

Date **08/10/2013**

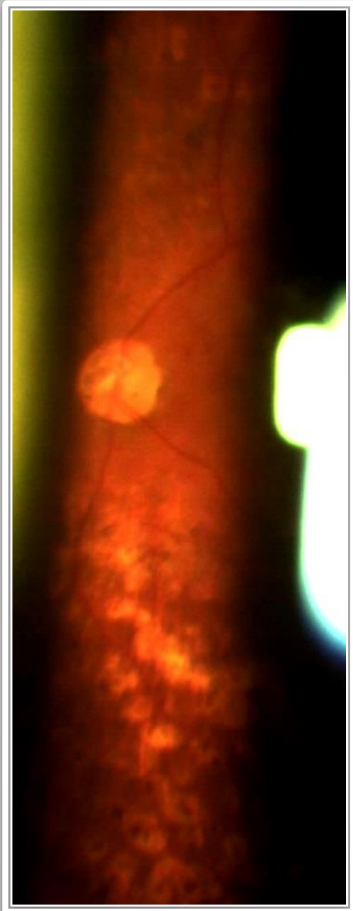
MICCAI TUTORIAL - VTR 2013

VIEW EXPANSION AND AUGMENTED REALITY IN SLIT-LAMP RETINAL IMAGING

Rogério de Almeida Richa

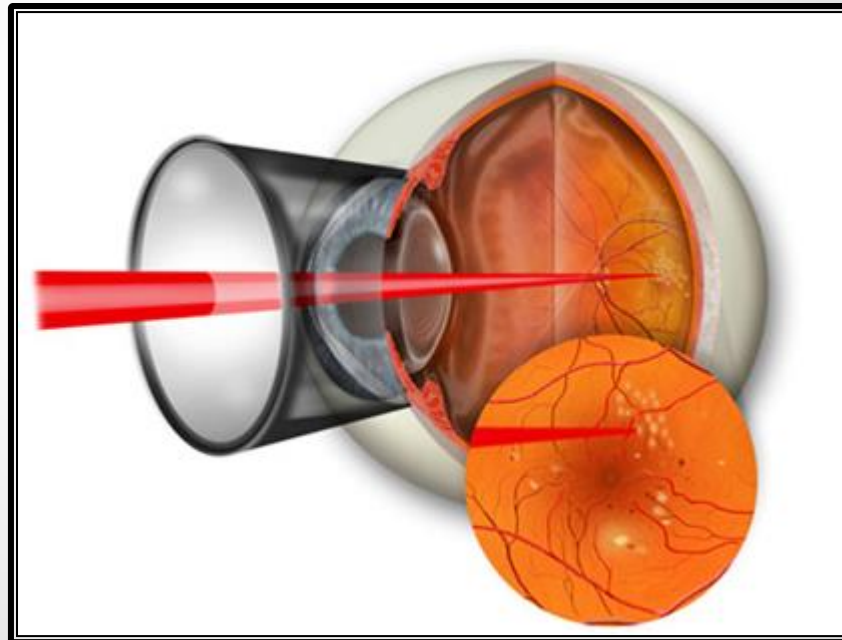


- Introduction and motivation
- Objective
- Extracting the retina
- Tracking the retina
- Computational aspects
- Current results
- Future work



Retina treated with laser

- Panretinal photocoagulation as treatment for proliferative diseases such as diabetic retinopathy



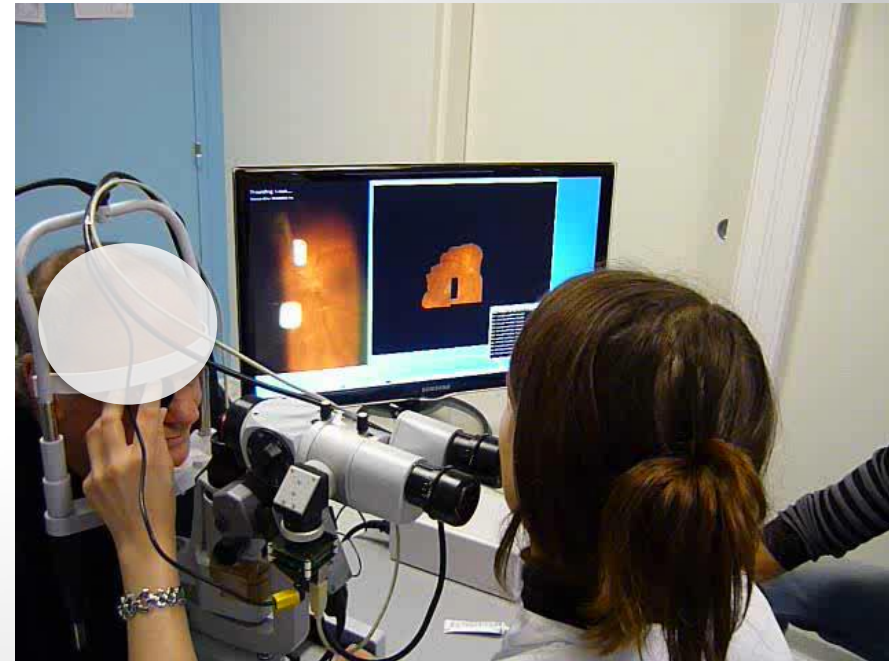
[www.institutdeloeil.com]

