

BrainComp Workshop 2022: Computational Challenges of Connectivity









MEDUSA: an HPC-based simulation environment to create decoders of white matter microstructure

Cyril Poupon¹², Alexis Brullé¹², Anas Bachiri¹, Ivy Uszynski¹

¹BAOBAB, NeuroSpin, Paris-Saclay University, CNRS, CEA ² AIDAS CEA-FZJ Joint Institute

2022, September, 19th







Introduction: why building realistic digital white matter phantoms?

Existing digital white matter phantom generators

The MEDUSA approach: combining realism and computational efficiency

Large scale simulations with the MEDUSA simulator

Conclusion





Introduction: why building realistic digital white matter phantoms?

Existing digital white matter phantom generators

The MEDUSA approach: combining realism and computational efficiency

Large scale simulations with the MEDUSA simulator

Conclusion





- Popular microstructural white matter models (AxCaliber, ActiveAxon, NODDI, (SANDI,) ...) rely on analytical models which: Assaf et al 2008; Alexander 2008; Zhang et al 2011; Palombo et al, 2020
 - use over simplistic representations of white matter microstructure (neurites=cylinders or sticks)
 - \circ embed the glia into the extracellular space
- Efficient to probe the neurite density, the mean axon diameter or the mean neurite orientation dispersion.
- Brain pathologies (neurodegenerative, neurodevelopmental, psychiatric, tumoral) can be associated to other microstructural disorders:
 - damage to myelin (multiple sclerosis)



4



Introduction: why building realistic digial white matter phantoms ?



- Popular microstructural white matter models (AxCaliber, ActiveAxon, NODDI, (SANDI,) ...) rely on analytical models which: Assaf et al 2008; Alexander 2008; Zhang et al 2011; Palombo et al, 2020
 - use over simplistic representations of white matter microstructure (neurites=cylinders or sticks)
 - embed the glia into the extracellular space
- Efficient to probe the neurite density, the mean axon diameter or the mean neurite orientation dispersion.
- Brain pathologies (neurodegenerative, neurodevelopmental, psychiatric, tumoral) can be associated to other microstructural disorders:
 - damage to myelin (multiple sclerosis)
 - axon caliber variations (beading of axons in stroke, varicosities after brain trauma)



5





Normal Brain White Matter

Astrocyte

- Popular microstructural white matter models (AxCaliber, ActiveAxon, NODDI, (SANDI,) ...) rely on analytical models Assaf et al 2008; Alexander 2008; Zhang et al 2011; Palombo et al, 2020 which:
 - 0 use over simplistic representations of white matter microstructure (neurites=cylinders or sticks)
 - embed the glia into the extracellular space Ο
- Efficient to probe the neurite density, the mean axon diameter or the mean neurite orientation dispersion.
- Brain pathologies (neurodegenerative, neurodevelopmental, psychiatric, tumoral) can be associated to other • microstructural disorders:
 - damage to myelin (multiple sclerosis) 0
 - axon caliber variations (beading of axons in stroke, varicosities after brain trauma) 0
 - activation of microglia in white matter lesions (gliosis, astrocytosis in vascular diseases). Ο



ivy.uszynski@cea.fr - BAOBAB/Ginkgo Research Team



Introduction: why building realistic digital white matter phantoms ?



- Digital versus physical white matter phantoms ?
 - Post-mortem tissues can be used
 - Not easy to get in humans (body donation programs, ethical issues, not all pathological tissue cases)
 - Except for animals, tissue integrity can be questioned
 - Fixation-induced modifications of the tissue microstructure
 - Hardware phantoms can be designed
 - Use of synthetic fibers (acrylic, dyneema, ...)
 - Electrospun hollow fibers
 - Melt spinning fibers
 - Not easy control over the geometry, oversimplistic









Guise et al 2016, ACS Appl. Mater. Interfaces

ivy.uszynski@cea.fr - BAOBAB/Ginkgo Research Team



Hubbard et al 2015, MRM



Fillard et al 2011, NeuroImage, Fiber Cup Phantom





Introduction: why building realistic digital white matter phantoms ?

