# Medical Imaging and Beyond Jesus J. Caban

#### Schedule

- Today:
  - Lecture: Medical Imaging and Beyond
- Wednesday:
  - No Class (Thanksgiving Eve)
- Final presentations:
  - Nov 29<sup>th</sup>: W. Griffin, F. Zafar
  - Dec 1st: Y. Wang, N. Chhaya
  - Dec 6<sup>th</sup>: J. Dandois, T. Shin, H. Jean
  - Dec 8<sup>th</sup>: M. Lombard, J. Rosebrock, R. Dighade
  - Dec 13<sup>th</sup>: D. Mann, E. Baumel, P. Bindu
  - Dec 20th: K. Martinez, A. Campbell, N. Serova
- +5 bonus points
- +3 bonus points
- +2 bonus points
- +1 bonus points +0 bonus points
- +0 bonus points

20 mins talk + 5 mins Q/A

# Final Paper

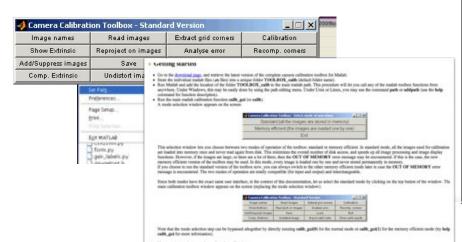
- Due: Dec 13th, 2010
- At least four pages
- Two columns
- It should have (at least) the following sections:
  - 1. Abstract
  - 2. Introduction
  - 3. Previous Work
  - 4. Approach
  - 5. Results
  - 6. Conclusion



Need a template? http://www.biomedicalimaging.org

# Assignment #4

- 1) ssh to linuxserver1 or linuxserver2 (use the -X option)
- 2) wget http://www.vision.caltech.edu/bouguetj/calib\_doc/download/toolbox\_calib.zip
- 3) /usr/local/matlab/bin/matlab

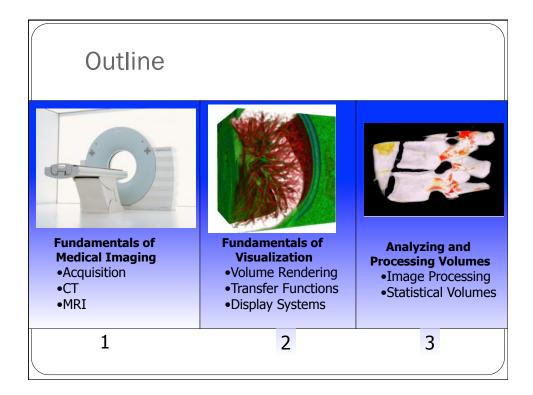




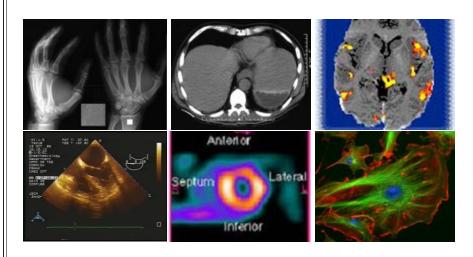


#### Why Medical Imaging?

- One of the primary applications of image processing
  - Medical images are widely available
  - Everyone understands the need for computational techniques to enhance medical images
  - Easy to establish collaborations (somewhat easier to get funding)
- University of Maryland Medical Center (2007)
  - 50 GB of 3D images a day
  - 15 TB last year
- Challenges
  - Image Diagnosis / Detection
  - Registration
  - Segmentation

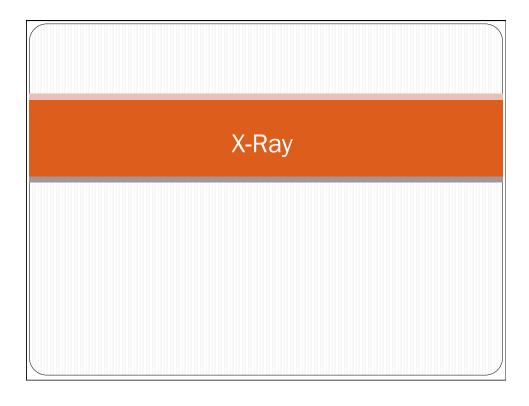


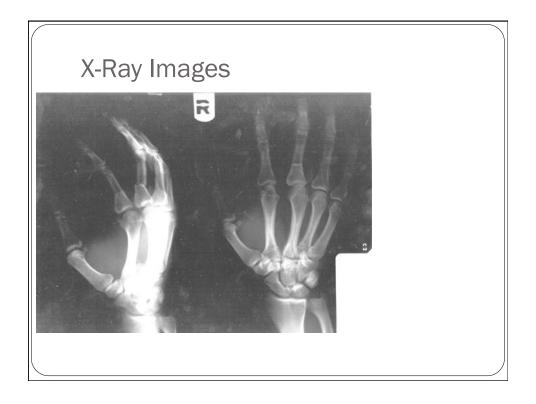
# **Examples of Medical Images**



# Medical Imaging - Acquisition

- Different devices are used for image acquisition
  - X-Ray, CT, MRI, PET, etc..
  - **Protocols:** With / without contrast
  - Method: Real-time or offline
- When are they used?
  - Purpose
    - X-Ray: Overview images
    - CT: Bone
    - MRI: tissue, muscles
  - Budget





