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The ITK Software Guide  
Book 2: Design and Functionality  
Fourth Edition  
*Updated for ITK version 4.6*

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*The purpose of computing is Insight, not numbers.*

Richard Hamming



# ABSTRACT

The Insight Toolkit ([ITK](#)) is an open-source software toolkit for performing registration and segmentation. *Segmentation* is the process of identifying and classifying data found in a digitally sampled representation. Typically the sampled representation is an image acquired from such medical instrumentation as CT or MRI scanners. *Registration* is the task of aligning or developing correspondences between data. For example, in the medical environment, a CT scan may be aligned with a MRI scan in order to combine the information contained in both.

ITK is a cross-platform software. It uses a build environment known as [CMake](#) to manage platform-specific project generation and compilation process in a platform-independent way. ITK is implemented in C++. ITK's implementation style employs generic programming, which involves the use of templates to generate, at compile-time, code that can be applied *generically* to any class or data-type that supports the operations used by the template. The use of C++ templating means that the code is highly efficient and many issues are discovered at compile-time, rather than at run-time during program execution. It also means that many of ITK's algorithms can be applied to arbitrary spatial dimensions and pixel types.

An automated wrapping system integrated with ITK generates an interface between C++ and a high-level programming language [Python](#). This enables rapid prototyping and faster exploration of ideas by shortening the edit-compile-execute cycle. In addition to automated wrapping, the [SimpleITK](#) project provides a streamlined interface to ITK that is available for C++, Python, Java, CSharp, R, Tcl and Ruby.

Developers from around the world can use, debug, maintain, and extend the software because ITK is an open-source project. ITK uses a model of software development known as Extreme Programming. Extreme Programming collapses the usual software development methodology into a simultaneous iterative process of design-implement-test-release. The key features of Extreme Programming are communication and testing. Communication among the members of the ITK community is what helps manage the rapid evolution of the software. Testing is what keeps the software stable. An extensive testing process supported by the system known as [CDash](#) measures the quality of ITK code on a daily basis. The ITK Testing Dashboard is

updated continuously, reflecting the quality of the code at any moment.

The most recent version of this document is available online at <http://itk.org/ItkSoftwareGuide.pdf>. This book is a guide to developing software with ITK; it is the second of two companion books. This book covers detailed design and functionality for reading and writing images, filtering, registration, segmentation, and performing statistical analysis. The first book covers building and installation, general architecture and design, as well as the process of contributing in the ITK community.

# CONTRIBUTORS

The Insight Toolkit ([ITK](#)) has been created by the efforts of many talented individuals and prestigious organizations. It is also due in great part to the vision of the program established by Dr. Terry Yoo and Dr. Michael Ackerman at the National Library of Medicine.

This book lists a few of these contributors in the following paragraphs. Not all developers of ITK are credited here, so please visit the Web pages at <http://itk.org/ITK/project/parti.html> for the names of additional contributors, as well as checking the GIT source logs for code contributions.

The following is a brief description of the contributors to this software guide and their contributions.

**Luis Ibáñez** is principal author of this text. He assisted in the design and layout of the text, implemented the bulk of the L<sup>A</sup>T<sub>E</sub>X and CMake build process, and was responsible for the bulk of the content. He also developed most of the example code found in the `Insight/Examples` directory.

**Will Schroeder** helped design and establish the organization of this text and the `Insight/Examples` directory. He is principal content editor, and has authored several chapters.

**Lydia Ng** authored the description for the registration framework and its components, the section on the multiresolution framework, and the section on deformable registration methods. She also edited the section on the resampling image filter and the sections on various level set segmentation algorithms.

**Joshua Cates** authored the iterators chapter and the text and examples describing watershed segmentation. He also co-authored the level-set segmentation material.

**Jisung Kim** authored the chapter on the statistics framework.

**Julien Jomier** contributed the chapter on spatial objects and examples on model-based registration using spatial objects.

**Karthik Krishnan** reconfigured the process for automatically generating images from all the examples. Added a large number of new examples and updated the Filtering and Segmentation chapters for the second edition.

**Stephen Aylward** contributed material describing spatial objects and their application.

**Tessa Sundaram** contributed the section on deformable registration using the finite element method.

**YinPeng Jin** contributed the examples on hybrid segmentation methods.

**Celina Imielinska** authored the section describing the principles of hybrid segmentation methods.

**Mark Foskey** contributed the examples on the AutomaticTopologyMeshSource class.

**Mathieu Malaterre** contributed the entire section on the description and use of DICOM readers and writers based on the GDCM library. He also contributed an example on the use of the VTKImageIO class.

**Gavin Baker** contributed the section on how to write composite filters. Also known as minipipeline filters.

Since the software guide is generated in part from the ITK source code itself, many ITK developers have been involved in updating and extending the ITK documentation. These include **David Doria, Bradley Lowekamp, Mark Foskey, Gaëtan Lehmann, Andreas Schuh, Tom Vercauteren, Cory Quammen, Daniel Blezek, Paul Hughett, Matthew McCormick, Josh Cates, Arnaud Gelas, Jim Miller, Brad King, Gabe Hart, Hans Johnson.**

**Hans Johnson, Kent Williams, Constantine Zakkaroff, Xiaoxiao Liu, Ali Ghayoor,** and **Matthew McCormick** updated the documentation for the initial ITK Version 4 release.

**Luis Ibáñez** and **Sébastien Barré** designed the original Book 1 cover. **Matthew McCormick** and **Brad King** updated the code to produce the Book 1 cover for ITK 4 and VTK 6. **Xiaoxiao Liu, Bill Lorensen, Luis Ibáñez,** and **Matthew McCormick** created the 3D printed anatomical objects that were photographed by **Sébastien Barré** for the Book 2 cover. **Steve Jordan** designed the layout of the covers.

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# READING AND WRITING IMAGES

This chapter describes the toolkit architecture supporting reading and writing of images to files. ITK does not enforce any particular file format, instead, it provides a structure supporting a variety of formats that can be easily extended by the user as new formats become available.

We begin the chapter with some simple examples of file I/O.

## 1.1 Basic Example

The source code for this section can be found in the file `ImageReadWrite.cxx`.

The classes responsible for reading and writing images are located at the beginning and end of the data processing pipeline. These classes are known as data sources (readers) and data sinks (writers). Generally speaking they are referred to as filters, although readers have no pipeline input and writers have no pipeline output.

The reading of images is managed by the class `itk::ImageFileReader` while writing is performed by the class `itk::ImageFileWriter`. These two classes are independent of any particular file format. The actual low level task of reading and writing specific file formats is done behind the scenes by a family of classes of type `itk::ImageIO`.

The first step for performing reading and writing is to include the following headers.

```
#include "itkImageFileReader.h"  
#include "itkImageFileWriter.h"
```

Then, as usual, a decision must be made about the type of pixel used to represent the image processed by the pipeline. Note that when reading and writing images, the pixel type of the image **is not necessarily** the same as the pixel type stored in the file. Your choice of the pixel type (and hence template parameter) should be driven mainly by two considerations:

- It should be possible to cast the file pixel type in the file to the pixel type you select. This casting will be performed using the standard C-language rules, so you will have to make

sure that the conversion does not result in information being lost.

- The pixel type in memory should be appropriate to the type of processing you intended to apply on the images.

A typical selection for medical images is illustrated in the following lines.

```
typedef short      PixelType;
const unsigned int Dimension = 2;
typedef itk::Image< PixelType, Dimension > ImageType;
```

Note that the dimension of the image in memory should match the one of the image in file. There are a couple of special cases in which this condition may be relaxed, but in general it is better to ensure that both dimensions match.

We can now instantiate the types of the reader and writer. These two classes are parameterized over the image type.

```
typedef itk::ImageFileReader< ImageType > ReaderType;
typedef itk::ImageFileWriter< ImageType > WriterType;
```

Then, we create one object of each type using the `New()` method and assigning the result to a `itk::SmartPointer`.

```
ReaderType::Pointer reader = ReaderType::New();
WriterType::Pointer writer = WriterType::New();
```

The name of the file to be read or written is passed with the `SetFileName()` method.

```
reader->SetFileName( inputFilename );
writer->SetFileName( outputFilename );
```

We can now connect these readers and writers to filters to create a pipeline. For example, we can create a short pipeline by passing the output of the reader directly to the input of the writer.

```
writer->SetInput( reader->GetOutput() );
```

At first view, this may seem as a quite useless program, but it is actually implementing a powerful file format conversion tool! The execution of the pipeline is triggered by the invocation of the `Update()` methods in one of the final objects. In this case, the final data pipeline object is the writer. It is a wise practice of defensive programming to insert any `Update()` call inside a `try/catch` block in case exceptions are thrown during the execution of the pipeline.

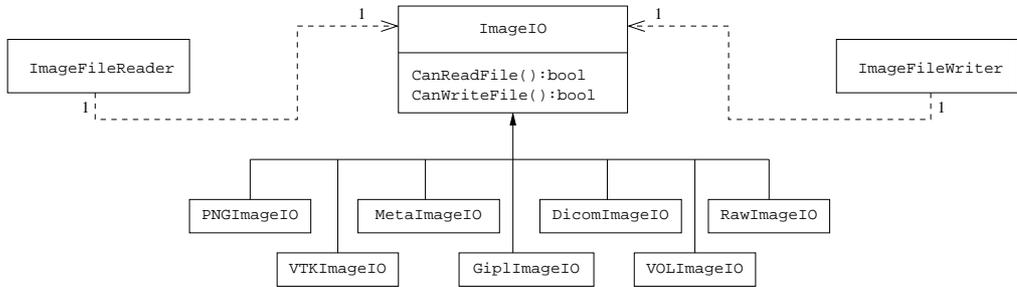


Figure 1.1: Collaboration diagram of the ImageIO classes.

```

try
{
    writer->Update();
}
catch( itk::ExceptionObject & err )
{
    std::cerr << "ExceptionObject caught !" << std::endl;
    std::cerr << err << std::endl;
    return EXIT_FAILURE;
}
  
```

Note that exceptions should only be caught by pieces of code that know what to do with them. In a typical application this `catch` block should probably reside on the GUI code. The action on the `catch` block could inform the user about the failure of the IO operation.

The IO architecture of the toolkit makes it possible to avoid explicit specification of the file format used to read or write images.<sup>1</sup> The object factory mechanism enables the `ImageFileReader` and `ImageFileWriter` to determine (at run-time) with which file format it is working with. Typically, file formats are chosen based on the filename extension, but the architecture supports arbitrarily complex processes to determine whether a file can be read or written. Alternatively, the user can specify the data file format by explicit instantiation and assignment the appropriate `itk::ImageIO` subclass.

For historical reasons and as a convenience to the user, the `itk::ImageFileWriter` also has a `Write()` method that is aliased to the `Update()` method. You can in principle use either of them but `Update()` is recommended since `Write()` may be deprecated in the future.

To better understand the IO architecture, please refer to Figures 1.1, 1.2, and 1.3.

The following section describes the internals of the IO architecture provided in the toolkit.

<sup>1</sup>In this example no file format is specified; this program can be used as a general file conversion utility.

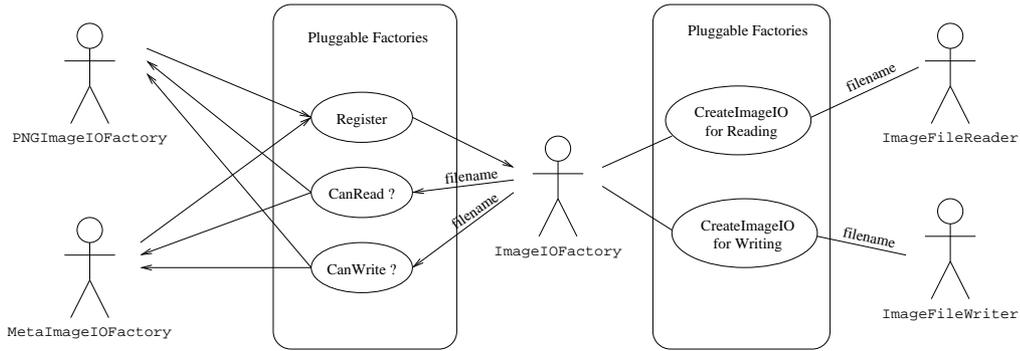


Figure 1.2: Use cases of ImageIO factories.

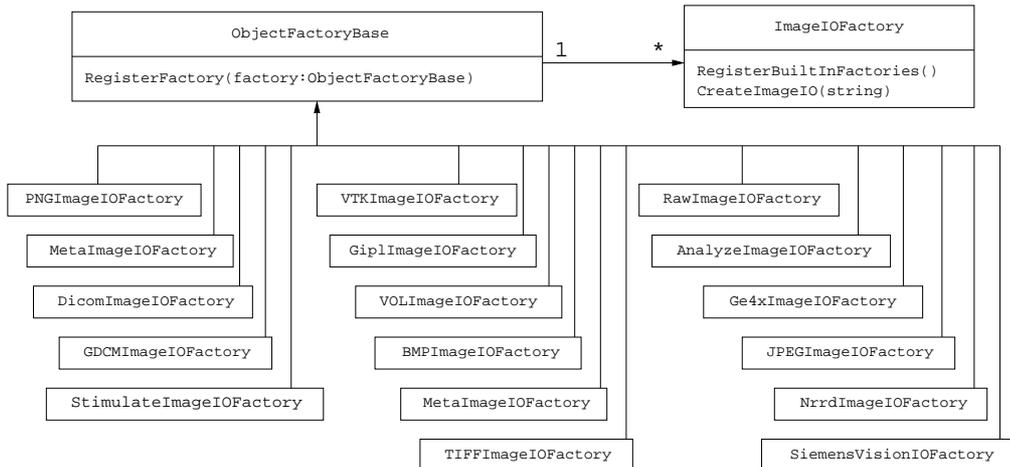


Figure 1.3: Class diagram of the ImageIO factories.

## 1.2 Pluggable Factories

The principle behind the input/output mechanism used in ITK is known as *pluggable-factories* [22]. This concept is illustrated in the UML diagram in Figure 1.1. From the user's point of view the objects responsible for reading and writing files are the `itk::ImageFileReader` and `itk::ImageFileWriter` classes. These two classes, however, are not aware of the details involved in reading or writing particular file formats like PNG or DICOM. What they do is to dispatch the user's requests to a set of specific classes that are aware of the details of image file formats. These classes are the `itk::ImageIO` classes. The ITK delegation mechanism enables users to extend the number of supported file formats by just adding new classes to the ImageIO hierarchy.

Each instance of ImageFileReader and ImageFileWriter has a pointer to an ImageIO object. If this pointer is empty, it will be impossible to read or write an image and the image file reader/writer must determine which ImageIO class to use to perform IO operations. This is done basically by passing the filename to a centralized class, the `itk::ImageIOFactory` and asking it to identify any subclass of ImageIO capable of reading or writing the user-specified file. This is illustrated by the use cases on the right side of Figure 1.2. The ImageIOFactory acts here as a dispatcher that help to locate the actual IO factory classes corresponding to each file format.

Each class derived from ImageIO must provide an associated factory class capable of producing an instance of the ImageIO class. For example, for PNG files, there is a `itk::PNGImageIO` object that knows how to read this image files and there is a `itk::PNGImageIOFactory` class capable of constructing a PNGImageIO object and returning a pointer to it. Each time a new file format is added (i.e., a new ImageIO subclass is created), a factory must be implemented as a derived class of the ObjectFactoryBase class as illustrated in Figure 1.3.

For example, in order to read PNG files, a PNGImageIOFactory is created and registered with the central ImageIOFactory singleton<sup>2</sup> class as illustrated in the left side of Figure 1.2. When the ImageFileReader asks the ImageIOFactory for an ImageIO capable of reading the file identified with *filename* the ImageIOFactory will iterate over the list of registered factories and will ask each one of them if they know how to read the file. The factory that responds affirmatively will be used to create the specific ImageIO instance that will be returned to the ImageFileReader and used to perform the read operations.

In most cases the mechanism is transparent to the user who only interacts with the ImageFileReader and ImageFileWriter. It is possible, however, to explicitly select the type of ImageIO object to use. This is illustrated by the following example.

## 1.3 Using ImageIO Classes Explicitly

The source code for this section can be found in the file `ImageReadExportVTK.cxx`.

---

<sup>2</sup>*Singleton* means that there is only one instance of this class in a particular application

In cases where the user knows what file format to use and wants to indicate this explicitly, a specific `itk::ImageIO` class can be instantiated and assigned to the image file reader or writer. This circumvents the `itk::ImageIOFactory` mechanism which tries to find the appropriate `ImageIO` class for performing the IO operations. Explicit selection of the `ImageIO` also allows the user to invoke specialized features of a particular class which may not be available from the general API provide by `ImageIO`.

The following example illustrates explicit instantiating of an IO class (in this case a VTK file format), setting its parameters and then connecting it to the `itk::ImageFileWriter`.

The example begins by including the appropriate headers.

```
#include "itkImageFileReader.h"
#include "itkImageFileWriter.h"
#include "itkVTKImageIO.h"
```

Then, as usual, we select the pixel types and the image dimension. Remember, if the file format represents pixels with a particular type, C-style casting will be performed to convert the data.

```
typedef unsigned short      PixelType;
const unsigned int         Dimension = 2;
typedef itk::Image< PixelType, Dimension > ImageType;
```

We can now instantiate the reader and writer. These two classes are parameterized over the image type. We instantiate the `itk::VTKImageIO` class as well. Note that the `ImageIO` objects are not templated.

```
typedef itk::ImageFileReader< ImageType > ReaderType;
typedef itk::ImageFileWriter< ImageType > WriterType;
typedef itk::VTKImageIO                               ImageIOType;
```

Then, we create one object of each type using the `New()` method and assigning the result to a `itk::SmartPointer`.

```
ReaderType::Pointer reader = ReaderType::New();
WriterType::Pointer writer = WriterType::New();
ImageIOType::Pointer vtkIO = ImageIOType::New();
```

The name of the file to be read or written is passed with the `SetFileName()` method.

```
reader->SetFileName( inputFilename );
writer->SetFileName( outputFilename );
```

We can now connect these readers and writers to filters in a pipeline. For example, we can create a short pipeline by passing the output of the reader directly to the input of the writer.

```
writer->SetInput( reader->GetOutput() );
```

Explicitly declaring the specific `VTKImageIO` allow users to invoke methods specific to a particular IO class. For example, the following line specifies to the writer to use ASCII format

when writing the pixel data.

```
vtkIO->SetFileTypeToASCII();
```

The `VTKImageIO` object is then connected to the `ImageFileWriter`. This will short-circuit the action of the `ImageIOFactory` mechanism. The `ImageFileWriter` will not attempt to look for other `ImageIO` objects capable of performing the writing tasks. It will simply invoke the one provided by the user.

```
writer->SetImageIO( vtkIO );
```

Finally we invoke `Update()` on the `ImageFileWriter` and place this call inside a `try/catch` block in case any errors occur during the writing process.

```
try
{
    writer->Update();
}
catch( itk::ExceptionObject & err )
{
    std::cerr << "ExceptionObject caught !" << std::endl;
    std::cerr << err << std::endl;
    return EXIT_FAILURE;
}
```

Although this example only illustrates how to use an explicit `ImageIO` class with the `ImageFileWriter`, the same can be done with the `ImageFileReader`. The typical case in which this is done is when reading raw image files with the `itk::RawImageIO` object. The drawback of this approach is that the parameters of the image have to be explicitly written in the code. The direct use of raw file is **strongly discouraged** in medical imaging. It is always better to create a header for a raw file by using any of the file formats that combine a text header file and a raw binary file, like `itk::MetaImageIO`, `itk::GiplImageIO` and `itk::VTKImageIO`.

## 1.4 Reading and Writing RGB Images

The source code for this section can be found in the file `RGBImageReadWrite.cxx`.

RGB images are commonly used for representing data acquired from cryogenic sections, optical microscopy and endoscopy. This example illustrates how to read and write RGB color images to and from a file. This requires the following headers as shown.

```
#include "itkRGBPixel.h"
#include "itkImage.h"
#include "itkImageFileReader.h"
#include "itkImageFileWriter.h"
```

The `itk::RGBPixel` class is templated over the type used to represent each one of the red,

green and blue components. A typical instantiation of the RGB image class might be as follows.

```
typedef itk::RGBPixel< unsigned char > PixelType;
typedef itk::Image< PixelType, 2 > ImageType;
```

The image type is used as a template parameter to instantiate the reader and writer.

```
typedef itk::ImageFileReader< ImageType > ReaderType;
typedef itk::ImageFileWriter< ImageType > WriterType;

ReaderType::Pointer reader = ReaderType::New();
WriterType::Pointer writer = WriterType::New();
```

The filenames of the input and output files must be provided to the reader and writer respectively.

```
reader->SetFileName( inputFilename );
writer->SetFileName( outputFilename );
```

Finally, execution of the pipeline can be triggered by invoking the Update() method in the writer.

```
writer->Update();
```

You may have noticed that apart from the declaration of the `PixelType` there is nothing in this code that is specific for RGB images. All the actions required to support color images are implemented internally in the `itk::ImageIO` objects.

## 1.5 Reading, Casting and Writing Images

The source code for this section can be found in the file `ImageReadCastWrite.cxx`.

Given that **ITK** is based on the Generic Programming paradigm, most of the types are defined at compilation time. It is sometimes important to anticipate conversion between different types of images. The following example illustrates the common case of reading an image of one pixel type and writing it on a different pixel type. This process not only involves casting but also rescaling the image intensity since the dynamic range of the input and output pixel types can be quite different. The `itk::RescaleIntensityImageFilter` is used here to linearly rescale the image values.

The first step in this example is to include the appropriate headers.

```
#include "itkImageFileReader.h"
#include "itkImageFileWriter.h"
#include "itkRescaleIntensityImageFilter.h"
```

Then, as usual, a decision should be made about the pixel type that should be used to represent the images. Note that when reading an image, this pixel type **is not necessarily** the pixel type of the image stored in the file. Instead, it is the type that will be used to store the image as soon as it is read into memory.

```

typedef float      InputPixelType;
typedef unsigned char OutputPixelType;
const unsigned int Dimension = 2;

typedef itk::Image< InputPixelType,  Dimension >  InputImageType;
typedef itk::Image< OutputPixelType, Dimension >  OutputImageType;

```

Note that the dimension of the image in memory should match the one of the image in file. There are a couple of special cases in which this condition may be relaxed, but in general it is better to ensure that both dimensions match.

We can now instantiate the types of the reader and writer. These two classes are parameterized over the image type.

```

typedef itk::ImageFileReader< InputImageType >  ReaderType;
typedef itk::ImageFileWriter< OutputImageType >  WriterType;

```

Below we instantiate the `RescaleIntensityImageFilter` class that will linearly scale the image intensities.

```

typedef itk::RescaleIntensityImageFilter<
    InputImageType,
    OutputImageType >  FilterType;

```

A filter object is constructed and the minimum and maximum values of the output are selected using the `SetOutputMinimum()` and `SetOutputMaximum()` methods.

```

FilterType::Pointer filter = FilterType::New();
filter->SetOutputMinimum( 0 );
filter->SetOutputMaximum( 255 );

```

Then, we create the reader and writer and connect the pipeline.

```

ReaderType::Pointer reader = ReaderType::New();
WriterType::Pointer writer = WriterType::New();

filter->SetInput( reader->GetOutput() );
writer->SetInput( filter->GetOutput() );

```

The name of the files to be read and written are passed with the `SetFileName()` method.

```

reader->SetFileName( inputFilename );
writer->SetFileName( outputFilename );

```

Finally we trigger the execution of the pipeline with the `Update()` method on the writer. The output image will then be the scaled and cast version of the input image.

```

try
{
    writer->Update();
}
catch( itk::ExceptionObject & err )
{
    std::cerr << "ExceptionObject caught !" << std::endl;
    std::cerr << err << std::endl;
    return EXIT_FAILURE;
}

```

## 1.6 Extracting Regions

The source code for this section can be found in the file `ImageReadRegionOfInterestWrite.cxx`.

This example should arguably be placed in the previous filtering chapter. However its usefulness for typical IO operations makes it interesting to mention here. The purpose of this example is to read an image, extract a subregion and write this subregion to a file. This is a common task when we want to apply a computationally intensive method to the region of interest of an image.

As usual with ITK IO, we begin by including the appropriate header files.

```

#include "itkImageFileReader.h"
#include "itkImageFileWriter.h"

```

The `itk::RegionOfInterestImageFilter` is the filter used to extract a region from an image. Its header is included below.

```

#include "itkRegionOfInterestImageFilter.h"

```

Image types are defined below.

```

typedef signed short      InputPixelType;
typedef signed short      OutputPixelType;
const unsigned int        Dimension = 2;

typedef itk::Image< InputPixelType, Dimension >    InputImageType;
typedef itk::Image< OutputPixelType, Dimension >   OutputImageType;

```

The types for the `itk::ImageFileReader` and `itk::ImageFileWriter` are instantiated using the image types.

```

typedef itk::ImageFileReader< InputImageType >    ReaderType;
typedef itk::ImageFileWriter< OutputImageType >   WriterType;

```

The `RegionOfInterestImageFilter` type is instantiated using the input and output image types. A filter object is created with the `New()` method and assigned to a `itk::SmartPointer`.

```
typedef itk::RegionOfInterestImageFilter< InputImageType,
                                         OutputImageType > FilterType;

FilterType::Pointer filter = FilterType::New();
```

The `RegionOfInterestImageFilter` requires a region to be defined by the user. The region is specified by an `itk::Index` indicating the pixel where the region starts and an `itk::Size` indicating how many pixels the region has along each dimension. In this example, the specification of the region is taken from the command line arguments (this example assumes that a 2D image is being processed).

```
OutputImageType::IndexType start;
start[0] = atoi( argv[3] );
start[1] = atoi( argv[4] );

OutputImageType::SizeType size;
size[0] = atoi( argv[5] );
size[1] = atoi( argv[6] );
```

An `itk::ImageRegion` object is created and initialized with start and size obtained from the command line.

```
OutputImageType::RegionType desiredRegion;
desiredRegion.SetSize( size );
desiredRegion.SetIndex( start );
```

Then the region is passed to the filter using the `SetRegionOfInterest()` method.

```
filter->SetRegionOfInterest( desiredRegion );
```

Below, we create the reader and writer using the `New()` method and assigning the result to a `SmartPointer`.

```
ReaderType::Pointer reader = ReaderType::New();
WriterType::Pointer writer = WriterType::New();
```

The name of the file to be read or written is passed with the `SetFileName()` method.

```
reader->SetFileName( inputFilename );
writer->SetFileName( outputFilename );
```

Below we connect the reader, filter and writer to form the data processing pipeline.

```
filter->SetInput( reader->GetOutput() );
writer->SetInput( filter->GetOutput() );
```

Finally we execute the pipeline by invoking `Update()` on the writer. The call is placed in a `try/catch` block in case exceptions are thrown.

```

try
{
    writer->Update();
}
catch( itk::ExceptionObject & err )
{
    std::cerr << "ExceptionObject caught !" << std::endl;
    std::cerr << err << std::endl;
    return EXIT_FAILURE;
}

```

## 1.7 Extracting Slices

The source code for this section can be found in the file `ImageReadExtractWrite.cxx`.

This example illustrates the common task of extracting a 2D slice from a 3D volume. This is typically used for display purposes and for expediting user feedback in interactive programs. Here we simply read a 3D volume, extract one of its slices and save it as a 2D image. Note that caution should be used when working with 2D slices from a 3D dataset, since for most image processing operations, the application of a filter on an extracted slice is not equivalent to first applying the filter in the volume and then extracting the slice.

In this example we start by including the appropriate header files.

```

#include "itkImageFileReader.h"
#include "itkImageFileWriter.h"

```

The filter used to extract a region from an image is the `itk::ExtractImageFilter`. Its header is included below. This filter is capable of extracting  $(N - 1)$ -dimensional images from  $N$ -dimensional ones.

```

#include "itkExtractImageFilter.h"

```

Image types are defined below. Note that the input image type is 3D and the output image type is 2D.

```

typedef signed short      InputPixelType;
typedef signed short      OutputPixelType;

typedef itk::Image< InputPixelType, 3 >    InputImageType;
typedef itk::Image< OutputPixelType, 2 >   OutputImageType;

```

The types for the `itk::ImageFileReader` and `itk::ImageFileWriter` are instantiated using the image types.

```

typedef itk::ImageFileReader< InputImageType > ReaderType;
typedef itk::ImageFileWriter< OutputImageType > WriterType;

```

Below, we create the reader and writer using the `New()` method and assigning the result to a `itk::SmartPointer`.

```
ReaderType::Pointer reader = ReaderType::New();
WriterType::Pointer writer = WriterType::New();
```

The name of the file to be read or written is passed with the `SetFileName()` method.

```
reader->SetFileName( inputFilename );
writer->SetFileName( outputFilename );
```

The `ExtractImageFilter` type is instantiated using the input and output image types. A filter object is created with the `New()` method and assigned to a `SmartPointer`.

```
typedef itk::ExtractImageFilter< InputImageType,
                               OutputImageType > FilterType;
FilterType::Pointer filter = FilterType::New();
filter->InPlaceOn();
filter->SetDirectionCollapseToSubmatrix();
```

The `ExtractImageFilter` requires a region to be defined by the user. The region is specified by an `itk::Index` indicating the pixel where the region starts and an `itk::Size` indication how many pixels the region has along each dimension. In order to extract a  $2D$  image from a  $3D$  data set, it is enough to set the size of the region to `0` in one dimension. This will indicate to `ExtractImageFilter` that a dimensional reduction has been specified. Here we take the region from the largest possible region of the input image. Note that `UpdateOutputInformation()` is being called first on the reader, this method updates the meta-data in the outputImage without actually reading in the bulk-data.

```
reader->UpdateOutputInformation();
InputImageType::RegionType inputRegion =
    reader->GetOutput()->GetLargestPossibleRegion();
```

We take the size from the region and collapse the size in the  $Z$  component by setting its value to `0`. This will indicate to the `ExtractImageFilter` that the output image should have a dimension less than the input image.

```
InputImageType::SizeType size = inputRegion.GetSize();
size[2] = 0;
```

Note that in this case we are extracting a  $Z$  slice, and for that reason, the dimension to be collapsed is the one with index 2. You may keep in mind the association of index components  $\{X = 0, Y = 1, Z = 2\}$ . If we were interested in extracting a slice perpendicular to the  $Y$  axis we would have set `size[1]=0;`.

Then, we take the index from the region and set its  $Z$  value to the slice number we want to extract. In this example we obtain the slice number from the command line arguments.

```
InputImageType::IndexType start = inputRegion.GetIndex();
const unsigned int sliceNumber = atoi( argv[3] );
start[2] = sliceNumber;
```

Finally, an `itk::ImageRegion` object is created and initialized with the start and size we just prepared using the slice information.

```
InputImageType::RegionType desiredRegion;
desiredRegion.SetSize( size );
desiredRegion.SetIndex( start );
```

Then the region is passed to the filter using the `SetExtractionRegion()` method.

```
filter->SetExtractionRegion( desiredRegion );
```

Below we connect the reader, filter and writer to form the data processing pipeline.

```
filter->SetInput( reader->GetOutput() );
writer->SetInput( filter->GetOutput() );
```

Finally we execute the pipeline by invoking `Update()` on the writer. The call is placed in a `try/catch` block in case exceptions are thrown.

```
try
{
    writer->Update();
}
catch( itk::ExceptionObject & err )
{
    std::cerr << "ExceptionObject caught !" << std::endl;
    std::cerr << err << std::endl;
    return EXIT_FAILURE;
}
```

## 1.8 Reading and Writing Vector Images

Images whose pixel type is a `Vector`, a `CovariantVector`, an `Array`, or a `Complex` are quite common in image processing. It is convenient then to describe rapidly how those images can be saved into files and how they can be read from those files later on.

### 1.8.1 The Minimal Example

The source code for this section can be found in the file `VectorImageReadWrite.cxx`.

This example illustrates how to read and write an image of pixel type `itk::Vector`.

We should include the header files for the `Image`, the `ImageFileReader` and the `ImageFileWriter`.

```
#include "itkImage.h"
#include "itkImageFileReader.h"
#include "itkImageFileWriter.h"
```

Then we define the specific type of vector to be used as pixel type.

```
const unsigned int VectorDimension = 3;

typedef itk::Vector< float, VectorDimension > PixelType;
```

We define the image dimension, and along with the pixel type we use it for fully instantiating the image type.

```
const unsigned int ImageDimension = 2;

typedef itk::Image< PixelType, ImageDimension > ImageType;
```

Having the image type at hand, we can instantiate the reader and writer types, and use them for creating one object of each type.

```
typedef itk::ImageFileReader< ImageType > ReaderType;
typedef itk::ImageFileWriter< ImageType > WriterType;

ReaderType::Pointer reader = ReaderType::New();
WriterType::Pointer writer = WriterType::New();
```

Filename must be provided to both the reader and the writer. In this particular case we take those filenames from the command line arguments.

```
reader->SetFileName( argv[1] );
writer->SetFileName( argv[2] );
```

Being this a minimal example, we create a short pipeline where we simply connect the output of the reader to the input of the writer.

```
writer->SetInput( reader->GetOutput() );
```

The execution of this short pipeline is triggered by invoking the writer's Update() method. This invocation must be placed inside a try/catch block since its execution may result in exceptions being thrown.

```
try
{
    writer->Update();
}
catch( itk::ExceptionObject & err )
{
    std::cerr << "ExceptionObject caught !" << std::endl;
    std::cerr << err << std::endl;
    return EXIT_FAILURE;
}
```

Of course, you could envision the addition of filters in between the reader and the writer. Those filters could perform operations on the vector image.

## 1.8.2 Producing and Writing Covariant Images

The source code for this section can be found in the file `CovariantVectorImageWrite.cxx`.

This example illustrates how to write an image whose pixel type is `CovariantVector`. For practical purposes all the content in this example is applicable to images of pixel type `itk::Vector`, `itk::Point` and `itk::FixedArray`. These pixel types are similar in that they are all arrays of fixed size in which the components have the same representational type.

In order to make this example a bit more interesting we setup a pipeline to read an image, compute its gradient and write the gradient to a file. Gradients are represented with `itk::CovariantVectors` as opposed to `Vectors`. In this way, gradients are transformed correctly under `itk::AffineTransforms` or in general, any transform having anisotropic scaling.

Let's start by including the relevant header files.

```
#include "itkImageFileReader.h"
#include "itkImageFileWriter.h"
```

We use the `itk::GradientRecursiveGaussianImageFilter` in order to compute the image gradient. The output of this filter is an image whose pixels are `CovariantVectors`.

```
#include "itkGradientRecursiveGaussianImageFilter.h"
```

We select to read an image of signed short pixels and compute the gradient to produce an image of `CovariantVector` where each component is of type `float`.

```
typedef signed short      InputPixelType;
typedef float            ComponentType;
const unsigned int      Dimension = 2;

typedef itk::CovariantVector< ComponentType,
                             Dimension >   OutputPixelType;

typedef itk::Image< InputPixelType,  Dimension >   InputImageType;
typedef itk::Image< OutputPixelType, Dimension >   OutputImageType;
```

The `itk::ImageFileReader` and `itk::ImageFileWriter` are instantiated using the image types.

```
typedef itk::ImageFileReader< InputImageType >   ReaderType;
typedef itk::ImageFileWriter< OutputImageType >  WriterType;
```

The `GradientRecursiveGaussianImageFilter` class is instantiated using the input and output image types. A filter object is created with the `New()` method and assigned to a `itk::SmartPointer`.

```
typedef itk::GradientRecursiveGaussianImageFilter<
    InputImageType,
    OutputImageType    > FilterType;

FilterType::Pointer filter = FilterType::New();
```

We select a value for the  $\sigma$  parameter of the `GradientRecursiveGaussianImageFilter`. Note that this  $\sigma$  is specified in millimeters.

```
filter->SetSigma( 1.5 );    // Sigma in millimeters
```

Below, we create the reader and writer using the `New()` method and assigning the result to a `SmartPointer`.

```
ReaderType::Pointer reader = ReaderType::New();
WriterType::Pointer writer = WriterType::New();
```

The name of the file to be read or written is passed with the `SetFileName()` method.

```
reader->SetFileName( inputFilename );
writer->SetFileName( outputFilename );
```

Below we connect the reader, filter and writer to form the data processing pipeline.

```
filter->SetInput( reader->GetOutput() );
writer->SetInput( filter->GetOutput() );
```

Finally we execute the pipeline by invoking `Update()` on the writer. The call is placed in a `try/catch` block in case exceptions are thrown.

```
try
{
    writer->Update();
}
catch( itk::ExceptionObject & err )
{
    std::cerr << "ExceptionObject caught !" << std::endl;
    std::cerr << err << std::endl;
    return EXIT_FAILURE;
}
```

### 1.8.3 Reading Covariant Images

Let's now take the image that we just created and read it into another program.

The source code for this section can be found in the file `CovariantVectorImageRead.cxx`.

This example illustrates how to read an image whose pixel type is `CovariantVector`. For practical purposes this example is applicable to images of pixel type `itk::Vector`, `itk::Point` and `itk::FixedArray`. These pixel types are similar in that they are all arrays of fixed size in

which the components have the same representation type.

In this example we are reading an gradient image from a file (written in the previous example) and computing its magnitude using the `itk::VectorMagnitudeImageFilter`. Note that this filter is different from the `itk::GradientMagnitudeImageFilter` which actually takes a scalar image as input and compute the magnitude of its gradient. The `VectorMagnitudeImageFilter` class takes an image of vector pixel type as input and computes pixel-wise the magnitude of each vector.

Let's start by including the relevant header files.

```
#include "itkImageFileReader.h"
#include "itkImageFileWriter.h"
#include "itkVectorMagnitudeImageFilter.h"
#include "itkRescaleIntensityImageFilter.h"
```

We read an image of `itk::CovariantVector` pixels and compute pixel magnitude to produce an image where each pixel is of type `unsigned short`. The components of the `CovariantVector` are selected to be `float` here. Notice that a renormalization is required in order to map the dynamic range of the magnitude values into the range of the output pixel type. The `itk::RescaleIntensityImageFilter` is used to achieve this.

```
typedef float           ComponentType;
const unsigned int     Dimension = 2;

typedef itk::CovariantVector< ComponentType,
                             Dimension >   InputPixelType;

typedef float           MagnitudePixelType;
typedef unsigned short  OutputPixelType;

typedef itk::Image< InputPixelType,      Dimension >   InputImageType;
typedef itk::Image< MagnitudePixelType,  Dimension >   MagnitudeImageType;
typedef itk::Image< OutputPixelType,     Dimension >   OutputImageType;
```

The `itk::ImageFileReader` and `itk::ImageFileWriter` are instantiated using the image types.

```
typedef itk::ImageFileReader< InputImageType > ReaderType;
typedef itk::ImageFileWriter< OutputImageType > WriterType;
```

The `VectorMagnitudeImageFilter` is instantiated using the input and output image types. A filter object is created with the `New()` method and assigned to a `itk::SmartPointer`.

```
typedef itk::VectorMagnitudeImageFilter<
    InputImageType,
    MagnitudeImageType > FilterType;

FilterType::Pointer filter = FilterType::New();
```

The `RescaleIntensityImageFilter` class is instantiated next.

```
typedef itk::RescaleIntensityImageFilter<
    MagnitudeImageType,
    OutputImageType > RescaleFilterType;

RescaleFilterType::Pointer rescaler = RescaleFilterType::New();
```

In the following the minimum and maximum values for the output image are specified. Note the use of the `itk::NumericTraits` class which allows to define a number of type-related constant in a generic way. The use of traits is a fundamental characteristic of generic programming [5, 1].

```
rescaler->SetOutputMinimum( itk::NumericTraits< OutputPixelType >::min() );
rescaler->SetOutputMaximum( itk::NumericTraits< OutputPixelType >::max() );
```

Below, we create the reader and writer using the `New()` method and assign the result to a Smart-Pointer.

```
ReaderType::Pointer reader = ReaderType::New();
WriterType::Pointer writer = WriterType::New();
```

The name of the file to be read or written is passed with the `SetFileName()` method.

```
reader->SetFileName( inputFilename );
writer->SetFileName( outputFilename );
```

Below we connect the reader, filter and writer to form the data processing pipeline.

```
filter->SetInput( reader->GetOutput() );
rescaler->SetInput( filter->GetOutput() );
writer->SetInput( rescaler->GetOutput() );
```

Finally we execute the pipeline by invoking `Update()` on the writer. The call is placed in a `try/catch` block in case exceptions are thrown.

```
try
{
    writer->Update();
}
catch( itk::ExceptionObject & err )
{
    std::cerr << "ExceptionObject caught !" << std::endl;
    std::cerr << err << std::endl;
    return EXIT_FAILURE;
}
```

## 1.9 Reading and Writing Complex Images

The source code for this section can be found in the file `ComplexImageReadWrite.cxx`.

This example illustrates how to read and write an image of pixel type `std::complex`. The

complex type is defined as an integral part of the C++ language. The characteristics of the type are specified in the C++ standard document in Chapter 26 "Numerics Library", page 565, in particular in section 26.2 [4].

We start by including the headers of the complex class, the image, and the reader and writer classes.

```
#include <complex>
#include "itkImage.h"
#include "itkImageFileReader.h"
#include "itkImageFileWriter.h"
```

The image dimension and pixel type must be declared. In this case we use the `std::complex<>` as the pixel type. Using the dimension and pixel type we proceed to instantiate the image type.

```
const unsigned int Dimension = 2;

typedef std::complex< float > PixelType;
typedef itk::Image< PixelType, Dimension > ImageType;
```

The image file reader and writer types are instantiated using the image type. We can then create objects for both of them.

```
typedef itk::ImageFileReader< ImageType > ReaderType;
typedef itk::ImageFileWriter< ImageType > WriterType;

ReaderType::Pointer reader = ReaderType::New();
WriterType::Pointer writer = WriterType::New();
```

Filenames should be provided for both the reader and the writer. In this particular example we take those filenames from the command line arguments.

```
reader->SetFileName( argv[1] );
writer->SetFileName( argv[2] );
```

Here we simply connect the output of the reader as input to the writer. This simple program could be used for converting complex images from one fileformat to another.

```
writer->SetInput( reader->GetOutput() );
```

The execution of this short pipeline is triggered by invoking the `Update()` method of the writer. This invocation must be placed inside a `try/catch` block since its execution may result in exceptions being thrown.

```

try
{
    writer->Update();
}
catch( itk::ExceptionObject & err )
{
    std::cerr << "ExceptionObject caught !" << std::endl;
    std::cerr << err << std::endl;
    return EXIT_FAILURE;
}

```

For a more interesting use of this code, you may want to add a filter in between the reader and the writer and perform any complex image to complex image operation. A practical application of this code is presented in section 2.10 in the context of Fourier analysis.

## 1.10 Extracting Components from Vector Images

The source code for this section can be found in the file `CovariantVectorImageExtractComponent.cxx`.

This example illustrates how to read an image whose pixel type is `CovariantVector`, extract one of its components to form a scalar image and finally save this image into a file.

The `itk::VectorIndexSelectionCastImageFilter` is used to extract a scalar from the vector image. It is also possible to cast the component type when using this filter. It is the user's responsibility to make sure that the cast will not result in any information loss.

Let's start by including the relevant header files.

```

#include "itkImageFileReader.h"
#include "itkImageFileWriter.h"
#include "itkVectorIndexSelectionCastImageFilter.h"
#include "itkRescaleIntensityImageFilter.h"

```

We read an image of `itk::CovariantVector` pixels and extract one of its components to generate a scalar image of a consistent pixel type. Then, we rescale the intensities of this scalar image and write it as a image of unsigned short pixels.

```

typedef float ComponentType;
const unsigned int Dimension = 2;

typedef itk::CovariantVector< ComponentType,
                             Dimension > InputPixelType;

typedef unsigned short OutputPixelType;

typedef itk::Image< InputPixelType, Dimension > InputImageType;
typedef itk::Image< ComponentType, Dimension > ComponentImageType;
typedef itk::Image< OutputPixelType, Dimension > OutputImageType;

```

The `itk::ImageFileReader` and `itk::ImageFileWriter` are instantiated using the image types.

```
typedef itk::ImageFileReader< InputImageType > ReaderType;
typedef itk::ImageFileWriter< OutputImageType > WriterType;
```

The `VectorIndexSelectionCastImageFilter` is instantiated using the input and output image types. A filter object is created with the `New()` method and assigned to a `itk::SmartPointer`.

```
typedef itk::VectorIndexSelectionCastImageFilter<
    InputImageType,
    ComponentImageType > FilterType;

FilterType::Pointer componentExtractor = FilterType::New();
```

The `VectorIndexSelectionCastImageFilter` class require us to specify which of the vector components is to be extracted from the vector image. This is done with the `SetIndex()` method. In this example we obtain this value from the command line arguments.

```
componentExtractor->SetIndex( indexOfComponentToExtract );
```

The `itk::RescaleIntensityImageFilter` filter is instantiated here.

```
typedef itk::RescaleIntensityImageFilter<
    ComponentImageType,
    OutputImageType > RescaleFilterType;

RescaleFilterType::Pointer rescaler = RescaleFilterType::New();
```

The minimum and maximum values for the output image are specified in the following. Note the use of the `itk::NumericTraits` class which allows to define a number of type-related constant in a generic way. The use of traits is a fundamental characteristic of generic programming [5, 1].

```
rescaler->SetOutputMinimum( itk::NumericTraits< OutputPixelType >::min() );
rescaler->SetOutputMaximum( itk::NumericTraits< OutputPixelType >::max() );
```

Below, we create the reader and writer using the `New()` method and assign the result to a `SmartPointer`.

```
ReaderType::Pointer reader = ReaderType::New();
WriterType::Pointer writer = WriterType::New();
```

The name of the file to be read or written is passed with the `SetFileName()` method.

```
reader->SetFileName( inputFilename );
writer->SetFileName( outputFilename );
```

Below we connect the reader, filter and writer to form the data processing pipeline.

```

componentExtractor->SetInput( reader->GetOutput() );
rescaler->SetInput( componentExtractor->GetOutput() );
writer->SetInput( rescaler->GetOutput() );

```

Finally we execute the pipeline by invoking `Update()` on the writer. The call is placed in a `try/catch` block in case exceptions are thrown.

```

try
{
    writer->Update();
}
catch( itk::ExceptionObject & err )
{
    std::cerr << "ExceptionObject caught !" << std::endl;
    std::cerr << err << std::endl;
    return EXIT_FAILURE;
}

```

## 1.11 Reading and Writing Image Series

It is still quite common to store 3D medical images in sets of files each one containing a single slice of a volume dataset. Those 2D files can be read as individual 2D images, or can be grouped together in order to reconstruct a 3D dataset. The same practice can be extended to higher dimensions, for example, for managing 4D datasets by using sets of files each one containing a 3D image. This practice is common in the domain of cardiac imaging, perfusion, functional MRI and PET. This section illustrates the functionalities available in ITK for dealing with reading and writing series of images.

### 1.11.1 Reading Image Series

The source code for this section can be found in the file `ImageSeriesReadWrite.cxx`.

This example illustrates how to read a series of 2D slices from independent files in order to compose a volume. The class `itk::ImageSeriesReader` is used for this purpose. This class works in combination with a generator of filenames that will provide a list of files to be read. In this particular example we use the `itk::NumericSeriesFileNames` class as filename generator. This generator uses a `printf` style of string format with a “%d” field that will be successively replaced by a number specified by the user. Here we will use a format like “file%03d.png” for reading PNG files named `file001.png`, `file002.png`, `file003.png`... and so on.

This requires the following headers as shown.

```

#include "itkImage.h"
#include "itkImageSeriesReader.h"
#include "itkImageFileWriter.h"
#include "itkNumericSeriesFileNames.h"
#include "itkPNGImageIO.h"

```

We start by defining the `PixelType` and `ImageType`.

```
typedef unsigned char          PixelType;
const unsigned int Dimension = 3;

typedef itk::Image< PixelType, Dimension > ImageType;
```

The image type is used as a template parameter to instantiate the reader and writer.

```
typedef itk::ImageSeriesReader< ImageType > ReaderType;
typedef itk::ImageFileWriter< ImageType > WriterType;

ReaderType::Pointer reader = ReaderType::New();
WriterType::Pointer writer = WriterType::New();
```

Then, we declare the filenames generator type and create one instance of it.

```
typedef itk::NumericSeriesFileNames NameGeneratorType;

NameGeneratorType::Pointer nameGenerator = NameGeneratorType::New();
```

The filenames generator requires us to provide a pattern of text for the filenames, and numbers for the initial value, last value and increment to be used for generating the names of the files.

```
nameGenerator->SetSeriesFormat( "vwe%03d.png" );

nameGenerator->SetStartIndex( first );
nameGenerator->SetEndIndex( last );
nameGenerator->SetIncrementIndex( 1 );
```

The `ImageIO` object that actually performs the read process is now connected to the `ImageSeriesReader`. This is the safest way of making sure that we use an `ImageIO` object that is appropriate for the type of files that we want to read.

```
reader->SetImageIO( itk::PNGImageIO::New() );
```

The filenames of the input files must be provided to the reader. While the writer is instructed to write the same volume dataset in a single file.

```
reader->SetFileNames( nameGenerator->GetFileNames() );

writer->SetFileName( outputFilename );
```

We connect the output of the reader to the input of the writer.

```
writer->SetInput( reader->GetOutput() );
```

Finally, execution of the pipeline can be triggered by invoking the `Update()` method in the writer. This call must be placed in a `try/catch` block since exceptions be potentially be thrown in the process of reading or writing the images.

```

try
{
    writer->Update();
}
catch( itk::ExceptionObject & err )
{
    std::cerr << "ExceptionObject caught !" << std::endl;
    std::cerr << err << std::endl;
    return EXIT_FAILURE;
}

```

### 1.11.2 Writing Image Series

The source code for this section can be found in the file `ImageReadImageSeriesWrite.cxx`.

This example illustrates how to save an image using the `itk::ImageSeriesWriter`. This class enables the saving of a 3D volume as a set of files containing one 2D slice per file.

The type of the input image is declared here and it is used for declaring the type of the reader. This will be a conventional 3D image reader.

```

typedef itk::Image< unsigned char, 3 >      ImageType;
typedef itk::ImageFileReader< ImageType >  ReaderType;

```

The reader object is constructed using the `New()` operator and assigning the result to a `SmartPointer`. The filename of the 3D volume to be read is taken from the command line arguments and passed to the reader using the `SetFileName()` method.

```

ReaderType::Pointer reader = ReaderType::New();
reader->SetFileName( argv[1] );

```

The type of the series writer must be instantiated taking into account that the input file is a 3D volume and the output files are 2D images. Additionally, the output of the reader is connected as input to the writer.

```

typedef itk::Image< unsigned char, 2 >      Image2DType;

typedef itk::ImageSeriesWriter< ImageType, Image2DType > WriterType;

WriterType::Pointer writer = WriterType::New();

writer->SetInput( reader->GetOutput() );

```

The writer requires a list of filenames to be generated. This list can be produced with the help of the `itk::NumericSeriesFileNames` class.

```

typedef itk::NumericSeriesFileNames      NameGeneratorType;

NameGeneratorType::Pointer nameGenerator = NameGeneratorType::New();

```

The `NumericSeriesFileNames` class requires an input string in order to have a template for generating the filenames of all the output slices. Here we compose this string using a prefix taken from the command line arguments and adding the extension for PNG files.

```
std::string format = argv[2];
format += "%03d.";
format += argv[3]; // filename extension

nameGenerator->SetSeriesFormat( format.c_str() );
```

The input string is going to be used for generating filenames by setting the values of the first and last slice. This can be done by collecting information from the input image. Note that before attempting to take any image information from the reader, its execution must be triggered with the invocation of the `Update()` method, and since this invocation can potentially throw exceptions, it must be put inside a `try/catch` block.

```
try
{
    reader->Update();
}
catch( itk::ExceptionObject & excp )
{
    std::cerr << "Exception thrown while reading the image" << std::endl;
    std::cerr << excp << std::endl;
}
```

Now that the image has been read we can query its largest possible region and recover information about the number of pixels along every dimension.

```
ImageType::ConstPointer inputImage = reader->GetOutput();
ImageType::RegionType region = inputImage->GetLargestPossibleRegion();
ImageType::IndexType start = region.GetIndex();
ImageType::SizeType size = region.GetSize();
```

With this information we can find the number that will identify the first and last slices of the 3D data set. This numerical values are then passed to the filenames generator object that will compose the names of the files where the slices are going to be stored.

```
const unsigned int firstSlice = start[2];
const unsigned int lastSlice = start[2] + size[2] - 1;

nameGenerator->SetStartIndex( firstSlice );
nameGenerator->SetEndIndex( lastSlice );
nameGenerator->SetIncrementIndex( 1 );
```

The list of filenames is taken from the names generator and it is passed to the series writer.

```
writer->SetFileNames( nameGenerator->GetFileNames() );
```

Finally we trigger the execution of the pipeline with the `Update()` method on the writer. At this point the slices of the image will be saved in individual files containing a single slice per file.

The filenames used for these slices are those produced by the filenames generator.

```
try
{
    writer->Update();
}
catch( itk::ExceptionObject & excp )
{
    std::cerr << "Exception thrown while reading the image" << std::endl;
    std::cerr << excp << std::endl;
}
```

Note that by saving data into isolated slices we are losing information that may be significant for medical applications, such as the interslice spacing in millimeters.

### 1.11.3 Reading and Writing Series of RGB Images

The source code for this section can be found in the file `RGBImageSeriesReadWrite.cxx`.

RGB images are commonly used for representing data acquired from cryogenic sections, optical microscopy and endoscopy. This example illustrates how to read RGB color images from a set of files containing individual 2D slices in order to compose a 3D color dataset. Then save it into a single 3D file, and finally save it again as a set of 2D slices with other names.

This requires the following headers as shown.

```
#include "itkRGBPixel.h"
#include "itkImage.h"
#include "itkImageSeriesReader.h"
#include "itkImageSeriesWriter.h"
#include "itkNumericSeriesFileNames.h"
#include "itkPNGImageIO.h"
```

The `itk::RGBPixel` class is templated over the type used to represent each one of the Red, Green and Blue components. A typical instantiation of the RGB image class might be as follows.

```
typedef itk::RGBPixel< unsigned char >      PixelType;
const unsigned int Dimension = 3;

typedef itk::Image< PixelType, Dimension >  ImageType;
```

The image type is used as a template parameter to instantiate the series reader and the volumetric writer.

```
typedef itk::ImageSeriesReader< ImageType >  SeriesReaderType;
typedef itk::ImageFileWriter< ImageType >    WriterType;

SeriesReaderType::Pointer seriesReader = SeriesReaderType::New();
WriterType::Pointer      writer      = WriterType::New();
```

We use a `NumericSeriesFileNames` class in order to generate the filenames of the slices to be

read. Later on in this example we will reuse this object in order to generate the filenames of the slices to be written.

```
typedef itk::NumericSeriesFileNames    NameGeneratorType;

NameGeneratorType::Pointer nameGenerator = NameGeneratorType::New();

nameGenerator->SetStartIndex( first );
nameGenerator->SetEndIndex( last );
nameGenerator->SetIncrementIndex( 1 );

nameGenerator->SetSeriesFormat( "vwe%03d.png" );
```

The ImageIO object that actually performs the read process is now connected to the ImageSeriesReader.

```
seriesReader->SetImageIO( itk::PNGImageIO::New() );
```

The filenames of the input slices are taken from the names generator and passed to the series reader.

```
seriesReader->SetFileNames( nameGenerator->GetFileNames() );
```

The name of the volumetric output image is passed to the image writer, and we connect the output of the series reader to the input of the volumetric writer.

```
writer->SetFileName( outputFilename );

writer->SetInput( seriesReader->GetOutput() );
```

Finally, execution of the pipeline can be triggered by invoking the Update() method in the volumetric writer. This, of course, is done from inside a try/catch block.

```
try
{
    writer->Update();
}
catch( itk::ExceptionObject & excp )
{
    std::cerr << "Error reading the series " << std::endl;
    std::cerr << excp << std::endl;
}
```

We now proceed to save the same volumetric dataset as a set of slices. This is done only to illustrate the process for saving a volume as a series of 2D individual datasets. The type of the series writer must be instantiated taking into account that the input file is a 3D volume and the output files are 2D images. Additionally, the output of the series reader is connected as input to the series writer.

```

typedef itk::Image< PixelType, 2 >      Image2DType;

typedef itk::ImageSeriesWriter< ImageType, Image2DType > SeriesWriterType;

SeriesWriterType::Pointer seriesWriter = SeriesWriterType::New();

seriesWriter->SetInput( seriesReader->GetOutput() );

```

We now reuse the filenames generator in order to produce the list of filenames for the output series. In this case we just need to modify the format of the filenames generator. Then, we pass the list of output filenames to the series writer.

```

nameGenerator->SetSeriesFormat( "output%03d.png" );

seriesWriter->SetFileNames( nameGenerator->GetFileNames() );

```

Finally we trigger the execution of the series writer from inside a try/catch block.

```

try
{
    seriesWriter->Update();
}
catch( itk::ExceptionObject & excp )
{
    std::cerr << "Error reading the series " << std::endl;
    std::cerr << excp << std::endl;
}

```

You may have noticed that apart from the declaration of the `PixelType` there is nothing in this code that is specific for RGB images. All the actions required to support color images are implemented internally in the `itk::ImageIO` objects.

## 1.12 Reading and Writing DICOM Images

### 1.12.1 Foreword

With the introduction of computed tomography (CT) followed by other digital diagnostic imaging modalities such as MRI in the 1970's, and the increasing use of computers in clinical applications, the American College of Radiology (ACR)<sup>3</sup> and the National Electrical Manufacturers Association (NEMA)<sup>4</sup> recognized the need for a standard method for transferring images as well as associated information between devices manufactured from various vendors.

ACR and NEMA formed a joint committee to develop a standard for Digital Imaging and Communications in Medicine (DICOM). This standard was developed in liaison with other Standardization Organizations such as CEN TC251, JIRA including IEEE, HL7 and ANSI USA as reviewers.

---

<sup>3</sup><http://www.acr.org>

<sup>4</sup><http://www.nema.org>

DICOM is a comprehensive set of standards for handling, storing and transmitting information in medical imaging. The DICOM standard was developed based on the previous NEMA specification. The standard specifies a file format definition as well as a network communication protocol. DICOM was developed to enable integration of scanners, servers, workstations and network hardware from multiple vendors into an image archiving and communication system.

DICOM files consist of a header and a body of image data. The header contains standardized as well as free-form fields. The set of standardized fields is called the public DICOM dictionary, an instance of this dictionary is available in ITK in the file `Insight/Utilities/gdcm/Dict/dicomV3.dic`. The list of free-form fields is also called the *shadow dictionary*.

A single DICOM file can contain multiples frames, allowing storage of volumes or animations. Image data can be compressed using a large variety of standards, including JPEG (both lossy and lossless), LZW (Lempel Ziv Welch), and RLE (Run-length encoding).

The DICOM Standard is an evolving standard and it is maintained in accordance with the Procedures of the DICOM Standards Committee. Proposals for enhancements are forthcoming from the DICOM Committee member organizations based on input from users of the Standard. These proposals are considered for inclusion in future editions of the Standard. A requirement in updating the Standard is to maintain effective compatibility with previous editions.

For a more detailed description of the DICOM standard see [46].

The following sections illustrate how to use the functionalities that ITK provides for reading and writing DICOM files. This is extremely important in the domain of medical imaging since most of the images that are acquired a clinical setting are stored and transported using the DICOM standard.

DICOM functionalities in ITK are provided by the GDCM library. This open source library was developed by the CREATIS Team<sup>5</sup> at INSA-Lyon [7]. Although originally this library was distributed under a LGPL License<sup>6</sup>, the CREATIS Team was lucid enough to understand the limitations of that license and agreed to adopt the more open BSD-like License<sup>7</sup>. This change in their licensing made possible to distribute GDCM along with ITK.

GDCM is now maintained by Mathieu Malaterre and the GDCM community. The version distributed with ITK gets updated with major releases of the GDCM library.

### 1.12.2 Reading and Writing a 2D Image

The source code for this section can be found in the file `DicomImageReadWrite.cxx`.

This example illustrates how to read a single DICOM slice and write it back as another DICOM slice. In the process an intensity rescaling is also applied.

---

<sup>5</sup><http://www.creatis.insa-lyon.fr>

<sup>6</sup><http://www.gnu.org/copyleft/lesser.html>

<sup>7</sup><http://www.opensource.org/licenses/bsd-license.php>

In order to read and write the slice we use here the `itk::GDCMImageIO` class that encapsulates a connection to the underlying GDCM library. In this way we gain access from ITK to the DICOM functionalities offered by GDCM. The `GDCMImageIO` object is connected as the `ImageIO` object to be used by the `itk::ImageFileWriter`.

We should first include the following header files.

```
#include "itkImageFileReader.h"
#include "itkImageFileWriter.h"
#include "itkRescaleIntensityImageFilter.h"
#include "itkGDCMImageIO.h"
```

Then we declare the pixel type and image dimension, and use them for instantiating the image type to be read.

```
typedef signed short InputPixelType;
const unsigned int InputDimension = 2;

typedef itk::Image< InputPixelType, InputDimension > InputImageType;
```

With the image type we can instantiate the type of the reader, create one, and set the filename of the image to be read.

```
typedef itk::ImageFileReader< InputImageType > ReaderType;

ReaderType::Pointer reader = ReaderType::New();
reader->SetFileName( argv[1] );
```

`GDCMImageIO` is an `ImageIO` class for reading and writing DICOM v3 and ACR/NEMA images. The `GDCMImageIO` object is constructed here and connected to the `ImageFileReader`.

```
typedef itk::GDCMImageIO ImageIOType;

ImageIOType::Pointer gdcImageIO = ImageIOType::New();

reader->SetImageIO( gdcImageIO );
```

At this point we can trigger the reading process by invoking the `Update()` method. Since this reading process may eventually throw an exception, we place the invocation inside a `try/catch` block.

```
try
{
    reader->Update();
}
catch (itk::ExceptionObject & e)
{
    std::cerr << "exception in file reader " << std::endl;
    std::cerr << e << std::endl;
    return EXIT_FAILURE;
}
```

We have now the image in memory and can get access to it by using the `GetOutput()` method of

the reader. In the remaining of this current example, we focus on showing how we can save this image again in DICOM format in a new file.

First, we must instantiate an ImageFileWriter type. Then, we construct one, set the filename to be used for writing and connect the input image to be written. Given that in this example we write the image in different ways, and in each case we use a different writer, we enumerated here the variable names of the writer objects as well as their types.

```
typedef itk::ImageFileWriter< InputImageType > Writer1Type;

Writer1Type::Pointer writer1 = Writer1Type::New();

writer1->SetFileName( argv[2] );
writer1->SetInput( reader->GetOutput() );
```

We need to explicitly set the proper image IO (GDCMImageIO) to the writer filter since the input DICOM dictionary is being passed along the writing process. The dictionary contains all necessary information that a valid DICOM file should contain, like Patient Name, Patient ID, Institution Name, etc.

```
writer1->SetImageIO( gdcmImageIO );
```

The writing process is triggered by invoking the Update() method. Since this execution may result in exceptions being thrown we place the Update() call inside a try/catch block.

```
try
{
    writer1->Update();
}
catch (itk::ExceptionObject & e)
{
    std::cerr << "exception in file writer " << std::endl;
    std::cerr << e << std::endl;
    return EXIT_FAILURE;
}
```

We will now rescale the image into a rescaled image one using the rescale intensity image filter. For this purpose we use a better suited pixel type: unsigned char instead of signed short. The minimum and maximum values of the output image are explicitly defined in the rescaling filter.

```
typedef unsigned char WritePixelType;

typedef itk::Image< WritePixelType, 2 > WriteImageType;

typedef itk::RescaleIntensityImageFilter<
    InputImageType, WriteImageType > RescaleFilterType;

RescaleFilterType::Pointer rescaler = RescaleFilterType::New();

rescaler->SetOutputMinimum( 0 );
rescaler->SetOutputMaximum( 255 );
```

We create a second writer object that will save the rescaled image into a file. This time not in DICOM format. This is done only for the sake of verifying the image against the one that will be saved in DICOM format later on this example.

```
typedef itk::ImageFileWriter< WriteImageType > Writer2Type;

Writer2Type::Pointer writer2 = Writer2Type::New();

writer2->SetFileName( argv[3] );

rescaler->SetInput( reader->GetOutput() );
writer2->SetInput( rescaler->GetOutput() );
```

The writer can be executed by invoking the Update() method from inside a try/catch block.

We proceed now to save the same rescaled image into a file in DICOM format. For this purpose we just need to set up a `itk::ImageFileWriter` and pass to it the rescaled image as input.

```
typedef itk::ImageFileWriter< WriteImageType > Writer3Type;

Writer3Type::Pointer writer3 = Writer3Type::New();

writer3->SetFileName( argv[4] );
writer3->SetInput( rescaler->GetOutput() );
```

We now need to explicitly set the proper image IO (`GDCMImageIO`), but also we must tell the `ImageFileWriter` to not use the `MetaDataDictionary` from the input but from the `GDCMImageIO` since this is the one that contains the DICOM specific information

The `GDCMImageIO` object will automatically detect the pixel type, in this case unsigned char and it will update the DICOM header information accordingly.

```
writer3->UseInputMetaDataDictionaryOff ();
writer3->SetImageIO( gdcImageIO );
```

Finally we trigger the execution of the DICOM writer by invoking the Update() method from inside a try/catch block.

```
try
{
    writer3->Update();
}
catch (itk::ExceptionObject & e)
{
    std::cerr << "Exception in file writer " << std::endl;
    std::cerr << e << std::endl;
    return EXIT_FAILURE;
}
```

### 1.12.3 Reading a 2D DICOM Series and Writing a Volume

The source code for this section can be found in the file `DicomSeriesReadImageWrite2.cxx`.

Probably the most common representation of datasets in clinical applications is the one that uses sets of DICOM slices in order to compose tridimensional images. This is the case for CT, MRI and PET scanners. It is very common therefore for image analysts to have to process volumetric images that are stored in the form of a set of DICOM files belonging to a common DICOM series.

The following example illustrates how to use ITK functionalities in order to read a DICOM series into a volume and then save this volume in another file format.

The example begins by including the appropriate headers. In particular we will need the `itk::GDCMImageIO` object in order to have access to the capabilities of the GDCM library for reading DICOM files, and the `itk::GDCMSeriesFileNames` object for generating the lists of filenames identifying the slices of a common volumetric dataset.

```
#include "itkImage.h"
#include "itkGDCMImageIO.h"
#include "itkGDCMSeriesFileNames.h"
#include "itkImageSeriesReader.h"
#include "itkImageFileWriter.h"
```

We define the pixel type and dimension of the image to be read. In this particular case, the dimensionality of the image is 3, and we assume a signed short pixel type that is commonly used for X-Rays CT scanners.

The image orientation information contained in the direction cosines of the DICOM header are read in and passed correctly down the image processing pipeline.

```
typedef signed short      PixelType;
const unsigned int      Dimension = 3;

typedef itk::Image< PixelType, Dimension >      ImageType;
```

We use the image type for instantiating the type of the series reader and for constructing one object of its type.

```
typedef itk::ImageSeriesReader< ImageType >      ReaderType;
ReaderType::Pointer reader = ReaderType::New();
```

A `GDCMImageIO` object is created and connected to the reader. This object is the one that is aware of the internal intricacies of the DICOM format.

```
typedef itk::GDCMImageIO      ImageIOType;
ImageIOType::Pointer dicomIO = ImageIOType::New();

reader->SetImageIO( dicomIO );
```

Now we face one of the main challenges of the process of reading a DICOM series. That is, to

identify from a given directory the set of filenames that belong together to the same volumetric image. Fortunately for us, GDCM offers functionalities for solving this problem and we just need to invoke those functionalities through an ITK class that encapsulates a communication with GDCM classes. This ITK object is the `GDCMSeriesFileNames`. Conveniently for us, we only need to pass to this class the name of the directory where the DICOM slices are stored. This is done with the `SetDirectory()` method. The `GDCMSeriesFileNames` object will explore the directory and will generate a sequence of filenames for DICOM files for one study/series. In this example, we also call the `SetUseSeriesDetails(true)` function that tells the `GDCMSeriesFileNames` object to use additional DICOM information to distinguish unique volumes within the directory. This is useful, for example, if a DICOM device assigns the same `SeriesID` to a scout scan and its 3D volume; by using additional DICOM information the scout scan will not be included as part of the 3D volume. Note that `SetUseSeriesDetails(true)` must be called prior to calling `SetDirectory()`. By default `SetUseSeriesDetails(true)` will use the following DICOM tags to sub-refine a set of files into multiple series:

**0020 0011** Series Number

**0018 0024** Sequence Name

**0018 0050** Slice Thickness

**0028 0010** Rows

**0028 0011** Columns

If this is not enough for your specific case you can always add some more restrictions using the `AddSeriesRestriction()` method. In this example we will use the DICOM Tag: `0008 0021 DA 1 Series Date`, to sub-refine each series. The format for passing the argument is a string containing first the group then the element of the DICOM tag, separated by a pipe (`—`) sign.

```
typedef itk::GDCMSeriesFileNames NamesGeneratorType;
NamesGeneratorType::Pointer nameGenerator = NamesGeneratorType::New();

nameGenerator->SetUseSeriesDetails( true );
nameGenerator->AddSeriesRestriction("0008|0021" );

nameGenerator->SetDirectory( argv[1] );
```

The `GDCMSeriesFileNames` object first identifies the list of DICOM series that are present in the given directory. We receive that list in a reference to a container of strings and then we can do things like printing out all the series identifiers that the generator had found. Since the process of finding the series identifiers can potentially throw exceptions, it is wise to put this code inside a try/catch block.

```

typedef std::vector< std::string >   SeriesIdContainer;

const SeriesIdContainer & seriesUID = nameGenerator->GetSeriesUIDs();

SeriesIdContainer::const_iterator seriesItr = seriesUID.begin();
SeriesIdContainer::const_iterator seriesEnd = seriesUID.end();
while( seriesItr != seriesEnd )
{
    std::cout << seriesItr->c_str() << std::endl;
    ++seriesItr;
}

```

Given that it is common to find multiple DICOM series in the same directory, we must tell the GDCM classes what specific series do we want to read. In this example we do this by checking first if the user has provided a series identifier in the command line arguments. If no series identifier has been passed, then we simply use the first series found during the exploration of the directory.

```

std::string seriesIdentifier;

if( argc > 3 ) // If no optional series identifier
{
    seriesIdentifier = argv[3];
}
else
{
    seriesIdentifier = seriesUID.begin()->c_str();
}

```

We pass the series identifier to the name generator and ask for all the filenames associated to that series. This list is returned in a container of strings by the `GetFileNames()` method.

```

typedef std::vector< std::string >   FileNamesContainer;
FileNamesContainer fileNames;

fileNames = nameGenerator->GetFileNames( seriesIdentifier );

```

The list of filenames can now be passed to the `itk::ImageSeriesReader` using the `SetFileNames()` method.

```

reader->SetFileNames( fileNames );

```

Finally we can trigger the reading process by invoking the `Update()` method in the reader. This call as usual is placed inside a `try/catch` block.

```
try
{
    reader->Update();
}
catch (itk::ExceptionObject &ex)
{
    std::cout << ex << std::endl;
    return EXIT_FAILURE;
}
```

At this point, we have a volumetric image in memory that we can access by invoking the `GetOutput()` method of the reader.

We proceed now to save the volumetric image in another file, as specified by the user in the command line arguments of this program. Thanks to the ImageIO factory mechanism, only the filename extension is needed to identify the file format in this case.

```
typedef itk::ImageFileWriter< ImageType > WriterType;
WriterType::Pointer writer = WriterType::New();

writer->SetFileName( argv[2] );

writer->SetInput( reader->GetOutput() );
```

The process of writing the image is initiated by invoking the `Update()` method of the writer.

```
writer->Update();
```

Note that in addition to writing the volumetric image to a file we could have used it as the input for any 3D processing pipeline. Keep in mind that DICOM is simply a file format and a network protocol. Once the image data has been loaded into memory, it behaves as any other volumetric dataset that you could have loaded from any other file format.

### 1.12.4 Reading a 2D DICOM Series and Writing a 2D DICOM Series

The source code for this section can be found in the file `DicomSeriesReadSeriesWrite.cxx`.

This example illustrates how to read a DICOM series into a volume and then save this volume into another DICOM series using the exact same header information. It makes use of the GDCM library.

The main purpose of this example is to show how to properly propagate the DICOM specific information along the pipeline to be able to correctly write back the image using the information from the input DICOM files.

Please note that writing DICOM files is quite a delicate operation since we are dealing with a significant amount of patient specific data. It is your responsibility to verify that the DICOM headers generated from this code are not introducing risks in the diagnosis or treatment of patients. It is as well your responsibility to make sure that the privacy of the patient is respected

when you process data sets that contain personal information. Privacy issues are regulated in the United States by the HIPAA norms<sup>8</sup>. You would probably find similar legislation in every country.

When saving datasets in DICOM format it must be made clear whether this datasets have been processed in any way, and if so, you should inform the recipients of the data about the purpose and potential consequences of the processing. This is fundamental if the datasets are intended to be used for diagnosis, treatment or follow-up of patients. For example, the simple reduction of a dataset from a 16-bits/pixel to a 8-bits/pixel representation may make impossible to detect certain pathologies and as a result will expose the patient to the risk of remaining untreated for a long period of time while her/his pathology progresses.

You are strongly encouraged to get familiar with the report on medical errors “To Err is Human”, produced by the U.S. Institute of Medicine [34]. Raising awareness about the high frequency of medical errors is a first step in reducing their occurrence.

After all these warnings, let us now go back to the code and get familiar with the use of ITK and GDCM for writing DICOM Series. The first step that we must take is to include the header files of the relevant classes. We include the GDCM image IO class, the GDCM filenames generator, the series reader and writer.

```
#include "itkGDCMImageIO.h"
#include "itkGDCMSeriesFileNames.h"
#include "itkImageSeriesReader.h"
#include "itkImageSeriesWriter.h"
```

As a second step, we define the image type to be used in this example. This is done by explicitly selecting a pixel type and a dimension. Using the image type we can define the type of the series reader.

```
typedef signed short      PixelType;
const unsigned int      Dimension = 3;

typedef itk::Image< PixelType, Dimension >      ImageType;
typedef itk::ImageSeriesReader< ImageType >      ReaderType;
```

We also declare types for the `itk::GDCMImageIO` object that will actually read and write the DICOM images, and the `itk::GDCMSeriesFileNames` object that will generate and order all the filenames for the slices composing the volume dataset. Once we have the types, we proceed to create instances of both objects.

```
typedef itk::GDCMImageIO      ImageIOType;
typedef itk::GDCMSeriesFileNames      NamesGeneratorType;

ImageIOType::Pointer gdcmio = ImageIOType::New();
NamesGeneratorType::Pointer namesGenerator = NamesGeneratorType::New();
```

Just as the previous example, we get the DICOM filenames from the directory. Note however, that in this case we use the `SetInputDirectory()` method instead of the `SetDirectory()`.

<sup>8</sup>The Health Insurance Portability and Accountability Act of 1996. <http://www.cms.hhs.gov/hipaa/>

This is done because in the present case we will use the filenames generator for producing both the filenames for reading and the filenames for writing. Then, we invoke the `GetInputFileNames()` method in order to get the list of filenames to read.

```
namesGenerator->SetInputDirectory( argv[1] );

const ReaderType::FileNamesContainer & filenames =
    namesGenerator->GetInputFileNames();
```

We construct one instance of the series reader object. Set the DICOM image IO object to be use with it, and set the list of filenames to read.

```
ReaderType::Pointer reader = ReaderType::New();

reader->SetImageIO( gdcmio );
reader->SetFileNames( filenames );
```

We can trigger the reading process by calling the `Update()` method on the series reader. It is wise to put this invocation inside a `try/catch` block since the process may eventually throw exceptions.

```
reader->Update();
```

At this point we would have the volumetric data loaded in memory and we can get access to it by invoking the `GetOutput()` method in the reader.

Now we can prepare the process for writing the dataset. First, we take the name of the output directory from the command line arguments.

```
const char * outputDirectory = argv[2];
```

Second, we make sure the output directory exist, using the cross platform tools: `itksys::SystemTools`. In this case we select to create the directory if it does not exist yet.

```
itksys::SystemTools::MakeDirectory( outputDirectory );
```

We instantiate explicitly the image type to be used for writing, and use the image type for instantiating the type of the series writer.

```
typedef signed short      OutputPixelType;
const unsigned int       OutputDimension = 2;

typedef itk::Image< OutputPixelType, OutputDimension >   Image2DType;

typedef itk::ImageSeriesWriter<
    ImageType, Image2DType >   SeriesWriterType;
```

We construct a series writer and connect to its input the output from the reader. Then we pass the GDCM image IO object in order to be able to write the images in DICOM format.

```
SeriesWriterType::Pointer seriesWriter = SeriesWriterType::New();

seriesWriter->SetInput( reader->GetOutput() );
seriesWriter->SetImageIO( gdcmIO );
```

It is time now to setup the `GDCMSeriesFileNames` to generate new filenames using another output directory. Then simply pass those newly generated files to the series writer.

```
namesGenerator->SetOutputDirectory( outputDirectory );

seriesWriter->SetFileNames( namesGenerator->GetOutputFileNames() );
```

The following line of code is extremely important for this process to work correctly. The line is taking the `MetaDataDictionary` from the input reader and passing it to the output writer. The reason why this step is so important is that the `MetaDataDictionary` contains all the entries of the input DICOM header.

```
seriesWriter->SetMetaDataDictionaryArray(
    reader->GetMetaDataDictionaryArray() );
```

Finally we trigger the writing process by invoking the `Update()` method in the series writer. We place this call inside a try/catch block, in case any exception is thrown during the writing process.

```
try
{
    seriesWriter->Update();
}
catch( itk::ExceptionObject & excp )
{
    std::cerr << "Exception thrown while writing the series " << std::endl;
    std::cerr << excp << std::endl;
    return EXIT_FAILURE;
}
```

Please keep in mind that you should avoid to generate DICOM files that have the appearance of being produced by a scanner. It should be clear from the directory or filenames that this data was the result of the execution of some sort of algorithm. This will help to prevent your dataset from being used as scanner data by accident.

### 1.12.5 Printing DICOM Tags From One Slice

The source code for this section can be found in the file `DicomImageReadPrintTags.cxx`.

It is often valuable to be able to query the entries from the header of a DICOM file. This can be used for checking for consistency, or simply for verifying that we have the correct dataset in our hands. This example illustrates how to read a DICOM file and then print out most of the DICOM header information. The binary fields of the DICOM header are skipped.

The headers of the main classes involved in this example are specified below. They include the

image file reader, the GDCM image IO object, the Meta data dictionary and its entry element the Meta data object.

```
#include "itkImageFileReader.h"
#include "itkGDCMImageIO.h"
#include "itkMetaDataObject.h"
```

We instantiate the type to be used for storing the image once it is read into memory.

```
typedef signed short      PixelType;
const unsigned int      Dimension = 2;

typedef itk::Image< PixelType, Dimension >      ImageType;
```

Using the image type as template parameter we instantiate the type of the image file reader and construct one instance of it.

```
typedef itk::ImageFileReader< ImageType >      ReaderType;

ReaderType::Pointer reader = ReaderType::New();
```

The GDCM image IO type is declared and used for constructing one image IO object.

```
typedef itk::GDCMImageIO      ImageIOType;
ImageIOType::Pointer dicomIO = ImageIOType::New();
```

We pass to the reader the filename of the image to be read and connect the ImageIO object to it too.

```
reader->SetFileName( argv[1] );
reader->SetImageIO( dicomIO );
```

The reading process is triggered with a call to the `Update()` method. This call should be placed inside a `try/catch` block because its execution may result in exceptions being thrown.

```
reader->Update();
```

Now that the image has been read, we obtain the Meta data dictionary from the ImageIO object using the `GetMetaDataDictionary()` method.

```
typedef itk::MetaDataDictionary      DictionaryType;

const DictionaryType & dictionary = dicomIO->GetMetaDataDictionary();
```

Since we are interested only in the DICOM tags that can be expressed in strings, we declare a `MetaDataObject` suitable for managing strings.

```
typedef itk::MetaDataObject< std::string >      MetaDataStringType;
```

We instantiate the iterators that will make possible to walk through all the entries of the Meta-

DataDictionary.

```
DictionaryType::ConstIterator itr = dictionary.Begin();
DictionaryType::ConstIterator end = dictionary.End();
```

For each one of the entries in the dictionary, we check first if its element can be converted to a string, a `dynamic_cast` is used for this purpose.

```
while( itr != end )
{
    itk::MetaDataObjectBase::Pointer entry = itr->second;

    MetaDataStringType::Pointer entryvalue =
        dynamic_cast<MetaDataStringType *>( entry.GetPointer() );
```

For those entries that can be converted, we take their DICOM tag and pass it to the `GetLabelFromTag()` method of the `GDCMImageIO` class. This method checks the DICOM dictionary and returns the string label associated to the tag that we are providing in the `tagkey` variable. If the label is found, it is returned in `labelId` variable. The method itself return false if the tagkey is not found in the dictionary. For example "0010—0010" in `tagkey` becomes "Patient's Name" in `labelId`.

```
if( entryvalue )
{
    std::string tagkey = itr->first;
    std::string labelId;
    bool found = itk::GDCMImageIO::GetLabelFromTag( tagkey, labelId );
```

The actual value of the dictionary entry is obtained as a string with the `GetMetaDataObjectValue()` method.

```
std::string tagvalue = entryvalue->GetMetaDataObjectValue();
```

At this point we can print out an entry by concatenating the DICOM Name or label, the numeric tag and its actual value.

```
if( found )
{
    std::cout << "(" << tagkey << " ) " << labelId;
    std::cout << " = " << tagvalue.c_str() << std::endl;
}
```

Finally we just close the loop that will walk through all the Dictionary entries.

```
++itr;
}
```

It is also possible to read a specific tag. In that case the string of the entry can be used for querying the `MetaDataDictionary`.

```
std::string entryId = "0010|0010";
DictionaryType::ConstIterator tagItr = dictionary.Find( entryId );
```

If the entry is actually found in the Dictionary, then we can attempt to convert it to a string entry by using a `dynamic_cast`.

```
if( tagItr != end )
{
    MetaDataStringType::ConstPointer entryvalue =
    dynamic_cast<const MetaDataStringType *>(
        tagItr->second.GetPointer() );
```

If the dynamic cast succeed, then we can print out the values of the label, the tag and the actual value.

```
if( entryvalue )
{
    std::string tagvalue = entryvalue->GetMetaDataObjectValue();
    std::cout << "Patient's Name (" << entryId << ") ";
    std::cout << " is: " << tagvalue.c_str() << std::endl;
}
```

Another way to read a specific tag is to use the encapsulation above `MetaDataDictionary` Note that this is strictly equivalent to the above code.

```
std::string tagkey = "0008|1050";
std::string labelId;
if( itk::GDCMImageIO::GetLabelFromTag( tagkey, labelId ) )
{
    std::string value;
    std::cout << labelId << " (" << tagkey << "): ";
    if( dicomIO->GetValueFromTag(tagkey, value) )
    {
        std::cout << value;
    }
    else
    {
        std::cout << "(No Value Found in File)";
    }
    std::cout << std::endl;
}
else
{
    std::cerr << "Trying to access inexistant DICOM tag." << std::endl;
}
```

For a full description of the DICOM dictionary please look at the file.

`Insight/Utilities/gdcm/Dicts/dicomV3.dic`

The following piece of code will print out the proper pixel type / component for instantiating an `itk::ImageFileReader` that can properly import the printed DICOM file.

```

itk::ImageIOBase::IOPixelType pixelType
    = reader->GetImageIO()->GetPixelType();
itk::ImageIOBase::IOComponentType componentType
    = reader->GetImageIO()->GetComponentType();
std::cout << "PixelType: " << reader->GetImageIO()
    ->GetPixelTypeAsString(pixelType) << std::endl;
std::cout << "Component Type: " << reader->GetImageIO()
    ->GetComponentTypeAsString(componentType) << std::endl;

```

### 1.12.6 Printing DICOM Tags From a Series

The source code for this section can be found in the file `DicomSeriesReadPrintTags.cxx`.

This example illustrates how to read a DICOM series into a volume and then print most of the DICOM header information. The binary fields are skipped.

The header files for the series reader and the GDCM classes for image IO and name generation should be included first.

```

#include "itkImageSeriesReader.h"
#include "itkGDCMImageIO.h"
#include "itkGDCMSeriesFileNames.h"

```

We instantiate then the type to be used for storing the image once it is read into memory.

```

typedef signed short      PixelType;
const unsigned int      Dimension = 3;

typedef itk::Image< PixelType, Dimension >      ImageType;

```

We use the image type for instantiating the series reader type and then we construct one object of this class.

```

typedef itk::ImageSeriesReader< ImageType >      ReaderType;

ReaderType::Pointer reader = ReaderType::New();

```

A `GDCMImageIO` object is created and assigned to the reader.

```

typedef itk::GDCMImageIO      ImageIOType;

ImageIOType::Pointer dicomIO = ImageIOType::New();

reader->SetImageIO( dicomIO );

```

A `GDCMSeriesFileNames` is declared in order to generate the names of DICOM slices. We specify the directory with the `SetInputDirectory()` method and, in this case, take the directory name from the command line arguments. You could have obtained the directory name from a file dialog in a GUI.

```
typedef itk::GDCMSeriesFileNames    NamesGeneratorType;

NamesGeneratorType::Pointer nameGenerator = NamesGeneratorType::New();

nameGenerator->SetInputDirectory( argv[1] );
```

The list of files to read is obtained from the name generator by invoking the `GetInputFileNames()` method and receiving the results in a container of strings. The list of filenames is passed to the reader using the `SetFileNames()` method.

```
typedef std::vector<std::string>    FileNamesContainer;
FileNamesContainer fileNames = nameGenerator->GetInputFileNames();

reader->SetFileNames( fileNames );
```

We trigger the reader by invoking the `Update()` method. This invocation should normally be done inside a `try/catch` block given that it may eventually throw exceptions.

```
reader->Update();
```

ITK internally queries GDCM and obtain all the DICOM tags from the file headers. The tag values are stored in the `itk::MetaDataDictionary` that is a general purpose container for {key,value} pairs. The Meta data dictionary can be recovered from any ImageIO class by invoking the `GetMetaDataDictionary()` method.

```
typedef itk::MetaDataDictionary    DictionaryType;

const DictionaryType & dictionary = dicomIO->GetMetaDataDictionary();
```

In this example, we are only interested in the DICOM tags that can be represented as strings. We declare therefore a `itk::MetaDataObject` of string type in order to receive those particular values.

```
typedef itk::MetaDataObject< std::string > MetaDataStringType;
```

The Meta data dictionary is organized as a container with its corresponding iterators. We can therefore visit all its entries by first getting access to its `Begin()` and `End()` methods.

```
DictionaryType::ConstIterator itr = dictionary.Begin();
DictionaryType::ConstIterator end = dictionary.End();
```

We are now ready for walking through the list of DICOM tags. For this purpose we use the iterators that we just declared. At every entry we attempt to convert it in to a string entry by using the `dynamic_cast` based on RTTI information<sup>9</sup>. The dictionary is organized like a `std::map` structure, we should use therefore the `first` and `second` members of every entry in order to get access to the {key,value} pairs.

---

<sup>9</sup>Run Time Type Information

```

while( itr != end )
{
    itk::MetaDataObjectBase::Pointer entry = itr->second;

    MetaDataStringType::Pointer entryvalue =
        dynamic_cast<MetaDataStringType *>( entry.GetPointer() );

    if( entryvalue )
    {
        std::string tagkey = itr->first;
        std::string tagvalue = entryvalue->GetMetaDataObjectValue();
        std::cout << tagkey << " = " << tagvalue << std::endl;
    }

    ++itr;
}

```

It is also possible to query for specific entries instead of reading all of them as we did above. In this case, the user must provide the tag identifier using the standard DICOM encoding. The identifier is stored in a string and used as key on the dictionary.

```

std::string entryId = "0010|0010";

DictionaryType::ConstIterator tagItr = dictionary.Find( entryId );

if( tagItr == end )
{
    std::cerr << "Tag " << entryId;
    std::cerr << " not found in the DICOM header" << std::endl;
    return EXIT_FAILURE;
}

```

Since the entry may or may not be of string type we must again use a `dynamic_cast` in order to attempt to convert it to a string dictionary entry. If the conversion is successful, then we can print out its content.

```

MetaDataStringType::ConstPointer entryvalue =
    dynamic_cast<const MetaDataStringType *>( tagItr->second.GetPointer() );

if( entryvalue )
{
    std::string tagvalue = entryvalue->GetMetaDataObjectValue();
    std::cout << "Patient's Name (" << entryId << ") ";
    std::cout << " is: " << tagvalue << std::endl;
}
else
{
    std::cerr << "Entry was not of string type" << std::endl;
    return EXIT_FAILURE;
}

```

This type of functionality will probably be more useful when provided through a graphical user interface. For a full description of the DICOM dictionary please look at the file

Insight/Utilities/gdcm/Dicts/dicomV3.dic

### 1.12.7 Changing a DICOM Header

The source code for this section can be found in the file `DicomImageReadChangeHeaderWrite.cxx`.

This example illustrates how to read a single DICOM slice and write it back with some changed header information as another DICOM slice. Header Key/Value pairs can be specified on the command line. The keys are defined in the file

Insight/Utilities/gdcm/Dicts/dicomV3.dic

Please note that modifying the content of a DICOM header is a very risky operation. The Header contains fundamental information about the patient and therefore its consistency must be protected from any data corruption. Before attempting to modify the DICOM headers of your files, you must make sure that you have a very good reason for doing so, and that you can ensure that this information change will not result in a lower quality of health care to be delivered to the patient.

We must start by including the relevant header files. Here we include the image reader, image writer, the image, the Meta data dictionary and its entries the Meta data objects and the GDCMImageIO. The Meta data dictionary is the data container that stores all the entries from the DICOM header once the DICOM image file is read into an ITK image.

```
#include "itkImageFileReader.h"
#include "itkImageFileWriter.h"
#include "itkImage.h"
#include "itkMetaDataObject.h"
#include "itkGDCMImageIO.h"
```

We declare the image type by selecting a particular pixel type and image dimension.

```
typedef signed short InputPixelType;
const unsigned int Dimension = 2;
typedef itk::Image< InputPixelType, Dimension > InputImageType;
```

We instantiate the reader type by using the image type as template parameter. An instance of the reader is created and the file name to be read is taken from the command line arguments.

```
typedef itk::ImageFileReader< InputImageType > ReaderType;
ReaderType::Pointer reader = ReaderType::New();
reader->SetFileName( argv[1] );
```

The GDCMImageIO object is created in order to provide the services for reading and writing DICOM files. The newly created image IO class is connected to the reader.

```
typedef itk::GDCMImageIO ImageIOType;
ImageIOType::Pointer gdcmImageIO = ImageIOType::New();
reader->SetImageIO( gdcmImageIO );
```

The reading of the image is triggered by invoking `Update ()` in the reader.

```
reader->Update();
```

We take the Meta data dictionary from the image that the reader had loaded in memory.

```
InputImageType::Pointer inputImage = reader->GetOutput();
typedef itk::MetaDataDictionary DictionaryType;
DictionaryType & dictionary = inputImage->GetMetaDataDictionary();
```

Now we access the entries in the Meta data dictionary, and for particular key values we assign a new content to the entry. This is done here by taking `{key,value}` pairs from the command line arguments. The relevant method is the `EncapsulateMetaData` that takes the dictionary and for a given key provided by `entryId`, replaces the current value with the content of the `value` variable. This is repeated for every potential pair present in the command line arguments.

```
for (int i = 3; i < argc; i+=2)
{
    std::string entryId( argv[i] );
    std::string value( argv[i+1] );
    itk::EncapsulateMetaData<std::string>( dictionary, entryId, value );
}
```

Now that the Dictionary has been updated, we proceed to save the image. This output image will have the modified data associated to its DICOM header.

Using the image type, we instantiate a writer type and construct a writer. A short pipeline between the reader and the writer is connected. The filename to write is taken from the command line arguments. The image IO object is connected to the writer.

```
typedef itk::ImageFileWriter< InputImageType > Writer1Type;

Writer1Type::Pointer writer1 = Writer1Type::New();

writer1->SetInput( reader->GetOutput() );
writer1->SetFileName( argv[2] );
writer1->SetImageIO( gdcImageIO );
```

Execution of the writer is triggered by invoking the `Update ()` method.

```
writer1->Update();
```

Remember again, that modifying the header entries of a DICOM file involves very serious risks for patients and therefore must be done with extreme caution.

---

# FILTERING

This chapter introduces the most commonly used filters found in the toolkit. Most of these filters are intended to process images. They will accept one or more images as input and will produce one or more images as output. ITK is based on a data pipeline architecture in which the output of one filter is passed as input to another filter. (See the Data Processing Pipeline section in Book 1 for more information.)

## 2.1 Thresholding

The thresholding operation is used to change or identify pixel values based on specifying one or more values (called the *threshold* value). The following sections describe how to perform thresholding operations using ITK.

### 2.1.1 Binary Thresholding

The source code for this section can be found in the file `BinaryThresholdImageFilter.cxx`.

This example illustrates the use of the binary threshold image filter. This filter is used to transform an image into a binary image by changing the pixel values according to the rule illustrated in Figure 2.1. The user defines two thresholds—Upper and Lower—and two intensity values—Inside and Outside. For each pixel in the input image, the value of the pixel is compared with the lower and upper thresholds. If the pixel value is inside the range defined by  $[Lower, Upper]$  the output pixel is assigned the `InsideValue`. Otherwise the output pixels are assigned to the `OutsideValue`. Thresholding is commonly applied as the last operation of a segmentation pipeline.

The first step required to use the `itk::BinaryThresholdImageFilter` is to include its header file.

```
#include "itkBinaryThresholdImageFilter.h"
```

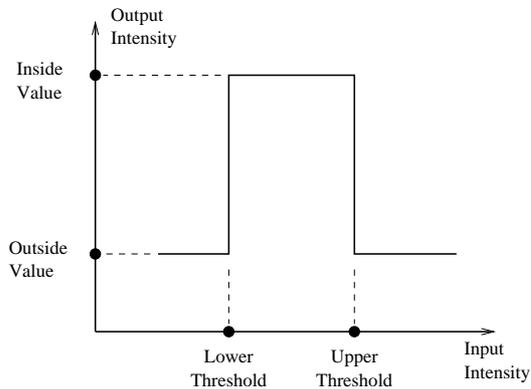


Figure 2.1: Transfer function of the BinaryThresholdImageFilter.

The next step is to decide which pixel types to use for the input and output images.

```
typedef unsigned char InputPixelType;
typedef unsigned char OutputPixelType;
```

The input and output image types are now defined using their respective pixel types and dimensions.

```
typedef itk::Image< InputPixelType, 2 > InputImageType;
typedef itk::Image< OutputPixelType, 2 > OutputImageType;
```

The filter type can be instantiated using the input and output image types defined above.

```
typedef itk::BinaryThresholdImageFilter<
    InputImageType, OutputImageType > FilterType;
```

An `itk::ImageFileReader` class is also instantiated in order to read image data from a file. (See Section 1 on page 1 for more information about reading and writing data.)

```
typedef itk::ImageFileReader< InputImageType > ReaderType;
```

An `itk::ImageFileWriter` is instantiated in order to write the output image to a file.

```
typedef itk::ImageFileWriter< OutputImageType > WriterType;
```

Both the filter and the reader are created by invoking their `New()` methods and assigning the result to `itk::SmartPointers`.

```
ReaderType::Pointer reader = ReaderType::New();
FilterType::Pointer filter = FilterType::New();
```

The image obtained with the reader is passed as input to the BinaryThresholdImageFilter.

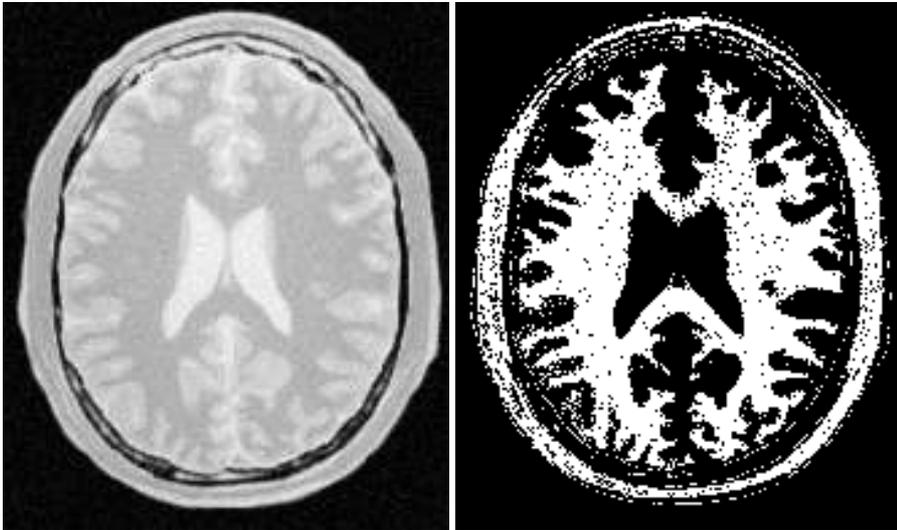


Figure 2.2: Effect of the `BinaryThresholdImageFilter` on a slice from a MRI proton density image of the brain.

```
filter->SetInput( reader->GetOutput() );
```

The method `SetOutsideValue()` defines the intensity value to be assigned to those pixels whose intensities are outside the range defined by the lower and upper thresholds. The method `SetInsideValue()` defines the intensity value to be assigned to pixels with intensities falling inside the threshold range.

```
filter->SetOutsideValue( outsideValue );  
filter->SetInsideValue( insideValue );
```

The methods `SetLowerThreshold()` and `SetUpperThreshold()` define the range of the input image intensities that will be transformed into the `InsideValue`. Note that the lower and upper thresholds are values of the type of the input image pixels, while the inside and outside values are of the type of the output image pixels.

```
filter->SetLowerThreshold( lowerThreshold );  
filter->SetUpperThreshold( upperThreshold );
```

The execution of the filter is triggered by invoking the `Update()` method. If the filter's output has been passed as input to subsequent filters, the `Update()` call on any posterior filters in the pipeline will indirectly trigger the update of this filter.

```
filter->Update();
```

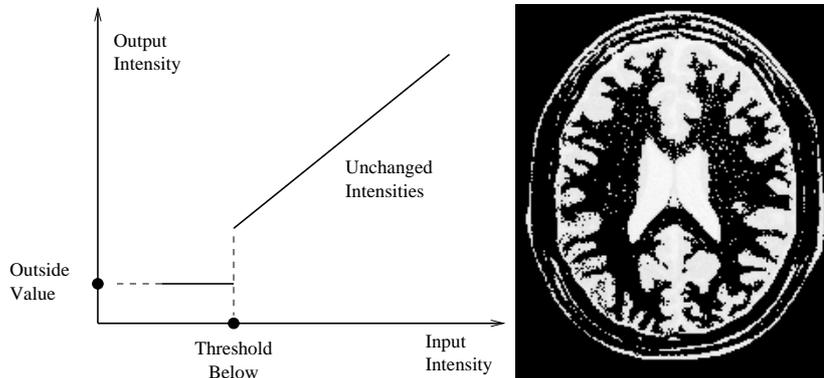


Figure 2.3: ThresholdImageFilter using the threshold-below mode.

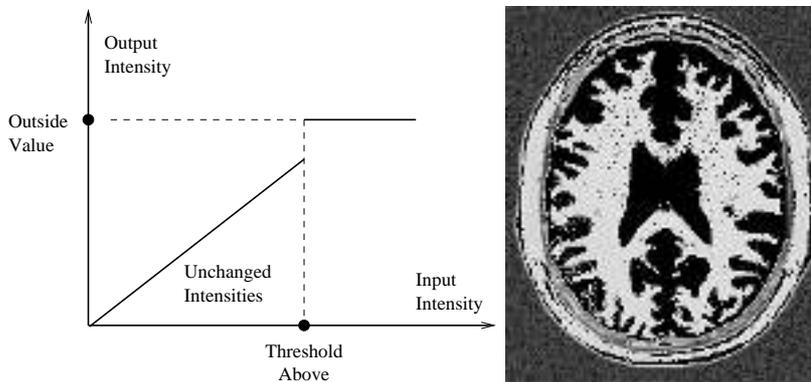


Figure 2.4: ThresholdImageFilter using the threshold-above mode.

Figure 2.2 illustrates the effect of this filter on a MRI proton density image of the brain. This figure shows the limitations of this filter for performing segmentation by itself. These limitations are particularly noticeable in noisy images and in images lacking spatial uniformity as is the case with MRI due to field bias.

**The following classes provide similar functionality:**

- `itk::ThresholdImageFilter`

### 2.1.2 General Thresholding

The source code for this section can be found in the file `ThresholdImageFilter.cxx`.

This example illustrates the use of the `itk::ThresholdImageFilter`. This filter can be used

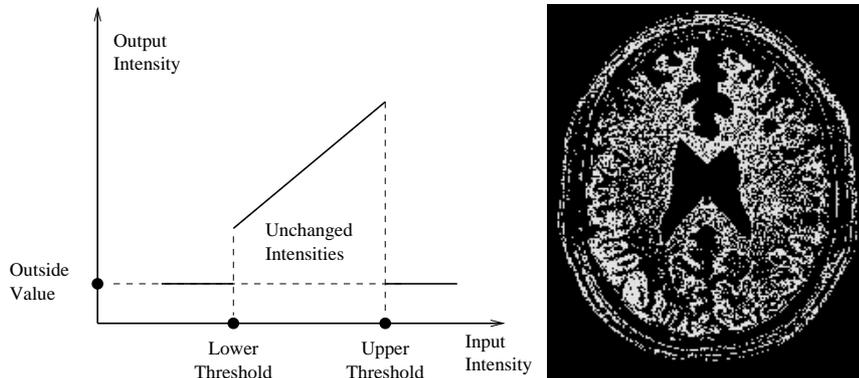


Figure 2.5: ThresholdImageFilter using the threshold-outside mode.

to transform the intensity levels of an image in three different ways.

- First, the user can define a single threshold. Any pixels with values below this threshold will be replaced by a user defined value, called here the `OutsideValue`. Pixels with values above the threshold remain unchanged. This type of thresholding is illustrated in Figure 2.3.
- Second, the user can define a particular threshold such that all the pixels with values above the threshold will be replaced by the `OutsideValue`. Pixels with values below the threshold remain unchanged. This is illustrated in Figure 2.4.
- Third, the user can provide two thresholds. All the pixels with intensity values inside the range defined by the two thresholds will remain unchanged. Pixels with values outside this range will be assigned to the `OutsideValue`. This is illustrated in Figure 2.5.

The following methods choose among the three operating modes of the filter.

- `ThresholdBelow()`
- `ThresholdAbove()`
- `ThresholdOutside()`

The first step required to use this filter is to include its header file.

```
#include "itkThresholdImageFilter.h"
```

Then we must decide what pixel type to use for the image. This filter is templated over a single image type because the algorithm only modifies pixel values outside the specified range, passing the rest through unchanged.

```
typedef unsigned char PixelType;
```

The image is defined using the pixel type and the dimension.

```
typedef itk::Image< PixelType, 2 > ImageType;
```

The filter can be instantiated using the image type defined above.

```
typedef itk::ThresholdImageFilter< ImageType > FilterType;
```

An `itk::ImageFileReader` class is also instantiated in order to read image data from a file.

```
typedef itk::ImageFileReader< ImageType > ReaderType;
```

An `itk::ImageFileWriter` is instantiated in order to write the output image to a file.

```
typedef itk::ImageFileWriter< ImageType > WriterType;
```

Both the filter and the reader are created by invoking their `New()` methods and assigning the result to `SmartPointers`.

```
ReaderType::Pointer reader = ReaderType::New();
FilterType::Pointer filter = FilterType::New();
```

The image obtained with the reader is passed as input to the `itk::ThresholdImageFilter`.

```
filter->SetInput( reader->GetOutput() );
```

The method `SetOutsideValue()` defines the intensity value to be assigned to those pixels whose intensities are outside the range defined by the lower and upper thresholds.

```
filter->SetOutsideValue( 0 );
```

The method `ThresholdBelow()` defines the intensity value below which pixels of the input image will be changed to the `OutsideValue`.

```
filter->ThresholdBelow( 180 );
```

The filter is executed by invoking the `Update()` method. If the filter is part of a larger image processing pipeline, calling `Update()` on a downstream filter will also trigger update of this filter.

```
filter->Update();
```

The output of this example is shown in Figure 2.3. The second operating mode of the filter is

now enabled by calling the method `ThresholdAbove()`.

```
filter->ThresholdAbove( 180 );
filter->Update();
```

Updating the filter with this new setting produces the output shown in Figure 2.4. The third operating mode of the filter is enabled by calling `ThresholdOutside()`.

```
filter->ThresholdOutside( 170,190 );
filter->Update();
```

The output of this third, “band-pass” thresholding mode is shown in Figure 2.5.

The examples in this section also illustrate the limitations of the thresholding filter for performing segmentation by itself. These limitations are particularly noticeable in noisy images and in images lacking spatial uniformity, as is the case with MRI due to field bias.

**The following classes provide similar functionality:**

- `itk::BinaryThresholdImageFilter`

## 2.2 Edge Detection

### 2.2.1 Canny Edge Detection

The source code for this section can be found in the file `CannyEdgeDetectionImageFilter.cxx`.

This example introduces the use of the `itk::CannyEdgeDetectionImageFilter`. This filter is widely used for edge detection since it is the optimal solution satisfying the constraints of good sensitivity, localization and noise robustness.

The first step required for using this filter is to include its header file

```
#include "itkCannyEdgeDetectionImageFilter.h"
```

This filter operates on image of pixel type float. It is then necessary to cast the type of the input images that are usually of integer type. The `itk::CastImageFilter` is used here for that purpose. Its image template parameters are defined for casting from the input type to the float type using for processing.

```
typedef itk::CastImageFilter< CharImageType, RealImageType>
                               CastToRealFilterType;
```

The `itk::CannyEdgeDetectionImageFilter` is instantiated using the float image type.

## 2.3 Casting and Intensity Mapping

The filters discussed in this section perform pixel-wise intensity mappings. Casting is used to convert one pixel type to another, while intensity mappings also take into account the different intensity ranges of the pixel types.

### 2.3.1 Linear Mappings

The source code for this section can be found in the file `CastingImageFilters.cxx`.

Due to the use of [Generic Programming](#) in the toolkit, most types are resolved at compile-time. Few decisions regarding type conversion are left to run-time. It is up to the user to anticipate the pixel type-conversions required in the data pipeline. In medical imaging applications it is usually not desirable to use a general pixel type since this may result in the loss of valuable information.

This section introduces the mechanisms for explicit casting of images that flow through the pipeline. The following four filters are treated in this section: `itk::CastImageFilter`, `itk::RescaleIntensityImageFilter`, `itk::ShiftScaleImageFilter` and `itk::NormalizeImageFilter`. These filters are not directly related to each other except that they all modify pixel values. They are presented together here with the purpose of comparing their individual features.

The `CastImageFilter` is a very simple filter that acts pixel-wise on an input image, casting every pixel to the type of the output image. Note that this filter does not perform any arithmetic operation on the intensities. Applying `CastImageFilter` is equivalent to performing a C-Style cast on every pixel.

```
outputPixel = static_cast<OutputPixelType>( inputPixel )
```

The `RescaleIntensityImageFilter` linearly scales the pixel values in such a way that the minimum and maximum values of the input are mapped to minimum and maximum values provided by the user. This is a typical process for forcing the dynamic range of the image to fit within a particular scale and is common for image display. The linear transformation applied by this filter can be expressed as

$$outputPixel = (inputPixel - inpMin) \times \frac{(outMax - outMin)}{(inpMax - inpMin)} + outMin$$

The `ShiftScaleImageFilter` also applies a linear transformation to the intensities of the input image, but the transformation is specified by the user in the form of a multiplying factor and a value to be added. This can be expressed as

$$outputPixel = (inputPixel + Shift) \times Scale$$

The parameters of the linear transformation applied by the `NormalizeImageFilter` are computed internally such that the statistical distribution of gray levels in the output image have zero mean and a variance of one. This intensity correction is particularly useful in registration applications as a preprocessing step to the evaluation of mutual information metrics. The linear transformation of `NormalizeImageFilter` is given as

$$outputPixel = \frac{(inputPixel - mean)}{\sqrt{variance}}$$

As usual, the first step required to use these filters is to include their header files.

```
#include "itkCastImageFilter.h"
#include "itkRescaleIntensityImageFilter.h"
#include "itkNormalizeImageFilter.h"
```

Let's define pixel types for the input and output images.

```
typedef unsigned char InputPixelType;
typedef float OutputPixelType;
```

Then, the input and output image types are defined.

```
typedef itk::Image< InputPixelType, 3 > InputImageType;
typedef itk::Image< OutputPixelType, 3 > OutputImageType;
```

The filters are instantiated using the defined image types.

```
typedef itk::CastImageFilter<
    InputImageType, OutputImageType > CastFilterType;

typedef itk::RescaleIntensityImageFilter<
    InputImageType, OutputImageType > RescaleFilterType;

typedef itk::ShiftScaleImageFilter<
    InputImageType, OutputImageType > ShiftScaleFilterType;

typedef itk::NormalizeImageFilter<
    InputImageType, OutputImageType > NormalizeFilterType;
```

Object filters are created by invoking the `New()` operator and assigning the result to `itk::SmartPointers`.

```
CastFilterType::Pointer castFilter = CastFilterType::New();
RescaleFilterType::Pointer rescaleFilter = RescaleFilterType::New();
ShiftScaleFilterType::Pointer shiftFilter = ShiftScaleFilterType::New();
NormalizeFilterType::Pointer normalizeFilter = NormalizeFilterType::New();
```

The output of a reader filter (whose creation is not shown here) is now connected as input to the various casting filters.

```
castFilter->SetInput(      reader->GetOutput() );
shiftFilter->SetInput(    reader->GetOutput() );
rescaleFilter->SetInput(  reader->GetOutput() );
normalizeFilter->SetInput( reader->GetOutput() );
```

Next we proceed to setup the parameters required by each filter. The `CastImageFilter` and the `NormalizeImageFilter` do not require any parameters. The `RescaleIntensityImageFilter`, on the other hand, requires the user to provide the desired minimum and maximum pixel values of the output image. This is done by using the `SetOutputMinimum()` and `SetOutputMaximum()` methods as illustrated below.

```
rescaleFilter->SetOutputMinimum( 10 );
rescaleFilter->SetOutputMaximum( 250 );
```

The `ShiftScaleImageFilter` requires a multiplication factor (scale) and a post-scaling additive value (shift). The methods `SetScale()` and `SetShift()` are used, respectively, to set these values.

```
shiftFilter->SetScale( 1.2 );
shiftFilter->SetShift( 25 );
```

Finally, the filters are executed by invoking the `Update()` method.

```
castFilter->Update();
shiftFilter->Update();
rescaleFilter->Update();
normalizeFilter->Update();
```

### 2.3.2 Non Linear Mappings

The following filter can be seen as a variant of the casting filters. Its main difference is the use of a smooth and continuous transition function of non-linear form.

The source code for this section can be found in the file `SigmoidImageFilter.cxx`.

The `itk::SigmoidImageFilter` is commonly used as an intensity transform. It maps a specific range of intensity values into a new intensity range by making a very smooth and continuous transition in the borders of the range. Sigmoids are widely used as a mechanism for focusing attention on a particular set of values and progressively attenuating the values outside that range. In order to extend the flexibility of the Sigmoid filter, its implementation in ITK includes four parameters that can be tuned to select its input and output intensity ranges. The following equation represents the Sigmoid intensity transformation, applied pixel-wise.

$$I' = (Max - Min) \cdot \frac{1}{\left(1 + e^{-\left(\frac{I - \beta}{\alpha}\right)}\right)} + Min \quad (2.1)$$

In the equation above,  $I$  is the intensity of the input pixel,  $I'$  the intensity of the output pixel,

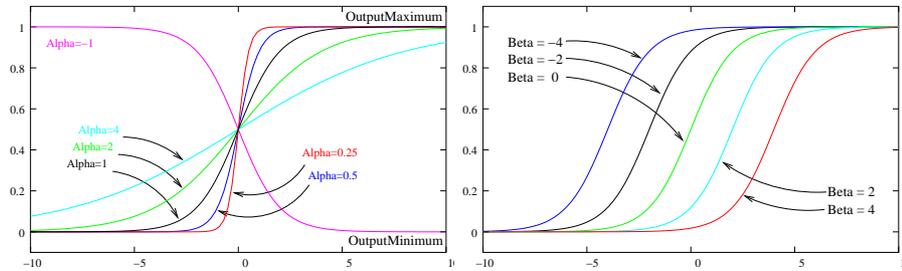


Figure 2.6: Effects of the various parameters in the SigmoidImageFilter. The alpha parameter defines the width of the intensity window. The beta parameter defines the center of the intensity window.

$Min, Max$  are the minimum and maximum values of the output image,  $\alpha$  defines the width of the input intensity range, and  $\beta$  defines the intensity around which the range is centered. Figure 2.6 illustrates the significance of each parameter.

This filter will work on images of any dimension and will take advantage of multiple processors when available.

The header file corresponding to this filter should be included first.

```
#include "itkSigmoidImageFilter.h"
```

Then pixel and image types for the filter input and output must be defined.

```
typedef unsigned char InputPixelType;
typedef unsigned char OutputPixelType;

typedef itk::Image< InputPixelType, 2 > InputImageType;
typedef itk::Image< OutputPixelType, 2 > OutputImageType;
```

Using the image types, we instantiate the filter type and create the filter object.

```
typedef itk::SigmoidImageFilter<
    InputImageType, OutputImageType > SigmoidFilterType;
SigmoidFilterType::Pointer sigmoidFilter = SigmoidFilterType::New();
```

The minimum and maximum values desired in the output are defined using the methods `SetOutputMinimum()` and `SetOutputMaximum()`.

```
sigmoidFilter->SetOutputMinimum( outputMinimum );
sigmoidFilter->SetOutputMaximum( outputMaximum );
```

The coefficients  $\alpha$  and  $\beta$  are set with the methods `SetAlpha()` and `SetBeta()`. Note that  $\alpha$  is proportional to the width of the input intensity window. As rule of thumb, we may say that the window is the interval  $[-3\alpha, 3\alpha]$ . The boundaries of the intensity window are not sharp. The  $\alpha$  curve approaches its extrema smoothly, as shown in Figure 2.6. You may want to think about this in the same terms as when taking a range in a population of measures by defining an

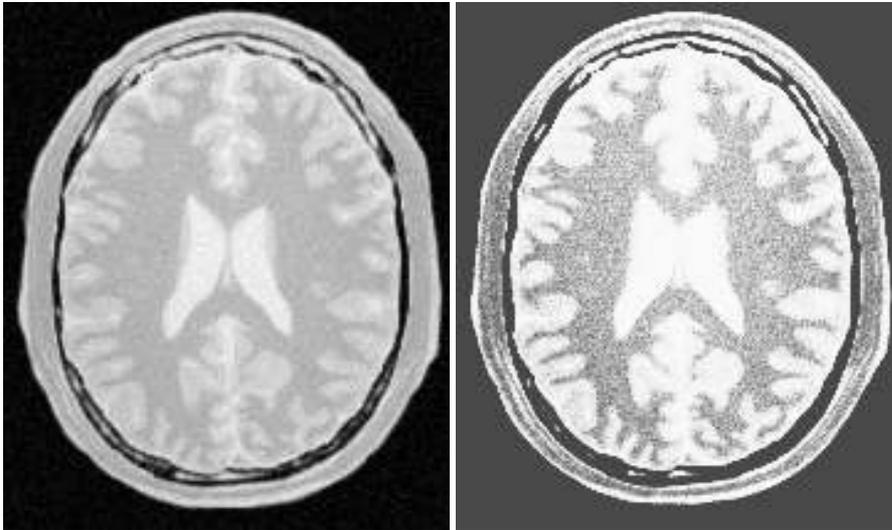


Figure 2.7: Effect of the Sigmoid filter on a slice from a MRI proton density brain image.

interval of  $[-3\sigma, +3\sigma]$  around the population mean.

```
sigmoidFilter->SetAlpha( alpha );
sigmoidFilter->SetBeta( beta );
```

The input to the `SigmoidImageFilter` can be taken from any other filter, such as an image file reader, for example. The output can be passed down the pipeline to other filters, like an image file writer. An update call on any downstream filter will trigger the execution of the `Sigmoid` filter.

```
sigmoidFilter->SetInput( reader->GetOutput() );
writer->SetInput( sigmoidFilter->GetOutput() );
writer->Update();
```

Figure 2.7 illustrates the effect of this filter on a slice of MRI brain image using the following parameters.

- Minimum = 10
- Maximum = 240
- $\alpha = 10$
- $\beta = 170$

As can be seen from the figure, the intensities of the white matter were expanded in their dynamic range, while intensity values lower than  $\beta - 3\alpha$  and higher than  $\beta + 3\alpha$  became pro-

gressively mapped to the minimum and maximum output values. This is the way in which a Sigmoid can be used for performing smooth intensity windowing.

Note that both  $\alpha$  and  $\beta$  can be positive and negative. A negative  $\alpha$  will have the effect of *negating* the image. This is illustrated on the left side of Figure 2.6. An application of the Sigmoid filter as preprocessing for segmentation is presented in Section 4.3.1.

Sigmoid curves are common in the natural world. They represent the plot of sensitivity to a stimulus. They are also the integral curve of the Gaussian and, therefore, appear naturally as the response to signals whose distribution is Gaussian.

## 2.4 Gradients

Computation of gradients is a fairly common operation in image processing. The term “gradient” may refer in some contexts to the gradient vectors and in others to the magnitude of the gradient vectors. ITK filters attempt to reduce this ambiguity by including the *magnitude* term when appropriate. ITK provides filters for computing both the image of gradient vectors and the image of magnitudes.

### 2.4.1 Gradient Magnitude

The source code for this section can be found in the file `GradientMagnitudeImageFilter.cxx`.

The magnitude of the image gradient is extensively used in image analysis, mainly to help in the determination of object contours and the separation of homogeneous regions. The `itk::GradientMagnitudeImageFilter` computes the magnitude of the image gradient at each pixel location using a simple finite differences approach. For example, in the case of 2D the computation is equivalent to convolving the image with masks of type

$$\begin{array}{|c|c|c|} \hline -1 & 0 & 1 \\ \hline \end{array} \quad \begin{array}{|c|} \hline -1 \\ \hline 0 \\ \hline 1 \\ \hline \end{array}$$

then adding the sum of their squares and computing the square root of the sum.

This filter will work on images of any dimension thanks to the internal use of `itk::NeighborhoodIterator` and `itk::NeighborhoodOperator`.

The first step required to use this filter is to include its header file.

```
#include "itkGradientMagnitudeImageFilter.h"
```

Types should be chosen for the pixels of the input and output images.

```
typedef float InputPixelType;
typedef float OutputPixelType;
```

The input and output image types can be defined using the pixel types.

```
typedef itk::Image< InputPixelType, 2 > InputImageType;
typedef itk::Image< OutputPixelType, 2 > OutputImageType;
```

The type of the gradient magnitude filter is defined by the input image and the output image types.

```
typedef itk::GradientMagnitudeImageFilter<
    InputImageType, OutputImageType > FilterType;
```

A filter object is created by invoking the `New()` method and assigning the result to a `itk::SmartPointer`.

```
FilterType::Pointer filter = FilterType::New();
```

The input image can be obtained from the output of another filter. Here, the source is an image reader.

```
filter->SetInput ( reader->GetOutput () );
```

Finally, the filter is executed by invoking the `Update()` method.

```
filter->Update();
```

If the output of this filter has been connected to other filters in a pipeline, updating any of the downstream filters will also trigger an update of this filter. For example, the gradient magnitude filter may be connected to an image writer.

```
rescaler->SetInput ( filter->GetOutput () );
writer->SetInput ( rescaler->GetOutput () );
writer->Update();
```

Figure 2.8 illustrates the effect of the gradient magnitude filter on a MRI proton density image of the brain. The figure shows the sensitivity of this filter to noisy data.

Attention should be paid to the image type chosen to represent the output image since the dynamic range of the gradient magnitude image is usually smaller than the dynamic range of the input image. As always, there are exceptions to this rule, for example, synthetic images that contain high contrast objects.

This filter does not apply any smoothing to the image before computing the gradients. The results can therefore be very sensitive to noise and may not be best choice for scale space

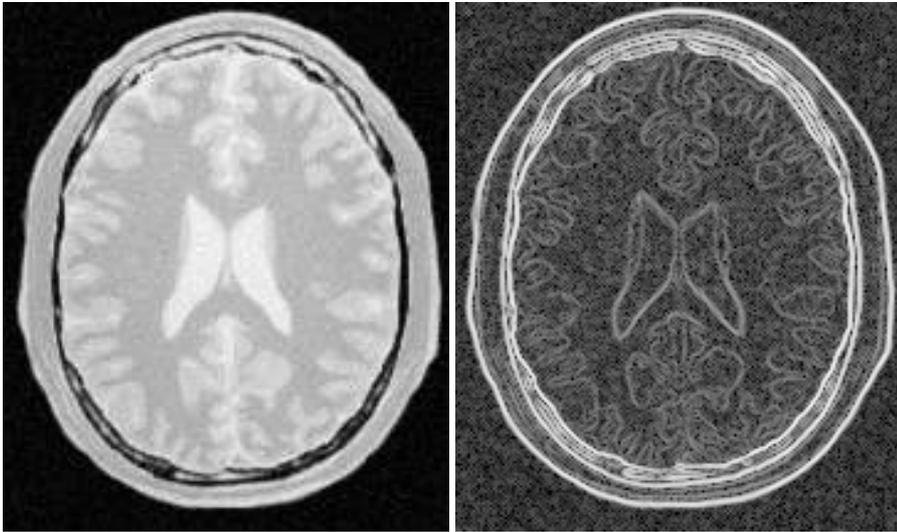


Figure 2.8: Effect of the `GradientMagnitudeImageFilter` on a slice from a MRI proton density image of the brain.

analysis.

## 2.4.2 Gradient Magnitude With Smoothing

The source code for this section can be found in the file `GradientMagnitudeRecursiveGaussianImageFilter.cxx`.

Differentiation is an ill-defined operation over digital data. In practice it is convenient to define a scale in which the differentiation should be performed. This is usually done by preprocessing the data with a smoothing filter. It has been shown that a Gaussian kernel is the most convenient choice for performing such smoothing. By choosing a particular value for the standard deviation ( $\sigma$ ) of the Gaussian, an associated scale is selected that ignores high frequency content, commonly considered image noise.

The `itk::GradientMagnitudeRecursiveGaussianImageFilter` computes the magnitude of the image gradient at each pixel location. The computational process is equivalent to first smoothing the image by convolving it with a Gaussian kernel and then applying a differential operator. The user selects the value of  $\sigma$ .

Internally this is done by applying an IIR <sup>1</sup> filter that approximates a convolution with the derivative of the Gaussian kernel. Traditional convolution will produce a more accurate result, but the IIR approach is much faster, especially using large  $\sigma$ s [17, 18].

---

<sup>1</sup>Infinite Impulse Response

`GradientMagnitudeRecursiveGaussianImageFilter` will work on images of any dimension by taking advantage of the natural separability of the Gaussian kernel and its derivatives.

The first step required to use this filter is to include its header file.

```
#include "itkGradientMagnitudeRecursiveGaussianImageFilter.h"
```

Types should be instantiated based on the pixels of the input and output images.

```
typedef float InputPixelType;
typedef float OutputPixelType;
```

With them, the input and output image types can be instantiated.

```
typedef itk::Image< InputPixelType, 2 > InputImageType;
typedef itk::Image< OutputPixelType, 2 > OutputImageType;
```

The filter type is now instantiated using both the input image and the output image types.

```
typedef itk::GradientMagnitudeRecursiveGaussianImageFilter<
    InputImageType, OutputImageType > FilterType;
```

A filter object is created by invoking the `New()` method and assigning the result to a `itk::SmartPointer`.

```
FilterType::Pointer filter = FilterType::New();
```

The input image can be obtained from the output of another filter. Here, an image reader is used as source.

```
filter->SetInput( reader->GetOutput() );
```

The standard deviation of the Gaussian smoothing kernel is now set.

```
filter->SetSigma( sigma );
```

Finally the filter is executed by invoking the `Update()` method.

```
filter->Update();
```

If connected to other filters in a pipeline, this filter will automatically update when any downstream filters are updated. For example, we may connect this gradient magnitude filter to an image file writer and then update the writer.

```
rescaler->SetInput( filter->GetOutput() );
writer->SetInput( rescaler->GetOutput() );
writer->Update();
```

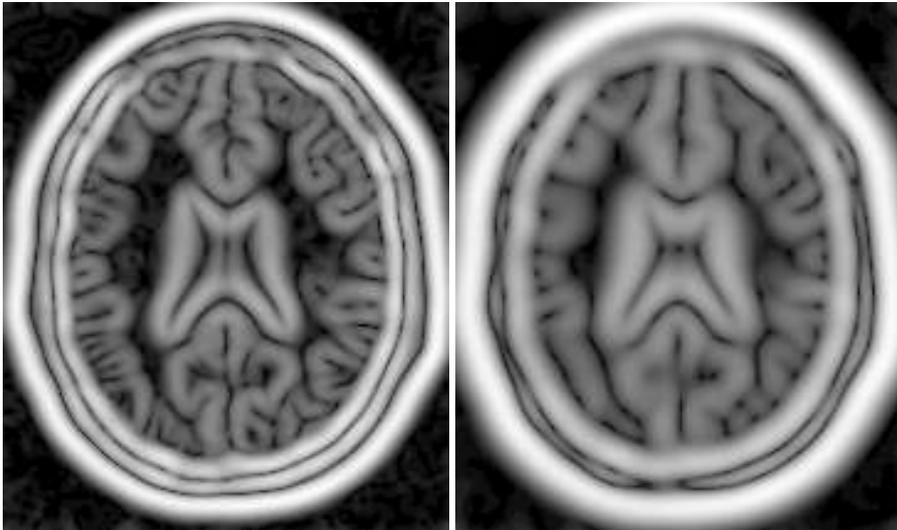


Figure 2.9: Effect of the `GradientMagnitudeRecursiveGaussianImageFilter` on a slice from a MRI proton density image of the brain.

Figure 2.9 illustrates the effect of this filter on a MRI proton density image of the brain using  $\sigma$  values of 3 (left) and 5 (right). The figure shows how the sensitivity to noise can be regulated by selecting an appropriate  $\sigma$ . This type of scale-tunable filter is suitable for performing scale-space analysis.

/ Attention should be paid to the image type chosen to represent the output image since the dynamic range of the gradient magnitude image is usually smaller than the dynamic range of the input image.

### 2.4.3 Derivative Without Smoothing

The source code for this section can be found in the file `DerivativeImageFilter.cxx`.

The `itk::DerivativeImageFilter` is used for computing the partial derivative of an image, the derivative of an image along a particular axial direction.

The header file corresponding to this filter should be included first.

```
#include "itkDerivativeImageFilter.h"
```

Next, the pixel types for the input and output images must be defined and, with them, the image types can be instantiated. Note that it is important to select a signed type for the image, since the values of the derivatives will be positive as well as negative.

