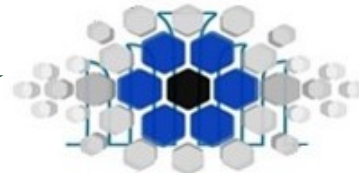
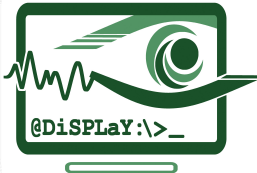


# Retinal OCT Classification Challenge

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<http://display.sbu.ac.ir>

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- 1 Denoising
- 2 Segmentation
- 3 Feature Extraction
- 4 Supervised Learning
  - Support Vector Machine (SVM)

We have used various low pass filters for speckle noise reduction which are introduced in Medical Imaging.

## Speckle noise reduction methods

- Median Filter
- Adaptive Weighted Median Filter
- Fourier Ideal Filter
- Butterworth Filter
- Wavelet Filter
- Homomorphic Ideal Filter
- Homomorphic AWMF Filter
- Homomorphic Butterworth Filter
- **Homomorphic Wavelet Filter**

Original Image

Homomorphic Wavelet  
Filter (Double Level  
Decomposition)  
Band Eliminated = HH

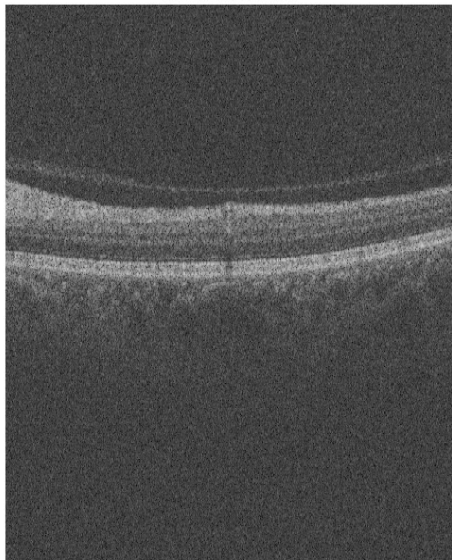
Median filter  
windows size [ 5 5]

Median filter  
windows size [ 5 5]

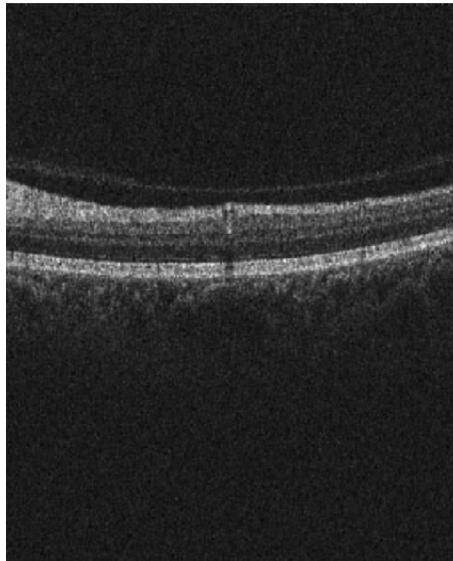
Median filter  
windows size [ 5 5]

