



Final Presentation:

# **SLAM based on the spotlight for retinal surgery**

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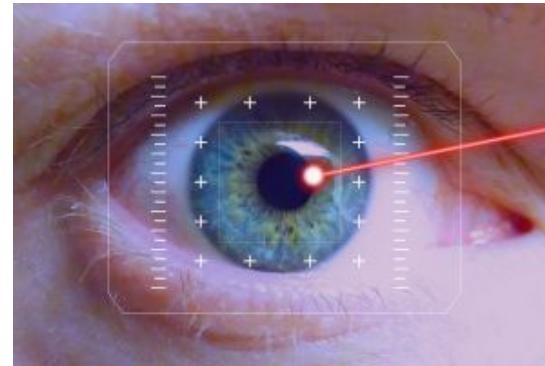


# Introduction of robot-aided retinal surgery

# Retinal Surgery Challenges

## High Requirements

- High Precision
- Controlled Movements
- Prevent accidental collisions



## Many Limitations

- Unwanted Movements (patients)
- Hand tremor (surgeon)
- Bad visibility

- > Robot filter out hand tremors
- > Spotlight localizes the instrument
- > Mapping of retinal surface

**Robot-assisted and Spotlight-based Retinal Surgery is of good significance.**

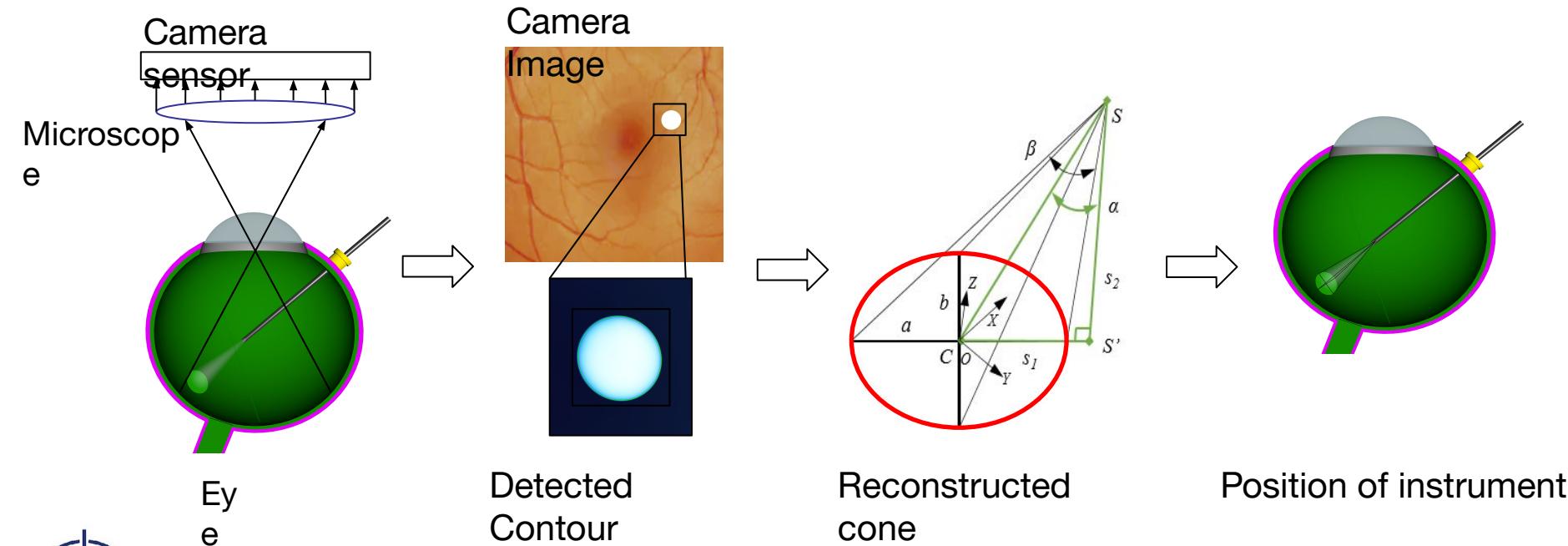




# Related work of localization of Spotlight for retinal surgery

# Spotlight-based Localization

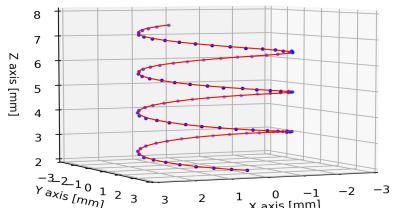
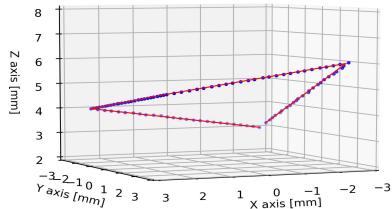
## Previous work: Workflow



Resource: Mingchuan Zhou , Felix Hennerkes,Nassir Navab "Theoretical Error Analysis of Spotlight-based Instrument Localization for Retinal Surgery" RAL-ICRA (2021).

# Spotlight-based Localization

## Previous work: Summary



Trajectories of spotlight in the simulation experiments: triangular and helix.

	Average Error [mm]	Maximum Error [mm]
