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MEDICAL IMAGE ANALYSIS, HUMAN MOTION AND BODY MEASUREMENT

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Statistical Shape Models for Medical Image Analysis

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With contributions from:

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Marleen de Bruijne – Image Group, IT University of Copenhagen
Tim Cootes – Imaging Science and Biomedical Engineering, University of Manchester

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Motivation

Classical Problem in Segmentation:
Insufficient contrast, noise and artifacts lead to incomplete information



Complex Segmentation tasks
can only be solved using
specific domain knowledge

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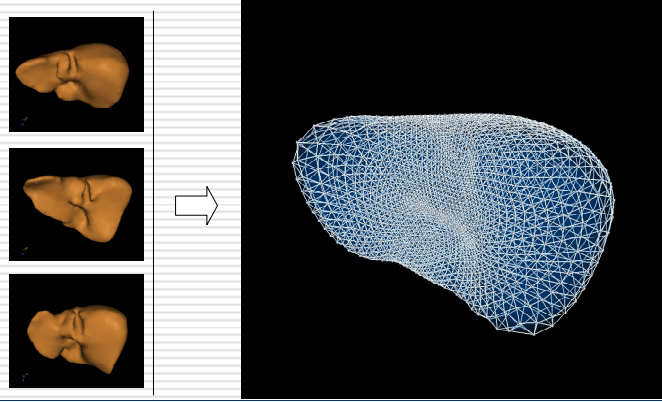
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What does a liver look like?



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Statistical Shape Models for Medical Image Analysis

Shape Models	Appearance Models	Search algorithms
<input type="checkbox"/> What is shape and how can we represent it? <input type="checkbox"/> Correspondence between different shapes <input type="checkbox"/> Statistical models of shape <input type="checkbox"/> Evaluation	<input type="checkbox"/> How can we represent local image structures? <input type="checkbox"/> Different models and classifiers <input type="checkbox"/> Evaluation	<input type="checkbox"/> Active Shape Model search <input type="checkbox"/> Alternative approaches

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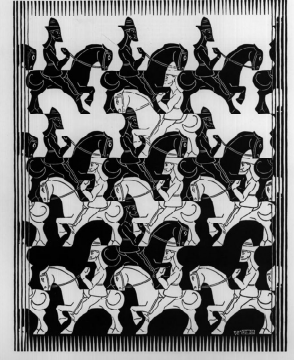
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A priori knowledge about shape

*Whence and what art thou,
execrable shape?*

- John Milton (1667), Paradise Lost II, 681

Definition of Shape:
Invariant against similarity transformations
(translation, rotation, scaling)



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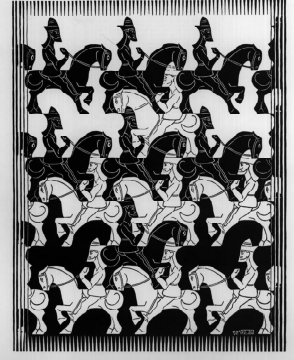
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Shape representation

How to store shape information in computers?

Explicit representation	Implicit representation
<input type="checkbox"/> Point Distribution Models <input type="checkbox"/> Fourier descriptors <input type="checkbox"/> Spherical Harmonics <input type="checkbox"/> Medial representation	<input type="checkbox"/> Isocontours on scalar functions



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Point distribution models (PDMs)

- Cloud of points on object contour/surface
- Very versatile, arbitrary topology
- Simple to store as list of coordinates
- Connectivity not required, but useful for practical application
- Often named „landmarks“

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Fourier descriptors

- View closed 2D contour as complex periodic function
- Parameterization over arc-length ($0..2\pi$)
- Calculate coefficients with standard Fourier transform
- Number of coefficients determines accuracy of representation
- Inherent correspondence and alignment between shapes

Number of Fourier coefficients

Input 0 1 10 20

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Spherical Harmonics (SPHARM)

