

# Inverse Problems for Biomedical Systems

Martin Rodriguez-Vega  
rodriguez-vega@fresnel.fr

# What is an inverse problem?

A physical phenomenon: interactions between systems, can be measured.

We can create **physical laws** which provide a model for the phenomenon,

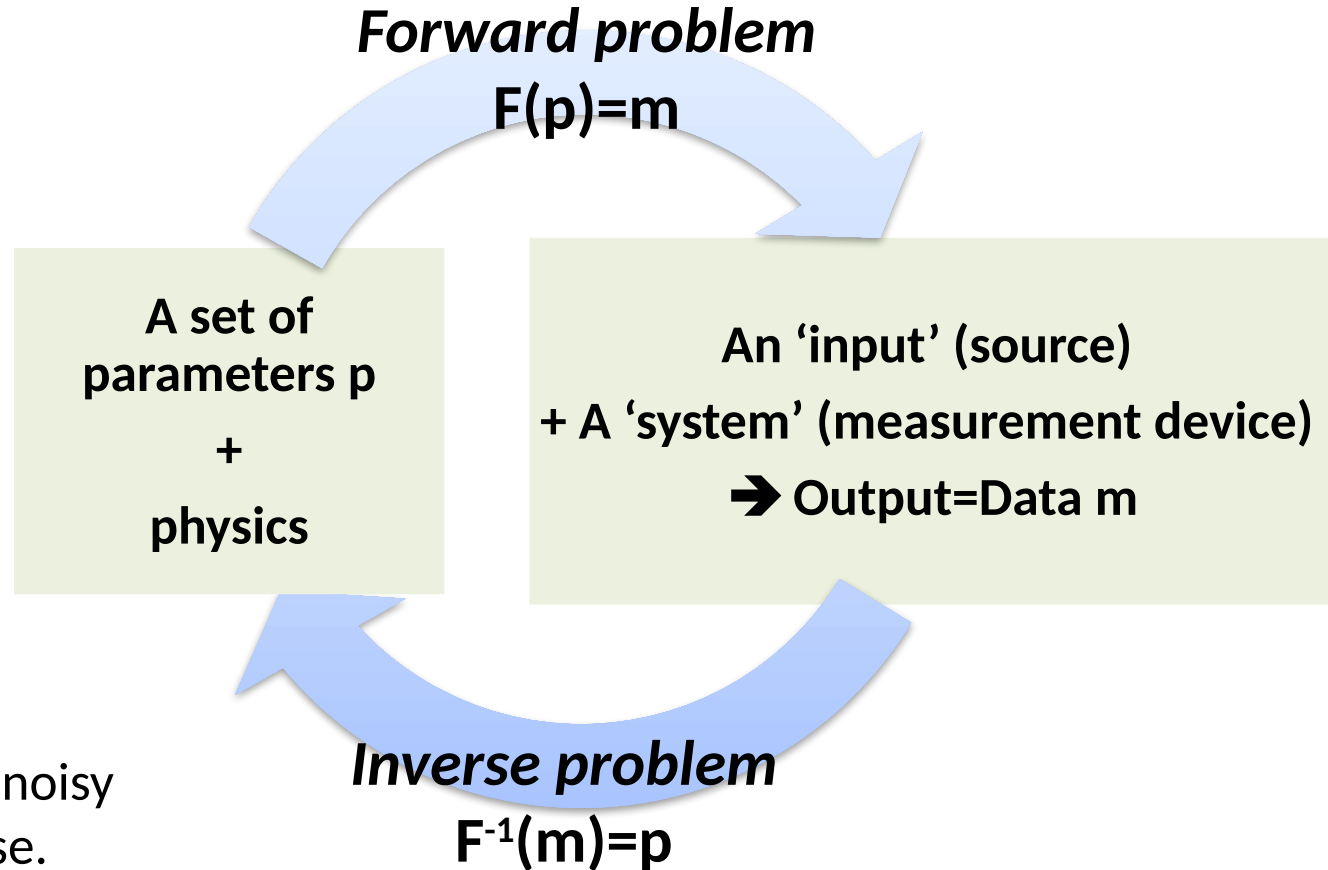
A model is determined by **parameters** and an **internal state**.

$$m = F(p, x)$$

Examples: Wave propagation, light-matter interactions, gravity.

# What is an inverse problem?

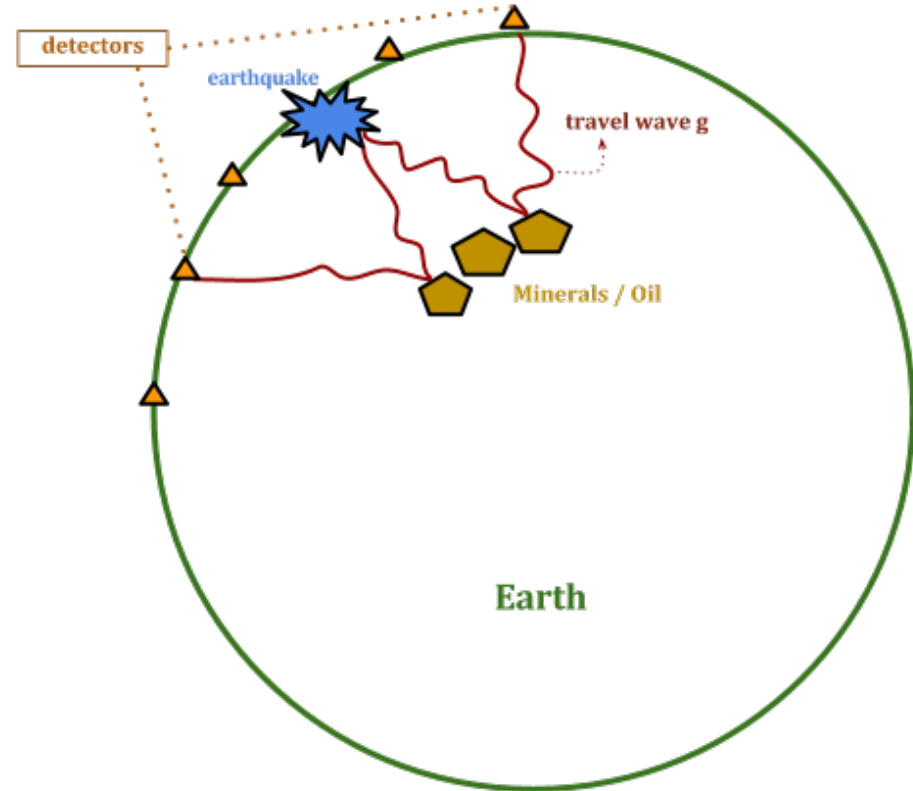
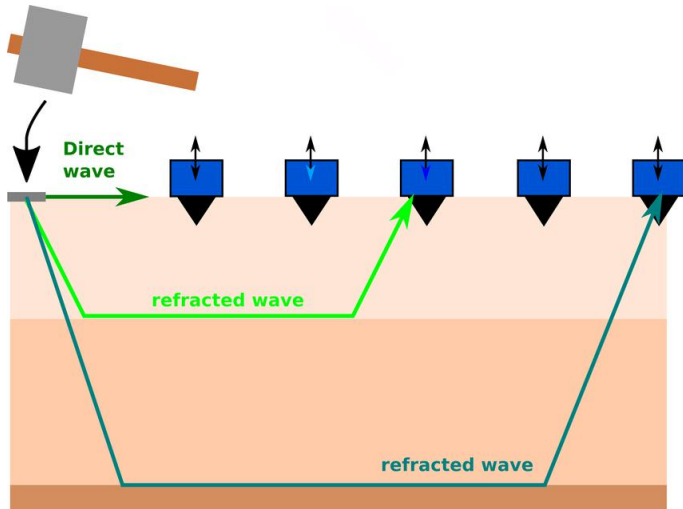
Given known causes (initial conditions, material properties, other model parameters), determine the effects (data/measurements).



Observing the effects (noisy data), recover the cause.

