

Deep Learning for Image Reconstruction

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Overview

- AUTOMAP
- CT Image Reconstruction
- Variational Network

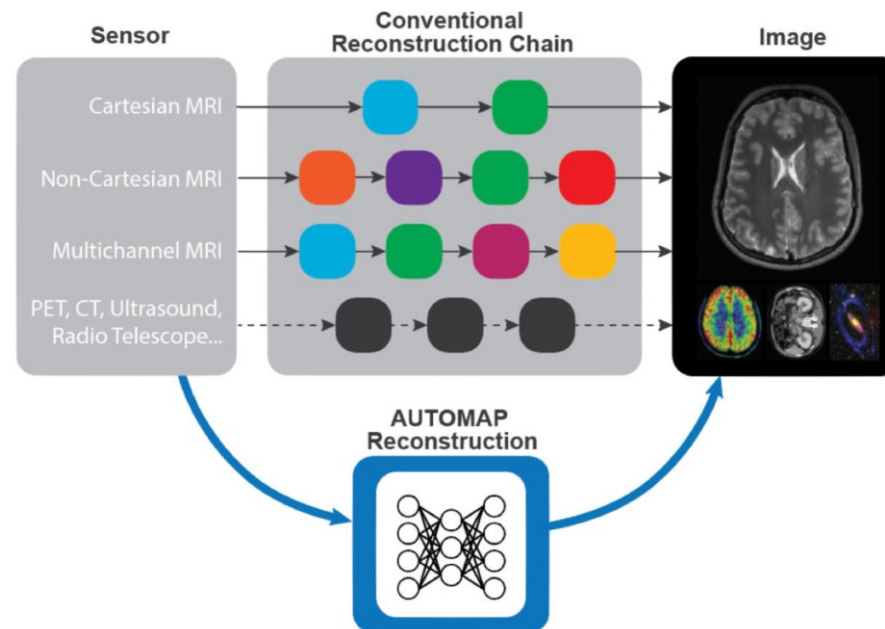
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AUTOMAP

What is Automated Transform by Manifold Approximation?

AUTOMAP recasts image reconstruction as a data-driven, supervised learning task implemented with a deep neural network that allows a mapping between sensor and image domain.



AUTOMAP

Layers:

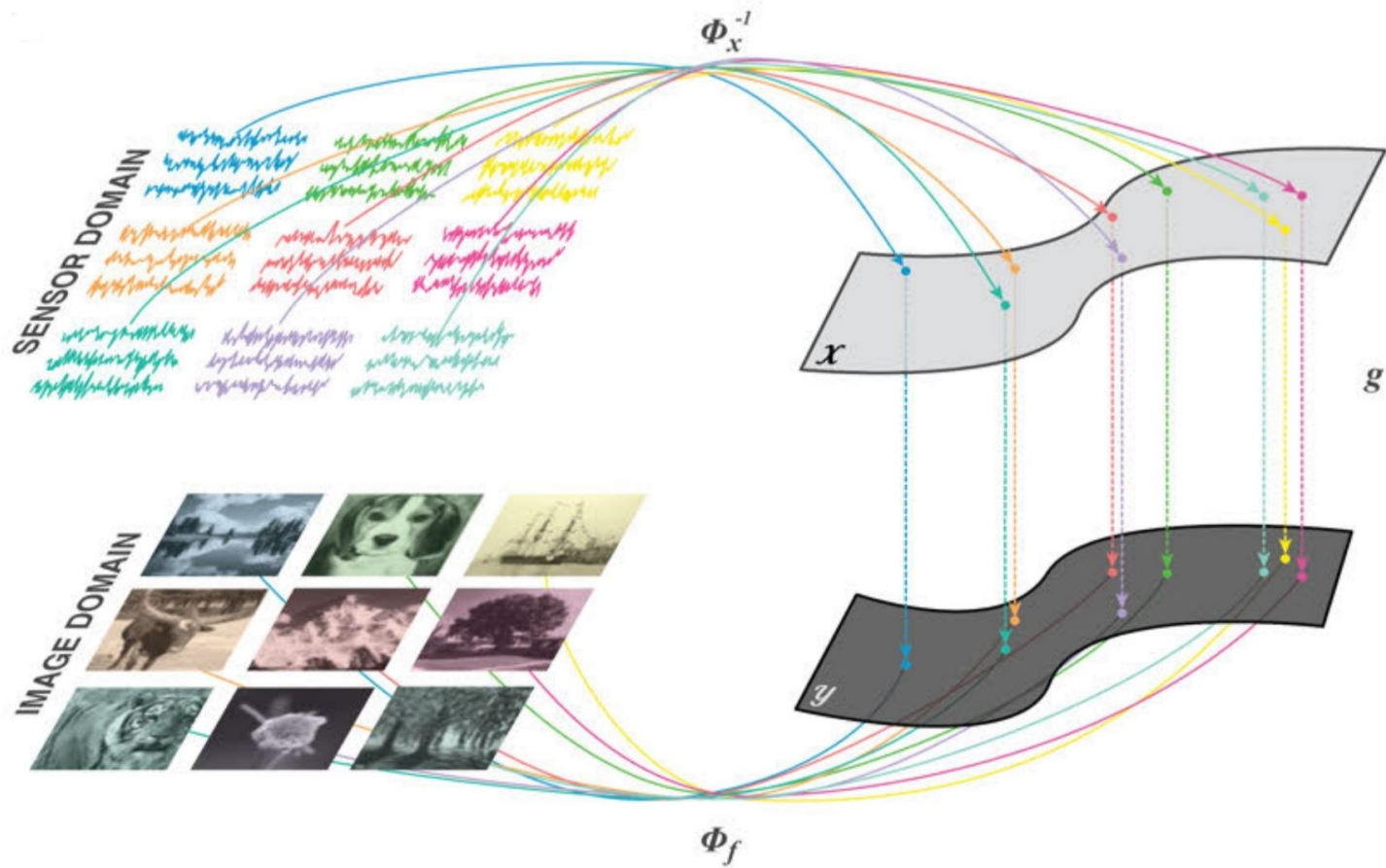
- The fully-connected layers approximate the between-manifold projection from the **sensor domain** to the **image domain**.
- The convolutional layers extract high-level features from the data and force the image to be represented **sparsely**