- 3D version of Fourier synthesis
- Only for models with spherical topology
- Shape as addition of several basis functions
- Hierarchical description (coarse to fine)
- Inherent correspondence and alignment between shapes

$$\begin{pmatrix} x \\ y \\ z \end{pmatrix} \rightarrow \mathbf{r}(\theta, \phi) = \begin{pmatrix} x(\theta, \phi) \\ y(\theta, \phi) \\ z(\theta, \phi) \end{pmatrix}$$

$$\mathbf{r}(\theta, \phi) = \sum_{k=0}^K \sum_{m=-k}^k \mathbf{c}_k^m \mathbf{Y}_k^m(\theta, \phi)$$

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Medial Representation (M-Reps)

- Based on skeleton of shape
- Defined by a chain or grid of atoms with specific position and radius
- Two corner points per atom to compute boundary efficiently
- Different combination of atoms linked in multi-scale fashion
- Easy to interpret shape changes
- Generative model (to avoid skeletonization problems)

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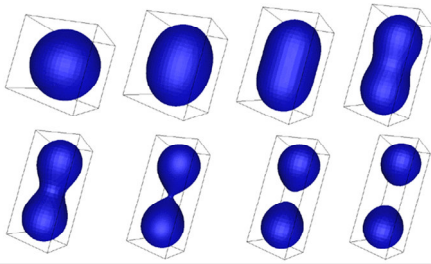
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Implicit Representations

- ☐ Isocontour on a scalar function (distance function)
- ☐ Can model topology changes
- ☐ No explicit correspondences



Images by Paul Bourke

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<input type="checkbox"/> Evaluation		

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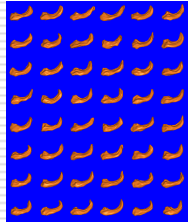
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The correspondence problem


Landmarks on all training shapes have to correspond!



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What is "good correspondence"?

- ☐ Opinion of experts
- ☐ Points with same curvature
- ☐ Physical model (FEM)
- ☐ Good performance of shape model



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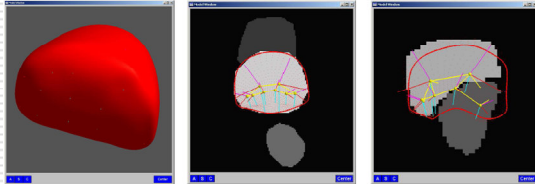
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Correspondence for M-Reps

- ☐ Template shape is fitted to all training samples
- ☐ Boot-strapping approach to refine model
- ☐ Correspondence defined by position of atoms
- ☐ Can the model be fitted adequately?
- ☐ Are the correspondences optimal for the model?



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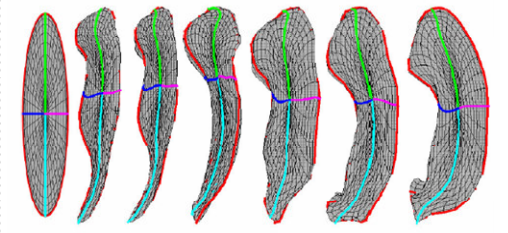
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Correspondence for SPHARM

- Alignment based on first order ellipsoid
- Point correspondences following the individual parameterizations $r(\theta, \varphi)$



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Correspondence for PDMs

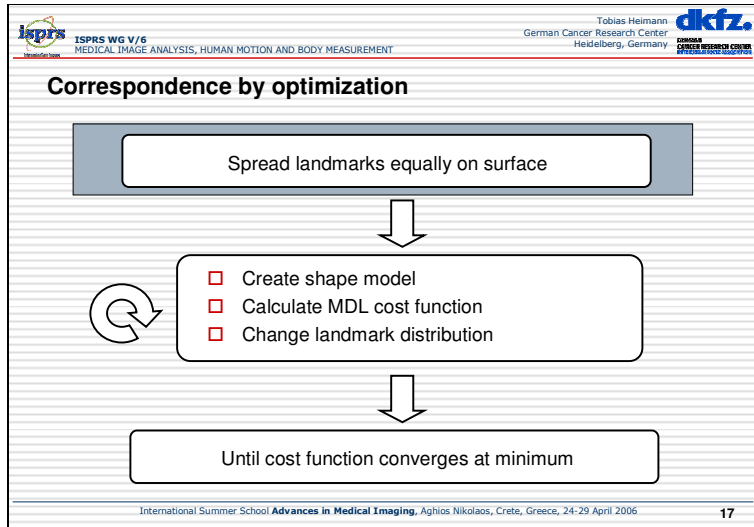
Occam's Razor: The simplest model is the best one!

