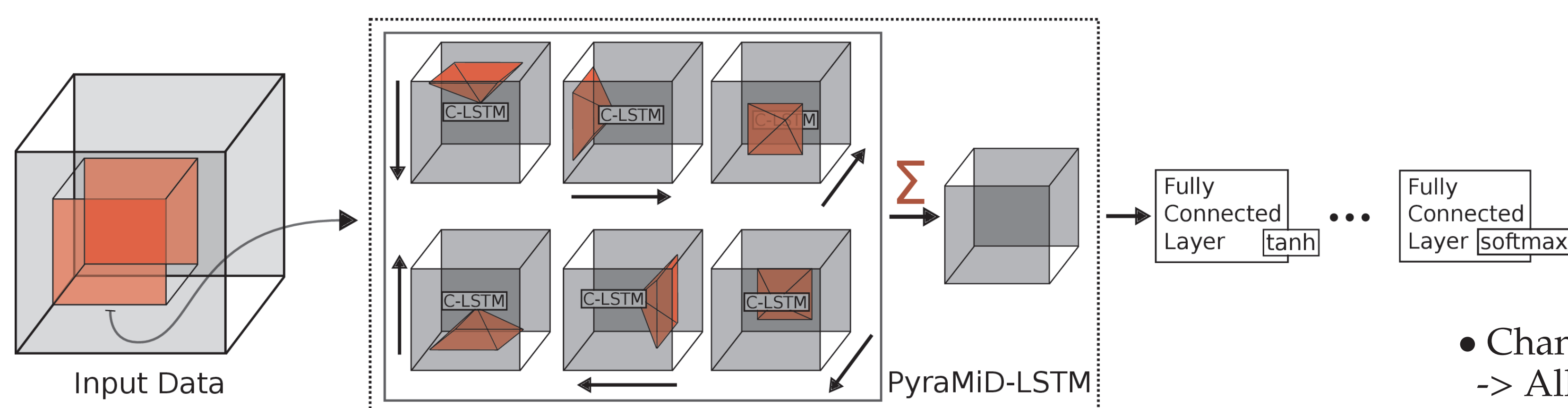


Abstract

Unlike CNNs, Multi-Dimensional Recurrent NNs (MD-RNNs) can perceive the entire spatio-temporal context of each pixel in a few sweeps through all pixels, especially when the RNN is a Long Short-Term Memory (LSTM). Despite these theoretical advantages, however, unlike CNNs, previous MD-LSTM variants were hard to parallelise on GPUs. Here we rearrange the traditional cuboid order of computations in MD-LSTM in pyramidal fashion. The resulting PyraMiD-LSTM is easy to parallelise, especially for 3D data such as stacks of brain slice images. PyraMiD-LSTM achieved best known pixel-wise brain image segmentation results on MRBrainS13 (and competitive results on EM-ISBI12).

Architecture



Layer Equations

$$\begin{aligned}
 i_t^d &= \sigma(x_t^d * \theta_{xi}^d + h_{t-1}^d * \theta_{hi}^d + \theta_{i_{bias}}^d) \\
 f_t^d &= \sigma(x_t^d * \theta_{xf}^d + h_{t-1}^d * \theta_{hf}^d + \theta_{f_{bias}}^d) \\
 \tilde{c}_t^d &= \tanh(x_t^d * \theta_{xc}^d + h_{t-1}^d * \theta_{hc}^d + \theta_{c_{bias}}^d) \\
 c_t^d &= \tilde{c}_t^d \odot i_t^d + c_{t-1}^d \odot f_t^d \\
 o_t^d &= \sigma(x_t^d * \theta_{xo}^d + h_{t-1}^d * \theta_{ho}^d + \theta_{o_{bias}}^d) \\
 h_t^d &= o_t^d \odot \tanh(c_t^d) \\
 h &= \sum_{d \in \mathcal{D}} h^d
 \end{aligned}$$