A composite transformation:

$$f(x) = \phi_y \circ g \circ \phi_x^{-1}(x)$$

- ϕ_x^{-1} is an inversed transform original encoding signals from sensor domain to the decoded domain
- g is projection from manifold of decoded inputs x to manifold of output images y
- ϕ_y decompress the images from manifold g back to the representation in euclidean space.

AUTOMAP



AUTOMAP

\tilde{x} is noisy observation, x is sensor domain inputs. First task is to learn the stochastic projection operator onto manifold \mathcal{X} :

$$P(\tilde{x}) = P(x \mid \tilde{x})$$

After obtaining x , second task is to obtain the reconstruct function $f(x)$:

$$\min L(\tilde{f}(x), f(x))$$

Denote the data as $(y_i, x_i)_{i=1}^n$, x_i is i-th observation indicates $n \times n$ paramters, y_i indicates $n \times n$ underlying images. Assum that:

- Smooth and homeomorphic function $f: y = f(x)$ exists
- Manifolds \mathcal{X} and \mathcal{Y} are embedded in the ambient space \mathbb{R}^{n^2}

Joint manifold $M_{x,y} = \mathcal{X} \times \mathcal{Y}$, that the $(y_i, x_i)_{i=1}^n$ lies in.

Exist a mapping $\phi = (\phi_x, \phi_y)$, between $(x, f(x))$ and $(z, g(z))$

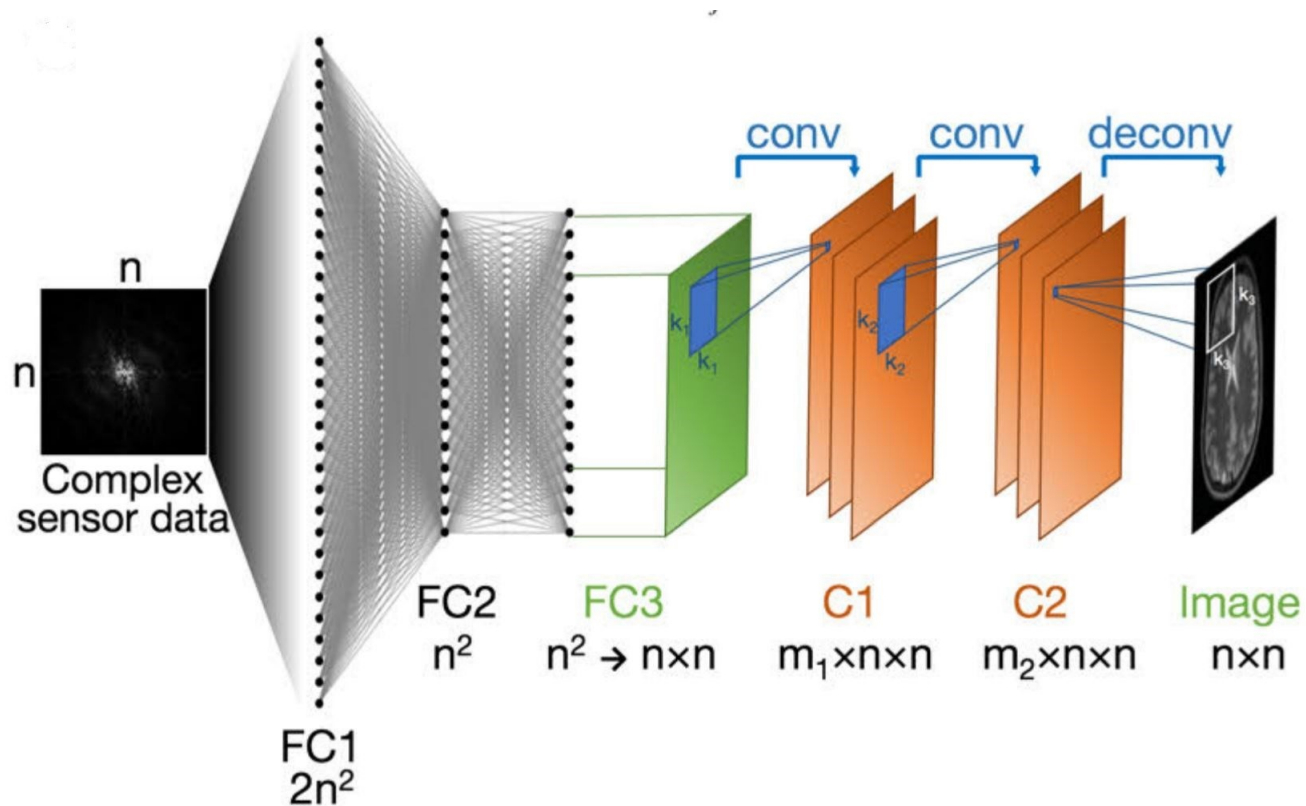
$$(x = \phi_x(z), f(x) = \phi_y \circ g(z))$$

