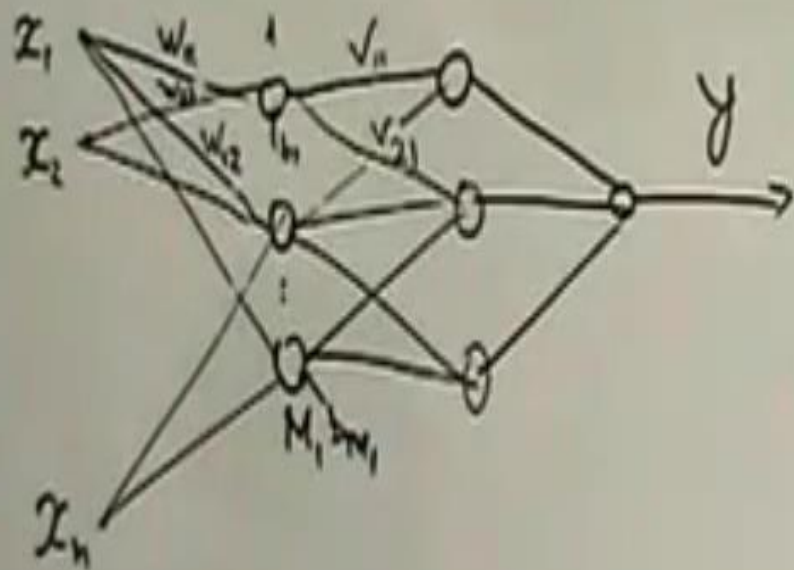


# Compressed Sensing and Computed Tomography with Deep Neural Networks

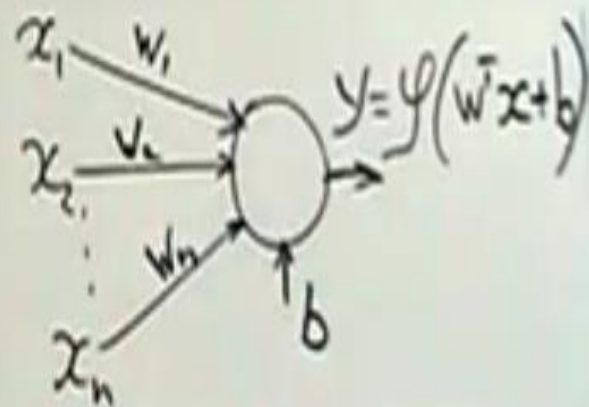
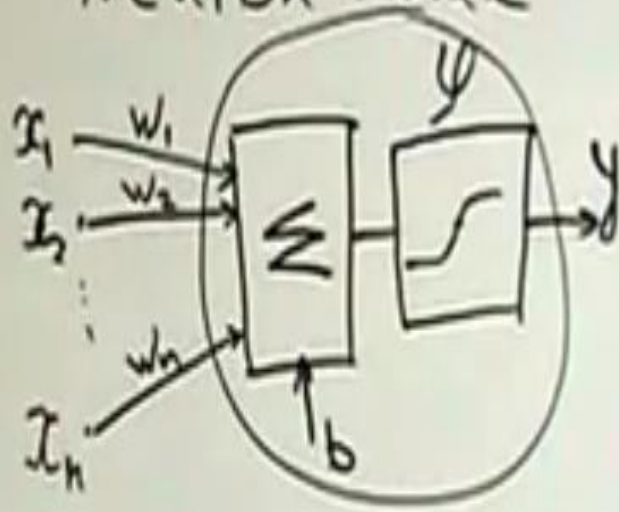
**David Boubilil, Michael Zibulevsky and Michael Elad**

**Technion, Computer Science Department**

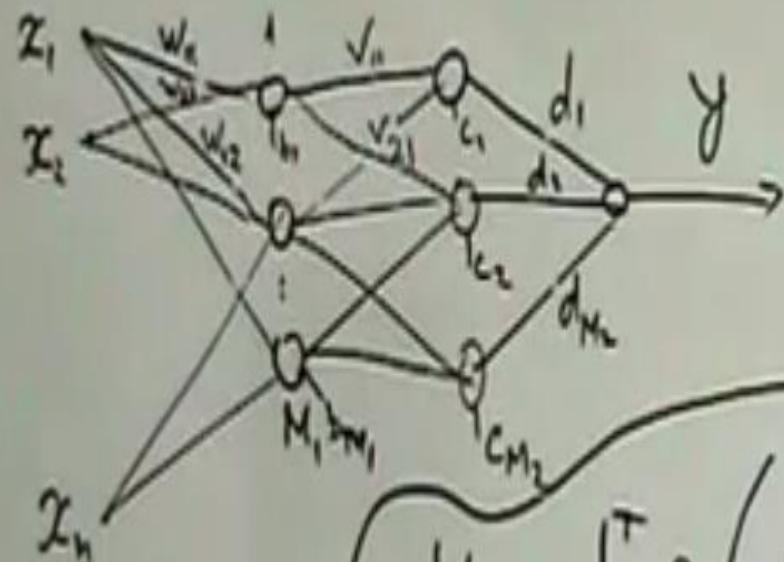
# Neural Networks



Neuron model



# Neural Networks

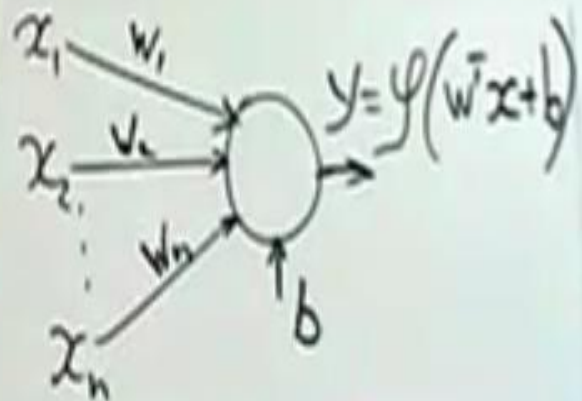


$$u = W^T x$$

$$\varphi(u) \triangleq \begin{bmatrix} \varphi(u_1) \\ \vdots \\ \varphi(u_m) \end{bmatrix}$$

$$u = \begin{bmatrix} u_1 \\ \vdots \\ u_m \end{bmatrix}$$

$$y = d^T \varphi \left( v^T \varphi (w^T x + b) + c \right)$$

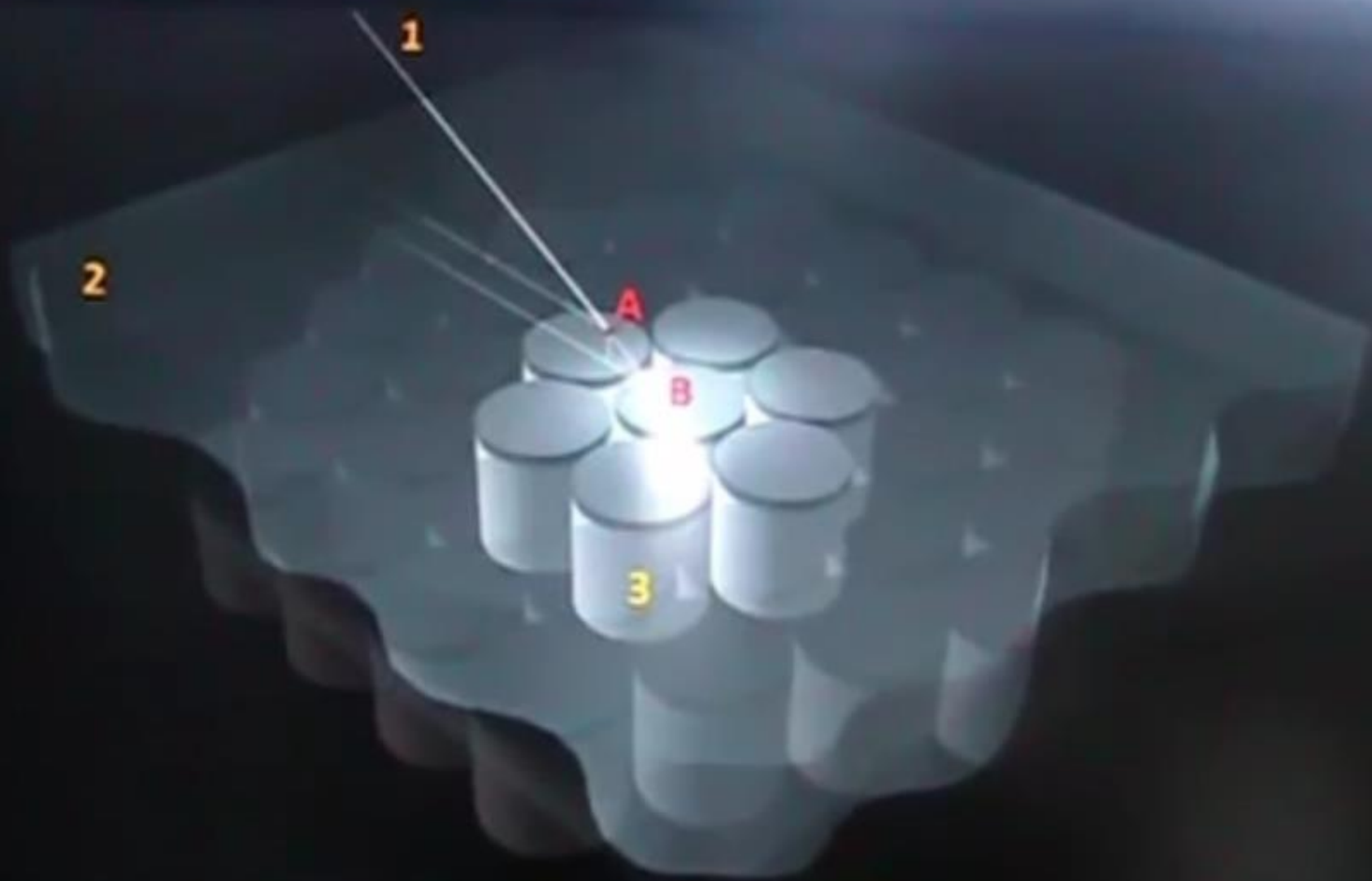


$$y = f(x; w, b, v, c, d) = d^T \varphi(v^T \varphi(w^T x + b) + c)$$

Training examples  $\{x^{(k)}, y^{(k)}\}_{k=1}^K$

$$\min_{w, b, v, c, d} \left\{ E = \sum_{k=1}^K \left( f(x^{(k)}; w, b, v, c, d) - y^{(k)} \right)^2 \right\}$$

