

Large Deformations and Triangulation for Image Matching Problems

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Objective and Context :

Given 2 images, I_0 a template and I_1 a target, we seek a function ϕ with smoothness properties such as : $\phi(I_0) \simeq I_1$

Our framework is the Deformable Template model (Grenander) in particular the Large Deformation Theory (Miller-Touvé-Younes)

Mathematical background and Notations :

Large Deformations

- * Let $\Omega \in \mathbb{R}^d$ be an open set. The framework defines a class of **deformations** $\phi : \Omega \rightarrow \Omega$, **objects** (eg : images $I : \Omega \rightarrow \mathbb{R}$, landmarks $(x_i)_{1 \leq i \leq N}, \dots$) and a specific **groupe action** (eg : $\phi.I = I \circ \phi^{-1}$, $\phi.((x_i)_{1 \leq i \leq N}) = (\phi.(x_i))_{1 \leq i \leq N}$)

Deformations ϕ are built by integrating time-dependent vector field $v_t : \Omega \rightarrow \mathbb{R}^l$ (in our cases $l = d = 2, 3$) : $\phi = \phi_1^v$

$$\left\{ \begin{array}{l} \frac{d\phi_t^v}{dt} = v_t \circ \phi_t^v \quad \text{and} \quad \phi_0 = Id \end{array} \right.$$

- * $v_t \in V$ Hilbert space of regular vector field, in particular, V is a functional space, continuously embedded in $C^0(\Omega)$, defined by an operator L and its **reproducing kernel** $K_V = L^{-1}$ such as :

$$\forall (v, w) \in V^2, \langle v, w \rangle_V = \langle K_V v, w \rangle_{L^2(\Omega)}$$

- * $\{\phi_1^v, v \in L^2([0, 1], V)\}$ is a **subgroup of diffeomorphisms** on Ω , equipped with a right-invariant metric : $d(\phi, \psi) = d(Id, \psi \circ \phi^{-1})$.
- * The **distance** between two objects O_0 and O_1 is computed via the group action :

$$\begin{aligned} d(O_0, O_1) &= \inf_{v_t \in V, \phi_1^v(O_0) = O_1} d(Id, \phi_1^v) \\ &= \inf_{v_t \in V, \phi_1^v(O_0) = O_1} \left\{ \int_0^1 \|v_t\|_V^2 dt \right\} \end{aligned}$$

Method to find the velocity vector field

We seek v_t by minimizing an energy that takes into account two terms : the path length (given by the previous formula) and a measurement of the difference between our data :

$$v_t = \arg \min \left\{ \frac{1}{2} \int_0^1 \|v_t\|_V^2 dt + \lambda g(O_0, O_1, \phi^v) \right\}$$

2 different approaches

Image matching (Beg) Given 2 images I_0 and I_1 , v_t is determined everywhere on the domain for every time t by minimizing :

$$E = \frac{1}{2} \int_0^1 \|v_t\|_V^2 dt + \lambda \int_{\Omega} |I_0 \circ \phi^{-1}(y) - I_1(y)|^2 dy$$

Landmark Matching (Joshi - Miller) Given several template landmarks $(x_i)_{1 \leq i \leq N}$ and target landmarks $(y_i)_{1 \leq i \leq N}$, v_t is determined by minimizing the following energy :

$$E = \frac{1}{2} \int_0^1 \|v_t\|_V^2 dt + \lambda \sum_{i=1}^N \|\phi_1^v(x_i) - y_i\|_{\mathbb{R}^k}^2.$$

that in fact depends only on a new variable :

$(p_i(t) = L(v_i(t)))_{1 \leq i \leq N}$, momentum of the deformation at time t .

To reconstruct v_t on the whole domain, we use the

interpolation formula :

$$\forall x \in \Omega, v_t(x) = \sum_{i=1}^N K(x_i(t), x) p_i(t)$$

Our approach is a combination between these 2 points of view

Our model :

Data 2 images, a template I_0 , a target I_1 and landmarks chosen on the template $(x_i)_{1 \leq i \leq N}$.

Wanted ϕ_v that matches the template on the target but only dependent on the landmark set.

Idea : A **triangulation** of the template,

An **affine transformation on each triangle** and **continuous on the whole domain**.

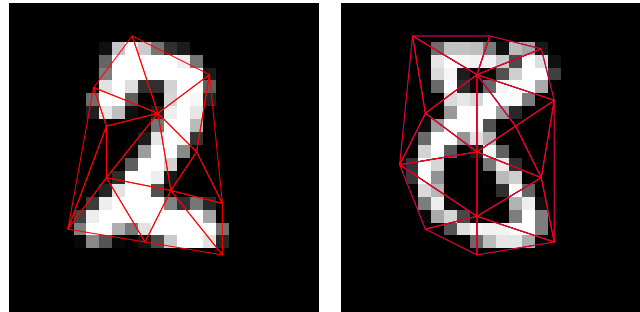
This yields that the deformation is only determined by the **vertices** of the triangulation (our landmarks)

Resulting Energy :

$$E = \frac{1}{2} \int_0^1 \|v_t\|_V^2 dt + \lambda \sum_{i=1}^r \int_{\phi(T_i)} |I_0 \circ \phi^{-1}(y) - I_1(y)|^2 dy$$

Triangulation examples

We use the **Delaunay's triangulation** of a point set :



Problem Reformulation :

Conservation of Momentum Property

Using the “conservation of Momentum” property of the geodesics (Miller - Trouvé - Younes) the momentum at time t is determined by the momentum configuration at time $t = 0$: **Momentum**

Evolution Equation : $p_t(x) = Lv_t(x) = Lv_0((d\phi_t)^{-1}x \circ \phi_t)$

and the **Euler’s equation** of geodesics : $p_1(p_0) + \lambda \nabla_x g = 0$

Consequence : equation for geodesic evolution depends only on the template and the momentum at time 0

So p_0 is an appropriate variable of the problem.

Hamiltonian framework

Evolution equations describing the transport of the template along the geodesics (cf : M.I.Miller A.Trouvé L. Younes) : let q be the point and p the momentum : **Hamilton's Equations**

$$\begin{cases} \frac{dq_i(t)}{dt} &= \sum_{j=1}^N K(q_j(t), q_i(t)) p_j(t) = K(q_i(t)) p(t) \\ \frac{dp_i(t)}{dt} &= -(d_{q_i(t)} v_t)^* p_i(t) \end{cases}$$

With these equations, we search the best initial conditions that give rise to the minimizing trajectory.

