

Understanding vascular patterns in leukaemia with geometry and topology

HeKa seminar
PSC, Monday 18 September

Anna Song

PhD: 2019-2023 (4 years)

Defense: 22 September 2023

Imperial College London (maths, Anthea Monod)

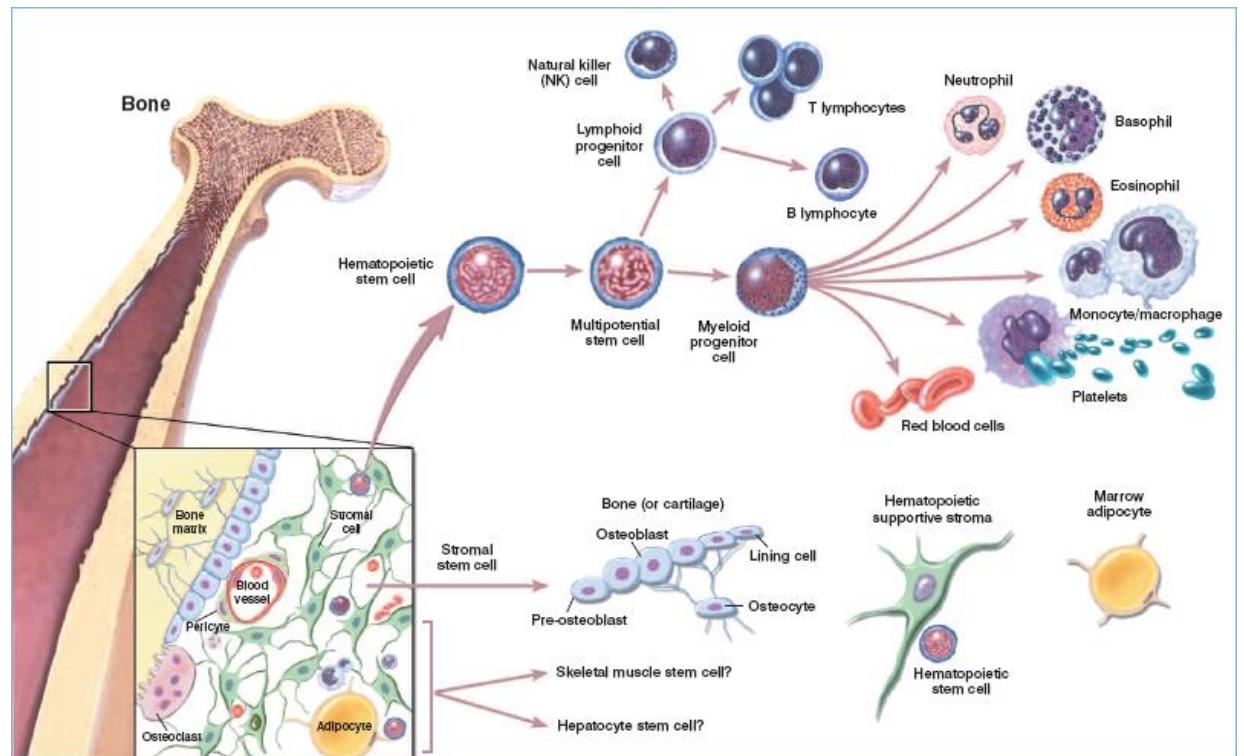
The Francis Crick Institute (biology, Dominique Bonnet)

Introduction

Acute Myeloid Leukaemia

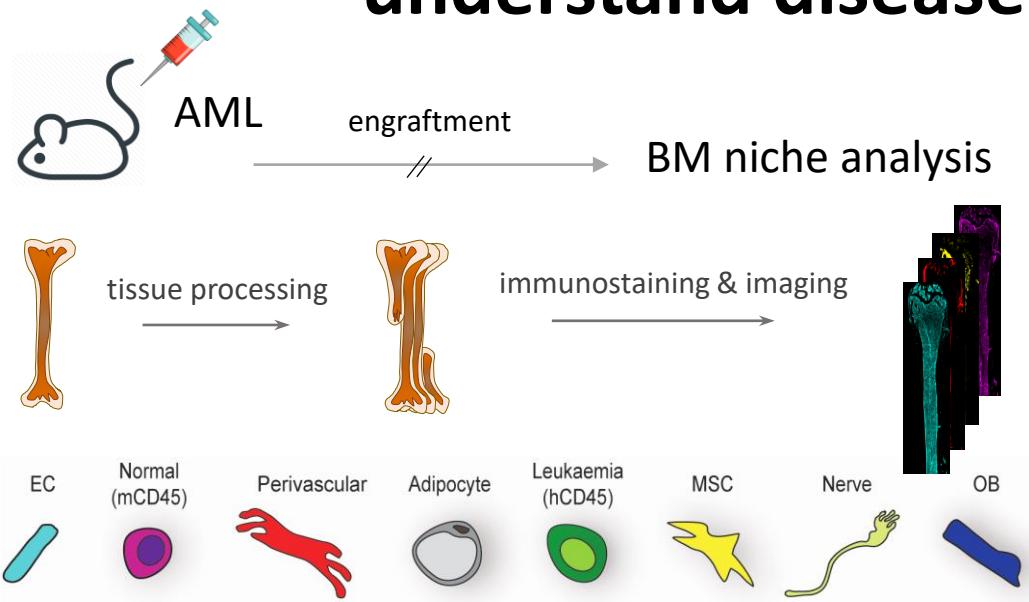
AML arises after accumulation of mutations in HSCs. Tissues get infiltrated by proliferative and dysfunctional haematopoietic cells.

- high clonal heterogeneity
- AML affects the bone marrow environment for its own proliferation
- drug resistance, relapse after therapy
- global picture of how AML interacts with bone marrow niches?
- **vascular morphology and AML?**



Credits : Terese Winslow & Lydia Kibiuk (2001)

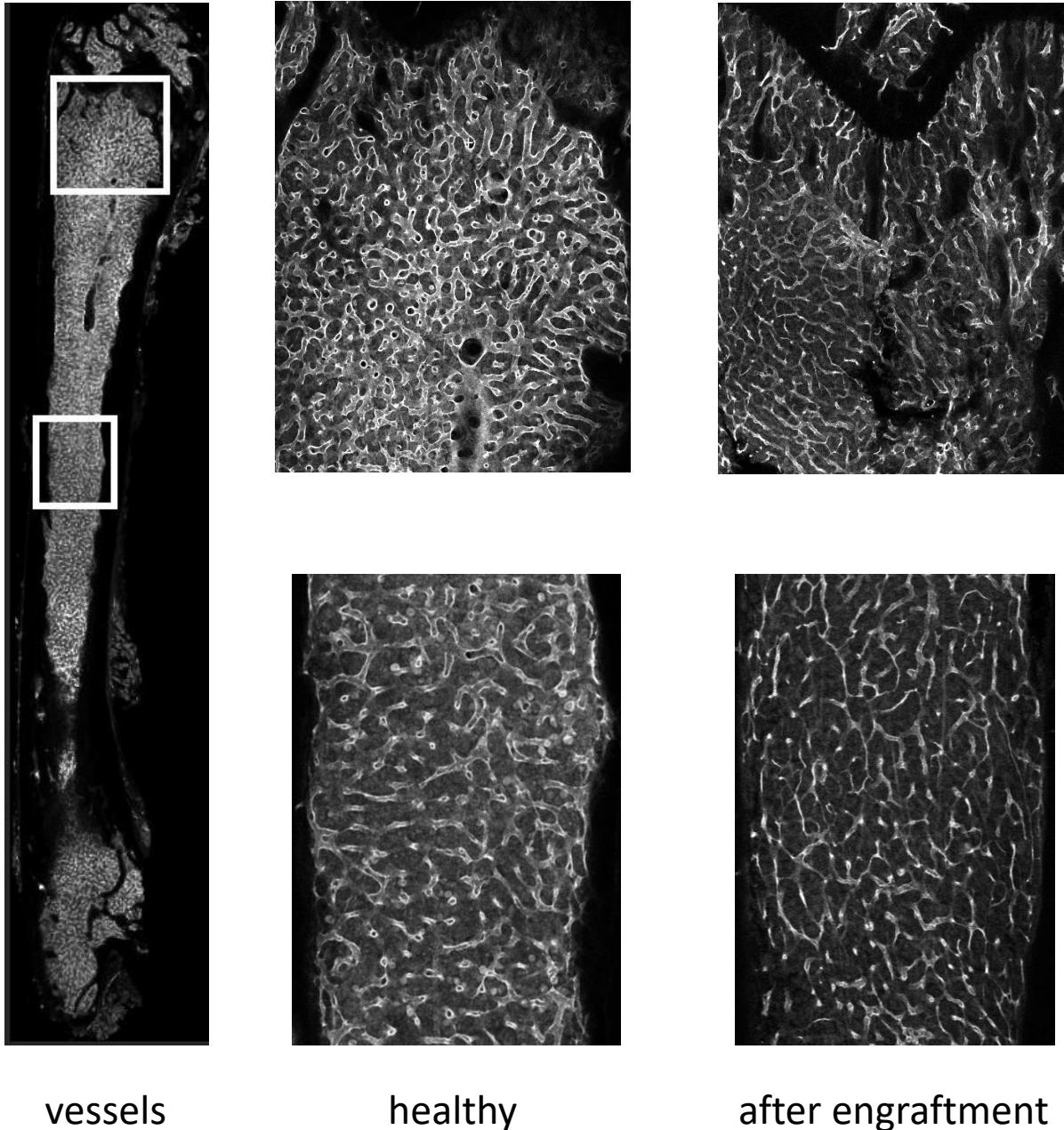
Quantify shape textures to understand diseases



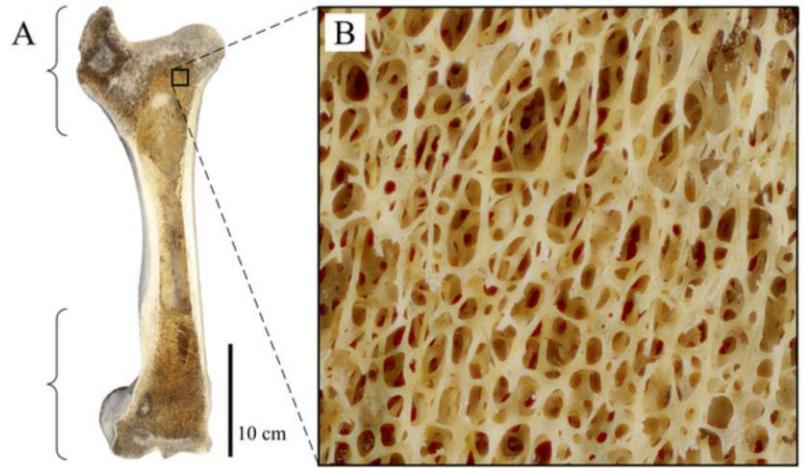
27 entire femurs

- 4 CTRL (0%)
- 4 MNC (53%-86%)
- 7 U937 (1%-10%)
- 3 HL60 (23%-25%)
- 6 P1 (10%-76%)
- 3 P2 (59%-90%)

data: Antoniana Batsivari

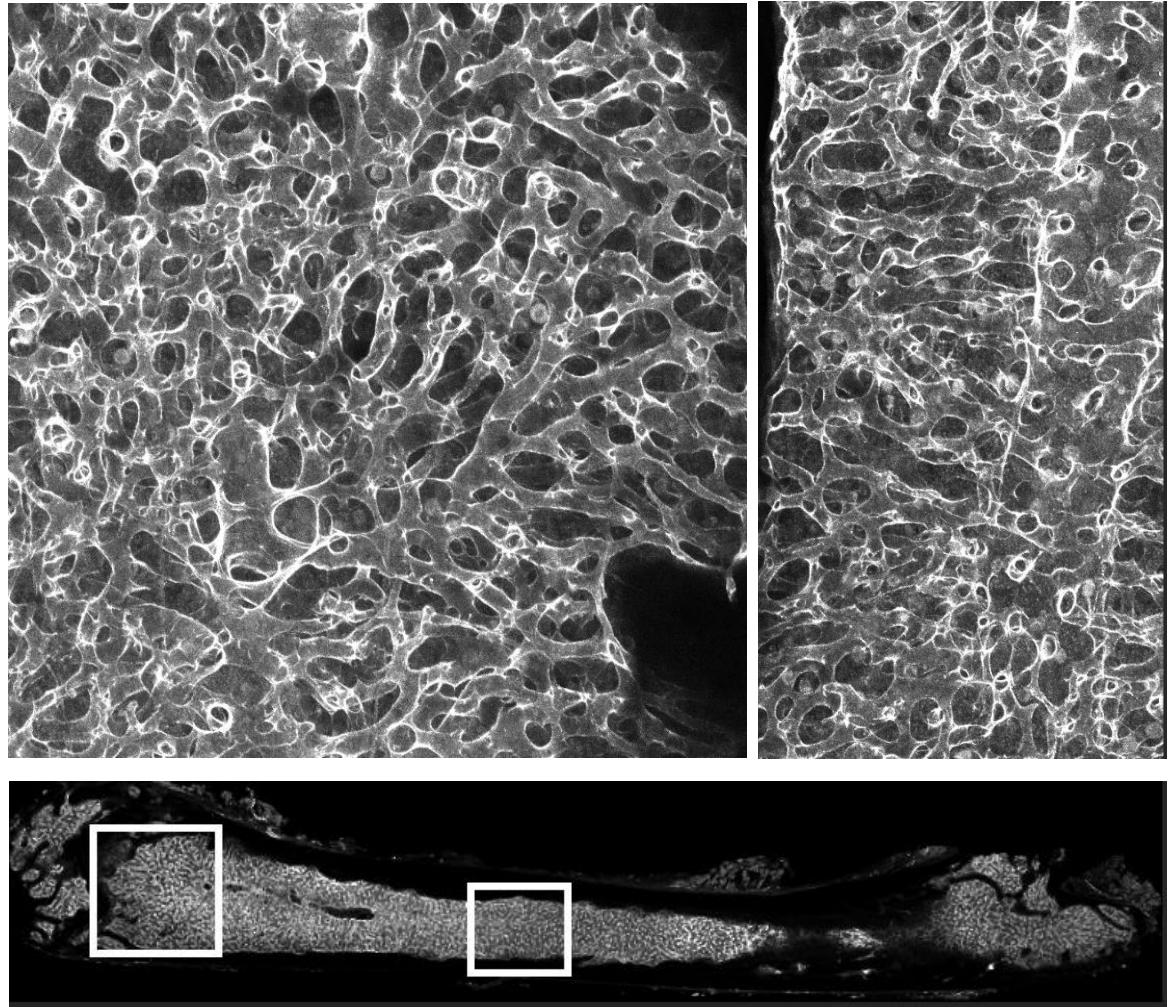
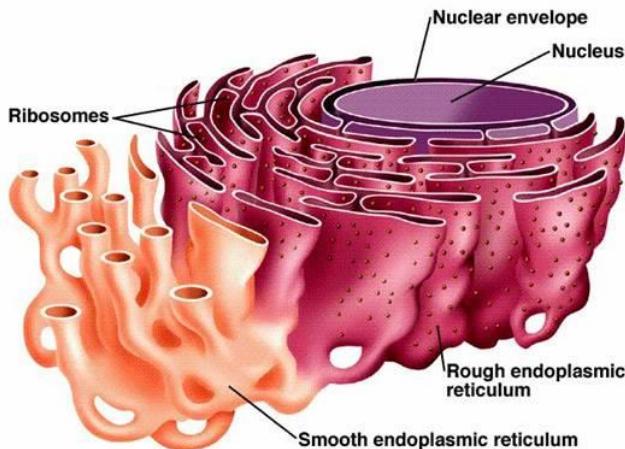


