### 인공지능 영상진단 개발 해커톤

Artificial intelligence in diagnostic medical imaging

경북대학교 수학부 (최적화 및 대수학 연구실)

팀장 이현우, 권민재, 김동현, 김미진

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### 1. Label Smoothing

- 일반화(generalization) 성능을 높이기 위해 레이블(label)을 smoothing합니다.
- 정답 레이블에 대해서 100%의 확률을 부여하지 않습니다.

$$q_i = \begin{cases} 1 - \varepsilon & \text{if } i = y, \\ \varepsilon/(K - 1) & \text{otherwise,} \end{cases}$$

	Normal	Abnormal
Image 1	0.90	0.10
Image 2	0.10	0.90

[Table] label smoothing  $\P^{\Lambda}$  ( $\varepsilon = 0.1$ )



Image 1

[0, 1]



Image 2

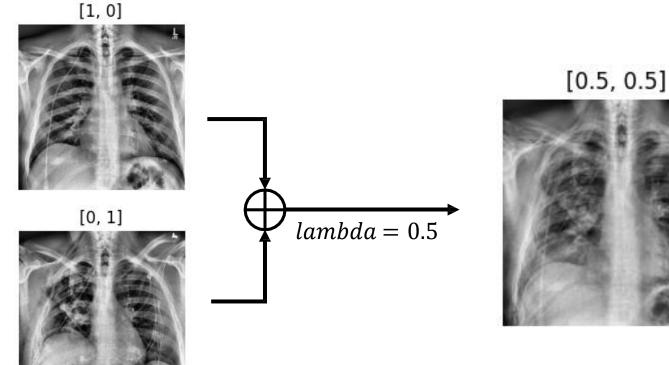
### 1. Mixup

• 학습을 진행할 때 랜덤하게 두개의 샘플  $(x_i,y_i)$  와  $(x_j,y_j)$ 를 뽑아서  $(\hat{x},\,\hat{y})$ 를 만들어 학습에 사용합니다.

$$\hat{x} = \lambda x_i + (1 - \lambda)x_j$$

$$\hat{y} = \lambda y_i + (1 - \lambda)y_j$$

 $\lambda \in [0,1]$ 는  $Beta(\alpha,\alpha)$ 에서 추출합니다.



### 1. Preprocessing

1. Crop
Abnormal (Original)



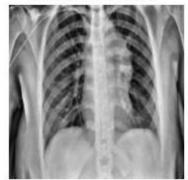
Abnormal (Cropped)



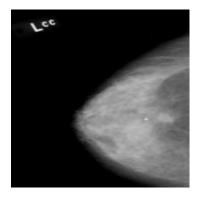
2. Clahe
Normal (Original)



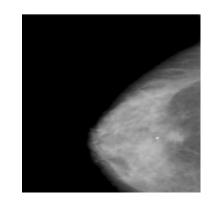
Normal (Clahe)



