



Artificial Intelligence in Medical Technology

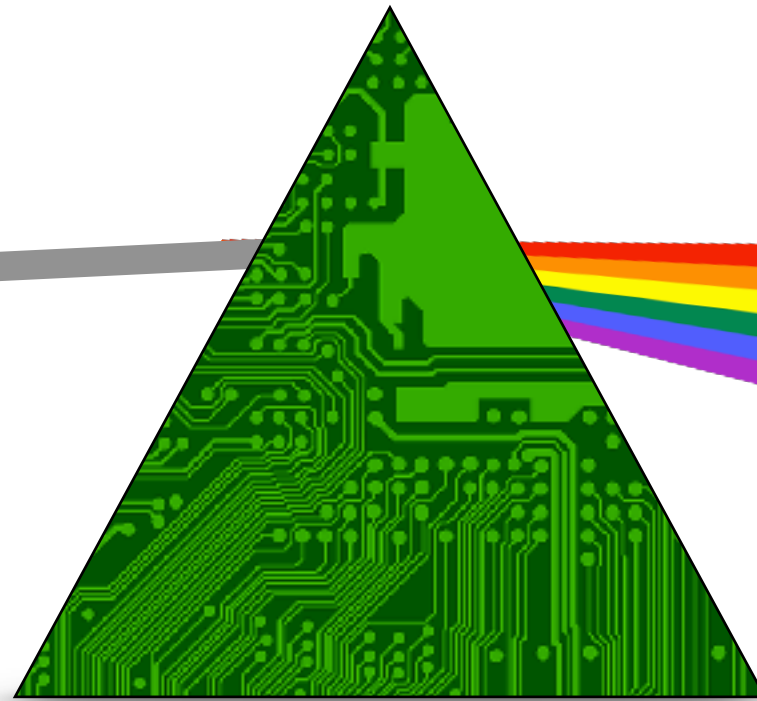
Dr. Johannes Stelzer, Colugo GmbH

S3martmed Workshop
September 20, 2019

**what is
artificial intelligence?**



data



AI



decisions

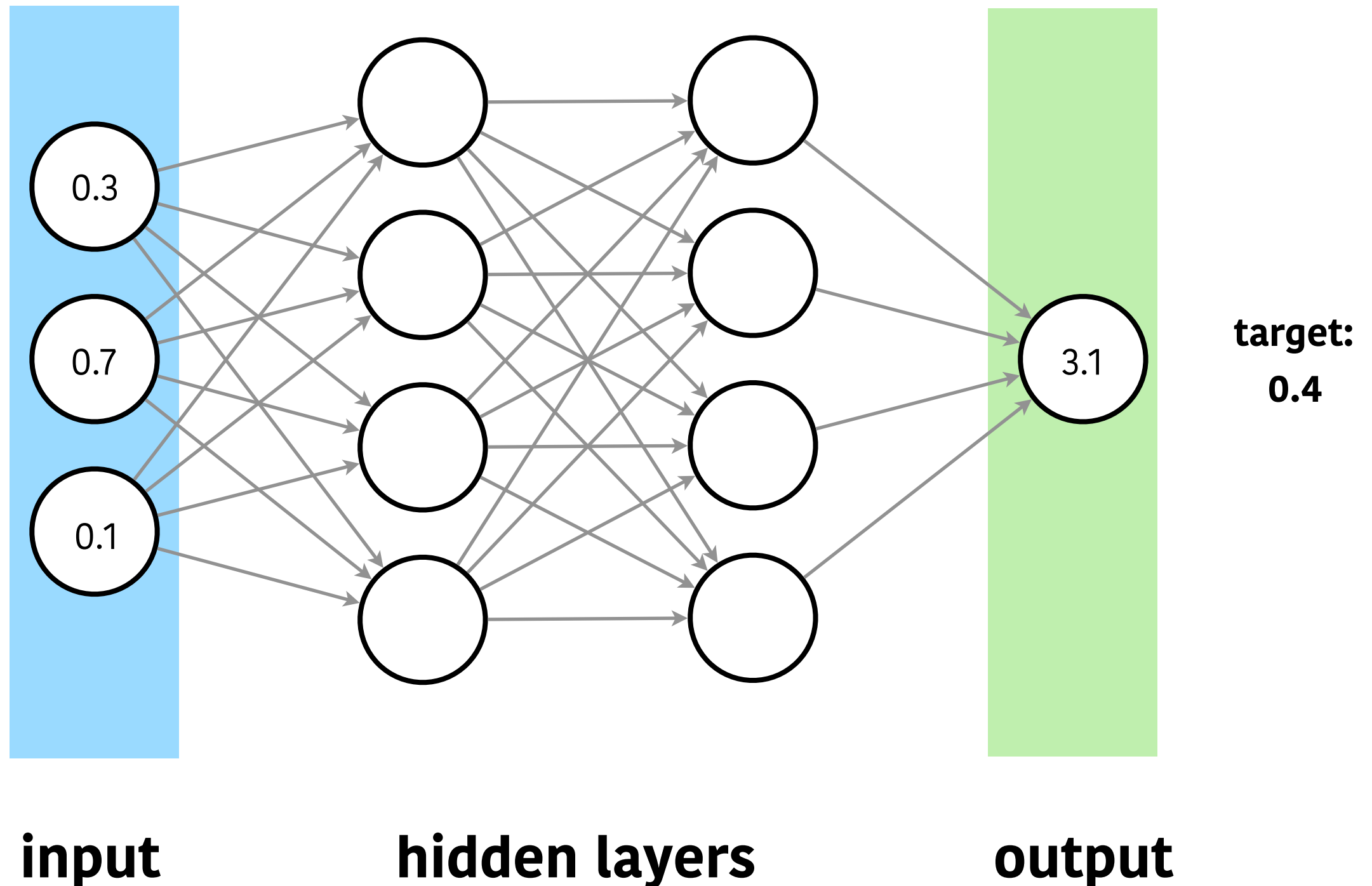
Phase I Training

- learning phase
- requires large compute resources
- adequate choice of network architecture
- carefully prepared input data