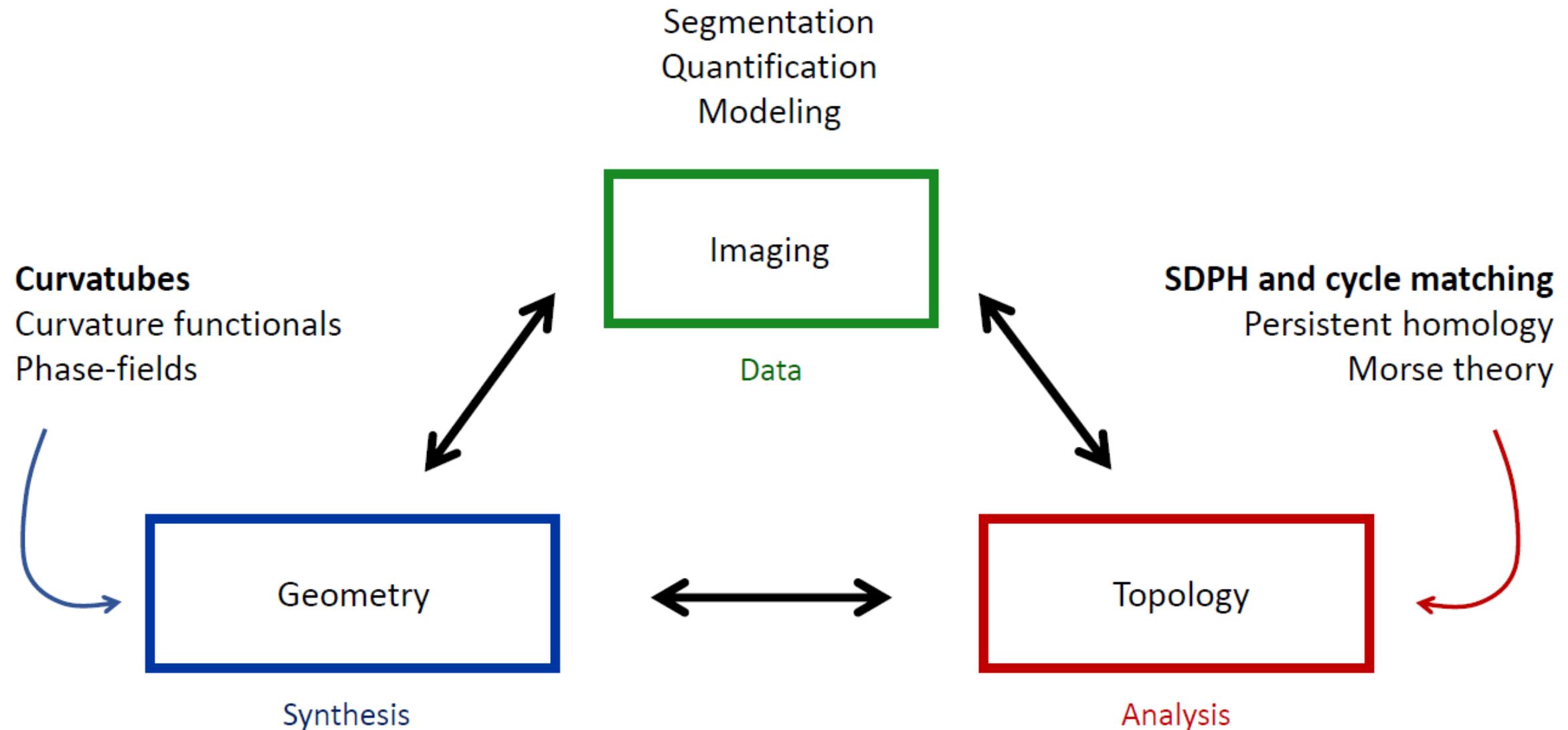
Tubular shapes, branching membranes



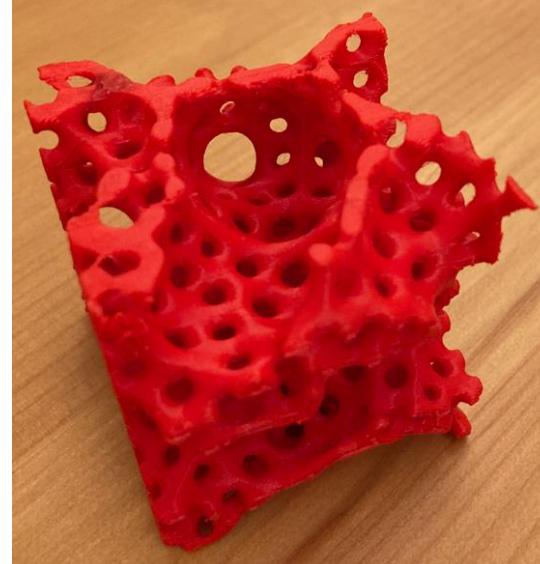
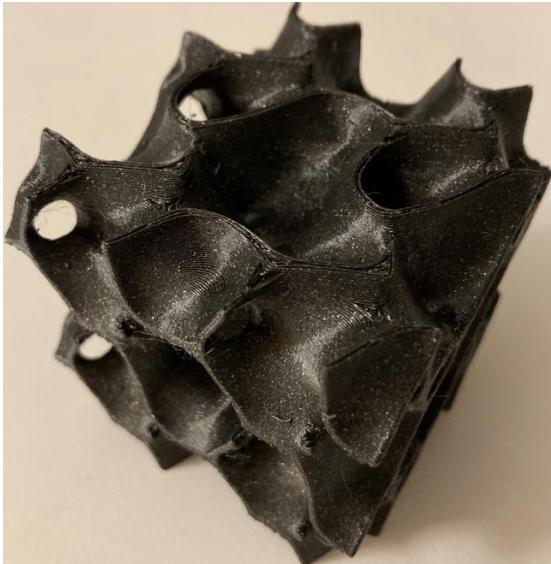
Trabecular bone has plates and rods,
from Bishop et al., PeerJ (2018)

Endoplasmic
reticulum has
sheets and
tubules





I. Curvatures



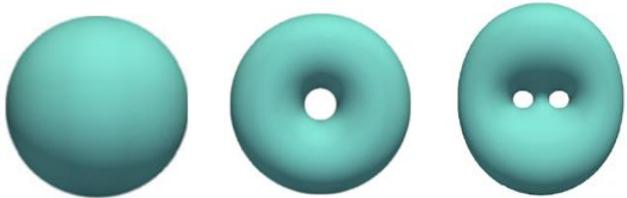
Generation of Tubular and Membranous Shape Textures with
Curvature Functionals, Anna Song, *J Math Imaging Vis* (2021)

Energy-minimizing surfaces



$$E_A(\mathcal{S}) = \int_{\mathcal{S}} 1 \, dA$$

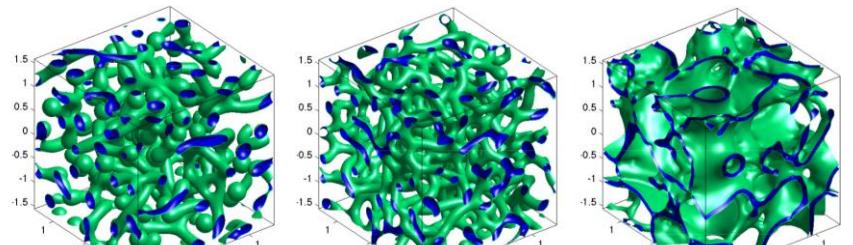
area



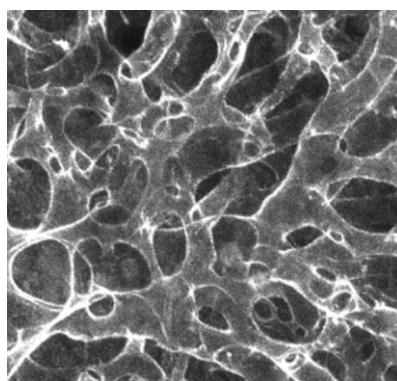
Willmore (1960')

$$E_H(\mathcal{S}) = \int_{\mathcal{S}} \left(\frac{\chi_b}{2} (H - H_0)^2 + \chi_G K \right) \, dA$$

Helfrich (1970') and beyond



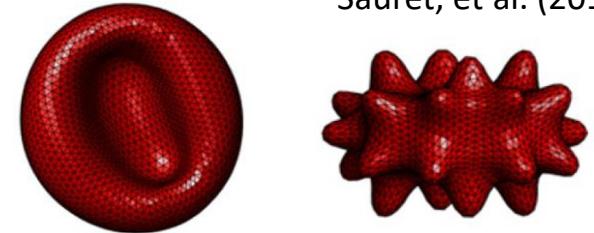
FCH model (2012)
not curvature-based

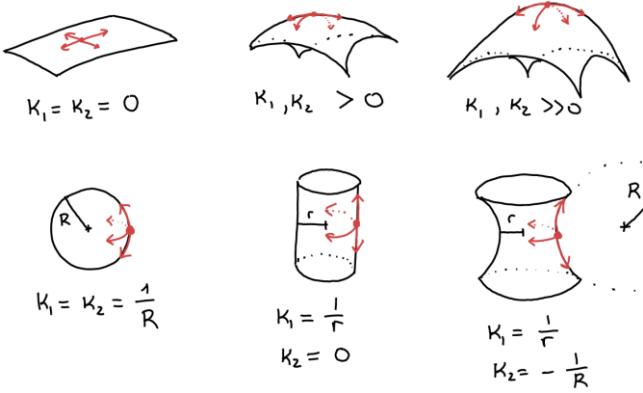


General 3D shapes?

Branching, tubular, membranous,
porous, spherical...
Bone marrow vessels?

Geekyanage, Balanant,
Sauret, et al. (2019)



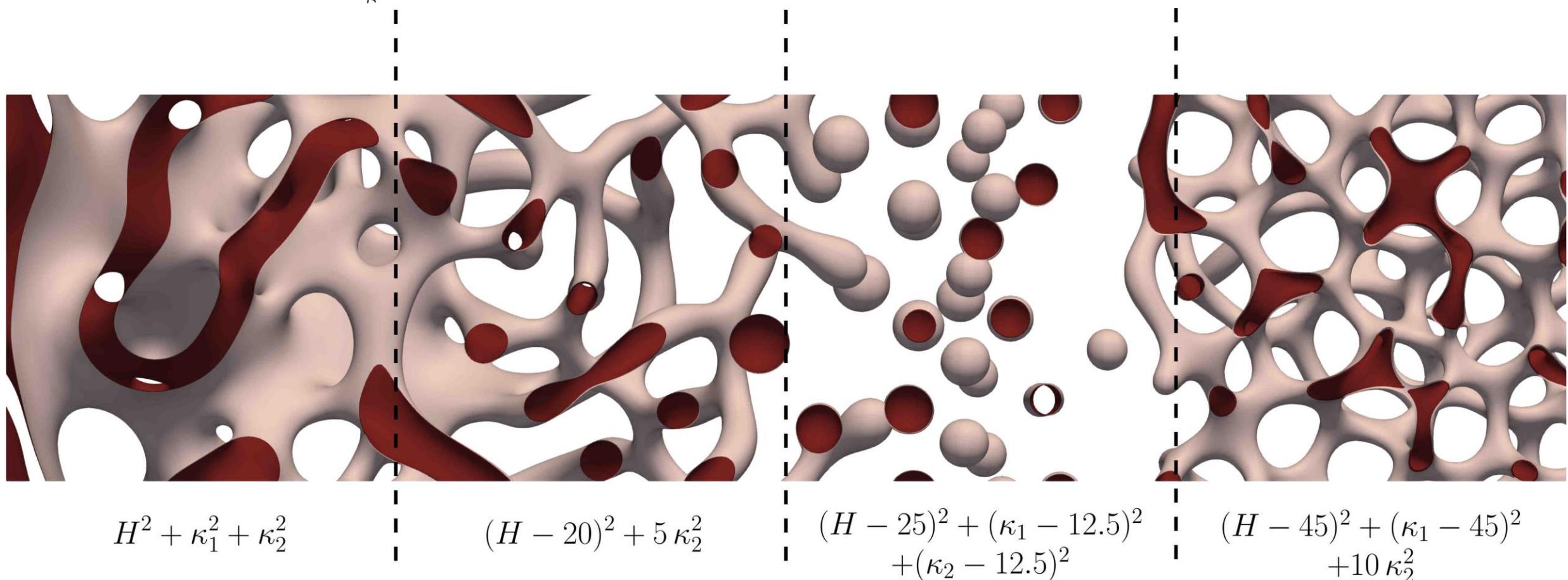


“Curvatubes” functional

$$F(S) = \int_S p(\kappa_1, \kappa_2) dA$$

$$p(x, y) = \sum_{|\alpha| \leq 2} a_\alpha(x, y)^\alpha$$

can be asymmetric



Main contributions

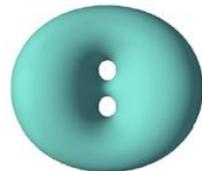
$$E_A(S) = \int_S 1 \, dA$$

minimal surfaces (1750')



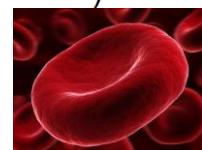
$$E_W(S) = \int_S H^2 \, dA$$

Willmore (1960')



$$E_H(S) = \int_S \left(\frac{\chi_b}{2} (H - H_0)^2 + \chi_G K \right) \, dA$$

Helfrich (1970')

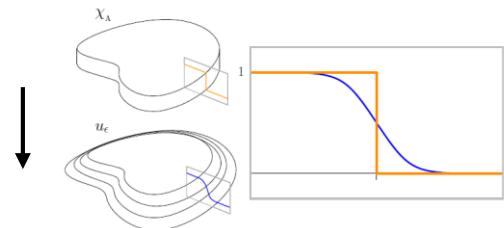


$$F(S) = \int_S p(\kappa_1, \kappa_2) \, dA$$

Curvatuves (2021)

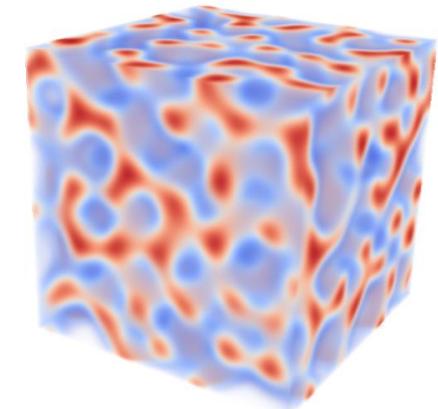
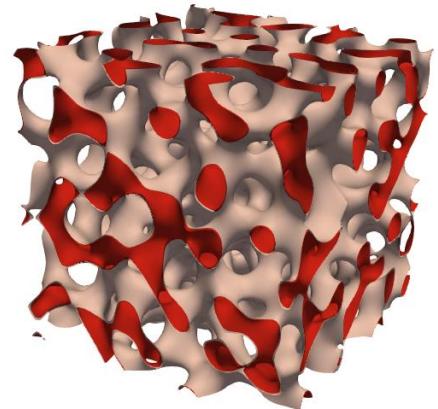
$$F(S) = \int_S p(\kappa_1, \kappa_2) \, dA$$

2D surface energy
hard to simulate



$$\mathcal{E}_\epsilon(u) = \int_{\Omega} p(\kappa_{1,u}^\epsilon, \kappa_{2,u}^\epsilon) \epsilon |\nabla u|^2 \, dx$$

3D phase-field energy
easy to simulate on GPUs



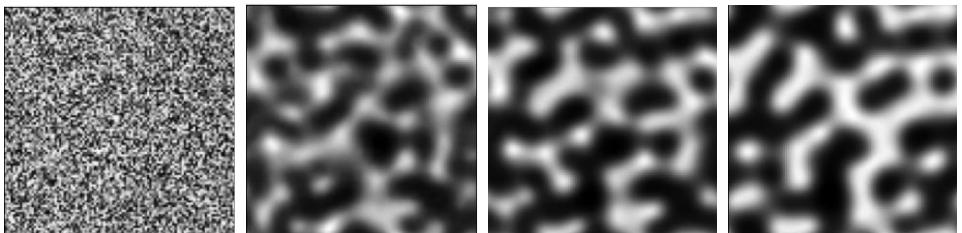
Algorithm

curvatures

parameters inside energy

$$\dot{u} = \Delta \frac{\partial \mathcal{F}_\epsilon}{\partial u}$$

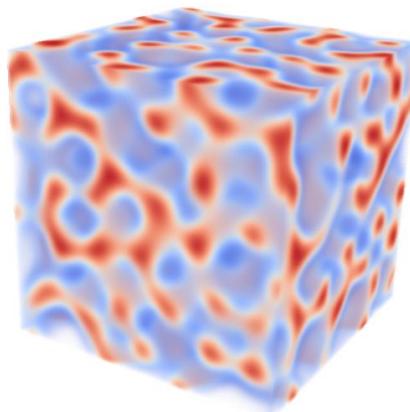
random initialization



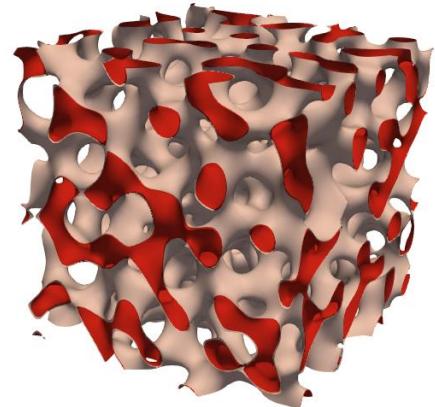
$$\begin{aligned} \mathcal{F}_\epsilon(u) = \int_{\Omega} & \left[\frac{a_{2,0} + a_{0,2} - a_{1,1}}{2\epsilon} \|\mathcal{M}_u^\epsilon\|^2 + \frac{a_{1,1}}{2\epsilon} (\text{Tr}\mathcal{M}_u^\epsilon)^2 + \frac{a_{2,0} - a_{0,2}}{2\epsilon} \text{Tr}\mathcal{M}_u^\epsilon \sqrt{(2\|\mathcal{M}_u^\epsilon\|^2 - (\text{Tr}\mathcal{M}_u^\epsilon)^2)^+} \right. \\ & \left. + \frac{a_{1,0} + a_{0,1}}{2} |\nabla u| \text{Tr}\mathcal{M}_u^\epsilon + \frac{a_{1,0} - a_{0,1}}{2} |\nabla u| \sqrt{(2\|\mathcal{M}_u^\epsilon\|^2 - (\text{Tr}\mathcal{M}_u^\epsilon)^2)^+} + a_{0,0} \epsilon |\nabla u|^2 \right] dx. \end{aligned}$$