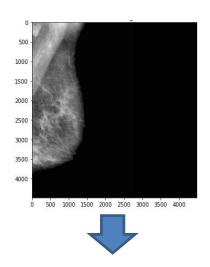
3. Artefacts removing

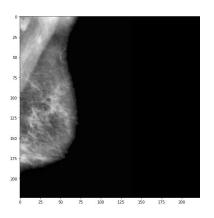




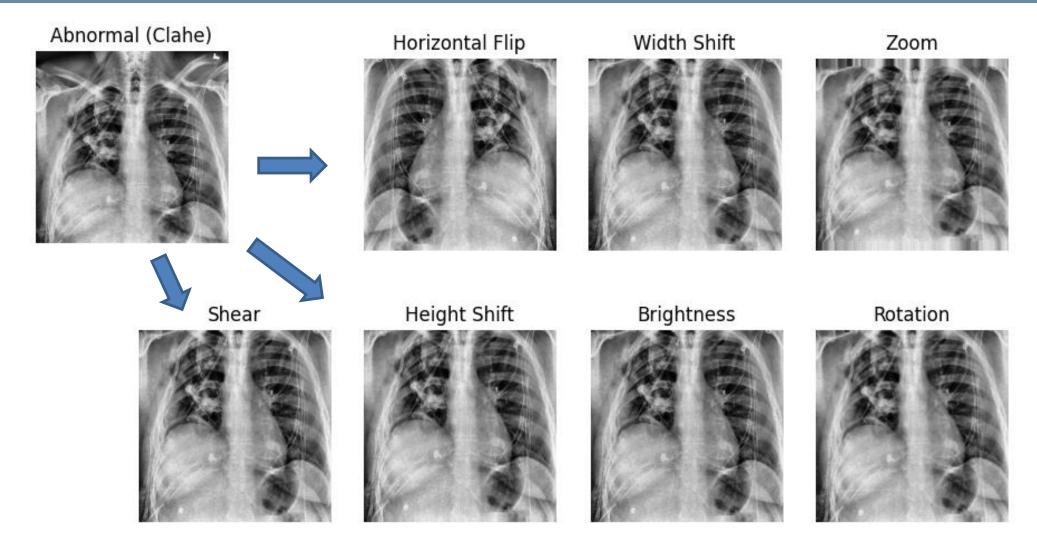


4. Resizing

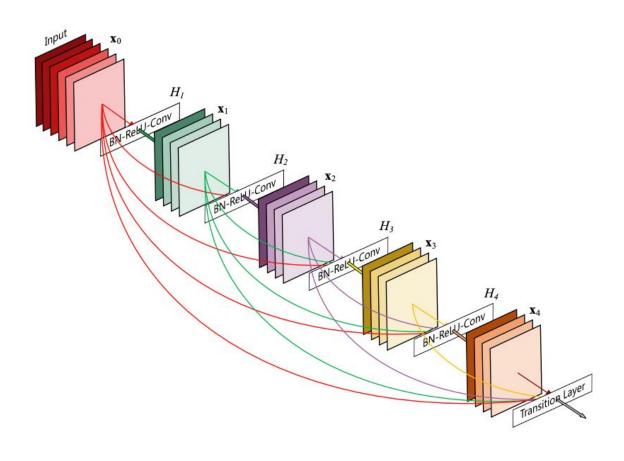




### 1. Augmentation



### 1. Densenet 121



Layers	Output Size	DenseNet-121	DenseNet-169	DenseNet-201	DenseNet-264
Convolution	112 × 112	$7 \times 7$ conv, stride 2			
Pooling	56 × 56	$3 \times 3$ max pool, stride 2			
Dense Block	56 × 56	$\begin{bmatrix} 1 \times 1 \text{ conv} \\ 1 \times 6 \end{bmatrix} \times 6$	$\begin{bmatrix} 1 \times 1 \text{ conv} \\ 1 \times 6 \end{bmatrix} \times 6$	$\begin{bmatrix} 1 \times 1 \text{ conv} \\ 2 & 2 \end{bmatrix} \times 6$	$\begin{bmatrix} 1 \times 1 \text{ conv} \\ 1 \times 6 \end{bmatrix} \times 6$
(1)		$\begin{bmatrix} 3 \times 3 \text{ conv} \end{bmatrix}^{\times 0}$	$\begin{bmatrix} 3 \times 3 \text{ conv} \end{bmatrix} \times 0 = \begin{bmatrix} 3 \times 3 \text{ conv} \end{bmatrix}$	$\begin{bmatrix} 3 \times 3 \text{ conv} \end{bmatrix}^{\times 0}$	$\begin{bmatrix} 3 \times 3 \text{ conv} \end{bmatrix}^{\times 0}$
Transition Layer	56 × 56	$1 \times 1 \text{ conv}$			
(1)	$28 \times 28$	$2 \times 2$ average pool, stride 2			
Dense Block	28 × 28	$\begin{bmatrix} 1 \times 1 \text{ conv} \\ 1 \times 12 \end{bmatrix}$	$\begin{bmatrix} 1 \times 1 \text{ conv} \\ \times 12 \end{bmatrix}$	$\begin{bmatrix} 1 \times 1 \text{ conv} \\ 1 \times 12 \end{bmatrix}$	$\begin{bmatrix} 1 \times 1 \text{ conv} \\ 1 \times 12 \end{bmatrix}$
(2)		$\begin{bmatrix} 3 \times 3 \text{ conv} \end{bmatrix}^{12}$	$\begin{bmatrix} 3 \times 3 \text{ conv} \end{bmatrix}^{12}$	$\begin{bmatrix} 3 \times 3 \text{ conv} \end{bmatrix}^{12}$	$\begin{bmatrix} 3 \times 3 \text{ conv} \end{bmatrix}^{12}$
Transition Layer	$28 \times 28$	1 × 1 conv			
(2)	14 × 14	2 × 2 average pool, stride 2			
Dense Block	14 × 14	$\begin{bmatrix} 1 \times 1 \text{ conv} \end{bmatrix}$	$\begin{bmatrix} 1 \times 1 \text{ conv} \end{bmatrix}$	$\begin{bmatrix} 1 \times 1 \text{ conv} \end{bmatrix}$	$\begin{bmatrix} 1 \times 1 \text{ conv} \\ 1 \times 64 \end{bmatrix}$