Square (single)	0.026	0.100
Helix (single)	0.031	0.133

- + Good localization accuracy
- - Lack mapping, which can guarantee the safety of eyeball
- **SLAMapping** ← What has been done in the research



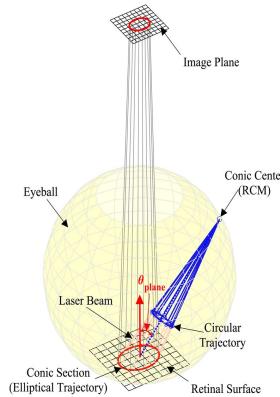
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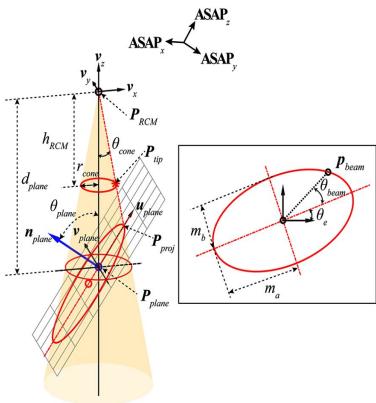
## Related work of mapping and retinal reconstruction

# Retinal surface estimation using monocular vision

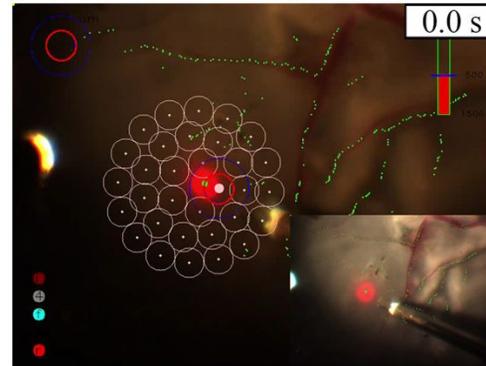
## Plane Estimation using Projective Geometry



Conic section projects  
on retinal surface



Cone beam analysis&  
retinal surface estimation



Demonstration of intraocular laser surgery  
on estimated retinal surface



Resource: S. Yang, J. N. Martel, L. A. Lobes Jr, and C. N. Riviere, "Techniques for robot-aided intraocular surgery using monocular vision," The International journal of robotics research, vol. 37, no. 8, pp. 931–952, 2018.

# Retinal surface estimation using monocular vision

## Experiments: Summary



(a)



(b)



(c)

(a) Eye phantom filled with water and covered with a contact lens. (b) Dissected porcine eye placed inside the eye phantom without lens; (c) Intact porcine eye with cornea for ex-vivo test.

