

Localization of 3D Anatomical Structures Using Random Forests and Discrete Optimization

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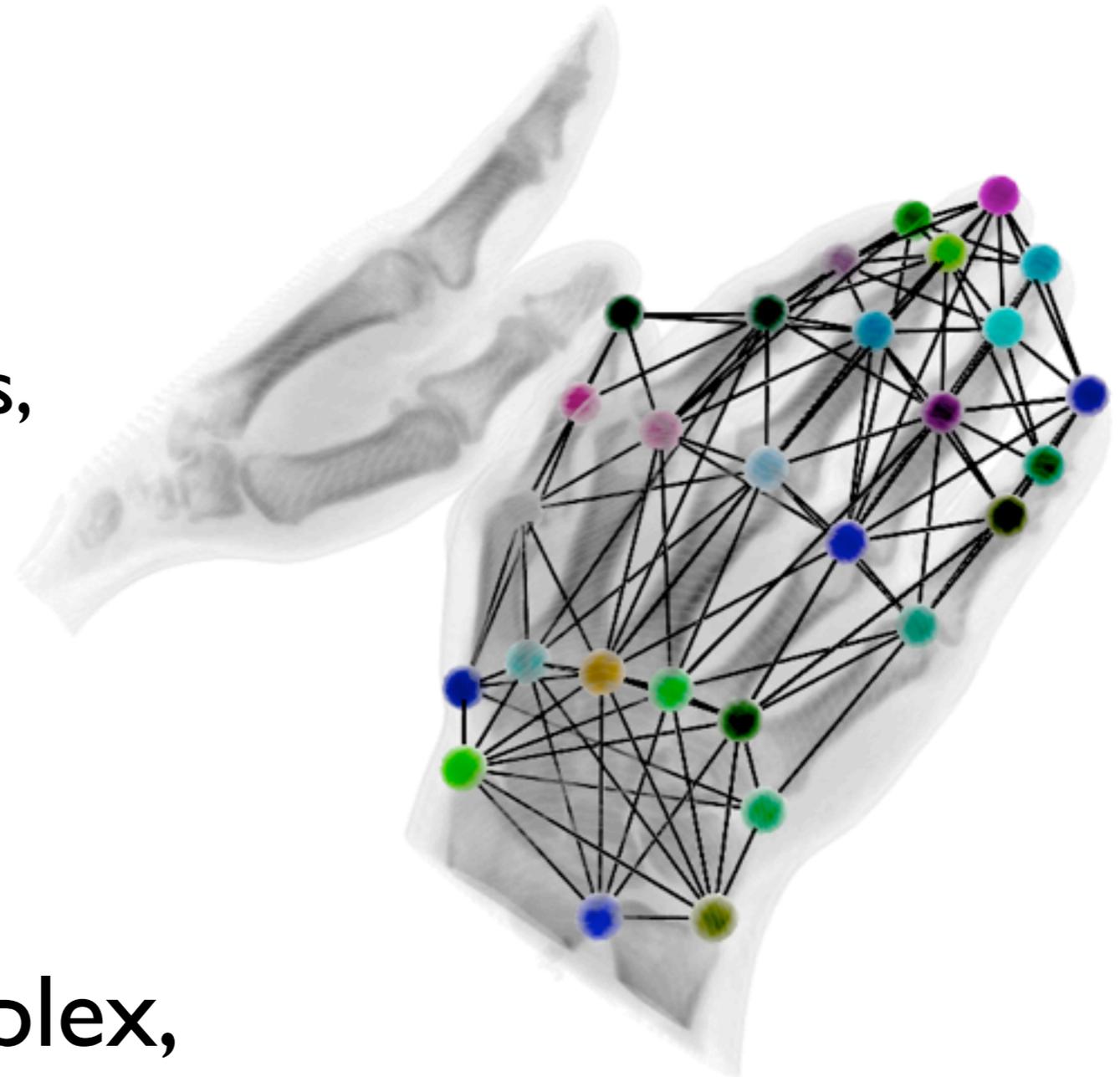
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- Most segmentation approaches require spatial initialization
 - ASM, AAM, GraphCuts, LevelSets
- Often application specific
- Localization of complex, self-similar structures

