

Computer Vision extended assignment

Task 1:

Aim: we are provided with MRI data and our aim for task one is to Develop and apply different segmentation algorithms, based on any technique you have learnt to each slice of the MRI data.

Method:

Initially, we have created a function, namely 'segmentation' which is a simplistic approach to segmenting the image which gave us an idea that the segmentation would be much more complicated than what we had anticipated, in this function, we first we applied 'mat2gray' function that converts the image to a grayscale image, then we passed that image through multi-thresholding function to segment gray image into different regions. Later on, we quantize the image and label rgb to it using label2rgb and then convert it to gray once again.

Then to evaluate the accuracy for my function, we use dice score, which unfortunately turned out to be less than what we had expected (0.74). Therefore we leave this method, and approach it differently.

The second method we used for segmentation is mixture of our knowledge gained from labs, lecture videos and online research.

In this, we identify aspects of the image in histogram with different intensities which we can get from histogram), later we worked on separating different aspects of the image such as skin, skull, grey matter, air, gray matter and white matter., so that we get their separate values in multiple different variables.

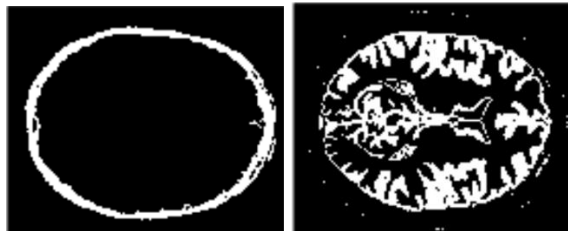


fig 1,2,3 & 4: skull ,skin, gray and white matter



Towards the end, we combined the all the variables consisting of different aspects of the image to form a segmented and combined image

Result: the result of our final approach provided us with an image that comes to the expected output, we later confirm it in task 2.



fig 5: segmented and combined image

Conclusion: this task gave us an in-depth understanding and experience of applying multiple approaches to image segmentation based on the knowledge gathered.

Task 2:

Aim: after applying multiple approaches to MRI data, we then have to compare your segmented results for each algorithm to the ground-truth label provided. Justify and explain the metric used to assess accuracy.

Method: conventionally, the methods used for evaluation of similarity are jaccard and dice scores, in our case we used dice similarity to assess the accuracy of the image because dice method provides us with how many positives you find, but it also penalizes for the false positives that the method finds.

$$\text{Dice score} = \frac{2 \cdot \text{number of true positives}}{2 \cdot \text{number of true positives} + \text{number of false positives} + \text{number of false negatives}}$$

Result: the dice score gave an accuracy of 0.98

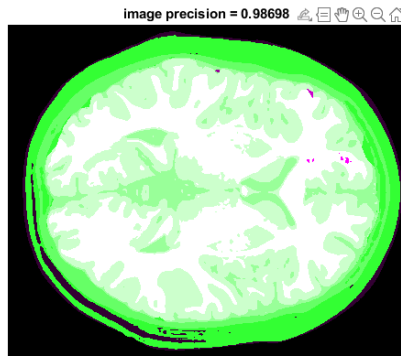


fig5: image precision for task 1

Conclusion: this task allowed us with the option of choosing between various approaches of evaluating precision of our algorithms, in our case we chose dice that helped us gain the accuracy of our image.

Task 3:

Aim: In task three we have to think about and implement a 3D image segmentation algorithm that can be applied to all slices, simultaneously. Discuss why the use of the proposed algorithm is much more reasonable than task 1 and same evaluation method is applied as that of task 2.

Method: In this case, we have used `imsegkmeans3` function for segmentation and then used `dice` function to evaluate the accuracy.

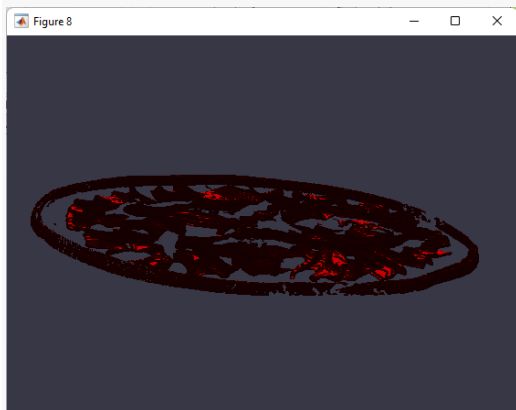


fig2: output for task 3

Result: The accuracy for the algorithm is 0.77.