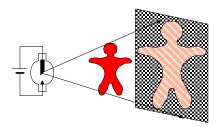
# X-ray Imaging: How it works

- Simplest imaging technique
- Wilhelm Röntgen in 1895
- Accidentally discovered
  - Accelerated electrons
  - Cathode tubes and fluorescent screens
  - The "light" evenly illuminated
  - Even when tube was placed
  - *X-rays* (*X* for unknown)

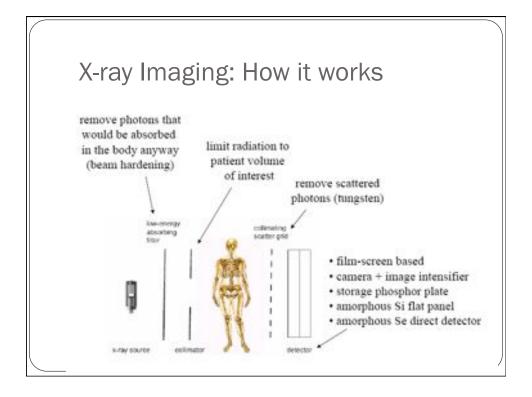




# X-ray Imaging: How it works



X-ray shadow cast by an object



# X-ray uses

- Radiographic images are made for all parts of the body
  - skeletal, chest (thorax, heart), mammography (breast), dental
- Mammography is somewhat behind because it requires resolutions that exceed that of storage phosphors
- X-ray images can be static or dynamic



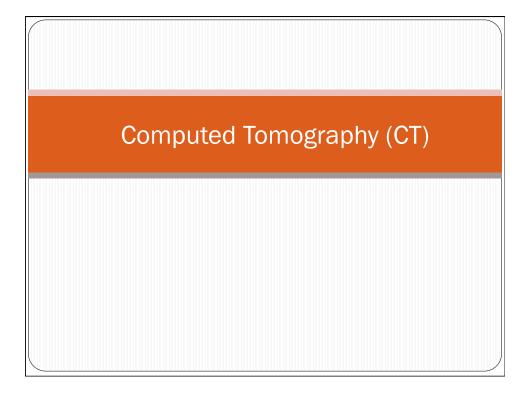
#### Fluoroscopy -- X-ray

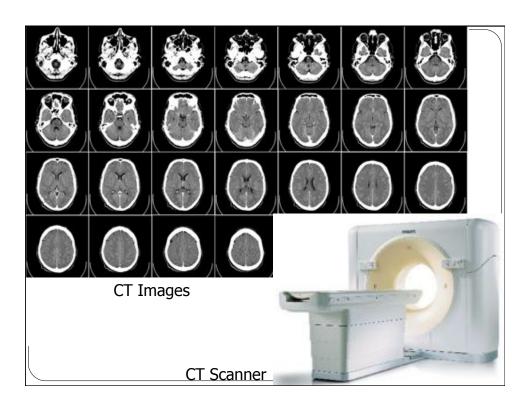
- X-ray image sequences are produced in real time
  - applications where motion is the subject of investigation
  - guidance for minimally invasive procedures
  - angiography (coronary imaging, vessels)
  - instrument tracking



# Summary: X-ray Imaging

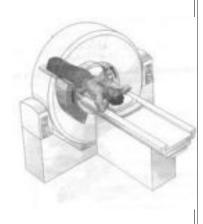
- Oldest non-invasive imaging of internal structures
- Rapid, short exposure time, inexpensive
- Unable to distinguish between soft tissues in head, abdomen
- Real time X-ray imaging is possible and used during interventional procedures.
- Ionizing radiation: risk of cancer.





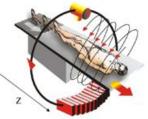
# Computed Tomography

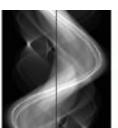
- Advance table with patient after each slice acquisition has been completed
- Rotate source detector pair around the patient



#### CT - How it works?

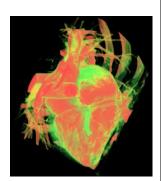
- Rotate source detector pair around the patient
- For each angle
  - Get a sinogram
  - Back-project data
  - Construct slice
- Math and physics more complicated than X-ray





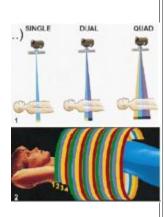
# **CT - Applications**

- Applications of CT
  - head/neck (brain, maxillofacial, inner ear, soft tissues of the neck)
  - thorax (lungs, chest wall, heart and great vessels)
  - urogenital tract (kidneys, adrenals, bladder, prostate, female genitals)
  - abdomen( gastrointestinal tract, liver, pancreas, spleen)
  - musceloskeletal system

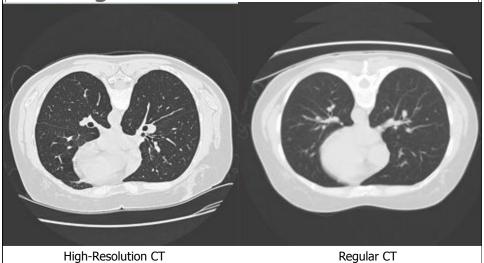


#### What's new?

- Nowadays (spiral) scanners are available that take up to 64 simultaneous slices
- Much More...
  - High-resolution CT
  - Low-dose CT

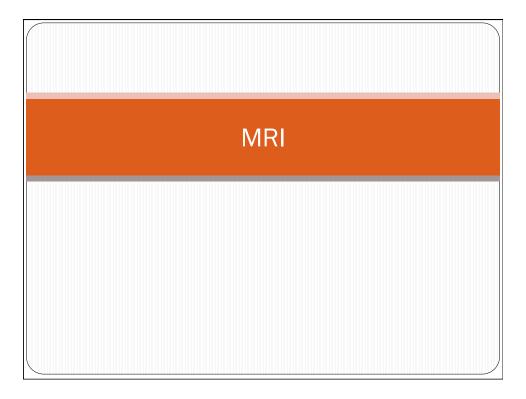


# High-Resolution CT



# Summary of CT

- Images of sectional planes (tomography) are harder to interpret
- CT can visualize small density differences, e.g. grey matter, white matter, and CSF.
- CT can detect and diagnose disease that cannot be seen with X-ray.
- More expensive than X-ray.
- Ionizing radiation (can cause cancer).



