

UI-Net: Interactive Artificial Neural Networks for Iterative Image Segmentation Based on a User Model

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Segmentation Group
September 8, 2017



Outline

Introduction

- Hepatic Lesion Embolization
- Interactive Image Segmentation

Methods

- Interactive Network Topology
- User Simulation

Experiments and Evaluation

Outlook

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"Why an interactive
segmentation?"

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"Why an interactive
segmentation?"

"How to make CNNs
interactive?"

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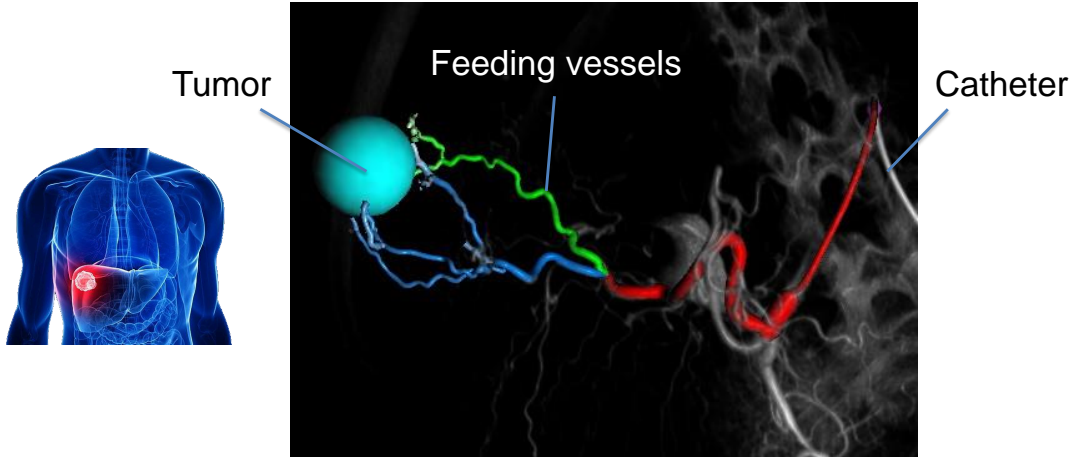
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- Interactive Network Topology
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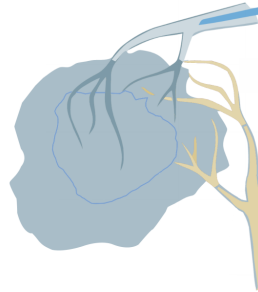
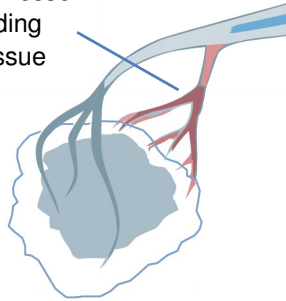
Transcatheter Arterial Chemoembolization (TACE)



