



# Signal Processing Seminars

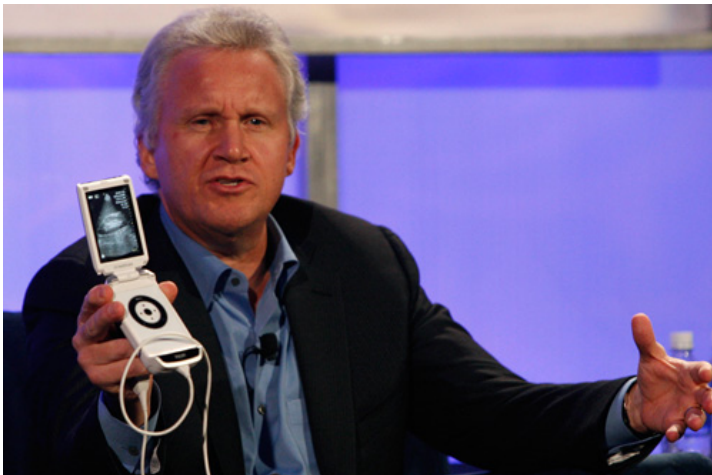
## On the use of Gabor Filters in SOS Corrected Ultrasound Image Segmentation

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ICTEAM Institute

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Small is big : Jeff Immelt is seen here unveiling the new Vscan technology (i.e portable Ultrasound) to the audience at Web 2.0 Summit in San Francisco (see <http://www.gereports.com>).

However, a [recent study](#) on mice from Yale University [Ang 06] showed that [exposure to ultrasound](#) while pregnant [may affect brain development](#) in the fetus.

[Too soon](#) to extrapolate the findings to humans.

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A propagating wave partially reflects at the interface between tissues.

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The main instrumentation in US imaging consist of a **transducer**.

This tranducer acts both as a **transmitter** and signal **receiver**

The transmission mode converts an **oscillating voltage** into mechanical **vibrations** transmitted as pressure waves

Total pressure at position  $x$  is then given by  
$$p_T(x, t) = p_0 + p(x, t) \quad [\text{Hill 04}]$$

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Developping and simplifying, we found the following wave equation.

$$\nabla^2 p - \frac{1}{C^2} \frac{\partial^2 p}{\partial t^2} = 0 \quad [\text{Hill 04}]$$

Where  $C \equiv \frac{1}{\sqrt{\rho_0 \beta_0}}$  is the speed of sound (SOS)

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Tissue type	Density (g/cm <sup>3</sup> )	Speed of sound (m/s)
Connective	1.120	1613
Muscle	1.050	1547
Fat	0.950	1478
Adipose	0.950	1450
Blood	1.060	1584
Brain	1.040	1560
Breast	1.020	1510
Kidney	1.050	1560
Liver	1.060	1595
Muscle, cardiac	1.060	1576
Muscle, skeletal	1.050	1580
Skin	1.090	1615
Average soft tissue: Fatty	0.985	1465
Average soft tissue: Non-fatty	1.055	1575
Blood cells	1.093	1627
Blood plasma	1.027	1543
Spinal cord	1.038	1542
Spleen	1.054	1567
Testis	1.044	1595
Mean	1.042	1557
Standard deviation	0.043	50

Current Ultrasound devices assume that SOS is constant in all tissues (1540 m/s) [Fontanarosa 11]

In soft human tissues :

$$SOS = ((1.09) \cdot \rho + 0.419) \cdot 10^3 m/s \pm 3.5m/s$$

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Using the Hounsfield units of CT scans, it is possible to define a **density map** of the body

Then using this density map, one can compute a **SOS map** using the linear relation of previous slide

Briefly, penetration depth in current devices is computed as  $d = \frac{TOF}{2} \tilde{SOS}$  with  $\tilde{SOS} = 1540 \text{ m/s}$  is the speed of sound (SOS)

