

Web- Based Deep Segmentation Tools for Phenotyping



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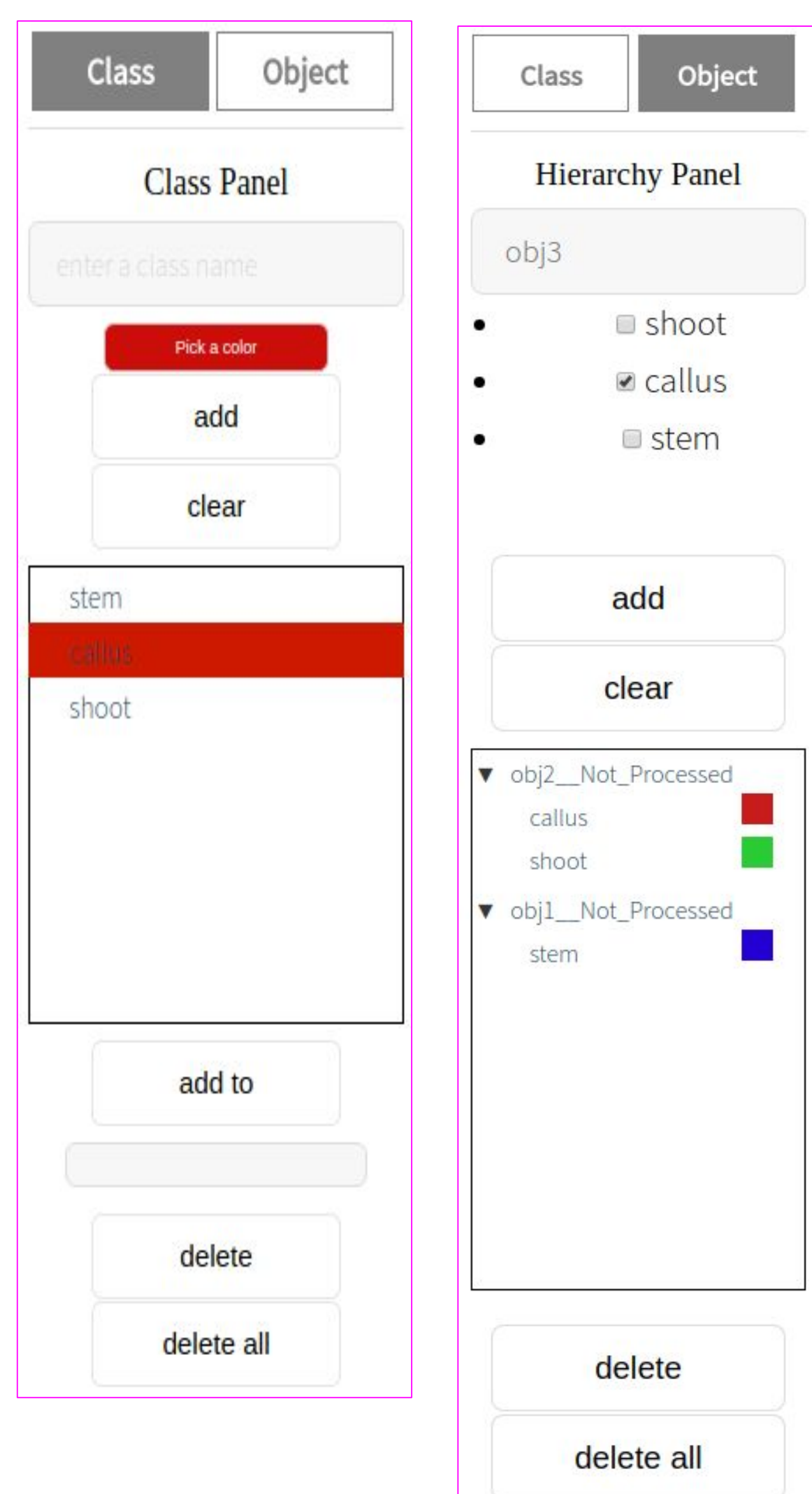
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Motivation

- Quantifying phenotypes of complex biological tissues, such as during in vitro regeneration, is slow and imprecise. Machine vision methods can give a major improvement, but need a user friendly interface (GUI) for annotation of tissues of interest
- Non-web-based IA (image annotation) tools rely on installation and configuration, often difficult to use
- Existing web-based IA tools, i.e. LabelMe^[1], Labelbox^[2], are expensive and time-consuming to annotate objects at pixel-level accuracy
- Deep learning method is the state-of-art method for segmentation, it is expected to be more efficient and robust to obtain pixel-level annotations

Image Annotator

class/object configuration



- Class Panel:** User can specify the names of the classes
- Hierarchy Panel:** User can specify objects and the classes (parts) they belong to
 - Add multiple classes into an object.
 - Use "add to" to directly add classes.

