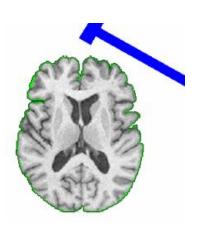


Slicer3 Training Compendium



HAMMER: Hierarchical Attribute Matching Mechanism for Elastic Registration



Guorong Wu*, Xiaodong Tao+, Jim Miller+, and Dinggang Shen*

*Department of Radiology and BRIC, University of North Carolina at Chapel Hill, U.S.A.

+Visualization and Computer Vision Laboratory, GE Research, U.S.A.







Learning Objective

- The objective of this tutorial is to present how to use HAMMER registration algorithm in Slicer3.
- Deformable registration has many important clinical applications:
 - Spatial normalization for group analysis;
 - Measurement of structure by deforming a model to individual;
 - Image data mining in lesion-deficit studies.

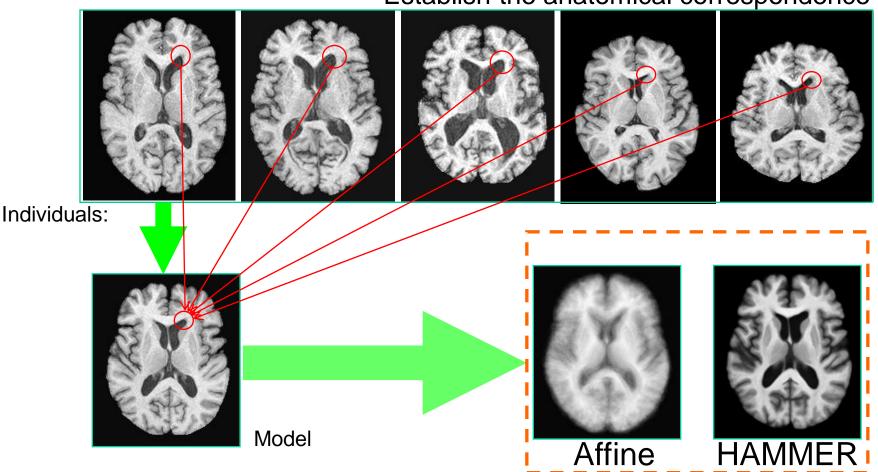






• The goal of deformable registration of brain images

--- Establish the anatomical correspondence





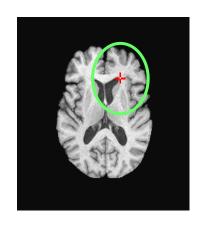


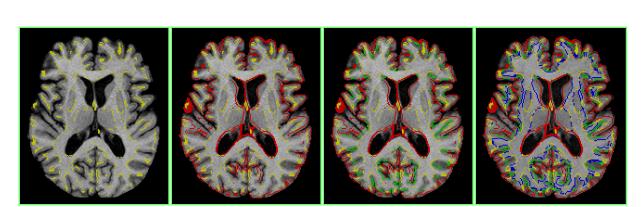


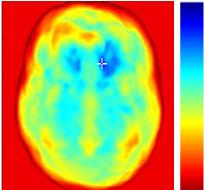
Two novelties:

An <u>attribute vector</u>, defined for each voxel in an image, and reflecting the underlying structures at different scales.

<u>Driving voxel</u> is used to hierarchically estimate the deformation, initially in sulcal root, gyrus crown, and ventricle corners







end

start





Build Latest Slicer



🔈 LOG III



search

Google" Custom Search

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Slicer3:Build Instructions

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- 2 Building the 3.4 release

discussion

- 3 Building the latest development version
- 4 To run (all platforms):
- 5 Additional Information About getbuildtest and Building Slicer

 - 5.2 What does getbuildtest.tcl do?
 - 5.3 Usage
 - 5.4 Errors from getbuildtest
 - 5.5 Debugging
 - 5.6 Updating Your getbuildtest Build
 - 5.7 getbuildtest on linux
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- 7 Manual Build
- 8 SBuild

Find the build instructions at http://www.slicer.org/slicerWiki /index.php/Slicer3:Build_Instru ctions

All-in-one Script to checkout and build Slicer3

To compile and build Slicer3, you need a set of development packages installed on your machine:

- pre-requisite material for Linux
- pre-requisite material for Windows
- pre-requisite material for Mac

There's a script called getbuildtest.tcl that makes the support libraries (VTK, ITK, teem, etc) and also builds slicer and does a dashboard submission. (Click here for background on getbuildtest and the experimental getbuildtest2 version).

Building the 3.4 release

For Linux and Mac, just do the following two commands (If you are a Windows user, see the section for Windows users below):

