

Fast registration of segmented images by normal sampling

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ABSTRACT

It is known that image registration is mostly driven by image edges. We have taken this idea to the extreme. In segmented images, we ignore the interior of the components and focus on their boundaries only. Furthermore, by assuming spatial compactness of the components, the similarity criterion can be approximated by sampling only a small number of points on the normals passing through a sparse set of keypoints. This leads to an order-of-magnitude speed advantage in comparison with classical registration algorithms. Surprisingly, despite the crude approximation, the accuracy is comparable. By virtue of the segmentation and by using a suitable similarity criterion such as mutual information on labels, the method can handle large appearance differences and large variability in the segmentations. The segmentation does not need to be perfectly coherent between images and over-segmentation is acceptable. We demonstrate the performance of the method on a range of different datasets, including histological slices and *Drosophila* imaginal disks, using rigid transformations.

OVERVIEW

Goal

- Fast approximative image registration

To make it fast

- only consider
 - class — use segmented images
 - neighborhood of class boundaries
 - motion normal to boundaries

PROBLEM DEFINITION

Find a transformation

$$T^* = \arg \min_{T \in \mathcal{T}} J(T)$$

$$\text{with } J(T) = \int_{\mathbf{x} \in \Omega} \varrho(f(\mathbf{x}), g(T(\mathbf{x}))) d\mathbf{x}$$

for segmented images f, g .

Mutual information on labels (MIL) similarity criterion

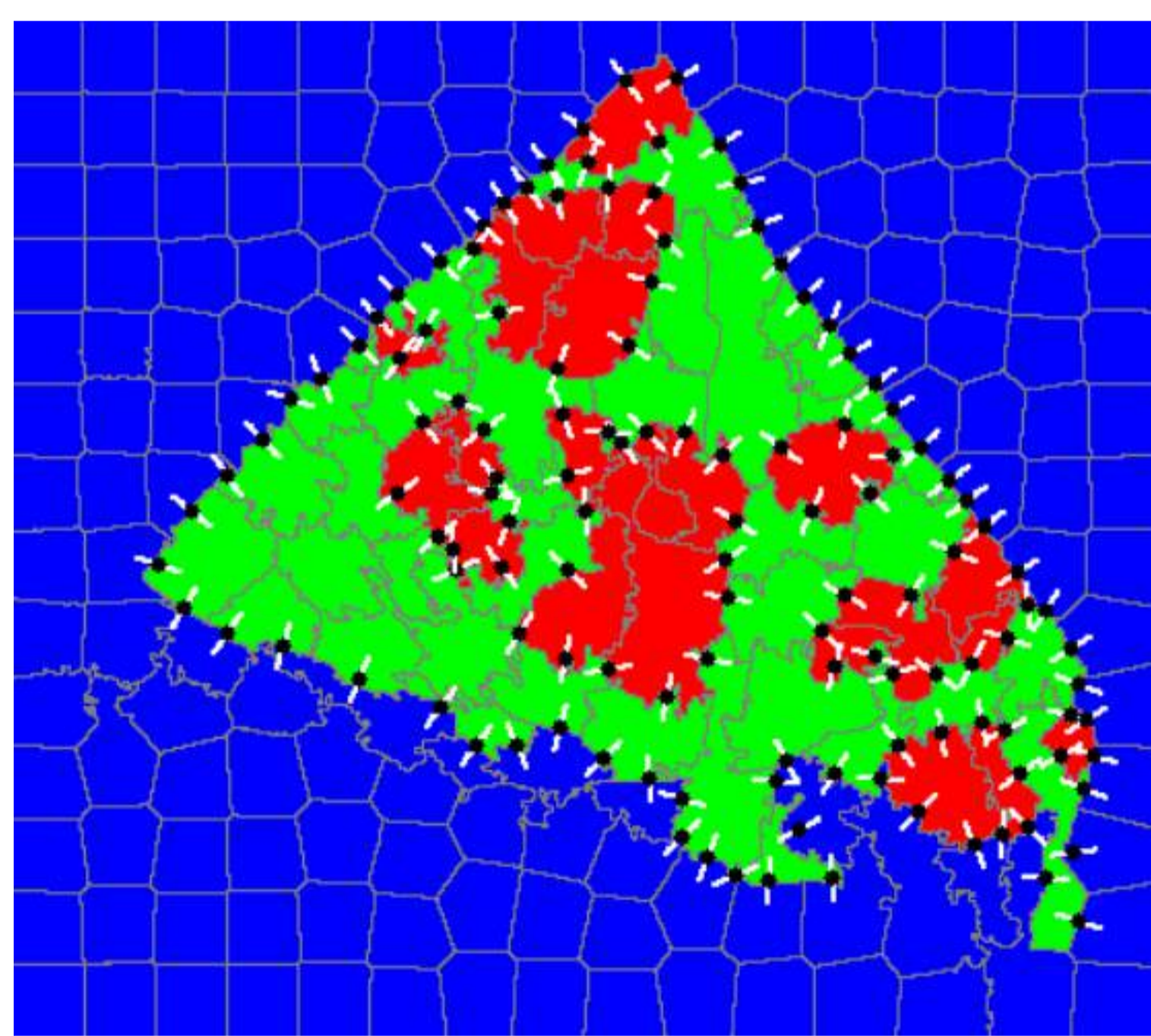
$$\varrho(l_f, l_g) = -\log \frac{P_{l_f l_g}}{P_{l_f} P_{l_g}}$$

