

Fast Temporal Reconstruction for EIT

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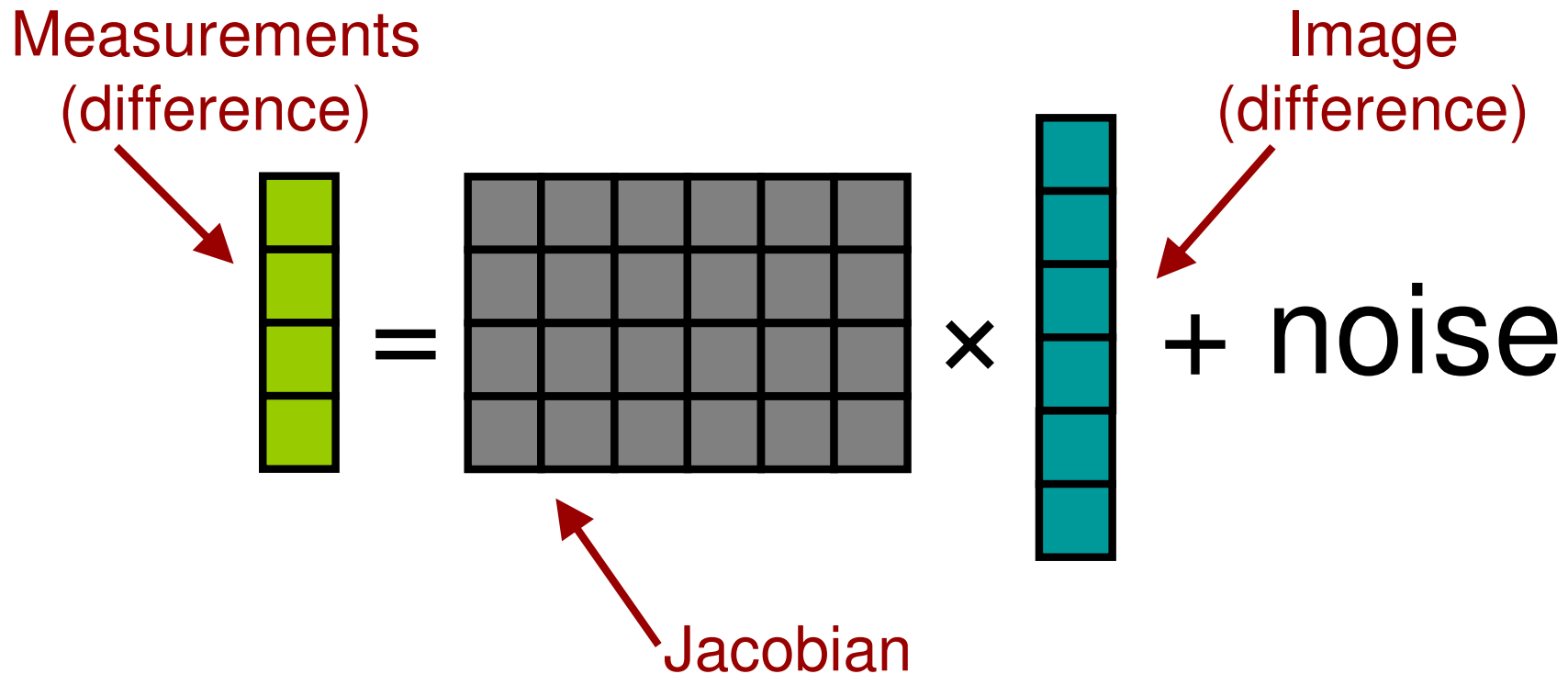
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Motivation

- One good thing about EIT is that the data collection is fast
- Frame rates up to 1000 fps
- Traditionally, EIT uses frame by frame image reconstruction
- It should be possible to use the *temporal* information to improve the images

Image Reconstruction

- Forward Model (linearized)



System is underdetermined

Image Reconstruction

- Inverse Model (linearized)

