
MPHY0030 2020/21 Report

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1 Abstract

This task aims to design an image deformation algorithm based on Gaussian RBF Spline. The whole algorithm can be divided into four steps:

- 1) control points selection and deformation \Rightarrow fixed control points.
- 2) control points deformation \Rightarrow moved control points.
- 3) Gaussian RBF Spline fit on fixed and moved control points.
- 4) Gaussian RBF Spline evaluate on query points, namely all points of target image, according to fixed control points.

2 Algorithm Descriptions

2.1 Gaussian Spline

Fit Stage :

The main function of polynomial part is to promise the solvability of RBF registration equation. The equation has a property of the conditional positive definiteness, so polynomials are necessary to guarantee the non-singularity of the RBF matrix. But when RBF kernel is Gaussian which are positive definite, the RBF registration equation can be calculated without any polynomial part.

λ is to approximate the distance of the source landmarks to the target landmarks, it measures the smoothness of the resulting transformation. If λ is small, we obtain a solution with good approximation behavior (in the limit of $\lambda = 0$ we have an interpolating transformation). If λ is large, we obtain a very smooth transformation with little adaption to the local structure of the distortions. If information about the expected accuracy of the landmarks is missed, the \mathbf{W}^{-1} could be ignored, the $\lambda \mathbf{W}^{-1}$ item becomes $\lambda \mathbf{I}$ under this condition.

After ignoring polynomial part and landmark localisation errors matrix, the RBF registration equation becomes $(\mathbf{K} + \lambda \mathbf{I})\boldsymbol{\alpha}_k = \mathbf{q}_k$. I chose SVD to solve this linear equation because it has higher speed than iterative methods and can avoid calculation difficulty problem of direct solving method. General calculation steps for SVD solving linear equation with square matrix are shown below.

Object: Solve $\mathbf{Ax} = \mathbf{b}$, where \mathbf{A} is a square matrix.

Definitions and Properties:

- 1) Orthogonal matrix $\mathbf{U} \Rightarrow \mathbf{U}^{-1} = \mathbf{U}^T$
- 2) Any matrix can be singular value decomposed. $\mathbf{A} = \mathbf{U} \boldsymbol{\Sigma} \mathbf{V}^T$, where \mathbf{U} and \mathbf{V} are orthogonal matrix, $\boldsymbol{\Sigma}$ is diagonal matrix.
- 3) $\|\mathbf{x}\|_2^2 = \|\mathbf{Ux}\|_2^2$ when \mathbf{U} is orthogonal matrix.

Solution: The linear equation problem is a least square problem: $\mathbf{Ax} = \mathbf{b} \Rightarrow \min \|\mathbf{Ax} - \mathbf{b}\|_2^2$.

According to definitions and properties above,

$$\|\mathbf{Ax} - \mathbf{b}\|_2^2 = \|\mathbf{U} \sum \mathbf{V}^T \mathbf{x} - \mathbf{b}\|_2^2 = \|\sum \mathbf{V}^T \mathbf{x} - \mathbf{U}^T \mathbf{b}\|_2^2$$

Then $\min \|\mathbf{Ax} - \mathbf{b}\|_2^2 \Rightarrow \min \|\sum \mathbf{V}^T \mathbf{x} - \mathbf{U}^T \mathbf{b}\|_2^2$ The solution is $\|\sum \mathbf{V}^T \mathbf{x} - \mathbf{U}^T \mathbf{b}\|_2^2 = 0 \Rightarrow \sum \mathbf{V}^T \mathbf{x} - \mathbf{U}^T \mathbf{b} = 0 \Rightarrow \mathbf{V}^T \mathbf{x} = \sum^{-1} \mathbf{U}^T \mathbf{b} \Rightarrow \mathbf{x} = \mathbf{V} \sum^{-1} \mathbf{U}^T \mathbf{b}$

Therefore, the solution of the RBF registration equation, $(\mathbf{K} + \lambda \mathbf{I})\alpha_k = \mathbf{q}_k$ is:

$$\mathbf{K} + \lambda \mathbf{I} = \mathbf{U}_{RBF} \sum_{RBF} \mathbf{V}_{RBF}^T,$$

$$\alpha_k = \mathbf{V}_{RBF} \sum_{RBF}^{-1} \mathbf{U}_{RBF}^T \mathbf{q}_k.$$

Because the solution is obtained by linear multiplication, thus the equation can be solved one batch:

$$\alpha = \mathbf{V}_{RBF} \sum_{RBF}^{-1} \mathbf{U}_{RBF}^T \mathbf{q}.$$

Evaluate Stage :

