

# Population wide Medical Image and Shape Analysis

**Felix Ambellan (ZIB) and Christoph von Tycowicz (FUB/ZIB)**

2<sup>nd</sup> Tandem Tutorial within the  
MATH+ Thematic Einstein Semester 21/22 on  
Mathematics of Imaging in Real-Word Challenges



# Outline

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- + Statistical Shape Modeling (Primer)
- + Segmentation

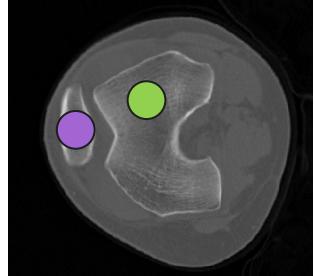
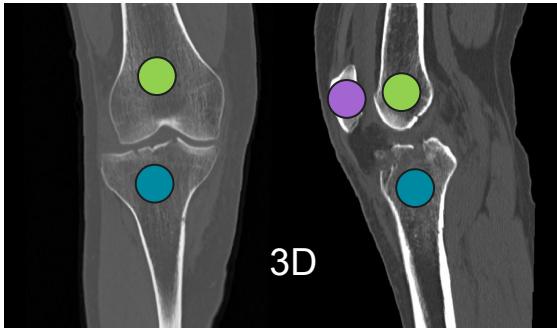
- + Riemannian Shape Spaces
- + Shape Analysis

Practical  
part

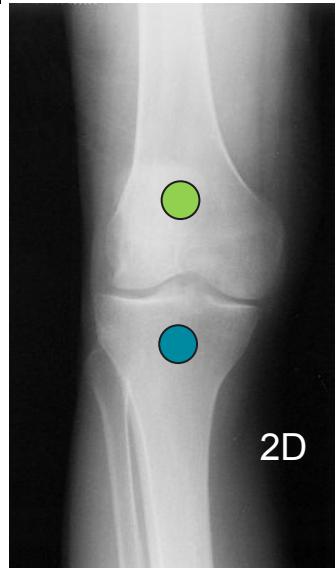
# Medical Images to Assess Shape

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Computed Tomography (CT)

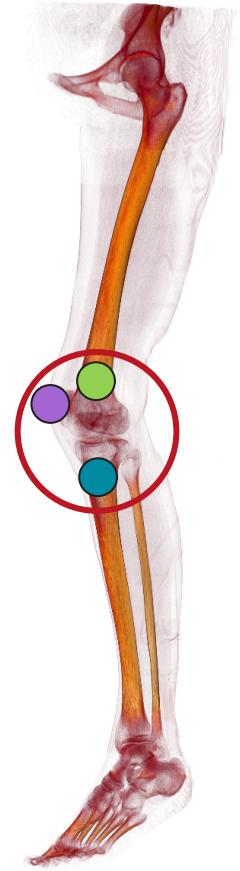
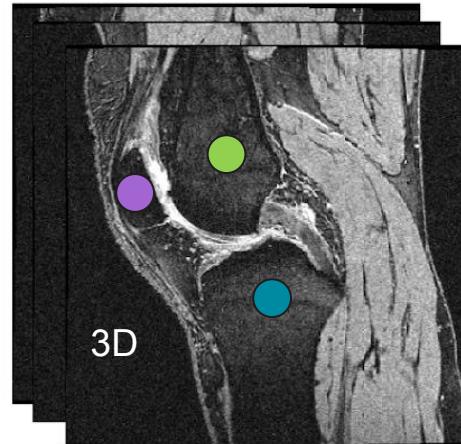


X-Ray



Grey valued  
function sampled  
on regular grid

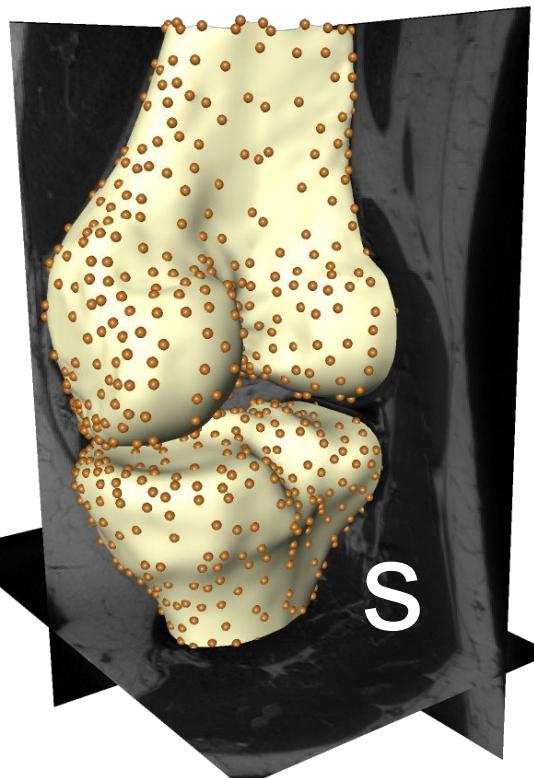
Magnetic Resonance Imaging (MRI)



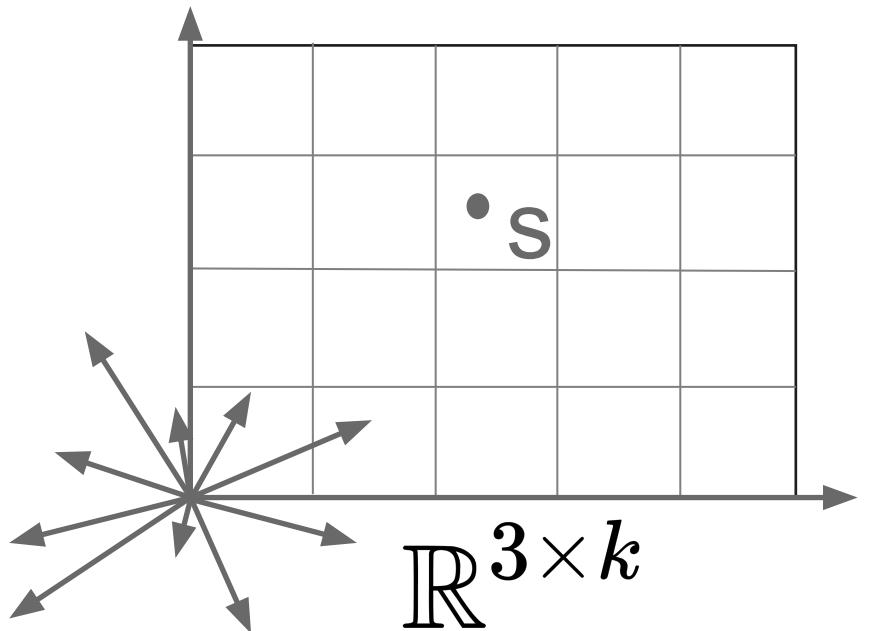
# Digital Shape Representation

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$k$  vertices

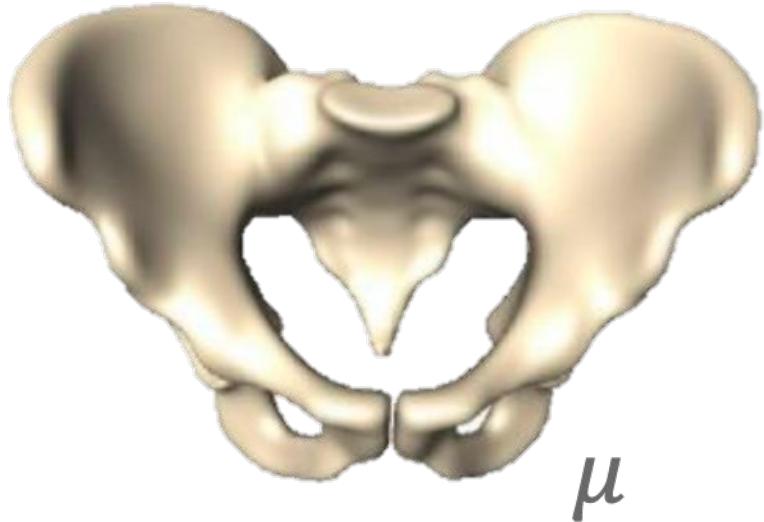


Configuration Space

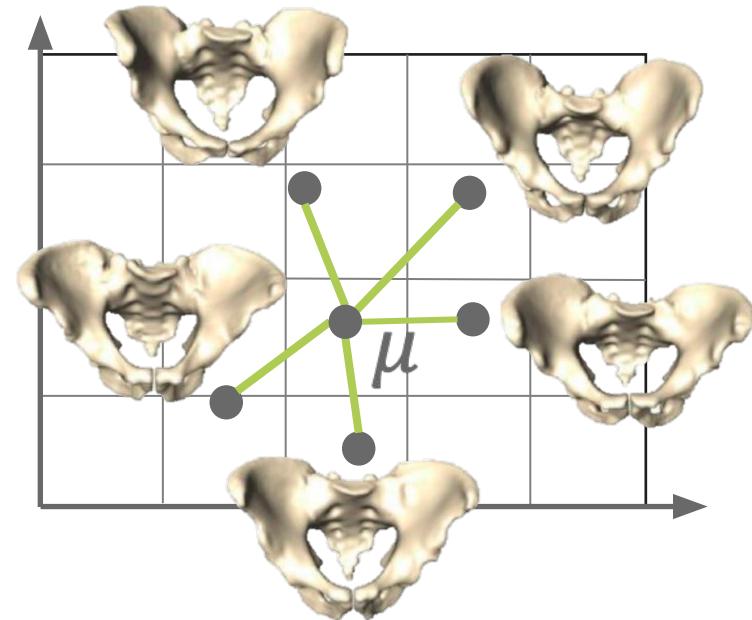


# Statistical Shape Model (SSM)

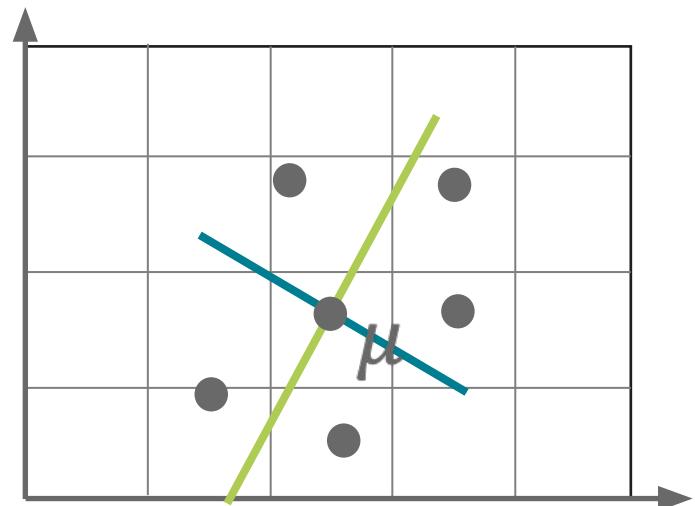
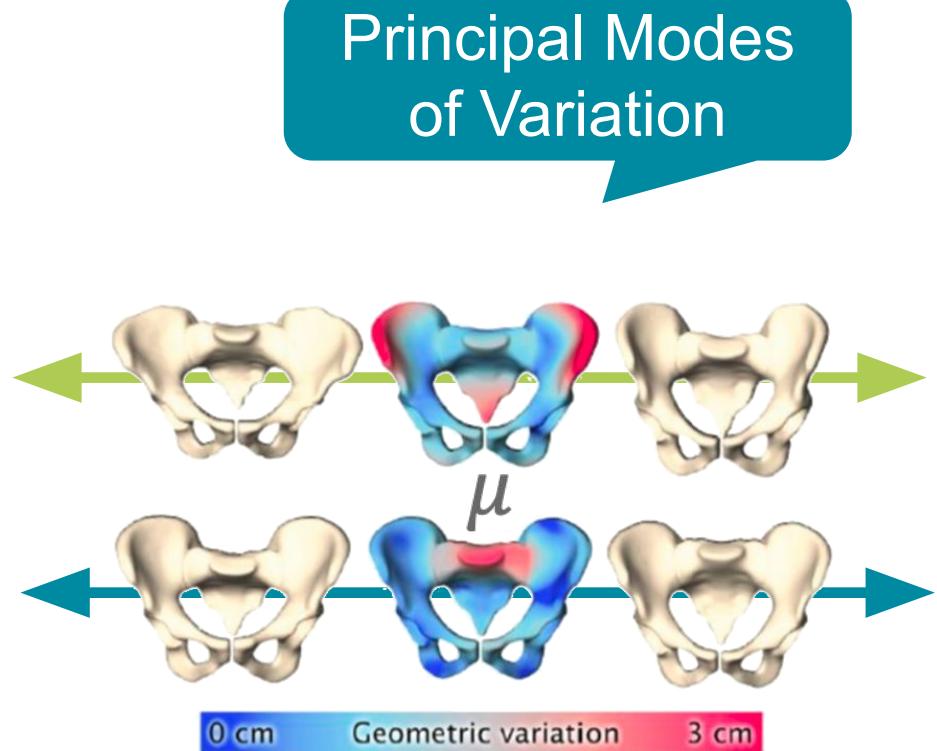
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Mean Shape



# Statistical Shape Model (SSM)

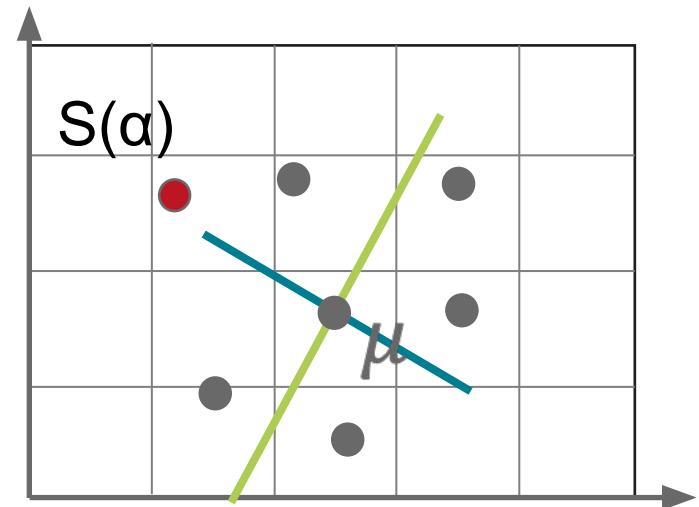


# Generation of Shapes

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$$S(\alpha) = \mu + \alpha_1 / + \alpha_2 \backslash$$

An SSM can be adjusted to a given (unknown) configuration.