- MDL = Minimum Description Length
- Simplest Model has minimum stochastic complexity
- Based on information theory
- Cost function \sim Sum of logarithmic variances

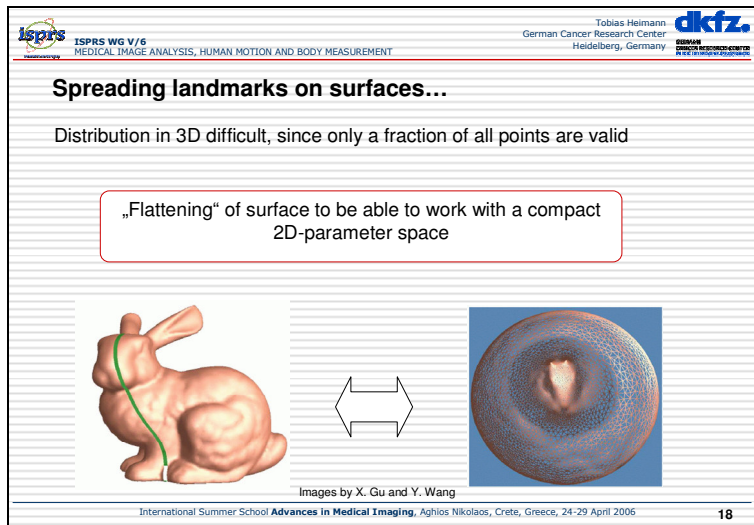
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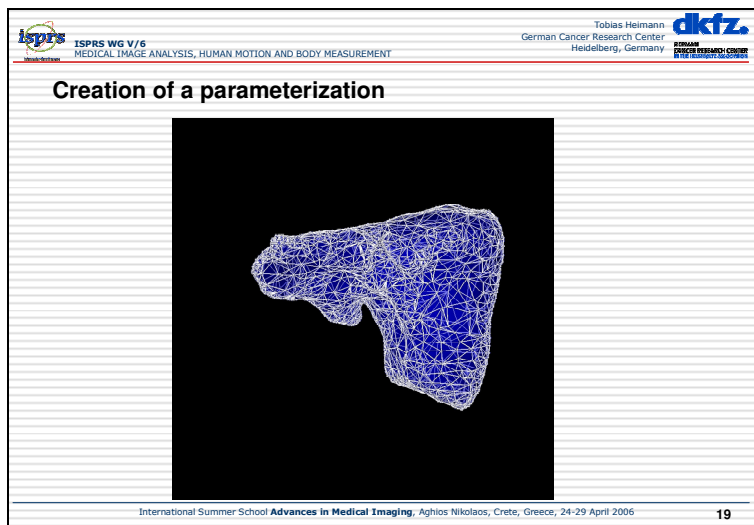
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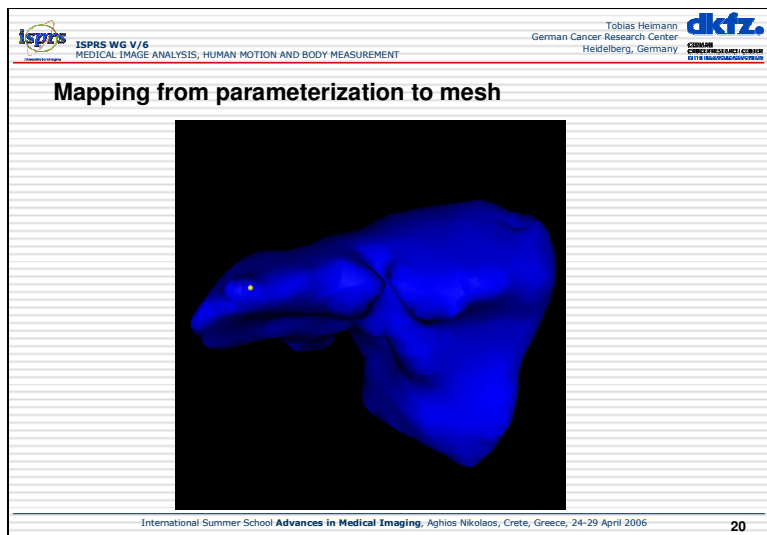
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Correspondence by optimization

