




gruvi  graphics + usability + visualization



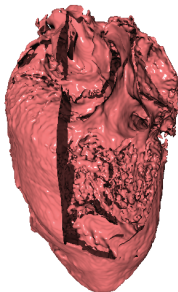
SIMON FRASER UNIVERSITY
THINKING OF THE WORLD

Edge Aware Anisotropic Diffusion for 3D Scalar Data

Zahid Hossain Torsten Möller

Simon Fraser University
Burnaby, BC
Canada.

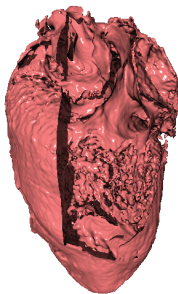




Original Sheep's heart
data



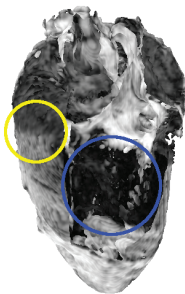
Existing gradient
based anisotropic
diffusion



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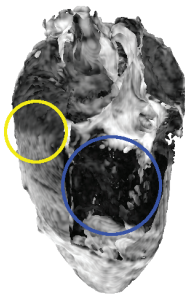
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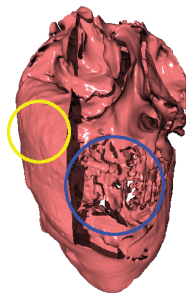
Gradient magnitude
map



Existing gradient based anisotropic diffusion



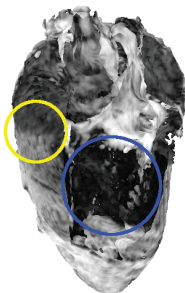
Gradient magnitude map



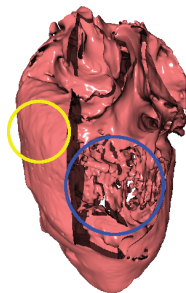
Proposed method



Existing gradient
based anisotropic
diffusion



Gradient magnitude
map



Proposed method

Note

Our method yields a consistent smoothing over an iso-surface without undesirable artifacts.

- Perona and Malik (**PM**) Model (TPAMI, 1990):

$$\frac{\partial f}{\partial t} = \mathbf{div} (h(\|\nabla f\|) \nabla f)$$

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- Extension in 3D by Gerig et al. (TMI, 1992): remains isotropic on the tangent plane of the gradient.

Previous Work: Trouble in 3D



Original

Previous Work: Trouble in 3D



PM model in 3D



Original

Previous Work: Trouble in 3D



PM model in 3D



Original



Curvatures taken
into account



PM model in 3D



Original



Curvatures taken
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Therefore Weickert classified PM and higher order diffusion processes as **non-linear** rather than **anisotropic**.

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 - A recent methods namely **SRNRAD** and **ORNRAD** (TIP, 2009).

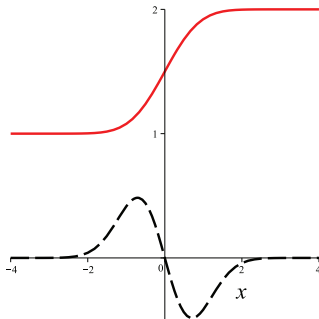
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 - We will compare our method with these two.

- 1 Removal of the gradient magnitude based parameter.

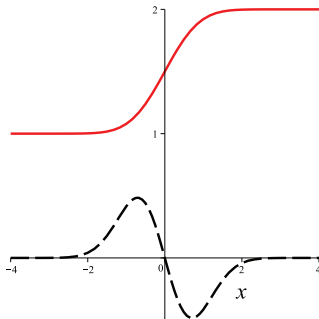
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- 2 Dynamic adaptation of anisotropy based on local curvatures.

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- 2 Dynamic adaptation of anisotropy based on local curvatures.
- 3 Application in de-noising and visualization.

The Proposed Method



The red solid curve is the **error function** while the dashed black curve is the second derivative of it.



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- A common technique to detect **edges** in 2D image processing.
- Basis of 2D transfer functions, Kindlmann and Durkin (VIS 1998).

Objectives

- 1 No diffusion will be performed along the gradient direction.

Note

This one is different from the classical methods. This prevents blurring across an edge.

Objectives

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- 2 Diffusion will be stopped around the edge locations.

Note

Check for $f_{nn} = 0$. Note it does not create any problem in constant homogeneous regions.

