

## 7MR10070: Software and Robotic Integration

### Semester 2

# Assignment 1

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## Path Planning Part 1

### Task 1

#### Algorithm (a)

```

Point  $p = (x, y, z)$ 
List of points  $P = [p_1, \dots, p_n]$ 
List of output points  $O = [o_1, \dots, o_n]$ 
For each  $p$  in  $p \in P$ :
    Retrieve pixel intensity  $c$ , where  $c \in [0,1]$ 
    If  $c = 1$  then  $O \leftarrow p$ 

```

#### Algorithm (b)

```

Point  $p = (x, y, z)$ 
Point  $ep$  is a point  $p$  representing an entry point
Point  $tp$  is a point  $p$  representing a target point
List of entry points  $EP = [ep_1, \dots, ep_n]$ 
List of target points  $TP = [tp_1, \dots, tp_n]$ 
List of ventricle points  $VP = [p_1, \dots, p_n]$ 
List of output points  $O = [(ep_1, tp_1), \dots, (ep_n, tp_n)]$ 
Line  $l$  is a line between two points
For each  $ep$  in  $p \in EP$ :
    For each  $tp$  in  $p \in TP$ :
         $l = \overrightarrow{eptp}$ 
        For each  $p$  in  $p \in \overrightarrow{eptp}$ 
            If does not  $p \in VP$  then  $O \leftarrow (ep, tp)$ 

```

#### Algorithm (c)

```

Point  $p = (x, y, z)$ 
Point  $ep$  is a point  $p$  representing an entry point
Point  $tp$  is a point  $p$  representing a target point
List of entry points  $EP = [ep_1, \dots, ep_n]$ 
List of target points  $TP = [tp_1, \dots, tp_n]$ 
List of blood vessel points  $BVP = [p_1, \dots, p_n]$ 
List of output points  $O = [(ep_1, tp_1), \dots, (ep_n, tp_n)]$ 
Line  $l$  is a line between two points
For each  $ep$  in  $p \in EP$ :
    For each  $tp$  in  $p \in TP$ :
         $l = \overrightarrow{eptp}$ 
        For each  $p$  in  $p \in \overrightarrow{eptp}$ 
            If does not  $p \in BVP$  then  $O \leftarrow (ep, tp)$ 

```

## Algorithm (d)

```

Point  $p = (x, y, z)$ 
Point ep is a point p representing an entry point
Point tp is a point p representing a target point
List of entry points  $EP = [ep_1, \dots, ep_n]$ 
List of target points  $TP = [tp_1, \dots, tp_n]$ 
List of blood vessel points  $BVP = [p_1, \dots, p_n]$ 
List of output points  $O = [(ep_1, tp_1), \dots, (ep_n, tp_n)]$ 
Line l is a line between two points
For each ep in  $p \in EP$ :
    For each tp in  $p \in TP$ :
         $l = \overrightarrow{eptp}$ 
         $l_p = \perp \overrightarrow{eptp}$ 
         $angle = \angle ll_p$ 
        If  $angle < 55$  then  $O \leftarrow (ep, tp)$ 

```

## Task 2

The constants included in the following algorithms represent the time taken by *if-statements*. Perhaps they could have been omitted

## Algorithm (a)

```

For each point in target points:
    Get the coordinates (x, y, z) of the point
    Retrieve the pixel value of (x, y, z) in the image
    If pixel value == 1:
        Add the point to the list

```

$$\text{Big } O = O(N_{tp} * R_{pv})$$

where  $N_{tp}$  is the total number of target points,  $R_{pv}$  is the lookup time for the pixel value

## Algorithm (b)

```

For each entry point in entry points:
    For each target point in target points:
        Get the line between the two points
        Get the points of the line
        validLine = true
        For each point on the line:
            If point passes through ventricle:
                validLine = false
                break
        if validLine:
            add (entry, target) point to valid points list

```

$$\text{Big } O = O(2 * N_{ep} * N_{tp} * N_{pl})$$

where  $N_{ep}$  is the number of entry points,  $N_{tp}$  is the number of target points and  $N_{pl}$  is the number of points in the line

## Algorithm (c)

```

For each entry point in entry points:
    For each target point in target points:
        Get the line between the two points
        Get the points of the line
        validLine = true
        For each point on the line:
            If point passes through blood vessel:
                validLine = false
                break
        if validLine:
            add (entry, target) point to valid points list

```

$$Big\ O = O(2 * N_{ep} * N_{tp} * N_{pl})$$

where  $N_{ep}$  is the number of entry points,  $N_{tp}$  is the number of target points and  $N_{pl}$  is the number of points in the line

