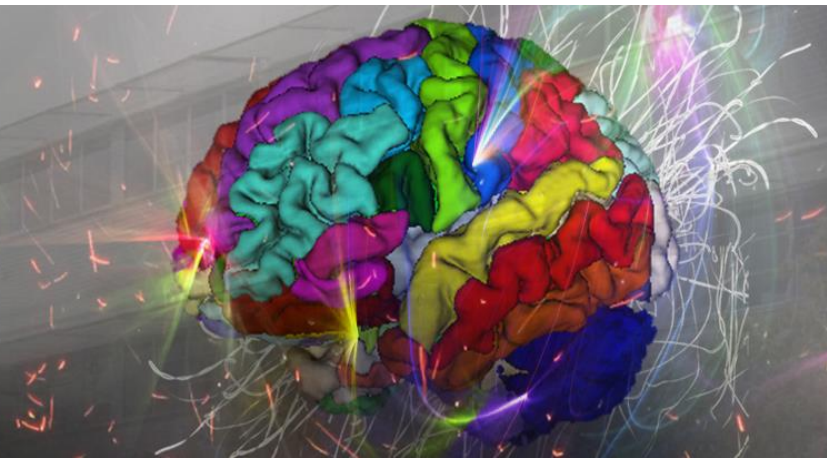




Computer Aided Diagnosis (CAD)

Deformable Models Segmentation



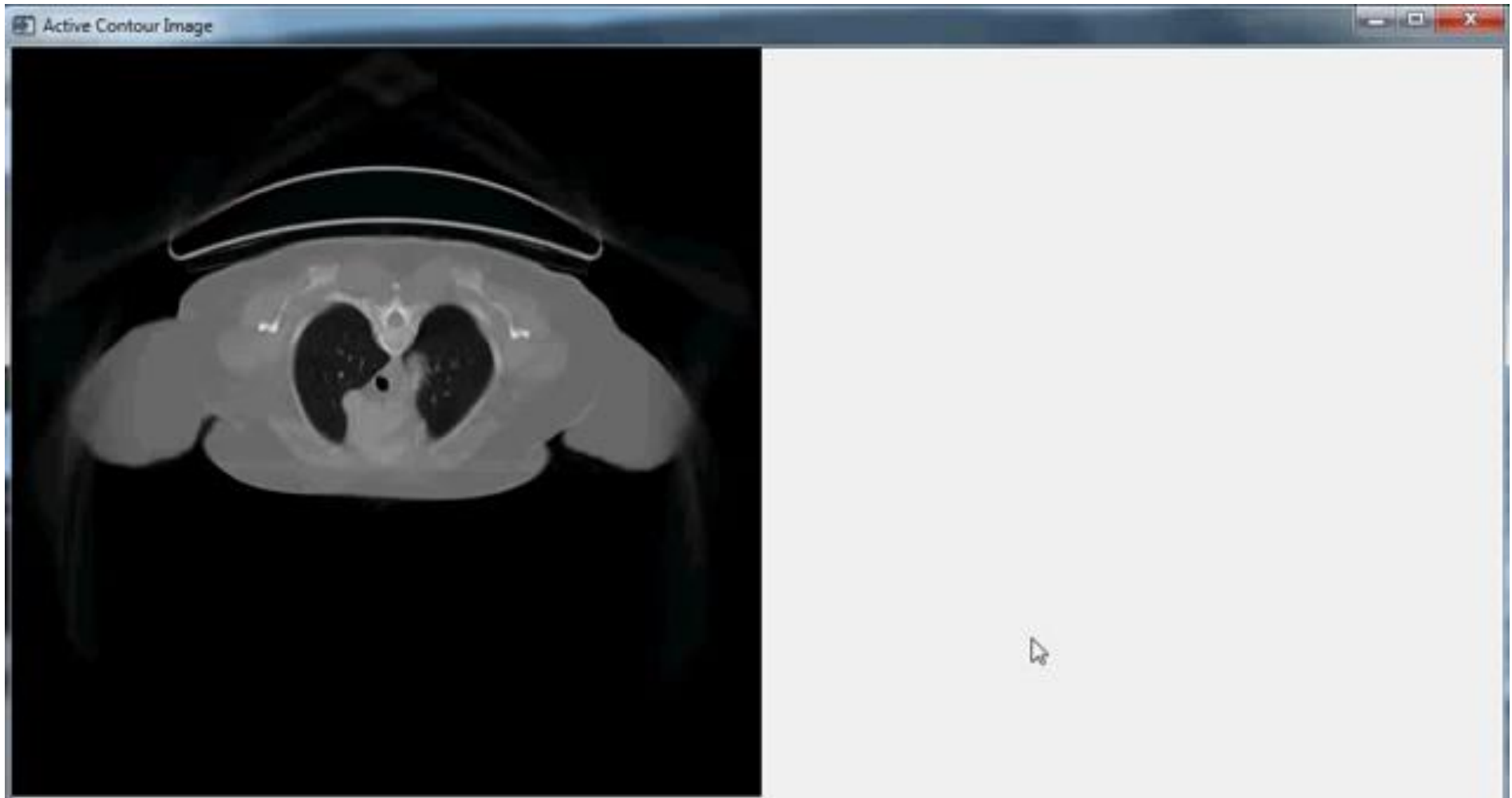
- Part 1: Template matching & deformable template matching
- Part 2: Active shape & Active appearance models
- Part 3: Active contours & level sets

Active contours

- Active contours (or snakes) segmentation.
- No prior information of the object to be segmented (although it can be added in posterior improvements).
- An initial boundary represented by points is iteratively modified by applying shrink/expansion operations.

