Project Number: 22

Project Title: Automatic segmentation of computed tomography scans using MONAI and

3DSlicer

Project Clients: Luca Modenese

Project specializations: Software Development; Artificial Intelligence (Machine/Deep

Learning, NLP); Bioinformatics/Biomedical;

Number of groups: 2 group

Main contact: Luca Modenese

Background:

Orthopaedic applications require segmentation of radiological scans, usually from computed tomography, to extract three-dimensional bone shapes that can be used for presurgical plans.

The goal of this project is to use publicly available datasets of segmented medical images (several of which listed at https: //github.com/modenaxe/awesome-biomechanics) to train a deep-learning model for automatically segmenting CT scans of the lower limb in the MONAI framework. The trained model will be made available to non-technical users through 3DSlicer so they can segment their own images and further refine the model through MONAI label.

MONAI (https://monai.io/) is the open-source framework that is becoming the de facto stardard for developing artificial intelligence solutions related to medical images.

3DSlicer (https://www.slicer.org) is a widely used open-source application in which it is possible to prototype solutions involving processing of medical images.

Requirements and Scope:

The project is limited to:

- the training of the MONAI model,
- the creation of the Slicer extension (using the extension wizard or based on existing similar plugins)
- the working setup of a MONAI label server.

The datasets will be provided but the data might need format transformations.

Required Knowledge and skills:

- The segmentation model will be implemented in the MONAI framework, ideally using the autoseg3d.
- the Slicer extension to be similar to this one: https://github.com/lassoan/SlicerMONAIAuto3DSeg
- I would like the trained model to be made available to users also through MONAI Label for continuous refinement when further data become available.

Expected outcomes/deliverables:

- a trained nnUnet or auto3dseg model to use in 3D Slicer (weights)
- a Slicer plugin working with the provided model
- a MONAI label server setup to use the trained model and extend it