

# User Manual and Documentation

*OneClickCut – A 3D Slicer Extension for Segmentation*

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# 1. How to Install?

## 1.1 Add OneClickCut Module to 3D Slicer

Firstly, open 3D Slicer, select “Edit” menu and then select “Application Settings”:

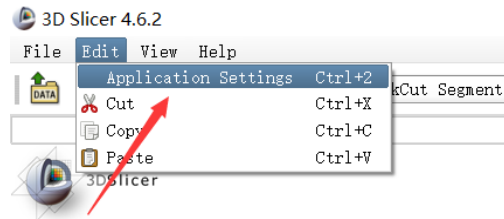


Figure 1 Application settings in menu

In the “Settings” dialog, select “Modules” tab and then click “Add” button:

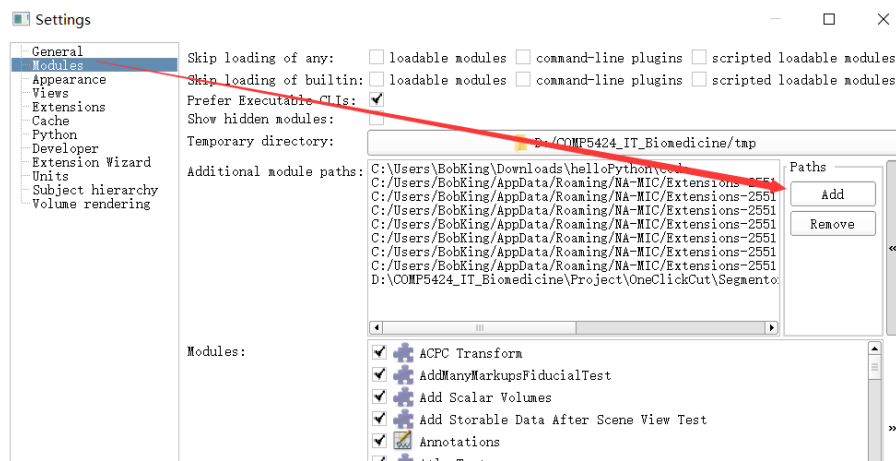


Figure 2 Settings dialog

Choose the directory of **Segmentor** and Click “Select Directory”:

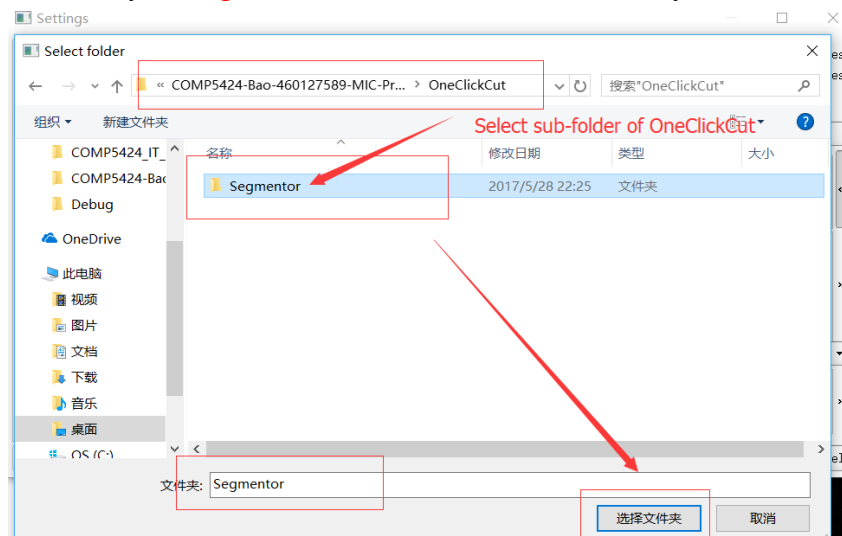


Figure 3 Install extension from folder

## 1.2 Find OneClickCut Segmentation Extension after Restart 3D Slicer

After you added the OneClickCut module, you need restart 3D Slicer.

After your restarting 3D Slicer, you can find OneClickCut at Modules (Submenu in Segmentation):

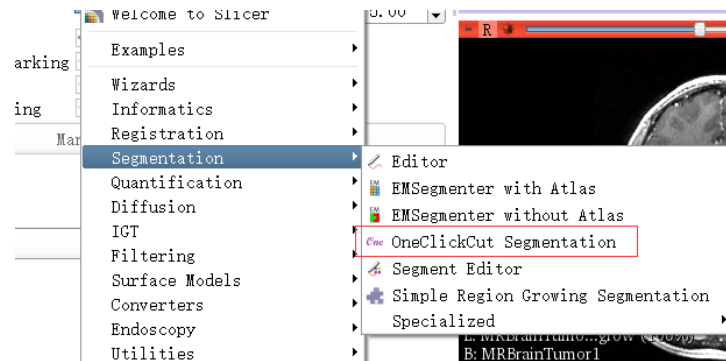


Figure 4 OneClickCut Segmentation tool in 3D Slicer

## 2. How to use?

### 2.1 Loading Data

Firstly, you need to load scene as what you did in the past:

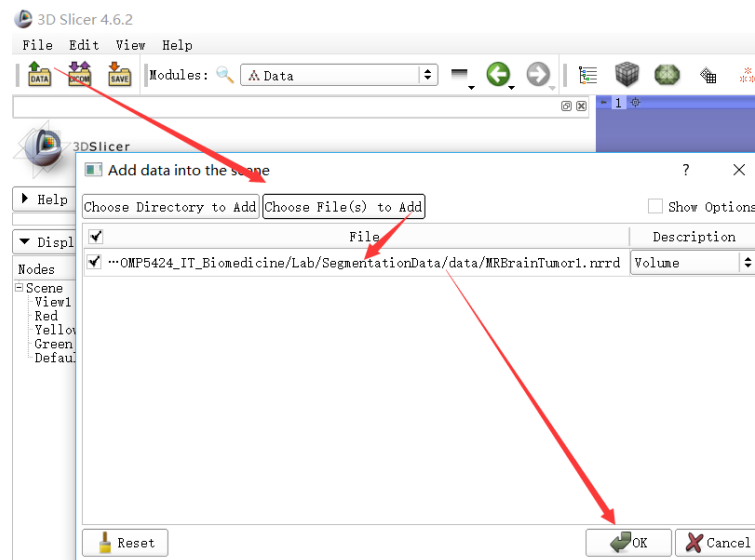


Figure 5 Loading data

Click the “Add Data” button in the toolbox or select “Add Data” in “File” menu; then choose a file, like “MRBrainTumor1.nrrd” (**Sample data provided in Testing folder**), then click “OK”.

After you load the scene, find the module called “OneClickCut Segmentation” and

select it.

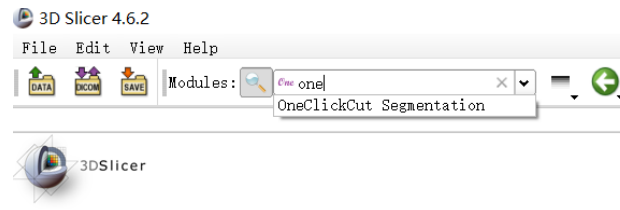


Figure 6 Find OneClickCut module

## 2.2 Marking seeds

Then, move your mouse to the yellow slice, the mouse will become like the left picture below:

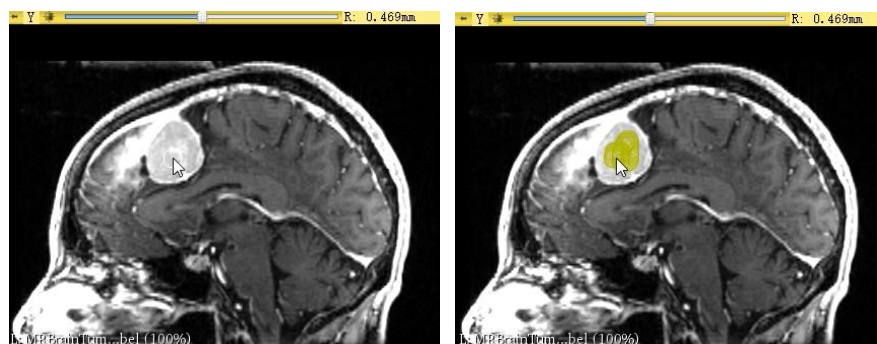


Figure 7 Marking seeds by the user

## 2.3 Performing Segmentation

You can directly click the region that you want to segment or you click and move the mouse to select a larger region, like the right picture above; the segmentation process will complete in 3 seconds after you release your mouse. The result will like this:

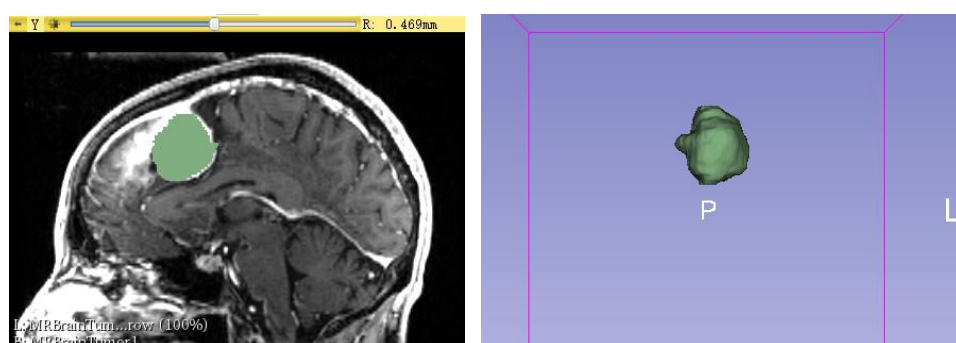


Figure 8 Segmentation results

## 3. Advantages of OneClickCut?

### 3.1 Segmentation Results Comparison

Firstly, we compare segmentation results of default GrowCutEffect,

FastGrowCutEffect, Region Growing with intensity range and our OneClickCut:

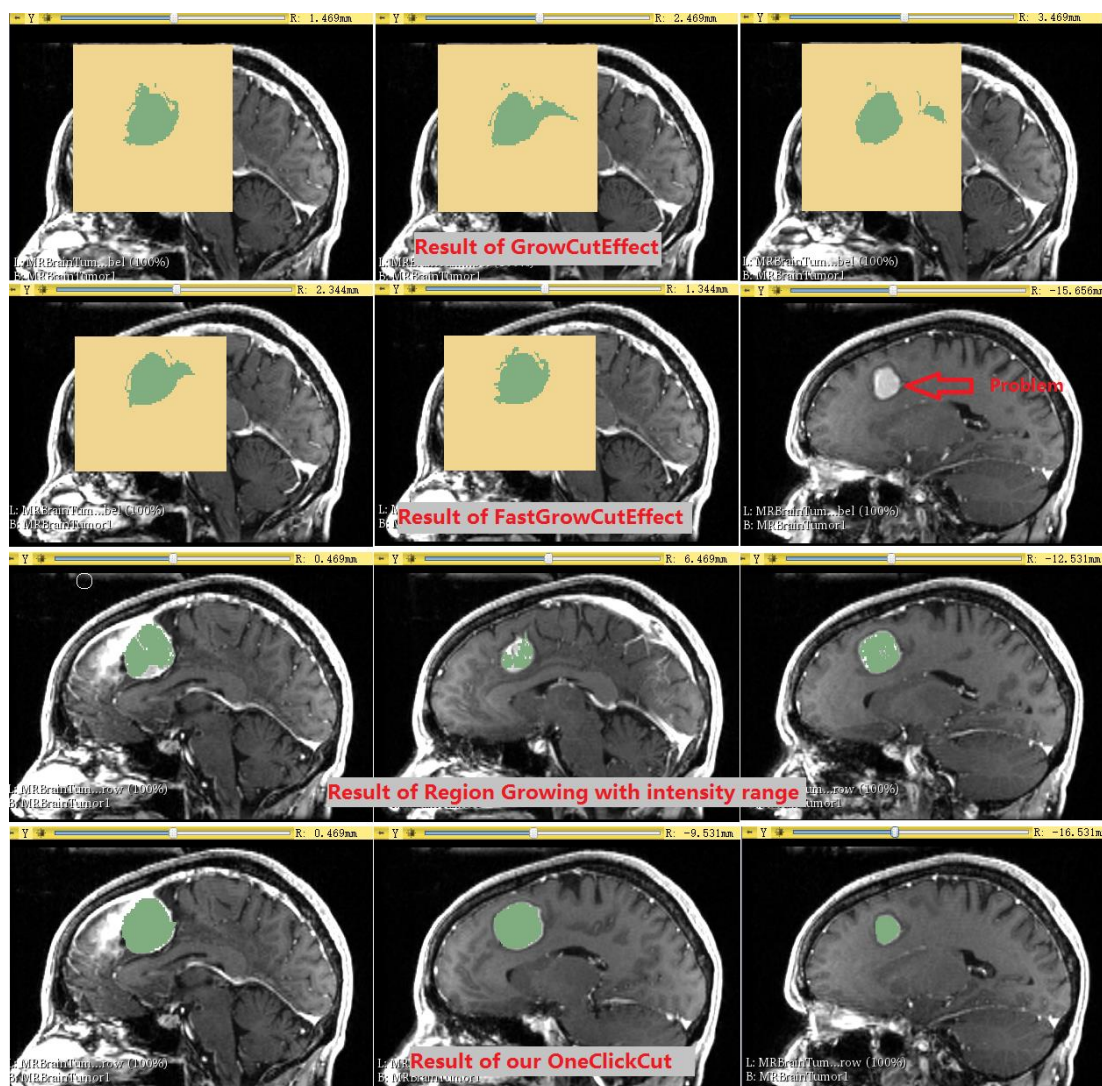


Figure 9 Comparison segmentation result of OneClickCut with others

From the above picture, we can see that our segmentation extension achieved much better results than default GrowCutEffect, which provided by 3D Slicer and the other segmentation tool (FastGrowCutEffect). Our results are much smoother, the boundary between the tumor and surrounding tissue are much clear and accurate than the result of existing segmentation tools.

### 3.2 3D Model Comparison

Next, we compare 3D model created by different segmentation tools:

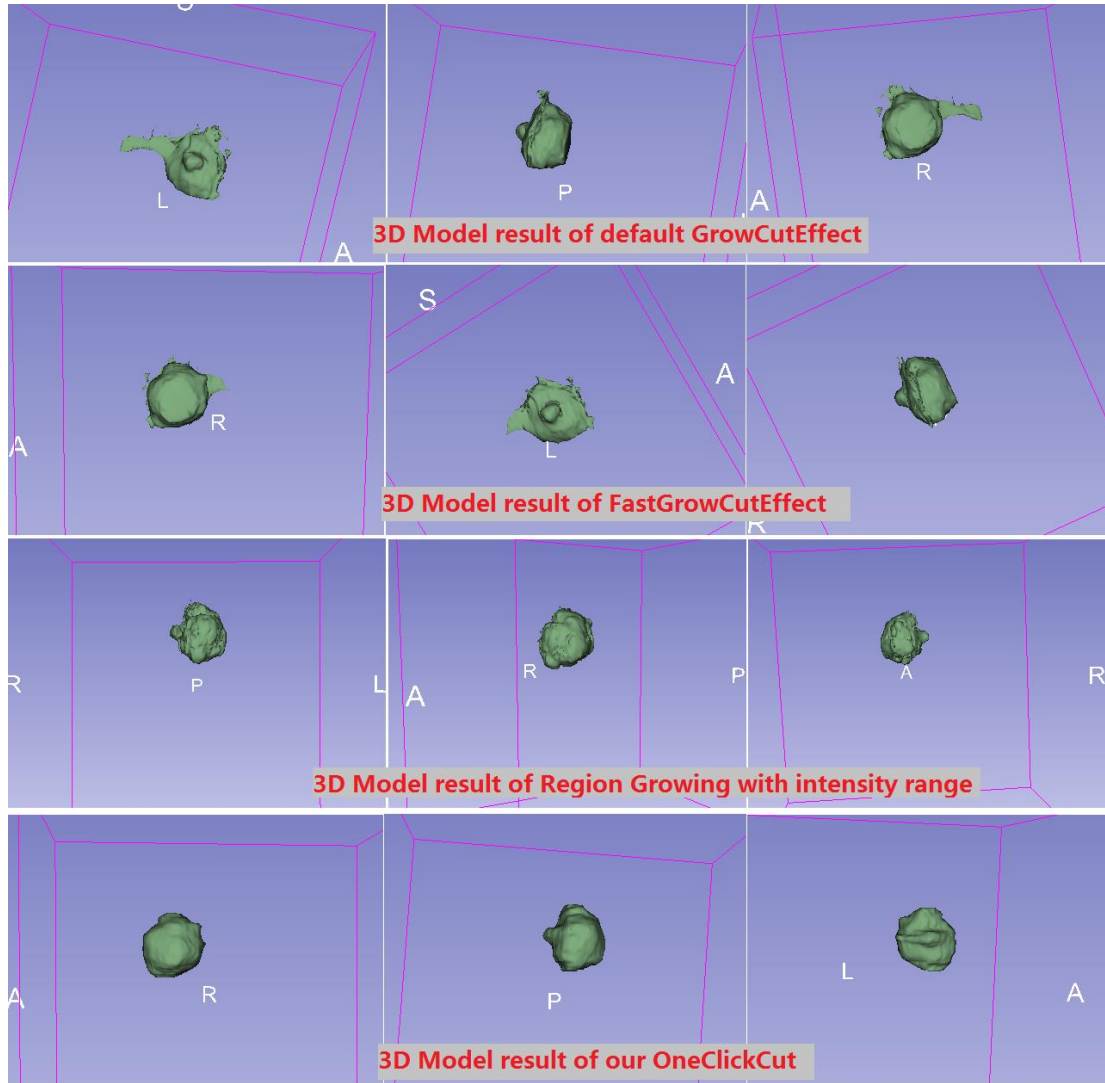


Figure 10 Comparison 3D Model generated by OneClickCut with others

Obviously, the 3D models created from the segmentation results by default GrowCutEffect and third-party FastGrowCutEffect are inferior to the 3D model that automatically created by our OneClickCut extension.

### 3.3 Time Complexity Comparison

Finally, we compare the time costs of different segmentation tools:

Tools\Time	Segmentation time	Model building time	Total time
GrowCutEffect	13.5 s	1.6 s	15.1 s
FastGrowCutEffect	1.2 s	1.6 s	2.8 s
Region Growing with intensity range	1.1 s	1.2 s	2.3 s
OneClickCut	1.1 s	1.2 s	2.3 s

\*Note: Total time of GrowCutEffect and FastGrowCutEffect does not include time costs of user's hands-on operation, like choosing suitable paint size, marking the seeds and prepare results for building a 3D model; Total time of OneClickCut include all those manual operation time.

From the above results, we can see that OneClickCut still achieved the best performance although we include time costs of user's hands-on operation. We don't consider user's operation time into the total time of default GrowCutEffect and FastGrowCutEffect since those time costs may be very different from one user to another, it depends on the user's skill level in using the 3D Slicer. For Region Growing with intensity range, the result of this algorithm is too rough to be used in the actual application.

## 4. System and UI design

### 4.1 Architecture design

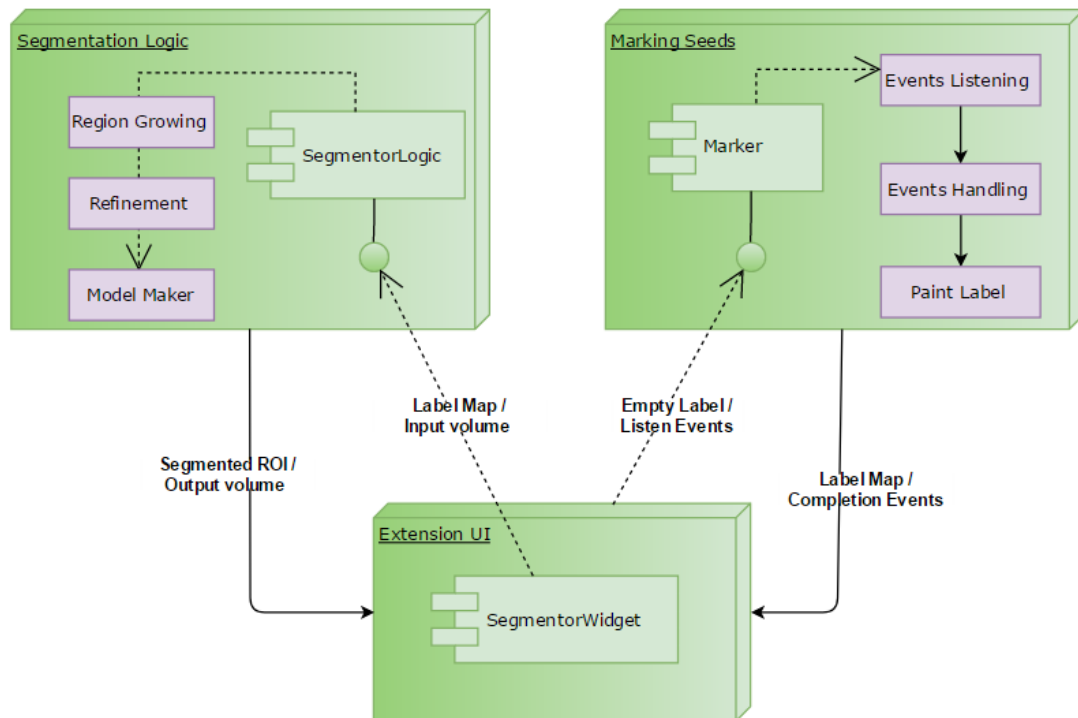


Figure 11 Architecture design of OneClickCut Extension

The above figure shows the architecture of our OneClickCut extension, it consists three modules: SegmentorWidget, Marker, and SegmentorLogic.

The SegmentorWidget is the UI of this extension, it uses “Marker” to processing users’ seed marking events, after a marker is created, the SegmentorWidget monitors the Scene events, if new scene is loaded, it will automatically create an empty label map for input volume and pass it to the “Marker”, then tells the “Marker” to listen the user’s mouse events.



The “Marker” listens to the mouse event and process such event, “Paint Effects” are applied to response to the user’s marking action, like the left picture of Figure 2:



Figure 12 Segmentation steps

After the user released the mouse, the “Marker” will paint the label map and pass the painted label map back to the UI (the “SegmentorWidget”).

