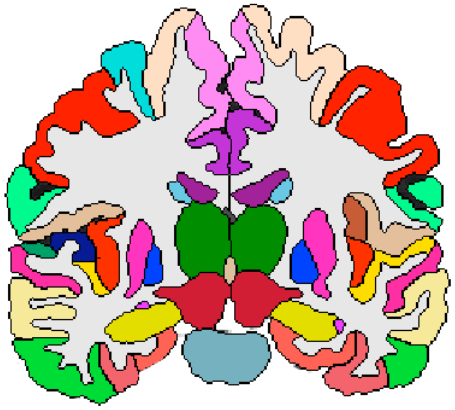
The Mindboggle project: feature-based brain labeling

arno klein
arno@binarybottle.com
asst. professor of clinical neurobiology
molecular imaging and neuropathology
columbia university

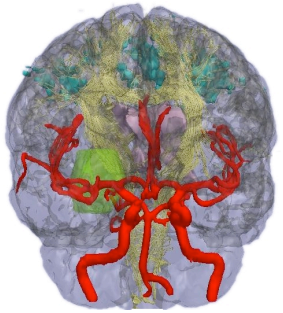


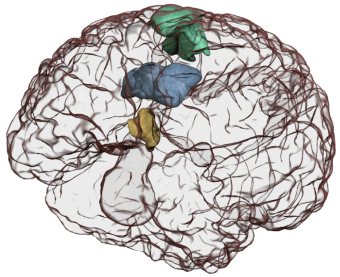
February 27, 2011
Allen Brain Institute

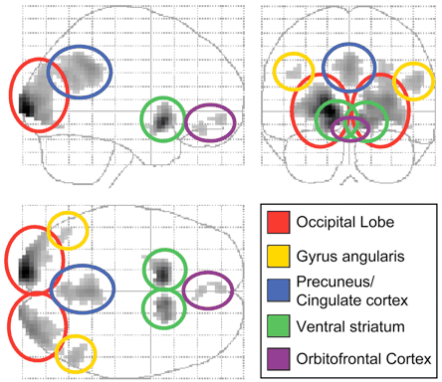
Why label brains?

Labels visually augment anatomy

- teach brain anatomy
- guide neurosurgery







http://www.cbd.ucla.edu/bios/iacoboni.html, http://brainvisa.info/, http://dx.doi.org/10.1126/science.1145876
http://groups.csail.mit.edu/vision/medical-vision/past-projects.html, http://www.spl.harvard.edu/publications/item/view/1265

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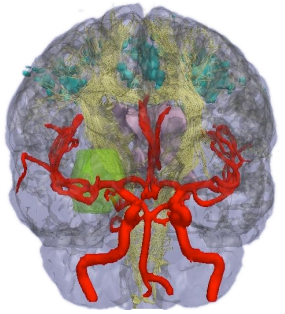
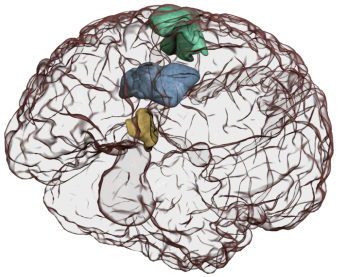
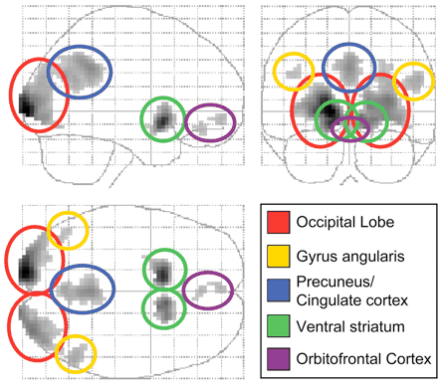


Labels compartmentalize image data

- assign results to brain regions
- quantify data by brain region





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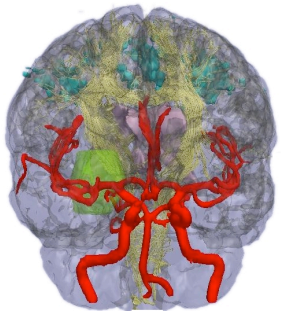

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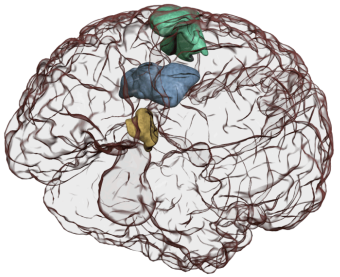
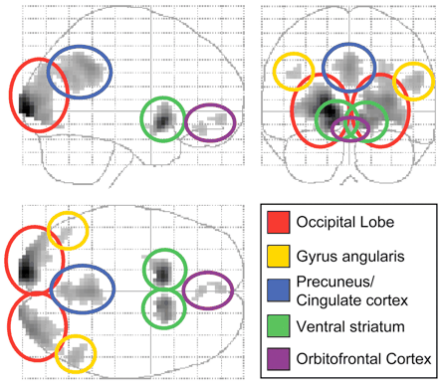


Labels provide a common nomenclature

- compare individuals within and across studies
- communicate results with a common language



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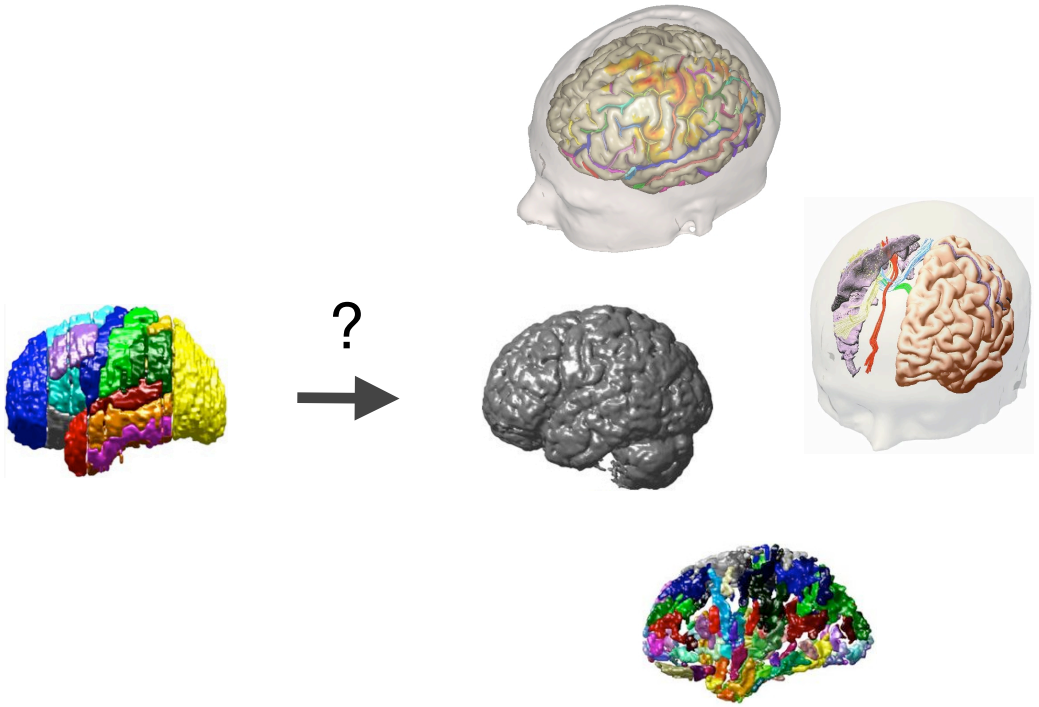
How should we label brains?



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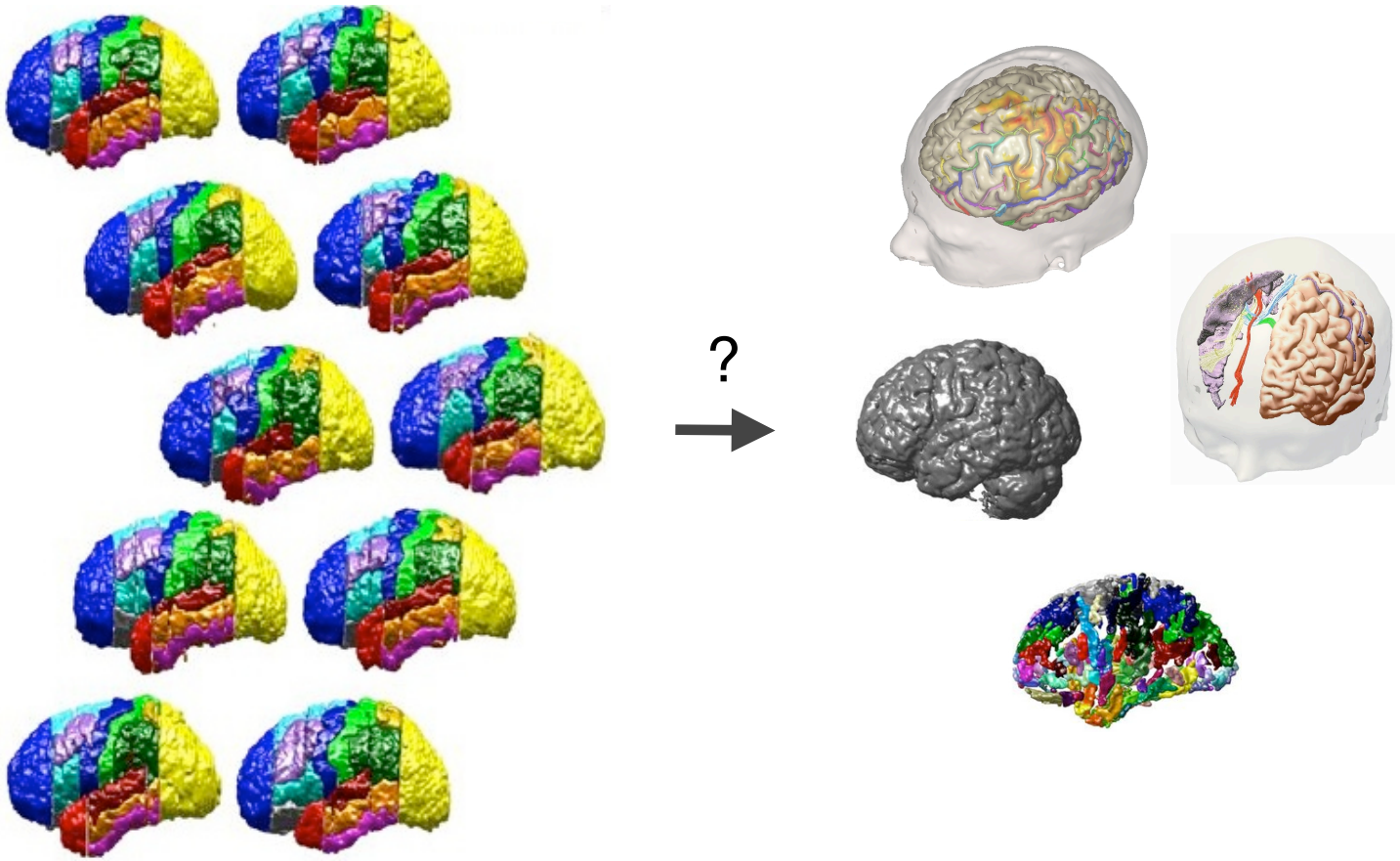
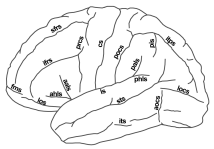
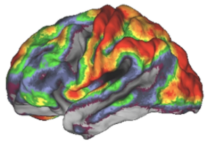


How should we label brains?

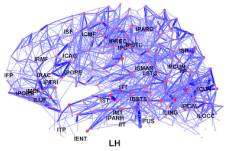
1. Manual labeling



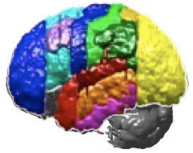
2. Functional mapping



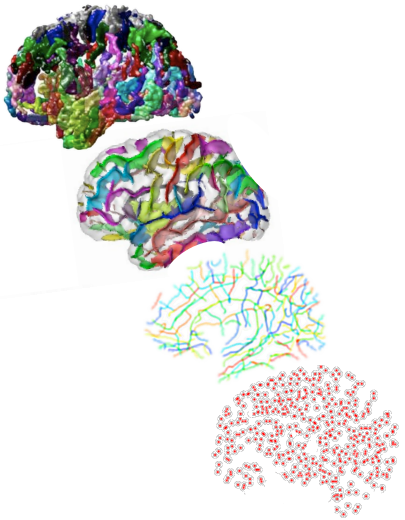
3. Tractography-based segmentation



4. Registration-based labeling



5. Feature matching



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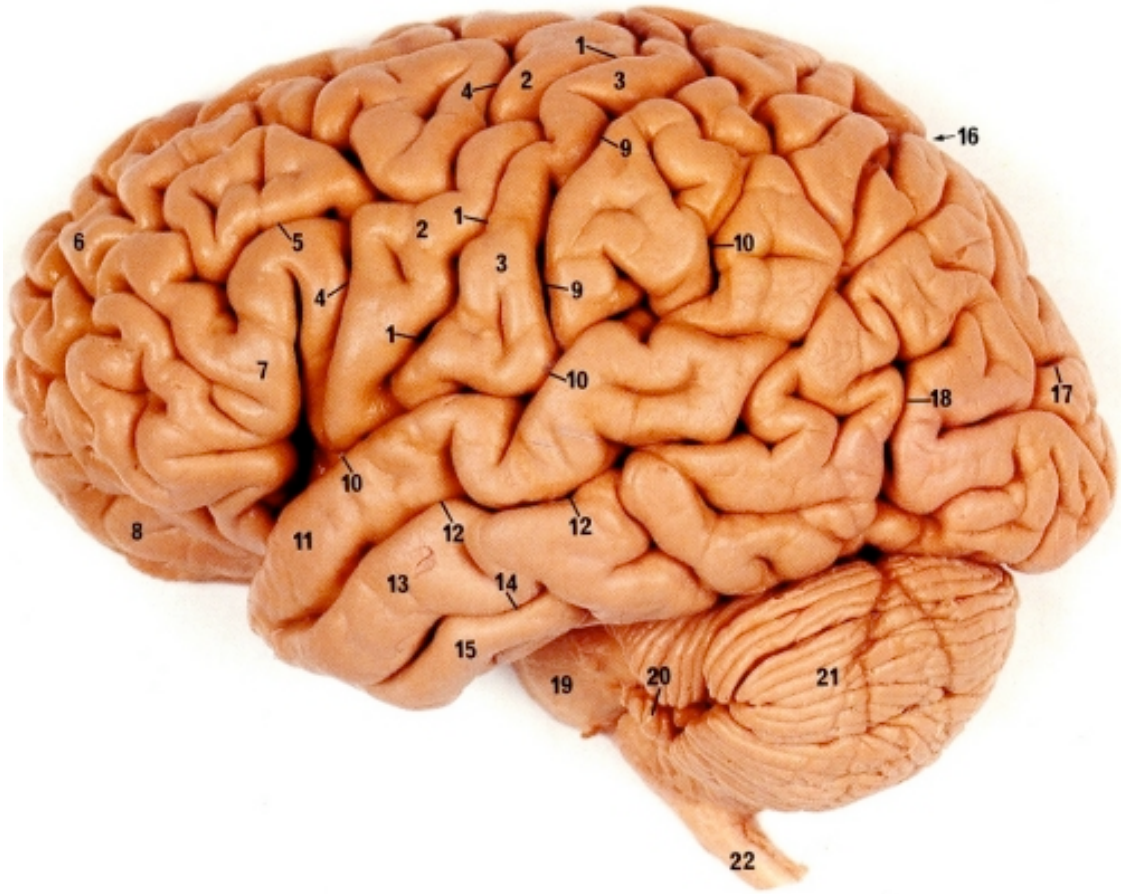
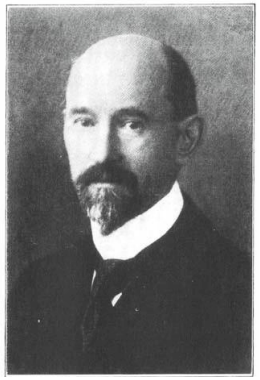
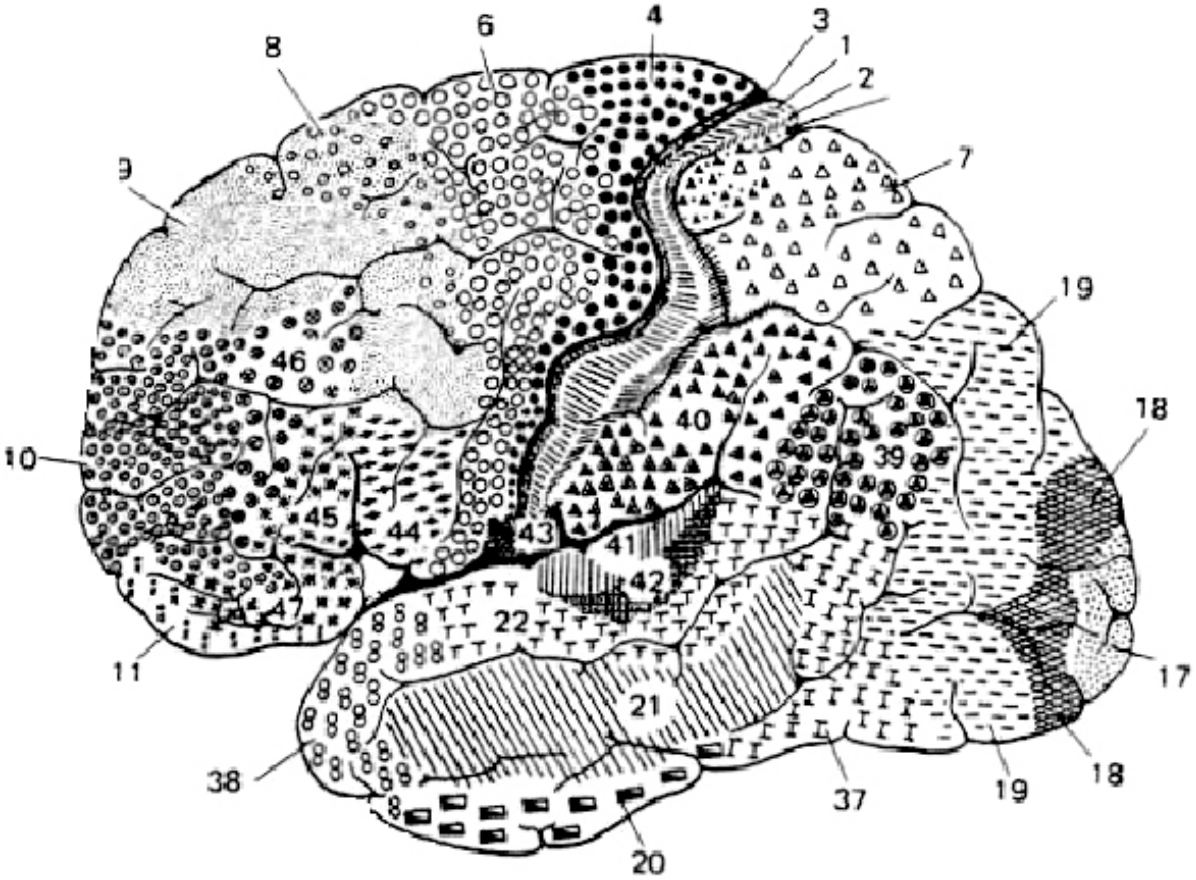
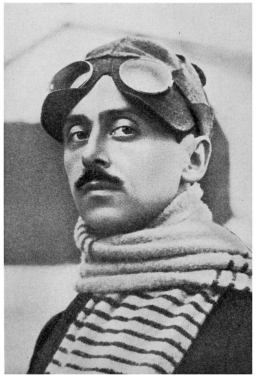




Korbinian Brodmann
(1868-1918)

Cytoarchitectonic boundaries





Constantin von Economo
(1876-1931)