Existing digital white matter phantom generators

The MEDUSA approach: combining realism and computational efficiency

Large scale simulations with the MEDUSA simulator

Conclusion





- 2 review papers about physical and digital white matter phantoms:
 - Fieremans et al. 2018. NeuroImage. Physical and Numerical Phantoms for the validation of brain microstructural MRI: A Cookbook
 - Drobnjak et al. 2021. Physical and digital phantoms for validating tractography and assessing artifacts
- They point out the question of scale:
 - digital phantoms dedicated to tractography validation
 - large field of view (similar to the brain size)
 - **g**ood representation of orientation distribution functions of white matter fiber bundles
 - o digital phantoms dedicated to tissue microstructure investigation
 - limited (due to complexity) field of view (eg 1mm³ voxel)
 - precise and realistic cellular content





Overview of existing digital white matter phantoms dedicated to tractography validation •







Cetingul et al 2012, IEEE EMBC



Crossing and fanning phantom + DTI model Aganj et al 2011, MIA



Mathematical framework to design bundles, DTI model Leemans et al 2005, MRM





Fiberfox (MITK), ISMRM Tractography Challenge 2015 Streamlines + stick, tensor, astrostick, ball or dot models including imaging artifacts Neher et al 2014, MRM



(f) (e

Numerical FIber Generator (NFG) Tubes + Prolate tensors Cloose et al 2009, NeuroImage

(d)



(c

http://www.emmanuelcaruyer.com/phantomas.php.

Phantomas, 2nd HARDI Recons. challenge, Tubes + CHARMED model





Overview of existing digital white matter phantoms dedicated to tissue microstructure investigation



Camino (UCL) 2D & 3D, axon calibration Monte-Carlo-based simulator Hall et al 2009, IEEE TMI



Two-compartment exchange model, 2D Monte-Carlo-based simulator Fieremans et al 2010, NMR Biomed.



Influence of myelin water, 2D Monte-Carlo-based simulator Harkins et al 2016, Physics in Medicine Biology



Complex polygonal fiber configurations 3D Monte-Carlo-based simulator Ball et al 2009, MRM



Axonal beading 3D Monte-Carlo-based simulator Budde et al 2010, PNAS



Diffusion Microscopist Simulator (DMS), 3D Monte-Carlo-based simulator Yeh et al 2013, Plos-ONE





Improving realism of fibers, 3D Time-dependency study Ginsburger et al 2018, Frontiers





• Overview of existing digital white matter phantoms dedicated to tissue microstructure investigation



Sensitivity to spine and leaflets, 3D Monte-Carlo-based simulator Palombo et al 2018, NeuroImage



Axon packing simulator, 2D https://github.com/neuropoly/axonpacking. Mingasson et al 2017, Frontiers



Generative geometry and Monte-Carlo-based simulator Ginsburger et al 2019, NeuroImage



ivy.uszynski@cea.fr - BAOBAB/Ginkgo Research Team





• Overview of existing digital white matter phantoms dedicated to tissue microstructure investigation







Introduction: why building realistic digital white matter phantoms ?

Existing digital white matter phantom generators

The MEDUSA approach: combining realism and computational efficiency

Large scale simulations with the MEDUSA simulator

Conclusion





Key components of a diffusion simulator:

- a simulator of cell membrane geometry and cell populations
 - scalability: single cell, cell populations within a voxel, whole brain
 - online collections (NeuroMorpho.Org, https://h01-release.storage.googleapis.com/gallery.html) / generative models
 - a packing and overlapping removal algorithm / a growing under constraints algorithm
 - some physical membrane properties (mechanical, permeability, hydrophobia, ...)
 - representation of membrane surfaces (Cartesian grids, surface meshes, sphere atoms, ...)
- a simulator of the diffusion process of water molecules or metabolites
 - Monte-Carlo simulation
 - Finite element discretization and adaptive time integration to solve the Bloch-Torrey partial differential equation
 - interaction at membrane surface
- a simulator of diffusion-weighted NMR pulse sequences and of the diffusion NMR signal decay
 - genericity wrt pulse sequence writing and access to a dictionary of diffusion sequences
 - \circ ~ synthesis of the signal decay in case of Monte-Carlo simulation





Key components of the MEDUSA (Microstructure Environment Design Using Sphere Atoms) simulator:

- a simulator of cell membrane geometry and cell populations
 - scalability: single cell, cell populations within a voxel, whole brain
 - online collections (NeuroMorpho.Org, https://h01-release.storage.googleapis.com/gallery.html) / generative models
 - a packing and overlapping removal algorithm / a growing under constraints algorithm
 - some physical membrane properties (mechanical, permeability, hydrophobia, ...)
 - representation of membrane surfaces (Cartesian grids, surface meshes, sphere atoms, ...)
- a simulator of the diffusion process of water molecules or metabolites
 - Monte-Carlo simulation
 - Finite element discretization and adaptive time integration to solve the Bloch-Torrey partial differential equation
 - interaction at membrane surface
- a simulator of diffusion-weighted NMR pulse sequences and of the diffusion NMR signal decay
 - a generic pulse sequence writing and access to a dictionary of diffusion sequences
 - a phase integration to synthesize the signal decay (for Monte-Carlo approach only)



NeuroSpin

MEDUSA generative models of cells:

Geometrical characteristics of each cell model are drawn from distributions whose generative parameters are chosen by the operator.

