



Naval Force Health Protection Program Review 2025



Automated workflow for the human digital twin – medical image to mesh

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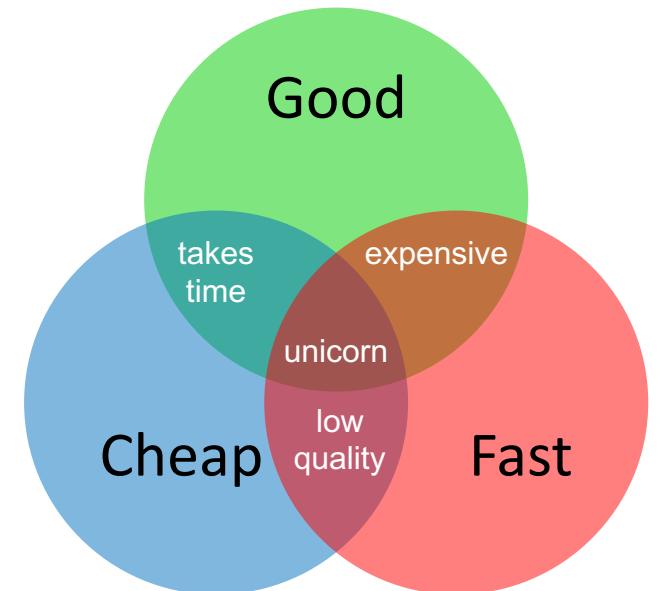
Award Period 10/1/24 to 9/30/25



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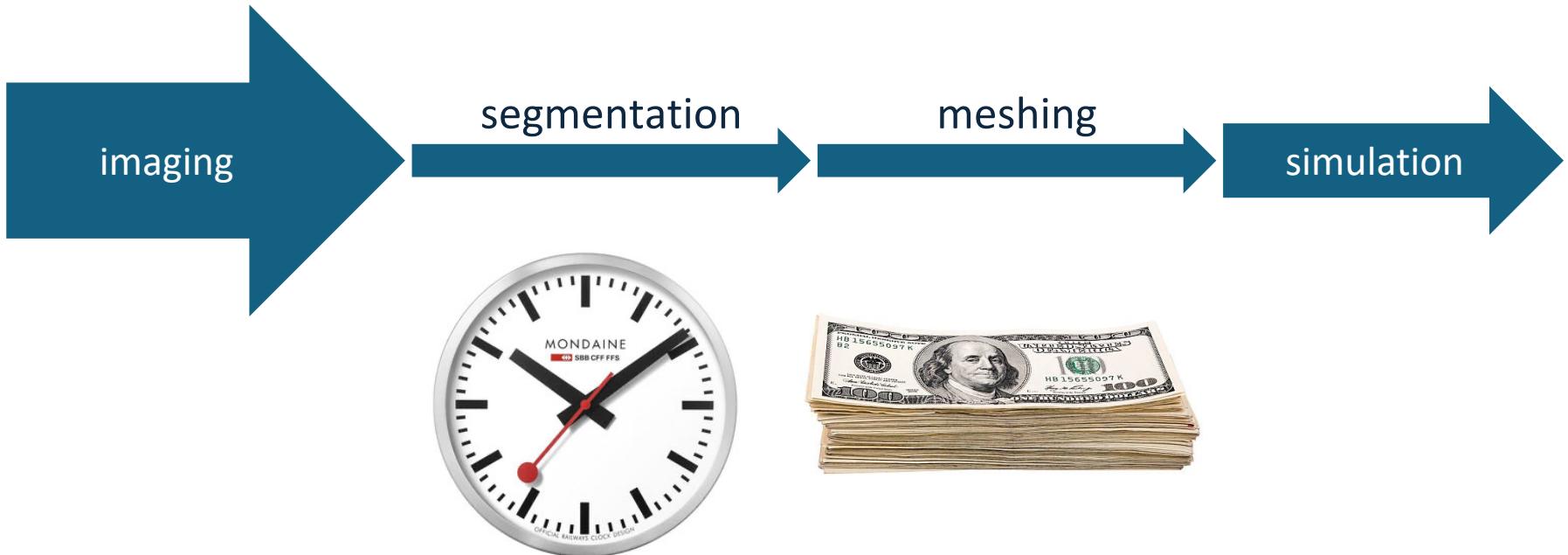
Background

- While high-fidelity (quality), the human digital twin made manually is **slow, expensive, and does not scale**.



Background

- For a singleton, what specific part(s) of the workflow are **bottlenecks**?



Background

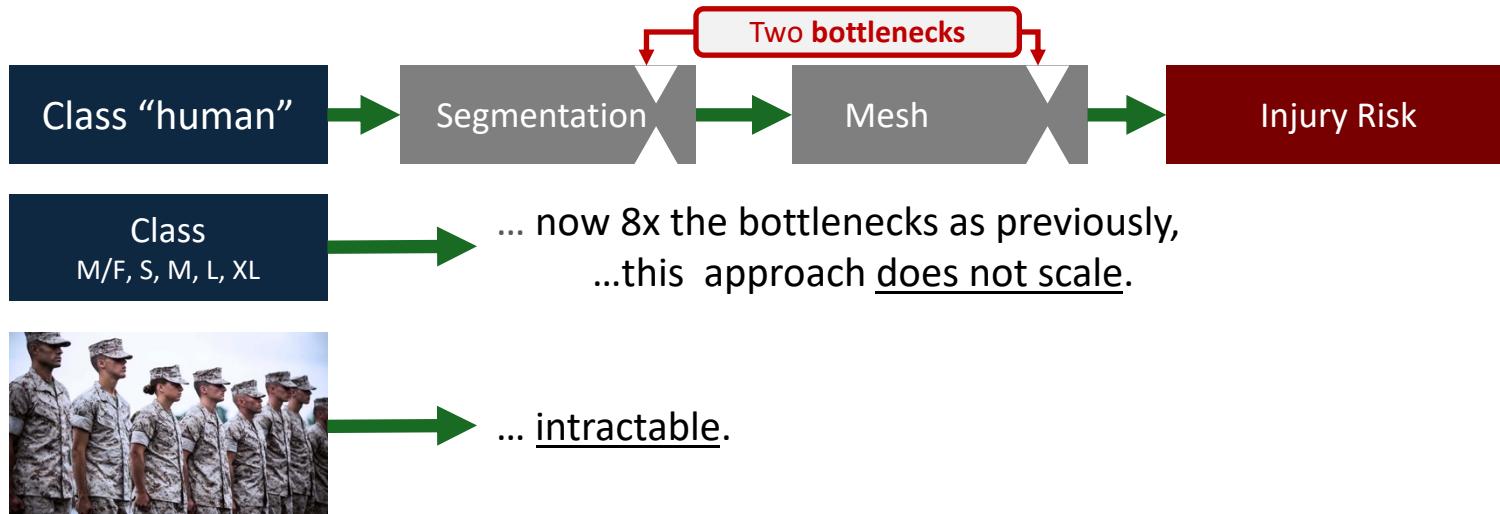
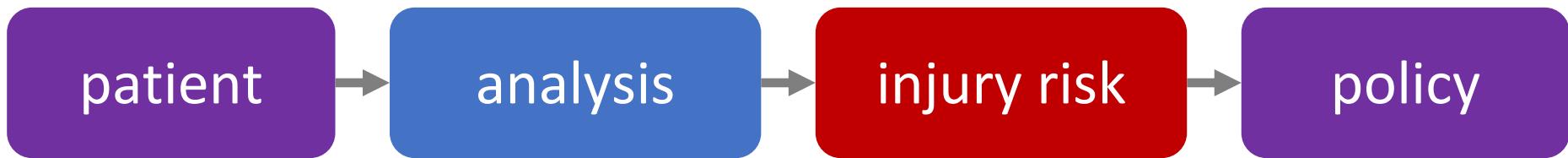


Photo credit: US Marine Corps

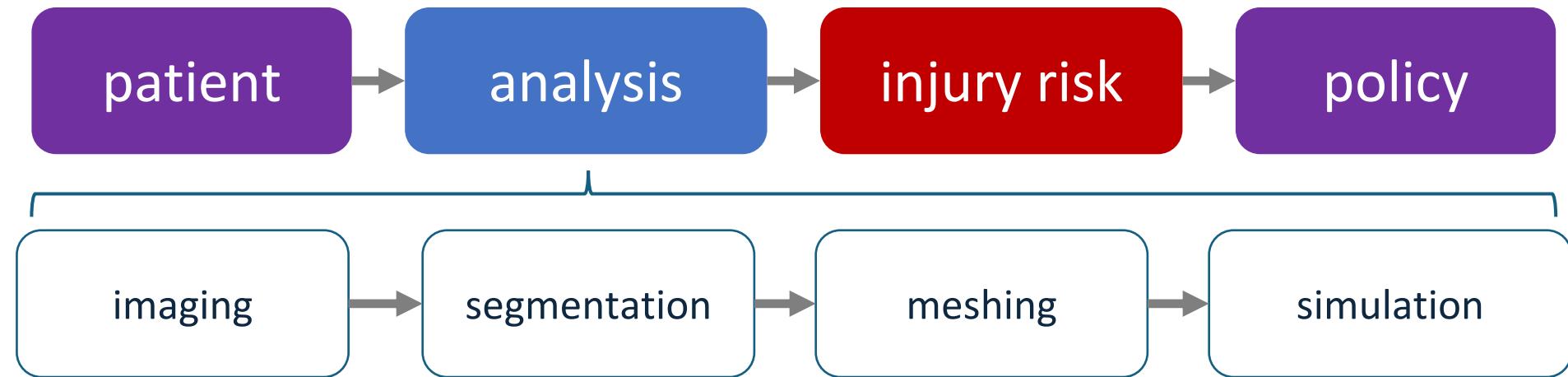
Objective

Automate the creation of
a **human digital twin** based on
patient-specific medical imaging.