Roughly segmented tumor and subsequently generated vessel tree

Tumor Therapy – Impact of Segmentation Quality

Occluded vessel
stops feeding
healthy tissue

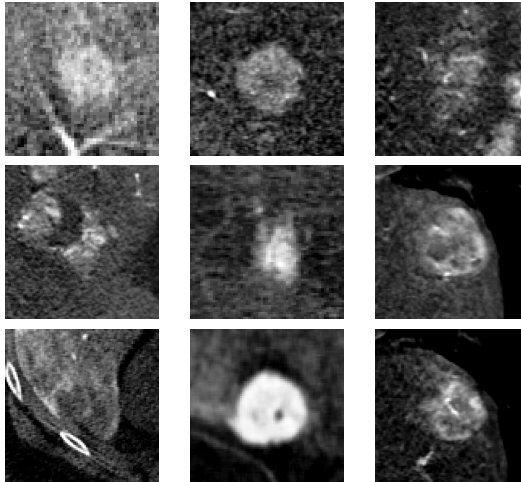


Additional vessel
still feeding the
tumor

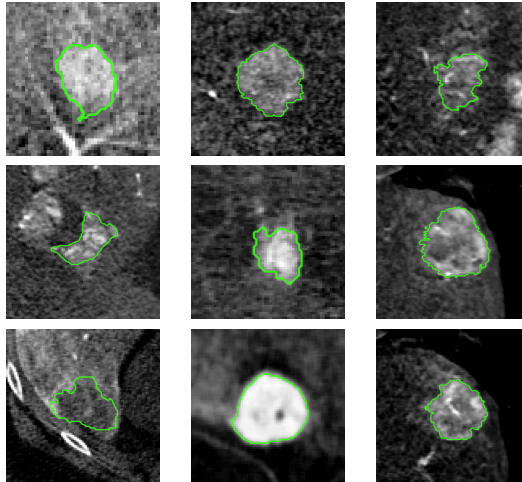
Why an exact segmentation?

- segmented volume too big → healthy tissue gets occluded (toxicity increases)
- segmented volume too small → tumor growth unimpeded (efficacy decreases)

Hepatic Lesion Segmentation – C-Arm CT Volumetric Input Data



Hepatic Lesion Segmentation – Outcome



Interventional Segmentation Environment



Exam Room



Control Room

Interventional Segmentation Environment



Exam Room



Control Room

Interventional Segmentation Environment



Exam Room



Control Room


Interactive Segmentation Interface Prototypes



- Fully manual segmentation takes a lot of time; accurate outcome
- Fully automatic segmentation can take a lot of time to compute; quality correlated with size of ground truth database
- Interactive segmentation introduces a feedback loop for the user via seed points and scribbles

⇒ Idea: increase efficiency during segmentation via assisted interaction

Interactive Segmentation Interface Prototypes



Manual Segmentation

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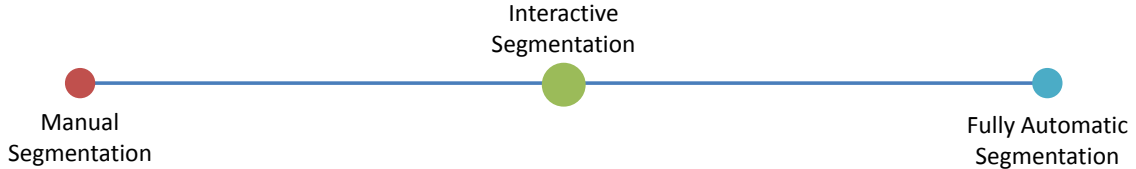
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Interactive Image Segmentation

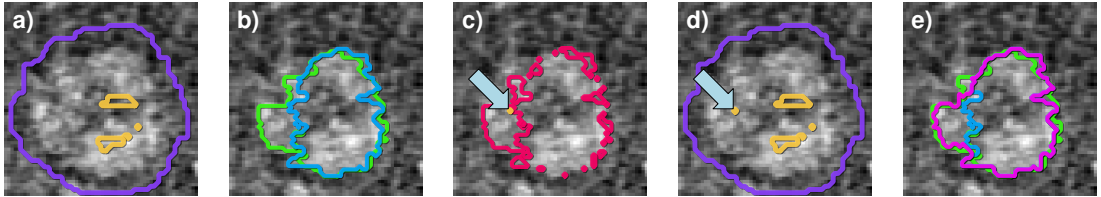
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Interactive Network Topology
User Simulation

