Software bottlenecks for anatomical AI

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Today’s talk: a computer’s perspective on the human anatomy

1. What is an **image**?

2. Software **bottlenecks** for AI research

3. What you can **expect** going forward

I do not have any conflict of interest to disclose.

What is an image?

What do you see on a medical image? [Zyg]

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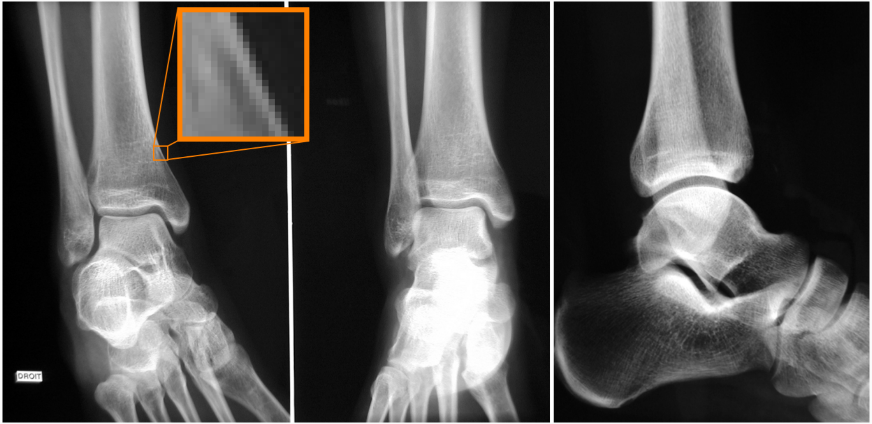
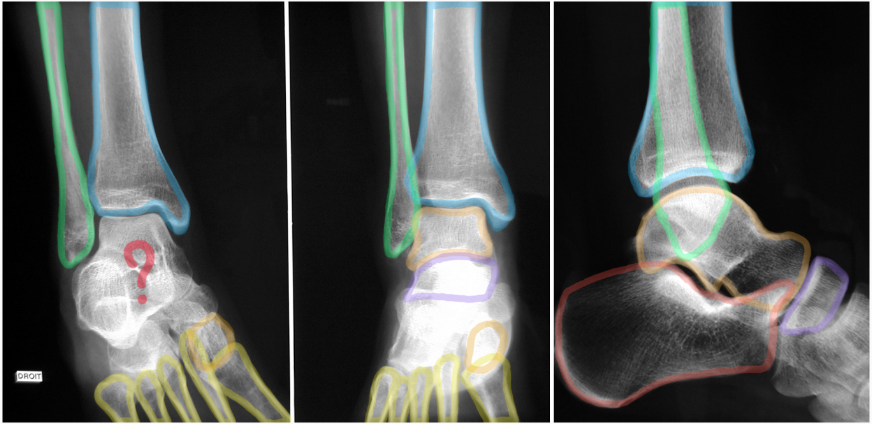
1. Pixels



What do you see on a medical image? [Zyg]

1. Pixels
2. Anatomy



What do you see on a medical image? [Zyg]

1. Pixels 2. Anatomy 3. Function

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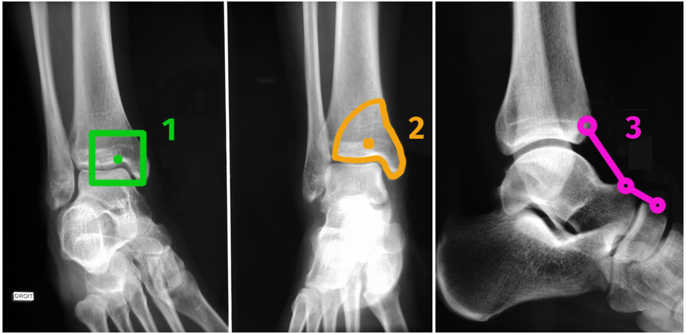
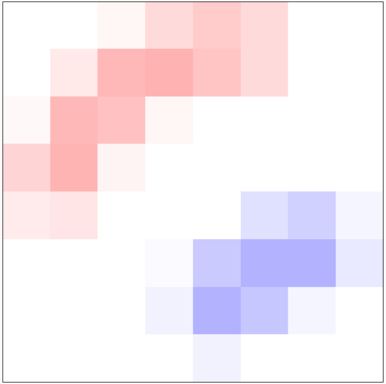


Simplifying a bit, each level of analysis corresponds to a way of **grouping pixels** with their neighbors.

