

Normal vs. abnormal: Looking for border value in CT scans of mouse skulls

Yuliia Potip, Vendula Novosadova, Frantisek Spoutil, Jan Prochazka

Institute of Molecular Genetics of the Czech Academy of Sciences, Vídeňská 1083142 20
Prague 4, Czech Republic

Aims

Whole body in-vivo scans of mice (13 weeks old) are used in the Czech Center for Phenogenomics (Vestec, Czech Republic) for standardized morphological phenotyping according to International Mouse Phenotyping Consortium guidelines. Around 38 mice is scanned on SkyScan 1278 (Bruker, Belgium) with the resolution of $52\ \mu\text{m}$ (0.5 mm Al filter, current = $753\ \mu\text{A}$, voltage = 54 kV, 180° rotation). The scans are reconstructed with NRecon 2 (Bruker, Belgium) and evaluated by a specialist in CT vox (Bruker, Belgium).

The phenotyping is quite time demanding procedure. That's why we are looking for a solution, which could filter out mice without obvious phenotype. As the first object we were focused on skulls. The crucial point is finding of the boundary value between normal and abnormal mouse skull for automated skull classification.

Method

For comparison were used 6 mice with normal skulls and 3 mice with abnormal skulls.

We decided to use Amira software 2020.2 (Thermo Fisher Scientific). The process contains of three steps: segmentation, alignment, distance calculation.

Segmentation is the first step of preparing the 3D image data. For the segmentation was used Multi-Thresholding Segmentation Algorithm with corresponding thresholds.

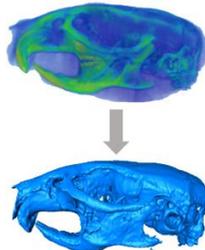


Figure 1: Mouse skull segmentation using Multi-Thresholding Segmentation Algorithm

Second step is skull alignment. For this procedure all segmented skulls should be transformed into surfaces using Generate Surface Algorithm, that computes a triangular approximation of the interfaces between different regions or materials. The Align Surfaces Method have three methods: Alignment of the Centers of Mass, Alignment of the Principal Axes of the inertia tensor, the final solution is the one with the minimum root mean square distance, Minimization of the Root Mean Square distance between the points of the model surface to corresponding points on the reference surface. The first two methods can be used for approximate alignment prior to using the third method.

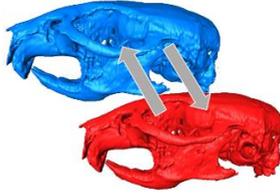


Figure 2: Skull alignment using three methods of Surface Alignment

The last method, that was used to get comparison values was Surface Distance Algorithm. This module computes several different distance measures between two triangulated surfaces. The result of using this method are values of mean distance, standard deviation from the mean distance, root mean square distance, maximum distance (Hausdorff distance), median distance.

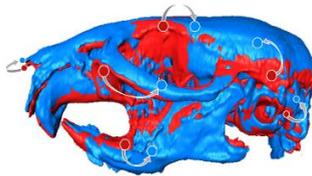


Figure 3: Surface Distance Algorithm. Skulls after Surface Alignment Algorithm

Results

At the beginning, were performed paired alignment for normal skulls and than paired alignment between all normal and abnormal skulls. The distance metrics were obtained for the all alignments.