svn co http://svn.slicer.org/Slicer3/branches/Slicer-3-4@ Slicer3

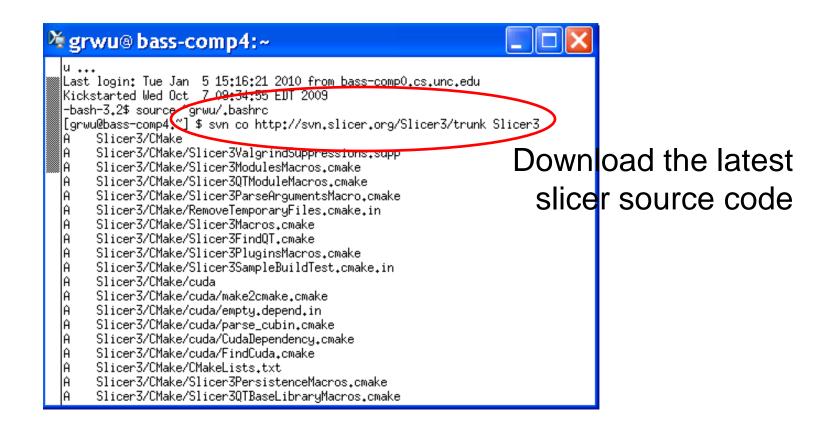
./Slicer3/Scripts/getbuildtest.tcl







Build Latest Slicer

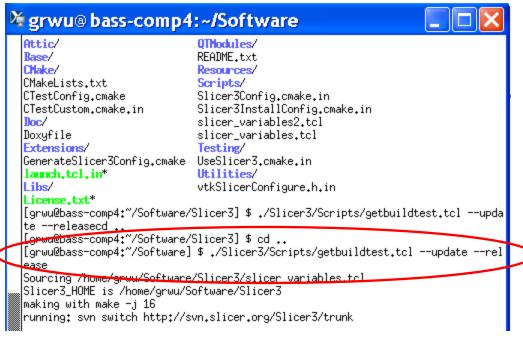








Build Latest Slicer



Build Slicer3

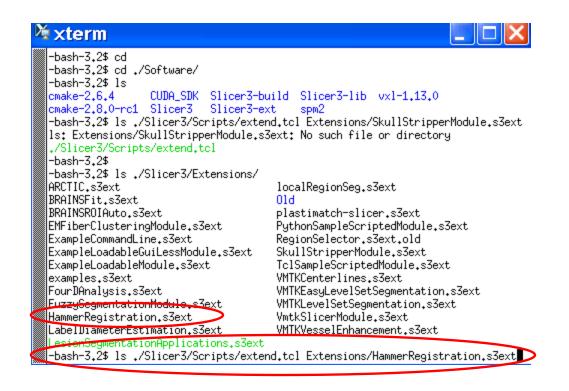






Install HAMMER Module 💯











Install HAMMER Module 💯



```
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[100%] Built target HammerRegistration
make[1]: Leaving directory `/home/grwu/Software/Slicer3-ext/HammerRegistration-b
lui ld'
/home/grwu/Software/Slicer3-lib/CMake-build/bin/cmake -E cmake_progress_start /h
ome/grwu/Software/Slicer3-ext/HammerRegistration-build/CMakeFiles 0
make -f CMakeFiles/Makefile2 preinstall
make[1]: Entering directory `/home/grwu/Software/Slicer3-ext/HammerRegistration-
lbui 1d'
make[1]: Nothing to be done for `preinstall'.
make[1]: Leaving directory `/home/grwu/Software/Slicer3-ext/HammerRegistration-b
lui ld'
Install the project...
/home/grwu/Software/Slicer3-lib/CMake-build/bin/cmake -P cmake_install.cmake
-- Install configuration: "Debug"
-- Installing: /home/grwu/Software/Slicer3/../Slicer3-ext/HammerRegistration-ins
tall/lib/Slicer3/Plugins/HammerRegistration
-- Removed runtime path from "/home/grwu/Software/Slicer3/../Slicer3-ext/HammerR
eqistration-install/lib/Slicer3/Pluqins/HammerReqistration"
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nstall/lib/Slicer3/Plugins/HammerRegistration-svn153-2010-01-05-linux-x86_64.zip
 adding: HammerRegistration (deflated 79%)
|Uploading /home/grwu/Software/Slicer3/../Slicer3-ext/HammerRegistration-install/
lib/Slicer3/Plugins/HammerRegistration-svn153-2010-01-05-linux-x86_64.zip to ext
.slicer.org port 8845...
uploaded /home/grwu/Software/Slicer3/../Slicer3-ext/HammerRegistration-install/l
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******
  /home/grwu/Software/Slicer3/../Slicer3-ext/Extensions/HammerRegistration.s3ext
100.0% succeeded
 grwu@bass-comp4•~/Software/Slicer3] $ ■
```