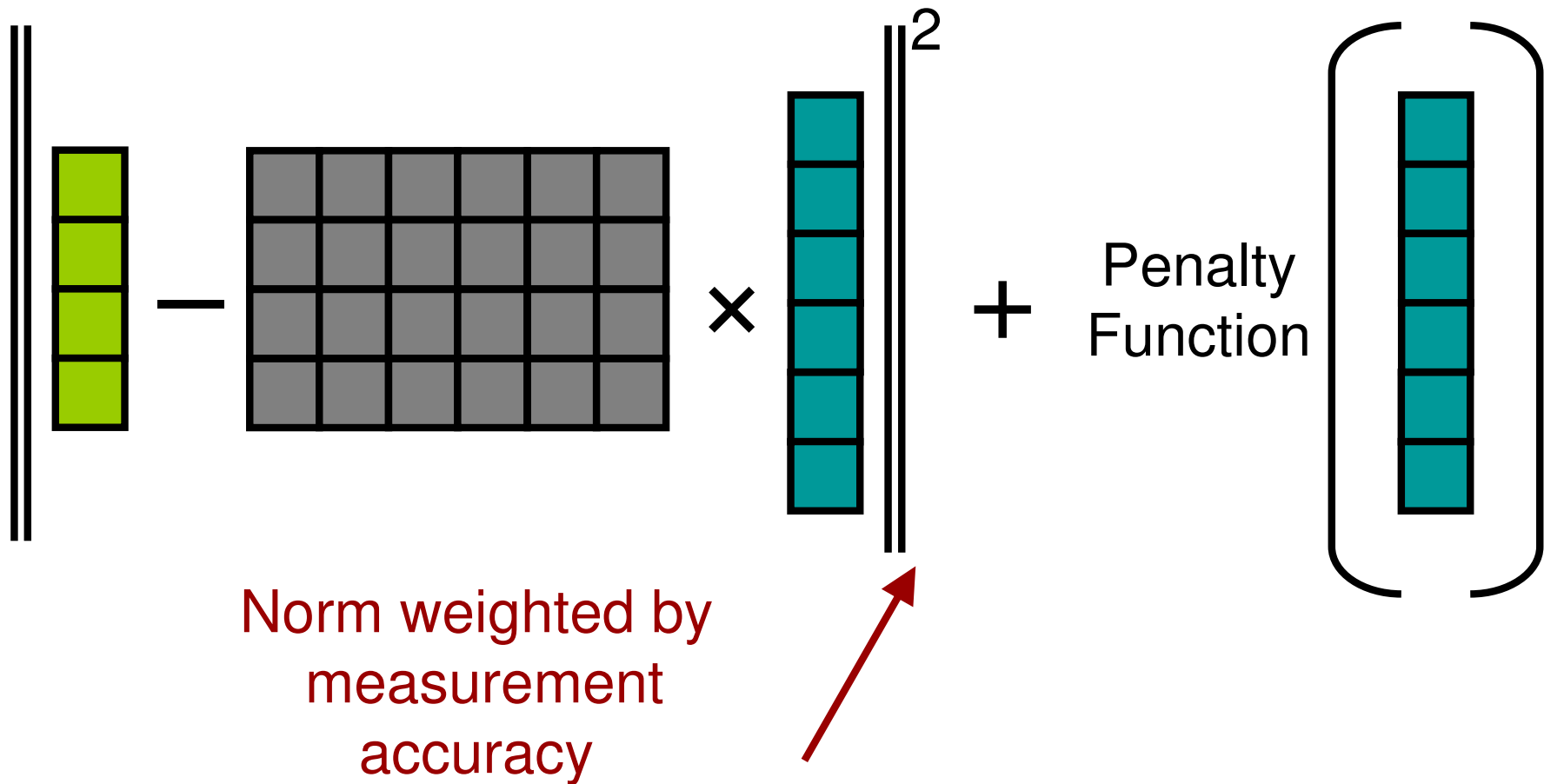


Image Reconstruction

- Penalty Functions

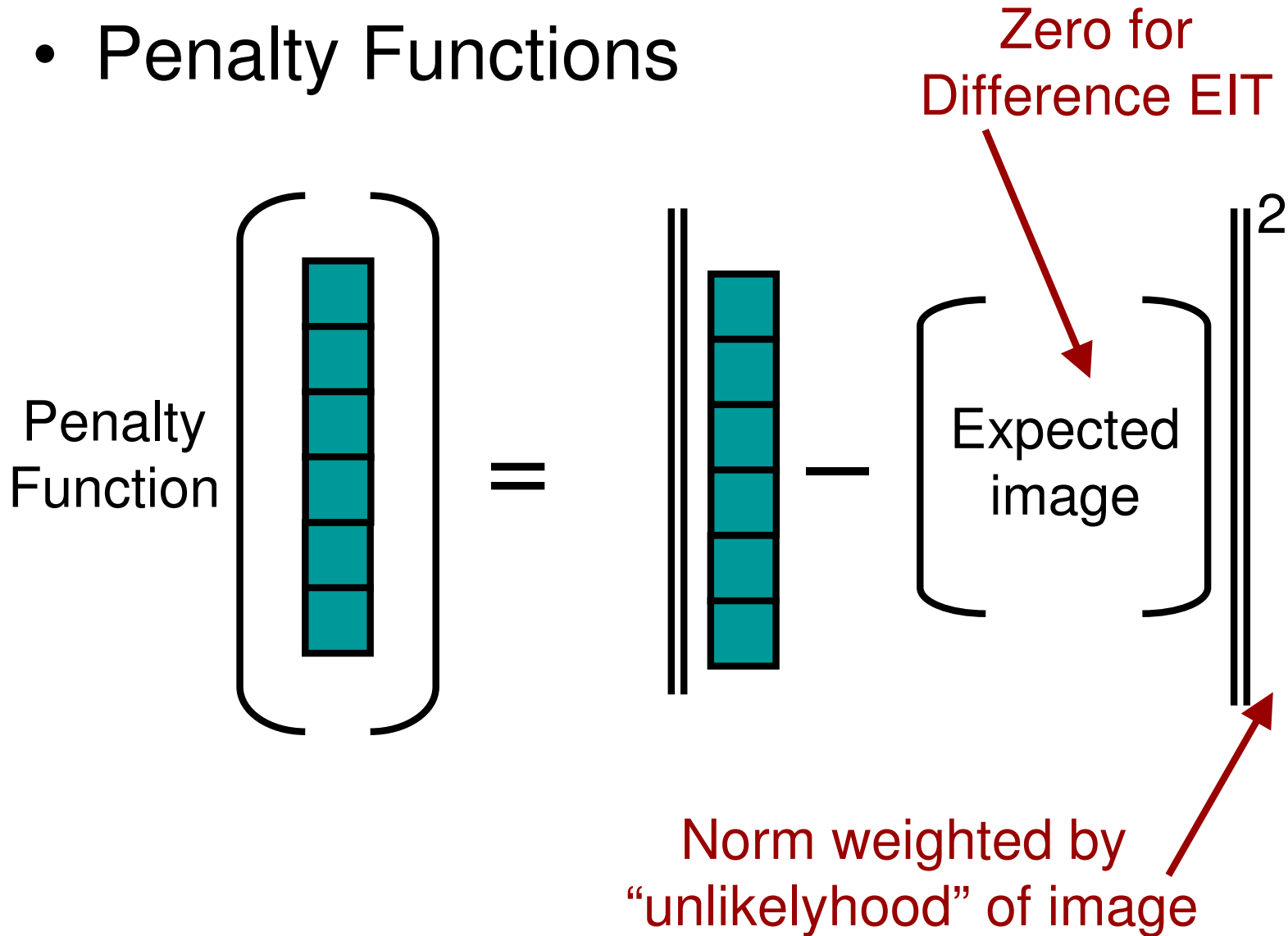


Image Reconstruction

- Penalty functions: Image Amplitude

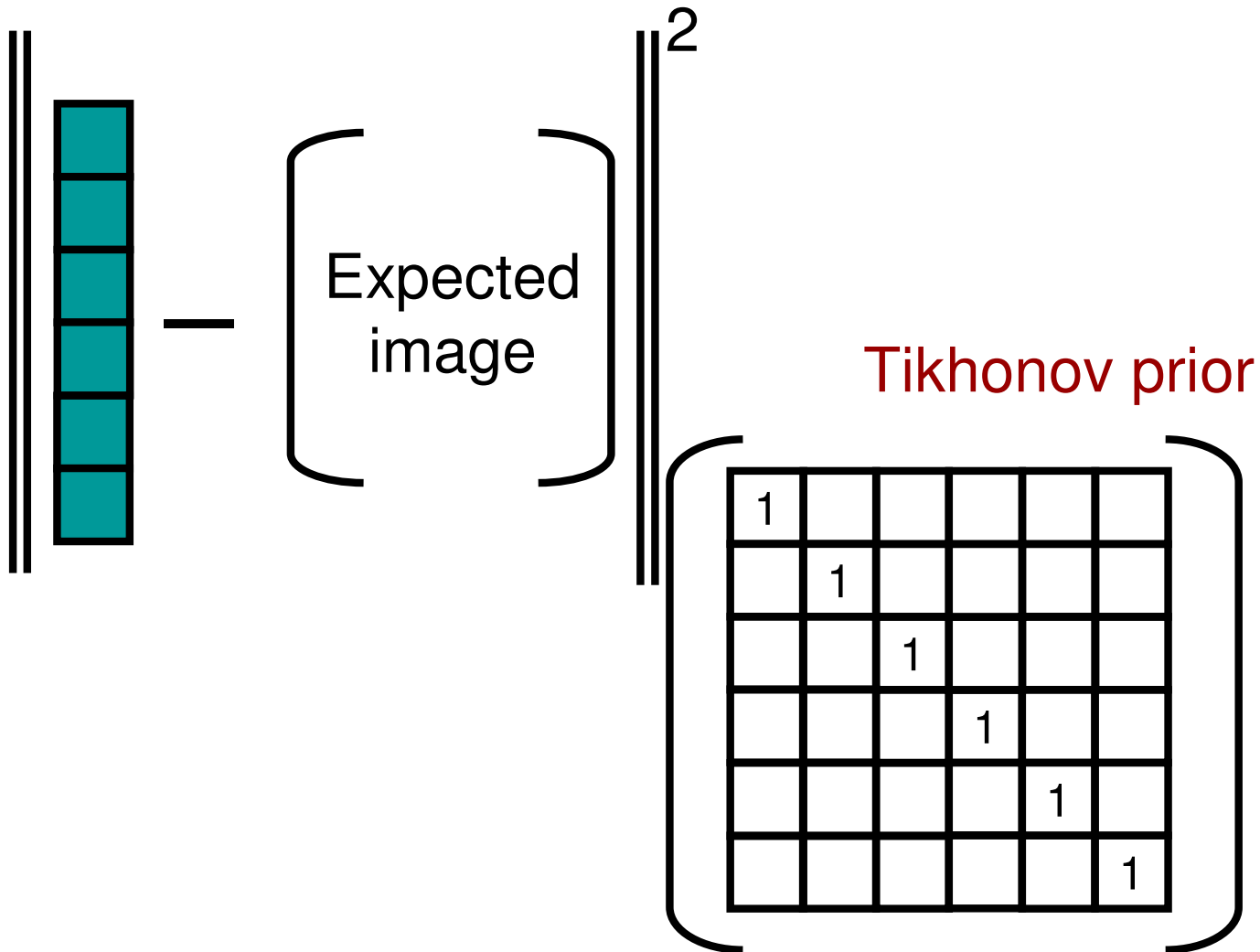
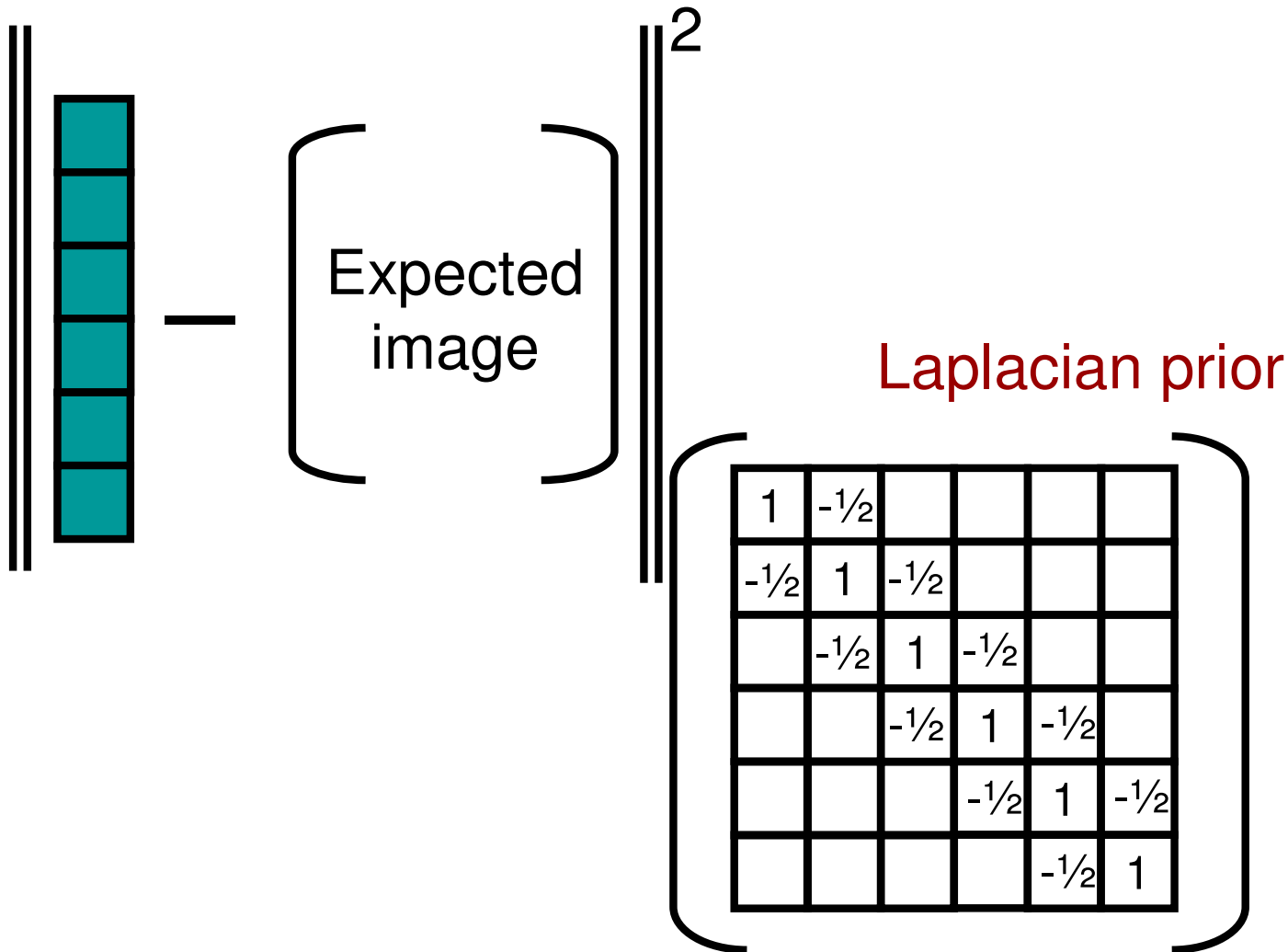


