

# xOpat: eXplainable Open Pathology Analysis Tool Supplementary Material

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## Introduction

In this supplementary material, we present additional details about related work and performance evaluation of our tool.

### 1. Related Work

In Table 1, we present an overview of existing WSI viewers with respect to dependence on external services and supported features.

### 2. Performance Evaluation

During the evaluation, we measured the number of requests generated by the viewer and their duration. We compared asynchronous and synchronous access to the data. Asynchronous access was forced to wait for all tiles from separate files. While this synchronization step lowers the measured performance, it more precisely describes the real behavior of the viewer (since to render the final image, it is required that all the data are available). We also tested two versions of the synchronous transfer. First, an option where the data were simply concatenated into a single image. Second, the alternative where the data were sent as a single zip archive. Note that the second method is harder to integrate into the viewer (as the data must be extracted from the archive on the viewer side). Still, we hypothesized that the performance gain would be significant.

Furthermore, we compared the behavior of the image server with enabled and disabled server-side caching. The cache used was a small, simple object cache in RAM, although more advanced options were available (e.g., Memcached server for IIPImage). To simulate several real-world scenarios, we measured the performance when connecting to the server during a busy workday from:

- Eduroam university WiFi network where hundreds of students and machines are connected, but at the same time, the client was close to cloud services hosting the server and data, simulating typical set-up in a hospital.
- A private remote WiFi network simulating the scenario of pathologists working from home and connecting remotely to a server at a hospital (in our case, at the above-mentioned university).

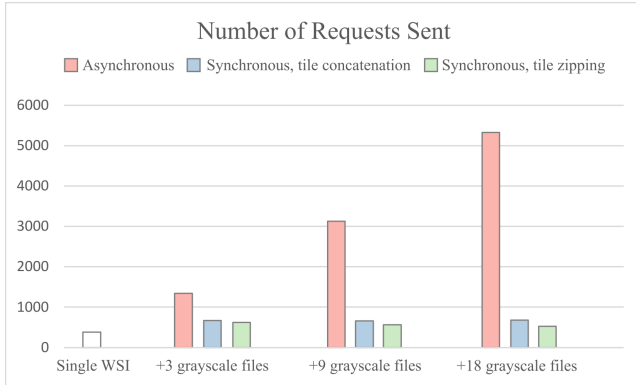
The evaluation was performed on a notebook with a resolution of 1920×1080 pixels and integrated GPU (i.e., a less favorable but most-likely scenario). We attempted to render a single tissue file together with 3, 9, and 18 distinct pyramidal grayscale image data sources at once. While the tissue file used JPEG compression, the data sources used PNG lossless compression. Finally, the data were rendered using *edges*, *heatmap*, and *bi-polar heatmap*.

Using our *Storytelling* plugin, we recorded a query-intensive series of zoom-ins, zoom-outs, and movements at different resolutions (see Figure 1). The simulation lasted 13.5 seconds and was repeatedly re-played to measure the number of generated requests and their duration. To test the caching performance the same scenario without profiling was run first to initialize the server cache. The *Profiling* plugin, which we used to measure the performance, waited for all requests to finish, offered data export, and rendered a box plot of the result directly in the viewer using *Vega* graph visualization library module.



**Figure 1:** Tracking of the viewport position during profiling. The position is encoded in opacity: the more the viewport zooms in, the more opaque the color; rendered with WebGL module—heatmap.

Our evaluation confirms that asynchronous access to data is a communication-intensive process. As shown in Figure 2, a single user can generate more than 1000 requests even for a small dataset. This could easily cause problems when multiple clients use the same server.

