# An Intelligent System Approach for Probabilistic Volume Rendering using Hierarchical 3D Convolutional Sparse Coding

Tran Minh Quan, Student Member, IEEE, Junyoung Choi, Student Member, IEEE, Haejin Jeong, Student Member, IEEE, Won-Ki Jeong, Member, IEEE

## Motivation

• Intensity-based feature model may not work well under certain harsh conditions (e.g. noise and anisotropic shapes)

# Method

### Method Overview

- Get voxel feature using Hierarchical Convolutional Sparse Coding
- Voxel Classification
- Multi-labeled volume using Probabilistic Transfer Function

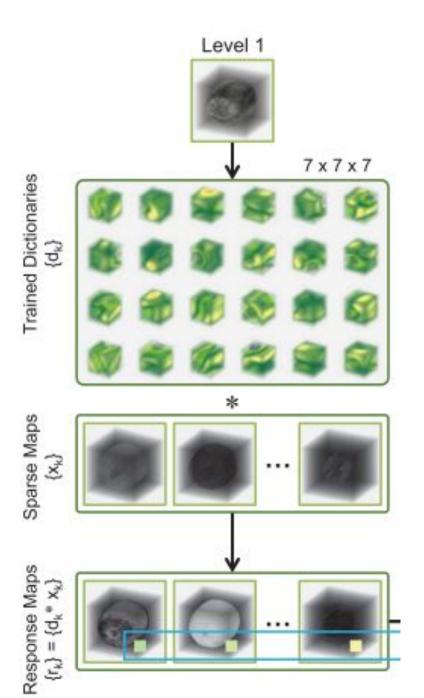
### **Convolutional Sparse Coding**

- For a set of images, find a set of filters (atom) and its associated sparse map to represent it.
- $s = \sum_k d_k * x_k$  (d: filters, x: sparse map)
- Optimization problem:

$$\min_{d,x} \frac{\alpha}{2} \left\| s - \sum_{k} d_k * x_k \right\|_2^2 + \lambda \sum_{k} \|x_k\|_1 \quad s.t. : \quad \|d_k\|_2^2 \le 1$$

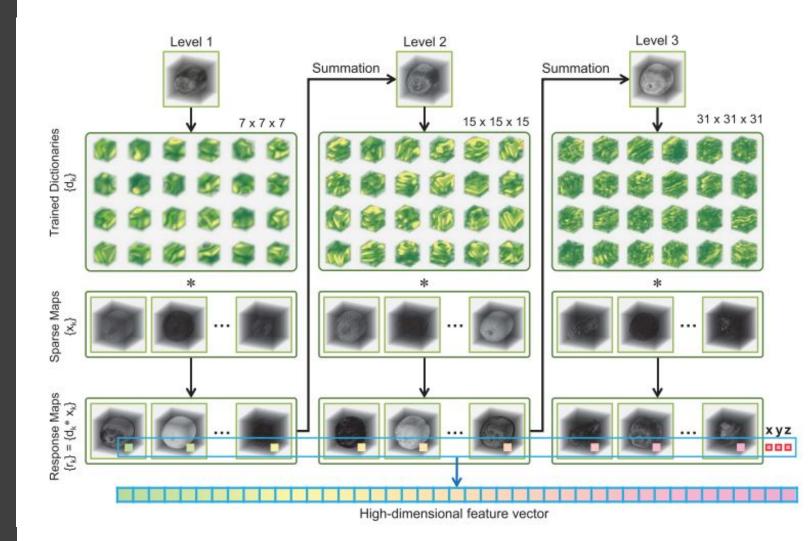
The second term force the x to be sparse

# 3D Convolutional Sparse Coding



#### Hierarchical

• Use different size of filters to gather different level of feature resolution to form the High-dimensional feature vector



### Classification

- User define the labels for voxels using a drawing tool.
- On-the-fly regression training (random forest algorithm)
- Random forest algorithm: Ensembled decision trees

### **Probabilistic Transfer Function**

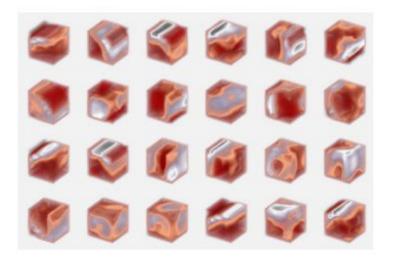
Color and Alpha is determined by the probability of label n:

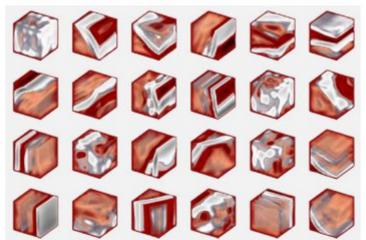
$$v.Color = \sum_{n} TableColor(n, v.Prob_n) \times v.Prob_n$$
$$v.Alpha = \sum_{n} TableAlpha(n, v.Prob_n) \times v.Prob_n$$

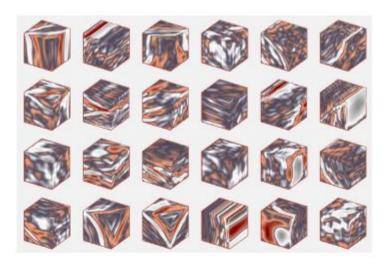
Smoother transition.