Objectives

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- 3 Diffusion will be performed anisotropically along the direction of the minimum curvature.

Note

Similar to Krissian et al.(1997), i.e the KM model.

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- 4 Diffuse isotropically on the tangent plane of the normal \mathbf{n} in regions where the local iso-surface has similar principal curvatures.

Note

For example, on the surface of a sphere or a slab.

- Consider the 1D heat, also known as **diffusion**, equation:

$$\frac{\partial f}{\partial t} = c f_{xx}$$

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$$\frac{\partial f}{\partial t} = hf_{\mathbf{r}_1\mathbf{r}_1} + gf_{\mathbf{r}_2\mathbf{r}_2} + wf_{\mathbf{nn}}$$

Where the orthonormal bases $[\mathbf{r}_1, \mathbf{r}_2, \mathbf{n}]$ are min curvature, max curvature and normal directions respectively.

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- Setting $g = \tau h$ and $w = \eta h$ we can simplify the above

$$\frac{\partial f}{\partial t} = h \cdot (f_{\mathbf{r}_1\mathbf{r}_1} + \tau f_{\mathbf{r}_2\mathbf{r}_2} + \eta f_{\mathbf{nn}}), \quad \tau, \eta \in [0, 1]$$

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Set $\eta = 0$

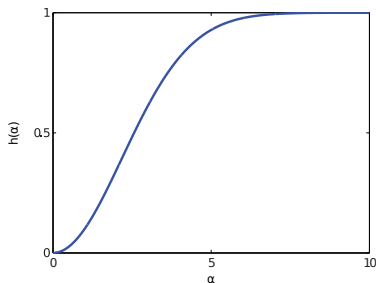
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Define h

$$h(\alpha) = 1 - (0.9)^{\left(\frac{\alpha}{\sigma}\right)^2}, \quad \sigma \in \mathbb{R}$$

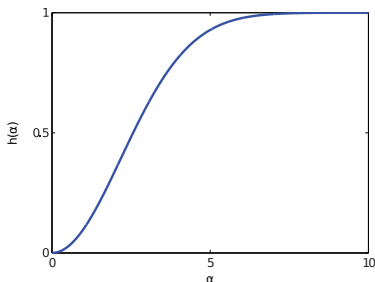


Plot of $h(\alpha)$

Define h

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h can take, as argument, the directional second derivative $f_{\mathbf{nn}}$ along the normal \mathbf{n} .



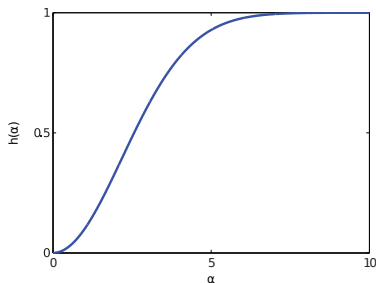
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$$\text{So far: } \frac{\partial f}{\partial t} = h(f_{\mathbf{nn}}) \left(f_{\mathbf{r}_1 \mathbf{r}_1} + \tau f_{\mathbf{r}_2 \mathbf{r}_2} \right)$$

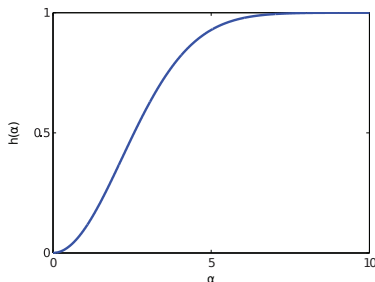


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Note

- Diffusion **stops** when $f_{\mathbf{nn}} \approx 0$, i.e. around the edge locations.
- Constant homogeneous regions, where $f_{\mathbf{nn}} \approx 0$, would not be affected by diffusion anyway.

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where,

κ_1 : minimum curvature

κ_2 : maximum curvature

such that, $|\kappa_1| \leq |\kappa_2|$.

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κ_1 : minimum curvature

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Note

- Both the curvatures are measured from a smoothed version of the data f_ρ with a Gaussian filter having a small variance ρ^2 .
- So we will use the notation τ_ρ for the rest of the presentation to depict this and call it **isotropy function**.