$$\text{with } P_{l_f l_g} = \frac{1}{|\Omega|} \|\{ \mathbf{x} \in \Omega; f(\mathbf{x}) = l_f \wedge g(\mathbf{x}) = l_g \}\|$$

$$P_{l_f} = \sum_{l_g} P_{l_f l_g}, \quad P_{l_g} = \sum_{l_f} P_{l_f l_g}$$

IMAGE SEGMENTATION

- Supervised/manual segmentation
- Unsupervised segmentation
 - Find SLIC superpixels [1]
 - Calculate descriptors for each superpixels (color, texture,...)
 - Cluster the descriptor vectors by the k -means algorithm to find 3 ~ 5 classes.
- Joint segmentation and registration
 - Alternate between segmentation and registration [5]
 - Both maximize MIL criterion



Segmented image with keypoints (black), edge normals (white), and superpixels (gray).

SPEED AND ACCURACY

Comparison with the state of the art methods. Landmark error e [px]

Method	Time	$\mu(e)$	median(e)
ASSAR (Affine) [5]	45.78	37.04	13.45
bUnwarpJ (Fiji) [2]	572.98	51.44	10.19
ASSAR (B-splines) [5]	92.87	44.08	7.62
elastix (Affine) [4]	332.89	45.39	5.23
elastix (B-splines) [4]	555.64	52.17	4.80
RVSS (Fiji) [2]	91.26	83.86	4.89
SURF [3]+ASSAR	120.02	26.38	4.49
NEW	11.92	27.39	6.74

What takes time is mostly the preprocessing

Superpixels	k -means	Precompute	Registration	Total
6.38	3.94	0.94	0.66	11.92

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CRITERION APPROXIMATION

Normal approximation

- Integrate along boundaries

$$J_3(T) = \int_{\mathbf{z} \in \partial^{\Omega} f} \int_{-\gamma}^{\gamma} \varrho(f(\mathbf{x}), g(T(\mathbf{x}))) dh dz$$

$$\text{with } \mathbf{x} = \mathbf{z} + \mathbf{n}(\mathbf{z})h$$

- Class only depends on the normal shift ξ (approximately)

$$g(T(\mathbf{x})) = \tilde{g}(\mathbf{u}, \xi(\mathbf{z}) + h) / \|\mathbf{m}\|^2$$

$$\text{where } \mathbf{m} = (\nabla T_0(\mathbf{z}))\mathbf{n}(\mathbf{z}) \text{ and } \xi(\mathbf{z}) = \langle T(\mathbf{z}) - T_0(\mathbf{z}), \tilde{\mathbf{m}} \rangle$$

- Criterion contributions D can be precomputed

$$J_4(T) = \int_{\mathbf{z} \in \partial^{\Omega} f} D(\mathbf{z}, \xi(\mathbf{z})) d\mathbf{z}$$

