











ccDice: A Topology-Aware Dice Score Based on Connected Components

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Context

Context

Medical image segmentation involves objects with complex geometries and shapes which need to be preserved during segmentation.

For such objects, standard metrics (like Dice or Hausdorff distance) are often inadequate.

Topological metrics or loss functions allow to correctly measure the topogical structure of segmentations.

State of the art



GT

Method

| Pre | di | ct | ior | |
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Dice = 0.97







Image



Limitations of the current topological metrics

- Betti numbers:
 - \circ β_0 : number of connected components.
 - \circ β_1 : number of holes(2D)/tunnels(3D).
 - \circ β_2 : number of cavities.
- Limitation: not spatially correlated.



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 $\begin{array}{ll} \mbox{Reference} & \mbox{Prediction} \\ \beta_0^{err} = |\beta_0^{pred} - \beta_0^{ref}| = 0 \end{array}$

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Prediction 2

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State of the art

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Context

- \circ eta_0 : number of connected components.
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- Limitation: not spatially correlated.
- Betti matching (Stucki et al. 2022)
 - spatially match the topological objects thanks to the persistence barcodes of the respective images.

State of the art

Method

• Limitation: not normalized and expensive to compute.



Results



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 - spatially match the topological objects thanks to the persistence barcodes of the respective images.
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ccDice overcomes these limitations by being spatially correlated, normalized and fast to compute.



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From Dice to ccDice

Let S, G be two binary images representing a segmentation and a ground truth.



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From Dice to ccDice

We can define Dice in terms of number of matching ${\mathcal M}$ and mismatching $\overline{{\mathcal m}}$ pixels.

$$Dice(S,G) = \frac{m(S,G) + m(G,S)}{m(S,G) + \overline{m}(S,G) + m(G,S) + \overline{m}(G,S)}$$

Mismatching pixels $ar{m}(S,G)=|Sar{G}|$ Matching pixels m(S,G)=m(G,S)Mismatching pixels $ar{m}(G,S)=|Gar{S}|$





Ground Truth G



Prediction S

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Intersection



How to define (mis)matching for connected components?

First case

- S and G: segmentation and ground truth.
- $\mathcal{C}[G]$ and $\mathcal{C}[S]$ sets of CCs
- $X \in \mathcal{C}[S]$ $Y \in \mathcal{C}[G]$



- We define $\varphi_{S,G}^{\lambda} : \mathcal{C}[S] \to \mathcal{C}[G]$ the **matching function** of CCs.
- Embedding score $\mathcal{E}(X,Y) = \frac{|X \cap Y|}{|X|} \in [0,1]$
- Then the **matching function** $\varphi_{S,G}^{\lambda} : \mathcal{C}[S] \to \mathcal{C}[G]$ is defined for an $X \in \mathcal{C}[S]$ such that:

$$\mathcal{E}(X,\varphi_{S,G}^{\lambda}(X)) \geqslant \lambda$$

 $Ground \ Truth \ G \ \ Intersection$

 $Prediction\,S$

Context State of the art **Method** Results Conclusion



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 $Ground \ Truth \ G \ \ Intersection$

Prediction S

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 $arphi_{S,G}^{\lambda}:\mathcal{C}[S]
ightarrow\mathcal{C}[G]$

How to define (mis)matching for connected components?

Second case

- S and G: segmentation and ground truth.
- $\mathcal{C}[G]$ and $\mathcal{C}[S]$ sets of CCs
- $X \in \mathcal{C}[S]$ $Y \in \mathcal{C}[G]$

 $\lambda = 0.5$ YMatching CCs Mismatching CCs $arepsilon(X_1,Y)=1.0 \ arepsilon(X_2,Y)=1.0$ $\varepsilon(X_3, Y) = 1.0$ X_3

Ground Truth G Intersection

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Prediction S



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Ground Truth G Intersection Pr

Prediction S

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• Note: • we force $\varphi_{S,G}^{\lambda}$ being **injective.**

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 $\varphi_{G,S}^{\lambda}: \mathcal{C}[G] \to \mathcal{C}[S]$

How to define (mis)matching for connected components?