# Photon detection in positron emission tomography using neural network [12]

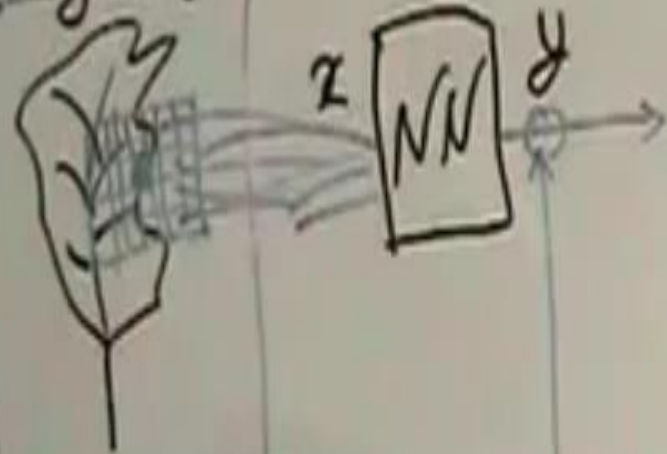


1 - incident photons, 2 - scintillation crystal, 3 - "active" PMTs  
A - surface contact point, B - scintillation point

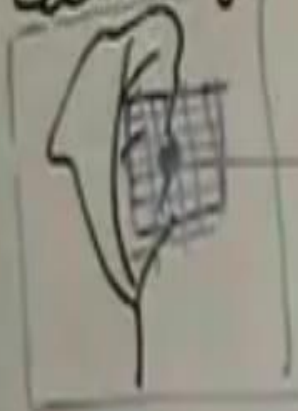


# Image denoising

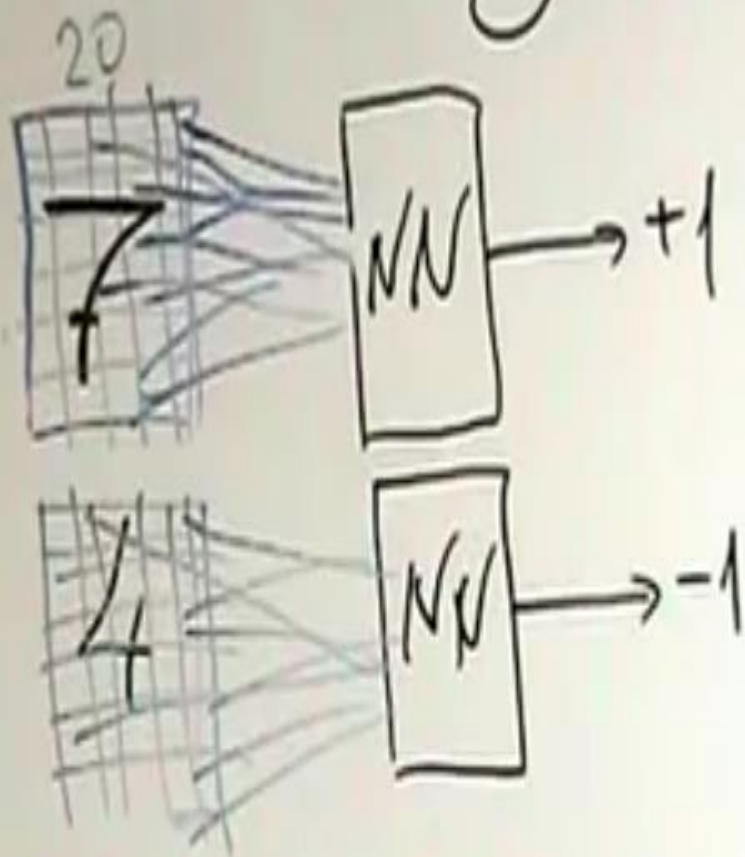
Noisy image



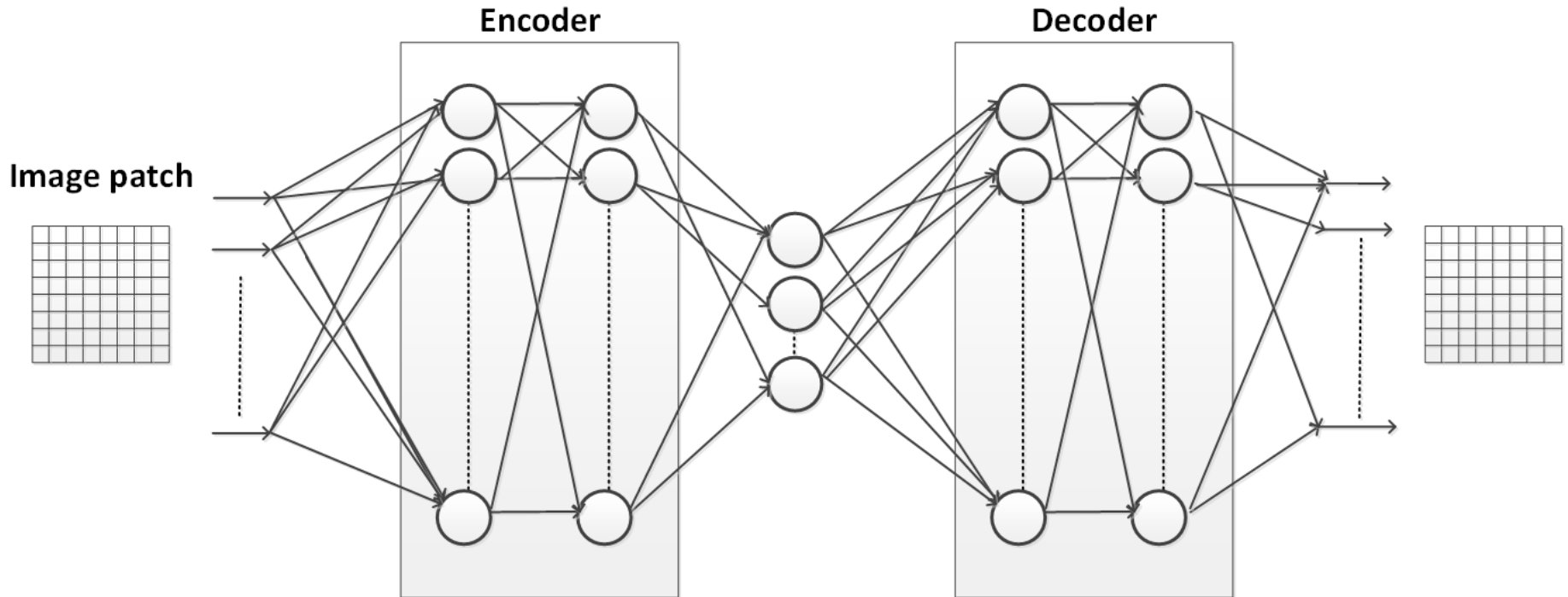
Clean image



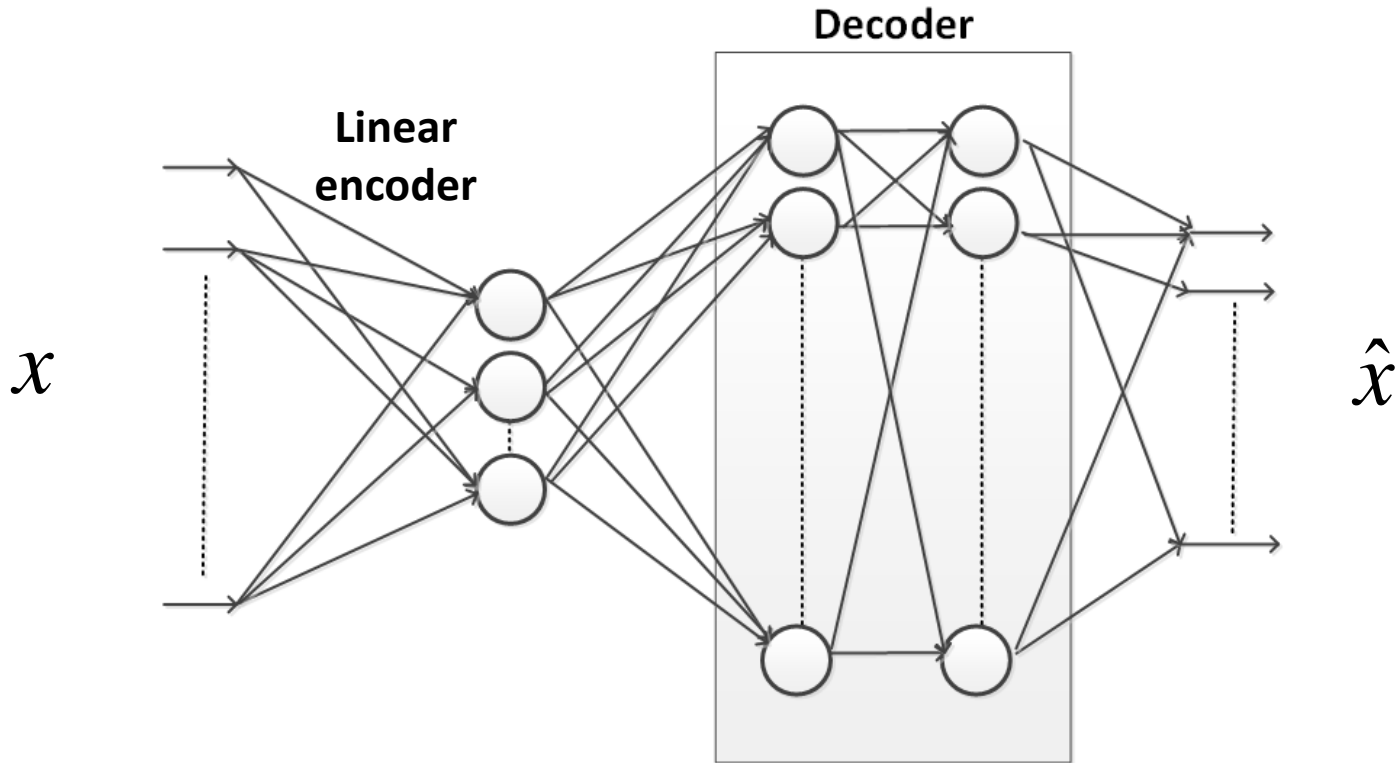
# Pattern recognition



# Nonlinear compression

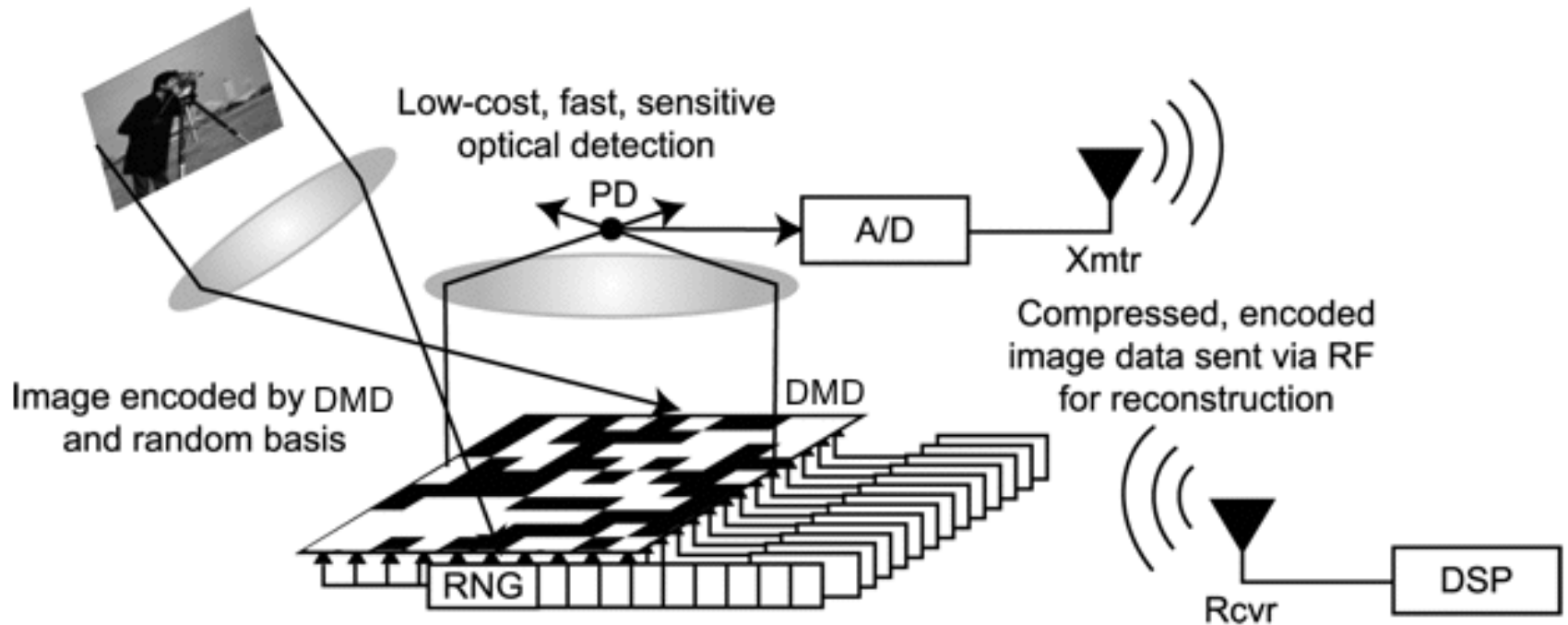


# Linear compression (Compressed sensing)





# Linear compression (Compressed sensing)



A New Single-Pixel Camera, <http://dsp.rice.edu/cscamera>

# CS using Neural Network: Training Set

□ Some image examples from the training set:



# CS using Neural Network – Results

Original



Compression Rate = 0.1, PSNR = 24.1092dB



Compression Rate = 0.2, PSNR = 25.1005dB



Compression Rate = 0.3, PSNR = 26.2258dB



- Hidden layers: 12
- Activation: Tanh
- Redundancy factor: 2
- Block size: 16x16.
- Training examples: 500k