- 1) In fit stage, K_{fit} is between fixed control points and fixed control points, α is fitted according to K_{fit} and moved control points. In evaluate stage, $K_{evaluate}$ is between query points and fixed control points same as fit stage. The fixed control points are used to do interpolation, in detail, RBF result of each query point is controlled by all fixed control points and α which is calculated in fit stage.
- 2) In evaluate stage, we do not need λ at all because λ is used to approximate registration equation by taking landmark localization errors into consideration. At evaluate stage, we do not solve transformation coefficients α so λ should be ignored.

σ Explanation :

Intuitively, the one dimension Gaussian distribution with different mean and variance is:

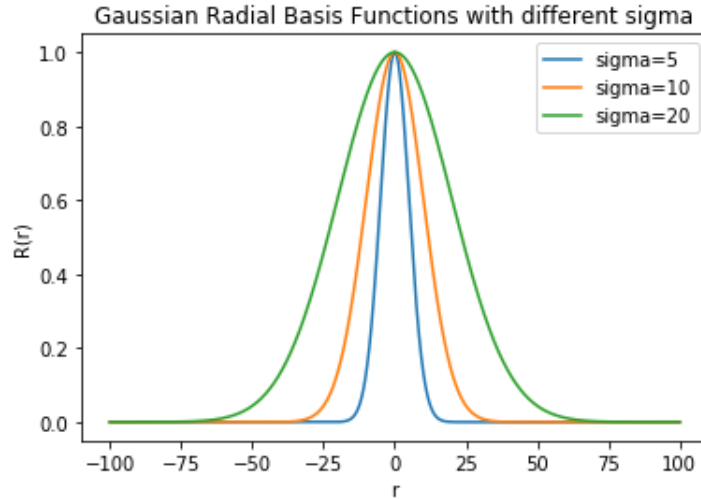


Figure 1: 1-D Gaussian Distributions

The Gaussian kernel are multiple of Gaussian distribution. When calculating \mathbf{K} , there are N Gaussian kernels with different μ , where N is the number of control points. In this interpolation problem, the centers of these 1-D Gaussian radial basis function are on relevant control points and the direction of r axis is decided by direction along position of control point and query point. σ controls the influence range of control points. In detail, for a large σ , the Gaussian function is smooth with wide influence range, however, a too large σ could cause small difference of RBF result between different query points, which makes model fail to fit α . In contrast, a small σ leads to narrow influence range and

large difference of RBF result between different query points while a too small σ will cause high information loss rate. This will make interpolation result of each query point highly depend on one control point or even some query points cannot be controlled by any control points. Therefore, σ should be dependent on the interval between control points and should be carefully chosen.

Vectorisation Strategies :

For each query point, the distances from it to every control points need be calculated. Based on this, a vectorisation strategy could be designed when calculating \mathbf{K} matrix. N is the number of control points and M is the number of query points. Repeat query points matrix $(M \times 3)$ N times to make its size become $M \times N \times 3 \Rightarrow \mathbf{Q}$. And repeat control points matrix $(N \times 3)$ M times to make its size also become $M \times N \times 3 \Rightarrow \mathbf{C}$. Make $\mathbf{r}_{i,j} = \|\mathbf{Q}_{i,j} - \mathbf{C}_{i,j}\|$, then $\mathbf{K} = R(\mathbf{r})$. Intuitively,

$$\begin{pmatrix} \mathbf{R}_{1,1} & \cdots & \mathbf{R}_{1,N} \\ \vdots & \vdots & \vdots \\ \mathbf{R}_{M,1} & \cdots & \mathbf{R}_{M,N} \end{pmatrix} = \begin{pmatrix} \mathbf{q}_1 & \cdots & \mathbf{q}_1 \\ \vdots & \vdots & \vdots \\ \mathbf{q}_M & \cdots & \mathbf{q}_M \end{pmatrix} - \begin{pmatrix} \mathbf{c}_1 & \cdots & \mathbf{c}_N \\ \vdots & \vdots & \vdots \\ \mathbf{c}_1 & \cdots & \mathbf{c}_N \end{pmatrix}$$

