
Single-shot Tomographic Shape Sensing

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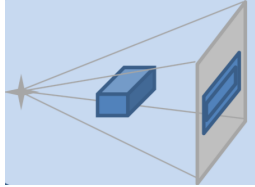
jointly with **Tristan van Leeuwen** and **K. Joost Batenburg**

NWO-XS project

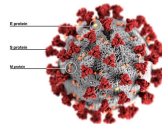
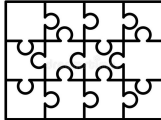
September 23, 2020

Motivation

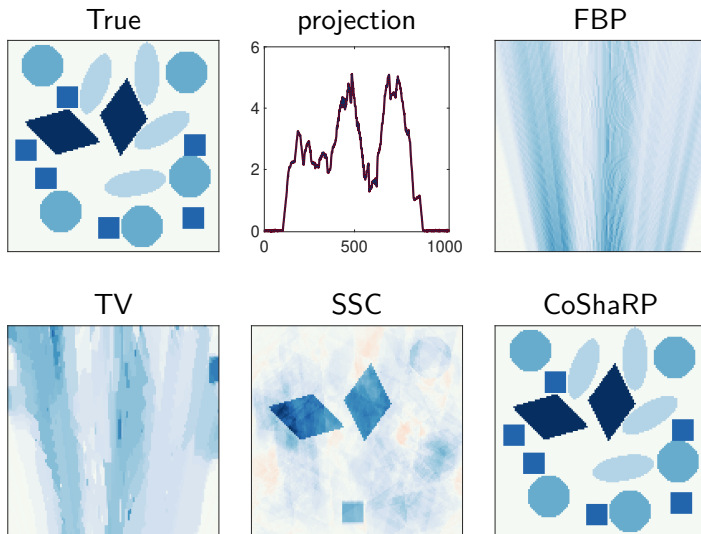
- Is a single cone-beam projection powerful enough?



- What if shapes are known?



Motivation - Example



Outline

Single-shot Tomography

Shape Recovery

CoShaRP

Optimization

Numerical Experiments

Cone-beam Projection

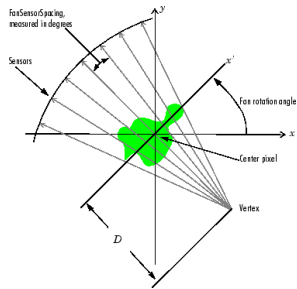
$$(A_C x)(\mathbf{r}, \boldsymbol{\vartheta}) = \int_0^\infty x(\mathbf{r} + t\boldsymbol{\vartheta}) dt$$

- ▶ source position $\mathbf{r} \in \mathbb{R}^d$, angular vector $\boldsymbol{\varphi} \in \mathbb{S}^{d-1}$
- ▶ measurements for various $\boldsymbol{\varphi}_j \in \Phi$ and $\mathbf{r}_i \in \mathbf{R}$

$$y_{i,j} = (A_C x)(\mathbf{r}_i, \boldsymbol{\vartheta}_j) = \sum_{k=1}^K a_{i,j,k} x(\mathbf{r}_i + t_k \boldsymbol{\vartheta}_j)$$

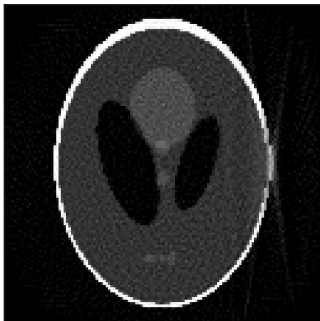
- ▶ **Cone-beam tomography:** find $\mathbf{x} \in \mathbb{R}^n$ from measurement vector $\mathbf{y} \in \mathbb{R}^m$

$$\mathbf{y} = A\mathbf{x}$$

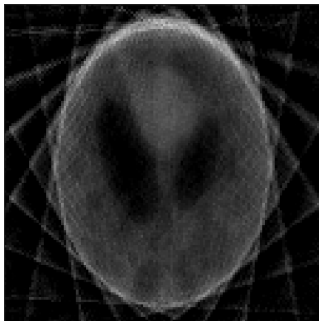


Full-sampling to single-shot

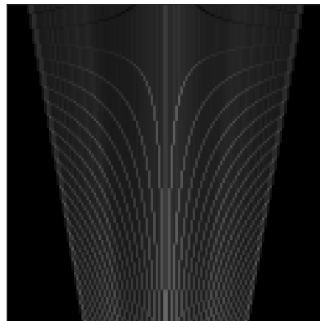
60 angles



10 angles



1 angle



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Image model

$$x(\mathbf{r}) = \sum_{i=1}^S \sum_{j=1}^{k_i} u_i(R(\boldsymbol{\theta}_{i,j}) \mathbf{r} + \mathbf{s}_{i,j})$$