1st level: a pixel grid



$N_x \times N_y \times N_z$ array of pixels.

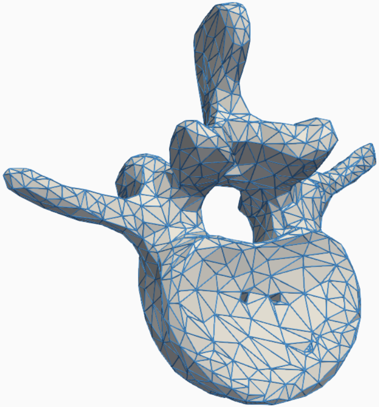
Bitmap images and volumes:

- `.bmp`, `.png`, `.jpg`
- Standard in **radiology**.

$+$ Ordered memory structure.
$+$ Explicit neighborhoods.
$+$ Fast **local** filters.

$\rightarrow$ **Texture** analysis.
$\rightarrow$ Organ **segmentation**.
$\rightarrow$ Pattern **detection**.

2nd level: point clouds and 3D surfaces



$N_{\text{points}} \times 3$ array of (x, y, z) coordinates.

Clouds of points ($\pm$ triangles):

- `.svg`
- Standard for **video games**.

$+$ Compact representation.
$+$ High precision geometry.
$+$ **Easy to deform**.

$\rightarrow$ **3D visualization**.
$\rightarrow$ Anatomical **atlas**.
$\rightarrow$ **Shape** analysis.

3rd level: biomechanical and/or physiological model [Zyg]

Volumetric mesh,
graph of interactions.

Mechanical/biological model:

- Finite elements, networks.
- Standard for **CAD**.

$+$ Prior **knowledge**.

$+$ **Robust** to noise.

$+$ **Realistic** behaviour.

$\rightarrow$ **Physiological** interpretation.

$\rightarrow$ **Infer** what cannot be seen (stress).

$\rightarrow$ **Simulate** a surgery.

Strengths and weaknesses of these image formats

Looking for the **neighbors** of a point in 3D space?

- On a **grid** : read adjacent memory cells.
- With N **points** (x, y, z) : computation of N distances.

Want to **rotate** a bone by 10°?

- On a **grid** : artifacts, loss of details, transfers between memory cells.
- With N **points** (x, y, z) : simple arithmetics on the coordinates.

Computational **speed** $\Longleftrightarrow$ Training on **large datasets**.

To summarize

AI = **statistical regression** method + relevant **computational model**.

In medical imaging, we represent patient data as:

1. A 2D or 3D **pixel grid**.
2. An array of (x, y, z) **coordinates**.
3. A **web** of complex interactions.
4. All three at once!

In most cases, we define a large **structured formula**:

$$\text{image} \xrightarrow{\text{F}} \text{F}\left(\text{image}\right) \simeq \text{diagnostic}$$

F is a parametric computing **architecture**
$\simeq$ **model** to fit $\simeq$ **network** to train.

Software bottlenecks for AI research

The AI revolution is driven by gaming computers

Digital images and machine **learning** have been studied for **decades**.

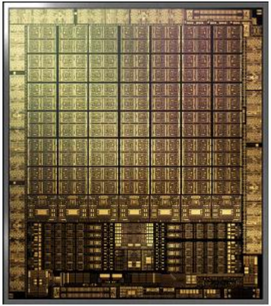
Breakthrough in 2010-15 : using **PlayStations** to do **science** became **easy**.

