

BVM 2019 Tutorial

Hands-on deep learning using PyTorch (Part 2)

Image Registration with PyTorch

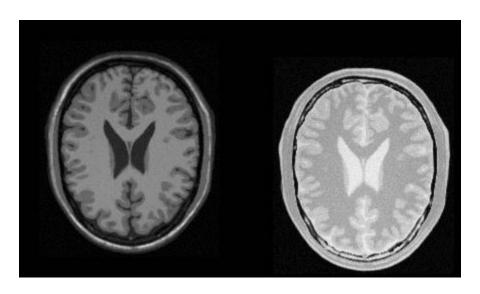
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Motivation

• Speaking with images: You want to go from here ...



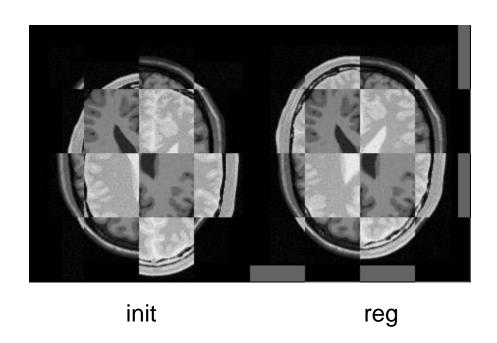
T1 (fixed)

PD (moving)



Motivation

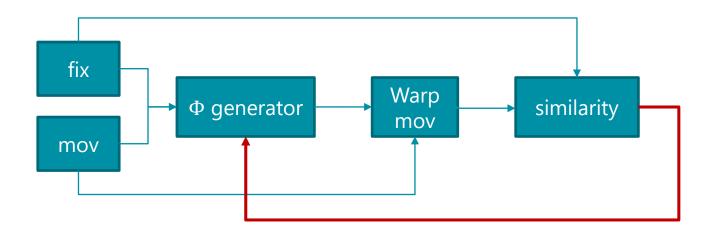
• ... to here!



Motivation

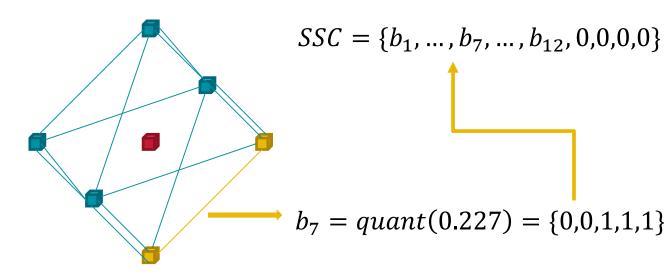
Moving Image Fixed Image

- How do we achieve this?
 - Find suitable representations for images
 - Classical approaches:
 - Mutual Information: focussing on the metric
 - MIND: Use structural image information
 - Many more handcrafted features
 - Find ϕ_{Trafo} that **transforms** mov towards fix



Basics: Baseline SSC Descriptor

- Self-Similarity Context Descriptor by Heinrich et al. [2]:
 - Similarity $S(x,y) = \exp\left(-\frac{SSD(x,y)}{\sigma^2}\right) \in [0,1]$
 - [0,1] quantized in 5 bins, 12 pairs: stored in 64float (xor,popcnt)
 - Fair 256 bit comparison: 4 SSC per position (center, right, front, bottom)





- We interprete images as 2D functions I(x,y) evaluated at discrete voxels (i,j)
- Seen from the **fixed image**, sample positions in **moving** to "drag" it closer
- The type of dragging has to be defined beforehand
 - affine (scaling, rotation, translation \rightarrow global transformations)
 - Deformable (will be used here!)

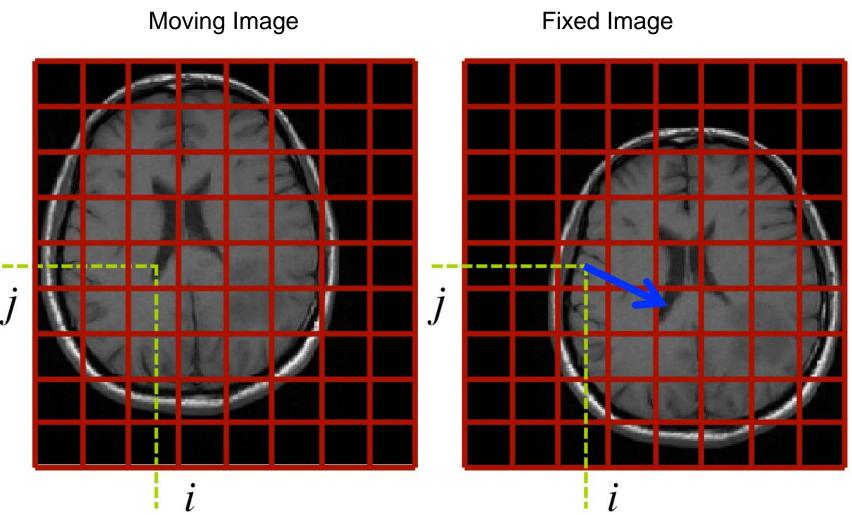


 At every image grid position, we want to know where to gather our image values from in the moving image

