

# Medical Image Processing for Interventional Applications

## Ultrasound

Online Course – Unit 37

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Pattern Recognition Lab (CS 5)



# Topics

## Ultrasound

Historical Remarks  
Facts on Ultrasound

## Summary

Take Home Messages  
Further Readings

# Historical Remarks

**1942:** Discovery of medical ultrasound by [Theodore Dussik](#)

**1984:** First 3-D ultrasound system reported by [Kazunori Baba](#)



Figure 1: First applications of sound  
(echometry due to Aristoteles)

# Generation of Ultrasound Waves

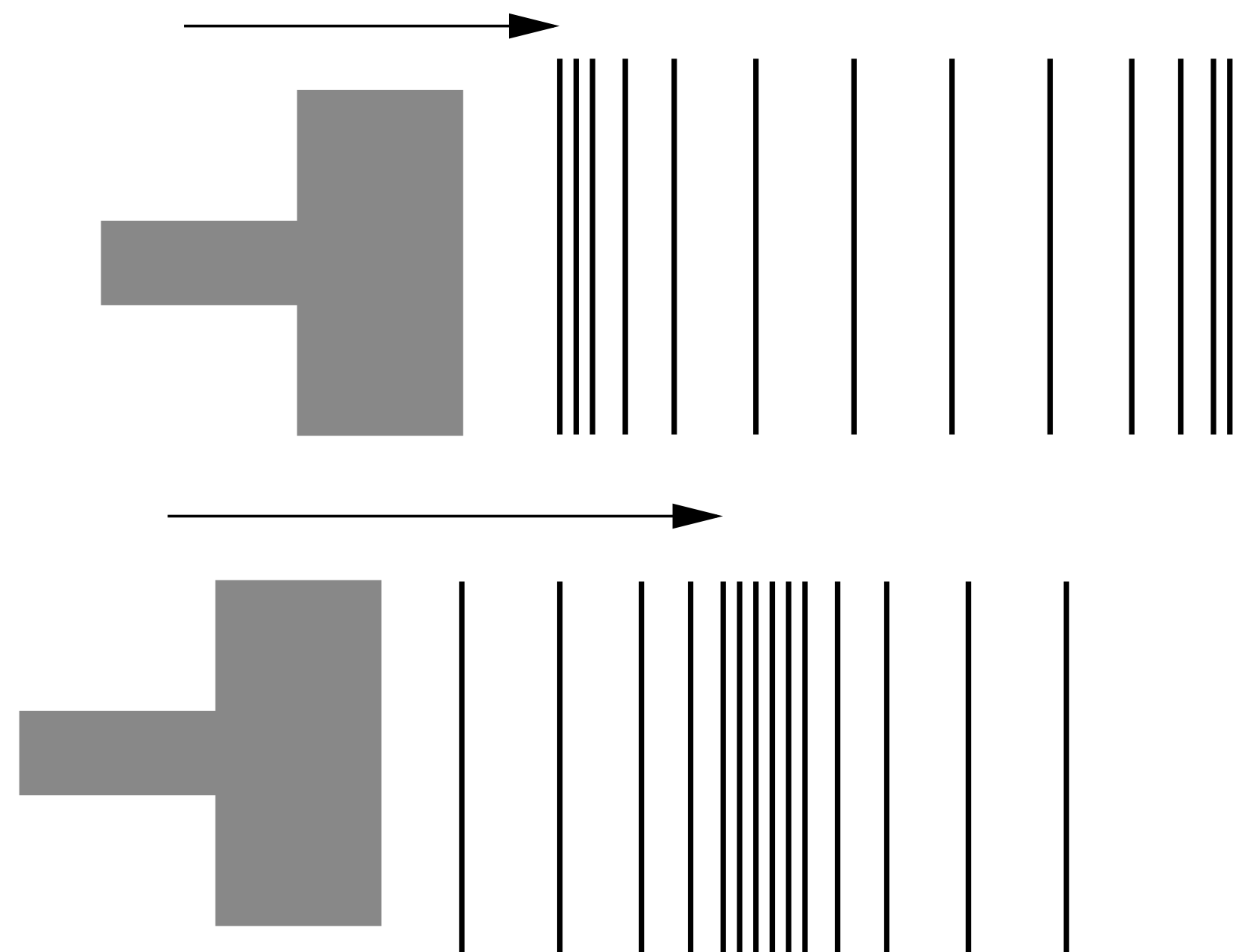


Figure 2: Pressure waves generated by periodic motion



# Properties of Waves

- **Reflection:** At the boundary of two media waves are not transmitted, but reflected.
- **Refraction:** At the boundary of two media waves are bended.
- **Absorption:** Conversion of acoustic energy to heat causes attenuation of waves.



Figure 3: Siemens-ACUSON Aspen Echo System (left), Siemens-ACUSON US CV 70 (right)

## 2-D Ultrasound Images



Figure 4: Portable ultrasound system (Siemens Healthcare)