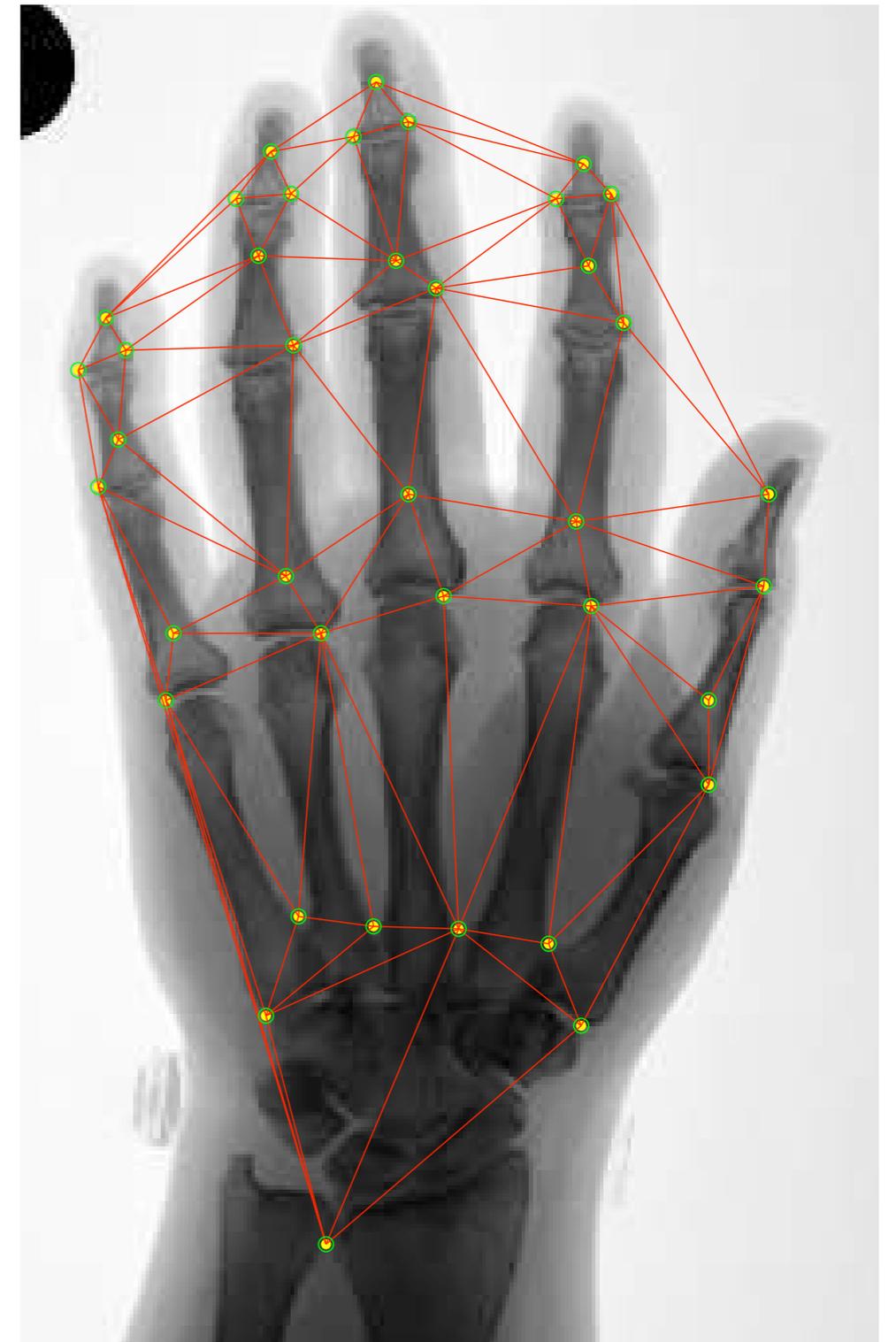


Localization Approaches

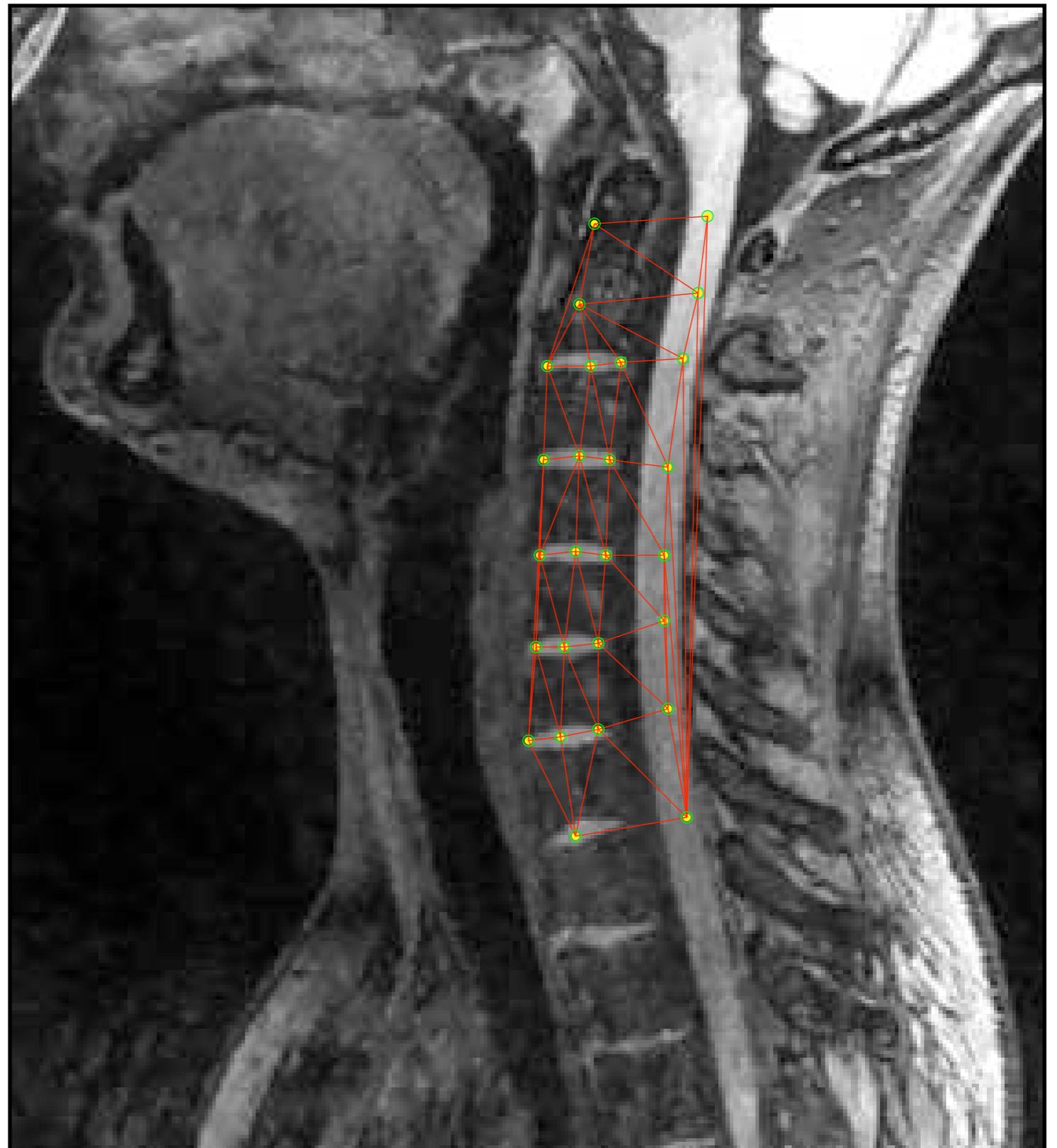
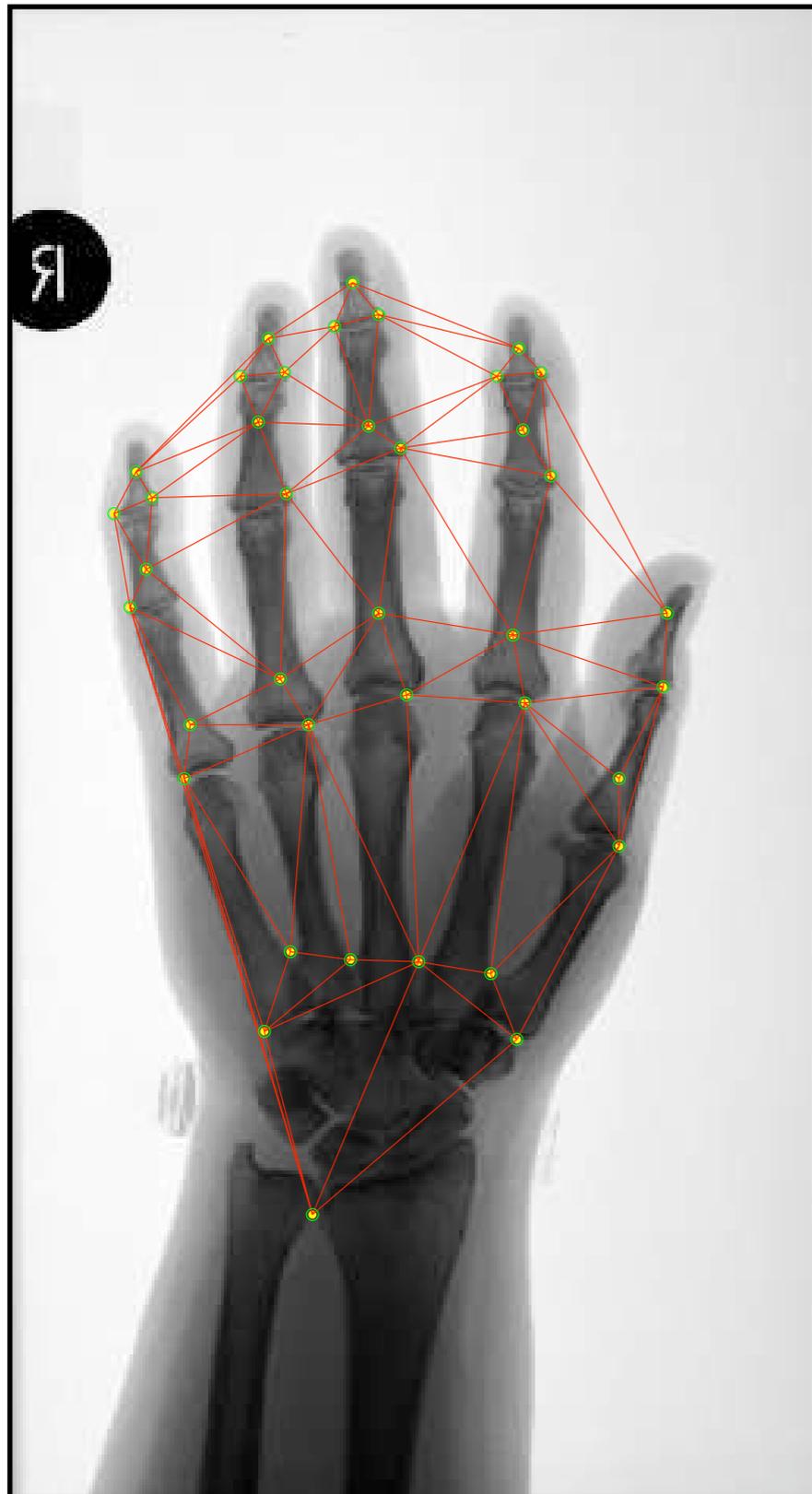
- **Sparse MRF Appearance Models** [Donner 2007,2010]
- **Marginal Space Learning** [Zheng 2009]
- **Hierarchical Parsing** [Seifert 2009]
- **Random Forests** [Criminisi 2009, Lempitsky 2009]
- **A*-based optimization** [Bergtholdt 2010]

Sparse MRF Appearance Models

- Based on interest points
 - E.g. GVFpoints, Harris Corners
- Sparse Appearance Model
 - Elastic geometric model
 - Local descriptors around landmarks / edges
- Matching task formulated as MRF