So far we have

$$\frac{\partial f}{\partial t} = h(f_{\mathbf{nn}}) \left(f_{\mathbf{r}_1 \mathbf{r}_1} + \overbrace{\tau_\rho}^{\mathbf{IF}} f_{\mathbf{r}_2 \mathbf{r}_2} \right), \quad \mathbf{IF} = \text{Isotropy Function}$$

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Which can be simplified to

$$\vdots$$
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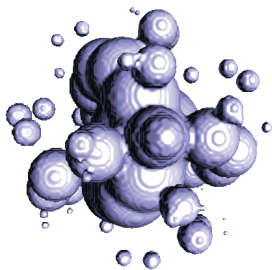
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Note

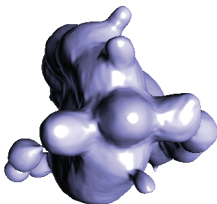
Has a similar form to **Mean Curvature Motion (MCM)**, yet essentially different.

$$\mathbf{MCM}: \quad \frac{\partial f}{\partial t} = -\|\nabla f\| (\kappa_1 + \kappa_2)$$

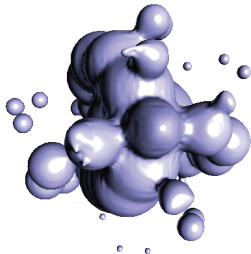
Results: Significance of σ



Original



$h(\cdot) = 1$



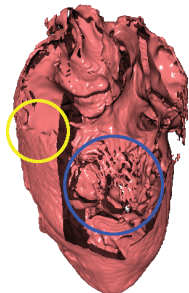
$\sigma = 40$

Our: $\frac{\partial f}{\partial t} = -h(f_{\text{nn}}) \|\nabla f\| (\kappa_1 + \tau_\rho \kappa_2), \quad h(f_{\text{nn}}) = 1 - (0.9)^{\left(\frac{f_{\text{nn}}}{\sigma}\right)^2}, \quad \sigma \in \mathbb{R}$

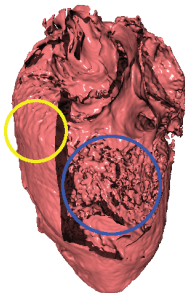
MCM: $\frac{\partial f}{\partial t} = -\|\nabla f\| (\kappa_1 + \kappa_2)$

Results

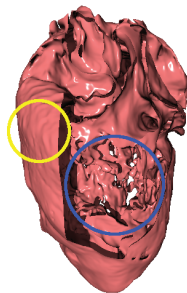
Results: Consistent Smoothing



KM method: $k = 40$



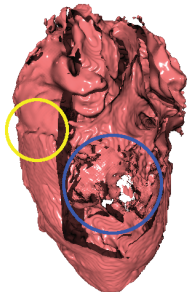
Original



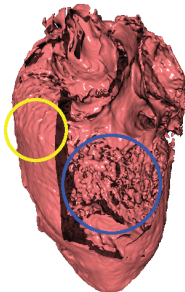
Our method: $\sigma = 1$

$$\frac{\partial f}{\partial t} = -h(f_{\mathbf{nn}}) \|\nabla f\| (\kappa_1 + \tau_\rho \kappa_2), \quad h(f_{\mathbf{nn}}) = 1 - (0.9)^{\left(\frac{f_{\mathbf{nn}}}{\sigma}\right)^2}, \quad \sigma \in \mathbb{R}$$

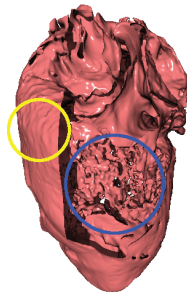
Results: Consistent Smoothing



KM method: $k = 60$



Original



Our method: $\sigma = 10$

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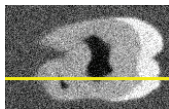
De-noising Properties

De-noising Properties

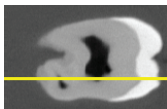
Note

- We **used the same parameter settings** for all our de-noising experiments across all datasets and noise types.
- With a unit grid spacing in all dimensions we empirically found that $\Delta t \leq 0.4$ is stable for most practical purposes.

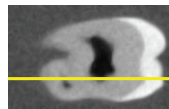
Results: De-noising (Gaussian)



Noisy, SNR=12.89

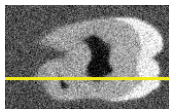


Original

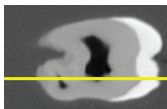


Diffused, SNR=26.12

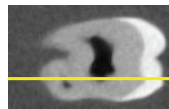
Results: De-noising (Gaussian)



