

# Atlas Encoding by Randomized Forests for Efficient Label Propagation

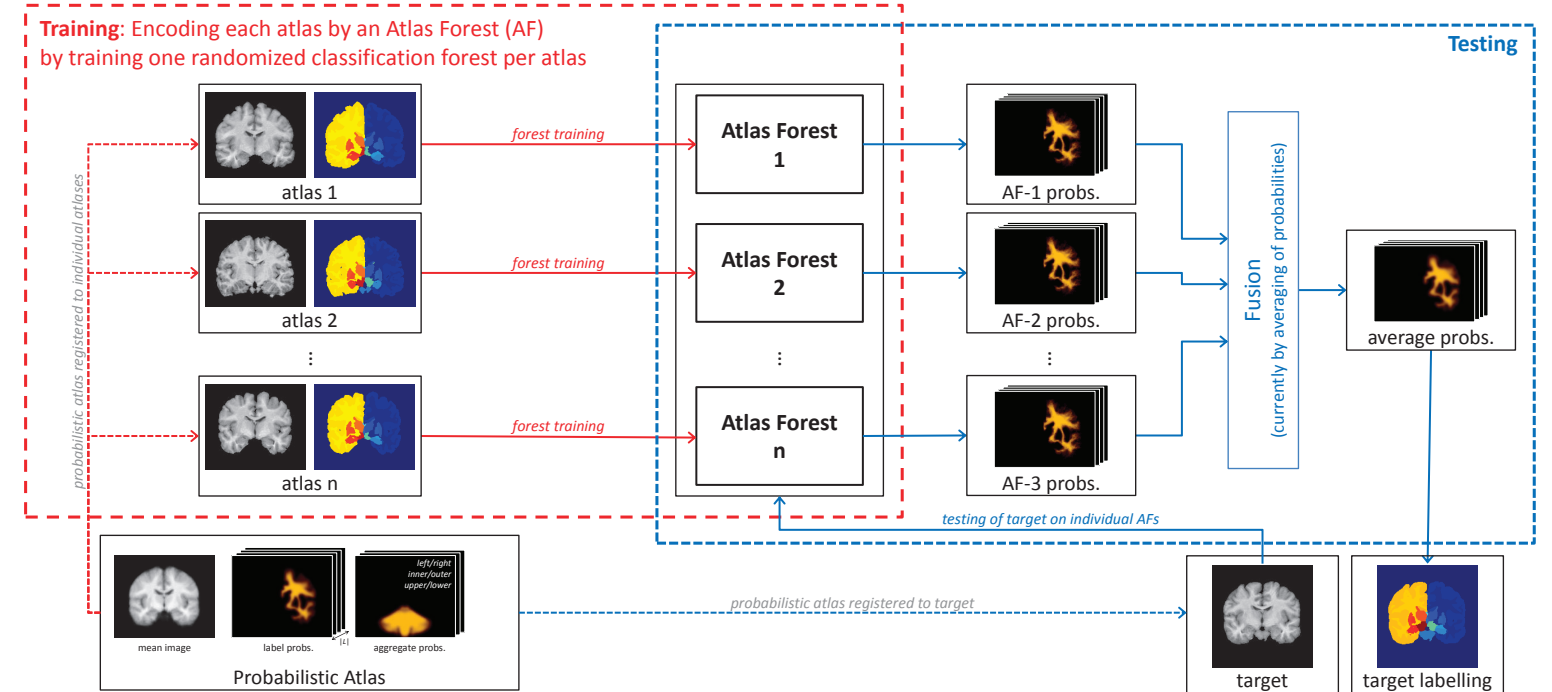
Darko Zikic, Ben Glocker and Antonio Criminisi  
Microsoft Research Cambridge

Microsoft  
Research

**Main Idea: Encode a single atlas by training an atlas-specific randomized forest (Atlas Forest) for use within a standard multi-atlas label propagation (MALP) framework**

**Motivation: Efficient Labelling and Experimentation**

1. only 1 registration per target (*no reg. of all atlases to target*)
2. computationally efficient encoding scheme while keeping advantages of MALP, e.g. ability for atlas selection