Objective



Objective

- What makes this effort original and exciting?
 - *Empowers stakeholders to perform personalized injury risk assessment, **at scale**.*
- Concisely state your testable hypothesis.
 - *Creation of the human digital twin from medical images can be fully automated.*
 - *The injury risk assessment of automated approach will be of sufficient quality that results therefrom are **indistinguishable** from the results of manual incumbent approaches.*

Objective

- What is the significance and potential scientific impact of the project?
 - *Automation allows injury risk analysis to be performed on a **patient-specific** basis, and at a significant scale.*
 - *Anticipated impact: drastically improved injury risk assessment.*

Research Approach

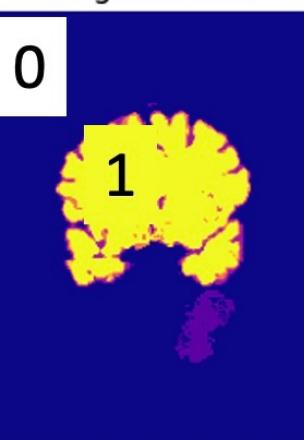
imaging

segmentation

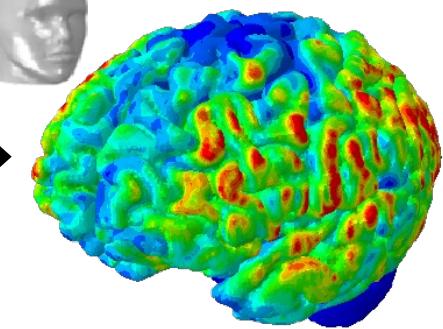
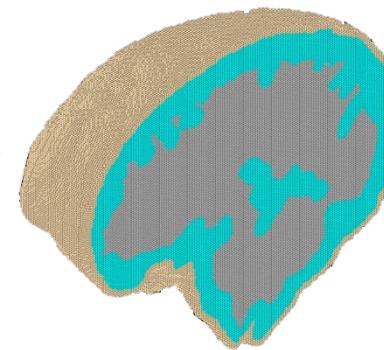
meshing

simulation

weighted sum



ensemble



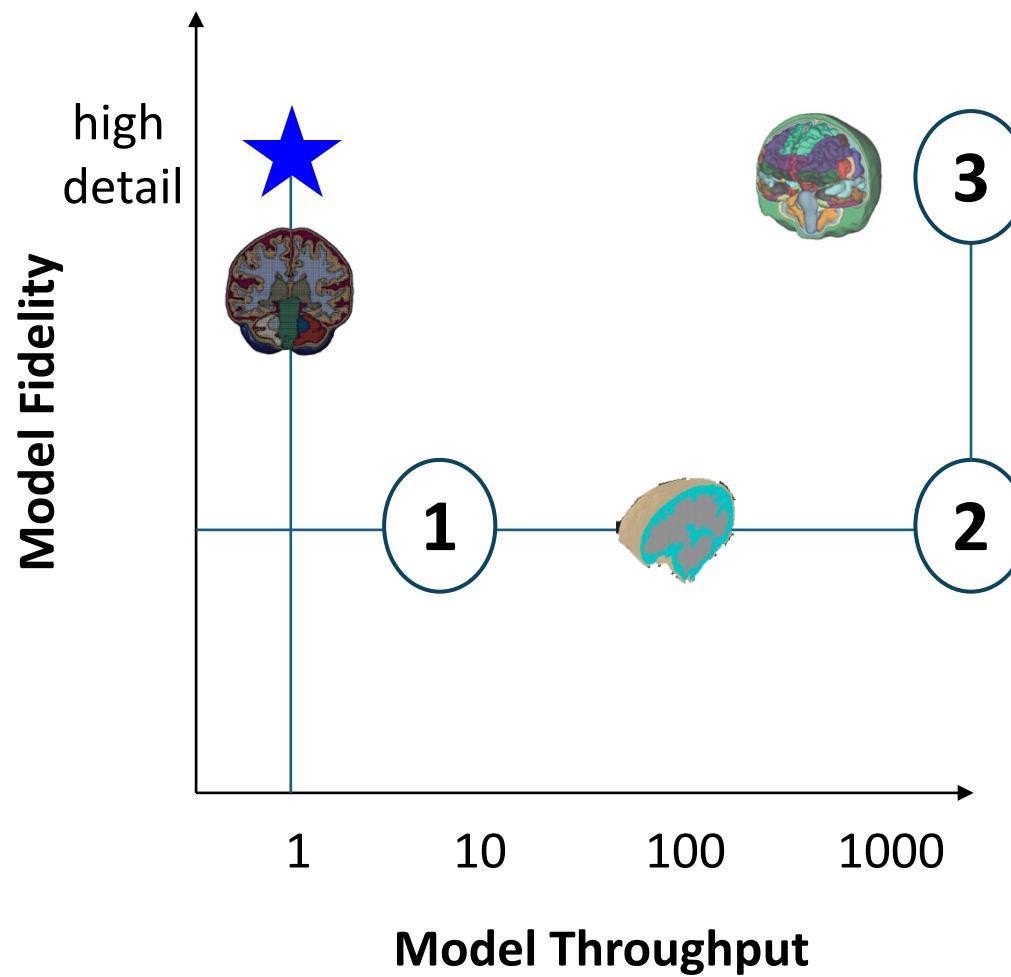
injury risk



MEDIUM



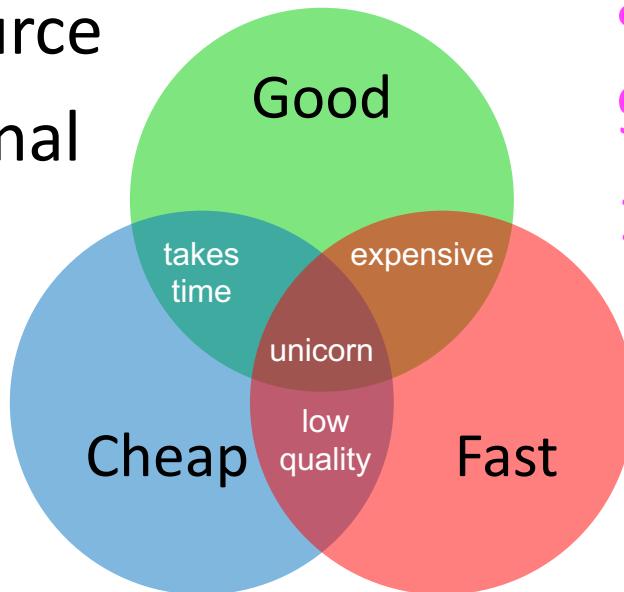
Research Approach



- **Medical** – imaging, diagnosis, surgical planning
- **Dental** – jaw surgery and dental implants
- **Biomechanical** – orthopedic implants, prosthetics, digital twin, crash testing
- **Materials** – as-built geometries with voids, inclusions, defects
- **Aerospace** – inspect critical components, e.g., turbine blades
- **Civil** – composite structures, voids, rebar, anomalies
- **Geology** – subsurface exploration, seismic
- **Petroleum** – reservoir rocks and fluids, porosity and permeability

Requirements

1. Segmentation start point
2. Fast
3. Automated
4. Open-source
5. Professional
6. SPN/NumPy and ABAQUS/EXODUS Format
7. All-hex mesh
8. Multi-material
9. Multi-scale
10. Quality





Closed-Source



- Altair Hypermesh
- ANSYS Meshing
- COMSOL Multiphysics
- Cubit/Sculpt
- Gridgen
- Hexotic
- Siemens Simcenter
- TrueGrid

Open-Source

- All are fast (e.g., compiled), have varying professional production attributes, metric measures, limited multi-material and limited multi-scale support.
- None are fully automated for all-hex generation.
- None support all our I/O requirements.

Library	Segmentation Start Point	All-Hex Mesh
cinolib	No	Yes
FEniCS	Yes	No
FreeFEM	Yes	No
GetFEM++	Yes	No
GMSH	Limited	Limited
MeshLab	Yes	No
NETGEN	No	No
OpenFOAM	No	No
TetGen	No	No

Limitations

```

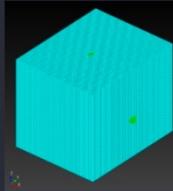
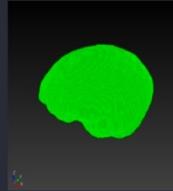
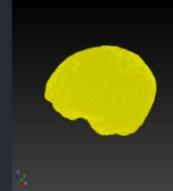
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SS  SS    CC  CC   UU  UU  LL      PP  PP   TT
SS    CC    UU  UU  LL      PP  PP   TT
SSSSS   CC    UU  UU  LL      PPPPPP  TT
SS  SS    CC  CC   UU  UU  LL      PP      TT
SSSSS   CCCCC   UUUUU  LLLLLL  PP      TT

PARALLEL HEX MESHING
FROM
VOLUME FRACTION DATA

SCULPT Version 16.14.7 Build bf6ed33e6b
Copyright 2015 Sandia Corporation
Revised Fri Dec 15 08:36:16 2023 -0700
User Support and Bug Reports: cubit-help@sandia.gov

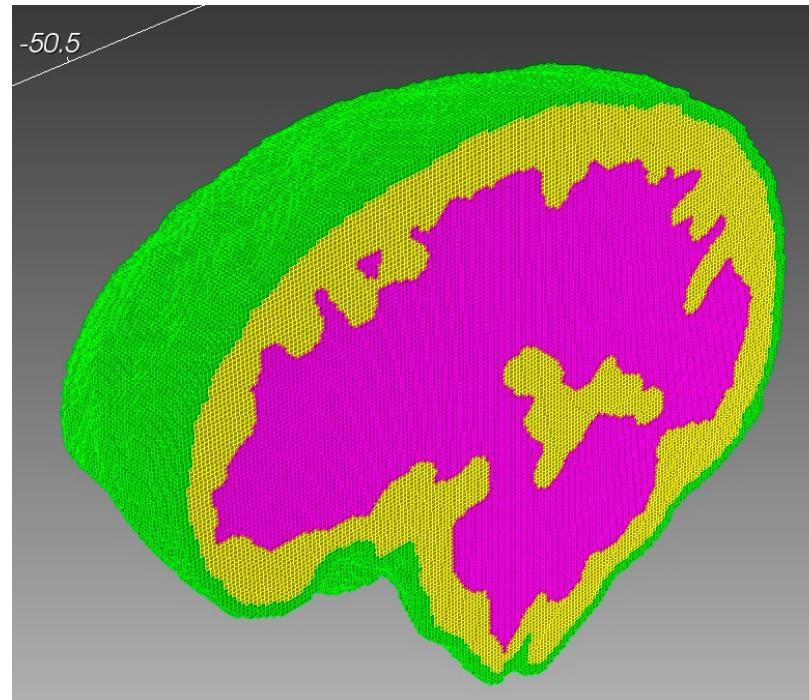
SCULPT includes CAMAL by Sandia National Laboratories
SCULPT includes CTH Diatoms by Sandia National Laboratories
SCULPT is a companion application to the CUBIT Geometry and
Meshing Toolkit by Sandia National Laboratories

```

element count	mesh	all blocks <i>predominantly showing block 4 (void)</i>	block 4 removed <i>predominantly showing block 1 (void)</i>	block 1 removed <i>predominantly showing block 2 (csf)</i>	block 2 removed <i>predominantly showing block 3 (brain)</i>
4,329,925	IXI012-HH-1211-T1_large.e.1.0 (220 MB)				

2,389,783 240,895 448,654 1,250,593

- Closed-source
 - Inhibits collaboration
- Requires void inclusion
 - Bloats file size
- Only Laplace smoothing
 - Shrinks volume to zero
- ~0.1 million voxels/s



automesh

automesh is an open-source Rust software program that uses a **segmentation**, typically generated from a 3D image stack, to create a finite element **mesh**, composed either of hexahedral (volumetric) or triangular (isosurface) elements.



github.com/autotwin

automesh converts between segmentation formats (`.npy`, `.spn`) and mesh formats (`.exo`, `.inp`, `.mesh`, `.stl`, `.vtk`).