Spread landmarks equally on surface

↓



☐ Create shape model
☐ Calculate MDL cost function
☐ Change landmark distribution


↓

Until cost function converges at minimum

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Modifying landmark positions

Possibilities:

1. Change spherical landmarks for each shape (keep parameterizations)
2. Change parameterizations for each shape (keep spherical landmarks)


Consider:

- ☐ Problem of overlapping triangles (one-to-one-constraint) against problem of crossing landmarks
- ☐ Parameterization can only be modified for certain regions, not for specific landmarks
- ☐ One global set of landmarks can be used to control landmark density

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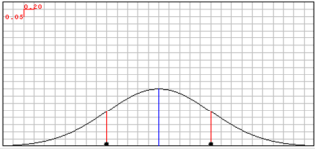
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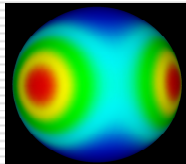
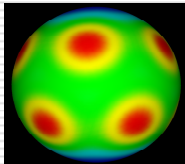
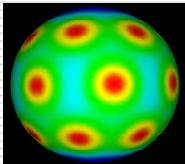


Re-parameterization

Gauss-kernel-approach:

- ☐ In a strictly local region points on the parameterization are moved in a specific direction
- ☐ Smooth transitions by using Gaussian envelope function




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Determination of movement direction

Necessary steps:

1. Optimal direction for landmarks in 3D
 - MDL-Gradients
2. Best possible direction for landmarks on mesh surface
 - Projection
3. Best direction for points on parameterization
 - Spherical coordinates
4. Best direction for Gaussian kernel

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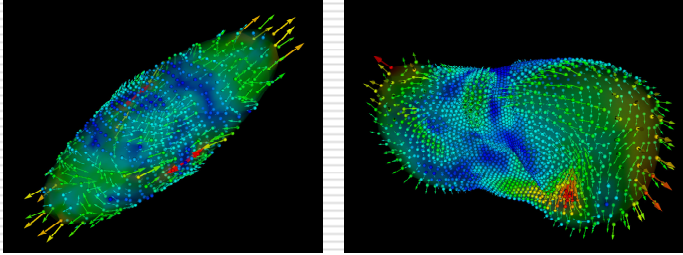
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Examples for MDL gradient fields



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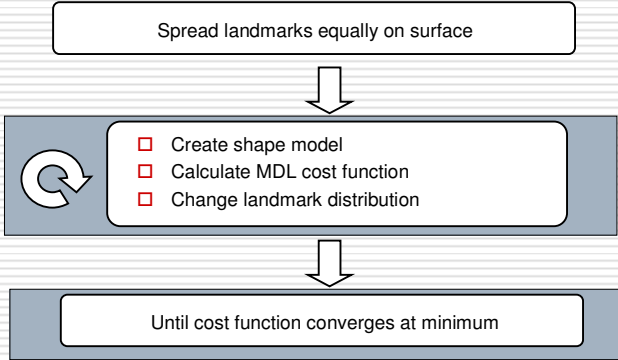
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Correspondence by optimization




```

graph TD
    A[Spread landmarks equally on surface] --> B[Create shape model  
Calculate MDL cost function  
Change landmark distribution]
    B --> C[Until cost function converges at minimum]
    B --> B
  
```

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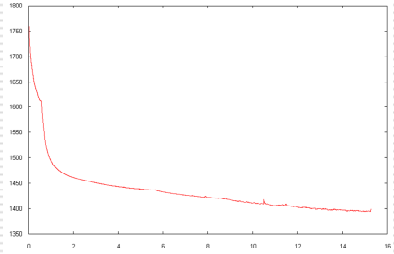
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The optimization process


- ☐ Align all shapes at the beginning (optimize rotation)
- ☐ Use fixed step size
- ☐ Reduce kernel size in the course of optimization
- ☐ Terminate when cost function does not decrease anymore



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Shape modeling

- Statistical analysis of a set of training shapes yields mean shape and several axes of variance
- „Shape learning“
- All statistics need common reference frame

mean 1st mode 2nd mode

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Alignment of training shapes