$$\begin{pmatrix} r_{1,1} & \cdots & r_{1,N} \\ \vdots & \vdots & \vdots \\ r_{M,1} & \cdots & r_{M,N} \end{pmatrix} = \begin{pmatrix} \|\mathbf{R}_{1,1}\| & \cdots & \|\mathbf{R}_{1,N}\| \\ \vdots & \vdots & \vdots \\ \|\mathbf{R}_{M,1}\| & \cdots & \|\mathbf{R}_{M,N}\| \end{pmatrix}$$

$$\begin{pmatrix} K_{1,1} & \cdots & K_{1,N} \\ \vdots & \vdots & \vdots \\ K_{M,1} & \cdots & K_{M,N} \end{pmatrix} = \begin{pmatrix} R(r_{1,1}) & \cdots & R(r_{1,N}) \\ \vdots & \vdots & \vdots \\ R(r_{M,1}) & \cdots & R(r_{M,N}) \end{pmatrix}$$

2.2 Free-form Deformation

Control Points Selection :

The six vertexes of the 3D image cuboid are selected and remaining points are uniformly sampled according to the number of control points in x,y, and z directions.

Random Transform :

\mathbf{D} is a 3×3 matrix whose elements correspond to a normalisation distribution, in detail, $\mathbf{D}_{i,j} \sim \mathcal{N}(0, \text{randomness}/5)$. This matrix implements the ability to control the strength of the randomness. But to keep biophysically plausible transformation, a constraint needs to be added on \mathbf{D} . I chose truncated normalisation distribution, which means the elements of truncated \mathbf{D} , \mathbf{TD} , are truncated within $(-\text{randomness}/5, \text{randomness}/5)$.

Then the random transformation matrix $\mathbf{T} = \mathbf{I} + \mathbf{TD}$. When randomness is zero, $\mathbf{T} = \mathbf{I}$.

Fixed control points + random transformation \Rightarrow moved control points. In theory, the fitted α can simulate the random transformation happened on control points, so interpolated query points are query points after doing random transformation. Therefore, the interpolated voxel coordinates, driven by the moved control points, represent biophysically plausible deformation.

Detailed Steps :

- 1) Select control points from image.
- 2) Generate random transformation.
- 3) Deform selected control points.
- 4) Fit α between fixed control points and moved control points by using RBF Spline.

- 5) Evaluate query points which are all points of image by using fit result and fixed control points.
- 6) Interpolate deformed query points into a image to get warped image.

3 Parameters Tuning

The table below contain corresponding randomness and warped results. Img_{1-10} are warped images when the number of control points in each direction 6, 6, 4 respectively and they are contained in Appendix.

Randomness	0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0
Warped Image	Fig ₂	Fig ₂	Fig ₂	Fig ₂	Fig ₂	Fig ₃	Fig ₃	Fig ₃	Fig ₃	Fig ₃

Table 1: Corresponding Randomness and Warped Images

Then we fixed the random transform and tried some combinations of number of control points and Gaussian kernel parameter. All information are in the table below.

Sigma	Number (x y z)		
	3 3 3	4 4 4	5 5 5
40	Fig ₄	Fig ₅	Fig ₆
35	Fig ₄	Fig ₅	Fig ₆
30	Fig ₄	Fig ₅	Fig ₆
25	Fig ₄	Fig ₅	Fig ₆

Table 2: Corresponding Randomness and Warped Images

Summary of the effect of the three parameters:

- 1) Randomness controls the degree of image deformation.
- 2) Number of control points affects the interpolating accuracy.
- 3) Gaussian kernel parameter σ decides the effect range of control points(detailed description in 2.1). A too large σ will cause large area of black and a too small σ will generate spotted images.
- 4) The number of control points and the value of σ should be dependent on each other. A large amount of control points match a small σ and vice versa .

