

# Biomedical engineering: creating computer models of bones to aid with successful surgical repair.

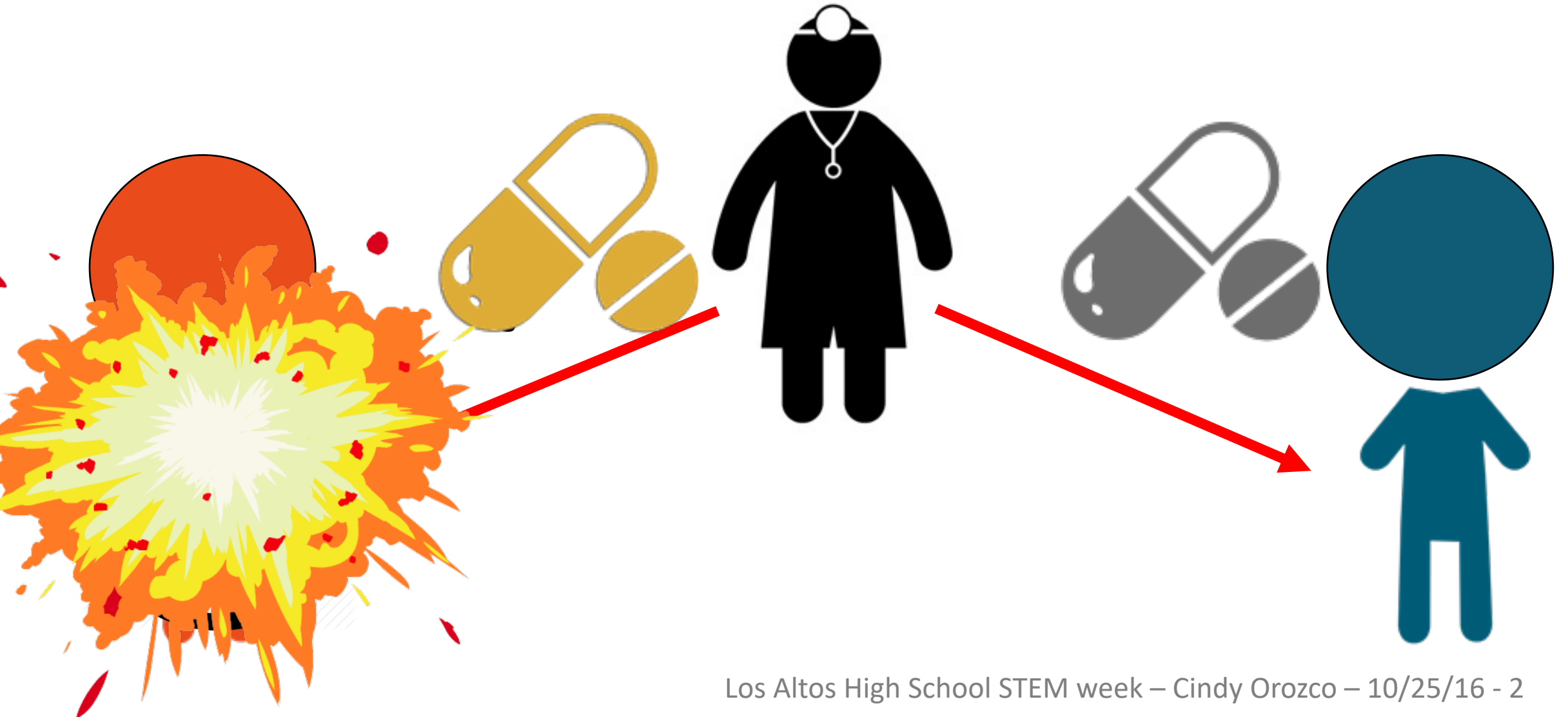
Cindy Orozco – Stanford University

Prof. Fernando Ramirez – Universidad de Los Andes

Gabriel Espinosa – Universidad de Los Andes

Milena Duque – Universidad de Los Andes

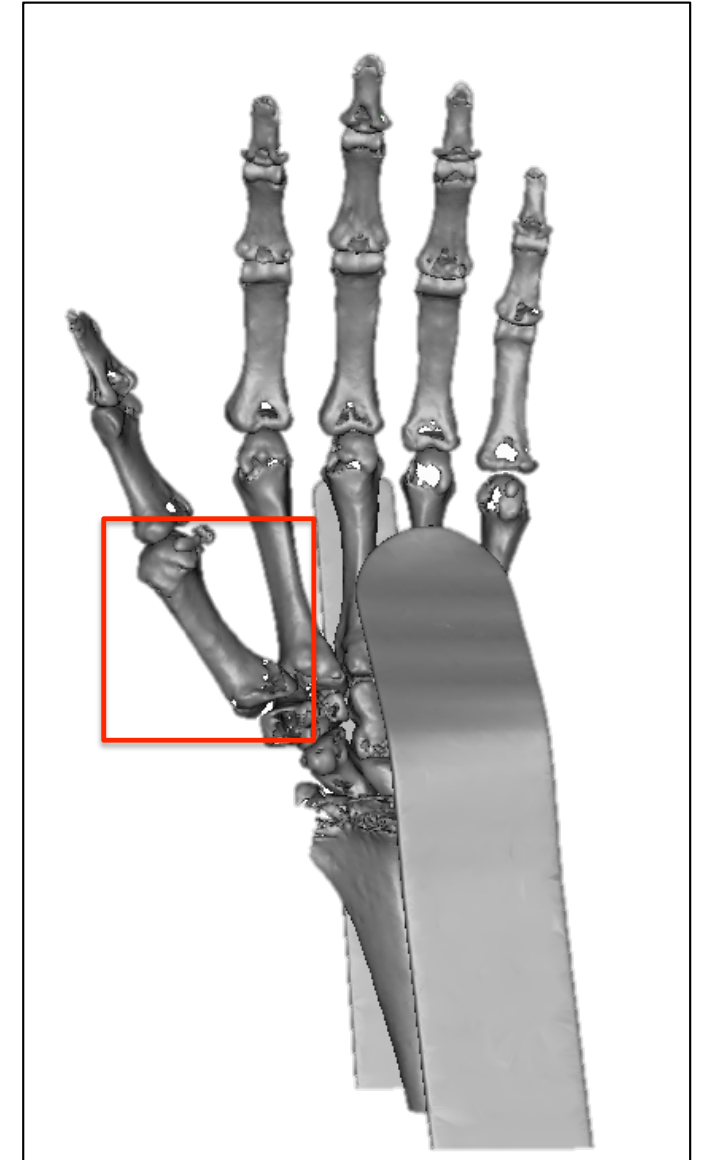
# What is the motivation?



# What is the motivation?

- Predict if the surgery will solve the patient condition
- Anticipate the side effects of the surgery
- Tailor the treatment for the needs of each patient (e.g. athletes, artists, ...)

## Personalized Numerical Model



# Personalized Numerical Model

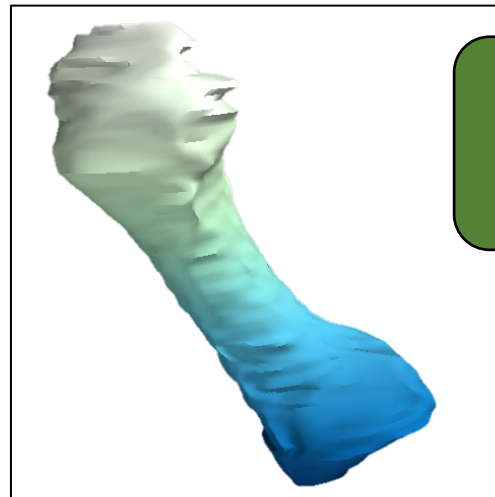
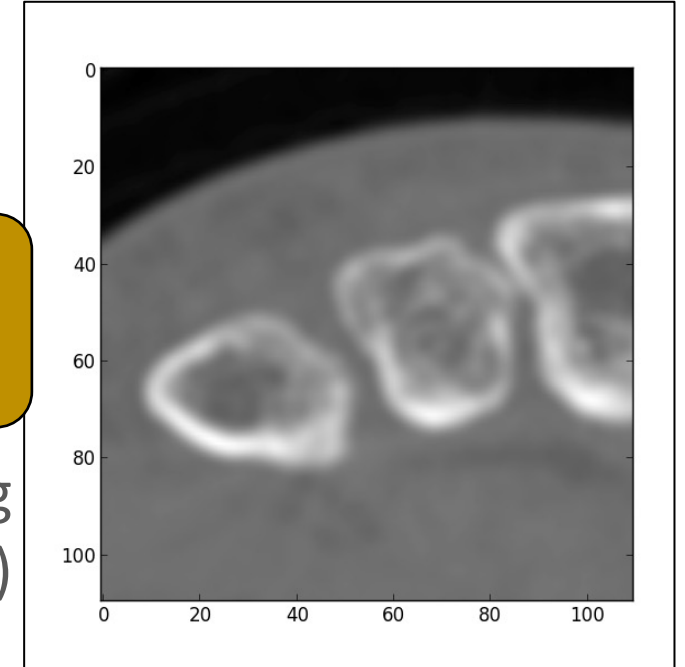
$$a(u, w) = L(w)$$

**Physics/  
Math**

Elasticity formulation  
Finite Elements  
(Find a known model)

**Data**

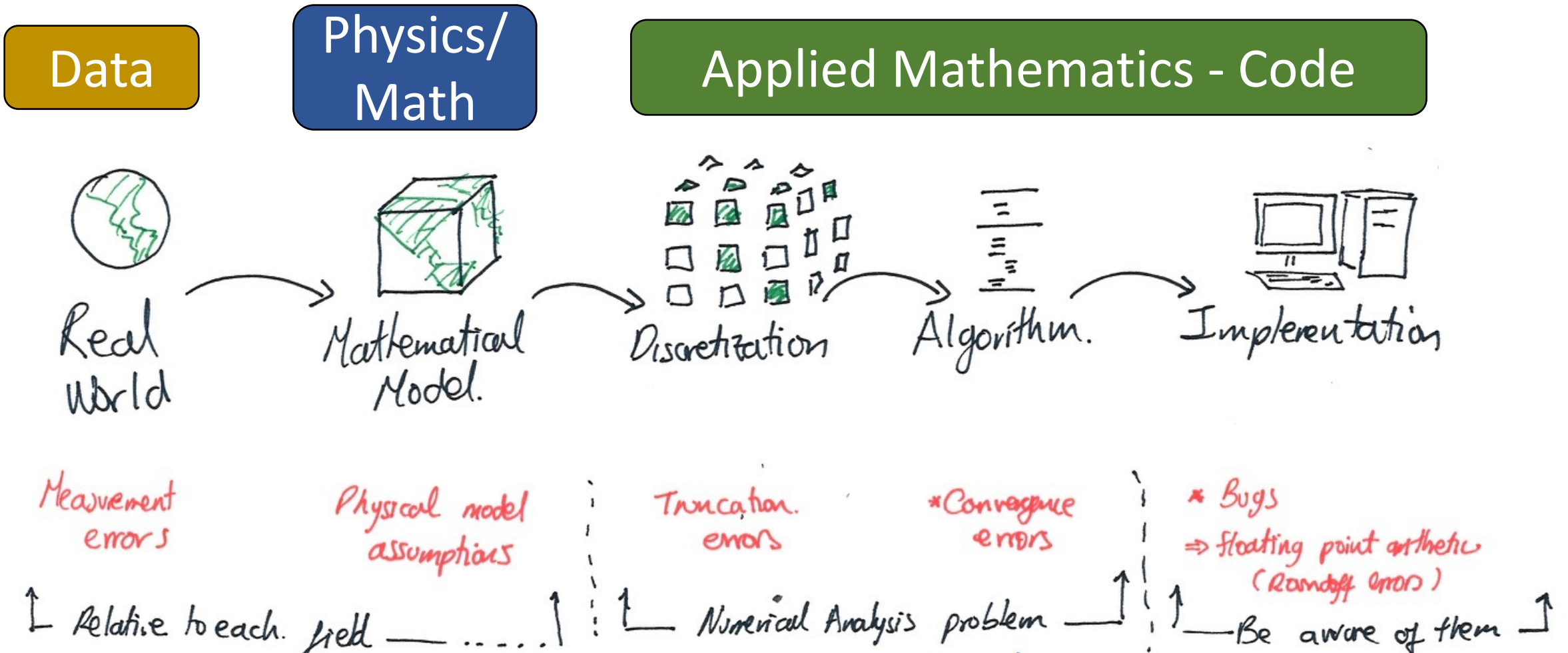
CT - Image Processing  
(Extract Information)