# CS using Neural Network – Results

Original



Compression Rate = 0.1, PSNR = 24.1092dB



Compression Rate = 0.2, PSNR = 25.1005dB



Compression Rate = 0.3, PSNR = 26.2258dB



# CS using Neural Network – Results

Original



Compression Rate = 0.1, PSNR = 30.935dB



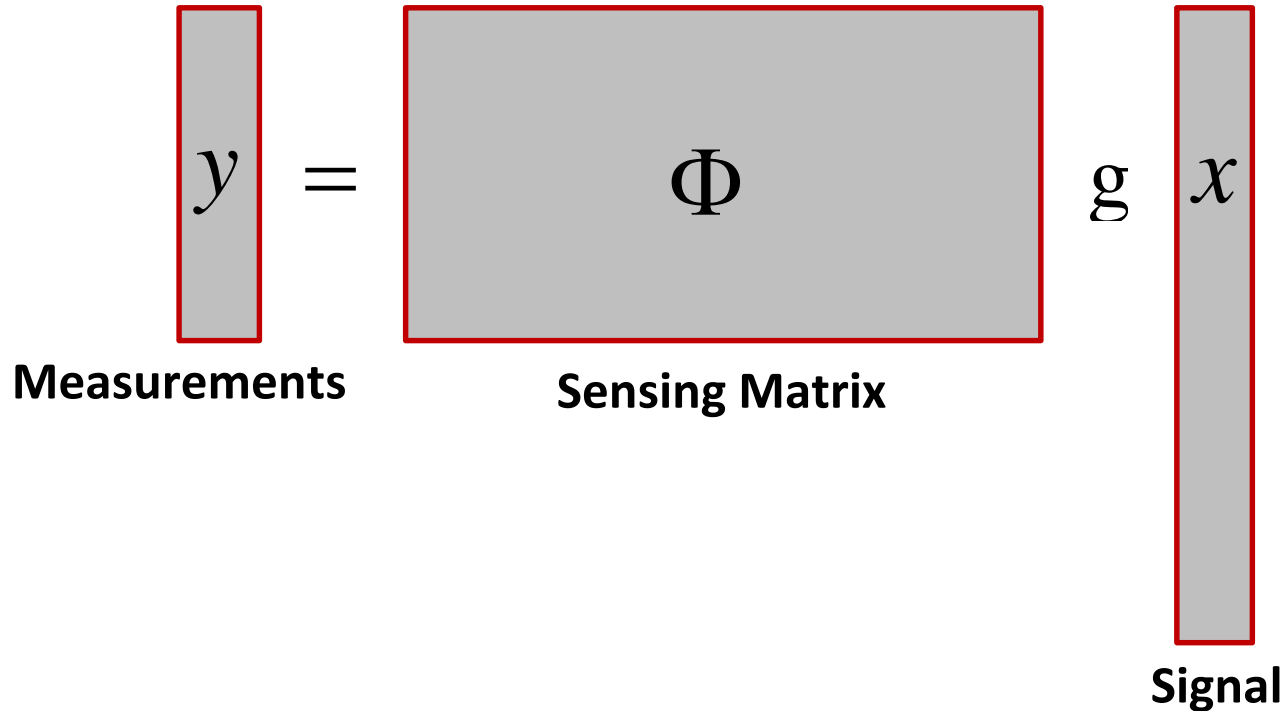
Compression Rate = 0.2, PSNR = 34.7304dB



Compression Rate = 0.3, PSNR = 37.5494dB



# Classical Compressed sensing



□ Recovery: 
$$\min_{x \in X} \|\Phi x - y\|_2^2$$

Set  $X$  reflects prior knowledge about the signal

# Classical Compressed sensing

□ Recovery:  $\min_{x \in X} \|\Phi x - y\|_2^2$

□ Set  $X$  reflects prior knowledge about the signal:

1. Limited Total Variation (TV):

$$\int \|\nabla x\| dx \leq a$$

2. Sparse representability:

$$x = \sum_i c_i \psi_i, \quad \|c\|_0 \leq b$$

Constraints may be put as a penalty term

# Block Compressed Sensing using Smoothed projected Landweber (SPL-BCS)

L. Gan , J. E. Fowler and others...

❑ Transforms: DCT, Wavelet (DWT), Contourlet (CT), Dual tree wavelet (DDWT)...