Image after denoising

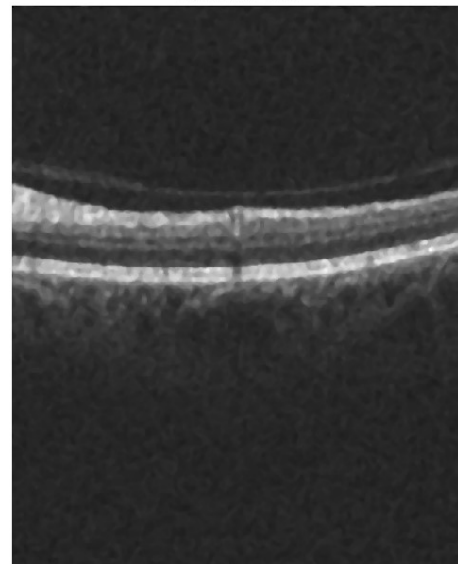
Original Image



Homomorphic Wavelet Filter Analysis  
Band Eliminated = HH



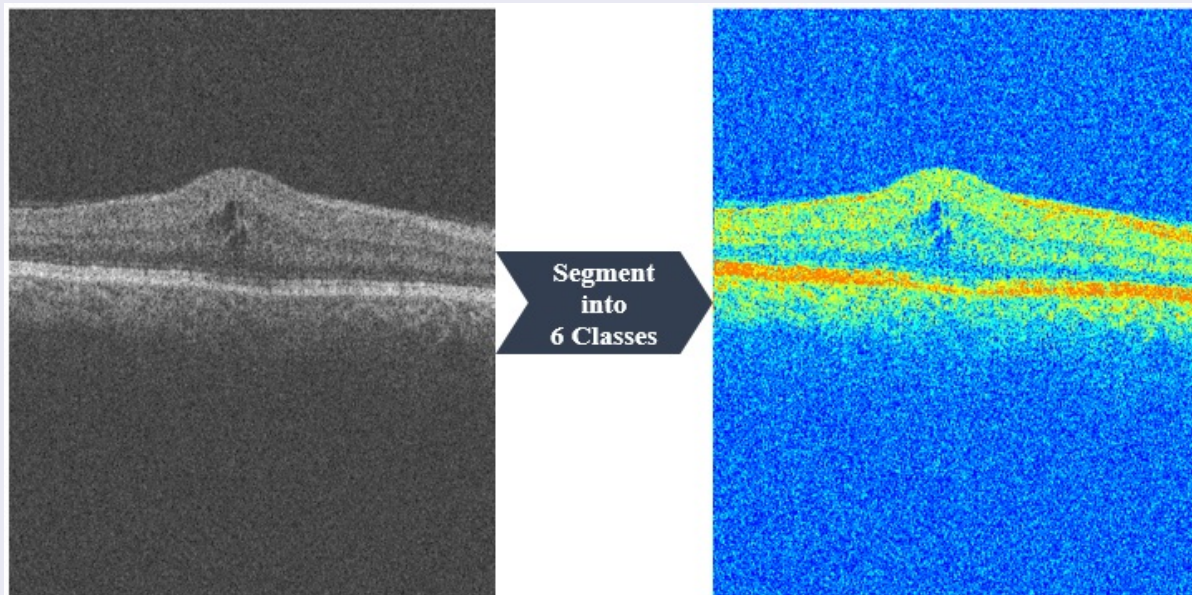
Median Filter





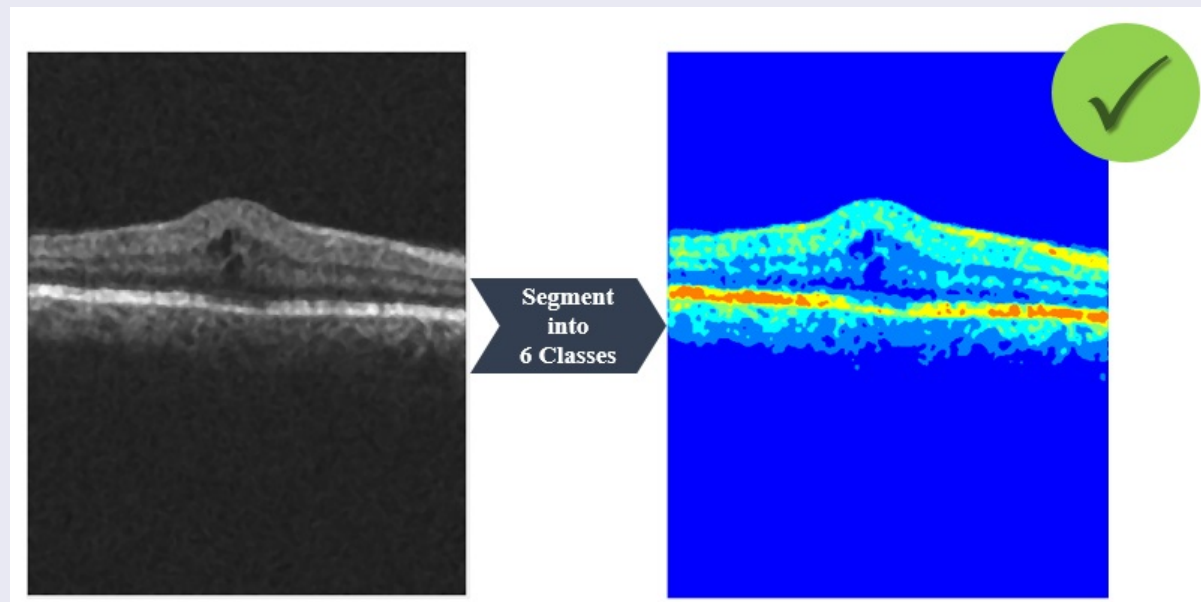
## Otsu's Thresholding Method

For **original OCT**, Extract 5 thresholds and also we have 6 classes:



## Otsu's Thresholding Method

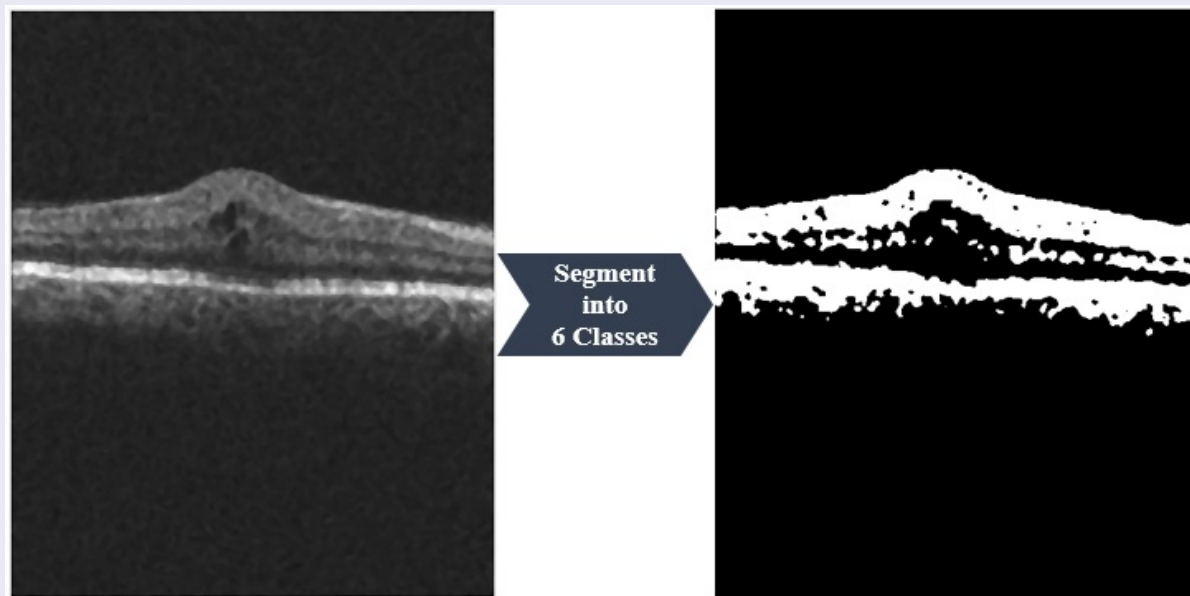
For **denoised OCT**, Extract 5 thresholds and also we have 6 classes:





## Otsu's Thresholding Method

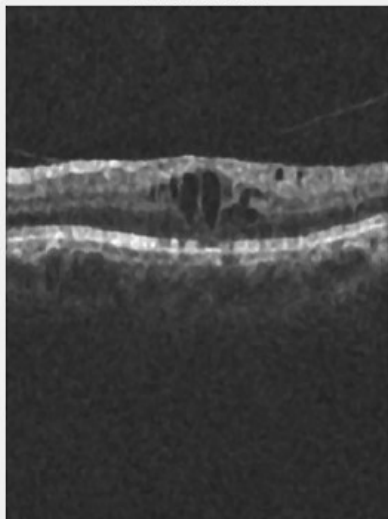
Extract all pixel in denoised OCT with intensity  $\geq \text{threshold}(2)$  to have binary mask with max point in Retina



## Active Contour

Apply active contour with initial mask on **denoised OCT**:

Dnoise Image



Threshold mask



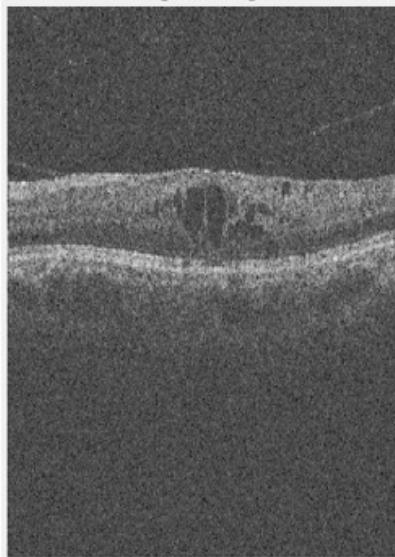
After ActiveContour(500) on Dnoise Image



## Active Contour

Apply active contour with initial mask on **original OCT**:

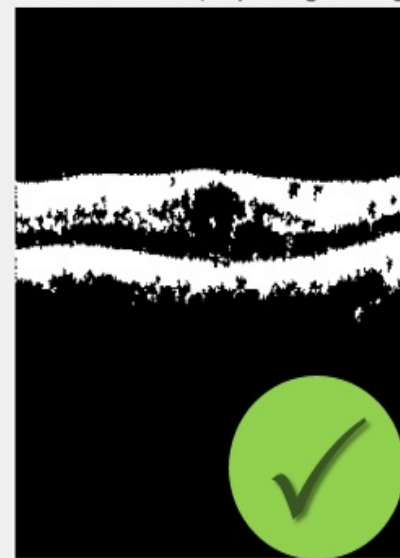
Original Image



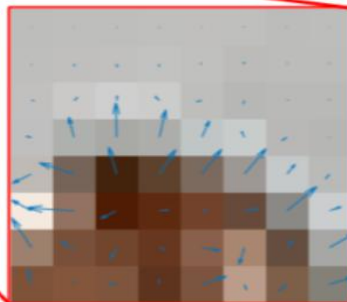
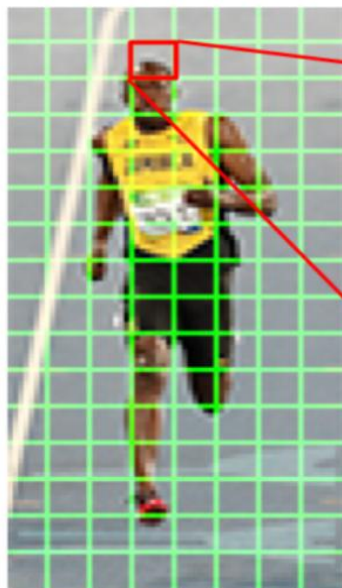
Threshold mask



After ActiveContour(500) on Original Image



## Histogram of Oriented Gradients (HOG)



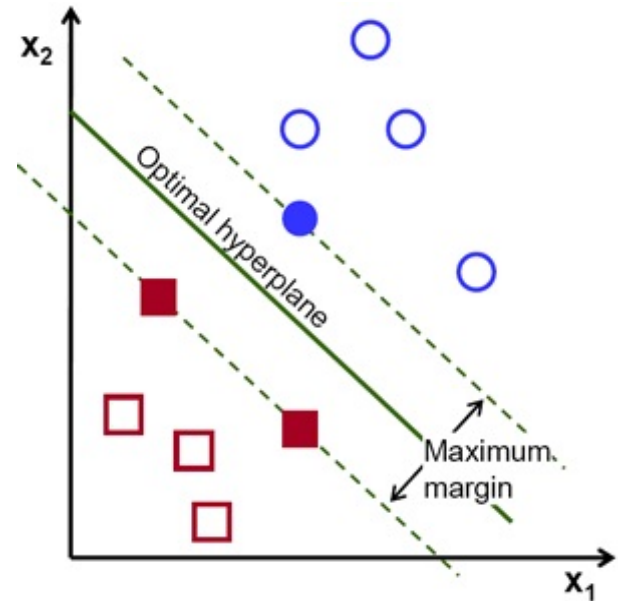
2	3	4	4	3	4	2	2
5	11	17	13	7	9	3	4
11	21	23	27	22	17	4	6
23	99	165	135	85	32	26	2
91	155	133	136	144	152	57	28
98	196	76	38	26	60	170	51
165	60	60	27	77	85	43	136
71	13	34	23	108	27	48	110

Gradient Magnitude

80	36	5	10	0	64	90	73
37	9	9	179	78	27	169	166
87	136	173	39	102	163	152	176
76	13	1	168	159	22	125	143
120	70	14	150	145	144	145	143
58	86	119	98	100	101	133	113
30	65	157	75	78	165	145	124
11	170	91	4	110	17	133	110

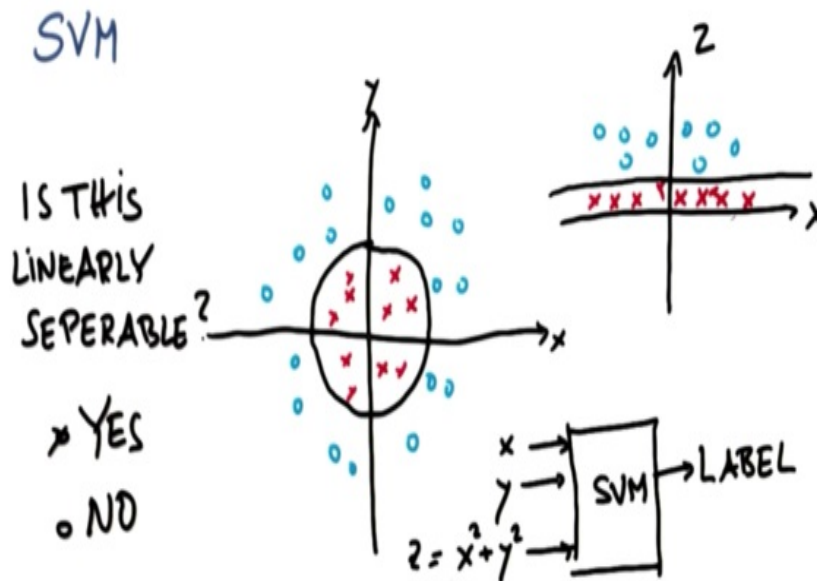
Gradient Direction

The operation of the SVM algorithm is based on finding the hyperplane that gives the largest minimum distance to the training examples. Twice, this distance receives the important name of **margin** within SVM's theory. Therefore, the optimal separating hyperplane maximizes the margin of the training data.



## Kernel Trick:

- Polynomial Kernel
- Radial Basis Function Kernel



Thanks for attention.  
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Questions and Comments?



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