Pytorch
GPU
Adam or L-BFGS

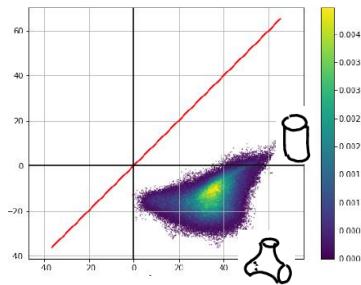
phase-field



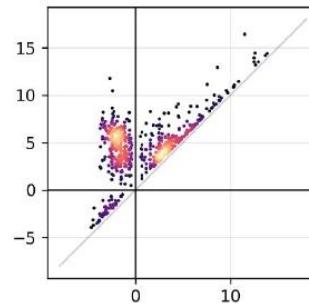
outputs



surface



curvature diagram



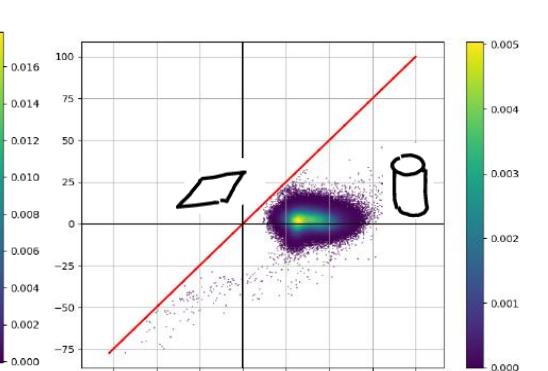
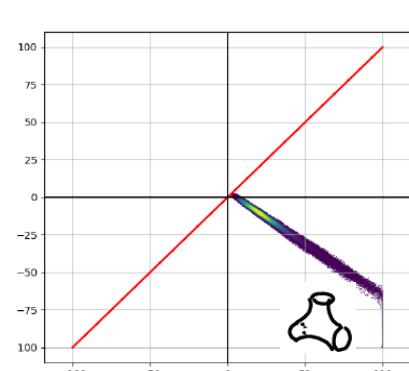
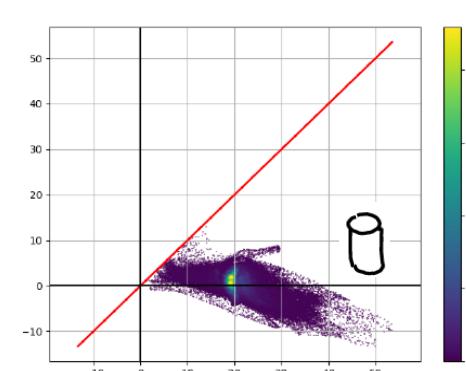
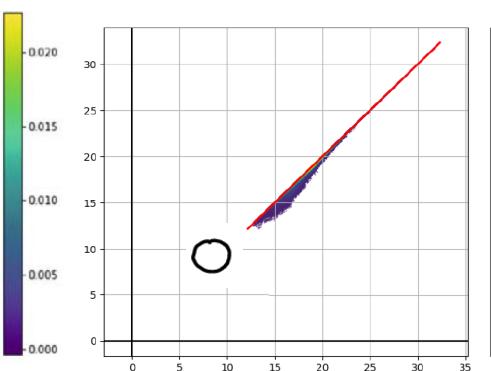
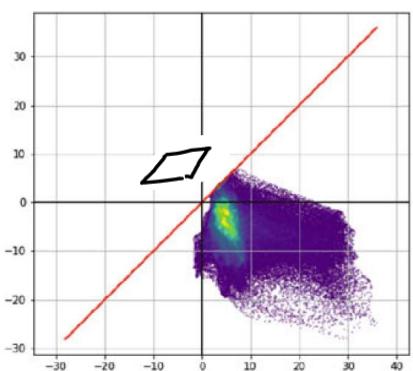
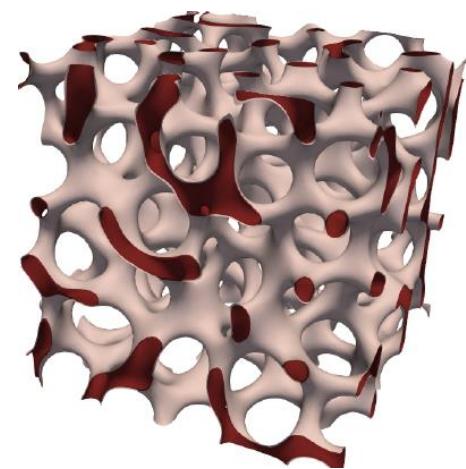
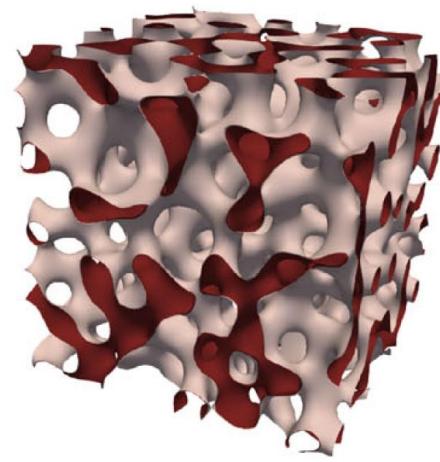
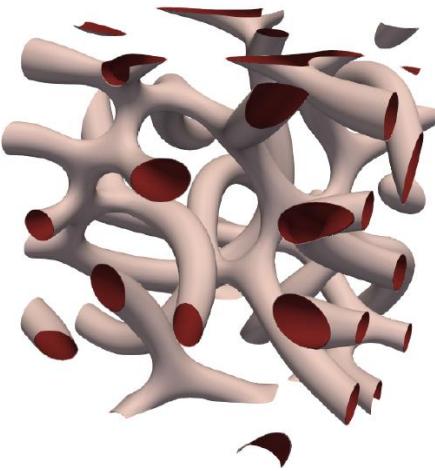
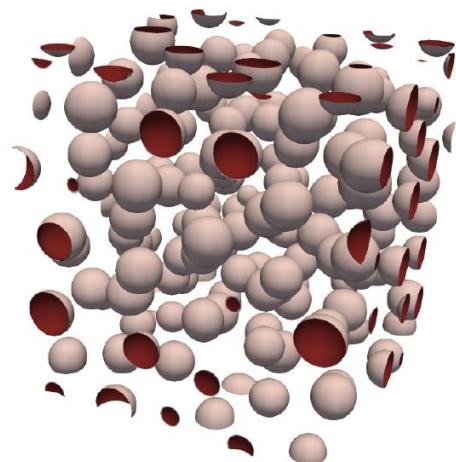
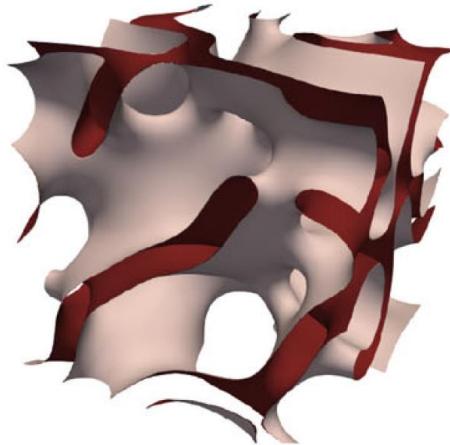
persistence diagram

other features...

Basic shape textures

Natural form

$$h_2(H - H_0)^2 + k_1 K + \alpha(\kappa_1 - \kappa_1^0)^2 + \beta(\kappa_2 - \kappa_2^0)^2$$



$$H^2 + \kappa_1^2 + \kappa_2^2$$

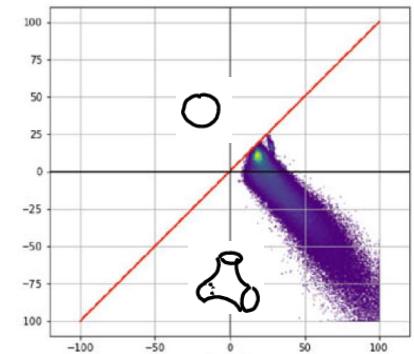
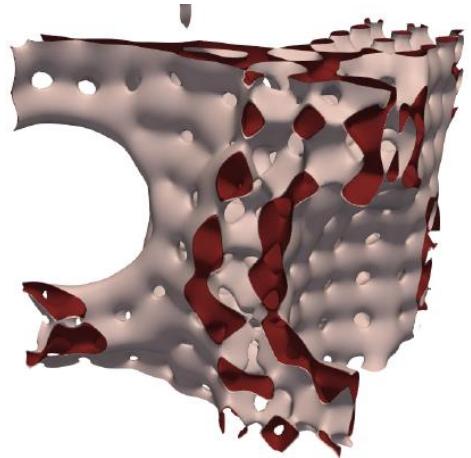
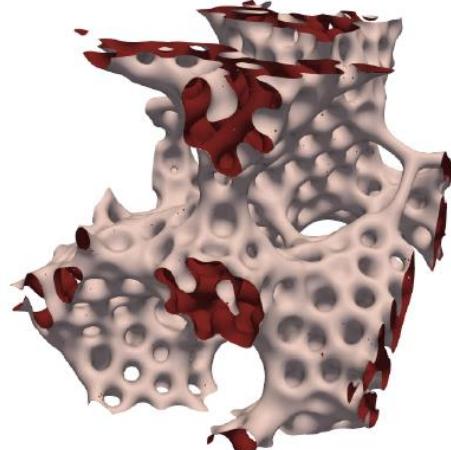
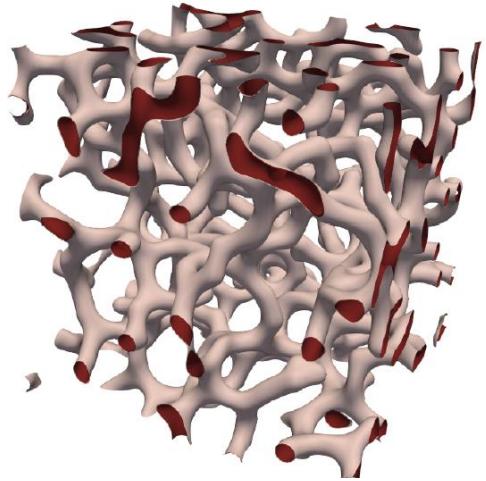
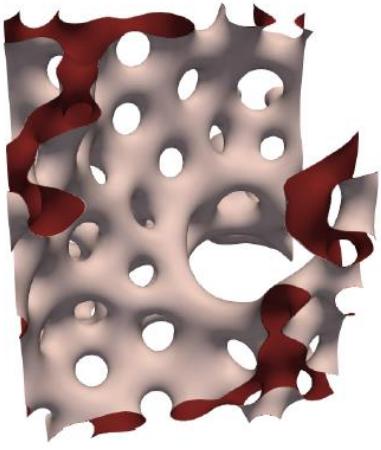
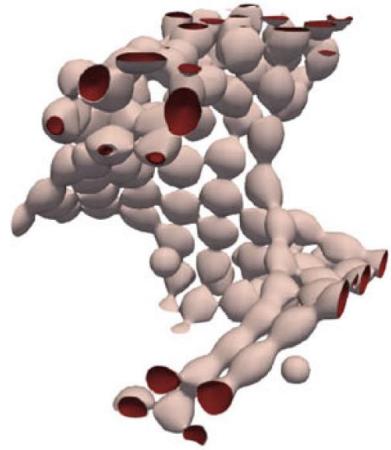
$$(H - 25)^2 + (\kappa_1 - 12.5)^2 + (\kappa_2 - 12.5)^2$$

$$(H - 20)^2 + 5\kappa_2^2$$

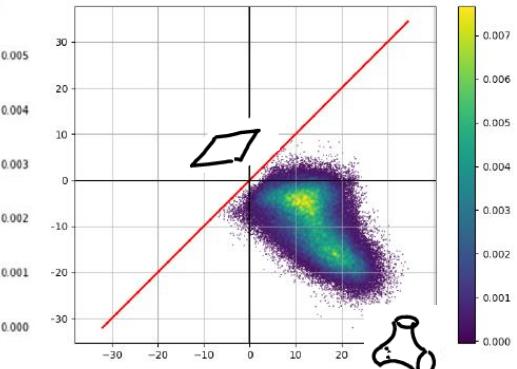
$$(H - 5)^2 + 0.8K + \kappa_2^2$$

(no natural form)

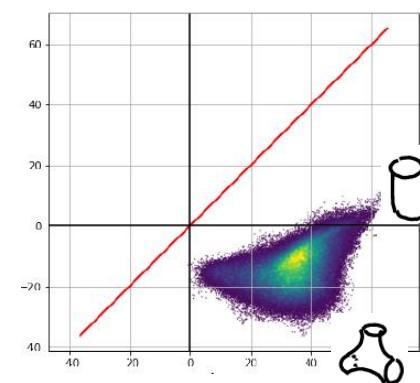
Complex shape textures



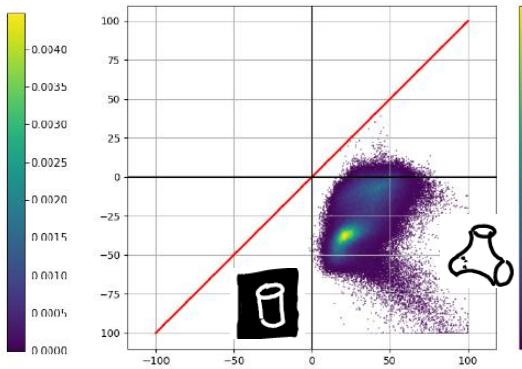
$$(H - 28)^2 + 1.55K$$



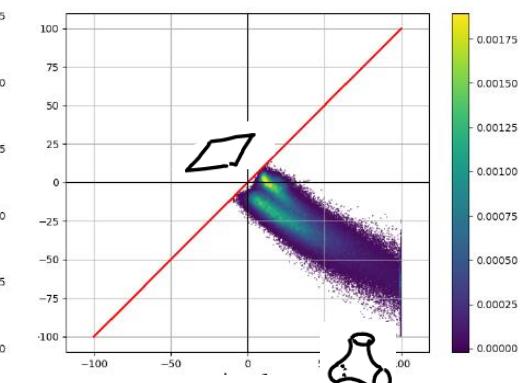
(no natural form)



(no natural form)



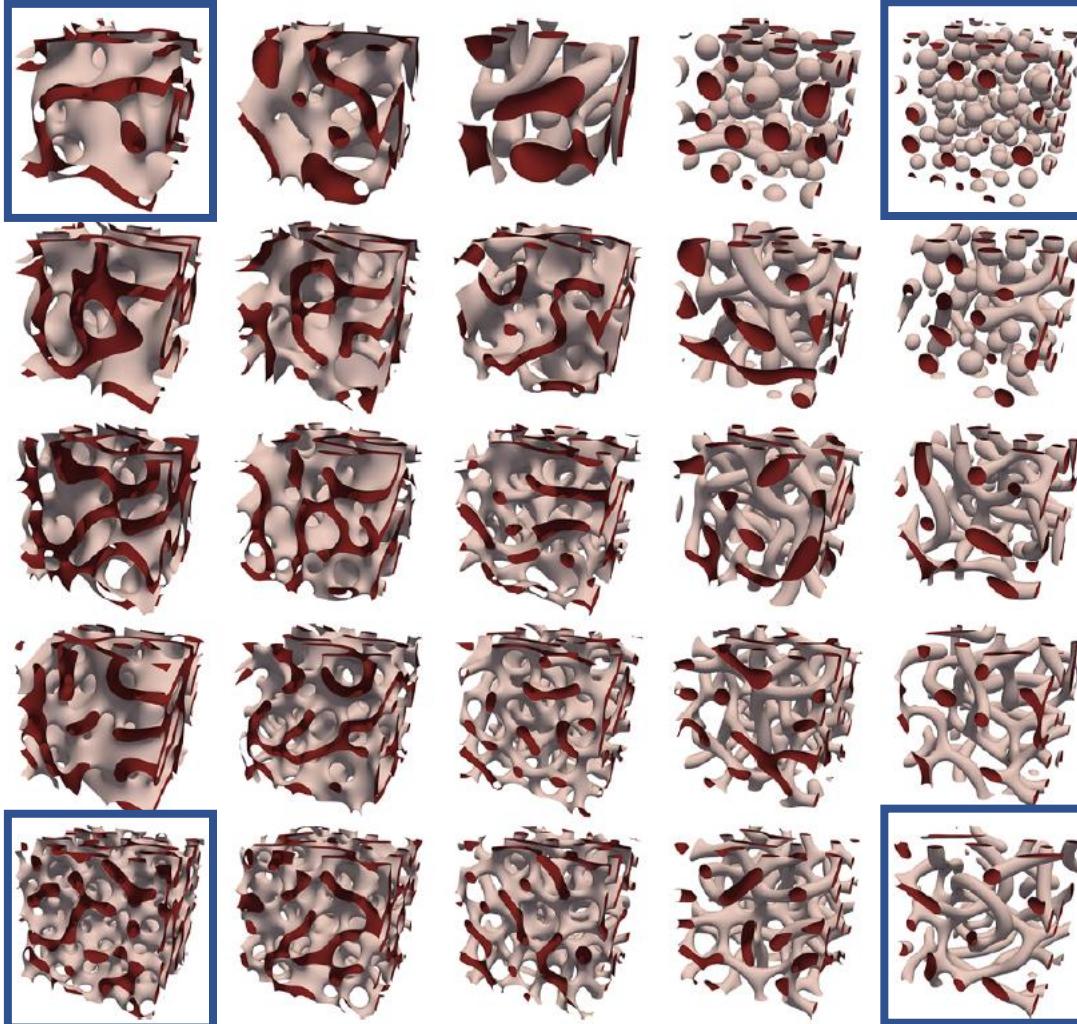
(no natural form)



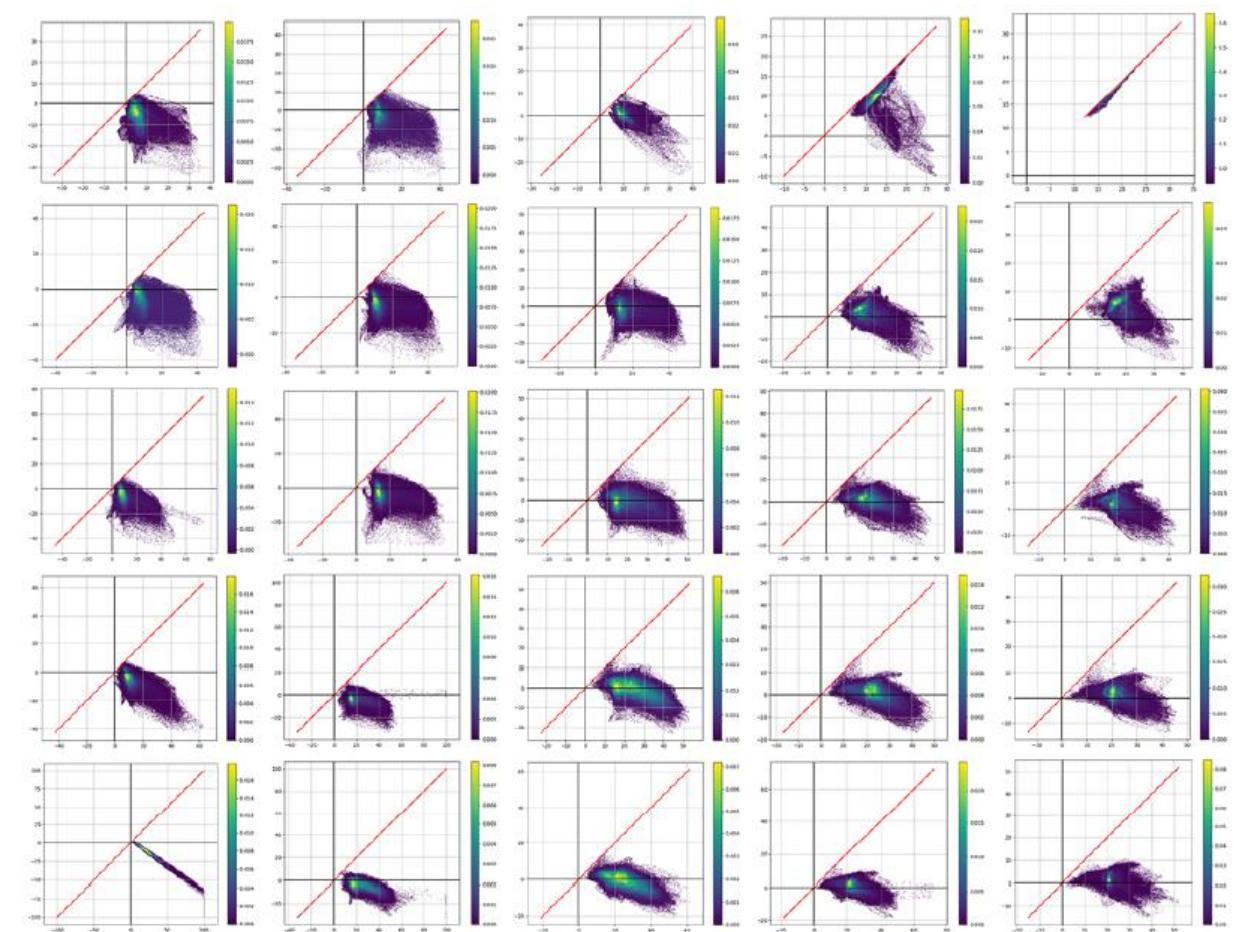
(no natural form)