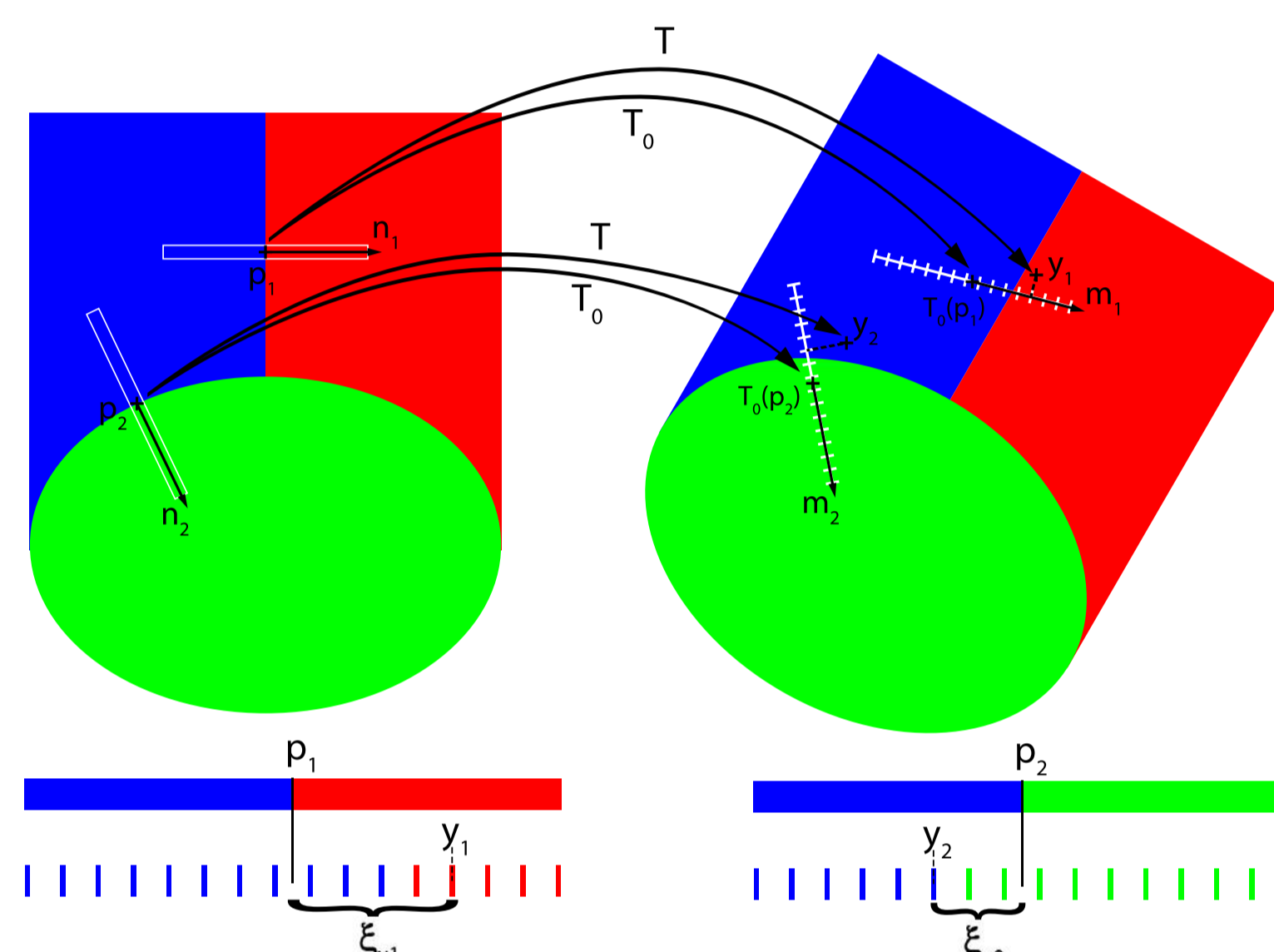
$$D(\mathbf{z}, \xi(\mathbf{z})) = \int_{-\gamma}^0 \varrho(l^-, \tilde{g}(\mathbf{u}, \xi(\mathbf{z}) + h)) dh + \int_0^{\gamma} \varrho(l^+, \tilde{g}(\mathbf{u}, \xi(\mathbf{z}) + h)) dh$$

Discretization

- Find sparse keypoints p_i on boundaries
- Sample along normals $\tilde{g}_i(h) = \tilde{g}(p_i, h) = g(T_0(p_i) + \mathbf{m}_i h)$
- Discretized criterion