After received the marking completion event and painted label map, the “SegmentorWidget” will pass the input volume and painted label map to the “SegmentorLogic”, the SegmentorLogic will do below tasks to segment the 3D ROI:

- 1) Firstly, the SegmentorLogic will call Region Growing algorithm to segment the initial ROI.
- 2) Then, refinement methods are used to improve the initial segmentation results. (See 3.2 Segmentation method) The refinement results like the middle picture in Figure 2.
- 3) Using the refinement results as 3D label map to create a 3D model and present it to the 3D viewer, like the right picture in Figure 2.

## 4.2 UI design

Since we want to streamline the segmentation process and minimize the difficulties of using our extension, the UI is designed to reduce the intervention from end users, most of the parameters are automatically selected or predefined:

▼ Parameters

Input Volume:	MRBrainTumor1
Output Volume:	None
Seeding ROI:	MRBrainTumor1-auto-label
Compensate Value	<div style="display: flex; align-items: center;"> <div style="flex-grow: 1; border: 1px solid #ccc; position: relative;"> <div style="position: absolute; left: 0; top: 0; bottom: 0; background: linear-gradient(to right, #add8e6 49%, #add8e6 49% 51%, #fff 51% 51%, #fff 51% 53%, #add8e6 53% 53%, #add8e6 53% 100%);"></div> <div style="position: absolute; left: 49%; top: 0; bottom: 0; background: linear-gradient(to left, #add8e6 49%, #add8e6 49% 51%, #fff 51% 51%, #fff 51% 53%, #add8e6 53% 53%, #add8e6 53% 100%);"></div> </div> <div style="text-align: right; padding-right: 10px;">11.00</div> </div>
Smooth Value	<div style="display: flex; align-items: center;"> <div style="flex-grow: 1; border: 1px solid #ccc; position: relative;"> <div style="position: absolute; left: 0; top: 0; bottom: 0; background: linear-gradient(to right, #add8e6 49%, #add8e6 49% 51%, #fff 51% 51%, #fff 51% 53%, #add8e6 53% 53%, #add8e6 53% 100%);"></div> <div style="position: absolute; left: 49%; top: 0; bottom: 0; background: linear-gradient(to left, #add8e6 49%, #add8e6 49% 51%, #fff 51% 51%, #fff 51% 53%, #add8e6 53% 53%, #add8e6 53% 100%);"></div> </div> <div style="text-align: right; padding-right: 10px;">10.00</div> </div>
Marker Size	<div style="display: flex; align-items: center;"> <div style="flex-grow: 1; border: 1px solid #ccc; position: relative;"> <div style="position: absolute; left: 0; top: 0; bottom: 0; background: linear-gradient(to right, #add8e6 49%, #add8e6 49% 51%, #fff 51% 51%, #fff 51% 53%, #add8e6 53% 53%, #add8e6 53% 100%);"></div> <div style="position: absolute; left: 49%; top: 0; bottom: 0; background: linear-gradient(to left, #add8e6 49%, #add8e6 49% 51%, #fff 51% 51%, #fff 51% 53%, #add8e6 53% 53%, #add8e6 53% 100%);"></div> </div> <div style="text-align: right; padding-right: 10px;">5.00</div> </div>
Fully Auto Mode	<input checked="" type="checkbox"/>
Auto Create Label For Marking	<input checked="" type="checkbox"/>
Auto Generate 3D Model	<input checked="" type="checkbox"/>
Auto Segment After Marking	<input checked="" type="checkbox"/>
<div style="background-color: #f0f0f0; padding: 5px 20px; border: 1px solid #ccc; display: inline-block;">Manually Apply</div>	

Figure 13 User interface of OneClickCut



This extension can monitor users' actions in 3D Slicer (listen to the scene events), the "Input volume" and "Seeding ROI" are automatically selected and created after user loaded the data or user entered this extension. However, the user can change input volume if they think the current selection is not favorable. The "Output volume" is automatically created after segmentation, it is not required to predefine before segmentation. That can reduce the complexities of using this segmentation extension.

The "Compensate value" is used for compensating a value to the intensity range of Region Growing Algorithm; the "Smooth value" indicates the degree of smoothing when creating 3D Model.

The "Marker size" is predefined to 5 (pixels radius) by default, this size is determined by our experience in using other segmentation tools, we found that other segmentation tools set this value too large, the user need to change it every time when they using it, but, our default setting of Marker size, 5-pixels-radius, is suitable for most cases, although the user can change the value by themselves.

We set "Fully Auto Mode" to be checked by default to minimize users' intervention, so that this extension will "Auto Create Label for Marking", "Auto Segment after Marking" and "Auto Create 3D Model". However, the user can uncheck "Fully Auto Mode", that will make the user determine that whether it automatically create label map or not, whether it automatically do segmentation after marking the seeds or not, whether it automatically create 3D model or not, if the user unchecked one of them, such as "Auto Segment after Marking" is unchecked, the "Manually Apply" button is enabled, then the user can click this "Manually Apply" button to do segmentation after finished seeds marking. Similarly, if the user unchecked "Auto Create 3D Model", the 3D model will not be created after segmentation.

## 5. Interfaces and code analysis

### 5.1 Source files analysis

```
#  
Segmentor.py  
#
```

The Segmentor Module, Include 2 Classes:

"Segmentor" is the Scripted Loadable module, used for setting product info.

"SegmentorWidget" is the UI of this product, handle events (with the help of Marker class). SegmentorWidget have a member called "marker" which is the instance of Marker, used for selecting seeds.

#

*Marker.py*

#

Include Marker class which implements simple paint effect.

This class used for marking the seeds, modified from the Editor module of 3D Slicer; UI module will call the listen to the function of this class, after listening to the mouse event; this class will process the user input event, handle the marking seeds function.

#

*SegmentorLogic.py*

#

The actual implementation 3D segmentation of extension OneClickCut; the main segmentation logic is implemented in "run" function; the UI model will call the run function after user marked the initial seeds; region-grow(grow-cut) algorithm was first used, then OpenCV was used for refinement of the output of grow-cut, then the 3D model was presented in 3D view.