Conclusion: having `imsegkmeans3` made it simpler to implement 3D segmentation, and the evaluation method (dice score) helped us gain accuracy of the proposed algorithm, Conclusion:

Supplementary data

Code for task 3:-

```
1 slices = load('Brain.mat');
2 label = slices.label;
3 T1 = slices.T1;
4 L = imsegkmeans3(T1,6, MaxIterations=100);
5 volshow(L==2);
6
7 Mtx=zeros(size(L1));
8 Mtx(L==1) =0;
9 Mtx(L==2) =1;
10 Mtx(L==3) =2;
11 Mtx(L==4) =3;
12 Mtx(L==5) =4;
13
14 label_new = cast(label, "logical");
15 final_image = cast(Mtx,"logical");
16 similarity_dice_new = dice(final_image, label_new);
17 figure();
18 title(['image precision = ' num2str(similarity_dice_new)]);
19
20
```

Code for task 2:-

```
label_new = cast(label(:,:,9), "logical");
final_image = cast(final_image,"logical");
similarity_dice_new = dice(final_image, label_new);
figure();
imshowpair(final_image, label(:,:,1));
title(['image precision = ' num2str(similarity_dice_new)]);
```

Task 1 code:-

```
1 load("Brain.mat") %loading brain file
2 %calling the segmentation function
3 [res,score,final] = Segmentation(T1(:,:,9),label(:,:,9));
4 imshowpair(res,label(:,:,1),"montage");
5 title(score);
6
7 % creating a Histogram for identify different intensities
8 imhist(final);
9 figure;
10
11
12 %% Skull + Grey with Skull
13 final_one = final >= 0.7 & final <= 0.8;
14 imshow(final_one);
15 mask = zeros(size(final_one));
16 mask(45:end-45, 40:end-40)=1;
17 binary_weighted=activecontour(final_one, mask,300);
18 binary_weighted = imcomplement(binary_weighted);
19 binary_weighted = cast(binary_weighted,"double");
20 skullvar = segmentImageOne(bw); %calling the segmentImageOne function
21 imshow(final_one);
22 imshow(skullvar);
23 imshow(final_one - skullvar); %separating skull from brain
```

```

19 binary_weighted = cast(binary_weighted,"double");
20 skullvar = segmentImageOne(bw); %calling the segmentImageOne function
21 imshow(final_one);
22 imshow(skullvar);
23 imshow(final_one - skullvar); %separating skull from brain
24 skull = final_one - skullvar;
25 skull_1 = zeros(size(skull));
26 skull_1(skull>0)=51;
27 imshow(skull_1);
28 title("Skull");
29
30
31 %% Skin Label 1
32 final_two = final_one - skullvar;
33 imshow(final_two);
34 mask_2 = zeros(size(final));
35 mask_2(77:end-77, 88:end-88)=1;
36 binary_weighted_2=activecontour(final, mask_2, 300);
37 binary_weighted_2 = imcomplement(binary_weighted_2);
38 binary_weighted_2 = cast(binary_weighted_2,"double");
39 skinvar = segmentImageOne(bw_2);
40 imshow(skinvar);
41 imshow(final_two - skinvar);
42

```

```

41 imshow(final_two - skinvar);
42 skin = final_two - skinvar;
43 skin = skin > 0;
44 final_1 = zeros(size(skin));
45 final_1(skin>0)=153;
46 imshow(final_1);
47 title("Skin New 153 values");
48
49
50 %% CSF Label 3
51 testvar4 = testvar >= 0.0 & testvar <= 0.1;
52 imshow(testvar4);
53 mask_3 = zeros(size(testvar));
54 mask_3(106:end-106, 114:end-114)=1;
55 binary_weighted_3=activecontour(testvar, mask_3, 300);
56 binary_weighted_3 = imcomplement(binary_weighted_3);
57 binary_weighted_3 = cast(binary_weighted_3,"double");
58 csfvar = segmentImageOne(binary_weighted_3);
59 imshow(csfvar);
60 imshow(testvar4 - csfvar);
61 csfvar_one = testvar4 - csfvar;
62 csfvar_one = csfvar_one > 0;
63 final_2 = zeros(size(skin));
64