The path length term can be rewritten :

$$d = \frac{1}{2} \int_0^1 \|v_t\|_V^2 dt = \frac{1}{2} \int_0^1 \frac{dq}{dt}^* K(q(t))^{-1} \frac{dq}{dt} dt$$

therefore $\frac{dq}{dt} = K(q(t))p(t)$ then : $d = \frac{1}{2} \int_0^1 p(t)^* K(q(t))p(t) dt$ where $H(q(t), p(t)) = \frac{1}{2} p(t)^* K(q(t))p(t)$ is known as the Hamiltonian.

Property of the Hamiltonian : $H(q(t), p(t))$ is a constant function of time.

So we finally have the **Hamiltonian system** :

$$\begin{cases} \frac{dq(t)}{dt} = K_{\sigma} p \\ \frac{dp(t)}{dt} = \frac{1}{2} \langle K_{\sigma} p, p \rangle \end{cases}$$

the **Euler's equation** : $p_1(p_0) + \lambda \nabla_x g = 0$

And the energy to minimize is :

$$E = \frac{1}{2} p(0)^* K(q(0)) p(0) + \lambda \sum_{i=1}^r \int_{\phi(T_i)} |I_0 \circ \phi^{-1}(y) - I_1(y)|^2 dy$$

with respect to p_0 .

Algorithms :

Gradient descent

The gradient descent is computed in the initial momentum space
(cf : M. Vaillant M.I. Miller L. Younes A. Trouvé).

Energy to minimize :

$$E = \frac{1}{2}p(0)^* K(q(0))p(0) + \lambda \sum_{i=1}^r \int_{\phi(T_i)} |I_0 \circ \phi^{-1}(y) - I_1(y)|^2 dy$$

Algorithm :

Let $g(x)$ be the data attachment term, and $q_i^1 = \phi_1(x_i)$.

$$\begin{aligned} p_0^{k+1} &= p_0^k - \alpha \nabla_{p_0} E \\ &= p_0^k - \alpha \left(K(q_0) p_0 + \lambda \frac{dg}{dq^1} \frac{dq^1}{dp_0} \right) \end{aligned}$$

Newton's method

We solve the Euler's Equation :

$$G(p_0) = p_1(p_0) + \lambda \nabla_{q^1} g(q^1(p_0)) = 0$$

Algorithm :

$$\begin{aligned} p_0^{k+1} &= p_0^k - (d_{p_0} G)^{-1} G(p_0^k) \\ &= p_0^k - \left(\frac{dp_1}{dp_0} + \lambda \frac{d^2 g}{(dq^1)^2} \frac{dq^1}{dp_0} \right)^{-1} (p_1(p_0) + \lambda \nabla_x g(q_1(p_0))) \end{aligned}$$

Gradient Computation

The gradient and the second derivative of g are needed. $g(q^1) = \sum_{i=1}^r \int_{\phi(T_i)} |I_0 \circ \phi^{-1}(y) - I_1(y)|^2 dy = \sum_{i=1}^r \int_{T_i} |I_0(x) - I_1(\phi(x))|^2 |d_x \phi| dx$ As ϕ is sought affine by part we can use the **barycentric coordinates** :

Let S be the ideal simplex $((0, 0), (1, 0), (0, 1))$ and M_i, M'_i be the 2 linear applications :

$$\begin{cases} S & \mapsto & M'_i(S) & = & \phi_v(T_i) \\ S & \mapsto & M_i(S) & = & T_i \end{cases}$$

And $q_{\varepsilon,i}(\alpha, \beta) = x_{\varepsilon,i}^1 + \alpha(x_{\varepsilon,i}^2 - x_{\varepsilon,i}^1) + \beta(x_{\varepsilon,i}^3 - x_{\varepsilon,i}^1)$, for $\varepsilon = 0, 1$, and $1 \leq i \leq N$.

Then, $x = M_i(\alpha, \beta)$, $\phi(x) = M'_i(\alpha, \beta) = M'_i(M_i^{-1}(x))$ and $|d_x \phi| = |M'_i M_i^{-1}|$.

Thus :

$$g(\mathbf{z}) = \sum_{i=1}^r \int_{\alpha=0}^1 \int_{\beta=0}^{1-\alpha} |I_1(q_{1,i}(\alpha, \beta)) - I_0(q_{0,i}(\alpha, \beta))|^2 |M'_i| d\alpha d\beta$$

where $\mathbf{z} = (\phi_v(x_1), \dots, \phi_v(x_N))^T$. Let $|A_i| = |M'_i|$.

And its gradient :

$$\begin{aligned} \frac{\partial g}{\partial \mathbf{z}} = & \sum_{i=1}^r \int_{\alpha=0}^1 \int_{\beta=0}^{1-\alpha} 2(I_1(q_{1,i}(\alpha, \beta)) - I_0(q_{0,i}(\alpha, \beta))) |A_i(z_i)| \\ & (\partial_{z_i} q_{1,i}(\alpha, \beta))^* \nabla I_1(q_{1,i}(\alpha, \beta)) d\alpha d\beta \\ & + \int_{\alpha=0}^1 \int_{\beta=0}^{1-\alpha} |I_1(q_{1,i}(\alpha, \beta)) - I_0(q_{0,i}(\alpha, \beta))|^2 \partial_{z_i} (|A_i(z_i)|) d\alpha d\beta \end{aligned}$$

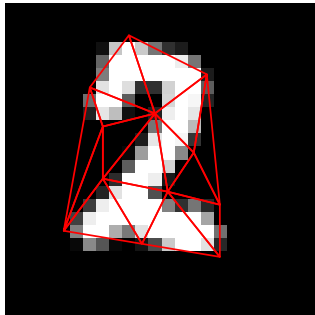
Second derivative

We also get for a fixed triangle T_i : $\frac{\partial^2 g_i}{\partial \mathbf{z}^2} =$