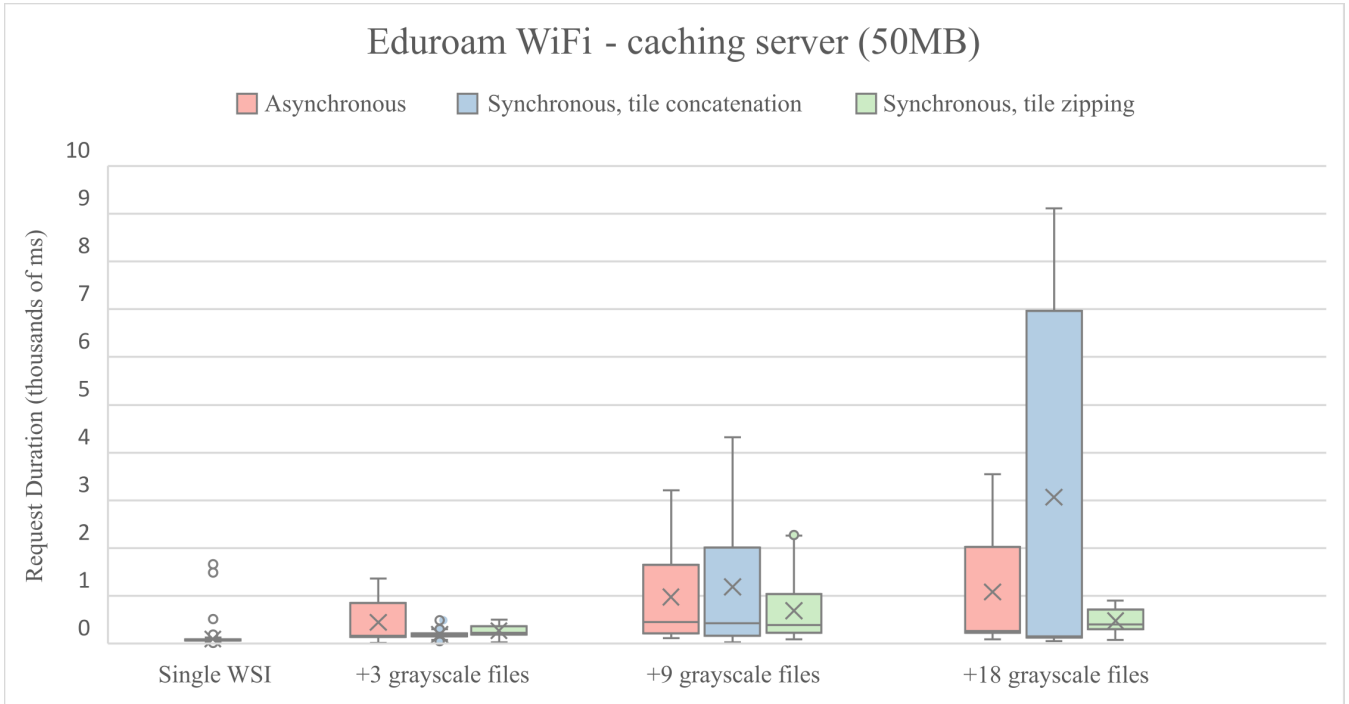


**Figure 2:** The graph shows the average number of requests sent from the viewer to the server in different data scenarios within 13.5 seconds-long simulation loop. Note that the number of asynchronous requests was computed from the average amount of tiles requested during the simulation loop.

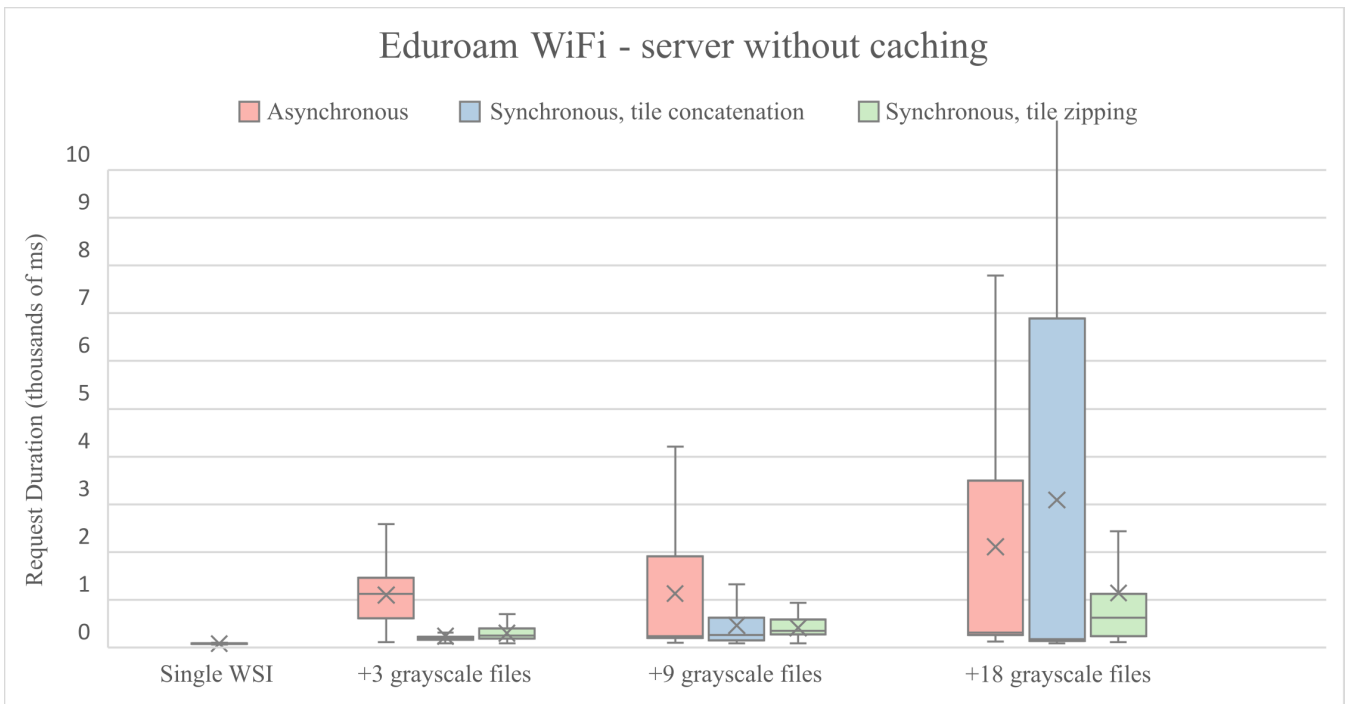
Regarding the time required to fulfill the request, the difference in server-side caching (Figure 3, Figure 4) was negligible compared to the difference in the immediate network load, which had a much more significant impact on the measured values.

