

# Fast HARDI Uncertainty Quantification and Visualization with Spherical Sampling

---

**Tark Patel**<sup>1</sup>, Tushar M. Athawale<sup>2</sup>, Timbwaoga A.J. Ouermi<sup>1</sup>, Chris R. Johnson<sup>1</sup>

1 – Scientific Computing & Imaging Institute, Utah, USA

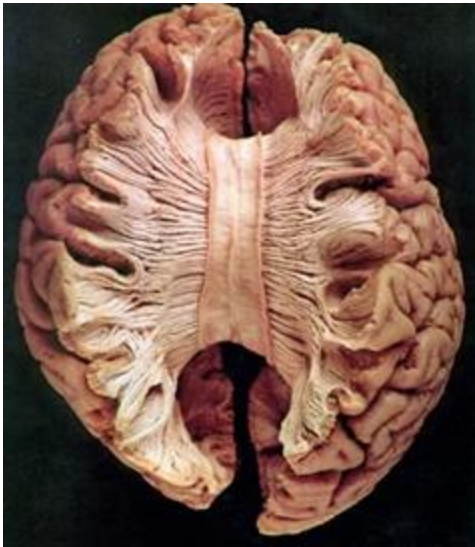
2 – Oak Ridge National Lab, Tennessee, USA

*EuroVis 2025 Full Paper*

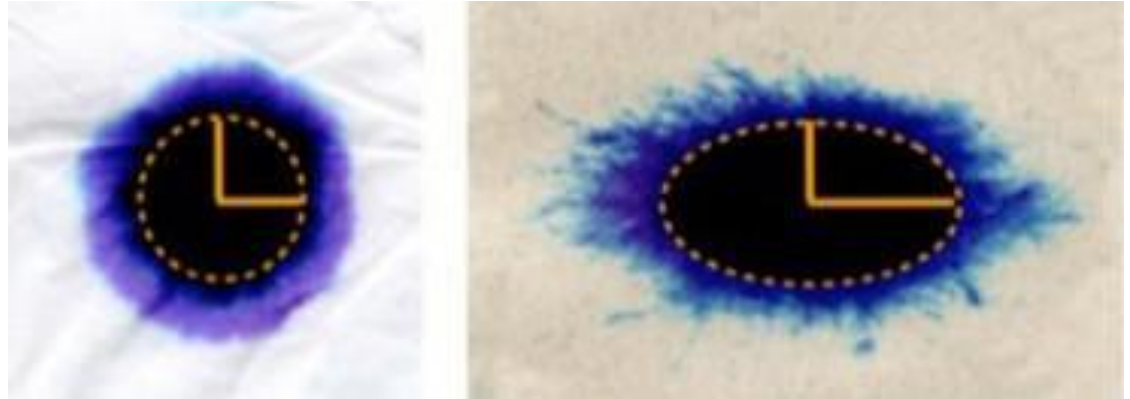


EUROVIS 2025  
LUXEMBOURG

# Introduction

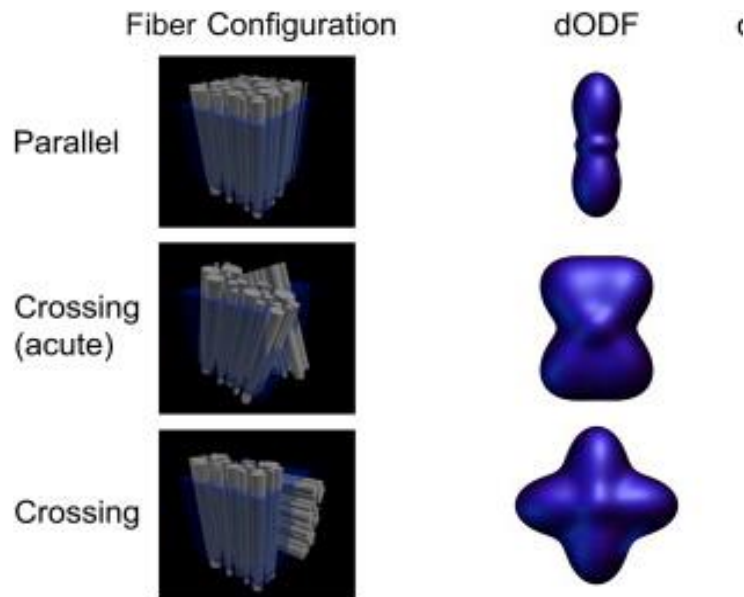


Neural tracts have  
anisotropic diffusion



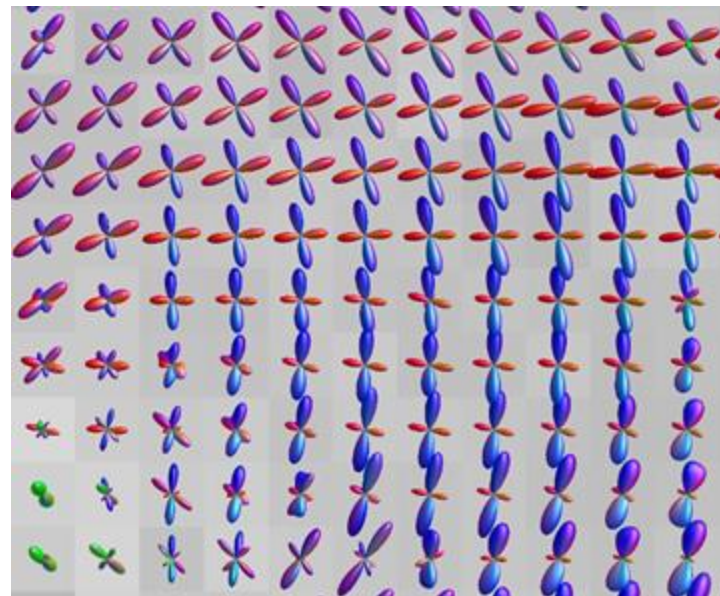
Drops of dye in Kleenex and newspaper show the  
diffusivity through Brownian Motion