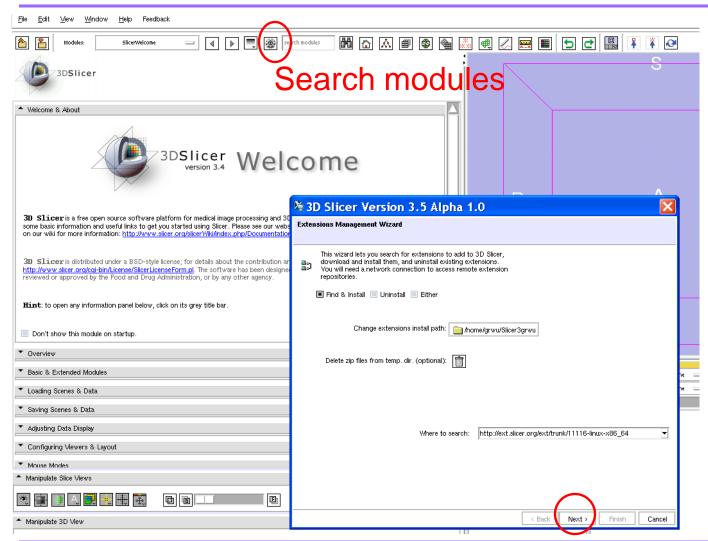






Install HAMMER Module 👺





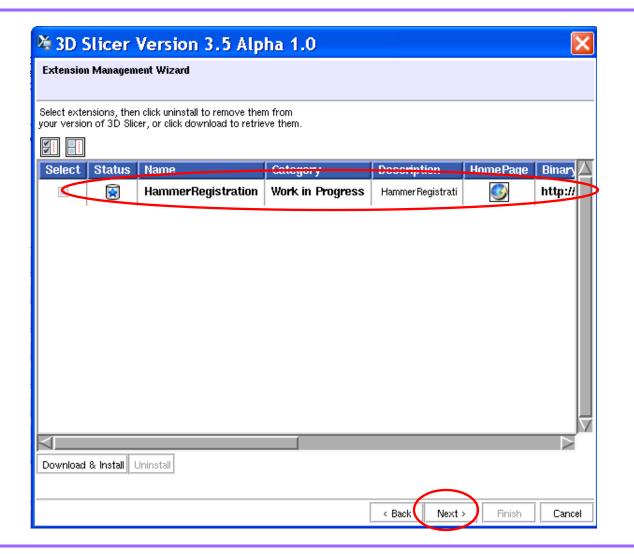






Install HAMMER Module 🔮





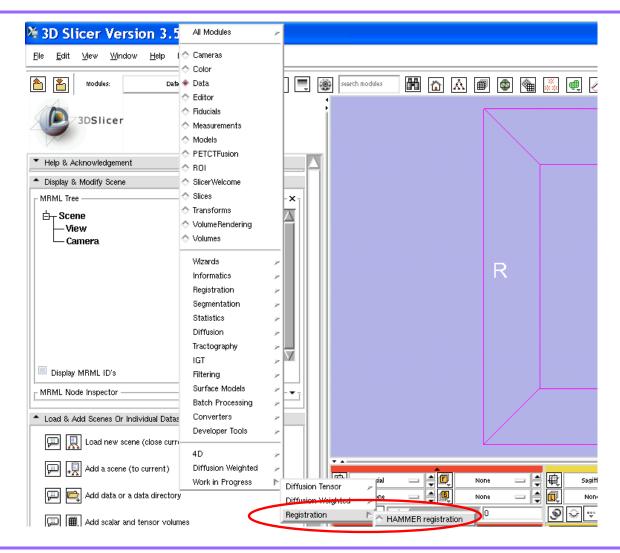






Install HAMMER Module 💖



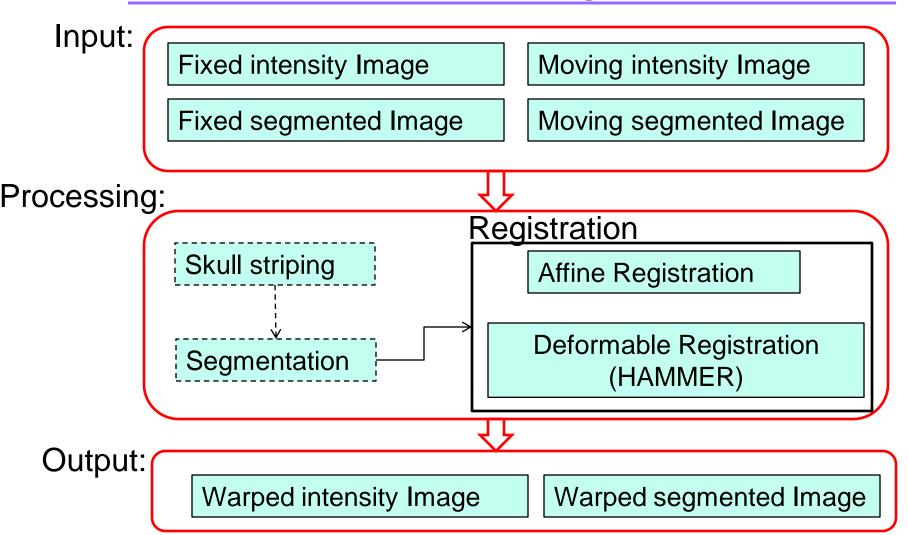








Using HAMMER









Using HAMMER

↑ Help & Acknowledgement		
Help Acknowledgement		
This work is part of the National Alliance for Medical Image Computing (NAMIC), funded by the National Institutes of Health through the NIH Roadmap for Medical Research, Grant U54 EB005149.	THE REAL PROPERTY.	
Xiaodong Tao, taox @ research . ge . com	FE 4 F.	
Skull Stripper For Structural MR	(A)	
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Status Completed	2316.53	
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Input Volume t.r =	·	
Output brain surface SI 🖃 🚔		
Brain Mask e 🗀 🚔	10/12	
▲ Skull Stripping Parameters		E . To . O.
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Dilation Radius after deformation 3		
Optional Output		
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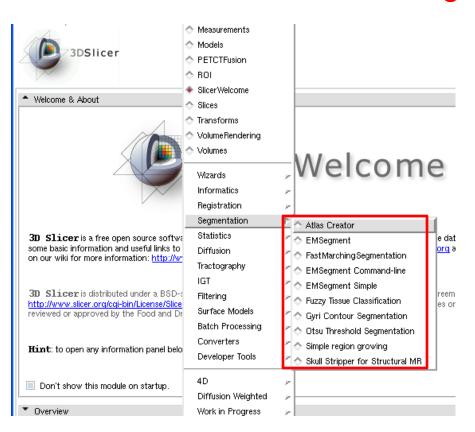








http://www.slicer.org/slicerWiki/index.php/Documentation-3.4#Segmentation



Seamentation

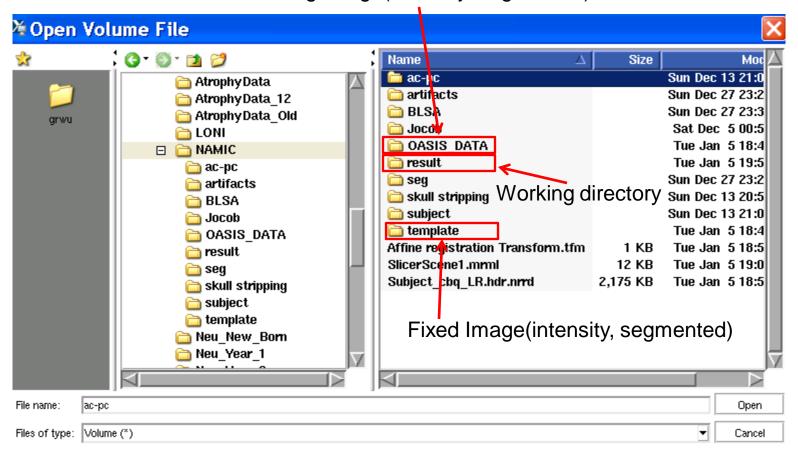
- EM Segment Command-Line (Brad Davis, Will Schroeder)
- EM Segment Simple (Brad Davis, Will Schroeder)
- EM Segment Template Builder (Brad Davis, Will Schroeder)
- Simple Region Growing (Jim Miller)
- Otsu Threshold (Bill Lorensen)







Moving Image(intensity, segmented)