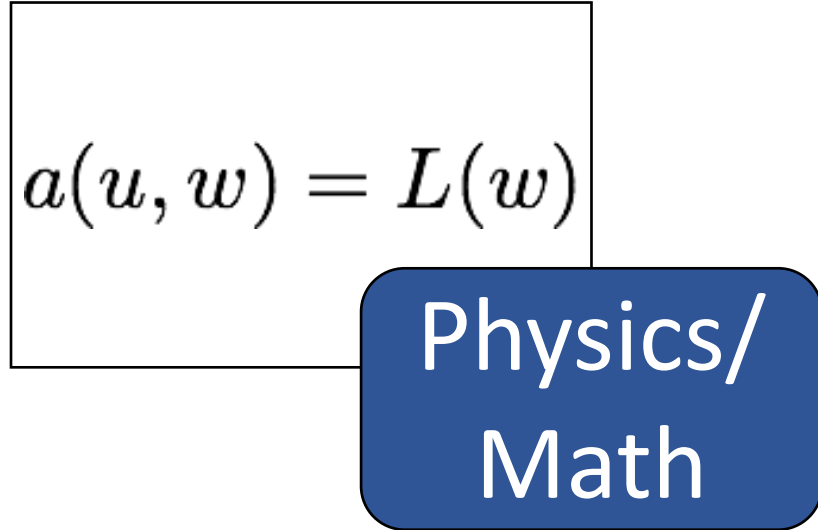
**Code**

Implementation  
Algorithms  
(Solve the problem)

# Why do we care about Data - Physics - Code?



# Personalized Numerical Model


$$a(u, w) = L(w)$$

Physics/  
Math

Elasticity formulation  
Finite Elements  
(Find a known model)

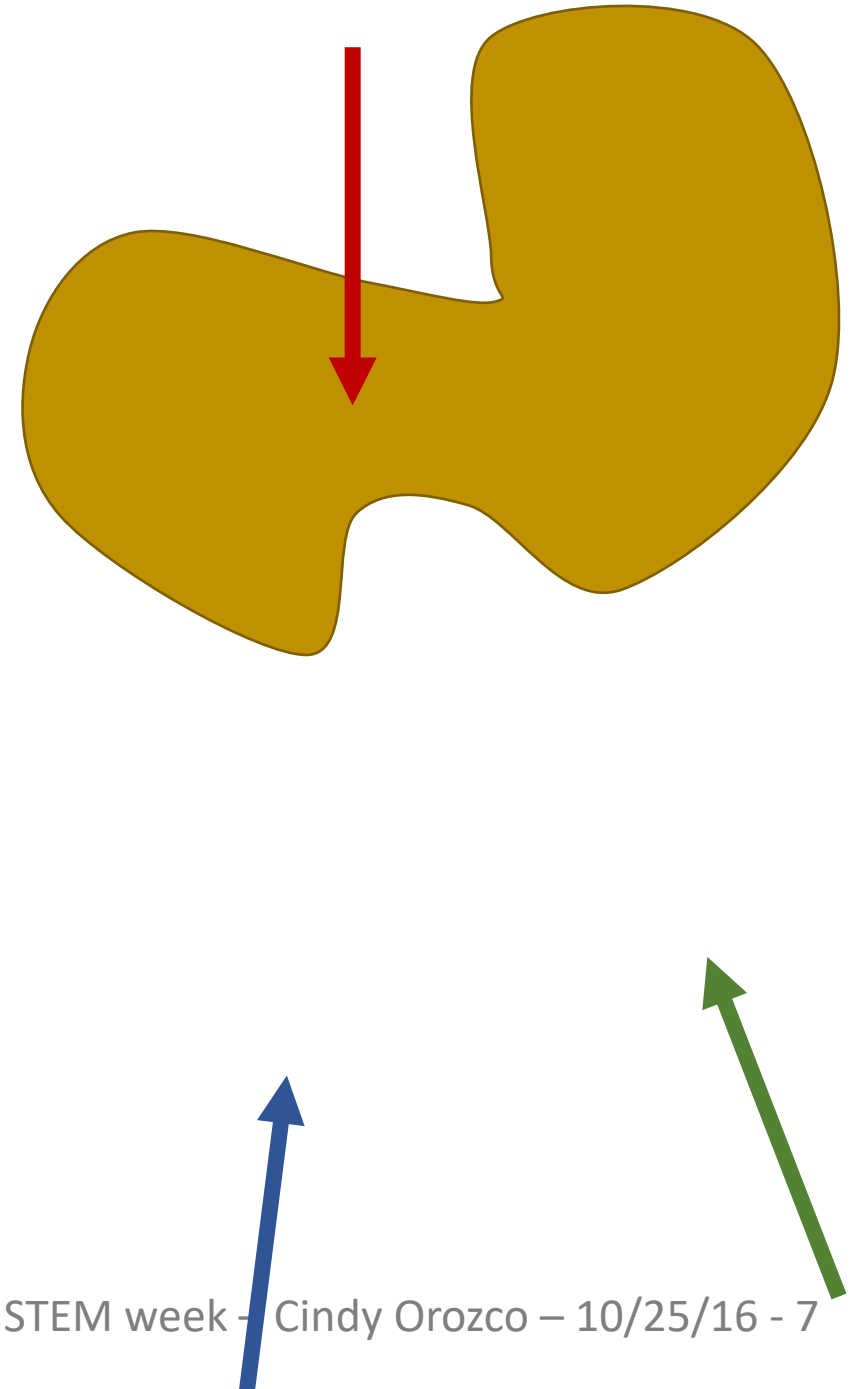
# Physics: Newton's Laws

**Force** is an interaction that changes the motion of a body

$$\vec{F} = m\vec{a}$$

To be in **equilibrium** we require zero – acceleration:

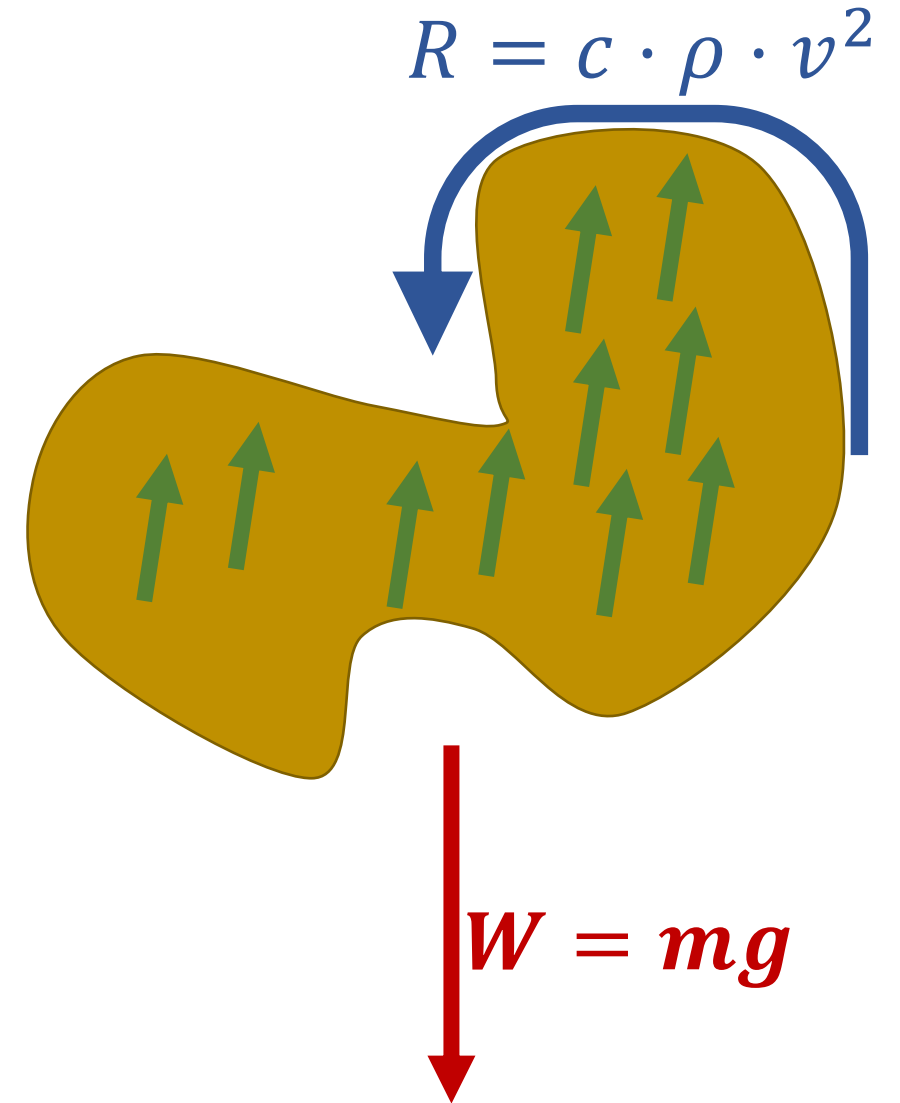
$$\sum_i \vec{F}_i = 0$$



# Physics: Equilibrium

We have 3 types of **forces**:

- **Body** forces:  
Affect the body without touching it : Weigh
- **Surface** forces:  
Touch the body on the surface: Drag or Air resistance
- **Internal** forces:  
How the body responds: Resistance of the material = stress





# Physics: Internal forces and Cauchy Stress

- Relate deformation of a body with the resistance of the material

$$F_{internal} = \frac{\partial \sigma}{\partial x}$$

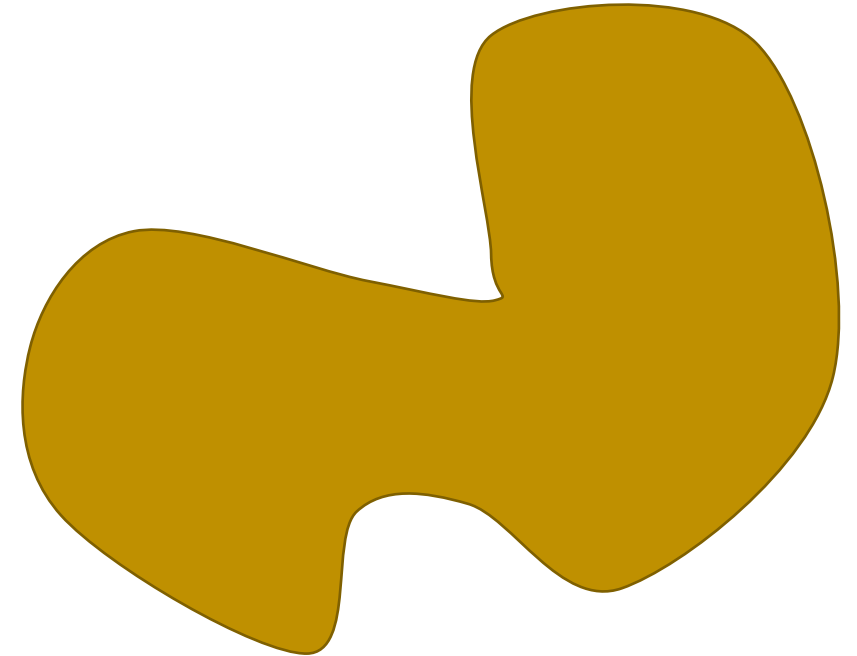
Change in the stress

- Hooke's Law:

$$\sigma = C \frac{\partial u}{\partial x}$$

Change in the displacement

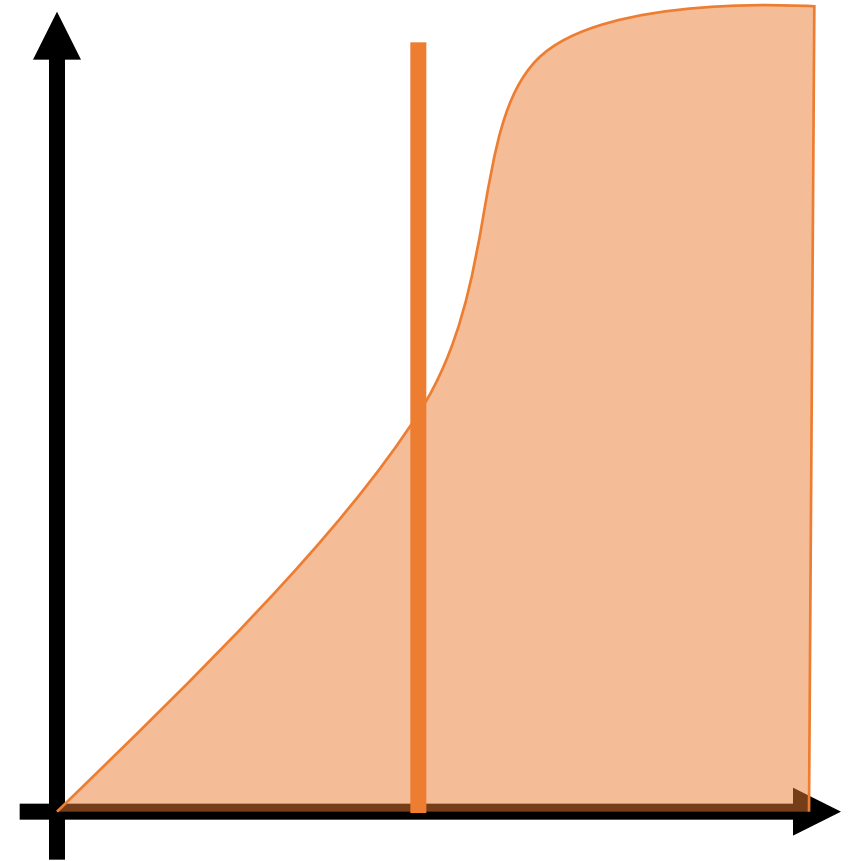
Elasticity coefficient  
Young's Modulus / Poisson's Ratio



# Physics: Virtual Work

- Not all the functions have derivatives
- We want to replace the Force by something without derivatives
- **Work:** force acting in a moving point
  - It is strongly related with kinetic and potential energy

$$W = \int_{\Omega} F \cdot s \, dV$$



# Physics: Weak Formulation or Virtual Work

$$\int_{\Omega} \left( \frac{\partial u_k}{\partial x_l} + \frac{\partial u_l}{\partial x_k} \right) c_{ijkl} \frac{\partial w_i}{\partial x_j} d\Omega$$

Goal: Unknown

It can take any value and the equation must be true

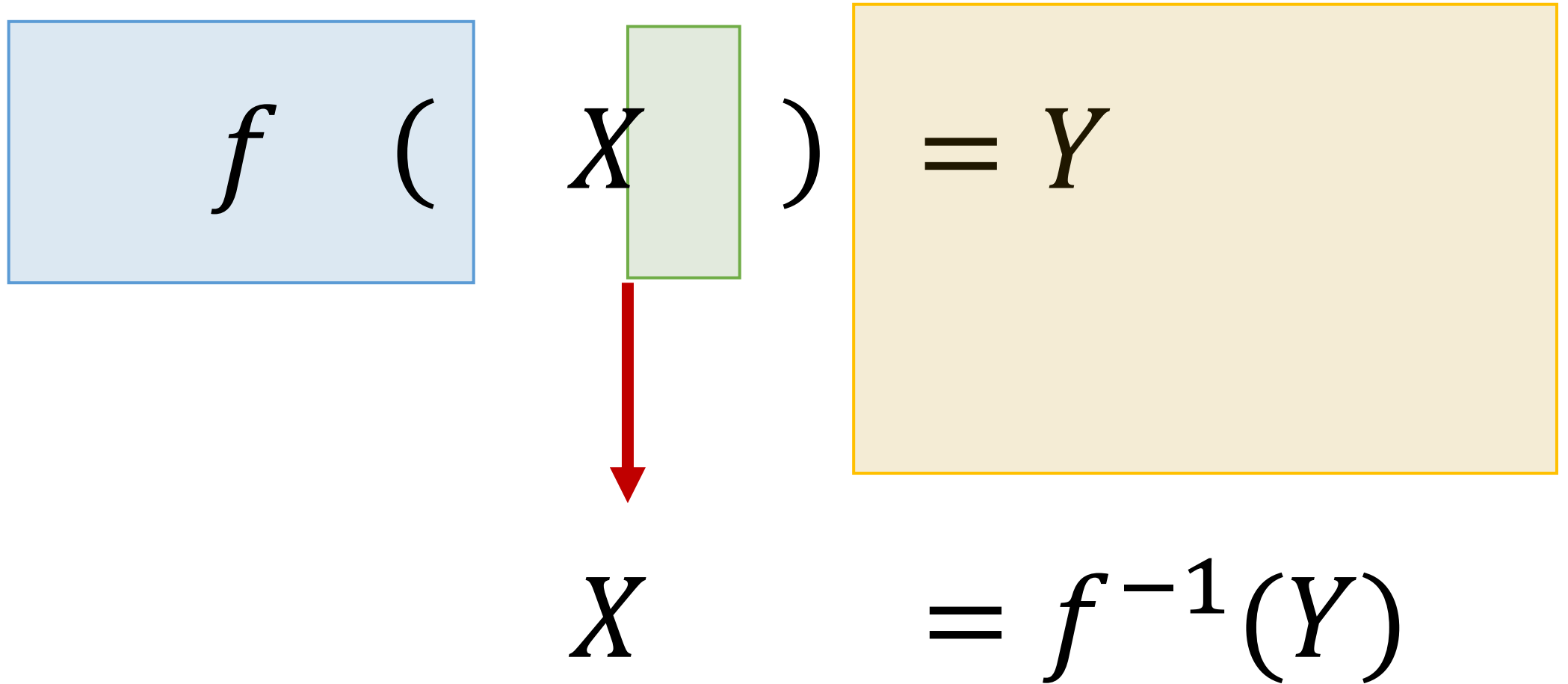
"Joker"



$$= \int_{\Omega} w_i f_i d\Omega + \sum_{i=1}^d \left( \int_{\Gamma_{N_i}} w_i h_i d\Gamma \right)$$