- The slit lamp is one of the most commonly used devices for laser delivery



- The slit-lamp is essentially a biomicroscope coupled with a high-intensity light source
- The laser is coupled to the slit-lamp

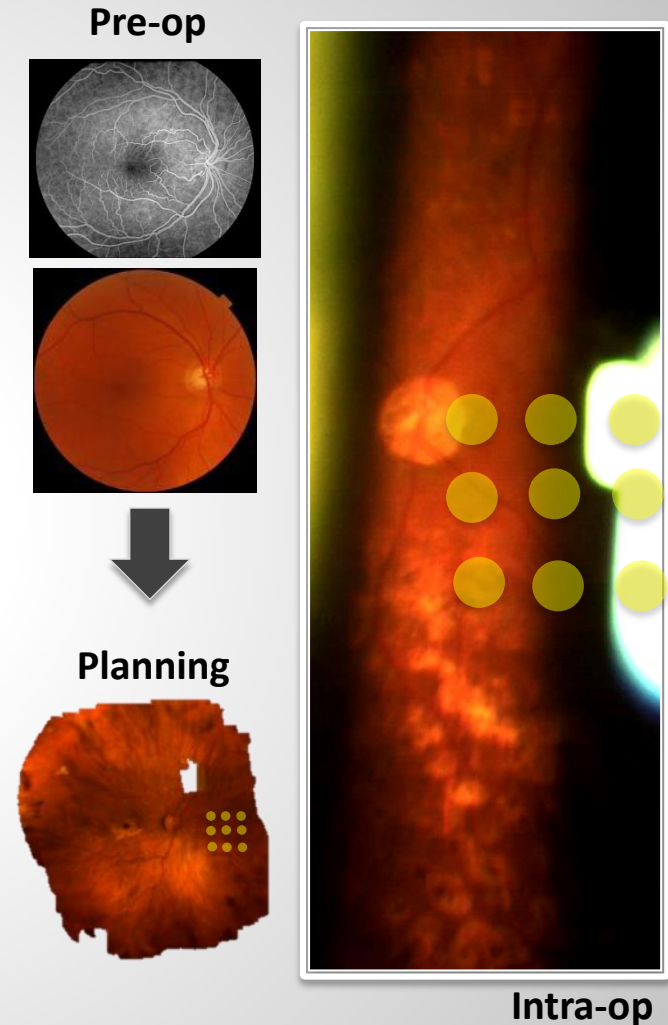
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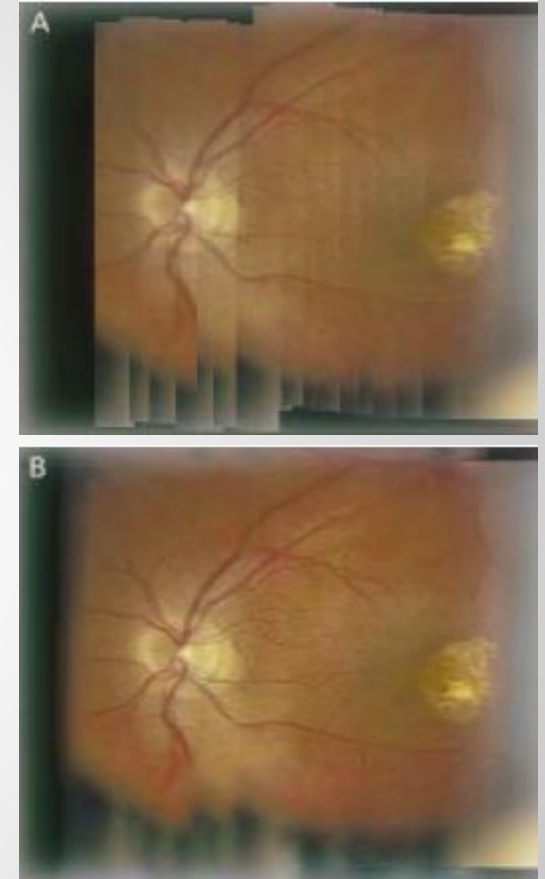
- Computer assistance has the potential to improve
 - Navigation
 - Planning
 - Documentation
 - Diagnosing
 - Practitioner and patient comfort



- The fundamental enabling technology:
Intra-operative retina tracking and mapping
- Research goals
 - Create an intra-operative mosaic of the retina from slit lamp video
 - Pre-operative information overlay
- Challenges
 - Reflections
 - Poor texture
 - Narrow slit
 - Accuracy