- Using Moments
 - Match centers of gravity
 - Match principal axis of variance
- Using SPHARM
 - Match centers of gravity
 - Match first order ellipsoid
- Procrustes transform
 - Minimizes Sum-of-squares error between two point sets
 - Returns optimal rigid or similarity transform
 - Generalized version aligns an arbitrary number of shapes to unknown mean

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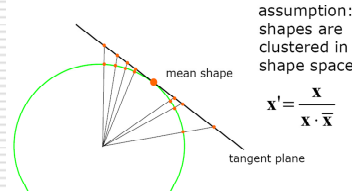
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Scaling during alignment

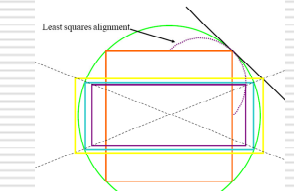
- ☐ If shapes are translated to origin and normalized to unit size, they lie on a unit hypersphere
- ☐ Statistics should be computed on the surface of the sphere, non-Euclidean metric
- ☐ Approximate by ordinary statistics in tangent space



assumption:
shapes are clustered in shape space

$$\mathbf{x}' = \frac{\mathbf{x}}{\mathbf{x} \cdot \mathbf{X}}$$

tangent plane




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Capturing variances


1. Store each training sample as a (n*d)-dimensional vector
2. Build a landmark configuration matrix **L** from columns of all training samples
3. Calculate the mean landmark positions and build matrix **M** with all columns set to the mean
4. Calculate the covariance matrix:
 $\Sigma = 1/(n-1) (\mathbf{L}-\mathbf{M}) (\mathbf{L}-\mathbf{M})^T$
5. Perform a principal component analysis (PCA) on the covariance matrix Σ

X_1
X_2
...
X_N
Y_1
...
Y_N
Z_1
...
Z_N

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The statistical shape model

- ☐ PCA aligns a dataset along the axes of maximum variance
- ☐ Result from PCA:
($n_s - 1$) modes of variation with a displacement vector and a variance each (eigenvector and eigenvalue)
- ☐ Each training sample can be described by a linear combination of the mean and the displacement vectors:

$$\mathbf{x}_i = \bar{\mathbf{x}} + \sum_{m=1}^{n_s-1} y_i^m \mathbf{p}^m$$


- ☐ Modes with low standard deviation can be neglected to reduce the number of parameters



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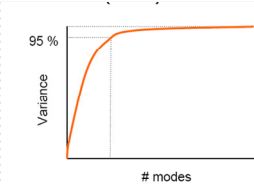
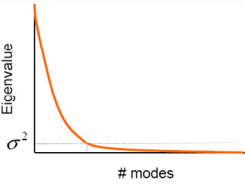
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How to chose the number of parameters?

- ☐ Chose threshold on variance to be explained by the model (e.g. 95%), rest is assumed to be noise
- ☐ Chose noise level (e.g. 1%) and consider all modes smaller than this level as noise
- ☐ Cross-validation, maximize $\log(P(\text{test shapes} | \text{model}))$





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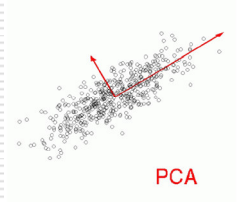
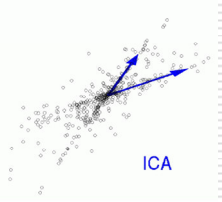
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Alternative decompositions: ICA

- ☐ Independent Component Analysis for blind source separation (Cocktail party problem)
- ☐ Shape instance is a mixture of deformation components
- ☐ PCA finds uncorrelated directions (2nd order statistics), ICA independent directions (higher order)


PCA ICA

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Evaluation of shape models

- ☐ Anatomically sensible correspondences
 - ☐ Not objective
 - ☐ Not necessarily the best model
- ☐ Compactness
 - ☐ „Low variances = good model“ is only an assumption, not proven
- ☐ Generalization ability
 - ☐ How well can the model represent new shapes?
- ☐ Specificity
 - ☐ Does the model only produce valid shapes?