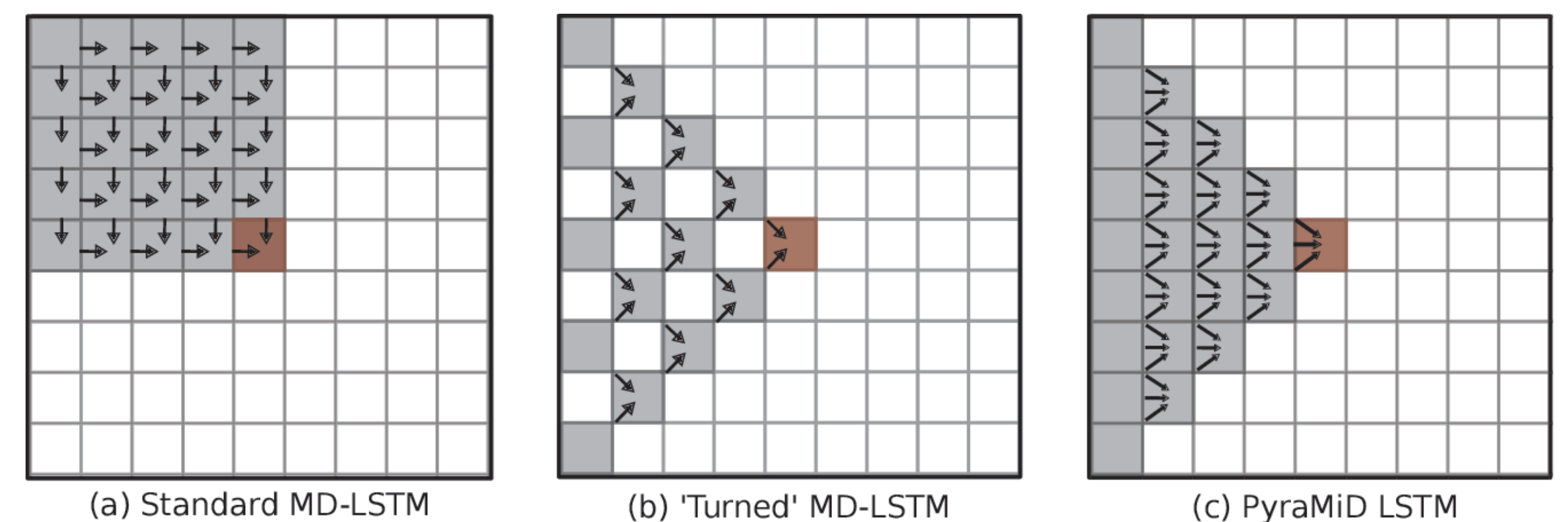
Training

$$\begin{aligned}
 E &= (y^* - y)^2 \\
 \text{MSE} &\leftarrow \frac{\rho_{\text{MSE}}}{\nabla_{\theta}^2 E} \\
 G &= \frac{\nabla_{\theta} E}{\sqrt{\text{MSE}} + \epsilon} \\
 M &\leftarrow \frac{\rho_M}{G} \\
 \theta &= \theta - \lambda_{lr} M
 \end{aligned}$$

