

Crossing-Preserving Geodesic Tracking on Spherical Images

Nicky J. van den Berg^{*,‡}, Finn M. Sherry^{*,‡}, Tos T.J.M. Berendschot[†], Remco Duits^{*}

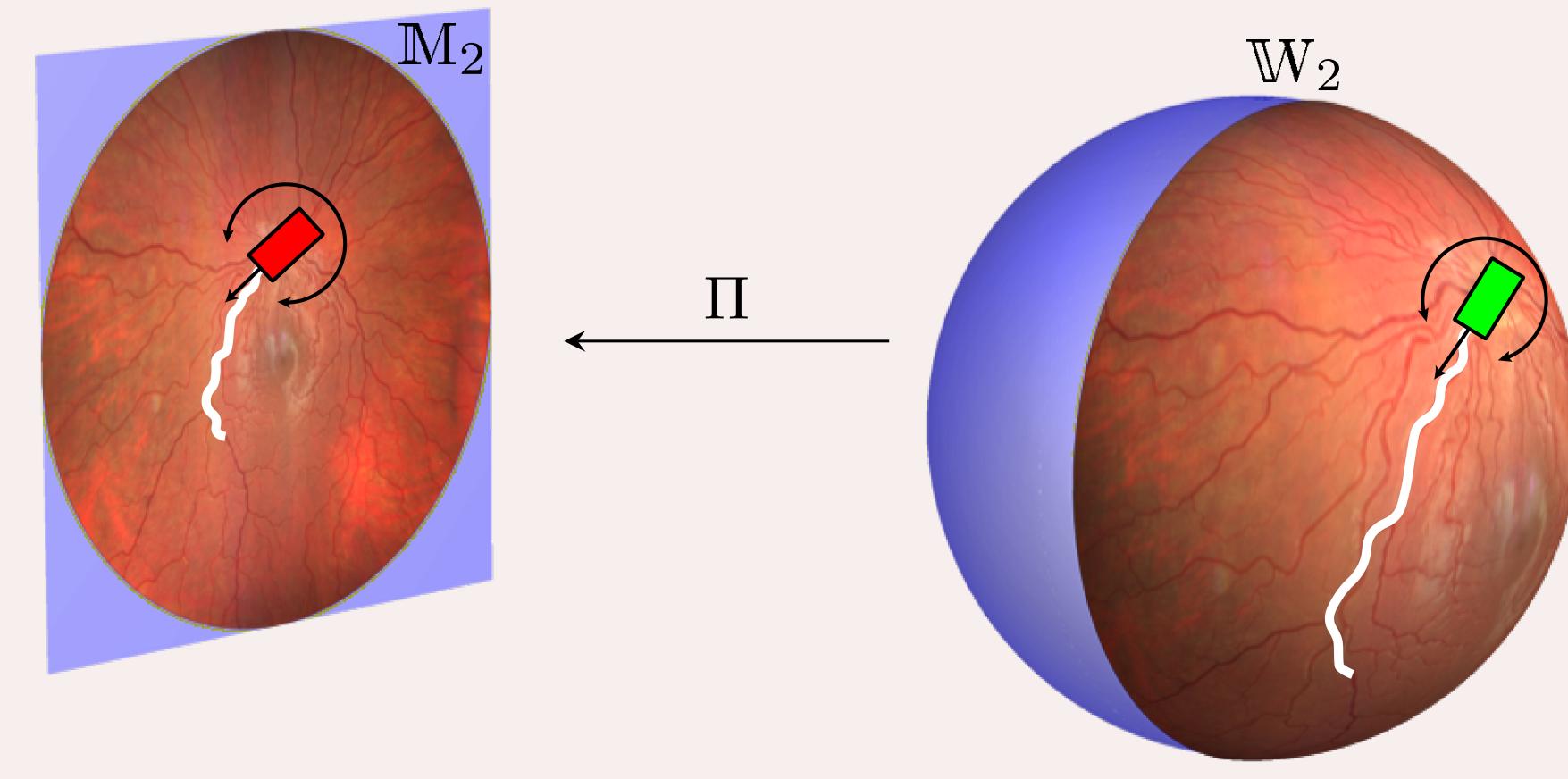
* Eindhoven University of Technology, Eindhoven, The Netherlands, [†] Maastricht University, Maastricht, The Netherlands

[‡] Equal contribution



Introduction

The retinal vasculature is representative of the vasculature throughout the human body. Consequently, automating the tracking of the entire vasculature in retinal images is beneficial. As the eye is a sphere, we perform crossing-preserving geodesic tracking on spherical images instead of on their planar projections.



Tracking on Planar Images

To minimize tracking mistakes at crossings, we lift the image (via cake-wavelet ψ) to the homogeneous space of planar positions and orientations $M_2 := \mathbb{R}^2 \times S^1$, which is diffeomorphic to the roto-translation group $SE(2) := \mathbb{R}^2 \times SO(2)$.



We use the left-invariant frame $\{\mathcal{A}_i\}_{i=1}^3$, with the corresponding dual frame $\{\omega^i\}_{i=1}^3$, where $\omega^i \otimes \omega^i$ measures forward, lateral and angular movement for $i = 1, 2, 3$ respectively.