Cytoarchitectonic boundaries

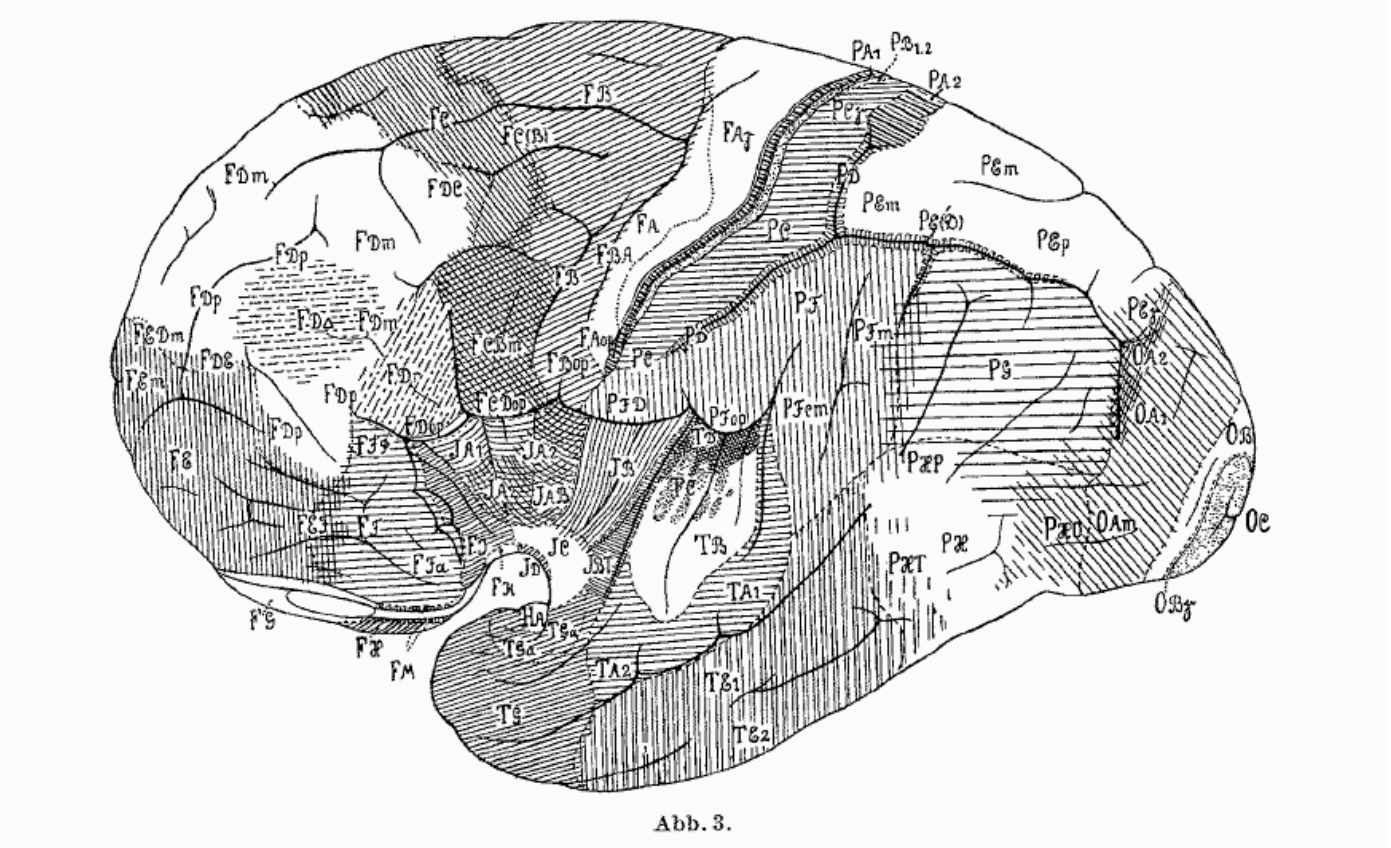
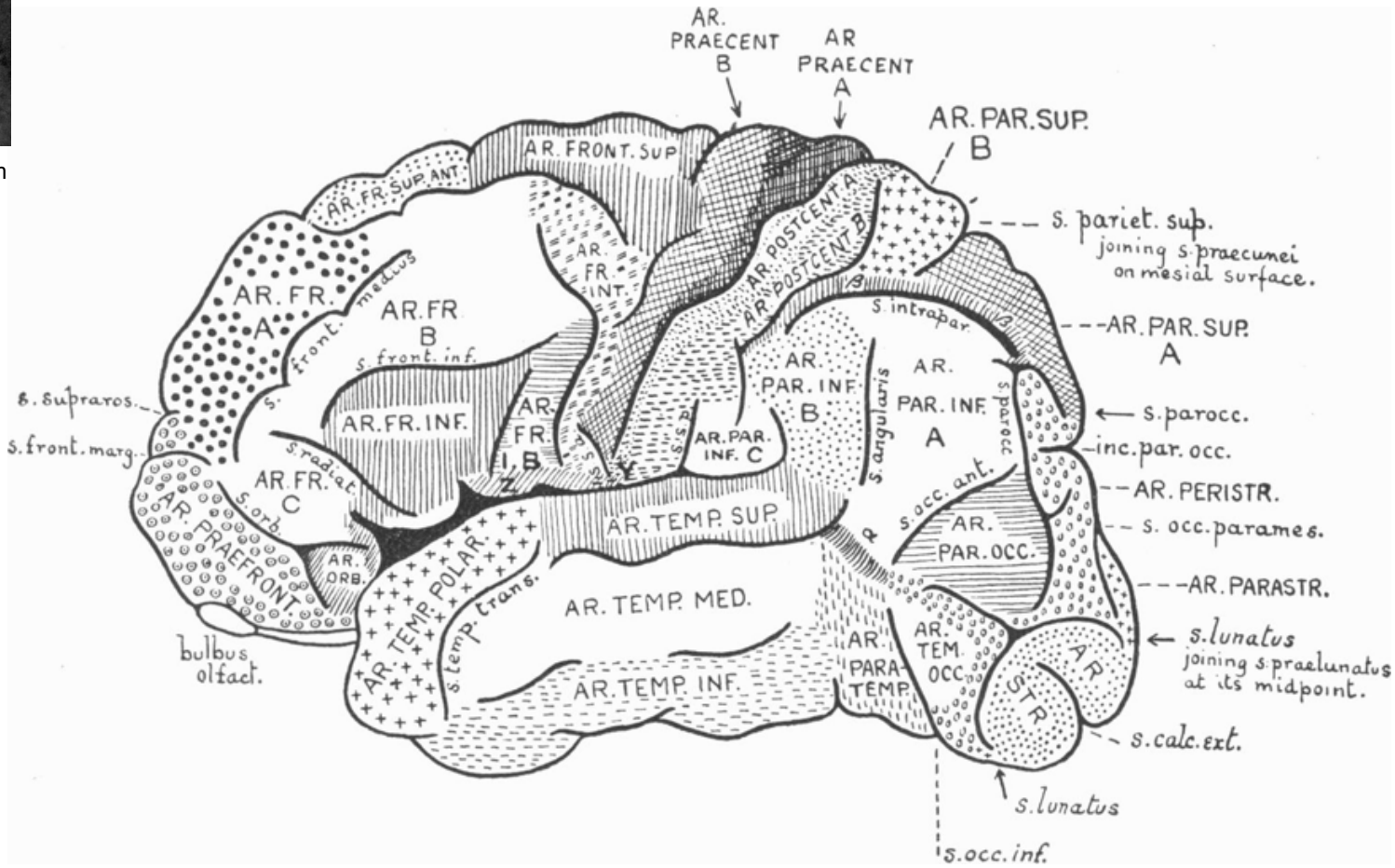


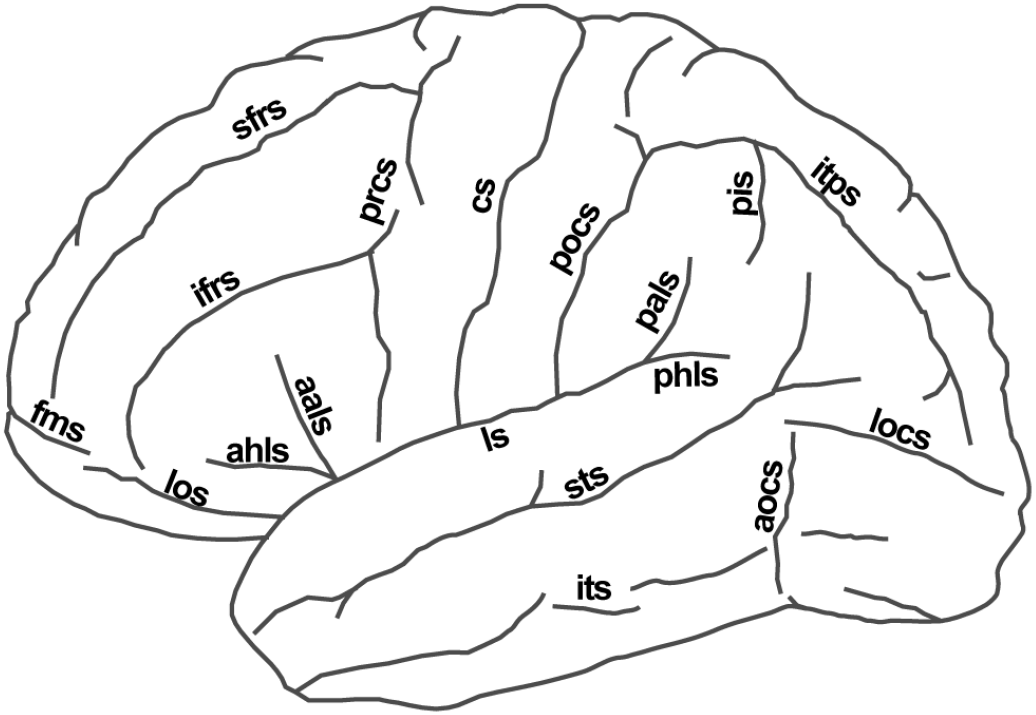
Abb. 3.

Sir Grafton Elliot Smith
(1871-1937)

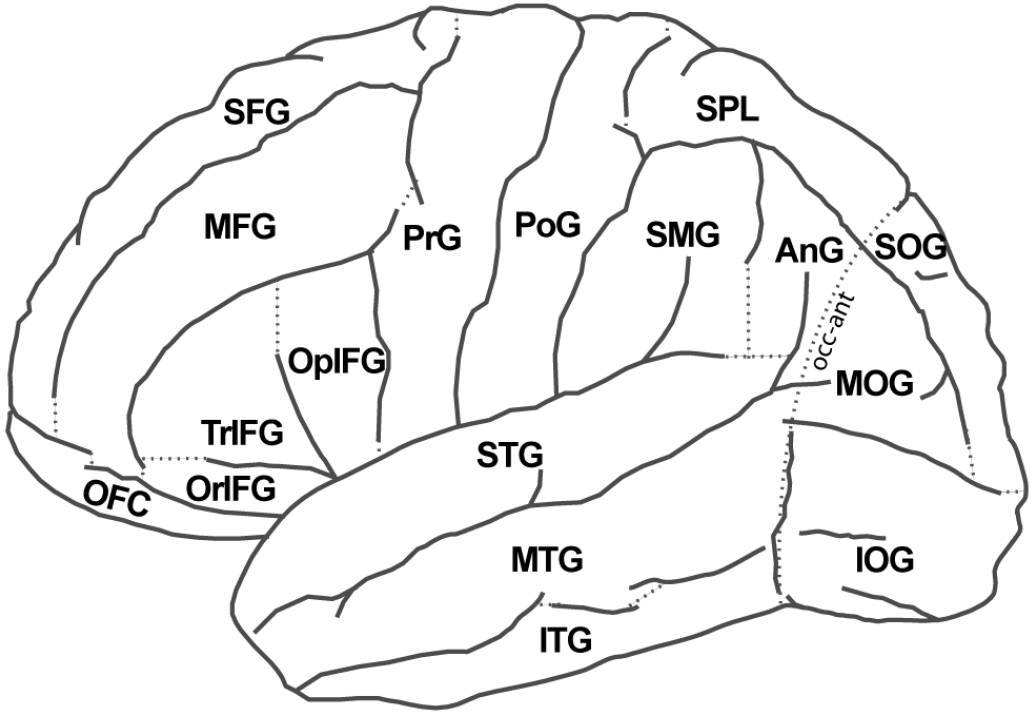
Topographic boundaries

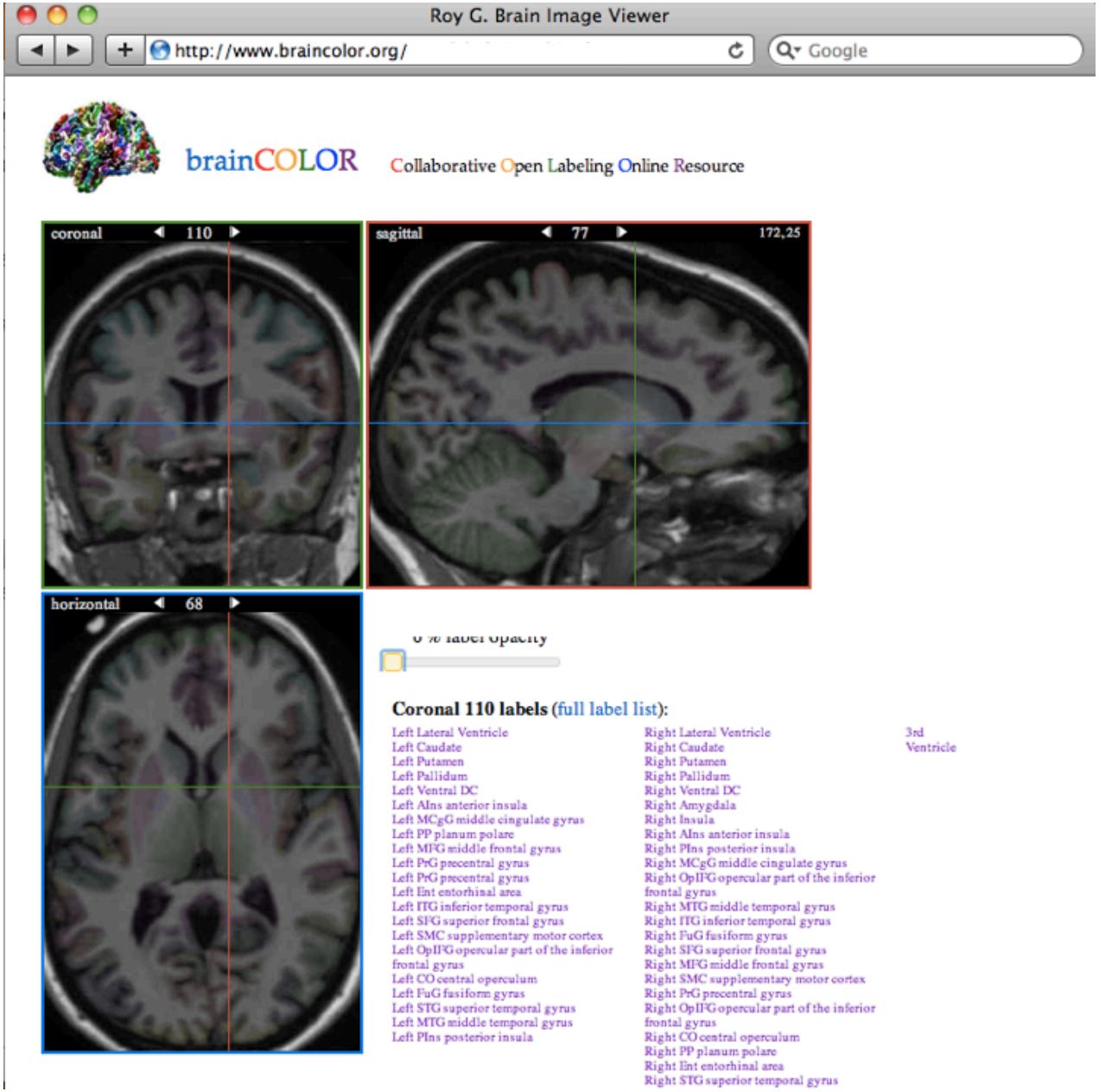


Sulcus definitions



Gyrus definitions




Roy G. Brain Image Viewer
http://www.braincolor.org/
Google
brainCOLOR
Collaborative Open Labeling Online Resource
coronal 110
sagittal 77 172,25
horizontal 68
Coronal 110 labels (full label list):
Left Lateral Ventricle
Left Caudate
Left Putamen
Left Pallidum
Left Ventral DC
Left AIns anterior insula
Left MCgG middle cingulate gyrus
Left PP planum polare
Left MFG middle frontal gyrus
Left PrG precentral gyrus
Left PrG precentral gyrus
Left Ent entorhinal area
Left ITG inferior temporal gyrus
Left SFG superior frontal gyrus
Left SMC supplementary motor cortex
Left OpIFG opercular part of the inferior frontal gyrus
Left CO central operculum
Left FuG fusiform gyrus
Left STG superior temporal gyrus
Left MTG middle temporal gyrus
Left PIns posterior insula
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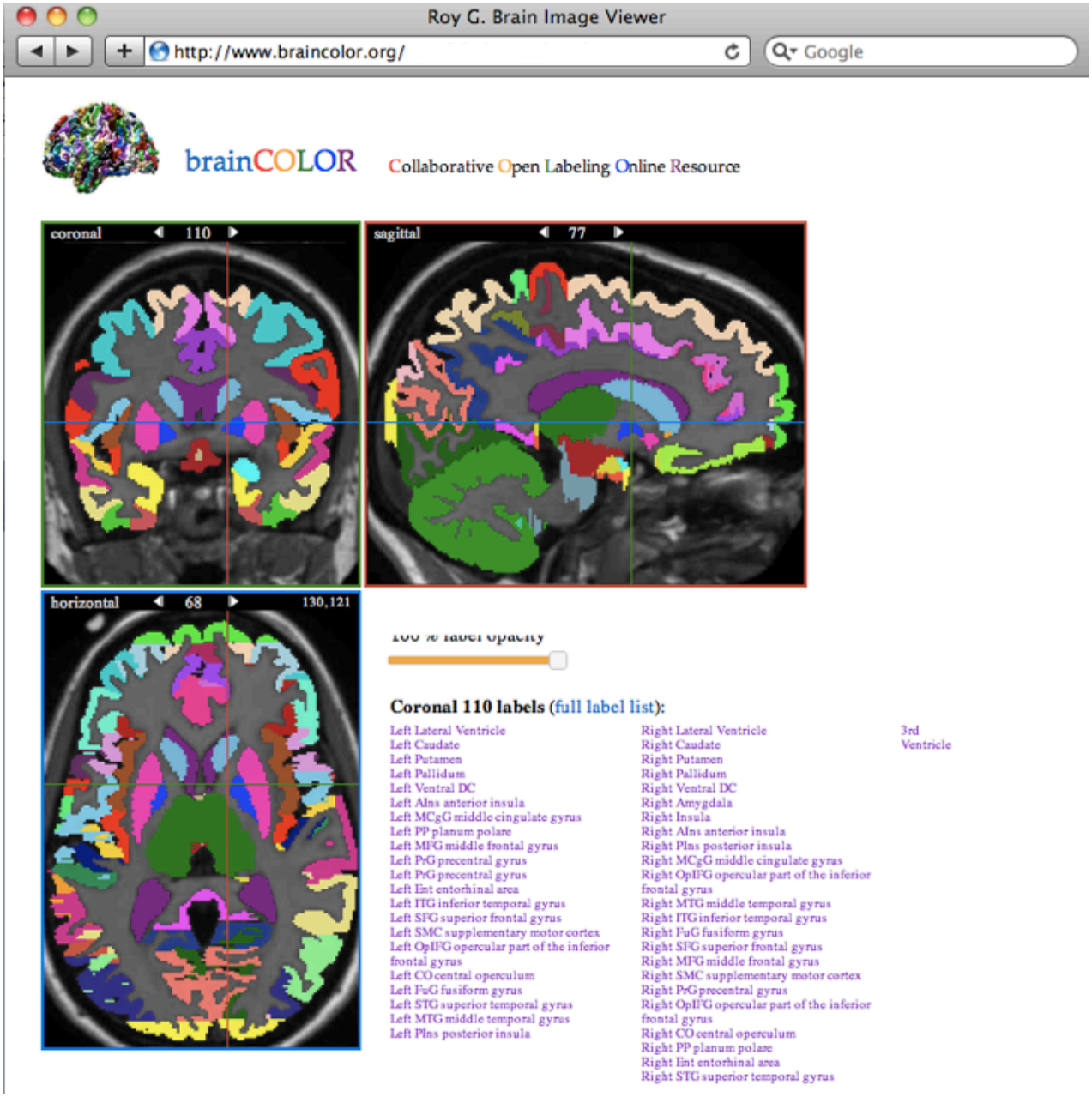
Right STG superior temporal gyrus
3rd Ventricle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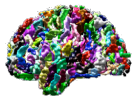


An interactive tool for constructing optimal brain colormaps

Arno Klein — NY State Psych. Inst. Columbia University, NY
Andrew Worth — Neuromorphometrics, Inc., MA
Jason Tourville — Cognitive & Neural Systems Boston University, MA
Bennett Landman — Vanderbilt University Nashville, TN
Tito Dal Canton — NY State Psych. Inst. Columbia University, NY
Satrajit S. Ghosh — Research Laboratory of Electronics, MIT, MA
David Shattuck — Laboratory of NeuroImaging UCLA, CA

Goal

Create a software tool to aid in the construction of optimal colormaps for viewing and labeling brain anatomical images.

Background

The application of color is an indispensible means of visually distinguishing anatomical regions of the brain [1,2]. The need to facilitate visualization of brain images has become particularly urgent with the inception of large-scale anatomical labeling projects, such as the BrainCOLOR project, in which hundreds of MR images of the human brain are being manually labeled (www.braincolor.org/protocols) as well as viewed online (www.braincolor.org/roygbiv).

Choosing a color space

Our colormap must consist of colors that are perceptually distinct, so it is reasonable to choose a color space that is perceptually uniform, where a separation between two colors in the color space is as discriminable as the same separation between two other colors in the color space.
The International Commission on Illumination (CIE) devised a color space in 1931 that facilitates color description (Fig.1). Subsequent improvements led to the CIELAB and CIELUV color spaces, as well as a cylindrical variant, CIELch, all of which attempt to be perceptually uniform.

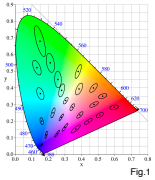


Fig.1

Constructing a colormap

We uniformly sampled hues from the CIELch cylinder (Fig.2) at different distances from the center (70-100% chrominance) and at different lightness values. The resulting colormap (Fig.3) has the same number of colors as regions we wish to color (49 cortical regions in the BrainCOLOR protocol). We intend to expand the number of colors to include subcortical and other regions.

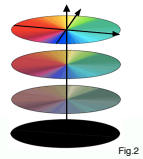


Fig.2

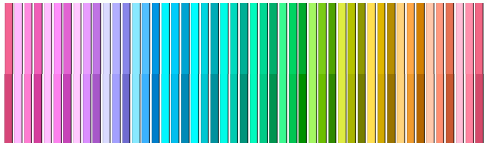


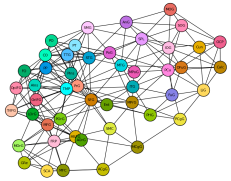
Fig.3

1. Schott GD (2010) Colored illustrations of the brain: some conceptual and contextual issues. Neuroscientist. 16(5):508-18.
2. Schoonover, C (2010) Portraits of the Mind: Visualizing the Brain from Antiquity to the 21st Century. Abrams (ISBN-13: 978-0810990334)

CIE1931 figure: http://en.wikipedia.org/wiki/File:CIExy1931_MacAdam.png
CIELch figure: http://www.colorbasics.com/ColorSpace/

Maximizing discriminability of adjacent regions

To easily distinguish brain regions from each other, we wish to maximize the color difference between adjacent regions. We do this by constructing a graph that represents connections (edges) between regions (nodes).



