

Medical Image Processing for Interventional Applications

Image Enhancement

Online Course – Unit 15

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Pattern Recognition Lab (CS 5)

Topics

Image Enhancement

Motivation

Normalized Convolution

Bilateral Filtering

Summary

Take Home Messages

Further Readings

Range Imaging (RI)

Metric surface measurement:

- Marker-less, non-intrusive
- Real-time capable



Specification	PMD CamCube 3.0	Microsoft Kinect
Principle	ToF	SL
Resolution [px]	200 x 200	640 x 480
Frame rate [Hz]	40	30
Measurement range [m]	0.3 – 7.0	1.0 – 3.0
Field of view [°]	40 x 40	57 x 43
Noise level σ [mm] (at a working distance of 1 m)	± 5.98	± 0.92

Table 1: Comparison of the ToF camera model PMD CamCube 3.0 (top left) to the first generation of Kinect sensors for Xbox 360 (top right)

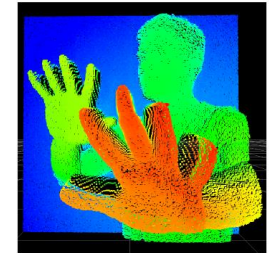
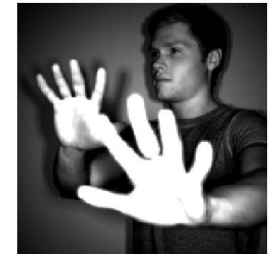


Figure 1: RI data

RI in Abdominal Surgery: Open Surgery

- Fuse pre-operative 3-D planning data and intra-interventional surface measurements:
 - Augmented reality
 - Navigation
- Challenges:
 - Accuracy in a medical environment
 - Real-time requirements in interventional imaging
 - Usability for surgeons and medical staff

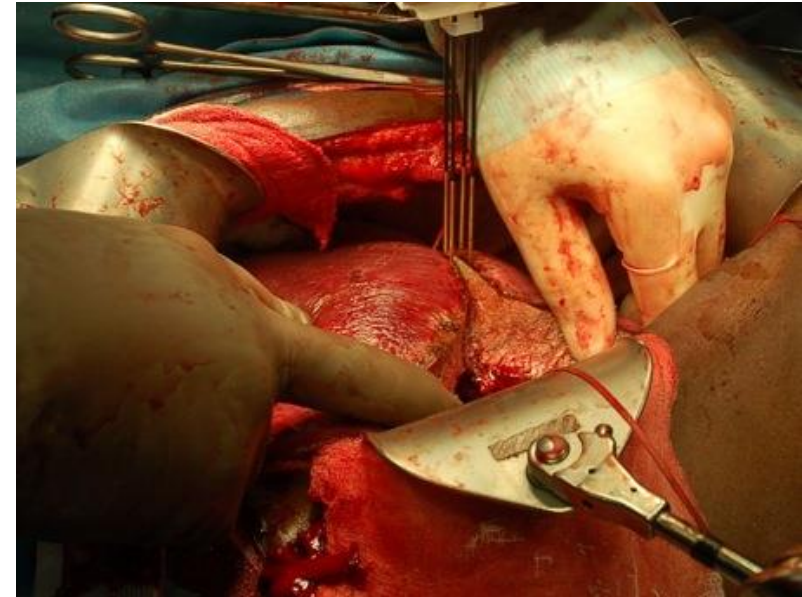


Figure 2: Image courtesy of NJLiverCare.Org

RI in Abdominal Surgery: Endoscopy

- Fuse conventional 2-D RGB endoscopy data with 3-D depth information
 - Measurement of regions of interest
 - Segmentation and tracking of tools
 - Navigation, collision avoidance
- Challenges:
 - Accuracy in a medical environment
 - Real-time requirements in interventional imaging
 - Usability for surgeons and medical staff