To put it more mathematically, we are facing an optimization problem

$$argmin_{arphi} \ \mathcal{D}(\mathbf{S}_{\mathcal{F}}, arphi \circ \mathbf{S}_{\mathcal{M}}) + lpha \mathcal{R}(arphi)$$

• Note that usually it is assumed that ϕ already contains the identity and only the displacements from the pixel center have to be optimized





- How do we optimize our transformation?
- The standard approach: use gradient based optimization
- Depending on the transformation model, the regularizer, the similarity metric, (...) this can be a very challenging task ...

• Until now! This is where **autograd engines** come in handy!

A screenshot from the old times

Calculating derivatives

$$\frac{\partial e_{ij}}{\partial \Theta_k} = \frac{\partial}{\partial \Theta_k} \left(I\left(x(i,j;\Theta), y(i,j;\Theta) - I_R\left(i,j\right)\right) \right)$$
independent of Θ

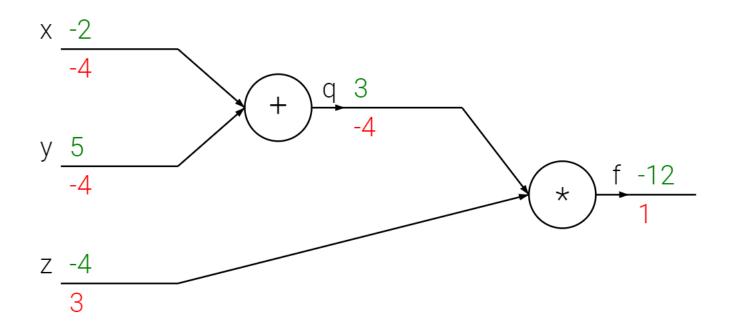
$$\left(\begin{array}{cc} \frac{\partial x(i,j)}{\partial \Theta_k} & \frac{\partial y(i,j)}{\partial \Theta_k} \end{array}\right) \left(\begin{array}{cc} \frac{\partial I\left(x(i,j;\Theta),y(i,j;\Theta)\right)}{\partial x} \\ \frac{\partial I\left(x(i,j;\Theta),y(i,j;\Theta)\right)}{\partial y} \end{array}\right)$$

(chain rule in higher dimensions)

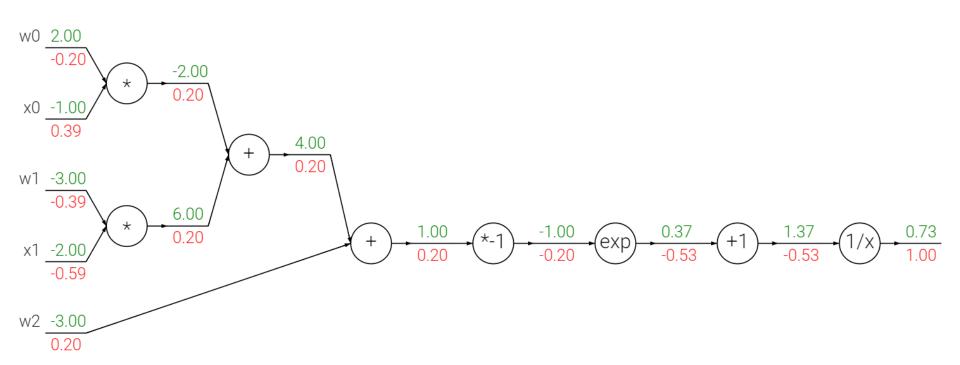


- Frameworks as **PyTorch** are keeping track of operations and allow to backpropagate gradients automatically
- Only prerequisite: for every operation, the backward step has to be defined locally (given the input and the gradient at the output → chain rule)