# Examples

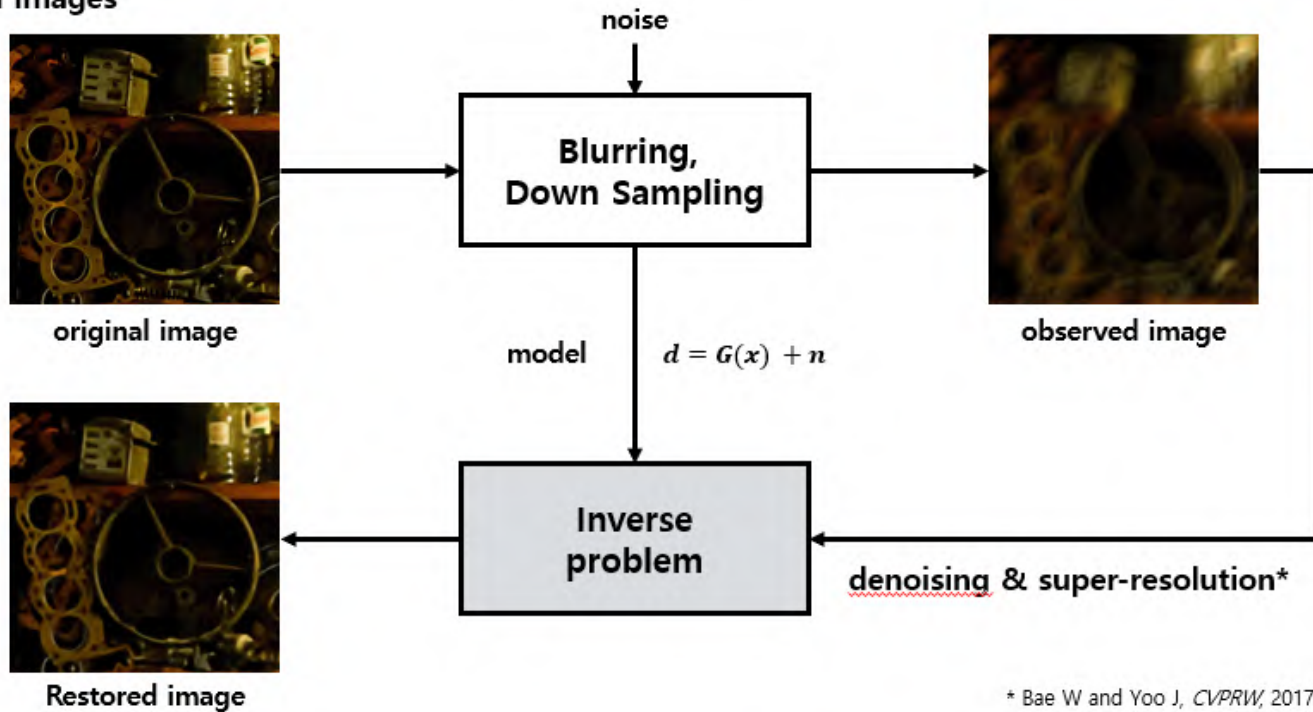
## Geology - Seismology



# Examples

## Signal processing / Imaging

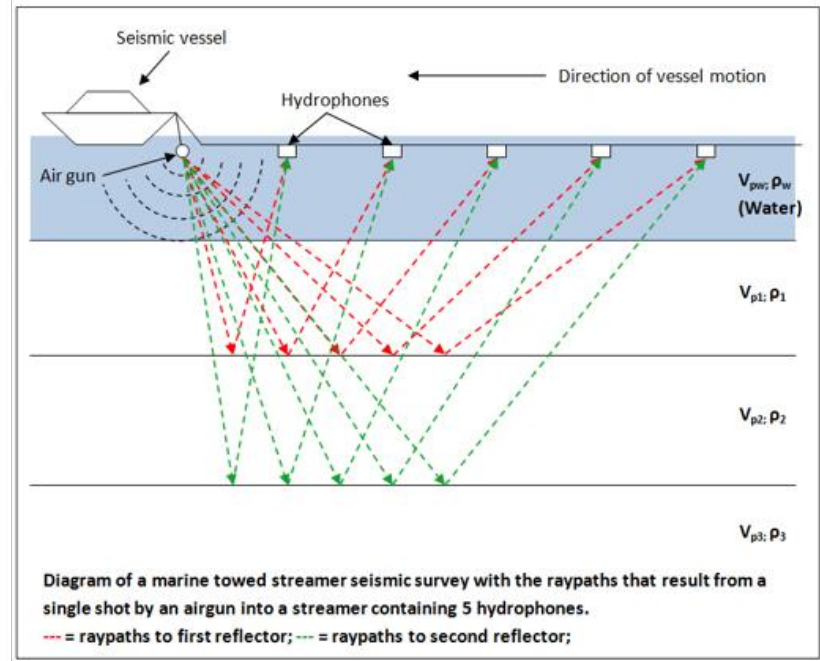
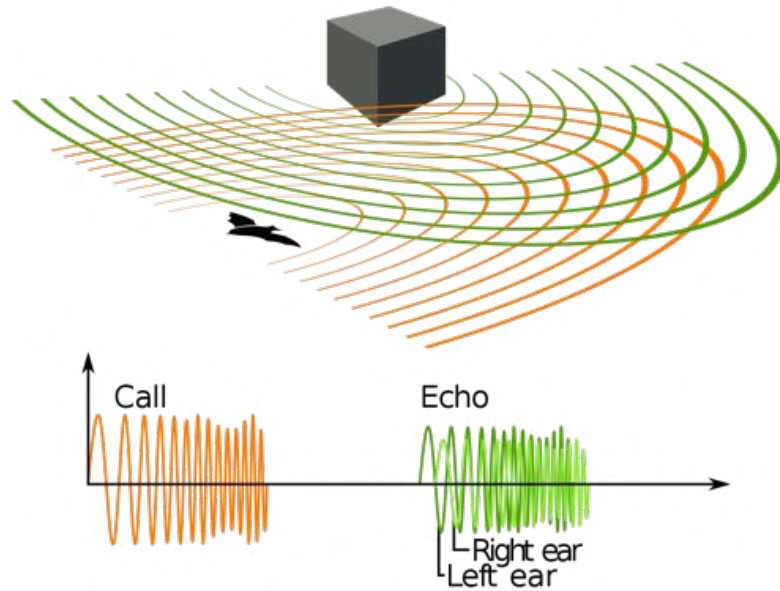
e.g. natural images



\* Bae W and Yoo J, *CVPRW*, 2017

# Examples

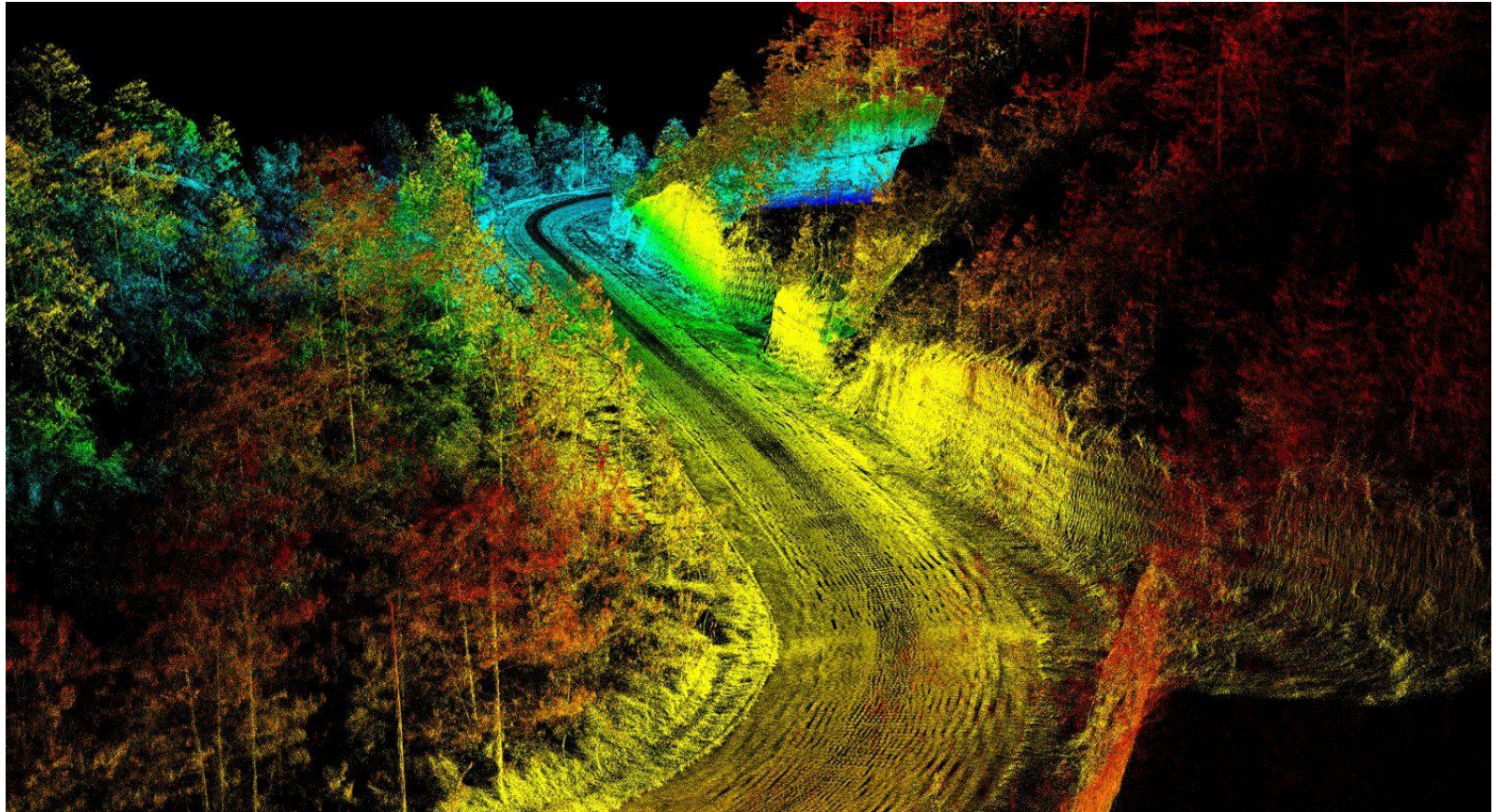
## Positioning / Navigation





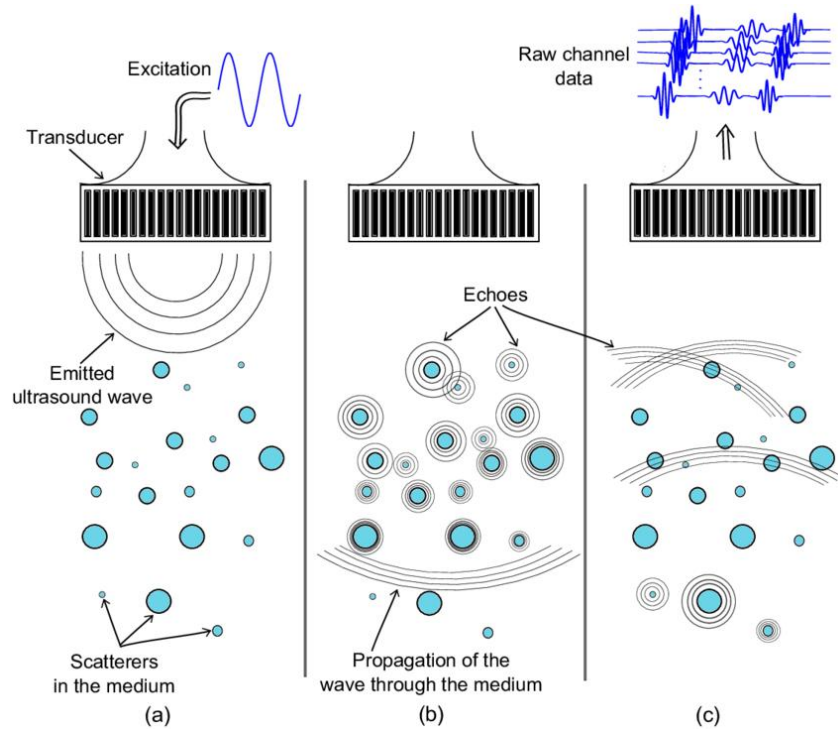
# Examples

LIDAR



# Examples

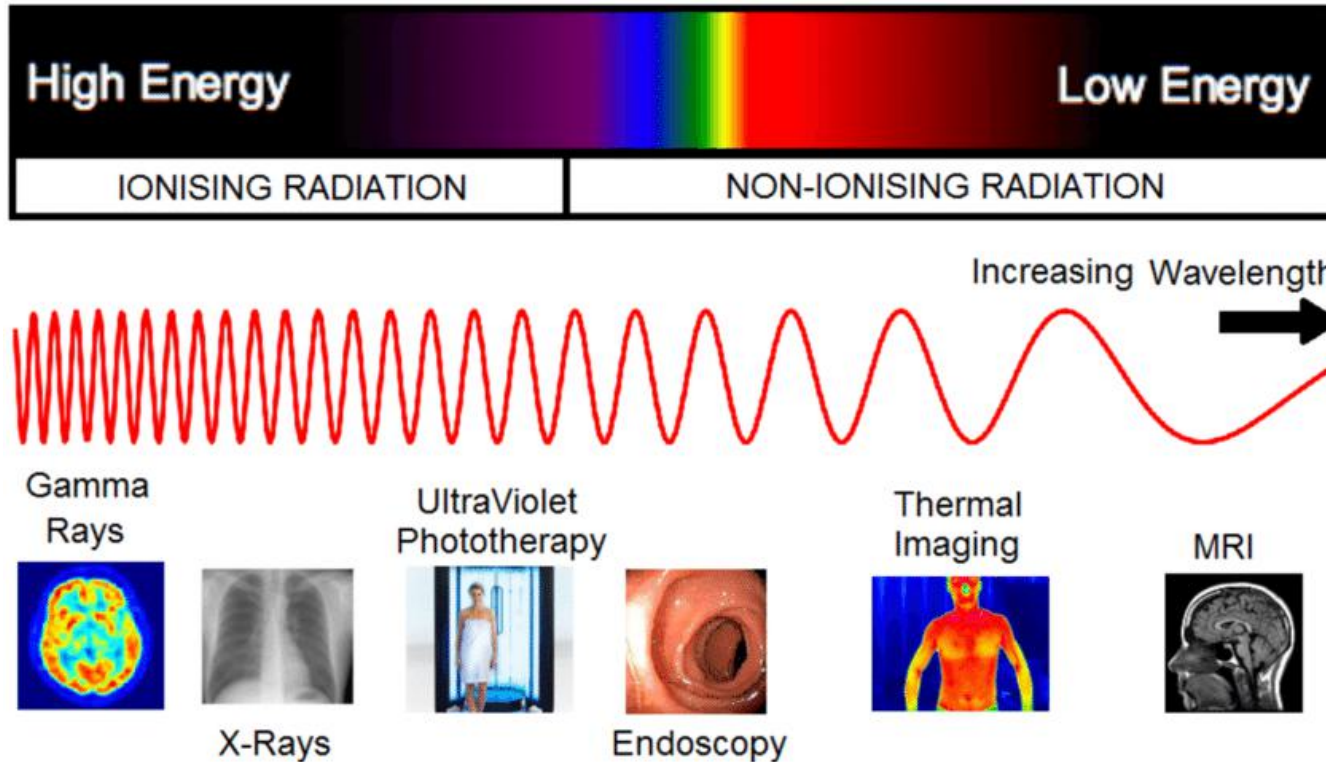
## Biomedical imaging - Echography





# Examples

Biomedical Imaging – Use of the electromagnetic spectrum



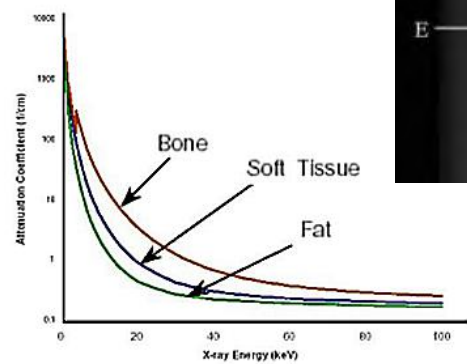
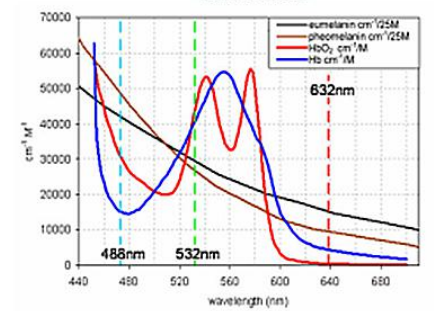
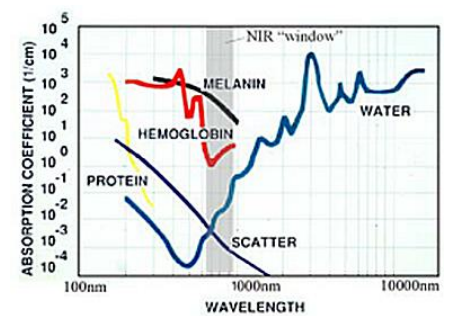