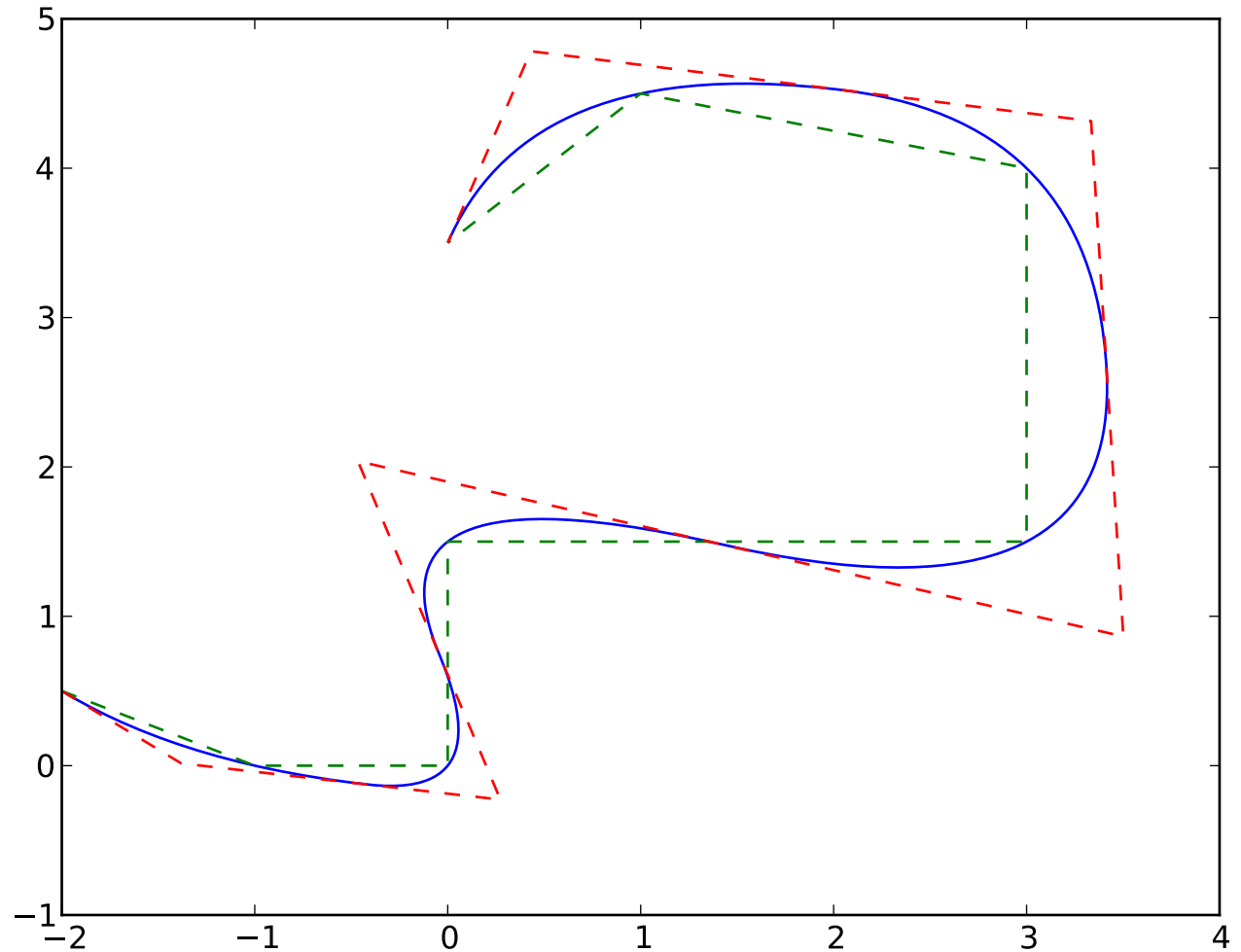
External Input: Known

# Applied Math: Isogeometric Discretization

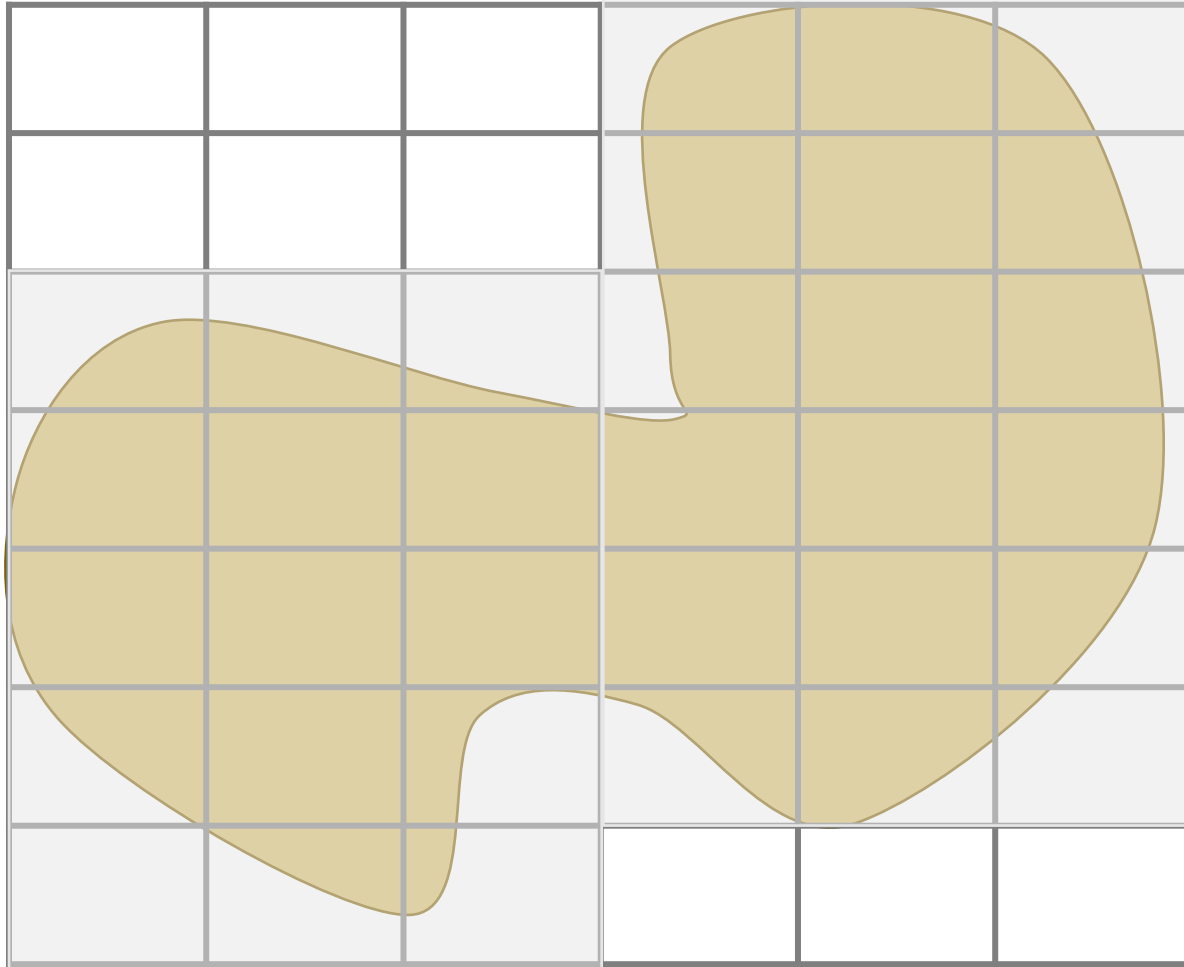


# Applied Math: Isogeometric Discretization

- To get a function “easy” to invert, we approximate position and displacement by nice functions, called:
- **B-splines**: smooth piece-wise polynomials
- We use a **parametric** representation
$$(x, y) = (x(t_1), y(t_1))$$
- **NURBS** are a generalization used in CAD



# Applied Math: Isogeometric Discretization



1) Cut it into pieces

2) Approximate as a rectangle

# Applied Math: Finite Elements Method

- For all possible polynomials we have a different equation. Then we take the monomials some degree  $\{1, t, t^2, t^3, \dots, t^p\}$
- We replace and compute the integrals
- We assume that the solution is a linear combination

$$u(t) = \sum \alpha_i t^i$$

# Applied Math: Finite Elements method

$$\begin{cases} a_{00}\alpha_0 + \dots + a_{0p}\alpha_p = b_0 \\ \vdots \\ a_{p0}\alpha_0 + \dots + a_{pp}\alpha_p = b_p \end{cases}$$

Linear System

$$\vec{\alpha} \begin{bmatrix} a_{00} & \dots & a_{0p} \\ \vdots & \ddots & \vdots \\ a_{p0} & \dots & a_{pp} \end{bmatrix} = \begin{bmatrix} b_0 \\ \vdots \\ b_p \end{bmatrix}$$

$\begin{bmatrix} a_{00} & \dots & a_{0p} \\ \vdots & \ddots & \vdots \\ a_{p0} & \dots & a_{pp} \end{bmatrix} = K$ 
 $\begin{bmatrix} \alpha_0 \\ \vdots \\ \alpha_p \end{bmatrix} = \vec{\alpha}$



# Applied Math: Numerical Linear Algebra

- This system can be solve using
  - **Direct Methods:** Back substitution, LU factorization, QR Factorization, Least Squares
  - **Iterative Methods:** Guess a solution and iterate: Jacobi iterations and Conjugate Gradient

Multiple algorithms, each suitable for a different type of problem.

# Personalized Numerical Model

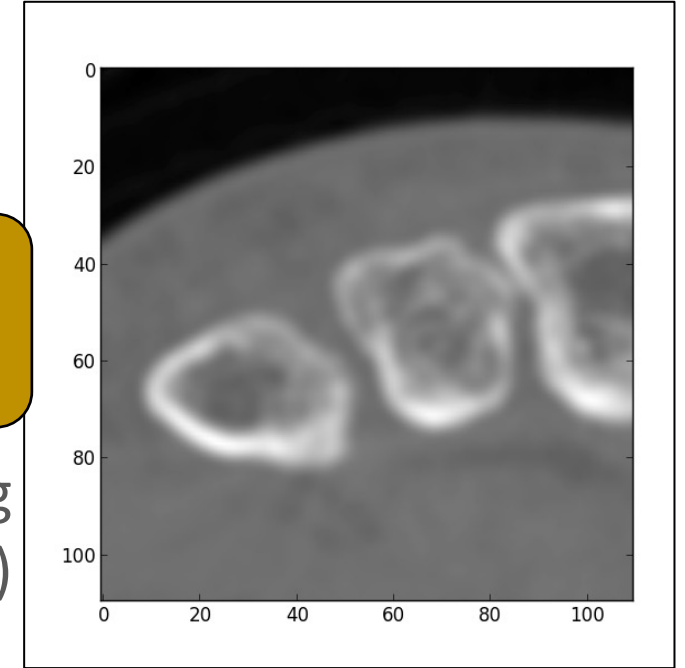
$$a(u, w) = L(w)$$

Physics/  
Math

Elasticity formulation  
Finite Elements  
(Find a known model)

Data

CT - Image Processing  
(Extract Information)

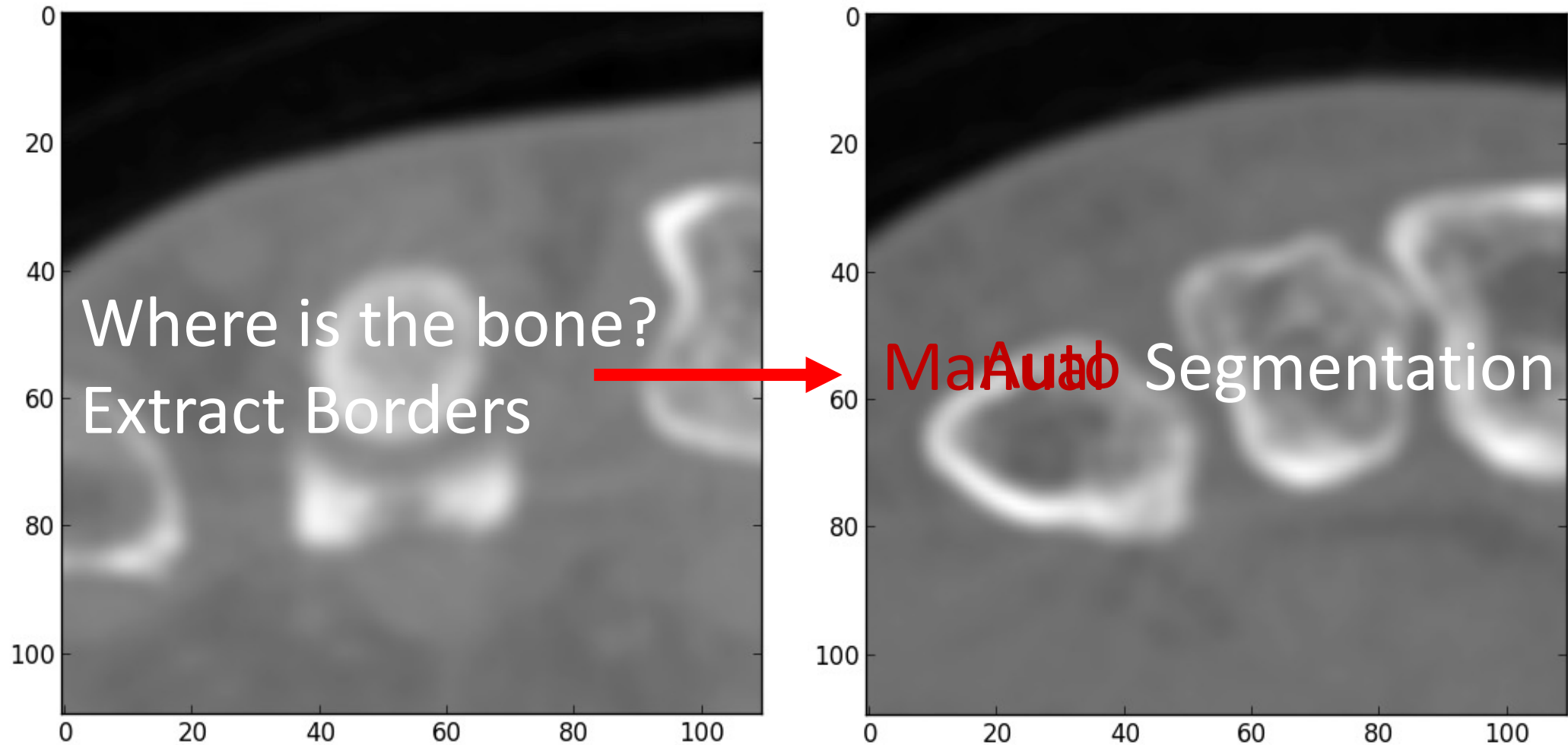


# Data: Computational Tomography

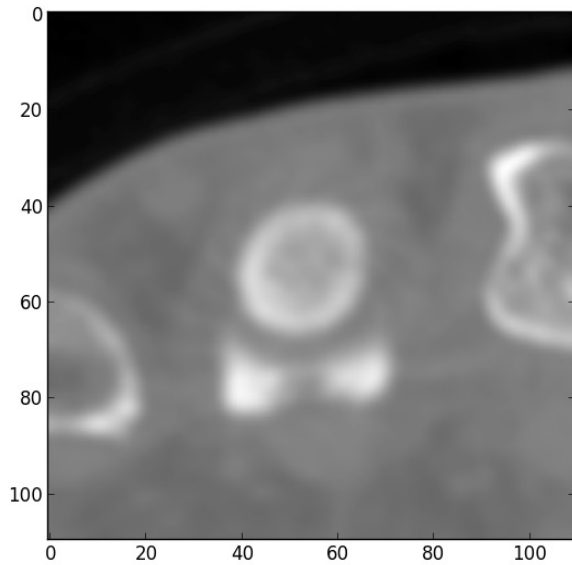
- X-rays: type of energy that penetrates the body
- Ring produces them and detects their behavior into the body
- Moving across the body allows to create 3D images
- Comparable to more than 1 year of background radiation



# Data: How does it look a CT?

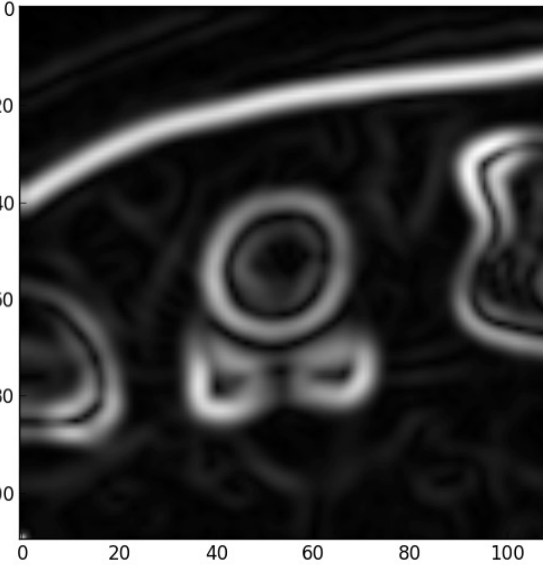


# Data: Segmentation: Canny edge detector



Initial

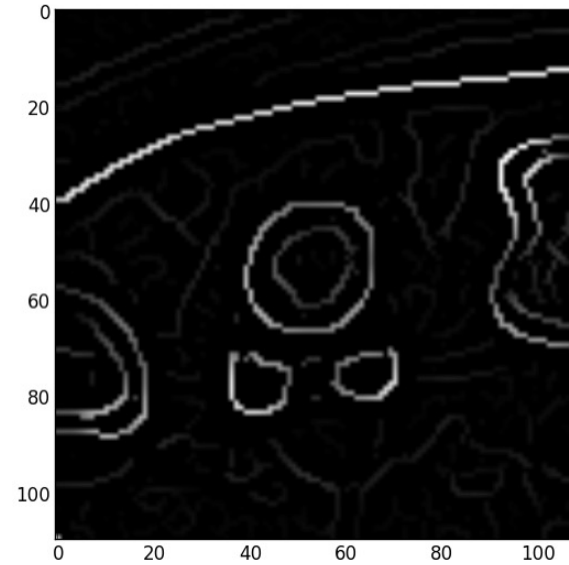
$$\begin{bmatrix} * & \dots & * \\ \vdots & \ddots & \vdots \\ * & \dots & * \end{bmatrix}$$



