

Medical Image Processing: Some Tools

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M2 MIA / GICAO (P+R)

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Overview

- 1 Pixel to Pixel Transformations
- 2 Segmentation
- 3 Discrete Topology
- 4 Morphological Operators

Pixel to Pixel Transformations

Negative of an image

- Transformation T on an image such that each pixel is modified independently of its neighbors.
- Also called LUT (*Look Up Table*)

$$\forall p_{i,j} \in I \quad p'_{i,j} = T(p_{i,j})$$

Negative of an image

For grey levels between V_{min} and V_{max}

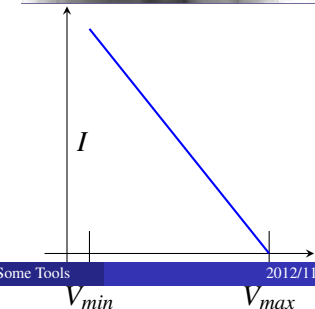
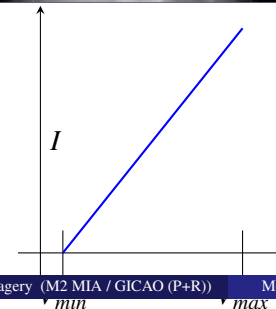
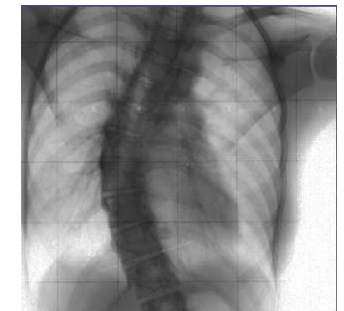
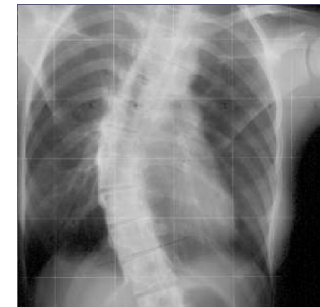
$$p'_{i,j} = T(p_{i,j}) = V_{max} - pV_{min}$$

The transformation is linear so that:

$$T(V_{min}) = V_{max} \text{ et } T(V_{max}) = V_{min}.$$

Pixel to Pixel Transformations

Negative of an image



Contrast Enhancement

- Transformation T on an image such that each pixel is modified independently of its neighbors.
- Also called LUT (*Look Up Table*)

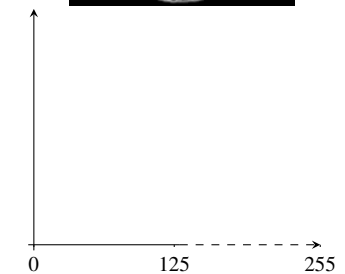
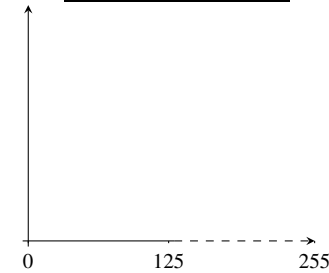
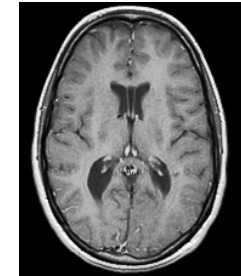
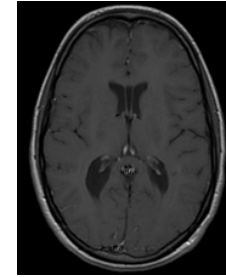
$$\forall p_{i,j} \in I p'_{i,j} = T(p_{i,j})$$