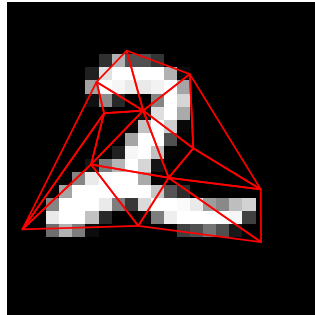
$$\begin{aligned}
& \int_{\alpha=0}^1 \int_{\beta=0}^{1-\alpha} 2(\delta z_2)^* (\delta_z q_{1,i})^* \nabla_{q_{1,i}} I_1 (\nabla_{q_{1,i}} I_1)^* (\delta_z q_{1,i}) \delta z_1 |A_i(z_i)| d\alpha d\beta \\
& \quad + \int_{\alpha=0}^1 \int_{\beta=0}^{1-\alpha} 2(\delta z_2)^* (\delta_z q_{1,i})^* (\partial_{q_{1,i}, q_{1,i}}^2 I_1) (\delta_z q_{1,i}) \delta z_1 |A_i(z_i)| \\
& \quad \quad \quad (I_1(q_{1,i}(\alpha, \beta)) - I_0(q_{0,i}(\alpha, \beta))) d\alpha d\beta \\
& \quad + \int_{\alpha=0}^1 \int_{\beta=0}^{1-\alpha} 2(I_1(q_{1,i}(\alpha, \beta)) - I_0(q_{0,i}(\alpha, \beta))) (\delta z_2)^* (\delta_z q_{1,i})^* \\
& \quad \quad \quad \nabla_{q_{1,i}} I_1 (\nabla_z |A_i(z_i)|)^* \delta z_1 d\alpha d\beta \\
& \quad + \int_{\alpha=0}^1 \int_{\beta=0}^{1-\alpha} (I_1(q_{1,i}(\alpha, \beta)) - I_0(q_{0,i}(\alpha, \beta)))^2 (\delta z_2)^* \partial_{z,z}^2 |A_i(z_i)| \delta z_1 d\alpha d\beta
\end{aligned}$$

Experiments

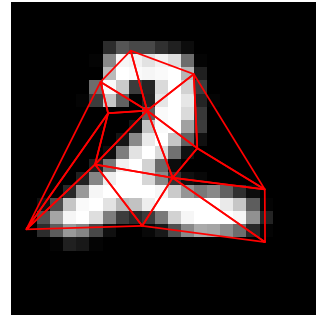
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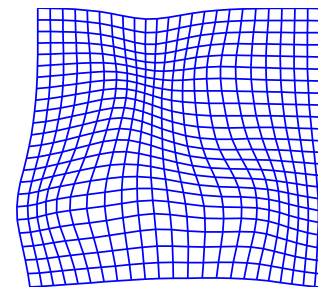
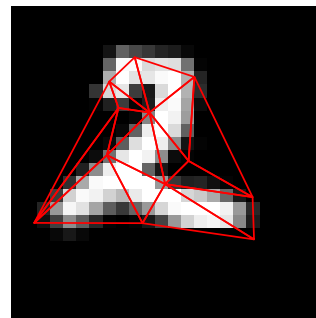
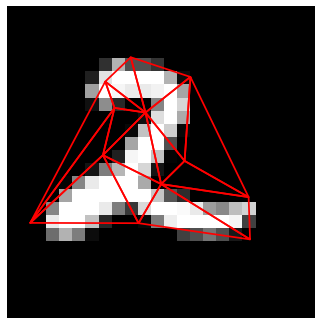
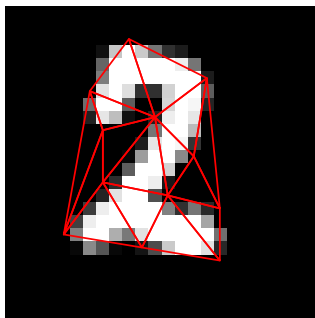
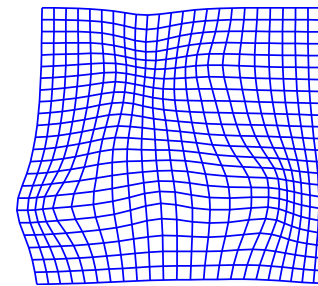
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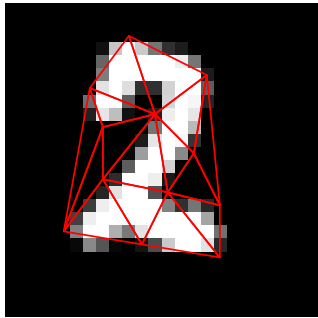
$\phi(I_0)$



