

Baby Brain Toolkit

Fbrain ERC project: Computational Anatomy of Fetal Brain

March 19, 2013

Contents

1	Introduction	2
1.1	Copyright	2
1.2	Installation	3
1.2.1	Dependencies	3
1.2.2	Download and compile the BTK sources	4
2	The BTK pipelines	4
2.1	Image conversion	4
2.2	Anatomical image reconstruction	5
2.3	Reconstruction of the diffusion sequence	5
2.4	Tractography	6
3	Applications	6
3.1	Denoising [2]	6
3.2	Anatomical reconstruction	6
3.3	Anatomical segmentation	7
3.4	Reconstruction of DW sequences [4]	8
3.5	Tractography [5]	9
3.6	Atlas construction	11
3.7	Mask Extraction	12
4	Utilities	13
	btkApplyMaskToImage	13
	btkApplyTransformationToImage	13
	btkAverage3DImages	13
	btkAverageImagesWithReference	13
	btkBinarizeLabels	13
	btkBinarizeMask	13
	btkBinarizeTissueProbabilityMaps	13
	btkColorFiberTractsByMeanOrientation	13
	btkComputeChamferDistance	13
	btkComputeOverlap	13
	btkComputeSoftMaskUsingOrthogonalImages	13
	btkConvertFSLTransform	13
	btkConvertGradientTable	13
	btkCropImageUsingMask	13
	btkDifferentialBiasCorrection	13
	btkDistanceBetweenBinaryImages	13
	btkExtractMaskUsingBoundingBox	13
	btkExtractOneImageFromSequence	13
	btkFCMClassification	13
	btkFSLToITKTransform	13
	btkHistogramMatching	13

btImageGaussianFilter	13
btImageHistogram	13
btImageInjection	13
btImageMorphologicalClosing	14
btImageMorphologicalTopHat	14
btImageResampling	14
btImageSimilarity	14
btImageSubtract	14
btInverseDisplacementField	14
btIteratedBackProjection	14
btMajorityVoting	14
btMidwayHistogramEqualization	14
btModifyImageUsingLookUpTable	14
btNiftiToNrrd	14
btNrrdToNifti	14
btPSNR	14
btPrintImageInfo	14
btProbabilityMapNormalization	14
btReconstructionComparisonTool	14
btRegisterDiffusionToAnatomicalData	14
btReorientDiffusionSequenceToStandard	14
btReorientImageToStandard	15
btResampleLabelsByInjection	15
btRescaleIntensity	15
btSequenceNormalization	16
btSetStandardCoorSystem	16
btSimulateLowResolutionImage	16
btSimulateMotionSliceBySlice	16
btSimulateStandardViewFromIsotropicImage	16
btSimulateStandardViewsFromImage	16
btTractDensityMap	16
btTranslateImageOverTemplate	16
btWeightedSumOfAffineTransforms	16
btWeightedSumOfImages	16

1 Introduction

BTK stands for Baby Brain Toolkit. This toolkit is developed in the context of the Fbrain ERC project: “Computational Anatomy of Fetal Brain”¹. Studies about brain maturation aim at providing a better understanding of brain development and links between brain changes and cognitive development. Such studies are of great interest for diagnosis help and clinical course of development and treatment of illnesses. Several teams have begun to make 3D maps of developing brain structures from children to young adults. However, working out the development of fetal and neonatal brain remains an open issue. This project aims at jumping over several theoretical and practical barriers and at going beyond the formal description of the brain maturation thanks to the development of a realistic numerical model of brain aging.

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¹<http://lsiit-miv.u-strasbg.fr/miv/index.php?contenu=erc>

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Any researcher reporting results using BTK should acknowledge this software by citing the following article:

1. F. Rousseau, E. Oubel, J. Pontabry, M. Schweitzer, C. Studholme, M. Koob, J.-L. Dietemann: BTK: An Open-Source Toolkit for Fetal Brain MR Image Processing. Computer Methods and Programs in Biomedicine, pp. 65–73, Vol. 109, Num. 1, January 2013, also available on [HAL](#).

1.2 Installation

1.2.1 Dependencies

Baby Brain Toolkit (BTK) needs the following packages²:

- [CMake](#), [Tclap](#), [OpenMP](#), [VTK](#), [ANN](#) and [Doxygen](#). These libraries can be installed using the following command line:
 - for debian-based distributions: `apt-get install cmake cmake-curses-gui libtclap-dev libgomp1 libvtk5-dev libann-dev doxygen`
 - for MacOSX using macports³: `port install cmake tclap vtk5 libANN doxygen`
- [Git](#): this library can be installed using the following command line :
 - for debian-based distribution: `apt-get install git-core`
 - for MacOSX using macports: `port install git-core`
- [Insight Toolkit \(ITK\) version 4.3.1](#)
 - Download the tar.gz archive of ITK v4.3.1
 - Extract the archive
 - Then open a terminal and type :

```
mkdir ITK-build
cd ITK-build
cmake ../(your-ITK-Source-folder)/
```

This will bring up the CMake configuration screen. Press [c] for configure and then use [t] to toggle the advanced mode. Make the following changes:

```
BUILD_TESTING = OFF
CMAKE_BUILD_TYPE = Release
ITK_USE_REVIEW = ON
ITK_BUILD_ALL_MODULES = ON
ITKV3_COMPATIBILITY = ON
BUILD_DOCUMENTATION = OFF
```

²BTK has been tested under Debian 5.0 and MacOSX 10.8.3

³When configuring in cmake, please use `/opt/local/include` for `TCLAP_DIRECTORY`

Then press [c] to configure and [g] to generate the make file. Finally, go to the build folder of ITK (ITK-build) and type **make** at the prompt to obtain the final build of ITK.