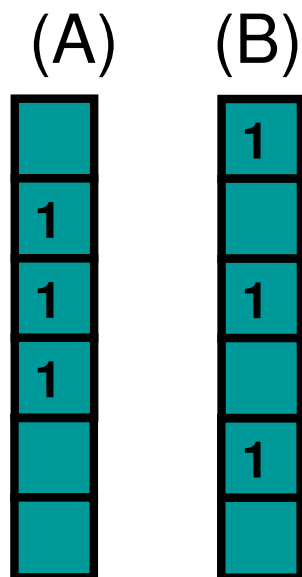
Image Reconstruction

- Penalty functions: Image Smoothness



Compare Penalty Functions

Images



Priors

1					
	1				
		1			
			1		
				1	
					1

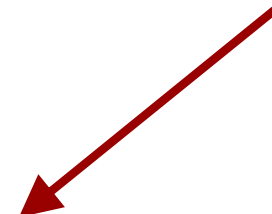
1	-1/2				
-1/2	1	-1/2			
	-1/2	1	-1/2		
		-1/2	1	-1/2	
			-1/2	1	-1/2
				-1/2	1

Penalties

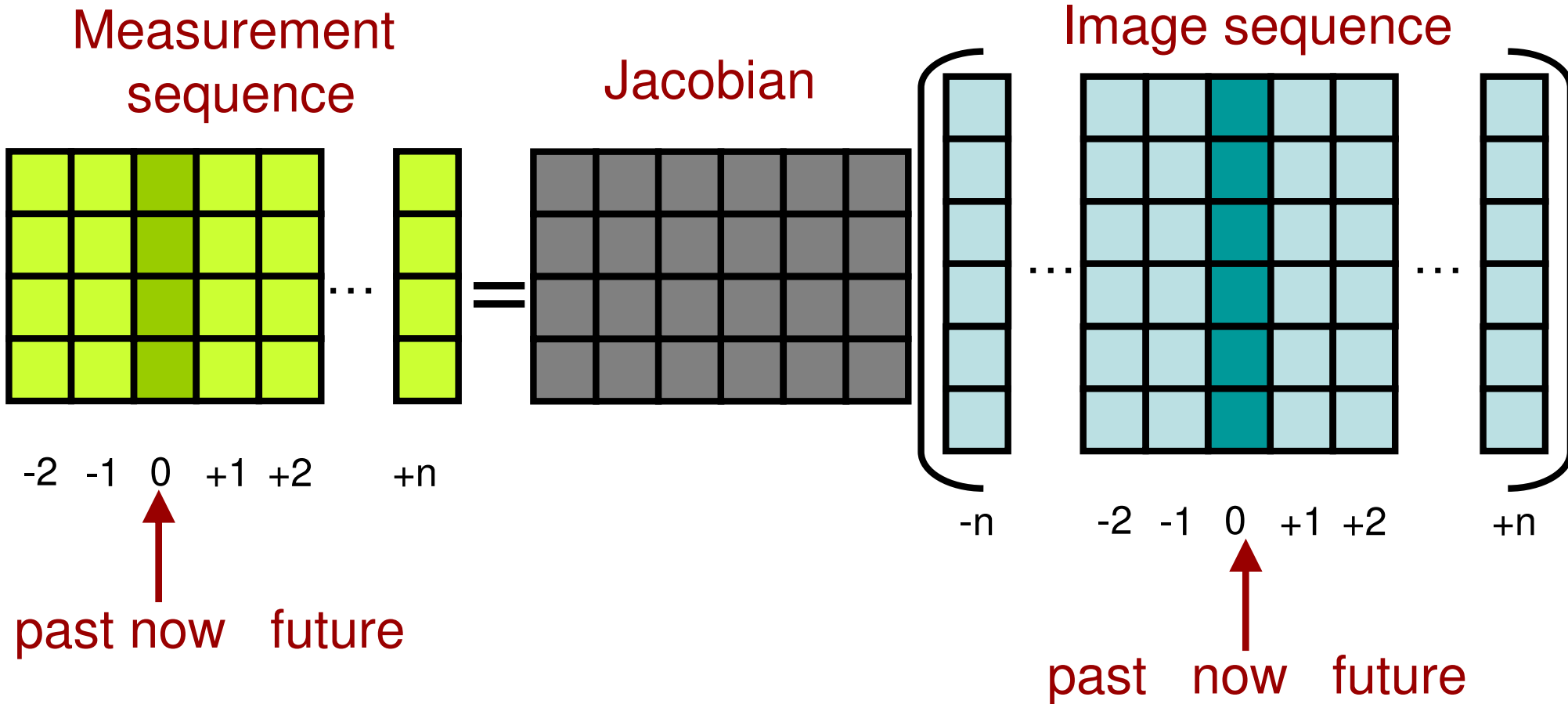
A) 3
B) 3

More reasonable
Image A is more likely

A) 1
B) 3



What about time?



Temporal Reconstruction

Temporal Penalty Functions

1	1	1	1	1
1	1	1	1	1
1	1	1	1	1

likely

			1	1
		1	1	1
	1	1	1	1
1	1	1		
1	1			
1				

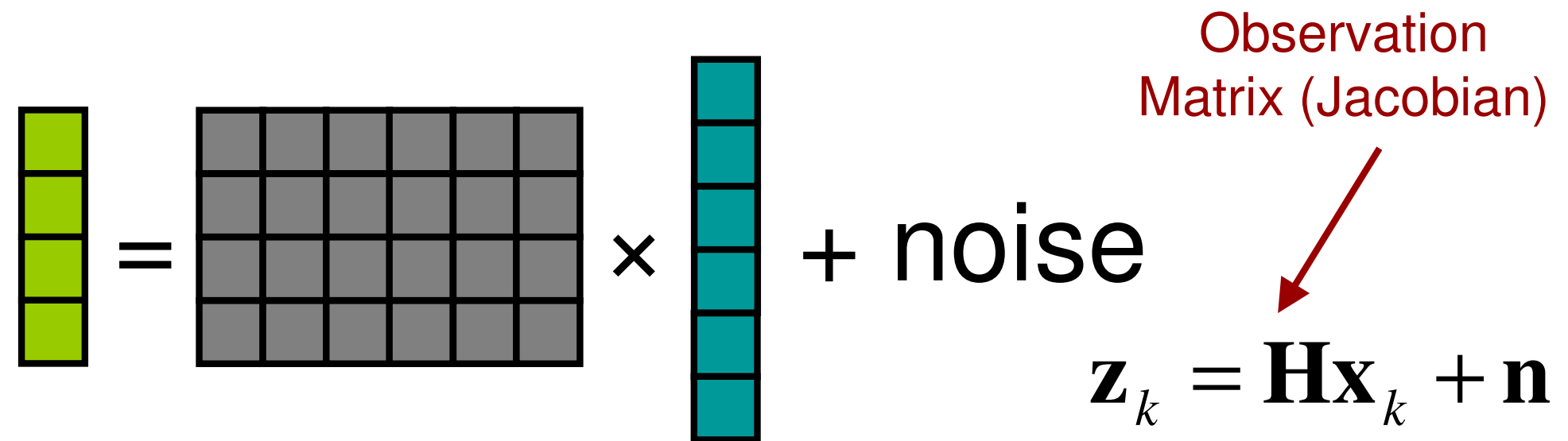
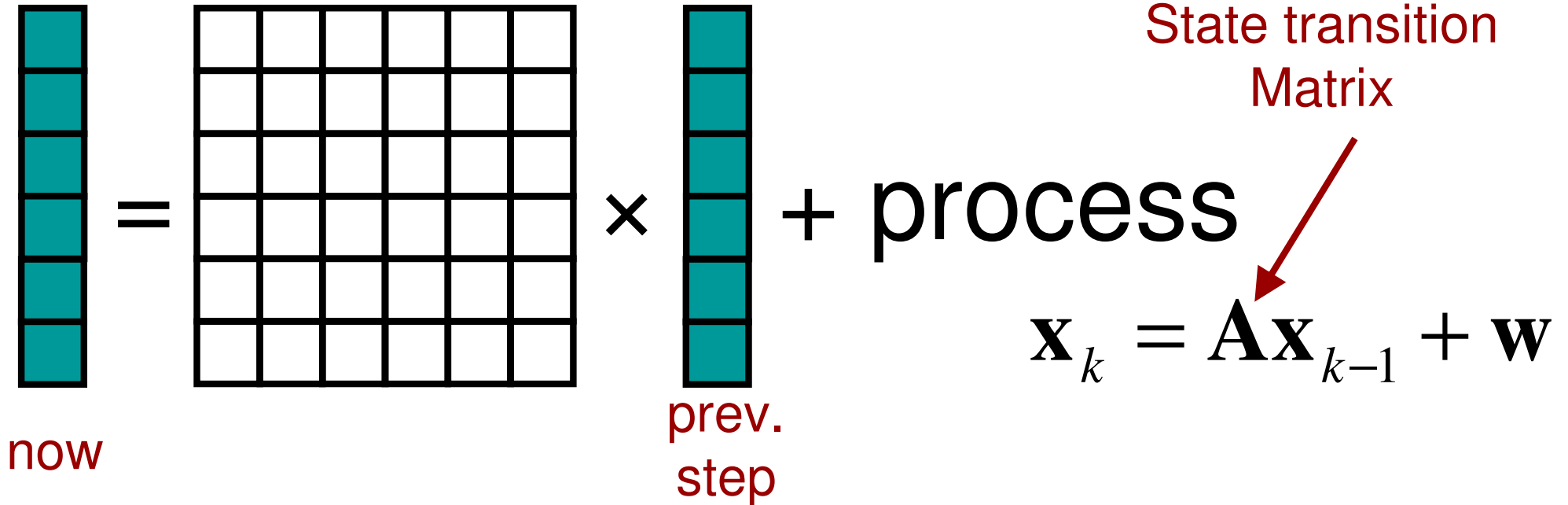
quite likely