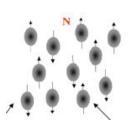
# Magnetic Resonance Imaging/ Tomography



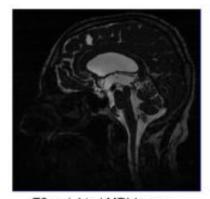
- MRI measures magnetic field
- 3D volume is reconstructed from measured proton
- Relatively slow image acquisition
- Noisy
- First human study published in 1977

#### **MRI** Image Formation

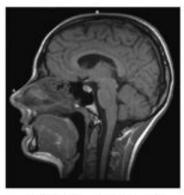
- The hydrogen atom has only one proton
- Protons are magnetic
- In a magnetic field, spin-up and spin-down protons have different energies
- Radio wave photons can flip the proton spins
- By controlling the energy differences between spin-up and spin-down and adjusting the radio waves, you can locate hydrogen in a person



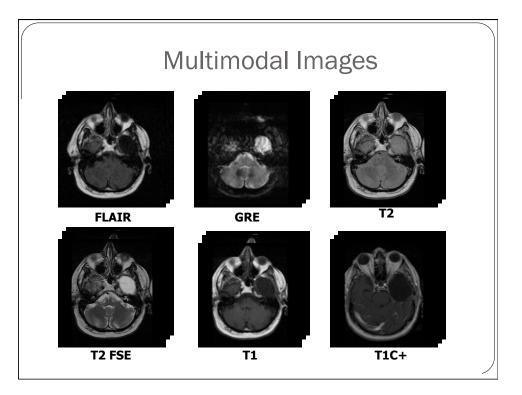
# Example - MRI Images



T2-weighted MRI-Image (3D-CISS) Sagittal Orientation



T1-weighted MRI-Image (MR-Flash)

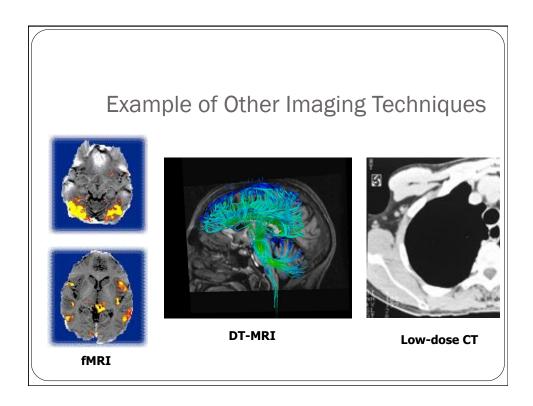


#### Features of MRI

- No ionizing radiation expected to not have any longterm or short-term harmful effects
- Many contrast mechanisms: contrast between tissues is determined by pulse sequences
- Can produce sectional as well as projection images.
- Slower and more expensive than X-ray
- Many imaging modes (water, T1, T2, flow, neural activity)
- Tomography at arbitrary angle

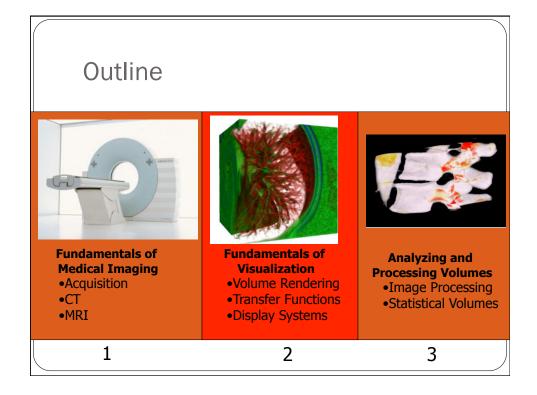
# Others Imaging Techniques

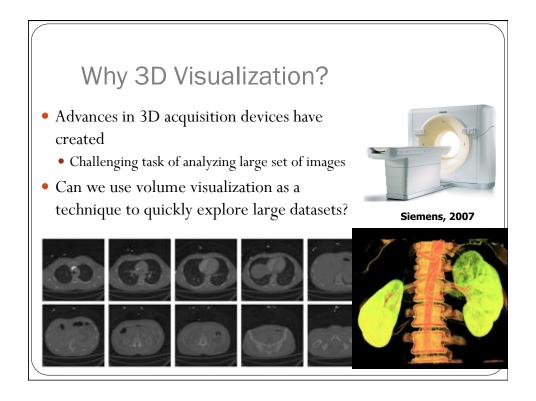
- fMRI: displays neural activity in the brain
- Dynamic MRI: good for mammography
- DT-MRI
- Multi-slice CT
- Low-dose CT
- Nuclear Imaging
- PET