Wherever actual penetration depth is given by

$$d_{corr} = \frac{1}{2} \sum_{j=1}^n SOS_j (TOF_j - TOF_{j-1})$$

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And every voxel has to be resized in the axial direction  
from  $d_i = \frac{1}{2} \tilde{S} \tilde{O} S \cdot (TOF_i - TOF_{i-1})$  to  
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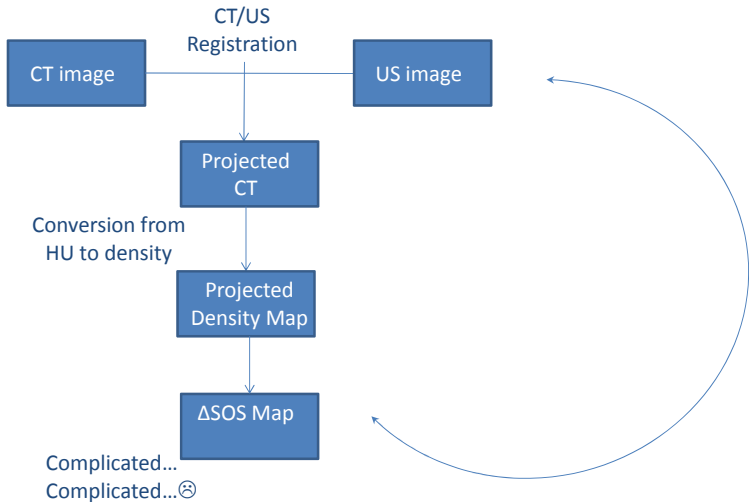
We then use an axial scaling factor given by

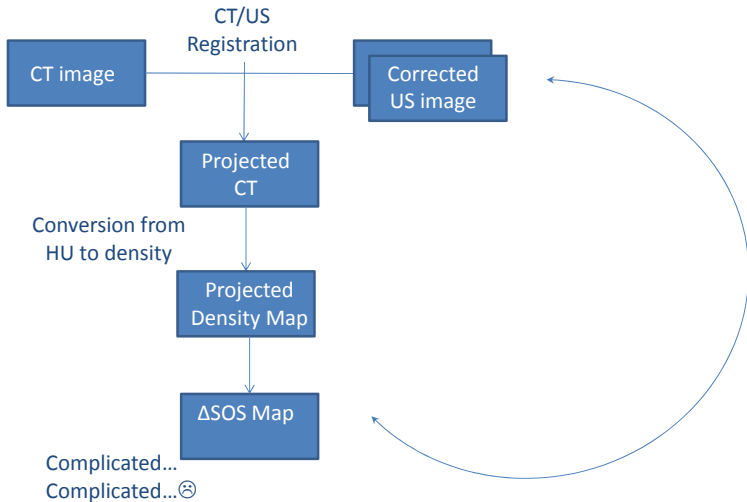
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# Gabor Filtering and Classification

Once US Images have been corrected for SOS aberrations, We propose to consider the approach of [Zhan 06]

The approach consists of 2 steps :

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## Gabor Filtering and Classification

- During **training**, shape and texture priors are extracted from training images
- Then an anisotropic median filtering is applied to reduce the speckle noise from the test images
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Those 2 steps (texture classification + shape deformation) are repeated until convergence

Gabor filtering and SVM Classification are performed on subsurfaces

I.e. Let us define our shape as a set of vertices  
 $S = \{P_i, i = 1, \dots, I\}$ .

Let us note  $T$  a set of triangles where

$$T = \{Tr_i, i = 1, \dots, I\} \text{ and } Tr_j = \{P_1^j, P_2^j, P_3^j\}$$

Then the entire surface is decomposed into  $N$  subsurfaces  $S_k = \{Tr_l^k, l = 1, \dots, N_k\}$

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To save computation time, two gabor filter banks located at 2 orthogonal planes (axial and coronal) are used

$$g_{\gamma,\omega}(x, y) = a^\gamma g(a^\gamma(x \cos(\omega\psi) + y \sin(\omega\psi)), \\ a^\gamma(-x \sin(\omega\psi) + y \cos(\omega\psi))) \quad (1)$$

$$h_{\gamma,\omega}(y, z) = a^\gamma h(a^\gamma(y \cos(\omega\psi) + z \sin(\omega\psi)), \\ a^\gamma(-y \sin(\omega\psi) + z \cos(\omega\psi))) \quad (2)$$