$$f(x) = \phi_y \circ g \circ \phi_x^{-1}(x)$$

Model Architecture

- The input to the neural network consists of a vector of sensor domain sampled data produced by the preprocessing
- Complex data must be separated into real and imaginary components concatenated in the input vector ($n \times n - 2n^2 \times 1$)
- The input layer FC1 is fully connected to an $n^2 \times 1$ dimensionality FC2 and activated by the tanh
- Fully connected to another $n^2 \times 1$ dimensionality hidden layer FC3
- C1, C2 convolve 64 filters of 5×5 with stride 1 followed by a rectifier nonlinearity
- The the final output layer deconvolves the C2 layer with 64 filters of 7×7 with stride 1, reconstruct the magnitude image

Model Architecture



Training Details

Data:

- ImageNet
- Human Connectome Project (HCP)
- Random value noise

Sensor-domain encoding:

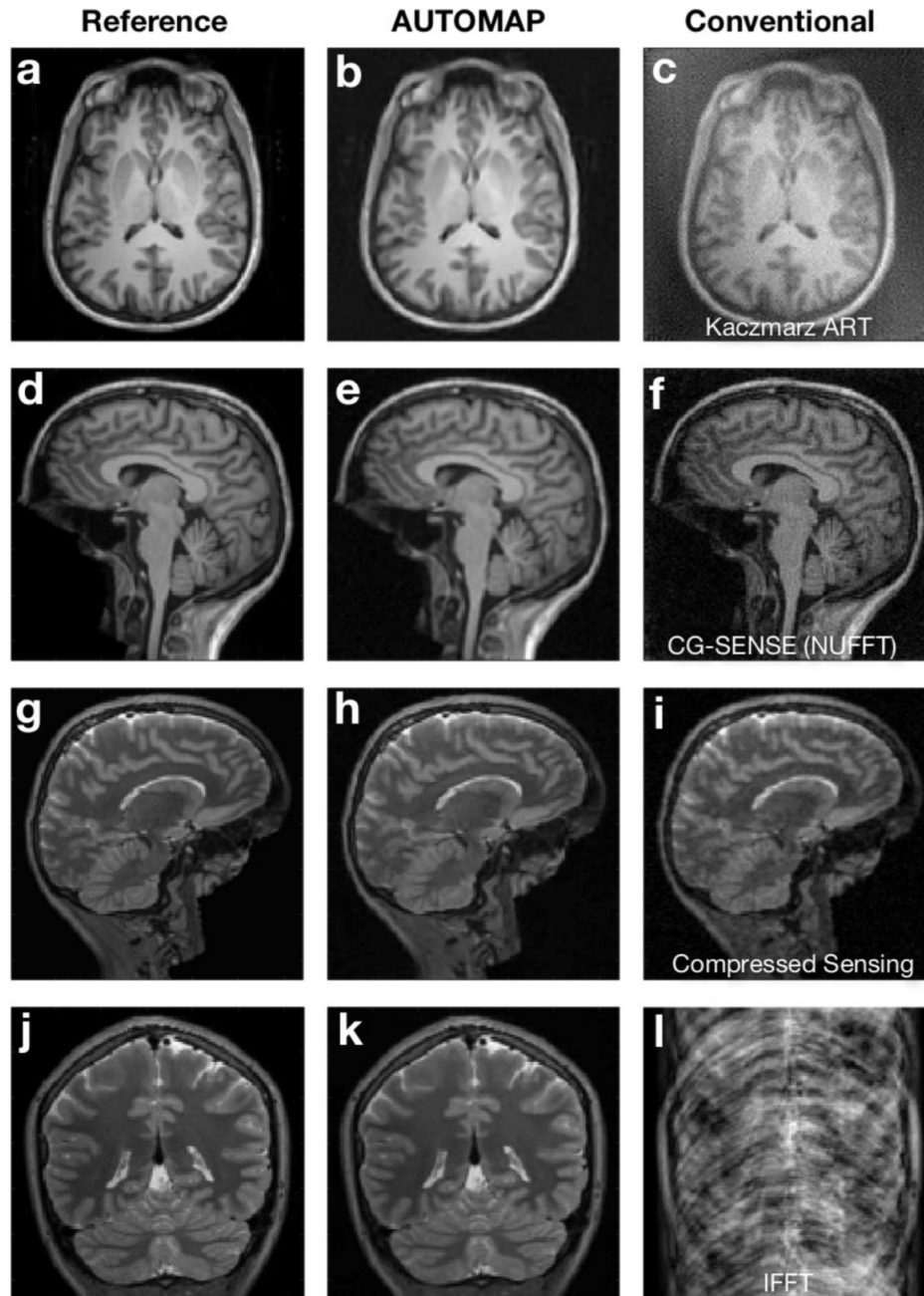
- Discrete Radon Transform with 180 projection angles and 185 parallel rays
- Nonuniform Fast Fourier Transform (NUFFT) was used the Spiral k-space experiment
- Undersampled Cartesian k-space experiment used a Poisson-disc sampling pattern
- The misaligned Cartesian k-space experiment used Fourier Transformed