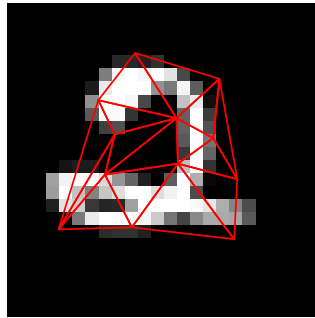
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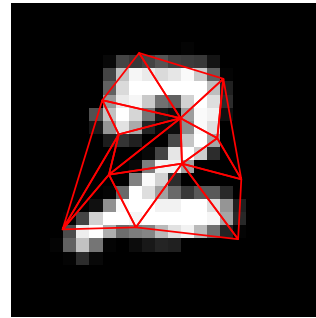
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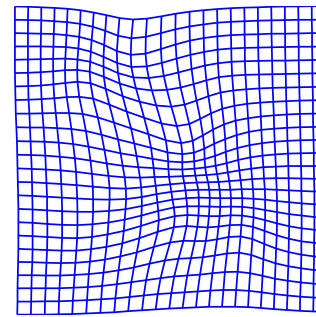
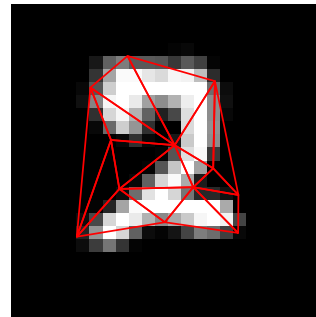
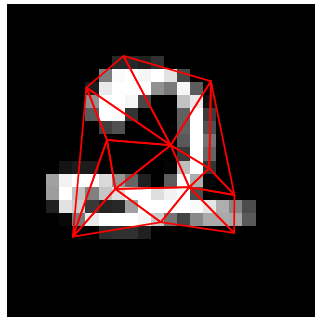
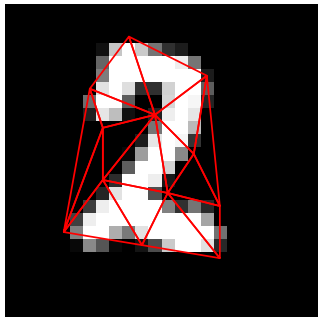
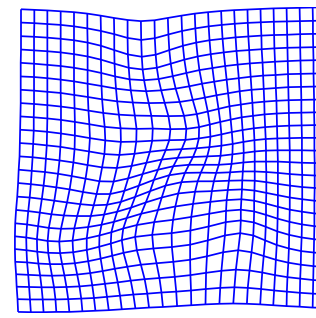
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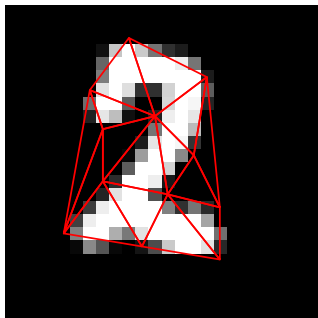
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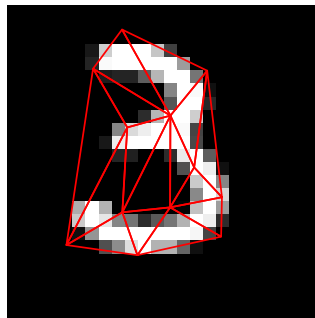
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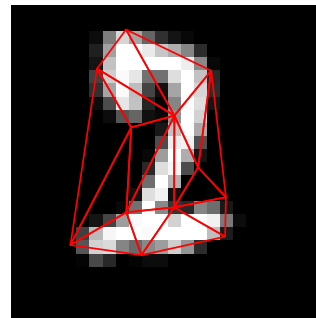
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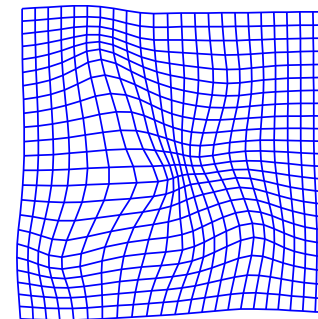
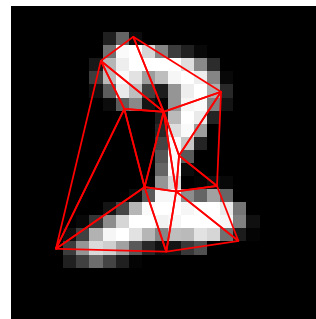
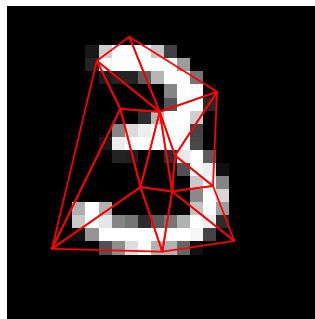
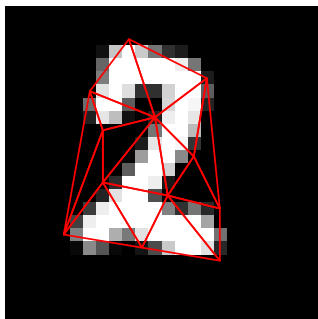
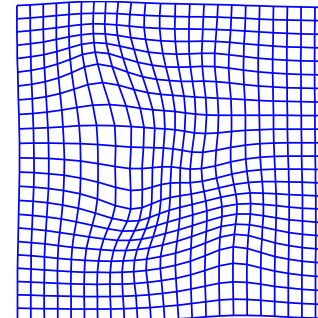
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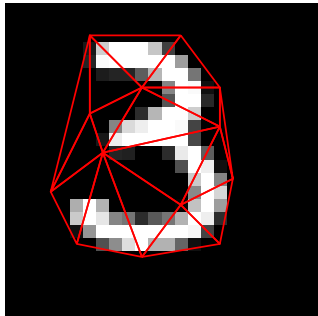
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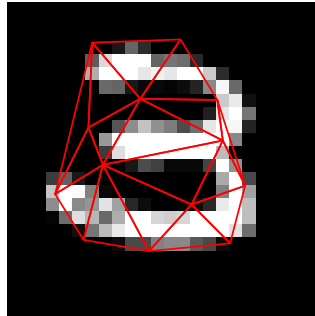
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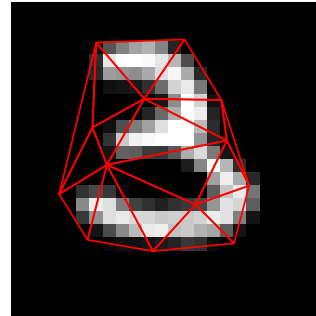
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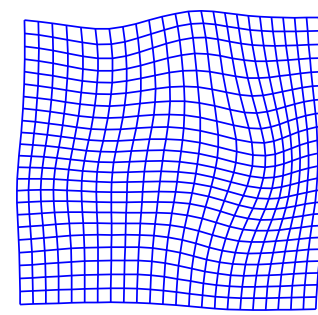
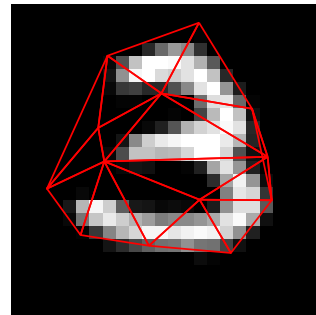