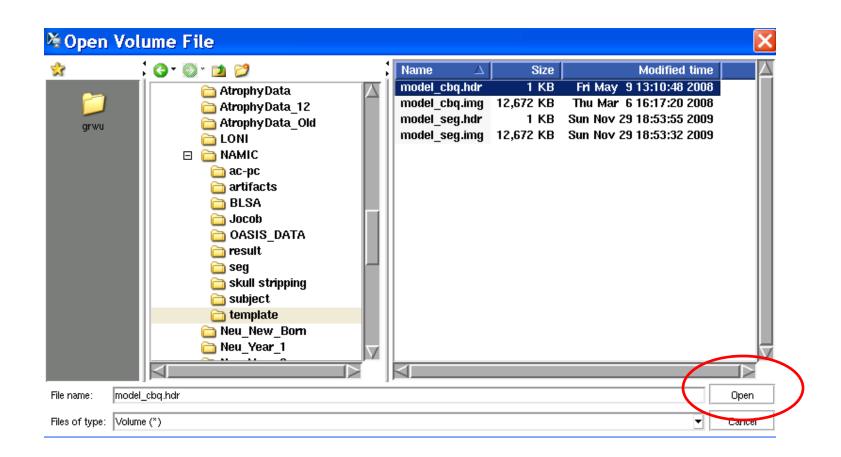






Open the Fixed Intensity Brain





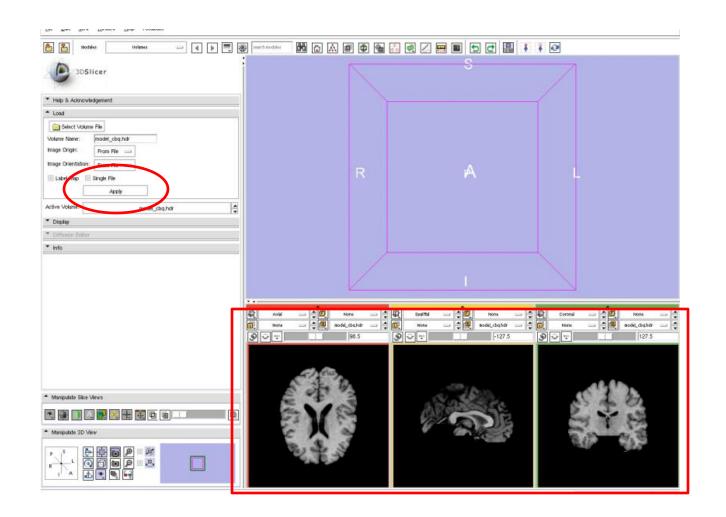






Open the Fixed Intensity Brain





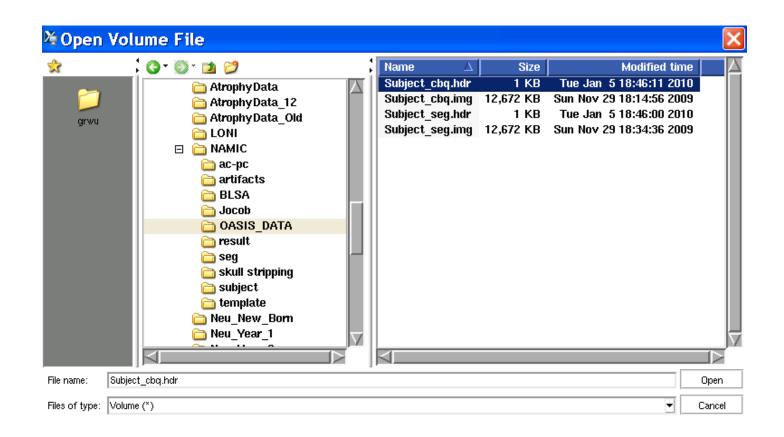






Open the Moving Intensity Brain





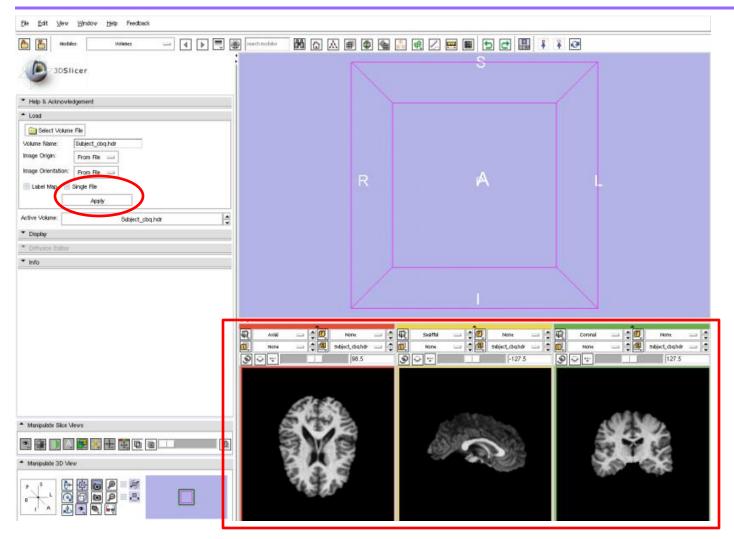






Open the Moving Intensity Brain





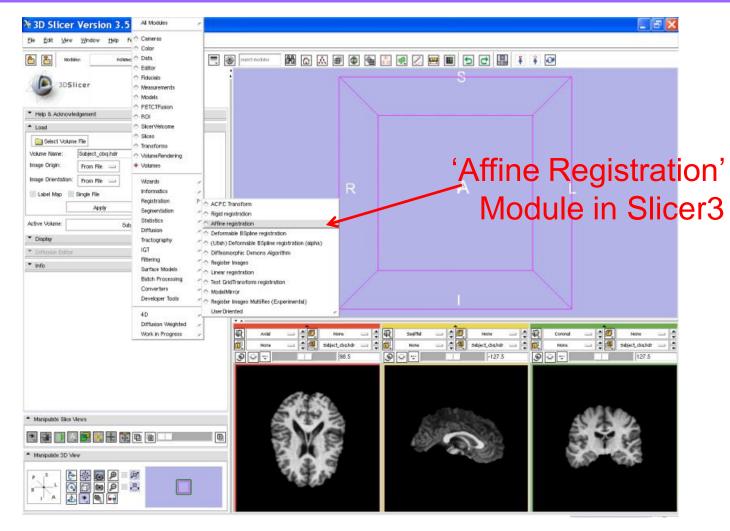






Affine Registration \(\bigve{\psi} \)





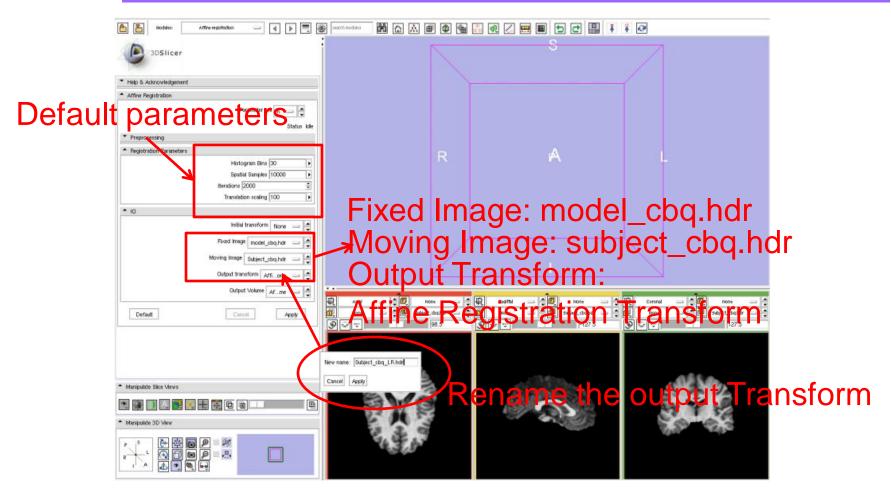






Affine Registration \(\big| \)