(3)		$\begin{bmatrix} 3 \times 3 \text{ conv} \end{bmatrix}^{24}$	$\begin{bmatrix} 3 \times 3 \text{ conv} \end{bmatrix} ^{32}$	$\begin{bmatrix} 3 \times 3 \text{ conv} \end{bmatrix}^{3}$	$\begin{bmatrix} 3 \times 3 \text{ conv} \end{bmatrix}$
Transition Layer	14 × 14	$1 \times 1 \text{ conv}$			
(3)	7 × 7	2 × 2 average pool, stride 2			
Dense Block	7 × 7	$\begin{bmatrix} 1 \times 1 \text{ conv} \end{bmatrix}_{\times 16}$	$\begin{bmatrix} 1 \times 1 \text{ conv} \end{bmatrix}$	$\begin{bmatrix} 1 \times 1 \text{ conv} \end{bmatrix}_{\sqrt{32}}$	$\begin{bmatrix} 1 \times 1 \text{ conv} \\ 2 \times 48 \end{bmatrix}$
(4)	1 × 1	$\left[\begin{array}{c} 3 \times 3 \text{ conv} \end{array}\right]^{\times 10}$	$\begin{bmatrix} 3 \times 3 \text{ conv} \end{bmatrix} \times 32$	$\left[\begin{array}{c} 3 \times 3 \text{ conv} \end{array}\right]^{\times 32}$	$\begin{bmatrix} 3 \times 3 \text{ conv} \end{bmatrix} \times 46$
Classification	1 × 1	7 × 7 global average pool			
Layer		1000D fully-connected, softmax			
Dense Block (3) Transition Layer (3) Dense Block (4) Classification	14 × 14 7 × 7 7 × 7	$\begin{bmatrix} 3 \times 3 \text{ conv} \end{bmatrix} \times 24$ $\begin{bmatrix} 1 \times 1 \text{ conv} \end{bmatrix} \times 16$	$ \begin{bmatrix} 1 \times 1 \text{ conv} \\ 3 \times 3 \text{ conv} \end{bmatrix} \times 32 $ $ 1 \times 1 $ $ 2 \times 2 \text{ average} $ $ \begin{bmatrix} 1 \times 1 \text{ conv} \\ 3 \times 3 \text{ conv} \end{bmatrix} \times 32 $ $ 7 \times 7 \text{ global} $	$ \begin{bmatrix} 1 \times 1 \text{ conv} \\ 3 \times 3 \text{ conv} \end{bmatrix} \times 48 $ conv e pool, stride 2 $ \begin{bmatrix} 1 \times 1 \text{ conv} \\ 3 \times 3 \text{ conv} \end{bmatrix} \times 32 $ average pool	3 × 3 conv ]

### 2. Cardiomegaly

#### **Preprocessing**

crop



clahe



invert



resize

#### Hyper parameter

Crop rate : I = 0.06, r = 0.06

u = 0.2, d = 0.12

Learning rate : 1/200, 1/1000

1/2000, 1/10000

Batch size: 16

Optimizer: Adam, RMSProp

Class weight: [0.90, 1.1] or

[0.95, 1.05]

