



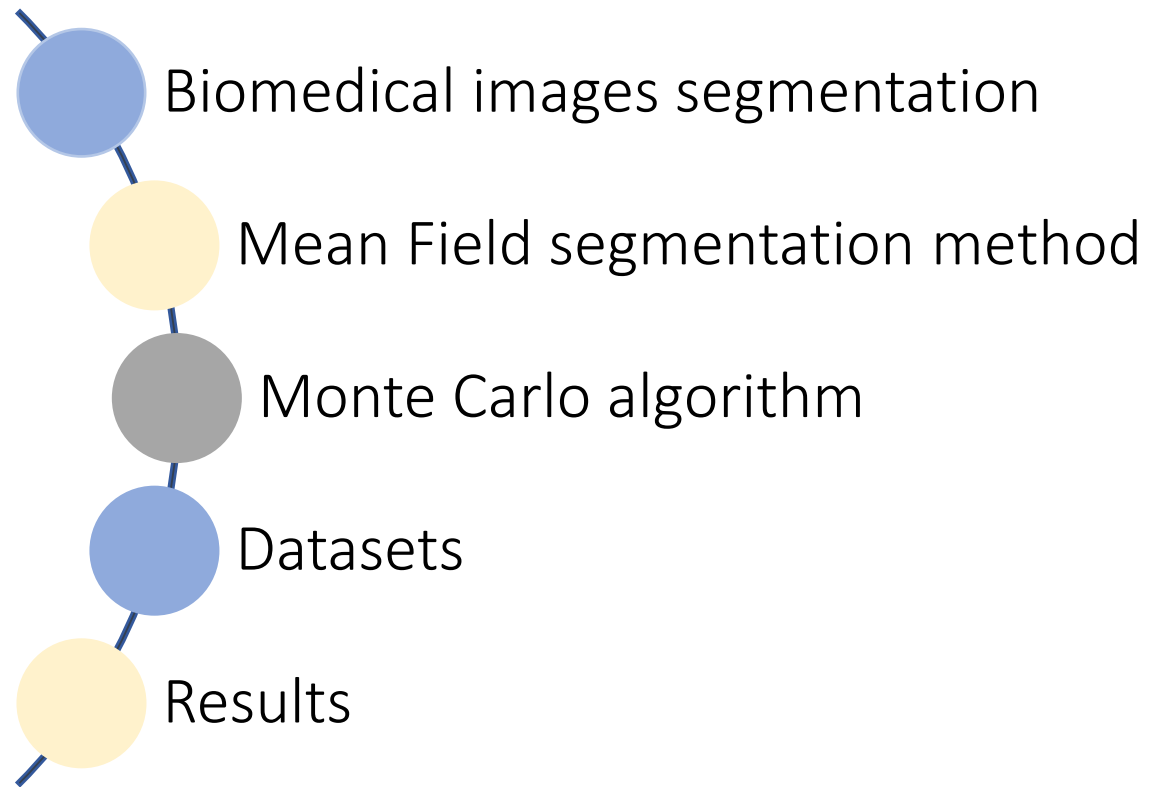
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# Application of mean field interaction algorithms to biomedical image segmentation

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*CompMat Spring Workshop - March 16, 2022*