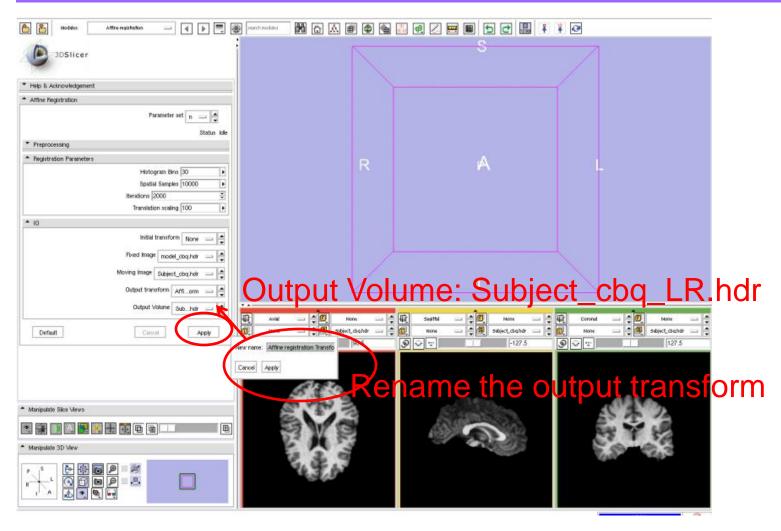






Affine Registration 😲





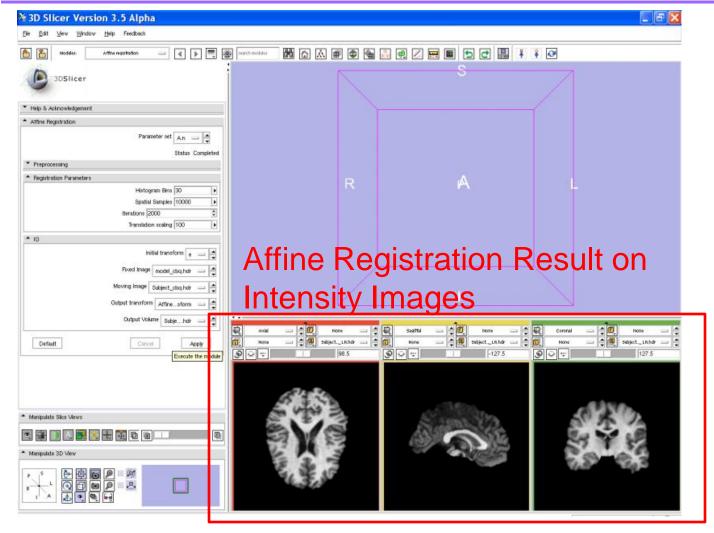






Affine Registration \(\big| \)











Save the Affine Results \$\square\$



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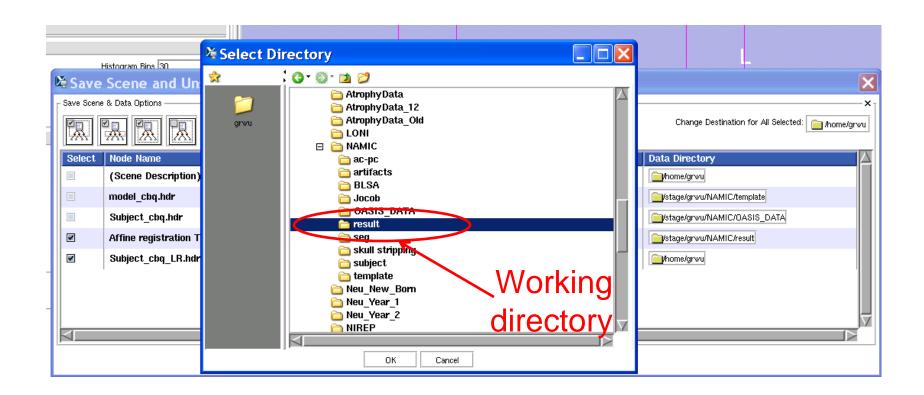