# SSM: Point Distribution Model (PDM) ---

## Shape Representation

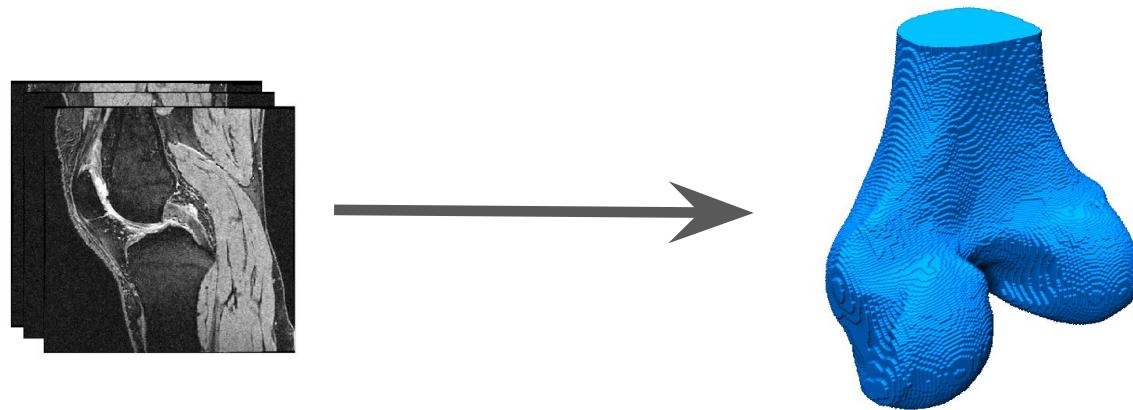
- Landmark coordinates (three per vertex)
  - + Simple vector space structure, i.e. fast
    - Bias due to pose and orientation
    - Cannot handle large (rotational) deformations

## Generative model

- Map representation to landmarks (inverse problem):  
Direct and in closed form

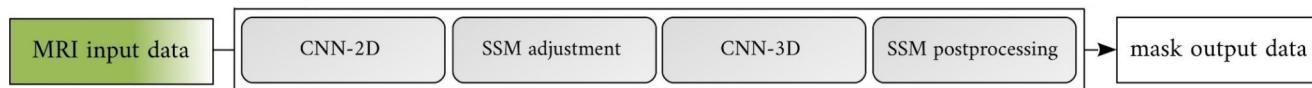
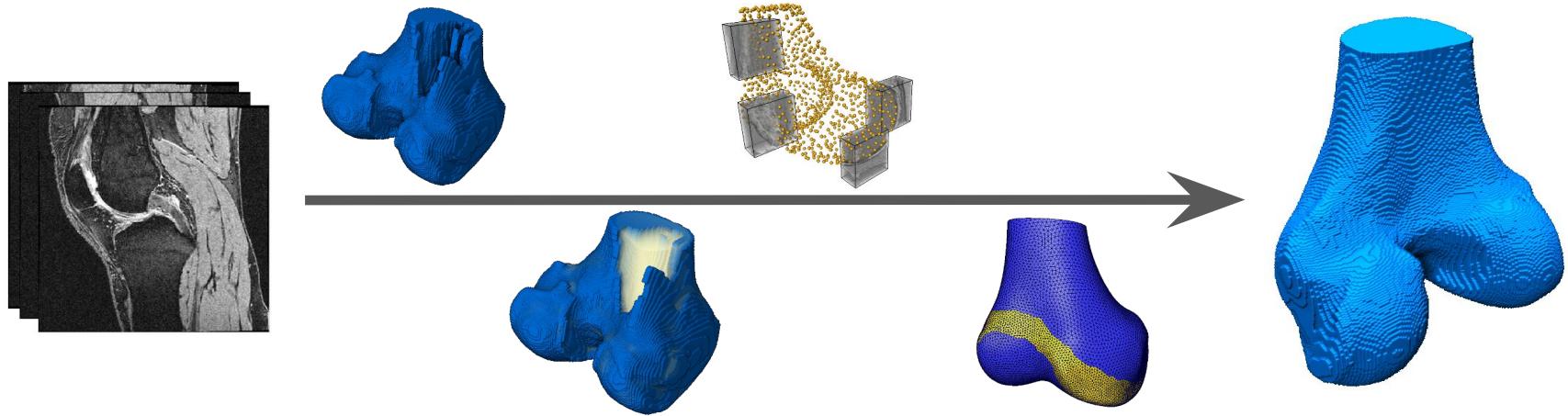
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# Segmentation of Anatomical Structures



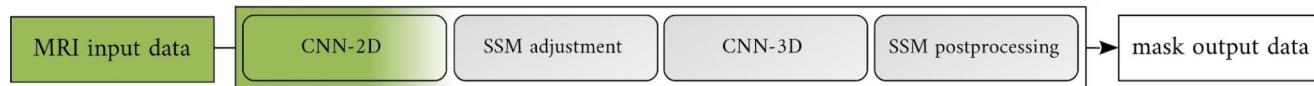
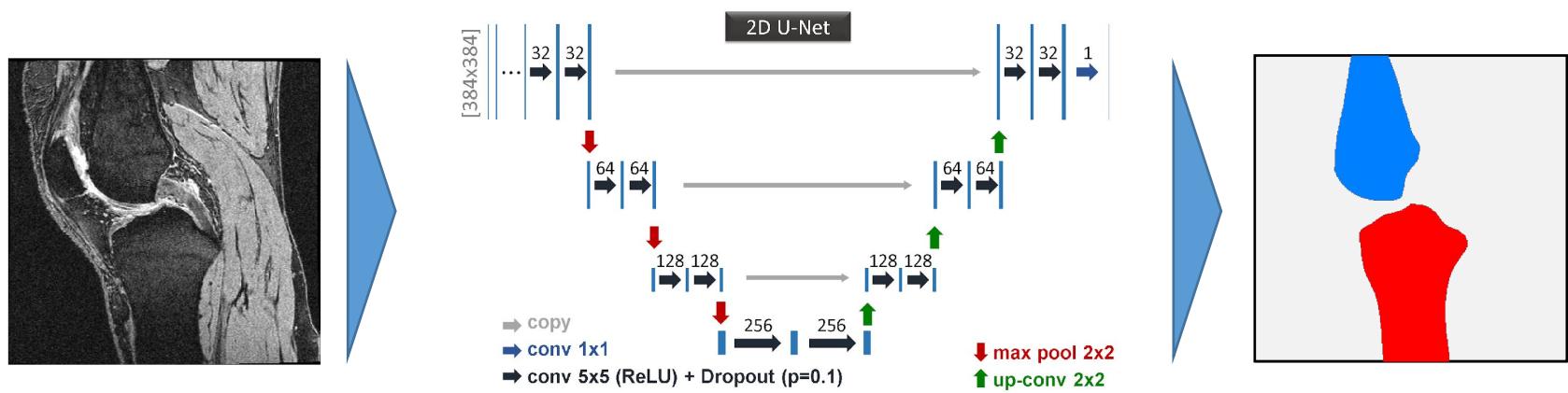
# Segmentation

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# Segmentation

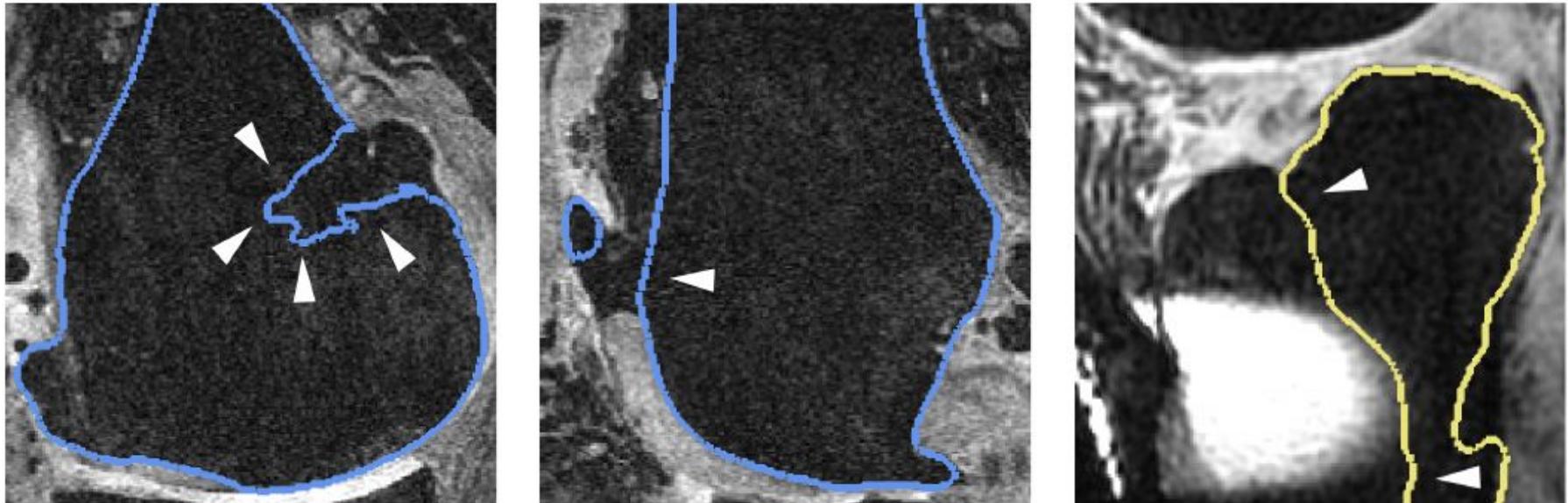
## Segmentation of bones: 2D U-Net



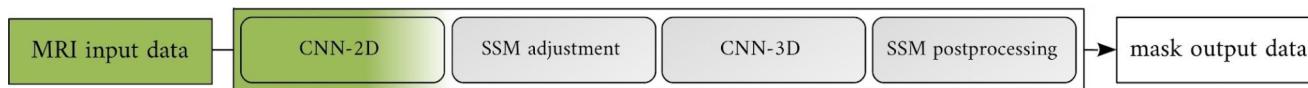
# Segmentation

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## CNN-2D: Segmentation problems



Dashed: Correct segmentation



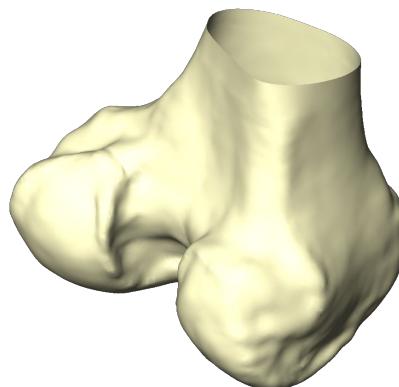
# Segmentation

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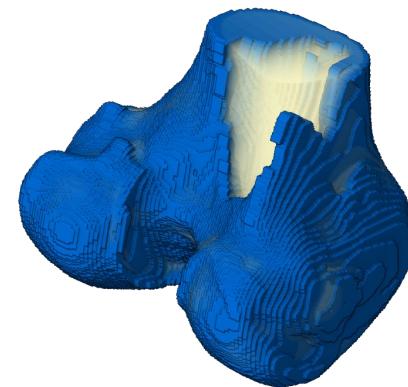
## 3D PDM for regularization of bone masks



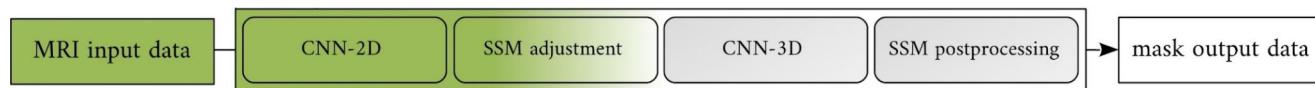
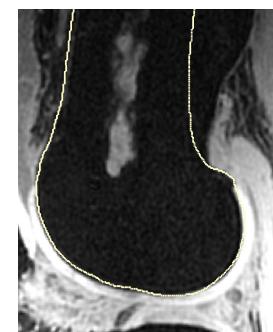
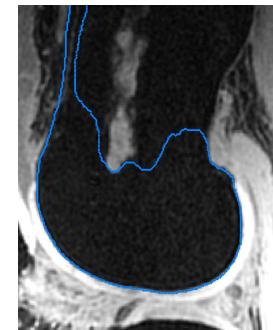
CNN-2D mask