# Diffusion MRI



Diffusion MRI measures the diffusivity function per voxel

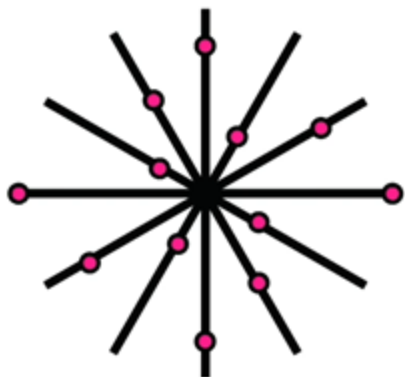
[Sotiropoulos & Zalesky 2017]



Directly visualized as glyphs

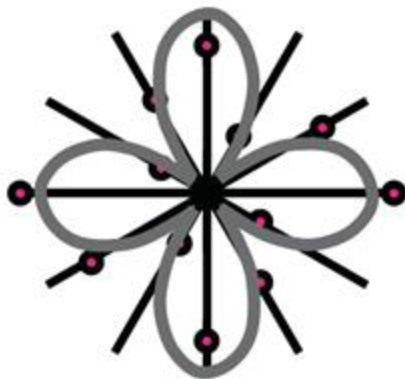
# Measuring and Modeling

Discrete  
Measurements



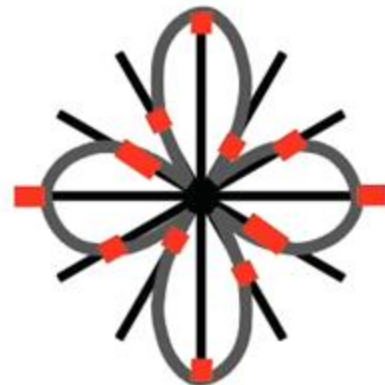
Diffusion magnitude  
along gradient vectors

Modeling



Estimate function  
from samples

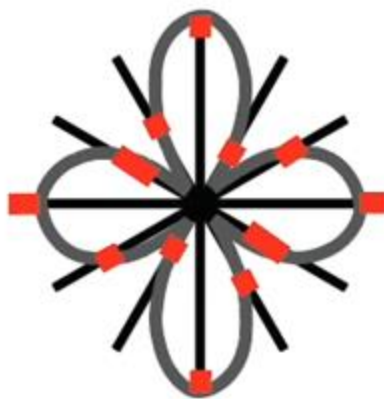
Compute  
Residuals



Red bars denote  
residual magnitude

# Bootstrapping

Compute  
Residuals



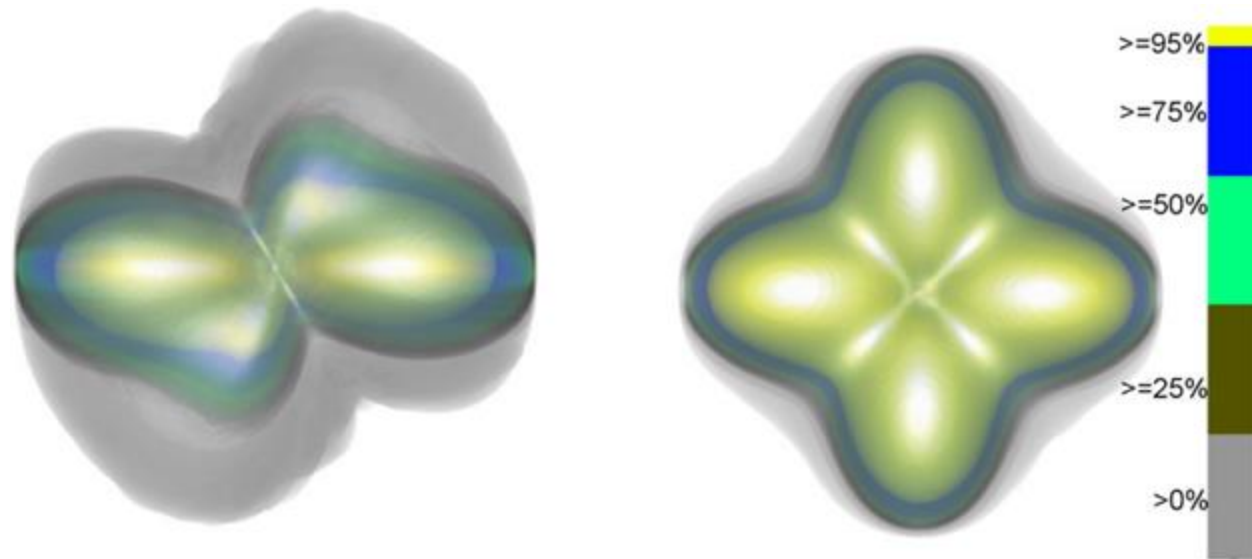
Red bars denote  
residual magnitude

Bootstrapping



- Bootstrapping simulates multiple acquisitions
- Each simulation randomly perturbed by residuals
- The ensemble encodes uncertainty

# Shape Inclusion Probability

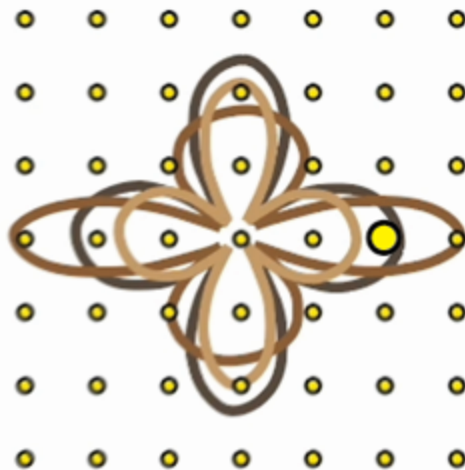


- Directly shows the variation of the bootstrap ensemble
- High cost to compute, store, and render



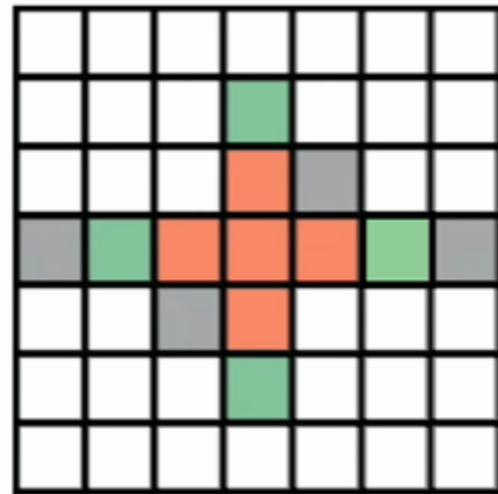
# Volume Sampling

- Samples SIP function on structured grid
- Entire ensemble is evaluated to compute one voxel



Yellow dots denote  
sampling points

[ out in in ] = 0.67  
SIP



Volume rendered  
with transfer function

# Our Contributions

---

A stylized, low-poly illustration of the Luxembourg skyline in shades of purple and pink. It features various buildings, a bridge with arches, and a church with a tall spire on the left. The background is a gradient from orange at the top to purple at the bottom.