We define an *optimal mapping* of colors as the combination of colors assigned to nodes with the maximum sum of color differences between connected nodes, defined by the CIE2000 Delta E measure (http://en.wikipedia.org/wiki/Color_difference).
However, we cannot compute 8.8×10^{18} permutations of the 49 colors in the colormap, so we break up the brain into sublobes and compute the permutations of portions of the colormap at a time:

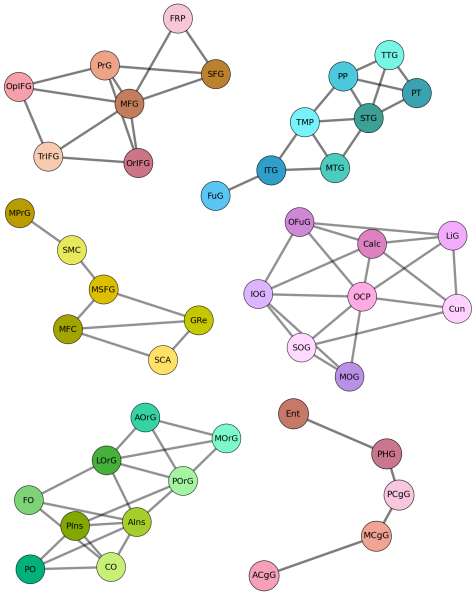
Frontal Lobe (7,6,9):
- Lateral Surface (7)
- Medial Surface (6)
- Inferior Surface (4)
- Opercular Region (3)
- Insular Region (2)

Temporal Lobe (8):
- Lateral Surface (4)
- Supratemporal Surface (3)
- Inferior Surface (1)

Parietal lobe (6):
- Lateral Surface (4)
- Medial Surface (2)

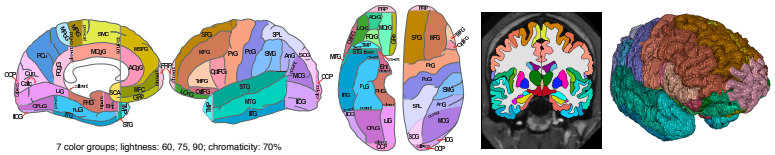
Occipital Lobe (8):
- Lateral Surface (4)
- Inferior Surface (1)
- Medial Surface (3)

Limbic Cortex (5):
- Cingulate Cortex (3)
- Medial Temporal Cortex (2)

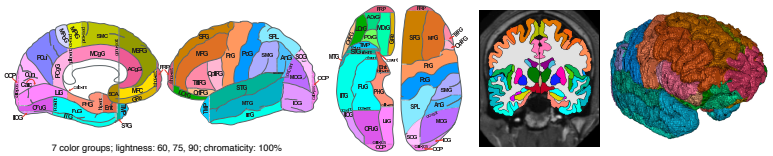


Grouping regions by using similar colors

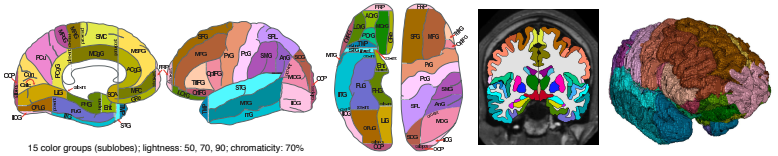
For labeling a brain image, maximum discriminability is paramount. For viewing a brain image, however, it is useful to visually group regions by assigning similar colors to the regions within a group. To create this visual grouping, we colored each subgraph with a neighborhood of colors (sampled within a wedge of the CIELch cylinder).



7 color groups; lightness: 60, 75, 90; chromaticity: 70%



7 color groups; lightness: 60, 75, 90; chromaticity: 100%



15 color groups (sublobes); lightness: 50, 70, 90; chromaticity: 70%

Conclusion and Future Work

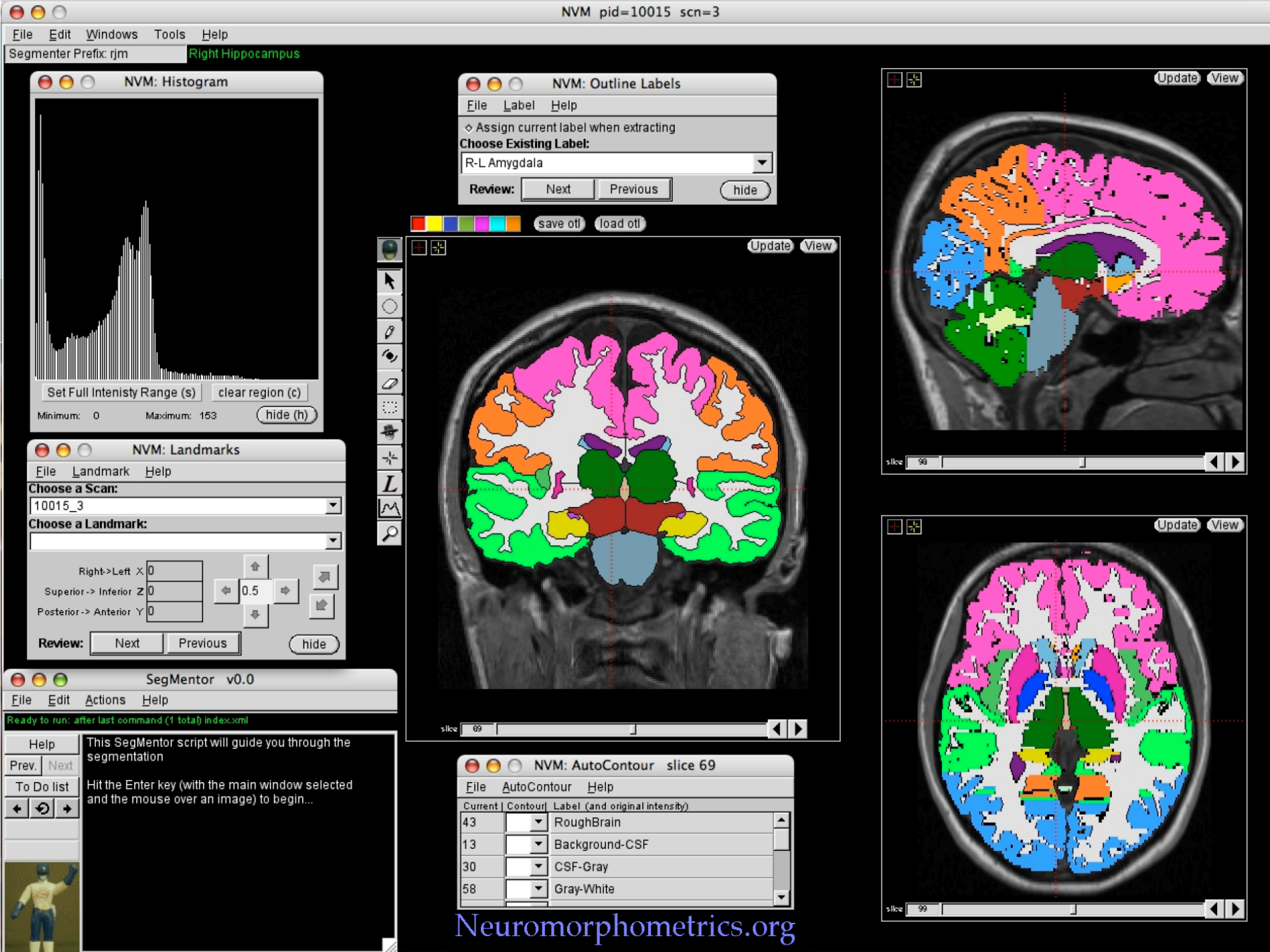
We have created Python software for creating and applying colormaps to brain images.
Download the software from: http://binarybottle.github.com/brainCOLORmap
The software calls the Python libraries: *NumPy, NetworkX, Python-Colormath, Matplotlib, and xlrd*, to:

1. convert a table of adjacent regions (an adjacency matrix) to a weighted graph of colored nodes
2. compute permutations of colors for each subgraph to optimally distinguish colors of adjacent regions
3. apply similar colors to predefined groups of regions

There are many improvements we could pursue. We have targeted the following for future work:

- Develop an optimization algorithm for whole graphs or larger subgraphs.
- Restrict the color space to colors that can be displayed; currently, the CIELch colors that should appear different from one another may appear similar after conversion to SRGB colors.
- Seed color values to better control the range of colors for each group of regions.
- Accommodate visual concerns such as color blindness by adapting the colormap accordingly.

This project is funded as part of NIMH R01 MH084029-02 and NIMH R43 MH084358.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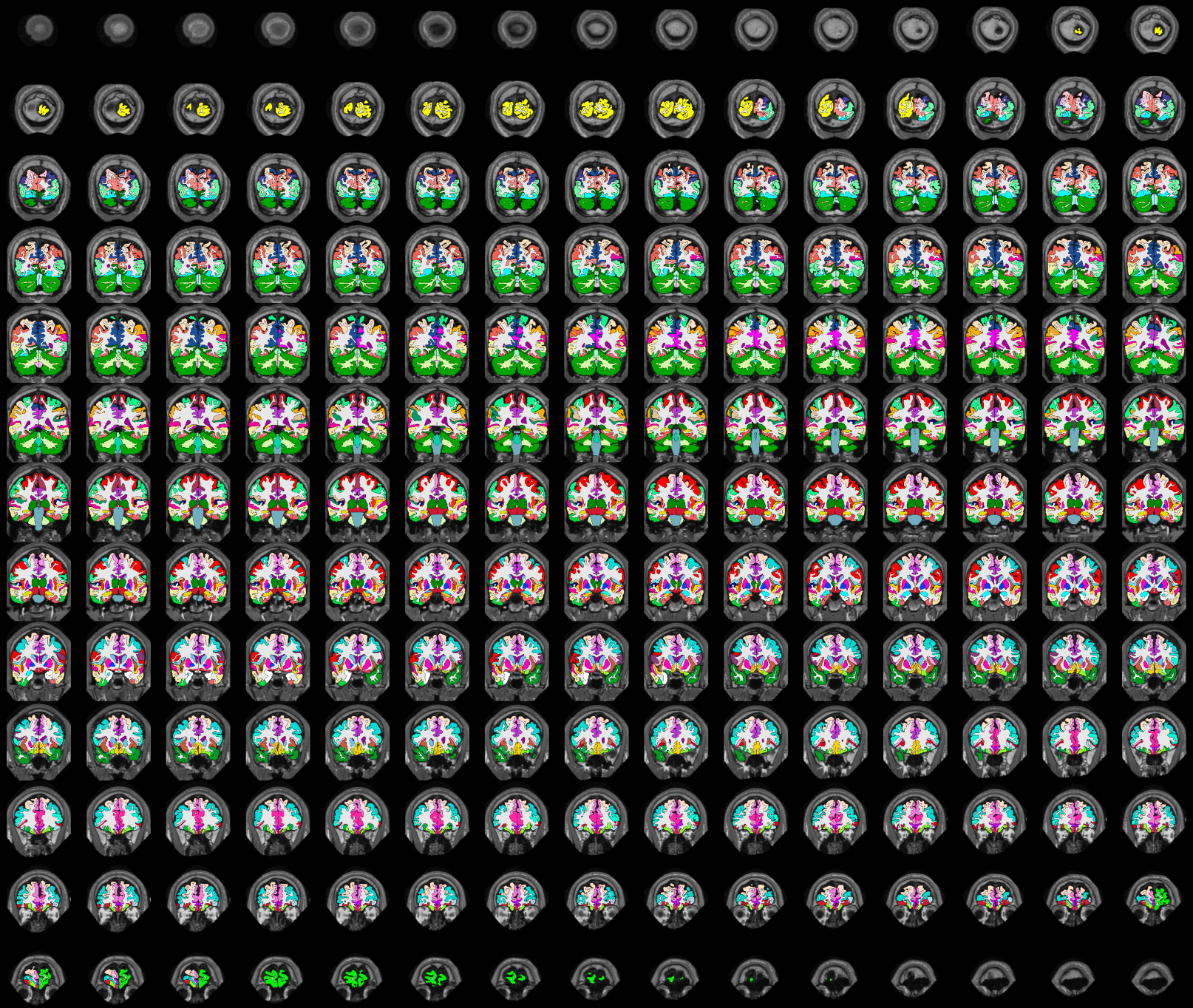
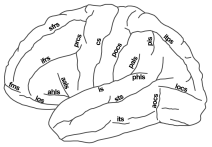
File Edit Windows Tools Help
Segmenter Prefix: rjm
Right Hippocampus
NVM: Histogram
Set Full Intenisty Range (s)
clear region (c)
Minimum: 0
Maximum: 153
hide (h)
NVM: Outline Labels
File Label Help
◇ Assign current label when extracting
Choose Existing Label:
R-L Amygdala
Review:
Next
Previous
hide
save otl
load otl
Update
View
slice 69
slice 98
slice 99
NVM: Landmarks
File Landmark Help
Choose a Scan:
10015_3
Choose a Landmark:
Right->Left X 0
Superior -> Inferior Z 0
Posterior -> Anterior Y 0
0.5
Review:
Next
Previous
hide
SegMentor v0.0
File Edit Actions Help
Ready to run: after last command (1 total) index.xml
Help
Prev.
Next
To Do list
This SegMentor script will guide you through the segmentation
Hit the Enter key (with the main window selected and the mouse over an image) to begin...
NVM: AutoContour slice 69
File AutoContour Help
Current
Contour
Label (and original intensity)
43 RoughBrain
13 Background-CSF
30 CSF-Gray
58 Gray-White
Neuromorphometrics.org

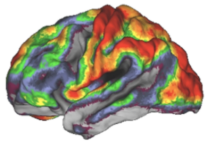


How should we label brains?

