

Methods for quantitative analysis of bone degradation and remodeling from µCT images

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Introduction

Bone morphology and microarchitecture are important features in various fields of research and medicine. Since they change during development and growth, but also under pathological conditions, they can be utilized to assess disease progression or phenotypic abnormalities in new preclinical models of human diseases. The non-invasive imaging via modern high-resolution computed tomography (CT) allows *in vivo* bone studies, but at the same time produces huge datasets that have to be processed in an automated and objective manner. We therefore developed algorithms to quantify two different bone features, *i.e.* bone surface roughness [1] and the cortical thickness gradient [2]. Both were successfully applied in different research studies to quantitatively describe bone morphology and pathological bone changes.



Cortical Bone Thickness Bone surface roughness Automated extraction Surface reconstruction **Texture-based segmentation of CT images** • marching cubes algorithm [3] of volumes of interest (VOIs) thresholding texture-based filter bank used for segmentation CT images manual **Isolation of metatarsal bones** Bone orthogonalization and tracking of cortical thickness semi-automated extraction of three middle metatarsals **Roughness calculation for** 1) local surface [4] 2) entire VOI average angle of facet normals • integrated frequency of angles > t within r threshold *t*





b – tracking of individual bones along stack c – isolation of metatarsals

Applications of Bone Surface Roughness and Cortical Bone Thickness Analysis











- cortical thickness gradient (CTG) captures loss of cortical substance near joints
- more sensitive than already established cortical

thickness index (CTI)

Genotype	Femur length [µm]	Bone Density [HU]	Roughness [°]
WT	11.75	4363.3	31.4
FLT3-ITD	11.70	4016.9	33.3
Ptprc-/-	11.25	4133.0	32.9
FLT3-ITD/ <i>Ptprc^{-/-}</i>	9.23	3601.2	38.8

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References

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