

# **TOSHIBA**

**Leading Innovation >>>**

## **Texture Analysis using Markov Random Fields**

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**supervised by**

**Keith Goatman**

**June 2015**



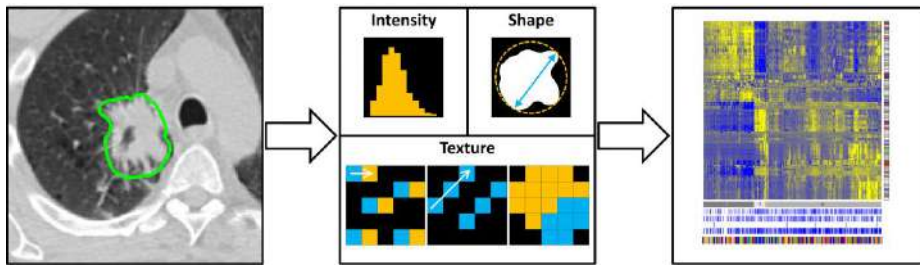
**TOSHIBA MEDICAL SYSTEMS CORPORATION**

# Outline

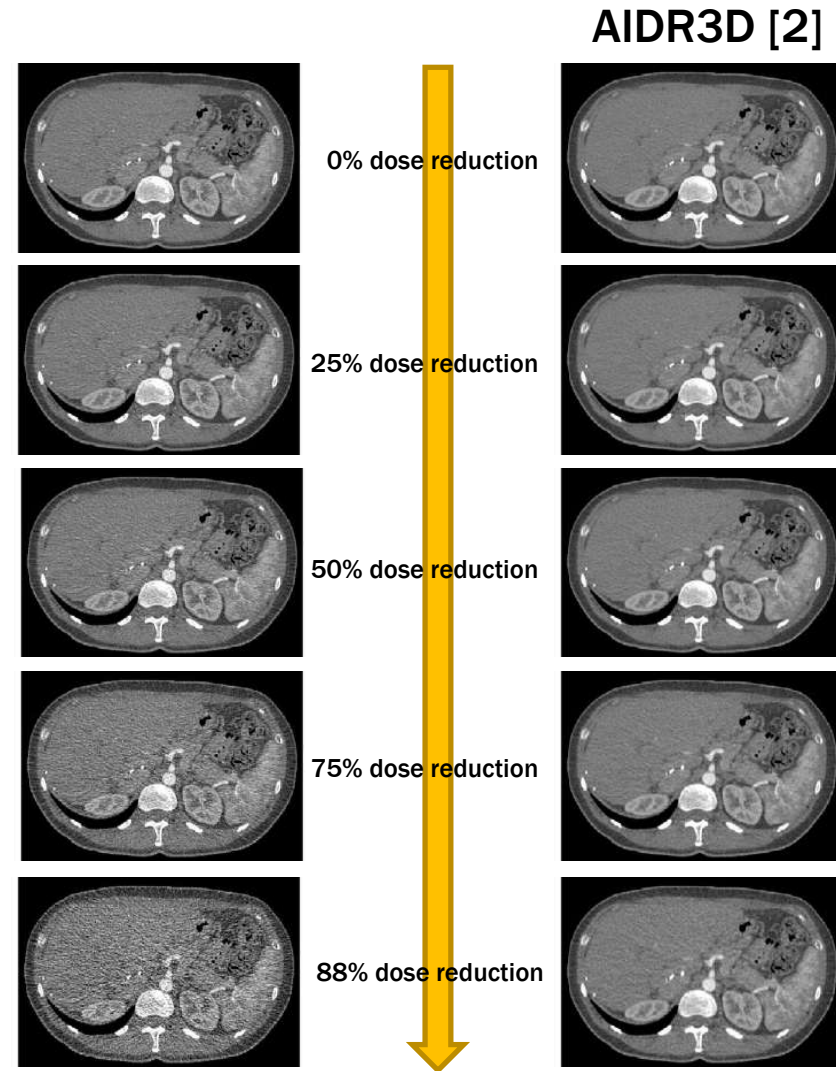
1. Motivation
2. Aims
3. Problem
4. State of the Art
5. Markov Random Fields
6. Classification
  - 6.1 Methodology
  - 6.2 Results
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  - 7.1 Methodology
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# 1. Motivation

## Radiomics



Given an image and a region of interest, measure lots and lots of things in and about the ROI, e.g. volume, shape, texture [1]



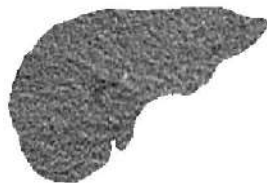
# 2. Aims

## Classification

Classify 2D masks into different tissues:  
kidneys, liver, lungs and spleen



?



?



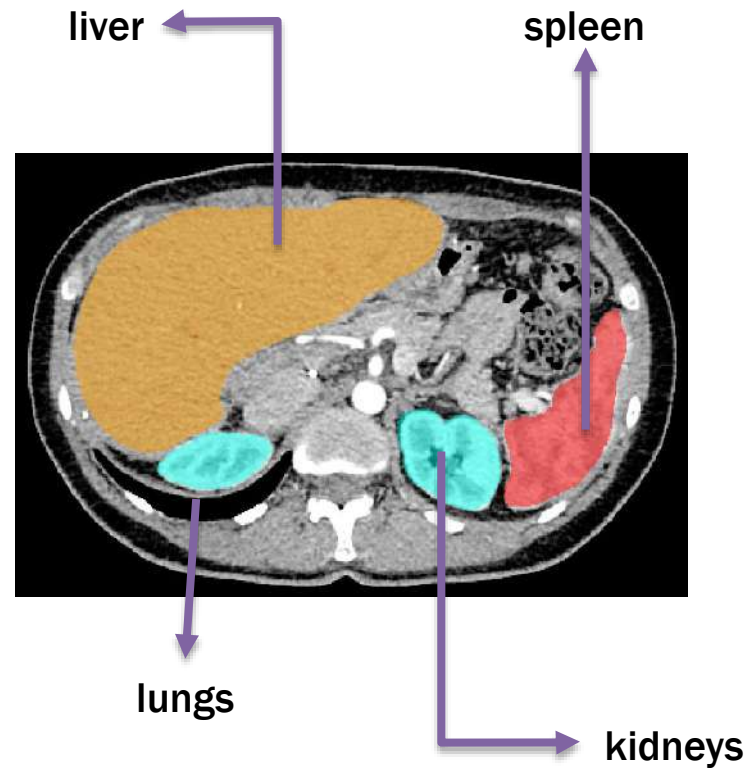
?



?

Region classification

## Segmentation

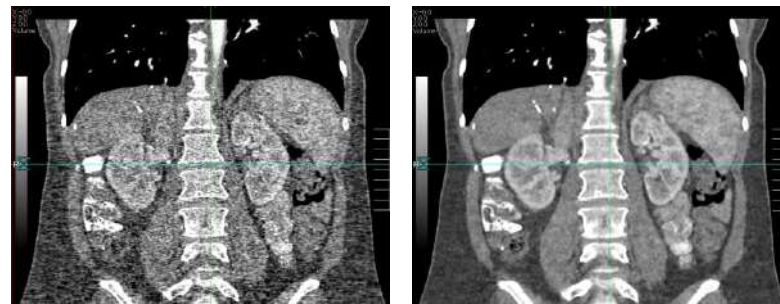


Pixel classification

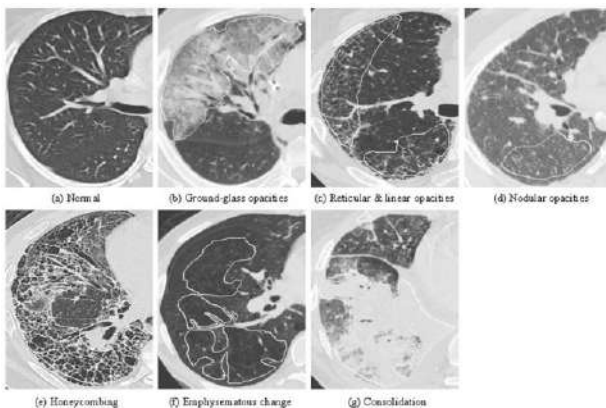
# 3. Problem



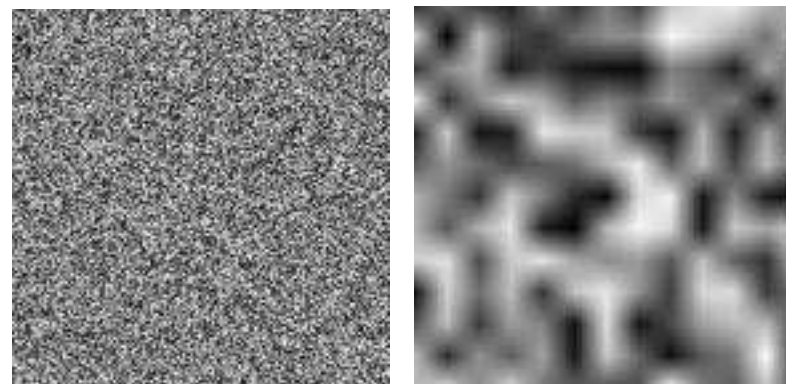
Wide Dynamic Range



Noise



Texture Inhomogeneity [3]



Scale

# 4. State of the Art

1	1	4	3
2	1	3	2
5	4	1	2
4	1	2	5

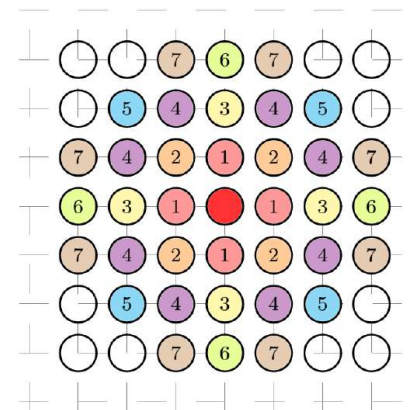
	1	2	3	4	5
1	1	2	1	0	0
2	1	0	0	0	0
3	0	1	0	0	0
4	1	0	1	0	0
5	0	0	0	1	0

Gray-Level Co-occurrence Matrix (GLCM)

0	0	1
2	2	2
2	0	0

	1	2	3
0	0	2	0
1	1	0	0
2	1	0	1

Gray-Level Run-Length Matrix (GLRLM)



