



# BREAST CANCER PREDICTION USING DEEP LEARNING

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## ABSTRACT

These discoveries have increased the significance of assuming breast cancer disease from signs of physical illness. The current systems are numerous and basically adhere to four research paths. 1) Information gathering 2) Disease implication 3) Health promotion 4. Medical inquiry. Because effectively and efficiently predicting diseases is difficult, especially for community-based health services due to the vocabulary gap, inadequate information, and linked medical concepts, it is not possible to automatically respond to health seekers' requests. The suggested system offers information on community-based health services. Then, based on the symptoms of health searchers, it proposed a sparsely connected machine learning scheme that may identify potential ailments. The proposed model has sparse connections for increased learning effectiveness, and the number of hidden nodes is automatically. It resolves the medical symptoms. Our execution will demonstrate that.

## I. INTRODUCTION

One of the most prevalent illnesses that cause women to pass away now is breast cancer. Tumor classification can be used to identify breast cancer. There are two different sorts of tumors such as malignant and benign tumors. To differentiate between various malignancies, doctors require a trustworthy diagnosis process. However normally it is very tough to distinguish tumors even by the

experts. Hence, in order to diagnose cancers, a diagnostic system needs to be automated. Numerous researchers have tried to use machine learning algorithms to determine whether cancers in humans are likely to survive, and it has been demonstrated by researchers that these algorithms are more effective in determining cancer diagnosis. Using DWT (Discrete Wavelet Transform) and SWT, the Article presents breast cancer domain utilizing our current methodology (Stationary Wavelet Transform). Edge and energy rules are applied to the decomposed bands of DWT and SWT-based images. The new filter rule performed less well in obtaining the image of breast cancer. The effectiveness of the system's present method is evaluated using entropy, but the results for breast cancer from this method are not correct. The current systems are numerous and essentially correspond to four research axes. They include Medical search, Preventative medicine, Disease inference, and Information extraction. As opposed to other forms of health data, the current system is unable to provide a response because of the vocabularies used by the various health seekers. Health searchers use succinct questions to briefly convey their issues. Building the ground truth for many diseases is expensive. The disease inference performance that may be attained using conventional shallow learning techniques is constrained by these limitations. Modern learning algorithms such as decision trees that immediately follow the output of a learning scheme and classify the system as having just one layer are examples of shallow learning approaches.

## II. EXISTING SYSTEM

The current systems are numerous and generally correspond to four research axes. Information extraction, disease inference, preventive medicine, and medical inquiry fall under this category. In comparison to other forms of health data, the current system is unable to respond to the query because of the vocabulary gaps among various health seekers. People seeking health describe their issues in brief questions. Building the ground truth for different diseases is expensive. The disease inference performance that can be attained using conventional shallow learning techniques is constrained by these variables. Modern learning algorithms such as decision trees that immediately follow the output of a learning scheme and classify the system as having just one layer are examples of shallow learning methods.

## III. PROPOSED METHODOLOGY

The proposed system is one that was created using cutting-edge methods to improve upon the weaknesses of the current system. In our suggested approach, features such as the diameter of the optic disc, lesion specific (micro aneurysms, exudates), and picture level (pre-screening, AM/FM, quality assessment) are applied to features retrieved from the output of several retinal image processing methods. K-Means were used in the decision-making process to predict the existence of breast cancer. GLCM (Gray Level Co-Occurrence Matrix) is employed here to extract features. For picture segmentation, GMM is employed. In comparison to all other categorization techniques now in use, we will obtain great accuracy here. Processing time is drastically reduced as compared to Neural Network techniques. We reviewed both sequential and parallel algorithms and put forth a fresh approach that was based on some of the strategies used. With the help of our algorithm, we anticipate a significant improvement in performance. K-Means Classifier-based proposal aims to increase the earlier works' accuracy for the multiclass classification challenge, where they attained a performance of between 83.31% and 88.23%.

### A. Image processing

Image processing is a technical procedure that transforms an image signal into a real-world image. Either a digital or analogue image signal is possible. An actual physical image or an

image's properties can constitute the output itself. To make a digital or analogue image, an image is recorded or scanned using a camera in this procedure. Depending on the type of input source, the image is processed using the relevant technology to create a physical picture. The image in digital photography is saved as a computer file. In imaging science, image processing is the mathematical processing of images using any type of signal processing, where the input is an image, a collection of images, or a video, such as a picture or frame, and the output is either an image or a set of parameters or characteristics related to the image. The majority of image-processing methods treat the image as a two-dimensional signal and then process it using common signal-processing methods. Pictures are also processed as three-dimensional signals, with time or the z-axis as the third dimension.