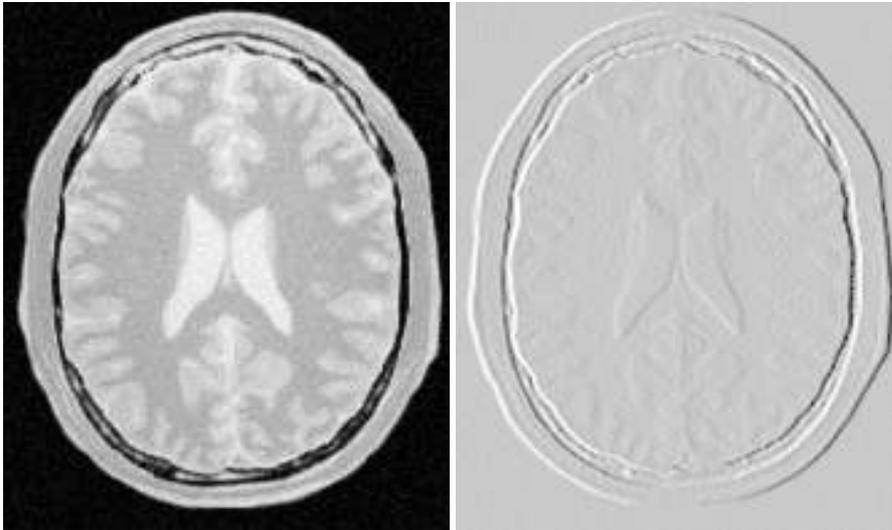


Figure 2.10: Effect of the Derivative filter on a slice from a MRI proton density brain image.

```
typedef float InputPixelType;
typedef float OutputPixelType;

const unsigned int Dimension = 2;

typedef itk::Image< InputPixelType, Dimension > InputImageType;
typedef itk::Image< OutputPixelType, Dimension > OutputImageType;
```

Using the image types, it is now possible to define the filter type and create the filter object.

```
typedef itk::DerivativeImageFilter<
    InputImageType, OutputImageType > FilterType;

FilterType::Pointer filter = FilterType::New();
```

The order of the derivative is selected with the `SetOrder()` method. The direction along which the derivative will be computed is selected with the `SetDirection()` method.

```
filter->SetOrder( atoi( argv[4] ) );
filter->SetDirection( atoi( argv[5] ) );
```

The input to the filter can be taken from any other filter, for example a reader. The output can be passed down the pipeline to other filters, for example, a writer. An update call on any downstream filter will trigger the execution of the derivative filter.

```
filter->SetInput( reader->GetOutput() );
writer->SetInput( filter->GetOutput() );
writer->Update();
```

Figure 2.10 illustrates the effect of the `DerivativeImageFilter` on a slice of MRI brain image. The derivative is taken along the  $x$  direction. The sensitivity to noise in the image is evident from this result.

## 2.5 Second Order Derivatives

### 2.5.1 Second Order Recursive Gaussian

The source code for this section can be found in the file `SecondDerivativeRecursiveGaussianImageFilter.cxx`.

This example illustrates how to compute second derivatives of a 3D image using the `itk::RecursiveGaussianImageFilter`.

In this example, all the second derivatives are computed independently in the same way as if they were intended to be used for building the Hessian matrix of the image.

```

#include "itkRecursiveGaussianImageFilter.h"
#include "itkImageFileReader.h"
#include "itkImageFileWriter.h"
#include "itkImageDuplicator.h"
#include <string>

int main(int argc, char * argv [] )
{

    if( argc < 3 )
    {
        std::cerr << "Usage: " << std::endl;
        std::cerr << argv[0] << " inputImage outputPrefix [sigma] " << std::endl;
        return EXIT_FAILURE;
    }

    typedef float          PixelType;
    typedef float          OutputPixelType;

    const unsigned int    Dimension = 3;

    typedef itk::Image< PixelType,          Dimension > ImageType;
    typedef itk::Image< OutputPixelType,    Dimension > OutputImageType;

    typedef itk::ImageFileReader< ImageType          > ReaderType;
    typedef itk::ImageFileWriter< OutputImageType > WriterType;

    typedef itk::ImageDuplicator< OutputImageType > DuplicatorType;

    typedef itk::RecursiveGaussianImageFilter<
        ImageType,
        ImageType > FilterType;

    ReaderType::Pointer reader = ReaderType::New();
    WriterType::Pointer writer = WriterType::New();

    DuplicatorType::Pointer duplicator = DuplicatorType::New();

    reader->SetFileName( argv[1] );

    std::string outputPrefix = argv[2];
    std::string outputFileName;

    try
    {
        reader->Update();
    }
    catch( itk::ExceptionObject & excp )
    {
        std::cerr << "Problem reading the input file" << std::endl;
        std::cerr << excp << std::endl;
        return EXIT_FAILURE;
    }

    FilterType::Pointer ga = FilterType::New();
    FilterType::Pointer gb = FilterType::New();
    FilterType::Pointer gc = FilterType::New();

    ga->SetDirection( 0 );
    gb->SetDirection( 1 );
    gc->SetDirection( 2 );

```

## 2.5.2 Laplacian Filters

### Laplacian Filter Finite Difference

### Laplacian Filter Recursive Gaussian

The source code for this section can be found in the file `LaplacianRecursiveGaussianImageFilter1.cxx`.

This example illustrates how to use the `itk::RecursiveGaussianImageFilter` for computing the Laplacian of a 2D image.

The first step required to use this filter is to include its header file.

```
#include "itkRecursiveGaussianImageFilter.h"
```

Types should be selected on the desired input and output pixel types.

```
typedef float InputPixelType;
typedef float OutputPixelType;
```

The input and output image types are instantiated using the pixel types.

```
typedef itk::Image< InputPixelType, 2 > InputImageType;
typedef itk::Image< OutputPixelType, 2 > OutputImageType;
```

The filter type is now instantiated using both the input image and the output image types.

```
typedef itk::RecursiveGaussianImageFilter<
    InputImageType, OutputImageType > FilterType;
```

This filter applies the approximation of the convolution along a single dimension. It is therefore necessary to concatenate several of these filters to produce smoothing in all directions. In this example, we create a pair of filters since we are processing a 2D image. The filters are created by invoking the `New()` method and assigning the result to a `itk::SmartPointer`.

We need two filters for computing the X component of the Laplacian and two other filters for computing the Y component.

```
FilterType::Pointer filterX1 = FilterType::New();
FilterType::Pointer filterY1 = FilterType::New();

FilterType::Pointer filterX2 = FilterType::New();
FilterType::Pointer filterY2 = FilterType::New();
```

Since each one of the newly created filters has the potential to perform filtering along any

dimension, we have to restrict each one to a particular direction. This is done with the `SetDirection()` method.

```
filterX1->SetDirection( 0 ); // 0 --> X direction
filterY1->SetDirection( 1 ); // 1 --> Y direction

filterX2->SetDirection( 0 ); // 0 --> X direction
filterY2->SetDirection( 1 ); // 1 --> Y direction
```

The `itk::RecursiveGaussianImageFilter` can approximate the convolution with the Gaussian or with its first and second derivatives. We select one of these options by using the `SetOrder()` method. Note that the argument is an enum whose values can be `ZeroOrder`, `FirstOrder` and `SecondOrder`. For example, to compute the  $x$  partial derivative we should select `FirstOrder` for  $x$  and `ZeroOrder` for  $y$ . Here we want only to smooth in  $x$  and  $y$ , so we select `ZeroOrder` in both directions.

```
filterX1->SetOrder( FilterType::ZeroOrder );
filterY1->SetOrder( FilterType::SecondOrder );

filterX2->SetOrder( FilterType::SecondOrder );
filterY2->SetOrder( FilterType::ZeroOrder );
```

There are two typical ways of normalizing Gaussians depending on their application. For scale-space analysis it is desirable to use a normalization that will preserve the maximum value of the input. This normalization is represented by the following equation.

$$\frac{1}{\sigma\sqrt{2\pi}} \quad (2.2)$$

In applications that use the Gaussian as a solution of the diffusion equation it is desirable to use a normalization that preserve the integral of the signal. This last approach can be seen as a conservation of mass principle. This is represented by the following equation.

$$\frac{1}{\sigma^2\sqrt{2\pi}} \quad (2.3)$$

The `itk::RecursiveGaussianImageFilter` has a boolean flag that allows users to select between these two normalization options. Selection is done with the method `SetNormalizeAcrossScale()`. Enable this flag to analyzing an image across scale-space. In the current example, this setting has no impact because we are actually renormalizing the output to the dynamic range of the reader, so we simply disable the flag.

```
const bool normalizeAcrossScale = false;
filterX1->SetNormalizeAcrossScale( normalizeAcrossScale );
filterY1->SetNormalizeAcrossScale( normalizeAcrossScale );
filterX2->SetNormalizeAcrossScale( normalizeAcrossScale );
filterY2->SetNormalizeAcrossScale( normalizeAcrossScale );
```

The input image can be obtained from the output of another filter. Here, an image reader is

used as the source. The image is passed to the  $x$  filter and then to the  $y$  filter. The reason for keeping these two filters separate is that it is usual in scale-space applications to compute not only the smoothing but also combinations of derivatives at different orders and smoothing. Some factorization is possible when separate filters are used to generate the intermediate results. Here this capability is less interesting, though, since we only want to smooth the image in all directions.

```
filterX1->SetInput( reader->GetOutput() );
filterY1->SetInput( filterX1->GetOutput() );

filterY2->SetInput( reader->GetOutput() );
filterX2->SetInput( filterY2->GetOutput() );
```

It is now time to select the  $\sigma$  of the Gaussian used to smooth the data. Note that  $\sigma$  must be passed to both filters and that sigma is considered to be in millimeters. That is, at the moment of applying the smoothing process, the filter will take into account the spacing values defined in the image.

```
filterX1->SetSigma( sigma );
filterY1->SetSigma( sigma );
filterX2->SetSigma( sigma );
filterY2->SetSigma( sigma );
```

Finally the two components of the Laplacian should be added together. The `itk::AddImageFilter` is used for this purpose.

```
typedef itk::AddImageFilter<
    OutputImageType,
    OutputImageType,
    OutputImageType > AddFilterType;

AddFilterType::Pointer addFilter = AddFilterType::New();

addFilter->SetInput1( filterY1->GetOutput() );
addFilter->SetInput2( filterX2->GetOutput() );
```

The filters are triggered by invoking `Update()` on the Add filter at the end of the pipeline.

```
try
{
    addFilter->Update();
}
catch( itk::ExceptionObject & err )
{
    std::cout << "ExceptionObject caught !" << std::endl;
    std::cout << err << std::endl;
    return EXIT_FAILURE;
}
```

The resulting image could be saved to a file using the `itk::ImageFileWriter` class.

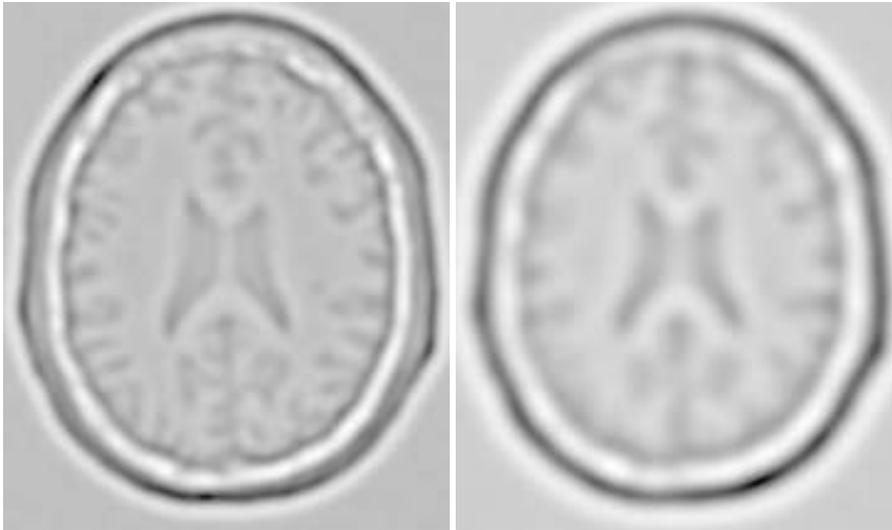


Figure 2.11: Effect of the `LaplacianRecursiveGaussianImageFilter` on a slice from a MRI proton density image of the brain.

```

typedef float WritePixelType;

typedef itk::Image< WritePixelType, 2 > WriteImageType;

typedef itk::ImageFileWriter< WriteImageType > WriterType;

WriterType::Pointer writer = WriterType::New();

writer->SetInput( addFilter->GetOutput() );

writer->SetFileName( argv[2] );

writer->Update();

```

Figure 2.11 illustrates the effect of this filter on a MRI proton density image of the brain using  $\sigma$  values of 3 (left) and 5 (right). The figure shows how the attenuation of noise can be regulated by selecting the appropriate standard deviation. This type of scale-tunable filter is suitable for performing scale-space analysis.

The source code for this section can be found in the file `LaplacianRecursiveGaussianImageFilter2.cxx`.

The previous example showed how to use the `itk::RecursiveGaussianImageFilter` for computing the equivalent of a Laplacian of an image after smoothing with a Gaussian. The elements used in this previous example have been packaged together in the `itk::LaplacianRecursiveGaussianImageFilter` in order to simplify its usage. This current example shows how to use this convenience filter for achieving the same results as the

previous example.

The first step required to use this filter is to include its header file.

```
#include "itkLaplacianRecursiveGaussianImageFilter.h"
```

Types should be selected on the desired input and output pixel types.

```
typedef float InputPixelType;
typedef float OutputPixelType;
```

The input and output image types are instantiated using the pixel types.

```
typedef itk::Image< InputPixelType, 2 > InputImageType;
typedef itk::Image< OutputPixelType, 2 > OutputImageType;
```

The filter type is now instantiated using both the input image and the output image types.

```
typedef itk::LaplacianRecursiveGaussianImageFilter<
    InputImageType, OutputImageType > FilterType;
```

This filter packages all the components illustrated in the previous example. The filter is created by invoking the `New()` method and assigning the result to a `itk::SmartPointer`.

```
FilterType::Pointer laplacian = FilterType::New();
```

The option for normalizing across scale space can also be selected in this filter.

```
laplacian->SetNormalizeAcrossScale( false );
```

The input image can be obtained from the output of another filter. Here, an image reader is used as the source.

```
laplacian->SetInput( reader->GetOutput() );
```

It is now time to select the  $\sigma$  of the Gaussian used to smooth the data. Note that  $\sigma$  must be passed to both filters and that sigma is considered to be in millimeters. That is, at the moment of applying the smoothing process, the filter will take into account the spacing values defined in the image.

```
laplacian->SetSigma( sigma );
```

Finally the pipeline is executed by invoking the `Update()` method.

```

try
{
    laplacian->Update();
}
catch( itk::ExceptionObject & err )
{
    std::cout << "ExceptionObject caught !" << std::endl;
    std::cout << err << std::endl;
    return EXIT_FAILURE;
}

```

## 2.6 Neighborhood Filters

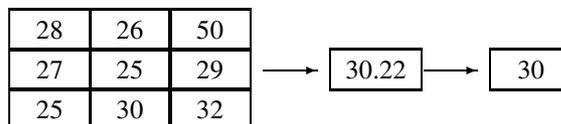
The concept of locality is frequently encountered in image processing in the form of filters that compute every output pixel using information from a small region in the neighborhood of the input pixel. The classical form of these filters are the  $3 \times 3$  filters in 2D images. Convolution masks based on these neighborhoods can perform diverse tasks ranging from noise reduction, to differential operations, to mathematical morphology.

The Insight toolkit implements an elegant approach to neighborhood-based image filtering. The input image is processed using a special iterator called the `itk::NeighborhoodIterator`. This iterator is capable of moving over all the pixels in an image and, for each position, it can address the pixels in a local neighborhood. Operators are defined that apply an algorithmic operation in the neighborhood of the input pixel to produce a value for the output pixel. The following section describes some of the more commonly used filters that take advantage of this construction. (See the Iterators chapter in Book 1 for more information.)

### 2.6.1 Mean Filter

The source code for this section can be found in the file `MeanImageFilter.cxx`.

The `itk::MeanImageFilter` is commonly used for noise reduction. The filter computes the value of each output pixel by finding the statistical mean of the neighborhood of the corresponding input pixel. The following figure illustrates the local effect of the `MeanImageFilter` in a 2D case. The statistical mean of the neighborhood on the left is passed as the output value associated with the pixel at the center of the neighborhood.



Note that this algorithm is sensitive to the presence of outliers in the neighborhood. This filter will work on images of any dimension thanks to the internal use of

`itk::SmartNeighborhoodIterator` and `itk::NeighborhoodOperator`. The size of the neighborhood over which the mean is computed can be set by the user.

The header file corresponding to this filter should be included first.

```
#include "itkMeanImageFilter.h"
```

Then the pixel types for input and output image must be defined and, with them, the image types can be instantiated.

```
typedef unsigned char InputPixelType;
typedef unsigned char OutputPixelType;

typedef itk::Image< InputPixelType, 2 > InputImageType;
typedef itk::Image< OutputPixelType, 2 > OutputImageType;
```

Using the image types it is now possible to instantiate the filter type and create the filter object.

```
typedef itk::MeanImageFilter<
    InputImageType, OutputImageType > FilterType;

FilterType::Pointer filter = FilterType::New();
```

The size of the neighborhood is defined along every dimension by passing a `SizeType` object with the corresponding values. The value on each dimension is used as the semi-size of a rectangular box. For example, in  $2D$  a size of  $1, 2$  will result in a  $3 \times 5$  neighborhood.

```
InputImageType::SizeType indexRadius;

indexRadius[0] = 1; // radius along x
indexRadius[1] = 1; // radius along y

filter->SetRadius( indexRadius );
```

The input to the filter can be taken from any other filter, for example a reader. The output can be passed down the pipeline to other filters, for example, a writer. An update call on any downstream filter will trigger the execution of the mean filter.

```
filter->SetInput( reader->GetOutput() );
writer->SetInput( filter->GetOutput() );
writer->Update();
```

Figure 2.12 illustrates the effect of this filter on a slice of MRI brain image using neighborhood radii of  $1, 1$  which corresponds to a  $3 \times 3$  classical neighborhood. It can be seen from this picture that edges are rapidly degraded by the diffusion of intensity values among neighbors.

### 2.6.2 Median Filter

The source code for this section can be found in the file `MedianImageFilter.cxx`.

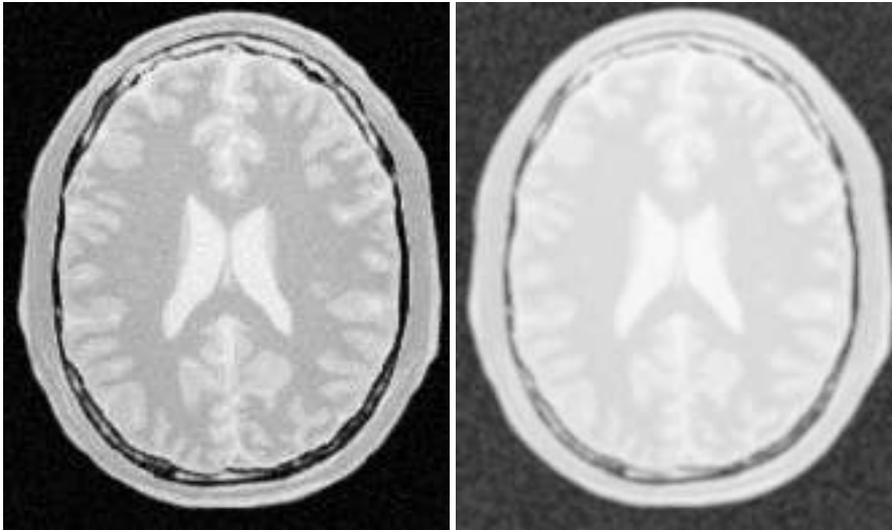


Figure 2.12: Effect of the MeanImageFilter on a slice from a MRI proton density brain image.

The `itk::MedianImageFilter` is commonly used as a robust approach for noise reduction. This filter is particularly efficient against *salt-and-pepper* noise. In other words, it is robust to the presence of gray-level outliers. MedianImageFilter computes the value of each output pixel as the statistical median of the neighborhood of values around the corresponding input pixel. The following figure illustrates the local effect of this filter in a 2D case. The statistical median of the neighborhood on the left is passed as the output value associated with the pixel at the center of the neighborhood.

|    |    |    |   |    |
|----|----|----|---|----|
| 28 | 26 | 50 | → | 28 |
| 27 | 25 | 29 |   |    |
| 25 | 30 | 32 |   |    |

This filter will work on images of any dimension thanks to the internal use of `itk::NeighborhoodIterator` and `itk::NeighborhoodOperator`. The size of the neighborhood over which the median is computed can be set by the user.

The header file corresponding to this filter should be included first.

```
#include "itkMedianImageFilter.h"
```

Then the pixel and image types of the input and output must be defined.

```

typedef unsigned char InputPixelType;
typedef unsigned char OutputPixelType;

typedef itk::Image< InputPixelType, 2 > InputImageType;
typedef itk::Image< OutputPixelType, 2 > OutputImageType;

```

Using the image types, it is now possible to define the filter type and create the filter object.

```

typedef itk::MedianImageFilter<
    InputImageType, OutputImageType > FilterType;

FilterType::Pointer filter = FilterType::New();

```

The size of the neighborhood is defined along every dimension by passing a `SizeType` object with the corresponding values. The value on each dimension is used as the semi-size of a rectangular box. For example, in  $2D$  a size of 1, 2 will result in a  $3 \times 5$  neighborhood.

```

InputImageType::SizeType indexRadius;

indexRadius[0] = 1; // radius along x
indexRadius[1] = 1; // radius along y

filter->SetRadius( indexRadius );

```

The input to the filter can be taken from any other filter, for example a reader. The output can be passed down the pipeline to other filters, for example, a writer. An update call on any downstream filter will trigger the execution of the median filter.

```

filter->SetInput( reader->GetOutput() );
writer->SetInput( filter->GetOutput() );
writer->Update();

```

Figure 2.13 illustrates the effect of the `MedianImageFilter` filter on a slice of MRI brain image using a neighborhood radius of 1, 1, which corresponds to a  $3 \times 3$  classical neighborhood. The filtered image demonstrates the moderate tendency of the median filter to preserve edges.

### 2.6.3 Mathematical Morphology

Mathematical morphology has proved to be a powerful resource for image processing and analysis [59]. ITK implements mathematical morphology filters using `NeighborhoodIterators` and `itk::NeighborhoodOperators`. The toolkit contains two types of image morphology algorithms, filters that operate on binary images and filters that operate on grayscale images.

#### Binary Filters

The source code for this section can be found in the file `MathematicalMorphologyBinaryFilters.cxx`.

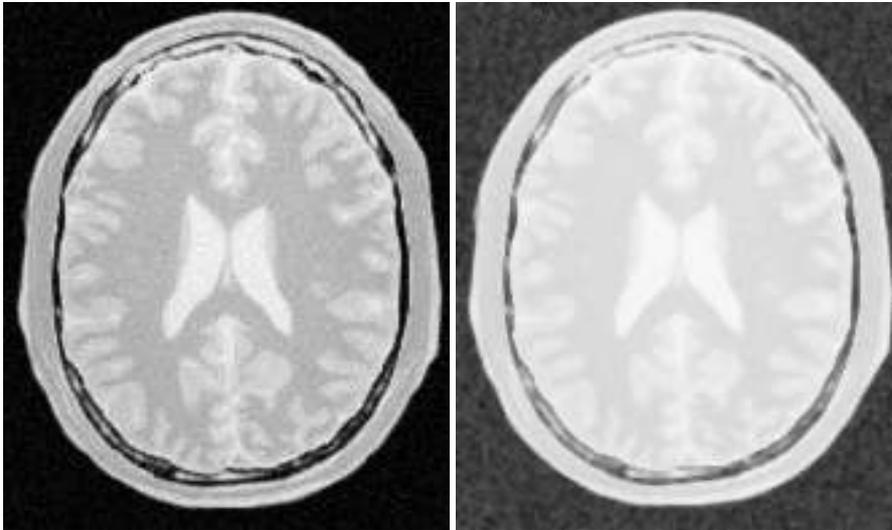


Figure 2.13: Effect of the MedianImageFilter on a slice from a MRI proton density brain image.

The following section illustrates the use of filters that perform basic mathematical morphology operations on binary images. The `itk::BinaryErodeImageFilter` and `itk::BinaryDilateImageFilter` are described here. The filter names clearly specify the type of image on which they operate. The header files required to construct a simple example of the use of the mathematical morphology filters are included below.

```
#include "itkBinaryErodeImageFilter.h"
#include "itkBinaryDilateImageFilter.h"
#include "itkBinaryBallStructuringElement.h"
```

The following code defines the input and output pixel types and their associated image types.

```
const unsigned int Dimension = 2;

typedef unsigned char InputPixelType;
typedef unsigned char OutputPixelType;

typedef itk::Image< InputPixelType, Dimension > InputImageType;
typedef itk::Image< OutputPixelType, Dimension > OutputImageType;
```

Mathematical morphology operations are implemented by applying an operator over the neighborhood of each input pixel. The combination of the rule and the neighborhood is known as *structuring element*. Although some rules have become de facto standards for image processing, there is a good deal of freedom as to what kind of algorithmic rule should be applied to the neighborhood. The implementation in ITK follows the typical rule of minimum for erosion and maximum for dilation.

The structuring element is implemented as a NeighborhoodOperator. In particular, the default structuring element is the `itk::BinaryBallStructuringElement` class. This class is instantiated using the pixel type and dimension of the input image.

```
typedef itk::BinaryBallStructuringElement<
    InputPixelType,
    Dimension > StructuringElementType;
```

The structuring element type is then used along with the input and output image types for instantiating the type of the filters.

```
typedef itk::BinaryErodeImageFilter<
    InputImageType,
    OutputImageType,
    StructuringElementType > ErodeFilterType;

typedef itk::BinaryDilateImageFilter<
    InputImageType,
    OutputImageType,
    StructuringElementType > DilateFilterType;
```

The filters can now be created by invoking the `New()` method and assigning the result to `itk::SmartPointers`.

```
ErodeFilterType::Pointer binaryErode = ErodeFilterType::New();
DilateFilterType::Pointer binaryDilate = DilateFilterType::New();
```

The structuring element is not a reference counted class. Thus it is created as a C++ stack object instead of using `New()` and `SmartPointers`. The radius of the neighborhood associated with the structuring element is defined with the `SetRadius()` method and the `CreateStructuringElement()` method is invoked in order to initialize the operator. The resulting structuring element is passed to the mathematical morphology filter through the `SetKernel()` method, as illustrated below.

```
StructuringElementType structuringElement;

structuringElement.SetRadius( 1 ); // 3x3 structuring element

structuringElement.CreateStructuringElement();

binaryErode->SetKernel( structuringElement );
binaryDilate->SetKernel( structuringElement );
```

A binary image is provided as input to the filters. This image might be, for example, the output of a binary threshold image filter.

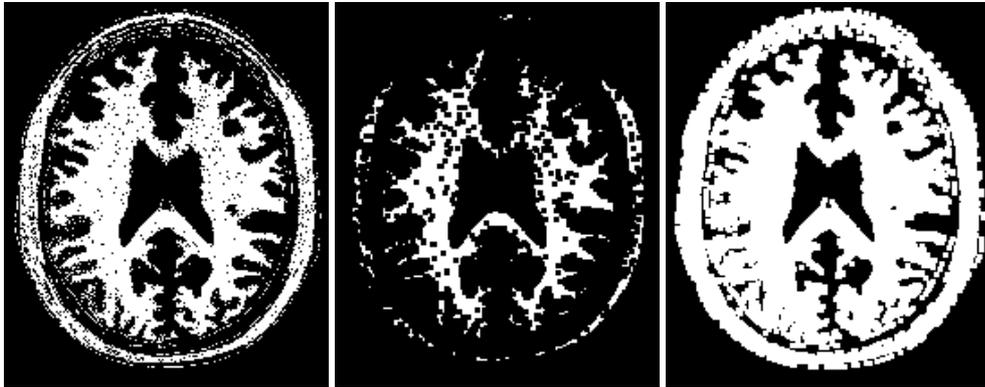


Figure 2.14: Effect of erosion and dilation in a binary image.

```

thresholder->SetInput( reader->GetOutput() );

InputPixelType background = 0;
InputPixelType foreground = 255;

thresholder->SetOutsideValue( background );
thresholder->SetInsideValue( foreground );

thresholder->SetLowerThreshold( lowerThreshold );
thresholder->SetUpperThreshold( upperThreshold );

binaryErode->SetInput( thresholder->GetOutput() );
binaryDilate->SetInput( thresholder->GetOutput() );

```

The values that correspond to “objects” in the binary image are specified with the methods `SetErodeValue()` and `SetDilateValue()`. The value passed to these methods will be considered the value over which the dilation and erosion rules will apply.

```

binaryErode->SetErodeValue( foreground );
binaryDilate->SetDilateValue( foreground );

```

The filter is executed by invoking its `Update()` method, or by updating any downstream filter, like, for example, an image writer.

```

writerDilation->SetInput( binaryDilate->GetOutput() );
writerDilation->Update();

```

Figure 2.14 illustrates the effect of the erosion and dilation filters on a binary image from a MRI brain slice. The figure shows how these operations can be used to remove spurious details from segmented images.

## Grayscale Filters

The source code for this section can be found in the file `MathematicalMorphologyGrayscaleFilters.cxx`.

The following section illustrates the use of filters for performing basic mathematical morphology operations on grayscale images. The `itk::GrayscaleErodeImageFilter` and `itk::GrayscaleDilateImageFilter` are covered in this example. The filter names clearly specify the type of image on which they operate. The header files required for a simple example of the use of grayscale mathematical morphology filters are presented below.

```
#include "itkGrayscaleErodeImageFilter.h"
#include "itkGrayscaleDilateImageFilter.h"
#include "itkBinaryBallStructuringElement.h"
```

The following code defines the input and output pixel types and their associated image types.

```
const unsigned int Dimension = 2;

typedef unsigned char InputPixelType;
typedef unsigned char OutputPixelType;

typedef itk::Image< InputPixelType, Dimension > InputImageType;
typedef itk::Image< OutputPixelType, Dimension > OutputImageType;
```

Mathematical morphology operations are based on the application of an operator over a neighborhood of each input pixel. The combination of the rule and the neighborhood is known as *structuring element*. Although some rules have become the de facto standard in image processing there is a good deal of freedom as to what kind of algorithmic rule should be applied on the neighborhood. The implementation in ITK follows the typical rule of minimum for erosion and maximum for dilation.

The structuring element is implemented as a `itk::NeighborhoodOperator`. In particular, the default structuring element is the `itk::BinaryBallStructuringElement` class. This class is instantiated using the pixel type and dimension of the input image.

```
typedef itk::BinaryBallStructuringElement<
    InputPixelType,
    Dimension > StructuringElementType;
```

The structuring element type is then used along with the input and output image types for instantiating the type of the filters.

```

typedef itk::GrayscaleErodeImageFilter<
    InputImageType,
    OutputImageType,
    StructuringElementType > ErodeFilterType;

typedef itk::GrayscaleDilateImageFilter<
    InputImageType,
    OutputImageType,
    StructuringElementType > DilateFilterType;

```

The filters can now be created by invoking the `New()` method and assigning the result to SmartPointers.

```

ErodeFilterType::Pointer grayscaleErode = ErodeFilterType::New();
DilateFilterType::Pointer grayscaleDilate = DilateFilterType::New();

```

The structuring element is not a reference counted class. Thus it is created as a C++ stack object instead of using `New()` and `SmartPointers`. The radius of the neighborhood associated with the structuring element is defined with the `SetRadius()` method and the `CreateStructuringElement()` method is invoked in order to initialize the operator. The resulting structuring element is passed to the mathematical morphology filter through the `SetKernel()` method, as illustrated below.

```

StructuringElementType structuringElement;

structuringElement.SetRadius( 1 ); // 3x3 structuring element

structuringElement.CreateStructuringElement();

grayscaleErode->SetKernel( structuringElement );
grayscaleDilate->SetKernel( structuringElement );

```

A grayscale image is provided as input to the filters. This image might be, for example, the output of a reader.

```

grayscaleErode->SetInput( reader->GetOutput() );
grayscaleDilate->SetInput( reader->GetOutput() );

```

The filter is executed by invoking its `Update()` method, or by updating any downstream filter, like, for example, an image writer.

```

writerDilation->SetInput( grayscaleDilate->GetOutput() );
writerDilation->Update();

```

Figure 2.15 illustrates the effect of the erosion and dilation filters on a binary image from a MRI brain slice. The figure shows how these operations can be used to remove spurious details from segmented images.

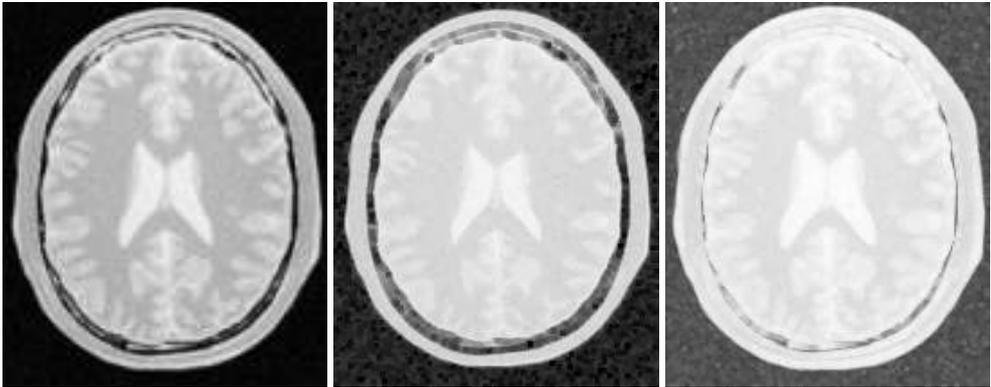


Figure 2.15: Effect of erosion and dilation in a grayscale image.

#### 2.6.4 Voting Filters

Voting filters are quite a generic family of filters. In fact, both the Dilate and Erode filters from Mathematical Morphology are very particular cases of the broader family of voting filters. In a voting filter, the outcome of a pixel is decided by counting the number of pixels in its neighborhood and applying a rule to the result of that counting. For example, the typical implementation of Erosion in terms of a voting filter will be to say that a foreground pixel will become background if the numbers of background neighbors is greater or equal than 1. In this context, you could imagine variations of Erosion in which the count could be changed to require at least 3 foreground.

##### Binary Median Filter

One of the particular cases of Voting filters is the `BinaryMedianImageFilter`. This filter is equivalent to applying a Median filter over a binary image. The fact of having a binary image as input makes possible to optimize the execution of the filter since there is no real need for sorting the pixels according to their frequency in the neighborhood.

The source code for this section can be found in the file `BinaryMedianImageFilter.cxx`.

The `itk::BinaryMedianImageFilter` is commonly used as a robust approach for noise reduction. `BinaryMedianImageFilter` computes the value of each output pixel as the statistical median of the neighborhood of values around the corresponding input pixel. When the input images are binary, the implementation can be optimized by simply counting the number of pixels ON/OFF around the current pixel.

This filter will work on images of any dimension thanks to the internal use of `itk::NeighborhoodIterator` and `itk::NeighborhoodOperator`. The size of the neighborhood over which the median is computed can be set by the user.

The header file corresponding to this filter should be included first.

```
#include "itkBinaryMedianImageFilter.h"
```

Then the pixel and image types of the input and output must be defined.

```
typedef unsigned char InputPixelType;
typedef unsigned char OutputPixelType;

typedef itk::Image< InputPixelType, 2 > InputImageType;
typedef itk::Image< OutputPixelType, 2 > OutputImageType;
```

Using the image types, it is now possible to define the filter type and create the filter object.

```
typedef itk::BinaryMedianImageFilter<
    InputImageType, OutputImageType > FilterType;

FilterType::Pointer filter = FilterType::New();
```

The size of the neighborhood is defined along every dimension by passing a `SizeType` object with the corresponding values. The value on each dimension is used as the semi-size of a rectangular box. For example, in  $2D$  a size of 1,2 will result in a  $3 \times 5$  neighborhood.

```
InputImageType::SizeType indexRadius;

indexRadius[0] = radiusX; // radius along x
indexRadius[1] = radiusY; // radius along y

filter->SetRadius( indexRadius );
```

The input to the filter can be taken from any other filter, for example a reader. The output can be passed down the pipeline to other filters, for example, a writer. An update call on any downstream filter will trigger the execution of the median filter.

```
filter->SetInput( reader->GetOutput() );
writer->SetInput( filter->GetOutput() );
writer->Update();
```

Figure 2.16 illustrates the effect of the `BinaryMedianImageFilter` filter on a slice of MRI brain image using a neighborhood radius of 2,2, which corresponds to a  $5 \times 5$  classical neighborhood. The filtered image demonstrates the capability of this filter for reducing noise both in the background and foreground of the image, as well as smoothing the contours of the regions.

The typical effect of median filtration on a noisy digital image is a dramatic reduction in impulse noise spikes. The filter also tends to preserve brightness differences across signal steps, resulting in reduced blurring of regional boundaries. The filter also tends to preserve the positions of boundaries in an image.

Figure 2.17 below shows the effect of running the median filter with a  $3 \times 3$  classical window size 1, 10 and 50 times. There is a tradeoff in noise reduction and the sharpness of the image when the window size is increased.

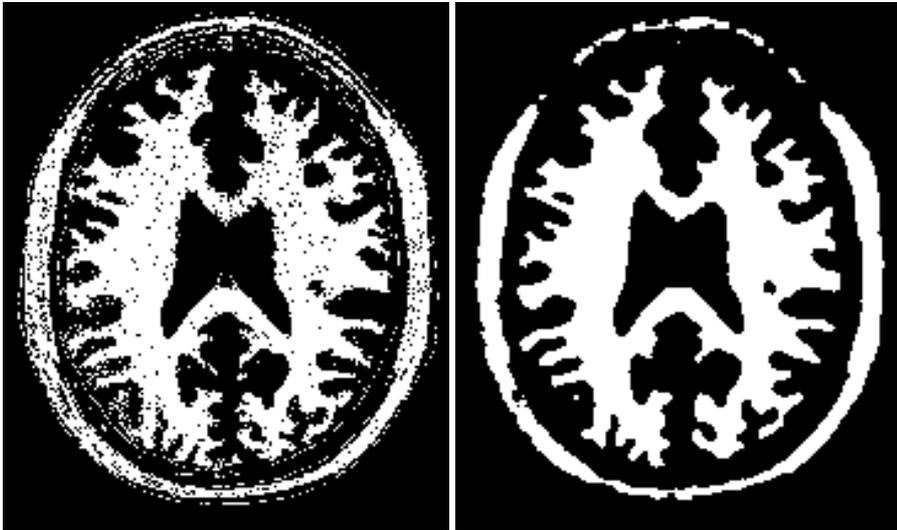


Figure 2.16: Effect of the `BinaryMedianImageFilter` on a slice from a MRI proton density brain image that has been thresholded in order to produce a binary image.

### Hole Filling Filter

Another variation of Voting filters is the Hole Filling filter. This filter converts background pixels into foreground only when the number of foreground pixels is a majority of the neighbors. By selecting the size of the majority, this filter can be tuned to fill-in holes of different size. To be more precise, the effect of the filter is actually related to the curvature of the edge in which the pixel is located.

The source code for this section can be found in the file `VotingBinaryHoleFillingImageFilter.cxx`.

The `itk::VotingBinaryHoleFillingImageFilter` applies a voting operation in order to fill-in cavities. This can be used for smoothing contours and for filling holes in binary images.

The header file corresponding to this filter should be included first.

```
#include "itkVotingBinaryHoleFillingImageFilter.h"
```

Then the pixel and image types of the input and output must be defined.

```
typedef unsigned char InputPixelType;
typedef unsigned char OutputPixelType;

typedef itk::Image< InputPixelType, 2 > InputImageType;
typedef itk::Image< OutputPixelType, 2 > OutputImageType;
```



Figure 2.17: Effect of 1, 10 and 50 iterations of the BinaryMedianImageFilter using a 3x3 window.

Using the image types, it is now possible to define the filter type and create the filter object.

```
typedef itk::VotingBinaryHoleFillingImageFilter<
    InputImageType, OutputImageType > FilterType;

FilterType::Pointer filter = FilterType::New();
```

The size of the neighborhood is defined along every dimension by passing a `SizeType` object with the corresponding values. The value on each dimension is used as the semi-size of a rectangular box. For example, in  $2D$  a size of 1, 2 will result in a  $3 \times 5$  neighborhood.

```
InputImageType::SizeType indexRadius;

indexRadius[0] = radiusX; // radius along x
indexRadius[1] = radiusY; // radius along y

filter->SetRadius( indexRadius );
```

Since the filter is expecting a binary image as input, we must specify the levels that are going to be considered background and foreground. This is done with the `SetForegroundValue()` and `SetBackgroundValue()` methods.

```
filter->SetBackgroundValue( 0 );
filter->SetForegroundValue( 255 );
```

We must also specify the majority threshold that is going to be used as the decision criterion for converting a background pixel into a foreground pixel. The rule of conversion is that a background pixel will be converted into a foreground pixel if the number of foreground neighbors surpass the number of background neighbors by the majority value. For example, in a  $2D$  image, with neighborhood or radius 1, the neighborhood will have size  $3 \times 3$ . If we set the majority value to 2, then we are requiring that the number of foreground neighbors should be at least  $(3 \times 3 - 1) / 2 + \text{majority}$ . This is done with the `SetMajorityThreshold()` method.

```
filter->SetMajorityThreshold( 2 );
```

The input to the filter can be taken from any other filter, for example a reader. The output can be passed down the pipeline to other filters, for example, a writer. An update call on any downstream filter will trigger the execution of the median filter.

```
filter->SetInput( reader->GetOutput() );
writer->SetInput( filter->GetOutput() );
writer->Update();
```

Figure 2.18 illustrates the effect of the `VotingBinaryHoleFillingImageFilter` filter on a thresholded slice of MRI brain image using neighborhood radii of 1, 1, 2, 2 and 3, 3 that correspond respectively to neighborhoods of size  $3 \times 3$ ,  $5 \times 5$ ,  $7 \times 7$ . The filtered image demonstrates the capability of this filter for reducing noise both in the background and foreground of the image, as well as smoothing the contours of the regions.

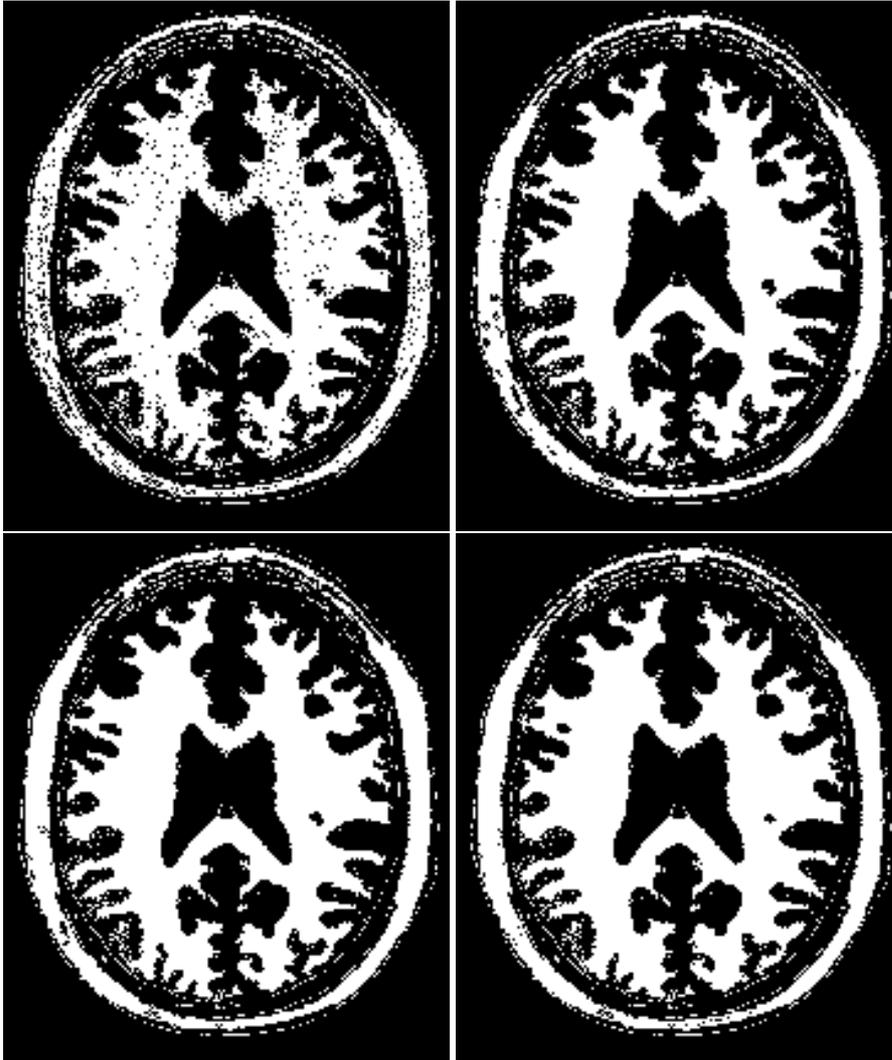


Figure 2.18: Effect of the `VotingBinaryHoleFillingImageFilter` on a slice from a MRI proton density brain image that has been thresholded in order to produce a binary image. The output images have used radius 1, 2 and 3 respectively.

### Iterative Hole Filling Filter

The Hole Filling filter can be used in an iterative way, by applying it repeatedly until no pixel changes. In this context, the filter can be seen as a binary variation of a Level Set filter.

The source code for this section can be found in the file `VotingBinaryIterativeHoleFillingImageFilter.cxx`.

The `itk::VotingBinaryIterativeHoleFillingImageFilter` applies a voting operation in order to fill-in cavities. This can be used for smoothing contours and for filling holes in binary images. This filter runs internally a `itk::VotingBinaryHoleFillingImageFilter` until no pixels change or the maximum number of iterations has been reached.

The header file corresponding to this filter should be included first.

```
#include "itkVotingBinaryIterativeHoleFillingImageFilter.h"
```

Then the pixel and image types must be defined. Note that this filter requires the input and output images to be of the same type, therefore a single image type is required for the template instantiation.

```
typedef unsigned char PixelType;
typedef itk::Image< PixelType, 2 > ImageType;
```

Using the image types, it is now possible to define the filter type and create the filter object.

```
typedef itk::VotingBinaryIterativeHoleFillingImageFilter<
    ImageType > FilterType;

FilterType::Pointer filter = FilterType::New();
```

The size of the neighborhood is defined along every dimension by passing a `SizeType` object with the corresponding values. The value on each dimension is used as the semi-size of a rectangular box. For example, in  $2D$  a size of  $1, 2$  will result in a  $3 \times 5$  neighborhood.

```
ImageType::SizeType indexRadius;

indexRadius[0] = radiusX; // radius along x
indexRadius[1] = radiusY; // radius along y

filter->SetRadius( indexRadius );
```

Since the filter is expecting a binary image as input, we must specify the levels that are going to be considered background and foreground. This is done with the `SetForegroundValue()` and `SetBackgroundValue()` methods.

```
filter->SetBackgroundValue( 0 );
filter->SetForegroundValue( 255 );
```

We must also specify the majority threshold that is going to be used as the decision criterion

for converting a background pixel into a foreground pixel. The rule of conversion is that a background pixel will be converted into a foreground pixel if the number of foreground neighbors surpass the number of background neighbors by the majority value. For example, in a 2D image, with neighborhood or radius 1, the neighborhood will have size  $3 \times 3$ . If we set the majority value to 2, then we are requiring that the number of foreground neighbors should be at least  $(3 \times 3 - 1) / 2 + \text{majority}$ . This is done with the `SetMajorityThreshold()` method.

```
filter->SetMajorityThreshold( 2 );
```

Finally we specify the maximum number of iterations that this filter should be run. The number of iteration will determine the maximum size of holes and cavities that this filter will be able to fill-in. The more iterations you ran, the larger the cavities that will be filled in.

```
filter->SetMaximumNumberOfIterations( numberOfIterations );
```

The input to the filter can be taken from any other filter, for example a reader. The output can be passed down the pipeline to other filters, for example, a writer. An update call on any downstream filter will trigger the execution of the median filter.

```
filter->SetInput( reader->GetOutput() );
writer->SetInput( filter->GetOutput() );
writer->Update();
```

Figure 2.19 illustrates the effect of the `VotingBinaryIterativeHoleFillingImageFilter` filter on a thresholded slice of MRI brain image using neighborhood radii of 1, 1, 2, 2 and 3, 3 that correspond respectively to neighborhoods of size  $3 \times 3$ ,  $5 \times 5$ ,  $7 \times 7$ . The filtered image demonstrates the capability of this filter for reducing noise both in the background and foreground of the image, as well as smoothing the contours of the regions.

## 2.7 Smoothing Filters

Real image data has a level of uncertainty that is manifested in the variability of measures assigned to pixels. This uncertainty is usually interpreted as noise and considered an undesirable component of the image data. This section describes several methods that can be applied to reduce noise on images.

### 2.7.1 Blurring

Blurring is the traditional approach for removing noise from images. It is usually implemented in the form of a convolution with a kernel. The effect of blurring on the image spectrum is to attenuate high spatial frequencies. Different kernels attenuate frequencies in different ways. One of the most commonly used kernels is the Gaussian. Two implementations of Gaussian smoothing are available in the toolkit. The first one is based on a traditional convolution while

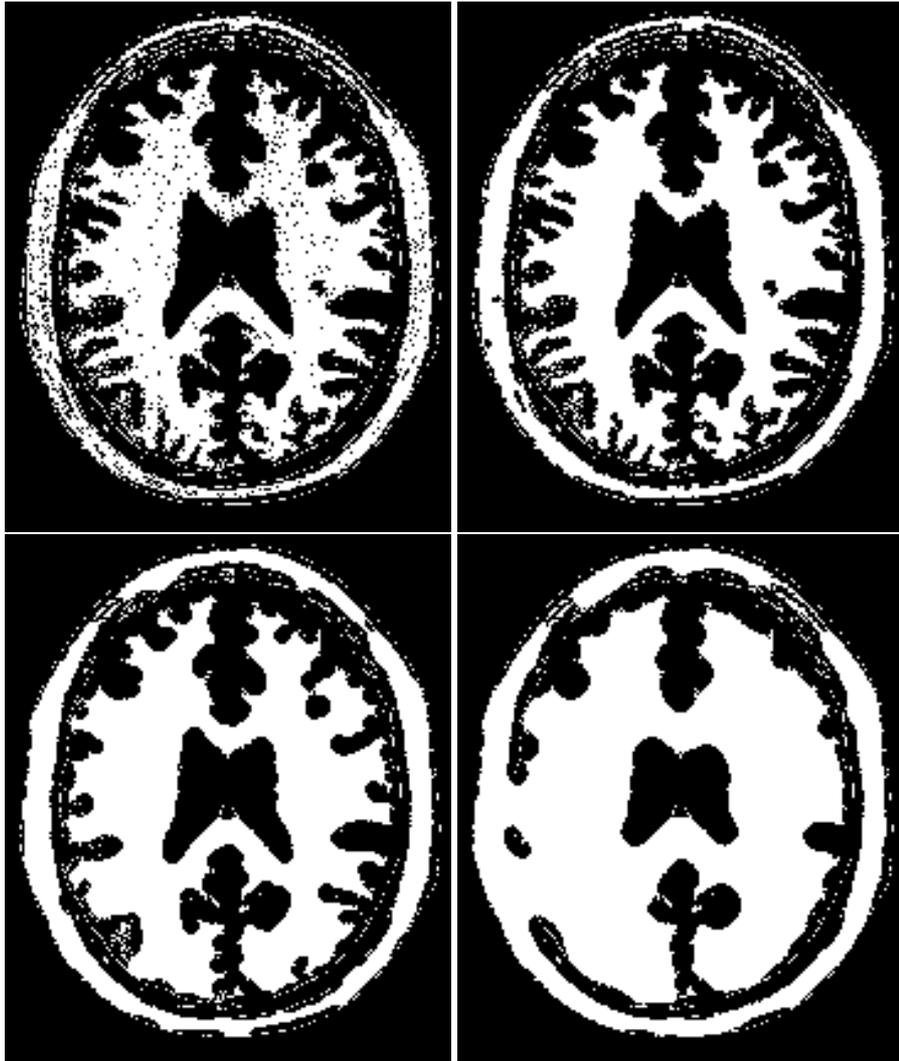


Figure 2.19: Effect of the `VotingBinaryIterativeHoleFillingImageFilter` on a slice from a MRI proton density brain image that has been thresholded in order to produce a binary image. The output images have used radius 1,2 and 3 respectively.

the other is based on the application of IIR filters that approximate the convolution with a Gaussian [17, 18].

## Discrete Gaussian

The source code for this section can be found in the file `DiscreteGaussianImageFilter.cxx`.

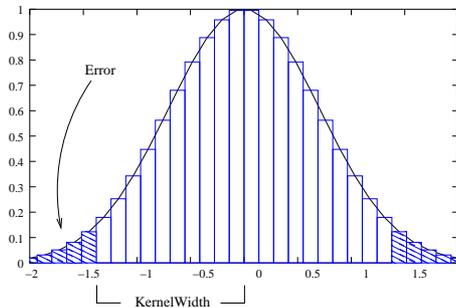


Figure 2.20: Discretized Gaussian.

The `itk::DiscreteGaussianImageFilter` computes the convolution of the input image with a Gaussian kernel. This is done in  $ND$  by taking advantage of the separability of the Gaussian kernel. A one-dimensional Gaussian function is discretized on a convolution kernel. The size of the kernel is extended until there are enough discrete points in the Gaussian to ensure that a user-provided maximum error is not exceeded. Since the size of the kernel is unknown a priori, it is necessary to impose a limit to its growth. The user can thus provide a value to be the maximum admissible size of the kernel. Discretization error

is defined as the difference between the area under the discrete Gaussian curve (which has finite support) and the area under the continuous Gaussian.

Gaussian kernels in ITK are constructed according to the theory of Tony Lindeberg [37] so that smoothing and derivative operations commute before and after discretization. In other words, finite difference derivatives on an image  $I$  that has been smoothed by convolution with the Gaussian are equivalent to finite differences computed on  $I$  by convolving with a derivative of the Gaussian.

The first step required to use this filter is to include its header file.

```
#include "itkDiscreteGaussianImageFilter.h"
```

Types should be chosen for the pixels of the input and output images. Image types can be instantiated using the pixel type and dimension.

```
typedef float InputPixelType;
typedef float OutputPixelType;

typedef itk::Image< InputPixelType, 2 > InputImageType;
typedef itk::Image< OutputPixelType, 2 > OutputImageType;
```

The discrete Gaussian filter type is instantiated using the input and output image types. A corresponding filter object is created.

```
typedef itk::DiscreteGaussianImageFilter<
    InputImageType, OutputImageType > FilterType;

FilterType::Pointer filter = FilterType::New();
```

The input image can be obtained from the output of another filter. Here, an image reader is used as its input.

```
filter->SetInput( reader->GetOutput() );
```

The filter requires the user to provide a value for the variance associated with the Gaussian kernel. The method `SetVariance()` is used for this purpose. The discrete Gaussian is constructed as a convolution kernel. The maximum kernel size can be set by the user. Note that the combination of variance and kernel-size values may result in a truncated Gaussian kernel.

```
filter->SetVariance( gaussianVariance );
filter->SetMaximumKernelWidth( maxKernelWidth );
```

Finally, the filter is executed by invoking the `Update()` method.

```
filter->Update();
```

If the output of this filter has been connected to other filters down the pipeline, updating any of the downstream filters would have triggered the execution of this one. For example, a writer could have been used after the filter.

```
rescaler->SetInput( filter->GetOutput() );
writer->SetInput( rescaler->GetOutput() );
writer->Update();
```

Figure 2.21 illustrates the effect of this filter on a MRI proton density image of the brain.

Note that large Gaussian variances will produce large convolution kernels and correspondingly slower computation times. Unless a high degree of accuracy is required, it may be more desirable to use the approximating `itk::RecursiveGaussianImageFilter` with large variances.

### Binomial Blurring

The source code for this section can be found in the file `BinomialBlurImageFilter.cxx`.

The `itk::BinomialBlurImageFilter` computes a nearest neighbor average along each dimension. The process is repeated a number of times, as specified by the user. In principle, after a large number of iterations the result will approach the convolution with a Gaussian.

The first step required to use this filter is to include its header file.

```
#include "itkBinomialBlurImageFilter.h"
```

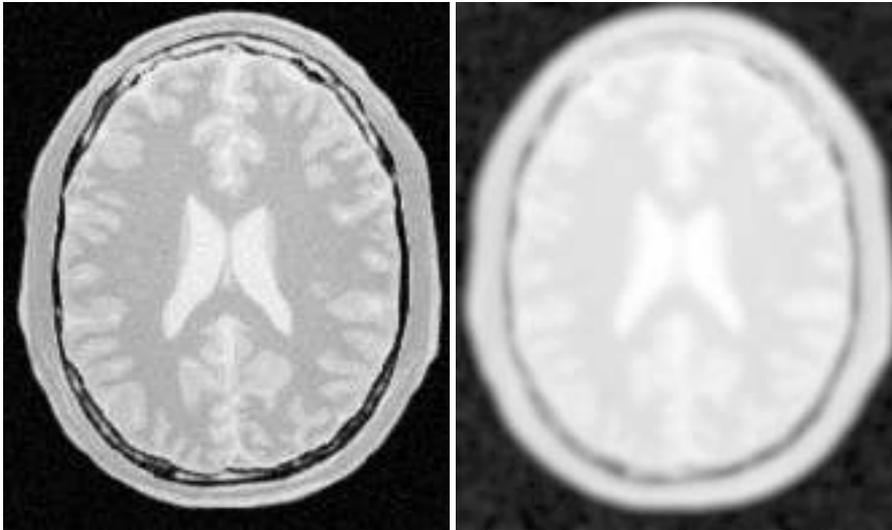


Figure 2.21: Effect of the `DiscreteGaussianImageFilter` on a slice from a MRI proton density image of the brain.

Types should be chosen for the pixels of the input and output images. Image types can be instantiated using the pixel type and dimension.

```
typedef float InputPixelType;
typedef float OutputPixelType;

typedef itk::Image< InputPixelType, 2 > InputImageType;
typedef itk::Image< OutputPixelType, 2 > OutputImageType;
```

The filter type is now instantiated using both the input image and the output image types. Then a filter object is created.

```
typedef itk::BinomialBlurImageFilter<
    InputImageType, OutputImageType > FilterType;
FilterType::Pointer filter = FilterType::New();
```

The input image can be obtained from the output of another filter. Here, an image reader is used as the source. The number of repetitions is set with the `SetRepetitions()` method. Computation time will increase linearly with the number of repetitions selected. Finally, the filter can be executed by calling the `Update()` method.

```
filter->SetInput( reader->GetOutput() );
filter->SetRepetitions( repetitions );
filter->Update();
```

Figure 2.22 illustrates the effect of this filter on a MRI proton density image of the brain.

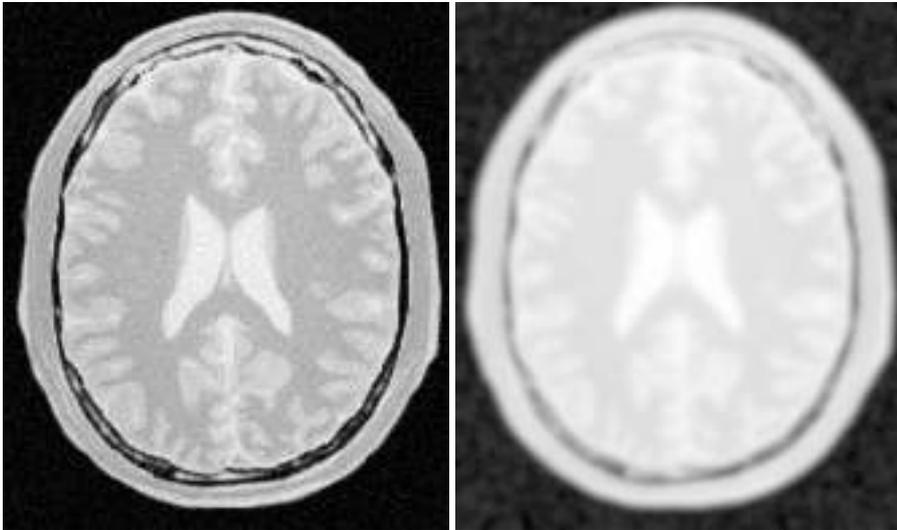


Figure 2.22: Effect of the `BinomialBlurImageFilter` on a slice from a MRI proton density image of the brain.

Note that the standard deviation  $\sigma$  of the equivalent Gaussian is fixed. In the spatial spectrum, the effect of every iteration of this filter is like a multiplication with a sinus cardinal function.

### Recursive Gaussian IIR

The source code for this section can be found in the file `SmoothingRecursiveGaussianImageFilter.cxx`.

The classical method of smoothing an image by convolution with a Gaussian kernel has the drawback that it is slow when the standard deviation  $\sigma$  of the Gaussian is large. This is due to the larger size of the kernel, which results in a higher number of computations per pixel.

The `itk::RecursiveGaussianImageFilter` implements an approximation of convolution with the Gaussian and its derivatives by using IIR<sup>2</sup> filters. In practice this filter requires a constant number of operations for approximating the convolution, regardless of the  $\sigma$  value [17, 18].

The first step required to use this filter is to include its header file.

```
#include "itkRecursiveGaussianImageFilter.h"
```

Types should be selected on the desired input and output pixel types.

<sup>2</sup>Infinite Impulse Response

```
typedef float InputPixelType;
typedef float OutputPixelType;
```

The input and output image types are instantiated using the pixel types.

```
typedef itk::Image< InputPixelType, 2 > InputImageType;
typedef itk::Image< OutputPixelType, 2 > OutputImageType;
```

The filter type is now instantiated using both the input image and the output image types.

```
typedef itk::RecursiveGaussianImageFilter<
    InputImageType, OutputImageType > FilterType;
```

This filter applies the approximation of the convolution along a single dimension. It is therefore necessary to concatenate several of these filters to produce smoothing in all directions. In this example, we create a pair of filters since we are processing a 2D image. The filters are created by invoking the `New()` method and assigning the result to a `itk::SmartPointer`.

```
FilterType::Pointer filterX = FilterType::New();
FilterType::Pointer filterY = FilterType::New();
```

Since each one of the newly created filters has the potential to perform filtering along any dimension, we have to restrict each one to a particular direction. This is done with the `SetDirection()` method.

```
filterX->SetDirection( 0 ); // 0 --> X direction
filterY->SetDirection( 1 ); // 1 --> Y direction
```

The `itk::RecursiveGaussianImageFilter` can approximate the convolution with the Gaussian or with its first and second derivatives. We select one of these options by using the `SetOrder()` method. Note that the argument is an enum whose values can be `ZeroOrder`, `FirstOrder` and `SecondOrder`. For example, to compute the  $x$  partial derivative we should select `FirstOrder` for  $x$  and `ZeroOrder` for  $y$ . Here we want only to smooth in  $x$  and  $y$ , so we select `ZeroOrder` in both directions.

```
filterX->SetOrder( FilterType::ZeroOrder );
filterY->SetOrder( FilterType::ZeroOrder );
```

There are two typical ways of normalizing Gaussians depending on their application. For scale-space analysis it is desirable to use a normalization that will preserve the maximum value of the input. This normalization is represented by the following equation.

$$\frac{1}{\sigma\sqrt{2\pi}} \quad (2.4)$$

In applications that use the Gaussian as a solution of the diffusion equation it is desirable to use a normalization that preserve the integral of the signal. This last approach can be seen as a conservation of mass principle. This is represented by the following equation.

$$\frac{1}{\sigma^2 \sqrt{2\pi}} \quad (2.5)$$

The `itk::RecursiveGaussianImageFilter` has a boolean flag that allows users to select between these two normalization options. Selection is done with the method `SetNormalizeAcrossScale()`. Enable this flag to analyzing an image across scale-space. In the current example, this setting has no impact because we are actually renormalizing the output to the dynamic range of the reader, so we simply disable the flag.

```
filterX->SetNormalizeAcrossScale( false );
filterY->SetNormalizeAcrossScale( false );
```

The input image can be obtained from the output of another filter. Here, an image reader is used as the source. The image is passed to the  $x$  filter and then to the  $y$  filter. The reason for keeping these two filters separate is that it is usual in scale-space applications to compute not only the smoothing but also combinations of derivatives at different orders and smoothing. Some factorization is possible when separate filters are used to generate the intermediate results. Here this capability is less interesting, though, since we only want to smooth the image in all directions.

```
filterX->SetInput( reader->GetOutput() );
filterY->SetInput( filterX->GetOutput() );
```

It is now time to select the  $\sigma$  of the Gaussian used to smooth the data. Note that  $\sigma$  must be passed to both filters and that sigma is considered to be in millimeters. That is, at the moment of applying the smoothing process, the filter will take into account the spacing values defined in the image.

```
filterX->SetSigma( sigma );
filterY->SetSigma( sigma );
```

Finally the pipeline is executed by invoking the `Update()` method.

```
filterY->Update();
```

Figure 2.23 illustrates the effect of this filter on a MRI proton density image of the brain using  $\sigma$  values of 3 (left) and 5 (right). The figure shows how the attenuation of noise can be regulated by selecting the appropriate standard deviation. This type of scale-tunable filter is suitable for performing scale-space analysis.

The `RecursiveGaussianFilters` can also be applied on multi-component images. For instance, the above filter could have applied with `RGBPixel` as the pixel type. Each component is then independently filtered. However the `RescaleIntensityImageFilter` will not work on `RGBPixels` since it does not mathematically make sense to rescale the output of multi-component images.

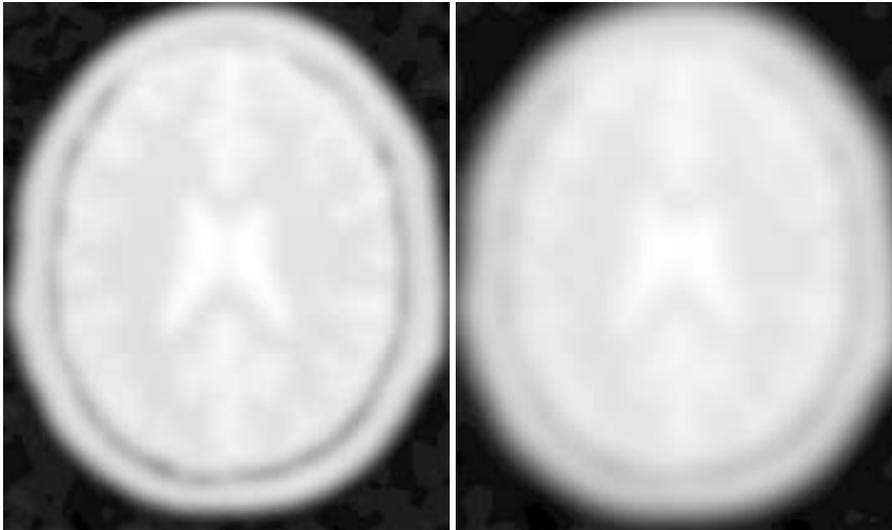


Figure 2.23: Effect of the `SmoothingRecursiveGaussianImageFilter` on a slice from a MRI proton density image of the brain.

## 2.7.2 Local Blurring

In some cases it is desirable to compute smoothing in restricted regions of the image, or to do it using different parameters that are computed locally. The following sections describe options for applying local smoothing in images.

### Gaussian Blur Image Function

The source code for this section can be found in the file `GaussianBlurImageFunction.cxx`.

## 2.7.3 Edge Preserving Smoothing

### Introduction to Anisotropic Diffusion

The drawback of image denoising (smoothing) is that it tends to blur away the sharp boundaries in the image that help to distinguish between the larger-scale anatomical structures that one is trying to characterize (which also limits the size of the smoothing kernels in most applications). Even in cases where smoothing does not obliterate boundaries, it tends to distort the fine structure of the image and thereby changes subtle aspects of the anatomical shapes in question.

Perona and Malik [49] introduced an alternative to linear-filtering that they called *anisotropic diffusion*. Anisotropic diffusion is closely related to the earlier work of Grossberg [24],

who used similar nonlinear diffusion processes to model human vision. The motivation for anisotropic diffusion (also called *nonuniform* or *variable conductance* diffusion) is that a Gaussian smoothed image is a single time slice of the solution to the heat equation, that has the original image as its initial conditions. Thus, the solution to

$$\frac{\partial g(x,y,t)}{\partial t} = \nabla \cdot \nabla g(x,y,t), \quad (2.6)$$

where  $g(x,y,0) = f(x,y)$  is the input image, is  $g(x,y,t) = G(\sqrt{2t}) \otimes f(x,y)$ , where  $G(\sigma)$  is a Gaussian with standard deviation  $\sigma$ .

Anisotropic diffusion includes a variable conductance term that, in turn, depends on the differential structure of the image. Thus, the variable conductance can be formulated to limit the smoothing at “edges” in images, as measured by high gradient magnitude, for example.

$$g_t = \nabla \cdot c(|\nabla g|) \nabla g, \quad (2.7)$$

where, for notational convenience, we leave off the independent parameters of  $g$  and use the subscripts with respect to those parameters to indicate partial derivatives. The function  $c(|\nabla g|)$  is a fuzzy cutoff that reduces the conductance at areas of large  $|\nabla g|$ , and can be any one of a number of functions. The literature has shown

$$c(|\nabla g|) = e^{-\frac{|\nabla g|^2}{2k^2}} \quad (2.8)$$

to be quite effective. Notice that conductance term introduces a free parameter  $k$ , the *conductance parameter*, that controls the sensitivity of the process to edge contrast. Thus, anisotropic diffusion entails two free parameters: the conductance parameter,  $k$ , and the time parameter,  $t$ , that is analogous to  $\sigma$ , the effective width of the filter when using Gaussian kernels.

Equation 2.7 is a nonlinear partial differential equation that can be solved on a discrete grid using finite forward differences. Thus, the smoothed image is obtained only by an iterative process, not a convolution or non-stationary, linear filter. Typically, the number of iterations required for practical results are small, and large 2D images can be processed in several tens of seconds using carefully written code running on modern, general purpose, single-processor computers. The technique applies readily and effectively to 3D images, but requires more processing time.

In the early 1990’s several research groups [23, 72] demonstrated the effectiveness of anisotropic diffusion on medical images. In a series of papers on the subject [76, 74, 75, 72, 73, 70], Whitaker described a detailed analytical and empirical analysis, introduced a smoothing term in the conductance that made the process more robust, invented a numerical scheme that virtually eliminated directional artifacts in the original algorithm, and generalized anisotropic diffusion to vector-valued images, an image processing technique that can be used on vector-valued medical data (such as the color cryosection data of the Visible Human Project).

For a vector-valued input  $\vec{F} : U \mapsto \mathfrak{R}^m$  the process takes the form

$$\vec{F}_t = \nabla \cdot c(\mathcal{D}\vec{F}) \vec{F}, \quad (2.9)$$

where  $\mathcal{D}\vec{F}$  is a *dissimilarity* measure of  $\vec{F}$ , a generalization of the gradient magnitude to vector-valued images, that can incorporate linear and nonlinear coordinate transformations on the range of  $\vec{F}$ . In this way, the smoothing of the multiple images associated with vector-valued data is coupled through the conductance term, that fuses the information in the different images. Thus vector-valued, nonlinear diffusion can combine low-level image features (e.g. edges) across all “channels” of a vector-valued image in order to preserve or enhance those features in all of image “channels”.

Vector-valued anisotropic diffusion is useful for denoising data from devices that produce multiple values such as MRI or color photography. When performing nonlinear diffusion on a color image, the color channels are diffused separately, but linked through the conductance term. Vector-valued diffusion it is also useful for processing registered data from different devices or for denoising higher-order geometric or statistical features from scalar-valued images [70, 77].

The output of anisotropic diffusion is an image or set of images that demonstrates reduced noise and texture but preserves, and can also enhance, edges. Such images are useful for a variety of processes including statistical classification, visualization, and geometric feature extraction. Previous work has shown [73] that anisotropic diffusion, over a wide range of conductance parameters, offers quantifiable advantages over linear filtering for edge detection in medical images.

Since the effectiveness of nonlinear diffusion was first demonstrated, numerous variations of this approach have surfaced in the literature [65]. These include alternatives for constructing dissimilarity measures [57], directional (i.e., tensor-valued) conductance terms [69, 3] and level set interpretations [71].

### Gradient Anisotropic Diffusion

The source code for this section can be found in the file `GradientAnisotropicDiffusionImageFilter.cxx`. The `itk::GradientAnisotropicDiffusionImageFilter` implements an  $N$ -dimensional version of the classic Perona-Malik anisotropic diffusion equation for scalar-valued images [49].

The conductance term for this implementation is chosen as a function of the gradient magnitude of the image at each point, reducing the strength of diffusion at edge pixels.

$$C(\mathbf{x}) = e^{-\left(\frac{\|\nabla U(\mathbf{x})\|}{K}\right)^2} \quad (2.10)$$

The numerical implementation of this equation is similar to that described in the Perona-Malik paper [49], but uses a more robust technique for gradient magnitude estimation and has been generalized to  $N$ -dimensions.

The first step required to use this filter is to include its header file.

```
#include "itkGradientAnisotropicDiffusionImageFilter.h"
```

Types should be selected based on the pixel types required for the input and output images. The image types are defined using the pixel type and the dimension.

```
typedef float InputPixelType;
typedef float OutputPixelType;

typedef itk::Image< InputPixelType, 2 > InputImageType;
typedef itk::Image< OutputPixelType, 2 > OutputImageType;
```

The filter type is now instantiated using both the input image and the output image types. The filter object is created by the `New()` method.

```
typedef itk::GradientAnisotropicDiffusionImageFilter<
    InputImageType, OutputImageType > FilterType;
FilterType::Pointer filter = FilterType::New();
```

The input image can be obtained from the output of another filter. Here, an image reader is used as source.

```
filter->SetInput( reader->GetOutput() );
```

This filter requires three parameters, the number of iterations to be performed, the time step and the conductance parameter used in the computation of the level set evolution. These parameters are set using the methods `SetNumberOfIterations()`, `SetTimeStep()` and `SetConductanceParameter()` respectively. The filter can be executed by invoking `Update()`.

```
filter->SetNumberOfIterations( numberOfIterations );
filter->SetTimeStep( timeStep );
filter->SetConductanceParameter( conductance );

filter->Update();
```

Typical values for the time step are 0.25 in 2D images and 0.125 in 3D images. The number of iterations is typically set to 5; more iterations result in further smoothing and will increase the computing time linearly.

Figure 2.24 illustrates the effect of this filter on a MRI proton density image of the brain. In this example the filter was run with a time step of 0.25, and 5 iterations. The figure shows how homogeneous regions are smoothed and edges are preserved.

**The following classes provide similar functionality:**

- `itk::BilateralImageFilter`
- `itk::CurvatureAnisotropicDiffusionImageFilter`
- `itk::CurvatureFlowImageFilter`

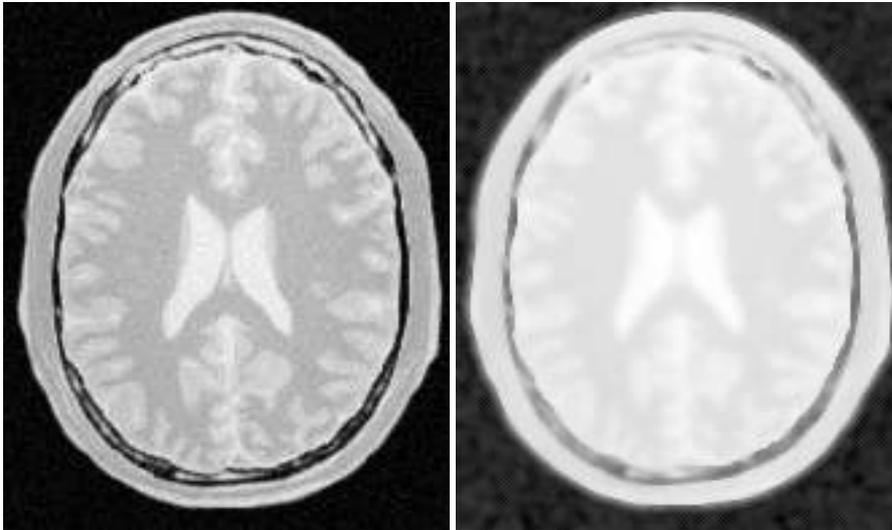


Figure 2.24: Effect of the `GradientAnisotropicDiffusionImageFilter` on a slice from a MRI Proton Density image of the brain.

### Curvature Anisotropic Diffusion

The source code for this section can be found in the file `CurvatureAnisotropicDiffusionImageFilter.cxx`.

The `itk::CurvatureAnisotropicDiffusionImageFilter` performs anisotropic diffusion on an image using a modified curvature diffusion equation (MCDE).

MCDE does not exhibit the edge enhancing properties of classic anisotropic diffusion, which can under certain conditions undergo a “negative” diffusion, which enhances the contrast of edges. Equations of the form of MCDE always undergo positive diffusion, with the conductance term only varying the strength of that diffusion.

Qualitatively, MCDE compares well with other non-linear diffusion techniques. It is less sensitive to contrast than classic Perona-Malik style diffusion, and preserves finer detailed structures in images. There is a potential speed trade-off for using this function in place of `itkGradient-NDAnisotropicDiffusionFunction`. Each iteration of the solution takes roughly twice as long. Fewer iterations, however, may be required to reach an acceptable solution.

The MCDE equation is given as:

$$f_t = |\nabla f| \nabla \cdot c(|\nabla f|) \frac{\nabla f}{|\nabla f|} \quad (2.11)$$

where the conductance modified curvature term is

$$\nabla \cdot \frac{\nabla f}{|\nabla f|} \quad (2.12)$$

The first step required for using this filter is to include its header file

```
#include "itkCurvatureAnisotropicDiffusionImageFilter.h"
```

Types should be selected based on the pixel types required for the input and output images. The image types are defined using the pixel type and the dimension.

```
typedef float InputPixelType;
typedef float OutputPixelType;

typedef itk::Image< InputPixelType, 2 > InputImageType;
typedef itk::Image< OutputPixelType, 2 > OutputImageType;
```

The filter type is now instantiated using both the input image and the output image types. The filter object is created by the `New()` method.

```
typedef itk::CurvatureAnisotropicDiffusionImageFilter<
    InputImageType, OutputImageType > FilterType;

FilterType::Pointer filter = FilterType::New();
```

The input image can be obtained from the output of another filter. Here, an image reader is used as source.

```
filter->SetInput( reader->GetOutput() );
```

This filter requires three parameters, the number of iterations to be performed, the time step used in the computation of the level set evolution and the value of conductance. These parameters are set using the methods `SetNumberOfIterations()`, `SetTimeStep()` and `SetConductance()` respectively. The filter can be executed by invoking `Update()`.

```
filter->SetNumberOfIterations( numberOfIterations );
filter->SetTimeStep( timeStep );
filter->SetConductanceParameter( conductance );
if (useImageSpacing)
{
    filter->UseImageSpacingOn();
}
filter->Update();
```

Typical values for the time step are 0.125 in 2D images and 0.0625 in 3D images. The number of iterations can be usually around 5, more iterations will result in further smoothing and will increase linearly the computing time. The conductance parameter is usually around 3.0.

Figure 2.25 illustrates the effect of this filter on a MRI proton density image of the brain. In this example the filter was run with a time step of 0.125, 5 iterations and a conductance value

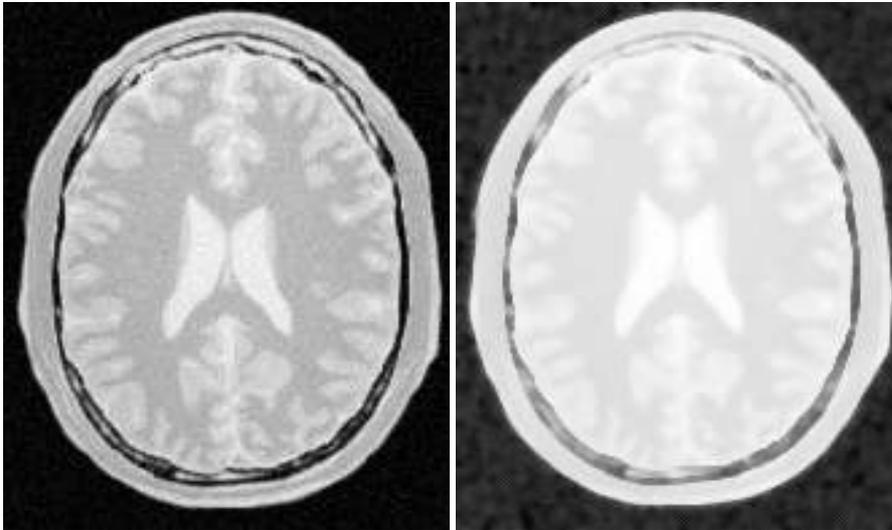


Figure 2.25: Effect of the `CurvatureAnisotropicDiffusionImageFilter` on a slice from a MRI Proton Density image of the brain.

of 3.0. The figure shows how homogeneous regions are smoothed and edges are preserved.

**The following classes provide similar functionality:**

- `itk::BilateralImageFilter`
- `itk::CurvatureFlowImageFilter`
- `itk::GradientAnisotropicDiffusionImageFilter`

### Curvature Flow

The source code for this section can be found in the file `CurvatureFlowImageFilter.cxx`.

The `itk::CurvatureFlowImageFilter` performs edge-preserving smoothing in a similar fashion to the classical anisotropic diffusion. The filter uses a level set formulation where the iso-intensity contours in a image are viewed as level sets, where pixels of a particular intensity form one level set. The level set function is then evolved under the control of a diffusion equation where the speed is proportional to the curvature of the contour:

$$I_t = \kappa |\nabla I| \quad (2.13)$$

where  $\kappa$  is the curvature.

Areas of high curvature will diffuse faster than areas of low curvature. Hence, small jagged noise artifacts will disappear quickly, while large scale interfaces will be slow to evolve, thereby preserving sharp boundaries between objects. However, it should be noted that although the evolution at the boundary is slow, some diffusion still occur. Thus, continual application of this curvature flow scheme will eventually result in the removal of information as each contour shrinks to a point and disappears.

The first step required to use this filter is to include its header file.

```
#include "itkCurvatureFlowImageFilter.h"
```

Types should be selected based on the pixel types required for the input and output images.

```
typedef float InputPixelType;
typedef float OutputPixelType;
```

With them, the input and output image types can be instantiated.

```
typedef itk::Image< InputPixelType, 2 > InputImageType;
typedef itk::Image< OutputPixelType, 2 > OutputImageType;
```

The CurvatureFlow filter type is now instantiated using both the input image and the output image types.

```
typedef itk::CurvatureFlowImageFilter<
    InputImageType, OutputImageType > FilterType;
```

A filter object is created by invoking the `New()` method and assigning the result to a `itk::SmartPointer`.

```
FilterType::Pointer filter = FilterType::New();
```

The input image can be obtained from the output of another filter. Here, an image reader is used as source.

```
filter->SetInput( reader->GetOutput() );
```

The CurvatureFlow filter requires two parameters, the number of iterations to be performed and the time step used in the computation of the level set evolution. These two parameters are set using the methods `SetNumberOfIterations()` and `SetTimeStep()` respectively. Then the filter can be executed by invoking `Update()`.

```
filter->SetNumberOfIterations( numberOfIterations );
filter->SetTimeStep( timeStep );
filter->Update();
```

Typical values for the time step are 0.125 in 2D images and 0.0625 in 3D images. The number of iterations can be usually around 10, more iterations will result in further smoothing and

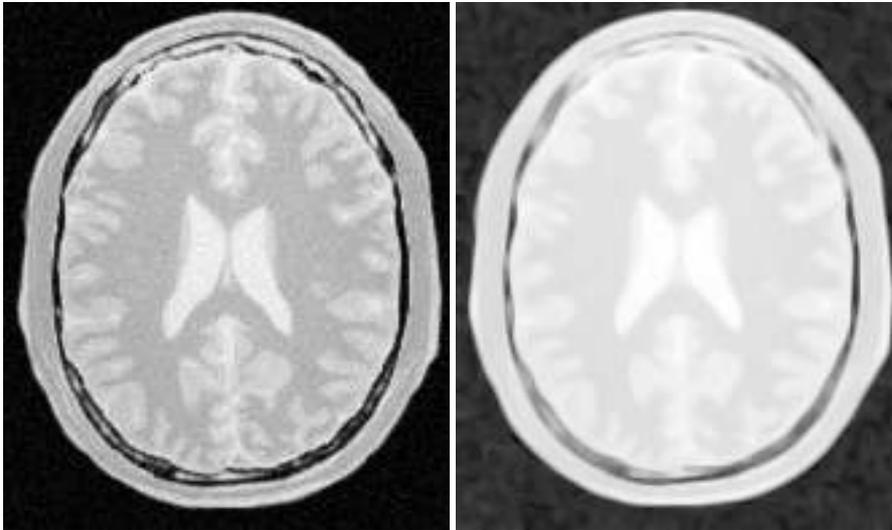


Figure 2.26: Effect of the `CurvatureFlowImageFilter` on a slice from a MRI proton density image of the brain.

will increase linearly the computing time. Edge-preserving behavior is not guaranteed by this filter, some degradation will occur on the edges and will increase as the number of iterations is increased.

If the output of this filter has been connected to other filters down the pipeline, updating any of the downstream filters will triggered the execution of this one. For example, a writer filter could have been used after the curvature flow filter.

```
rescaler->SetInput( filter->GetOutput() );  
writer->SetInput( rescaler->GetOutput() );  
writer->Update();
```

Figure 2.26 illustrates the effect of this filter on a MRI proton density image of the brain. In this example the filter was run with a time step of 0.25 and 10 iterations. The figure shows how homogeneous regions are smoothed and edges are preserved.

**The following classes provide similar functionality:**

- `itk::GradientAnisotropicDiffusionImageFilter`
- `itk::CurvatureAnisotropicDiffusionImageFilter`
- `itk::BilateralImageFilter`

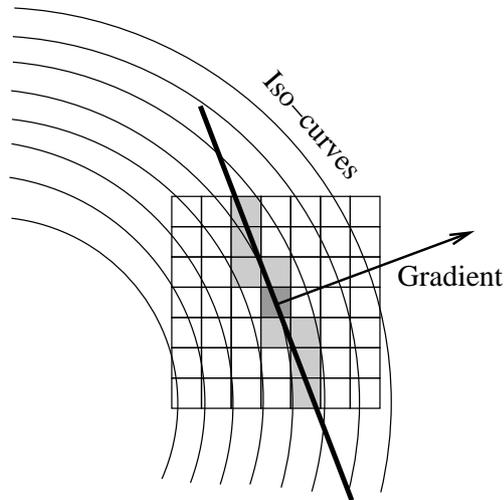


Figure 2.27: Elements involved in the computation of min-max curvature flow.

### MinMaxCurvature Flow

The source code for this section can be found in the file `MinMaxCurvatureFlowImageFilter.cxx`.

The MinMax curvature flow filter applies a variant of the curvature flow algorithm where diffusion is turned on or off depending of the scale of the noise that one wants to remove. The evolution speed is switched between  $\min(\kappa, 0)$  and  $\max(\kappa, 0)$  such that:

$$I_t = F|\nabla I| \quad (2.14)$$

where  $F$  is defined as

$$F = \begin{cases} \max(\kappa, 0) & : \text{Average} < \text{Threshold} \\ \min(\kappa, 0) & : \text{Average} \geq \text{Threshold} \end{cases} \quad (2.15)$$

The *Average* is the average intensity computed over a neighborhood of a user specified radius of the pixel. The choice of the radius governs the scale of the noise to be removed. The *Threshold* is calculated as the average of pixel intensities along the direction perpendicular to the gradient at the *extrema* of the local neighborhood.

A speed of  $F = \max(\kappa, 0)$  will cause small dark regions in a predominantly light region to shrink. Conversely, a speed of  $F = \min(\kappa, 0)$ , will cause light regions in a predominantly dark region to shrink. Comparison between the neighborhood average and the threshold is used to select the the right speed function to use. This switching prevents the unwanted diffusion of the simple curvature flow method.

Figure 2.27 shows the main elements involved in the computation. The set of square pixels represent the neighborhood over which the average intensity is being computed. The gray pixels are those lying close to the direction perpendicular to the gradient. The pixels which intersect the neighborhood bounds are used to compute the threshold value in the equation above. The integer radius of the neighborhood is selected by the user.

The first step required to use the `itk::MinMaxCurvatureFlowImageFilter` is to include its header file.

```
#include "itkMinMaxCurvatureFlowImageFilter.h"
```

Types should be selected based on the pixel types required for the input and output images. The input and output image types are instantiated.

```
typedef float InputPixelType;
typedef float OutputPixelType;

typedef itk::Image< InputPixelType, 2 > InputImageType;
typedef itk::Image< OutputPixelType, 2 > OutputImageType;
```

The `itk::MinMaxCurvatureFlowImageFilter` type is now instantiated using both the input image and the output image types. The filter is then created using the `New()` method.

```
typedef itk::MinMaxCurvatureFlowImageFilter<
    InputImageType, OutputImageType > FilterType;
FilterType::Pointer filter = FilterType::New();
```

The input image can be obtained from the output of another filter. Here, an image reader is used as source.

```
filter->SetInput( reader->GetOutput() );
```

The `itk::MinMaxCurvatureFlowImageFilter` requires the two normal parameters of the CurvatureFlow image, the number of iterations to be performed and the time step used in the computation of the level set evolution. In addition to them, the radius of the neighborhood is also required. This last parameter is passed using the `SetStencilRadius()` method. Note that the radius is provided as an integer number since it is referring to a number of pixels from the center to the border of the neighborhood. Then the filter can be executed by invoking `Update()`.

```
filter->SetTimeStep( timeStep );
filter->SetNumberOfIterations( numberOfIterations );
filter->SetStencilRadius( radius );
filter->Update();
```

Typical values for the time step are 0.125 in 2D images and 0.0625 in 3D images. The number of iterations can be usually around 10, more iterations will result in further smoothing and will increase the computing time linearly. The radius of the stencil can be typically 1. The *edge-preserving* characteristic is not perfect on this filter, some degradation will occur on the edges and will increase as the number of iterations is increased.

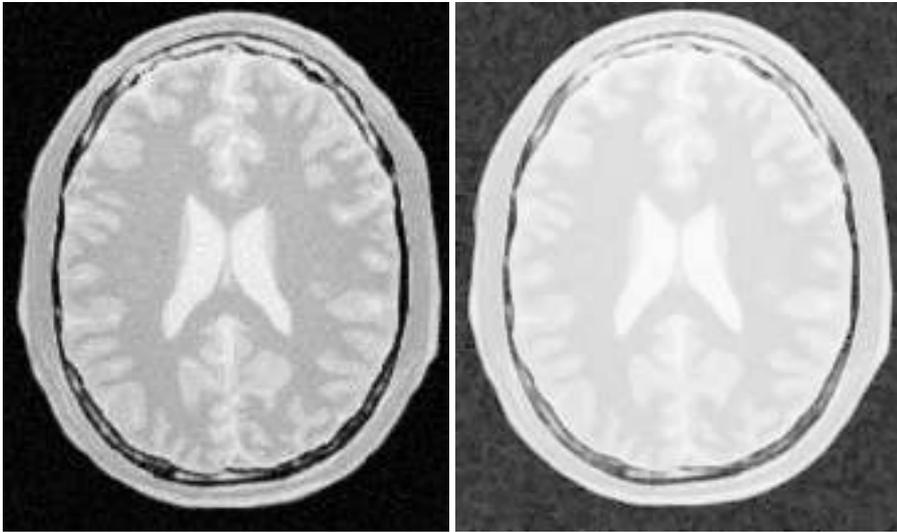


Figure 2.28: Effect of the `MinMaxCurvatureFlowImageFilter` on a slice from a MRI proton density image of the brain.

If the output of this filter has been connected to other filters down the pipeline, updating any of the downstream filters would have triggered the execution of this one. For example, a writer filter could have been used after the curvature flow filter.

```
rescaler->SetInput( filter->GetOutput() );  
writer->SetInput( rescaler->GetOutput() );  
writer->Update();
```

Figure 2.28 illustrates the effect of this filter on a MRI proton density image of the brain. In this example the filter was run with a time step of 0.125, 10 iterations and a radius of 1. The figure shows how homogeneous regions are smoothed and edges are preserved. Notice also, that the results in the figure has sharper edges than the same example using simple curvature flow in Figure 2.26.

**The following classes provide similar functionality:**

- `itk::CurvatureFlowImageFilter`

#### Bilateral Filter

The source code for this section can be found in the file `BilateralImageFilter.cxx`.

The `itk::BilateralImageFilter` performs smoothing by using both domain and range neighborhoods. Pixels that are close to a pixel in the image domain and similar to a pixel in the image range are used to calculate the filtered value. Two Gaussian kernels (one in the image

domain and one in the image range) are used to smooth the image. The result is an image that is smoothed in homogeneous regions yet has edges preserved. The result is similar to anisotropic diffusion but the implementation is non-iterative. Another benefit to bilateral filtering is that any distance metric can be used for kernel smoothing the image range. Bilateral filtering is capable of reducing the noise in an image by an order of magnitude while maintaining edges. The bilateral operator used here was described by Tomasi and Manduchi (*Bilateral Filtering for Gray and Color Images*. IEEE ICCV. 1998.)

The filtering operation can be described by the following equation

$$h(\mathbf{x}) = k(\mathbf{x})^{-1} \int_{\omega} f(\mathbf{w})c(\mathbf{x}, \mathbf{w})s(f(\mathbf{x}), f(\mathbf{w}))d\mathbf{w} \quad (2.16)$$

where  $\mathbf{x}$  holds the coordinates of a  $ND$  point,  $f(\mathbf{x})$  is the input image and  $h(\mathbf{x})$  is the output image. The convolution kernels  $c()$  and  $s()$  are associated with the spatial and intensity domain respectively. The  $ND$  integral is computed over  $\omega$  which is a neighborhood of the pixel located at  $\mathbf{x}$ . The normalization factor  $k(\mathbf{x})$  is computed as

$$k(\mathbf{x}) = \int_{\omega} c(\mathbf{x}, \mathbf{w})s(f(\mathbf{x}), f(\mathbf{w}))d\mathbf{w} \quad (2.17)$$

The default implementation of this filter uses Gaussian kernels for both  $c()$  and  $s()$ . The  $c$  kernel can be described as

$$c(\mathbf{x}, \mathbf{w}) = e^{-\left(\frac{\|\mathbf{x}-\mathbf{w}\|^2}{\sigma_c^2}\right)} \quad (2.18)$$

where  $\sigma_c$  is provided by the user and defines how close pixel neighbors should be in order to be considered for the computation of the output value. The  $s$  kernel is given by

$$s(f(\mathbf{x}), f(\mathbf{w})) = e^{-\left(\frac{(f(\mathbf{x})-f(\mathbf{w}))^2}{\sigma_s^2}\right)} \quad (2.19)$$

where  $\sigma_s$  is provided by the user and defines how close should the neighbors intensity be in order to be considered for the computation of the output value.

The first step required to use this filter is to include its header file.

```
#include "itkBilateralImageFilter.h"
```

The image types are instantiated using pixel type and dimension.

```
typedef unsigned char InputPixelType;
typedef unsigned char OutputPixelType;

typedef itk::Image< InputPixelType, 2 > InputImageType;
typedef itk::Image< OutputPixelType, 2 > OutputImageType;
```

The bilateral filter type is now instantiated using both the input image and the output image types and the filter object is created.

```
typedef itk::BilateralImageFilter<
    InputImageType, OutputImageType > FilterType;
FilterType::Pointer filter = FilterType::New();
```

The input image can be obtained from the output of another filter. Here, an image reader is used as a source.

```
filter->SetInput( reader->GetOutput() );
```

The Bilateral filter requires two parameters. First, the  $\sigma$  to be used for the Gaussian kernel on image intensities. Second, the set of  $\sigma$ s to be used along each dimension in the space domain. This second parameter is supplied as an array of float or double values. The array dimension matches the image dimension. This mechanism makes possible to enforce more coherence along some directions. For example, more smoothing can be done along the  $X$  direction than along the  $Y$  direction.

In the following code example, the  $\sigma$  values are taken from the command line. Note the use of `ImageType::ImageDimension` to get access to the image dimension at compile time.

```
const unsigned int Dimension = InputImageType::ImageDimension;
double domainSigmas[ Dimension ];
for(unsigned int i=0; i<Dimension; i++)
{
    domainSigmas[i] = atof( argv[3] );
}
const double rangeSigma = atof( argv[4] );
```

The filter parameters are set with the methods `SetRangeSigma()` and `SetDomainSigma()`.

```
filter->SetDomainSigma( domainSigmas );
filter->SetRangeSigma( rangeSigma );
```

The output of the filter is connected here to a intensity rescaler filter and then to a writer. Invoking `Update()` on the writer triggers the execution of both filters.

```
rescaler->SetInput( filter->GetOutput() );
writer->SetInput( rescaler->GetOutput() );
writer->Update();
```

Figure 2.29 illustrates the effect of this filter on a MRI proton density image of the brain. In this example the filter was run with a range sigma of 5.0 and a domain  $\sigma$  of 6.0. The figure shows how homogeneous regions are smoothed and edges are preserved.

**The following classes provide similar functionality:**

- `itk::GradientAnisotropicDiffusionImageFilter`
- `itk::CurvatureAnisotropicDiffusionImageFilter`

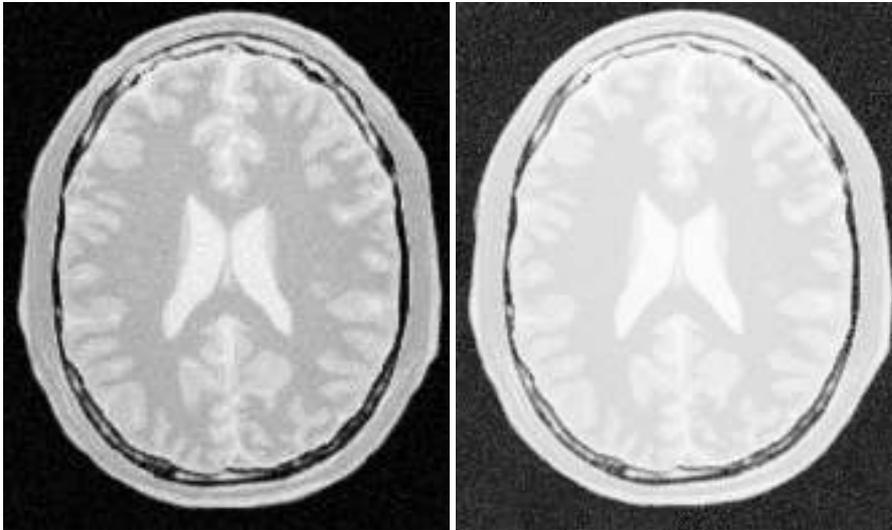


Figure 2.29: Effect of the `BilateralImageFilter` on a slice from a MRI proton density image of the brain.

- `itk::CurvatureFlowImageFilter`

## 2.7.4 Edge Preserving Smoothing in Vector Images

Anisotropic diffusion can also be applied to images whose pixels are vectors. In this case the diffusion is computed independently for each vector component. The following classes implement versions of anisotropic diffusion on vector images.

### Vector Gradient Anisotropic Diffusion

The source code for this section can be found in the file `VectorGradientAnisotropicDiffusionImageFilter.cxx`.

The `itk::VectorGradientAnisotropicDiffusionImageFilter` implements an  $N$ -dimensional version of the classic Perona-Malik anisotropic diffusion equation for vector-valued images. Typically in vector-valued diffusion, vector components are diffused independently of one another using a conductance term that is linked across the components. The diffusion equation was illustrated in 2.7.3

This filter is designed to process images of `itk::Vector` type. The code relies on various typedefs and overloaded operators defined in `Vector`. It is perfectly reasonable, however, to apply this filter to images of other, user-defined types as long as the appropriate typedefs and operator overloads are in place. As a general rule, follow the example of `Vector` in defining your

data types.

The first step required to use this filter is to include its header file.

```
#include "itkVectorGradientAnisotropicDiffusionImageFilter.h"
```

Types should be selected based on required pixel type for the input and output images. The image types are defined using the pixel type and the dimension.

```
typedef float InputPixelType;
typedef itk::CovariantVector< float, 2 > VectorPixelType;
typedef itk::Image< InputPixelType, 2 > InputImageType;
typedef itk::Image< VectorPixelType, 2 > VectorImageType;
```

The filter type is now instantiated using both the input image and the output image types. The filter object is created by the `New()` method.

```
typedef itk::VectorGradientAnisotropicDiffusionImageFilter<
    VectorImageType, VectorImageType > FilterType;
FilterType::Pointer filter = FilterType::New();
```

The input image can be obtained from the output of another filter. Here, an image reader is used as source and its data is passed through a gradient filter in order to generate an image of vectors.

```
gradient->SetInput( reader->GetOutput() );
filter->SetInput( gradient->GetOutput() );
```

This filter requires two parameters, the number of iterations to be performed and the time step used in the computation of the level set evolution. These parameters are set using the methods `SetNumberOfIterations()` and `SetTimeStep()` respectively. The filter can be executed by invoking `Update()`.

```
filter->SetNumberOfIterations( numberOfIterations );
filter->SetTimeStep( timeStep );
filter->SetConductanceParameter(1.0);
filter->Update();
```

Typical values for the time step are 0.125 in 2D images and 0.0625 in 3D images. The number of iterations can be usually around 5, more iterations will result in further smoothing and will linearly increase the computing time.

Figure 2.30 illustrates the effect of this filter on a MRI proton density image of the brain. The images show the X component of the gradient before (left) and after (right) the application of the filter. In this example the filter was run with a time step of 0.25, and 5 iterations.

### Vector Curvature Anisotropic Diffusion

The source code for this section can be found in the file `VectorCurvatureAnisotropicDiffusionImageFilter.cxx`.

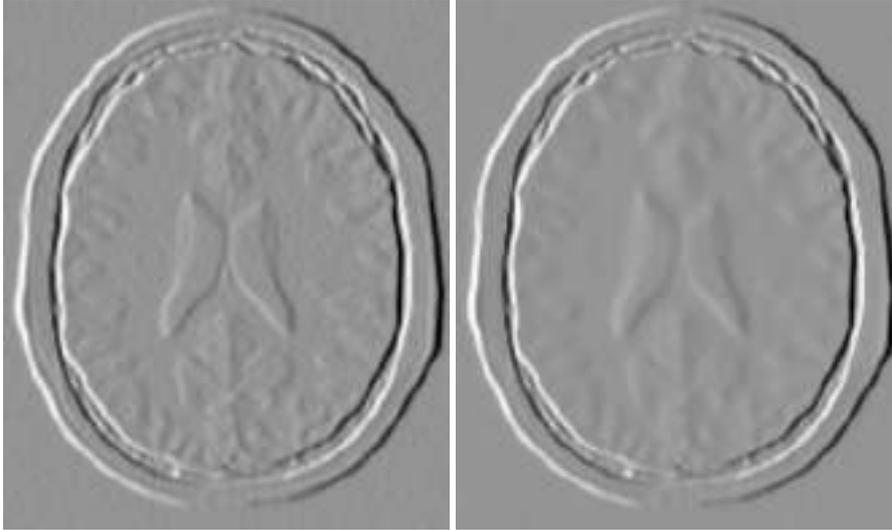


Figure 2.30: Effect of the `VectorGradientAnisotropicDiffusionImageFilter` on the X component of the gradient from a MRI proton density brain image.

The `itk::VectorCurvatureAnisotropicDiffusionImageFilter` performs anisotropic diffusion on a vector image using a modified curvature diffusion equation (MCDE). The MCDE is the same described in 2.7.3.

Typically in vector-valued diffusion, vector components are diffused independently of one another using a conductance term that is linked across the components.

This filter is designed to process images of `itk::Vector` type. The code relies on various typedefs and overloaded operators defined in `Vector`. It is perfectly reasonable, however, to apply this filter to images of other, user-defined types as long as the appropriate typedefs and operator overloads are in place. As a general rule, follow the example of the `Vector` class in defining your data types.

The first step required to use this filter is to include its header file.

```
#include "itkVectorCurvatureAnisotropicDiffusionImageFilter.h"
```

Types should be selected based on required pixel type for the input and output images. The image types are defined using the pixel type and the dimension.

```
typedef float InputPixelType;
typedef itk::CovariantVector< float, 2 > VectorPixelType;
typedef itk::Image< InputPixelType, 2 > InputImageType;
typedef itk::Image< VectorPixelType, 2 > VectorImageType;
```

The filter type is now instantiated using both the input image and the output image types. The

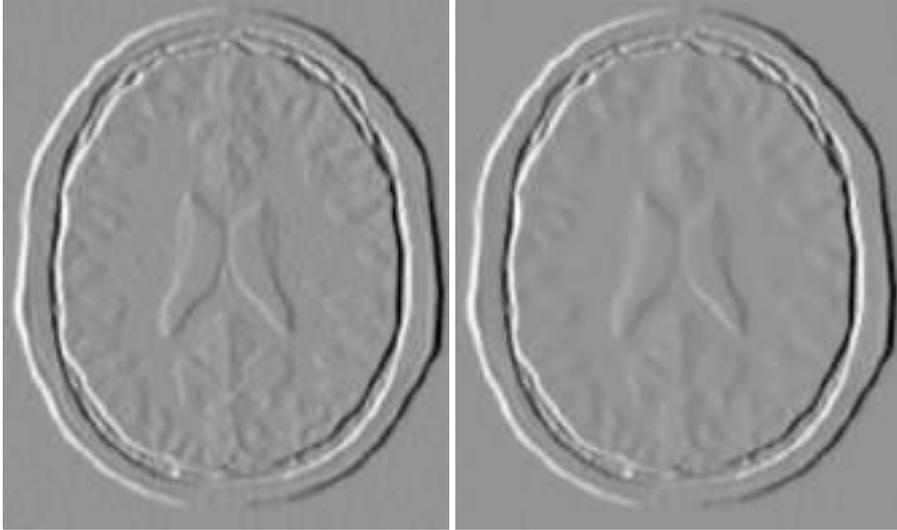


Figure 2.31: Effect of the `VectorCurvatureAnisotropicDiffusionImageFilter` on the  $X$  component of the gradient from a MRIproton density brain image.

filter object is created by the `New()` method.

```
typedef itk::VectorCurvatureAnisotropicDiffusionImageFilter<
    VectorImageType, VectorImageType > FilterType;
FilterType::Pointer filter = FilterType::New();
```

The input image can be obtained from the output of another filter. Here, an image reader is used as source and its data is passed through a gradient filter in order to generate an image of vectors.

```
gradient->SetInput( reader->GetOutput() );
filter->SetInput( gradient->GetOutput() );
```

This filter requires two parameters, the number of iterations to be performed and the time step used in the computation of the level set evolution. These parameters are set using the methods `SetNumberOfIterations()` and `SetTimeStep()` respectively. The filter can be executed by invoking `Update()`.

```
filter->SetNumberOfIterations( numberOfIterations );
filter->SetTimeStep( timeStep );
filter->SetConductanceParameter(1.0);
filter->Update();
```

Typical values for the time step are 0.125 in 2D images and 0.0625 in 3D images. The number of iterations can be usually around 5, more iterations will result in further smoothing and will increase linearly the computing time.

Figure 2.31 illustrates the effect of this filter on a MRI proton density image of the brain. The images show the  $X$  component of the gradient before (left) and after (right) the application of the filter. In this example the filter was run with a time step of 0.25, and 5 iterations.

## 2.7.5 Edge Preserving Smoothing in Color Images

### Gradient Anisotropic Diffusion

The source code for this section can be found in the file `RGBGradientAnisotropicDiffusionImageFilter.cxx`.

The vector anisotropic diffusion approach can equally well be applied to color images. As in the vector case, each RGB component is diffused independently. The following example illustrates the use of the Vector curvature anisotropic diffusion filter on an image with `itk::RGBPixel` type.

The first step required to use this filter is to include its header file.

```
#include "itkVectorGradientAnisotropicDiffusionImageFilter.h"
```

Also the headers for `Image` and `RGBPixel` type are required.

```
#include "itkRGBPixel.h"
#include "itkImage.h"
```

It is desirable to perform the computation on the RGB image using `float` representation. However for input and output purposes unsigned `char` RGB components are commonly used. It is necessary to cast the type of color components along the pipeline before writing them to a file. The `itk::VectorCastImageFilter` is used to achieve this goal.

```
#include "itkImageFileReader.h"
#include "itkImageFileWriter.h"
#include "itkVectorCastImageFilter.h"
```

The image type is defined using the pixel type and the dimension.

```
typedef itk::RGBPixel< float > InputPixelType;
typedef itk::Image< InputPixelType, 2 > InputImageType;
```

The filter type is now instantiated and a filter object is created by the `New()` method.

```
typedef itk::VectorGradientAnisotropicDiffusionImageFilter<
    InputImageType, InputImageType > FilterType;
FilterType::Pointer filter = FilterType::New();
```

The input image can be obtained from the output of another filter. Here, an image reader is used as source.

```
typedef itk::ImageFileReader< InputImageType > ReaderType;
ReaderType::Pointer reader = ReaderType::New();
reader->SetFileName( argv[1] );
filter->SetInput( reader->GetOutput() );
```

This filter requires two parameters, the number of iterations to be performed and the time step used in the computation of the level set evolution. These parameters are set using the methods `SetNumberOfIterations()` and `SetTimeStep()` respectively. The filter can be executed by invoking `Update()`.

```
filter->SetNumberOfIterations( numberOfIterations );
filter->SetTimeStep( timeStep );
filter->SetConductanceParameter(1.0);
filter->Update();
```

The filter output is now cast to unsigned char RGB components by using the `itk::VectorCastImageFilter`.

```
typedef itk::RGBPixel< unsigned char > WritePixelType;
typedef itk::Image< WritePixelType, 2 > WriteImageType;
typedef itk::VectorCastImageFilter<
    InputImageType, WriteImageType > CasterType;
CasterType::Pointer caster = CasterType::New();
```

Finally, the writer type can be instantiated. One writer is created and connected to the output of the cast filter.

```
typedef itk::ImageFileWriter< WriteImageType > WriterType;
WriterType::Pointer writer = WriterType::New();
caster->SetInput( filter->GetOutput() );
writer->SetInput( caster->GetOutput() );
writer->SetFileName( argv[2] );
writer->Update();
```

Figure 2.32 illustrates the effect of this filter on a RGB image from a cryogenic section of the Visible Woman data set. In this example the filter was run with a time step of 0.125, and 20 iterations. The input image has  $570 \times 670$  pixels and the processing took 4 minutes on a Pentium 4 2Ghz.

### Curvature Anisotropic Diffusion

The source code for this section can be found in the file `RGBCurvatureAnisotropicDiffusionImageFilter.cxx`.

The vector anisotropic diffusion approach can equally well be applied to color images. As in the vector case, each RGB component is diffused independently. The following example illustrates the use of the `itk::VectorCurvatureAnisotropicDiffusionImageFilter` on an image with `itk::RGBPixel` type.

The first step required to use this filter is to include its header file.

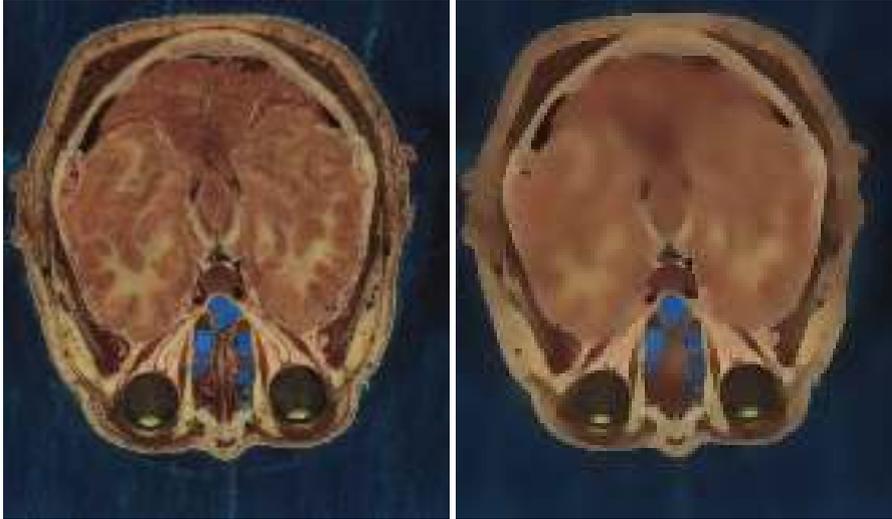


Figure 2.32: Effect of the `VectorGradientAnisotropicDiffusionImageFilter` on a RGB image from a cryogenic section of the Visible Woman data set.

```
#include "itkVectorCurvatureAnisotropicDiffusionImageFilter.h"
```

Also the headers for `Image` and `RGBPixel` type are required.

```
#include "itkRGBPixel.h"
#include "itkImage.h"
```

It is desirable to perform the computation on the RGB image using `float` representation. However for input and output purposes unsigned `char` RGB components are commonly used. It is necessary to cast the type of color components in the pipeline before writing them to a file. The `itk::VectorCastImageFilter` is used to achieve this goal.

```
#include "itkImageFileReader.h"
#include "itkImageFileWriter.h"
#include "itkVectorCastImageFilter.h"
```

The image type is defined using the pixel type and the dimension.

```
typedef itk::RGBPixel< float > InputPixelType;
typedef itk::Image< InputPixelType, 2 > InputImageType;
```

The filter type is now instantiated and a filter object is created by the `New()` method.

```
typedef itk::VectorCurvatureAnisotropicDiffusionImageFilter<
    InputImageType, InputImageType > FilterType;
FilterType::Pointer filter = FilterType::New();
```

The input image can be obtained from the output of another filter. Here, an image reader is used as source.

```
typedef itk::ImageFileReader< InputImageType > ReaderType;
ReaderType::Pointer reader = ReaderType::New();
reader->SetFileName( argv[1] );
filter->SetInput( reader->GetOutput() );
```

This filter requires two parameters, the number of iterations to be performed and the time step used in the computation of the level set evolution. These parameters are set using the methods `SetNumberOfIterations()` and `SetTimeStep()` respectively. The filter can be executed by invoking `Update()`.

```
filter->SetNumberOfIterations( numberOfIterations );
filter->SetTimeStep( timeStep );
filter->SetConductanceParameter(1.0);
filter->Update();
```

The filter output is now cast to unsigned char RGB components by using the `VectorCastImageFilter`

```
typedef itk::RGBPixel< unsigned char > WritePixelType;
typedef itk::Image< WritePixelType, 2 > WriteImageType;
typedef itk::VectorCastImageFilter<
    InputImageType, WriteImageType > CasterType;
CasterType::Pointer caster = CasterType::New();
```

Finally, the writer type can be instantiated. One writer is created and connected to the output of the cast filter.

```
typedef itk::ImageFileWriter< WriteImageType > WriterType;
WriterType::Pointer writer = WriterType::New();
caster->SetInput( filter->GetOutput() );
writer->SetInput( caster->GetOutput() );
writer->SetFileName( argv[2] );
writer->Update();
```

Figure 2.33 illustrates the effect of this filter on a RGB image from a cryogenic section of the Visible Woman data set. In this example the filter was run with a time step of 0.125, and 20 iterations. The input image has  $570 \times 670$  pixels and the processing took 4 minutes on a Pentium 4 at 2Ghz.

Figure 2.34 compares the effect of the gradient and curvature anisotropic diffusion filters on a small region of the same cryogenic slice used in Figure 2.33. The region used in this figure is only  $127 \times 162$  pixels and took 14 seconds to compute on the same platform.

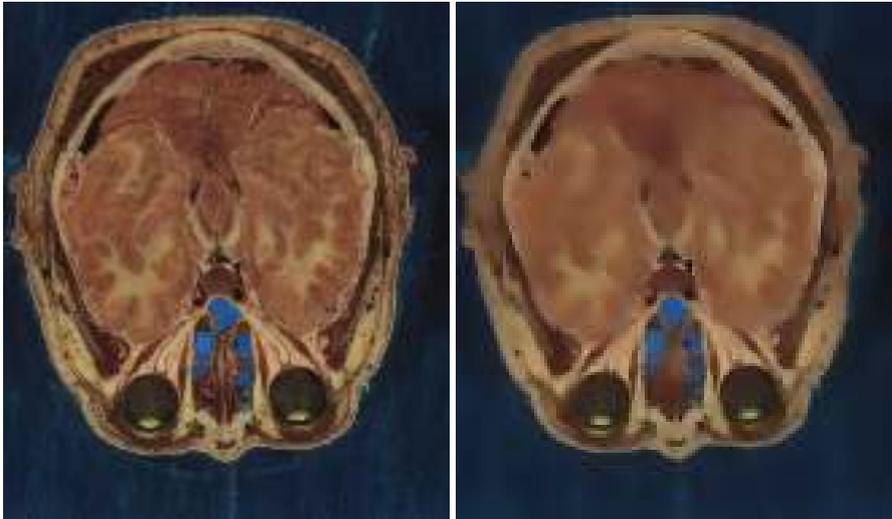


Figure 2.33: Effect of the `VectorCurvatureAnisotropicDiffusionImageFilter` on a RGB image from a cryogenic section of the Visible Woman data set.

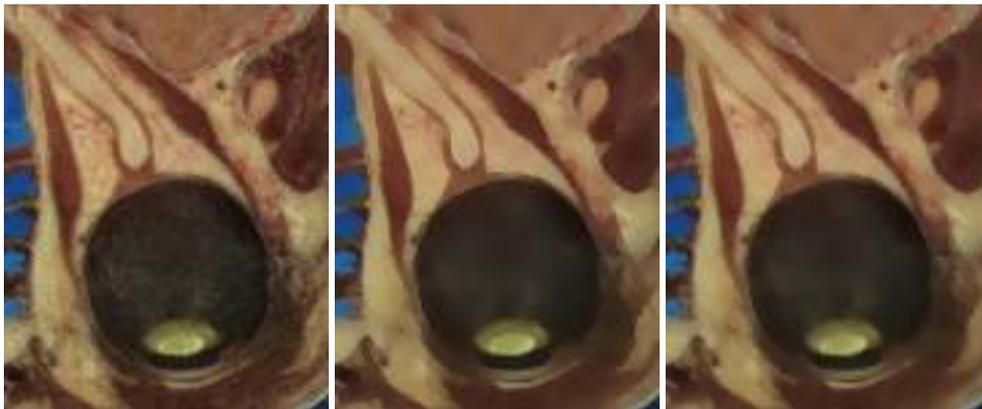


Figure 2.34: Comparison between the gradient (center) and curvature (right) Anisotropic Diffusion filters. Original image at left.

## 2.8 Distance Map

The source code for this section can be found in the file `DanielssonDistanceMapImageFilter.cxx`.

This example illustrates the use of the `itk::DanielssonDistanceMapImageFilter`. This filter generates a distance map from the input image using the algorithm developed by Danielsson [14]. As secondary outputs, a Voronoi partition of the input elements is produced, as well as a vector image with the components of the distance vector to the closest point. The input to the map is assumed to be a set of points on the input image. Each point/pixel is considered to be a separate entity even if they share the same gray level value.

The first step required to use this filter is to include its header file.

```
#include "itkDanielssonDistanceMapImageFilter.h"
```

Then we must decide what pixel types to use for the input and output images. Since the output will contain distances measured in pixels, the pixel type should be able to represent at least the width of the image, or said in  $N - D$  terms, the maximum extension along all the dimensions. The input and output image types are now defined using their respective pixel type and dimension.

```
typedef unsigned char      InputPixelType;
typedef unsigned short     OutputPixelType;
typedef itk::Image< InputPixelType, 2 > InputImageType;
typedef itk::Image< OutputPixelType, 2 > OutputImageType;
```

The filter type can be instantiated using the input and output image types defined above. A filter object is created with the `New()` method.

```
typedef itk::DanielssonDistanceMapImageFilter<
    InputImageType, OutputImageType, OutputImageType > FilterType;
FilterType::Pointer filter = FilterType::New();
```

The input to the filter is taken from a reader and its output is passed to a `itk::RescaleIntensityImageFilter` and then to a writer.

```
filter->SetInput( reader->GetOutput() );
scaler->SetInput( filter->GetOutput() );
writer->SetInput( scaler->GetOutput() );
```

The type of input image has to be specified. In this case, a binary image is selected.

```
filter->InputIsBinaryOn();
```

Figure 2.35 illustrates the effect of this filter on a binary image with a set of points. The input image is shown at left, the distance map at the center and the Voronoi partition at right. This filter computes distance maps in  $N$ -dimensions and is therefore capable of producing  $N - D$  Voronoi partitions.

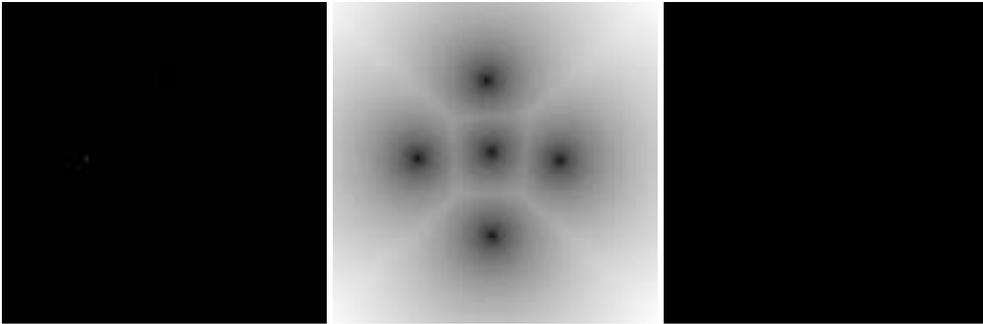


Figure 2.35: DanielssonDistanceMapImageFilter output. Set of pixels, distance map and Voronoi partition.

The Voronoi map is obtained with the `GetVoronoiMap()` method. In the lines below we connect this output to the intensity rescaler and save the result in a file.

```
scaler->SetInput( filter->GetVoronoiMap() );
writer->SetFileName( voronoiMapFileName );
writer->Update();
```

The distance filter also produces an image of `itk::Offset` pixels representing the vectorial distance to the closest object in the scene. The type of this output image is defined by the `VectorImageType` trait of the filter type.

```
typedef FilterType::VectorImageType OffsetImageType;
```

We can use this type for instantiating an `itk::ImageFileWriter` type and creating an object of this class in the following lines.

```
typedef itk::ImageFileWriter< OffsetImageType > WriterOffsetType;
WriterOffsetType::Pointer offsetWriter = WriterOffsetType::New();
```

The output of the distance filter can be connected as input to the writer.

```
offsetWriter->SetInput( filter->GetVectorDistanceMap() );
```

Execution of the writer is triggered by the invocation of the `Update()` method. Since this method can potentially throw exceptions it must be placed in a `try/catch` block.

```

try
{
  offsetWriter->Update();
}
catch( itk::ExceptionObject & exp )
{
  std::cerr << "Exception caught !" << std::endl;
  std::cerr <<     exp     << std::endl;
}

```

Note that only the `itk::MetaImageIO` class supports reading and writing images of pixel type `itk::Offset`.

The source code for this section can be found in the file `SignedDanielssonDistanceMapImageFilter.cxx`.

This example illustrates the use of the `itk::SignedDanielssonDistanceMapImageFilter`. This filter generates a distance map by running Danielsson distance map twice, once on the input image and once on the flipped image.

The first step required to use this filter is to include its header file.

```
#include "itkSignedDanielssonDistanceMapImageFilter.h"
```

Then we must decide what pixel types to use for the input and output images. Since the output will contain distances measured in pixels, the pixel type should be able to represent at least the width of the image, or said in  $N - D$  terms, the maximum extension along all the dimensions. The input and output image types are now defined using their respective pixel type and dimension.

```

typedef unsigned char   InputPixelType;
typedef float          OutputPixelType;
typedef unsigned short  VoronoiPixelType;
const unsigned int     Dimension = 2;

typedef itk::Image< InputPixelType,  Dimension >  InputImageType;
typedef itk::Image< OutputPixelType, Dimension >  OutputImageType;
typedef itk::Image< VoronoiPixelType, Dimension > VoronoiImageType;

```

The only change with respect to the previous example is to replace the `DanielssonDistanceMapImageFilter` with the `SignedDanielssonDistanceMapImageFilter`

```

typedef itk::SignedDanielssonDistanceMapImageFilter<
    InputImageType,
    OutputImageType,
    VoronoiImageType >  FilterType;

FilterType::Pointer filter = FilterType::New();

```

The inside is considered as having negative distances. Outside is treated as having positive distances. To change the convention, use the `InsideIsPositive(bool)` function.

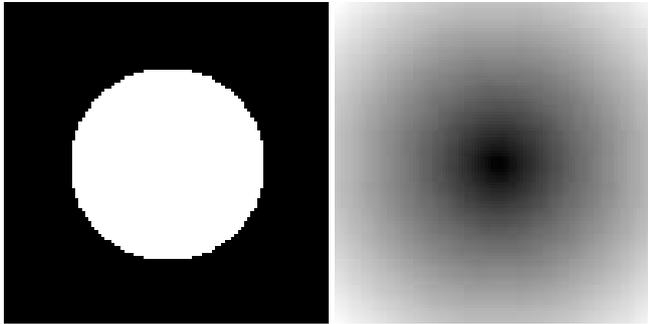


Figure 2.36: SignedDanielssonDistanceMapImageFilter applied on a binary circle image. The intensity has been rescaled for purposes of display.

Figure 2.36 illustrates the effect of this filter. The input image and the distance map are shown.

## 2.9 Geometric Transformations

### 2.9.1 Filters You Should be Afraid to Use

### 2.9.2 Change Information Image Filter

This one is the scariest and more dangerous filter in the entire toolkit. You should not use this filter unless you are entirely certain that you know what you are doing. In fact if you decide to use this filter, you should write your code, then go for a long walk, get more coffee and ask yourself if you really needed to use this filter. If the answer is yes, then you should discuss this issue with someone you trust and get his/her opinion in writing. In general, if you need to use this filter, it means that you have a poor image provider that is putting your career at risk along with the life of any potential patient whose images you may end up processing.

### 2.9.3 Flip Image Filter

The source code for this section can be found in the file `FlipImageFilter.cxx`.

The `itk::FlipImageFilter` is used for flipping the image content in any of the coordinate axis. This filter must be used with **EXTREME** caution. You probably don't want to appear in the newspapers as the responsible of a surgery mistake in which a doctor extirpates the left kidney when it should have extracted the right one<sup>3</sup>. If that prospect doesn't scares you, maybe it is time for you to reconsider your career in medical image processing. Flipping effects that

---

<sup>3</sup>Wrong side surgery accounts for 2% of the reported medical errors in the United States. Trivial... but equally dangerous.

may seem innocuous at first view may still have dangerous consequences. For example flipping the cranio-caudal axis of a CT scans forces an observer to flip the left-right axis in order to make sense of the image.

The header file corresponding to this filter should be included first.

```
#include "itkFlipImageFilter.h"
```

Then the pixel types for input and output image must be defined and, with them, the image types can be instantiated.

```
typedef unsigned char PixelType;
typedef itk::Image< PixelType, 2 > ImageType;
```

Using the image types it is now possible to instantiate the filter type and create the filter object.

```
typedef itk::FlipImageFilter< ImageType > FilterType;
FilterType::Pointer filter = FilterType::New();
```

The axis to flip are specified in the form of an Array. In this case we take them from the command line arguments.

```
typedef FilterType::FlipAxesArrayType FlipAxesArrayType;
FlipAxesArrayType flipArray;

flipArray[0] = atoi( argv[3] );
flipArray[1] = atoi( argv[4] );

filter->SetFlipAxes( flipArray );
```

The input to the filter can be taken from any other filter, for example a reader. The output can be passed down the pipeline to other filters, for example, a writer. An update call on any downstream filter will trigger the execution of the mean filter.

```
filter->SetInput( reader->GetOutput() );
writer->SetInput( filter->GetOutput() );
writer->Update();
```

Figure 2.37 illustrates the effect of this filter on a slice of MRI brain image using a flip array [0, 1] which means that the *Y* axis was flipped while the *X* axis was conserved.

