

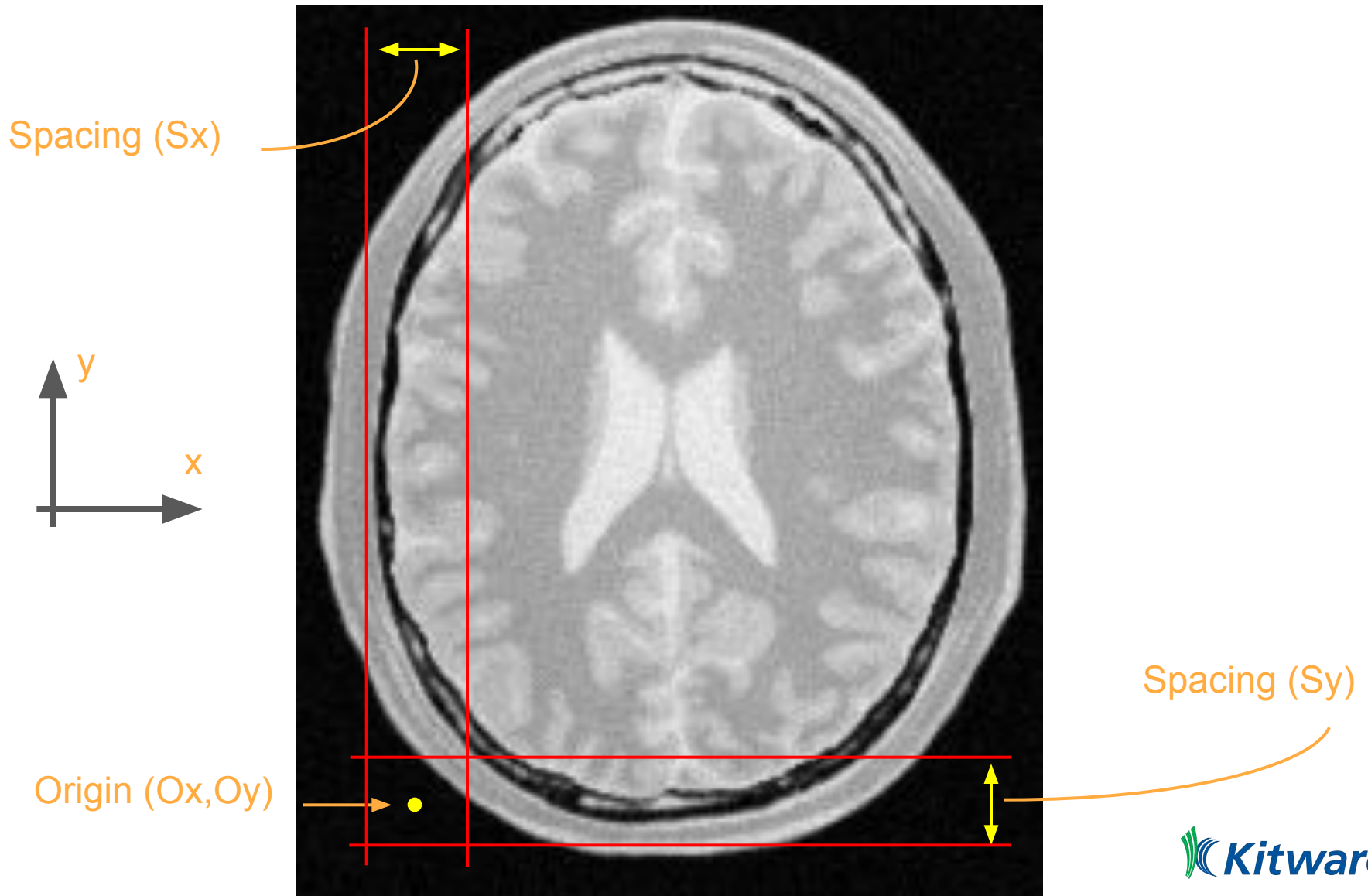
# Introduction to Image Registration in ITK

# Outline

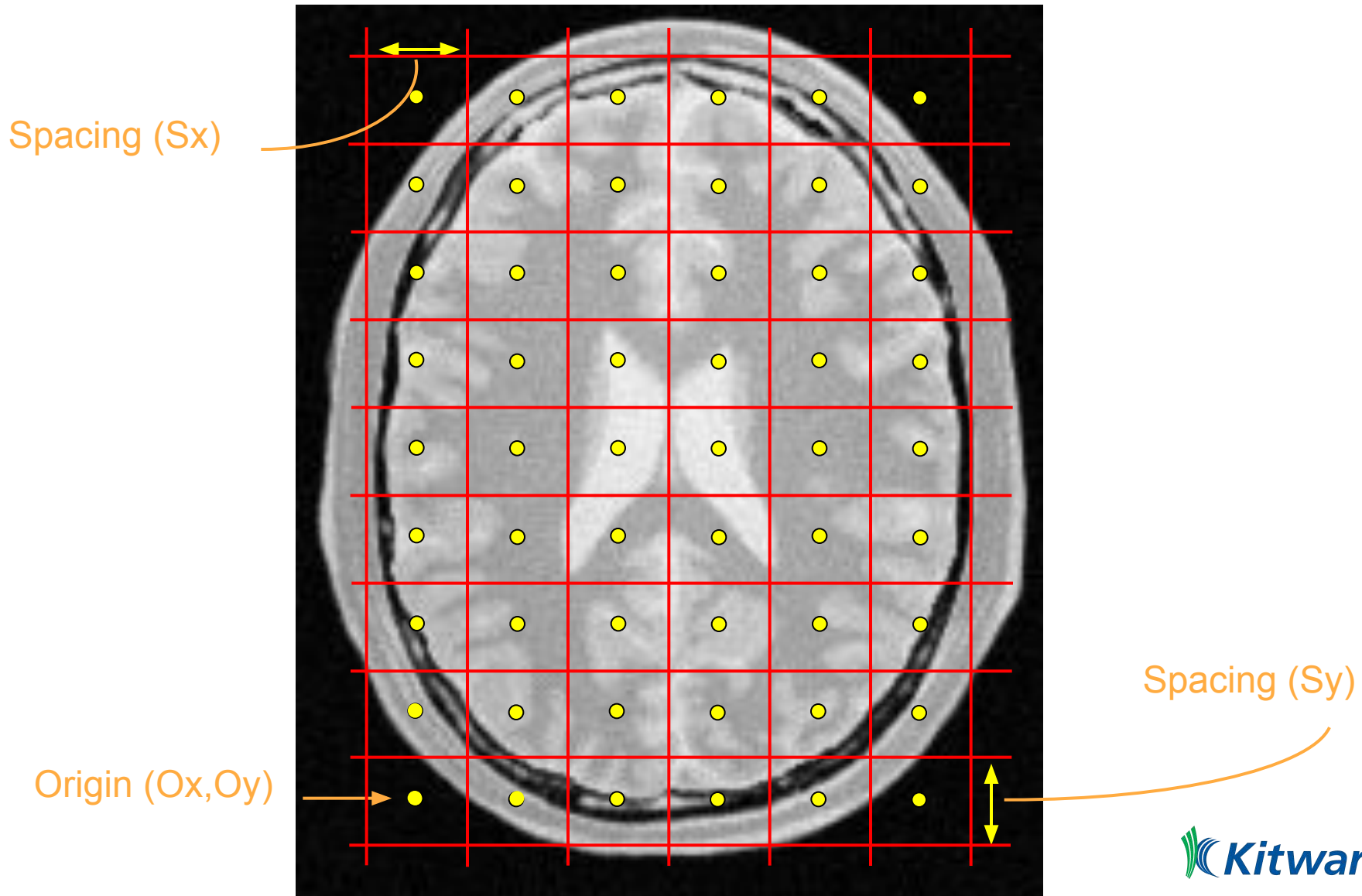
- Image Resampling
- Registration Overview
- Registration Framework