❑ Initialization of each block:  $y_i = \Phi_B x_i$

❑ The algorithm :

```
function  $\mathbf{x}^{(i+1)} = \text{SPL}(\mathbf{x}^{(i)}, \mathbf{y}, \Phi_B, \Psi, \lambda)$   
   $\hat{\mathbf{x}}^{(i)} = \text{Wiener}(\mathbf{x}^{(i)})$   
  for each block  $j$   
     $\hat{\mathbf{x}}_j^{(i)} = \hat{\mathbf{x}}_j^{(i)} + \Phi_B^T (\mathbf{y} - \Phi_B \hat{\mathbf{x}}_j^{(i)})$   
   $\check{\mathbf{x}}^{(i)} = \Psi \hat{\mathbf{x}}^{(i)}$   
   $\check{\mathbf{x}}^{(i)} = \text{Threshold}(\check{\mathbf{x}}^{(i)}, \lambda)$   
   $\bar{\mathbf{x}}^{(i)} = \Psi^{-1} \check{\mathbf{x}}^{(i)}$   
  for each block  $j$   
     $\mathbf{x}_j^{(i+1)} = \bar{\mathbf{x}}_j^{(i)} + \Phi_B^T (\mathbf{y} - \Phi_B \bar{\mathbf{x}}_j^{(i)})$ 
```

❑ Further improvement by multi-scale (MS-BCS-SPL) and multi-hypothesis (MH-BCS-SPL) extensions.



# Comparison with other Block-CS algorithms

Original



BCS-SPL-DDWT: PSNR = 26.6559dB



MS-BCS-SPL-DCT: PSNR = 28.7494dB



MH-BCS-SPL: PSNR = 26.344dB



MH-MS-BCS-SPL: PSNR = 28.814dB



NN: PSNR = 29.3217dB



# Comparison with other Block-CS algorithms

	Compression rate				
	8%	10%	20%	30%	40%
Methods	Lena				
BCS-SPL-DDWT	26.45	27.94	30.94	33.39	35.38
MS-BCS-SPL	<b>31.01</b>	31.83	35.19	37.58	39.08
MH-BCS-SPL	28.04	28.73	33.05	35.44	37.14
MH-MS-BCS-SPL	30.87	<b>31.99</b>	<b>35.58</b>	<b>37.86</b>	40.06
BCS with NN	30.88	30.93	34.73	37.54	<b>40.27</b>

	Compression rate				
	8%	10%	20%	30%	40%
Methods	Mandrill				
BCS-SPL-DDWT	20.2	20.63	21.68	22.7	23.93
MS-BCS-SPL	21.2	21.37	22.9	24.43	25.36
MH-BCS-SPL	19.86	20.01	21.93	23.57	25.02
MH-MS-BCS-SPL	21.33	21.66	23.09	24.63	25.67
BCS with NN	<b>21.65</b>	<b>21.89</b>	<b>23.7</b>	<b>25.21</b>	<b>26.7</b>

	Compression rate				
	8%	10%	20%	30%	40%
Methods	Goldhill				
BCS-SPL-DDWT	26.65	27.12	29	30.73	32.04
MS-BCS-SPL	28.74	29.25	31.42	33.32	34.34
MH-BCS-SPL	26.34	27.1	30.12	32.41	34.09
MH-MS-BCS-SPL	28.81	29.3	31.75	33.63	35.57
BCS with NN	<b>29.32</b>	<b>29.82</b>	<b>32.5</b>	<b>34.58</b>	<b>37.12</b>

	Compression rate				
	8%	10%	20%	30%	40%
Methods	Boat				
BCS-SPL-DDWT	24.24	25.3	27.96	30	31.57
MS-BCS-SPL	26.91	27.53	30.47	32.52	33.9
MH-BCS-SPL	24.25	25.53	29.11	31.72	33.45
MH-MS-BCS-SPL	26.89	27.57	30.69	32.73	34.88
BCS with NN	<b>27.6</b>	<b>27.8</b>	<b>31</b>	<b>33.23</b>	<b>35.46</b>

# Comparison with other Block-CS algorithms

Methods	Compression rate				
	8%	10%	20%	30%	40%
	Average on 10 images				
BCS-SPL-DDWT	24.01	24.95	27.16	29.08	30.7
MS-BCS-SPL	26.75	27.35	30.05	32.04	33.4
MH-BCS-SPL	24.56	25.9	29.53	31.72	33.32
MH-MS-BCS-SPL	26.95	<b>27.69</b>	<b>30.75</b>	32.65	35.01
BCS with NN	<b>27.27</b>	27.43	30.44	<b>32.81</b>	<b>35.22</b>

Methods	Run Time (sec) (Compression rate 10%)
BCS-SPL-DDWT	15.59
MS-BCS-SPL	8.26
MH-BCS-SPL	49.93
MH-MS-BCS-SPL	24.49
BCS with NN	<b>0.34</b>

# Comparison with Romberg Algorithm [11]

- ❑ It is generally applied on the whole image, for this comparison we have used it on each block to get a fair comparison.
- ❑ Compression Rate = 5%