## 2.9.4 Resample Image Filter

### Introduction

The source code for this section can be found in the file `ResampleImageFilter.cxx`.

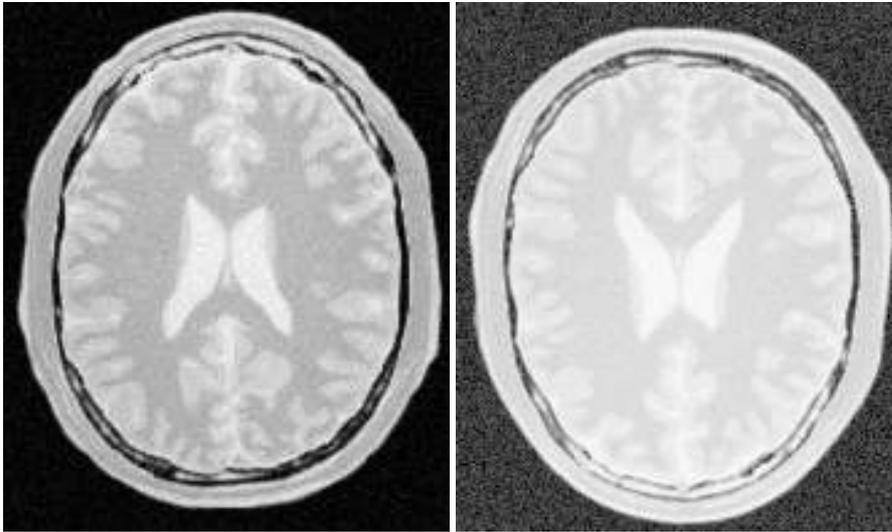


Figure 2.37: Effect of the FlipImageFilter on a slice from a MRI proton density brain image.

Resampling an image is a very important task in image analysis. It is especially important in the frame of image registration. The `itk::ResampleImageFilter` implements image resampling through the use of `itk::Transforms`. The inputs expected by this filter are an image, a transform and an interpolator. The space coordinates of the image are mapped through the transform in order to generate a new image. The extent and spacing of the resulting image are selected by the user. Resampling is performed in space coordinates, not pixel/grid coordinates. It is quite important to ensure that image spacing is properly set on the images involved. The interpolator is required since the mapping from one space to the other will often require evaluation of the intensity of the image at non-grid positions.

The header file corresponding to this filter should be included first.

```
#include "itkResampleImageFilter.h"
```

The header files corresponding to the transform and interpolator must also be included.

```
#include "itkAffineTransform.h"
#include "itkNearestNeighborInterpolateImageFunction.h"
```

The dimension and pixel types for input and output image must be defined and with them the image types can be instantiated.

```
const unsigned int          Dimension = 2;
typedef unsigned char       InputPixelType;
typedef unsigned char       OutputPixelType;
typedef itk::Image< InputPixelType, Dimension > InputImageType;
typedef itk::Image< OutputPixelType, Dimension > OutputImageType;
```

Using the image and transform types it is now possible to instantiate the filter type and create the filter object.

```
typedef itk::ResampleImageFilter<InputImageType,OutputImageType> FilterType;
FilterType::Pointer filter = FilterType::New();
```

The transform type is typically defined using the image dimension and the type used for representing space coordinates.

```
typedef itk::AffineTransform< double, Dimension > TransformType;
```

An instance of the transform object is instantiated and passed to the resample filter. By default, the parameters of transform is set to represent the identity transform.

```
TransformType::Pointer transform = TransformType::New();
filter->SetTransform( transform );
```

The interpolator type is defined using the full image type and the type used for representing space coordinates.

```
typedef itk::NearestNeighborInterpolateImageFunction<
    InputImageType, double > InterpolatorType;
```

An instance of the interpolator object is instantiated and passed to the resample filter.

```
InterpolatorType::Pointer interpolator = InterpolatorType::New();
filter->SetInterpolator( interpolator );
```

Given that some pixels of the output image may end up being mapped outside the extent of the input image it is necessary to decide what values to assign to them. This is done by invoking the `SetDefaultPixelValue()` method.

```
filter->SetDefaultPixelValue( 0 );
```

The sampling grid of the output space is specified with the spacing along each dimension and the origin.

```
// pixel spacing in millimeters along X and Y
const double spacing[ Dimension ] = { 1.0, 1.0 };
filter->SetOutputSpacing( spacing );

// Physical space coordinate of origin for X and Y
const double origin[ Dimension ] = { 0.0, 0.0 };
filter->SetOutputOrigin( origin );

InputImageType::DirectionType direction;
direction.SetIdentity();
filter->SetOutputDirection( direction );
```

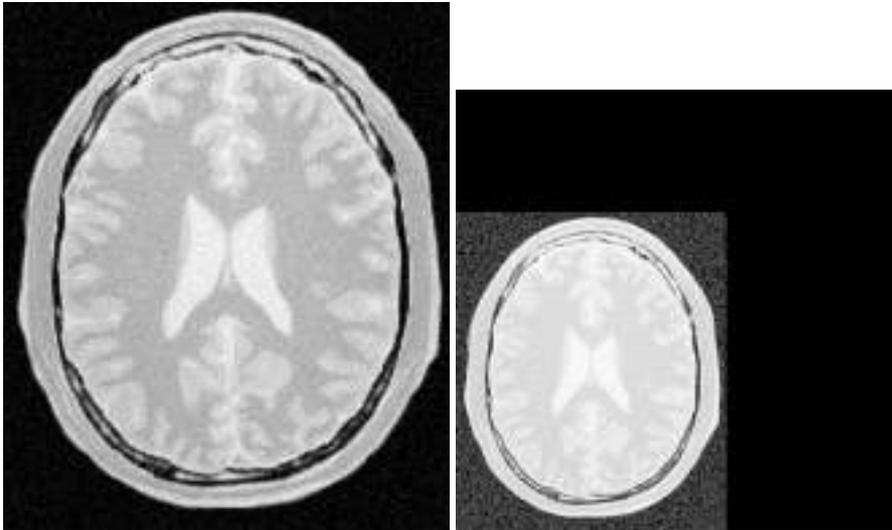


Figure 2.38: Effect of the resample filter.

The extent of the sampling grid on the output image is defined by a `SizeType` and is set using the `SetSize()` method.

```
InputImageType::SizeType  size;

size[0] = 300; // number of pixels along X
size[1] = 300; // number of pixels along Y

filter->SetSize( size );
```

The input to the filter can be taken from any other filter, for example a reader. The output can be passed down the pipeline to other filters, for example a writer. An update call on any downstream filter will trigger the execution of the resampling filter.

```
filter->SetInput( reader->GetOutput() );
writer->SetInput( filter->GetOutput() );
writer->Update();
```

Figure 2.38 illustrates the effect of this filter on a slice of MRI brain image using an affine transform containing an identity transform. Note that any analysis of the behavior of this filter must be done on the space coordinate system in millimeters, not with respect to the sampling grid in pixels. The figure shows the resulting image in the lower left quarter of the extent. This may seem odd if analyzed in terms of the image grid but is quite clear when seen with respect to space coordinates. Figure 2.38 is particularly misleading because the images are rescaled to fit nicely on the text of this book. Figure 2.39 clarifies the situation. It shows the two same images placed on an equally scaled coordinate system. It becomes clear here that an identity transform is being used to map the image data, and that simply, we have requested to resample

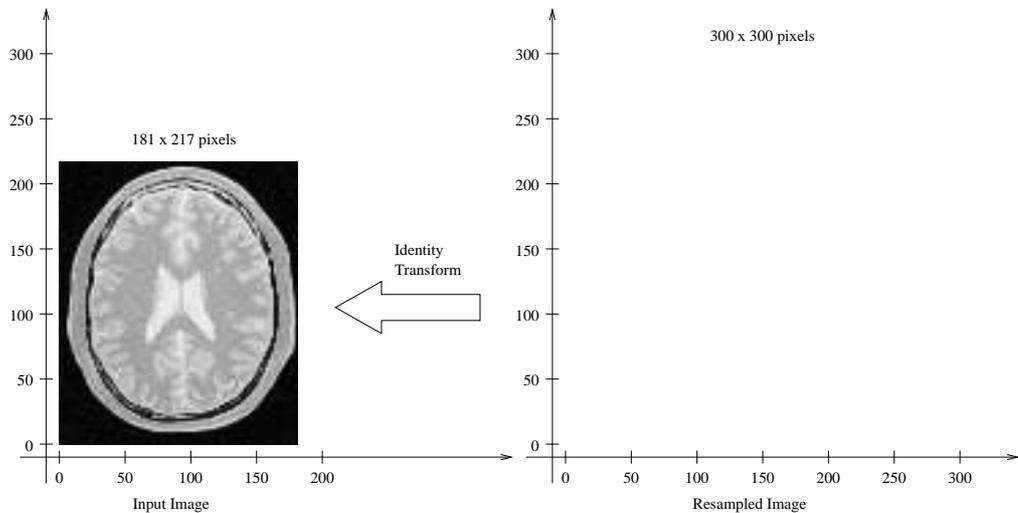


Figure 2.39: Analysis of the resample image done in a common coordinate system.

additional empty space around the image. The input image is  $181 \times 217$  pixels in size and we have requested an output of  $300 \times 300$  pixels. In this case, the input and output images both have spacing of  $1\text{mm} \times 1\text{mm}$  and origin of  $(0.0, 0.0)$ .

Let's now set values on the transform. Note that the supplied transform represents the mapping of points from the output space to the input space. The following code sets up a translation.

```
TransformType::OutputVectorType translation;
translation[0] = -30; // X translation in millimeters
translation[1] = -50; // Y translation in millimeters
transform->Translate( translation );
```

The output image resulting from the translation can be seen in Figure 2.40. Again, it is better to interpret the result in a common coordinate system as illustrated in Figure 2.41.

Probably the most important thing to keep in mind when resampling images is that the transform is used to map points from the **output** image space into the **input** image space. In this case, Figure 2.41 shows that the translation is applied to every point of the output image and the resulting position is used to read the intensity from the input image. In this way, the gray level of the point  $P$  in the output image is taken from the point  $T(P)$  in the input image. Where  $T$  is the transformation. In the specific case of the Figure 2.41, the value of point  $(105, 188)$  in the output image is taken from the point  $(75, 138)$  of the input image because the transformation applied was a translation of  $(-30, -50)$ .

It is sometimes useful to intentionally set the default output value to a distinct gray value in order to highlight the mapping of the image borders. For example, the following code sets the default external value of 100. The result is shown in the right side of Figure 2.42

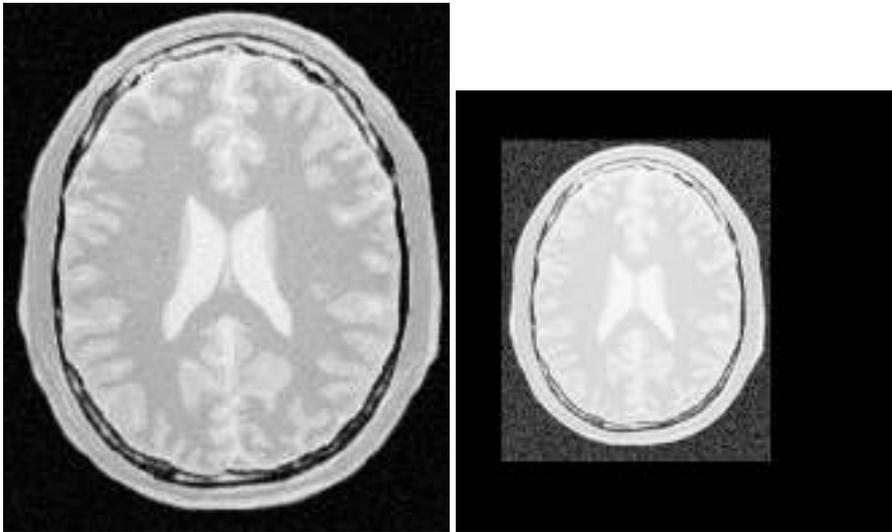


Figure 2.40: ResampleImageFilter with a translation by  $(-30, -50)$ .

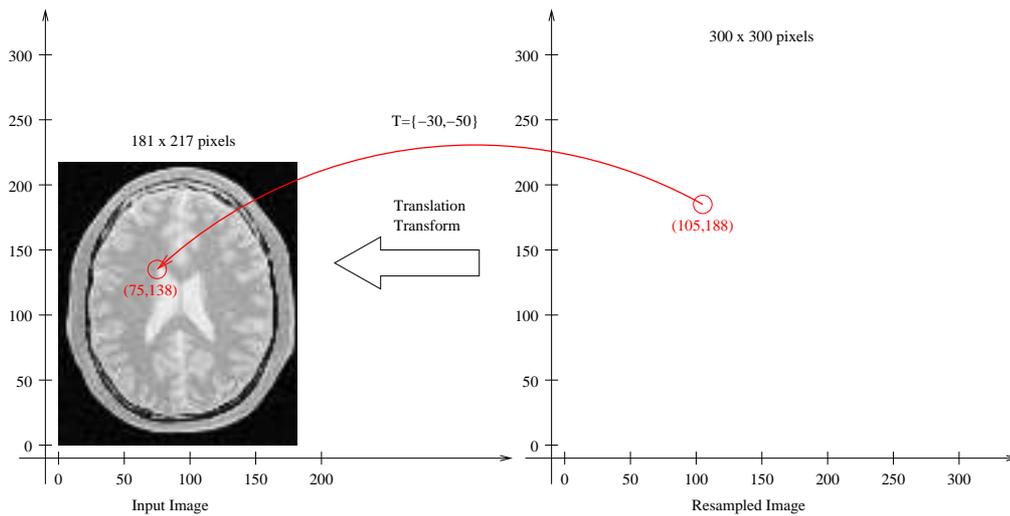


Figure 2.41: ResampleImageFilter. Analysis of a translation by  $(-30, -50)$ .

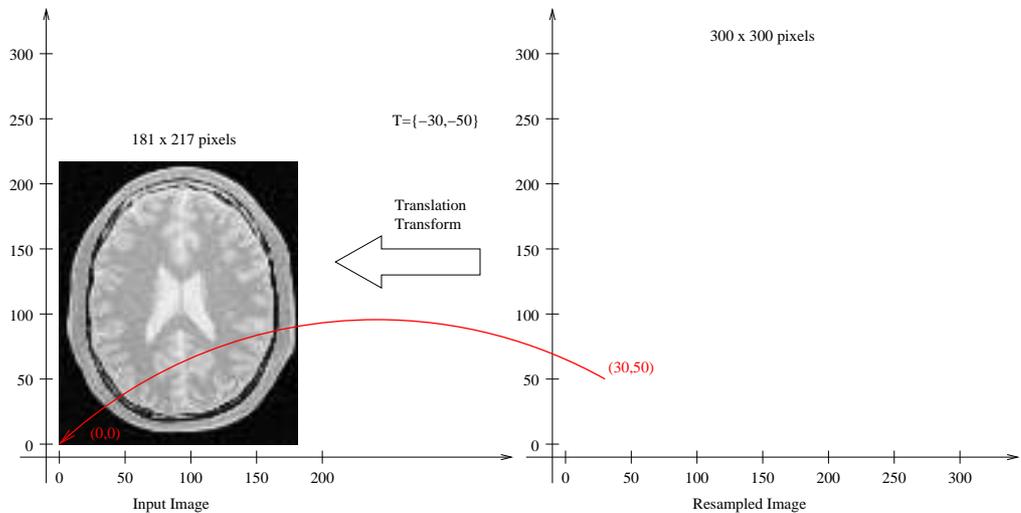


Figure 2.42: ResampleImageFilter highlighting image borders with SetDefaultPixelValue().

```
filter->SetDefaultPixelValue( 100 );
```

With this change we can better appreciate the effect of the previous translation transform on the image resampling. Figure 2.42 illustrates how the point (30,50) of the output image gets its gray value from the point (0,0) of the input image.

### Importance of Spacing and Origin

The source code for this section can be found in the file `ResampleImageFilter2.cxx`.

During the computation of the resampled image all the pixels in the output region are visited. This visit is performed using `ImageIterators` which walk in the integer grid-space of the image. For each pixel, we need to convert grid position to space coordinates using the image spacing and origin.

For example, the pixel of index  $I = (20, 50)$  in an image of origin  $O = (19.0, 29.0)$  and pixel spacing  $S = (1.3, 1.5)$  corresponds to the spatial position

$$P[i] = I[i] \times S[i] + O[i] \quad (2.20)$$

which in this case leads to  $P = (20 \times 1.3 + 19.0, 50 \times 1.5 + 29.0)$  and finally  $P = (45.0, 104.0)$

The space coordinates of  $P$  are mapped using the transform  $T$  supplied to the `itk::ResampleImageFilter` in order to map the point  $P$  to the input image space point  $Q = T(P)$ .

The whole process is illustrated in Figure 2.43. In order to correctly interpret the process of the `ResampleImageFilter` you should be aware of the origin and spacing settings of both the input and output images.

In order to facilitate the interpretation of the transform we set the default pixel value to a distinct from the image background.

```
filter->SetDefaultPixelValue( 50 );
```

Let's set up a uniform spacing for the output image.

```
// pixel spacing in millimeters along X & Y
const double spacing[ Dimension ] = { 1.0, 1.0 };
filter->SetOutputSpacing( spacing );
```

We will preserve the orientation of the input image by using the following call.

```
filter->SetOutputDirection( reader->GetOutput()->GetDirection() );
```

Additionally, we will specify a non-zero origin. Note that the values provided here will be those of the space coordinates for the pixel of index  $(0,0)$ .

```
// space coordinate of origin
const double origin[ Dimension ] = { 30.0, 40.0 };
filter->SetOutputOrigin( origin );
```

We set the transform to identity in order to better appreciate the effect of the origin selection.

```
transform->SetIdentity();
filter->SetTransform( transform );
```

The output resulting from these filter settings is analyzed in Figure 2.43

In the figure, the output image point with index  $I = (0,0)$  has space coordinates  $P = (30,40)$ . The identity transform maps this point to  $Q = (30,40)$  in the input image space. Because the input image in this case happens to have spacing  $(1.0, 1.0)$  and origin  $(0.0, 0.0)$ , the physical point  $Q = (30,40)$  maps to the pixel with index  $I = (30,40)$ .

The code for a different selection of origin and image size is illustrated below. The resulting output is presented in Figure 2.44

```
size[0] = 150; // number of pixels along X
size[1] = 200; // number of pixels along Y
filter->SetSize( size );

// space coordinate of origin
const double origin[ Dimension ] = { 60.0, 30.0 };
filter->SetOutputOrigin( origin );
```

The output image point with index  $I = (0,0)$  now has space coordinates  $P = (60,30)$ . The

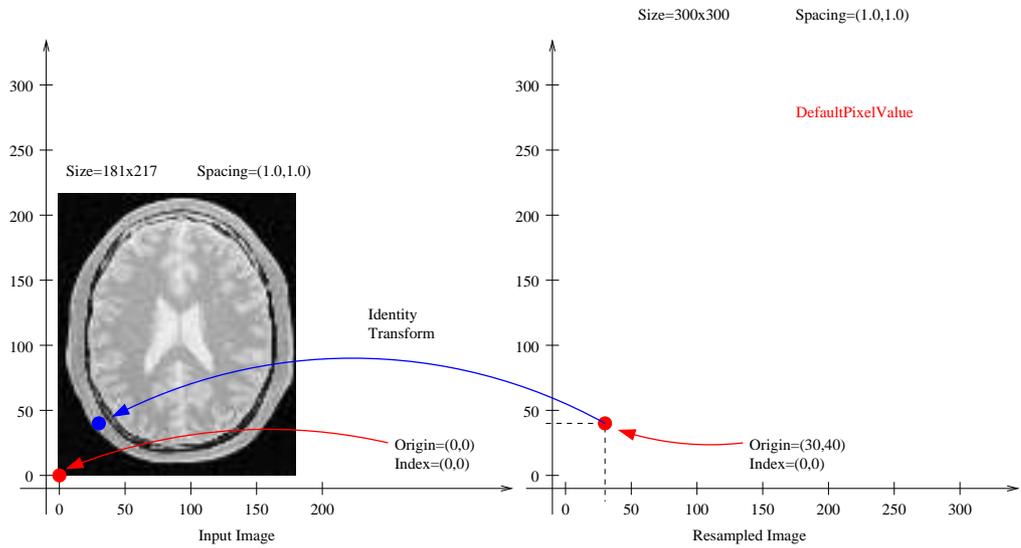


Figure 2.43: ResampleImageFilter selecting the origin of the output image.

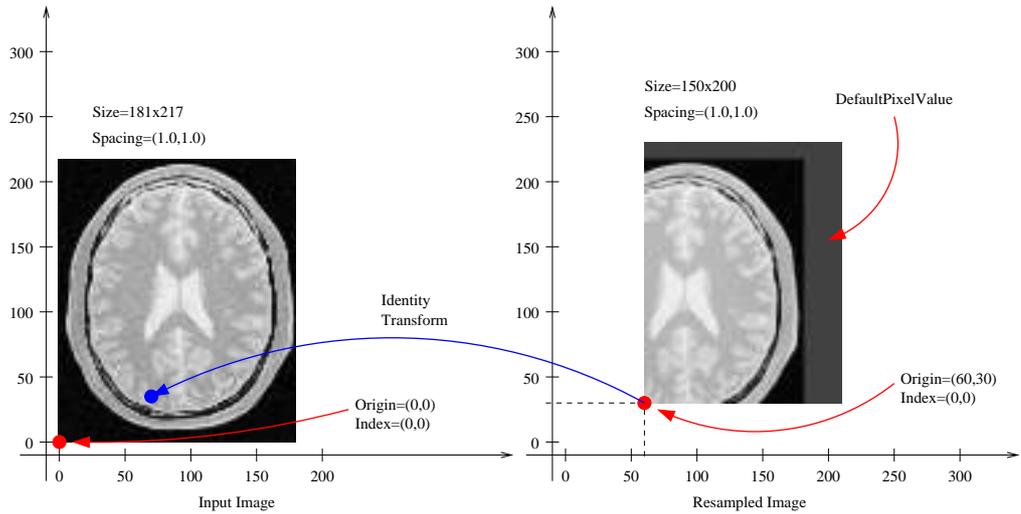


Figure 2.44: ResampleImageFilter origin in the output image.

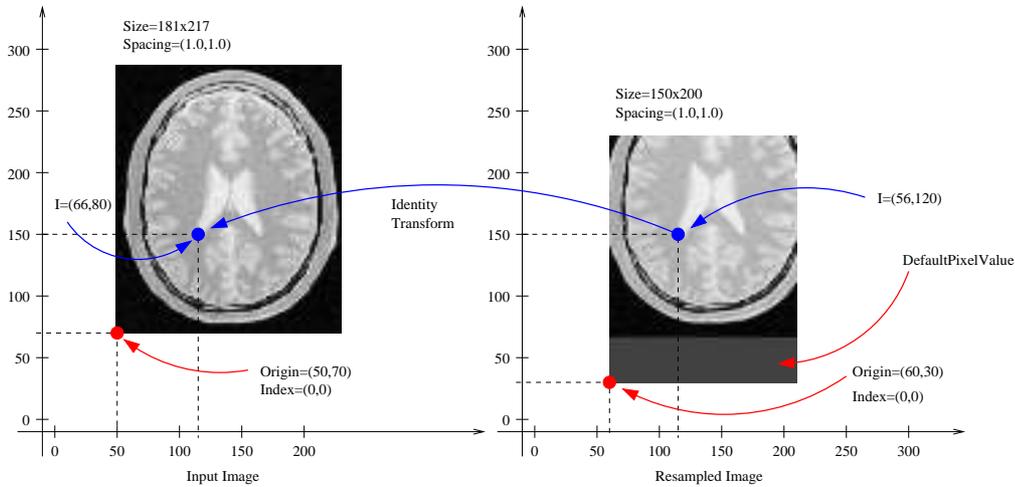


Figure 2.45: Effect of selecting the origin of the input image with ResampleImageFilter.

identity transform maps this point to  $Q = (60, 30)$  in the input image space. Because the input image in this case happens to have spacing  $(1.0, 1.0)$  and origin  $(0.0, 0.0)$ , the physical point  $Q = (60, 30)$  maps to the pixel with index  $I = (60, 30)$ .

Let's now analyze the effect of a non-zero origin in the input image. Keeping the output image settings of the previous example, we modify only the origin values on the file header of the input image. The new origin assigned to the input image is  $O = (50, 70)$ . An identity transform is still used as input for the ResampleImageFilter. The result of executing the filter with these parameters is presented in Figure 2.45

The pixel with index  $I = (56, 120)$  on the output image has coordinates  $P = (116, 150)$  in physical space. The identity transform maps  $P$  to the point  $Q = (116, 150)$  on the input image space. The coordinates of  $Q$  are associated with the pixel of index  $I = (66, 80)$  on the input image.

Now consider the effect of the output spacing on the process of image resampling. In order to simplify the analysis, let's put the origin back to zero in both the input and output images.

```
// space coordinate of origin
const double origin[ Dimension ] = { 0.0, 0.0 };
filter->SetOutputOrigin( origin );
```

We then specify a non-unit spacing for the output image.

```
// pixel spacing in millimeters
const double spacing[ Dimension ] = { 2.0, 3.0 };
filter->SetOutputSpacing( spacing );
```

Additionally, we reduce the output image extent, since the new pixels are now covering a larger area of  $2.0\text{mm} \times 3.0\text{mm}$ .

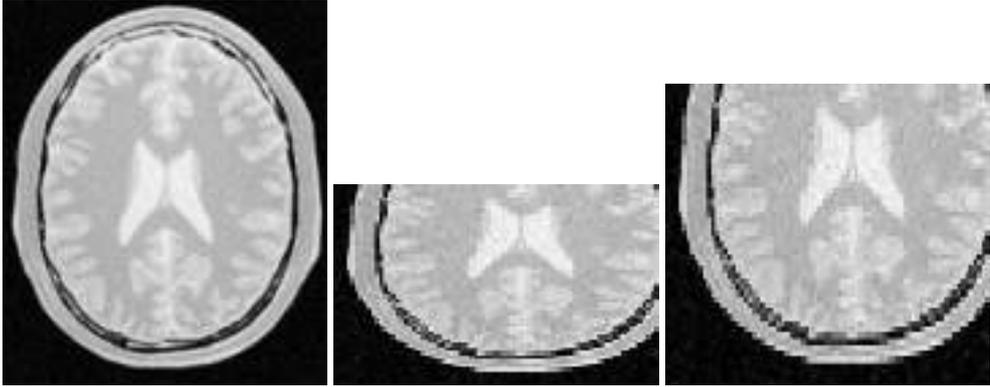


Figure 2.46: Resampling with different spacing seen by a naive viewer (center) and a correct viewer (right), input image (left).

```
size[0] = 80; // number of pixels along X
size[1] = 50; // number of pixels along Y
filter->SetSize( size );
```

With these new parameters the physical extent of the output image is 160 millimeters by 150 millimeters.

Before attempting to analyze the effect of the resampling image filter it is important to make sure that the image viewer used to display the input and output images take the spacing into account and use it to appropriately scale the images on the screen. Please note that images in formats like PNG are not capable of representing origin and spacing. The toolkit assume trivial default values for them. Figure 2.46 (center) illustrates the effect of using a naive viewer that does not take pixel spacing into account. A correct display is presented at the right in the same figure<sup>4</sup>.

The filter output is analyzed in a common coordinate system with the input from Figure 2.47. In this figure, pixel  $I = (33, 27)$  of the output image is located at coordinates  $P = (66.0, 81.0)$  of the physical space. The identity transform maps this point to  $Q = (66.0, 81.0)$  in the input image physical space. The point  $Q$  is then associated to the pixel of index  $I = (66, 81)$  on the input image, because this image has zero origin and unit spacing.

The input image spacing is also an important factor in the process of resampling an image. The following example illustrates the effect of non-unit pixel spacing on the input image. An input image similar to the those used in Figures 2.43 to 2.47 has been resampled to have pixel spacing of  $2\text{mm} \times 3\text{mm}$ . The input image is presented in Figure 2.48 as viewed with a naive image viewer (left) and with a correct image viewer (right).

The following code is used to transform this non-unit spacing input image into another non-unit spacing image located at a non-zero origin. The comparison between input and output in a

<sup>4</sup>A viewer is provided with ITK under the name of MetaImageViewer. This viewer takes into account pixel spacing.

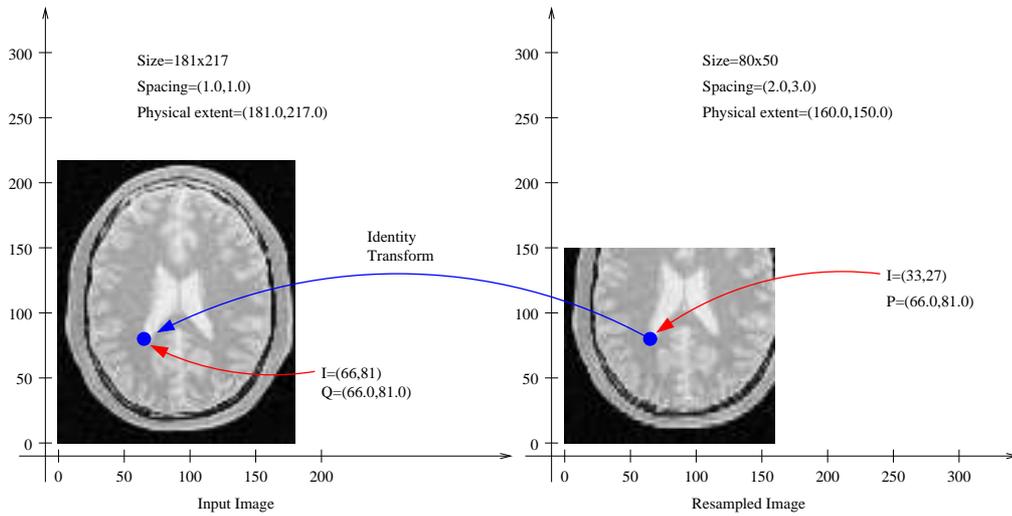


Figure 2.47: Effect of selecting the spacing on the output image.



Figure 2.48: Input image with  $2 \times 3$ mm spacing as seen with a naive viewer (left) and a correct viewer (right).

common reference system is presented in figure 2.49.

Here we start by selecting the origin of the output image.

```
// space coordinate of origin
const double origin[ Dimension ] = { 25.0, 35.0 };
filter->SetOutputOrigin( origin );
```

We then select the number of pixels along each dimension.

```
size[0] = 40; // number of pixels along X
size[1] = 45; // number of pixels along Y
filter->SetSize( size );
```

Finally, we set the output pixel spacing.

```
const double spacing[ Dimension ] = { 4.0, 4.5 };
filter->SetOutputSpacing( spacing );
```

Figure 2.49 shows the analysis of the filter output under these conditions. First, notice that the origin of the output image corresponds to the settings  $O = (25.0, 35.0)$  millimeters, spacing  $(4.0, 4.5)$  millimeters and size  $(40, 45)$  pixels. With these parameters the pixel of index  $I = (10, 10)$  in the output image is associated with the spatial point of coordinates  $P = (10 \times 4.0 + 25.0, 10 \times 4.5 + 35.0) = (65.0, 80.0)$ . This point is mapped by the transform—identity in this particular case—to the point  $Q = (65.0, 80.0)$  in the input image space. The point  $Q$  is then associated with the pixel of index  $I = ((65.0 - 0.0)/2.0 - (80.0 - 0.0)/3.0) = (32.5, 26.6)$ . Note that the index does not fall on grid position, for this reason the value to be assigned to the output pixel is computed by interpolating values on the input image around the non-integer index  $I = (32.5, 26.6)$ .

Note also that the discretization of the image is more visible on the output presented on the right side of Figure 2.49 due to the choice of a low resolution—just  $40 \times 45$  pixels.

### A Complete Example

The source code for this section can be found in the file `ResampleImageFilter3.cxx`.

Previous examples have described the basic principles behind the `itk::ResampleImageFilter`. Now it's time to have some fun with it.

Figure 2.51 illustrates the general case of the resampling process. The origin and spacing of the output image has been selected to be different from those of the input image. The circles represent the *center* of pixels. They are inscribed in a rectangle representing the *coverage* of this pixel. The spacing specifies the distance between pixel centers along every dimension.

The transform applied is a rotation of 30 degrees. It is important to note here that the transform supplied to the `itk::ResampleImageFilter` is a *clockwise* rotation. This transform rotates the *coordinate system* of the output image 30 degrees clockwise. When the two images are relocated in a common coordinate system—as in Figure 2.51—the result is that the frame of

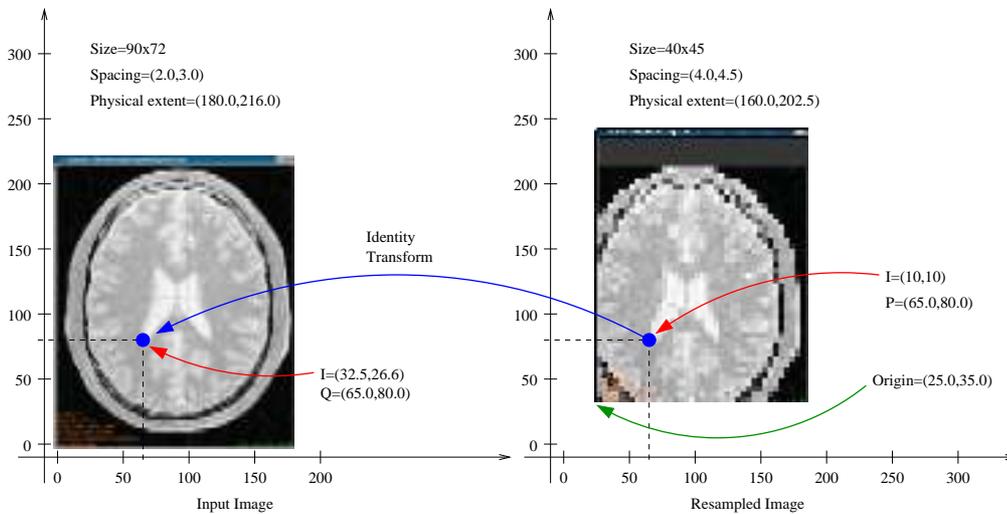


Figure 2.49: Effect of non-unit spacing on the input and output images.

the output image appears rotated 30 degrees *clockwise*. If the output image is seen with its coordinate system vertically aligned—as in Figure 2.50—the image content appears rotated 30 degrees *counter-clockwise*. Before continuing to read this section, you may want to meditate a bit on this fact while enjoying a cup of (Columbian) coffee.

The following code implements the conditions illustrated in Figure 2.51 with the only difference of the output spacing being 40 times smaller and a number of pixels 40 times larger in both dimensions. Without these changes, few detail will be recognizable on the images. Note that the spacing and origin of the input image should be prepared in advance by using other means since this filter cannot alter in any way the actual content of the input image.

In order to facilitate the interpretation of the transform we set the default pixel value to value distinct from the image background.

```
filter->SetDefaultPixelValue( 100 );
```

The spacing is selected here to be 40 times smaller than the one illustrated in Figure 2.51.

```
double spacing[ Dimension ];
spacing[0] = 40.0 / 40.0; // pixel spacing in millimeters along X
spacing[1] = 30.0 / 40.0; // pixel spacing in millimeters along Y
filter->SetOutputSpacing( spacing );
```

We will preserve the orientation of the input image by using the following call.

```
filter->SetOutputDirection( reader->GetOutput() ->GetDirection() );
```

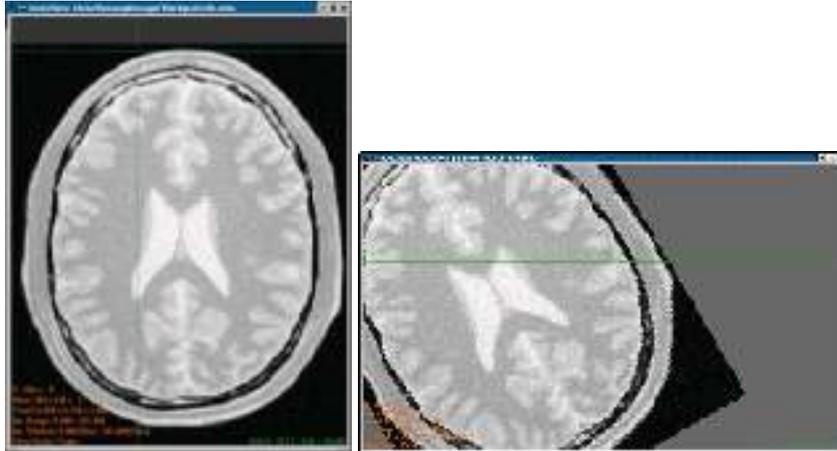


Figure 2.50: Effect of a rotation on the resampling filter. Input image at left, output image at right.

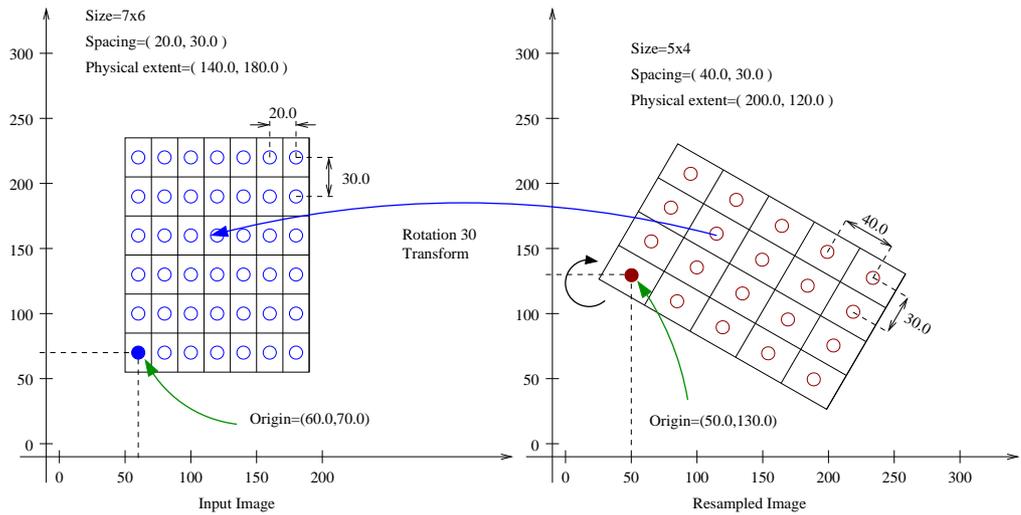


Figure 2.51: Input and output image placed in a common reference system.

Let us now set up the origin of the output image. Note that the values provided here will be those of the space coordinates for the output image pixel of index (0,0).

```
double origin[ Dimension ];
origin[0] = 50.0; // X space coordinate of origin
origin[1] = 130.0; // Y space coordinate of origin
filter->SetOutputOrigin( origin );
```

The output image size is defined to be 40 times the one illustrated on the Figure 2.51.

```
InputImageType::SizeType size;
size[0] = 5 * 40; // number of pixels along X
size[1] = 4 * 40; // number of pixels along Y
filter->SetSize( size );
```

Rotations are performed around the origin of physical coordinates—not the image origin nor the image center. Hence, the process of positioning the output image frame as it is shown in Figure 2.51 requires three steps. First, the image origin must be moved to the origin of the coordinate system, this is done by applying a translation equal to the negative values of the image origin.

```
TransformType::OutputVectorType translation1;
translation1[0] = -origin[0];
translation1[1] = -origin[1];
transform->Translate( translation1 );
```

In a second step, a rotation of 30 degrees is performed. In the `itk::AffineTransform`, angles are specified in *radians*. Also, a second boolean argument is used to specify if the current modification of the transform should be pre-composed or post-composed with the current transform content. In this case the argument is set to `false` to indicate that the rotation should be applied *after* the current transform content.

```
const double degreesToRadians = std::atan(1.0) / 45.0;
transform->Rotate2D( -30.0 * degreesToRadians, false );
```

The third and final step implies translating the image origin back to its previous location. This is be done by applying a translation equal to the origin values.

```
TransformType::OutputVectorType translation2;
translation2[0] = origin[0];
translation2[1] = origin[1];
transform->Translate( translation2, false );
filter->SetTransform( transform );
```

Figure 2.50 presents the actual input and output images of this example as shown by a correct viewer which takes spacing into account. Note the *clockwise* versus *counter-clockwise* effect discussed previously between the representation in Figure 2.51 and Figure 2.50.

As a final exercise, let's track the mapping of an individual pixel. Keep in mind that the transformation is initiated by walking through the pixels of the *output* image. This is the only way to ensure that the image will be generated without holes or redundant values. When you think about transformation it is always useful to analyze things from the output image towards the

input image.

Let's take the pixel with index  $I = (1, 2)$  from the output image. The physical coordinates of this point in the output image reference system are  $P = (1 \times 40.0 + 50.0, 2 \times 30.0 + 130.0) = (90.0, 190.0)$  millimeters.

This point  $P$  is now mapped through the `itk::AffineTransform` into the input image space. The operation requires to subtract the origin, apply a 30 degrees rotation and add the origin back. Let's follow those steps. Subtracting the origin from  $P$  leads to  $P1 = (40.0, 60.0)$ , the rotation maps  $P1$  to  $P2 = (40.0 \times \cos(30.0) + 60.0 \times \sin(30.0), 40.0 \times \sin(30.0) - 60.0 \times \cos(30.0)) = (64.64, 31.96)$ . Finally this point is translated back by the amount of the image origin. This moves  $P2$  to  $P3 = (114.64, 161.96)$ .

The point  $P3$  is now in the coordinate system of the input image. The pixel of the input image associated with this physical position is computed using the origin and spacing of the input image.  $I = ((114.64 - 60.0)/20.0, (161 - 70.0)/30.0)$  which results in  $I = (2.7, 3.0)$ . Note that this is a non-grid position since the values are non-integers. This means that the gray value to be assigned to the output image pixel  $I = (1, 2)$  must be computed by interpolation of the input image values.

In this particular code the interpolator used is simply a `itk::NearestNeighborInterpolateImageFunction` which will assign the value of the closest pixel. This ends up being the pixel of index  $I = (3, 3)$  and can be seen from Figure 2.51.

### Rotating an Image

The source code for this section can be found in the file `ResampleImageFilter4.cxx`.

The following example illustrates how to rotate an image around its center. In this particular case an `itk::AffineTransform` is used to map the input space into the output space.

The header of the affine transform is included below.

```
#include "itkAffineTransform.h"
```

The transform type is instantiated using the coordinate representation type and the space dimension. Then a transform object is constructed with the `New()` method and passed to a `itk::SmartPointer`.

```
typedef itk::AffineTransform< double, Dimension > TransformType;
TransformType::Pointer transform = TransformType::New();
```

The parameters of the output image are taken from the input image.

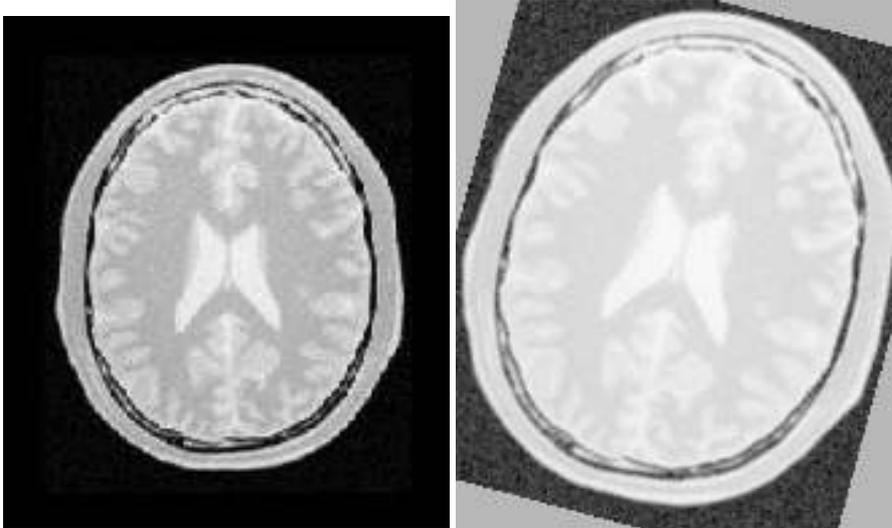


Figure 2.52: Effect of the resample filter rotating an image.

```

reader->Update();

const InputImageType * inputImage = reader->GetOutput();

const InputImageType::SpacingType & spacing = inputImage->GetSpacing();
const InputImageType::PointType & origin = inputImage->GetOrigin();
InputImageType::SizeType size =
    inputImage->GetLargestPossibleRegion().GetSize();

filter->SetOutputOrigin( origin );
filter->SetOutputSpacing( spacing );
filter->SetOutputDirection( inputImage->GetDirection() );
filter->SetSize( size );

```

Rotations are performed around the origin of physical coordinates—not the image origin nor the image center. Hence, the process of positioning the output image frame as it is shown in Figure 2.52 requires three steps. First, the image origin must be moved to the origin of the coordinate system, this is done by applying a translation equal to the negative values of the image origin.

```

TransformType::OutputVectorType translation1;

const double imageCenterX = origin[0] + spacing[0] * size[0] / 2.0;
const double imageCenterY = origin[1] + spacing[1] * size[1] / 2.0;

translation1[0] = -imageCenterX;
translation1[1] = -imageCenterY;

transform->Translate( translation1 );

```

In a second step, the rotation is specified using the method `Rotate2D()`.

```
const double degreesToRadians = std::atan(1.0) / 45.0;
const double angle = angleInDegrees * degreesToRadians;
transform->Rotate2D( -angle, false );
```

The third and final step requires translating the image origin back to its previous location. This is done by applying a translation equal to the origin values.

```
TransformType::OutputVectorType translation2;
translation2[0] = imageCenterX;
translation2[1] = imageCenterY;
transform->Translate( translation2, false );
filter->SetTransform( transform );
```

The output of the resampling filter is connected to a writer and the execution of the pipeline is triggered by a writer update.

```
try
{
    writer->Update();
}
catch( itk::ExceptionObject & excep )
{
    std::cerr << "Exception caught !" << std::endl;
    std::cerr << excep << std::endl;
}
```

### Rotating and Scaling an Image

The source code for this section can be found in the file `ResampleImageFilter5.cxx`.

This example illustrates the use of the `itk::Similarity2DTransform`. A similarity transform involves rotation, translation and scaling. Since the parameterization of rotations is difficult to get in a generic  $ND$  case, a particular implementation is available for  $2D$ .

The header file of the transform is included below.

```
#include "itkSimilarity2DTransform.h"
```

The transform type is instantiated using the coordinate representation type as the single template parameter.

```
typedef itk::Similarity2DTransform< double > TransformType;
```

A transform object is constructed by calling `New()` and passing the result to a `itk::SmartPointer`.

```
TransformType::Pointer transform = TransformType::New();
```

The parameters of the output image are taken from the input image.

The `Similarity2DTransform` allows the user to select the center of rotation. This center is used for both rotation and scaling operations.

```
TransformType::InputPointType rotationCenter;
rotationCenter[0] = origin[0] + spacing[0] * size[0] / 2.0;
rotationCenter[1] = origin[1] + spacing[1] * size[1] / 2.0;
transform->SetCenter( rotationCenter );
```

The rotation is specified with the method `SetAngle()`.

```
const double degreesToRadians = std::atan(1.0) / 45.0;
const double angle = angleInDegrees * degreesToRadians;
transform->SetAngle( angle );
```

The scale change is defined using the method `SetScale()`.

```
transform->SetScale( scale );
```

A translation to be applied after the rotation and scaling can be specified with the method `SetTranslation()`.

```
TransformType::OutputVectorType translation;

translation[0] = 13.0;
translation[1] = 17.0;

transform->SetTranslation( translation );

filter->SetTransform( transform );
```

Note that the order in which rotation, scaling and translation are defined is irrelevant in this transform. This is not the case in the `Affine` transform which is very generic and allow different combinations for initialization. In the `Similarity2DTransform` class the rotation and scaling will always be applied before the translation.

Figure 2.53 shows the effect of this rotation, translation and scaling on a slice of a brain MRI. The scale applied for producing this figure was 1.2 and the rotation angle was  $10^\circ$ .

### Resampling using a deformation field

The source code for this section can be found in the file `WarpImageFilter1.cxx`.

This example illustrates how to use the `WarpImageFilter` and a deformation field for resampling an image. This is typically done as the last step of a deformable registration algorithm.

```
#include "itkWarpImageFilter.h"
```

The deformation field is represented as an image of vector pixel types. The dimension of the vectors is the same as the dimension of the input image. Each vector in the deformation field

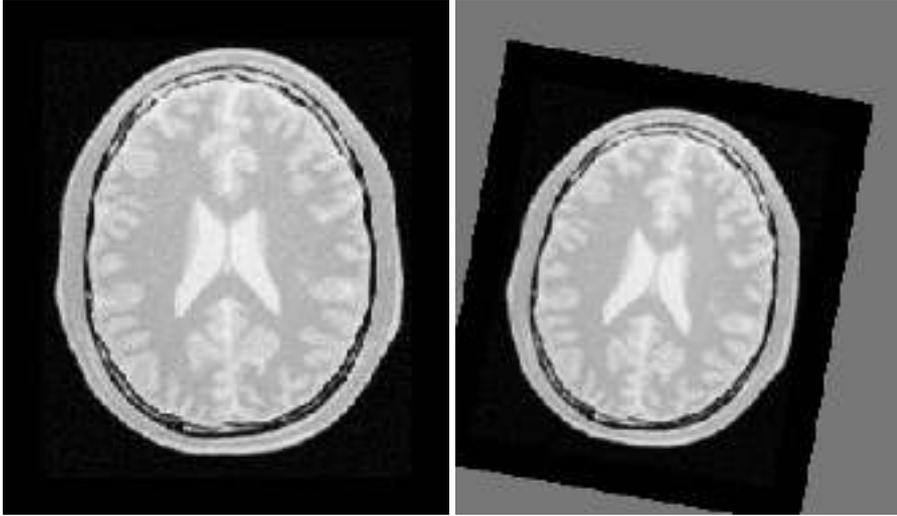


Figure 2.53: Effect of the resample filter rotating and scaling an image.

represents the distance between a geometric point in the input space and a point in the output space such that:

$$p_{in} = p_{out} + distance \quad (2.21)$$

```
typedef float VectorComponentType;
typedef itk::Vector< VectorComponentType, Dimension > VectorPixelType;
typedef itk::Image< VectorPixelType, Dimension > DisplacementFieldType;

typedef unsigned char PixelType;
typedef itk::Image< PixelType, Dimension > ImageType;
```

The field is read from a file, through a reader instantiated over the vector pixel types.

```
typedef itk::ImageFileReader< DisplacementFieldType > FieldReaderType;

FieldReaderType::Pointer fieldReader = FieldReaderType::New();
fieldReader->SetFileName( argv[2] );
fieldReader->Update();

DisplacementFieldType::ConstPointer deformationField =
    fieldReader->GetOutput();
```

The `itk::WarpImageFilter` is templated over the input image type, output image type and the deformation field type.

```
typedef itk::WarpImageFilter< ImageType,
    ImageType,
    DisplacementFieldType > FilterType;

FilterType::Pointer filter = FilterType::New();
```

Typically the mapped position does not correspond to an integer pixel position in the input image. Interpolation via an image function is used to compute values at non-integer positions. This is done via the `SetInterpolator()` method.

```

typedef itk::LinearInterpolateImageFunction<
    ImageType, double > InterpolatorType;

InterpolatorType::Pointer interpolator = InterpolatorType::New();

filter->SetInterpolator( interpolator );

```

The output image spacing and origin may be set via `SetOutputSpacing()`, `SetOutputOrigin()`. This is taken from the deformation field.

```

filter->SetOutputSpacing( deformationField->GetSpacing() );
filter->SetOutputOrigin( deformationField->GetOrigin() );
filter->SetOutputDirection( deformationField->GetDirection() );

filter->SetDisplacementField( deformationField );

```

### Subsampling and image in the same space

The source code for this section can be found in the file `SubsampleVolume.cxx`.

This example illustrates how to perform subsampling of a volume using ITK classes. In order to avoid aliasing artifacts, the volume must be processed by a low-pass filter before resampling. Here we use the `itk::RecursiveGaussianImageFilter` as low-pass filter. The image is then resampled by using three different factors, one per dimension of the image.

The most important headers to include here are the ones corresponding to the resampling image filter, the transform, the interpolator and the smoothing filter.

```

#include "itkResampleImageFilter.h"
#include "itkIdentityTransform.h"
#include "itkRecursiveGaussianImageFilter.h"

```

We explicitly instantiate the pixel type and dimension of the input image, and the images that will be used internally for computing the resampling.

```

const unsigned int Dimension = 3;

typedef unsigned char InputPixelType;

typedef float InternalPixelType;
typedef unsigned char OutputPixelType;

typedef itk::Image< InputPixelType, Dimension > InputImageType;
typedef itk::Image< InternalPixelType, Dimension > InternalImageType;
typedef itk::Image< OutputPixelType, Dimension > OutputImageType;

```

In this particular case we take the factors for resampling directly from the command line arguments.

```

const double factorX = atof( argv[3] );
const double factorY = atof( argv[4] );
const double factorZ = atof( argv[5] );

```

A casting filter is instantiated in order to convert the pixel type of the input image into the pixel type desired for computing the resampling.

```
typedef itk::CastImageFilter< InputImageType,
                             InternalImageType > CastFilterType;

CastFilterType::Pointer caster = CastFilterType::New();

caster->SetInput( inputImage );
```

The smoothing filter of choice is the `RecursiveGaussianImageFilter`. We create three of them in order to have the freedom of performing smoothing with different Sigma values along each dimension.

```
typedef itk::RecursiveGaussianImageFilter<
        InternalImageType,
        InternalImageType > GaussianFilterType;

GaussianFilterType::Pointer smootherX = GaussianFilterType::New();
GaussianFilterType::Pointer smootherY = GaussianFilterType::New();
GaussianFilterType::Pointer smootherZ = GaussianFilterType::New();
```

The smoothing filters are connected in a cascade in the pipeline.

```
smootherX->SetInput( caster->GetOutput() );
smootherY->SetInput( smootherX->GetOutput() );
smootherZ->SetInput( smootherY->GetOutput() );
```

The Sigma values to use in the smoothing filters is computed based on the pixel spacings of the input image and the factors provided as arguments.

```
const InputImageType::SpacingType& inputSpacing = inputImage->GetSpacing();

const double sigmaX = inputSpacing[0] * factorX;
const double sigmaY = inputSpacing[1] * factorY;
const double sigmaZ = inputSpacing[2] * factorZ;

smootherX->SetSigma( sigmaX );
smootherY->SetSigma( sigmaY );
smootherZ->SetSigma( sigmaZ );
```

We instruct each one of the smoothing filters to act along a particular direction of the image, and set them to use normalization across scale space in order to prevent for the reduction of intensity that accompanies the diffusion process associated with the Gaussian smoothing.

```
smootherX->SetDirection( 0 );
smootherY->SetDirection( 1 );
smootherZ->SetDirection( 2 );

smootherX->SetNormalizeAcrossScale( false );
smootherY->SetNormalizeAcrossScale( false );
smootherZ->SetNormalizeAcrossScale( false );
```

The type of the resampling filter is instantiated using the internal image type and the output image type.

```
typedef itk::ResampleImageFilter<
    InternalImageType, OutputImageType > ResampleFilterType;

ResampleFilterType::Pointer resampler = ResampleFilterType::New();
```

Since the resampling is performed in the same physical extent of the input image, we select the `IdentityTransform` as the one to be used by the resampling filter.

```
typedef itk::IdentityTransform< double, Dimension > TransformType;

TransformType::Pointer transform = TransformType::New();
transform->SetIdentity();
resampler->SetTransform( transform );
```

The Linear interpolator is selected given that it provides a good run-time performance. For applications that require better precision you may want to replace this interpolator with the `itk::BSplineInterpolateImageFunction` interpolator or with the `itk::WindowedSincInterpolateImageFunction` interpolator.

```
typedef itk::LinearInterpolateImageFunction<
    InternalImageType, double > InterpolatorType;

InterpolatorType::Pointer interpolator = InterpolatorType::New();
resampler->SetInterpolator( interpolator );
```

The spacing to be used in the grid of the resampled image is computed using the input image spacing and the factors provided in the command line arguments.

```
OutputImageType::SpacingType spacing;

spacing[0] = inputSpacing[0] * factorX;
spacing[1] = inputSpacing[1] * factorY;
spacing[2] = inputSpacing[2] * factorZ;

resampler->SetOutputSpacing( spacing );
```

The origin and direction of the input image is preserved and passed to the output image.

```
resampler->SetOutputOrigin( inputImage->GetOrigin() );
resampler->SetOutputDirection( inputImage->GetDirection() );
```

The number of pixels to use along each direction on the grid of the resampled image is computed using the number of pixels in the input image and the sampling factors.

```

InputImageType::SizeType  inputSize =
    inputImage->GetLargestPossibleRegion().GetSize();

typedef InputImageType::SizeValueType SizeValueType;

InputImageType::SizeType  size;

size[0] = static_cast< SizeValueType >( inputSize[0] / factorX );
size[1] = static_cast< SizeValueType >( inputSize[1] / factorY );
size[2] = static_cast< SizeValueType >( inputSize[2] / factorZ );

resampler->SetSize( size );

```

Finally, the input to the resampler is taken from the output of the smoothing filter.

```

resampler->SetInput( smootherZ->GetOutput() );

```

At this point we can trigger the execution of the resampling by calling the `Update()` method, or we can chose to pass the output of the resampling filter to another section of pipeline, for example, an image writer.

### Resampling an Anisotropic image to make it Isotropic

The source code for this section can be found in the file `ResampleVolumesToBeIsotropic.cxx`.

It is unfortunate that it is still very common to find medical image datasets that have been acquired with large inter-slice spacings that result in voxels with anisotropic shapes. In many cases these voxels have ratios of [1 : 5] or even [1 : 10] between the resolution in the plane ( $x, y$ ) and the resolution along the  $z$  axis. Such dataset are close to **useless** for the purpose of computer assisted image analysis. The persistent tendency for acquiring dataset in such formats just reveals how small is the understanding of the third dimension that have been gained in the clinical settings and in many radiology reading rooms. Datasets that are acquired with such large anisotropies bring with them the retrograde message: *“I do not think 3D is informative”*. They repeat stubbornly that: *“all that you need to know, can be known by looking at individual slices, one by one”*. However, the fallacy of such statement is made evident with the simple act of looking at the slices when reconstructed in any of the ortogonal planes. The ugliness of the extreme rectangular pixel shapes becomes obvious, along with the clear technical realization that no decent signal processing or algorithms can be performed in such images.

Image analysts have a long educational battle to fight in the radiological setting in order to bring the message that 3D datasets acquired with anisotropies larger than [1 : 2] are simply dismissive of the most fundamental concept of digital signal processing: The Shannon Sampling Theorem [61, 62].

Facing the inertia of many clinical imaging departments and their insistence that these images should be good enough for image processing, some image analysts have stoically tried to deal with these poor datasets. These image analysts usually proceed to subsample the high in-plane

resolution and to super-sample the inter-slice resolution with the purpose of faking the type of dataset that they should have received in the first place: an **isotropic** dataset. This example is an illustration of how such operation can be performed using the filter available in the Insight Toolkit.

Note that this example is not presented here as a *solution* to the problem of anisotropic datasets. On the contrary, this is simply a *dangerous palliative* that will help to perpetuate the mistake of the image acquisition departments. This code is just an analgesic that will make you believe that you don't have pain, while a real and lethal disease is growing inside you. The real solution to the problem of the atrophic anisotropic dataset is to educate radiologist on the fundamental principles of image processing. If you really care about the technical decency of the medical image processing field, and you really care about providing your best effort to the patients who will receive health care directly or indirectly affected by your processed images, then it is your duty to reject anisotropic datasets and to patiently explain radiologist why a barbarity such as a [1 : 5] anisotropy ratio makes a data set to be just "a collection of slices" instead of an authentic 3D datasets.

Please, before employing the techniques covered in this section, do kindly invite your fellow radiologist to see the dataset in an orthogonal slice. Zoom in that image in a viewer without any linear interpolation until you see the daunting reality of the rectangular pixels. Let her/him know how absurd is to process digital data that have been sampled at ratios of [1 : 5] or [1 : 10]. Then, let them know that the first thing that you are going to do is to throw away all that high in-plane resolution and to *make up* data in-between the slices in order to compensate for their low resolution. Only then, you will have gained the right to use this code.

Let's now move into the code.... and, yes, bring with you that guilt<sup>5</sup>, because the fact that you are going to use the code below, is the evidence that we have lost one more battle on the quest for real 3D dataset processing.

This example performs subsampling on the in-plane resolution and performs super-sampling along the inter-slices resolution. The subsampling process requires that we preprocess the data with a smoothing filter in order to avoid the occurrence of aliasing effects due to overlap of the spectrum in the frequency domain [61, 62]. The smoothing is performed here using the `RecursiveGaussian` filter, given that it provides a convenient run-time performance.

The first thing that you will need to do in order to resample this ugly anisotropic dataset is to include the header files for the `itk::ResampleImageFilter`, and the Gaussian smoothing filter.

```
#include "itkResampleImageFilter.h"  
#include "itkRecursiveGaussianImageFilter.h"
```

The resampling filter will need a Transform in order to map point coordinates and will need an interpolator in order to compute intensity values for the new resampled image. In this particular case we use the `itk::IdentityTransform` because the image is going to be resampled by

---

<sup>5</sup>A feeling of regret or remorse for having committed some improper act; a recognition of one's own responsibility for doing something wrong.

preserving the physical extent of the sampled region. The Linear interpolator is used as a common trade-off, although arguably we should use one type of interpolator for the in-plane subsampling process and another one for the inter-slice supersampling, but again, one should wonder why to enter into technical sophistication here, when what we are doing is to cover-up for an improper acquisition of medical data, and we are just trying to make it look as if it was correctly acquired.

```
#include "itkIdentityTransform.h"
```

Note that, as part of the preprocessing of the image, in this example we are also rescaling the range of intensities. This operation has already been described as Intensity Windowing. In a real clinical application, this step requires careful consideration of the range of intensities that contain information about the anatomical structures that are of interest for the current clinical application. In practice you may want to remove this step of intensity rescaling.

```
#include "itkIntensityWindowingImageFilter.h"
```

We made explicit now our choices for the pixel type and dimension of the input image to be processed, as well as the pixel type that we intend to use for the internal computation during the smoothing and resampling.

```
const    unsigned int    Dimension = 3;

typedef  unsigned short  InputPixelType;
typedef  float           InternalPixelType;

typedef  itk::Image< InputPixelType,    Dimension >    InputImageType;
typedef  itk::Image< InternalPixelType, Dimension >    InternalImageType;
```

We instantiate the smoothing filter that will be used on the preprocessing for subsampling the in-plane resolution of the dataset.

```
typedef  itk::RecursiveGaussianImageFilter<
        InternalImageType,
        InternalImageType > GaussianFilterType;
```

We create two instances of the smoothing filter, one will smooth along the *X* direction while the other will smooth along the *Y* direction. They are connected in a cascade in the pipeline, while taking their input from the intensity windowing filter. Note that you may want to skip the intensity windowing scale and simply take the input directly from the reader.

```
GaussianFilterType::Pointer smootherX = GaussianFilterType::New();
GaussianFilterType::Pointer smootherY = GaussianFilterType::New();

smootherX->SetInput( intensityWindowing->GetOutput() );
smootherY->SetInput( smootherX->GetOutput() );
```

We must now provide the settings for the resampling itself. This is done by searching for a value of isotropic resolution that will provide a trade-off between the evil of subsampling and the evil

of supersampling. We advance here the conjecture that the geometrical mean between the in-plane and the inter-slice resolutions should be a convenient isotropic resolution to use. This conjecture is supported on nothing else than intuition and common sense. You can rightfully argue that this choice deserves a more technical consideration, but then, if you are so inclined to the technical correctness of the image sampling process, you should not be using this code, and should rather be talking about such technical correctness to the radiologist who acquired this ugly anisotropic dataset.

We take the image from the input and then request its array of pixel spacing values.

```
InputImageType::ConstPointer inputImage = reader->GetOutput();

const InputImageType::SpacingType& inputSpacing = inputImage->GetSpacing();
```

and apply our ad-hoc conjecture that the correct anisotropic resolution to use is the geometrical mean of the in-plane and inter-slice resolutions. Then set this spacing as the Sigma value to be used for the Gaussian smoothing at the preprocessing stage.

```
const double isoSpacing = std::sqrt( inputSpacing[2] * inputSpacing[0] );

smootherX->SetSigma( isoSpacing );
smootherY->SetSigma( isoSpacing );
```

We instruct the smoothing filters to act along the *X* and *Y* direction respectively.

```
smootherX->SetDirection( 0 );
smootherY->SetDirection( 1 );
```

Now that we have taken care of the smoothing in-plane, we proceed to instantiate the resampling filter that will reconstruct an isotropic image. We start by declaring the pixel type to be used at the output of such filter, then instantiate the image type and the type for the resampling filter. Finally we construct an instantiation of such a filter.

```
typedef unsigned char OutputPixelType;

typedef itk::Image< OutputPixelType, Dimension > OutputImageType;

typedef itk::ResampleImageFilter<
    InternalImageType, OutputImageType > ResampleFilterType;

ResampleFilterType::Pointer resampler = ResampleFilterType::New();
```

The resampling filter requires that we provide a Transform, that in this particular case can simply be an identity transform.

```
typedef itk::IdentityTransform< double, Dimension > TransformType;

TransformType::Pointer transform = TransformType::New();
transform->SetIdentity();

resampler->SetTransform( transform );
```

The filter also requires an interpolator to be passed to it. In this case we chose to use a linear interpolator.

```
typedef itk::LinearInterpolateImageFunction<
    InternalImageType, double > InterpolatorType;

InterpolatorType::Pointer interpolator = InterpolatorType::New();

resampler->SetInterpolator( interpolator );
```

The pixel spacing of the resampled dataset is loaded in a SpacingType and passed to the resampling filter.

```
OutputImageType::SpacingType spacing;

spacing[0] = isoSpacing;
spacing[1] = isoSpacing;
spacing[2] = isoSpacing;

resampler->SetOutputSpacing( spacing );
```

The origin and orientation of the output image is maintained, since we decided to resample the image in the same physical extent of the input anisotropic image.

```
resampler->SetOutputOrigin( inputImage->GetOrigin() );
resampler->SetOutputDirection( inputImage->GetDirection() );
```

The number of pixels to use along each dimension in the grid of the resampled image is computed using the ratio between the pixel spacings of the input image and those of the output image. Note that the computation of the number of pixels along the Z direction is slightly different with the purpose of making sure that we don't attempt to compute pixels that are outside of the original anisotropic dataset.

```
InputImageType::SizeType  inputSize =
    inputImage->GetLargestPossibleRegion().GetSize();

typedef InputImageType::SizeType::SizeValueType SizeValueType;

const double dx = inputSize[0] * inputSpacing[0] / isoSpacing;
const double dy = inputSize[1] * inputSpacing[1] / isoSpacing;

const double dz = (inputSize[2] - 1) * inputSpacing[2] / isoSpacing;
```

Finally the values are stored in a SizeType and passed to the resampling filter. Note that this process requires a casting since the computation are performed in double, while the elements of the SizeType are integers.

```

InputImageType::SizeType  size;

size[0] = static_cast<SizeValueType>( dx );
size[1] = static_cast<SizeValueType>( dy );
size[2] = static_cast<SizeValueType>( dz );

resampler->SetSize( size );

```

Our last action is to take the input for the resampling image filter from the output of the cascade of smoothing filters, and then to trigger the execution of the pipeline by invoking the `Update()` method on the resampling filter.

```

resampler->SetInput( smootherY->GetOutput() );

resampler->Update();

```

At this point we should take some minutes in silence to reflect on the circumstances that have lead us to accept to cover-up for the improper acquisition of medical data.

## 2.10 Frequency Domain

### 2.10.1 Computing a Fast Fourier Transform (FFT)

The source code for this section can be found in the file `FFTImageFilter.cxx`.

In this section we assume that you are familiar with Spectral Analysis, in particular with the concepts of the Fourier Transform and the numerical implementation of the Fast Fourier transform. If you are not familiar with these concepts you may want to consult first any of the many available introductory books to spectral analysis [8, 9].

This example illustrates how to use the Fast Fourier Transform filter (FFT) for processing an image in the spectral domain. Given that FFT computation can be CPU intensive, there are multiple hardware specific implementations of FFT. IT is convenient in many cases to delegate the actual computation of the transform to local available libraries. Particular examples of those libraries are `fftw`<sup>6</sup> and the VXL implementation of FFT. For this reason ITK provides a base abstract class that factorizes the interface to multiple specific implementations of FFT. This base class is the `itk::ForwardFFTImageFilter`, and two of its derived classes are `itk::VnlForwardFFTImageFilter` and `itk::FFTWRealToComplexConjugateImageFilter`.

A typical application that uses FFT will need to include the following header files.

```

#include "itkImage.h"
#include "itkVnlForwardFFTImageFilter.h"
#include "itkComplexToRealImageFilter.h"
#include "itkComplexToImaginaryImageFilter.h"

```

---

<sup>6</sup><http://www.fftw.org>

The first decision to make is related to the pixel type and dimension of the images on which we want to compute the Fourier transform.

```
typedef float PixelType;
const unsigned int Dimension = 2;

typedef itk::Image< PixelType, Dimension > ImageType;
```

We use the same image type in order to instantiate the FFT filter. In this case the `itk::VnlForwardFFTImageFilter`. Once the filter type is instantiated, we can use it for creating one object by invoking the `New()` method and assigning the result to a `SmartPointer`.

```
typedef itk::VnlForwardFFTImageFilter< ImageType > FFTFilterType;

FFTFilterType::Pointer fftFilter = FFTFilterType::New();
```

The input to this filter can be taken from a reader, for example.

```
typedef itk::ImageFileReader< ImageType > ReaderType;
ReaderType::Pointer reader = ReaderType::New();
reader->SetFileName( argv[1] );

fftFilter->SetInput( reader->GetOutput() );
```

The execution of the filter can be triggered by invoking the `Update()` method. Since this invocation can eventually throw an exception, the call must be placed inside a `try/catch` block.

```
try
{
    fftFilter->Update();
}
catch( itk::ExceptionObject & excp )
{
    std::cerr << "Error: " << std::endl;
    std::cerr << excp << std::endl;
    return EXIT_FAILURE;
}
```

In general the output of the FFT filter will be a complex image. We can proceed to save this image in a file for further analysis. This can be done by simply instantiating an `itk::ImageFileWriter` using the trait of the output image from the FFT filter. We construct one instance of the writer and pass the output of the FFT filter as the input of the writer.

```
typedef FFTFilterType::OutputImageType ComplexImageType;

typedef itk::ImageFileWriter< ComplexImageType > ComplexWriterType;

ComplexWriterType::Pointer complexWriter = ComplexWriterType::New();
complexWriter->SetFileName( argv[4] );

complexWriter->SetInput( fftFilter->GetOutput() );
```

Finally we invoke the `Update()` method placing inside a `try/catch` block.

```

try
{
    complexWriter->Update();
}
catch( itk::ExceptionObject & excp )
{
    std::cerr << "Error: " << std::endl;
    std::cerr << excp << std::endl;
    return EXIT_FAILURE;
}

```

In addition to saving the complex image into a file, we could also extract its real and imaginary parts for further analysis. This can be done with the `itk::ComplexToRealImageFilter` and the `itk::ComplexToImaginaryImageFilter`.

We instantiate first the `ImageFilter` that will help us to extract the real part from the complex image. The `ComplexToRealImageFilter` takes as first template parameter the type of the complex image and as second template parameter it takes the type of the output image pixel. We create one instance of this filter and connect as its input the output of the FFT filter.

```

typedef itk::ComplexToRealImageFilter<
    ComplexImageType, ImageType > RealFilterType;

RealFilterType::Pointer realFilter = RealFilterType::New();

realFilter->SetInput( fftFilter->GetOutput() );

```

Since the range of intensities in the Fourier domain can be quite concentrated, it result convenient to rescale the image in order to visualize it. For this purpose we instantiate here a `itk::RescaleIntensityImageFilter` that will rescale the intensities of the real image into a range suitable for writing in a file. We also set the minimum and maximum values of the output to the range of the pixel type used for writing.

```

typedef itk::RescaleIntensityImageFilter<
    ImageType,
    WriteImageType > RescaleFilterType;

RescaleFilterType::Pointer intensityRescaler = RescaleFilterType::New();

intensityRescaler->SetInput( realFilter->GetOutput() );

intensityRescaler->SetOutputMinimum( 0 );
intensityRescaler->SetOutputMaximum( 255 );

```

We can now instantiate the `ImageFilter` that will help us to extract the imaginary part from the complex image. The filter that we use here is the `itk::ComplexToImaginaryImageFilter`. It takes as first template parameter the type of the complex image and as second template parameter it takes the type of the output image pixel. An instance of the filter is created, and its input is connected to the output of the FFT filter.

```

typedef FFTFilterType::OutputImageType    ComplexImageType;

typedef itk::ComplexToImaginaryImageFilter<
        ComplexImageType, ImageType > ImaginaryFilterType;

ImaginaryFilterType::Pointer imaginaryFilter = ImaginaryFilterType::New();

imaginaryFilter->SetInput( fftFilter->GetOutput() );

```

The Imaginary image can then be rescaled and saved into a file, just as we did with the Real part.

For the sake of illustrating the use of a `itk::ImageFileReader` on Complex images, here we instantiate a reader that will load the Complex image that we just saved. Note that nothing special is required in this case. The instantiation is done just the same as for any other type of image. Which once again illustrates the power of Generic Programming.

```

typedef itk::ImageFileReader< ComplexImageType > ComplexReaderType;

ComplexReaderType::Pointer complexReader = ComplexReaderType::New();

complexReader->SetFileName( argv[4] );
complexReader->Update();

```

### 2.10.2 Filtering on the Frequency Domain

The source code for this section can be found in the file `FFTImageFilterFourierDomainFiltering.cxx`.

One of the most common image processing operations performed in the Fourier Domain is the masking of the spectrum in order to eliminate a range of spatial frequencies from the input image. This operation is typically performed by taking the input image, computing its Fourier transform using a FFT filter, masking the resulting image in the Fourier domain with a mask, and finally taking the result of the masking and computing its inverse Fourier transform.

This typical processing is what it is illustrated in the example below.

We start by including the headers of the FFT filters and the Mask image filter. Note that we use two different types of FFT filters here. The first one expects as input an image of real pixel type (real in the sense of complex numbers) and produces as output a complex image. The second FFT filter expects as input a complex image and produces a real image as output.

```

#include "itkVnlForwardFFTImageFilter.h"
#include "itkVnlInverseFFTImageFilter.h"
#include "itkMaskImageFilter.h"

```

The first decision to make is related to the pixel type and dimension of the images on which we want to compute the Fourier transform.

```
typedef float InputPixelType;
const unsigned int Dimension = 2;

typedef itk::Image< InputPixelType, Dimension > InputImageType;
```

Then we select the pixel type to use for the mask image and instantiate the image type of the mask.

```
typedef unsigned char MaskPixelType;

typedef itk::Image< MaskPixelType, Dimension > MaskImageType;
```

Both the input image and the mask image can be read from files or could be obtained as the output of a preprocessing pipeline. We omit here the details of reading the image since the process is quite standard.

Now the `itk::VnlForwardFFTImageFilter` can be instantiated. Like most ITK filters, the FFT filter is instantiated using the full image type. By not setting the output image type, we decide to use the default one provided by the filter. Using the type we construct one instance of the filter.

```
typedef itk::VnlForwardFFTImageFilter< InputImageType > FFTFilterType;

FFTFilterType::Pointer fftFilter = FFTFilterType::New();

fftFilter->SetInput( inputReader->GetOutput() );
```

Since our purpose is to perform filtering in the frequency domain by altering the weights of the image spectrum, we need here a filter that will mask the Fourier transform of the input image with a binary image. Note that the type of the spectral image is taken here from the traits of the FFT filter.

```
typedef FFTFilterType::OutputImageType SpectralImageType;

typedef itk::MaskImageFilter< SpectralImageType,
                             MaskImageType,
                             SpectralImageType > MaskFilterType;

MaskFilterType::Pointer maskFilter = MaskFilterType::New();
```

We connect the inputs to the mask filter by taking the outputs from the first FFT filter and from the reader of the Mask image.

```
maskFilter->SetInput1( fftFilter->GetOutput() );
maskFilter->SetInput2( maskReader->GetOutput() );
```

For the purpose of verifying the aspect of the spectrum after being filtered with the mask, we can write out the output of the Mask filter to a file.

```
typedef itk::ImageFileWriter< SpectralImageType > SpectralWriterType;
SpectralWriterType::Pointer spectralWriter = SpectralWriterType::New();
spectralWriter->SetFileName("filteredSpectrum.mhd");
spectralWriter->SetInput( maskFilter->GetOutput() );
spectralWriter->Update();
```

The output of the mask filter will contain the *filtered* spectrum of the input image. We must then apply an inverse Fourier transform on it in order to obtain the filtered version of the input image. For that purpose we create another instance of the FFT filter.

```
typedef itk::VnlInverseFFTImageFilter<
    SpectralImageType > IFFTFilterType;

IFFTFilterType::Pointer fftInverseFilter = IFFTFilterType::New();

fftInverseFilter->SetInput( maskFilter->GetOutput() );
```

The execution of the pipeline can be triggered by invoking the `Update()` method in this last filter. Since this invocation can eventually throw an exception, the call must be placed inside a try/catch block.

```
try
{
    fftInverseFilter->Update();
}
catch( itk::ExceptionObject & excp )
{
    std::cerr << "Error: " << std::endl;
    std::cerr << excp << std::endl;
    return EXIT_FAILURE;
}
```

The result of the filtering can now be saved into an image file, or be passed to a subsequent processing pipeline. Here we simply write it out to an image file.

```
typedef itk::ImageFileWriter< InputImageType > WriterType;
WriterType::Pointer writer = WriterType::New();
writer->SetFileName( argv[3] );
writer->SetInput( fftInverseFilter->GetOutput() );
```

Note that this example is just a minimal illustration of the multiple types of processing that are possible in the Fourier domain.

## 2.11 Extracting Surfaces

### 2.11.1 Surface extraction

The source code for this section can be found in the file `SurfaceExtraction.cxx`.

Surface extraction has attracted continuous interest since the early days of image analysis, in

particular on the context of medical applications. Although it is commonly associated with image segmentation, surface extraction is not in itself a segmentation technique, instead it is a transformation that changes the way a segmentation is represented. In its most common form, isosurface extraction is the equivalent of image thresholding followed by surface extraction.

Probably the most widely known method of surface extraction is the *Marching Cubes* algorithm [39]. Although it has been followed by a number of variants [58], Marching Cubes has become an icon on medical image processing. The following example illustrates how to perform surface extraction in ITK using an algorithm similar to Marching Cubes<sup>7</sup>.

The representation of unstructured data in ITK is done with the `itk::Mesh`. This class allows to represent N-Dimensional grids of varied topology. It is natural for the filter that extracts surfaces from an Image to produce a Mesh as its output.

We initiate our example by including the header files of the surface extraction filter, the image and the Mesh.

```
#include "itkBinaryMask3DMeshSource.h"
#include "itkImage.h"
```

We define then the pixel type and dimension of the image from which we are going to extract the surface.

```
const unsigned int Dimension = 3;
typedef unsigned char PixelType;

typedef itk::Image< PixelType, Dimension > ImageType;
```

With the same image type we instantiate the type of an ImageFileReader and construct one with the purpose of reading in the input image.

```
typedef itk::ImageFileReader< ImageType > ReaderType;
ReaderType::Pointer reader = ReaderType::New();
reader->SetFileName( argv[1] );
```

The type of the `itk::Mesh` is instantiated by specifying the type to be associated with the pixel value of the Mesh nodes. This particular pixel type happens to be irrelevant for the purpose of extracting the surface.

```
typedef itk::Mesh<double> MeshType;
```

Having declared the Image and Mesh types we can now instantiate the surface extraction filter, and construct one by invoking its `New()` method.

```
typedef itk::BinaryMask3DMeshSource< ImageType, MeshType > MeshSourceType;

MeshSourceType::Pointer meshSource = MeshSourceType::New();
```

In this particular example, the pixel value to be associated to the object to be extracted is read

<sup>7</sup>Note that the Marching Cubes algorithm is covered by a patent that expired on June 5th 2005.

from the command line arguments and it is passed to the filter by using the `SetObjectValue()` method. Note that this is different from the traditional `isovalue` used in the Marching Cubes algorithm. In the case of the `BinaryMask3DMeshSource` filter, the object values defines the membership of pixels to the object from which the surface will be extracted. In other words, the surface will be surrounding all pixels with value equal to the `ObjectValue` parameter.

```
const PixelType objectValue = static_cast<PixelType>( atof( argv[2] ) );
meshSource->SetObjectValue( objectValue );
```

The input to the surface extraction filter is taken from the output of the image reader.

```
meshSource->SetInput( reader->GetOutput() );
```

Finally we trigger the execution of the pipeline by invoking the `Update()` method. Given that the pipeline may throw an exception this call must be place inside a `try/catch` block.

```
try
{
    meshSource->Update();
}
catch( itk::ExceptionObject & exp )
{
    std::cerr << "Exception thrown during Update() " << std::endl;
    std::cerr << exp << std::endl;
    return EXIT_FAILURE;
}
```

As a way of taking a look at the output Mesh we print out here its number of Nodes and Cells.

```
std::cout << "Nodes = " << meshSource->GetNumberOfNodes() << std::endl;
std::cout << "Cells = " << meshSource->GetNumberOfCells() << std::endl;
```

This resulting Mesh could be used as input for a deformable model segmentation algorithm, or it could be converted to a format suitable for visualization in an interactive application.



# REGISTRATION

This chapter introduces ITK's capabilities for performing image registration. Image registration is the process of determining the spatial transform that maps points from one image to homologous points on a object in the second image. This concept is schematically represented in Figure 3.1. In ITK, registration is performed within a framework of pluggable components that can easily be interchanged. This flexibility means that a combinatorial variety of registration methods can be created, allowing users to pick and choose the right tools for their specific application.

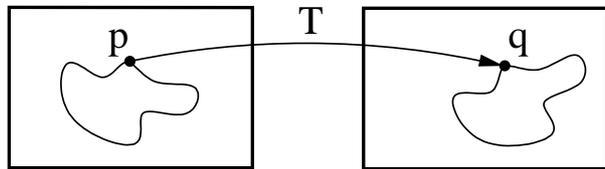


Figure 3.1: Image registration is the task of finding a spatial transform mapping on image into another.

## 3.1 Registration Framework

The components of the registration framework and their interconnections are shown in Figure 3.2. The basic input data to the registration process are two images: one is defined as the *fixed* image  $f(\mathbf{X})$  and the other as the *moving* image  $m(\mathbf{X})$ . Where  $\mathbf{X}$  represents a position in  $N$ -dimensional space. Registration is treated as an optimization problem with the goal of finding the spatial mapping that will bring the moving image into alignment with the fixed image.

The *transform* component  $T(\mathbf{X})$  represents the spatial mapping of points from the fixed image space to points in the moving image space. The *interpolator* is used to evaluate moving image intensities at non-grid positions. The *metric* component  $S(f, m \circ T)$  provides a measure of how well the fixed image is matched by the transformed moving image. This measure forms the quantitative criterion to be optimized by the *optimizer* over the search space defined by the parameters of the *transform*.

These various ITK registration components will be described in later sections. First, we begin with some simple registration examples.

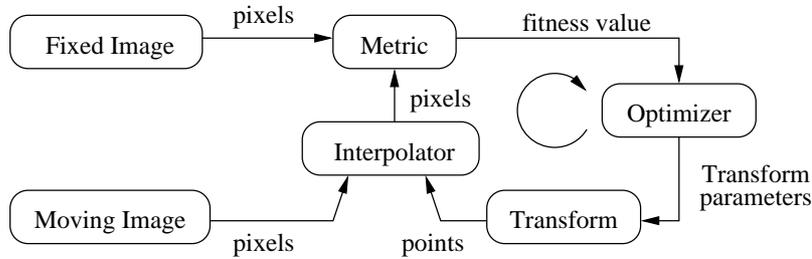


Figure 3.2: The basic components of the registration framework are two input images, a transform, a metric, an interpolator and an optimizer.

## 3.2 "Hello World" Registration

The source code for this section can be found in the file `ImageRegistration1.cxx`.

This example illustrates the use of the image registration framework in Insight. It should be read as a "Hello World" for ITK registration. Which means that for now, you don't ask "why?". Instead, use the example as an introduction to the elements that are typically involved in solving an image registration problem.

A registration method requires the following set of components: two input images, a transform, a metric, an interpolator and an optimizer. Some of these components are parameterized by the image type for which the registration is intended. The following header files provide declarations of common types used for these components.

```
#include "itkImageRegistrationMethod.h"
#include "itkTranslationTransform.h"
#include "itkMeanSquaresImageToImageMetric.h"
#include "itkRegularStepGradientDescentOptimizer.h"
```

The types of each one of the components in the registration methods should be instantiated first. With that purpose, we start by selecting the image dimension and the type used for representing image pixels.

```
const unsigned int Dimension = 2;
typedef float PixelType;
```

The types of the input images are instantiated by the following lines.

```
typedef itk::Image< PixelType, Dimension > FixedImageType;
typedef itk::Image< PixelType, Dimension > MovingImageType;
```

The transform that will map the fixed image space into the moving image space is defined below.

```
typedef itk::TranslationTransform< double, Dimension > TransformType;
```

An optimizer is required to explore the parameter space of the transform in search of optimal values of the metric.

```
typedef itk::RegularStepGradientDescentOptimizer    OptimizerType;
```

The metric will compare how well the two images match each other. Metric types are usually parameterized by the image types as it can be seen in the following type declaration.

```
typedef itk::MeanSquaresImageToImageMetric<
    FixedImageType,
    MovingImageType >    MetricType;
```

Finally, the type of the interpolator is declared. The interpolator will evaluate the intensities of the moving image at non-grid positions.

```
typedef itk::LinearInterpolateImageFunction<
    MovingImageType,
    double >    InterpolatorType;
```

The registration method type is instantiated using the types of the fixed and moving images. This class is responsible for interconnecting all the components that we have described so far.

```
typedef itk::ImageRegistrationMethod<
    FixedImageType,
    MovingImageType >    RegistrationType;
```

Each one of the registration components is created using its `New()` method and is assigned to its respective `itk::SmartPointer`.

```
MetricType::Pointer    metric      = MetricType::New();
TransformType::Pointer transform    = TransformType::New();
OptimizerType::Pointer optimizer    = OptimizerType::New();
InterpolatorType::Pointer interpolator = InterpolatorType::New();
RegistrationType::Pointer registration = RegistrationType::New();
```

Each component is now connected to the instance of the registration method.

```
registration->SetMetric(      metric      );
registration->SetOptimizer(   optimizer   );
registration->SetTransform(   transform   );
registration->SetInterpolator( interpolator );
```

In this example, the fixed and moving images are read from files. This requires the `itk::ImageRegistrationMethod` to acquire its inputs from the output of the readers.

```
registration->SetFixedImage(   fixedImageReader->GetOutput() );
registration->SetMovingImage(  movingImageReader->GetOutput() );
```

The registration can be restricted to consider only a particular region of the fixed image as input to the metric computation. This region is defined with the `SetFixedImageRegion()` method. You could use this feature to reduce the computational time of the registration or

to avoid unwanted objects present in the image from affecting the registration outcome. In this example we use the full available content of the image. This region is identified by the `BufferedRegion` of the fixed image. Note that for this region to be valid the reader must first invoke its `Update()` method.

```
fixedImageReader->Update();
registration->SetFixedImageRegion(
    fixedImageReader->GetOutput()->GetBufferedRegion());
```

The parameters of the transform are initialized by passing them in an array. This can be used to setup an initial known correction of the misalignment. In this particular case, a translation transform is being used for the registration. The array of parameters for this transform is simply composed of the translation values along each dimension. Setting the values of the parameters to zero initializes the transform to an *Identity* transform. Note that the array constructor requires the number of elements to be passed as an argument.

```
typedef RegistrationType::ParametersType ParametersType;
ParametersType initialParameters( transform->GetNumberOfParameters() );

initialParameters[0] = 0.0; // Initial offset in mm along X
initialParameters[1] = 0.0; // Initial offset in mm along Y

registration->SetInitialTransformParameters( initialParameters );
```

At this point the registration method is ready for execution. The optimizer is the component that drives the execution of the registration. However, the `ImageRegistrationMethod` class orchestrates the ensemble to make sure that everything is in place before control is passed to the optimizer.

It is usually desirable to fine tune the parameters of the optimizer. Each optimizer has particular parameters that must be interpreted in the context of the optimization strategy it implements. The optimizer used in this example is a variant of gradient descent that attempts to prevent it from taking steps that are too large. At each iteration, this optimizer will take a step along the direction of the `itk::ImageToImageMetric` derivative. The initial length of the step is defined by the user. Each time the direction of the derivative abruptly changes, the optimizer assumes that a local extrema has been passed and reacts by reducing the step length by a half. After several reductions of the step length, the optimizer may be moving in a very restricted area of the transform parameter space. The user can define how small the step length should be to consider convergence to have been reached. This is equivalent to defining the precision with which the final transform should be known.

The initial step length is defined with the method `SetMaximumStepLength()`, while the tolerance for convergence is defined with the method `SetMinimumStepLength()`.

```
optimizer->SetMaximumStepLength( 4.00 );
optimizer->SetMinimumStepLength( 0.01 );
```

In case the optimizer never succeeds reaching the desired precision tolerance, it is prudent to establish a limit on the number of iterations to be performed. This maximum number is defined

with the method `SetNumberOfIterations()`.

```
optimizer->SetNumberOfIterations( 200 );
```

The registration process is triggered by an invocation to the `Update()` method. If something goes wrong during the initialization or execution of the registration an exception will be thrown. We should therefore place the `Update()` method inside a `try/catch` block as illustrated in the following lines.

```
try
{
    registration->Update();
}
catch( itk::ExceptionObject & err )
{
    std::cerr << "ExceptionObject caught !" << std::endl;
    std::cerr << err << std::endl;
    return EXIT_FAILURE;
}
```

In a real life application, you may attempt to recover from the error by taking more effective actions in the catch block. Here we are simply printing out a message and then terminating the execution of the program.

The result of the registration process is an array of parameters that defines the spatial transformation in an unique way. This final result is obtained using the `GetLastTransformParameters()` method.

```
ParametersType finalParameters = registration->GetLastTransformParameters();
```

In the case of the `itk::TranslationTransform`, there is a straightforward interpretation of the parameters. Each element of the array corresponds to a translation along one spatial dimension.

```
const double TranslationAlongX = finalParameters[0];
const double TranslationAlongY = finalParameters[1];
```

The optimizer can be queried for the actual number of iterations performed to reach convergence. The `GetCurrentIteration()` method returns this value. A large number of iterations may be an indication that the maximum step length has been set too small, which is undesirable since it results in long computational times.

```
const unsigned int numberOfIterations = optimizer->GetCurrentIteration();
```

The value of the image metric corresponding to the last set of parameters can be obtained with the `GetValue()` method of the optimizer.

```
const double bestValue = optimizer->GetValue();
```

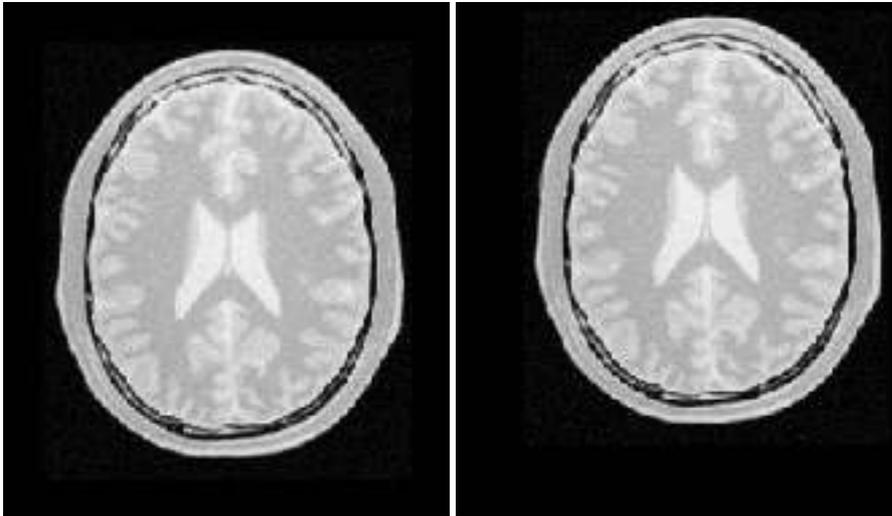


Figure 3.3: Fixed and Moving image provided as input to the registration method.

Let's execute this example over two of the images provided in `Examples/Data`:

- `BrainProtonDensitySliceBorder20.png`
- `BrainProtonDensitySliceShifted13x17y.png`

The second image is the result of intentionally translating the first image by (13, 17) millimeters. Both images have unit-spacing and are shown in Figure 3.3. The registration takes 18 iterations and the resulting transform parameters are:

```
Translation X = 12.9959  
Translation Y = 17.0001
```

As expected, these values match quite well the misalignment that we intentionally introduced in the moving image.

It is common, as the last step of a registration task, to use the resulting transform to map the moving image into the fixed image space. This is easily done with the `itk::ResampleImageFilter`. Please refer to Section 2.9.4 for details on the use of this filter. First, a `ResampleImageFilter` type is instantiated using the image types. It is convenient to use the fixed image type as the output type since it is likely that the transformed moving image will be compared with the fixed image.

```
typedef itk::ResampleImageFilter<  
    MovingImageType,  
    FixedImageType > ResampleFilterType;
```

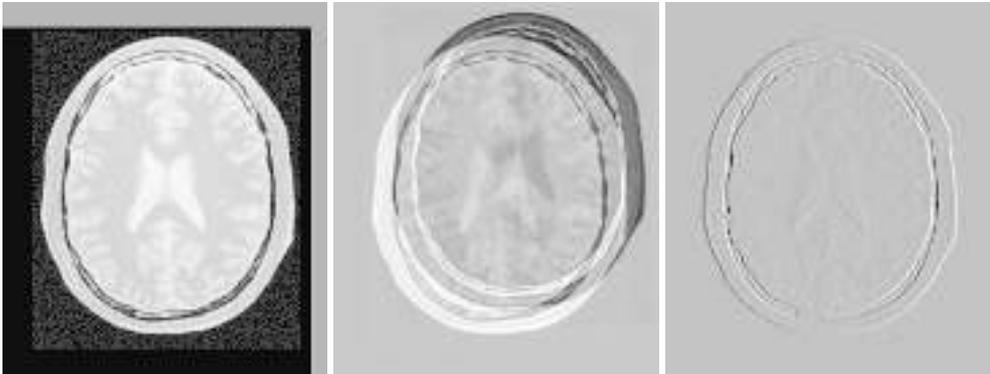


Figure 3.4: Mapped moving image and its difference with the fixed image before and after registration

A resampling filter is created and the moving image is connected as its input.

```
ResampleFilterType::Pointer resampler = ResampleFilterType::New();
resampler->SetInput( movingImageReader->GetOutput() );
```

The Transform that is produced as output of the Registration method is also passed as input to the resampling filter. Note the use of the methods `GetOutput()` and `Get()`. This combination is needed here because the registration method acts as a filter whose output is a transform decorated in the form of a `itk::DataObject`. For details in this construction you may want to read the documentation of the `itk::DataObjectDecorator`.

```
resampler->SetTransform( registration->GetOutput()->Get() );
```

As described in Section 2.9.4, the `ResampleImageFilter` requires additional parameters to be specified, in particular, the spacing, origin and size of the output image. The default pixel value is also set to a distinct gray level in order to highlight the regions that are mapped outside of the moving image.

```
FixedImageType::Pointer fixedImage = fixedImageReader->GetOutput();
resampler->SetSize( fixedImage->GetLargestPossibleRegion().GetSize() );
resampler->SetOutputOrigin( fixedImage->GetOrigin() );
resampler->SetOutputSpacing( fixedImage->GetSpacing() );
resampler->SetOutputDirection( fixedImage->GetDirection() );
resampler->SetDefaultPixelValue( 100 );
```

The output of the filter is passed to a writer that will store the image in a file. An `itk::CastImageFilter` is used to convert the pixel type of the resampled image to the final type used by the writer. The cast and writer filters are instantiated below.

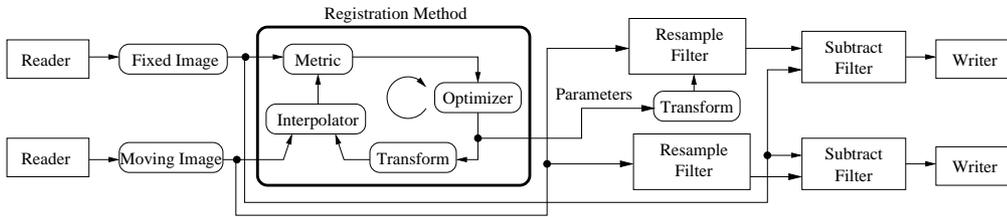


Figure 3.5: Pipeline structure of the registration example.

```
typedef unsigned char          OutputPixelType;
typedef itk::Image< OutputPixelType, Dimension > OutputImageType;
typedef itk::CastImageFilter<
    FixedImageType,
    OutputImageType >        CastFilterType;
typedef itk::ImageFileWriter< OutputImageType > WriterType;
```

The filters are created by invoking their `New()` method.

```
WriterType::Pointer    writer = WriterType::New();
CastFilterType::Pointer caster = CastFilterType::New();
```

The filters are connected together and the `Update()` method of the writer is invoked in order to trigger the execution of the pipeline.

```
caster->SetInput( resampler->GetOutput() );
writer->SetInput( caster->GetOutput() );
writer->Update();
```

The fixed image and the transformed moving image can easily be compared using the `itk::SubtractImageFilter`. This pixel-wise filter computes the difference between homologous pixels of its two input images.

```
typedef itk::SubtractImageFilter<
    FixedImageType,
    FixedImageType,
    FixedImageType > DifferenceFilterType;

DifferenceFilterType::Pointer difference = DifferenceFilterType::New();

difference->SetInput1( fixedImageReader->GetOutput() );
difference->SetInput2( resampler->GetOutput() );
```

Note that the use of subtraction as a method for comparing the images is appropriate here because we chose to represent the images using a pixel type `float`. A different filter would have been used if the pixel type of the images were any of the unsigned integer type.

Since the differences between the two images may correspond to very low values of intensity, we rescale those intensities with a `itk::RescaleIntensityImageFilter` in order to make them more visible. This rescaling will also make possible to visualize the negative values even

if we save the difference image in a file format that only support unsigned pixel values<sup>1</sup>. We also reduce the `DefaultPixelValue` to "1" in order to prevent that value from absorbing the dynamic range of the differences between the two images.

```
typedef itk::RescaleIntensityImageFilter<
    FixedImageType,
    OutputImageType > RescalerType;

RescalerType::Pointer intensityRescaler = RescalerType::New();

intensityRescaler->SetInput( difference->GetOutput() );
intensityRescaler->SetOutputMinimum( 0 );
intensityRescaler->SetOutputMaximum( 255 );

resampler->SetDefaultPixelValue( 1 );
```

Its output can be passed to another writer.

```
WriterType::Pointer writer2 = WriterType::New();
writer2->SetInput( intensityRescaler->GetOutput() );
```

For the purpose of comparison, the difference between the fixed image and the moving image before registration can also be computed by simply setting the transform to an identity transform. Note that the resampling is still necessary because the moving image does not necessarily have the same spacing, origin and number of pixels as the fixed image. Therefore a pixel-by-pixel operation cannot in general be performed. The resampling process with an identity transform will ensure that we have a representation of the moving image in the grid of the fixed image.

```
TransformType::Pointer identityTransform = TransformType::New();
identityTransform->SetIdentity();
resampler->SetTransform( identityTransform );
```

The complete pipeline structure of the current example is presented in Figure 3.5. The components of the registration method are depicted as well. Figure 3.4 (left) shows the result of resampling the moving image in order to map it onto the fixed image space. The top and right borders of the image appear in the gray level selected with the `SetDefaultPixelValue()` in the `ResampleImageFilter`. The center image shows the difference between the fixed image and the original moving image. That is, the difference before the registration is performed. The right image shows the difference between the fixed image and the transformed moving image. That is, after the registration has been performed. Both difference images have been rescaled in intensity in order to highlight those pixels where differences exist. Note that the final registration is still off by a fraction of a pixel, which results in bands around edges of anatomical structures to appear in the difference image. A perfect registration would have produced a null difference image.

It is always useful to keep in mind that registration is essentially an optimization problem. Figure 3.6 helps to reinforce this notion by showing the trace of translations and values of the

<sup>1</sup>This is the case of PNG, BMP, JPEG and TIFF among other common file formats.

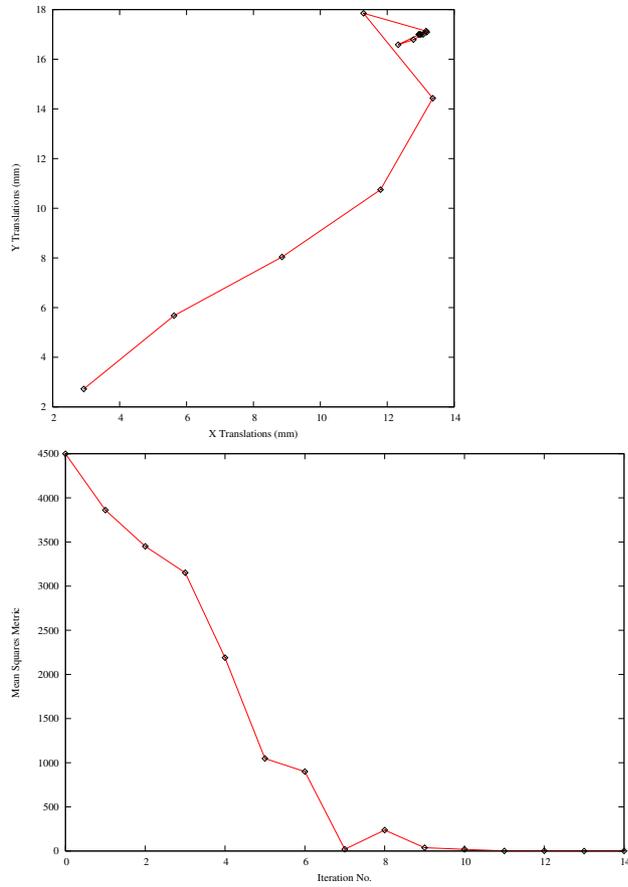


Figure 3.6: The sequence of translations and metric values at each iteration of the optimizer.

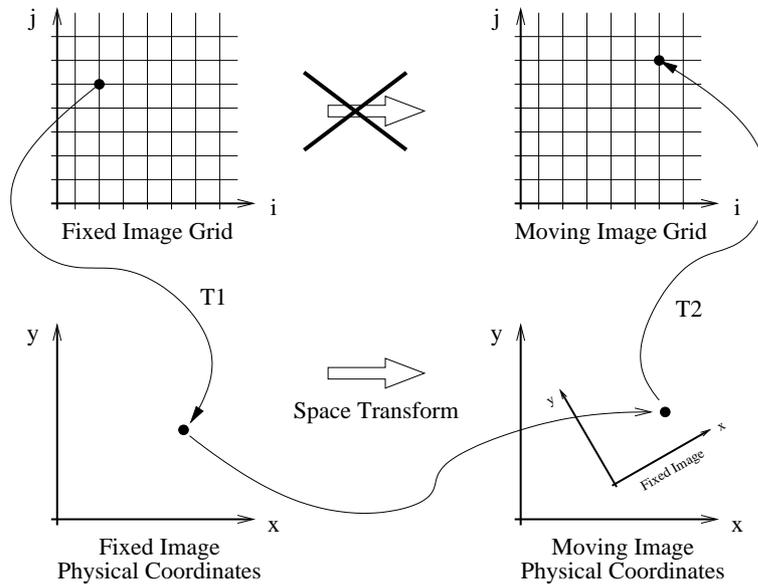


Figure 3.7: Different coordinate systems involved in the image registration process. Note that the transform being optimized is the one mapping from the physical space of the fixed image into the physical space of the moving image.

image metric at each iteration of the optimizer. It can be seen from the top figure that the step length is reduced progressively as the optimizer gets closer to the metric extrema. The bottom plot clearly shows how the metric value decreases as the optimization advances. The log plot helps to highlight the normal oscillations of the optimizer around the extrema value.

### 3.3 Features of the Registration Framework

This section presents a discussion on the two most common difficulties that users encounter when they start using the ITK registration framework. They are, in order of difficulty

- The direction of the Transform mapping
- The fact that registration is done in physical coordinates

Probably the reason why these two topics tend to create confusion is that they are implemented in different ways in other systems and therefore users tend to have different expectations regarding how things should work in ITK. The situation is further complicated by the fact that most people describe image operations as if they were manually performed in a picture in paper.

### 3.3.1 Direction of the Transform Mapping

The Transform that is optimized in the ITK registration framework is the one that maps points from the physical space of the fixed image into the physical space of the moving image. This is illustrated in Figure 3.7. This implies that the Transform will accept as input points from the fixed image and it will compute the coordinates of the analogous points in the moving image. What tends to create confusion is the fact that when the Transform shifts a point on the **positive** X direction, the visual effect of this mapping, once the moving image is resampled, is equivalent to *manually shifting* the moving image along the **negative** X direction. In the same way, when the Transform applies a **clock-wise** rotation to the fixed image points, the visual effect of this mapping once the moving image has been resampled is equivalent to *manually rotating* the moving image **counter-clock-wise**.

The reason why this direction of mapping has been chosen for the ITK implementation of the registration framework is that this is the direction that better fits the fact that the moving image is expected to be resampled using the grid of the fixed image. The nature of the resampling process is such that an algorithm must go through every pixel of the *fixed* image and compute the intensity that should be assigned to this pixel from the mapping of the *moving* image. This computation involves taking the integral coordinates of the pixel in the image grid, usually called the “(i,j)” coordinates, mapping them into the physical space of the fixed image (transform **T1** in Figure 3.7), mapping those physical coordinates into the physical space of the moving image (Transform to be optimized), then mapping the physical coordinates of the moving image in to the integral coordinates of the discrete grid of the moving image (transform **T2** in the figure), where the value of the pixel intensity will be computed by interpolation.

If we have used the Transform that maps coordinates from the moving image physical space into the fixed image physical space, then the resampling process could not guarantee that every pixel in the grid of the fixed image was going to receive one and only one value. In other words, the resampling will have resulted in an image with holes and with redundant or overlapped pixel values.

As you have seen in the previous examples, and you will corroborate in the remaining examples in this chapter, the Transform computed by the registration framework is the Transform that can be used directly in the resampling filter in order to map the moving image into the discrete grid of the fixed image.

There are exceptional cases in which the transform that you want is actually the inverse transform of the one computed by the ITK registration framework. Only in those cases you may have to recur to invoking the `GetInverse()` method that most transform offer. Make sure that before you consider following that dark path, you interact with the examples of resampling illustrated in section 2.9 in order to get familiar with the correct interpretation of the transforms.

### 3.3.2 Registration is done in physical space

The second common difficulty that users encounter with the ITK registration framework is related to the fact that ITK performs registration in the context of physical space and not in the discrete space of the image grid. Figure 3.7 show this concept by crossing the transform that goes between the two image grids. One important consequence of this fact is that having the correct image origin and image pixel size is fundamental for the success of the registration process in ITK. Users must make sure that they provide correct values for the origin and spacing of both the fixed and moving images.

A typical case that helps to understand this issue, is to consider the registration of two images where one has a pixel size different from the other. For example, a PET<sup>2</sup> image and a CT<sup>3</sup> image. Typically a CT image will have a pixel size in the order of 1 millimeter, while a PET image will have a pixel size in the order of 5 millimeters to 1 centimeter. Therefore, the CT will need about 500 pixels in order to cover the extent across a human brain, while the PET image will only have about 50 pixels for covering the same physical extent of a human brain.

A user performing registration between a PET image and a CT image may be naively expecting that because the PET image has less pixels, a *scaling* factor is required in the Transform in order to map this image into the CT image. At that point, this person is attempting to interpret the registration process directly between the two image grids, or in *pixel space*. What ITK will do in this case is to take into account the pixel size that the user has provided and it will use that pixel size in order to compute a scaling factor for Transforms  $T1$  and  $T2$  in Figure 3.7. Since these two transforms take care of the required scaling factor, the spatial Transform to be computed during the registration process does not need to be concerned about such scaling. The transform that ITK is computing is the one that will physically map the brain from the moving image into the brain of the fixed image.

In order to better understand this concepts, it is very useful to draw sketches of the fixed and moving image *at scale* in the same physical coordinate system. That is the geometrical configuration that the ITK registration framework uses as context. Keeping this in mind helps a lot for interpreting correctly the results of a registration process performed with ITK.

## 3.4 Monitoring Registration

The source code for this section can be found in the file `ImageRegistration3.cxx`.

Given the numerous parameters involved in tuning a registration method for a particular application, it is not uncommon for a registration process to run for several minutes and still produce a useless result. To avoid this situation it is quite helpful to track the evolution of the registration as it progresses. The following section illustrates the mechanisms provided in ITK for monitoring the activity of the `ImageRegistrationMethod` class.

---

<sup>2</sup>Positron Emission Tomography

<sup>3</sup>Computer Tomography in X-rays

Insight implements the *Observer/Command* design pattern [22]. The classes involved in this implementation are the `itk::Object`, `itk::Command` and `itk::EventObject` classes. The `Object` is the base class of most ITK objects. This class maintains a linked list of pointers to event observers. The role of observers is played by the `Command` class. Observers register themselves with an `Object`, declaring that they are interested in receiving notification when a particular event happens. A set of events is represented by the hierarchy of the `Event` class. Typical events are `Start`, `End`, `Progress` and `Iteration`.

Registration is controlled by an `itk::Optimizer`, which generally executes an iterative process. Most `Optimizer` classes invoke an `itk::IterationEvent` at the end of each iteration. When an event is invoked by an object, this object goes through its list of registered observers (`Commands`) and checks whether any one of them has expressed interest in the current event type. Whenever such an observer is found, its corresponding `Execute()` method is invoked. In this context, `Execute()` methods should be considered *callbacks*. As such, some of the common sense rules of callbacks should be respected. For example, `Execute()` methods should not perform heavy computational tasks. They are expected to execute rapidly, for example, printing out a message or updating a value in a GUI.

The following code illustrates a simple way of creating a `Observer/Command` to monitor a registration process. This new class derives from the `Command` class and provides a specific implementation of the `Execute()` method. First, the header file of the `Command` class must be included.

```
#include "itkCommand.h"
```

Our custom command class is called `CommandIterationUpdate`. It derives from the `Command` class and declares for convenience the types `Self` and `Superclass`. This facilitates the use of standard macros later in the class implementation.

```
class CommandIterationUpdate : public itk::Command
{
public:
    typedef CommandIterationUpdate Self;
    typedef itk::Command Superclass;
```

The following typedef declares the type of the `SmartPointer` capable of holding a reference to this object.

```
typedef itk::SmartPointer<Self> Pointer;
```

The `itkNewMacro` takes care of defining all the necessary code for the `New()` method. Those with curious minds are invited to see the details of the macro in the file `itkMacro.h` in the `Insight/Code/Common` directory.

```
itkNewMacro( Self );
```

In order to ensure that the `New()` method is used to instantiate the class (and not the C++ `new`

operator), the constructor is declared `protected`.

```
protected:
    CommandIterationUpdate() {};
```

Since this `Command` object will be observing the optimizer, the following typedefs are useful for converting pointers when the `Execute()` method is invoked. Note the use of `const` on the declaration of `OptimizerPointer`. This is relevant since, in this case, the observer is not intending to modify the optimizer in any way. A `const` interface ensures that all operations invoked on the optimizer are read-only.

```
typedef itk::RegularStepGradientDescentOptimizer    OptimizerType;
typedef const OptimizerType *                      OptimizerPointer;
```

ITK enforces `const`-correctness. There is hence a distinction between the `Execute()` method that can be invoked from a `const` object and the one that can be invoked from a non-`const` object. In this particular example the non-`const` version simply invoke the `const` version. In a more elaborate situation the implementation of both `Execute()` methods could be quite different. For example, you could imagine a non-`const` interaction in which the observer decides to stop the optimizer in response to a divergent behavior. A similar case could happen when a user is controlling the registration process from a GUI.

```
void Execute(itk::Object *caller, const itk::EventObject & event)
{
    Execute( (const itk::Object *)caller, event);
}
```

Finally we get to the heart of the observer, the `Execute()` method. Two arguments are passed to this method. The first argument is the pointer to the object that invoked the event. The second argument is the event that was invoked.

```
void Execute(const itk::Object * object, const itk::EventObject & event)
{
```

Note that the first argument is a pointer to an `Object` even though the actual object invoking the event is probably a subclass of `Object`. In our case we know that the actual object is an optimizer. Thus we can perform a `dynamic_cast` to the real type of the object.

```
OptimizerPointer optimizer =
    dynamic_cast< OptimizerPointer >( object );
```

The next step is to verify that the event invoked is actually the one in which we are interested. This is checked using the RTTI<sup>4</sup> support. The `CheckEvent()` method allows us to compare the actual type of two events. In this case we compare the type of the received event with an `IterationEvent`. The comparison will return `true` if `event` is of type `IterationEvent` or derives from `IterationEvent`. If we find that the event is not of the expected type then the `Execute()` method of this command observer should return without any further action.

<sup>4</sup>RTTI stands for: Run-Time Type Information

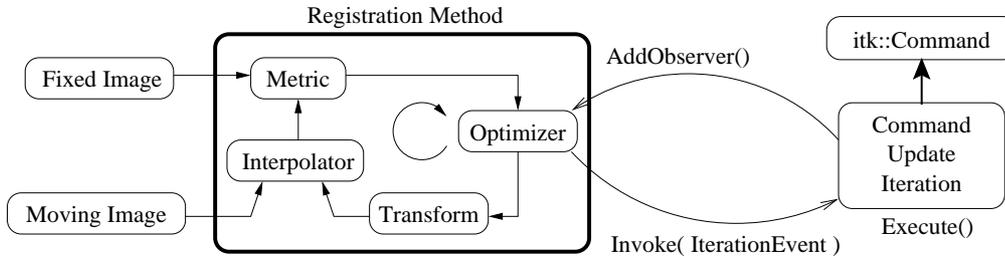


Figure 3.8: Interaction between the Command/Observer and the Registration Method.

```

if( ! itk::IterationEvent().CheckEvent( &event ) )
{
    return;
}
  
```

If the event matches the type we are looking for, we are ready to query data from the optimizer. Here, for example, we get the current number of iterations, the current value of the cost function and the current position on the parameter space. All of these values are printed to the standard output. You could imagine more elaborate actions like updating a GUI or refreshing a visualization pipeline.

```

std::cout << optimizer->GetCurrentIteration() << " = ";
std::cout << optimizer->GetValue() << " : ";
std::cout << optimizer->GetCurrentPosition() << std::endl;
  
```

This concludes our implementation of a minimal Command class capable of observing our registration method. We can now move on to configuring the registration process.

Once all the registration components are in place we can create one instance of our observer. This is done with the standard `New()` method and assigned to a `SmartPointer`.

```

CommandIterationUpdate::Pointer observer = CommandIterationUpdate::New();
  
```

The newly created command is registered as observer on the optimizer, using the `AddObserver()` method. Note that the event type is provided as the first argument to this method. In order for the RTTI mechanism to work correctly, a newly created event of the desired type must be passed as the first argument. The second argument is simply the smart pointer to the optimizer. Figure 3.8 illustrates the interaction between the Command/Observer class and the registration method.

```

optimizer->AddObserver( itk::IterationEvent(), observer );
  
```

At this point, we are ready to execute the registration. The typical call to `Update()` will do it. Note again the use of the `try/catch` block around the `Update()` method in case an exception is thrown.

```
try
{
    registration->Update();
    std::cout << "Optimizer stop condition: "
              << registration->GetOptimizer()->GetStopConditionDescription()
              << std::endl;
}
catch( itk::ExceptionObject & err )
{
    std::cout << "ExceptionObject caught !" << std::endl;
    std::cout << err << std::endl;
    return EXIT_FAILURE;
}
```

The registration process is applied to the following images in Examples/Data:

- BrainProtonDensitySliceBorder20.png
- BrainProtonDensitySliceShifted13x17y.png

It produces the following output.

```
0 = 4499.45 : [2.9287, 2.72447]
1 = 3860.84 : [5.62751, 5.67683]
2 = 3450.68 : [8.85516, 8.03952]
3 = 3152.07 : [11.7997, 10.7469]
4 = 2189.97 : [13.3628, 14.4288]
5 = 1047.21 : [11.292, 17.851]
6 = 900.189 : [13.1602, 17.1372]
7 = 19.6301 : [12.3268, 16.5846]
8 = 237.317 : [12.7824, 16.7906]
9 = 38.1331 : [13.1833, 17.0894]
10 = 18.9201 : [12.949, 17.002]
11 = 1.15456 : [13.074, 16.9979]
12 = 2.42488 : [13.0115, 16.9994]
13 = 0.0590549 : [12.949, 17.002]
14 = 1.15451 : [12.9803, 17.001]
15 = 0.173731 : [13.0115, 16.9997]
16 = 0.0586584 : [12.9959, 17.0001]
```

You can verify from the code in the `Execute()` method that the first column is the iteration number, the second column is the metric value and the third and fourth columns are the parameters of the transform, which is a  $2D$  translation transform in this case. By tracking these values as the registration progresses, you will be able to determine whether the optimizer is advancing in the right direction and whether the step-length is reasonable or not. That will allow you to interrupt the registration process and fine-tune parameters without having to wait until the optimizer stops by itself.

## 3.5 Multi-Modality Registration

Some of the most challenging cases of image registration arise when images of different modalities are involved. In such cases, metrics based on direct comparison of gray levels are not applicable. It has been extensively shown that metrics based on the evaluation of mutual information are well suited for overcoming the difficulties of multi-modality registration.

The concept of Mutual Information is derived from Information Theory and its application to image registration has been proposed in different forms by different groups [13, 40, 68], a more detailed review can be found in [25, 50]. The Insight Toolkit currently provides five different implementations of Mutual Information metrics (see section 3.10 for details). The following examples illustrate the practical use of some of these metrics.

### 3.5.1 Viola-Wells Mutual Information

The source code for this section can be found in the file `ImageRegistration2.cxx`.

The following simple example illustrates how multiple imaging modalities can be registered using the ITK registration framework. The first difference between this and previous examples is the use of the `itk::MutualInformationImageToImageMetric` as the cost-function to be optimized. The second difference is the use of the `itk::GradientDescentOptimizer`. Due to the stochastic nature of the metric computation, the values are too noisy to work successfully with the `itk::RegularStepGradientDescentOptimizer`. Therefore, we will use the simpler `GradientDescentOptimizer` with a user defined learning rate. The following headers declare the basic components of this registration method.

```
#include "itkImageRegistrationMethod.h"
#include "itkTranslationTransform.h"
#include "itkMutualInformationImageToImageMetric.h"
#include "itkGradientDescentOptimizer.h"
```

One way to simplify the computation of the mutual information is to normalize the statistical distribution of the two input images. The `itk::NormalizeImageFilter` is the perfect tool for this task. It rescales the intensities of the input images in order to produce an output image with zero mean and unit variance. This filter has been discussed in Section 2.3.

```
#include "itkNormalizeImageFilter.h"
```

Additionally, low-pass filtering of the images to be registered will also increase robustness against noise. In this example, we will use the `itk::DiscreteGaussianImageFilter` for that purpose. The characteristics of this filter have been discussed in Section 2.7.1.

```
#include "itkDiscreteGaussianImageFilter.h"
```

The moving and fixed images types should be instantiated first.

```

const unsigned int Dimension = 2;
typedef unsigned short PixelType;

typedef itk::Image< PixelType, Dimension > FixedImageType;
typedef itk::Image< PixelType, Dimension > MovingImageType;

```

It is convenient to work with an internal image type because mutual information will perform better on images with a normalized statistical distribution. The fixed and moving images will be normalized and converted to this internal type.

```

typedef float InternalPixelType;
typedef itk::Image< InternalPixelType, Dimension > InternalImageType;

```

The rest of the image registration components are instantiated as illustrated in Section 3.2 with the use of the `InternalImageType`.

```

typedef itk::TranslationTransform< double, Dimension > TransformType;
typedef itk::GradientDescentOptimizer OptimizerType;
typedef itk::LinearInterpolateImageFunction<
    InternalImageType,
    double > InterpolatorType;
typedef itk::ImageRegistrationMethod<
    InternalImageType,
    InternalImageType > RegistrationType;

```

The mutual information metric type is instantiated using the image types.

```

typedef itk::MutualInformationImageToImageMetric<
    InternalImageType,
    InternalImageType > MetricType;

```

The metric is created using the `New()` method and then connected to the registration object.

```

MetricType::Pointer metric = MetricType::New();
registration->SetMetric( metric );

```

The metric requires a number of parameters to be selected, including the standard deviation of the Gaussian kernel for the fixed image density estimate, the standard deviation of the kernel for the moving image density and the number of samples use to compute the densities and entropy values. Details on the concepts behind the computation of the metric can be found in Section 3.10.4. Experience has shown that a kernel standard deviation of 0.4 works well for images which have been normalized to a mean of zero and unit variance. We will follow this empirical rule in this example.

```

metric->SetFixedImageStandardDeviation( 0.4 );
metric->SetMovingImageStandardDeviation( 0.4 );

```

The normalization filters are instantiated using the fixed and moving image types as input and the internal image type as output.

```

typedef itk::NormalizeImageFilter<
    FixedImageType,
    InternalImageType
    > FixedNormalizeFilterType;

typedef itk::NormalizeImageFilter<
    MovingImageType,
    InternalImageType
    > MovingNormalizeFilterType;

FixedNormalizeFilterType::Pointer fixedNormalizer =
    FixedNormalizeFilterType::New();

MovingNormalizeFilterType::Pointer movingNormalizer =
    MovingNormalizeFilterType::New();

```

The blurring filters are declared using the internal image type as both the input and output types. In this example, we will set the variance for both blurring filters to 2.0.

```

typedef itk::DiscreteGaussianImageFilter<
    InternalImageType,
    InternalImageType
    > GaussianFilterType;

GaussianFilterType::Pointer fixedSmoother = GaussianFilterType::New();
GaussianFilterType::Pointer movingSmoother = GaussianFilterType::New();

fixedSmoother->SetVariance( 2.0 );
movingSmoother->SetVariance( 2.0 );

```

The output of the readers becomes the input to the normalization filters. The output of the normalization filters is connected as input to the blurring filters. The input to the registration method is taken from the blurring filters.

```

fixedNormalizer->SetInput( fixedImageReader->GetOutput() );
movingNormalizer->SetInput( movingImageReader->GetOutput() );

fixedSmoother->SetInput( fixedNormalizer->GetOutput() );
movingSmoother->SetInput( movingNormalizer->GetOutput() );

registration->SetFixedImage( fixedSmoother->GetOutput() );
registration->SetMovingImage( movingSmoother->GetOutput() );

```

We should now define the number of spatial samples to be considered in the metric computation. Note that we were forced to postpone this setting until we had done the preprocessing of the images because the number of samples is usually defined as a fraction of the total number of pixels in the fixed image.

The number of spatial samples can usually be as low as 1% of the total number of pixels in the fixed image. Increasing the number of samples improves the smoothness of the metric from one iteration to another and therefore helps when this metric is used in conjunction with optimizers that rely of the continuity of the metric values. The trade-off, of course, is that a larger number

of samples result in longer computation times per every evaluation of the metric.

It has been demonstrated empirically that the number of samples is not a critical parameter for the registration process. When you start fine tuning your own registration process, you should start using high values of number of samples, for example in the range of 20% to 50% of the number of pixels in the fixed image. Once you have succeeded to register your images you can then reduce the number of samples progressively until you find a good compromise on the time it takes to compute one evaluation of the Metric. Note that it is not useful to have very fast evaluations of the Metric if the noise in their values results in more iterations being required by the optimizer to converge. You must then study the behavior of the metric values as the iterations progress, just as illustrated in section 3.4.

```
const unsigned int numberOfPixels = fixedImageRegion.GetNumberOfPixels();

const unsigned int numberOfSamples =
    static_cast< unsigned int >( numberOfPixels * 0.01 );

metric->SetNumberOfSpatialSamples( numberOfSamples );
```

Since larger values of mutual information indicate better matches than smaller values, we need to maximize the cost function in this example. By default the GradientDescentOptimizer class is set to minimize the value of the cost-function. It is therefore necessary to modify its default behavior by invoking the `MaximizeOn()` method. Additionally, we need to define the optimizer's step size using the `SetLearningRate()` method.

```
optimizer->SetLearningRate( 15.0 );
optimizer->SetNumberOfIterations( 200 );
optimizer->MaximizeOn();
```

Note that large values of the learning rate will make the optimizer unstable. Small values, on the other hand, may result in the optimizer needing too many iterations in order to walk to the extrema of the cost function. The easy way of fine tuning this parameter is to start with small values, probably in the range of  $\{5.0, 10.0\}$ . Once the other registration parameters have been tuned for producing convergence, you may want to revisit the learning rate and start increasing its value until you observe that the optimization becomes unstable. The ideal value for this parameter is the one that results in a minimum number of iterations while still keeping a stable path on the parametric space of the optimization. Keep in mind that this parameter is a multiplicative factor applied on the gradient of the Metric. Therefore, its effect on the optimizer step length is proportional to the Metric values themselves. Metrics with large values will require you to use smaller values for the learning rate in order to maintain a similar optimizer behavior.

Let's execute this example over two of the images provided in `Examples/Data`:

- `BrainT1SliceBorder20.png`
- `BrainProtonDensitySliceShifted13x17y.png`

The second image is the result of intentionally translating the image `BrainProtonDensity-`

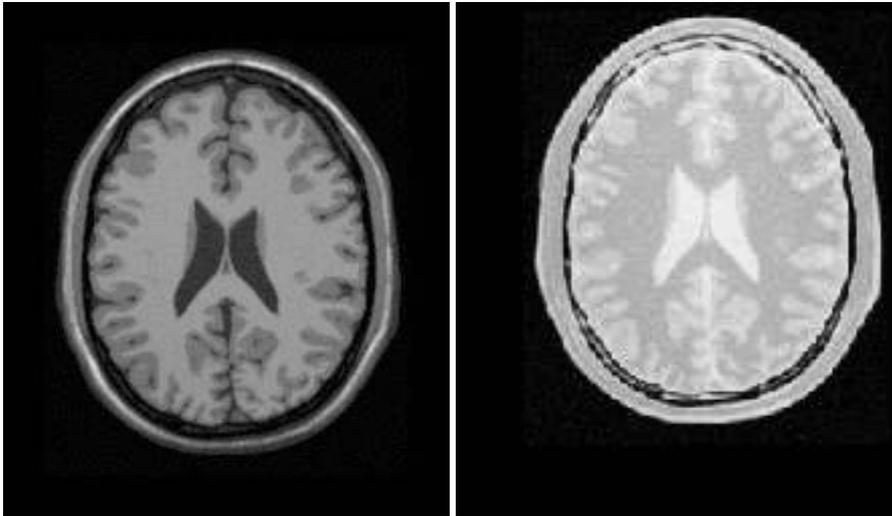


Figure 3.9: A T1 MRI (fixed image) and a proton density MRI (moving image) are provided as input to the registration method.

`SliceBorder20.png` by (13,17) millimeters. Both images have unit-spacing and are shown in Figure 3.9. The registration is stopped at 200 iterations and produces as result the parameters:

```
Translation X = 12.9147
Translation Y = 17.0871
```

These values are approximately within one tenth of a pixel from the true misalignment introduced in the moving image.