Adjusted PDM



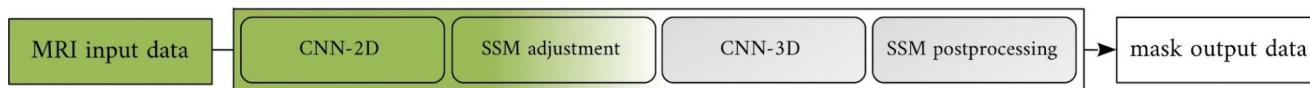
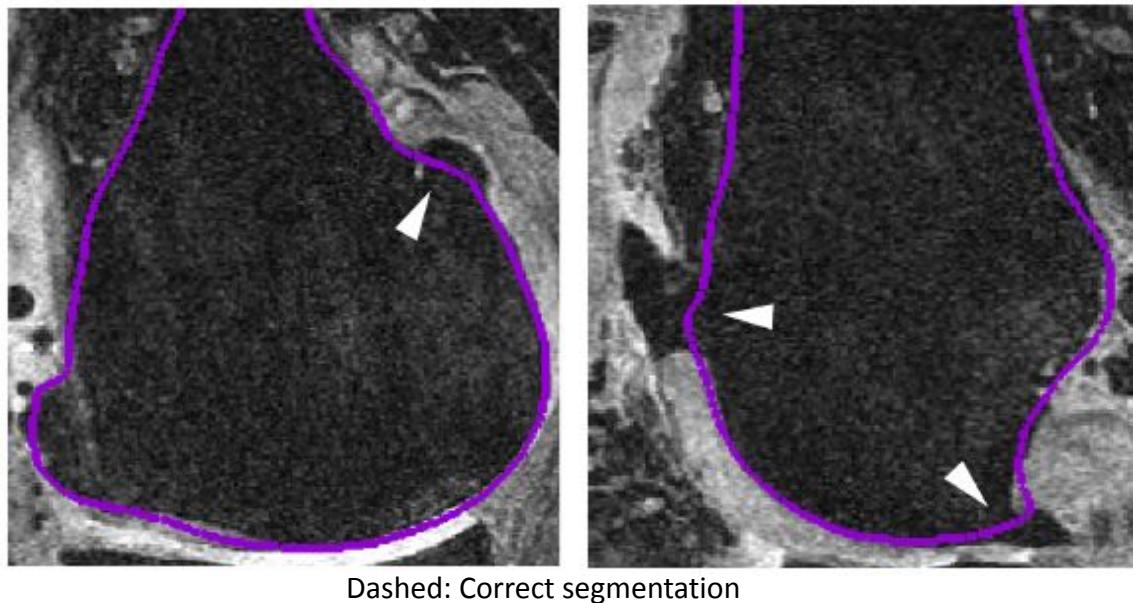
Comparison



# Segmentation

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## PDM: Regularization problems



# Segmentation

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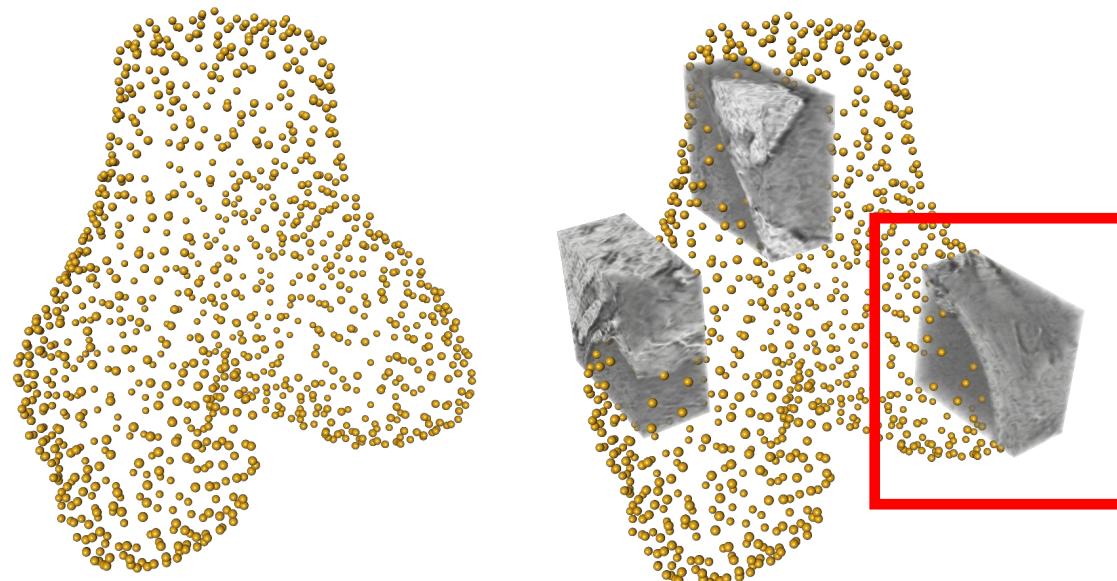
## CNN-3D Bone: Sparse sampling



# Segmentation

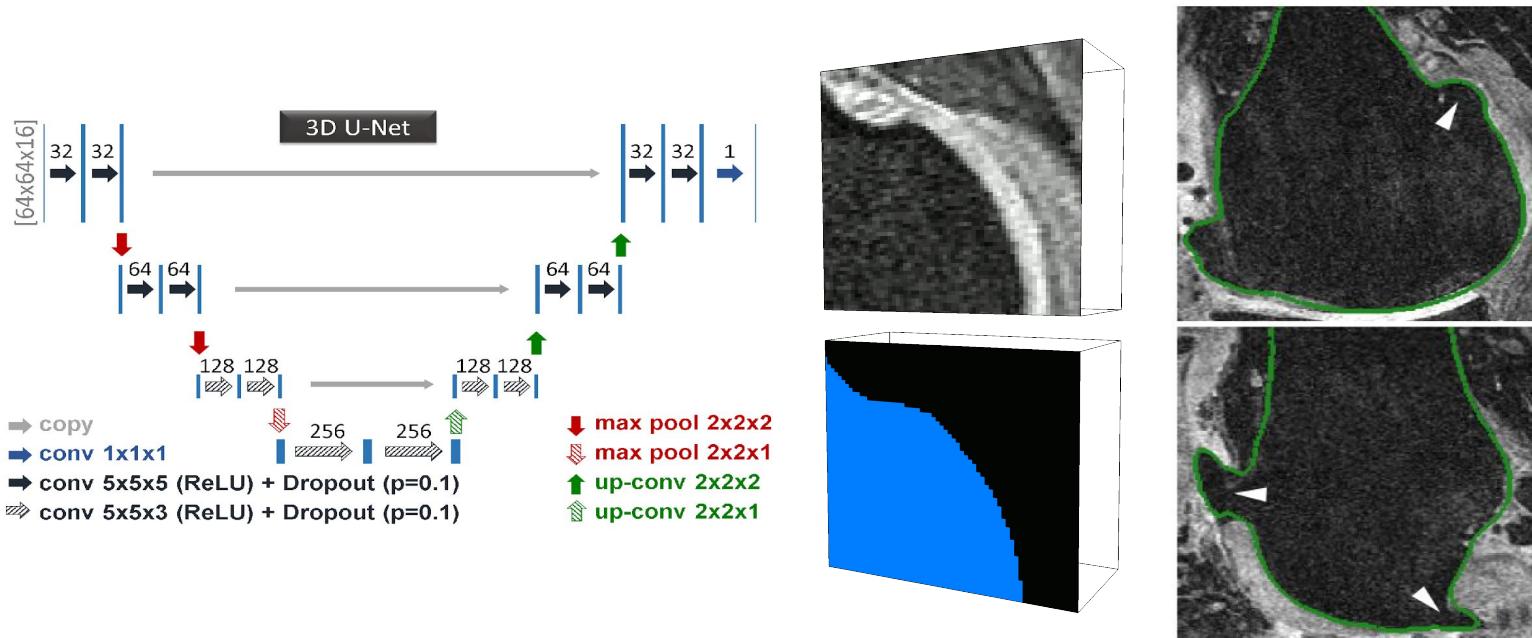
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## CNN-3D Bone: Sparse sampling



# Segmentation

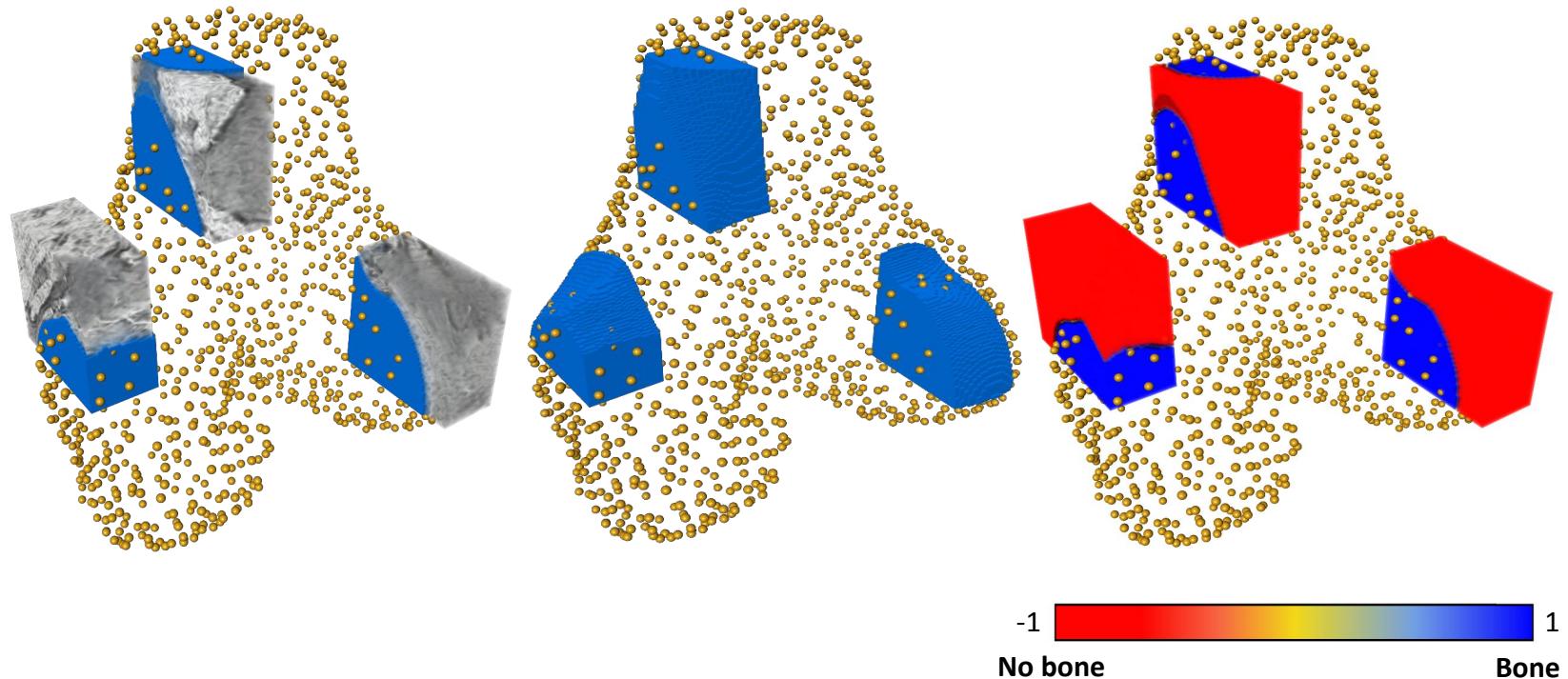
## Bone: CNN-3D



# Segmentation

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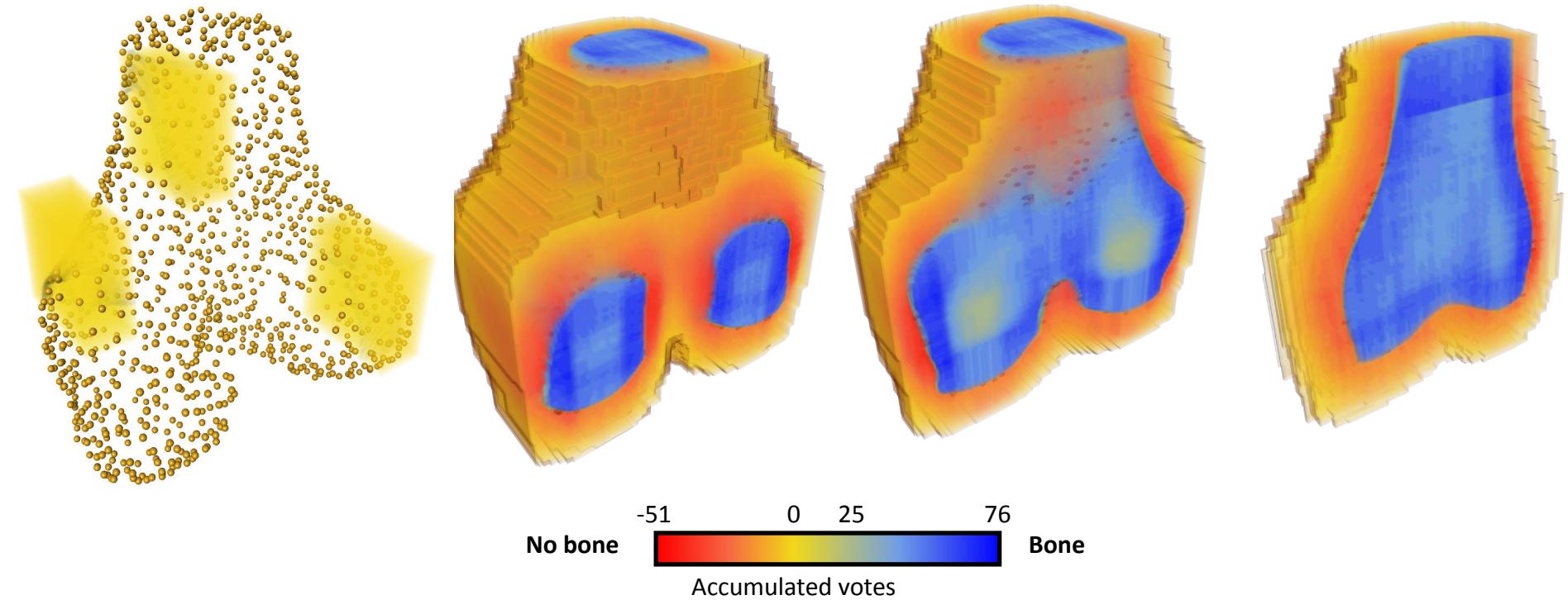
## CNN-3D Bone: Segmentation of subvolumes