- [Python](#), [Numpy](#) (Optional) These libraries can be installed using the following command line:
 - for debian-based distributions: `apt-get install python python-numpy`
 - for MacOSX, numpy can be easily installed using [ScipySuperpack](#).

1.2.2 Download and compile the BTK sources

- Get the BTK sources: `git clone https://github.com/rousseau/fbrain.git`
- Then:

```
mkdir fbrain-build
cd fbrain-build
ccmake ../fbrain
make
```

Most of the programs of the BTK suite use the OpenMP library for multi-threading purpose⁴. The number of cores used can be tuned using the following command line (in this example, 4 cores will be used): `export OMP_NUM_THREADS=4`

2 The BTK pipelines

BTK allows to implement a pipeline for the processing of fetal images, i.e. the reconstruction of anatomical and diffusion data, and the final tractography, all expressed in the same local coordinate system. This processing can be summarized in the following steps: 1) image conversion, 2) anatomical image reconstruction, 3) reconstruction of the diffusion sequence, 4) registration of diffusion to anatomical data and 5) tractography.

2.1 Image conversion

BTK supports and has been tested by using images in [Nifti](#) format. However, images are frequently available in DICOM format and an image conversion is required. This can be performed by using [dcm2nii](#), Slicer or other softwares.

Let say that you have 3 (possibly orthogonal) anatomical images:

```
ana01.nii.gz
ana02.nii.gz
ana03.nii.gz
```

and one set of DWI images:

```
dwi.nii.gz
dwi.bvec
dwi.bval
```

Please check that images are not flipped.

NOTE: The set of three files .nii.gz, .bvec, and .bval used to describe a DW sequences are represented in BTK just by the basename (“dwi” in the previous example), and the sequences must be provided in this way to the different applications. This allows to have shorter command lines and the use of consistent filenames.

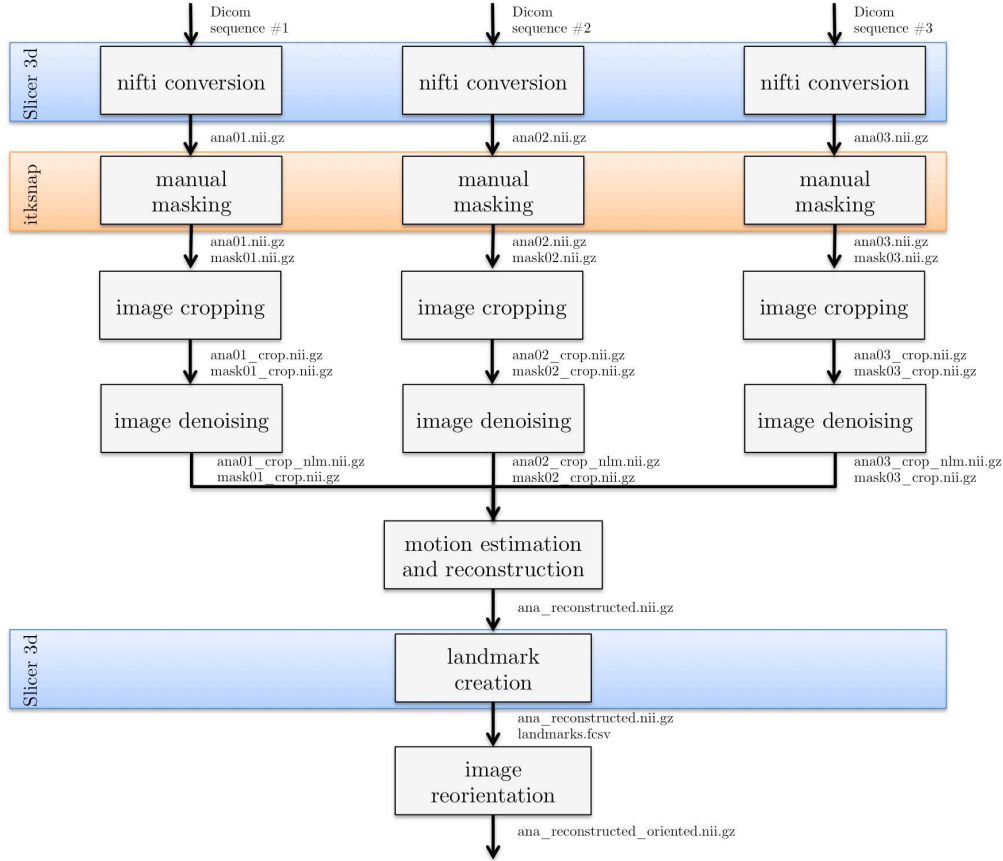


Figure 1: Overview of the processing pipeline for anatomical data in BTK. Slicer3D (www.slicer.org) is used to convert the DICOM data to NIFTI format and for the placement of landmarks on which is based the reorientation of the 3D reconstructed image. The use of Slicer for these steps allows the user to check the orientation consistency between the three anatomical images (axial, coronal, sagittal for instance). ITKSNAP (www.itksnap.org) is used to create a rough mask of the brain (this step is optional).