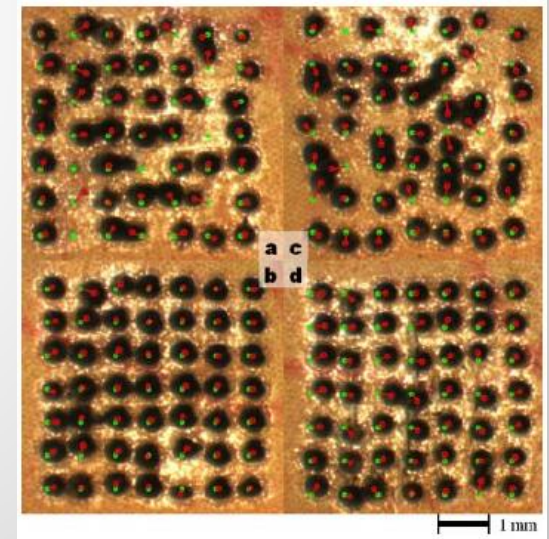
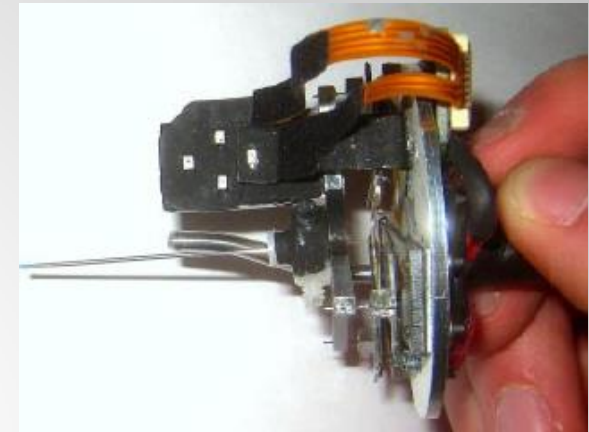


- Early works include
 - Berger et al. (2001)
- Similar solutions have been proposed in vitreo-retinal surgery
 - Becker et al. (2010)
- Commercially available solutions
 - Navilas
- Previous work at JHU
 - Hybrid tracking and mapping for vitreo-retinal surgery (Richa et al. 2012)



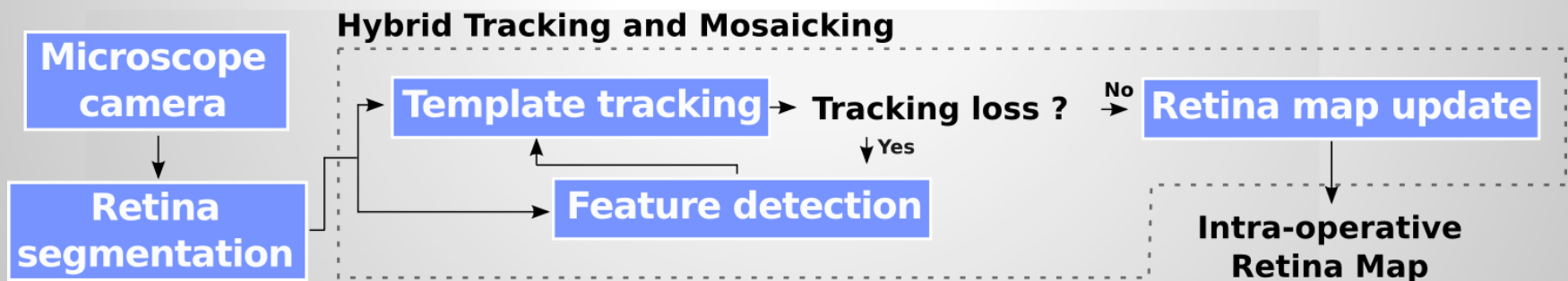
Asmuth et al. (2001)

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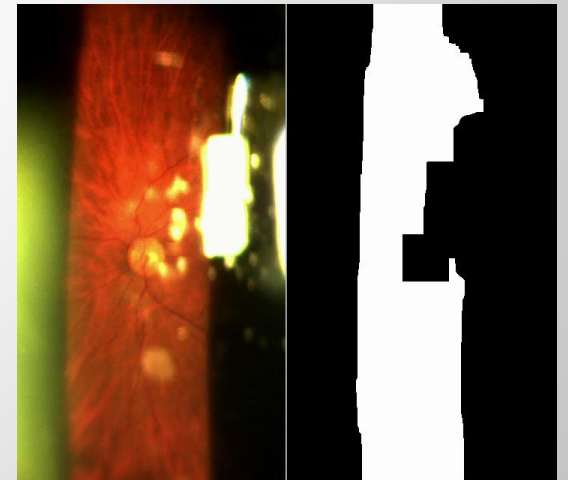
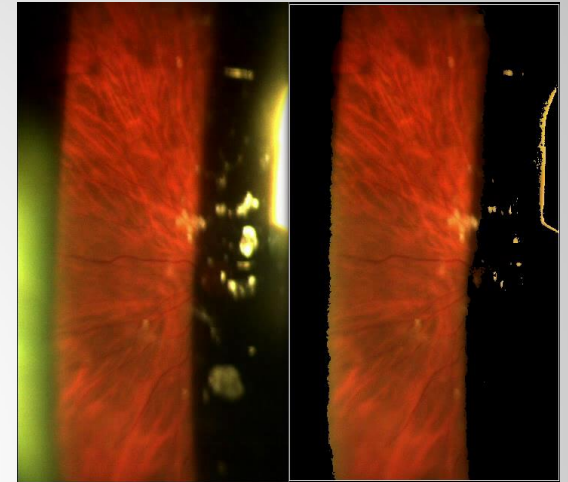