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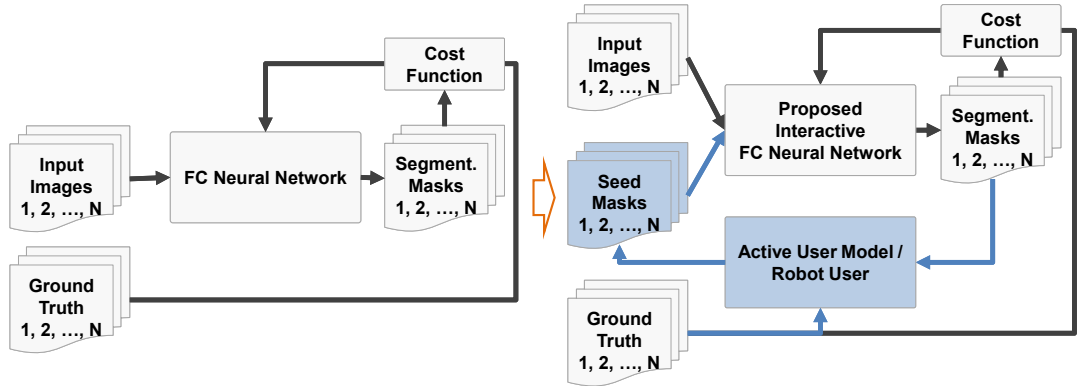
Outlook

Interactive FCN – Seed Update



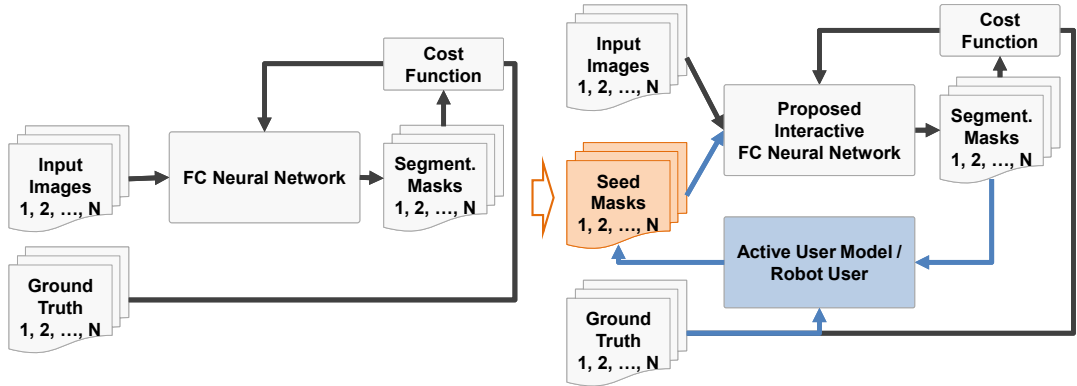
- Current seed mask with **background** and **foreground** seeds
- Compute **segmentation mask** based on a), compare to **ground truth**
- User selects misclassified image element position(s) from **difference mask**
- User updates seed mask
- Compute **improved segmentation mask** w. r. t. **old segmentation mask**

Interactive FCN – Proposed Topology Changes



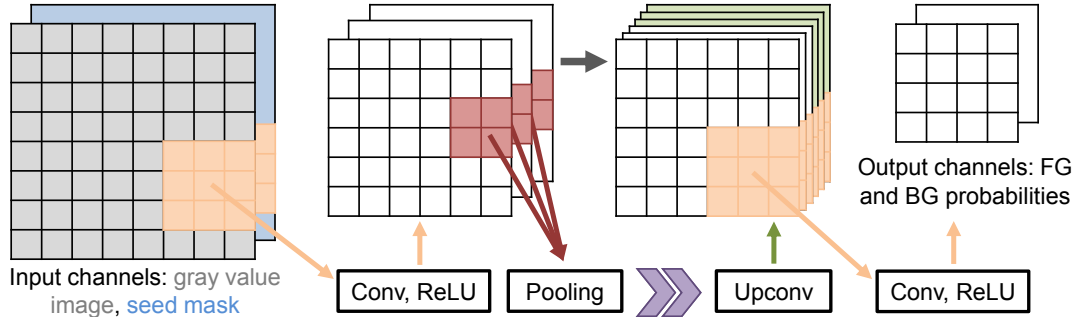
Traditional FCN training procedure (left) and proposed training method by user simulation (right).

Interactive FCN – Proposed Topology Changes



Traditional FCN training procedure (left) and proposed training method by user simulation (right).