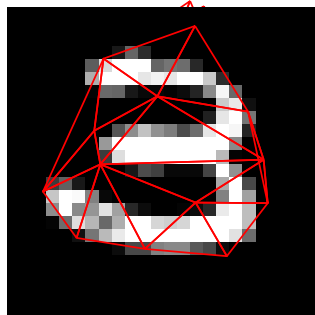
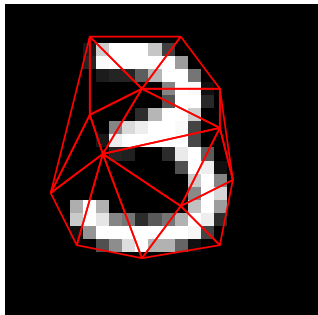
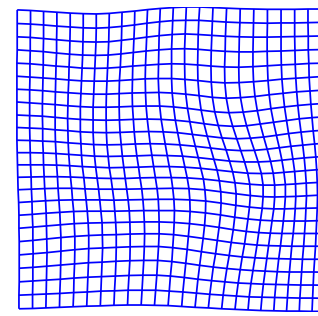
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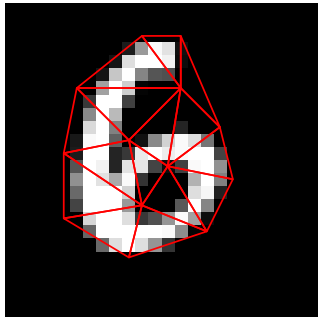
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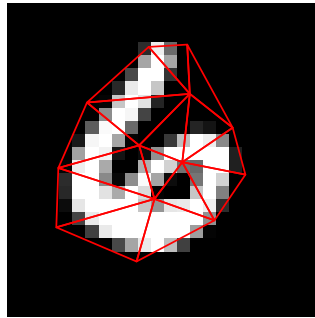
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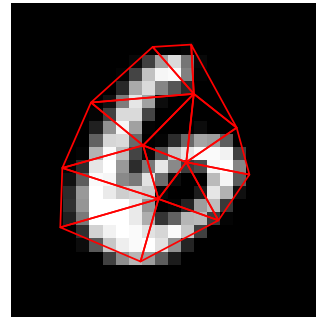
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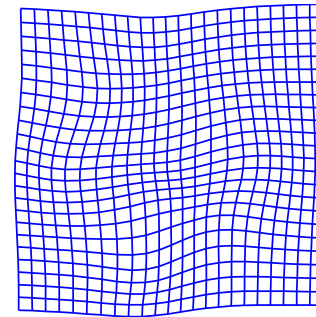
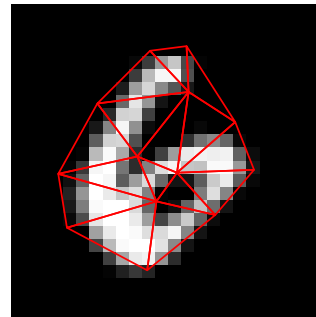
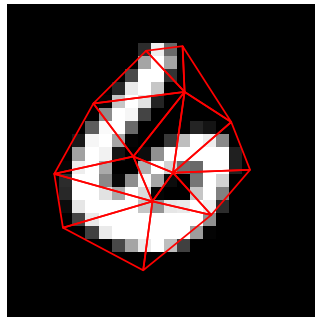
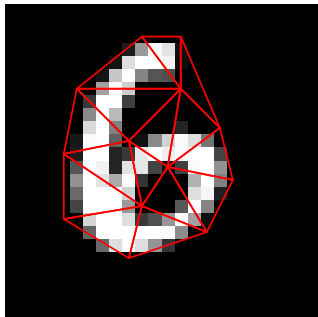
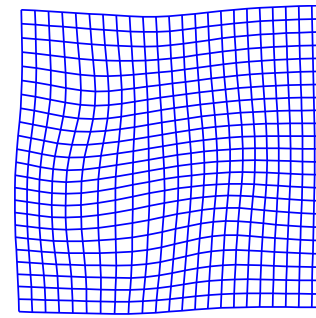
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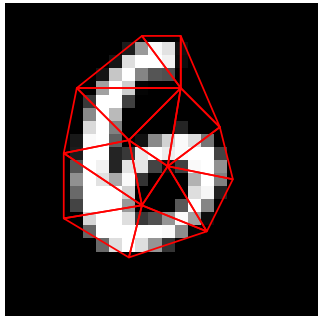
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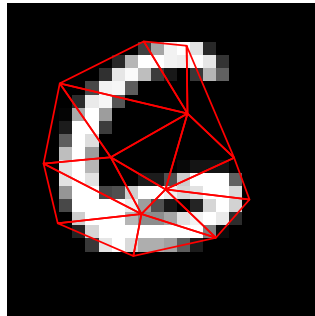
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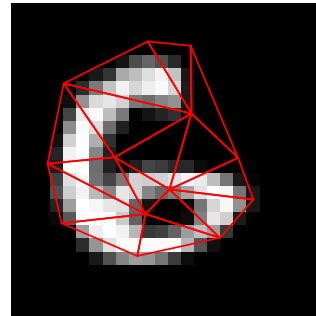
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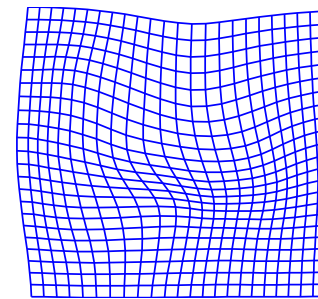
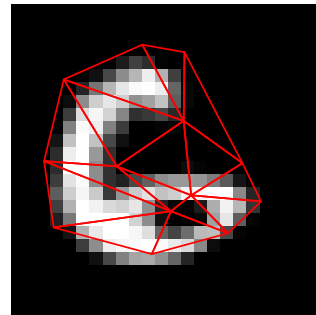
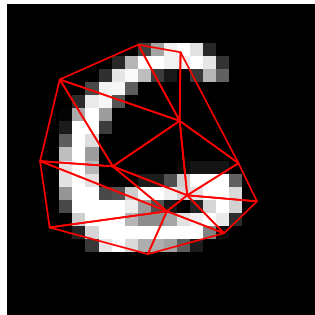
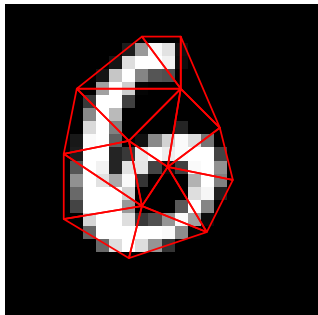
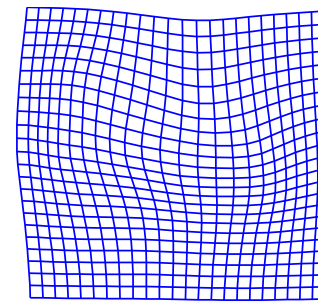
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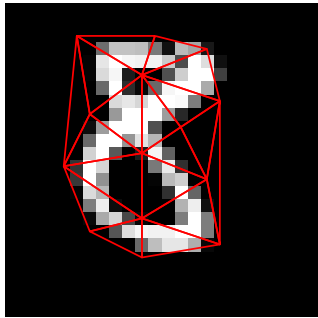
$\phi(I_0)$