```

```

61 csfvar_one = testvar4 - csfvar;
62 csfvar_one = csfvar_one > 0;
63 final_2 = zeros(size(skin));
64 final_2(csfvar_one)=255;
65 imshow(final_2);
66 title("CSF New 255 values");
67
68 %% Grey Matter label 4
69 greyvar = segmentImageTwo(bw);
70 greyvar = final_one - skullvar - greyvar;
71 imshow(greyvar);
72 mask_4 = zeros(size(greyvar));
73 mask_4(15:end-15, 10:end-10)=1;
74 binary_weighted_4=activecontour(greyvar, mask_4,300);
75 figure();
76 imshow(mask_4,[]);
77 title("Skull")
78 figure();
79 imshow(binary_weighted_4,[], colormap=jet)
80 title("Skull Binary")
81 imshow(binary_weighted_4);
82 binary_weighted_4 = cast(binary_weighted_4,'double');
83 skull_1=binary_weighted_4-greyvar;
84 imshow(skull_1);

```

```
Main.mlx x test_3d.mlx x finale.mlx x +
79 imshow(binary_weighted_4,[], colormap=jet)
80 title("Skull Binary")
81 imshow(binary_weighted_4);
82 binary_weighted_4 = cast(binary_weighted_4,'double');
83 skull_1=binary_weighted_4-greyvar;
84 imshow(skull_1);
85 skull_1 = imcomplement(skull_1);
86 skull_1 = skull_1 - csfvar;
87 imshow(skull_1)
88 grey_matter = skull_1;
89 grey_matter = grey_matter > 0;
90 final_3 = zeros(size(grey_matter));
91 final_3(grey_matter>0)=102;
92 imshow(final_3);
93 title("Grey Matter New 102 values");
94
95
96
97
98 %% White Matter Label 5
99 testvar3 = final >= 0.9 & final <= 1;
100 imshow(testvar3);
101 testvar3 = testvar3 - skinvar;
102 imshow(testvar3);
```

```
Live Editor - C:\Users\user\Desktop\Main.mlx
Main.mlx x test_3d.mlx x finale.mlx x +
96
97
98 %% White Matter Label 5
99 testvar3 = final >= 0.9 & final <= 1;
100 imshow(testvar3);
101 testvar3 = testvar3 - skinvar;
102 imshow(testvar3);
103 white_matter = testvar3;
104 white_matter = white_matter >0;
105 final_4 = zeros(size(white_matter));
106 final_4(white_matter>0)=204;
107 imshow(final_4);
108 title("White Matter New 204 values");
109
110
111
112
113 %% Combining all aspects
114 final_image = (skin)+(skull)+(csfvar_one)+(grey_matter)+(final_white_m
115 title("final image");
116 imshow(final_image);
117
118
119
```

Three functions used for task1, task2 and task3 are given below:-

```
171 %%
172 function [result,score,final] = Segmentation(img,label)
173     image_gray = mat2gray(img); %converting the image to gray
174     threshold_image = multithresh(image_gray,3); %multi-thresholding
175     segmented_image = imquantize(image_gray,threshold_image); %quantizing image
176     segmented_rgb = label2rgb(segmented_image);
177     final = im2gray(segmented_rgb);
178     final = mat2gray(final);
179     imshow(final); %o/p the final image
180     figure;
181     %Now, we find the dice score
182     label = cast(label, "logical");
183     result = cast(segmented_image,"logical");
184     score = dice(result, label);
185     result = segmented_rgb;
186 end
187 %%
188
```

```
150
151 function [BW,maskedImage] = segmentImageOne(X)
152 % Adjust data to span data range.
153 X = imadjust(X);
154
155 % Create empty mask.
156 BW = false(size(X,1),size(X,2));
157
158 % Flood fill
159 row = 75;
160 column = 87;
161 tolerance = 5.000000e-02;
162 addedRegion = grayconnected(X, row, column, tolerance);
163 BW = BW | addedRegion;
164
165 % Create masked image.
166 maskedImage = X;
167 maskedImage(~BW) = 0;
168 end
169
170
```

```
127 function [BW,maskedImage] = segmentImageTwo(X)
128
129 Xmin = min(X(:)); % Normalizing data to range in [0,1].
130 Xmax = max(X(:));
131 if isequal(Xmax,Xmin)
132     X = 0*X;
133 else
134     X = (X - Xmin) ./ (Xmax - Xmin);
135 end
136
137 BW = false(size(X,1),size(X,2)); % Creating empty mask
138
139 % Flood fill
140 tolerance = 5.000000e-02;
141 column = 185;
142 row = 30;
143 addedRegion = grayconnected(X, row, column, tolerance);
144 BW = BW | addedRegion;
145
146 % making masked image.
147 maskedImage = X;
148 maskedImage(~BW) = 0;
149 end
150
```