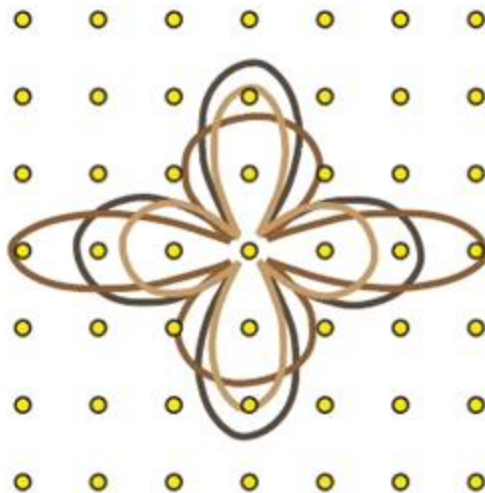
EUROVIS 2025  
LUXEMBOURG



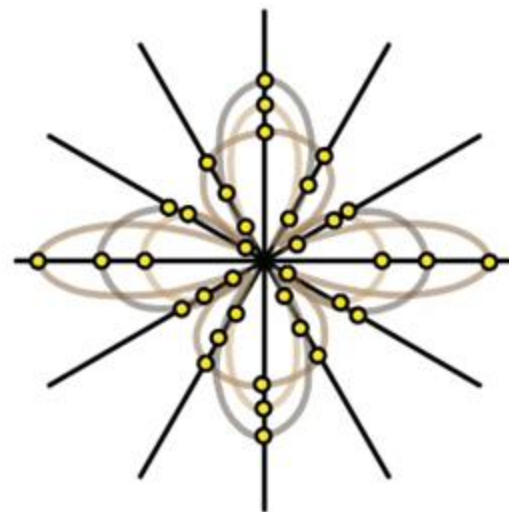
# Volume Sampling vs Spherical Sampling

- Evaluates SIP values directly at boundaries
- Needs much less samples

Volume Sampling

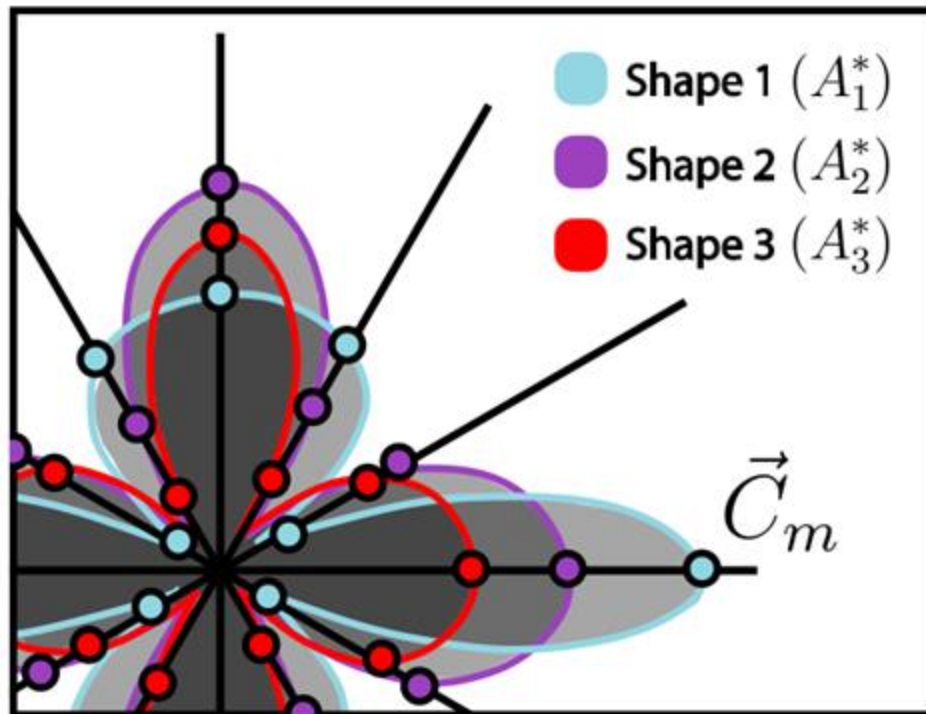


Spherical Sampling



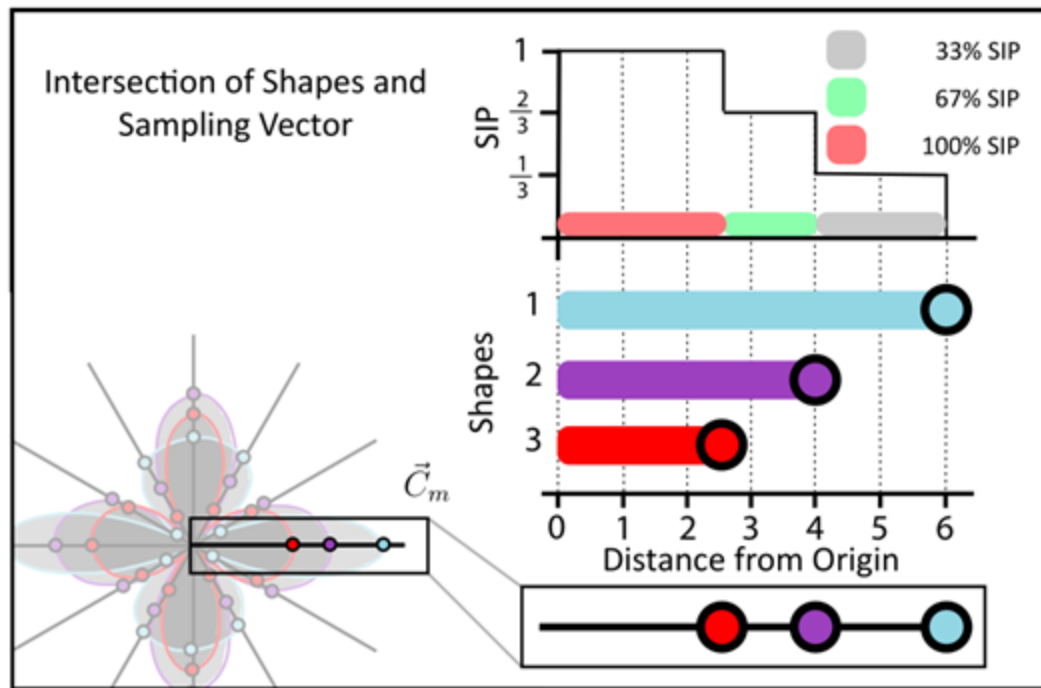
# Spherical Sampling

- Sampling vectors are roughly distributed evenly
- Each shape intersects a vector exactly twice