X Rays

Ultraviolet      Visible      Infrared

Blood vessels

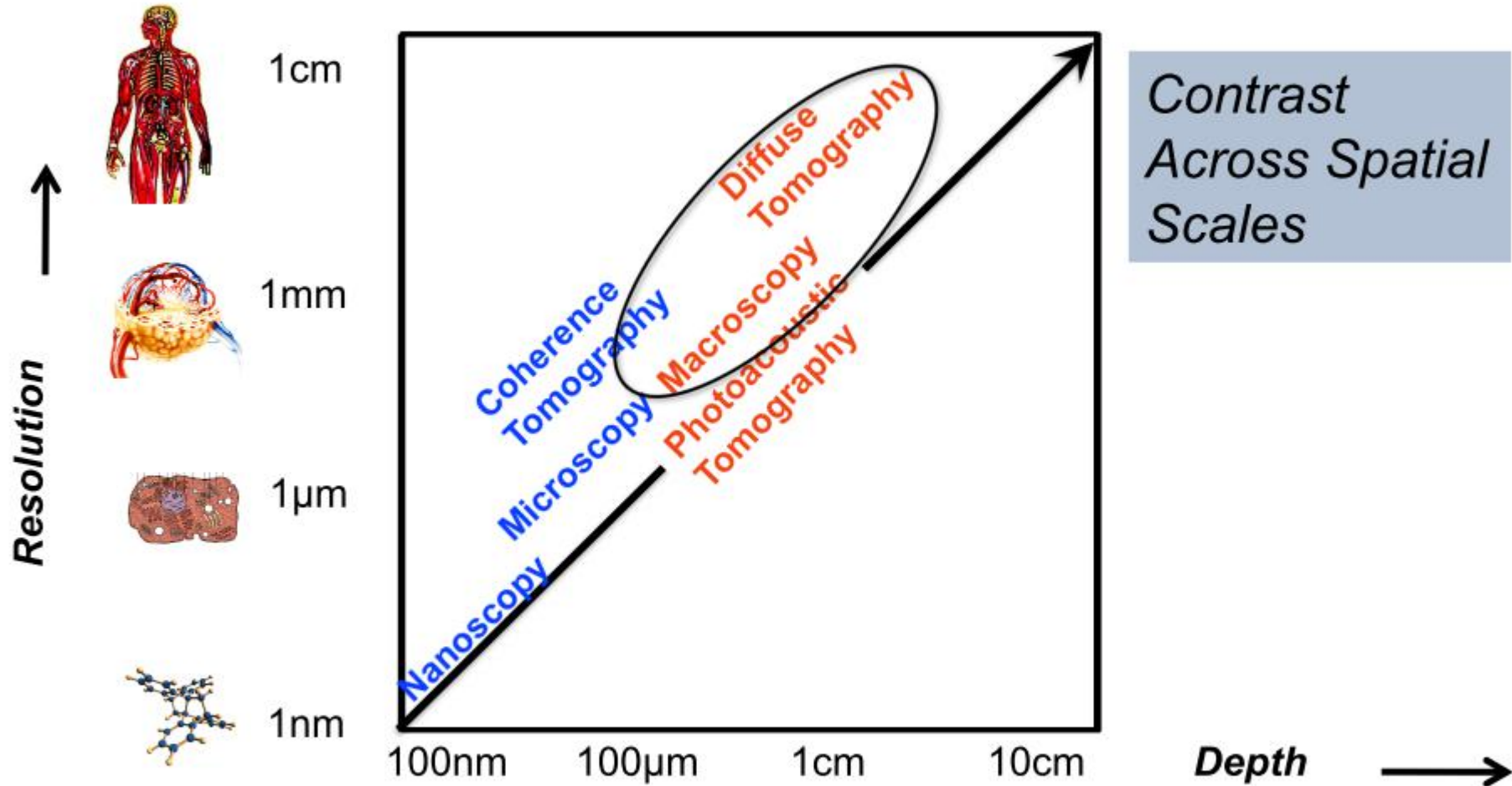
tendons

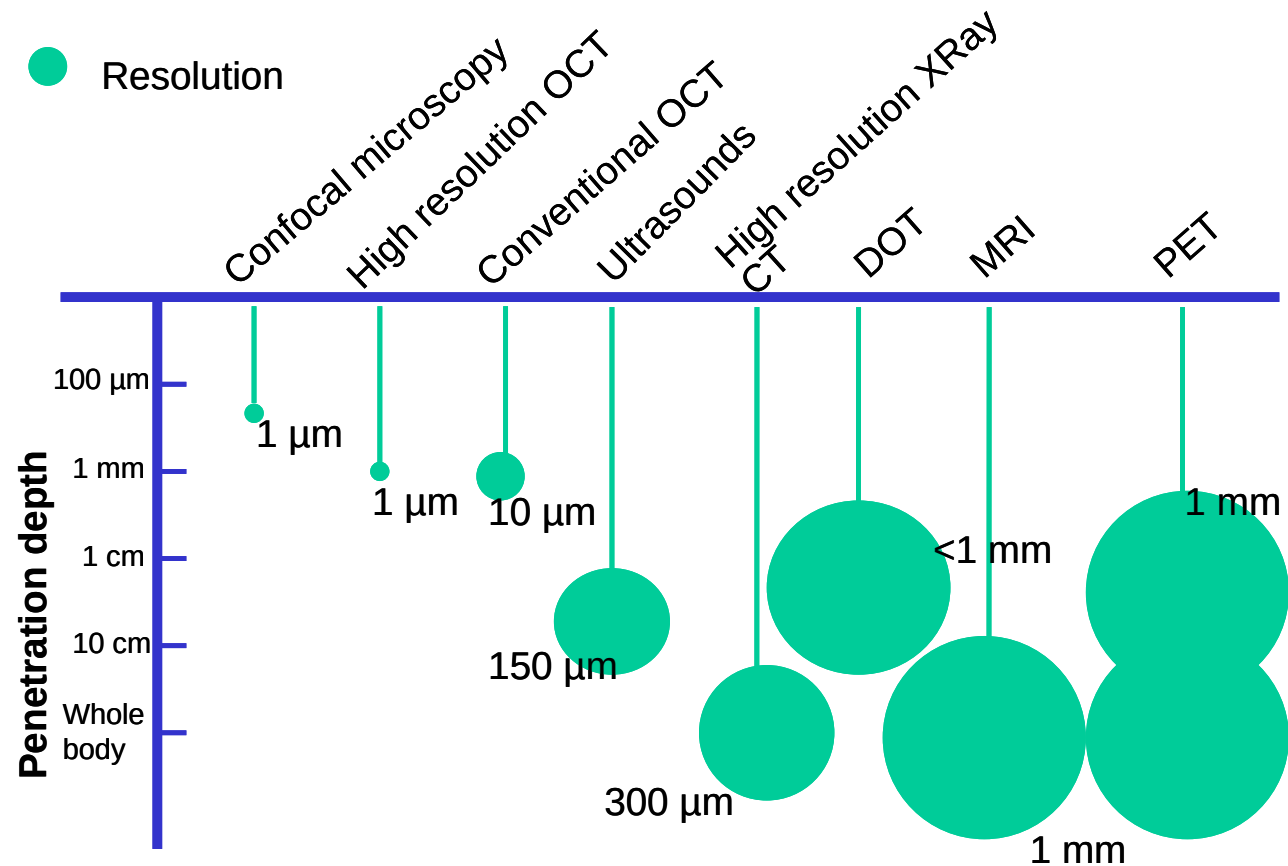


Morphology

Physiology

# Different scales/different resolutions



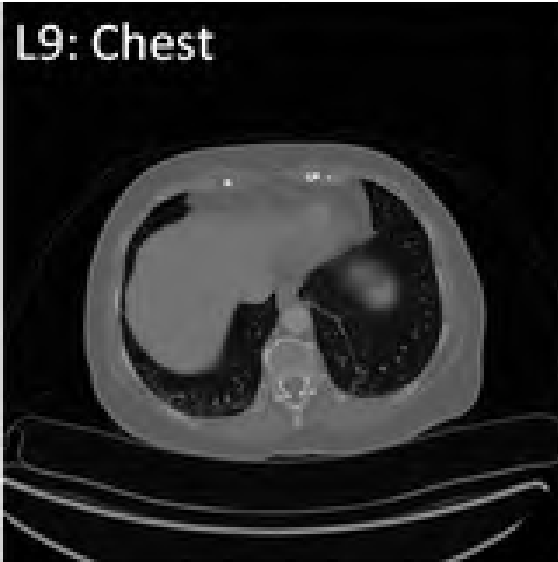


# Examples

Computerized tomography

$$F(p)=m$$

L9: Chest



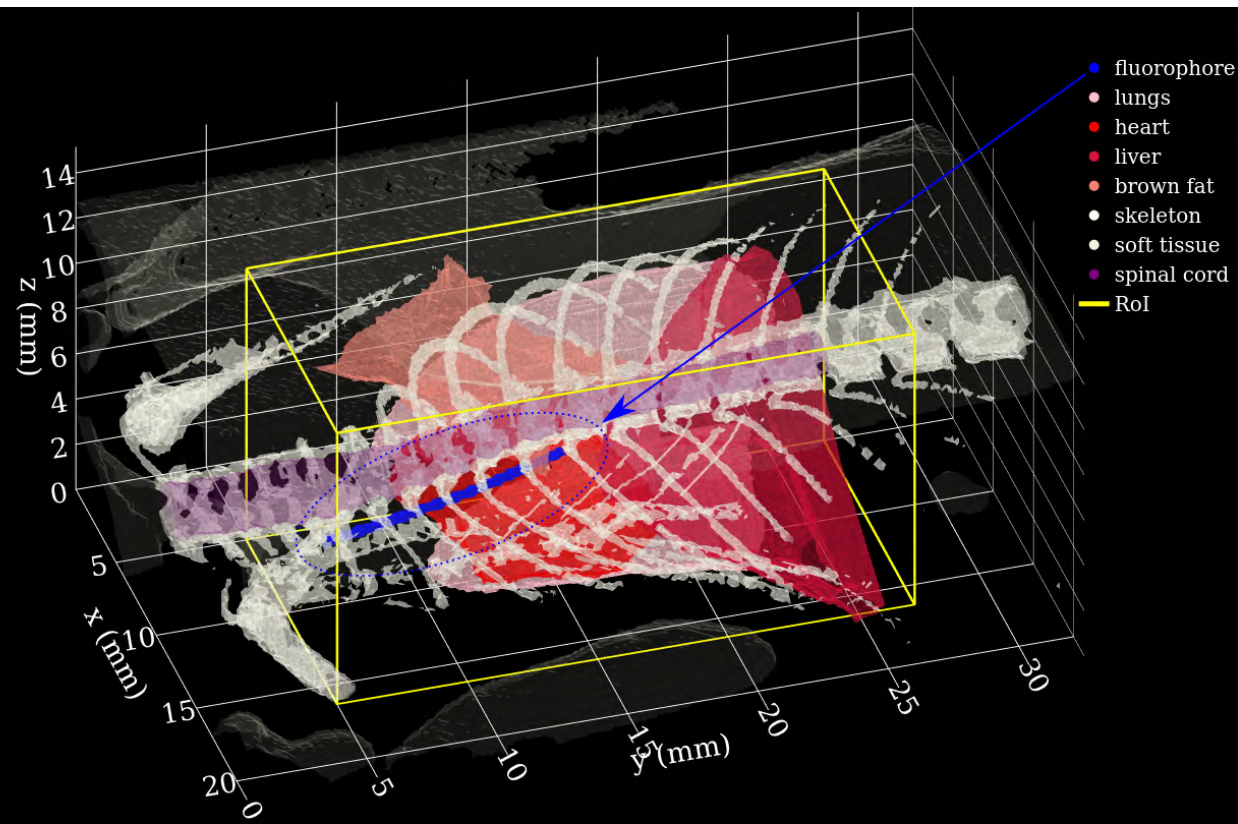
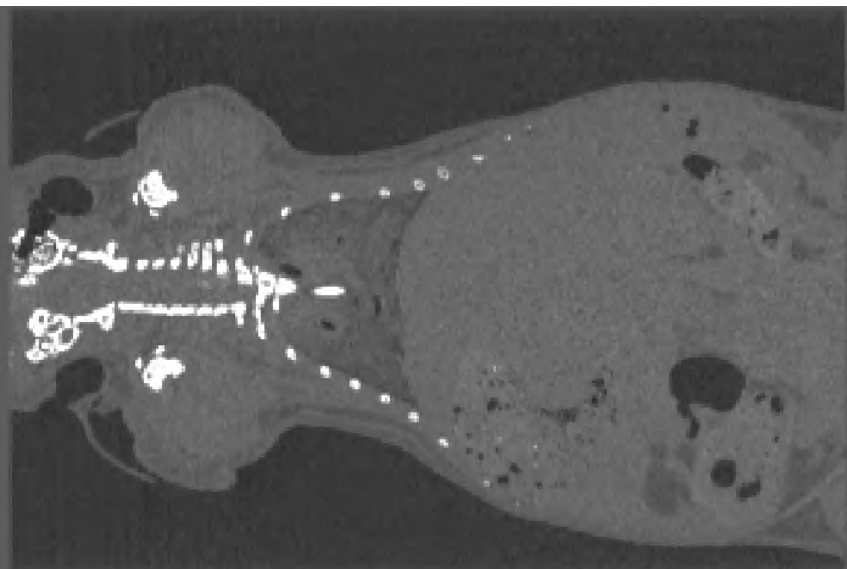
Volumetric distribution of  
soft and hard tissues/organs