- + solid results in real experiments
- - accuracy of surface estimation alone is poor ( $>260\mu\text{m}$ )
- - the estimated retina surface is actually a plane, far different from realistic

Experiment conditions	Mapping depth error [ $\mu\text{m}$ ]
Eye phantom test (wet)	$>260$
Open-sky test (dry)	$>150$



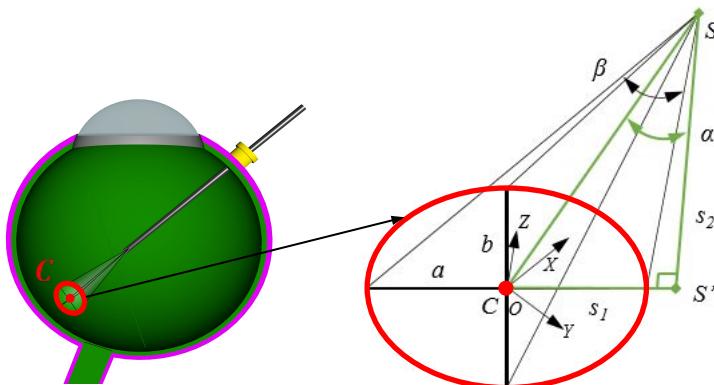
Resource: Mingchuan Zhou , Felix Hennerkes,Nassir Navab "Theoretical Error Analysis of Spotlight-based Instrument Localization for Retinal Surgery" RAL-ICRA (2021).



# Concept of retinal surface mapping

# Mapping: Transformation Method

Recap: forward computing the position of tool tip



Triangle (green) used to derive the vertex position based on a given ellipse. S denotes the spotlight source. C denotes center of ellipse, aka **mapping point**.

$$C^w = (x_c^w, y_c^w, z_c^w)$$
$$C^o = (x_c^o, y_c^o, z_c^o) = (0,0,0)$$

$$S^w = (x_s^w, y_s^w, z_s^w)$$
$$S^o = (x_s^o, y_s^o, z_s^o) = f(\beta, \alpha, a, s_1, s_2)$$

$$S^w = R_o^w \cdot S^o$$

$R_o^w$ : transformation matrix

$$\alpha = \sin^{-1} \left( \sqrt{1 - \frac{b^2}{a^2} \cos(\beta)} \right)$$

$$s_2 = a \left( \frac{\cos(2\alpha)}{\sin(2\beta)} + \frac{1}{\tan(2\beta)} \right)$$

$$s_1 = a \frac{\sin(2\alpha)}{\sin(2\beta)}$$



Resource: S. Yang, J. N. Martel, L. A. Lobes Jr, and C. N. Riviere, "Techniques for robot-aided intraocular surgery using monocular vision," The International journal of robotics research, vol. 37, no. 8, pp. 931–952, 2018.

# Mapping: Transformation Method

Reverse positioning the mapping points



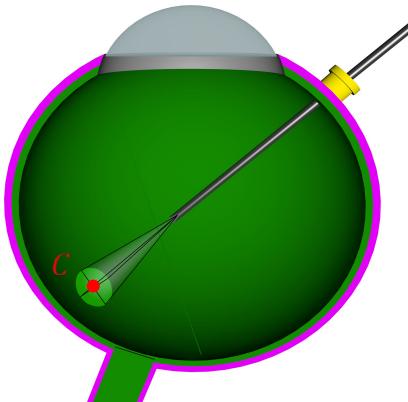
Optical surgery robot system (Preceyes BV)

Robot system provides the positions of the tip ( $S^W$ )  
Cone reconstruction provides  $S^O$

$$S^W = R_o^W \cdot S^O$$

$$R_o^W = (S^O)^{-1} \cdot S^W$$

$$C^W = R_o^W \cdot C^O$$



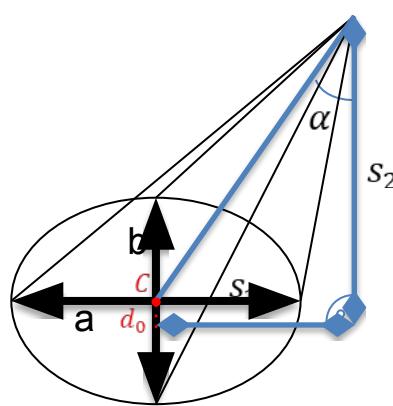
Mapping point: ellipse center on retinal



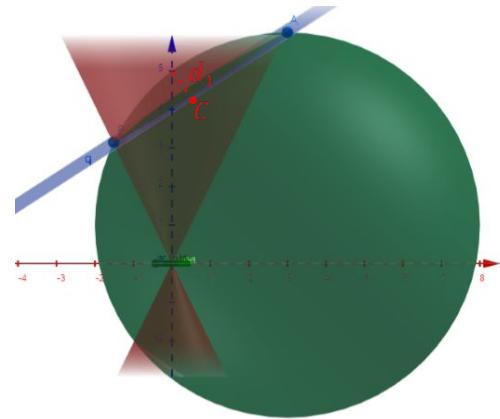
Resource: Edwards T L, Xue K, Meenink H C M, et al. First-in-human study of the safety and viability of intraocular robotic surgery[J]. Nature Biomedical Engineering, 2018.