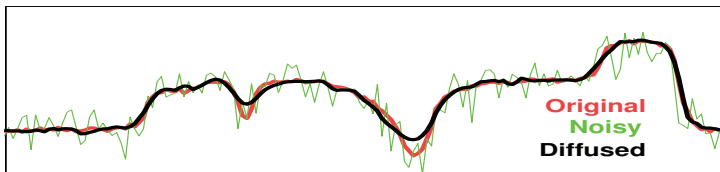
Noisy, SNR=12.89



Original

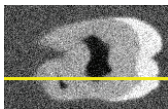


Diffused, SNR=26.12

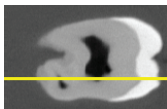


Profile

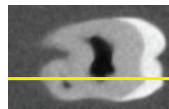
Results: De-noising (Gaussian)



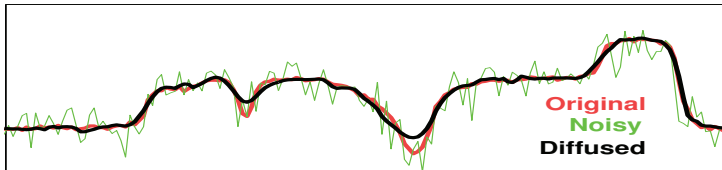
Noisy, SNR=12.89



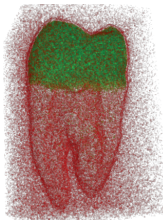
Original



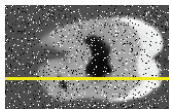
Diffused, SNR=26.12



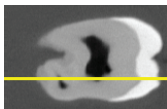
Profile



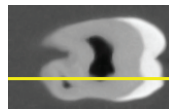
Results: De-noising (Salt and Pepper)



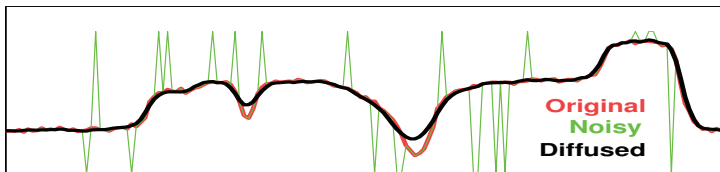
Noisy, SNR=12.89



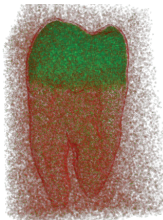
Original



Diffused, SNR=26.12



Profile



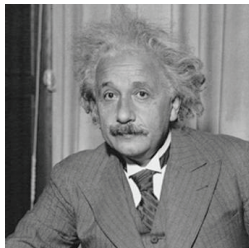
De-noising Comparison

De-noising Comparison

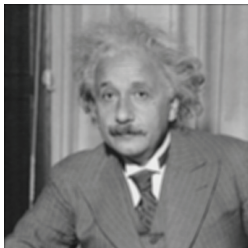
Note

- We compared our anisotropic diffusion with two recent de-noising methods: **SRNRAD** and **ORNRAD** proposed by Krissian and Aja-Fernández (2009).
- We **did not change** any parameter settings.

- Mean Squared Error (**MSE**).
- Structural Similarity Index (**SSIM**).
- Quality Index Based on Local Variance (**QILV**).

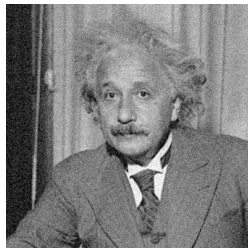


Original



Blurred

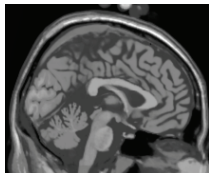
SSIM: 0.8235 (**Good**)
QILV: 0.4793 (Bad)



Gaussian noise

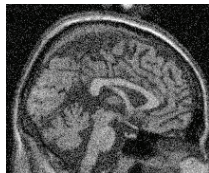
SSIM: 0.4643 (Bad)
QILV: 0.7192 (**Good**)

Gaussian noise

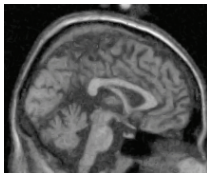


Original

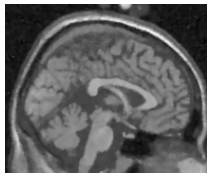
	MSE	SSIM	QILV
Noise	558.750	0.540	0.503
SRNRAD	162.017	0.816	0.886
ORNRAD	<u>153.873</u>	<u>0.819</u>	0.859
Our	75.878	0.900	<u>0.860</u>



