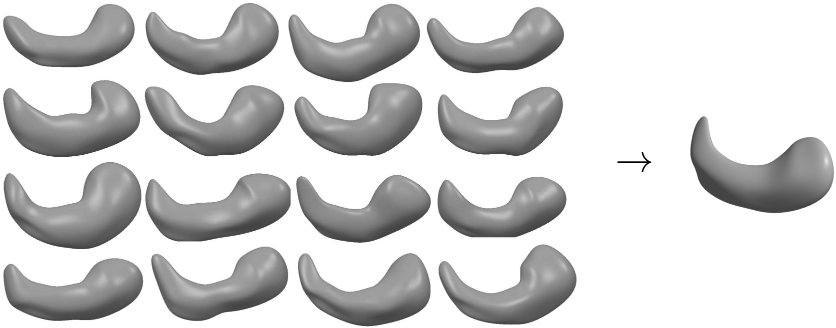
# Introduction to Shape Analysis

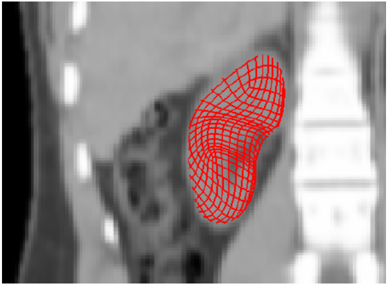
CS 7640: Advanced Image Processing

January 12, 2017

# Shape Statistics: Averages

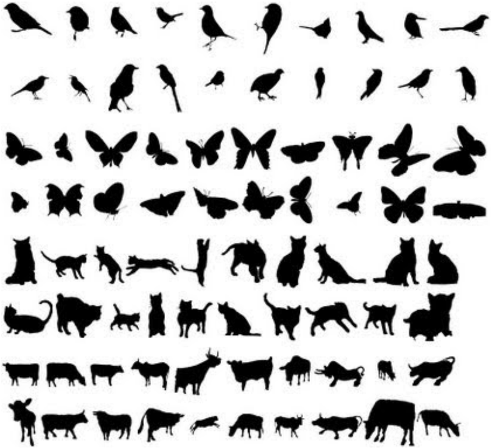


# Shape Statistics: Variability



Shape priors in segmentation

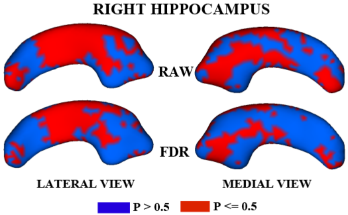
# Shape Statistics: Classification

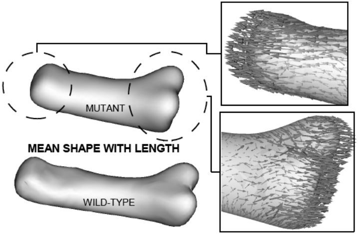


http://sites.google.com/site/xiangbai/animaldataset

# Shape Statistics: Hypothesis Testing

Testing group differences




Cates, et al. IPMI 2007 and ISBI 2008

# Shape Application: Bird Identification

Glaucous Gull


Iceland Gull

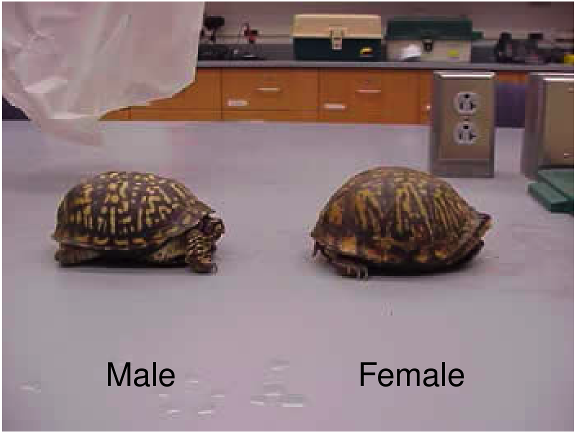

http://notendur.hi.is/yannk/specialities.htm

# Shape Application: Bird Identification

American Crow

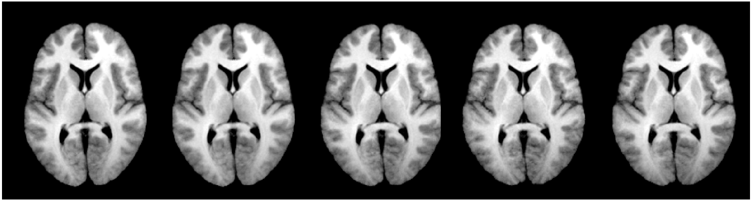

Common Raven

# Shape Application: Box Turtles

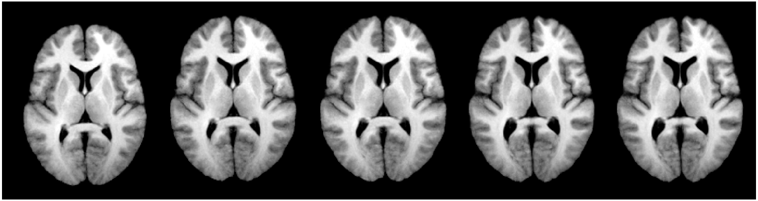