# Outline

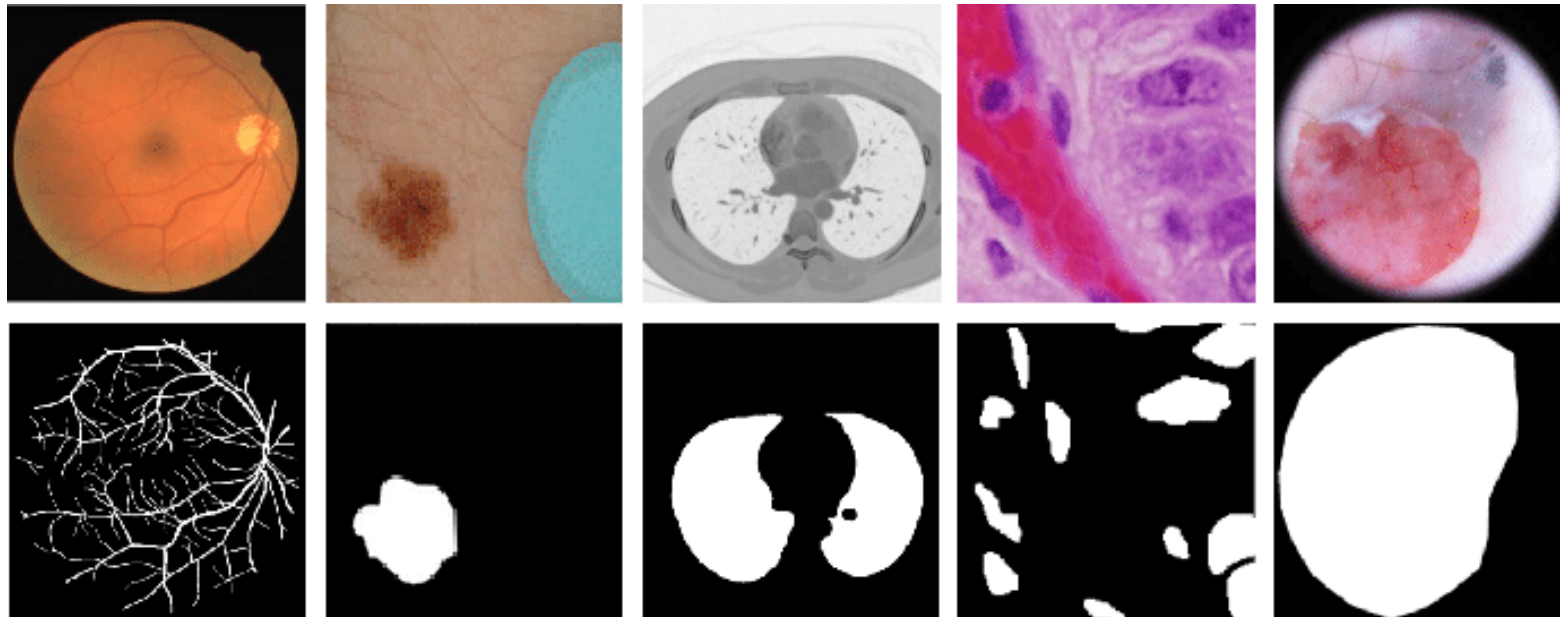


# Medical Image Segmentation

Segmentation is the process of partitioning an image into different meaningful segments.

In medical imaging, these segments correspond to:

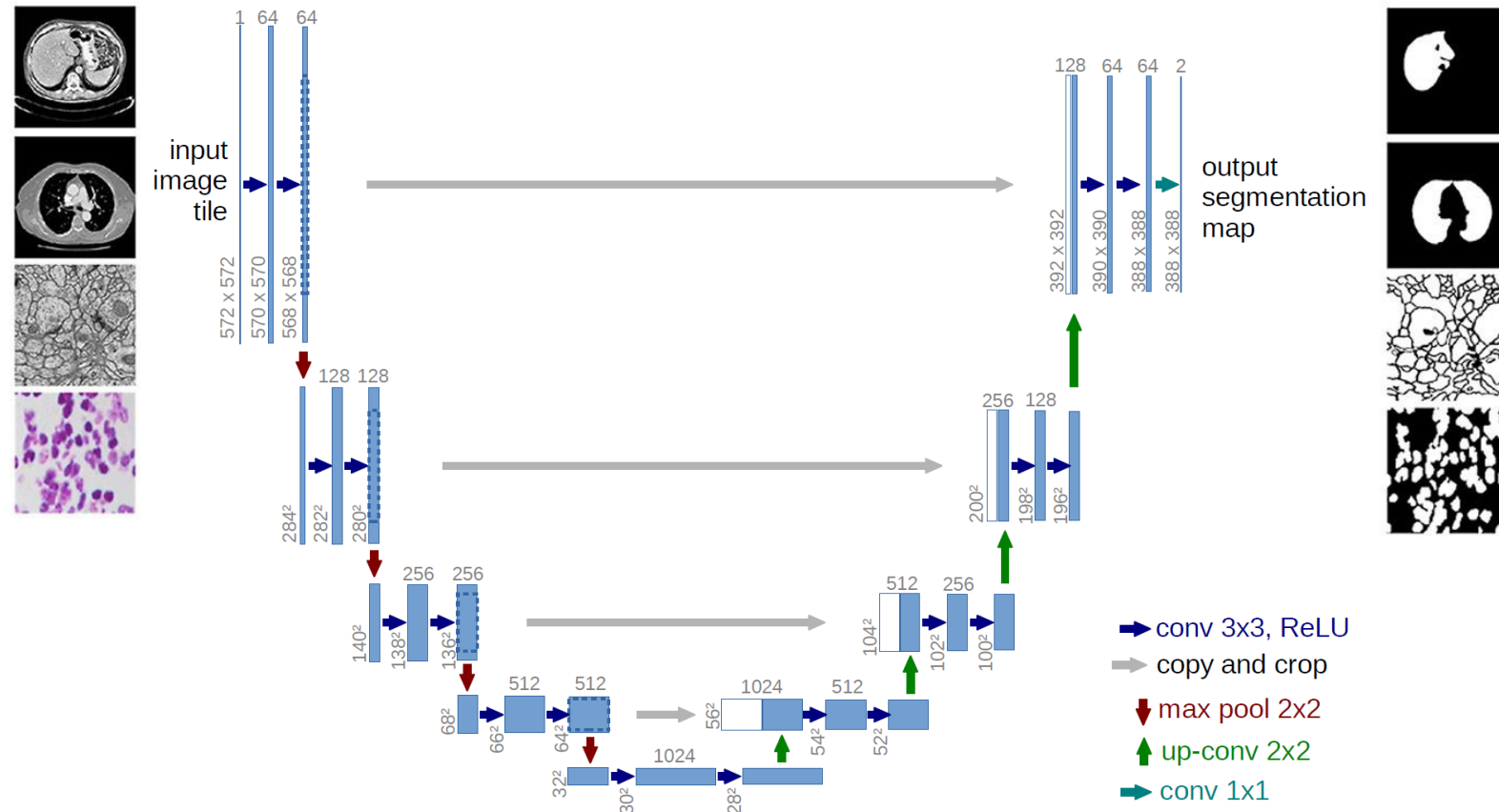
- **tissue classes,**
- **pathologies,**
- **organs,**
- or other biologically relevant structures.



# Traditional Automatic Segmentation methods

Traditional biomedical image segmentation techniques include:

- Neural Network-based algorithms
- Clustering methods (e.g., k-means, c-means and hierarchical clustering)



# Traditional Automatic Segmentation methods



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Traditional biomedical image segmentation techniques include:

- Neural Network-based algorithms
- Clustering methods (e.g., k-means, c-means and hierarchical clustering):
  - grouping data points with similar feature vectors;
  - for image segmentation, the feature space is represented by **gray levels of pixels**.