Research effort at all levels towards:

- Increasingly powerful **computers**.
- Increasingly convenient **software toolkits**.
- Increasingly relevant **models**.

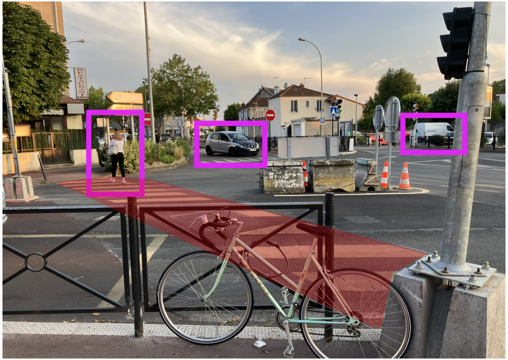
Spectacular results in a few applications

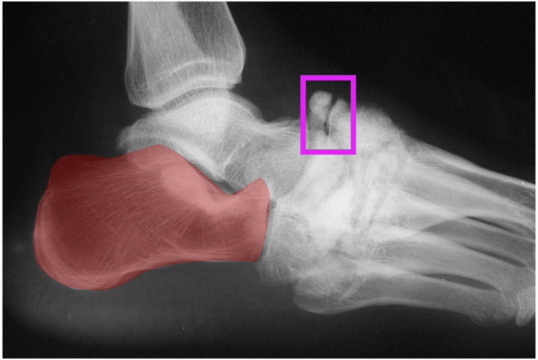
$\Longrightarrow$ massive **investments**, industry + governments.



10,000 cores on a GPU.

For grid images: a mature ecosystem





Main motivation for AI in 2012-2022: **self-driving cars**.

Key challenges: **segment** the environment, **detect** other actors.

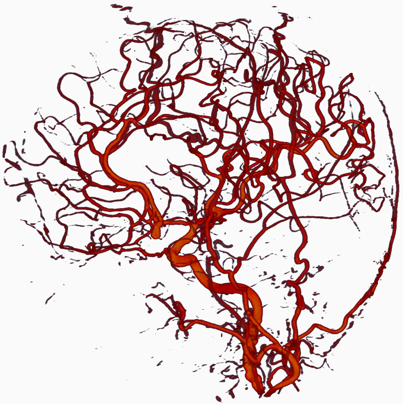
Two full software suites to manipulate **images as grids of pixels**:

TensorFlow (Google) and PyTorch (Facebook-Meta).

To go beyond prototypes, AI engineers need a full software suite

Graphics:	Printer	+	Driver	+	**Photoshop**	$\Longrightarrow$	Illustrations
Tabular data:	GPU	+	**cuBLAS**	+	**PyTorch** TensorFlow	$\Longrightarrow$	**“Classical”** neural networks
Pixel grids:	GPU	+	**cuDNN**	+	PyTorch TensorFlow	$\Longrightarrow$	**Convolutional** neural networks
Point clouds and graphs :	GPU	+	**CUDA**	+	**??**	$\Longrightarrow$	**Geometric** neural networks

For point clouds and graphs: work in progress



Brain arterial network.
How do we **process this object**?

An ecosystem under construction:

- **KeOps** : since 2017
  - Fast learning with **point clouds**.
- **PyG** : since 2018
  - Fast learning with **graphs**.
- **Warp**, **FEniCSx** and **PhiFlow** : since 2018
  - Fast learning with **physics**.
- **PyVista** and **Vedo** : since 2019
  - **3D visualisation.**
- **scikit-shapes**: released soon
  - Easy **morphometrics.**

Conclusion

- **Gaming computers** (GPUs) are the workhorses of AI.
  A **full software suite** is required to rein in these machines.
- Since 2015, **medical imaging** rides a wave of investment
  from the **FAANG** for **natural** image processing.

  Breakthroughs: **segmentation**, **texture** analysis and lesion **detection**.
- What about **surgical** planning, **morphometrics**, **vascular** analysis… ?

  An **investment in the numerical foundations** of the field is under way.

References

References i

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