Markov Random Fields

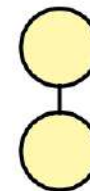
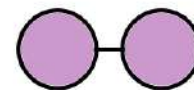
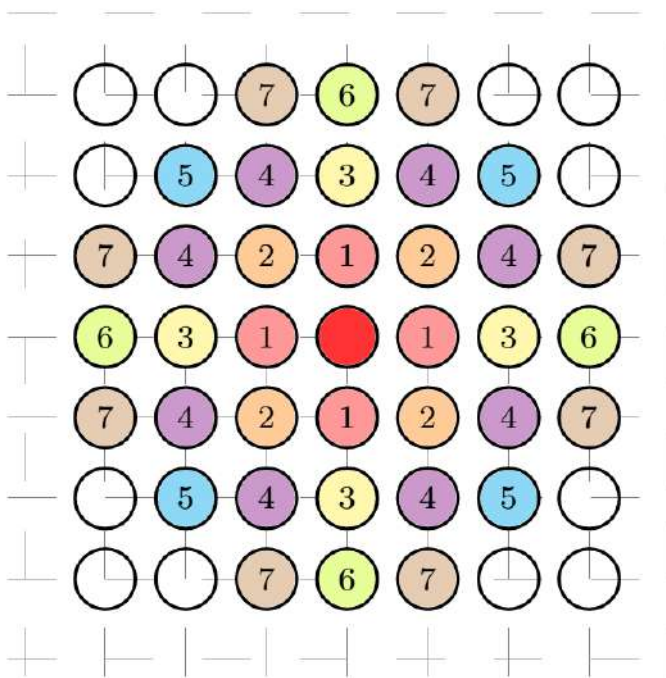
**Baseline: Statistical Methods**

**Model-based Methods**

# 5.1 Parametric Markov Random Fields

MRF characterize mutual influences among pixels using conditional MRF distributions, that is to say, they derive the joint distribution from conditional distributions

$$p(I(x_c)|I(x), \forall x \neq x_c) = p(I(x_c)|I(x), x \in \mathcal{N}(x_c))$$



cliques

$$l^* = \arg \max_l P(l|x) = \arg \min_l E(l; x)$$

## 5.2 Non-parametric Markov Random Fields

Varma and Zisserman [4] proposed a non-parametric Markov Random Field, based on a two dimensional histogram

Learning

Classification

- High accuracies on challenging datasets
- The method relies on fewer prior assumptions, such as the form of the distribution.



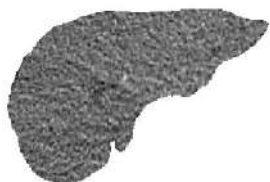
# 6. Classification

## Classification

Classify 2D masks into different tissues:  
kidneys, liver, lungs and spleen



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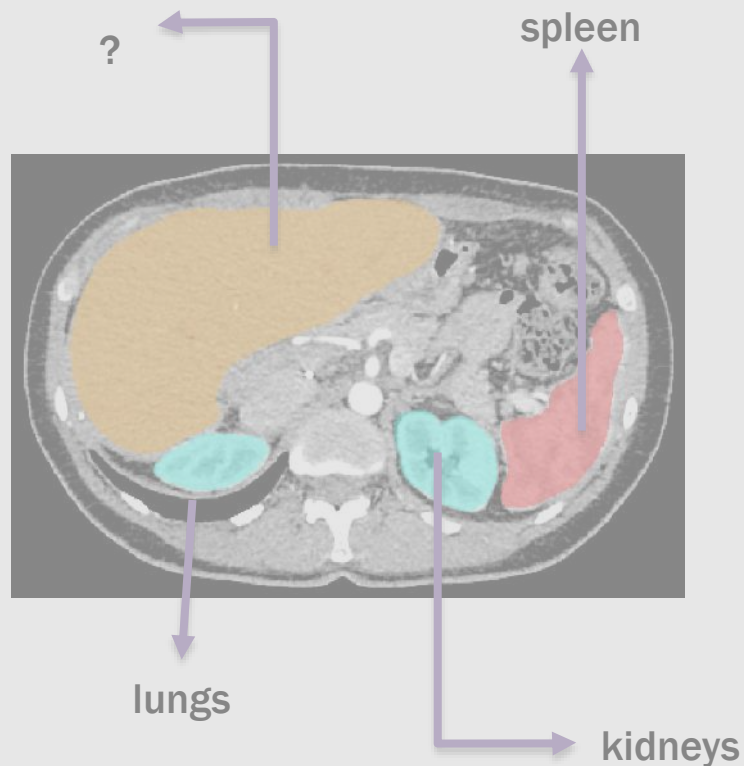


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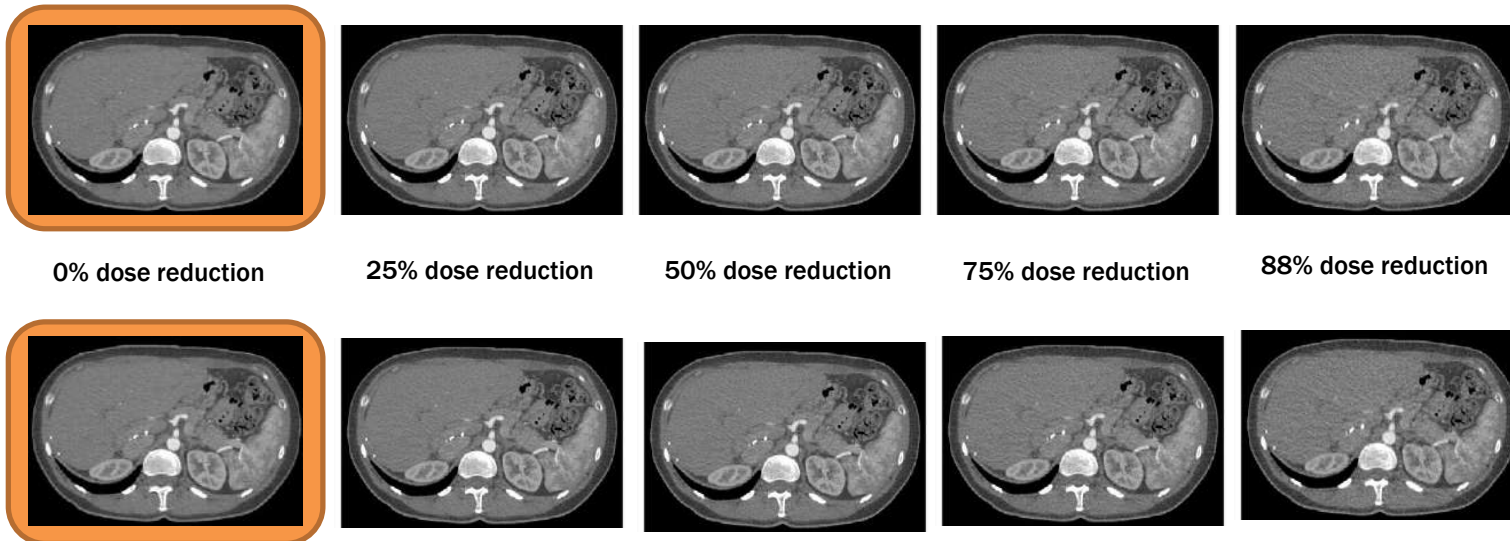
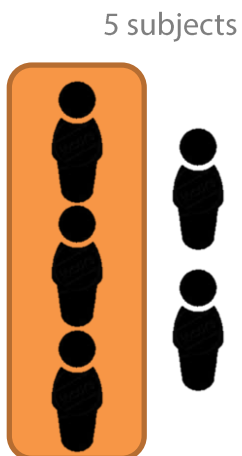
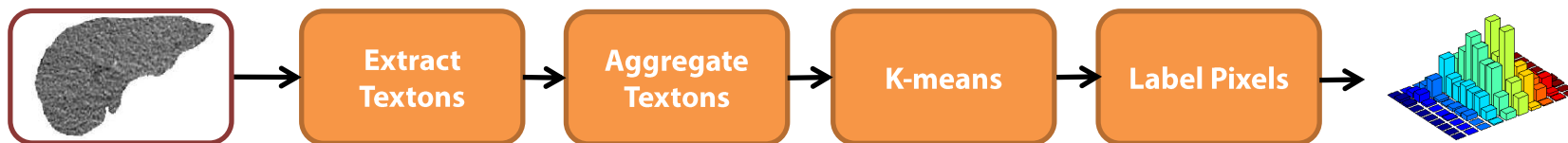


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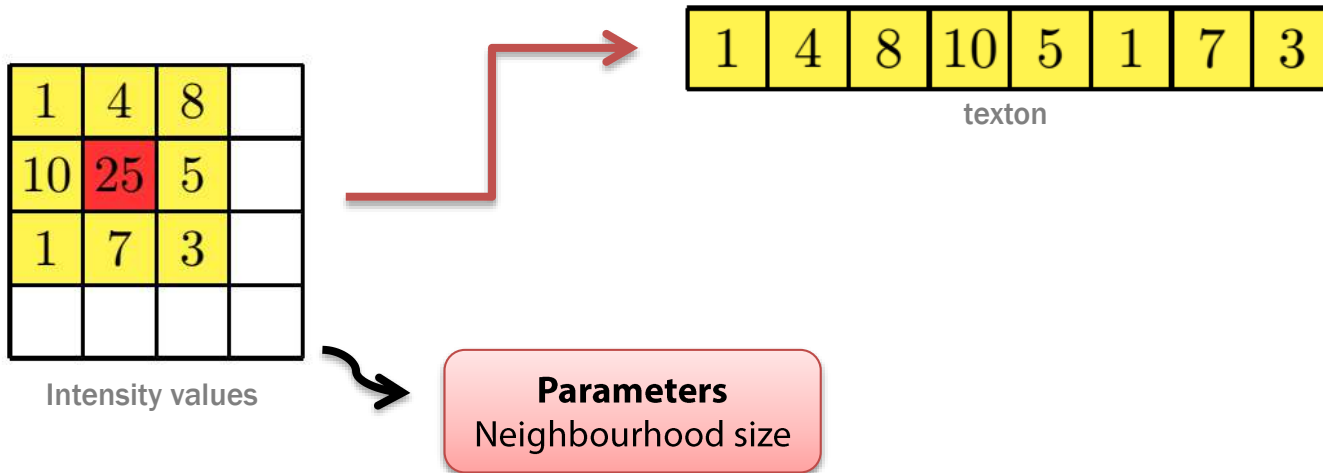
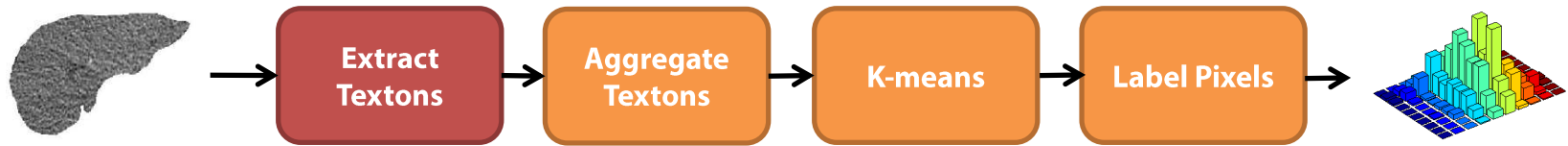
## Segmentation