# Segmentation

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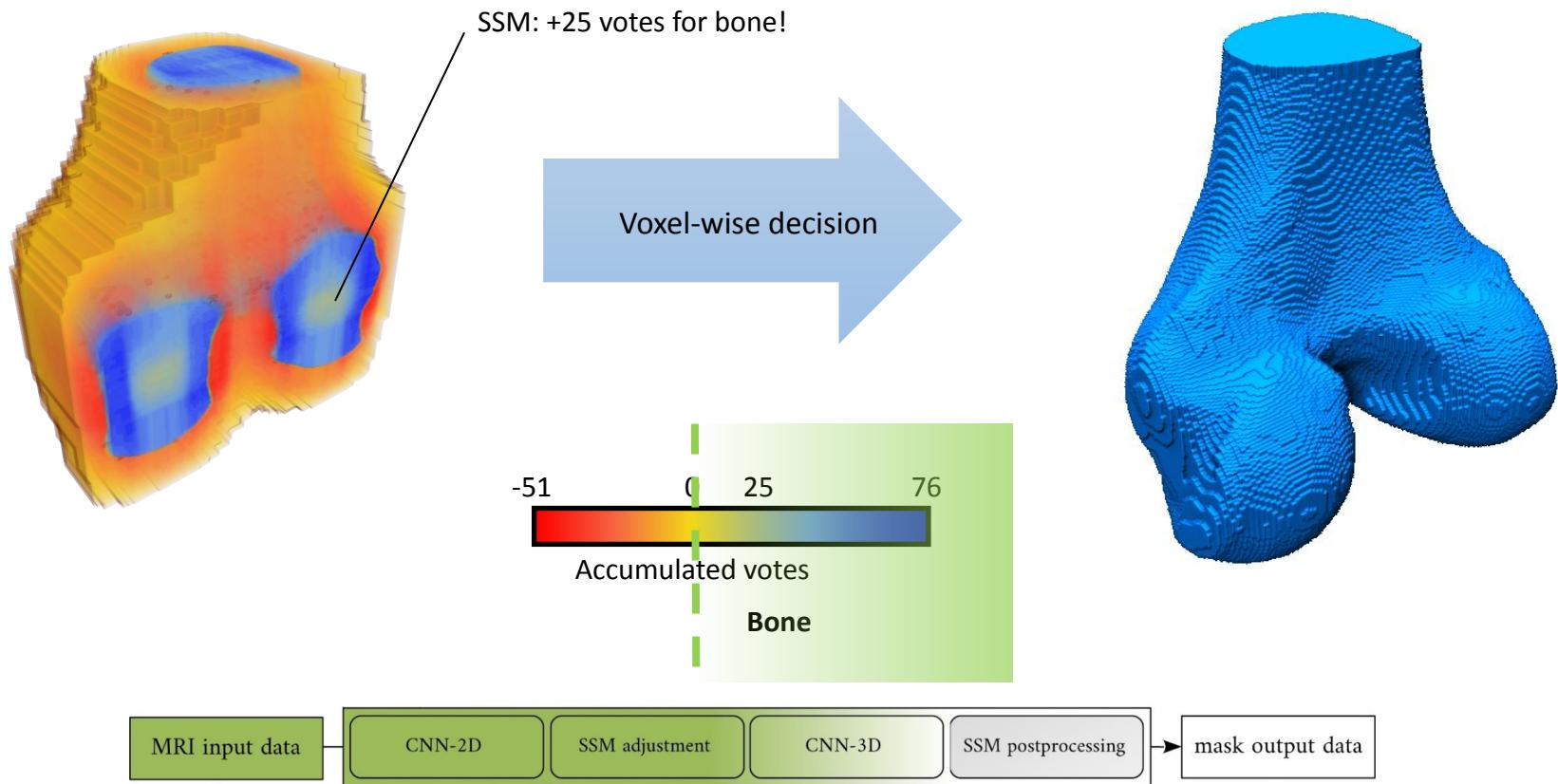
## CNN-3D Bone: Merging of subvolumes



# Segmentation

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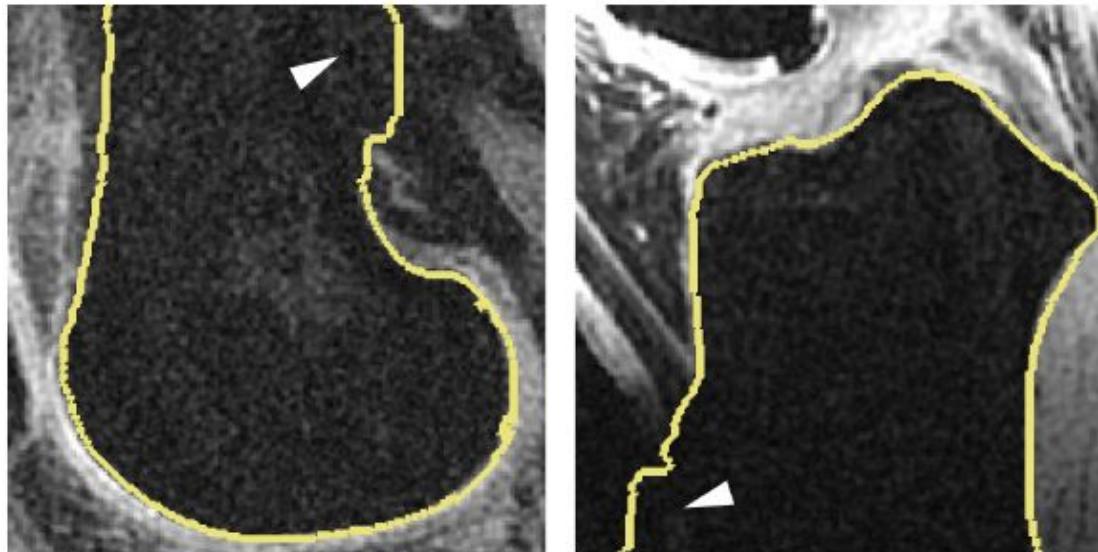
## CNN-3D Bone: Merging of subvolumes



# Segmentation

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## CNN-3D Bone: Merging of subvolumes



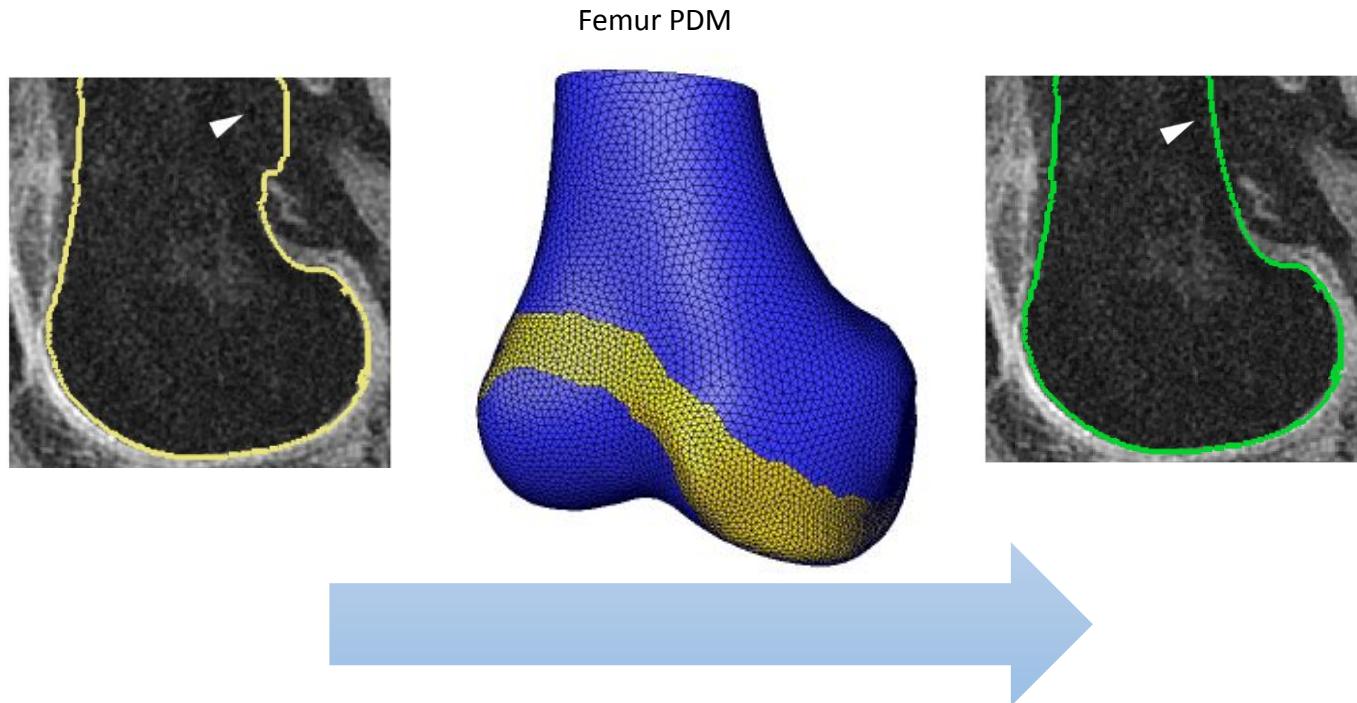
Dashed: Correct segmentation



# Segmentation

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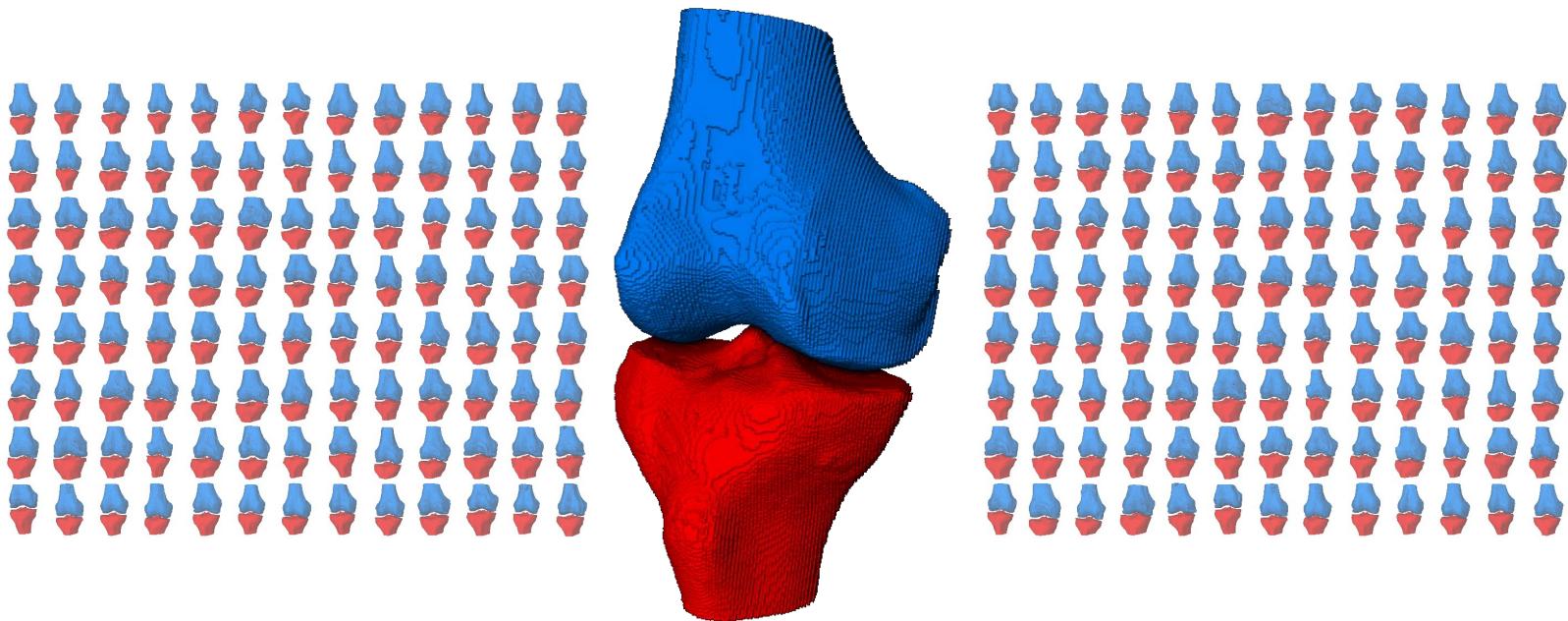
## PDM Postprocessing



# Segmentation

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## Segmentation of many bones



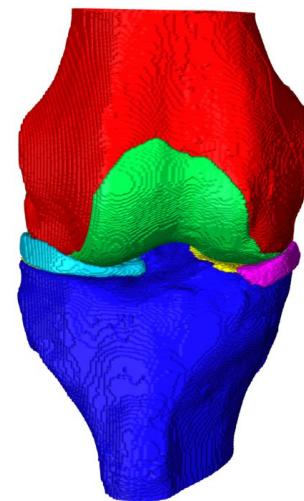
## Segmentation - Further Material

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507 manual segmentations and 47k automatic segmentations of Dual Echo Steady State - MRI (DESS) from the OAI database\* are

publicly available at

*pubdata.zib.de*



## Segmentation - Further Material

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If interested in U-Net segmentation see e.g.