Successful Matching



Problems in 3D

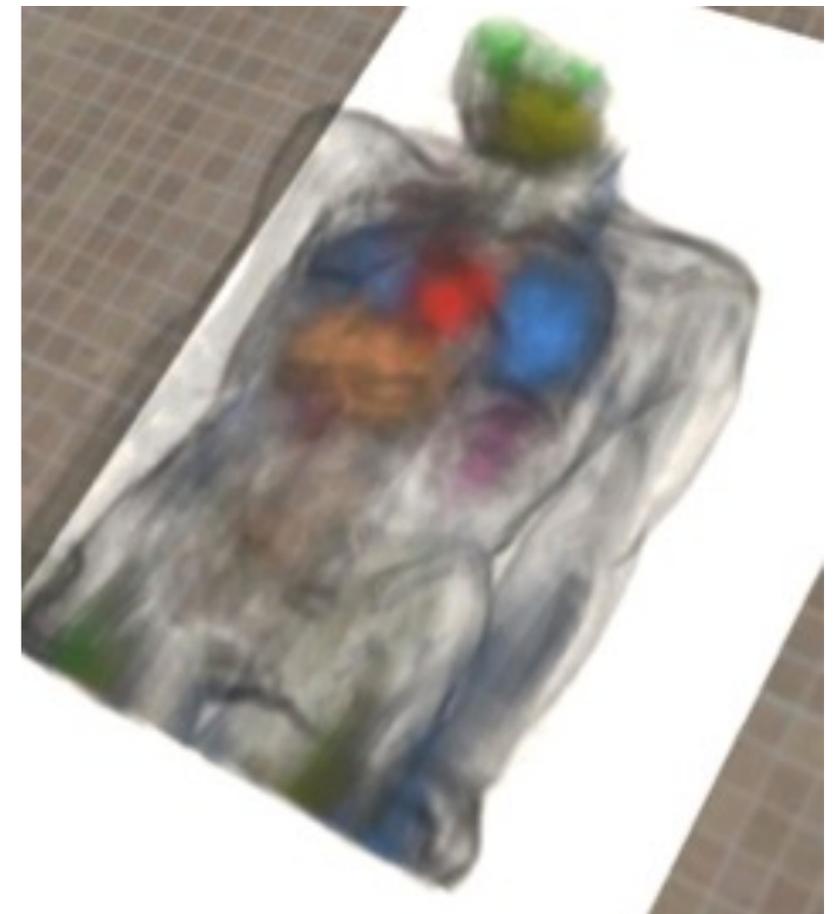
- Too many interest points
 - Corners or Symmetry too ambiguous
 - Multiple types of interest points?
- Local descriptors
 - How to choose?
 - *Which distance metric?*
- Size of MRF becomes intractable

Random Forest based Localization

- Decision Forests with Long-Range Spatial Context for Organ Localization in CT Volumes

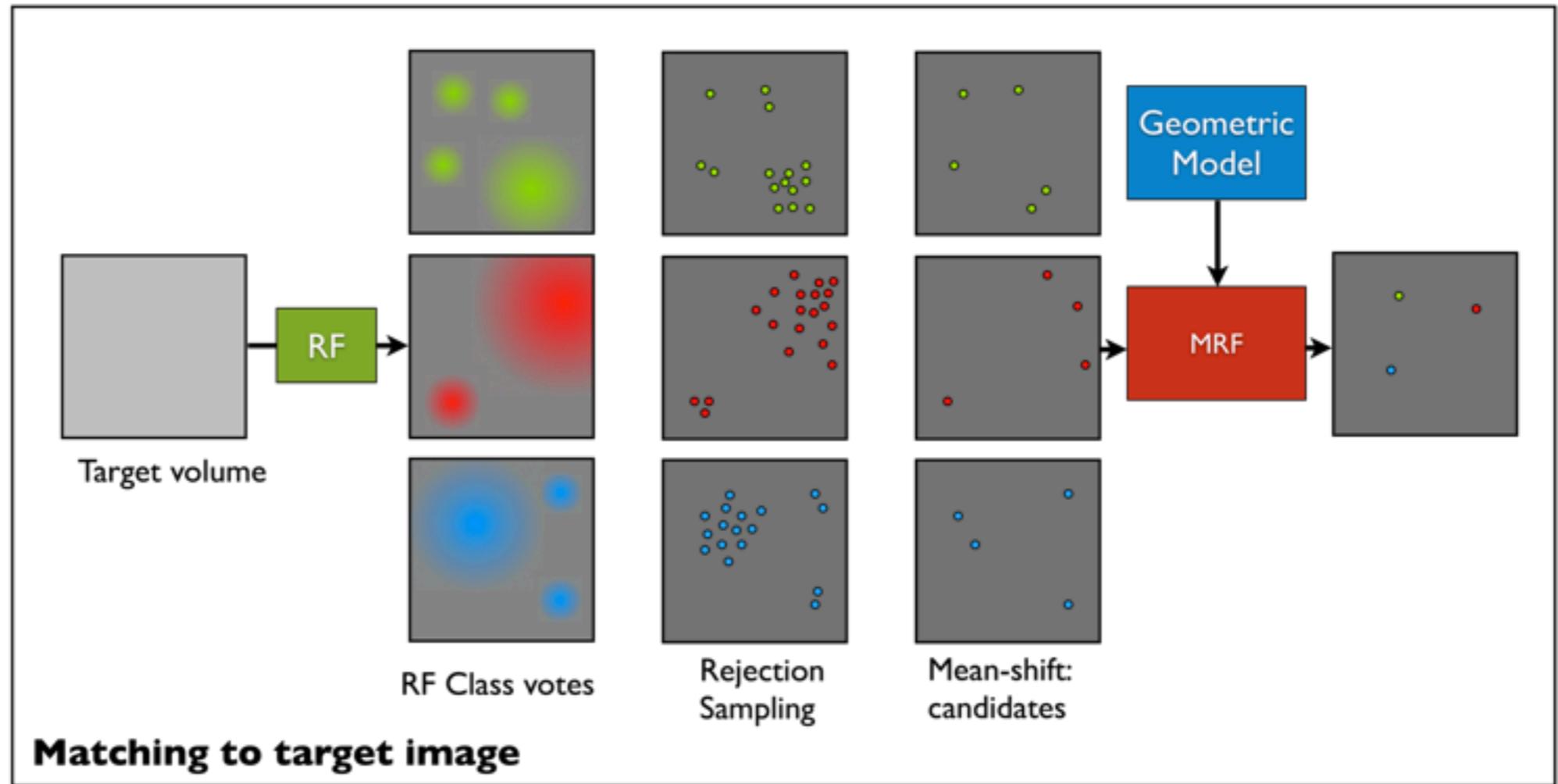
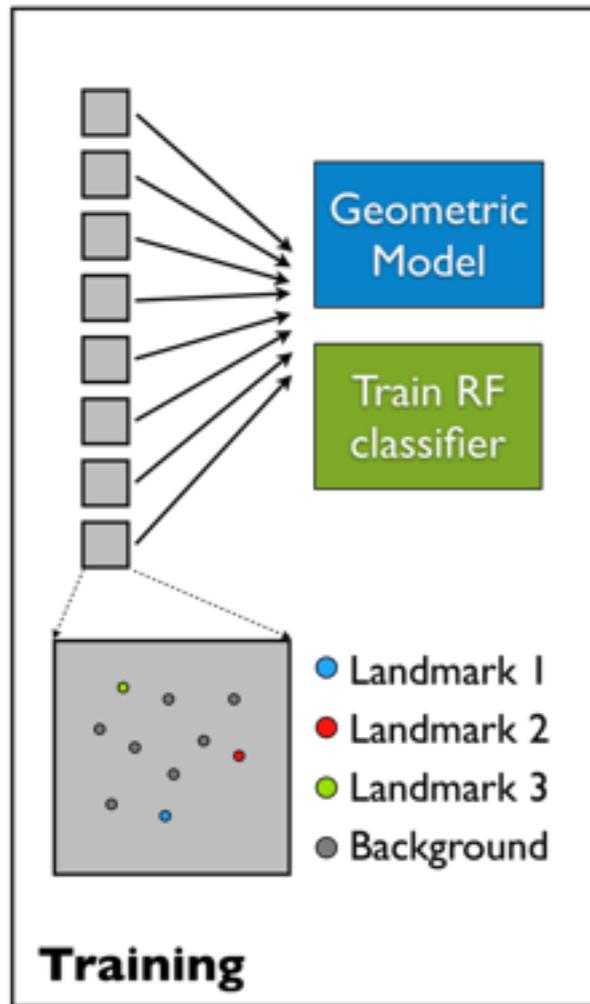
[Criminisi 2009]

- Haar-like features with random perturbation
- Annotation through bounding box
- Fast GPU implementation
- Focused on entire organs