#

*SegmentorUtils.py*

#

Include the helper function for region growing algorithm.

#

*Cv2.pyd*

#

Is the OpenCV Python module, which is loaded by OneClickCut at runtime. OneClickCut will use some functions from this module for post-processing.

#

*Testing/ MRBrainTumor1.nrrd*

#

Used for testing, which will be loaded by OneClickCut at runtime if you click "Reload & Test" button.

## 5.2 Functions and Interfaces

#

*Class SegmentorWidget*

#

**def** enter(**self**):

Usage: After the user entered this extension, we need to automatically create a label for the user to marking (if Auto Mode and need to create that label). Then we listen to the

events, such as mouse event, scene event.

**def exit(self):**

Usage: Remove mouse and scene listener after the user left this extension.

**def onSceneClose(self, caller=None, event=None):**

Usage: When scene closed, drop the listener.

**def createLabel(self):**

Usage: If Auto Create Label is checked, automatically create a label for the user to mark.

**def onPaintBefore(self):**

Usage: Marker will call this function to get label node, the marker will paint on this label.

**def onEndPaint(self):**

Usage: Marker would call this function after the user has marked the seeds.

**def onMarkerSizeChanged(self):**

Usage: The marker size changed by the user, recreate the marker with that size.

**def updateLabelNode(self, caller=None, event=None):**

Usage: Used for detection of volume changes, after user reselects the input volume or changed the scene, if the label map is not created yet, create it automatically.

**def onApplyButton(self):**

Usage: Call the logic module to do real works when the user clicked apply button (only happens in manual mode) or being called after marking completed (happens in auto mode).

**#**

**Class Marker**

**#**

**def setup(self, parent, radius):**

Usage: Used to initialize the marker. Such as initializing the paint and paint-effect, prepare event listeners.

**def createGlyph(self, polyData):**

Usage: Create a polygraph, used for marking the seeds, mark a polygraph seed area after the user clicks instead of just mark one pixel.

**def listen(self):**

Usage: Listen to the user event, such as mouse event, processEvent function will handle these events.

**def dropListen(self):**

Usage: After the user leaves this extension or closed the scene, we drop the event listener, that means don't listen to the mouse event.

**def processEvent(self, caller=None, event=None):**

Usage: Process the marking event, after listening to the 3D volume, the mouse button down, mouse move and mouse release event will help us to paint the label (marking seeds).

**def paintAddPoint(self, x, y):**

Usage: Call this function when painting, if delayed painting, show the paint effects, otherwise do real painting (on label map).

**def paintFeedback(self):**

Usage: Show the paint effects when painting.

**def paintApply(self):**

Usage: Do the real paint work, will first get label node, then call paintBrush do real paint on label map, then show paint effects.

**def paintBrush(self, labelNode, x, y):**

Usage: This function will do real painting; it uses a brush to paint the seeds instead of draw single pixel. Paint label is 1 by default.

#

*Class SegmentorLogic*

#

**def run(self, inputVolume, seedingROI, paintSize, automodel):**

Usage: The actual segmentation algorithms implemented in this function: firstly, use grow-cut to make initial ROI; then, use OpenCV (convex hull, morphological operation) to refine the ROI; finally, present the ROI model in 3D view.

**def growCut(self, inputVolumeData, seedingROIData, outputROIData):**

Usage: Region growing algorithm in 3D space, modified from grow-cut in the 3D slicer. However, the result of this grow-cut algorithm is rough, need further refinement.

**def makeModel(self, volumeNode):**

Usage: This function is modified from "Model Maker" in the 3D slicer, used to create a model using the command line module, based on the current editor parameters.

```
#
Class SegmentorTest
#
```

```
def runTest(self):
```

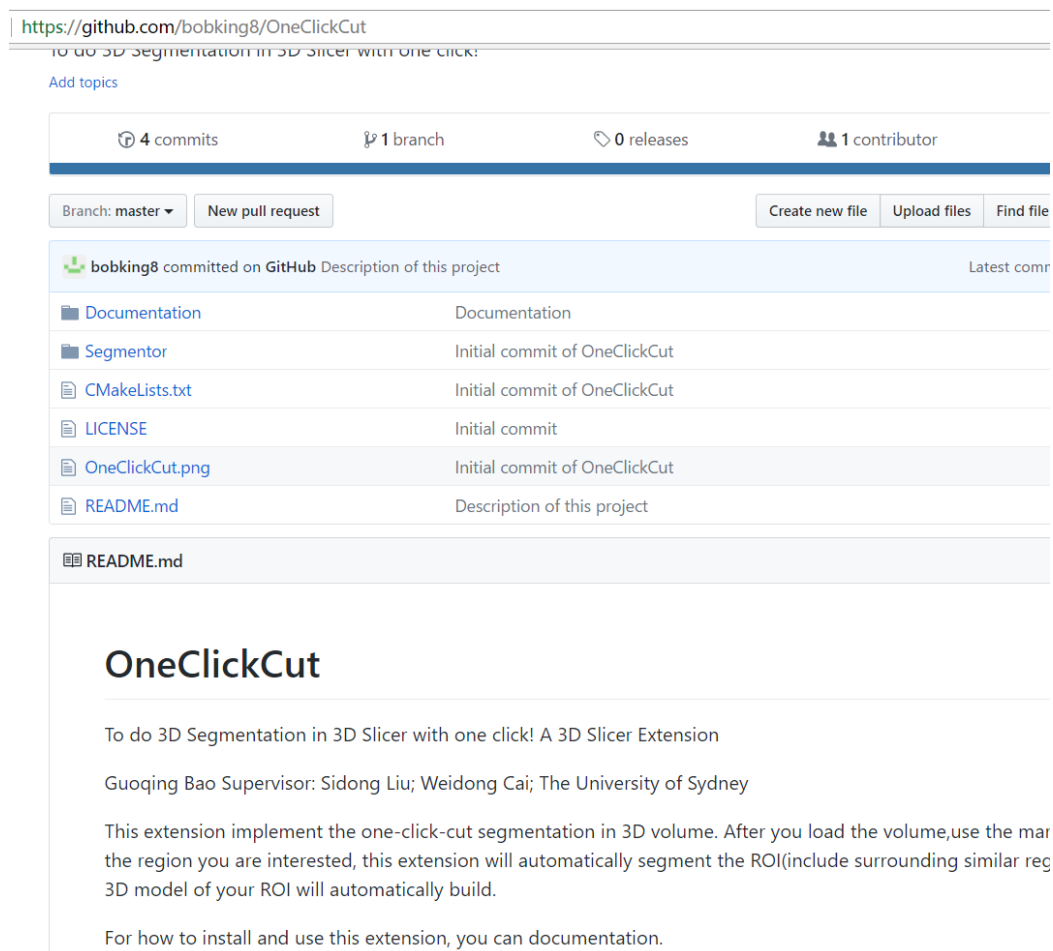
Usage: After “Test” button clicked, this function will be called, used for testing the OneClickCut.

```
def test(self):
```