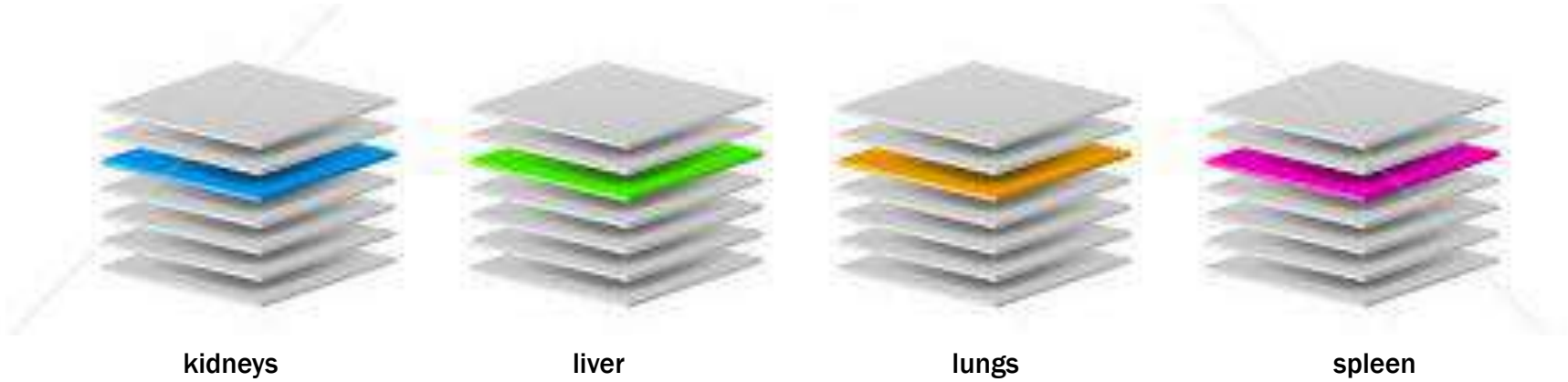
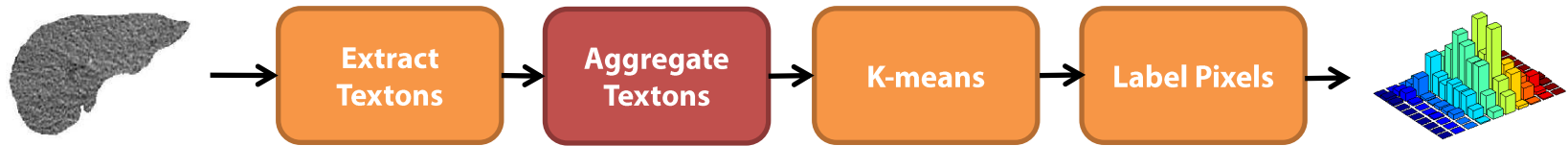
# 6.1 Classification: Methodology



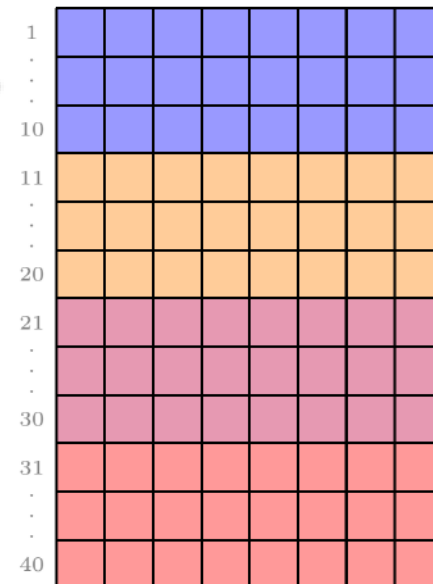
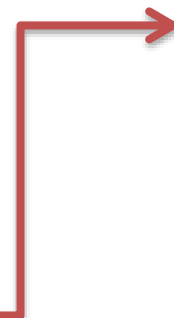
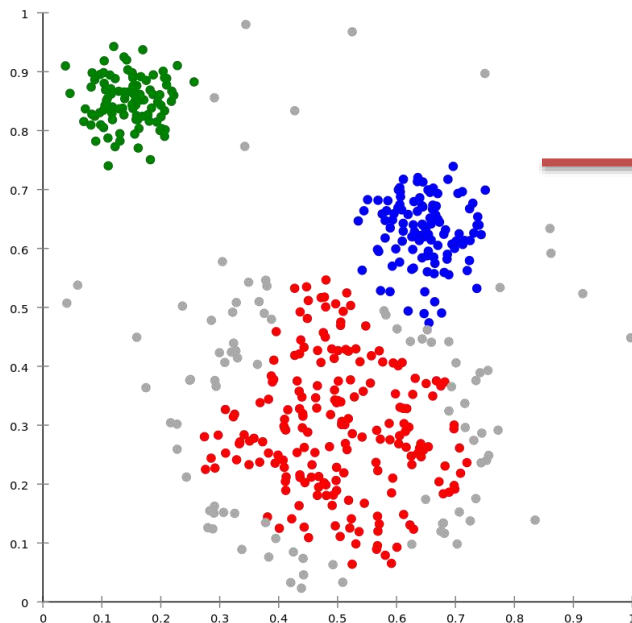
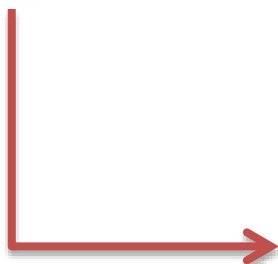
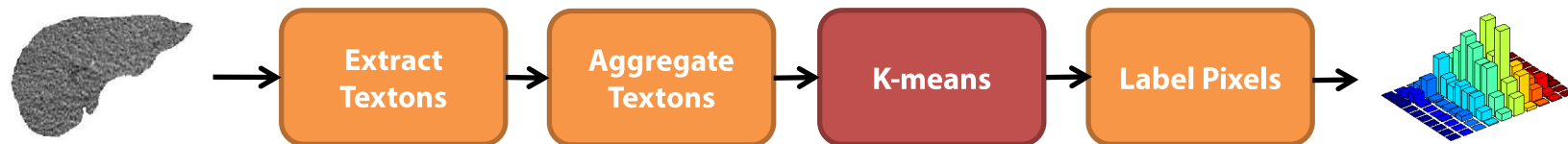
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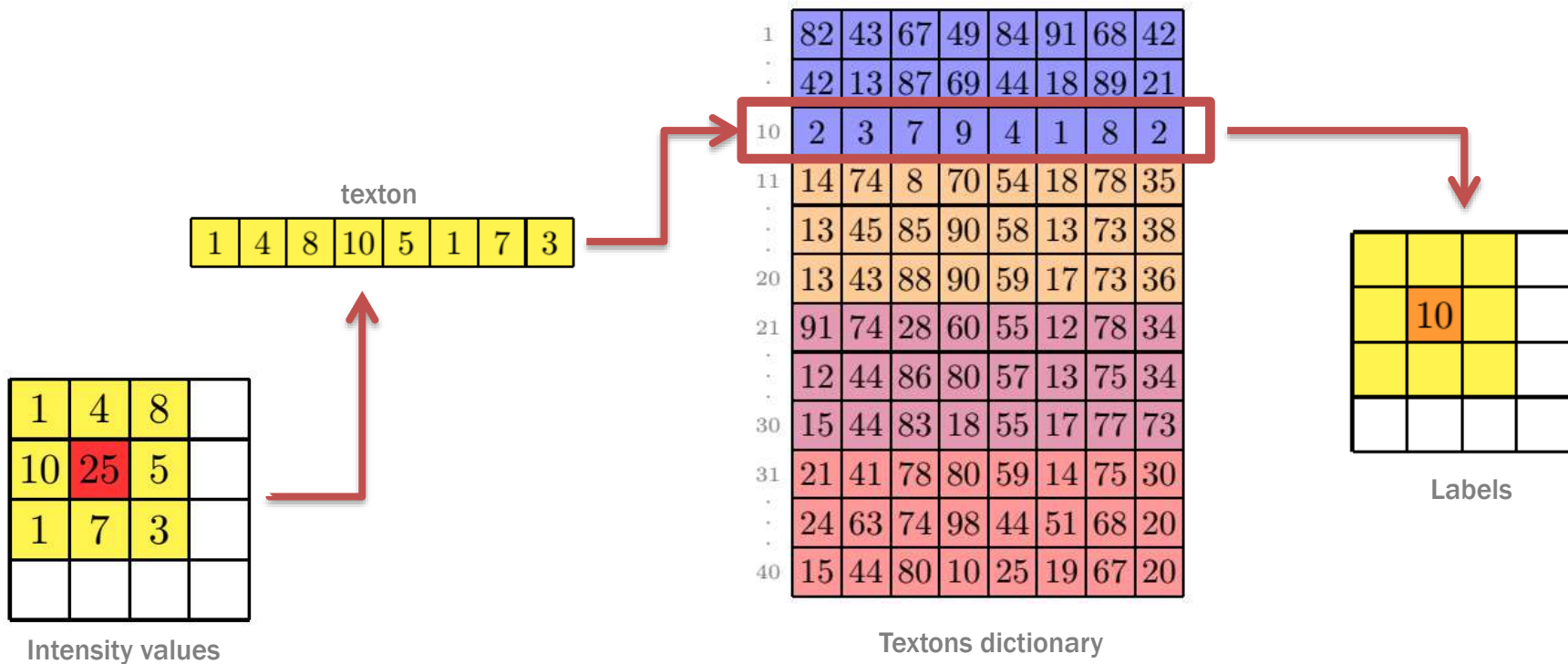
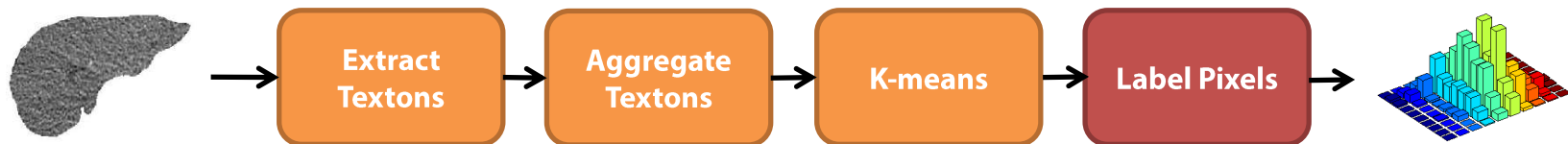


