

CT Organ Localization with Reinforcement Learning

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Background and Motivation

Identifying organ location in CT scans is an important but time-consuming task for many medical tasks such as disease diagnoses. So Deep Learning algorithm may be extremely helpful to improve radiologists' working efficiency if it can accurately localize the organ of interests as a pre-processing step.

Problem:

- Most of current SOTA model require large labelled datasets
- Require the model to have relatively high accuracy before the model can be deployed in real-world situations

Project Goal

We want to design a reinforcement learning algorithm that can automatically localize specific organ(s) in CT images to improve the working efficiency of the disease diagnosis progress.

- Baseline: a reinforcement learning-based organ localization model proposed by Navarro et al. (2020)
- Goal: train the model with relatively small number of labeled data using RL-based model and try to improve the model performance
- Evaluation Metrics: 3D IoU score (intersection over Union)

$$IoU = \frac{Area\ of\ overlap}{Area\ of\ Union}$$

Dataset

We decided to use a publicly available Multi-Atlas Labeling CT Dataset. It contains **50 ab domen CT scans** randomly selected from a combination of ongoing colorectal cancer chemotherapy trials and a retrospective ventral hernia study. The 50 scans were captured during portal venous contrast phase with variable sizes:

- Volume sizes: 512 x 512 x 85 512 x 512 x 198
- Field of views: 280 x 280 x 280 mm3 500 x 500 x 650 mm3
- In-plane resolution: 0.54 x 0.54 mm2 0.98 x 0.98 mm2
- Slice thickness: 2.5 mm to 5.0 mm

Dataset

We decided to use a publicly available Multi-Atlas Labeling CT Dataset, which contains **30 abdomen CT scans** with labels of 13 different organs.

- We splitted the dataset into **24** training samples + 6 testing samples
- For this project, we will start with liver localization

right kidney

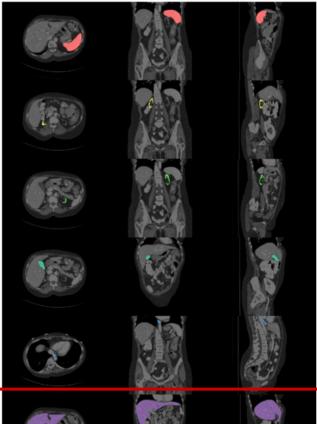
left kidney

gallbladder

esophagus

liver





Organ Labels

spleen

right kidney

The label for the Dataset contains 13 abdominal organs that were manually labeled by two experienced undergraduate students and verified by a radiologist on a volumetric basis using the MIPAV software, including:

left kidney

(1) spleen

- (8) aorta
- (2) right kidney
- (9) inferior vena cava

gallbladder

(3) left kidney

- (10) portal vein and splenic vein
- (4) gallbladder
- (11) pancreas
- (5) esophagus
- (12) right adrenal gland

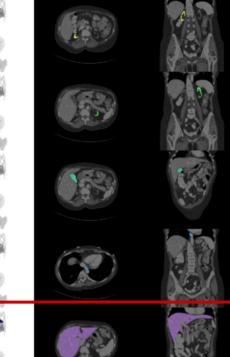
(6) liver

(13) left adrenal gland

(7) stomach

esophagus

er



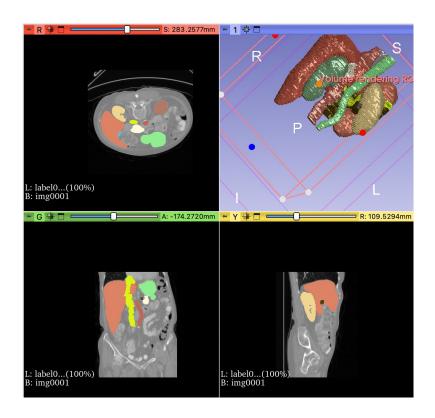
For this project, we will start with liver localization

Dataset

Training Dataset: There are **30 total training data** that each contains a 3-dimensional CT scan of the abdomen. A corresponding label is provided, which contains a 3-dimensional segmentation for multiple organs of interest.