- fiber population (of myelinated axons)
 - axons
 - diameter distribution
 - global angular dispersion
 - tortuosity
 - diameter variation / beading
 - permeability
 - mean orientation
 - myelin sheath
 - g-ratio distribution
 - internodal length to node width distribution
 - volume fraction
 - \circ has tortuosity or not
 - has myelin sheath or not
 - has beading or not







geometry.json "global angular dispersion in degrees": 0.09432968145757836, "has beading": 0. attributes = "has_tortuosity": 1, GkgExecuteCommand Medusa "mean orientation": "apply add details": 1, -geometryInputDictionary geometry.json 0.0, "apply_atom_regularization": 1, 0.0, -geometryOutputRaw fibers.medusageometry "apply remove overlaps": 1, 1.0 "field of view": [-10.0. "permeability_distribution": { -10.0, "parameters": { -10.0, "mean": 2.0, 10.0. "stddev": 1.0 10.0, 10.0 "type": "gamma-distribution" "grid resolution": 0.25, "tortuosity": { "maximum atom count": 5000000, "angular_dispersion_in_degrees": 2.5529705916310665, "maximum_force_norm": 0.25, "magnitude": 0.02, "minimum repulsion force attenuation percentage": 10.0, "wave length": 25.0 "populations": { "fiber population 01": { "parameters": { "has_myelin_sheath": 1, "axon": { "myelin_sheath": { "beading": { "g ratio distribution": { "interbeading length distribution": { "parameters": { "parameters": { "mean": 0.6, "mean": 12.0. "stddev": 0.06 "stddev": 4.0 "type": "gamma-distribution" "type": "gamma-distribution" "has ranvier nodes": 1, "magnitude ratio distribution": { "internodal length to node width distribution": { "parameters": { "parameters": { "mean": 1.0826034921544718, "mean": 40.0, "stddev": 0.001 "stddev": 0.5 "type": "gamma-distribution" "type": "gamma-distribution" "width distribution": { "parameters": { "sphere atom oversampling ratio": 20.0, "mean": 3.0, "volume fraction": 0.11284638560138271 "stddev": 0.8 "type": "fiber-population" "type": "gamma-distribution" "repulsion force moving average window size": 10, "diameter_distribution": { "repulsion_force_stddev_percentage_threshold": 1.0, "parameters": { "sphere atom overlap solver maximum iteration count": 500 "mean": 0.5, "multiplicator": 1000.0. fibers.medusageometry "stddev": 0.05, "upper boundary": 10.0

Team

"type": "gamma-distribution"











Example of fine tuning of the diameter distribution type with:

- Gamma distributions
- LogNormal distributions
- Inverse Gaussian distribution
- Generalized Extreme Value distributions

And of the global angular dispersion with:

- Watson distributions
- Elliptical Symmetric Angular Gaussian distributions







- astrocyte population reconstructed from a Minimum Spanning Tree computed over a random point cloud
 - Ο soma
 - diameter distribution
 - permeability distribution
 - process Ο
 - diameter distribution
 - balancing factor
 - node count distribution
 - tortuosity
 - permeability distribution
 - total diameter distribution 0
 - volume fraction 0









Astrocyte with fixed diameter processes

BF=0.6

Astrocyte with variable diameter processes

BF=0.9





• astrocyte population

- o soma
 - diameter distribution
 - permeability distribution

• process

- diameter distribution
- balancing factor
- node count distribution
- tortuosity
- permeability distribution
- total diameter distribution
- volume fraction