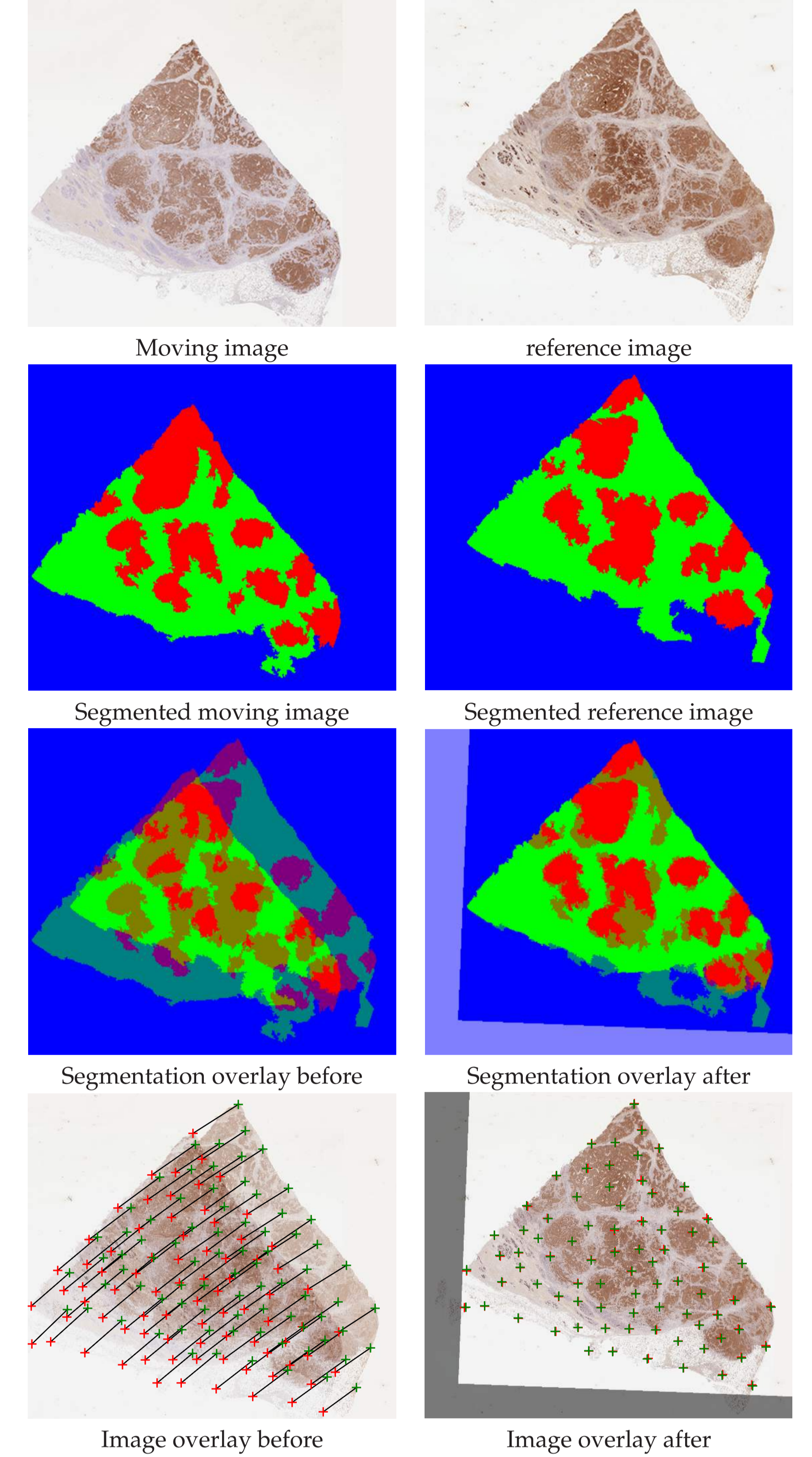
$$J_5(T) = \sum_{i=1}^{|P|} |S_i| D_i(\xi_i)$$