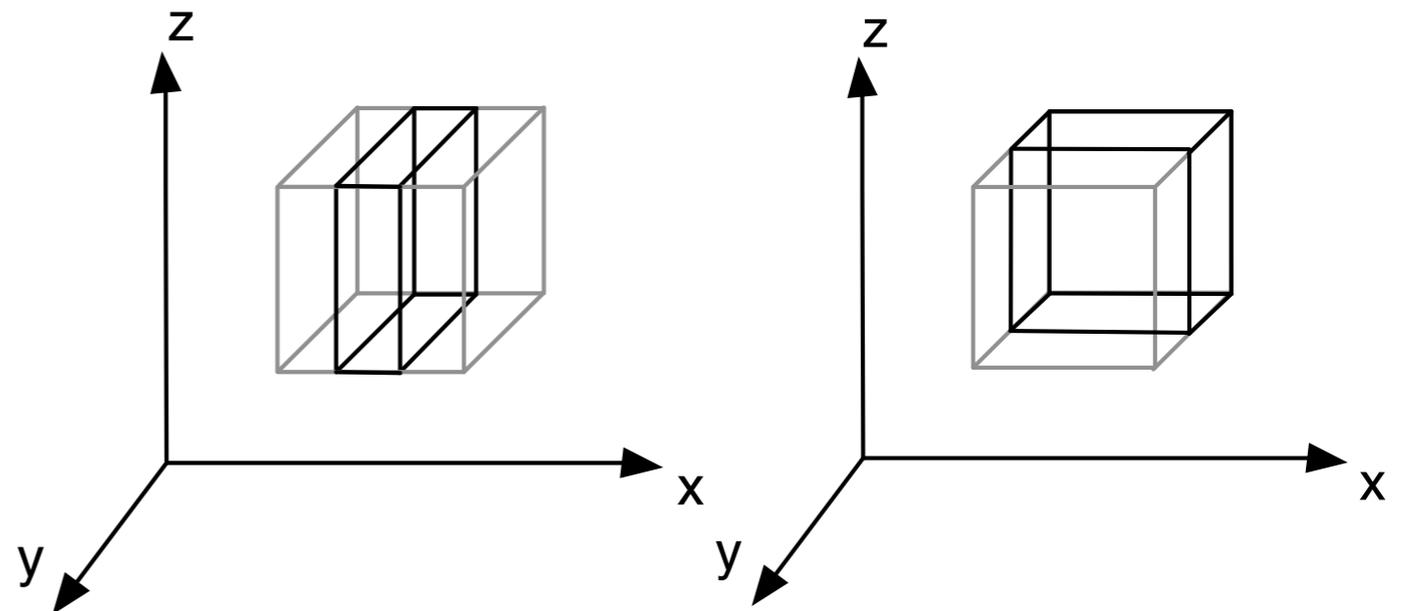
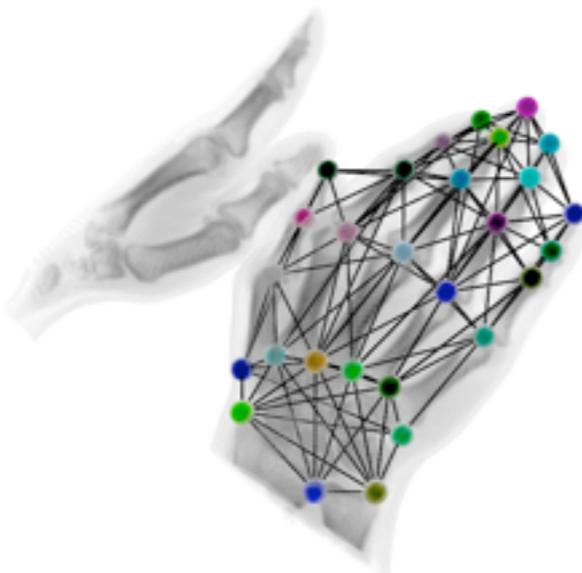
- Finding candidate points through classification
 - Haar-like features
 - Random forest classification
 - Meanshift on sampled classification probabilities:
cluster centers as candidate points
- Probability estimation for MRF nodes/edges
 - Local support of candidate point
 - Edge probabilities from Gaussian distributions
 - Simplified MRF graph through sparsity of label/edge probabilities

Flow Chart



Learning Candidate Point Detectors

- Landmarks selected in each training sample
- Features computed for all voxels within a 3 voxel radius
- Haar-like features, using integral volumes
- 7 Features (average, 3 edge, 3 ridge) on 3 scales (8, 16, 32 vx)