# Mapping: Transformation Method

Errors analyze



$d_0$ : distance between center of ellipse and real center of intersected 3D curve



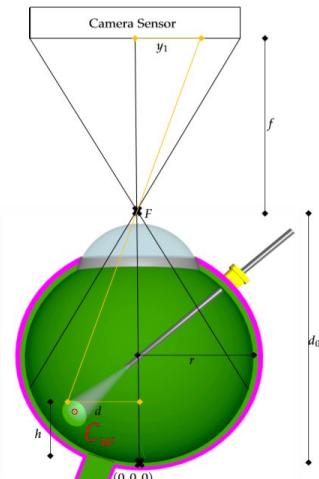
$d_1$ : distance between ellipse plane and the retinal



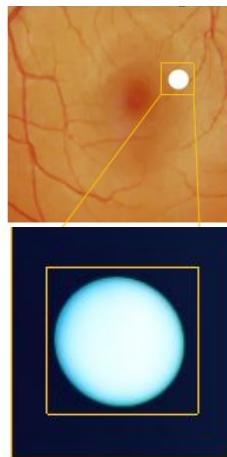
Resource: Edwards T L, Xue K, Meenink H C M, et al. First-in-human study of the safety and viability of intraocular robotic surgery[J]. Nature Biomedical Engineering, 2018.

# Mapping: Camera model Method

## Pinhole camera model



Projection reconstruction



Contour detection

Contour gives points on image plane :  $(x_p, y_p)$

$y_1$ : distance to center of image in pixel

$$a = 1 + \frac{f^2}{y_1^2} \quad b = \frac{-2d_0f}{y_1} + \frac{2rf}{y_1} \quad c = d_0^2 - 2d_0r$$
$$d = \frac{-b + \sqrt{b^2 - 4ac}}{2a} \quad h = r - \sqrt{r^2 - d^2}$$

Back-project each point to global model:  $(x_r, y_r, z_r)$

$$\textcolor{red}{C_w} = \left( \frac{x_{r,max} - x_{r,min}}{2}, \frac{y_{r,max} - y_{r,min}}{2}, \frac{z_{r,max} - z_{r,min}}{2} \right)$$