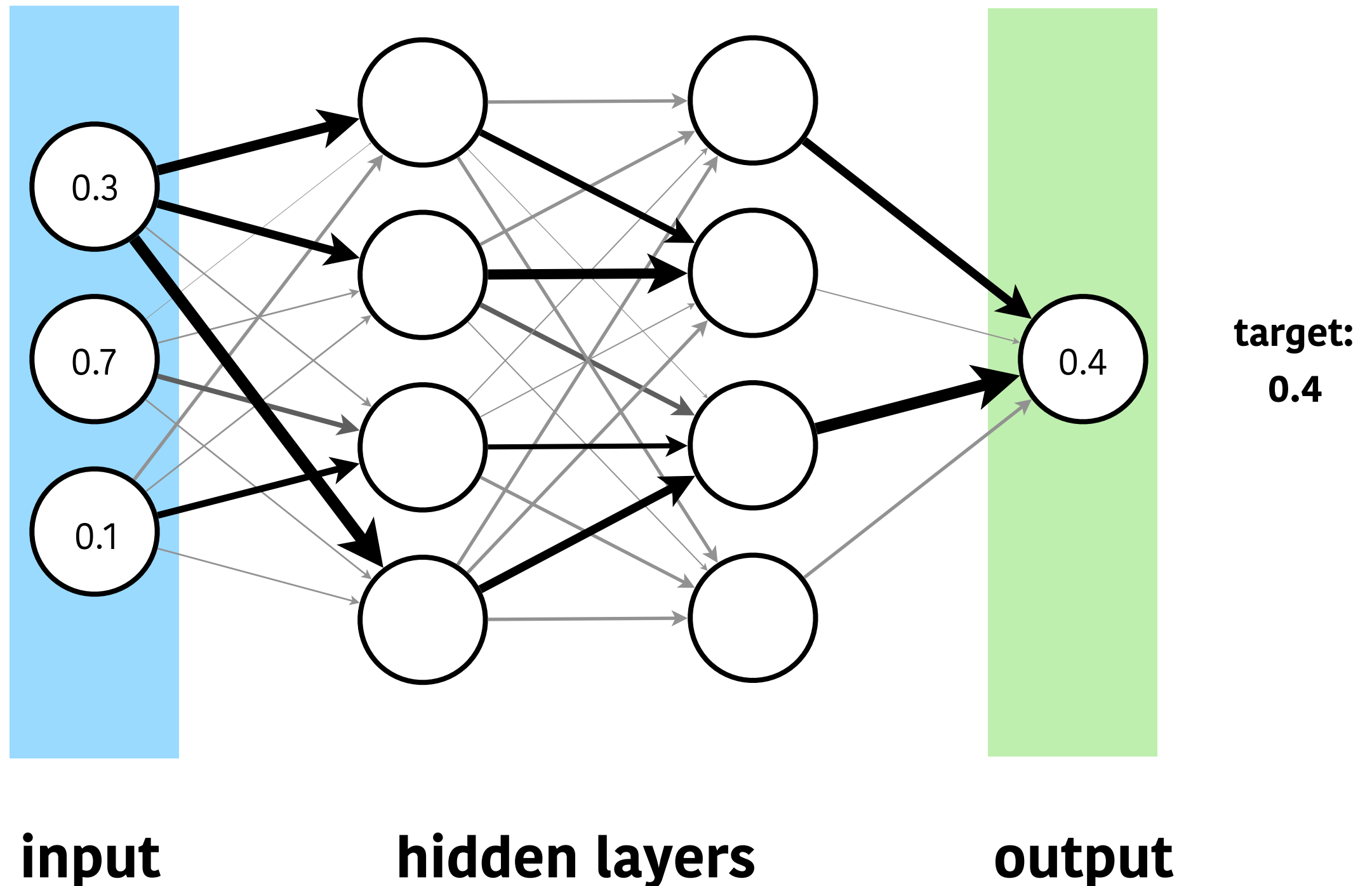
Phase II Inference

- forward-pass = derive decision
- usually very fast
- requires lower compute resources
- input data should conform