Original Image



Segmented Image when K = 6



# Objectives



- Define a new clustering method that identifies clusters based on the Euclidean distance and the distance of the gray intensity between pixels;
- evaluate which formulation of the model guarantees the best predictive and time performances;
- integrate the developed technique into the biomedical imaging segmentation protocol and evaluate its feasibility.

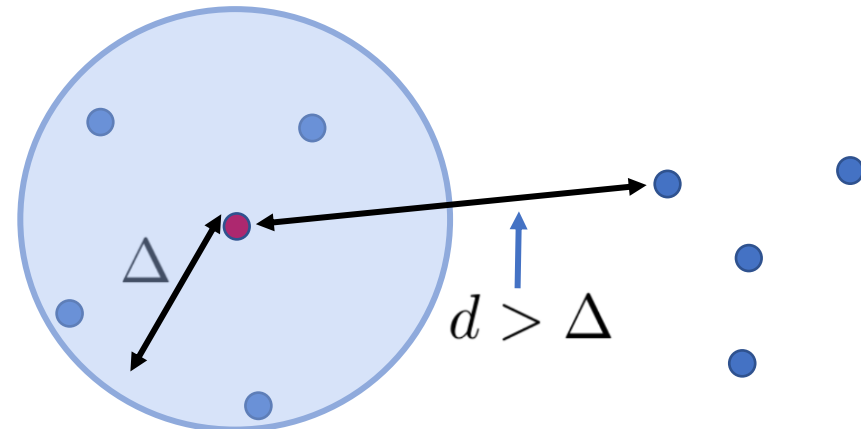
# Hegselmann-Krause model

Consider a population of  $N$  agents (or particles) with an initial opinion  $\mathbf{x}_i \in \mathbb{R}^2$  and a **bounded confidence interval** defined by  $\Delta \geq 0$ .

The dynamic of the  $i$ -th particle is given by:

$$\frac{d}{dt}\mathbf{x}_i(t) = \frac{1}{N} \sum_{j=1}^N \chi(\|\mathbf{x}_j(t) - \mathbf{x}_i(t)\| \leq \Delta)(\mathbf{x}_j(t) - \mathbf{x}_i(t)) \quad i = 1, \dots, N$$

In a finite time, the HK model converges to a steady configuration where the initial states are grouped in a finite number of clusters.



# Hegselmann-Krause model for image segmentation



To each particle  $i=1,\dots,N$  associate:

- a time-dependent state vector  $\mathbf{x}_i = \mathbf{x}_i(t) \in \mathbb{R}^2 \rightarrow$  **position** of the pixel
- features  $c_i \in \mathbb{R}$  representing static characteristics of the system  $\rightarrow$  **gray level** of the pixel

The opinion dynamics equation becomes:

$$c_i(t) = c_i(0) \quad i = 1, \dots, N$$

$$\frac{d}{dt}\mathbf{x}_i(t) = \frac{1}{N} \sum_{j=1}^N P_{\Delta_1, \Delta_2}(\mathbf{x}_i(t), \mathbf{x}_j(t), c_i, c_j)(\mathbf{x}_j(t) - \mathbf{x}_i(t)) \quad i = 1, \dots, N$$

Where  $P$  is the interaction function:

$$P_{\Delta_1, \Delta_2}(\mathbf{x}_i(t), \mathbf{x}_j(t), c_i, c_j) = \chi(\|\mathbf{x}_j(t) - \mathbf{x}_i(t)\| \leq \Delta_1)\chi(|c_j(t) - c_i(t)| \leq \Delta_2)$$



# Hegselmann-Krause model for image segmentation



To quantify the segmentation error, we introduce a non-constant diffusion coefficient  $D(\cdot)$  which depends on the value of the features  $c_i$ .

The opinion dynamics equation becomes:

$$c_i(t) = c_i(0) \quad i = 1, \dots, N$$

$$\frac{d}{dt} \mathbf{x}_i(t) = \frac{1}{N} \sum_{j=1}^N P_{\Delta_1, \Delta_2}(\mathbf{x}_i(t), \mathbf{x}_j(t), c_i, c_j) (\mathbf{x}_j(t) - \mathbf{x}_i(t)) + \sqrt{D(c_i(t))} d\mathbf{x}_i(t) \quad i = 1, \dots, N$$

In this formulation the equation can be rewritten as a Boltzmann equation.

# Monte Carlo Algorithm for Boltzmann equation



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**Algorithm 1** Monte Carlo algorithm for Boltzmann equation

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- 1: Given  $N$  particles  $(\mathbf{x}_n^0, c_n^0)$ , with  $n = 1, \dots, N$  computed from the initial distribution  $f_0(\mathbf{x}, c)$ ;
- 2: **for**  $t = 1$  **to**  $T$  **do**
- 3:     set  $n_p = \lfloor N/2 \rfloor$ ;
- 4:     sample  $n_p$  pairs  $(i, j)$  uniformly without repetition among all possible pairs of particles at time step  $t$ ;
- 5:     for each pair  $(i, j)$ , sample  $\eta_i$  and  $\eta_j$  from the uniform distribution  $\mathcal{U}([-\sqrt{3\epsilon\sigma^2/2}, \sqrt{3\epsilon\sigma^2/2}])$ ;
- 6:     for each pair  $(i, j)$ , compute the data change:

$$\Delta \mathbf{x}_i^t = \epsilon P_{\Delta_1, \Delta_2}(\mathbf{x}_i^t, \mathbf{x}_j^t, c_i^0, c_j^0)(\mathbf{x}_j^t - \mathbf{x}_i^t) + \sqrt{D(c_i^0)}\eta_i$$

$$\Delta \mathbf{x}_j^t = \epsilon P_{\Delta_1, \Delta_2}(\mathbf{x}_j^t, \mathbf{x}_i^t, c_j^0, c_i^0)(\mathbf{x}_i^t - \mathbf{x}_j^t) + \sqrt{D(c_j^0)}\eta_j$$