2.2 Anatomical image reconstruction

The anatomical image reconstruction pipeline is depicted in Figure 1. The corresponding command lines are shown in Figure 2. This pipeline consists in: 1) converting the data from DICOM to NIFTI, 2) manual masking of the brain (optional step which can improve the reconstruction results) and image cropping (based on the size of the masks), 3) image denoising, 4) motion correction and super-resolution, 5) reorientation of the image using landmarks placed using Slicer.

2.3 Reconstruction of the diffusion sequence

The processing pipeline described in this section is dedicated to DWI of the fetal brain (depicted in Figure 3). The corresponding command lines are shown in Figure 4. It is similar to the anatomical image pipeline but it includes processing tools dedicated to DWI: 1) data conversion using [dcm2nii](#), 2) sequence normalization (the B0 image are registered together using affine transforms and then averaged to produce one B0 image), 3) B0 image extraction and manual masking using ITKSNAP, 4) motion correction and RBF interpolation to compute the reconstructed DW sequence, 5) reorientation of the image using landmarks placed using Slicer. This final step (sequence reorientation) is very important since it allows the user to visualize the DW data using consistent color coding schemes. Please see also Section 3.4.

⁴Please note that the current Apple compiler (llvm gcc 4.2.1) does not take into account OpenMP.

Anatomical image processing	Examples of command lines
image cropping	<pre> btkCropImageUsingMask -i ana01.nii.gz -m mask01.nii.gz -o ana01_crop.nii.gz btkCropImageUsingMask -i mask01.nii.gz -m mask01.nii.gz -o mask01_crop.nii.gz </pre>
image denoising	<pre> btkNLMDenoising -i ana01_crop.nii.gz -m mask01_crop.nii.gz -o ana01_crop_nlm.nii.gz </pre>
motion estimation and reconstruction	<pre> btkImageReconstruction -i ana01_crop_nlm.nii.gz -i ana02_crop_nlm.nii.gz -i ana03_crop_nlm.nii.gz -m mask01_crop.nii.gz -m mask02_crop.nii.gz -m mask03_crop.nii.gz -t transform01.txt -t transform02.txt -t transform03.txt -o ana_reconstructed.nii.gz -- mask btkSuperResolution -i ana01_crop_nlm.nii.gz -i ana02_crop_nlm.nii.gz -i ana03_crop_nlm.nii.gz -m mask01_crop.nii.gz -m mask02_crop.nii.gz -m mask03_crop.nii.gz -t transform01.txt -t transform02.txt -t transform03.txt -r ana_reconstructed.nii.gz -- lambda 0.01 -o ana_superresolution.nii.gz </pre>
image reorientation	<pre> btkReorientImageToStandard -i ana3D_reconstructed.nii.gz -o ana_reconstructed_oriented.nii.gz -l landmarks.fcsv </pre>

Figure 2: Command lines corresponding to the processing pipeline for anatomical data in BTK. On the left are shown the blocks used in the anatomical data pipeline (Figure 1) and on the right the correspond command lines.

2.4 Tractography

If you have followed the previous steps correctly, at this point you should have the reconstructed anatomical and diffusion data spatially aligned, and ready to perform the tractography. To do this, BTK provides **btkTractography** (Section 3.5).

3 Applications

3.1 Denoising [2]

btkNLMDenoising This program applies a non-local mean filter to a 3D image for denoising purpose. Usage: `-i input_image_filename -o output_image_filename`. The best results are usually obtained by using a mask (or a padding value). This is an implementation of the method proposed by Coupé *et al.* in [2].

btkNLMDenoising4DImage This program applies a non-local mean filter to each 3D image of a 4D image, for denoising purpose. Usage: `-i input_image_filename -o output_image_filename`. The best results are usually obtained by using a mask (or a padding value).

3.2 Anatomical reconstruction

btkImageReconstruction This program allows to obtain a high-resolution image from a set of low-resolution images, typically axial, coronal, and sagittal acquisitions (similar to [6]).

Minimal usage: `btkImageReconstruction -i image1 ... -i imageN -o output --box`.

Recommended usage: `btkImageReconstruction -i image1 ... -i imageN -m mask1 ... -m maskN -o output --mask`. The use of a mask provide better results since it allows an accurately estimation of the initial transform, and constrains the registration to the region of interest.

The full list of optional parameters of the method can be obtained by `btkImageReconstruction --help`