- ▶ $u_i : \Omega \mapsto \mathbb{R}$, $i = 1, \dots, S$ shape functions
- ▶ $R \in \mathbb{R}^{d \times d}$ is a rotation matrix, *i.e.*, $R^T R = I$, $\det(R) = 1$
- ▶ **Trans-rotation parameters:** $\boldsymbol{\theta}$ governs rotation while \mathbf{s} denotes shift
- ▶ **Recovery problem**

$$\text{find } (\boldsymbol{\theta}, \mathbf{s}) \text{ subject to } A\mathbf{x} \approx \mathbf{y}, \quad x(\mathbf{r}_t) = \sum_{i,j} u_i(R(\boldsymbol{\theta}_{i,j}) \mathbf{r}_t + \mathbf{s}_{i,j}) \quad t = 1, \dots, n$$

Dictionary Approach

► Form dictionary of shapes

$$\Psi(\mathbf{r}) = \begin{bmatrix} \hat{\Psi}_1(\mathbf{r}) & \dots & \hat{\Psi}_S(\mathbf{r}) \end{bmatrix},$$

with $\hat{\Psi}_i(\mathbf{r}) = [u_i(\langle \boldsymbol{\theta}_j, \mathbf{r} \rangle + \mathbf{s}_j)]_{j=1}^J, \quad i = 1, \dots, S,$

► Represent image as a linear combination of shape elements

$$x(\mathbf{r}) = \sum_{i=1}^p z_i \psi_i(\mathbf{r}) \quad \text{with} \quad z_i \in \{0, 1\}, \quad i = 1, \dots, p$$

$$\begin{bmatrix} x_1 \\ \vdots \\ x_n \end{bmatrix} = \begin{bmatrix} | & & | \\ \psi_1 & \dots & \psi_p \\ | & & | \end{bmatrix} \begin{bmatrix} z_1 \\ \vdots \\ \vdots \\ z_p \end{bmatrix}$$

Shape Recovery Problem

$$\text{find } \mathbf{z} \in \{0, 1\}^p \quad \text{subject to } A\Psi\mathbf{z} \approx \mathbf{y}, \quad \mathbf{z}^T \mathbf{1} = K$$

► Assumptions

- Shapes are non-overlapping
- Shapes (in the target image) are present in the dictionary

► Integer Program: NP-hard

► Unique Solution (no noise):

- Each $A\Psi\mathbf{e}_i$ must be unique
- For every $\mathbf{x} = \Psi\mathbf{z}$ with $\mathbf{z} \in \{0, 1\}^p$, there must a unique \mathbf{z}

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Convex Program

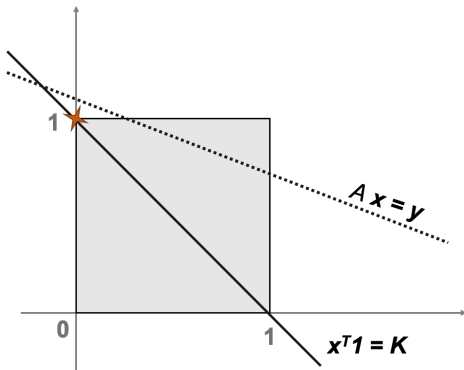
$$\begin{aligned} \underset{\mathbf{z} \in \mathbb{R}^p}{\text{minimize}} \quad & \frac{1}{2} \|A\Psi\mathbf{z} - \mathbf{y}\|^2 \quad \text{subject to} \quad \mathbf{z}^T \mathbf{1} = K, \\ & \mathbf{0} \leq \mathbf{z} \leq \mathbf{1}. \end{aligned}$$

- ▶ K-simplex: $\mathcal{C} = \{\mathbf{z} \in \mathbb{R}^n \mid z_1 + \cdots + z_n = K, \quad 0 \leq z_i \leq 1, \quad \forall i = 1, \dots, n\}$
- ▶ **Interpretation:** Find a closest point to the hyperplane $A\Psi\mathbf{z} = \mathbf{y}$ that lies on the intersection of the hyperplane $\mathbf{z}^T \mathbf{1} = K$ and a hypercube $\mathbf{0} \leq \mathbf{z} \leq \mathbf{1}$