# 6.1 Classification: Methodology

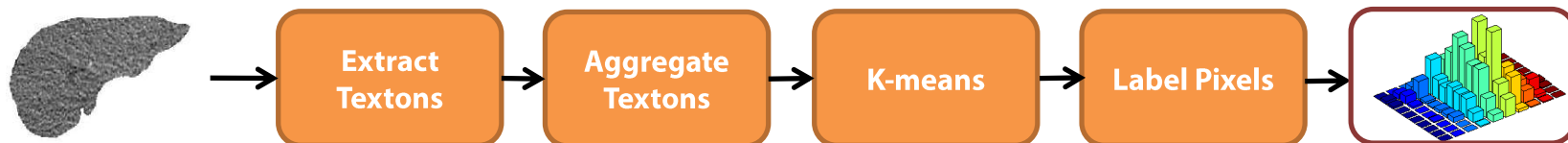


**Parameters**  
Number of textons per class

# 6.1 Classification: Methodology



# 6.1 Classification: Methodology

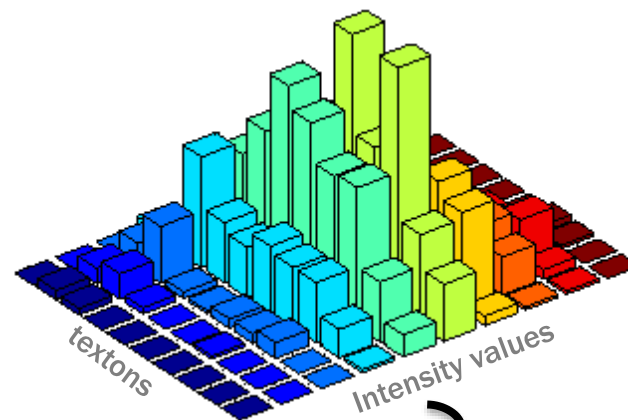


1	4	8	25
10	25	5	4
15	7	5	8
30	25	50	5

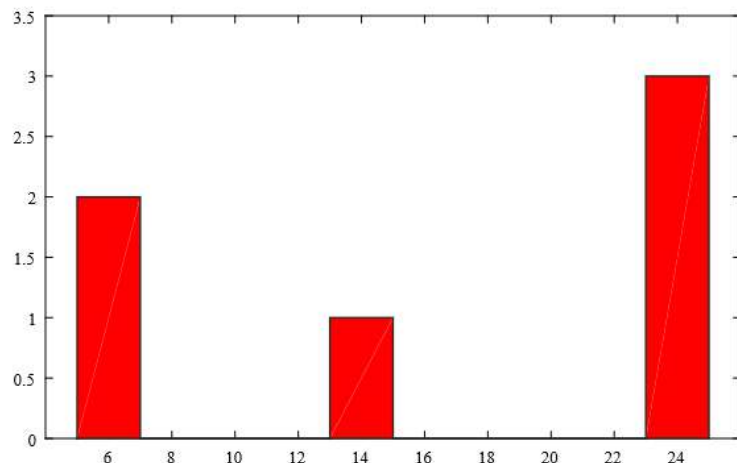
Intensity values

8	4	5	10
19	10	20	15
10	8	10	12
7	10	6	10

Labels

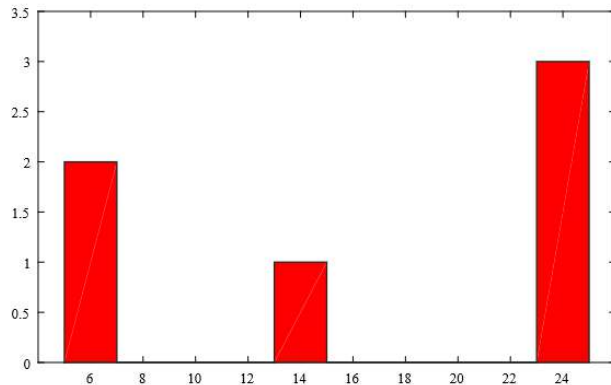


**Parameter**  
Number of bins

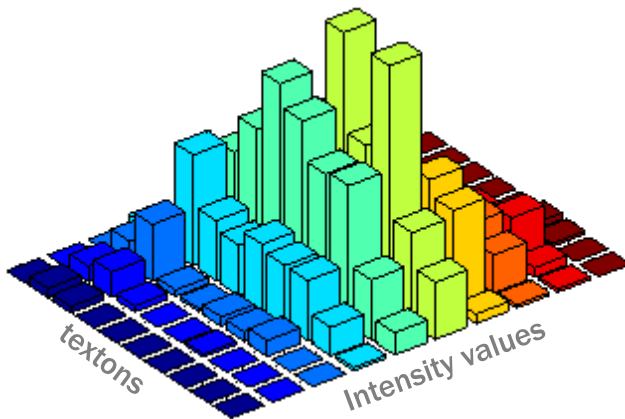


# 6.1 Classification: Methodology

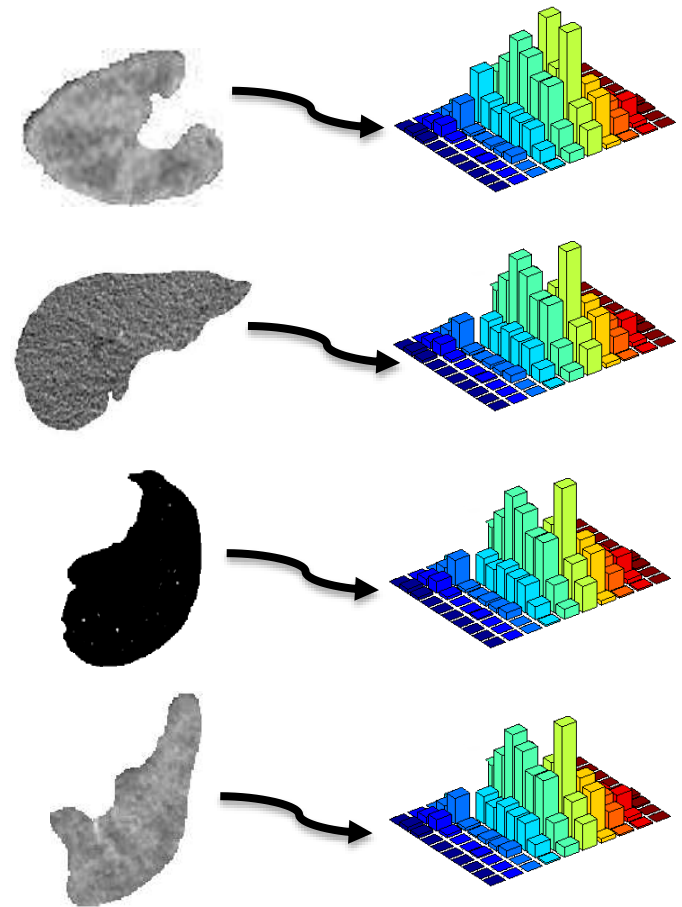
Varma and Zisserman proposed to model an MRF as a 2D histogram



Probability density function

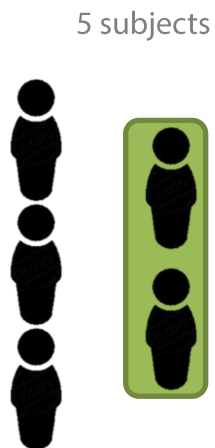
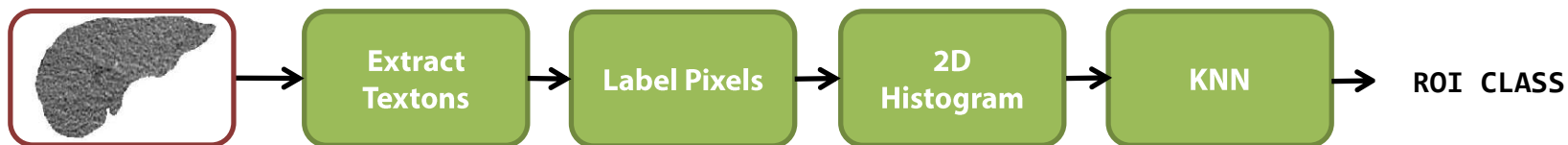