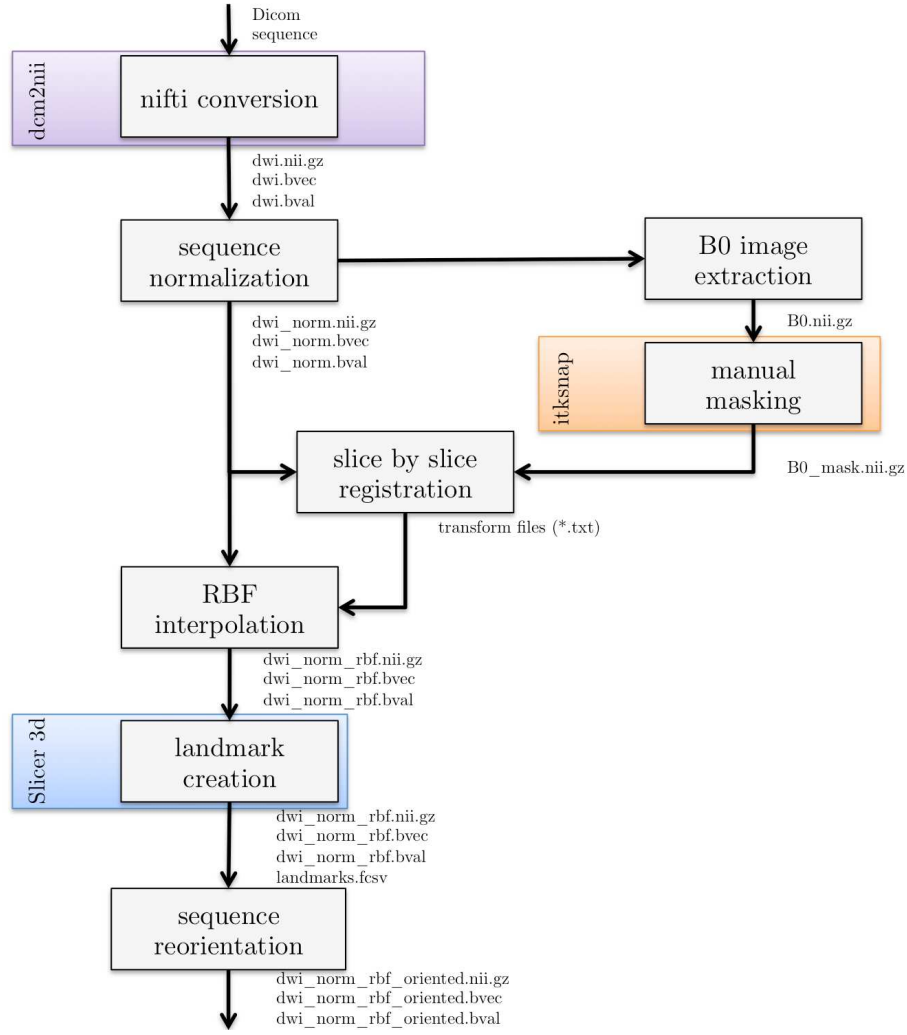


Figure 3: Overview of the processing pipeline for diffusion data in BTK. dcm2nii is used to convert the DICOM data to NIFTI format and Slicer for the placement of landmarks on which is based the reorientation of the 3D reconstructed image. [ITKSNAP](#) is used to create a rough mask of the brain.

btkSuperResolution To be documented.

3.3 Anatomical segmentation

btkTissueSegmentation This program allows to obtain :

- A segmentation of the brain which separate pericerebral LCR and ventricles,
- A segmentation of the cortex inside of a region of interest defined from the border between brain and pericerebral LCR,

as described in [1].

Usage: `btkTissueSegmentation -i greyImage -s intracranialVolume -l brainstemSegmentation -l cerebellumSegmentation -o brainSegmentation -o cortexSegmentation`

btkLabelPropagation This program applies a patch-based label propagation algorithm for segmentation [7]. As a supervised method, it takes as input a textbook containing several anatomical images and the corresponding segmentation maps.

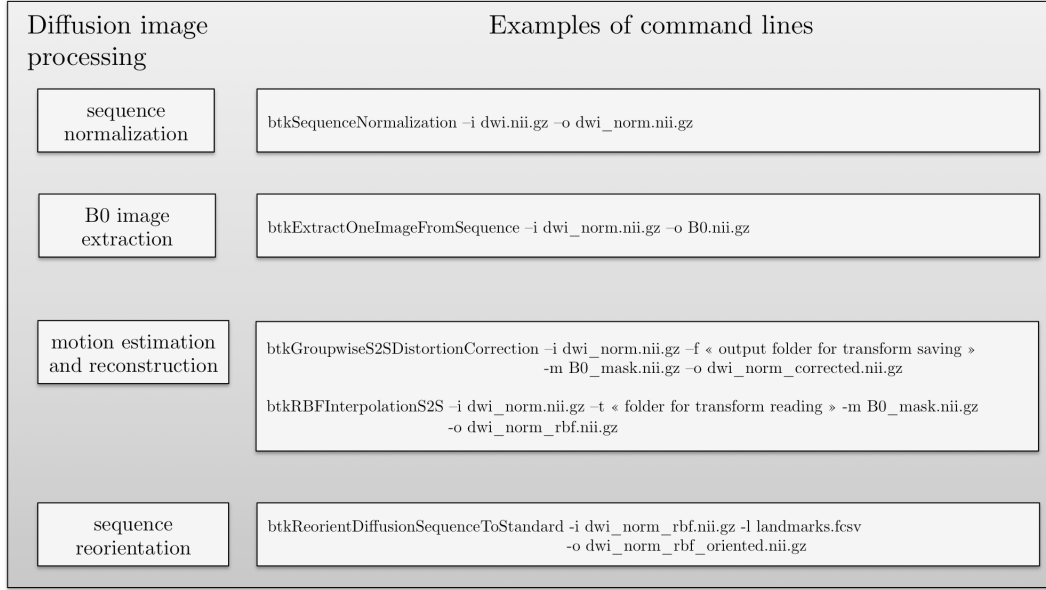


Figure 4: Command lines corresponding to the processing pipeline for diffusion data in BTK. On the left are shown the blocks used in the anatomical data pipeline (Figure 3) and on the right the correspond command lines.