# Image Resampling

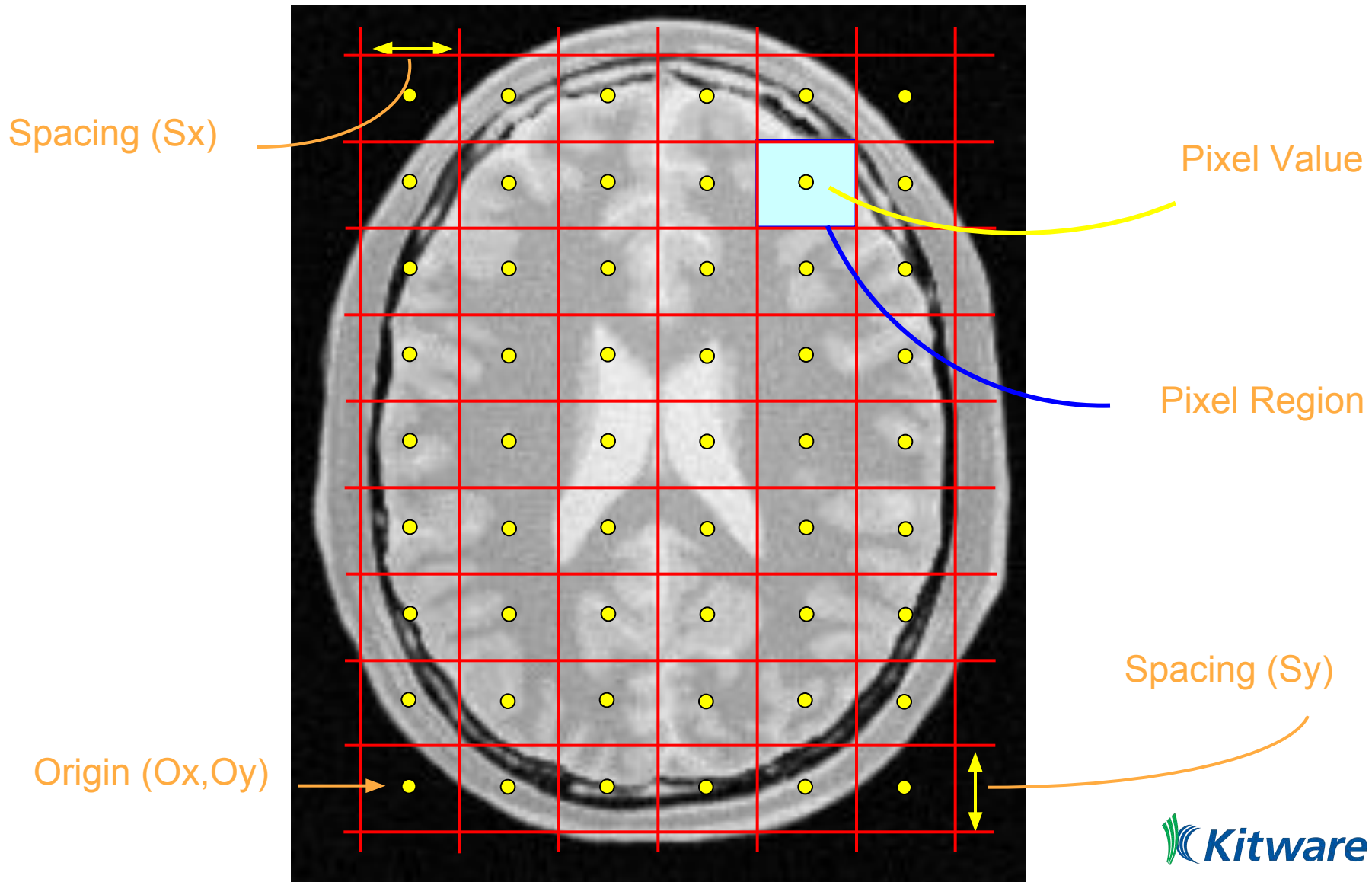
# Image Origin and Spacing



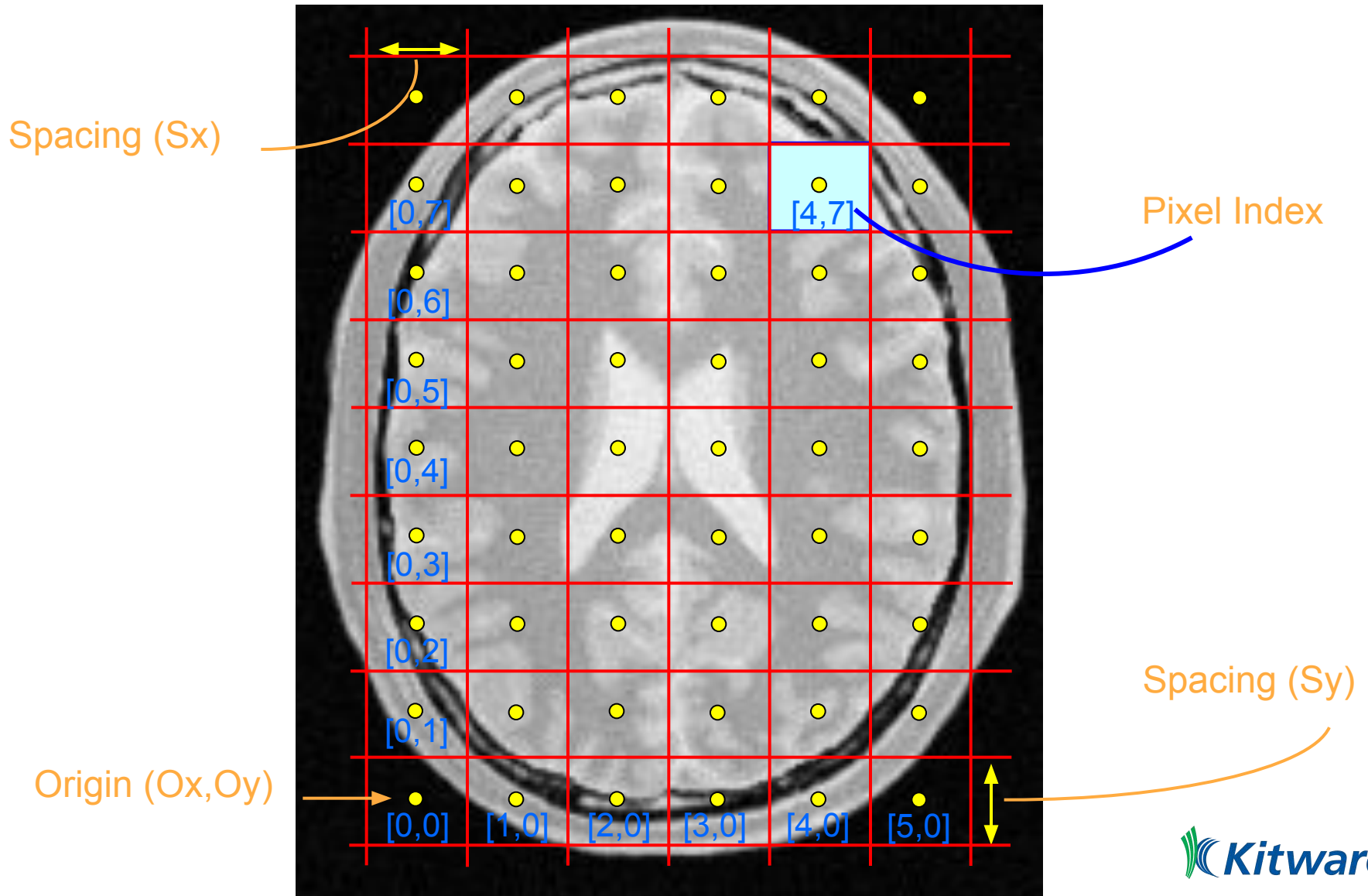
# Image Sampling Grid



# Image Pixel

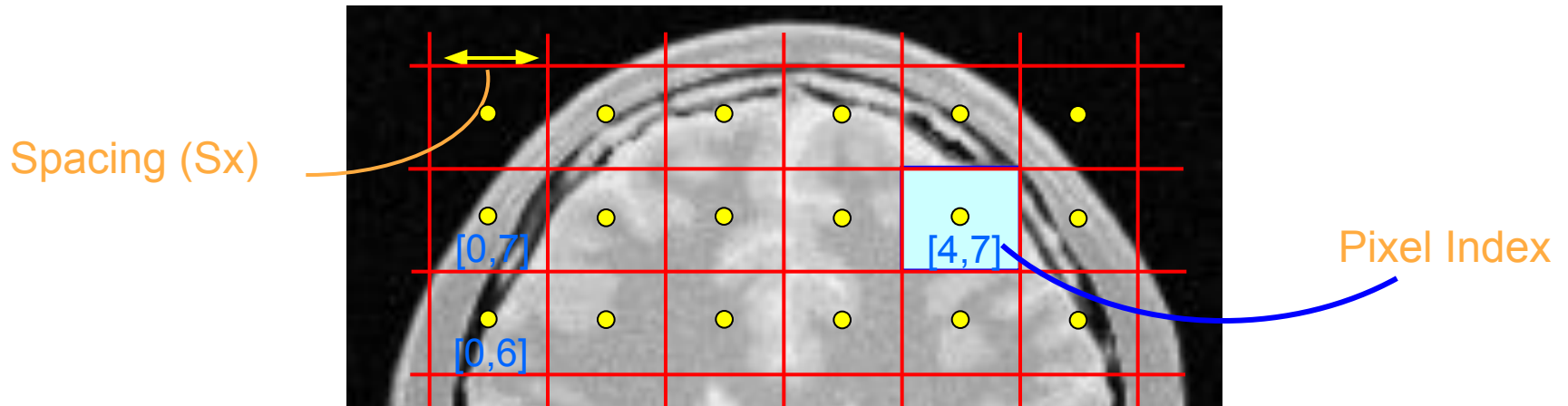


# Image Indices





# Index to Physical Coordinates

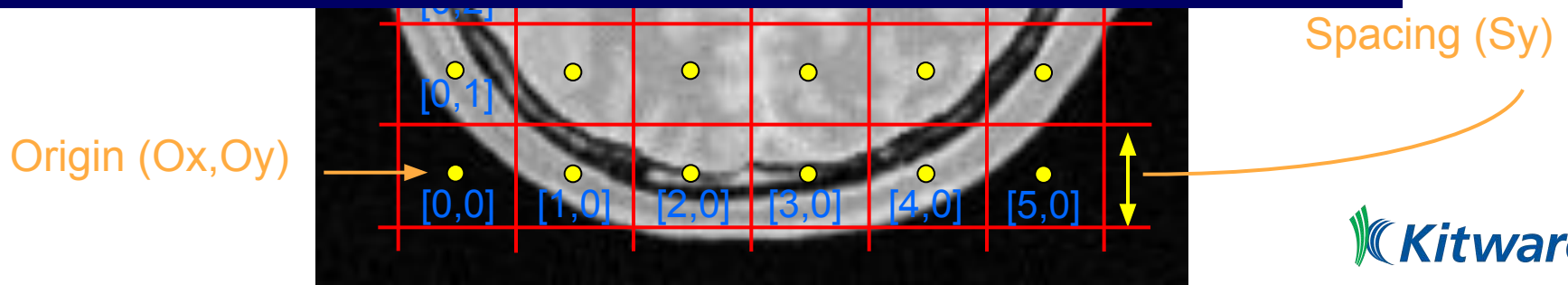


$$P[0] = \text{Index}[0] \times \text{Spacing}[0] + \text{Origin}[0]$$

$$P[1] = \text{Index}[1] \times \text{Spacing}[1] + \text{Origin}[1]$$

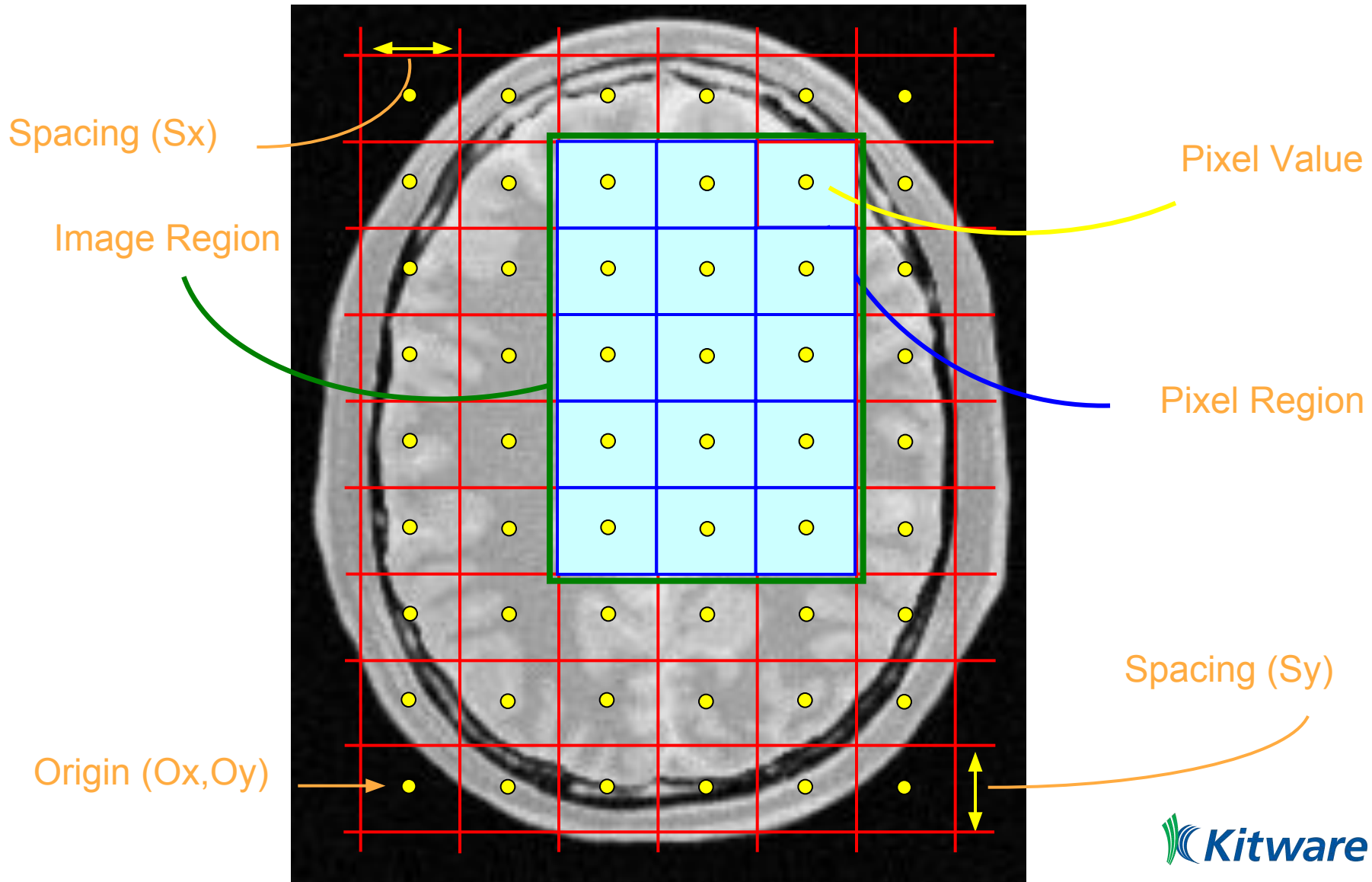
$$\text{Index}[0] = \text{floor} \left( \frac{P[0] - \text{Origin}[0]}{\text{Spacing}[0]} + 0.5 \right)$$

$$\text{Index}[1] = \text{floor} \left( \frac{P[1] - \text{Origin}[1]}{\text{Spacing}[1]} + 0.5 \right)$$