sinograms

$$F^{-1}(m)=p$$

# Computerized tomography





# Why using light (optical) for tissue screening?

## Major challenge:

Measuring physiological functions without disturbing or damaging *in vivo* functions of the organ



## → Visible and NIR light

### o Non invasive

Photons in the visible wavelengths range have insufficient energy to cause ionization and therefore produce little or no damage to the sample.

### o Good penetration in tissues

Longer wavelength (NIR) can penetrate several centimeters into tissue.

### o Instrumentation simple and inexpensive

Light sources (LEDs, lamps, lasers) and detectors (phototubes, photodiodes, CCDs).

### o Easy to manipulate

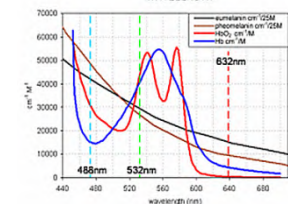
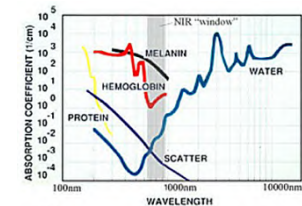
turned with mirrors, focused with lenses, piped through fibers, wavelength selected with filters, time selected with optical gates, etc.

### o Tissues have unique intrinsic optical signatures

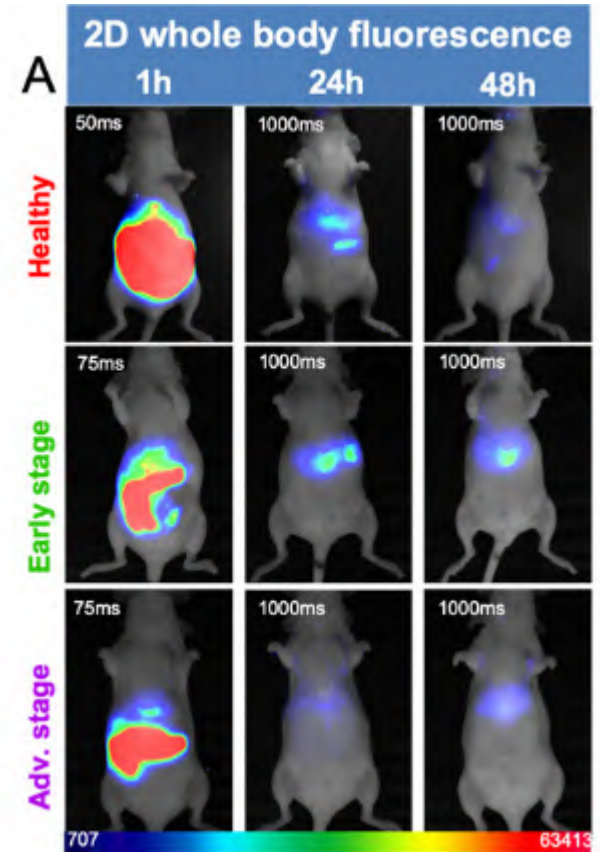
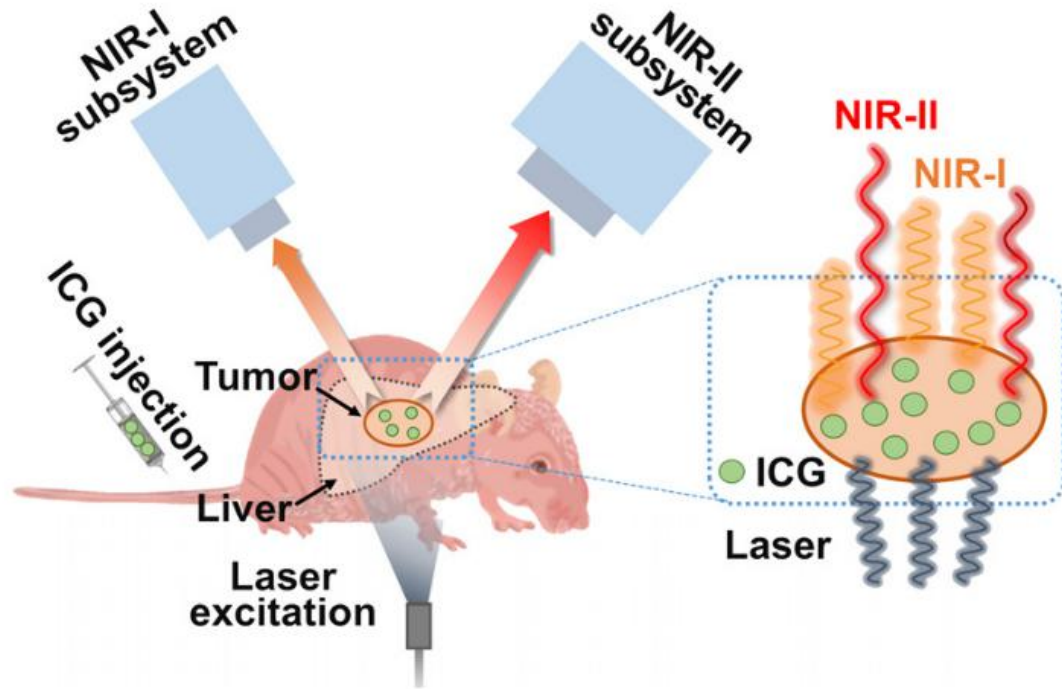
Biomolecules, cells, tissues → specific identification.

### o Wide variety of extrinsic contrast agents

Optical bioimaging can often be aided by labels (also called probes, e.g. fluorescent dyes, quantum dots, metal nanoparticles, etc.) that attach to specific structures of interest and enhance contrast.



# Examples



# Diffuse Optical Tomography (DOT)

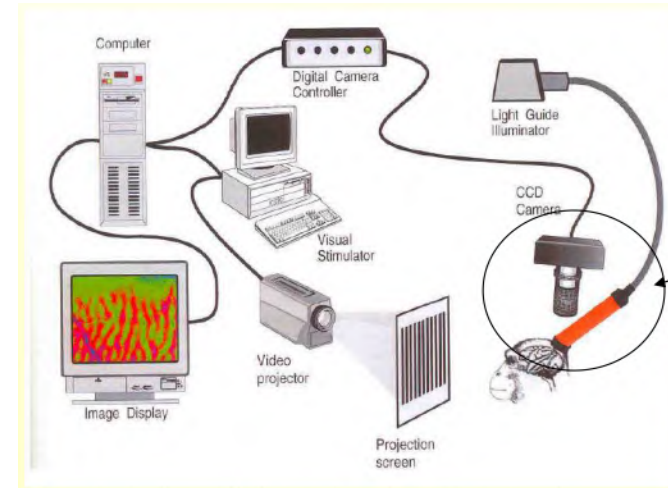


## Bilicheck

for bilirubin monitoring



## Pulse oximeter for O2 saturation monitoring



## Intrinsic Optical Imaging (IOI)

# Involved disciplines

## **Physical Modelling:**

- Specific knowledge: Physics, Biology, Seismology, Telecommunications, etc
- Differential Equations: Continuity equations, hyperbolic systems, Conservation laws.

## **Forward Problem:**

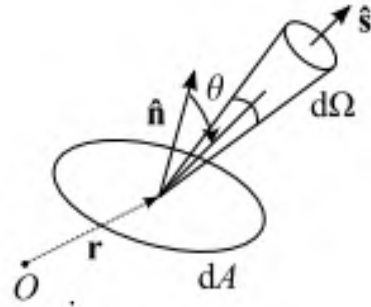
- Numerical methods
- Linear algebra

## **Inverse Problem:**

- Optimization problems
- Probability theory and statistical methods
- Multi-variable calculus
- Numerical analysis and linear algebra

# Physical model for light propagation

# Photometric Quantities (states)



$$\cos \theta = \hat{\mathbf{s}} \cdot \hat{\mathbf{n}}$$

$$d\Omega = \sin \theta d\theta d\phi$$

$$\hat{\mathbf{s}} = (\sin \theta \cos \phi, \sin \theta \sin \phi, \cos \theta)$$

$L(\mathbf{r}, \hat{\mathbf{s}}, t)$ : **Specific intensity** (Radiance, Irradiance...) [ $\text{W} \cdot \text{m}^{-2} \cdot \text{sr}^{-1}$ ]:  
power (or flux) per unit surface and solid angle at time  $t$  (and wavelength  $\lambda$ )

$\phi(\mathbf{r}, t)$ : **Fluence Rate** [ $\text{W} \cdot \text{m}^{-2}$ ]:  $\phi(\mathbf{r}, t) = \int_{4\pi} L(\mathbf{r}, \hat{\mathbf{s}}, t) d\Omega$

$F(\mathbf{r}, t)$ : **Net Flux** [ $\text{W} \cdot \text{m}^{-2}$ ]:  $F(\mathbf{r}, t) = \int_{4\pi} L(\mathbf{r}, \hat{\mathbf{s}}, t) (\hat{\mathbf{s}} \cdot \hat{\mathbf{n}}) d\Omega = \left( \int_{4\pi} L(\mathbf{r}, \hat{\mathbf{s}}, t) \hat{\mathbf{s}} d\Omega \right) \cdot \hat{\mathbf{n}}$

$\mathbf{J}(\mathbf{r}, t)$ : **Current Density Vector** [ $\text{W} \cdot \text{m}^{-2}$ ]:  $\mathbf{J}(\mathbf{r}, t) = \int_{4\pi} L(\mathbf{r}, \hat{\mathbf{s}}, t) \hat{\mathbf{s}} d\Omega$  (points in the direction the net flux of radiation)

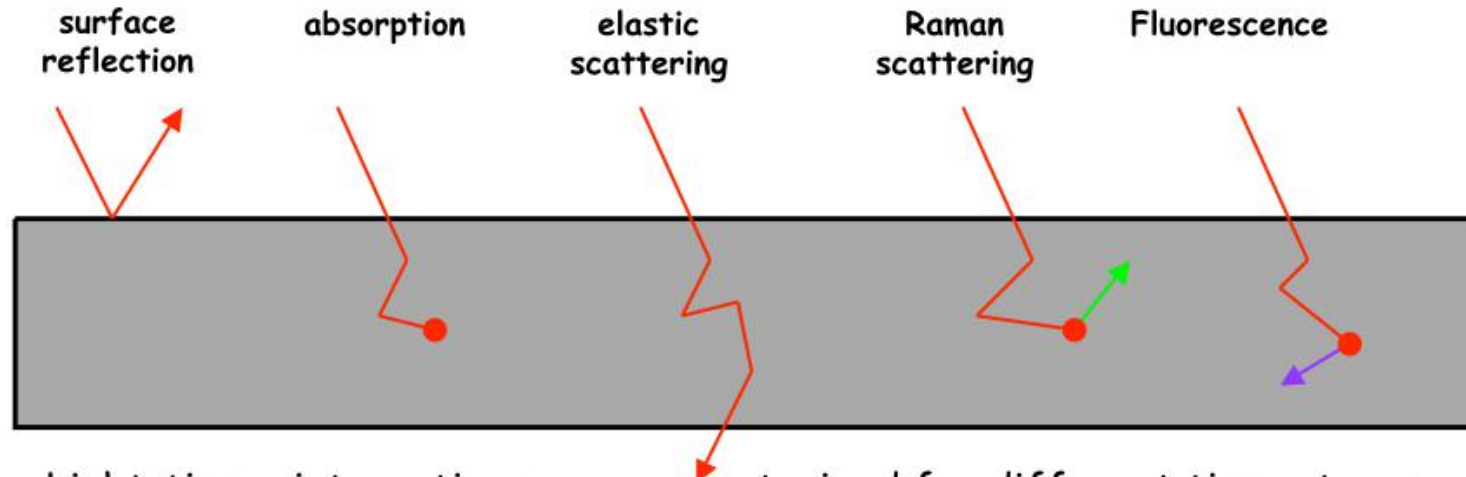


# Light propagation

Based on a conservation law:

A conserved quantity in a volume, for instance mass and energy. Changes in time are due to source, sinks or flows.