*<https://www.kaggle.com/vbookshelf/simple-cell-segmentation-with-keras-and-u-net>*

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# Riemannian Shape Spaces

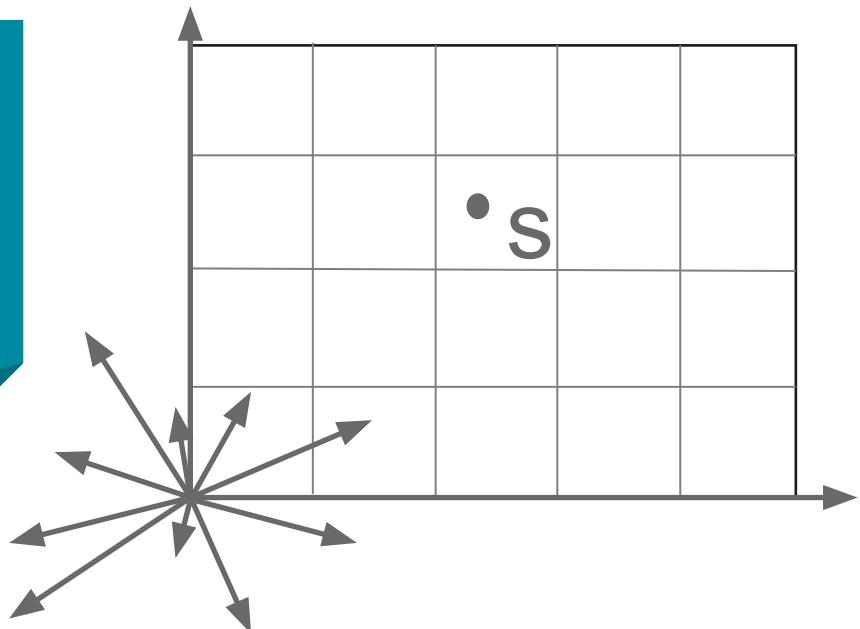
# Shape Distance

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## Pseudo-Metric

- Invariant under similarity transforms
- Favor natural deformations (Physically-based)

## Configuration Space



# Shape Space

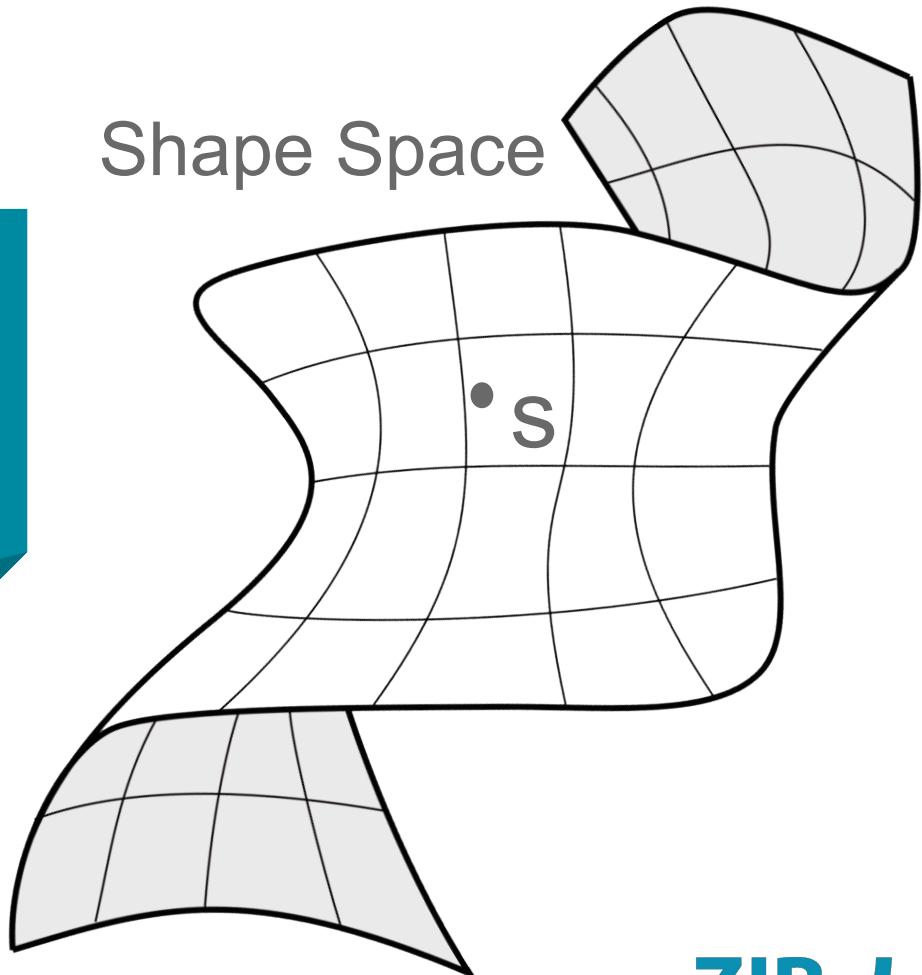
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Pseudo-Metric

- Invariant under similarity transforms
- Favor natural deformations  
(Physically-based)

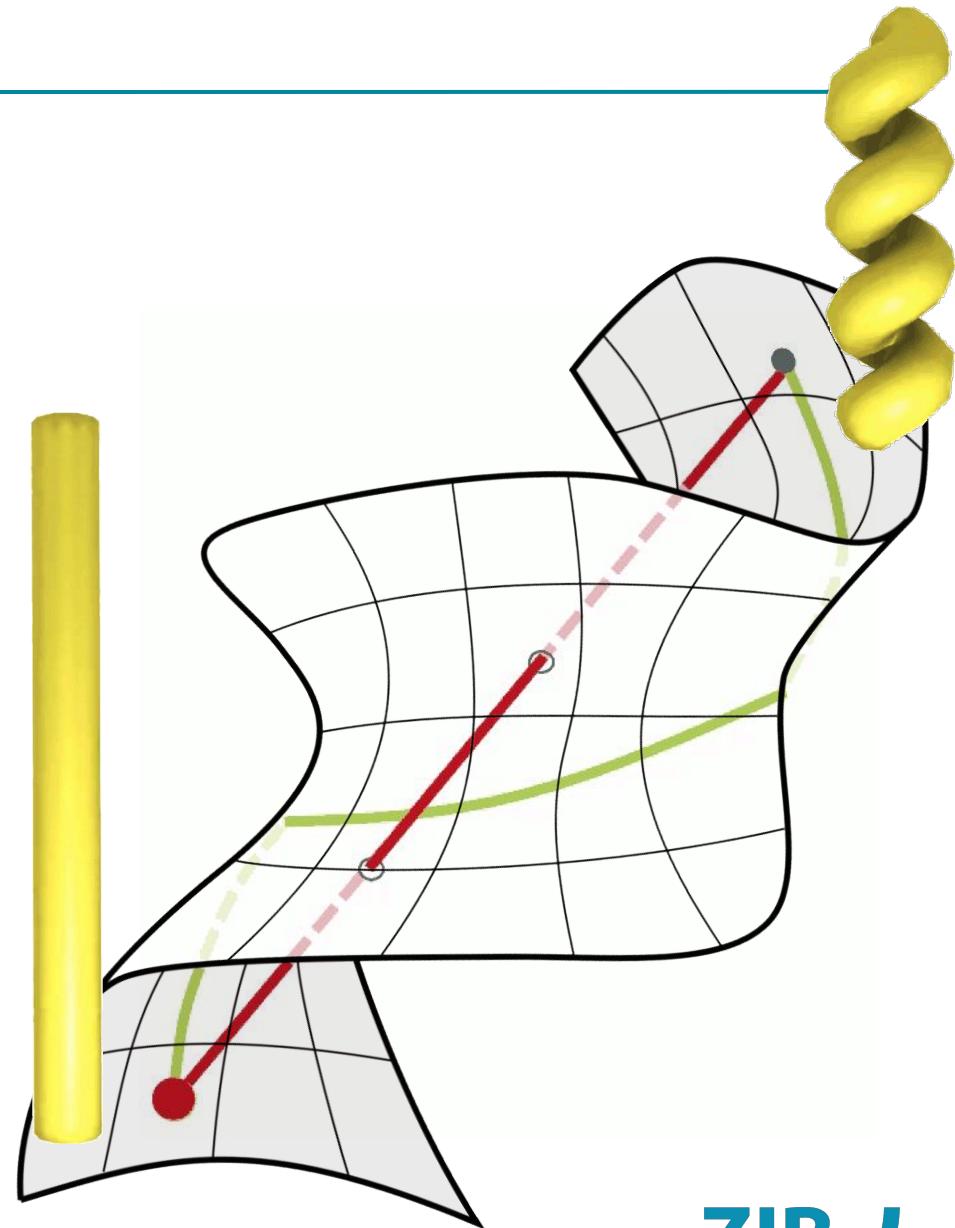
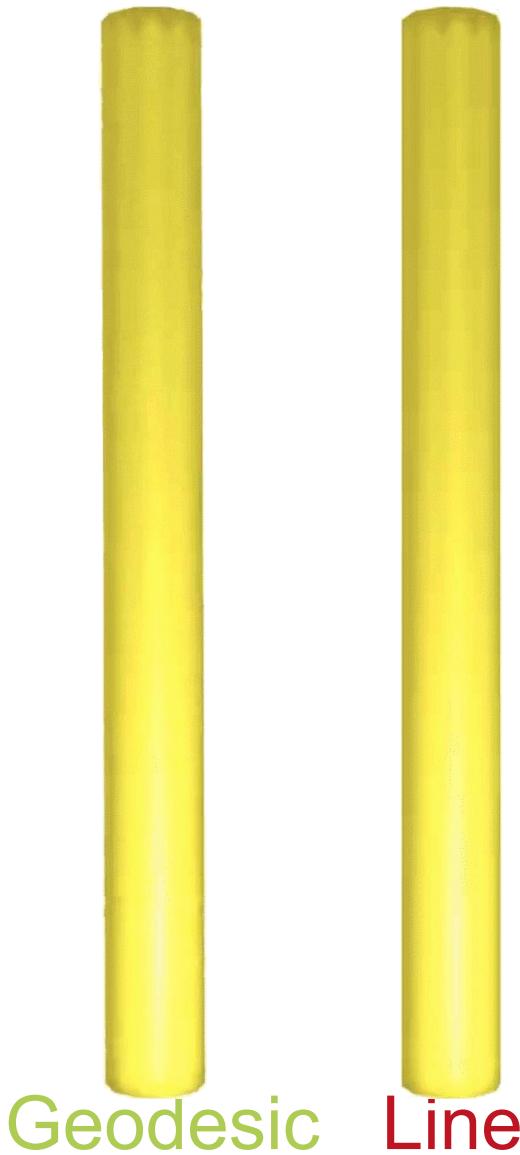
Manifold

Shape Space



# Shortest Path

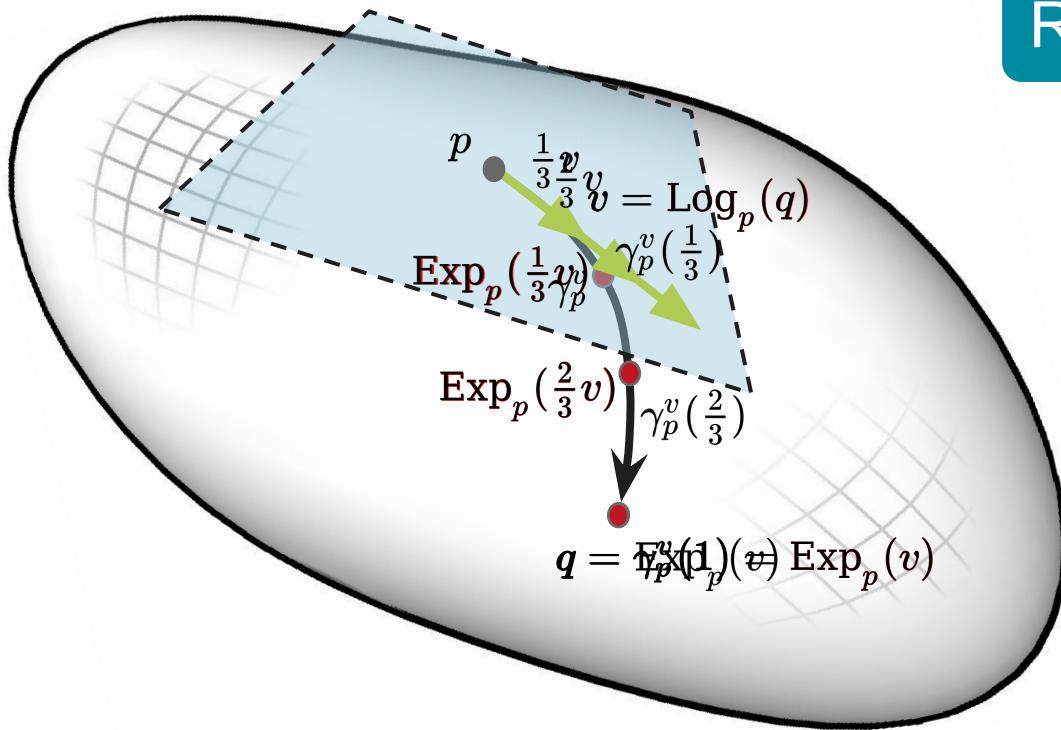
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# Geodesics and Interpolation

Local characterization of Geodesics

- As-straight-as-possible paths



Riem. exponential

i.e.  $\text{Log}_p = \text{Exp}_p^{-1}$

Riem. logarithm

# Challenge

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Provide efficient analysis of shape data  
suitable for large shape populations