Original



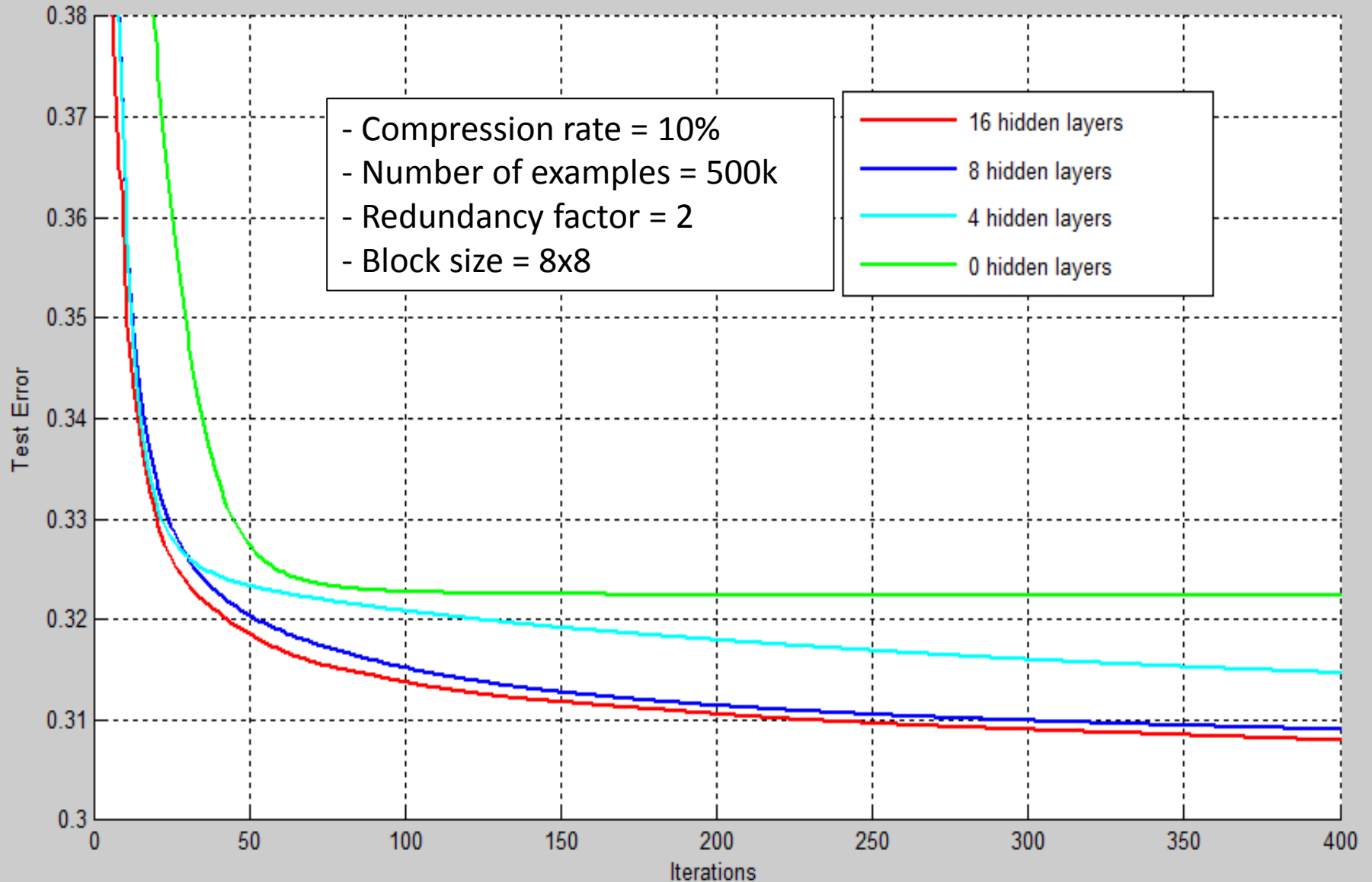
Romberg Algorithm: PSNR = 27.70dB



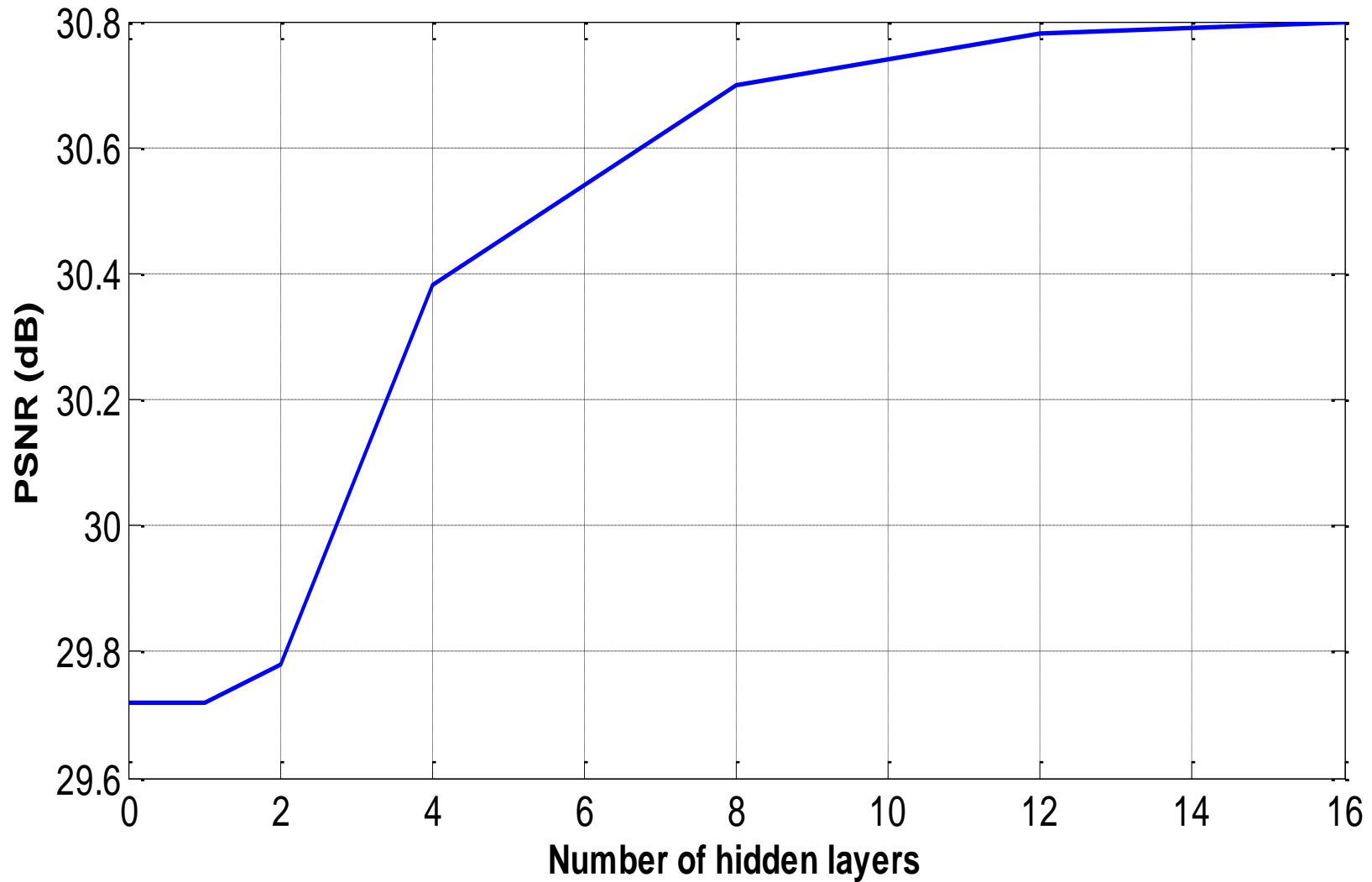
Neural Network: PSNR = 29.22dB



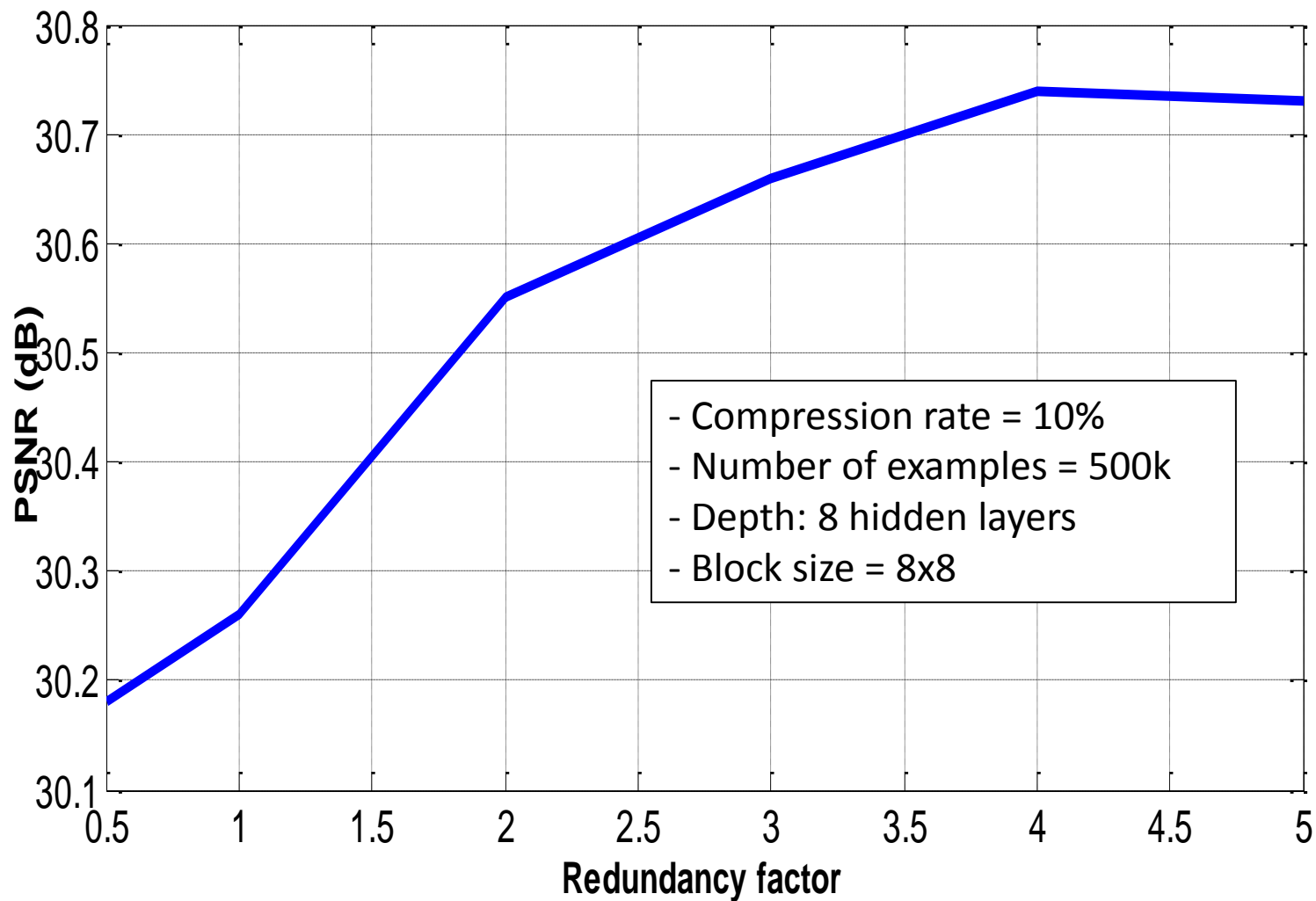
# Influence of Network depth



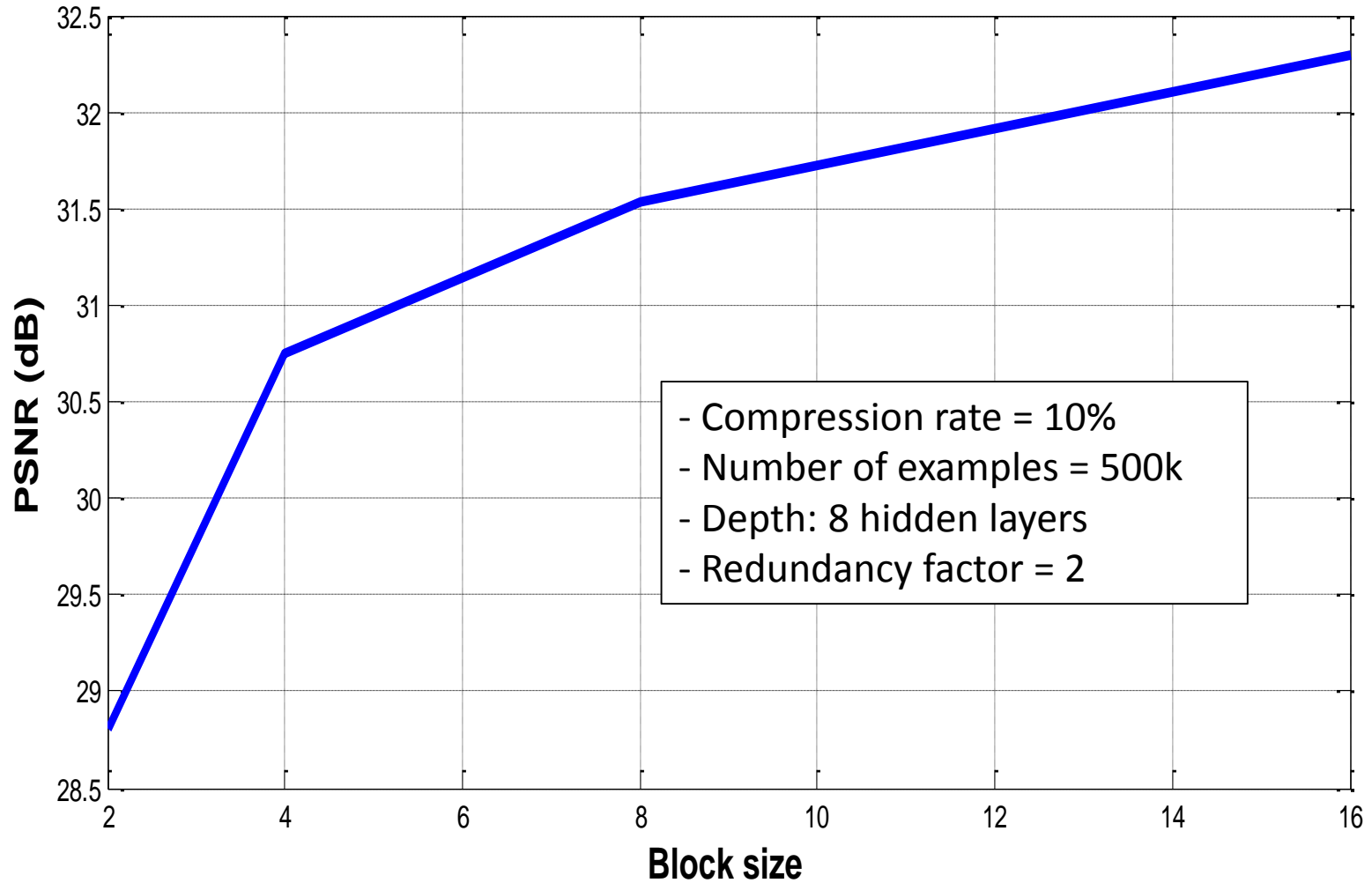