http://www.bio.davidson.edu/people/midorcas/research/Contribute/boxturtle/boxinfo.htm

# Shape Statistics: Regression

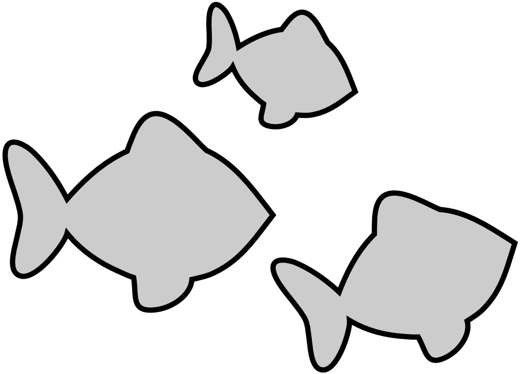


35 37 39 41 43



45 47 49 51 53

# What is Shape?

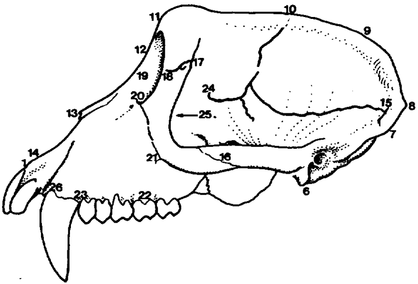


Shape is the geometry of an object modulo position, orientation, and size.

# Geometry Representations

- Landmarks (key identifiable points)
- Boundary models (points, curves, surfaces, level sets)
- Interior models (medial, solid mesh)
- Transformation models (splines, diffeomorphisms)

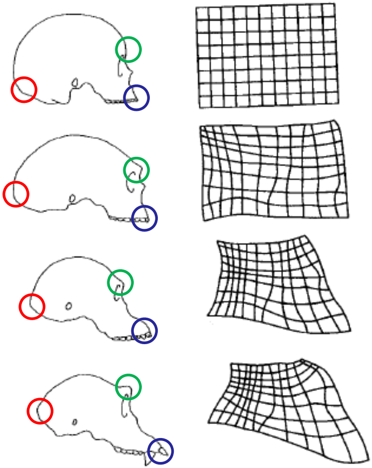
# Landmarks




From Dryden & Mardia

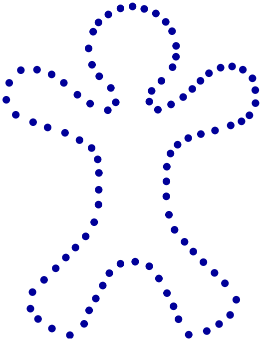
- A **landmark** is an identifiable point on an object that corresponds to matching points on similar objects.
- This may be chosen based on the application (e.g., by anatomy) or mathematically (e.g., by curvature).