3.4 Reconstruction of DW sequences [4]

The reconstruction of diffusion-weighted (DW) sequences aims at obtaining a sequence corrected for fetal moving and eddy-current distortions. This can be performed in BTK by using the two following applications.

btGroupwiseS2SDistortionCorrection It performs a groupwise slice-by-slice registration of the image components of the sequence.

Minimal usage: `btGroupwiseS2SDistortionCorrection -i input -o output -t transform-folder`.

-i input sequence.

-o output sequence.

-t folder to save the transformation files

The slice-by-slice transform for a given DW image is saved as a set of N transforms in ITK format, with N the number of slices in the image.

NOTE: For slice registration, 20% of the samples are used for computing the image metric. As the region of interest of the slice can be small, this number of samples might be insufficient to compute the metric accurately. However, this percent of samples has been sufficient for the tested sequences.

btRBFInterpolationS2S It performs an interpolation of scattered data generated from the application of slice-by-slice transforms. To this end, radial basis functions are used. By default, the output has isotropic voxels of size equal to the in-plane resolution of the input.

Minimal usage: `btRBFInterpolationS2S -i input -m mask.nii -o output -t transformation-folder`.

-i input sequence

-m mask for the B0 image

-o output sequence

-t folder with the transformations generated by `btGroupwiseS2SDistortionCorrection`

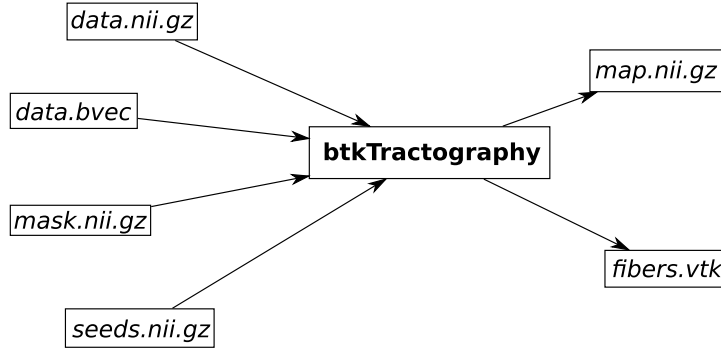


Figure 5: Standard pipeline of the btkTractography program.

3.5 Tractography [5]

**** TO BE MODIFIED **** : THIS SECTION CORRESPONDS TO THE FOLLOWING PROGRAMS: btkODFParticleFilterTractography, btkODFStreamlineTractography, btkTensorParticleFilterTractography, btkTensorStreamlineTractography, btkTractography.

Standard usage

Suppose you want to perform a tractography on a diffusion weighted MRI dataset. You should have a dwi image, the corresponding gradient vectors' coordinates, a mask of the brain white matter and a label image of the seeds. Assume this data is stored in files named respectively for instance `data.nii.gz`, `data.bvec`, `mask.nii.gz` and `seeds.nii.gz`. The tractography is accomplished by the command below.

```
btkTractography -d data.nii.gz -m mask.nii.gz -l seeds.nii.gz
```

When the program terminates its task, the probability connection map and the fibers estimation are saved in files respectively named `map.nii.gz` and `fibers.vtk`. The connection map is a volume image of probability intensities (*i.e.* intensities between 0 and 1) with the same origin, orientation and spacing as the diffusion weighted image. The fibers are polygonal data of VTK library in world coordinates. The standard pipeline of the program is shown in Fig. 5.

The file named `seeds.nii.gz` is a label map which is used to generate seeds for the algorithm. The spacing in millimeters between seeds can be adjust with the option `--seed_spacing`.

By default, Right-Anterior-Superior (RAS) coordinate system is used to ensure compatibility with Slicer3D. However, it can be forced to use Left-Posterior-Superior (LPS) coordinate system by using option `--lps` on command line.

If the DWI sequence contains more than one baseline image, the program takes the average of all baseline images. The baseline images can be everywhere in the sequence. It should be recognized by null vector in corresponding gradient's table.

Advanced usage

In addition to standard arguments of `btkTractography` program, there are some other parameters that let you to alter algorithm's behaviour. These options can be classified into three groups : model's options, constraints on trajectory and filter's options. The first group options allow you to tweak the model (for more details about it, please refer to [3]). The second group options let you to control the particle's trajectory. These options provide prior informations to the algorithm. The last group options are dedicated to the particle filter control.

Since the default parameters values may work in the most of cases, they are optional. A list is of optional features is available by using the command

```
btkTractography --help or btkTractography -h
```

and program's arguments are much more described below.

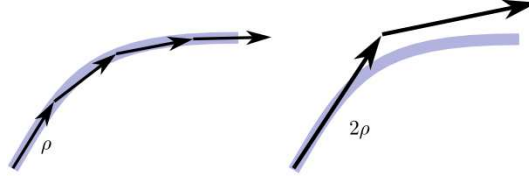


Figure 6: Effect of the step size option on a particle's trajectory. With a large step size (right), the particle may overshoot the trajectory of the ground truth.