## Algorithm (d)

```

For each entry point in entry points:
    For each target point in target points:
        Get the line, lineET, between the two points
        For each point on line:
            If point connects with the cortex:
                Get perpendicular line where lineET passes
through the cortex
                Calculate the angle between the two lines
                If angle < 55:
                    Add (entry, target) point to valid points
list

```

$$Big\ O = O(2 * N_{ep} * N_{tp} * N_c * T_a)$$

where  $N_{ep}$  is the number of entry points,  $N_{tp}$  is the number of target points,  $N_c$  is the number of cortex points and  $T_a$  is the time needed to calculate the angle between the entry – target line and the perpendicular line where it connects on the cortex

### Task 3

Tests were run using the full data because the test files were crashing for some reason. As in the previous tasks, constants represent the time taken by **if-statements**.

#### Algorithm (a)

$$Big\ O = O(N_{tp} * R_{pv})$$

where  $N_{tp}$  is the total number of target points,  $R_{pv}$  is the lookup time for the pixel value

**Time taken:** 0.001s (average of 10 runs)

**Rejected trajectories:** 78336

#### Algorithm (b)

$$Big\ O = O(2 * N_{ep} * N_{tp} * \log(N_{vp}) + N_{vp} \log(N_{vp}))$$

where  $N_{ep}$  is the number of entry points,  $N_{tp}$  is the number of target points and  $N_{vp}$  is the number of ventricle points

**Changes made to the algorithm:** Instead of traversing through all the points in the line between the entry and target point, we instead search using a tree whose lookup time should be  $\log(N_{vp})$  instead of  $N_{vp}$ . However, we'll need to create the tree (once), and that should take  $N_{vp} \log(N_{vp})$ .

**Time taken:** 3s (average of 10 runs)

**Rejected trajectories:** 10205

#### Algorithm (c)

$$Big\ O = O(2 * N_{ep} * N_{tp} * \log(N_{bvp}) + N_{bvp} \log(N_{bvp}))$$

where  $N_{ep}$  is the number of entry points,  $N_{tp}$  is the number of target points and  $N_{bvp}$  is the number of blood vessel points

**Changes made to the algorithm:** Instead of traversing all the points in the line between the entry and target point, we instead search using a tree whose lookup time should be  $\log(N_{bvp})$  instead of  $N_{bvp}$ . However, we'll need to create the tree (once), and that should take  $N_{bvp} \log(N_{bvp})$ .

**Time taken:** 60s (average of 10 runs)

**Rejected trajectories:** 47855

## Algorithm (d)

$$Big\ O = O\left(2 * N_{ep} * N_{tp} * \log(N_{cp}) * T_a + N_{cp} \log(N_{cp})\right)$$

where  $N_{ep}$  is the number of entry points,  $N_{tp}$  is the number of target points and  $N_{cp}$  is the number of points cortex points and  $T_a$  is the time needed to calculate the angle between two vectors

**Changes made to the algorithm:** Instead of traversing all the points in the line between the entry and target point, we instead search using a tree whose lookup time should be  $\log(N_{cp})$  instead of  $N_{cp}$ . However, we'll need to create the tree (once), and that should take  $N_{cp} \log(N_{cp})$ .

**Time taken:** 105s (average of 10 runs)

**Rejected trajectories:** 17426

## Task 4

Here we combine all three constrains under the same nested for loop (between entry and target points). We start with the least complex (in terms of time and space) algorithm and work our way down to the most complex. Therefore:

1. First, create the OBB trees required for each task
2. Then, filter for targets that are within the hippocampus
3. After that, filter for entry/target trajectories that do not pass through the ventricles
4. After that, we filter for entry/target trajectories that do not pass through blood vessels
5. Finally, we filter so that only trajectories of a certain angle (degrees) are accepted

By doing this, we rule out most of the trajectories before we reach the more expensive checks in our overall algorithm. This is clearly demonstrated by the total time taken of ~25 seconds, whereas before filtering just for valid angles would take more than 100 seconds.