Becker et al. (2010)

- System components
 - Retina segmentation
 - Robust visual tracking
 - Detection for tracking re-initialization
- Computational aspects

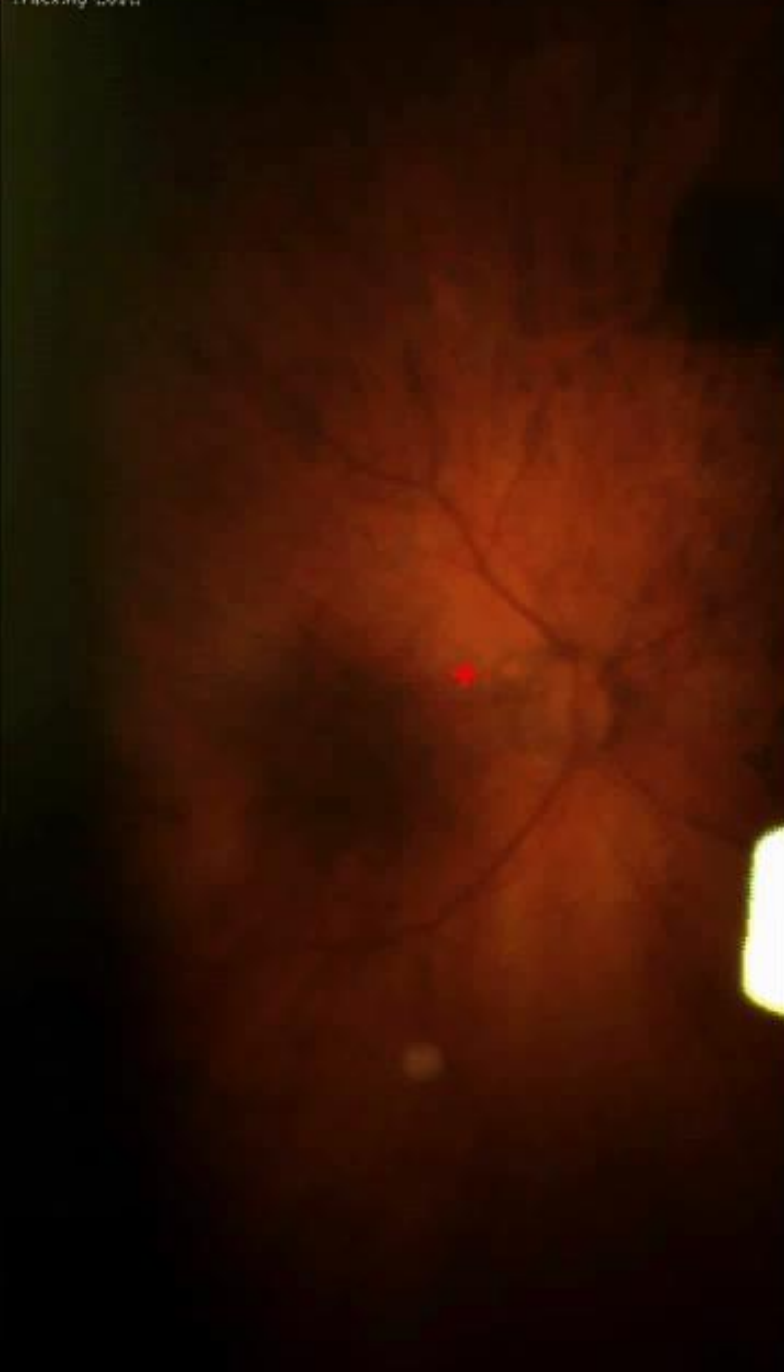


- The retina must be segmented prior to tracking and detection
- Segmentation: quality vs. computational effort
 - Current solution – thresholding the balance of color components
 - Current research – incorporation of multiple visual cues (texture)
 - Ensemble methods
 - SVMs
 - Polynomial Mahalanobis



- Direct vs. feature-based visual tracking
 - Feature-based techniques show poor results
 - Repeatable patterns
 - Lack of distinguishable features
 - Blur
 - Direct visual tracking is sensible to illumination variations
 - Non-uniform illumination variations
 - Robust similarity measures are too computationally expensive to be locally applied