- 7:     **if**  $\mathbf{x}_{i,j}^t + \Delta \mathbf{x}_{i,j}^t \in \Omega_1$  **then**

$$\mathbf{x}_{i,j}^{t+1} = \mathbf{x}_{i,j}^t + \Delta \mathbf{x}_{i,j}^t$$

- 8:     **else**

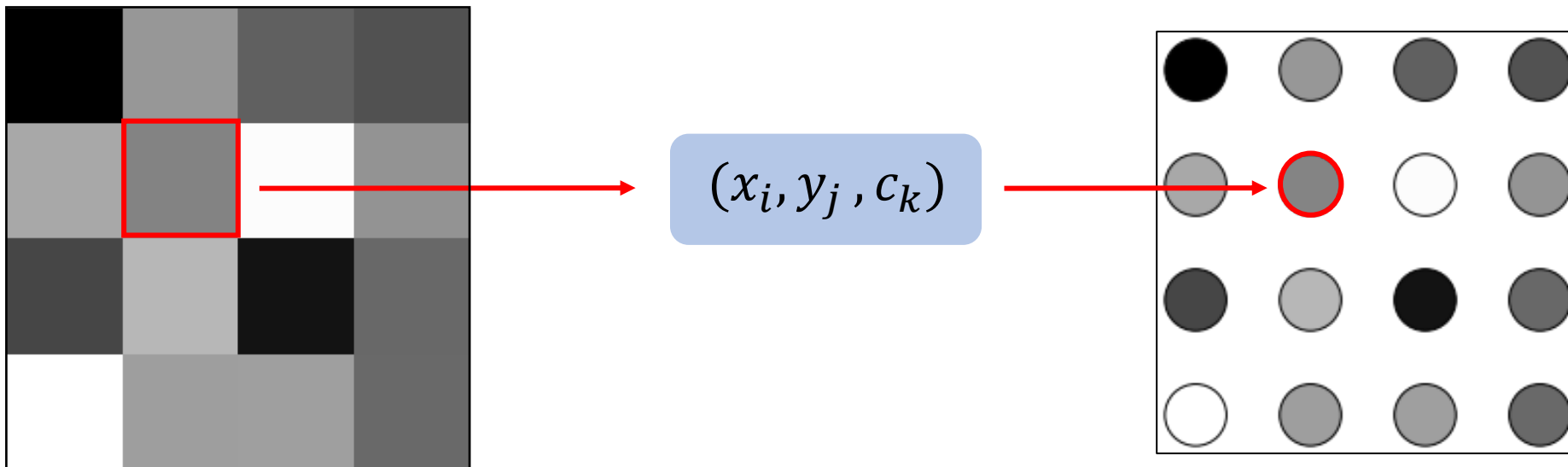
$$\mathbf{x}_{i,j}^{t+1} = \mathbf{x}_{i,j}^t$$

- 9:     **end if**
  - 10: **end for**
-

# Monte Carlo Algorithm for Boltzmann equation

Procedure to obtain the segmentation mask:

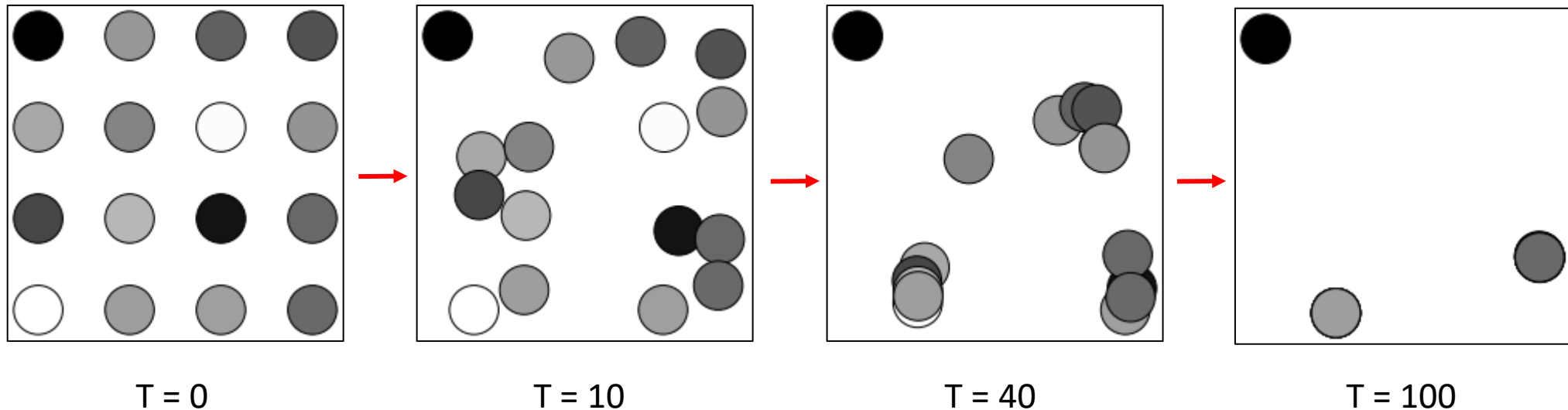
1. The pixels of the 2D image must be interpreted as evenly spaced particles, each characterized by the spatial position  $(x_i, y_j)$  and the static feature  $c_k$ .