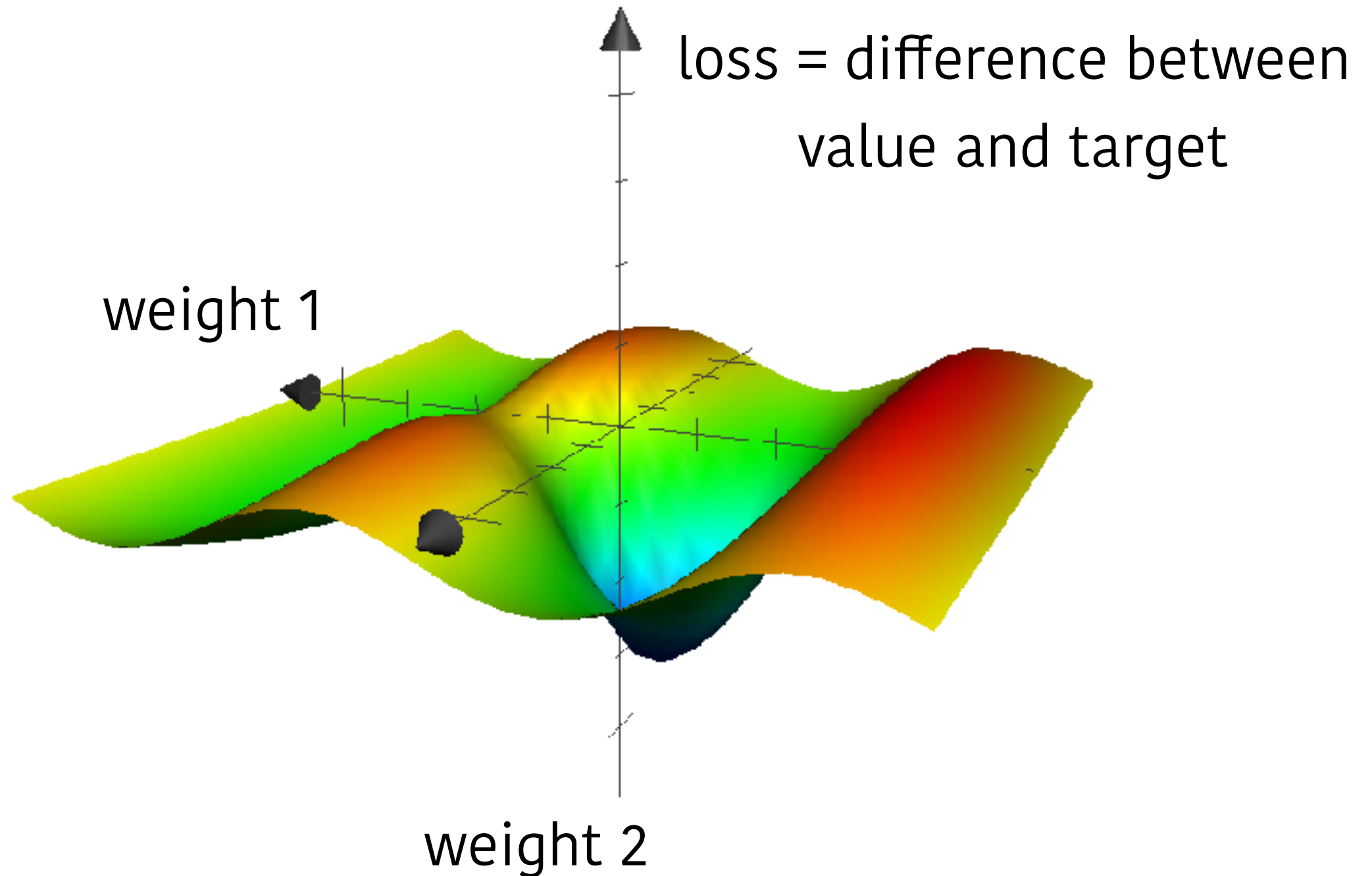
How to train a deep neural network



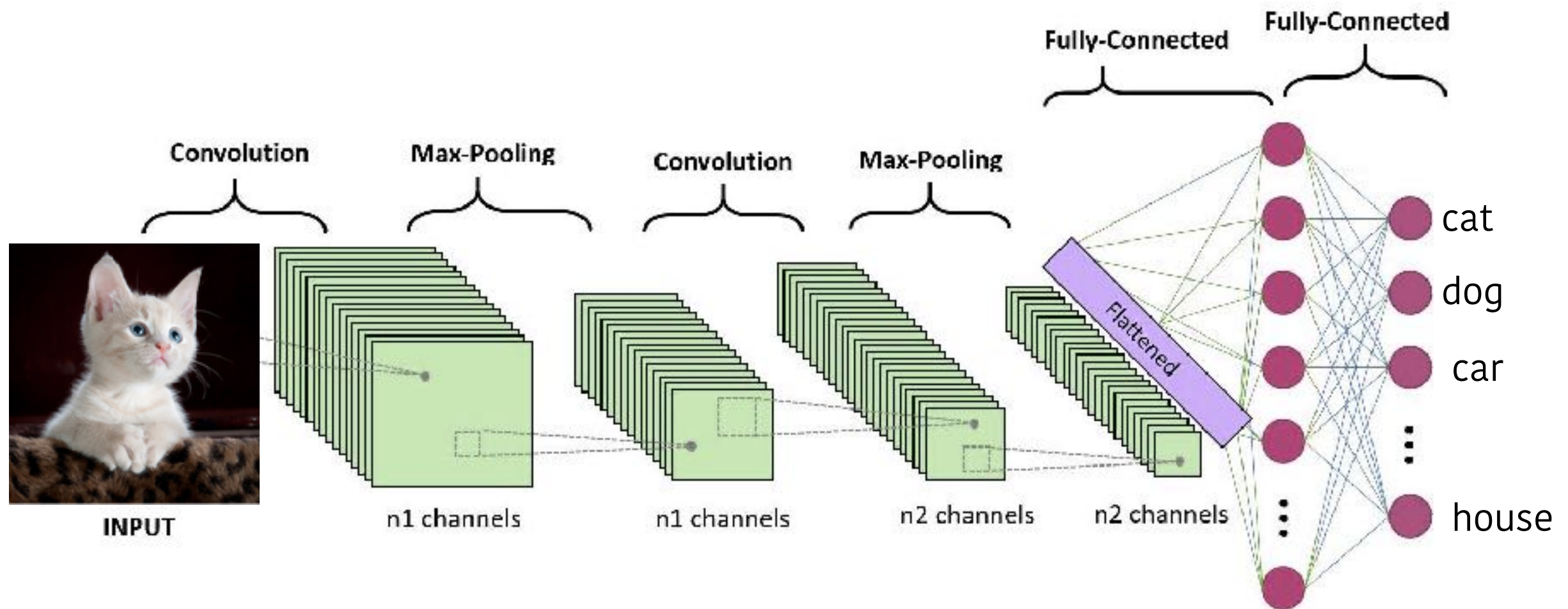
How to train a deep neural network



optimization



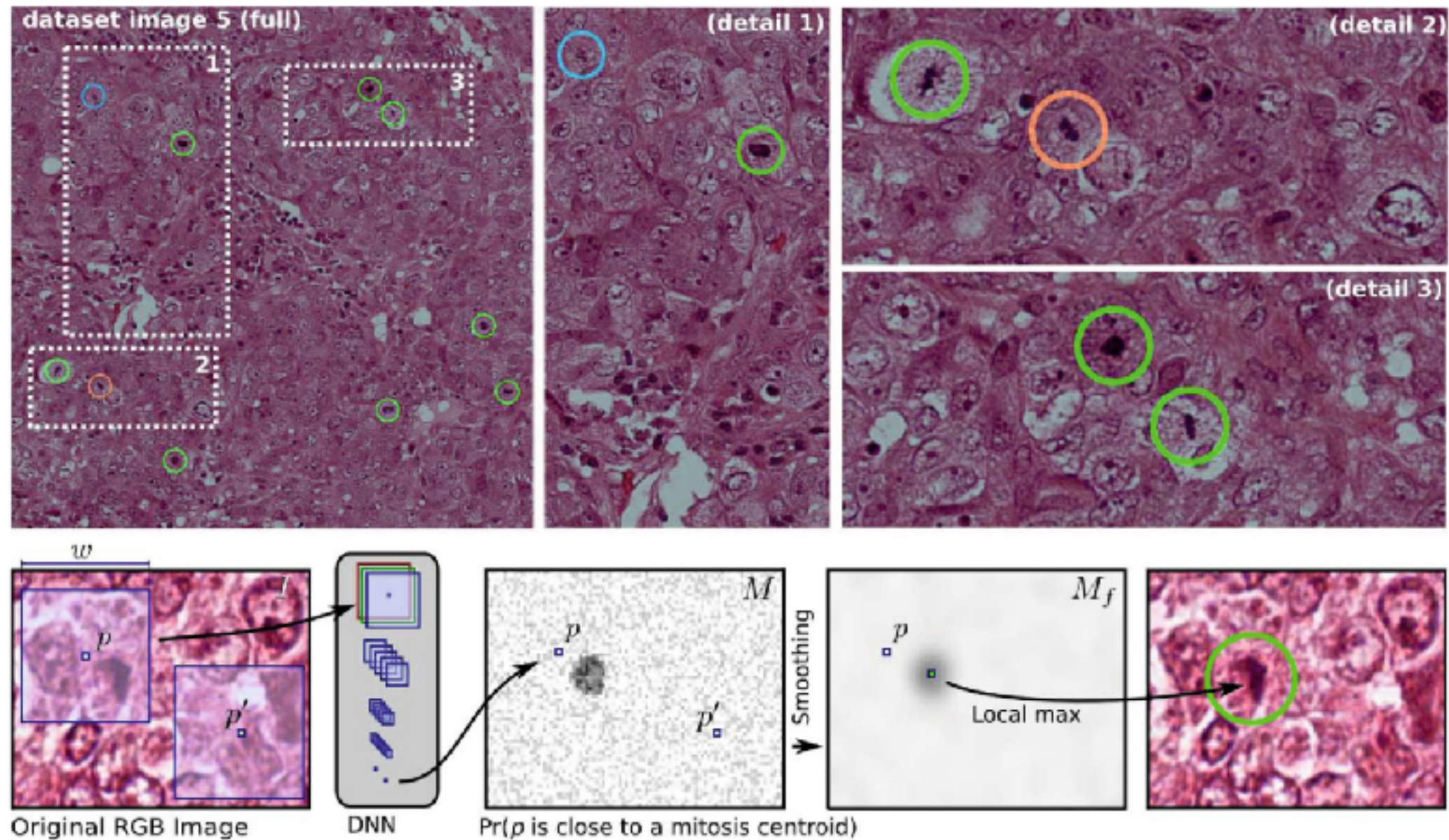
Convolutional Neuronal Networks



**fast parallel computing:
graphical processing units (GPUs)**