4 Appendix

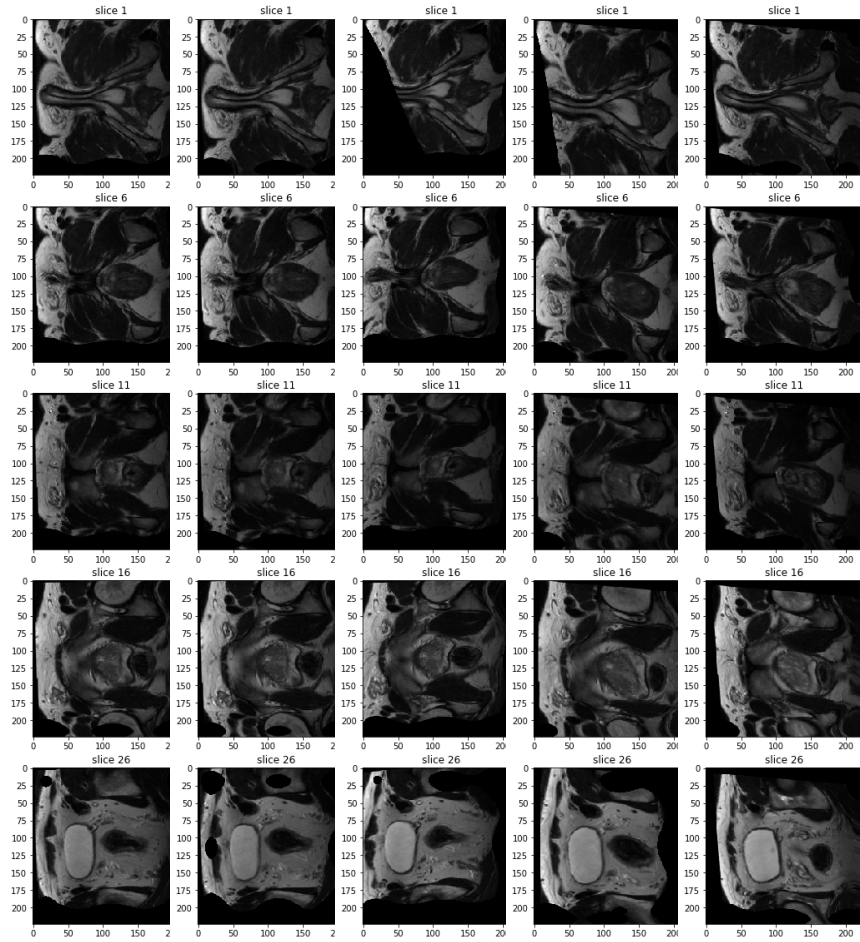


Figure 2: Warped Images under Randomness from 0.1 to 0.5

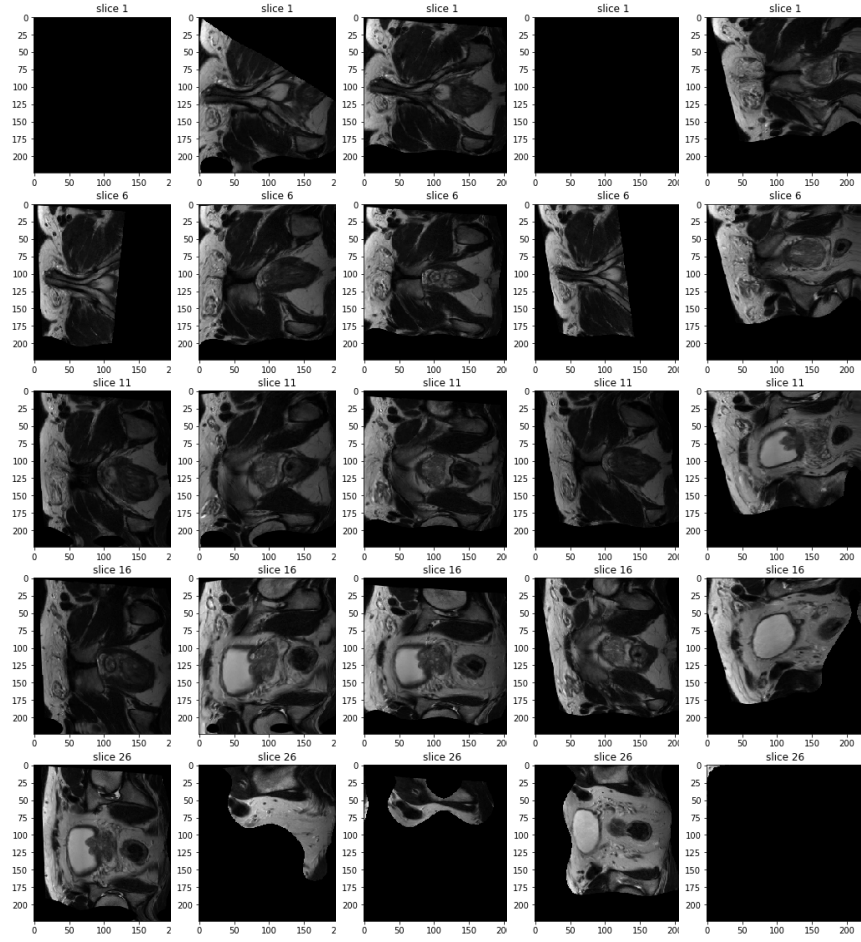