Testing Dataset: There are **20 testing data**, which also contains a 3-dimensional CT scan of the abdomen. No label is provided.

Limitation: One limitation would be the generalizability of our model performance in other datasets with varying CT scan volume and resolution. Even though our Dataset does contain some variability in terms of volume and resolution, it clearly doesn't cover all possible ranges and therefore may not generalize to other Datasets.



Data Pre-Processing

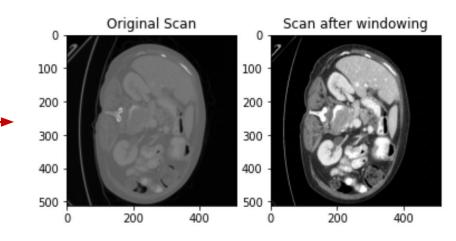
Step 1: CT Scan Windowing

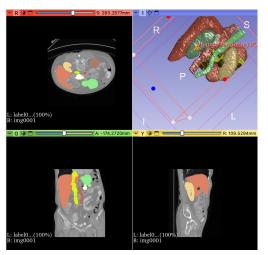
Help highlight key anatomy so that the images can be analyzed easily. For our project, the ideal pixel range for abdomen region is -160 to 240.

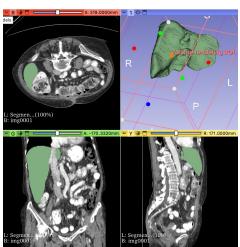
Step 2: Select Target Label Class

Start with liver localization

Step 3: Bounding Box Label Generation







Data Pre-Processing

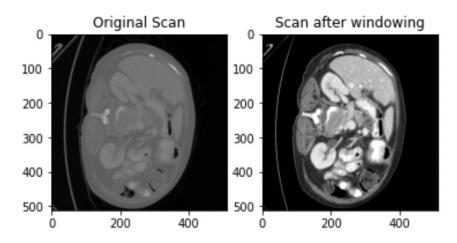
Step 1: CT Scan Windowing

The primary type of preprocessing used for CT scans is windowing, which helps highlight key anatomy so that the images can be analyzed easily. This is because certain organs will be most clear at certain pixel intensities due to certain characteristics such as their density. Therefore, we can choose an ideal pixel value range to highlight the organ of interest.

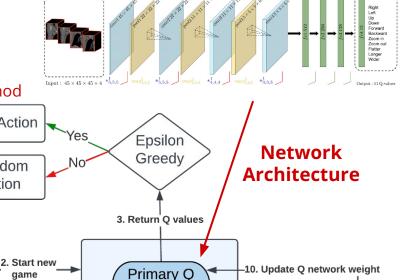
Ideal pixel range for abdomen region: -160 to 240