## 2-D Ultrasound Images

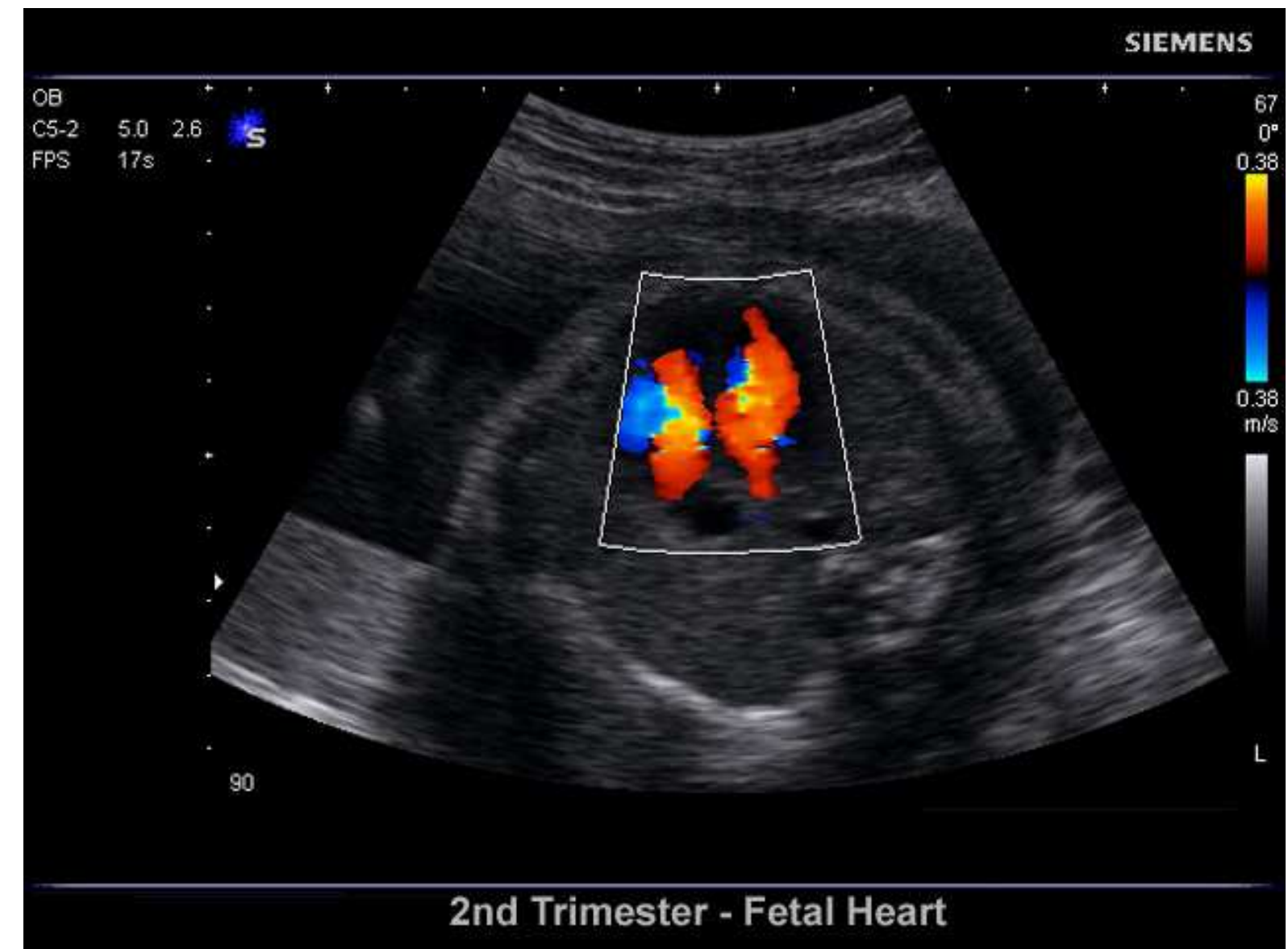