Usage: Main test function, include loading test data, testing paint effect, marking the seeds, testing segmentation.

## 6. Version Control

We use Github as the main tool to do version control, the public address of this project is <https://github.com/bobking8/OneClickCut>



<https://github.com/bobking8/OneClickCut>

To do 3D Segmentation in 3D Slicer with one click!

Add topics

4 commits 1 branch 0 releases 1 contributor

Branch: master New pull request Create new file Upload files Find file

bobking8 committed on GitHub Description of this project Latest commit

File	Description
Documentation	Documentation
Segmentor	Initial commit of OneClickCut
CMakeLists.txt	Initial commit of OneClickCut
LICENSE	Initial commit
OneClickCut.png	Initial commit of OneClickCut
README.md	Description of this project

README.md

# OneClickCut

To do 3D Segmentation in 3D Slicer with one click! A 3D Slicer Extension

Guoqing Bao Supervisor: Sidong Liu; Weidong Cai; The University of Sydney

This extension implement the one-click-cut segmentation in 3D volume. After you load the volume, use the mark the region you are interested, this extension will automatically segment the ROI (include surrounding similar region). The 3D model of your ROI will automatically build.

For how to install and use this extension, you can documentation.

Figure 14 Screenshot of project address in Github

We use Github desktop application to manage file changes and commit to the Github server

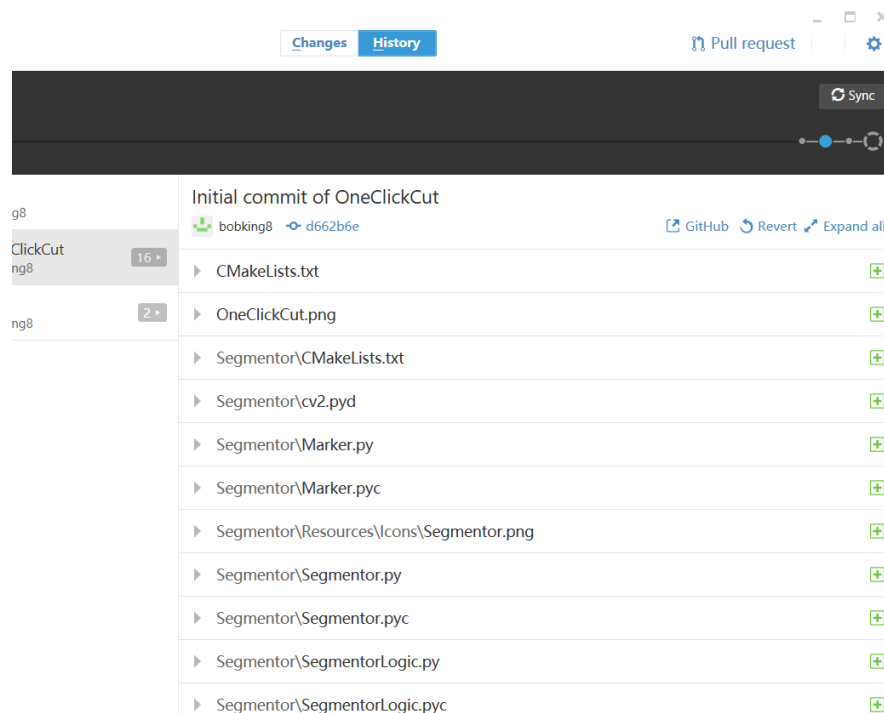


Figure 15 Github desktop application for version control of the project

To check out this project from Github, you can use Git command and type:  
 git clone <https://github.com/bobking8/OneClickCut.git> YOUR\_FOLDER

## 7. Testing

To verify your installation of OneClickCut, we have an automatic testing tool, you can click “Reload & Test”:

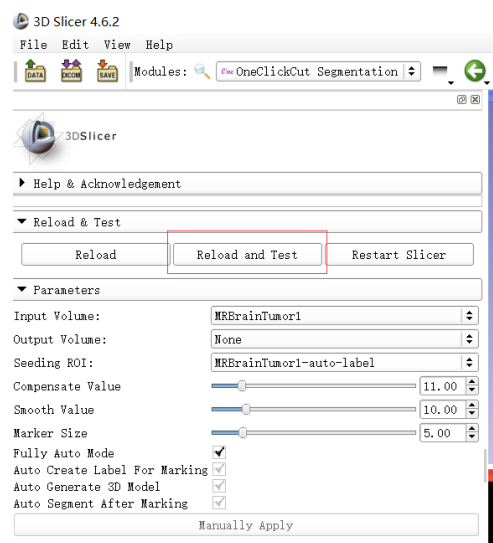
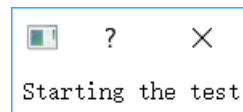
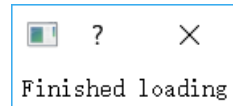


Figure 16 Launching the Testing tools

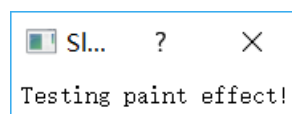
It will firstly prompt a message called “Starting the test” to indicate the testing is started:



Then, the testing tool will load a file named “MRBrainTumor1.nrrd” in the “Testing” folder (which is the sub-folder of OneClickCut):



After loading finished, there will be an MR Brain loaded in 3D Slicer.