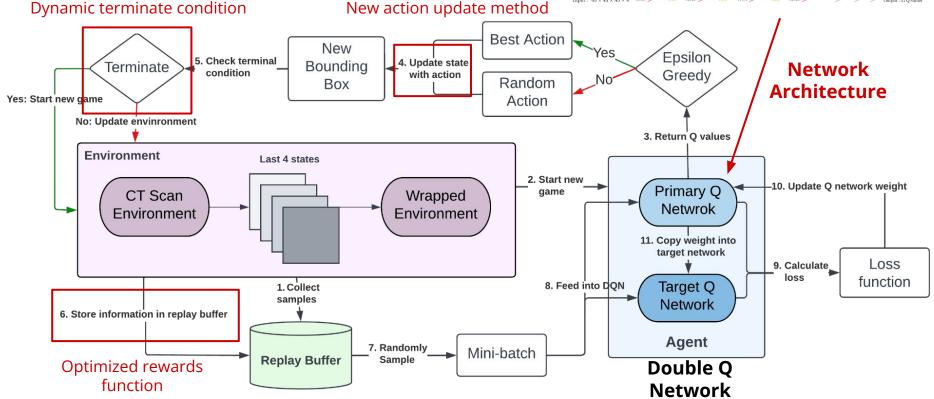
Window Center: 40

Window Width: 400



Model Framework





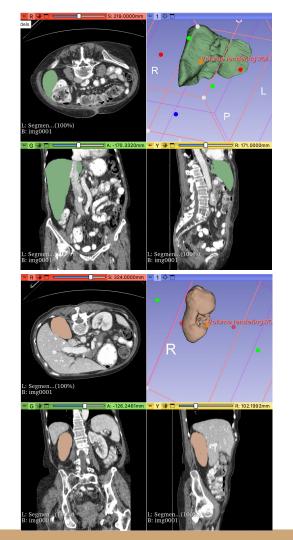
Data Pre-Processing

Step 2: Select Target Label Class

We will train each model to localize one single organ, so in the data pre-processing step, we will only extract label mask associated with the one organ. For our project, we will start with liver (label = 6), because the liver is typically the easiest to segment due to the large volume and usually a homogenous, ellipsoidal shape.

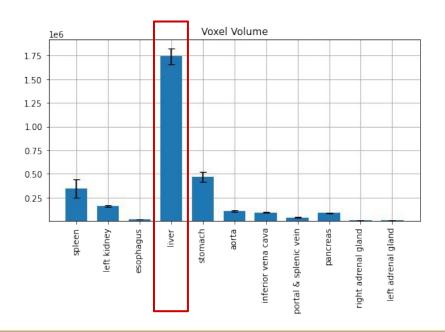
Step 3: Bounding Box Label Generation

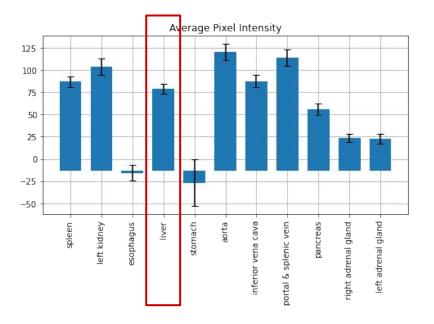
The original organ label is provided as a segmentation mask, where the value indicates the type of organ (1 - 13). For our model, we will use the *generate_spatial_bounding_box()* function from *monai.transforms.utils* module to transform the segmentation mask into a bounding box that is represented by its upper-left-front coordinate (x, y, z), and lower-right-back coordinate (h, w, d).



Exploratory Data Analysis

Since we do not need to generate any feature for our model, we simply plotted the **voxel volume** and **average pixel density** for different types of organ. **The purpose was to choose which organ to start with**, since we want to focus on one specific organ that is relatively easy to localize in order to quickly debug and tune our model.





Innovations

	Baseline Model	Our Model
Rewards Function	Binary Rewards: -1, +1	 Proportional to change in IoU score Additional terminal rewards Penalty for out-of-boundary action
Terminal Condition	 Oscillation occurrence Or reaches terminate IoU: fixed to be 0.85 	 Max step size, increased with more training epochs: 15 to 20 Or reaches terminate IoU, increased with more training epochs: 0.60 to 0.85
Action Update Method	Proportional to bounding box length	 Proportional to bounding box length Set minimum and maximum threshold Handle out-of-boundary cases

Model Framework - Environment & Agent

Environment: 3D CT scan

State: voxel values in the current

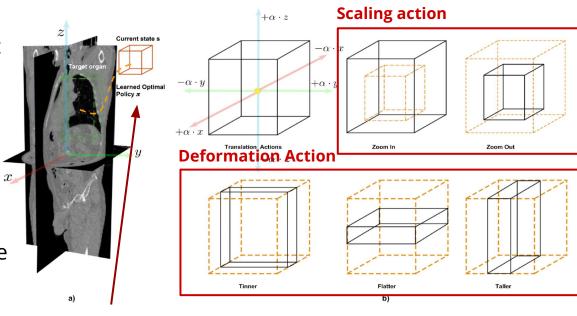
bounding box

Action: 11 possible actions

- 6 Translation action
- 2 Scaling action
- 3 Deformation action

Update Method:

- Step size: proportional to the size of the bounding box
- Minimum step size: 1
- Maximum step size: 10
- Handle out of boundary case



1. Start with some bounding box inside the CT scan

2. At each step, choose an action to move the bounding box, which ideally makes it closer to the true organ location

Model Framework - Rewards & Loss

Optimized Rewards Function

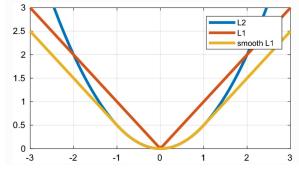
The baseline model uses a simple binary rewards to indicate increased vs. decreased loU score.