Save the Affine Results **





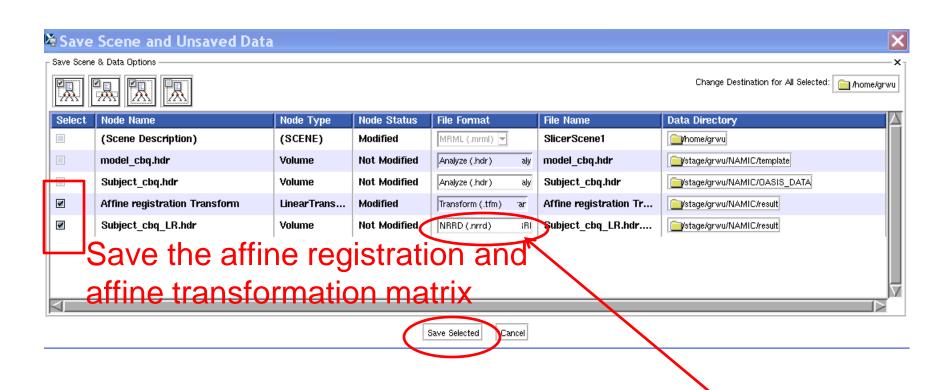






Save the Affine Results





Change to 'analyze' format

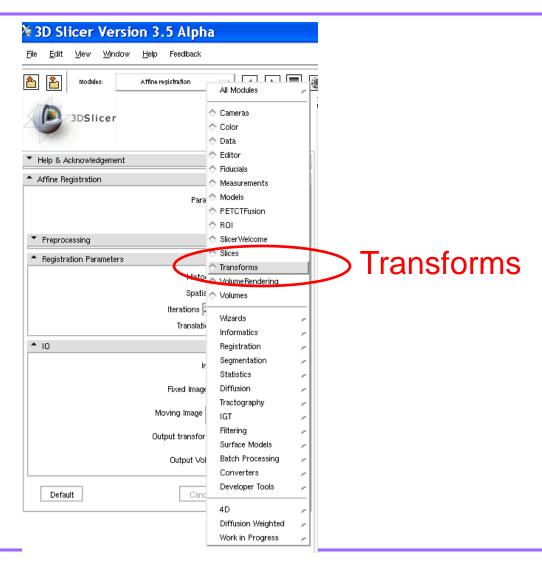






Check the Transformation \$\square\$











Check the Transformation \$\square\$



¾ 3D Slicer Version 3.5 Alpha	
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▼ Help & Acknowledgement △	
Load	
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Transform Editor	
Transform Node: Affine registration Transform	Affine registration Transform
1.087444 0.021370 0.010223 6.591986	9
-0.055841 1.065529 -0.023259 -14.738839 0.013686 0.006434 1.158510 -16.686951	
-0.000000 -0.000000 -0.000000 1.000000	
Translation X	
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-16.687	
Min Translation Limit 200	
Max Translation Limit 200	
Rotation — x T	
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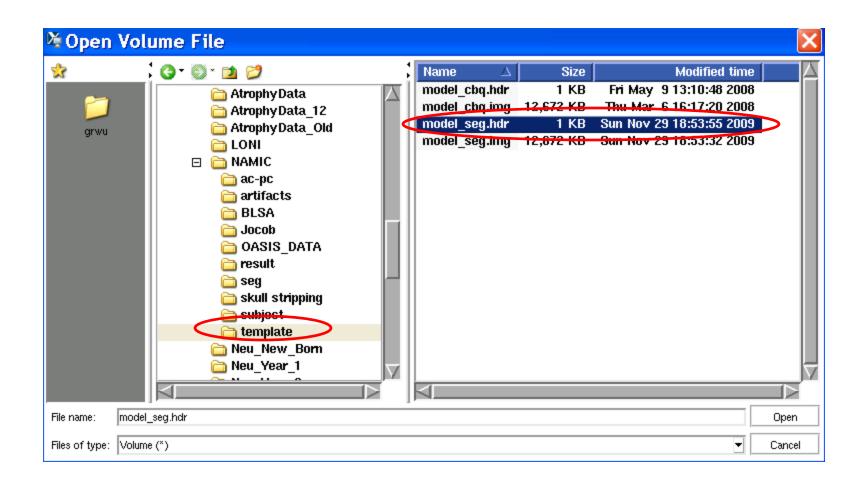