Definition 1 (Horizontality on M_2) On M_2 , we choose the distribution $\Delta^{M_2} := \text{span}\{\mathcal{A}_1, \mathcal{A}_3\} \subset TM_2$. Then a smooth curve $\gamma : \mathbb{R} \rightarrow M_2$ is said to be horizontal if $\dot{\gamma}(t) \in \Delta_{\gamma(t)}^{M_2}$ for all t .

The orientation score is such that curves are lifted to horizontal curves in M_2 .

We construct the Reeds-Shepp car models:

$$\mathcal{G}_p = \begin{cases} C^2(p) (\xi_{M_2}^2 \omega^1 \otimes \omega^1 + \omega^3 \otimes \omega^3) |_p, & \text{on } \Delta_p^{M_2} \times \Delta_p^{M_2}, \\ +\infty, & \text{else, and} \end{cases} \quad (1)$$

$$|\mathcal{F}(p, \cdot)|^2 = \begin{cases} C^2(p) (\xi_{M_2}^2 \omega^1 \otimes \omega^1 + \omega^3 \otimes \omega^3) |_p, & \text{on } \Delta_p^{M_2,+}, \\ +\infty, & \text{else,} \end{cases} \quad (2)$$

where $C : M_2 \rightarrow \mathbb{R}_+$ positive cost function, ξ_{M_2} stiffness parameter, and $\Delta_p^{M_2,+} := \{\dot{p} \in \Delta_p^{M_2} | \omega^1(\dot{p}) \geq 0\}$.

We use these models to define the geodesic distances:

$$d_G(p, q) = \inf_{\gamma \in \Gamma} \int_0^1 \sqrt{\mathcal{G}_{\gamma(t)}(\dot{\gamma}(t), \dot{\gamma}(t))} dt, \quad d_F(p, q) = \inf_{\gamma \in \Gamma} \int_0^1 \mathcal{F}(\gamma(t), \dot{\gamma}(t)) dt, \quad (3)$$

where $\Gamma := \{\gamma : [0, 1] \rightarrow M_2 \text{ piecewise } C^1 | \gamma(0) = p, \gamma(1) = q\}$.

Tracking on Spherical Images

To minimize tracking mistakes at crossings, we lift the image to the space of spherical positions and orientations $W_2 := S^2 \times S^1 \cong SO(3)$. We use the left-invariant frame $\{\mathcal{B}_i\}_{i=1}^3$, with the corresponding dual frame $\{\nu^i\}_{i=1}^3$.

Definition 2 (Horizontality on W_2) On W_2 , we choose the distribution $\Delta^{W_2} := \text{span}\{\mathcal{B}_1, \mathcal{B}_3\} \subset TW_2$. Then a smooth curve $\delta : \mathbb{R} \rightarrow W_2$ is said to be horizontal if $\dot{\delta}(t) \in \Delta_{\delta(t)}^{W_2}$ for all t .

The choice of distribution is such that the intuitive relationship between the left-invariant frame and the orientation score carries over from M_2 to W_2 . In the theorem, we make the relation between the coordinates on both manifolds explicit. We construct the Reeds-Shepp car models:

$$\mathcal{G}_q = \begin{cases} C^2(q) (\xi_{W_2}^2 \nu^1 \otimes \nu^1 + \nu^3 \otimes \nu^3) |_q, & \text{on } \Delta_p^{W_2} \times \Delta_q^{W_2}, \\ +\infty, & \text{else, and} \end{cases} \quad (4)$$

$$|\mathcal{F}(q, \cdot)|^2 = \begin{cases} C^2(q) (\xi_{W_2}^2 \nu^1 \otimes \nu^1 + \nu^3 \otimes \nu^3) |_q, & \text{on } \Delta_q^{W_2,+}, \\ +\infty, & \text{else,} \end{cases} \quad (5)$$

where $C : W_2 \rightarrow \mathbb{R}_+$ positive cost function, ξ_{W_2} stiffness parameter, and $\Delta_q^{W_2,+} := \{\dot{q} \in \Delta_q^{W_2} | \nu^1(\dot{q}) \geq 0\}$.

Horizontal Curves to Horizontal Curves

Theorem 1 Let $\Pi : D(\Pi) \rightarrow M_2$, with $D(\Pi) := D(\pi) \times S^1$, such that a) π is the spatial projection of Π , and b) for any horizontal curve δ on W_2 the curve $\gamma := \Pi \circ \delta$ is horizontal on M_2 . Then Π is uniquely defined and is given by

$$\Pi(\alpha, \beta, \phi) = (\pi(\alpha, \beta), \arg(\pi^1(\alpha, \beta) + i \pi^2(\alpha, \beta))) \quad (6)$$

with components

$$\dot{\pi}^i(\alpha, \beta) := \frac{\partial \pi^i}{\partial \alpha}(\alpha, \beta) \cos(\phi) + \frac{\partial \pi^i}{\partial \beta}(\alpha, \beta) \frac{\sin(\phi)}{\cos(\alpha)}.$$