**Time taken:** 25s (average of 10 runs)

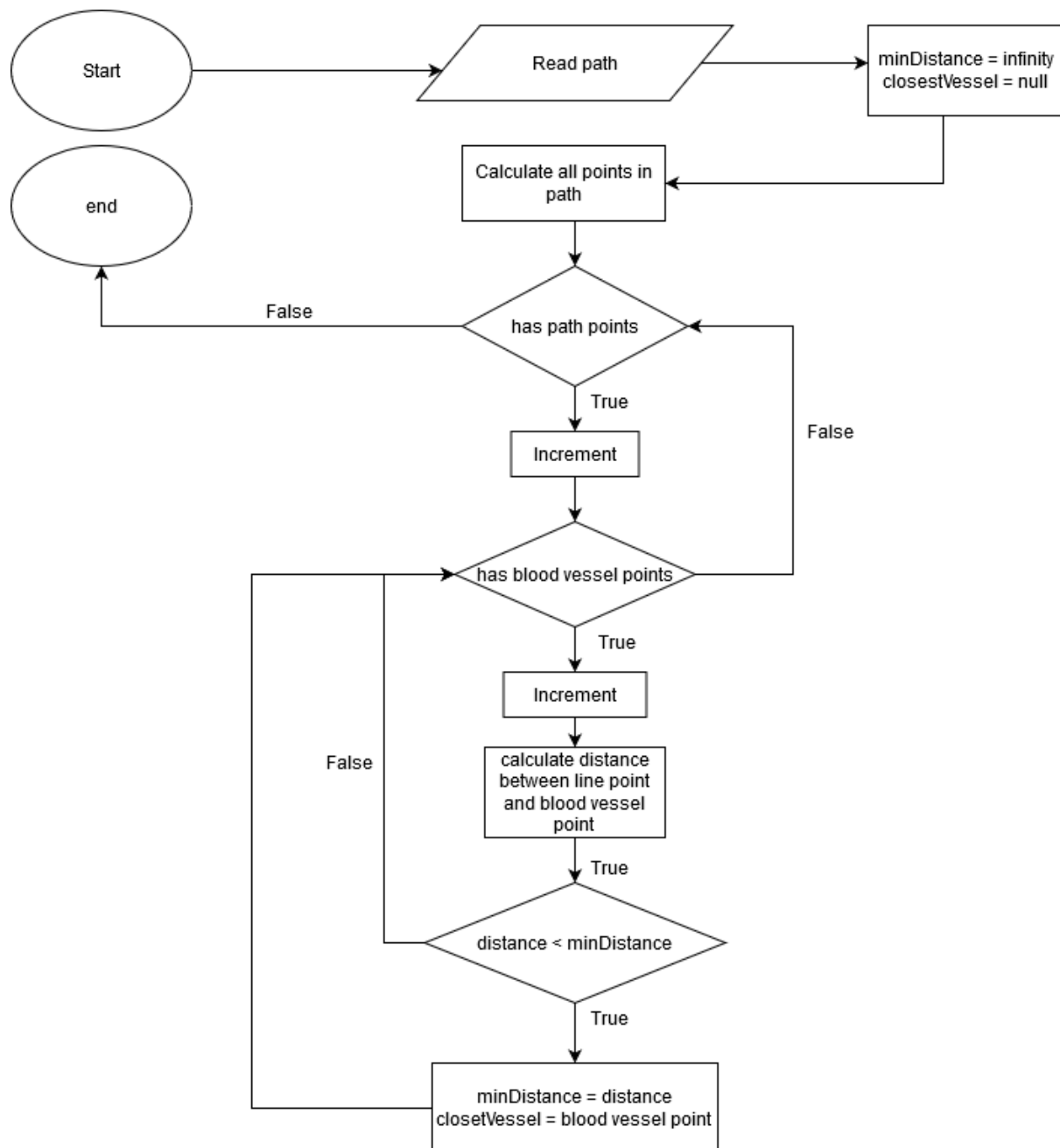
**Rejected trajectories:** 88603

## Path Planning Part 2

## Task 1

(a) A naïve/brute-force solution to the problem. It iterates over all possible points and finds the minimum distance between a vessel and a point in the path

```
minDistance = +infinity
closestVessel = null
allPoints = getAllPointsInPath(entry, target)
for each point in allPoints:
    for each bloodVesselPoint:
        Calculate distance (e.g. Euclidean) between the line
        point and blood vessel point
        If distance < minDistance:
            minDistance = distance
            closestVessel = bloodVesselPoint
```



1:simplified flowchart of the algorithm

(b) In order to test that my code works, I used a subset of the data outputted by combining all the hard constraints. I visually chose a trajectory with obviously large distance from the blood vessels and another one with an obviously small distance from the blood vessels. I then inspected the output and seeing that it was as expected, I started using more trajectories and larger sets of data.

## Code / Git Repository

<https://github.com/Meldanen/kcl/tree/master/robotics/slicerTutorials/Tutorial%20%20and%203>

The tests should be able to run all code required for the assignment. If you wish you run smaller parts of the code, you can either comment out some of them, or go to *Assignment1Logic.run()* and again, comment/uncomment the parts you want to run.

The submitted version of this only runs the combination of all three constraints when using the GUI to save time.