# Landmark Correspondence

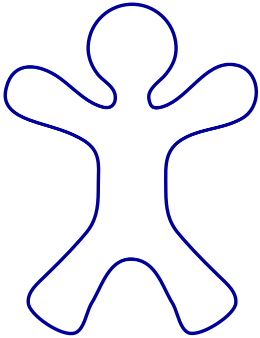


From C. Small, *The Statistical Theory of Shape*

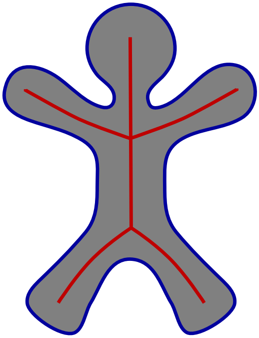
# More Geometry Representations



Dense Boundary Points

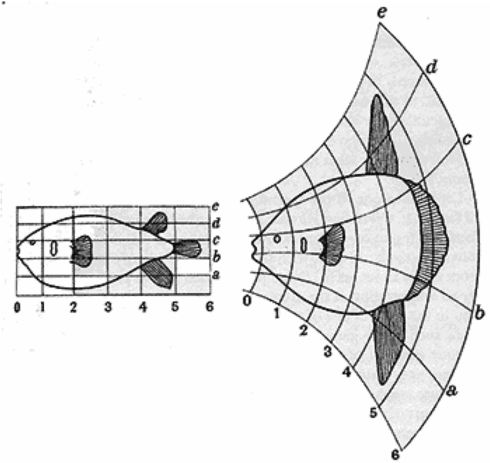


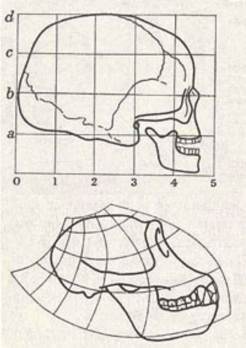
Continuous Boundary (Fourier, splines)



Medial Axis (solid interior)

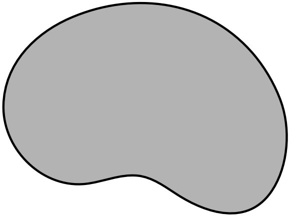
# Transformation Models



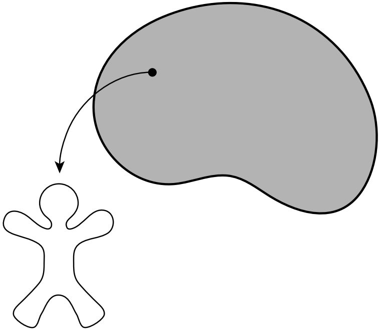

From D’Arcy Thompson, *On Growth and Form*, 1917.

# Shape Spaces



A shape is a point in a high-dimensional, nonlinear manifold, called a **shape space**.

# Shape Spaces



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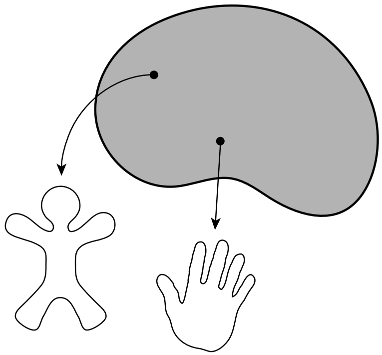

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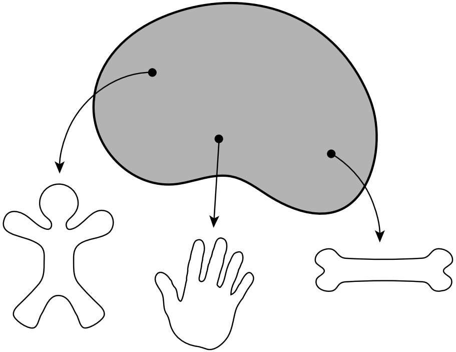