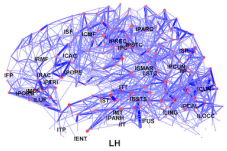
1. Manual labeling



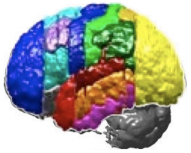
2. Functional mapping



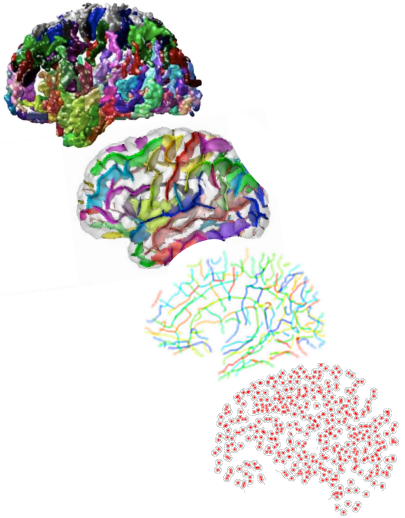
3. Tractography-based segmentation



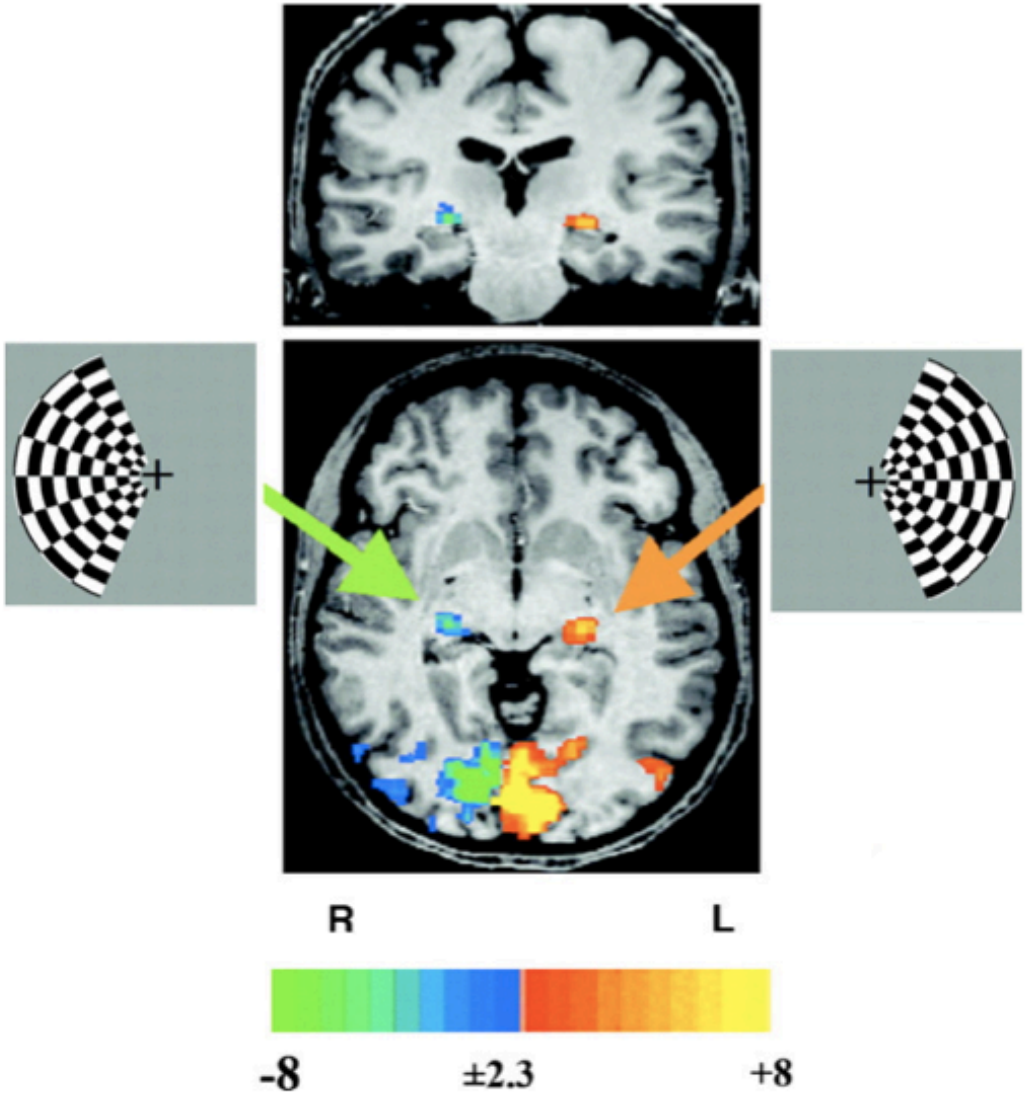
4. Registration-based labeling



5. Feature matching

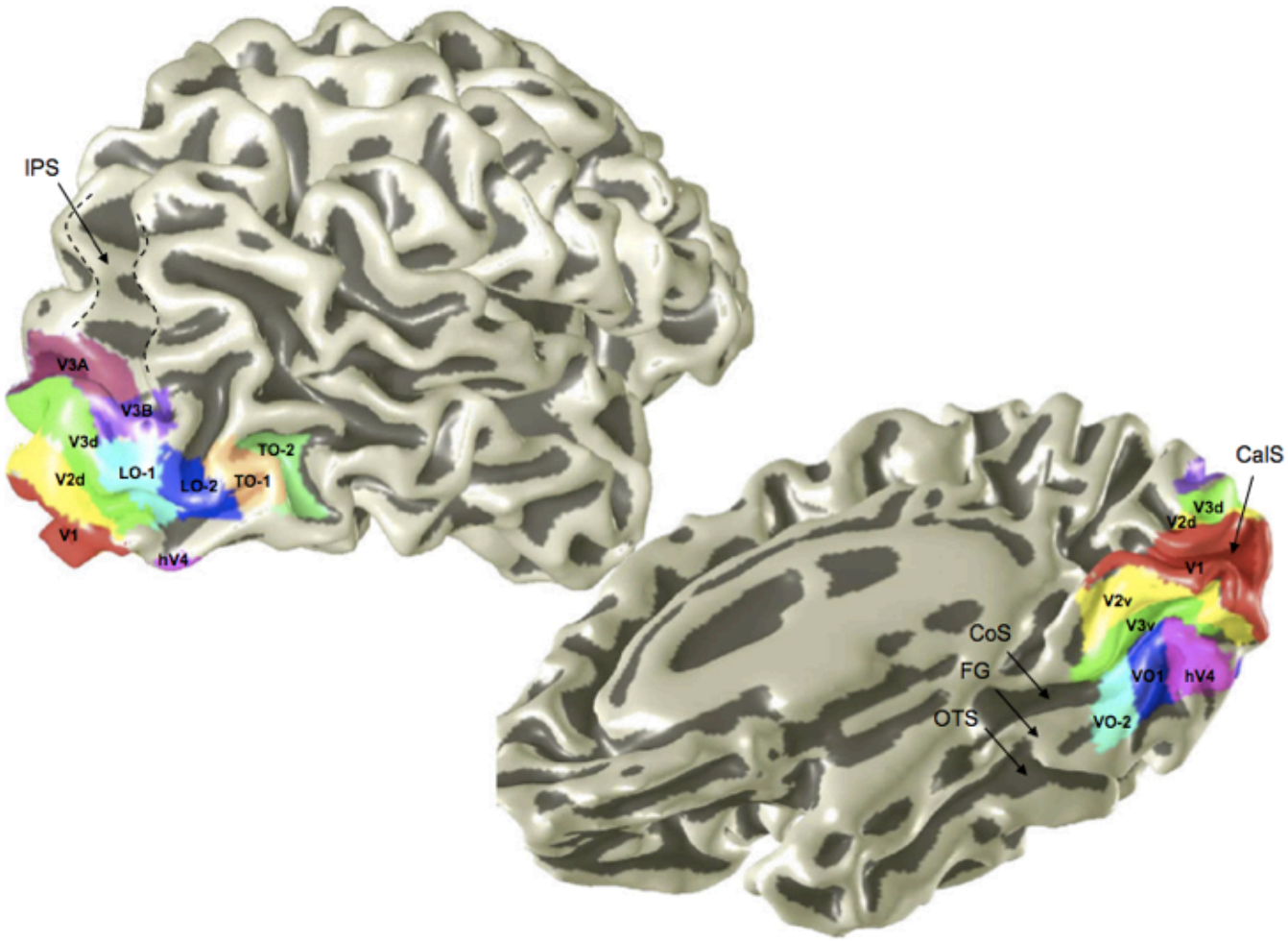


2. Functional mapping



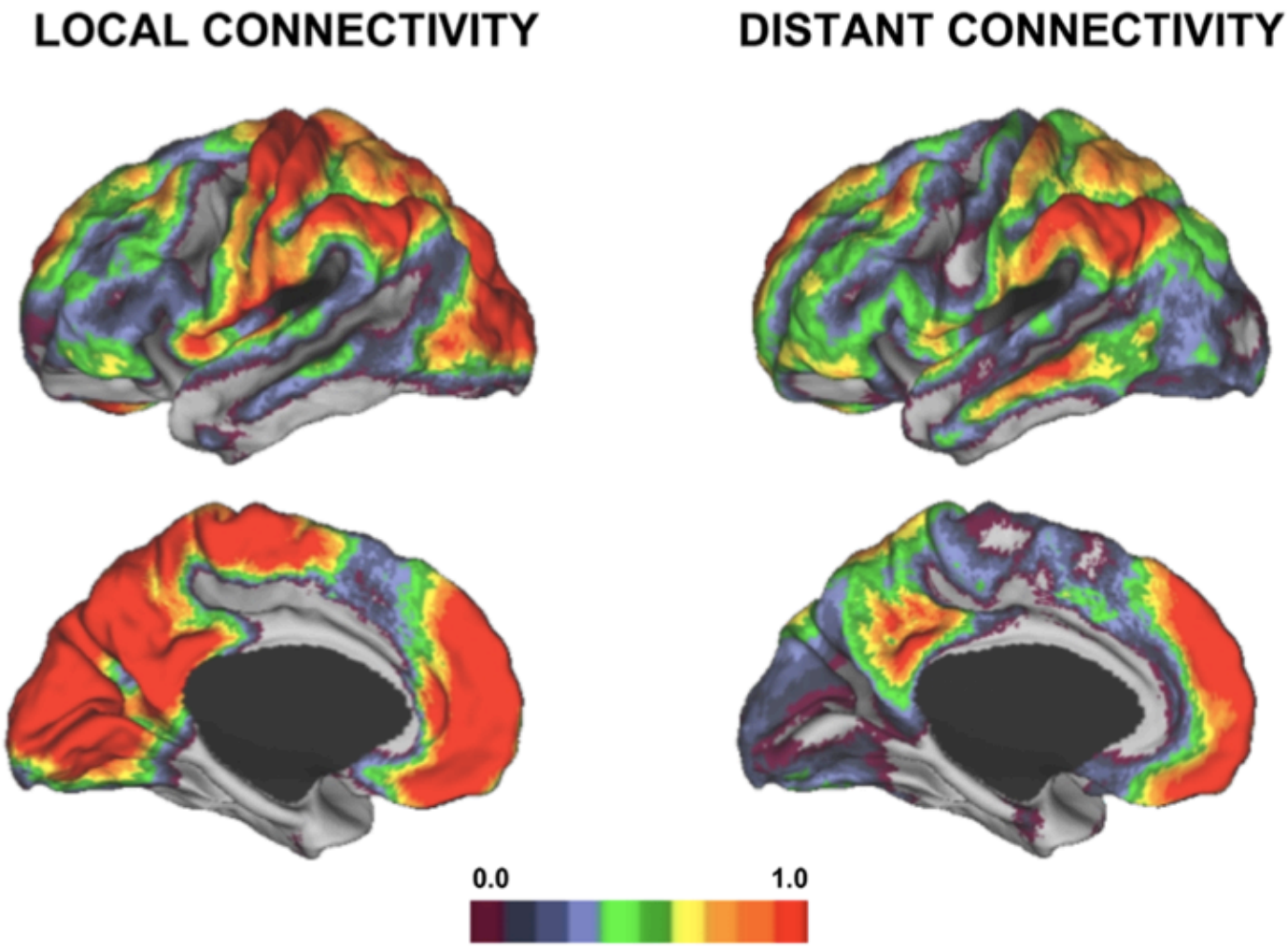
Kastner, et al., 2004

Visuotopic mapping



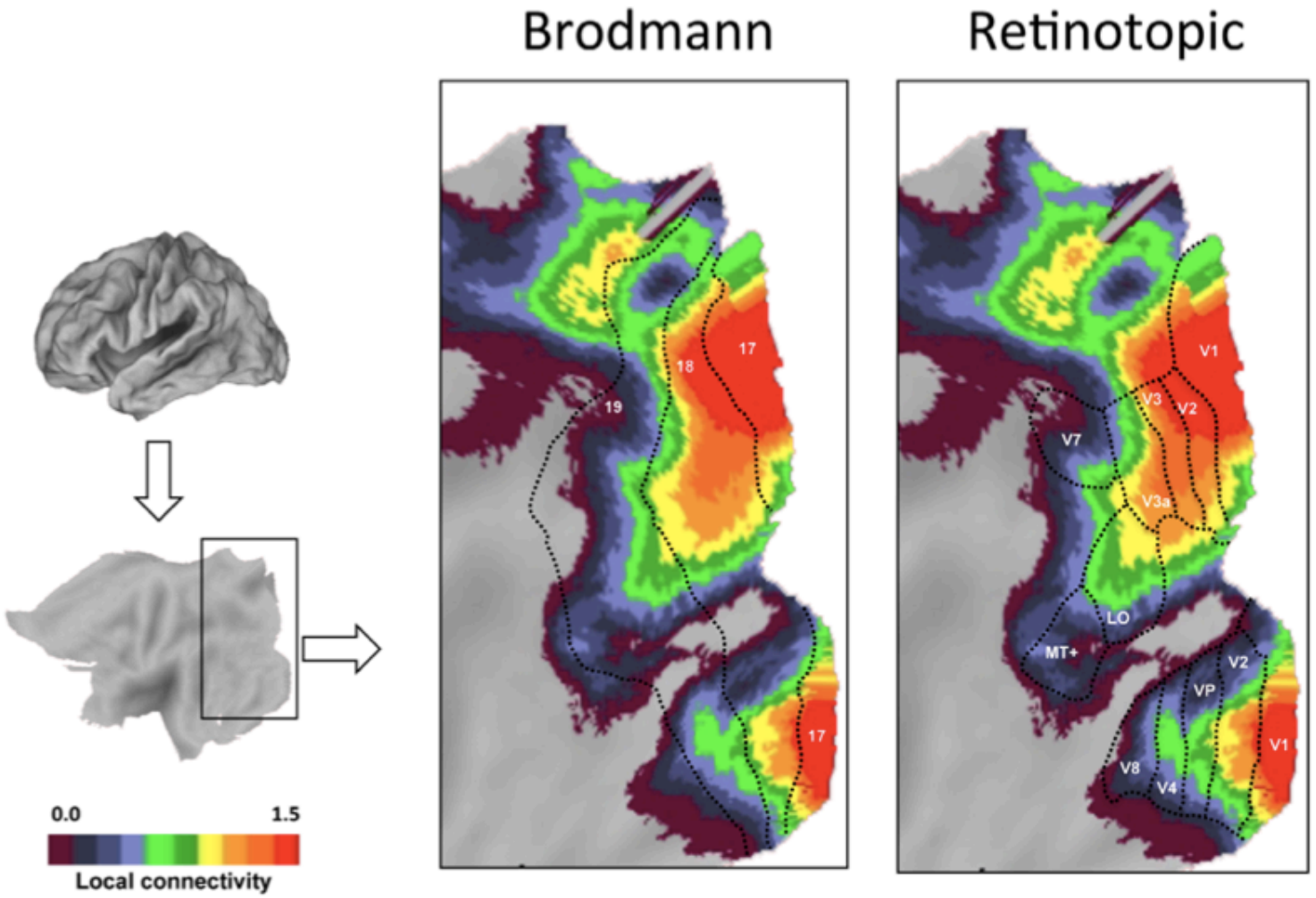
Wandell and Winawer, 2011

Functional “connectivity”



Sepulcre, et al., 2010

Functional “connectivity”



Sepulcre, et al., 2010

How should we label brains?

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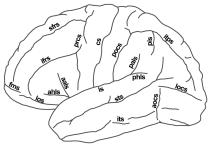
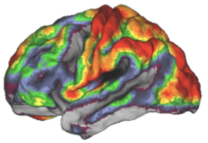
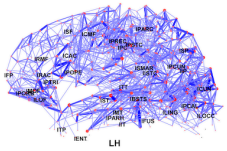


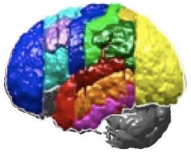
2. Functional mapping



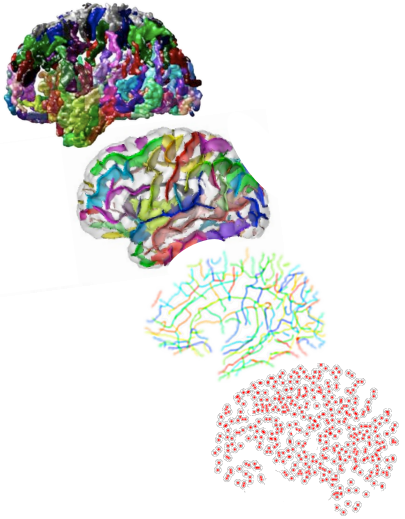
3. Tractography-based segmentation



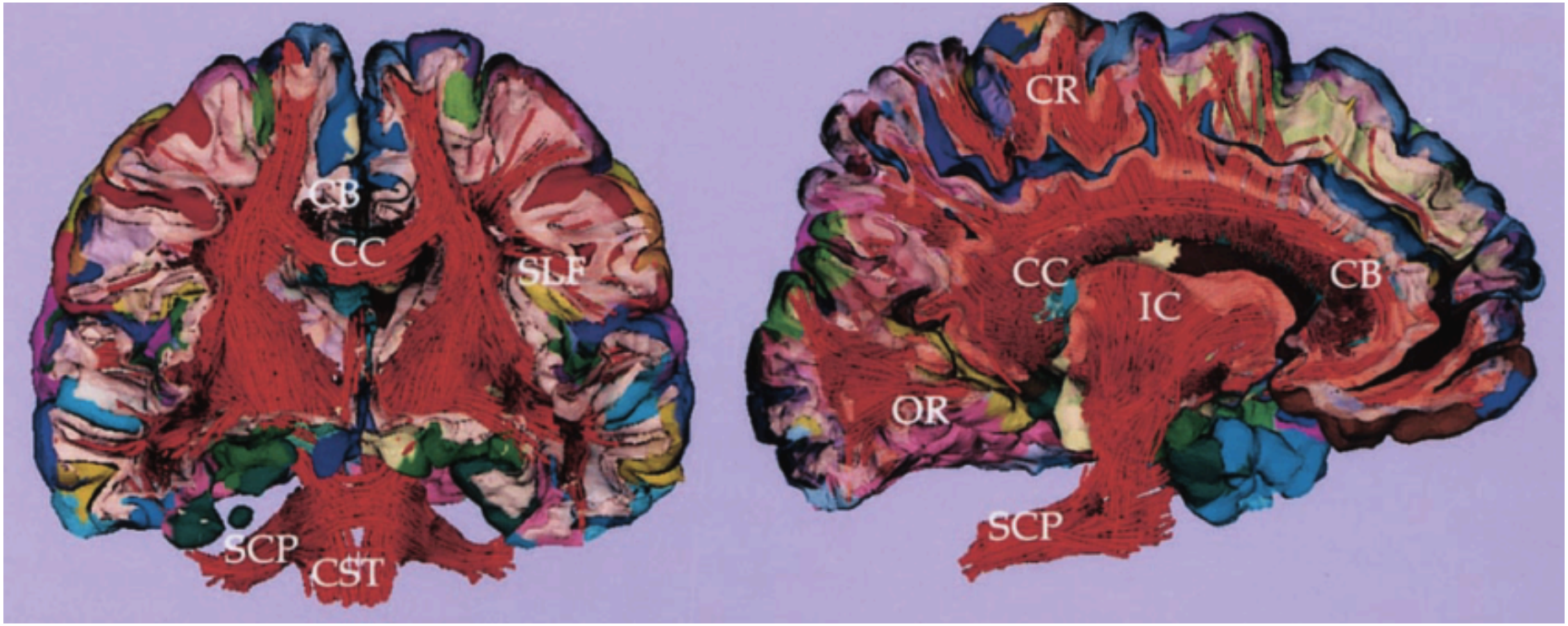
4. Registration-based labeling



5. Feature matching



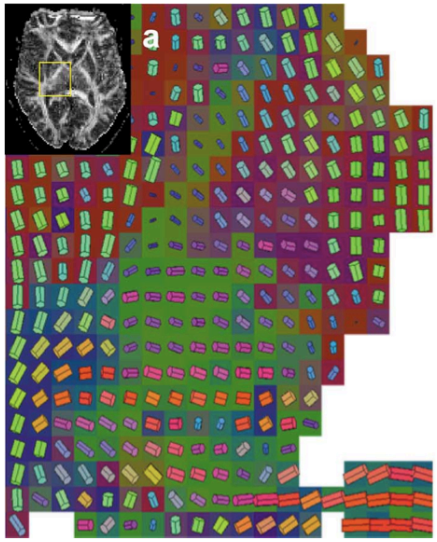
3. Tractography-based segmentation

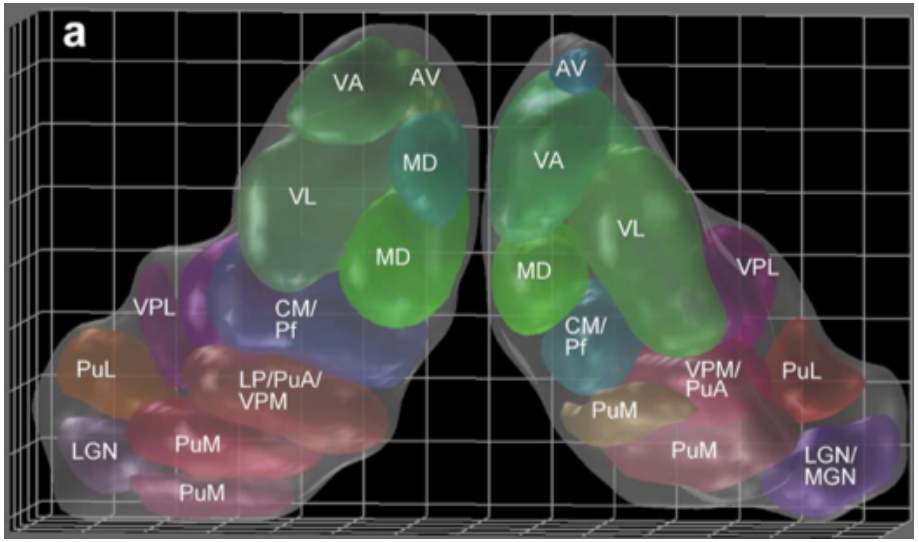


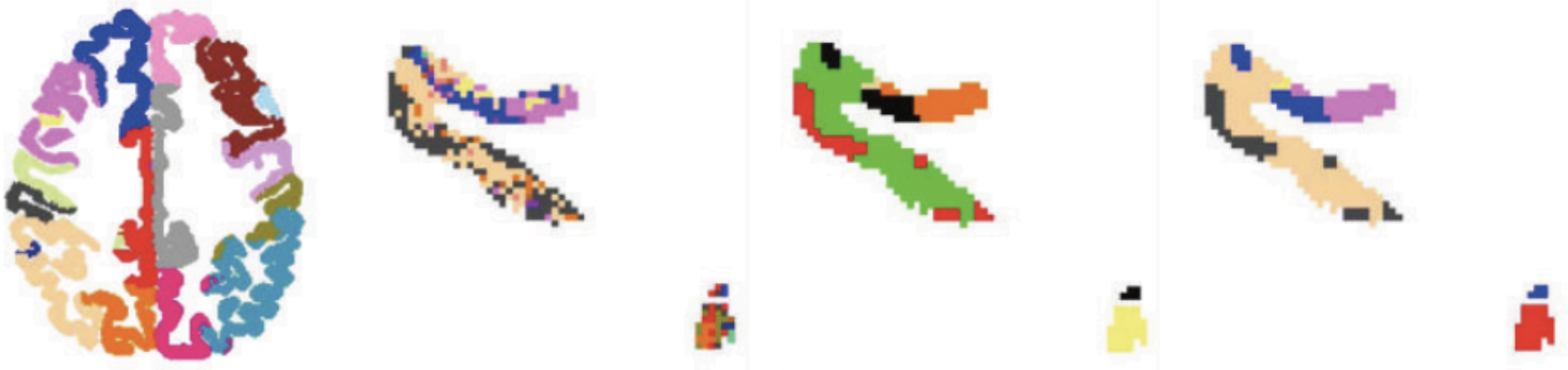
visualization of atlas-based labels + tractography

Park, et al., 2004

Tractography + atlas-based labeling

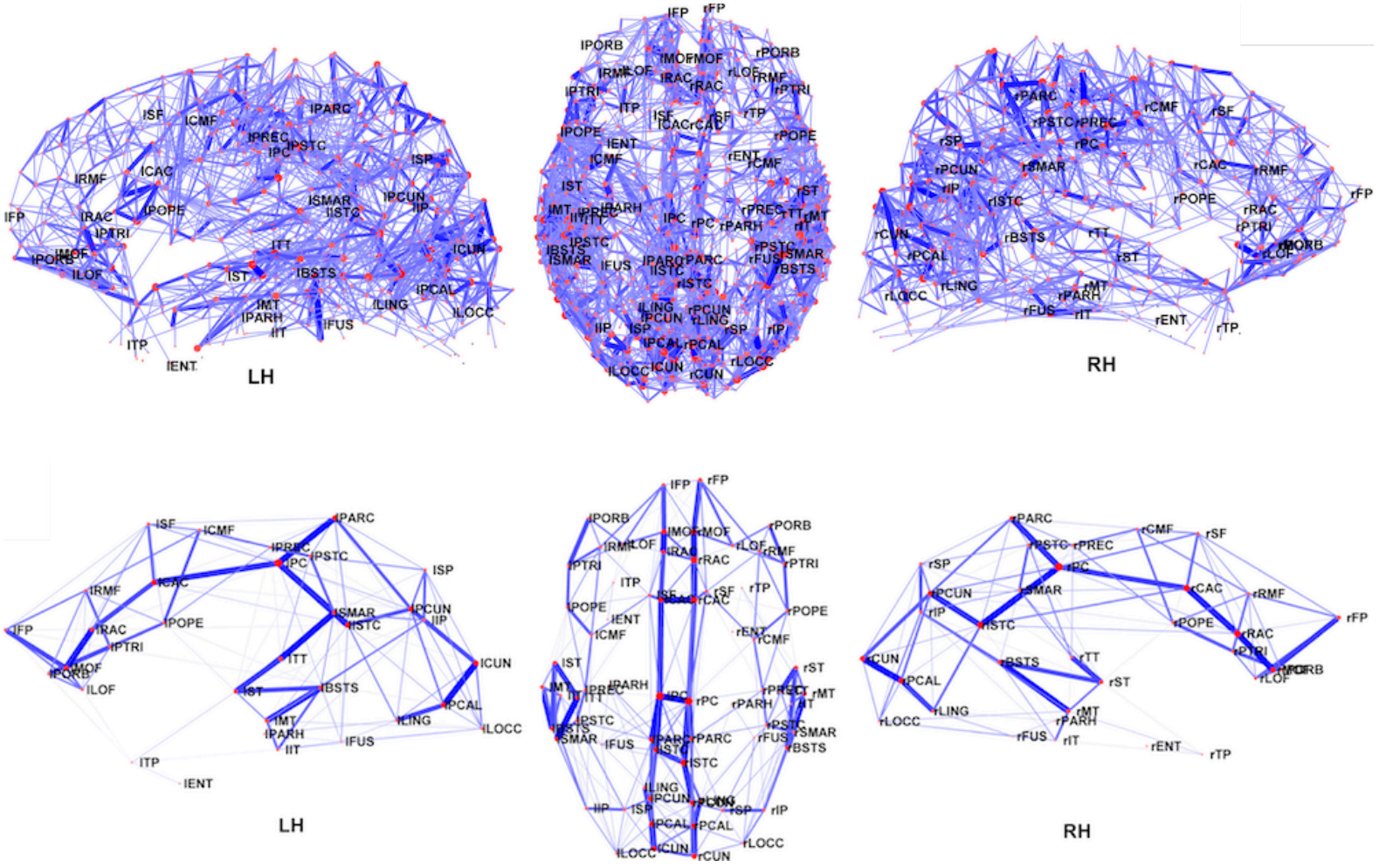






Wiegall et al., 2003; Cachia et al., 2008

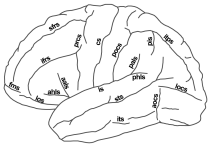
Labeled tractography-based networks



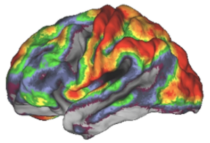
Hagmann, et al., 2008

How should we label brains?