# Influence of Network depth: Peppers



# Influence of redundancy factor (layer width): Lena

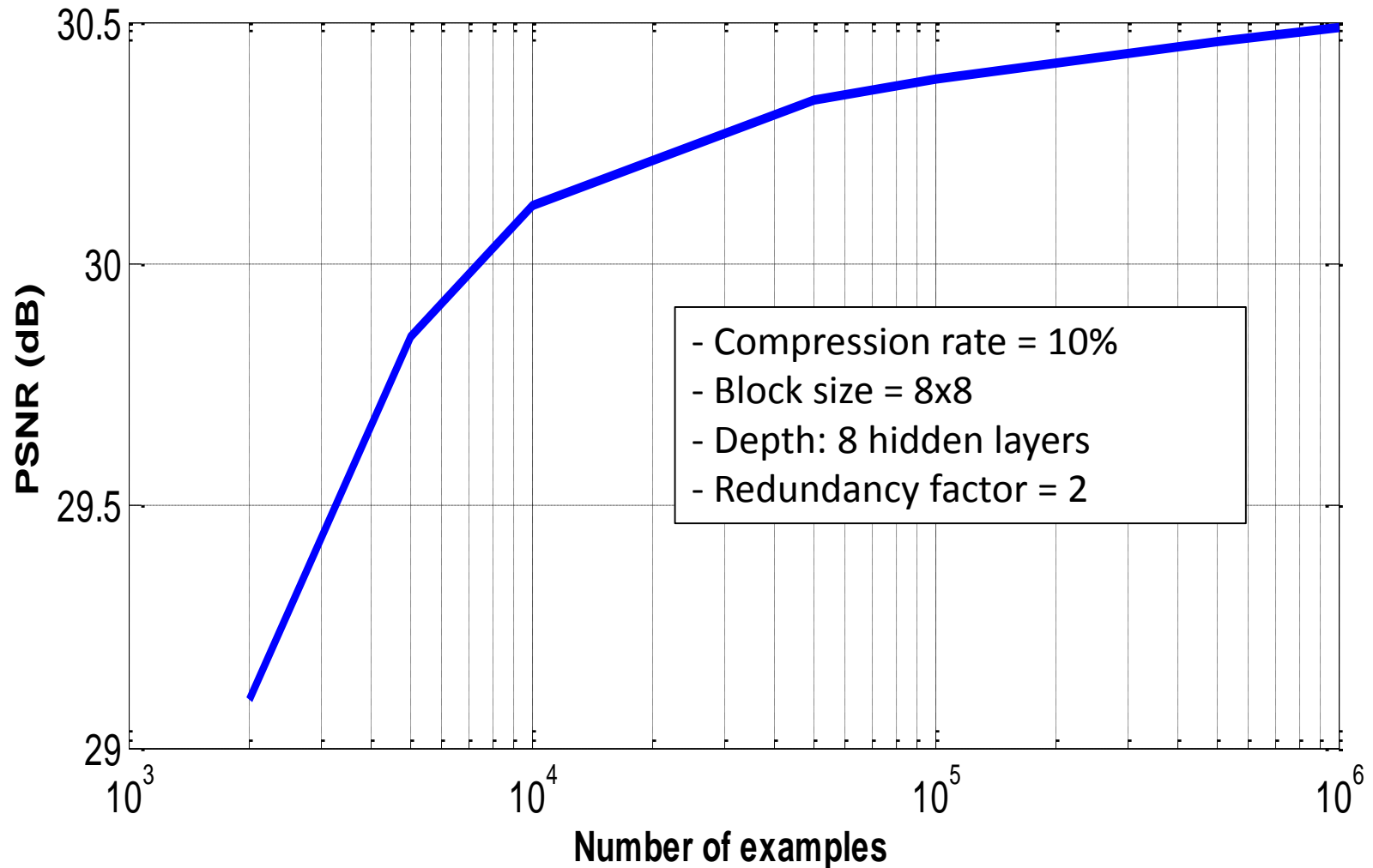


# Influence of block size: Boat





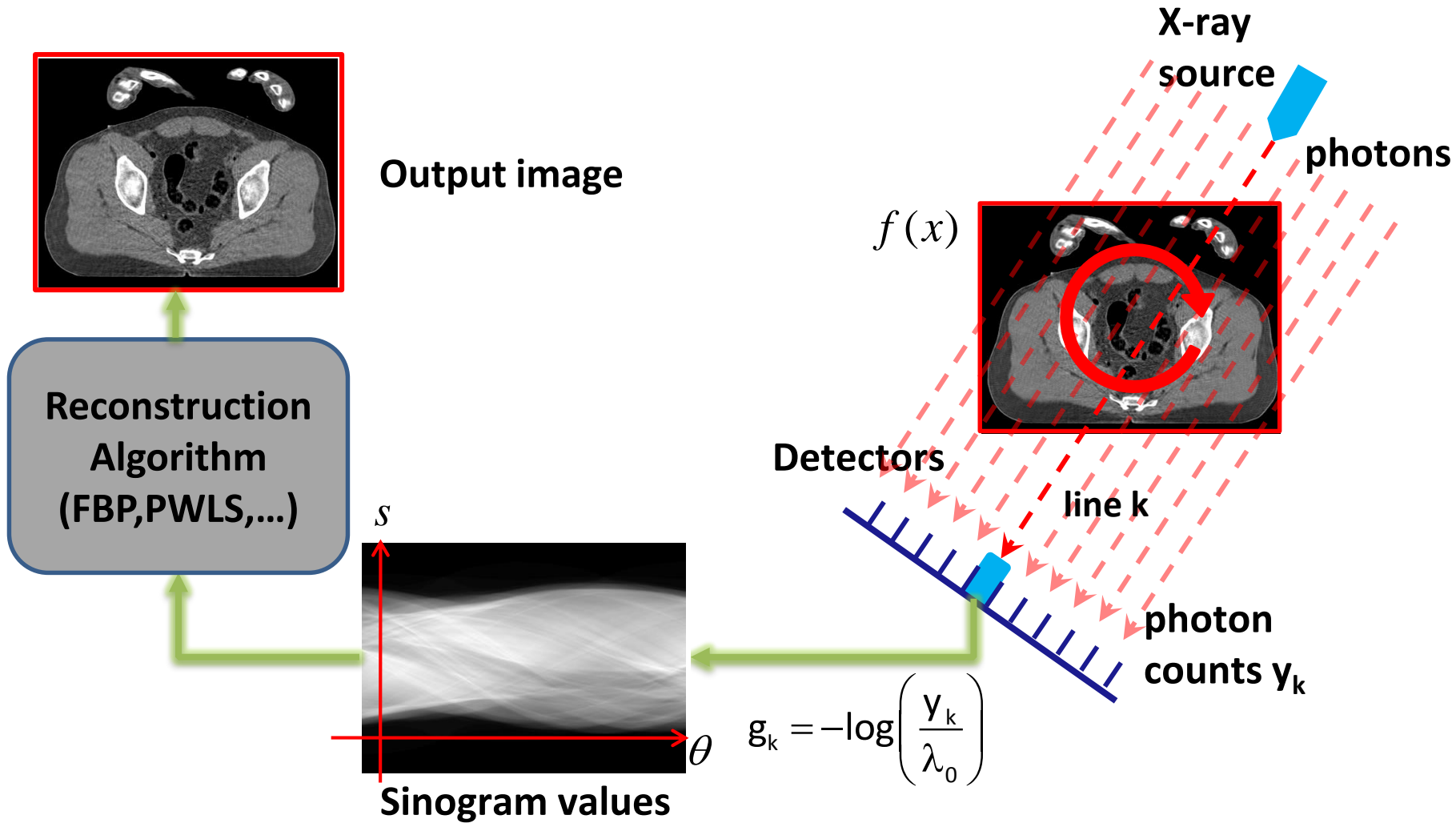
# Influence of number of training examples