Contrast Enhancement

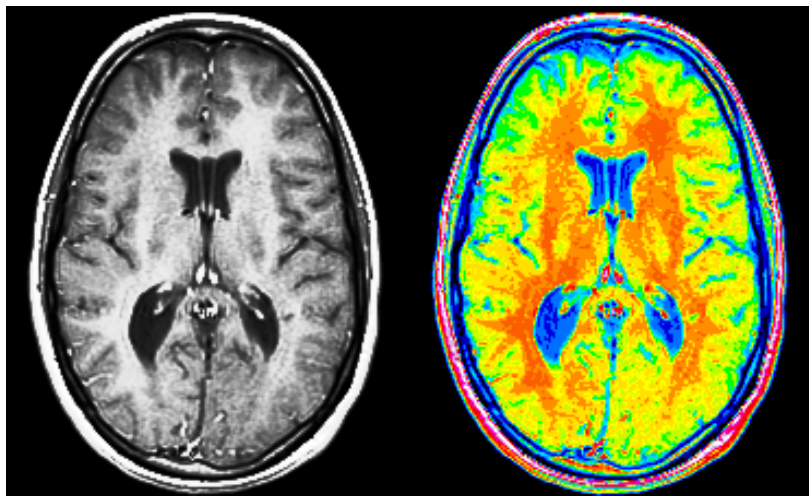
- Range of grey level values between V_{min} and V_{max}
- Effective dynamic range between I_{min} and I_{max}

$$p'_{i,j} = T(p_{i,j}) = (p_{i,j} - I_{min}) \frac{(V_{max} - V_{min})}{(I_{max} - I_{min})}$$

Contrast Enhancement



Color map



Segmentation : definition

Goal: define objects in the image

Object

Semantically coherent parts of the image

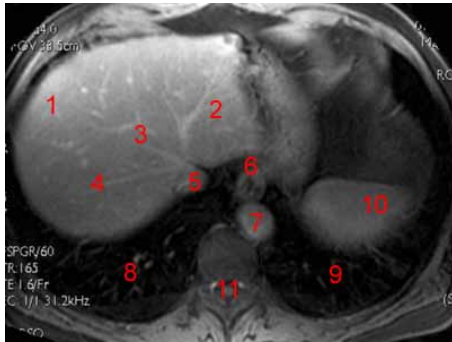
Segmentation

Partition of an image in a finite number of regions R_1, \dots, R_S such that:

$$\forall i, j, i \neq j, R_i \cap R_j = \emptyset$$

$$I = \bigcup_{i=1}^S R_i$$

Segmentation : definition



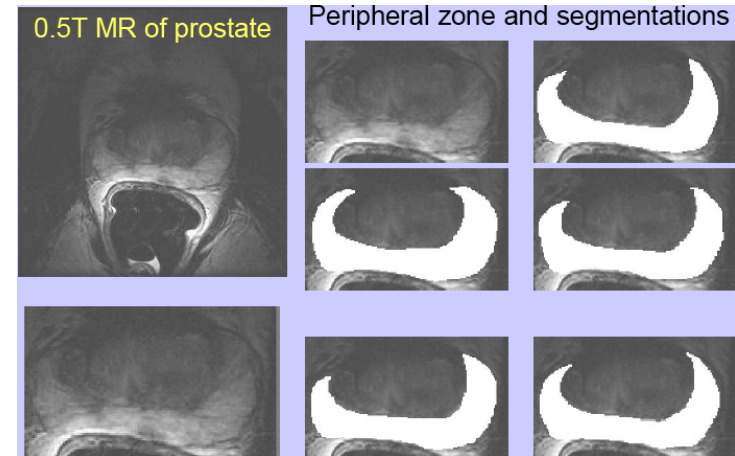
- 1 liver
- 2 left hepatic vein,
- 3 medial hepatic vein,
- 4 right hepatic vein,
- 5 lower vena cava,
- 6 oesophagus,
- 7 abdominal aorta,
- 8 lower right pulmonary lobe,
- 9 lower left pulmonary lobe,
- 10 spleen,
- 11 spinal canal,
- 12 costal arc.

Medical images → organs

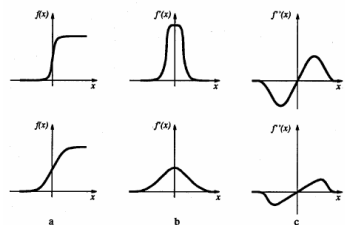
Ideally, parts of the image that are:

- connected
- with similar grey levels
- delimited by sharp contours

Difficulties of segmentation



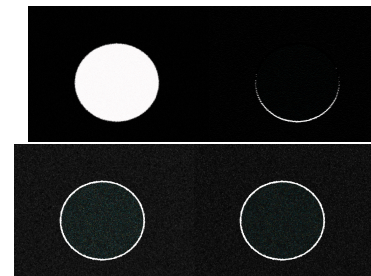
Contour based methods



Location of the contours on the image:

- where grey levels change brutally
- where the intensity profile makes a step
- i.e. the profile's first derivative is maximum
- i.e. the profile's second derivative is null

Example of contour detection: maximum of the first derivative



- Prewitt detector

$$h_1 = \begin{bmatrix} 1 & 1 & 1 \\ 0 & 0 & 0 \\ -1 & -1 & -1 \end{bmatrix}$$

$$h_2 = \begin{bmatrix} 0 & 1 & 1 \\ -1 & 0 & 1 \\ -1 & -1 & 0 \end{bmatrix}$$

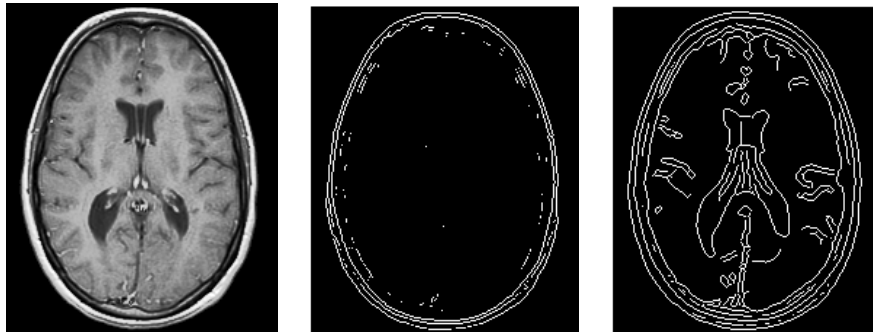
$$h_3 = \begin{bmatrix} -1 & 0 & 1 \\ -1 & 0 & 1 \\ -1 & 0 & 1 \end{bmatrix}$$

- Canny detector

$$h_1 = \begin{bmatrix} 1 & 2 & 1 \\ 0 & 0 & 0 \\ -1 & -2 & -1 \end{bmatrix}$$

$$h_2 = \begin{bmatrix} -1 & 0 & 1 \\ -2 & 0 & 2 \\ -1 & 0 & 1 \end{bmatrix}$$

Example of contour detection: maximum of the first derivative

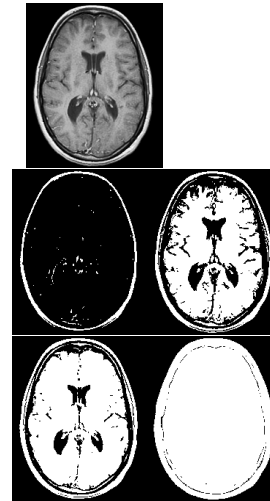


Original image

Sobel filter

Canny filter

Region Based Segmentation: Threshold



Separates the image into regions with one or several thresholds on grey levels.

- $g(x, y) = 1$ si $f(x, y) \geq T$
- $g(x, y) = 0$ sinon

Problem: Which value for the threshold ?

Automatic optimal threshold determination

Non parametric methods

- Maximisation / minimisation between class variances (Otsu)

$$v = p(\text{classe1}_t) * v(\text{classe1}_t) + p(\text{classe2}_t) * v(\text{classe2}_t)$$

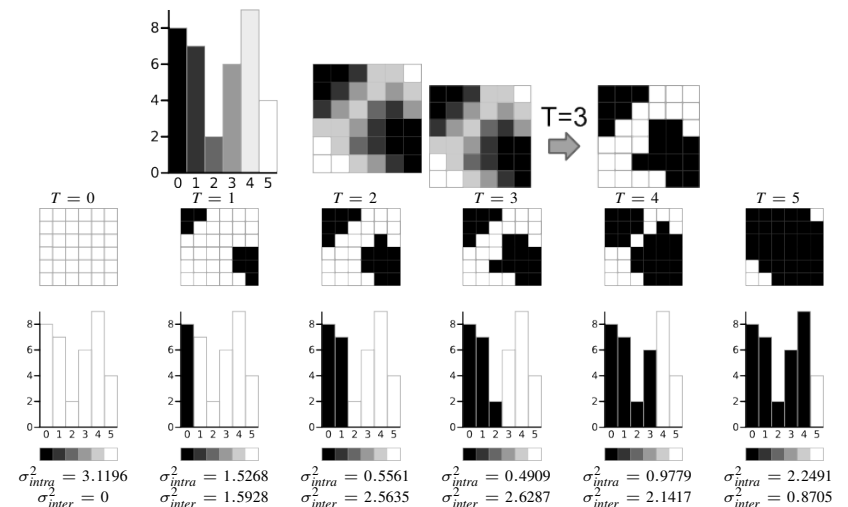
For (each grey level g in the histogram)