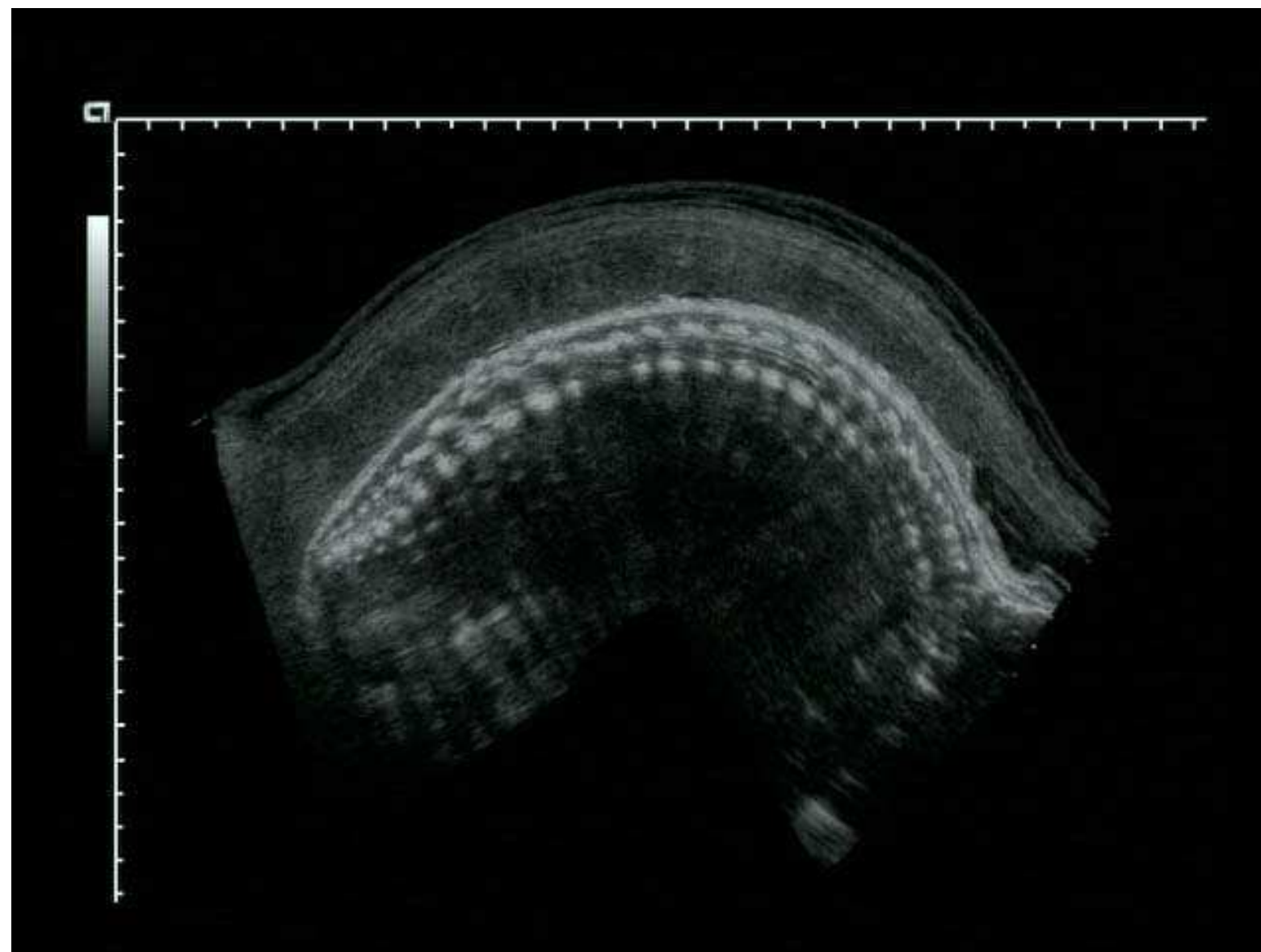