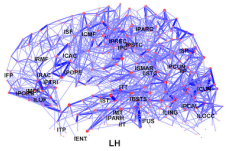
1. Manual labeling



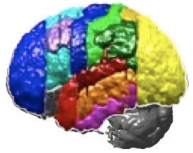
2. Functional mapping



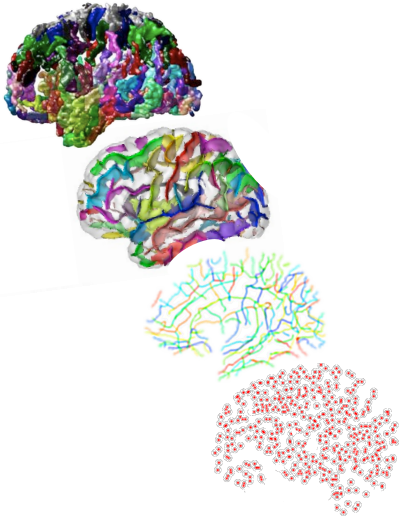
3. Tractography-based segmentation



4. Registration-based labeling

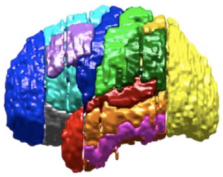


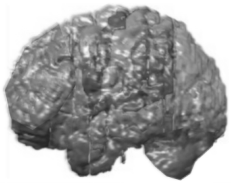
5. Feature matching



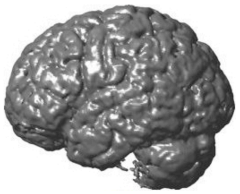
4. Registration-based labeling

atlas

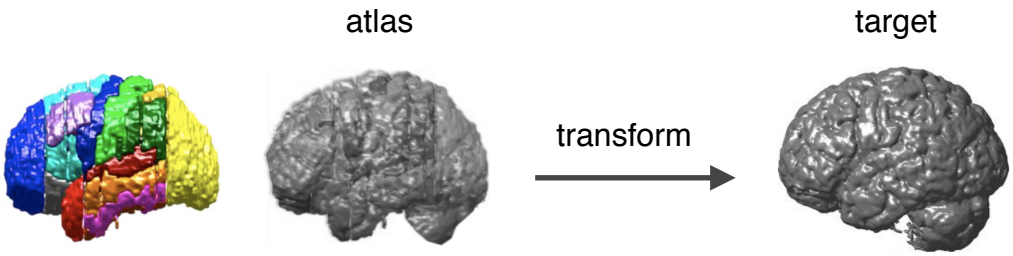




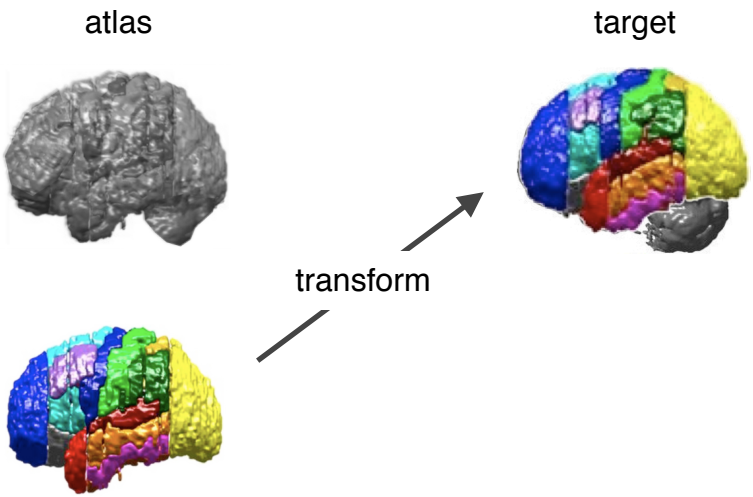
target



Step 1: compute the registration transform from the atlas to the target



Step 2: apply the transform to the atlas labels



"Evaluation of 14 nonlinear deformation algorithms applied to human brain MRI registration" NeuroImage (2009)

Software	Similarity metric	Transformation
SyN	CC	bi-directional diffeomorphism (D)
ART	nCC	FFD based on cubic splines (H, np)
IRTK	nMI	cubic B-splines
SPM5 DARTEL	multinomial model: congealing	FDM of viscosity field (Dc)
JRD-fluid	Jensen-Rényi divergence	viscous fluid; variational calculus (D)
Diffeomorphic Demons	SSD	displacement field (D, np)
FNIRT	SSD	cubic B-splines
ROMEO	displaced frame difference	local affine
ANIMAL	CC	local translations
SICLE	SSD	3-D Fourier series (D)
SPM5 Unified Segment	generative segmentation	discrete cosine transforms
SPM5 "SPM2-type"	MSD	discrete cosine transforms
SPM5 Normalize	MSD	discrete cosine transforms
AIR	MSD	5th-order polynomial warps
FLIRT (linear)	nCR	linear, rigid-body

n = normalized
CC = cross-correlation
CR = correlation ratio
MI = mutual information
MSD = mean of squared differences
SSD = sum of squared differences

D = diffeomorphic
Dc = diffeomorphic, constant over time
FDM = finite difference model
FFD = free-form deformation
H = homeomorphic
np = nonparametric

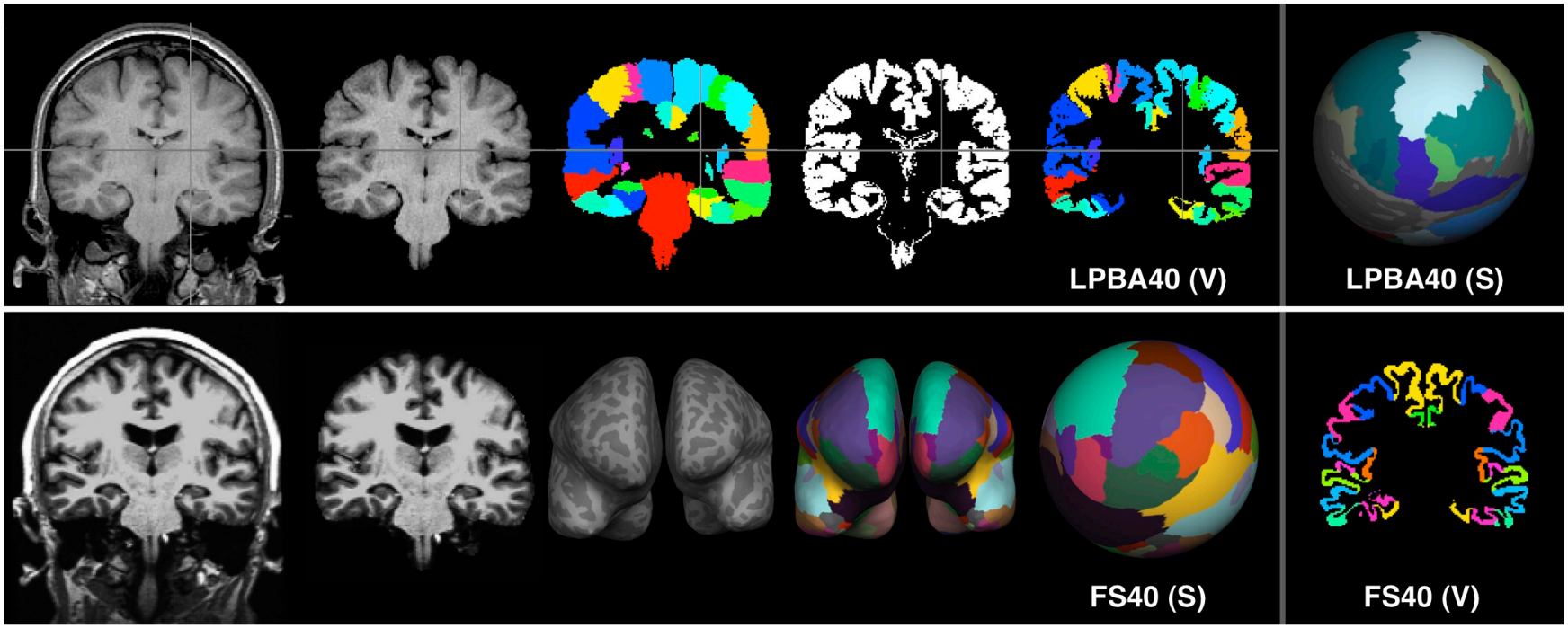
“Evaluation of volume-based and surface-based brain image registration methods”

NeuroImage (2010)

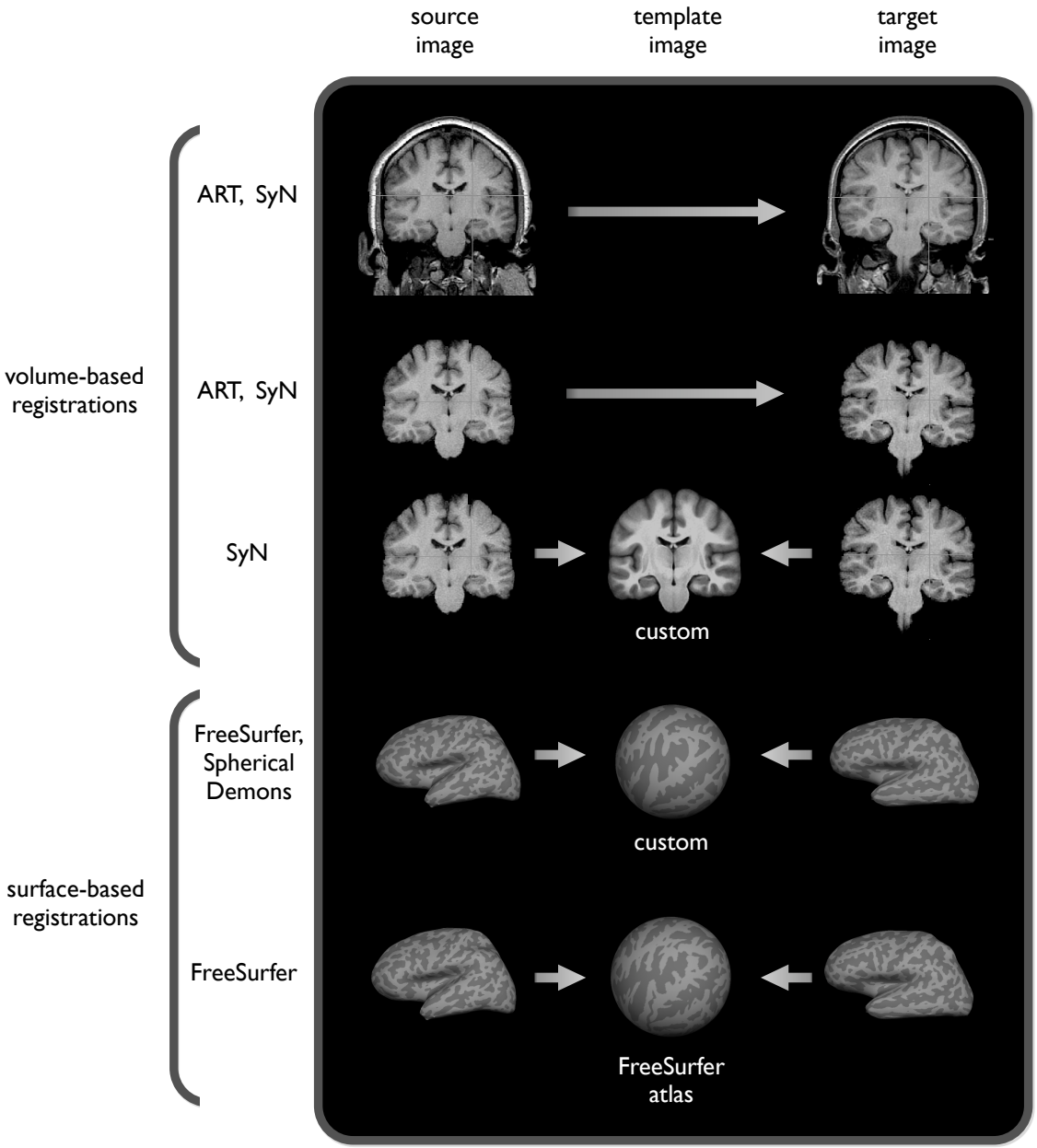
Collaborators:	Software:	Space:
Satrajit S. Ghosh		
Brian Avants, James C. Gee	ANTS (SyN)	volume
B.T.T. Yeo	Spherical Demons	surface
Bruce Fischl	FreeSurfer	surface
Babak Ardekani	ART	volume

- first study to compare volume and surface registration methods
- first study to compare whole-head and brain-only image registrations
- compares registration accuracy with and without custom templates
- >16,000 registrations
- 80 manually labeled brain images for evaluation
- 2 different brain labeling protocols

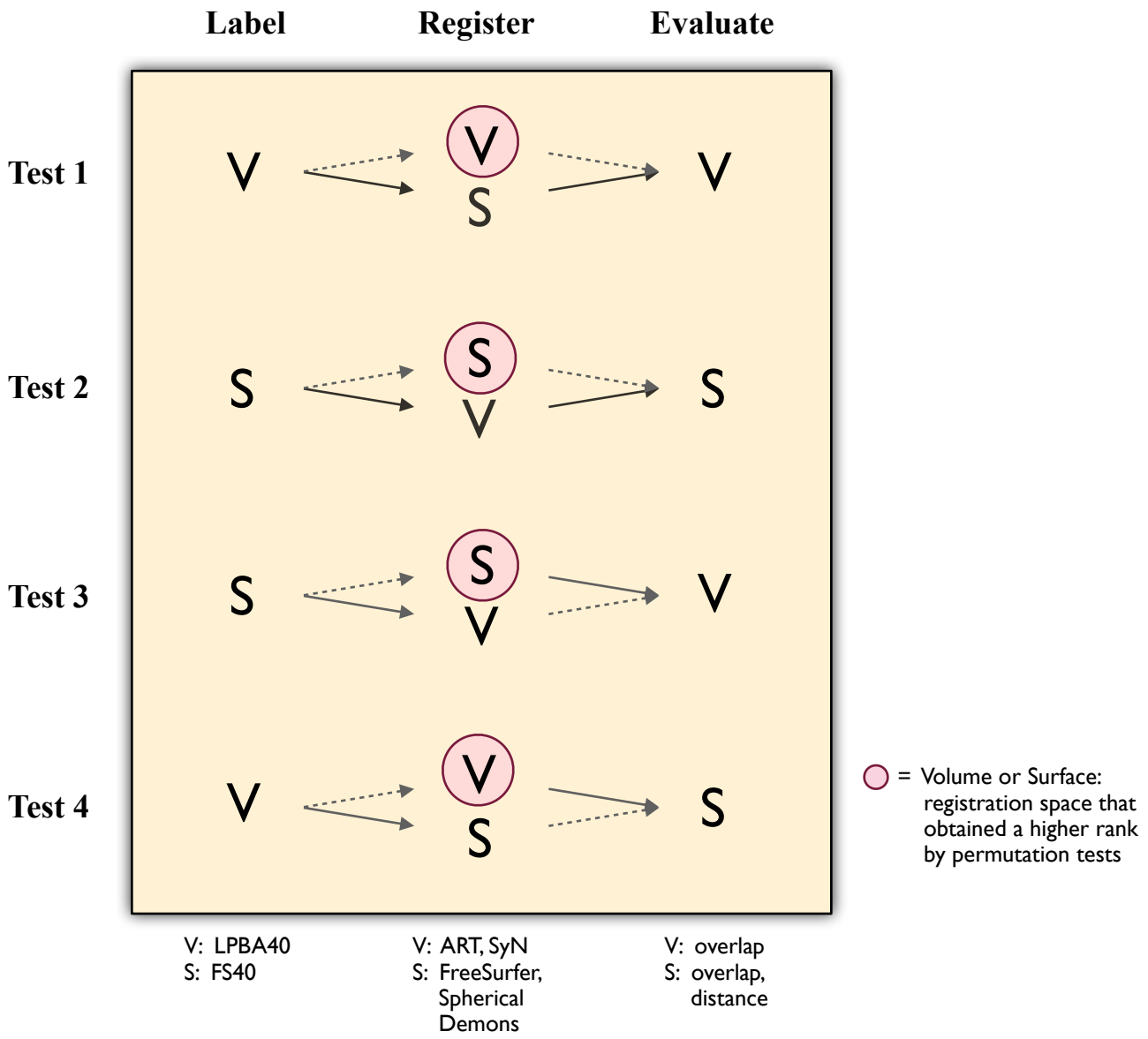
Volume and surface data
(labeled in volumes ***and*** surfaces)



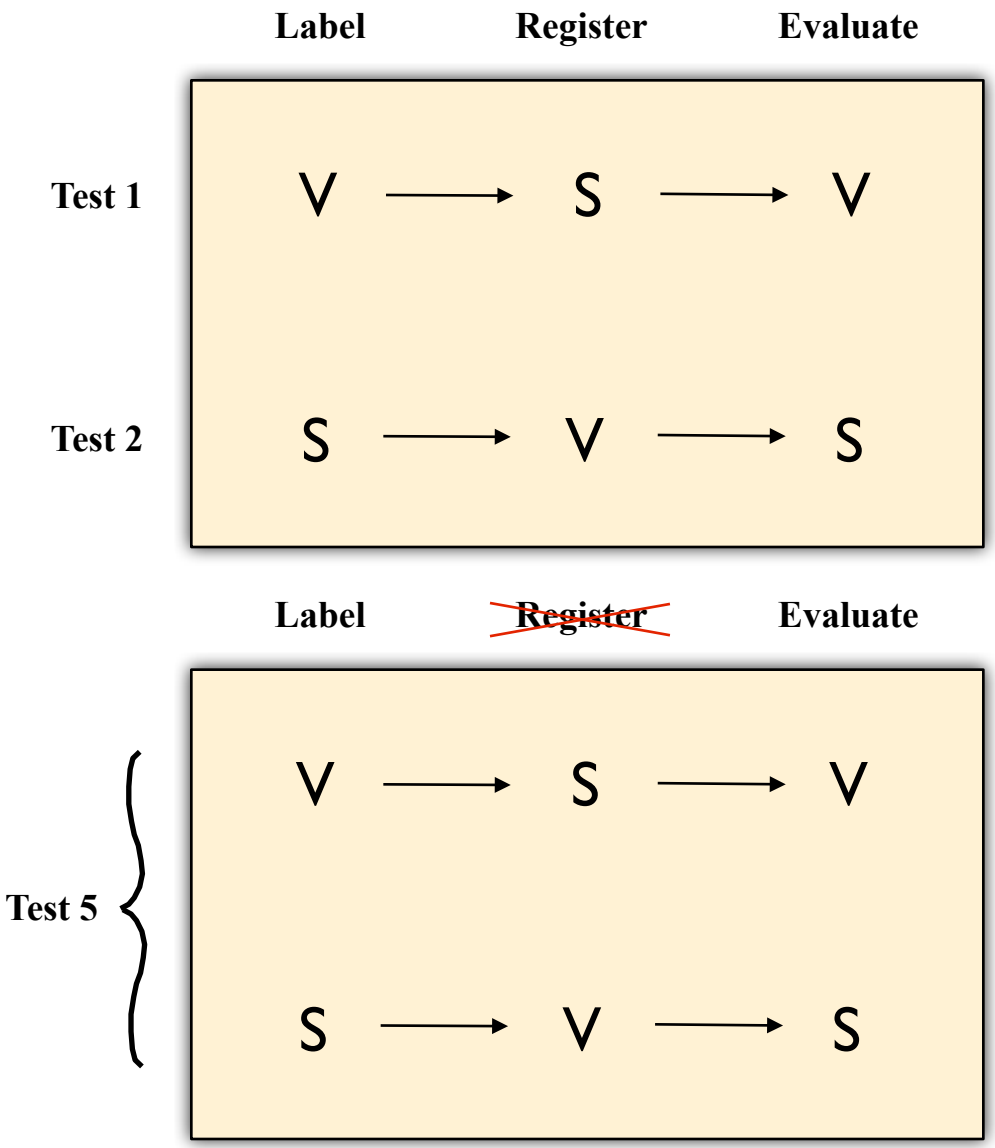
registrations



Tests 1-4


Label
Register
Evaluate
Test 1
V
V
S
V
Test 2
S
S
V
S
Test 3
S
S
V
V
Test 4
V
V
S
S
= Volume or Surface: registration space that obtained a higher rank by permutation tests
V: LPBA40
S: FS40
V: ART, SyN
S: FreeSurfer, Spherical Demons
V: overlap
S: overlap, distance

Test 5: resampling



Test 5: resampling

1. Brain extraction aids volume registration.

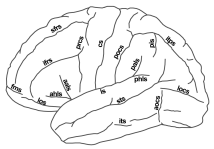
2. Custom templates improve registration
   over direct pairwise registration.

3. Resampling volume labels on surfaces
   or surface labels on volumes
   precludes a fair comparison between
   surface and volume registration methods.

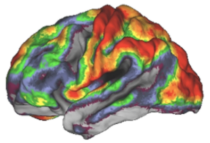
Recommendation:
Construct a custom template from a limited sample drawn from the same or a similar representative population, using the same algorithm used for registering brains to the template.

How should we label brains?