Interestingly enough, the university network was able to handle many asynchronous requests well, probably as it is designed to scale well with the number of users (Figure 3, Figure 4). On the other hand, when connecting to the server remotely from a private network, the number of requests started to be a problem. In this scenario, even a naive server-side concatenation performed better (Figure 5, Figure 6).

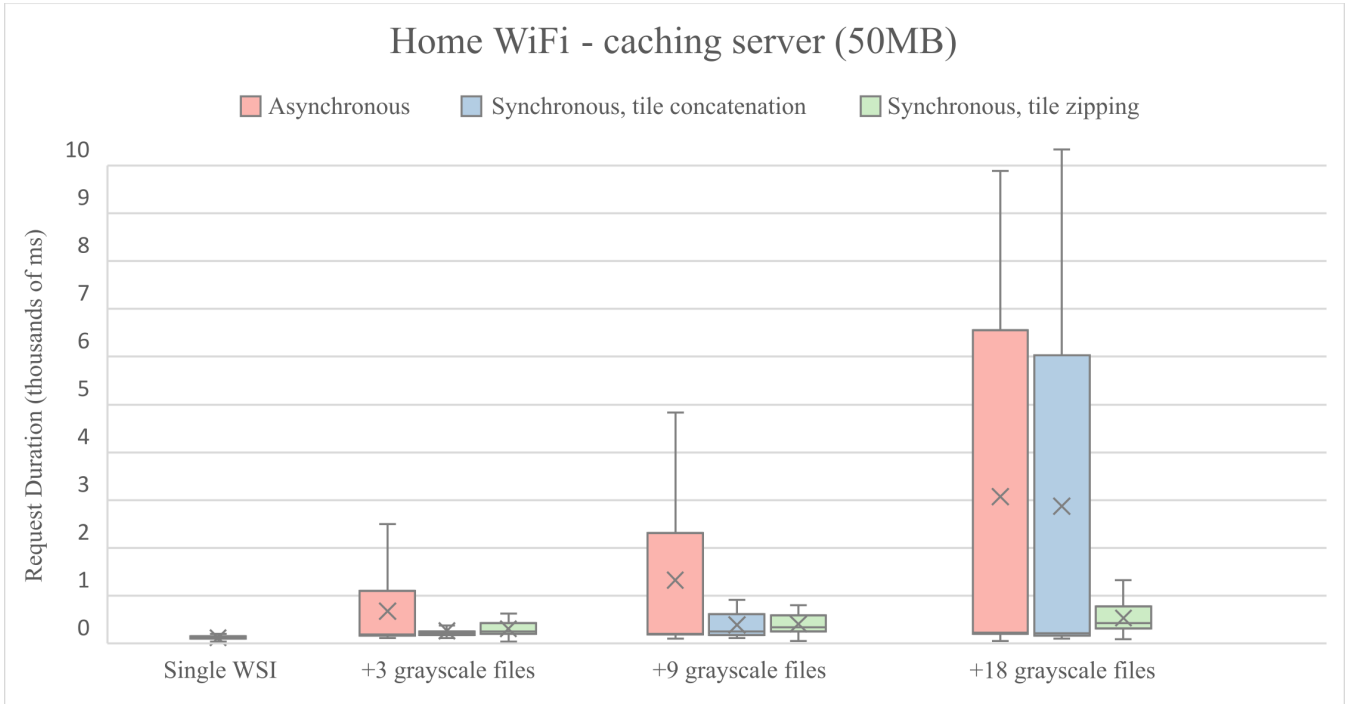
Nevertheless, as expected, in both scenarios using the synchronous request in connection with compressing the data into a zip archive was either on par or was significantly overperforming the remaining two options, especially when it comes to large datasets.