- Reward is calculated as the difference between current and previous IoU times a scaling factor to reflect the degree of improvement
- Give additional rewards if terminal condition is reached within max step size
- Give penalty if the new bounding box exceeds the boundary

Loss

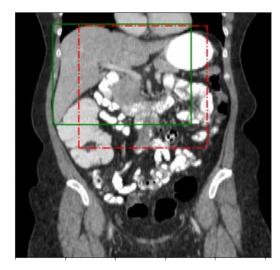
Smooth L1 Loss: A combination of L1 and L2 loss

$$L_\delta(a) = \left\{ egin{array}{ll} rac{1}{2} a^2 & ext{for } |a| \leq \delta, \ \delta(|a| - rac{1}{2}\delta), & ext{otherwise.} \end{array}
ight.$$



Example - Rewards Calculation

True Bounding Box Label Model Predicted Bounding Box



State 0 Initial IoU: 0.554 Terminal IoU: 0.80

Step size: 10% x box length

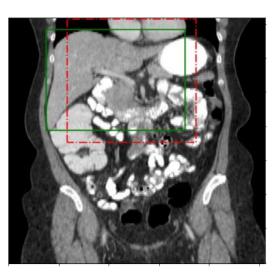


State 1 Action: move up Terminal: False

Out of boundary: True

New IoU: **0.569**

Rewards: $(0.569 - 0.554) \times 100 - 10 = 5$ Rewards: $(0.610 - 0.569) \times 100 = 41$



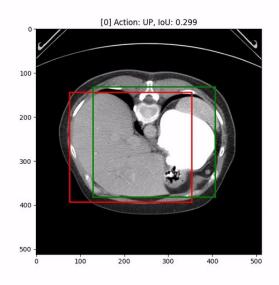
State 2

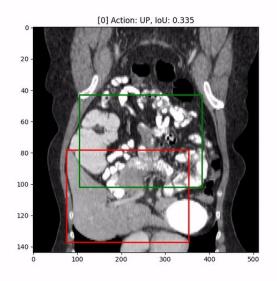
Action: move left Terminal: False

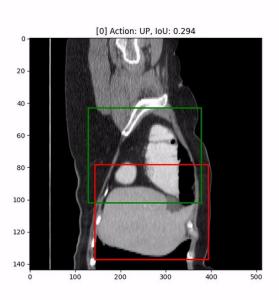
Out of boundary: False

New IoU: **0.610**

Example - Game Trajectory







Axial View

Coronal View

Sagittal View

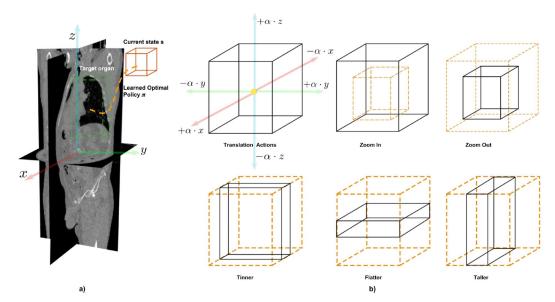
Baseline Model - Environment & Agent

Environment: the 3D CT scan

State: voxel values in the current bounding box

Action: 11 possible actions

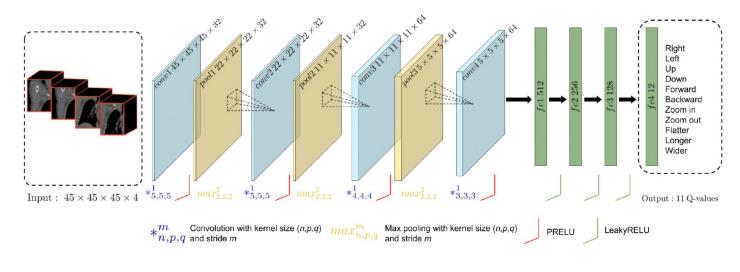
- Translation: x+, x-, y+, y-, z+, z-
- Scale: s+, s-
- Deformation: dx (thinner), dy (flatter), dz (taller)