## Relation to Other Frameworks

Properties	MALP	Patch-based MALP	Atlas Forests
Atlas Encoding	Local intensity after registration	Collection of patches around point $x$ after registration (const. patch size)	Context-aware features around $x$ (variable features: depend on appearance around $x$ )
Correspondence	One-to-one	One-to-many (explicit localization)	One-to-many (implicit localization)
Registrations per Target	$N$ (all atlases to target)	$N$ (all atlases to target)	1 (probabilistic atlas to target)
Registration Type	Deformable	Affine/Deformable	Affine/Deformable
Training Required	NO (used in some)	NO (used in some approaches)	YES

More Properties	'Standard' Forest Scheme (training on samples from all atlases)	Atlas Forests
Atlas Selection	Not obvious	Straight forward (pick corresponding AFs)
Addition of New Atlases	Complete retraining for 'proper' use of new data (update of leaf posteriors alone possible)	Training of a single new Atlas Forest
Efficient Experimentation	New training for every training/testing split of data	Each AF is trained only once for any data split
Efficient Training	More data per tree: more resources needed, requires (potentially non-trivial) bagging	Fast training, possible without bagging

## Evaluation: Promising Results with Atlas Forest Encoding

Settings (determined on IBSR)

- trees per atlas forest = 5
- max. depth = 36
- min. samples per leaf = 8
- random features per tree =  $10 \times 1000$
- axis-aligned split functions
- Registration: non-rigid with FFD + discrete opt. (quite conservative/rigid setting, low image res.)

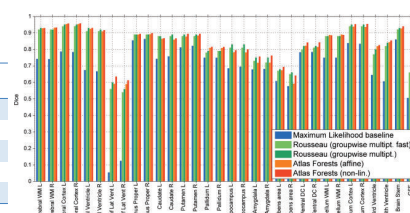


Pre-processing Steps

- Skull-stripping, Inhomogeneity correction, Histogram matching

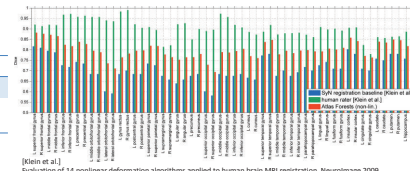
### Results on IBSR (18 atlases, 32 labels)

	[Rousseau] Fast Multi-point	[Rousseau] Group-wise MP	Atlas Forests
DSC	82.25%	83.5%	84.60%
Time [min]	22	130	3 (+0.5 for reg.)
AF Variation: no use of probabilistic atlas			77.38%
AF Variation: Affine reg. instead of deformable			82.71%
Standard forest bagging (setup obtained by AFs)			84.08%



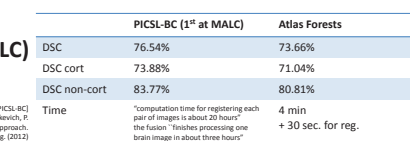
### Results on LPBA40 (40 atlases, 54 labels)

	PBL*	SPBL*	SCPBL*	Atlas Forests
DSC	75.06%	76.46%	78.04%	77.46%
Time [min] (per class)	10	28	45	8



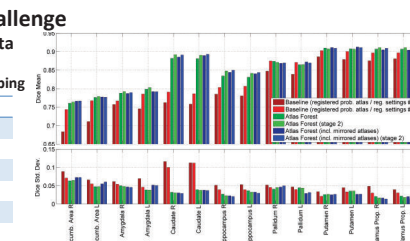
### Results on Data from MICCAI 2012 Multi-Atlas Labeling Challenge (MALC) (OASIS data, 134 labels (98 cortical, 36 non-cortical))

	PICSL-BC (1 <sup>st</sup> at MALC)	Atlas Forests
DSC	76.54%	73.66%
DSC cort	73.88%	71.04%
DSC non-cort	83.77%	80.81%
Time		4 min + 30 sec. for reg.



### Results from MICCAI 2013 SATA Challenge Dinecephalon Segmentation, unregistered data (OASIS data, 14 labels) slightly different settings to above, e.g. no skull-stripping

Method	Dice: mean (med)	Hausdorff [mm]
UPENN_SBI_MAM	0.8686 (0.8772)	3.3043 (3.1006)
PICSL	0.8663 (0.8786)	3.5381 (3.2369)
SBI_LevelSet	0.8654 (0.8775)	3.4237 (3.1429)
deedsMIND	0.8402 (0.8573)	4.1027 (3.8983)
AtlasForest Stage2	0.8282 (0.8484)	3.7411 (3.5231)
AtlasForest	0.8248 (0.8422)	3.8659 (3.6737)



## Randomized Classification Forest

