General biology in 21 century: from museums of "mortified" samples to electron images of living biological objects

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Biology studies images of (living) objects of various degrees of complexity and different levels of organization, as well as models of biochemical reactions.

Biology is full of visual information...







Most importantly, the quality of this information predetermines the accuracy of the worldview we biologists project to the outer world, as well as the accuracy of our own perception.

Fundamental difference of Virtual Biological collections from the traditional resources of bioinformatics:

In contrast to textual databases on genomics or proteomics, which contain continuities of nucleotide and aminoacid counts of biological macromolecules, a digital biological museum is a collection of biological images

In the past 200 years or so, biologists have been studying mostly the "still life" picture, because traditional biology since Carolus Linnaeus to date has been dealing with fixed, mummified or otherwise immobilized museum exhibits.

Zoological Museum, St-Petersburg











Until very recently, it was impossible to work with live objects or create adequate images of live objects.

Then, at the turn of the 21st century, digital technologies of image generation came to our science. The scanners and digital photo and video cameras so common today were destined to radically change the informational content of biology.

Its principal objective, from now on, is to accumulate collections of virtual (electronic, digital) images of biological objects varying in their organization from whole organisms to cellular and subcellular levels.

When we first contemplated the problem three things became clear:

First. Future collections ought to be three-dimensional, as most biological objects are 3D.

Second. Until we biologists lack affordable high resolution 3D scanners, we have to work with the so-called flat biological objects. "Flat" are the objects for which the third dimension (thickness or depth) is of no particular importance.

In the animal world, a good example would be the flat worm Planarians.

In the vegetable world – the leaves of plants. All visual information about this type of objects is contained in a 2D image.

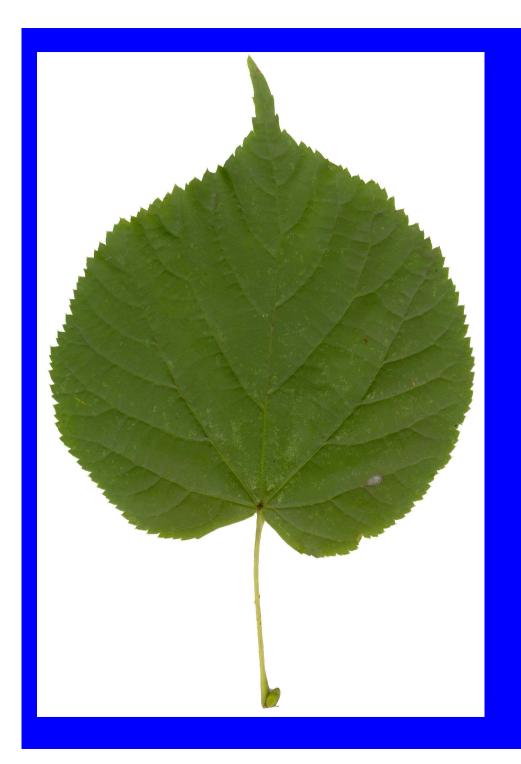
Computer biology – flat biological objects



Flat worm Planarian Girardia tigrina



©Виртуальный биологический музей, Пущино, 2001



©Виртуальный биологический музей, Пущино, 2001

Because for a digital biological museum it is not enough to store full-fledged exhibits, like all other museums do. Third. It's far more important to develop uniform rules and standards for the generation of images that biologists all over the world could follow.