# Monte Carlo Algorithm for Boltzmann equation

Procedure to obtain the segmentation mask:

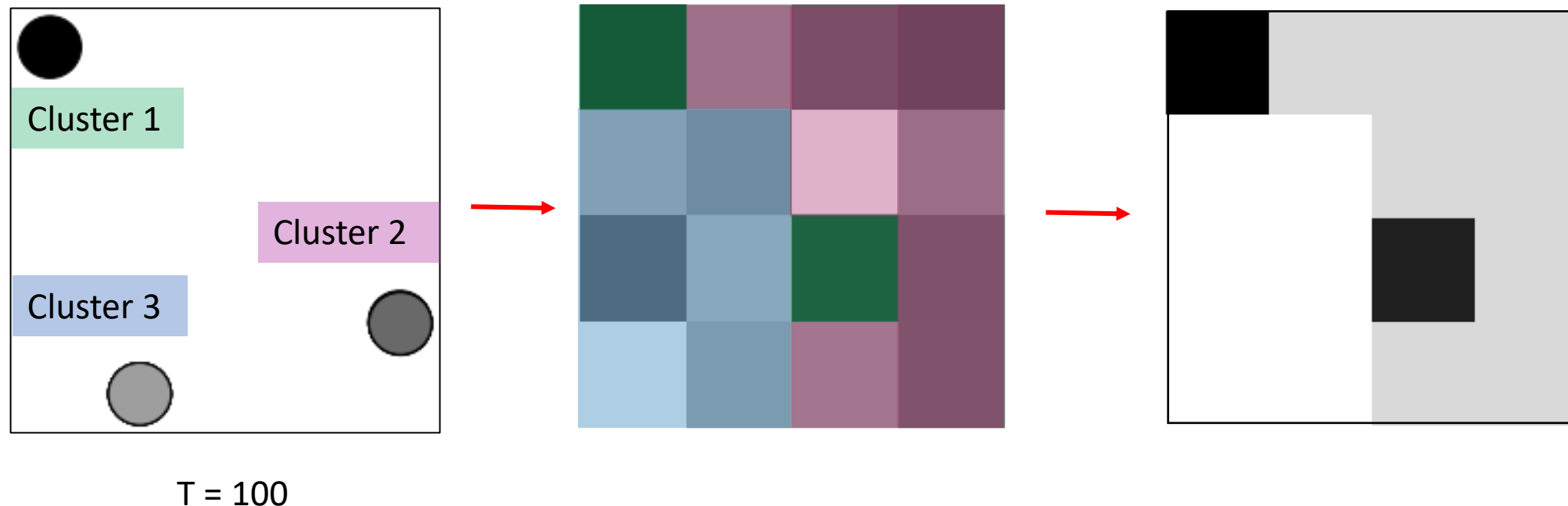
1. The pixels of the 2D image must be interpreted as evenly spaced particles, each characterized by the spatial position  $(x_i, y_j)$  and the static feature  $c_k$ .
2. MC Algorithm is applied to simulate the time evolution of the particles' position.



# Monte Carlo Algorithm for Boltzmann equation

Procedure to obtain the segmentation mask:

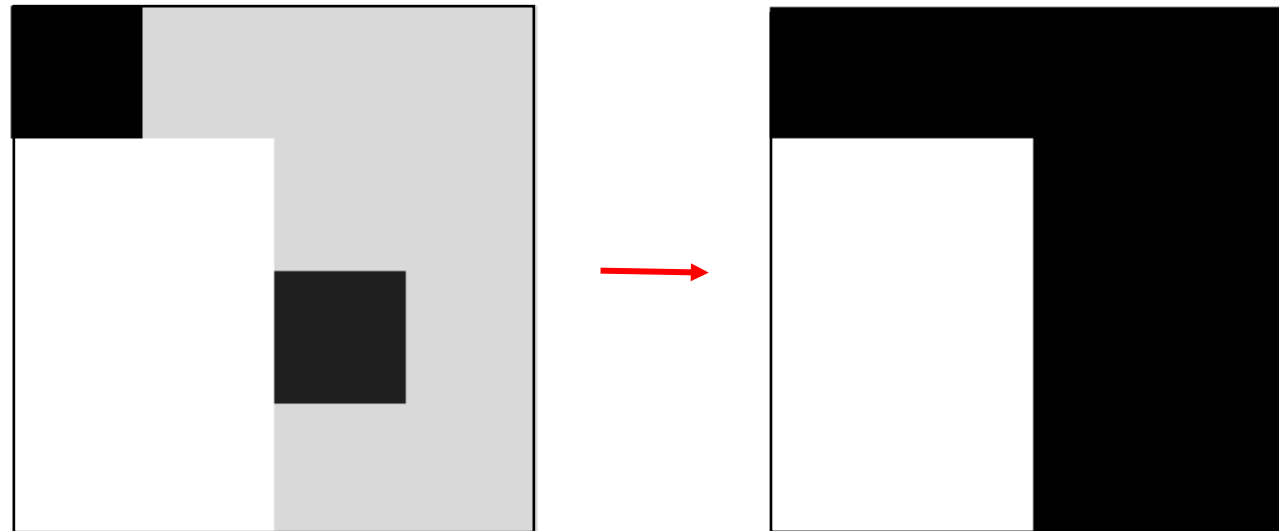
1. The pixels of the 2D image must be interpreted as evenly spaced particles, each characterized by the spatial position  $(x_i, y_j)$  and the static feature  $c_k$ .
2. MC Algorithm is applied to simulate the time evolution of the particles' position.
3. The mean values of the pixels grouped in the same cluster are computed and these values are assigned to the initial position of the pixels in the original image.