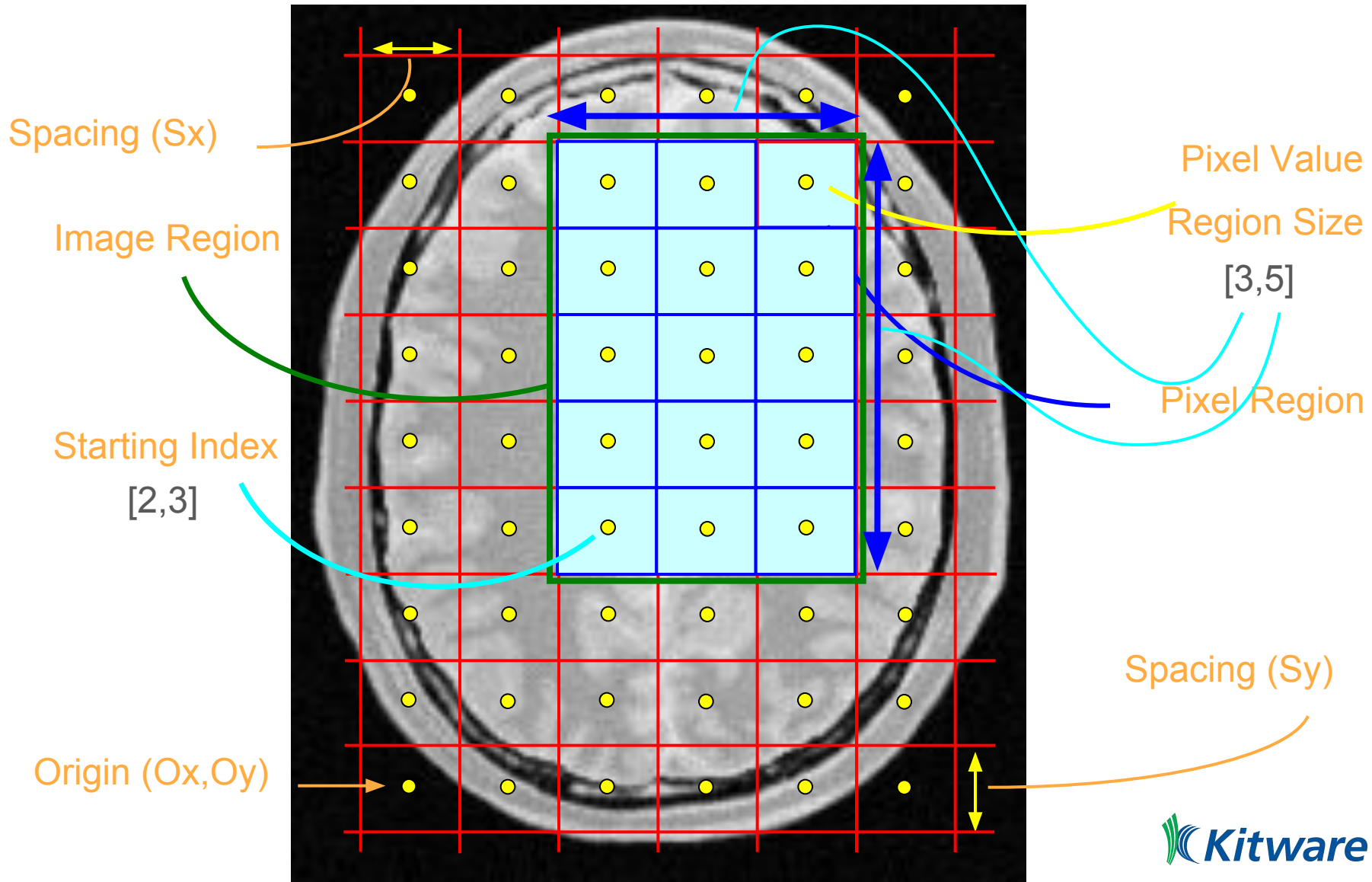




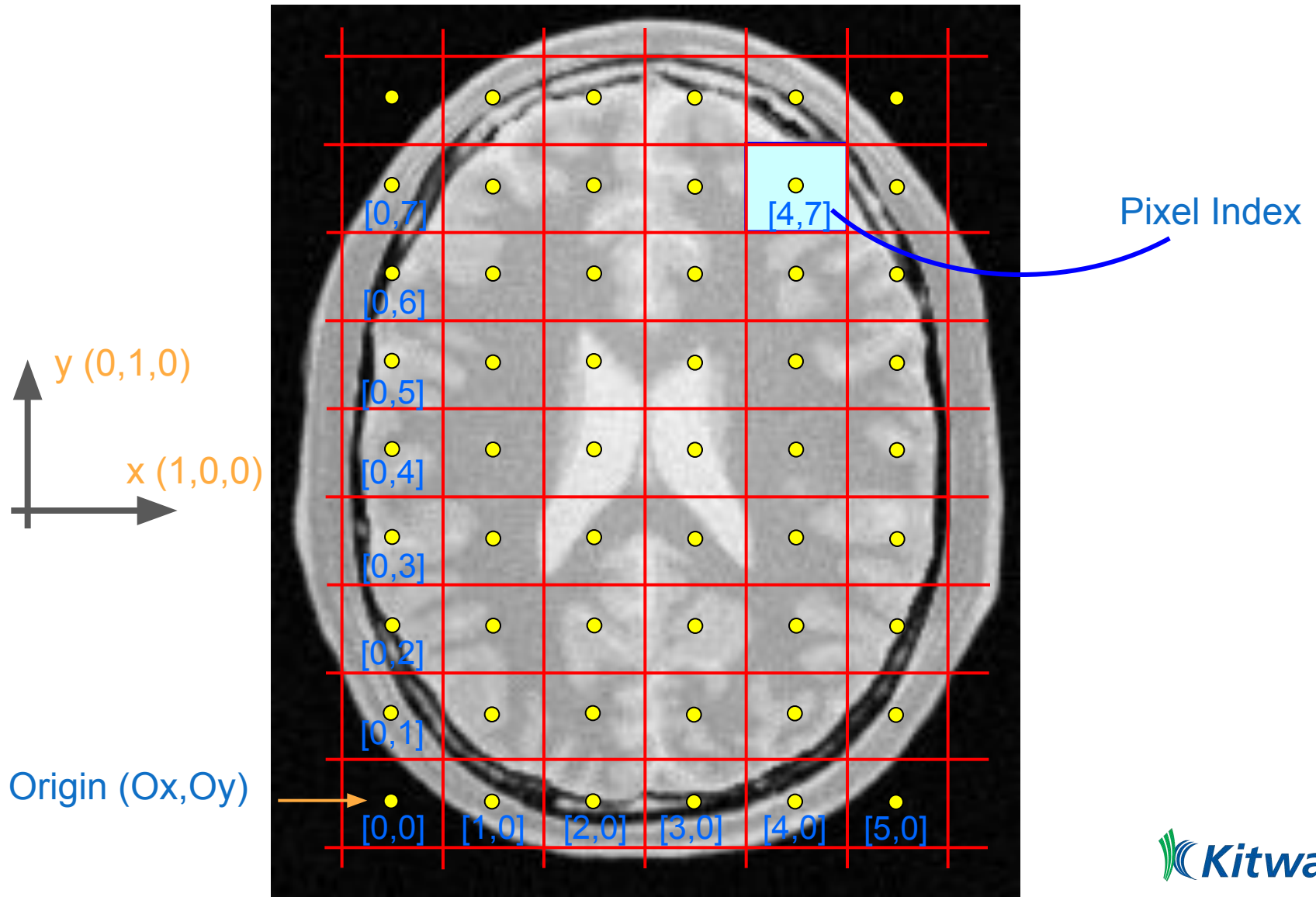
# Image Region



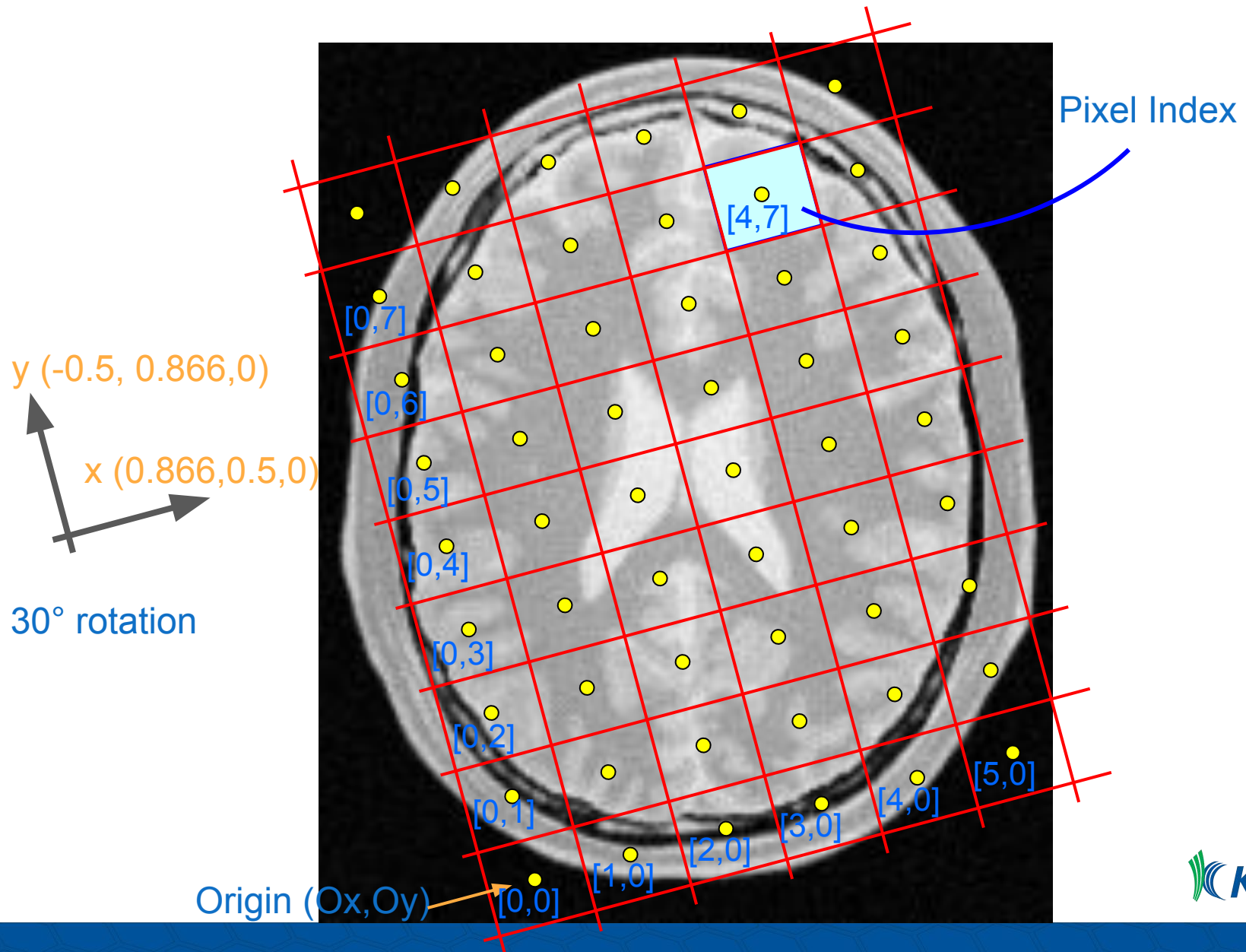
# Image Region



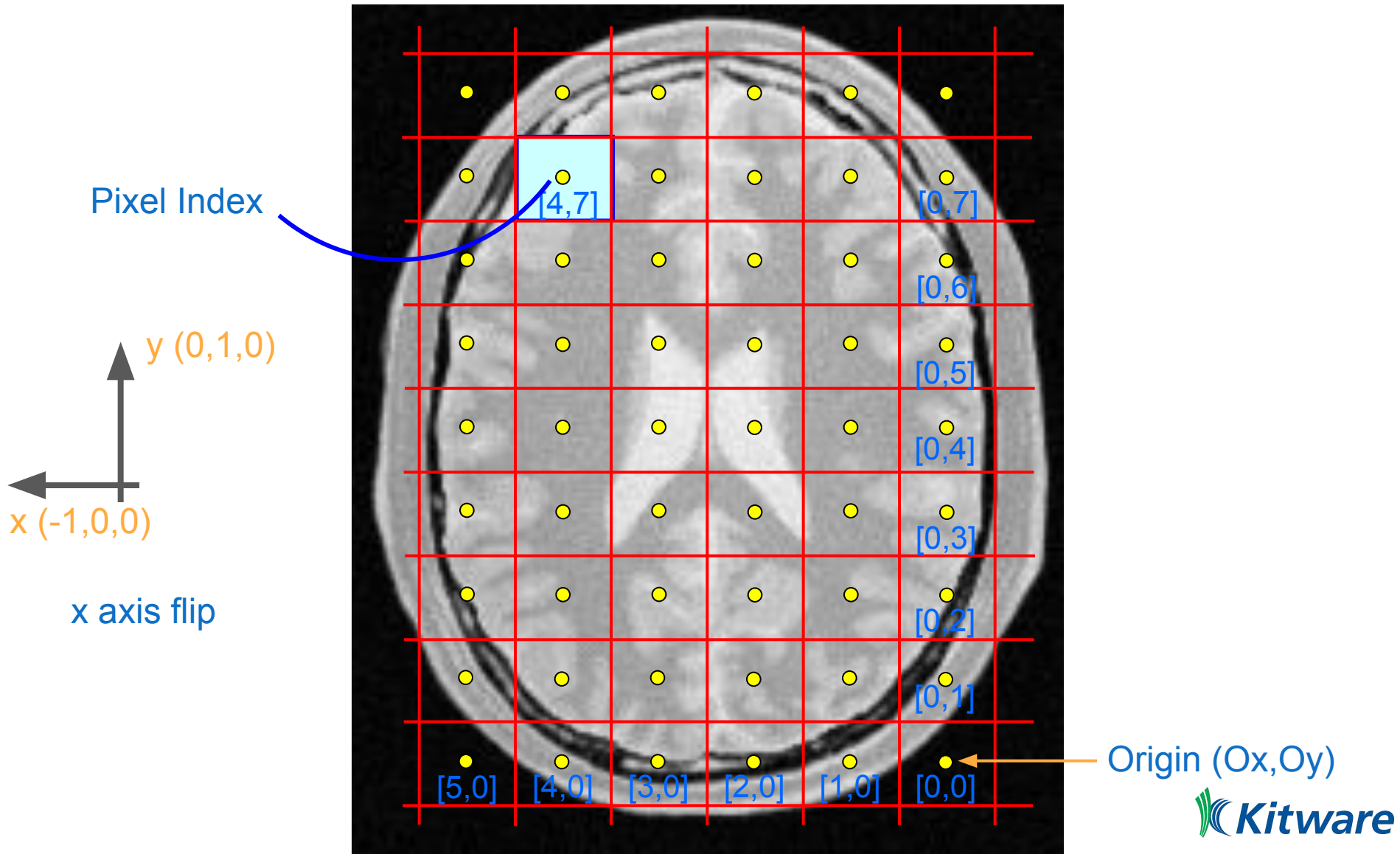
# Axes directions



# Axes directions



# Axes directions

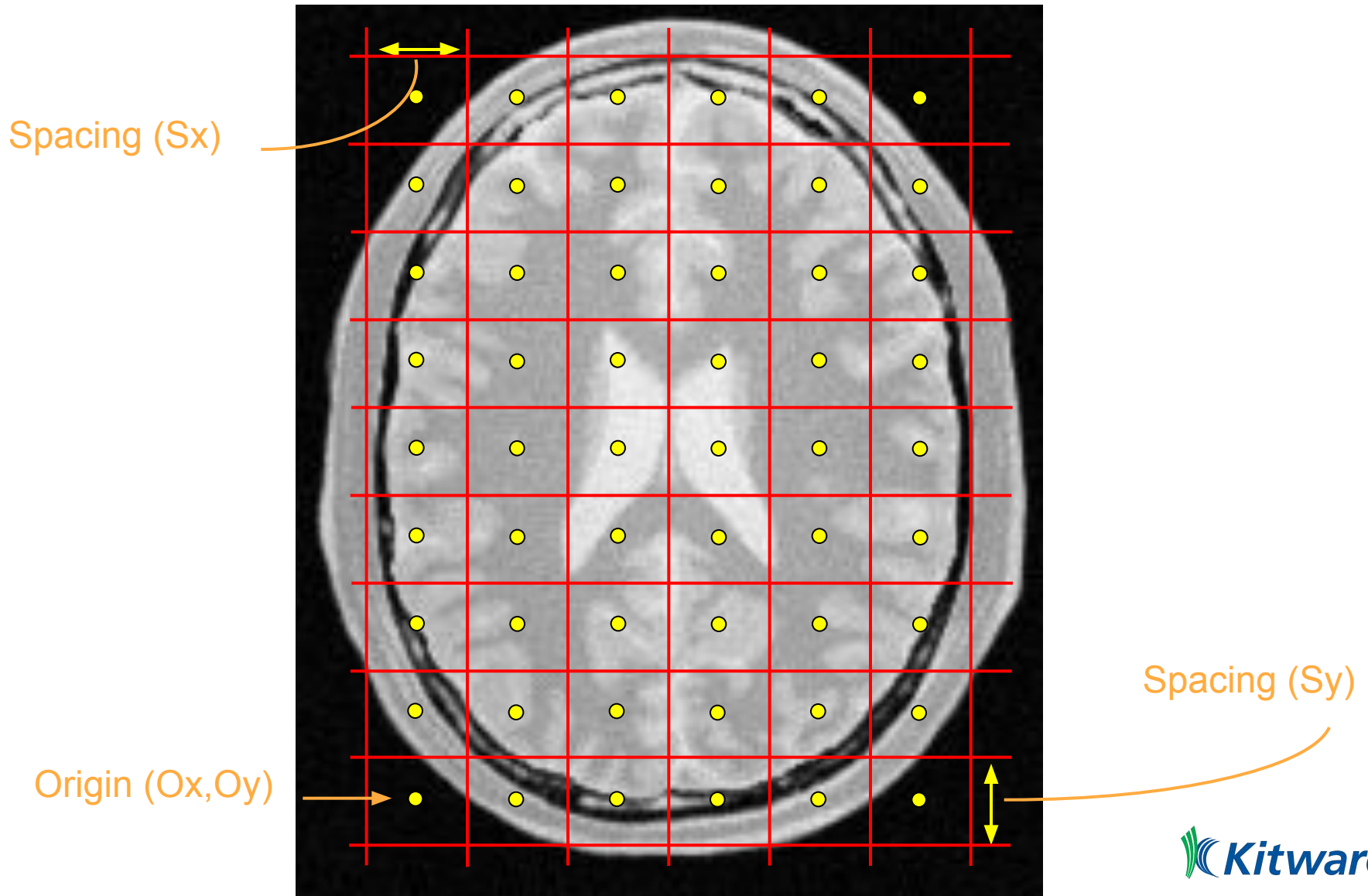