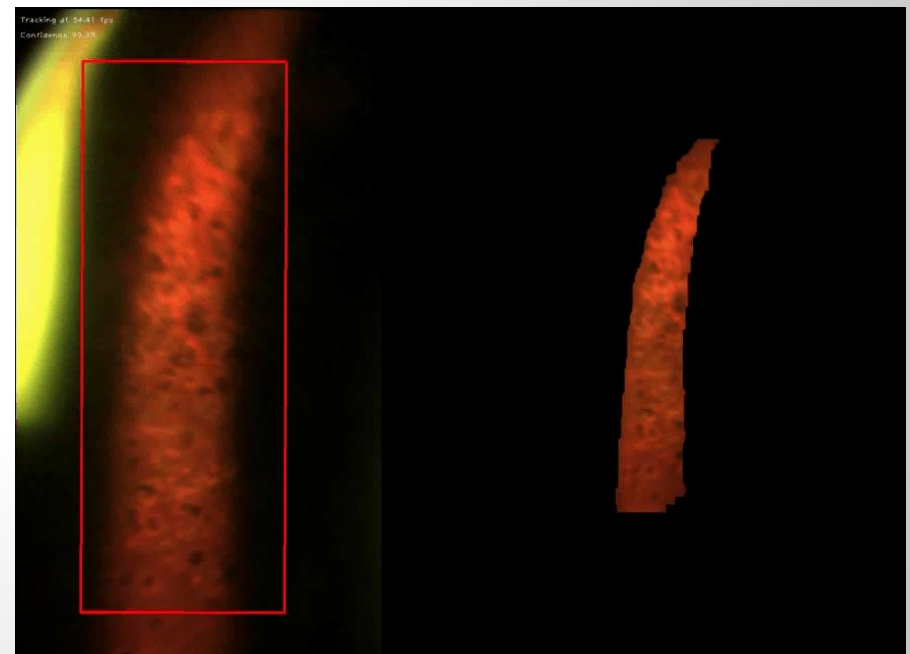
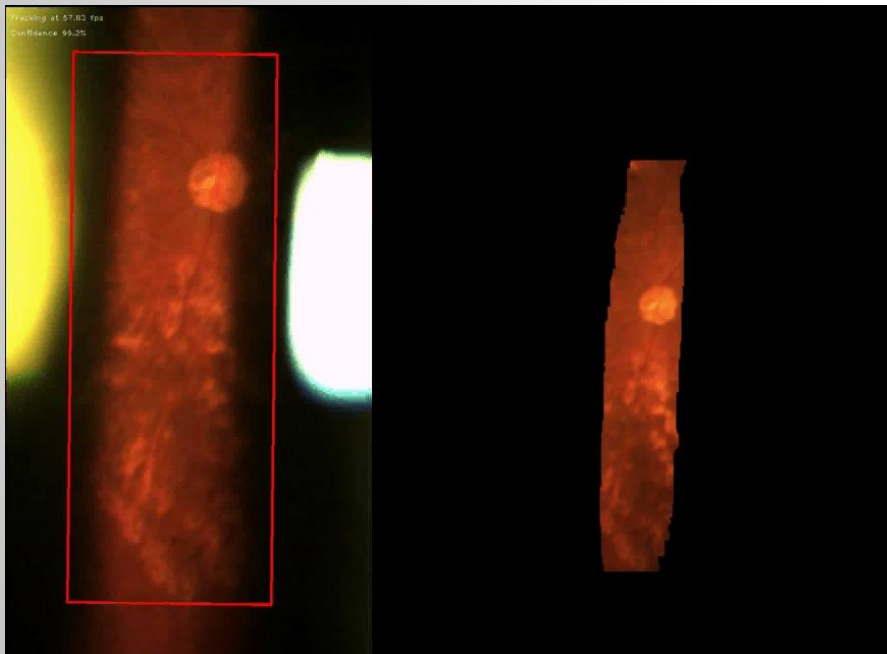