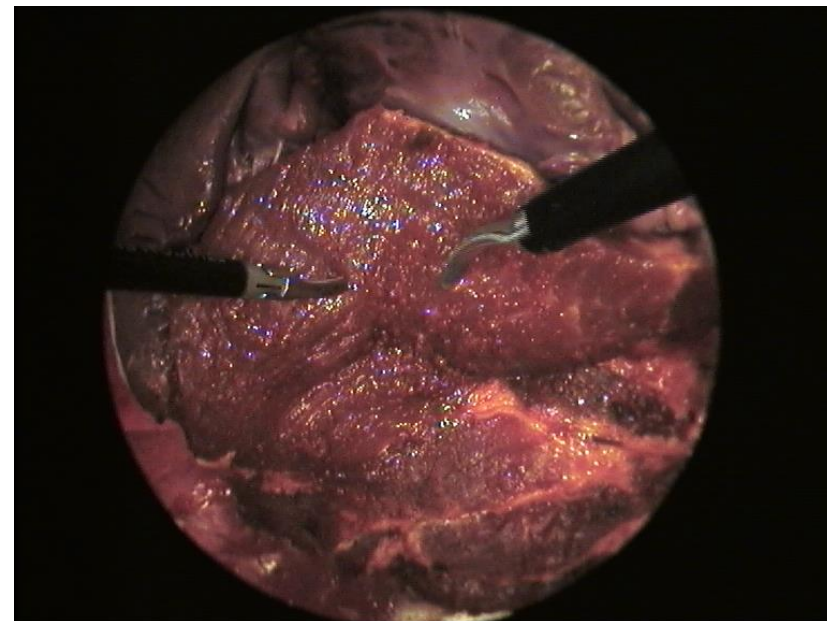


Figure 3: Image courtesy of [KIT, Karlsruhe](#)