# Monte Carlo Algorithm for Boltzmann equation

Procedure to obtain the segmentation mask:

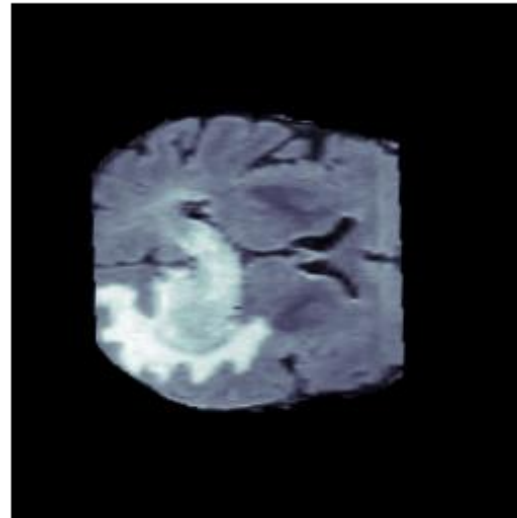
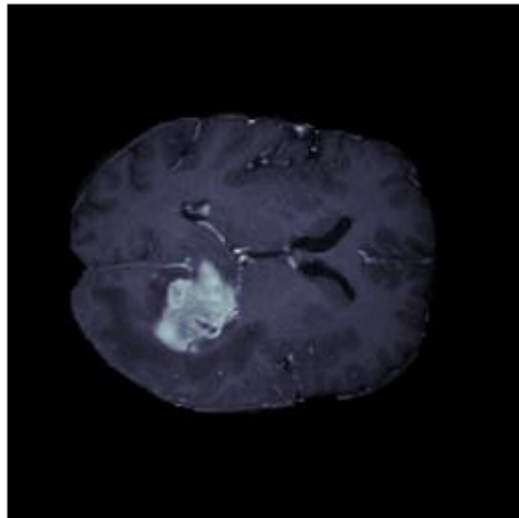
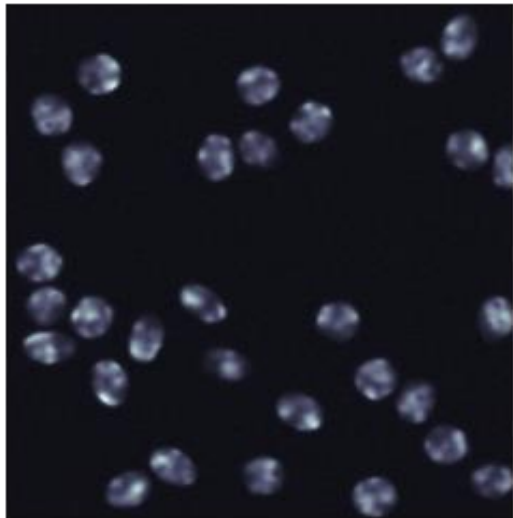
1. The pixels of the 2D image must be interpreted as evenly spaced particles, each characterized by the spatial position  $(x_i, y_j)$  and the static feature  $c_k$ .
2. MC Algorithm is applied to simulate the time evolution of the particles' position.
3. The mean values of the pixels grouped in the same cluster are computed and these values are assigned to the initial position of the pixels in the original image.
4. Transform the multi-level mask into a binary mask.



# Datasets

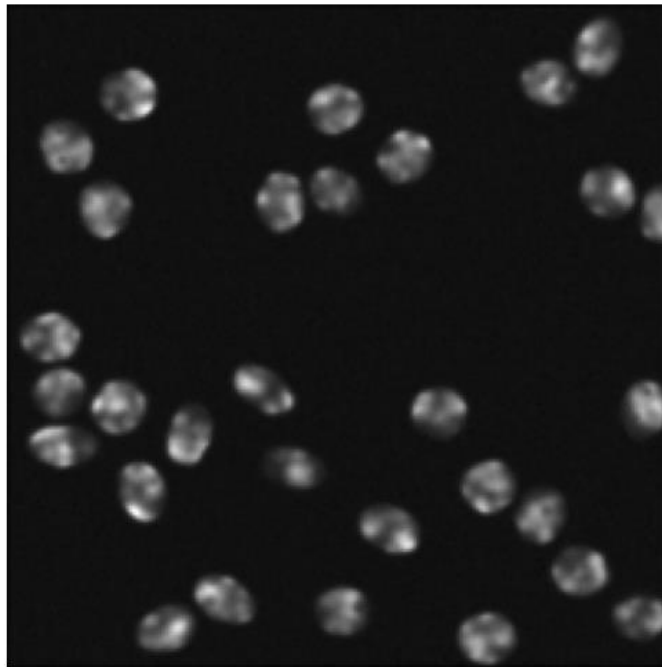
We consider three different datasets:

- The HL60 cell nuclei dataset consists of 2D time-lapse video of cell nuclei realized with the Fluorescence Microscopy technique;
- The brain tumor dataset consists 3D in multi-parametric MRI of patients affected by glioblastoma;
- The thigh muscles dataset consists of 3D MRI scans of left and right thighs of healthy subjects.