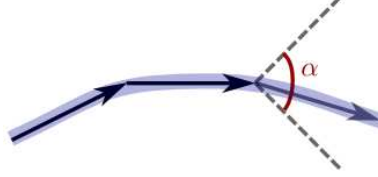


Figure 7: An angle threshold allows the algorithm to sample successive direction only in the cone defined by this angle. This illustration show the principle in two dimensions.

Model's order

The model's order (i.e. the spherical harmonics' order) can be specified by the option

```
--model_order <order> ,
```

for $\text{order} \in \{2, 4, 6, 8\}$. The default value is 4. For more details, please refer to [3].

Model's regularization

A Laplace-Beltrami regularization coefficient is used to assume a better estimation of the model. This coefficient can be manually modified by the option

```
--model_regularization <coefficient> ,
```

for $\text{coefficient} \in \mathbb{R}$. The default value is set as 0.006. For more details, please refer to [3].

Displacement step size

The displacement step size of a moving particle can be adjusted as you want by using the option

```
--step_size <length> ,
```

where $\text{length} \in \mathbb{R}_+^*$. Note that this option is expressed in mm. The default value is fixed at 0.5 mm. By setting a big step size, the particles will move quickly. So the bigger is the step, the faster the algorithm will finish, but as shown by Fig. 6, some informations may be missed and the particle's trajectories may overshoot the ground truth, resulting in a bad estimation.

Angular threshold

An angular threshold prevents a particle from returning back. This option has to be expressed in radians and can be set by

```
--angular_threshold <angle> ,
```

where $\text{angle} \in]0, 2\pi[$. The default value is set as a $\frac{\pi}{3}$ angle. As illustrated in two dimensions in Fig. 7, an angle threshold is used to define an allowed area for successive sampled directions. This can be seen as a global curvature parameter on trajectories. A small angle defines trajectories with a small curvature. This is a prior information on ground truth trajectory.

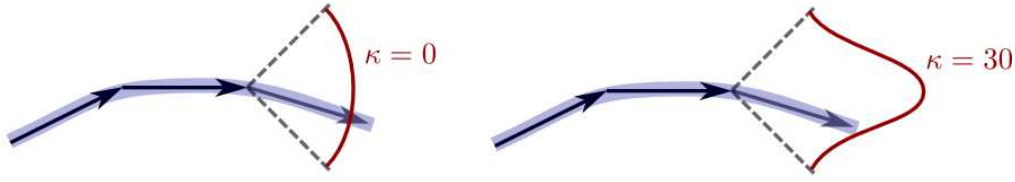


Figure 8: Local effect of rigidity parameter on a particle's trajectory. This parameter helps to “attract” the current displacement vector in the direction of the previous displacement vector of a particle. It correspond to a concentration paramter of a von Mise-Fisher density probability used in the prior density of the system. For instance, a rigidity of 0 leads to an equiprobable distribution, whereas a rigidity tending to infinity leads to a distribution focused on a point.

Rigidity

The rigidity option controls how much you want the particles to have straight trajectory. You can adjust it by

```
--curve_constraint <rigidity> ,
```

where **rigidity** $\in \mathbb{R}_+^*$. The default value is fixed at 30. This value correspond to a concentration parameter of a von Mises-Fisher density probability used in the prior density of the system. As Fig. 8 illustrates locally in two dimensions, a high value leads to a straight trajectory.

Number of particles

The number of particles in the system is set by the option

```
--number_of_particles <number> ,
```

where **number** $\in \mathbb{N}^*$. By default, the algorithm will use 1000 particles. A poor number of particles leads to a short computation time and a poor estimation. A large number of particles leads to a long computation time and a good estimation. In general, the default number of particles is a good compromise between computation time and estimation.

Resampling threshold

This option modify the resampling threshold of the system. When the number of effective particles in the system falls below this resampling threshold, the particles are resampled according a multinomial resampling. It can be adjust by

```
--resampling_threshold <percent> ,
```

where **percent** $\in [0,1]$ is the percent of minimal effective particles in the system. A low threshold value will result in an inefficient algorithm because the particles with low weight are not are not often eliminated. Conversely, a high threshold value leads to a bad estimation because the search space will not be explored enough.

3.6 Atlas construction

First, the data script *Scripts/btkAtlasData.py* should be copied in a directory and filled according to the dataset and the algorithms' options. Then the directory where the data script is have to be added in the python path environnement variable. For instance, in a terminal, the following command add the current directory in the python path environnement variable:

```
export PYTHONPATH = $PYTHONPATH:'pwd' .
```

Finally, the atlas construction can be achieved by calling directly the following python scripts.

btkPrepareAtlasData This optional script will split the tissue label map (named *patient-name_Tissues.nii.gz*) into separate tissue probability maps. Tissue name and label are controlled by setting up the script *Scripts/btkAtlasData.py*.

Usage: `btkPrepareAtlasData.py`

btkCreateTemplate.py This script will use the informations contained in the data script to produce a template normalization as output.

Usage: `btkCreateTemplate.py`

btkCreateLongitudinalAtlas.py This script will use the informations contained in the data script and the output of the script `btkCreateTemplate.py` to produce a longitudinal atlas over gestionnal ages (in weeks) as output. So, the script `btkCreateTemplate.py` must be executed before using this script.