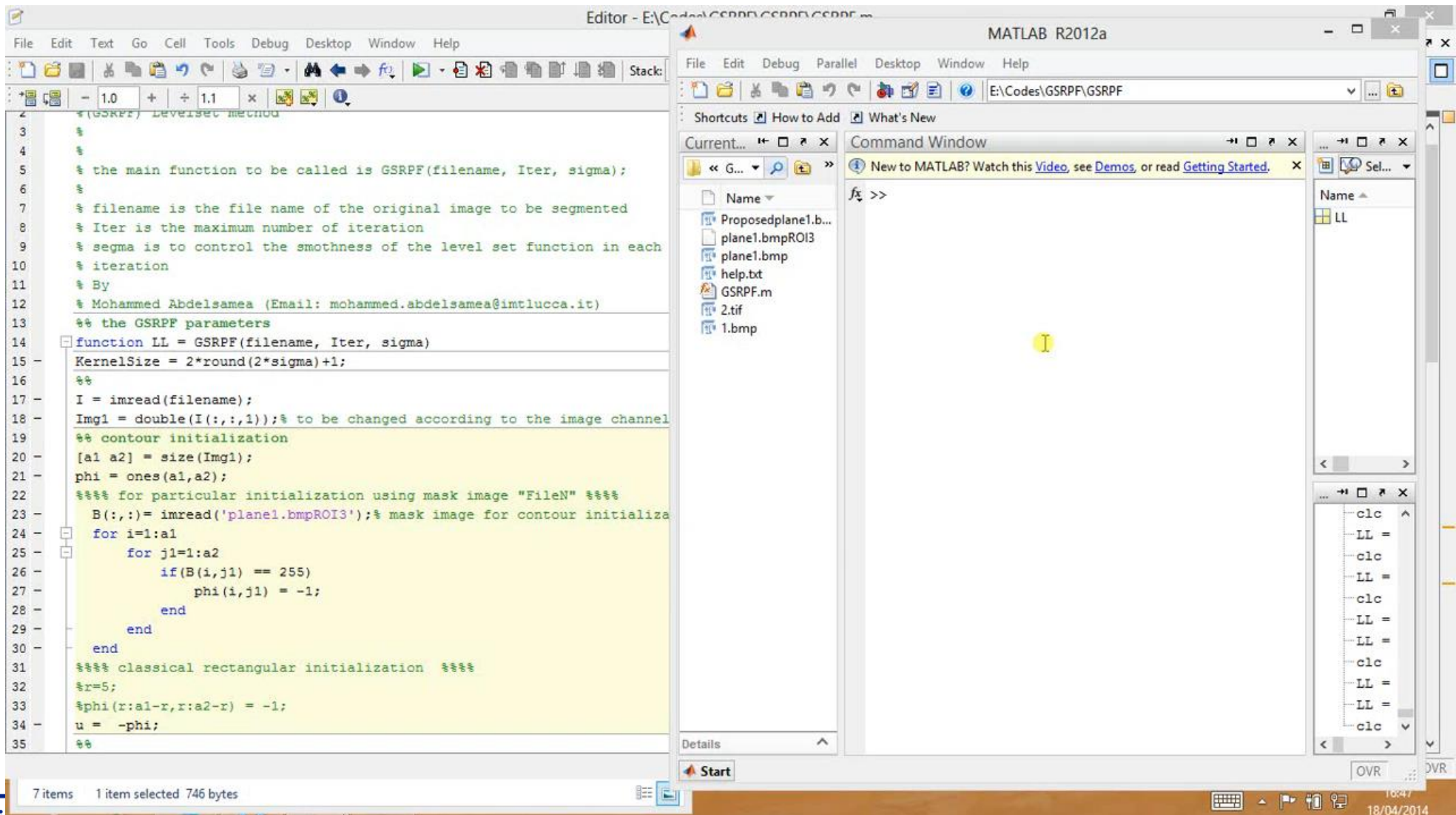
Active contours

- Active contours (or snakes) segmentation.



Active contours

- Active contours (or snakes) segmentation. Actually, a level set.



The image shows a MATLAB R2012a environment. The Editor window displays the GSRPF function code, which implements a level set method for active contours. The Command Window shows the execution of the function, with the variable LL being assigned.

```

4 % (GSRPF) Levelset method
5 %
6 % the main function to be called is GSRPF(filename, Iter, sigma);
7 %
8 % filename is the file name of the original image to be segmented
9 % Iter is the maximum number of iteration
10 % segma is to control the smothness of the level set function in each
11 % iteration
12 % By
13 % Mohammed Abdelsamea (Email: mohammed.abdelsamea@imtlucca.it)
14 % the GSRPF parameters
15 function LL = GSRPF(filename, Iter, sigma)
16     KernelSize = 2*round(2*sigma)+1;
17     %%
18     I = imread(filename);
19     Img1 = double(I(:,:,1)); % to be changed according to the image channel
20     %% contour initialization
21     [a1 a2] = size(Img1);
22     phi = ones(a1,a2);
23     %%% for particular initialization using mask image "FileN" %%%
24     B(:, :) = imread('plane1.bmpROI3'); % mask image for contour initialize
25     for i=1:a1
26         for j1=1:a2
27             if(B(i,j1) == 255)
28                 phi(i,j1) = -1;
29             end
30         end
31     end
32     %%% classical rectangular initialization %%%
33     %r=5;
34     %phi(r:a1-r,r:a2-r) = -1;
35     u = -phi;
36     %%

```

The Command Window shows the execution of the function, with the variable LL being assigned:

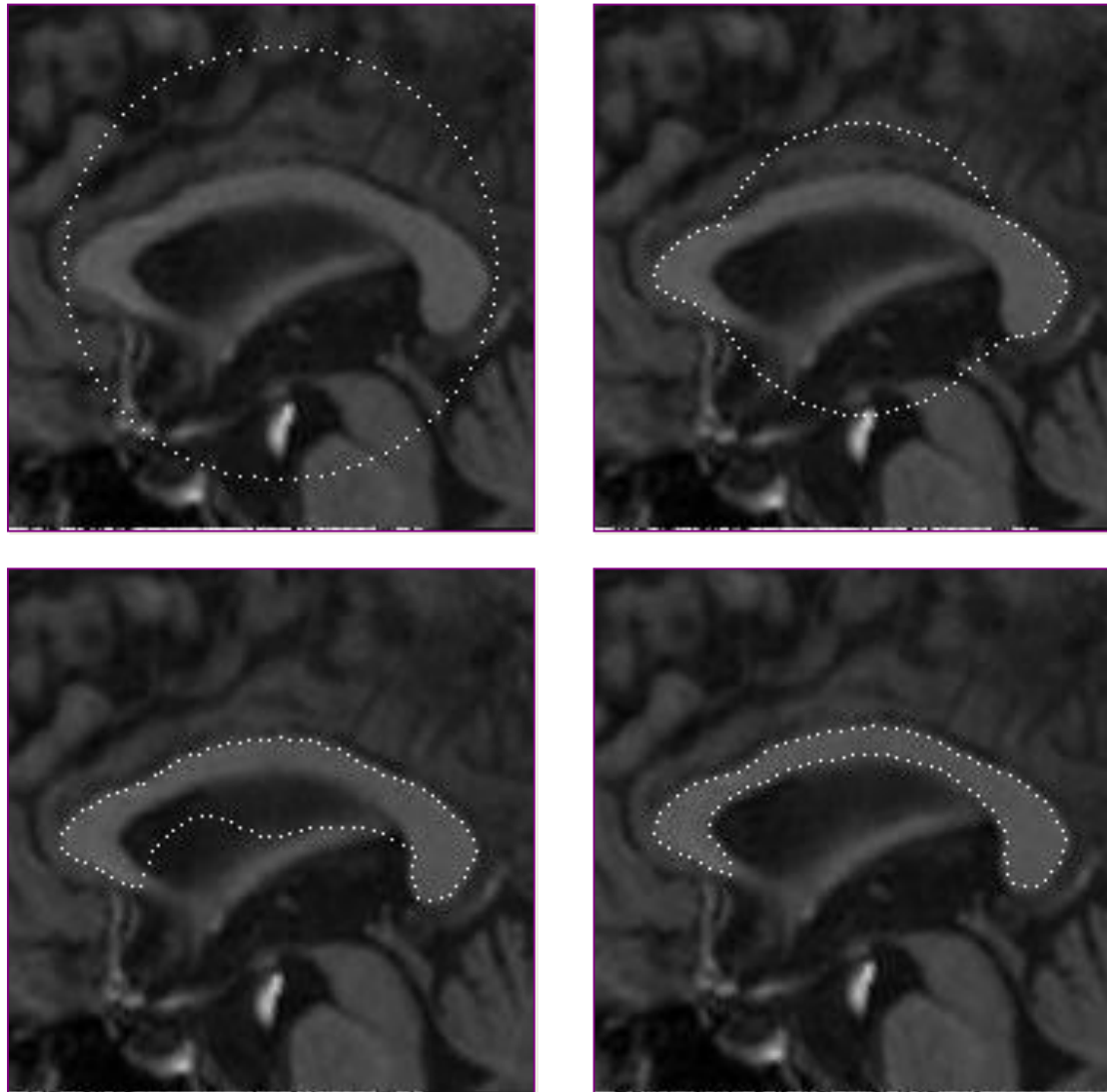
```

>>
LL =

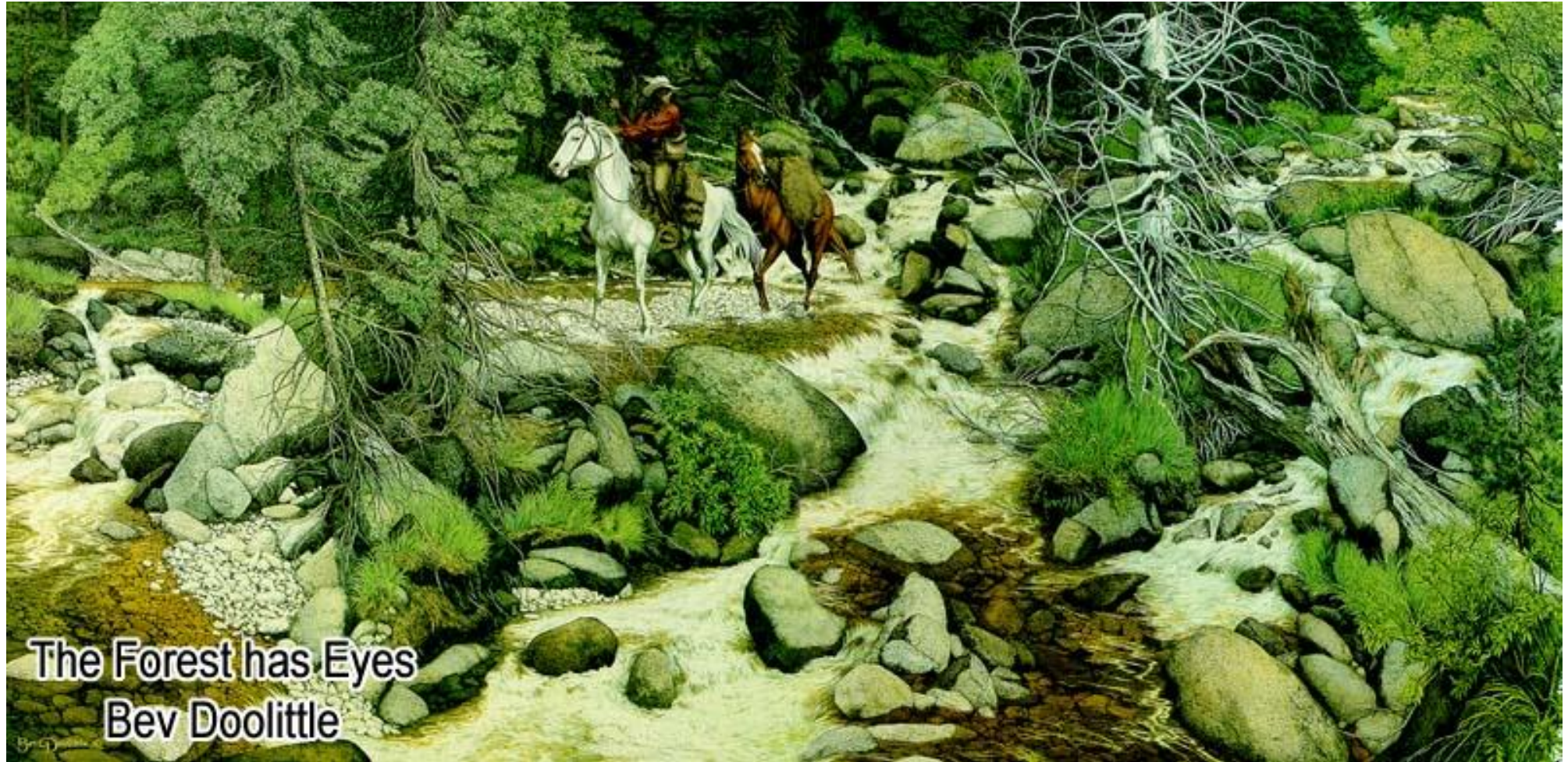
```