1				1
1		1		1
1		1		1
	1	1	1	
	1		1	
	1		1	

unlikely

Standard EIT approaches to not take this into account

Kalman Filtering



Kalman Filtering

Two stage process

- Prediction: Estimate of now based on old data only

$$\mathbf{x}_k^- = \mathbf{A}\mathbf{x}_{k-1}$$

- Update:

$$\hat{\mathbf{x}}_k = \mathbf{x}_k^- + \mathbf{K}_k (\mathbf{z}_k - \mathbf{H}\mathbf{x}_k^-)$$

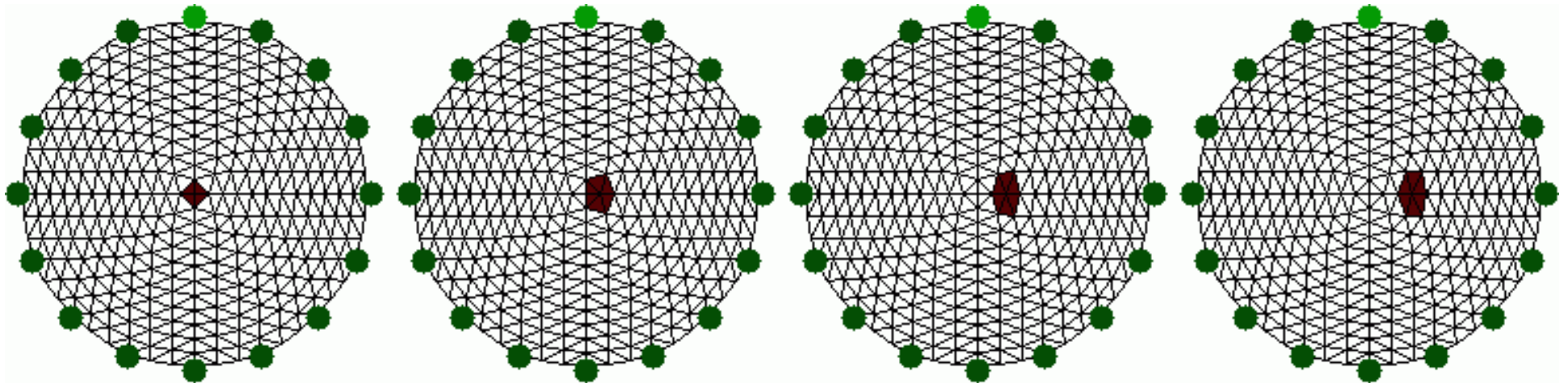
- \mathbf{K} is *Kalman gain*:

– Need to update at each step

– Depends on $\mathbf{P}_k = \text{cov}(\hat{\mathbf{x}}_k - \mathbf{x}_k)$

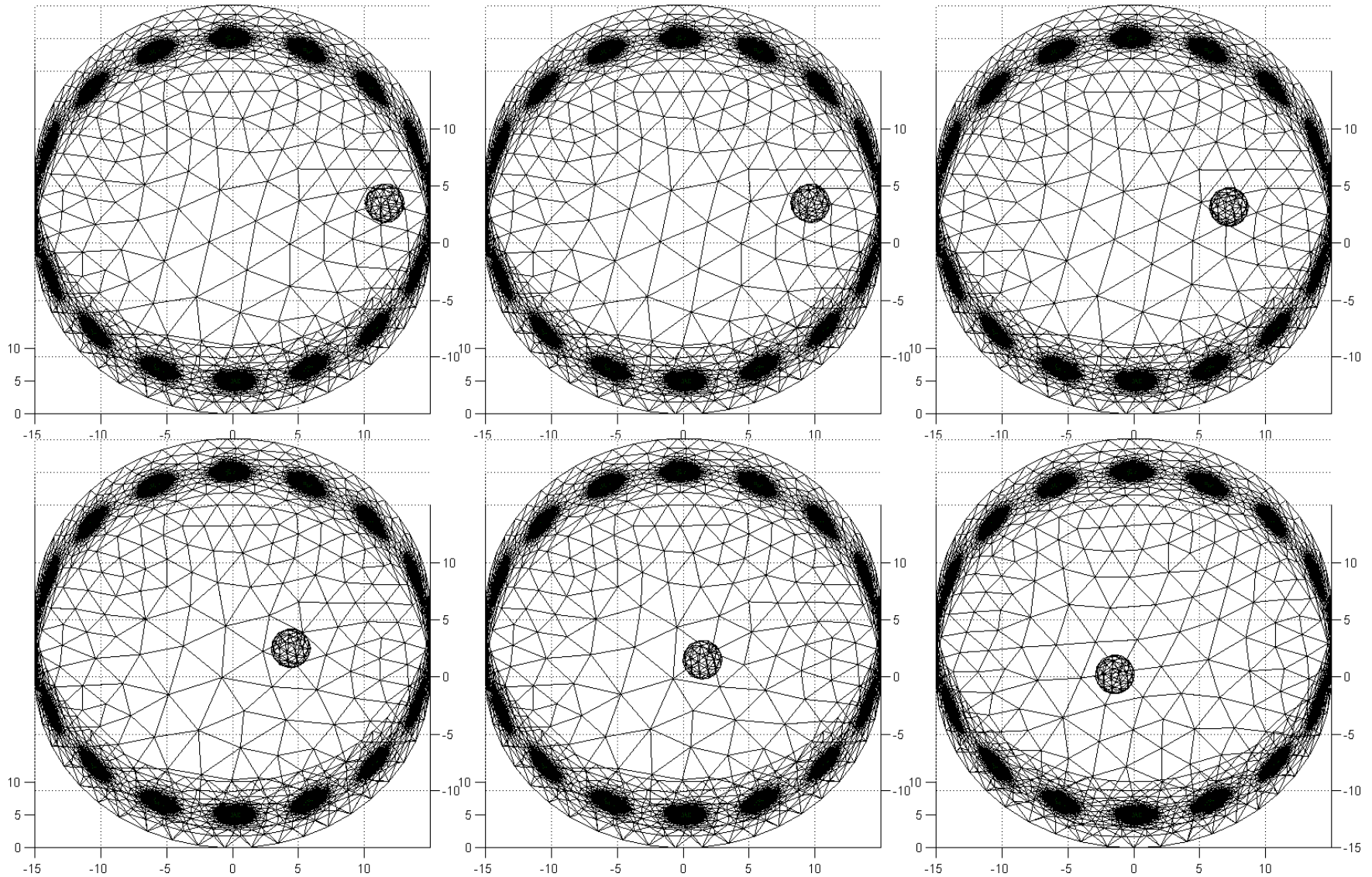
Aside: Simulating movement

- Simulating movement is really tricky
- Simple solution is to choose different elements in a FEM