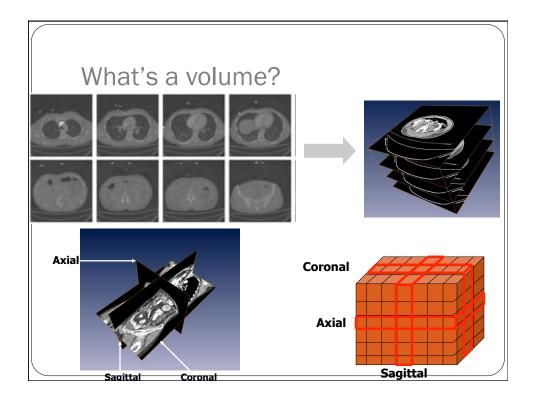


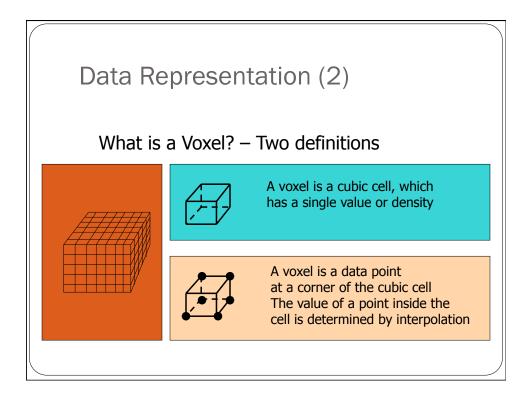
# Conclusion: Medical Imaging

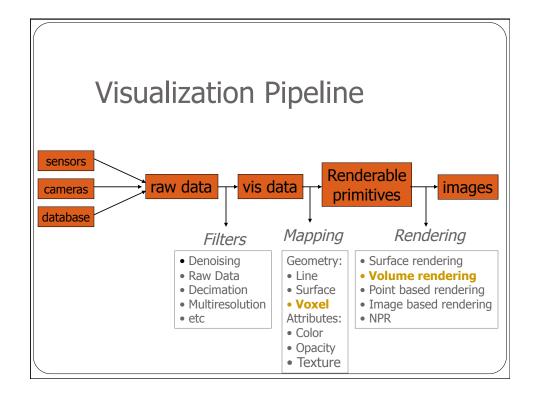
- Acquisition
  - CT
  - MRI
  - X-Ray
- Image/Volume formation









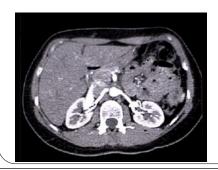


# Rendering Techniques

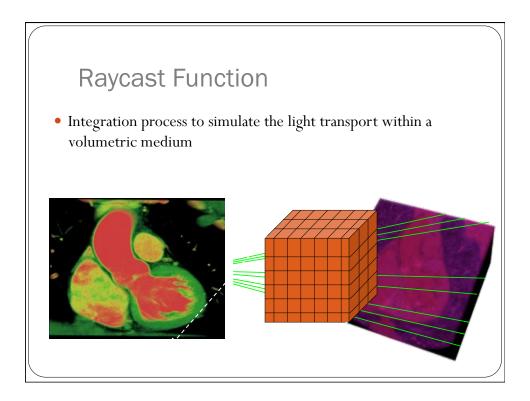
- Primary Rendering Techniques
  - 1. Direct Volume Rendering (DVR)
  - 2. Iso-surfaces
  - 3. Maximum-Intensity Projection (MIP)
  - 4. X-Ray Rendering
  - 5. Non-photorealistic rendering (NPR)

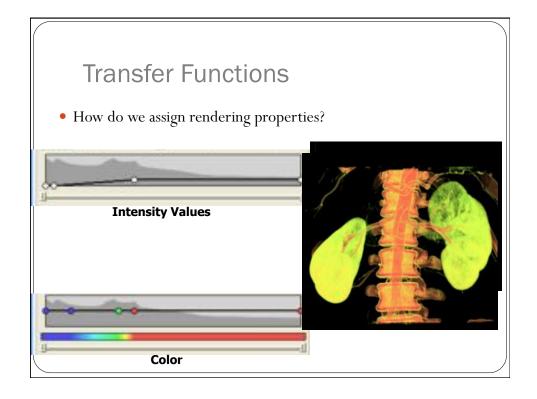
# 1. Direct Volume Rendering (DVR)

- Direct Volume Rendering
  - Technique used to display a 2D projection/image of a 3D image
  - Effective method to render different materials





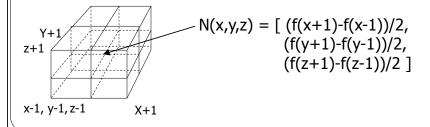


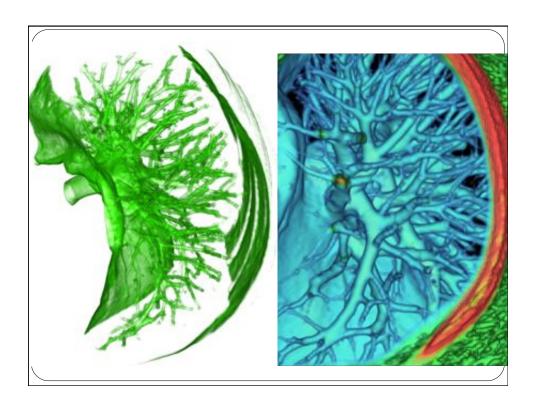


#### **Gradient-based TF**

#### How to compute N(x)?

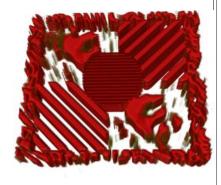
- 1. Compute the gradient at each corner
- 2. Interpolate the normal using central difference





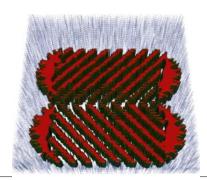
#### Problem with 1D TF

- What about when data has similar intensity and gradient values?