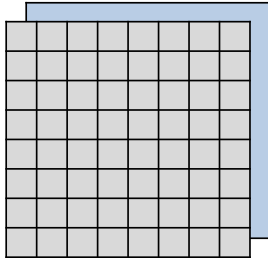
Interactive FCN – User Seed Mask Integration



Schematic FCN computation including user information as **additional input**.

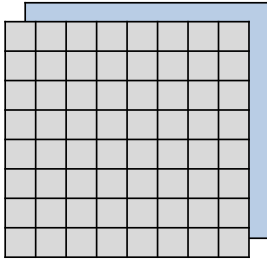
Purple arrows represent further computational layers based on the U-net topology.

Interactive FCN – User Seed Mask Integration



Input channels: gray value
image, seed mask

Interactive FCN – User Seed Mask Integration

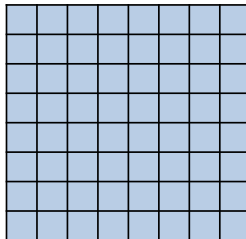
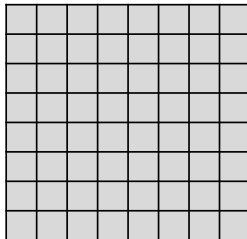


Input channels:

gray value image,

seed mask

Interactive FCN – User Seed Mask Integration

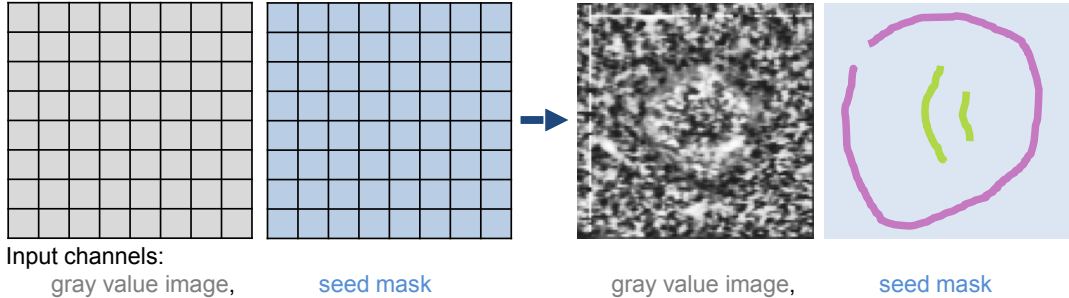