#### **Data Augmentation**

rotation

height

width

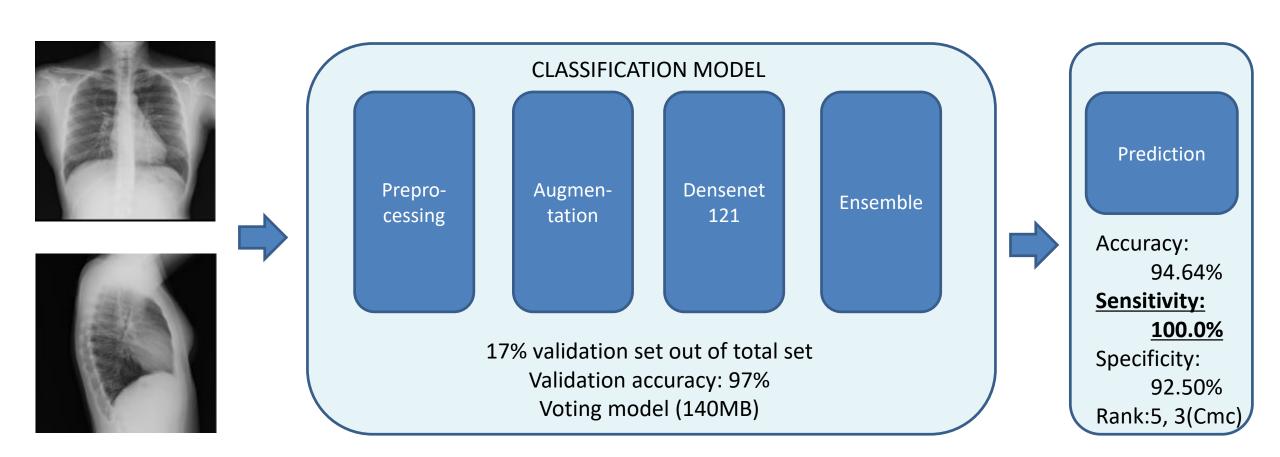
shear

flip

brightness

Rotation range=3 Width shift range=0.03 Flip=True Height shift range=0.03 Shear range=0.05 Bright range=[0.8, 1]

### 2. Cardiomegaly



### 3. Mammography

#### **Preprocessing**

crop



artefacts



clahe



resize

#### Hyper parameter

Crop rate : I = 0.01, r = 0.01

u = 0.04, d = 0.04

Learning rate: 1/200, 1/1000

1/2000,1/10000

Batch size: 16

Optimizer : Adam, RMSProp

#### **Data Augmentation**

rotation

height

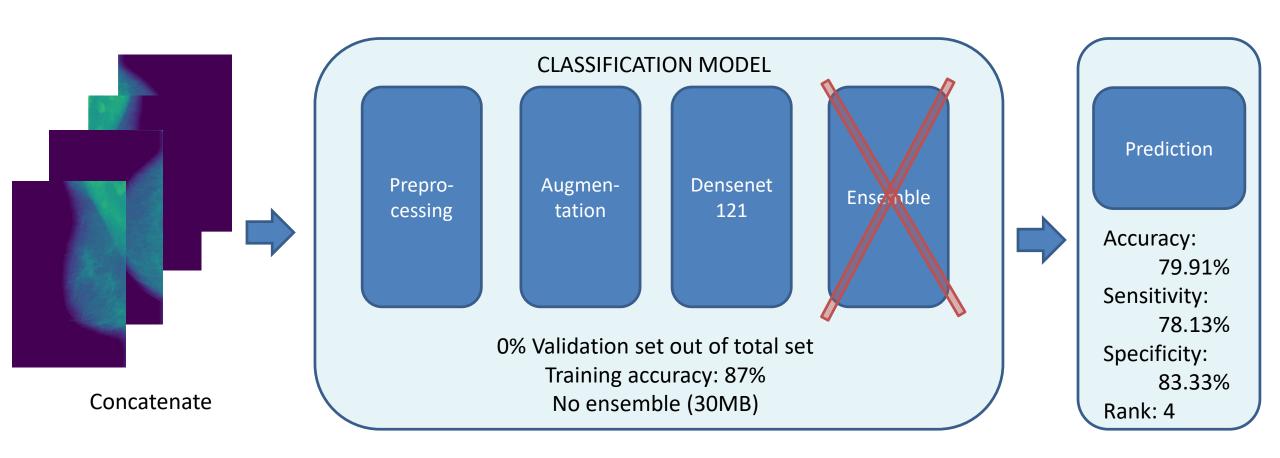
shear

zoom

flip

Rotation range=6 Height shift range=0.12 Shear range=0.1 Zoom range=0.1 Flip=True

### 3. Mammography



### 4. Pneumothorax

#### **Preprocessing**

crop



clahe



invert



resize

#### Hyper parameter

Crop rate : I = 0.05, r = 0.05

u = 0.05, d = 0.17

Learning rate: 1/200, 1/1000

1/2000, 1/10000

Batch size: 16

Optimizer: Adam, RMSProp

Class weight : [0.90, 1.1] or

[0.95, 1.05]