# Basic Resampling

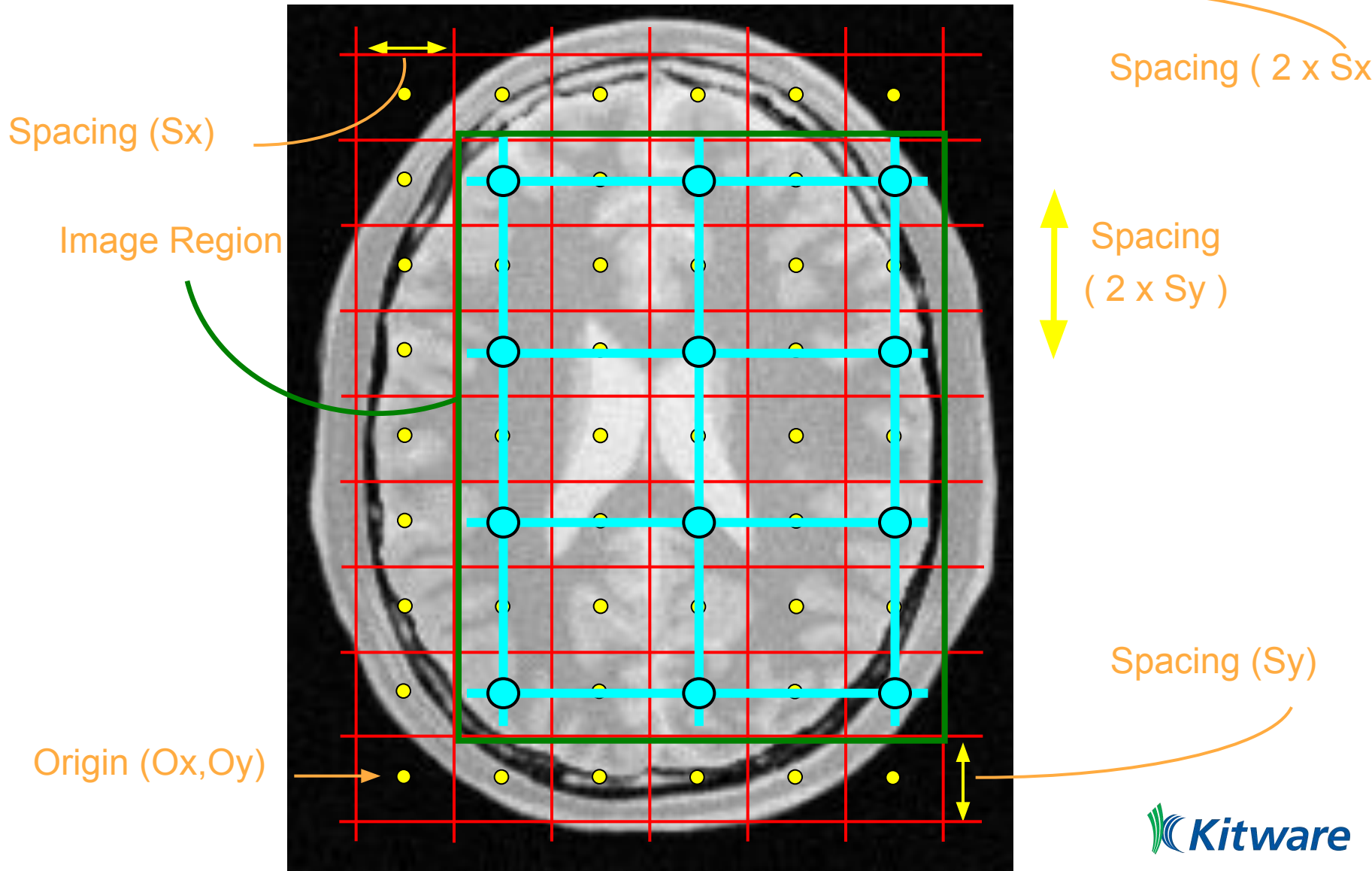
- Resampling Trivial Cases

# Image Pixel

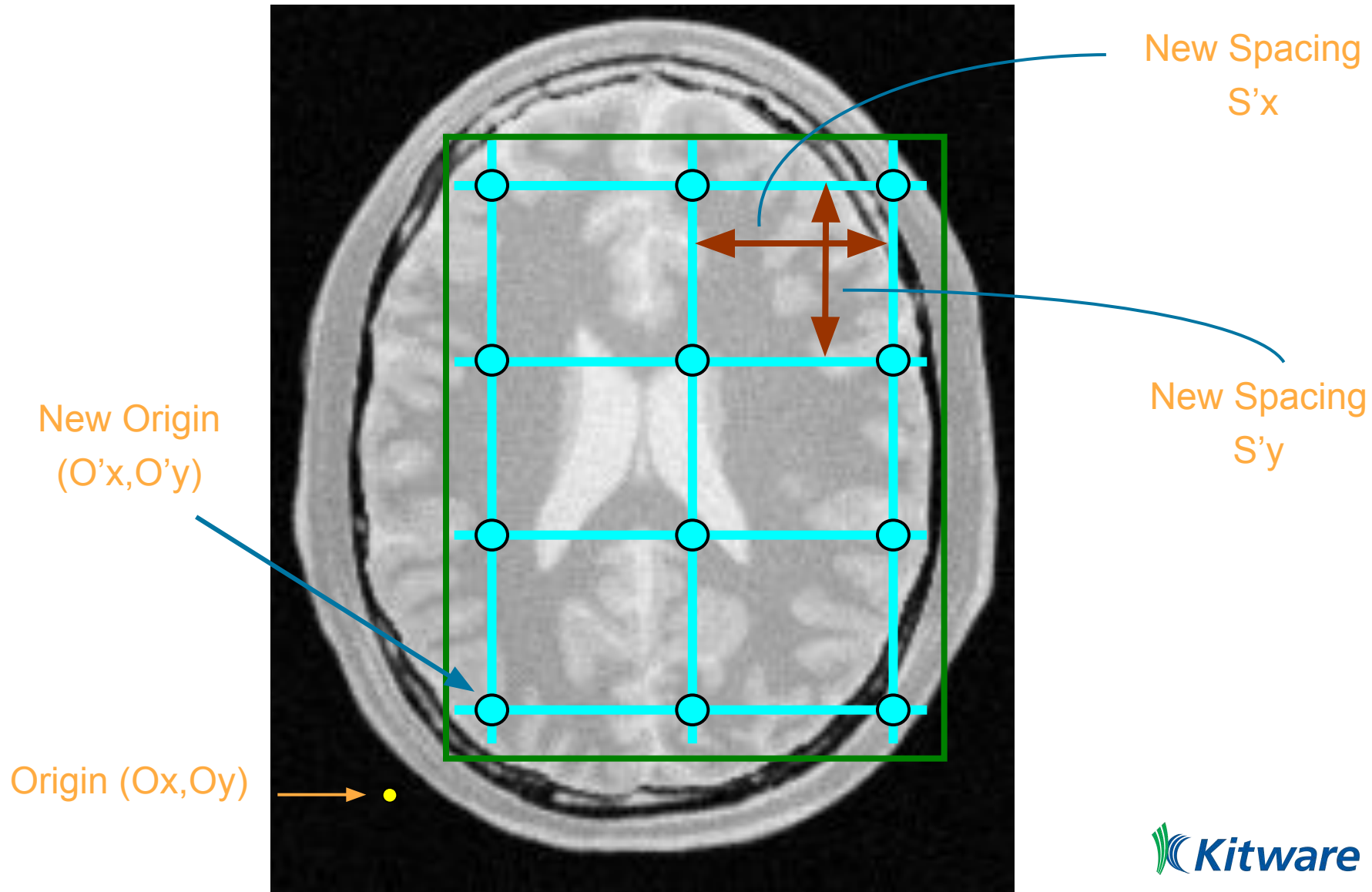




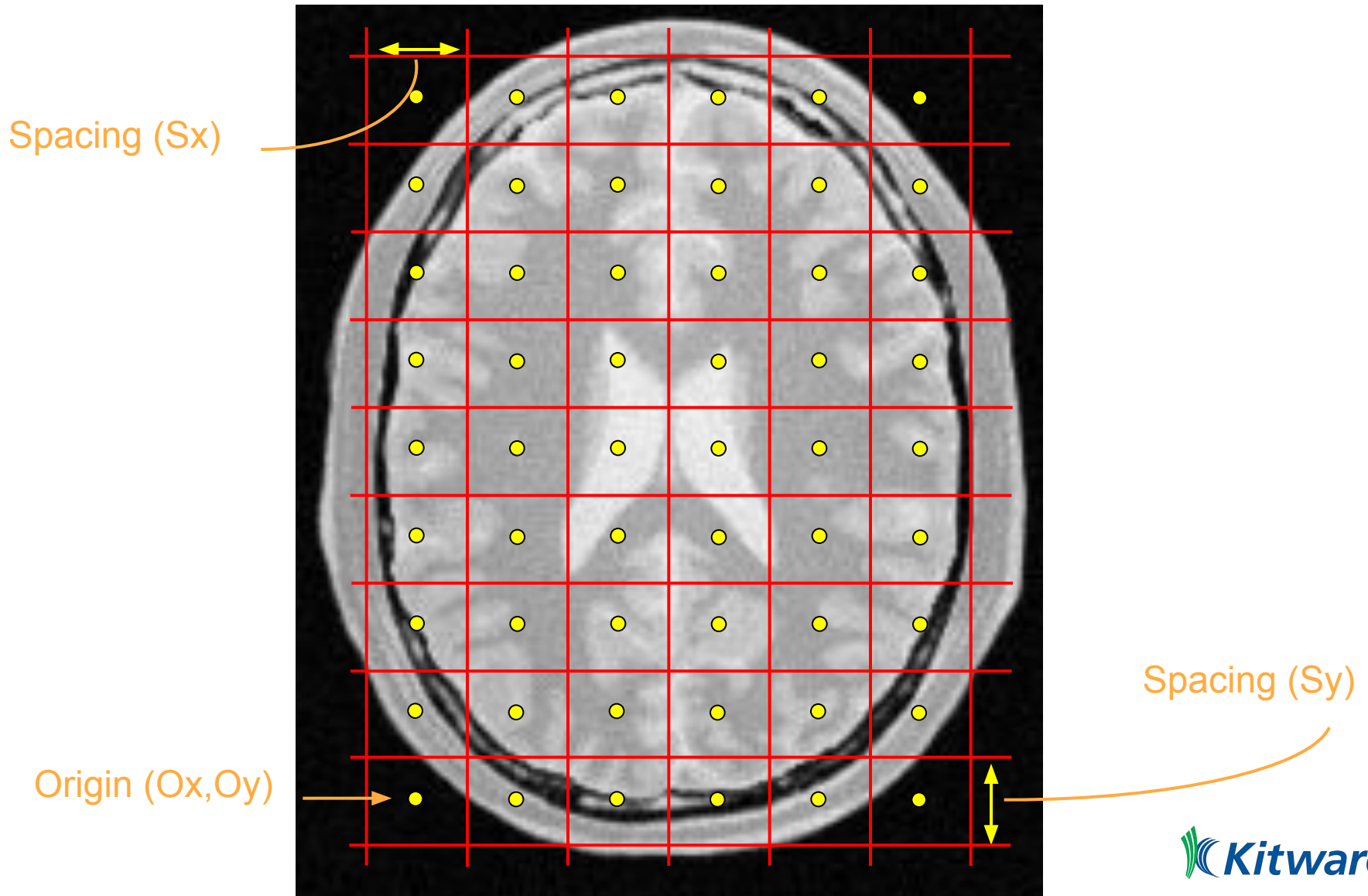
# Sub-Sampling by Half



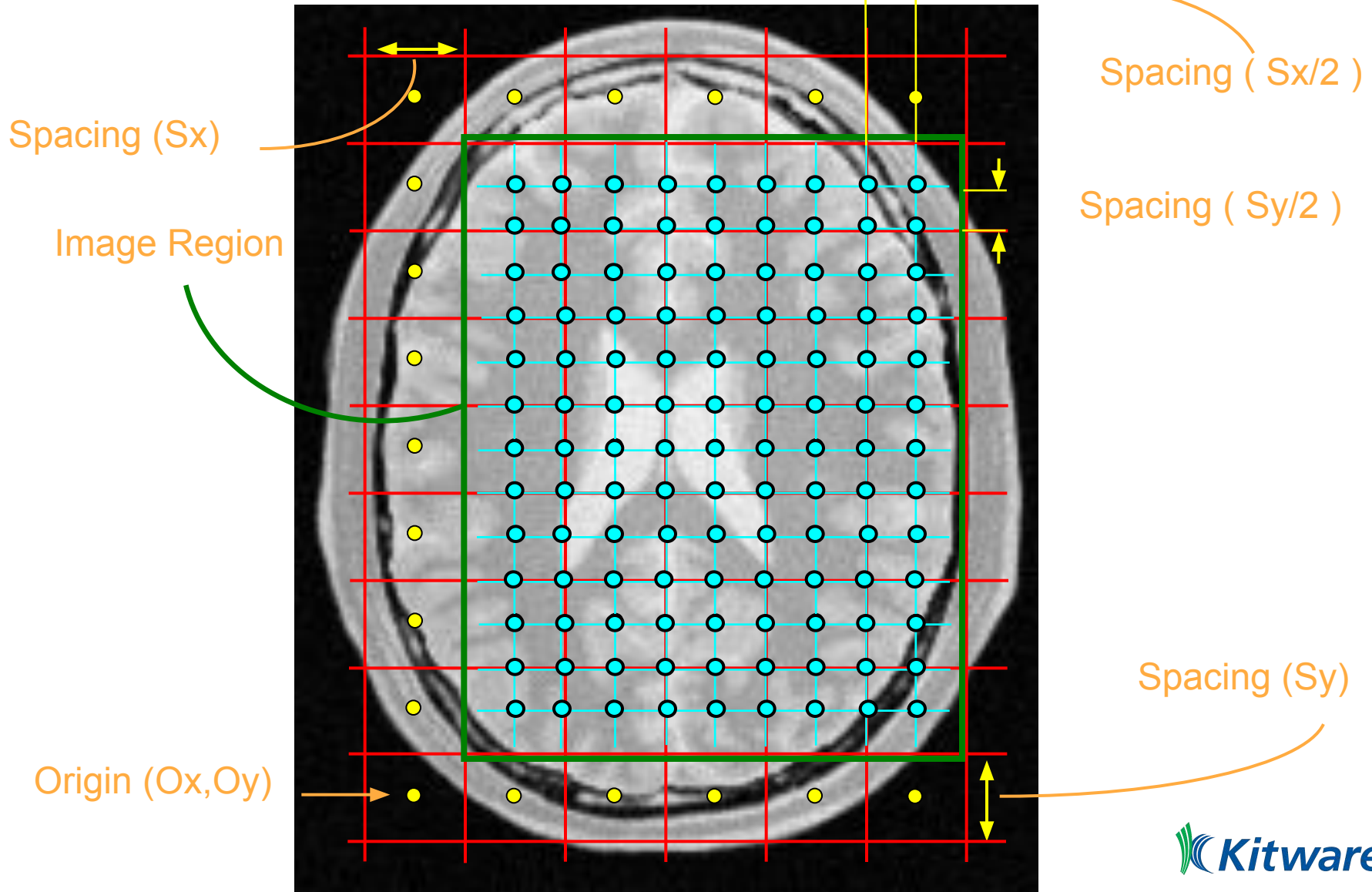
