#### Dimensionality reduction of MALDI Imaging datasets using non-linear redundant wavelet transform-based representations

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## **Meaningful reduction**

- Mass Spectrometry Imaging (MSI) experiments very often need a reduction in dimensionality
- Meaningless vs. meaningful reduction:



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- Meaningless vs. meaningful reduction:



### **Meaningful reduction**

#### The target is to have a sparse representation



# **Redundant wavelets**



A MALDI image



#### Wavelet [Mallat 89]:

- Well adapted to represent some typical features of the images (scale invariance, local orientations)
- Band-pass, multi-scale, multi-orientation

# 256 × 256

subband

#### X-lets (Redundancy):

- Invariance to translation
- Better orientation selectivity
- Better compaction of energy
- Curvelets [Candes *et al* 99], DT-CWT [Kingsbury 01], Steerable Pyramid [Simoncelli

ota

# The sparse representation problem

**x**: A spectrum as a vector of N elements

 $\Phi^{\mathsf{T}}$ : A MxN linear transformation M > N

 $range(\mathbf{\Phi}^{\mathrm{T}}) = \mathbf{N}$  $\mathbf{\Phi}^{\mathrm{T}}$  is a Parseval frame

Are there any solutions in **a** to the equation:

 $\Phi a = x$  **YES, INFINITE** 

Solving the **sparse representation problem** means looking for the sparsest solution:

$$\widehat{a} = \min_{a \in R^M} ||a||_0 \text{ s. } t. \Phi a = x$$

The IO-norm counts the number of non-zero elements in a vector

# The sparse representation problem in MSI

- 3 approaches for MSI experiments:
  - Spectrum-based
    - Each single spectrum gets compressed independently
  - Image-based
    - Each single MALDI image from a selected mass list gets compressed independently

#### Dataset-based

- The whole dataset is represented as a 2D matrix with pixels as rows and selected masses as columns
- This dataset is compressed as a whole
- Advantage: Takes into account dependencies across all directions

#### **Iterative hard thresholding**

- Example using:
  - B<sub>0</sub>(1): L0-ball of dimension 1. All those vectors with just one nonzero element
  - 2.  $S(\Phi, \mathbf{x})$ : set of perfect reconstruction
- Alternated orthogonal projections: local minimum of the distance from  $B_0(K)$  to  $S(\Phi, \mathbf{x})$ 
  - Convergence can be proved [Blumensath & Davies, 09]

• The solution provides a perfect representation of the input as close as possible to the limits of the *L*O-ball of radius K.



# Iterative Hard Thresholding algorithm

- Set a level of sparseness K
  This is equivalent to setting a threshold Θ
- 2. Get the minimum energy solution  $\mathbf{a}^{(0)} = \mathbf{a}_{LS} = \Phi^T \mathbf{x}$
- 3. Repeat until convergence:
  - **1.**  $\mathbf{b}^{(k+1)} = \text{Project } \mathbf{a}^{(k)} \text{ onto } B_0(K)$ :

Set to zero all elements with intensity lower than  $\boldsymbol{\Theta}$ 

2. Project  $\mathbf{b}^{(k+1)}$  onto  $S(\mathbf{\Phi}, \mathbf{x})$ :

 $a^{(k+1)} = b^{(k+1)} + \Phi^{T}(x - \Phi b^{(k+1)})$ 

#### **Using dynamic thresholding**

Intuitive justification of dynamic thresholding:



- β = 0.9, Dual-Tree Complex Wavelets, 8 levels, x2 redundancy factor
- Basepeak spectrum from a mouse brain tissue
  - Basepeak spectrum chosen for illustration because it typically shows more number of peaks and is typically more noisy than the ROI spectrum
- Results obtained using Matlab<sup>™</sup> R2016a on an Intel<sup>®</sup> Core<sup>™</sup> i5-3230 @ 2.60 GHz

















# **Compressing all spectra in a dataset**

Dataset (ROI)	Number of pixels	Number of data points per pixel	Size in disk (ASCII)	Avg. num of reduced data points	Reduce d size in disk (ASCII)	Avg. % of reduction	Avg. accuracy of the represen tation (MSE)
Mouse brain 1	10397	292,864	35.4 GB	13,718	2.49 GB	92.97%	2.8·10 <sup>-2</sup>
Mouse brain 2	11976	179,200	24.95 GB	7,780	1.62 GB	95.66%	2.4·10 <sup>-2</sup>
Mouse brain 3	8976	154,300	16.10 GB	10,452	1.64 GB	93.23%	1.99·10 <sup>-2</sup>
Averaged	10450	208,788	25.48 GB	10,650	1.91 GB	93.95 %	<b>2.4</b> ·10 <sup>-2</sup>

- Further compression with traditional algorithms is possible
- Alternative convex relaxation algorithm provides a total average of 89.54%
- Execution time averaged approx. 9 seconds per spectrum on a non-optimised script in Matlab<sup>™</sup>
  - Win64 Intel<sup>®</sup> Core<sup>™</sup> i5-3230M CPU @ 2.60 GHz
  - Most of the time spent on Analysis/Synthesis operations
- The average compression done image-wise is lower, averaging roughly 75% for images showing "some" structure

#### **Application to other problems**

- Application to other problems need to reformulate the problem to look for the sparsest approximation
- Many applications might also need to redefine the concept of *perfect reconstruction* to that of *compatibility to the observation*

# Conclusions

- We have presented a method to find sparse (compressible) representations of imaging datasets using redundant wavelet transformations
- The large dictionary forming a redundant wavelet basis provides meaningful representation of features in relatively few number of coefficients
- We have applied the **Iterative Hard Thresholding algorithm**, shown previously to be superior to other alternatives to find sparse representations [Blumensath & Davies 08, Mancera & Portilla 08]
- We have used a technique inspired by simulated annealing to **avoid local minima** of the non-convex quasi-norm used in the cost function and remove the need to estimate the level of sparsity required
- Results show high compression ratios, with increasingly better approximations as more coefficients are used

# **Future work**

- Need to speed up the iterations
  - Approaches to reduce the number of iterations needed
  - Code optimisation
- Adaptive threshold strategy
  - Deal differently with different mass range
- Potential applications include:
  - Spectra smoothing
  - Peak detection
  - Image denoising
  - Restoration after vector quantization
  - Improving image resolution
  - Mutivariate analysis

— ...

# Thanks for your attention!

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