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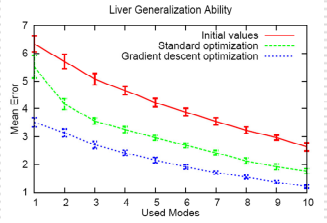
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Generalization ability

- ☐ Leave-one-out cross validation:
 - ☐ Build model from (n-1) examples
 - ☐ Approximate missing sample and calculate average landmark distance
 - ☐ Average results and determine standard error
- ☐ Repeat for different number of modes used for approximation

Liver Generalization Ability



Used Modes	Initial values (Mean Error)	Standard optimization (Mean Error)	Gradient descent optimization (Mean Error)
1	6.5	5.5	4.5
2	5.5	4.5	3.5
3	4.8	3.8	2.8
4	4.2	3.2	2.2
5	3.8	2.8	1.8
6	3.5	2.5	1.5
7	3.2	2.2	1.2
8	2.8	1.8	1.0
9	2.5	1.5	0.8
10	2.2	1.2	0.5

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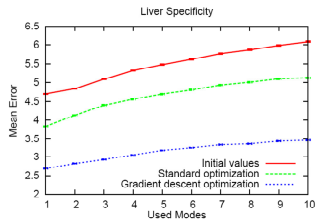
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Specificity

- Analyze model variations:
 - Generate high number (10,000) of random shapes
 - For every instance, search for „closest shape“ in training set (minimum average landmark distance)
 - Average results and determine standard error
- Repeat for different number of modes



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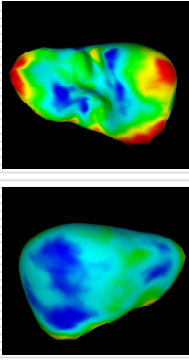
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The Landmark Distribution Problem

For an objective comparison of different models:

- Variances underly strong local fluctuations
- Average distance to center changes with varying landmark distribution




Similar landmark distribution!

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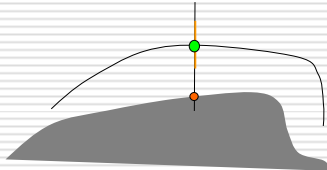
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Why do we need appearance models?


- ☐ Local appearance around landmarks needed to fit the model to new images
- ☐ Should describe the boundary



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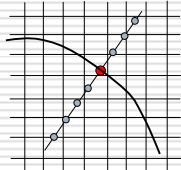
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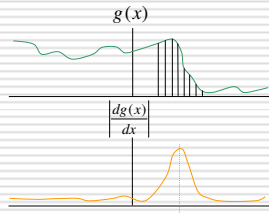
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Boundary description by strongest edge

- ☐ Sample a line perpendicular to model contour/surface (profile)
- ☐ Search for highest gradient magnitude
- ☐ Applied and proven in deformable models
- ☐ Easy to implement






$$\frac{dg(x)}{dx} = 0.5(g(x+1) - g(x-1))$$

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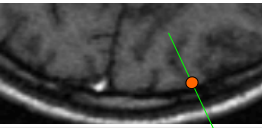
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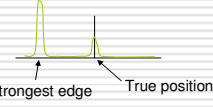
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The best solution?

- ☐ Sometimes true boundary position not on strongest edge...





Strongest edge True position


- ☐ Use information from training data!
- ☐ Build statistical model of profiles:
 - ☒ Separate profile model for each landmark
 - ☒ Immediate gray values or their derivatives, possibly normalized
 - ☒ Sample profiles across boundary in all training images

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A statistical model of gray value profiles

- ☐ Analogous to shape model:

$$\mathbf{g}_i = (g_1, g_2, \dots, g_k)^T$$

$$\bar{\mathbf{g}} = \frac{1}{N} \sum \mathbf{g}_i$$

$$\Sigma = \frac{1}{N-1} \sum (\mathbf{g}_i - \bar{\mathbf{g}})(\mathbf{g}_i - \bar{\mathbf{g}})^T$$


$$p(\mathbf{g}_s) \propto \exp[-\frac{1}{2}(\mathbf{g}_s - \bar{\mathbf{g}})^T \Sigma^{-1}(\mathbf{g}_s - \bar{\mathbf{g}})]$$
- ☐ Optimal position minimizes the Mahalanobis distance between the sampled profile \mathbf{g}_s and the mean profile $\bar{\mathbf{g}}$