# Sub-Sampling by Half



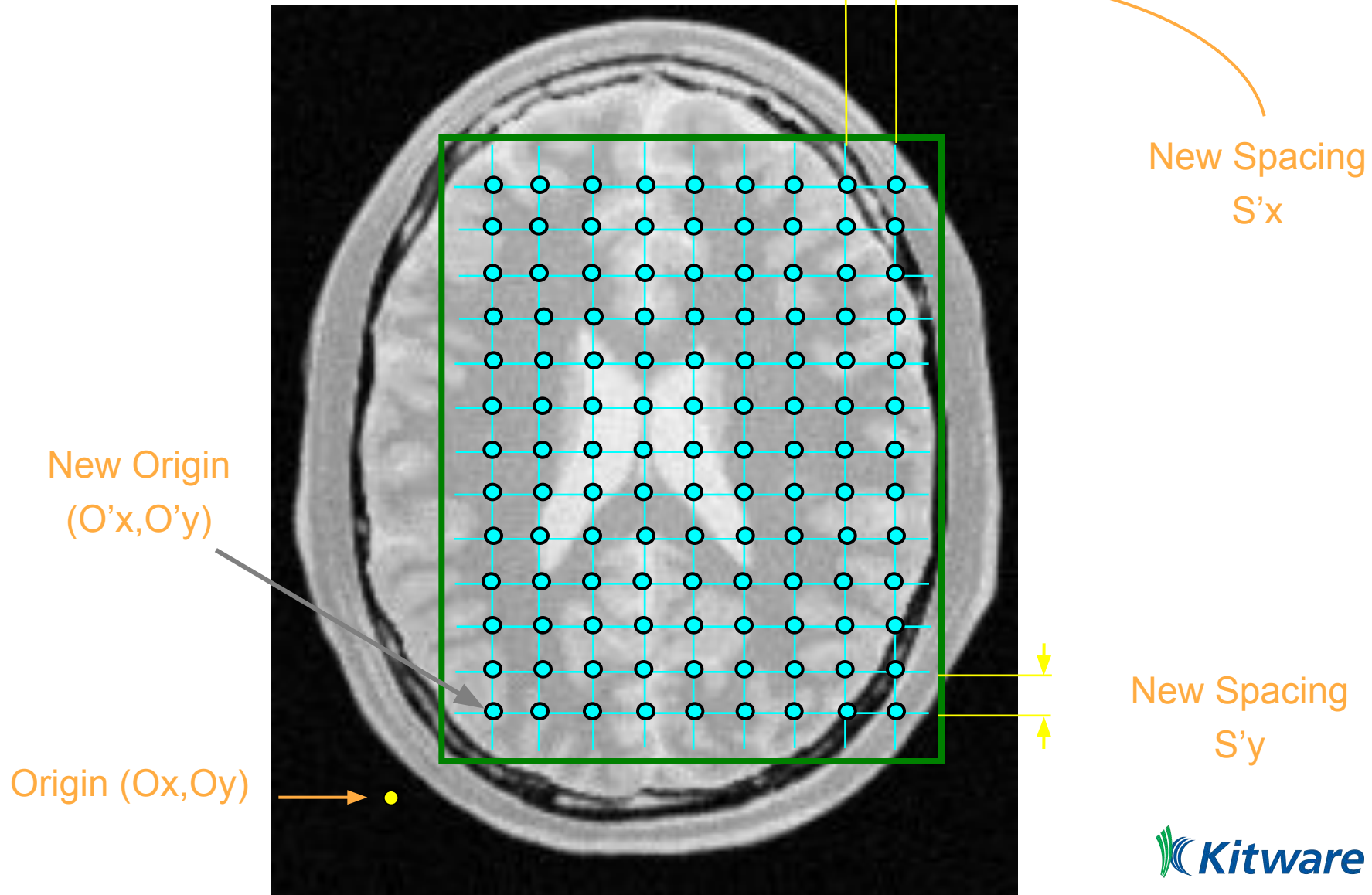
# Image Pixel



# Super-Sampling by Double



# Super-Sampling by Double

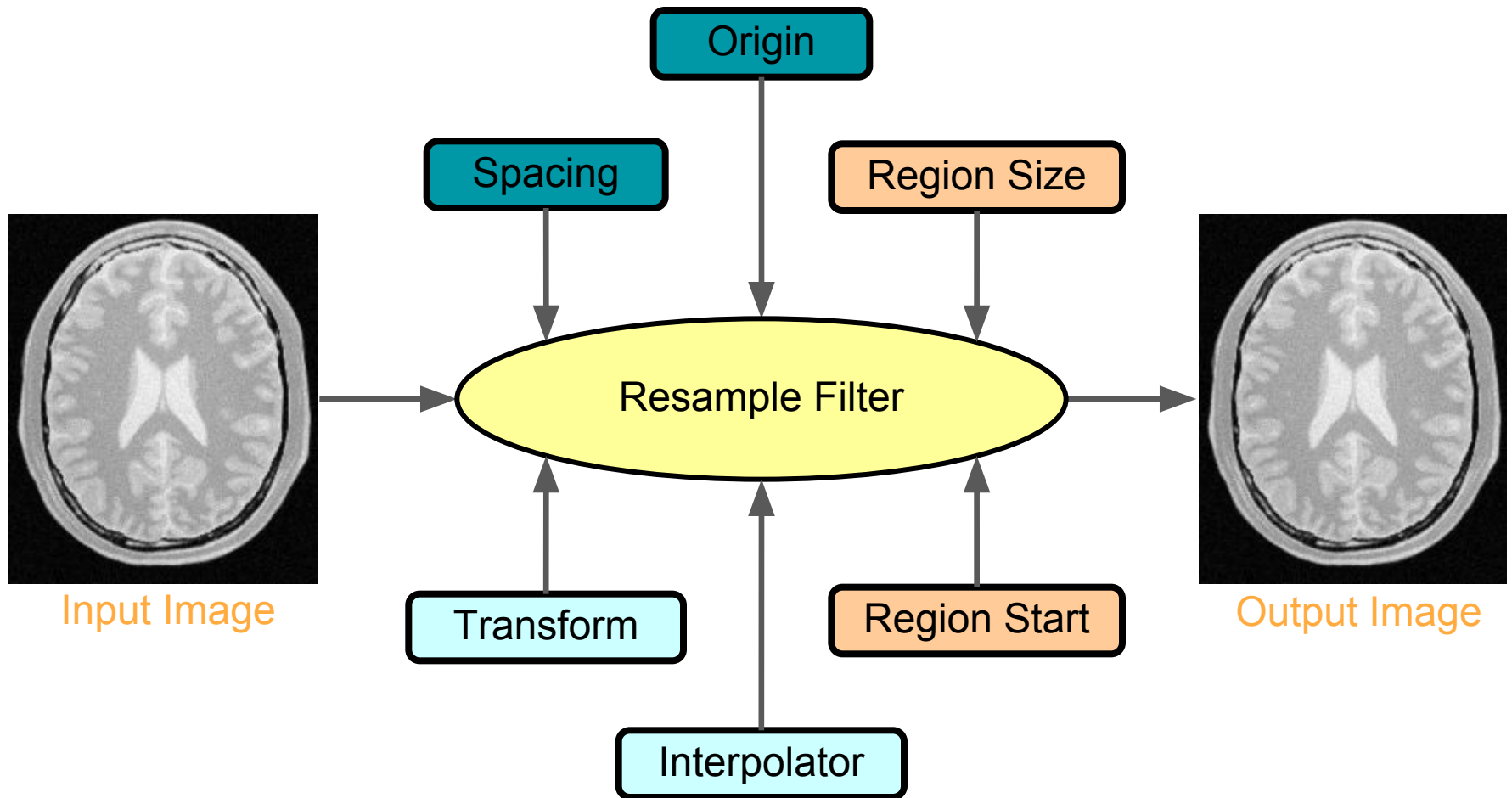


# Resampling in ITK

- `itk::ResampleImageFilter`

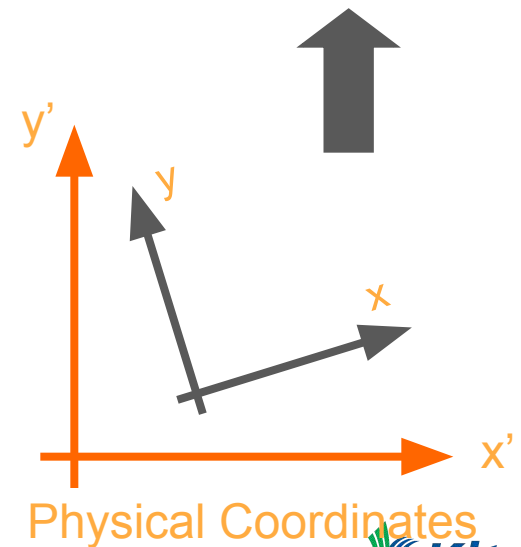