# Results

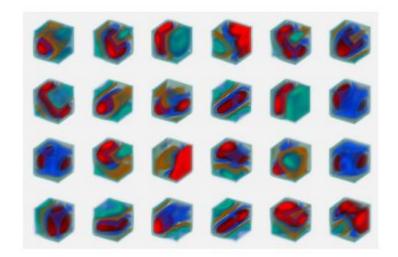
### Visualization of dictionaries

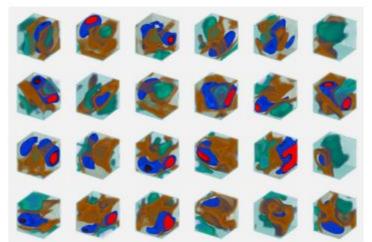


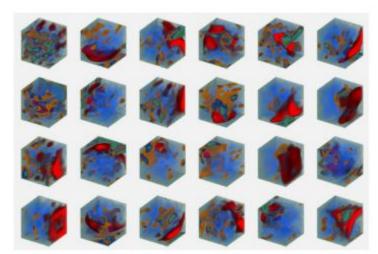




(a) Dictionaries of LdCT-Chest dataset







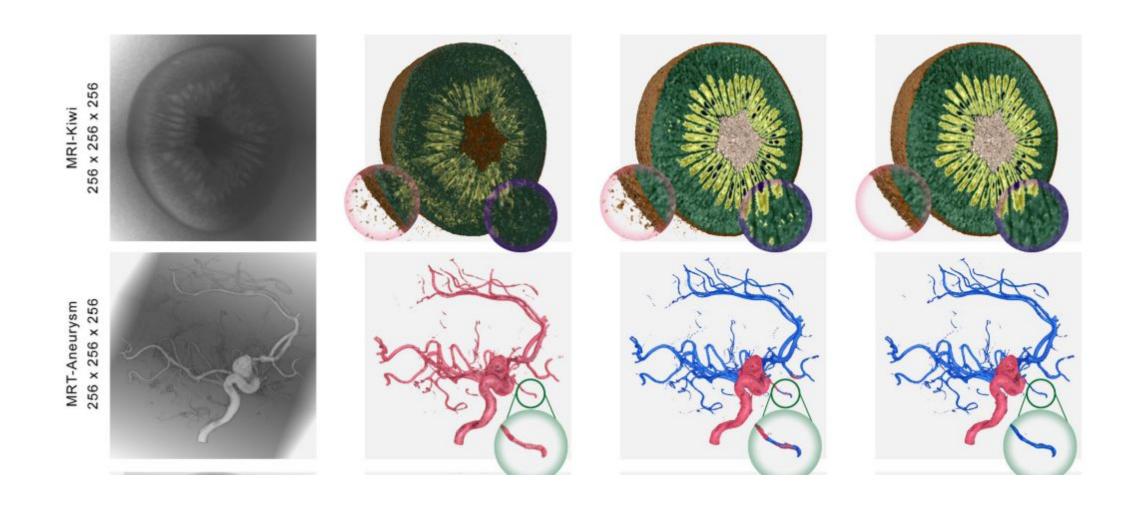
(b) Dictionaries of CT-Bonsai dataset

### Resistance to noise



Fig. 10: Rendering of the noisy spiral dataset. From left to right: Kniss et al. [17], Soundararajan and Schultz [29], and ours. Our method is robust to noise due to the nature of learned dictionary.

### Better rendering results



### **User Study**

• Task 1: Subjects were asked to visualize the letter "a" only:



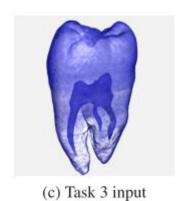
(a) Task 1 input

• Task 2: Object the same but "a" and "b" are overlapped.



(b) Task 2 input

 Task 3: The participants were asked to separate three structures in the CT-Tooth dataset





(f) Task 3 model answer

### **User Study Results**

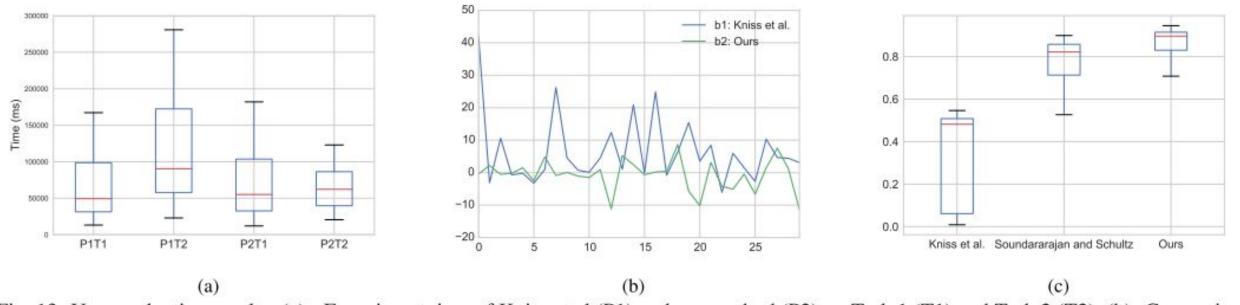


Fig. 13: User evaluation results. (a): Experiment time of Kniss et al.(P1) and our method (P2) on Task 1 (T1) and Task 2 (T2), (b): Comparison of b values from Fitts' law analysis on Task 1 and 2. b1: Kniss et al., b2: ours, and (c): Accuracy result of Task 3.

# Discussion

#### Connection to DNN

- The method used in this paper is designed to mimic multi-scale feature learning in DNN.
- However, CSC replaces the gradient descent in DNN with the global energy minimization problem.
- Easier to train compared with DNN

### Limitation

 The running time for the dictionary learning and high-dimensional feature construction is about 30 minutes on a single CPU core and 10 minutes with GPU acceleration