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- S and G: segmentation and ground truth.
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 $\lambda=0.5$ Matching CCs YMismatching CCs $arepsilon(Y,X_1)=0.22$ $arepsilon(Y,X_2)=0.26$ $arepsilon(Y,X_3)=0.28$ X_2

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 $Ground \ Truth \ G \ Intersection$

Prediction S

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From Dice to ccDice: matching for connected components

Based on the introduced notions, we can now define formally the number of matching $\,\mu$ and mismatching $\overline{\mu}$ connected components.

$$\mu(S,G) = |\{X \in \mathcal{C}[S] \mid \exists Y \in \mathcal{C}[G], Y = \varphi_{S,G}^{\lambda}(X)\}|$$

$$\overline{\mu}(S,G) = |\{X \in \mathcal{C}[S] \mid \forall Y \in \mathcal{C}[G], Y \neq \varphi_{S,G}^{\lambda}(X)\}|$$

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Then we can define ccDice (connected component Dice) from the previous definition of Dice.

From:

$$Dice(S,G) = \frac{m(S,G) + m(G,S)}{m(S,G) + \overline{m}(S,G) + m(G,S) + \overline{m}(G,S)}$$

To:

$$ccDice(S,G) = \frac{\mu(S,G) + \mu(G,S)}{\mu(S,G) + \overline{\mu}(S,G) + \mu(G,S) + \overline{\mu}(G,S)}$$

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Experiments

- Experiment #1: Study the behaviour of metrics with an **increasing number of disconnections in the segmentation.**
- Experiment #2: Investigate the metrics when the connected components **are not spatially coherent and not overlapped.**
- Experiment #3: Analyse the metrics when the connected components **are not spatially coherent and overlapped.**
- **Goal:** compare ccDice to other metrics.





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Results: experiment #1

• Experiment #1: Study the behaviour of metrics with an increasing number of disconnections in the segmentation.





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Results: experiment #2

• Experiment #2: Investigate the metrics when the connected components **are not spatially coherent and not overlapped.**





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Results: experiment #3

• Experiment #3: Analyse the metrics when the connected components **are not spatially coherent and overlapped.**





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Results: experiment #3



• Only ccDice and Betti matching exhibit correct behavior in the three experiments.

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Runtime analysis: average runtime for one image



• ccDice is significantly less computationally expensive than Betti matching.

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Conclusion

- We proposed a new metric called **ccDice** based on the spatial matching of connected components.
- We evaluated its behaviour on three representative experiments

| | β_{match}^{err} | ccDice |
|-------------------|-----------------------|------------------------|
| Spatial coherence | 1 | \checkmark |
| Computation time | × | \checkmark |
| Normalisation | × | \checkmark |
| Implementation | 2D | 2D/3D |
| Homology groups | All | In 2D : All |
| nomology groups | | In 3D : first and last |
| Differentiability | √ | × |

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Paper



Thank you for your attention !



Contact



Backup slides



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Results





Algorithm ccDice

 Algorithm 1: Compute ccDice

 Input: $S, G \subseteq \Omega$

 Input: $\lambda \in (0, 1]$

 Output: ccDice $\in [0, 1]$

 1 Build C[S]

 2 Build C[G]

 3 $\mu(S, G) :=$ Compute Matching($C[S], C[G], \lambda$)

 4 $\mu(G, S) :=$ Compute Matching($C[G], C[S], \lambda$)

 5 ccDice := $(\mu(S, G) + \mu(G, S))/(|C[S]| + |C[G]|)$

```
Algorithm 2: Compute matching
   Input: C[S] = \{X_i\}_{i=1}^t
   Input: C[G] = \{Y_i\}_{i=1}^{u}
   Input: \lambda \in (0, 1]
   Output: \mu(S, G)
1 Build \{\varepsilon_{i,j}\}_{(i,j)\in[\![1,t]\!]\times[\![1,u]\!]}
2 Sort E = \{(i, j) \mid \varepsilon_{i,j} \ge \lambda\} by decreasing values of \varepsilon_{i,j}
3 \mu(S,G) := 0
4 foreach (i, j) \in E (sorted) do
       if (i, \star) and (\star, j) are not discarded then
5
            \mu(S,G) := \mu(S,G) + 1
6
            Discard (i, \star)
7
            Discard (\star, j)
8
```



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Ground Truth G Intersection

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Persistence barcode