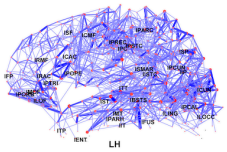
1. Manual labeling



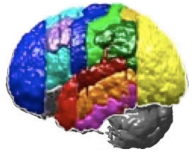
2. Functional mapping



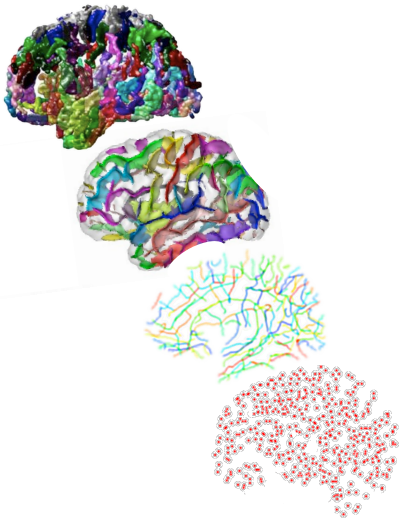
3. Tractography-based segmentation



4. Registration-based labeling

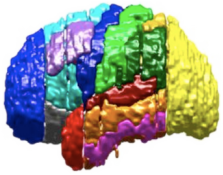


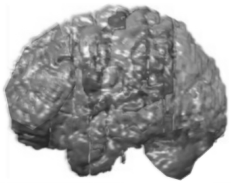
► 5. Feature matching



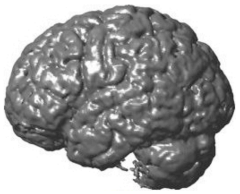
5. Feature matching

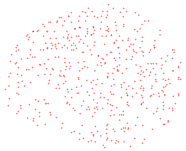
atlas





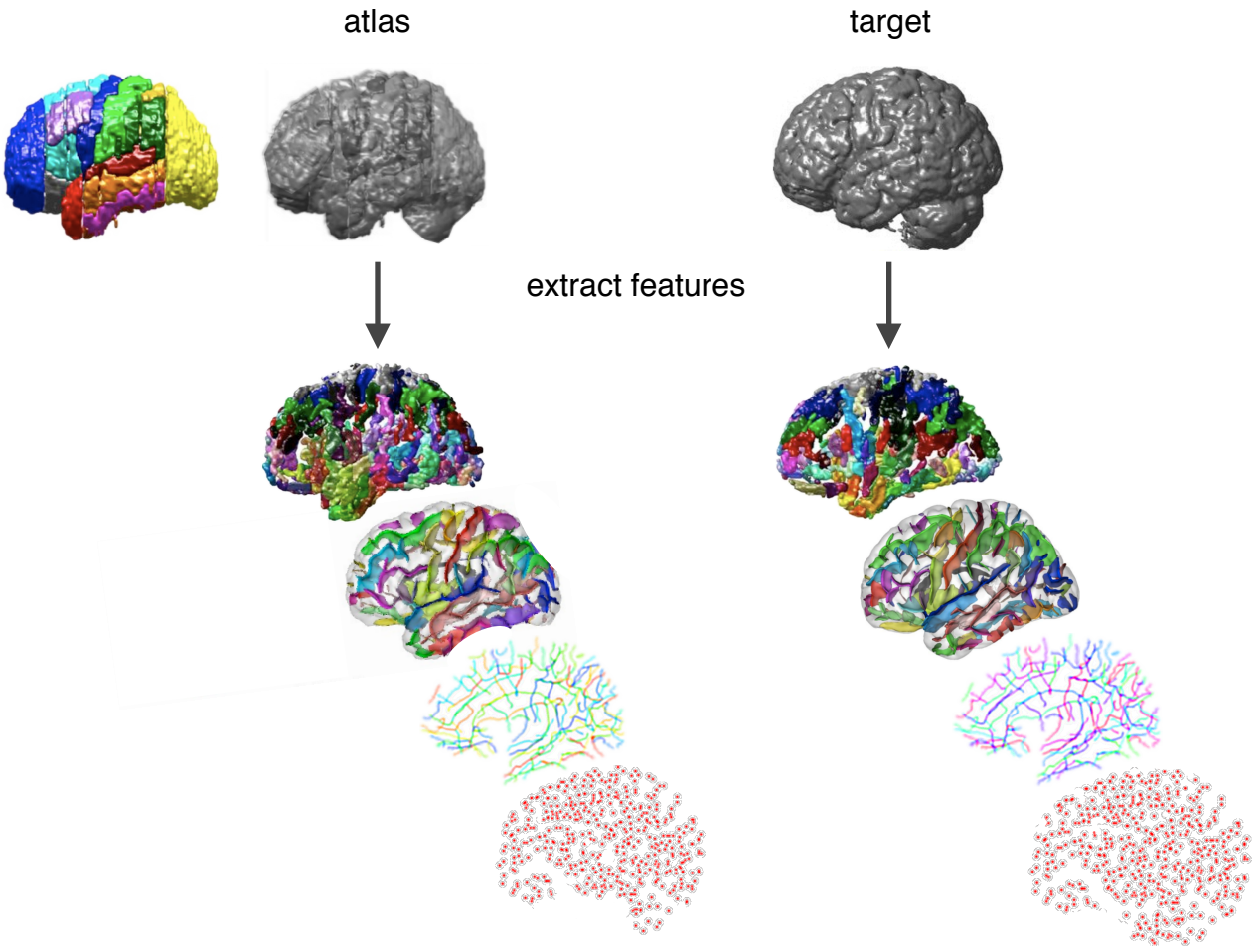
target





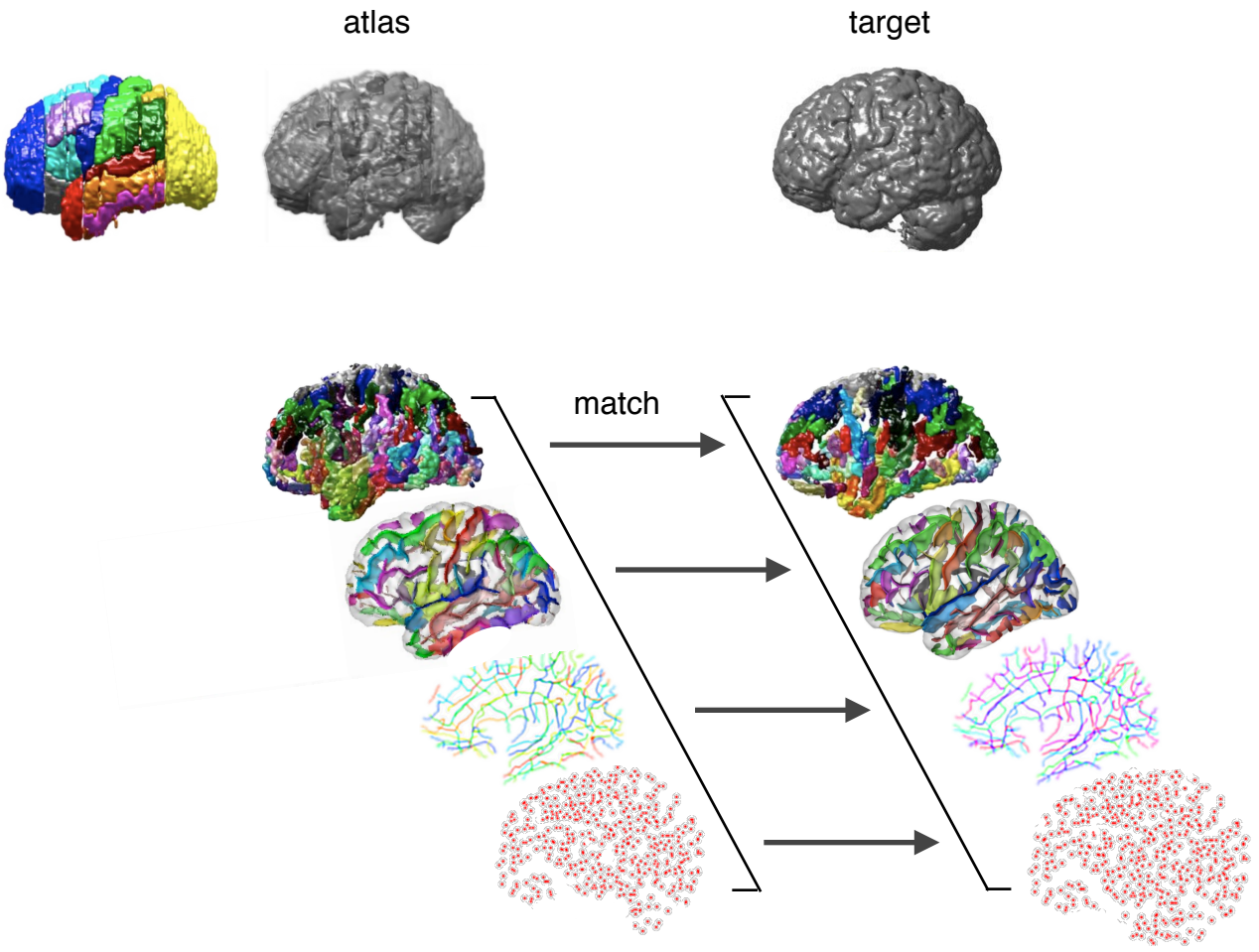
Mindboggle 2: feature-based labeling

Step 1: extract features



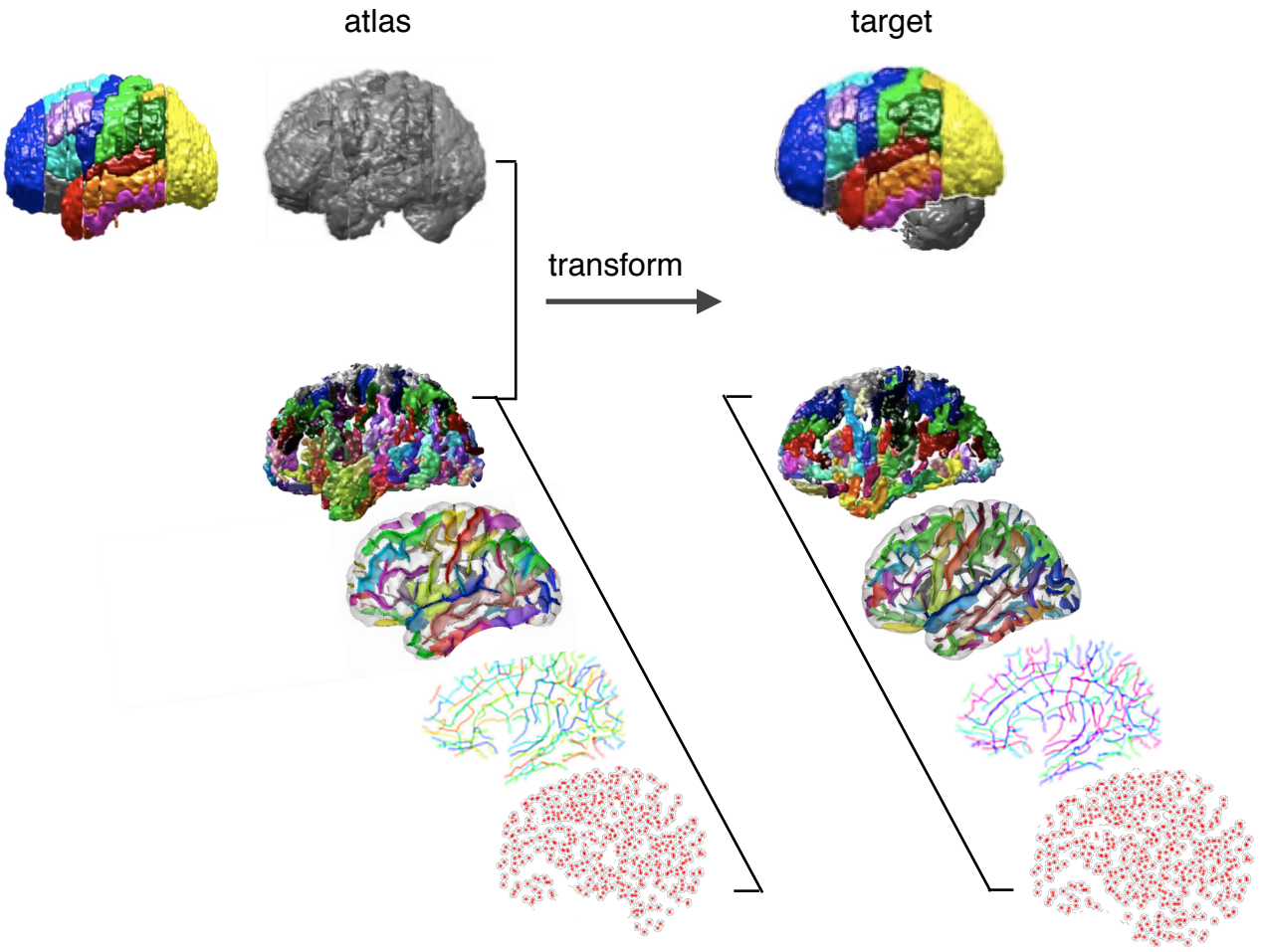
Mindboggle 2: feature-based labeling

Step 2: match atlas and target features



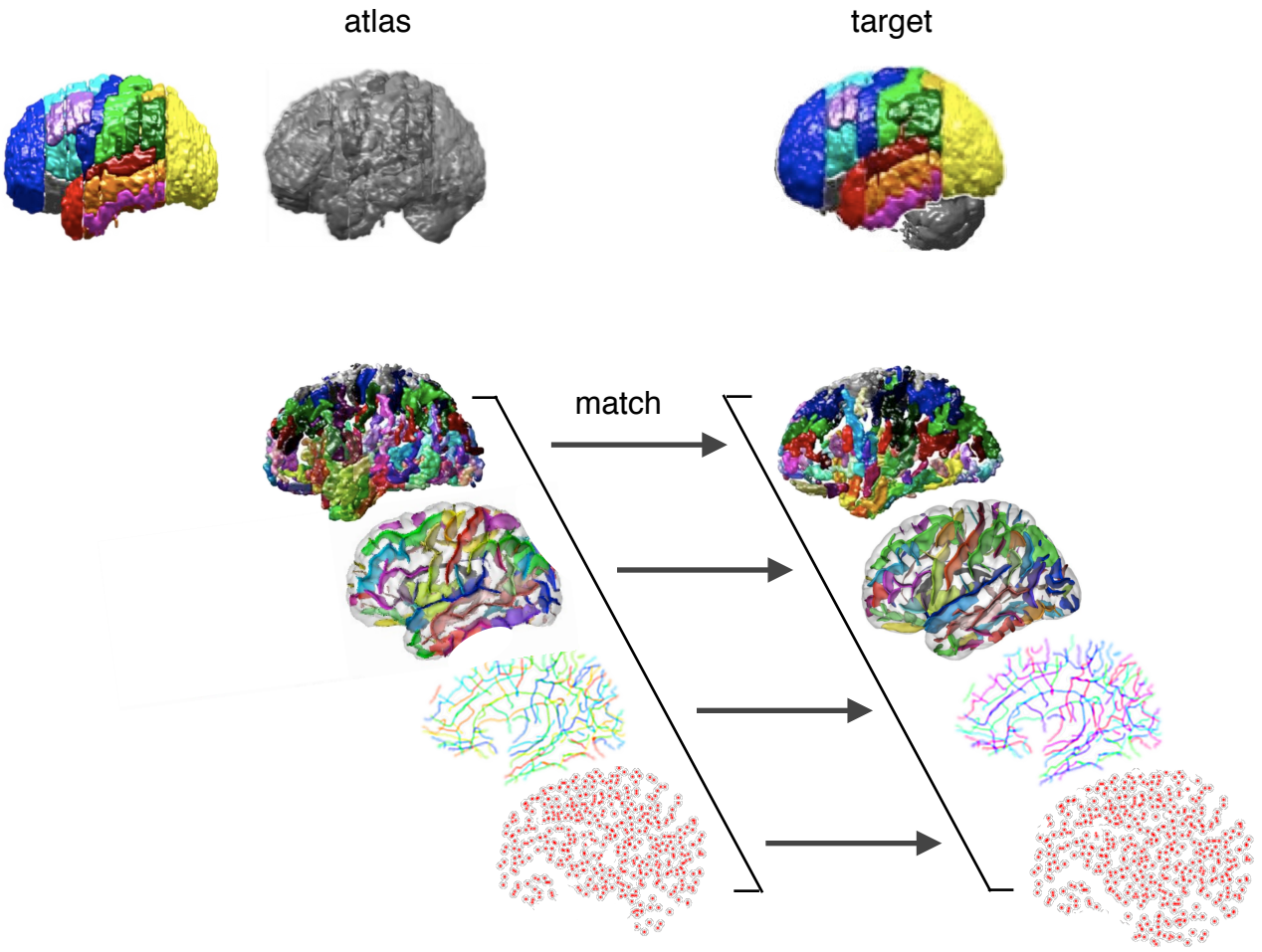
Mindboggle 2: feature-based labeling

Step 3: compute image + landmark-based registration transform from atlas to target



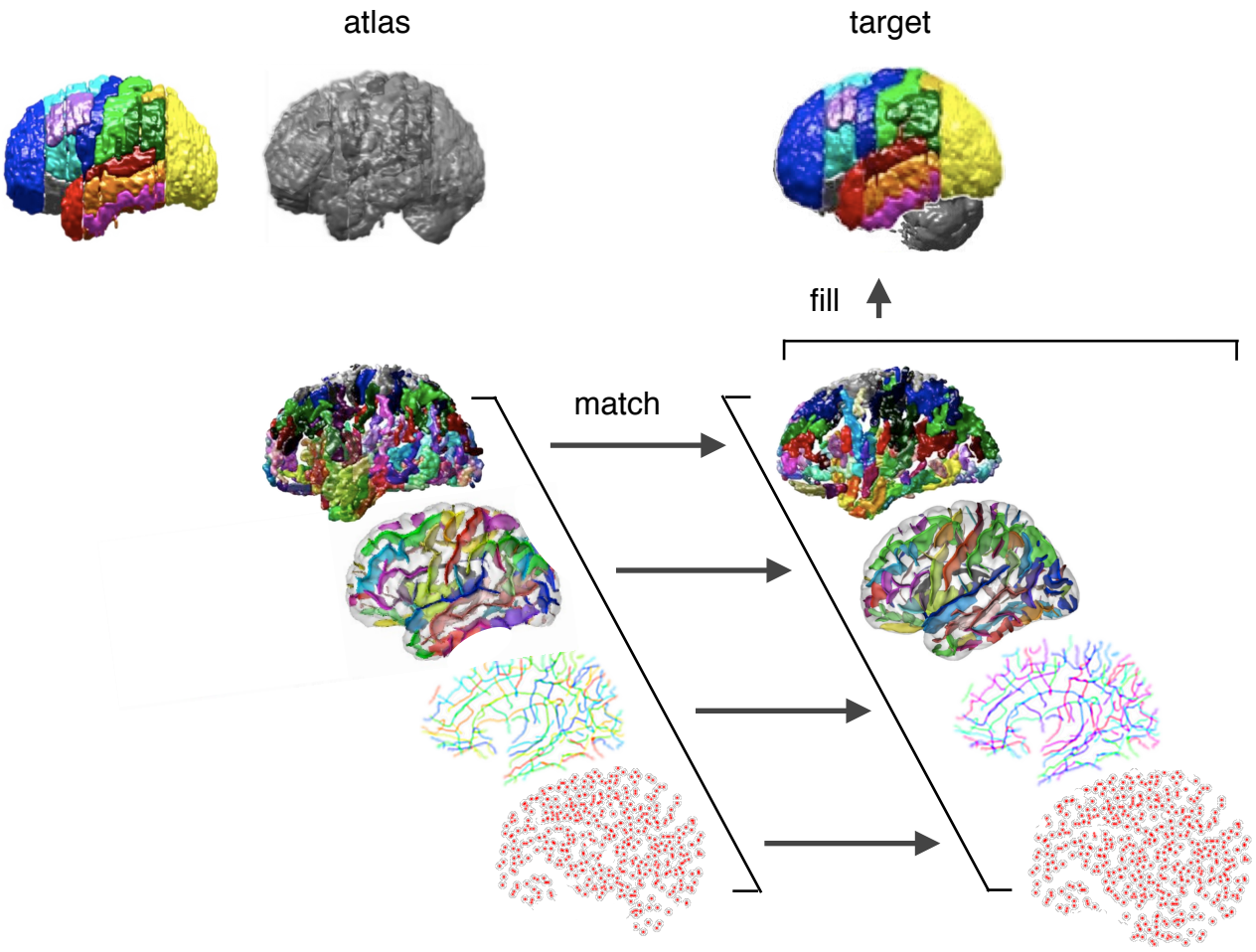
Mindboggle 2: feature-based labeling

Step 2: or match...

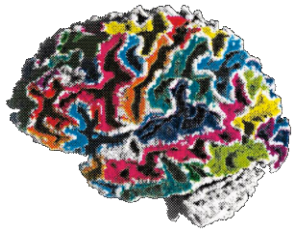


Mindboggle 2: feature-based labeling

Step 3: then propagate labels within inferred label boundaries?



Candidate features

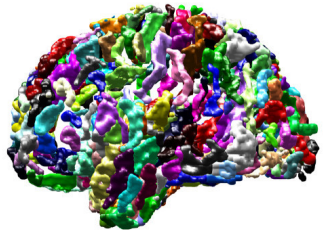


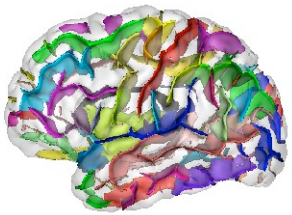
3-D:

labeled **regions** (manual)

sulcal **basins**

sulcal **skeletons**

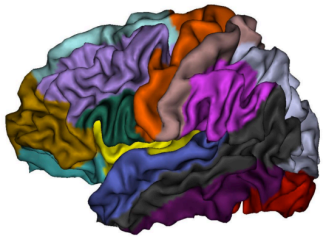


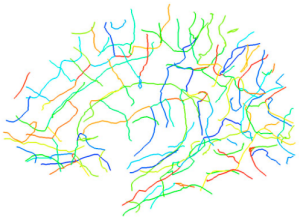


2-D:

sulcal **ribbons**

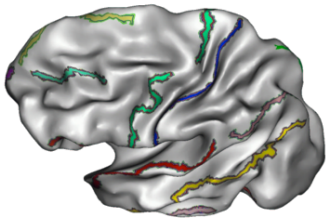
gyral **surfaces**

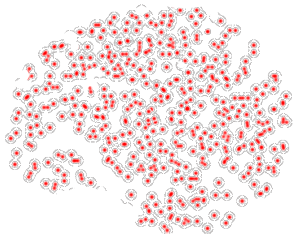




1-D:

sulcal & gyral **curves**

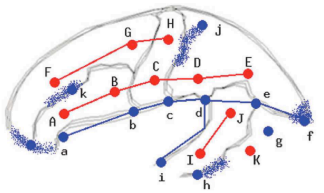




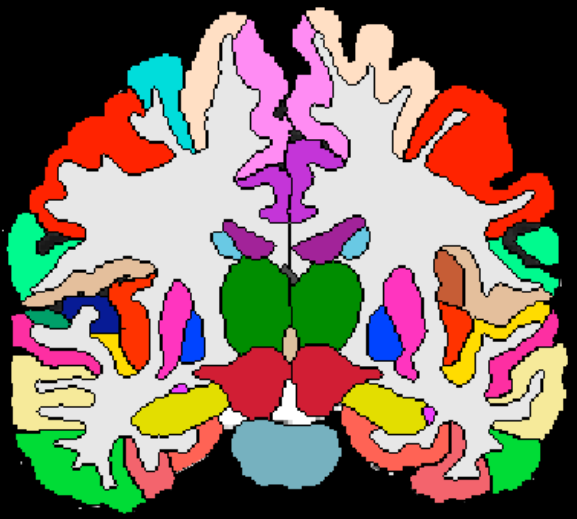
0-D:

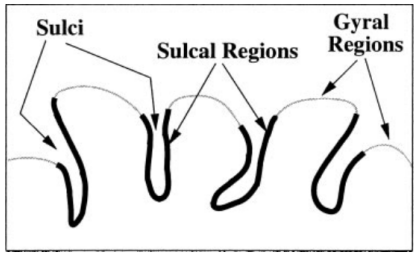
SIFT **points**

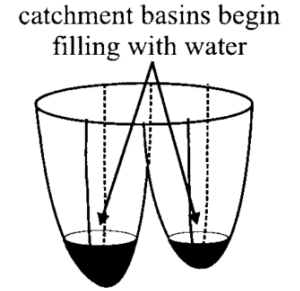
sulcal **pits**

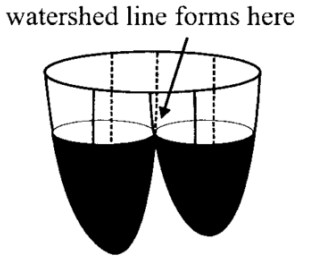


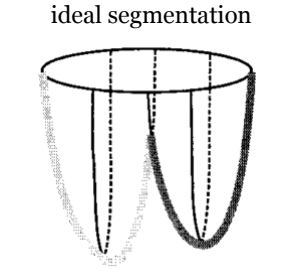
Candidate features in 3-D:
manually labeled **regions**