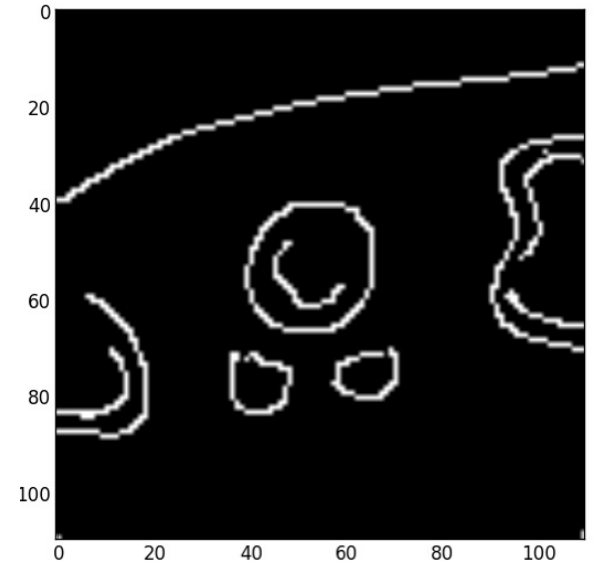
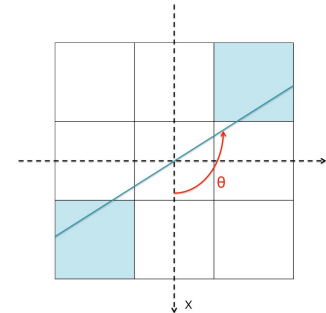
Intensity Gradient

$$K_X = \begin{pmatrix} -1 & -2 & -1 \\ 0 & 0 & 0 \\ 1 & 2 & 1 \end{pmatrix}$$

$$K_Y = \begin{pmatrix} -1 & 0 & 1 \\ -2 & 0 & 2 \\ -1 & 0 & 1 \end{pmatrix}$$



Non-maxima  
suppression



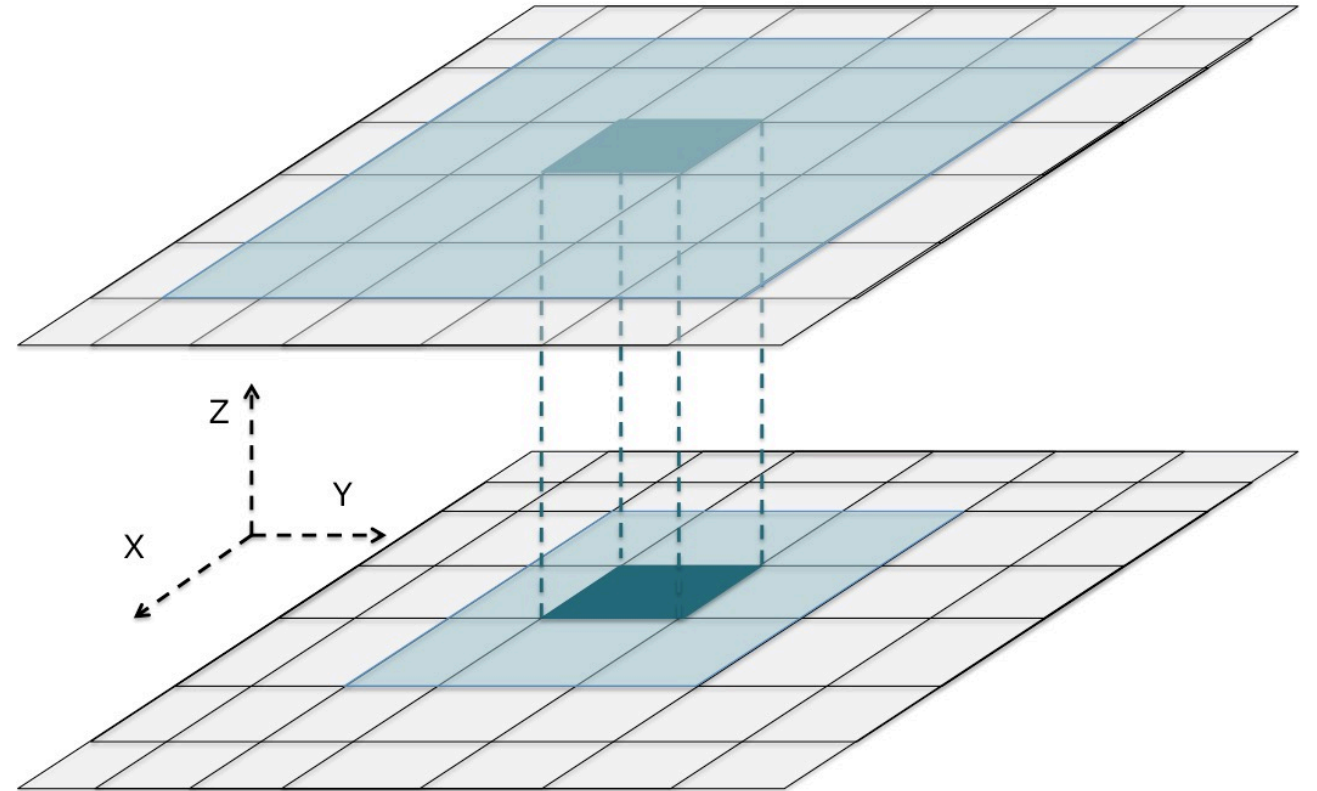
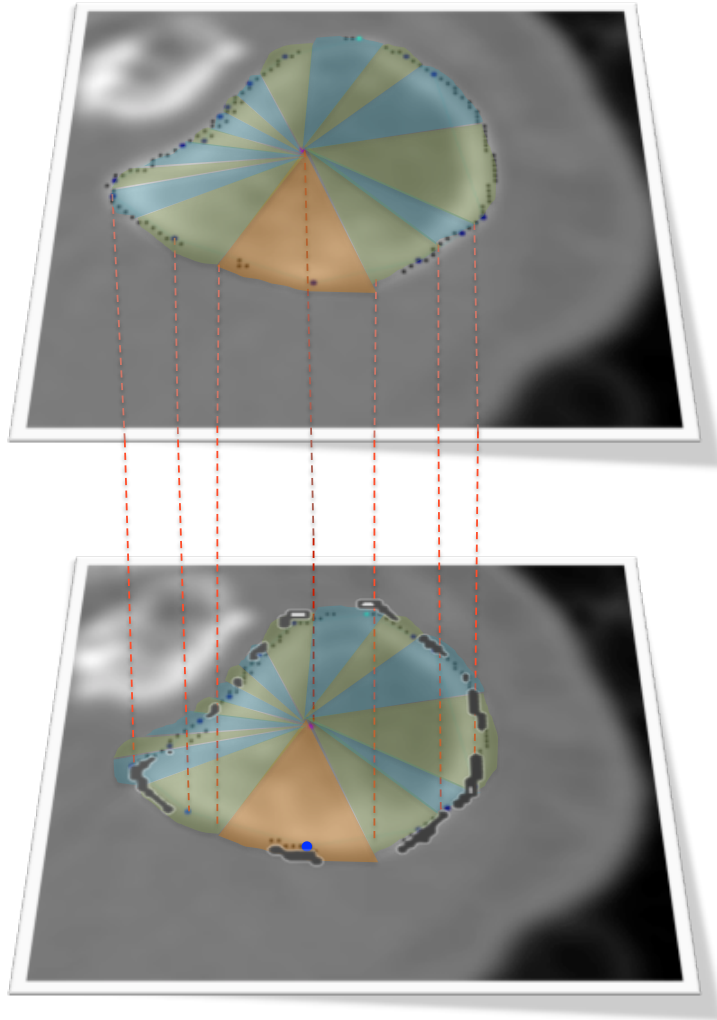
Hysteresis

$$x_{i,j} \leq T_l$$

$$T_l \leq x_{i,j} \leq T_u$$

$$x_{i,j} \geq T_u$$

# Data: Segmentation: Region Growing



# Personalized Numerical Model

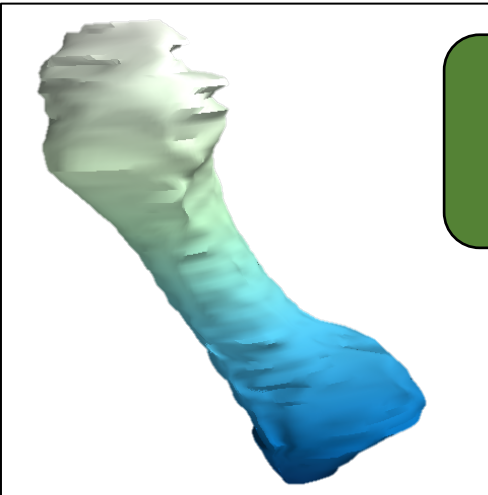
$$a(u, w) = L(w)$$

Physics/  
Math

Elasticity formulation  
Finite Elements  
(Find a known model)

Data

CT - Image Processing  
(Extract Information)

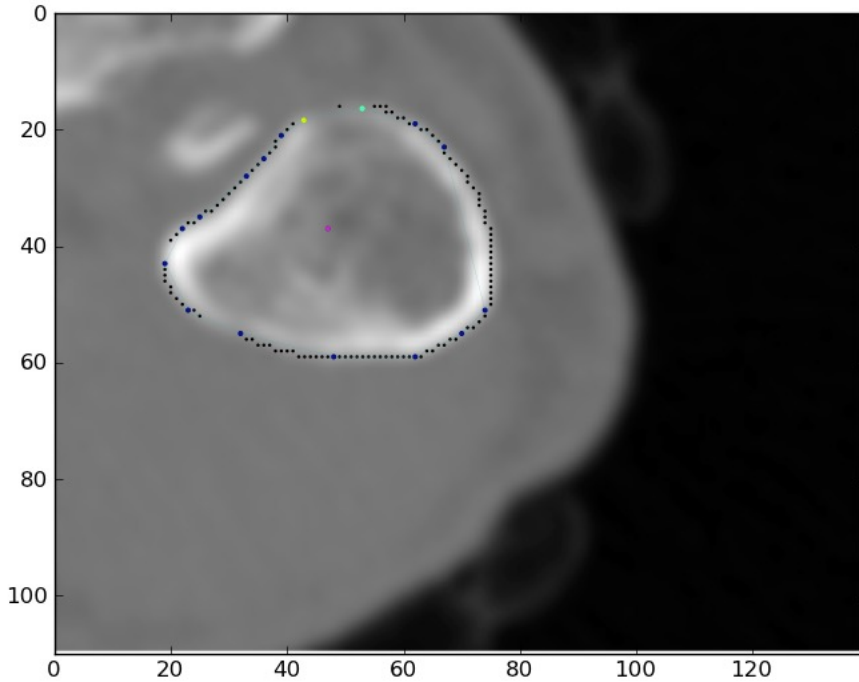


Code

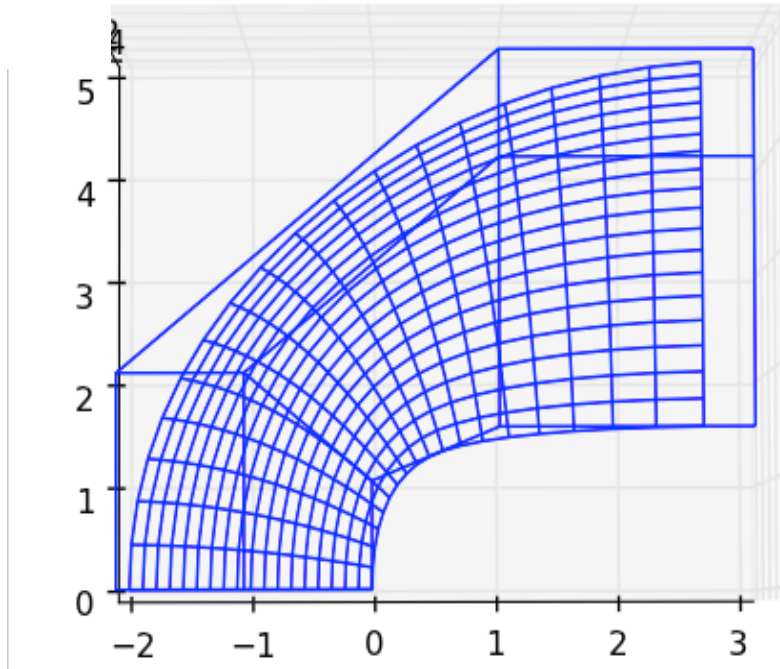
Implementation  
Algorithms  
(Solve the problem)