Figure 5: 2-D ultrasound showing a fetal spine and heart (images courtesy of Siemens Healthcare)

## 3-D Ultrasound Images

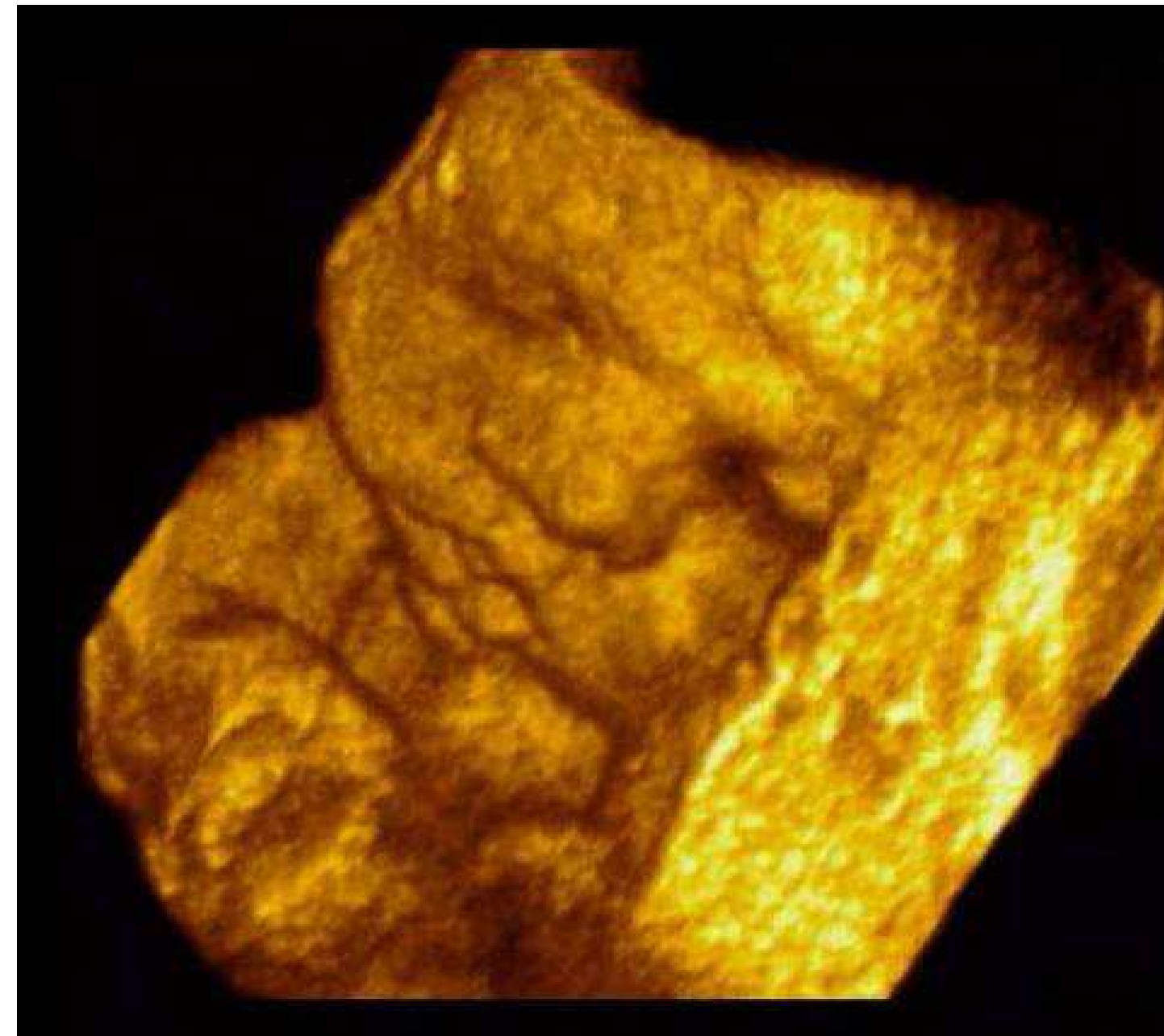


Figure 6: 3-D ultrasound images of a fetus (images courtesy of Siemens Healthcare)