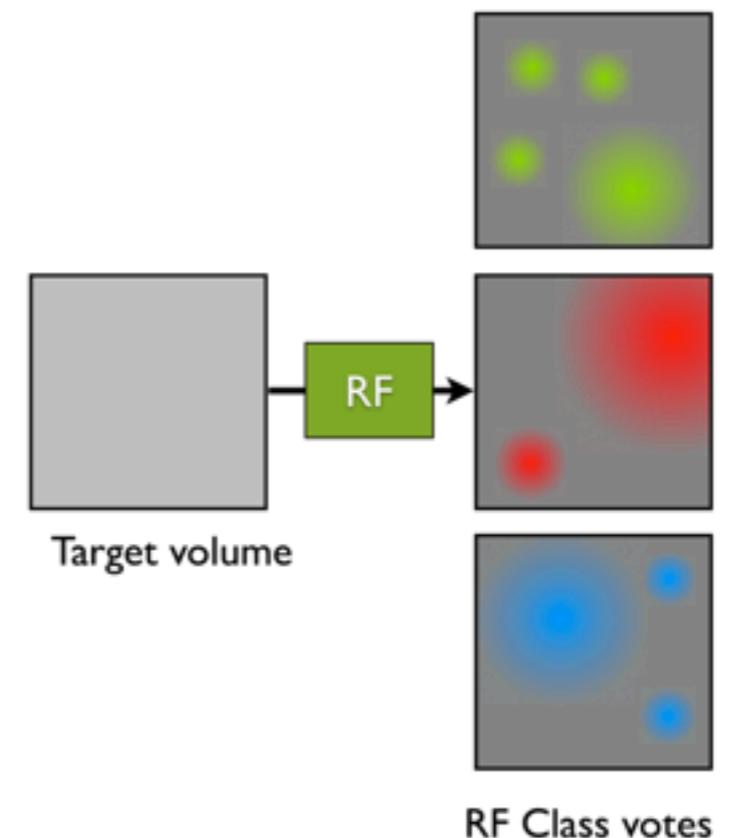


Random Forest Training

- One class per landmark
- + 1 background class, randomly sampled

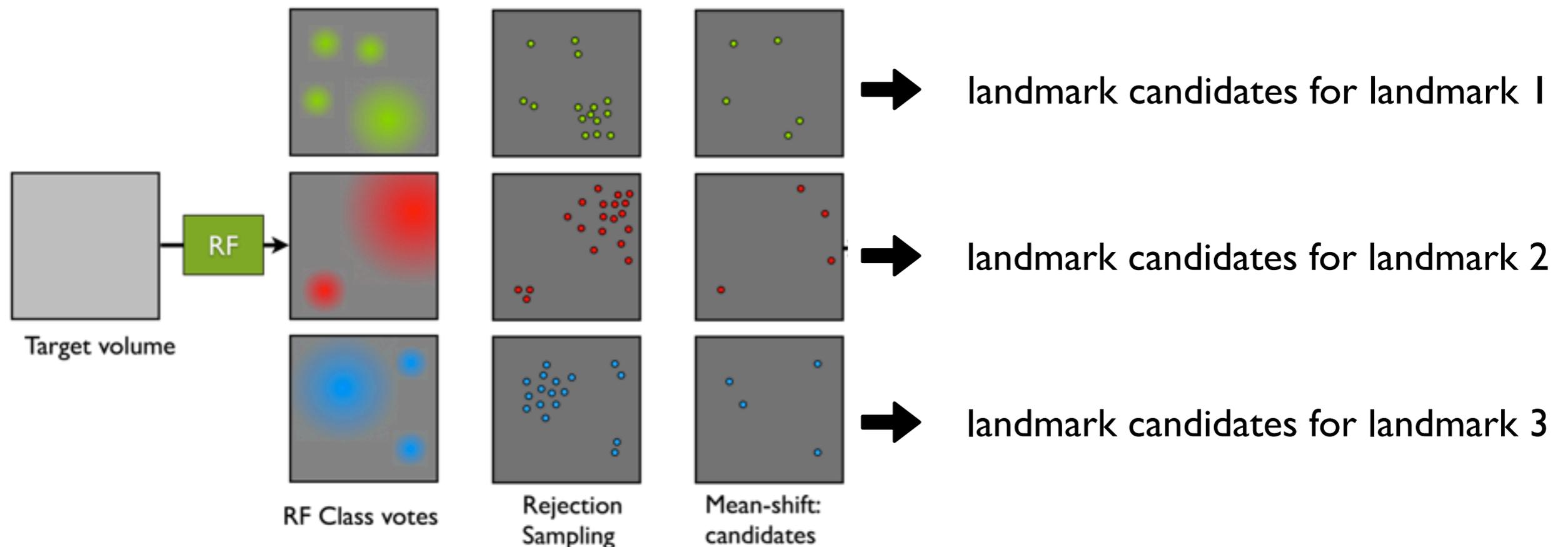
Random Forest Classification

- Vote count for each class = probability estimate for that landmark



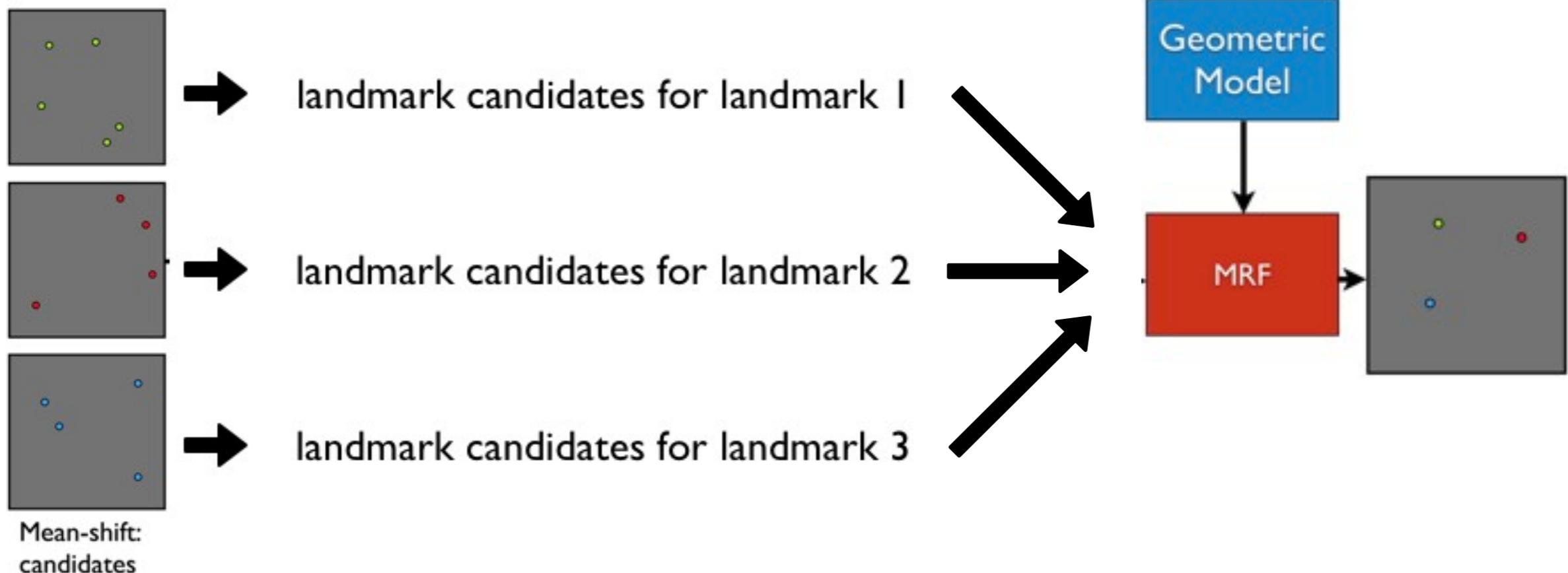
Sampling & Mean Shift

- Rejection sampling from normalized vote counts
- Sum of votes per cluster = local support of the candidate



