Software bottlenecks for 3D AI

Sciences @ PSC seminar

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HeKA - on the 3rd floor: a translational research team for public health

Hôpitaux Inria Inserm

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New methods for healthcare data?

Machine **learning**:

- Numerous patients.
- Lots of data per patient.
- Numbers, images, texts...

Healthcare data:

- Varying sampling **times**.
- Missing data.
- Multiple centers.



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A key research area: encoding patient data

Some **topics**:

- Natural **language** processing for medical documents.
- Visualization and **generation** of complex data.
- Digital anatomy for 3D medical imaging.

Maths @ PSC ⇔ clinical work @ AP-HP

Résulta

La monofantaria seasana, ba seasară arritoritare er lus porter antivera antistuțiere antirmaria. En alter arritoria de la constructură de la construtațiere antirmaria de la constructură de la constructură de la construtațiere arritoria de la constructură de la constru antidende arritoria de la constructură de la constru anticul antirmaria de la constructură de la constru anticul antirmaria de la constructură de la constru anticul antirmaria de la construcția de la construtațiere antirmaria de la construcția de la construtațiere de la constructură de la constructură de la construtațiere antitructură de la constructură de la constructură de la construtațiere de la constructură de la con





1. What is an image?

2. Software bottlenecks for AI research

3. Current research focus

What is an image?



1. Pixels



1. Pixels 2. Anatomy







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



 $N_x \times N_y \times N_z$ 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



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

Clouds of points (\pm triangles):

- .svg
- Standard for video games.
- + Compact representation.
- + High precision geometry.
- + Easy to deform.
- ightarrow 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.

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** \iff Training on **large datasets**.

To summarize

AI = statistical regression method + relevant computational model.

In biomedical imaging, we represent 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:

 $\mathsf{image} \overset{\mathsf{F}}{\longrightarrow} \mathsf{F}\left(\mathsf{image}\right) \simeq \mathsf{diagnostic}$

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

⇒ massive **investments**, industry + governments.





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).

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 Taichi : since 2018
 - Fast learning with **physics**.
- PyVista and Vedo : since 2019
 - 3D visualisation.
- scikit-shapes: in 2025
 - Easy morphometrics.

Untangling brain arterial networks



Segmented data.

Raw 3D data.

Untangling brain arterial networks



3D view.



Unfolded 2D view.

We are currently working on:

- Population analyses of arterial networks.
- Fracture reconstruction.
- Software packaging.
 - \implies Hard open problems are related to **topology changes**.



A multiple pelvic fracture.

- Gaming computers (GPUs) are the workhorses of AI.
 A full software suite is required to rein in these machines.
- Since 2015, **biomedical 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. **Tradeoffs** between ease of use, versatility, speed, portability, etc.

References

🔋 Freyr Sverrisson, Jean Feydy, Bruno E. Correia, and Michael M. Bronstein.

Fast end-to-end learning on protein surfaces.

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Solid 3d human foot and ankle model.

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