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Fakultät für Informatik
Institut für Simulation und Graphik

GPU-based Medical Image Segmentation and Registration

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To my family and friends

Abstract

During most recent years we have witnessed a fast paced evolution of computer graphics hardware. The rapid developments mainly concerned the highly specialized processing units, their memory bandwidths, as well as their programmability. As large computing resources are a highly demanded in most scientific computing disciplines, graphics processors have entered various areas far beyond computer graphics. This thesis investigates the use of GPU computing in the field of medical imaging with a focus on image segmentation and registration. The presented work surveys advancements in both fields and contributes new algorithms and methodologies to each of them.

Zusammenfassung

In den vergangenen Jahren konnte eine rapide Veränderungen im Bereich Computergrafik und Grafikhardware beobachtet werden. Den Kern dieser Entwicklung bilden hoch spezialisierte und dadurch sehr performante Grafikprozessoren und deren zunehmende Programmierbarkeit. Wegen ihrer herausragenden Performance bei parallelisierbaren Problemen, wurden Grafikprozessoren in jüngster Vergangenheit vermehrt für wissenschaftliche, nicht Computergrafik-bezogene Probleme eingesetzt. Die vorliegende Arbeit untersucht den Einsatz von Grafikprozessoren im Bereich der medizinischen Bildverarbeitung mit einem Fokus auf Bildsegmentierung und -registrierung. Neben dem Ziel, einen Überblick über beide Gebiete zu verschaffen, werden neue Algorithmen und Methoden zu beiden Gebieten vorgestellt und evaluiert.

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