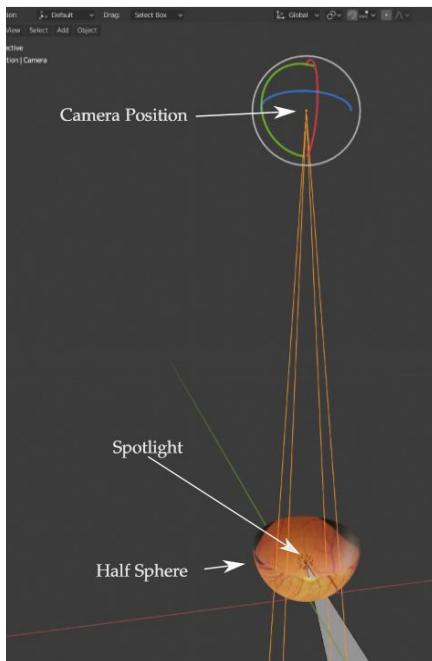


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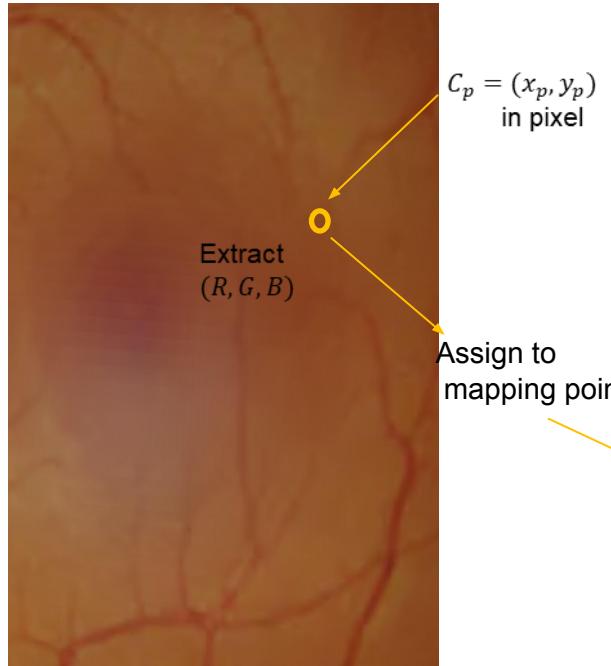


# Simulation experiment

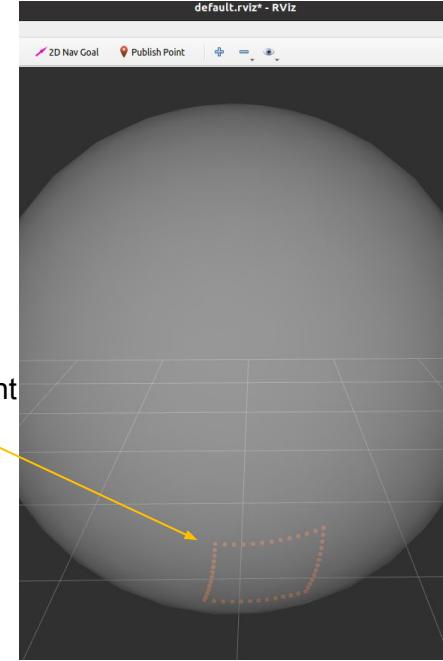
# Blender & RGB completion



Setup in Blender



Captured image  
(2048,2048)

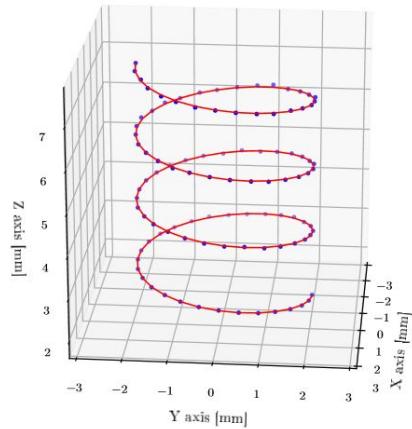


Eyeball in Rviz

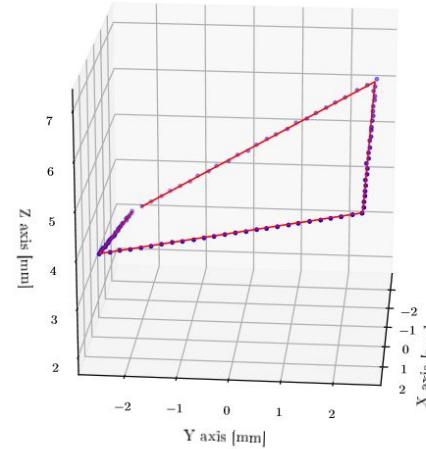
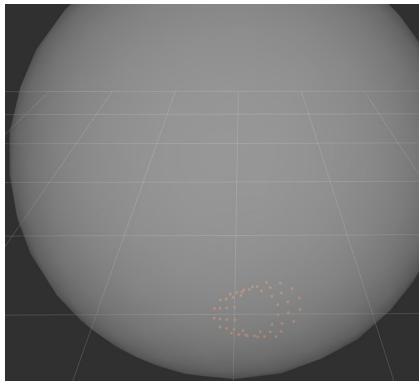