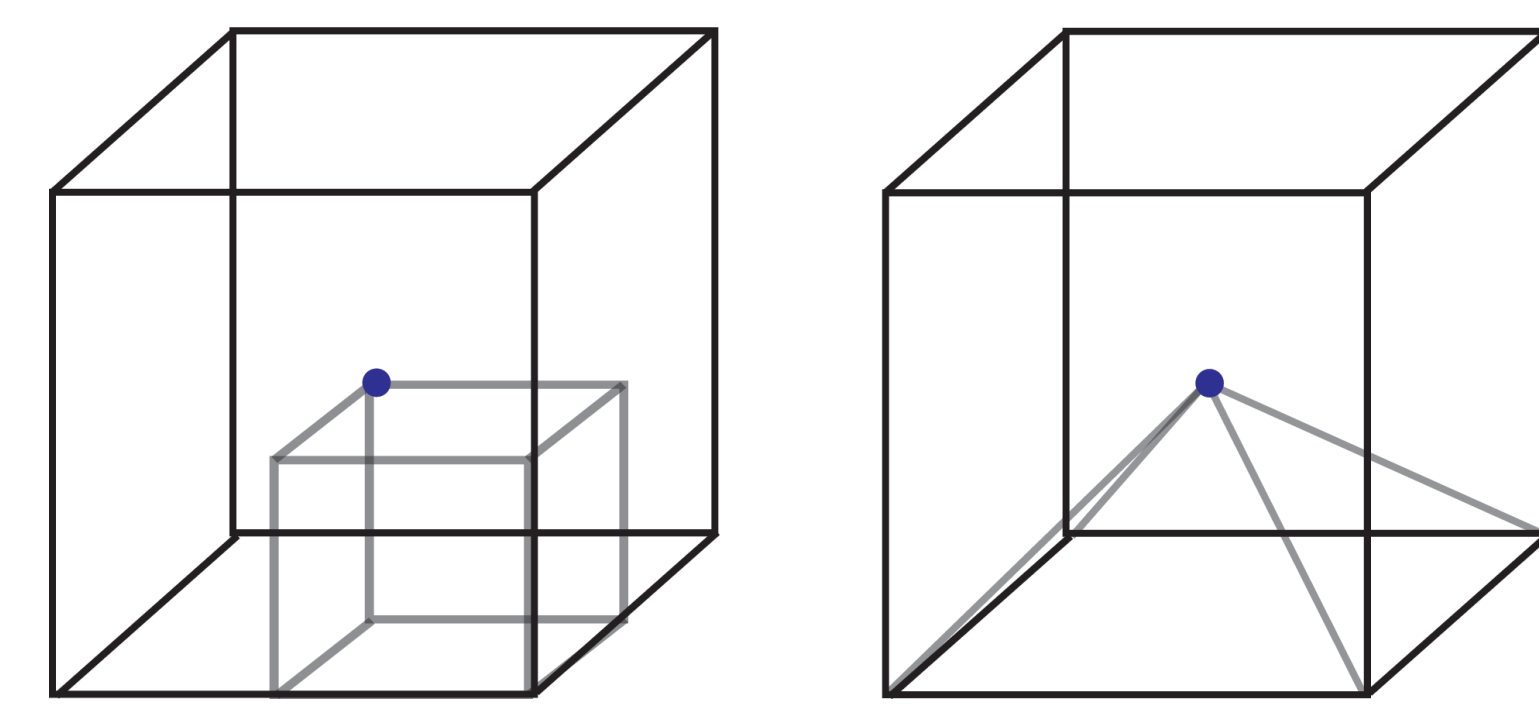
Highlight

- Easy to parallelise on GPUs
- Retain all advantages of LSTMs
-> integrate information over long distance where context plays a big role.
- Result in great performance on volumetric segmentation
-> Best known pixel-level brain image segmentation results