- Each shape is evaluated once per sampling vector



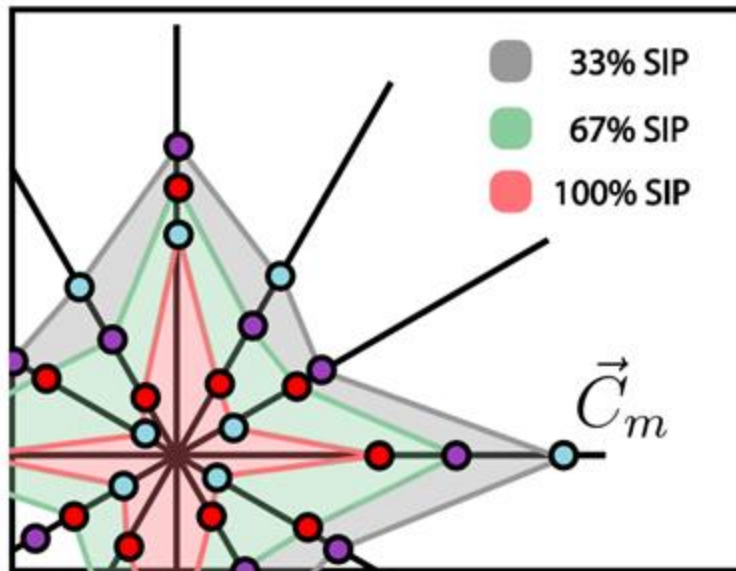
# Spherical Sampling

- SIP function changes at vertices
- Sorting each vector's samples gives isolevels in order
- Isosurfaces easily extracted from array access (Ex. 2nd element of length 3 array corresponds to 67% SIP)

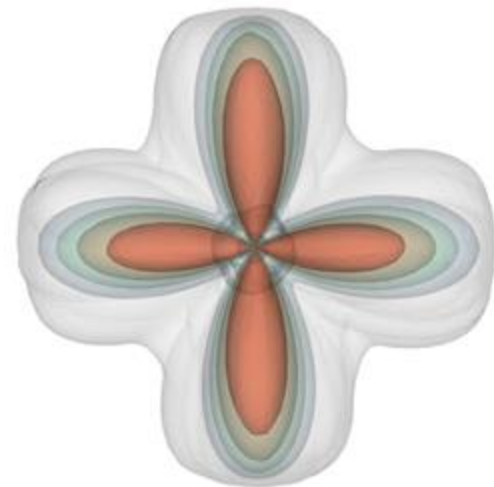


# SIP Isosurface Extraction

- SIP isosurfaces are derived from the shapes' vertices
- All isolevels are computed simultaneously