# Light interaction with tissue

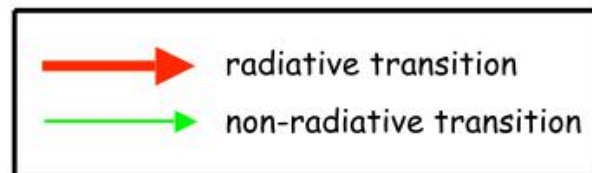
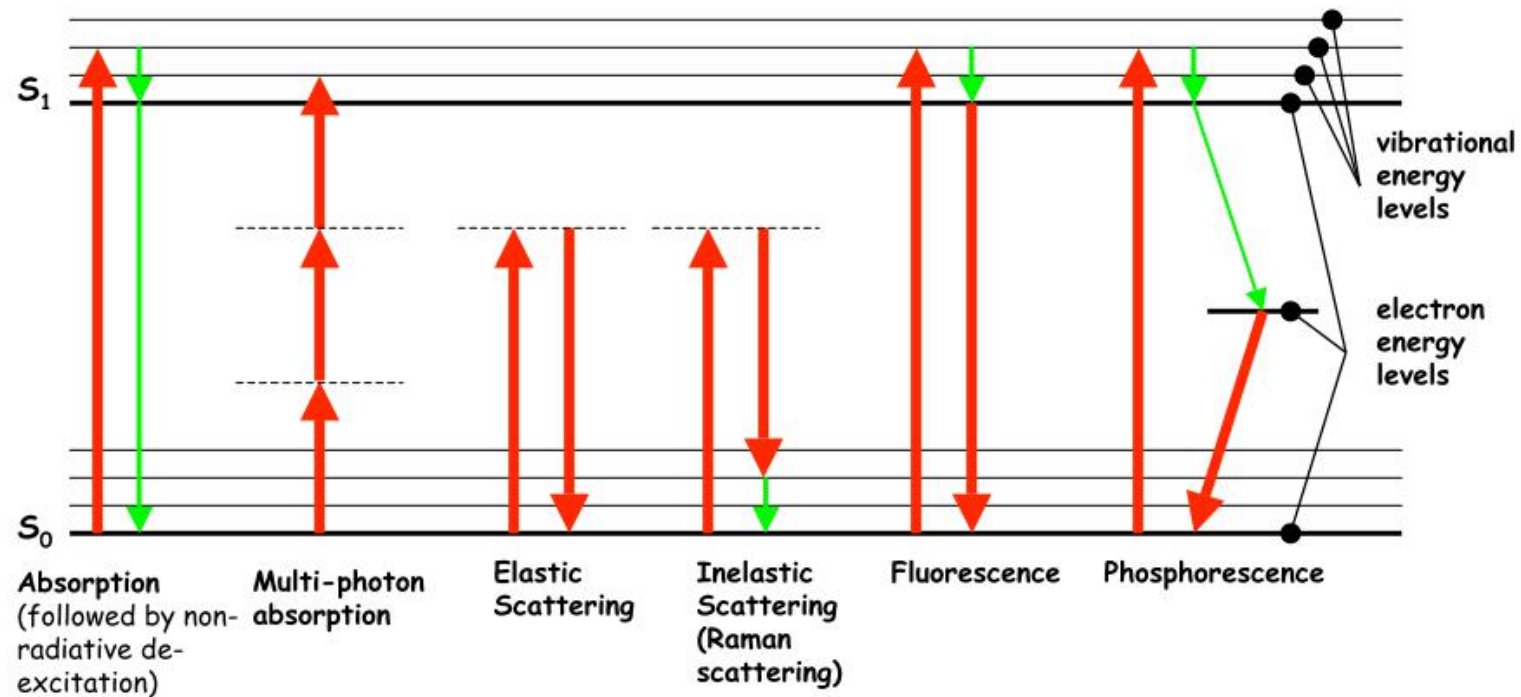


Light-tissue interactions are parameterized for different tissue types

|                  |   |
|------------------|---|
| $\mu_s(\lambda)$ | scattering coefficient [ $\text{cm}^{-1}$ ]   |
| $\mu_a(\lambda)$ | absorption coefficient [ $\text{cm}^{-1}$ ]   |
| $g(\lambda)$     | average cosine HG parameter                   |
| $\mu_f(\lambda)$ | fluorescence coefficient [ $\text{cm}^{-1}$ ] |
| $\mu_R(\lambda)$ | Raman coefficient [ $\text{cm}^{-1}$ ]        |

$$\mu_{total} = \mu_s + \mu_a + \mu_f + \mu_R \quad \text{total interaction coefficient } [\text{cm}^{-1}]$$

## Jablonsky Diagram



# Absorption

- Conversion of energy into something else (mostly heat)
- 
- Absorption is the primary event to cause a potentially therapeutic (or damaging) effect on a tissue.
  - Energy transfer is due to absorption
- Diagnostic, chemical composition of a tissue, optical contrast during imaging.

## Absorption coefficient $\mu_a$ [ $\text{cm}^{-1}$ ]

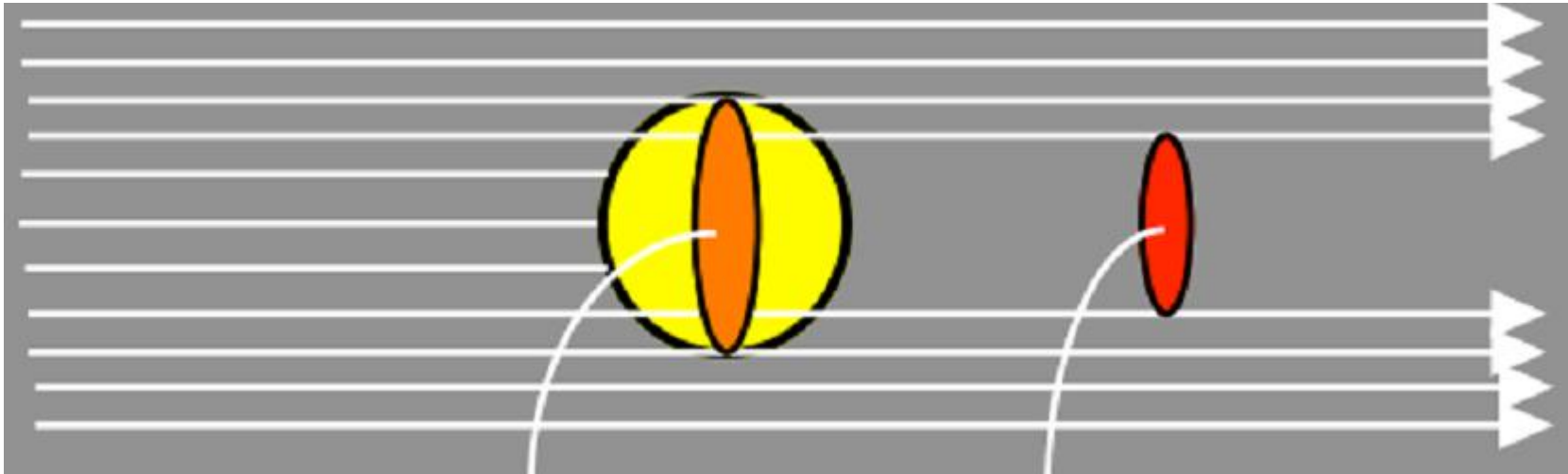
→ The probability of a photon to be absorbed per unit length

## Absorption mean free path $\text{mfp}=1/\mu_a$ [cm]

→ Mean path-length between photon absorption:  
 $\text{mfp}=1/\mu_a \sim 1\text{-}10$  cm for biological tissues.

# Definition and Units of Absorption Coefficient [ $\text{cm}^{-1}$ ]

- Idealized chromophore=sphere
- Sphere blocks incident light and casts a shadow-absorption.
- This description is of course an incorrect and schematicized version of the real situation.

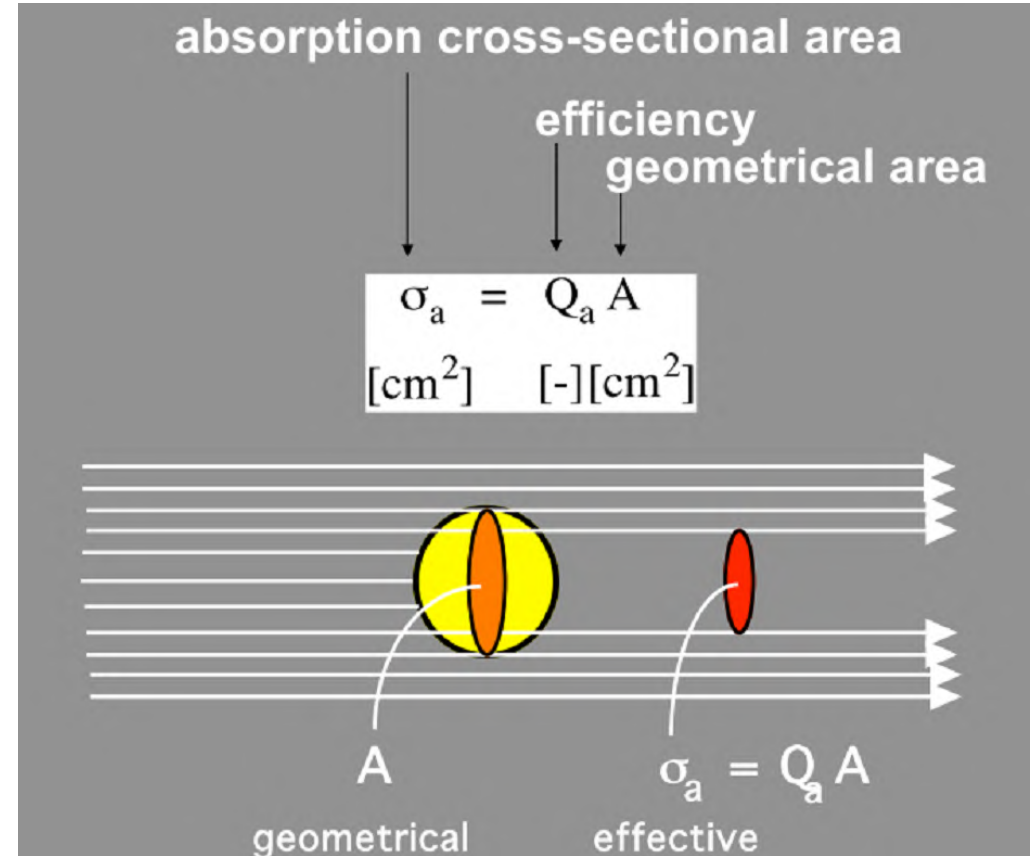




# Definition and Units of Absorption Coefficient [ $\text{cm}^{-1}$ ]

The size of the absorption shadow is called the **absorption cross-section** ( $\sigma_a$  [ $\text{cm}^2$ ]) and can be smaller or larger than the geometrical size of the chromophore ( $A$  [ $\text{cm}^2$ ]).

