# BE 537 - Grand Challenge 1

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## Introduction

For this project we explored methods for performing groupwise registration between a set of brain images. We performed registration on a set of 3D brain images solving for transformations from the set of images into a common reference space. The quality of a registration was established by measuring how closely a set of labeled features in the images corresponded when projected into the common frame via the transformations we built.

# 3.1 The Basic Component

#### 3.1.1 Extend myView to Display Registration Results

Our project uses a visualizer that takes in a fixed image, a moving image, the voxel spacing in the image, a rotation matrix and a translation vector.

#### 3.1.2 3D Affine Registration Objective Function

We compute the objective function for 3D registration using the equation below.

$$E(A,b) = \int_{\Omega} [I(x) - J(Ax+b)]^2 dx$$

### 3.1.3 Testing the Correctness of Gradient Computation

We verify our analytic gradient computation by computing a numerical gradient approximation that utilizes the central finite difference approximation.

$$\frac{\partial E}{\partial p_j}|_p \simeq \frac{E(p+\epsilon e_j) - E(p-\epsilon e_j)}{2\epsilon}$$

The maximum relative error we found using an epsilon of 1e - 4 was 0.01%.

```
% 3.1.3 Testing the Correctness of Gradient Computation
clear:
[image1, spacing] = myReadNifti('sub001_mri.nii');
[image2, spacing2] = myReadNifti('sub002_mri.nii');
p = [1,0,0,0,1,0,0,0,1,0,0,0]';
% Gaussian LPF
sigma = 1;
smoothedimage1 = myGaussianLPF(image1, sigma);
smoothedimage2 = myGaussianLPF(image2, sigma);
% analytical gradient
[E,q] = myAffineObjective3D(p,smoothedimage1,smoothedimage2);
% numerical gradient
epsilon = 1e-4;
gnumer = ones(12,1);
for j = 1:12
    % Create ej vector
    ej = zeros(12,1);
    ej(j) = 1;
    % Add/subtract ej*epsilon vector to p
    pup = p + ones(12,1).*ej*epsilon;
    pdown = p - ones(12,1).*ej*epsilon;
    % Compute E terms for numerical gradient approximation
    [Eup, ~] = myAffineObjective3D(pup, smoothedimage1, smoothedimage2);
    [Edown, ~] = myAffineObjective3D(pdown, smoothedimage1, smoothedimage2);
    % Compute dE/dpj
    gnumer(j) = (Eup - Edown)/(2*epsilon);
% Compute relative error
diffvector = g - gnumer;
relerr = 100.*(diffvector./g);
```