The moving image after resampling is presented on the left side of Figure 3.10. The center and right figures present a checkerboard composite of the fixed and moving images before and after registration.

Figure 3.11 shows the sequence of translations followed by the optimizer as it searched the parameter space. The left plot shows iterations 0 to 200 while the right figure zooms into iterations 150 to 200. The area covered by the right figure has been highlighted by a rectangle in the left image. It can be seen that after a certain number of iterations the optimizer oscillates within one or two pixels of the true solution. At this point it is clear that more iterations will not help. Instead it is time to modify some of the parameters of the registration process, for example, reducing the learning rate of the optimizer and continuing the registration so that smaller steps are taken.

Figure 3.12 shows the sequence of metric values computed as the optimizer searched the parameter space. The left plot shows values when iterations are extended from 0 to 200 while the right figure zooms into iterations 150 to 200. The fluctuations in the metric value are due to

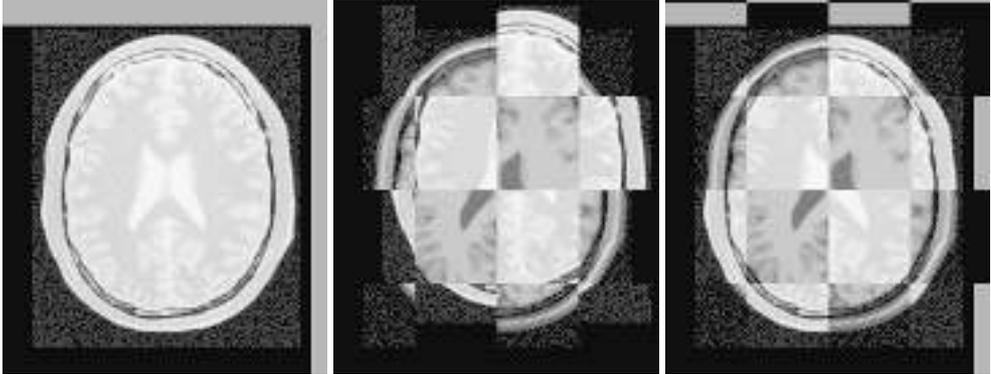


Figure 3.10: Mapped moving image (left) and composition of fixed and moving images before (center) and after (right) registration.

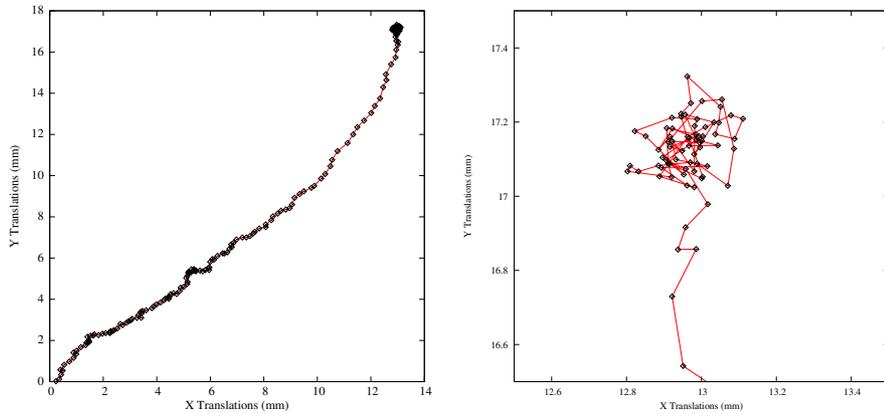


Figure 3.11: Sequence of translations during the registration process. On the left are iterations 0 to 200. On the right are iterations 150 to 200.

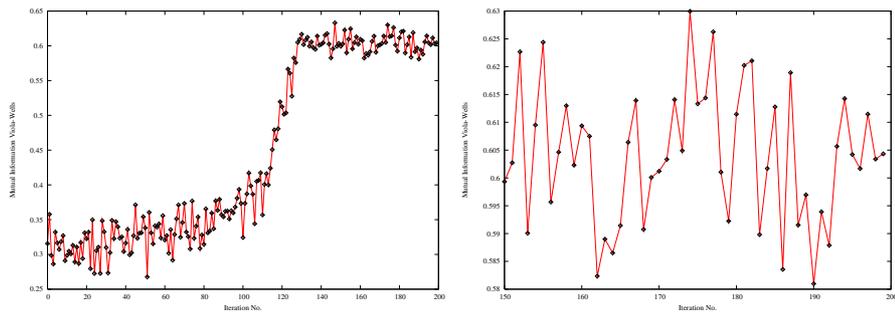


Figure 3.12: The sequence of metric values produced during the registration process. On the left are iterations 0 to 200. On the right are iterations 150 to 200.

the stochastic nature in which the measure is computed. At each call of `GetValue()`, two new sets of intensity samples are randomly taken from the image to compute the density and entropy estimates. Even with the fluctuations, the measure initially increases overall with the number of iterations. After about 150 iterations, the metric value merely oscillates without further noticeable convergence. The trace plots in Figure 3.12 highlight one of the difficulties associated with this particular metric: the stochastic oscillations make it difficult to determine convergence and limit the use of more sophisticated optimization methods. As explained above, the reduction of the learning rate as the registration progresses is very important in order to get precise results.

This example shows the importance of tracking the evolution of the registration method in order to obtain insight into the characteristics of the particular problem at hand and the components being used. The behavior revealed by these plots usually helps to identify possible improvements in the setup of the registration parameters.

The plots in Figures 3.11 and 3.12 were generated using Gnuplot<sup>5</sup>. The scripts used for this purpose are available in the `InsightDocuments` CVS module under the directory

```
InsightDocuments/SoftwareGuide/Art
```

Data for the plots was taken directly from the output that the `Command/Observer` in this example prints out to the console. The output was processed with the UNIX editor `sed`<sup>6</sup> in order to remove commas and brackets that were confusing for Gnuplot's parser. Both the shell script for running `sed` and for running Gnuplot are available in the directory indicated above. You may find useful to run them in order to verify the results presented here, and to eventually modify them for profiling your own registrations.

Open Science is not just an abstract concept. Open Science is something to be practiced every day with the simple gesture of sharing information with your peers, and by providing all the tools that they need for replicating the results that you are reporting. In Open Science, the only bad results are those that can not be replicated<sup>7</sup>. Science is dead when people blindly trust authorities<sup>8</sup> instead of verifying their statements by performing their own experiments [51, 52].

### 3.5.2 Mattes Mutual Information

The source code for this section can be found in the file `ImageRegistration4.cxx`.

In this example, we will solve a simple multi-modality problem using another implementation of mutual information. This implementation was published by Mattes *et. al* [43]. One of the main differences between `itk::MattesMutualInformationImageToImageMetric` and `itk::MutualInformationImageToImageMetric` is that only one spatial sample set is used for the whole registration process instead of using new samples every iteration. The use of a single sample set results in a much smoother cost function and hence allows the use of more intelligent optimizers. In this example, we will use the `RegularStepGradientDescentOptimizer`.

---

<sup>5</sup><http://www.gnuplot.info/>

<sup>6</sup><http://www.gnu.org/software/sed/sed.html>

<sup>7</sup><http://science.creativecommons.org/>

<sup>8</sup>For example: Reviewers of Scientific Journals.

Another noticeable difference is that pre-normalization of the images is not necessary as the metric rescales internally when building up the discrete density functions. Other differences between the two mutual information implementations are described in detail in Section 3.10.4.

First, we include the header files of the components used in this example.

```
#include "itkImageRegistrationMethod.h"
#include "itkTranslationTransform.h"
#include "itkMattesMutualInformationImageToImageMetric.h"
#include "itkRegularStepGradientDescentOptimizer.h"
```

In this example the image types and all registration components, except the metric, are declared as in Section 3.2. The Mattes mutual information metric type is instantiated using the image types.

```
typedef itk::MattesMutualInformationImageToImageMetric<
    FixedImageType,
    MovingImageType > MetricType;
```

The metric is created using the `New()` method and then connected to the registration object.

```
MetricType::Pointer metric = MetricType::New();
registration->SetMetric( metric );
```

The metric requires two parameters to be selected: the number of bins used to compute the entropy and the number of spatial samples used to compute the density estimates. In typical application 50 histogram bins are sufficient. Note however, that the number of bins may have dramatic effects on the optimizer's behavior. The number of spatial samples to be used depends on the content of the image. If the images are smooth and do not contain much detail, then using approximately 1 percent of the pixels will do. On the other hand, if the images are detailed, it may be necessary to use a much higher proportion, such as 20 percent.

```
unsigned int numberOfBins = 24;
unsigned int numberOfSamples = 10000;

metric->SetNumberOfHistogramBins( numberOfBins );
metric->SetNumberOfSpatialSamples( numberOfSamples );
```

One mechanism for bringing the Metric to its limit is to disable the sampling and use all the pixels present in the `FixedImageRegion`. This can be done with the `UseAllPixelsOn()` method. You may want to try this option only while you are fine tuning all other parameters of your registration. We don't use this method in this current example though.

Another significant difference in the metric is that it computes the negative mutual information and hence we need to minimize the cost function in this case. In this example we will use the same optimization parameters as in Section 3.2.

```
optimizer->MinimizeOn();
optimizer->SetMaximumStepLength( 2.00 );
optimizer->SetMinimumStepLength( 0.001 );
optimizer->SetNumberOfIterations( 200 );
```

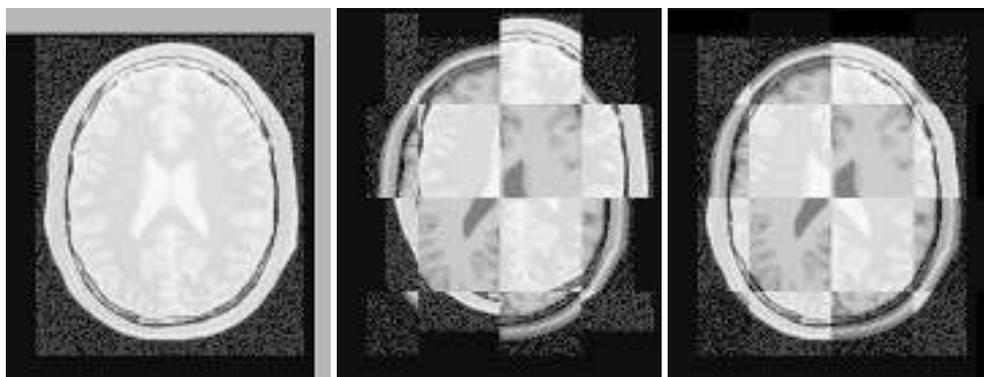


Figure 3.13: The mapped moving image (left) and the composition of fixed and moving images before (center) and after (right) registration with Mattes mutual information.

Whenever the regular step gradient descent optimizer encounters that the direction of movement has changed in the parametric space, it reduces the size of the step length. The rate at which the step length is reduced is controlled by a relaxation factor. The default value of the factor is 0.5. This value, however may prove to be inadequate for noisy metrics since they tend to induce very erratic movements on the optimizers and therefore result in many directional changes. In those conditions, the optimizer will rapidly shrink the step length while it is still too far from the location of the extrema in the cost function. In this example we set the relaxation factor to a number higher than the default in order to prevent the premature shrinkage of the step length.

```
optimizer->SetRelaxationFactor( 0.8 );
```

This example is executed using the same multi-modality images as the one in section 3.5.1 The registration converges after 59 iterations and produces the following results:

```
Translation X = 13.0283
Translation Y = 17.007
```

These values are a very close match to the true misalignment introduced in the moving image.

The result of resampling the moving image is presented on the left of Figure 3.13. The center and right parts of the figure present a checkerboard composite of the fixed and moving images before and after registration respectively.

Figure 3.14 (upper-left) shows the sequence of translations followed by the optimizer as it searched the parameter space. The upper-right figure presents a closer look at the convergence basin for the last iterations of the optimizer. The bottom of the same figure shows the sequence of metric values computed as the optimizer searched the parameter space. Comparing these trace plots with Figures 3.11 and 3.12, we can see that the measures produced by `MattesMutualInformationImageToImageMetric` are smoother than those of the `MutualInforma-`

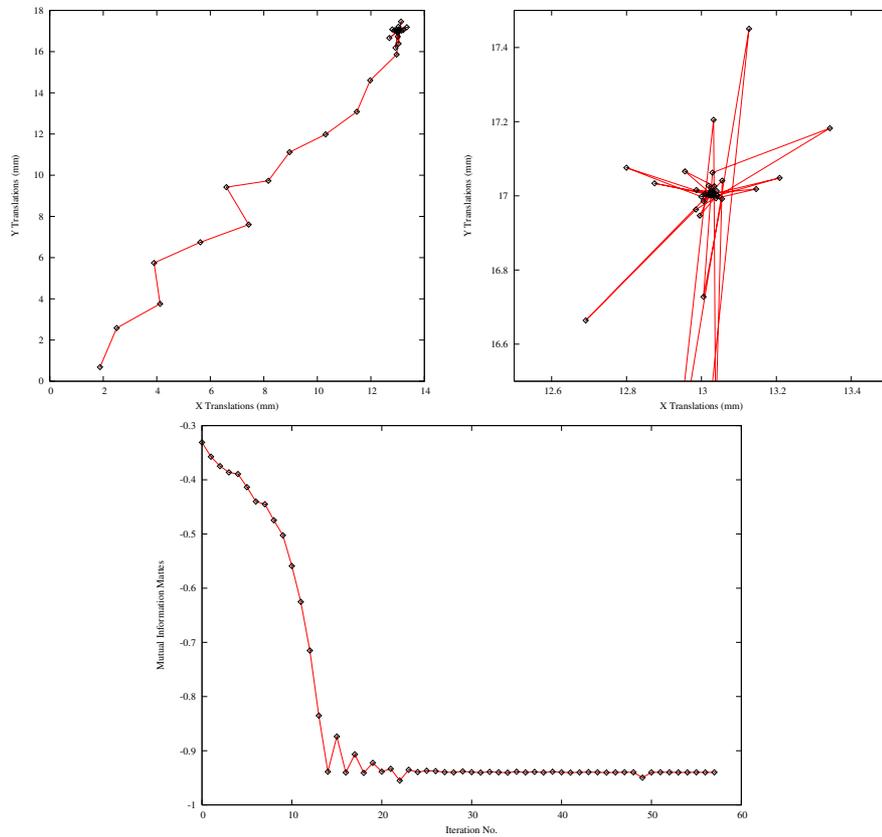


Figure 3.14: Sequence of translations and metric values at each iteration of the optimizer.

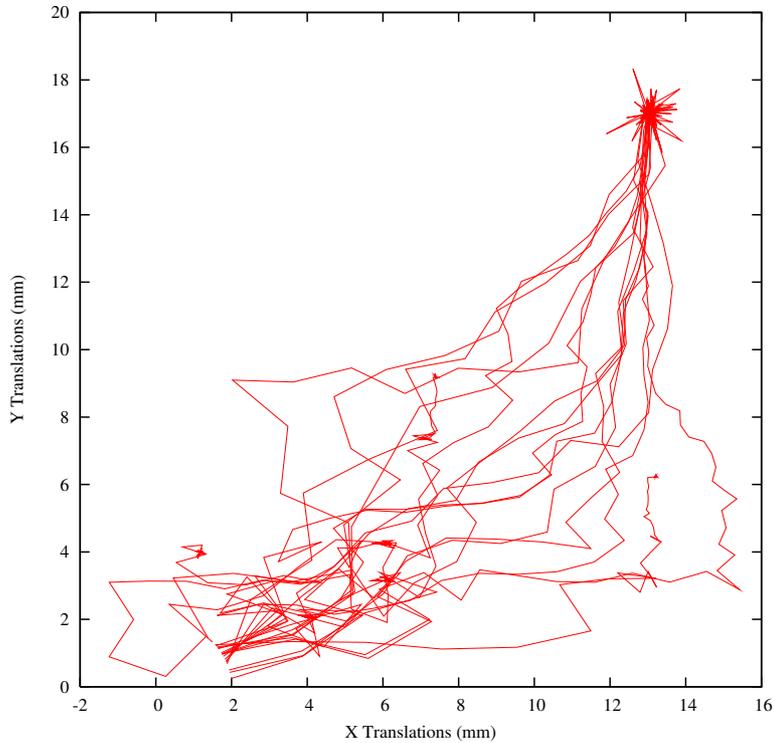


Figure 3.15: Sensitivity of the optimization path to the number of Bins used for estimating the value of Mutual Information with Mattes et al. approach.

tionImageToImageMetric. This smoothness allows the use of more sophisticated optimizers such as the `itk::RegularStepGradientDescentOptimizer` which efficiently locks onto the optimal value.

You must note however that there are a number of non-trivial issues involved in the fine tuning of parameters for the optimization. For example, the number of bins used in the estimation of Mutual Information has a dramatic effect on the performance of the optimizer. In order to illustrate this effect, this same example has been executed using a range of different values for the number of bins, from 10 to 30. If you repeat this experiment, you will notice that depending on the number of bins used, the optimizer's path may get trapped early on in local minima. Figure 3.15 shows the multiple paths that the optimizer took in the parametric space of the transform as a result of different selections on the number of bins used by the Mattes Mutual Information metric. Note that many of the paths die in local minima instead of reaching the extrema value on the upper right corner.

Effects such as the one illustrated here highlight how useless is to compare different algorithms based on a non-exhaustive search of their parameter setting. It is quite difficult to be able to

claim that a particular selection of parameters represent the best combination for running a particular algorithm. Therefore, when comparing the performance of two or more different algorithms, we are faced with the challenge of proving that none of the algorithms involved in the comparison is being run with a sub-optimal set of parameters.

The plots in Figures 3.14 and 3.15 were generated using Gnuplot. The scripts used for this purpose are available in the `InsightDocuments` CVS module under the directory

```
InsightDocuments/SoftwareGuide/Art
```

The use of these scripts was similar to what was described at the end of section 3.5.1.

## 3.6 Centered Transforms

The ITK image coordinate origin is typically located in one of the image corners (see the Defining Origin and Spacing section of Book 1 for details). This results in counter-intuitive transform behavior when rotations and scaling are involved. Users tend to assume that rotations and scaling are performed around a fixed point at the center of the image. In order to compensate for this difference in natural interpretation, the concept of *centered* transforms have been introduced into the toolkit. The following sections describe the main characteristics of such transforms.

The introduction of the centered transforms in the Insight Toolkit reflects the dynamic nature of a software library when it evolves in harmony with the requests of the community that it serves. This dynamism has, as everything else in real life, some advantages and some disadvantages. The main advantage is that when a need is identified by the users, it gets implemented in a matter of days or weeks. This capability for rapidly responding to the needs of a community is one of the major strengths of Open Source software. It has the additional safety that if the rest of the community does not wish to adopt a particular change, an isolated user can always implement that change in her local copy of the toolkit, since all the source code of ITK is available in a Apache 2.0 license<sup>9</sup> that does not restrict modification nor distribution of the code, and that does not impose the assimilation demands of viral licenses such as GPL<sup>10</sup>.

The main disadvantage of dynamism, is of course, the fact that there is continuous change and a need for perpetual adaptation. The evolution of software occurs at different scales, some changes happen to evolve in localized regions of the code, while from time to time accommodations of a larger scale are needed. The need for continuous changes is addressed in Extreme Programming with the methodology of *Refactoring*. At any given point, the structure of the code may not project the organized and neatly distributed architecture that may have resulted from a monolithic and static design. There is, after all, good reasons why living beings can not have straight angles. What you are about to witness in this section is a clear example of the diversity of species that flourishes when Evolution is in action [15].

---

<sup>9</sup><http://www.opensource.org/licenses/Apache-2.0>

<sup>10</sup><http://www.gnu.org/copyleft/gpl.html>

### 3.6.1 Rigid Registration in 2D

The source code for this section can be found in the file `ImageRegistration5.cxx`.

This example illustrates the use of the `itk::CenteredRigid2DTransform` for performing rigid registration in 2D. The example code is for the most part identical to that presented in Section 3.2. The main difference is the use of the `CenteredRigid2DTransform` here instead of the `itk::TranslationTransform`.

In addition to the headers included in previous examples, the following header must also be included.

```
#include "itkCenteredRigid2DTransform.h"
```

The transform type is instantiated using the code below. The only template parameter for this class is the representation type of the space coordinates.

```
typedef itk::CenteredRigid2DTransform< double > TransformType;
```

The transform object is constructed below and passed to the registration method.

```
TransformType::Pointer transform = TransformType::New();
registration->SetTransform( transform );
```

In this example, the input images are taken from readers. The code below updates the readers in order to ensure that the image parameters (size, origin and spacing) are valid when used to initialize the transform. We intend to use the center of the fixed image as the rotation center and then use the vector between the fixed image center and the moving image center as the initial translation to be applied after the rotation.

```
fixedImageReader->Update();
movingImageReader->Update();
```

The center of rotation is computed using the origin, size and spacing of the fixed image.

```
FixedImageType::Pointer fixedImage = fixedImageReader->GetOutput();

const SpacingType fixedSpacing = fixedImage->GetSpacing();
const OriginType fixedOrigin = fixedImage->GetOrigin();
const RegionType fixedRegion = fixedImage->GetLargestPossibleRegion();
const SizeType fixedSize = fixedRegion.GetSize();

TransformType::InputPointType centerFixed;

centerFixed[0] = fixedOrigin[0] + fixedSpacing[0] * fixedSize[0] / 2.0;
centerFixed[1] = fixedOrigin[1] + fixedSpacing[1] * fixedSize[1] / 2.0;
```

The center of the moving image is computed in a similar way.

```

MovingImageType::Pointer movingImage = movingImageReader->GetOutput();

const SpacingType movingSpacing = movingImage->GetSpacing();
const OriginType movingOrigin = movingImage->GetOrigin();
const RegionType movingRegion = movingImage->GetLargestPossibleRegion();
const SizeType movingSize = movingRegion.GetSize();

TransformType::InputPointType centerMoving;

centerMoving[0] = movingOrigin[0] + movingSpacing[0] * movingSize[0] / 2.0;
centerMoving[1] = movingOrigin[1] + movingSpacing[1] * movingSize[1] / 2.0;

```

The most straightforward method of initializing the transform parameters is to configure the transform and then get its parameters with the method `GetParameters()`. Here we initialize the transform by passing the center of the fixed image as the rotation center with the `SetCenter()` method. Then the translation is set as the vector relating the center of the moving image to the center of the fixed image. This last vector is passed with the method `SetTranslation()`.

```

transform->SetCenter( centerFixed );
transform->SetTranslation( centerMoving - centerFixed );

```

Let's finally initialize the rotation with a zero angle.

```

transform->SetAngle( 0.0 );

```

Now we pass the current transform's parameters as the initial parameters to be used when the registration process starts.

```

registration->SetInitialTransformParameters( transform->GetParameters() );

```

Keeping in mind that the scale of units in rotation and translation is quite different, we take advantage of the scaling functionality provided by the optimizers. We know that the first element of the parameters array corresponds to the angle that is measured in radians, while the other parameters correspond to translations that are measured in millimeters. For this reason we use small factors in the scales associated with translations and the coordinates of the rotation center

```

typedef OptimizerType::ScalesType OptimizerScalesType;
OptimizerScalesType optimizerScales( transform->GetNumberOfParameters() );
const double translationScale = 1.0 / 1000.0;

optimizerScales[0] = 1.0;
optimizerScales[1] = translationScale;
optimizerScales[2] = translationScale;
optimizerScales[3] = translationScale;
optimizerScales[4] = translationScale;

optimizer->SetScales( optimizerScales );

```

Next we set the normal parameters of the optimization method. In this case we are using an

`itk::RegularStepGradientDescentOptimizer`. Below, we define the optimization parameters like the relaxation factor, initial step length, minimal step length and number of iterations. These last two act as stopping criteria for the optimization.

```
double initialStepLength = 0.1;
optimizer->SetRelaxationFactor( 0.6 );
optimizer->SetMaximumStepLength( initialStepLength );
optimizer->SetMinimumStepLength( 0.001 );
optimizer->SetNumberOfIterations( 200 );
```

Let's execute this example over two of the images provided in `Examples/Data`:

- `BrainProtonDensitySliceBorder20.png`
- `BrainProtonDensitySliceRotated10.png`

The second image is the result of intentionally rotating the first image by 10 degrees around the geometrical center of the image. Both images have unit-spacing and are shown in Figure 3.16. The registration takes 20 iterations and produces the results:

```
[0.177458, 110.489, 128.488, 0.0106296, 0.00194103]
```

These results are interpreted as

- Angle = 0.177458 radians
- Center = (110.489, 128.488) millimeters
- Translation = (0.0106296, 0.00194103) millimeters

As expected, these values match the misalignment intentionally introduced into the moving image quite well, since 10 degrees is about 0.174532 radians.

Figure 3.17 shows from left to right the resampled moving image after registration, the difference between fixed and moving images before registration, and the difference between fixed and resampled moving image after registration. It can be seen from the last difference image that the rotational component has been solved but that a small centering misalignment persists.

Figure 3.18 shows plots of the main output parameters produced from the registration process. This includes, the metric values at every iteration, the angle values at every iteration, and the translation components of the transform as the registration progress.

Let's now consider the case in which rotations and translations are present in the initial registration, as in the following pair of images:

- `BrainProtonDensitySliceBorder20.png`

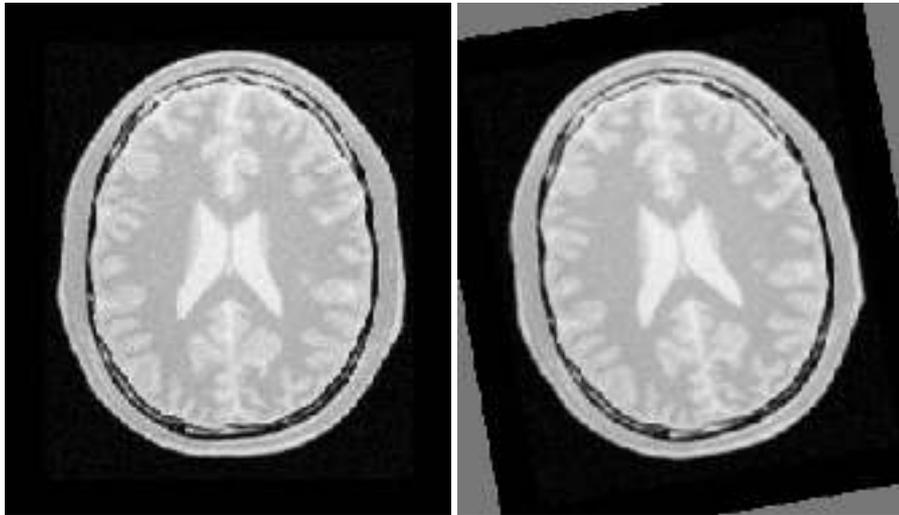


Figure 3.16: Fixed and moving images are provided as input to the registration method using the CenteredRigid2D transform.

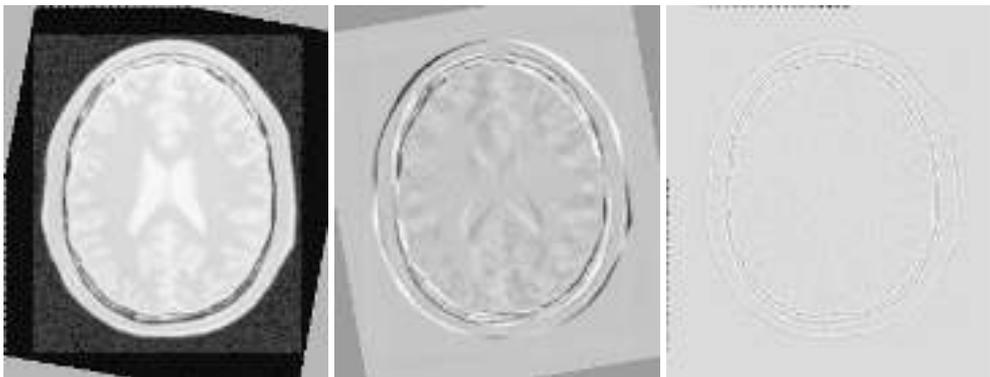


Figure 3.17: Resampled moving image (left). Differences between the fixed and moving images, before (center) and after (right) registration using the CenteredRigid2D transform.

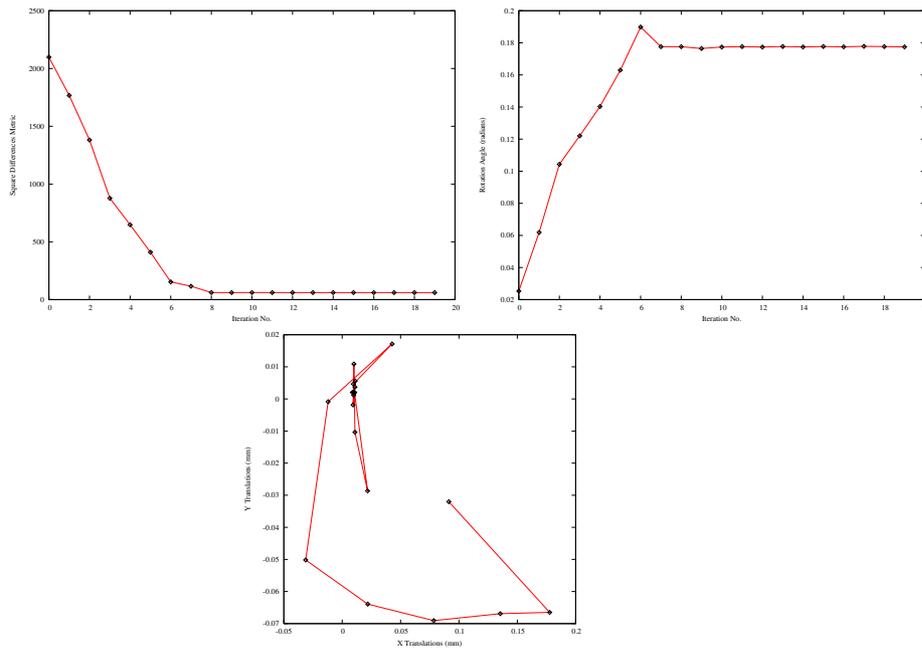


Figure 3.18: Metric values, rotation angle and translations during registration with the CenteredRigid2D transform.

- BrainProtonDensitySliceR10X13Y17.png

The second image is the result of intentionally rotating the first image by 10 degrees and then translating it 13mm in  $X$  and 17mm in  $Y$ . Both images have unit-spacing and are shown in Figure 3.19. In order to accelerate convergence it is convenient to use a larger step length as shown here.

```
optimizer->SetMaximumStepLength( 1.0 );
```

The registration now takes 46 iterations and produces the following results:

```
[0.174454, 110.361, 128.647, 12.977, 15.9761]
```

These parameters are interpreted as

- Angle = 0.174454 radians
- Center = (110.361, 128.647) millimeters
- Translation = (12.977, 15.9761) millimeters

These values approximately match the initial misalignment intentionally introduced into the moving image, since 10 degrees is about 0.174532 radians. The horizontal translation is well resolved while the vertical translation ends up being off by about one millimeter.

Figure 3.20 shows the output of the registration. The rightmost image of this figure shows the difference between the fixed image and the resampled moving image after registration.

Figure 3.21 shows plots of the main output registration parameters when the rotation and translations are combined. These results include, the metric values at every iteration, the angle values at every iteration, and the translation components of the registration as the registration converges. It can be seen from the smoothness of these plots that a larger step length could have been supported easily by the optimizer. You may want to modify this value in order to get a better idea of how to tune the parameters.

### 3.6.2 Initializing with Image Moments

The source code for this section can be found in the file `ImageRegistration6.cxx`.

This example illustrates the use of the `itk::CenteredRigid2DTransform` for performing registration. The example code is for the most part identical to the one presented in Section 3.6.1. Even though this current example is done in 2D, the class `itk::CenteredTransformInitializer` is quite generic and could be used in other dimensions. The objective of the initializer class is to simplify the computation of the center of rotation and the translation required to initialize certain transforms such as the `CenteredRigid2DTransform`. The initializer accepts two images and a transform as inputs. The images

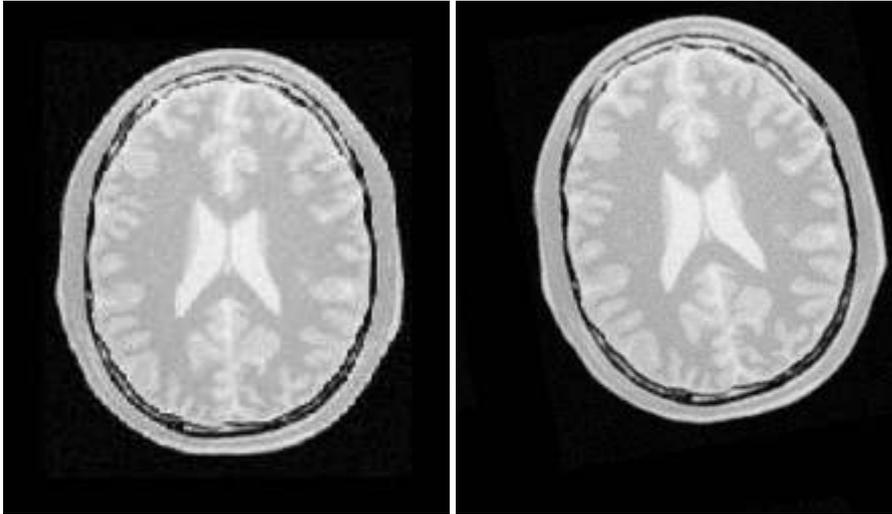


Figure 3.19: Fixed and moving images provided as input to the registration method using the CenteredRigid2D transform.

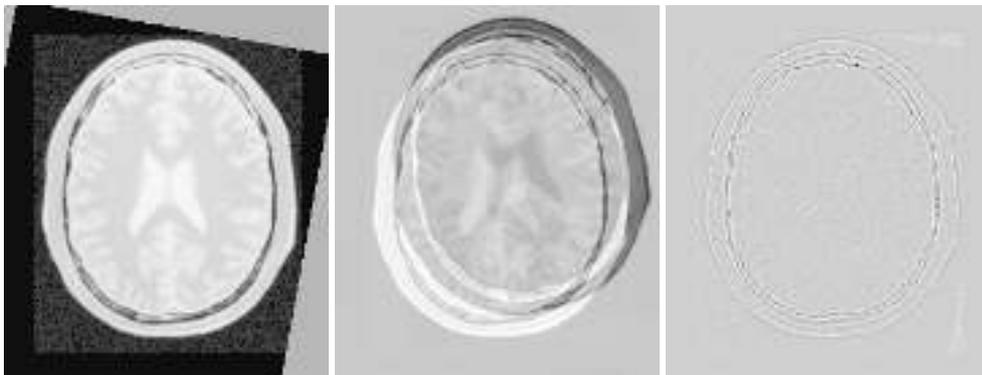


Figure 3.20: Resampled moving image (left). Differences between the fixed and moving images, before (center) and after (right) registration with the CenteredRigid2D transform.

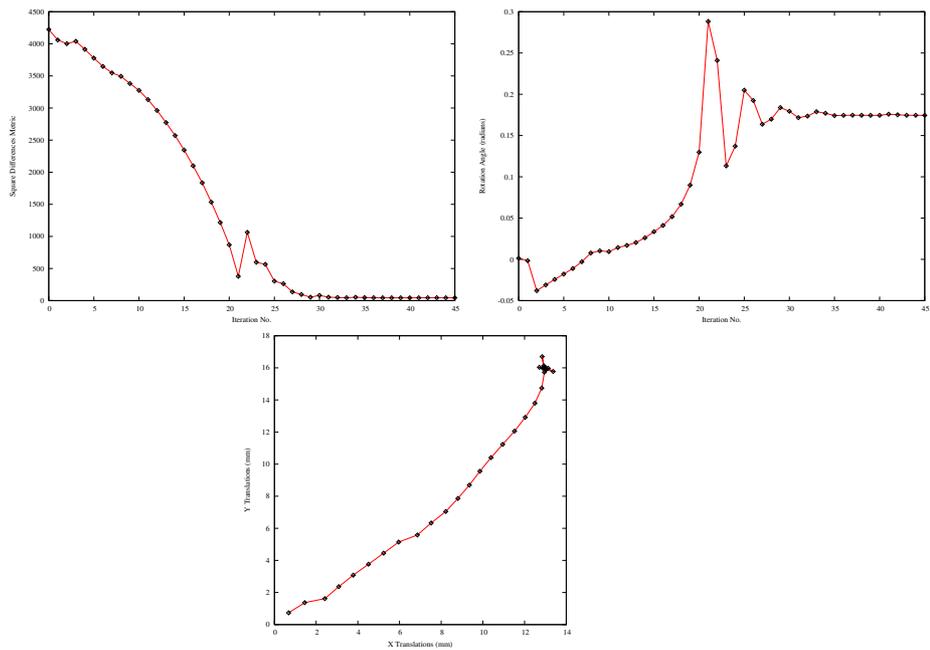


Figure 3.21: Metric values, rotation angle and translations during the registration using the Centered-Rigid2D transform on an image with rotation and translation mis-registration.

are considered to be the fixed and moving images of the registration problem, while the transform is the one used to register the images.

The `CenteredRigid2DTransform` supports two modes of operation. In the first mode, the centers of the images are computed as space coordinates using the image origin, size and spacing. The center of the fixed image is assigned as the rotational center of the transform while the vector going from the fixed image center to the moving image center is passed as the initial translation of the transform. In the second mode, the image centers are not computed geometrically but by using the moments of the intensity gray levels. The center of mass of each image is computed using the helper class `itk::ImageMomentsCalculator`. The center of mass of the fixed image is passed as the rotational center of the transform while the vector going from the fixed image center of mass to the moving image center of mass is passed as the initial translation of the transform. This second mode of operation is quite convenient when the anatomical structures of interest are not centered in the image. In such cases the alignment of the centers of mass provides a better rough initial registration than the simple use of the geometrical centers. The validity of the initial registration should be questioned when the two images are acquired in different imaging modalities. In those cases, the center of mass of intensities in one modality does not necessarily matches the center of mass of intensities in the other imaging modality.

The following are the most relevant headers in this example.

```
#include "itkCenteredRigid2DTransform.h"
#include "itkCenteredTransformInitializer.h"
```

The transform type is instantiated using the code below. The only template parameter of this class is the representation type of the space coordinates.

```
typedef itk::CenteredRigid2DTransform< double > TransformType;
```

The transform object is constructed below and passed to the registration method.

```
TransformType::Pointer transform = TransformType::New();
registration->SetTransform( transform );
```

The input images are taken from readers. It is not necessary to explicitly call `Update()` on the readers since the `CenteredTransformInitializer` class will do it as part of its initialization. The following code instantiates the initializer. This class is templated over the fixed and moving image type as well as the transform type. An initializer is then constructed by calling the `New()` method and assigning the result to a `itk::SmartPointer`.

```
typedef itk::CenteredTransformInitializer<
    TransformType, FixedImageType,
    MovingImageType > TransformInitializerType;
TransformInitializerType::Pointer initializer
    = TransformInitializerType::New();
```

The initializer is now connected to the transform and to the fixed and moving images.

```
initializer->SetTransform( transform );
initializer->SetFixedImage( fixedImageReader->GetOutput() );
initializer->SetMovingImage( movingImageReader->GetOutput() );
```

The use of the geometrical centers is selected by calling `GeometryOn()` while the use of center of mass is selected by calling `MomentsOn()`. Below we select the center of mass mode.

```
initializer->MomentsOn();
```

Finally, the computation of the center and translation is triggered by the `InitializeTransform()` method. The resulting values will be passed directly to the transform.

```
initializer->InitializeTransform();
```

The remaining parameters of the transform are initialized as before.

```
transform->SetAngle( 0.0 );
```

Now the parameters of the current transform are passed as the initial parameters to be used when the registration process starts.

```
registration->SetInitialTransformParameters( transform->GetParameters() );
```

Let's execute this example over some of the images provided in `Examples/Data`, for example:

- `BrainProtonDensitySliceBorder20.png`
- `BrainProtonDensitySliceR10X13Y17.png`

The second image is the result of intentionally rotating the first image by 10 degrees and shifting it  $13\text{mm}$  in  $X$  and  $17\text{mm}$  in  $Y$ . Both images have unit-spacing and are shown in Figure 3.16. The registration takes 22 iterations and produces:

```
[0.174475, 111.177, 131.572, 12.4566, 16.0729]
```

These parameters are interpreted as

- Angle = 0.174475 radians
- Center = (111.177, 131.572) millimeters
- Translation = (12.4566, 16.0729) millimeters

Note that the reported translation is not the translation of  $(13, 17)$  that might be expected. The reason is that the five parameters of the `CenteredRigid2DTransform` are redundant. The actual movement in space is described by only 3 parameters. This means that there are infinite combinations of rotation center and translations that will represent the same actual movement in space. It is more illustrative in this case to take a look at the actual rotation matrix and offset resulting from the five parameters.

```
transform->SetParameters( finalParameters );

TransformType::MatrixType matrix = transform->GetMatrix();
TransformType::OffsetType offset = transform->GetOffset();

std::cout << "Matrix = " << std::endl << matrix << std::endl;
std::cout << "Offset = " << std::endl << offset << std::endl;
```

Which produces the following output.

```
Matrix =
0.984818 -0.173591
0.173591 0.984818

Offset =
[36.9843, -1.22896]
```

This output illustrates how counter-intuitive the mix of center of rotation and translations can be. Figure 3.22 will clarify this situation. The figure shows the original image on the left. A rotation of  $10^\circ$  around the center of the image is shown in the middle. The same rotation performed around the origin of coordinates is shown on the right. It can be seen here that changing the center of rotation introduces additional translations.

Let's analyze what happens to the center of the image that we just registered. Under the point of view of rotating  $10^\circ$  around the center and then applying a translation of  $(13\text{mm}, 17\text{mm})$ . The image has a size of  $(221 \times 257)$  pixels and unit spacing. Hence its center has coordinates  $(110.5, 128.5)$ . Since the rotation is done around this point, the center behaves as the fixed point of the transformation and remains unchanged. Then with the  $(13\text{mm}, 17\text{mm})$  translation it is mapped to  $(123.5, 145.5)$  which becomes its final position.

The matrix and offset that we obtained at the end of the registration indicate that this should be equivalent to a rotation of  $10^\circ$  around the origin, followed by a translations of  $(36.98, -1.22)$ . Let's compute this in detail. First the rotation of the image center by  $10^\circ$  around the origin will move the point to  $(86.52, 147.97)$ . Now, applying a translation of  $(36.98, -1.22)$  maps this point to  $(123.5, 146.75)$ . Which is close to the result of our previous computation.

It is unlikely that we could have chosen such translations as the initial guess, since we tend to think about image in a coordinate system whose origin is in the center of the image.

You may be wondering why the actual movement is represented by three parameters when we take the trouble of using five. In particular, why use a 5-dimensional optimizer space instead

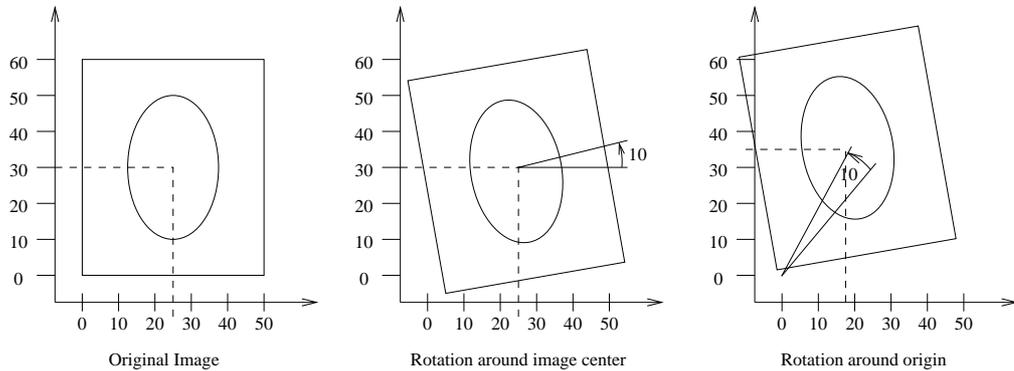


Figure 3.22: Effect of changing the center of rotation.

of a 3-dimensional one. The answer is that by using five parameters we have a much simpler way of initializing the transform with the rotation matrix and offset. Using the minimum three parameters it is not obvious how to determine what the initial rotation and translations should be.

Figure 3.24 shows the output of the registration. The image on the right of this figure shows the differences between the fixed image and the resampled moving image after registration.

Figure 3.25 plots the output parameters of the registration process. It includes, the metric values at every iteration, the angle values at every iteration, and the values of the translation components as the registration progress. Note that this is the complementary translation as used in the transform, not the actual total translation that is used in the transform offset. We could modify the observer to print the total offset instead of printing the array of parameters. Let's call that an exercise for the reader!

### 3.6.3 Similarity Transform in 2D

The source code for this section can be found in the file `ImageRegistration7.cxx`.

This example illustrates the use of the `itk::CenteredSimilarity2DTransform` class for performing registration in 2D. The of example code is for the most part identical to the code presented in Section 3.6.2. The main difference is the use of `itk::CenteredSimilarity2DTransform` here rather than the `itk::CenteredRigid2DTransform` class.

A similarity transform can be seen as a composition of rotations, translations and uniform scaling. It preserves angles and map lines into lines. This transform is implemented in the toolkit as deriving from a rigid 2D transform and with a scale parameter added.

When using this transform, attention should be paid to the fact that scaling and translations are not independent. In the same way that rotations can locally be seen as translations, scaling

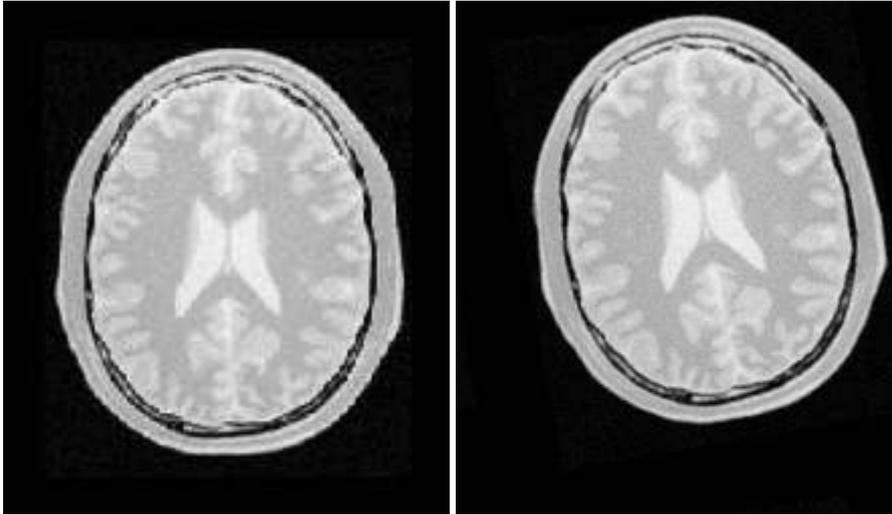


Figure 3.23: Fixed and moving images provided as input to the registration method using `CenteredTransformInitializer`.

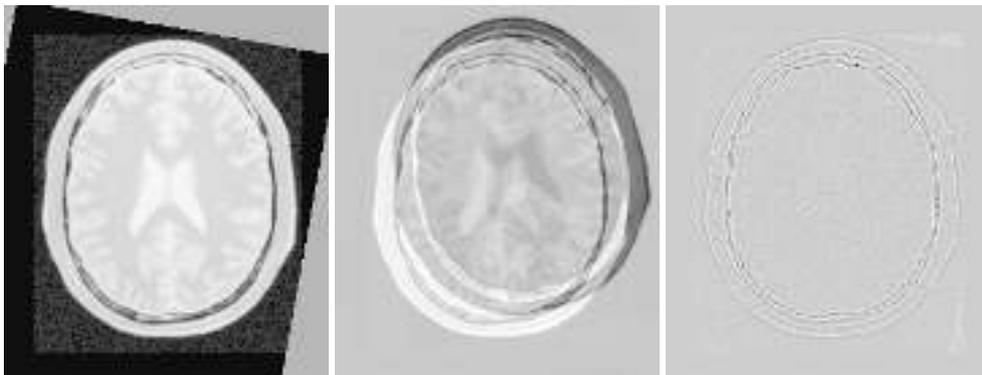


Figure 3.24: Resampled moving image (left). Differences between fixed and moving images, before registration (center) and after registration (right) with the `CenteredTransformInitializer`.

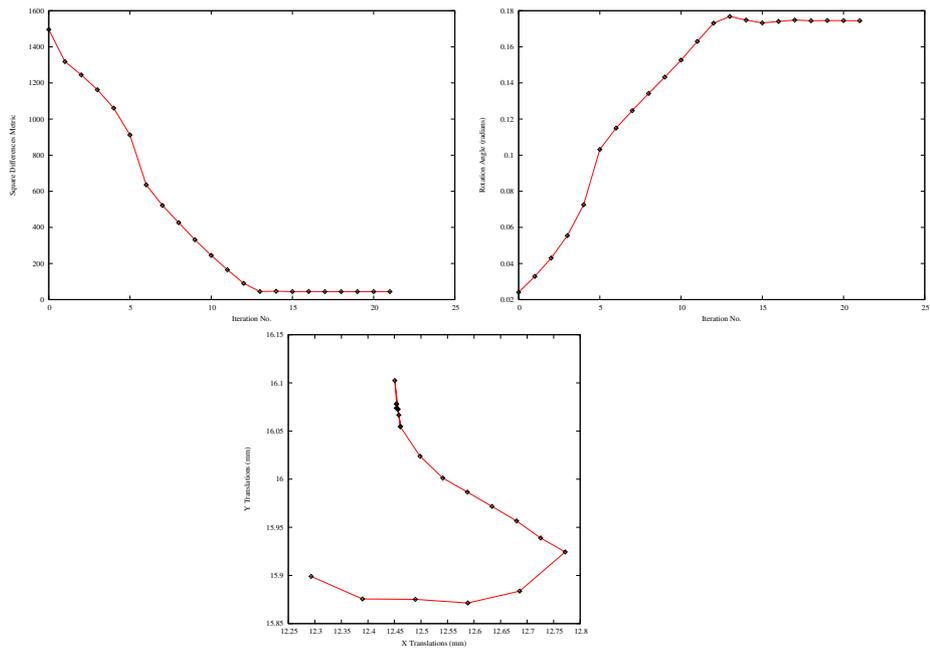


Figure 3.25: Plots of the Metric, rotation angle, center of rotation and translations during the registration using CenteredTransformInitializer.

also result in local displacements. Scaling is performed in general with respect to the origin of coordinates. However, we already saw how ambiguous that could be in the case of rotations. For this reason, this transform also allows users to setup a specific center. This center is used both for rotation and scaling.

In addition to the headers included in previous examples, here the following header must be included.

```
#include "itkCenteredSimilarity2DTransform.h"
```

The Transform class is instantiated using the code below. The only template parameter of this class is the representation type of the space coordinates.

```
typedef itk::CenteredSimilarity2DTransform< double > TransformType;
```

The transform object is constructed below and passed to the registration method.

```
TransformType::Pointer transform = TransformType::New();
registration->SetTransform( transform );
```

In this example, we again use the helper class `itk::CenteredTransformInitializer` to compute a reasonable value for the initial center of rotation and the translation.

```
typedef itk::CenteredTransformInitializer<
    TransformType, FixedImageType,
    MovingImageType > TransformInitializerType;

TransformInitializerType::Pointer initializer
    = TransformInitializerType::New();

initializer->SetTransform( transform );

initializer->SetFixedImage( fixedImageReader->GetOutput() );
initializer->SetMovingImage( movingImageReader->GetOutput() );

initializer->MomentsOn();

initializer->InitializeTransform();
```

The remaining parameters of the transform are initialized below.

```
transform->SetScale( initialScale );
transform->SetAngle( initialAngle );
```

We now pass the parameter of the current transform as the initial parameters to be used when the registration process starts.

```
registration->SetInitialTransformParameters( transform->GetParameters() );
```

Keeping in mind that the scale of units in scaling, rotation and translation are quite different, we

take advantage of the scaling functionality provided by the optimizers. We know that the first element of the parameters array corresponds to the scale factor, the second corresponds to the angle, third and fourth are the center of rotation and fifth and sixth are the remaining translation. We use henceforth small factors in the scales associated with translations and the rotation center.

```
typedef OptimizerType::ScalesType      OptimizerScalesType;
OptimizerScalesType optimizerScales( transform->GetNumberOfParameters() );
const double translationScale = 1.0 / 100.0;

optimizerScales[0] = 10.0;
optimizerScales[1] = 1.0;
optimizerScales[2] = translationScale;
optimizerScales[3] = translationScale;
optimizerScales[4] = translationScale;
optimizerScales[5] = translationScale;

optimizer->SetScales( optimizerScales );
```

We set also the normal parameters of the optimization method. In this case we are using `itk::RegularStepGradientDescentOptimizer`. Below, we define the optimization parameters like initial step length, minimal step length and number of iterations. These last two act as stopping criteria for the optimization.

```
optimizer->SetMaximumStepLength( steplength );
optimizer->SetMinimumStepLength( 0.0001 );
optimizer->SetNumberOfIterations( 500 );
```

Let's execute this example over some of the images provided in `Examples/Data`, for example:

- `BrainProtonDensitySliceBorder20.png`
- `BrainProtonDensitySliceR10X13Y17S12.png`

The second image is the result of intentionally rotating the first image by 10 degrees, scaling by  $1/1.2$  and then translating by  $(-13, -17)$ . Both images have unit-spacing and are shown in Figure 3.26. The registration takes 16 iterations and produces:

```
[0.833222, -0.174521, 111.437, 131.741, -12.8272, -12.7862]
```

That are interpreted as

- Scale factor = 0.833222
- Angle = 0.174521 radians
- Center = (111.437, 131.741) millimeters
- Translation =  $(-12.8272, -12.7862)$  millimeters

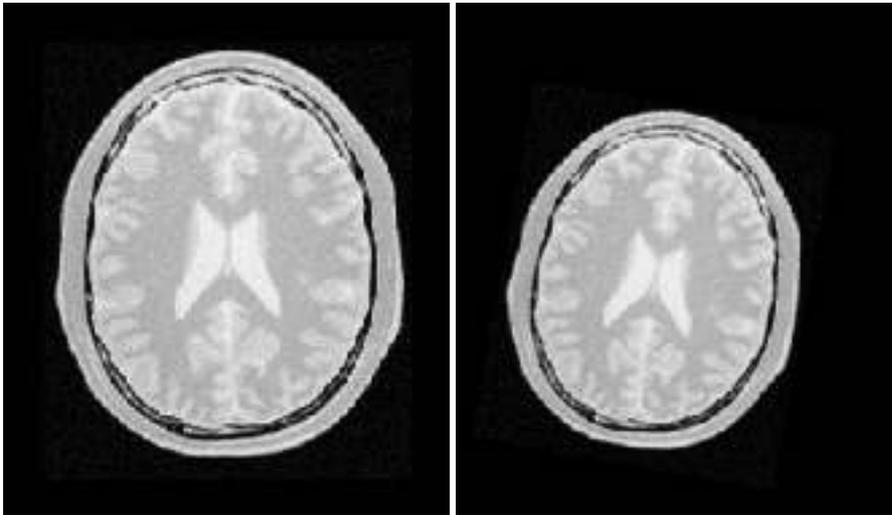


Figure 3.26: Fixed and Moving image provided as input to the registration method using the Similarity2D transform.



Figure 3.27: Resampled moving image (left). Differences between fixed and moving images, before (center) and after (right) registration with the Similarity2D transform.

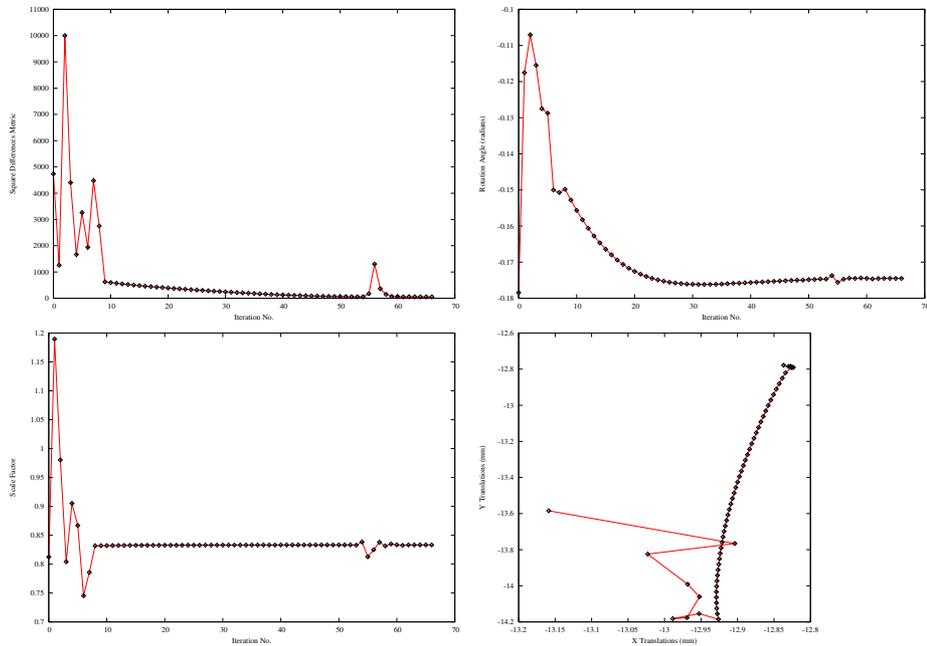


Figure 3.28: Plots of the Metric, rotation angle and translations during the registration using Similarity2D transform.

These values approximate the misalignment intentionally introduced into the moving image. Since 10 degrees is about 0.174532 radians.

Figure 3.27 shows the output of the registration. The right image shows the squared magnitude of pixel differences between the fixed image and the resampled moving image.

Figure 3.28 shows the plots of the main output parameters of the registration process. The metric values at every iteration are shown on the top. The angle values are shown in the plot at left while the translation components of the registration are presented in the plot at right.

### 3.6.4 Rigid Transform in 3D

The source code for this section can be found in the file `ImageRegistration8.cxx`.

This example illustrates the use of the `itk::VersorRigid3DTransform` class for performing registration of two 3D images. The example code is for the most part identical to the code presented in Section 3.6.1. The major difference is that this example is done in 3D. The class `itk::CenteredTransformInitializer` is used to initialize the center and translation of the transform. The case of rigid registration of 3D images is probably one of the most commonly found cases of image registration.

The following are the most relevant headers of this example.

```
#include "itkVersorRigid3DTransform.h"
#include "itkCenteredTransformInitializer.h"
```

The parameter space of the `VersorRigid3DTransform` is not a vector space, due to the fact that addition is not a closed operation in the space of versor components. This precludes the use of standard gradient descent algorithms for optimizing the parameter space of this transform. A special optimizer should be used in this registration configuration. The optimizer designed for this transform is the `itk::VersorRigid3DTransformOptimizer`. This optimizer uses Versor composition for updating the first three components of the parameters array, and Vector addition for updating the last three components of the parameters array [26, 30].

```
#include "itkVersorRigid3DTransformOptimizer.h"
```

The Transform class is instantiated using the code below. The only template parameter to this class is the representation type of the space coordinates.

```
typedef itk::VersorRigid3DTransform< double > TransformType;
```

The transform object is constructed below and passed to the registration method.

```
TransformType::Pointer transform = TransformType::New();
registration->SetTransform( transform );
```

The input images are taken from readers. It is not necessary here to explicitly call `Update()` on the readers since the `itk::CenteredTransformInitializer` will do it as part of its computations. The following code instantiates the type of the initializer. This class is templated over the fixed and moving image type as well as the transform type. An initializer is then constructed by calling the `New()` method and assigning the result to a smart pointer.

```
typedef itk::CenteredTransformInitializer< TransformType,
                                         FixedImageType,
                                         MovingImageType
                                         > TransformInitializerType;
TransformInitializerType::Pointer initializer =
    TransformInitializerType::New();
```

The initializer is now connected to the transform and to the fixed and moving images.

```
initializer->SetTransform( transform );
initializer->SetFixedImage( fixedImageReader->GetOutput() );
initializer->SetMovingImage( movingImageReader->GetOutput() );
```

The use of the geometrical centers is selected by calling `GeometryOn()` while the use of center of mass is selected by calling `MomentsOn()`. Below we select the center of mass mode.

```
initializer->MomentsOn();
```

Finally, the computation of the center and translation is triggered by the `InitializeTransform()` method. The resulting values will be passed directly to the transform.

```
initializer->InitializeTransform();
```

The rotation part of the transform is initialized using a `itk::Versor` which is simply a unit quaternion. The `VersorType` can be obtained from the transform traits. The versor itself defines the type of the vector used to indicate the rotation axis. This trait can be extracted as `VectorType`. The following lines create a versor object and initialize its parameters by passing a rotation axis and an angle.

```
typedef TransformType::VersorType  VersorType;
typedef VersorType::VectorType     VectorType;
VersorType      rotation;
VectorType      axis;
axis[0] = 0.0;
axis[1] = 0.0;
axis[2] = 1.0;
const double    angle = 0;
rotation.Set( axis, angle );
transform->SetRotation( rotation );
```

We now pass the parameters of the current transform as the initial parameters to be used when the registration process starts.

```
registration->SetInitialTransformParameters( transform->GetParameters() );
```

Let's execute this example over some of the images available in the ftp site

<ftp://public.kitware.com/pub/itk/Data/BrainWeb>

Note that the images in the ftp site are compressed in `.tgz` files. You should download these files and uncompress them in your local system. After decompressing and extracting the files you could take a pair of volumes, for example the pair:

- `brainweble1a10f20.mha`
- `brainweble1a10f20Rot10Tx15.mha`

The second image is the result of intentionally rotating the first image by 10 degrees around the origin and shifting it 15mm in *X*. The registration takes 24 iterations and produces:

```
[-6.03744e-05, 5.91487e-06, -0.0871932, 2.64659, -17.4637, -0.00232496]
```

That are interpreted as

- `Versor = (-6.03744e - 05, 5.91487e - 06, -0.0871932)`

- Translation = (2.64659, -17.4637, -0.00232496) millimeters

This Versor is equivalent to a rotation of 9.98 degrees around the Z axis.

Note that the reported translation is not the translation of (15.0,0.0,0.0) that we may be naively expecting. The reason is that the `VersorRigid3DTransform` is applying the rotation around the center found by the `CenteredTransformInitializer` and then adding the translation vector shown above.

It is more illustrative in this case to take a look at the actual rotation matrix and offset resulting from the 6 parameters.

```
transform->SetParameters( finalParameters );
TransformType::MatrixType matrix = transform->GetMatrix();
TransformType::OffsetType offset = transform->GetOffset();
std::cout << "Matrix = " << std::endl << matrix << std::endl;
std::cout << "Offset = " << std::endl << offset << std::endl;
```

The output of this print statements is

```
Matrix =
0.984795 0.173722 2.23132e-05
-0.173722 0.984795 0.000119257
-1.25621e-06 -0.00012132 1

Offset =
[-15.0105, -0.00672343, 0.0110854]
```

From the rotation matrix it is possible to deduce that the rotation is happening in the X,Y plane and that the angle is on the order of  $\arcsin(0.173722)$  which is very close to 10 degrees, as we expected.

Figure 3.30 shows the output of the registration. The center image in this figure shows the differences between the fixed image and the resampled moving image before the registration. The image on the right side presents the difference between the fixed image and the resampled moving image after the registration has been performed. Note that these images are individual slices extracted from the actual volumes. For details, look at the source code of this example, where the `ExtractImageFilter` is used to extract a slice from the the center of each one of the volumes. One of the main purposes of this example is to illustrate that the toolkit can perform registration on images of any dimension. The only limitations are, as usual, the amount of memory available for the images and the amount of computation time that it will take to complete the optimization process.

Figure 3.31 shows the plots of the main output parameters of the registration process. The metric values at every iteration. The Z component of the versor is plotted as an indication of how the rotation progress. The X,Y translation components of the registration are plotted at every iteration too.

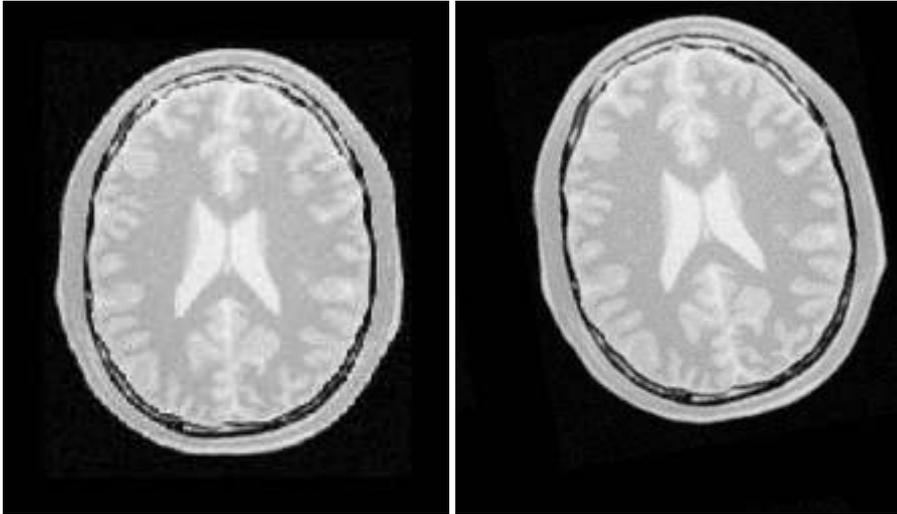


Figure 3.29: Fixed and moving image provided as input to the registration method using `CenteredTransformInitializer`.

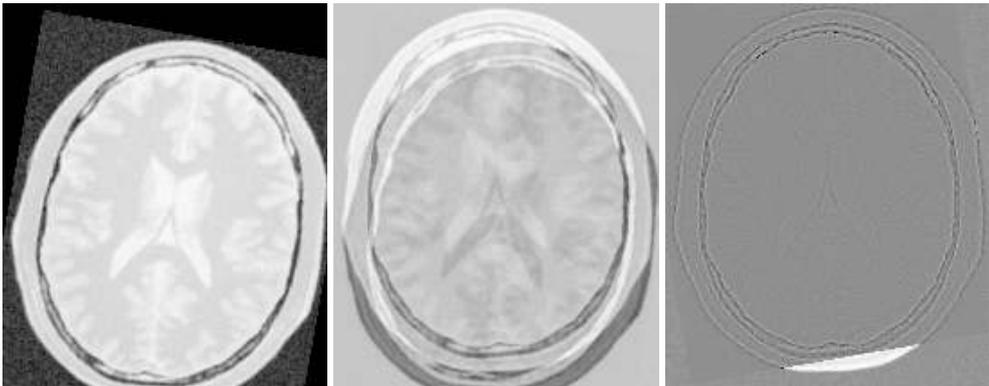


Figure 3.30: Resampled moving image (left). Differences between fixed and moving images, before (center) and after (right) registration with the `CenteredTransformInitializer`.

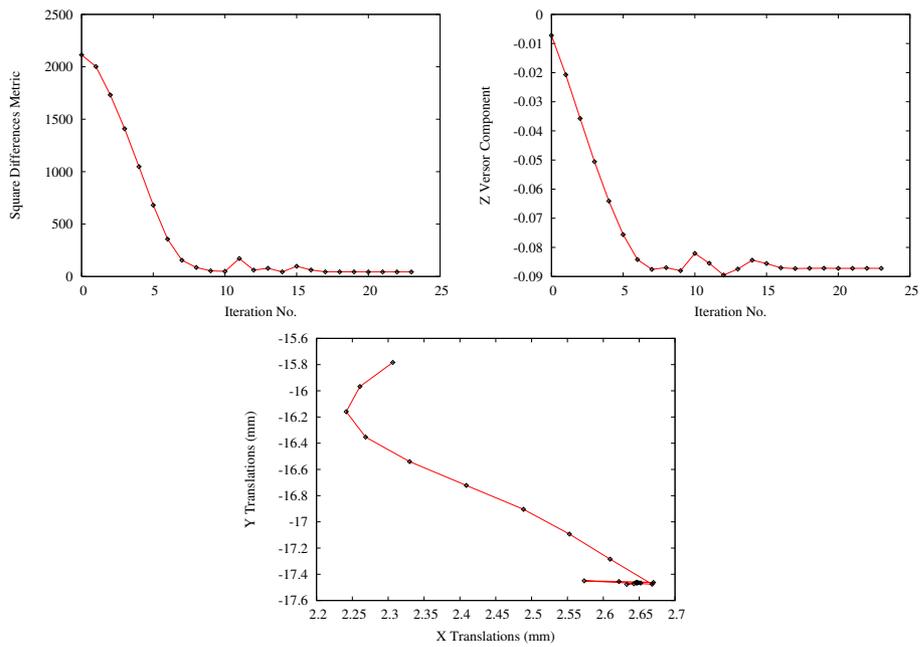


Figure 3.31: Plots of the metric, rotation angle, center of rotation and translations during the registration using `CenteredTransformInitializer`.

Shell and Gnuplot scripts for generating the diagrams in Figure 3.31 are available in the directory

InsightDocuments/SoftwareGuide/Art

You are strongly encouraged to run the example code, since only in this way you can gain a first hand experience with the behavior of the registration process. Once again, this is a simple reflection of the philosophy that we put forward in this book:

*If you can not replicate it, then it does not exist!.*

We have seen enough published papers with pretty pictures, presenting results that in practice are impossible to replicate. That is vanity, not science.

### 3.6.5 Centered Affine Transform

The source code for this section can be found in the file `ImageRegistration9.cxx`.

This example illustrates the use of the `itk::AffineTransform` for performing registration in  $2D$ . The example code is, for the most part, identical to that in 3.6.2. The main difference is the use of the `AffineTransform` here instead of the `itk::CenteredRigid2DTransform`. We will focus on the most relevant changes in the current code and skip the basic elements already explained in previous examples.

Let's start by including the header file of the `AffineTransform`.

```
#include "itkAffineTransform.h"
```

We define then the types of the images to be registered.

```
const unsigned int Dimension = 2;
typedef float PixelType;

typedef itk::Image< PixelType, Dimension > FixedImageType;
typedef itk::Image< PixelType, Dimension > MovingImageType;
```

The transform type is instantiated using the code below. The template parameters of this class are the representation type of the space coordinates and the space dimension.

```
typedef itk::AffineTransform< double, Dimension > TransformType;
```

The transform object is constructed below and passed to the registration method.

```
TransformType::Pointer transform = TransformType::New();
registration->SetTransform( transform );
```

In this example, we again use the `itk::CenteredTransformInitializer` helper class in order to compute a reasonable value for the initial center of rotation and the translation. The initializer is set to use the center of mass of each image as the initial correspondence correction.

```

typedef itk::CenteredTransformInitializer<
    TransformType, FixedImageType,
    MovingImageType > TransformInitializerType;
TransformInitializerType::Pointer initializer
    = TransformInitializerType::New();
initializer->SetTransform( transform );
initializer->SetFixedImage( fixedImageReader->GetOutput() );
initializer->SetMovingImage( movingImageReader->GetOutput() );
initializer->MomentsOn();
initializer->InitializeTransform();

```

Now we pass the parameters of the current transform as the initial parameters to be used when the registration process starts.

```

registration->SetInitialTransformParameters(
    transform->GetParameters() );

```

Keeping in mind that the scale of units in scaling, rotation and translation are quite different, we take advantage of the scaling functionality provided by the optimizers. We know that the first  $N \times N$  elements of the parameters array correspond to the rotation matrix factor, and the last  $N$  are the components of the translation to be applied after multiplication with the matrix is performed.

```

typedef OptimizerType::ScalesType      OptimizerScalesType;
OptimizerScalesType optimizerScales( transform->GetNumberOfParameters() );

optimizerScales[0] = 1.0;
optimizerScales[1] = 1.0;
optimizerScales[2] = 1.0;
optimizerScales[3] = 1.0;
optimizerScales[4] = translationScale;
optimizerScales[5] = translationScale;

optimizer->SetScales( optimizerScales );

```

We also set the usual parameters of the optimization method. In this case we are using an [itk::RegularStepGradientDescentOptimizer](#). Below, we define the optimization parameters like initial step length, minimal step length and number of iterations. These last two act as stopping criteria for the optimization.

```

optimizer->SetMaximumStepLength( steplength );
optimizer->SetMinimumStepLength( 0.0001 );
optimizer->SetNumberOfIterations( maxNumberOfIterations );

```

We also set the optimizer to do minimization by calling the `MinimizeOn()` method.

```

optimizer->MinimizeOn();

```

Finally we trigger the execution of the registration method by calling the `Update()` method. The call is placed in a `try/catch` block in case any exceptions are thrown.

```

try
{
  registration->Update();
  std::cout << "Optimizer stop condition: "
             << registration->GetOptimizer()->GetStopConditionDescription()
             << std::endl;
}
catch( itk::ExceptionObject & err )
{
  std::cerr << "ExceptionObject caught !" << std::endl;
  std::cerr << err << std::endl;
  return EXIT_FAILURE;
}

```

Once the optimization converges, we recover the parameters from the registration method. This is done with the `GetLastTransformParameters()` method. We can also recover the final value of the metric with the `GetValue()` method and the final number of iterations with the `GetCurrentIteration()` method.

```

OptimizerType::ParametersType finalParameters =
    registration->GetLastTransformParameters();

const double finalRotationCenterX = transform->GetCenter()[0];
const double finalRotationCenterY = transform->GetCenter()[1];
const double finalTranslationX     = finalParameters[4];
const double finalTranslationY     = finalParameters[5];

const unsigned int numberOfIterations = optimizer->GetCurrentIteration();
const double bestValue = optimizer->GetValue();

```

Let's execute this example over two of the images provided in `Examples/Data`:

- `BrainProtonDensitySliceBorder20.png`
- `BrainProtonDensitySliceR10X13Y17.png`

The second image is the result of intentionally rotating the first image by 10 degrees and then translating by  $(-13, -17)$ . Both images have unit-spacing and are shown in Figure 3.32. We execute the code using the following parameters: `step length=1.0`, `translation scale= 0.0001` and `maximum number of iterations = 300`. With these images and parameters the registration takes 98 iterations and produces

```
96 58.09 [0.986481, -0.169104, 0.166411, 0.986174, 12.461, 16.0754]
```

These results are interpreted as

- Iterations = 98
- Final Metric = 58.09

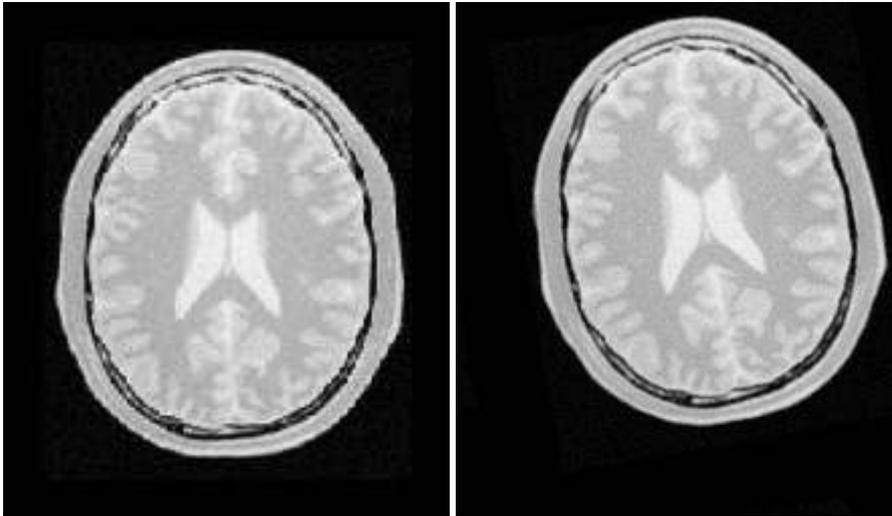


Figure 3.32: Fixed and moving images provided as input to the registration method using the AffineTransform.

- Center = (111.204, 131.6) millimeters
- Translation = (12.461, 16.0754) millimeters
- Affine scales = (1.00185, .999137)

The second component of the matrix values is usually associated with  $\sin\theta$ . We obtain the rotation through SVD of the affine matrix. The value is 9.6526 degrees, which is approximately the intentional misalignment of 10.0 degrees.

Figure 3.33 shows the output of the registration. The right most image of this figure shows the squared magnitude difference between the fixed image and the resampled moving image.

Figure 3.34 shows the plots of the main output parameters of the registration process. The metric values at every iteration are shown on the top plot. The angle values are shown on the bottom left plot, while the translation components of the registration are presented on the bottom right plot. Note that the final total offset of the transform is to be computed as a combination of the shift due rotation plus the explicit translation set on the transform.

### 3.7 Multi-Resolution Registration

Performing image registration using a multi-resolution approach is widely used to improve speed, accuracy and robustness. The basic idea is that registration is first performed at a coarse scale where the images have fewer pixels. The spatial mapping determined at the coarse level is

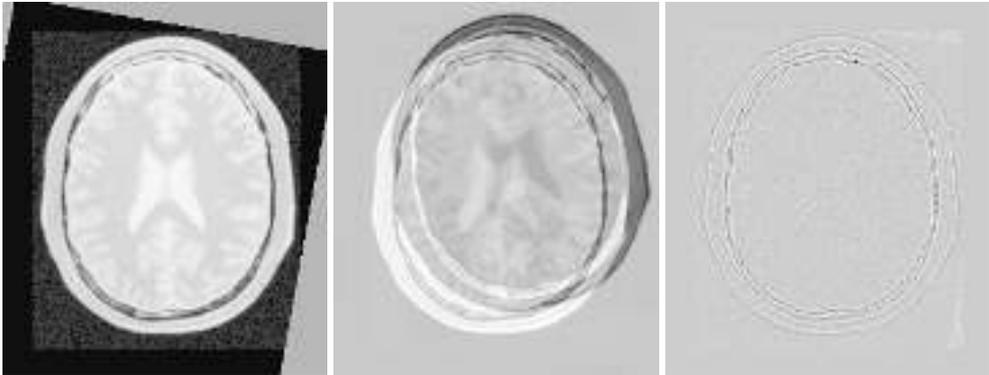


Figure 3.33: The resampled moving image (left), and the difference between the fixed and moving images before (center) and after (right) registration with the AffineTransform transform.

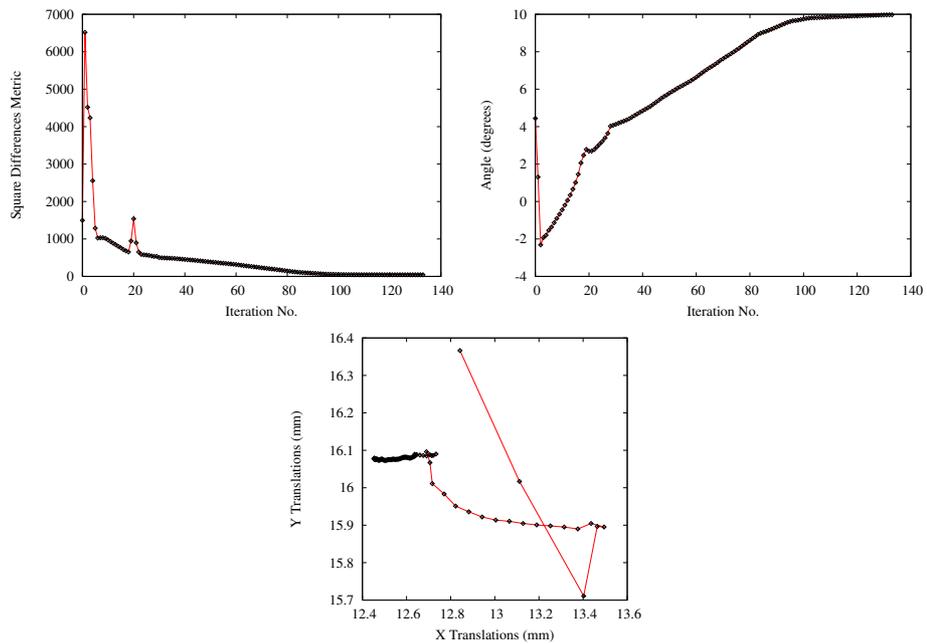


Figure 3.34: Metric values, rotation angle and translations during the registration using the AffineTransform transform.

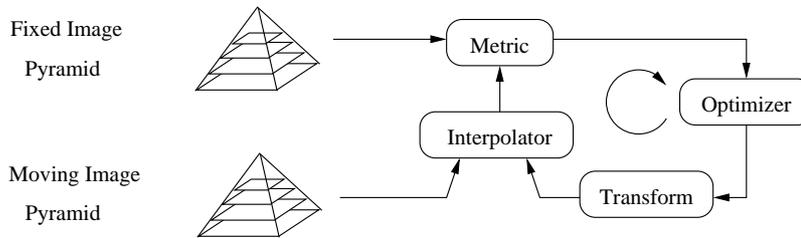


Figure 3.35: Components of the multi-resolution registration framework.

then used to initialize registration at the next finer scale. This process is repeated until it reaches the finest possible scale. This coarse-to-fine strategy greatly improve the registration success rate and also increases robustness by eliminating local optima at coarser scales.

The Insight Toolkit offers a multi-resolution registration framework that is directly compatible with all the registration framework components. The multi-resolution registration framework has two additional components: a pair of *image pyramids* that are used to down-sample the fixed and moving images as illustrated in Figure 3.35. The pyramids smooth and subsample the images according to user-defined scheduling of shrink factors.

We now present the main capabilities of the multi-resolution framework by way of an example.

### 3.7.1 Fundamentals

The source code for this section can be found in the file `MultiResImageRegistration1.cxx`.

This example illustrates the use of the `itk::MultiResolutionImageRegistrationMethod` to solve a simple multi-modality registration problem. In addition to the two input images, a transform, a metric, an interpolator and an optimizer, the multi-resolution framework also requires two image pyramids for creating the sequence of downsampled images. To begin the example, we include the headers of the registration components we will use.

```

#include "itkMultiResolutionImageRegistrationMethod.h"
#include "itkTranslationTransform.h"
#include "itkMattesMutualInformationImageToImageMetric.h"
#include "itkRegularStepGradientDescentOptimizer.h"
#include "itkImage.h"
  
```

The `MultiResolutionImageRegistrationMethod` solves a registration problem in a coarse to fine manner as illustrated in Figure 3.36. The registration is first performed at the coarsest level using the images at the first level of the fixed and moving image pyramids. The transform parameters determined by the registration are then used to initialize the registration at the next finer level using images from the second level of the pyramids. This process is repeated as we work up to the finest level of image resolution.

In a typical registration scenario, a user will tweak component settings or even swap out com-

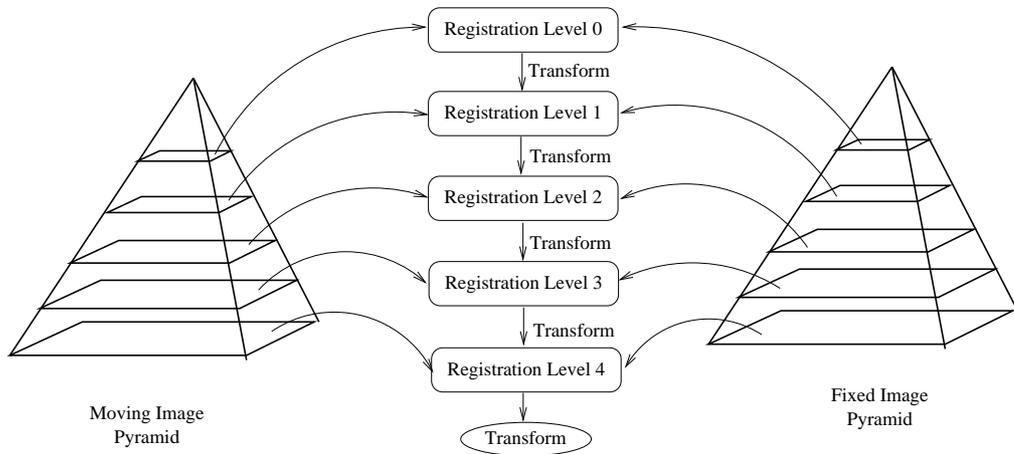


Figure 3.36: Conceptual representation of the multi-resolution registration process.

ponents between multi-resolution levels. For example, when optimizing at a coarse resolution, it may be possible to take more aggressive step sizes and have a more relaxed convergence criterion. Another possible scheme is to use a simple translation transform for the initial coarse registration and upgrade to an affine transform at the finer levels.

Tweaking the components between resolution levels can be done using ITK's implementation of the *Command/Observer* design pattern. Before beginning registration at each resolution level, `MultiResolutionImageRegistrationMethod` invokes an `IterationEvent`. The registration components can be changed by implementing a `itk::Command` which responds to the event. A brief description the interaction between events and commands was previously presented in Section 3.4.

We will illustrate this mechanism by changing the parameters of the optimizer between each resolution level by way of a simple interface command. First, we include the header file of the Command class.

```
#include "itkCommand.h"
```

Our new interface command class is called `RegistrationInterfaceCommand`. It derives from `Command` and is templated over the multi-resolution registration type.

```
template <typename TRegistration>
class RegistrationInterfaceCommand : public itk::Command
{
```

We then define `Self`, `Superclass`, `Pointer`, `New()` and a constructor in a similar fashion to the `CommandIterationUpdate` class in Section 3.4.

```

public:
    typedef RegistrationInterfaceCommand    Self;
    typedef itk::Command                    Superclass;
    typedef itk::SmartPointer<Self>        Pointer;
    itkNewMacro( Self );

protected:
    RegistrationInterfaceCommand() {};

```

For convenience, we declare types useful for converting pointers in the `Execute()` method.

```

public:
    typedef TRegistration                    RegistrationType;
    typedef RegistrationType *              RegistrationPointer;
    typedef itk::RegularStepGradientDescentOptimizer    OptimizerType;
    typedef OptimizerType *                 OptimizerPointer;

```

Two arguments are passed to the `Execute()` method: the first is the pointer to the object which invoked the event and the second is the event that was invoked.

```

void Execute(itk::Object * object, const itk::EventObject & event)
{

```

First we verify if that the event invoked is of the right type. If not, we return without any further action.

```

    if( !(itk::IterationEvent().CheckEvent( &event )) )
    {
        return;
    }

```

We then convert the input object pointer to a `RegistrationPointer`. Note that no error checking is done here to verify if the `dynamic_cast` was successful since we know the actual object is a multi-resolution registration method.

```

    RegistrationPointer registration =
        dynamic_cast<RegistrationPointer>( object );

```

If this is the first resolution level we set the maximum step length (representing the first step size) and the minimum step length (representing the convergence criterion) to large values. At each subsequent resolution level, we will reduce the minimum step length by a factor of 10 in order to allow the optimizer to focus on progressively smaller regions. The maximum step length is set up to the current step length. In this way, when the optimizer is reinitialized at the beginning of the registration process for the next level, the step length will simply start with the last value used for the previous level. This will guarantee the continuity of the path taken by the optimizer through the parameter space.

```

OptimizerPointer optimizer = dynamic_cast< OptimizerPointer >(
    registration->GetModifiableOptimizer() );

std::cout << "-----" << std::endl;
std::cout << "MultiResolution Level : "
    << registration->GetCurrentLevel() << std::endl;
std::cout << std::endl;

if ( registration->GetCurrentLevel() == 0 )
{
    optimizer->SetMaximumStepLength( 16.00 );
    optimizer->SetMinimumStepLength( 0.01 );
}
else
{
    optimizer->SetMaximumStepLength(
        optimizer->GetMaximumStepLength() * 0.25 );
    optimizer->SetMinimumStepLength(
        optimizer->GetMinimumStepLength() * 0.1 );
}
}

```

Another version of the `Execute()` method accepting a `const` input object is also required since this method is defined as pure virtual in the base class. This version simply returns without taking any action.

```

void Execute(const itk::Object * , const itk::EventObject & )
{ return; }
};

```

The fixed and moving image types are defined as in previous examples. Due to the recursive nature of the process by which the downsampled images are computed by the image pyramids, the output images are required to have real pixel types. We declare this internal image type to be `InternalPixelType`:

```

typedef float InternalPixelType;
typedef itk::Image< InternalPixelType, Dimension > InternalImageType;

```

The types for the registration components are then derived using the internal image type.

```

typedef itk::TranslationTransform< double, Dimension > TransformType;
typedef itk::RegularStepGradientDescentOptimizer OptimizerType;
typedef itk::LinearInterpolateImageFunction<
    InternalImageType,
    double > InterpolatorType;
typedef itk::MattesMutualInformationImageToImageMetric<
    InternalImageType,
    InternalImageType > MetricType;
typedef itk::MultiResolutionImageRegistrationMethod<
    InternalImageType,
    InternalImageType > RegistrationType;

```

In the multi-resolution framework, a `itk::MultiResolutionPyramidImageFilter` is used

to create a pyramid of downsampled images. The size of each downsampled image is specified by the user in the form of a schedule of shrink factors. A description of the filter and the format of the schedules are found in Section 3.12. For this example, we will simply use the default schedules.

```
typedef itk::MultiResolutionPyramidImageFilter<
    InternalImageType, InternalImageType > FixedImagePyramidType;
typedef itk::MultiResolutionPyramidImageFilter<
    InternalImageType, InternalImageType > MovingImagePyramidType;
```

The fixed and moving images are read from a file. Before connecting these images to the registration we need to cast them to the internal image type using `itk::CastImageFilters`.

```
typedef itk::CastImageFilter<
    FixedImageType, InternalImageType > FixedCastFilterType;
typedef itk::CastImageFilter<
    MovingImageType, InternalImageType > MovingCastFilterType;

FixedCastFilterType::Pointer fixedCaster = FixedCastFilterType::New();
MovingCastFilterType::Pointer movingCaster = MovingCastFilterType::New();
```

The output of the readers is connected as input to the cast filters. The inputs to the registration method are taken from the cast filters.

```
fixedCaster->SetInput( fixedImageReader->GetOutput() );
movingCaster->SetInput( movingImageReader->GetOutput() );

registration->SetFixedImage( fixedCaster->GetOutput() );
registration->SetMovingImage( movingCaster->GetOutput() );
```

Given that the Mattes Mutual Information metric uses a random iterator in order to collect the samples from the images, it is usually convenient to initialize the seed of the random number generator.

```
metric->ReinitializeSeed( 76926294 );
```

Once all the registration components are in place we can create an instance of our interface command and connect it to the registration object using the `AddObserver()` method.

```
typedef RegistrationInterfaceCommand<RegistrationType> CommandType;
CommandType::Pointer command = CommandType::New();
registration->AddObserver( itk::IterationEvent(), command );
```

We set the number of multi-resolution levels to three and trigger the registration process by calling `Update()`.

```

registration->SetNumberOfLevels( 3 );

try
{
    registration->Update();
    std::cout << "Optimizer stop condition: "
              << registration->GetOptimizer()->GetStopConditionDescription()
              << std::endl;
}
catch( itk::ExceptionObject & err )
{
    std::cout << "ExceptionObject caught !" << std::endl;
    std::cout << err << std::endl;
    return EXIT_FAILURE;
}

```

Let's execute this example using the following images

- BrainT1SliceBorder20.png
- BrainProtonDensitySliceShifted13x17y.png

The output produced by the execution of the method is

```

0  -0.419408  [11.0796, 11.5431]
1  -0.775143  [18.0515, 25.9442]
2  -0.621443  [15.2813, 18.4392]
3  -1.00688   [7.81465, 15.567]
4  -0.733843  [11.7844, 16.0582]
5  -1.17593   [15.2929, 17.9792]

0  -0.902265  [13.4257, 17.2627]
1  -1.21519   [11.6959, 16.2588]
2  -1.04207   [12.6029, 16.68]
3  -1.21741   [13.4286, 17.2439]
4  -1.21605   [12.9899, 17.0041]
5  -1.26825   [13.163, 16.8237]

0  -1.25692   [13.0716, 16.909]
1  -1.29465   [12.9896, 17.0033]
2  -1.30922   [13.0513, 16.9934]
3  -1.30722   [13.0205, 16.9987]
4  -1.30978   [12.9897, 17.0039]

```

```

Result =
Translation X = 12.9897
Translation Y = 17.0039

```

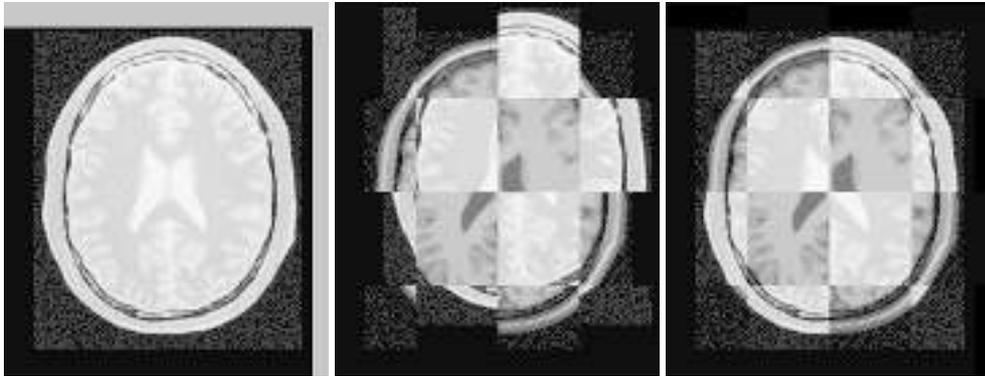


Figure 3.37: Mapped moving image (left) and composition of fixed and moving images before (center) and after (right) registration.

```
Iterations      = 6
Metric value    = -1.30921
```

These values are a close match to the true misalignment of (13, 17) introduced in the moving image.

The result of resampling the moving image is presented in the left image of Figure 3.37. The center and right images of the figure depict a checkerboard composite of the fixed and moving images before and after registration.

Figure 3.38 (left) shows the sequence of translations followed by the optimizer as it searched the parameter space. The right side of the same figure shows the sequence of metric values computed as the optimizer searched the parameter space. From the trace, we can see that with the more aggressive optimization parameters we get quite close to the optimal value within 4 iterations with the remaining iterations just doing fine adjustments. It is interesting to compare these results with the ones of the single resolution example in Section 3.5.2, where 24 iterations were required as more conservative optimization parameters had to be used.

### 3.7.2 Parameter Tuning

The source code for this section can be found in the file `MultiResImageRegistration2.cxx`.

This example illustrates the use of more complex components of the registration framework. In particular, it introduces the use of the `itk::AffineTransform` and the importance of fine-tuning the scale parameters of the optimizer.

The `AffineTransform` is a linear transformation that maps lines into lines. It can be used to represent translations, rotations, anisotropic scaling, shearing or any combination of them. Details about the affine transform can be seen in Section 3.8.16.

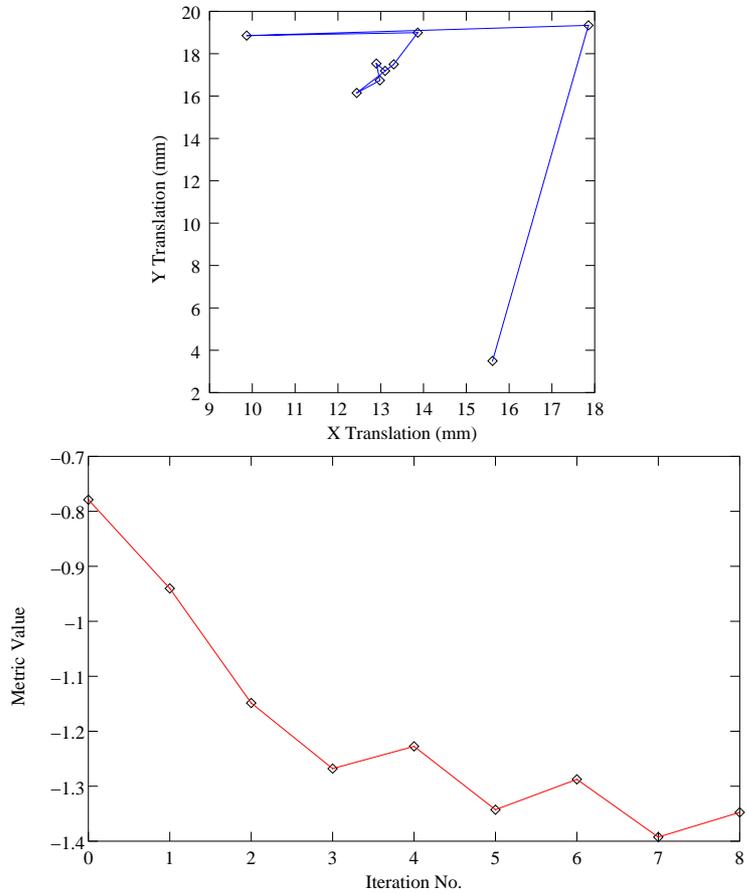


Figure 3.38: Sequence of translations and metric values at each iteration of the optimizer.

In order to use the `AffineTransform` class, the following header must be included.

```
#include "itkAffineTransform.h"
```

The configuration of the registration method in this example closely follows the procedure in the previous section. The main changes involve the construction and initialization of the transform. The instantiation of the transform type requires only the dimension of the space and the type used for representing space coordinates.

```
typedef itk::AffineTransform< double, Dimension > TransformType;
```

The transform is constructed using the standard `New()` method and assigning it to a `SmartPointer`.

```
TransformType::Pointer transform = TransformType::New();
registration->SetTransform( transform );
```

One of the easiest ways of preparing a consistent set of parameters for the transform is to use the `itk::CenteredTransformInitializer`. Once the transform is initialized, we can invoke its `GetParameters()` method to extract the array of parameters. Finally the array is passed to the registration method using its `SetInitialTransformParameters()` method.

```
typedef itk::CenteredTransformInitializer<
    TransformType, FixedImageType,
    MovingImageType > TransformInitializerType;
TransformInitializerType::Pointer initializer
    = TransformInitializerType::New();
initializer->SetTransform( transform );
initializer->SetFixedImage( fixedImageReader->GetOutput() );
initializer->SetMovingImage( movingImageReader->GetOutput() );
initializer->MomentsOn();
initializer->InitializeTransform();
registration->SetInitialTransformParameters( transform->GetParameters() );
```

The set of parameters in the `AffineTransform` have different dynamic ranges. Typically the parameters associated with the matrix have values around  $[-1 : 1]$ , although they are not restricted to this interval. Parameters associated with translations, on the other hand, tend to have much higher values, typically in the order of 10.0 to 100.0. This difference in dynamic range negatively affects the performance of gradient descent optimizers. ITK provides a mechanism to compensate for such differences in values among the parameters when they are passed to the optimizer. The mechanism consists of providing an array of scale factors to the optimizer. These factors re-normalize the gradient components before they are used to compute the step of the optimizer at the current iteration. In our particular case, a common choice for the scale parameters is to set to 1.0 all those associated with the matrix coefficients, that is, the first  $N \times N$  factors. Then, we set the remaining scale factors to a small value. The following code sets up the scale coefficients.

```

OptimizerScalesType optimizerScales( transform->GetNumberOfParameters() );

optimizerScales[0] = 1.0; // scale for M11
optimizerScales[1] = 1.0; // scale for M12
optimizerScales[2] = 1.0; // scale for M21
optimizerScales[3] = 1.0; // scale for M22

optimizerScales[4] = 1.0 / 1e7; // scale for translation on X
optimizerScales[5] = 1.0 / 1e7; // scale for translation on Y

```

Here the affine transform is represented by the matrix  $\mathbf{M}$  and the vector  $\mathbf{T}$ . The transformation of a point  $\mathbf{P}$  into  $\mathbf{P}'$  is expressed as

$$\begin{bmatrix} P'_x \\ P'_y \end{bmatrix} = \begin{bmatrix} M_{11} & M_{12} \\ M_{21} & M_{22} \end{bmatrix} \cdot \begin{bmatrix} P_x \\ P_y \end{bmatrix} + \begin{bmatrix} T_x \\ T_y \end{bmatrix} \quad (3.1)$$

The array of scales is then passed to the optimizer using the `SetScales()` method.

```
optimizer->SetScales( optimizerScales );
```

Given that the Mattes Mutual Information metric uses a random iterator in order to collect the samples from the images, it is usually convenient to initialize the seed of the random number generator.

```
metric->ReinitializeSeed( 76926294 );
```

The step length has to be proportional to the expected values of the parameters in the search space. Since the expected values of the matrix coefficients are around 1.0, the initial step of the optimization should be a small number compared to 1.0. As a guideline, it is useful to think of the matrix coefficients as combinations of  $\cos(\theta)$  and  $\sin(\theta)$ . This leads to use values close to the expected rotation measured in radians. For example, a rotation of 1.0 degree is about 0.017 radians. As in the previous example, the maximum and minimum step length of the optimizer are set by the `RegistrationInterfaceCommand` when it is called at the beginning of registration at each multi-resolution level.

Let's execute this example using the same multi-modality images as before. The registration converges after 5 iterations in the first level, 7 in the second level and 4 in the third level. The final results when printed as an array of parameters are

```
[1.00164, 0.00147688, 0.00168372, 1.0027, 12.6296, 16.4768]
```

By reordering them as coefficient of matrix  $\mathbf{M}$  and vector  $\mathbf{T}$  they can now be seen as

$$M = \begin{bmatrix} 1.00164 & 0.0014 \\ 0.00168 & 1.0027 \end{bmatrix} \text{ and } T = \begin{bmatrix} 12.6296 \\ 16.4768 \end{bmatrix} \quad (3.2)$$

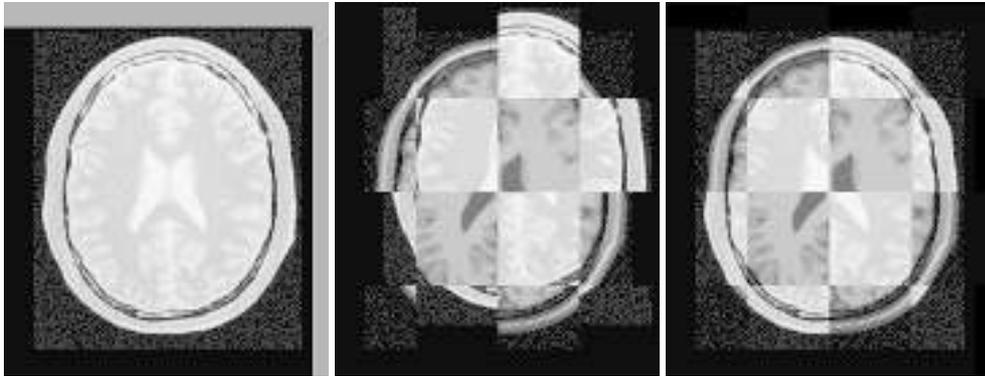


Figure 3.39: Mapped moving image (left) and composition of fixed and moving images before (center) and after (right) multi-resolution registration with the `AffineTransform` class.

In this form, it is easier to interpret the effect of the transform. The matrix  $\mathbf{M}$  is responsible for scaling, rotation and shearing while  $\mathbf{T}$  is responsible for translations. It can be seen that the translation values in this case closely match the true misalignment introduced in the moving image.

It is important to note that once the images are registered at a sub-pixel level, any further improvement of the registration relies heavily on the quality of the interpolator. It may then be reasonable to use a coarse and fast interpolator in the lower resolution levels and switch to a high-quality but slow interpolator in the final resolution level.

The result of resampling the moving image is shown in the left image of Figure 3.39. The center and right images of the figure present a checkerboard composite of the fixed and moving images before and after registration.

Figure 3.40 (left) presents the sequence of translations followed by the optimizer as it searched the parameter space. The right side of the same figure shows the sequence of metric values computed as the optimizer explored the parameter space.

With the completion of these examples, we will now review the main features of the components forming the registration framework.

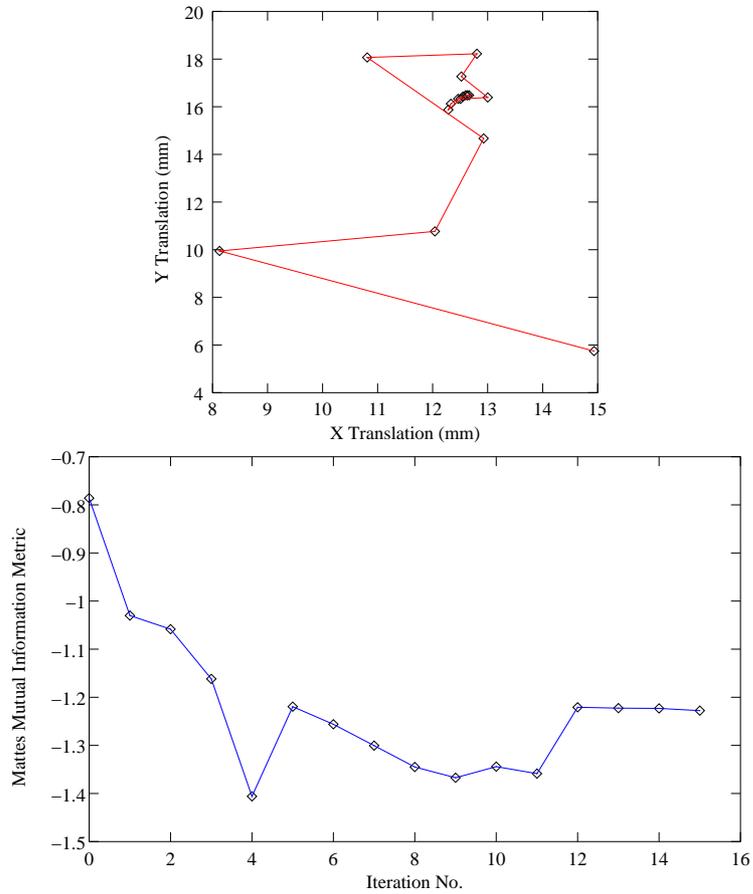


Figure 3.40: Sequence of translations and metric values at each iteration of the optimizer for multi-resolution with the AffineTransform class.

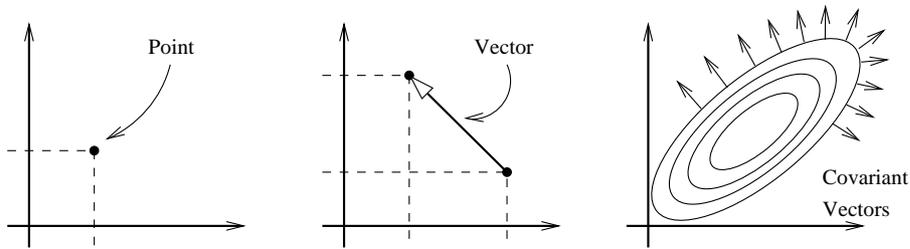


Figure 3.41: Geometric representation objects in ITK.

## 3.8 Transforms

In the Insight Toolkit, `itk::Transform` objects encapsulate the mapping of points and vectors from an input space to an output space. If a transform is invertible, back transform methods are also provided. Currently, ITK provides a variety of transforms from simple translation, rotation and scaling to general affine and kernel transforms. Note that, while in this section we discuss transforms in the context of registration, transforms are general and can be used for other applications. Some of the most commonly used transforms will be discussed in detail later. Let's begin by introducing the objects used in ITK for representing basic spatial concepts.

### 3.8.1 Geometrical Representation

ITK implements a consistent geometric representation of the space. The characteristics of classes involved in this representation are summarized in Table 3.1. In this regard, ITK takes full advantage of the capabilities of Object Oriented programming and resists the temptation of using simple arrays of `float` or `double` in order to represent geometrical objects. The use of basic arrays would have blurred the important distinction between the different geometrical concepts and would have allowed for the innumerable conceptual and programming errors that result from using a vector where a point is needed or vice versa.

Additional uses of the `itk::Point`, `itk::Vector` and `itk::CovariantVector` classes have been discussed in the Data Representation chapter of Book 1. Each one of these classes behaves differently under spatial transformations. It is therefore quite important to keep their distinction clear. Figure 3.41 illustrates the differences between these concepts.

Transform classes provide different methods for mapping each one of the basic space-representation objects. Points, vectors and covariant vectors are transformed using the methods `TransformPoint()`, `TransformVector()` and `TransformCovariantVector()` respectively.

One of the classes that deserve further comments is the `itk::Vector`. This ITK class tend to be misinterpreted as a container of elements instead of a geometrical object. This is a common misconception originated by the fact that Computer Scientist and Software Engineers misuse the term "Vector". The actual word "Vector" is relatively young. It was coined by William

| Class                             | Geometrical concept  |
|-----------------------------------|--|
| <code>itk::Point</code>           | Position in space. In $N$ -dimensional space it is represented by an array of $N$ numbers associated with space coordinates.   |
| <code>itk::Vector</code>          | Relative position between two points. In $N$ -dimensional space it is represented by an array of $N$ numbers, each one associated with the distance along a coordinate axis. Vectors do not have a position in space. A vector is defined as the subtraction of two points.  |
| <code>itk::CovariantVector</code> | Orthogonal direction to a $(N - 1)$ -dimensional manifold in space. For example, in $3D$ it corresponds to the vector orthogonal to a surface. This is the appropriate class for representing Gradients of functions. Covariant vectors do not have a position in space. Covariant vector should not be added to Points, nor to Vectors. |

Table 3.1: Summary of objects representing geometrical concepts in ITK.

Hamilton in his book “*Elements of Quaternions*” published in 1886 (post-mortem)[26]. In the same text Hamilton coined the terms: “*Scalar*”, “*Versor*” and “*Tensor*”. Although the modern term of “*Tensor*” is used in Calculus in a different sense of what Hamilton defined in his book at the time [19].

A “*Vector*” is, by definition, a mathematical object that embodies the concept of “direction in space”. Strictly speaking, a Vector describes the relationship between two Points in space, and captures both their relative distance and orientation.

Computer scientists and software engineers misused the term vector in order to represent the concept of an “Indexed Set” [5]. Mechanical Engineers and Civil Engineers, who deal with the real world of physical objects will not commit this mistake and will keep the word “*Vector*” attached to a geometrical concept. Biologists, on the other hand, will associate “*Vector*” to a “vehicle” that allows them to direct something in a particular direction, for example, a virus that allows them to insert pieces of code into a DNA strand [38].

Textbooks in programming do not help to clarify those concepts and loosely use the term “*Vector*” for the purpose of representing an “enumerated set of common elements”. STL follows this trend and continue using the word “*Vector*” for what it was not supposed to be used [5, 1]. Linear algebra separates the “*Vector*” from its notion of geometric reality and makes it an abstract set of numbers with arithmetic operations associated.

For those of you who are looking for the “*Vector*” in the Software Engineering sense, please look at the `itk::Array` and `itk::FixedArray` classes that actually provide such functionalities. Additionally, the `itk::VectorContainer` and `itk::MapContainer` classes may be of interest too. These container classes are intended for algorithms that require to insert and delete elements, and that may have large numbers of elements.

The Insight Toolkit deals with real objects that inhabit the physical space. This is particularly true in the context of the image registration framework. We chose to give the appropriate name to the mathematical objects that describe geometrical relationships in N-Dimensional space. It is for this reason that we explicitly make clear the distinction between Point, Vector and CovariantVector, despite the fact that most people would be happy with a simple use of `double[3]` for the three concepts and then will proceed to perform all sort of conceptually flawed operations such as

- Adding two Points
- Dividing a Point by a Scalar
- Adding a Covariant Vector to a Point
- Adding a Covariant Vector to a Vector

In order to enforce the correct use of the Geometrical concepts in ITK we organized these classes in a hierarchy that supports reuse of code and yet compartmentalize the behavior of the individual classes. The use of the `itk::FixedArray` as base class of the `itk::Point`, the `itk::Vector` and the `itk::CovariantVector` was a design decision based on calling things by their correct name.

An `itk::FixedArray` is an enumerated collection with a fixed number of elements. You can instantiate a fixed array of letters, or a fixed array of images, or a fixed array of transforms, or a fixed array of geometrical shapes. Therefore, the `FixedArray` only implements the functionality that is necessary to access those enumerated elements. No assumptions can be made at this point on any other operations required by the elements of the `FixedArray`, except the fact of having a default constructor.

The `itk::Point` is a type that represents the spatial coordinates of a spatial location. Based on geometrical concepts we defined the valid operations of the `Point` class. In particular we made sure that no `operator+()` was defined between Points, and that no `operator*( scalar )` nor `operator/( scalar )` were defined for Points.

In other words, you could do in ITK operations such as:

- `Vector = Point - Point`
- `Point += Vector`
- `Point -= Vector`
- `Point = BarycentricCombination( Point, Point )`

and you cannot (because you **should not**) do operation such as

- `Point = Point * Scalar`

- $\text{Point} = \text{Point} + \text{Point}$
- $\text{Point} = \text{Point} / \text{Scalar}$

The `itk::Vector` is, by Hamilton's definition, the subtraction between two points. Therefore a `Vector` must satisfy the following basic operations:

- $\text{Vector} = \text{Point} - \text{Point}$
- $\text{Point} = \text{Point} + \text{Vector}$
- $\text{Point} = \text{Point} - \text{Vector}$
- $\text{Vector} = \text{Vector} + \text{Vector}$
- $\text{Vector} = \text{Vector} - \text{Vector}$

An `itk::Vector` object is intended to be instantiated over elements that support mathematical operation such as addition, subtraction and multiplication by scalars.

### 3.8.2 Transform General Properties

Each transform class typically has several methods for setting its parameters. For example, `itk::Euler2DTransform` provides methods for specifying the offset, angle, and the entire rotation matrix. However, for use in the registration framework, the parameters are represented by a flat `Array` of doubles to facilitate communication with generic optimizers. In the case of the `Euler2DTransform`, the transform is also defined by three doubles: the first representing the angle, and the last two the offset. The flat array of parameters is defined using `SetParameters()`. A description of the parameters and their ordering is documented in the sections that follow.

In the context of registration, the transform parameters define the search space for optimizers. That is, the goal of the optimization is to find the set of parameters defining a transform that results in the best possible value of an image metric. The more parameters a transform has, the longer its computational time will be when used in a registration method since the dimension of the search space will be equal to the number of transform parameters.

Another requirement that the registration framework imposes on the transform classes is the computation of their Jacobians. In general, metrics require the knowledge of the Jacobian in order to compute Metric derivatives. The Jacobian is a matrix whose element are the partial derivatives of the output point with respect to the array of parameters that defines the transform.<sup>11</sup>

---

<sup>11</sup>Note that the term *Jacobian* is also commonly used for the matrix representing the derivatives of output point coordinates with respect to input point coordinates. Sometimes the term is loosely used to refer to the determinant of such a matrix. [19]

| Behavior   | Number of Parameters | Parameter Ordering | Restrictions  |
|--|----------------------|--------------------|---|
| Maps every point to itself, every vector to itself and every covariant vector to itself. | 0                    | NA                 | Only defined when the input and output space has the same number of dimensions. |

Table 3.2: Characteristics of the identity transform.

$$J = \begin{bmatrix} \frac{\partial x_1}{\partial p_1} & \frac{\partial x_1}{\partial p_2} & \cdots & \frac{\partial x_1}{\partial p_m} \\ \frac{\partial x_2}{\partial p_1} & \frac{\partial x_2}{\partial p_2} & \cdots & \frac{\partial x_2}{\partial p_m} \\ \vdots & \vdots & \ddots & \vdots \\ \frac{\partial x_n}{\partial p_1} & \frac{\partial x_n}{\partial p_2} & \cdots & \frac{\partial x_n}{\partial p_m} \end{bmatrix} \quad (3.3)$$

where  $\{p_i\}$  are the transform parameters and  $\{x_i\}$  are the coordinates of the output point. Within this framework, the Jacobian is represented by an `itk::Array2D` of doubles and is obtained from the transform by method `GetJacobian()`. The Jacobian can be interpreted as a matrix that indicates for a point in the input space how much its mapping on the output space will change as a response to a small variation in one of the transform parameters. Note that the values of the Jacobian matrix depend on the point in the input space. So actually the Jacobian can be noted as  $J(\mathbf{X})$ , where  $\mathbf{X} = \{x_i\}$ . The use of transform Jacobians enables the efficient computation of metric derivatives. When Jacobians are not available, metrics derivatives have to be computed using finite difference at a price of  $2M$  evaluations of the metric value, where  $M$  is the number of transform parameters.

The following sections describe the main characteristics of the transform classes available in ITK.

### 3.8.3 Identity Transform

The identity transform `itk::IdentityTransform` is mainly used for debugging purposes. It is provided to methods that require a transform and in cases where we want to have the certainty that the transform will have no effect whatsoever in the outcome of the process. It is just a `NULL` operation. The main characteristics of the identity transform are summarized in Table 3.2

### 3.8.4 Translation Transform

The `itk::TranslationTransform` is probably the simplest yet one of the most useful transformations. It maps all Points by adding a Vector to them. Vector and covariant vectors remain

| Behavior  | Number of Parameters               | Parameter Ordering   | Restrictions  |
|---|------------------------------------|--|---|
| Represents a simple translation of points in the input space and has no effect on vectors or covariant vectors. | Same as the input space dimension. | The $i$ -th parameter represents the translation in the $i$ -th dimension. | Only defined when the input and output space has the same number of dimensions. |

Table 3.3: Characteristics of the TranslationTransform class.

unchanged under this transformation since they are not associated with a particular position in space. Translation is the best transform to use when starting a registration method. Before attempting to solve for rotations or scaling it is important to overlap the anatomical objects in both images as much as possible. This is done by resolving the translational misalignment between the images. Translations also have the advantage of being fast to compute and having parameters that are easy to interpret. The main characteristics of the translation transform are presented in Table 3.3.

### 3.8.5 Scale Transform

The `itk::ScaleTransform` represents a simple scaling of the vector space. Different scaling factors can be applied along each dimension. Points are transformed by multiplying each one of their coordinates by the corresponding scale factor for the dimension. Vectors are transformed in the same way as points. Covariant vectors, on the other hand, are transformed differently since anisotropic scaling does not preserve angles. Covariant vectors are transformed by *dividing* their components by the scale factor of the corresponding dimension. In this way, if a covariant vector was orthogonal to a vector, this orthogonality will be preserved after the transformation. The following equations summarize the effect of the transform on the basic geometric objects.

$$\begin{array}{ll}
 \text{Point} & \mathbf{P}' = T(\mathbf{P}) : \mathbf{P}'_i = \mathbf{P}_i \cdot \mathbf{S}_i \\
 \text{Vector} & \mathbf{V}' = T(\mathbf{V}) : \mathbf{V}'_i = \mathbf{V}_i \cdot \mathbf{S}_i \\
 \text{CovariantVector} & \mathbf{C}' = T(\mathbf{C}) : \mathbf{C}'_i = \mathbf{C}_i / \mathbf{S}_i
 \end{array} \quad (3.4)$$

where  $\mathbf{P}_i$ ,  $\mathbf{V}_i$  and  $\mathbf{C}_i$  are the point, vector and covariant vector  $i$ -th components while  $\mathbf{S}_i$  is the scaling factor along dimension  $i$ -th. The following equation illustrates the effect of the scaling transform on a 3D point.

$$\begin{bmatrix} x' \\ y' \\ z' \end{bmatrix} = \begin{bmatrix} S_1 & 0 & 0 \\ 0 & S_2 & 0 \\ 0 & 0 & S_3 \end{bmatrix} \cdot \begin{bmatrix} x \\ y \\ z \end{bmatrix} \quad (3.5)$$

| Behavior  | Number of Parameters               | Parameter Ordering   | Restrictions  |
|---|------------------------------------|--|---|
| Points are transformed by multiplying each one of their coordinates by the corresponding scale factor for the dimension. Vectors are transformed as points. Covariant vectors are transformed by <i>dividing</i> their components by the scale factor in the corresponding dimension. | Same as the input space dimension. | The $i$ -th parameter represents the scaling in the $i$ -th dimension. | Only defined when the input and output space has the same number of dimensions. |

Table 3.4: Characteristics of the ScaleTransform class.

Scaling appears to be a simple transformation but there are actually a number of issues to keep in mind when using different scale factors along every dimension. There are subtle effects—for example, when computing image derivatives. Since derivatives are represented by covariant vectors, their values are not intuitively modified by scaling transforms.

One of the difficulties with managing scaling transforms in a registration process is that typical optimizers manage the parameter space as a vector space where addition is the basic operation. Scaling is better treated in the frame of a logarithmic space where additions result in regular multiplicative increments of the scale. Gradient descent optimizers have trouble updating step length, since the effect of an additive increment on a scale factor diminishes as the factor grows. In other words, a scale factor variation of  $(1.0 + \epsilon)$  is quite different from a scale variation of  $(5.0 + \epsilon)$ .

Registrations involving scale transforms require careful monitoring of the optimizer parameters in order to keep it progressing at a stable pace. Note that some of the transforms discussed in following sections, for example, the AffineTransform, have hidden scaling parameters and are therefore subject to the same vulnerabilities of the ScaleTransform.

In cases involving misalignments with simultaneous translation, rotation and scaling components it may be desirable to solve for these components independently. The main characteristics of the scale transform are presented in Table 3.4.

| Behavior  | Number of Parameters               | Parameter Ordering   | Restrictions   |
|---|------------------------------------|--|--|
| Points are transformed by multiplying each one of their coordinates by the corresponding scale factor for the dimension. Vectors are transformed as points. Covariant vectors are transformed by <i>dividing</i> their components by the scale factor in the corresponding dimension. | Same as the input space dimension. | The $i$ -th parameter represents the scaling in the $i$ -th dimension. | Only defined when the input and output space has the same number of dimensions. The difference between this transform and the ScaleTransform is that here the scaling factors are passed as logarithms, in this way their behavior is closer to the one of a Vector space. |

Table 3.5: Characteristics of the ScaleLogarithmicTransform class.

### 3.8.6 Scale Logarithmic Transform

The `itk::ScaleLogarithmicTransform` is a simple variation of the `itk::ScaleTransform`. It is intended to improve the behavior of the scaling parameters when they are modified by optimizers. The difference between this transform and the ScaleTransform is that the parameter factors are passed here as logarithms. In this way, multiplicative variations in the scale become additive variations in the logarithm of the scaling factors.

### 3.8.7 Euler2DTransform

`itk::Euler2DTransform` implements a rigid transformation in  $2D$ . It is composed of a plane rotation and a two-dimensional translation. The rotation is applied first, followed by the translation. The following equation illustrates the effect of this transform on a  $2D$  point,

$$\begin{bmatrix} x' \\ y' \end{bmatrix} = \begin{bmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{bmatrix} \cdot \begin{bmatrix} x \\ y \end{bmatrix} + \begin{bmatrix} T_x \\ T_y \end{bmatrix} \quad (3.6)$$

where  $\theta$  is the rotation angle and  $(T_x, T_y)$  are the components of the translation.

A challenging aspect of this transformation is the fact that translations and rotations do not form a vector space and cannot be managed as linear independent parameters. Typical optimizers

| Behavior   | Number of Parameters | Parameter Ordering   | Restrictions  |
|--|----------------------|--|---|
| Represents a $2D$ rotation and a $2D$ translation. Note that the translation component has no effect on the transformation of vectors and covariant vectors. | 3                    | The first parameter is the angle in radians and the last two parameters are the translation in each dimension. | Only defined for two-dimensional input and output spaces. |

Table 3.6: Characteristics of the Euler2DTransform class.

make the loose assumption that parameters exist in a vector space and rely on the step length to be small enough for this assumption to hold approximately.

In addition to the non-linearity of the parameter space, the most common difficulty found when using this transform is the difference in units used for rotations and translations. Rotations are measured in radians; hence, their values are in the range  $[-\pi, \pi]$ . Translations are measured in millimeters and their actual values vary depending on the image modality being considered. In practice, translations have values on the order of 10 to 100. This scale difference between the rotation and translation parameters is undesirable for gradient descent optimizers because they deviate from the trajectories of descent and make optimization slower and more unstable. In order to compensate for these differences, ITK optimizers accept an array of scale values that are used to normalize the parameter space.

Registrations involving angles and translations should take advantage of the scale normalization functionality in order to obtain the best performance out of the optimizers. The main characteristics of the Euler2DTransform class are presented in Table 3.6.

### 3.8.8 CenteredRigid2DTransform

`itk::CenteredRigid2DTransform` implements a rigid transformation in  $2D$ . The main difference between this transform and the `itk::Euler2DTransform` is that here we can specify an arbitrary center of rotation, while the Euler2DTransform always uses the origin of the coordinate system as the center of rotation. This distinction is quite important in image registration since ITK images usually have their origin in the corner of the image rather than the middle. Rotational mis-registrations usually exist, however, as rotations around the center of the image, or at least as rotations around a point in the middle of the anatomical structure captured by the image. Using gradient descent optimizers, it is almost impossible to solve non-origin rotations using a transform with origin rotations since the deep basin of the real solution is usually located across a high ridge in the topography of the cost function.

| Behavior   | Number of Parameters | Parameter Ordering  | Restrictions  |
|--|----------------------|---|---|
| Represents a $2D$ rotation around a user-provided center followed by a $2D$ translation. | 5                    | The first parameter is the angle in radians. Second and third are the center of rotation coordinates and the last two parameters are the translation in each dimension. | Only defined for two-dimensional input and output spaces. |

Table 3.7: Characteristics of the CenteredRigid2DTransform class.

In practice, the user must supply the center of rotation in the input space, the angle of rotation and a translation to be applied after the rotation. With these parameters, the transform initializes a rotation matrix and a translation vector that together perform the equivalent of translating the center of rotation to the origin of coordinates, rotating by the specified angle, translating back to the center of rotation and finally translating by the user-specified vector.

As with the Euler2DTransform, this transform suffers from the difference in units used for rotations and translations. Rotations are measured in radians; hence, their values are in the range  $[-\pi, \pi]$ . The center of rotation and the translations are measured in millimeters, and their actual values vary depending on the image modality being considered. Registrations involving angles and translations should take advantage of the scale normalization functionality of the optimizers in order to get the best performance out of them.

The following equation illustrates the effect of the transform on an input point  $(x, y)$  that maps to the output point  $(x', y')$ ,

$$\begin{bmatrix} x' \\ y' \end{bmatrix} = \begin{bmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{bmatrix} \cdot \begin{bmatrix} x - C_x \\ y - C_y \end{bmatrix} + \begin{bmatrix} T_x + C_x \\ T_y + C_y \end{bmatrix} \quad (3.7)$$

where  $\theta$  is the rotation angle,  $(C_x, C_y)$  are the coordinates of the rotation center and  $(T_x, T_y)$  are the components of the translation. Note that the center coordinates are subtracted before the rotation and added back after the rotation. The main features of the CenteredRigid2DTransform are presented in Table 3.7.

### 3.8.9 Similarity2DTransform

The `itk::Similarity2DTransform` can be seen as a rigid transform combined with an isotropic scaling factor. This transform preserves angles between lines. In its  $2D$  im-

| Behavior  | Number of Parameters | Parameter Ordering  | Restrictions  |
|---|----------------------|---|---|
| Represents a 2D rotation, homogeneous scaling and a 2D translation. Note that the translation component has no effect on the transformation of vectors and covariant vectors. | 4                    | The first parameter is the scaling factor for all dimensions, the second is the angle in radians, and the last two parameters are the translations in $(x,y)$ respectively. | Only defined for two-dimensional input and output spaces. |

Table 3.8: Characteristics of the Similarity2DTransform class.

plementation, the four parameters of this transformation combine the characteristics of the `itk::ScaleTransform` and `itk::Euler2DTransform`. In particular, those relating to the non-linearity of the parameter space and the non-uniformity of the measurement units. Gradient descent optimizers should be used with caution on such parameter spaces since the notions of gradient direction and step length are ill-defined.

The following equation illustrates the effect of the transform on an input point  $(x,y)$  that maps to the output point  $(x',y')$ ,

$$\begin{bmatrix} x' \\ y' \end{bmatrix} = \begin{bmatrix} \lambda & 0 \\ 0 & \lambda \end{bmatrix} \cdot \begin{bmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{bmatrix} \cdot \begin{bmatrix} x - C_x \\ y - C_y \end{bmatrix} + \begin{bmatrix} T_x + C_x \\ T_y + C_y \end{bmatrix} \quad (3.8)$$

where  $\lambda$  is the scale factor,  $\theta$  is the rotation angle,  $(C_x, C_y)$  are the coordinates of the rotation center and  $(T_x, T_y)$  are the components of the translation. Note that the center coordinates are subtracted before the rotation and scaling, and they are added back afterwards. The main features of the Similarity2DTransform are presented in Table 3.8.