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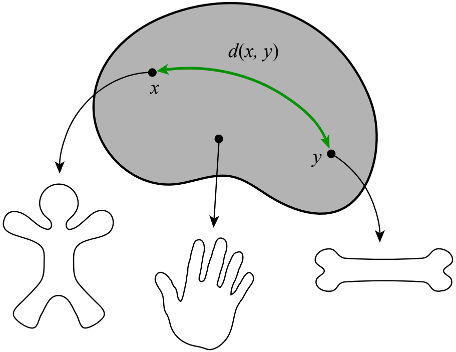


A metric space structure provides a comparison between two shapes.

# Recommended Reading about Manifolds

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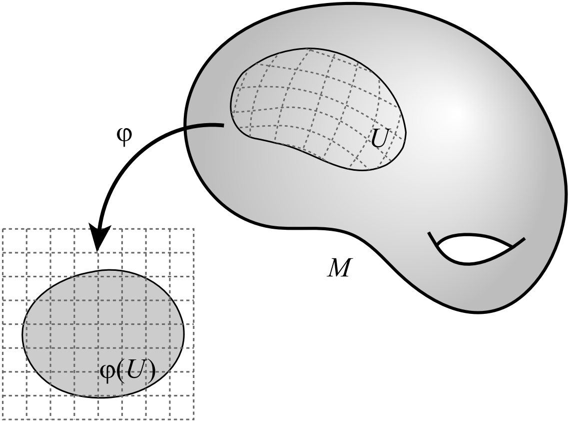
- J. M. Lee, manifold book series:
  - *Introduction to Topological Manifolds*
  - *Introduction to Smooth Manifolds*
  - *Riemannian Manifolds: An Introduction to Curvature*

# Manifolds




A **manifold** is a smooth topological space that "looks" locally like Euclidean space, via coordinate charts.

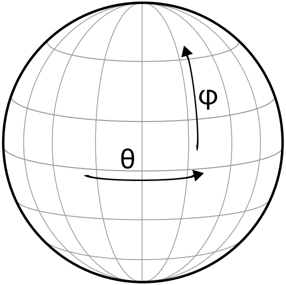
# Examples

- **Euclidean Space:** $\mathbb{R}^d$

  $\mathrm{id} : \mathbb{R}^d \to \mathbb{R}^d$ is a global coordinate chart
- **The Sphere:** $S^d$
  - Local coordinate chart for $S^2$:

$$(-\pi, \pi) \times (0, 2\pi) \to S^2$$

$$(\theta, \phi) \mapsto (\cos(\theta)\cos(\phi), \cos(\theta)\sin(\phi), \sin(\theta))$$



# Examples: Matrix Groups

- **General Linear Group:** $\mathrm{GL}(n)$
  - Space of nonsingular $n \times n$ matrices
  - Open set of $\mathbb{R}^{n \times n}$

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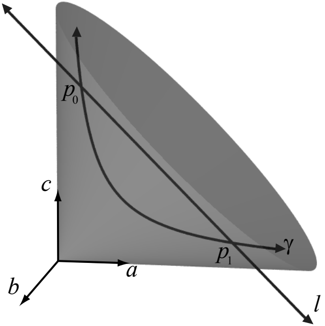
- **General Linear Group:** $\mathrm{GL}(n)$
  - Space of nonsingular $n \times n$ matrices
  - Open set of $\mathbb{R}^{n \times n}$
- **Special Linear Group:** $\mathrm{SO}(n)$
  - Rotations of $\mathbb{R}^n$
  - All matrices $R \in \mathrm{GL}(n)$ such that $RR^T = I$ and $\det(R) = 1$