Toolkit

- Two pens for drawing: *posPen* and *negPen*
- Two modes to annotate target objects:
 - DL-ObjectSelect mode^[3]**, draw positive strokes inside one object and negative strokes outside, the UI then automatically generate precise edges along labeling result.
 - Manual mode**, mark objects by directly painting on them.

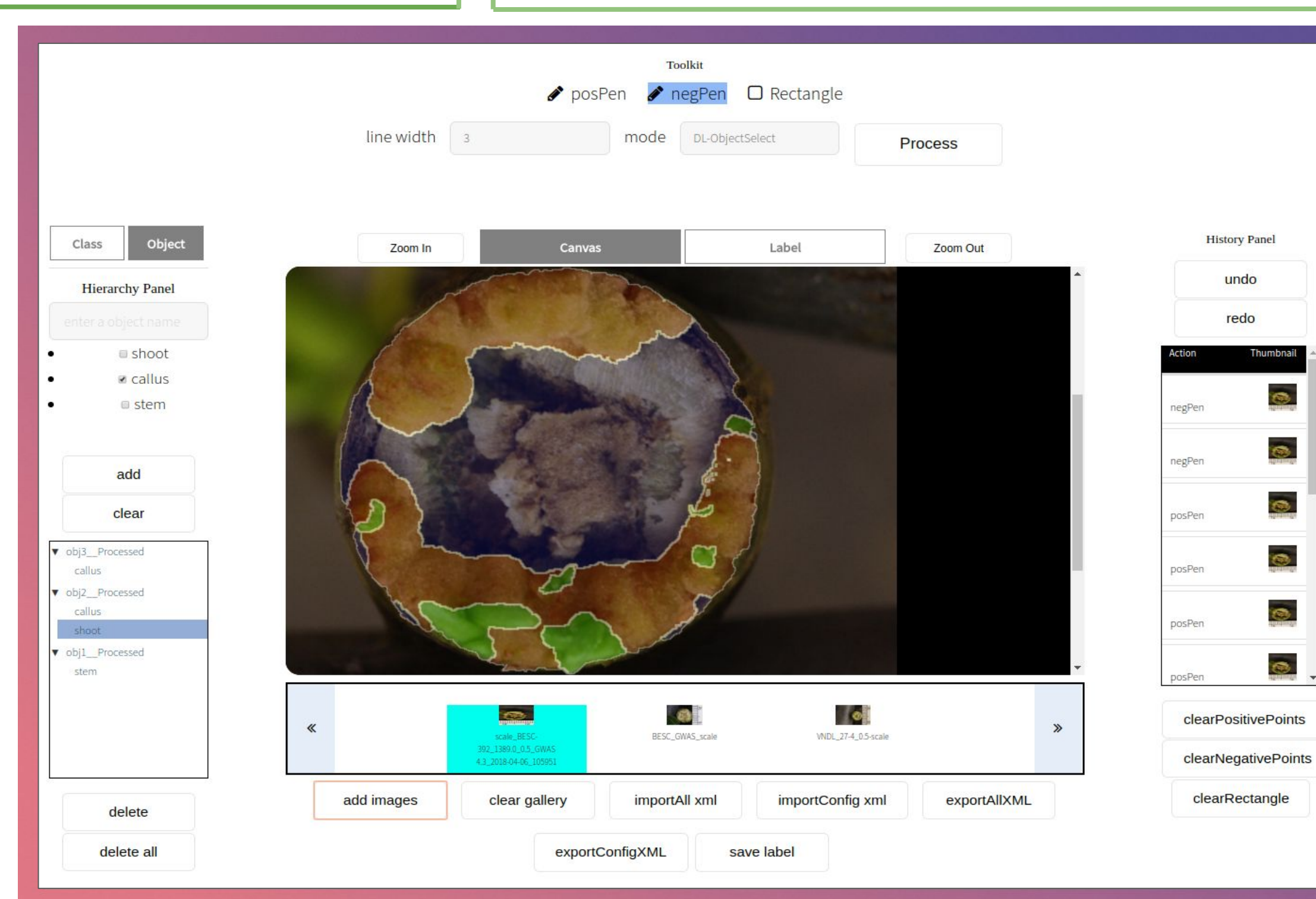
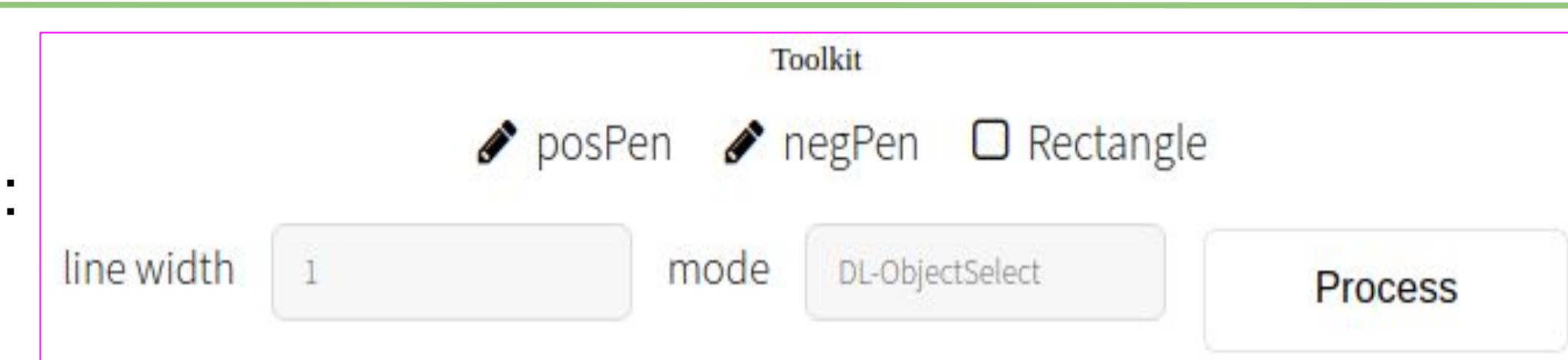
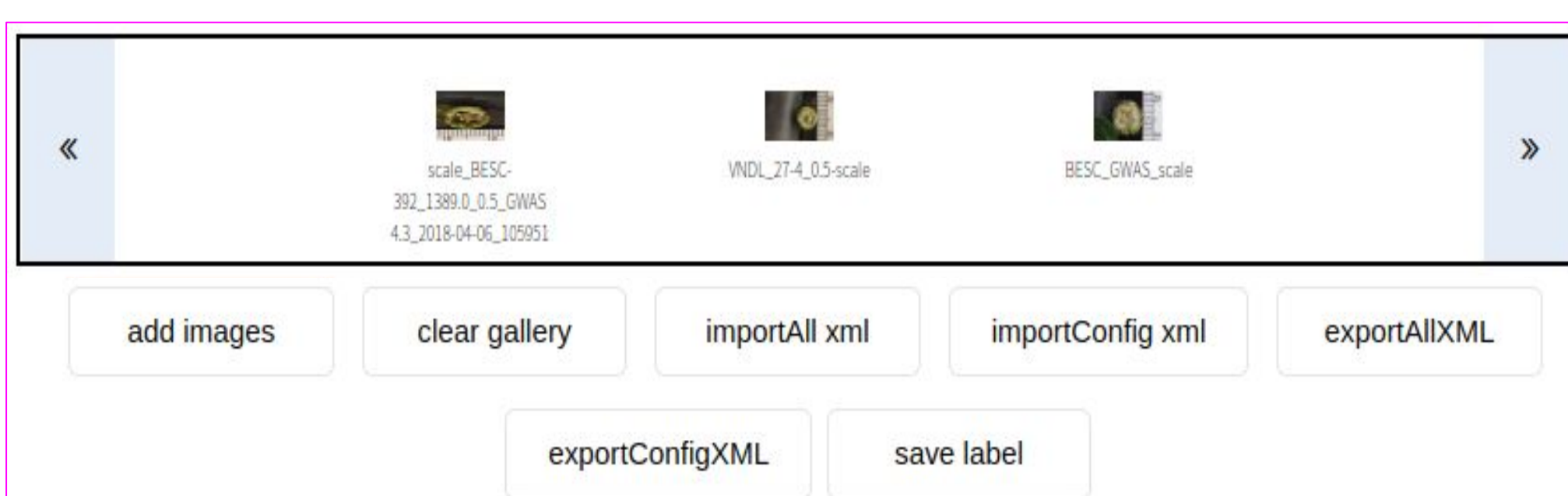