Continuity of shapes and of textures

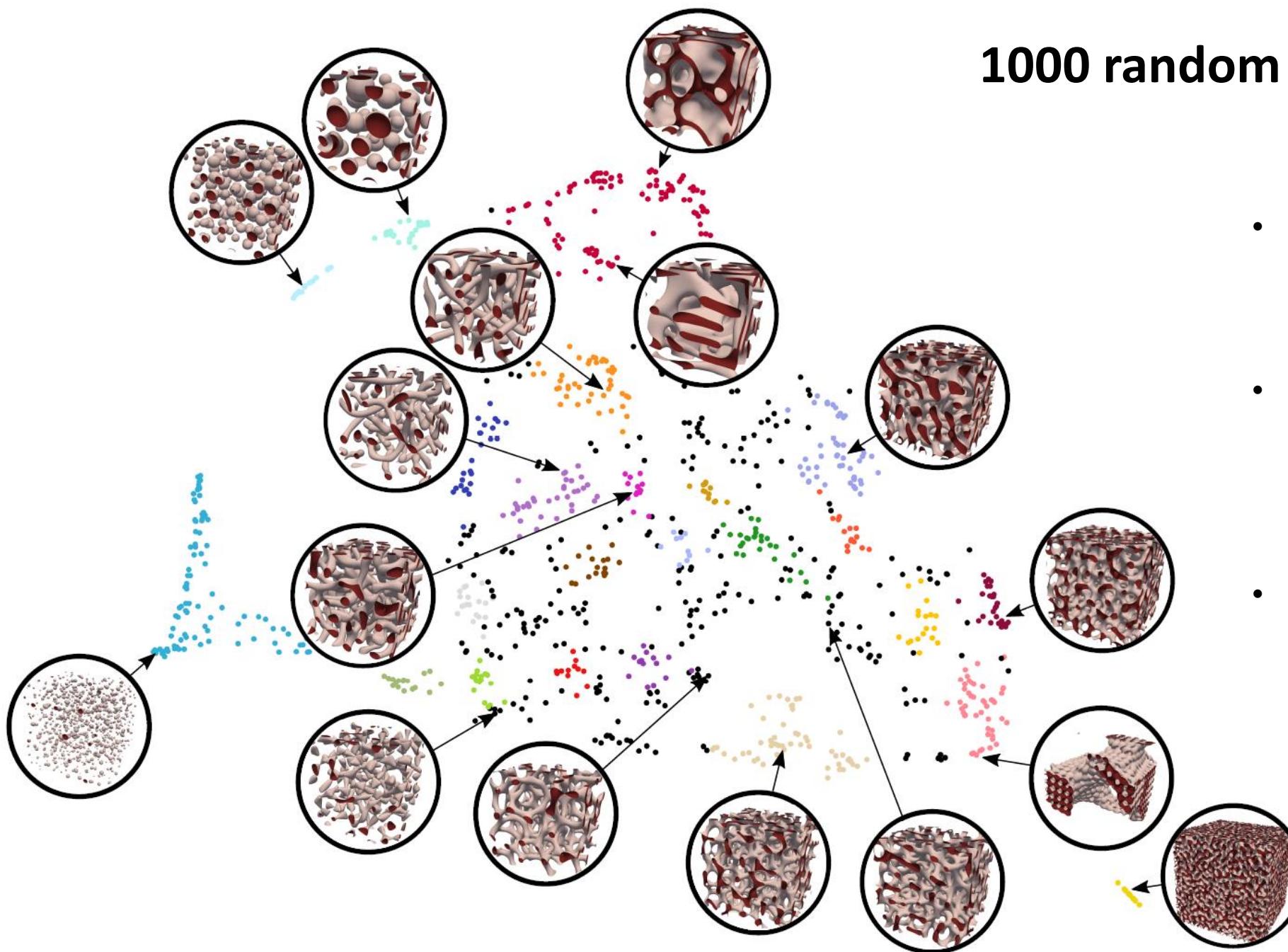
same initialization
different energies



bilinear interpolation between 4 shape parameters leads to continuum of morphologies

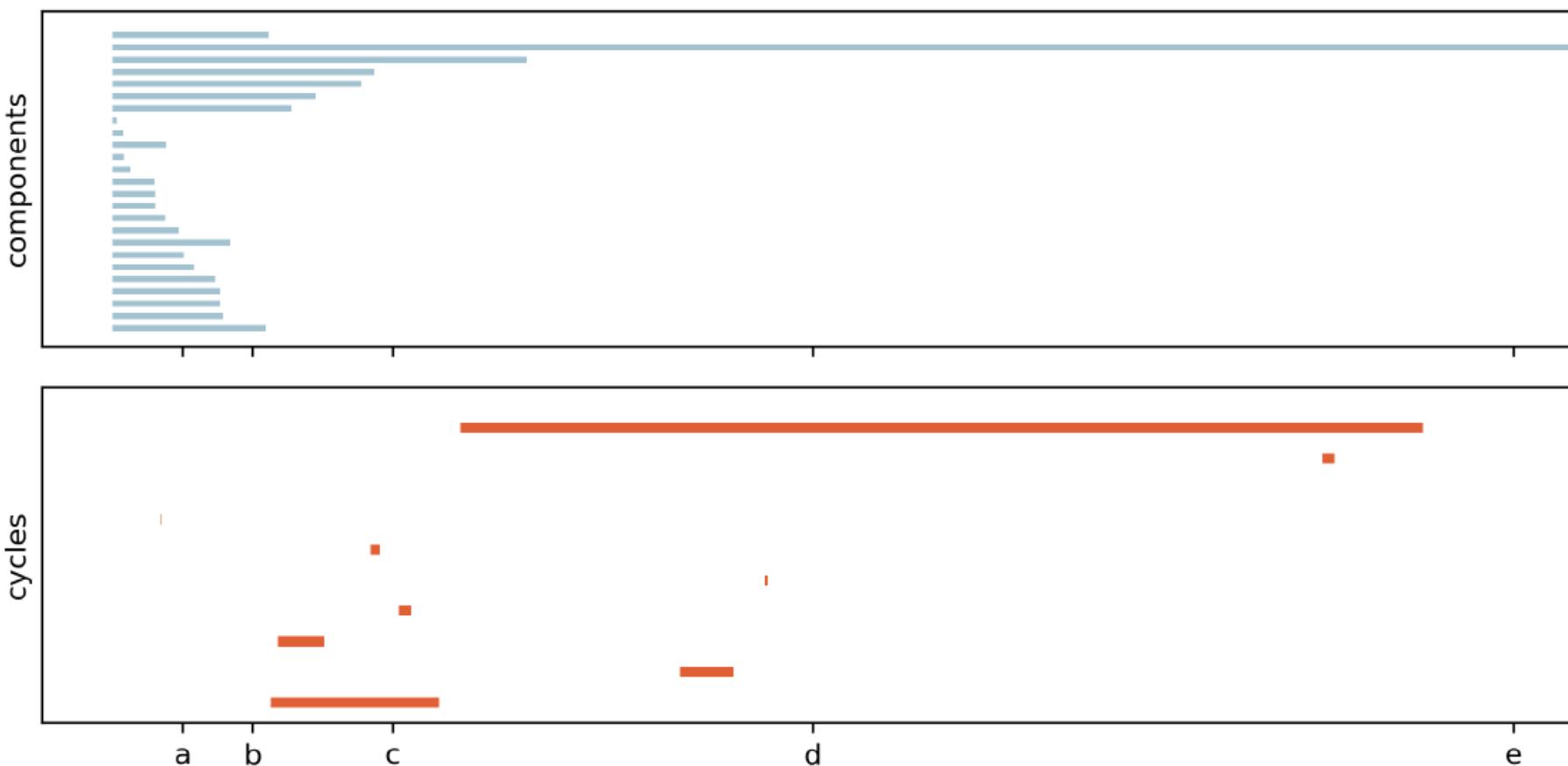
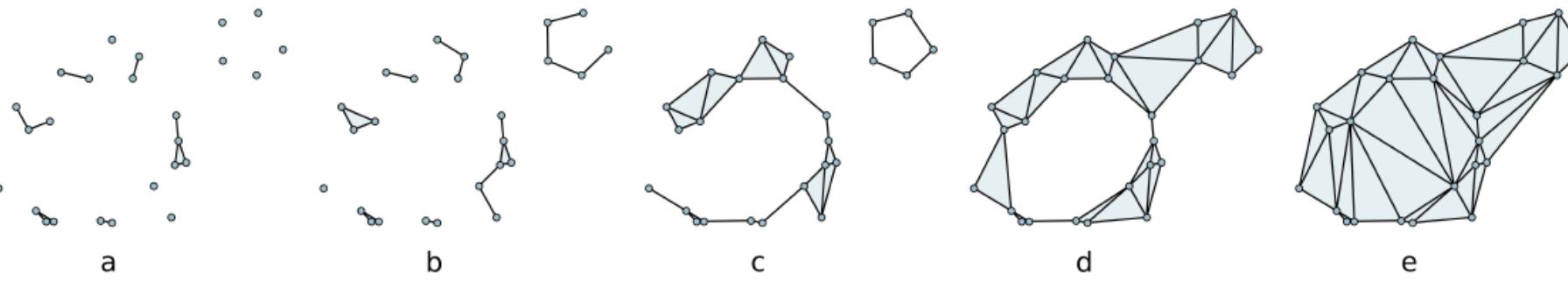


1000 random shapes in UMAP



- randomly chosen coeffs, then accept only “valid” shapes
- compute pairwise Wasserstein distances between curvature diagrams
- embed in 2D using UMAP

II. Topological Data Analysis (TDA) for vascular quantification



Persistent homology :

- tracks evolution of **topological features**
- summarizes **birth-death** times in barcodes

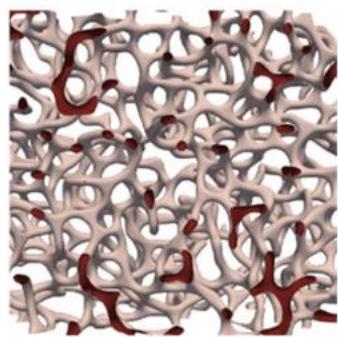
PH0:
components

PH1:
cycles

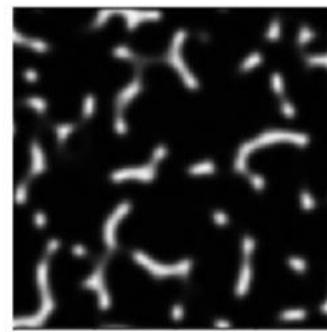
PH2:
cavities

PH k :
 k -dim holes

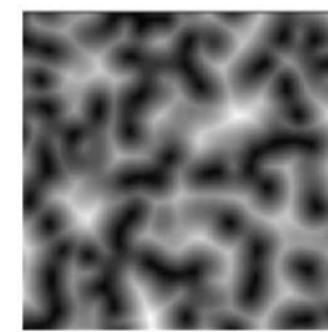
SDPH method



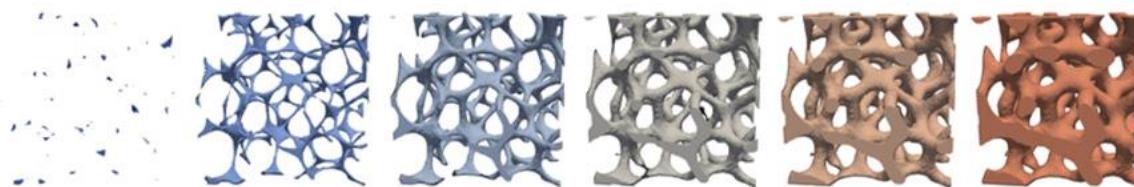
(1) 3D shape



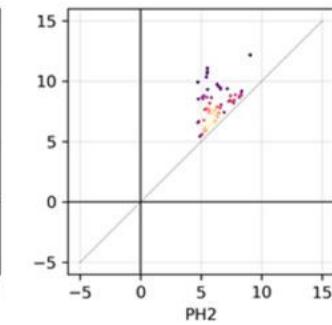
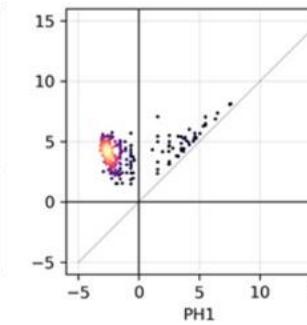
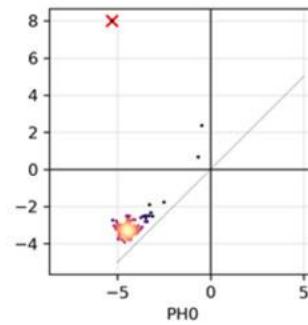
(2) segmentation



(3) signed distance field

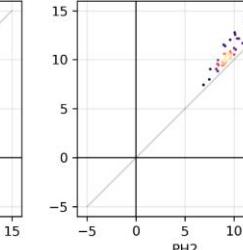
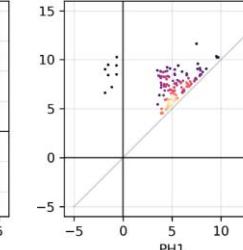
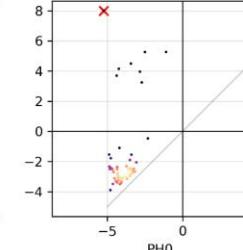
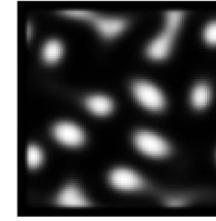
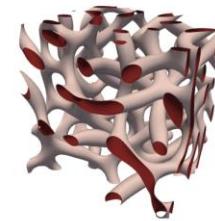


(4) sublevel set filtration

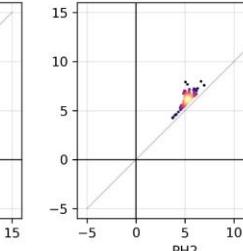
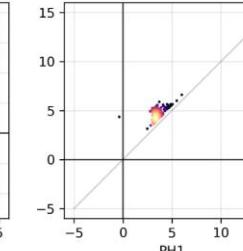
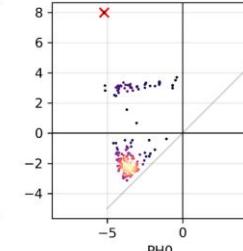
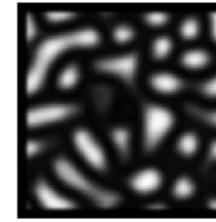
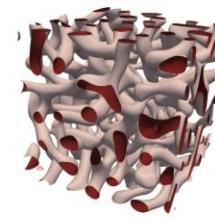


(5) persistence diagrams PH0, PH1, PH2

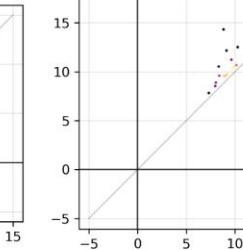
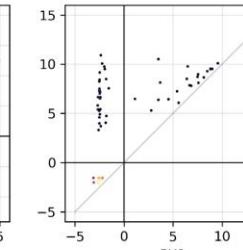
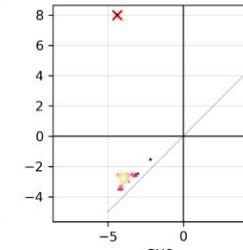
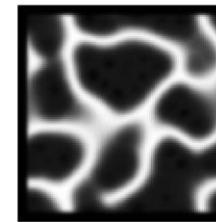
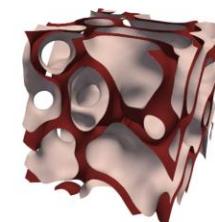
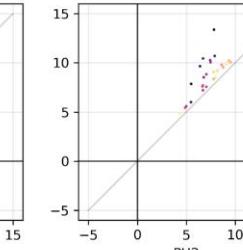
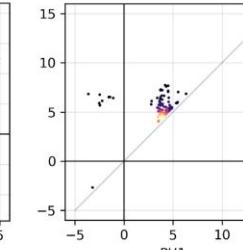
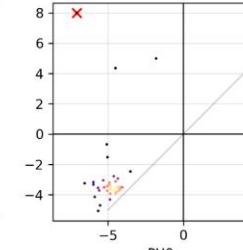
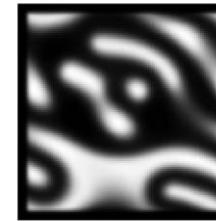
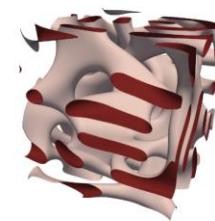
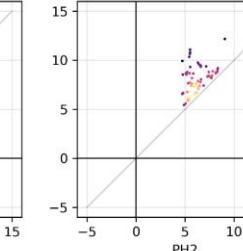
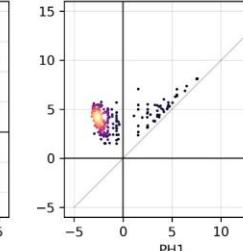
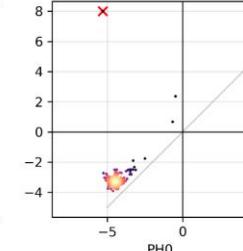
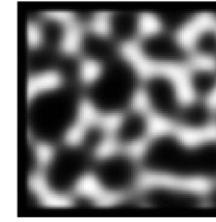
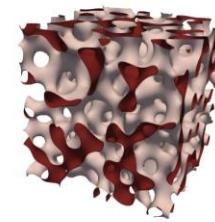
- five textures generated with curvatures



- sometimes visually hard to describe how different



- but SDPH can easily discriminate



Theoretical investigation

Generalized Morse Theory of Distance Functions to Surfaces for Persistent Homology
Anna Song, Ka Man Yim, and Anthea Monod (arxiv, 2023)

Setting

SDPH used by (Delgado-Friedrichs *et al.*, 2014, 2015; Herring *et al.*, 2019; Moon *et al.*, 2019; Pritchard *et al.*, 2023) in the discrete cubical setting. Here, we consider distance fields to smooth surfaces.