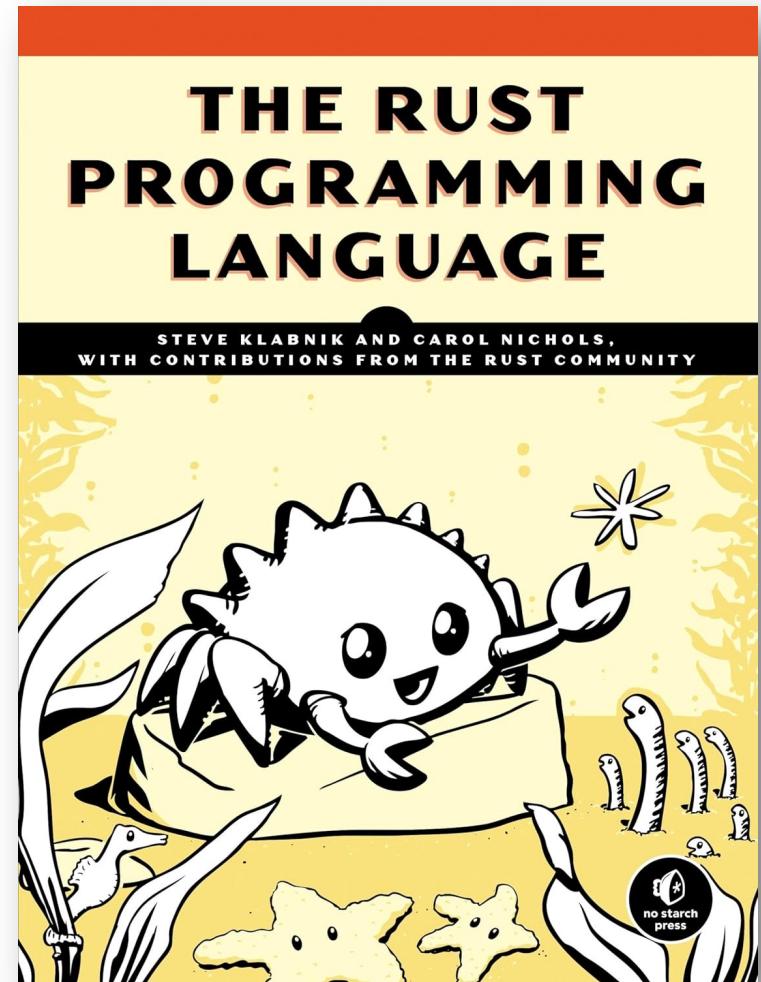
automesh can **defeature** voxel domains, apply Laplacian and Taubin **smoothing**, with hierarchical option, and output mesh quality **metrics**.

automesh uses an internal **octree** for fast performance.

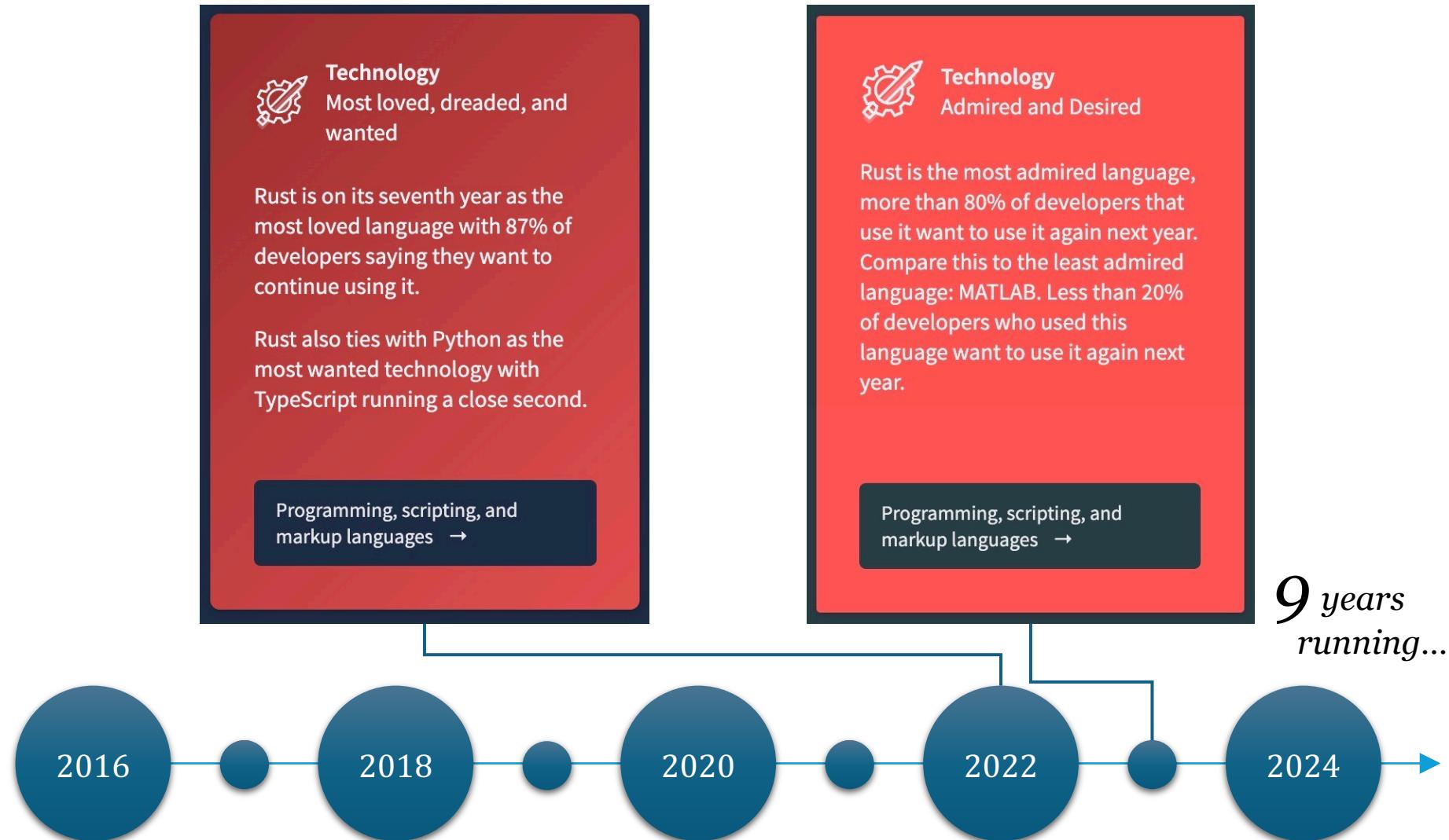




- Rust is a modern programming language known for its **performance** and **memory safety**.
- Rust's **ownership model** prevents common programming errors such as null pointer dereferencing and buffer overflows, ensuring that automesh operates reliably and securely.
- Rust's **zero-cost abstractions** allow high performance without sacrificing code readability or maintainability.
- Rust's **strong type system** and **concurrency** features also enhance the robustness, making it well-suited for handling complex computational tasks efficiently.



Most Loved Language





Stop C/C++. Start Rust.



Microsoft Azure CTO says it is time to shun C, C++ languages. Here's why

IANS • Last Updated: Sep 26, 2022, 03:52:00 PM IST

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"Speaking of languages, it's time to halt starting any new projects in C/C++ and use Rust for those scenarios where a non-garbage-collected (GC) language is required. For the sake of security and reliability. the industry should declare those languages as deprecated," Russinovich said in a tweet.

Microsoft recently said that 70 per cent of its security patches in the last 12 years were fixes for memory safety bugs "due largely to Windows being written mostly in C and C++".

Google Chrome also said that 70 per cent of all serious security vulnerabilities in the Chrome codebase were memory management and safety bugs written mostly in C++.



Industry Adoption



**MIT
Technology
Review**

How Rust went from a side project to the world's most-loved programming language

For decades, coders wrote critical systems in C and C++. Now they turn to Rust.

By Clive Thompson

February 14, 2023

Mozilla |



Google

 Microsoft

 Discord

 Meta

amazon

SAMSUNG

 Dropbox



US Government



White House Recommends Memory-Safe Programming Languages and Security-by-Design

Published March 4, 2024

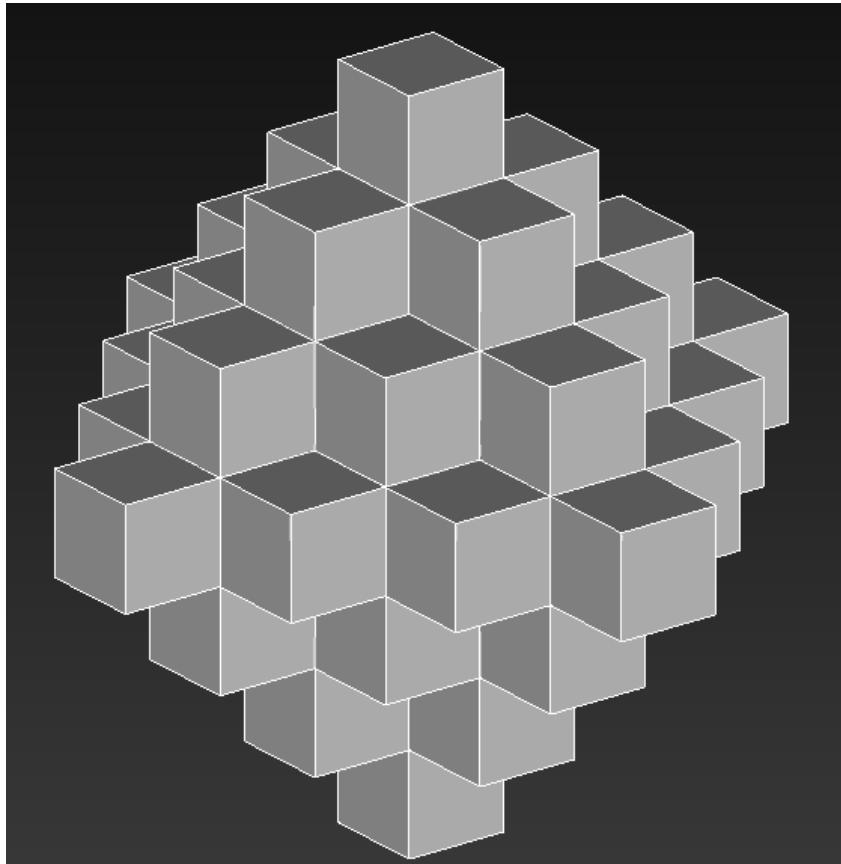


Written by
Megan Crouse

The government would prefer it if you stopped programming tools in C or C++. In a [new report](#), the White House Office of the National Cyber Director (ONCD) has called on developers to use "memory-safe programming languages," a category which excludes the popular languages. The advice is part of U.S. President Biden's Cybersecurity strategy and is a move to "secure the building blocks of cyberspace."

