Introduction to Image Processing

— registration, filtering, and segmentation —

Arno Klein

arno@binarybottle.com
http://binarybottle.com

Psychiatry & Behavioral Science, Stony Brook

Re: image acquisition

Hargreaves B A et al. AJR 2011;197:547-555

images as matrices

Hargreaves B A et al. AJR 2011;197:547-555

images as matrices

images as matrices

intensity values

T1   T2   PD

morphological values

distance   connectedness   thickness

http://picsl.upenn.edu/Project/Thickness

statistical values

BOLD fMRI   ASL fMRI   PET

for multiple images!

multiple
types

multiple
times

multiple
directions

registration

MRI

PET

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registration

MRI   MRI + PET

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registration

MRI

MRI + PET

Introduction to Image Processing

registration

degrees of freedom

6:    3 translations, 3 rotations (x,y,z) "rigid-body"

7:    3 translations, 3 rotations, 1 global scale

9:    3 translations, 3 rotations, 3 scales

12:   3 translations, 3 rotations, 3 scales, 3 shears

>12: nonlinear deformation (warp)

applications of registration

multiple scan
co-registration

motion
correction

distortion
correction

Kober et al, *NeuroImage*, 2012

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Combine or compare images for:
group analysis, morphometry, multispectral analysis, segmentation, labeling,...

smoothing

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smoothing

http://www.frontiersin.org/Neuroinformatics/10.3389/fninf.2011.00013/abstract

segmentation

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thresholding

morphological image processing

Dilation example
maximum value in neighborhood

structuring element

1	(1)	1

input image

1	(0)	0	0	0
0	1	0	0	0
0	0	1	0	0
0	0	0	1	0
0	0	0	0	1

output image

1	1
1	
0	
0	
0	

structuring element

1	(1)	1

input image

16	(14)	14	17	19	15	21
53	57	61	62	64	60	68
126	128	124	122	125	125	127
132	130	133	132	131	132	130
140	138	137	143	138	137	134
143	141	138	142	140	134	144
138	142	137	139	138	132	136

output image

16	16
57	
128	
132	
140	
143	
142	

dilation

erosion

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combining processing steps

erode

dilate

open

close

dilate

erode

combining processing steps

erode

dilate

open skeleton

dilate

erode

closed skeleton

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connectivity

```
0    0    0    0    0    0              0    0    0    0    0    0
0    1    1    0    0    0              0    1    1    0    0    0
0    1    1    0    0    0              0    1    1    0    0    0
0    0    0    1    1    0              0    0    0    1    1    0
0    0    0    1    1    0              0    0    0    1    1    0
```

```
0    0    0    0    0    0
0    1    1    0    0    0
0    1    1    0    0    0
0    0    0    1    1    0
0    0    0    1    1    0
```

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connectivity

```
0   0   0   0   0   0                                    0   0   0   0   0   0
0   1   1   0   0   0                                    0   1   1   0   0   0
0   1   1   0   0   0                                    0   1   1   0   0   0
0   0   0   1   1   0                                    0   0   0   1   1   0
0   0   0   1   1   0                                    0   0   0   1   1   0
```

```
0       0       0       0       0       0

0       1       1       0       0       0

0       1       1       0       0       0

0       0       0       1       1       0

0       0       0       1       1       0
```

Introduction to Image Processing

```
0   0   0   0   0   0                                                      0   0   0   0   0   0
0   1   1   0   0   0                                                      0   1   1   0   0   0
0   1   1   0   0   0                                                      0   1   1   0   0   0
0   0   0   1   1   0                                                      0   0   0   1   1   0
0   0   0   1   1   0                                                      0   0   0   1   1   0
```

```
0       0       0       0       0       0

0       1       1       0       0       0

0       1       1       0       0       0

0       0       0       1       1       0

0       0       0       1       1       0
```

connectivity

```
0   0   0   0   0   0                                              0   0   0   0   0   0
0   1   1   0   0   0                                              0   1   1   0   0   0
0   1   1   0   0   0                                              0   1   1   0   0   0
0   0   0   1   1   0                                              0   0   0   1   1   0
0   0   0   1   1   0                                              0   0   0   1   1   0
```

Two-Dimensional Connectivities		
4-connected	Pixels are connected if their edges touch. This means that a pair of adjoining pixels are part of the same object only if they are both on and are connected along the horizontal or vertical direction.	
8-connected	Pixels are connected if their edges or corners touch. This means that if two adjoining pixels are on, they are part of the same object, regardless of whether they are connected along the horizontal, vertical, or diagonal direction.	
Three-Dimensional Connectivities		
6-connected	Pixels are connected if their faces touch.	
18-connected	Pixels are connected if their faces or edges touch.	
26-connected	Pixels are connected if their faces, edges, or corners touch.	