Change of Variables



Fundamental Coordinates

# Deformation-based Morphometry

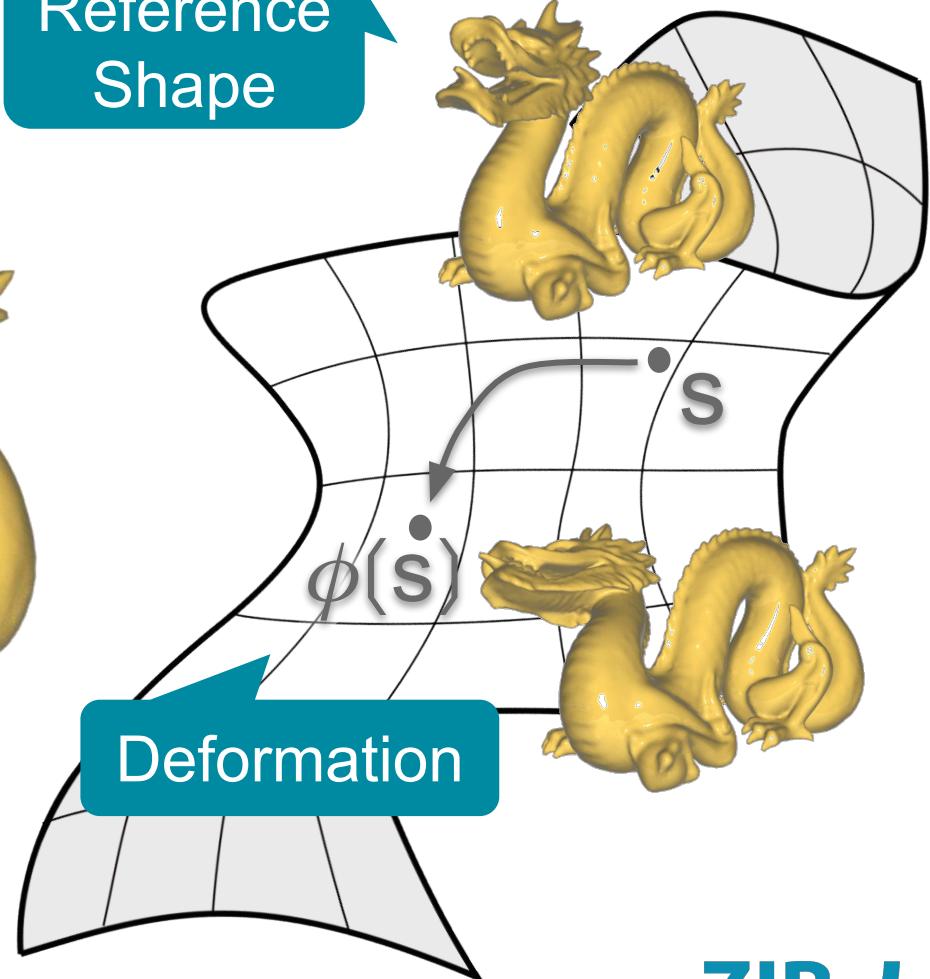
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Elastic Energy  $\mathcal{W}(\phi)$

Reference  
Shape

Deformation



# Shell Space

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Membrane Term

Bending Term

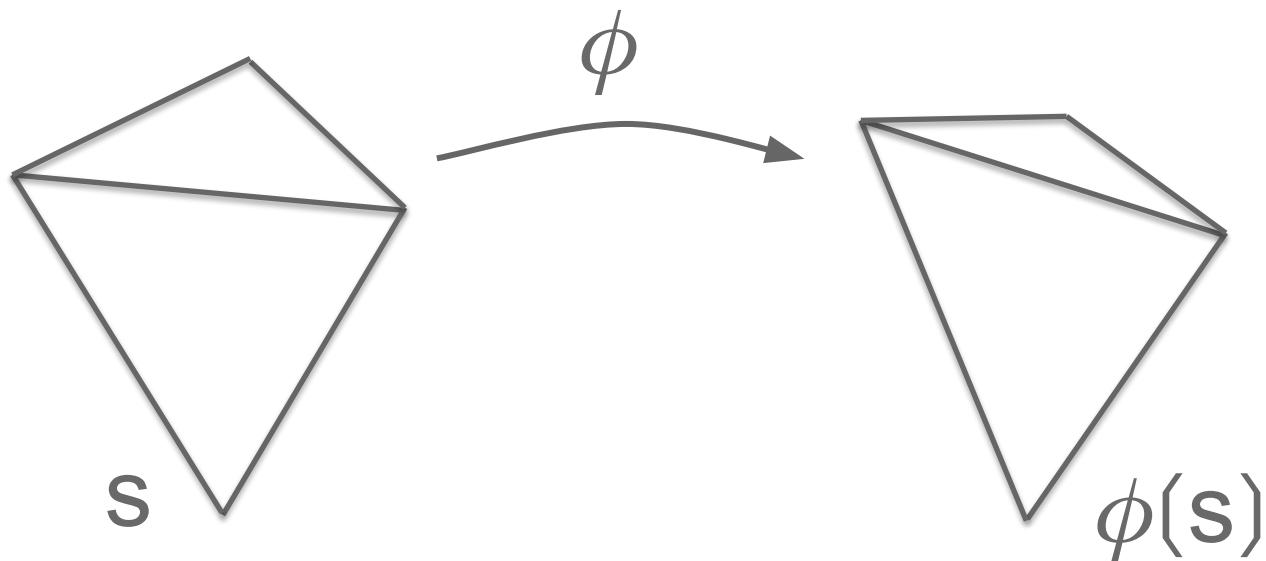
$$\mathcal{W}(\phi) = \mathcal{W}_{\text{mem}}(\mathbf{I}_\phi) + \mathcal{W}_{\text{bend}}(\mathbf{II}_\phi)$$

Fundamental Forms

Surface-Theory:  
Fundamental Forms determine  
 $\phi(s)$  uniquely up to rigid motion

# Simplicial Map

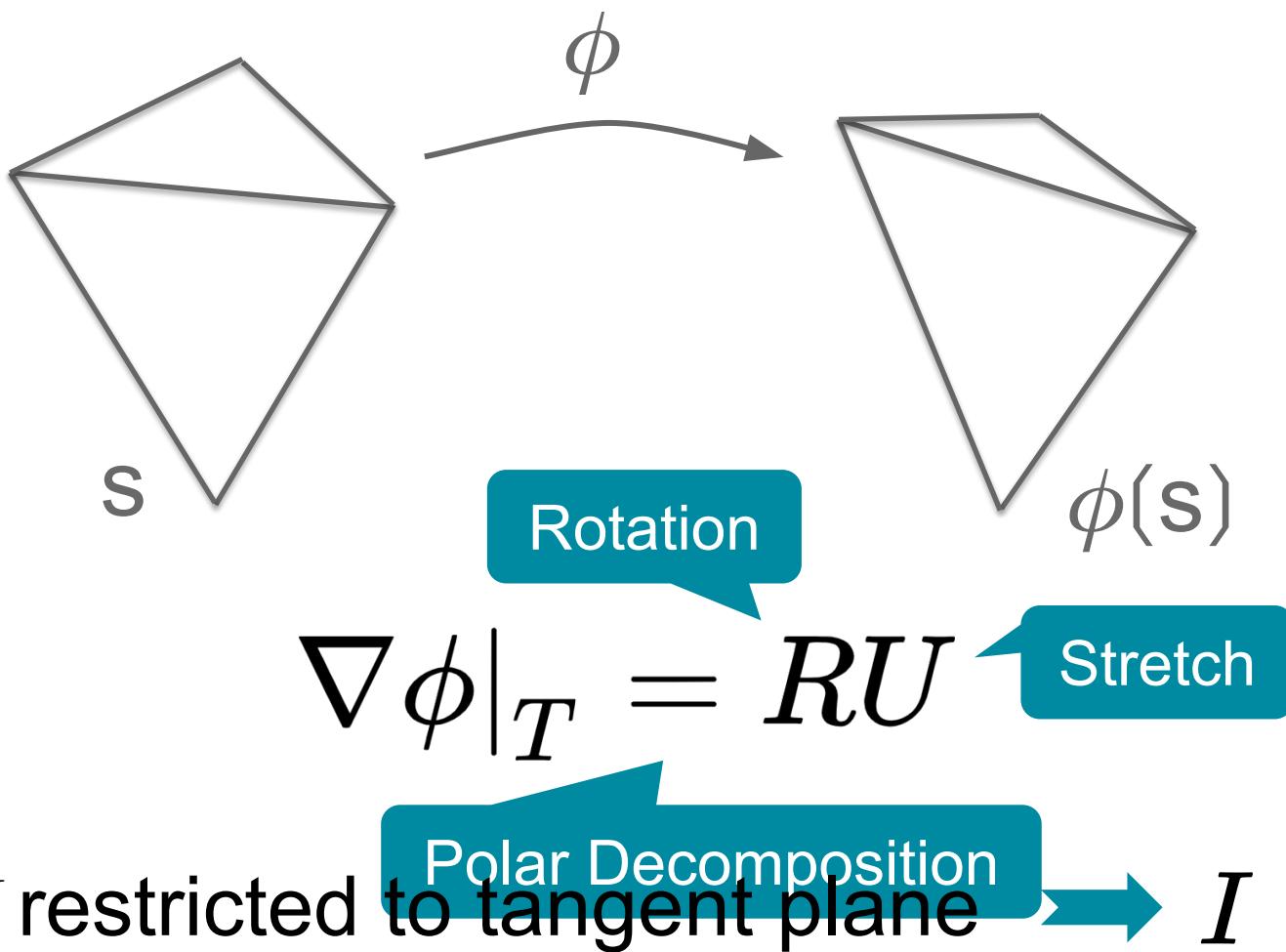
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- $\phi$  affine on each triangle  $T$
- Gradient  $\nabla \phi|_T$  const. 3-by-3 matrix

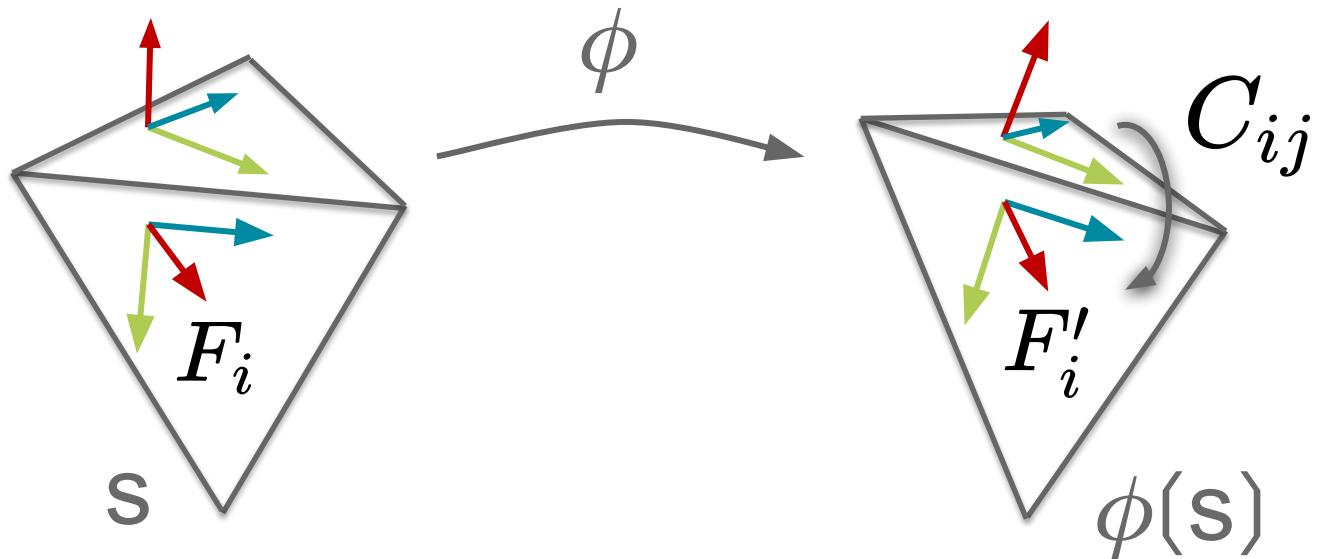
# 1<sup>st</sup> Fundamental Form

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## 2<sup>nd</sup> Fundamental Form

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$$F'_i = R_i F_i$$

$$F'_i C_{ij} = F'_j$$

Push Frames  
Forward

Transition Rotations

# Fundamental Coordinates

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## Shape Representation

- Tangential stretches (one per triangle)
- Transition rotations (one per inner edge)

- + Invariant under Euclidean motion
- + Bi-invariant Lie group structure
- + Efficient Riemannian calculus

## Inverse Problem (representation → surface)

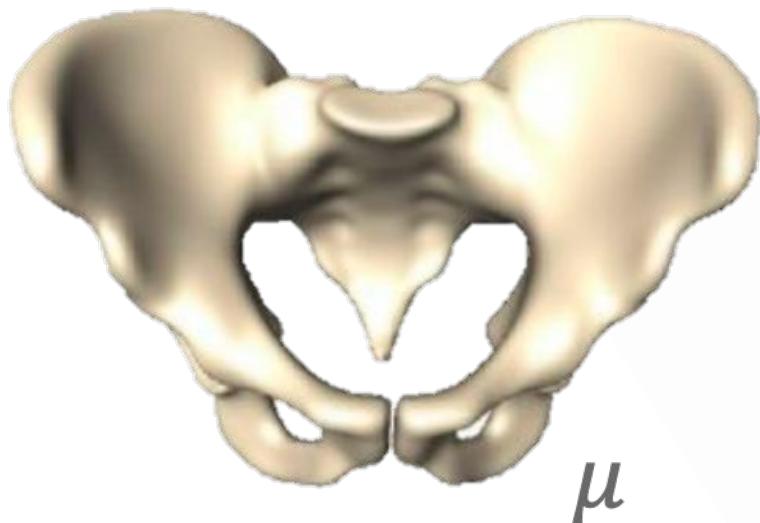
- Local/global solver allowing interactive rates