Calculating Distances and Experimental Results

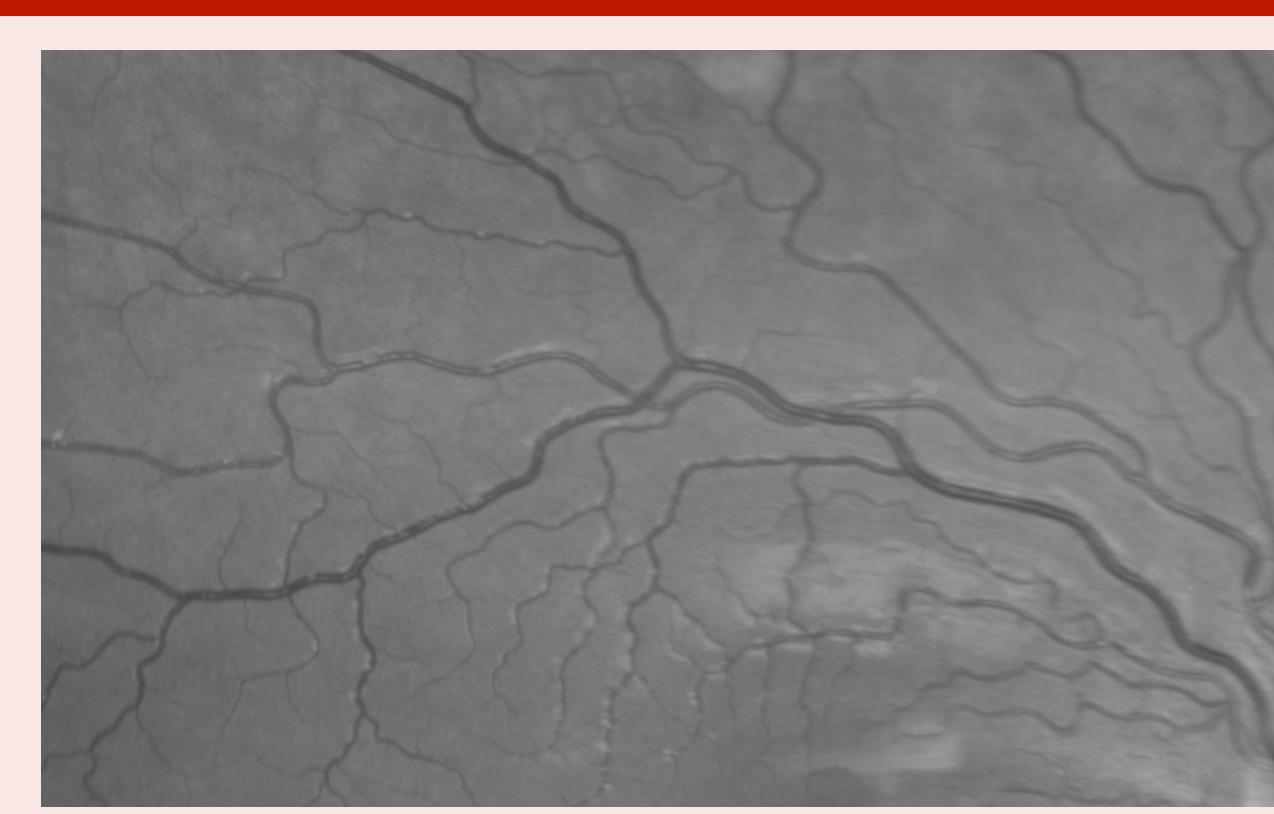
Let $\mathcal{M} \in \{M_2, W_2\}$, and \mathcal{F} the Finsler function in eqs. (2) and (5). We compute the distance map to some reference point $p_0 \in \mathcal{M}$: $W(\mathbf{p}) := d_{\mathcal{F}}(p_0, \mathbf{p})$. It is known that W is the (viscosity) solution of the eikonal PDE

$$\begin{cases} \mathcal{F}^*(\mathbf{p}, dW(\mathbf{p})) = 1, & \text{on } \mathcal{M} \setminus \{p_0\}, \\ W(p_0) = 0, \end{cases} \quad (7)$$

where \mathcal{F}^* is the dual Finsler function.

We can solve eq. (7) efficiently using Fast Marching techniques, though for technical reasons this requires sub-Riemannian and Finslerian metrics to be approximated by highly anisotropic metrics. To get exact sub-Riemannian and Finslerian constraints, we follow a finite difference approach in approximating W up to accuracy ϵ (grid-size).

Experimental Results



(i) Underlying Image



(ii) Tracking in M_2



(iii) Tracking in W_2 with cost function on \mathbb{R}^2



(iv) Tracking in W_2 with crossing-preserving cost function on W_2

Conclusion

We developed a new cusp-free, crossing-preserving geodesic tracking model in the space of spherical positions and orientations. We clarified how to relate the space of *planar* and *spherical* positions and orientations. The results of crossing-preserving tracking in W_2 show clear advantages over non-crossing-preserving tracking in W_2 and are similar to crossing-preserving tracking in M_2 . All distance maps are computed with fast, simple, and accurate GPU-code, available via github.com/finnsherry/IterativeEikonal.