Reward:

$$R_a(s, s') = sign(IoU(b', g) - IoU(b, g))$$

Model Framework - Deep-Q Learning



$$Q_{i+1}(s, a) = \mathbb{E}[r + \gamma \max_{a'} Q_i(s', a') \mid s, a]$$

$$L_i(\theta_i) = \mathbb{E}_{(s, a, r, s', a') \sim U(D)} \left| \left(r + \gamma \max_{a'} Q(s', a'; \theta_i^-) - Q(s, a; \theta_i) \right)^2 \right|$$

Baseline Model - Replay Buffer

One of the **main advantage of using RL-based model** is its ability to achieve good performance with limited labeled Dataset. This is largely due to the use of replay buffer.

- Stores trajectories of experiences that interact with the environment when executing a policy
- Sample these trajectory during training (possible in batch) to learn and optimize the agent's policy
- Agents can interact with the same environment (labeled sample) many times and generate different trajectories form which it can learn

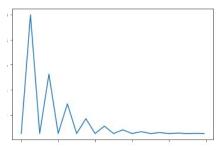
Training Config

Optimizer:

AdamW

Learning Rate Scheduler:

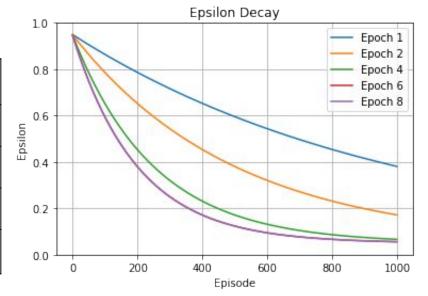
Cyclic Annealing



	Baseline	Our Model
Training Data Size	70	24
Training Epochs	30	8
Batch Size	48	8
Replay Buffer Size	14,000	1,000

Epsilon: controls the probability of random action vs. best action

- Exponential decay to transition from exploration to exploitation
- Accelerate the decay to allow for more exploitation as the model gets more training

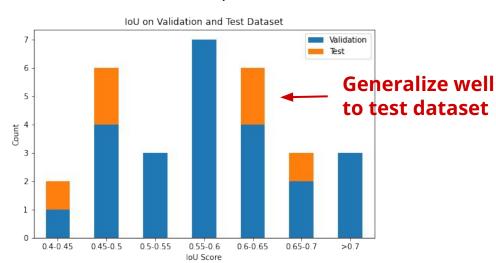


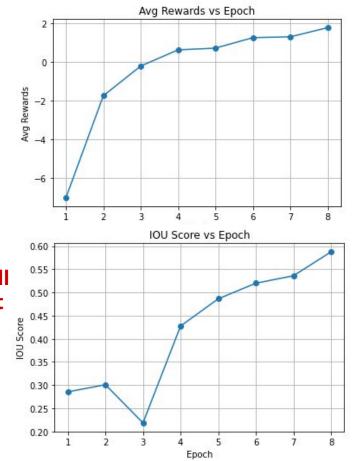
Model Performance

Baseline Test IoU (30 epochs): 0.80

Our Model Validation IoU (8 epochs): 0.59

Our Model Test IoU (8 epochs): 0.56





We expect the model performance to continue increasing with more training since the IoU score and rewards is clearly not converging after 8 epochs of training.