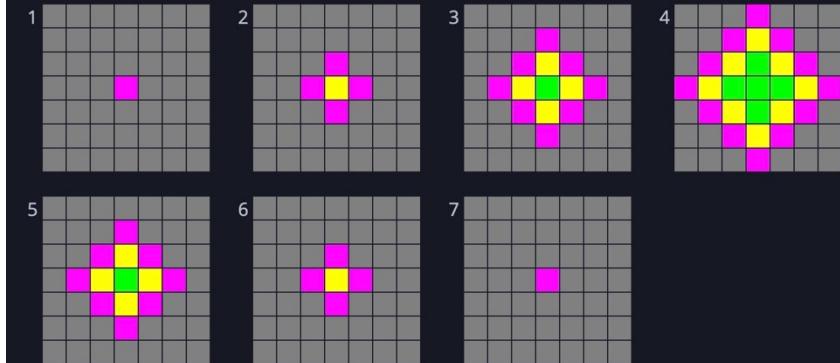
NSA suggested memory-safe programming languages:
Ada, C#, Delphi/Object Pascal, Go, Java, JavaScript, Python, Ruby, Rust, Swift.

Segmentation Concept



0	0	0	3	0	0	0
0	0	3	2	3	0	0
0	3	2	1	2	3	0
3	2	1	1	1	2	3
0	3	2	1	2	3	0
0	0	3	2	3	0	0
0	0	0	3	0	0	0

Consider each slice, 1 to 7, in succession:



Command Line Interface

```
# Apple MacBook Pro 32 GB laptop

$ automesh mesh hex -i spine.npy -o spine.exo --remove 0 \
    --xscale 0.867835820895522 \
    --yscale 0.867844155844156 \
    --zscale 0.86783988957902

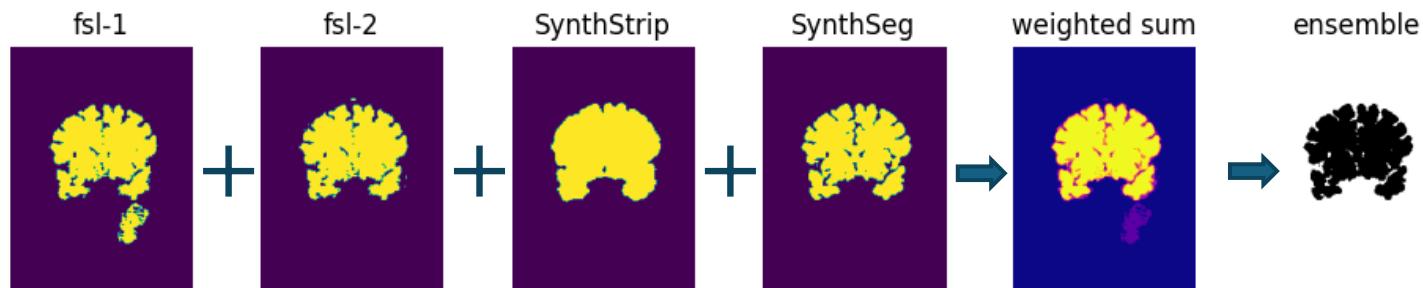
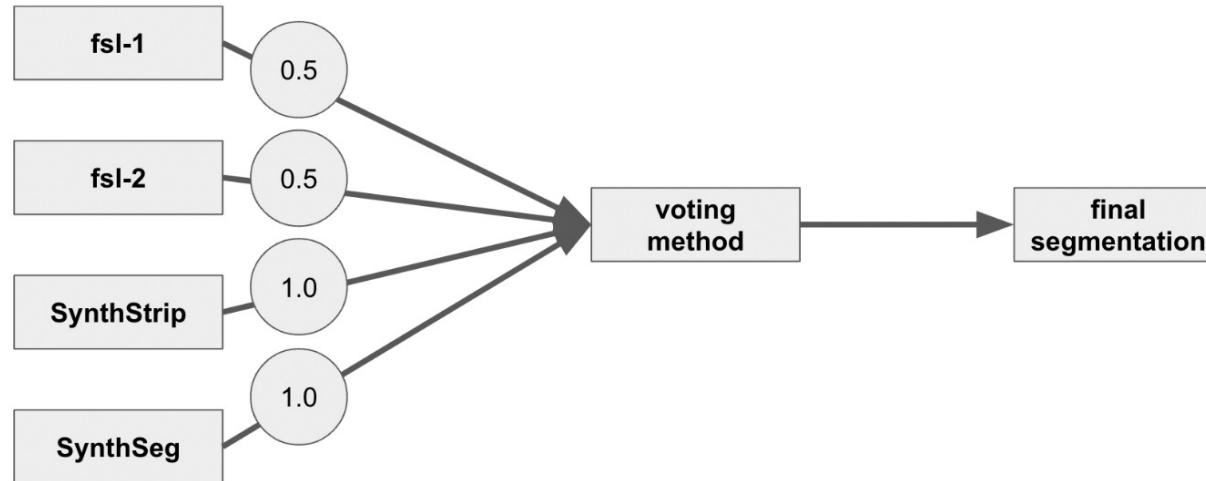
$ automesh 0.3.4
  Reading spine.npy
  Done 679.402375ms [9 materials, 1046554740 voxels]
  Meshing voxels into hexahedra
    [xscale: 0.867835820895522,
     yscale: 0.867844155844156,
     zscale: 0.86783988957902]
  Done 53.285656334s
    [8 blocks,
     117321019 elements,
     120446513 nodes]
  Writing spine.exo
  Done 10.814482917s
  Total 64.782342375s
```

~1 billion voxels, 117 million elements, ~1 minute



Research Outcomes

Image to Segmentation

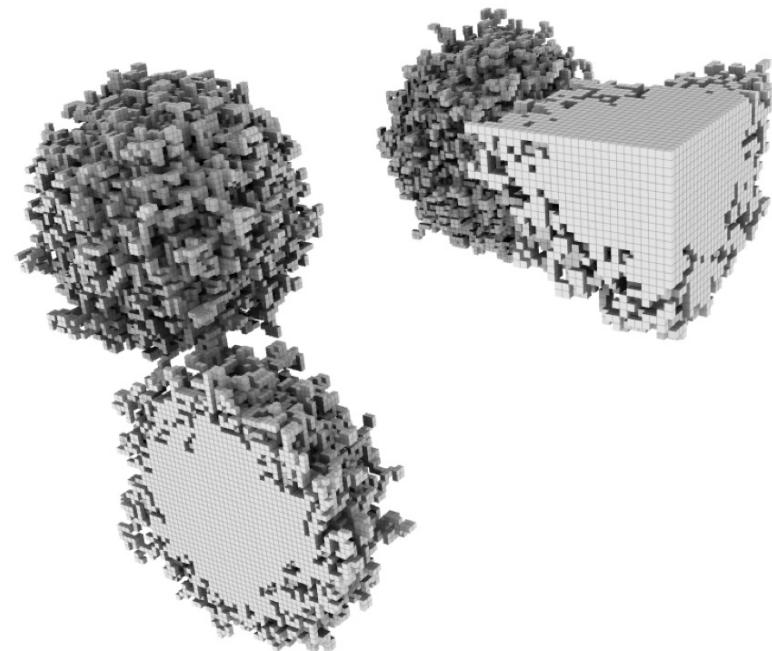


Defeaturing

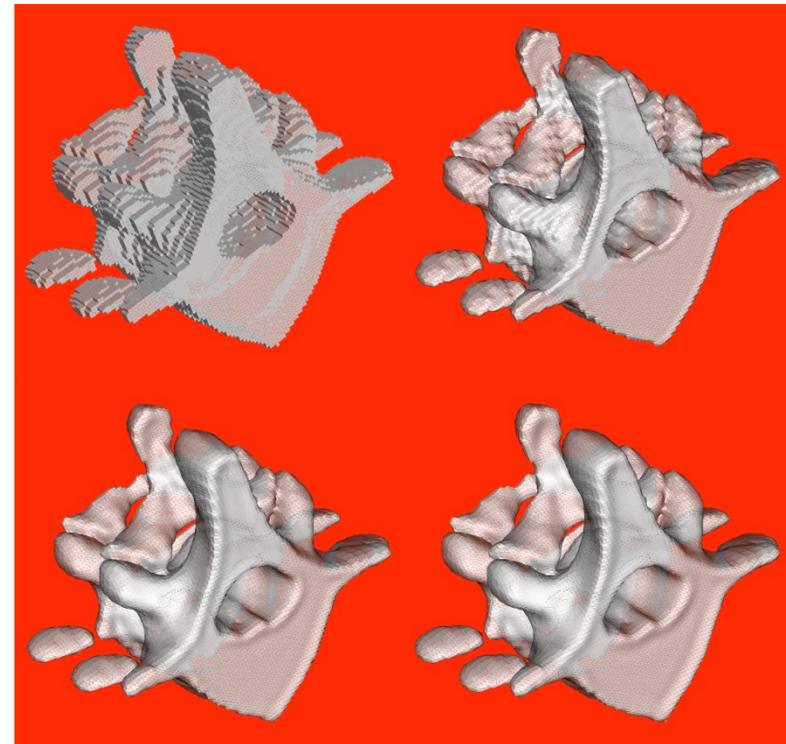
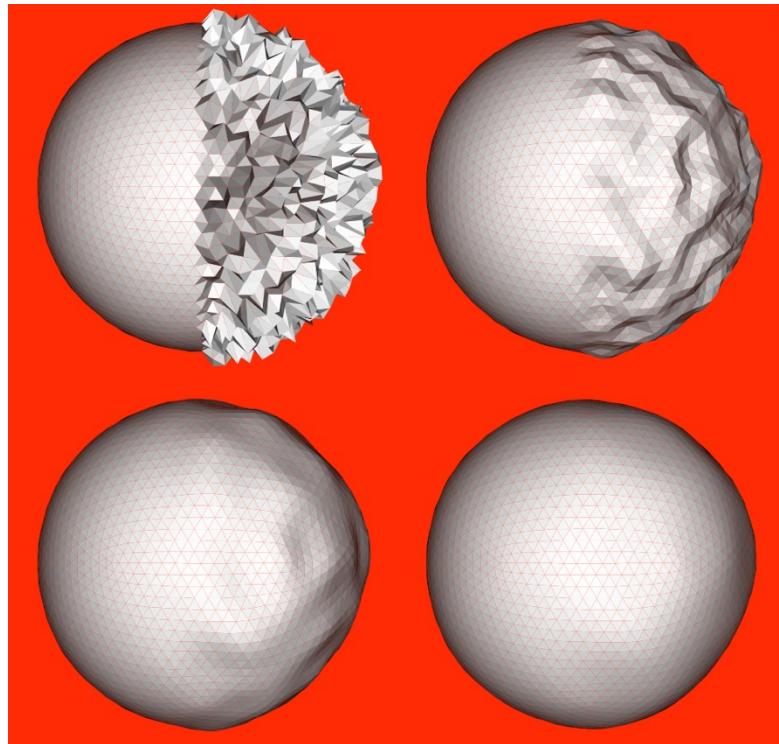
Before Defeaturing