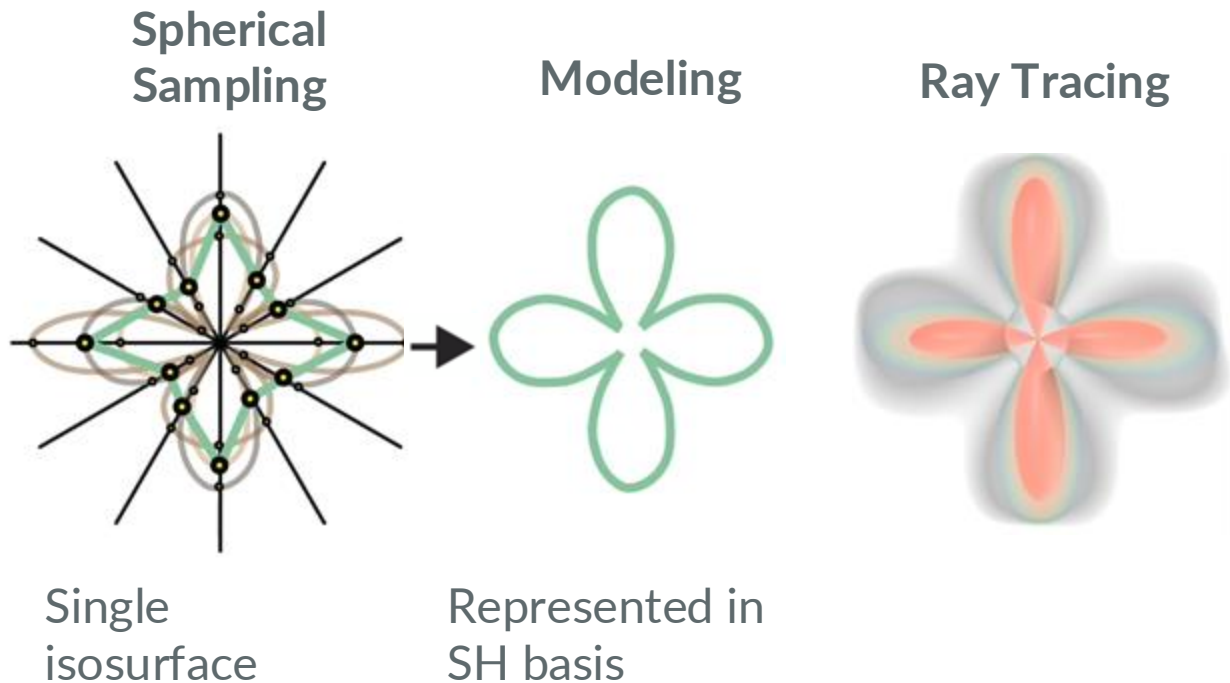


## Mesh Rendering



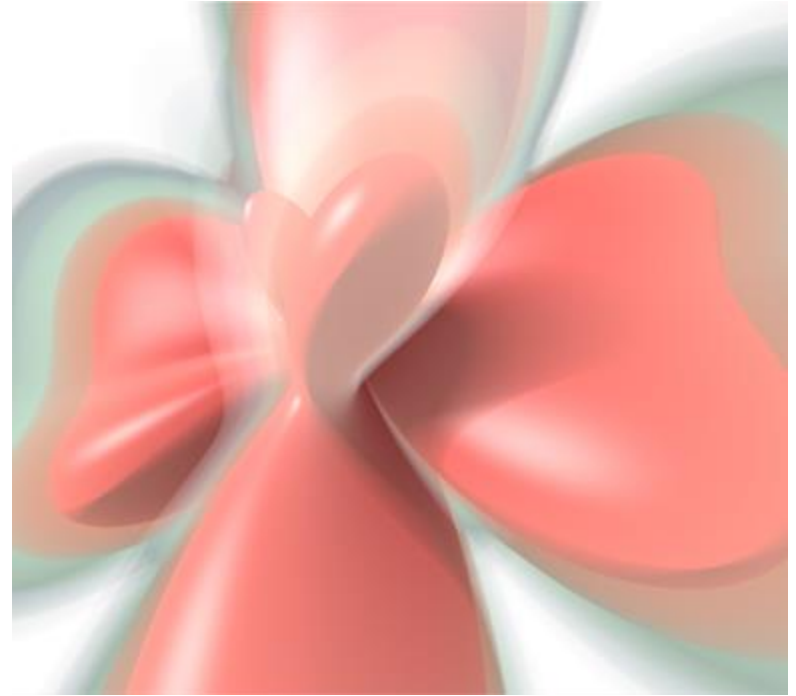
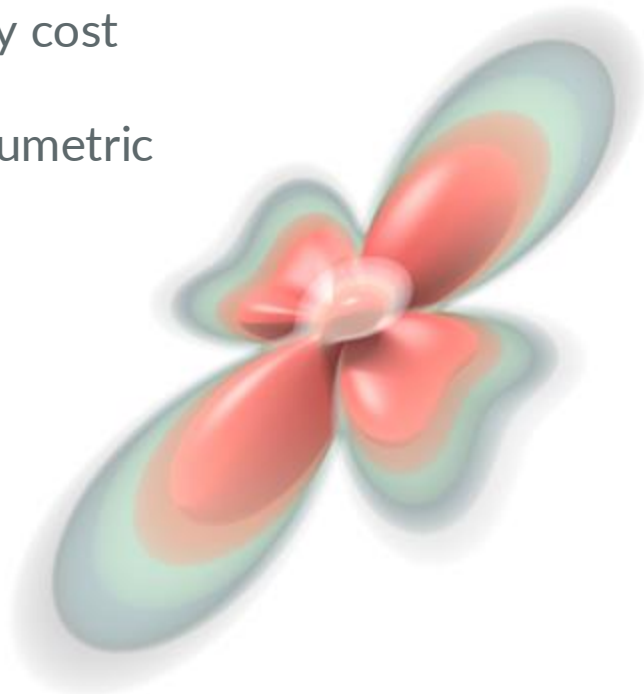
# SIP Modeling

- Each isosurface is modeled
- Modeling requires much less samples
- Reduces memory
- Enables ray tracing



# Ray Tracing

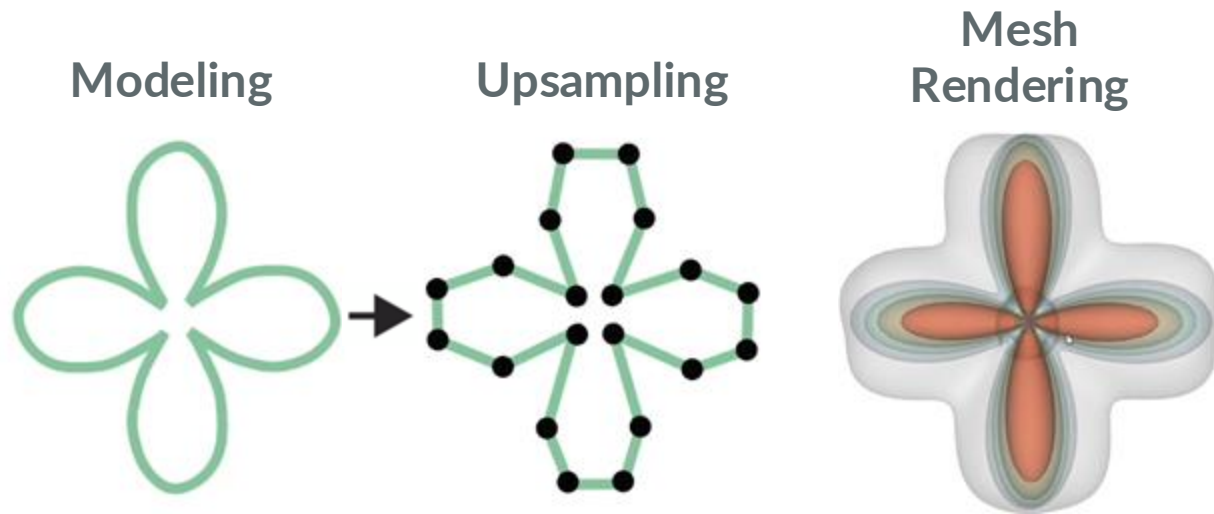
- Low memory cost
- Multiple volumetric regions





# SIP Upsampling

- Modeling allows efficient upsampling
- Quickly creates high resolution meshes
- Triangle meshes are easy to visualize



Black dots are vertices  
of upsampled  
isosurface

# Evaluation

---

A stylized, low-poly illustration of a city skyline, likely Luxembourg, rendered in shades of purple and pink. The skyline includes various buildings, a prominent church with a tall spire on the left, and a bridge with multiple arches in the center. The background is a gradient of orange and pink.