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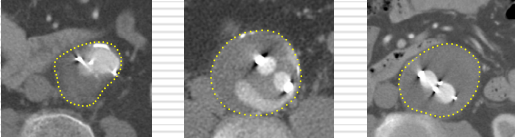
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Problems with Gaussian appearance models

- ☐ Does not work well for low contrast objects with varying background (e.g. segmentation of abdominal aortic aneurysm)




- ☐ Include negative examples („wrong positions“)
- ☐ Estimate density non-parametrically

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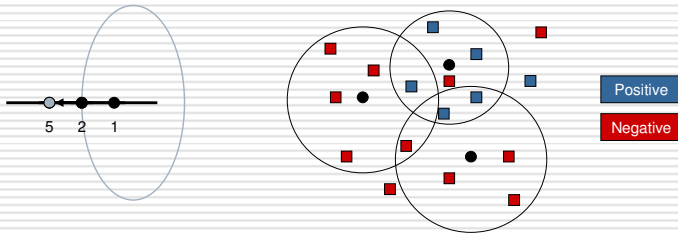
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A kNN-classifier for boundary description

- ☐ Find k Nearest Neighbours to sampled profile
- ☐ Best position is the one with highest number of positive examples among neighbours



Positive

Negative

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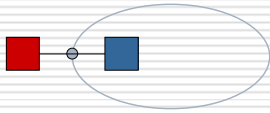
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Region-based boundary detection

- Instead of explicit boundary modelling, learn to distinguish inside from outside object
- For each landmark in training data, sample appropriate regions of interest



- Huge variety of potential features from classical pattern recognition (especially texture analysis)
- Use optimal feature selection for each landmark to acquire n best features

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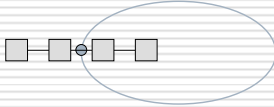
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Finding the best fit with region-based classifiers

- Sample k regions of interest along the normal of each landmark




- Use favourite classifier to calculate probabilities g_i that ROI belongs to object
- Minimize cost function:

$$f(\mathbf{g}) = \sum_{i=-k}^{-1} g_i + \sum_{i=0}^{+k} (1 - g_i)$$


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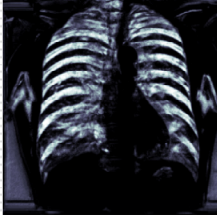
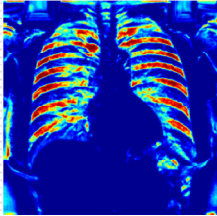
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Using pixel classification

- ☐ Pre-calculate probability information for every pixel/voxel
- ☐ Use these values during model-search
- ☐ Can improve performance for complex search algorithms





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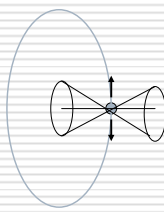
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Evaluation of appearance models

- ☐ Independent from search algorithm
- ☐ Test models on training data
- ☐ Which displacement from the boundary gives the best fit?
⇒ Ideally zero.
- ☐ For better significance:
 - Randomize position on surface
 - Randomize normal vector



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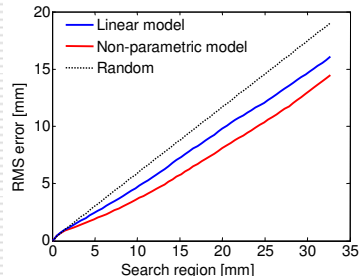
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Sum of squares error analysis

- ☐ Calculate RMS error for varying search regions




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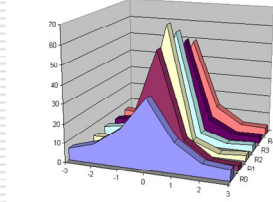
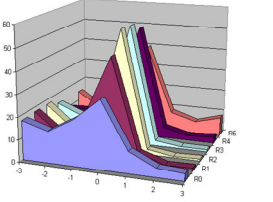
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Histogram analysis


- ☐ Use fixed search region and display distribution of displacements
- ☐ Allows detection of skew problems