Then, it will test to paint a label map to the tumor area:

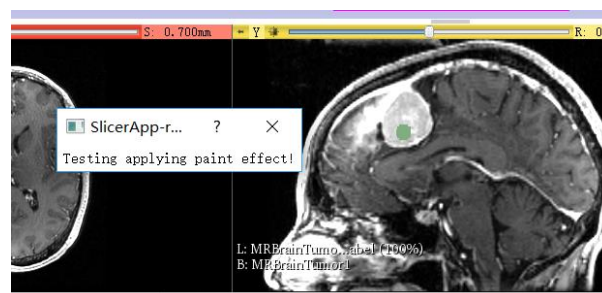
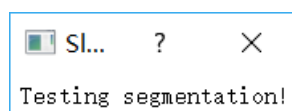


Figure 17 Automatic testing - Painting label

After that, it will test segmentation using the label map it painted before:



After the segmentation completed (less than 2 seconds), the segmentation results and 3D model will appear in 3D Slicer:

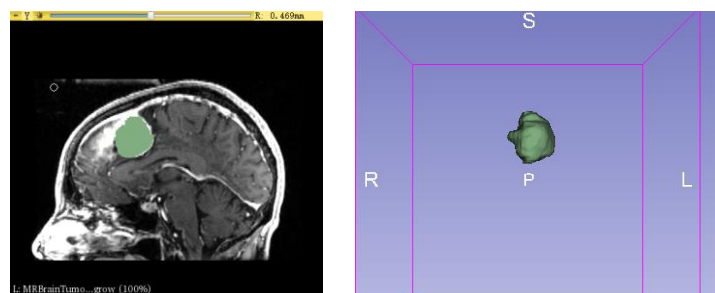


Figure 18 Testing results



You will see the testing log in Python Interactor, like this:

```
Python Interactor
AddObserver 132
AddObserver 133
AddObserver 134
AddObserver 135
AddObserver 136
AddObserver 137
AddObserver 138
automatically create new label for marking
Finished loading
size 452 300
Testing paint at point 176.28 189.0
Testing paint effect!
Testing applying paint effect!
Start Perform Grow-Cut: inputVolumeData shape 112 256 256
inputVolumeData shape 112 256 256
Start to Find ROI Convexhull: outputROIData shape 112 256 256
Testing segmentation!
```

Figure 19 Testing log

## 8. Download or View Demo Video

The short Demo video shows how to use the OneClickCut and what's the difference between OneClickCut and other segmentation tools, you can download it or view it online from here:

<https://drive.google.com/file/d/0BwzeM1GC6LvzbmtzNzRxaHEyTjQ/view?usp=sharing>

It is important that you need to change the Quality of the video to 1080P to view the details, the video firstly uses traditional segmentation tool to do segmentation and then use OneClickCut. Download Button can be found in the right corner.

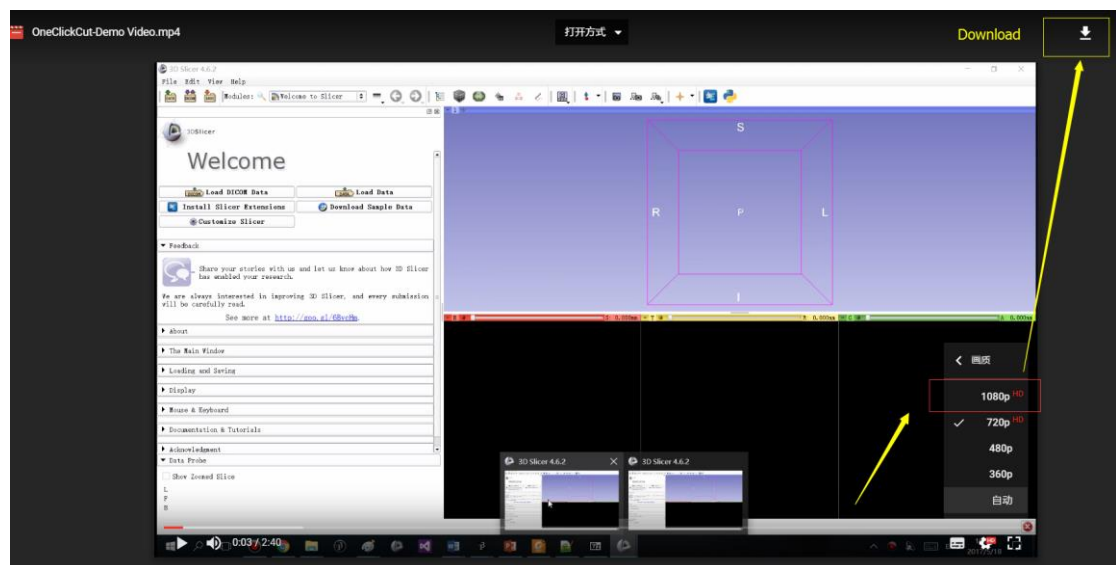


Figure 20 Download or View Demo Video