Let Ω^- be a bounded open set with C^k boundary $\mathcal{S} = \partial\Omega^-$, $k \geq 2$. Then

$$\mathbb{R}^n = \Omega^- \sqcup \mathcal{S} \sqcup \Omega^+.$$

Define $d = \text{dist}(\cdot, \Omega^-) - \text{dist}(\cdot, \Omega^+)$.

Consider the sublevel set filtration X_\bullet where

$$X_t = \{x \in \mathbb{R}^3 \mid d(x) \leq t\}.$$

Compute the persistence diagrams

$$\text{PH}(d) : \forall s \leq t, \quad H(X_s) \rightarrow H(X_t).$$

General aims

Are SDPH diagrams **well-defined**?

How to **interpret** SDPH diagrams?

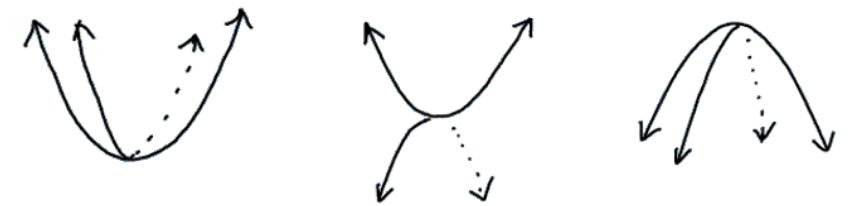
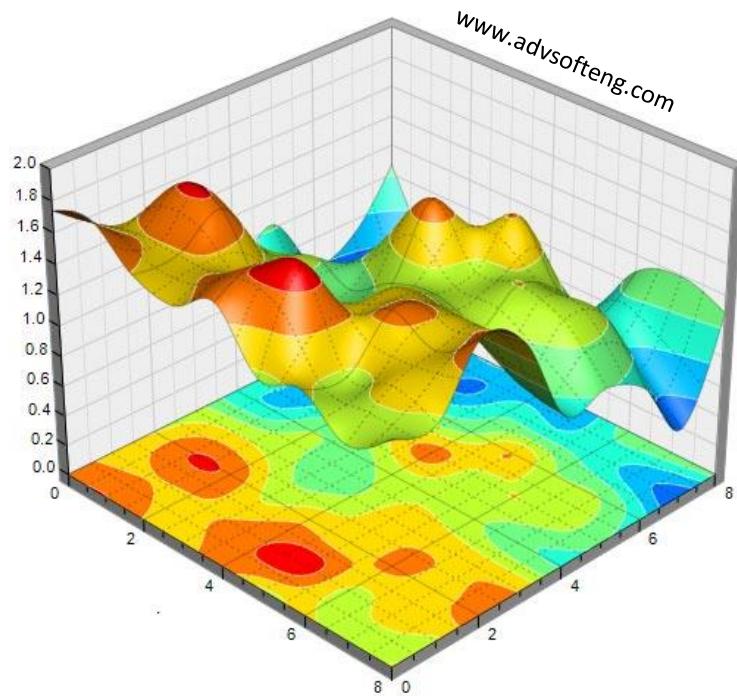
What do they **quantify** in shapes?

notion of **critical points**

Smooth Morse theory and PH

Morse theory studies **non-degenerate critical points** of smooth functions, at which

$$f \underset{\text{diffeo}}{\sim} \text{cst} - \sum_{i=1}^{\lambda} x_i^2 + \sum_{i=\lambda+1}^n x_i^2.$$



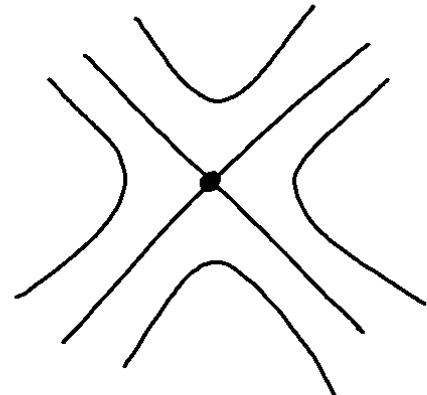
local min
index 0

saddle point
index 1

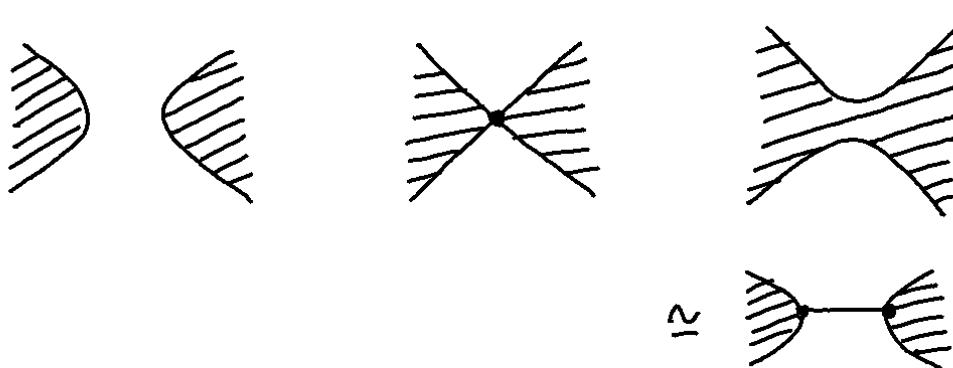
local max
index 2

Morse theory relates a smooth proper Morse function f to $\text{PH}(f)$ through the **isotopy lemma** and **handle attachment lemma**. Typically, births and deaths in $\text{PH}_k(f)$ pair **critical points** with indices $(k, k + 1)$.

levels around NDG point

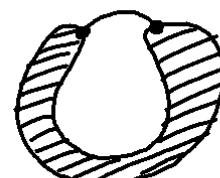


sublevel sets



cross critical value \Leftrightarrow attach λ -dim handle

- either creates a λ -dim class
- or kills a $(\lambda - 1)$ -dim class



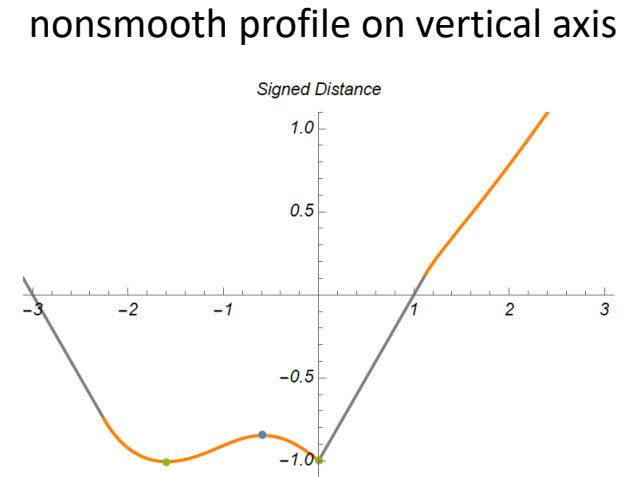
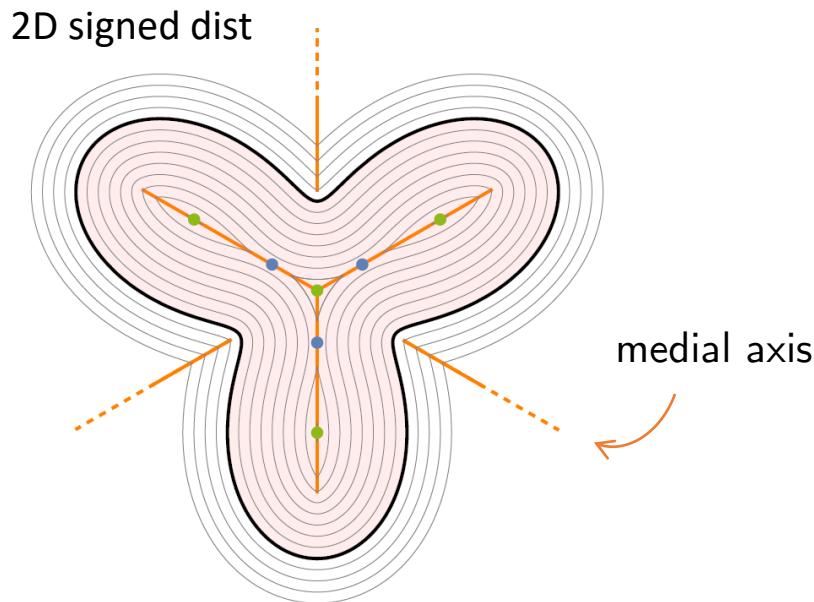
birth in PH_1



death in PH_0

Problem

However, distance functions generated by smooth boundaries S **are not smooth**, especially on the medial axis \mathcal{M}_S .



Contribution: Morse theory for (signed) distance functions

Theorem (Isotopy lemma for signed distance)

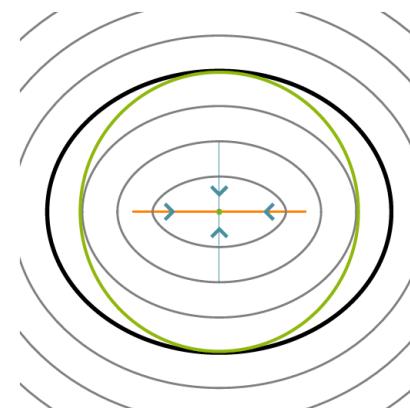
Let $a < b$ in \mathbb{R} . Suppose that $d^{-1}[a, b]$ contains no critical point of d (it is compact). Then $d^{-1}(-\infty, a]$ is a deformation retract of $d^{-1}(-\infty, b]$, and therefore they are homotopy-equivalent.

Theorem (Handle attachment lemma for signed distance)

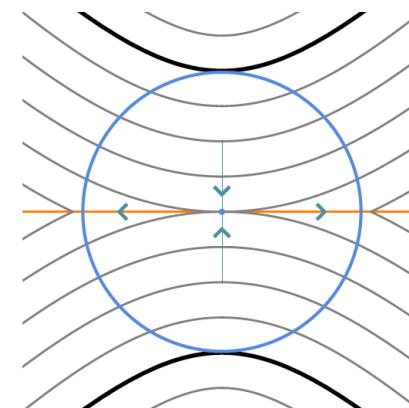
At a Min-type NDG critical point $x \in \mathbb{R}^n \setminus S$ with index λ and value $d(x) = c$, if the interlevel set $d^{-1}[c - \epsilon, c + \epsilon]$ contains no other critical point for some $\epsilon > 0$, then

$$d^{-1}(-\infty, c + \epsilon] \simeq d^{-1}(-\infty, c - \epsilon] \cup e^\lambda.$$

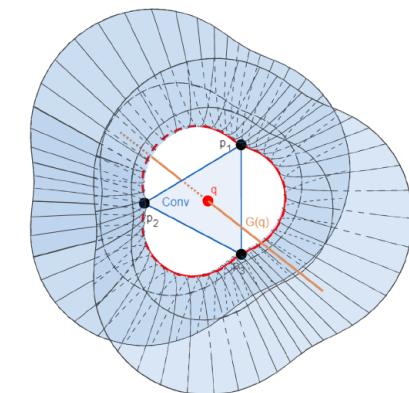
non-degenerate



$$\mu = 1 + 1$$



$$\mu = 1 + 0$$



$$\mu = 2 + 0$$

Theorem (Genericity)

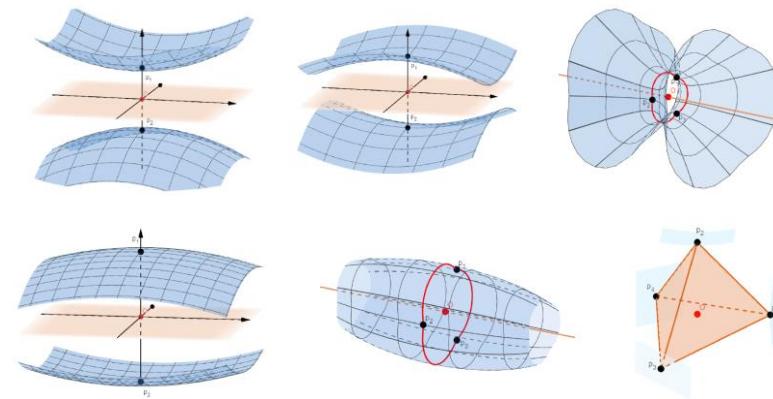
For generic embeddings of a C^k -smooth ($k \geq 3$) closed orientable surface into \mathbb{R}^3 , the induced signed distance d admits only a finite number of critical points, that are all non-degenerate.

Corollary (SDPH)

For generic 3D shapes, the SDPH module PH_k can be decomposed into a finite sum of $\{[b_i, d_i]\}$ intervals pairing NDG points with indices $(k, k + 1)$.

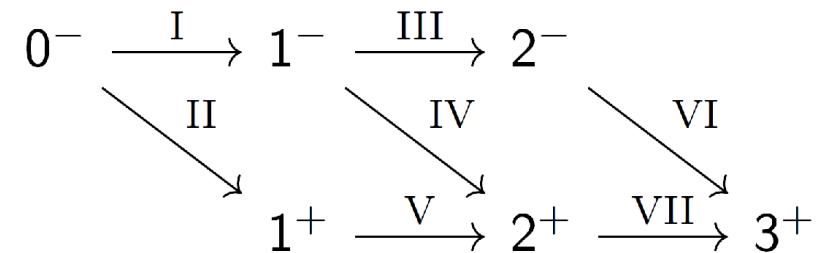
	$\lambda = 0$	$\lambda = 1$	$\lambda = 2$	$\lambda = 3$
$d < 0$	type 0⁻ 3 subtypes	type 1⁻ 2 subtypes	type 2⁻ 1 subtype	
$d > 0$		type 1⁺ 1 subtype	type 2⁺ 2 subtypes	type 3⁺ 3 subtypes

Table: Classification of NDG critical points of d in dimension 3.



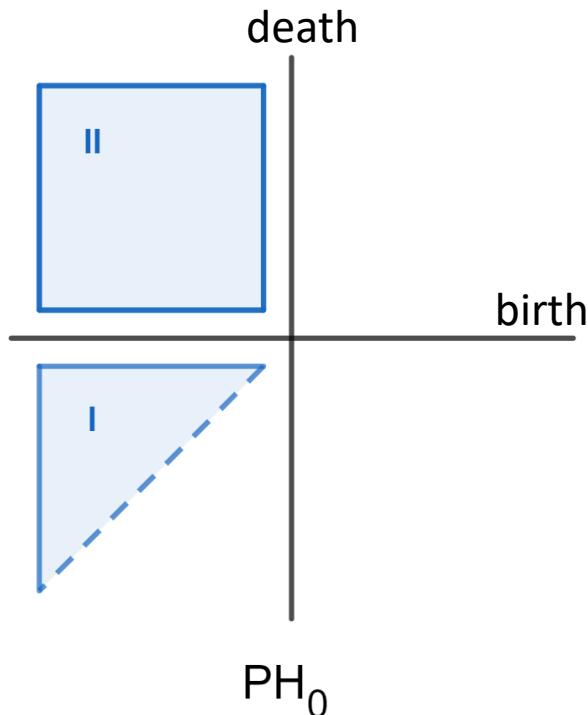
(subtypes)

