

# HAMMER: Hierarchical Attribute Matching Mechanism for Elastic Registration



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The goal of deformable registration of brain images
 --- Establish the anatomical correspondence





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HAMMER: Background



- Clinical applications:
  - + Spatial normalization of functional images, for group analysis.
  - + Measurement of structure, by deforming a model to individual.
  - + Image data mining in lesion-deficit studies.
  - HAMMER has been used to align over 8,000 brains image since 2002.
  - HAMMER paper has received the 2006 Best Paper Award for IEEE Signal Process Society.



IAMMER: Hierarchical Attribute Matching Mechanism for Elastic Registration













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#### Step 1: AC/PC Correction

1 Modules: ACPC Transform - 1	-	Modules: Affine registration I I I I I I I I I I I I I I I I I I I
73DSlicer		3DSlicer
* ··· · · · · · ·		<ul> <li>Help &amp; Acknowledgement</li> </ul>
- Help & Acknowledgement	_	Help Acknowledgement
Heip       Acknowledgement         Calculate a transformation from two lists of fiducial points. ACPC line is two fiducial points, one at the anterior commissure and one at the posterior commissure. The resulting transform will bring the line connecting them to horizontal to the AP axis. The midline is a series of points defining the division between the hemispheres of the brain (the mid sagittal plane). The resulting transform will put the output volume with the mid sagittal plane lined up with the AS plane. Use the Filtering module <b>Resample</b> <b>Scalar/Vector/DWI Volume</b> to apply the transformation to a volume. For more detailed documentation see: http://wiki.silcer.org/slicer/Wiki/index.php/Modules:Realign/Volume-Document ation-3.4	or	
	]	Spatial Samples 10000
- AUPU Iransform	-	Iterations 2000
Parameter set 📃 📥		Translation scaling 100
Status Idle		▲ I0
Transform		Initial transform e
ACPC Line None 🔤 🚔		Fixed Image model.hdr
Midline None -		Moving Image test_skull_striping.hdr 📃 🚔
Output transform None 🔤 🚍		Output transform e
▼ Debug		Output Volume e 🔤 🚔



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#### Step 2: Skull Striping

<ul> <li>Help &amp; Acknowledgement</li> </ul>	
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. Xiaodong Tao, taox @ research . ge . com	
<ul> <li>Skull Stripper For Structural MR</li> </ul>	
Parameter set 🖪 🚍 🗲	—— Default parameter set
Status Completed	
<b>▲</b> 10	Input file name
Input Volume t.r	Output brain surface file name
Brain Mask e	Brain mask file
<ul> <li>Skull Stripping Parameters</li> </ul>	/ Iterations used in skull stripping
Iterations 100	The number of out divisions
Subdivisions 20	
Dilation Radius after deformation 3	The dilation radius after deformation
Optional Output	
Default Cancel Apply	



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#### **Skull Striping Result**









Step 3: Tissue Segmentation	า
Image: Modules:     Fuzzy Tissue Classification       Image: Subscript of the	Segmentation and bias correction with 'Fuzzy Tissue Classification' in Slicer3
<ul> <li>Help &amp; Acknowledgement</li> </ul>	
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. Xiaodong Tao, taox @ research . ge . com	
<ul> <li>Fuzzy Tissue Classification</li> </ul>	
Parameter set F.n 🔤 🖨	
Status Idle	
	Input file name
	, Input Mask file name
Input mask	<ul> <li>Output hard segmentation result</li> </ul>
Hard Segmentation 1 🔤 🚔	
Bias Field test_skull_striping.hdr 🔤 🚔	Output bias field result
<ul> <li>Tissue Classification Parameters</li> </ul>	— The number of tissue types
Number Of Classes 3	
Bias Option 0	I ne option for blas correction



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## HAMMER: Guidance in Slicer3

tep 4: Affine Registration	
1 Modules: Affine registration - I I I	
3DSlicer	
<ul> <li>Help &amp; Acknowledgement</li> </ul>	
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 US4 EB005149.	
▲ Affine Registration	
Parameter set 🛕 n 👝	
Preprocessing	
Registration Parameters	The number of histogram bins
Histogram Bins 30	
Spatial Samples 10000	The number of iterations
Iterations 2000	
Translation scaling 100	
Initial transform e	
Fixed Image model.hdr	— Fixed Image
Moving Image test_skull_striping.hdr 💷 🚔 🗲	— Movina Image
Output transform	
	— Output transformation
	——Output affine registration result
MMER: Hierarchical Attribute Matching	Mechanism for Elastic Registration











#### Step 5: HAMMER Registration

Modules: HAMMER registration - (	
3DSlicer	
Help & Acknowledgement	
Help Acknowledgement	
HAMMER is an algorithm for elastic registration of medical images using geometric moment invariants as attributes and hierarchical attribute matching mechanism for finding deformation field. This module implements the algorithm described in 'HAMMER': Hierarchical Attribute Matching Mechanism for Elastic Registration', IEEE Trans. on Medical Imaging, 21(11):1421-1439, Nov 2002.) Its 'inputs are skull stripped brain images with gray matter, white matter, and CSF segmentation. For more detailed documentation see: http://www.med.unc.edu/~dopshr/HAMMER.htm	/ The labeling of WM, GM, and CSF in HAMMER
	/ The number of iterations in each resolution
HAMMER Registration     Parameter set n +      Status Idle	Fixed image
Registration Parameters      Tissue Labels 10,150,250      Iterations 50,20,20      K	/ / Moving segmented image
	Moving intensity image
Moving Intensity Image Movinq.hdr	Contract Segmented image
Output Intensity Volume HAMMEume1	Cutput intensity image









#### **Experiment 1: 18 Elder Brains From BLSA Dataset**

































#### 40 LONI Dataset with 54 manually labeled RIOs

Laboratory of Neuro Imaging					Enter search keyword	Search		
Home	About LONI	Research	Visualization	News & Events	Software	Data		
	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 (MDA)
Neonatal (P0) Mouse Nissl
Brain Atlas
Neonatal (P0) MRI Mouse
Brain Atlas
Rat Atlas



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# Thanks!



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1 Module:	i: Tran	sforms 📼			
3DSII	cer				
Help & Acknowled	gement		A		
▲ Load					
📄 Load Transform	в				
Display And Edit			×_		
Transform Editor —			×_		
Transform Node:	L	inearTransform			
1.000000	0.000000	0.000000	0.000000		
0.000000	1.000000	0.000000	0.000000		
0.000000	0.000000	1.000000	0.00000		
0.000000	0.000000	0.000000	1.000000		
Translation ——			×_		
LR		0			
PA		0			
IS 0					
	Min Translation	Limit -200			
	Max Translation	Limit 200			
Rotation ———			×		
LR		0			
PA		0	🗸		



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