# Carotid Artery

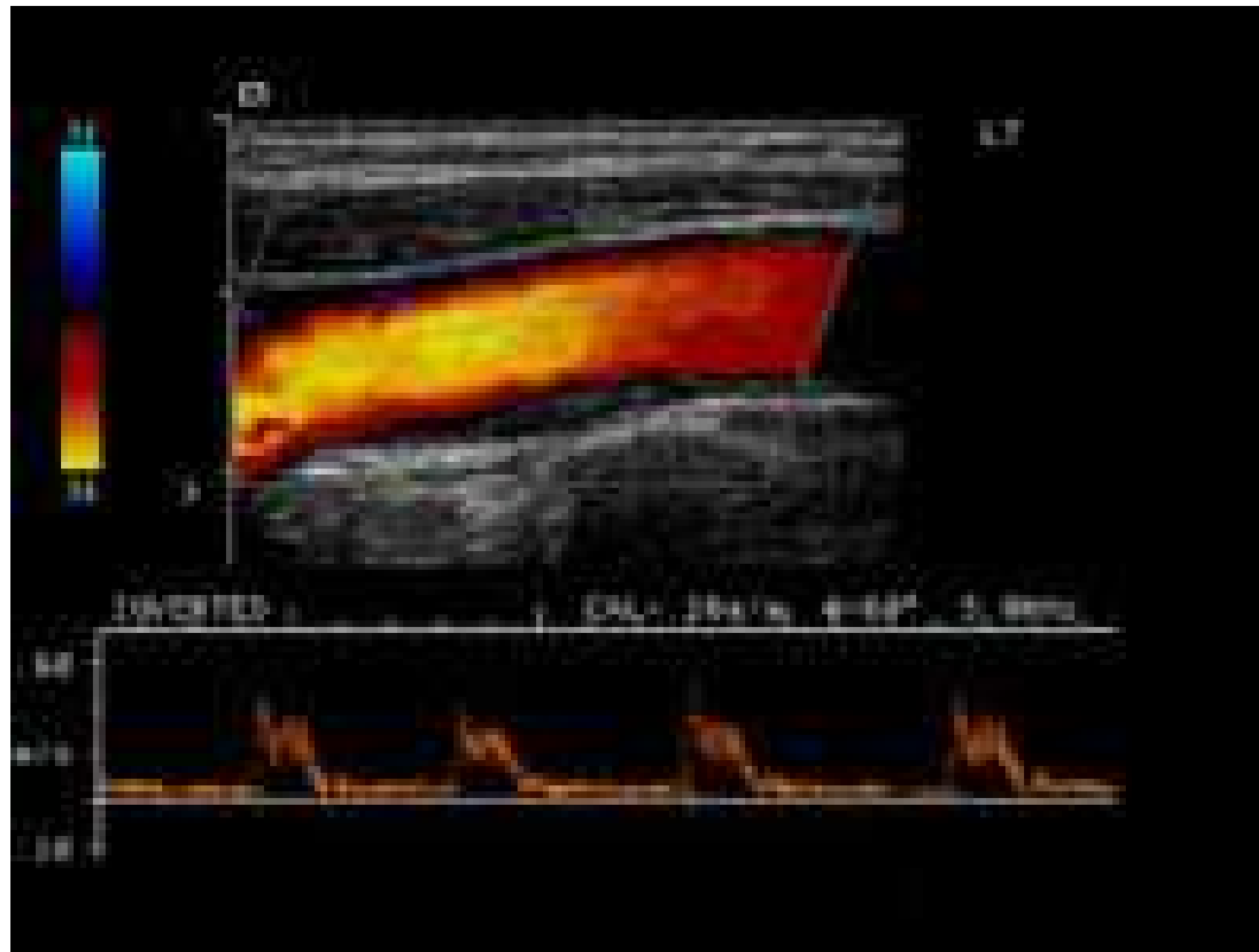


Figure 7: Carotid artery and 3-D ultrasound image of vessels (images courtesy of Siemens Healthcare)

# Basics from Physics

- Physical medium can vibrate and produce sound.
- Sound waves are due to tissue vibrations.
- Sine waves: peak represents the maximum, nadir represents the minimum pressure.
- Characteristics of sound waves: period, frequency, speed, amplitude, power, intensity, wavelength
- Propagation speed in human tissue:  $\sim 1500 \text{ m s}^{-1}$
- Hearable sound: 20–20000 Hz
- Clinical ultrasound: 1–10 MHz

# Biological Media

medium	$c [m s^{-1}]$	$Z [g cm^{-2} s^{-1}]$	$\rho [g cm^{-3}]$
air	331	430	0.013
grease	1470	$1.42 \times 10^5$	0.97
water	1492	$1.48 \times 10^5$	0.9982
brain tissue	1530	$1.56 \times 10^5$	1.02
muscles	1568	$1.63 \times 10^5$	1.04
bones	3600	$6.12 \times 10^5$	1.7

Table 1: Data of different biological media (speed of sound in the medium, acoustic impedance, density)

# Basics from Physics

## Important observations:

- Medium determines the speed of sound.
- Sound of different frequencies propagates at the same speed in the same medium.