A possible approach for controlling optimization in the parameter space of this transform is to dynamically modify the array of scales passed to the optimizer. The effect produced by the parameter scaling can be used to steer the walk in the parameter space (by giving preference to some of the parameters over others). For example, perform some iterations updating only the rotation angle, then balance the array of scale factors in the optimizer and perform another set of iterations updating only the translations.

| Behavior  | Number of Parameters | Parameter Ordering  | Restrictions  |
|---|----------------------|---|---|
| <p>Represents a 3D rotation and a 3D translation. The rotation is specified as a quaternion, defined by a set of four numbers <math>\mathbf{q}</math>. The relationship between quaternion and rotation about vector <math>\mathbf{n}</math> by angle <math>\theta</math> is as follows:</p> $\mathbf{q} = (\mathbf{n} \sin(\theta/2), \cos(\theta/2))$ <p>Note that if the quaternion is not of unit length, scaling will also result.</p> | 7                    | The first four parameters defines the quaternion and the last three parameters the translation in each dimension. | Only defined for three-dimensional input and output spaces. |

Table 3.9: Characteristics of the QuaternionRigidTransform class.

### 3.8.10 QuaternionRigidTransform

The `itk::QuaternionRigidTransform` class implements a rigid transformation in 3D space. The rotational part of the transform is represented using a quaternion while the translation is represented with a vector. Quaternions components do not form a vector space and hence raise the same concerns as the `itk::Similarity2DTransform` when used with gradient descent optimizers.

The `itk::QuaternionRigidTransformGradientDescentOptimizer` was introduced into the toolkit to address these concerns. This specialized optimizer implements a variation of a gradient descent algorithm adapted for a quaternion space. This class insures that after advancing in any direction on the parameter space, the resulting set of transform parameters is mapped back into the permissible set of parameters. In practice, this comes down to normalizing the newly-computed quaternion to make sure that the transformation remains rigid and no scaling is applied. The main characteristics of the QuaternionRigidTransform are presented in Table 3.9.

The Quaternion rigid transform also accepts a user-defined center of rotation. In this way, the transform can easily be used for registering images where the rotation is mostly relative to the center of the image instead one of the corners. The coordinates of this rotation center are not subject to optimization. They only participate in the computation of the mappings for Points and in the computation of the Jacobian. The transformations for Vectors and CovariantVector are not affected by the selection of the rotation center.

| Behavior  | Number of Parameters | Parameter Ordering                      | Restrictions  |
|---|----------------------|---|---|
| Represents a $3D$ rotation. The rotation is specified by a versor or unit quaternion. The rotation is performed around a user-specified center of rotation. | 3                    | The three parameters define the versor. | Only defined for three-dimensional input and output spaces. |

Table 3.10: Characteristics of the Versor Transform

### 3.8.11 VersorTransform

By definition, a *Versor* is the rotational part of a Quaternion. It can also be defined as a *unit-quaternion* [26, 30]. Versors only have three independent components, since they are restricted to reside in the space of unit-quaternions. The implementation of versors in the toolkit uses a set of three numbers. These three numbers correspond to the first three components of a quaternion. The fourth component of the quaternion is computed internally such that the quaternion is of unit length. The main characteristics of the `itk::VersorTransform` are presented in Table 3.10.

This transform exclusively represents rotations in  $3D$ . It is intended to rapidly solve the rotational component of a more general misalignment. The efficiency of this transform comes from using a parameter space of reduced dimensionality. Versors are the best possible representation for rotations in  $3D$  space. Sequences of versors allow the creation of smooth rotational trajectories; for this reason, they behave stably under optimization methods.

The space formed by versor parameters is not a vector space. Standard gradient descent algorithms are not appropriate for exploring this parameter space. An optimizer specialized for the versor space is available in the toolkit under the name of `itk::VersorTransformOptimizer`. This optimizer implements versor derivatives as originally defined by Hamilton [26].

The center of rotation can be specified by the user with the `SetCenter()` method. The center is not part of the parameters to be optimized, therefore it remains the same during an optimization process. Its value is used during the computations for transforming Points and when computing the Jacobian.

### 3.8.12 VersorRigid3DTransform

The `itk::VersorRigid3DTransform` implements a rigid transformation in  $3D$  space. It is a variant of the `itk::QuaternionRigidTransform` and the `itk::VersorTransform`. It can

| Behavior  | Number of Parameters | Parameter Ordering  | Restrictions  |
|---|----------------------|---|---|
| Represents a 3D rotation and a 3D translation. The rotation is specified by a versor or unit quaternion, while the translation is represented by a vector. Users can specify the coordinates of the center of rotation. | 6                    | The first three parameters define the versor and the last three parameters the translation in each dimension. | Only defined for three-dimensional input and output spaces. |

Table 3.11: Characteristics of the `VersorRigid3DTransform` class.

be seen as a `itk::VersorTransform` plus a translation defined by a vector. The advantage of this class with respect to the `QuaternionRigidTransform` is that it exposes only six parameters, three for the versor components and three for the translational components. This reduces the search space for the optimizer to six dimensions instead of the seven dimensional used by the `QuaternionRigidTransform`. This transform also allows the users to set a specific center of rotation. The center coordinates are not modified during the optimization performed in a registration process. The main features of this transform are summarized in Table 3.11. This transform is probably the best option to use when dealing with rigid transformations in 3D.

Given that the space of Versors is not a Vector space, typical gradient descent optimizers are not well suited for exploring the parametric space of this transform. The `itk::VersorRigid3DTransformOptimizer` has been introduced in the ITK toolkit with the purpose of providing an optimizer that is aware of the Versor space properties on the rotational part of this transform, as well as the Vector space properties on the translational part of the transform.

### 3.8.13 Euler3DTransform

The `itk::Euler3DTransform` implements a rigid transformation in 3D space. It can be seen as a rotation followed by a translation. This class exposes six parameters, three for the Euler angles that represent the rotation and three for the translational components. This transform also allows the users to set a specific center of rotation. The center coordinates are not modified during the optimization performed in a registration process. The main features of this transform are summarized in Table 3.12.

The fact that the three rotational parameters are non-linear and do not behave like Vector spaces must be taken into account when selecting an optimizer to work with this transform and when

| Behavior   | Number of Parameters | Parameter Ordering  | Restrictions  |
|--|----------------------|---|---|
| Represents a rigid rotation in $3D$ space. That is, a rotation followed by a $3D$ translation. The rotation is specified by three angles representing rotations to be applied around the X, Y and Z axis one after another. The translation part is represented by a Vector. Users can also specify the coordinates of the center of rotation. | 6                    | The first three parameters are the rotation angles around X, Y and Z axis, and the last three parameters are the translations along each dimension. | Only defined for three-dimensional input and output spaces. |

Table 3.12: Characteristics of the Euler3DTransform class.

fine tuning the parameters of such optimizer. It is strongly recommended to use this transform by introducing very small variations on the rotational components. A small rotation will be in the range of 1 degree, which in radians is approximately 0.0.1745.

You should not expect this transform to be able to compensate for large rotations just by being driven with the optimizer. In practice you must provide a reasonable initialization of the transform angles and only need to correct for residual rotations in the order of 10 or 20 degrees.

### 3.8.14 Similarity3DTransform

The `itk::Similarity3DTransform` implements a similarity transformation in  $3D$  space. It can be seen as an homogeneous scaling followed by a `itk::VersorRigid3DTransform`. This class exposes seven parameters, one for the scaling factor, three for the versor components and three for the translational components. This transform also allows the users to set a specific center of rotation. The center coordinates are not modified during the optimization performed in a registration process. Both the rotation and scaling operations are performed with respect to the center of rotation. The main features of this transform are summarized in Table 3.13.

The fact that the scaling and rotational spaces are non-linear and do not behave like Vector spaces must be taken into account when selecting an optimizer to work with this transform and when fine tuning the parameters of such optimizer.

| Behavior  | Number of Parameters | Parameter Ordering   | Restrictions  |
|---|----------------------|--|---|
| Represents a 3D rotation, a 3D translation and homogeneous scaling. The scaling factor is specified by a scalar, the rotation is specified by a versor, and the translation is represented by a vector. Users can also specify the coordinates of the center of rotation, that is the same center used for scaling. | 7                    | The first three parameters define the Versor, the next three parameters the translation in each dimension, and the last parameter is the isotropic scaling factor. | Only defined for three-dimensional input and output spaces. |

Table 3.13: Characteristics of the Similarity3DTransform class.

### 3.8.15 Rigid3DPerspectiveTransform

The `itk::Rigid3DPerspectiveTransform` implements a rigid transformation in 3D space followed by a perspective projection. This transform is intended to be used in 3D/2D registration problems where a 3D object is projected onto a 2D plane. This is the case of Fluoroscopic images used for image guided intervention, and it is also the case for classical radiography. Users must provide a value for the focal distance to be used during the computation of the perspective transform. This transform also allows users to set a specific center of rotation. The center coordinates are not modified during the optimization performed in a registration process. The main features of this transform are summarized in Table 3.14. This transform is also used when creating Digitally Reconstructed Radiographs (DRRs).

The strategies for optimizing the parameters of this transform are the same ones used for optimizing the `VersorRigid3DTransform`. In particular, you can use the same `VersorRigid3DTransformOptimizer` in order to optimize the parameters of this class.

### 3.8.16 AffineTransform

The `itk::AffineTransform` is one of the most popular transformations used for image registration. Its main advantage comes from the fact that it is represented as a linear transformation. The main features of this transform are presented in Table 3.15.

The set of `AffineTransform` coefficients can actually be represented in a vector space of dimen-

| Behavior  | Number of Parameters | Parameter Ordering  | Restrictions   |
|---|----------------------|---|--|
| Represents a rigid 3D transformation followed by a perspective projection. The rotation is specified by a Versor, while the translation is represented by a Vector. Users can specify the coordinates of the center of rotation. They must specifically a focal distance to be used for the perspective projection. The rotation center and the focal distance parameters are not modified during the optimization process. | 6                    | The first three parameters define the Versor and the last three parameters the Translation in each dimension. | Only defined for three-dimensional input and two-dimensional output spaces. This is one of the few transforms where the input space has a different dimension from the output space. |

Table 3.14: Characteristics of the Rigid3DPerspectiveTransform class.

| Behavior  | Number of Parameters | Parameter Ordering   | Restrictions  |
|---|----------------------|--|---|
| Represents an affine transform composed of rotation, scaling, shearing and translation. The transform is specified by a $N \times N$ matrix and a $N \times 1$ vector where $N$ is the space dimension. | $(N + 1) \times N$   | The first $N \times N$ parameters define the matrix in column-major order (where the column index varies the fastest). The last $N$ parameters define the translations for each dimension. | Only defined when the input and output space have the same dimension. |

Table 3.15: Characteristics of the AffineTransform class.

sion  $(N + 1) \times N$ . This makes it possible for optimizers to be used appropriately on this search space. However, the high dimensionality of the search space also implies a high computational complexity of cost-function derivatives. The best compromise in the reduction of this computational time is to use the transform's Jacobian in combination with the image gradient for computing the cost-function derivatives.

The coefficients of the  $N \times N$  matrix can represent rotations, anisotropic scaling and shearing. These coefficients are usually of a very different dynamic range compared to the translation coefficients. Coefficients in the matrix tend to be in the range  $[-1 : 1]$ , but are not restricted to this interval. Translation coefficients, on the other hand, can be on the order of 10 to 100, and are basically related to the image size and pixel spacing.

This difference in scale makes it necessary to take advantage of the functionality offered by the optimizers for rescaling the parameter space. This is particularly relevant for optimizers based on gradient descent approaches. This transform lets the user set an arbitrary center of rotation. The coordinates of the rotation center do not make part of the parameters array passed to the optimizer. Equation 3.9 illustrates the effect of applying the AffineTransform in a point in 3D space.

$$\begin{bmatrix} x' \\ y' \\ z' \end{bmatrix} = \begin{bmatrix} M_{00} & M_{01} & M_{02} \\ M_{10} & M_{11} & M_{12} \\ M_{20} & M_{21} & M_{22} \end{bmatrix} \cdot \begin{bmatrix} x - C_x \\ y - C_y \\ z - C_z \end{bmatrix} + \begin{bmatrix} T_x + C_x \\ T_y + C_y \\ T_z + C_z \end{bmatrix} \quad (3.9)$$

A registration based on the affine transform may be more effective when applied after simpler transformations have been used to remove the major components of misalignment. Otherwise it will incur an overwhelming computational cost. For example, using an affine transform, the first set of optimization iterations would typically focus on removing large translations. This task could instead be accomplished by a translation transform in a parameter space of size  $N$  instead of the  $(N + 1) \times N$  associated with the affine transform.

Tracking the evolution of a registration process that uses AffineTransforms can be challenging, since it is difficult to represent the coefficients in a meaningful way. A simple printout of the transform coefficients generally does not offer a clear picture of the current behavior and trend of the optimization. A better implementation uses the affine transform to deform wire-frame cube which is shown in a 3D visualization display.

### 3.8.17 BSplineDeformableTransform

The `itk::BSplineDeformableTransform` is designed to be used for solving deformable registration problems. This transform is equivalent to generation a deformation field where a deformation vector is assigned to every point in space. The deformation vectors are computed using BSpline interpolation from the deformation values of points located in a coarse grid, that is usually referred to as the BSpline grid.

The BSplineDeformableTransform is not flexible enough for accounting for large rotations or

| Behavior   | Number of Parameters | Parameter Ordering  | Restrictions  |
|--|----------------------|---|---|
| Represents a free from deformation by providing a deformation field from the interpolation of deformations in a coarse grid. | $M \times N$         | Where $M$ is the number of nodes in the BSpline grid and $N$ is the dimension of the space. | Only defined when the input and output space have the same dimension. This transform has the advantage of allowing to compute deformable registration. It also has the disadvantage of having a very high dimensional parametric space, and therefore requiring long computation times. |

Table 3.16: Characteristics of the BSplineDeformableTransform class.

shearing, or scaling differences. In order to compensate for this limitation, it provides the functionality of being composed with an arbitrary transform. This transform is known as the *Bulk* transform and it is applied to points before they are mapped with the displacement field.

This transform do not provide functionalities for mapping Vectors nor CovariantVectors, only Points can be mapped. The reason is that the variations of a vector under a deformable transform actually depend on the location of the vector in space. In other words, Vector only make sense as the relative position between two points.

The BSplineDeformableTransform has a very large number of parameters and therefore is well suited for the `itk::LBFGSOptimizer` and `itk::LBFGSBOptimizer`. The use of this transform for was proposed in the following papers [56, 42, 43].

### 3.8.18 KernelTransforms

Kernel Transforms are a set of Transforms that are also suitable for performing deformable registration. These transforms compute on the fly the displacements corresponding to a deformation field. The displacement values corresponding to every point in space are computed by interpolation from the vectors defined by a set of *Source Landmarks* and a set of *Target Landmarks*.

Several variations of these transforms are available in the toolkit. They differ on the type of interpolation kernel that is used when computing the deformation in a particular point of space. Note that these transforms are computationally expensive and that their numerical complexity is proportional to the number of landmarks and the space dimension.

The following is the list of Transforms based on the KernelTransform.

- `itk::ElasticBodySplineKernelTransform`
- `itk::ElasticBodyReciprocalSplineKernelTransform`
- `itk::ThinPlateSplineKernelTransform`
- `itk::ThinPlateR2LogRSplineKernelTransform`
- `itk::VolumeSplineKernelTransform`

Details about the mathematical background of these transform can be found in the paper by Davis *et. al* [16] and the papers by Rohr *et. al* [54, 55].

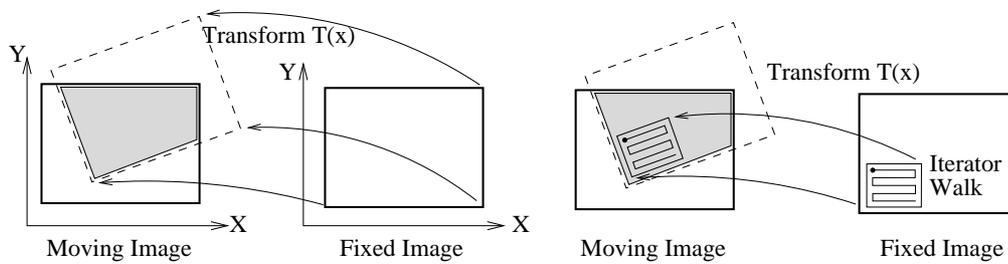


Figure 3.42: The moving image is mapped into the fixed image space under some spatial transformation. An iterator walks through the fixed image and its coordinates are mapped onto the moving image.

### 3.9 Interpolators

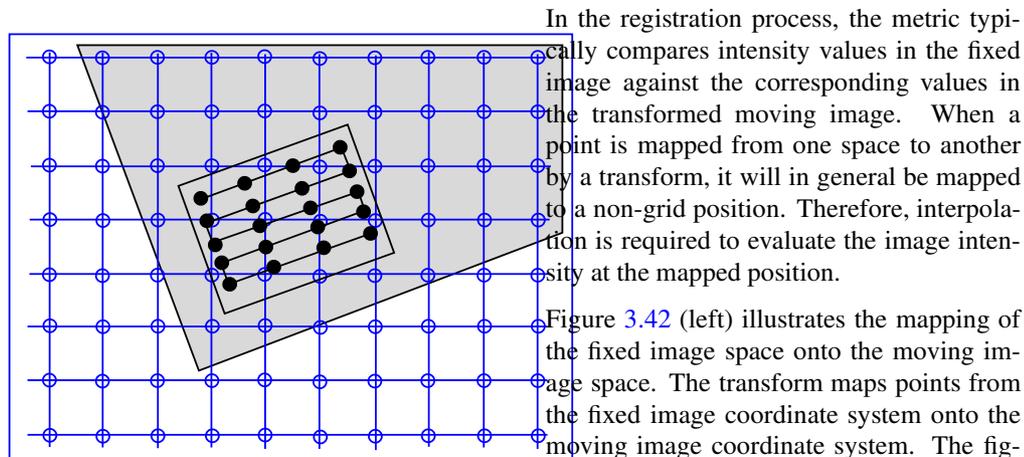


Figure 3.43: Grid positions of the fixed image map to non-grid positions of the moving image.

In the registration process, the metric typically compares intensity values in the fixed image against the corresponding values in the transformed moving image. When a point is mapped from one space to another by a transform, it will in general be mapped to a non-grid position. Therefore, interpolation is required to evaluate the image intensity at the mapped position.

Figure 3.42 (left) illustrates the mapping of the fixed image space onto the moving image space. The transform maps points from the fixed image coordinate system onto the moving image coordinate system. The figure highlights the region of overlap between the two images after the mapping. The right side illustrates how an iterator is used to walk through a region of the fixed image. Each

one of the iterator positions is mapped by the transform onto the moving image space in order to find the homologous pixel.

Figure 3.43 presents a detailed view of the mapping from the fixed image to the moving image. In general, the grid positions of the fixed image will not be mapped onto grid positions of the moving image. Interpolation is needed for estimating the intensity of the moving image at these non-grid positions. The service is provided in ITK by interpolator classes that can be plugged into the registration method.

The following interpolators are available:

- `itk::NearestNeighborInterpolateImageFunction`

- `itk::LinearInterpolateImageFunction`
- `itk::BSplineInterpolateImageFunction`
- `itk::WindowedSincInterpolateImageFunction`

In the context of registration, the interpolation method affects the smoothness of the optimization search space and the overall computation time. On the other hand, interpolations are executed thousands of times in a single optimization cycle. Hence, the user has to balance the simplicity of computation with the smoothness of the optimization when selecting the interpolation scheme.

The basic input to an `itk::InterpolateImageFunction` is the image to be interpolated. Once an image has been defined using `SetInputImage()`, a user can interpolate either at a point using `Evaluate()` or an index using `EvaluateAtContinuousIndex()`.

Interpolators provide the method `IsInsideBuffer()` that tests whether a particular image index or a physical point falls inside the spatial domain for which image pixels exist.

### 3.9.1 Nearest Neighbor Interpolation

The `itk::NearestNeighborInterpolateImageFunction` simply uses the intensity of the nearest grid position. That is, it assumes that the image intensity is piecewise constant with jumps mid-way between grid positions. This interpolation scheme is cheap as it does not require any floating point computations.

### 3.9.2 Linear Interpolation

The `itk::LinearInterpolateImageFunction` assumes that intensity varies linearly between grid positions. Unlike nearest neighbor interpolation, the interpolated intensity is spatially continuous. However, the intensity gradient will be discontinuous at grid positions.

### 3.9.3 B-Spline Interpolation

The `itk::BSplineInterpolateImageFunction` represents the image intensity using B-spline basis functions. When an input image is first connected to the interpolator, B-spline coefficients are computed using recursive filtering (assuming mirror boundary conditions). Intensity at a non-grid position is computed by multiplying the B-spline coefficients with shifted B-spline kernels within a small support region of the requested position. Figure 3.44 illustrates on the left how the deformation values on the BSpline grid nodes are used for computing interpolated deformations in the rest of space. Note for example that when a cubic BSpline is used, the grid must have one extra node in one side of the image and two extra nodes on the other side, this along every dimension.

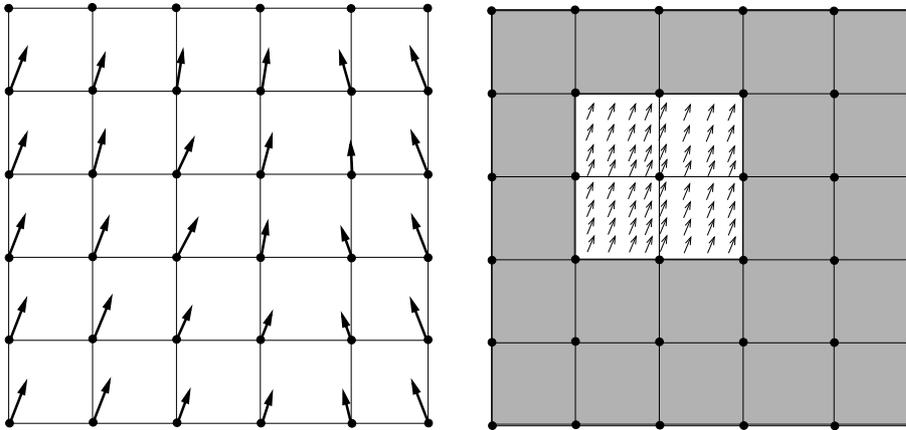


Figure 3.44: The left side illustrates the B-spline grid and the deformations that are known on those nodes. The right side illustrates the region where interpolation is possible when the B-spline is of cubic order. The small arrows represent deformation values that were interpolated from the grid deformations shown on the left side of the diagram.

Currently, this interpolator supports splines of order 0 to 5. Using a spline of order 0 is almost identical to nearest neighbor interpolation; a spline of order 1 is exactly identical to linear interpolation. For splines of order greater than 1, both the interpolated value and its derivative are spatially continuous.

It is important to note that when using this scheme, the interpolated value may lie outside the range of input image intensities. This is especially important when handling unsigned data, as it is possible that the interpolated value is negative.

### 3.9.4 Windowed Sinc Interpolation

The `itk::WindowedSincInterpolateImageFunction` is the best possible interpolator for data that has been digitized in a discrete grid. This interpolator has been developed based on Fourier Analysis considerations. It is well known in signal processing that the process of sampling a spatial function using a periodic discrete grid results in a replication of the spectrum of that signal in the frequency domain.

The process of recovering the continuous signal from the discrete sampling is equivalent to the removal of the replicated spectra in the frequency domain. This can be done by multiplying the spectra with a box function that will set to zero all the frequencies above the highest frequency in the original signal. Multiplying the spectrum with a box function is equivalent to convolving the spatial discrete signal with a sinc function

$$\text{sinc}(x) = \sin(x)/x \quad (3.10)$$

The sinc function has infinite support, which of course in practice can not really be implemented. Therefore, the sinc is usually truncated by multiplying it with a Window function. The Windowed Sinc interpolator is the result of such operation.

This interpolator presents a series of trade-offs in its utilization. Probably the most significant is that the larger the window, the more precise will be the resulting interpolation. However, large windows will also result in long computation times. Since the user can select the window size in this interpolator, it is up to the user to determine how much interpolation quality is required in her/his application and how much computation time can be justified. For details on the signal processing theory behind this interpolator, please refer to Meijering *et. al* [44].

The region of the image used for computing the interpolator is determined by the window *radius*. For example, in a 2D image where we want to interpolate the value at position  $(x, y)$  the following computation will be performed.

$$I(x, y) = \sum_{i=\lfloor x \rfloor + 1 - m}^{\lfloor x \rfloor + m} \sum_{j=\lfloor y \rfloor + 1 - m}^{\lfloor y \rfloor + m} I_{i,j} K(x - i) K(y - j) \quad (3.11)$$

where  $m$  is the *radius* of the window. Typically, values such as 3 or 4 are reasonable for the window radius. The function kernel  $K(t)$  is composed by the *sinc* function and one of the windows listed above.

$$K(t) = w(t) \text{sinc}(t) = w(t) \frac{\sin(\pi t)}{\pi t} \quad (3.12)$$

Some of the windows that can be used with this interpolator are

Cosinus window

$$w(x) = \cos\left(\frac{\pi x}{2m}\right) \quad (3.13)$$

Hamming window

$$w(x) = 0.54 + 0.46 \cos\left(\frac{\pi x}{m}\right) \quad (3.14)$$

Welch window

$$w(x) = 1 - \left(\frac{x^2}{m^2}\right) \quad (3.15)$$

Lancos window

$$w(x) = \text{sinc}\left(\frac{x}{m}\right) \quad (3.16)$$

Blackman window

$$w(x) = 0.42 + 0.5 \cos\left(\frac{\pi x}{m}\right) + 0.08 \cos\left(\frac{2\pi x}{m}\right) \quad (3.17)$$

The window functions listed above are available inside the `itk::Function` namespace. The conclusions of the referenced paper suggest to use the Welch, Cosine, Kaiser, and Lancos windows

for  $m = 4,5$ . These are based on error in rotating medical images with respect to the linear interpolation method. In some cases the results achieve a 20-fold improvement in accuracy.

This filter can be used in the same way you would use any `ImageInterpolationFunction`. For instance, you can plug it into the `ResampleImageFilter` class. In order to instantiate the filter you must choose several template parameters.

```
typedef WindowedSincInterpolateImageFunction< TInputImage, VRadius,  
TWindowFunction, TBoundaryCondition, TCoordRep > InterpolatorType;
```

`TInputImage` is the image type, as for any other interpolator.

`VRadius` is the radius of the kernel, i.e., the  $m$  from the formula above.

`TWindowFunction` is the window function object, which you can choose from about five different functions defined in this header. The default is the Hamming window, which is commonly used but not optimal according to the cited paper.

`TBoundaryCondition` is the boundary condition class used to determine the values of pixels that fall off the image boundary. This class has the same meaning here as in the `itk::NeighborhoodIterator` classes.

`TCoordRep` is again standard for interpolating functions, and should be float or double.

The `WindowedSincInterpolateImageFunction` is probably not the interpolator that you want to use for performing registration. Its computation burden makes it too expensive for this purpose. The best use of this interpolator is for the final resampling of the image, once that the transform has been found using another less expensive interpolator in the registration process.

## 3.10 Metrics

In ITK, `itk::ImageToImageMetric` objects quantitatively measure how well the transformed moving image fits the fixed image by comparing the gray-scale intensity of the images. These metrics are very flexible and can work with any transform or interpolation method and do not require reduction of the gray-scale images to sparse extracted information such as edges.

The metric component is perhaps the most critical element of the registration framework. The selection of which metric to use is highly dependent on the registration problem to be solved. For example, some metrics have a large capture range while others require initialization close to the optimal position. In addition, some metrics are only suitable for comparing images obtained from the same imaging modality, while others can handle inter-modality comparisons. Unfortunately, there are no clear-cut rules as to how to choose a metric.

The basic inputs to a metric are: the fixed and moving images, a transform and an interpolator. The method `GetValue()` can be used to evaluate the quantitative criterion at the transform parameters specified in the argument. Typically, the metric samples points within a defined region of the fixed image. For each point, the corresponding moving image position is computed using the transform with the specified parameters, then the interpolator is used to compute the moving image intensity at the mapped position. Details on this mapping are illustrated in Figures 3.42 and 3.43.

The metrics also support region based evaluation. The `SetFixedImageMask()` and `SetMovingImageMask()` methods may be used to restrict evaluation of the metric within a specified region. The masks may be of any type derived from `itk::SpatialObject`.

Besides the measure value, gradient-based optimization schemes also require derivatives of the measure with respect to each transform parameter. The methods `GetDerivatives()` and `GetValueAndDerivatives()` can be used to obtain the gradient information.

The following is the list of metrics currently available in ITK:

- Mean squares  
`itk::MeanSquaresImageToImageMetric`
- Normalized correlation  
`itk::NormalizedCorrelationImageToImageMetric`
- Mean reciprocal squared difference  
`itk::MeanReciprocalSquareDifferenceImageToImageMetric`
- Mutual information by Viola and Wells  
`itk::MutualInformationImageToImageMetric`
- Mutual information by Mattes  
`itk::MattesMutualInformationImageToImageMetric`
- Kullback Liebler distance metric by Kullback and Liebler  
`itk::KullbackLeiblerCompareHistogramImageToImageMetric`

- Normalized mutual information  
`itk::NormalizedMutualInformationHistogramImageToImageMetric`
- Mean squares histogram  
`itk::MeanSquaresHistogramImageToImageMetric`
- Correlation coefficient histogram  
`itk::CorrelationCoefficientHistogramImageToImageMetric`
- Cardinality Match metric  
`itk::MatchCardinalityImageToImageMetric`
- Kappa Statistics metric  
`itk::KappaStatisticImageToImageMetric`
- Gradient Difference metric  
`itk::GradientDifferenceImageToImageMetric`

In the following sections, we describe each metric type in detail. For ease of notation, we will refer to the fixed image  $f(\mathbf{X})$  and transformed moving image ( $m \circ T(\mathbf{X})$ ) as images  $A$  and  $B$ .

### 3.10.1 Mean Squares Metric

The `itk::MeanSquaresImageToImageMetric` computes the mean squared pixel-wise difference in intensity between image  $A$  and  $B$  over a user defined region:

$$MS(A, B) = \frac{1}{N} \sum_{i=1}^N (A_i - B_i)^2 \quad (3.18)$$

$A_i$  is the  $i$ -th pixel of Image A  
 $B_i$  is the  $i$ -th pixel of Image B  
 $N$  is the number of pixels considered

The optimal value of the metric is zero. Poor matches between images  $A$  and  $B$  result in large values of the metric. This metric is simple to compute and has a relatively large capture radius.

This metric relies on the assumption that intensity representing the same homologous point must be the same in both images. Hence, its use is restricted to images of the same modality. Additionally, any linear changes in the intensity result in a poor match value.

#### Exploring a Metric

Getting familiar with the characteristics of the Metric as a cost function is fundamental in order to find the best way of setting up an optimization process that will use this metric for solving

a registration problem. The following example illustrates a typical mechanism for studying the characteristics of a Metric. Although the example is using the Mean Squares metric, the same methodology can be applied to any of the other metrics available in the toolkit.

The source code for this section can be found in the file `MeanSquaresImageMetric1.cxx`.

This example illustrates how to explore the domain of an image metric. This is a useful exercise to do before starting a registration process, since getting familiar with the characteristics of the metric is fundamental for the appropriate selection of the optimizer to be used for driving the registration process, as well as for selecting the optimizer parameters. This process makes possible to identify how noisy a metric may be in a given range of parameters, and it will also give an idea of the number of local minima or maxima in which an optimizer may get trapped while exploring the parametric space.

We start by including the headers of the basic components: Metric, Transform and Interpolator.

```
#include "itkMeanSquaresImageToImageMetric.h"
#include "itkTranslationTransform.h"
#include "itkNearestNeighborInterpolateImageFunction.h"
```

We define the dimension and pixel type of the images to be used in the evaluation of the Metric.

```
const unsigned int Dimension = 2;
typedef unsigned char PixelType;

typedef itk::Image< PixelType, Dimension > ImageType;
```

The type of the Metric is instantiated and one is constructed. In this case we decided to use the same image type for both the fixed and the moving images.

```
typedef itk::MeanSquaresImageToImageMetric<
    ImageType, ImageType > MetricType;

MetricType::Pointer metric = MetricType::New();
```

We also instantiate the transform and interpolator types, and create objects of each class.

```
typedef itk::TranslationTransform< double, Dimension > TransformType;

TransformType::Pointer transform = TransformType::New();

typedef itk::NearestNeighborInterpolateImageFunction<
    ImageType, double > InterpolatorType;

InterpolatorType::Pointer interpolator = InterpolatorType::New();
```

The classes required by the metric are connected to it. This includes the fixed and moving images, the interpolator and the transform.

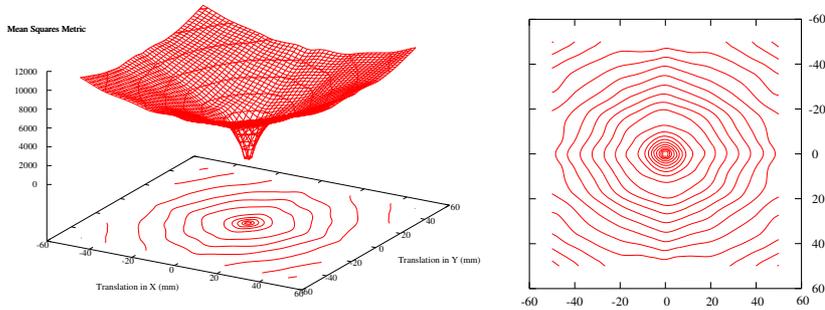


Figure 3.45: Plots of the Mean Squares Metric for an image compared to itself under multiple translations.

```
metric->SetTransform( transform );
metric->SetInterpolator( interpolator );

metric->SetFixedImage( fixedImage );
metric->SetMovingImage( movingImage );
```

Finally we select a region of the parametric space to explore. In this case we are using a translation transform in 2D, so we simply select translations from a negative position to a positive position, in both  $x$  and  $y$ . For each one of those positions we invoke the `GetValue()` method of the Metric.

```
MetricType::TransformParametersType displacement( Dimension );

const int rangex = 50;
const int rangey = 50;

for( int dx = -rangex; dx <= rangex; dx++ )
{
    for( int dy = -rangey; dy <= rangey; dy++ )
    {
        displacement[0] = dx;
        displacement[1] = dy;
        const double value = metric->GetValue( displacement );
        std::cout << dx << " " << dy << " " << value << std::endl;
    }
}
```

Running this code using the image `BrainProtonDensitySlice.png` as both the fixed and the moving images results in the plot shown in Figure 3.45. From this Figure, it can be seen that a gradient based optimizer will be appropriate for finding the extrema of the Metric. It is also possible to estimate a good value for the step length of a gradient-descent optimizer.

This exercise of plotting the Metric is probably the best thing to do when a registration process is not converging and when it is unclear how to fine tune the different parameters involved in the registration. This includes the optimizer parameters, the metric parameters and even options such as preprocessing the image data with smoothing filters.

The shell and Gnuplot<sup>12</sup> scripts used for generating the graphics in Figure 3.45 are available in the directory

InsightDocuments/SoftwareGuide/Art

Of course, this plotting exercise becomes more challenging when the transform has more than three parameters, and when those parameters have very different range of values. In those cases is necessary to select only a key subset of parameters from the transform and to study the behavior of the metric when those parameters are varied.

### 3.10.2 Normalized Correlation Metric

The `itk::NormalizedCorrelationImageToImageMetric` computes pixel-wise cross-correlation and normalizes it by the square root of the autocorrelation of the images:

$$NC(A,B) = -1 \times \frac{\sum_{i=1}^N (A_i \cdot B_i)}{\sqrt{\sum_{i=1}^N A_i^2 \cdot \sum_{i=1}^N B_i^2}} \quad (3.19)$$

$A_i$  is the  $i$ -th pixel of Image A

$B_i$  is the  $i$ -th pixel of Image B

$N$  is the number of pixels considered

Note the  $-1$  factor in the metric computation. This factor is used to make the metric be optimal when its minimum is reached. The optimal value of the metric is then minus one. Misalignment between the images results in small measure values. The use of this metric is limited to images obtained using the same imaging modality. The metric is insensitive to multiplicative factors between the two images. This metric produces a cost function with sharp peaks and well defined minima. On the other hand, it has a relatively small capture radius.

### 3.10.3 Mean Reciprocal Square Differences

The `itk::MeanReciprocalSquareDifferenceImageToImageMetric` computes pixel-wise differences and adds them after passing them through a bell-shaped function  $\frac{1}{1+x^2}$ :

$$PI(A,B) = \sum_{i=1}^N \frac{1}{1 + \frac{(A_i - B_i)^2}{\lambda^2}} \quad (3.20)$$

$A_i$  is the  $i$ -th pixel of Image A

$B_i$  is the  $i$ -th pixel of Image B

$N$  is the number of pixels considered

$\lambda$  controls the capture radius

<sup>12</sup><http://www.gnuplot.info>

The optimal value is  $N$  and poor matches results in small measure values. The characteristics of this metric have been studied by Penney and Holden [28][48]

This image metric has the advantage of producing poor values when few pixels are considered. This makes it consistent when its computation is subject to the size of the overlap region between the images. The capture radius of the metric can be regulated with the parameter  $\lambda$ . The profile of this metric is very peaky. The sharp peaks of the metric help to measure spatial misalignment with high precision. Note that the notion of capture radius is used here in terms of the intensity domain, not the spatial domain. In that regard,  $\lambda$  should be given in intensity units and be associated with the differences in intensity that will make drop the metric by 50%.

The metric is limited to images of the same image modality. The fact that its derivative is large at the central peak is a problem for some optimizers that rely on the derivative to decrease as the extrema are reached. This metric is also sensitive to linear changes in intensity.

### 3.10.4 Mutual Information Metric

The `itk::MutualInformationImageToImageMetric` computes the mutual information between image  $A$  and image  $B$ . Mutual information (MI) measures how much information one random variable (image intensity in one image) tells about another random variable (image intensity in the other image). The major advantage of using MI is that the actual form of the dependency does not have to be specified. Therefore, complex mapping between two images can be modeled. This flexibility makes MI well suited as a criterion of multi-modality registration [50].

Mutual information is defined in terms of entropy. Let

$$H(A) = - \int p_A(a) \log p_A(a) da \quad (3.21)$$

be the entropy of random variable  $A$ ,  $H(B)$  the entropy of random variable  $B$  and

$$H(A, B) = \int p_{AB}(a, b) \log p_{AB}(a, b) da db \quad (3.22)$$

be the joint entropy of  $A$  and  $B$ . If  $A$  and  $B$  are independent, then

$$p_{AB}(a, b) = p_A(a)p_B(b) \quad (3.23)$$

and

$$H(A, B) = H(A) + H(B). \quad (3.24)$$

However, if there is any dependency, then

$$H(A, B) < H(A) + H(B). \quad (3.25)$$

The difference is called Mutual Information :  $I(A, B)$

$$I(A, B) = H(A) + H(B) - H(A, B) \quad (3.26)$$

## Parzen Windowing

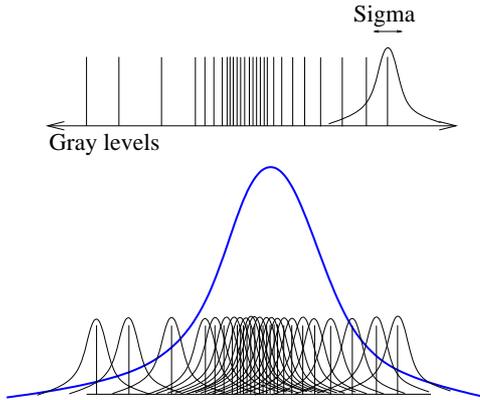


Figure 3.46: In Parzen windowing, a continuous density function is constructed by superimposing kernel functions (Gaussian function in this case) centered on the intensity samples obtained from the image.

The larger the smoothing parameter, the wider the kernel function used and hence the smoother the density estimate. If the parameter is too large, features such as modes in the density will get smoothed out. On the other hand, if the smoothing parameter is too small, the resulting density may be too noisy. The estimation is given by the following equation.

$$p(a) \approx P^*(a) = \frac{1}{N} \sum_{s_j \in S} K(a - s_j) \quad (3.27)$$

Choosing the optimal smoothing parameter is a difficult research problem and beyond the scope of this software guide. Typically, the optimal value of the smoothing parameter will depend on the data and the number of samples used.

## Viola and Wells Implementation

The Insight Toolkit has multiple implementations of the mutual information metric. One of the most commonly used is `itk::MutualInformationImageToImageMetric` and follows the method specified by Viola and Wells in [68].

In this implementation, two separate intensity samples  $S$  and  $R$  are drawn from the image: the first to compute the density, and the second to approximate the entropy as a sample mean:

$$H(A) = \frac{1}{N} \sum_{r_j \in R} \log P^*(r_j). \quad (3.28)$$

In a typical registration problem, direct access to the marginal and joint probability densities is not available and hence the densities must be estimated from the image data. Parzen windows (also known as kernel density estimators) can be used for this purpose. In this scheme, the densities are constructed by taking intensity samples  $S$  from the image and super-positioning kernel functions  $K(\cdot)$  centered on the elements of  $S$  as illustrated in Figure 3.46:

A variety of functions can be used as the smoothing kernel with the requirement that they are smooth, symmetric, have zero mean and integrate to one. For example, boxcar, Gaussian and B-spline functions are suitable candidates. A smoothing parameter is used to scale the kernel function. The larger the smoothing parameter, the wider the kernel

function used and hence the smoother the density estimate. If the parameter is too large, features such as modes in the density will get smoothed out. On the other hand, if the smoothing parameter is too small, the resulting density may be too noisy. The estimation is given by the following equation.

Gaussian density is used as a smoothing kernel, where the standard deviation  $\sigma$  acts as the smoothing parameter.

The number of spatial samples used for computation is defined using the `SetNumberOfSpatialSamples()` method. Typical values range from 50 to 100. Note that computation involves an  $N \times N$  loop and hence, the computation burden becomes very expensive when a large number of samples is used.

The quality of the density estimates depends on the choice of the standard deviation of the Gaussian kernel. The optimal choice will depend on the content of the images. In our experience with the toolkit, we have found that a standard deviation of 0.4 works well for images that have been normalized to have a mean of zero and standard deviation of 1.0. The standard deviation of the fixed image and moving image kernel can be set separately using methods `SetFixedImageStandardDeviation()` and `SetMovingImageStandardDeviation()`.

#### Mattes et al. Implementation

Another form of mutual information metric available in ITK follows the method specified by Mattes et al. in [42] and is implemented by the `itk::MattesMutualInformationImageToImageMetric` class.

In this implementation, only one set of intensity samples is drawn from the image. Using this set, the marginal and joint probability density function (PDF) is evaluated at discrete positions or bins uniformly spread within the dynamic range of the images. Entropy values are then computed by summing over the bins.

The number of spatial samples used is set using method `SetNumberOfSpatialSamples()`. The number of bins used to compute the entropy values is set via `SetNumberOfHistogramBins()`.

Since the fixed image PDF does not contribute to the metric derivatives, it does not need to be smooth. Hence, a zero order (boxcar) B-spline kernel is used for computing the PDF. On the other hand, to ensure smoothness, a third order B-spline kernel is used to compute the moving image intensity PDF. The advantage of using a B-spline kernel over a Gaussian kernel is that the B-spline kernel has a finite support region. This is computationally attractive, as each intensity sample only affects a small number of bins and hence does not require a  $N \times N$  loop to compute the metric value.

During the PDF calculations, the image intensity values are linearly scaled to have a minimum of zero and maximum of one. This rescaling means that a fixed B-spline kernel bandwidth of one can be used to handle image data with arbitrary magnitude and dynamic range.

### 3.10.5 Kullback-Leibler distance metric

The `itk::KullbackLeiblerCompareHistogramImageToImageMetric` is yet another information based metric. Kullback-Leibler distance measures the relative entropy between two discrete probability distributions. The distributions are obtained from the histograms of the two

input images,  $A$  and  $B$ .

The Kullback-Liebler distance between two histograms is given by

$$KL(A, B) = \sum_i^N p_A(i) \times \log \frac{p_A(i)}{p_B(i)} \quad (3.29)$$

The distance is always non-negative and is zero only if the two distributions are the same. Note that the distance is not symmetric. In other words,  $KL(A, B) \neq KL(B, A)$ . Nevertheless, if the distributions are not too dissimilar, the difference between  $KL(A, B)$  and  $KL(B, A)$  is small.

The implementation in ITK is based on [12].

### 3.10.6 Normalized Mutual Information Metric

Given two images,  $A$  and  $B$ , the normalized mutual information may be computed as

$$NMI(A, B) = 1 + \frac{I(A, B)}{H(A, B)} = \frac{H(A) + H(B)}{H(A, B)} \quad (3.30)$$

where the entropy of the images,  $H(A)$ ,  $H(B)$ , the mutual information,  $I(A, B)$  and the joint entropy  $H(A, B)$  are computed as mentioned in 3.10.4. Details of the implementation may be found in the [25].

### 3.10.7 Mean Squares Histogram

The `itk::MeanSquaresHistogramImageToImageMetric` is an alternative implementation of the Mean Squares Metric. In this implementation the joint histogram of the fixed and the mapped moving image is built first. The user selects the number of bins to use in this joint histogram. Once the joint histogram is computed, the bins are visited with an iterator. Given that each bin is associated to a pair of intensities of the form: {fixed intensity, moving intensity}, along with the number of pixels pairs in the images that fell in this bin, it is then possible to compute the sum of square distances between the intensities of both images at the quantization levels defined by the joint histogram bins.

This metric can be represented with Equation 3.31

$$MSH = \sum_f \sum_m H(f, m)(f - m)^2 \quad (3.31)$$

where  $H(f, m)$  is the count on the joint histogram bin identified with fixed image intensity  $f$  and moving image intensity  $m$ .

### 3.10.8 Correlation Coefficient Histogram

The `itk::CorrelationCoefficientHistogramImageToImageMetric` computes the cross correlation coefficient between the intensities in the fixed image and the intensities on the mapped moving image. This metric is intended to be used in images of the same modality where the relationship between the intensities of the fixed image and the intensities on the moving images is given by a linear equation.

The correlation coefficient is computed from the Joint histogram as

$$CC = \frac{\sum_f \sum_m H(f, m) (f \cdot m - \bar{f} \cdot \bar{m})}{\sum_f H(f) ((f - \bar{f})^2) \cdot \sum_m H(m) ((m - \bar{m})^2)} \quad (3.32)$$

Where  $H(f, m)$  is the joint histogram count for the bin identified with the fixed image intensity  $f$  and the moving image intensity  $m$ . The values  $\bar{f}$  and  $\bar{m}$  are the mean values of the fixed and moving images respectively.  $H(f)$  and  $H(m)$  are the histogram counts of the fixed and moving images respectively. The optimal value of the correlation coefficient is 1, which would indicate a perfect straight line in the histogram.

### 3.10.9 Cardinality Match Metric

The `itk::MatchCardinalityImageToImageMetric` computes cardinality of the set of pixels that match exactly between the moving and fixed images. In other words, it computes the number of pixel matches and mismatches between the two images. The match is designed for label maps. All pixel mismatches are considered equal whether they are between label 1 and label 2 or between label 1 and label 500. In other words, the magnitude of an individual label mismatch is not relevant, or the occurrence of a label mismatch is important.

The spatial correspondence between the fixed and moving images is established using a `itk::Transform` using the `SetTransform()` method and an interpolator using `SetInterpolator()`. Given that we are matching pixels with labels, it is advisable to use Nearest Neighbor interpolation.

### 3.10.10 Kappa Statistics Metric

The `itk::KappaStatisticImageToImageMetric` computes spatial intersection of two binary images. The metric here is designed for matching pixels in two images with the same exact value, which may be set using `SetForegroundValue()`. Given two images  $A$  and  $B$ , the  $\kappa$  coefficient is computed as

$$\kappa = \frac{|A| \cap |B|}{|A| + |B|} \quad (3.33)$$

where  $|A|$  is the number of foreground pixels in image  $A$ . This computes the fraction of area in the two images that is common to both the images. In the computation of the metric, only foreground pixels are considered.

### 3.10.11 Gradient Difference Metric

This `itk::GradientDifferenceImageToImageMetric` metric evaluates the difference in the derivatives of the moving and fixed images. The derivatives are passed through a function  $\frac{1}{1+x}$  and then they are added. The purpose of this metric is to focus the registration on the edges of structures in the images. In this way the borders exert larger influence on the result of the registration than do the inside of the homogeneous regions on the image.

## 3.11 Optimizers

Optimization algorithms are encapsulated as `itk::Optimizer` objects within ITK. Optimizers are generic and can be used for applications other than registration. Within the registration framework, subclasses of `itk::SingleValuedNonLinearOptimizer` are used to optimize the metric criterion with respect to the transform parameters.

The basic input to an optimizer is a cost function object. In the context of registration, `itk::ImageToImageMetric` classes provides this functionality. The initial parameters are set using `SetInitialPosition()` and the optimization algorithm is invoked by `StartOptimization()`. Once the optimization has finished, the final parameters can be obtained using `GetCurrentPosition()`.

Some optimizers also allow rescaling of their individual parameters. This is convenient for normalizing parameters spaces where some parameters have different dynamic ranges. For example, the first parameter of `itk::Euler2DTransform` represents an angle while the last two parameters represent translations. A unit change in angle has a much greater impact on an image than a unit change in translation. This difference in scale appears as long narrow valleys in the search space making the optimization problem more difficult. Rescaling the translation parameters can help to fix this problem. Scales are represented as an `itk::Array` of doubles and set defined using `SetScales()`.

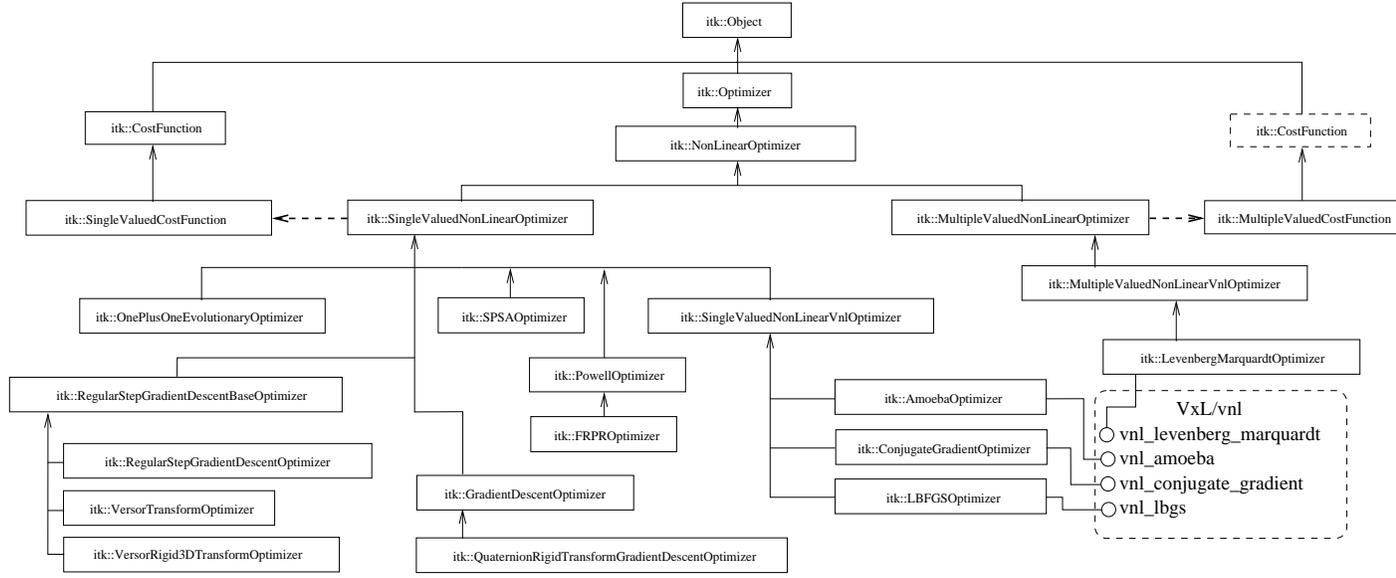
There are two main types of optimizers in ITK. In the first type we find optimizers that are suitable for dealing with cost functions that return a single value. These are indeed the most common type of cost functions, and are known as *Single Valued* functions, therefore the corresponding optimizers are known as *Single Valued* optimizers. The second type of optimizers are those suitable for managing cost functions that return multiple values at each evaluation. These cost functions are common in model-fitting problems and are known as *Multi Valued* or *Multivariate* functions. The corresponding optimizers are therefore called *MultipleValued* optimizers in ITK.

The `itk::SingleValuedNonLinearOptimizer` is the base class for the first type of optimizers while the `itk::MultipleValuedNonLinearOptimizer` is the base class for the second type of optimizers.

The types of single valued optimizer currently available in ITK are:

- **Amoeba:** Nelder-Meade downhill simplex. This optimizer is actually implemented in the `vxl/vnl` numerics toolkit. The ITK class `itk::AmoebaOptimizer` is merely an adaptor class.
- **Conjugate Gradient:** Fletcher-Reeves form of the conjugate gradient with or without preconditioning ( `itk::ConjugateGradientOptimizer`). It is also an adaptor to an optimizer in `vnl`.
- **Gradient Descent:** Advances parameters in the direction of the gradient where the step size is governed by a learning rate ( `itk::GradientDescentOptimizer`).

Figure 3.47: Class diagram of the optimizers hierarchy.



- **Quaternion Rigid Transform Gradient Descent:** A specialized version of GradientDescentOptimizer for QuaternionRigidTransform parameters, where the parameters representing the quaternion are normalized to a magnitude of one at each iteration to represent a pure rotation ( `itk::QuaternionRigidTransformGradientDescent` ).
- **LBFGS:** Limited memory Broyden, Fletcher, Goldfarb and Shannon minimization. It is an adaptor to an optimizer in `vnl` ( `itk::LBFGSOptimizer` ).
- **LBFGSB:** A modified version of the LBFGS optimizer that allows to specify bounds for the parameters in the search space. It is an adaptor to an optimizer in `netlib`. Details on this optimizer can be found in [10, 80] ( `itk::LBFGSBOptimizer` ).
- **One Plus One Evolutionary:** Strategy that simulates the biological evolution of a set of samples in the search space. This optimizer is mainly used in the process of bias correction of MRI images ( `itk::OnePlusOneEvolutionaryOptimizer` ). Details on this optimizer can be found in [64].
- **Regular Step Gradient Descent:** Advances parameters in the direction of the gradient where a bipartition scheme is used to compute the step size ( `itk::RegularStepGradientDescentOptimizer` ).
- **Powell Optimizer:** Powell optimization method. For an N-dimensional parameter space, each iteration minimizes(maximizes) the function in N (initially orthogonal) directions. This optimizer is described in [53]. ( `itk::PowellOptimizer` ).
- **SPSA Optimizer:** Simultaneous Perturbation Stochastic Approximation Method. This optimizer is described in <http://www.jhuapl.edu/SPSA> and in [63]. ( `itk::SPSAOptimizer` ).
- **Versor Transform Optimizer:** A specialized version of the RegularStepGradientDescentOptimizer for VersorTransform parameters, where the current rotation is composed with the gradient rotation to produce the new rotation versor. It follows the definition of versor gradients defined by Hamilton [26] ( `itk::VersorTransformOptimizer` ).
- **Versor Rigid3D Transform Optimizer:** A specialized version of the RegularStepGradientDescentOptimizer for VersorRigid3DTransform parameters, where the current rotation is composed with the gradient rotation to produce the new rotation versor. The translational part of the transform parameters are updated as usually done in a vector space. ( `itk::VersorRigid3DTransformOptimizer` ).

A parallel hierarchy exists for optimizing multiple-valued cost functions. The base optimizer in this branch of the hierarchy is the `itk::MultipleValuedNonLinearOptimizer` whose only current derived class is:

- **Levenberg Marquardt:** Non-linear least squares minimization. Adapted to an optimizer in `vnl` ( `itk::LevenbergMarquardtOptimizer` ). This optimizer is described in [53].

Figure 3.47 illustrates the full class hierarchy of optimizers in ITK. Optimizers in the lower right corner are adaptor classes to optimizers existing in the `vx1/vnl` numerics toolkit. The optimizers interact with the `itk::CostFunction` class. In the registration framework this cost function is reimplemented in the form of `ImageToImageMetric`.

### 3.11.1 Registration using Match Cardinality metric

The source code for this section can be found in the file `ImageRegistration10.cxx`.

This example illustrates the use of the image registration framework in Insight to align two label maps. Common structures are assumed to use the same label. The registration metric simply counts the number of corresponding pixels that have the same label.

```
#include "itkImageRegistrationMethod.h"
#include "itkTranslationTransform.h"
#include "itkMatchCardinalityImageToImageMetric.h"
#include "itkNearestNeighborInterpolateImageFunction.h"
#include "itkAmoebaOptimizer.h"
```

The transform that will map one image space into the other is defined below.

```
typedef itk::TranslationTransform< double, Dimension > TransformType;
```

An optimizer is required to explore the parameter space of the transform in search of optimal values of the metric. The metric selected does not require analytical derivatives of its cost function.

```
typedef itk::AmoebaOptimizer      OptimizerType;
```

The metric will compare how well the two images match each other. Metric types are usually parameterized by the image types as can be seen in the following type declaration. The metric selected here is suitable for comparing two label maps where the labels are consistent between the two maps. This metric measures the percentage of pixels that exactly match or mismatch.

```
typedef itk::MatchCardinalityImageToImageMetric<
    FixedImageType,
    MovingImageType >      MetricType;
```

Since we are registering label maps, we use a `NearestNeighborInterpolateImageFunction` to ensure subpixel values are not interpolated (to labels that do not exist).

```
typedef itk::NearestNeighborInterpolateImageFunction<
    MovingImageType,
    double >      InterpolatorType;
```

```
MetricType::Pointer      metric      = MetricType::New();
TransformType::Pointer   transform   = TransformType::New();
OptimizerType::Pointer   optimizer   = OptimizerType::New();
InterpolatorType::Pointer interpolator = InterpolatorType::New();
RegistrationType::Pointer registration = RegistrationType::New();

metric->MeasureMatchesOff();
```

It is usually desirable to fine tune the parameters of the optimizer. Each optimizer has particular parameters that must be interpreted in the context of the optimization strategy it implements.

The `AmoebaOptimizer` moves a simplex around the cost surface. Here we set the initial size of the simplex (5 units in each of the parameters)

```

OptimizerType::ParametersType
simplexDelta( transform->GetNumberOfParameters() );
simplexDelta.Fill( 5.0 );

optimizer->AutomaticInitialSimplexOff();
optimizer->SetInitialSimplexDelta( simplexDelta );

```

We also adjust the tolerances on the optimizer to define convergence. Here, we used a tolerance on the parameters of 0.25 (which will be a quarter of image unit, in this case pixels). We also set the tolerance on the cost function value to define convergence. The metric we are using returns the percentage of pixels that mismatch. So we set the function convergence to be 0.1

```

optimizer->SetParametersConvergenceTolerance( 0.25 ); // quarter pixel
optimizer->SetFunctionConvergenceTolerance(0.001); // 0.1%

```

In the case where the optimizer never succeeds in reaching the desired precision tolerance, it is prudent to establish a limit on the number of iterations to be performed. This maximum number is defined with the method `SetMaximumNumberOfIterations()`.

```

optimizer->SetMaximumNumberOfIterations( 200 );

```

The example was run on two binary images. The first binary image was generated by running the confidence connected image filter (section 4.1.4) on the MRI slice of the brain. The second was generated similarly after shifting the slice by 13 pixels horizontally and 17 pixels vertically. The Amoeba optimizer converged after 34 iterations and produced the following results:

```

Translation X = 12.5
Translation Y = 16.77

```

These results are a close match to the true misalignment.

### 3.11.2 Registration using the One plus One Evolutionary Optimizer

The source code for this section can be found in the file `ImageRegistration11.cxx`.

This example illustrates how to combine the MutualInformation metric with an Evolutionary algorithm for optimization. Evolutionary algorithms are naturally well-suited for optimizing the Mutual Information metric given its random and noisy behavior.

The structure of the example is almost identical to the one illustrated in `ImageRegistration4`. Therefore we focus here on the setup that is specifically required for the evolutionary optimizer.

```

#include "itkImageRegistrationMethod.h"
#include "itkTranslationTransform.h"
#include "itkMattesMutualInformationImageToImageMetric.h"
#include "itkOnePlusOneEvolutionaryOptimizer.h"
#include "itkNormalVariateGenerator.h"

```

In this example the image types and all registration components, except the metric, are declared as in Section 3.2. The Mattes mutual information metric type is instantiated using the image types.

```
typedef itk::MattesMutualInformationImageToImageMetric<
    FixedImageType,
    MovingImageType > MetricType;
```

Evolutionary algorithms are based on testing random variations of parameters. In order to support the computation of random values, ITK provides a family of random number generators. In this example, we use the `itk::NormalVariateGenerator` which generates values with a normal distribution.

```
typedef itk::Statistics::NormalVariateGenerator GeneratorType;
GeneratorType::Pointer generator = GeneratorType::New();
```

The random number generator must be initialized with a seed.

```
generator->Initialize(12345);
```

Another significant difference in the metric is that it computes the negative mutual information and hence we need to minimize the cost function in this case. In this example we will use the same optimization parameters as in Section 3.2.

```
optimizer->MaximizeOff();

optimizer->SetNormalVariateGenerator( generator );
optimizer->Initialize( 10 );
optimizer->SetEpsilon( 1.0 );
optimizer->SetMaximumIteration( 4000 );
```

This example is executed using the same multi-modality images as in the previous one. The registration converges after 24 iterations and produces the following results:

```
Translation X = 13.1719
Translation Y = 16.9006
```

These values are a very close match to the true misalignment introduced in the moving image.

### 3.11.3 Registration using masks constructed with Spatial objects

The source code for this section can be found in the file `ImageRegistration12.cxx`.

This example illustrates the use `SpatialObjects` as masks for selecting the pixels that should contribute to the computation of Image Metrics. This example is almost identical to `ImageRegistration6` with the exception that the `SpatialObject` masks are created and passed to the image metric.

The most important header in this example is the one corresponding to the `itk::ImageMaskSpatialObject` class.

```
#include "itkImageMaskSpatialObject.h"
```

Here we instantiate the type of the `itk::ImageMaskSpatialObject` using the same dimension of the images to be registered.

```
typedef itk::ImageMaskSpatialObject< Dimension > MaskType;
```

Then we use the type for creating the spatial object mask that will restrict the registration to a reduced region of the image.

```
MaskType::Pointer spatialObjectMask = MaskType::New();
```

The mask in this case is read from a binary file using the `ImageFileReader` instantiated for an unsigned char pixel type.

```
typedef itk::Image< unsigned char, Dimension > ImageMaskType;
typedef itk::ImageFileReader< ImageMaskType > MaskReaderType;
```

The reader is constructed and a filename is passed to it.

```
MaskReaderType::Pointer maskReader = MaskReaderType::New();
maskReader->SetFileName( argv[3] );
```

As usual, the reader is triggered by invoking its `Update()` method. Since this may eventually throw an exception, the call must be placed in a `try/catch` block. Note that a full fledged application will place this `try/catch` block at a much higher level, probably under the control of the GUI.

```
try
{
    maskReader->Update();
}
catch( itk::ExceptionObject & err )
{
    std::cerr << "ExceptionObject caught !" << std::endl;
    std::cerr << err << std::endl;
    return EXIT_FAILURE;
}
```

The output of the mask reader is connected as input to the `ImageMaskSpatialObject`.

```
spatialObjectMask->SetImage( maskReader->GetOutput() );
```

Finally, the spatial object mask is passed to the image metric.

```
metric->SetFixedImageMask( spatialObjectMask );
```

Let's execute this example over some of the images provided in `Examples/Data`, for example:

- `BrainProtonDensitySliceBorder20.png`
- `BrainProtonDensitySliceR10X13Y17.png`

The second image is the result of intentionally rotating the first image by 10 degrees and shifting it 13mm in *X* and 17mm in *Y*. Both images have unit-spacing and are shown in Figure 3.16.

```
transform->SetParameters( finalParameters );

TransformType::MatrixType matrix = transform->GetMatrix();
TransformType::OffsetType offset = transform->GetOffset();

std::cout << "Matrix = " << std::endl << matrix << std::endl;
std::cout << "Offset = " << std::endl << offset << std::endl;
```

Now we resample the moving image using the transform resulting from the registration process.

### 3.11.4 Rigid registrations incorporating prior knowledge

The source code for this section can be found in the file `ImageRegistration13.cxx`.

This example illustrates how to do registration with a 2D Rigid Transform and with MutualInformation metric.

```
#include "itkMattesMutualInformationImageToImageMetric.h"
```

The `CenteredRigid2DTransform` applies a rigid transform in 2D space.

```
typedef itk::CenteredRigid2DTransform< double > TransformType;
typedef itk::RegularStepGradientDescentOptimizer OptimizerType;

typedef itk::MattesMutualInformationImageToImageMetric<
    FixedImageType,
    MovingImageType > MetricType;

TransformType::Pointer transform = TransformType::New();
OptimizerType::Pointer optimizer = OptimizerType::New();
```

The `itk::CenteredRigid2DTransform` is initialized by 5 parameters, indicating the angle of rotation, the center coordinates and the translation to be applied after rotation. The initialization is done by the `itk::CenteredTransformInitializer`. The transform can operate in two modes, one assumes that the anatomical objects to be registered are centered in their respective images. Hence the best initial guess for the registration is the one that superimposes those two centers. This second approach assumes that the moments of the anatomical objects are similar for both images and hence the best initial guess for registration is to superimpose both mass centers. The center of mass is computed from the moments obtained from the gray level values. Here we adopt the first approach. The `GeometryOn()` method toggles between the approaches.

```

typedef itk::CenteredTransformInitializer<
    TransformType, FixedImageType,
    MovingImageType > TransformInitializerType;
TransformInitializerType::Pointer initializer
    = TransformInitializerType::New();
initializer->SetTransform( transform );

initializer->SetFixedImage( fixedImageReader->GetOutput() );
initializer->SetMovingImage( movingImageReader->GetOutput() );
initializer->GeometryOn();
initializer->InitializeTransform();

```

The optimizer scales the metrics (the gradient in this case) by the scales during each iteration. Hence a large value of the center scale will prevent movement along the center during optimization. Here we assume that the fixed and moving images are likely to be related by a translation.

```

typedef OptimizerType::ScalesType    OptimizerScalesType;
OptimizerScalesType optimizerScales( transform->GetNumberOfParameters() );

const double translationScale = 1.0 / 128.0;
const double centerScale     = 1000.0; // prevents it from moving
                                   // during the optimization

optimizerScales[0] = 1.0;
optimizerScales[1] = centerScale;
optimizerScales[2] = centerScale;
optimizerScales[3] = translationScale;
optimizerScales[4] = translationScale;

optimizer->SetScales( optimizerScales );

optimizer->SetMaximumStepLength( 0.5 );
optimizer->SetMinimumStepLength( 0.0001 );
optimizer->SetNumberOfIterations( 400 );

```

Let's execute this example over some of the images provided in `Examples/Data`, for example:

- `BrainProtonDensitySlice.png`
- `BrainProtonDensitySliceBorder20.png`

The second image is the result of intentionally shifting the first image by  $20\text{mm}$  in  $X$  and  $20\text{mm}$  in  $Y$ . Both images have unit-spacing and are shown in Figure 3.3. The example yielded the following results.

```

Translation X = 20
Translation Y = 20

```

These values match the true misalignment introduced in the moving image.

## 3.12 Image Pyramids

In ITK, the `itk::MultiResolutionPyramidImageFilter` can be used to create a sequence of reduced resolution images from the input image. The down-sampling is performed according to a user defined multi-resolution schedule. The schedule is specified as an `itk::Array2D` of integers, containing shrink factors for each multi-resolution level (rows) for each dimension (columns). For example,

```
8 4 4
4 4 2
```

is a schedule for a three dimensional image for two multi-resolution levels. In the first (coarsest) level, the image is reduced by a factor of 8 in the column dimension, factor of 4 in the row dimension and a factor of 4 in the slice dimension. In the second level, the image reduced by a factor of 4 in the column dimension, 4 in the row dimension and 2 in the slice dimension.

The method `SetNumberOfLevels()` is used to set the number of resolution levels in the pyramid. This method will allocate memory for the schedule and generate a default table with the starting (coarsest) shrink factors for all dimensions set to  $2^{(M-1)}$ , where  $M$  is the number of levels. All factors are halved for all subsequent levels. For example, if we set the number of levels to 4, the default schedule is then:

```
8 8 8
4 4 4
2 2 2
1 1 1
```

The user can get a copy of the schedule using method `GetSchedule()`, make modifications, and reset it using method `SetSchedule()`. Alternatively, a user can create a default table by specifying the starting (coarsest) shrink factors using the method `SetStartingShrinkFactors()`. The factors for the subsequent levels are generated by halving the factor or setting it to one, depending on which is larger. For example, for a 4 level pyramid and starting factors of 8, 8 and 4, the generated schedule would be:

```
8 8 4
4 4 2
2 2 1
1 1 1
```

When this filter is triggered by `Update()`,  $M$  outputs are produced where the  $m$ -th output corresponds to the  $m$ -th level of the pyramid. To generate these images, Gaussian smoothing is first performed using a `itk::DiscreteGaussianImageFilter` with the variance set to  $(s/2)^2$ , where  $s$  is the shrink factor. The smoothed images are then sub-sampled using a `itk::ShrinkImageFilter`.

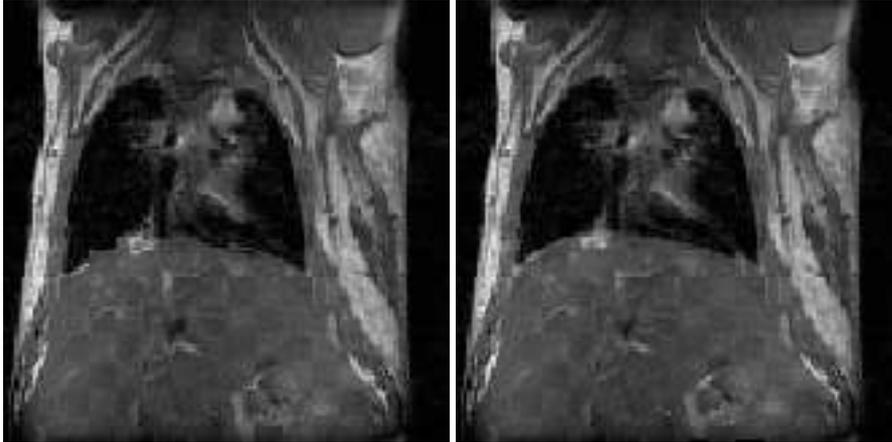


Figure 3.48: Checkerboard comparisons before and after FEM-based deformable registration.

## 3.13 Deformable Registration

### 3.13.1 FEM-Based Image Registration

The source code for this section can be found in the file `DeformableRegistration1.cxx`.

The finite element (FEM) library within the Insight Toolkit can be used to solve deformable image registration problems. The first step in implementing a FEM-based registration is to include the appropriate header files.

```
#include "itkFEMRegistrationFilter.h"
```

Next, we use `typedefs` to instantiate all necessary classes. We define the image and element types we plan to use to solve a two-dimensional registration problem. We define multiple element types so that they can be used without recompiling the code.

```
typedef itk::Image<unsigned char, 2>           DiskImageType;
typedef itk::Image<float, 2>                   ImageType;
typedef itk::fem::Element2DC0LinearQuadrilateralMembrane ElementType;
typedef itk::fem::Element2DC0LinearTriangularMembrane   ElementType2;
typedef itk::fem::FEMObject<2>                FEMObjectType;
```

Note that in order to solve a three-dimensional registration problem, we would simply define 3D image and element types in lieu of those above. The following declarations could be used for a 3D problem:

```

typedef itk::Image<unsigned char, 3>          fileImage3DType;
typedef itk::Image<float, 3>                Image3DType;
typedef itk::fem::Element3DC0LinearHexahedronMembrane Element3DType;
typedef itk::fem::Element3DC0LinearTetrahedronMembrane Element3DType2;
typedef itk::fem::FEMObject<3>            FEMObject3DType;

```

Once all the necessary components have been instantiated, we can instantiate the `itk::FEMRegistrationFilter`, which depends on the image input and output types.

```

typedef itk::fem::FEMRegistrationFilter<ImageType, ImageType, FEMObjectType>
RegistrationType;

```

In order to begin the registration, we declare an instance of the `FEMRegistrationFilter` and set its parameters. For simplicity, we will call it `registrationFilter`.

```

RegistrationType::Pointer registrationFilter = RegistrationType::New();
registrationFilter->SetMaxLevel(1);
registrationFilter->SetUseNormalizedGradient( true );
registrationFilter->ChooseMetric( 0 );

unsigned int maxiters = 20;
float        E = 100;
float        p = 1;
registrationFilter->SetElasticity(E, 0);
registrationFilter->SetRho(p, 0);
registrationFilter->SetGamma(1., 0);
registrationFilter->SetAlpha(1.);
registrationFilter->SetMaximumIterations( maxiters, 0 );
registrationFilter->SetMeshPixelsPerElementAtEachResolution(4, 0);
registrationFilter->SetWidthOfMetricRegion(1, 0);
registrationFilter->SetNumberOfIntegrationPoints(2, 0);
registrationFilter->SetDoLineSearchOnImageEnergy( 0 );
registrationFilter->SetTimeStep(1.);
registrationFilter->SetEmployRegridding( false );
registrationFilter->SetUseLandmarks( false );

```

In order to initialize the mesh of elements, we must first create “dummy” material and element objects and assign them to the registration filter. These objects are subsequently used to either read a predefined mesh from a file or generate a mesh using the software. The values assigned to the fields within the material object are arbitrary since they will be replaced with those specified earlier. Similarly, the element object will be replaced with those from the desired mesh.

```

// Create the material properties
itk::fem::MaterialLinearElasticity::Pointer m;
m = itk::fem::MaterialLinearElasticity::New();
m->SetGlobalNumber(0);
// Young's modulus of the membrane
m->SetYoungsModulus(registrationFilter->GetElasticity());
m->SetCrossSectionalArea(1.0); // Cross-sectional area
m->SetThickness(1.0); // Thickness
m->SetMomentOfInertia(1.0); // Moment of inertia
m->SetPoissonsRatio(0.); // Poisson's ratio -- DONT CHOOSE 1.0!!
m->SetDensityHeatProduct(1.0); // Density-Heat capacity product

// Create the element type
ElementType::Pointer el=ElementType::New();
el->SetMaterial(m.GetPointer());
registrationFilter->SetElement(el.GetPointer());
registrationFilter->SetMaterial(m);

```

Now we are ready to run the registration:

```
registrationFilter->RunRegistration();
```

To output the image resulting from the registration, we can call `GetWarpedImage()`. The image is written in floating point format.

```

itk::ImageFileWriter<ImageType>::Pointer warpedImageWriter;
warpedImageWriter = itk::ImageFileWriter<ImageType>::New();
warpedImageWriter->SetInput( registrationFilter->GetWarpedImage() );
warpedImageWriter->SetFileName("warpedMovingImage.mha");
try
{
    warpedImageWriter->Update();
}
catch( itk::ExceptionObject & excp )
{
    std::cerr << excp << std::endl;
    return EXIT_FAILURE;
}

```

We can also output the displacement field resulting from the registration; we can call `GetDisplacementField()` to get the multi-component image.

```

typedef itk::ImageFileWriter<RegistrationType::FieldType> DispWriterType;
DispWriterType::Pointer dispWriter = DispWriterType::New();
dispWriter->SetInput( registrationFilter->GetDisplacementField() );
dispWriter->SetFileName("displacement.mha");
try
{
    dispWriter->Update();
}
catch( itk::ExceptionObject & excp )
{
    std::cerr << excp << std::endl;
    return EXIT_FAILURE;
}

```

Figure 3.48 presents the results of the FEM-based deformable registration applied to two time-separated slices of a living rat dataset. Checkerboard comparisons of the two images are shown before registration (left) and after registration (right). Both images were acquired from the same living rat, the first after inspiration of air into the lungs and the second after exhalation. Deformation occurs due to the relaxation of the diaphragm and the intercostal muscles, both of which exert force on the lung tissue and cause air to be expelled.

The following is a documented sample parameter file that can be used with this deformable registration example. This example demonstrates the setup of a basic registration problem that does not use multi-resolution strategies. As a result, only one value for the parameters between (# of pixels per element) and (maximum iterations) is necessary. In order to use a multi-resolution strategy, you would have to specify values for those parameters at each level of the pyramid.

```

% Configuration file #1 for DeformableRegistration1.cxx
%
% This example demonstrates the setup of a basic registration
% problem that does NOT use multi-resolution strategies. As a
% result, only one value for the parameters between
% (# of pixels per element) and (maximum iterations) is necessary.
% If you were using multi-resolution, you would have to specify
% values for those parameters at each level of the pyramid.
%
% Note: the paths in the parameters assume you have the traditional
% ITK file hierarchy as shown below:
%
% ITK/Insight/Examples/Registration/DeformableRegistration1.cxx
% ITK/Insight/Examples/Data/RatLungSlice*
% ITK/Insight-Bin/bin/DeformableRegistration1
%
% -----
% Parameters for the single- or multi-resolution techniques
% -----
1      % Number of levels in the multi-res pyramid (1 = single-res)
1      % Highest level to use in the pyramid

```

```

1 1          % Scaling at lowest level of pyramid
4          % Number of pixels per element
1.e4       % Elasticity (E)
1.e4       % Density x capacity (RhoC)
1          % Image energy scaling (gamma) - sets gradient step size
2          % NumberOfIntegrationPoints
1          % WidthOfMetricRegion
20         % MaximumIterations
% -----
% Parameters for the registration
% -----
0 0.99     % Similarity metric (0=mean sq, 1 = ncc, 2=pattern int, 3=MI, 5=demons)
1.0       % Alpha
0         % DescentDirection (1 = max, 0 = min)
0         % DoLineSearch (0=never, 1=always, 2=if needed)
1.e1      % TimeStep
0.5       % Landmark variance
0         % Employ regriding / enforce diffeomorphism ( >= 1-> true)
% -----
% Information about the image inputs
% -----
128       % Nx (image x dimension)
128       % Ny (image y dimension)
0         % Nz (image z dimension - not used if 2D)
../../Insight/Examples/Data/RatLungSlice1.mha % ReferenceFileName
../../Insight/Examples/Data/RatLungSlice2.mha % TargetFileName
% -----
% The actions below depend on the values of the flags preceding them.
% For example, to write out the displacement fields, you have to set
% the value of WriteDisplacementField to 1.
% -----
0         % UseLandmarks? - read the file name below if this is true
-         % LandmarkFileName
./RatLung_result          % ResultsFileName (prefix only)
1         % WriteDisplacementField?
./RatLung_disp            % DisplacementsFileName (prefix only)
0         % ReadMeshFile?
-         % MeshFileName
END

```

### 3.13.2 BSplines Image Registration

The source code for this section can be found in the file `DeformableRegistration4.cxx`.

This example illustrates the use of the `itk::BSplineTransform` class for performing registration of two 2D images. The example code is for the most part identical to the code pre-

sented in Section 3.6.1. The major difference is that this example we replace the Transform for a more generic one endowed with a large number of degrees of freedom. Due to the large number of parameters, we will also replace the simple steepest descent optimizer with the `itk::LBFGSOptimizer`.

The following are the most relevant headers to this example.

```
#include "itkBSplineTransform.h"  
#include "itkLBFGSOptimizer.h"
```

The parameter space of the `BSplineTransform` is composed by the set of all the deformations associated with the nodes of the `BSpline` grid. This large number of parameters makes possible to represent a wide variety of deformations, but it also has the price of requiring a significant amount of computation time.

We instantiate now the type of the `BSplineTransform` using as template parameters the type for coordinates representation, the dimension of the space, and the order of the `BSpline`.

```
const unsigned int SpaceDimension = ImageDimension;  
const unsigned int SplineOrder = 3;  
typedef double CoordinateRepType;  
  
typedef itk::BSplineTransform<  
    CoordinateRepType,  
    SpaceDimension,  
    SplineOrder > TransformType;
```

The transform object is constructed below and passed to the registration method.

```
TransformType::Pointer transform = TransformType::New();  
registration->SetTransform( transform );
```

```

TransformType::PhysicalDimensionsType    fixedPhysicalDimensions;
TransformType::MeshSizeType              meshSize;
TransformType::OriginType                 fixedOrigin;

unsigned int numberOfGridNodesInOneDimension = 8;

for( unsigned int i=0; i< SpaceDimension; i++ )
{
    fixedOrigin[i] = fixedImage->GetOrigin()[i];
    fixedPhysicalDimensions[i] = fixedImage->GetSpacing()[i] *
        static_cast<double>(
        fixedImage->GetLargestPossibleRegion().GetSize()[i] - 1 );
}
meshSize.Fill( numberOfGridNodesInOneDimension - SplineOrder );

transform->SetTransformDomainOrigin( fixedOrigin );
transform->SetTransformDomainPhysicalDimensions(
    fixedPhysicalDimensions );
transform->SetTransformDomainMeshSize( meshSize );
transform->SetTransformDomainDirection( fixedImage->GetDirection() );

typedef TransformType::ParametersType    ParametersType;

const unsigned int numberOfParameters =
    transform->GetNumberOfParameters();

ParametersType parameters( numberOfParameters );

parameters.Fill( 0.0 );

transform->SetParameters( parameters );

```

We now pass the parameters of the current transform as the initial parameters to be used when the registration process starts.

```

registration->SetInitialTransformParameters( transform->GetParameters() );

```

Next we set the parameters of the LBFGS Optimizer.

```

optimizer->SetGradientConvergenceTolerance( 0.05 );
optimizer->SetLineSearchAccuracy( 0.9 );
optimizer->SetDefaultStepLength( 1.5 );
optimizer->TraceOn();
optimizer->SetMaximumNumberOfFunctionEvaluations( 1000 );

```

Let's execute this example using the rat lung images from the previous examples.

- RatLungSlice1.mha
- RatLungSlice2.mha

```

transform->SetParameters( finalParameters );

```

### 3.13.3 Level Set Motion for Deformable Registration

The source code for this section can be found in the file `DeformableRegistration5.cxx`.

This example demonstrates how to use the level set motion to deformably register two images. The first step is to include the header files.

```
#include "itkLevelSetMotionRegistrationFilter.h"
#include "itkHistogramMatchingImageFilter.h"
#include "itkCastImageFilter.h"
#include "itkWarpImageFilter.h"
```

Second, we declare the types of the images.

```
const unsigned int Dimension = 2;
typedef unsigned short PixelType;

typedef itk::Image< PixelType, Dimension > FixedImageType;
typedef itk::Image< PixelType, Dimension > MovingImageType;
```

Image file readers are set up in a similar fashion to previous examples. To support the re-mapping of the moving image intensity, we declare an internal image type with a floating point pixel type and cast the input images to the internal image type.

```
typedef float InternalPixelType;
typedef itk::Image< InternalPixelType, Dimension > InternalImageType;
typedef itk::CastImageFilter< FixedImageType,
    InternalImageType > FixedImageCasterType;
typedef itk::CastImageFilter< MovingImageType,
    InternalImageType > MovingImageCasterType;

FixedImageCasterType::Pointer fixedImageCaster = FixedImageCasterType::New();
MovingImageCasterType::Pointer movingImageCaster
    = MovingImageCasterType::New();

fixedImageCaster->SetInput( fixedImageReader->GetOutput() );
movingImageCaster->SetInput( movingImageReader->GetOutput() );
```

The level set motion algorithm relies on the assumption that pixels representing the same homologous point on an object have the same intensity on both the fixed and moving images to be registered. In this example, we will preprocess the moving image to match the intensity between the images using the `itk::HistogramMatchingImageFilter`.

The basic idea is to match the histograms of the two images at a user-specified number of quantile values. For robustness, the histograms are matched so that the background pixels are excluded from both histograms. For MR images, a simple procedure is to exclude all gray values that are smaller than the mean gray value of the image.

```
typedef itk::HistogramMatchingImageFilter<
    InternalImageType,
    InternalImageType > MatchingFilterType;
MatchingFilterType::Pointer matcher = MatchingFilterType::New();
```

For this example, we set the moving image as the source or input image and the fixed image as the reference image.

```
matcher->SetInput( movingImageCaster->GetOutput() );
matcher->SetReferenceImage( fixedImageCaster->GetOutput() );
```

We then select the number of bins to represent the histograms and the number of points or quantile values where the histogram is to be matched.

```
matcher->SetNumberOfHistogramLevels( 1024 );
matcher->SetNumberOfMatchPoints( 7 );
```

Simple background extraction is done by thresholding at the mean intensity.

```
matcher->ThresholdAtMeanIntensityOn();
```

In the `itk::LevelSetMotionRegistrationFilter`, the deformation field is represented as an image whose pixels are floating point vectors.

```
typedef itk::Vector< float, Dimension >          VectorPixelType;
typedef itk::Image< VectorPixelType, Dimension > DisplacementFieldType;
typedef itk::LevelSetMotionRegistrationFilter<
    InternalImageType,
    InternalImageType,
    DisplacementFieldType> RegistrationFilterType;
RegistrationFilterType::Pointer filter = RegistrationFilterType::New();
```

The input fixed image is simply the output of the fixed image casting filter. The input moving image is the output of the histogram matching filter.

```
filter->SetFixedImage( fixedImageCaster->GetOutput() );
filter->SetMovingImage( matcher->GetOutput() );
```

The level set motion registration filter has two parameters: the number of iterations to be performed and the standard deviation of the Gaussian smoothing kernel to be applied to the image prior to calculating gradients.

```
filter->SetNumberOfIterations( 50 );
filter->SetGradientSmoothingStandardDeviations(4);
```

The registration algorithm is triggered by updating the filter. The filter output is the computed deformation field.

```
filter->Update();
```

The `itk::WarpImageFilter` can be used to warp the moving image with the output deformation field. Like the `itk::ResampleImageFilter`, the `WarpImageFilter` requires the specification of the input image to be resampled, an input image interpolator, and the output image spacing and origin.

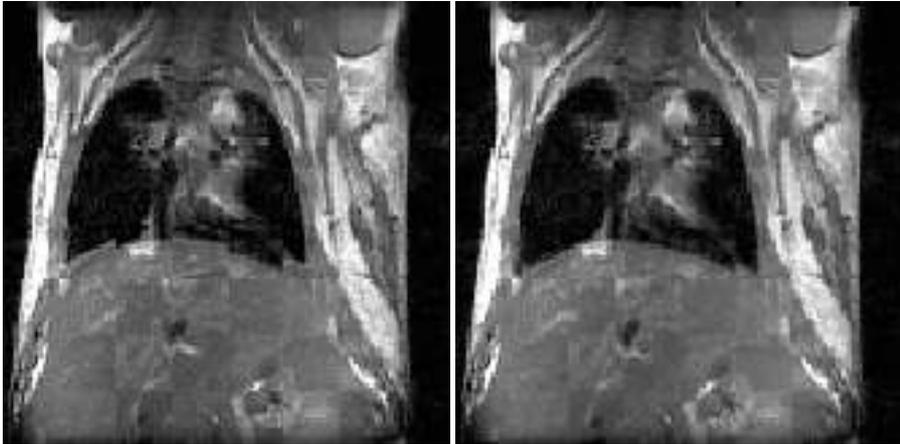


Figure 3.49: Checkerboard comparisons before and after demons-based deformable registration.

```
typedef itk::WarpImageFilter<
    MovingImageType,
    MovingImageType,
    DisplacementFieldType >    WarperType;
typedef itk::LinearInterpolateImageFunction<
    MovingImageType,
    double >    InterpolatorType;
WarperType::Pointer warper = WarperType::New();
InterpolatorType::Pointer interpolator = InterpolatorType::New();
FixedImageType::Pointer fixedImage = fixedImageReader->GetOutput();

warper->SetInput( movingImageReader->GetOutput() );
warper->SetInterpolator( interpolator );
warper->SetOutputSpacing( fixedImage->GetSpacing() );
warper->SetOutputOrigin( fixedImage->GetOrigin() );
warper->SetOutputDirection( fixedImage->GetDirection() );
```

Unlike the `ResampleImageFilter`, the `WarpImageFilter` warps or transform the input image with respect to the deformation field represented by an image of vectors. The resulting warped or resampled image is written to file as per previous examples.

```
warper->SetDisplacementField( filter->GetOutput() );
```

Let's execute this example using the rat lung data from the previous example. The associated data files can be found in `Examples/Data`:

- `RatLungSlice1.mha`
- `RatLungSlice2.mha`

The result of the demons-based deformable registration is presented in Figure 3.49. The

checkerboard comparison shows that the algorithm was able to recover the misalignment due to expiration.

It may be also desirable to write the deformation field as an image of vectors. This can be done with the following code.

```
typedef itk::ImageFileWriter< DisplacementFieldType > FieldWriterType;
FieldWriterType::Pointer fieldWriter = FieldWriterType::New();
fieldWriter->SetFileName( argv[4] );
fieldWriter->SetInput( filter->GetOutput() );

fieldWriter->Update();
```

Note that the file format used for writing the deformation field must be capable of representing multiple components per pixel. This is the case for the MetaImage and VTK file formats for example.

### 3.13.4 BSplines Multi-Grid Image Registration

The source code for this section can be found in the file `DeformableRegistration6.cxx`.

This example illustrates the use of the `itk::BSplineTransform` class in a manually controlled multi-resolution scheme. Here we define two transforms at two different resolution levels. A first registration is performed with the spline grid of low resolution, and the results are then used for initializing a higher resolution grid. Since this example is quite similar to the previous example on the use of the `BSplineTransform` we omit here most of the details already discussed and will focus on the aspects related to the multi-resolution approach.

We include the header files for the transform and the optimizer.

```
#include "itkBSplineTransform.h"
#include "itkLBFGSOptimizer.h"
```

We instantiate now the type of the `BSplineTransform` using as template parameters the type for coordinates representation, the dimension of the space, and the order of the BSpline.

```
const unsigned int SpaceDimension = ImageDimension;
const unsigned int SplineOrder = 3;
typedef double CoordinateRepType;

typedef itk::BSplineTransform<
    CoordinateRepType,
    SpaceDimension,
    SplineOrder > TransformType;
```

We construct two transform objects, each one will be configured for a resolution level. Notice that in this multi-resolution scheme we are not modifying the resolution of the image, but rather the flexibility of the deformable transform itself.

```

TransformType::Pointer transformLow = TransformType::New();
registration->SetTransform( transformLow );

TransformType::Pointer transformLow = TransformType::New();
registration->SetTransform( transformLow );

```

We now pass the parameters of the current transform as the initial parameters to be used when the registration process starts.

```

registration->SetInitialTransformParameters( transformLow->GetParameters() );

optimizer->SetGradientConvergenceTolerance( 0.05 );
optimizer->SetLineSearchAccuracy( 0.9 );
optimizer->SetDefaultStepLength( 1.5 );
optimizer->TraceOn();
optimizer->SetMaximumNumberOfFunctionEvaluations( 1000 );
std::cout << "Starting Registration with low resolution transform"
           << std::endl;

try
{
    registration->Update();
    std::cout << "Optimizer stop condition = "
              << registration->GetOptimizer()->GetStopConditionDescription()
              << std::endl;
}
catch( itk::ExceptionObject & err )
{
    std::cerr << "ExceptionObject caught !" << std::endl;
    std::cerr << err << std::endl;
    return EXIT_FAILURE;
}

```

Once the registration has finished with the low resolution grid, we proceed to instantiate a higher resolution BSplineTransform.

Now we need to initialize the BSpline coefficients of the higher resolution transform. This is done by first computing the actual deformation field at the higher resolution from the lower resolution BSpline coefficients. Then a BSpline decomposition is done to obtain the BSpline coefficient of the higher resolution transform.

We now pass the parameters of the high resolution transform as the initial parameters to be used in a second stage of the registration process.

Typically, we will also want to tighten the optimizer parameters when we move from lower to higher resolution grid.

### 3.13.5 BSplines Multi-Grid Image Registration in 3D

The source code for this section can be found in the file `DeformableRegistration7.cxx`.

This example illustrates the use of the `itk::BSplineTransform` class for performing registration of two 3D images. The example code is for the most part identical to the code presented in Section 3.13.4. The major difference is that this example we set the image dimension to 3 and replace the `itk::LBFGSOptimizer` optimizer with the `itk::LBFGSBOptimizer`. We made the modification because we found that LBFGS does not behave well when the starting positions is at or close to optimal; instead we used LBFGSB in unconstrained mode.

The following are the most relevant headers to this example.

```
#include "itkBSplineTransform.h"
#include "itkLBFGSBOptimizer.h"
```

The parameter space of the `BSplineTransform` is composed by the set of all the deformations associated with the nodes of the BSpline grid. This large number of parameters makes possible to represent a wide variety of deformations, but it also has the price of requiring a significant amount of computation time.

We instantiate now the type of the `BSplineTransform` using as template parameters the type for coordinates representation, the dimension of the space, and the order of the BSpline.

```
const unsigned int SpaceDimension = ImageDimension;
const unsigned int SplineOrder = 3;
typedef double CoordinateRepType;

typedef itk::BSplineTransform<
    CoordinateRepType,
    SpaceDimension,
    SplineOrder > TransformType;
```

The transform object is constructed below and passed to the registration method.

```
TransformType::Pointer transform = TransformType::New();
registration->SetTransform( transform );
```

```

unsigned int numberOfGridNodes = 8;

TransformType::PhysicalDimensionsType    fixedPhysicalDimensions;
TransformType::MeshSizeType              meshSize;
TransformType::OriginType                 fixedOrigin;

for( unsigned int i=0; i< SpaceDimension; i++ )
{
    fixedOrigin[i] = fixedImage->GetOrigin() [i];
    fixedPhysicalDimensions[i] = fixedImage->GetSpacing() [i] *
        static_cast<double>(
            fixedImage->GetLargestPossibleRegion().GetSize() [i] - 1 );
}
meshSize.Fill( numberOfGridNodes - SplineOrder );

transform->SetTransformDomainOrigin( fixedOrigin );
transform->SetTransformDomainPhysicalDimensions(
    fixedPhysicalDimensions );
transform->SetTransformDomainMeshSize( meshSize );
transform->SetTransformDomainDirection( fixedImage->GetDirection() );

typedef TransformType::ParametersType    ParametersType;

const unsigned int numberOfParameters =
    transform->GetNumberOfParameters();

ParametersType parameters( numberOfParameters );

parameters.Fill( 0.0 );

transform->SetParameters( parameters );

```

We now pass the parameters of the current transform as the initial parameters to be used when the registration process starts.

```

registration->SetInitialTransformParameters( transform->GetParameters() );

```

Next we set the parameters of the LBFGSB Optimizer.

```

transform->SetParameters( finalParameters );

```

### 3.13.6 BSplines Multi-Modality Image Registration in 3D

The source code for this section can be found in the file `DeformableRegistration8.cxx`.

This example illustrates the use of the `itk::BSplineTransform` class for performing registration of two 3D images and for the case of multi-modality images. The image metric of choice in this case is the `itk::MattesMutualInformationImageToImageMetric`.

The following are the most relevant headers to this example.

```
#include "itkBSplineTransform.h"
#include "itkLBFGSBOptimizer.h"
```

The parameter space of the `BSplineTransform` is composed by the set of all the deformations associated with the nodes of the `BSpline` grid. This large number of parameters makes possible to represent a wide variety of deformations, but it also has the price of requiring a significant amount of computation time.

We instantiate now the type of the `BSplineTransform` using as template parameters the type for coordinates representation, the dimension of the space, and the order of the `BSpline`.

```
const unsigned int SpaceDimension = ImageDimension;
const unsigned int SplineOrder = 3;
typedef double CoordinateRepType;

typedef itk::BSplineTransform<
    CoordinateRepType,
    SpaceDimension,
    SplineOrder > TransformType;
```

The transform object is constructed below and passed to the registration method.

```
TransformType::Pointer transform = TransformType::New();
registration->SetTransform( transform );

TransformType::PhysicalDimensionsType fixedPhysicalDimensions;
TransformType::MeshSizeType meshSize;
TransformType::OriginType fixedOrigin;

for( unsigned int i=0; i< SpaceDimension; i++ )
{
    fixedOrigin[i] = fixedImage->GetOrigin()[i];
    fixedPhysicalDimensions[i] = fixedImage->GetSpacing()[i] *
        static_cast<double>(
            fixedImage->GetLargestPossibleRegion().GetSize()[i] - 1 );
}
meshSize.Fill( numberOfGridNodesInOneDimension - SplineOrder );

transform->SetTransformDomainOrigin( fixedOrigin );
transform->SetTransformDomainPhysicalDimensions(
    fixedPhysicalDimensions );
transform->SetTransformDomainMeshSize( meshSize );
transform->SetTransformDomainDirection( fixedImage->GetDirection() );

typedef TransformType::ParametersType ParametersType;

const unsigned int numberOfParameters =
    transform->GetNumberOfParameters();

ParametersType parameters( numberOfParameters );

parameters.Fill( 0.0 );

transform->SetParameters( parameters );
```

We now pass the parameters of the current transform as the initial parameters to be used when the registration process starts.

```
registration->SetInitialTransformParameters( transform->GetParameters() );
```

Next we set the parameters of the LBFGSB Optimizer.

```
const unsigned int numParameters = transform->GetNumberOfParameters();
OptimizerType::BoundSelectionType boundSelect( numParameters );
OptimizerType::BoundValueType upperBound( numParameters );
OptimizerType::BoundValueType lowerBound( numParameters );

boundSelect.Fill( 0 );
upperBound.Fill( 0.0 );
lowerBound.Fill( 0.0 );

optimizer->SetBoundSelection( boundSelect );
optimizer->SetUpperBound( upperBound );
optimizer->SetLowerBound( lowerBound );

optimizer->SetCostFunctionConvergenceFactor( 1.e7 );
optimizer->SetProjectedGradientTolerance( 1e-6 );
optimizer->SetMaximumNumberOfIterations( 200 );
optimizer->SetMaximumNumberOfEvaluations( 30 );
optimizer->SetMaximumNumberOfCorrections( 5 );
```

Next we set the parameters of the Mattes Mutual Information Metric.

```
metric->SetNumberOfHistogramBins( 50 );

const unsigned int numberOfSamples =
    static_cast<unsigned int>( fixedRegion.GetNumberOfPixels() * 0.2F );

metric->SetNumberOfSpatialSamples( numberOfSamples );
```

Given that the Mattes Mutual Information metric uses a random iterator in order to collect the samples from the images, it is usually convenient to initialize the seed of the random number generator.

```
metric->ReinitializeSeed( 76926294 );
transform->SetParameters( finalParameters );
```

### 3.13.7 Image Warping with Kernel Splines

The source code for this section can be found in the file `LandmarkWarping2.cxx`.

This example illustrates how to deform an image using a `KernelBase` spline and two sets of landmarks.

```
#include "itkVector.h"
#include "itkImage.h"
#include "itkLandmarkDisplacementFieldSource.h"
#include "itkImageFileReader.h"
#include "itkImageFileWriter.h"
#include "itkWarpImageFilter.h"
```

### 3.13.8 Image Warping with BSplines

The source code for this section can be found in the file `BSplineWarping1.cxx`.

This example illustrates how to deform a 2D image using a `BSplineTransform`.

```
#include "itkImageFileReader.h"
#include "itkImageFileWriter.h"

#include "itkResampleImageFilter.h"

#include "itkBSplineTransform.h"
#include "itkTransformFileWriter.h"
```

```

const    unsigned int    ImageDimension = 2;

typedef  unsigned char                                PixelType;
typedef  itk::Image< PixelType, ImageDimension > FixedImageType;
typedef  itk::Image< PixelType, ImageDimension > MovingImageType;

typedef  itk::ImageFileReader< FixedImageType > FixedReaderType;
typedef  itk::ImageFileReader< MovingImageType > MovingReaderType;

typedef  itk::ImageFileWriter< MovingImageType > MovingWriterType;

FixedReaderType::Pointer fixedReader = FixedReaderType::New();
fixedReader->SetFileName( argv[2] );

try
{
    fixedReader->Update();
}
catch( itk::ExceptionObject & excp )
{
    std::cerr << "Exception thrown " << std::endl;
    std::cerr << excp << std::endl;
    return EXIT_FAILURE;
}

MovingReaderType::Pointer movingReader = MovingReaderType::New();
MovingWriterType::Pointer movingWriter = MovingWriterType::New();

movingReader->SetFileName( argv[3] );
movingWriter->SetFileName( argv[4] );

FixedImageType::ConstPointer fixedImage = fixedReader->GetOutput();

typedef  itk::ResampleImageFilter< MovingImageType,
                                FixedImageType > FilterType;

FilterType::Pointer resampler = FilterType::New();

typedef  itk::LinearInterpolateImageFunction<
                                MovingImageType, double > InterpolatorType;

InterpolatorType::Pointer interpolator = InterpolatorType::New();

resampler->SetInterpolator( interpolator );

FixedImageType::SpacingType    fixedSpacing    = fixedImage->GetSpacing();
FixedImageType::PointType     fixedOrigin     = fixedImage->GetOrigin();
FixedImageType::DirectionType fixedDirection = fixedImage->GetDirection();

resampler->SetOutputSpacing( fixedSpacing );
resampler->SetOutputOrigin( fixedOrigin );
resampler->SetOutputDirection( fixedDirection );

FixedImageType::RegionType fixedRegion = fixedImage->GetBufferedRegion();
FixedImageType::SizeType   fixedSize  = fixedRegion.GetSize();
resampler->SetSize( fixedSize );
resampler->SetOutputStartIndex( fixedRegion.GetIndex() );

```

We instantiate now the type of the BSplineTransform using as template parameters the type for coordinates representation, the dimension of the space, and the order of the B-spline.

```

const unsigned int SpaceDimension = ImageDimension;
const unsigned int SplineOrder = 3;
typedef double CoordinateRepType;

typedef itk::BSplineTransform<
    CoordinateRepType,
    SpaceDimension,
    SplineOrder > TransformType;

TransformType::Pointer bsplineTransform = TransformType::New();

const unsigned int numberOfGridNodes = 7;

TransformType::PhysicalDimensionsType fixedPhysicalDimensions;
TransformType::MeshSizeType meshSize;

for( unsigned int i=0; i< SpaceDimension; i++ )
{
    fixedPhysicalDimensions[i] = fixedSpacing[i] * static_cast<double>(
        fixedSize[i] - 1 );
}
meshSize.Fill( numberOfGridNodes - SplineOrder );

bsplineTransform->SetTransformDomainOrigin( fixedOrigin );
bsplineTransform->SetTransformDomainPhysicalDimensions(
    fixedPhysicalDimensions );
bsplineTransform->SetTransformDomainMeshSize( meshSize );
bsplineTransform->SetTransformDomainDirection( fixedDirection );

typedef TransformType::ParametersType ParametersType;
const unsigned int numberOfParameters =
    bsplineTransform->GetNumberOfParameters();

const unsigned int numberOfNodes = numberOfParameters / SpaceDimension;

ParametersType parameters( numberOfParameters );

```

The B-spline grid should now be fed with coefficients at each node. Since this is a two dimensional grid, each node should receive two coefficients. Each coefficient pair is representing a displacement vector at this node. The coefficients can be passed to the B-spline in the form of an array where the first set of elements are the first component of the displacements for all the nodes, and the second set of elements is formed by the second component of the displacements for all the nodes.

In this example we read such displacements from a file, but for convenience we have written this file using the pairs of  $(x,y)$  displacement for every node. The elements read from the file should therefore be reorganized when assigned to the elements of the array. We do this by storing all the odd elements from the file in the first block of the array, and all the even elements from the

file in the second block of the array. Finally the array is passed to the B-spline transform using the `SetParameters()`.

```
std::ifstream infile;

infile.open( argv[1] );

for( unsigned int n=0; n < numberOfNodes; n++ )
{
    infile >> parameters[n];
    infile >> parameters[n+numberOfNodes];
}

infile.close();
```

Finally the array is passed to the B-spline transform using the `SetParameters()`.

```
bsplineTransform->SetParameters( parameters );
```

At this point we are ready to use the transform as part of the resample filter. We trigger the execution of the pipeline by invoking `Update()` on the last filter of the pipeline, in this case writer.

```
resampler->SetTransform( bsplineTransform );

try
{
    movingWriter->Update();
}
catch( itk::ExceptionObject & excp )
{
    std::cerr << "Exception thrown " << std::endl;
    std::cerr << excp << std::endl;
    return EXIT_FAILURE;
}
```

### 3.14 Demons Deformable Registration

For the problem of intra-modality deformable registration, the Insight Toolkit provides an implementation of Thirion’s “demons” algorithm [66, 67]. In this implementation, each image is viewed as a set of iso-intensity contours. The main idea is that a regular grid of forces deform an image by pushing the contours in the normal direction. The orientation and magnitude of the displacement is derived from the instantaneous optical flow equation:

$$\mathbf{D}(\mathbf{X}) \cdot \nabla f(\mathbf{X}) = -(\mathbf{m}(\mathbf{X}) - \mathbf{f}(\mathbf{X})) \quad (3.34)$$

In the above equation,  $f(\mathbf{X})$  is the fixed image,  $m(\mathbf{X})$  is the moving image to be registered, and  $\mathbf{D}(\mathbf{X})$  is the displacement or optical flow between the images. It is well known in optical flow literature that Equation 3.34 is insufficient to specify  $\mathbf{D}(\mathbf{X})$  locally and is usually determined using some form of regularization. For registration, the projection of the vector on the direction of the intensity gradient is used:

$$\mathbf{D}(\mathbf{X}) = -\frac{(\mathbf{m}(\mathbf{X}) - \mathbf{f}(\mathbf{X})) \nabla f(\mathbf{X})}{\|\nabla f\|^2} \quad (3.35)$$

However, this equation becomes unstable for small values of the image gradient, resulting in large displacement values. To overcome this problem, Thirion re-normalizes the equation such that:

$$\mathbf{D}(\mathbf{X}) = -\frac{(\mathbf{m}(\mathbf{X}) - \mathbf{f}(\mathbf{X})) \nabla f(\mathbf{X})}{\|\nabla f\|^2 + (\mathbf{m}(\mathbf{X}) - \mathbf{f}(\mathbf{X}))^2 / K} \quad (3.36)$$

Where  $K$  is a normalization factor that accounts for the units imbalance between intensities and gradients. This factor is computed as the mean squared value of the pixel spacings. The inclusion of  $K$  make the force computation to be invariant to the pixel scaling of the images.

Starting with an initial deformation field  $\mathbf{D}^0(\mathbf{X})$ , the demons algorithm iteratively updates the field using Equation 3.36 such that the field at the  $N$ -th iteration is given by:

$$\mathbf{D}^N(\mathbf{X}) = \mathbf{D}^{N-1}(\mathbf{X}) - \frac{(\mathbf{m}(\mathbf{X} + \mathbf{D}^{N-1}(\mathbf{X})) - \mathbf{f}(\mathbf{X})) \nabla f(\mathbf{X})}{\|\nabla f\|^2 + (\mathbf{m}(\mathbf{X} + \mathbf{D}^{N-1}(\mathbf{X})) - \mathbf{f}(\mathbf{X}))^2} \quad (3.37)$$

Reconstruction of the deformation field is an ill-posed problem where matching the fixed and moving images has many solutions. For example, since each image pixel is free to move independently, it is possible that all pixels of one particular value in  $m(\mathbf{X})$  could map to a single image pixel in  $f(\mathbf{X})$  of the same value. The resulting deformation field may be unrealistic for real-world applications. An option to solve for the field uniquely is to enforce an elastic-like behavior, smoothing the deformation field with a Gaussian filter between iterations.

In ITK, the demons algorithm is implemented as part of the finite difference solver (FDS) framework and its use is demonstrated in the following example.

### 3.14.1 Asymmetrical Demons Deformable Registration

The source code for this section can be found in the file `DeformableRegistration2.cxx`.

This example demonstrates how to use the “demons” algorithm to deformably register two images. The first step is to include the header files.

```
#include "itkDemonsRegistrationFilter.h"
#include "itkHistogramMatchingImageFilter.h"
#include "itkCastImageFilter.h"
#include "itkWarpImageFilter.h"
```

Second, we declare the types of the images.

```
const unsigned int Dimension = 2;
typedef unsigned short PixelType;

typedef itk::Image< PixelType, Dimension > FixedImageType;
typedef itk::Image< PixelType, Dimension > MovingImageType;
```

Image file readers are set up in a similar fashion to previous examples. To support the re-mapping of the moving image intensity, we declare an internal image type with a floating point pixel type and cast the input images to the internal image type.

```
typedef float InternalPixelType;
typedef itk::Image< InternalPixelType, Dimension > InternalImageType;
typedef itk::CastImageFilter< FixedImageType,
    InternalImageType > FixedImageCasterType;
typedef itk::CastImageFilter< MovingImageType,
    InternalImageType > MovingImageCasterType;

FixedImageCasterType::Pointer fixedImageCaster = FixedImageCasterType::New();
MovingImageCasterType::Pointer movingImageCaster
    = MovingImageCasterType::New();

fixedImageCaster->SetInput( fixedImageReader->GetOutput() );
movingImageCaster->SetInput( movingImageReader->GetOutput() );
```

The demons algorithm relies on the assumption that pixels representing the same homologous point on an object have the same intensity on both the fixed and moving images to be registered. In this example, we will preprocess the moving image to match the intensity between the images using the `itk::HistogramMatchingImageFilter`.

The basic idea is to match the histograms of the two images at a user-specified number of quantile values. For robustness, the histograms are matched so that the background pixels are excluded from both histograms. For MR images, a simple procedure is to exclude all gray values that are smaller than the mean gray value of the image.

```
typedef itk::HistogramMatchingImageFilter<
    InternalImageType,
    InternalImageType > MatchingFilterType;
MatchingFilterType::Pointer matcher = MatchingFilterType::New();
```

For this example, we set the moving image as the source or input image and the fixed image as the reference image.

```
matcher->SetInput( movingImageCaster->GetOutput() );
matcher->SetReferenceImage( fixedImageCaster->GetOutput() );
```

We then select the number of bins to represent the histograms and the number of points or quantile values where the histogram is to be matched.

```
matcher->SetNumberOfHistogramLevels( 1024 );
matcher->SetNumberOfMatchPoints( 7 );
```

Simple background extraction is done by thresholding at the mean intensity.

```
matcher->ThresholdAtMeanIntensityOn();
```

In the `itk::DemonsRegistrationFilter`, the deformation field is represented as an image whose pixels are floating point vectors.

```
typedef itk::Vector< float, Dimension > VectorPixelType;
typedef itk::Image< VectorPixelType, Dimension > DisplacementFieldType;
typedef itk::DemonsRegistrationFilter<
    InternalImageType,
    InternalImageType,
    DisplacementFieldType> RegistrationFilterType;
RegistrationFilterType::Pointer filter = RegistrationFilterType::New();
```

The input fixed image is simply the output of the fixed image casting filter. The input moving image is the output of the histogram matching filter.

```
filter->SetFixedImage( fixedImageCaster->GetOutput() );
filter->SetMovingImage( matcher->GetOutput() );
```

The demons registration filter has two parameters: the number of iterations to be performed and the standard deviation of the Gaussian smoothing kernel to be applied to the deformation field after each iteration.

```
filter->SetNumberOfIterations( 50 );
filter->SetStandardDeviations( 1.0 );
```

The registration algorithm is triggered by updating the filter. The filter output is the computed deformation field.

```
filter->Update();
```

The `itk::WarpImageFilter` can be used to warp the moving image with the output deformation field. Like the `itk::ResampleImageFilter`, the `WarpImageFilter` requires the specification of the input image to be resampled, an input image interpolator, and the output image spacing and origin.

```
typedef itk::WarpImageFilter<
    MovingImageType,
    MovingImageType,
    DisplacementFieldType > WarperType;
typedef itk::LinearInterpolateImageFunction<
    MovingImageType,
    double > InterpolatorType;
WarperType::Pointer warper = WarperType::New();
InterpolatorType::Pointer interpolator = InterpolatorType::New();
FixedImageType::Pointer fixedImage = fixedImageReader->GetOutput();

warper->SetInput( movingImageReader->GetOutput() );
warper->SetInterpolator( interpolator );
warper->SetOutputSpacing( fixedImage->GetSpacing() );
warper->SetOutputOrigin( fixedImage->GetOrigin() );
warper->SetOutputDirection( fixedImage->GetDirection() );
```

Unlike the `ResampleImageFilter`, the `WarpImageFilter` warps or transform the input image with respect to the deformation field represented by an image of vectors. The resulting warped or resampled image is written to file as per previous examples.

```
warper->SetDisplacementField( filter->GetOutput() );
```

Let's execute this example using the rat lung data from the previous example. The associated data files can be found in `Examples/Data`:

- `RatLungSlice1.mha`
- `RatLungSlice2.mha`

The result of the demons-based deformable registration is presented in Figure 3.50. The checkerboard comparison shows that the algorithm was able to recover the misalignment due to expiration.

It may be also desirable to write the deformation field as an image of vectors. This can be done with the following code.

```
typedef itk::ImageFileWriter< DisplacementFieldType > FieldWriterType;
FieldWriterType::Pointer fieldWriter = FieldWriterType::New();
fieldWriter->SetFileName( argv[4] );
fieldWriter->SetInput( filter->GetOutput() );

fieldWriter->Update();
```

Note that the file format used for writing the deformation field must be capable of representing

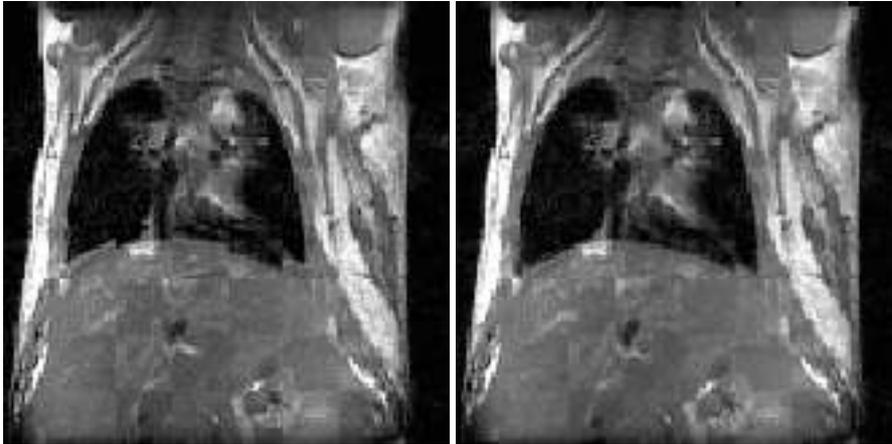


Figure 3.50: Checkerboard comparisons before and after demons-based deformable registration.

multiple components per pixel. This is the case for the MetaImage and VTK file formats for example.

A variant of the force computation is also implemented in which the gradient of the deformed moving image is also involved. This provides a level of symmetry in the force calculation during one iteration of the PDE update. The equation used in this case is

$$\mathbf{D}(\mathbf{X}) = -\frac{2(\mathbf{m}(\mathbf{X}) - \mathbf{f}(\mathbf{X}))(\nabla\mathbf{f}(\mathbf{X}) + \nabla\mathbf{g}(\mathbf{X}))}{\|\nabla\mathbf{f} + \nabla\mathbf{g}\|^2 + (\mathbf{m}(\mathbf{X}) - \mathbf{f}(\mathbf{X}))^2 / \mathbf{K}} \quad (3.38)$$

The following example illustrates the use of this deformable registration method.

### 3.14.2 Symmetrical Demons Deformable Registration

The source code for this section can be found in the file `DeformableRegistration3.cxx`.

This example demonstrates how to use a variant of the “demons” algorithm to deformably register two images. This variant uses a different formulation for computing the forces to be applied to the image in order to compute the deformation fields. The variant uses both the gradient of the fixed image and the gradient of the deformed moving image in order to compute the forces. This mechanism for computing the forces introduces a symmetry with respect to the choice of the fixed and moving images. This symmetry only holds during the computation of one iteration of the PDE updates. It is unlikely that total symmetry may be achieved by this mechanism for the entire registration process.

The first step for using this filter is to include the following header files.

```
#include "itkSymmetricForcesDemonsRegistrationFilter.h"
#include "itkHistogramMatchingImageFilter.h"
#include "itkCastImageFilter.h"
#include "itkWarpImageFilter.h"
```

Second, we declare the types of the images.

```
const unsigned int Dimension = 2;
typedef unsigned short PixelType;

typedef itk::Image< PixelType, Dimension > FixedImageType;
typedef itk::Image< PixelType, Dimension > MovingImageType;
```

Image file readers are set up in a similar fashion to previous examples. To support the re-mapping of the moving image intensity, we declare an internal image type with a floating point pixel type and cast the input images to the internal image type.

```
typedef float InternalPixelType;
typedef itk::Image< InternalPixelType, Dimension > InternalImageType;
typedef itk::CastImageFilter< FixedImageType,
                             InternalImageType > FixedImageCasterType;
typedef itk::CastImageFilter< MovingImageType,
                             InternalImageType > MovingImageCasterType;

FixedImageCasterType::Pointer fixedImageCaster = FixedImageCasterType::New();
MovingImageCasterType::Pointer movingImageCaster
    = MovingImageCasterType::New();

fixedImageCaster->SetInput( fixedImageReader->GetOutput() );
movingImageCaster->SetInput( movingImageReader->GetOutput() );
```

The demons algorithm relies on the assumption that pixels representing the same homologous point on an object have the same intensity on both the fixed and moving images to be registered. In this example, we will preprocess the moving image to match the intensity between the images using the `itk::HistogramMatchingImageFilter`.

The basic idea is to match the histograms of the two images at a user-specified number of quantile values. For robustness, the histograms are matched so that the background pixels are excluded from both histograms. For MR images, a simple procedure is to exclude all gray values that are smaller than the mean gray value of the image.

```
typedef itk::HistogramMatchingImageFilter<
    InternalImageType,
    InternalImageType > MatchingFilterType;
MatchingFilterType::Pointer matcher = MatchingFilterType::New();
```

For this example, we set the moving image as the source or input image and the fixed image as the reference image.

```
matcher->SetInput( movingImageCaster->GetOutput() );
matcher->SetReferenceImage( fixedImageCaster->GetOutput() );
```

We then select the number of bins to represent the histograms and the number of points or quantile values where the histogram is to be matched.

```
matcher->SetNumberOfHistogramLevels( 1024 );
matcher->SetNumberOfMatchPoints( 7 );
```

Simple background extraction is done by thresholding at the mean intensity.

```
matcher->ThresholdAtMeanIntensityOn();
```

In the `itk::SymmetricForcesDemonsRegistrationFilter`, the deformation field is represented as an image whose pixels are floating point vectors.

```
typedef itk::Vector< float, Dimension >      VectorPixelType;
typedef itk::Image< VectorPixelType, Dimension > DisplacementFieldType;
typedef itk::SymmetricForcesDemonsRegistrationFilter<
    InternalImageType,
    InternalImageType,
    DisplacementFieldType> RegistrationFilterType;
RegistrationFilterType::Pointer filter = RegistrationFilterType::New();
```

The input fixed image is simply the output of the fixed image casting filter. The input moving image is the output of the histogram matching filter.

```
filter->SetFixedImage( fixedImageCaster->GetOutput() );
filter->SetMovingImage( matcher->GetOutput() );
```

The demons registration filter has two parameters: the number of iterations to be performed and the standard deviation of the Gaussian smoothing kernel to be applied to the deformation field after each iteration.

```
filter->SetNumberOfIterations( 50 );
filter->SetStandardDeviations( 1.0 );
```

The registration algorithm is triggered by updating the filter. The filter output is the computed deformation field.

```
filter->Update();
```

The `itk::WarpImageFilter` can be used to warp the moving image with the output deformation field. Like the `itk::ResampleImageFilter`, the `WarpImageFilter` requires the specification of the input image to be resampled, an input image interpolator, and the output image spacing and origin.

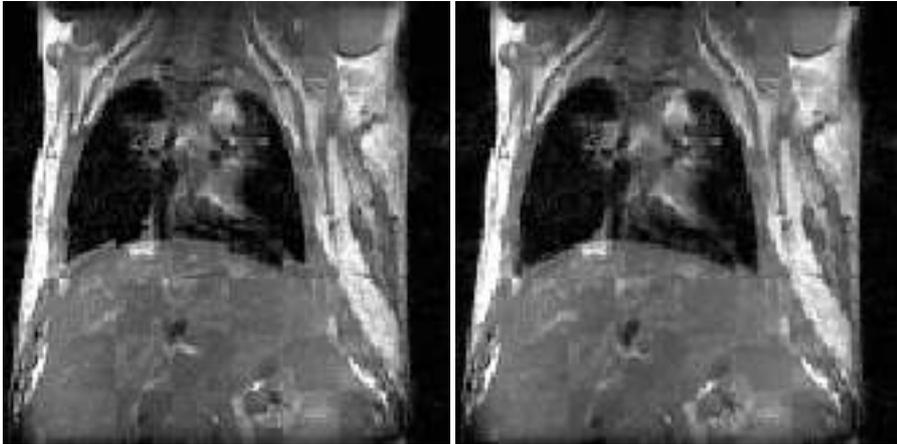


Figure 3.51: Checkerboard comparisons before and after demons-based deformable registration.

```

typedef itk::WarpImageFilter<
    MovingImageType,
    MovingImageType,
    DisplacementFieldType >    WarperType;
typedef itk::LinearInterpolateImageFunction<
    MovingImageType,
    double >    InterpolatorType;
WarperType::Pointer warper = WarperType::New();
InterpolatorType::Pointer interpolator = InterpolatorType::New();
FixedImageType::Pointer fixedImage = fixedImageReader->GetOutput();

warper->SetInput( movingImageReader->GetOutput() );
warper->SetInterpolator( interpolator );
warper->SetOutputSpacing( fixedImage->GetSpacing() );
warper->SetOutputOrigin( fixedImage->GetOrigin() );
warper->SetOutputDirection( fixedImage->GetDirection() );

```

Unlike the `ResampleImageFilter`, the `WarpImageFilter` warps or transform the input image with respect to the deformation field represented by an image of vectors. The resulting warped or resampled image is written to file as per previous examples.

```

warper->SetDisplacementField( filter->GetOutput() );

```

Let's execute this example using the rat lung data from the previous example. The associated data files can be found in `Examples/Data`:

- `RatLungSlice1.mha`
- `RatLungSlice2.mha`

The result of the demons-based deformable registration is presented in Figure 3.51. The

checkerboard comparison shows that the algorithm was able to recover the misalignment due to expiration.

It may be also desirable to write the deformation field as an image of vectors. This can be done with the following code.

```
typedef itk::ImageFileWriter< DisplacementFieldType > FieldWriterType;

FieldWriterType::Pointer fieldWriter = FieldWriterType::New();
fieldWriter->SetFileName( argv[4] );
fieldWriter->SetInput( filter->GetOutput() );

fieldWriter->Update();
```

Note that the file format used for writing the deformation field must be capable of representing multiple components per pixel. This is the case for the MetaImage and VTK file formats for example.

## 3.15 Visualizing Deformation fields

Vector deformation fields may be visualized using ParaView. ParaView [27] is an open-source, multi-platform visualization application and uses the Visualization Toolkit as the data processing and rendering engine and has a user interface written using a unique blend of Tcl/Tk and C++. You may download it from <http://paraview.org>.

### 3.15.1 Visualizing 2D deformation fields

Let us visualize the deformation field obtained from Demons Registration algorithm generated from `Insight/Examples/Registration/DeformableRegistration2.cxx`.

Load the Deformation field in Paraview. (The deformation field must be capable of handling vector data, such as MetaImages). Paraview shows a color map of the magnitudes of the deformation fields as shown in 3.52.

Covert the deformation field to 3D vector data using a *Calculator*. The Calculator may be found in the *Filter* pull down menu. A screenshot of the calculator tab is shown in Figure 3.53. Although the deformation field is a 2D vector, we will generate a 3D vector with the third component set to 0 since Paraview generates glyphs only for 3D vectors. You may now apply a glyph of arrows to the resulting 3D vector field by using *Glyph* on the menu bar. The glyphs obtained will be very dense since a glyph is generated for each point in the data set. To better visualize the deformation field, you may adopt one of the following approaches.

Reduce the number of glyphs by reducing the number in *Max. Number of Glyphs* to reasonable amount. This uniformly downsamples the number of glyphs. Alternatively, you may apply a *Threshold* filter to the *Magnitude* of the vector dataset and then glyph the vector data that lies above the threshold. This eliminates the smaller deformation fields that clutter the display. You

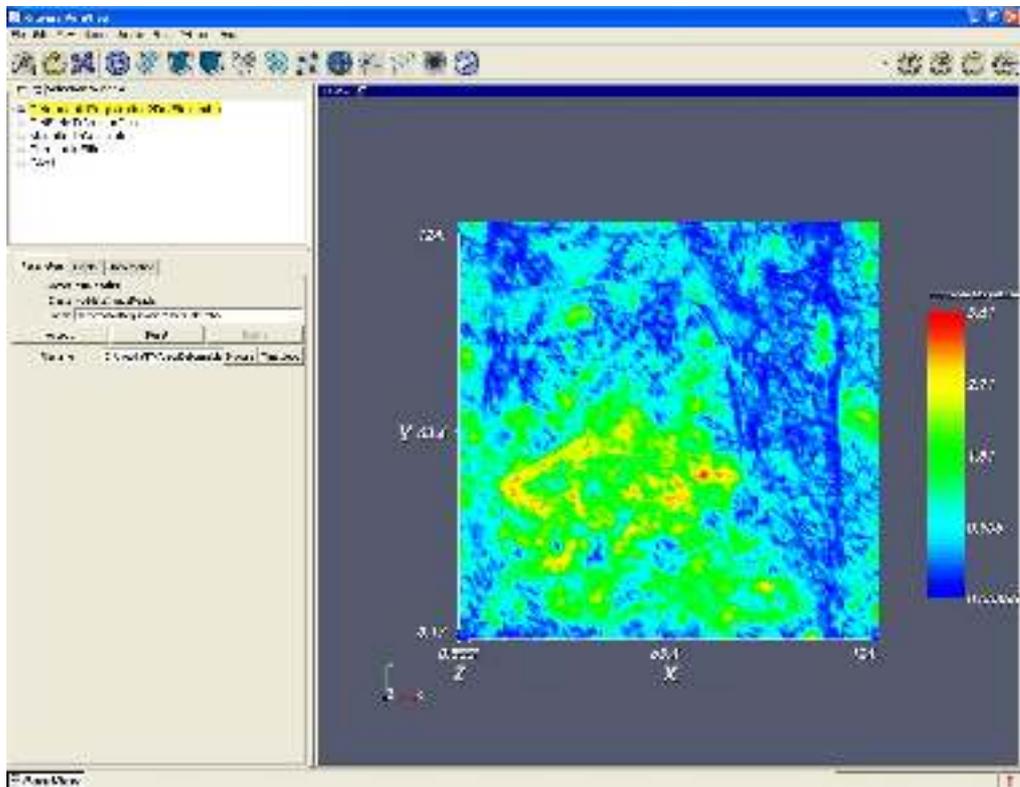


Figure 3.52: Deformation field magnitudes displayed using Paraview

may now reduce the number of glyphs to a reasonable value.

Figure 3.54 shows the vector field visualized using Paraview by thresholding the vector magnitudes by 2.1 and restricting the number of glyphs to 100.

