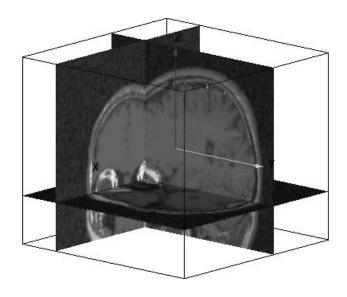
Brain MRI Tissue Segmentation with a Continuous Restricted Boltzmann Machine

Andrew Kope Computer Science



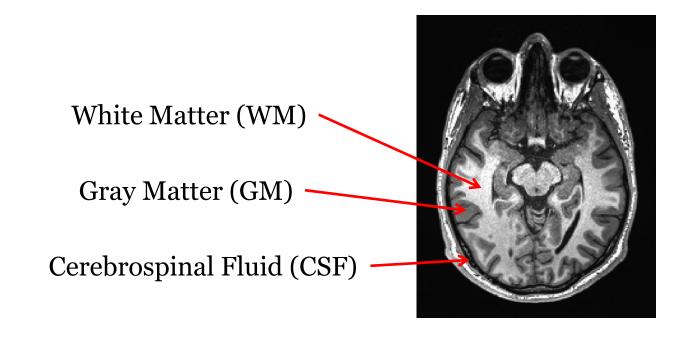
MRI Brain Scans

- 3D volumes many 2D slices
- Only contain intensity data



MRI Brain Scans

Three tissue types of interest



Why Perform Tissue Segmentation?

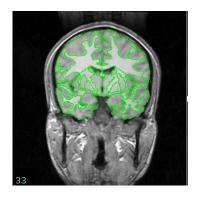
- Build population atlases
- Guide surgeons
- Monitor anatomical changes

Why Perform Tissue Segmentation?

- Build population atlases
- Guide surgeons
- Monitor anatomical changes
- Traditionally done manually

Existing Segmentation Algorithms

- Edge Detection
- Region Growing
- K Nearest Neighbours



- Hidden Random Markov Field (FAST)
- Gaussian probability model (SPM5)

• There are already several good MRI tissue segmentation algorithms...

Why investigate another one?

• There are already several good MRI tissue segmentation algorithms...

Why investigate another one?

Successful only under narrow conditions

• There are already several good MRI tissue segmentation algorithms...

Why investigate another one?

- Successful only under narrow conditions
- Require large datasets and extensive training

• There are already several good MRI tissue segmentation algorithms...

Why investigate another one?

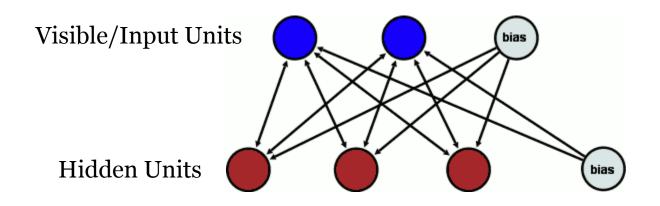
- Successful only under narrow conditions
- Require large datasets and extensive training
- Require additional 'backend' information

Ideal Algorithm:

- Robust to noise
- Require few training cases
- Trained quickly
- Store all information implicitly

The Continuous Restricted Boltzmann Machine (CRBM)

Restricted Boltzmann Machine



- Invented in 1986 by Paul Smolensky
- Popularized recently by Geoffrey Hinton

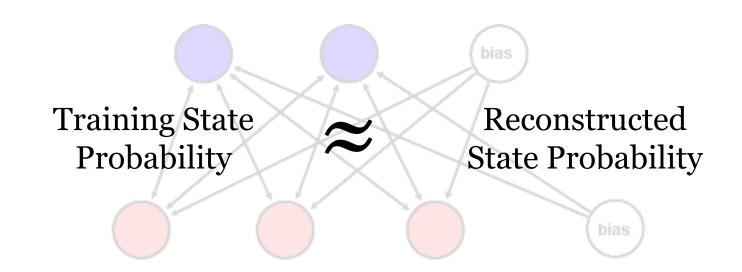
(Image: imonad.com)