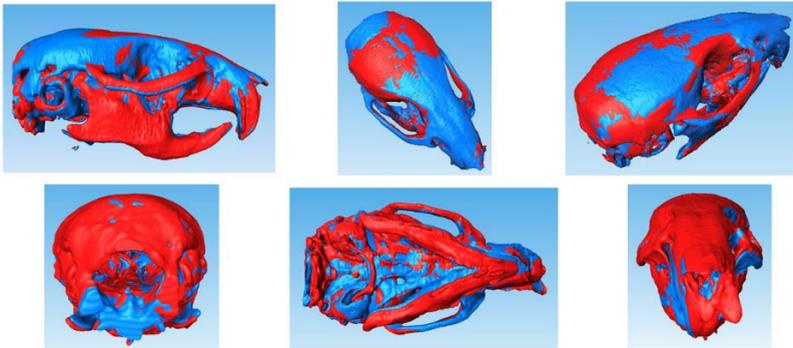


Figure 4: Result of alignment two normal skulls

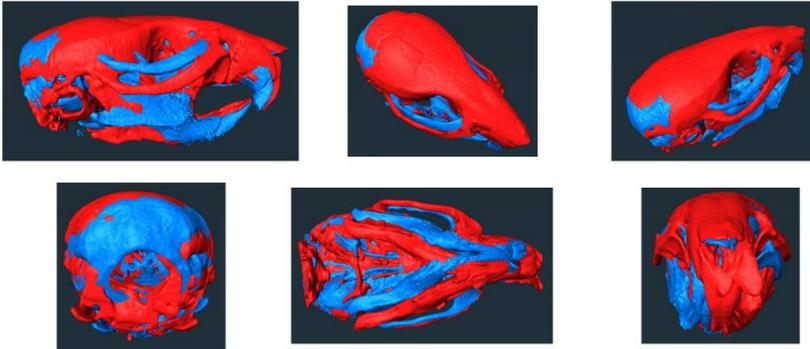


Figure 5: Result of alignment normal (red) and abnormal (blue) skull

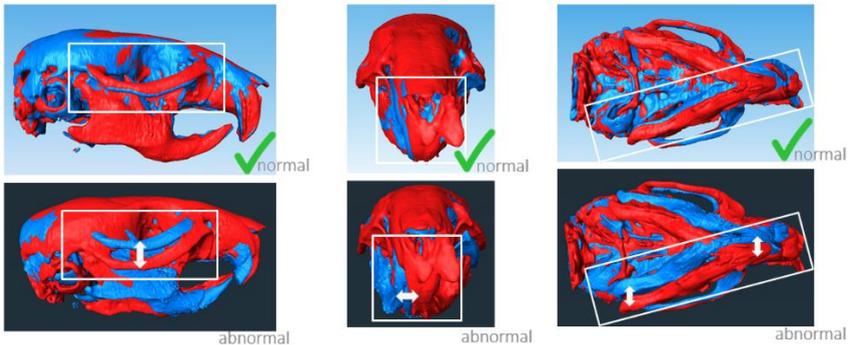


Figure 6: Comparison of normal and abnormal alignments

On the pictures we can see a big difference between normal skulls alignments and between normal and abnormal skulls alignments. Calculation of distance metrics depends on alignment. So, we have all distance metrics and can compare their values. Tables to the left show paired distances and green cells indicate controversial values between normal skulls alignments. Tables to the right show paired distances and red cells indicate controversial values between normal (horizontally) and abnormal (vertically) skulls alignments.

Hausdorff distance

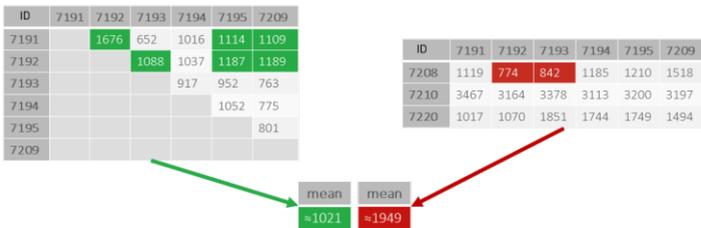


Figure 7: Hausdorff distance

Root Mean Square distance

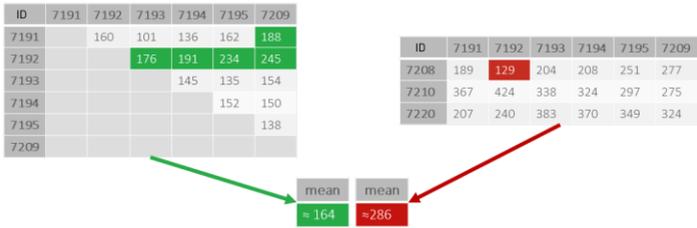


Figure 8: Root Mean Square distance

Standard deviation

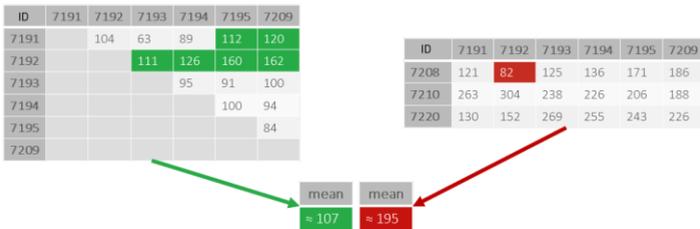


Figure 9: Standart deviation

Mean distance

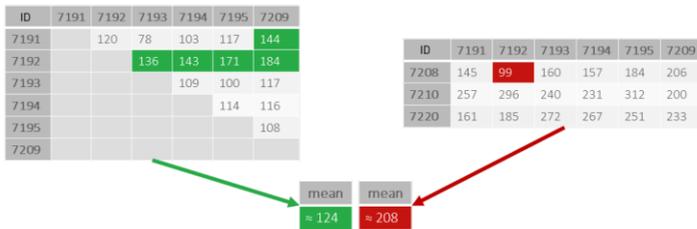


Figure 10: Mean distance



Figure 11: Median distance

Conclusion

After alignments, we can see:

- that distances between normal skulls are less than distances between normal and abnormal skulls,
- it means, that we have boundary value. So this value allows to realize the automatic skull classification.
- two normal and one abnormal mice have controversial values, it may indicate that the mice were not manually classified correctly (normal mouse was classified as abnormal and abnormal mice were classified as normal), because they can have internal changes in the structure of the skull that cannot be seen visually.

References:

1. Thermo Fisher Scientific, "Auto Threshold for Multi-Thresholding" Xtra Library for Thermo Scientific Amira, 2020
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3. Hege H.-C., Seebass M., Stalling D., and Zockler M, "A generalized marching cubes algorithm based on non-binary classifications", Zuse Institute Berlin, 97-05, 1997
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