5

















- oligodendrocyte population similar to astrocytes (no branching) but with connections to fibers
 - o soma
 - diameter distribution
 - permeability distribution
 - process
 - diameter distribution
 - node count distribution
 - tortuosity
 - permeability distribution
 - myelinated fiber search radius distribution
 - volume fraction









geometry.json "node count distribution" : { "type" : "gamma-distribution", attributes = GkgExecuteCommand Medusa "parameters" : { "mean" : 50.0, -geometryInputDictionary geometry.json "apply add details": 1, "stddev" : 4.0. "apply_atom_regularization": 1, "multiplicator" : 1e3, -geometryOutputRaw "apply remove overlaps": 1, "upper boundary" : 100.0 fibers-and-oligodendrocytes.medusageometry "field of view": [-10.0. -10.0, "has_tortuosity" : 1, -10.0, "tortuosity" : 10.0. "magnitude" : 0.2. 10.0, "angular dispersion in degrees" : 1.5, 10.0 "wave length" : 15.0 "grid resolution": 0.25, "permeability_distribution" : { "maximum atom count": 5000000, "type" : "gamma-distribution", "maximum_force_norm": 0.25, "parameters" : { "minimum repulsion force attenuation percentage": 10.0, "mean" : 0.5, "populations": { "stddev" : 0.1 "oligodendrocyte-population-01" : { "parameters": { "soma" : { "diameter_distribution" : { "myelinated fiber search radius distribution" : { "type" : "gamma-distribution". "type" : "gamma-distribution", "parameters" : { "parameters" : { "mean" : 1.5. "mean" : 20.0, "stddev" : 0.7, "stddev" : 1.5. "multiplicator" : 1e3, "multiplicator" : 1e3, "upper boundary" : 3.0 "upper boundary" : 40.0 "permeability distribution" : { "volume_fraction" : 0.01, "type" : "gamma-distribution", "parameters" : { "type" : "oligodendrocyte-population" "mean" : 0.5, "stddev" : 0.1 "fiber population 01": { "parameters": { "process" : { "atom oversampling ratio" : 10.0, "minimum segment point count": 20, "type": "fiber-population" "diameter distribution" :{ "type" : "gamma-distribution", "parameters" : { "repulsion force moving average window size": 10, "mean" : 0.7. "repulsion_force_stddev_percentage_threshold": 1.0, "stddev" : 0.1. "sphere atom overlap solver maximum iteration count": 500 "multiplicator" : 1e3, "upper boundary": 1.0 fibers-and-oligodendrocytes.medusageometry



MEDUSA generative models of cells: all in one example including fibers, astrocytes and oligodendrocytes







MEDUSA packing and overlapping removal algorithm with sphere atoms

- MEDUSA proceeds using a three-fold strategy:
 - randomly generating cells without any overlapping consideration
 - o decomposing cells into highly overlapping sphere atoms
 - removing overlaps using a force-based sphere packing algorithm using a 1D sweep and prune algorithm







MEDUSA packing and overlapping removal algorithm with sphere atoms

- The advantage of the MEDUSA decomposition of cells is four-fold:
 - o a more parsimonious representation of cells than mesh surfaces
 - a generic approach to decompose cells into sphere atoms (no need to come back to the cell type afterwards if each atom store id(s) to its parent cell and population)
 - an efficient way to compute distance of any object to cells, cell overlaps, and lookup-tables with Cartesian grids storing sphere atoms
 - \circ ~ an efficient way to render scenes in OpenGL with GL lists









MEDUSA diffusion process simulation

- Monte-Carlo approach
 - o distribution of random walkers everywhere, intracellular, extracellular
 - o possibility to combine several Monte-Carlo sessions to avoid memory overload
- Computationally efficient with the Sphere Atom decomposition using LUT (eg simple distance to spheres)







MEDUSA diffusion process simulation

- Monte-Carlo approach
 - o distribution of random walkers everywhere, intracellular, extracellular
 - possibility to combine several Monte-Carlo sessions to avoid memory overload
- Computationally efficient with the Sphere Atom decomposition using LUT (eg simple distance to spheres)







MEDUSA diffusion process simulation

- Monte-Carlo approach
 - o distribution of random walkers everywhere, intracellular, extracellular
 - possibility to combine several Monte-Carlo sessions to avoid memory overload
- Computationally efficient with the Sphere Atom decomposition using LUT (eg simple distance to spheres)





MEDUSA diffusion NMR signal attenuation simulation for prescribed diffusion-weighted pulse sequences

- By default, we never export particle clouds and trajectories to preserve memory and disk space
- Various diffusion-weighted sequence schemes implemented in MEDUSA: PGSE, Sine-OGSE, Cosine-PGSE, t-Sine-OGSE, t-Cosine-OGSE



ivy.uszynski@cea.fr - BAOBAB/Ginkgo Research Team

NeuroSpin



MEDUSA diffusion NMR signal attenuation simulation for prescribed diffusion-weighted pulse sequences

- Phase integration performed at each time step for all particles and all target sequence tunings (few memory limitation)
- **Memory consumption** during the joint Monte-Carlo simulation & phase integration : 100k random walkers x 464 phase accumulators = **186 MBytes**!