Usage: `btkCreateLongitudinalAtlas.py`

3.7 Mask Extraction

Suppose you want to extract automicaly masks of your images. First of all you should have some Atlas of foetal brain for different ages (in week). In Addition you should know age of every image you want to process. The pipeline will registrate the corresponding age template with the current image, finaly you will have a new template succefully registrate on you image and you can use it as a mask. The mask extraction can be achieved by calling directly the first following python script.

btkMaskExtraction.py This script will contain all your images, you must edit it ! It contain examples. This script is the only one you should execute, it will automaticaly search and execute the second one.

Usage: `btkMaskExtraction.py`

btkMaskExtractionProcess.py This script will process the pipeline, you must edit the `images_directory` and `template_directory`. Note that your image directory should respect a hierarchy (written in the script).

Usage: Should be run by `btkMaskExtraction.py` or for advance user you can call like this :
`btkMaskExtractionProcess.py subject exam age image01 image02 ...`

4 Utilities

btkApplyMaskToImage : Multiply an image with a mask.

btkApplyTransformationToImage : Apply an ITK or BTK transformation on a image (old btk-WarpTransformationToImage XXXXXXXXX UNCLEAR XXXXXXXXX).

btkAverage3DImages : Compute the mean (and variance) image of a set of 3D images.

btkAverageImagesWithReference : Creates a high resolution image from a set of low resolution images.

btkBinarizeLabels : Binarize one label image (depending on the label value chosen).

btkBinarizeMask : Binarize a float image using a threshold.

btkBinarizeTissueProbabilityMaps : Binarize a set of probability maps ([0,1]) into a short image (by taking the max probability at each voxel).

btkColorFiberTractsByMeanOrientation : Color the fibers (polydata) by their mean orientation.

btkComputeChamferDistance : Compute the chamfer distance.

btkComputeOverlap : Compute the overlap (Dice coefficient and Jaccard index) between two label images.

btkComputeSoftMaskUsingOrthogonalImages : Compute soft masks of a set of images using the geometry of protocol acquisition (*i.e.* orthogonal images).

btkConvertFSLTransform : Convert a FSL matrix to a ITK Affine Transform, specify *--inverse* to do the opposite (ITK to FSL).

btkConvertGradientTable : Transform gradients from world to image coordinates.

btkCropImageUsingMask This program crops one (3D or 4D) image using a 3D mask.

btkDifferentialBiasCorrection : Differential bias correction method for n images (Leung et al. Neuroimage 2012).

btkDistanceBetweenBinaryImages : Compute Hausdorff and Mean Contour Distances between two binary images (ITK Filters: HausdorffDistanceImageFilter and ContourMeanDistanceImageFilter).

btkExtractMaskUsingBoundingBox : Extract Masks using the intersection of the bounding boxes of images.

btkExtractOneImageFromSequence This program extracts one image from a 4D sequence. It can be useful for diffusion MRI image analysis.

btkFCMClassification : Fuzzy C-means classification algorithm.

btkFSLToITKTransform : XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX.

btkHistogramMatching : Normalize the grayscale values of one image using a reference image by histogram matching (ITK filter: HistogramMatchingImageFilter).

btkImageGaussianFilter : Apply a gaussian filter on an image (ITK filter: DiscreteGaussianImageFilter).

btkImageHistogram : Analysis of images through histograms (It can save into text files histogram, cumulative distribution function (cdf) and inverse-cdf of an image).

btkImageInjection This program performs the injection of a set of images with an already existing set of transformations. This avoids the need to perform a new image reconstruction (computationally expensive) after modification of the input images (some filtering for example) or an involuntary deletion of the reconstructed image.

Recommended usage: `btkImageInjection -i image1 ... -i imageN -m mask1 ... -m maskN -t transform1 ... -t transformN -o output --mask`

btkImageMorphologicalClosing : Greyscale Morphological Closing by a ball structuring element (ITK filter: `GrayscaleMorphologicalClosingImageFilter`).

btkImageMorphologicalTopHat : Greyscale Morphological Top Hat by a ball structuring element.

btkImageResampling : Resample an image using: 1) a reference image (better option) or 2) specific size or spacing (mainly based on ITK filter: `ResampleImageFilter`)

btkImageSimilarity : Calculates mean square error, mutual information, normalized correlation and normalized mutual information of two images A and B. The use of a mask is possible.

btkImageSubtract : Pixel-wise subtraction of two image, or one image and a constant (-i im1 -i im2 -o result or -i im1 -c value -o result) (ITK filter: `SubtractImageFilter`).

btkInverseDisplacementField : Compute the inverse of a displacement field (-i field -o inverse_field) (ITK filter: `InverseDisplacementFieldImageFilter`).

btkIteratedBackProjection : Apply iterated back projection to high resolution image using one low resolution image.

btkMajorityVoting : Compute label map using majority voting rule.

btkMidwayHistogramEqualization : Perform midway histogram equalization for a set of 3D images (cf Delon JMIV 2004).

btkModifyImageUsingLookUpTable This program modifies one image using a look up table defined in a ascii file (2 columns, one for the original values, one for the final values). It can be useful to relabel a segmented image.

btkNiftiToNrrd This program convert a diffusion sequence in nifti format⁵ to the nrrd format (*.nhdr). Usage: `-i input -o output.nhdr`

btkNrrdToNifti This program convert an image from Nrrd file (*.nhdr and *.nrrd) to a Nifti file (*.nii or *.nii.gz). The conversion of a DWI image is possible by using the option `--dwi`. Usage: `-i input.nhdr -o output.nii.gz`. Usage for DWI sequence: `--dwi -i input.nhdr -o output.nii.gz`.

btkPSNR : Compute the PSNR between an input image and a reference image.

btkPrintImageInfo : Prints image information (size, origin, spacing, directions, anatomical orientation, pixel type).

btkProbabilityMapNormalization : Normalize in a voxelwise manner a set of (positive) probability maps.

btkReconstructionComparisonTool : Compare several reconstruction methods: creates a label image explaining which reconstructed image is the best at each voxel.

btkRegisterDiffusionToAnatomicalData This program registers a DW sequence to an anatomical image.