Joint pdf

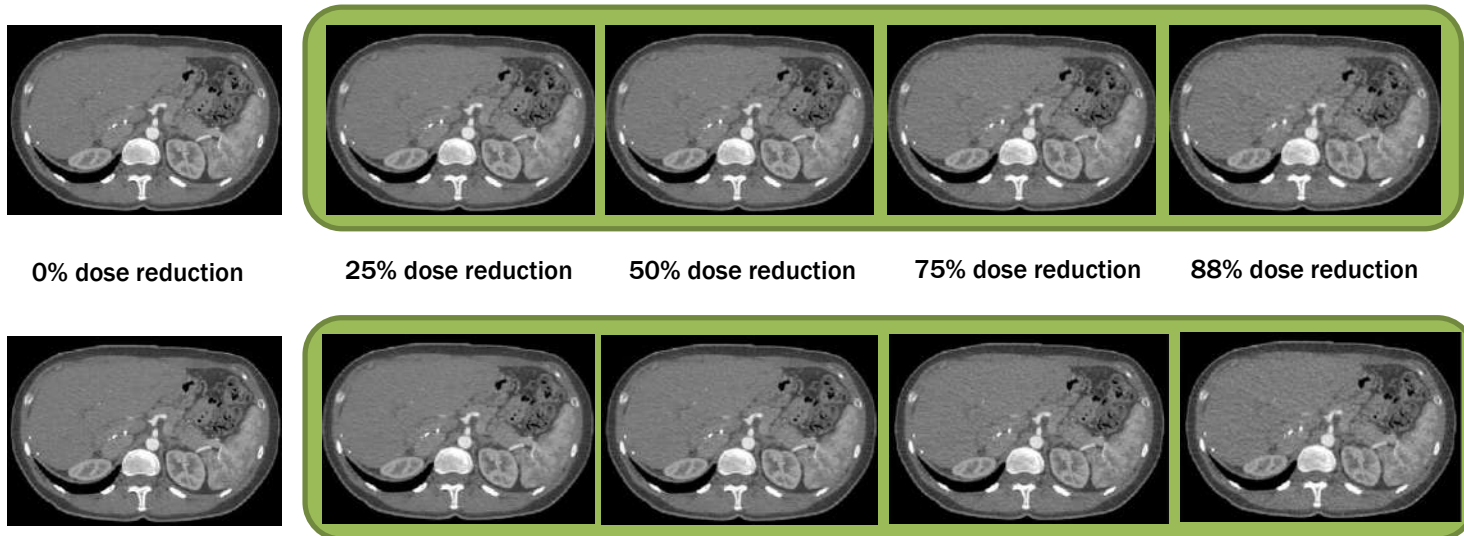




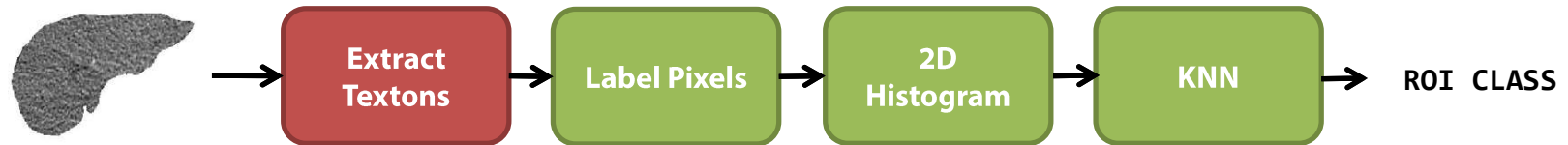
# 6.1 Classification: Methodology



AIDR3D

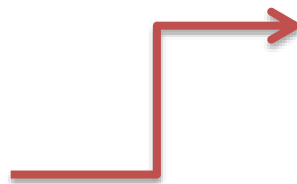


# 6.1 Classification: Methodology



1	4	8	
10	25	5	
1	7	3	

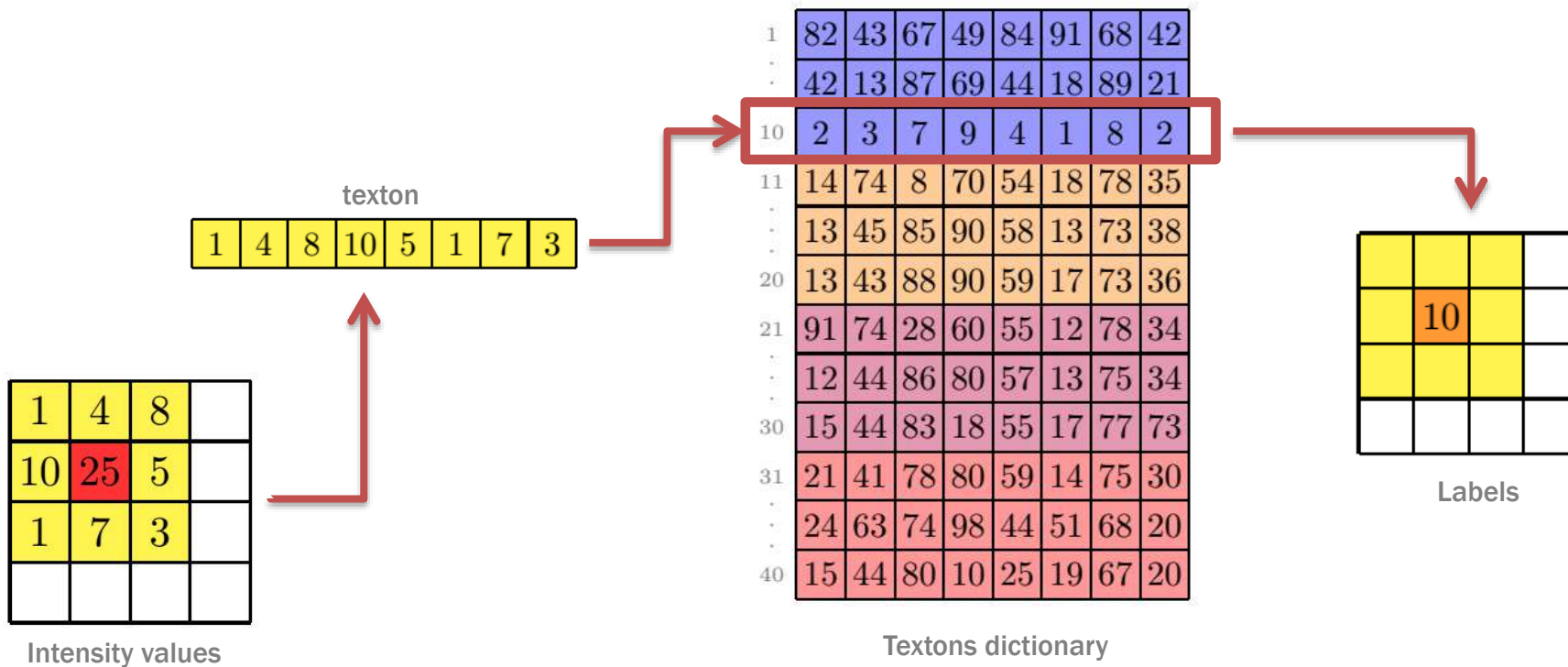
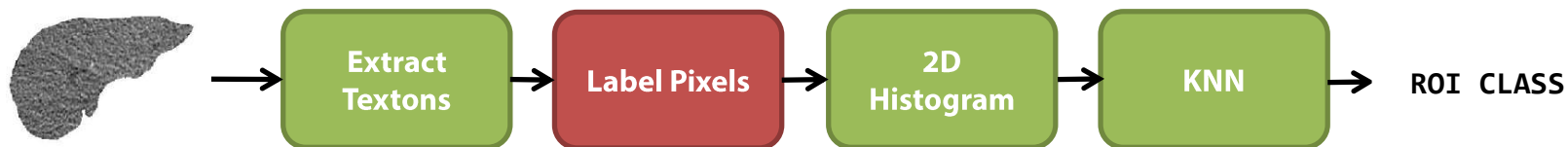
Intensity values



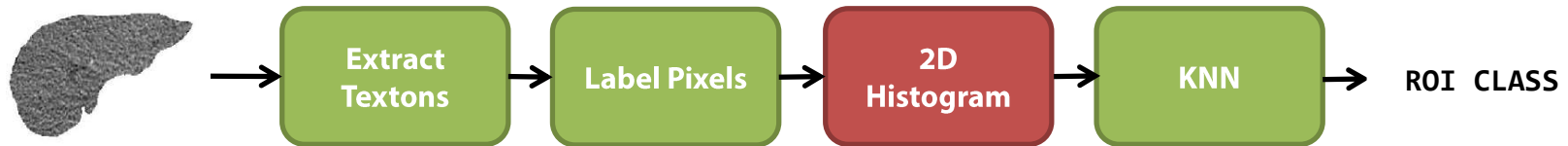
1	4	8	10	5	1	7	3
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texton

# 6.1 Classification: Methodology



# 6.1 Classification: Methodology

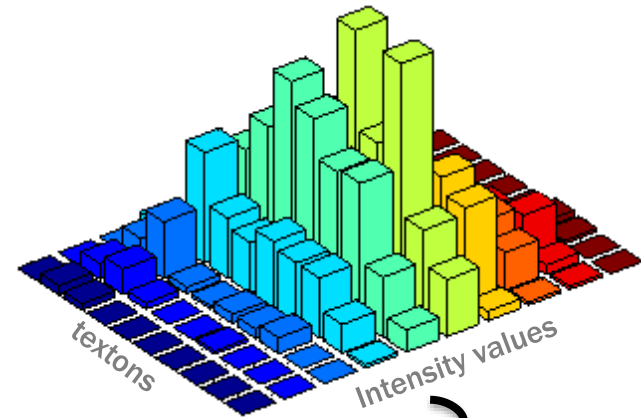
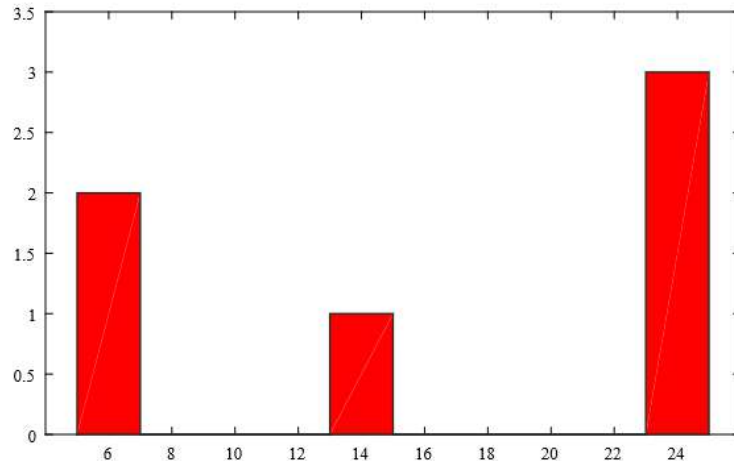