### a) Digital image processing

Using computer algorithms to do image processing on digital images is known as digital image processing. Digital image processing has significant benefits over analogue image processing as a subfield or area of digital signal processing. It permits the application of a much wider variety of algorithms to the input data and can prevent issues like the accumulation of noise and signal distortion during processing. Digital image processing can be modelled as multidimensional systems since images might exist in two dimensions or more. Analyzing and processing analogue and digital signals, as well as storing, filtering, and other operations on signals, are the focus of the mathematical and electrical engineering field of signal processing. These signals range from transmission signals to speech, sound, and image signals, among others. Out of all these signals, image processing is the field that works with the kind of signals where the input is an image and the output is also an image. It deals with the processing of photographs, as its name would imply. Analog image processing and digital image processing are two more categories.

### b) Analog image processing

Analog signals are used for analogue image processing. Analog signals in two dimensions are also processed. In this kind of processing, the electrical signal is changed while the pictures are being altered. The image from television is a typical example. Due to its greater

variety of uses, digital image processing has gradually supplanted analogue image processing.

## B.Types of Digital image

### 1. Grayscale images

Each pixel in a grayscale image contains a single number that represents the grey level of the image at that specific position. Considering 256 grey levels, each black and white pixel can be stored in a single byte (8 bits) of memory. These grey levels cover the entire range from black to white in a succession of extremely small steps

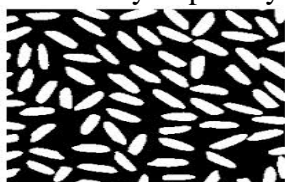


### 2. Color images

Each pixel in a color image consists of three numbers that represent the red, green, and blue levels of the image at that specific position. Each color pixel can be stored in three bytes (24 bits) of memory, assuming 256 levels. Be aware that a black-and-white version will use three times less memory than a color one for photographs of the same size.

### 3. Binary image

Each pixel in binary images is represented by a single bit. Every pixel in a binary image must be one of just two colors, typically black or white, as a bit can only have one of these two states: ON or OFF. Its applicability to dealing with photographic images is constrained by their inability to portray subtle shades of grey.



## IV.MATHEMATICAL BACKGROUND

### A. Introduction

A programme's visual user interface is known as a graphical user interface (GUI). By giving them a standardised appearance and intuitive controls like pushbuttons, list boxes, sliders, menus, and so on, a decent GUI can make programmes easier to use. A person should be able to anticipate the behaviour of the GUI so that when they take an action, they are prepared. For instance, the GUI should begin the action indicated on the label of the button when a

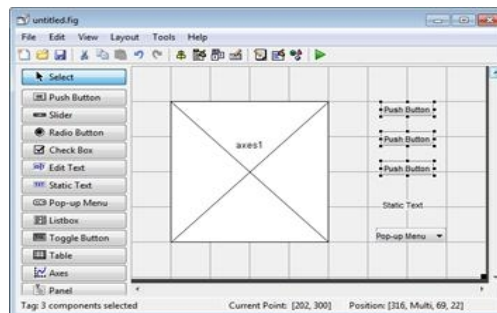
mouse contact is made on a pushbutton. The fundamental components of the MATLAB GUIs are introduced in this chapter. The chapter provides the fundamentals needed to build useful GUIs for your applications, though it does not contain a comprehensive explanation of components or GUI features.

### B.Create Apps with Graphical User Interfaces in MATLAB

Using MATLAB, create applications with graphical user interfaces. The point-and-click control of software applications offered by GUIs, also referred to as graphical user interfaces or UIs, eliminates the need to learn a language or enter instructions in order to operate the application. MATLAB apps are independent MATLAB programmes with graphical user interfaces (GUI) that automate a process or computation. The GUI usually has controls like sliders, buttons, toolbars, and menus. Apps with unique user layouts are present in many MATLAB products, including Curve Fitting Toolbox, Signal Processing Toolbox, and Control System Toolbox. You can also produce your own unique applications for use by others, complete with matching user interfaces.

### C.Creating a MATLAB GUI with guide

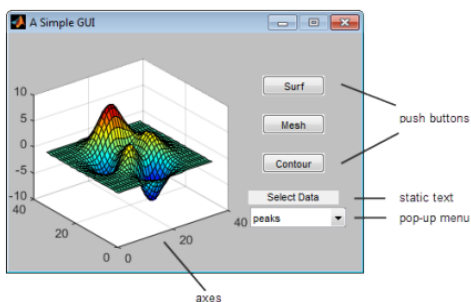
The GUIDE (GUI development environment) offers resources for creating user interfaces for unique applications. You can graphically design your user interface with the GUIDE Layout Designer. The MATLAB code for building the UI is then automatically generated by GUIDE, which you can edit to specify how your app should behave.