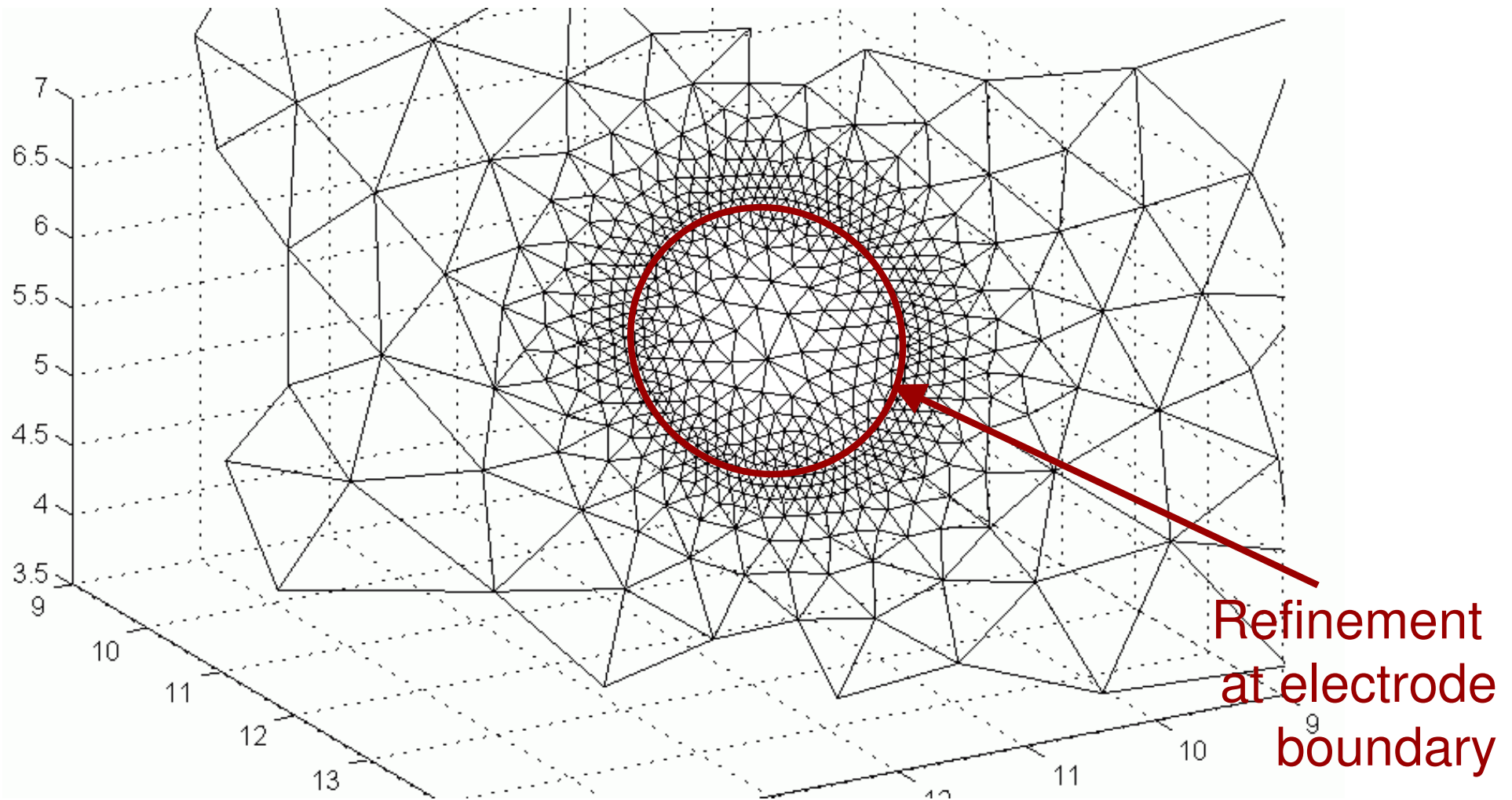
discrete elements make model not smooth

Moving Ball in 16 electrode tank



Electrode models

Need detailed electrode models to avoid geometry errors



Reconstructed Movies

- Algorithm is regularized one-step Gauss-Newton using Laplace prior

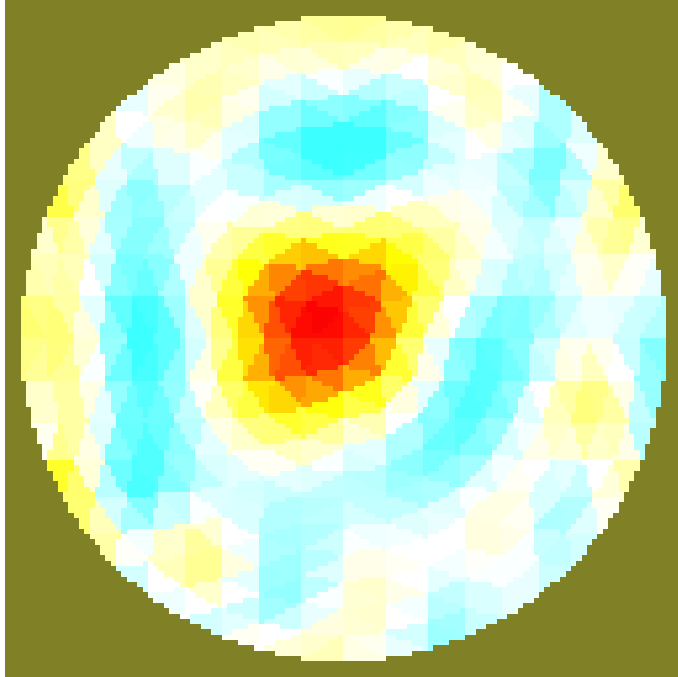
Netgen simulation of
moving ball,
Using 100,000 elements
per frame

Total simulation time =
3 days

Measurements of
moving plexiglas rod
in saline tank
(thanks to IIRC)

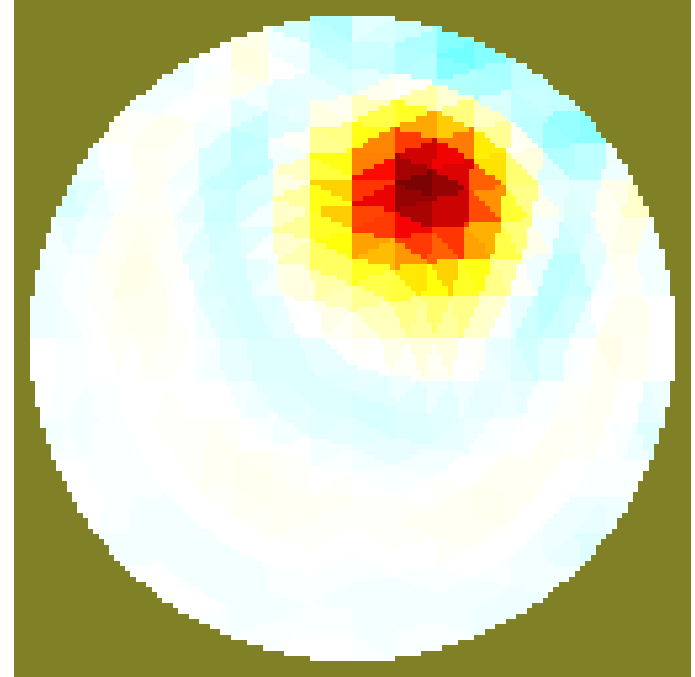
Total model time =
60 seconds

Reconstructed Movies



Netgen simulation of
moving ball,
(100,000 element FEM)

Simulation time = 3 days



Measurements of moving
plexiglas rod in saline tank
(thanks to IIRC)