Active contours

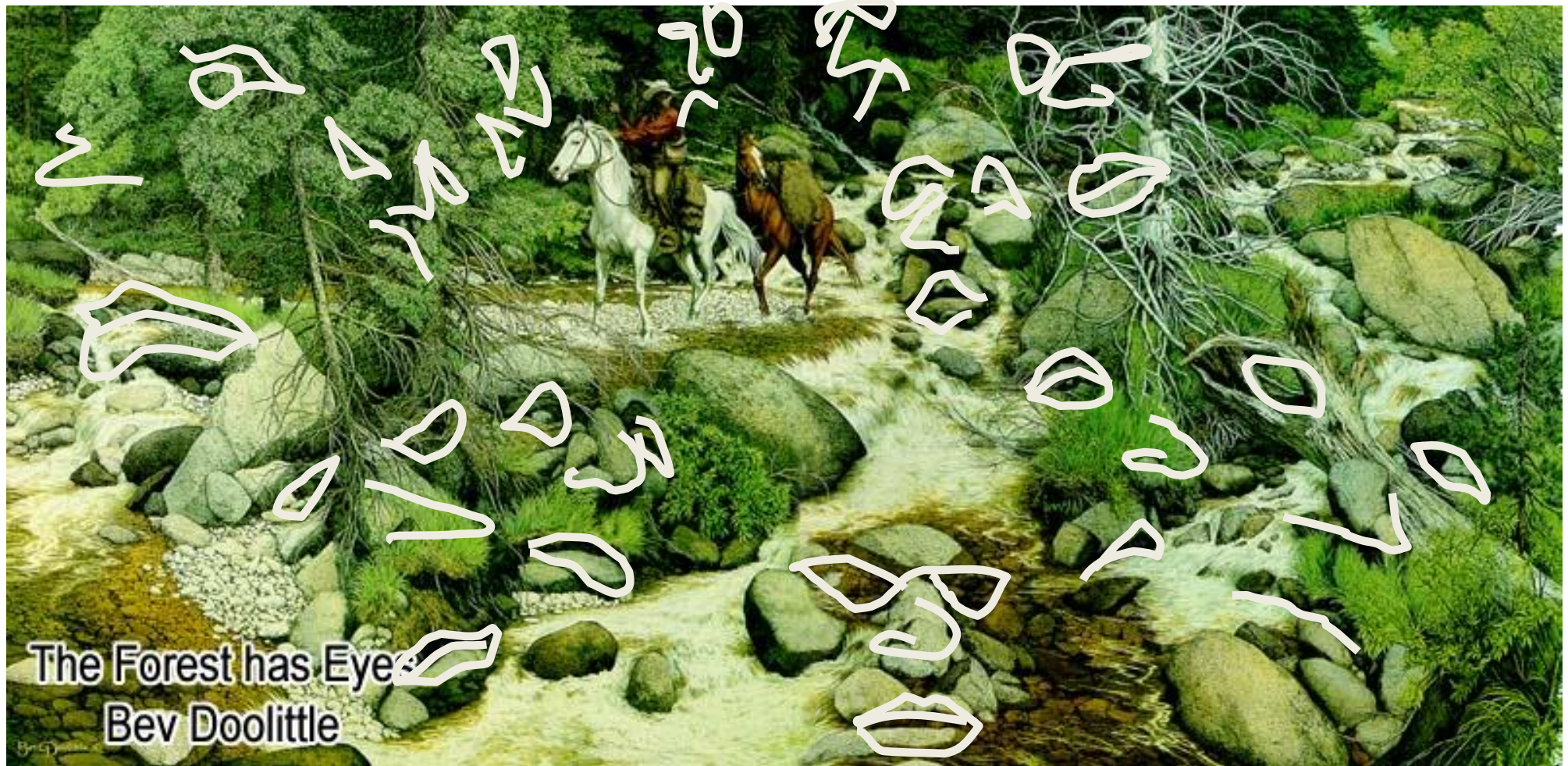
- Segmentation of the corpus callosum (brain MRI)



Active contours



Active contours

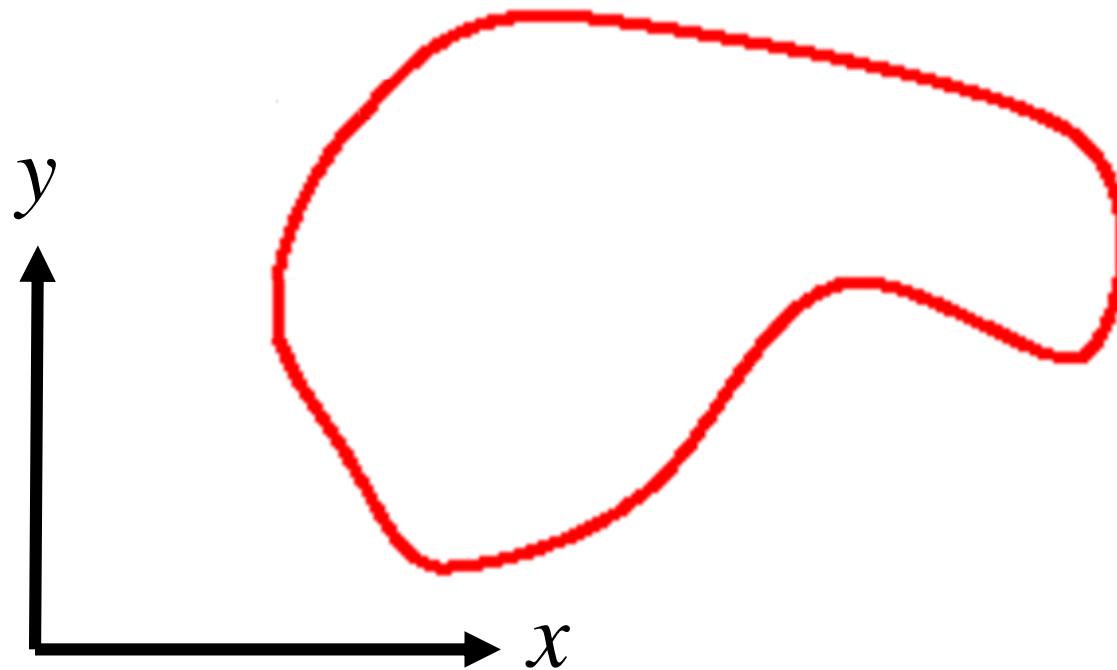


Active contours

- It is an approach based on “energies”
- The objective is to find a parameterised curve that minimises the weighted sum of internal energy and external energy.
 - Internal forces: hold the curve together (elasticity forces) and keep it from bending too much (bending forces).
 - External energy (potential energy) attract the curve towards the desired object boundaries.
- Parametric curves are initialised within the image domain and forced to move toward the energy minima.