### 3.15.2 Visualizing 3D deformation fields

Let us create a 3D deformation field. We will use Thin Plate Splines to warp a 3D dataset and create a deformation field. We will pick a set of point landmarks and translate them to provide a specification of correspondences at point landmarks. Note that the landmarks have been picked randomly for purposes of illustration and are not intended to portray a true deformation. The landmarks may be used to produce a deformation field in several ways. Most techniques minimize some regularizing functional representing the irregularity of the deformation field, which is usually some function of the spatial derivatives of the field. Here we will use *thin plate splines*. Thin plate splines minimize the regularizing functional



Figure 3.53: Calculators and filters may be used to compute the vector magnitude, compose vectors etc.

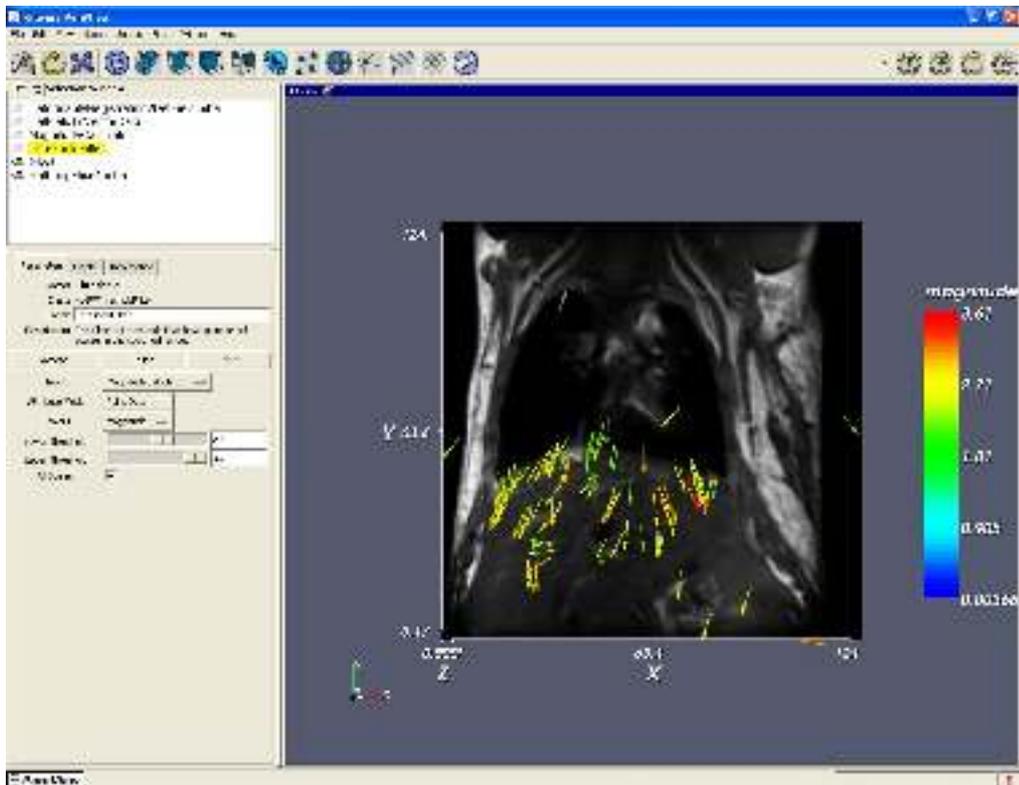


Figure 3.54: Deformation field visualized using Paraview after thresholding and subsampling.

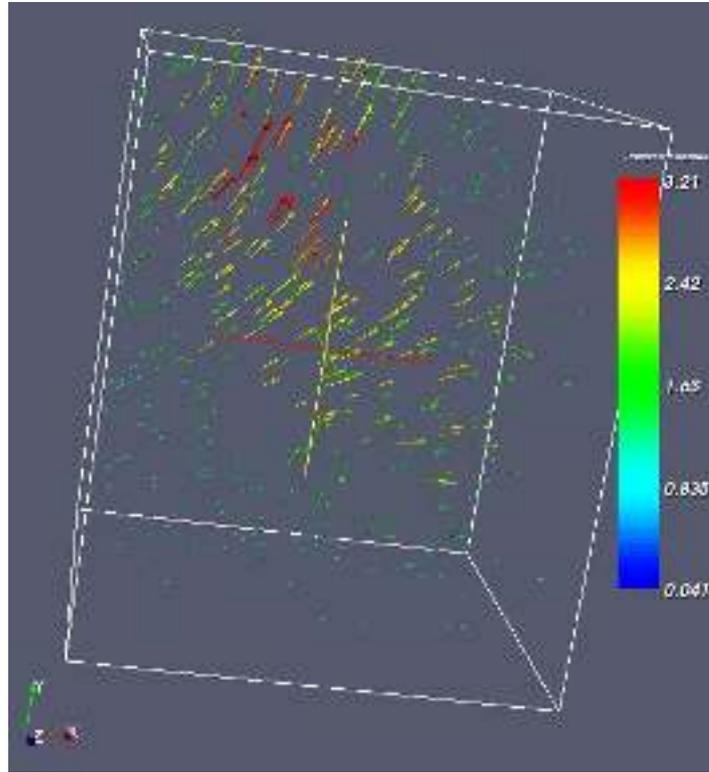


Figure 3.55: 3D Deformation field visualized using Paraview.

$$I[f(x,y)] = \iint (f_{xx}^2 + 2f_{xy}^2 + f_{yy}^2) dx dy \quad (3.39)$$

where the subscripts denote partial derivatives of  $f$ .

The code for this section can be found in `Insight/Examples/Registration/ThinPlateSplineWarp.cxx`

We may now proceed as before to visualize the deformation field using Paraview as shown in Figure 3.55.

Let us register the deformed volumes generated by Thin plate warping in the previous example using `DeformableRegistration4.cxx`. Since ITK is in general  $N$ -dimensional, the only change in the example is to replace the `ImageDimension` by 3.

The registration method uses B-splines and an LBFGS optimizer. The trace in Table 3.17 prints the trace of the optimizer through the search space.

Here  $\|G\|$  is the norm of the gradient at the current estimate of the minimum,  $x$ . “Function

| Iteration | Function value | $\ G\ $ | Step length |
|-----------|----------------|---------|-------------|
| 1         | 156.981        | 14.911  | 0.202       |
| 2         | 68.956         | 11.774  | 1.500       |
| 3         | 38.146         | 4.802   | 1.500       |
| 4         | 26.690         | 2.515   | 1.500       |
| 5         | 23.295         | 1.106   | 1.500       |
| 6         | 21.454         | 1.032   | 1.500       |
| 7         | 20.322         | 1.557   | 1.500       |
| 8         | 19.751         | 0.594   | 1.500       |

Table 3.17: LBFGS Optimizer trace.

Value” is the current value of the function,  $f(x)$ .

The resulting deformation field that maps the moving to the fixed image is shown in 3.56. A difference image of two slices before and after registration is shown in 3.57. As can be seen from the figures, the deformation field is in close agreement to the one generated from the Thin plate spline warping.

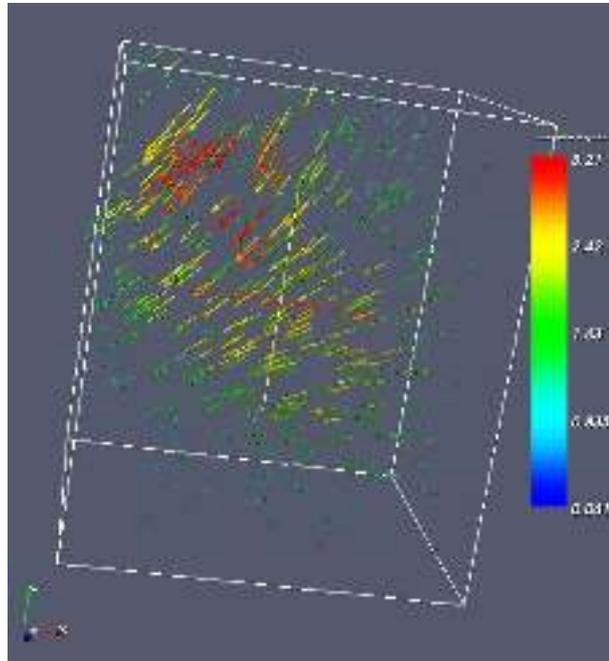


Figure 3.56: Resulting deformation field that maps the moving image to the fixed image.

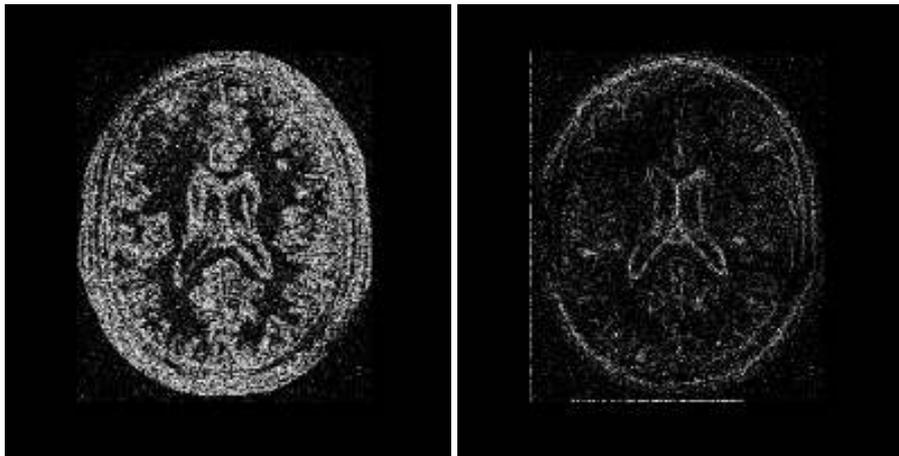


Figure 3.57: Difference image from a slice before and after registration.

### 3.16 Model Based Registration

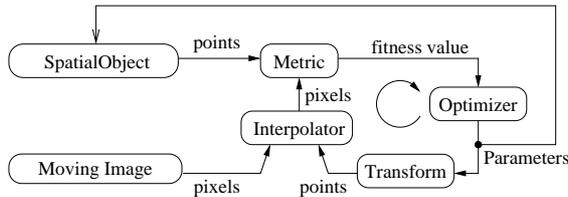


Figure 3.58: The basic components of model based registration are an image, a spatial object, a transform, a metric, an interpolator and an optimizer.

the model to the morphology of a particular patient. The task of registration is then to find the optimal combination of model parameters that will make this model a good representation of the anatomical structures contained in an image.

For example, let's say that in the axial view of a brain image we can roughly approximate the skull with an ellipse. The ellipse becomes our simplified geometrical model, and registration is the task of finding the best center for the ellipse, the measures of its axis lengths and its orientation in the plane. This is illustrated in Figure 3.59. If we compare this approach with the image-to-image registration problem, we can see that the main difference here is that in addition to mapping the spatial position of the model, we can also customize internal parameters that change its shape.

Figure 3.58 illustrates the major components of the registration framework in ITK when a model base registration problem is configured. The basic input data for the registration is provided by pixel data in an `itk::Image` and by geometrical data stored in a `itk::SpatialObject`. A metric has to be defined in order to evaluate the fitness between the model and the image. This fitness value can be improved by introducing variations in the spatial positioning of the `SpatialObject` and/or by changing its internal parameters. The search space for the optimizer is now the composition of the transform parameter and the shape internal parameters.

This same approach can be considered a segmentation technique, since once the model has been optimally superimposed on the image we could label pixels according to their associations with specific parts of the model. The applications of model to image registration/segmentation are endless. The main advantage of this approach is probably that, as opposed to image-to-image registration, it actually provides *Insight* into the anatomical structure contained in the image. The adapted model becomes a condensed representation of the essential elements of the anatomical structure.

ITK provides a hierarchy of classes intended to support the construction of shape models. This hierarchy has the `SpatialObject` as its base class. A number of basic functionalities are defined at this level, including the capacity to evaluate whether a given point is *inside* or *outside* of the model, form complex shapes by creating hierarchical conglomerates of basic shapes, and support basic spatial parameterizations like scale, orientation and position.

This section introduces the concept of registering a geometrical model with an image. We refer to this concept as *model based registration* but this may not be the most widespread terminology. In this approach, a geometrical model is built first and a number of parameters are identified in the model. Variations of these parameters make it possible to adapt the

model to the morphology of a particular patient.

The task of registration is then to find the optimal combination of model parameters that will make this model a good representation of the anatomical structures contained in an image.

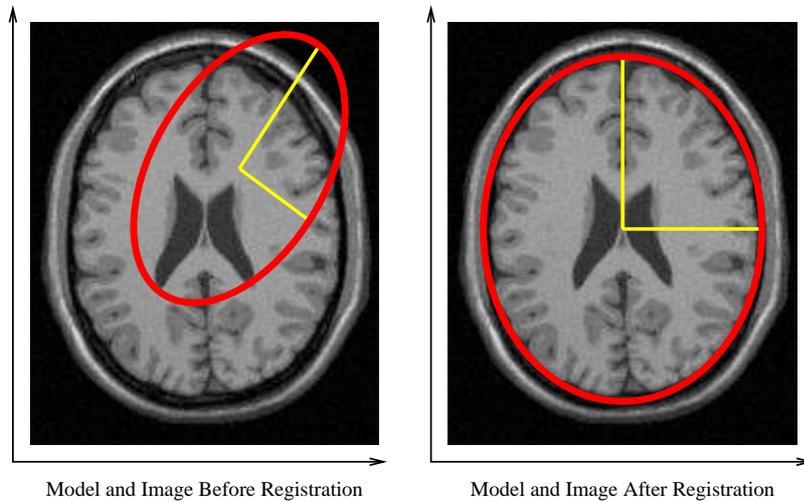


Figure 3.59: Basic concept of Model-to-Image registration. A simplified geometrical model (ellipse) is registered against an anatomical structure (skull) by applying a spatial transform and modifying the model internal parameters. This image is not the result of an actual registration, it is shown here only with the purpose of illustrating the concept of model to image registration.

The following sections present examples of the typical uses of these powerful elements of the toolkit.

The source code for this section can be found in the file `ModelToImageRegistration1.cxx`.

This example illustrates the use of the `itk::SpatialObject` as a component of the registration framework in order to perform model based registration. The current example creates a geometrical model composed of several ellipses. Then, it uses the model to produce a synthetic binary image of the ellipses. Next, it introduces perturbations on the position and shape of the model, and finally it uses the perturbed version as the input to a registration problem. A metric is defined to evaluate the fitness between the geometric model and the image.

Let's look first at the classes required to support `SpatialObject`. In this example we use the `itk::EllipseSpatialObject` as the basic shape components and we use the `itk::GroupSpatialObject` to group them together as a representation of a more complex shape. Their respective headers are included below.

```
#include "itkEllipseSpatialObject.h"
#include "itkGroupSpatialObject.h"
```

In order to generate the initial synthetic image of the ellipses, we use the `itk::SpatialObjectToImageFilter` that tests—for every pixel in the image—whether the pixel (and hence the spatial object) is *inside* or *outside* the geometric model.

```
#include "itkSpatialObjectToImageFilter.h"
```

A metric is defined to evaluate the fitness between the `SpatialObject` and the `Image`. The base class for this type of metric is the `itk::ImageToSpatialObjectMetric`, whose header is included below.

As in previous registration problems, we have to evaluate the image intensity in non-grid positions. The `itk::LinearInterpolateImageFunction` is used here for this purpose.

```
#include "itkLinearInterpolateImageFunction.h"
```

The `SpatialObject` is mapped from its own space into the image space by using a `itk::Transform`. In this example, we use the `itk::Euler2DTransform`.

```
#include "itkEuler2DTransform.h"
```

Registration is fundamentally an optimization problem. Here we include the optimizer used to search the parameter space and identify the best transformation that will map the shape model on top of the image. The optimizer used in this example is the `itk::OnePlusOneEvolutionaryOptimizer` that implements an **evolutionary algorithm**.

```
#include "itkOnePlusOneEvolutionaryOptimizer.h"
```

As in previous registration examples, it is important to track the evolution of the optimizer as it progresses through the parameter space. This is done by using the `Command/Observer` paradigm. The following lines of code implement the `itk::Command` observer that monitors the progress of the registration. The code is quite similar to what we have used in previous registration examples.

```

#include "itkCommand.h"
template < class TOptimizer >
class IterationCallback : public itk::Command
{
public:
    typedef IterationCallback          Self;
    typedef itk::Command              Superclass;
    typedef itk::SmartPointer<Self>   Pointer;
    typedef itk::SmartPointer<const Self> ConstPointer;

    itkTypeMacro( IterationCallback, Superclass );
    itkNewMacro( Self );

    /** Type defining the optimizer. */
    typedef TOptimizer      OptimizerType;

    /** Method to specify the optimizer. */
    void SetOptimizer( OptimizerType * optimizer )
    {
        m_Optimizer = optimizer;
        m_Optimizer->AddObserver( itk::IterationEvent(), this );
    }

    /** Execute method will print data at each iteration */
    void Execute(itk::Object *caller, const itk::EventObject & event)
    {
        Execute( (const itk::Object *)caller, event);
    }

    void Execute(const itk::Object *, const itk::EventObject & event)
    {
        if( typeid( event ) == typeid( itk::StartEvent ) )
        {
            std::cout << std::endl << "Position          Value";
            std::cout << std::endl << std::endl;
        }
        else if( typeid( event ) == typeid( itk::IterationEvent ) )
        {
            std::cout << m_Optimizer->GetCurrentIteration() << " ";
            std::cout << m_Optimizer->GetValue() << " ";
            std::cout << m_Optimizer->GetCurrentPosition() << std::endl;
        }
        else if( typeid( event ) == typeid( itk::EndEvent ) )
        {
            std::cout << std::endl << std::endl;
            std::cout << "After " << m_Optimizer->GetCurrentIteration();
            std::cout << " iterations " << std::endl;
            std::cout << "Solution is    = " << m_Optimizer->GetCurrentPosition();
            std::cout << std::endl;
        }
    }
}

```

This command will be invoked at every iteration of the optimizer and will print out the current combination of transform parameters.

Consider now the most critical component of this new registration approach: the metric. This component evaluates the match between the `SpatialObject` and the `Image`. The smoothness and regularity of the metric determine the difficulty of the task assigned to the optimizer. In this case, we use a very robust optimizer that should be able to find its way even in the most discontinuous cost functions. The metric to be implemented should derive from the `ImageToSpatialObjectMetric` class.

The following code implements a simple metric that computes the sum of the pixels that are inside the spatial object. In fact, the metric maximum is obtained when the model and the image are aligned. The metric is templated over the type of the `SpatialObject` and the type of the `Image`.

```
template <typename TFixedImage, typename TMovingSpatialObject>
class SimpleImageToSpatialObjectMetric :
public itk::ImageToSpatialObjectMetric<TFixedImage, TMovingSpatialObject>
{
```

The fundamental operation of the metric is its `GetValue()` method. It is in this method that the fitness value is computed. In our current example, the fitness is computed over the points of the `SpatialObject`. For each point, its coordinates are mapped through the transform into image space. The resulting point is used to evaluate the image and the resulting value is accumulated in a sum. Since we are not allowing scale changes, the optimal value of the sum will result when all the `SpatialObject` points are mapped on the white regions of the image. Note that the argument for the `GetValue()` method is the array of parameters of the transform.

```
MeasureType GetValue( const ParametersType & parameters ) const
{
    double value;
    this->m_Transform->SetParameters( parameters );

    value = 0;
    for(PointListType::const_iterator it = m_PointList.begin();
        it != m_PointList.end(); ++it)
    {
        PointType transformedPoint = this->m_Transform->TransformPoint(*it);
        if( this->m_Interpolator->IsInsideBuffer( transformedPoint ) )
        {
            value += this->m_Interpolator->Evaluate( transformedPoint );
        }
    }
    return value;
}
```

Having defined all the registration components we are ready to put the pieces together and implement the registration process.

First we instantiate the `GroupSpatialObject` and `EllipseSpatialObject`. These two objects are parameterized by the dimension of the space. In our current example a *2D* instantiation is created.

```
typedef itk::GroupSpatialObject< 2 > GroupType;
typedef itk::EllipseSpatialObject< 2 > EllipseType;
```

The image is instantiated in the following lines using the pixel type and the space dimension. This image uses a `float` pixel type since we plan to blur it in order to increase the capture radius of the optimizer. Images of real pixel type behave better under blurring than those of integer pixel type.

```
typedef itk::Image< float, 2 > ImageType;
```

Here is where the fun begins! In the following lines we create the `EllipseSpatialObjects` using their `New()` methods, and assigning the results to `SmartPointers`. These lines will create three ellipses.

```
EllipseType::Pointer ellipse1 = EllipseType::New();
EllipseType::Pointer ellipse2 = EllipseType::New();
EllipseType::Pointer ellipse3 = EllipseType::New();
```

Every class deriving from `SpatialObject` has particular parameters enabling the user to tailor its shape. In the case of the `EllipseSpatialObject`, `SetRadius()` is used to define the ellipse size. An additional `SetRadius(Array)` method allows the user to define the ellipse axes independently.

```
ellipse1->SetRadius( 10.0 );
ellipse2->SetRadius( 10.0 );
ellipse3->SetRadius( 10.0 );
```

The ellipses are created centered in space by default. We use the following lines of code to arrange the ellipses in a triangle. The spatial transform intrinsically associated with the object is accessed by the `GetTransform()` method. This transform can define a translation in space with the `SetOffset()` method. We take advantage of this feature to place the ellipses at particular points in space.

```
EllipseType::TransformType::OffsetType offset;
offset[ 0 ] = 100.0;
offset[ 1 ] = 40.0;

ellipse1->GetObjectToParentTransform()->SetOffset(offset);
ellipse1->ComputeObjectToWorldTransform();

offset[ 0 ] = 40.0;
offset[ 1 ] = 150.0;
ellipse2->GetObjectToParentTransform()->SetOffset(offset);
ellipse2->ComputeObjectToWorldTransform();

offset[ 0 ] = 150.0;
offset[ 1 ] = 150.0;
ellipse3->GetObjectToParentTransform()->SetOffset(offset);
ellipse3->ComputeObjectToWorldTransform();
```

Note that after a change has been made in the transform, the `SpatialObject` invokes the method `ComputeGlobalTransform()` in order to update its global transform. The reason for doing this

is that `SpatialObjects` can be arranged in hierarchies. It is then possible to change the position of a set of spatial objects by moving the parent of the group.

Now we add the three `EllipseSpatialObjects` to a `GroupSpatialObject` that will be subsequently passed on to the registration method. The `GroupSpatialObject` facilitates the management of the three ellipses as a higher level structure representing a complex shape. Groups can be nested any number of levels in order to represent shapes with higher detail.

```
GroupType::Pointer group = GroupType::New();
group->AddSpatialObject( ellipse1 );
group->AddSpatialObject( ellipse2 );
group->AddSpatialObject( ellipse3 );
```

Having the geometric model ready, we proceed to generate the binary image representing the imprint of the space occupied by the ellipses. The `SpatialObjectToImageFilter` is used to that end. Note that this filter is instantiated over the spatial object used and the image type to be generated.

```
typedef itk::SpatialObjectToImageFilter< GroupType, ImageType >
    SpatialObjectToImageFilterType;
```

With the defined type, we construct a filter using the `New()` method. The newly created filter is assigned to a `SmartPointer`.

```
SpatialObjectToImageFilterType::Pointer imageFilter =
    SpatialObjectToImageFilterType::New();
```

The `GroupSpatialObject` is passed as input to the filter.

```
imageFilter->SetInput( group );
```

The `itk::SpatialObjectToImageFilter` acts as a resampling filter. Therefore it requires the user to define the size of the desired output image. This is specified with the `SetSize()` method.

```
ImageType::SizeType size;
size[ 0 ] = 200;
size[ 1 ] = 200;
imageFilter->SetSize( size );
```

Finally we trigger the execution of the filter by calling the `Update()` method.

```
imageFilter->Update();
```

In order to obtain a smoother metric, we blur the image using a `itk::DiscreteGaussianImageFilter`. This extends the capture radius of the metric and produce a more continuous cost function to optimize. The following lines instantiate the Gaussian filter and create one object of this type using the `New()` method.

```
typedef itk::DiscreteGaussianImageFilter< ImageType, ImageType >
    GaussianFilterType;
GaussianFilterType::Pointer gaussianFilter = GaussianFilterType::New();
```

The output of the `SpatialObjectToImageFilter` is connected as input to the `DiscreteGaussianImageFilter`.

```
gaussianFilter->SetInput( imageFilter->GetOutput() );
```

The variance of the filter is defined as a large value in order to increase the capture radius. Finally the execution of the filter is triggered using the `Update()` method.

```
const double variance = 20;
gaussianFilter->SetVariance(variance);
gaussianFilter->Update();
```

Below we instantiate the type of the `itk::ImageToSpatialObjectRegistrationMethod` method and instantiate a registration object with the `New()` method. Note that the registration type is templated over the `Image` and the `SpatialObject` types. The spatial object in this case is the group of spatial objects.

```
typedef itk::ImageToSpatialObjectRegistrationMethod< ImageType, GroupType >
    RegistrationType;
RegistrationType::Pointer registration = RegistrationType::New();
```

Now we instantiate the metric that is templated over the image type and the spatial object type. As usual, the `New()` method is used to create an object.

```
typedef SimpleImageToSpatialObjectMetric< ImageType, GroupType > MetricType;
MetricType::Pointer metric = MetricType::New();
```

An interpolator will be needed to evaluate the image at non-grid positions. Here we instantiate a linear interpolator type.

```
typedef itk::LinearInterpolateImageFunction< ImageType, double >
    InterpolatorType;
InterpolatorType::Pointer interpolator = InterpolatorType::New();
```

The following lines instantiate the evolutionary optimizer.

```
typedef itk::OnePlusOneEvolutionaryOptimizer OptimizerType;
OptimizerType::Pointer optimizer = OptimizerType::New();
```

Next, we instantiate the transform class. In this case we use the `Euler2DTransform` that implements a rigid transform in  $2D$  space.

```
typedef itk::Euler2DTransform<> TransformType;
TransformType::Pointer transform = TransformType::New();
```

Evolutionary algorithms are based on testing random variations of parameters. In order to

support the computation of random values, ITK provides a family of random number generators. In this example, we use the `itk::NormalVariateGenerator` which generates values with a normal distribution.

```
itk::Statistics::NormalVariateGenerator::Pointer generator
= itk::Statistics::NormalVariateGenerator::New();
```

The random number generator must be initialized with a seed.

```
generator->Initialize(12345);
```

The `OnePlusOneEvolutionaryOptimizer` is initialized by specifying the random number generator, the number of samples for the initial population and the maximum number of iterations.

```
optimizer->SetNormalVariateGenerator( generator );
optimizer->Initialize( 10 );
optimizer->SetMaximumIteration( 400 );
```

As in previous registration examples, we take care to normalize the dynamic range of the different transform parameters. In particular, we must compensate for the ranges of the angle and translations of the `Euler2DTransform`. In order to achieve this goal, we provide an array of scales to the optimizer.

```
TransformType::ParametersType parametersScale;
parametersScale.set_size(3);
parametersScale[0] = 1000; // angle scale

for( unsigned int i=1; i<3; i++ )
{
    parametersScale[i] = 2; // offset scale
}
optimizer->SetScales( parametersScale );
```

Here we instantiate the `Command` object that will act as an observer of the registration method and print out parameters at each iteration. Earlier, we defined this command as a class templated over the optimizer type. Once it is created with the `New()` method, we connect the optimizer to the command.

```
typedef IterationCallback< OptimizerType > IterationCallbackType;
IterationCallbackType::Pointer callback = IterationCallbackType::New();
callback->SetOptimizer( optimizer );
```

All the components are plugged into the `ImageToSpatialObjectRegistrationMethod` object. The typical `Set()` methods are used here. Note the use of the `SetMovingSpatialObject()` method for connecting the spatial object. We provide the blurred version of the original synthetic binary image as the input image.

```

registration->SetFixedImage( gaussianFilter->GetOutput() );
registration->SetMovingSpatialObject( group );
registration->SetTransform( transform );
registration->SetInterpolator( interpolator );
registration->SetOptimizer( optimizer );
registration->SetMetric( metric );

```

The initial set of transform parameters is passed to the registration method using the `SetInitialTransformParameters()` method. Note that since our original model is already registered with the synthetic image, we introduce an artificial mis-registration in order to initialize the optimization at some point away from the optimal value.

```

TransformType::ParametersType initialParameters(
    transform->GetNumberOfParameters() );

initialParameters[0] = 0.2;    // Angle
initialParameters[1] = 7.0;    // Offset X
initialParameters[2] = 6.0;    // Offset Y
registration->SetInitialTransformParameters(initialParameters);

```

Due to the character of the metric used to evaluate the fitness between the spatial object and the image, we must tell the optimizer that we are interested in finding the maximum value of the metric. Some metrics associate low numeric values with good matching, while others associate high numeric values with good matching. The `MaximizeOn()` and `MaximizeOff()` methods allow the user to deal with both types of metrics.

```

optimizer->MaximizeOn();

```

Finally, we trigger the execution of the registration process with the `Update()` method. We place this call in a `try/catch` block in case any exception is thrown during the process.

```

try
{
    registration->Update();
    std::cout << "Optimizer stop condition: "
                << registration->GetOptimizer()->GetStopConditionDescription()
                << std::endl;
}
catch( itk::ExceptionObject & exp )
{
    std::cerr << "Exception caught ! " << std::endl;
    std::cerr << exp << std::endl;
}

```

The set of transform parameters resulting from the registration can be recovered with the `GetLastTransformParameters()` method. This method returns the array of transform parameters that should be interpreted according to the implementation of each transform. In our current example, the `Euler2DTransform` has three parameters: the rotation angle, the translation in  $x$  and the translation in  $y$ .

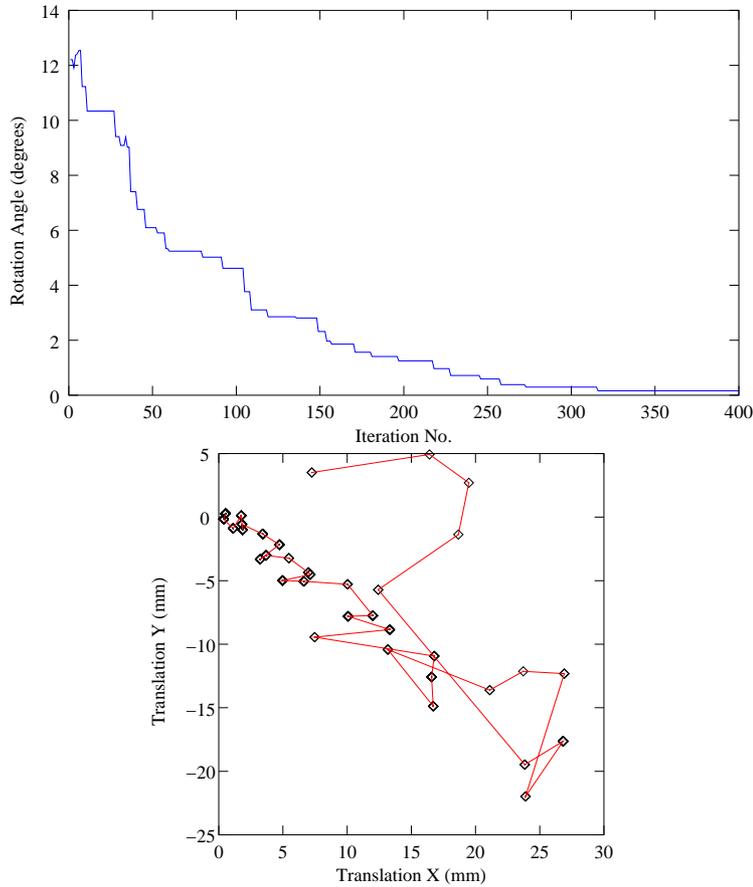


Figure 3.60: Plots of the angle and translation parameters for a registration process between an spatial object and an image.

```
RegistrationType::ParametersType finalParameters
= registration->GetLastTransformParameters();

std::cout << "Final Solution is : " << finalParameters << std::endl;
```

The results are presented in Figure 3.60. The left side shows the evolution of the angle parameter as a function of iteration numbers, while the right side shows the  $(x, y)$  translation.

## 3.17 Point Set Registration

PointSet-to-PointSet registration is a common problem in medical image analysis. It usually arises in cases where landmarks are extracted from images and are used for establishing the spatial correspondence between the images. This type of registration can be considered to be the simplest case of feature-based registration. In general terms, feature-based registration is more efficient than the intensity based method that we have presented so far. However, feature-based registration brings the new problem of identifying and extracting the features from the images, which is not a minor challenge.

The two most common scenarios in PointSet to PointSet registration are

- Two PointSets with the same number of points, and where each point in one set has a known correspondence to exactly one point in the second set.
- Two PointSets without known correspondences between the points of one set and the points of the other. In this case the PointSets may have different numbers of points.

The first case can be solved with a closed form solution when we are dealing with a Rigid or an Affine Transform [29]. This is done in ITK with the class `itk::LandmarkBasedTransformInitializer`. If we are interested in a deformable Transformation then the problem can be solved with the `itk::KernelTransform` family of classes, which includes Thin Plate Splines among others [55]. In both circumstances, the availability of correspondences between the points make possible to apply a straight forward solution to the problem.

The classical algorithm for performing PointSet to PointSet registration is the Iterative Closest Point (ICP) algorithm. The following examples illustrate how this can be used in ITK.

### 3.17.1 Point Set Registration in 2D

The source code for this section can be found in the file `IterativeClosestPoint1.cxx`.

This example illustrates how to perform Iterative Closest Point (ICP) registration in ITK. The main class featured in this section is the `itk::EuclideanDistancePointMetric`.

```
#include "itkTranslationTransform.h"
#include "itkEuclideanDistancePointMetric.h"
#include "itkLevenbergMarquardtOptimizer.h"
#include "itkPointSetToPointSetRegistrationMethod.h"
```

```

const unsigned int Dimension = 2;

typedef itk::PointSet< float, Dimension > PointSetType;

PointSetType::Pointer fixedPointSet = PointSetType::New();
PointSetType::Pointer movingPointSet = PointSetType::New();

typedef PointSetType::PointType PointType;

typedef PointSetType::PointsContainer PointsContainer;

PointsContainer::Pointer fixedPointContainer = PointsContainer::New();
PointsContainer::Pointer movingPointContainer = PointsContainer::New();

PointType fixedPoint;
PointType movingPoint;

// Read the file containing coordinates of fixed points.
std::ifstream fixedFile;
fixedFile.open( argv[1] );
if( fixedFile.fail() )
{
    std::cerr << "Error opening points file with name : " << std::endl;
    std::cerr << argv[1] << std::endl;
    return 2;
}

unsigned int pointId = 0;
fixedFile >> fixedPoint;
while( !fixedFile.eof() )
{
    fixedPointContainer->InsertElement( pointId, fixedPoint );
    fixedFile >> fixedPoint;
    pointId++;
}
fixedPointSet->SetPoints( fixedPointContainer );
std::cout <<
    "Number of fixed Points = " <<
    fixedPointSet->GetNumberOfPoints() << std::endl;

// Read the file containing coordinates of moving points.
std::ifstream movingFile;
movingFile.open( argv[2] );
if( movingFile.fail() )
{
    std::cerr << "Error opening points file with name : " << std::endl;
    std::cerr << argv[2] << std::endl;
    return 2;
}

pointId = 0;
movingFile >> movingPoint;
while( !movingFile.eof() )
{
    movingPointContainer->InsertElement( pointId, movingPoint );
    movingFile >> movingPoint;
    pointId++;
}
movingPointSet->SetPoints( movingPointContainer );
std::cout << "Number of moving Points = "
    << movingPointSet->GetNumberOfPoints() << std::endl;

```

### 3.17.2 Point Set Registration in 3D

The source code for this section can be found in the file `IterativeClosestPoint2.cxx`.

This example illustrates how to perform Iterative Closest Point (ICP) registration in ITK using sets of 3D points.

```

#include "itkEuler3DTransform.h"
#include "itkEuclideanDistancePointMetric.h"
#include "itkLevenbergMarquardtOptimizer.h"
#include "itkPointSetToPointSetRegistrationMethod.h"
#include <iostream>
#include <fstream>

int main(int argc, char * argv[] )
{

    if( argc < 3 )
    {
        std::cerr << "Arguments Missing. " << std::endl;
        std::cerr <<
            "Usage: IterativeClosestPoint2  fixedPointsFile  movingPointsFile "
            << std::endl;
        return 1;
    }

    const unsigned int Dimension = 3;

    typedef itk::PointSet< float, Dimension > PointSetType;

    PointSetType::Pointer fixedPointSet = PointSetType::New();
    PointSetType::Pointer movingPointSet = PointSetType::New();

    typedef PointSetType::PointType PointType;

    typedef PointSetType::PointsContainer PointsContainer;

    PointsContainer::Pointer fixedPointContainer = PointsContainer::New();
    PointsContainer::Pointer movingPointContainer = PointsContainer::New();

    PointType fixedPoint;
    PointType movingPoint;

    // Read the file containing coordinates of fixed points.
    std::ifstream  fixedFile;
    fixedFile.open( argv[1] );
    if( fixedFile.fail() )
    {
        std::cerr << "Error opening points file with name : " << std::endl;
        std::cerr << argv[1] << std::endl;
        return 2;
    }

    unsigned int pointId = 0;
    fixedFile >> fixedPoint;
    while( !fixedFile.eof() )
    {
        fixedPointContainer->InsertElement( pointId, fixedPoint );
        fixedFile >> fixedPoint;
        pointId++;
    }
    fixedPointSet->SetPoints( fixedPointContainer );
    std::cout <<
        "Number of fixed Points = " << fixedPointSet->GetNumberOfPoints()
        << std::endl;

    // Read the file containing coordinates of moving points.
    std::ifstream  movingFile;

```

### 3.17.3 Point Set to Distance Map Metric

The source code for this section can be found in the file `IterativeClosestPoint3.cxx`.

This example illustrates how to perform Iterative Closest Point (ICP) registration in ITK using a `DistanceMap` in order to increase the performance. There is of course a trade-off between the time needed for computing the `DistanceMap` and the time saving obtained by its repeated use during the iterative computation of the point to point distances. It is then necessary in practice to ponder both factors.

`itk::EuclideanDistancePointMetric.`

```
const unsigned int Dimension = 2;

typedef itk::PointSet< float, Dimension > PointSetType;

PointSetType::Pointer fixedPointSet = PointSetType::New();
PointSetType::Pointer movingPointSet = PointSetType::New();

typedef PointSetType::PointType PointType;

typedef PointSetType::PointsContainer PointsContainer;

PointsContainer::Pointer fixedPointContainer = PointsContainer::New();
PointsContainer::Pointer movingPointContainer = PointsContainer::New();

PointType fixedPoint;
PointType movingPoint;
```

Read the file containing coordinates of fixed points.

```
std::ifstream fixedFile;
fixedFile.open( argv[1] );
if( fixedFile.fail() )
{
    std::cerr << "Error opening points file with name : " << std::endl;
    std::cerr << argv[1] << std::endl;
    return 2;
}

unsigned int pointId = 0;
fixedFile >> fixedPoint;
while( !fixedFile.eof() )
{
    fixedPointContainer->InsertElement( pointId, fixedPoint );
    fixedFile >> fixedPoint;
    pointId++;
}
fixedPointSet->SetPoints( fixedPointContainer );
std::cout << "Number of fixed Points = "
    << fixedPointSet->GetNumberOfPoints() << std::endl;
```

Read the file containing coordinates of moving points.

```
std::ifstream movingFile;
movingFile.open( argv[2] );
if( movingFile.fail() )
{
    std::cerr << "Error opening points file with name : " << std::endl;
    std::cerr << argv[2] << std::endl;
    return 2;
}

pointId = 0;
movingFile >> movingPoint;
while( !movingFile.eof() )
{
    movingPointContainer->InsertElement( pointId, movingPoint );
    movingFile >> movingPoint;
    pointId++;
}
movingPointSet->SetPoints( movingPointContainer );
std::cout << "Number of moving Points = "
    << movingPointSet->GetNumberOfPoints() << std::endl;
```

```

typedef itk::EuclideanDistancePointMetric<
    PointSetType,
    PointSetType>
    MetricType;

MetricType::Pointer metric = MetricType::New();

typedef itk::TranslationTransform< double, Dimension > TransformType;

TransformType::Pointer transform = TransformType::New();

// Optimizer Type
typedef itk::LevenbergMarquardtOptimizer OptimizerType;

OptimizerType::Pointer optimizer = OptimizerType::New();
optimizer->SetUseCostFunctionGradient(false);

// Registration Method
typedef itk::PointSetToPointSetRegistrationMethod<
    PointSetType,
    PointSetType >
    RegistrationType;

RegistrationType::Pointer registration = RegistrationType::New();

// Scale the translation components of the Transform in the Optimizer
OptimizerType::ScalesType scales( transform->GetNumberOfParameters() );
scales.Fill( 0.01 );

const unsigned long numberOfIterations = 100;
const double gradientTolerance = 1e-5; // convergence criterion
const double valueTolerance = 1e-5; // convergence criterion
const double epsilonFunction = 1e-6; // convergence criterion

optimizer->SetScales( scales );
optimizer->SetNumberOfIterations( numberOfIterations );
optimizer->SetValueTolerance( valueTolerance );
optimizer->SetGradientTolerance( gradientTolerance );
optimizer->SetEpsilonFunction( epsilonFunction );

```

Start from an Identity transform (in a normal case, the user can probably provide a better guess than the identity...

```

transform->SetIdentity();

registration->SetInitialTransformParameters( transform->GetParameters() );

registration->SetMetric( metric );
registration->SetOptimizer( optimizer );
registration->SetTransform( transform );
registration->SetFixedPointSet( fixedPointSet );
registration->SetMovingPointSet( movingPointSet );

```

Start from an Identity transform (in a normal case, the user can probably provide a better guess than the identity... Prepare the Distance Map in order to accelerate distance computations.

First map the Fixed Points into a binary image. This is needed because the DanielssonDistance filter expects an image as input.

```

typedef itk::Image< unsigned char, Dimension > BinaryImageType;

typedef itk::PointSetToImageFilter<
    PointSetType,
    BinaryImageType> PointsToImageFilterType;

PointsToImageFilterType::Pointer
    pointsToImageFilter = PointsToImageFilterType::New();

pointsToImageFilter->SetInput( fixedPointSet );

BinaryImageType::SpacingType spacing;
spacing.Fill( 1.0 );

BinaryImageType::PointType origin;
origin.Fill( 0.0 );

pointsToImageFilter->SetSpacing( spacing );
pointsToImageFilter->SetOrigin( origin );
pointsToImageFilter->Update();
BinaryImageType::Pointer binaryImage = pointsToImageFilter->GetOutput();

typedef itk::Image< unsigned short, Dimension > DistanceImageType;
typedef itk::DanielssonDistanceMapImageFilter<
    BinaryImageType, DistanceImageType> DistanceFilterType;

DistanceFilterType::Pointer distanceFilter = DistanceFilterType::New();
distanceFilter->SetInput( binaryImage );
distanceFilter->Update();
metric->SetDistanceMap( distanceFilter->GetOutput() );
try
{
    registration->Update();
}
catch( itk::ExceptionObject & e )
{
    std::cout << e << std::endl;
    return EXIT_FAILURE;
}

std::cout << "Solution = " << transform->GetParameters() << std::endl;

```

### 3.18 Registration Troubleshooting

So you read the previous sections, you wrote the code, it compiles and links fine, but when you run it the registration results are not what you were expecting. In that case, this section is for you. This is a compilation of the most common problems that users face when performing image registration. It provides explanations on the potential sources of the problems, and advice

on how to deal with those problems.

Most of the material in this section has been taken from frequently asked questions of the ITK users list.

### 3.18.1 Too many samples outside moving image buffer

<http://public.kitware.com/pipermail/insight-users/2007-March/021442.html>

This is a common error message in image registration.

It means that at the current iteration of the optimization, the two images are so off-registration that their spatial overlap is not large enough for bringing them back into registration.

The common causes of this problem are:

- **Poor initialization:** You must initialize the transform properly. Please read the ITK Software Guide <http://www.itk.org/ItkSoftwareGuide.pdf> for a description of the use of the `CenteredTransformInitializer` class.
- **Optimizer steps too large.** If your optimizer takes steps that are too large, it risks to become unstable and to send the images too far apart. You may want to start the optimizer with a maximum step length of 1.0, and only increase it once you have managed to fine tune all other registration parameters.

Increasing the step length makes your program faster, but it also makes it more unstable.

- **Poor set up of the transform parameters scaling.** This is extremely critical in registration. You must make sure that you balance the relative difference of scale between the rotation parameters and the translation parameters.

In typical medical datasets such as CT and MR, translations are measured in millimeters, and therefore are in the range of -100:100, while rotations are measured in radians, and therefore they tend to be in the range of -1:1.

A rotation of 3 radians is catastrophic, while a translation of 3 millimeters is rather inoffensive. That difference in scale is the one that must be accounted for.

### 3.18.2 General heuristics for parameter fine-tuning

<http://public.kitware.com/pipermail/insight-users/2007-March/021435.html>

Here is some advice on how to fine tune the parameters of the registration process.

- 1) Set Maximum step length to 0.1 and do not change it until all other parameters are stable.
- 2) Set Minimum step length to 0.001 and do not change it.

You could interpret these two parameters as if their units were radians. So, 0.1 radian = 5.7 degrees.

### 3) Number of histogram bins:

First plot the histogram of your image using the example program in

`Insight/Examples/Statistics/ImageHistogram2.cxx`

In that program use first a large number of bins (for example 2000) and identify the different populations of intensity level and to what anatomical structures they correspond.

Once you identify the anatomical structures in the histogram, then rerun that same program with less and less number of bins, until you reach the minimum number of bins for which all the tissues that are important for your application, are still distinctly differentiated in the histogram. At that point, take that number of bins and use it for your Mutual Information metric.

### 4) Number of Samples: The trade-off with the number of samples is the following:

a) computation time of registration is linearly proportional to the number of samples b) the samples must be enough to significantly populate the joint histogram. c) Once the histogram is populated, there is not much use in adding more samples. Therefore do the following:

Plot the joint histogram of both images, using the number of bins that you selected in item (3). You can do this by modifying the code of the example:

`Insight/Examples/Statistics/ ImageMutualInformation1.cxx` you have to change the code to print out the values of the bins. Then use a plotting program such as gnuplot, or Matlab, or even Excel and look at the distribution. The number of samples to take must be enough for producing the same "appearance" of the joint histogram. As an arbitrary rule of thumb you may want to start using a high number of samples (80) change it until you have mastered the other parameters of the registration. Once you get your registration to converge you can revisit the number of samples and reduce it in order to make the registration run faster. You can simply reduce it until you find that the registration becomes unstable. That's your critical bound for the minimum number of samples. Take that number and multiply it by the magic number 1.5, to send it back to a stable region, or if your application is really critical, then use an even higher magic number x2.0.

This is just engineering: you figure out what is the minimal size of a piece of steel that will support a bridge, and then you enlarge it to keep it away from the critical value.

5) The MOST critical values of the registration process are the scaling parameters that define the proportions between the parameters of the transform. In your case, for an Affine Transform in 2D, you have 6 parameters. The first four are the ones of the Matrix, and the last two are the translation. The rotation matrix value must be in the ranges of radians which is typically [ -1 to 1 ], while the translation values are in the ranges of millimeters (your image size units). You want to start by setting the scaling of the matrix parameters to 1.0, and the scaling of the Translation parameters to the holy esoteric values:

$1.0 / ( 10.0 * \text{pixelspacing}[0] * \text{imagesize}[0] )$   $1.0 / ( 10.0 * \text{pixelspacing}[1] * \text{imagesize}[1] )$

This is telling the optimizer that you consider that rotating the image by 57 degrees is as "significant" as translating the image by half its physical extent.

Note that esoteric value has included the arbitrary number 10.0 in the denominator, for no other reason that we have been lucky when using that factor. This of course is just a supersticion, so you should feel free to experiment with different values of this number.

Just keep in mind that what the optimizer will do is to "jump" in a parametric space of 6 dimension, and that the component of the jump on every dimension will be proportional to  $1/\text{scaling factor} * \text{OptimizerStepLenght}$ . Since you put the optimizer Step Length to 0.1, then the optimizer will start by exploring the rotations at jumps of about 5degrees, which is a conservative rotation for most medical applications.

If you have reasons to think that your rotations are larger or smaller, then you should modify the scaling factor of the matrix parameters accordingly.

In the same way, if you thinkl that 1/10 of the image size is too large as the first step for exploring the translations, then you should modify the scaling of translation parameters accordingly.

In order to drive all these you need to analyze the feedback that the observer is providing you. For example, plot the metric values, and plot the translation coordinates so that you can get a feeling of how the registration is behaving.

Note also that image registration is not a science. it is a pure engineerig practice, and therefore, there are no correct answers, nor "truths" to be found. It is all about how much quality your want, and how must computation time, and development time are you willing to pay for that quality. The "satisfying" answer for your specific application must be found by exploring the trade-offs between the different parameters that regulate the image registration process.

If you are proficient in VTK you may want to consider attaching some visualization to the Event observer, so that you can have a visual feedback on the progress of the registration. This is a lot more productive than trying to interpret the values printed out on the console by the observer.



# SEGMENTATION

Segmentation of medical images is a challenging task. A myriad of different methods have been proposed and implemented in recent years. In spite of the huge effort invested in this problem, there is no single approach that can generally solve the problem of segmentation for the large variety of image modalities existing today.

The most effective segmentation algorithms are obtained by carefully customizing combinations of components. The parameters of these components are tuned for the characteristics of the image modality used as input and the features of the anatomical structure to be segmented.

The Insight Toolkit provides a basic set of algorithms that can be used to develop and customize a full segmentation application. Some of the most commonly used segmentation components are described in the following sections.

## 4.1 Region Growing

Region growing algorithms have proven to be an effective approach for image segmentation. The basic approach of a region growing algorithm is to start from a seed region (typically one or more pixels) that are considered to be inside the object to be segmented. The pixels neighboring this region are evaluated to determine if they should also be considered part of the object. If so, they are added to the region and the process continues as long as new pixels are added to the region. Region growing algorithms vary depending on the criteria used to decide whether a pixel should be included in the region or not, the type connectivity used to determine neighbors, and the strategy used to visit neighboring pixels.

Several implementations of region growing are available in ITK. This section describes some of the most commonly used.

### 4.1.1 Connected Threshold

A simple criterion for including pixels in a growing region is to evaluate intensity value inside a specific interval.

The source code for this section can be found in the file `ConnectedThresholdImageFilter.cxx`.

The following example illustrates the use of the `itk::ConnectedThresholdImageFilter`. This filter uses the flood fill iterator. Most of the algorithmic complexity of a region growing method comes from visiting neighboring pixels. The flood fill iterator assumes this responsibility and greatly simplifies the implementation of the region growing algorithm. Thus the algorithm is left to establish a criterion to decide whether a particular pixel should be included in the current region or not.

The criterion used by the `ConnectedThresholdImageFilter` is based on an interval of intensity values provided by the user. Values of lower and upper threshold should be provided. The region growing algorithm includes those pixels whose intensities are inside the interval.

$$I(\mathbf{X}) \in [\text{lower}, \text{upper}] \quad (4.1)$$

Let's look at the minimal code required to use this algorithm. First, the following header defining the `ConnectedThresholdImageFilter` class must be included.

```
#include "itkConnectedThresholdImageFilter.h"
```

Noise present in the image can reduce the capacity of this filter to grow large regions. When faced with noisy images, it is usually convenient to pre-process the image by using an edge-preserving smoothing filter. Any of the filters discussed in Section 2.7.3 could be used to this end. In this particular example we use the `itk::CurvatureFlowImageFilter`, hence we need to include its header file.

```
#include "itkCurvatureFlowImageFilter.h"
```

We declare the image type based on a particular pixel type and dimension. In this case the `float` type is used for the pixels due to the requirements of the smoothing filter.

```
typedef float InternalPixelType;
const unsigned int Dimension = 2;
typedef itk::Image< InternalPixelType, Dimension > InternalImageType;
```

The smoothing filter is instantiated using the image type as a template parameter.

```
typedef itk::CurvatureFlowImageFilter< InternalImageType, InternalImageType >
CurvatureFlowImageFilterType;
```

Then the filter is created by invoking the `New()` method and assigning the result to a

`itk::SmartPointer.`

```
CurvatureFlowImageFilterType::Pointer smoothing =
    CurvatureFlowImageFilterType::New();
```

We now declare the type of the region growing filter. In this case it is the `ConnectedThresholdImageFilter`.

```
typedef itk::ConnectedThresholdImageFilter< InternalImageType,
    InternalImageType > ConnectedFilterType;
```

Then we construct one filter of this class using the `New()` method.

```
ConnectedFilterType::Pointer connectedThreshold = ConnectedFilterType::New();
```

Now it is time to connect a simple, linear pipeline. A file reader is added at the beginning of the pipeline and a cast filter and writer are added at the end. The cast filter is required to convert float pixel types to integer types since only a few image file formats support float types.

```
smoothing->SetInput( reader->GetOutput() );
connectedThreshold->SetInput( smoothing->GetOutput() );
caster->SetInput( connectedThreshold->GetOutput() );
writer->SetInput( caster->GetOutput() );
```

The `CurvatureFlowImageFilter` requires a couple of parameters to be defined. The following are typical values for *2D* images. However they may have to be adjusted depending on the amount of noise present in the input image.

```
smoothing->SetNumberOfIterations( 5 );
smoothing->SetTimeStep( 0.125 );
```

The `ConnectedThresholdImageFilter` has two main parameters to be defined. They are the lower and upper thresholds of the interval in which intensity values should fall in order to be included in the region. Setting these two values too close will not allow enough flexibility for the region to grow. Setting them too far apart will result in a region that engulfs the image.

```
connectedThreshold->SetLower( lowerThreshold );
connectedThreshold->SetUpper( upperThreshold );
```

The output of this filter is a binary image with zero-value pixels everywhere except on the extracted region. The intensity value set inside the region is selected with the method `SetReplaceValue()`

```
connectedThreshold->SetReplaceValue( 255 );
```

The initialization of the algorithm requires the user to provide a seed point. It is convenient to select this point to be placed in a *typical* region of the anatomical structure to be segmented. The seed is passed in the form of a `itk::Index` to the `SetSeed()` method.

| Structure    | Seed Index | Lower | Upper | Output Image                   |
|--------------|------------|-------|-------|--------------------------------|
| White matter | (60, 116)  | 150   | 180   | Second from left in Figure 4.1 |
| Ventricle    | (81, 112)  | 210   | 250   | Third from left in Figure 4.1  |
| Gray matter  | (107, 69)  | 180   | 210   | Fourth from left in Figure 4.1 |

Table 4.1: Parameters used for segmenting some brain structures shown in Figure 4.1 with the filter `itk::ConnectedThresholdImageFilter`.

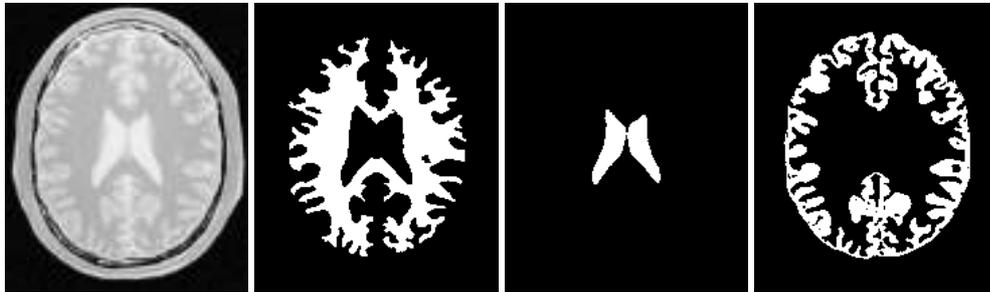


Figure 4.1: Segmentation results for the `ConnectedThreshold` filter for various seed points.

```
connectedThreshold->SetSeed( index );
```

The invocation of the `Update()` method on the writer triggers the execution of the pipeline. It is usually wise to put update calls in a `try/catch` block in case errors occur and exceptions are thrown.

```
try
{
    writer->Update();
}
catch( itk::ExceptionObject & excep )
{
    std::cerr << "Exception caught !" << std::endl;
    std::cerr << excep << std::endl;
}
```

Let's run this example using as input the image `BrainProtonDensitySlice.png` provided in the directory `Examples/Data`. We can easily segment the major anatomical structures by providing seeds in the appropriate locations and defining values for the lower and upper thresholds. Figure 4.1 illustrates several examples of segmentation. The parameters used are presented in Table 4.1.

Notice that the gray matter is not being completely segmented. This illustrates the vulnerability of the region growing methods when the anatomical structures to be segmented do not have a homogeneous statistical distribution over the image space. You may want to experiment with

different values of the lower and upper thresholds to verify how the accepted region will extend. Another option for segmenting regions is to take advantage of the functionality provided by the `ConnectedThresholdImageFilter` for managing multiple seeds. The seeds can be passed one by one to the filter using the `AddSeed()` method. You could imagine a user interface in which an operator clicks on multiple points of the object to be segmented and each selected point is passed as a seed to this filter.

### 4.1.2 Otsu Segmentation

Another criterion for classifying pixels is to minimize the error of misclassification. The goal is to find a threshold that classifies the image into two clusters such that we minimize the area under the histogram for one cluster that lies on the other cluster's side of the threshold. This is equivalent to minimizing the within class variance or equivalently maximizing the between class variance.

The source code for this section can be found in the file `OtsuThresholdImageFilter.cxx`.

This example illustrates how to use the `itk::OtsuThresholdImageFilter`.

```
#include "itkOtsuThresholdImageFilter.h"
```

The next step is to decide which pixel types to use for the input and output images.

```
typedef unsigned char InputPixelType;
typedef unsigned char OutputPixelType;
```

The input and output image types are now defined using their respective pixel types and dimensions.

```
typedef itk::Image< InputPixelType, 2 > InputImageType;
typedef itk::Image< OutputPixelType, 2 > OutputImageType;
```

The filter type can be instantiated using the input and output image types defined above.

```
typedef itk::OtsuThresholdImageFilter<
    InputImageType, OutputImageType > FilterType;
```

An `itk::ImageFileReader` class is also instantiated in order to read image data from a file. (See Section 1 on page 1 for more information about reading and writing data.)

```
typedef itk::ImageFileReader< InputImageType > ReaderType;
```

An `itk::ImageFileWriter` is instantiated in order to write the output image to a file.

```
typedef itk::ImageFileWriter< OutputImageType > WriterType;
```

Both the filter and the reader are created by invoking their `New()` methods and assigning the result to `itk::SmartPointers`.

```
ReaderType::Pointer reader = ReaderType::New();
FilterType::Pointer filter = FilterType::New();
```

The image obtained with the reader is passed as input to the `OtsuThresholdImageFilter`.

```
filter->SetInput( reader->GetOutput() );
```

The method `SetOutsideValue()` defines the intensity value to be assigned to those pixels whose intensities are outside the range defined by the lower and upper thresholds. The method `SetInsideValue()` defines the intensity value to be assigned to pixels with intensities falling inside the threshold range.

```
filter->SetOutsideValue( outsideValue );
filter->SetInsideValue( insideValue );
```

The execution of the filter is triggered by invoking the `Update()` method. If the filter's output has been passed as input to subsequent filters, the `Update()` call on any posterior filters in the pipeline will indirectly trigger the update of this filter.

```
filter->Update();
```

We print out here the `Threshold` value that was computed internally by the filter. For this we invoke the `GetThreshold` method.

```
int threshold = filter->GetThreshold();
std::cout << "Threshold = " << threshold << std::endl;
```

Figure 4.2 illustrates the effect of this filter on a MRI proton density image of the brain. This figure shows the limitations of this filter for performing segmentation by itself. These limitations are particularly noticeable in noisy images and in images lacking spatial uniformity as is the case with MRI due to field bias.

**The following classes provide similar functionality:**

- `itk::ThresholdImageFilter`

The source code for this section can be found in the file `OtsuMultipleThresholdImageFilter.cxx`. This example illustrates how to use the `itk::OtsuMultipleThresholdsCalculator`.

```
#include "itkOtsuMultipleThresholdsCalculator.h"
```

`OtsuMultipleThresholdsCalculator` calculates thresholds for a given histogram so as to maximize the between-class variance. We use `ScalarImageToHistogramGenerator` to generate histograms. The histogram type defined by the generator is then used for instantiating the type of

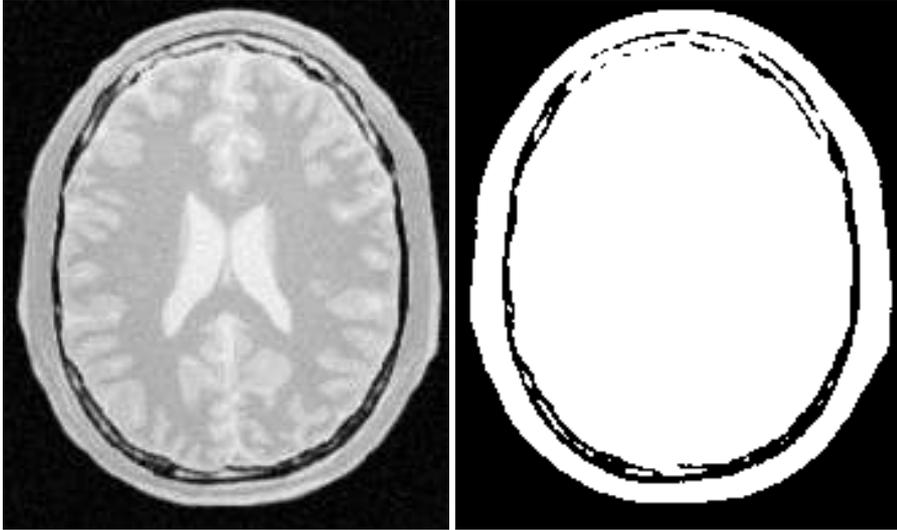


Figure 4.2: Effect of the `OtsuThresholdImageFilter` on a slice from a MRI proton density image of the brain.

the Otsu threshold calculator.

```
typedef itk::Statistics::ScalarImageToHistogramGenerator<
    InputImageType > ScalarImageToHistogramGeneratorType;

typedef ScalarImageToHistogramGeneratorType::HistogramType HistogramType;

typedef itk::OtsuMultipleThresholdsCalculator< HistogramType >
    CalculatorType;
```

Once thresholds are computed we will use `BinaryThresholdImageFilter` to segment the input image into segments.

```
typedef itk::BinaryThresholdImageFilter<
    InputImageType, OutputImageType > FilterType;

ScalarImageToHistogramGeneratorType::Pointer scalarImageToHistogramGenerator
    = ScalarImageToHistogramGeneratorType::New();

CalculatorType::Pointer calculator = CalculatorType::New();
FilterType::Pointer filter = FilterType::New();

scalarImageToHistogramGenerator->SetNumberOfBins( 128 );
calculator->SetNumberOfThresholds( atoi( argv[4] ) );
```

The pipeline will look as follows:

```
scalarImageToHistogramGenerator->SetInput( reader->GetOutput() );
calculator->SetInputHistogram(
    scalarImageToHistogramGenerator->GetOutput() );
filter->SetInput( reader->GetOutput() );
writer->SetInput( filter->GetOutput() );
```

Thresholds are obtained using the `GetOutput` method

```
const CalculatorType::OutputType &thresholdVector = calculator->GetOutput();
CalculatorType::OutputType::const_iterator itNum = thresholdVector.begin();

for (; itNum < thresholdVector.end(); itNum++)
{
    std::cout << "OtsuThreshold["
                << (int) (itNum - thresholdVector.begin())
                << "] = "
                << static_cast<itk::NumericTraits<
                    CalculatorType::MeasurementType>::PrintType>(*itNum)
                << std::endl;
}
```

### 4.1.3 Neighborhood Connected

The source code for this section can be found in the file `NeighborhoodConnectedImageFilter.cxx`.

The following example illustrates the use of the `itk::NeighborhoodConnectedImageFilter`. This filter is a close variant of the `itk::ConnectedThresholdImageFilter`. On one hand, the `ConnectedThresholdImageFilter` accepts a pixel in the region if its intensity is in the interval defined by two user-provided threshold values. The `NeighborhoodConnectedImageFilter`, on the other hand, will only accept a pixel if **all** its neighbors have intensities that fit in the interval. The size of the neighborhood to be considered around each pixel is defined by a user-provided integer radius.

The reason for considering the neighborhood intensities instead of only the current pixel intensity is that small structures are less likely to be accepted in the region. The operation of this filter is equivalent to applying the `ConnectedThresholdImageFilter` followed by mathematical morphology erosion using a structuring element of the same shape as the neighborhood provided to the `NeighborhoodConnectedImageFilter`.

```
#include "itkNeighborhoodConnectedImageFilter.h"
```

The `itk::CurvatureFlowImageFilter` is used here to smooth the image while preserving edges.

```
#include "itkCurvatureFlowImageFilter.h"
```

We now define the image type using a particular pixel type and image dimension. In this case the `float` type is used for the pixels due to the requirements of the smoothing filter.

```
typedef float InternalPixelType;
const unsigned int Dimension = 2;
typedef itk::Image< InternalPixelType, Dimension > InternalImageType;
```

The smoothing filter type is instantiated using the image type as a template parameter.

```
typedef itk::CurvatureFlowImageFilter<InternalImageType, InternalImageType>
CurvatureFlowImageFilterType;
```

Then, the filter is created by invoking the `New()` method and assigning the result to a `itk::SmartPointer`.

```
CurvatureFlowImageFilterType::Pointer smoothing =
    CurvatureFlowImageFilterType::New();
```

We now declare the type of the region growing filter. In this case it is the `NeighborhoodConnectedImageFilter`.

```
typedef itk::NeighborhoodConnectedImageFilter<InternalImageType,
InternalImageType > ConnectedFilterType;
```

One filter of this class is constructed using the `New()` method.

```
ConnectedFilterType::Pointer neighborhoodConnected
    = ConnectedFilterType::New();
```

Now it is time to create a simple, linear data processing pipeline. A file reader is added at the beginning of the pipeline and a cast filter and writer are added at the end. The cast filter is required to convert `float` pixel types to integer types since only a few image file formats support `float` types.

```
smoothing->SetInput( reader->GetOutput() );
neighborhoodConnected->SetInput( smoothing->GetOutput() );
caster->SetInput( neighborhoodConnected->GetOutput() );
writer->SetInput( caster->GetOutput() );
```

The `CurvatureFlowImageFilter` requires a couple of parameters to be defined. The following are typical values for `2D` images. However they may have to be adjusted depending on the amount of noise present in the input image.

```
smoothing->SetNumberOfIterations( 5 );
smoothing->SetTimeStep( 0.125 );
```

The `NeighborhoodConnectedImageFilter` requires that two main parameters are specified. They are the lower and upper thresholds of the interval in which intensity values must fall to be included in the region. Setting these two values too close will not allow enough flexibility for the region to grow. Setting them too far apart will result in a region that engulfs the image.

```
neighborhoodConnected->SetLower( lowerThreshold );
neighborhoodConnected->SetUpper( upperThreshold );
```

Here, we add the crucial parameter that defines the neighborhood size used to determine whether a pixel lies in the region. The larger the neighborhood, the more stable this filter will be against noise in the input image, but also the longer the computing time will be. Here we select a filter

of radius 2 along each dimension. This results in a neighborhood of  $5 \times 5$  pixels.

```
InternalImageType::SizeType  radius;

radius[0] = 2;  // two pixels along X
radius[1] = 2;  // two pixels along Y

neighborhoodConnected->SetRadius( radius );
```

As in the `ConnectedThresholdImageFilter` we must now provide the intensity value to be used for the output pixels accepted in the region and at least one seed point to define the initial region.

```
neighborhoodConnected->SetSeed( index );
neighborhoodConnected->SetReplaceValue( 255 );
```

The invocation of the `Update()` method on the writer triggers the execution of the pipeline. It is usually wise to put update calls in a `try/catch` block in case errors occur and exceptions are thrown.

```
try
{
    writer->Update();
}
catch( itk::ExceptionObject & excep )
{
    std::cerr << "Exception caught !" << std::endl;
    std::cerr << excep << std::endl;
}
```

Now we'll run this example using the image `BrainProtonDensitySlice.png` as input available from the directory `Examples/Data`. We can easily segment the major anatomical structures by providing seeds in the appropriate locations and defining values for the lower and upper thresholds. For example

| Structure    | Seed Index | Lower | Upper | Output Image                   |
|--------------|------------|-------|-------|--------------------------------|
| White matter | (60, 116)  | 150   | 180   | Second from left in Figure 4.3 |
| Ventricle    | (81, 112)  | 210   | 250   | Third from left in Figure 4.3  |
| Gray matter  | (107, 69)  | 180   | 210   | Fourth from left in Figure 4.3 |

As with the `ConnectedThresholdImageFilter`, several seeds could be provided to the filter by using the `AddSeed()` method. Compare the output of Figure 4.3 with those of Figure 4.1 produced by the `ConnectedThresholdImageFilter`. You may want to play with the value of the neighborhood radius and see how it affect the smoothness of the segmented object borders, the size of the segmented region and how much that costs in computing time.

#### 4.1.4 Confidence Connected

The source code for this section can be found in the file `ConfidenceConnected.cxx`.

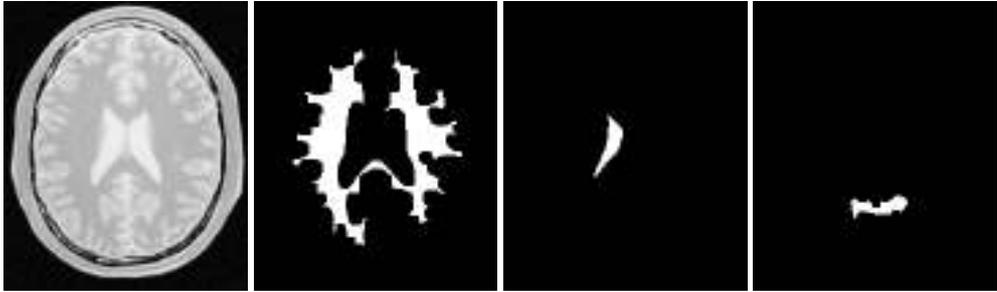


Figure 4.3: Segmentation results of the `NeighborhoodConnectedImageFilter` for various seed points.

The following example illustrates the use of the `itk::ConfidenceConnectedImageFilter`. The criterion used by the `ConfidenceConnectedImageFilter` is based on simple statistics of the current region. First, the algorithm computes the mean and standard deviation of intensity values for all the pixels currently included in the region. A user-provided factor is used to multiply the standard deviation and define a range around the mean. Neighbor pixels whose intensity values fall inside the range are accepted and included in the region. When no more neighbor pixels are found that satisfy the criterion, the algorithm is considered to have finished its first iteration. At that point, the mean and standard deviation of the intensity levels are recomputed using all the pixels currently included in the region. This mean and standard deviation defines a new intensity range that is used to visit current region neighbors and evaluate whether their intensity falls inside the range. This iterative process is repeated until no more pixels are added or the maximum number of iterations is reached. The following equation illustrates the inclusion criterion used by this filter,

$$I(\mathbf{X}) \in [m - f\sigma, m + f\sigma] \quad (4.2)$$

where  $m$  and  $\sigma$  are the mean and standard deviation of the region intensities,  $f$  is a factor defined by the user,  $I()$  is the image and  $\mathbf{X}$  is the position of the particular neighbor pixel being considered for inclusion in the region.

Let's look at the minimal code required to use this algorithm. First, the following header defining the `itk::ConfidenceConnectedImageFilter` class must be included.

```
#include "itkConfidenceConnectedImageFilter.h"
```

Noise present in the image can reduce the capacity of this filter to grow large regions. When faced with noisy images, it is usually convenient to pre-process the image by using an edge-preserving smoothing filter. Any of the filters discussed in Section 2.7.3 can be used to this end. In this particular example we use the `itk::CurvatureFlowImageFilter`, hence we need to include its header file.

```
#include "itkCurvatureFlowImageFilter.h"
```

We now define the image type using a pixel type and a particular dimension. In this case the `float` type is used for the pixels due to the requirements of the smoothing filter.

```
typedef float InternalPixelType;
const unsigned int Dimension = 2;
typedef itk::Image< InternalPixelType, Dimension > InternalImageType;
```

The smoothing filter type is instantiated using the image type as a template parameter.

```
typedef itk::CurvatureFlowImageFilter< InternalImageType, InternalImageType >
CurvatureFlowImageFilterType;
```

Next the filter is created by invoking the `New()` method and assigning the result to a `itk::SmartPointer`.

```
CurvatureFlowImageFilterType::Pointer smoothing =
    CurvatureFlowImageFilterType::New();
```

We now declare the type of the region growing filter. In this case it is the `ConfidenceConnectedImageFilter`.

```
typedef itk::ConfidenceConnectedImageFilter<
    InternalImageType, InternalImageType> ConnectedFilterType;
```

Then, we construct one filter of this class using the `New()` method.

```
ConnectedFilterType::Pointer confidenceConnected
    = ConnectedFilterType::New();
```

Now it is time to create a simple, linear pipeline. A file reader is added at the beginning of the pipeline and a cast filter and writer are added at the end. The cast filter is required here to convert `float` pixel types to integer types since only a few image file formats support `float` types.

```
smoothing->SetInput( reader->GetOutput() );
confidenceConnected->SetInput( smoothing->GetOutput() );
caster->SetInput( confidenceConnected->GetOutput() );
writer->SetInput( caster->GetOutput() );
```

The `CurvatureFlowImageFilter` requires defining two parameters. The following are typical values for  $2D$  images. However they may have to be adjusted depending on the amount of noise present in the input image.

```
smoothing->SetNumberOfIterations( 5 );
smoothing->SetTimeStep( 0.125 );
```

The `ConfidenceConnectedImageFilter` requires defining two parameters. First, the factor  $f$  that defines how large the range of intensities will be. Small values of the multiplier will restrict

the inclusion of pixels to those having very similar intensities to those in the current region. Larger values of the multiplier will relax the accepting condition and will result in more generous growth of the region. Values that are too large will cause the region to grow into neighboring regions that may actually belong to separate anatomical structures.

```
confidenceConnected->SetMultiplier( 2.5 );
```

The number of iterations is specified based on the homogeneity of the intensities of the anatomical structure to be segmented. Highly homogeneous regions may only require a couple of iterations. Regions with ramp effects, like MRI images with inhomogeneous fields, may require more iterations. In practice, it seems to be more important to carefully select the multiplier factor than the number of iterations. However, keep in mind that there is no reason to assume that this algorithm should converge to a stable region. It is possible that by letting the algorithm run for more iterations the region will end up engulfing the entire image.

```
confidenceConnected->SetNumberOfIterations( 5 );
```

The output of this filter is a binary image with zero-value pixels everywhere except on the extracted region. The intensity value to be set inside the region is selected with the method `SetReplaceValue()`

```
confidenceConnected->SetReplaceValue( 255 );
```

The initialization of the algorithm requires the user to provide a seed point. It is convenient to select this point to be placed in a *typical* region of the anatomical structure to be segmented. A small neighborhood around the seed point will be used to compute the initial mean and standard deviation for the inclusion criterion. The seed is passed in the form of a `itk::Index` to the `SetSeed()` method.

```
confidenceConnected->SetSeed( index );
```

The size of the initial neighborhood around the seed is defined with the method `SetInitialNeighborhoodRadius()`. The neighborhood will be defined as an  $N$ -dimensional rectangular region with  $2r + 1$  pixels on the side, where  $r$  is the value passed as initial neighborhood radius.

```
confidenceConnected->SetInitialNeighborhoodRadius( 2 );
```

The invocation of the `Update()` method on the writer triggers the execution of the pipeline. It is recommended to place update calls in a `try/catch` block in case errors occur and exceptions are thrown.

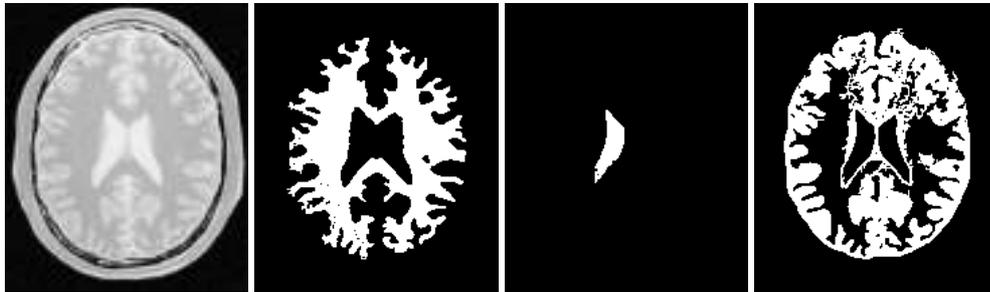


Figure 4.4: Segmentation results for the ConfidenceConnected filter for various seed points.

```
try
{
writer->Update();
}
catch( itk::ExceptionObject & excep )
{
std::cerr << "Exception caught !" << std::endl;
std::cerr << excep << std::endl;
}
```

Let's now run this example using as input the image `BrainProtonDensitySlice.png` provided in the directory `Examples/Data`. We can easily segment the major anatomical structures by providing seeds in the appropriate locations. For example

| Structure    | Seed Index | Output Image                   |
|--------------|------------|--------------------------------|
| White matter | (60, 116)  | Second from left in Figure 4.4 |
| Ventricle    | (81, 112)  | Third from left in Figure 4.4  |
| Gray matter  | (107, 69)  | Fourth from left in Figure 4.4 |

Note that the gray matter is not being completely segmented. This illustrates the vulnerability of the region growing methods when the anatomical structures to be segmented do not have a homogeneous statistical distribution over the image space. You may want to experiment with different numbers of iterations to verify how the accepted region will extend.

#### Application of the Confidence Connected filter on the Brain Web Data

This section shows some results obtained by applying the Confidence Connected filter on the BrainWeb database. The filter was applied on a  $181 \times 217 \times 181$  crosssection of the *brainweb165a10f17* dataset. The data is a MR T1 acquisition, with an intensity non-uniformity of 20% and a slice thickness 1mm. The dataset may be obtained from <http://www.bic.mni.mcgill.ca/brainweb/> or <ftp://public.kitware.com/pub/itk/Data/BrainWeb/>

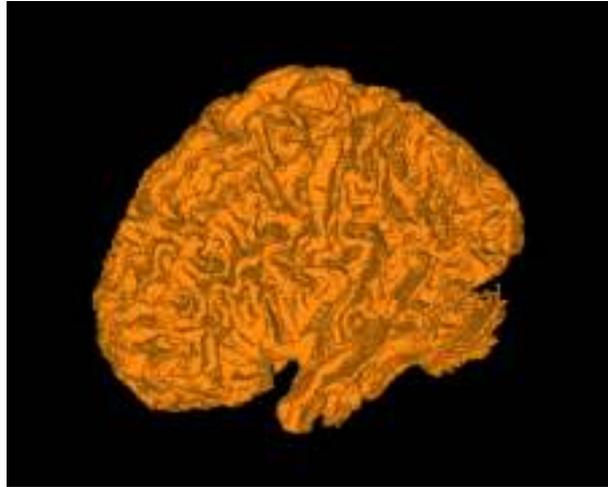


Figure 4.5: White matter segmented using Confidence Connected region growing.



Figure 4.6: Axial, sagittal and coronal slice segmented using Confidence Connected region growing.

The previous code was used in this example replacing the image dimension by 3. Gradient Anisotropic diffusion was applied to smooth the image. The filter used 2 iterations, a time step of 0.05 and a conductance value of 3. The smoothed volume was then segmented using the Confidence Connected approach. Five seed points were used at coordinate locations (118,85,92), (63,87,94), (63,157,90), (111,188,90), (111,50,88). The ConfidenceConnected filter used the parameters, a neighborhood radius of 2, 5 iterations and an  $f$  of 2.5 (the same as in the previous example). The results were then rendered using VolView.

Figure 4.5 shows the rendered volume. Figure 4.6 shows an axial, sagittal and a coronal slice of the volume.

### 4.1.5 Isolated Connected

The source code for this section can be found in the file `IsolatedConnectedImageFilter.cxx`.

The following example illustrates the use of the `itk::IsolatedConnectedImageFilter`. This filter is a close variant of the `itk::ConnectedThresholdImageFilter`. In this filter two seeds and a lower threshold are provided by the user. The filter will grow a region connected to the first seed and **not connected** to the second one. In order to do this, the filter finds an intensity value that could be used as upper threshold for the first seed. A binary search is used to find the value that separates both seeds.

This example closely follows the previous ones. Only the relevant pieces of code are highlighted here.

The header of the `IsolatedConnectedImageFilter` is included below.

```
#include "itkIsolatedConnectedImageFilter.h"
```

We define the image type using a pixel type and a particular dimension.

```
typedef float InternalPixelType;
const unsigned int Dimension = 2;
typedef itk::Image< InternalPixelType, Dimension > InternalImageType;
```

The `IsolatedConnectedImageFilter` is instantiated in the lines below.

```
typedef itk::IsolatedConnectedImageFilter<InternalImageType,
InternalImageType> ConnectedFilterType;
```

One filter of this class is constructed using the `New()` method.

```
ConnectedFilterType::Pointer isolatedConnected = ConnectedFilterType::New();
```

Now it is time to connect the pipeline.

```
smoothing->SetInput( reader->GetOutput() );
isolatedConnected->SetInput( smoothing->GetOutput() );
caster->SetInput( isolatedConnected->GetOutput() );
writer->SetInput( caster->GetOutput() );
```

The `IsolatedConnectedImageFilter` expects the user to specify a threshold and two seeds. In this example, we take all of them from the command line arguments.

```
isolatedConnected->SetLower( lowerThreshold );
isolatedConnected->AddSeed1( indexSeed1 );
isolatedConnected->AddSeed2( indexSeed2 );
```

As in the `itk::ConnectedThresholdImageFilter` we must now specify the intensity value to be set on the output pixels and at least one seed point to define the initial region.

| Adjacent Structures         | Seed1     | Seed2    | Lower | Isolated value found |
|-----------------------------|-----------|----------|-------|----------------------|
| Gray matter vs White matter | (61, 140) | (63, 43) | 150   | 183.31               |

Table 4.2: Parameters used for separating white matter from gray matter in Figure 4.7 using the Isolated-ConnectedImageFilter.

```
isolatedConnected->SetReplaceValue( 255 );
```

The invocation of the `Update()` method on the writer triggers the execution of the pipeline.

```
try
{
    writer->Update();
}
catch( itk::ExceptionObject & excep )
{
    std::cerr << "Exception caught !" << std::endl;
    std::cerr << excep << std::endl;
}
```

The intensity value allowing us to separate both regions can be recovered with the method `GetIsolatedValue()`

```
std::cout << "Isolated Value Found = ";
std::cout << isolatedConnected->GetIsolatedValue() << std::endl;
```

Let's now run this example using the image `BrainProtonDensitySlice.png` provided in the directory `Examples/Data`. We can easily segment the major anatomical structures by providing seed pairs in the appropriate locations and defining values for the lower threshold. It is important to keep in mind in this and the previous examples that the segmentation is being performed in the smoothed version of the image. The selection of threshold values should therefore be performed in the smoothed image since the distribution of intensities could be quite different from that of the input image. As a reminder of this fact, Figure 4.7 presents, from left to right, the input image and the result of smoothing with the `itk::CurvatureFlowImageFilter` followed by segmentation results.

This filter is intended to be used in cases where adjacent anatomical structures are difficult to separate. Selecting one seed in one structure and the other seed in the adjacent structure creates the appropriate setup for computing the threshold that will separate both structures. Table 4.2 presents the parameters used to obtain the images shown in Figure 4.7.

#### 4.1.6 Confidence Connected in Vector Images

The source code for this section can be found in the file `VectorConfidenceConnected.cxx`.

This example illustrates the use of the confidence connected concept applied to images with

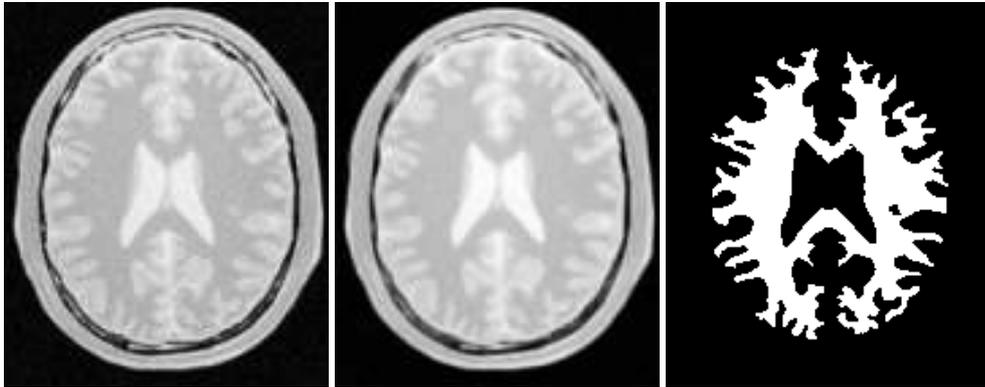


Figure 4.7: Segmentation results of the `IsolatedConnectedImageFilter`.

vector pixel types. The confidence connected algorithm is implemented for vector images in the class `itk::VectorConfidenceConnected`. The basic difference between the scalar and vector version is that the vector version uses the covariance matrix instead of a variance, and a vector mean instead of a scalar mean. The membership of a vector pixel value to the region is measured using the Mahalanobis distance as implemented in the class `itk::Statistics::MahalanobisDistanceThresholdImageFunction`.

```
#include "itkVectorConfidenceConnectedImageFilter.h"
```

We now define the image type using a particular pixel type and dimension. In this case the float type is used for the pixels due to the requirements of the smoothing filter.

```
typedef unsigned char PixelComponentType;
typedef itk::RGBPixel< PixelComponentType > InputPixelType;
const unsigned int Dimension = 2;
typedef itk::Image< InputPixelType, Dimension > InputImageType;
```

We now declare the type of the region growing filter. In this case it is the `itk::VectorConfidenceConnectedImageFilter`.

```
typedef itk::VectorConfidenceConnectedImageFilter< InputImageType,
OutputImageType > ConnectedFilterType;
```

Then, we construct one filter of this class using the `New()` method.

```
ConnectedFilterType::Pointer confidenceConnected
    = ConnectedFilterType::New();
```

Next we create a simple, linear data processing pipeline.

```
confidenceConnected->SetInput( reader->GetOutput() );
writer->SetInput( confidenceConnected->GetOutput() );
```

The `VectorConfidenceConnectedImageFilter` requires specifying two parameters. First, the multiplier factor  $f$  defines how large the range of intensities will be. Small values of the multiplier will restrict the inclusion of pixels to those having similar intensities to those already in the current region. Larger values of the multiplier relax the accepting condition and result in more generous growth of the region. Values that are too large will cause the region to grow into neighboring regions that may actually belong to separate anatomical structures.

```
confidenceConnected->SetMultiplier( multiplier );
```

The number of iterations is typically determined based on the homogeneity of the image intensity representing the anatomical structure to be segmented. Highly homogeneous regions may only require a couple of iterations. Regions with ramp effects, like MRI images with inhomogeneous fields, may require more iterations. In practice, it seems to be more relevant to carefully select the multiplier factor than the number of iterations. However, keep in mind that there is no reason to assume that this algorithm should converge to a stable region. It is possible that by letting the algorithm run for more iterations the region will end up engulfing the entire image.

```
confidenceConnected->SetNumberOfIterations( iterations );
```

The output of this filter is a binary image with zero-value pixels everywhere except on the extracted region. The intensity value to be put inside the region is selected with the method `SetReplaceValue()`

```
confidenceConnected->SetReplaceValue( 255 );
```

The initialization of the algorithm requires the user to provide a seed point. This point should be placed in a *typical* region of the anatomical structure to be segmented. A small neighborhood around the seed point will be used to compute the initial mean and standard deviation for the inclusion criterion. The seed is passed in the form of a `itk::Index` to the `SetSeed()` method.

```
confidenceConnected->SetSeed( index );
```

The size of the initial neighborhood around the seed is defined with the method `SetInitialNeighborhoodRadius()`. The neighborhood will be defined as an  $N$ -Dimensional rectangular region with  $2r + 1$  pixels on the side, where  $r$  is the value passed as initial neighborhood radius.

```
confidenceConnected->SetInitialNeighborhoodRadius( 3 );
```

The invocation of the `Update()` method on the writer triggers the execution of the pipeline. It is usually wise to put update calls in a `try/catch` block in case errors occur and exceptions are thrown.



Figure 4.8: Segmentation results of the VectorConfidenceConnected filter for various seed points.

```
try
{
    writer->Update();
}
catch( itk::ExceptionObject & excep )
{
    std::cerr << "Exception caught !" << std::endl;
    std::cerr << excep << std::endl;
}
```

Now let's run this example using as input the image `VisibleWomanEyeSlice.png` provided in the directory `Examples/Data`. We can easily segment the major anatomical structures by providing seeds in the appropriate locations. For example,

| Structure | Seed Index | Multiplier | Iterations | Output Image                   |
|-----------|------------|------------|------------|--------------------------------|
| Rectum    | (70,120)   | 7          | 1          | Second from left in Figure 4.8 |
| Rectum    | (23,93)    | 7          | 1          | Third from left in Figure 4.8  |
| Vitreo    | (66,66)    | 3          | 1          | Fourth from left in Figure 4.8 |

The coloration of muscular tissue makes it easy to distinguish them from the surrounding anatomical structures. The optic vitrea on the other hand has a coloration that is not very homogeneous inside the eyeball and does not allow to generate a full segmentation based only on color.

The values of the final mean vector and covariance matrix used for the last iteration can be queried using the methods `GetMean()` and `GetCovariance()`.

```

typedef ConnectedFilterType::MeanVectorType   MeanVectorType;

const MeanVectorType & mean = confidenceConnected->GetMean();

std::cout << "Mean vector = " << std::endl;
std::cout << mean << std::endl;

typedef ConnectedFilterType::CovarianceMatrixType   CovarianceMatrixType;

const CovarianceMatrixType & covariance
    = confidenceConnected->GetCovariance();

std::cout << "Covariance matrix = " << std::endl;
std::cout << covariance << std::endl;

```

## 4.2 Segmentation Based on Watersheds

### 4.2.1 Overview

Watershed segmentation classifies pixels into regions using gradient descent on image features and analysis of weak points along region boundaries. Imagine water raining onto a landscape topology and flowing with gravity to collect in low basins. The size of those basins will grow with increasing amounts of precipitation until they spill into one another, causing small basins to merge together into larger basins. Regions (catchment basins) are formed by using local geometric structure to associate points in the image domain with local extrema in some feature measurement such as curvature or gradient magnitude. This technique is less sensitive to user-defined thresholds than classic region-growing methods, and may be better suited for fusing different types of features from different data sets. The watersheds technique is also more flexible in that it does not produce a single image segmentation, but rather a hierarchy of segmentations from which a single region or set of regions can be extracted a-priori, using a threshold, or interactively, with the help of a graphical user interface [78, 79].

The strategy of watershed segmentation is to treat an image  $f$  as a height function, i.e., the surface formed by graphing  $f$  as a function of its independent parameters,  $\vec{x} \in U$ . The image  $f$  is often not the original input data, but is derived from that data through some filtering, graded (or fuzzy) feature extraction, or fusion of feature maps from different sources. The assumption is that higher values of  $f$  (or  $-f$ ) indicate the presence of boundaries in the original data. Watersheds may therefore be considered as a final or intermediate step in a hybrid segmentation method, where the initial segmentation is the generation of the edge feature map.

Gradient descent associates regions with local minima of  $f$  (clearly interior points) using the watersheds of the graph of  $f$ , as in Figure 4.9. That is, a segment consists of all points in  $U$  whose paths of steepest descent on the graph of  $f$  terminate at the same minimum in  $f$ . Thus, there are as many segments in an image as there are minima in  $f$ . The segment boundaries are “ridges” [32, 33, 21] in the graph of  $f$ . In the 1D case ( $U \subset \mathbb{R}$ ), the watershed boundaries are the local maxima of  $f$ , and the results of the watershed segmentation is trivial. For higher-

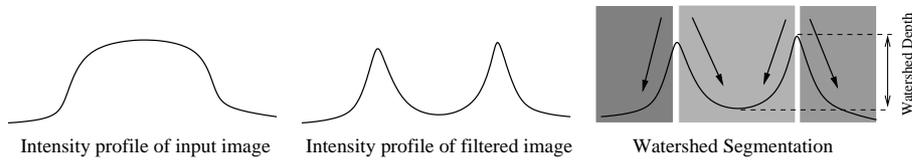


Figure 4.9: A fuzzy-valued boundary map, from an image or set of images, is segmented using local minima and catchment basins.

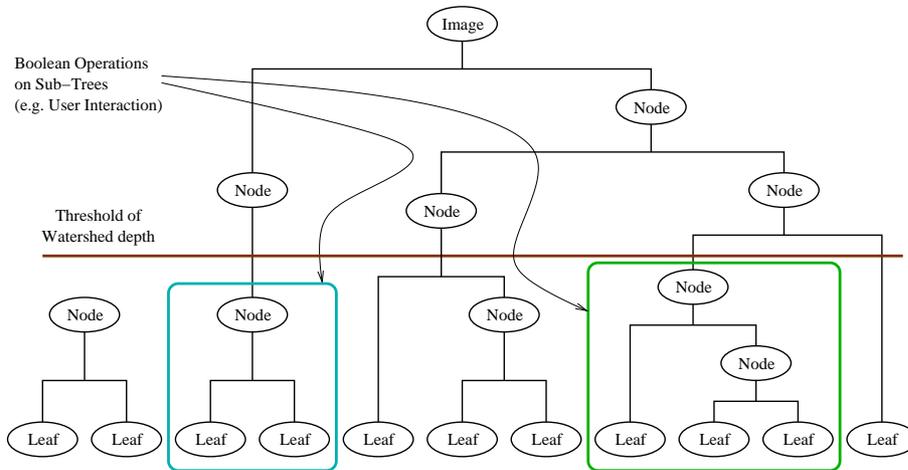


Figure 4.10: A watershed segmentation combined with a saliency measure (watershed depth) produces a hierarchy of regions. Structures can be derived from images by either thresholding the saliency measure or combining subtrees within the hierarchy.

dimensional image domains, the watershed boundaries are not simply local phenomena; they depend on the shape of the entire watershed.

The drawback of watershed segmentation is that it produces a region for each local minimum—in practice too many regions—and an over segmentation results. To alleviate this, we can establish a minimum watershed depth. The watershed depth is the difference in height between the watershed minimum and the lowest boundary point. In other words, it is the maximum depth of water a region could hold without flowing into any of its neighbors. Thus, a watershed segmentation algorithm can sequentially combine watersheds whose depths fall below the minimum until all of the watersheds are of sufficient depth. This depth measurement can be combined with other saliency measurements, such as size. The result is a segmentation containing regions whose boundaries and size are significant. Because the merging process is sequential, it produces a hierarchy of regions, as shown in Figure 4.10. Previous work has shown the benefit of a user-assisted approach that provides a graphical interface to this hierarchy, so that a technician can quickly move from the small regions that lie within an area of interest to the union of

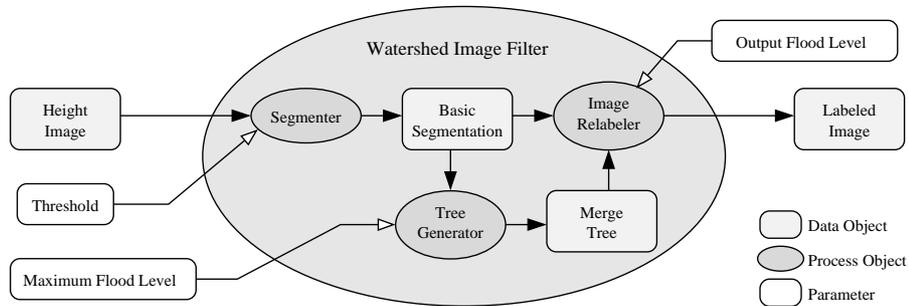


Figure 4.11: The construction of the Insight watersheds filter.

regions that correspond to the anatomical structure [79].

There are two different algorithms commonly used to implement watersheds: top-down and bottom-up. The top-down, gradient descent strategy was chosen for ITK because we want to consider the output of multi-scale differential operators, and the  $f$  in question will therefore have floating point values. The bottom-up strategy starts with seeds at the local minima in the image and grows regions outward and upward at discrete intensity levels (equivalent to a sequence of morphological operations and sometimes called *morphological watersheds* [59].) This limits the accuracy by enforcing a set of discrete gray levels on the image.

Figure 4.11 shows how the ITK image-to-image watersheds filter is constructed. The filter is actually a collection of smaller filters that modularize the several steps of the algorithm in a mini-pipeline. The segmenter object creates the initial segmentation via steepest descent from each pixel to local minima. Shallow background regions are removed (flattened) before segmentation using a simple minimum value threshold (this helps to minimize oversegmentation of the image). The initial segmentation is passed to a second sub-filter that generates a hierarchy of basins to a user-specified maximum watershed depth. The relabeler object at the end of the mini-pipeline uses the hierarchy and the initial segmentation to produce an output image at any scale *below* the user-specified maximum. Data objects are cached in the mini-pipeline so that changing watershed depths only requires a (fast) relabeling of the basic segmentation. The three parameters that control the filter are shown in Figure 4.11 connected to their relevant processing stages.

#### 4.2.2 Using the ITK Watershed Filter

The source code for this section can be found in the file `WatershedSegmentation1.cxx`.

The following example illustrates how to preprocess and segment images using the `itk::WatershedImageFilter`. Note that the care with which the data is preprocessed will greatly affect the quality of your result. Typically, the best results are obtained by preprocessing the original image with an edge-preserving diffusion filter, such as one of the anisotropic diffusion filters, or with the bilateral image filter. As noted in Section 4.2.1, the height function used

as input should be created such that higher positive values correspond to object boundaries. A suitable height function for many applications can be generated as the gradient magnitude of the image to be segmented.

The `itk::VectorGradientMagnitudeAnisotropicDiffusionImageFilter` class is used to smooth the image and the `itk::VectorGradientMagnitudeImageFilter` is used to generate the height function. We begin by including all preprocessing filter header files and the header file for the `WatershedImageFilter`. We use the vector versions of these filters because the input data is a color image.

```
#include "itkVectorGradientAnisotropicDiffusionImageFilter.h"
#include "itkVectorGradientMagnitudeImageFilter.h"
#include "itkWatershedImageFilter.h"
```

We now declare the image and pixel types to use for instantiation of the filters. All of these filters expect real-valued pixel types in order to work properly. The preprocessing stages are done directly on the vector-valued data and the segmentation is done using floating point scalar data. Images are converted from RGB pixel type to numerical vector type using `itk::VectorCastImageFilter`.

```
typedef itk::RGBPixel< unsigned char >      RGBPixelType;
typedef itk::Image< RGBPixelType, 2 >      RGBImageType;
typedef itk::Vector< float, 3 >           VectorPixelType;
typedef itk::Image< VectorPixelType, 2 >   VectorImageType;
typedef itk::Image< itk::IdentifierType, 2 > LabeledImageType;
typedef itk::Image< float, 2 >           ScalarImageType;
```

The various image processing filters are declared using the types created above and eventually used in the pipeline.

```
typedef itk::ImageFileReader< RGBImageType >  FileReaderType;
typedef itk::VectorCastImageFilter< RGBImageType, VectorImageType >
    CastFilterType;
typedef itk::VectorGradientAnisotropicDiffusionImageFilter<
    VectorImageType, VectorImageType >
    DiffusionFilterType;
typedef itk::VectorGradientMagnitudeImageFilter< VectorImageType >
    GradientMagnitudeFilterType;
typedef itk::WatershedImageFilter< ScalarImageType >
    WatershedFilterType;
```

Next we instantiate the filters and set their parameters. The first step in the image processing pipeline is diffusion of the color input image using an anisotropic diffusion filter. For this class of filters, the CFL condition requires that the time step be no more than 0.25 for two-dimensional images, and no more than 0.125 for three-dimensional images. The number of iterations and the conductance term will be taken from the command line. See Section 2.7.3 for more information on the ITK anisotropic diffusion filters.

```
DiffusionFilterType::Pointer diffusion = DiffusionFilterType::New();
diffusion->SetNumberOfIterations( atoi(argv[4]) );
diffusion->SetConductanceParameter( atof(argv[3]) );
diffusion->SetTimeStep(0.125);
```

The ITK gradient magnitude filter for vector-valued images can optionally take several parameters. Here we allow only enabling or disabling of principal component analysis.

```
GradientMagnitudeFilterType::Pointer
gradient = GradientMagnitudeFilterType::New();
gradient->SetUsePrincipleComponents(atoi(argv[7]));
```

Finally we set up the watershed filter. There are two parameters. `Level` controls watershed depth, and `Threshold` controls the lower thresholding of the input. Both parameters are set as a percentage (0.0 - 1.0) of the maximum depth in the input image.

```
WatershedFilterType::Pointer watershed = WatershedFilterType::New();
watershed->SetLevel( atof(argv[6]) );
watershed->SetThreshold( atof(argv[5]) );
```

The output of `WatershedImageFilter` is an image of unsigned long integer labels, where a label denotes membership of a pixel in a particular segmented region. This format is not practical for visualization, so for the purposes of this example, we will convert it to RGB pixels. RGB images have the advantage that they can be saved as a simple png file and viewed using any standard image viewer software. The `itk::Functor::ScalarToRGBPixelFunctor` class is a special function object designed to hash a scalar value into an `itk::RGBPixel`. Plugging this functor into the `itk::UnaryFunctorImageFilter` creates an image filter for that converts scalar images to RGB images.

```
typedef itk::Functor::ScalarToRGBPixelFunctor<unsigned long>
ColorMapFunctorType;
typedef itk::UnaryFunctorImageFilter<LabeledImageType,
RGBImageType, ColorMapFunctorType> ColorMapFilterType;
ColorMapFilterType::Pointer colormapper = ColorMapFilterType::New();
```

The filters are connected into a single pipeline, with readers and writers at each end.

```
caster->SetInput(reader->GetOutput());
diffusion->SetInput(caster->GetOutput());
gradient->SetInput(diffusion->GetOutput());
watershed->SetInput(gradient->GetOutput());
colormapper->SetInput(watershed->GetOutput());
writer->SetInput(colormapper->GetOutput());
```

Tuning the filter parameters for any particular application is a process of trial and error. The *threshold* parameter can be used to great effect in controlling oversegmentation of the image. Raising the threshold will generally reduce computation time and produce output with fewer and larger regions. The trick in tuning parameters is to consider the scale level of the objects that you are trying to segment in the image. The best time/quality trade-off will be achieved when the image is smoothed and thresholded to eliminate features just below the desired scale.



Figure 4.12: Segmented section of Visible Human female head and neck cryosection data. At left is the original image. The image in the middle was generated with parameters: conductance = 2.0, iterations = 10, threshold = 0.0, level = 0.05, principal components = on. The image on the right was generated with parameters: conductance = 2.0, iterations = 10, threshold = 0.001, level = 0.15, principal components = off.

Figure 4.12 shows output from the example code. The input image is taken from the Visible Human female data around the right eye. The images on the right are colorized watershed segmentations with parameters set to capture objects such as the optic nerve and lateral rectus muscles, which can be seen just above and to the left and right of the eyeball. Note that a critical difference between the two segmentations is the mode of the gradient magnitude calculation.

A note on the computational complexity of the watershed algorithm is warranted. Most of the complexity of the ITK implementation lies in generating the hierarchy. Processing times for this stage are non-linear with respect to the number of catchment basins in the initial segmentation. This means that the amount of information contained in an image is more significant than the number of pixels in the image. A very large, but very flat input take less time to segment than a very small, but very detailed input.

### 4.3 Level Set Segmentation

The paradigm of the level set is that it is a numerical method for tracking the evolution of contours and surfaces. Instead of manipulating the contour directly, the contour is embedded as the zero level set of a higher dimensional function called the level-set function,  $\psi(\mathbf{X}, t)$ . The level-set function is then evolved under the control of a differential equation. At any time, the evolving contour can be obtained by extracting the zero level-set  $\Gamma(\mathbf{X}, t) = \{\psi(\mathbf{X}, t) = 0\}$  from the output. The main advantages of using level sets is that arbitrarily complex shapes can be modeled and topological changes such as merging and splitting are handled implicitly.

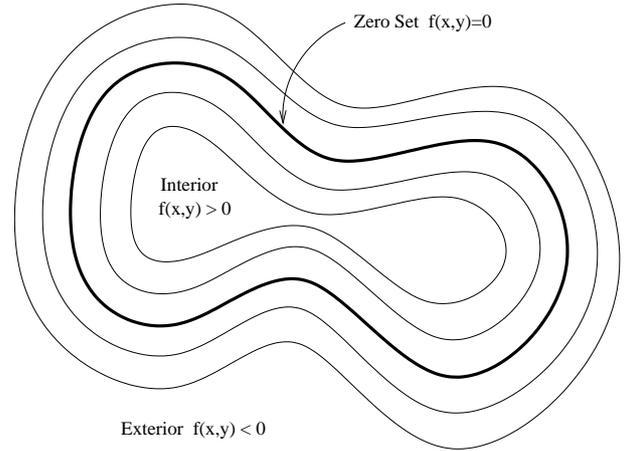


Figure 4.13: Concept of zero set in a level set.

Level sets can be used for image segmentation by using image-based features such as mean intensity, gradient and edges in the governing differential equation. In a typical approach, a contour is initialized by a user and is then evolved until it fits the form of an anatomical structure in the image. Many different implementations and variants of this basic concept have been published in the literature. An overview of the field has been made by Sethian [60].

The following sections introduce practical examples of some of the level set segmentation methods available in ITK. The remainder of this section describes features common to all of these filters except the `itk::FastMarchingImageFilter`, which is derived from a different code framework. Understanding these features will aid in using the filters more effectively.

Each filter makes use of a generic level-set equation to compute the update to the solution  $\psi$  of the partial differential equation.

$$\frac{d}{dt}\psi = -\alpha\mathbf{A}(\mathbf{x}) \cdot \nabla\psi - \beta P(\mathbf{x}) |\nabla\psi| + \gamma Z(\mathbf{x})\kappa |\nabla\psi| \quad (4.3)$$

where  $\mathbf{A}$  is an advection term,  $P$  is a propagation (expansion) term, and  $Z$  is a spatial modifier term for the mean curvature  $\kappa$ . The scalar constants  $\alpha$ ,  $\beta$ , and  $\gamma$  weight the relative influence of each of the terms on the movement of the interface. A segmentation filter may use all of these terms in its calculations, or it may omit one or more terms. If a term is left out of the equation, then setting the corresponding scalar constant weighting will have no effect.

All of the level-set based segmentation filters *must* operate with floating point precision to produce valid results. The third, optional template parameter is the *numerical type* used for calculations and as the output image pixel type. The numerical type is `float` by default, but can be changed to `double` for extra precision. A user-defined, signed floating point type that defines

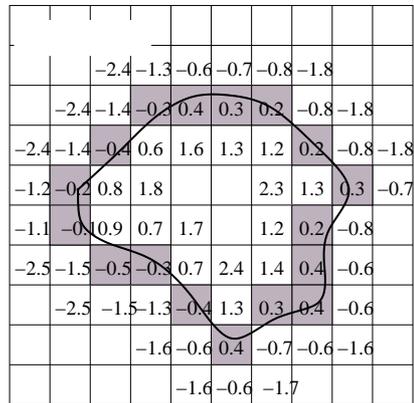


Figure 4.14: The implicit level set surface  $\Gamma$  is the black line superimposed over the image grid. The location of the surface is interpolated by the image pixel values. The grid pixels closest to the implicit surface are shown in gray.

all of the necessary arithmetic operators and has sufficient precision is also a valid choice. You should not use types such as `int` or `unsigned char` for the numerical parameter. If the input image pixel types do not match the numerical type, those inputs will be cast to an image of appropriate type when the filter is executed.

Most filters require two images as input, an initial model  $\psi(\mathbf{X}, \mathbf{t} = \mathbf{0})$ , and a *feature image*, which is either the image you wish to segment or some preprocessed version. You must specify the isovalue that represents the surface  $\Gamma$  in your initial model. The single image output of each filter is the function  $\psi$  at the final time step. It is important to note that the contour representing the surface  $\Gamma$  is the zero level-set of the output image, and not the isovalue you specified for the initial model. To represent  $\Gamma$  using the original isovalue, simply add that value back to the output.

The solution  $\Gamma$  is calculated to subpixel precision. The best discrete approximation of the surface is therefore the set of grid positions closest to the zero-crossings in the image, as shown in Figure 4.14. The `itk::ZeroCrossingImageFilter` operates by finding exactly those grid positions and can be used to extract the surface.

There are two important considerations when analyzing the processing time for any particular level-set segmentation task: the surface area of the evolving interface and the total distance that the surface must travel. Because the level-set equations are usually solved only at pixels near the surface (fast marching methods are an exception), the time taken at each iteration depends on the number of points on the surface. This means that as the surface grows, the solver will slow down proportionally. Because the surface must evolve slowly to prevent numerical instabilities in the solution, the distance the surface must travel in the image dictates the total number of iterations required.

Some level-set techniques are relatively insensitive to initial conditions and are there-

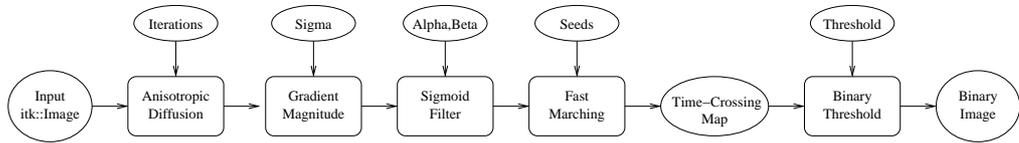


Figure 4.15: Collaboration diagram of the `FastMarchingImageFilter` applied to a segmentation task.

fore suitable for region-growing segmentation. Other techniques, such as the `itk::LaplacianSegmentationLevelSetImageFilter`, can easily become “stuck” on image features close to their initialization and should be used only when a reasonable prior segmentation is available as the initialization. For best efficiency, your initial model of the surface should be the best guess possible for the solution. When extending the example applications given here to higher dimensional images, for example, you can improve results and dramatically decrease processing time by using a multi-scale approach. Start with a downsampled volume and work back to the full resolution using the results at each intermediate scale as the initialization for the next scale.

### 4.3.1 Fast Marching Segmentation

The source code for this section can be found in the file `FastMarchingImageFilter.cxx`.

When the differential equation governing the level set evolution has a very simple form, a fast evolution algorithm called fast marching can be used.

The following example illustrates the use of the `itk::FastMarchingImageFilter`. This filter implements a fast marching solution to a simple level set evolution problem. In this example, the speed term used in the differential equation is expected to be provided by the user in the form of an image. This image is typically computed as a function of the gradient magnitude. Several mappings are popular in the literature, for example, the negative exponential  $\exp(-x)$  and the reciprocal  $1/(1+x)$ . In the current example we decided to use a Sigmoid function since it offers a good deal of control parameters that can be customized to shape a nice speed image.

The mapping should be done in such a way that the propagation speed of the front will be very low close to high image gradients while it will move rather fast in low gradient areas. This arrangement will make the contour propagate until it reaches the edges of anatomical structures in the image and then slow down in front of those edges. The output of the `FastMarchingImageFilter` is a *time-crossing map* that indicates, for each pixel, how much time it would take for the front to arrive at the pixel location.

The application of a threshold in the output image is then equivalent to taking a snapshot of the contour at a particular time during its evolution. It is expected that the contour will take a longer time to cross over the edges of a particular anatomical structure. This should result in large changes on the time-crossing map values close to the structure edges. Segmentation is performed with this filter by locating a time range in which the contour was contained for a long time in a region of the image space.

Figure 4.15 shows the major components involved in the application of the `FastMarchingImageFilter` to a segmentation task. It involves an initial stage of smoothing using the `itk::CurvatureAnisotropicDiffusionImageFilter`. The smoothed image is passed as the input to the `itk::GradientMagnitudeRecursiveGaussianImageFilter` and then to the `itk::SigmoidImageFilter`. Finally, the output of the `FastMarchingImageFilter` is passed to a `itk::BinaryThresholdImageFilter` in order to produce a binary mask representing the segmented object.

The code in the following example illustrates the typical setup of a pipeline for performing segmentation with fast marching. First, the input image is smoothed using an edge-preserving filter. Then the magnitude of its gradient is computed and passed to a sigmoid filter. The result of the sigmoid filter is the image potential that will be used to affect the speed term of the differential equation.

Let's start by including the following headers. First we include the header of the `CurvatureAnisotropicDiffusionImageFilter` that will be used for removing noise from the input image.

```
#include "itkCurvatureAnisotropicDiffusionImageFilter.h"
```

The headers of the `GradientMagnitudeRecursiveGaussianImageFilter` and `SigmoidImageFilter` are included below. Together, these two filters will produce the image potential for regulating the speed term in the differential equation describing the evolution of the level set.

```
#include "itkGradientMagnitudeRecursiveGaussianImageFilter.h"
#include "itkSigmoidImageFilter.h"
```

Of course, we will need the `itk::Image` class and the `FastMarchingImageFilter` class. Hence we include their headers.

```
#include "itkFastMarchingImageFilter.h"
```

The time-crossing map resulting from the `FastMarchingImageFilter` will be thresholded using the `BinaryThresholdImageFilter`. We include its header here.

```
#include "itkBinaryThresholdImageFilter.h"
```

Reading and writing images will be done with the `itk::ImageFileReader` and `itk::ImageFileWriter`.

```
#include "itkImageFileReader.h"
#include "itkImageFileWriter.h"
```

We now define the image type using a pixel type and a particular dimension. In this case the `float` type is used for the pixels due to the requirements of the smoothing filter.

```
typedef float InternalPixelType;
const unsigned int Dimension = 2;
typedef itk::Image< InternalPixelType, Dimension > InternalImageType;
```

The output image, on the other hand, is declared to be binary.

```
typedef unsigned char          OutputPixelType;
typedef itk::Image< OutputPixelType, Dimension > OutputImageType;
```

The type of the `BinaryThresholdImageFilter` filter is instantiated below using the internal image type and the output image type.

```
typedef itk::BinaryThresholdImageFilter< InternalImageType,
                                       OutputImageType > ThresholdingFilterType;
ThresholdingFilterType::Pointer thresholder = ThresholdingFilterType::New();
```

The upper threshold passed to the `BinaryThresholdImageFilter` will define the time snapshot that we are taking from the time-crossing map. In an ideal application the user should be able to select this threshold interactively using visual feedback. Here, since it is a minimal example, the value is taken from the command line arguments.

```
thresholder->SetLowerThreshold( 0.0 );
thresholder->SetUpperThreshold( timeThreshold );

thresholder->SetOutsideValue( 0 );
thresholder->SetInsideValue( 255 );
```

We instantiate reader and writer types in the following lines.

```
typedef itk::ImageFileReader< InternalImageType > ReaderType;
typedef itk::ImageFileWriter< OutputImageType > WriterType;
```

The `CurvatureAnisotropicDiffusionImageFilter` type is instantiated using the internal image type.

```
typedef itk::CurvatureAnisotropicDiffusionImageFilter<
    InternalImageType,
    InternalImageType > SmoothingFilterType;
```

Then, the filter is created by invoking the `New()` method and assigning the result to a `itk::SmartPointer`.

```
SmoothingFilterType::Pointer smoothing = SmoothingFilterType::New();
```

The types of the `GradientMagnitudeRecursiveGaussianImageFilter` and `SigmoidImageFilter` are instantiated using the internal image type.

```
typedef itk::GradientMagnitudeRecursiveGaussianImageFilter<
    InternalImageType,
    InternalImageType > GradientFilterType;
typedef itk::SigmoidImageFilter<
    InternalImageType,
    InternalImageType > SigmoidFilterType;
```

The corresponding filter objects are instantiated with the `New()` method.

```
GradientFilterType::Pointer gradientMagnitude = GradientFilterType::New();
SigmoidFilterType::Pointer sigmoid = SigmoidFilterType::New();
```

The minimum and maximum values of the `SigmoidImageFilter` output are defined with the methods `SetOutputMinimum()` and `SetOutputMaximum()`. In our case, we want these two values to be 0.0 and 1.0 respectively in order to get a nice speed image to feed to the `FastMarchingImageFilter`. Additional details on the use of the `SigmoidImageFilter` are presented in Section 2.3.2.

```
sigmoid->SetOutputMinimum( 0.0 );
sigmoid->SetOutputMaximum( 1.0 );
```

We now declare the type of the `FastMarchingImageFilter`.

```
typedef itk::FastMarchingImageFilter< InternalImageType,
                                   InternalImageType > FastMarchingFilterType;
```

Then, we construct one filter of this class using the `New()` method.

```
FastMarchingFilterType::Pointer fastMarching
    = FastMarchingFilterType::New();
```

The filters are now connected in a pipeline shown in Figure 4.15 using the following lines.

```
smoothing->SetInput( reader->GetOutput() );
gradientMagnitude->SetInput( smoothing->GetOutput() );
sigmoid->SetInput( gradientMagnitude->GetOutput() );
fastMarching->SetInput( sigmoid->GetOutput() );
thresholder->SetInput( fastMarching->GetOutput() );
writer->SetInput( thresholder->GetOutput() );
```

The `CurvatureAnisotropicDiffusionImageFilter` class requires a couple of parameters to be defined. The following are typical values for 2D images. However they may have to be adjusted depending on the amount of noise present in the input image. This filter has been discussed in Section 2.7.3.

```
smoothing->SetTimeStep( 0.125 );
smoothing->SetNumberOfIterations( 5 );
smoothing->SetConductanceParameter( 9.0 );
```

The `GradientMagnitudeRecursiveGaussianImageFilter` performs the equivalent of a convolution with a Gaussian kernel followed by a derivative operator. The sigma of this Gaussian can be used to control the range of influence of the image edges. This filter has been discussed in Section 2.4.2

```
gradientMagnitude->SetSigma( sigma );
```

The `SigmoidImageFilter` class requires two parameters to define the linear transformation to

be applied to the sigmoid argument. These parameters are passed using the `SetAlpha()` and `SetBeta()` methods. In the context of this example, the parameters are used to intensify the differences between regions of low and high values in the speed image. In an ideal case, the speed value should be 1.0 in the homogeneous regions of anatomical structures and the value should decay rapidly to 0.0 around the edges of structures. The heuristic for finding the values is the following. From the gradient magnitude image, let's call  $K1$  the minimum value along the contour of the anatomical structure to be segmented. Then, let's call  $K2$  an average value of the gradient magnitude in the middle of the structure. These two values indicate the dynamic range that we want to map to the interval  $[0 : 1]$  in the speed image. We want the sigmoid to map  $K1$  to 0.0 and  $K2$  to 1.0. Given that  $K1$  is expected to be higher than  $K2$  and we want to map those values to 0.0 and 1.0 respectively, we want to select a negative value for alpha so that the sigmoid function will also do an inverse intensity mapping. This mapping will produce a speed image such that the level set will march rapidly on the homogeneous region and will definitely stop on the contour. The suggested value for beta is  $(K1 + K2)/2$  while the suggested value for alpha is  $(K2 - K1)/6$ , which must be a negative number. In our simple example the values are provided by the user from the command line arguments. The user can estimate these values by observing the gradient magnitude image.

```
sigmoid->SetAlpha( alpha );
sigmoid->SetBeta( beta );
```

The `FastMarchingImageFilter` requires the user to provide a seed point from which the contour will expand. The user can actually pass not only one seed point but a set of them. A good set of seed points increases the chances of segmenting a complex object without missing parts. The use of multiple seeds also helps to reduce the amount of time needed by the front to visit a whole object and hence reduces the risk of leaks on the edges of regions visited earlier. For example, when segmenting an elongated object, it is undesirable to place a single seed at one extreme of the object since the front will need a long time to propagate to the other end of the object. Placing several seeds along the axis of the object will probably be the best strategy to ensure that the entire object is captured early in the expansion of the front. One of the important properties of level sets is their natural ability to fuse several fronts implicitly without any extra bookkeeping. The use of multiple seeds takes good advantage of this property.

The seeds are passed stored in a container. The type of this container is defined as `NodeContainer` among the `FastMarchingImageFilter` traits.

```
typedef FastMarchingFilterType::NodeContainer      NodeContainer;
typedef FastMarchingFilterType::NodeType          NodeType;
NodeContainer::Pointer seeds = NodeContainer::New();
```

Nodes are created as stack variables and initialized with a value and an `itk::Index` position.

```
NodeType node;
const double seedValue = 0.0;

node.SetValue( seedValue );
node.SetIndex( seedPosition );
```

The list of nodes is initialized and then every node is inserted using the `InsertElement()`.

```
seeds->Initialize();
seeds->InsertElement( 0, node );
```

The set of seed nodes is now passed to the `FastMarchingImageFilter` with the method `SetTrialPoints()`.

```
fastMarching->SetTrialPoints( seeds );
```

The `FastMarchingImageFilter` requires the user to specify the size of the image to be produced as output. This is done using the `SetOutputSize()`. Note that the size is obtained here from the output image of the smoothing filter. The size of this image is valid only after the `Update()` methods of this filter has been called directly or indirectly.

```
fastMarching->SetOutputSize(
    reader->GetOutput()->GetBufferedRegion().GetSize() );
```

Since the front representing the contour will propagate continuously over time, it is desirable to stop the process once a certain time has been reached. This allows us to save computation time under the assumption that the region of interest has already been computed. The value for stopping the process is defined with the method `SetStoppingValue()`. In principle, the stopping value should be a little bit higher than the threshold value.

```
fastMarching->SetStoppingValue( stoppingTime );
```

The invocation of the `Update()` method on the writer triggers the execution of the pipeline. As usual, the call is placed in a `try/catch` block should any errors occur or exceptions be thrown.

```
try
{
    writer->Update();
}
catch( itk::ExceptionObject & excep )
{
    std::cerr << "Exception caught !" << std::endl;
    std::cerr << excep << std::endl;
}
```

Now let's run this example using the input image `BrainProtonDensitySlice.png` provided in the directory `Examples/Data`. We can easily segment the major anatomical structures by providing seeds in the appropriate locations. The following table presents the parameters used for some structures.

Figure 4.16 presents the intermediate outputs of the pipeline illustrated in Figure 4.15. They are from left to right: the output of the anisotropic diffusion filter, the gradient magnitude of the smoothed image and the sigmoid of the gradient magnitude which is finally used as the speed image for the `FastMarchingImageFilter`.

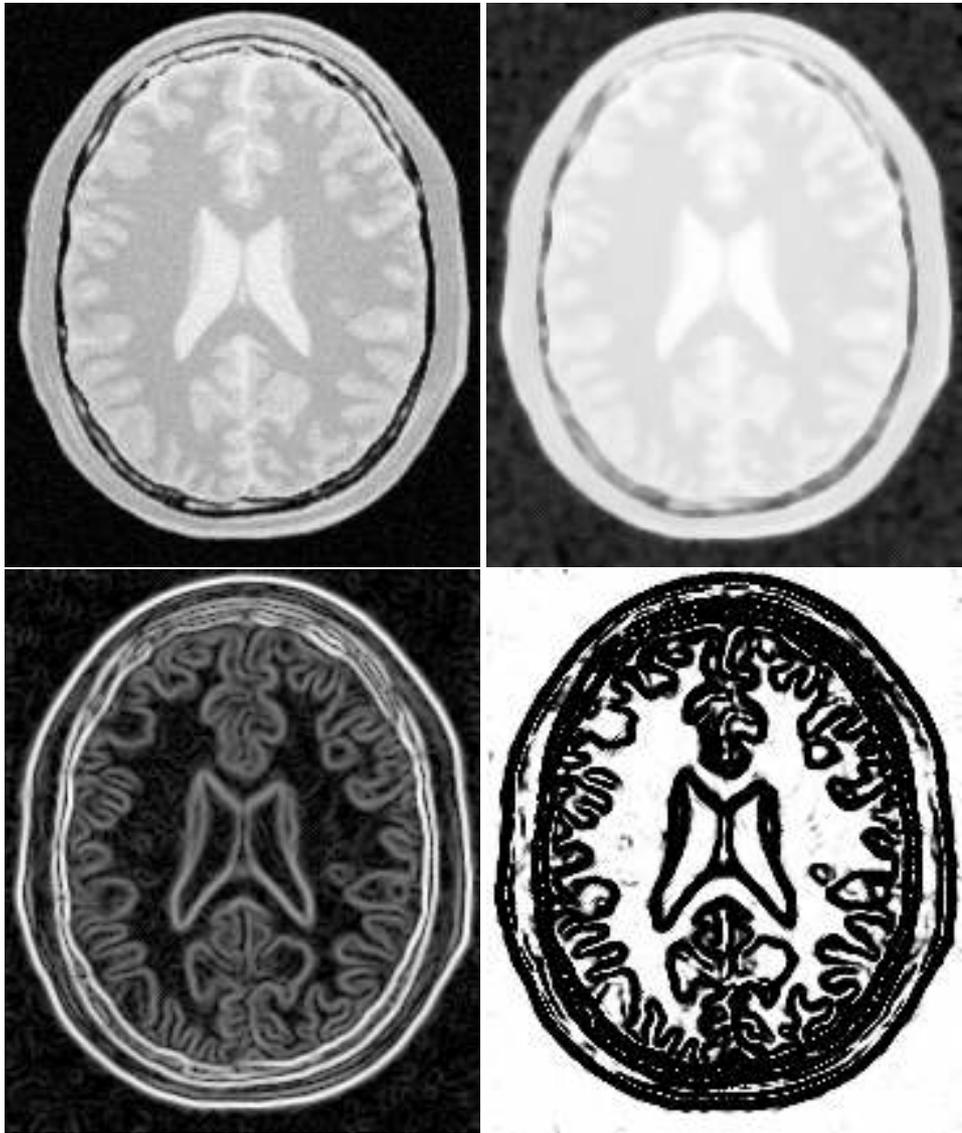


Figure 4.16: Images generated by the segmentation process based on the `FastMarchingImageFilter`. From left to right and top to bottom: input image to be segmented, image smoothed with an edge-preserving smoothing filter, gradient magnitude of the smoothed image, sigmoid of the gradient magnitude. This last image, the sigmoid, is used to compute the speed term for the front propagation

| Structure       | Seed Index | $\sigma$ | $\alpha$ | $\beta$ | Threshold | Output Image from left |
|-----------------|------------|----------|----------|---------|-----------|------------------------|
| Left Ventricle  | (81, 114)  | 1.0      | -0.5     | 3.0     | 100       | First                  |
| Right Ventricle | (99, 114)  | 1.0      | -0.5     | 3.0     | 100       | Second                 |
| White matter    | (56, 92)   | 1.0      | -0.3     | 2.0     | 200       | Third                  |
| Gray matter     | (40, 90)   | 0.5      | -0.3     | 2.0     | 200       | Fourth                 |

Table 4.3: Parameters used for segmenting some brain structures shown in Figure 4.17 using the filter `FastMarchingImageFilter`. All of them used a stopping value of 100.

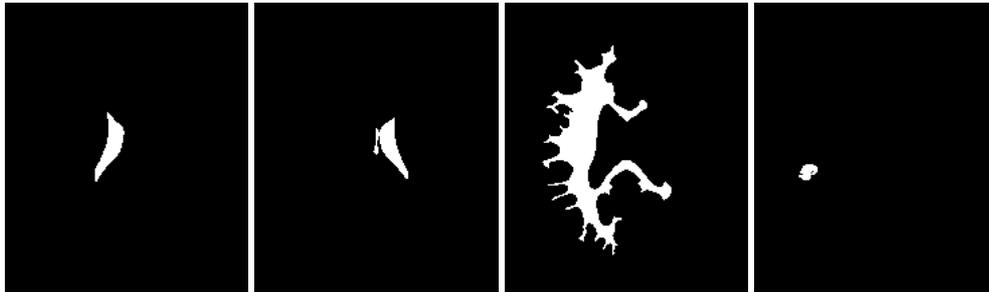


Figure 4.17: Images generated by the segmentation process based on the `FastMarchingImageFilter`. From left to right: segmentation of the left ventricle, segmentation of the right ventricle, segmentation of the white matter, attempt of segmentation of the gray matter.