Measurement time = 60 sec

Gauss-Newton vs. Kalman

Data with added 0dB SNR noise

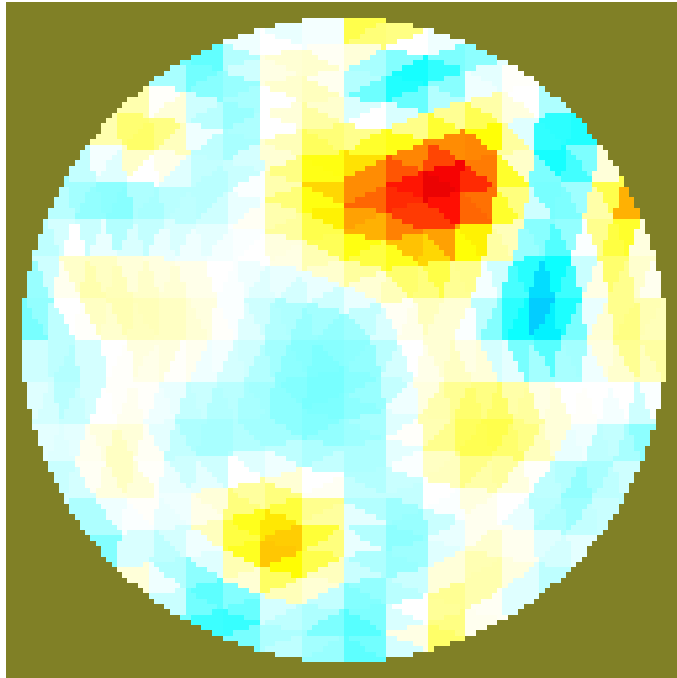
Gauss-Newton solver

Solve time = 5.33 s
(with caching) = 0.22 s

Kalman solver

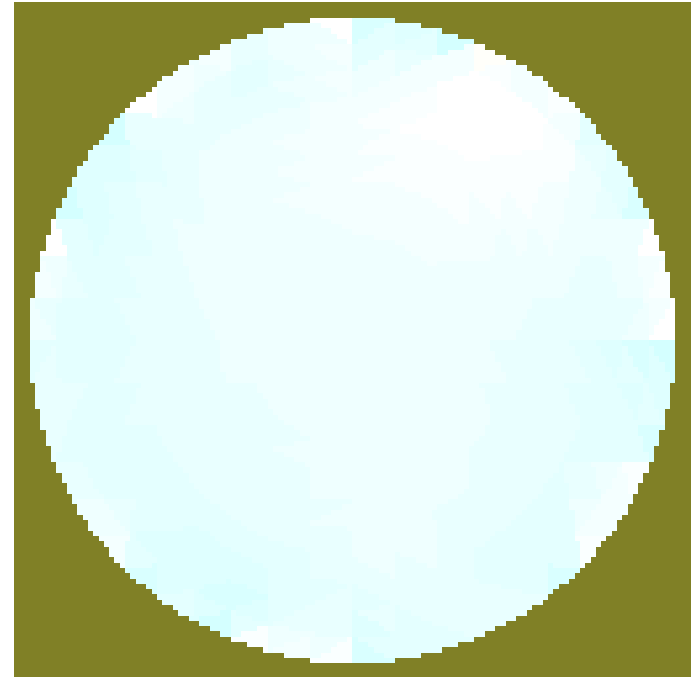
Solve time = 29.6 min

Gauss-Newton vs. Kalman (0dB SNR)



Gauss-Newton solver

Solve time = 5.33 s
(with caching) = 0.22 s



Kalman solver

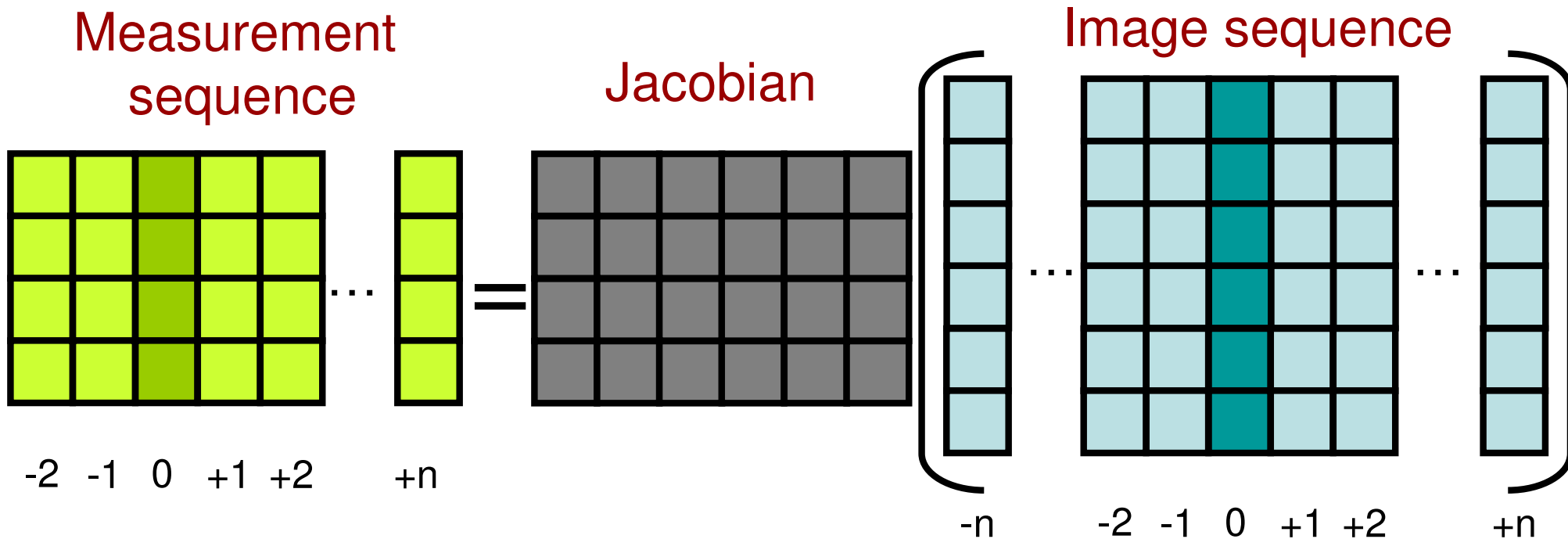
Solve time = 29.6 min

We need a faster solver

We can improve on Kalman in two ways

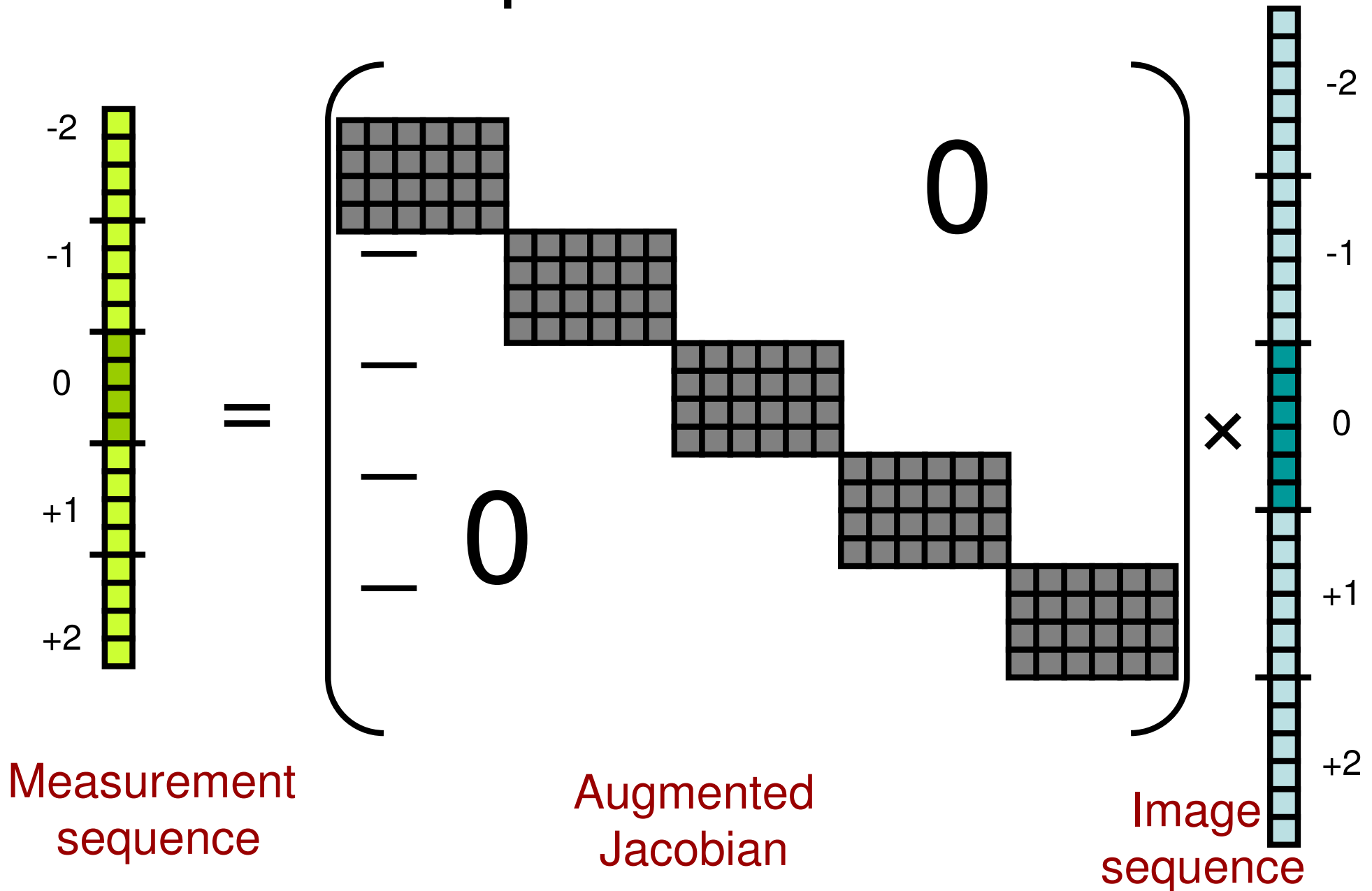
- We can go faster.
 - Kalman calculates the temporal prior. We can directly tell the algorithm
- Use *future* and *past* data
 - Most EIT reconstruction is post-processing
 - For online images, we can delay by a few frames ($\approx 100\text{ms}$)