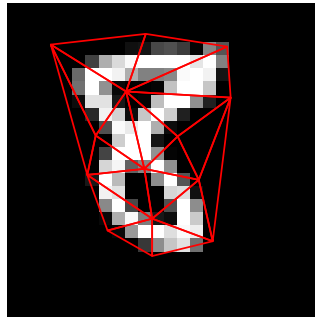
ϕ



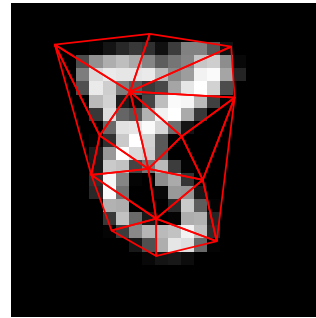
Template



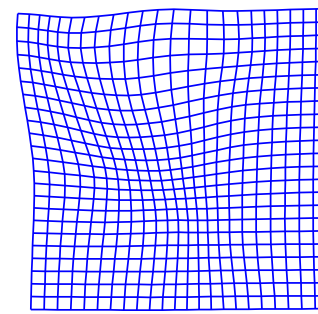
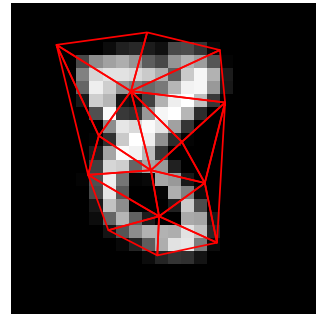
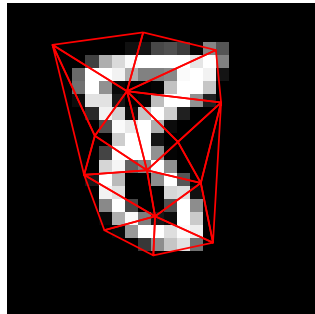
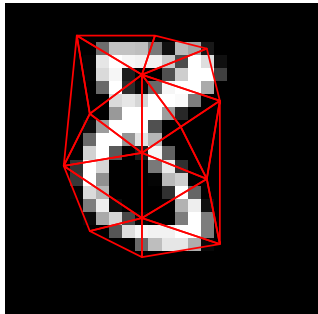
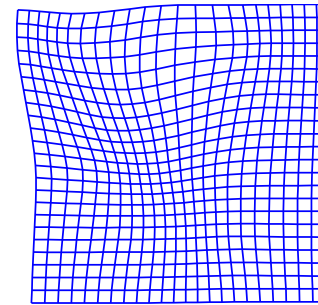
Target



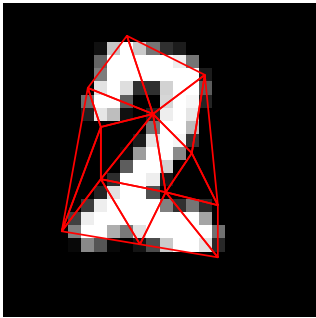
$\phi(I_0)$



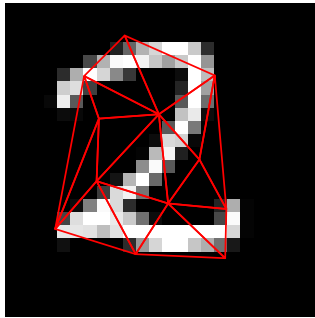
ϕ



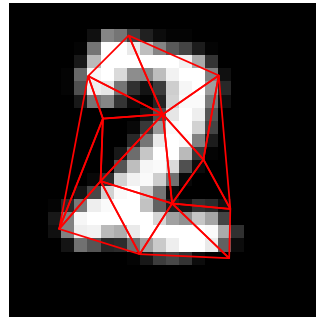
Template



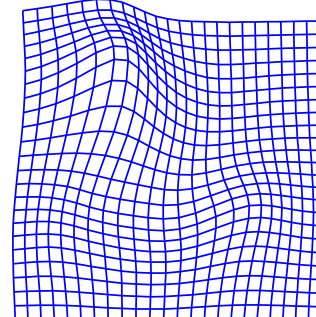
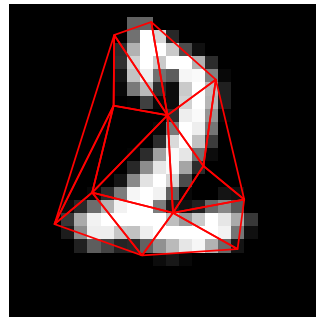
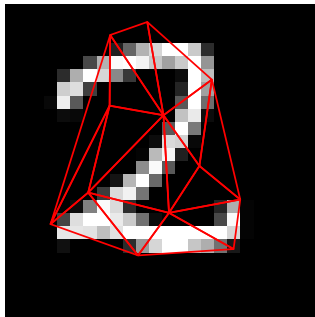
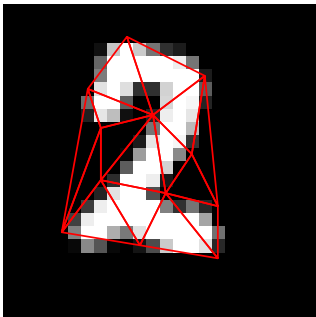
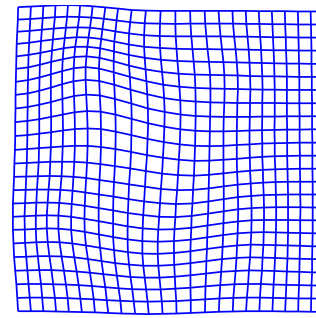
Target