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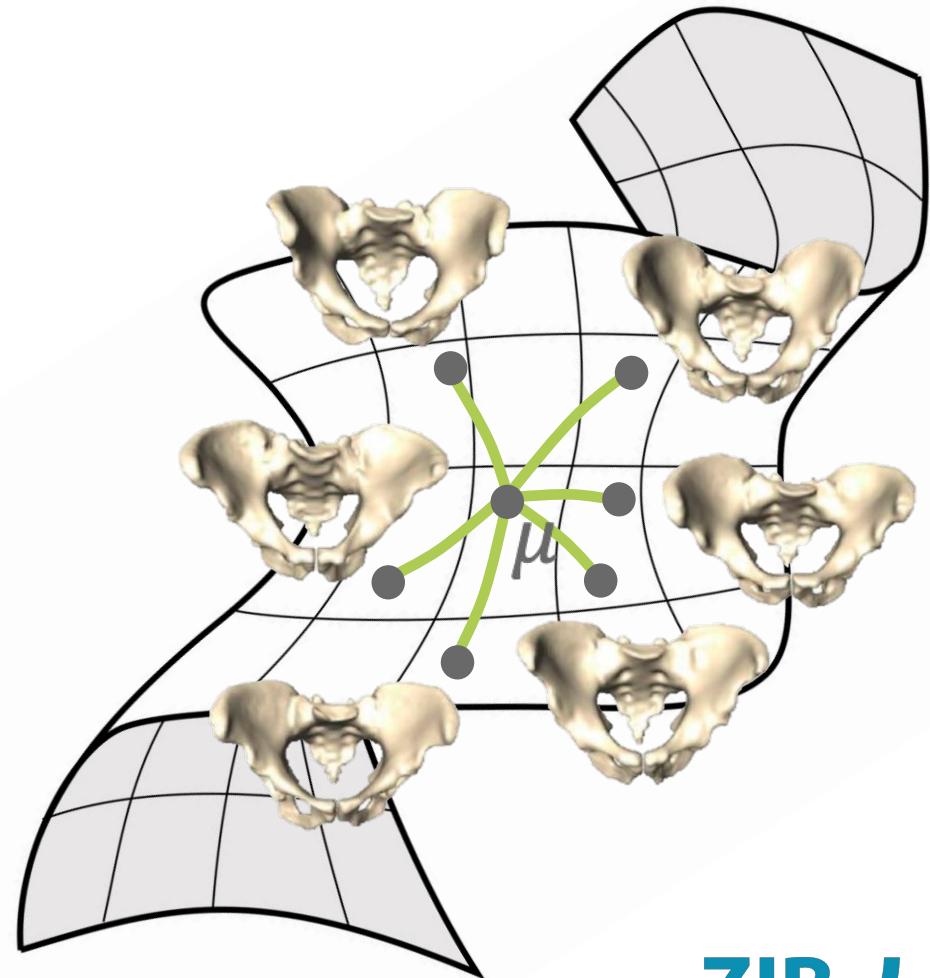
# Riemannian Shape Analysis

# Mean Shape

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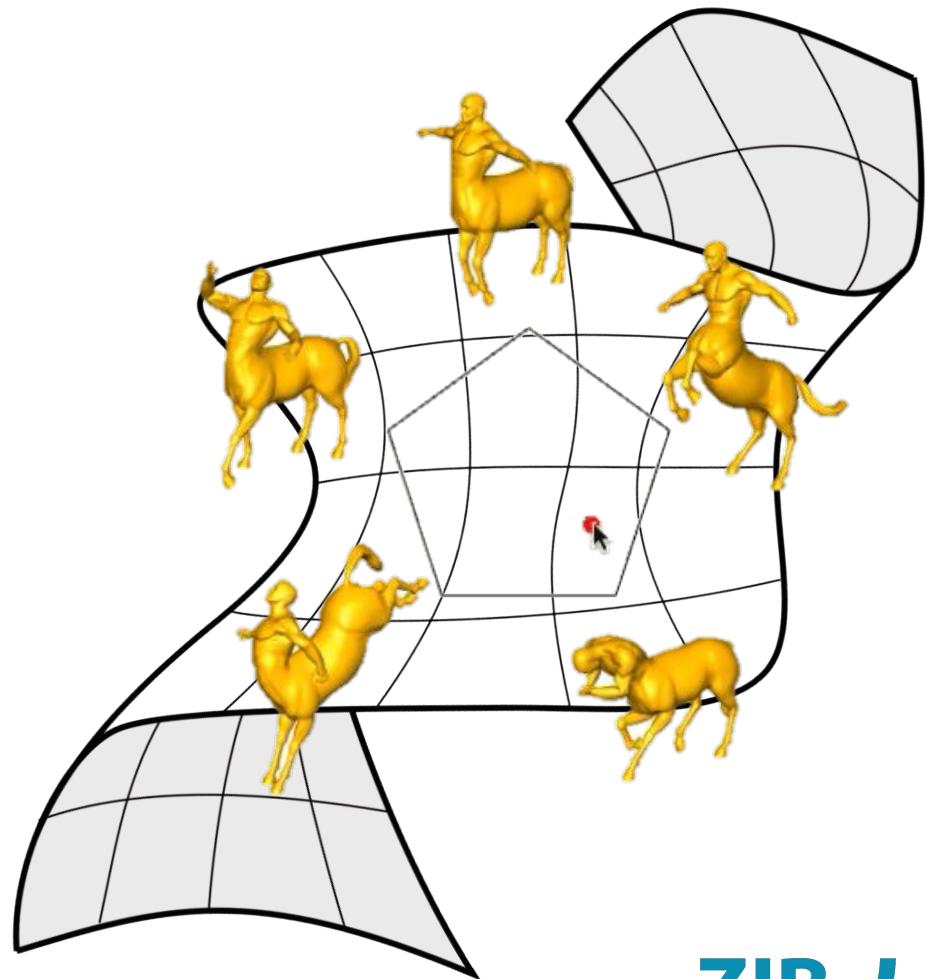
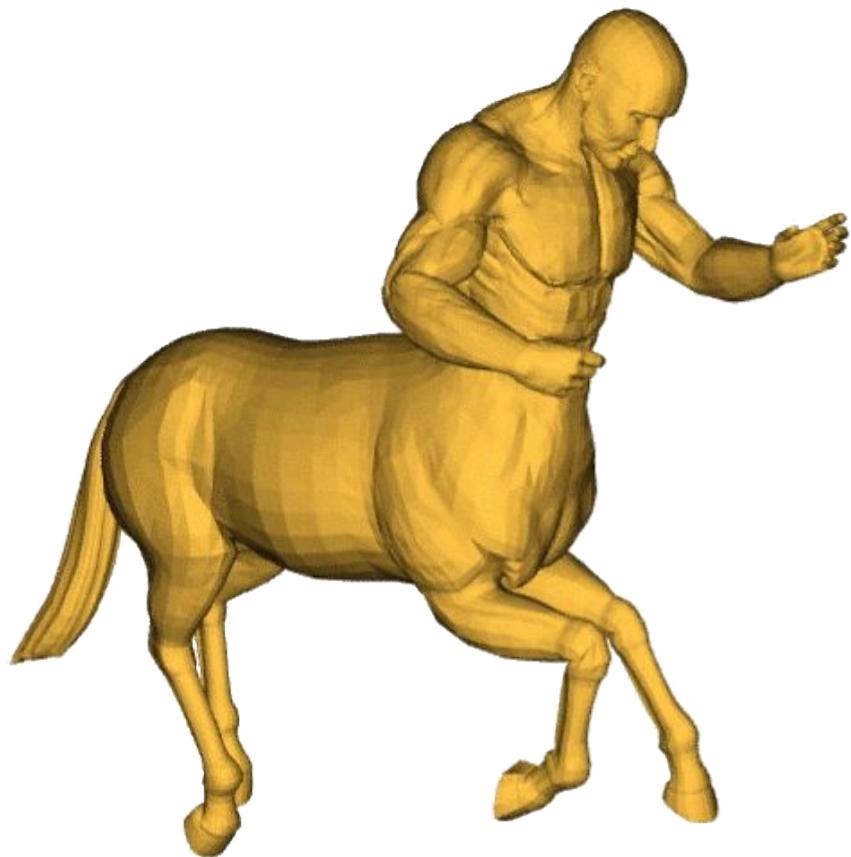


Riemannian  
Center of Mass



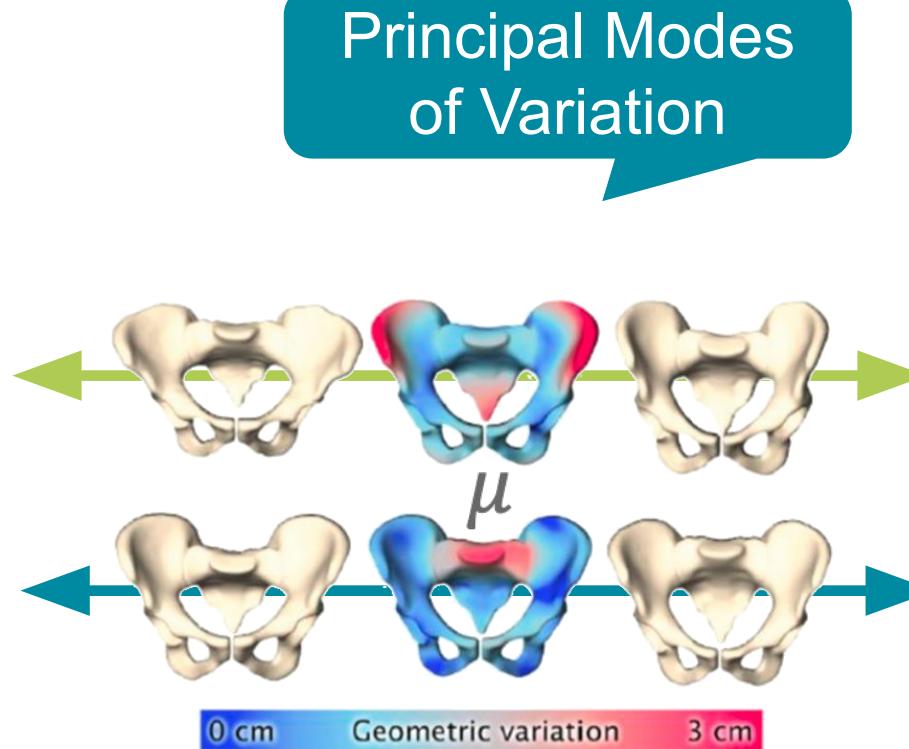
# Exploration of Example Manifold

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# Principal Geodesic Analysis

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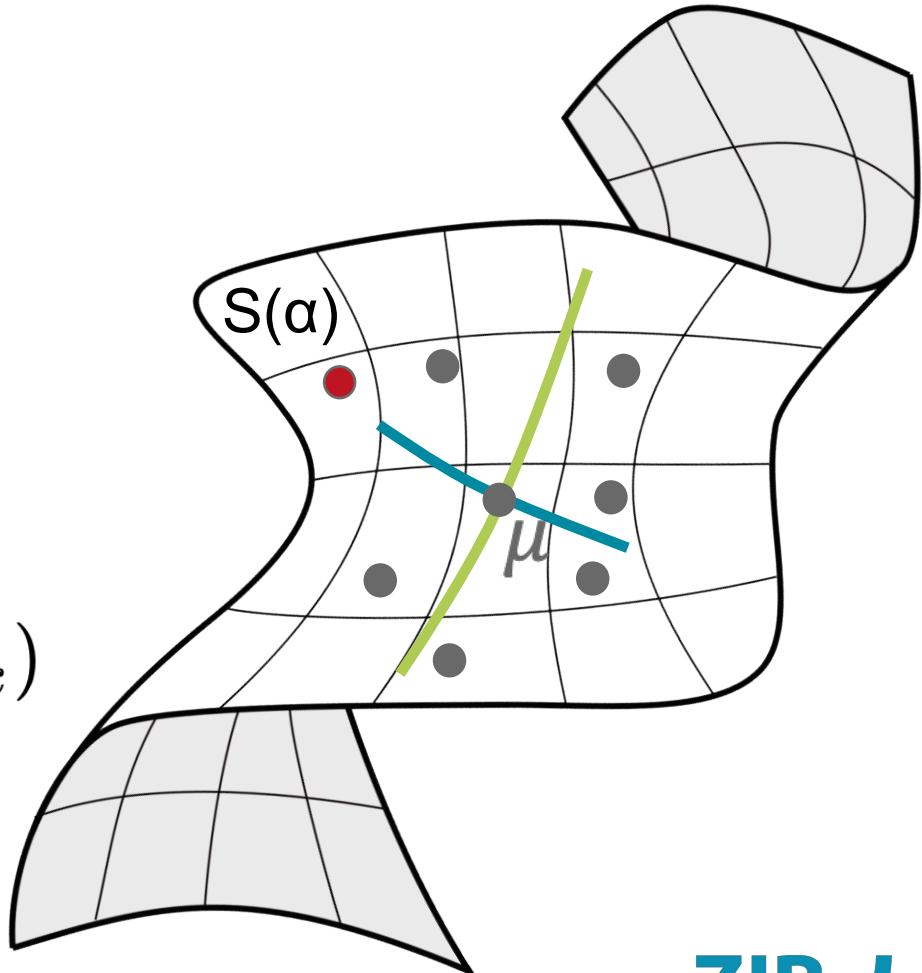
# Generation of Shapes

