Method:

We have used unet-based deep learning model.

a) **Data preparation:** From the training images, we are extracted 1024x1024 RGB tiles from 10 annotated images in 5X magnification. We have applied z-score normalization on the RGB images and data has been divided into two subset where 80% of that used for training and rest of the used for validation.
b) **Training: Deep** learning model has been trained on 24 GPU RtX. During training, we have learning scheduler where the starting learning rate is 0.001, Adam optimizer has been introduced, and batch-size of 4. Development performance (mean dice score) is 94.0% on the validation sets.