### a) User Interface

The term "user interface" (UI) refers to a graphic display in one or more windows that contains controls, also known as components, that allow a user to carry out interactive actions. To complete the tasks, the user does not need to write a script or enter commands at the command line. Menus, toolbars, push buttons,

radio buttons, list boxes, and sliders are just a few examples of UI components. Additionally, UIs made with MATLAB tools have the ability to read and write data files, interface with other UIs, do any kind of computation, and show data as tables or plots.



#### D. How a graphical interface works

A graphical user interface offers the user a comfortable working environment. The user can focus on utilizing the application rather than on the mechanics required in accomplishing things because this environment features pushbuttons, toggle buttons, lists, menus, text boxes, and other familiar objects. A GUI-based software must be ready for mouse clicks (or optionally keyboard input) for any GUI element at any moment, which makes GUIs more challenging for programmers. These inputs are referred to as events, and an event-driven program is one that reacts to events. The three main components necessary to produce a MATLAB Graphical

#### E. Graphical Interface Components

##### a) Text field

A graphic object that shows a text string is called a text-field. By adjusting the horizontal alignment parameter, you can determine how the text is positioned within the display area. Text fields are horizontally centred by default. By creating an uicontrol with the style property set to "edit," a text field is generated. By utilising the text tool in the Layout Editor, a text field can be added to a GUI. Callbacks are not generated by text fields, but the value displayed in the text field can be changed in a callback function by altering the text field's String attribute.

##### b) Edit boxes

An edit box is a visual component that enables text entry by the user. When a user enters a string into the edit box and presses Enter, the edit box triggers a callback. By creating an uicontrol with the style attribute set to "edit," an edit box is produced. Using the edit box tool in the Layout Editor, an edit box can be added to a

GUI. The function `EditBox_Callback` is automatically invoked whenever a user puts a string into the edit box. Using the handles structure, this function finds the edit box and retrieves the user-typed string. The string is then shown in the text field after it finds the text field.

##### c) Frames

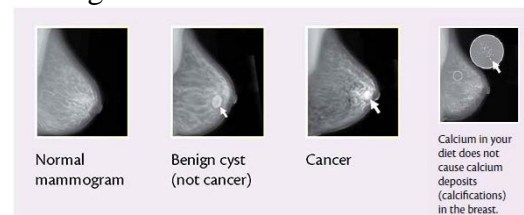
A graphic item called a frame shows a rectangle on the GUI. To create boxes around collections of logically linked objects, utilize frames. For instance, the radio buttons are grouped together using a frame. A UI control with the style property set to "frame" creates a frame. By utilizing the frame tool in the Layout Editor, a frame can be added to a GUI. Callbacks are not produced by frames.

##### d) Pushbuttons

An element that a user can click on to start a particular operation is called a pushbutton. When the user clicks the mouse on the pushbutton, a callback is generated. A UI control with the style attribute set to "pushbutton" creates a pushbutton. Using the pushbutton tool in the Layout Editor, a pushbutton can be added to a GUI.

#### V. DATASET

The suggested approach was developed using the Kaggle 162 H&E dataset. Many scholars also employed Kaggle 162 H&E for studies of a similar nature. Images that are both benign and malignant are included in the data set. To accurately depict the model's generalized outcomes, the dataset was split into validation and testing data that had the same distribution. This was done with careful observation. Training data is vital for learning indicators like weights and biases, while validation data is crucial for model verification and understanding how precisely the model simplifies. By adjusting hyper parameters like learning rate and decay, the model's performance can be improved. The final output of a model is produced through meticulous analysis of the test findings.