threshold $t = g$

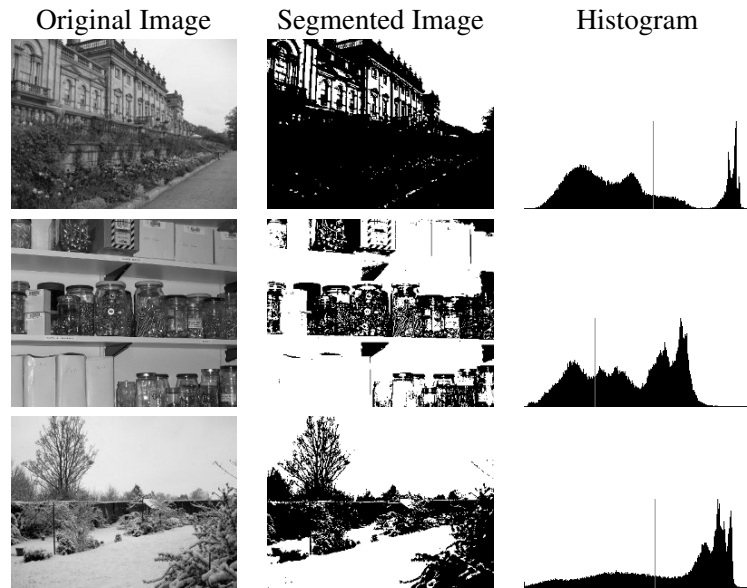
compute v

Keep t for v minimum

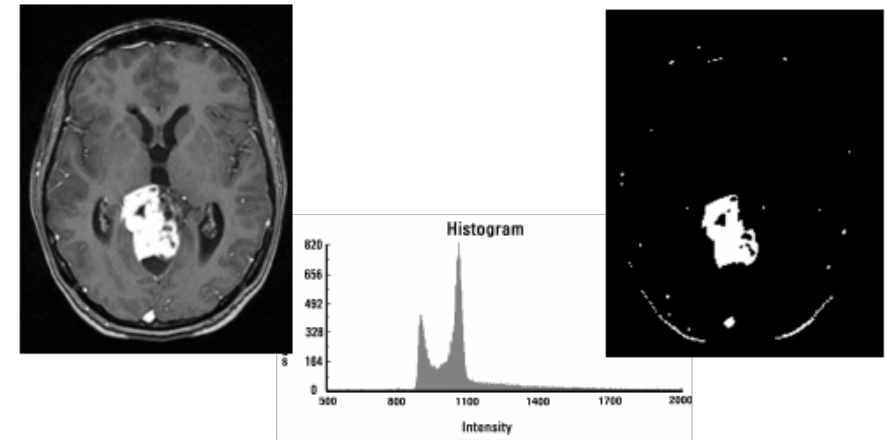
Otsu Threshold



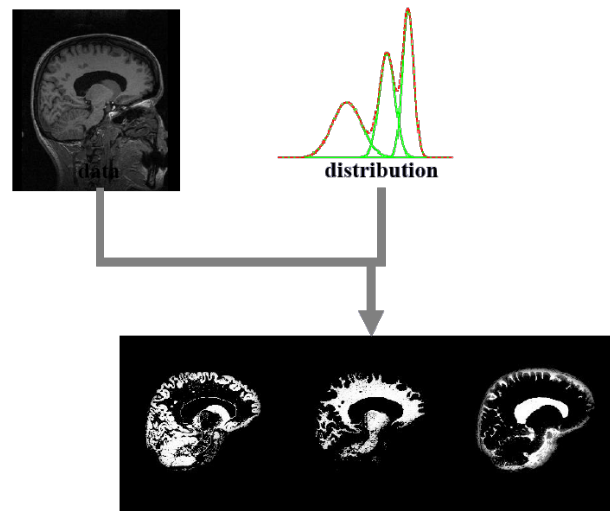
Otsu Threshold: using the histograms



Otsu Threshold: using the histograms



Parametric Classification



Courtesy of D. Vandermeulen & H. Delingette

Classification Methods

- Principle: to classify voxels according several labels
- Histogram: example of 1D classification
- Examples of classification algorithms: K-means, Expectation-Maximization