# Examples: Positive-Definite Tensors




$A \in \mathrm{PD}(2)$ is of the form

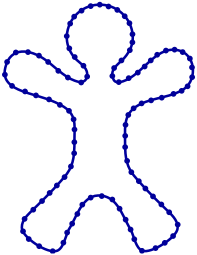
$$A = \begin{pmatrix} a & b \\ b & c \end{pmatrix},$$

$$ac - b^2 > 0, \quad a > 0.$$

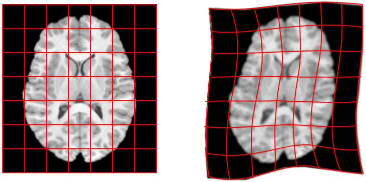
Similar situation for $\mathrm{PD}(3)$ (6-dimensional).

# Examples: Shape Spaces

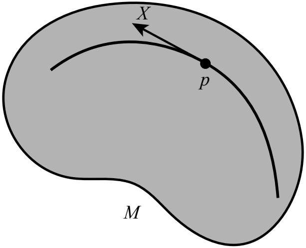
**Kendall's Shape Space**



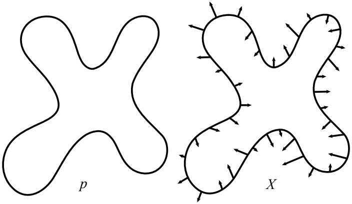
**Space of Diffeomorphisms**



# Tangent Spaces




Infinitesimal change in shape:




A **tangent vector** is the velocity of a curve on $M$.

# Riemannian Metrics

A **Riemannian metric** is a smoothly varying inner product on the tangent spaces, denoted $\langle v, w \rangle_p$ for $v, w \in T_p M$.

This metric now gives us the **norm** of a tangent vector:

$$\|v\|_p = \sqrt{\langle v, v \rangle_p}.$$

# Geodesics

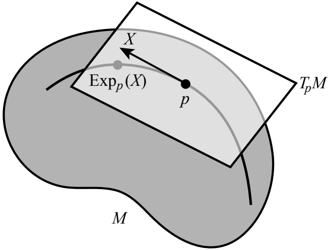
A **geodesic** is a curve $\gamma \in M$ that locally minimizes

$$E(\gamma) = \int_0^1 \|\gamma'(t)\|^2 dt.$$

Turns out it also locally minimizes arc-length,

$$L(\gamma) = \int_0^1 \|\gamma'(t)\| dt.$$

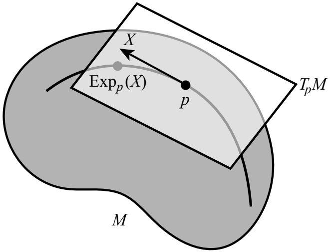
# The Exponential Map




Notation: $\mathrm{Exp}_p(X)$

- $p$: starting point on $M$
- $X$: initial velocity at $p$
- Output: endpoint of geodesic segment, starting at $p$, with velocity $X$, with same length as $\|X\|$

# The Log Map




Notation: $\mathrm{Log}_p(q)$

- Inverse of $\mathrm{Exp}$
- $p, q$: two points in $M$
- Output: tangent vector at $p$, such that $\mathrm{Exp}_p(\mathrm{Log}_p(q)) = q$
- Gives distance between points: $d(p, q) = \| \mathrm{Log}_p(q) \|$.

# Shape Equivalences

Two geometry representations, $x_1, x_2$, are **equivalent** if they are just a translation, rotation, scaling of each other:

$$x_2 = \lambda R \cdot x_1 + v,$$

where $\lambda$ is a scaling, $R$ is a rotation, and $v$ is a translation.