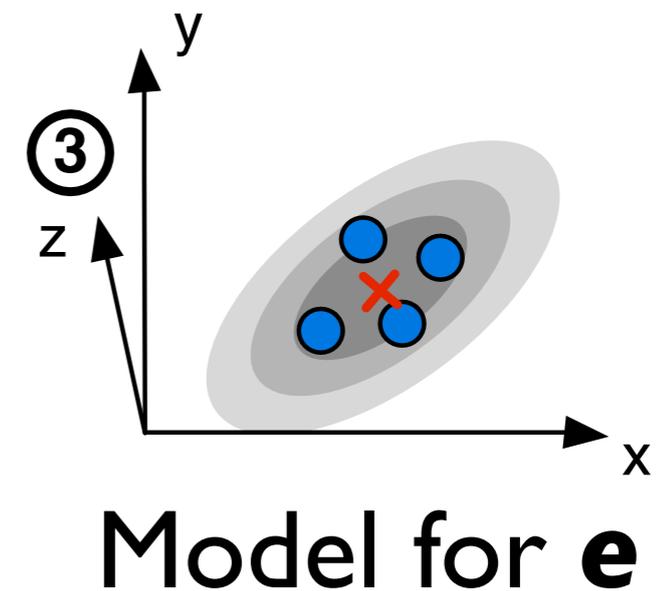
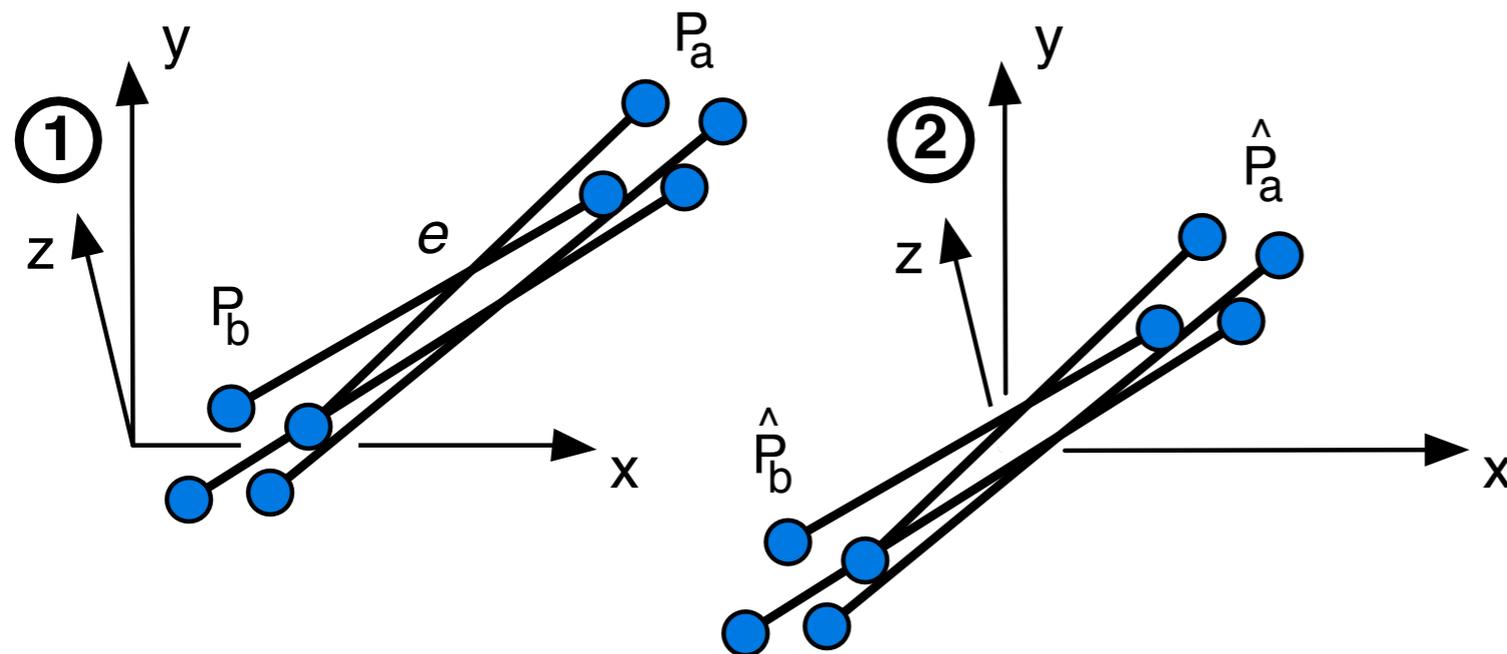
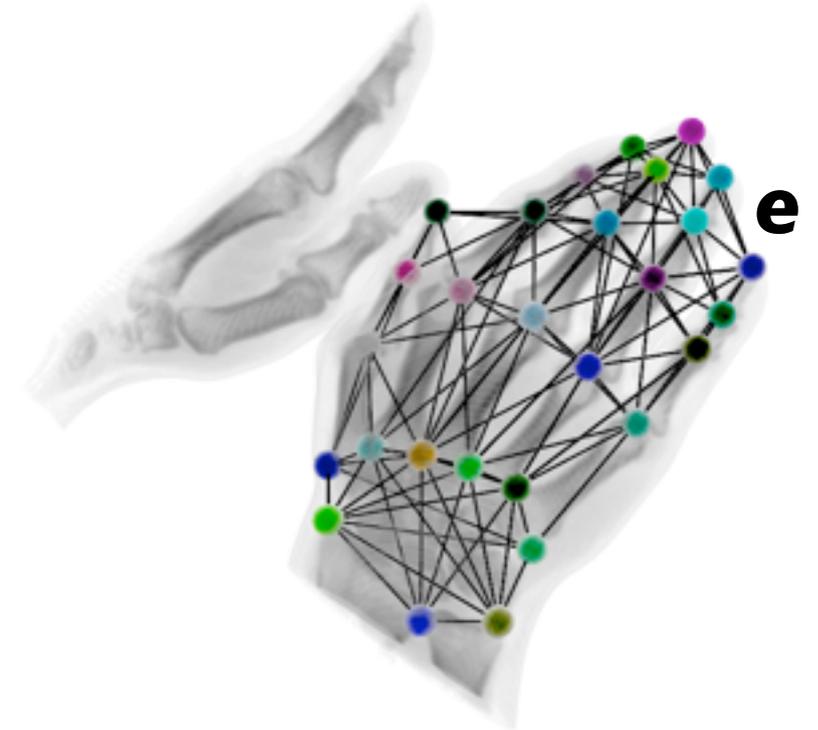
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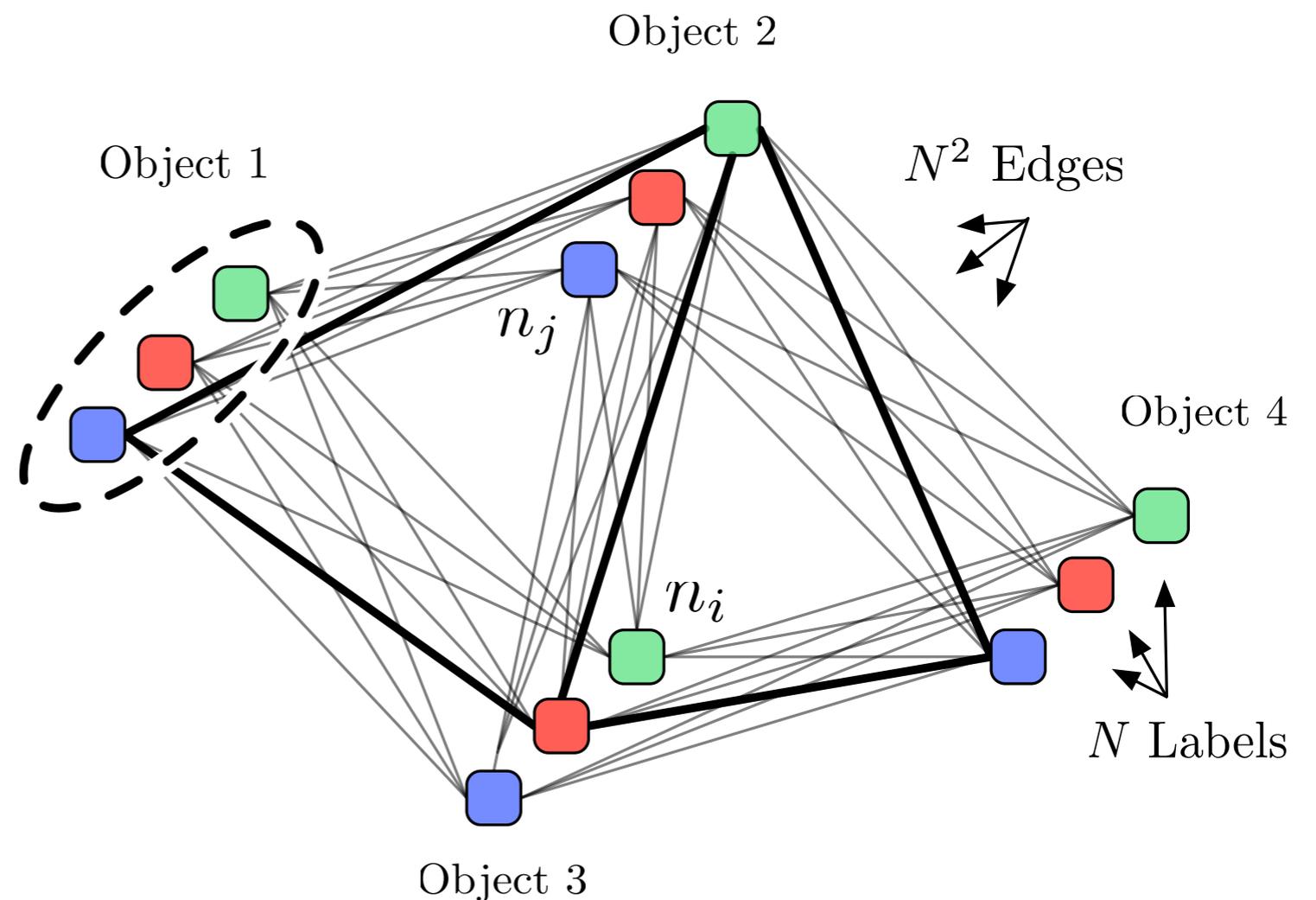
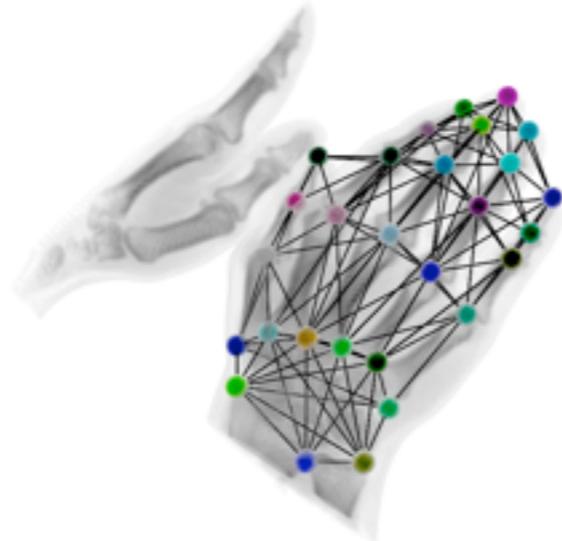
Geometric Model

- Specified topology, following anatomical connectivity
- Estimate Gaussian distribution of length and orientation for each edge