Active contours: curves

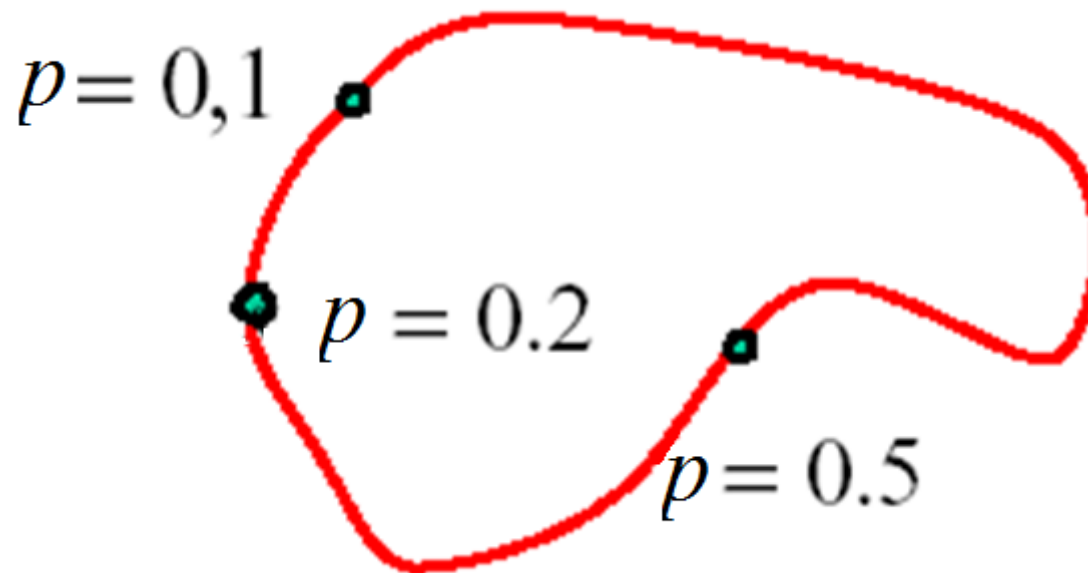
- Curves are a generalisation of functions (functions have a single y for each x).



Active contours: curves

- Curves. Parametric representation:

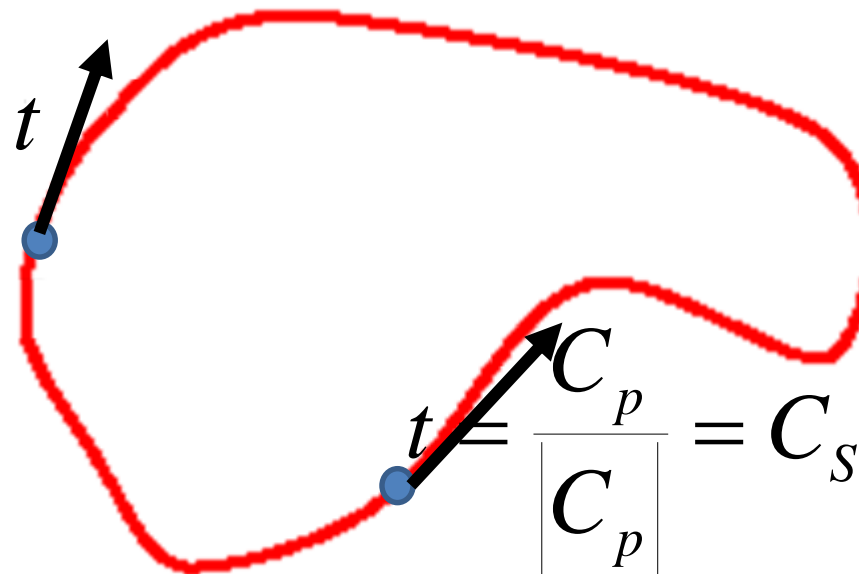
$$C(p) = (x(p), y(p)) \quad 0 \leq p \leq 1$$



- Closed contour: $C(0) = C(1)$

Active contours: curves

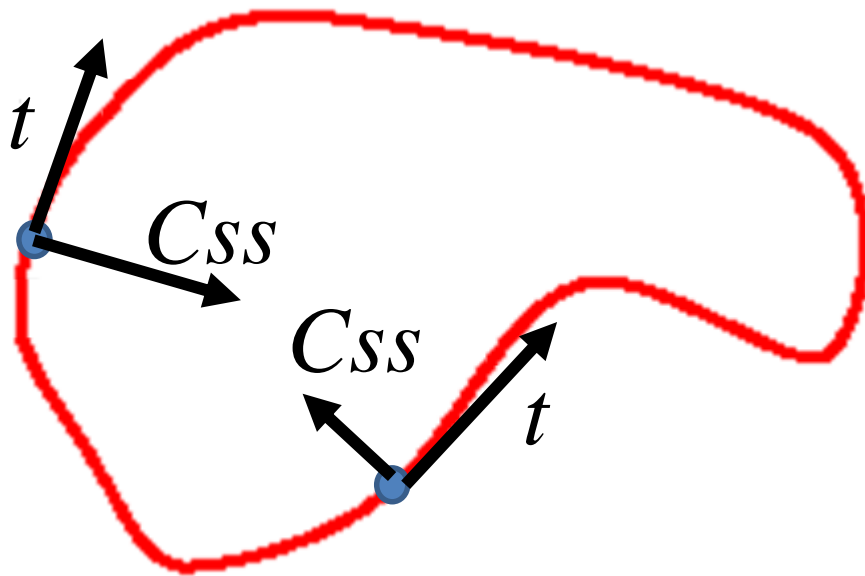
- The tangent is the derivative of the curve in that point.
- We normalise it to unit length.



$$C_p = \frac{\partial C}{\partial p} = \left(\frac{\partial x}{\partial p}, \frac{\partial y}{\partial p} \right) = (x_p, y_p)$$

Active contours: curves

- The normal is orthogonal to the tangent.
- The derivative of the tangent is orthogonal.