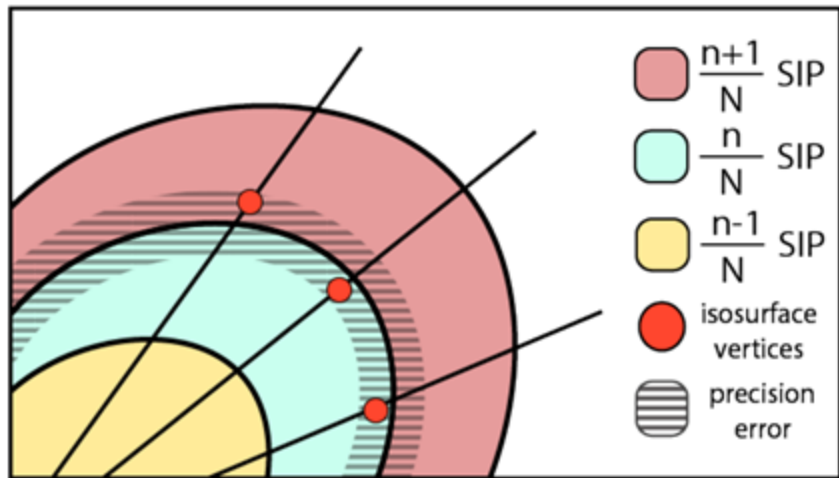
The logo for the Eurovision Song Contest 2025, featuring a semi-circle of twelve white dots.  
**EUROVIS 2025**  
**LUXEMBOURG**

# Speed

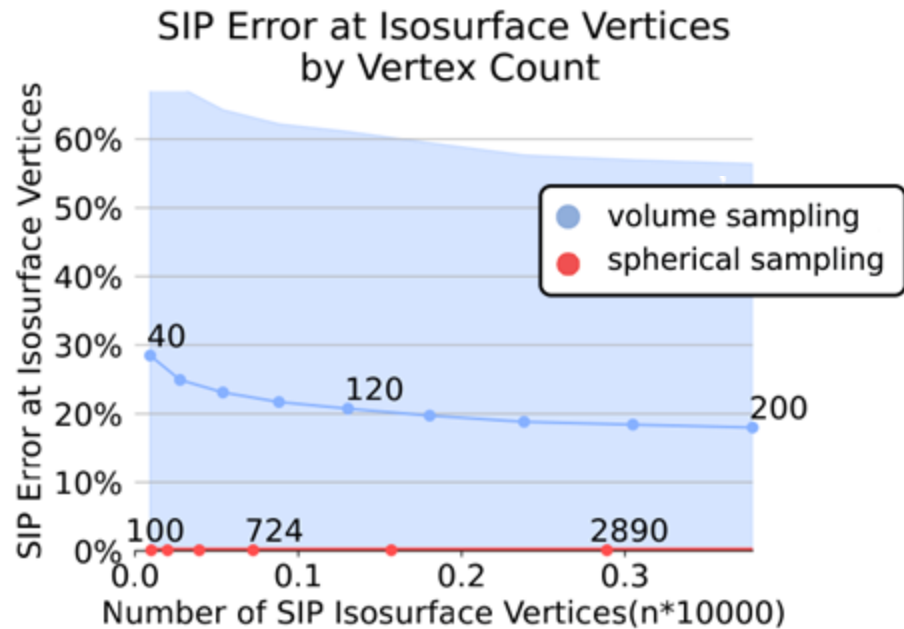
- Up to 8164X faster
- Previous method can take days to months
- New methods are usable in clinically feasible times

SIP Interval Modeling	Single Voxel	Data Slice (81,106)
Volume ( $R=100^3$ )	2 min	12 days
Volume ( $R=200^3$ )	12 min	2 months
Spherical ( $M = 500$ )	114 ms	12 min
Spherical ( $M = 1,000$ )	215 ms	24 min
Upsampling ( $SH = 4$ )	31 ms	5 min
Upsampling ( $SH = 8$ )	85 ms	13 min