# Trajectory selection

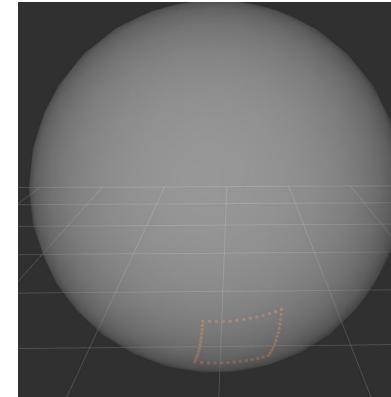
## Previous trajectories



Helix



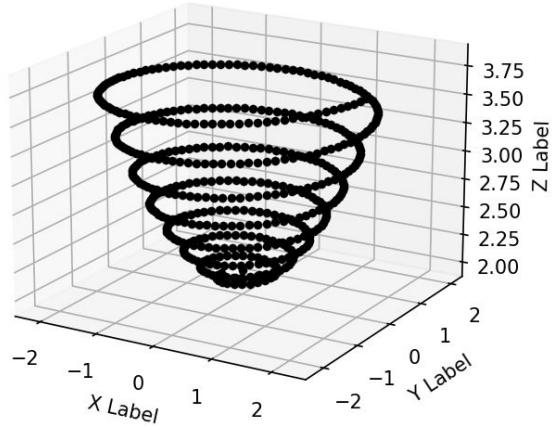
Square



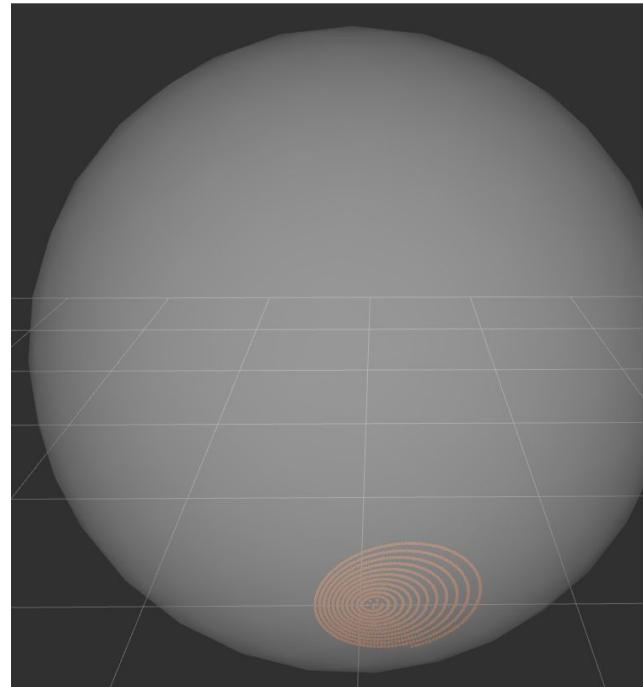
Resource: Edwards T L, Xue K, Meenink H C M, et al. First-in-human study of the safety and viability of intraocular robotic surgery[J]. Nature Biomedical Engineering, 2018.

# Trajectory selection

Archimedes spiral



Archimedes spiral



Mapping points in Rviz



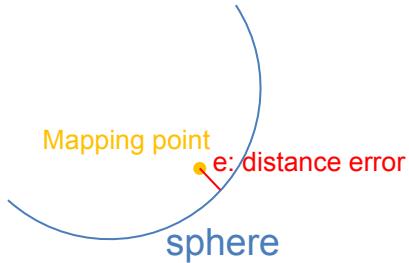
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Computer Aided Medical Procedures

9/16/21 Slide 18

# Results comparison

## Evaluation metric and results



Evaluation metric

Distance error (in um)

Trajectory	Mapping method	Mapping with transformation method	Mapping with reconstruction method
Helix		83	24
Square		82	18.5
Archimedes spiral		77	14.3