$$|C_s| = 1$$

$$\langle C_s, C_s \rangle = 1$$

$$\frac{\partial}{\partial s} \langle C_s, C_s \rangle = \frac{\partial}{\partial s} 1$$

$$2\langle C_s, C_{ss} \rangle = 0$$

$$C_s \perp C_{ss}$$

Active contours: curves

- The curvature relates the derivative of the tangent with the normal:

$$C_{ss} = \kappa N$$

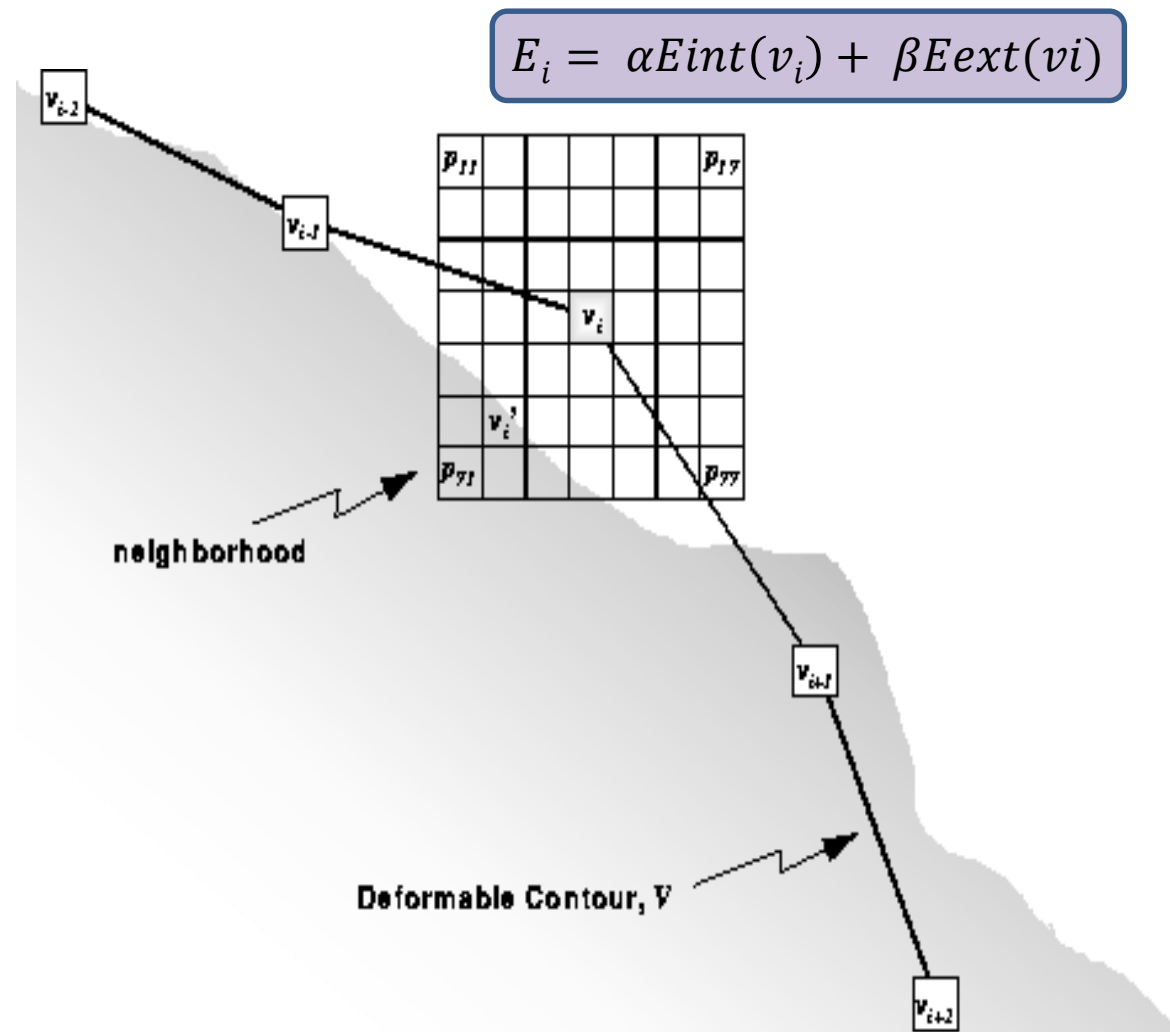
- The curvature of a straight line is 0 (tangent do not modify).
- The curvature of a circle is constant (actually, for a circle of radius r , $\kappa = \frac{1}{r}$)
- As sharper the boundary, larger the curvature

Active contours

- Active contour: compute the energy at each point of the curve

Each point v_i is moved to the point v_i' corresponding to the location of the minimum value in E_i .

If the energy functions are chosen correctly, the contour V should approach and stop at the object boundary.



Active contours: the energies

- Original formulation (Kass, Witkin, Terzopoulos, 1987):

$$E[(C)(p)] = \alpha \int_0^1 E_{int}(C(p))dp + \beta \int_0^1 E_{img}(C(p))dp \left[+ \gamma \int_0^1 E_{con}(C(p))dp \right]$$

- Internal forces: hold the curve together (elasticity forces) and keep it from bending too much (bending forces).
- External energy (potential energy) attract the curve towards the desired object boundaries.
- The last term is optional, and can be used to account for user-defined constraints, or prior knowledge on the structure to be recovered

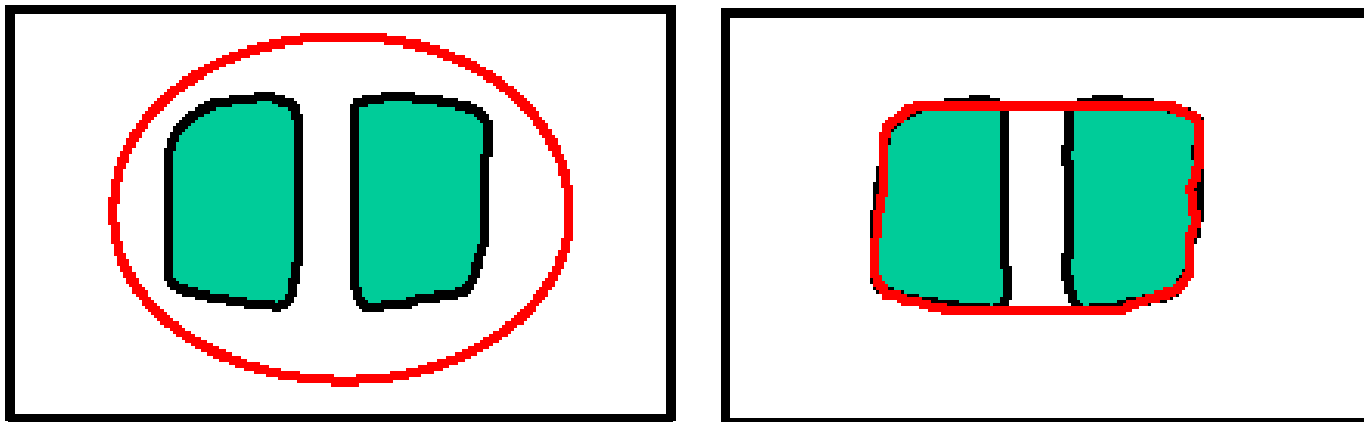
Active contours: internal energy

- In principle, we want to favor smooth shapes, contours with low curvature, contours similar to a known shape, etc. to balance what is actually observed (i.e., in the gradient image).