#### Texture-based TF

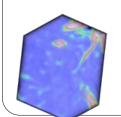
- Volumes present textural patterns
- Analyze textural properties, then classify



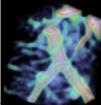


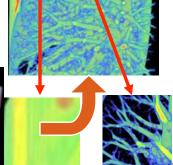
#### **Observation: Textures**

- Observations:
  - Like images, volumes contain characteristic patterns and small textures — textons - that our visual system can clearly identify
    - Combination of those textons create different structures and characteristic regions









#### First-Order Statistics

- The simplest textural measurements that can be obtained from 2D/3D images
  - Metrics estimated from a histogram





$$\vartheta^{2} = \frac{1}{(XY - 1)} \sum_{x=1}^{X} \sum_{y=1}^{Y} [I(xy) - \mu]^{2}$$

- Standard Deviation:

$$\sigma = \sqrt{\frac{1}{N-1} \sum_{i=1}^{N} (x_i - \overline{x})^2}.$$



$$\frac{1}{XY} \sum_{x=1}^{X} \sum_{y=1}^{Y} \left[ \frac{I(xy) - \mu}{\vartheta} \right]^{3}$$

- Kurtosis:

$$\left\{\frac{1}{XY}\sum_{x=1}^{X}\sum_{y=1}^{Y}\left[\frac{I(xy)-\mu}{\vartheta}\right]^{4}\right\}-3$$

#### Second-Order Statistics

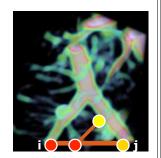
- Second-order statistics
  - Measure the likelihood of observing an intensity value i and j at an average distance

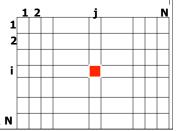
$$\Delta = (\zeta_x, \zeta_y, \zeta_z)$$

**Energy:**  $\sum_{i=1}^{N_g} \sum_{j=1}^{N_g} p(i,j)^2$ 

**Entropy:**  $\sum_{i=1}^{N_{g}} \sum_{j=1}^{N_{g}} \left[ p(i,j) log(p(i,j)) \right]$ 

 $\textbf{Contrast:} \quad \sum_{n=0}^{N_{g-1}} n^2 \left\{ \sum_{i=1}^{N_g} \sum_{j=1}^{N_g} p(i,j) \right\}$ 





# **Higher-Order Statistics**

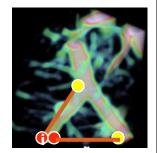
- Run-length matrices
  - Finds gray-level runs within the volume

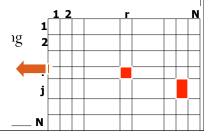
#### **Short Run:**

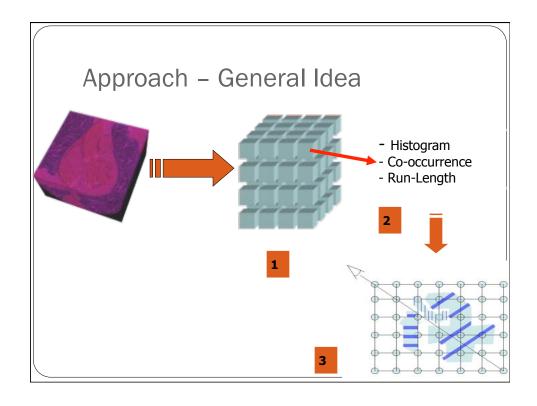
$$SRE = \frac{\sum_{i=1}^{N_g} \sum_{j=1}^{N_r} \frac{p(i,j)}{j^2}}{\sum_{i=1}^{N_g} \sum_{j=1}^{N_r} p(i,j)}$$

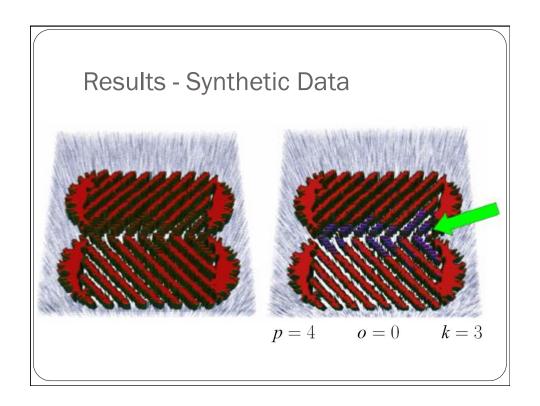
#### Long Runs:

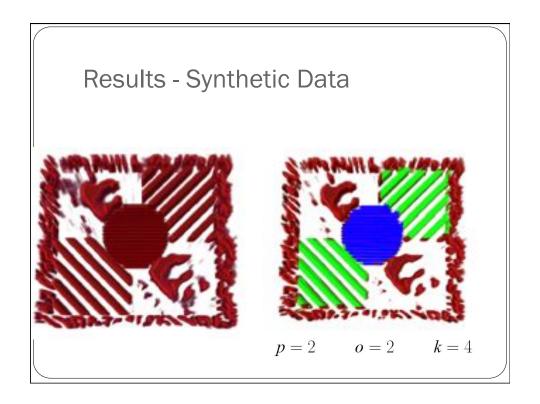
$$LRE = \frac{\sum_{i=1}^{N_g} \sum_{j=1}^{N_r} j^2 p(i, j)}{\sum_{i=1}^{N_g} \sum_{j=1}^{N_r} p(i, j)}$$