1	4	8	25
10	25	5	4
15	7	5	8
30	25	50	5

Intensity values

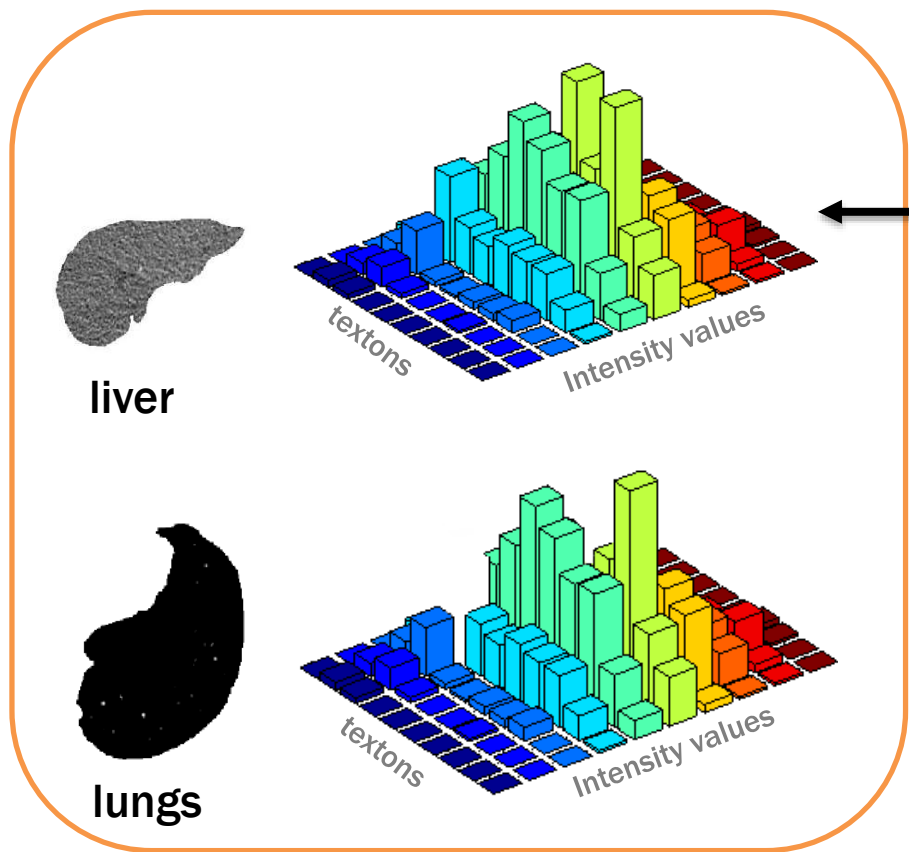
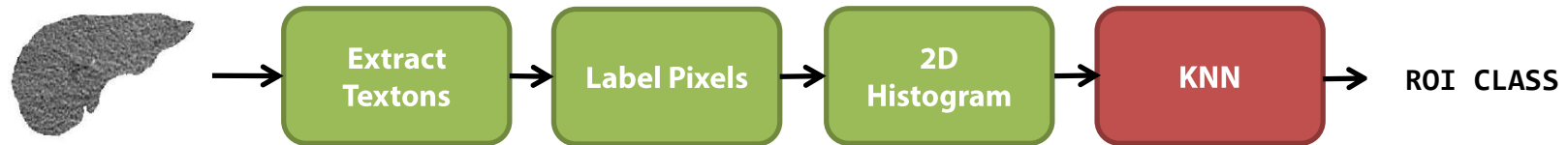
8	4	5	10
19	10	20	15
10	8	10	12
7	10	6	10

Labels

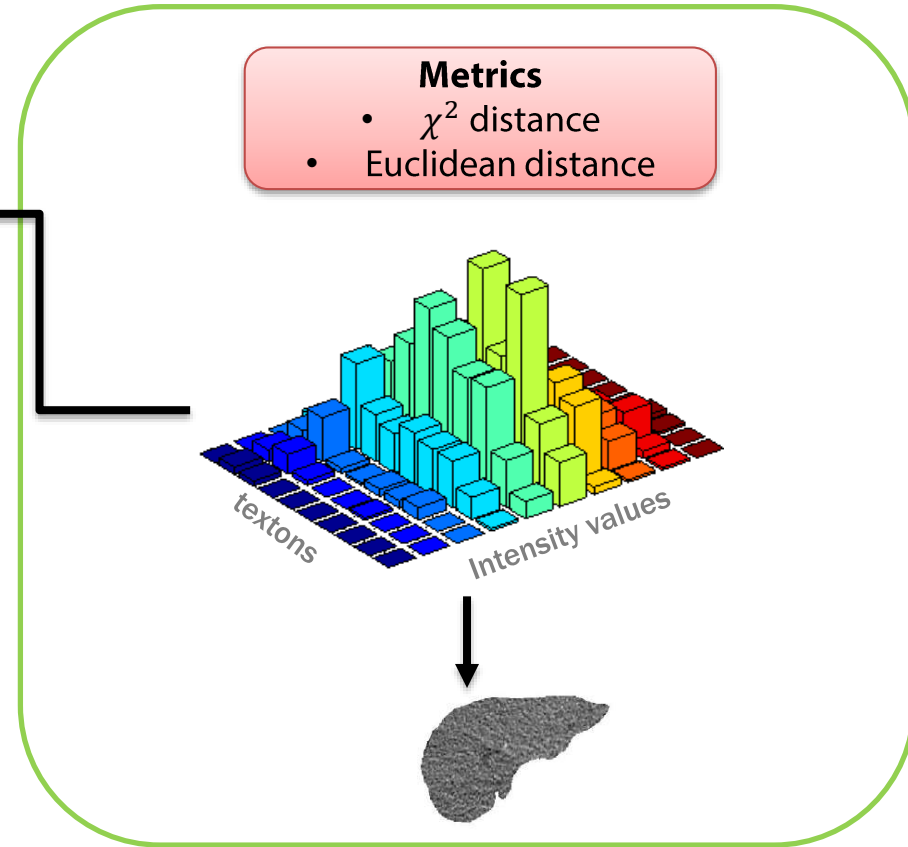


**Parameter**  
Number of bins

# 6.1 Classification: Methodology

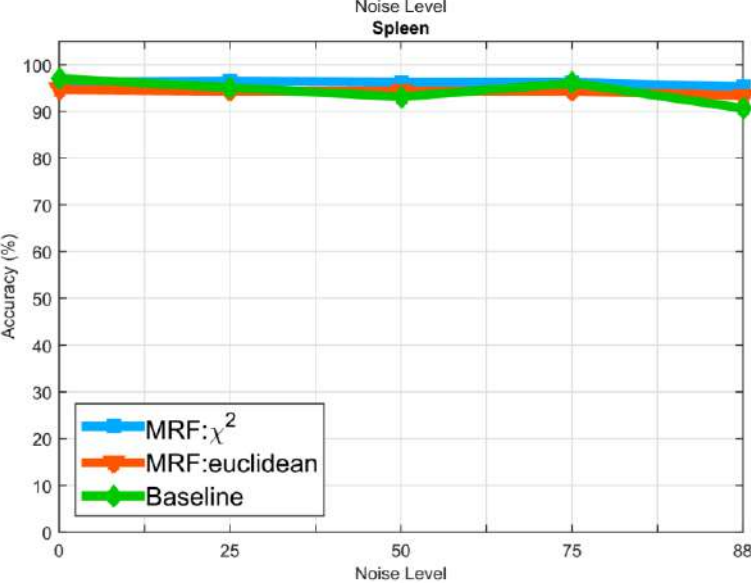
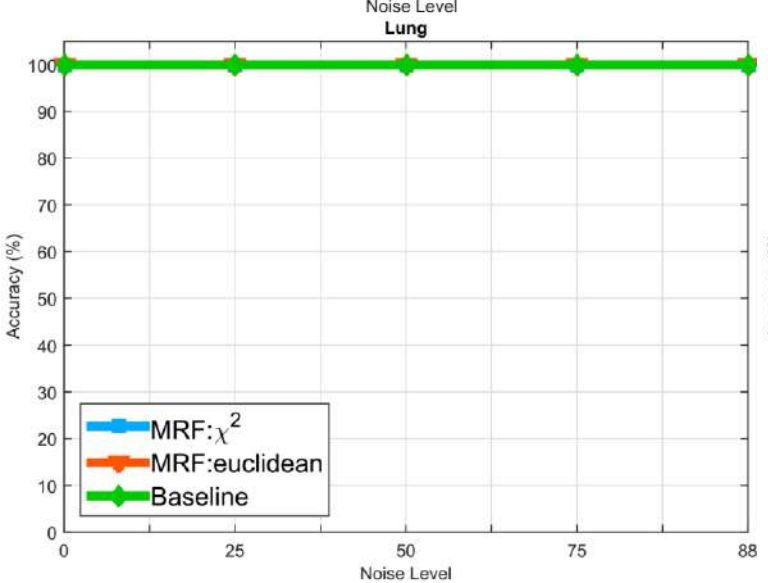
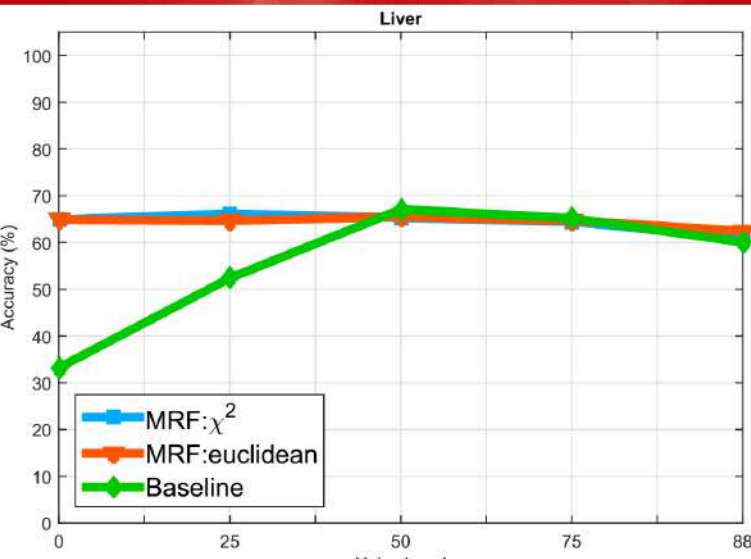
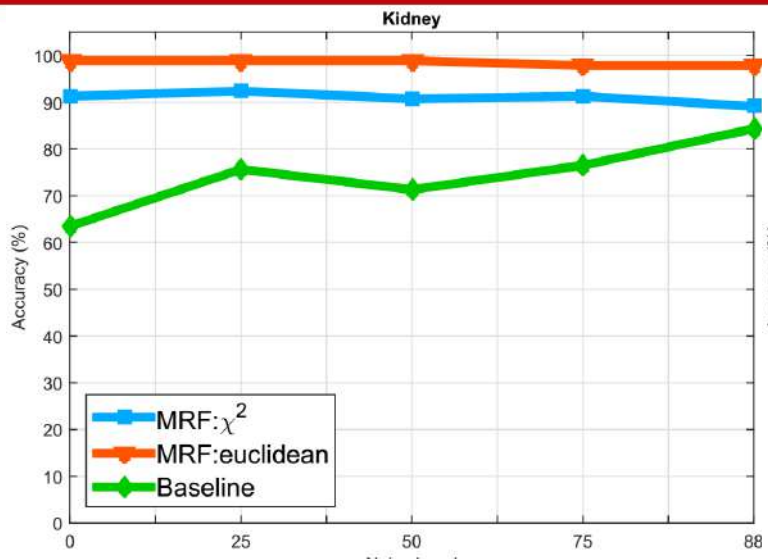
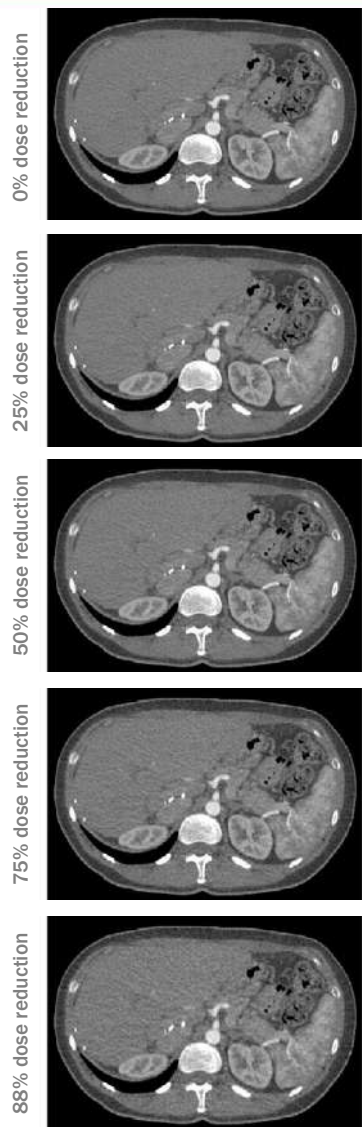


