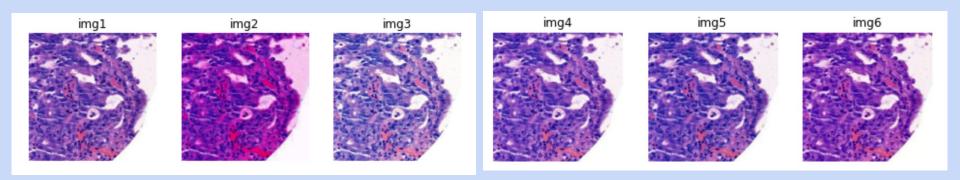
#### 배경

Train dataset과 Real-world dataset 간 염색 등의 정도가 다르다.

-> 모델의 성능 담보 실패



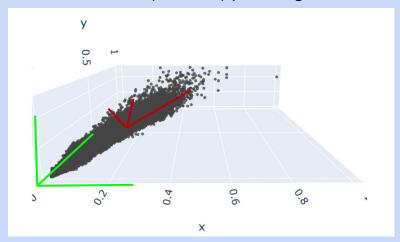
이에 대응할 수 있는 다양한 dataset 확보가 중요하다.

-> stain augmentation module 개발

#### Augmentation을 선형 변환이라고 가정해보자.

$$\mathbf{A} = \mathbf{Q} \mathbf{\Lambda} \mathbf{Q}^{-1}$$

#### For Q, use SVD( or PCA) per image



X https://arxiv.org/pdf/1808.05896.pdf

log, scaling

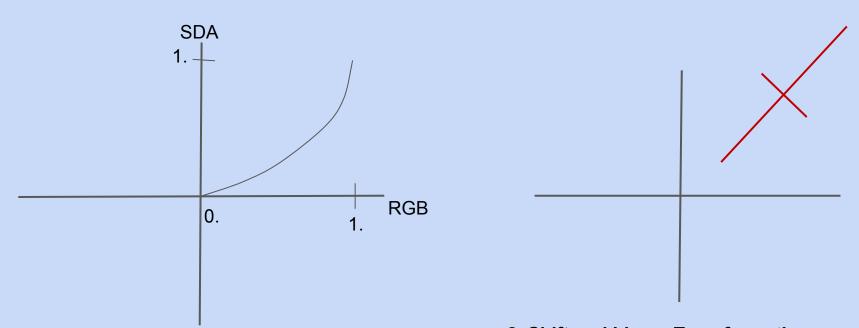
Axis change(to H&E)

Scale and bias (using random)

Axis change(to RGB)

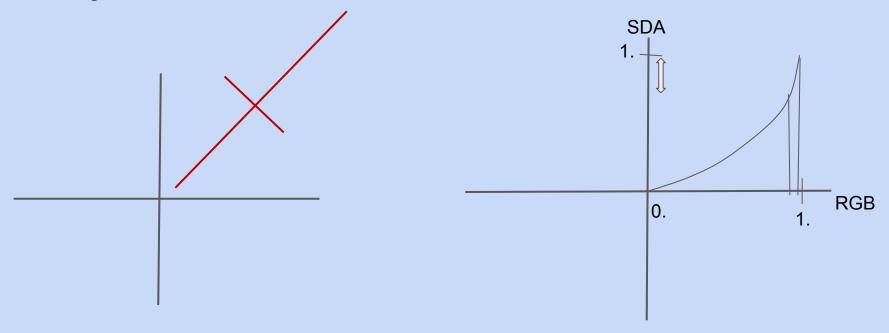
Rescaling

#### 1. normalize by 255, take log, and reflection



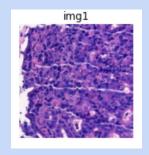
2. Shift and Linear Transformation from sda to H&E(hematoxylin and eosin)

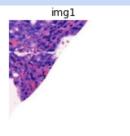
#### 3. scaling and bias, inverse transform to SDA



