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Artificial intelligence and computer vision in orthopaedic trauma

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■ ANNOTATION

Artificial intelligence and computer vision in orthopaedic trauma

THE WHY, WHAT, AND HOW

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Artificial intelligence (AI) is, in essence, the concept of ‘computer thinking’, encompassing methods that train computers to perform and learn from executing certain tasks, called machine learning, and methods to build intricate computer models that both learn and adapt, called complex neural networks. Computer vision is a function of AI by which machine learning and complex neural networks can be applied to enable computers to capture, analyze, and interpret information from clinical images and visual inputs. This annotation summarizes key considerations and future perspectives concerning computer vision, questioning the need for this technology (the ‘why’), the current applications (the ‘what’), and the approach to unlocking its full potential (the ‘how’).

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Why AI and computer vision?

In orthopaedic surgery, we have been shown time and time again that "surgeons agree mostly with themselves, but not so much with each other".^{1–8} Daniel Kahneman coined this form of human bias “WYSIATI”: What You See Is All There Is.⁹ Our field is rife with unsatisfactory levels of interobserver reliability in the recognition and classification of fractures among surgeons. The issue of reliability covers trauma from injuries involving the upper^{2–4,7} and lower limb.^{5,6,8} Advances in the power of hardware and computing, the development of more accurate imaging techniques, and improvements in the capabilities of software by using computer vision, promise to increase the speed and accuracy of diagnosis and overcome concerns about reliability for the evaluation of images in trauma.^{10,11} The widely used complex neural networks have several characteristic features and merits. Compared with conventional machine-learning methods such as decision tree, random forest, boosting, and support vector machines, which are typically used to solve problems in machine-learning on top of structured data, the convolutional filtering operations in a complex neural network can respond to local patterns in features of input which are spatially and temporally correlated. These consume fewer computational resources compared with a matrix multiplication process, and hence are predominantly used in the processing of images and videos. Complex neural networks also include a type of deep neural network in which the structure of the model can

be easily modified by adding or removing a layer. There is a rich literature involving the structure of complex neural networks in the computer vision domain, providing a good methodological basis for the analysis of medical images. Finally, the number of learnable parameters in a complex neural networks is at a scale of millions to billions, and the optimization of the parameters of models is often favourable when dealing with a massive amount of data.

Rather than a replacement for human interpretation, we believe that the attraction of computer vision in the practice of trauma surgery lies in augmenting the diagnostic capabilities of surgeons and musculoskeletal radiologists, reducing bias and variation, minimizing error and mismanagement, and ultimately buying time to focus on our patients and delivering optimal care.^{10,12,13}

How does computer vision work?

AI algorithms are now incorporated into many digital products, from smartphones to automated vehicles. The data generated through use of these devices serve as a perpetual source of information for further computer learning and improvement. In orthopaedic surgery, AI is being used in the development of advanced models of prediction as well as automated methods for the diagnosis and classification of different conditions. Models which predict the stratification of risk using machine-learning now go beyond conventional statistics identifying non-linear relationships between individual characteristics and outcomes.^{14,15} For

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instance, models have been used to predict same-day discharge and assess balance and prosthetic alignment during total knee arthroplasty.^{16,17} Computer vision has been evaluated in the detection and classification of fractures using radiographs and CT scans.^{18,19} In other specialties, clinicians are using this technology to interpret images such as mammograms, fundoscopies for papilloedema, and CT scans for the identification of intracerebral haemorrhage.^{20–22} There has been a considerable increase in the number of studies aiming to improve clinical decision-making through the analysis of large databases using AI and computer vision.^{18,19,23} The next phase should focus on prospective clinical evaluation, the maturation of techniques, and expansion of work to gain external validity in geographical areas and populations, in order to consolidate accuracy, reliability, and transferability while minimizing bias.¹⁹ Kunze et al²⁴ and others have emphasized these factors and the need for improvement in the regulations and standards for taxonomy, the quality of data, critical appraisal, and reporting.^{25–28}

What are we doing with AI and computer vision?

Appreciating the fundamental differences in ‘learning’ – the process of absorbing information to increase knowledge, skills, and capabilities, and applying this intelligence across a variety of different contexts – between humans and AI-powered machines can help us improve our understanding of the technology behind computer vision. Humans use the brain’s computational power, memory, and innate ability to learn from direct experience or to be trained by others. We are also taught to explain how and why we came to certain conclusions about the things we have learned and interpret, and write out the mathematics (or ‘logic’) so that it can be understood and validated by others. In contrast, machines driven by AI rely on the provision of data and the respective outcomes into the system to build current and future logic, and understand how outcomes might be inferred. A trained machine-learning model is highly complex, encapsulating millions of numerical parameters that collectively contribute to any decision it makes. Therefore, it is beyond our human capacity to fully explain why a model came to a certain conclusion, as the decision could be based on either a pattern that makes sense (clinically) or on a pattern with apparent association to the decision (i.e. a model may learn to recognize sheep by learning the texture of grass, as sheep are always found on grass).