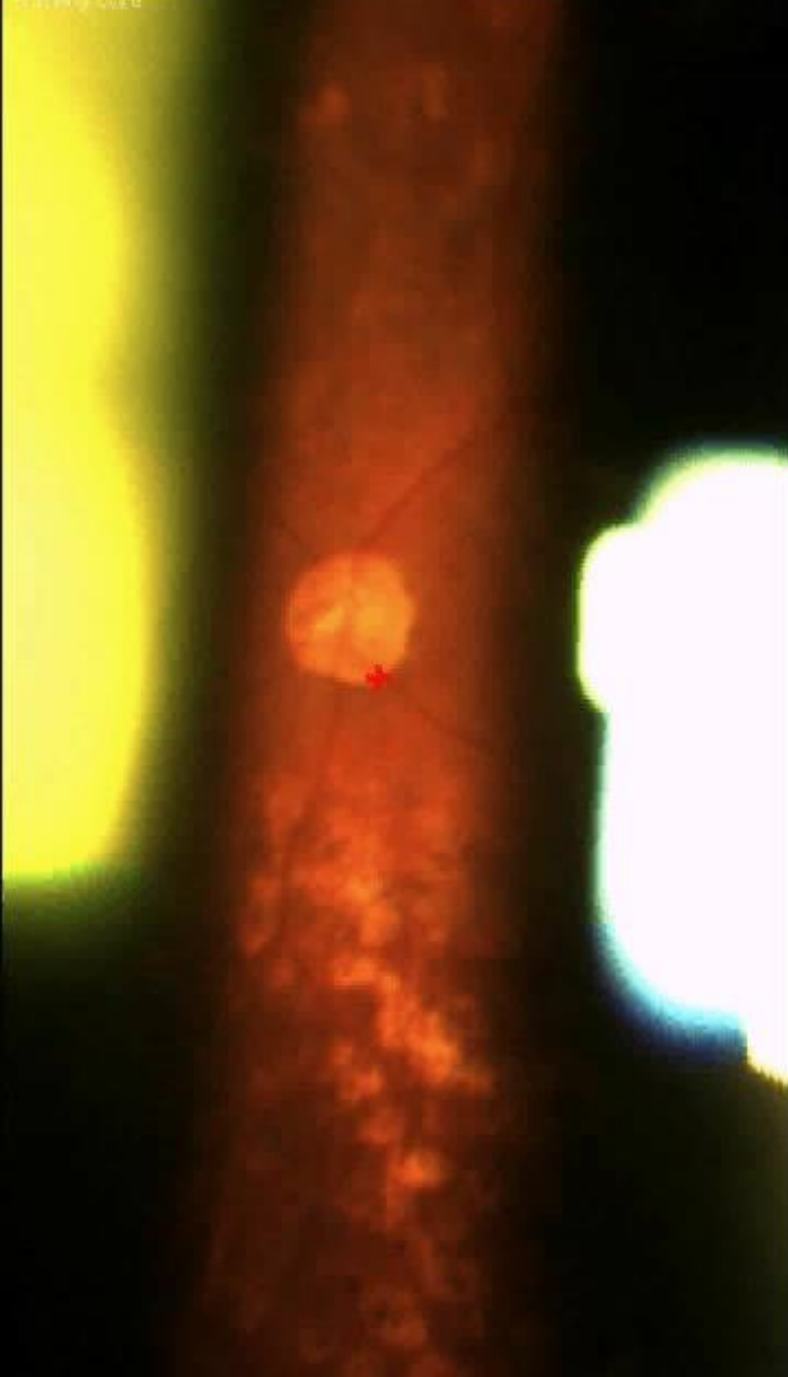


Retina tracking and mapping

- Tracking specifications
 - Currently tracking rotation + translation (scaling is negligible)
 - Tracking using SSD + illumination compensation
 - A non-rigid illumination compensation model
 - Thin-plate spline surface to model gain variations
 - Global bias
- Forward-backward tracking
 - To increase robustness, we perform forward-backward tracking [Khalal2010]
 - Results with the highest NCC score are kept

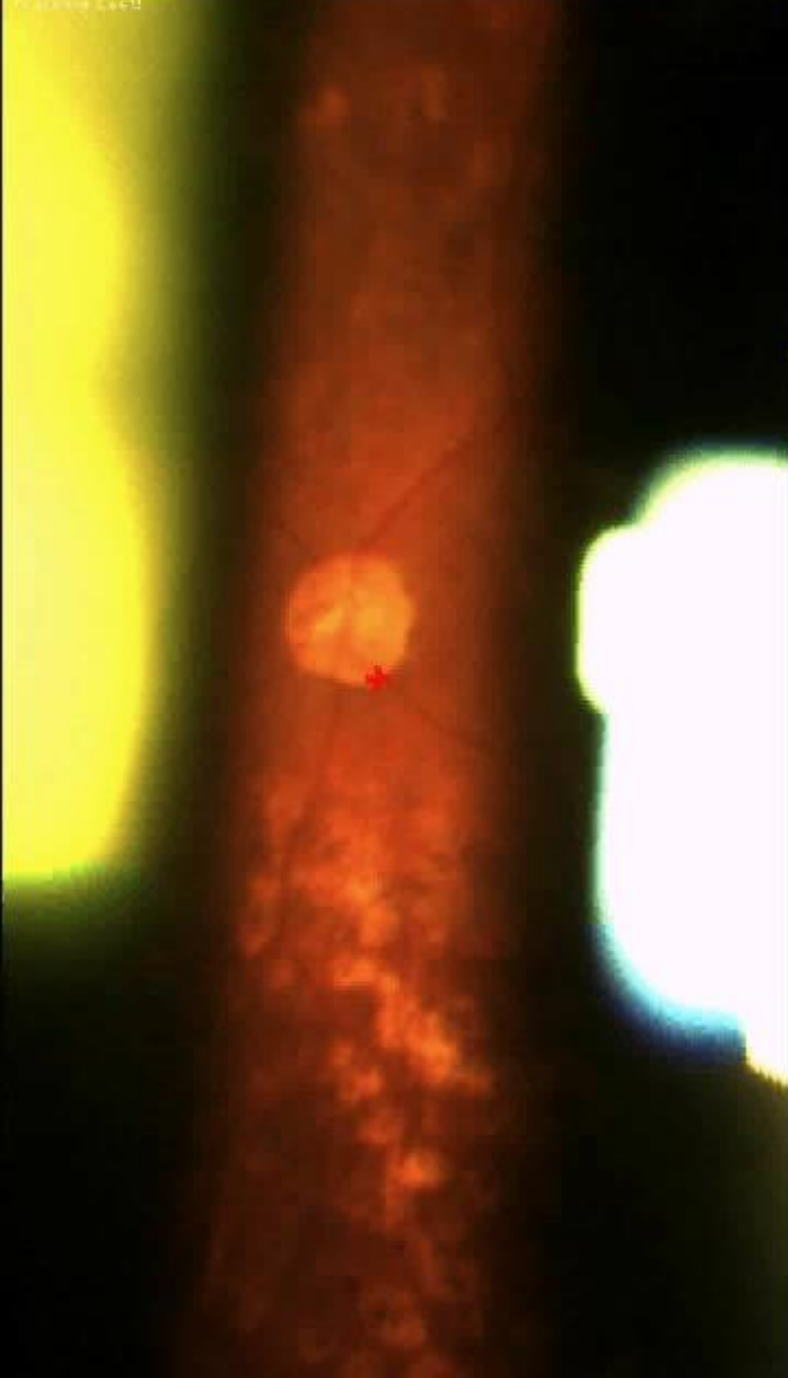
- Forward-backward tracking
 - Due to the challenging visualization conditions, tracking is not smooth.





