 Units ↓ Units ↓ I 00000.0 Amp Factor 0.0700 △f major 0.0700 △f minor ↓ 6910 △f minor ↓ 6910 Compute Circular Avg Add delta omega Hanipulate Particle Params Add delta X,Y to centers Rebox ALL Particles Rebox THIS Particle Wurite New Parm File	

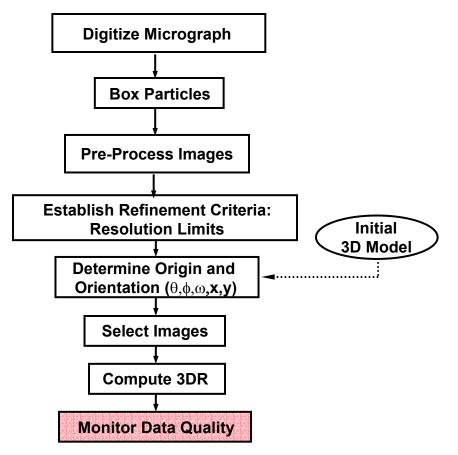


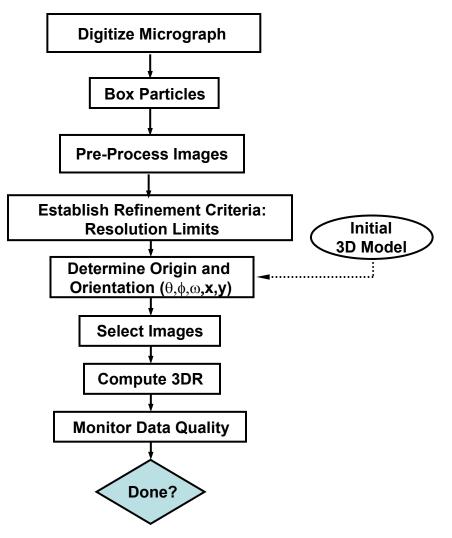


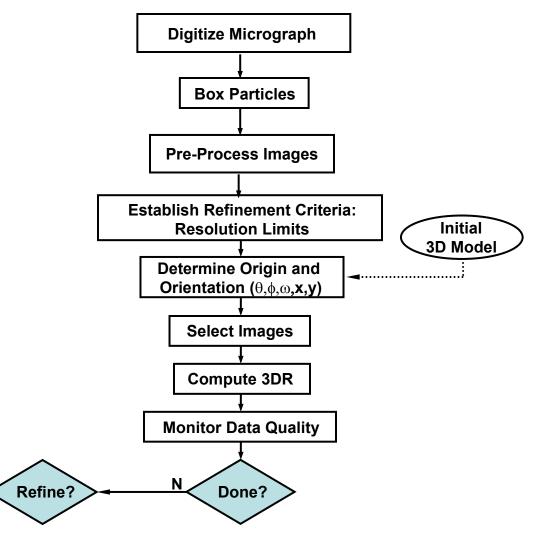


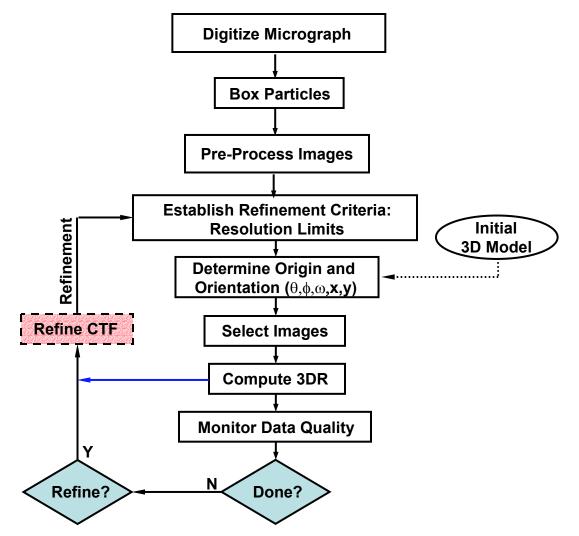


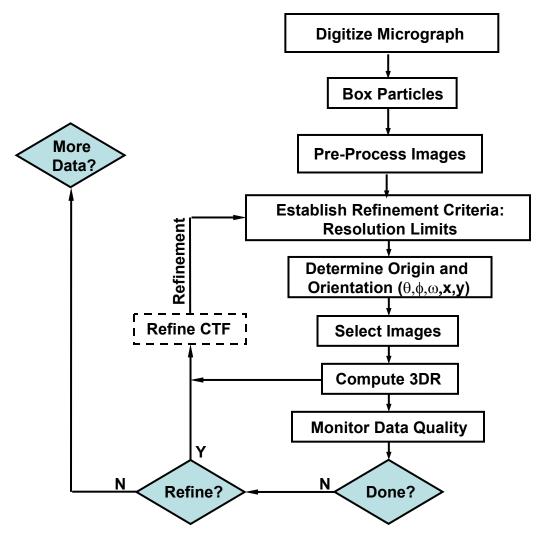


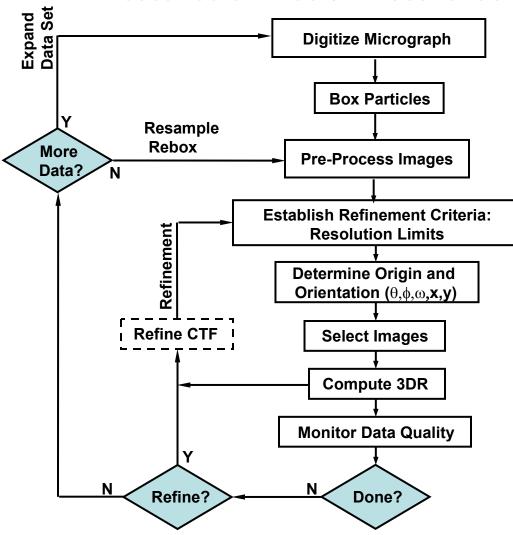


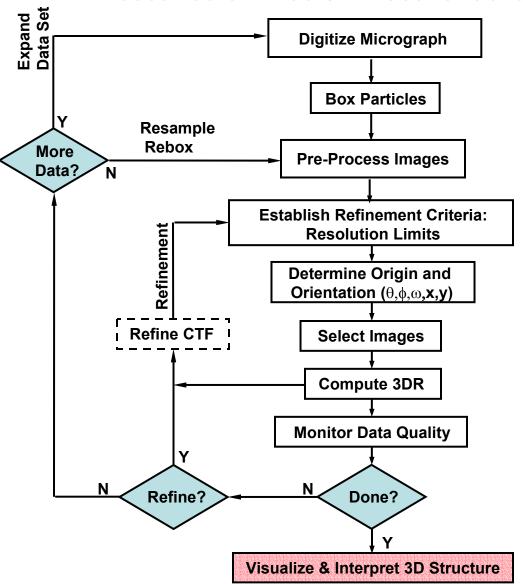


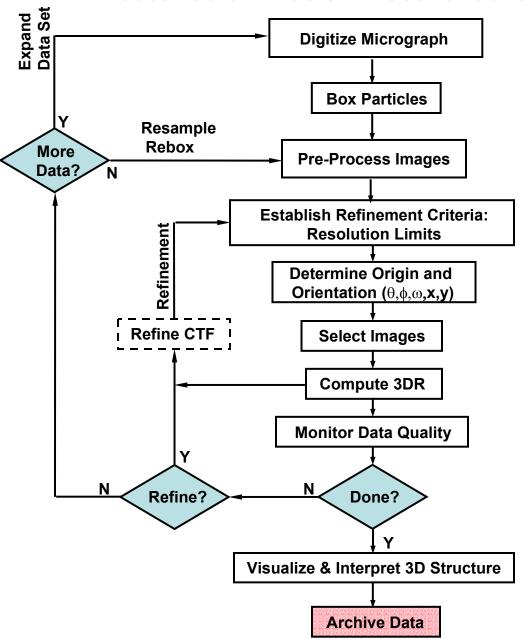












3D Reconstruction of Icosahedral Particles Outline

- Background
 - References; examples; etc.
- Symmetry
 - Icosahedral (532) point group symmetry
 - Triangulation symmetry
- "Typical" procedure (flow chart)
 - Digitization and boxing
 - Image preprocessing / CTF estimation
 - Initial particle orientation/origin search
 - Orientation/origin refinement
 - 3D reconstruction with CTF corrections
 - Validation (resolution assessment)
- Current and future strategies

3D Reconstruction of Icosahedral Particles Current and Future Strategies

- Parallelization and new algorithms
 - "Parallel" versions of EM3DR, PFTSEARCH, OOR
 - EM3DR ---> P3DR
 - OOR -----> POOR
- Automation
 - Semi-auto boxing
 - Automated origin/orientation refinement
- Split data set processing
 - Divide image data at very beginning and refine 'even' and 'odd' data independently.
 - Virtually eliminates any bias in resolution assessment
 - Combine independent reconstructions to obtain 'final' 3DR with highest S/N

3D Reconstruction of Icosahedral Particles

Time for lunch???