In notation: $x_1 \sim x_2$

# Equivalence Classes

The relationship $x_1 \sim x_2$ is an **equivalence relationship**:

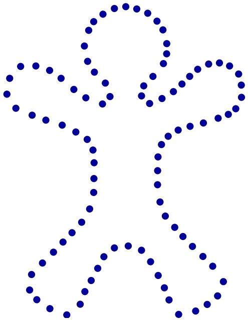
- Reflexive: $x_1 \sim x_1$
- Symmetric: $x_1 \sim x_2$ implies $x_2 \sim x_1$
- Transitive: $x_1 \sim x_2$ and $x_2 \sim x_3$ imply $x_1 \sim x_3$

We call the set of all equivalent geometries to $x$ the **equivalence class** of $x$:

$$[x] = \{y \, : \, y \sim x\}$$

he set of all equivalence classes is our **shape space**.

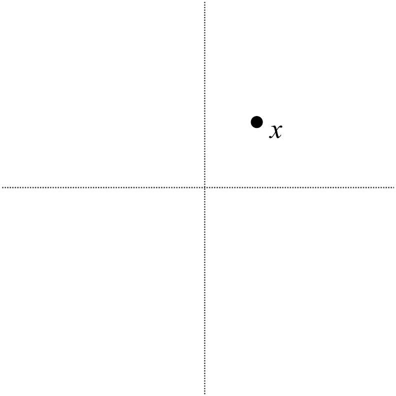
# Kendall's Shape Space



- Define object with $k$ points.
- Represent as a vector in $\mathbb{R}^{2k}$.
- Remove translation, rotation, and scale.
- End up with complex projective space, $\mathbb{CP}^{k-2}$.

# Quotient Spaces

What do we get when we "remove" scaling from $\mathbb{R}^2$?

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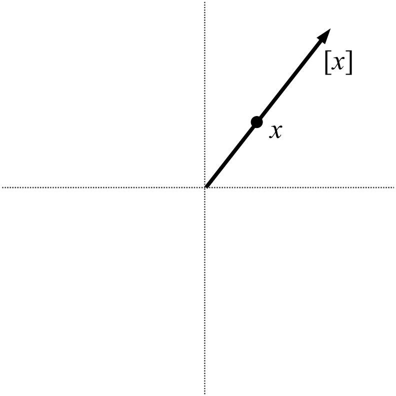


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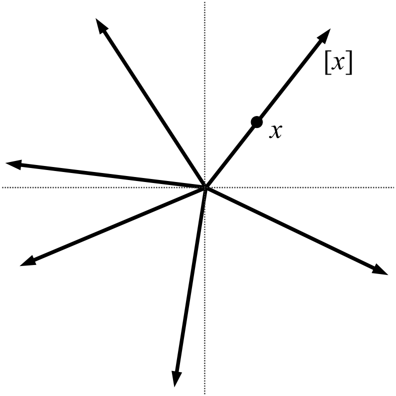


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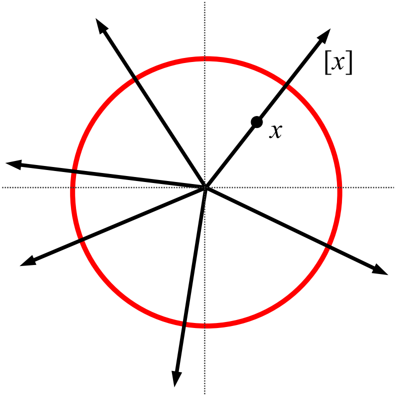


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# Constructing Kendall's Shape Space

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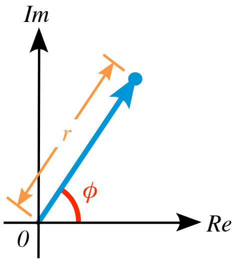
- Removing **translation** leaves us with $\mathbb{C}^{k-1}$.
- How to remove **scaling** and **rotation**?

# Scaling and Rotation in the Complex Plane




Recall a complex number can be written as $z = re^{i\phi}$, with modulus $r$ and argument $\phi$.

Complex Multiplication:

$$se^{i\theta} * re^{i\phi} = (sr)e^{i(\theta+\phi)}$$

Multiplication by a complex number $se^{i\theta}$ is equivalent to scaling by $s$ and rotation by $\theta$.