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Active Shape Model search

- ☐ Iterative approach with local landmark search
- ☐ Initialize model and repeat:
 - Find optimal displacements for each landmark independently
 - Retain shape and find best matching pose **T**
 - Fix **T** and find best matching shape parameters
 - Update landmarks

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Optimizing shape parameters

- ☐ Simple matrix multiplication: $\mathbf{b} = \mathbf{P}^T (T^{-1}(\mathbf{X}) - \bar{\mathbf{x}})$
- ☐ Variations should be limited!
- ☐ Hard constraints
 - Restrict each mode independently: $|b_i| \leq 3\sqrt{\lambda_i}$
 - Restrict variation of complete shape: $\left(\sum_{i=1}^t \frac{b_i^2}{\lambda_i} \right) \leq M_t$
- ☐ Soft constraints
 - Penalize large $|b_i|$

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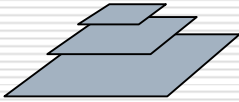
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Extension: multi-resolution search

- ☐ Train models at each level of pyramid
 - ☒ Gaussian pyramid with step size 2
 - ☒ Use same points but different local models
- ☐ Start search at coarse resolution
 - ☒ Refine at finer resolution
- ☐ Robust behaviour even for large initial deviations




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Extension: landmark weighting

- ☐ Weight landmarks in pose and shape optimization
- ☐ Different weighting schemes:
 - ☒ Size of displacement
 - ☒ Goodness of fit for the appearance model
 - ☒ Reliability of the appearance model
- ☐ More robust against outliers

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Active Shape Models

☐ Pros:

- ☐ Fast
- ☐ Works well on images with consistent shape and appearance
- ☐ Extension to higher dimensions straightforward

☐ Cons:


- ☐ Requires good initialization
- ☐ Sparse use of image information
- ☐ Linear model
- ☐ PDM allows for self-intersections and other illegal shapes

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Deformable models

- ☐ In 2D also named „snakes“ or „live-wire“
- ☐ Find globally optimal solution by balancing two energies:
 - ☐ Internal energy: Shape constraints (stretching, bending)
 - ☐ External energy: Image forces (gradient, gray-value)
- ☐ Non-iterative solution using dynamic programming for 2D
- ☐ ...but not for 3D

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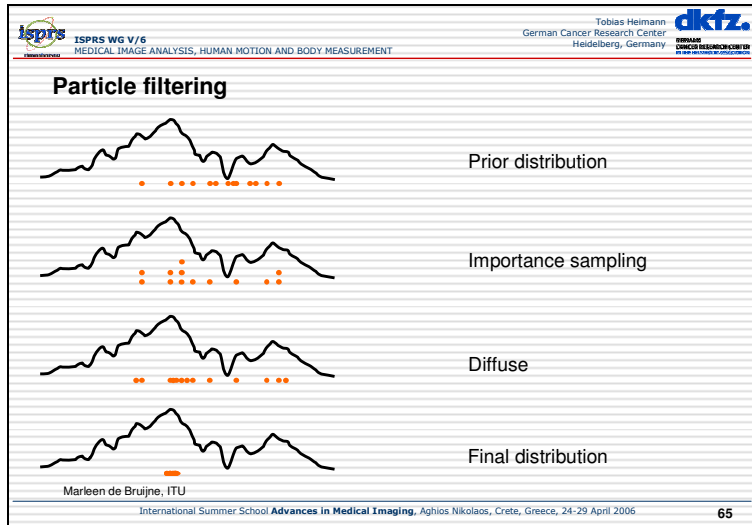
Combination with 3D shape model

- ☐ Use external energies from appearance model
 - ☐ Weight with distance to current position
 - ☐ Attract to plane, not to point (allow landmark to slide)
- ☐ Internal energy:
 - ☐ Sum of squared differences between edge lengths in deformable model and shape model
- ☐ Optimize pose with point registration method
- ☐ Optimize point positions + shape parameters using conjugate gradient or similar

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Shape particle filtering


- ☐ All particles describe the same object
- ☐ Sample from shape prior
- ☐ Weight with image likelihood term
- ☐ Weighted samples represent the full posterior distribution
- ☐ Iterative weighted resampling + diffusion leads to maximum likelihood solution

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