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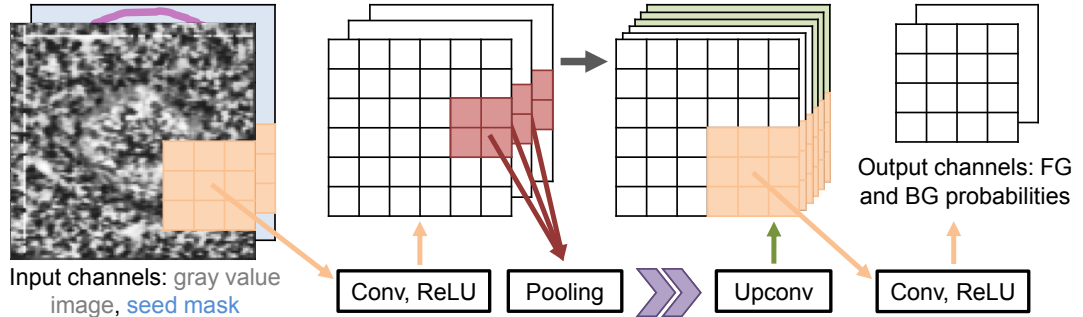
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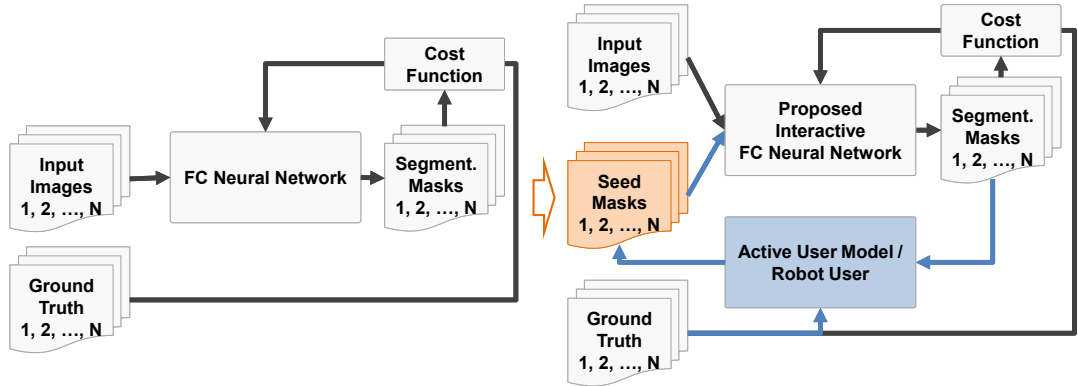
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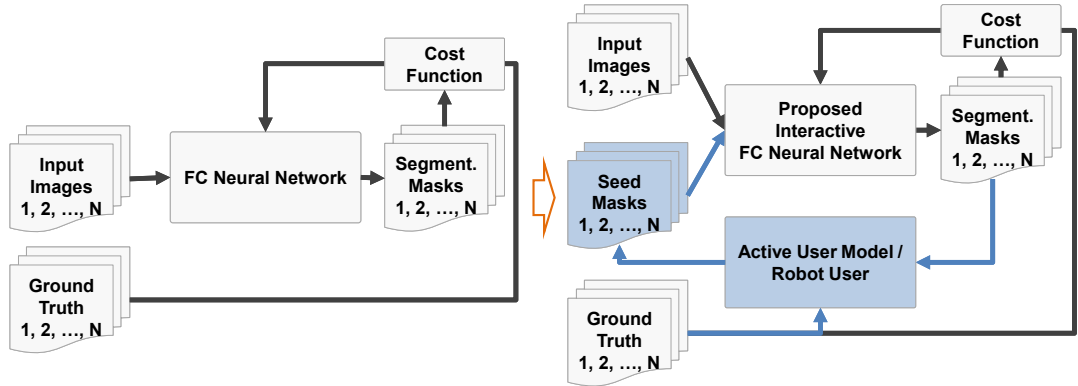
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Interactive FCN – Proposed Topology Changes



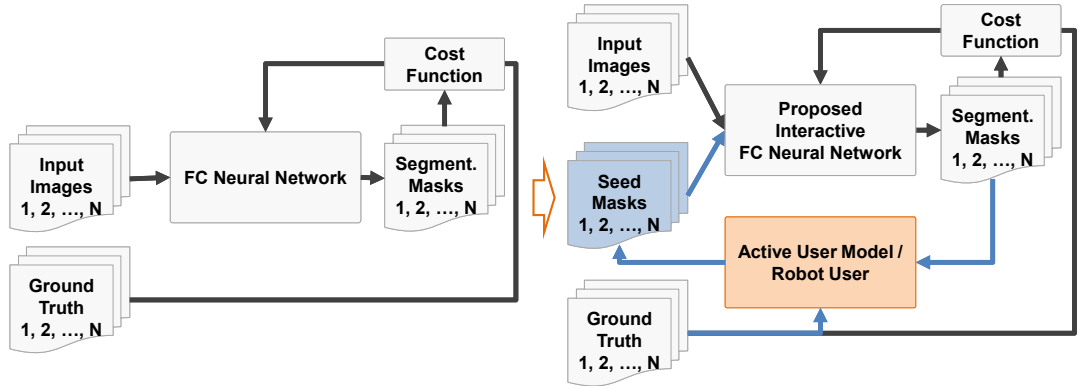
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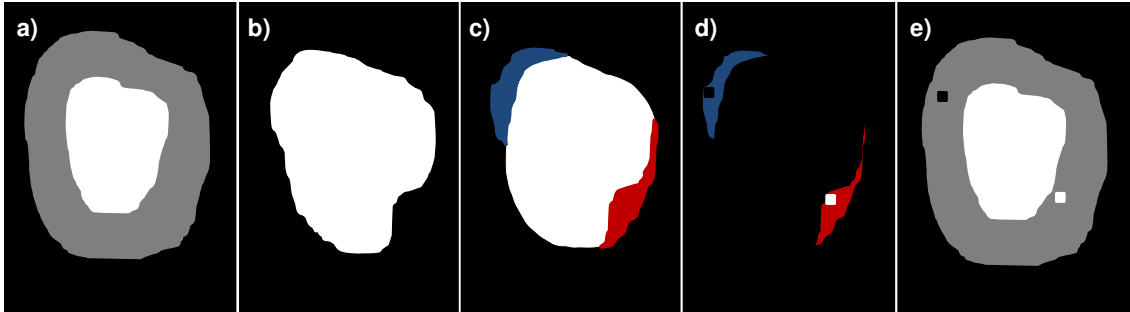
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Interactive FCN – Rule-Based Simulated User Input