# Future Directions

- Use large networks and training sets to achieve patch size of 32x32 and bigger
- Global sensing / reconstruction using multiresolution neural networks
- Get back to nonlinear compression

# Computed Tomography



# Reconstruction Algorithms

## □ Filtered Back-Projection (FBP) => Linear Operator

$$T_{FBP} = R^* F_{low} F_{Ram-Lak}$$

Adjoint of Radon Transform (Back-projection)      LPF –prevents noise amplification at high frequencies      1D convolution filter - Applied to each projection

## □ Penalized Weighted Least Square (PWLS) => Iterative algorithm

$$f^0 = \arg \min_f \left\| \log(y) - Af \right\|_D + \beta R(f)$$

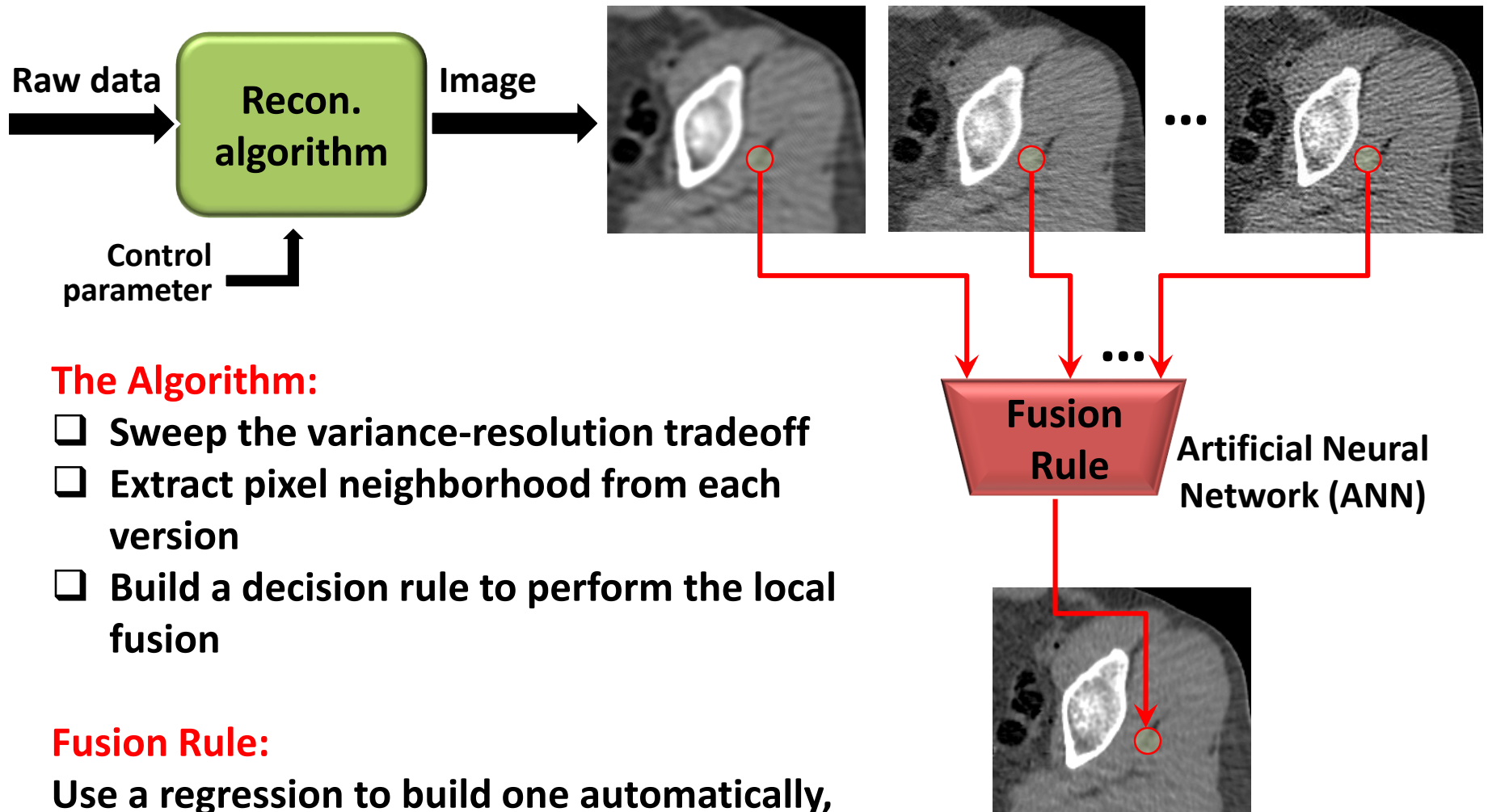
Measured counts – projections      Radon transform approximation- Models scan process      Prior on clean CT image

# Main Themes of Our Work [13]

---

**Reducing Radiation Dose By  
Learning to Fuse Several  
Output Images**

# Fusion Over a Smoothing Parameter



## The Algorithm:

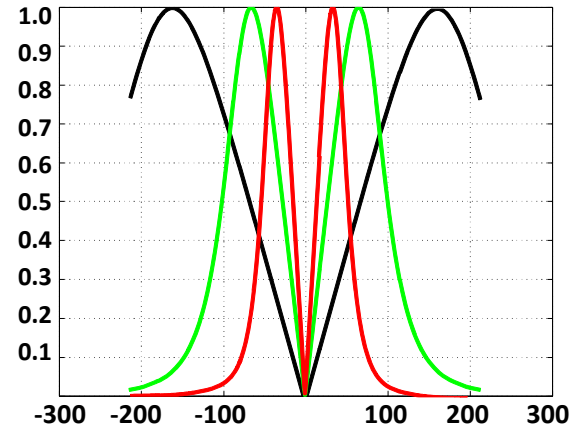
- Sweep the variance-resolution tradeoff
- Extract pixel neighborhood from each version
- Build a decision rule to perform the local fusion

## Fusion Rule:

Use a regression to build one automatically, with an Artificial Neural Network (ANN)

# Fusion: Which Images to Use?

**FBP algorithm:** sweep the cut-off frequency of the low-pass sinogram filter, and collect few images with different resolution-variance trade-off

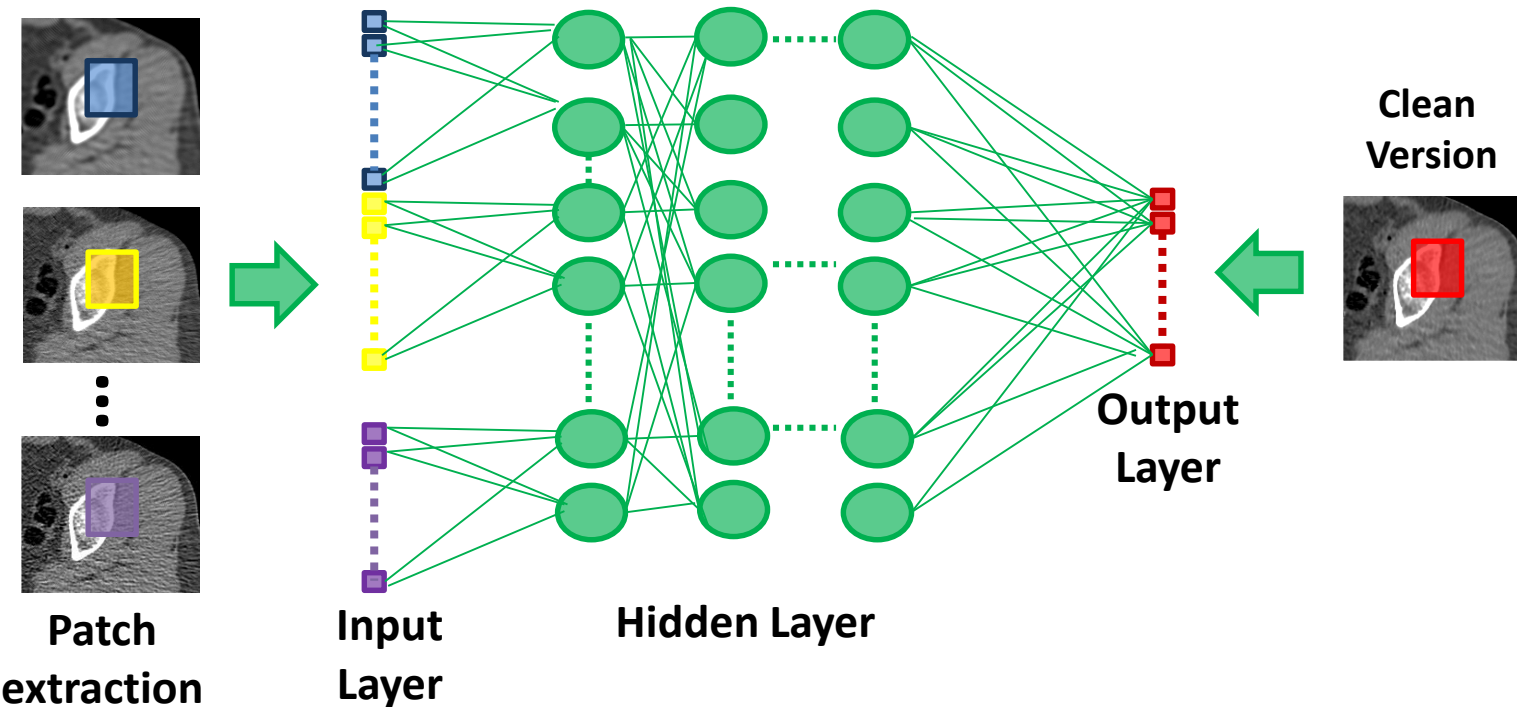


**PWLS algorithm:** perform the regular reconstruction while collecting versions along the iterations or sweeping different penalized weights  $\beta$  .