The temporary standard for plant leaves images

RESOLUTION - 600 dpi, **COLOR Standard**

©Виртуальный биологический музей, Пущино, 2001

Girardia tigrina



©Виртуальный биологический музей, Пущино, 2001

Videotape of planarian movement





«bad» AVI

«good» AVI



Computer (digital) biology

Image generation,

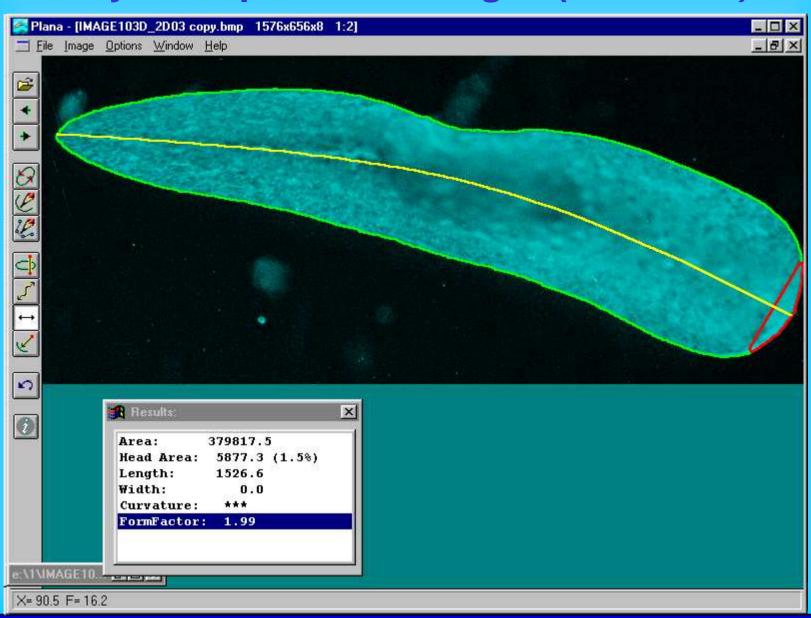
storage,

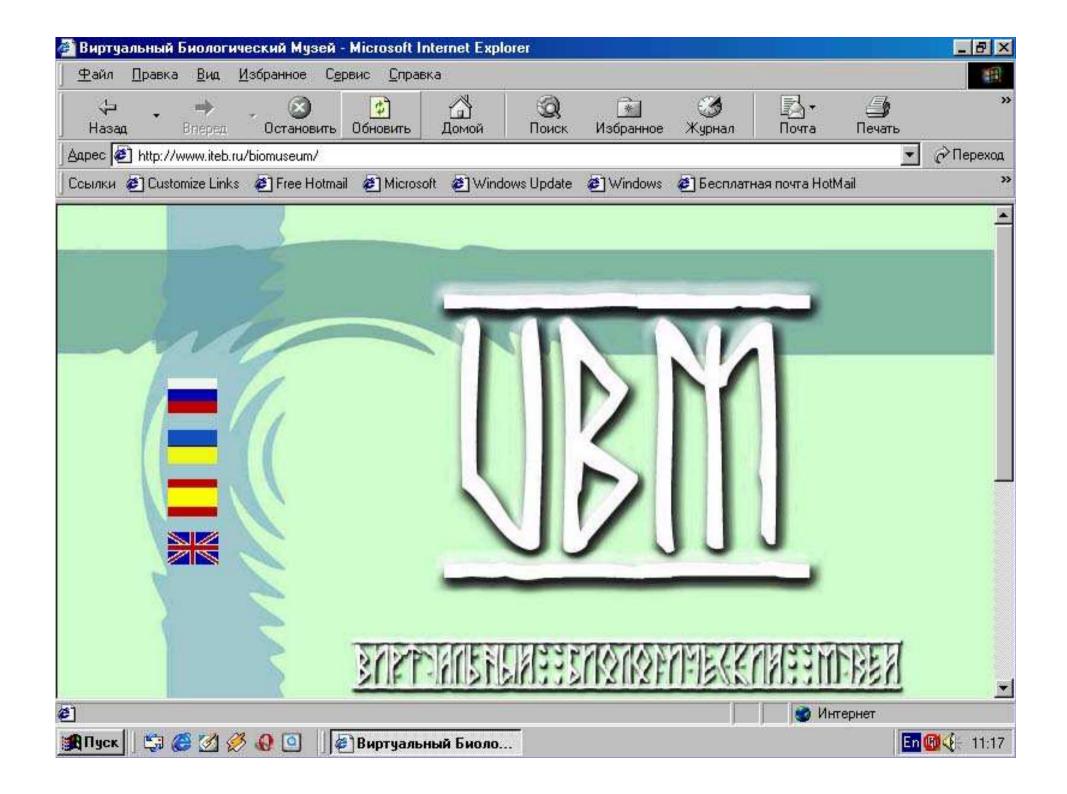
analysis

The main goal of computer biology

To obtain the precise quantitative information about the biological object

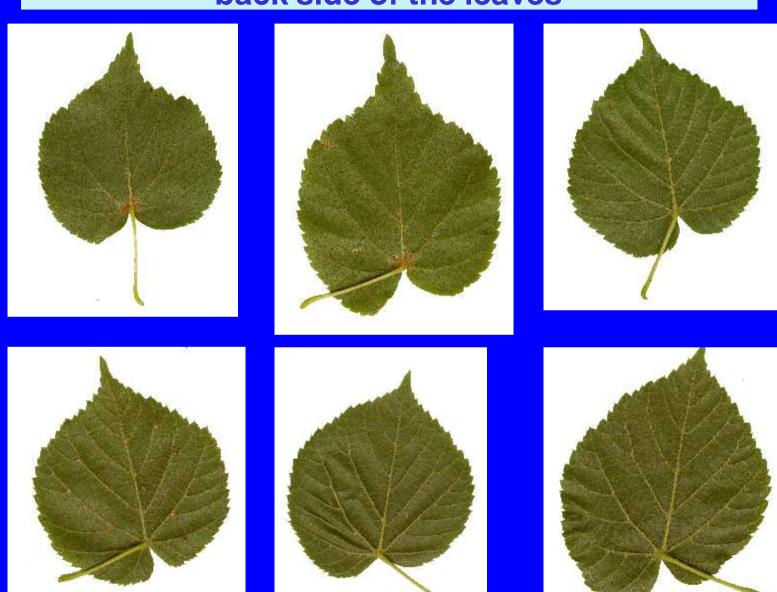
Analysis of planarian images (Plana 4.1)