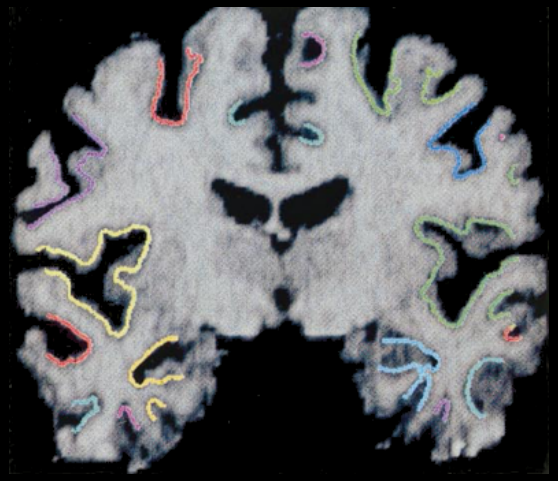


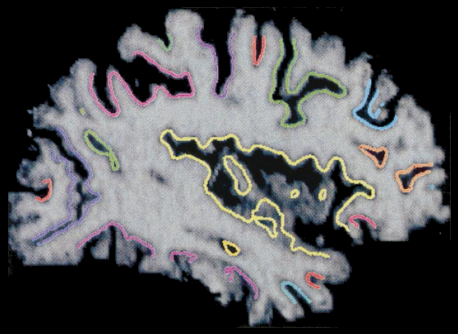




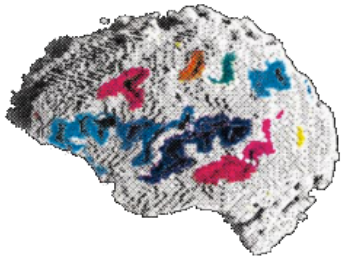


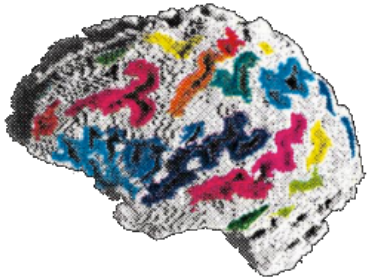
Candidate features in 3-D: sulcal **basins**

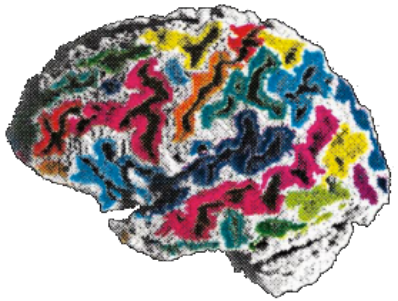


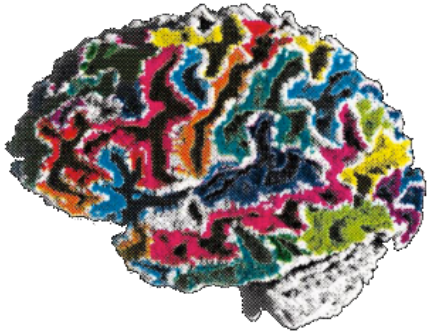


Rettman et al. 2002, Lohmann et al., 2000

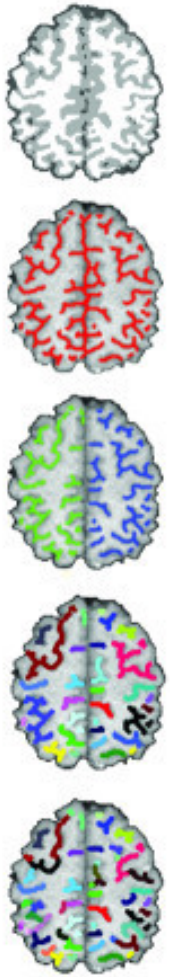


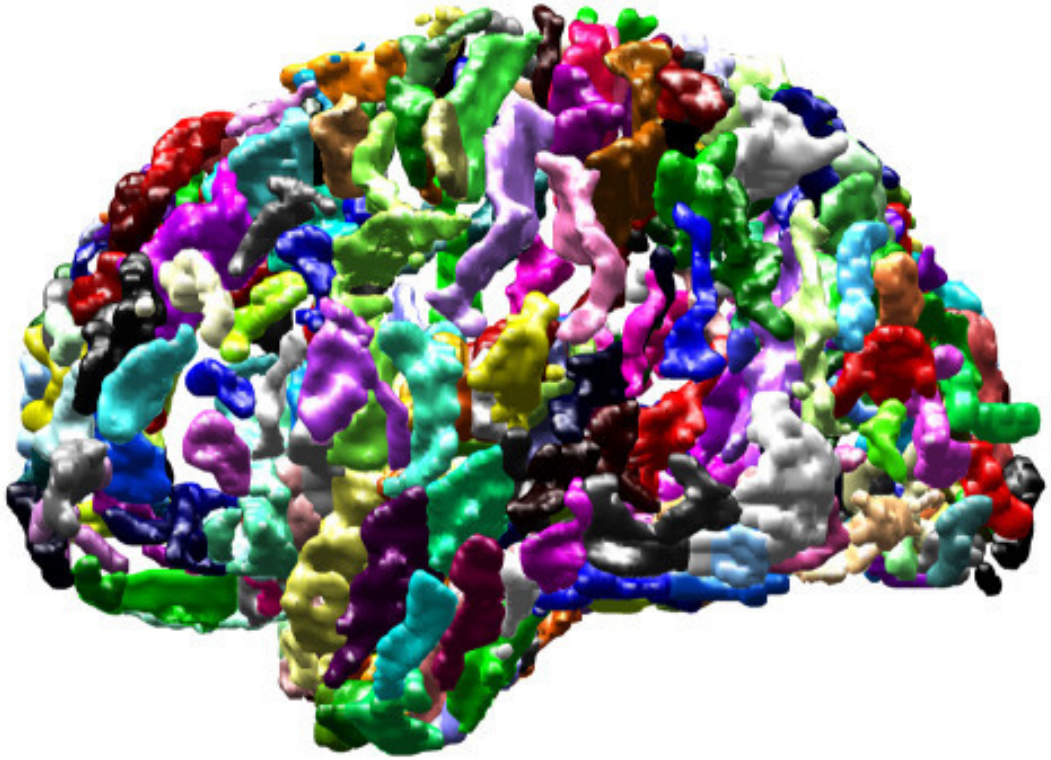




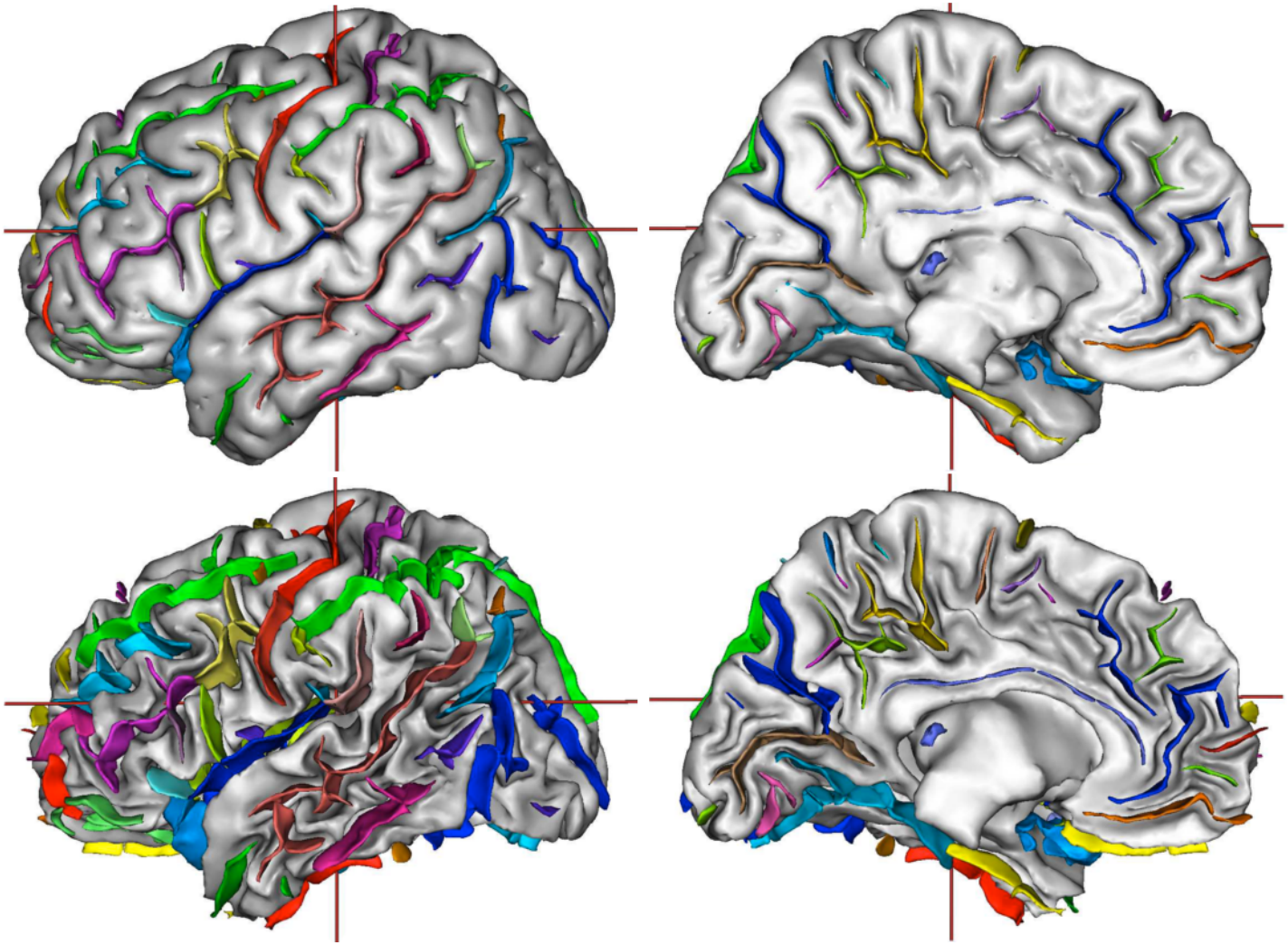


Candidate features in 3-D:
sulcal **skeletons**



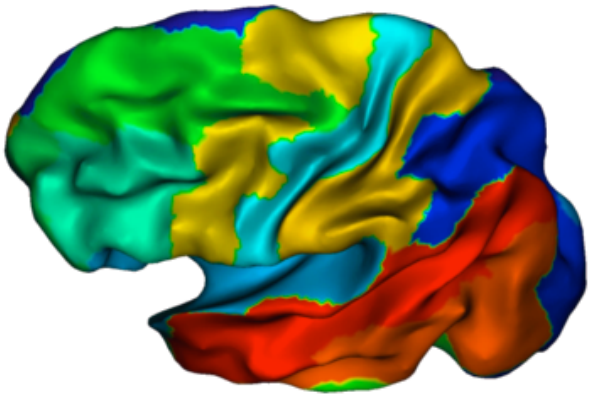


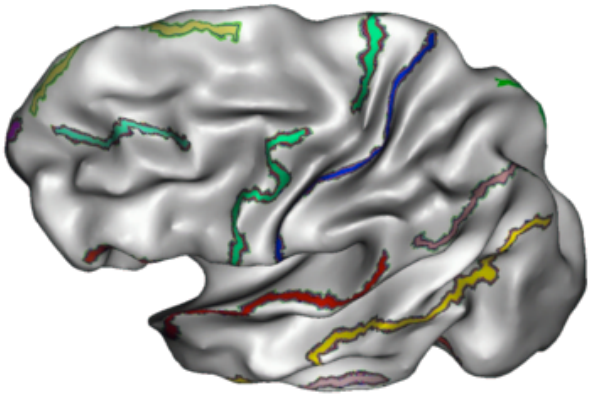
Candidate features in 2-D:
sulcal **ribbons**

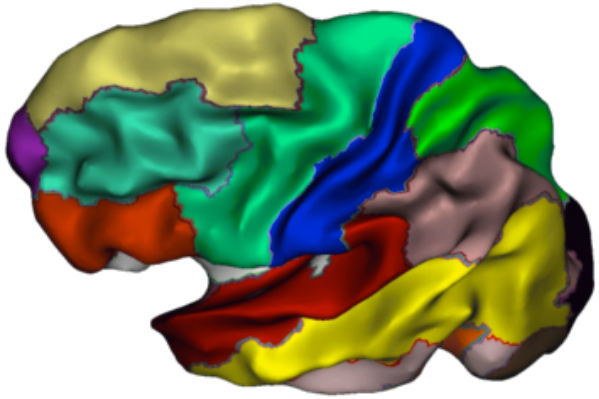


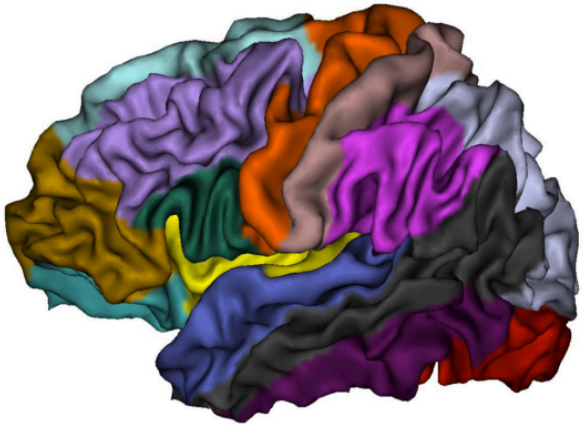
Clouchoux, 2008

Candidate features in 2-D:
sulcal & gyral **surfaces**



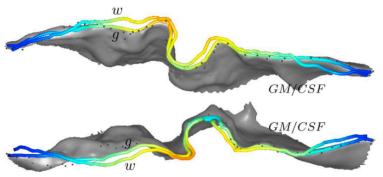


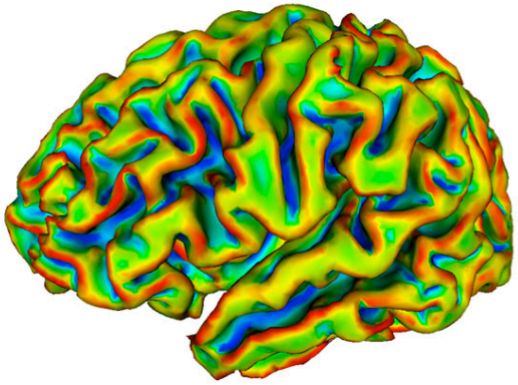


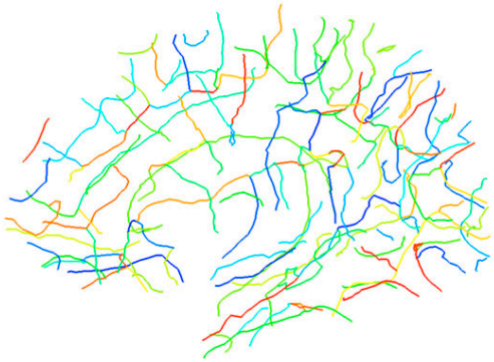


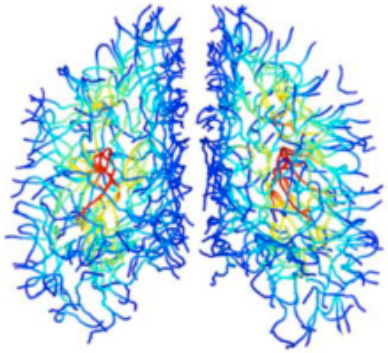
Cachia et al., 2003, Clouchoux et al., 2006

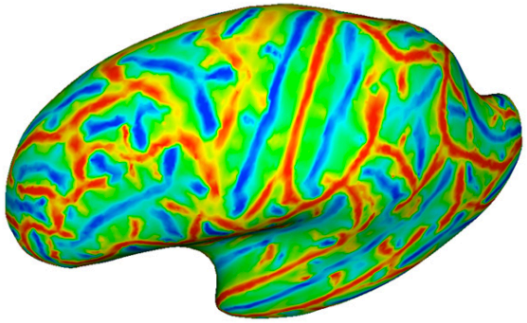
Candidate features in 1-D:
sulcal **curves**

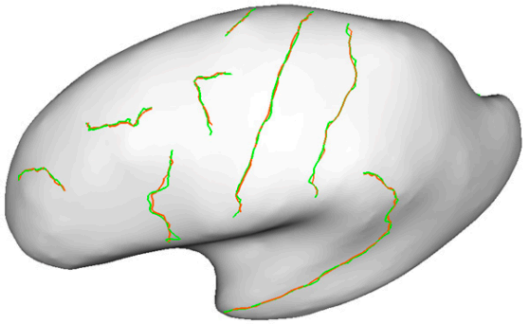


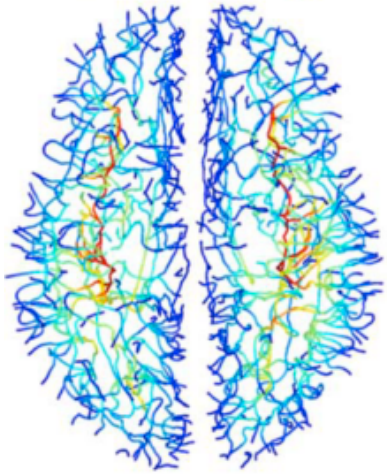






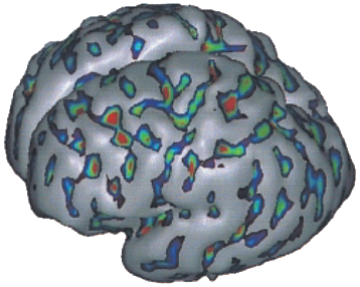


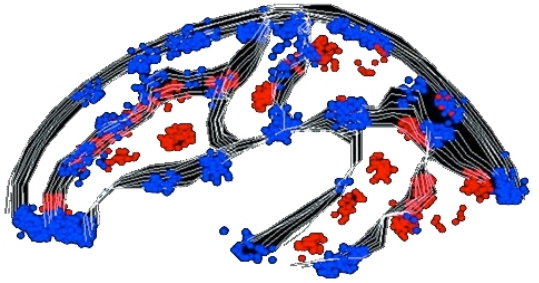


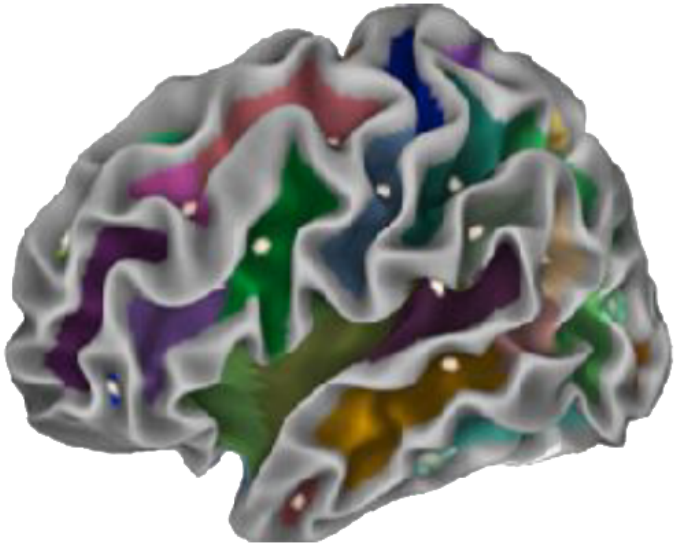


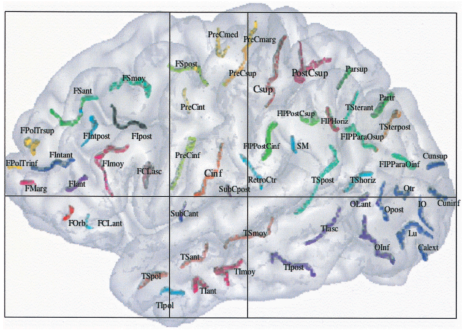
Li et al., 2008, Kao et al., 2007

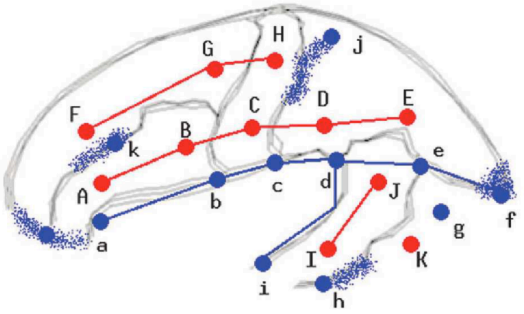
Candidate features in 0-D: sulcal **pits**







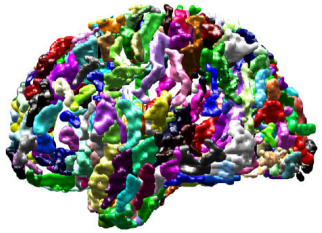


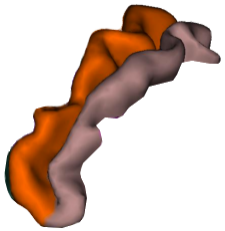


Regis et al., 2005, Im et al., 2010, Lohmann et al., 2007

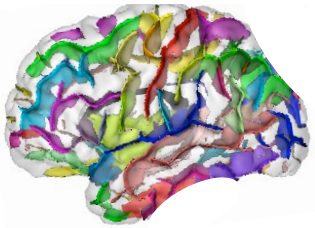
Combine features in a nested hierarchy

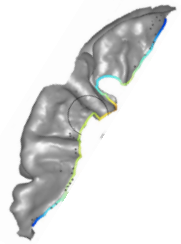
3-D



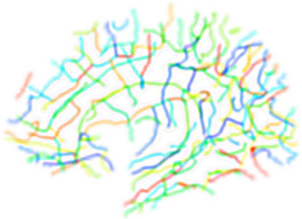


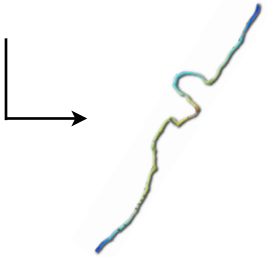
2-D



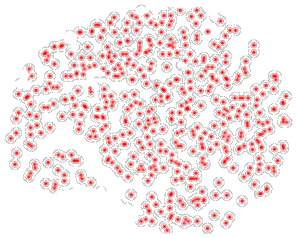


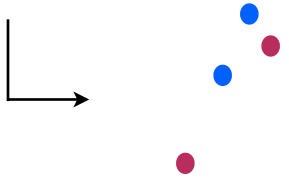
1-D





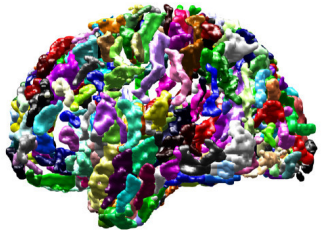
0-D

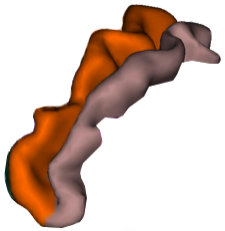




Characterize their shapes

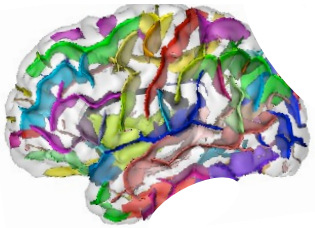
3-D





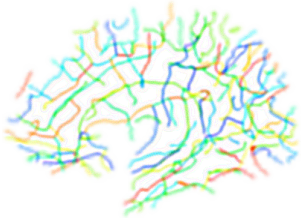
volume
surface area
lengths (thickness)
...