SDPH diagrams in theory

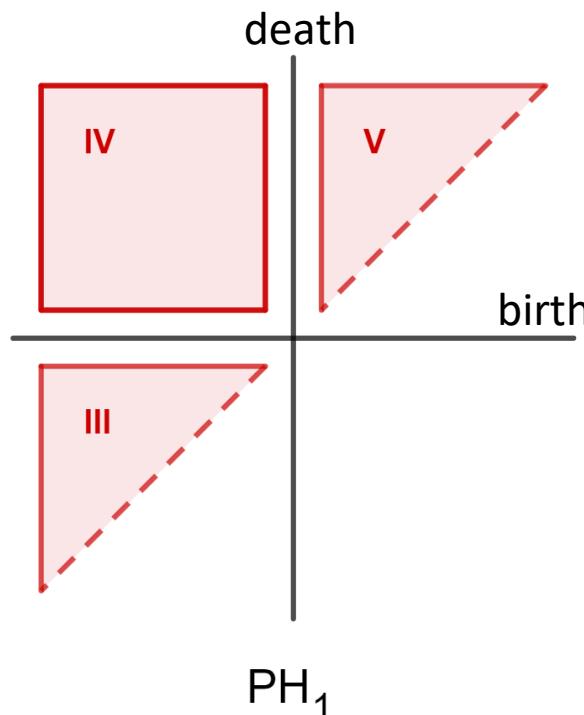


birth/death of components

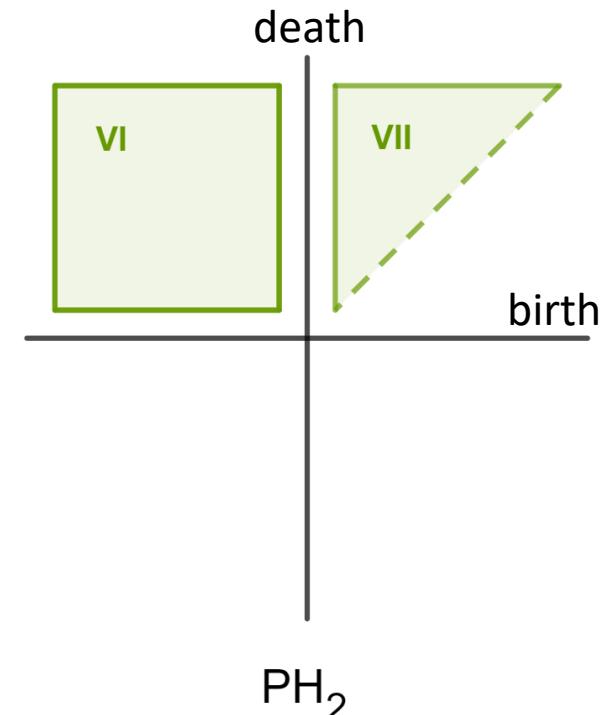
● ∞



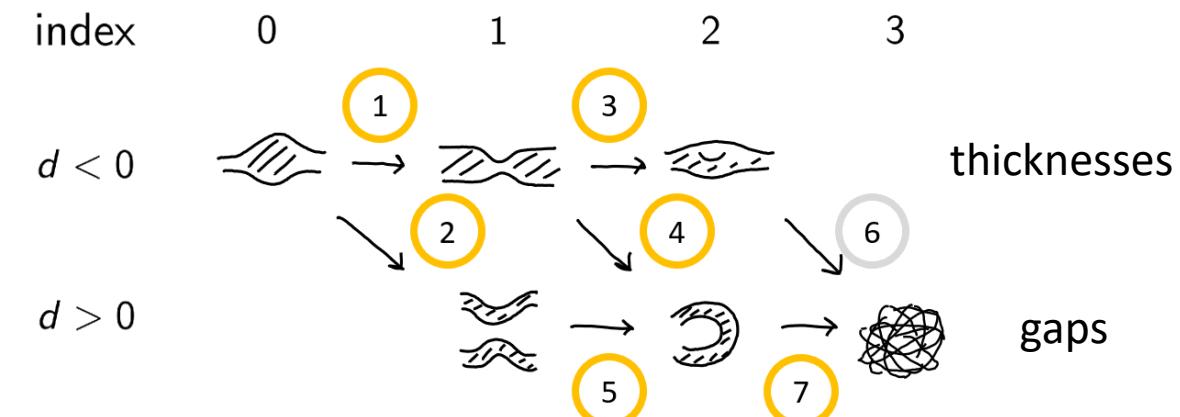
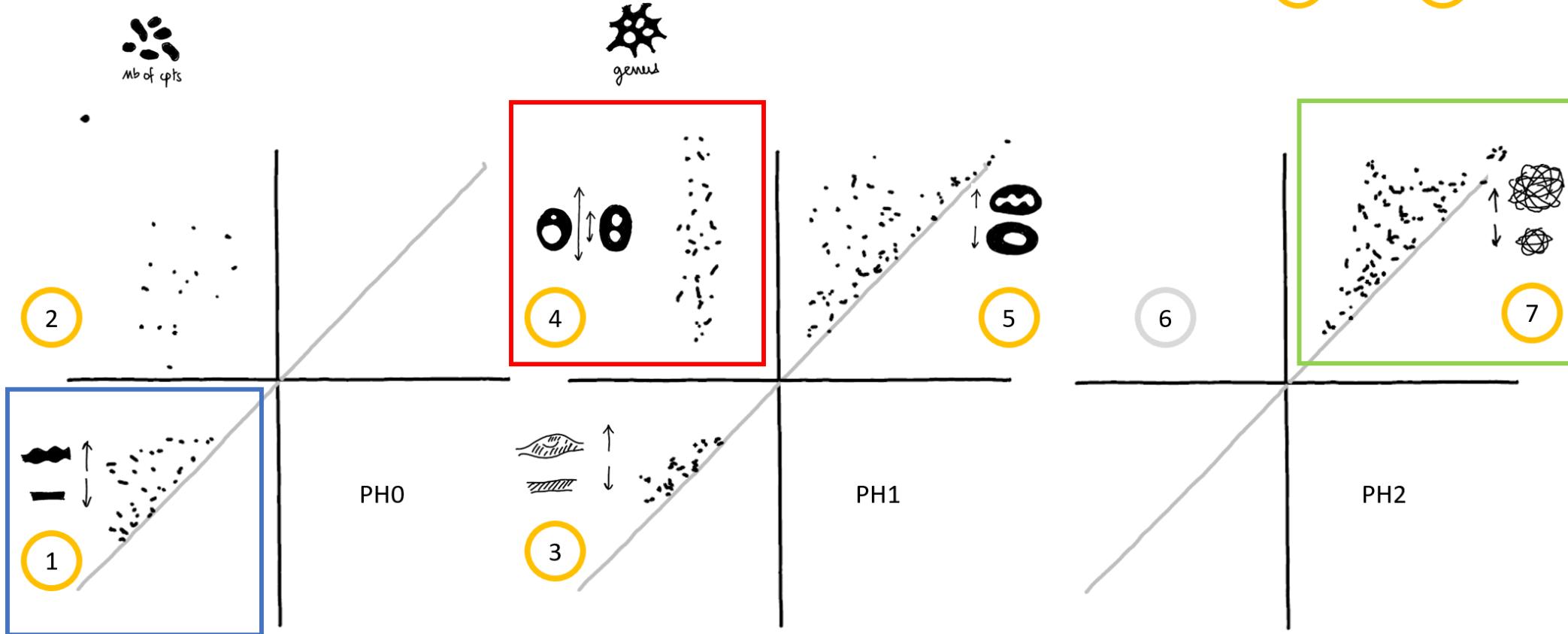
birth/death of loops



birth/death of cavities



SDPH diagrams in practice

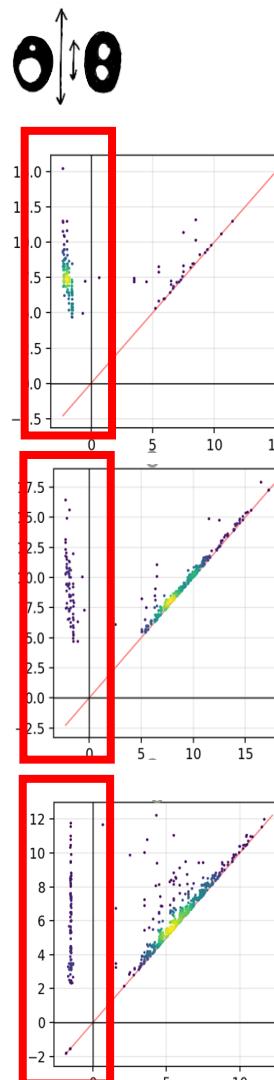
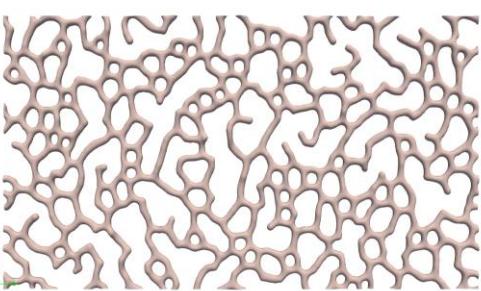
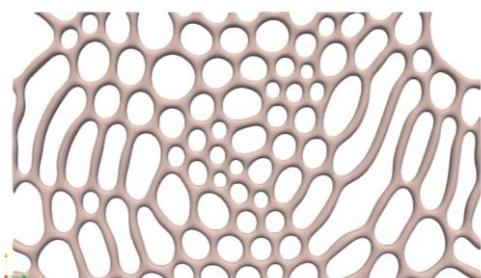
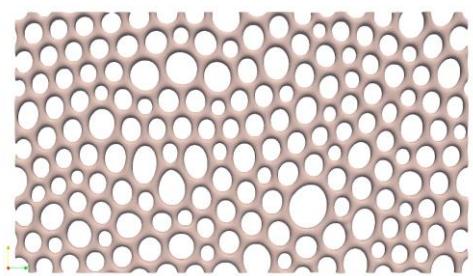


Take-home message

Persistent homology describes shapes by **pairing their critical points**.

- one (b,d) point in the diagram = two critical points in the shape
 - a critical point is either a creator / destroyer of a topological feature
 - each critical point carries a value: a **critical size**
 - no need to measure thicknesses and interspaces by hand! no annotation!
 - long-lived features are more significant
- > SDPH diagrams quantify the **texture of shapes**

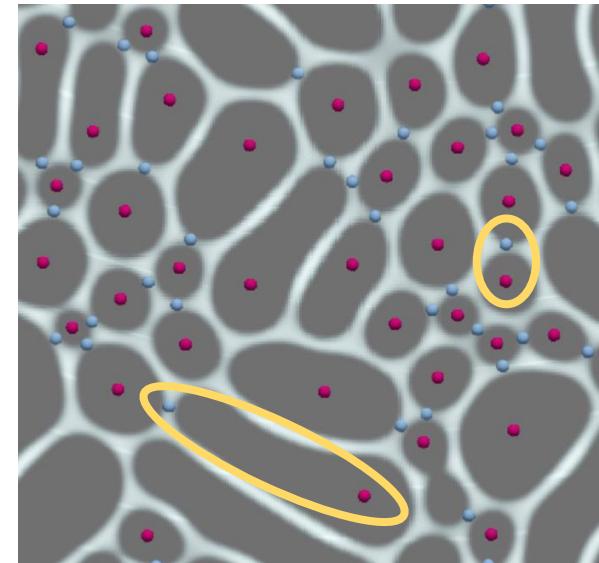
Examples



PH1

PH1

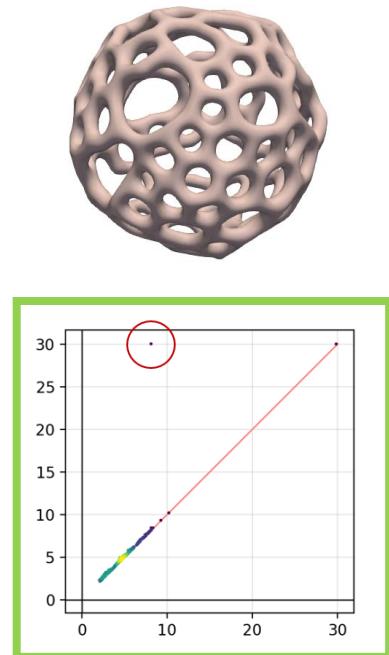
PH1



pairs

Creator-destroyer critical points (blue-red).

By pairing (creator –destroyer) critical points, SDPH quantifies the **texture of shapes**.

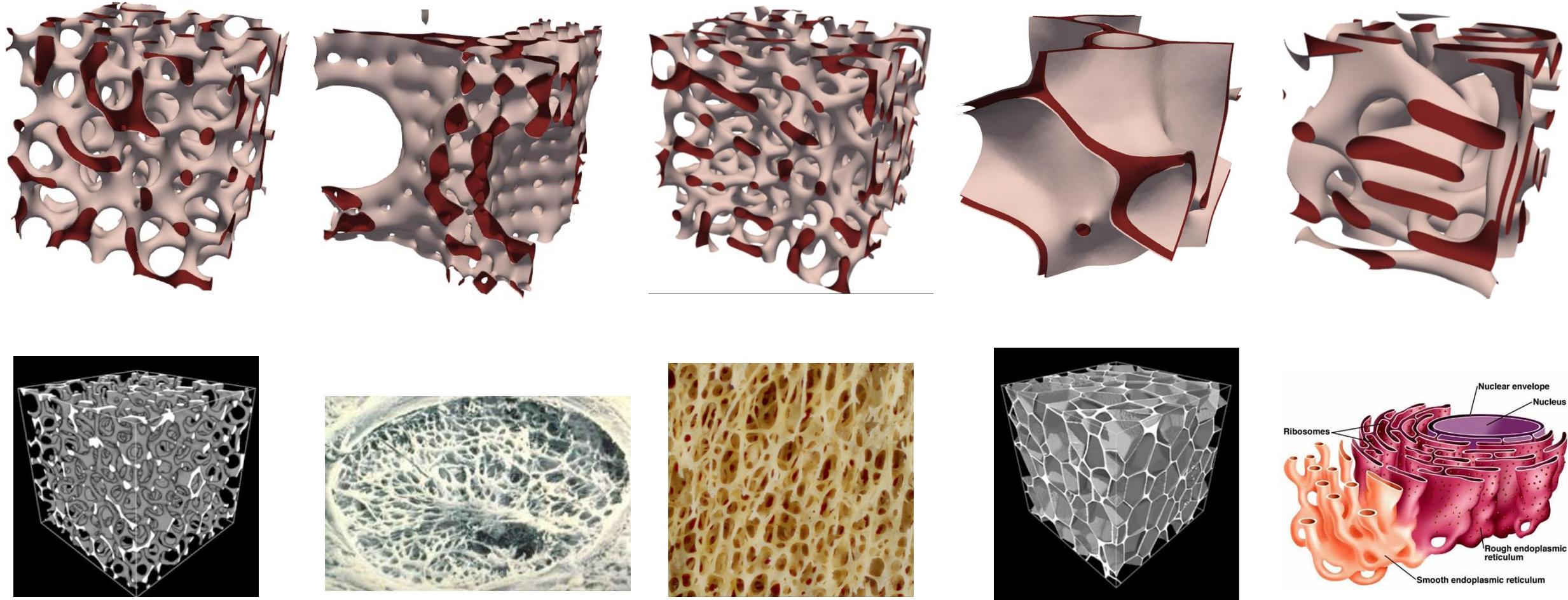


PH2

PH2 NE measures bubble interspaces.

Increasing loop heterogeneity induces larger spread in PH1 NW.

III. Data, imaging, applications



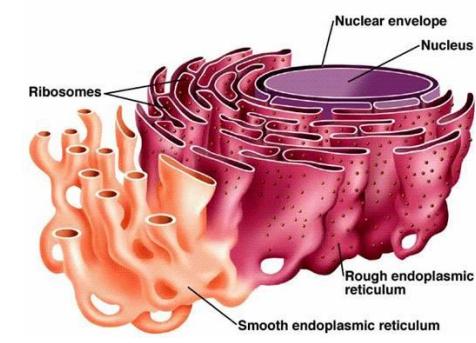
μ CT image of open aluminium foam

lamina cribrosa
behind the eye

trabecular bone

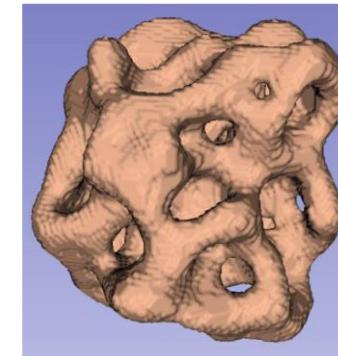
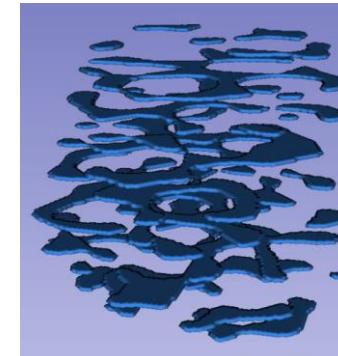
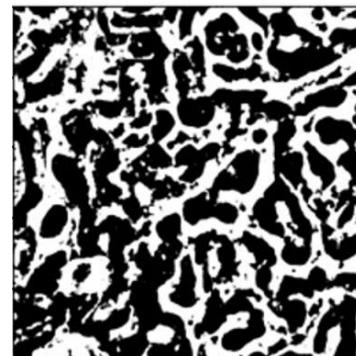
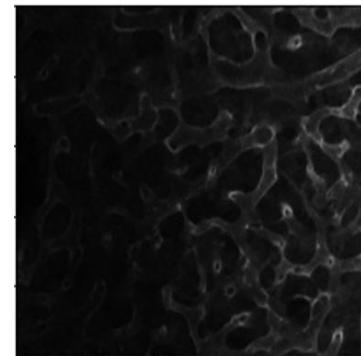
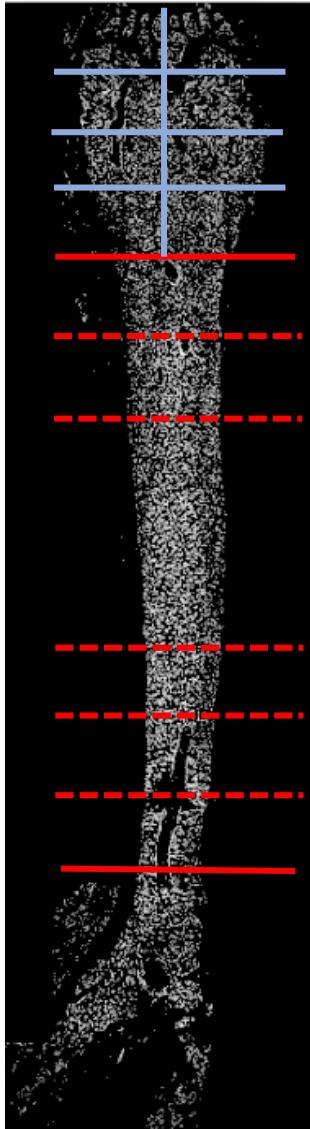
μ CT image of closed polymer foam

endoplasmic reticulum

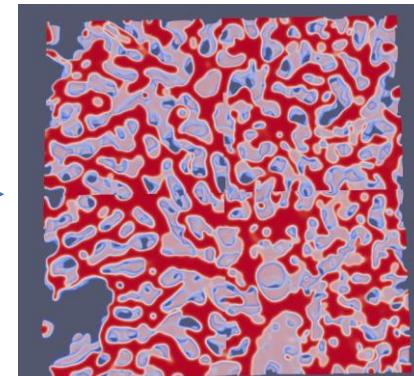
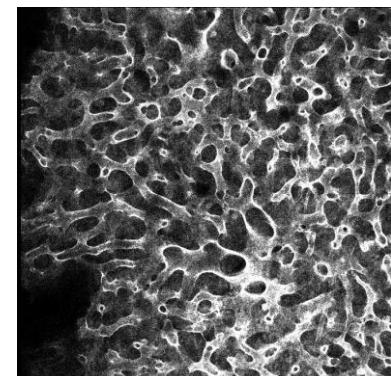