Active contours: internal energy

- There are many different approaches according the ways the energies are defined.
- Internal energies define the “bending” energy:



Active contours: internal energy

- Internal energies usually have two terms:

$$E_{internal}(v(s)) = \alpha \left| \frac{dv}{ds} \right|^2 + \beta \left| \frac{d^2v}{ds^2} \right|^2$$

Elasticity,
Tension
Stiffness
Curvature

The more the curve bends \rightarrow the larger this energy value is.

The weights α and β dictate how much influence each component has.

- Internal energy for whole curve :

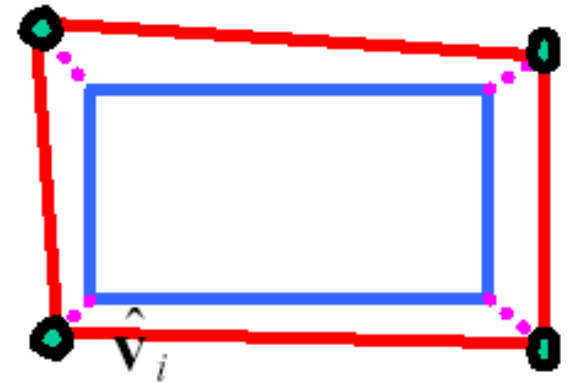
$$E_{internal} = \int_0^1 E_{internal}(v(s)) ds$$

Active contours: adding priors

- If the object to segment is some smooth variation on a known shape, we can use a term that will penalize deviation from that shape:

$$E_{con} = \alpha \cdot \sum_{i=0}^{n-1} (v_i - \hat{v}_i)^2$$

where $\{ \hat{v}_i \}$ are the points of the known shape.



Active contours: external energy

- The external energy measures how well the curve matches the image data.
- We want to “attract” the curve toward the image features: an energy expression proportional to the gradient magnitude will attract the contour to any edge.

$$E_{external}(\nu(s)) = -\nabla(I(\nu(s))^2) = -(|G_x(\nu(s))|^2 + |G_y(\nu(s))|^2)$$

$$E_{external}(\nu(s)) = -\nabla(G_\sigma(\nu(s)) * I(\nu(s)))$$

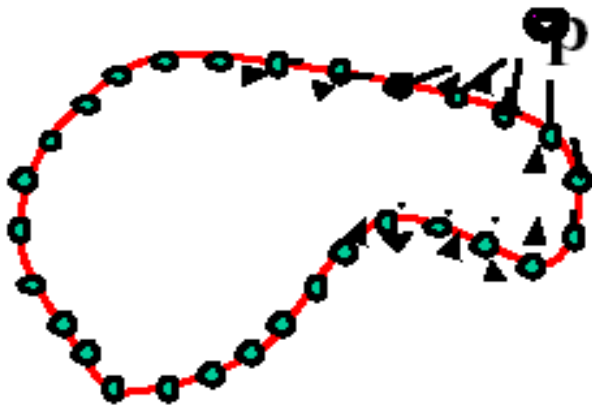
$$E_{external}(\nu(s)) = \frac{1}{1 + \nabla(G_\sigma * I)}$$

- External energy for the whole curve:

$$E_{external} = \int_0^1 E_{external}(\nu(s)) ds$$

Active contours: interactive energy

- The energy function can be altered online based on user input (interactive segmentation).
- The cursor allows to push/pull the snake away from a point.



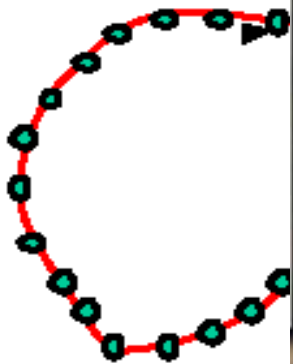
$$E_{push} = + \sum_{i=0}^{n-1} \frac{r^2}{|v_i - p|^2}$$