CRBM Tissue Segmentation: Theory

• "Learns" probable visible layer states

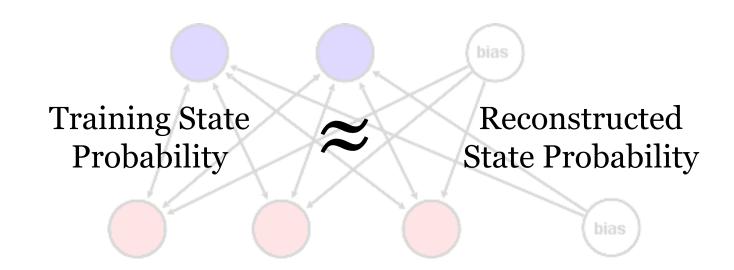
CRBM Tissue Segmentation: Theory

• "Learns" probable visible layer states



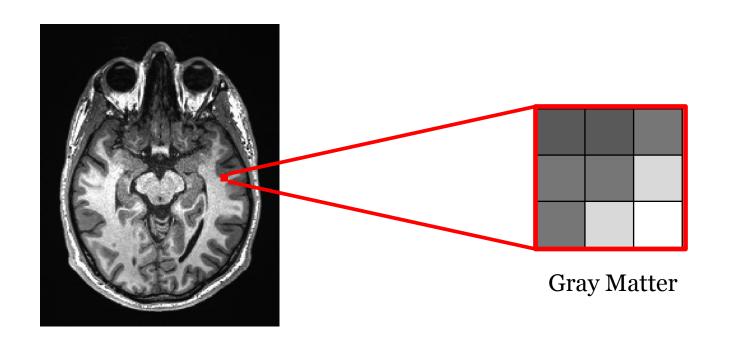
CRBM Tissue Segmentation: Theory

• "Learns" probable visible layer states



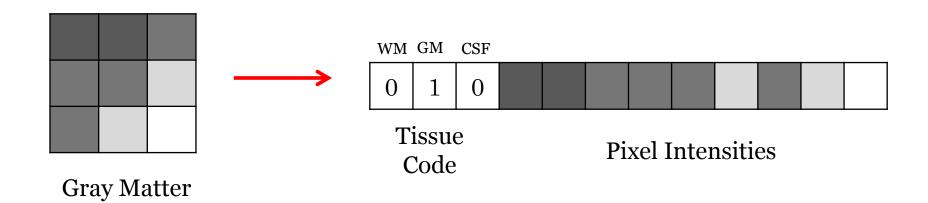
Can reconstruct an incomplete input vector

CRBM Tissue Segmentation: Training



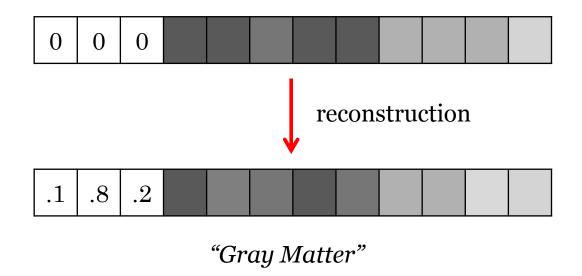
CRBM Tissue Segmentation: Training

Input Vector: [tissue type code + intensities]



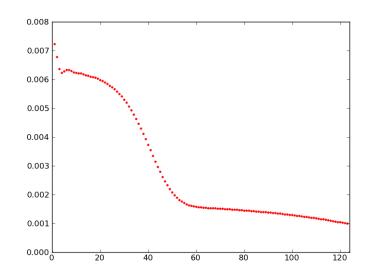
CRBM Tissue Segmentation: Testing

- Present a partial input vector
- Reconstruct the missing tissue code



Implementation

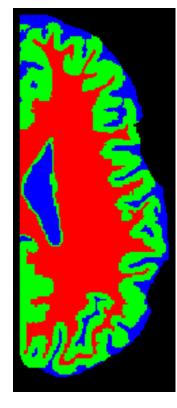
- Hidden Units: 1000
- Learning Rate: 0.65
- Error Threshold: 0.001
- Segments GM/WM/CSF



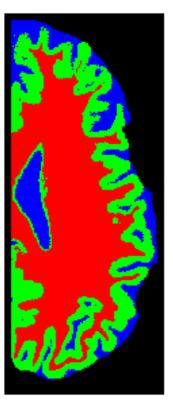
- Dataset from Western University
 - Naïve segmentation
 - 1 120x285 24bit PNG



MRI

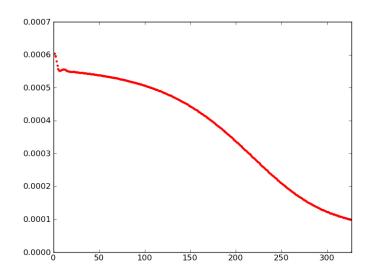


Manual Segmentation

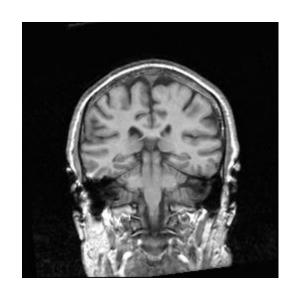


CRBM Segmentation

- Hidden Units: 2000
- Learning Rate: 0.65
- Error Threshold: 0.0001
- Segments GM/WM



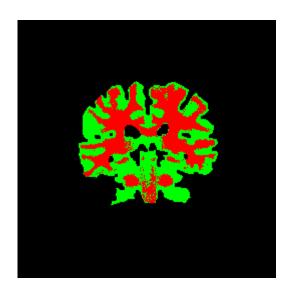
- Dataset from Massachusetts General Hospital
 - Expert segmentation
 - 28 256x256 24bit PNGs



MRI



Manual Segmentation



CRBM Segmentation

Results

- Test Case 1
 - DICE coefficient of 0.91
 - Jaccard index of 0.84
- Test Case 2
 - DICE coefficient of 0.76
 - Jaccard index of 0.61

Current Problems

- Sensitive to MRI noise and low-contrast scans
- Tissues outside cerebrum are misclassified
- Finding a good classification threshold is difficult

Future Improvements

- Improve input vectors
 - Normalize image contrast
 - Include in-volume neighbours
 - Include (x, y, z) coordinates
- Parallelize implementation
- Combine multiple datasets

References

- Chung, G., Dinov, I. D., Toga, A. W., & Vese, L. A. (2010). MRI tissue segmentation using a variational multilayer approach. In K. Miller & P. Nielsen (Eds.), *Computational Biomechanics for medicine*, doi: 10.1007/978-1-4419-5874-7_2 York: Psychology Press.
- MR brain data set 788 was provided by the Center for Morphometric Analysis at Massachusetts General Hospital and is available at http://www.cma.mgh.harvard.edu/ibsr/
- imonad.com. (2013). http://imonad.com/rbm/restricted-boltzmann-machine/
- Zhang, Y., Brady, M., Smith, S. (2001). Segmentation of brain MR images through a hidden Markov random field model and the expectation-maximization algorithm. *IEEE TISSUE SEGMENTATION 13 Transactions on Image Processing*, 20(1), 45–57.