Training Details

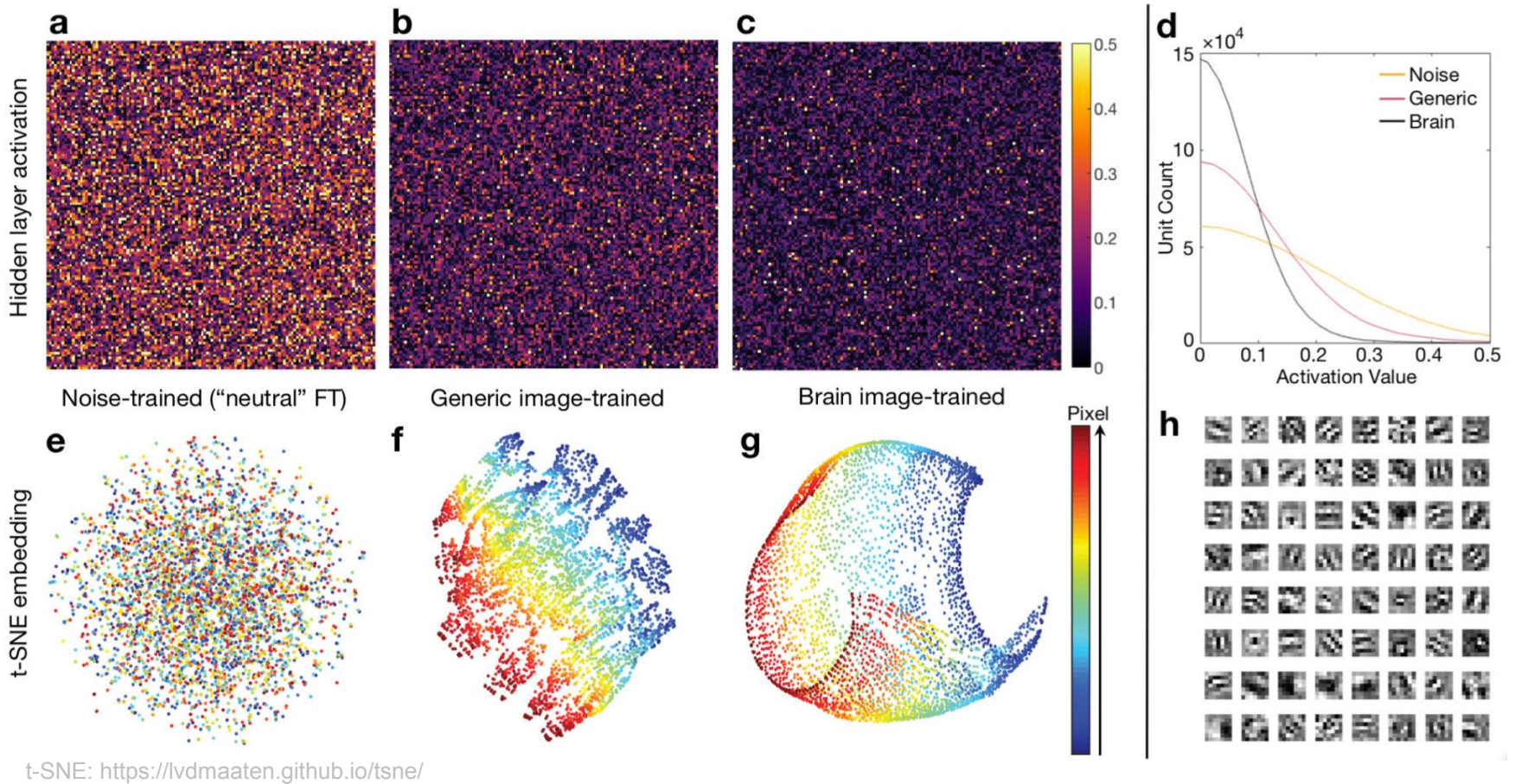
Training the network:

- Multiplicative noise to the inputs to force the network to learn robust presentation
- Squared loss
- L1 norm penalty applied to the feature map activations in the final hidden layer C2
- Gaussian noise that was only applied during evaluation