Direct temporal solver

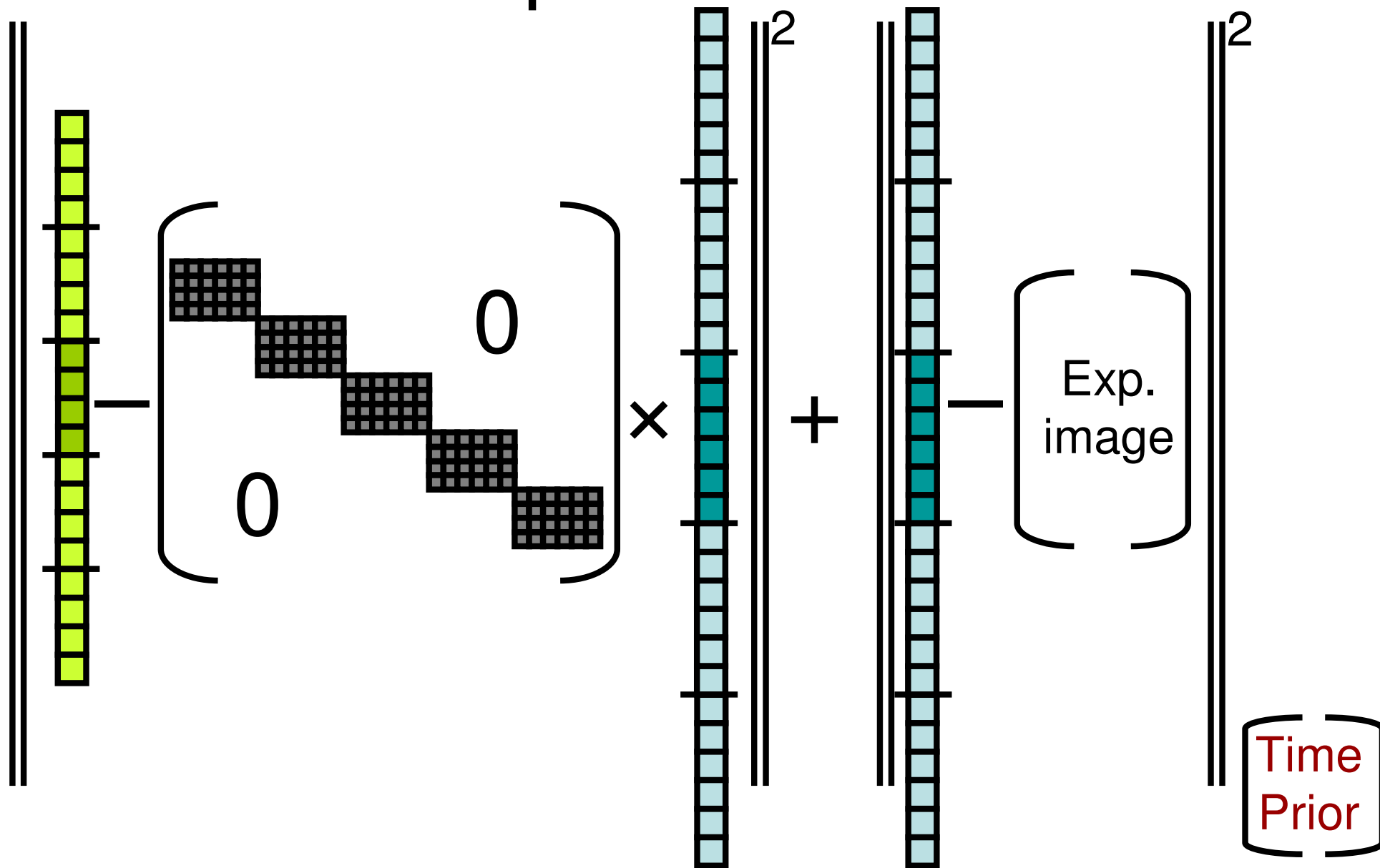


Rewrite as ...

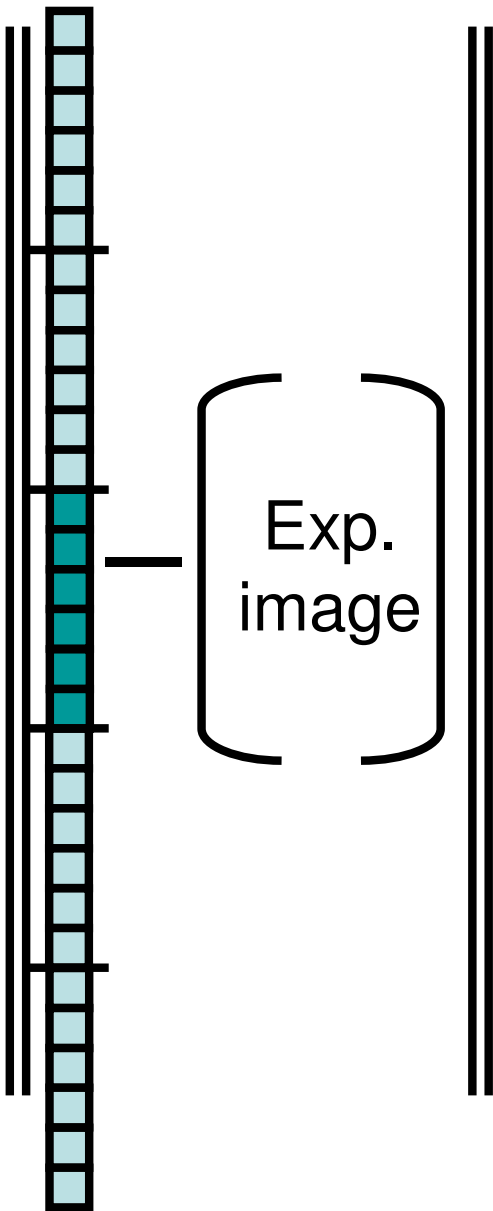
Direct temporal forward model



Direct temporal inverse model



Temporal Priors



Spatial Prior	Time Prior $\Delta t = 1$	Time Prior $\Delta t = 2$	Time Prior $\Delta t = 3$	Time Prior $\Delta t = 4$
Time Prior $\Delta t = 1$	Spatial Prior	Time Prior $\Delta t = 1$	Time Prior $\Delta t = 2$	Time Prior $\Delta t = 3$
Time Prior $\Delta t = 2$	Time Prior $\Delta t = 1$	Spatial Prior	Time Prior $\Delta t = 1$	Time Prior $\Delta t = 2$
Time Prior $\Delta t = 3$	Time Prior $\Delta t = 2$	Time Prior $\Delta t = 1$	Spatial Prior	Time Prior $\Delta t = 1$
Time Prior $\Delta t = 4$	Time Prior $\Delta t = 3$	Time Prior $\Delta t = 2$	Time Prior $\Delta t = 1$	Spatial Prior

One-step inverse

We formulate the one step inverse as:

$$\|\mathbf{z} - \mathbf{H}\mathbf{x}\|_{\mathbf{W}}^2 + \lambda^2 \|\mathbf{x}\|_{\mathbf{R}}^2$$

$$\hat{\mathbf{x}} = \left(\mathbf{H}^t \mathbf{W} \mathbf{H} + \lambda^2 \mathbf{R} \right)^{-1} \mathbf{H}^t \mathbf{W} \mathbf{z}$$

Need to cut matrix afterward, we only want to estimate current image from data

Problem is size of matrix inverse:

For 2 time steps, we have 5 x num_elems square

Underdetermined formulation

We formulate the one step inverse as:

$$\hat{\mathbf{x}} = \left(\mathbf{H}^t \mathbf{W} \mathbf{H} + \lambda^2 \mathbf{R} \right)^{-1} \mathbf{H}^t \mathbf{W} \mathbf{z}$$

$$\hat{\mathbf{x}} = \mathbf{R}^{-1} \mathbf{H}^t \left(\mathbf{H} \mathbf{R}^{-1} \mathbf{H}^t + \lambda^2 \mathbf{W}^{-1} \right)^{-1} \mathbf{z}$$

Now matrix inverse is smaller:

For 2 time steps, we have 5 x num_meas square

\mathbf{R}^{-1} and \mathbf{W}^{-1} are modelled directly. No need to take the inverse