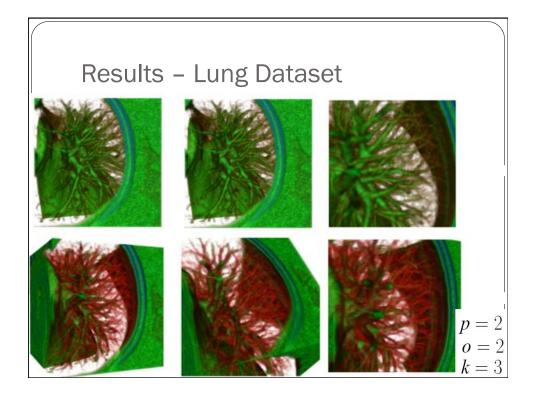






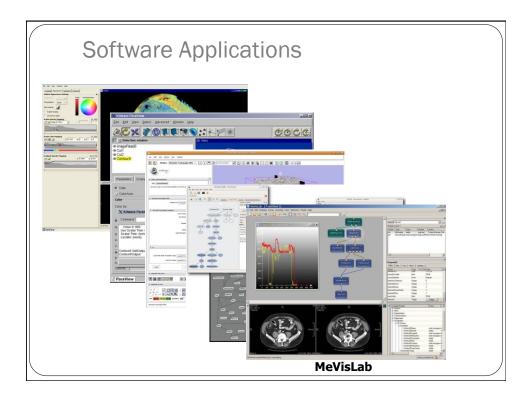






#### **Transfer Functions**

- A number of transfer functions have been proposed
  - Opacity Transfer Functions
  - Color Transfer Functions
  - Gradient Transfer Functions
  - Curvature Transfer Functions
  - Multi-dimensional Transfer Functions
  - Texture-based Transfer Functions



#### 2. Iso-surfaces

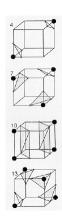
- Approximate the data to polygonal primitives
- Use contours/boundaries of the volume to generate polygonal structures/"surfaces"





# **Marching Cubes**

- Most common way to generate iso-surfaces
- Algorithm:
  - Select a cell
  - Calculate inside/outside of each vertex
  - Create binary index
  - Search LUT
  - Calculate contours location using interpolation



# Iso-surfaces - Example



# 3. Maximum Intensity Projection

- Maximum Intensity Projection (MIP)
  - The interpolated sample with the largest value is written to the pixel
  - Often used to enhance vascular structures



Source: Philips, Inc

# 4. X-ray Rendering

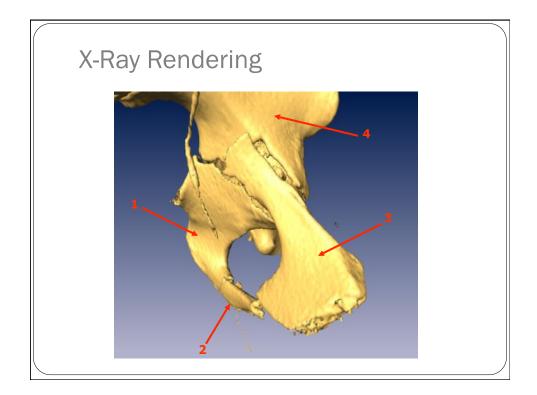
- X-ray rendering
  - Overview image
  - The interpolated samples are simply summed



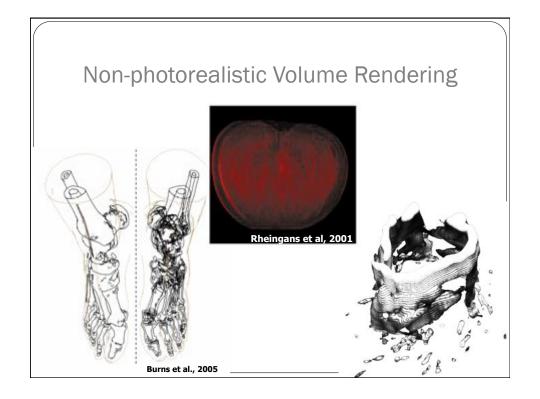




X-ray images

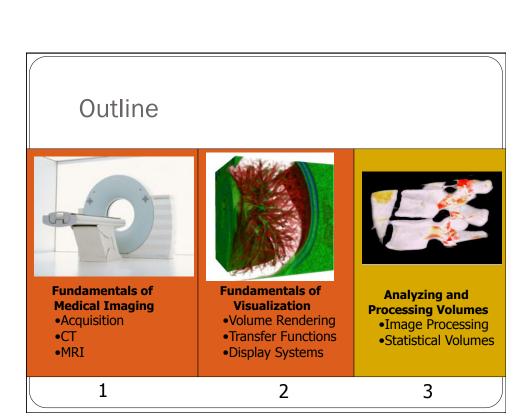


# 5. Non-Photorealistic Rendering • The use of local image processing to produce artistic and illustrative effects • Pen-and-ink drawing • Silhouettes • Stippling • etc...