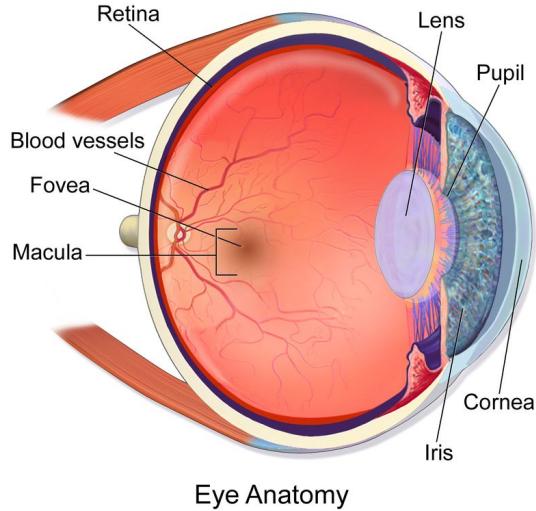


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# Deformed retinal surface

# Deformed retinal surface



Retinal Macula



Add bumps on Blender



Resource: Edwards T L, Xue K, Meenink H C M, et al. First-in-human study of the safety and viability of intraocular robotic surgery[J]. Nature Biomedical Engineering, 2018.

# Deformed retinal surface

Chamfer distance & sampling points

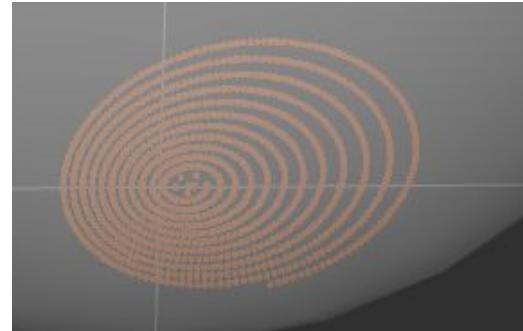
*Chamfer distance:*

$S_1$  and  $S_2$  are two points clouds.

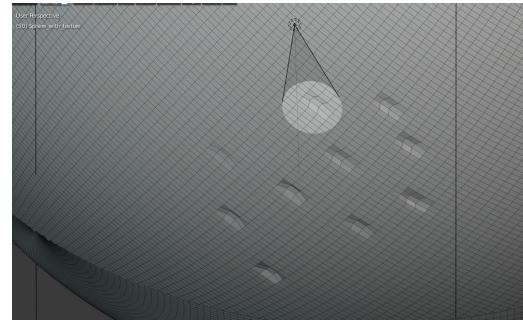
$$d_{CD}(S_1, S_2) = \frac{1}{S_1} \sum_{x \in S_1} \min_{y \in S_2} \|x - y\|_2^2$$

*Sampling points:*

*Vertexes in Blender model.*



Mapping points:  $S_1$



Sampling points on retinal:  $S_2$



Resource: Edwards T L, Xue K, Meenink H C M, et al. First-in-human study of the safety and viability of intraocular robotic surgery[J]. Nature Biomedical Engineering, 2018.

# Deformed retinal surface

## Chamfer distance & Errors



# of sampling points		
30 k	91.2	168
126 k	48.1	85.1
500 k	27.3	47.0
2 Mio	18.5	34.5
infinite	14.3 (= distance errors)	

## Experiment with smooth retinal (sphere)

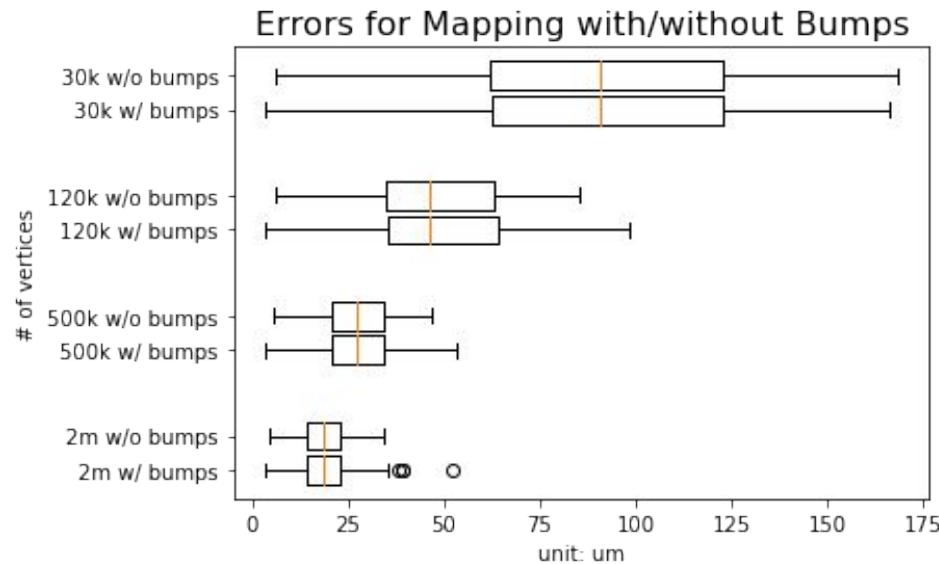
Top: 30 k vertexes. Bottom: 2 Mio vertexes.