Backward tracking increases resilience,
allowing for a smoother reconstruction

- Tracking fails eventually (occlusions, patient motion)
 - How to restore tracking?
- First approach – a feature map is created alongside the mosaic
 - Tested several approaches
 - SIFT, SURF, Ferns, Orb, Brisk ..
 - Conclusions:
 - Few distinguishable features on retina
 - Traditional feature detection/matching does not perform well



Feature-based tracking relocalization (SURF)

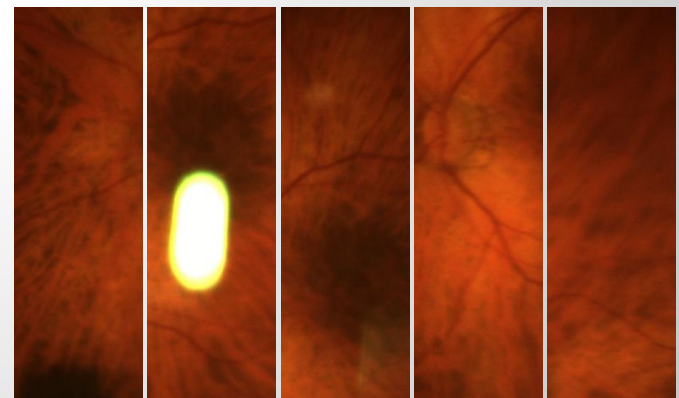
TRACKING RE-INITIALIZATION

- Inspired by SLAM re-localization [Lovegrove2011], we are currently researching into template matching approaches
- The characteristics of retinal images impose a different challenge



Man-made environment

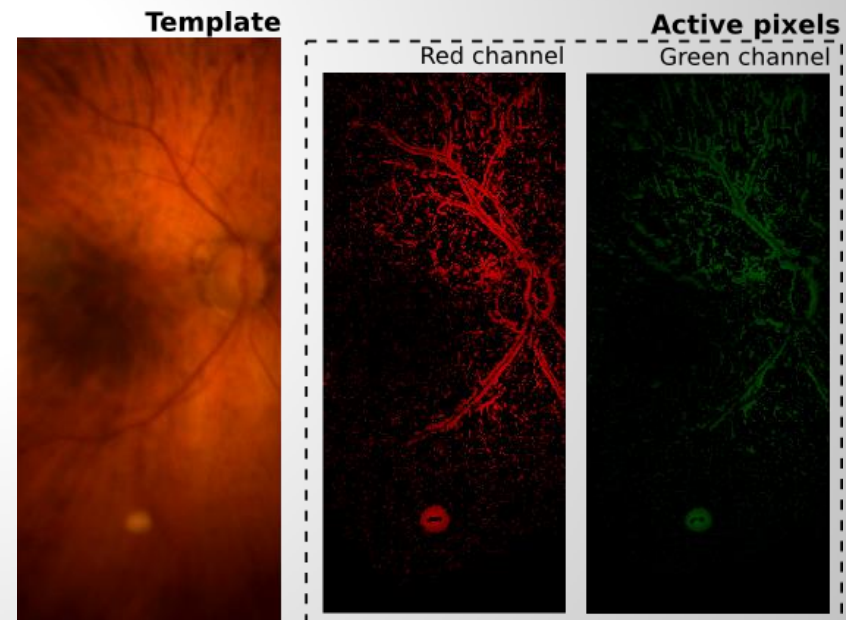
Human retina





Template-based tracking relocation

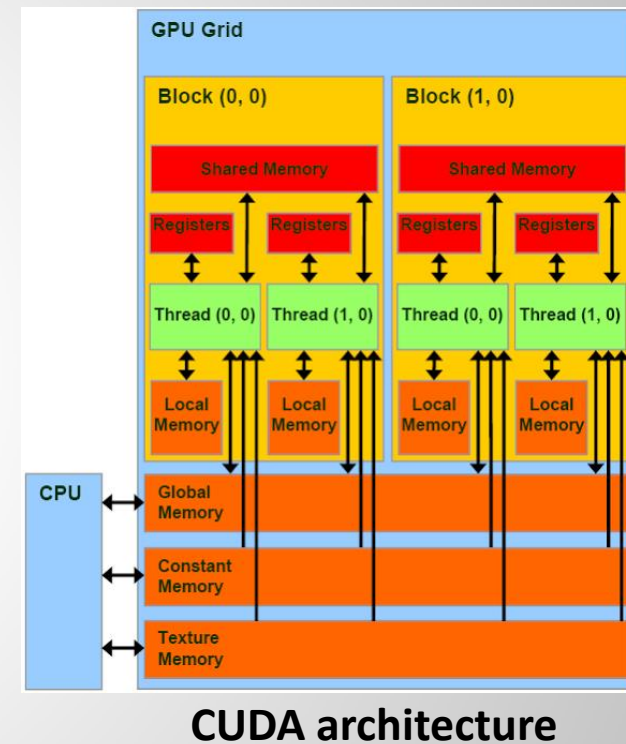
- Tracking quickly becomes computationally expensive
 320×240 px template = 76,800 pixels (x2 x2)
- Pixel selection is an alternative
 - Standard selection based on gradient magnitude leads to poor performance
 - Method proposed in [Meilland11] shows the best performance