Threshold

Advantages

- Fast (possible real time)
- Works well when there are good contrasts in the image
 - bones/soft tissues in scanner
 - ...
- May be used interactively
- Often: First step of operations on images

Drawbacks

- No spatial correlation
- Several structures may have same grey levels
- Sensitive to noise

Region growing



Neighborhood

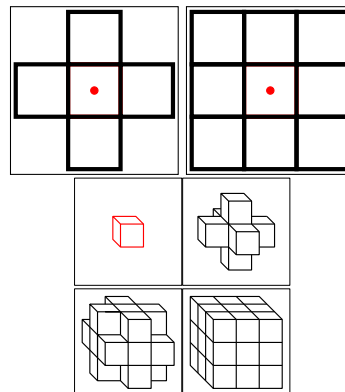
- 2D

Given a point $p(i, j)$ of 2D discrete plane

$$N_d(p) = \{q(x, y) \in \mathbb{Z}^2 | |x - i| + |y - j| \leq d\}$$
 - 4-neighborhood (N_1)
 - 8-neighborhood (N_2)
- 3D

Given a point $p(i, j, k)$ of the 3D discrete volume

$$N_d(p) = \{q(x, y, z) \in \mathbb{Z}^3 | |x - i| + |y - j| + |z - k| \leq d\}$$
 - 6-neighborhood (N_1)
 - 18-neighborhood (N_2)
 - 26-neighborhood (N_3)

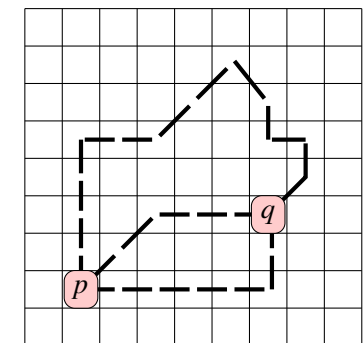


Connected Component

A discrete **path** or **curve** from a point p to a point q is a sequence of pixels (voxels) $s_1 s_2 \dots s_n$ such that:

- $s_1 = p$
- $s_n = q$
- for all $i \in 1 \dots n - 1$ s_i et s_{i+1} are k -neighbours

We can define 4-paths, 8-paths in 2D, and 6-paths, 18-paths, and 26-paths in 3D.

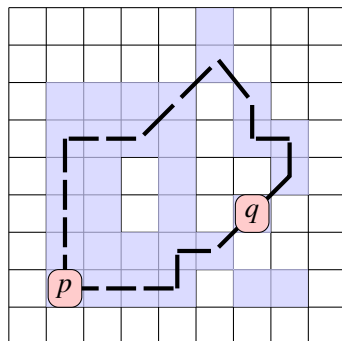


Connected Component

Let us give a set of pixels (*voxels*) S of an image.

Two pixels (*voxels*) p and q are said to be **connected** in S if there exists a path between p and q containing only pixels (*voxels*) of S

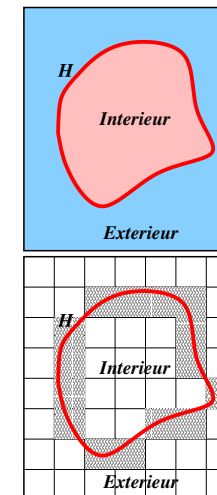
A set S is said to be k -connected if and only if for all points p and q of S , p and q are k -connected.



Jordan's Theorem

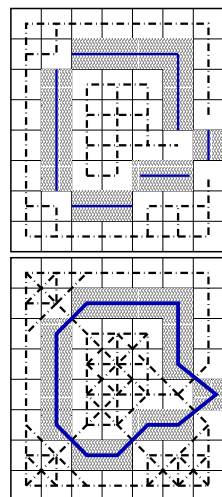
- Jordan's Theorem

Any simple closed curve separates the space into 2 connected components defining the interior and the exterior of the curve.