Result



Hidden-layer Activity



Learn Reconstruction of Image Phase

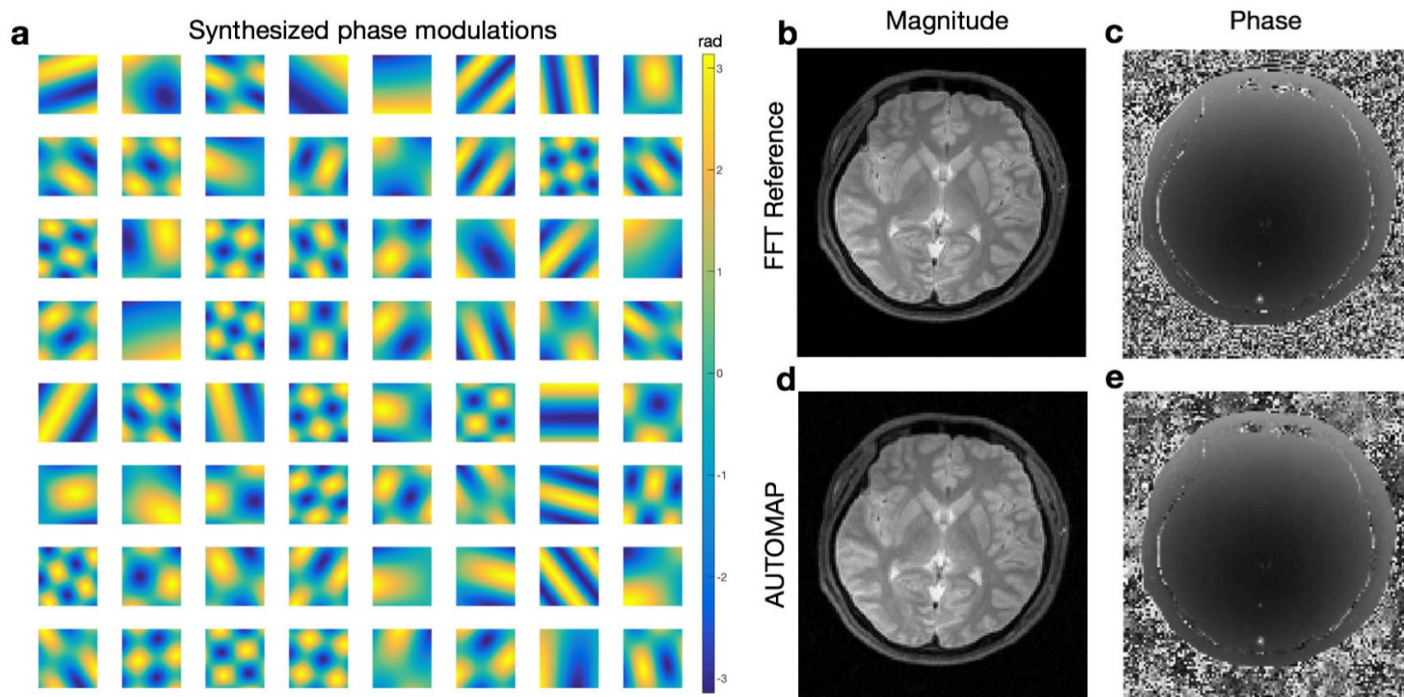


Figure 4. Learning reconstruction of phase for *in vivo* data. The inclusion of synthetic phase to the training dataset enables AUTOMAP to properly reconstruct both the magnitude and phase. **a**, The magnitude-only Human Connectome Project (HCP) k -space data was phase-modulated by two-dimensional sinusoids of varying spatial frequencies to generate the training dataset. After training, the magnitude (**b**) and phase (**c**) of a test T2-weighted k -space dataset are properly reconstructed by AUTOMAP (**d**, **e**).

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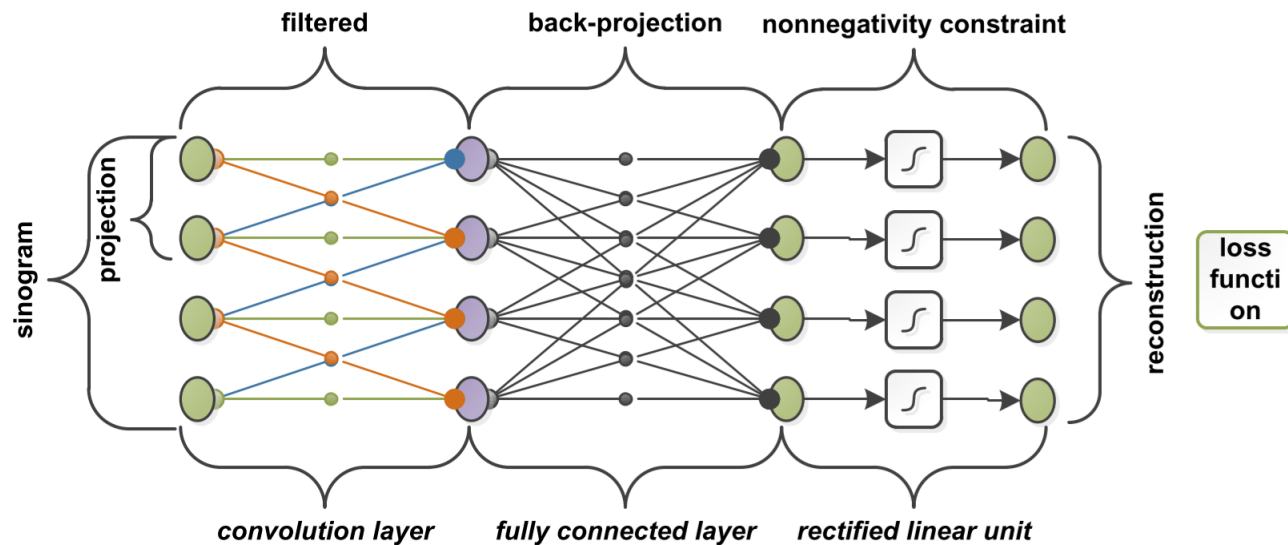
Filtered Back-projection

$$f(u, v) = \int_0^\pi q(s, \theta) * h(s) d\theta \Big|_{s = u \cos \theta + v \sin \theta}$$

Mapping these steps to neural network:

- High pass filter — convolution layer
- Backprojection along θ — fully connected layer
- Suppress negative values — non-negative constrain (ReLU)
- Loss function: e.g. l2 norm: $\|x - y\|_2$

Parallel-Beam Neural Network Architecture



Mapping FBP to Neural Networks

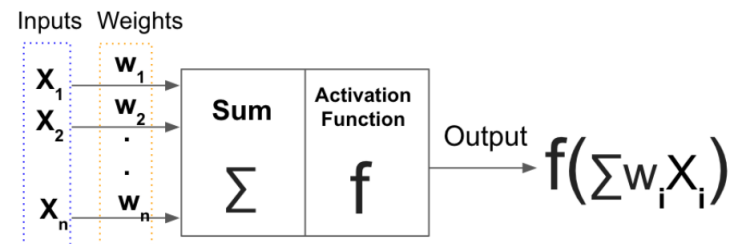
$$f(u, v) \approx \frac{\pi}{N} \sum_{n=1}^N q(u \cos(\theta_n) + v \sin(\theta_n), \theta_n)$$

and one-dimensional interpolation:

$$f(u, v) \approx \frac{\pi}{N} \sum_{n=1}^N \sum_{m=1}^M w_m(u, v, \theta_n) \cdot q \left[u \cos(\theta_n) + v \sin(\theta_n) - \frac{M+2}{2} + m \right], \quad n$$

A well known activation model of a neuron is:

$$f(y_i) = f \left(\sum_{j=1}^N w_{ij} x_j + w_{j0} \right)$$



A Practical Introduction to Deep Learning with Caffe and Python, Adil Moujahid

Mapping FBP to Neural Networks

$f(x_i, y_j)$ denotes a pixel of a reconstruction of Size $I \times J$,

$$f(x_i, y_j) = \sum_{n=1}^N \sum_{m=1}^M w_{i+(j-1) \cdot I, m+(n-1) \cdot M} \cdot q_{m,n}$$

then we could compare the function before:

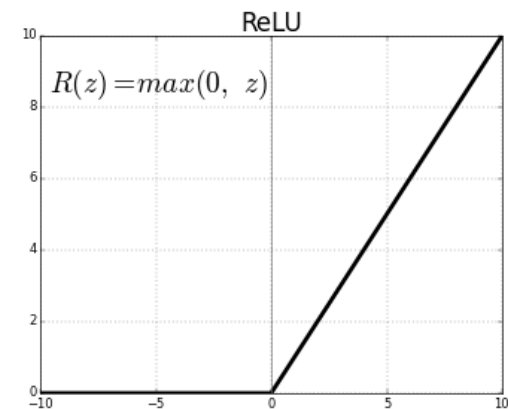
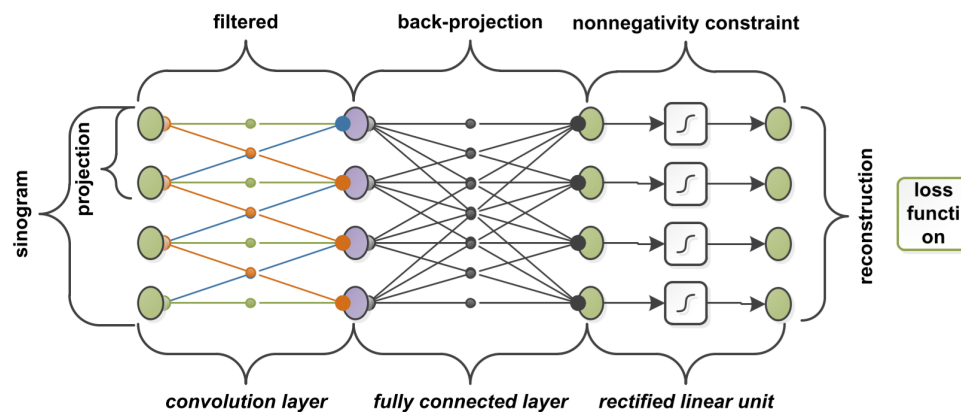
$$f(u_i, v_j) \approx \frac{\pi}{N} \sum_{n=1}^N \sum_{m=1}^M w_m(u_i, v_j, \theta_n) \cdot q_{m,n}$$

they are equivalent if:

$$\frac{\pi}{N} w_m(u_i, v_j, \theta_n) = W_{i+(j-1) \cdot I, m+(n-1) \cdot M}$$

Mapping FBP to Neural Networks

$$f(x_i, y_j) = \max \left[0, \sum_{n=1}^N \sum_{m=1}^M \frac{\pi}{N} w_m (u_i, v_i, \theta_n) \cdot \left(\sum_{k=-M/2}^{M/2} w_k P_{m-k,n} \right) \right]$$



