

Accuracy of the HoloLens 2's infrared cameras in the context of surgical navigation

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1 Background

- Surgical navigation technology** allows surgeons to precisely track the location and orientation of surgical instruments throughout a procedure.
- This technology serves as a **guidance system** during operations.
- The need for a fixed screen in **conventional surgical navigation systems** requires the surgeon to continuously switch focus between the surgical site and the screen, **increasing mental load**[1].



Fig 1: AR Surgical Navigation



Fig 2: HoloLens 2

- There is still room for improvement in the field of surgical navigation.**
- Augmented reality (AR)** can extend surgical navigation capabilities by allowing the superimposition of hidden structure onto the visible surface.

References

- [1] Pierre Ambrosini, Abdullah Thabit, and Mohamed Benmahdjoub. Holonav: HoloLens as a surgical navigation system, 2022.
- [2] J. Kaplan, AR Surgical Navigation. 2022
- [3] Turbosquid, Microsoft HoloLens 2 -Device. 2021.
- [4] Romuald Bedzinski, Polaris NDI Tracking Navigation System with passive Rigid Bodies . 2009.

2 Research Q

What is the distance error between a state-of-the art optical tracker, and our optical tracking method using the HoloLens2?

- Should IR cameras be used solely or as a basis for tracking with other sensors or cameras?
- What factors influence the accuracy of the tracking algorithm and to what extent?

3 Tools Used

In addition to the use of the HoloLens 2, **other tools are used in this research.**



Fig 3: Infrared Markers



Fig 4: Infrared Tracker

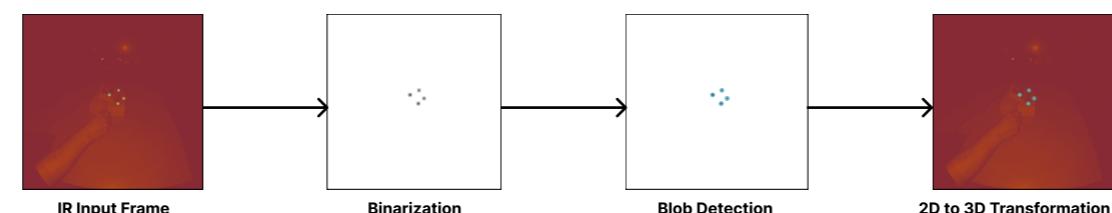
Infrared markers:

- Shown in figure 3, are used to track movements.

Optical tracker:

- Shown in figure 4, The optical tracker provides the ground truth positions of the IR markers.

4 Processing Pipeline



5 Depth Detection

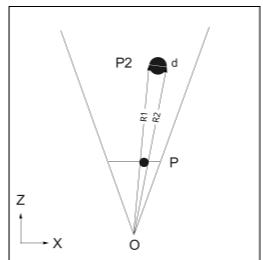


Fig 5: Finding the correct position P2 using sphere diameter d

Depth Sensors are not Accurate enough for depth detection.

Depth Detection method based on the **known measure of the sphere and binary search**

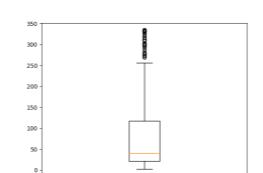


Fig 6: Box-Plot of 11.5mm Expected diameter search

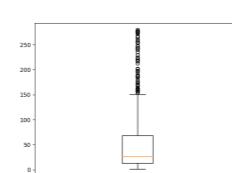


Fig 7: Box-Plot of 13mm Expected diameter search

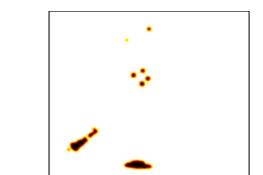


Fig 8: Lower threshold on image causes IR artifacts to show on binarized image

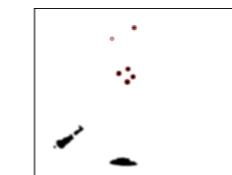


Fig 8: Lower threshold causes artifacts to be picked up during blob detection (Red)

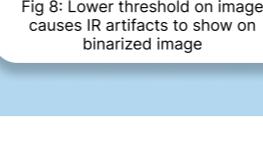


Fig 9: Depth of spheres with distance error less than median

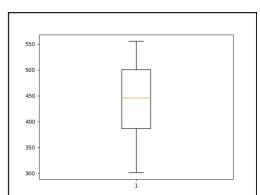
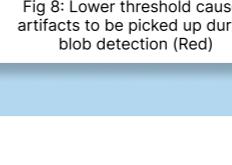


Fig 10: Depth of spheres with distance greater than median

This method was found to be less accurate than state of the art technologies

At **25mm median distance error**, and **minimum distance error of 1.04mm**, as seen in Figure 7.

Most Influential factors are:

- Depth** of object from screen (Due to screen resolution)
- Threshold** used for Binarization
- Expected Diameter of sphere** during search
- Use of **interpolation** during unprojection

The significance of a change in these parameters was calculated using **The Wilcoxon sign test**

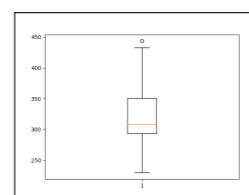


Fig 9: Depth of spheres with distance error less than median

7 Limitations

The **main limitation** of this research is the **localization of the ground truth positions**:

- Frame rates are not synchronized
- Using QR code detection to Transform to same coordinate system

Commercial AR technology has room for improvement:

- Low Resolution cameras
- Inaccurate depth sensors