3D data (slices)
300 GB

Application: leukaemia in bone marrow vessels

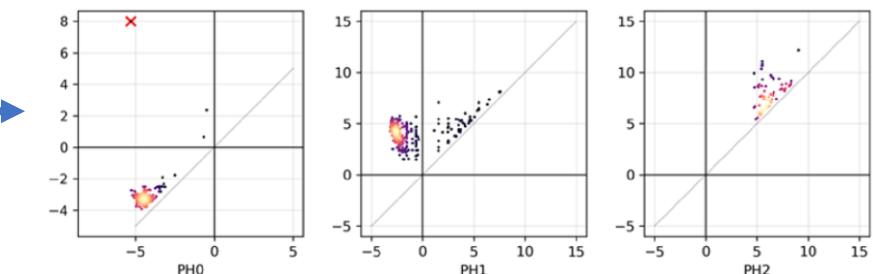


Niblack local thresholding



original data

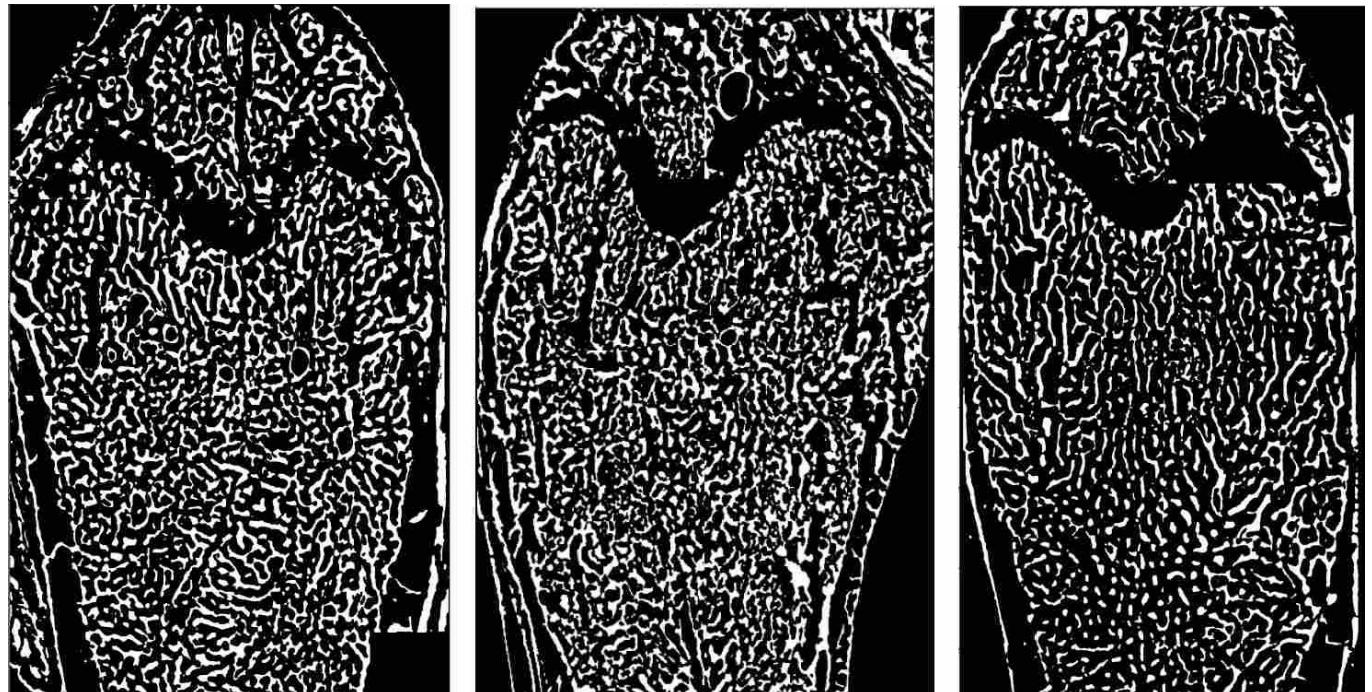
Willmore 3D reconstruction
 $E = \text{Reg} + \text{Fid}$



3D segmented data

SDPH diagrams

Vessels at three stages



CTRL

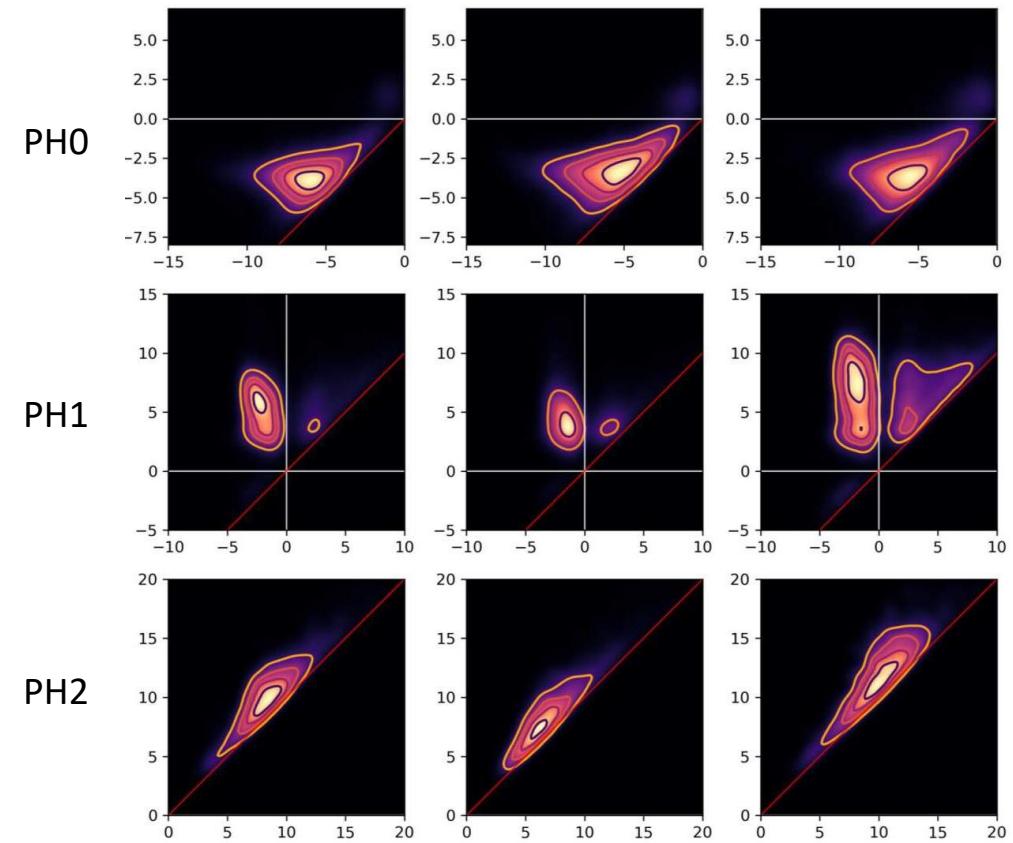
CTRL at 0%

Early

U937 at 10%

Late

P2 at 59%

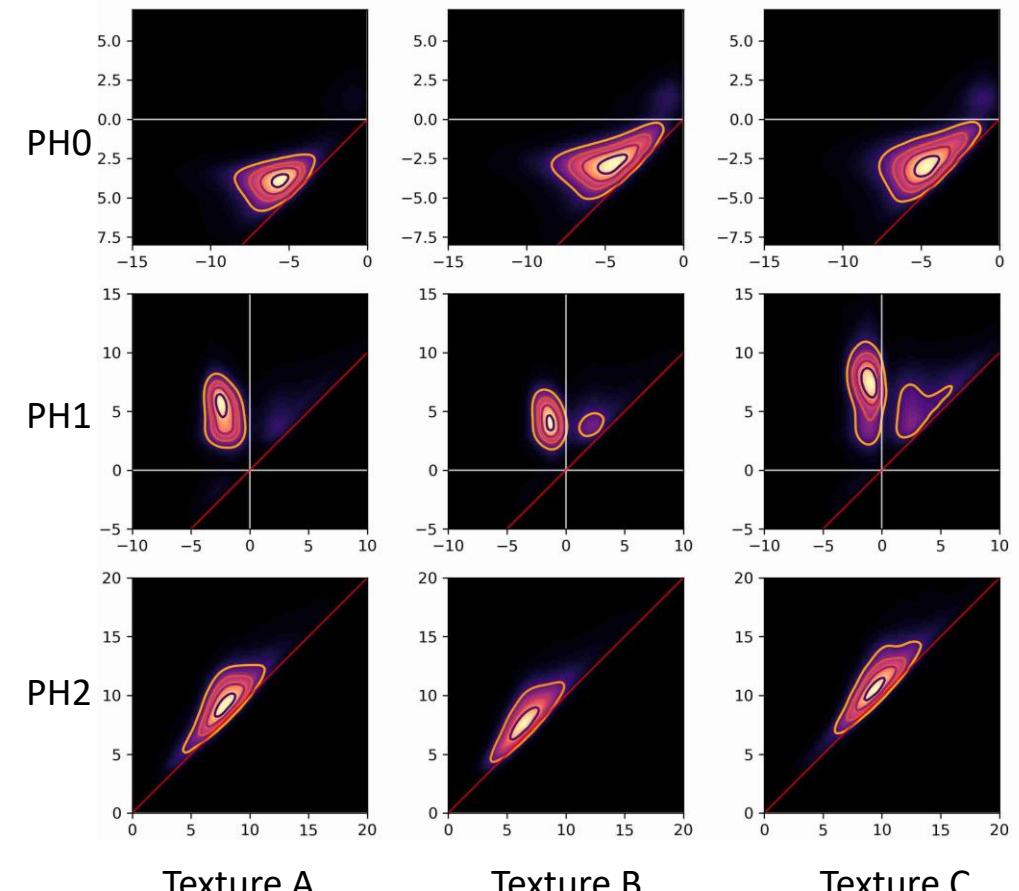
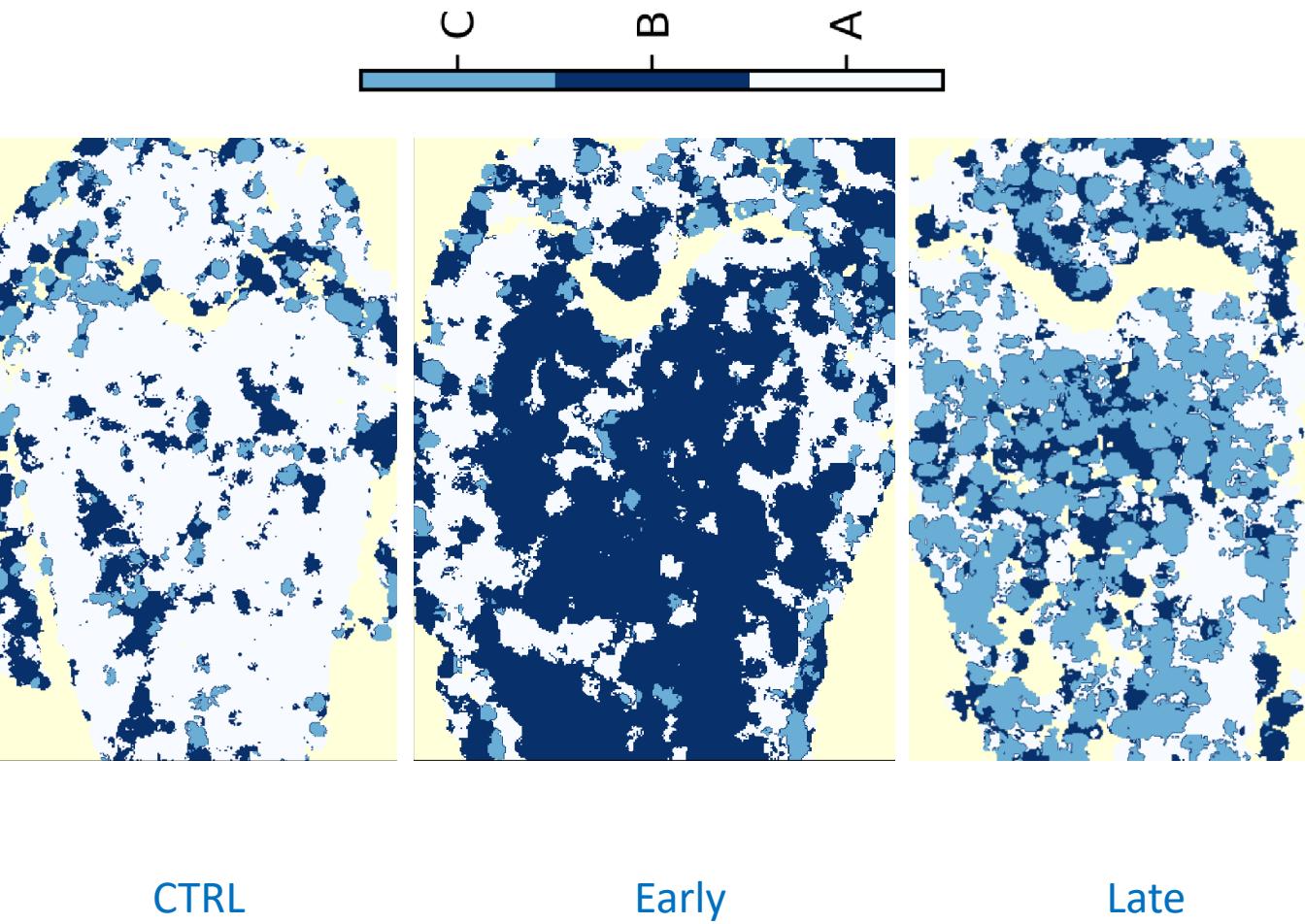