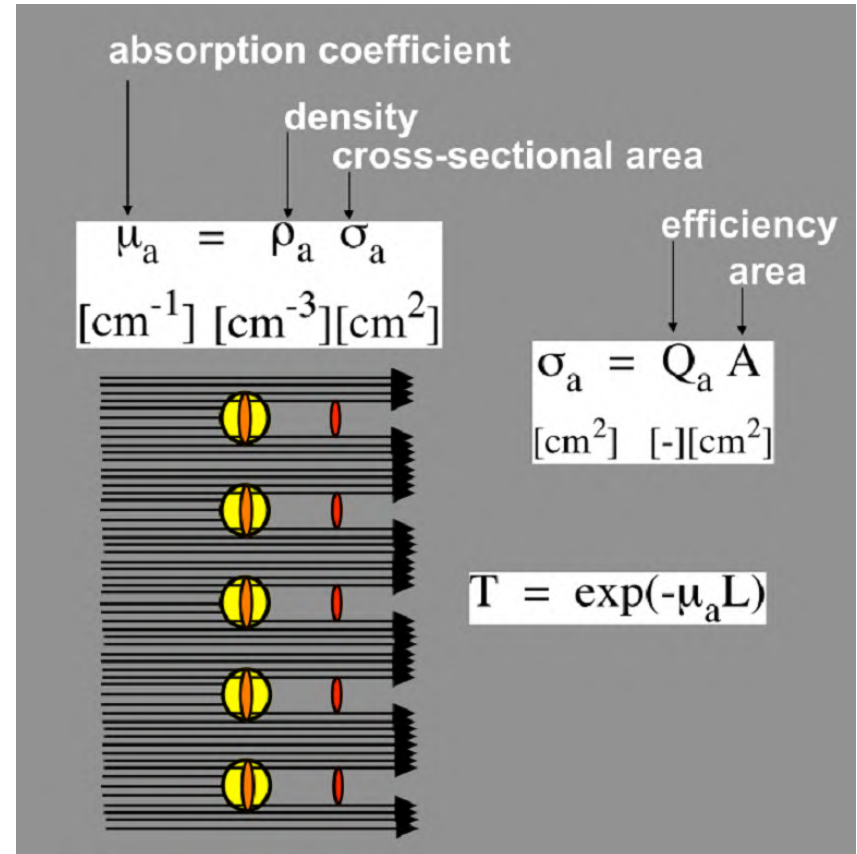
It is related by the proportionality constant called **absorption efficiency**  $Q_a$  [-].

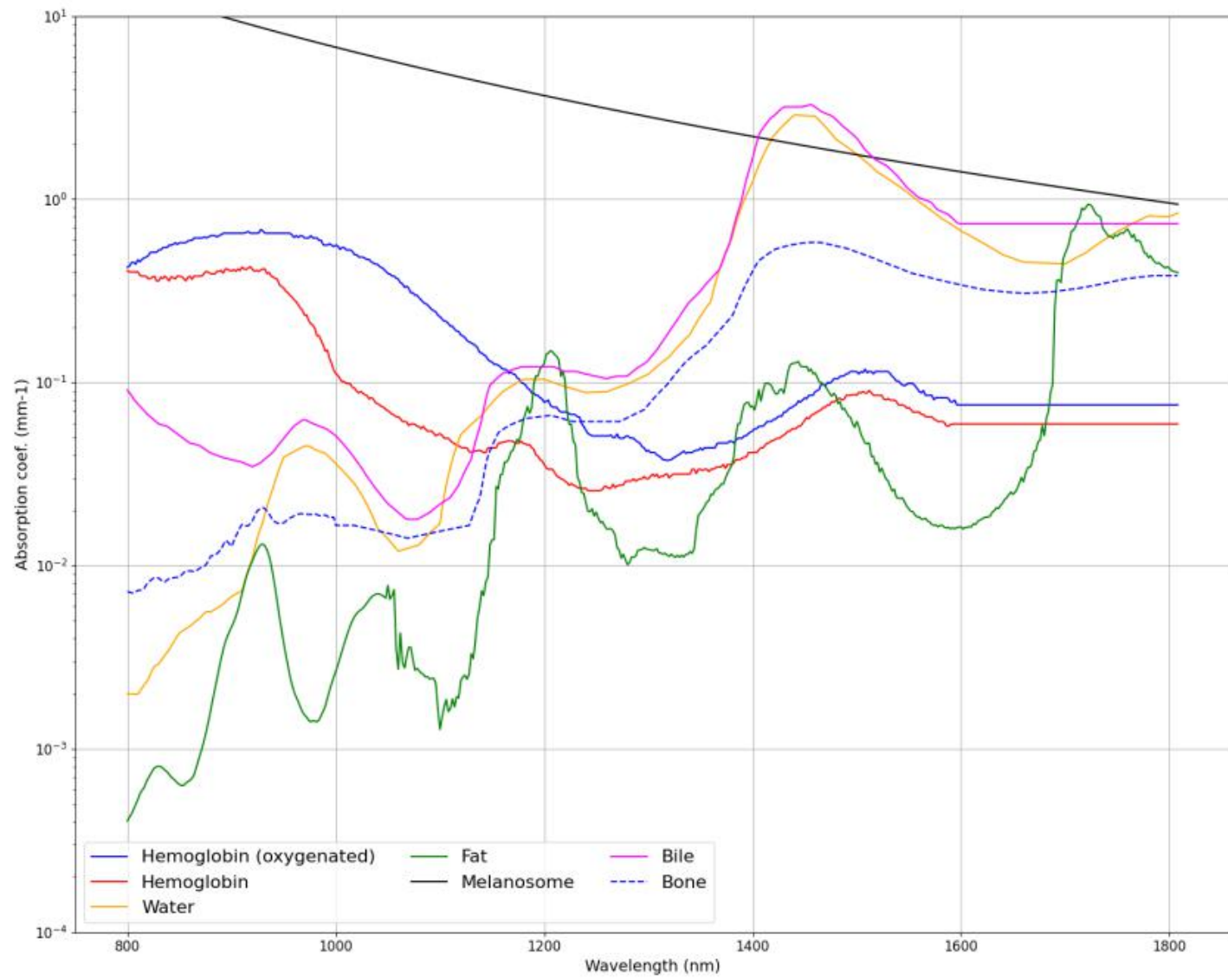


# Definition and Units of Absorption Coefficient [ $\text{cm}^{-1}$ ]

The **absorption coefficient**  $\mu_a$  [ $\text{cm}^{-1}$ ] describes a medium containing many chromophores at a concentration described as a **volume density**  $\rho$  [ $\text{cm}^{-3}$ ].

The absorption coefficient is the cross-sectional area per unit volume of medium.





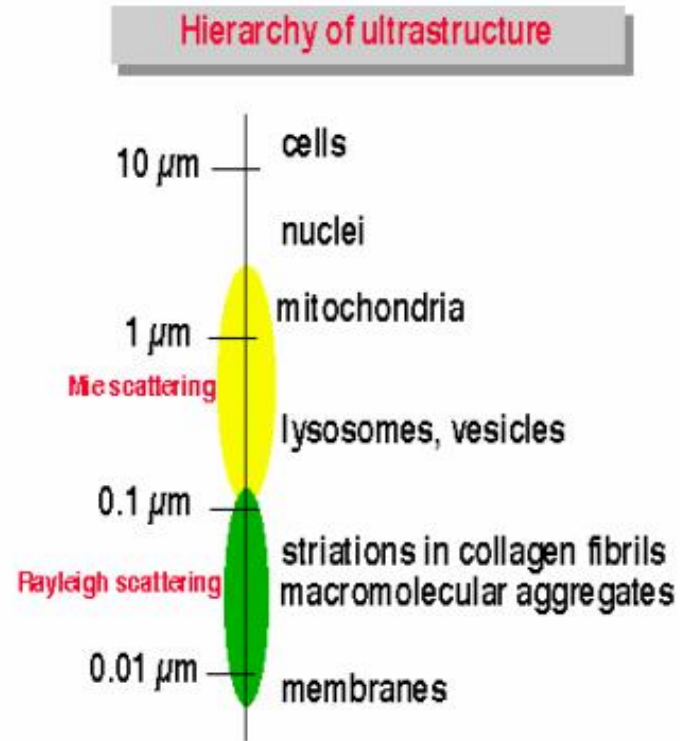
# Scattering

- The deflection of light from its original path.
- Occurs in media which contain fluctuations in the refractive index  $n$ , whether such fluctuations are discrete particles or more continuous variations in  $n$ .



# Some Biological Scatterers

- Scattering of light by structures on **the same size** scale as (or **bigger than**) the photon wavelength is described by **Mie theory**.
- Scattering of light by structures much **smaller** than the photon wavelength is called the Rayleigh limit of Mie scattering, or simply **Rayleigh scattering**.



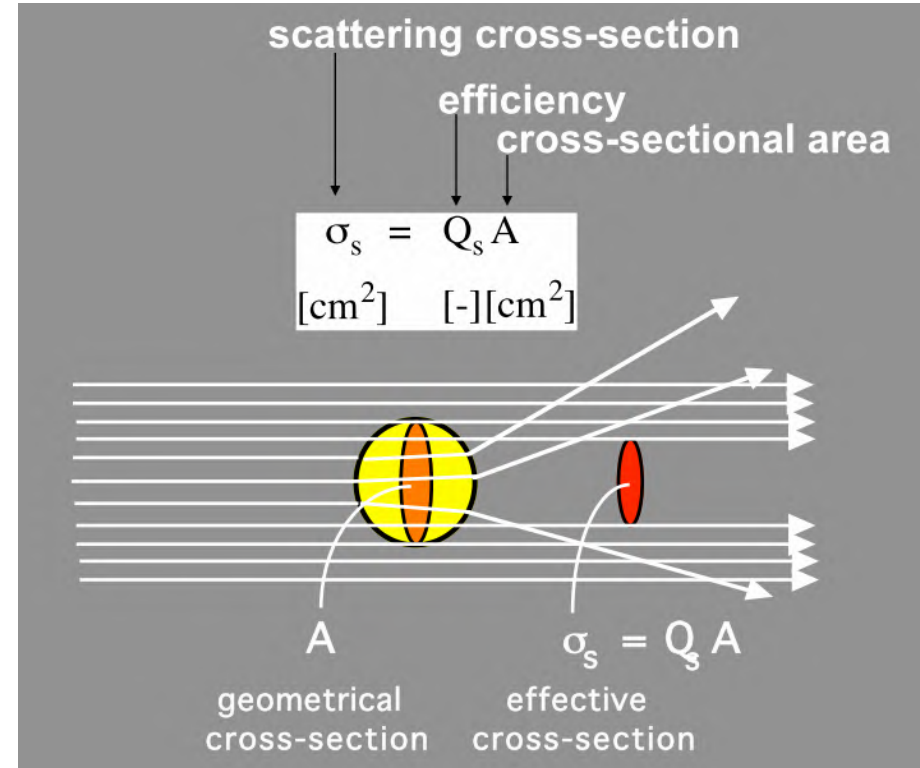
$$\lambda^{-b}$$

$$\lambda^{-4}$$

# Light scattering by a single particle

## Modelling

- Scattering particle idealized as a sphere with a particular geometrical size.
- Sphere redirects incident photons into new directions casting a shadow.
- Oversimplified version of the real situation.