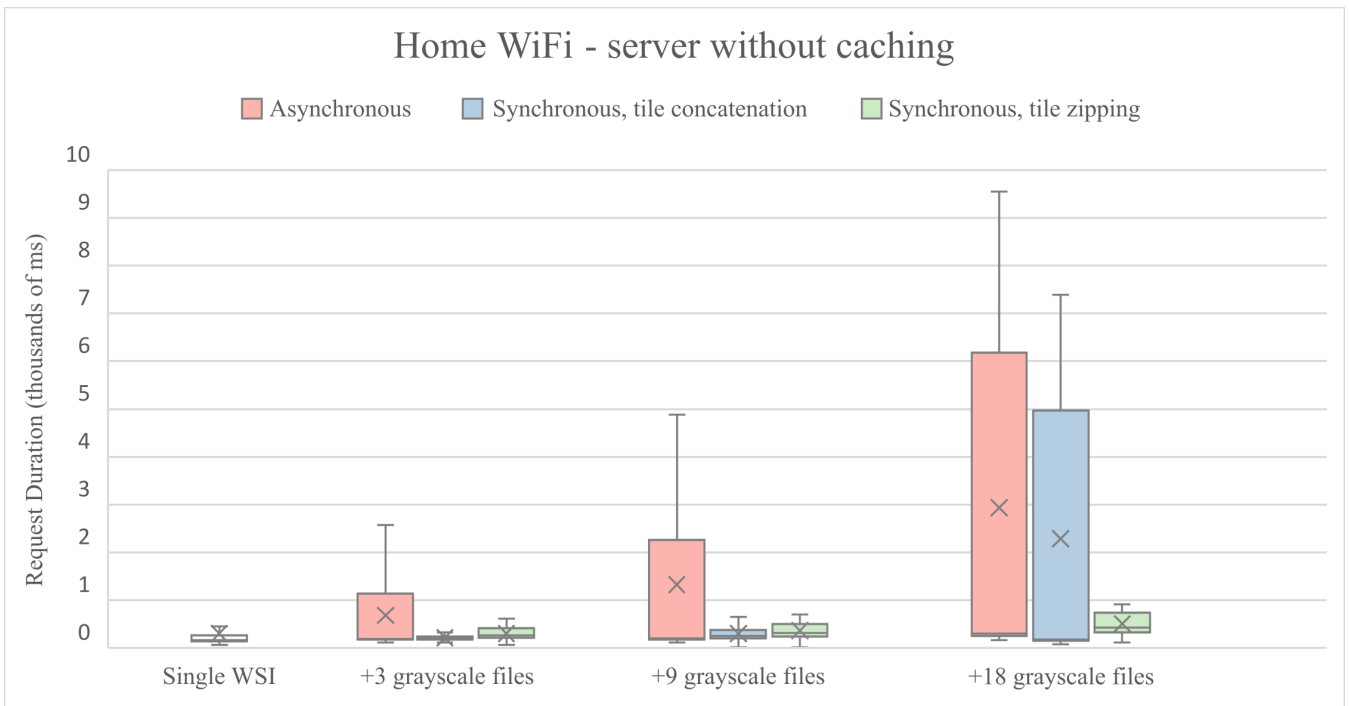
**Figure 3:** Distribution of duration of individual requests (in seconds) for the case where up to 19 files (one tissue image with additional grayscale data layers) were rendered at once on the university WiFi network with server-side caching turned on (limit of 50MB).