Notice that the gray matter is not being completely segmented. This illustrates the vulnerability of the level set methods when the anatomical structures to be segmented do not occupy extended regions of the image. This is especially true when the width of the structure is comparable to the size of the attenuation bands generated by the gradient filter. A possible workaround for this limitation is to use multiple seeds distributed along the elongated object. However, note that white matter versus gray matter segmentation is not a trivial task, and may require a more elaborate approach than the one used in this basic example.

### 4.3.2 Shape Detection Segmentation

The source code for this section can be found in the file `ShapeDetectionLevelSetFilter.cxx`.

The use of the `itk::ShapeDetectionLevelSetImageFilter` is illustrated in the following example. The implementation of this filter in ITK is based on the paper by Malladi et al [41]. In this implementation, the governing differential equation has an additional curvature-based term. This term acts as a smoothing term where areas of high curvature, assumed to be due to noise, are smoothed out. Scaling parameters are used to control the tradeoff between the expansion term and the smoothing term. One consequence of this additional curvature term is that the

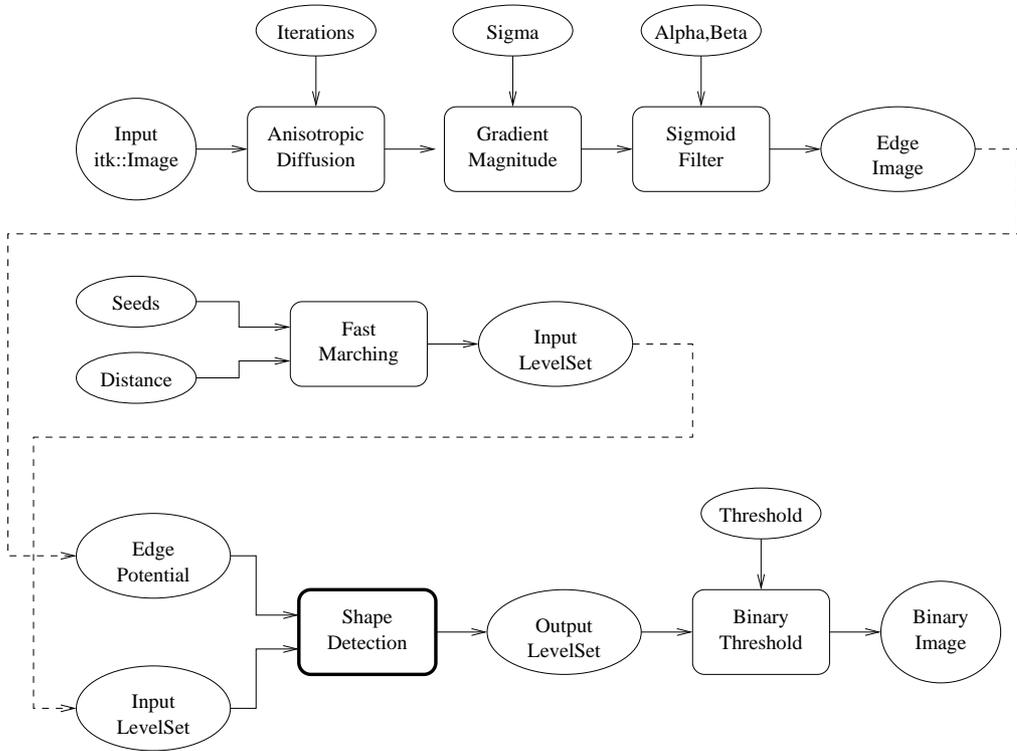


Figure 4.18: Collaboration diagram for the ShapeDetectionLevelSetImageFilter applied to a segmentation task.

fast marching algorithm is no longer applicable, because the contour is no longer guaranteed to always be expanding. Instead, the level set function is updated iteratively.

The ShapeDetectionLevelSetImageFilter expects two inputs, the first being an initial Level Set in the form of an `itk::Image`, and the second being a feature image. For this algorithm, the feature image is an edge potential image that basically follows the same rules applicable to the speed image used for the FastMarchingImageFilter discussed in Section 4.3.1.

In this example we use an FastMarchingImageFilter to produce the initial level set as the distance function to a set of user-provided seeds. The FastMarchingImageFilter is run with a constant speed value which enables us to employ this filter as a distance map calculator.

Figure 4.18 shows the major components involved in the application of the ShapeDetectionLevelSetImageFilter to a segmentation task. The first stage involves smoothing using the `itk::CurvatureAnisotropicDiffusionImageFilter`. The smoothed image is passed as the input for the `itk::GradientMagnitudeRecursiveGaussianImageFilter` and then to the `itk::SigmoidImageFilter` in order to produce the edge potential image. A set of user-provided seeds is passed to an FastMarchingImageFilter in order to compute the distance map.

A constant value is subtracted from this map in order to obtain a level set in which the *zero set* represents the initial contour. This level set is also passed as input to the `ShapeDetectionLevelSetImageFilter`.

Finally, the level set at the output of the `ShapeDetectionLevelSetImageFilter` is passed to an `BinaryThresholdImageFilter` in order to produce a binary mask representing the segmented object.

Let's start by including the headers of the main filters involved in the preprocessing.

```
#include "itkCurvatureAnisotropicDiffusionImageFilter.h"
#include "itkGradientMagnitudeRecursiveGaussianImageFilter.h"
#include "itkSigmoidImageFilter.h"
```

The edge potential map is generated using these filters as in the previous example.

We will need the `Image` class, the `FastMarchingImageFilter` class and the `ShapeDetectionLevelSetImageFilter` class. Hence we include their headers here.

```
#include "itkFastMarchingImageFilter.h"
#include "itkShapeDetectionLevelSetImageFilter.h"
```

The level set resulting from the `ShapeDetectionLevelSetImageFilter` will be thresholded at the zero level in order to get a binary image representing the segmented object. The `BinaryThresholdImageFilter` is used for this purpose.

```
#include "itkBinaryThresholdImageFilter.h"
```

We now define the image type using a particular pixel type and a dimension. In this case the float type is used for the pixels due to the requirements of the smoothing filter.

```
typedef float InternalPixelType;
const unsigned int Dimension = 2;
typedef itk::Image< InternalPixelType, Dimension > InternalImageType;
```

The output image, on the other hand, is declared to be binary.

```
typedef unsigned char OutputPixelType;
typedef itk::Image< OutputPixelType, Dimension > OutputImageType;
```

The type of the `BinaryThresholdImageFilter` filter is instantiated below using the internal image type and the output image type.

```
typedef itk::BinaryThresholdImageFilter< InternalImageType, OutputImageType >
ThresholdingFilterType;
ThresholdingFilterType::Pointer thresholder = ThresholdingFilterType::New();
```

The upper threshold of the `BinaryThresholdImageFilter` is set to 0.0 in order to display the zero set of the resulting level set. The lower threshold is set to a large negative number in order to ensure that the interior of the segmented object will appear inside the binary region.

```

thresholder->SetLowerThreshold( -1000.0 );
thresholder->SetUpperThreshold( 0.0 );

thresholder->SetOutsideValue( 0 );
thresholder->SetInsideValue( 255 );

```

The `CurvatureAnisotropicDiffusionImageFilter` type is instantiated using the internal image type.

```

typedef itk::CurvatureAnisotropicDiffusionImageFilter<
    InternalImageType,
    InternalImageType > SmoothingFilterType;

```

The filter is instantiated by invoking the `New()` method and assigning the result to a `itk::SmartPointer`.

```

SmoothingFilterType::Pointer smoothing = SmoothingFilterType::New();

```

The types of the `GradientMagnitudeRecursiveGaussianImageFilter` and `SigmoidImageFilter` are instantiated using the internal image type.

```

typedef itk::GradientMagnitudeRecursiveGaussianImageFilter<
    InternalImageType,
    InternalImageType > GradientFilterType;

typedef itk::SigmoidImageFilter<
    InternalImageType,
    InternalImageType > SigmoidFilterType;

```

The corresponding filter objects are created with the method `New()`.

```

GradientFilterType::Pointer gradientMagnitude = GradientFilterType::New();
SigmoidFilterType::Pointer sigmoid = SigmoidFilterType::New();

```

The minimum and maximum values of the `SigmoidImageFilter` output are defined with the methods `SetOutputMinimum()` and `SetOutputMaximum()`. In our case, we want these two values to be 0.0 and 1.0 respectively in order to get a nice speed image to feed to the `FastMarchingImageFilter`. Additional details on the use of the `SigmoidImageFilter` are presented in Section 2.3.2.

```

sigmoid->SetOutputMinimum( 0.0 );
sigmoid->SetOutputMaximum( 1.0 );

```

We now declare the type of the `FastMarchingImageFilter` that will be used to generate the initial level set in the form of a distance map.

```

typedef itk::FastMarchingImageFilter< InternalImageType, InternalImageType >
    FastMarchingFilterType;

```

Next we construct one filter of this class using the `New()` method.

```
FastMarchingFilterType::Pointer fastMarching
    = FastMarchingFilterType::New();
```

In the following lines we instantiate the type of the `ShapeDetectionLevelSetImageFilter` and create an object of this type using the `New()` method.

```
typedef itk::ShapeDetectionLevelSetImageFilter< InternalImageType,
    InternalImageType > ShapeDetectionFilterType;
ShapeDetectionFilterType::Pointer
    shapeDetection = ShapeDetectionFilterType::New();
```

The filters are now connected in a pipeline indicated in Figure 4.18 with the following code.

```
smoothing->SetInput( reader->GetOutput() );
gradientMagnitude->SetInput( smoothing->GetOutput() );
sigmoid->SetInput( gradientMagnitude->GetOutput() );

shapeDetection->SetInput( fastMarching->GetOutput() );
shapeDetection->SetFeatureImage( sigmoid->GetOutput() );

thresholder->SetInput( shapeDetection->GetOutput() );

writer->SetInput( thresholder->GetOutput() );
```

The `CurvatureAnisotropicDiffusionImageFilter` requires a couple of parameters to be defined. The following are typical values for 2D images. However they may have to be adjusted depending on the amount of noise present in the input image. This filter has been discussed in Section 2.7.3.

```
smoothing->SetTimeStep( 0.125 );
smoothing->SetNumberOfIterations( 5 );
smoothing->SetConductanceParameter( 9.0 );
```

The `GradientMagnitudeRecursiveGaussianImageFilter` performs the equivalent of a convolution with a Gaussian kernel followed by a derivative operator. The sigma of this Gaussian can be used to control the range of influence of the image edges. This filter has been discussed in Section 2.4.2

```
gradientMagnitude->SetSigma( sigma );
```

The `SigmoidImageFilter` requires two parameters that define the linear transformation to be applied to the sigmoid argument. These parameters have been discussed in Sections 2.3.2 and 4.3.1.

```
sigmoid->SetAlpha( alpha );
sigmoid->SetBeta( beta );
```

The `FastMarchingImageFilter` requires the user to provide a seed point from which the level set will be generated. The user can actually pass not only one seed point but a set of them. Note the `FastMarchingImageFilter` is used here only as a helper in the determination of an initial level

set. We could have used the `itk::DanielssonDistanceMapImageFilter` in the same way. The seeds are stored in a container. The type of this container is defined as `NodeContainer` among the `FastMarchingImageFilter` traits.

```
typedef FastMarchingFilterType::NodeContainer      NodeContainer;
typedef FastMarchingFilterType::NodeType          NodeType;
NodeContainer::Pointer seeds = NodeContainer::New();
```

Nodes are created as stack variables and initialized with a value and an `itk::Index` position. Note that we assign the negative of the value of the user-provided distance to the unique node of the seeds passed to the `FastMarchingImageFilter`. In this way, the value will increment as the front is propagated, until it reaches the zero value corresponding to the contour. After this, the front will continue propagating until it fills up the entire image. The initial distance is taken from the command line arguments. The rule of thumb for the user is to select this value as the distance from the seed points at which the initial contour should be.

```
NodeType node;
const double seedValue = - initialDistance;

node.SetValue( seedValue );
node.SetIndex( seedPosition );
```

The list of nodes is initialized and then every node is inserted using `InsertElement()`.

```
seeds->Initialize();
seeds->InsertElement( 0, node );
```

The set of seed nodes is now passed to the `FastMarchingImageFilter` with the method `SetTrialPoints()`.

```
fastMarching->SetTrialPoints( seeds );
```

Since the `FastMarchingImageFilter` is used here only as a distance map generator, it does not require a speed image as input. Instead, the constant value 1.0 is passed using the `SetSpeedConstant()` method.

```
fastMarching->SetSpeedConstant( 1.0 );
```

The `FastMarchingImageFilter` requires the user to specify the size of the image to be produced as output. This is done using the `SetOutputSize()`. Note that the size is obtained here from the output image of the smoothing filter. The size of this image is valid only after the `Update()` methods of this filter have been called directly or indirectly.

```
fastMarching->SetOutputSize(
    reader->GetOutput()->GetBufferedRegion().GetSize() );
```

`ShapeDetectionLevelSetImageFilter` provides two parameters to control the competition between the propagation or expansion term and the curvature smoothing term. The methods

`SetPropagationScaling()` and `SetCurvatureScaling()` defines the relative weighting between the two terms. In this example, we will set the propagation scaling to one and let the curvature scaling be an input argument. The larger the the curvature scaling parameter the smoother the resulting segmentation. However, the curvature scaling parameter should not be set too large, as it will draw the contour away from the shape boundaries.

```
shapeDetection->SetPropagationScaling( propagationScaling );
shapeDetection->SetCurvatureScaling( curvatureScaling );
```

Once activated, the level set evolution will stop if the convergence criteria or the maximum number of iterations is reached. The convergence criteria are defined in terms of the root mean squared (RMS) change in the level set function. The evolution is said to have converged if the RMS change is below a user-specified threshold. In a real application, it is desirable to couple the evolution of the zero set to a visualization module, allowing the user to follow the evolution of the zero set. With this feedback, the user may decide when to stop the algorithm before the zero set leaks through the regions of low gradient in the contour of the anatomical structure to be segmented.

```
shapeDetection->SetMaximumRMSError( 0.02 );
shapeDetection->SetNumberOfIterations( 800 );
```

The invocation of the `Update()` method on the writer triggers the execution of the pipeline. As usual, the call is placed in a `try/catch` block should any errors occur or exceptions be thrown.

```
try
{
    writer->Update();
}
catch( itk::ExceptionObject & excep )
{
    std::cerr << "Exception caught !" << std::endl;
    std::cerr << excep << std::endl;
}
```

Let's now run this example using as input the image `BrainProtonDensitySlice.png` provided in the directory `Examples/Data`. We can easily segment the major anatomical structures by providing seeds in the appropriate locations. Table 4.4 presents the parameters used for some structures. For all of the examples illustrated in this table, the propagation scaling was set to 1.0, and the curvature scaling set to 0.05.

Figure 4.19 presents the intermediate outputs of the pipeline illustrated in Figure 4.18. They are from left to right: the output of the anisotropic diffusion filter, the gradient magnitude of the smoothed image and the sigmoid of the gradient magnitude which is finally used as the edge potential for the `ShapeDetectionLevelSetImageFilter`.

Notice that in Figure 4.20 the segmented shapes are rounder than in Figure 4.17 due to the effects of the curvature term in the driving equation. As with the previous example, segmentation of the gray matter is still problematic.

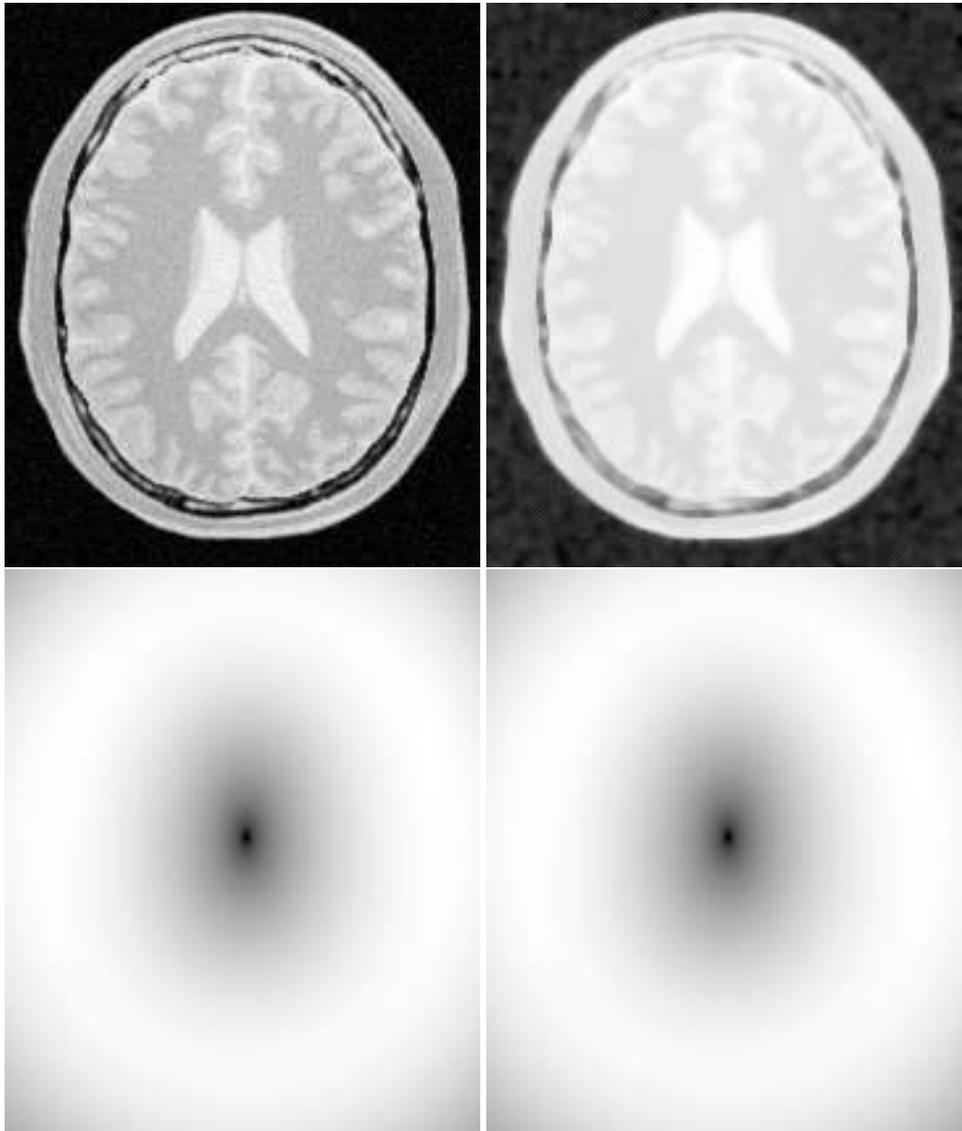


Figure 4.19: Images generated by the segmentation process based on the `ShapeDetectionLevelSetImageFilter`. From left to right and top to bottom: input image to be segmented, image smoothed with an edge-preserving smoothing filter, gradient magnitude of the smoothed image, sigmoid of the gradient magnitude. This last image, the sigmoid, is used to compute the speed term for the front propagation.

| Structure       | Seed Index | Distance | $\sigma$ | $\alpha$ | $\beta$ | Output Image          |
|-----------------|------------|----------|----------|----------|---------|-----------------------|
| Left Ventricle  | (81,114)   | 5.0      | 1.0      | -0.5     | 3.0     | First in Figure 4.20  |
| Right Ventricle | (99,114)   | 5.0      | 1.0      | -0.5     | 3.0     | Second in Figure 4.20 |
| White matter    | (56,92)    | 5.0      | 1.0      | -0.3     | 2.0     | Third in Figure 4.20  |
| Gray matter     | (40,90)    | 5.0      | 0.5      | -0.3     | 2.0     | Fourth in Figure 4.20 |

Table 4.4: Parameters used for segmenting some brain structures shown in Figure 4.19 using the filter `ShapeDetectionLevelSetImageFilter`. All of them used a propagation scaling of 1.0 and curvature scaling of 0.05.

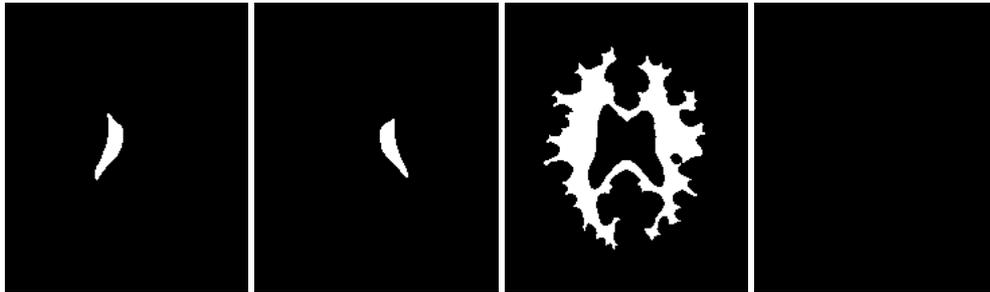


Figure 4.20: Images generated by the segmentation process based on the `ShapeDetectionLevelSetImageFilter`. From left to right: segmentation of the left ventricle, segmentation of the right ventricle, segmentation of the white matter, attempt of segmentation of the gray matter.

A larger number of iterations is required for segmenting large structures since it takes longer for the front to propagate and cover the structure. This drawback can be easily mitigated by setting many seed points in the initialization of the `FastMarchingImageFilter`. This will generate an initial level set much closer in shape to the object to be segmented and hence require fewer iterations to fill and reach the edges of the anatomical structure.

### 4.3.3 Geodesic Active Contours Segmentation

The source code for this section can be found in the file `GeodesicActiveContourImageFilter.cxx`.

The use of the `itk::GeodesicActiveContourLevelSetImageFilter` is illustrated in the following example. The implementation of this filter in ITK is based on the paper by Caselles [11]. This implementation extends the functionality of the `itk::ShapeDetectionLevelSetImageFilter` by the addition of a third advection term which attracts the level set to the object boundaries.

`GeodesicActiveContourLevelSetImageFilter` expects two inputs. The first is an initial level set in the form of an `itk::Image`. The second input is a feature image. For this algorithm, the feature image is an edge potential image that basically follows the same rules used for

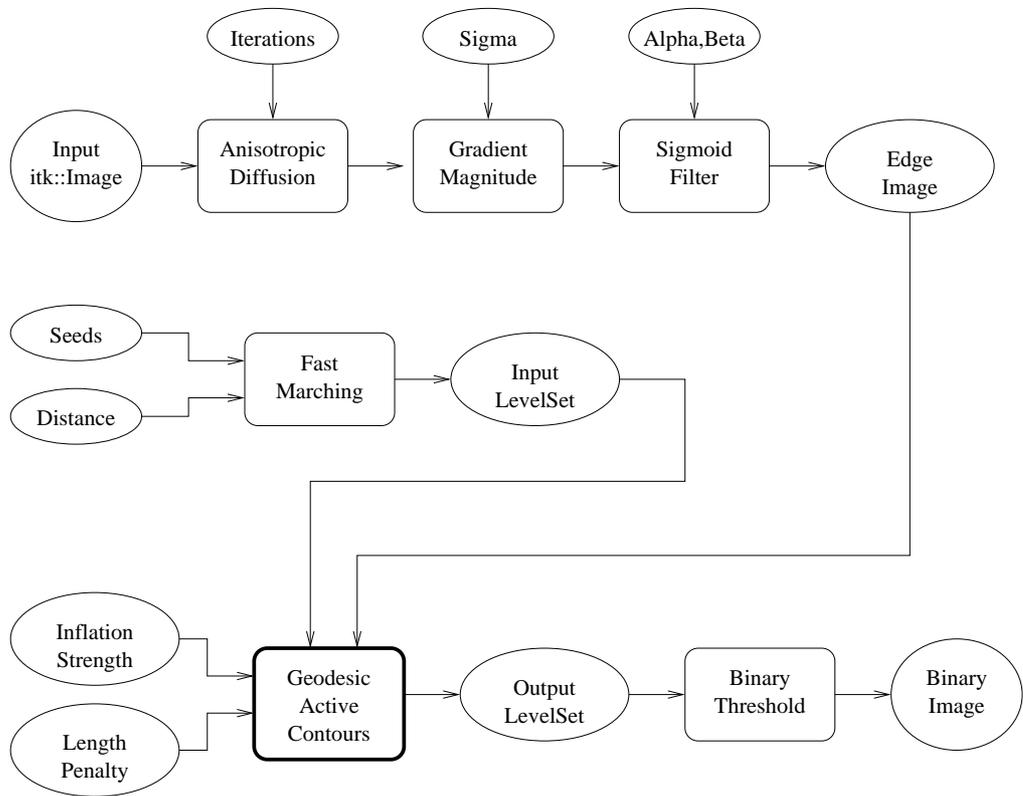


Figure 4.21: Collaboration diagram for the `GeodesicActiveContourLevelSetImageFilter` applied to a segmentation task.

the `ShapeDetectionLevelSetImageFilter` discussed in Section 4.3.2. The configuration of this example is quite similar to the example on the use of the `ShapeDetectionLevelSetImageFilter`. We omit most of the redundant description. A look at the code will reveal the great degree of similarity between both examples.

Figure 4.21 shows the major components involved in the application of the `GeodesicActiveContourLevelSetImageFilter` to a segmentation task. This pipeline is quite similar to the one used by the `ShapeDetectionLevelSetImageFilter` in section 4.3.2.

The pipeline involves a first stage of smoothing using the `itk::CurvatureAnisotropicDiffusionImageFilter`. The smoothed image is passed as the input to the `itk::GradientMagnitudeRecursiveGaussianImageFilter` and then to the `itk::SigmoidImageFilter` in order to produce the edge potential image. A set of user-provided seeds is passed to a `itk::FastMarchingImageFilter` in order to compute the distance map. A constant value is subtracted from this map in order to obtain a level set in which the *zero set* represents the initial contour. This level set is also passed as input to the

GeodesicActiveContourLevelSetImageFilter.

Finally, the level set generated by the GeodesicActiveContourLevelSetImageFilter is passed to a `itk::BinaryThresholdImageFilter` in order to produce a binary mask representing the segmented object.

Let's start by including the headers of the main filters involved in the preprocessing.

```
#include "itkGeodesicActiveContourLevelSetImageFilter.h"
```

We now define the image type using a particular pixel type and dimension. In this case the float type is used for the pixels due to the requirements of the smoothing filter.

```
typedef float InternalPixelType;
const unsigned int Dimension = 2;
typedef itk::Image< InternalPixelType, Dimension > InternalImageType;
```

In the following lines we instantiate the type of the GeodesicActiveContourLevelSetImageFilter and create an object of this type using the `New()` method.

```
typedef itk::GeodesicActiveContourLevelSetImageFilter< InternalImageType,
InternalImageType > GeodesicActiveContourFilterType;
GeodesicActiveContourFilterType::Pointer geodesicActiveContour =
GeodesicActiveContourFilterType::New();
```

For the GeodesicActiveContourLevelSetImageFilter, scaling parameters are used to trade off between the propagation (inflation), the curvature (smoothing) and the advection terms. These parameters are set using methods `SetPropagationScaling()`, `SetCurvatureScaling()` and `SetAdvectionScaling()`. In this example, we will set the curvature and advection scales to one and let the propagation scale be a command-line argument.

```
geodesicActiveContour->SetPropagationScaling( propagationScaling );
geodesicActiveContour->SetCurvatureScaling( 1.0 );
geodesicActiveContour->SetAdvectionScaling( 1.0 );
```

The filters are now connected in a pipeline indicated in Figure 4.21 using the following lines:

```
smoothing->SetInput( reader->GetOutput() );
gradientMagnitude->SetInput( smoothing->GetOutput() );
sigmoid->SetInput( gradientMagnitude->GetOutput() );

geodesicActiveContour->SetInput( fastMarching->GetOutput() );
geodesicActiveContour->SetFeatureImage( sigmoid->GetOutput() );

thresholder->SetInput( geodesicActiveContour->GetOutput() );
writer->SetInput( thresholder->GetOutput() );
```

The invocation of the `Update()` method on the writer triggers the execution of the pipeline. As usual, the call is placed in a `try/catch` block should any errors occur or exceptions be thrown.

| Structure       | Seed Index | Distance | $\sigma$ | $\alpha$ | $\beta$ | Propag. | Output Image |
|-----------------|------------|----------|----------|----------|---------|---------|--------------|
| Left Ventricle  | (81, 114)  | 5.0      | 1.0      | -0.5     | 3.0     | 2.0     | First        |
| Right Ventricle | (99, 114)  | 5.0      | 1.0      | -0.5     | 3.0     | 2.0     | Second       |
| White matter    | (56, 92)   | 5.0      | 1.0      | -0.3     | 2.0     | 10.0    | Third        |
| Gray matter     | (40, 90)   | 5.0      | 0.5      | -0.3     | 2.0     | 10.0    | Fourth       |

Table 4.5: Parameters used for segmenting some brain structures shown in Figure 4.23 using the filter `GeodesicActiveContourLevelSetImageFilter`.

```

try
{
    writer->Update();
}
catch( itk::ExceptionObject & excep )
{
    std::cerr << "Exception caught !" << std::endl;
    std::cerr << excep << std::endl;
}

```

Let's now run this example using as input the image `BrainProtonDensitySlice.png` provided in the directory `Examples/Data`. We can easily segment the major anatomical structures by providing seeds in the appropriate locations. Table 4.5 presents the parameters used for some structures.

Figure 4.22 presents the intermediate outputs of the pipeline illustrated in Figure 4.21. They are from left to right: the output of the anisotropic diffusion filter, the gradient magnitude of the smoothed image and the sigmoid of the gradient magnitude which is finally used as the edge potential for the `GeodesicActiveContourLevelSetImageFilter`.

Segmentations of the main brain structures are presented in Figure 4.23. The results are quite similar to those obtained with the `ShapeDetectionLevelSetImageFilter` in Section 4.3.2.

Note that a relatively larger propagation scaling value was required to segment the white matter. This is due to two factors: the lower contrast at the border of the white matter and the complex shape of the structure. Unfortunately the optimal value of these scaling parameters can only be determined by experimentation. In a real application we could imagine an interactive mechanism by which a user supervises the contour evolution and adjusts these parameters accordingly.

#### 4.3.4 Threshold Level Set Segmentation

The source code for this section can be found in the file `ThresholdSegmentationLevelSetImageFilter.cxx`.

The `itk::ThresholdSegmentationLevelSetImageFilter` is an extension of the threshold connected-component segmentation to the level set framework. The goal is to define a range

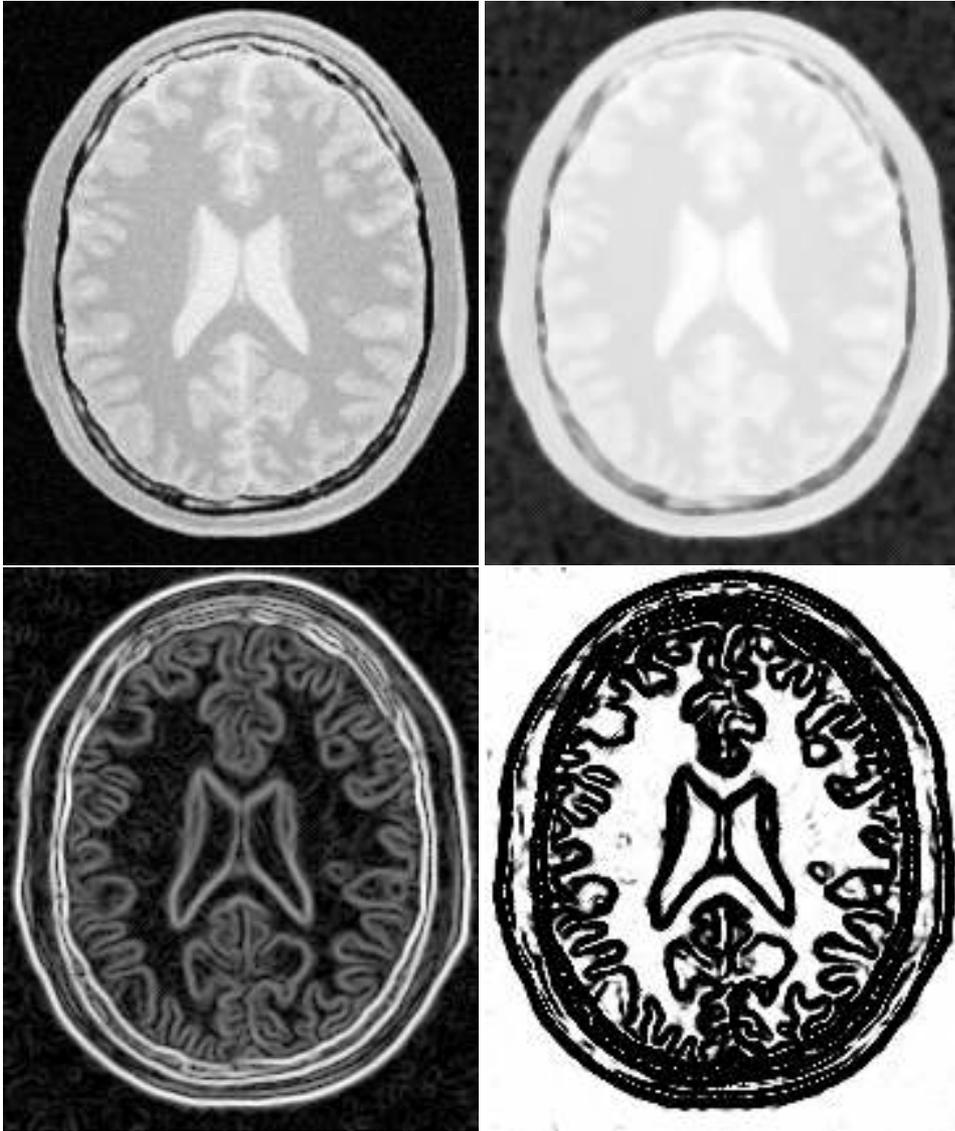


Figure 4.22: Images generated by the segmentation process based on the `GeodesicActiveContourLevelSetImageFilter`. From left to right and top to bottom: input image to be segmented, image smoothed with an edge-preserving smoothing filter, gradient magnitude of the smoothed image, sigmoid of the gradient magnitude. This last image, the sigmoid, is used to compute the speed term for the front propagation.

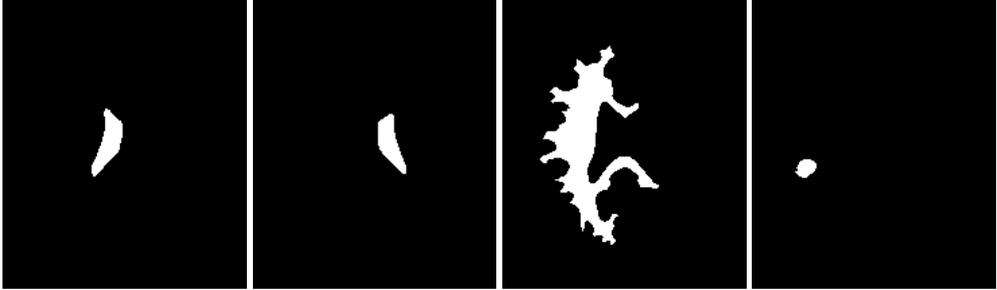


Figure 4.23: Images generated by the segmentation process based on the `GeodesicActiveContourImageFilter`. From left to right: segmentation of the left ventricle, segmentation of the right ventricle, segmentation of the white matter, attempt of segmentation of the gray matter.

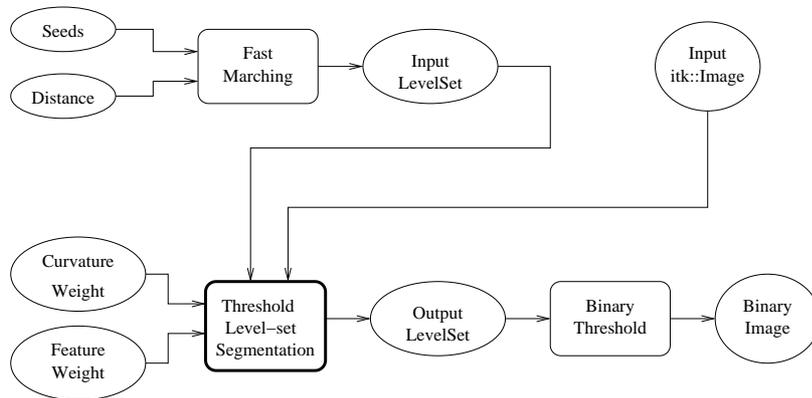


Figure 4.24: Collaboration diagram for the `ThresholdSegmentationLevelSetImageFilter` applied to a segmentation task.

of intensity values that classify the tissue type of interest and then base the propagation term on the level set equation for that intensity range. Using the level set approach, the smoothness of the evolving surface can be constrained to prevent some of the “leaking” that is common in connected-component schemes.

The propagation term  $P$  from Equation 4.3 is calculated from the `FeatureImage` input  $g$  with `UpperThreshold`  $U$  and `LowerThreshold`  $L$  according to the following formula.

$$P(\mathbf{x}) = \begin{cases} g(\mathbf{x}) - L & \text{if } g(\mathbf{x}) < (U - L)/2 + L \\ U - g(\mathbf{x}) & \text{otherwise} \end{cases} \quad (4.4)$$

Figure 4.25 illustrates the propagation term function. Intensity values in  $g$  between  $L$  and  $H$  yield positive values in  $P$ , while outside intensities yield negative values in  $P$ .

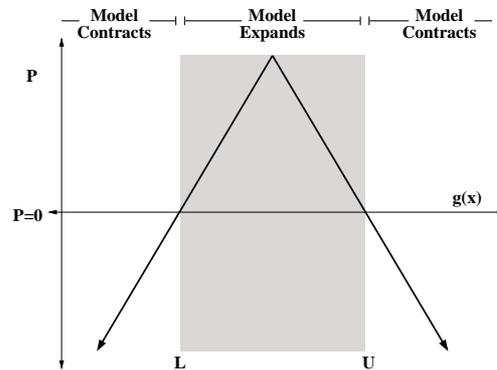


Figure 4.25: Propagation term for threshold-based level set segmentation. From Equation 4.4.

The threshold segmentation filter expects two inputs. The first is an initial level set in the form of an `itk::Image`. The second input is the feature image  $g$ . For many applications, this filter requires little or no preprocessing of its input. Smoothing the input image is not usually required to produce reasonable solutions, though it may still be warranted in some cases.

Figure 4.24 shows how the image processing pipeline is constructed. The initial surface is generated using the fast marching filter. The output of the segmentation filter is passed to a `itk::BinaryThresholdImageFilter` to create a binary representation of the segmented object. Let's start by including the appropriate header file.

```
#include "itkThresholdSegmentationLevelSetImageFilter.h"
```

We define the image type using a particular pixel type and dimension. In this case we will use 2D float images.

```
typedef float      InternalPixelType;
const unsigned int Dimension = 2;
typedef itk::Image< InternalPixelType, Dimension > InternalImageType;
```

The following lines instantiate a `ThresholdSegmentationLevelSetImageFilter` using the `New()` method.

```
typedef itk::ThresholdSegmentationLevelSetImageFilter< InternalImageType,
  InternalImageType > ThresholdSegmentationLevelSetImageFilterType;
ThresholdSegmentationLevelSetImageFilterType::Pointer thresholdSegmentation =
  ThresholdSegmentationLevelSetImageFilterType::New();
```

For the `ThresholdSegmentationLevelSetImageFilter`, scaling parameters are used to balance the influence of the propagation (inflation) and the curvature (surface smoothing) terms from Equation 4.3. The advection term is not used in this filter. Set the terms with methods `SetPropagationScaling()` and `SetCurvatureScaling()`. Both terms are set to 1.0 in this example.

```

thresholdSegmentation->SetPropagationScaling( 1.0 );
if ( argc > 8 )
{
    thresholdSegmentation->SetCurvatureScaling( atof(argv[8]) );
}
else
{
    thresholdSegmentation->SetCurvatureScaling( 1.0 );
}

```

The convergence criteria `MaximumRMSError` and `MaximumIterations` are set as in previous examples. We now set the upper and lower threshold values  $U$  and  $L$ , and the isosurface value to use in the initial model.

```

thresholdSegmentation->SetUpperThreshold( ::atof(argv[7]) );
thresholdSegmentation->SetLowerThreshold( ::atof(argv[6]) );
thresholdSegmentation->SetIsoSurfaceValue( 0.0 );

```

The filters are now connected in a pipeline indicated in Figure 4.24. Remember that before calling `Update()` on the file writer object, the fast marching filter must be initialized with the seed points and the output from the reader object. See previous examples and the source code for this section for details.

```

thresholdSegmentation->SetInput( fastMarching->GetOutput() );
thresholdSegmentation->SetFeatureImage( reader->GetOutput() );
thresholder->SetInput( thresholdSegmentation->GetOutput() );
writer->SetInput( thresholder->GetOutput() );

```

Invoking the `Update()` method on the writer triggers the execution of the pipeline. As usual, the call is placed in a `try/catch` block should any errors occur or exceptions be thrown.

```

try
{
    reader->Update();
    const InternalImageType * inputImage = reader->GetOutput();
    fastMarching->SetOutputRegion( inputImage->GetBufferedRegion() );
    fastMarching->SetOutputSpacing( inputImage->GetSpacing() );
    fastMarching->SetOutputOrigin( inputImage->GetOrigin() );
    fastMarching->SetOutputDirection( inputImage->GetDirection() );
    writer->Update();
}
catch( itk::ExceptionObject & excep )
{
    std::cerr << "Exception caught !" << std::endl;
    std::cerr << excep << std::endl;
}

```

Let's run this application with the same data and parameters as the example given for `itk::ConnectedThresholdImageFilter` in Section 4.1.1. We will use a value of 5 as the initial distance of the surface from the seed points. The algorithm is relatively insensitive to this initialization. Compare the results in Figure 4.26 with those in Figure 4.1. Notice how the smoothness constraint on the surface prevents leakage of the segmentation into both ventricles,

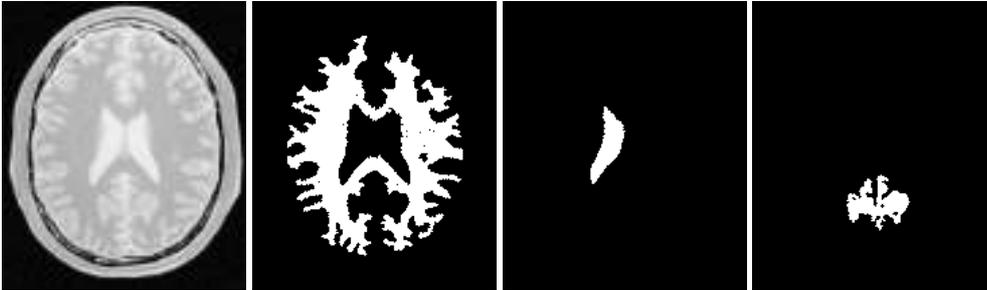


Figure 4.26: Images generated by the segmentation process based on the `ThresholdSegmentationLevelSetImageFilter`. From left to right: segmentation of the left ventricle, segmentation of the right ventricle, segmentation of the white matter, attempt of segmentation of the gray matter. The parameters used in this segmentations are presented in Table 4.6

| Structure    | Seed Index | Lower | Upper | Output Image     |
|--------------|------------|-------|-------|------------------|
| White matter | (60, 116)  | 150   | 180   | Second from left |
| Ventricle    | (81, 112)  | 210   | 250   | Third from left  |
| Gray matter  | (107, 69)  | 180   | 210   | Fourth from left |

Table 4.6: Segmentation results using the `ThresholdSegmentationLevelSetImageFilter` for various seed points. The resulting images are shown in Figure 4.26

but also localizes the segmentation to a smaller portion of the gray matter.

### 4.3.5 Canny-Edge Level Set Segmentation

The source code for this section can be found in the file `CannySegmentationLevelSetImageFilter.cxx`.

The `itk::CannySegmentationLevelSetImageFilter` defines a speed term that minimizes distance to the Canny edges in an image. The initial level set model moves through a gradient advection field until it locks onto those edges. This filter is more suitable for refining existing segmentations than as a region-growing algorithm.

The two terms defined for the `CannySegmentationLevelSetImageFilter` are the advection term and the propagation term from Equation 4.3. The advection term is constructed by minimizing the squared distance transform from the Canny edges.

$$\min \int D^2 \Rightarrow DVD \quad (4.5)$$

where the distance transform  $D$  is calculated using a

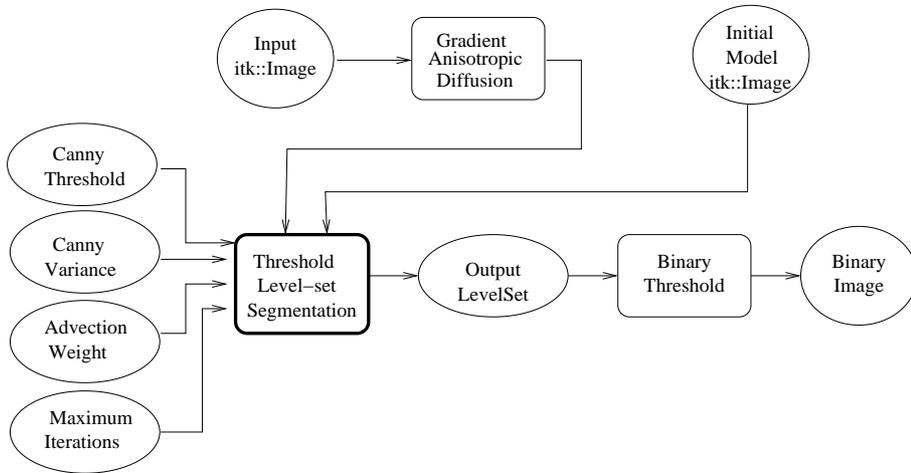


Figure 4.27: Collaboration diagram for the `CannySegmentationLevelSetImageFilter` applied to a segmentation task.

`itk::DanielssonDistanceMapImageFilter` applied to the output of the `itk::CannyEdgeDetectionImageFilter`.

For cases in which some surface expansion is to be allowed, a non-zero value may be set for the propagation term. The propagation term is simply  $D$ . As with all ITK level set segmentation filters, the curvature term controls the smoothness of the surface.

`CannySegmentationLevelSetImageFilter` expects two inputs. The first is an initial level set in the form of an `itk::Image`. The second input is the feature image  $g$  from which propagation and advection terms are calculated. It is generally a good idea to do some preprocessing of the feature image to remove noise.

Figure 4.27 shows how the image processing pipeline is constructed. We read two images: the image to segment and the image that contains the initial implicit surface. The goal is to refine the initial model from the second input and not to grow a new segmentation from seed points. The feature image is preprocessed with a few iterations of an anisotropic diffusion filter.

Let's start by including the appropriate header file.

```
#include "itkCannySegmentationLevelSetImageFilter.h"
#include "itkGradientAnisotropicDiffusionImageFilter.h"
```

We define the image type using a particular pixel type and dimension. In this case we will use 2D float images.

```
typedef float InternalPixelType;
const unsigned int Dimension = 2;
typedef itk::Image< InternalPixelType, Dimension > InternalImageType;
```

The input image will be processed with a few iterations of feature-preserving diffusion. We create a filter and set the appropriate parameters.

```
typedef itk::GradientAnisotropicDiffusionImageFilter< InternalImageType,
    InternalImageType> DiffusionFilterType;
DiffusionFilterType::Pointer diffusion = DiffusionFilterType::New();
diffusion->SetNumberOfIterations(5);
diffusion->SetTimeStep(0.125);
diffusion->SetConductanceParameter(1.0);
```

The following lines define and instantiate a `CannySegmentationLevelSetImageFilter`.

```
typedef itk::CannySegmentationLevelSetImageFilter< InternalImageType,
    InternalImageType > CannySegmentationLevelSetImageFilterType;
CannySegmentationLevelSetImageFilterType::Pointer cannySegmentation =
    CannySegmentationLevelSetImageFilterType::New();
```

As with the other ITK level set segmentation filters, the terms of the `CannySegmentationLevelSetImageFilter` level set equation can be weighted by scalars. For this application we will modify the relative weight of the advection term. The propagation and curvature term weights are set to their defaults of 0 and 1, respectively.

```
cannySegmentation->SetAdvectionScaling( ::atof(argv[6]) );
cannySegmentation->SetCurvatureScaling( 1.0 );
cannySegmentation->SetPropagationScaling( 0.0 );
```

The maximum number of iterations is specified from the command line. It may not be desirable in some applications to run the filter to convergence. Only a few iterations may be required.

```
cannySegmentation->SetMaximumRMSError( 0.01 );
cannySegmentation->SetNumberOfIterations( ::atoi(argv[8]) );
```

There are two important parameters in the `CannySegmentationLevelSetImageFilter` to control the behavior of the Canny edge detection. The *variance* parameter controls the amount of Gaussian smoothing on the input image. The *threshold* parameter indicates the lowest allowed value in the output image. Thresholding is used to suppress Canny edges whose gradient magnitudes fall below a certain value.

```
cannySegmentation->SetThreshold( ::atof(argv[4]) );
cannySegmentation->SetVariance( ::atof(argv[5]) );
```

Finally, it is very important to specify the isovalue of the surface in the initial model input image. In a binary image, for example, the isosurface is found midway between the foreground and background values.

```
cannySegmentation->SetIsoSurfaceValue( ::atof(argv[7]) );
```

The filters are now connected in a pipeline indicated in Figure 4.27.

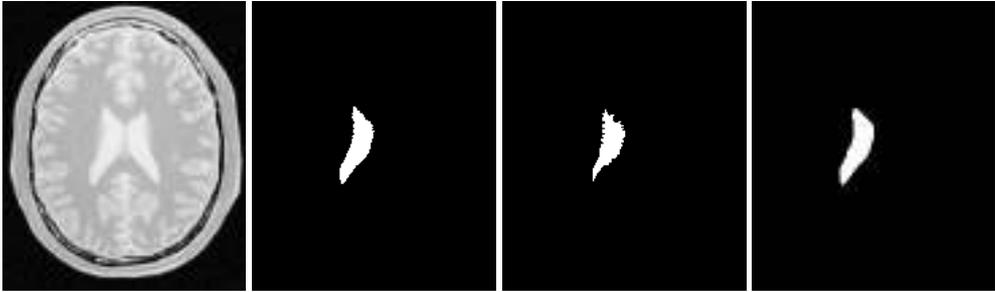


Figure 4.28: Results of applying the `CannySegmentationLevelSetImageFilter` to a prior ventricle segmentation. Shown from left to right are the original image, the prior segmentation of the ventricle from Figure 4.26, 15 iterations of the `CannySegmentationLevelSetImageFilter`, and the `CannySegmentationLevelSetImageFilter` run to convergence.

```
diffusion->SetInput( reader1->GetOutput() );
cannySegmentation->SetInput( reader2->GetOutput() );
cannySegmentation->SetFeatureImage( diffusion->GetOutput() );
thresholder->SetInput( cannySegmentation->GetOutput() );
writer->SetInput( thresholder->GetOutput() );
```

Invoking the `Update()` method on the writer triggers the execution of the pipeline. As usual, the call is placed in a `try/catch` block to handle any exceptions that may be thrown.

```
try
{
    writer->Update();
}
catch( itk::ExceptionObject & excep )
{
    std::cerr << "Exception caught !" << std::endl;
    std::cerr << excep << std::endl;
}
```

We can use this filter to make some subtle refinements to the ventricle segmentation from the previous example that used the `itk::ThresholdSegmentationLevelSetImageFilter`. The application was run using `Examples/Data/BrainProtonDensitySlice.png` and `Examples/Data/VentricleModel.png` as inputs, a threshold of 7.0, variance of 0.1, advection weight of 10.0, and an initial isosurface value of 127.5. One case was run for 15 iterations and the second was run to convergence. Compare the results in the two rightmost images of Figure 4.28 with the ventricle segmentation from Figure 4.26 shown in the middle. Jagged edges are straightened and the small spur at the upper right-hand side of the mask has been removed.

The free parameters of this filter can be adjusted to achieve a wide range of shape variations from the original model. Finding the right parameters for your particular application is usually a process of trial and error. As with most ITK level set segmentation filters, examining the propagation (speed) and advection images can help the process of tuning parameters. These

images are available using `Set/Get` methods from the filter after it has been updated.

In some cases it is interesting to take a direct look at the speed image used internally by this filter. This may help for setting the correct parameters for driving the segmentation. In order to obtain such speed image, the method `GenerateSpeedImage()` should be invoked first. Then we can recover the speed image with the `GetSpeedImage()` method as illustrated in the following lines.

```
cannySegmentation->GenerateSpeedImage();

typedef CannySegmentationLevelSetImageFilterType::SpeedImageType
                                               SpeedImageType;
typedef itk::ImageFileWriter<SpeedImageType>   SpeedWriterType;
SpeedWriterType::Pointer speedWriter = SpeedWriterType::New();

speedWriter->SetInput( cannySegmentation->GetSpeedImage() );
```

### 4.3.6 Laplacian Level Set Segmentation

The source code for this section can be found in the file `LaplacianSegmentationLevelSetImageFilter.cxx`.

The `itk::LaplacianSegmentationLevelSetImageFilter` defines a speed term based on second derivative features in the image. The speed term is calculated as the Laplacian of the image values. The goal is to attract the evolving level set surface to local zero-crossings in the Laplacian image. Like `itk::CannySegmentationLevelSetImageFilter`, this filter is more suitable for refining existing segmentations than as a stand-alone, region growing algorithm. It is possible to perform region growing segmentation, but be aware that the growing surface may tend to become “stuck” at local edges.

The propagation (speed) term for the `LaplacianSegmentationLevelSetImageFilter` is constructed by applying the `itk::LaplacianImageFilter` to the input feature image. One nice property of using the Laplacian is that there are no free parameters in the calculation.

`LaplacianSegmentationLevelSetImageFilter` expects two inputs. The first is an initial level set in the form of an `itk::Image`. The second input is the feature image  $g$  from which the propagation term is calculated (see Equation 4.3). Because the filter performs a second derivative calculation, it is generally a good idea to do some preprocessing of the feature image to remove noise.

Figure 4.29 shows how the image processing pipeline is constructed. We read two images: the image to segment and the image that contains the initial implicit surface. The goal is to refine the initial model from the second input to better match the structure represented by the initial implicit surface (a prior segmentation). The feature image is preprocessed using an anisotropic diffusion filter.

Let’s start by including the appropriate header files.

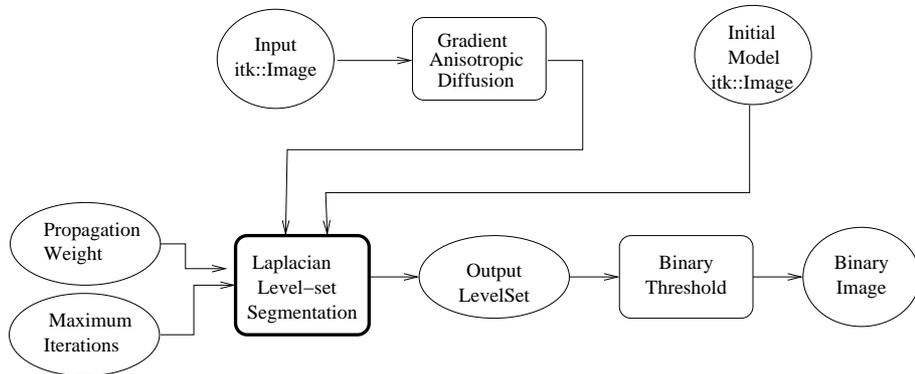


Figure 4.29: An image processing pipeline using `LaplacianSegmentationLevelSetImageFilter` for segmentation.

```
#include "itkLaplacianSegmentationLevelSetImageFilter.h"
#include "itkGradientAnisotropicDiffusionImageFilter.h"
```

We define the image type using a particular pixel type and dimension. In this case we will use 2D float images.

```
typedef float InternalPixelType;
const unsigned int Dimension = 2;
typedef itk::Image< InternalPixelType, Dimension > InternalImageType;
```

The input image will be processed with a few iterations of feature-preserving diffusion. We create a filter and set the parameters. The number of iterations and the conductance parameter are taken from the command line.

```
typedef itk::GradientAnisotropicDiffusionImageFilter< InternalImageType,
  InternalImageType> DiffusionFilterType;
DiffusionFilterType::Pointer diffusion = DiffusionFilterType::New();
diffusion->SetNumberOfIterations( atoi(argv[4]) );
diffusion->SetTimeStep(0.125);
diffusion->SetConductanceParameter( atof(argv[5]) );
```

The following lines define and instantiate a `LaplacianSegmentationLevelSetImageFilter`.

```
typedef itk::LaplacianSegmentationLevelSetImageFilter< InternalImageType,
  InternalImageType > LaplacianSegmentationLevelSetImageFilterType;
LaplacianSegmentationLevelSetImageFilterType::Pointer laplacianSegmentation
  = LaplacianSegmentationLevelSetImageFilterType::New();
```

As with the other ITK level set segmentation filters, the terms of the `LaplacianSegmentationLevelSetImageFilter` level set equation can be weighted by scalars. For this application we will modify the relative weight of the propagation term. The curvature term weight is set to its default of 1. The advection term is not used in this filter.

```
laplacianSegmentation->SetCurvatureScaling( 1.0 );
laplacianSegmentation->SetPropagationScaling( ::atof(argv[6]) );
```

The maximum number of iterations is set from the command line. It may not be desirable in some applications to run the filter to convergence. Only a few iterations may be required.

```
laplacianSegmentation->SetMaximumRMSError( 0.002 );
laplacianSegmentation->SetNumberOfIterations( ::atoi(argv[8]) );
```

Finally, it is very important to specify the isovalue of the surface in the initial model input image. In a binary image, for example, the isosurface is found midway between the foreground and background values.

```
laplacianSegmentation->SetIsoSurfaceValue( ::atof(argv[7]) );
```

The filters are now connected in a pipeline indicated in Figure 4.29.

```
diffusion->SetInput( reader1->GetOutput() );
laplacianSegmentation->SetInput( reader2->GetOutput() );
laplacianSegmentation->SetFeatureImage( diffusion->GetOutput() );
thresholder->SetInput( laplacianSegmentation->GetOutput() );
writer->SetInput( thresholder->GetOutput() );
```

Invoking the `Update()` method on the writer triggers the execution of the pipeline. As usual, the call is placed in a `try/catch` block to handle any exceptions that may be thrown.

```
try
{
    writer->Update();
}
catch( itk::ExceptionObject & excep )
{
    std::cerr << "Exception caught !" << std::endl;
    std::cerr << excep << std::endl;
}
```

We can use this filter to make some subtle refinements to the ventricle segmentation from the example using the filter `itk::ThresholdSegmentationLevelSetImageFilter`. This application was run using `Examples/Data/BrainProtonDensitySlice.png` and `Examples/Data/VentricleModel.png` as inputs. We used 10 iterations of the diffusion filter with a conductance of 2.0. The propagation scaling was set to 1.0 and the filter was run until convergence. Compare the results in the rightmost images of Figure 4.30 with the ventricle segmentation from Figure 4.26 shown in the middle. Jagged edges are straightened and the small spur at the upper right-hand side of the mask has been removed.

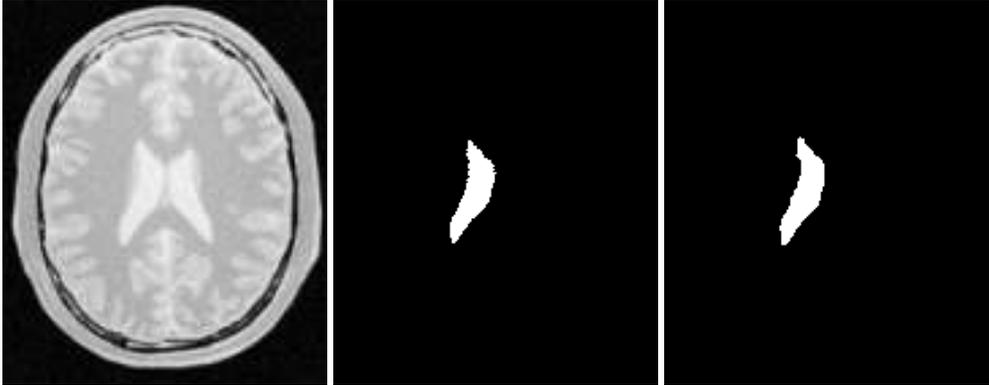


Figure 4.30: Results of applying `LaplacianSegmentationLevelSetImageFilter` to a prior ventricle segmentation. Shown from left to right are the original image, the prior segmentation of the ventricle from Figure 4.26, and the refinement of the prior using `LaplacianSegmentationLevelSetImageFilter`.

#### 4.3.7 Geodesic Active Contours Segmentation With Shape Guidance

The source code for this section can be found in the file `GeodesicActiveContourShapePriorLevelSetImageFilter.cxx`.

In medical imaging applications, the general shape, location and orientation of an anatomical structure of interest is typically known *a priori*. This information can be used to aid the segmentation process especially when image contrast is low or when the object boundary is not distinct.

In [36], Leventon *et al.* extended the geodesic active contours method with an additional shape-influenced term in the driving PDE. The `itk::GeodesicActiveContourShapePriorLevelSetFilter` is a generalization of Leventon’s approach and its use is illustrated in the following example.

To support shape-guidance, the generic level set equation (Eqn(4.3)) is extended to incorporate a shape guidance term:

$$\xi(\psi^*(\mathbf{x}) - \psi(\mathbf{x})) \quad (4.6)$$

where  $\psi^*$  is the signed distance function of the “best-fit” shape with respect to a shape model. The new term has the effect of driving the contour towards the best-fit shape. The scalar  $\xi$  weights the influence of the shape term in the overall evolution. In general, the best-fit shape is not known ahead of time and has to be iteratively estimated in conjunction with the contour evolution.

As with the `itk::GeodesicActiveContourLevelSetImageFilter`, the `GeodesicActiveContourShapePriorLevelSetImageFilter` expects two input images: the first is an initial level

set and the second a feature image that represents the image edge potential. The configuration of this example is quite similar to the example in Section 4.3.3 and hence the description will focus on the new objects involved in the segmentation process as shown in Figure 4.31.

The process pipeline begins with centering the input image using the `itk::ChangeInformationImageFilter` to simplify the estimation of the pose of the shape, to be explained later. The centered image is then smoothed using non-linear diffusion to remove noise and the gradient magnitude is computed from the smoothed image. For simplicity, this example uses the `itk::BoundedReciprocalImageFilter` to produce the edge potential image.

The `itk::FastMarchingImageFilter` creates an initial level set using three user specified seed positions and a initial contour radius. Three seeds are used in this example to facilitate the segmentation of long narrow objects in a smaller number of iterations. The output of the `FastMarchingImageFilter` is passed as the input to the `GeodesicActiveContourShapePriorLevelSetImageFilter`. At the end of the segmentation process, the output level set is passed to the `itk::BinaryThresholdImageFilter` to produce a binary mask representing the segmented object.

The remaining objects in Figure 4.31 are used for shape modeling and estimation. The `itk::PCAShapeSignedDistanceFunction` represents a statistical shape model defined by a mean signed distance and the first  $K$  principal components modes; while the `itk::Euler2DTransform` is used to represent the pose of the shape. In this implementation, the best-fit shape estimation problem is reformulated as a minimization problem where the `itk::ShapePriorMAPCostFunction` is the cost function to be optimized using the `itk::OnePlusOneEvolutionaryOptimizer`.

It should be noted that, although particular shape model, transform cost function, and optimizer are used in this example, the implementation is generic, allowing different instances of these components to be plugged in. This flexibility allows a user to tailor the behavior of the segmentation process to suit the circumstances of the targeted application.

Let's start the example by including the headers of the new filters involved in the segmentation.

```
#include "itkGeodesicActiveContourShapePriorLevelSetImageFilter.h"
#include "itkChangeInformationImageFilter.h"
#include "itkBoundedReciprocalImageFilter.h"
```

Next, we include the headers of the objects involved in shape modeling and estimation.

```
#include "itkPCAShapeSignedDistanceFunction.h"
#include "itkEuler2DTransform.h"
#include "itkOnePlusOneEvolutionaryOptimizer.h"
#include "itkNormalVariateGenerator.h"
#include "vnl/vnl_sample.h"
#include "itkNumericSeriesFileNames.h"
```

Given the numerous parameters involved in tuning this segmentation method it is not uncommon for a segmentation process to run for several minutes and still produce an unsatisfactory result. For debugging purposes it is quite helpful to track the evolution of the segmentation as

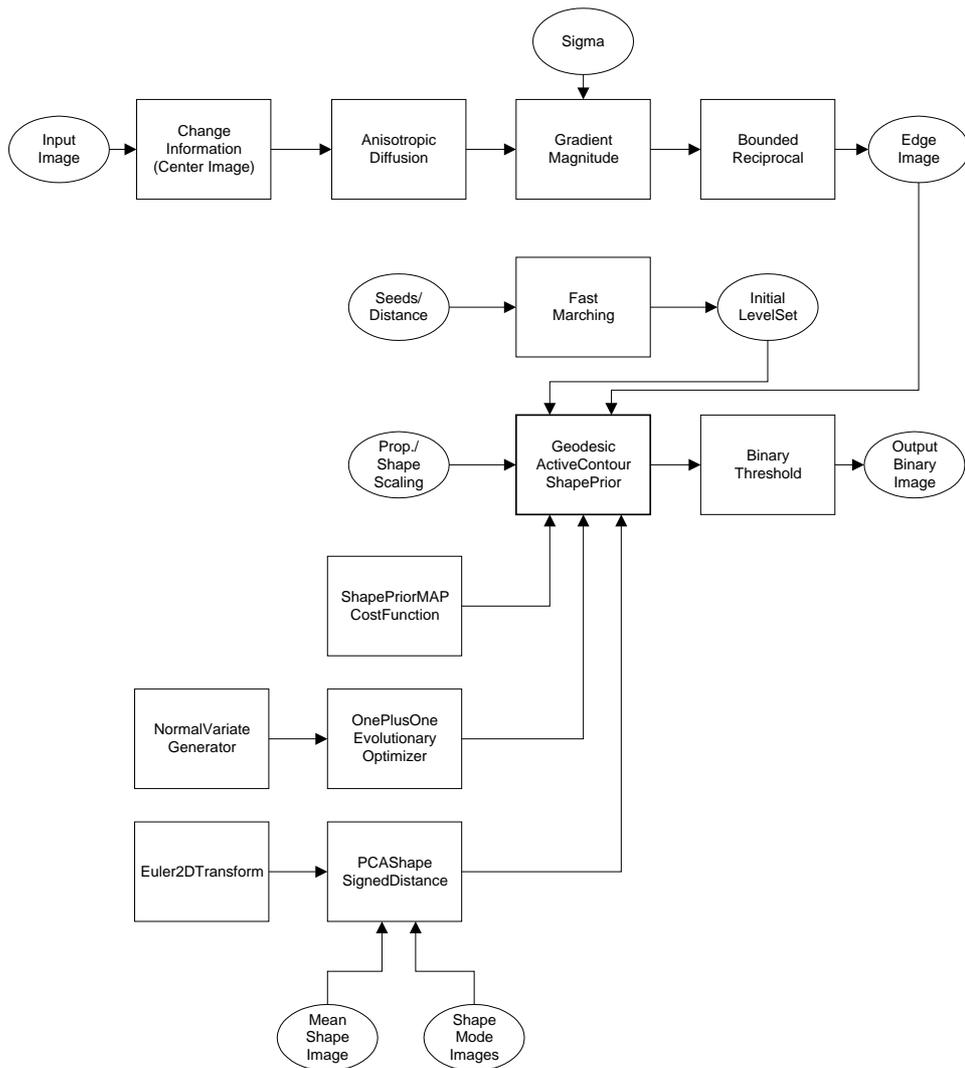


Figure 4.31: Collaboration diagram for the GeodesicActiveContourShapePriorLevelSetImageFilter applied to a segmentation task.

it progresses. The following defines a custom `itk::Command` class for monitoring the RMS change and shape parameters at each iteration.

```
#include "itkCommand.h"

template<class TFilter>
class CommandIterationUpdate : public itk::Command
{
public:
    typedef CommandIterationUpdate    Self;
    typedef itk::Command              Superclass;
    typedef itk::SmartPointer<Self>  Pointer;
    itkNewMacro( Self );

protected:
    CommandIterationUpdate() {};;

public:

    void Execute(itk::Object *caller, const itk::EventObject & event)
    {
        Execute( (const itk::Object *) caller, event);
    }

    void Execute(const itk::Object * object, const itk::EventObject & event)
    {
        const TFilter * filter =
            dynamic_cast< const TFilter * >( object );
        if( typeid( event ) != typeid( itk::IterationEvent ) )
            { return; }

        std::cout << filter->GetElapsedIterations() << ": ";
        std::cout << filter->GetRMSChange() << " ";
        std::cout << filter->GetCurrentParameters() << std::endl;
    }

};
```

We define the image type using a particular pixel type and dimension. In this case we will use 2D float images.

```
typedef float      InternalPixelType;
const unsigned int Dimension = 2;
typedef itk::Image< InternalPixelType, Dimension > InternalImageType;
```

The following line instantiate a `itk::GeodesicActiveContourShapePriorLevelSetImageFilter` using the `New()` method.

```
typedef itk::GeodesicActiveContourShapePriorLevelSetImageFilter<
    InternalImageType, InternalImageType >
    GeodesicActiveContourFilterType;
GeodesicActiveContourFilterType::Pointer geodesicActiveContour =
    GeodesicActiveContourFilterType::New();
```

The `itk::ChangeInformationImageFilter` is the first filter in the preprocessing stage and is used to force the image origin to the center of the image.

```
typedef itk::ChangeInformationImageFilter<
    InternalImageType > CenterFilterType;

CenterFilterType::Pointer center = CenterFilterType::New();
center->CenterImageOn();
```

In this example, we will use the bounded reciprocal  $1/(1+x)$  of the image gradient magnitude as the edge potential feature image.

```
typedef itk::BoundedReciprocalImageFilter<
    InternalImageType,
    InternalImageType > ReciprocalFilterType;

ReciprocalFilterType::Pointer reciprocal = ReciprocalFilterType::New();
```

In the `GeodesicActiveContourShapePriorLevelSetImageFilter`, scaling parameters are used to trade off between the propagation (inflation), the curvature (smoothing), the advection, and the shape influence terms. These parameters are set using methods `SetPropagationScaling()`, `SetCurvatureScaling()`, `SetAdvectionScaling()` and `SetShapePriorScaling()`. In this example, we will set the curvature and advection scales to one and let the propagation and shape prior scale be command-line arguments.

```
geodesicActiveContour->SetPropagationScaling( propagationScaling );
geodesicActiveContour->SetShapePriorScaling( shapePriorScaling );
geodesicActiveContour->SetCurvatureScaling( 1.0 );
geodesicActiveContour->SetAdvectionScaling( 1.0 );
```

Each iteration, the current “best-fit” shape is estimated from the edge potential image and the current contour. To increase speed, only information within the sparse field layers of the current contour is used in the estimation. The default number of sparse field layers is the same as the `ImageDimension` which does not contain enough information to get a reliable best-fit shape estimate. Thus, we override the default and set the number of layers to 4.

```
geodesicActiveContour->SetNumberOfLayers( 4 );
```

The filters are then connected in a pipeline as illustrated in Figure 4.31.

```
center->SetInput( reader->GetOutput() );
smoothing->SetInput( center->GetOutput() );
gradientMagnitude->SetInput( smoothing->GetOutput() );
reciprocal->SetInput( gradientMagnitude->GetOutput() );

geodesicActiveContour->SetInput( fastMarching->GetOutput() );
geodesicActiveContour->SetFeatureImage( reciprocal->GetOutput() );

thresholder->SetInput( geodesicActiveContour->GetOutput() );
writer->SetInput( thresholder->GetOutput() );
```

Next, we define the shape model. In this example, we use an implicit shape model based on the principal components such that:

$$\Psi^*(\mathbf{x}) = \mu(\mathbf{x}) + \sum_k \alpha_k u_k(\mathbf{x}) \quad (4.7)$$

where  $\mu(\mathbf{x})$  is the mean signed distance computed from training set of segmented objects and  $u_k(\mathbf{x})$  are the first  $K$  principal components of the offset (signed distance - mean). The coefficients  $\{\alpha_k\}$  form the set of *shape* parameters.

Given a set of training data, the `itk::ImagePCAShapeModelEstimator` can be used to obtain the mean and principal mode shape images required by `PCAShapeSignedDistanceFunction`.

```
typedef itk::PCAShapeSignedDistanceFunction<
    double,
    Dimension,
    InternalImageType >    ShapeFunctionType;

ShapeFunctionType::Pointer shape = ShapeFunctionType::New();

shape->SetNumberOfPrincipalComponents( numberOfPCAModes );
```

In this example, we will read the mean shape and principal mode images from file. We will assume that the filenames of the mode images form a numeric series starting from index 0.

```
ReaderType::Pointer meanShapeReader = ReaderType::New();
meanShapeReader->SetFileName( argv[13] );
meanShapeReader->Update();

std::vector<InternalImageType::Pointer> shapeModeImages( numberOfPCAModes );

itk::NumericSeriesFileNames::Pointer fileNameCreator =
    itk::NumericSeriesFileNames::New();

fileNameCreator->SetStartIndex( 0 );
fileNameCreator->SetEndIndex( numberOfPCAModes - 1 );
fileNameCreator->SetSeriesFormat( argv[15] );
const std::vector<std::string> & shapeModeFileNames =
    fileNameCreator->GetFileNames();

for ( unsigned int k = 0; k < numberOfPCAModes; k++ )
{
    ReaderType::Pointer shapeModeReader = ReaderType::New();
    shapeModeReader->SetFileName( shapeModeFileNames[k].c_str() );
    shapeModeReader->Update();
    shapeModeImages[k] = shapeModeReader->GetOutput();
}

shape->SetMeanImage( meanShapeReader->GetOutput() );
shape->SetPrincipalComponentImages( shapeModeImages );
```

Further we assume that the shape modes have been normalized by multiplying with the corresponding singular value. Hence, we can set the principal component standard deviations to all

ones.

```
ShapeFunctionType::ParametersType pcaStandardDeviations( numberOfPCAModes );
pcaStandardDeviations.Fill( 1.0 );

shape->SetPrincipalComponentStandardDeviations( pcaStandardDeviations );
```

Next, we instantiate a `itk::Euler2DTransform` and connect it to the `PCASignedDistanceFunction`. The transform represent the pose of the shape. The parameters of the transform forms the set of *pose* parameters.

```
typedef itk::Euler2DTransform<double> TransformType;
TransformType::Pointer transform = TransformType::New();

shape->SetTransform( transform );
```

Before updating the level set at each iteration, the parameters of the current best-fit shape is estimated by minimizing the `itk::ShapePriorMAPCostFunction`. The cost function is composed of four terms: contour fit, image fit, shape prior and pose prior. The user can specify the weights applied to each term.

```
typedef itk::ShapePriorMAPCostFunction<
    InternalImageType,
    InternalPixelType > CostFunctionType;

CostFunctionType::Pointer costFunction = CostFunctionType::New();

CostFunctionType::WeightsType weights;
weights[0] = 1.0; // weight for contour fit term
weights[1] = 20.0; // weight for image fit term
weights[2] = 1.0; // weight for shape prior term
weights[3] = 1.0; // weight for pose prior term

costFunction->SetWeights( weights );
```

Contour fit measures the likelihood of seeing the current evolving contour for a given set of shape/pose parameters. This is computed by counting the number of pixels inside the current contour but outside the current shape.

Image fit measures the likelihood of seeing certain image features for a given set of shape/pose parameters. This is computed by assuming that  $(1 - \text{edge potential})$  approximates a zero-mean, unit variance Gaussian along the normal of the evolving contour. Image fit is then computed by computing the Laplacian goodness of fit of the Gaussian:

$$\sum (G(\psi(\mathbf{x})) - |1 - g(\mathbf{x})|)^2 \quad (4.8)$$

where  $G$  is a zero-mean, unit variance Gaussian and  $g$  is the edge potential feature image.

The pose parameters are assumed to have a uniform distribution and hence do not contribute to the cost function. The shape parameters are assumed to have a Gaussian distribution. The parameters of the distribution are user-specified. Since we assumed the principal modes have

already been normalized, we set the distribution to zero mean and unit variance.

```
CostFunctionType::ArrayType mean( shape->GetNumberOfShapeParameters() );
CostFunctionType::ArrayType stddev( shape->GetNumberOfShapeParameters() );

mean.Fill( 0.0 );
stddev.Fill( 1.0 );
costFunction->SetShapeParameterMeans( mean );
costFunction->SetShapeParameterStandardDeviations( stddev );
```

In this example, we will use the `itk::OnePlusOneEvolutionaryOptimizer` to optimize the cost function.

```
typedef itk::OnePlusOneEvolutionaryOptimizer OptimizerType;
OptimizerType::Pointer optimizer = OptimizerType::New();
```

The evolutionary optimization algorithm is based on testing random permutations of the parameters. As such, we need to provide the optimizer with a random number generator. In the following lines, we create a `itk::NormalVariateGenerator`, seed it, and connect it to the optimizer.

```
typedef itk::Statistics::NormalVariateGenerator GeneratorType;
GeneratorType::Pointer generator = GeneratorType::New();

generator->Initialize( 20020702 );

optimizer->SetNormalVariateGenerator( generator );
```

The cost function has  $K + 3$  parameters. The first  $K$  parameters are the principal component multipliers, followed by the 2D rotation parameter (in radians) and the x- and y- translation parameters (in mm). We need to carefully scale the different types of parameters to compensate for the differences in the dynamic ranges of the parameters.

```
OptimizerType::ScalesType scales( shape->GetNumberOfParameters() );
scales.Fill( 1.0 );
for( unsigned int k = 0; k < numberOfPCAModes; k++ )
{
    scales[k] = 20.0; // scales for the pca mode multiplier
}
scales[numberOfPCAModes] = 350.0; // scale for 2D rotation
optimizer->SetScales( scales );
```

Next, we specify the initial radius, the shrink and grow mutation factors and termination criteria of the optimizer. Since the best-fit shape is re-estimated each iteration of the curve evolution, we do not need to spend too much time finding the true minimizing solution each time; we only need to head towards it. As such, we only require a small number of optimizer iterations.

```

double initRadius = 1.05;
double grow = 1.1;
double shrink = pow(grow, -0.25);
optimizer->Initialize(initRadius, grow, shrink);

optimizer->SetEpsilon(1.0e-6); // minimal search radius

optimizer->SetMaximumIteration(15);

```

Before starting the segmentation process we need to also supply the initial best-fit shape estimate. In this example, we start with the unrotated mean shape with the initial x- and y-translation specified through command-line arguments.

```

ShapeFunctionType::ParametersType parameters(
    shape->GetNumberOfParameters() );
parameters.Fill( 0.0 );
parameters[numberOfPCAModes + 1] = atof( argv[16] ); // startX
parameters[numberOfPCAModes + 2] = atof( argv[17] ); // startY

```

Finally, we connect all the components to the filter and add our observer.

```

geodesicActiveContour->SetShapeFunction( shape );
geodesicActiveContour->SetCostFunction( costFunction );
geodesicActiveContour->SetOptimizer( optimizer );
geodesicActiveContour->SetInitialParameters( parameters );

typedef CommandIterationUpdate<GeodesicActiveContourFilterType> CommandType;
CommandType::Pointer observer = CommandType::New();
geodesicActiveContour->AddObserver( itk::IterationEvent(), observer );

```

The invocation of the `Update()` method on the writer triggers the execution of the pipeline. As usual, the call is placed in a `try/catch` block to handle exceptions should errors occur.

```

try
{
    writer->Update();
}
catch( itk::ExceptionObject & excep )
{
    std::cerr << "Exception caught !" << std::endl;
    std::cerr << excep << std::endl;
}

```

Deviating from previous examples, we will demonstrate this example using `BrainMidSagittalSlice.png` (Figure 4.32, left) from the `Examples/Data` directory. The aim here is to segment the corpus callosum from the image using a shape model defined by `CorpusCallosumMeanShape.mha` and the first three principal components `CorpusCallosumMode0.mha`, `CorpusCallosumMode1.mha` and `CorpusCallosumMode12.mha`. As shown in Figure 4.33, the first mode captures scaling, the second mode captures the shifting of mass between the rostrum and the splenium and the third mode captures the degree of curvature. Segmentation results with and without shape guidance are shown in Figure 4.34.



Figure 4.32: The input image to the `GeodesicActiveContourShapePriorLevelSetImageFilter` is a synthesized MR-T1 mid-sagittal slice ( $217 \times 180$  pixels,  $1 \times 1$  mm spacing) of the brain (left) and the initial best-fit shape (right) chosen to roughly overlap the corpus callosum in the image to be segmented.

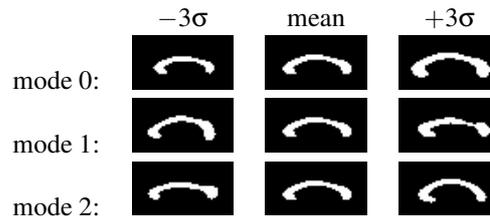


Figure 4.33: First three PCA modes of a low-resolution ( $58 \times 31$  pixels,  $2 \times 2$  mm spacing) corpus callosum model used in the shape guided geodesic active contours example.

A sigma value of 1.0 was used to compute the image gradient and the propagation and shape prior scaling are respectively set to 0.5 and 0.02. An initial level set was created by placing one seed point in the rostrum (60, 102), one in the splenium (120, 85) and one centrally in the body (88, 83) of the corpus callosum with an initial radius of 6 pixels at each seed position. The best-fit shape was initially placed with a translation of (10, 0)mm so that it roughly overlapped the corpus callosum in the image as shown in Figure 4.32 (right).

From Figure 4.34 it can be observed that without shape guidance (left), segmentation using geodesic active contour leaks in the regions where the corpus callosum blends into the surrounding brain tissues. With shape guidance (center), the segmentation is constrained by the global shape model to prevent leaking.

The final best-fit shape parameters after the segmentation process is:

Parameters: [-0.384988, -0.578738, 0.557793, 0.275202, 16.9992, 4.73473]

and is shown in Figure 4.34 (right). Note that a 0.28 radian (15.8 degree) rotation has been introduced to match the model to the corpus callosum in the image. Additionally, a negative weight for the first mode shrinks the size relative to the mean shape. A negative weight for the second mode shifts the mass to splenium, and a positive weight for the third mode increases the curvature. It can also be observed that the final segmentation is a combination of the best-fit

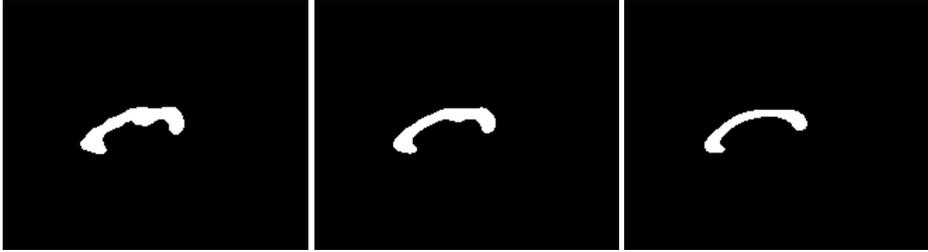


Figure 4.34: Corpus callosum segmentation using geodesic active contours without (left) and with (center) shape guidance. The image on the right represents the best-fit shape at the end of the segmentation process.

shape with additional local deformation. The combination of both global and local shape allows the segmentation to capture fine details not represented in the shape model.

## 4.4 Feature Extraction

Extracting salient features from images is an important task on image processing. It is typically used for guiding segmentation methods, preparing data for registration methods, or as a mechanism for recognizing anatomical structures in images. The following section introduce some of the feature extraction methods available in ITK.

### 4.4.1 Hough Transform

The Hough transform is a widely used technique for detection of geometrical features in images. It is based on mapping the image into a parametric space in which it may be easier to identify if particular geometrical features are present in the image. The transformation is specific for each desired geometrical shape.

#### Line Extraction

The source code for this section can be found in the file `HoughTransform2DLinesImageFilter.cxx`.

This example illustrates the use of the `itk::HoughTransform2DLinesImageFilter` to find straight lines in a 2-dimensional image.

First, we include the header files of the filter.

```
#include "itkHoughTransform2DLinesImageFilter.h"
```

Next, we declare the pixel type and image dimension and specify the image type to be used as input. We also specify the image type of the accumulator used in the Hough transform filter.

```
typedef unsigned char PixelType;
typedef float AccumulatorPixelType;
const unsigned int Dimension = 2;

typedef itk::Image< PixelType, Dimension > ImageType;
typedef itk::Image< AccumulatorPixelType, Dimension > AccumulatorImageType;
```

We setup a reader to load the input image.

```
typedef itk::ImageFileReader< ImageType > ReaderType;
ReaderType::Pointer reader = ReaderType::New();

reader->SetFileName( argv[1] );
try
{
    reader->Update();
}
catch( itk::ExceptionObject & excep )
{
    std::cerr << "Exception caught !" << std::endl;
    std::cerr << excep << std::endl;
}
ImageType::Pointer localImage = reader->GetOutput();
```

Once the image is loaded, we apply a `itk::GradientMagnitudeImageFilter` to segment edges. This casts the input image using a `itk::CastImageFilter`.

```
typedef itk::CastImageFilter< ImageType, AccumulatorImageType >
    CastingFilterType;
CastingFilterType::Pointer caster = CastingFilterType::New();

std::cout << "Applying gradient magnitude filter" << std::endl;

typedef itk::GradientMagnitudeImageFilter<AccumulatorImageType,
    AccumulatorImageType > GradientFilterType;
GradientFilterType::Pointer gradFilter = GradientFilterType::New();

caster->SetInput(localImage);
gradFilter->SetInput(caster->GetOutput());
gradFilter->Update();
```

The next step is to apply a threshold filter on the gradient magnitude image to keep only bright values. Only pixels with a high value will be used by the Hough transform filter.

```
std::cout << "Thresholding" << std::endl;
typedef itk::ThresholdImageFilter<AccumulatorImageType> ThresholdFilterType;
ThresholdFilterType::Pointer threshFilter = ThresholdFilterType::New();

threshFilter->SetInput( gradFilter->GetOutput());
threshFilter->SetOutsideValue(0);
unsigned char threshBelow = 0;
unsigned char threshAbove = 255;
threshFilter->ThresholdOutside(threshBelow,threshAbove);
threshFilter->Update();
```

We create the `HoughTransform2DLinesImageFilter` based on the pixel type of the input image (the resulting image from the `ThresholdImageFilter`).

```
std::cout << "Computing Hough Map" << std::endl;
typedef itk::HoughTransform2DLinesImageFilter<AccumulatorPixelType,
        AccumulatorPixelType> HoughTransformFilterType;

HoughTransformFilterType::Pointer houghFilter
    = HoughTransformFilterType::New();
```

We set the input to the filter to be the output of the `ThresholdImageFilter`. We set also the number of lines we are looking for. Basically, the filter computes the Hough map, blurs it using a certain variance and finds maxima in the Hough map. After a maximum is found, the local neighborhood, a circle, is removed from the Hough map. `SetDiscRadius()` defines the radius of this disc.

The output of the filter is the accumulator.

```
houghFilter->SetInput(threshFilter->GetOutput());
houghFilter->SetNumberOfLines(atoi(argv[3]));

if(argc > 4 )
{
    houghFilter->SetVariance(atoi(argv[4]));
}

if(argc > 5 )
{
    houghFilter->SetDiscRadius(atoi(argv[5]));
}

houghFilter->Update();
AccumulatorImageType::Pointer localAccumulator = houghFilter->GetOutput();
```

We can also get the lines as `itk::LineSpatialObject`. The `GetLines()` function return a list of those.

```
HoughTransformFilterType::LinesListType lines;
lines = houghFilter->GetLines(atoi(argv[3]));
std::cout << "Found " << lines.size() << " line(s)." << std::endl;
```

We can then allocate an image to draw the resulting lines as binary objects.

```

typedef unsigned char                               OutputPixelType;
typedef itk::Image< OutputPixelType, Dimension > OutputImageType;

OutputImageType::Pointer localOutputImage = OutputImageType::New();

OutputImageType::RegionType region;
region.SetSize(localImage->GetLargestPossibleRegion().GetSize());
region.SetIndex(localImage->GetLargestPossibleRegion().GetIndex());
localOutputImage->SetRegions( region );
localOutputImage->SetOrigin(localImage->GetOrigin());
localOutputImage->SetSpacing(localImage->GetSpacing());
localOutputImage->Allocate(true); // initialize buffer to zero

```

We iterate through the list of lines and we draw them.

```

typedef HoughTransformFilterType::LinesListType::const_iterator LineIterator;
LineIterator itLines = lines.begin();
while( itLines != lines.end() )
{

```

We get the list of points which consists of two points to represent a straight line. Then, from these two points, we compute a fixed point  $u$  and a unit vector  $\vec{v}$  to parameterize the line.

```

typedef HoughTransformFilterType::LineType::PointListType PointListType;

PointListType          pointsList = (*itLines)->GetPoints();
PointListType::const_iterator itPoints = pointsList.begin();

double u[2];
u[0] = (*itPoints).GetPosition()[0];
u[1] = (*itPoints).GetPosition()[1];
itPoints++;
double v[2];
v[0] = u[0]-(*itPoints).GetPosition()[0];
v[1] = u[1]-(*itPoints).GetPosition()[1];

double norm = std::sqrt(v[0]*v[0]+v[1]*v[1]);
v[0] /= norm;
v[1] /= norm;

```

We draw a white pixels in the output image to represent the line.

```

ImageType::IndexType localIndex;
itk::Size<2> size = localOutputImage->GetLargestPossibleRegion().GetSize();
float diag = std::sqrt((float)( size[0]*size[0] + size[1]*size[1] ));

for(int i=static_cast<int>(-diag); i<static_cast<int>(diag); i++)
{
    localIndex[0]=(long int)(u[0]+i*v[0]);
    localIndex[1]=(long int)(u[1]+i*v[1]);

    OutputImageType::RegionType outputRegion =
        localOutputImage->GetLargestPossibleRegion();

    if( outputRegion.IsInside( localIndex ) )
    {
        localOutputImage->SetPixel( localIndex, 255 );
    }
}
itLines++;
}

```

We setup a writer to write out the binary image created.

```

typedef itk::ImageFileWriter< OutputImageType > WriterType;
WriterType::Pointer writer = WriterType::New();
writer->SetFileName( argv[2] );
writer->SetInput( localOutputImage );

try
{
    writer->Update();
}
catch( itk::ExceptionObject & excep )
{
    std::cerr << "Exception caught !" << std::endl;
    std::cerr << excep << std::endl;
}

```

### Circle Extraction

The source code for this section can be found in the file `HoughTransform2DCirclesImageFilter.cxx`.

This example illustrates the use of the `itk::HoughTransform2DCirclesImageFilter` to find circles in a 2-dimensional image.

First, we include the header files of the filter.

```
#include "itkHoughTransform2DCirclesImageFilter.h"
```

Next, we declare the pixel type and image dimension and specify the image type to be used as input. We also specify the image type of the accumulator used in the Hough transform filter.

```

typedef unsigned char PixelType;
typedef float AccumulatorPixelType;
const unsigned int Dimension = 2;
typedef itk::Image< PixelType, Dimension > ImageType;
ImageType::IndexType localIndex;
typedef itk::Image< AccumulatorPixelType, Dimension > AccumulatorImageType;

```

We setup a reader to load the input image.

```

typedef itk::ImageFileReader< ImageType > ReaderType;
ReaderType::Pointer reader = ReaderType::New();
reader->SetFileName( argv[1] );
try
{
    reader->Update();
}
catch( itk::ExceptionObject & excep )
{
    std::cerr << "Exception caught !" << std::endl;
    std::cerr << excep << std::endl;
}
ImageType::Pointer localImage = reader->GetOutput();

```

We create the `HoughTransform2DCirclesImageFilter` based on the pixel type of the input image (the resulting image from the `ThresholdImageFilter`).

```

std::cout << "Computing Hough Map" << std::endl;

typedef itk::HoughTransform2DCirclesImageFilter<PixelType,
    AccumulatorPixelType> HoughTransformFilterType;
HoughTransformFilterType::Pointer houghFilter
    = HoughTransformFilterType::New();

```

We set the input of the filter to be the output of the `ImageFileReader`. We set also the number of circles we are looking for. Basically, the filter computes the Hough map, blurs it using a certain variance and finds maxima in the Hough map. After a maximum is found, the local neighborhood, a circle, is removed from the Hough map. `SetDiscRadiusRatio()` defines the radius of this disc proportional to the radius of the disc found. The Hough map is computed by looking at the points above a certain threshold in the input image. Then, for each point, a Gaussian derivative function is computed to find the direction of the normal at that point. The standard deviation of the derivative function can be adjusted by `SetSigmaGradient()`. The accumulator is filled by drawing a line along the normal and the length of this line is defined by the minimum radius (`SetMinimumRadius()`) and the maximum radius (`SetMaximumRadius()`). Moreover, a sweep angle can be defined by `SetSweepAngle()` (default 0.0) to increase the accuracy of detection.

The output of the filter is the accumulator.

```

houghFilter->SetInput( reader->GetOutput() );

houghFilter->SetNumberOfCircles( atoi(argv[3]) );
houghFilter->SetMinimumRadius(  atof(argv[4]) );
houghFilter->SetMaximumRadius(  atof(argv[5]) );

if( argc > 6 )
{
    houghFilter->SetSweepAngle( atof(argv[6]) );
}
if( argc > 7 )
{
    houghFilter->SetSigmaGradient( atoi(argv[7]) );
}
if( argc > 8 )
{
    houghFilter->SetVariance( atof(argv[8]) );
}
if( argc > 9 )
{
    houghFilter->SetDiscRadiusRatio( atof(argv[9]) );
}

houghFilter->Update();
AccumulatorImageType::Pointer localAccumulator = houghFilter->GetOutput();

```

We can also get the circles as `itk::EllipseSpatialObject`. The `GetCircles()` function return a list of those.

```

HoughTransformFilterType::CirclesListType circles;
circles = houghFilter->GetCircles( atoi(argv[3]) );
std::cout << "Found " << circles.size() << " circle(s)." << std::endl;

```

We can then allocate an image to draw the resulting circles as binary objects.

```

typedef unsigned char OutputPixelType;
typedef itk::Image< OutputPixelType, Dimension > OutputImageType;

OutputImageType::Pointer localOutputImage = OutputImageType::New();

OutputImageType::RegionType region;
region.SetSize(localImage->GetLargestPossibleRegion().GetSize());
region.SetIndex(localImage->GetLargestPossibleRegion().GetIndex());
localOutputImage->SetRegions( region );
localOutputImage->SetOrigin(localImage->GetOrigin());
localOutputImage->SetSpacing(localImage->GetSpacing());
localOutputImage->Allocate(true); // initializes buffer to zero

```

We iterate through the list of circles and we draw them.

```

typedef HoughTransformFilterType::CirclesListType CirclesListType;
CirclesListType::const_iterator itCircles = circles.begin();

while( itCircles != circles.end() )
{
    std::cout << "Center: ";
    std::cout << (*itCircles)->GetObjectToParentTransform()->GetOffset()
        << std::endl;
    std::cout << "Radius: " << (*itCircles)->GetRadius()[0] << std::endl;
}

```

We draw white pixels in the output image to represent each circle.

```

for(double angle = 0; angle <= 2*vnl_math::pi; angle += vnl_math::pi/60.0 )
{
    localIndex[0] =
        (long int)((*itCircles)->GetObjectToParentTransform()->GetOffset()[0]
            + (*itCircles)->GetRadius()[0]*std::cos(angle));
    localIndex[1] =
        (long int)((*itCircles)->GetObjectToParentTransform()->GetOffset()[1]
            + (*itCircles)->GetRadius()[0]*std::sin(angle));
    OutputImageType::RegionType outputRegion =
        localOutputImage->GetLargestPossibleRegion();

    if( outputRegion.IsInside( localIndex ) )
    {
        localOutputImage->SetPixel( localIndex, 255 );
    }
}
itCircles++;
}

```

We setup a writer to write out the binary image created.

```

typedef itk::ImageFileWriter< ImageType > WriterType;
WriterType::Pointer writer = WriterType::New();

writer->SetFileName( argv[2] );
writer->SetInput( localOutputImage );

try
{
    writer->Update();
}
catch( itk::ExceptionObject & excep )
{
    std::cerr << "Exception caught !" << std::endl;
    std::cerr << excep << std::endl;
}

```

# STATISTICS

This chapter introduces the statistics functionalities in Insight. The statistics subsystem's primary purpose is to provide general capabilities for statistical pattern classification. However, its use is not limited for classification. Users might want to use data containers and algorithms in the statistics subsystem to perform other statistical analysis or to preprocess image data for other tasks.

The statistics subsystem mainly consists of three parts: data container classes, statistical algorithms, and the classification framework. In this chapter, we will discuss each major part in that order.

## 5.1 Data Containers

An `itk::Statistics::Sample` object is a data container of elements that we call *measurement vectors*. A measurement vector is an array of values (of the same type) measured on an object (In images, it can be a vector of the gray intensity value and/or the gradient value of a pixel). Strictly speaking from the design of the `Sample` class, a measurement vector can be any class derived from `itk::FixedArray`, including `FixedArray` itself.

### 5.1.1 Sample Interface

The source code for this section can be found in the file `ListSample.cxx`.

This example illustrates the common interface of the `Sample` class in Insight.

Different subclasses of `itk::Statistics::Sample` expect different sets of template arguments. In this example, we use the `itk::Statistics::ListSample` class that requires the type of measurement vectors. The `ListSample` uses `STL` `vector` to store measurement vectors. This class conforms to the common interface of `Sample`. Most methods of the `Sample` class interface are for retrieving measurement vectors, the size of a container, and the total frequency. In

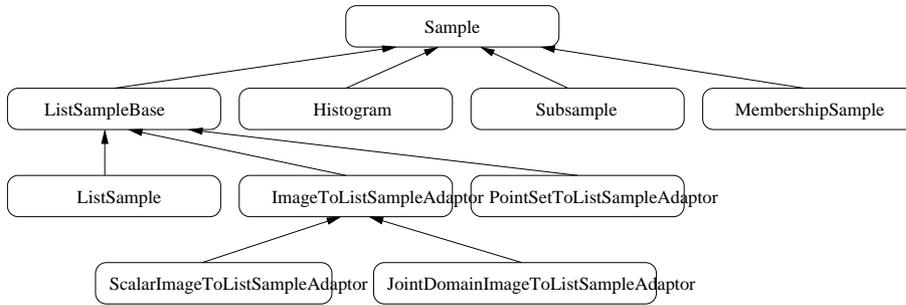


Figure 5.1: Sample class inheritance diagram.

this example, we will see those information retrieving methods in addition to methods specific to the ListSample class for data input.

To use the ListSample class, we include the header file for the class.

We need another header for measurement vectors. We are going to use the `itk::Vector` class which is a subclass of the `itk::FixedArray` class.

```
#include "itkListSample.h"
#include "itkVector.h"
```

The following code snippet defines the measurement vector type as three component `float` `itk::Vector`. The `MeasurementVectorType` is the measurement vector type in the `SampleType`. An object is instantiated at the third line.

```
typedef itk::Vector< float, 3 > MeasurementVectorType;
typedef itk::Statistics::ListSample< MeasurementVectorType > SampleType;
SampleType::Pointer sample = SampleType::New();
```

In the above code snippet, the namespace specifier for ListSample is `itk::Statistics::` instead of the usual namespace specifier for other ITK classes, `itk::`.

The newly instantiated object does not have any data in it. We have two different ways of storing data elements. The first method is using the `PushBack` method.

```
MeasurementVectorType mv;
mv[0] = 1.0;
mv[1] = 2.0;
mv[2] = 4.0;

sample->PushBack(mv);
```

The previous code increases the size of the container by one and stores `mv` as the first data element in it.

The other way to store data elements is calling the `Resize` method and then calling the `SetMeasurementVector()` method with a measurement vector. The following code snippet

increases the size of the container to three and stores two measurement vectors at the second and the third slot. The measurement vector stored using the `PushBack` method above is still at the first slot.

```
sample->Resize(3);

mv[0] = 2.0;
mv[1] = 4.0;
mv[2] = 5.0;
sample->SetMeasurementVector(1, mv);

mv[0] = 3.0;
mv[1] = 8.0;
mv[2] = 6.0;
sample->SetMeasurementVector(2, mv);
```

Now that we have seen how to create an `ListSample` object and store measurement vectors using the `ListSample`-specific interface. The following code shows the common interface of the `Sample` class. The `Size` method returns the number of measurement vectors in the sample. The primary data stored in `Sample` subclasses are measurement vectors. However, each measurement vector has its associated frequency of occurrence within the sample. For the `ListSample` and the adaptor classes (see Section 5.1.2), the frequency value is always one. `itk::Statistics::Histogram` can have a varying frequency (float type) for each measurement vector. We retrieve measurement vectors using the `GetMeasurementVector(unsigned long instance identifier)`, and frequency using the `GetFrequency(unsigned long instance identifier)`.

```
for ( unsigned long i = 0; i < sample->Size(); ++i )
{
    std::cout << "id = " << i
              << "\t measurement vector = "
              << sample->GetMeasurementVector(i)
              << "\t frequency = "
              << sample->GetFrequency(i)
              << std::endl;
}
```

The output should look like the following:

```
id = 0 measurement vector = 1 2 4 frequency = 1
id = 1 measurement vector = 2 4 5 frequency = 1
id = 2 measurement vector = 3 8 6 frequency = 1
```

We can get the same result with its iterator.

```

SampleType::Iterator iter = sample->Begin();

while( iter != sample->End() )
{
    std::cout << "id = " << iter.GetInstanceIdentifier()
              << "\t measurement vector = "
              << iter.GetMeasurementVector()
              << "\t frequency = "
              << iter.GetFrequency()
              << std::endl;
    ++iter;
}

```

The last method defined in the `Sample` class is the `GetTotalFrequency()` method that returns the sum of frequency values associated with every measurement vector in a container. In the case of `ListSample` and the adaptor classes, the return value should be exactly the same as that of the `Size()` method, because the frequency values are always one for each measurement vector. However, for the `itk::Statistics::Histogram`, the frequency values can vary. Therefore, if we want to develop a general algorithm to calculate the sample mean, we must use the `GetTotalFrequency()` method instead of the `Size()` method.

```

std::cout << "Size = " << sample->Size() << std::endl;
std::cout << "Total frequency = "
          << sample->GetTotalFrequency() << std::endl;

```

### 5.1.2 Sample Adaptors

There are two adaptor classes that provide the common `itk::Statistics::Sample` interfaces for `itk::Image` and `itk::PointSet`, two fundamental data container classes found in ITK. The adaptor classes do not store any real data elements themselves. These data comes from the source data container plugged into them. First, we will describe how to create an `itk::Statistics::ImageToListSampleAdaptor` and then an `itk::statistics::PointSetToListSampleAdaptor` object.

#### ImageToListSampleAdaptor

The source code for this section can be found in the file `ImageToListSampleAdaptor.cxx`.

This example shows how to instantiate an `itk::Statistics::ImageToListSampleAdaptor` object and plug-in an `itk::Image` object as the data source for the adaptor.

In this example, we use the `ImageToListSampleAdaptor` class that requires the input type of `Image` as the template argument. To users of the `ImageToListSampleAdaptor`, the pixels of the input image are treated as measurement vectors. The `ImageToListSampleAdaptor` is one of two adaptor classes among the subclasses of the `itk::Statistics::Sample`. That means an `ImageToListSampleAdaptor` object does not store any real data. The data comes from other ITK data container classes. In this case, an instance of the `Image` class is the source of the data.

To use an `ImageToListSampleAdaptor` object, include the header file for the class. Since we are using an adaptor, we also should include the header file for the `Image` class. For illustration, we use the `itk::RandomImageSource` that generates an image with random pixel values. So, we need to include the header file for this class. Another convenient filter is the `itk::ComposeImageFilter` which creates an image with pixels of array type from one or more input images have pixels of scalar type. Since an element of a `Sample` object is a measurement *vector*, you cannot plug-in an image of scalar pixels. However, if we want to use an image with scalar pixels without the help from the `ComposeImageFilter`, we can use the `itk::Statistics::ScalarImageToListSampleAdaptor` class that is derived from the `itk::Statistics::ImageToListSampleAdaptor`. The usage of the `ScalarImageToListSampleAdaptor` is identical to that of the `ImageToListSampleAdaptor`.

```
#include "itkImageToListSampleAdaptor.h"
#include "itkImage.h"
#include "itkRandomImageSource.h"
#include "itkComposeImageFilter.h"
```

We assume you already know how to create an image. The following code snippet will create a 2D image of float pixels filled with random values.

```
typedef itk::Image<float,2> FloatImage2DType;

itk::RandomImageSource<FloatImage2DType>::Pointer random;
random = itk::RandomImageSource<FloatImage2DType>::New();

random->SetMin( 0.0 );
random->SetMax( 1000.0 );

typedef FloatImage2DType::SpacingValueType SpacingValueType;
typedef FloatImage2DType::SizeValueType SizeValueType;
typedef FloatImage2DType::PointValueType PointValueType;

SizeValueType size[2] = {20, 20};
random->SetSize( size );

SpacingValueType spacing[2] = {0.7, 2.1};
random->SetSpacing( spacing );

PointValueType origin[2] = {15, 400};
random->SetOrigin( origin );
```

We now have an instance of `Image` and need to cast it to an `Image` object with an array pixel type (anything derived from the `itk::FixedArray` class such as `itk::Vector`, `itk::Point`, `itk::RGBPixel`, and `itk::CovariantVector`).

Since in this example the image pixel type is `float`, we will use single element a `float FixedArray` as our measurement vector type. And that will also be our pixel type for the cast filter.

```

typedef itk::FixedArray< float, 1 > MeasurementVectorType;
typedef itk::Image< MeasurementVectorType, 2 > ArrayImageType;
typedef itk::ComposeImageFilter< FloatImage2DType, ArrayImageType >
CasterType;

CasterType::Pointer caster = CasterType::New();
caster->SetInput( random->GetOutput() );
caster->Update();

```

Up to now, we have spent most of our time creating an image suitable for the adaptor. Actually, the hard part of this example is done. Now, we just define an adaptor with the image type and instantiate an object.

```

typedef itk::Statistics::ImageToListSampleAdaptor<
ArrayImageType > SampleType;

SampleType::Pointer sample = SampleType::New();

```

The final task is to plug in the image object to the adaptor. After that, we can use the common methods and iterator interfaces shown in Section 5.1.1.

```

sample->SetImage( caster->GetOutput() );

```

If we are interested only in pixel values, the `ScalarImageToListSampleAdaptor` (scalar pixels) and the `ImageToListSampleAdaptor` (vector pixels) would be sufficient. However, if we want to perform some statistical analysis on spatial information (image index or pixel's physical location) and pixel values altogether, we want to have a measurement vector that consists of a pixel's value and physical position. In that case, we can use the `itk::Statistics::JointDomainImageToListSampleAdaptor` class. With that class, when we call the `GetMeasurementVector()` method, the returned measurement vector is composed of the physical coordinates and pixel values. The usage is almost the same as with `ImageToListSampleAdaptor`. One important difference between `JointDomainImageToListSampleAdaptor` and the other two image adaptors is that the `JointDomainImageToListSampleAdaptor` is the `SetNormalizationFactors()` method. Each component of a measurement vector from the `JointDomainImageToListSampleAdaptor` is divided by the corresponding component value from the supplied normalization factors.

### PointSetToListSampleAdaptor

The source code for this section can be found in the file `PointSetToListSampleAdaptor.cxx`.

We will describe how to use `itk::PointSet` as a `itk::Statistics::Sample` using an adaptor in this example.

The `itk::Statistics::PointSetToListSampleAdaptor` class requires a `PointSet` as input. The `PointSet` class is an associative data container. Each point in a `PointSet` object can have an associated optional data value. For the statistics subsystem, the current implementation of `PointSetToListSampleAdaptor` takes only the point part into consideration. In other words, the

measurement vectors from a `PointSetToListSampleAdaptor` object are points from the `PointSet` object that is plugged into the adaptor object.

To use an `PointSetToListSampleAdaptor` class, we include the header file for the class.

```
#include "itkPointSetToListSampleAdaptor.h"
```

Since we are using an adaptor, we also include the header file for the `PointSet` class.

```
#include "itkPointSet.h"
#include "itkVector.h"
```

Next we create a `PointSet` object. The following code snippet will create a `PointSet` object that stores points (its coordinate value type is float) in 3D space.

```
typedef itk::PointSet< short > PointSetType;
PointSetType::Pointer pointSet = PointSetType::New();
```

Note that the `short` type used in the declaration of `PointSetType` pertains to the pixel type associated with every point, not to the type used to represent point coordinates. If we want to change the type of point in terms of the coordinate value and/or dimension, we have to modify the `TMeshTraits` (one of the optional template arguments for the `PointSet` class). The easiest way of create a custom mesh traits instance is to specialize the existing `itk::DefaultStaticMeshTraits`. By specifying the `TCoordRep` template argument, we can change the coordinate value type of a point. By specifying the `VPointDimension` template argument, we can change the dimension of the point. As mentioned earlier, a `PointSetToListSampleAdaptor` object cares only about the points, and the type of measurement vectors is the type of points.

To make the example a little bit realistic, we add two point into the `pointSet`.

```
PointSetType::PointType point;
point[0] = 1.0;
point[1] = 2.0;
point[2] = 3.0;

pointSet->SetPoint( 0UL, point);

point[0] = 2.0;
point[1] = 4.0;
point[2] = 6.0;

pointSet->SetPoint( 1UL, point );
```

Now we have a `PointSet` object that has two points in it. And the `pointSet` is ready to be plugged into the adaptor. First, we create an instance of the `PointSetToListSampleAdaptor` class with the type of the input `PointSet` object.

```
typedef itk::Statistics::PointSetToListSampleAdaptor<
    PointSetType > SampleType;
SampleType::Pointer sample = SampleType::New();
```

Second, all we have to do is to plug in the `PointSet` object to the adaptor. After that, we can use the common methods and iterator interfaces shown in Section 5.1.1.

```
sample->SetPointSet( pointSet );

SampleType::Iterator iter = sample->Begin();

while( iter != sample->End() )
{
    std::cout << "id = " << iter.GetInstanceIdentifier()
              << "\t measurement vector = "
              << iter.GetMeasurementVector()
              << "\t frequency = "
              << iter.GetFrequency()
              << std::endl;
    ++iter;
}
```

The source code for this section can be found in the file `PointSetToAdaptor.cxx`.

We will describe how to use `itk::PointSet` as a `Sample` using an adaptor in this example.

`itk::Statistics::PointSetToListSampleAdaptor` class requires the type of input `itk::PointSet` object. The `itk::PointSet` class is an associative data container. Each point in a `PointSet` object can have its associated data value (optional). For the statistics subsystem, current implementation of `PointSetToListSampleAdaptor` takes only the point part into consideration. In other words, the measurement vectors from a `PointSetToListSampleAdaptor` object are points from the `PointSet` object that is plugged-into the adaptor object.

To use, an `itk::PointSetToListSampleAdaptor` object, we include the header file for the class.

```
#include "itkPointSetToListSampleAdaptor.h"
```

Since, we are using an adaptor, we also include the header file for the `itk::PointSet` class.

```
#include "itkPointSet.h"
```

We assume you already know how to create an `itk::PointSet` object. The following code snippet will create a 2D image of float pixels filled with random values.

```

typedef itk::PointSet<float,2> FloatPointSet2DType;

itk::RandomPointSetSource<FloatPointSet2DType>::Pointer random;
random = itk::RandomPointSetSource<FloatPointSet2DType>::New();
random->SetMin(0.0);
random->SetMax(1000.0);

unsigned long size[2] = {20, 20};
random->SetSize(size);
float spacing[2] = {0.7, 2.1};
random->SetSpacing( spacing );
float origin[2] = {15, 400};
random->SetOrigin( origin );

```

We now have an `itk::PointSet` object and need to cast it to an `itk::PointSet` object with array type (anything derived from the `itk::FixedArray` class) pixels.

Since, the `itk::PointSet` object's pixel type is `float`, We will use single element `float` `itk::FixedArray` as our measurement vector type. And that will also be our pixel type for the cast filter.

```

typedef itk::FixedArray< float, 1 > MeasurementVectorType;
typedef itk::PointSet< MeasurementVectorType, 2 > ArrayPointSetType;
typedef itk::ScalarToArrayCastPointSetFilter< FloatPointSet2DType,
ArrayPointSetType > CasterType;

CasterType::Pointer caster = CasterType::New();
caster->SetInput( random->GetOutput() );
caster->Update();

```

Up to now, we spend most of time to prepare an `itk::PointSet` object suitable for the adaptor. Actually, the hard part of this example is done. Now, we must define an adaptor with the image type and instantiate an object.

```

typedef itk::Statistics::PointSetToListSampleAdaptor<
ArrayPointSetType > SampleType;

SampleType::Pointer sample = SampleType::New();

```

The final thing we have to is to plug-in the image object to the adaptor. After that, we can use the common methods and iterator interfaces shown in [5.1.1](#).

```

sample->SetPointSet( caster->GetOutput() );

```

### 5.1.3 Histogram

The source code for this section can be found in the file `Histogram.cxx`.

This example shows how to create an `itk::Statistics::Histogram` object and use it.

We call an instance in a `Histogram` object a *bin*. The `Histogram` differs from the `itk::Statistics::ListSample`, `itk::Statistics::ImageToListSampleAdaptor`, or `itk::Statistics::PointSetToListSampleAdaptor` in significant ways. `Histogram` can have a variable number of values (`float` type) for each measurement vector, while the three other classes have a fixed value (one) for all measurement vectors. Also those array-type con-

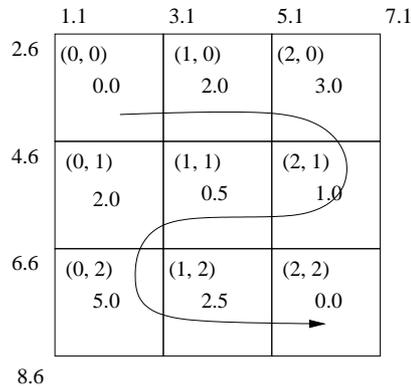


Figure 5.2: Conceptual histogram data structure.

tainers can have multiple instances (data elements) that have identical measurement vector values. However, in a Histogram object, there is one unique instance for any given measurement vector.

```
#include "itkHistogram.h"
#include "itkDenseFrequencyContainer2.h"
```

Here we create a histogram with dense frequency containers. In this example we will not have any zero frequency measurements, so the dense frequency container is the appropriate choice. If the histogram is expected to have many empty (zero) bins, a sparse frequency container would be the better option. Here we also set the size of the measurement vectors to be 2 components.

```
typedef float MeasurementType;
typedef itk::Statistics::DenseFrequencyContainer2 FrequencyContainerType;
typedef FrequencyContainerType::AbsoluteFrequencyType FrequencyType;

const unsigned int numberOfComponents = 2;
typedef itk::Statistics::Histogram< MeasurementType,
    FrequencyContainerType > HistogramType;

HistogramType::Pointer histogram = HistogramType::New();
histogram->SetMeasurementVectorSize( numberOfComponents );
```

We initialize it as a  $3 \times 3$  histogram with equal size intervals.

```

HistogramType::SizeType size( numberOfComponents );
size.Fill(3);
HistogramType::MeasurementVectorType lowerBound( numberOfComponents );
HistogramType::MeasurementVectorType upperBound( numberOfComponents );
lowerBound[0] = 1.1;
lowerBound[1] = 2.6;
upperBound[0] = 7.1;
upperBound[1] = 8.6;

histogram->Initialize(size, lowerBound, upperBound );

```

Now the histogram is ready for storing frequency values. We will fill the each bin's frequency according to the Figure 5.2. There are three ways of accessing data elements in the histogram:

- using instance identifiers—just like any other Sample object;
- using n-dimensional indices—just like an Image object;
- using an iterator—just like any other Sample object.

In this example, the index (0,0) refers the same bin as the instance identifier (0) refers to. The instance identifier of the index (0, 1) is (3), (0, 2) is (6), (2, 2) is (8), and so on.

```

histogram->SetFrequency(0UL, static_cast<FrequencyType>(0.0));
histogram->SetFrequency(1UL, static_cast<FrequencyType>(2.0));
histogram->SetFrequency(2UL, static_cast<FrequencyType>(3.0));
histogram->SetFrequency(3UL, static_cast<FrequencyType>(2.0f));
histogram->SetFrequency(4UL, static_cast<FrequencyType>(0.5f));
histogram->SetFrequency(5UL, static_cast<FrequencyType>(1.0f));
histogram->SetFrequency(6UL, static_cast<FrequencyType>(5.0f));
histogram->SetFrequency(7UL, static_cast<FrequencyType>(2.5f));
histogram->SetFrequency(8UL, static_cast<FrequencyType>(0.0f));

```

Let us examine if the frequency is set correctly by calling the `GetFrequency(index)` method. We can use the `GetFrequency(instance identifier)` method for the same purpose.

```

HistogramType::IndexType index( numberOfComponents );
index[0] = 0;
index[1] = 2;
std::cout << "Frequency of the bin at index " << index
  << " is " << histogram->GetFrequency(index)
  << ", and the bin's instance identifier is "
  << histogram->GetInstanceIdentifier(index) << std::endl;

```

For test purposes, we create a measurement vector and an index that belongs to the center bin.

```

HistogramType::MeasurementVectorType mv( numberOfComponents );
mv[0] = 4.1;
mv[1] = 5.6;
index.Fill(1);

```

We retrieve the measurement vector at the index value (1, 1), the center bin's measurement vector. The output is [4.1, 5.6].

```
std::cout << "Measurement vector at the center bin is "
  << histogram->GetMeasurementVector(index) << std::endl;
```

Since all the measurement vectors are unique in the Histogram class, we can determine the index from a measurement vector.

```
HistogramType::IndexType resultingIndex;
histogram->GetIndex(mv, resultingIndex);
std::cout << "Index of the measurement vector " << mv
  << " is " << resultingIndex << std::endl;
```

In a similar way, we can get the instance identifier from the index.

```
std::cout << "Instance identifier of index " << index
  << " is " << histogram->GetInstanceIdentifier(index)
  << std::endl;
```

If we want to check if an index is a valid one, we use the method `IsIndexOutOfBounds(index)`. The following code snippet fills the index variable with (100, 100). It is obviously not a valid index.

```
index.Fill(100);
if ( histogram->IsIndexOutOfBounds(index) )
{
  std::cout << "Index " << index << " is out of bounds." << std::endl;
}
```

The following code snippets show how to get the histogram size and frequency dimension.

```
std::cout << "Number of bins = " << histogram->Size()
  << " Total frequency = " << histogram->GetTotalFrequency()
  << " Dimension sizes = " << histogram->GetSize() << std::endl;
```

The Histogram class has a quantile calculation method, `Quantile(dimension, percent)`. The following code returns the 50th percentile along the first dimension. Note that the quantile calculation considers only one dimension.

```
std::cout << "50th percentile along the first dimension = "
  << histogram->Quantile(0, 0.5) << std::endl;
```

### 5.1.4 Subsample

The source code for this section can be found in the file `Subsample.cxx`.

The `itk::Statistics::Subsample` is a derived sample. In other words, it requires another `itk::Statistics::Sample` object for storing measurement vectors. The Subsample class stores a subset of instance identifiers from another Sample object. Any Sample's subclass can be the source Sample object. You can create a Subsample object out of another Subsample object. The Subsample class is useful for storing classification results from a test Sample object

or for just extracting some part of interest in a `Sample` object. Another good use of `Subsample` is sorting a `Sample` object. When we use an `itk::Image` object as the data source, we do not want to change the order of data element in the image. However, we sometimes want to sort or select data elements according to their order. Statistics algorithms for this purpose accepts only `Subsample` objects as inputs. Changing the order in a `Subsample` object does not change the order of the source sample.

To use a `Subsample` object, we include the header files for the class itself and a `Sample` class. We will use the `itk::Statistics::ListSample` as the input sample.

```
#include "itkListSample.h"
#include "itkSubsample.h"
```

We need another header for measurement vectors. We are going to use the `itk::Vector` class in this example.

```
#include "itkVector.h"
```

The following code snippet will create a `ListSample` object with three-component float measurement vectors and put three measurement vectors into the list.

```
typedef itk::Vector< float, 3 > MeasurementVectorType;
typedef itk::Statistics::ListSample< MeasurementVectorType > SampleType;
SampleType::Pointer sample = SampleType::New();
MeasurementVectorType mv;
mv[0] = 1.0;
mv[1] = 2.0;
mv[2] = 4.0;

sample->PushBack(mv);

mv[0] = 2.0;
mv[1] = 4.0;
mv[2] = 5.0;
sample->PushBack(mv);

mv[0] = 3.0;
mv[1] = 8.0;
mv[2] = 6.0;
sample->PushBack(mv);
```

To create a `Subsample` instance, we define the type of the `Subsample` with the source sample type, in this case, the previously defined `SampleType`. As usual, after that, we call the `New()` method to create an instance. We must plug in the source sample, `sample`, using the `SetSample()` method. However, with regard to data elements, the `Subsample` is empty. We specify which data elements, among the data elements in the `Sample` object, are part of the `Subsample`. There are two ways of doing that. First, if we want to include every data element (instance) from the sample, we simply call the `InitializeWithAllInstances()` method like the following:

```
subsample->InitializeWithAllInstances();
```

This method is useful when we want to create a `Subsample` object for sorting all the data elements in a `Sample` object. However, in most cases, we want to include only a subset of a `Sample` object. For this purpose, we use the `AddInstance(instance identifier)` method in this example. In the following code snippet, we include only the first and last instance in our `subsample` object from the three instances of the `Sample` class.

```
typedef itk::Statistics::Subsample< SampleType > SubsampleType;
SubsampleType::Pointer subsample = SubsampleType::New();
subsample->SetSample( sample );

subsample->AddInstance( 0UL );
subsample->AddInstance( 2UL );
```

The `Subsample` is ready for use. The following code snippet shows how to use `Iterator` interfaces.

```
SubsampleType::Iterator iter = subsample->Begin();
while ( iter != subsample->End() )
{
    std::cout << "instance identifier = " << iter.GetInstanceIdentifier()
              << "\t measurement vector = "
              << iter.GetMeasurementVector()
              << "\t frequency = "
              << iter.GetFrequency()
              << std::endl;
    ++iter;
}
```

As mentioned earlier, the instances in a `Subsample` can be sorted without changing the order in the source `Sample`. For this purpose, the `Subsample` provides an additional instance indexing scheme. The indexing scheme is just like the instance identifiers for the `Sample`. The index is an integer value starting at 0, and the last value is one less than the number of all instances in a `Subsample`. The `Swap(0, 1)` method, for example, swaps two instance identifiers of the first data element and the second element in the `Subsample`. Internally, the `Swap()` method changes the instance identifiers in the first and second position. Using indices, we can print out the effects of the `Swap()` method. We use the `GetMeasurementVectorByIndex(index)` to get the measurement vector at the index position. However, if we want to use the common methods of `Sample` that accepts instance identifiers, we call them after we get the instance identifiers using `GetInstanceIdentifier(index)` method.

```
subsample->Swap(0, 1);

for ( int index = 0; index < subsample->Size(); ++index )
{
    std::cout << "instance identifier = "
              << subsample->GetInstanceIdentifier(index)
              << "\t measurement vector = "
              << subsample->GetMeasurementVectorByIndex(index)
              << std::endl;
}
```

Since we are using a `ListSample` object as the source sample, the following code snippet will return the same value (2) for the `Size()` and the `GetTotalFrequency()` methods. However, if we used a `Histogram` object as the source sample, the two return values might be different because a `Histogram` allows varying frequency values for each instance.

```
std::cout << "Size = " << subsample->Size() << std::endl;
std::cout << "Total frequency = "
    << subsample->GetTotalFrequency() << std::endl;
```

If we want to remove all instances that are associated with the `Subsample`, we call the `Clear()` method. After this invocation, the `Size()` and the `GetTotalFrequency()` methods return 0.

```
subsample->Clear();
std::cout << "Size = " << subsample->Size() << std::endl;
std::cout << "Total frequency = "
    << subsample->GetTotalFrequency() << std::endl;
```

### 5.1.5 MembershipSample

The source code for this section can be found in the file `MembershipSample.cxx`.

The `itk::Statistics::MembershipSample` is derived from the class `itk::Statistics::Sample` that associates a class label with each measurement vector. It needs another `Sample` object for storing measurement vectors. A `MembershipSample` object stores a subset of instance identifiers from another `Sample` object. *Any* subclass of `Sample` can be the source `Sample` object. The `MembershipSample` class is useful for storing classification results from a test `Sample` object. The `MembershipSample` class can be considered as an associative container that stores measurement vectors, frequency values, and *class labels*.

To use a `MembershipSample` object, we include the header files for the class itself and the `Sample` class. We will use the `itk::Statistics::ListSample` as the input sample. We need another header for measurement vectors. We are going to use the `itk::Vector` class which is a subclass of the `itk::FixedArray`.

```
#include "itkListSample.h"
#include "itkMembershipSample.h"
#include "itkVector.h"
```

The following code snippet will create a `ListSample` object with three-component float measurement vectors and put three measurement vectors in the `ListSample` object.

```

typedef itk::Vector< float, 3 > MeasurementVectorType;
typedef itk::Statistics::ListSample< MeasurementVectorType > SampleType;
SampleType::PointerType sample = SampleType::New();
MeasurementVectorType mv;

mv[0] = 1.0;
mv[1] = 2.0;
mv[2] = 4.0;
sample->PushBack(mv);

mv[0] = 2.0;
mv[1] = 4.0;
mv[2] = 5.0;
sample->PushBack(mv);

mv[0] = 3.0;
mv[1] = 8.0;
mv[2] = 6.0;
sample->PushBack(mv);

```

To create a `MembershipSample` instance, we define the type of the `MembershipSample` using the source sample type using the previously defined `SampleType`. As usual, after that, we call the `New()` method to create an instance. We must plug in the source sample, `Sample`, using the `SetSample()` method. We provide class labels for data instances in the `Sample` object using the `AddInstance()` method. As the required initialization step for the `membershipSample`, we must call the `SetNumberOfClasses()` method with the number of classes. We must add all instances in the source sample with their class labels. In the following code snippet, we set the first instance' class label to 0, the second to 0, the third (last) to 1. After this, the `membershipSample` has two `Subsample` objects. And the class labels for these two `Subsample` objects are 0 and 1. The 0 class `Subsample` object includes the first and second instances, and the 1 class includes the third instance.

```

typedef itk::Statistics::MembershipSample< SampleType >
MembershipSampleType;

MembershipSampleType::PointerType membershipSample =
MembershipSampleType::New();

membershipSample->SetSample(sample);
membershipSample->SetNumberOfClasses(2);

membershipSample->AddInstance(0U, 0UL );
membershipSample->AddInstance(0U, 1UL );
membershipSample->AddInstance(1U, 2UL );

```

The `Size()` and `GetTotalFrequency()` returns the same information that `Sample` does.

```

std::cout << "Total frequency = "
<< membershipSample->GetTotalFrequency() << std::endl;

```

The `membershipSample` is ready for use. The following code snippet shows how to use the `Iterator` interface. The `MembershipSample`'s `Iterator` has an additional method that returns

the class label (`GetClassLabel()`).

```
MembershipSampleType::ConstIterator iter = membershipSample->Begin();
while ( iter != membershipSample->End() )
{
    std::cout << "instance identifier = " << iter.GetInstanceIdentifier()
              << "\t measurement vector = "
              << iter.GetMeasurementVector()
              << "\t frequency = "
              << iter.GetFrequency()
              << "\t class label = "
              << iter.GetClassLabel()
              << std::endl;
    ++iter;
}
```

To see the numbers of instances in each class subsample, we use the `Size()` method of the `ClassSampleType` instance returned by the `GetClassSample(index)` method.

```
std::cout << "class label = 0 sample size = "
          << membershipSample->GetClassSample(0)->Size() << std::endl;
std::cout << "class label = 1 sample size = "
          << membershipSample->GetClassSample(1)->Size() << std::endl;
```

We call the `GetClassSample()` method to get the class subsample in the `membershipSample`. The `MembershipSampleType::ClassSampleType` is actually a specialization of the `itk::Statistics::Subsample`. We print out the instance identifiers, measurement vectors, and frequency values that are part of the class. The output will be two lines for the two instances that belong to the class 0.

```
MembershipSampleType::ClassSampleType::ConstPointer classSample =
    membershipSample->GetClassSample( 0 );

MembershipSampleType::ClassSampleType::ConstIterator c_iter =
    classSample->Begin();

while ( c_iter != classSample->End() )
{
    std::cout << "instance identifier = " << c_iter.GetInstanceIdentifier()
              << "\t measurement vector = "
              << c_iter.GetMeasurementVector()
              << "\t frequency = "
              << c_iter.GetFrequency() << std::endl;
    ++c_iter;
}
```

### 5.1.6 MembershipSampleGenerator

The source code for this section can be found in the file `MembershipSampleGenerator.cxx`.