User Model: Probabilistic seed placement using difference mask from GT and current segmentation

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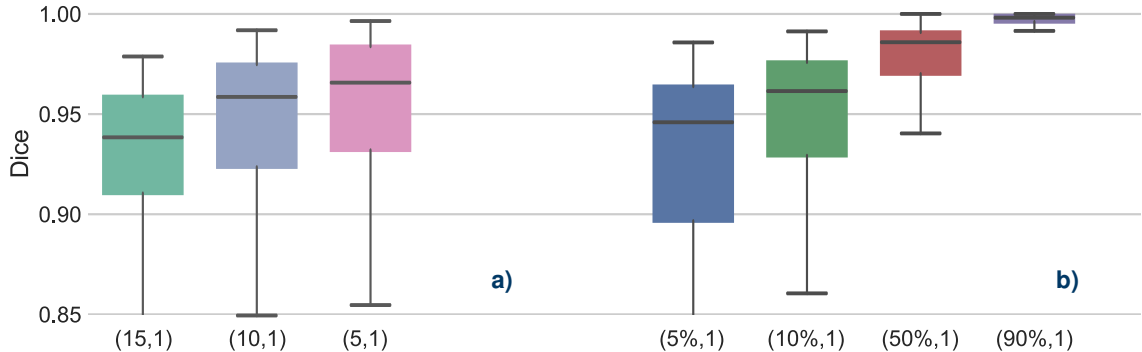
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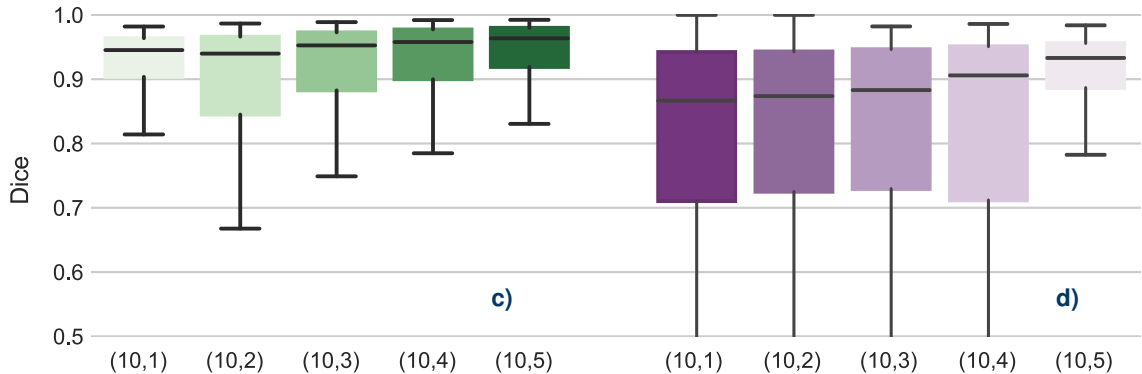
Outlook

Interactive FCN Results – Without a User Model



UI-nets trained with **a)** varying contour width and **b)** randomized seed masks for initial seeding.