⁵Currently there is no nifti standard for DWI, so DW images are saved as a standard nifti sequence (*.nii, *.nii.gz) and two text files containing the b-values (.bval) and the gradient directions (.bvec).



Figure 9: Example of an anatomical reconstruction of a fetal brain by using `btkImageReconstruction`. (a) axial, (b) coronal, and (c) sagittal view.

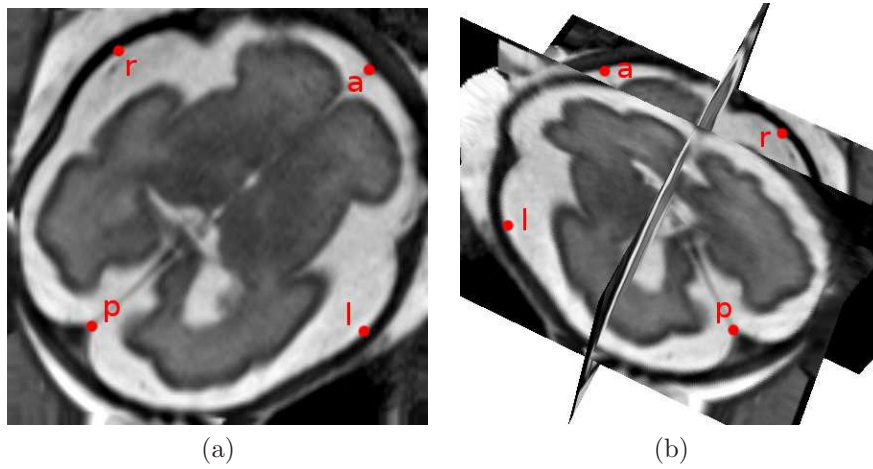


Figure 10: Placement of landmarks by using Slicer. (a) axial slice, (b) 3D view.

btkReorientDiffusionSequenceToStandard Reorients a DW sequence to the standard orientation. This is necessary with fetal images since the fetus is in a random orientation with respect to the scanner. This is particularly important in DWI because colormaps lack of significance, which makes difficult the identification of specific bundles.

Usage: `btkReorientDiffusionSequenceToStandard -i image -o output -l landmarks`.

`landmarks` is a landmarks file obtained as explained for `btkReorientImageToStandard`.

btkReorientImageToStandard This program reorients a image to the standard orientation. This is necessary with fetal images since in general the fetus is in a random orientation with respect to the scanner. Usage: `btkReorientImageToStandard -i image -o output -l landmarks`. `landmarks` is a text file containing points that define the left-right and the posterior-anterior directions. The points *l* and *r* define the left → right direction, and the points *p* and *a* define the posterior → anterior direction. Such file can be easily generated by using [Slicer](#) (version 3) as follows:

1. Open the high-resolution image by using the *Volume* module.
2. Toogle on the visibility of all slices in the 3D view. This allows to identify the left and right sides of the brain in the 2D views.
3. Place the landmarks *l*, *r*, *p*, and *a* in this order by using [p].
4. Save the file (*.fcsv) by using the menu File → Save.

btkResampleLabelsByInjection : Resample a set of label images using the injection method.

btkRescaleIntensity : Rescale the intensity values of an image using short values (possibility to use a mask image).

btkSequenceNormalization : Writes a dwi sequence as a single image B0 + the diffusion images. The new B0 is the mean of all B0 images in the original sequence, or a user-provided B0.

btkSetStandardCoorSystem : Sets the direction to the identity, and the origin to the center of the image.

btkSimulateLowResolutionImage : XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX.

btkSimulateMotionSliceBySlice : Apply transformations on slices of input image.

btkSimulateStandardViewFromIsotropicImage : Simulates standard acquisitions (axial, coronal, and sagittal) from an isovoxel by using an observational model. This is useful for example to assess the performance of reconstruction algorithms according to the subsampling factor (the reconstructed image from the simulated images is then compared to the isovoxel image).

btkSimulateStandardViewsFromImage : XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX.

btkTractDensityMap : Create tract density images using set of fibers as input.

btkTranslateImageOverTemplate : Usefull for the extraction mask pipeline, it will translate the center of image (or barycenter of masked image) on the center of the template image.

btkWeightedSumOfAffineTransforms : Compute a weighted mean of affine transforms (no check for normalized weights!).

btkWeightedSumOfImages : Compute a weighted mean of 3D images (no check for normalized weights!).

Acknowledgment

The research leading to these results has received funding from the European Research Council under the European Communitys Seventh Framework Programme (FP7/2007-2013 Grant Agreement no. 207667).

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