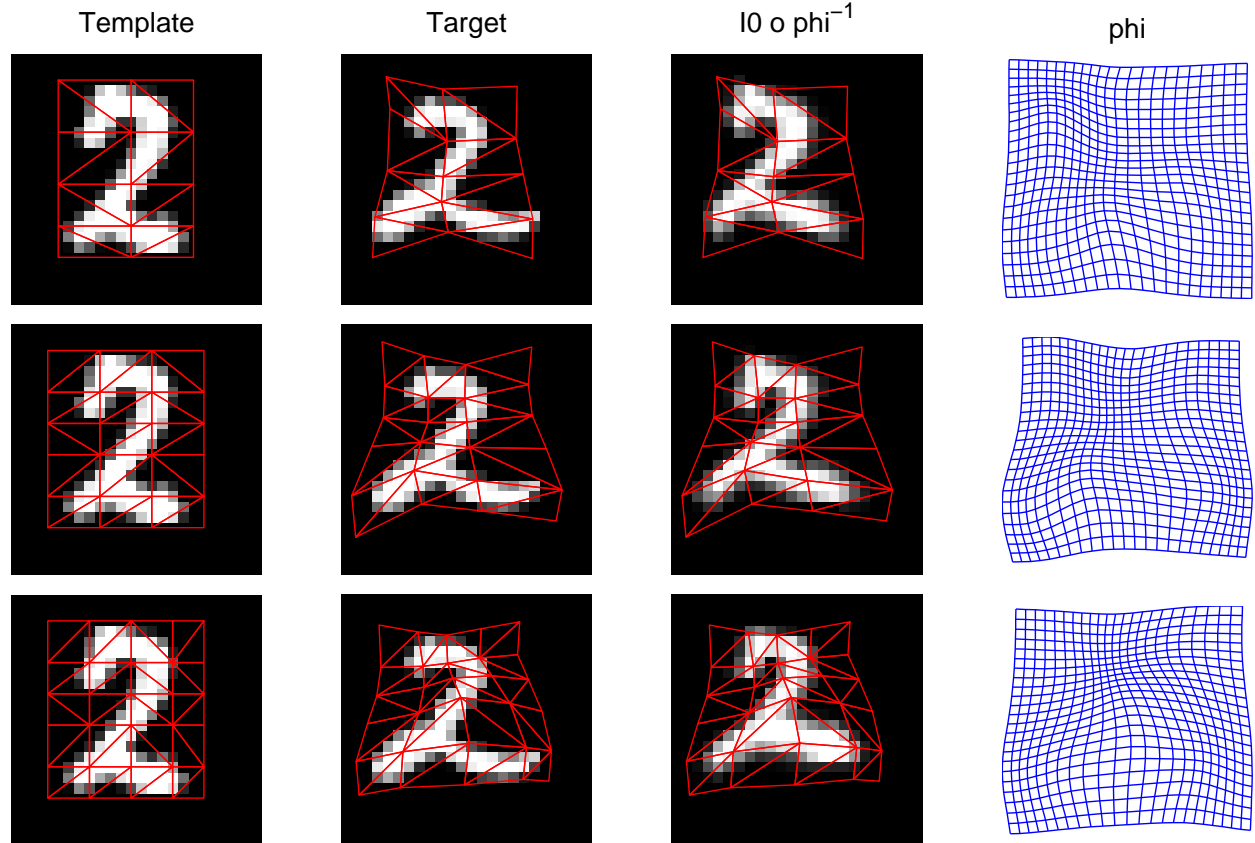
$\phi(I_0)$



ϕ



Common mesh for all images



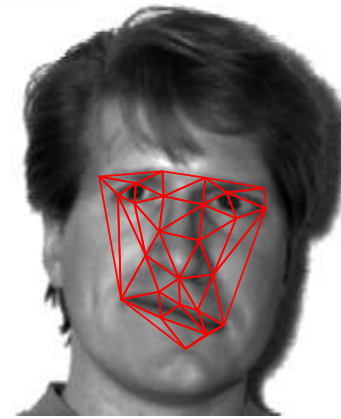
Template

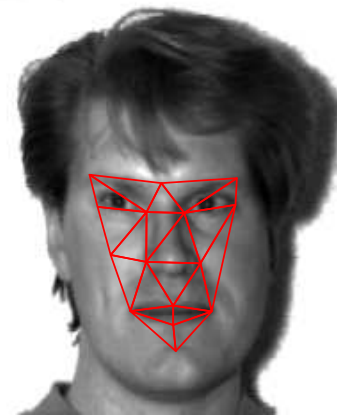


Target



$IO \circ \phi^{-1}$





Limitations of each algorithm

Gradient descent

- * The convergence speed

Newton's method

- * The initialization point
- * The matrix conditionnement.

Solution Projection on the main singular directions of the matrix before inversion.