Idea



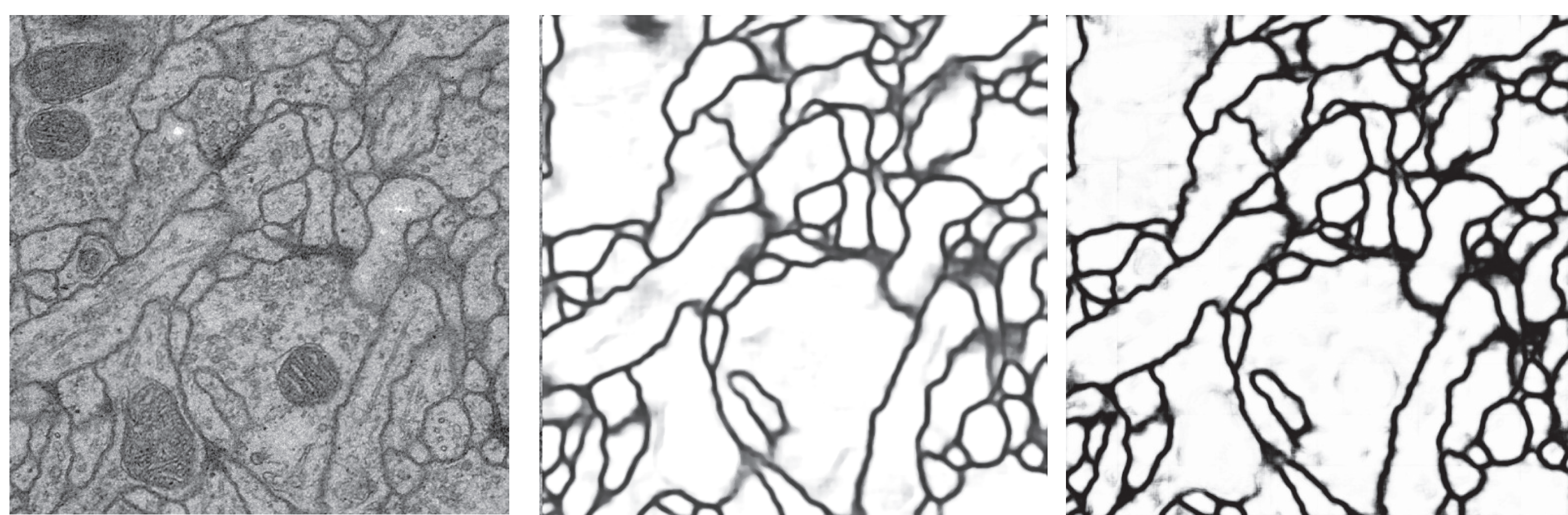
- Change the traditional MD-LSTM structure
-> All operations in PyraMiD-LSTM can be implemented using convolutions.
-> Changes the context from block-form to a pyramidal shape
-> More efficiently covers volume
- The convolutional nature changes several properties
-> Number of computational steps between pixels becomes smaller
-> Filters align with the way the data is recorded (parallel to the planes, not diagonal)



Membrane Segmentation

ISBI 2012 Challenges

- 512 x 512 pixels, 30 slices per volume
- 1 volume for training, 1 volume for testing



Group	Rand Err.	Warping Err. ($\times 10^{-3}$)	Pixel Err.
Human Simple Thresholding	0.002	0.0053	0.001
IDSIA [2]	0.050	0.420	0.061
DIVE	0.048	0.374	0.058
PyraMiD-LSTM	0.047	0.462	0.062
IDSIA-SCI	0.0189	0.617	0.103
DIVE-SCI	0.0178	0.307	0.058