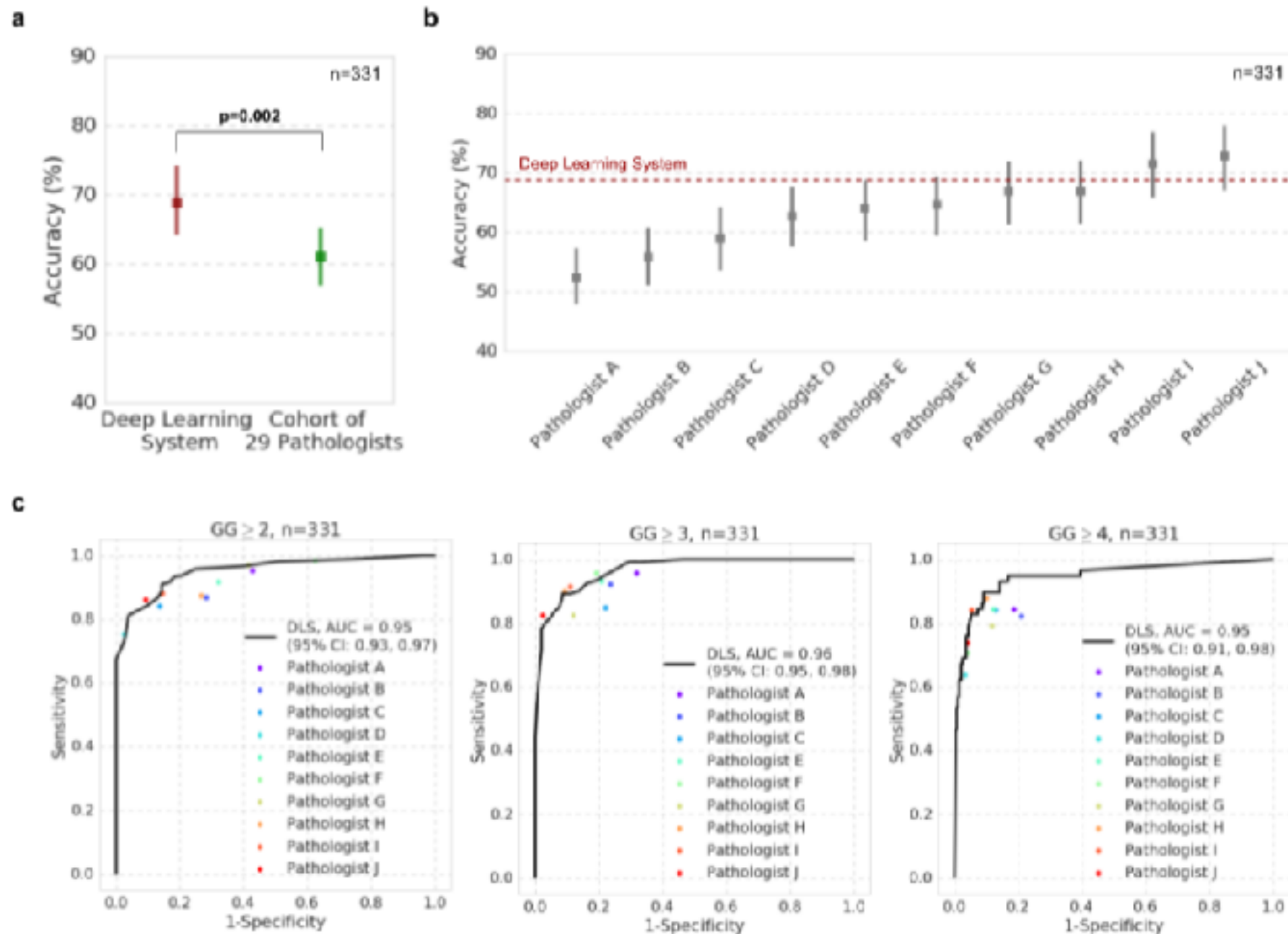


Deep Learning breakthrough 2013



Cireşan, D. C., Giusti, A., Gambardella, L. M., and Schmidhuber, J. (2013). Mitosis detection in breast cancer histology images with deep neural networks. *Med Image Comput Comput Assist Interv* 16, 411–418.