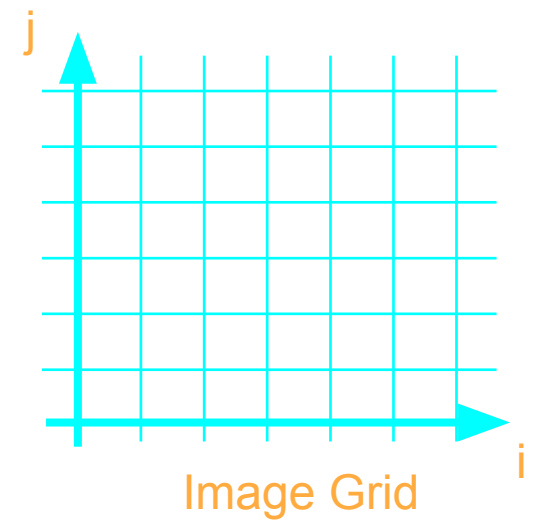
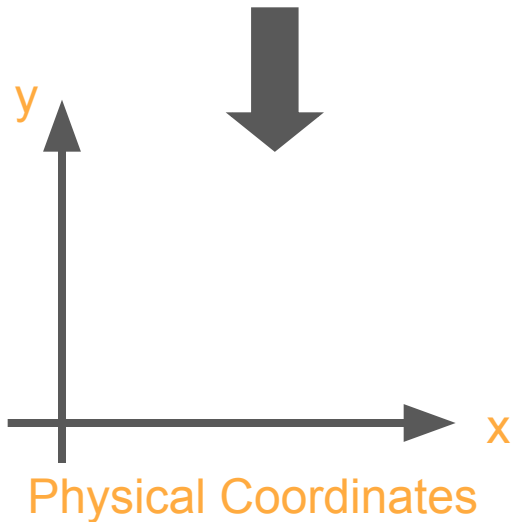
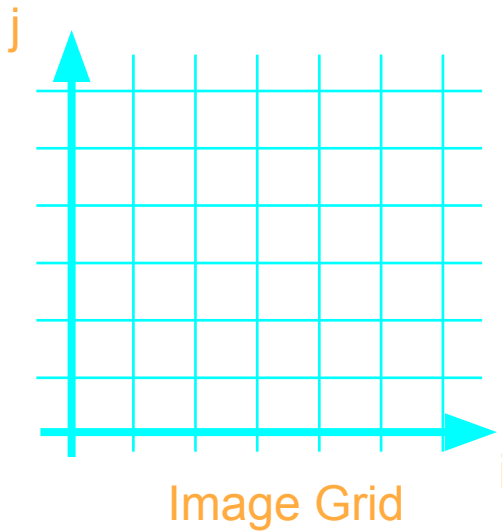


# Resampling in ITK



# Registration Overview

# Coordinate System Conversions

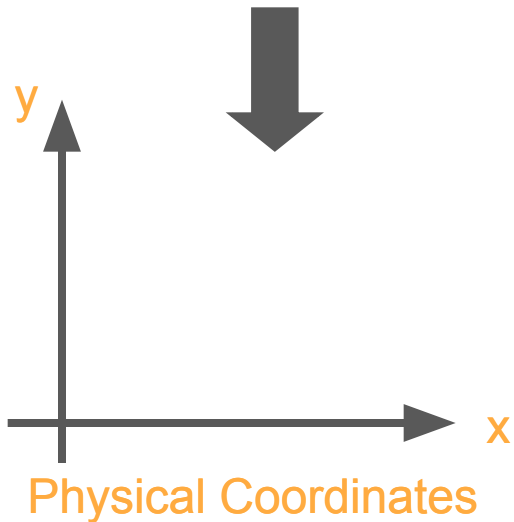
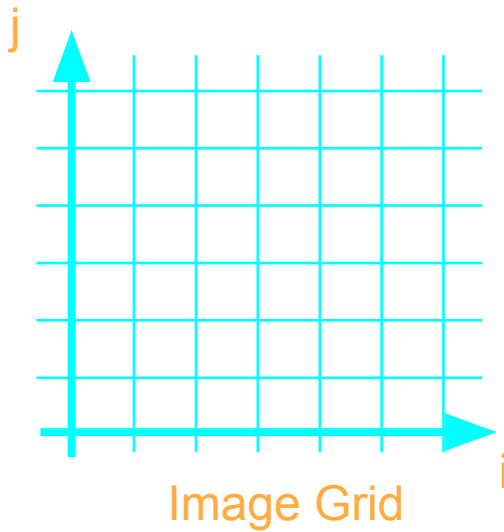