Both

- * The triangle consistency to keep an homeomorphic deformation

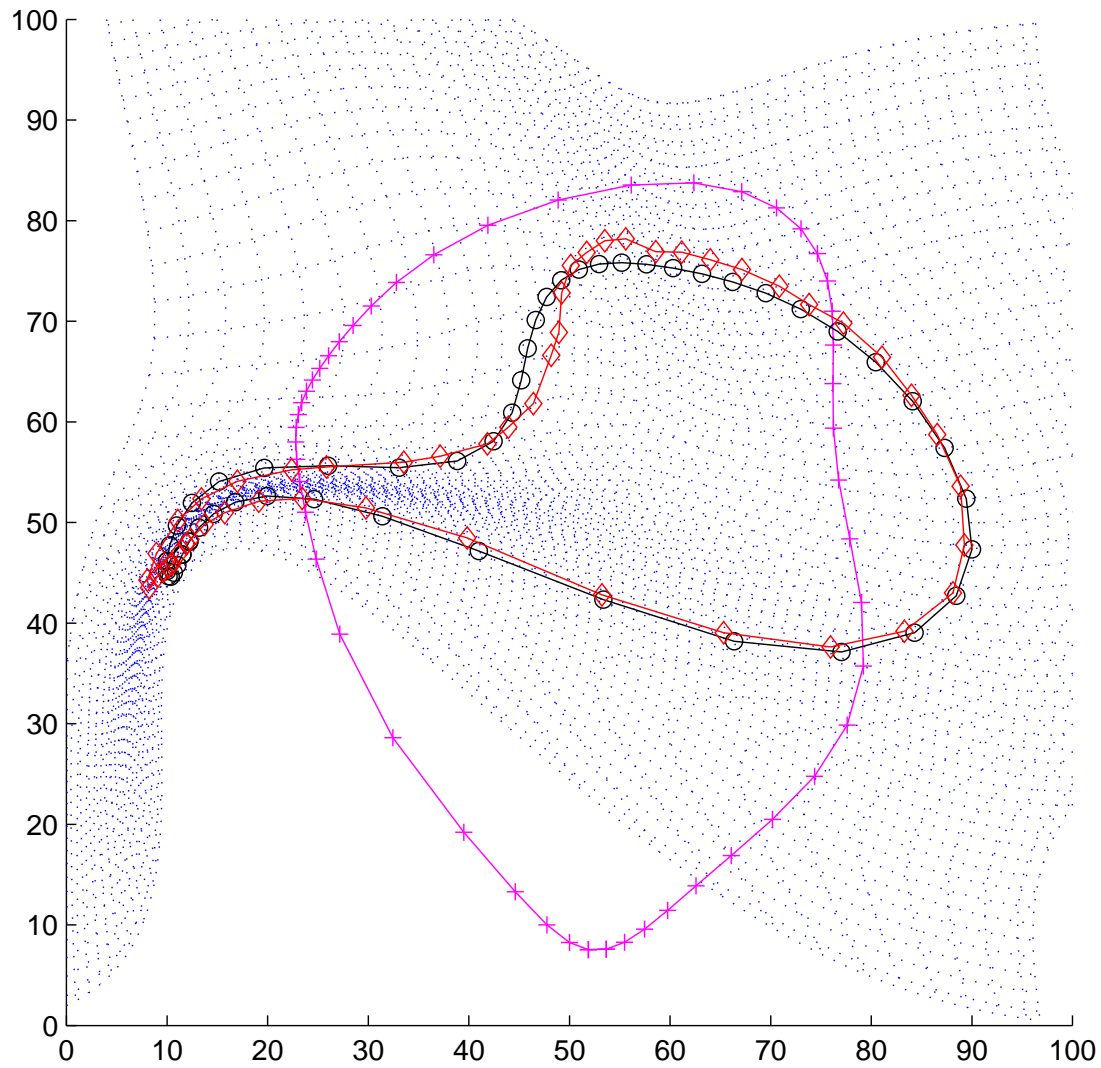
Remark : Landmark matching

Using the same point of view, we can do landmark matching as well. The energy is given by :

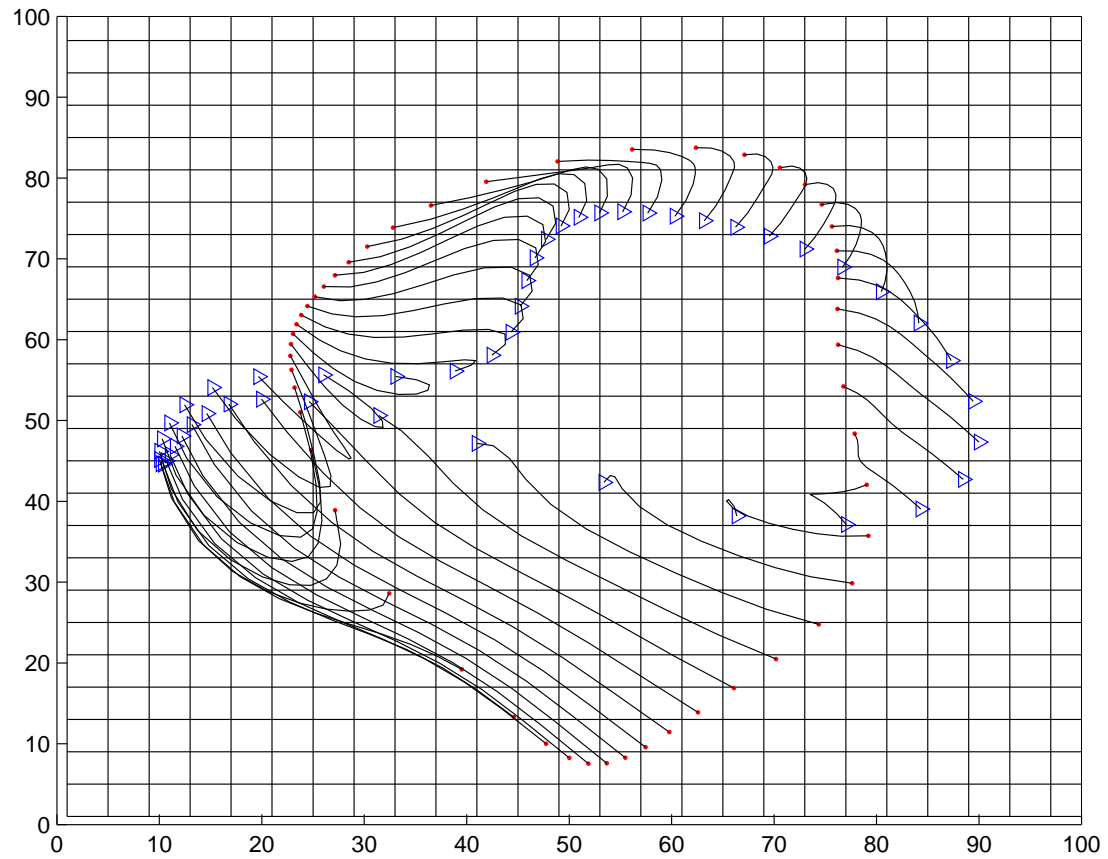
$$E = \frac{1}{2} \int_0^1 \|v_t\|_V^2 dt + \lambda \sum_{i=1}^N \|q_i^1 - y_i\|_{\mathbb{R}^k}^2.$$

the data attachment term derivatives equal $\frac{dg}{dq^1} = 2(q_i^1 - y_i)$ and $\frac{d^2g}{(dq^1)^2} = 2Id_{N \times d}$, where d is the dimension.

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Conclusion

- * The triangulation is a way to reduce the system dimension, focusing on landmark evolutions.
- * Can be generalized for 3-D images.
- * Newton's method has the advantage of speed of convergence.

Automatic landmark detection

Let w be a window. The energy to minimize is :

$$E = \frac{1}{2} \int_0^1 \|v_t\|_V^2 dt + \lambda \sum_{i=1}^N \int_{\Omega} |I_0 \circ \phi_1^{-1}(y) - I_1(y)|^2 w(x_i - \phi_1^{-1}(y)) dy$$