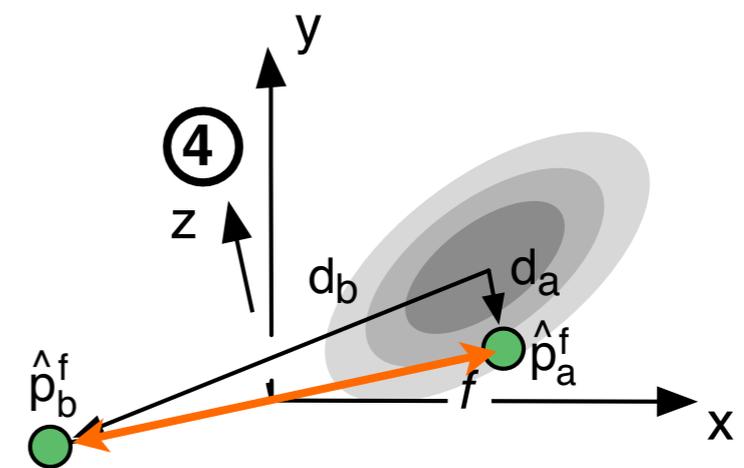
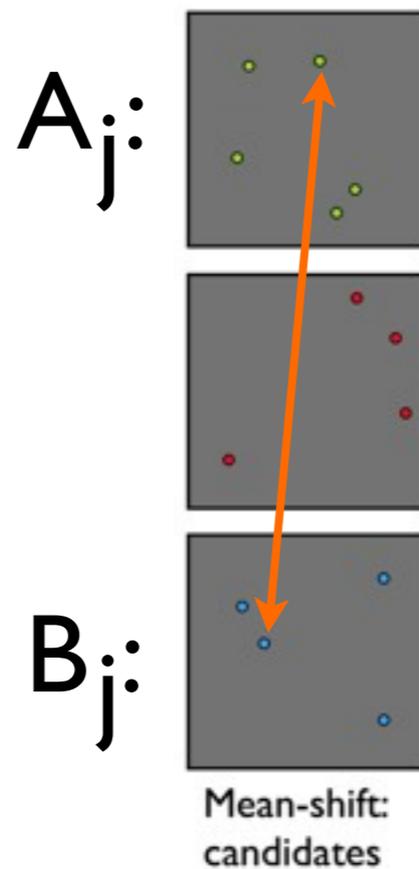
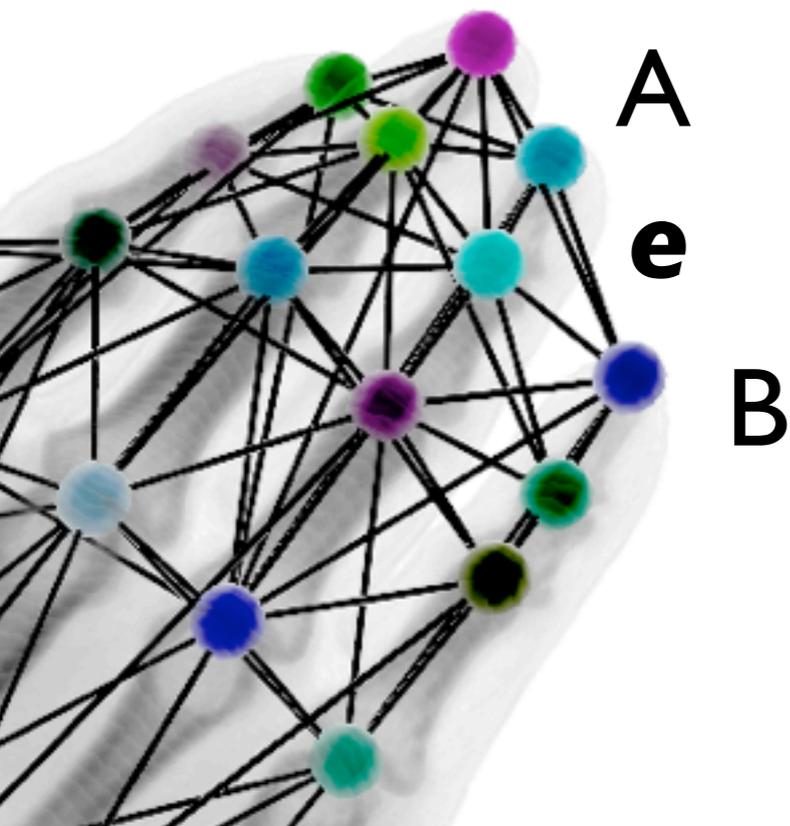
Construct Markov Random Field

- Same topology as geometric model
- 28 Nodes, with $N \sim 28 * 50$ labels representing the landmark candidates
- Labels: local support
- Edges: edge similarity

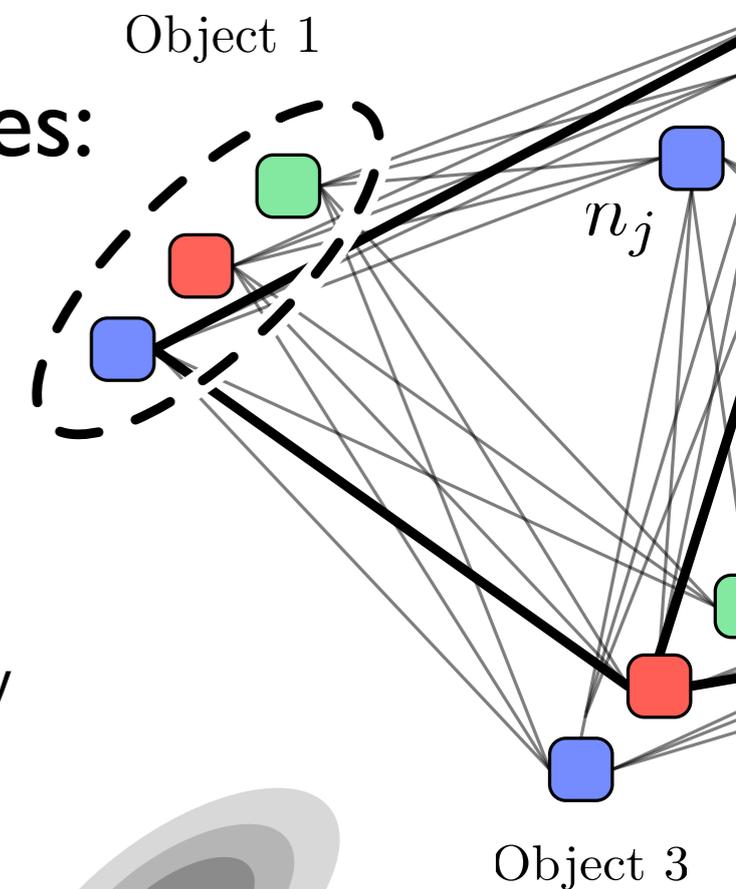


Edge similarities

- For each model edge e between model landmarks A and B :
 - For all pairs (A_j, B_j) of landmark candidates:
 - Similarity = $\max(p_a, p_b)$ of the non-normalized Gaussian model for e