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Application of GF on each voxel gives 4 sets of **texture features**

$$\left\{ \hat{G}_{\gamma,\omega}^{real}(\vec{v}) \right\}, \left\{ \hat{G}_{\gamma,\omega}^{img}(\vec{v}) \right\}, \left\{ \hat{H}_{\gamma,\omega}^{real}(\vec{v}) \right\}, \left\{ \hat{H}_{\gamma,\omega}^{img}(\vec{v}) \right\}$$

Gabor features are then compiled into a vector  $T(\vec{v})$

This vector is then used to classify the voxels as organ and non organ using KSVM

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# Kernel Support Vector Machines

Given  $m$  samples, KSVM gives a **decision plane** which separates **positive samples** from **negative** ones

KSVM are first trained using the **texture vectors** coming from organ and non organ tissue

Then during **application step**, KSVM are used to **classify** voxels based on their **texture** properties  $\vec{T}(\vec{v})$

KSVM gives the **signed distance** from  $\vec{T}(\vec{v})$  to the separation hyperplane

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## Kernel Support Vector Machines

The value returned by the KSVM is then mapped to the interval  $[0, 1]$  to denote the probability of voxel  $v$  to belong to the organ

$$L(\vec{v}) = s\left(f\left(\vec{T}(\vec{v})\right)\right) = s\left(\sum_{i=1}^m \alpha_i l_i K\left(\vec{T}_i, \vec{T}(\vec{v})\right) + b\right)$$

Where  $s(\cdot)$  is a sigmoid function.

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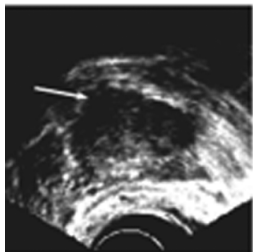
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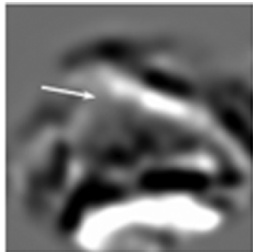
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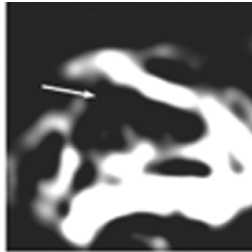
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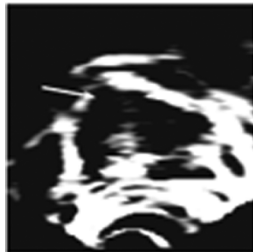
(a)



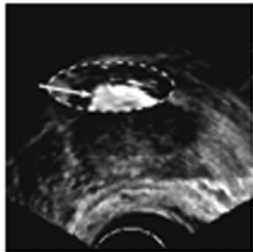
(b1)



(b2)



(b3)



(c)



(d)



Since texture varies greatly along prostate boundaries

Instead of using a single G-SVM, one G-SVM is associated to each subsurface  $S_k$  in the deformable model

Number of subsurfaces should be limited (essentially because of time) for use in clinical applications

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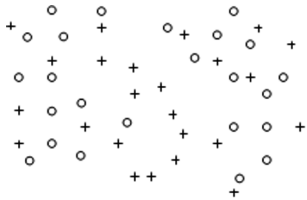
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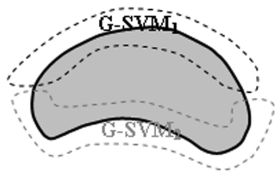
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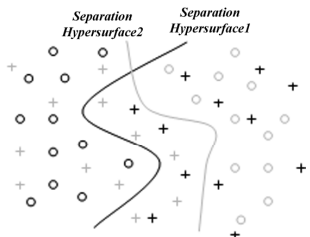
(a)



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(c)



(d)

Once results of the G-SVM have been computed for the whole surface, an external energy term is computed

$$E^{ext}(\vec{P}_i) = w_{Sum} E_{Sum}(\vec{P}_i) + w_{Dist} E_{Dist}(\vec{P}_i)$$

$$E_{Sum}(\vec{P}_i) = \left( \left( \frac{\sum_{\forall \vec{v} \in N(\vec{P}_i)} L(\vec{v}; j)}{\sum_{\forall \vec{v} \in N(\vec{P}_i)} 1} \right) - 0.5 \right)^2$$

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E.S.B.C. Ang, V. Gluncic, A. Duque, M.E. Schafer & P. Rakic.  
*Prenatal exposure to ultrasound waves impacts neuronal migration in mice.*  
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