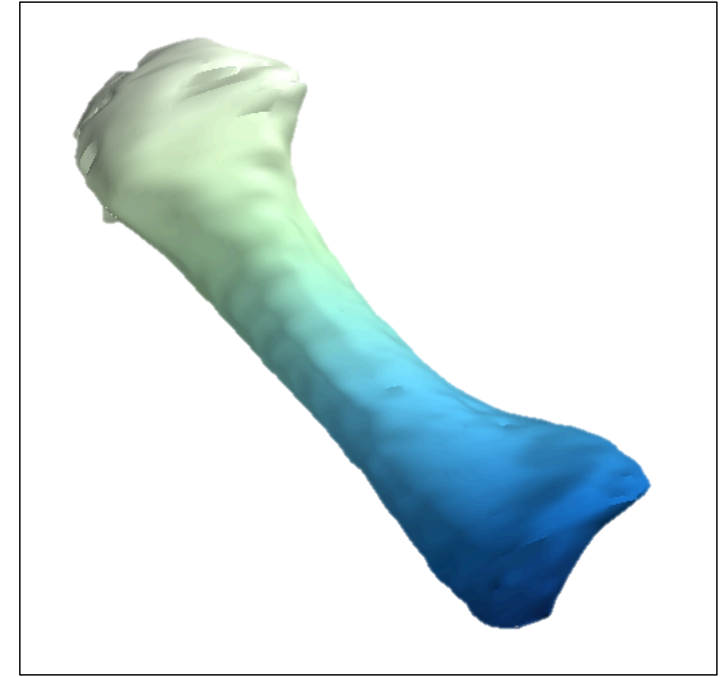
# Code: Polynomials + Bone = NURBS



Segmentation  
Point Cloud



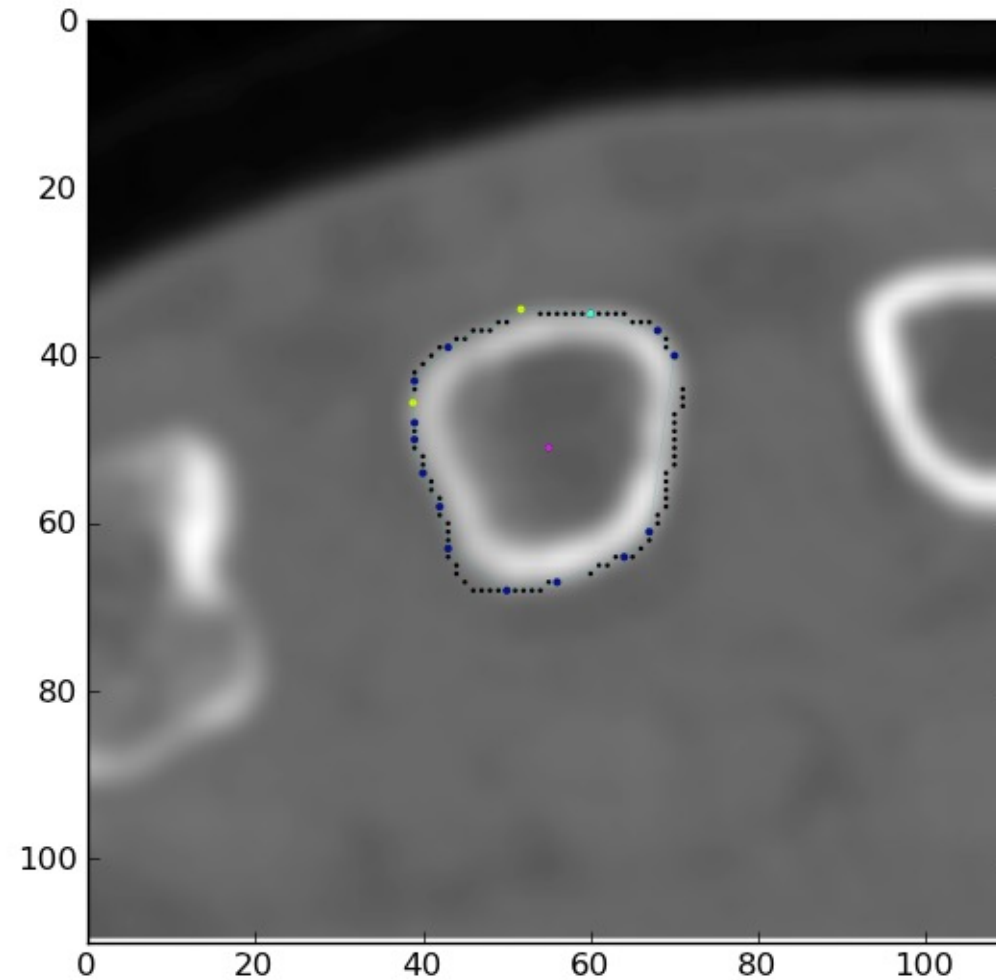
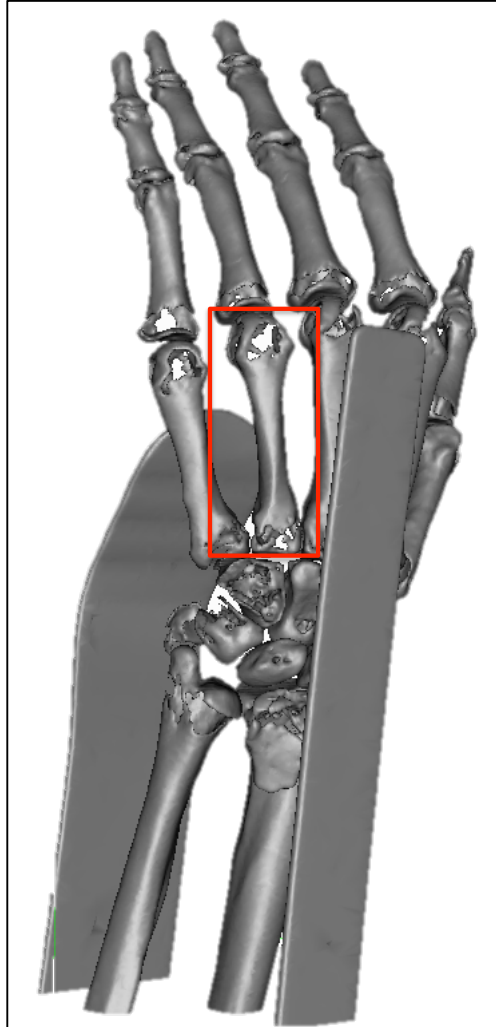
Discretization  
Grid x,y,z



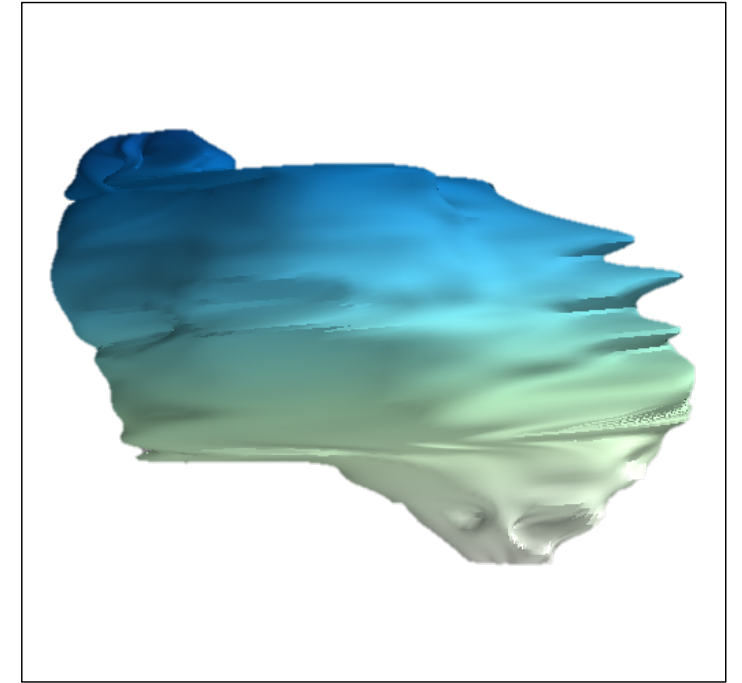
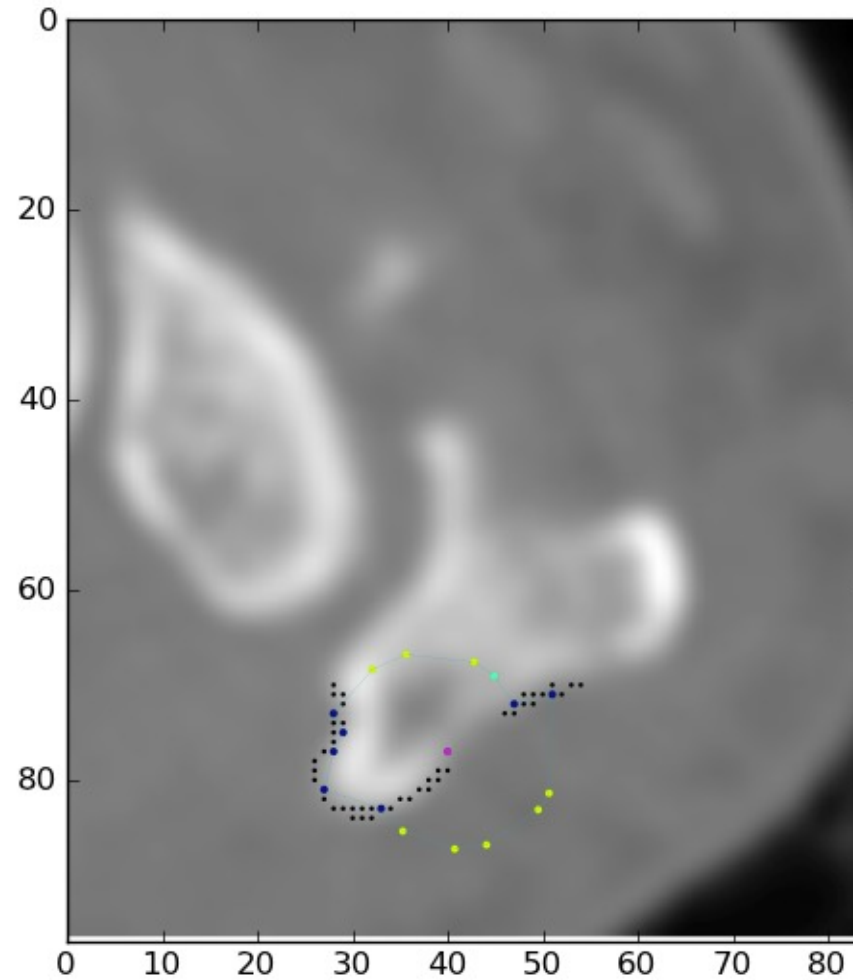
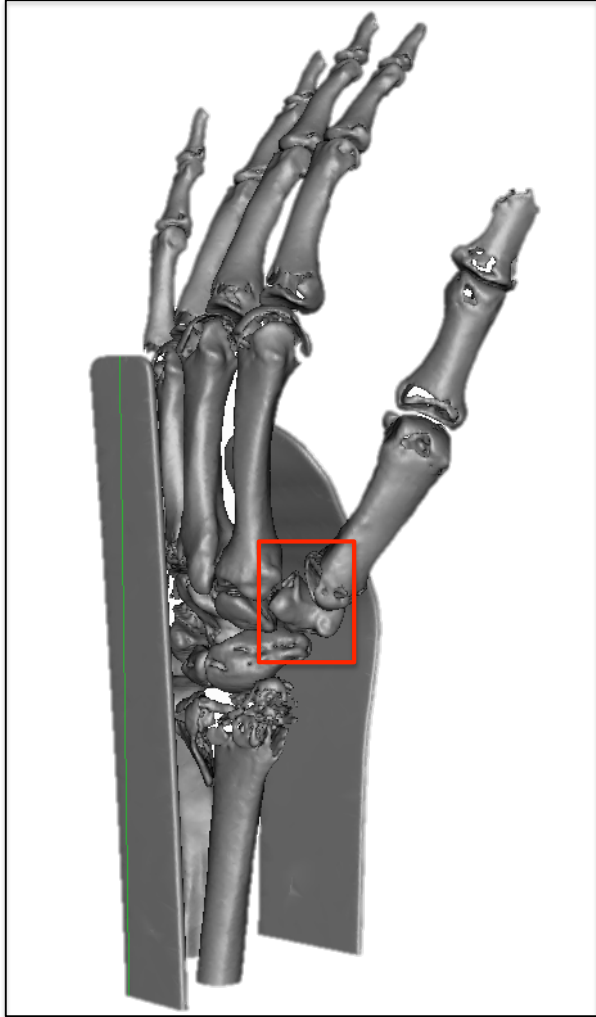
FEM  
Fit NURBS model