RI in Abdominal Surgery

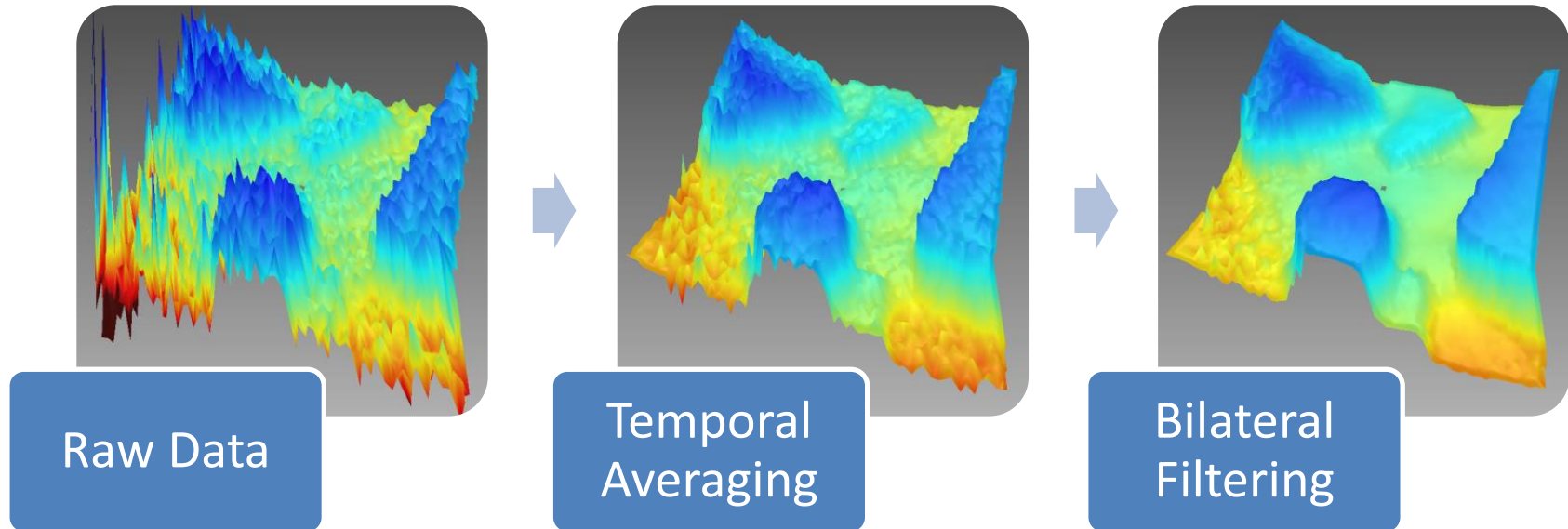
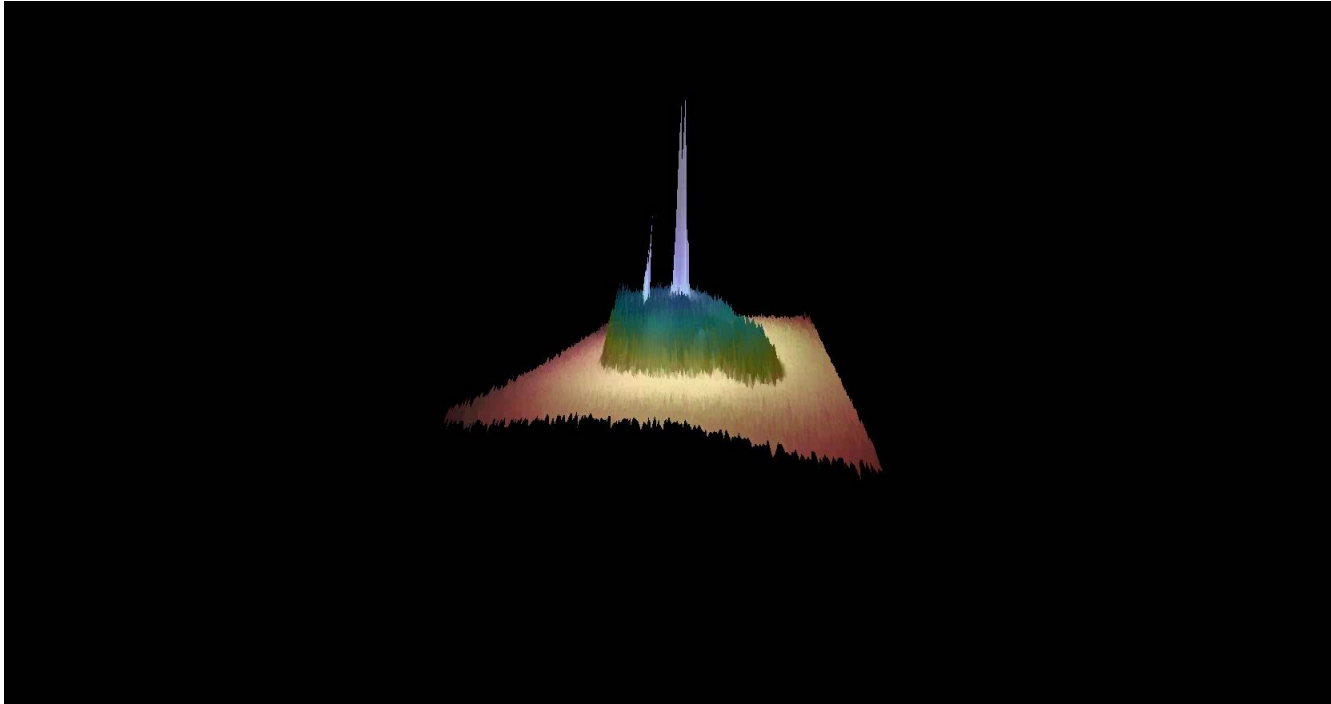


Figure 4: Preprocessing pipeline for interventional range imaging

RI in Abdominal Surgery: Example Video



Video 1: Hover over the static image and click play to watch

Nomenclature

- We consider discrete 2-D images using the following notation:
 - number of pixels N ,
 - discrete pixel index $\mathbf{x} = (x, y)$,
 - local neighborhood $\omega_{\mathbf{x}}$, $|\omega_{\mathbf{x}}| = (2r + 1)^2$, $r = 1, 2, \dots$
- Filter input \rightarrow corrupted/noisy image $g(\mathbf{x})$
- Filter output \rightarrow restored/denoised image $f(\mathbf{x})$

Refresher: Convolution

- Discrete convolution:

$$f(\mathbf{x}) = \{g * \mathcal{K}\}(\mathbf{x}) = \frac{\sum_{\mathbf{x}' \in \omega_{\mathbf{x}}} g(\mathbf{x}') \mathcal{K}(\mathbf{x}, \mathbf{x}')}{\sum_{\mathbf{x}' \in \omega_{\mathbf{x}}} \mathcal{K}(\mathbf{x}, \mathbf{x}')}$$