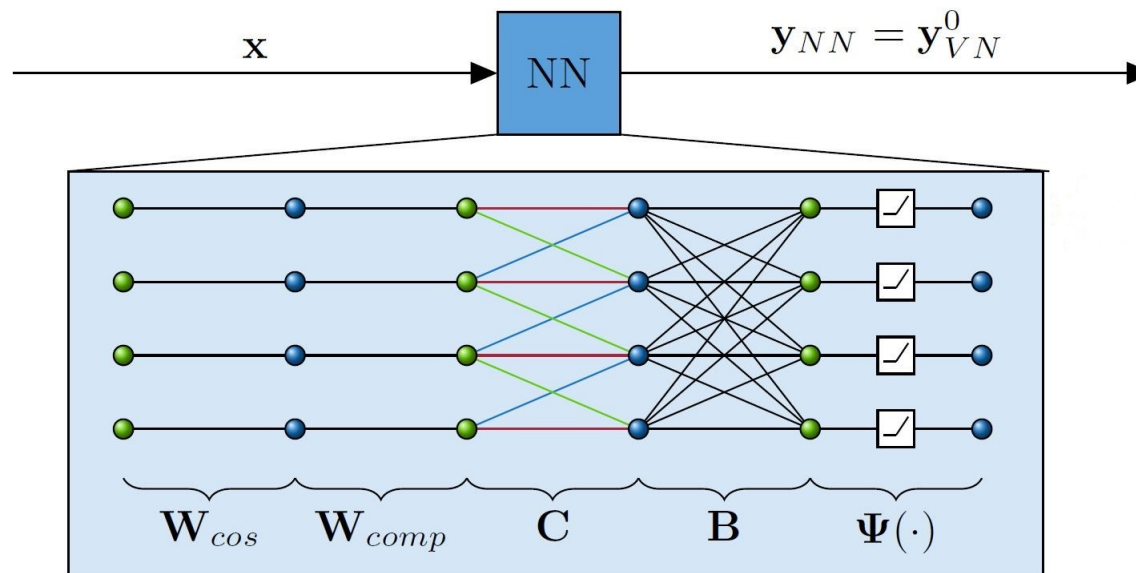
<https://medium.com/@kanchansarkar/relu-not-a-differentiable-function-why-used-in-gradient-based-optimization-7fef3a4cecec>

Parallel-Beam Back-Projection Layer

To solve the parameters in the fully connected layer:

- During the forward-pass, the coefficients are computed, and update: $y_l = W_l y_{l-1}$
- Backward-pass: $E_{l-1} = W_l^T E_l$

Fan-beam Neural Network Architecture



Fan-beam Neural Network Architecture

$$y_{NN} = \Psi (BCW_{comp} W_{cos} x)$$

- B denotes the backprojection operator
- C implements filtering with one-dimensional convolution kernel
- W_{cos} is weighting operators
- W_{comp} is compensation weights
- The non-negativity constraint is realized via operator Ψ

Fan-beam Neural Network Architecture

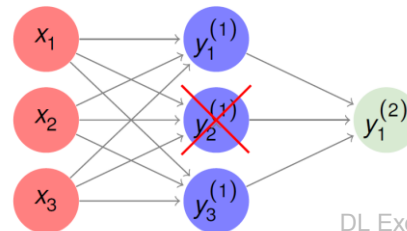
Main parts of the architecture:

- Weighting Layer:
 - W is sparse structure of a diagonal matrix;
 - Forward: element-wise multiplication of the input with the weights;
 - Backward: element-wise multiplication of the weights with the error.
- Fan-Beam Back-Projection Layer :
 - identical to the parallel-beam FCL

Convergence and Overfitting

Regularization is important to achieve convergence and to prevent overfitting:

- Dropout: individual nodes are either "dropped out" of the net with probability $1 - p$ or kept with probability p



DL Exercise 2: Regularization

- **Pre-training** can be applied directly using knowledge of existing FBP algorithms.
e.g. The convolutional layer uses the ramp filter.

Reconstruction Results

Ground Truth



FBP



NN

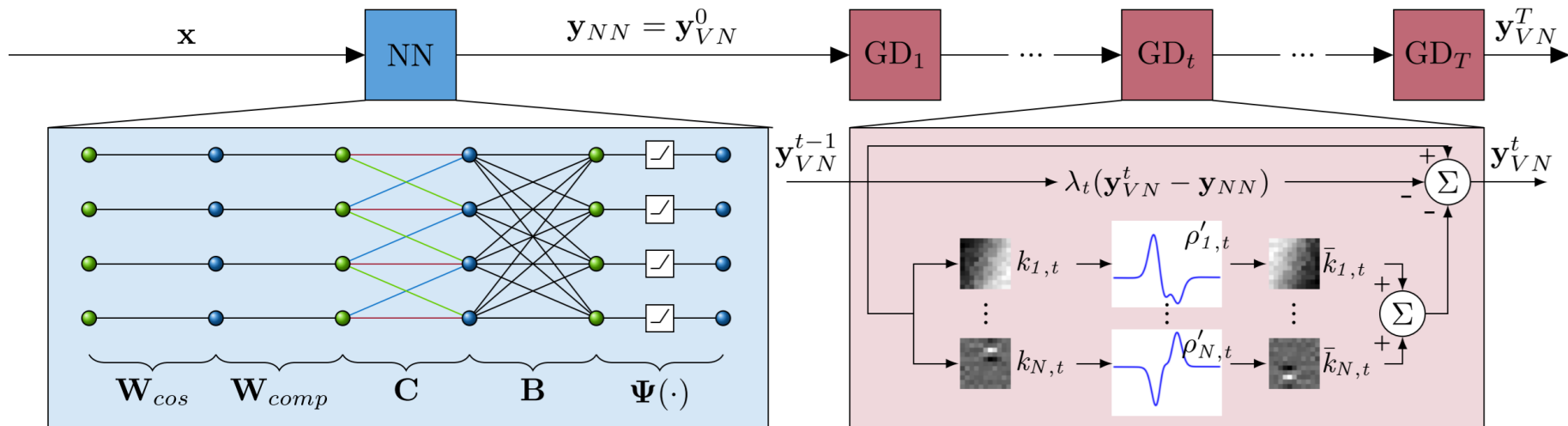


Reconstruction results using 360°, 180° FBP, and 180° NN

Overview

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Variational Network



Variational Network

To remove the streaking artifacts, the VN formulates non-linear filtering. In each step t , these parameters are learned:

- filters $k_{i,t}$
- derivative of potential functions $p_{i,t}$
- the regularization parameter λ_t

Variational Network

Formulating a network for non-linear filtering as a fixed number of T unrolled gradient descent steps:

$$y_{VN}^t = y_{VN}^{t-1} - g^t(y_{VN}^{t-1})$$

$$g^t(y_{VN}^{t-1}) = \nabla_y E(y) \Big|_{y=y_{VN}^{t-1}}$$

The variational image restoration problem is given as,

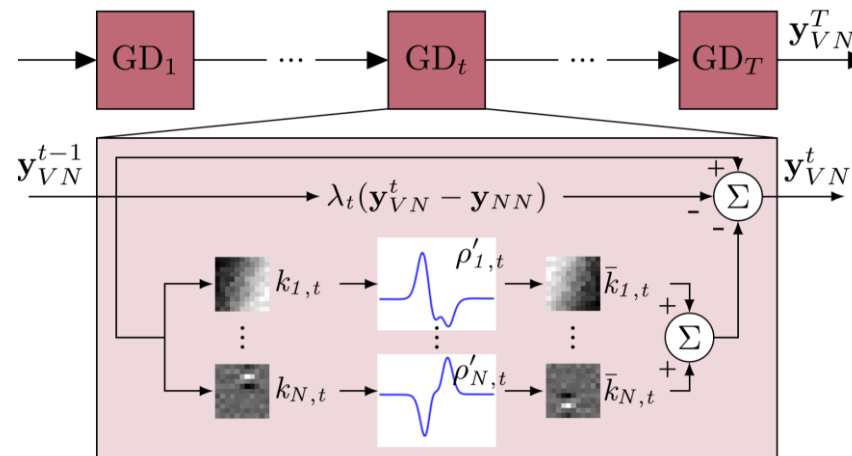
$$E(y) = \frac{\lambda}{2} \|y_{VN} - y_{NN}\|_2^2 + \sum_{i=1}^{N_k} p_i(K_i y_{VN})$$

Variational Network

$$\mathbf{y}_{VN}^t = \mathbf{y}_{VN}^{t-1} - \sum_{i=1}^{N_k} K_{i,t}^T p'_{i,t}(K_{i,t} \mathbf{y}_{VN}^{t-1}) - \lambda_t (\mathbf{y}_{VN}^{t-1} - \mathbf{y}_{NN})$$

Then the loss function is the minimization of the mean-squared error (MSE):

$$L = \frac{1}{2S} \sum_{s=1}^S \left\| \mathbf{y}_{VN}^T - \mathbf{z}_s \right\|_2^2$$



Results Comparison

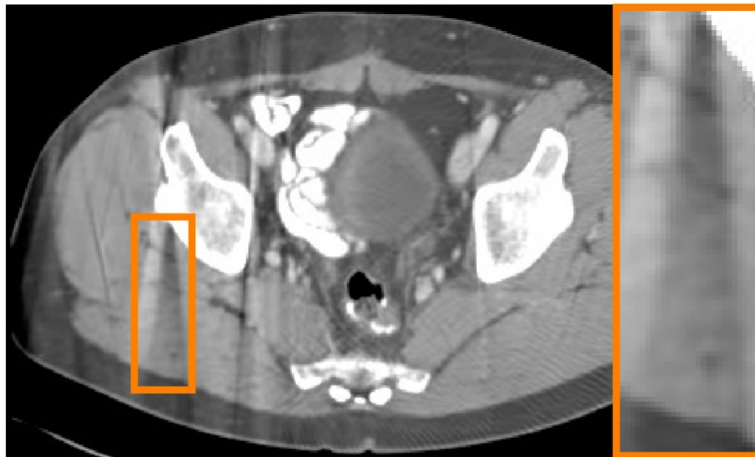
Full Scan Reference



Neural Network Input



BM3D



Variational Network ($k = 13$)



References

- [1] Zhu, B., Liu, J.Z., Cauley, S.F., Rosen, B.R. and Rosen, M.S., 2018. Image reconstruction by domain-transform manifold learning. *Nature*, 555(7697), p.487.
- [2] Würfl T, Ghesu FC, Christlein V, Maier A. Deep Learning Computed Tomography. In: *Medical Image Computing and Computer-Assisted Intervention*; 2016. p. 432–440.
- [3] Hammernik, K., Würfl, T., Pock, T. and Maier, A., 2017. A deep learning architecture for limited-angle computed tomography reconstruction. In *Bildverarbeitung für die Medizin 2017* (pp. 92-97). Springer Vieweg, Berlin, Heidelberg.
- [4] Hammernik, K., Klatzer, T., Kobler, E., Recht, M.P., Sodickson, D.K., Pock, T. and Knoll, F., 2018. Learning a variational network for reconstruction of accelerated MRI data. *Magnetic resonance in medicine*, 79(6), pp.3055-3071.

Thank you :)