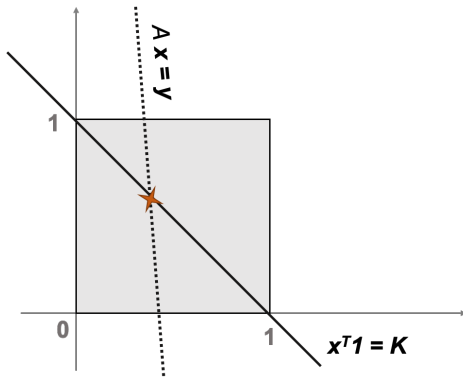
Geometry

Find a closest point to the hyperplane $A\Psi z = y$ that lies on the intersection of the hyperplane $\mathbf{z}^T \mathbf{1} = K$ and a hypercube $0 \leq \mathbf{z} \leq 1$

binary solution

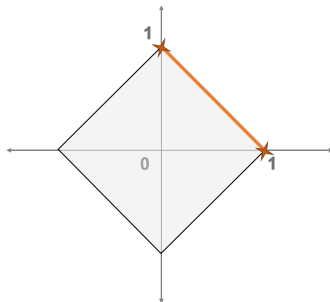


non-binary solution



Comparison with SSC

$$\text{minimize } \|A\Psi\mathbf{z} - \mathbf{y}\|^2 \quad \text{subject to } \|\mathbf{z}\|_1 \leq K$$



- ▶ SSC allows far more solutions than CoShaRP.
- ▶ CoShaRP achieves sharp recovery results.

(trivial) Extensions

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Primal-Dual Algorithm

► Optimization Problem

$$\text{minimize } f(\Psi \mathbf{z}) + g(\mathbf{z}),$$

$$\text{where } f(\mathbf{x}) = \frac{1}{2} \|A\mathbf{x} - \mathbf{y}\|^2$$

$$g(\mathbf{z}) = \delta_{\mathcal{C}}(\mathbf{z}) \quad \text{with} \quad \mathcal{C}(\mathbf{z}) = \left\{ \mathbf{z} \in \mathbb{R}^n \mid \mathbf{z}^T \mathbf{1} = K, \mathbf{0} \leq \mathbf{z} \leq \mathbf{1} \right\},$$

► Alternating Strategy

$$\mathbf{z}_{t+1} = \text{prox}_{\gamma g} \left(\mathbf{z}_t - \gamma \Psi^T \mathbf{u}_t \right),$$

$$\mathbf{u}_{t+1} = \text{prox}_{\gamma f^*} \left(\mathbf{u}_t - \gamma \Psi (\mathbf{z}_t - 2\mathbf{z}_{t+1}) \right),$$

Proximal Operators

► Proximal of (conjugate of) f

$$\begin{aligned}\mathbf{prox}_{\gamma f^*}(\mathbf{x}) &= \underset{\mathbf{w}}{\operatorname{argmin}} \left\{ \frac{1}{2\gamma} \|\mathbf{w} - \mathbf{x}\|^2 + \frac{1}{2} \left\| \mathbf{w} - A^T \mathbf{y} \right\|_{(A^T A)^{-1}}^2 \right\} \\ &= \mathbf{x} - \gamma \left(\gamma I + A^T A \right)^{-1} \left(\mathbf{x} + A^T \mathbf{y} \right).\end{aligned}$$

► Proximal of g

$$\begin{aligned}\mathbf{prox}_{\gamma \delta_C}(\mathbf{x}) &= \underset{\mathbf{z}}{\operatorname{argmin}} \left\{ \frac{1}{2\gamma} \|\mathbf{z} - \mathbf{x}\|^2 \quad \text{s.t.} \quad \mathbf{z}^T \mathbf{1} = K, \quad \mathbf{0} \leq \mathbf{z} \leq \mathbf{1} \right\} \\ &= \mathcal{P}_{[0,1]}(\mathbf{x} - \mu^* \mathbf{1})\end{aligned}$$

where μ^* is a solution to the equation

$$\mathbf{1}^T \mathcal{P}_{[0,1]}(\mathbf{x} - \mu \mathbf{1}) = K.$$

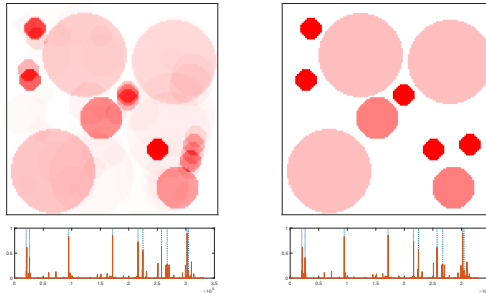
Image formation

► Non-binary solutions

- CoShaRP may not always admit binary solution.
- Terminating optimization earlier results in non-binary solution.