# Things I will not do...

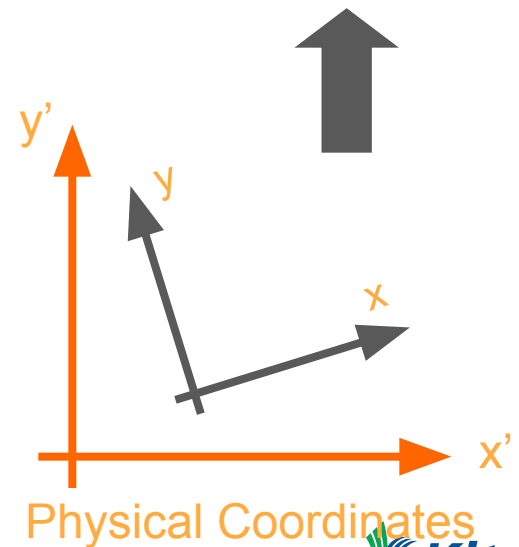
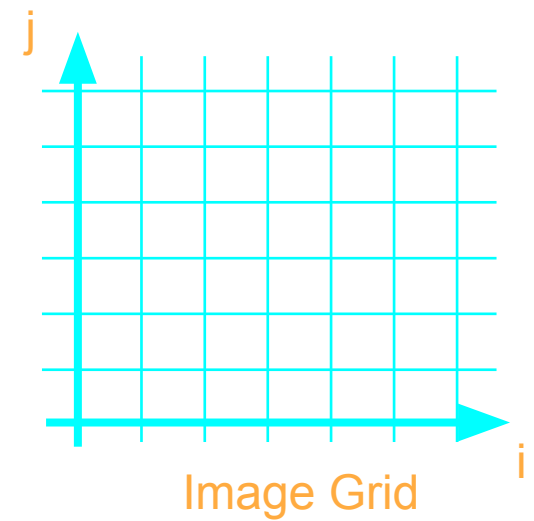
*I will not register images in pixel space*  
*I will not register images in pixel space*  
*I will not register images in pixel space*  
*I will not register images in pixel space*  
*I will not register images in pixel space*  
*I will not register images in pix*



# Fixed Image & Moving Image



Space Transform



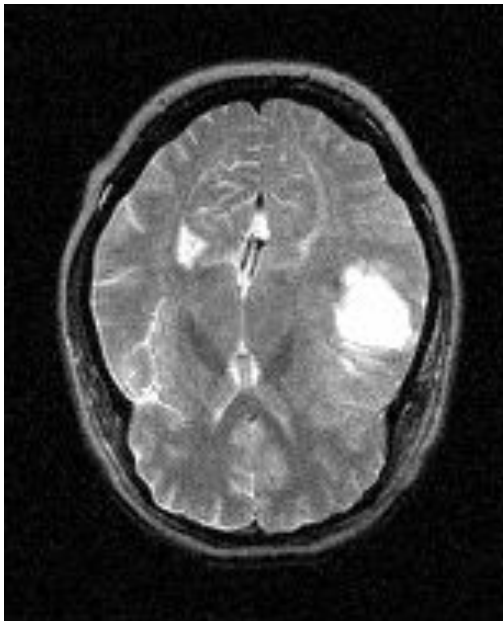
# Selecting Moving & Fixed Images

- In principle the denomination of Fixed Image & Moving Image is arbitrary
- In practice the moving image is the one that will be resampled into the fixed image coordinate system

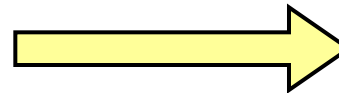


## Images from the same patient

MRI-T2



256 x 256 pixels



Scaling  
Transform

What scale factor ?

- a) 2.0
- b) 1.0
- c) 0.5

PET



128 x 128 pixels

# Things I will not do...

*I will not register images in pixel space*

*I will not register images in pixel space*

*I will not register images in pixel space*

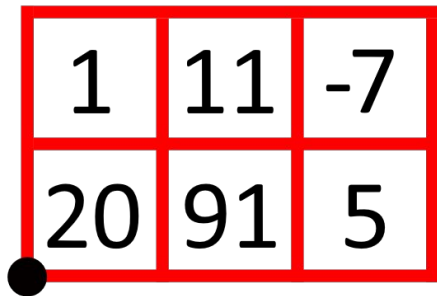
*I will not register images in pixel space*

*I will not register images in pixel space*

*I will not register images in pix*



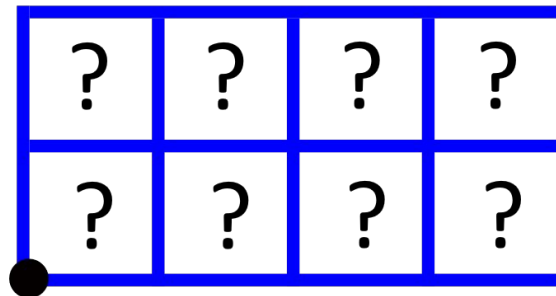
# Forward and backward transform



A red-bordered 2x3 grid with the following values:

|    |    |    |
|----|----|----|
| 1  | 11 | -7 |
| 20 | 91 | 5  |

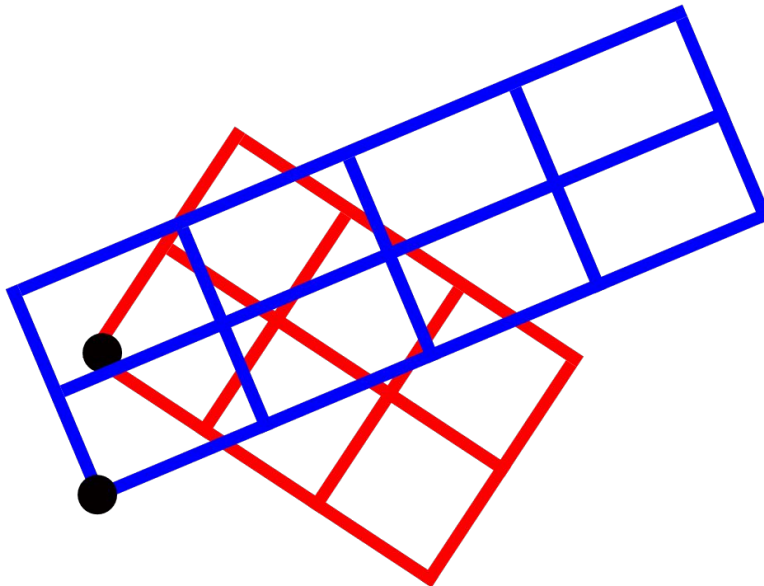
A black dot is located at the bottom-left corner of the grid.



A blue-bordered 2x4 grid with question marks in all cells:

|   |   |   |   |
|---|---|---|---|
| ? | ? | ? | ? |
| ? | ? | ? | ? |

A black dot is located at the bottom-left corner of the grid.



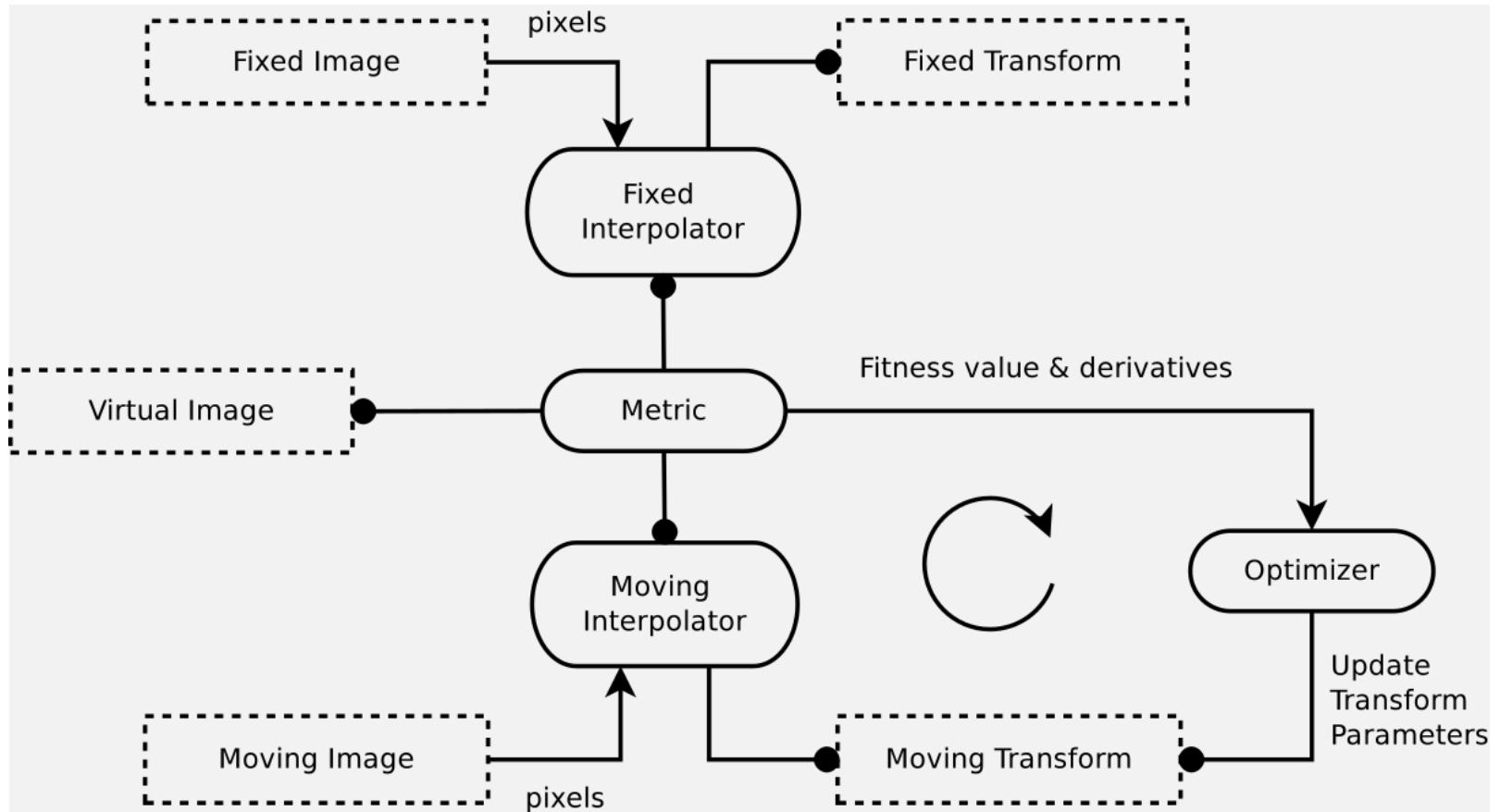
# Registration Frameworks in ITK

Registration Optimization  
Framework

PDE Deformable Registration  
(Demons)

FEM Registration

# Registration Optimization Framework



# Image Metrics

- Mean Squares
- Normalized Correlation
- Mean Reciprocal Square Difference
- Mutual Information
  - Viola-Wells
  - Mattes
  - Histogram based
  - Histogram normalized
  - Kullback-Leibler