Figure 3: Warped Images under Randomness from 0.6 to 1.0

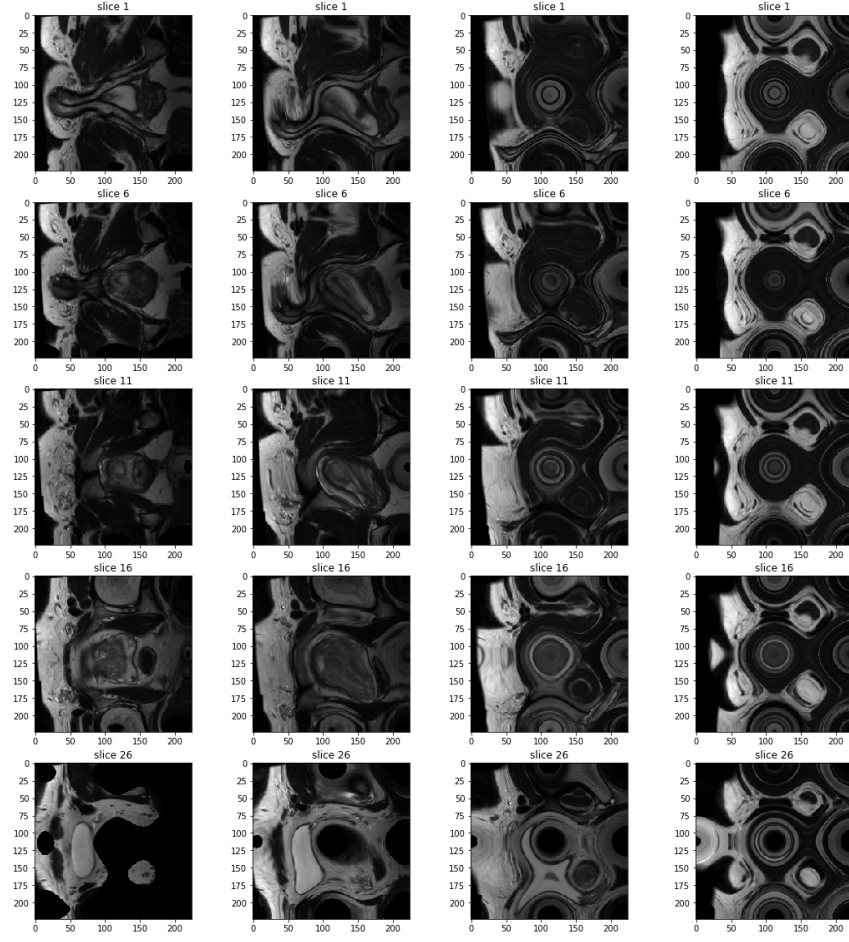


Figure 4: Warped Images with different sigma under NUM=3,3,3

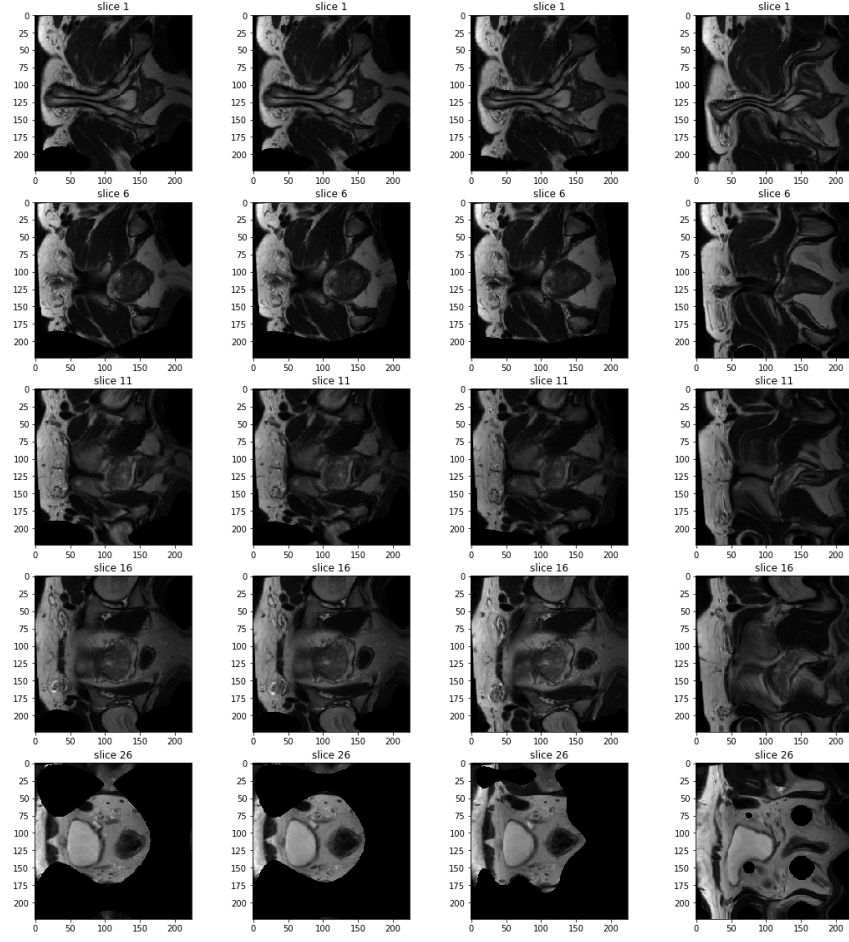