- Can we operate at 60fps? (16.66 ms)
- Insufficient performance on CPU
 - I7 3.8GHz, 2.4GHz RAM
 - maximum of 4 ESM iterations, 20% active pixels 550x180 px template
 - that is ~4ms per iteration using 1/5 of the downsampled image
 - multithreading with OpenMP
- Several operations can be parallelized
 - Image Warp
 - Sobel
 - ...

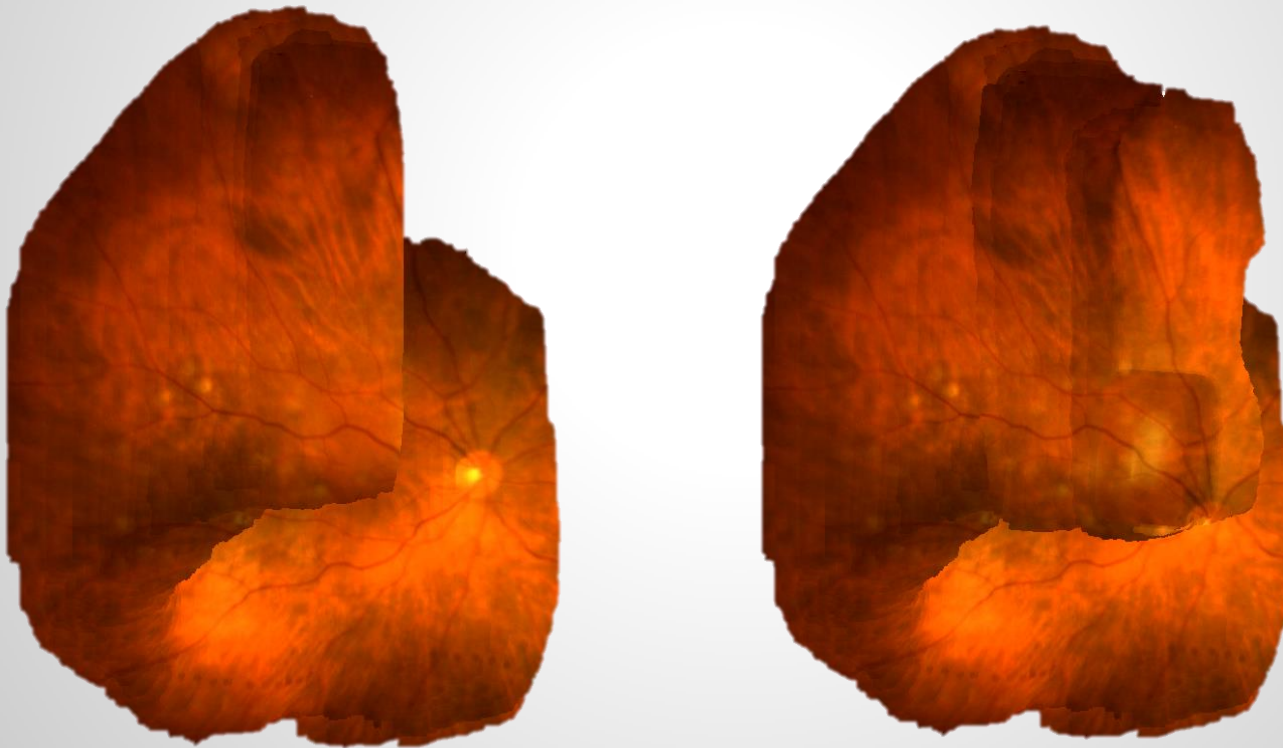
COMPUTATIONAL ASPECTS

- Should we expect a x10 speed gain using GPUs? Not really...
- Same algorithm is faster on a GTX 680
 - For tracking 20k pixels (RG channels)
 - ~3.9ms on CPU
 - ~0.9 ms per iteration on GPU (x4 faster)
 - 720HD image upload to GPU takes 0.7 ms
 - Global memory is slow
 - Fermi vs Kepler architecture
 - We expect faster results in near future



CONCLUSION AND FUTURE WORKS

- Mosaicking the retina is not a simple task
- Current approach is promising but there are issues



- Future work will focus on improving tracking and detection fronts
- Pre-op/Intra-op registration (e.g. fundus, angio ...)

Going beyond ...

- Control a multispectral illumination source to reduce phototoxicity
 - Epilepsy ?
 - Hardware development

Date **08/10/2013**

THANK YOU FOR YOUR ATTENTION!

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