► Proposed strategy

- Sort the coefficients
- Form the image from sorted coefficients that are consistent with the measurements



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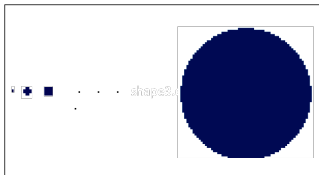
Optimization

Numerical Experiments

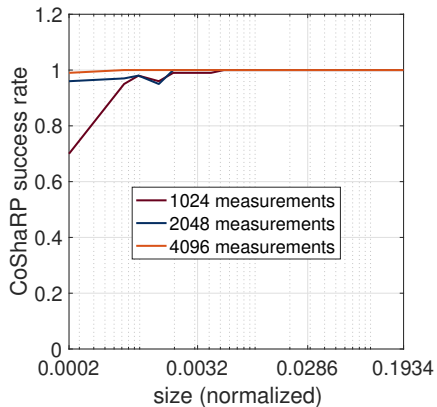
Resolution Analysis

discs with different sizes

shapes



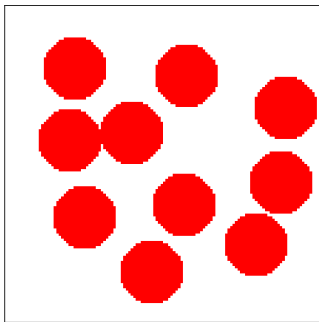
performance



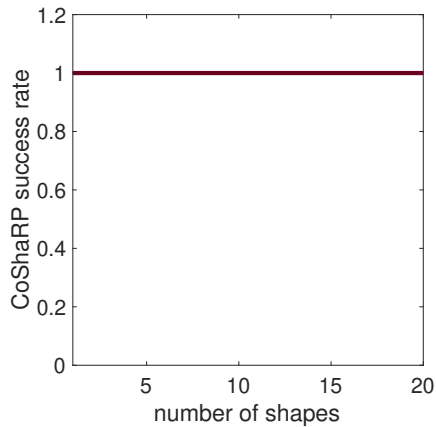
Sparsity Invariance

discs with diameter of $0.1\ m$

example (10 shapes)



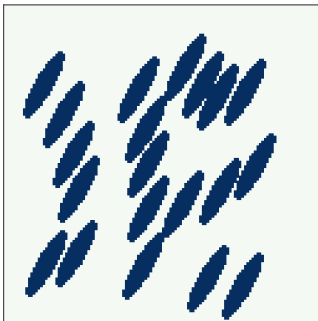
performance



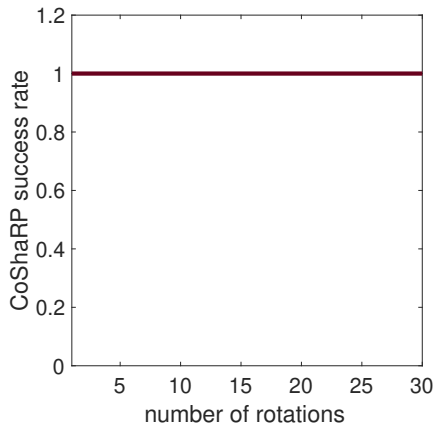
Rotational Invariance

ellipses with axial lengths $0.2\ m$ and $0.05\ m$

example (10 rotations)



