Perceptual Coloring and 2D Sketching for Segmentation of Neural Pathways

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Introduction
Understanding white matter structure within human brain is crucial for studying diseases such as HIV. Current visualizations and analysis of diffusion tensor magnetic resonance images (DT-MRI) have focused on rendering tracts and segmentation of white matter tracts into bundles. Automatic segmentation methods impose a rigid, possibly inaccurate, model of which white matter tracts belong to which bundles. Instead, we visualize geometric disparity between white matter tracts and let the expert user of our application select regions. Our system couples 3D visualization of geometric differences between tracts with a 2D sketch-based selection mechanism. Contemporaneous to this work, Akers [2006] presents a 3D sketching and gesture interface for pathway selection. Our coloring work is similar to Brun et al. [2003]. That work applies smooth coloring to DT-MRI data using a simpler distance metric.

Methods and Results
We visualize distances between white matter tracts using the metric in [Zhang et al. 2003]. Our system consists of an interactive component and pre-processing. The pre-processing is as follows: first, streamtubes that represent white matter paths are computed from DT-MRI data. Second, we compute an adjacency matrix of distances between every pair of streamtubes in the brain. Third, using a spectral embedding method, we assign colors to every streamtube such that differences in colors correspond to the distances in the matrix. Finally these colors are converted from a perceptually uniform color space to RGB for display (Fig. 1 a.) On a 2K streamtube dataset, the relative error of the embedding measured with Frobenius norm of tube embedded distance matrix and original distance matrix is 13%. We suspect using a more sophisticated method would yield embeddings with less error.

After we’ve assigned a coloring of streamtubes we view them in BrainApp [Lee et al. 2006] an interactive tool for visualizing DT-MRI data. We extended this software with a new selection interaction. The user selects axis-aligned planes in 3D (Fig. 1 b) then views, as a 2D view (Fig. 1 c), the colors of streamtubes intersecting that slice. Next the user makes a free-form closed curve. The streamtubes that pass through the this region are selected (see Fig. 1 d). This axis-aligned view and selection method exploits the training neuro-scientists have received viewing aligned 2D images (sectional anatomy) of the brain.

We performed two informal evaluations with an expert visualizing a normal and an HIV-positive brain data-set. Our expert reported high anatomic specificity, and he reported being able to easily pick out meaningful fiber bundles even though colors varied smoothly. He noted that the hemispheric color differences easily gave context when navigating in 3D views. He felt the subtle color variations were visually easier to process. The user felt that he was the one making the model (instead of a predefined cluster of tracts). We asked the expert how our approach fared against displaying hard segmentation where whole bundles are colored with one color versus the smooth color variation. The user felt the smooth coloring was more compatible with the uncertainty of tractography. Based on user feedback, fractional anisotropy (FA) variation integrated into the streamtube-distance metric might make the tool more useful for comparing brains across subjects.

Conclusion
Our evaluation suggests this is a promising approach. Our visualization method shows relevant anatomic structures without imposing a segmentation. The tool provided a simpler 2D drawing tracts-of-interest selection method which is an important brain diagnosis interaction for experts familiar with sectional anatomy.


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