where D_i can be precalculated in time $O(\gamma)$



REGISTRATION EXAMPLE

Human prostate histological slices



ITERATIVE IMPROVEMENT

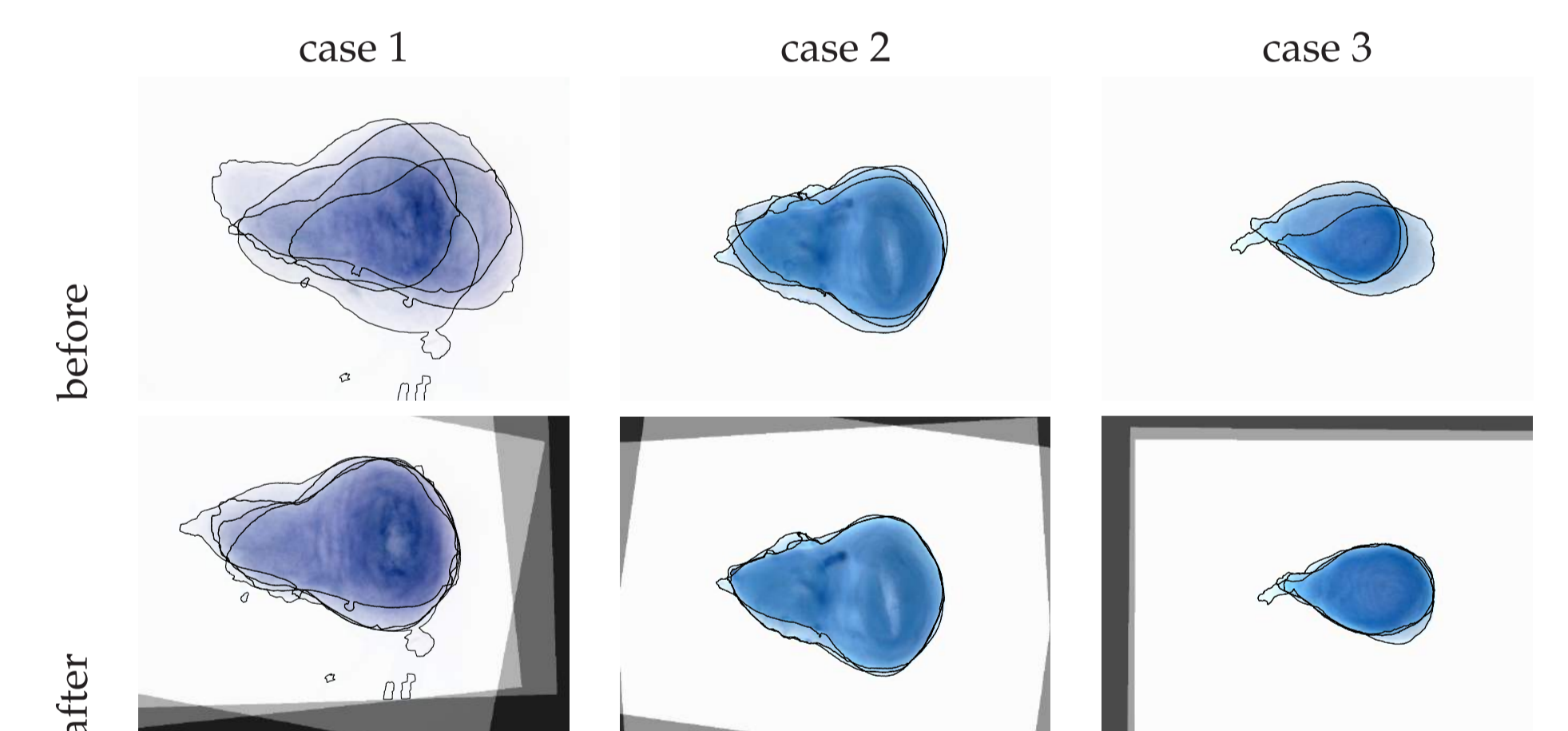
- Given T_0 , sample classes $\tilde{g}_i(\xi)$ along normals
- Precalculate $P_{l_f l_g}$ and $D_i(\xi)$
- Find T^* minimizing J_5
- If the difference $T^* - T_0$ is big, repeat.

Multiresolution

- Downsampling by majority voting
- Subsample keypoints
- Maximum displacement larger at coarser scales

EXAMPLE GENE EXPRESSION IMAGES

Registering *Drosophila* imaginal disks, segmentation contours shown.



EXAMPLE HISTOLOGY IMAGES

Validation using manually determined landmarks