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$$S(\alpha) = \mu + \alpha_1 / + \alpha_2 \curvearrowright$$

Shape Weights

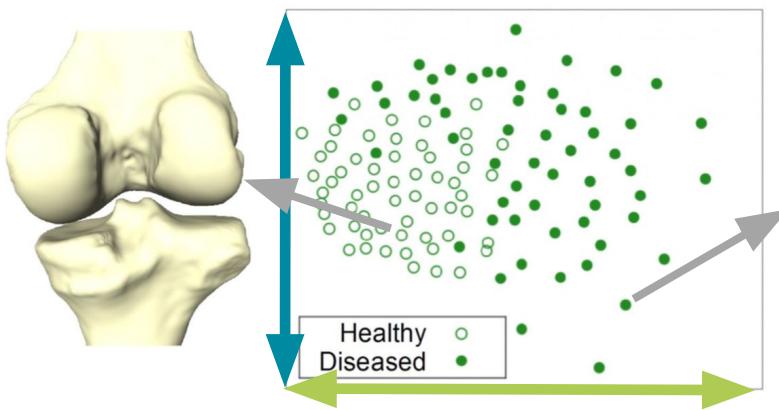
$$S(\alpha) = \text{Exp}_{\mu}(\sum_k \alpha_k \cdot \vartheta_k)$$



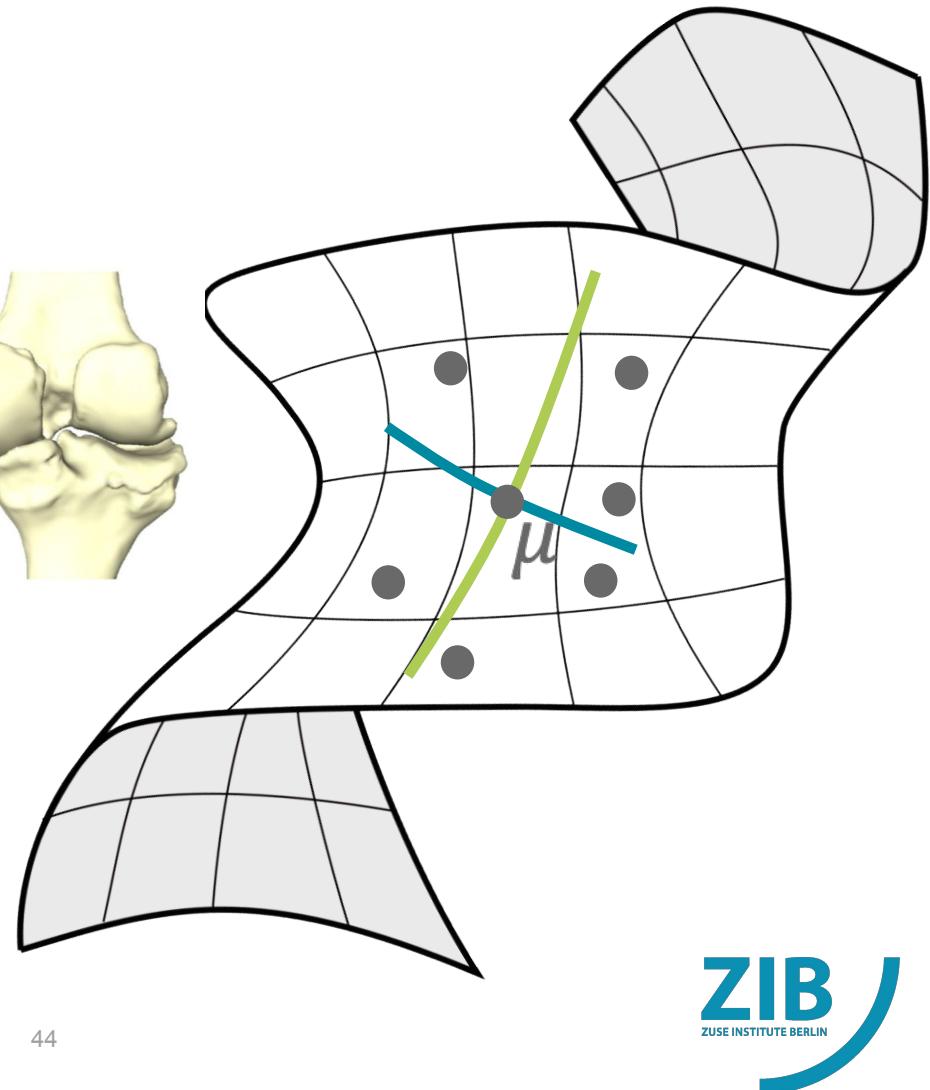
# SSM-based Machine Learning

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Dimension Reduction

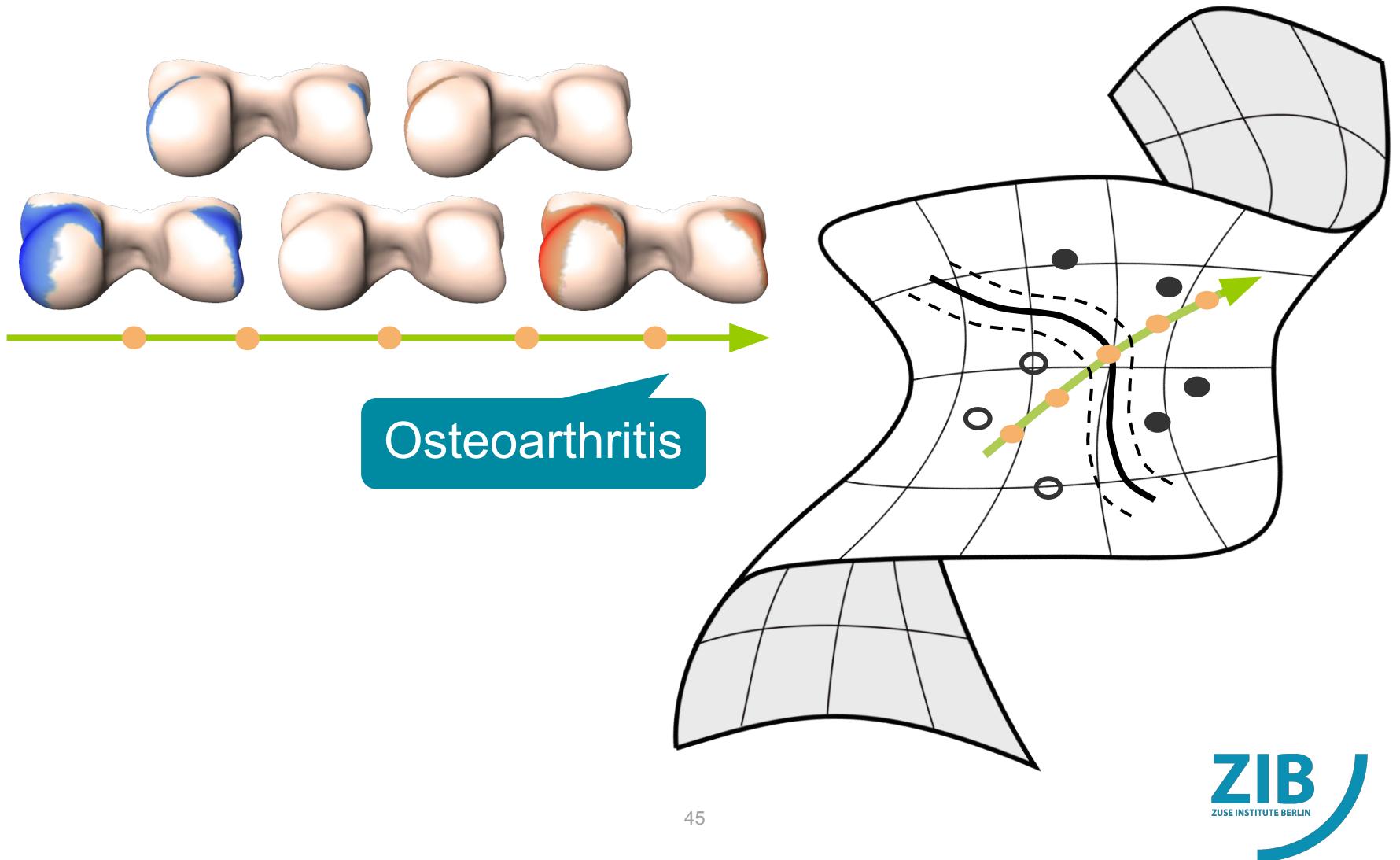


- Clustering
- Classification
- ...



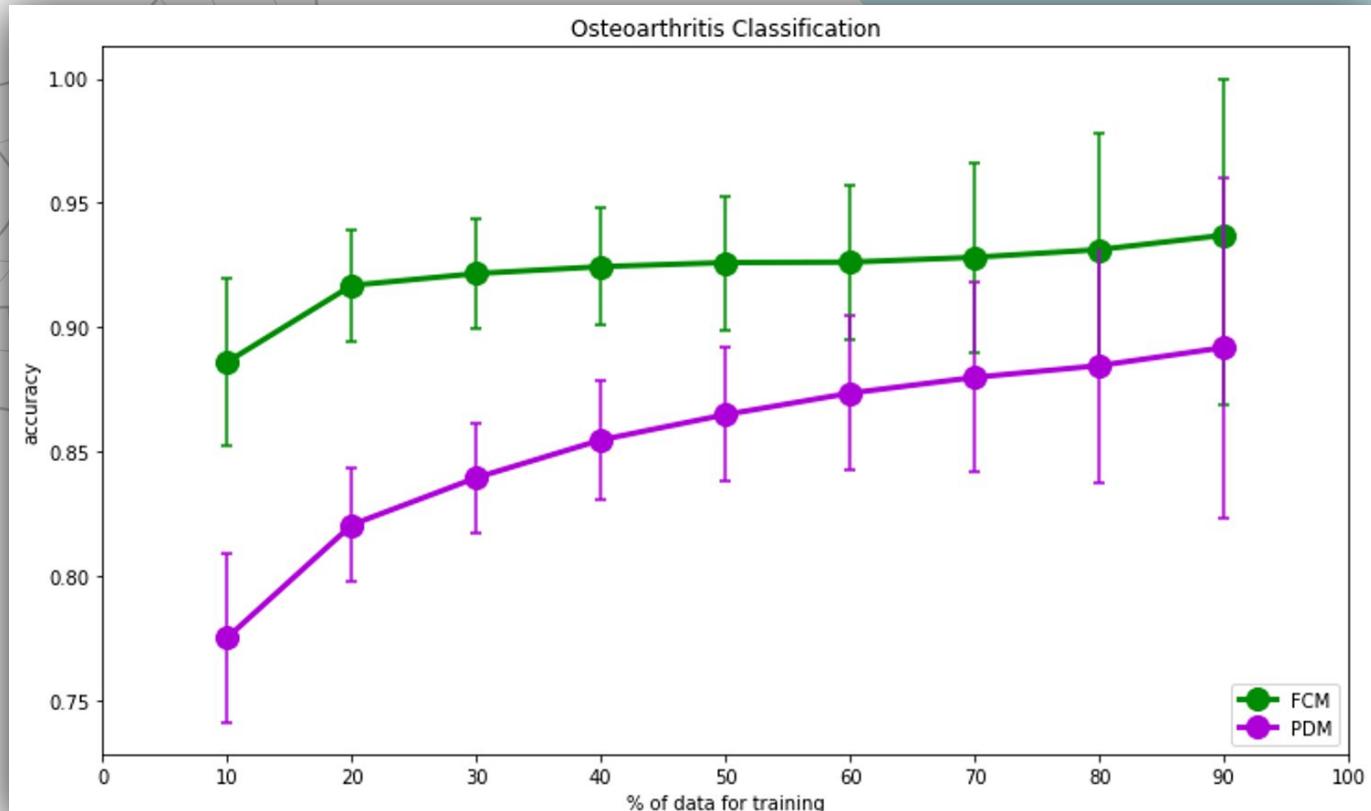
# Support Vector Machine

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# Knee Osteoarthritis Classification

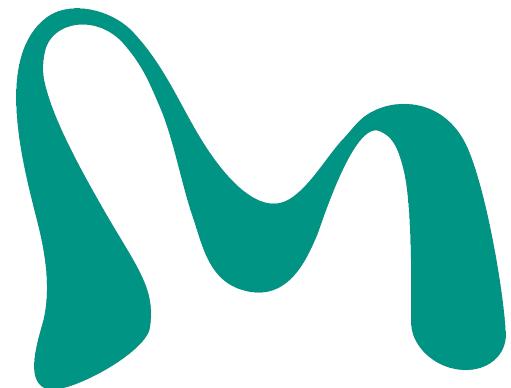
Support Vector Machine



The notebooks in the practical part are built upon the python library ‘*Morphomatics: Geometric morphometrics in non-Euclidean shape spaces*’\*



available at



*[github.com/morphomatics/morphomatics](https://github.com/morphomatics/morphomatics)*

# Practical Part

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☰ README.md

EDA

## TES\_21\_22\_Tutorials

Tutorials for the Thematic Einstein Semester on Mathematics of Imaging in Real-World Challenges

The idea of the tutorials is to run them via Jupyter notebooks. The notebooks are designed to require little computational power and can be run by using binder:

 [launch binder](#)

The link above will open the notebooks directly in your browser and you do not need to install any additional software. If you would like to run the code on your own computer, please follow the installation instructions below. If you want to do this, then please try it well in advance to the tutorial, because it will take some time.

### Installation

### Prerequisites

You will need to have git and anaconda installed on your computer. The notebooks do not require GPU support.