super-human performance scoring prostate cancer



super-
resolution

inpainting

black/white
-> color

in



out



Super resolution using deep neural networks

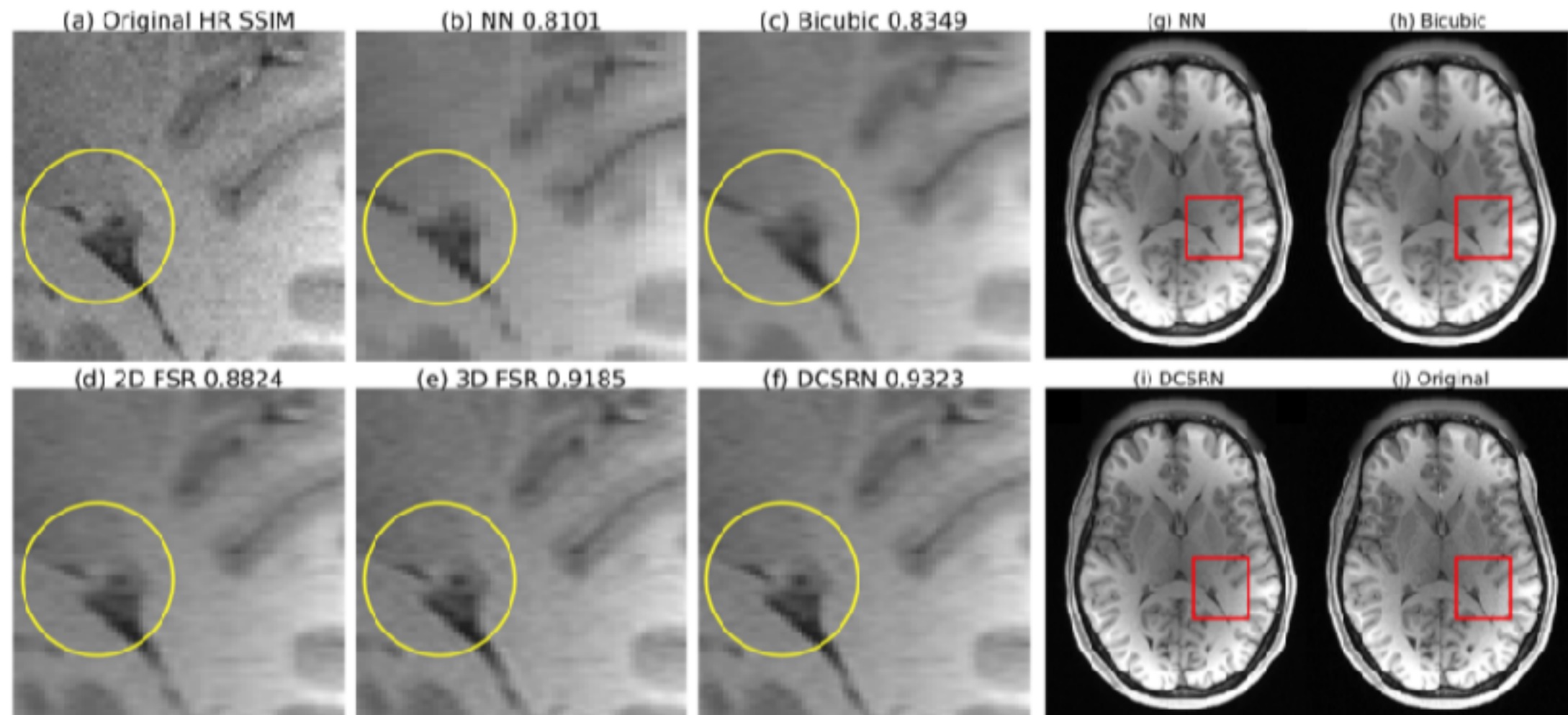
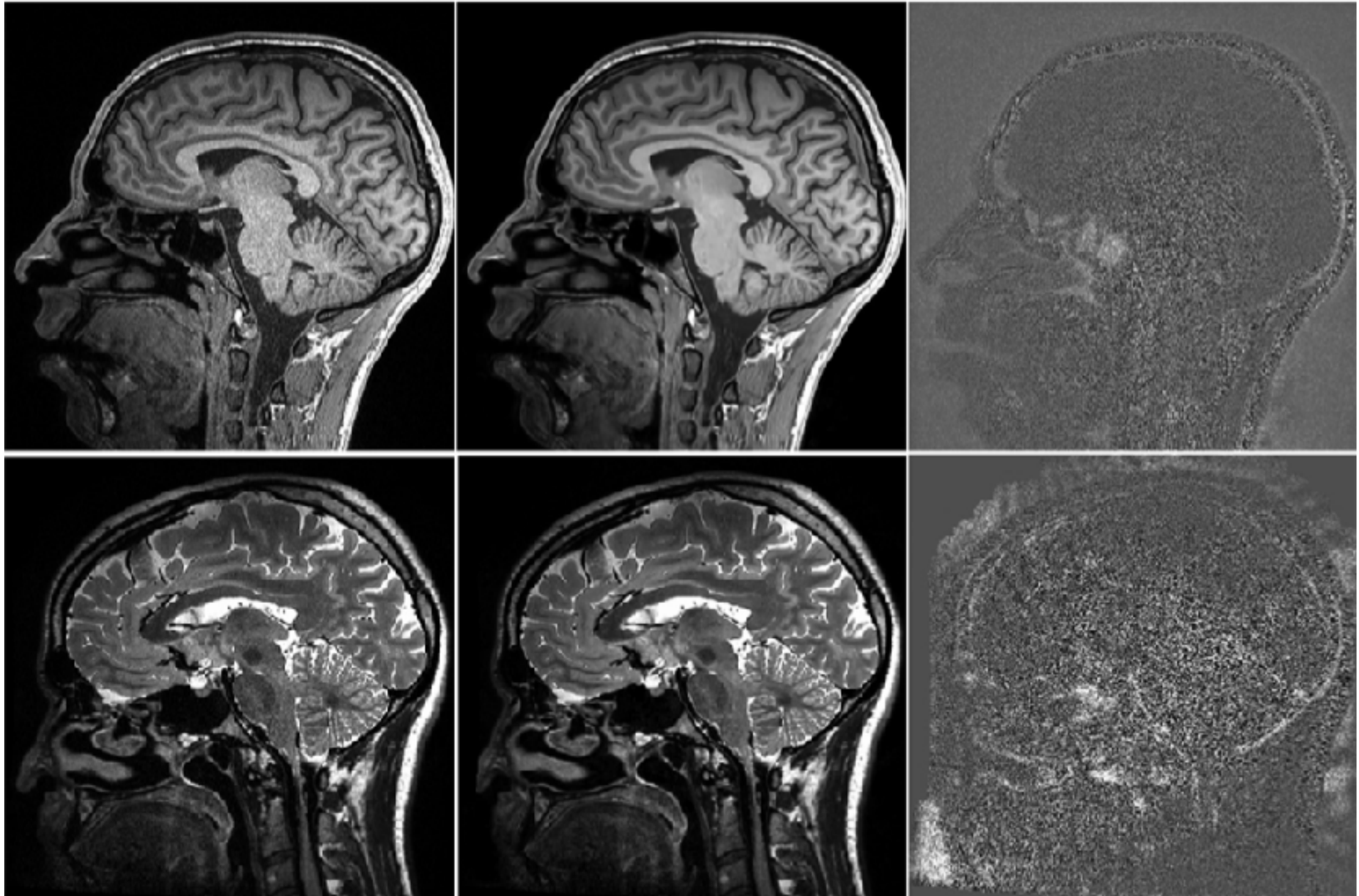
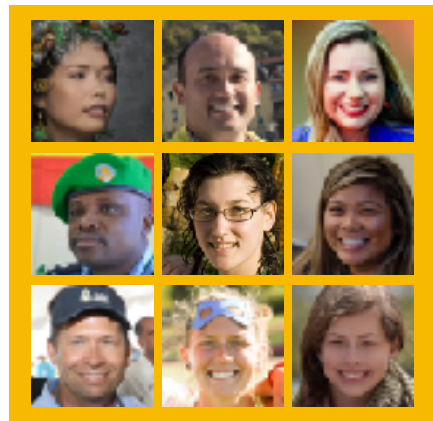