Linden sp. (Tilia cordata),

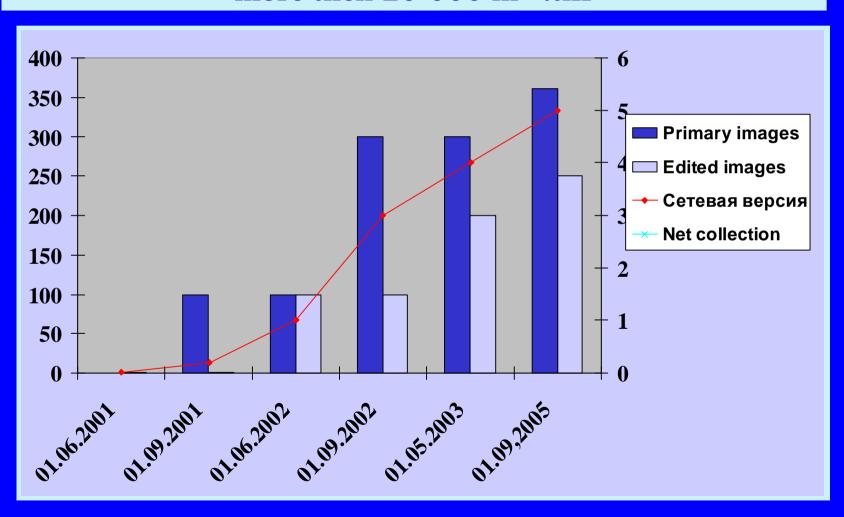
back side of the leaves



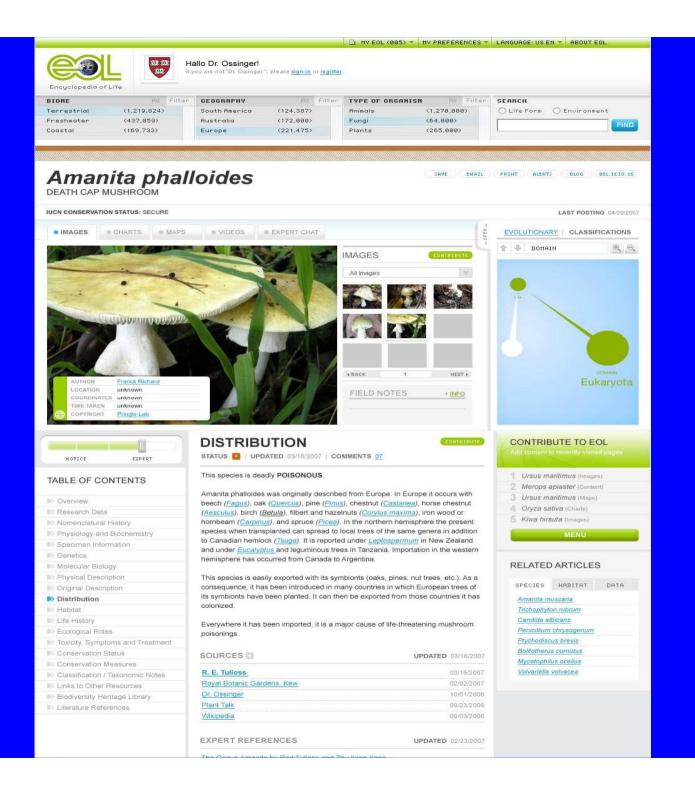
The total amount VBM collection

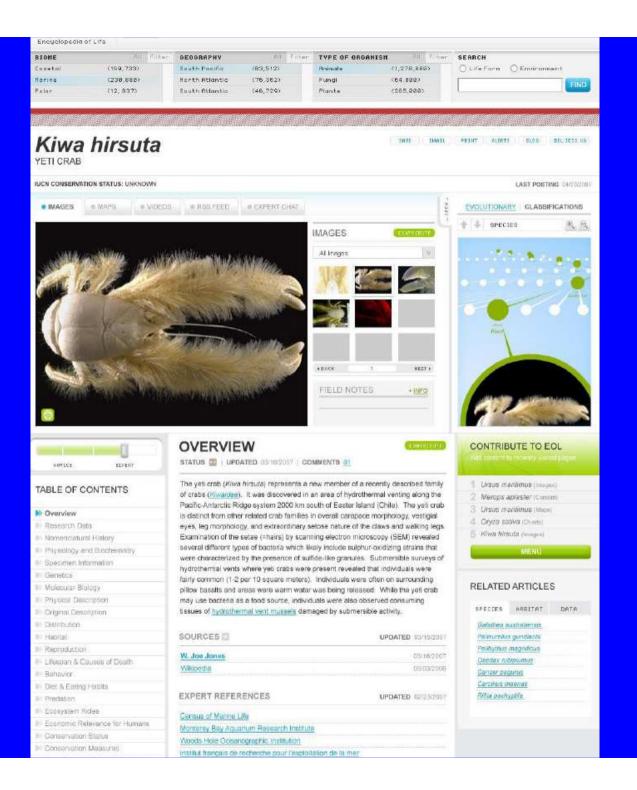
up to 1.09.2005 (in Gb)

more then 10 000 in *.tiff









Virtual biological collections

Physiomics

La Nature est un temple où de vivants piliers laissent parfois sortir de confuses paroles; l'homme y passe à travers des forêts de symboles qui l'observent avec des regards familiers.

Charles Pierre Baudelaire

Textual databases which contain continuities of nucleotide and aminoacid counts of biological macromolecules

Proteomics

Genomics