Open the Fixed Segmented Brain 💖





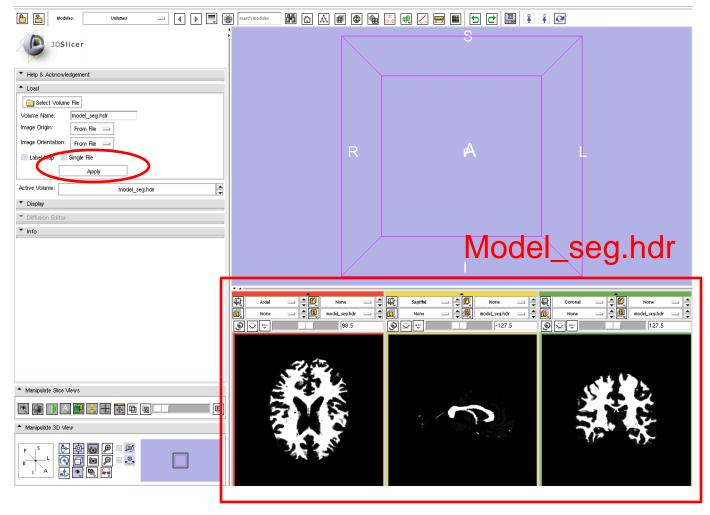






Open the Fixed Segmented Brain





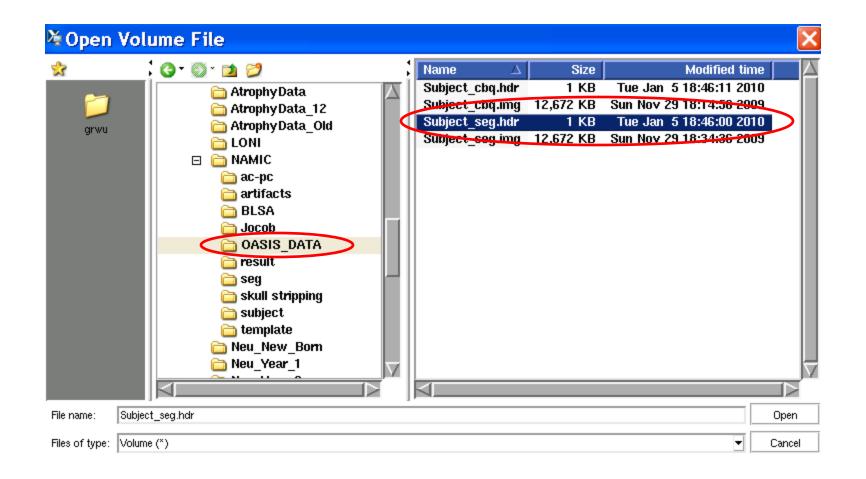






Open the MovingSegmented Brain





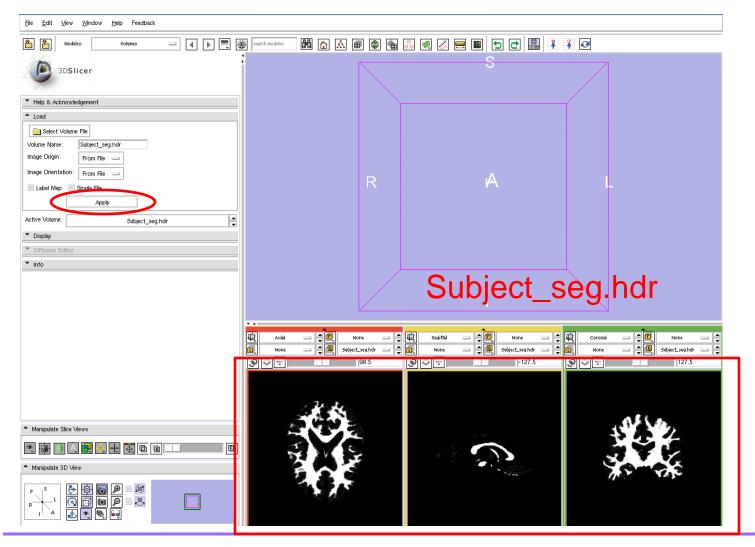






Open the MovingSegmented Brain





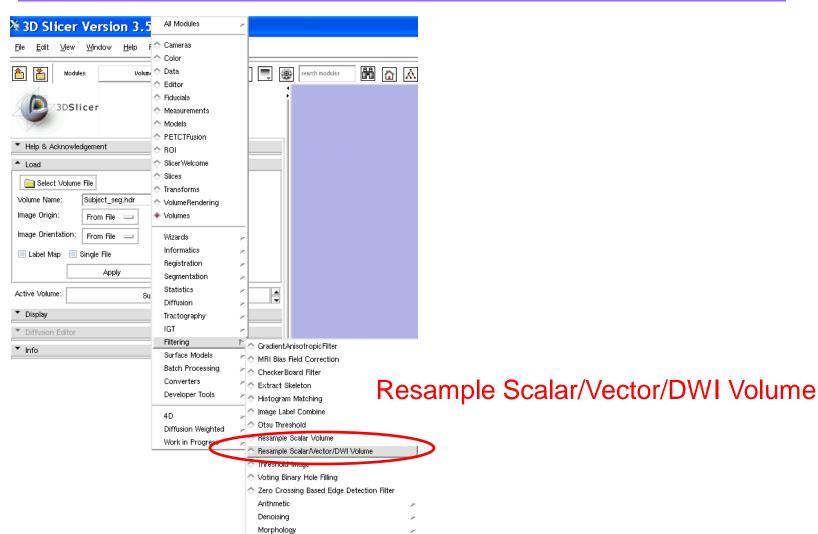






Perform Affine Transform





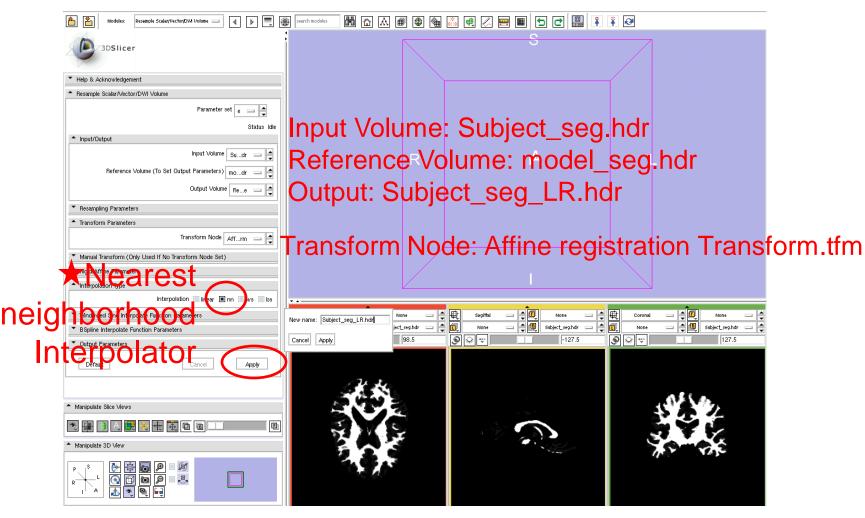






Perform Affine Transform





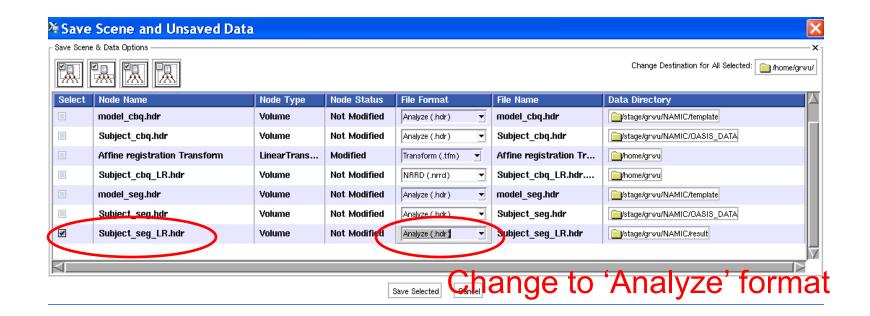






Save the Affine Results

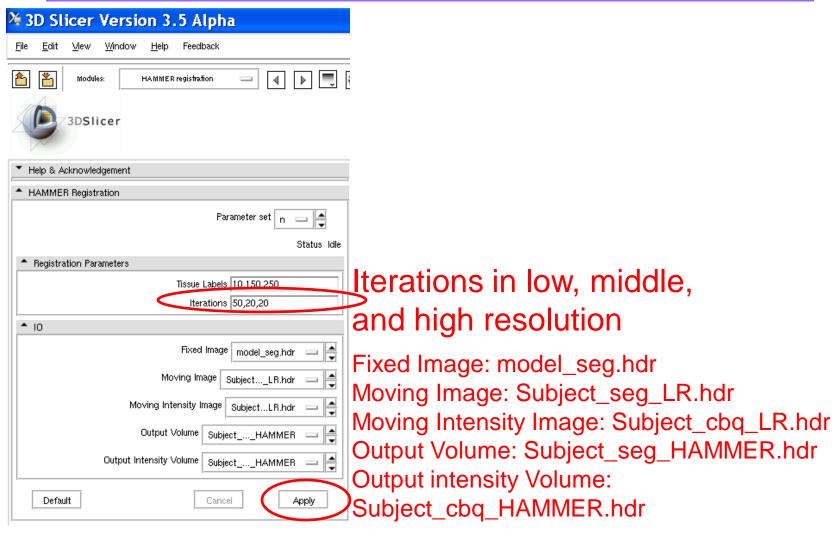










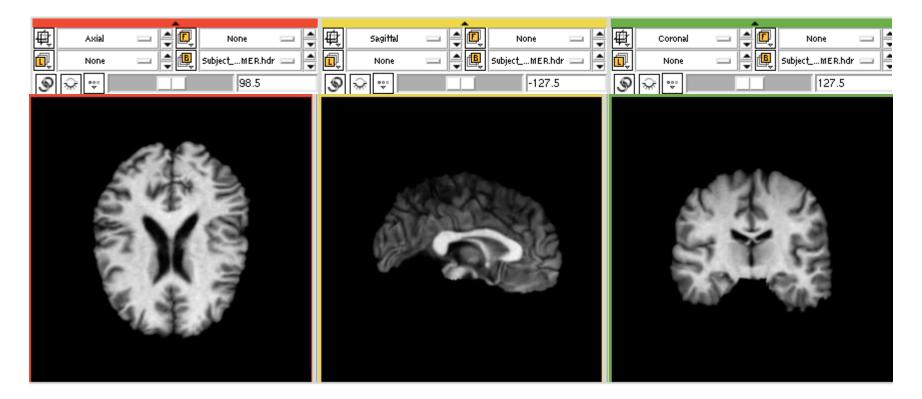








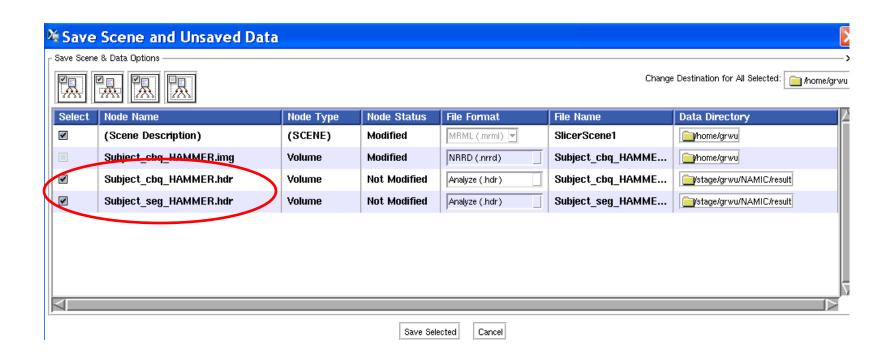
Warping Result (intensity image)









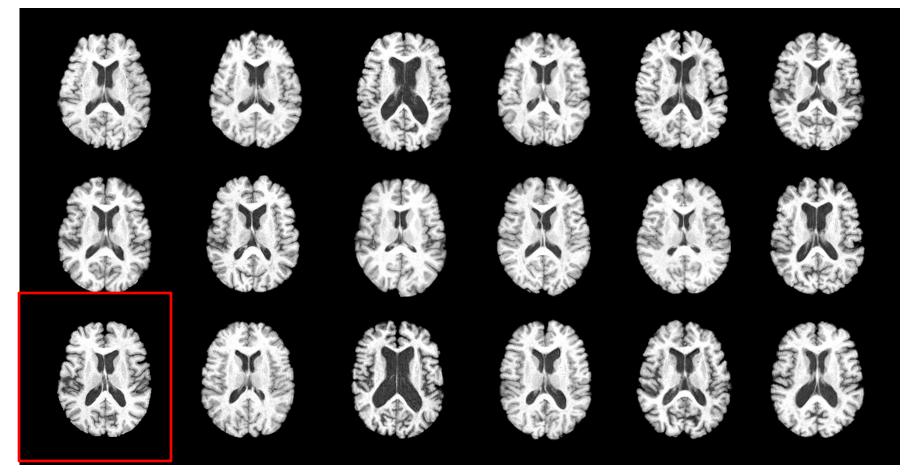








Experiment 1: 18 Elder Brains From BLSA Dataset



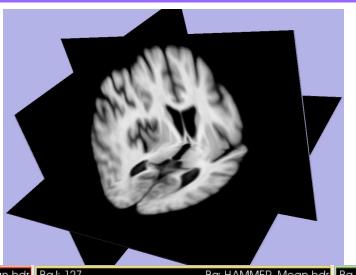




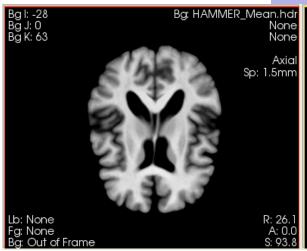


HAMMER: Results

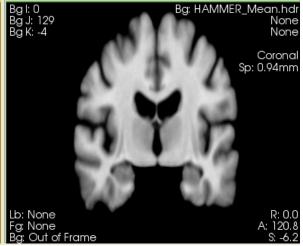




Average Image















40 LONI Dataset with 54 manually labeled RIOs

Laboratory of Neuro Imaging

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Software

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LONI >

LONI Atlases

An atlas of the brain allows us to define its spatial characteristics. Where is a given structure; relative to what other features; what are its shape and characteristics and how do we refer to it? Where is this region of functional activation? How different is this brain compared with a normal database? An atlas allows us to answer these and related questions quantitatively.