# Removing Scale and Rotation

Multiplying a centered point set, $\mathbf{z} = (z_1, z_2, \ldots, z_{k-1})$, by a constant $w \in \mathbb{C}$, just rotates and scales it.

Thus the shape of $\mathbf{z}$ is an equivalence class:

$$[\mathbf{z}] = \{(wz_1, wz_2, \ldots, wz_{k-1}) : \forall w \in \mathbb{C}\}$$

This gives complex projective space $\mathbb{CP}^{k-2}$ – much like the sphere comes from equivalence classes of scalar multiplication in $\mathbb{R}^n$.

# Alternative: Shape Matrices

Represent an object as a real $d \times k$ matrix.

**Preshape process:**

- Remove translation: subtract the row means from each row (i.e., translate shape centroid to 0).
- Remove scale: divide by the Frobenius norm.

# Orthogonal Procrustes Analysis

**Problem:**

Find the rotation $R^*$ that minimizes distance between two $d \times k$ matrices $A$, $B$:

$$R^* = \arg\min_{R \in \mathrm{SO}(d)} \|RA - B\|^2$$

**Solution:**

Let $U\Sigma V^T$ be the SVD of $BA^T$, then

$$R^* = UV^T$$

# Intrinsic Means (Fréchet)

The *intrinsic mean* of a collection of points $x_1, \ldots, x_N$ in a metric space $M$ is

$$\mu = \arg\min_{x \in M} \sum_{i=1}^{N} d(x, x_i)^2,$$

where $d(\cdot, \cdot)$ denotes distance in $M$.

# Gradient of the Geodesic Distance

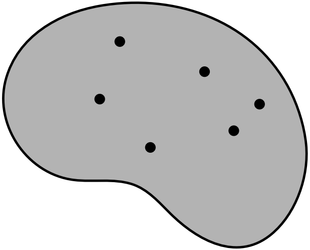
The gradient of the Riemannian distance function is

$$\mathrm{grad}_x d(x, y)^2 = -2\,\mathrm{Log}_x(y).$$

So, the gradient of the sum-of-squared distance function is

$$\mathrm{grad}_x \sum_{i=1}^{N} d(x, x_i)^2 = -2 \sum_{i=1}^{N} \mathrm{Log}_x(x_i).$$

# Computing Means



**Gradient Descent Algorithm:**

Input: $\mathbf{x}_1, \ldots, \mathbf{x}_N \in M$

$\mu_0 = \mathbf{x}_1$

Repeat:

$$\delta\mu = \frac{1}{N} \sum_{i=1}^{N} \operatorname{Log}_{\mu_k}(\mathbf{x}_i)$$

$$\mu_{k+1} = \operatorname{Exp}_{\mu_k}(\delta\mu)$$

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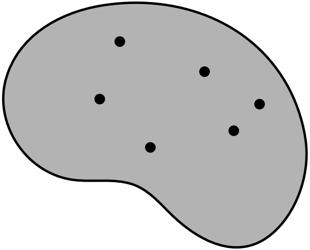

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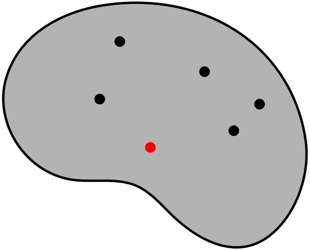

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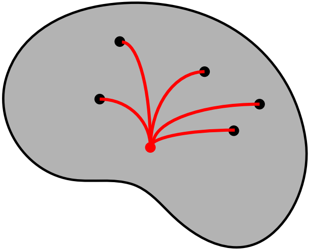

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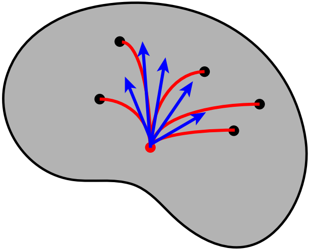