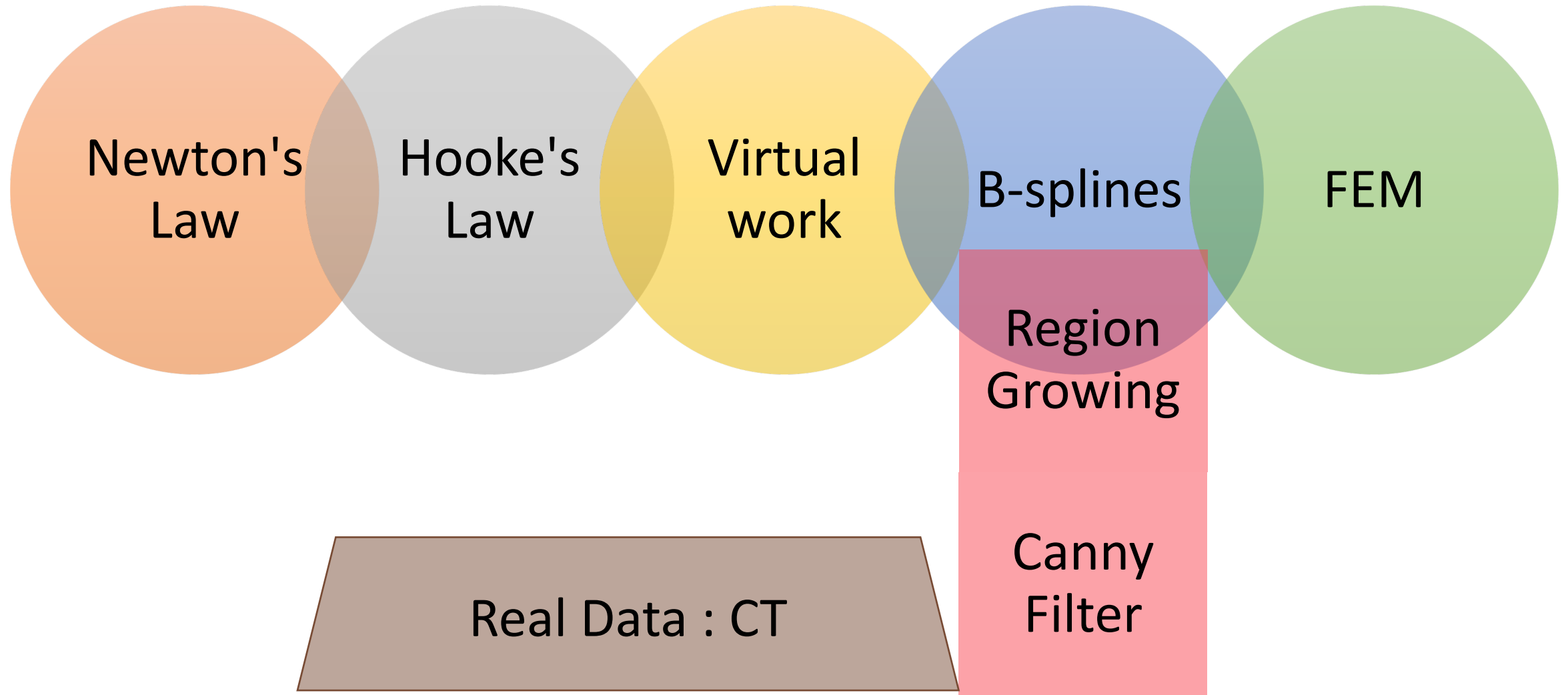
# Results: Metacarpus IV



# Results: Trapezium



# Conclusions



# References

- [1] A. Ahmadian, M. R. Ay, J. H. Bidgoli, S. Sarkar, and H. Zaidi. Correction of oral contrast artifacts in CT-based attenuation correction of PET images using an automated segmentation algorithm. *European Journal of Nuclear Medicine and Molecular Imaging*, 35:1812–1823, 2008.
- [2] A. G. Au, D. Palathinkal, A. B. Liggins, V. J. Raso, J. Carey, R. G. Lambert, and A. Amirfazli. A NURBS-based technique for subject-specific construction of knee bone geometry. *Comput Methods Programs Biomed*, 92(1):20–34, Oct 2008.
- [3] P. Augat and F. Eckstein. Quantitative imaging of musculoskeletal tissue. *Annual Review of Biomedical Engineering*, 10:369–390, 2008.
- [4] C. Bähnisch, P. Stelldinger, and U. Köthe. Fast and accurate 3D edge detection for surface reconstruction. In J. Denzler, G. Notni, and H. Süße, editors, *Pattern Recognition*, volume 5748 of *Lecture Notes in Computer Science*, pages 111–120, 2009.



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- [5] J. Canny. A computational approach to edge detection. *IEEE Transactions on Pattern Analysis and Machine Intelligence*, PAMI-8(6):679–698, November 1986.
- [6] E. Y.S. Chao, N. Inoue, F. J. Frassica, and J. J. Elias. Chapter 20 - Image-Based Computational Biomechanics of the Musculoskeletal System. In I. N. Bankman, editor, *Handbook of Medical Image Processing and Analysis*, pages 341 – 354. Academic Press, Burlington, 2nd edition, 2009.
- [7] J. A. Cottrell, T. J. R. Hughes, and Y. Bazilevs. *Isogeometric analysis: toward integration of CAD and FEA*. John Wiley and Sons, 2009.

Questions?

Thank you,

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# Physics: Elasticity equation

1<sup>st</sup> Newton's Law  $\sum_i \vec{F}_i = 0$  Equilibrium

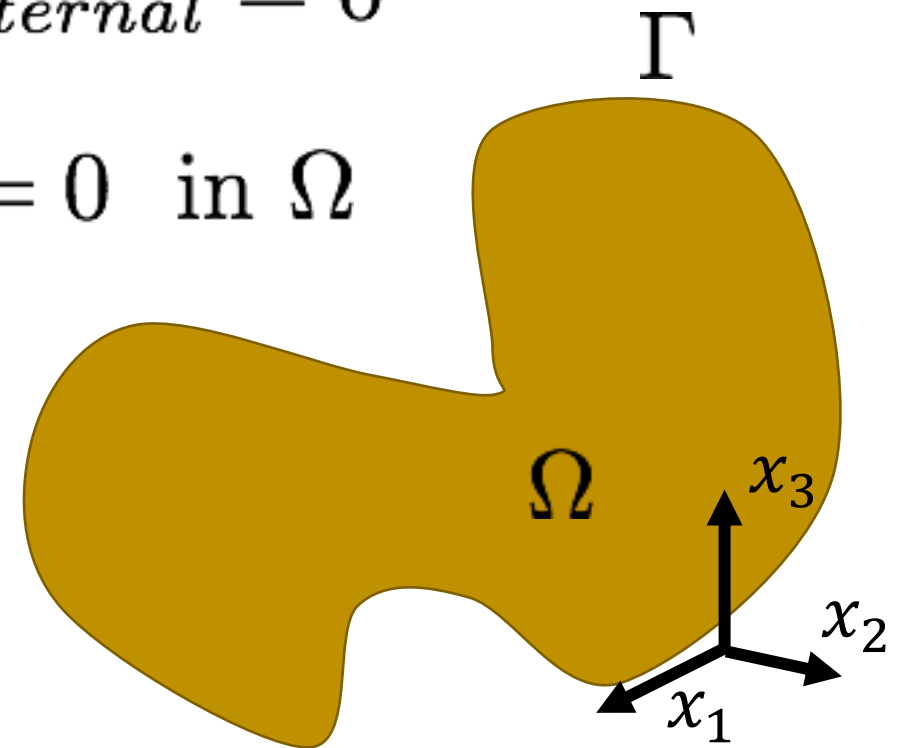
$$\vec{F}_{surface} + \vec{F}_{body} + \vec{F}_{internal} = 0$$

$$u_i = g_i \quad \text{in } \Gamma_{D_i}$$

$$\sigma_{ij} n_j = h_i \quad \text{in } \Gamma_{N_i}$$

$$f_i + \frac{\partial \sigma_{ij}}{\partial x_j} = 0 \quad \text{in } \Omega$$

↓  
Stress



# Physics: Cauchy stress tensor

$$\sigma_{ij} = \sum_{k,l=1,2,3} c_{ijkl} \left( \frac{\partial u_k}{\partial x_l} + \frac{\partial u_l}{\partial x_k} \right)$$

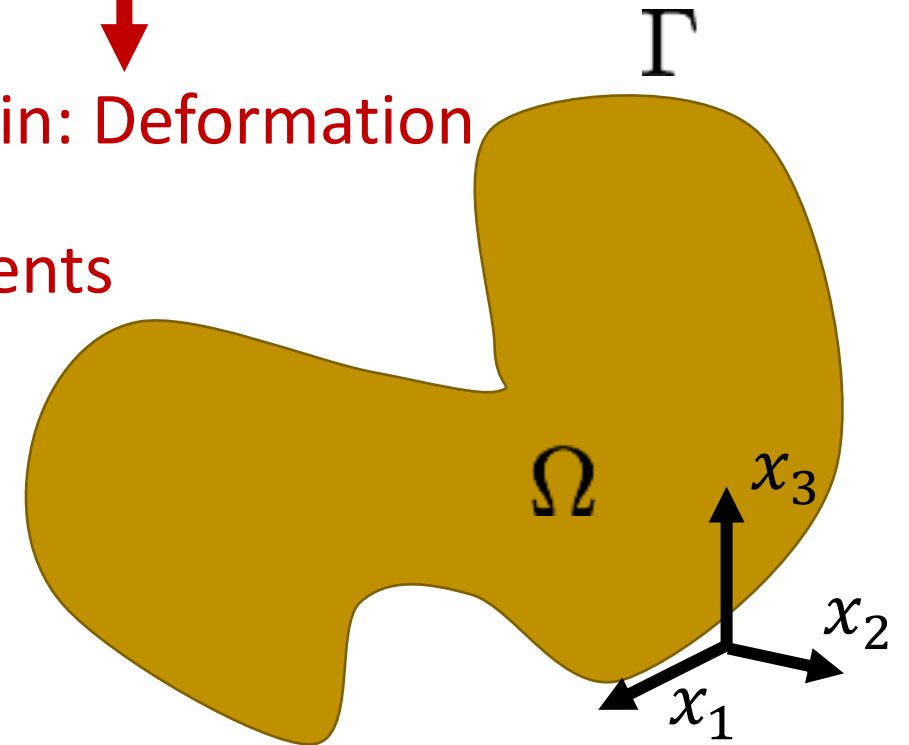
Displacement

- ✓ Young's Modulus
- ✓ Poisson's Ratio  
(material property)