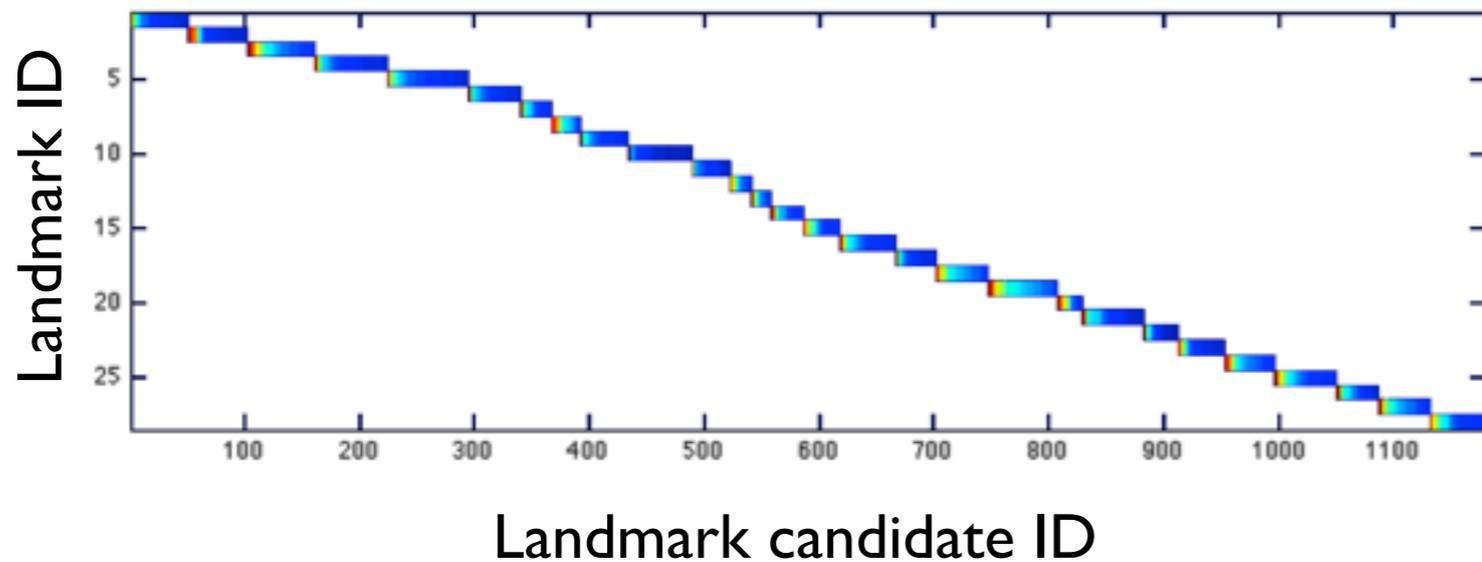


Model for e



Sparse MRF structure

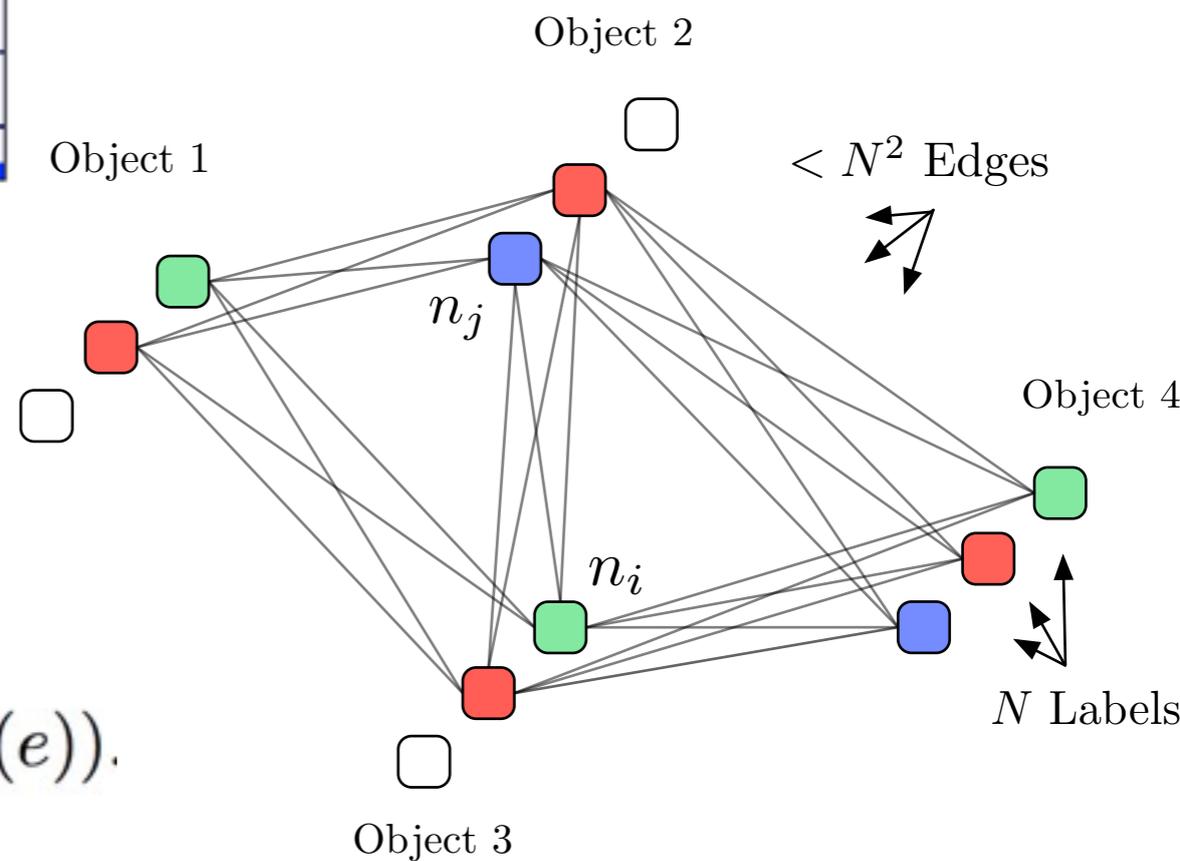
- Sparse point confidences



- Sparse edge structure:

$$Conf(\mathcal{S}) = \sum_{l=1 \dots L} \mathcal{L}(l, \mathcal{S}(l)) + \sum_{e=1 \dots E} \mathcal{E}(e, \mathcal{S}(e)).$$

$$\mathcal{S}^* = \operatorname{argmax}_{\mathcal{S}} Conf(\mathcal{S})$$

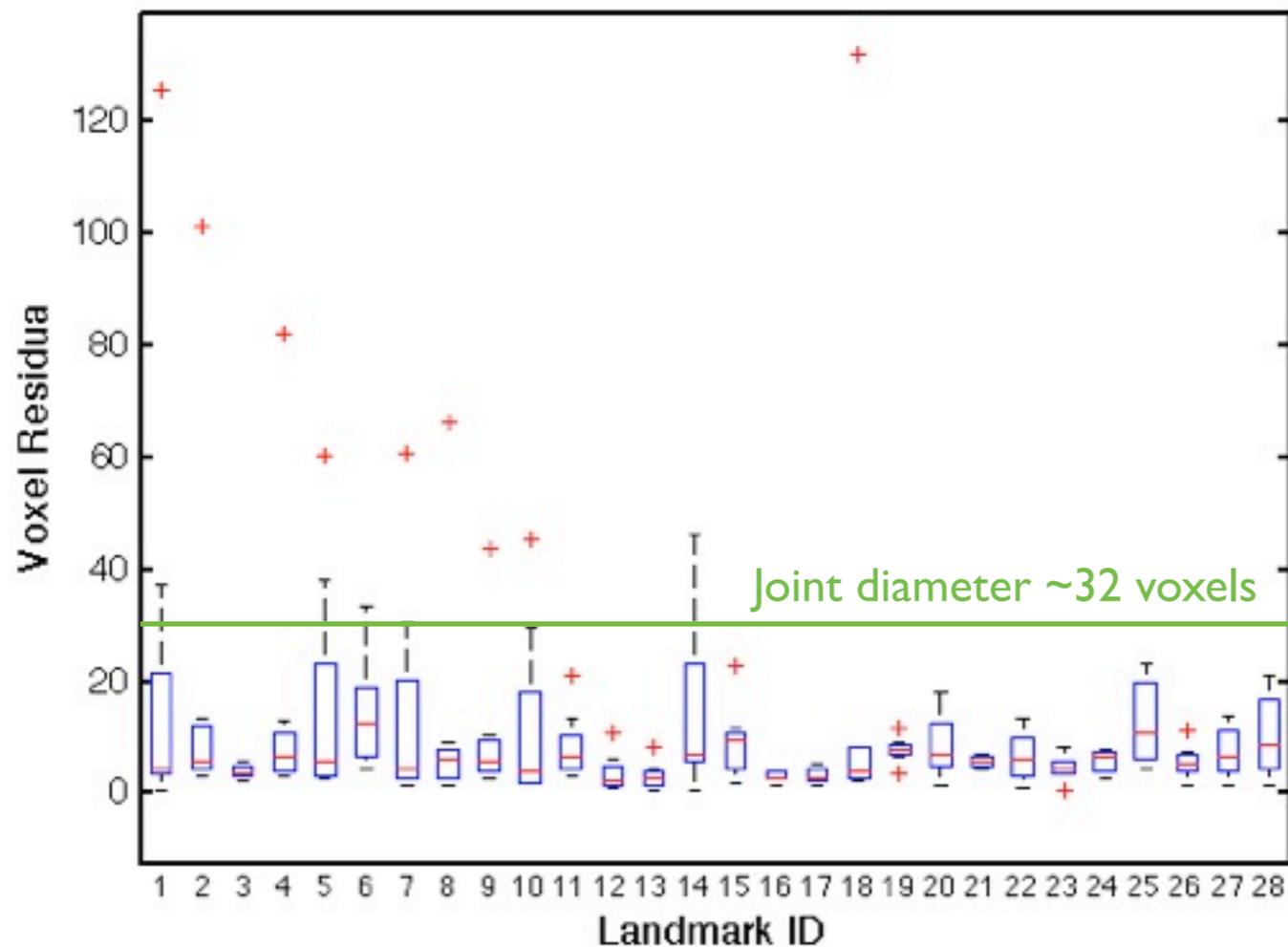


Experiments

- 8 high-resolution hand CTs
- $256 \times 384 \times 330$ voxels
- 28 landmarks selected in each training image
- 33500 training samples for the RF
- Leave-one-out cross validation

Results

- mean/median/std: 10.13 / 5.59 / 16.99 voxels



Distances of resulting localization to ground truth.

Sphere Radius = Median Error

Conclusion

- Simple method for localization of complex, self-similar anatomical structures
- Learned candidate detectors allow to cope with 3D data

Outlook

- Evaluation on other datasets (thorax MRI, whole body CT)
- Learning the graph topology - learn landmarks
- Evaluation of MRF solvers

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