Image Annotation GUI

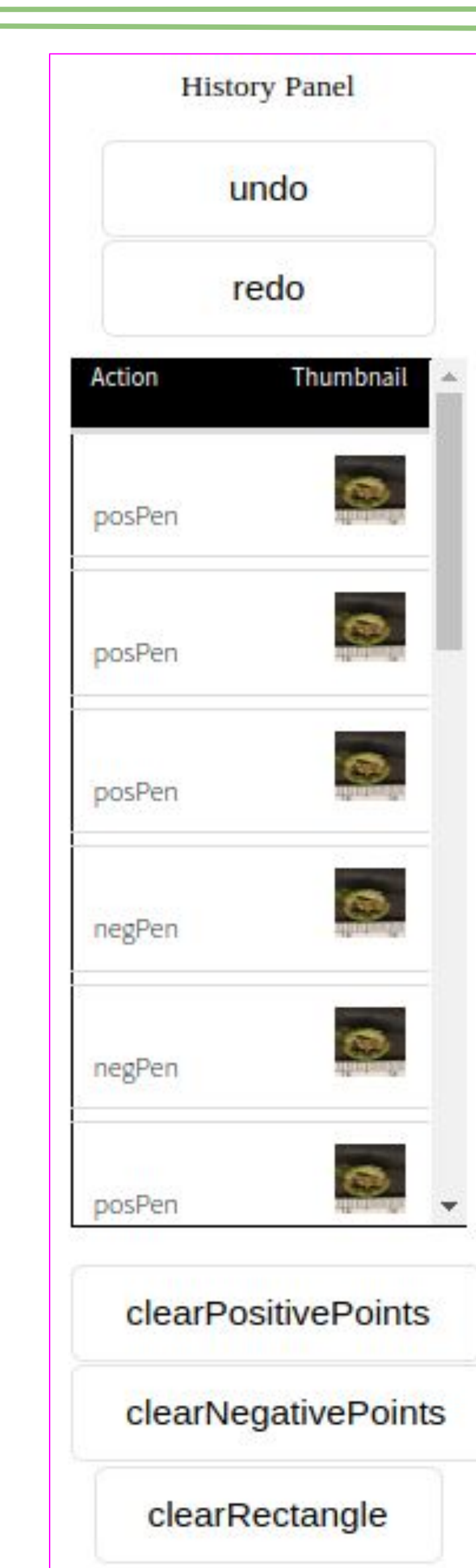
IO system



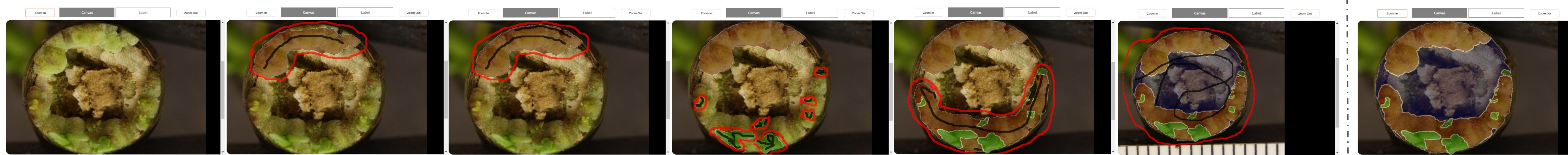
- Load multiple images and view them in the file gallery
- Import and export the configuration of classes and objects
- Save the generated annotation result

History management

- Undo and redo previous drawings to retract wrong operations
- Clear all unwanted *posPen* or *negPen* drawing in one click

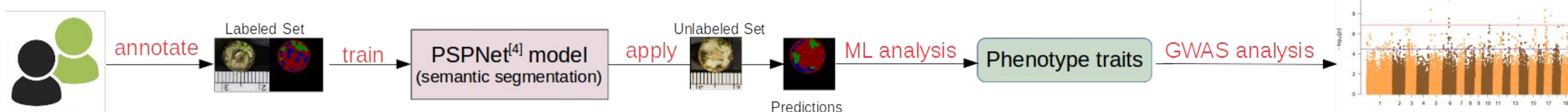


Example of Annotating one Image



A GWAS Application

- 103 annotated images from the Image Annotator
- Trained the PSPNet^[4] for semantic segmentation of background, callus, shoot and stem
- Compute phenotype traits: portion of callus, shoots over stem
- GWAS analysis: normality and association testing (see poster by Michael Nagle for detailed results on GWAS associations)



Conclusion

- We developed a web-based interactive image annotation tool
 - There is no need to install any software or configure anything.
 - The user can work from anywhere, anytime with any device or platform.
- Our IA tool is integrated with the DL-ObjectSelect^[3] algorithm, which is easy to use for object segmentation
- We adopted the IA tool in a GWAS study, which proves to be effective in practice, though improvements in annotation databases and prediction efficiency are still under study

References

- [1]. "LabelMe". Available: <http://labelme.csail.mit.edu/Release3.0/>
- [2]. "LabelBox". Available: <https://www.labelbox.com>
- [3]. Xu, Ning, et al. "Deep interactive object selection." CVPR. 2016.
- [4]. Zhao, Hengshuang, et al. "Pyramid scene parsing network." CVPR. 2017.

Acknowledgement

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