Deep Active Learning for Interactive 3D Segmentation Of Medical Images

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3D Image Segmentation

Medical Image Segmentation

3D Medical Image Segmentation

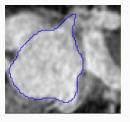


Figure 1: Segmentation of the left atrium

Main Problem: Laborious, particularly in 3D

Medical Image Segmentation

3D Medical Image Segmentation

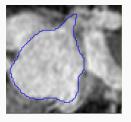


Figure 1: Segmentation of the left atrium

Main Problem: Laborious, particularly in 3D

How can we automate this?

Aim: Separate the set of *background* pixels (**B**) from the set of *object* pixels (**O**)

Define a cost function to be minimized over image X

$$E(\mathbf{X}) = \sum_{i} R_{i} + \lambda \sum_{i} \sum_{j} B_{ij}$$
 (1)

- R_i Regional Penalty Term penalty for assigning pixel i to either the background (B) or object (O)
- B_{ij} Boundary Penalty Term penalty depending on properties of pixels i and j
- $\lambda > 0$ a relative weighting

R_i - Regional Penalty Term

Map (0,1) probabilities to $(\infty, 0)$ penalties with negative log

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Map (0,1) probabilities to $(\infty, 0)$ penalties with negative log

$$R_{i} = \begin{cases} -\log P(i \in O) & i \in \mathbf{O} \\ -\log P(i \in B) & i \in \mathbf{B} \end{cases}$$
 (2)

B_{ij} - Boundary Penalty Term

Want to encourage boundaries at discontinuities in intensity

Penalize boundaries that are placed between similar pixels

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Want to encourage boundaries at discontinuities in intensity

Penalize boundaries that are placed between similar pixels

$$B_{ij} = \begin{cases} 0 & y_i \neq y_j \\ \frac{1}{r_{ij}} e^{\frac{-(X_i - X_j)^2}{2\sigma^2}} & y_i \neq y_j \end{cases}$$
 (3)

- X_i grayscale value at pixel i
- y_i binary label for pixel i (0 means $i \in \mathbf{B}$)
- r_{ij} euclidean distance between pixels i and j

How do we solve it?

Represent the image as a graph with

- One node per pixel
- One source node (object)
- One sink (background)

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Represent the image as a graph with

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and

- Edges between pixels have a cost $\lambda \frac{1}{r_{ij}} e^{-(X_i X_j)^2}$
- Edges between pixels and the source terminal cost $-\log P(i \in B)$
- Edges between pixels and the sink terminal cost $-\log P(i \in O)$

A minimum cost cut which severs the source from the sink will now minimize the cost function

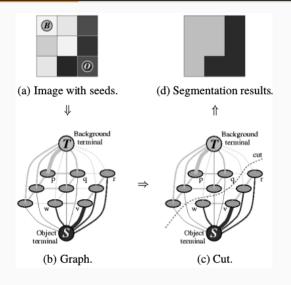


Figure 2: Minimum cost cut

Maxflow: Finding the maximal flow from source to sink

The edges that are saturated in maxflow are those in the minimal cost cut.

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Solve with Breadth First Search, by gradually saturating edges

How do we get $P(i \in B)$ and $P(i \in O)$?

User interaction

- User gives seed points
- Probability distribution produced from seed points
- Probabilities of other pixels inferred from distribution

Works well, but...

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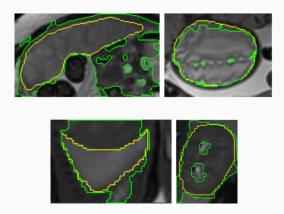


Figure 3: Grabcut algorithm in difficult cases

Requires object and background pixels to have distinct intensity values

This is the case for most traditional segmentation methods

Advantages

- Spatial operations
- Learning
- Performance

Disadvantages

- Computationally expensive
- Poor generalisation to unseen types
- Need large datasets expensive for medical imagery

Classification CNNs - gradually extract larger features from smaller ones

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 $\mbox{\sc U-Net}$ - gradually re-combine those features to produce a segmentation map

Segmentation CNNs

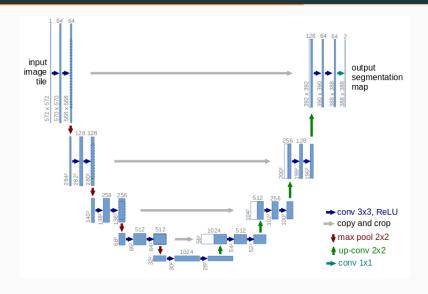


Figure 4: The U-Net architecture

Segmentation CNNs

Improvements since original U-Net:

- Residual blocks
- Spatial Dropout
- Segmentation Layers

Segmentation CNNs

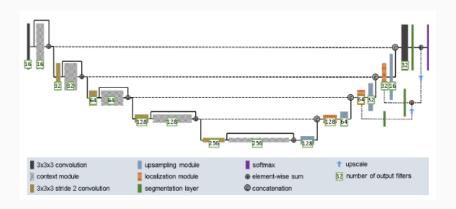


Figure 5: The Isensee et al. architecture

Segmentation Layers encourage earlier layers to produce segmentations

Aims and Design

Aims

Aims:

Minimize the disadvantages of CNNs so that they can be used for 3D image segmentation

Disadvantages

- 1. Computationally expensive
- 2. Poor generalisation to unseen types
- 3. Need large datasets expensive for medical imagery

Bounding-box Image-specific Fine-Tuning Segmentations (BIFSeg) Combines CNN and CRF

Leverages user corrections

- 1. Draw bounding box around area of interest
- 2. CNN and CRF give initial guess
- 3. User provides correction scribbles
- 4. CNN fine-tunes using corrections and gives corrected result

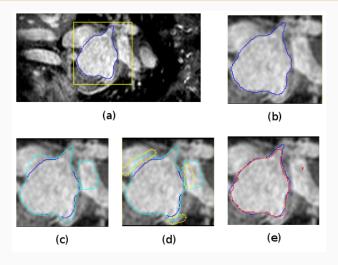


Figure 6: The steps in the BIFSeg framework. In *blue* is the ground truth, in *cyan* the initial guess, in *yellow* pixels relabelled as background and in *red* is the final result

Two things going on:

Combining CNN and CRF
 CNN softmax output used as probability values for calculating R_i

Two things going on:

- Combining CNN and CRF
 CNN softmax output used as probability values for calculating R_i
- Fine-Tuning CNN using CRF
 - 1. CNN, CRF and scribbles produce segmentation
 - 2. CNN trained to match segmentation
 - 3. Repeat steps 1 and 2 n times

Fine-Tuning CNN using CRF

CNN loss function is **weighted** on a per-pixel basis during fine-tuning, such that the weight for pixel i is

$$w_i = \begin{cases} 0 & i \in \mathbf{U} \\ w & i \in \mathbf{S} \\ 1 & \text{otherwise} \end{cases} \tag{4}$$

- U set of pixels for which the current segmentation is uncertain
- S set of user scribbles

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Pixels in \mathbf{U} are either **geodesically** near a scribble of opposite label or have P_i near 0.5

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Performs better and with less user interaction on seen object types

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Transfer learning

- 1. Start by using a CNN trained in generalised segmentation
- 2. After *n* images have been segmented, add them to a dataset
- 3. Load a new CNN with the generalised CNN weights and train it on the dataset
- 4. Repeat steps 2 and 3 until all images have been segmented

Framework:

- 1. Produce a small number n of segmentations with some generalized CNN
- 2. Add these to a dataset
- 3. Train a new CNN through transfer learning on said dataset
- 4. Use the new