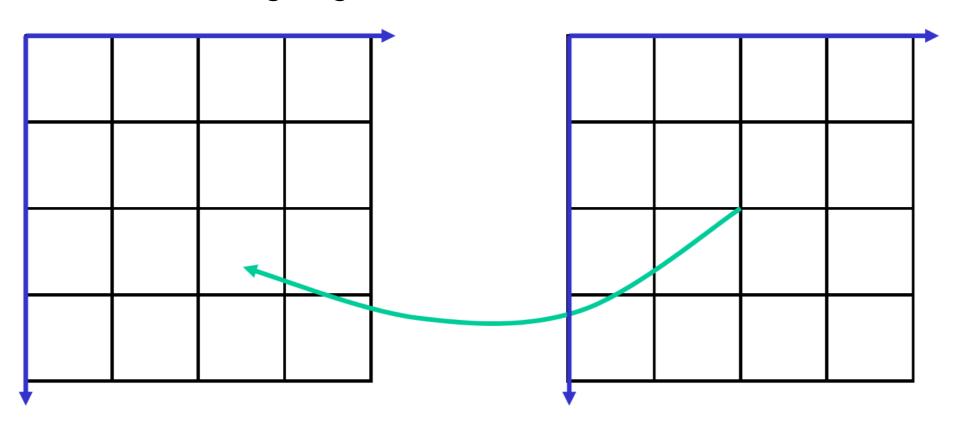
- Again more graphically: (CS231n Stanford!)
- See whiteboard



- Works also for more complex examples (and deep networks)
- Which function is depicted by this graph?

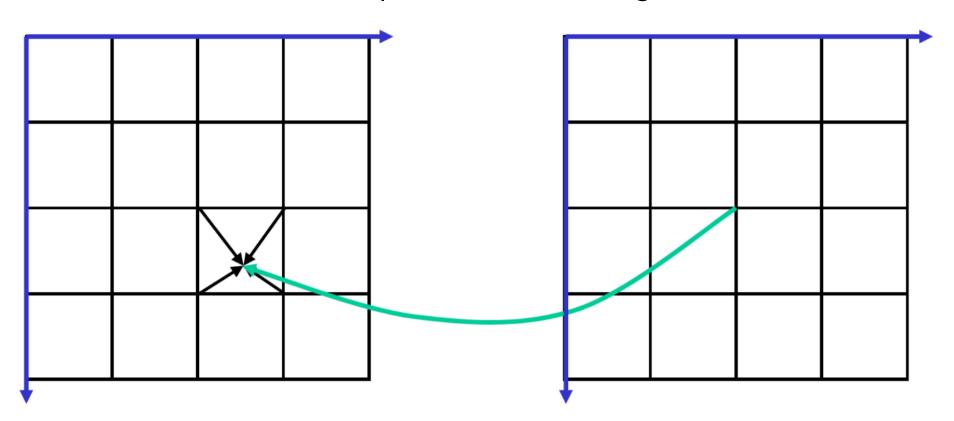


• Return to image registration

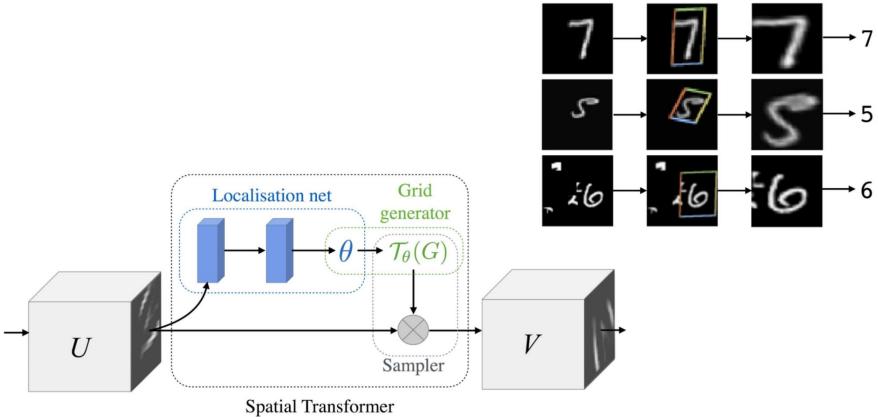




• Often we need to interpolate. How do the gradients look like?