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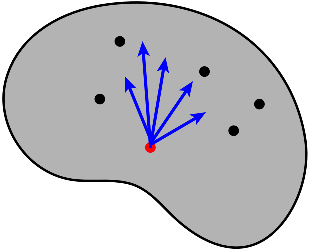

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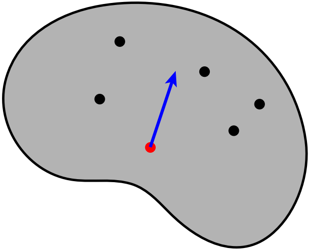


**Gradient Descent Algorithm:**

Input: $\mathbf{x}_1, \ldots, \mathbf{x}_N \in M$

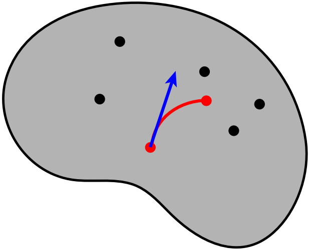
$\mu_0 = \mathbf{x}_1$

Repeat:

$$\delta\mu = \frac{1}{N} \sum_{i=1}^{N} \mathrm{Log}_{\mu_k}(\mathbf{x}_i)$$

$$\mu_{k+1} = \mathrm{Exp}_{\mu_k}(\delta\mu)$$

# Computing Means



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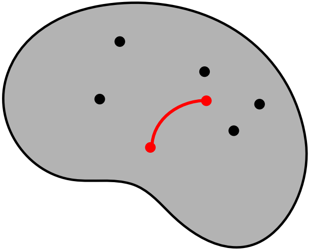
# Computing Means



**Gradient Descent Algorithm:**

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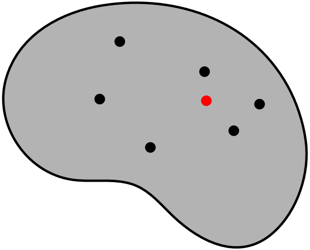
# Computing Means



**Gradient Descent Algorithm:**

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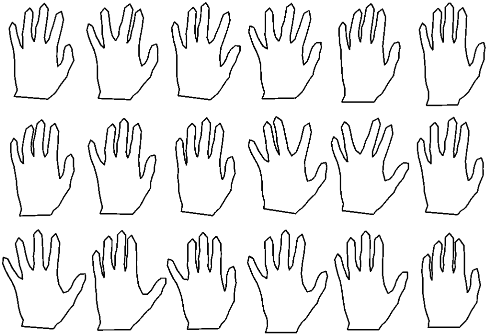
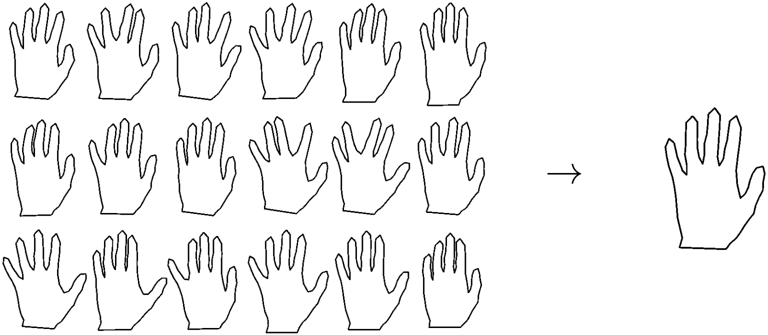
# Example of Mean on Kendall Shape Space



Hand data from Tim Cootes

# Example of Mean on Kendall Shape Space



Hand data from Tim Cootes

# Where to Learn More

## Books


- Dryden and Mardia, *Statistical Shape Analysis*, Wiley, 1998.
- Small, *The Statistical Theory of Shape*, Springer-Verlag, 1996.
- Kendall, Barden and Carne, *Shape and Shape Theory*, Wiley, 1999.
- Krim and Yezzi, *Statistics and Analysis of Shapes*, Birkhauser, 2006.