- Gaussian kernel:

$$\mathcal{K}(\mathbf{x}, \mathbf{x}') = \exp\left(-\frac{\|\mathbf{x} - \mathbf{x}'\|_2^2}{\sigma^2}\right)$$

- Convolution theorem for linear, shift-invariant kernels:

$$g * \mathcal{K} = \mathcal{F}^{-1}\{\mathcal{F}\{g * \mathcal{K}\}\} = \mathcal{F}^{-1}\{\mathcal{F}\{g\} \cdot \mathcal{F}\{\mathcal{K}\}\}$$

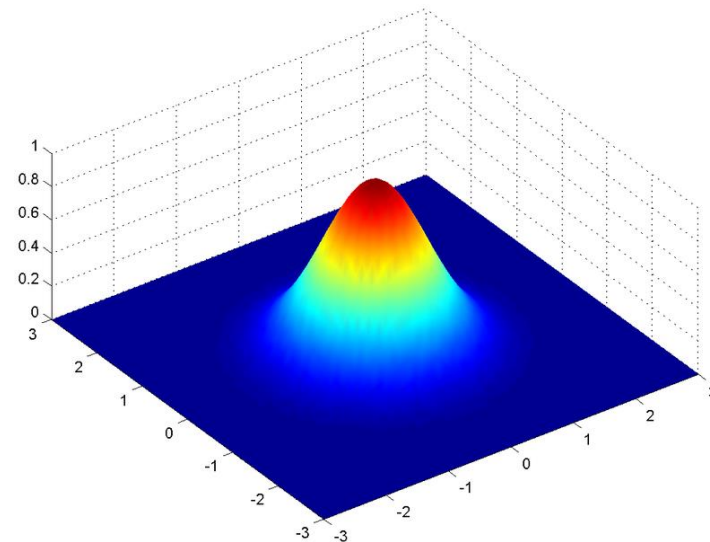


Figure 5: Example of a Gaussian kernel function

Normalized Convolution

- Discrete convolution:

$$f(x) = \frac{\sum_{x' \in \omega_x} g(x') \mathcal{K}(x, x')}{\sum_{x' \in \omega_x} \mathcal{K}(x, x')}$$

- Normalized convolution ([Knutsson and Westin, 1993](#)):

$$f_{\text{NC}}(x) = \frac{\sum_{x' \in \omega_x} g(x') \mathcal{A}(x, x') \mathcal{C}(x')}{\sum_{x' \in \omega_x} \mathcal{A}(x, x') \mathcal{C}(x')}$$

- Examples for certainty and applicability:

$$\mathcal{C}(x) = \begin{cases} 1, & \text{if } g(x) \text{ is valid} \\ 0, & \text{else} \end{cases}$$

$$\mathcal{A}(x, x') = \mathcal{K}(x, x')$$

Bilateral Filtering

Problem: Conventional filters smooth across edges.

Idea: Incorporate edge-stopping functionality based on pixel similarity.

- Bilateral filter ([Tomasi and Manduchi, 1998](#)):

$$f_{\text{BF}}(\mathbf{x}) = \frac{\sum_{\mathbf{x}' \in \omega_{\mathbf{x}}} g(\mathbf{x}') c(\mathbf{x}, \mathbf{x}') s(g(\mathbf{x}), g(\mathbf{x}'))}{\sum_{\mathbf{x}' \in \omega_{\mathbf{x}}} c(\mathbf{x}, \mathbf{x}') s(g(\mathbf{x}), g(\mathbf{x}'))}$$

- Spatial closeness c and range similarity s :

$$c(\mathbf{x}, \mathbf{x}') = \exp\left(-\frac{\|\mathbf{x} - \mathbf{x}'\|_2^2}{\sigma_c^2}\right)$$

$$s(g(\mathbf{x}), g(\mathbf{x}')) = \exp\left(-\frac{|g(\mathbf{x}) - g(\mathbf{x}')|^2}{\sigma_s^2}\right)$$