Increasing the number of labels and observers is the most common way to deal with inadvertent human interobserver variation and mistakes. However, what we are teaching the computer is the majority-voted decision, which is usually the best available truth but unfortunately not error-free. If we want the computer to learn beyond what is given (i.e. information based on our understanding such as of classifications) it needs to act with the task (environment) and trial-and-error actions, where the process is in many ways similar to the evolutionary process. For example, the AlphaGo Zero chess player made by Google AI was created by allowing AI players to play against each other.²⁹ This was different from the original AlphaGo,³⁰ which learned from human moves. After a huge number of games, the AI players start to invent moves. As the computer can play so much quicker than a human, it may cover or surpass

the entirety of games played throughout human history and thus generate a huge amount of data, which is key to an excellent model. In order to generate enormous datasets and create models that outperform us, it is essential that we collaborate, not only nationally but globally. However, it is also essential to consider ethical issues. For example, what if a dataset of 100,000 images is lost? Even though these images were anonymized, it would still lead to headlines and have an enormous effect on the future collection of these datasets. In addition to ethical considerations, laws between countries about sharing data between institutions, each with their own protocols and mandates, often significantly impair collaborations.

In computer vision-based analysis of orthopaedic images, the input can include any form of digital data, most often radiographs and CT scans. Medical images are usually stored in the Digital Imaging and Communications in Medicine (DICOM) format. As this contains substantial, often unnecessary, and sometimes incorrect, information about the patients and the study, the data are converted into more generic formats such as Portable Network Graphics (PNG, lossless) or Joint Photographic Experts Group (JPEG, lossy compression) files to minimize redundancy and increase efficiency. These data and converted formats are then split into training and test sets in a 60:40 or 80:20 ratio. Within the training set, a separate set of images is selected or stochastically sampled, often using n-fold cross-validation, to develop the validation set. This is then used to optimize the performance of the training set without compromising the objectivity of the test set, which is then finally used to evaluate performance. In other words, one is not directly training the model to fit the test set as a strategy to avoid overfitting the model. Thus, the computer model can effectively perform the designated task, not only on the images it has seen before, but on the images it has yet to see. This characteristic is termed ‘generalization’.

The computer can reach human-level performance, or even outperform humans in certain tasks, but limitations in the ways of validating decisions can lower the reliability of medical AI systems, making the use of applied AI in medicine challenging.

Pitfalls and what to look out for when appraising manuscripts dealing with complex neural networks for fractures

There is a healthy reservation or resistance towards using AI in diagnostics and medical decision-making, and anyone who has had AI take the wheel can attest that the deviation from the normal situation is challenging. However, as we gain more experience with the applications of AI, it will become easier to understand and navigate through these situations. Even though computers, given the ‘artificial’ intelligence, might be able to perform certain tasks better than humans, they do not possess common sense and are therefore always ‘stupid’ or cold as robots. The main weakness of complex neural networks is the fact that their quality relies heavily on the database upon which they were trained. One cannot expect such a network to recognize fractures or pathology it has not seen before, even though they may be similar to what it already ‘knows’. Therefore, the utmost care must be taken when choosing the data that are used for training, testing, and validation, either internally

or externally. External validation is a crucial step in the validation of a model on new data from a different geographical location, as this could expose possible biases and performance weaknesses.¹⁹ Many AI models in orthopaedic surgery have not undergone external validation.¹⁹ However, assisting clinicians with AI-based solutions has some important strengths, including consistent predictions, no mental fatigue, no inherent bias, and analysis in just a few seconds. It can reach the level of an experienced clinician and is therefore able to provide continual top-level expertise effortlessly.^{31–36}

Future perspectives

Regardless of the challenges in the past, present, and future, there has been a rapid development of AI and a surge of practical applications in day-to-day life. We enjoy the use of voice assistance to turn on the lights, dictate a message, or as reminders. We believe the future of medicine will enjoy similar quality-of-life improvements, with significant effects on the lives of our patients. Would it not bring comfort to patients and doctors to be able to make informed decisions together, based on the patient's specific medical characteristics, and to focus on the patients who require close monitoring, and spend one's time where it is the most efficient? We do not believe that AI will replace doctors, but will instead reduce the burdens on us and allow us to spend our time more efficiently with our patients.

In order to achieve these goals, we need to overcome one of the most difficult challenges yet: the relative shortage of quality data in a single hospital. We need to rise above isolated models that are developed, tested, and applied clinically in one centre, and thus are not applicable elsewhere. Only together can we create large enough databases to predict the conditions that matter, such as patient-specific outcomes based on individual characteristics, the risks of postoperative infection, hardware failure, morbidities, and mortality.



Take home message

- Artificial intelligence has seen a surge of applications; however, only together can the orthopaedic community create large databases so we can train models that are globally

applicable and with a greater ability to predict the conditions that matter.

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