After Defeaturing

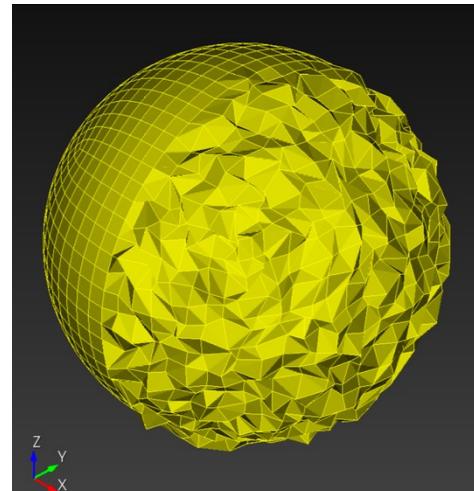


Smoothing

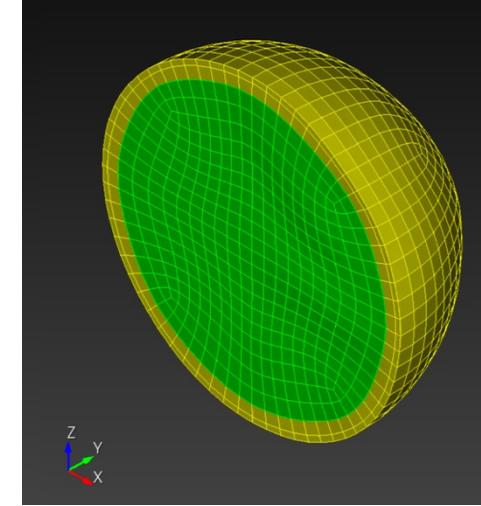
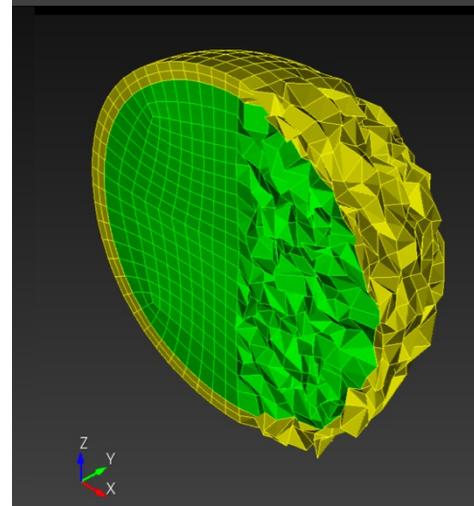
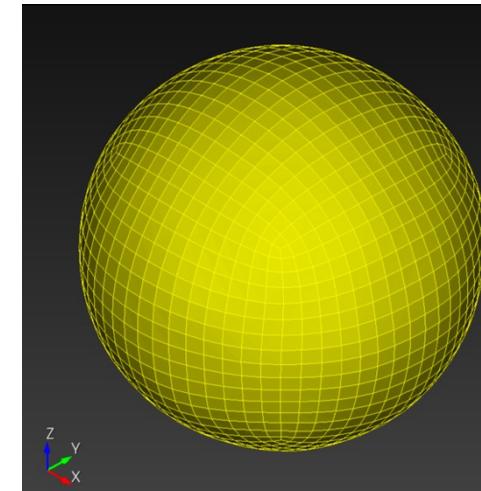