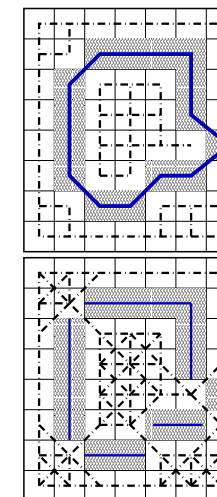
Jordan's Theorem

- 1st paradox of Rosenfeld
There exist open lines which define an interior and an exterior.
- 2nd paradox of Rosenfeld
There exist closed curves which do not define an interior and an exterior



Jordan's Theorem

- Use of 2 connectivity/neighborhood
 - 4-neighborhood for the background, 8-neighborhood for the object
 - ▶ closed curve
 - ▶ 1 interior et 1 exterior
 - 8-neighborhood pour the background, 4-neighborhood for the object
 - ▶ no close curve
 - ▶ only one connected component



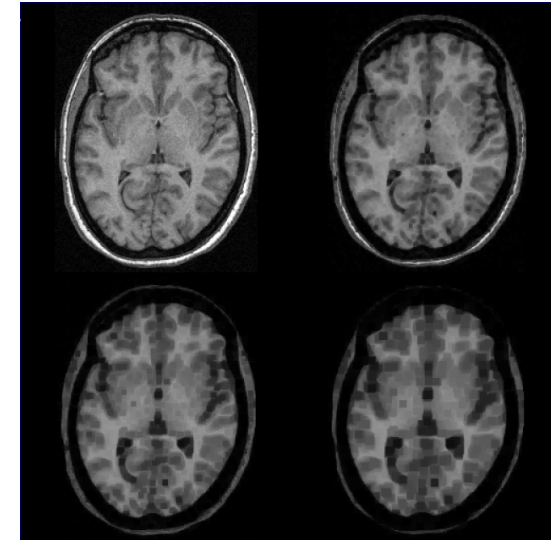
Morphological Operator: Erosion

150	55	82
32	16	65
16	122	76

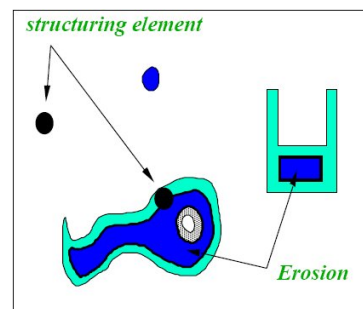
For each pixel/voxel of the image

- We consider the neighborhood of this pixel/voxel
- Replace the value of the central pixel/voxel by the **minimum** of the pixel/voxel values

Morphological Operator: Erosion



Morphological Operator: Erosion



<http://cmm.enscm.fr/serra/cours/index.htm>

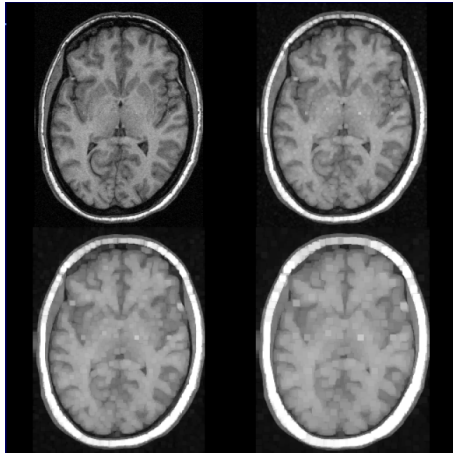
Morphological Operator: Dilation

150	55	82
32	150	65
16	122	76

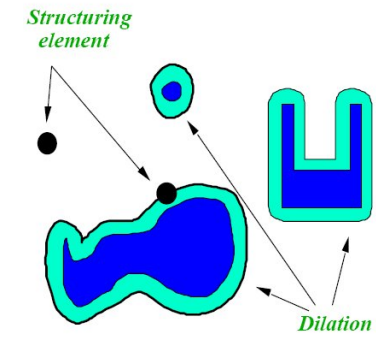
For each pixel/voxel of the image

- We consider the neighborhood of this pixel/voxel
- Replace the value of the central pixel/voxel by the **maximum** of the pixel/voxel values

Morphological Operator: Dilation



Morphological Operator: Dilation



<http://cmm.enscm.fr/~serra/cours/index.htm>

Morphological Operator: Opening

Erosion followed by a dilation



original binary image

eroded image

image after opening

Morphological Operator: Closure

Dilation followed by an erosion



original binary image

dilated image

image after closure