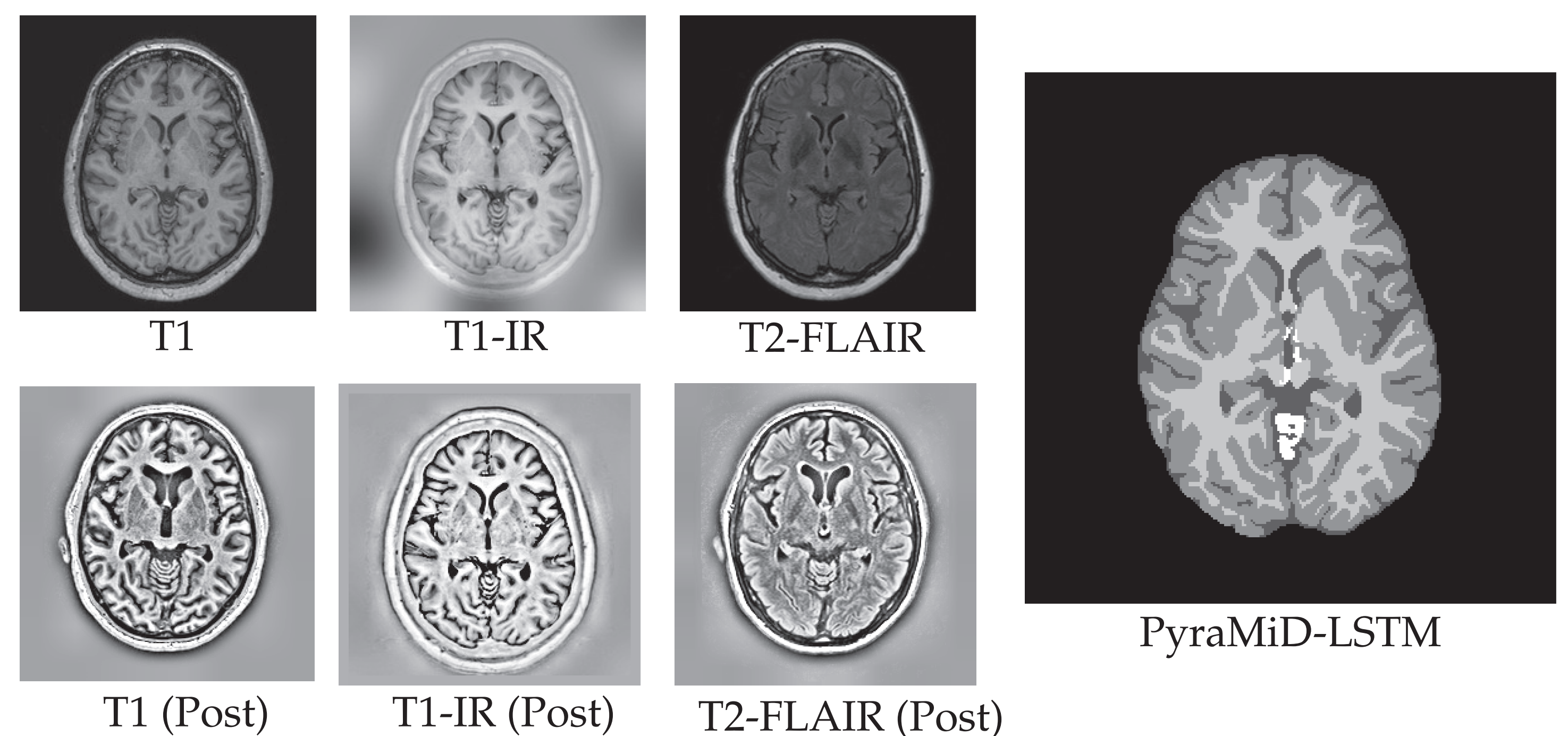
References

- [1] http://brainiac2.mit.edu/isbi_challenge/leaders-board
 [2] D. C. Ciresan, et. al. (Deep Neural Networks Segment Neuronal Membranes in Electron Microscopy Images(. In: NIPS. 2012.

Brain CT Scan Segmentation

ISBI 2015 Challenges

- 240 x 240 pixels, 48 slices per volume
- three high-field multi-sequences: T1-weighted scan (T1), T1-weighted inversion recovery scan (IR), and fluid-attenuated inversion recovery scan (FLAIR)
- 5 volumes for training, 15 volumes for testing



Structure	GM			WM			CSF			Rank
	DC (%)	MD (mm)	AVD (%)	DC (%)	MD (mm)	AVD (%)	DC (%)	MD (mm)	AVD (%)	
BIGR2	84.65	1.88	6.14	88.42	2.36	6.02	78.31	3.19	22.8	6
KSOM GHMF	84.12	1.92	5.44	87.96	2.49	6.59	82.10	2.71	12.8	5
MNAB2	84.50	1.69	7.10	88.04	2.12	7.73	82.30	2.27	8.73	4
ISI-Neonatology	85.77	1.62	6.62	88.66	2.06	6.96	81.08	2.66	9.77	3
UNC-IDEA	84.36	1.62	7.04	88.69	2.06	6.46	82.81	2.35	10.5	2
PyraMiD-LSTM	84.82	1.69	6.77	88.33	2.07	7.05	83.72	2.14	7.10	1