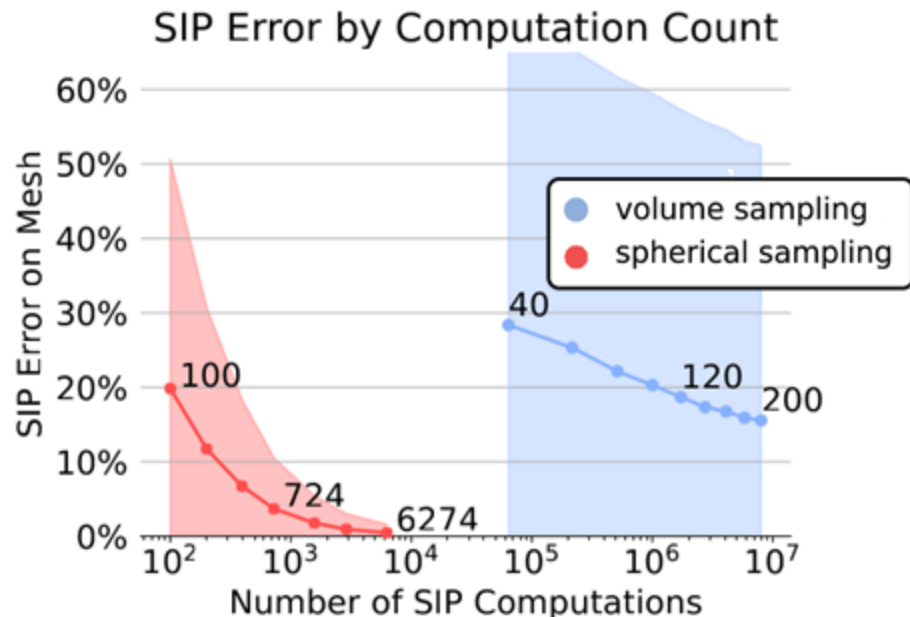
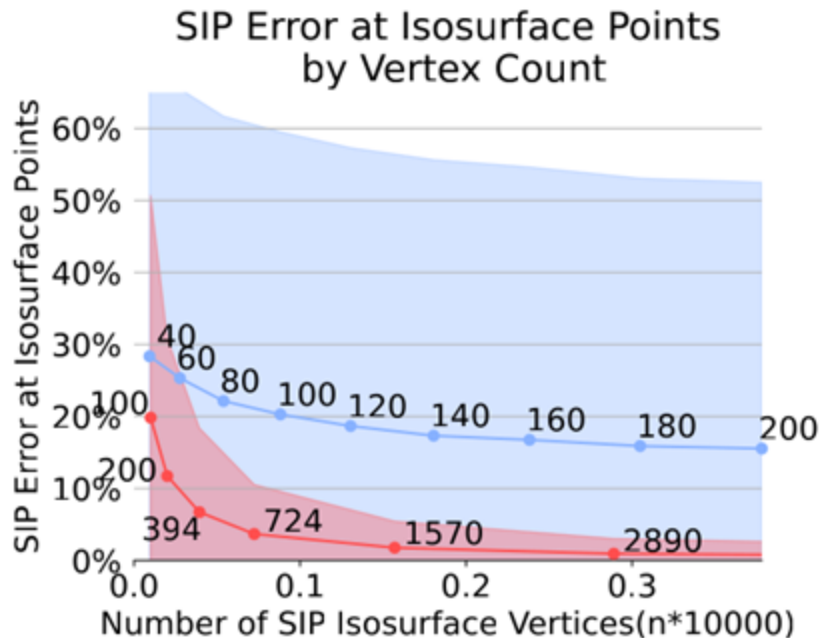
# Accuracy



- Error is minimal at SIP boundaries
- Good choice for modeling



# Accuracy



- Error of the mesh converges as resolution increases with respect to resolution (left) and compute time

# Memory

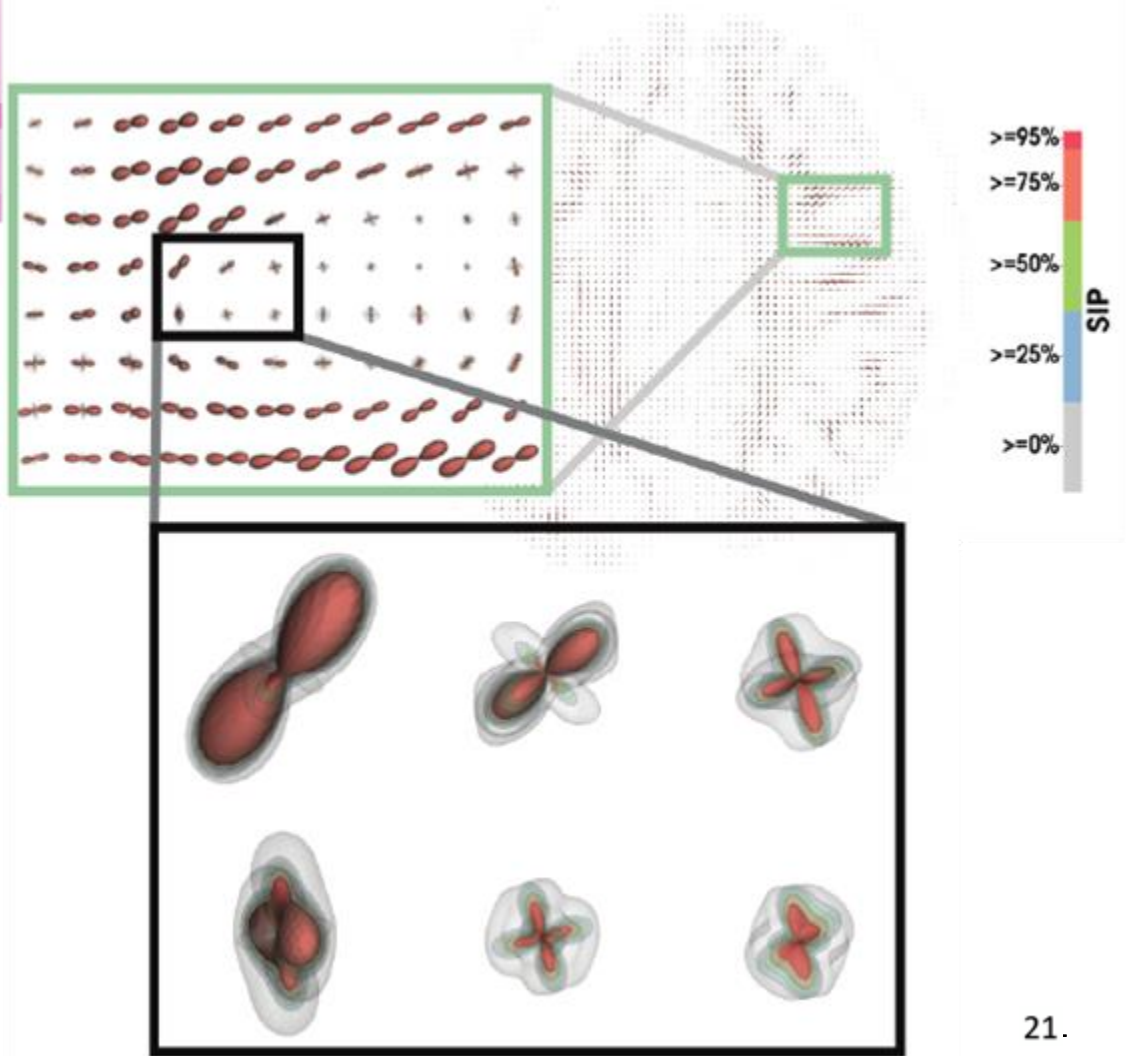
- Up to 37282x memory reduction
- Polygon mesh and model representation may alleviate storage constraints