**Figure 4:** Distribution of duration of individual requests (in seconds) for the case where up to 19 files (one tissue image with additional grayscale data layers) were rendered at once on the university WiFi network with server-side caching turned off.



**Figure 5:** Distribution of duration of individual requests (in seconds) for the case where up to 19 files (one tissue image with additional grayscale data layers) were rendered at once on the private WiFi network with server-side caching turned on (limit of 50MB).



**Figure 6:** Distribution of duration of individual requests (in seconds) for the case where up to 19 files (one tissue image with additional grayscale data layers) were rendered at once on the private WiFi network with server-side caching turned off.

Name	Image Server Independence	Flexible Data Handling		Collaboration Support			Analysis Support	Customizable UI	Annotations	License	Platform
		User-Defined Mapping of Data to Visualization Layers	Arbitrary Layering from Multiple Sources	Storytelling Capabilities	Session Export	Live Collaboration					
<a href="#">ASAP [Com]</a>	N/A	Limited	No	No	No	No	both	No	Yes	OSS	Desktop
<a href="#">CytoBrowser [RL21]</a>	Custom server	Yes, but requires coding	Yes	No	Yes	Yes	No	No	Yes	OSS	WebApp
<a href="#">Cytomine [MRS*16]</a>	Custom server	No	No	No	Yes	Yes	custom	No	Yes	OSS	WebApp
<a href="#">Minerva [HRM*20]</a>	Custom server	No	No	Yes	Yes	No	No	Yes	Yes	OSS	WebApp
<a href="#">Image-Pro [Med]</a>	Custom server	Limited	Yes, only as multichannel	Yes	No	No	built-in	Yes	Yes	Commercial	Desktop
<a href="#">ImageScope [Ape]</a>	Closed ecosystem	No	No	No	No	No	both	No	Yes	Freeware	Desktop
<a href="#">Jeong et al. [JSH*13]</a>	Custom server	No	No	No	No	Yes	No	No	Yes	N/A	Desktop/Mobile
<a href="#">HALO [Ind]</a>	Closed ecosystem	No	No	No	No	No	built-in	No	Yes	Commercial	WebApp
<a href="#">napari [SLN*22]</a>	Custom server	Yes, but requires coding	Yes, but requires coding	No	No	No	both	Yes	Yes	OSS	Desktop
<a href="#">OpenHi2 [PZD*19]</a>	Custom server	Yes, but requires coding	No	No	No	Yes	custom	No	Yes	OSS	WebApp
<a href="#">Orbit [SSV20]</a>	OMERO	No	No	No	Yes	No	both	No	Yes	OSS	Desktop
<a href="#">PathViewer [Gle]</a>	OMERO	Limited	No	No	Yes	Yes	No	Yes	Yes	Commercial	WebApp
<a href="#">Pathomation [Pat]</a>	Custom server	No	No	No	No	No	both	No	Yes	Freeware	WebApp
<a href="#">QuPath [BLF*17]</a>	OMERO	Limited	Yes, only as multichannel	No	No	No	both	No	Yes	OSS	Desktop
<a href="#">Scope2Screen [JKW*22]</a>	Custom server	Limited	Yes, only as multichannel	Yes	Yes	No	built-in (no AI)	No	Yes	OSS	WebApp
<a href="#">Sectra [Sec]</a>	Closed ecosystem	No	No	No	No	No	both	Yes	Yes	Commercial	WebApp
<a href="#">TisUUmapi [PAA*23]</a>	Custom server	Yes, but requires coding	Yes	No	Yes	No	custom	No	Yes	OSS	WebApp
<a href="#">Visiopharm Viewer [Vis]</a>	Closed ecosystem	No	No	No	No	No	both	Yes	Yes	Commercial	Desktop
<a href="#">xOpat</a>	Any server	Yes via UI	Yes	Yes	Yes	No	both in progress	Yes	Yes	OSS	WebApp

**Table 1:** Comparison of image viewers' characteristics. Custom server = an implementation provided by the authors, typically with limited compatibility. Flexible Data Handling: Limited = typically fixed set of available configuration options for given data. Analysis support: built-in = integrated algorithms; custom algorithms = connectors to external services or ability to integrate own algorithms; both = built-in and custom. License: OSS = Open-source software.

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