#### VI. MODULE DESCRIPTION

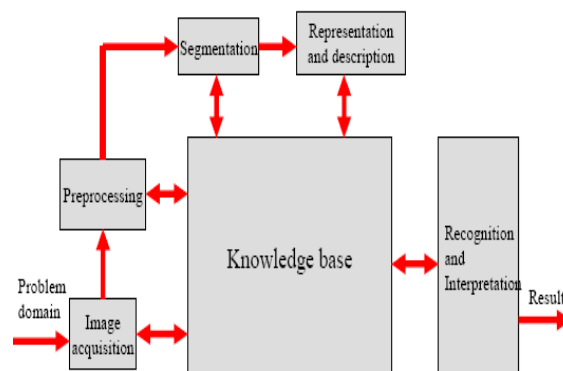
### A. Image acquisition

In the context of image processing, image acquisition can be roughly defined as the action of acquiring a picture from a source, typically a hardware-based source, in order to send it via subsequent processes. The initial stage in the workflow sequence for image processing is always picture capture because processing is impossible without an image. The photographs used as input come from a file. These photographs come in a variety of formats, including jpg, tiff, and gif, but we typically prefer jpg because it supports both black-and-white and color images. The generation of photographic images, such as those of a real-world scene or the internal design of an object, is known as digital imaging or digital image acquisition. The processing, compression, storage, printing, and presentation of such images are frequently taken to mean or to be included by the phrase. It can be crucial in some sectors to have a constant baseline from which to work, and the obtained image is entirely unprocessed and is the product of whatever apparatus was used to generate it. One of the ultimate goals of this process is to have an input source that operates within such precise and controlled parameters that the same image can, if necessary, be nearly perfectly reproduced under the same circumstances, making it simpler to identify and remove anomalous factors.

### B. Pre processing

The amount of training data that is available is a key factor in this approach, with models requiring more data to generalize successfully and prevent overfitting to the training samples. Lack of adequate data, like in this example, is a frequent problem in the medical field. Also, the challenge data set includes very big breast histopathology images that reach pixels. We selected patches from each image and increased the data set using a variety of rigorous transformations, therefore increasing the number of training examples, to solve the issues of limited data and high image sizes. Learning characteristics characterizing the overall tissue architecture and localized nuclei arrangement is necessary for image-based classification into tissue/cancer sub-types. Since there was no assurance that smaller patches would contain information pertinent to the class assigned to the entire image, we decided to extract patches

of size pixels while ensuring 50% overlap between patches from each image. Additionally, we added data by rotating and flipping the extracted patches to various degrees in order to enhance the training set. Due to the fact that pathologists do not adopt a fixed orientation when examining histology slides or images, this method of data augmentation closely resembles a real-world scenario. The same classification issue has been addressed in the past using a patch extraction and dataset augmentation strategy. Flipping the collected patches along their horizontal and vertical boundaries added further training data. As a result, from the original training photos, each patch was changed to produce 2 new, distinctive patches that served as training and validation patches. We also used real-time augmentation during training to rotate the patches at random angles of 90, 180, and 270 degrees. Each patch's label was taken from the class given to the original image. The remaining 80 "unseen" photographs were utilized as test data to gauge how well the algorithms under investigation classified the images.



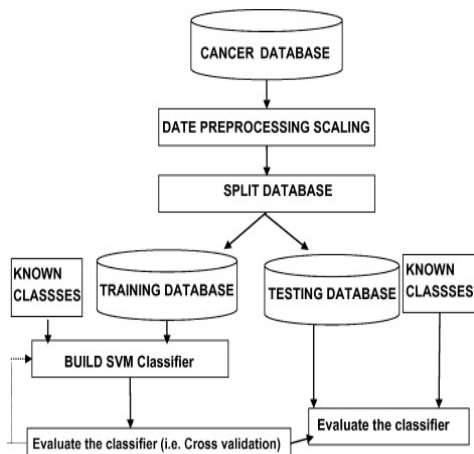
### C. Adaptive Median Filter

An adaptive median filter in electronics and processing is a filter whose impulse response is a median function. (or an approximation to it, since a true median response is physically unrealizable as it has infinite support). The characteristics of adaptive median filters include minimal rise and fall times and no overshoot to a step function input. This behavior is closely related to the adaptive median filter having the smallest group delay achievable. Similar to how the sinc is the ideal frequency domain filter, it is regarded as the ideal time domain filter. In fields like oscilloscopes and digital telephony systems, these characteristics are crucial. The noise in the system's input image is reduced using an

adaptive median filter. The window size for the median function is limitless. Although it degrades quickly, it is frequently reasonable to truncate the filter window and apply the filter directly for small windows, effectively employing a straightforward rectangular window function. The truncation may introduce severe mistakes in other circumstances. It is possible to get better outcomes by switching to a different window function.