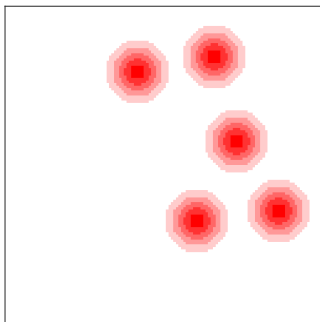
performance



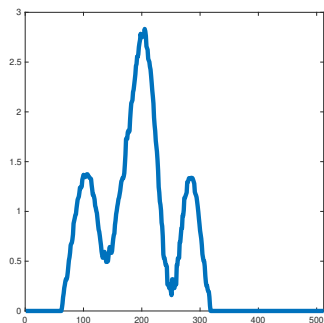
Non-homogeneous shapes

discs with 5 radial contrast levels

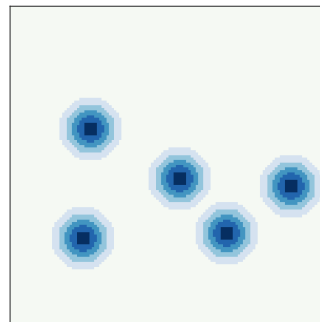
True



Measurement



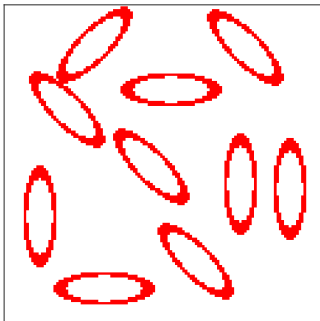
CoShaRP



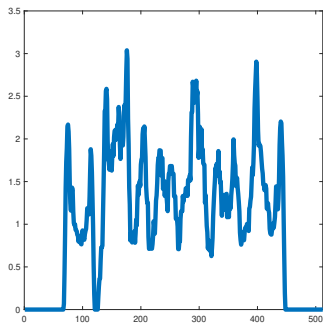
Non-convex shapes

hollow ellipses

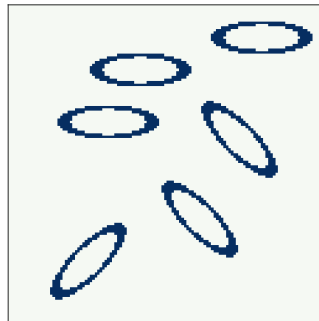
True



Measurement



CoShaRP

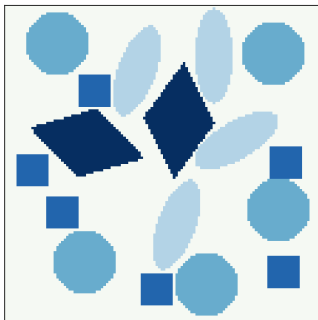


Measurement Noise

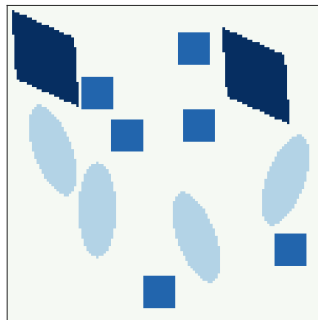
0.1% SNR



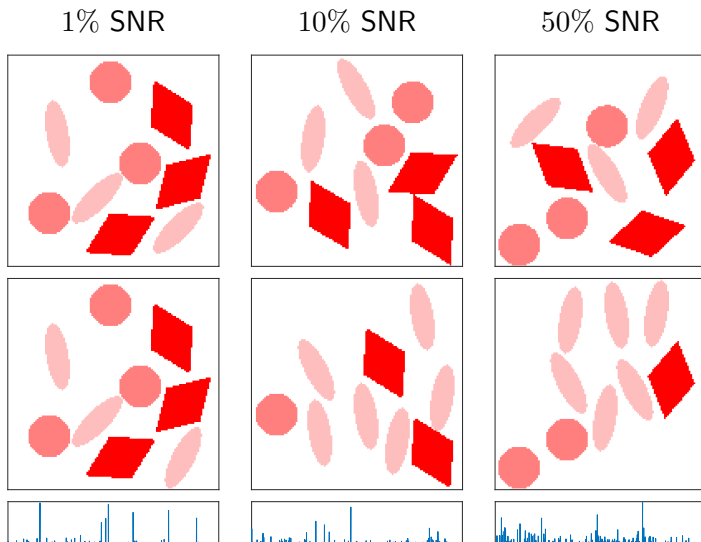
1% SNR



10% SNR



Roto-translation Noise



Conclusions

- ▶ A single cone-beam contains enough information about the images composed of (non-overlapping) shapes.
- ▶ We proposed a **Convex Shape Recovery Program** (CoShaRP) to recover shapes from a single cone-beam projection.
- ▶ Through numerical experiments:
 - CoShaRP can recover objects up to even **single pixel**
 - CoShaRP is **invariant** with respect to **sparsity** and **rotation**
 - CoShaRP can recover **non-homogeneous** as well as **non-convex shapes**.
 - CoShaRP **fails** for **moderate noise** in the measurements or roto-translation of shapes.