Nearby points get pushed hardest

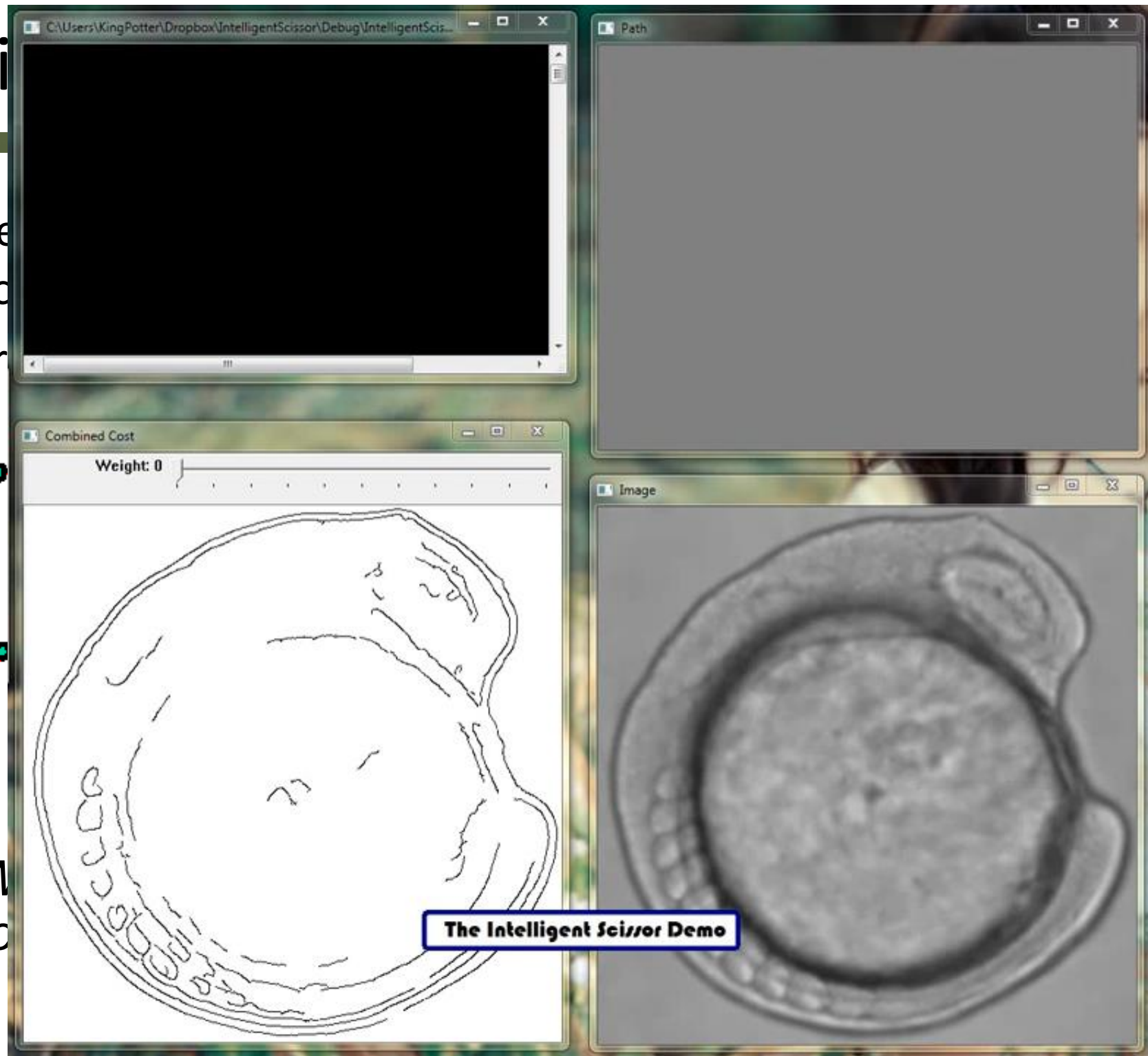
What expression could we use to pull points towards the cursor position?

Action

- The ene (interac
- The cur



W
to



The Intelligent Scissor Demo

Active contours: energy minimisation

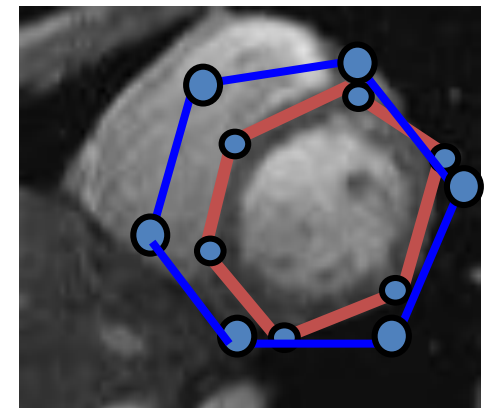
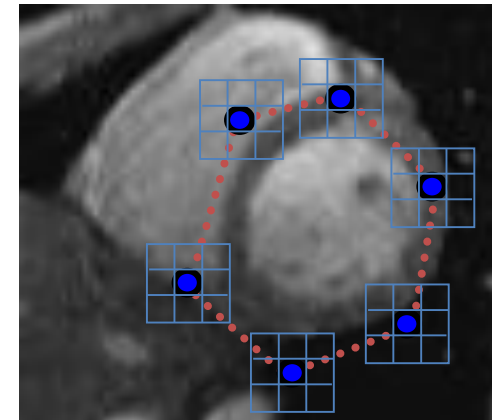
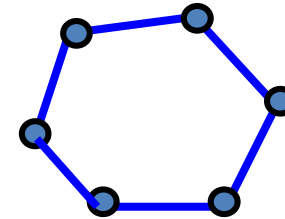
$$E[(C)(p)] = \alpha \int_0^1 E_{int}(C(p))dp + \beta \int_0^1 E_{img}(C(p))dp + \gamma \int_0^1 E_{con}(C(p))dp$$

- There are different ways to minimise the energy:
 - Greedy search
 - Dynamic programming
 - Gradient descent

Active contours: summary

- A simple elastic snake is defined by
 - A set of n points,
 - An internal elastic energy term
 - An external edge based energy term

- To use this to locate the outline of an object
 - Initialize in the vicinity of the object
 - Modify the points to minimize the total energy: for each point, search window around it and move to where energy function is minimal
 - Stop when predefined number of points have not changed in last iteration, or after max number of iterations



Active contours

- Pros
 - Low complexity.
 - Easy to introduce prior knowledge.
 - Can account for open as well as closed structures.
 - A well established technique, numerous publications it works.
 - User Interactivity.
- Cons
 - Selection on the parameter space and the sampling rule affects the final segmentation result.
 - Estimation of the internal geometric properties of the curve in particular higher order derivatives.
 - Quite sensitive to the initial conditions.
 - Changes of topology.

Active contours

- Let's implement two examples:
 - Follow the tutorial of Cris Luengo:
<http://www.crisluengo.net/index.php/archives/217>
 - Follow the procedure of Emmanuel Trucco:
(pdf in the moodle webpage)

To know more...

- The origins of snakes is:
 - Kass, M.; [Witkin, A.](#); [Terzopoulos, D.](#) (1988). ["Snakes: Active contour models"](#) (PDF). *International Journal of Computer Vision*.
- Many improvements:
 - Laurent D. Cohen, On active contour models and balloons, CVGIP: Image Understanding, Volume 53, Issue 2, March 1991
 - Chenyang Xu and Jerry L. Prince. "Snakes, Shape, and Gradient Vector Flow". IEEE Transactions on Image Processing, vol. 7, no. 3, pp. 359-368, March 1998
 - Cremers, D.; Schnorr, C.; Weickert, J. "Diffusion-snakes: combining statistical shape knowledge and image information in a variational framework". Proceedings. IEEE Workshop on. 50: 137–144.
 - Blake & Isard, Active contours.

To know more...

- The origins of level sets are:
 - *Osher, S.; Sethian, J. A. (1988), "Fronts propagating with curvature-dependent speed: Algorithms based on Hamilton–Jacobi formulations"*
 - V. Caselles, R. Kimmel, G. Sapiro, *Geodesic Active Contours*,