

Functional brain imaging (e.g. fMRI, PET, EEG) data is a 4-dimensional time series representing changes in brain activity over time.

Structural imaging (e.g. MPRAGE, DTI, CT) also has been increasingly more common to have a longitudinal component, where participants/subjects are scanned multiple times.

Visualization and presentation of these data can be improved with the use of 3D tools.

NEEDED: pictures of brains - a lot - DTI ex, MRI

# 2D vs. 3D

2D Picture

# 2D vs. 3D

3D Picture

What kind of data do we have?

- Structural MRIs
- Functional MRIs
- CT
- DTI
- EEG
- PET

# Current methods of visualizing/EDA

- Time series of individual voxels/regions of interest (ROI)
- Look at data by slice over time
- Look at data cross-sectionally within slice

Overall, most methods keep temporal or 2D spatial components fixed and vary the other.

## How do we view results:

- Time series of individual voxels/regions of interest (ROI)
- Look at a subset of cross-sectional slices over time
- Present spatial map summarizing temporal information
  - Projection, mean, difference
  - Statistical Parametric Map (SPM) - Color as “activation level”

# Why use this for EDA

- Respects true nature of data (brains are not slices!)
- Can get more of an overview
- Motion - can look and interact to see if there are problems
- Some things become more apparent in 3D

# Things Hiding in 2D

Real Life Example:

SubLIME is a MS lesion detection algorithm [3]. MS -  
SUBLIME - before 3D rendering - didn't notice misregistration



# Why are we still 2D?

- We do EDA mainly only in 2D
- Some investment in new software - how many languages is enough!?
- 3D Figures in Papers/Presentations are not generally accepted
- Software exists to embed 3D in pdf - but not as smooth for large data
- "Tradition!" [2]

# What makes a good figure

- 3-4D Interactive - Easy to use - quick to render - Transparency (opacity) - subcortical structures - No (or very limited) 3rd Party software (Note - current figures do not have all these qualities )

## 3D rendering tools

- 3D Slicer - <http://www.slicer.org/>
- Paraview - <http://www.paraview.org/>
- RGL [1] using R - <http://cran.r-project.org/>
- Freesurfer - <http://surfer.nmr.mgh.harvard.edu/>
- AFNI - <http://afni.nimh.nih.gov/afni>
- MIPAV - <http://mipav.cit.nih.gov/>
- Matlab, etc.

## RGL - Use R!

- Why choose as the main tool? (Other than the fact I'm at a statistics conference)
- Open - source (read Free)
- REPRODUCIBLE (R Markdown as Hadley will discuss)
- Scriptable
- Exportable
- It works (I've seen it!)

# Conclusion

- Currently - very good for internal reports/EDA
- Not accepted as figures in publication
- Need journals that can handle
- You can still include snapshots
- Available methods allow for reproducibility

# Visualizing Brain Imaging in Interactive 3D

Who? John Muschelli

When? March 5, 2013

# What's the problem

- With the explosion of high dimensional data
- Areas - genomics, neuroscience, astronomy (not astrology), large networks
- Focus - 4D data, and specifically neuroscience
- Currently - show orthogonal slices with colors proportional to intensity - “flat brains”
  - Have alpha blending
- Have no “hurdle” with software

## Overall Goals

- Why we need them
- Why we should push for them to be done
- Journal
- Discuss how to make these figure



# What do we want it to do?

- Have 2D presents - colors, shapes, axes
- Be able to be manipulated/rotated
- Present multiple meshes
  - Have alpha blending
- Have no “hurdle” with downloading software for end users

# What are the options for rendering?

| Software           | Pros  | Cons   |
|--------------------|---|--|
| Slicer             | Lightweight rendering, export to multiple formats | Python Scripting (Pro?)                            |
| Slicer             |   | Import all types of formats                        |
| Paraview           | Lightweight Rendering                             |  |
| Paraview           | Lightweight Rendering                             | Import all types of formats                        |
| RGL, WebGL, OpenGL |   | Scripting (Pro?)                                   |
| MeshLab            | Converts Multiple formats                         | Not easy alpha blending, No much brain data import |
| Asymptote          |   | Scripting language                                 |
| Adobe Presenter    |   | Cost   |

# Where to Render

|     | Pros  | Cons  |
|-----|---|---|
| Web | Updatable<br>Many tools available                                     | Need Internet<br>Not linked to paper<br>Some html may be required                       |
| PDF | Embedded all in one document - linked<br>Embedded all in one document | Need Adobe<br><br>Only certain format (u3d, prc, etc)<br><br>Javascript may be possible |

# Problems

- We're not movie directors: Camera angle/position may convey the wrong idea