Brain atlases are built from one or more representations of brain. They describe one or more aspects of brain structure and/or function and their relationships after applying appropriate registration and warping strategies, indexing schemes and nomenclature systems. Atlases made from multiple modalities and individuals provide the capability to describe image data with statistical and visual power.

An atlas can take on many forms, from descriptions of structure or function of the whole brain to maps of groups or populations. Individual systems of the brain can be mapped as can changes over time, as in development or degeneration. An atlas enables comparison across individuals, modalities or states. Differences between species can be catalogued. But in most cases, the value added by brain atlases is the unique and critical ability to integrate information from multiple sources. The utility of an atlas is dependent upon appropriate coordinate systems, registration and deformation methods along with useful visualization strategies. Accurate and representative atlases of brain hold the most promise for helping to create a comprehensive understanding of brain in health and disease.

IN THIS SECTION:

Available Atlases

Alzheimer's Disease Template

Human Atlas

ICBM 452 T1 Atlas

ICBM DTI-81 Atlas

ICBM Probabilistic Atlases

ICBM T2 Atlas

ICBM Template

LPBA40

Monkey Atlas

Mouse Atlas

Mouse Minimum

Deformation Atlas (MD)

Deformation Atlas (MDA)

Neonatal (P0) Mouse Nissl Brain Atlas

Brain Atlas

Neonatal (P0) MRI Mouse

Brain Atlas

Rat Atlas

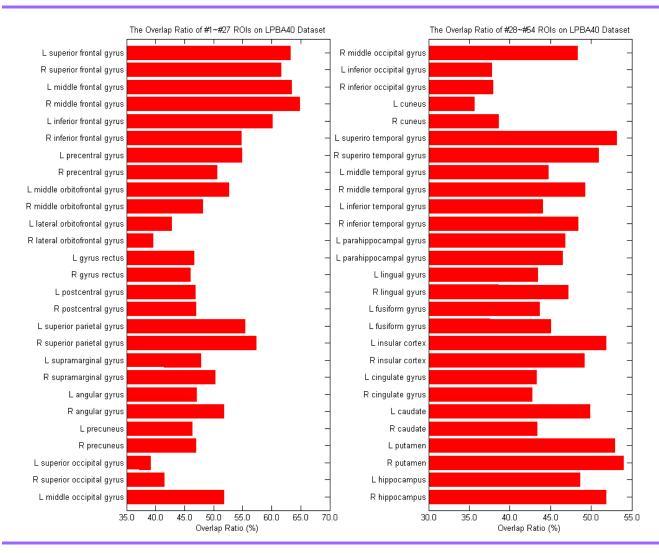






HAMMER: Results











Acknowledgement **4**



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Minjeong Kim (UNC at Chapel Hill)