Example Bounding Box Prediction

True Bounding Box Label

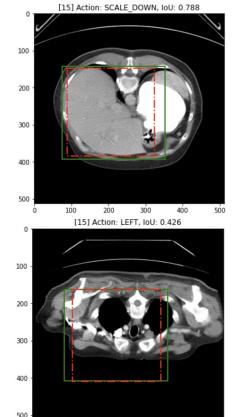
Model Predicted Bounding Box

Best Example Image 21

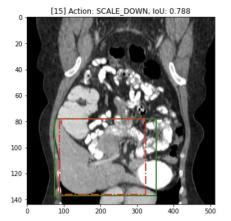
IoU Score: 0.79

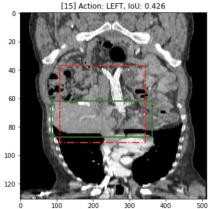
Worst Example Image 15

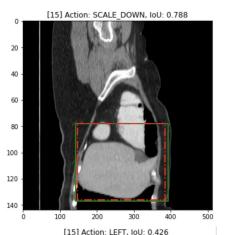
IoU Score: **0.426**

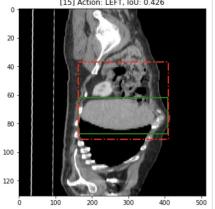


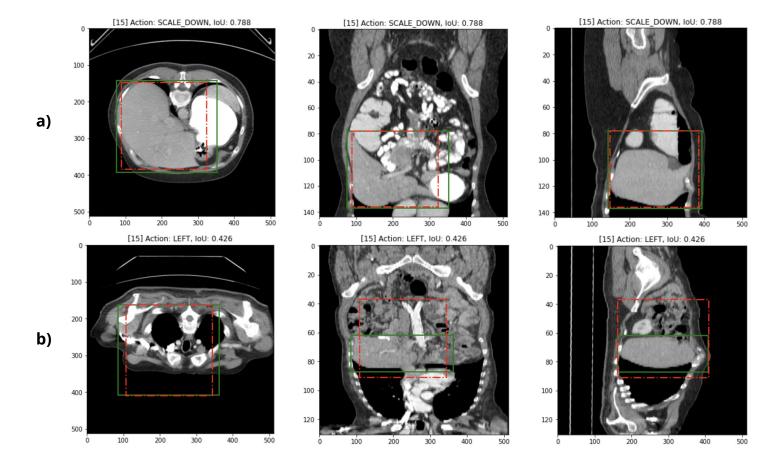
100



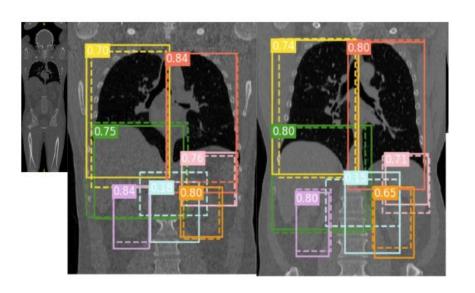








Baseline Model Performance - Original Paper



	Avg IoU	Wall dist [mm]	Centroid dist [mm]
Right Lung	0.77	3.46 ± 5.28	6.06 ± 10.25
Left Lung	0.73	4.91 ± 7.38	10.32 ± 17.09
Right Kidney	0.60	2.96 ± 2.91	5.69 ± 5.67
Left Kidney	0.57	4.06 ± 4.98	7.52 ± 9.02
Liver	0.80	2.41 ± 0.70	3.36 ± 1.34
Spleen	0.60	5.25 ± 7.23	9.20 ± 12.03
Pancreas	0.32	12.26 ± 13.60	20.79 ± 20.38
Global	0.63	5.04 ± 6.01	8.99 ± 10.82
Median	0.60	2.25	3.65

Each organ' truth location and network prediction is illustrated with a different color. Liver , right lung , left lung , right kidney , left kidney , spleen , and pancreas . IoU is displayed for every organ. (Visualized better in color)

Limitation & Future Direction

Limitation

- Limited training epoch and hyperparameter tuning due to restricted computation resource
- One limitation would be the generalizability of our model performance in other datasets with varying CT scan volume and resolution. Even though our Dataset does contain some variability in terms of volume and resolution, it clearly doesn't cover all possible ranges and therefore may not generalize to other Datasets.

Future Direction

- Train the model on more organ localization tasks using larger datasets to test for its generalizability.
- If the model can achieve high organ localization across different organs on large datasets, it may be possible to deploy this model in hospitals as a part of the CT scan pre-processing pipeline.