flood filling

```
0  0  0  0  0  0  0  0
0  1  1  1  1  1  0  0
0  1  0  0  0  1  0  0
0  1  0  0  0  1  0  0
0  1  0  0  0  1  0  0
0  1  1  1  1  0  0  0
0  0  0  0  0  0  0  0
0  0  0  0  0  0  0  0
```

```
0  0  0  0  0  0  0  0
0  1  1  1  1  1  0  0
0  1  1  1  1  1  0  0
0  1  1  1  1  1  0  0
0  1  1  1  1  0  0  0
0  0  0  0  0  0  0  0
0  0  0  0  0  0  0  0
```

```
0   0   0   0   0   0   0   0
0   1   1   1   1   1   0   0
0   1   0   0   0   1   0   0
0   1   0   0   0   1   0   0
0   1   0   0   0   1   0   0
0   1   1   1   1   0   0   0
0   0   0   0   0   0   0   0
0   0   0   0   0   0   0   0
```

Introduction to Image Processing

flood filling

```
0  0  0  0  0  0  0  0                    0  0  0  0  0  0  0  0
0  1  1  1  1  1  0  0                    0  1  1  1  1  1  0  0
0  1  0  0  0  1  0  0                    0  1  1  1  1  1  0  0
0  1  0  0  0  1  0  0                    0  1  1  1  1  1  0  0
0  1  0  0  0  1  0  0                    0  1  1  1  1  1  0  0
0  1  1  1  1  0  0  0                    0  1  1  1  1  0  0  0
0  0  0  0  0  0  0  0                    0  0  0  0  0  0  0  0
0  0  0  0  0  0  0  0                    0  0  0  0  0  0  0  0
```

```
0     0     0     0     0     0     0     0
0     1     1     1     1     1     0     0
0     1     0     0     0     1     0     0
0     1     0     0     0     1     0     0
0     1     0     0     0     1     0     0
0     1     1     1     1     0     0     0
0     0     0     0     0     0     0     0
0     0     0     0     0     0     0     0
```

flood filling

```
0   0   0   0   0   0   0   0                          0   0   0   0   0   0   0   0
0   1   1   1   1   1   0   0                          0   1   1   1   1   1   0   0
0   1   0   0   0   1   0   0                          0   1   1   1   1   1   0   0
0   1   0   0   0   1   0   0                          0   1   1   1   1   1   0   0
0   1   0   0   0   1   0   0                          0   1   1   1   1   1   0   0
0   1   1   1   1   0   0   0                          0   1   1   1   1   0   0   0
0   0   0   0   0   0   0   0                          0   0   0   0   0   0   0   0
0   0   0   0   0   0   0   0                          0   0   0   0   0   0   0   0
```

```
0       0       0       0       0       0       0       0

0       1       1       1       1       1       0       0

0       1       1       1       1       1       0       0

0       1       1       1       1       1       0       0

0       1       1       1       1       1       0       0

0       1       1       1       1       0       0       0

0       0       0       0       0       0       0       0

0       0       0       0       0       0       0       0
```

```
10  10  10  10  10  10  10  10  10  10
10  13  13  13  10  10  11  10  11  10
10  13  13  13  10  10  10  11  10  10
10  13  13  13  10  10  11  10  11  10
10  10  10  10  10  10  10  10  10  10
10  11  10  10  10  18  18  18  10  10
10  10  10  11  10  18  18  18  10  10
10  10  11  10  10  18  18  18  10  10
10  11  10  11  10  10  10  10  10  10
10  10  10  10  10  10  11  10  10  10
```

```
0  0  0  0  0  0  0  0  0  0
0  1  1  1  0  0  0  0  0  0
0  1  1  1  0  0  0  0  0  0
0  1  1  1  0  0  0  0  0  0
0  0  0  0  0  0  0  0  0  0
0  0  0  0  0  1  1  1  0  0
0  0  0  0  0  1  1  1  0  0
0  0  0  0  0  1  1  1  0  0
0  0  0  0  0  0  0  0  0  0
0  0  0  0  0  0  0  0  0  0
```

10	10	10	10	10	10	10	10	10	10
10	13	13	13	10	10	11	10	11	10
10	13	13	13	10	10	10	11	10	10
10	13	13	13	10	10	11	10	11	10
10	10	10	10	10	10	10	10	10	10
10	11	10	10	10	18	18	18	10	10
10	10	10	11	10	18	18	18	10	10
10	10	11	10	10	18	18	18	10	10
10	11	10	11	10	10	10	10	10	10
10	10	10	10	10	10	11	10	10	10

Top-left grid:

```
10  10  10  10  10  10  10  10  10  10
10  13  13  13  10  10  11  10  11  10
10  13  13  13  10  10  10  11  10  10
10  13  13  13  10  10  11  10  11  10
10  10  10  10  10  10  10  10  10  10
10  11  10  10  10  18  18  18  10  10
10  10  10  11  10  18  18  18  10  10
10  10  11  10  10  18  18  18  10  10
10  11  10  11  10  10  10  10  10  10
10  10  10  10  10  10  11  10  10  10
```