mri-sequences.json

attributes = { 'sequence-01': { 'type': 'ogse', 'parameters': { 'echo_time_in_ms': 240.0, 'waveform_type': 'trapezoid-cosine', 'time_offset_to_diffusion_module_in_ms': 45.0, 'period_in_ms': 20.0, 'period_count': 2, 'big_delta_in_ms': 100.3, 'big_delta_in_ms': 100.3, '	$ \begin{array}{c} \\ \hline \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ $
<pre>maximum_gradient_slew_rate_in_tesia_per_m_per_S: 200, 'gradient_time_resolution_in_us' : 10.0, 'gradient_magnitudes' : (</pre>	GkgExecuteCommand Medusa -geometryInputDictionary geometry.json -diffusionProcessInputDictionary diffusion-process.json -mriSequenceInputDictionary mri-sequences.json -mriSequenceOutputDiffusionNMRAttenuation diffusion-mri-attenuation.nii
}, 'sequence-02': { 'type': 'pgse', 'parameters': { 'echo_time_in_ms': 240.0, 'time_offset_to_diffusion_module_in_ms': 45.0,	diffusion-mri-attenuation.nii
'little_delta_in_ms' : 40.3, 'big_delta_in_ms' : 100.3, 'maximum_gradient_slew_rate_in_tesla_per_m_per_s': 200, 'gradient_time_resolution_in_us' : 10.0, 'gradient_magnitudes' : ((300.0, 200.0, 100.0, 80.0), (50.0, 20.0)), 'gradient_orientations' : (sequence-01: 3 gradient magnitudes x 3 gradient orientations + 5 gradient magnitudes x 3 gradient orientations sequence-02: 4 gradient magnitudes x 90 gradient orientations + 2 gradient magnitudes x 40 gradient orientations
90, # instead of orientations, you can give the orientation count 40 } }	9+15+360+80 = 464 diffusion NMR signal attenuations

NeuroSpin





Introduction: why building realistic digital white matter phantoms ?

Existing digital white matter phantom generators

The MEDUSA approach: combining realism and computational efficiency

Large scale simulations with the MEDUSA simulator

Conclusion





MEDUSA computational efficiency:

- code implemented in C++ with Kokkos toolkit compatible with CPU and GPU architectures
- computation times:
 - typically from a dozen of seconds (GPU version) to a minute (CPU version) to generate a virtual geometry sample at the mesoscale (~50um) embedding thousands of cells
 - typically from a dozen of minutes (GPU version) to an hour (CPU version) to perform the joint Monte-Carlo simulation and diffusion NMR signal attenuation computation
- code available from the Ginkgo GitLab repository:

https://framagit.org/cpoupon/gkg/-/tree/master/simulation/src/plugin/gkg-simulation-plug in-functors/Medusa





Launching MEDUSA simulation campaigns on supercomputers:

- Available MEDUSA Docker container with meta-json configuration files
- Existing syntax to link parameters within and between populations







Introduction: why building realistic digital white matter phantoms?

Existing digital white matter phantom generators

The MEDUSA approach: combining realism and computational efficiency

Large scale simulations with the MEDUSA simulator

Conclusion





- MEDUSA is an all-in-one virtual geometry sample / diffusion Monte-Carlo / diffusion NMR signal attenuation simulator but any simulator can be used independently
- Relies on an sphere atom (and beyond sphere) decomposition of cells drastically speeding-up the generation of virtual samples and the Monte-Carlo simulation
- Highly parallelized for CPU or GPU supercomputers
- Clean software C++ design to allow further improvements (even more realistic cell models, alternative atoms, ...)
- Large scale simulations only requiring the definition of meta-jsons
- Web-service under development in the frame of the EBRAINS infrastructure







- To the organizers of the BrainComp 2022 Workshop
- To the scientists and PhD students who contributed to the MEDUSA software:
 - from the BAOBAB/Ginkgo team (NeuroSpin, Paris-Saclay University, CNRS, CEA, France)



- Cyril Poupon
- Anas Bachiri
- Alexis Brullé
- Kevin Ginsburger (alumni)



 from the INM1/Fiber Architecture Group (Forschungszentrum Jülich, Wuppertal University, Germany)







Markus Axer
Felix Matuschke



 This project/research has received funding from the European Union's Horizon 2020 Framework Programme for Research and Innovation under the Specific Grant Agreement No. 945539 (Human Brain Project SGA3) and from the AIDAS CEA-FZJ Joint Institute.