D. Classification using SVM and CNN

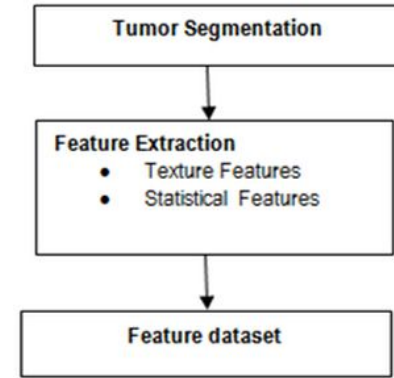
Many picture categorization techniques have been proposed and used in a variety of contexts. Yet, there is still much research to be done on how to enhance picture classification performance. One type of artificial neural network called a convolutional neural network (CNN) has already gained attention in recent studies for image classification. CNN-based deep learning can automatically extract visual features. A novel image classification technique that combines CNN and parallel SVM is suggested to enhance image classification performance. The technique uses a CNN-based deep neural network to extract visual information. For image classification, extracted features are sent into a parallel SVM built on Map Reduce. It can significantly increase categorization efficiency and accuracy. By the analysis of examples, the proposed method's effectiveness is demonstrated.



VII. FEATURE EXTRACTION

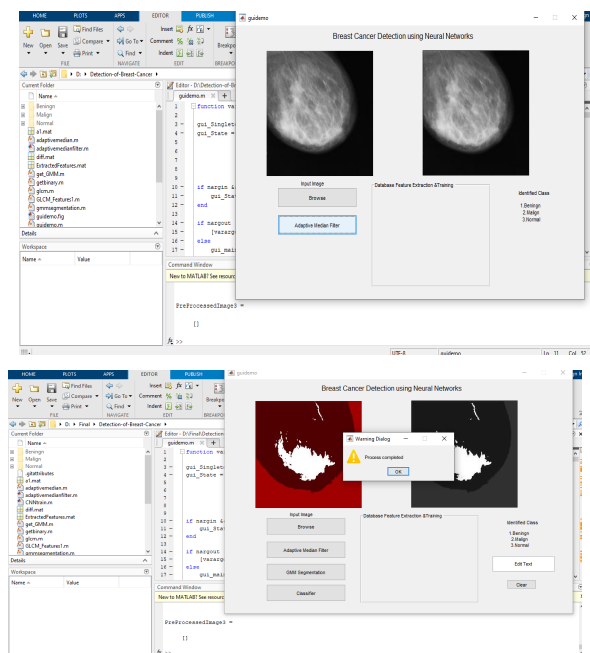
A method of dimensionality reduction known as feature extraction effectively depicts the visually appealing portions of an image as a compact feature vector. When a reduced feature representation is needed to efficiently fulfill tasks like picture matching and retrieval when image sizes are big, this method is helpful. For

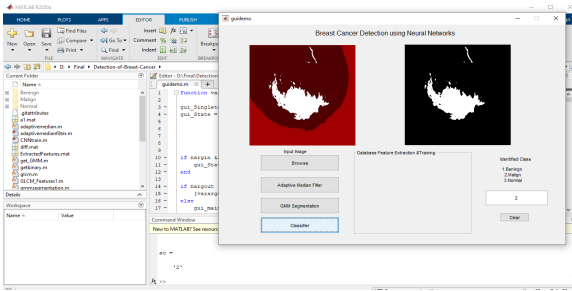
the ROI image, the histogram characteristics are extracted. The goal of the histograms was to depict each disease's typical behavior.



VIII. TUMOR DETECTION AND RESULT

Accuracy (% of correctly categorized cases) is used to express each test's results. Also provided are the learning rate curves for testing and training losses. Additionally, we tested "CNN+SVM" configurations in which linear support vector machines were used in place of the fully connected layer, "CNN Features+Classifiers" configurations in which 2,000 CNN outputs were extracted and classified using the K-nearest neighbor (KNN), radial basis support vector machines (RBF SVM), linear SVM, and random forests, and "Handcrafted Features + CNN" configurations. We supplied the results of the "Handcrafted Features + CNN" setups for both the BOW and LLC models in Section D while giving the handcrafted features-based performances in Section A. We employed evaluation criteria such as accuracy, precision, recall, and F1-score to assess the proposed models.





## IX. CONCLUSION

In this study, we investigated how well convolutional neural networks performed in classifying breast cancer histology images into benign and malignant tumors as well as into subclasses of each. On tasks requiring classification into binary and many classes, the developed GMM topology performed well. The number of handled classes and the similarities between the sub-classes, however, resulted in a lower performance for the multi-class classification than for the binary classification. When compared to the GMM, the performance of the manually created features-based technique, which used coding models to encode the local descriptors to build image representation, was too poor. The performance of the handcrafted features was improved by using convolutional neural networks instead of conventional classifiers with fully connected layers to train the Adaptive Mean Filter. Modern convolutional neural networks have proven to be capable of completing difficult classification problems. When it comes to the binary classification problem, our suggested GMM architecture outperformed the previous ones by a performance.

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