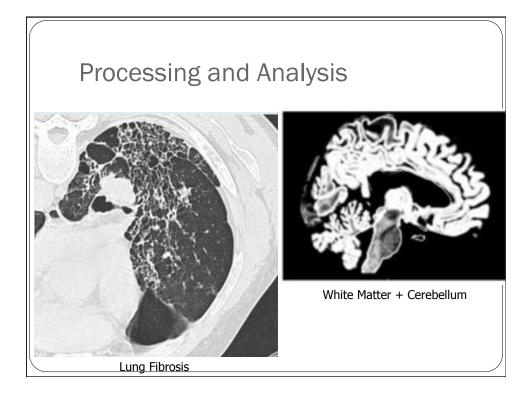


#### Limitations

- What's the most effective volume rendering techniques?
  - 1. Direct Volume Rendering (DVR)
  - 2. Iso-surfaces
  - 3. Maximum-Intensity Projection (MIP)
  - 4. X-Ray Rendering
  - 5. Non-photorealistic rendering (NPR)
- What about a combination?



# Processing Image Processing Lung Fibrosis



# **Texture Analysis**

- Observation:
  - Medical images and volumetric data presents specific pattern and textural features
  - patterns can be described as textures
- Why Textures?
  - Intensity patterns characteristics of specific objects
  - One of the most important properties used in image processing, computer vision, and medical imaging

# Approach

- Approach: Texture-based CAD system
  - 1. Determine regions of interest
  - 2. Compute advanced textural properties for each feature
  - 3. Train and learn an statistical model
  - 4. Test new data

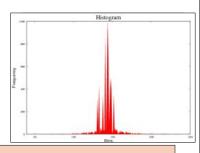


Feature of interest

- Which texture analysis techniques?
  - Combination:
    - First-order statistics
    - Second-order statistics
    - Run-length matrices

#### First-Order Statistics

- The likelihood of observing a intensity value at a random location in the subvolume.
- Done by computing a frequency distribution or histogram for the subvolume under consideration
- A histogram contributes six different metrics



- $\bar{x} = \frac{1}{n} \cdot \sum_{i=1}^{n} x_i$ 1) Mean:
- 2) Variance:  $\sigma^2 = \frac{1}{N} \sum_{i=1}^{N} \left( x_i \overline{x} \right)^2$
- 3) Absolute Deviation:

$$\frac{1}{n} \sum_{i=1}^{n} |x_i - \overline{x}|$$

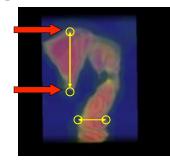
4) Standard Deviation:

$$\sigma = \sqrt{\frac{1}{N-1} \sum_{i=1}^{N} (x_i - \overline{x})^2}.$$

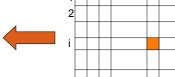
- 5) Skewness
- 6) Kurtosis

#### Second-Order Statistics

- The probability of a pair of voxels  $v_1$  and  $v_2$  with intensities *i* and *j* occurring at some distance *d*.
  - frequency that a grayscale value appears in relation to another grayscale value on the image
- To compute the second-order statistics we use cooccurrence matrices.



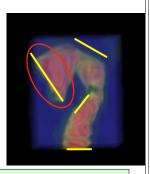
- 1) Energy
- 2) Inertia
- 3) Entropy
- 4) Correlation
- 5) Average Difference 6) Entropy Difference
- 7) Average Sum
- 8) Entropy Sum
- 9) Inertia Difference



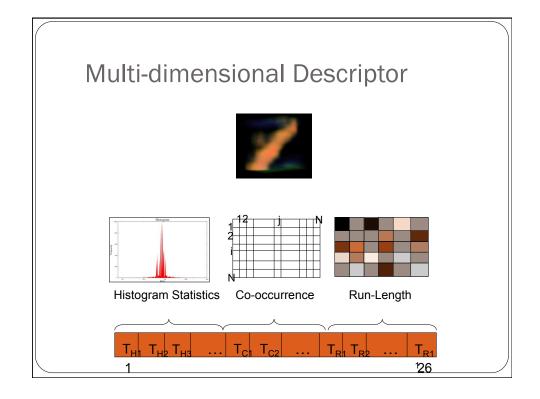
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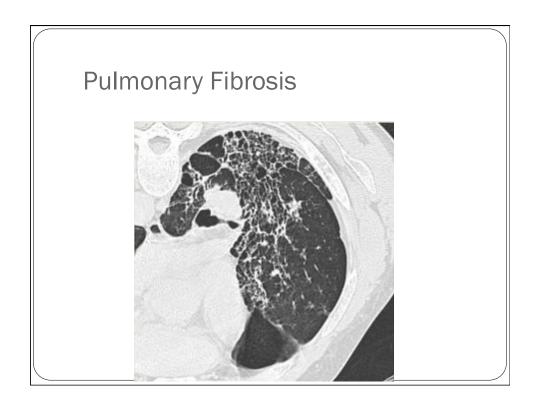
#### **Run-Length Matrices**

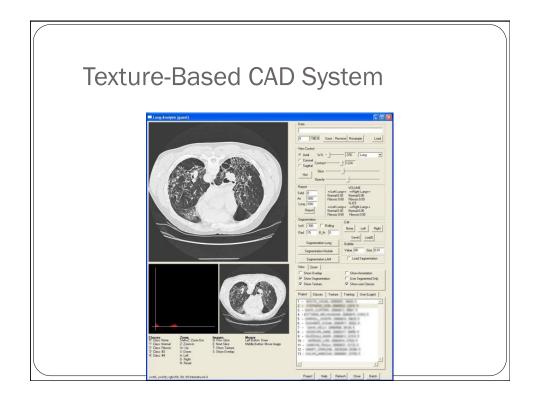
- General idea:
  - find strings of consecutive pixels that have the same gray level intensity along a specific linear orientation
  - Run-length matrix *p*(*i*, *j*) is defined as the number of pixels of gray level *i* and run length *j* along a direction d.