Smoothing

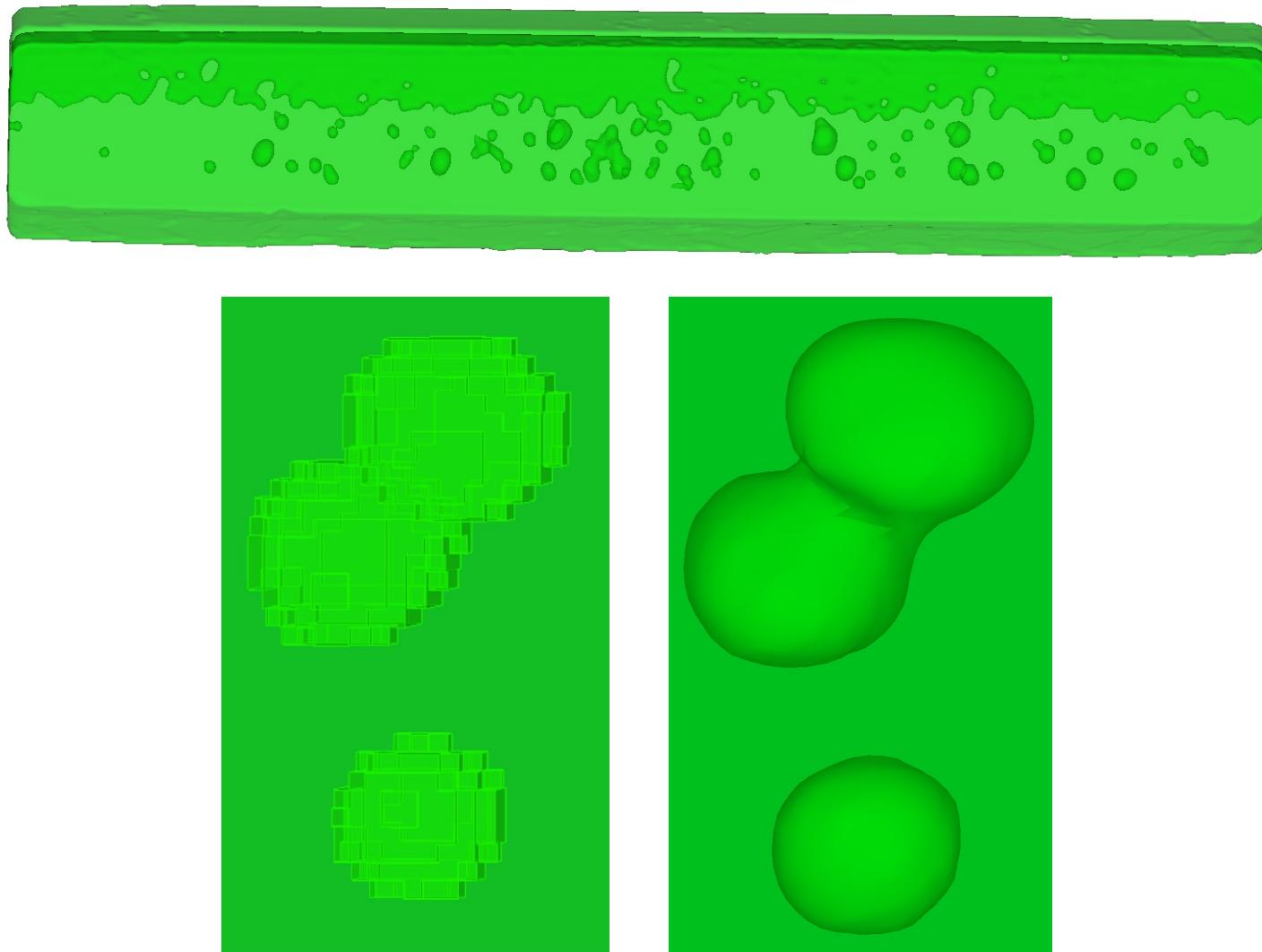
Before Smoothing



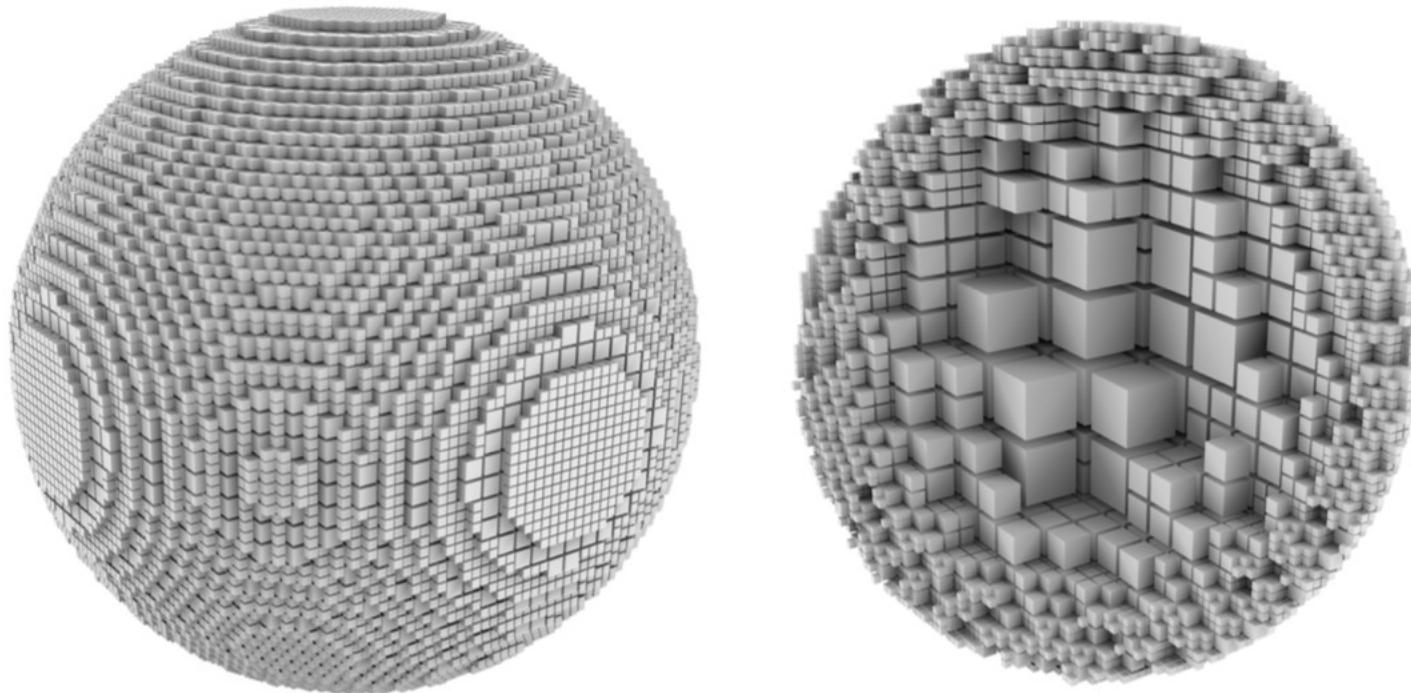
After Smoothing



Surface Reconstruction

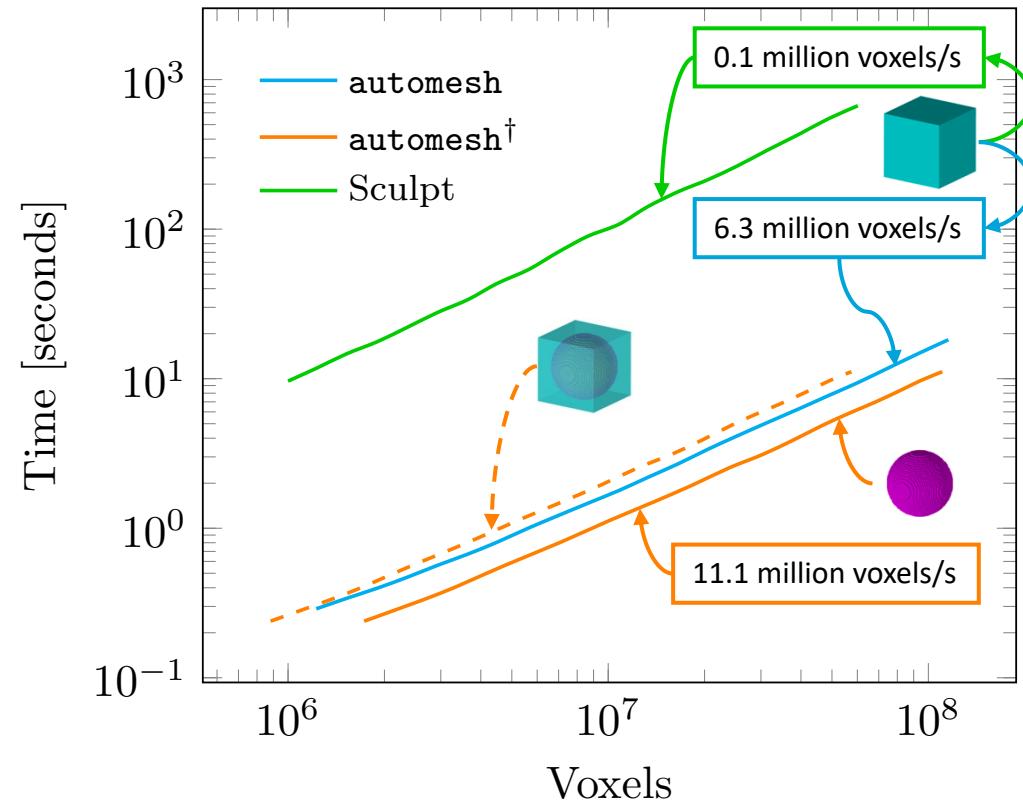


Octree



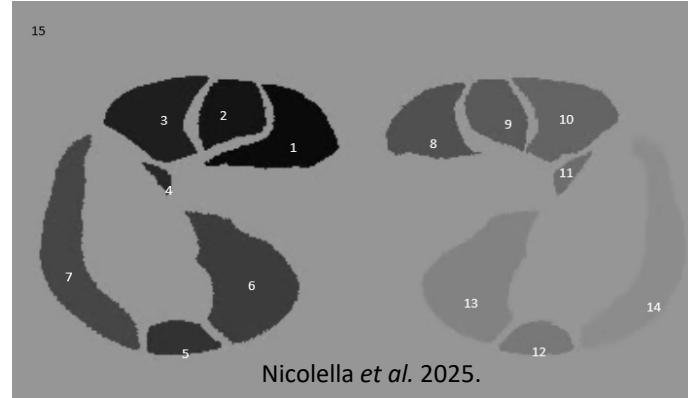
Performance

- Time for direct voxel-to-hex mesh
 - Cube of single material
 - Embedded sphere[†]
- Ideal $O(N)$ scaling, single thread rates:
 - 6.3 million voxels/s
 - 11.1 million voxels/s[†]
 - *Sculpt 0.1 million voxels/s*
- Memory of 125 GB
 - 1 billion voxels (~1 min)
 - *Sculpt max: ~100 million voxels*

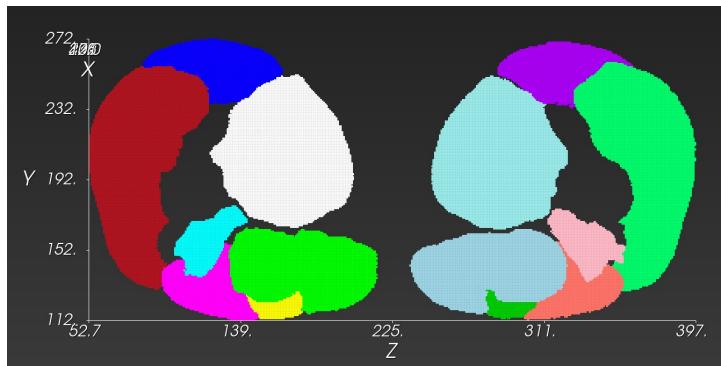


Performance speedup: 100x

Success Stories

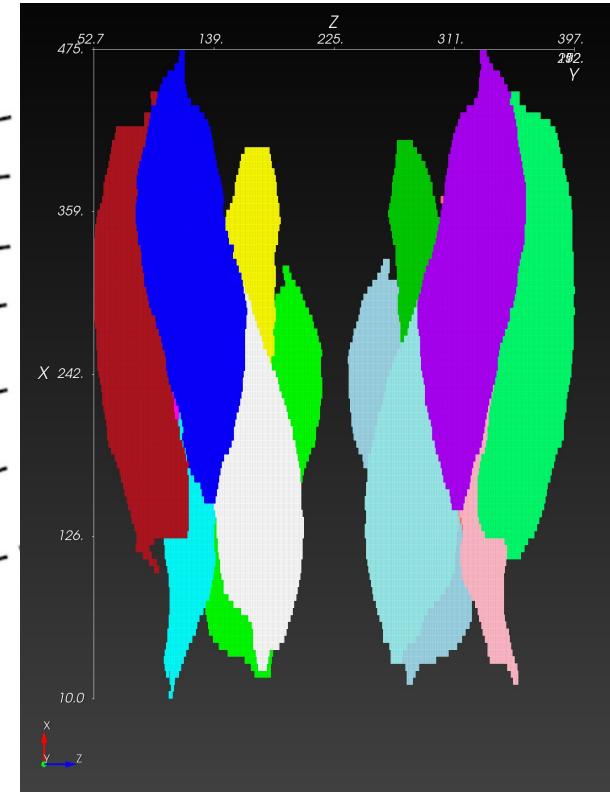
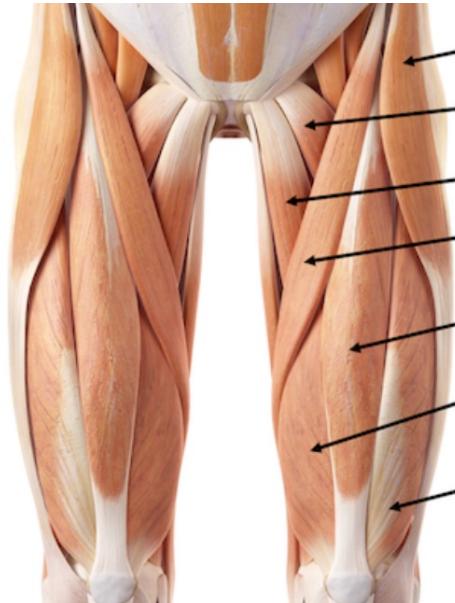


Nicolella et al. 2025.



Segmentation to Mesh: Upper limb muscles

Upper limb leg muscles (muscle_slices.npy) from a clinical MRI. The images are 512 x 512 pixels (450 x 450 mm) with a depth of 110 slices (550 mm or 5mm/slice). There are 14 muscles (values 1 – 14). The background is value 15.



Segmentation to Mesh: Upper limb muscles

Scientific Impact

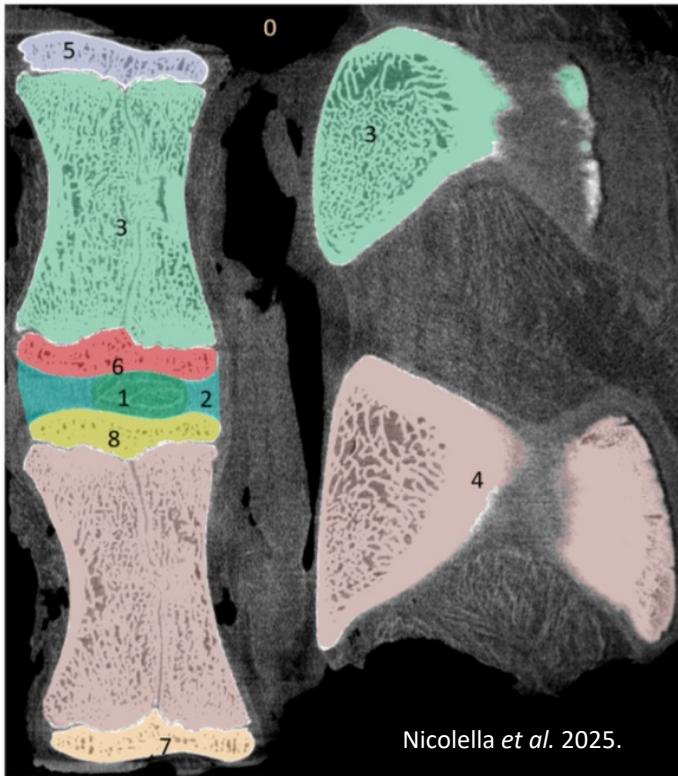
Demonstration of workflow capabilities:

- Segmentation -> Mesh

Naval Relevance

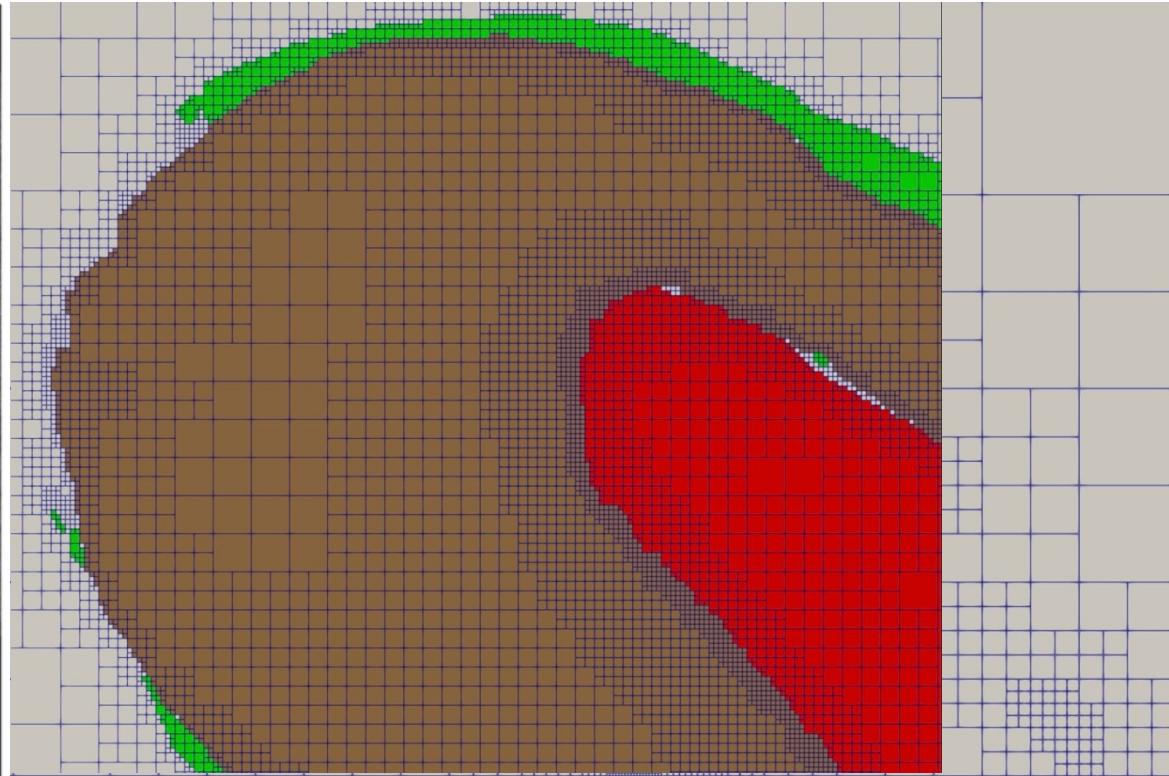
- Critical step toward automated human digital twin.
- Empower Naval collaborators with automated tools.