# Mean Squared Differences

For each pixel in A



Image A

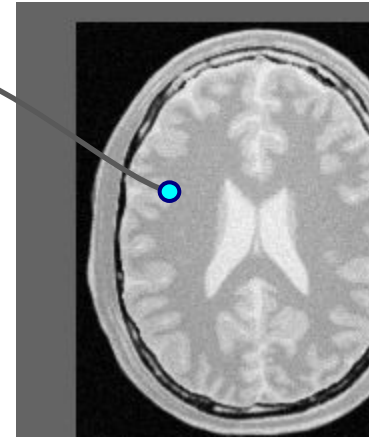


Image B

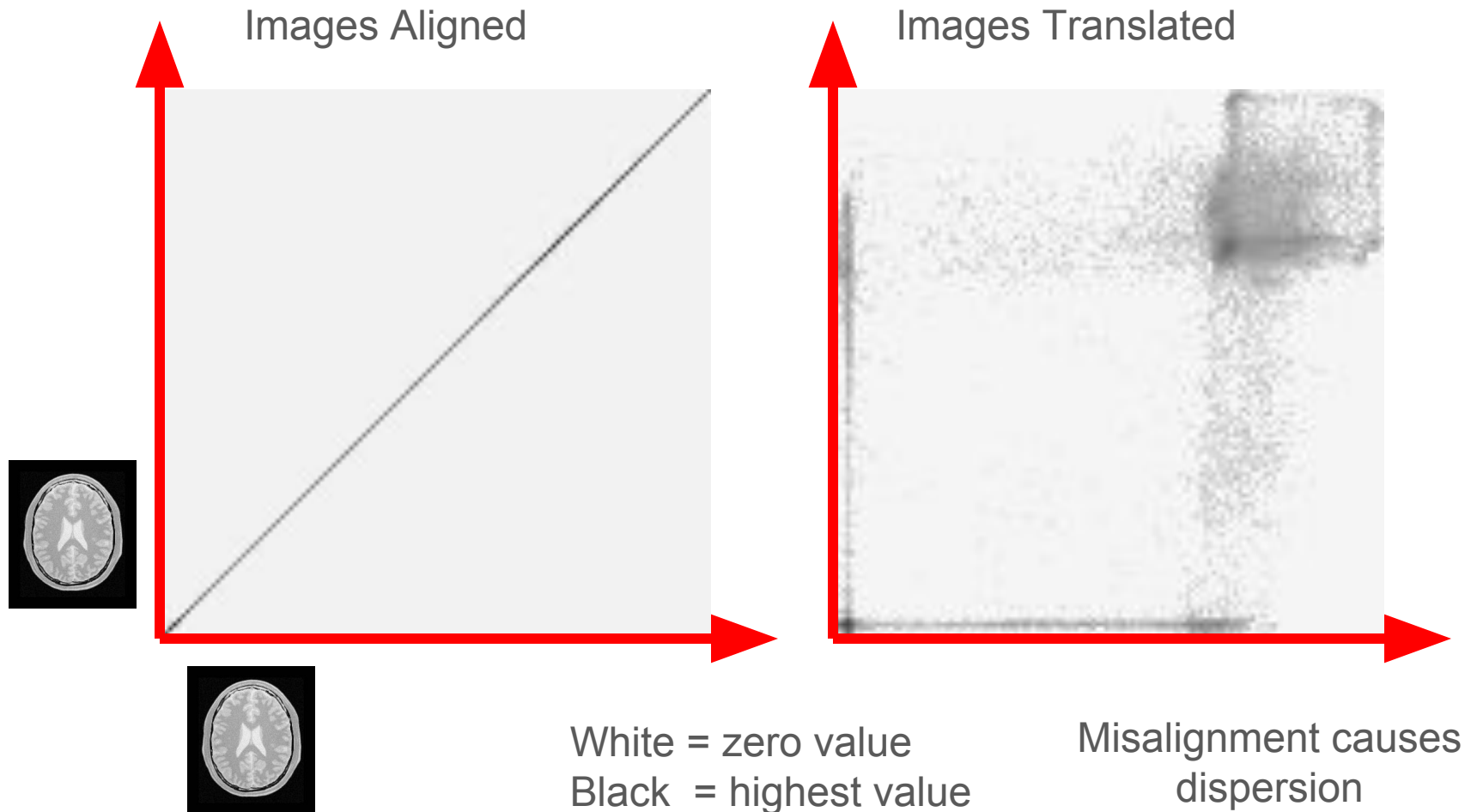
$$\text{Difference}(\text{index}) = A(\text{index}) - B(\text{index})$$

$$\text{Sum} += \text{Difference}(\text{index})^2$$

$$\text{Match}(A, B) = \text{Sum} / \text{numberOfPixels}$$

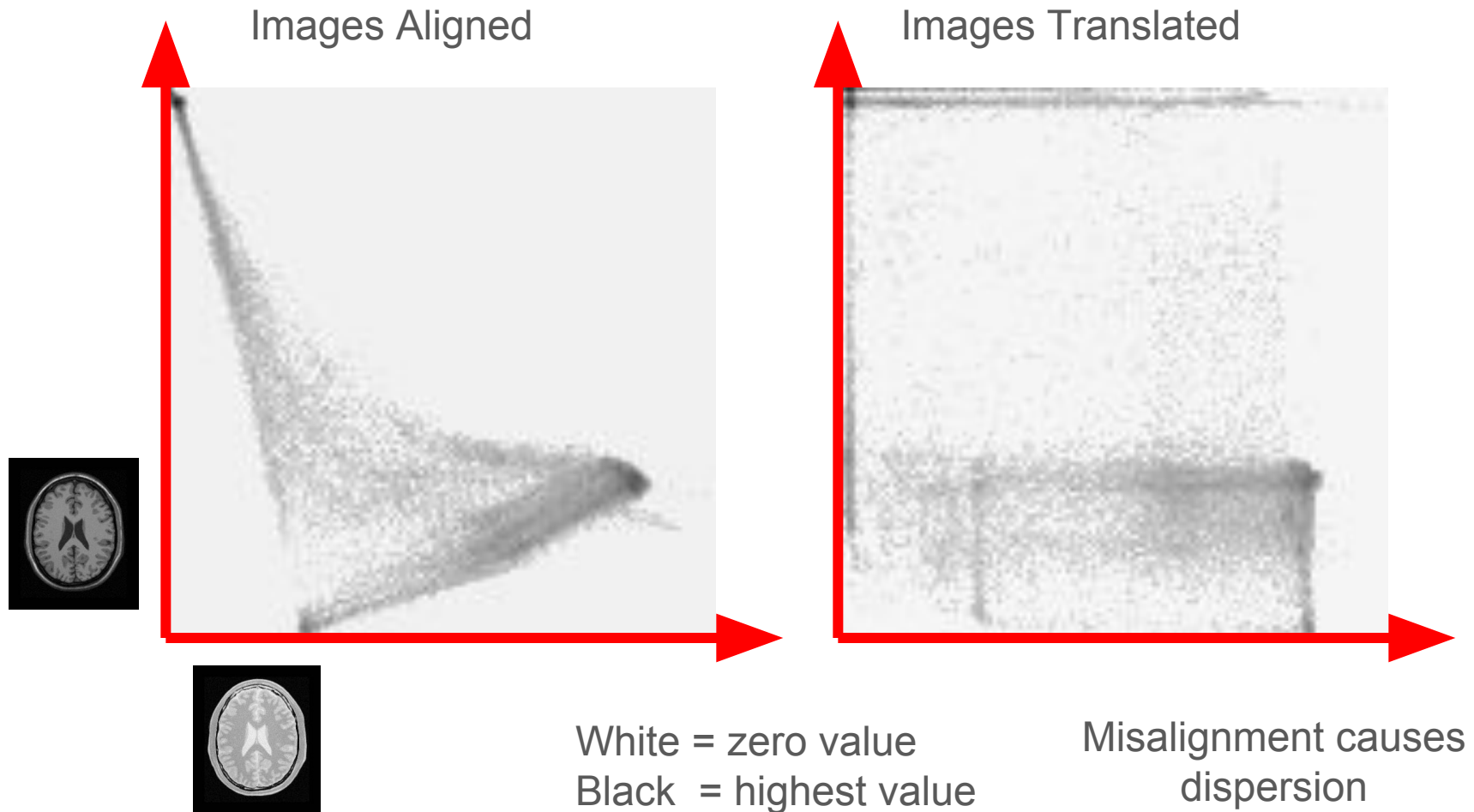


# Mutual Information (Same Modality)



Insight/Examples/Registration/ImageRegistrationHistogramPlotter.cxx

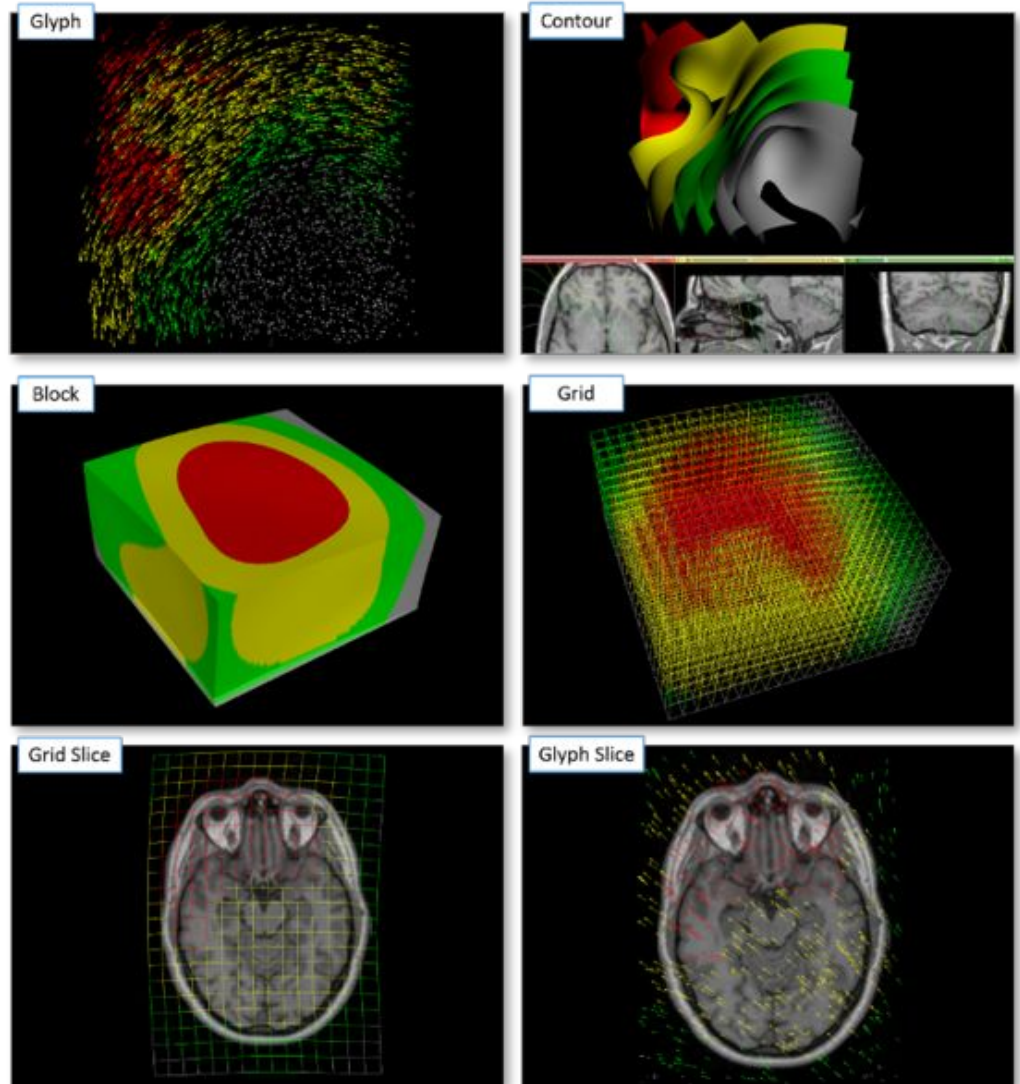
# Mutual Information (Different Modality)



Insight/Examples/Registration/ImageRegistrationHistogramPlotter.cxx

# Transforms

- Translation
- Scaling
- Rotation
- Rigid3D
- Rigid2D
- Affine
- BSplines
- Splines: TPS, EBS, VS



# Optimizers

- Gradient Descent
- Regular Step Gradient Descent
- Conjugate Gradient
- Levenberg-Marquardt
- Amoeba
- Powell
- LBFGS + LBFGSB
- One plus One Evolutionary Algorithm

# Interpolators

- Nearest Neighbor
- Linear
- BSpline
- WindowedSinc

Enjoy ITK !