Bilateral Filtering

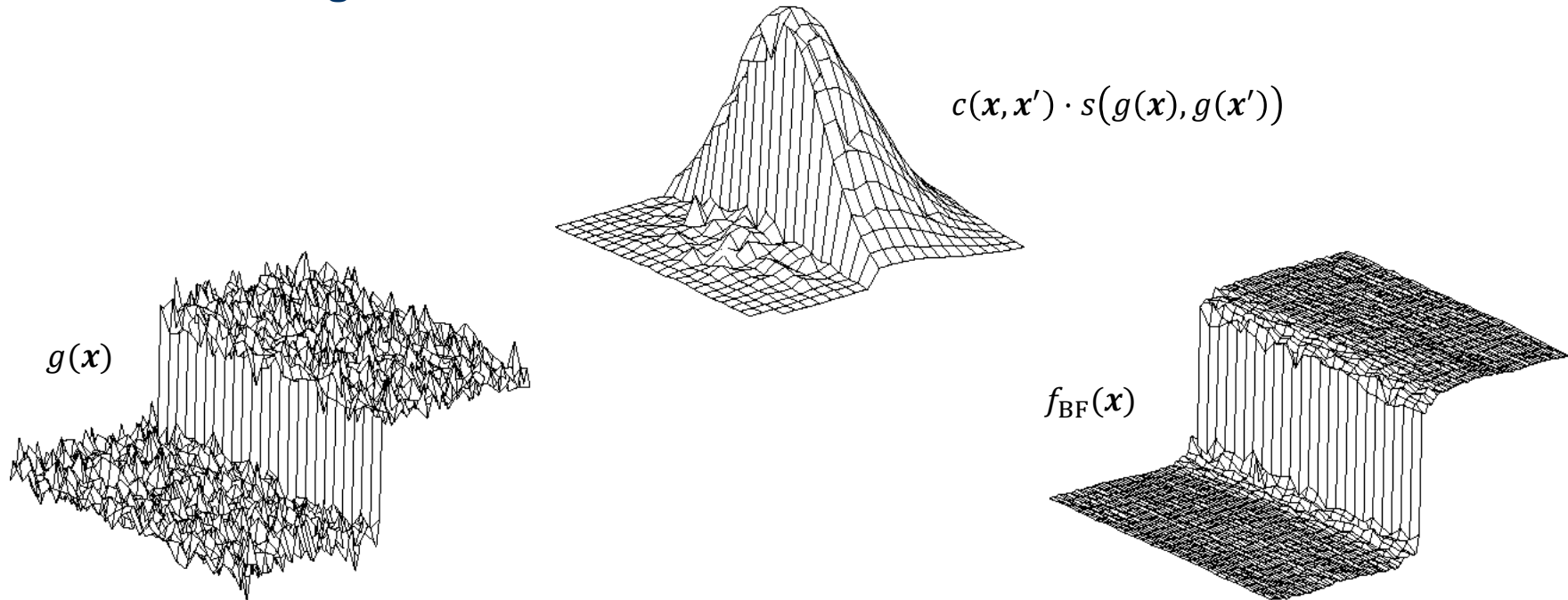


Figure 6: Working principle of the bilateral filter (images from [Tomasi and Manduchi, 1998](#))

Bilateral Filtering

- Properties:
 - Edge-preserving denoising
 - Related to normalized convolution
 - Range similarity term **not** shift-invariant
- Complexity: $\mathcal{O}(Nr^2)$
- Closeness and similarity not restricted to the Gaussian case

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Take Home Messages

- By range imaging several imaging applications for surgical treatments are motivated.
- In preparation for the guided filter in the next unit we have learned about normalized convolution and the important bilateral filter.
- The bilateral filter is one example for an edge-preserving filtering method for denoising.

Further Readings

- Hans Knutsson and Carl-Fredrik Westin. “Normalized and Differential Convolution: Methods for Interpolation and Filtering of Incomplete and Uncertain Data”. In: *Proceedings of IEEE Conference on Computer Vision and Pattern Recognition*. IEEE, June 1993, pp. 515–523. DOI: 10.1109/CVPR.1993.341081
- Carlo Tomasi and Roberto Manduchi. “Bilateral Filtering for Gray and Color Images”. In: *Sixth International Conference on Computer Vision, 1998. Sponsored by the IEEE Computer Society, January 4-7, 1998, Bombay, India*. IEEE, Jan. 1998, pp. 839–846. DOI: 10.1109/ICCV.1998.710815