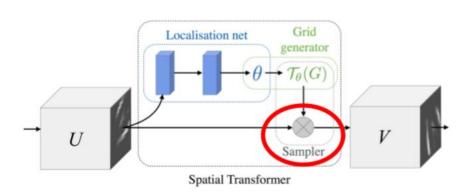
Jaderberg et al. introduced Spatial Transformer Networks



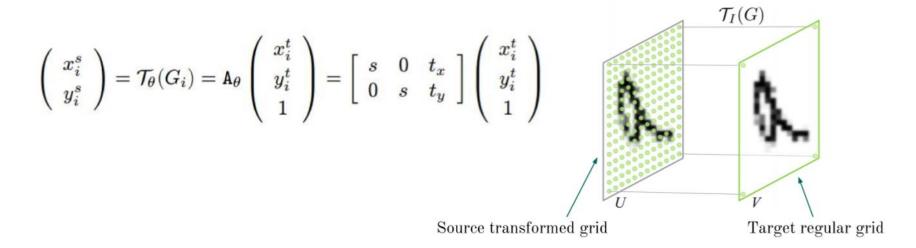


Following Tyagi & Gupta

Samples the input feature map by using the sampling grid and produces the output map.



Following Tyagi & Gupta



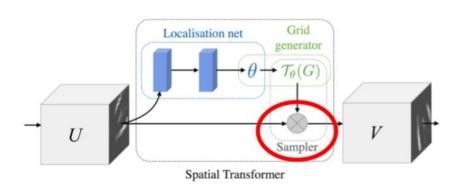
 $\begin{array}{l} \text{Identity Transform} \\ (s{=}1,\,t_{_{\! x}}{=}0,\,t_{_{\! y}}=0) \end{array}$

Following Tyagi & Gupta

$$\begin{pmatrix} x_i^s \\ y_i^s \end{pmatrix} = \mathcal{T}_{\theta}(G_i) = \mathbf{A}_{\theta} \begin{pmatrix} x_i^t \\ y_i^t \\ 1 \end{pmatrix} = \begin{bmatrix} \theta_{11} & \theta_{12} & \theta_{13} \\ \theta_{21} & \theta_{22} & \theta_{23} \end{bmatrix} \begin{pmatrix} x_i^t \\ y_i^t \\ 1 \end{pmatrix}$$
 Source transformed grid Target regular grid

Following Tyagi & Gupta

Samples the input feature map by using the sampling grid and produces the output map.



 Following Tyagi & Gupta Bilinear sampling kernel

$$V_i^c = \sum_{n=1}^{H} \sum_{m=1}^{W} U_{nm}^c \max(0, 1 - |x_i^s - m|) \max(0, 1 - |y_i^s - n|)$$

Gradient with bilinear sampling kernel

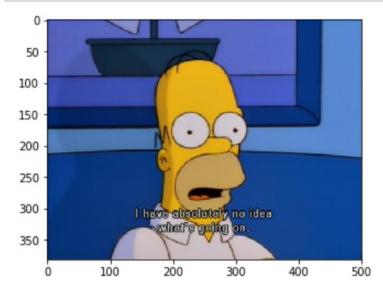
$$\frac{\partial V_i^c}{\partial U_{nm}^c} = \sum_{n=0}^{H} \sum_{m=0}^{W} \max(0, 1 - |x_i^s - m|) \max(0, 1 - |y_i^s - n|)$$

$$\frac{\partial V_i^c}{\partial x_i^s} = \sum_n^H \sum_m^W U_{nm}^c \max(0, 1 - |y_i^s - n|) \begin{cases} 0 & \text{if } |m - x_i^s| \ge 1\\ 1 & \text{if } m \ge x_i^s\\ -1 & \text{if } m < x_i^s \end{cases}$$

- This is all implemented efficiently in PyTorch
- torch.nn.functional.grid_sample() → read the docs and check part two of this tutorial with its image_warp and label_warp functions!

```
import torch
import numpy as np
import matplotlib.pyplot as plt
```

```
homer = Image.open('homer.png').convert('RGBA')
homer = np.array(homer).astype('float')
homer = (torch.from_numpy(homer).permute(2,0,1).unsqueeze(0).contiguous()/255.0).float()
plt.imshow(homer.permute(0,2,3,1)[0,...])
plt_max_val = torch.max(homer.view(-1))
```



```
# generate sampling grid
smp_0 = torch.linspace(-0.3,0.4,600) # location on axis 0 & sampling frequency
smp_1 = torch.linspace(-0.5,0.5,700) # location on axis 1 & sampling frequency
g0,g1 = torch.meshgrid(smp_0,smp_1) # build a mesh from it
smp_mesh = torch.stack((g1,g0),2).unsqueeze(0) # grid has to be of dimensions [B,1,H,W]
sampled_img = torch.nn.functional.grid_sample(homer,smp_mesh) # sample from the input
plt.imshow(sampled_img.permute(0,2,3,1)[0,...],vmin=0,vmax=max_plt_val) #show
```

<matplotlib.image.AxesImage at 0x114dc060ac8>