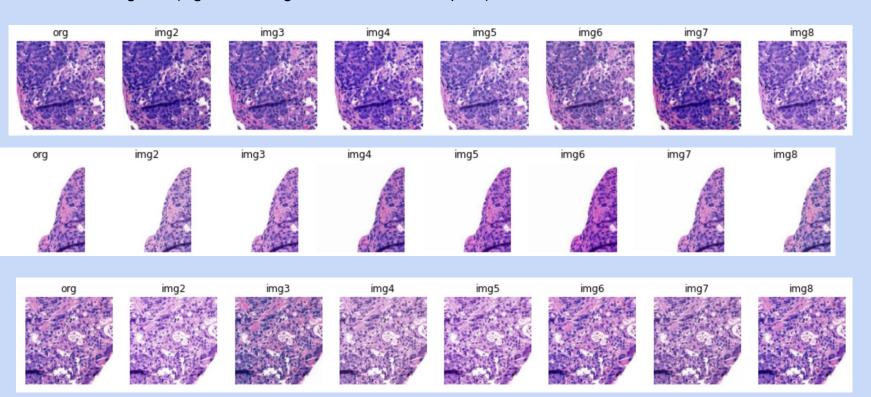
4. from SDA to RGB 배경에는 상대적으로 변화가 덜하다.

For Q, Use SVD per image, but there are bad case SVD result is different, and carefully scaling is needed according to images

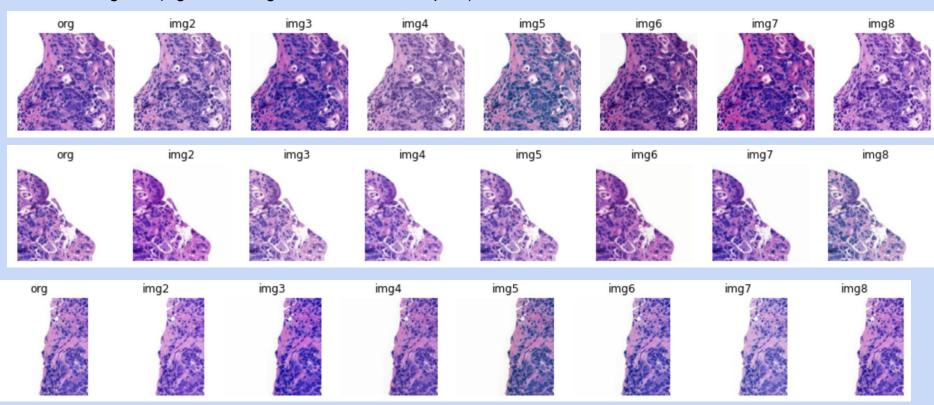




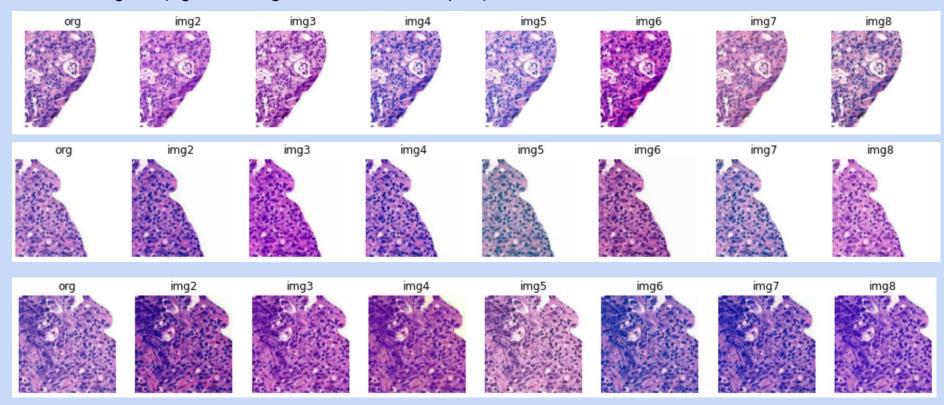
HEColorAugment(sigma1=.4, sigma2=1., mat=None, p=1.)