Figure 5: Warped Images with different sigma under NUM=4,4,4

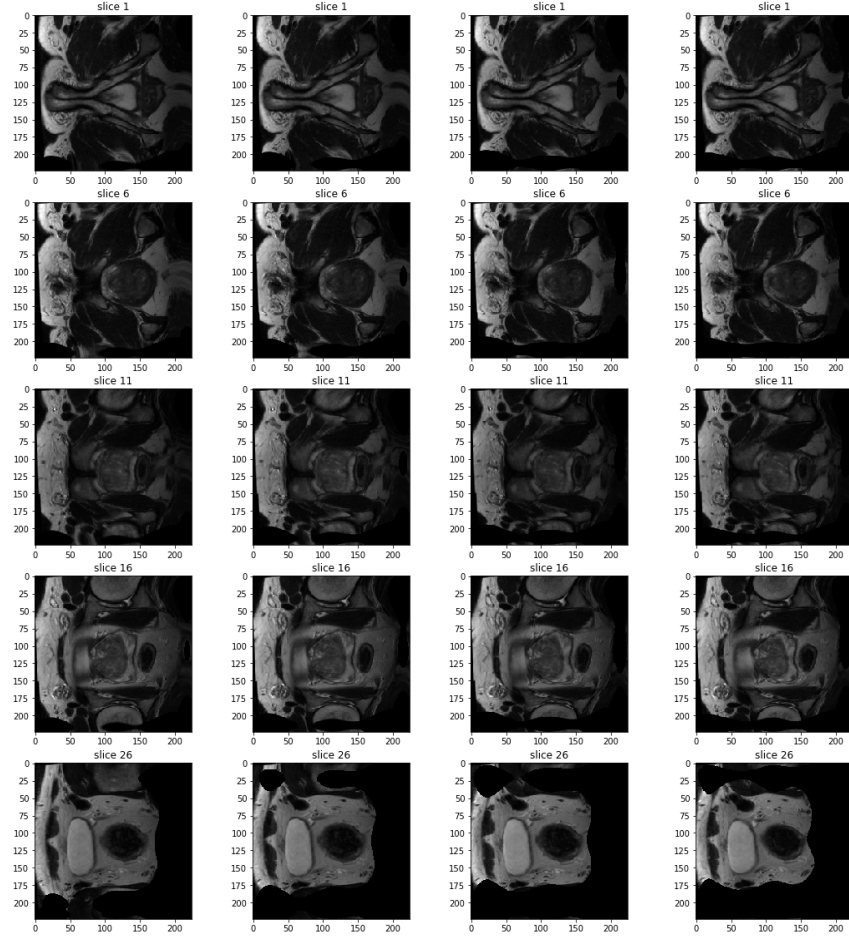


Figure 6: Warped Images with different sigma under NUM=5,5,5