Success Stories



Segmentation to Mesh: Functional Spinal Unit

Functional spinal unit from a uCT; the images have a width of 1449 pixel (1257.5 mm), height of 770 pixel (668.24 mm) and depth of 938 slices (814.03 mm). There are 8 objects (numbered 1-8) plus the background (numbered 0).



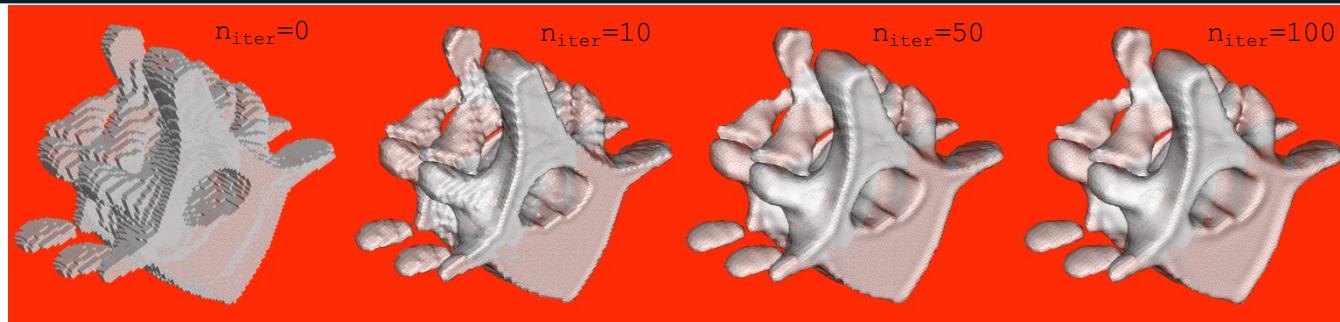
Scientific Impact

- Demonstration of workflow capabilities:
- Segmentation -> Mesh

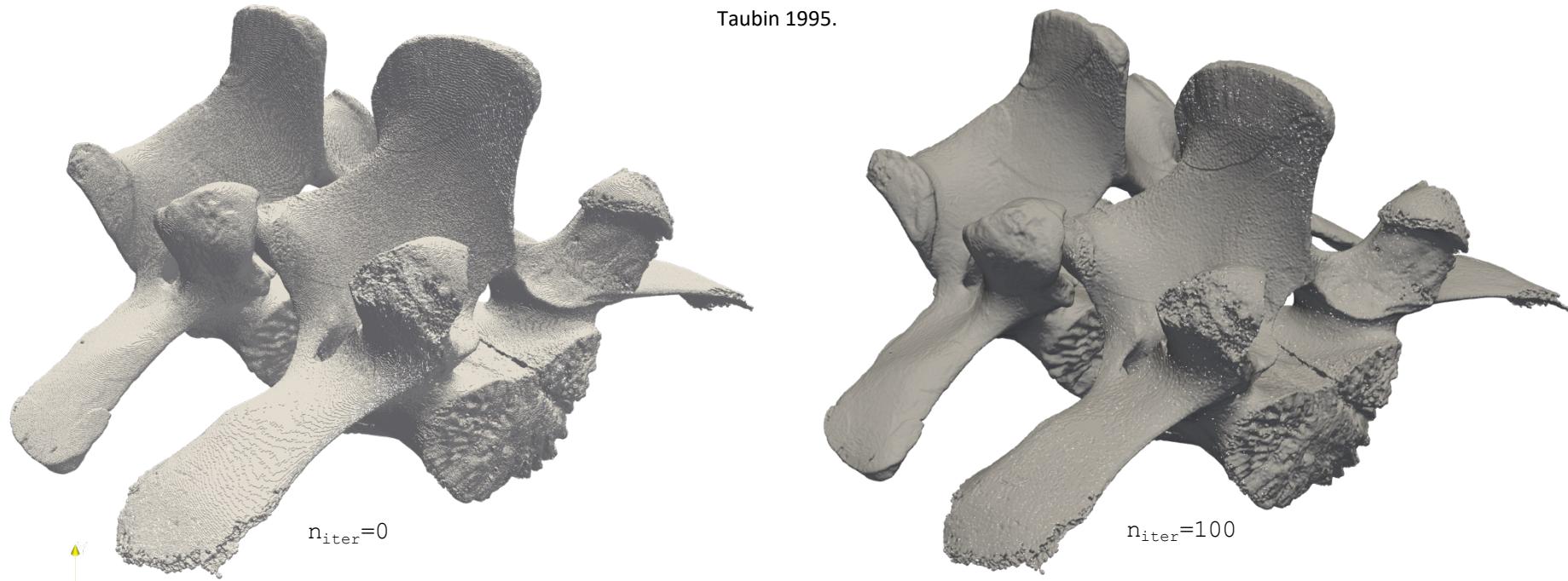
Naval Relevance

- Progress toward automated human digital twin.
- Empower Naval collaborators with automated tools.

Success Stories



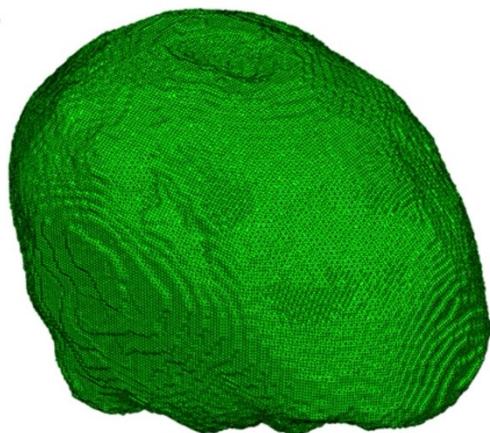
Taubin 1995.



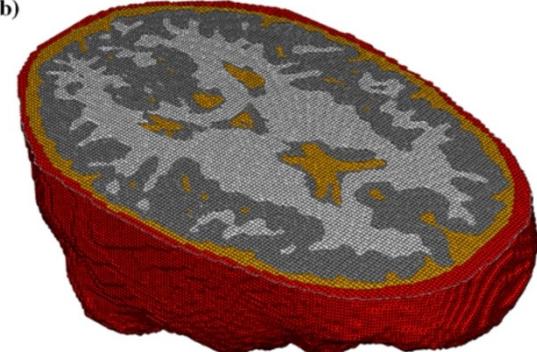
```
$ automesh defeature -i spine.npy -o spine_defeature_20.npy -m 20
$ automesh mesh hex --remove 0 -i spine_defeature_20.npy \
    --xscale 0.867835820895522 --yscale 0.867844155844156 --zscale 0.86783988957902 \
    -o spine_without_void_defeature_20_s100.exo smooth --hierarchical --iterations 100
```

Success Stores

(a)



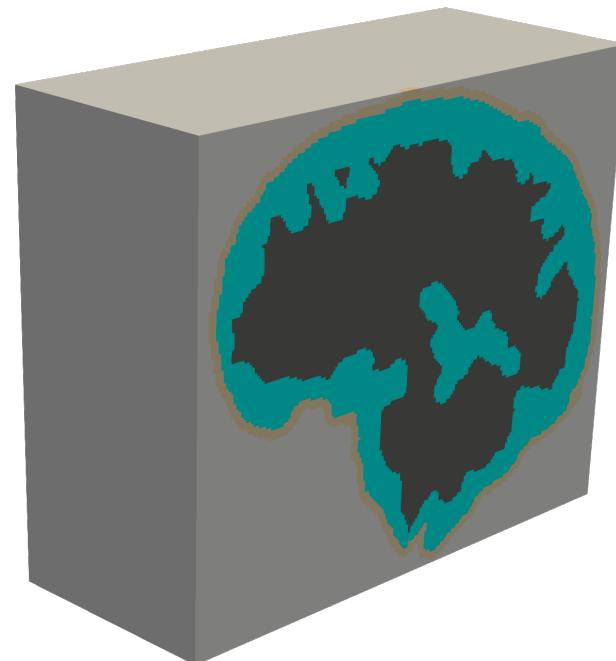
(b)



Chen et al. 2010

Automated IXI Data Set

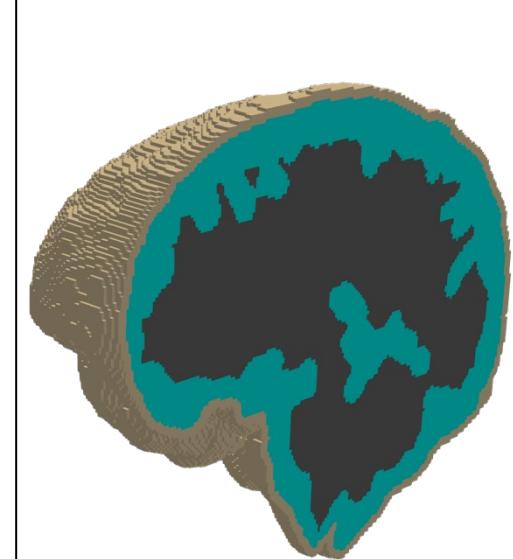
Comparison of Chen singleton to **autotwin** segmentation of mesh workflow.



automesh with void
IXI012-HH-1211-
T1_large_with_void

Scientific Impact

- Open-source workflow, guaranteed reproducibility
- Exclude unnecessary void (arbitrary exclusions)
- Taubin smoothing with hierarchical control

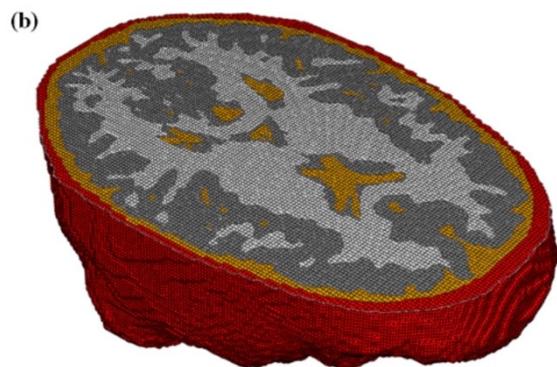


automesh without void
IXI012-HH-1211-
T1_large_without_void

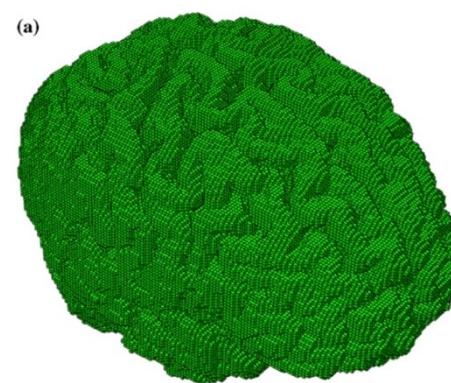
Naval Relevance

- Critical step toward building the human digital twin.
- Empower Naval collaborators with automated tools.