Hooke's Law

Elasticity Coefficients

Strain: Deformation





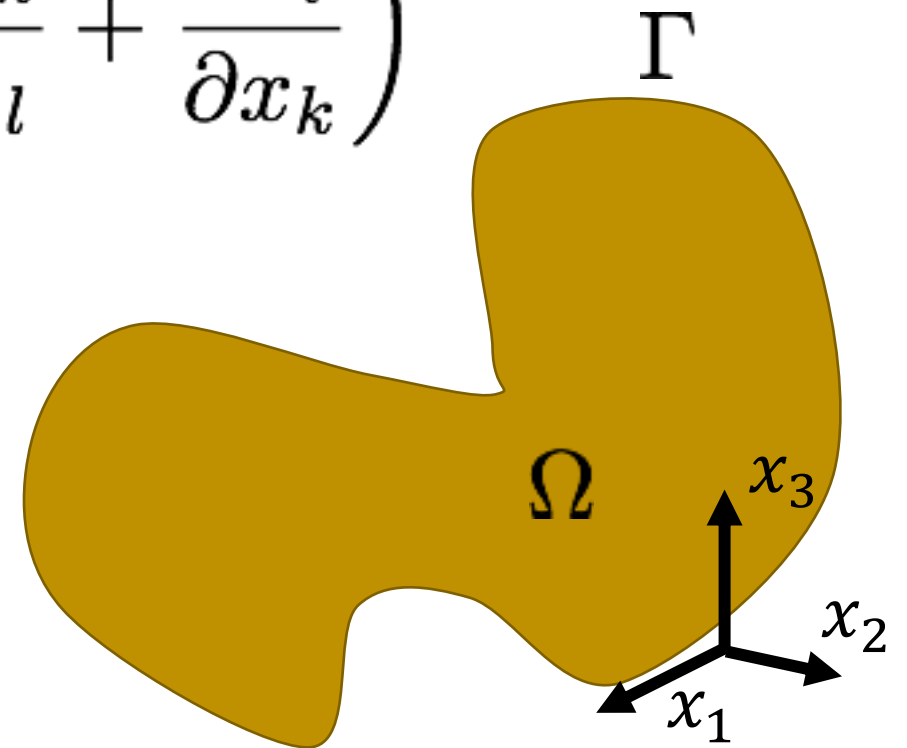
# Physics: Strong Formulation

$$f_i + \frac{\partial \sigma_{ij}}{\partial x_j} = 0 \quad \text{in } \Omega$$

$$\sigma_{ij} = \sum_{k,l=1,2,3} c_{ijkl} \left( \frac{\partial u_k}{\partial x_l} + \frac{\partial u_l}{\partial x_k} \right)$$

$$u_i = g_i \quad \text{in } \Gamma_{D_i}$$

$$\sigma_{ij} n_j = h_i \quad \text{in } \Gamma_{N_i}$$



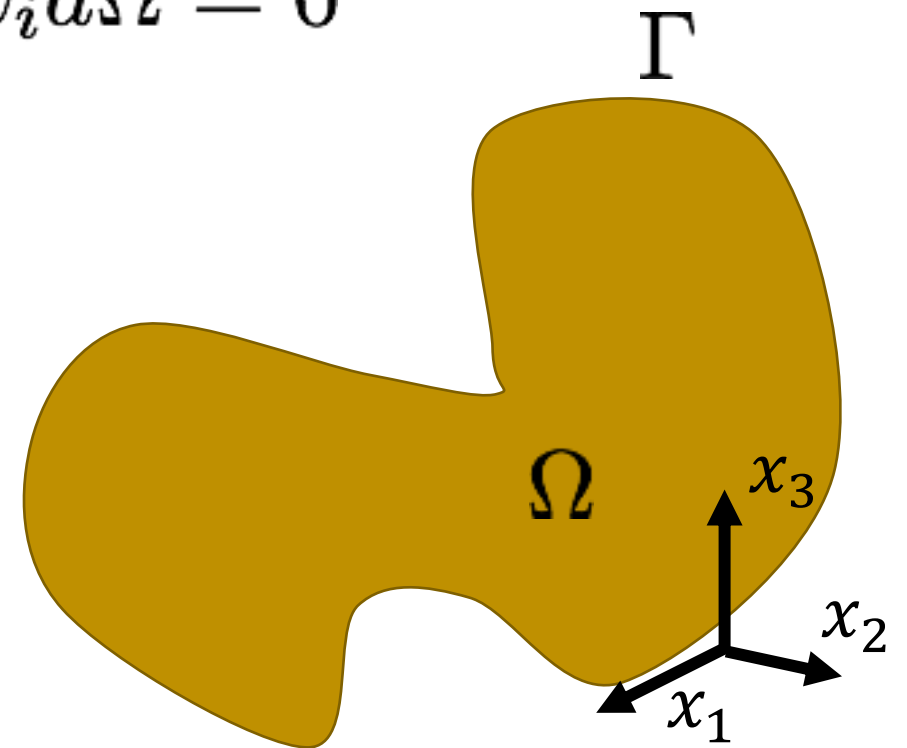
# Math: Weak Formulation or Virtual Work

$$Work = \vec{F} \cdot \vec{u}$$

$$\int_{\Omega} \left( f_i + \frac{\partial \sigma_{ij}}{\partial x_j} \right) w_i d\Omega = 0$$

$$u_i = g_i \quad \text{in } \Gamma_{D_i}$$

$$\sigma_{ij} n_j = h_i \quad \text{in } \Gamma_{N_i}$$



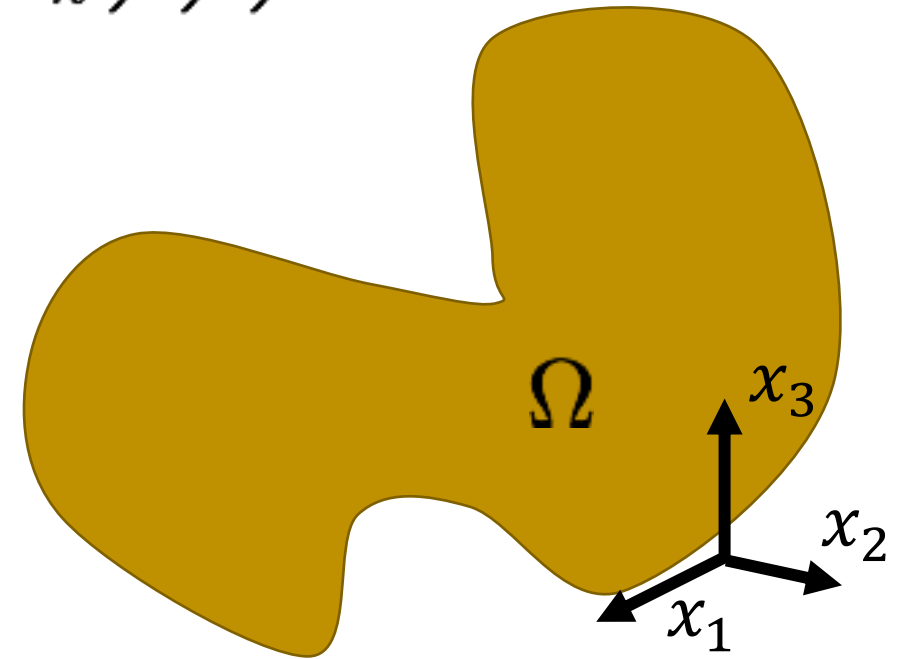
# Math: Weak Formulation or Virtual Work

$$Work = \vec{F} \cdot \vec{u}$$

$$\int_{\Omega} \left( f_i + \frac{\partial}{\partial x_j} \left( c_{ijkl} \left( \frac{\partial u_k}{\partial x_l} + \frac{\partial u_l}{\partial x_k} \right) \right) \right) w_i d\Omega = 0$$

$$u_i = g_i \quad \text{in } \Gamma_{D_i}$$

$$\sigma_{ij} n_j = h_i \quad \text{in } \Gamma_{N_i}$$



# Math: Weak Formulation or Virtual Work

$$\int_{\Omega} \left( \frac{\partial u_k}{\partial x_l} + \frac{\partial u_l}{\partial x_k} \right) c_{ijkl} \frac{\partial w_i}{\partial x_j} d\Omega = \int_{\Omega} w_i f_i d\Omega + \sum_{i=1}^d \left( \int_{\Gamma_{N_i}} w_i h_i d\Gamma \right)$$

Goal: Unknown

“Joker”

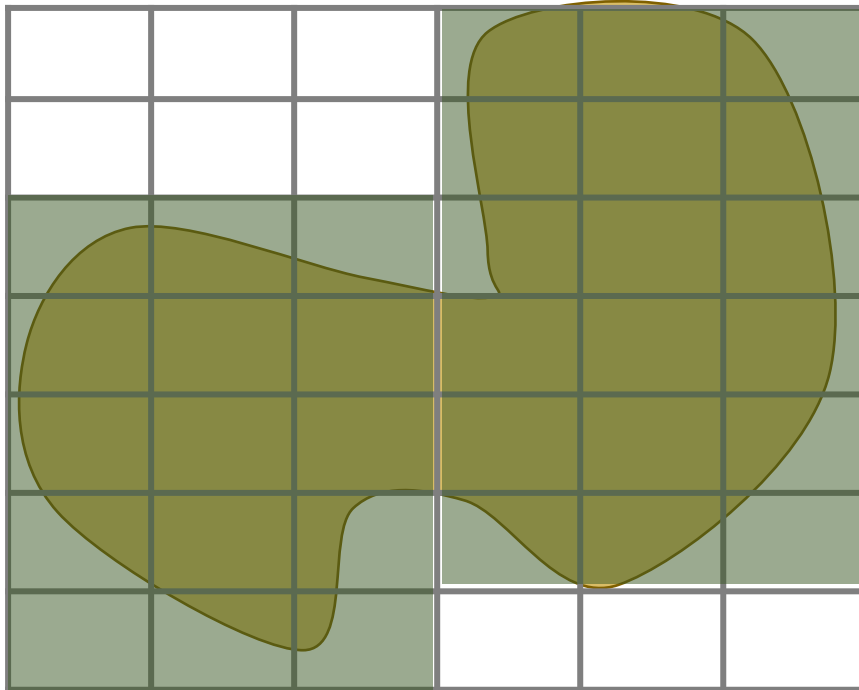
It can take any value and the equation must be true

External Input: Known

# Applied Math: Discretization

Difficult to solve using  
a computer

$$\int_{\Omega} \left( \frac{\partial u_k}{\partial x_l} + \frac{\partial u_l}{\partial x_k} \right) c_{ijkl} \frac{\partial w_i}{\partial x_j} d\Omega = \int_{\Omega} w_i f_i d\Omega$$



$$+ \sum_{i=1}^d \left( \int_{\Gamma_{N_i}} w_i h_i d\Gamma \right)$$

- 1) Cut it into pieces
- 2) Approximate as a rectangle

# Code: Finite Elements

Difficult to solve using  
a computer

$$\int_{\Omega} \left( \frac{\partial u_k}{\partial x_l} + \frac{\partial u_l}{\partial x_k} \right) c_{ijkl} \frac{\partial w_i}{\partial x_j} d\Omega = \int_{\Omega} w_i f_i d\Omega + \sum_{i=1}^d \left( \int_{\Gamma_{N_i}} w_i h_i d\Gamma \right)$$

3) For each piece assume

$$u_i(t) = \alpha_0 + \alpha_1 t + \alpha_2 t^2 + \dots \text{Unknown}$$

$$w_i(t) = \beta_0 + \beta_1 t + \beta_2 t^2 + \dots \text{“Joker”}$$

Polynomials

Code: Finite Elements

Possible to solve using  
a computer

$$K \vec{\alpha} = \vec{F}$$

3) For each piece assume

$$u_i(t) = \alpha_0 + \alpha_1 t + \alpha_2 t^2 + \dots \text{Unknown}$$

$$w_i(t) = \beta_0 + \beta_1 t + \beta_2 t^2 + \dots \text{“Joker”}$$

Polynomials

# Code: Finite Elements

Stiffness Matrix  
(Physical properties)

$K$

Goal  
(Unknown)

$\vec{\alpha}$

$=$

$\vec{F}$

External  
Input  
(Known)

$$u_i(t) = \alpha_0 + \alpha_1 t + \alpha_2 t^2 + \dots$$

Linear System (only + and \*)