Image denoising using deep learning

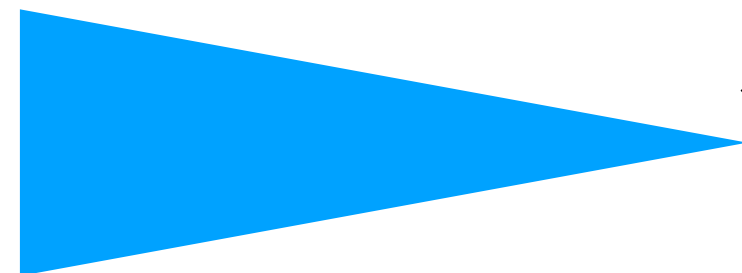


Generative Adversarial Networks (GANs)

Image Database

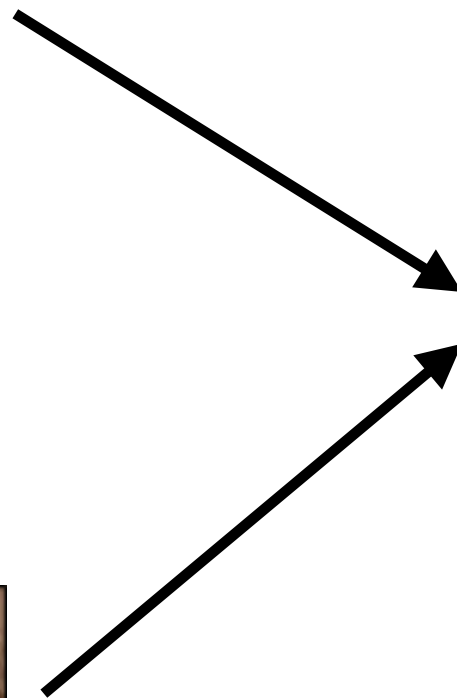
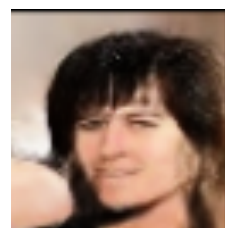
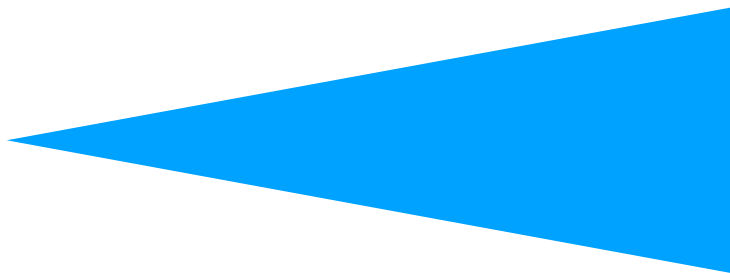