#### **Data Augmentation**

rotation

height

width

shear

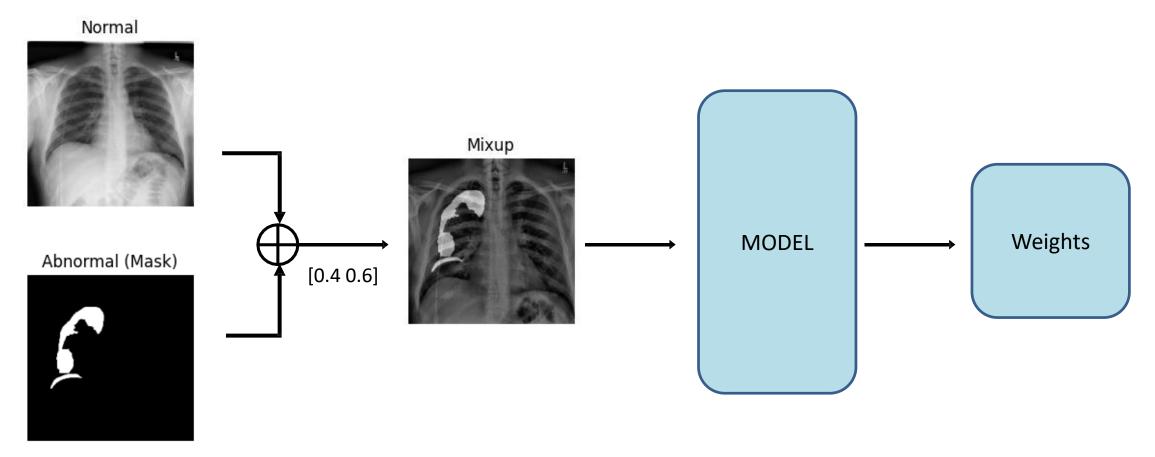
flip

brightness

Rotation range=5 Width shift range=0.05 Flip=True Height shift range=0.05 Shear range=0.05 Bright range=[0.8, 1]

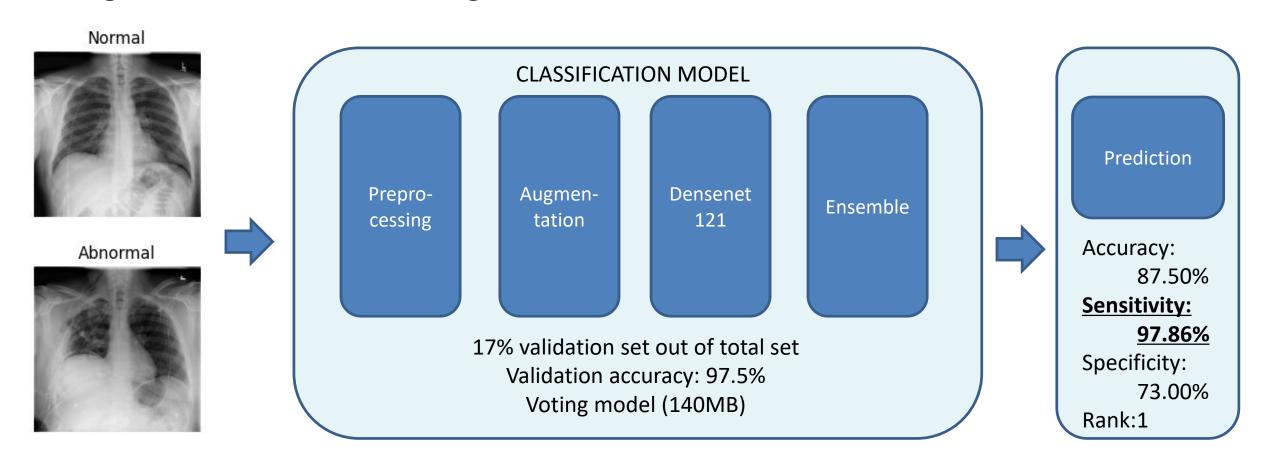
### 4. Pneumothorax

#### Stage 1: Training with mask



### 4. Pneumothorax

#### **Stage 2: Transfer learning**



### 5. Future work

- Topological Data Analysis
- Wavelet Transform
- Vision Transformer

# Q&A