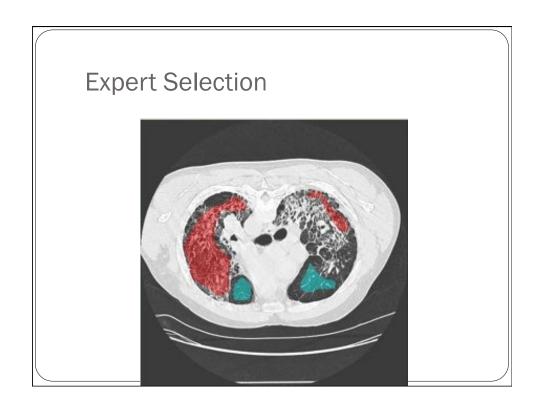


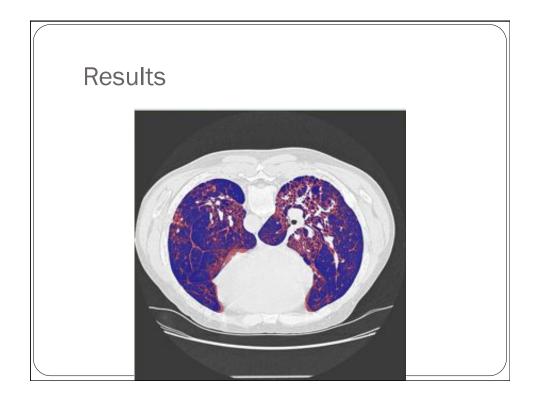
- 1. Long run emphasis
- 2. Run length non-uniformity
- 3. Low gray-level run emphasis
- 4. Short run low gray-level emphasis
- 5. Long run low gray-level emphasis
- 6. Short run high gray-level emphasis
- 7. Long run high gray-level emphasis
- 8. Short run emphasis
- Run gray-level non-uniformity
- 10. Run percentage
- High gray-level run emphasis

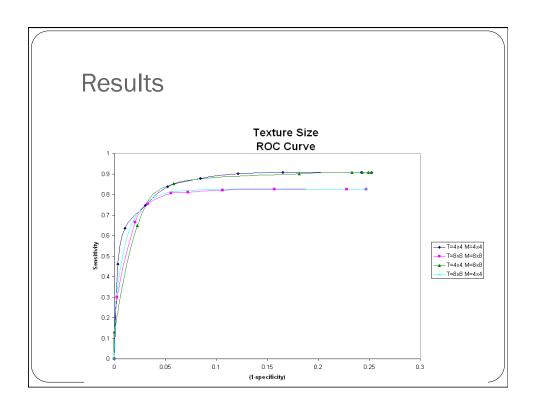


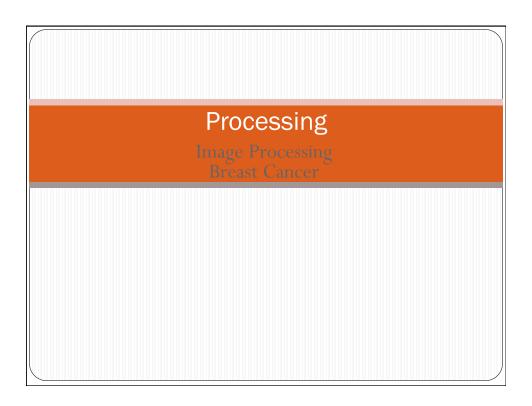


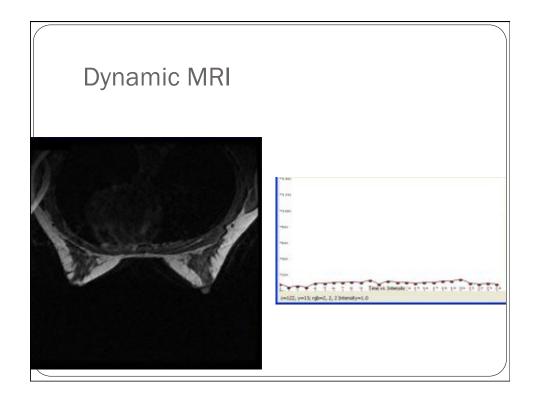


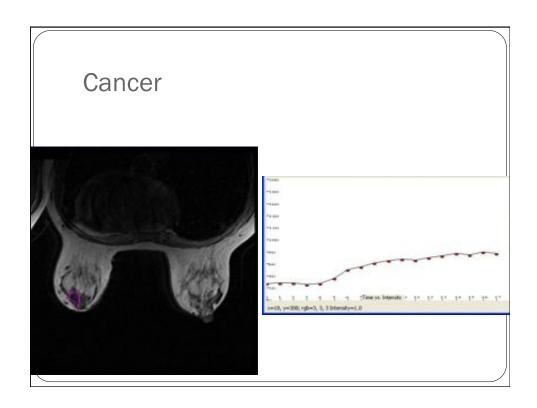












# Conclusion

• There's a significant need to apply more and better computational techniques to medical imaging.