2-D



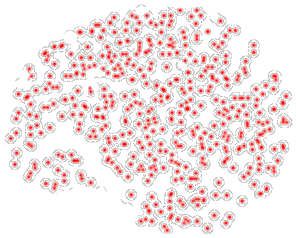
area
curvature
convexity
...

1-D



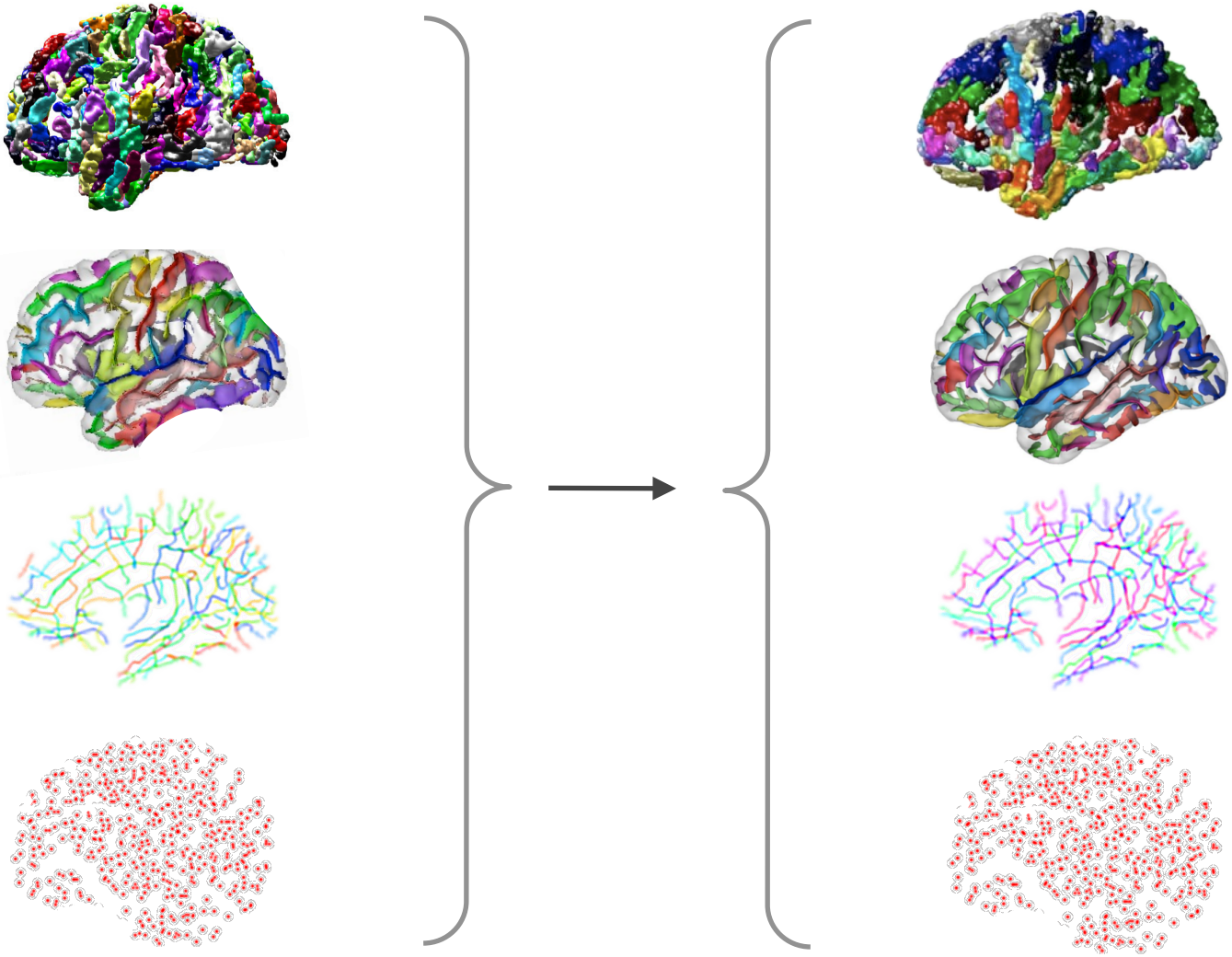
length
curvature
convexity
...

0-D

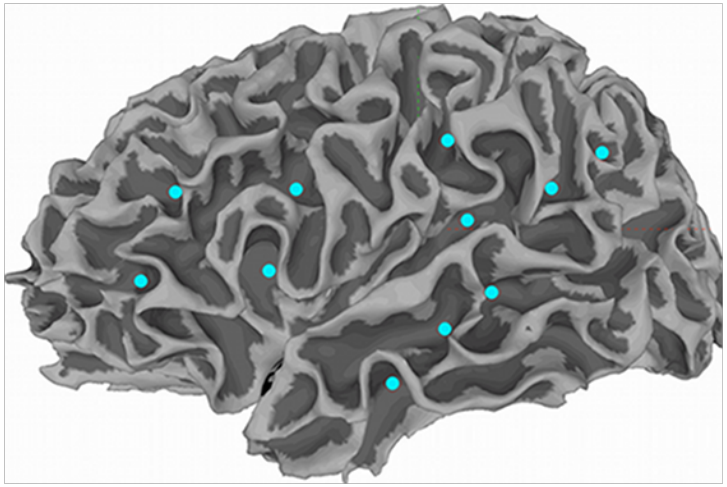


number of points
3-D convex hull volume
1-D sequence
...

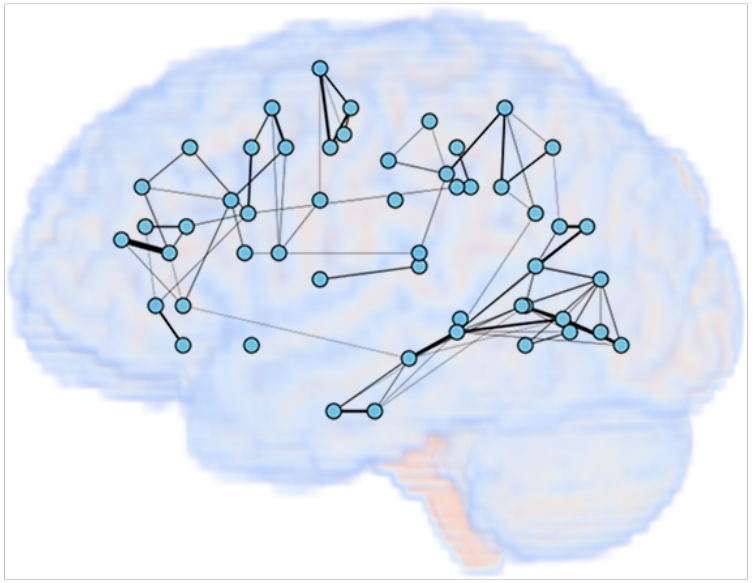
Match the features across brains



Combine features across modalities

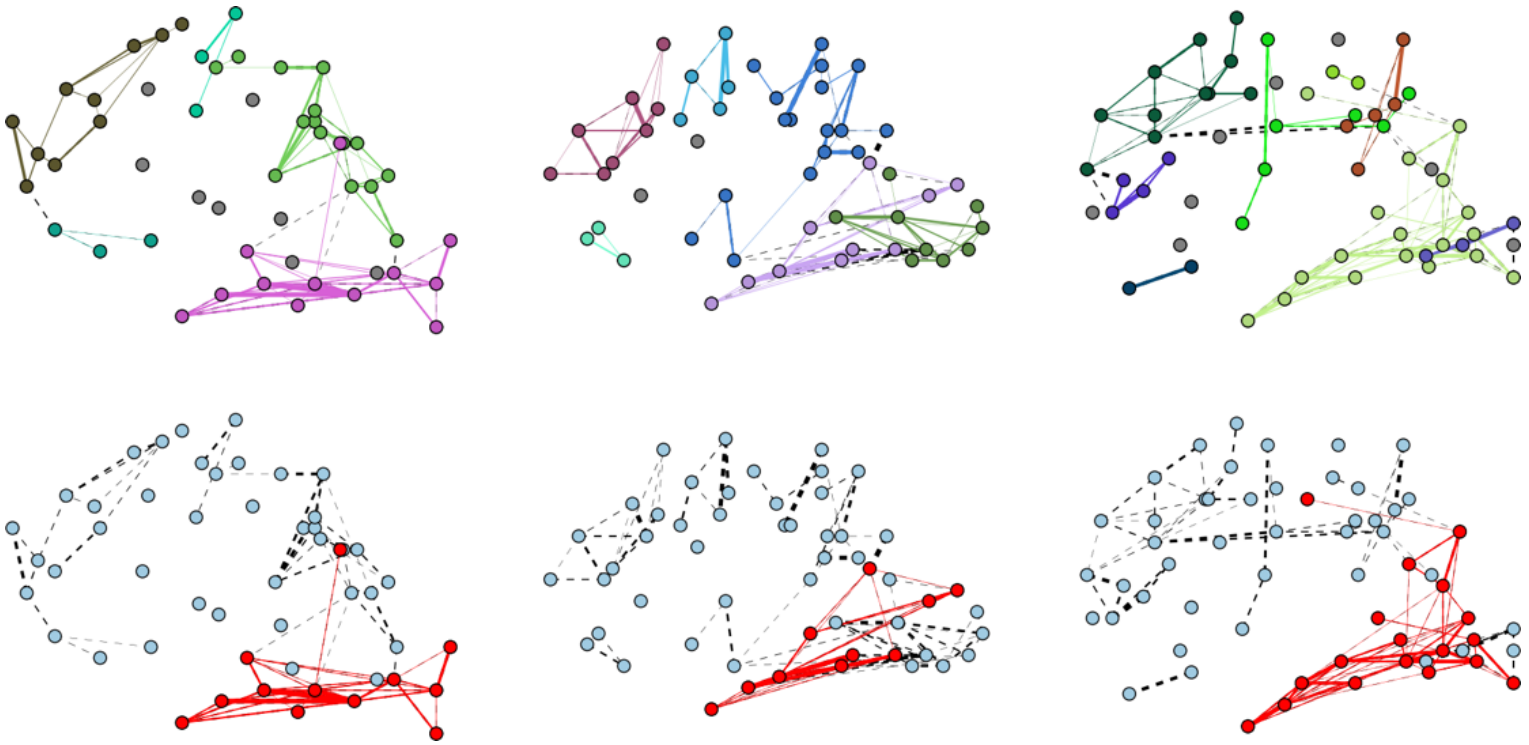


A gray/white matter surface (left lateral view) with visible sulcal pits highlighted (cyan circles). These features go by different names (sulcal roots, buried or annectant gyrii, plis de passage) and may be well conserved structures formed early in development.



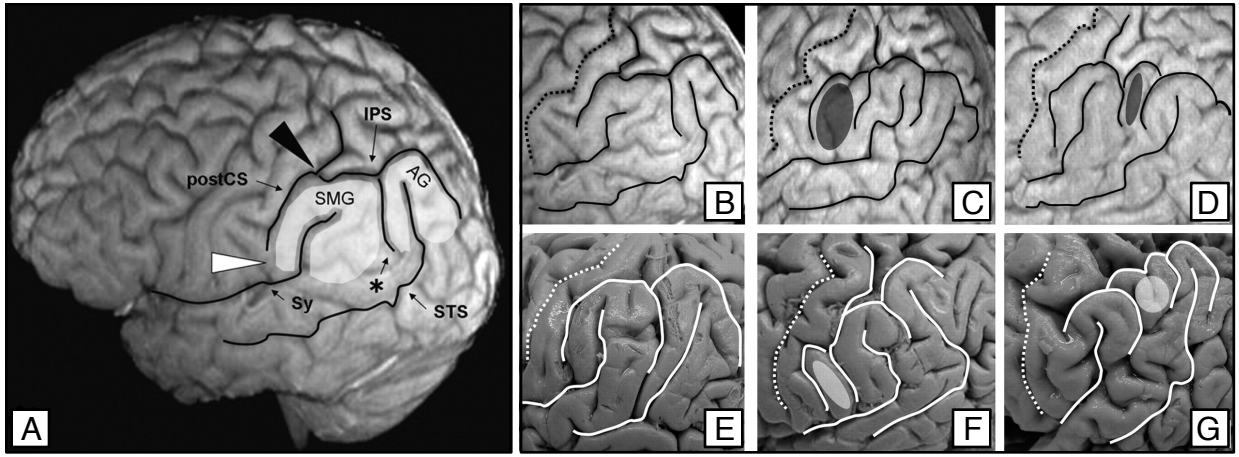
DTI connectivity graph (same subject). Vertices represent all extracted sulcal pits and each edge width indicates a connection probability greater than 0.01 between two vertices (and does not follow a tractography path).

Match “brain graphs”



Early attempt at subgraph extraction (upper row) and matching (lower row).
These graphs were constructed from (left to right) a remitter, non-remitter, and control subject.
The subgraphs in red in the lower row have the highest small-worldness ratio.

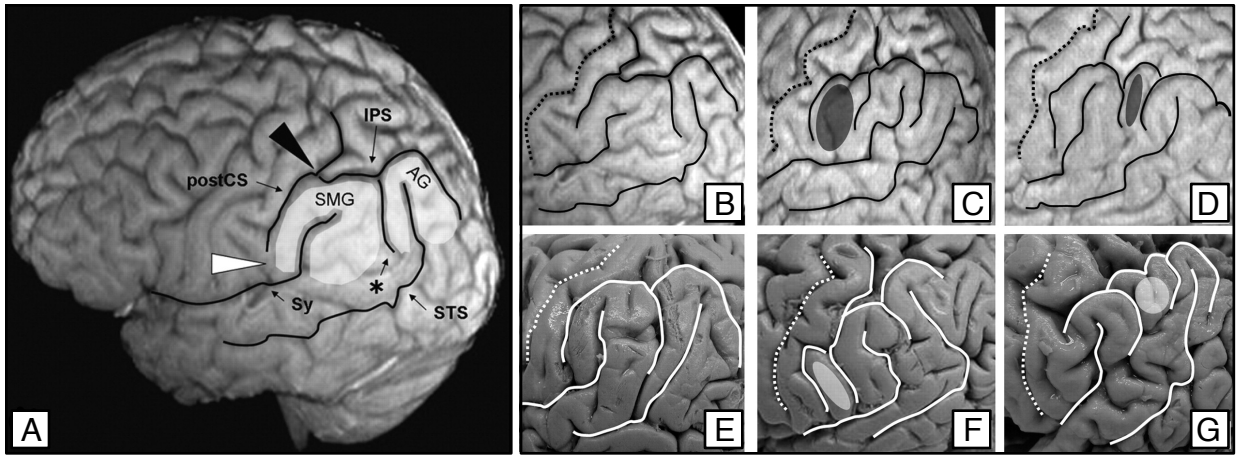
Characterize anatomical variability

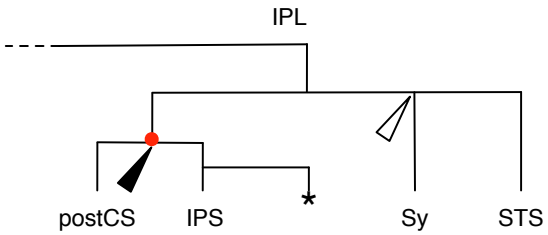


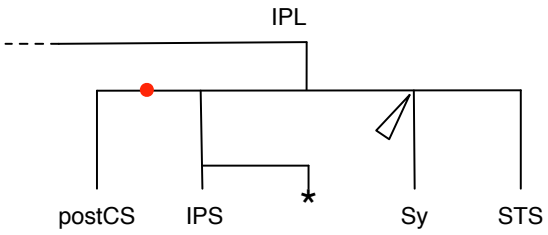
Example of natural morphological variability: left inferior parietal lobule (IPL; Kiriyama et al. 2009).
(A-D) are MRI data and (E-G) are post-mortem specimens.
(A) IPL is highlighted and folds are outlined.
(B,E) Typical folding pattern.
(C,F) PreSMG pattern: an additional gyrus (ellipse) lies between postCS and SMG.
(D,G) PreAG pattern: an additional gyrus (ellipse) lies between SMG and AG.

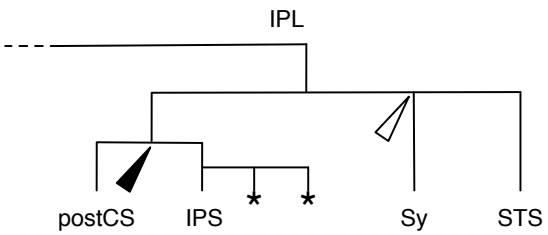
[SMG: supramarginal gyrus; AG: angular gyrus; postCS: postcentral sulcus; IPS: intraparietal sulcus;
Sy: Sylvian fissure, STS: superior temporal sulcus; *sulcus intermedius primus]

Convert one brain graph into another!

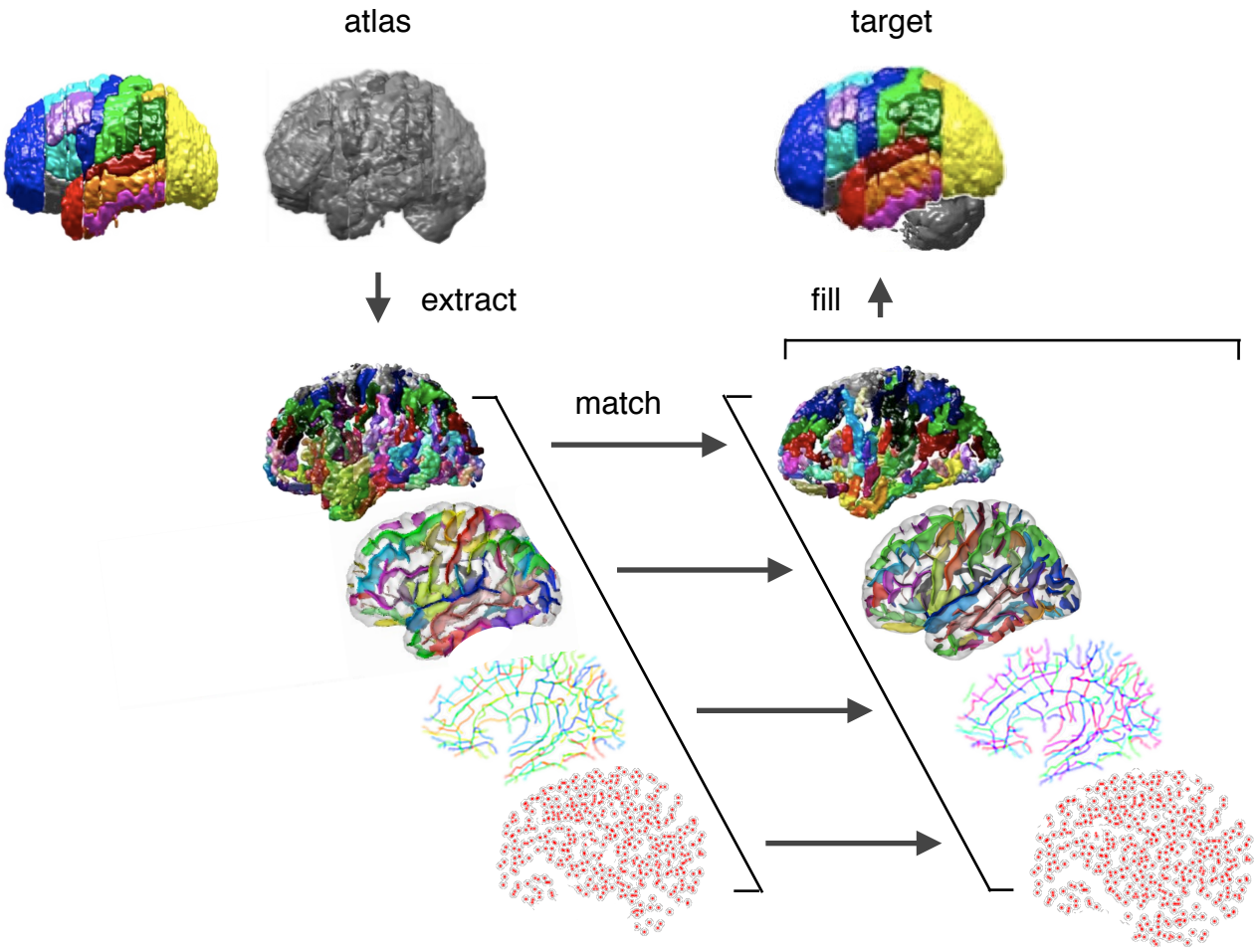








Mindboggle 2: feature extraction
feature matching
feature-driven labeling



Noah Lee
Machine learning-based features
Graph-based database architecture

Forrest Bao
(Texas Tech)
Nested feature extraction

Denis Peruzzo
DTI tractography

Ray Razlighi
SIFT algorithm evaluation

Satrajit Ghosh (MIT)
Machine learning,
NiPype software pipeline

Brian Avants (UPenn)
Diffeomorphic registration