To use, an `MembershipSample` object, we include the header files for the class itself and a

Sample class. We will use the `ListSample` as the input sample.

```
#include "itkListSample.h"
#include "itkMembershipSample.h"
```

We need another header for measurement vectors. We are going to use the `itk::Vector` class which is a subclass of the `itk::FixedArray` in this example.

```
#include "itkVector.h"
```

The following code snippet will create a `ListSample` object with three-component float measurement vectors and put three measurement vectors in the `ListSample` object.

```
typedef itk::Vector< float, 3 > MeasurementVectorType;
typedef itk::Statistics::ListSample< MeasurementVectorType > SampleType;
SampleType::Pointer sample = SampleType::New();
MeasurementVectorType mv;

mv[0] = 1.0;
mv[1] = 2.0;
mv[2] = 4.0;
sample->PushBack(mv);

mv[0] = 2.0;
mv[1] = 4.0;
mv[2] = 5.0;
sample->PushBack(mv);

mv[0] = 3.0;
mv[1] = 8.0;
mv[2] = 6.0;
sample->PushBack(mv);
```

To create a `MembershipSample` instance, we define the type of the `MembershipSample` with the source sample type, in this case, previously defined `SampleType`. As usual, after that, we call `New()` method to instantiate an instance. We must plug-in the source sample, `sample` object using the `SetSample(source sample)` method. However, in regard of **class labels**, the `membershipSample` is empty. We provide class labels for data instances in the `sample` object using the `AddInstance(class label, instance identifier)` method. As the required initialization step for the `membershipSample`, we must call the `SetNumberOfClasses(number of classes)` method with the number of classes. We must add all instances in the source sample with their class labels. In the following code snippet, we set the first instance' class label to 0, the second to 0, the third (last) to 1. After this, the `membershipSample` has two `Subclass` objects. And the class labels for these two `Subclass` are 0 and 1. The **0** class `Subsample` object includes the first and second instances, and the **1** class includes the third instance.

```

typedef itk::Statistics::MembershipSample< SampleType >
    MembershipSampleType;

MembershipSampleType::Pointer membershipSample =
    MembershipSampleType::New();

membershipSample->SetSample(sample);
membershipSample->SetNumberOfClasses(2);

membershipSample->AddInstance(0U, 0UL );
membershipSample->AddInstance(0U, 1UL );
membershipSample->AddInstance(1U, 2UL );

```

The `Size()` and `GetTotalFrequency()` returns the same values as the sample does.

```

std::cout << "Size = " << membershipSample->Size() << std::endl;
std::cout << "Total frequency = "
    << membershipSample->GetTotalFrequency() << std::endl;

```

The `membershipSample` is ready for use. The following code snippet shows how to use Iterator interfaces. The `MembershipSample`' Iterator has an additional method that returns the class label (`GetClassLabel()`).

```

MembershipSampleType::Iterator iter = membershipSample->Begin();
while ( iter != membershipSample->End() )
{
    std::cout << "instance identifier = " << iter.GetInstanceIdentifier()
        << "\t measurement vector = "
        << iter.GetMeasurementVector()
        << "\t frequency = "
        << iter.GetFrequency()
        << "\t class label = "
        << iter.GetClassLabel()
        << std::endl;

    ++iter;
}

```

To see the numbers of instances in each class subsample, we use the `GetClassSampleSize(class label)` method.

```

std::cout << "class label = 0 sample size = "
    << membershipSample->GetClassSampleSize(0) << std::endl;
std::cout << "class label = 1 sample size = "
    << membershipSample->GetClassSampleSize(0) << std::endl;

```

We call the `GetClassSample(class label)` method to get the class subsample in the `membershipSample`. The `MembershipSampleType::ClassSampleType` is actually an specialization of the `itk::Statistics::Subsample`. We print out the instance identifiers, measurement vectors, and frequency values that are part of the class. The output will be two lines for the two instances that belongs to the class `0`. the `GetClassSampleSize(class label)` method.

```

MembershipSampleType::ClassSampleType::Pointer classSample =
  membershipSample->GetClassSample(0);
MembershipSampleType::ClassSampleType::Iterator c_iter =
  classSample->Begin();
while ( c_iter != classSample->End() )
{
  std::cout << "instance identifier = " << c_iter.GetInstanceIdentifier()
    << "\t measurement vector = "
    << c_iter.GetMeasurementVector()
    << "\t frequency = "
    << c_iter.GetFrequency() << std::endl;
  ++c_iter;
}

```

### 5.1.7 K-d Tree

The source code for this section can be found in the file `KdTree.cxx`.

The `itk::Statistics::KdTree` implements a data structure that separates samples in a  $k$ -dimension space. The `std::vector` class is used here as the container for the measurement vectors from a sample.

```

#include "itkVector.h"
#include "itkListSample.h"
#include "itkWeightedCentroidKdTreeGenerator.h"
#include "itkEuclideanDistanceMetric.h"

```

We define the measurement vector type and instantiate a `itk::Statistics::ListSample` object, and then put 1000 measurement vectors in the object.

```

typedef itk::Vector< float, 2 > MeasurementVectorType;

typedef itk::Statistics::ListSample< MeasurementVectorType > SampleType;
SampleType::Pointer sample = SampleType::New();
sample->SetMeasurementVectorSize( 2 );

MeasurementVectorType mv;
for (unsigned int i = 0; i < 1000; ++i )
{
  mv[0] = (float) i;
  mv[1] = (float) ((1000 - i) / 2 );
  sample->PushBack( mv );
}

```

The following code snippet shows how to create two `KdTree` objects. The first object `itk::Statistics::KdTreeGenerator` has a minimal set of information (partition dimension, partition value, and pointers to the left and right child nodes). The second tree from the `itk::Statistics::WeightedCentroidKdTreeGenerator` has additional information such as the number of children under each node, and the vector sum of the measurement vectors belonging to children of a particular node. `WeightedCentroidKdTreeGenerator` and the resulting  $k$ -d tree structure were implemented based on the description given in the paper by Kanungo et

al [31].

The instantiation and input variables are exactly the same for both tree generators. Using the `SetSample()` method we plug-in the source sample. The bucket size input specifies the limit on the maximum number of measurement vectors that can be stored in a terminal (leaf) node. A bigger bucket size results in a smaller number of nodes in a tree. It also affects the efficiency of search. With many small leaf nodes, we might experience slower search performance because of excessive boundary comparisons.

```
typedef itk::Statistics::KdTreeGenerator< SampleType > TreeGeneratorType;
TreeGeneratorType::Pointer treeGenerator = TreeGeneratorType::New();

treeGenerator->SetSample( sample );
treeGenerator->SetBucketSize( 16 );
treeGenerator->Update();

typedef itk::Statistics::WeightedCentroidKdTreeGenerator< SampleType >
CentroidTreeGeneratorType;

CentroidTreeGeneratorType::Pointer centroidTreeGenerator =
    CentroidTreeGeneratorType::New();

centroidTreeGenerator->SetSample( sample );
centroidTreeGenerator->SetBucketSize( 16 );
centroidTreeGenerator->Update();
```

After the generation step, we can get the pointer to the kd-tree from the generator by calling the `GetOutput()` method. To traverse a kd-tree, we have to use the `GetRoot()` method. The method will return the root node of the tree. Every node in a tree can have its left and/or right child node. To get the child node, we call the `Left()` or the `Right()` method of a node (these methods do not belong to the kd-tree but to the nodes).

We can get other information about a node by calling the methods described below in addition to the child node pointers.

```

typedef TreeGeneratorType::KdTreeType TreeType;
typedef TreeType::KdTreeNodeType      NodeType;

TreeType::Pointer tree = treeGenerator->GetOutput();
TreeType::Pointer centroidTree = centroidTreeGenerator->GetOutput();

NodeType* root = tree->GetRoot();

if ( root->IsTerminal() )
{
    std::cout << "Root node is a terminal node." << std::endl;
}
else
{
    std::cout << "Root node is not a terminal node." << std::endl;
}

unsigned int partitionDimension;
float partitionValue;
root->GetParameters( partitionDimension, partitionValue);
std::cout << "Dimension chosen to split the space = "
    << partitionDimension << std::endl;
std::cout << "Split point on the partition dimension = "
    << partitionValue << std::endl;

std::cout << "Address of the left child of the root node = "
    << root->Left() << std::endl;

std::cout << "Address of the right child of the root node = "
    << root->Right() << std::endl;

root = centroidTree->GetRoot();
std::cout << "Number of the measurement vectors under the root node"
    << " in the tree hierarchy = " << root->Size() << std::endl;

NodeType::CentroidType centroid;
root->GetWeightedCentroid( centroid );
std::cout << "Sum of the measurement vectors under the root node = "
    << centroid << std::endl;

std::cout << "Number of the measurement vectors under the left child"
    << " of the root node = " << root->Left()->Size() << std::endl;

```

In the following code snippet, we query the three nearest neighbors of the queryPoint on the two tree. The results and procedures are exactly the same for both. First we define the point from which distances will be measured.

```

MeasurementVectorType queryPoint;
queryPoint[0] = 10.0;
queryPoint[1] = 7.0;

```

Then we instantiate the type of a distance metric, create an object of this type and set the origin of coordinates for measuring distances. The GetMeasurementVectorSize() method returns the length of each measurement vector stored in the sample.

```

typedef itk::Statistics::EuclideanDistanceMetric< MeasurementVectorType >
    DistanceMetricType;
DistanceMetricType::Pointer distanceMetric = DistanceMetricType::New();

DistanceMetricType::OriginType origin( 2 );
for ( unsigned int i = 0; i < sample->GetMeasurementVectorSize(); ++i )
{
    origin[i] = queryPoint[i];
}
distanceMetric->SetOrigin( origin );

```

We can now set the number of neighbors to be located and the point coordinates to be used as a reference system.

```

unsigned int numberOfNeighbors = 3;
TreeType::InstanceIdentifierVectorType neighbors;
tree->Search( queryPoint, numberOfNeighbors, neighbors);

std::cout << "\n*** kd-tree knn search result using an Euclidean distance metric:" << std::endl
    << "query point = [" << queryPoint << "]" << std::endl
    << "k = " << numberOfNeighbors << std::endl;
std::cout << "measurement vector : distance from query point " << std::endl;
std::vector<double> distances1 (numberOfNeighbors);
for ( unsigned int i = 0; i < numberOfNeighbors; ++i )
{
    distances1[i] = distanceMetric->Evaluate(
        tree->GetMeasurementVector( neighbors[i] ));
    std::cout << "[" << tree->GetMeasurementVector( neighbors[i] )
        << " ] : "
        << distances1[i]
        << std::endl;
}

```

Instead of using an Euclidean distance metric, Tree itself can also return the distance vector. Here we get the distance values from tree and compare them with previous values.

```

std::vector<double> distances2;
tree->Search( queryPoint, numberOfNeighbors, neighbors, distances2 );

std::cout << "\n*** kd-tree knn search result directly from tree:" << std::endl
    << "query point = [" << queryPoint << "]" << std::endl
    << "k = " << numberOfNeighbors << std::endl;
std::cout << "measurement vector : distance from query point " << std::endl;
for ( unsigned int i = 0; i < numberOfNeighbors; ++i )
{
    std::cout << "[" << tree->GetMeasurementVector( neighbors[i] )
        << " ] : "
        << distances2[i]
        << std::endl;
    if ( distances2[i] != distances1[i] )
    {
        std::cerr << "Mismatched distance values by tree." << std::endl;
        return -1;
    }
}

```

As previously indicated, the interface for finding nearest neighbors in the centroid tree is very similar.

```
std::vector<double> distances3;
centroidTree->Search( queryPoint, numberOfNeighbors, neighbors, distances3 );

centroidTree->Search( queryPoint, numberOfNeighbors, neighbors );
std::cout << "\n*** Weighted centroid kd-tree knn search result:" << std::endl
  << "query point = [" << queryPoint << "]" << std::endl
  << "k = " << numberOfNeighbors << std::endl;
std::cout << "measurement vector : distance_by_distMetric : distance_by_tree" << std::endl;
std::vector<double> distances4 ( numberOfNeighbors );
for ( unsigned int i = 0; i < numberOfNeighbors; ++i )
{
  distances4[i] = distanceMetric->Evaluate(
    centroidTree->GetMeasurementVector( neighbors[i] ));
  std::cout << "[" << centroidTree->GetMeasurementVector( neighbors[i] )
    << "]" : " "
    << distances4[i]
    << " : "
    << distances3[i]
    << std::endl;
  if ( distances2[i] != distances1[i] )
  {
    std::cerr << "Mismatched distance values by centroid tree." << std::endl;
    return -1;
  }
}
```

KdTree also supports searching points within a hyper-spherical kernel. We specify the radius and call the Search() method. In the case of the KdTree, this is done with the following lines of code.

```
double radius = 437.0;

tree->Search( queryPoint, radius, neighbors );

std::cout << "\nSearching points within a hyper-spherical kernel:" << std::endl;
std::cout << "*** kd-tree radius search result:" << std::endl
  << "query point = [" << queryPoint << "]" << std::endl
  << "search radius = " << radius << std::endl;
std::cout << "measurement vector : distance" << std::endl;
for ( unsigned int i = 0; i < neighbors.size(); ++i )
{
  std::cout << "[" << tree->GetMeasurementVector( neighbors[i] )
    << "]" : " "
    << distanceMetric->Evaluate(
      tree->GetMeasurementVector( neighbors[i] ))
    << std::endl;
}
```

In the case of the centroid KdTree, the Search() method is used as illustrated by the following code.

```

centroidTree->Search( queryPoint, radius, neighbors );
std::cout << "\n*** Weighted centroid kd-tree radius search result:" << std::endl
    << "query point = [" << queryPoint << "]" << std::endl
    << "search radius = " << radius << std::endl;
std::cout << "measurement vector : distance" << std::endl;
for ( unsigned int i = 0; i < neighbors.size(); ++i )
{
    std::cout << "[" << centroidTree->GetMeasurementVector( neighbors[i] )
        << "]" : "
        << distanceMetric->Evaluate(
            centroidTree->GetMeasurementVector( neighbors[i]))
        << std::endl;
}

```

## 5.2 Algorithms and Functions

In the previous section, we described the data containers in the ITK statistics subsystem. We also need data processing algorithms and statistical functions to conduct statistical analysis or statistical classification using these containers. Here we define an algorithm to be an operation over a set of measurement vectors in a sample. A function is an operation over individual measurement vectors. For example, if we implement a class ( `itk::Statistics::EuclideanDistance` ) to calculate the Euclidean distance between two measurement vectors, we call it a function, while if we implemented a class ( `itk::Statistics::MeanCalculator` ) to calculate the mean of a sample, we call it an algorithm.

### 5.2.1 Sample Statistics

We will show how to get sample statistics such as means and covariance from the ( `itk::Statistics::Sample` ) classes. Statistics can tell us characteristics of a sample. Such sample statistics are very important for statistical classification. When we know the form of the sample distributions and their parameters (statistics), we can conduct Bayesian classification. In ITK, sample mean and covariance calculation algorithms are implemented. Each algorithm also has its weighted version (see Section 5.2.1). The weighted versions are used in the expectation-maximization parameter estimation process.

#### Mean and Covariance

The source code for this section can be found in the file `SampleStatistics.cxx`.

We include the header file for the `itk::Vector` class that will be our measurement vector template in this example.

```
#include "itkVector.h"
```

We will use the `itk::Statistics::ListSample` as our sample template. We include the header for the class too.

```
#include "itkListSample.h"
```

The following headers are for sample statistics algorithms.

```
#include "itkMeanSampleFilter.h"
#include "itkCovarianceSampleFilter.h"
```

The following code snippet will create a `ListSample` object with three-component float measurement vectors and put five measurement vectors in the `ListSample` object.

```
const unsigned int MeasurementVectorLength = 3;
typedef itk::Vector< float, MeasurementVectorLength > MeasurementVectorType;
typedef itk::Statistics::ListSample< MeasurementVectorType > SampleType;
SampleType::Pointer sample = SampleType::New();
sample->SetMeasurementVectorSize( MeasurementVectorLength );
MeasurementVectorType mv;
mv[0] = 1.0;
mv[1] = 2.0;
mv[2] = 4.0;

sample->PushBack( mv );

mv[0] = 2.0;
mv[1] = 4.0;
mv[2] = 5.0;
sample->PushBack( mv );

mv[0] = 3.0;
mv[1] = 8.0;
mv[2] = 6.0;
sample->PushBack( mv );

mv[0] = 2.0;
mv[1] = 7.0;
mv[2] = 4.0;
sample->PushBack( mv );

mv[0] = 3.0;
mv[1] = 2.0;
mv[2] = 7.0;
sample->PushBack( mv );
```

To calculate the mean (vector) of a sample, we instantiate the `itk::Statistics::MeanSampleFilter` class that implements the mean algorithm and plug in the sample using the `SetInputSample(sample*)` method. By calling the `Update()` method, we run the algorithm. We get the mean vector using the `GetMean()` method. The output from the `GetOutput()` method is the pointer to the mean vector.

```

typedef itk::Statistics::MeanSampleFilter< SampleType > MeanAlgorithmType;

MeanAlgorithmType::Pointer meanAlgorithm = MeanAlgorithmType::New();

meanAlgorithm->SetInput( sample );
meanAlgorithm->Update();

std::cout << "Sample mean = " << meanAlgorithm->GetMean() << std::endl;

```

The covariance calculation algorithm will also calculate the mean while performing the covariance matrix calculation. The mean can be accessed using the `GetMean()` method while the covariance can be accessed using the `GetCovarianceMatrix()` method.

```

typedef itk::Statistics::CovarianceSampleFilter< SampleType >
  CovarianceAlgorithmType;
CovarianceAlgorithmType::Pointer covarianceAlgorithm =
  CovarianceAlgorithmType::New();

covarianceAlgorithm->SetInput( sample );
covarianceAlgorithm->Update();

std::cout << "Mean = " << std::endl;
std::cout << covarianceAlgorithm->GetMean() << std::endl;

std::cout << "Covariance = " << std::endl;
std::cout << covarianceAlgorithm->GetCovarianceMatrix() << std::endl;

```

### Weighted Mean and Covariance

The source code for this section can be found in the file `WeightedSampleStatistics.cxx`.

We include the header file for the `itk::Vector` class that will be our measurement vector template in this example.

```
#include "itkVector.h"
```

We will use the `itk::Statistics::ListSample` as our sample template. We include the header for the class too.

```
#include "itkListSample.h"
```

The following headers are for the weighted covariance algorithms.

```
#include "itkWeightedMeanSampleFilter.h"
#include "itkWeightedCovarianceSampleFilter.h"
```

The following code snippet will create a `ListSample` instance with three-component float measurement vectors and put five measurement vectors in the `ListSample` object.

```
typedef itk::Statistics::ListSample< MeasurementVectorType > SampleType;
SampleType::Pointer sample = SampleType::New();
sample->SetMeasurementVectorSize( 3 );
MeasurementVectorType mv;
mv[0] = 1.0;
mv[1] = 2.0;
mv[2] = 4.0;

sample->PushBack( mv );

mv[0] = 2.0;
mv[1] = 4.0;
mv[2] = 5.0;
sample->PushBack( mv );

mv[0] = 3.0;
mv[1] = 8.0;
mv[2] = 6.0;
sample->PushBack( mv );

mv[0] = 2.0;
mv[1] = 7.0;
mv[2] = 4.0;
sample->PushBack( mv );

mv[0] = 3.0;
mv[1] = 2.0;
mv[2] = 7.0;
sample->PushBack( mv );
```

Robust versions of covariance algorithms require weight values for measurement vectors. We have two ways of providing weight values for the weighted mean and weighted covariance algorithms.

The first method is to plug in an array of weight values. The size of the weight value array should be equal to that of the measurement vectors. In both algorithms, we use the `SetWeights(weights)`.

```

typedef itk::Statistics::WeightedMeanSampleFilter< SampleType >
    WeightedMeanAlgorithmType;

WeightedMeanAlgorithmType::WeightArrayType weightArray( sample->Size() );
weightArray.Fill( 0.5 );
weightArray[2] = 0.01;
weightArray[4] = 0.01;

WeightedMeanAlgorithmType::Pointer weightedMeanAlgorithm =
    WeightedMeanAlgorithmType::New();

weightedMeanAlgorithm->SetInput( sample );
weightedMeanAlgorithm->SetWeights( weightArray );
weightedMeanAlgorithm->Update();

std::cout << "Sample weighted mean = "
    << weightedMeanAlgorithm->GetMean() << std::endl;

typedef itk::Statistics::WeightedCovarianceSampleFilter< SampleType >
    WeightedCovarianceAlgorithmType;

WeightedCovarianceAlgorithmType::Pointer weightedCovarianceAlgorithm =
    WeightedCovarianceAlgorithmType::New();

weightedCovarianceAlgorithm->SetInput( sample );
weightedCovarianceAlgorithm->SetWeights( weightArray );
weightedCovarianceAlgorithm->Update();

std::cout << "Sample weighted covariance = " << std::endl;
std::cout << weightedCovarianceAlgorithm->GetCovarianceMatrix() << std::endl;

```

The second method for computing weighted statistics is to plug-in a function that returns a weight value that is usually a function of each measurement vector. Since the `weightedMeanAlgorithm` and `weightedCovarianceAlgorithm` already have the input sample plugged in, we only need to call the `SetWeightingFunction(weights)` method.

```

ExampleWeightFunction::Pointer weightFunction = ExampleWeightFunction::New();

weightedMeanAlgorithm->SetWeightingFunction( weightFunction );
weightedMeanAlgorithm->Update();

std::cout << "Sample weighted mean = "
    << weightedMeanAlgorithm->GetMean() << std::endl;

weightedCovarianceAlgorithm->SetWeightingFunction( weightFunction );
weightedCovarianceAlgorithm->Update();

std::cout << "Sample weighted covariance = " << std::endl;
std::cout << weightedCovarianceAlgorithm->GetCovarianceMatrix();

std::cout << "Sample weighted mean (from WeightedCovarianceSampleFilter) = "
    << std::endl << weightedCovarianceAlgorithm->GetMean()
    << std::endl;

```

## 5.2.2 Sample Generation

### SampleToHistogramFilter

The source code for this section can be found in the file `SampleToHistogramFilter.cxx`.

Sometimes we want to work with a histogram instead of a list of measurement vectors (e.g. `itk::Statistics::ListSample`, `itk::Statistics::ImageToListSampleAdaptor`, or `itk::Statistics::PointSetToListSample`) to use less memory or to perform a particular type of analysis. In such cases, we can import data from a sample type to a `itk::Statistics::Histogram` object using the `itk::Statistics::SampleToHistogramFilter`.

We use a `ListSample` object as the input for the filter. We include the header files for the `ListSample` and `Histogram` classes, as well as the filter.

```
#include "itkListSample.h"
#include "itkHistogram.h"
#include "itkSampleToHistogramFilter.h"
```

We need another header for the type of the measurement vectors. We are going to use the `itk::Vector` class which is a subclass of the `itk::FixedArray` in this example.

```
#include "itkVector.h"
```

The following code snippet creates a `ListSample` object with two-component `int` measurement vectors and put the measurement vectors: [1,1] - 1 time, [2,2] - 2 times, [3,3] - 3 times, [4,4] - 4 times, [5,5] - 5 times into the `listSample`.

```
typedef int MeasurementType;
const unsigned int MeasurementVectorLength = 2;
typedef itk::Vector< MeasurementType , MeasurementVectorLength >
    MeasurementVectorType;

typedef itk::Statistics::ListSample< MeasurementVectorType > ListSampleType;
ListSampleType::Pointer listSample = ListSampleType::New();
listSample->SetMeasurementVectorSize( MeasurementVectorLength );

MeasurementVectorType mv;
for ( unsigned int i = 1; i < 6; i++ )
{
    for ( unsigned int j = 0; j < 2; j++ )
    {
        mv[j] = ( MeasurementType ) i;
    }
    for ( unsigned int j = 0; j < i; j++ )
    {
        listSample->PushBack( mv );
    }
}
```

Here, we set up the size and bound of the output histogram.

```
typedef float HistogramMeasurementType;
const unsigned int numberOfComponents = 2;
typedef itk::Statistics::Histogram< HistogramMeasurementType >
    HistogramType;

HistogramType::SizeType size( numberOfComponents );
size.Fill(5);

HistogramType::MeasurementVectorType lowerBound( numberOfComponents );
HistogramType::MeasurementVectorType upperBound( numberOfComponents );

lowerBound[0] = 0.5;
lowerBound[1] = 0.5;

upperBound[0] = 5.5;
upperBound[1] = 5.5;
```

Now, we set up the `SampleToHistogramFilter` object by passing `listSample` as the input and initializing the histogram size and bounds with the `SetHistogramSize()`, `SetHistogramBinMinimum()`, and `SetHistogramBinMaximum()` methods. We execute the filter by calling the `Update()` method.

```
typedef itk::Statistics::SampleToHistogramFilter< ListSampleType,
    HistogramType > FilterType;
FilterType::Pointer filter = FilterType::New();

filter->SetInput( listSample );
filter->SetHistogramSize( size );
filter->SetHistogramBinMinimum( lowerBound );
filter->SetHistogramBinMaximum( upperBound );
filter->Update();
```

The `Size()` and `GetTotalFrequency()` methods return the same values as the sample does.

```
const HistogramType* histogram = filter->GetOutput();

HistogramType::ConstIterator iter = histogram->Begin();
while ( iter != histogram->End() )
{
    std::cout << "Measurement vectors = " << iter.GetMeasurementVector()
              << " frequency = " << iter.GetFrequency() << std::endl;
    ++iter;
}

std::cout << "Size = " << histogram->Size() << std::endl;
std::cout << "Total frequency = "
          << histogram->GetTotalFrequency() << std::endl;
```

## NeighborhoodSampler

The source code for this section can be found in the file `NeighborhoodSampler.cxx`.

When we want to create an `itk::Statistics::Subsample` object that includes only the measurement vectors within a radius from a center in a sample, we can use the `itk::Statistics::NeighborhoodSampler`. In this example, we will use the `itk::Statistics::ListSample` as the input sample.

We include the header files for the `ListSample` and the `NeighborhoodSampler` classes.

```
#include "itkListSample.h"
#include "itkNeighborhoodSampler.h"
```

We need another header for measurement vectors. We are going to use the `itk::Vector` class which is a subclass of the `itk::FixedArray`.

```
#include "itkVector.h"
```

The following code snippet will create a `ListSample` object with two-component `int` measurement vectors and put the measurement vectors: [1,1] - 1 time, [2,2] - 2 times, [3,3] - 3 times, [4,4] - 4 times, [5,5] - 5 times into the `listSample`.

```
typedef int MeasurementType;
const unsigned int MeasurementVectorLength = 2;
typedef itk::Vector< MeasurementType , MeasurementVectorLength >
    MeasurementVectorType;
typedef itk::Statistics::ListSample< MeasurementVectorType > SampleType;
SampleType::Pointer sample = SampleType::New();
sample->SetMeasurementVectorSize( MeasurementVectorLength );

MeasurementVectorType mv;
for ( unsigned int i = 1; i < 6; i++ )
{
    for ( unsigned int j = 0; j < 2; j++ )
    {
        mv[j] = ( MeasurementType ) i;
    }
    for ( unsigned int j = 0; j < i; j++ )
    {
        sample->PushBack( mv );
    }
}
```

We plug-in the sample to the `NeighborhoodSampler` using the `SetInputSample( sample* )`. The two required inputs for the `NeighborhoodSampler` are a center and a radius. We set these two inputs using the `SetCenter( center vector* )` and the `SetRadius( double* )` methods respectively. And then we call the `Update()` method to generate the `Subsample` object. This sampling procedure subsamples measurement vectors within a hyper-spherical kernel that has the center and radius specified.

```

typedef itk::Statistics::NeighborhoodSampler< SampleType > SamplerType;
SamplerType::Pointer sampler = SamplerType::New();

sampler->SetInputSample( sample );
SamplerType::CenterType center( MeasurementVectorLength );
center[0] = 3;
center[1] = 3;
double radius = 1.5;
sampler->SetCenter( &center );
sampler->SetRadius( &radius );
sampler->Update();

SamplerType::OutputType::Pointer output = sampler->GetOutput();

```

The `SamplerType::OutputType` is in fact `itk::Statistics::Subsample`. The following code prints out the resampled measurement vectors.

```

SamplerType::OutputType::Iterator iter = output->Begin();
while ( iter != output->End() )
{
    std::cout << "instance identifier = " << iter.GetInstanceIdentifier()
              << "\t measurement vector = "
              << iter.GetMeasurementVector()
              << "\t frequency = "
              << iter.GetFrequency() << std::endl;
    ++iter;
}

```

### 5.2.3 Sample Sorting

The source code for this section can be found in the file `SampleSorting.cxx`.

Sometimes we want to sort the measurement vectors in a sample. The sorted vectors may reveal some characteristics of the sample. The *insert sort*, the *heap sort*, and the *introspective sort* algorithms [45] for samples are implemented in ITK. To learn pros and cons of each algorithm, please refer to [20]. ITK also offers the *quick select* algorithm.

Among the subclasses of the `itk::Statistics::Sample`, only the class `itk::Statistics::Subsample` allows users to change the order of the measurement vector. Therefore, we must create a `Subsample` to do any sorting or selecting.

We include the header files for the `itk::Statistics::ListSample` and the `Subsample` classes.

```
#include "itkListSample.h"
```

The sorting and selecting related functions are in the include file `itkStatisticsAlgorithm.h`. Note that all functions in this file are in the `itk::Statistics::Algorithm` namespace.

```
#include "itkStatisticsAlgorithm.h"
```

We need another header for measurement vectors. We are going to use the `itk::Vector` class which is a subclass of the `itk::FixedArray` in this example.

We define the types of the measurement vectors, the sample, and the subsample.

```
#include "itkVector.h"
```

We define two functions for convenience. The first one clears the content of the subsample and fill it with the measurement vectors from the sample.

```
void initializeSubsample(SubsampleType* subsample, SampleType* sample)
{
    subsample->Clear();
    subsample->SetSample(sample);
    subsample->InitializeWithAllInstances();
}
```

The second one prints out the content of the subsample using the Subsample's iterator interface.

```
void printSubsample(SubsampleType* subsample, const char* header)
{
    std::cout << std::endl;
    std::cout << header << std::endl;
    SubsampleType::Iterator iter = subsample->Begin();
    while ( iter != subsample->End() )
    {
        std::cout << "instance identifier = " << iter.GetInstanceIdentifier()
                  << " \t measurement vector = "
                  << iter.GetMeasurementVector()
                  << std::endl;
        ++iter;
    }
}
```

The following code snippet will create a ListSample object with two-component int measurement vectors and put the measurement vectors: [5,5] - 5 times, [4,4] - 4 times, [3,3] - 3 times, [2,2] - 2 times,[1,1] - 1 time into the sample.

```
SampleType::Pointer sample = SampleType::New();

MeasurementVectorType mv;
for ( unsigned int i = 5; i > 0; --i )
{
    for ( unsigned int j = 0; j < 2; j++ )
    {
        mv[j] = ( MeasurementType ) i;
    }
    for ( unsigned int j = 0; j < i; j++ )
    {
        sample->PushBack(mv);
    }
}
```

We create a `Subsample` object and plug-in the `sample`.

```
SubsampleType::Pointer subsample = SubsampleType::New();
subsample->SetSample(sample);
initializeSubsample(subsample, sample);
printSubsample(subsample, "Unsorted");
```

The common parameters to all the algorithms are the `Subsample` object (`subsample`), the dimension (`activeDimension`) that will be considered for the sorting or selecting (only the component belonging to the dimension of the measurement vectors will be considered), the beginning index, and the ending index of the measurement vectors in the `subsample`. The sorting or selecting algorithms are applied only to the range specified by the beginning index and the ending index. The ending index should be the actual last index plus one.

The `itk::InsertSort` function does not require any other optional arguments. The following function call will sort the all measurement vectors in the `subsample`. The beginning index is 0, and the ending index is the number of the measurement vectors in the `subsample`.

```
int activeDimension = 0;
itk::Statistics::Algorithm::InsertSort< SubsampleType >( subsample,
    activeDimension, 0, subsample->Size() );
printSubsample(subsample, "InsertSort");
```

We sort the `subsample` using the heap sort algorithm. The arguments are identical to those of the insert sort.

```
initializeSubsample(subsample, sample);
itk::Statistics::Algorithm::HeapSort< SubsampleType >( subsample,
    activeDimension, 0, subsample->Size() );
printSubsample(subsample, "HeapSort");
```

The introspective sort algorithm needs an additional argument that specifies when to stop the introspective sort loop and sort the fragment of the sample using the heap sort algorithm. Since we set the threshold value as 16, when the sort loop reach the point where the number of measurement vectors in a sort loop is not greater than 16, it will sort that fragment using the insert sort algorithm.

```
initializeSubsample(subsample, sample);
itk::Statistics::Algorithm::IntrospectiveSort< SubsampleType >
    ( subsample, activeDimension, 0, subsample->Size(), 16 );
printSubsample(subsample, "IntrospectiveSort");
```

We query the median of the measurements along the `activeDimension`. The last argument tells the algorithm that we want to get the `subsample->Size()/2`-th element along the `activeDimension`. The quick select algorithm changes the order of the measurement vectors.

```

initializeSubsample(subsample, sample);
SubsampleType::MeasurementType median =
    itk::Statistics::Algorithm::QuickSelect< SubsampleType >( subsample,
                                                             activeDimension,
                                                             0, subsample->Size(),
                                                             subsample->Size()/2 );

std::cout << std::endl;
std::cout << "Quick Select: median = " << median << std::endl;

```

## 5.2.4 Probability Density Functions

The probability density function (PDF) for a specific distribution returns the probability density for a measurement vector. To get the probability density from a PDF, we use the `Evaluate(input)` method. PDFs for different distributions require different sets of distribution parameters. Before calling the `Evaluate()` method, make sure to set the proper values for the distribution parameters.

### Gaussian Distribution

The source code for this section can be found in the file `GaussianMembershipFunction.cxx`.

The Gaussian probability density function `itk::Statistics::GaussianMembershipFunction` requires two distribution parameters—the mean vector and the covariance matrix.

We include the header files for the class and the `itk::Vector`.

```

#include "itkVector.h"
#include "itkGaussianMembershipFunction.h"

```

We define the type of the measurement vector that will be input to the Gaussian membership function.

```

typedef itk::Vector< float, 2 > MeasurementVectorType;

```

The instantiation of the function is done through the usual `New()` method and a smart pointer.

```

typedef itk::Statistics::GaussianMembershipFunction< MeasurementVectorType >
    DensityFunctionType;
DensityFunctionType::Pointer densityFunction = DensityFunctionType::New();

```

The length of the measurement vectors in the membership function, in this case a vector of length 2, is specified using the `SetMeasurementVectorSize()` method.

```

densityFunction->SetMeasurementVectorSize( 2 );

```

We create the two distribution parameters and set them. The mean is  $[0, 0]$ , and the covariance

matrix is a 2 x 2 matrix:

$$\begin{pmatrix} 4 & 0 \\ 0 & 4 \end{pmatrix}$$

We obtain the probability density for the measurement vector:  $[0, 0]$  using the `Evaluate(measurement vector)` method and print it out.

```
DensityFunctionType::MeanVectorType mean( 2 );
mean.Fill( 0.0 );

DensityFunctionType::CovarianceMatrixType cov;
cov.SetSize( 2, 2 );
cov.SetIdentity();
cov *= 4;

densityFunction->SetMean( mean );
densityFunction->SetCovariance( cov );

MeasurementVectorType mv;
mv.Fill( 0 );

std::cout << densityFunction->Evaluate( mv ) << std::endl;
```

### 5.2.5 Distance Metric

#### Euclidean Distance

The source code for this section can be found in the file `EuclideanDistanceMetric.cxx`.

The Euclidean distance function (`itk::Statistics::EuclideanDistanceMetric` requires as template parameter the type of the measurement vector. We can use this function for any subclass of the `itk::FixedArray`. As a subclass of the `itk::Statistics::DistanceMetric`, it has two basic methods, the `SetOrigin(measurement vector)` and the `Evaluate(measurement vector)`. The `Evaluate()` method returns the distance between its argument (a measurement vector) and the measurement vector set by the `SetOrigin()` method.

In addition to the two methods, `EuclideanDistanceMetric` has two more methods that return the distance of two measurements — `Evaluate(measurement vector, measurement vector)` and the coordinate distance between two measurements (not vectors) — `Evaluate(measurement, measurement)`. The argument type of the latter method is the type of the component of the measurement vector.

We include the header files for the class and the `itk::Vector`.

```
#include "itkVector.h"
#include "itkArray.h"
#include "itkEuclideanDistanceMetric.h"
```

We define the type of the measurement vector that will be input of the Euclidean distance

function. As a result, the measurement type is float.

```
typedef itk::Array< float > MeasurementVectorType;
```

The instantiation of the function is done through the usual `New()` method and a smart pointer.

```
typedef itk::Statistics::EuclideanDistanceMetric< MeasurementVectorType >
    DistanceMetricType;
DistanceMetricType::Pointer distanceMetric = DistanceMetricType::New();
```

We create three measurement vectors, the `originPoint`, the `queryPointA`, and the `queryPointB`. The type of the `originPoint` is fixed in the `itk::Statistics::DistanceMetric` base class as `itk::Vector< double, length of the measurement vector of the each distance metric instance >`.

```
// The Distance metric does not know about the length of the measurement
// vectors. We must set it explicitly using the
// \code{SetMeasurementVectorSize()} method.
DistanceMetricType::OriginType originPoint( 2 );
MeasurementVectorType queryPointA( 2 );
MeasurementVectorType queryPointB( 2 );

originPoint[0] = 0;
originPoint[1] = 0;

queryPointA[0] = 2;
queryPointA[1] = 2;

queryPointB[0] = 3;
queryPointB[1] = 3;
```

In the following code snippet, we show the uses of the three different `Evaluate()` methods.

```
distanceMetric->SetOrigin( originPoint );
std::cout << "Euclidean distance between the origin and the query point A = "
    << distanceMetric->Evaluate( queryPointA )
    << std::endl;

std::cout << "Euclidean distance between the two query points (A and B) = "
    << distanceMetric->Evaluate( queryPointA, queryPointB )
    << std::endl;

std::cout << "Coordinate distance between "
    << "the first components of the two query points = "
    << distanceMetric->Evaluate( queryPointA[0], queryPointB[0] )
    << std::endl;
```

## 5.2.6 Decision Rules

A decision rule is a function that returns the index of one data element in a vector of data elements. The index returned depends on the internal logic of each decision rule. The decision

rule is an essential part of the ITK statistical classification framework. The scores from a set of membership functions (e.g. probability density functions, distance metrics) are compared by a decision rule and a class label is assigned based on the output of the decision rule. The common interface is very simple. Any decision rule class must implement the `Evaluate()` method. In addition to this method, certain decision rule class can have additional method that accepts prior knowledge about the decision task. The `itk::MaximumRatioDecisionRule` is an example of such a class.

The argument type for the `Evaluate()` method is `std::vector< double >`. The decision rule classes are part of the `itk` namespace instead of `itk::Statistics` namespace.

For a project that uses a decision rule, it must link the `itkCommon` library. Decision rules are not templated classes.

### Maximum Decision Rule

The source code for this section can be found in the file `MaximumDecisionRule.cxx`.

The `itk::MaximumDecisionRule` returns the index of the largest discriminant score among the discriminant scores in the vector of discriminant scores that is the input argument of the `Evaluate()` method.

To begin the example, we include the header files for the class and the `MaximumDecisionRule`. We also include the header file for the `std::vector` class that will be the container for the discriminant scores.

```
#include "itkMaximumDecisionRule.h"
#include <vector>
```

The instantiation of the function is done through the usual `New()` method and a smart pointer.

```
typedef itk::Statistics::MaximumDecisionRule DecisionRuleType;
DecisionRuleType::Pointer decisionRule = DecisionRuleType::New();
```

We create the discriminant score vector and fill it with three values. The `Evaluate( discriminantScores )` will return 2 because the third value is the largest value.

```
DecisionRuleType::MembershipVectorType discriminantScores;
discriminantScores.push_back( 0.1 );
discriminantScores.push_back( 0.3 );
discriminantScores.push_back( 0.6 );

std::cout << "MaximumDecisionRule: The index of the chosen = "
  << decisionRule->Evaluate( discriminantScores )
  << std::endl;
```

### Minimum Decision Rule

The source code for this section can be found in the file `MinimumDecisionRule.cxx`.

The `Evaluate()` method of the `itk::MinimumDecisionRule` returns the index of the smallest discriminant score among the vector of discriminant scores that it receives as input.

To begin this example, we include the class header file. We also include the header file for the `std::vector` class that will be the container for the discriminant scores.

```
#include "itkMinimumDecisionRule.h"
#include <vector>
```

The instantiation of the function is done through the usual `New()` method and a smart pointer.

```
typedef itk::Statistics::MinimumDecisionRule DecisionRuleType;
DecisionRuleType::Pointer decisionRule = DecisionRuleType::New();
```

We create the discriminant score vector and fill it with three values. The call `Evaluate( discriminantScores )` will return 0 because the first value is the smallest value.

```
DecisionRuleType::MembershipVectorType discriminantScores;
discriminantScores.push_back( 0.1 );
discriminantScores.push_back( 0.3 );
discriminantScores.push_back( 0.6 );

std::cout << "MinimumDecisionRule: The index of the chosen = "
           << decisionRule->Evaluate( discriminantScores )
           << std::endl;
```

### Maximum Ratio Decision Rule

The source code for this section can be found in the file `MaximumRatioDecisionRule.cxx`.

`MaximumRatioDecisionRule` returns the class label using a Bayesian style decision rule. The discriminant scores are evaluated in the context of class priors. If the discriminant scores are actual conditional probabilities (likelihoods) and the class priors are actual a priori class probabilities, then this decision rule operates as Bayes rule, returning the class  $i$  if

$$p(x|i)p(i) > p(x|j)p(j) \quad (5.1)$$

for all class  $j$ . The discriminant scores and priors are not required to be true probabilities.

This class is named the `MaximumRatioDecisionRule` as it can be implemented as returning the class  $i$  if

$$\frac{p(x|i)}{p(x|j)} > \frac{p(j)}{p(i)} \quad (5.2)$$

for all class  $j$ .

We include the header files for the class as well as the header file for the `std::vector` class that will be the container for the discriminant scores.

```
#include "itkMaximumRatioDecisionRule.h"
#include <vector>
```

The instantiation of the function is done through the usual `New()` method and a smart pointer.

```
typedef itk::Statistics::MaximumRatioDecisionRule DecisionRuleType;
DecisionRuleType::Pointer decisionRule = DecisionRuleType::New();
```

We create the discriminant score vector and fill it with three values. We also create a vector (aPrioris) for the *a priori* values. The `Evaluate( discriminantScores )` will return 1.

```
DecisionRuleType::MembershipVectorType discriminantScores;
discriminantScores.push_back( 0.1 );
discriminantScores.push_back( 0.3 );
discriminantScores.push_back( 0.6 );

DecisionRuleType::PriorProbabilityVectorType aPrioris;
aPrioris.push_back( 0.1 );
aPrioris.push_back( 0.8 );
aPrioris.push_back( 0.1 );

decisionRule->SetPriorProbabilities( aPrioris );
std::cout << "MaximumRatioDecisionRule: The index of the chosen = "
            << decisionRule->Evaluate( discriminantScores )
            << std::endl;
```

### 5.2.7 Random Variable Generation

A random variable generation class returns a variate when the `GetVariate()` method is called. When we repeatedly call the method for “enough” times, the set of variates we will get follows the distribution form of the random variable generation class.

#### Normal (Gaussian) Distribution

The source code for this section can be found in the file `NormalVariateGenerator.cxx`.

The `itk::Statistics::NormalVariateGenerator` generates random variables according to the standard normal distribution (mean = 0, standard deviation = 1).

To use the class in a project, we must link the `itkStatistics` library to the project.

To begin the example we include the header file for the class.

```
#include "itkNormalVariateGenerator.h"
```

The `NormalVariateGenerator` is a non-templated class. We simply call the `New()` method to

create an instance. Then, we provide the seed value using the `Initialize(seed value)`.

```
typedef itk::Statistics::NormalVariateGenerator GeneratorType;
GeneratorType::Pointer generator = GeneratorType::New();
generator->Initialize( (int) 2003 );

for ( unsigned int i = 0; i < 50; ++i )
{
    std::cout << i << " : \t" << generator->GetVariate() << std::endl;
}
```

## 5.3 Statistics applied to Images

### 5.3.1 Image Histograms

#### Scalar Image Histogram with Adaptor

The source code for this section can be found in the file `ImageHistogram1.cxx`.

This example shows how to compute the histogram of a scalar image. Since the statistics framework classes operate on `Samples` and `ListOfSamples`, we need to introduce a class that will make the image look like a list of samples. This class is the `itk::Statistics::ImageToListSampleAdaptor`. Once we have connected this adaptor to an image, we can proceed to use the `itk::Statistics::SampleToHistogramFilter` in order to compute the histogram of the image.

First, we need to include the headers for the `itk::Statistics::ImageToListSampleAdaptor` and the `itk::Image` classes.

```
#include "itkImageToListSampleAdaptor.h"
#include "itkImage.h"
```

Now we include the headers for the `Histogram`, the `SampleToHistogramFilter`, and the reader that we will use for reading the image from a file.

```
#include "itkImageFileReader.h"
#include "itkHistogram.h"
#include "itkSampleToHistogramFilter.h"
```

The image type must be defined using the typical pair of pixel type and dimension specification.

```
typedef unsigned char      PixelType;
const unsigned int        Dimension = 2;

typedef itk::Image<PixelType, Dimension > ImageType;
```

Using the same image type we instantiate the type of the image reader that will provide the image source for our example.

```
typedef itk::ImageFileReader< ImageType > ReaderType;

ReaderType::Pointer reader = ReaderType::New();

reader->SetFileName( argv[1] );
```

Now we introduce the central piece of this example, which is the use of the adaptor that will present the `itk::Image` as if it was a list of samples. We instantiate the type of the adaptor by using the actual image type. Then construct the adaptor by invoking its `New()` method and assigning the result to the corresponding smart pointer. Finally we connect the output of the image reader to the input of the adaptor.

```
typedef itk::Statistics::ImageToListSampleAdaptor< ImageType > AdaptorType;

AdaptorType::Pointer adaptor = AdaptorType::New();

adaptor->SetImage( reader->GetOutput() );
```

You must keep in mind that adaptors are not pipeline objects. This means that they do not propagate update calls. It is therefore your responsibility to make sure that you invoke the `Update()` method of the reader before you attempt to use the output of the adaptor. As usual, this must be done inside a try/catch block because the read operation can potentially throw exceptions.

```
try
{
    reader->Update();
}
catch( itk::ExceptionObject & excp )
{
    std::cerr << "Problem reading image file : " << argv[1] << std::endl;
    std::cerr << excp << std::endl;
    return -1;
}
```

At this point, we are ready for instantiating the type of the histogram filter. We must first declare the type of histogram we wish to use. The adaptor type is also used as template parameter of the filter. Having instantiated this type, we proceed to create one filter by invoking its `New()` method.

```
typedef PixelType HistogramMeasurementType;
typedef itk::Statistics::Histogram< HistogramMeasurementType >
    HistogramType;
typedef itk::Statistics::SampleToHistogramFilter<
    AdaptorType,
    HistogramType>
    FilterType;

FilterType::Pointer filter = FilterType::New();
```

We define now the characteristics of the Histogram that we want to compute. This typically includes the size of each one of the component, but given that in this simple example we are

dealing with a scalar image, then our histogram will have a single component. For the sake of generality, however, we use the `HistogramType` as defined inside of the `Generator` type. We define also the marginal scale factor that will control the precision used when assigning values to histogram bins. Finally we invoke the `Update()` method in the filter.

```
const unsigned int numberOfComponents = 1;
HistogramType::SizeType size( numberOfComponents );
size.Fill( 255 );

filter->SetInput( adaptor );
filter->SetHistogramSize( size );
filter->SetMarginalScale( 10 );

HistogramType::MeasurementVectorType min( numberOfComponents );
HistogramType::MeasurementVectorType max( numberOfComponents );

min.Fill( 0 );
max.Fill( 255 );

filter->SetHistogramBinMinimum( min );
filter->SetHistogramBinMaximum( max );

filter->Update();
```

Now we are ready for using the image histogram for any further processing. The histogram is obtained from the filter by invoking the `GetOutput()` method.

```
HistogramType::ConstPointer histogram = filter->GetOutput();
```

In this current example we simply print out the frequency values of all the bins in the image histogram.

```
const unsigned int histogramSize = histogram->Size();

std::cout << "Histogram size " << histogramSize << std::endl;

for( unsigned int bin=0; bin < histogramSize; bin++ )
{
    std::cout << "bin = " << bin << " frequency = ";
    std::cout << histogram->GetFrequency( bin, 0 ) <<std::endl;
}
```

### Scalar Image Histogram with Generator

The source code for this section can be found in the file `ImageHistogram2.cxx`.

From the previous example you will have noticed that there is a significant number of operations to perform to compute the simple histogram of a scalar image. Given that this is a relatively common operation, it is convenient to encapsulate many of these operations in a single helper class.

The `itk::Statistics::ScalarImageToHistogramGenerator` is the result of such encapsulation. This example illustrates how to compute the histogram of a scalar image using this helper class.

We should first include the header of the histogram generator and the image class.

```
#include "itkScalarImageToHistogramGenerator.h"
#include "itkImage.h"
```

The image type must be defined using the typical pair of pixel type and dimension specification.

```
typedef unsigned char      PixelType;
const unsigned int        Dimension = 2;

typedef itk::Image<PixelType, Dimension > ImageType;
```

We use now the image type in order to instantiate the type of the corresponding histogram generator class, and invoke its `New()` method in order to construct one.

```
typedef itk::Statistics::ScalarImageToHistogramGenerator<
    ImageType > HistogramGeneratorType;

HistogramGeneratorType::Pointer histogramGenerator =
    HistogramGeneratorType::New();
```

The image to be passed as input to the histogram generator is taken in this case from the output of an image reader.

```
histogramGenerator->SetInput( reader->GetOutput() );
```

We define also the typical parameters that specify the characteristics of the histogram to be computed.

```
histogramGenerator->SetNumberOfBins( 256 );
histogramGenerator->SetMarginalScale( 10.0 );

histogramGenerator->SetHistogramMin( -0.5 );
histogramGenerator->SetHistogramMax( 255.5 );
```

Finally we trigger the computation of the histogram by invoking the `Compute()` method of the generator. Note again, that a generator is not a pipeline object and therefore it is up to you to make sure that the filters providing the input image have been updated.

```
histogramGenerator->Compute();
```

The resulting histogram can be obtained from the generator by invoking its `GetOutput()` method. It is also convenient to get the `Histogram` type from the traits of the generator type itself as shown in the code below.

```
typedef HistogramGeneratorType::HistogramType HistogramType;

const HistogramType * histogram = histogramGenerator->GetOutput();
```

In this case we simply print out the frequency values of the histogram. These values can be accessed by using iterators.

```
HistogramType::ConstIterator itr = histogram->Begin();
HistogramType::ConstIterator end = histogram->End();

unsigned int binNumber = 0;
while( itr != end )
{
    std::cout << "bin = " << binNumber << " frequency = ";
    std::cout << itr.GetFrequency() << std::endl;
    ++itr;
    ++binNumber;
}
```

### Color Image Histogram with Generator

The source code for this section can be found in the file `ImageHistogram3.cxx`.

By now, you are probably thinking that the statistics framework in ITK is too complex for simply computing histograms from images. Here we illustrate that the benefit for this complexity is the power that these methods provide for dealing with more complex and realistic uses of image statistics than the trivial 256-bin histogram of 8-bit images that most software packages provide. One of such cases is the computation of histograms from multi-component images such as Vector images and color images.

This example shows how to compute the histogram of an RGB image by using the helper class `ImageToHistogramFilter`. In this first example we compute the histogram of each channel independently.

We start by including the header of the `itk::Statistics::ImageToHistogramFilter`, as well as the headers for the image class and the `RGBPixel` class.

```
#include "itkImageToHistogramFilter.h"
#include "itkImage.h"
#include "itkRGBPixel.h"
```

The type of the RGB image is defined by first instantiating a `RGBPixel` and then using the image dimension specification.

```
typedef unsigned char PixelComponentType;

typedef itk::RGBPixel< PixelComponentType > RGBPixelType;

const unsigned int Dimension = 2;

typedef itk::Image< RGBPixelType, Dimension > RGBImageType;
```

Using the RGB image type we can instantiate the type of the corresponding histogram filter and construct one filter by invoking its `New()` method.

```
typedef itk::Statistics::ImageToHistogramFilter<
    RGBImageType > HistogramFilterType;

HistogramFilterType::Pointer histogramFilter =
    HistogramFilterType::New();
```

The parameters of the histogram must be defined now. Probably the most important one is the arrangement of histogram bins. This is provided to the histogram through a size array. The type of the array can be taken from the traits of the `HistogramFilterType` type. We create one instance of the size object and fill in its content. In this particular case, the three components of the size array will correspond to the number of bins used for each one of the RGB components in the color image. The following lines show how to define a histogram on the red component of the image while disregarding the green and blue components.

```
typedef HistogramFilterType::HistogramSizeType SizeType;

SizeType size( 3 );

size[0] = 255;      // number of bins for the Red channel
size[1] = 1;       // number of bins for the Green channel
size[2] = 1;       // number of bins for the Blue channel

histogramFilter->SetHistogramSize( size );
```

The marginal scale must be defined in the filter. This will determine the precision in the assignment of values to the histogram bins.

```
histogramFilter->SetMarginalScale( 10.0 );
```

Finally, we must specify the upper and lower bounds for the histogram. This can either be done manually using the `SetHistogramBinMinimum()` and `SetHistogramBinMaximum()` methods or it can be done automatically by calling `SetHistogramAutoMinimumMaximum( true )`. Here we use the manual method.

```
HistogramFilterType::HistogramMeasurementVectorType lowerBound( 3 );
HistogramFilterType::HistogramMeasurementVectorType upperBound( 3 );

lowerBound[0] = 0;
lowerBound[1] = 0;
lowerBound[2] = 0;
upperBound[0] = 256;
upperBound[1] = 256;
upperBound[2] = 256;

histogramFilter->SetHistogramBinMinimum( lowerBound );
histogramFilter->SetHistogramBinMaximum( upperBound );
```

The input of the filter is taken from an image reader, and the computation of the histogram is triggered by invoking the `Update()` method of the filter.

```

histogramFilter->SetInput( reader->GetOutput() );
histogramFilter->Update();

```

We can now access the results of the histogram computation by declaring a pointer to histogram and getting its value from the filter using the `GetOutput()` method. Note that here we use a `const HistogramType` pointer instead of a `const smart pointer` because we are sure that the filter is not going to be destroyed while we access the values of the histogram. Depending on what you are doing, it may be safer to assign the histogram to a `const smart pointer` as shown in previous examples.

```

typedef HistogramFilterType::HistogramType HistogramType;
const HistogramType * histogram = histogramFilter->GetOutput();

```

Just for the sake of exercising the experimental method [52], we verify that the resulting histogram actually have the size that we requested when we configured the filter. This can be done by invoking the `Size()` method of the histogram and printing out the result.

```

const unsigned int histogramSize = histogram->Size();
std::cout << "Histogram size " << histogramSize << std::endl;

```

Strictly speaking, the histogram computed here is the joint histogram of the three RGB components. However, given that we set the resolution of the green and blue channels to be just one bin, the histogram is in practice representing just the red channel. In the general case, we can always access the frequency of a particular channel in a joint histogram, thanks to the fact that the histogram class offers a `GetFrequency()` method that accepts a channel as argument. This is illustrated in the following lines of code.

```

unsigned int channel = 0; // red channel

std::cout << "Histogram of the red component" << std::endl;

for( unsigned int bin=0; bin < histogramSize; bin++ )
{
    std::cout << "bin = " << bin << " frequency = ";
    std::cout << histogram->GetFrequency( bin, channel ) << std::endl;
}

```

In order to reinforce the concepts presented above, we modify now the setup of the histogram filter in order to compute the histogram of the green channel instead of the red one. This is done by simply changing the number of bins desired on each channel and invoking the computation of the filter again by calling the `Update()` method.

```

size[0] = 1; // number of bins for the Red channel
size[1] = 255; // number of bins for the Green channel
size[2] = 1; // number of bins for the Blue channel

histogramFilter->SetHistogramSize( size );

histogramFilter->Update();

```

The result can be verified now by setting the desired channel to green and invoking the `GetFrequency()` method.

```

channel = 1; // green channel

std::cout << "Histogram of the green component" << std::endl;

for( unsigned int bin=0; bin < histogramSize; bin++ )
{
    std::cout << "bin = " << bin << " frequency = ";
    std::cout << histogram->GetFrequency( bin, channel ) << std::endl;
}

```

To finalize the example, we do the same computation for the case of the blue channel.

```

size[0] = 1; // number of bins for the Red channel
size[1] = 1; // number of bins for the Green channel
size[2] = 255; // number of bins for the Blue channel

histogramFilter->SetHistogramSize( size );

histogramFilter->Update();

```

and verify the output.

```

channel = 2; // blue channel

std::cout << "Histogram of the blue component" << std::endl;

for( unsigned int bin=0; bin < histogramSize; bin++ )
{
    std::cout << "bin = " << bin << " frequency = ";
    std::cout << histogram->GetFrequency( bin, channel ) << std::endl;
}

```

### Color Image Histogram Writing

The source code for this section can be found in the file `ImageHistogram4.cxx`.

The statistics framework in ITK has been designed for managing multi-variate statistics in a natural way. The `itk::Statistics::Histogram` class reflects this concept clearly since it is a N-variable joint histogram. This nature of the Histogram class is exploited in the following example in order to build the joint histogram of a color image encoded in RGB values.

Note that the same treatment could be applied further to any vector image thanks to the generic programming approach used in the implementation of the statistical framework.

The most relevant class in this example is the `itk::Statistics::ImageToHistogramFilter`. This class will take care of adapting the `itk::Image` to a list of samples and then to a histogram filter. The user is only bound to provide the desired resolution on the histogram bins for each one of the image components.

In this example we compute the joint histogram of the three channels of an RGB image. Our output histogram will be equivalent to a 3D array of bins. This histogram could be used further for feeding a segmentation method based on statistical pattern recognition. Such method was actually used during the generation of the image in the cover of the Software Guide.

The first step is to include the header files for the histogram filter, the RGB pixel type and the Image.

```
#include "itkImageToHistogramFilter.h"
#include "itkImage.h"
#include "itkRGBPixel.h"
```

We declare now the type used for the components of the RGB pixel, instantiate the type of the RGBPixel and instantiate the image type.

```
typedef unsigned char PixelComponentType;

typedef itk::RGBPixel< PixelComponentType > RGBPixelType;

const unsigned int Dimension = 2;

typedef itk::Image< RGBPixelType, Dimension > RGBImageType;
```

Using the type of the color image, and in general of any vector image, we can now instantiate the type of the histogram filter class. We then use that type for constructing an instance of the filter by invoking its `New()` method and assigning the result to a smart pointer.

```
typedef itk::Statistics::ImageToHistogramFilter<
    RGBImageType > HistogramFilterType;

HistogramFilterType::Pointer histogramFilter =
    HistogramFilterType::New();
```

The resolution at which the statistics of each one of the color component will be evaluated is defined by setting the number of bins along every component in the joint histogram. For this purpose we take the `HistogramSizeType` trait from the filter and use it to instantiate a `size` variable. We set in this variable the number of bins to use for each component of the color image.

```
typedef HistogramFilterType::HistogramSizeType   SizeType;

SizeType size(3);

size[0] = 256; // number of bins for the Red channel
size[1] = 256; // number of bins for the Green channel
size[2] = 256; // number of bins for the Blue channel

histogramFilter->SetHistogramSize( size );
```

Finally, we must specify the upper and lower bounds for the histogram using the `SetHistogramBinMinimum()` and `SetHistogramBinMaximum()` methods.

```
typedef HistogramFilterType::HistogramMeasurementVectorType
    HistogramMeasurementVectorType;

HistogramMeasurementVectorType binMinimum( 3 );
HistogramMeasurementVectorType binMaximum( 3 );

binMinimum[0] = -0.5;
binMinimum[1] = -0.5;
binMinimum[2] = -0.5;

binMaximum[0] = 255.5;
binMaximum[1] = 255.5;
binMaximum[2] = 255.5;

histogramFilter->SetHistogramBinMinimum( binMinimum );
histogramFilter->SetHistogramBinMaximum( binMaximum );
```

The input to the histogram filter is taken from the output of an image reader. Of course, the output of any filter producing an RGB image could have been used instead of a reader.

```
histogramFilter->SetInput( reader->GetOutput() );
```

The marginal scale is defined in the histogram filter. This value will define the precision in the assignment of values to the histogram bins.

```
histogramFilter->SetMarginalScale( 10.0 );
```

Finally, the computation of the histogram is triggered by invoking the `Update()` method of the filter.

```
histogramFilter->Update();
```

At this point, we can recover the histogram by calling the `GetOutput()` method of the filter. The result is assigned to a variable that is instantiated using the `HistogramType` trait of the filter type.

```
typedef HistogramFilterType::HistogramType HistogramType;

const HistogramType * histogram = histogramFilter->GetOutput();
```

We can verify that the computed histogram has the requested size by invoking its `Size()` method.

```
const unsigned int histogramSize = histogram->Size();

std::cout << "Histogram size " << histogramSize << std::endl;
```

The values of the histogram can now be saved into a file by walking through all of the histogram bins and pushing them into a `std::ofstream`.

```
std::ofstream histogramFile;
histogramFile.open( argv[2] );

HistogramType::ConstIterator itr = histogram->Begin();
HistogramType::ConstIterator end = histogram->End();

typedef HistogramType::AbsoluteFrequencyType AbsoluteFrequencyType;

while( itr != end )
{
    const AbsoluteFrequencyType frequency = itr.GetFrequency();
    histogramFile.write( (const char *)(&frequency), sizeof(frequency) );

    if (frequency != 0)
    {
        HistogramType::IndexType index;
        index = histogram->GetIndex(itr.GetInstanceIdentifier());
        std::cout << "Index = " << index << ", Frequency = " << frequency
            << std::endl;
    }
    ++itr;
}

histogramFile.close();
```

Note that here the histogram is saved as a block of memory in a raw file. At this point you can use visualization software in order to explore the histogram in a display that would be equivalent to a scatter plot of the RGB components of the input color image.

### 5.3.2 Image Information Theory

Many concepts from Information Theory have been used successfully in the domain of image processing. This section introduces some of such concepts and illustrates how the statistical framework in ITK can be used for computing measures that have some relevance in terms of Information Theory [61, 62, 35].

### Computing Image Entropy

The concept of Entropy has been introduced into image processing as a crude mapping from its application in Communications. The notions of Information Theory can be deceiving and misleading when applied to images because their language from Communication Theory does not necessarily maps to what people in the Imaging Community use.

For example, it is commonly said that

*“The Entropy of an image is a measure of the amount of information contained in an image”.*

This statement is fundamentally **incorrect**.

The way the notion of Entropy is commonly measured in images is by first assuming that the spatial location of a pixel in an image is irrelevant! That is, we simply take the statistical distribution of the pixel values as it can be evaluated in a histogram and from that histogram we estimate the frequency of the value associated to each bin. In other words, we simply assume that the image is a set of pixels that are passing through a channel, just as things are commonly considered for communication purposes.

Once the frequency of every pixel value has been estimated, Information Theory defines that the amount of uncertainty that an observer will lose by taking one pixel and finding its real value to be the one associated with the  $i$ -th bin of the histogram, is given by  $-\log_2(p_i)$ , where  $p_i$  is the frequency in that histogram bin. Since a reduction in uncertainty is equivalent to an increase in the amount of information in the observer, we conclude that measuring one pixel and finding its level to be in the  $i$ -th bin results in an acquisition of  $-\log_2(p_i)$  bits of information<sup>1</sup>.

Since we could have picked any pixel at random, our chances or picking the ones that are associated to the  $i$ -th histogram bin are given by  $p_i$ . Therefore, the expected reduction in uncertainty that we can get from measuring the value of one pixel is given by

$$H = -\sum_i p_i \cdot \log_2(p_i) \quad (5.3)$$

This quantity  $H$  is what is usually defined as the *Entropy of the Image*. It would be more accurate to call it the Entropy of the random variable associated to the intensity value of *one* pixel. The fact that  $H$  is unrelated to the spatial arrangement of the pixels in an image shows how little of the real *Image Information* is  $H$  actually representing. The Entropy of an image, as measured above, is only a crude indication of how the intensity values are spread in the dynamic range of intensities. For example, an image with maximum entropy will be the one that has a large dynamic range and every value in that range is equally probable.

<sup>1</sup>Note that **bit** is the unit of amount of information. Our modern culture has vulgarized the bit and its multiples, the Byte, KiloByte, MegaByte, GigaByte and so on as simple measures of the amount of RAM memory and capacity of a hard drive in a computer. In that sense, a confusion is created between the encoding of a piece of data and its actual amount of information. For example a file composed of one million letters will take one million bytes in a hard disk, but it does not necessarily has one million bytes of information, since in many cases parts of the file can be predicted from others. This is the reason why data compression can manage to compact files.

The common acceptance of  $H$  as a representation of image information has terribly undermined the enormous potential on the application of Information Theory to image processing and analysis.

The real concepts of Information Theory would require that we define the amount of information in an image based on our expectations and prior knowledge from that image. In particular, the *Amount of Information* provided by an image should measure the number of features that we are not able to predict based on our prior knowledge about that image. For example, if we know that we are going to analyze a CT scan of the abdomen of an adult human male in the age range of 40 to 45, there is already a good deal that we could predict about the content of that image. The real amount of information in the image is the representation of the features in the image that we could not predict from knowing that it is a CT scan from a human adult male.

The application of Information Theory to image analysis is still in its early infancy and it is an exciting and promising field to be explored further. All that being said, let's now look closer at how the concept of Entropy (which is not the amount of information in an image) can be measured with the ITK statistics framework.

The source code for this section can be found in the file `ImageEntropy1.cxx`.

This example shows how to compute the entropy of an image. More formally this should be said : The reduction in uncertainty gained when we measure the intensity of *one* randomly selected pixel in this image, given that we already know the statistical distribution of the image intensity values.

In practice it is almost never possible to know the real statistical distribution of intensities and we are forced to estimate it from the evaluation of the histogram from one or several images of similar nature. We can use the counts in histogram bins in order to compute frequencies and then consider those frequencies to be estimations of the probability of a new value to belong to the intensity range of that bin.

Since the first stage in estimating the entropy of an image is to compute its histogram, we must start by including the headers of the classes that will perform such computation. In this case, we are going to use a scalar image as input, therefore we need the `itk::Statistics::ScalarImageToHistogramGenerator` class, as well as the image class.

```
#include "itkScalarImageToHistogramGenerator.h"
#include "itkImage.h"
```

The pixel type and dimension of the image are explicitly declared and then used for instantiating the image type.

```
typedef unsigned char      PixelType;
const unsigned int        Dimension = 3;

typedef itk::Image< PixelType, Dimension > ImageType;
```

The image type is used as template parameter for instantiating the histogram generator.

```

typedef itk::Statistics::ScalarImageToHistogramGenerator<
    ImageType > HistogramGeneratorType;

HistogramGeneratorType::Pointer histogramGenerator =
    HistogramGeneratorType::New();

```

The parameters of the desired histogram are defined. In particular, the number of bins and the marginal scale. For convenience in this example, we read the number of bins from the command line arguments. In this way we can easily experiment with different values for the number of bins and see how that choice affects the computation of the entropy.

```

const unsigned int numberOfHistogramBins = atoi( argv[2] );

histogramGenerator->SetNumberOfBins( numberOfHistogramBins );
histogramGenerator->SetMarginalScale( 10.0 );

```

We can then connect as input the output image from a reader and trigger the histogram computation by invoking the `Compute()` method in the generator.

```

histogramGenerator->SetInput( reader->GetOutput() );

histogramGenerator->Compute();

```

The resulting histogram can be recovered from the generator by using the `GetOutput()` method. A histogram class can be declared using the `HistogramType` trait from the generator.

```

typedef HistogramGeneratorType::HistogramType HistogramType;

const HistogramType * histogram = histogramGenerator->GetOutput();

```

We proceed now to compute the *estimation* of entropy given the histogram. The first conceptual jump to be done here is that we assume that the histogram, which is the simple count of frequency of occurrence for the gray scale values of the image pixels, can be normalized in order to estimate the probability density function **PDF** of the actual statistical distribution of pixel values.

First we declare an iterator that will visit all the bins in the histogram. Then we obtain the total number of counts using the `GetTotalFrequency()` method, and we initialize the entropy variable to zero.

```

HistogramType::ConstIterator itr = histogram->Begin();
HistogramType::ConstIterator end = histogram->End();

double Sum = histogram->GetTotalFrequency();

double Entropy = 0.0;

```

We start now visiting every bin and estimating the probability of a pixel to have a value in the range of that bin. The base 2 logarithm of that probability is computed, and then weighted by the probability in order to compute the expected amount of information for any given pixel. Note

that a minimum value is imposed for the probability in order to avoid computing logarithms of zeros.

Note that the  $\log(2)$  factor is used to convert the natural logarithm in to a logarithm of base 2, and make possible to report the entropy in its natural unit: the bit.

```
while( itr != end )
{
    const double probability = itr.GetFrequency() / Sum;

    if( probability > 0.99 / Sum )
    {
        Entropy += - probability * std::log( probability ) / std::log( 2.0 );
    }
    ++itr;
}
```

The result of this sum is considered to be our estimation of the image entropy. Note that the Entropy value will change depending on the number of histogram bins that we use for computing the histogram. This is particularly important when dealing with images whose pixel values have dynamic ranges so large that our number of bins will always underestimate the variability of the data.

```
std::cout << "Image entropy = " << Entropy << " bits " << std::endl;
```

As an illustration, the application of this program to the image

- Examples/Data/BrainProtonDensitySlice.png

results in the following values of entropy for different values of number of histogram bins.

|                          |      |      |      |      |      |
|--------------------------|------|------|------|------|------|
| Number of Histogram Bins | 16   | 32   | 64   | 128  | 255  |
| Estimated Entropy (bits) | 3.02 | 3.98 | 4.92 | 5.89 | 6.88 |

This table highlights the importance of carefully considering the characteristics of the histograms used for estimating Information Theory measures such as the entropy.

### Computing Images Mutual Information

The source code for this section can be found in the file `ImageMutualInformation1.cxx`.

This example illustrates how to compute the Mutual Information between two images using classes from the Statistics framework. Note that you could also use for this purpose the `ImageMetrics` designed for the image registration framework.

For example, you could use:

- `itk::MutualInformationImageToImageMetric`
- `itk::MattesMutualInformationImageToImageMetric`
- `itk::MutualInformationHistogramImageToImageMetric`
- `itk::MutualInformationImageToImageMetric`
- `itk::NormalizedMutualInformationHistogramImageToImageMetric`
- `itk::KullbackLeiblerCompareHistogramImageToImageMetric`

Mutual Information as computed in this example, and as commonly used in the context of image registration provides a measure of how much uncertainty on the value of a pixel in one image is reduced by measuring the homologous pixel in the other image. Note that Mutual Information as used here does not measure the amount of information that one image provides on the other image, such measure would have required to take into account the spatial structures in the images as well as the semantics of the image context in terms of an observer.

This implies that there is still an enormous unexploited potential on the use of the Mutual Information concept in the domain of medical images. Probably the most interesting of which would be the semantic description of image on terms of anatomical structures.

In this particular example we make use of classes from the Statistics framework in order to compute the measure of Mutual Information between two images. We assume that both images have the same number of pixels along every dimension and that they have the same origin and spacing. Therefore the pixels from one image are perfectly aligned with those of the other image.

We must start by including the header files of the image, histogram filter, reader and Join image filter. We will read both images and use the Join image filter in order to compose an image of two components using the information of each one of the input images in one component. This is the natural way of using the Statistics framework in ITK given that the fundamental statistical classes are expecting to receive multi-valued measures.

```
#include "itkImage.h"
#include "itkImageFileReader.h"
#include "itkJoinImageFilter.h"
#include "itkImageToHistogramFilter.h"
```

We define the pixel type and dimension of the images to be read.

```
typedef unsigned char PixelComponentType;
const unsigned int Dimension = 2;

typedef itk::Image< PixelComponentType, Dimension > ImageType;
```

Using the image type we proceed to instantiate the readers for both input images. Then, we take their filenames from the command line arguments.

```

typedef itk::ImageFileReader< ImageType > ReaderType;

ReaderType::Pointer reader1 = ReaderType::New();
ReaderType::Pointer reader2 = ReaderType::New();

reader1->SetFileName( argv[1] );
reader2->SetFileName( argv[2] );

```

Using the `itk::JoinImageFilter` we use the two input images and put them together in an image of two components.

```

typedef itk::JoinImageFilter< ImageType, ImageType > JoinFilterType;

JoinFilterType::Pointer joinFilter = JoinFilterType::New();

joinFilter->SetInput1( reader1->GetOutput() );
joinFilter->SetInput2( reader2->GetOutput() );

```

At this point we trigger the execution of the pipeline by invoking the `Update()` method on the Join filter. We must put the call inside a try/catch block because the `Update()` call may potentially result in exceptions being thrown.

```

try
{
    joinFilter->Update();
}
catch( itk::ExceptionObject & excp )
{
    std::cerr << excp << std::endl;
    return -1;
}

```

We prepare now the types to be used for the computation of the Joint histogram. For this purpose, we take the type of the image resulting from the `JoinImageFilter` and use it as template argument of the `itk::ImageToHistogramFilter`. We then construct one by invoking the `New()` method.

```

typedef JoinFilterType::OutputImageType VectorImageType;

typedef itk::Statistics::ImageToHistogramFilter<
    VectorImageType > HistogramFilterType;

HistogramFilterType::Pointer histogramFilter = HistogramFilterType::New();

```

We pass the multiple components image as input to the histogram filter, and setup the marginal scale value that will define the precision to be used for classifying values into the histogram bins.

```

histogramFilter->SetInput( joinFilter->GetOutput() );

histogramFilter->SetMarginalScale( 10.0 );

```

We must now define the number of bins to use for each one of the components in the joint

image. For this purpose we take the `HistogramSizeType` from the traits of the histogram filter type.

```
typedef HistogramFilterType::HistogramSizeType HistogramSizeType;

HistogramSizeType size( 2 );

size[0] = 255; // number of bins for the first channel
size[1] = 255; // number of bins for the second channel

histogramFilter->SetHistogramSize( size );
```

Finally, we must specify the upper and lower bounds for the histogram using the `SetHistogramBinMinimum()` and `SetHistogramBinMaximum()` methods. The `Update()` method is then called in order to trigger the computation of the histogram.

```
typedef HistogramFilterType::HistogramMeasurementVectorType
HistogramMeasurementVectorType;

HistogramMeasurementVectorType binMinimum( 3 );
HistogramMeasurementVectorType binMaximum( 3 );

binMinimum[0] = -0.5;
binMinimum[1] = -0.5;
binMinimum[2] = -0.5;

binMaximum[0] = 255.5;
binMaximum[1] = 255.5;
binMaximum[2] = 255.5;

histogramFilter->SetHistogramBinMinimum( binMinimum );
histogramFilter->SetHistogramBinMaximum( binMaximum );

histogramFilter->Update();
```

The histogram can be recovered from the filter by creating a variable with the histogram type taken from the filter traits.

```
typedef HistogramFilterType::HistogramType HistogramType;

const HistogramType * histogram = histogramFilter->GetOutput();
```

We now walk over all the bins of the joint histogram and compute their contribution to the value of the joint Entropy. For this purpose we use histogram iterators, and the `Begin()` and `End()` methods. Since the values returned from the histogram are measuring frequency we must convert them to an estimation of probability by dividing them over the total sum of frequencies returned by the `GetTotalFrequency()` method.

```
HistogramType::ConstIterator itr = histogram->Begin();
HistogramType::ConstIterator end = histogram->End();

const double Sum = histogram->GetTotalFrequency();
```

We initialize to zero the variable to use for accumulating the value of the joint entropy, and then use the iterator for visiting all the bins of the joint histogram. For every bin we compute their contribution to the reduction of uncertainty. Note that in order to avoid logarithmic operations on zero values, we skip over those bins that have less than one count. The entropy contribution must be computed using logarithms in base two in order to be able express entropy in **bits**.

```
double JointEntropy = 0.0;

while( itr != end )
{
    const double count = itr.GetFrequency();
    if( count > 0.0 )
    {
        const double probability = count / Sum;
        JointEntropy += - probability * std::log( probability ) / std::log( 2.0 );
    }
    ++itr;
}
```

Now that we have the value of the joint entropy we can proceed to estimate the values of the entropies for each image independently. This can be done by simply changing the number of bins and then recomputing the histogram.

```
size[0] = 255; // number of bins for the first channel
size[1] = 1;  // number of bins for the second channel

histogramFilter->SetHistogramSize( size );
histogramFilter->Update();
```

We initialize to zero another variable in order to start accumulating the entropy contributions from every bin.

```
itr = histogram->Begin();
end = histogram->End();

double Entropy1 = 0.0;

while( itr != end )
{
    const double count = itr.GetFrequency();
    if( count > 0.0 )
    {
        const double probability = count / Sum;
        Entropy1 += - probability * std::log( probability ) / std::log( 2.0 );
    }
    ++itr;
}
```

The same process is used for computing the entropy of the other component. Simply by swapping the number of bins in the histogram.

```

size[0] = 1; // number of bins for the first channel
size[1] = 255; // number of bins for the second channel

histogramFilter->SetHistogramSize( size );
histogramFilter->Update();

```

The entropy is computed in a similar manner, just by visiting all the bins on the histogram and accumulating their entropy contributions.

```

itr = histogram->Begin();
end = histogram->End();

double Entropy2 = 0.0;

while( itr != end )
{
    const double count = itr.GetFrequency();
    if( count > 0.0 )
    {
        const double probability = count / Sum;
        Entropy2 += - probability * std::log( probability ) / std::log( 2.0 );
    }
    ++itr;
}

```

At this point we can compute any of the popular measures of Mutual Information. For example

```

double MutualInformation = Entropy1 + Entropy2 - JointEntropy;

```

or Normalized Mutual Information, where the value of Mutual Information gets divided by the mean entropy of the input images.

```

double NormalizedMutualInformation1 =
    2.0 * MutualInformation / ( Entropy1 + Entropy2 );

```

A second form of Normalized Mutual Information has been defined as the mean entropy of the two images divided by their joint entropy.

```

double NormalizedMutualInformation2 = ( Entropy1 + Entropy2 ) / JointEntropy;

```

You probably will find very interesting how the value of Mutual Information is strongly dependent on the number of bins over which the histogram is defined.

## 5.4 Classification

In statistical classification, each object is represented by  $d$  features (a measurement vector), and the goal of classification becomes finding compact and disjoint regions (decision regions[20]) for classes in a  $d$ -dimensional feature space. Such decision regions are defined by decision

rules that are known or can be trained. The simplest configuration of a classification consists of a decision rule and multiple membership functions; each membership function represents a class. Figure 5.3 illustrates this general framework.

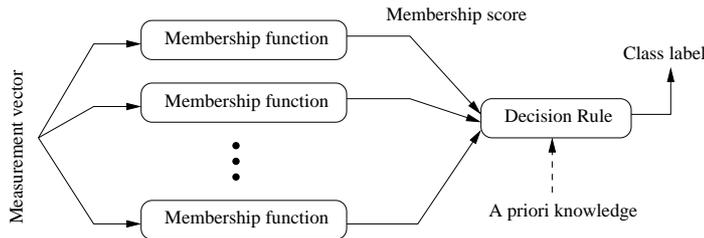


Figure 5.3: Simple conceptual classifier.

This framework closely follows that of Duda and Hart[20]. The classification process can be described as follows:

1. A measurement vector is input to each membership function.
2. Membership functions feed the membership scores to the decision rule.
3. A decision rule compares the membership scores and returns a class label.

This simple configuration can be used to formulate various classification tasks by using different membership functions and incorporating task specific requirements and prior knowledge into the decision rule. For example, instead of using probability density functions as membership functions, through distance functions and a minimum value decision rule (which assigns a class from the distance function that returns the smallest value) users can achieve a least squared error classifier. As another example, users can add a rejection scheme to the decision rule so that even in a situation where the membership scores suggest a “winner”, a measurement vector can be flagged as ill defined. Such a rejection scheme can avoid risks of assigning a class label without a proper win margin.

#### 5.4.1 k-d Tree Based k-Means Clustering

The source code for this section can be found in the file `KdTreeBasedKMeansClustering.cxx`.

K-means clustering is a popular clustering algorithm because it is simple and usually converges to a reasonable solution. The k-means algorithm works as follows:

1. Obtains the initial k means input from the user.

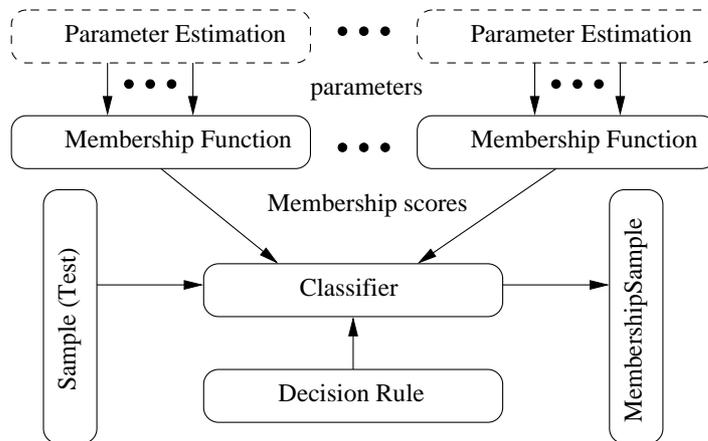


Figure 5.4: Statistical classification framework.

2. Assigns each measurement vector in a sample container to its closest mean among the  $k$  number of means (i.e., update the membership of each measurement vectors to the nearest of the  $k$  clusters).
3. Calculates each cluster's mean from the newly assigned measurement vectors (updates the centroid (mean) of  $k$  clusters).
4. Repeats step 2 and step 3 until it meets the termination criteria.

The most common termination criteria is that if there is no measurement vector that changes its cluster membership from the previous iteration, then the algorithm stops.

The `itk::Statistics::KdTreeBasedKmeansEstimator` is a variation of this logic. The  $k$ -means clustering algorithm is computationally very expensive because it has to recalculate the mean at each iteration. To update the mean values, we have to calculate the distance between  $k$  means and each and every measurement vector. To reduce the computational burden, the `KdTreeBasedKmeansEstimator` uses a special data structure: the  $k$ -d tree (`itk::Statistics::KdTree`) with additional information. The additional information includes the number and the vector sum of measurement vectors under each node under the tree architecture.

With such additional information and the  $k$ -d tree data structure, we can reduce the computational cost of the distance calculation and means. Instead of calculating each measurement vectors and  $k$  means, we can simply compare each node of the  $k$ -d tree and the  $k$  means. This idea of utilizing a  $k$ -d tree can be found in multiple articles [2] [47] [31]. Our implementation of this scheme follows the article by the Kanungo et al [31].

We use the `itk::Statistics::ListSample` as the input sample, the `itk::Vector` as the measurement vector. The following code snippet includes their header files.

```
#include "itkVector.h"
#include "itkListSample.h"
```

Since our k-means algorithm requires a `itk::Statistics::KdTree` object as an input, we include the `KdTree` class header file. As mentioned above, we need a k-d tree with the vector sum and the number of measurement vectors. Therefore we use the `itk::Statistics::WeightedCentroidKdTreeGenerator` instead of the `itk::Statistics::KdTreeGenerator` that generate a k-d tree without such additional information.

```
#include "itkKdTree.h"
#include "itkWeightedCentroidKdTreeGenerator.h"
```

The `KdTreeBasedKmeansEstimator` class is the implementation of the k-means algorithm. It does not create k clusters. Instead, it returns the mean estimates for the k clusters.

```
#include "itkKdTreeBasedKmeansEstimator.h"
```

To generate the clusters, we must create k instances of `itk::Statistics::DistanceToCentroidMembershipFunction` function as the membership functions for each cluster and plug that—along with a sample—into an `itk::Statistics::SampleClassifierFilter` object to get a `itk::Statistics::MembershipSample` that stores pairs of measurement vectors and their associated class labels (k labels).

```
#include "itkMinimumDecisionRule.h"
#include "itkSampleClassifierFilter.h"
```

We will fill the sample with random variables from two normal distribution using the `itk::Statistics::NormalVariateGenerator`.

```
#include "itkNormalVariateGenerator.h"
```

Since the `NormalVariateGenerator` class only supports 1-D, we define our measurement vector type as one component vector. We then, create a `ListSample` object for data inputs. Each measurement vector is of length 1. We set this using the `SetMeasurementVectorSize()` method.

```
typedef itk::Vector< double, 1 > MeasurementVectorType;
typedef itk::Statistics::ListSample< MeasurementVectorType > SampleType;
SampleType::Pointer sample = SampleType::New();
sample->SetMeasurementVectorSize( 1 );
```

The following code snippet creates a `NormalVariateGenerator` object. Since the random variable generator returns values according to the standard normal distribution (The mean is zero, and the standard deviation is one), before pushing random values into the `sample`, we change the mean and standard deviation. We want two normal (Gaussian) distribution data. We have two for loops. Each for loop uses different mean and standard deviation. Before we fill the `sample`

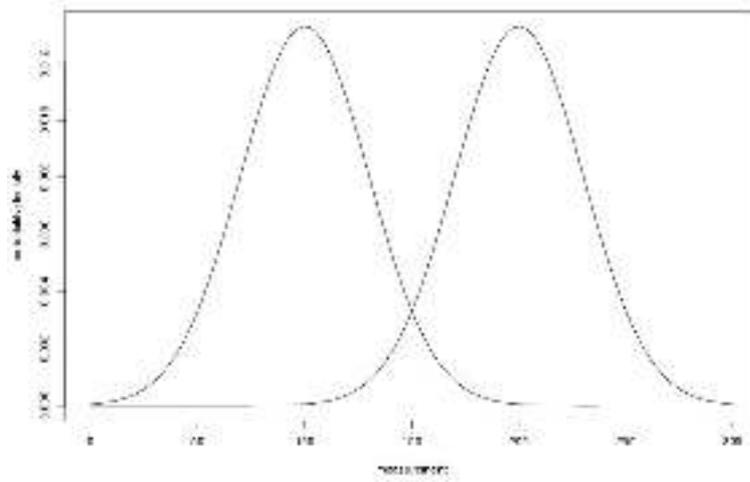


Figure 5.5: Two normal distributions' probability density plot (The means are 100 and 200, and the standard deviation is 30 )

with the second distribution data, we call `Initialize(random seed)` method, to recreate the pool of random variables in the `normalGenerator`.

To see the probability density plots from the two distribution, refer to the Figure 5.5.

```
typedef itk::Statistics::NormalVariateGenerator NormalGeneratorType;
NormalGeneratorType::Pointer normalGenerator = NormalGeneratorType::New();

normalGenerator->Initialize( 101 );

MeasurementVectorType mv;
double mean = 100;
double standardDeviation = 30;
for ( unsigned int i = 0; i < 100; ++i )
{
    mv[0] = ( normalGenerator->GetVariate() * standardDeviation ) + mean;
    sample->PushBack( mv );
}

normalGenerator->Initialize( 3024 );
mean = 200;
standardDeviation = 30;
for ( unsigned int i = 0; i < 100; ++i )
{
    mv[0] = ( normalGenerator->GetVariate() * standardDeviation ) + mean;
    sample->PushBack( mv );
}
```

We create a k-d tree. To see the details on the k-d tree generation, see the Section [5.1.7](#).

```
typedef itk::Statistics::WeightedCentroidKdTreeGenerator< SampleType >
    TreeGeneratorType;
TreeGeneratorType::Pointer treeGenerator = TreeGeneratorType::New();

treeGenerator->SetSample( sample );
treeGenerator->SetBucketSize( 16 );
treeGenerator->Update();
```

Once we have the k-d tree, it is a simple procedure to produce k mean estimates.

We create the `KdTreeBasedKmeansEstimator`. Then, we provide the initial mean values using the `SetParameters()`. Since we are dealing with two normal distribution in a 1-D space, the size of the mean value array is two. The first element is the first mean value, and the second is the second mean value. If we used two normal distributions in a 2-D space, the size of array would be four, and the first two elements would be the two components of the first normal distribution's mean vector. We plug-in the k-d tree using the `SetKdTree()`.

The remaining two methods specify the termination condition. The estimation process stops when the number of iterations reaches the maximum iteration value set by the `SetMaximumIteration()`, or the distances between the newly calculated mean (centroid) values and previous ones are within the threshold set by the `SetCentroidPositionChangesThreshold()`. The final step is to call the `StartOptimization()` method.

The for loop will print out the mean estimates from the estimation process.

```
typedef TreeGeneratorType::KdTreeType TreeType;
typedef itk::Statistics::KdTreeBasedKmeansEstimator< TreeType >
    EstimatorType;
EstimatorType::Pointer estimator = EstimatorType::New();

EstimatorType::ParametersType initialMeans(2);
initialMeans[0] = 0.0;
initialMeans[1] = 0.0;

estimator->SetParameters( initialMeans );
estimator->SetKdTree( treeGenerator->GetOutput() );
estimator->SetMaximumIteration( 200 );
estimator->SetCentroidPositionChangesThreshold(0.0);
estimator->StartOptimization();

EstimatorType::ParametersType estimatedMeans = estimator->GetParameters();

for ( unsigned int i = 0; i < 2; ++i )
{
    std::cout << "cluster[" << i << "]" << std::endl;
    std::cout << "    estimated mean : " << estimatedMeans[i] << std::endl;
}
```

If we are only interested in finding the mean estimates, we might stop. However, to illustrate how a classifier can be formed using the statistical classification framework. We go a little bit

further in this example.

Since the k-means algorithm is an minimum distance classifier using the estimated k means and the measurement vectors. We use the `DistanceToCentroidMembershipFunction` class as membership functions. Our choice for the decision rule is the `itk::Statistics::MinimumDecisionRule` that returns the index of the membership functions that have the smallest value for a measurement vector.

After creating a `SampleClassifier` filter object and a `MinimumDecisionRule` object, we plug-in the `decisionRule` and the `sample` to the classifier filter. Then, we must specify the number of classes that will be considered using the `SetNumberOfClasses()` method.

The remainder of the following code snippet shows how to use user-specified class labels. The classification result will be stored in a `MembershipSample` object, and for each measurement vector, its class label will be one of the two class labels, 100 and 200 (unsigned int).

```
typedef itk::Statistics::DistanceToCentroidMembershipFunction<
    MeasurementVectorType > MembershipFunctionType;
typedef itk::Statistics::MinimumDecisionRule      DecisionRuleType;
DecisionRuleType::Pointer decisionRule = DecisionRuleType::New();

typedef itk::Statistics::SampleClassifierFilter< SampleType > ClassifierType;
ClassifierType::Pointer classifier = ClassifierType::New();

classifier->SetDecisionRule( decisionRule );
classifier->SetInput( sample );
classifier->SetNumberOfClasses( 2 );

typedef ClassifierType::ClassLabelVectorObjectType
    ClassLabelVectorObjectType;
typedef ClassifierType::ClassLabelVectorType ClassLabelVectorType;
typedef ClassifierType::ClassLabelType      ClassLabelType;

ClassLabelVectorObjectType::Pointer classLabelsObject =
    ClassLabelVectorObjectType::New();
ClassLabelVectorType& classLabelsVector = classLabelsObject->Get();

ClassLabelType class1 = 200;
classLabelsVector.push_back( class1 );
ClassLabelType class2 = 100;
classLabelsVector.push_back( class2 );

classifier->SetClassLabels( classLabelsObject );
```

The classifier is almost ready to do the classification process except that it needs two membership functions that represents two clusters respectively.

In this example, the two clusters are modeled by two Euclidean distance functions. The distance function (model) has only one parameter, its mean (centroid) set by the `SetCentroid()` method. To plug-in two distance functions, we create a `MembershipFunctionVectorObject` that contains a `MembershipFunctionVector` with two components and add it using the `SetMembershipFunctions` method. Then invocation of the `Update()` method will perform

the classification.

```

typedef ClassifierType::MembershipFunctionVectorObjectType
    MembershipFunctionVectorObjectType;
typedef ClassifierType::MembershipFunctionVectorType
    MembershipFunctionVectorType;

MembershipFunctionVectorObjectType::Pointer membershipFunctionVectorObject =
    MembershipFunctionVectorObjectType::New();
MembershipFunctionVectorType& membershipFunctionVector =
    membershipFunctionVectorObject->Get();

int index = 0;
for ( unsigned int i = 0; i < 2; i++ )
{
    MembershipFunctionType::Pointer membershipFunction
        = MembershipFunctionType::New();
    MembershipFunctionType::CentroidType centroid(
        sample->GetMeasurementVectorSize() );
    for ( unsigned int j = 0; j < sample->GetMeasurementVectorSize(); j++ )
    {
        centroid[j] = estimatedMeans[index++];
    }
    membershipFunction->SetCentroid( centroid );
    membershipFunctionVector.push_back( membershipFunction.GetPointer() );
}
classifier->SetMembershipFunctions( membershipFunctionVectorObject );

classifier->Update();

```

The following code snippet prints out the measurement vectors and their class labels in the sample.

```

const ClassifierType::MembershipSampleType* membershipSample =
    classifier->GetOutput();
ClassifierType::MembershipSampleType::ConstIterator iter
    = membershipSample->Begin();

while ( iter != membershipSample->End() )
{
    std::cout << "measurement vector = " << iter.GetMeasurementVector()
        << " class label = " << iter.GetClassLabel()
        << std::endl;
    ++iter;
}

```

## 5.4.2 K-Means Classification

The source code for this section can be found in the file `ScalarImageKmeansClassifier.cxx`.

This example shows how to use the `KMeans` model for classifying the pixel of a scalar image.

The `itk::Statistics::ScalarImageKmeansImageFilter` is used for taking a scalar image

and applying the K-Means algorithm in order to define classes that represents statistical distributions of intensity values in the pixels. The classes are then used in this filter for generating a labeled image where every pixel is assigned to one of the classes.

```
#include "itkImage.h"
#include "itkImageFileReader.h"
#include "itkImageFileWriter.h"
#include "itkScalarImageKmeansImageFilter.h"
```

First we define the pixel type and dimension of the image that we intend to classify. With this image type we can also declare the `itk::ImageFileReader` needed for reading the input image, create one and set its input filename.

```
typedef signed short      PixelType;
const unsigned int      Dimension = 2;

typedef itk::Image<PixelType, Dimension > ImageType;

typedef itk::ImageFileReader< ImageType > ReaderType;
ReaderType::Pointer reader = ReaderType::New();
reader->SetFileName( inputImageFileName );
```

With the `ImageType` we instantiate the type of the `itk::ScalarImageKmeansImageFilter` that will compute the K-Means model and then classify the image pixels.

```
typedef itk::ScalarImageKmeansImageFilter< ImageType > KMeansFilterType;

KMeansFilterType::Pointer kmeansFilter = KMeansFilterType::New();

kmeansFilter->SetInput( reader->GetOutput() );

const unsigned int numberOfInitialClasses = atoi( argv[4] );
```

In general the classification will produce as output an image whose pixel values are integers associated to the labels of the classes. Since typically these integers will be generated in order (0,1,2,...N), the output image will tend to look very dark when displayed with naive viewers. It is therefore convenient to have the option of spreading the label values over the dynamic range of the output image pixel type. When this is done, the dynamic range of the pixels is divide by the number of classes in order to define the increment between labels. For example, an output image of 8 bits will have a dynamic range of [0:256], and when it is used for holding four classes, the non-contiguous labels will be (0,64,128,192). The selection of the mode to use is done with the method `SetUseContiguousLabels()`.

```
const unsigned int useNonContiguousLabels = atoi( argv[3] );

kmeansFilter->SetUseNonContiguousLabels( useNonContiguousLabels );
```

For each one of the classes we must provide a tentative initial value for the mean of the class. Given that this is a scalar image, each one of the means is simply a scalar value. Note however that in a general case of K-Means, the input image would be a vector image and therefore the means will be vectors of the same dimension as the image pixels.

```

for( unsigned k=0; k < numberOfInitialClasses; k++ )
{
    const double userProvidedInitialMean = atof( argv[k+argoffset] );
    kmeansFilter->AddClassWithInitialMean( userProvidedInitialMean );
}

```

The `itk::ScalarImageKmeansImageFilter` is predefined for producing an 8 bits scalar image as output. This output image contains labels associated to each one of the classes in the K-Means algorithm. In the following lines we use the `OutputImageType` in order to instantiate the type of a `itk::ImageFileWriter`. Then create one, and connect it to the output of the classification filter.

```

typedef KMeansFilterType::OutputImageType OutputImageType;

typedef itk::ImageFileWriter< OutputImageType > WriterType;

WriterType::Pointer writer = WriterType::New();

writer->SetInput( kmeansFilter->GetOutput() );

writer->SetFileName( outputImageFileName );

```

We are now ready for triggering the execution of the pipeline. This is done by simply invoking the `Update()` method in the writer. This call will propagate the update request to the reader and then to the classifier.

```

try
{
    writer->Update();
}
catch( itk::ExceptionObject & excp )
{
    std::cerr << "Problem encountered while writing ";
    std::cerr << " image file : " << argv[2] << std::endl;
    std::cerr << excp << std::endl;
    return EXIT_FAILURE;
}

```

At this point the classification is done, the labeled image is saved in a file, and we can take a look at the means that were found as a result of the model estimation performed inside the classifier filter.

```

KMeansFilterType::ParametersType estimatedMeans =
    kmeansFilter->GetFinalMeans();

const unsigned int numberOfClasses = estimatedMeans.Size();

for ( unsigned int i = 0; i < numberOfClasses; ++i )
{
    std::cout << "cluster[" << i << "] ";
    std::cout << "    estimated mean : " << estimatedMeans[i] << std::endl;
}

```



Figure 5.6: Effect of the KMeans classifier on a T1 slice of the brain.

Figure 5.6 illustrates the effect of this filter with three classes. The means were estimated by `ScalarImageKmeansModelEstimator.cxx`.

### 5.4.3 Bayesian Plug-In Classifier

The source code for this section can be found in the file `BayesianPluginClassifier.cxx`.

In this example, we present a system that places measurement vectors into two Gaussian classes. The Figure 5.7 shows all the components of the classifier system and the data flow. This system differs with the previous k-means clustering algorithms in several ways. The biggest difference is that this classifier uses the `itk::Statistics::GaussianDensityFunctions` as membership functions instead of the `itk::Statistics::DistanceToCentroidMembershipFunction`. Since the membership function is different, the membership function requires a different set of parameters, mean vectors and covariance matrices. We choose the `itk::Statistics::CovarianceSampleFilter` (sample covariance) for the estimation algorithms of the two parameters. If we want a more robust estimation algorithm, we can replace this estimation algorithm with more alternatives without changing other components in the classifier system.

It is a bad idea to use the same sample for test and training (parameter estimation) of the parameters. However, for simplicity, in this example, we use a sample for test and training.

We use the `itk::Statistics::ListSample` as the sample (test and training). The `itk::Vector` is our measurement vector class. To store measurement vectors into two separate sample containers, we use the `itk::Statistics::Subsample` objects.

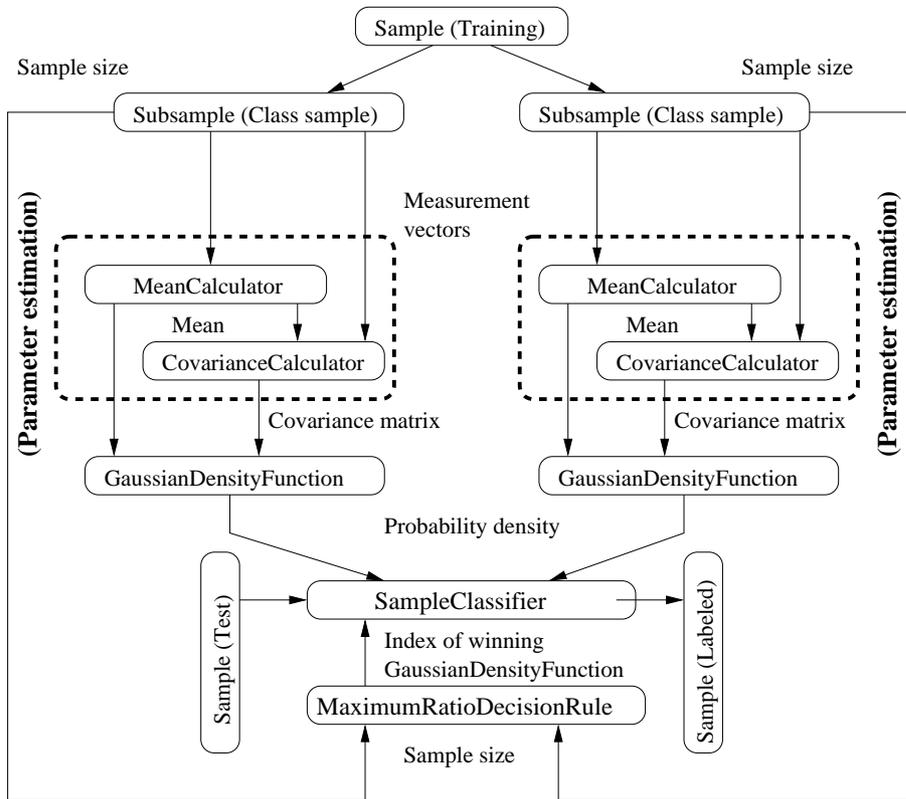


Figure 5.7: Bayesian plug-in classifier for two Gaussian classes.

```
#include "itkVector.h"
#include "itkListSample.h"
#include "itkSubsample.h"
```

The following file provides us the parameter estimation algorithm.

```
#include "itkCovarianceSampleFilter.h"
```

The following files define the components required by ITK statistical classification framework: the decision rule, the membership function, and the classifier.

```
#include "itkMaximumRatioDecisionRule.h"
#include "itkGaussianMembershipFunction.h"
#include "itkSampleClassifierFilter.h"
```

We will fill the sample with random variables from two normal distribution using the `itk::Statistics::NormalVariateGenerator`.

```
#include "itkNormalVariateGenerator.h"
```

Since the `NormalVariateGenerator` class only supports 1-D, we define our measurement vector type as a one component vector. We then, create a `ListSample` object for data inputs.

We also create two `Subsample` objects that will store the measurement vectors in `sample` into two separate sample containers. Each `Subsample` object stores only the measurement vectors belonging to a single class. This class `sample` will be used by the parameter estimation algorithms.

```
const unsigned int measurementVectorLength = 1;
typedef itk::Vector< double, measurementVectorLength > MeasurementVectorType;
typedef itk::Statistics::ListSample< MeasurementVectorType > SampleType;
SampleType::Pointer sample = SampleType::New();
// length of measurement vectors in the sample.
sample->SetMeasurementVectorSize( measurementVectorLength );

typedef itk::Statistics::Subsample< SampleType > ClassSampleType;
std::vector< ClassSampleType::Pointer > classSamples;
for ( unsigned int i = 0; i < 2; ++i )
{
    classSamples.push_back( ClassSampleType::New() );
    classSamples[i]->SetSample( sample );
}
```

The following code snippet creates a `NormalVariateGenerator` object. Since the random variable generator returns values according to the standard normal distribution (the mean is zero, and the standard deviation is one) before pushing random values into the `sample`, we change the mean and standard deviation. We want two normal (Gaussian) distribution data. We have two for loops. Each for loop uses different mean and standard deviation. Before we fill the `sample` with the second distribution data, we call `Initialize(random seed)` method, to recreate the pool of random variables in the `normalGenerator`. In the second for loop, we fill the two class

samples with measurement vectors using the `AddInstance()` method.

To see the probability density plots from the two distributions, refer to Figure 5.5.

```
typedef itk::Statistics::NormalVariateGenerator NormalGeneratorType;
NormalGeneratorType::Pointer normalGenerator = NormalGeneratorType::New();

normalGenerator->Initialize( 101 );

MeasurementVectorType mv;
double mean = 100;
double standardDeviation = 30;
SampleType::InstanceIdentifier id = 0UL;
for ( unsigned int i = 0; i < 100; ++i )
{
    mv.Fill( (normalGenerator->GetVariate() * standardDeviation) + mean);
    sample->PushBack( mv );
    classSamples[0]->AddInstance( id );
    ++id;
}

normalGenerator->Initialize( 3024 );
mean = 200;
standardDeviation = 30;
for ( unsigned int i = 0; i < 100; ++i )
{
    mv.Fill( (normalGenerator->GetVariate() * standardDeviation) + mean);
    sample->PushBack( mv );
    classSamples[1]->AddInstance( id );
    ++id;
}
```

In the following code snippet, notice that the template argument for the `CovarianceCalculator` is `ClassSampleType` (i.e., type of `Subsample`) instead of `SampleType` (i.e., type of `ListSample`). This is because the parameter estimation algorithms are applied to the class sample.

```
typedef itk::Statistics::CovarianceSampleFilter< ClassSampleType >
CovarianceEstimatorType;

std::vector< CovarianceEstimatorType::Pointer > covarianceEstimators;

for ( unsigned int i = 0; i < 2; ++i )
{
    covarianceEstimators.push_back( CovarianceEstimatorType::New() );
    covarianceEstimators[i]->SetInput( classSamples[i] );
    covarianceEstimators[i]->Update();
}
```

We print out the estimated parameters.

```

for ( unsigned int i = 0; i < 2; ++i )
{
    std::cout << "class[" << i << "]" << std::endl;
    std::cout << "    estimated mean : "
              << covarianceEstimators[i]->GetMean()
              << "    covariance matrix : "
              << covarianceEstimators[i]->GetCovarianceMatrix() << std::endl;
}

```

After creating a `SampleClassifier` object and a `MaximumRatioDecisionRule` object, we plug in the `decisionRule` and the `sample` to the classifier. Then, we specify the number of classes that will be considered using the `SetNumberOfClasses()` method.

The `MaximumRatioDecisionRule` requires a vector of *a priori* probability values. Such *a priori* probability will be the  $P(\omega_i)$  of the following variation of the Bayes decision rule:

$$\text{Decide } \omega_i \text{ if } \frac{p(\vec{x}|\omega_i)}{p(\vec{x}|\omega_j)} > \frac{P(\omega_j)}{P(\omega_i)} \text{ for all } j \neq i \quad (5.4)$$

The remainder of the code snippet shows how to use user-specified class labels. The classification result will be stored in a `MembershipSample` object, and for each measurement vector, its class label will be one of the two class labels, 100 and 200 (`unsigned int`).

```

typedef itk::Statistics::GaussianMembershipFunction< MeasurementVectorType >
    MembershipFunctionType;
typedef itk::Statistics::MaximumRatioDecisionRule DecisionRuleType;
DecisionRuleType::Pointer decisionRule = DecisionRuleType::New();

DecisionRuleType::PriorProbabilityVectorType aPrioris;
aPrioris.push_back( (double)classSamples[0]->GetTotalFrequency()
    / (double)sample->GetTotalFrequency() );
aPrioris.push_back( (double)classSamples[1]->GetTotalFrequency()
    / (double)sample->GetTotalFrequency() );
decisionRule->SetPriorProbabilities( aPrioris );

typedef itk::Statistics::SampleClassifierFilter< SampleType > ClassifierType;
ClassifierType::Pointer classifier = ClassifierType::New();

classifier->SetDecisionRule( decisionRule);
classifier->SetInput( sample );
classifier->SetNumberOfClasses( 2 );

typedef ClassifierType::ClassLabelVectorObjectType
    ClassLabelVectorObjectType;
typedef ClassifierType::ClassLabelVectorType ClassLabelVectorType;

ClassLabelVectorObjectType::Pointer classLabelVectorObject =
    ClassLabelVectorObjectType::New();
ClassLabelVectorType classLabelVector = classLabelVectorObject->Get();

ClassifierType::ClassLabelType class1 = 100;
classLabelVector.push_back( class1 );
ClassifierType::ClassLabelType class2 = 200;
classLabelVector.push_back( class2 );

classLabelVectorObject->Set( classLabelVector );
classifier->SetClassLabels( classLabelVectorObject );

```

The classifier is almost ready to perform the classification except that it needs two membership functions that represent the two clusters.

In this example, we can imagine that the two clusters are modeled by two Gaussian distribution functions. The distribution functions have two parameters, the mean, set by the `SetMean()` method, and the covariance, set by the `SetCovariance()` method. To plug-in two distribution functions, we create a new instance of `MembershipFunctionVectorObjectType` and populate its internal vector with new instances of `MembershipFunction` (i.e. `GaussianMembershipFunction`). This is done by calling the `Get()` method of `membershipFunctionVectorObject` to get the internal vector, populating this vector with two new membership functions and then calling `membershipFunctionVectorObject->Set( membershipFunctionVector )`. Finally, the invocation of the `Update()` method will perform the classification.

```

typedef ClassifierType::MembershipFunctionVectorObjectType
    MembershipFunctionVectorObjectType;
typedef ClassifierType::MembershipFunctionVectorType
    MembershipFunctionVectorType;

MembershipFunctionVectorObjectType::Pointer membershipFunctionVectorObject =
    MembershipFunctionVectorObjectType::New();
MembershipFunctionVectorType membershipFunctionVector =
    membershipFunctionVectorObject->Get();

for ( unsigned int i = 0; i < 2; i++ )
{
    MembershipFunctionType::Pointer membershipFunction =
        MembershipFunctionType::New();
    membershipFunction->SetMean( covarianceEstimators[i]->GetMean() );
    membershipFunction->SetCovariance(
        covarianceEstimators[i]->GetCovarianceMatrix() );
    membershipFunctionVector.push_back( membershipFunction.GetPointer() );
}
membershipFunctionVectorObject->Set( membershipFunctionVector );
classifier->SetMembershipFunctions( membershipFunctionVectorObject );

classifier->Update();

```

The following code snippet prints out pairs of a measurement vector and its class label in the sample.

```

const ClassifierType::MembershipSampleType* membershipSample
    = classifier->GetOutput();
ClassifierType::MembershipSampleType::ConstIterator iter
    = membershipSample->Begin();

while ( iter != membershipSample->End() )
{
    std::cout << "measurement vector = " << iter.GetMeasurementVector()
        << " class label = " << iter.GetClassLabel() << std::endl;
    ++iter;
}

```

#### 5.4.4 Expectation Maximization Mixture Model Estimation

The source code for this section can be found in the file `ExpectationMaximizationMixtureModelEstimator.cxx`.

In this example, we present an implementation of the expectation maximization (EM) process to generates parameter estimates for a two Gaussian component mixture model.

The Bayesian plug-in classifier example (see Section 5.4.3) used two Gaussian probability density functions (PDF) to model two Gaussian distribution classes (two models for two class). However, in some cases, we want to model a distribution as a mixture of several different distributions. Therefore, the probability density function ( $p(x)$ ) of a mixture model can be stated

as follows :

$$p(x) = \sum_{i=0}^c \alpha_i f_i(x) \quad (5.5)$$

where  $i$  is the index of the component,  $c$  is the number of components,  $\alpha_i$  is the proportion of the component, and  $f_i$  is the probability density function of the component.

Now the task is to find the parameters (the component PDF's parameters and the proportion values) to maximize the likelihood of the parameters. If we know which component a measurement vector belongs to, the solutions to this problem is easy to solve. However, we don't know the membership of each measurement vector. Therefore, we use the expectation of membership instead of the exact membership. The EM process splits into two steps:

1. E step: calculate the expected membership values for each measurement vector to each classes.
2. M step: find the next parameter sets that maximize the likelihood with the expected membership values and the current set of parameters.

The E step is basically a step that calculates the *a posteriori* probability for each measurement vector.

The M step is dependent on the type of each PDF. Most of distributions belonging to exponential family such as Poisson, Binomial, Exponential, and Normal distributions have analytical solutions for updating the parameter set. The `itk::Statistics::ExpectationMaximizationMixtureModelEstimator` class assumes that such type of components.

In the following example we use the `itk::Statistics::ListSample` as the sample (test and training). The `itk::Vector::is` our measurement vector class. To store measurement vectors into two separate sample container, we use the `itk::Statistics::Subsample` objects.

```
#include "itkVector.h"
#include "itkListSample.h"
```

The following two files provides us the parameter estimation algorithms.

```
#include "itkGaussianMixtureModelComponent.h"
#include "itkExpectationMaximizationMixtureModelEstimator.h"
```

We will fill the sample with random variables from two normal distribution using the `itk::Statistics::NormalVariateGenerator`.

```
#include "itkNormalVariateGenerator.h"
```

Since the `NormalVariateGenerator` class only supports 1-D, we define our measurement vector type as a one component vector. We then, create a `ListSample` object for data inputs.

We also create two `Subsample` objects that will store the measurement vectors in the `sample` into two separate sample containers. Each `Subsample` object stores only the measurement vectors belonging to a single class. This *class sample* will be used by the parameter estimation algorithms.

```

unsigned int numberOfClasses = 2;
typedef itk::Vector< double, 1 > MeasurementVectorType;
typedef itk::Statistics::ListSample< MeasurementVectorType > SampleType;
SampleType::Pointer sample = SampleType::New();
sample->SetMeasurementVectorSize( 1 ); // length of measurement vectors
                                       // in the sample.

```

The following code snippet creates a `NormalVariateGenerator` object. Since the random variable generator returns values according to the standard normal distribution (the mean is zero, and the standard deviation is one) before pushing random values into the `sample`, we change the mean and standard deviation. We want two normal (Gaussian) distribution data. We have two for loops. Each for loop uses different mean and standard deviation. Before we fill the `sample` with the second distribution data, we call `Initialize()` method to recreate the pool of random variables in the `normalGenerator`. In the second for loop, we fill the two class samples with measurement vectors using the `AddInstance()` method.

To see the probability density plots from the two distribution, refer to [Figure 5.5](#).

```

typedef itk::Statistics::NormalVariateGenerator NormalGeneratorType;
NormalGeneratorType::Pointer normalGenerator = NormalGeneratorType::New();

normalGenerator->Initialize( 101 );

MeasurementVectorType mv;
double mean = 100;
double standardDeviation = 30;
for ( unsigned int i = 0; i < 100; ++i )
{
    mv[0] = ( normalGenerator->GetVariate() * standardDeviation ) + mean;
    sample->PushBack( mv );
}

normalGenerator->Initialize( 3024 );
mean = 200;
standardDeviation = 30;
for ( unsigned int i = 0; i < 100; ++i )
{
    mv[0] = ( normalGenerator->GetVariate() * standardDeviation ) + mean;
    sample->PushBack( mv );
}

```

In the following code snippet notice that the template argument for the `MeanCalculator` and `CovarianceCalculator` is `ClassSampleType` (i.e., type of `Subsample`) instead of `SampleType` (i.e., type of `ListSample`). This is because the parameter estimation algorithms are applied to the class sample.

```

typedef itk::Array< double > ParametersType;
ParametersType params( 2 );

std::vector< ParametersType > initialParameters( numberOfClasses );
params[0] = 110.0;
params[1] = 800.0;
initialParameters[0] = params;

params[0] = 210.0;
params[1] = 850.0;
initialParameters[1] = params;

typedef itk::Statistics::GaussianMixtureModelComponent< SampleType >
    ComponentType;

std::vector< ComponentType::Pointer > components;
for ( unsigned int i = 0; i < numberOfClasses; i++ )
{
    components.push_back( ComponentType::New() );
    (components[i])->SetSample( sample );
    (components[i])->SetParameters( initialParameters[i] );
}

```

We run the estimator.

```

typedef itk::Statistics::ExpectationMaximizationMixtureModelEstimator<
    SampleType > EstimatorType;
EstimatorType::Pointer estimator = EstimatorType::New();

estimator->SetSample( sample );
estimator->SetMaximumIteration( 200 );

itk::Array< double > initialProportions( numberOfClasses );
initialProportions[0] = 0.5;
initialProportions[1] = 0.5;

estimator->SetInitialProportions( initialProportions );

for ( unsigned int i = 0; i < numberOfClasses; i++)
{
    estimator->AddComponent( (ComponentType::Superclass*)
        (components[i]).GetPointer() );
}

estimator->Update();

```

We then print out the estimated parameters.

```

for ( unsigned int i = 0; i < numberOfClasses; i++ )
{
    std::cout << "Cluster[" << i << "]" << std::endl;
    std::cout << "    Parameters:" << std::endl;
    std::cout << "        " << (components[i]->GetFullParameters()
        << std::endl;
    std::cout << "    Proportion: ";
    std::cout << "        " << estimator->GetProportions()[i] << std::endl;
}

```

### 5.4.5 Classification using Markov Random Field

Markov Random Fields are probabilistic models that use the correlation between pixels in a neighborhood to decide the object region. The `itk::Statistics::MRFImageFilter` uses the maximum a posteriori (MAP) estimates for modeling the MRF. The object traverses the data set and uses the model generated by the Mahalanobis distance classifier to get the distance between each pixel in the data set to a set of known classes, updates the distances by evaluating the influence of its neighboring pixels (based on a MRF model) and finally, classifies each pixel to the class which has the minimum distance to that pixel (taking the neighborhood influence under consideration). The energy function minimization is done using the iterated conditional modes (ICM) algorithm [6].

The source code for this section can be found in the file `ScalarImageMarkovRandomField1.cxx`.

This example shows how to use the Markov Random Field approach for classifying the pixel of a scalar image.

The `itk::Statistics::MRFImageFilter` is used for refining an initial classification by introducing the spatial coherence of the labels. The user should provide two images as input. The first image is the one to be classified while the second image is an image of labels representing an initial classification.

The following headers are related to reading input images, writing the output image, and making the necessary conversions between scalar and vector images.

```

#include "itkImage.h"
#include "itkImageFileReader.h"
#include "itkImageFileWriter.h"
#include "itkComposeImageFilter.h"

```

The following headers are related to the statistical classification classes.

```

#include "itkMRFImageFilter.h"
#include "itkDistanceToCentroidMembershipFunction.h"
#include "itkMinimumDecisionRule.h"

```

First we define the pixel type and dimension of the image that we intend to classify. With this image type we can also declare the `itk::ImageFileReader` needed for reading the input

image, create one and set its input filename. In this particular case we choose to use `signed short` as pixel type, which is typical for MicroMRI and CT data sets.

```
typedef signed short      PixelType;
const unsigned int      Dimension = 2;

typedef itk::Image<PixelType, Dimension > ImageType;

typedef itk::ImageFileReader< ImageType > ReaderType;
ReaderType::Pointer reader = ReaderType::New();
reader->SetFileName( inputImageFileName );
```

As a second step we define the pixel type and dimension of the image of labels that provides the initial classification of the pixels from the first image. This initial labeled image can be the output of a K-Means method like the one illustrated in section 5.4.2.

```
typedef unsigned char    LabelPixelType;

typedef itk::Image<LabelPixelType, Dimension > LabelImageType;

typedef itk::ImageFileReader< LabelImageType > LabelReaderType;
LabelReaderType::Pointer labelReader = LabelReaderType::New();
labelReader->SetFileName( inputLabelImageFileName );
```

Since the Markov Random Field algorithm is defined in general for images whose pixels have multiple components, that is, images of vector type, we must adapt our scalar image in order to satisfy the interface expected by the `MRFImageFilter`. We do this by using the `itk::ComposeImageFilter`. With this filter we will present our scalar image as a vector image whose vector pixels contain a single component.

```
typedef itk::FixedArray<LabelPixelType,1> ArrayPixelType;

typedef itk::Image< ArrayPixelType, Dimension > ArrayImageType;

typedef itk::ComposeImageFilter<
    ImageType, ArrayImageType > ScalarToArrayFilterType;

ScalarToArrayFilterType::Pointer
    scalarToArrayFilter = ScalarToArrayFilterType::New();
scalarToArrayFilter->SetInput( reader->GetOutput() );
```

With the input image type `ImageType` and labeled image type `LabelImageType` we instantiate the type of the `itk::MRFImageFilter` that will apply the Markov Random Field algorithm in order to refine the pixel classification.

```
typedef itk::MRFImageFilter< ArrayImageType, LabelImageType > MRFFilterType;

MRFFilterType::Pointer mrfFilter = MRFFilterType::New();

mrfFilter->SetInput( scalarToArrayFilter->GetOutput() );
```

We set now some of the parameters for the MRF filter. In particular, the number of classes to

be used during the classification, the maximum number of iterations to be run in this filter and the error tolerance that will be used as a criterion for convergence.

```
mrfFilter->SetNumberOfClasses( numberOfClasses );
mrfFilter->SetMaximumNumberOfIterations( numberOfIterations );
mrfFilter->SetErrorTolerance( 1e-7 );
```

The smoothing factor represents the tradeoff between fidelity to the observed image and the smoothness of the segmented image. Typical smoothing factors have values between 1.5. This factor will multiply the weights that define the influence of neighbors on the classification of a given pixel. The higher the value, the more uniform will be the regions resulting from the classification refinement.

```
mrfFilter->SetSmoothingFactor( smoothingFactor );
```

Given that the MRF filter need to continually relabel the pixels, it needs access to a set of membership functions that will measure to what degree every pixel belongs to a particular class. The classification is performed by the `itk::ImageClassifierBase` class, that is instantiated using the type of the input vector image and the type of the labeled image.

```
typedef itk::ImageClassifierBase<
    ArrayImageType,
    LabelImageType > SupervisedClassifierType;

SupervisedClassifierType::Pointer classifier =
    SupervisedClassifierType::New();
```

The classifier need a decision rule to be set by the user. Note that we must use `GetPointer()` in the call of the `SetDecisionRule()` method because we are passing a `SmartPointer`, and smart pointer cannot perform polymorphism, we must then extract the raw pointer that is associated to the smart pointer. This extraction is done with the `GetPointer()` method.

```
typedef itk::Statistics::MinimumDecisionRule DecisionRuleType;

DecisionRuleType::Pointer classifierDecisionRule = DecisionRuleType::New();

classifier->SetDecisionRule( classifierDecisionRule.GetPointer() );
```

We now instantiate the membership functions. In this case we use the `itk::Statistics::DistanceToCentroidMembershipFunction` class templated over the pixel type of the vector image, that in our example happens to be a vector of dimension 1.

```

typedef itk::Statistics::DistanceToCentroidMembershipFunction<
    ArrayPixelType >
    MembershipFunctionType;

typedef MembershipFunctionType::Pointer MembershipFunctionPointer;

double meanDistance = 0;
MembershipFunctionType::CentroidType centroid(1);
for( unsigned int i=0; i < numberOfClasses; i++ )
{
    MembershipFunctionPointer membershipFunction =
        MembershipFunctionType::New();

    centroid[0] = atof( argv[i+numberOfArgumentsBeforeMeans] );

    membershipFunction->SetCentroid( centroid );

    classifier->AddMembershipFunction( membershipFunction );
    meanDistance += static_cast< double > (centroid[0]);
}
if (numberOfClasses > 0)
{
    meanDistance /= numberOfClasses;
}
else
{
    std::cerr << "ERROR: numberOfClasses is 0" << std::endl;
    return EXIT_FAILURE;
}

```

We set the Smoothing factor. This factor will multiply the weights that define the influence of neighbors on the classification of a given pixel. The higher the value, the more uniform will be the regions resulting from the classification refinement.

```

mrfFilter->SetSmoothingFactor( smoothingFactor );

```

and we set the neighborhood radius that will define the size of the clique to be used in the computation of the neighbors' influence in the classification of any given pixel. Note that despite the fact that we call this a radius, it is actually the half size of an hypercube. That is, the actual region of influence will not be circular but rather an N-Dimensional box. For example, a neighborhood radius of 2 in a 3D image will result in a clique of size 5x5x5 pixels, and a radius of 1 will result in a clique of size 3x3x3 pixels.

```

mrfFilter->SetNeighborhoodRadius( 1 );

```

We should now set the weights used for the neighbors. This is done by passing an array of values that contains the linear sequence of weights for the neighbors. For example, in a neighborhood of size 3x3x3, we should provide a linear array of 9 weight values. The values are packaged in a `std::vector` and are supposed to be `double`. The following lines illustrate a typical set of

values for a 3x3x3 neighborhood. The array is arranged and then passed to the filter by using the method `SetMRFNeighborhoodWeight()`.

```
std::vector< double > weights;
weights.push_back(1.5);
weights.push_back(2.0);
weights.push_back(1.5);
weights.push_back(2.0);
weights.push_back(0.0); // This is the central pixel
weights.push_back(2.0);
weights.push_back(1.5);
weights.push_back(2.0);
weights.push_back(1.5);
```

We now scale weights so that the smoothing function and the image fidelity functions have comparable value. This is necessary since the label image and the input image can have different dynamic ranges. The fidelity function is usually computed using a distance function, such as the `itk::DistanceToCentroidMembershipFunction` or one of the other membership functions. They tend to have values in the order of the means specified.

```
double totalWeight = 0;
for(std::vector< double >::const_iterator wcIt = weights.begin();
    wcIt != weights.end(); ++wcIt )
{
    totalWeight += *wcIt;
}
for(std::vector< double >::iterator wIt = weights.begin();
    wIt != weights.end(); ++wIt )
{
    *wIt = static_cast< double > ( (*wIt) * meanDistance / (2 * totalWeight));
}

mrfFilter->SetMRFNeighborhoodWeight( weights );
```

Finally, the classifier class is connected to the Markof Random Fields filter.

```
mrfFilter->SetClassifier( classifier );
```

The output image produced by the `itk::MRFImageFilter` has the same pixel type as the labeled input image. In the following lines we use the `OutputImageType` in order to instantiate the type of a `itk::ImageFileWriter`. Then create one, and connect it to the output of the classification filter after passing it through an intensity rescaler to rescale it to an 8 bit dynamic range

```
typedef MRFFilterType::OutputImageType OutputImageType;
typedef itk::ImageFileWriter< OutputImageType > WriterType;

WriterType::Pointer writer = WriterType::New();

writer->SetInput( intensityRescaler->GetOutput() );

writer->SetFileName( outputImageFileName );
```



Figure 5.8: Effect of the MRF filter on a T1 slice of the brain.

We are now ready for triggering the execution of the pipeline. This is done by simply invoking the `Update()` method in the writer. This call will propagate the update request to the reader and then to the MRF filter.

```
try
{
    writer->Update();
}
catch( itk::ExceptionObject & excp )
{
    std::cerr << "Problem encountered while writing ";
    std::cerr << " image file : " << argv[2] << std::endl;
    std::cerr << excp << std::endl;
    return EXIT_FAILURE;
}
```

Figure 5.8 illustrates the effect of this filter with three classes. In this example the filter was run with a smoothing factor of 3. The labeled image was produced by `ScalarImageKmeansClassifier.cxx` and the means were estimated by `ScalarImageKmeansModelEstimator.cxx`.

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