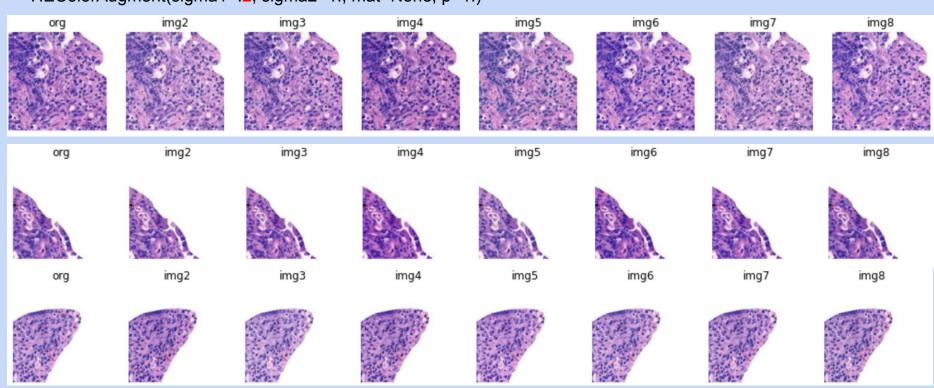
HEColorAugment(sigma1=.4, sigma2=5., mat=None, p=1.)



HEColorAugment(sigma1=.4, sigma2=10., mat=None, p=1.)



HEColorAugment(sigma1=.2, sigma2=1., mat=None, p=1.)



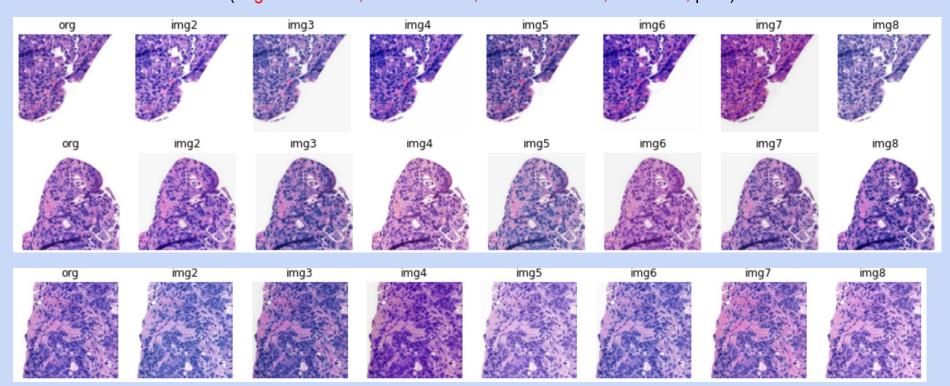
HEColorAugment(sigma1=.4, sigma2=1., mat=None, p=1.) img5 img7 img8 img2 img3 img4 img6 org img2 img3 img4 img5 img6 img7 img8 img2 imq4 img5 img6 imq7 imq3

HEColorAugment(sigma1=.6, sigma2=1., mat=None, p=1.) img5 img3 img4 img6 img7 img8 img2 img3 img4 img5 img6 img7 img8 img3 img2 img4 img5 img6 img7 img8

HEColorAugment(sigma1=.8, sigma2=1., mat=None, p=1.) img2 img3 img4 img5 img6 img7 img8 org img2 img3 img4 img5 img6 img7 img8 org img2 img3 img5 img4 img6 img7 org

### augmentation examples with HSV and Stain augmentation

HEColorAugment(sigma1=.4, sigma2=1., mat=stain\_mat, p=1.), A.transforms.ColorJitter(brightness=0.05, contrast=0.05, saturation=0.05, hue=0.05, p=1.)



### augmentation examples with HSV and Stain augmentation

HEColorAugment(sigma1=.4, sigma2=1., mat=stain\_mat, p=1.), A.transforms.ColorJitter(brightness=0.1, contrast=0.1, saturation=0.1, hue=0.1, p=1.)