Train

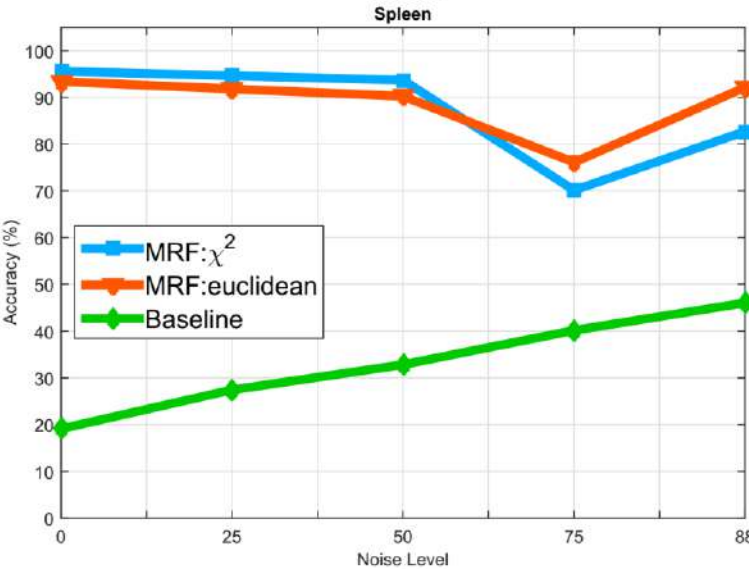
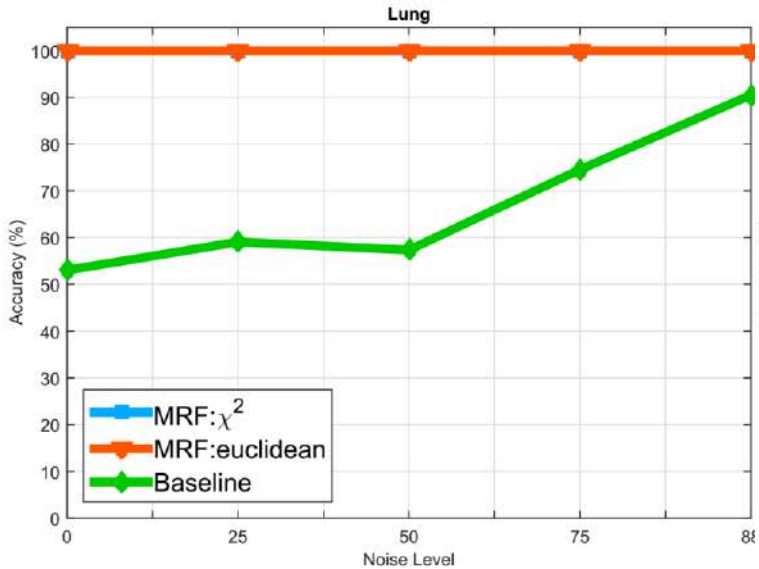
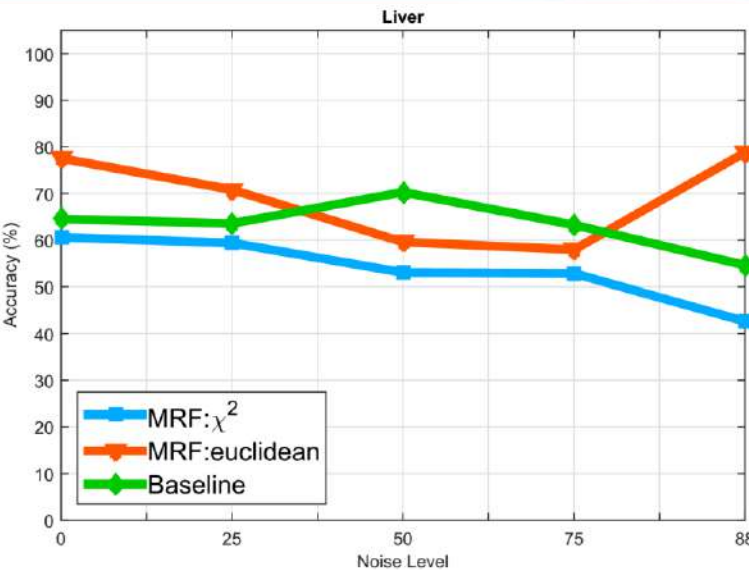
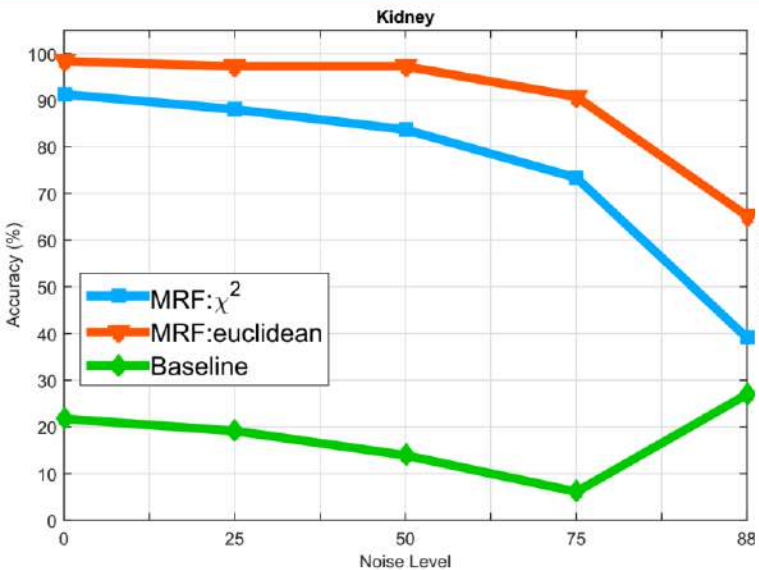