Resource: Edwards T L, Xue K, Meenink H C M, et al. First-in-human study of the safety and viability of intraocular robotic surgery[J]. Nature Biomedical Engineering, 2018.

# Deformed retinal surface

## Results and comparison



This mapping method is robust against macula (bumps).

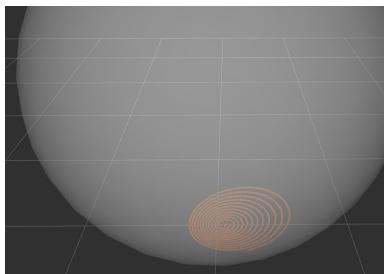
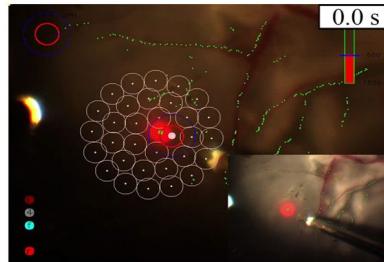


Resource: Edwards T L, Xue K, Meenink H C M, et al. First-in-human study of the safety and viability of intraocular robotic surgery[J]. Nature Biomedical Engineering, 2018.



# Comparison & Conclusion

# Tests Comparison



Two mapping methods from Yang and us.  
Top: eyeSLAM. Bottom: our mapping method.

	eyeSLAM	Our Method
Method	Reconstruction	Reconstruction
Accuracy (um)	150 (open-sky)	14 (in simulation)
Mapping object	Retinal plane	Retinal surface
Mapping result	Plane	Point cloud
Robustness to deformed retinal	Unknown	Robust

Resource: S. Yang, J. N. Martel, L. A. Lobes Jr, and C. N. Riviere, "Techniques for robot-aided intraocular surgery using monocular vision," The International journal of robotics research, vol. 37, no. 8, pp. 931–952, 2018.





# Resources

# Sources

- [1] Mingchuan Zhou , Felix Hennerkes,Nassir Navab“Theoretical Error Analysis of Spotlight-based Instrument Localization for Retinal Surgery” RAL-ICRA (2021)..
- [2] G. Bradski. “The OpenCV Library.” In: Dr. Dobb’s Journal of Software Tools (2000).
- [3] B. O. Community. Blender - a 3D modelling and rendering package. Blender Foundation. Stichting Blender Foundation, Amsterdam, 2018.
- [4] W. H. Organization. World report on vision. Tech. rep. World Health Organization, 2019.
- [5] A. Routray, R. A. MacLachlan, J. N. Martel, and C. N. Riviere. “Real-Time Incremental Estimation of Retinal Surface Using Laser Aiming Beam.” In: 2019 International Symposium on Medical Robotics (ISMR). 2019, pp. 1–5. 59 Bibliography
- [6] S. Yang, J. N. Martel, L. A. Lobes Jr, and C. N. Riviere. “Techniques for robotaided intraocular surgery using monocular vision.” In: The International journal of robotics research 37.8 (2018), pp. 931–952.
- [7]Braun D, Yang S, Martel JN, et al. EyeSLAM: Real-time localization and mapping of retinal vessels during intraocular microsurgery. International Journal of Medical Robotics and Computer Assisted Surgery 14(1): e1848.(2018)
- [8]Yang S, MacLachlan RA, Martel JN, et al. Comparative evaluation of handheld robot-aided intraocular laser surgery. IEEE Transactions on Robotics 32(1): 246–251.(2016)
- [9]S. Yang, J. N. Martel, L. A. Lobes Jr, and C. N. Riviere, “Techniques for robot-aided intraocular surgery using monocular vision,” The International journal of robotics research, vol. 37, no. 8, pp. 931–952, 2018.