GN vs. Temporal Inverse

1. Noise free data (IIRC tank)
2. Data with added 6dB SNR noise

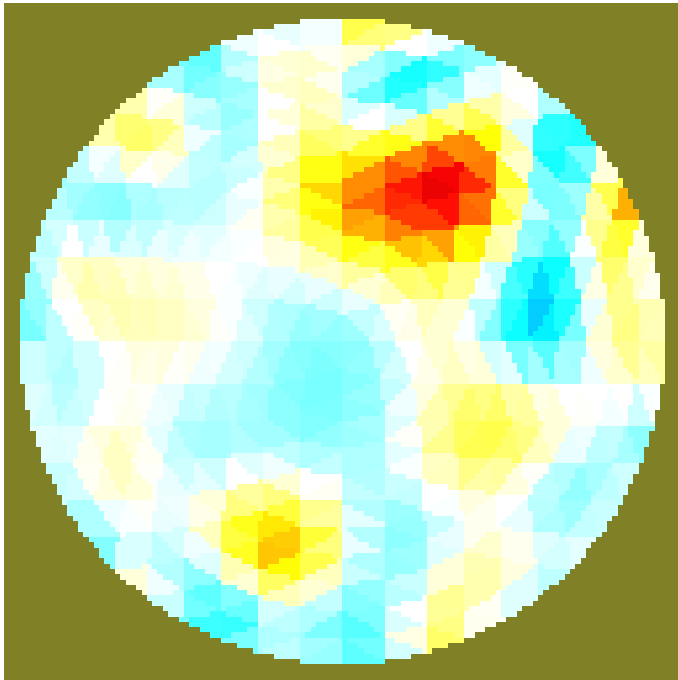
Gauss-Newton solver

Solve time = 5.33 s
(with caching) = 0.22 s

Temporal solver

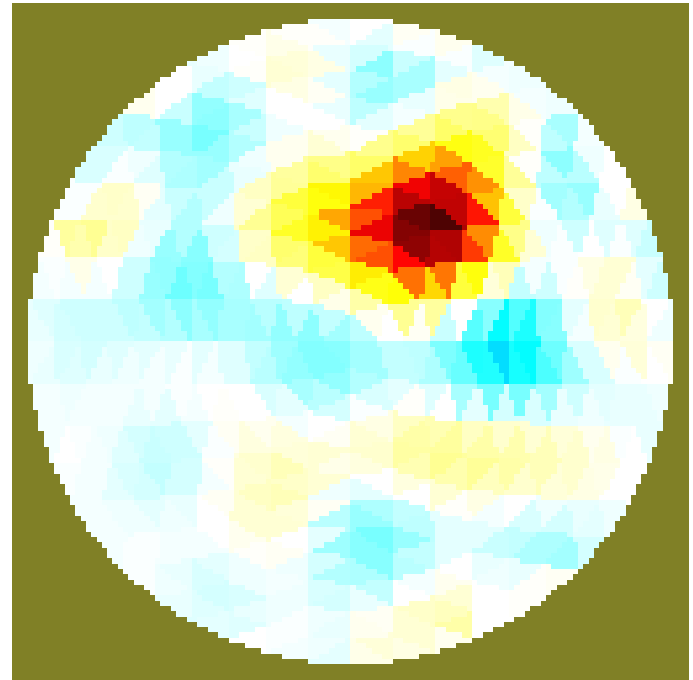
(4 time steps)
Solve time = 34.81 s
(with caching) = 0.60 s

Gauss Newton vs. Temporal Inverse (6db SNR)



Gauss-Newton solver

Solve time = 5.33 s
(with caching) = 0.22 s



Temporal solver
(4 time steps)

Solve time = 34.81 s
(with caching) = 0.60 s

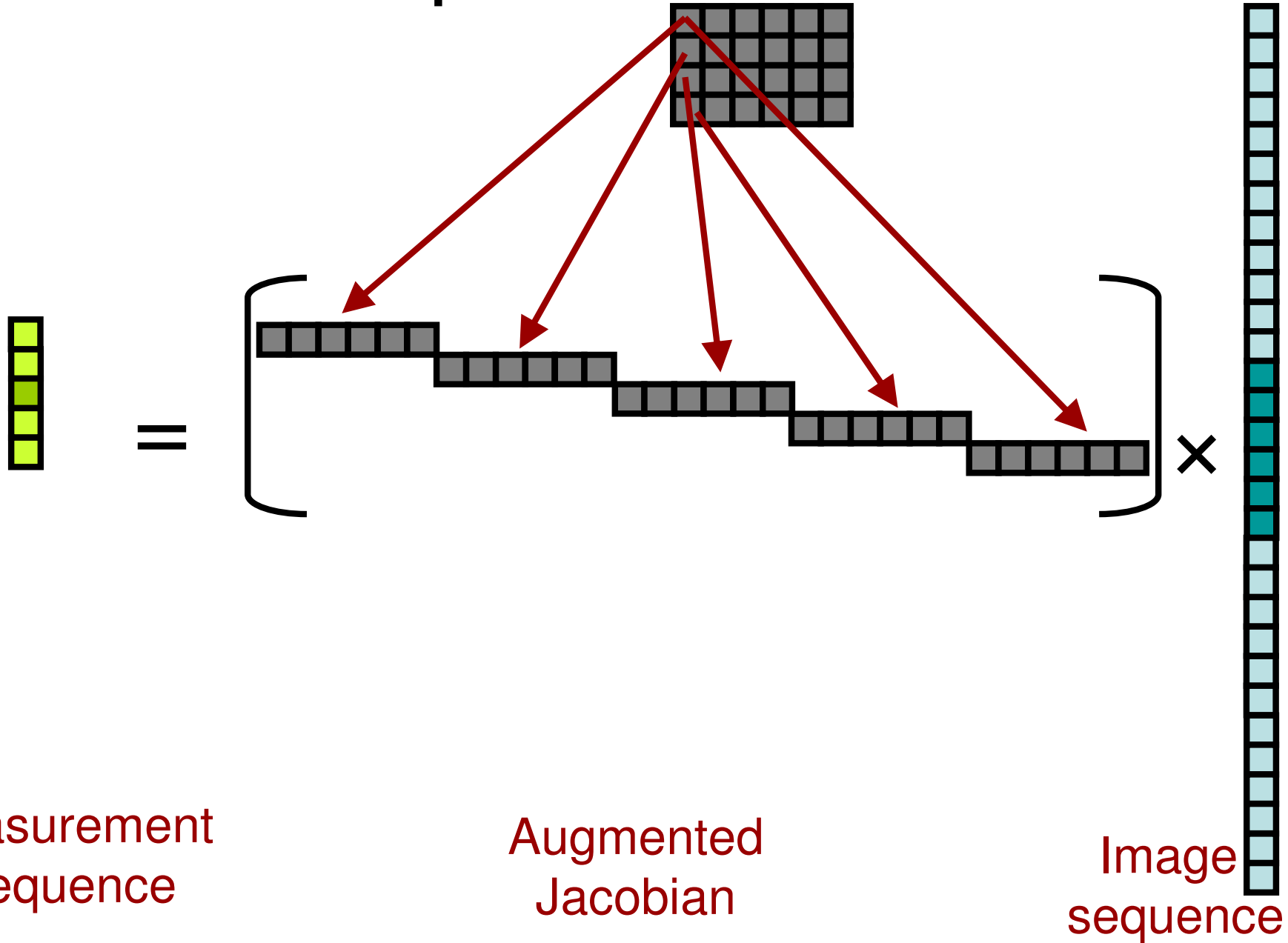
Discussion

- Temporal priors can improve EIT image quality
- Temporal priors can be computationally efficient
 - We're also looking at efficient iterative implementations, allowing reconstruction of entire frame sequence simultaneously

Work in progress: Sequential Stimulations

- One common design for EIT equipment is parallel measurements with sequential current patterns
- This means that the ‘image’ is different at each current pattern instant
- We can formulate this

Direct temporal forward model



Gauss Newton vs. Kalman

Noise free data (IIRC tank) – only one stimulation pattern kept for each sequence

Gauss Newton solver uses data from nearby frames

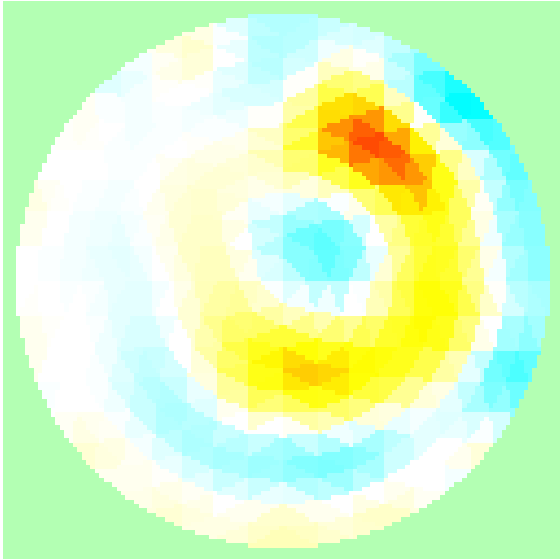
Gauss-Newton solver

Solve time = 5.33 s
(with caching) = 0.22 s

Temporal solver

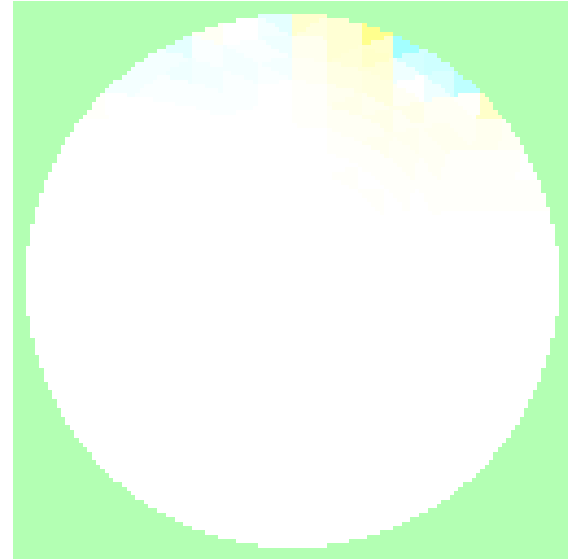
(4 time steps)
Solve time = 34.81 s
(with caching) = 0.60 s

Gauss Newton vs. Kalman (sequential – noise free)



Gauss-Newton solver

Solve time = 5.41 s
(with caching) = 0.38 s



Kalman solver

Solve time = 14.2 min