Technique	Single Voxel	Data Slice (81,106)
Volume ( $R=100^3$ )	4 MB	34 GB
Volume ( $R=200^3$ )	32 MB	268 GB
Polygon Mesh ( $M=500$ )	10 KB	84 MB
Polygon Mesh ( $M=1,000$ )	20 KB	168 MB
Polygon Mesh ( $M=10,000$ )	200 KB	2 GB
Model (SH=4)	300 B	3 MB
Model (SH=8)	900 B	8 MB



# Brain Data

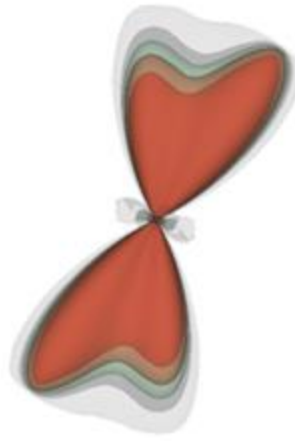
- The example is a slice (81x106) of the Stanford HARDI data set
- Computed in 13 minutes with upsampling
- Clinically feasible time



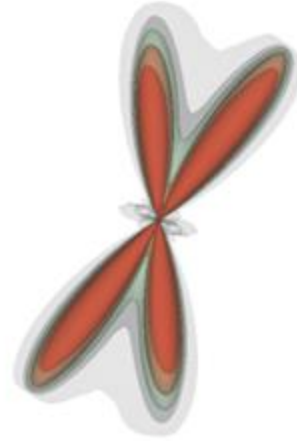
# SH Degree & Discernibility



**(a)**  $l_{max} = 4$



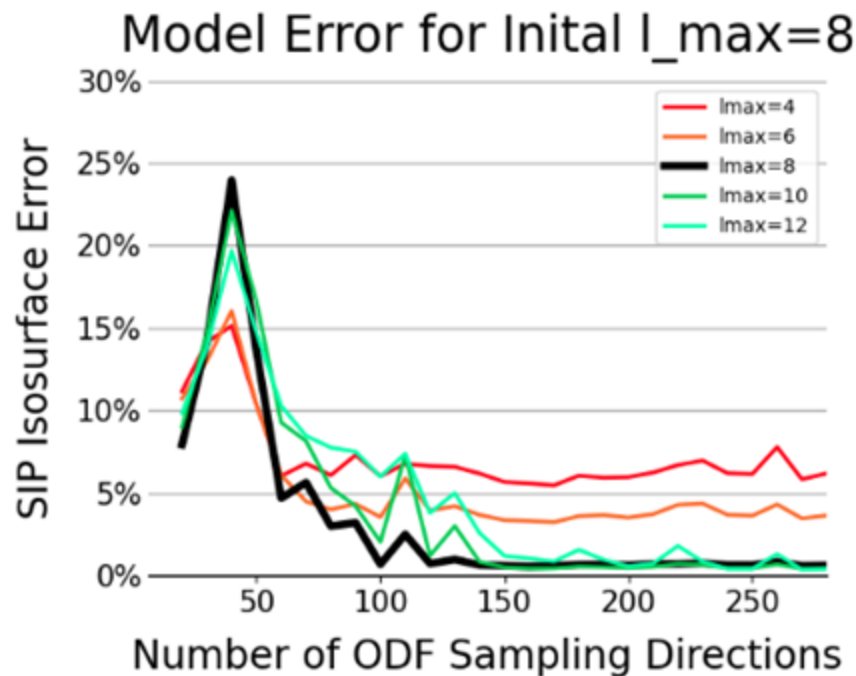
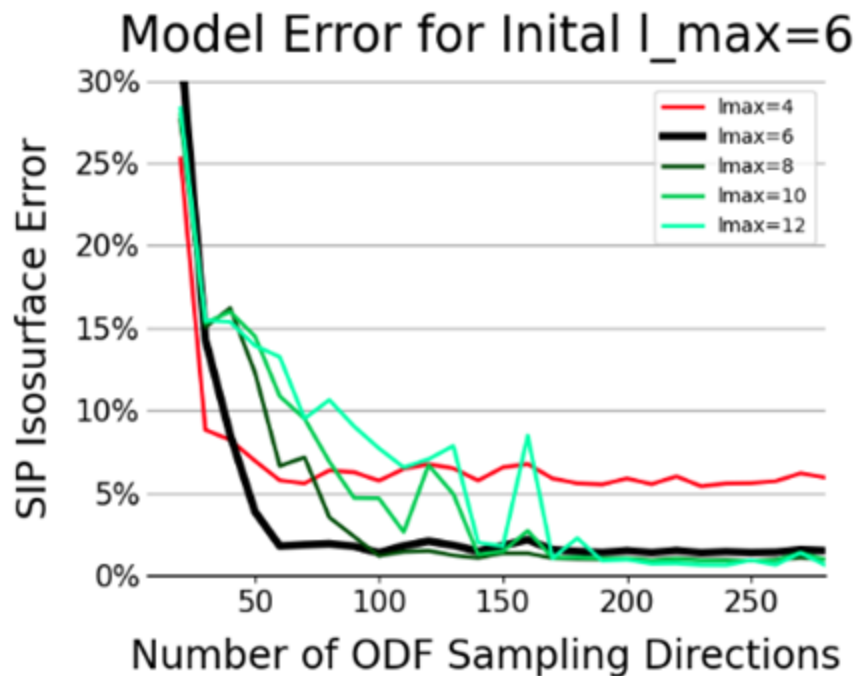
**(b)**  $l_{max} = 8$



**(c)**  $l_{max} = 12$

- Higher SH complexity of initial model discerns smaller angles

# SIP Modeling Accuracy



- SIP Modeling error converges as sampling vectors increase
- SIP model complexity must be greater or equal to initial model complexity

# Future Work

- GPU acceleration
- Uncertainty-aware tractography
- Adaptive modeling complexity

# Thanks for your attention



Tark  
Patel



Tushar M.  
Athawale



Timbwaoga A.J.  
Ouermi (TAJO)



Chris R.  
Johnson

Funded by U.S. Department of Energy  
(No. DE-AC05-00OR22725) and Intel Center of  
Excellence



## Paper



[tpat@sci.utah.edu](mailto:tpat@sci.utah.edu)