CTRL at 0%

U937 at 10%

P2 at 59%

Spatial texture decomposition



CTRL at 0%

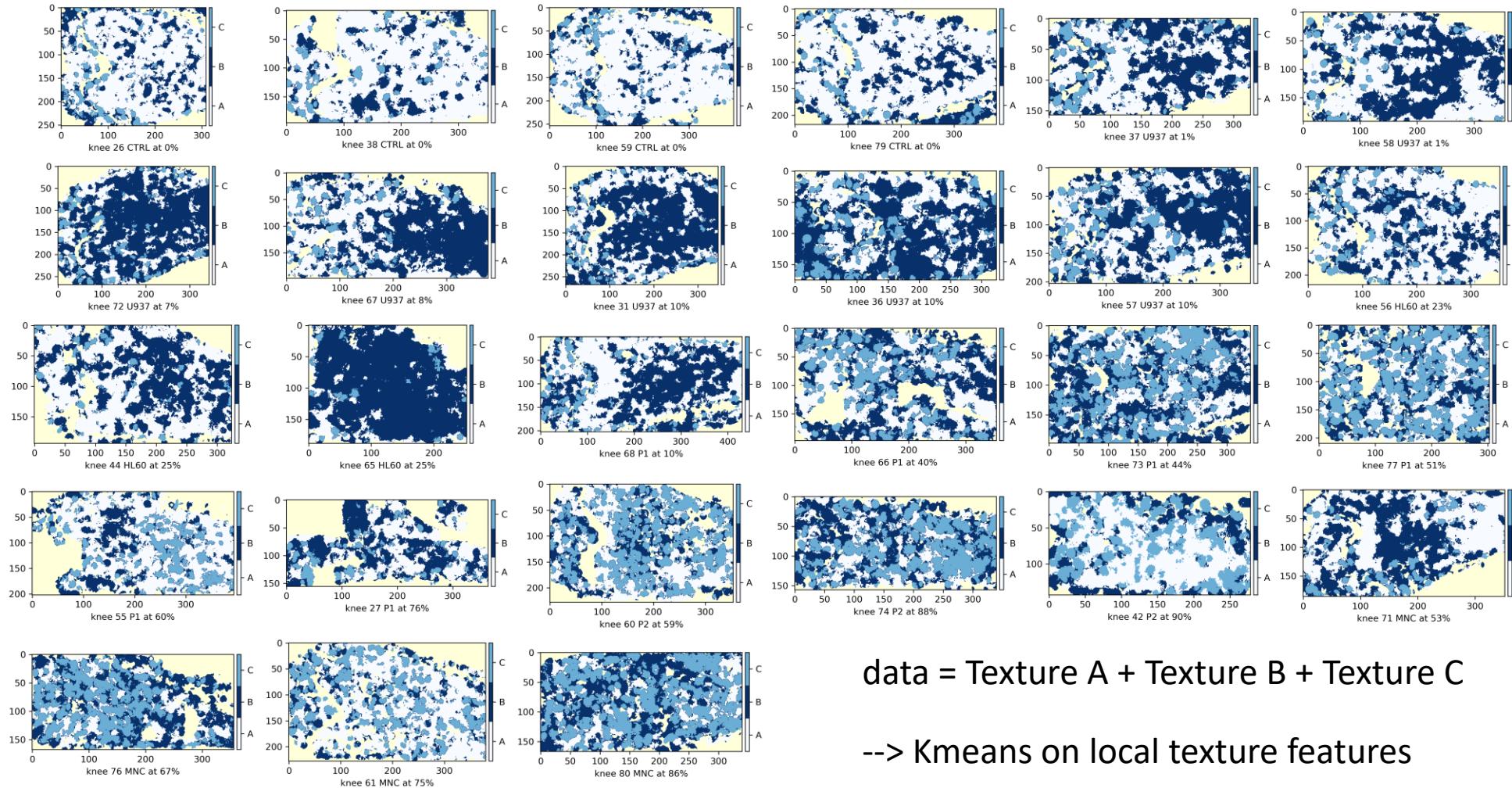
U937 at 10%

P2 at 59%

- B v.s. A
- angiogenesis
- thin vessels
- small loops
- dense network

- C v.s. A
- thin vessels
- heterogeneous loop sizes
- sparser network

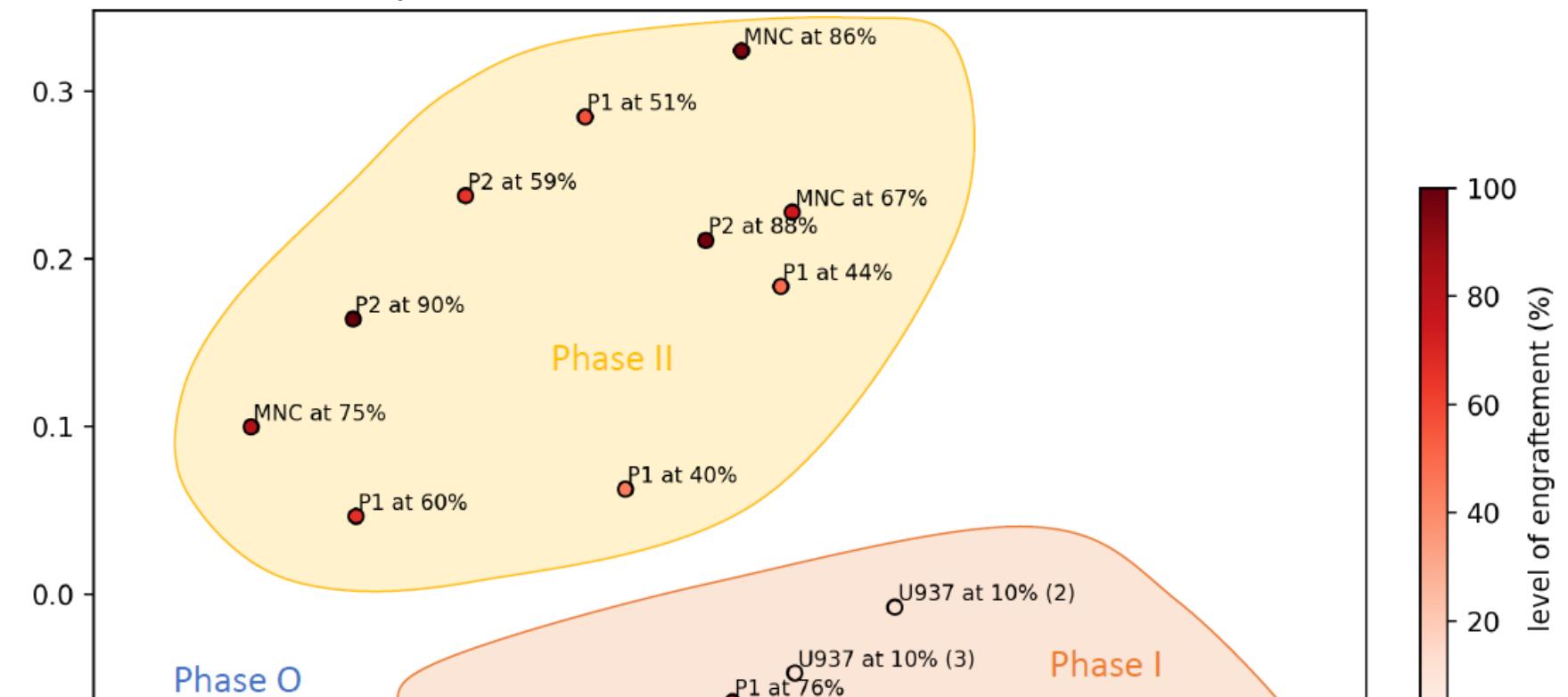
Spatial texture decomposition



data = Texture A + Texture B + Texture C

--> Kmeans on local texture features

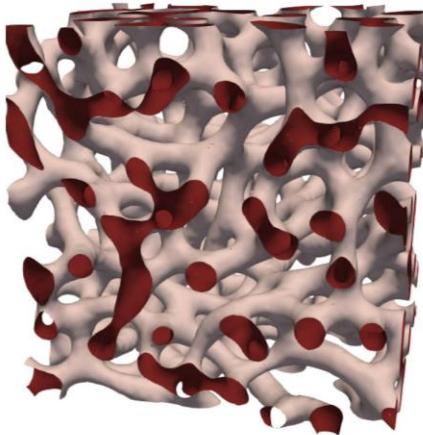
Cluster composition in knee with 3 clusters - PCA first two modes



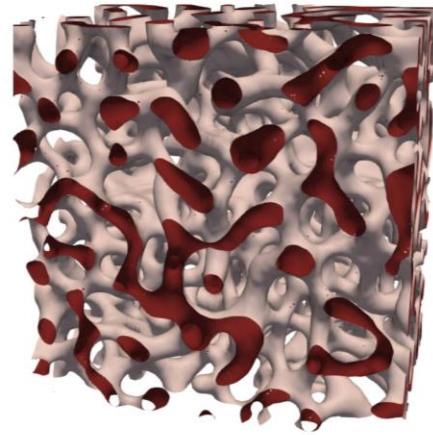
Evolution in three phases : Phases O, I, II
Dominant Textures A, B, C

- Cohort:
- 4 CTRL (0%)
 - 4 MNC (53%-86%)
 - 7 U937 (1%-10%)
 - 3 HL60 (23%-25%)
 - 6 P1 (10%-76%)
 - 3 P2 (59%-90%)

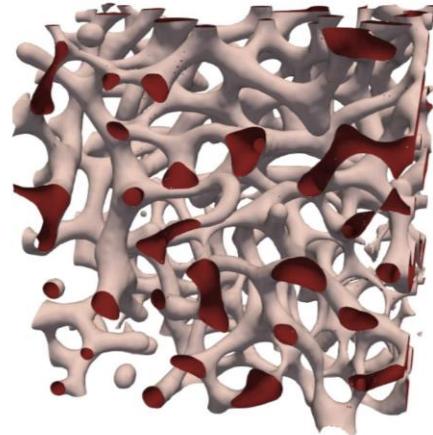
Emulating real textures with curvatures



Emulated A



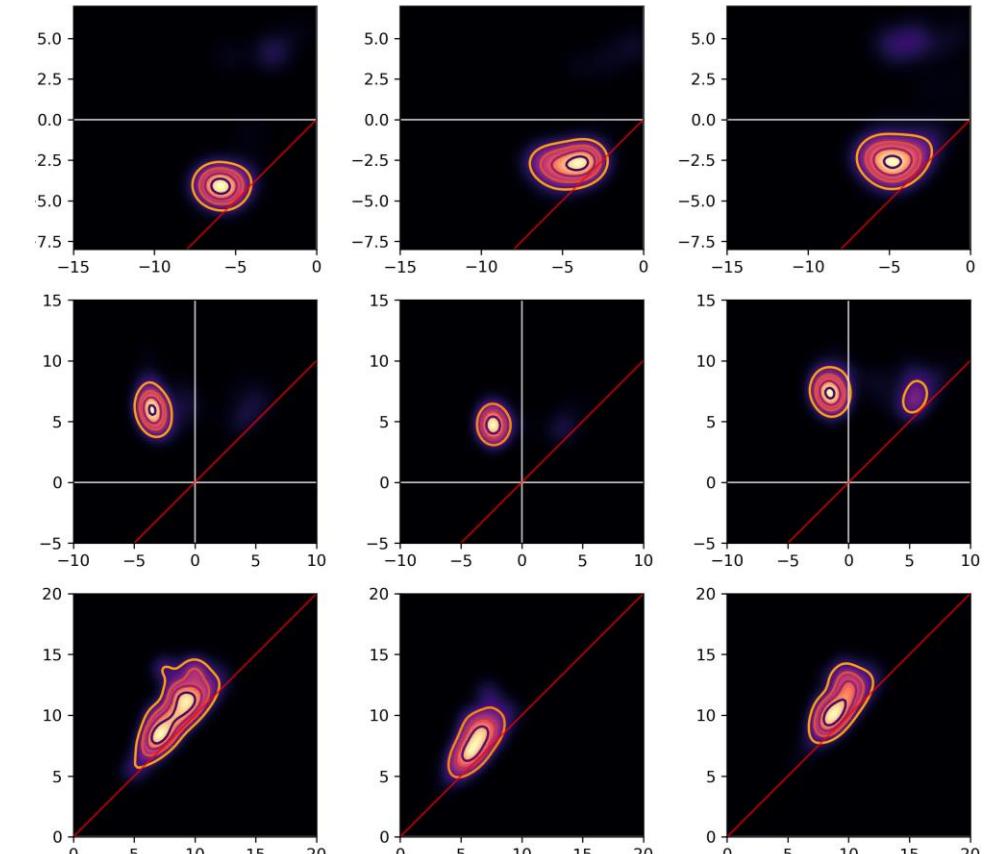
Emulated B



Emulated C

Bayesian Optimization w.r.t. SDPH diagrams

Non-linear impact of AML

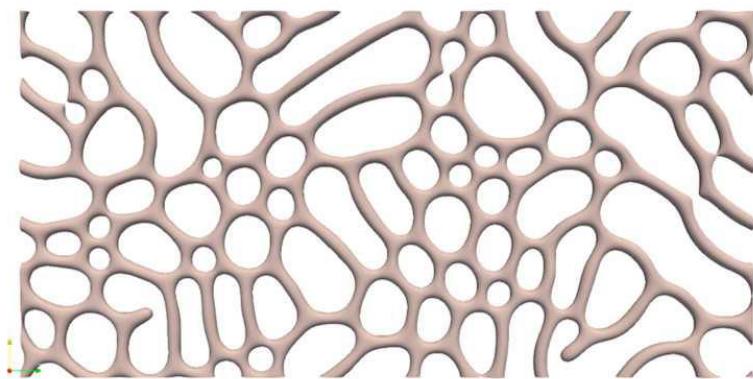


Emulated A

Emulated B

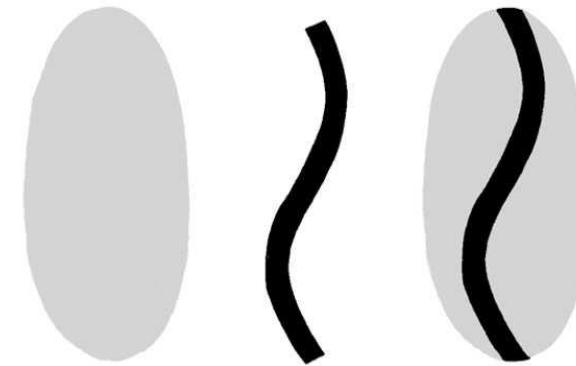
Emulated C

Other project: 3D bioprinting vessels

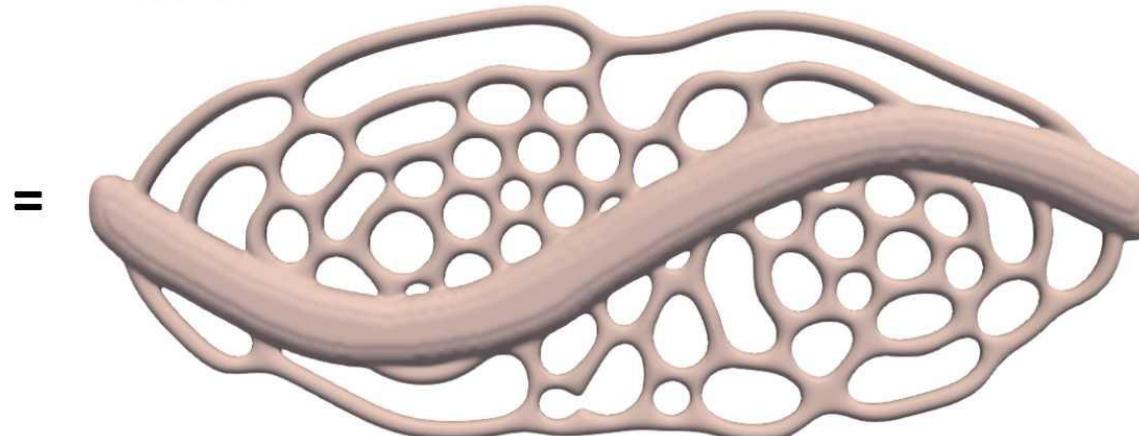


texture

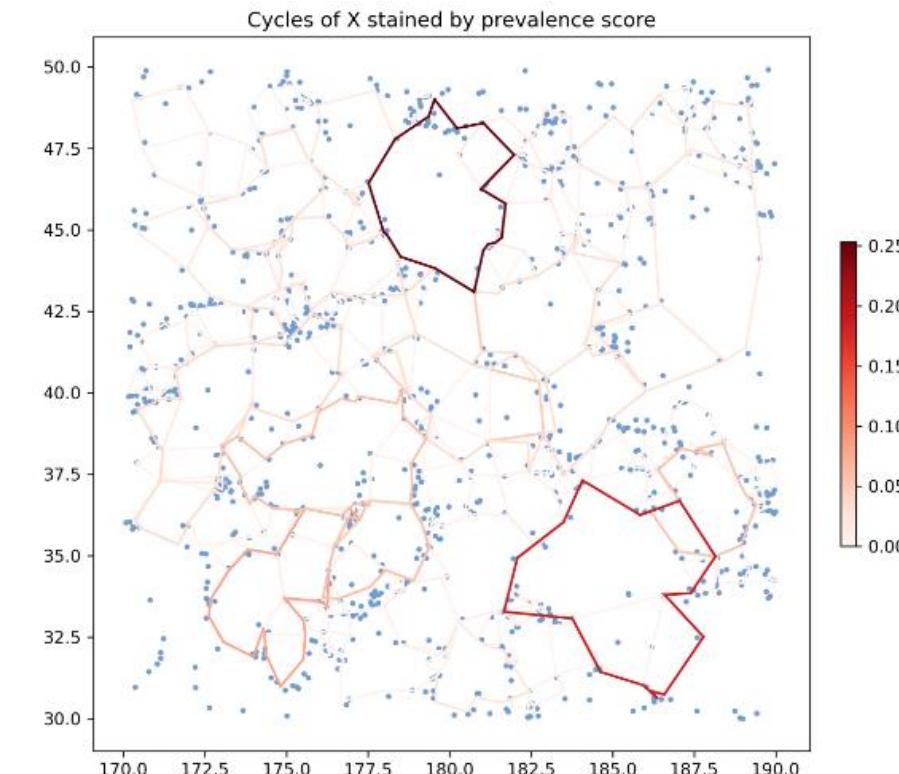
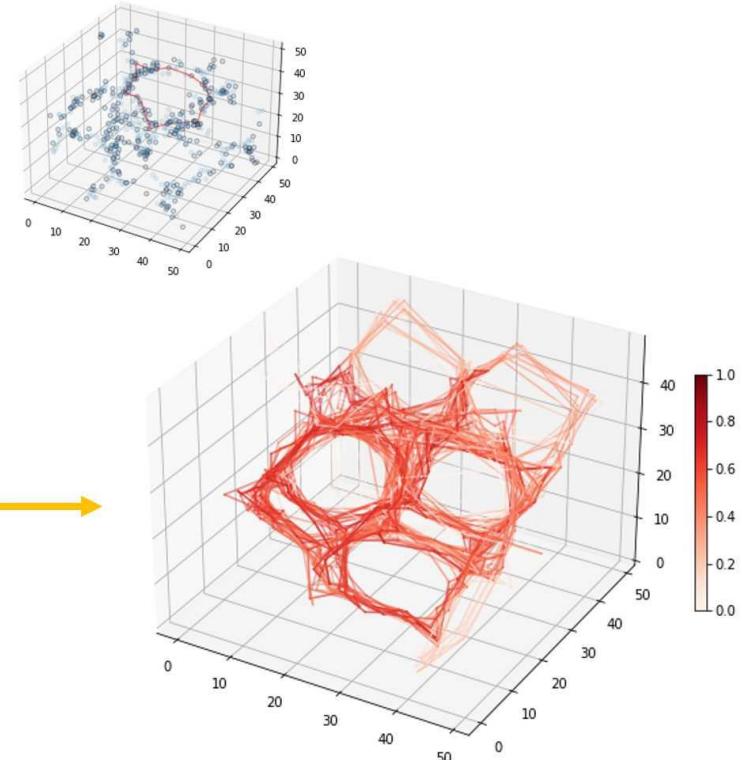
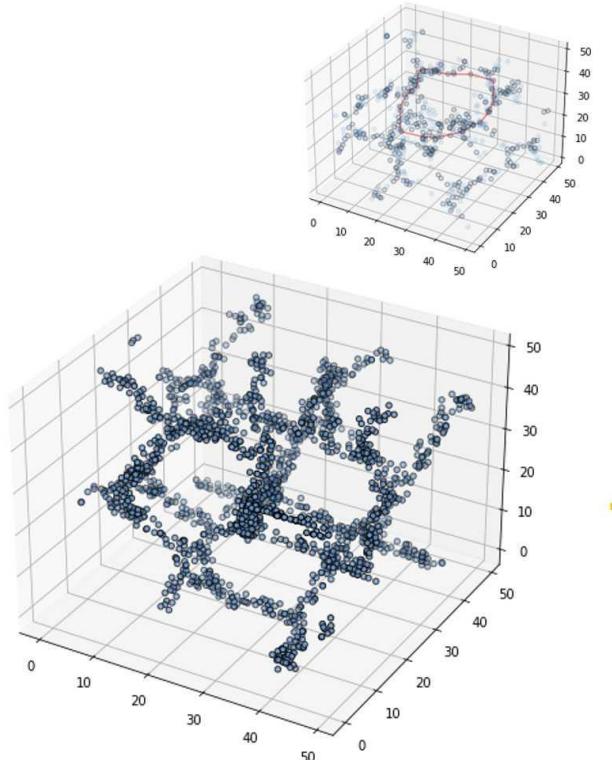
+



structure



Other project: Finding “true cycles” in data



cosmic web data

Conclusion:

Maths + AI + Biology = 

Thank you!

Questions?