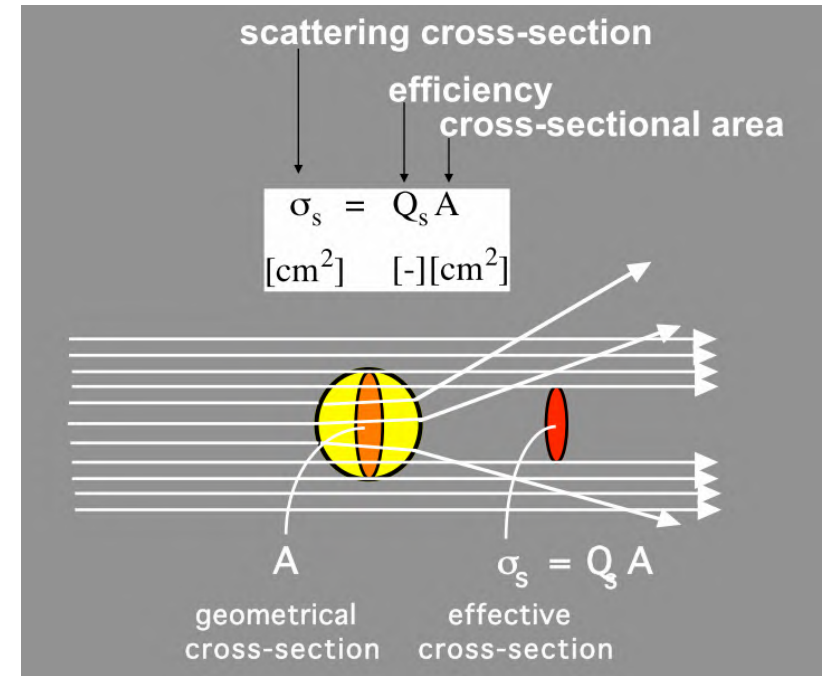




# Light scattering by a single particle

## Quantifying

- The size of the scattering shadow is called the scattering cross-section ( $\sigma_s$  [cm<sup>2</sup>])
- Can be smaller or larger than the geometrical size of the scattering particle ( $A$  [cm<sup>2</sup>])
- Scattering efficiency ( $Q_s$  [dimensionless]).



# Light scattering by tissues

## scattering coefficient

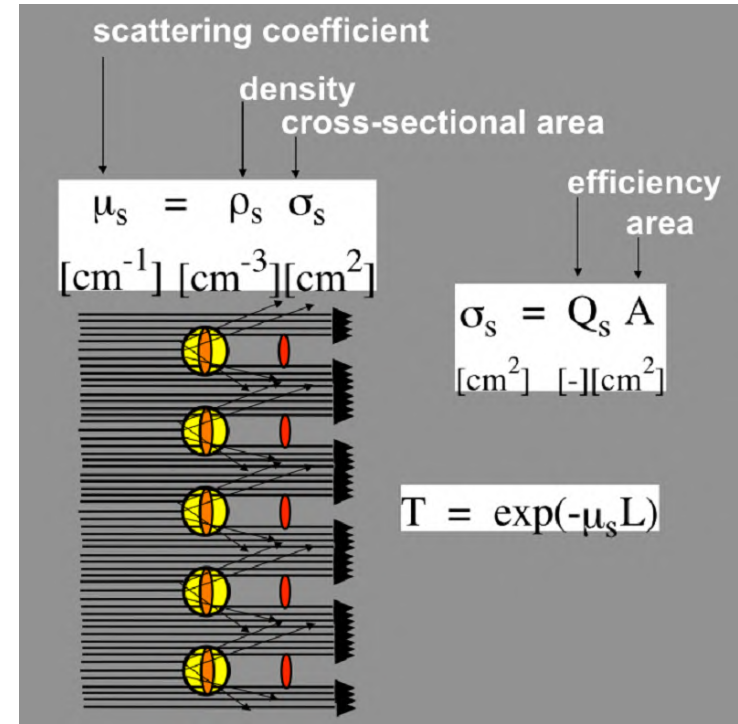
The **scattering coefficient**  $\mu_s$  [ $\text{cm}^{-1}$ ] describes a medium containing many scattering particles at a concentration described as a **volume density**  $\rho_s$  [ $\text{cm}^3$ ]. The scattering coefficient is essentially the cross-sectional area per unit volume of medium.

The probability of a photon being scattered per unit path-length:

- $1/\mu_s$  mean path-length between photon scattering [cm] = **scattering mean free path**
- **$1/\mu_s \sim 0.01$  cm** for biological tissue

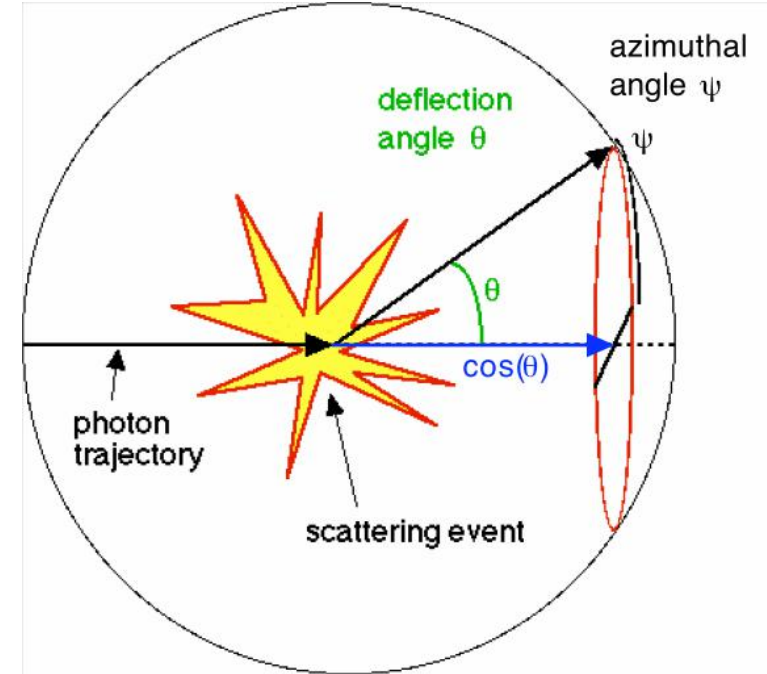
The probability of **transmission**  $T$  of the photon **without redirection by scattering** after a pathlength  $L$  is:

$$T = \exp[-\mu_s L]$$



# Light scattering by a single particle

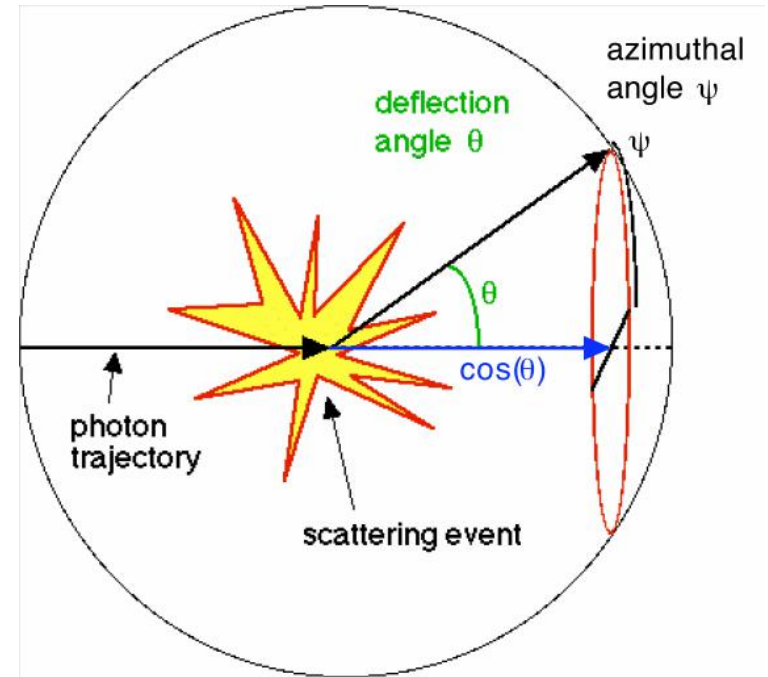
- A scattering event causes a deflection at angle  $\theta$  from the original forward trajectory.
- Azimuthal angle of scattering  $\psi$ .
- The deflection angle  $\theta$  affects the amount of forward direction,  $\cos(\theta)$ , retained by the photon.



# Light scattering by a single particle

## Phase function

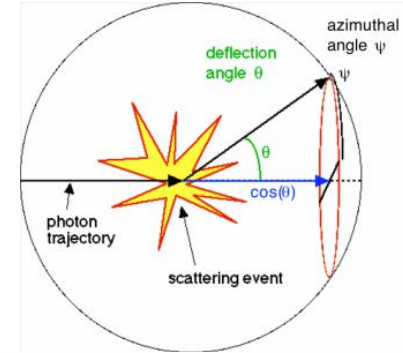
- **Scattering function – Phase function**
- Angular dependence of scattering,  $p(\theta)$ .
- Has units of  $[\text{sr}^{-1}]$ , describes the probability of a photon scattering into a unit solid angle oriented at an angle  $\theta$  relative to the photons original trajectory.
- The  $p(\theta)$  has historically been also called **scattering phase function**.



# Light scattering by a single particle

## Anisotropy factor $g$

$g$  [-] is a measure of the amount of forward direction retained after a single scattering event.



$$g = \langle \cos\theta \rangle = \int_0^\pi p(\theta) \cos\theta \, 2\pi \sin\theta \, d\theta$$

where  $\int_0^\pi p(\theta) \, 2\pi \sin\theta \, d\theta = 1$



$$g = \int_{-1}^1 p(\cos\theta) \cos\theta \, d(\cos\theta)$$

$$\int_{-1}^1 p(\cos\theta) \, d(\cos\theta) = 1$$

$$g \in [-1; 1]$$

$g = 0$  isotropic scattering

$g = 1$  forward scattering

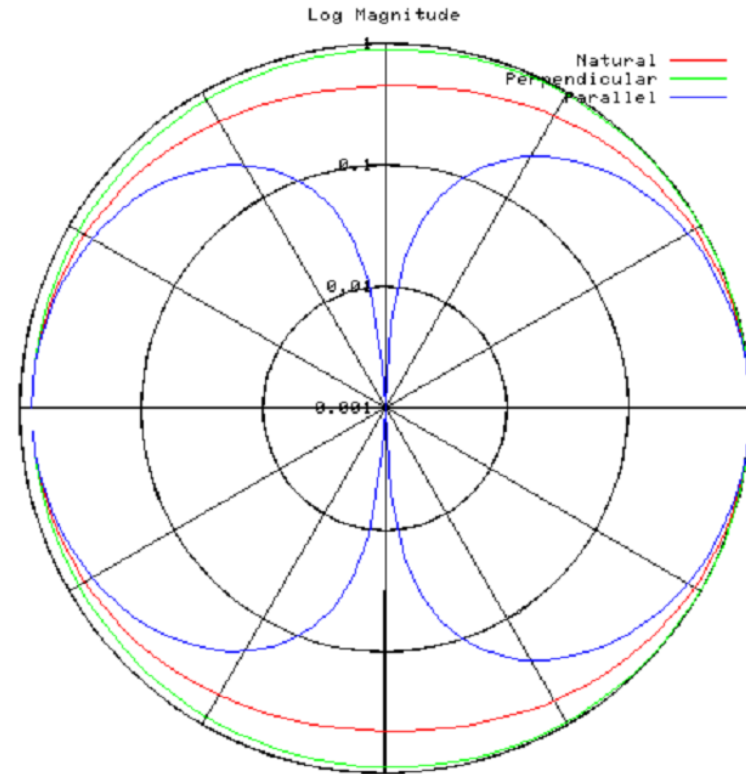
$g = -1$  backward scattering

# Light scattering by a single particle phase functions with different anisotropy factors $g$

$D=0.2 \text{ } \mu\text{m}$   
 $n_{\text{medium}}=1.0$   
 $n_{\text{sphere}}=1.5$   
 $\lambda=0.6328 \text{ } \mu\text{m}$

→  $g=0.04$

$$g = \langle \cos\theta \rangle = \int_0^\pi p(\theta) \cos\theta \, 2\pi \sin\theta \, d\theta$$