Top-right grid:

```
0  0  0  0  0  0  0  0  0  0
0  1  1  1  0  0  0  0  0  0
0  1  1  1  0  0  0  0  0  0
0  1  1  1  0  0  0  0  0  0
0  0  0  0  0  0  0  0  0  0
0  0  0  0  0  1  1  1  0  0
0  0  0  0  0  1  1  1  0  0
0  0  0  0  0  1  1  1  0  0
0  0  0  0  0  0  0  0  0  0
0  0  0  0  0  0  0  0  0  0
```

Main grid:

```
10  10  10  10  10  10  10  10  10  10
10  13  13  13  10  10  11  10  11  10
10  13  13  13  10  10  10  11  10  10
10  13  13  13  10  10  11  10  11  10
10  10  10  10  10  10  10  10  10  10
10  11  10  10  10  18  18  18  10  10
10  10  10  11  10  18  18  18  10  10
10  10  11  10  10  18  18  18  10  10
10  11  10  11  10  10  10  10  10  10
10  10  10  10  10  10  11  10  10  10
```

Introduction to Image Processing

peaks & valleys

```
10 10 10 10 10 10 10 10 10 10        0 0 0 0 0 0 0 0 0 0
10 13 13 13 10 10 11 10 11 10        0 1 1 1 0 0 0 0 0 0
10 13 13 13 10 10 10 11 10 10        0 1 1 1 0 0 0 0 0 0
10 13 13 13 10 10 11 10 11 10        0 1 1 1 0 0 0 0 0 0
10 10 10 10 10 10 10 10 10 10        0 0 0 0 0 0 0 0 0 0
10 11 10 10 10 18 18 18 10 10        0 0 0 0 0 1 1 1 0 0
10 10 10 11 10 18 18 18 10 10        0 0 0 0 0 1 1 1 0 0
10 10 11 10 10 18 18 18 10 10        0 0 0 0 0 1 1 1 0 0
10 10 10 10 10 10 10 10 10 10        0 0 0 0 0 0 0 0 0 0
10 11 10 11 10 10 10 10 10 10        0 0 0 0 0 0 0 0 0 0
10 10 10 10 10 10 11 10 10 10
```

```
0   0   0   0   0   0   0   0   0   0
0   1   1   1   0   0   1   0   1   0
0   1   1   1   0   0   0   1   0   0
0   1   1   1   0   0   1   0   1   0
0   0   0   0   0   0   0   0   0   0
0   1   0   0   0   1   1   1   0   0
0   0   0   1   0   1   1   1   0   0
0   0   1   0   0   1   1   1   0   0
0   1   0   1   0   0   0   0   0   0
0   0   0   0   0   0   1   0   0   0
```

Introduction to Image Processing

peaks & valleys

Top-left grid:

10	10	10	10	10	10	10	10	10	10
10	13	13	13	10	10	11	10	11	10
10	13	13	13	10	10	10	11	10	10
10	13	13	13	10	10	11	10	11	10
10	10	10	10	10	10	10	10	10	10
10	11	10	10	10	18	18	18	10	10
10	10	10	11	10	18	18	18	10	10
10	10	11	10	10	18	18	18	10	10
10	11	10	11	10	10	10	10	10	10
10	10	10	10	10	10	11	10	10	10

Top-right grid:

0	0	0	0	0	0	0	0	0	0
0	1	1	1	0	0	0	0	0	0
0	1	1	1	0	0	0	0	0	0
0	1	1	1	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	1	1	1	0	0
0	0	0	0	0	1	1	1	0	0
0	0	0	0	0	1	1	1	0	0
0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0

Main grid:

0	0	0	0	0	0	0	0	0	0
0	1	1	1	0	0	0	0	0	0
0	1	1	1	0	0	0	0	0	0
0	1	1	1	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	1	1	1	0	0
0	0	0	0	0	1	1	1	0	0
0	0	0	0	0	1	1	1	0	0
0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0

Introduction to Image Processing

segmenting connected objects

Introduction to Image Processing

segmenting connected objects

segmenting connected objects

Introduction to Image Processing

example clinical application

Tumor segmentation thanks to Jack Grinband

image processing of surfaces

image processing of surfaces

depth (folds)

image processing of surfaces

depth (inflated surface)

surface feature extraction

fundus regions

surface feature extraction

fundus curves

surface feature extraction

fundus curves

surface feature extraction

fundus curves

References

Mindboggle (http://mindboggle.info)

Mathematical morphology (http://en.wikipedia.org/wiki/Mathematical_morphology)

Matlab documentation

http://www.nims.go.jp/nanophys6/Anirban%20Bandyopadhyay/site/NanoBrain2008.htm