# Neural Network (NN) Architecture

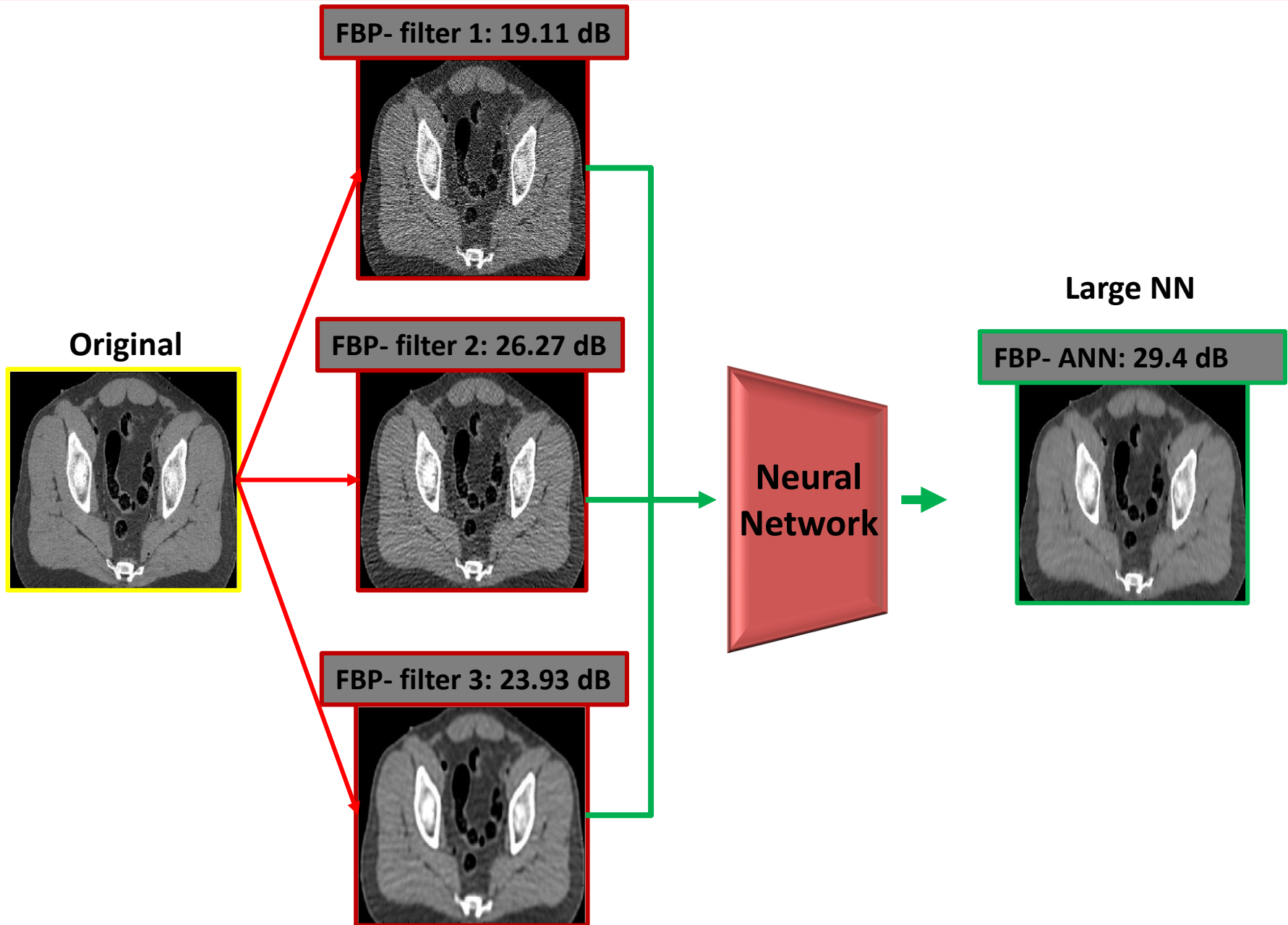
Recon. versions



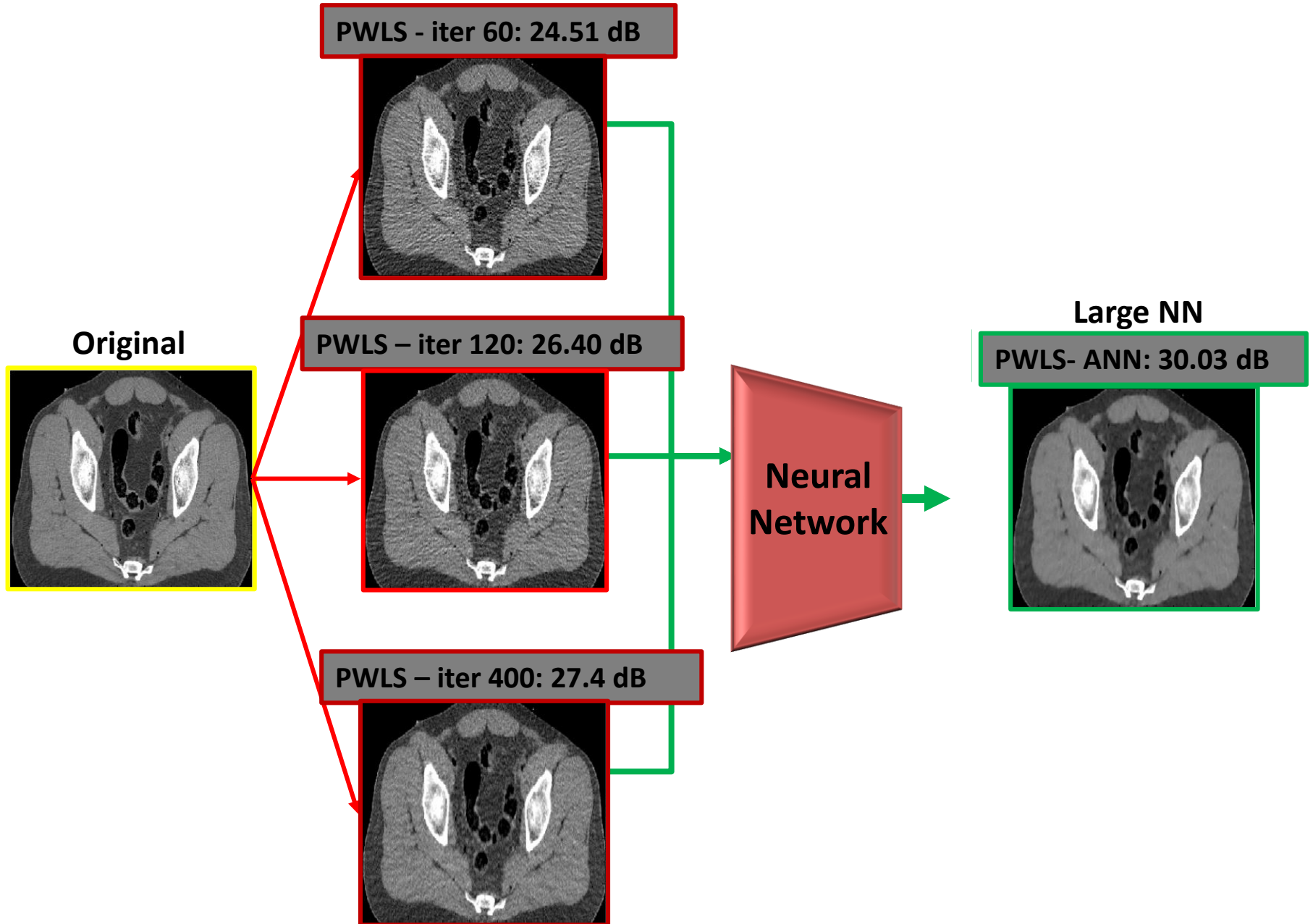
- Simple fully connected Neural Network
- Activation function is an hyperbolic tangent
- Caffe software was used to train the network
- Training data (CT images) is taken from Visible Human Project



# Empirical results- ANN FBP



# Empirical results- ANN PWLS



**Thank You !!!**

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