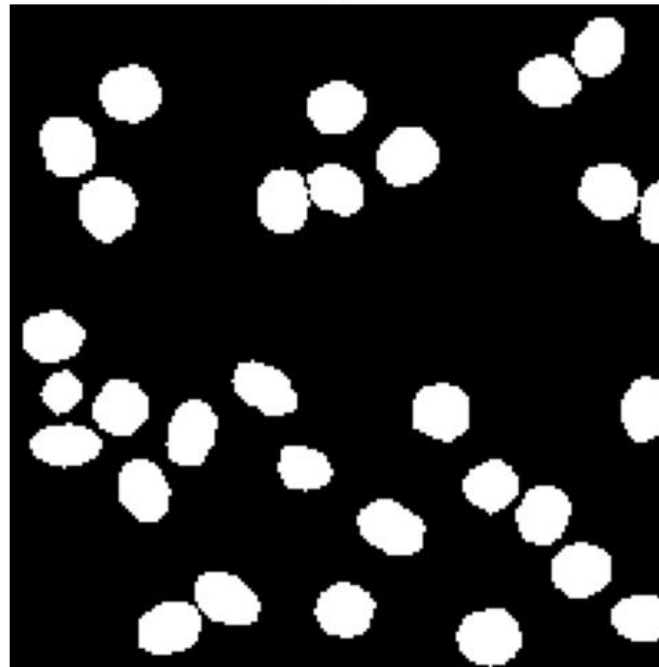


# Results –cell nuclei segmentation

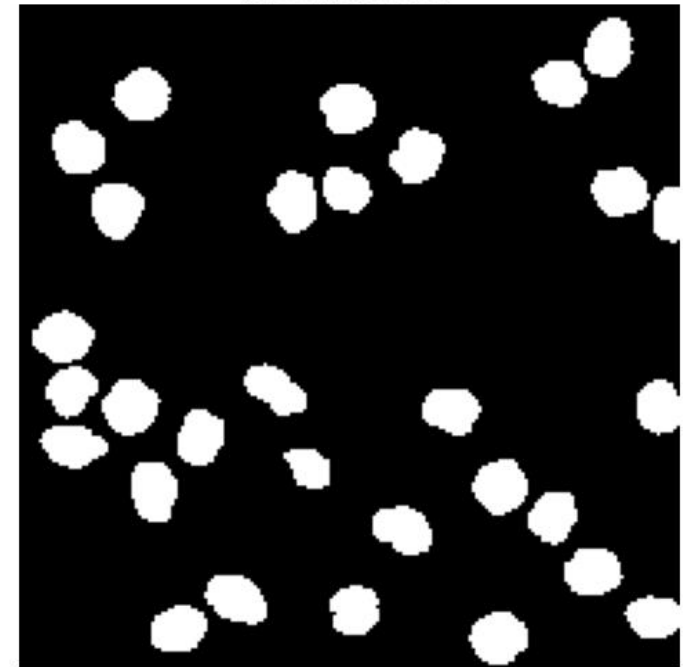
Results on the HL60 cell nuclei dataset:



True



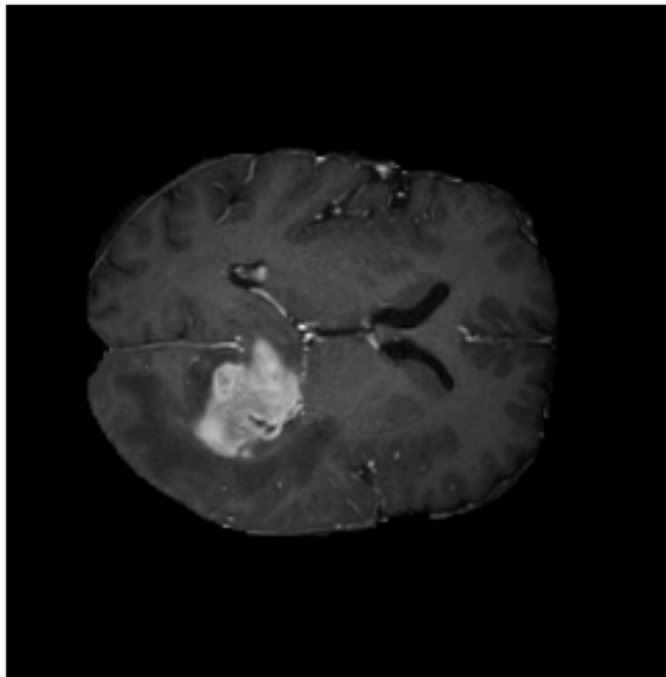
Reconstructed



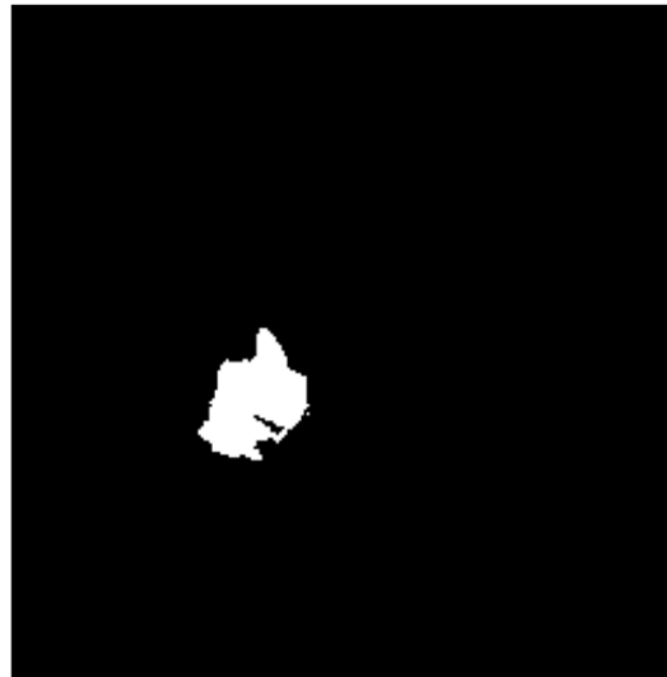


# Results – brain tumor segmentation

Results on the brain tumor dataset for the "non-enhancing core" segmentation task:



True

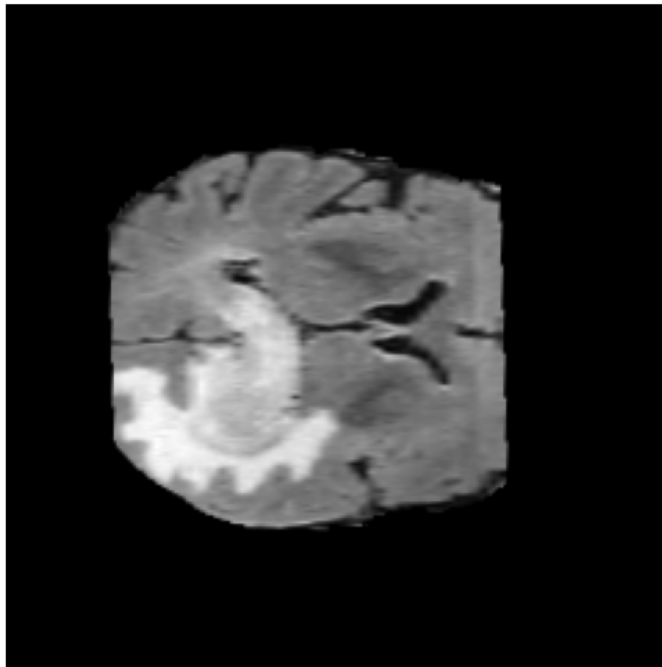


Reconstructed



# Results – brain tumor segmentation

Results on the brain tumor dataset for the "edema" segmentation task:



True

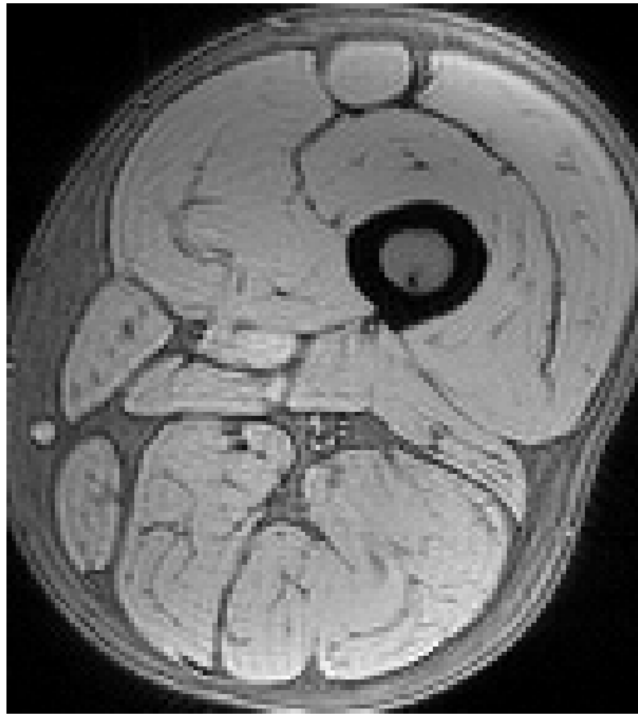


Reconstructed



# Results – thigh muscles segmentation

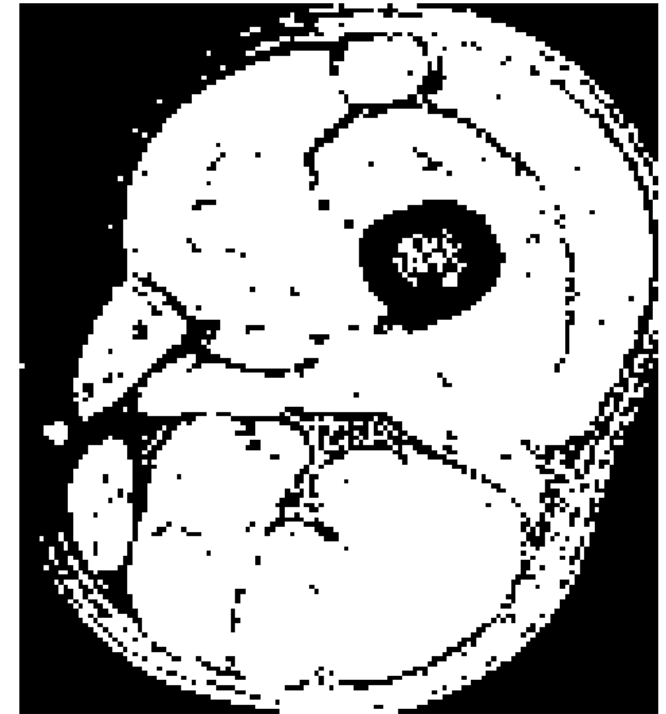
Results on the thigh muscles dataset:



True



Reconstructed



# Conclusions



- We developed a mean field-based algorithm for biomedical images segmentations;
- through the Boltzmann formulation we can compute the final position of the clusters with a time-efficient algorithm;
- we presented some applications to biomedical image segmentation problems, for three research contexts;
- the technique reached quite good performances on the cell nuclei dataset and on the brain tumor dataset;
- to improve the results even on more complex datasets, such as the thigh muscles dataset, we plan to add a morphological refinement step.

Thank you!

A decorative horizontal band at the bottom of the slide, featuring a dark blue background with a lighter blue wavy pattern that resembles a stylized ocean or water surface.