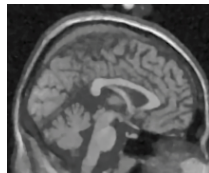
Noisy



Our

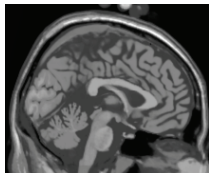


SRNRAD



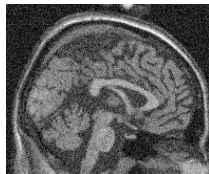
ORNRAD

Rician noise

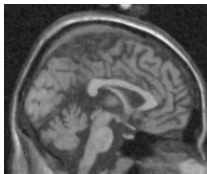


Original

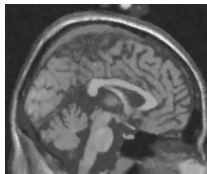
	MSE	SSIM	QILV
Noise	450.558	0.561	0.712
SRNRAD	232.459	<u>0.792</u>	0.913
ORNRAD	<u>226.405</u>	0.795	<u>0.889</u>
Our	173.851	0.795	0.820



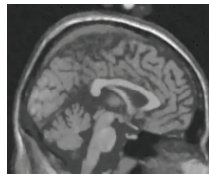
Noisy



Our



SRNRAD



ORNRAD

Note

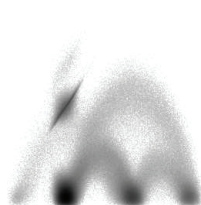
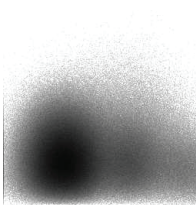
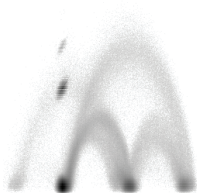
- Our method performs similarly if not better in many cases.

Note

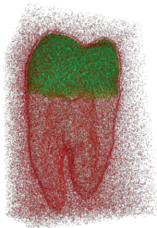
- Our method performs similarly if not better in many cases.
- And our Matlab implementation is ≈ 14 times faster than a multi-threaded C/C++ based implementation of **ORNRAD**.

Impact on Visualization

Gaussian noise



Original

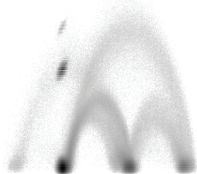


Noisy

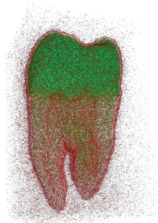
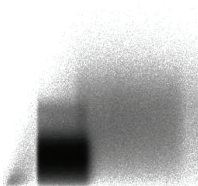


Diffused

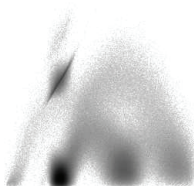
Speckle noise



Original

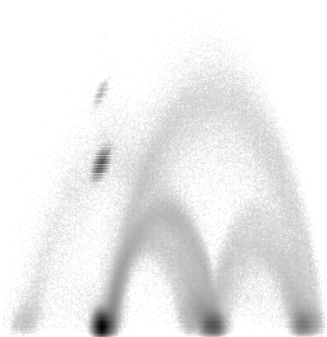


Noisy

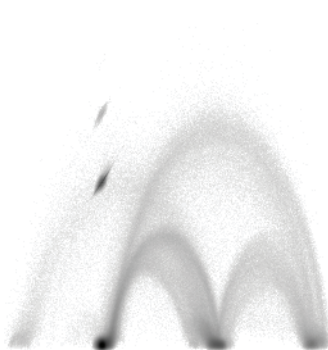


Diffused

Tooth Dataset

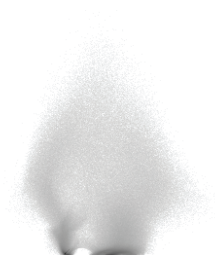


Original

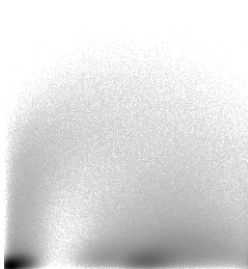


Diffused with our method

Sheep's Heart Dataset



KM method



Original



Our method

We developed an anisotropic diffusion that:

- Smooths consistently over an iso-surface
- Requires much less effort to choose a parameter value.
- Performs similarly, if not better, to a recent de-noising method.
- Is easy to implement and fast.
- Enhances 2D transfer functions.

We would like to thank:

- Dr. Karl Krissian and Dr. Santiago Aja-Fernández for providing supports in various occasions.
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Thank you for your attention :)

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