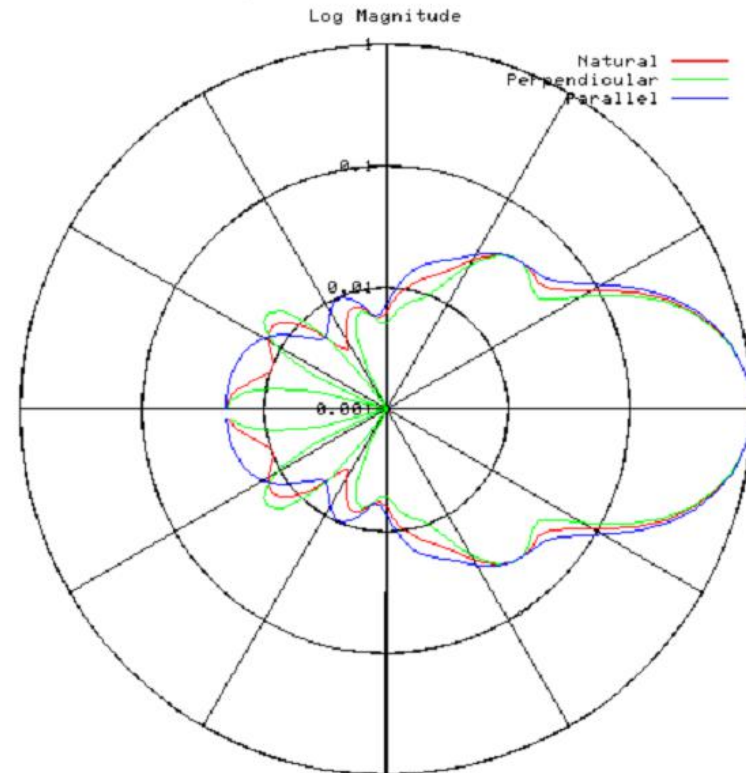


# Light scattering by a single particle phase functions with different anisotropy factors $g$

$D=1.0 \text{ } \mu\text{m}$   
 $n_{\text{medium}}=1.0$   
 $n_{\text{sphere}}=1.5$   
 $\lambda=0.6328 \text{ } \mu\text{m}$

→  $g=0.7$

$$g = \langle \cos\theta \rangle = \int_0^\pi p(\theta) \cos\theta \, 2\pi \sin\theta \, d\theta$$

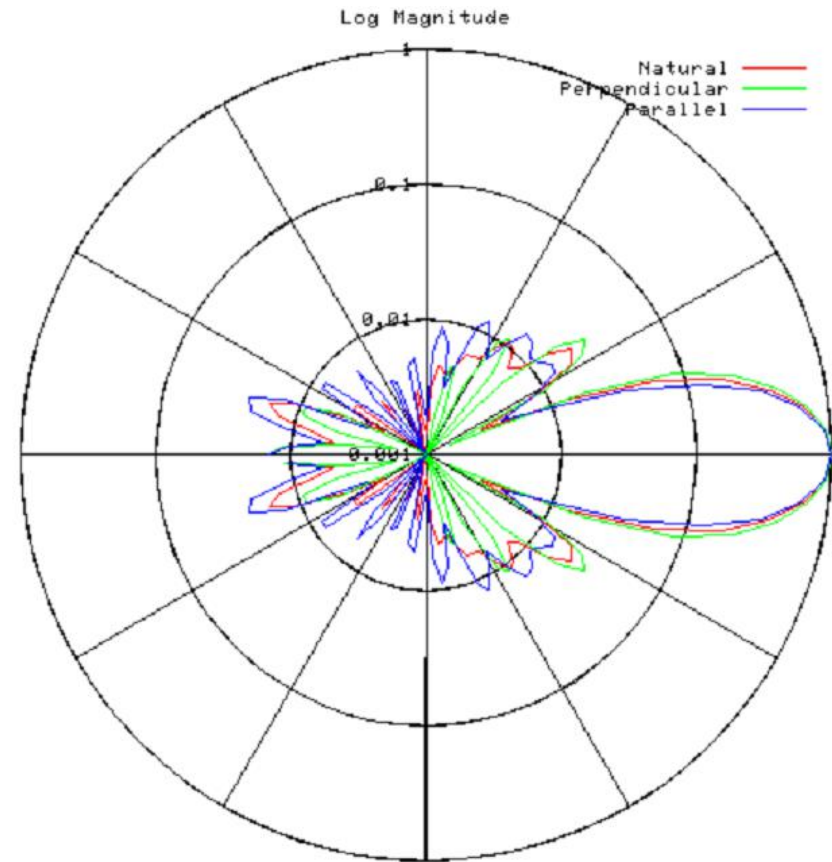


# Light scattering by a single particle phase functions with different anisotropy factors $g$

$D=2.0 \mu\text{m}$   
 $n_{\text{medium}}=1.0$   
 $n_{\text{sphere}}=1.5$   
 $\lambda=0.6328 \mu\text{m}$

→  $g=0.714$

$$g = \langle \cos\theta \rangle = \int_0^\pi p(\theta) \cos\theta \, 2\pi \sin\theta \, d\theta$$





# Light scattering by a single particle

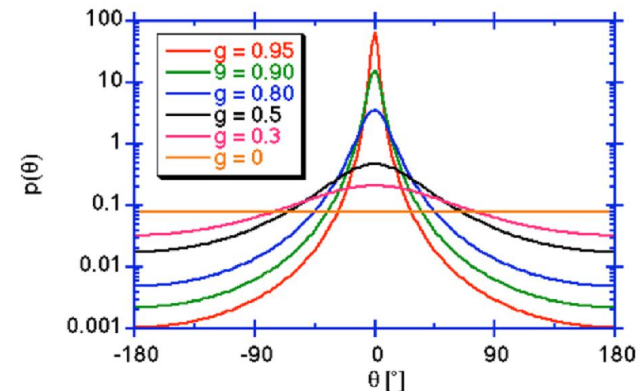
## Henyey-Greenstein scattering function

- [L. G. Henyey, J.L. Greenstein, Diffuse radiation in the galaxy, Astrophysical Journal 93:70-83, 1941].
- Most popular scattering function in tissue optics.
- Henyey and Greenstein (1941) devised an expression which mimics the angular dependence of light scattering by small particles, which they used to describe scattering of light by interstellar dust clouds.
- The HG scattering function is useful in approximating the angular scattering dependence of single scattering events in biological tissues.

$$p(\theta) = \frac{1}{4\pi} \frac{1 - g^2}{(1 + g^2 - 2g \cos \theta)^{3/2}}$$

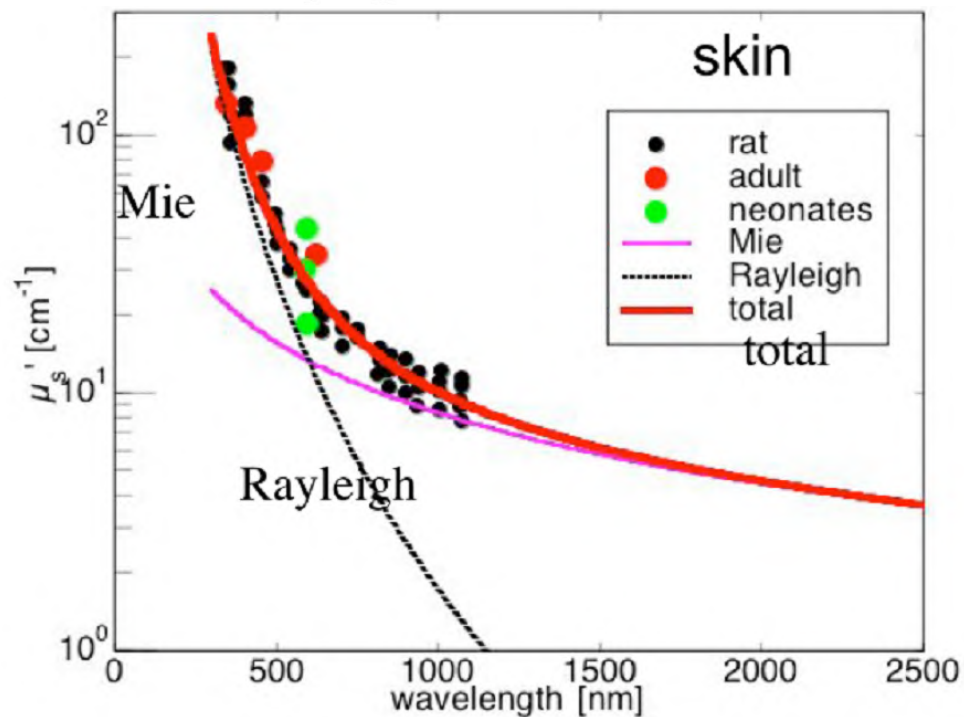
$$\int_0^\pi p(\theta) 2\pi \sin \theta d\theta = 1$$

$$\int_0^\pi p(\theta) \cos \theta 2\pi \sin \theta d\theta = g$$



$$\mu_s' = \mu_{s,500nm}' \left( f \left( \frac{\lambda}{500nm} \right)^{-4} + (1-f) \left( \frac{\lambda}{500nm} \right)^{-1} \right)$$

Rayleigh
Mie



## Typical optical properties (400 nm-1350 nm)

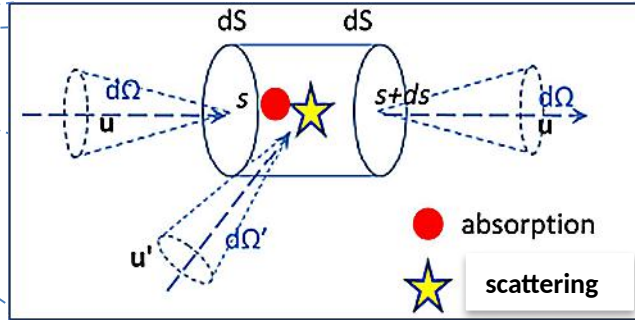
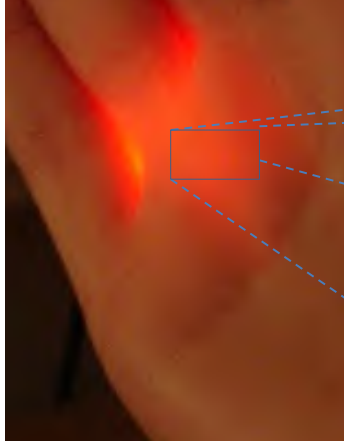
- Absorption coefficient  $\mu_a = 0.1 \text{ cm}^{-1}$
  - Scattering coefficient  $\mu_s = 100 \text{ cm}^{-1}$
- }  $\Rightarrow T (L=1\text{cm}) \sim 0!$

- Index of refraction  $n=1.38$
- Anisotropy factor  $g=0.9$



$\Rightarrow$  Highly anisotropic  
scattering particles (=large)

# Model: Radiative Transfer Equation



Volume:  $dV = ds dA$

Balance of energy within volume element  $dV$ , in the direction of observation  $\mathbf{u}$ :

$$L_v(s + c dt, \mathbf{u}, t + dt) - L_v(s, \mathbf{u}, t) \quad \text{Specific intensity } [\mathcal{W} m^{-2} sr^{-1}]$$

$$= -(\mu_a + \mu_s) L_v(s, \mathbf{u}, t) c dt \quad \text{losses}$$

$$+ \frac{\mu_s}{4\pi} \int_{4\pi} p h_v(s, \mathbf{u}', \mathbf{u}) L_v(s, \mathbf{u}', t) c dt d\Omega' ds \quad \text{gains}$$

$$+ Q(\mathbf{r}, \mathbf{u}, t)$$

➔ Parameters characterising the medium:

$\mu_a(s)$ ,  $\mu_s(s)$  and  $p h_v(s, \mathbf{u}', \mathbf{u})$

[1] S. Chandrasekhar, Radiative Transfer (Dover, New York, 1960).

[2] K.M. Case and P.F. Zweifel, Linear Transport Theory (Addison-Wesley, Reading, Massachusetts, 1967).

[3] A. Ishimaru, Wave Propagation and Scattering in Random Media (Academic Press, New York, 1978).

# Model : RTE

*Evaluation of the integral*

$$\frac{1}{c} \frac{\partial L_v(s, \mathbf{u}, t)}{\partial t} + \mathbf{u} \cdot \nabla L_v(s, \mathbf{u}, t) = -(\mu_a + \mu_s) L_v(s, \mathbf{u}, t) + \frac{\mu_s}{4\pi} \int_{4\pi} p h_v(s, \mathbf{u}', \mathbf{u}) L_v(s, \mathbf{u}', t) d\Omega' ds + Q(\mathbf{r}, \mathbf{u}, t)$$

## Developments:

PN Approximations  
P1: Diffusing wave theory  
P3: ...  
Diffusion Approximation

## Stochastics

Monte Carlo simulations  
Random walk

## Discretizations (space, angular)

Discrete Ordinates Method (DOM=SN)  
Kubelka-Munk (2Flux)  
Adding-doubling  
FDM, FEM

+ Hybrid Methods