Discriminator



? data base
• or generator

Generator

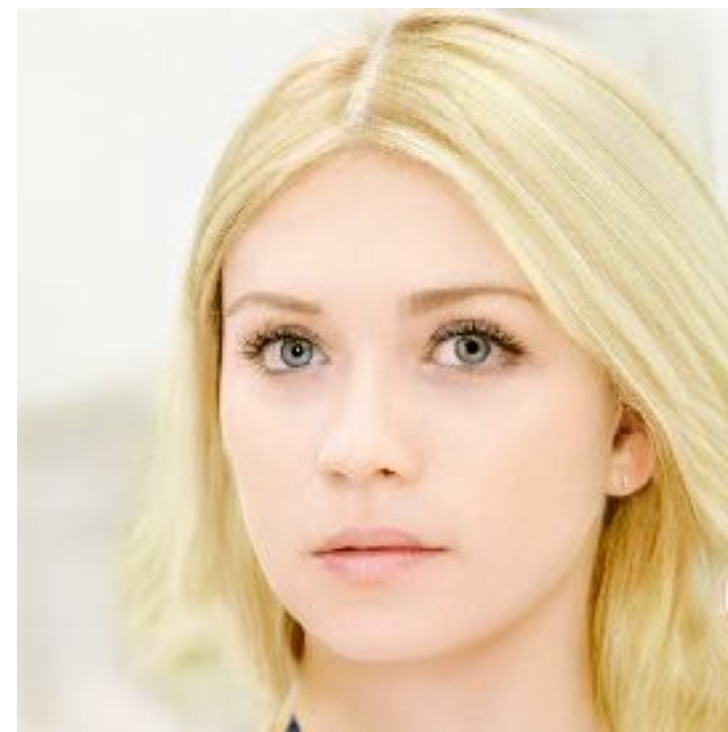
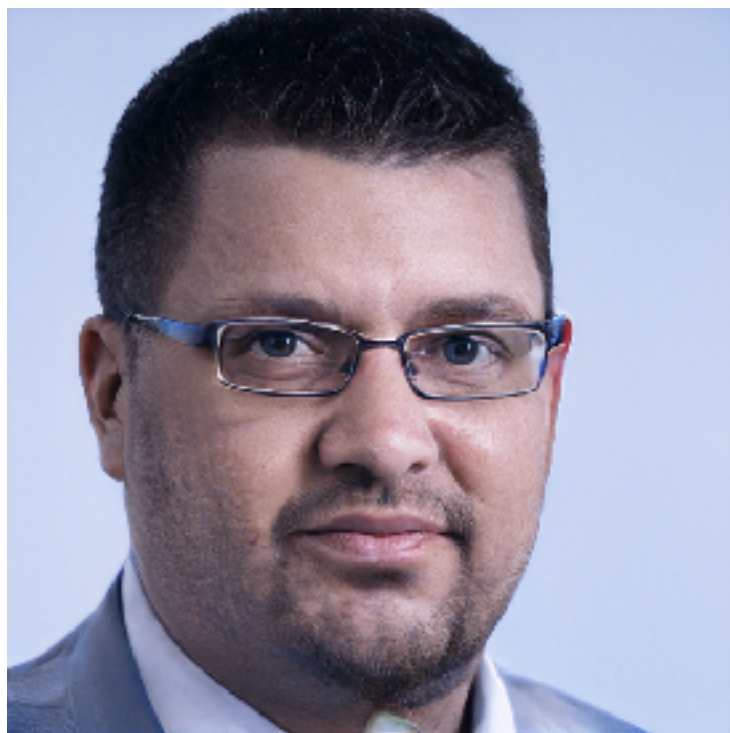


GANs 2015



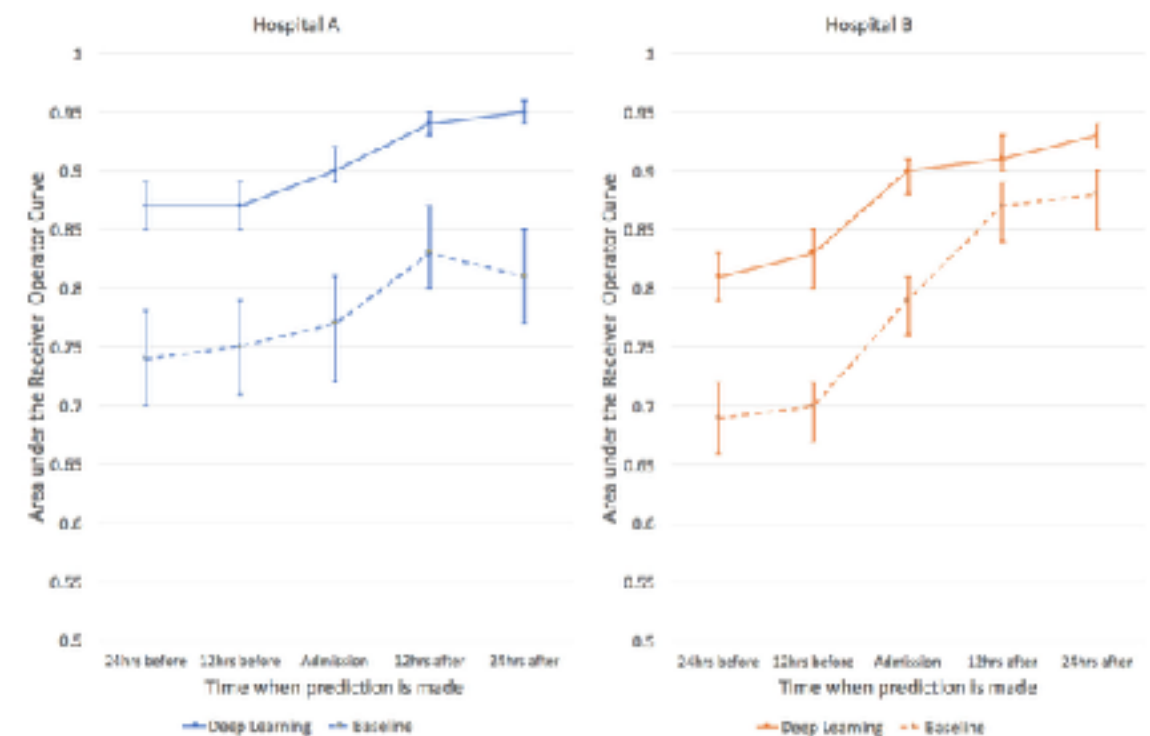
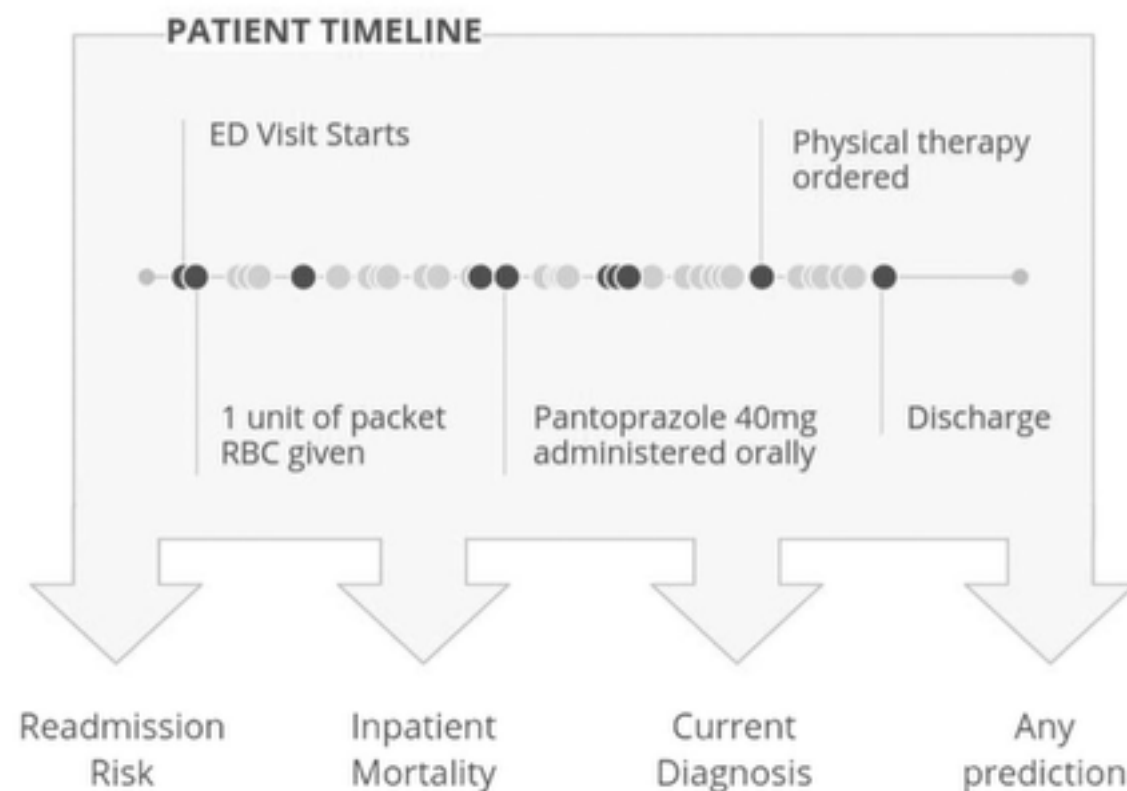
Radford, Alec, Luke Metz, and Soumith Chintala. "Unsupervised representation learning with deep convolutional generative adversarial networks." arXiv preprint arXiv:1511.06434 (2015).