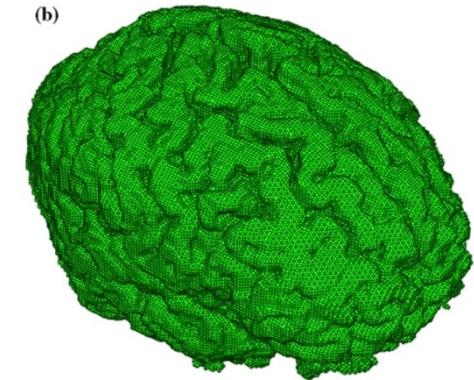
Mesh of Brain



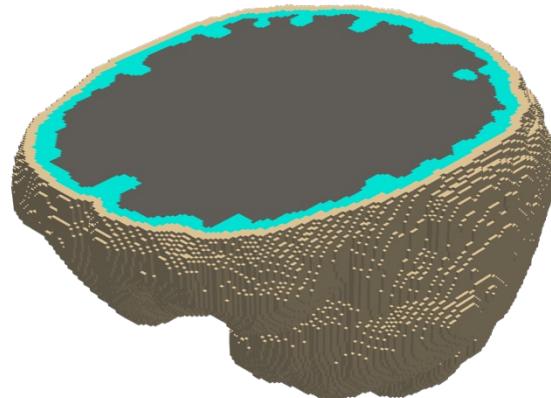
Chen *et al.* 2010



Before smoothing



After hierarchical Taubin smoothing
8 iterations



automesh



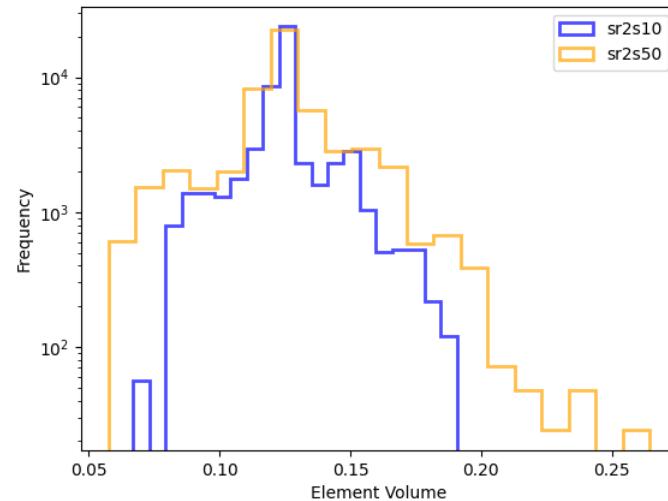
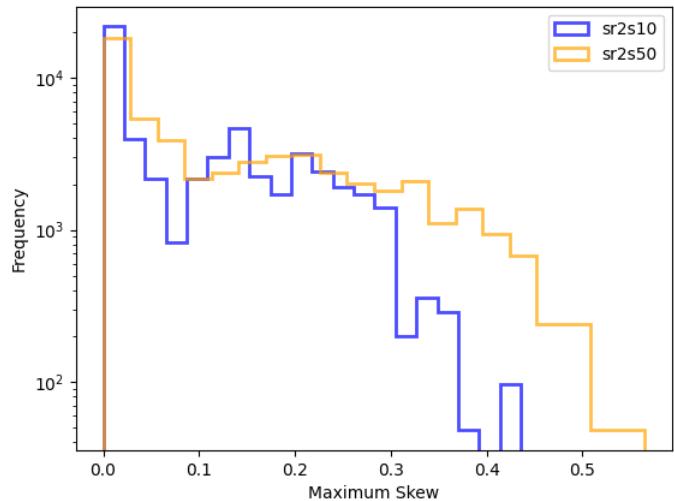
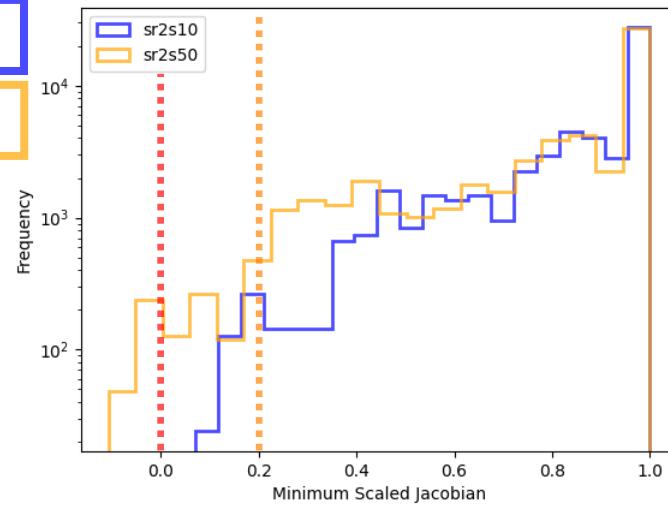
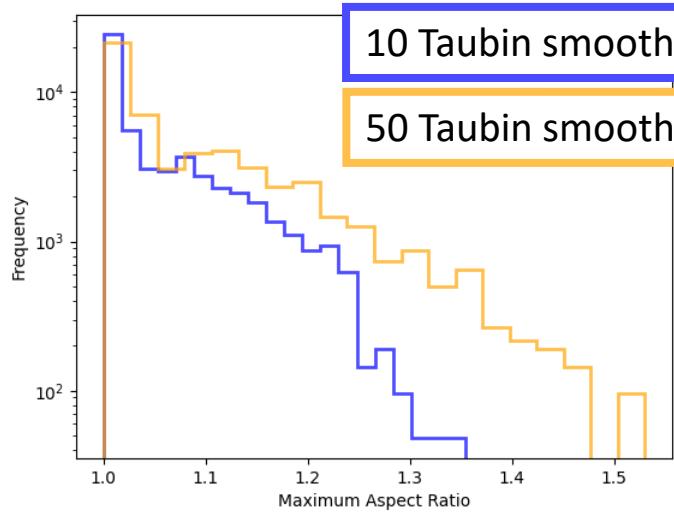
Before smoothing



After hierarchical Taubin smoothing
8 iterations

Issues

Smoothing v. Quality



Conclusions

- Segmentation to mesh workflow is automated.
 - But there is still room for improvement...
- Automated workflows are required to scale.
 - Populations, time-evolutions, length-scale resolution.

Geometry is [patient-specific](#).



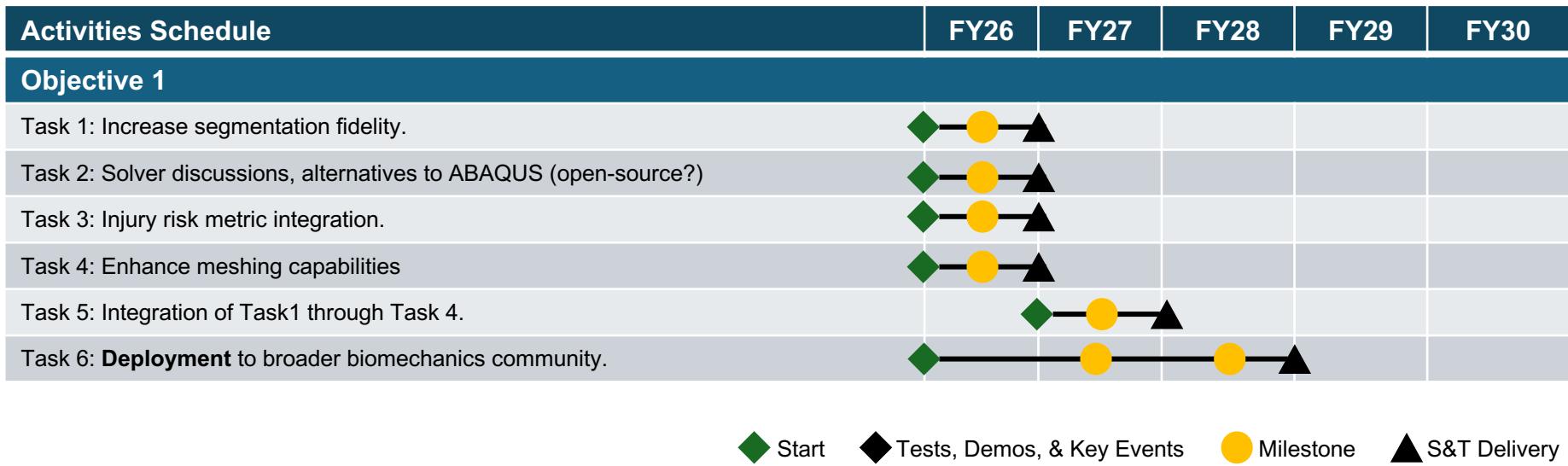
Geometry is [patient-specific](#) and can be [time-specific](#) too.



Path Forward

- Smoothing
 - Existing smoothing techniques can erode quality.
 - **Energetic smoothing** shows promise as an alternative.
- Tetrahedral meshes
- Adaptive all-hex meshes
- Surface conformity

Path Forward



Conferences & Papers

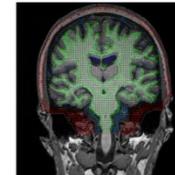
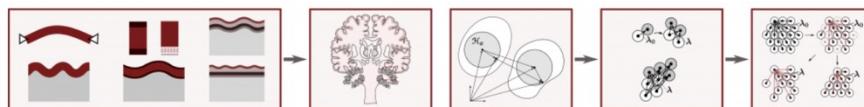
1. Tripathi A, Buche M, Carlsen R, Hovey C, Lejeune E, "Effect of Meshing Techniques Used in Subject-Specific Human Digital Twins for Mild Traumatic Brain Injury Risk Assessment," submitted to Military Health System Research Symposium (MHSRS), Kissimmee, FL, 2025.
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3. Buche M, Hovey C, "Fast and automatic mesh generation from segmentation," 2nd Solid Mechanics Analysis Resource and Technical Exchange, Livermore, CA 2025.
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NEW



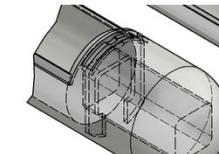
Lejeune Lab

Our goal is to leverage the state of the art in computational mechanics to investigate multiscale emergent behavior in biological and bio-inspired systems, and make predictions about mechanical phenomena. Current areas of research involve (1) integrating data-driven and physics based computational models and (2) predicting the behavior of highly heterogeneous soft materials. As a group, we are trying our best to share the code and datasets associated with our publications under open source licenses.



Multiscale Computational Modeling of Concussive Injury

We are creating biofidelic computational models of concussive injury that accurately account for the structural and functional damage that occurs across length scales - from the tissue level down to the subcellular level. These models can be applied to study how mechanical loads to the head at the macroscale translate to damage at the cellular and subcellular level, which can ultimately lead to neurodegeneration and loss of cognitive and motor function.



Experimental Platform for Simultaneous Mechanical Testing and Imaging

We are developing experimental testing platforms that enable tissue samples to be mechanically loaded while being imaged at the same time. These testing platforms will allow us to study the evolution of structural damage that occurs in biological tissue during mechanical loading.



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