Test

# 6.2 Classification: Results



# 6.2 Classification: Results



0% dose reduction

25% dose reduction

50% dose reduction

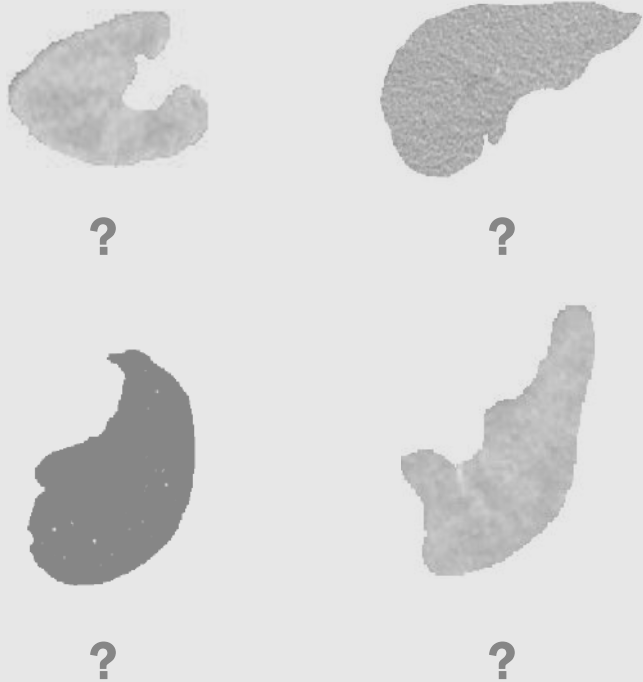
75% dose reduction

88% dose reduction

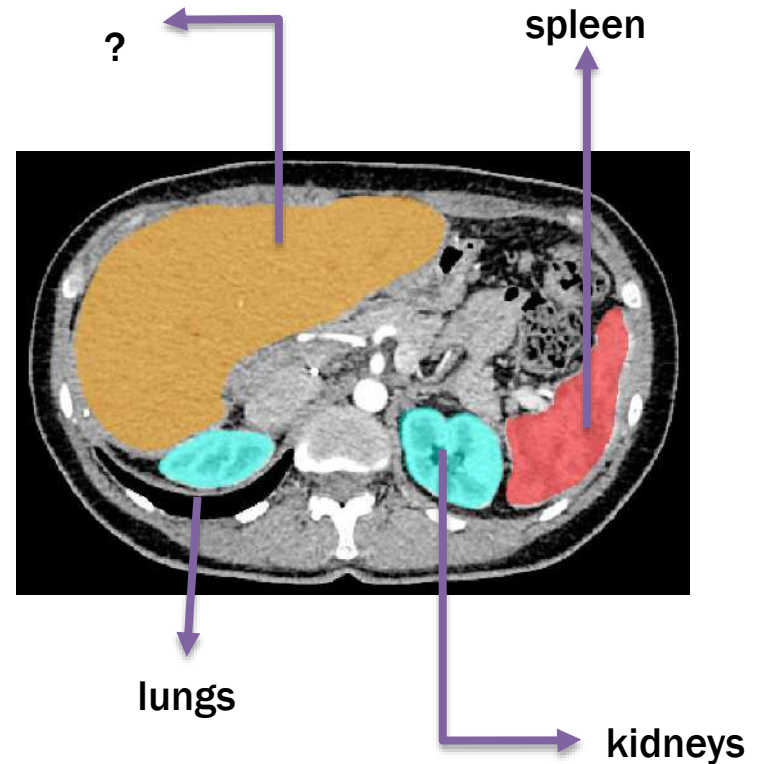
# 7. Segmentation

## Classification

Classify 2D masks into different tissues:  
kidneys, liver, lungs and spleen

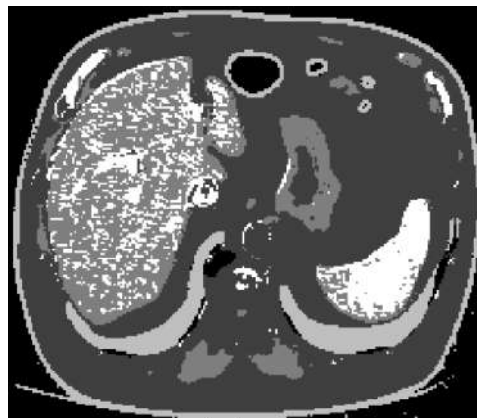
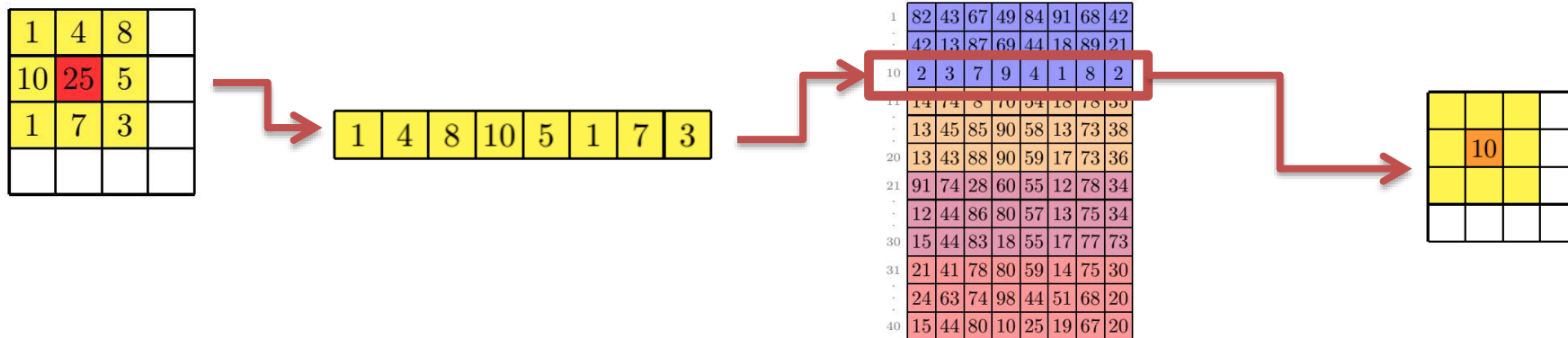


## Segmentation



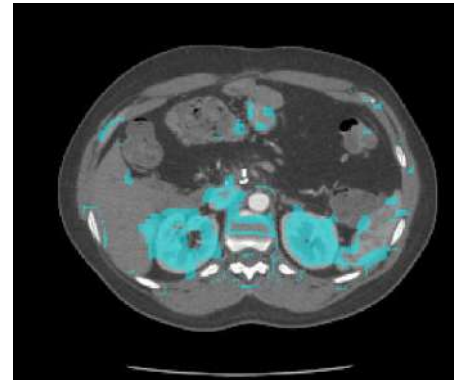
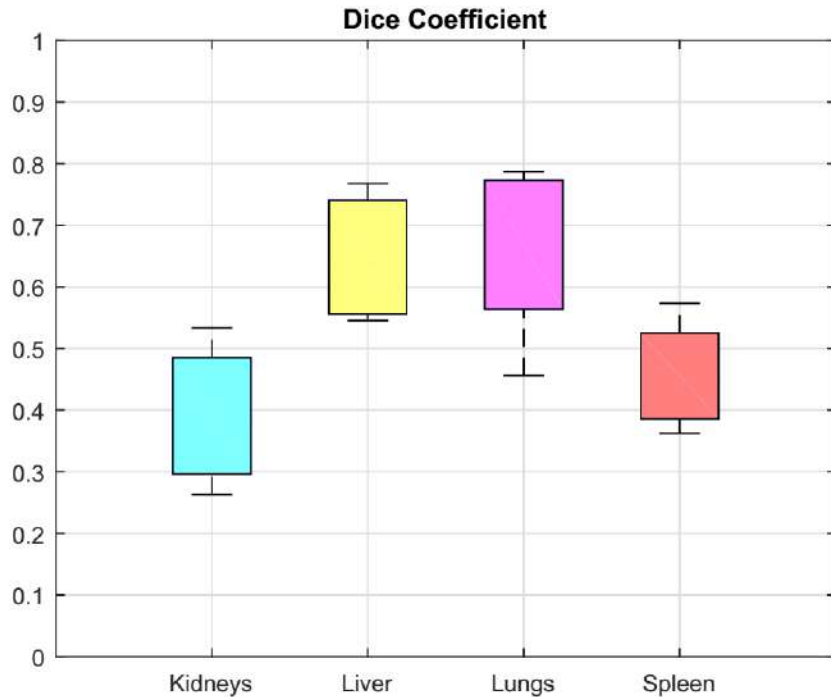


# 7.1 Segmentation: Methodology

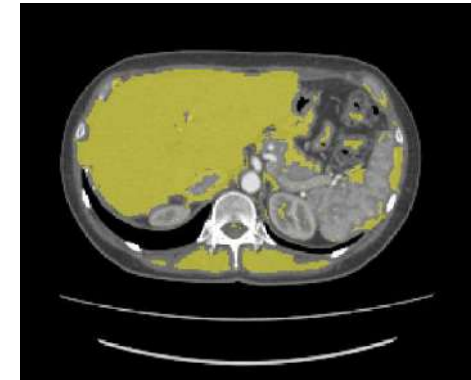


- Neighbourhood size
- Dictionary size
- Majority Voting Scheme
- Morphological Operations
- Adaptive Threshold
- Background Information

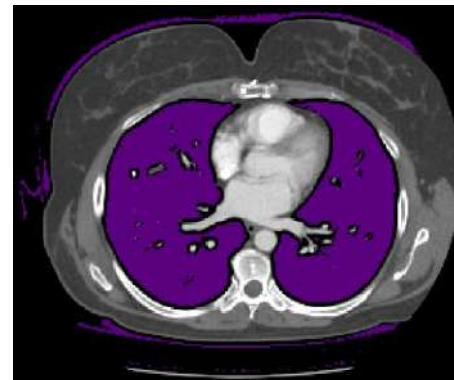
# 7.2 Segmentation: Results



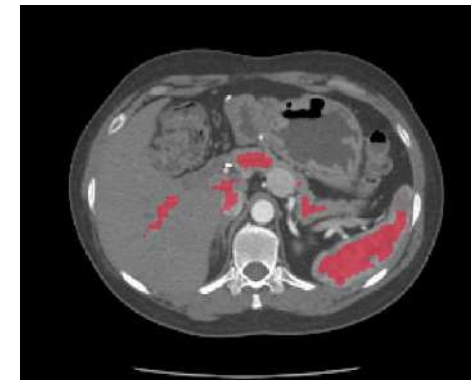
Background information and adaptive threshold of 605



Morphological operations and adaptive threshold of 605



Adaptive threshold of 1352



Threshold corresponding to the 25th percentile of the maximum distance per slice

## 8. Conclusions

- The implemented texture features were reassuringly robust to the noise level and AIDR3D noise reduction.
- These results were compared to the accuracy obtained using statistical texture methods. The results showed that our MRF-based method is more robust in noisy datasets.
- Our proposed Euclidean distance as metric to compared histograms performed consistently better on these datasets
- Classification of individual pixels had poorer performance than region classification. In general, the use of larger neighbourhoods, smaller dictionary sizes, morphological closing, and background textons presented the best results.

## 9. Future Work

- The first and most obvious step is the use of three-dimensional texture neighbourhoods.
- Another possible improvement is the inclusion of rotationally invariant features.
- A more complex addition might be the use of a sparse modelling approach to find representative objects
- Future work should evaluate the use of these features in differentiating healthy and unhealthy tissue

**TOSHIBA**

**Leading Innovation >>>**

# 10. Bibliography

[1] Radiomics.org. About radiomics.

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[2] R Irwan, S Nakanishi, and Alain Blum. AIDR 3D - Reduces Dose and Simultaneously

Improves Image Quality. Toshiba Medical Systems, pages 1–8, 2011.

[3] Yoshikazu Uchiyama, Shigehiko Katsuragawa, Hiroyuki Abe, Junji Shiraishi, Feng Li, Qiang Li, Chao-Tong Zhang, Kenji Suzuki, and Kunio Doi. Quantitative computerized analysis of diffuse lung disease in high-resolution computed tomography. *Medical Physics*, 30(9), 2003.

[4] Manik Varma and Andrew Zisserman. Texture classification: Are filter banks necessary? In *Computer vision and pattern recognition, 2003. Proceedings. 2003 IEEE computer society conference on*, volume 2, pages II–691. IEEE, 2003