GANs 2019



Karras, T., Laine, S., and Aila, T. (2019). A Style-Based Generator Architecture for Generative Adversarial Networks. arXiv.org cs arXiv., 1–12.

Google health: modeling with electronic health records

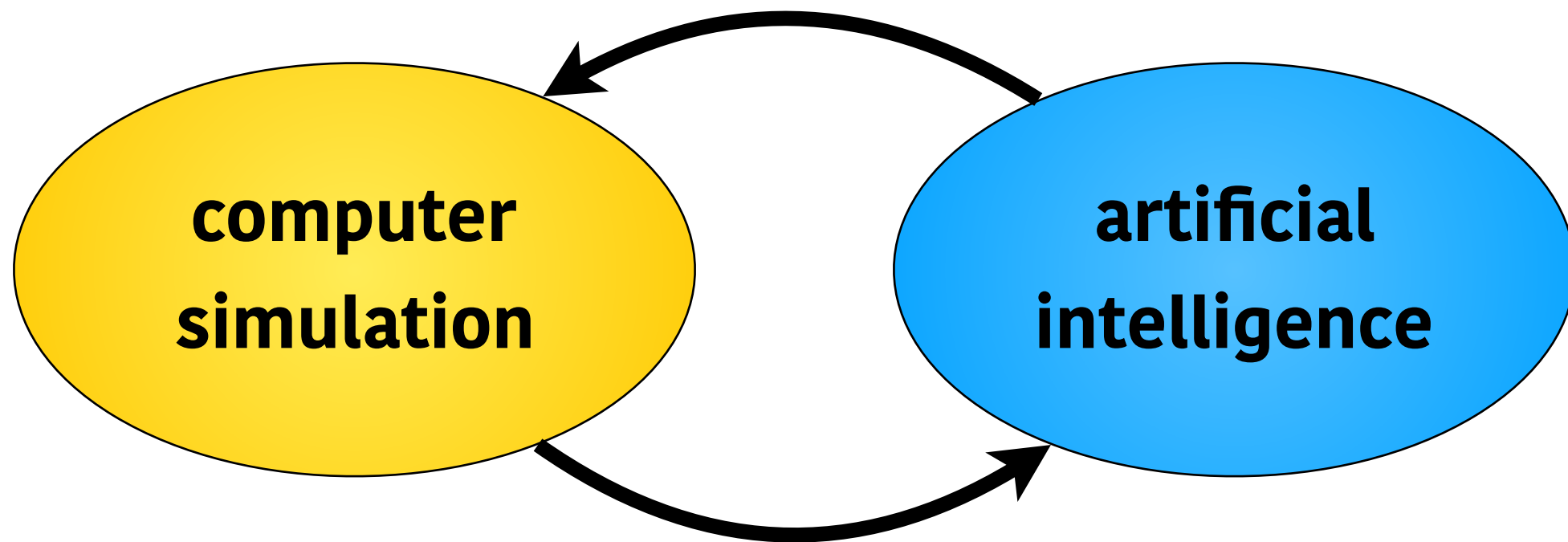


Deepmind: super-human performance in go-game



Silver, D., Hubert, T., Schrittwieser, J., Antonoglou, I., Lai, M., Guez, A., et al. (2018). A general reinforcement learning algorithm that masters chess, shogi, and Go through self-play. *Science* 362, 1140–1144. doi:10.1126/science.aar6404.

simulation-driven AI optimization





- identify AI potentials
- implement AI solutions
- AI & data science support

thanks for your attention!