Interactive FCN Results – With a User Model



Segmentation quality after one to five iterations: c) interactive UI-net and d) GrowCut.

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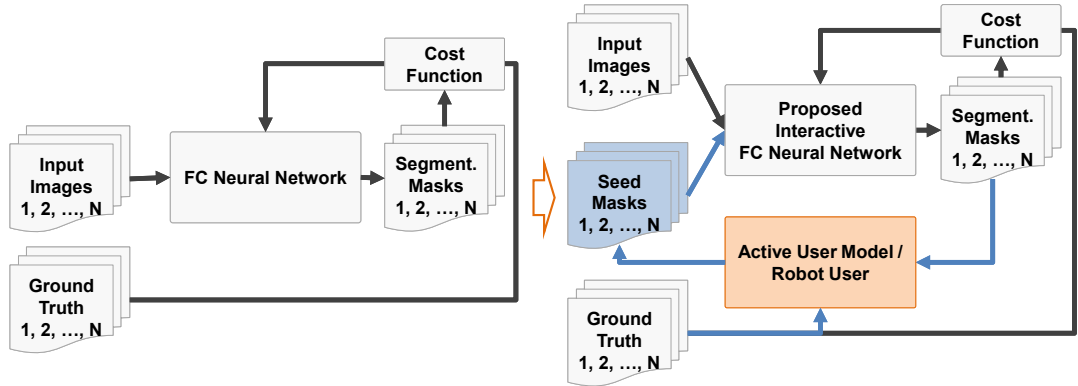
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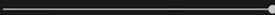
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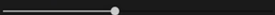
Contour Line Opacity



+
Object

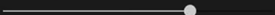
Window Width

Automatic Windowing



-
Background

Window Center



←
Undo

👁
Show Hint

Example Workflow:

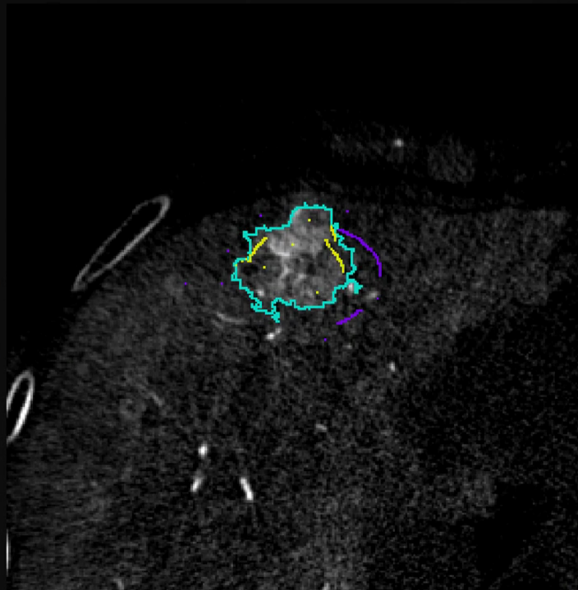
1. Click on **Show Hint** 📄 to observe an outline of the object to segment.
2. While observing the object, use the windowing sliders to adjust the pixel values in the image to improve object to background contrast, or choose **Automatic Windowing**.
3. Draw seed points •, lines §, or complex shapes △ onto the image, representing either **foreground/object** + or **background** - regions, until you are **satisfied** with the result.
📌 Try not to draw directly on the contour line of the object, but clearly inside or outside of it.
★ Play around with all the controls. If things get out of hand, you can always easily **restart**.



Tip: use the left and right mouse buttons for easy foreground and background seed label drawing without changing labels via the +/- buttons above.

🗑
Restart

🏁
Finish



Thank you for your attention!

Are there any questions?

Participation: www.bit.ly/vcbmseg

User Study

In order to participate in the user study, please fill in the password provided in your invitation.
If you did not receive an invitation, but like to participate in the study,
please just send me a short request per [email](#).

Thank you!