# Basics from Physics

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## Definition

The ***acoustic impedance***  $Z$  is:

$$Z = \rho \cdot c,$$

where  $\rho$  is the density of the medium, and  $c$  the speed of sound waves in the medium.

# Basics from Physics

**Reflection at the boundary of two different tissue classes** can be described by:

$$I_R = I_I \frac{1 - \frac{Z_2}{Z_1}}{1 + \frac{Z_2}{Z_1}},$$

where

- $I_I$ : intensity of incoming wave,
- $I_R$ : intensity of reflected wave,
- $Z_1$ : impedance of tissue class 1,
- $Z_2$ : impedance of tissue class 2.

# Basics from Physics

The **relationship of speed  $c$ , frequency  $f$  and wavelength  $\lambda$**  is:

$$c = f \cdot \lambda .$$

- The denser a medium, the higher the speed of sound through the medium.  
→ Sound propagates faster through bones than liquids.
- The higher the frequency, the lower the wavelength.  
→ Echocardiographic imaging: Higher image resolution due to smaller wavelength; deeper penetration results from larger wavelength.

## Basics from Physics

The **distance between ultrasound source and boundary** can be computed as

$$d = \frac{1}{2}ct,$$

where

- $d$ : distance between source and tissue boundary,
- $t$ : runtime of signal,
- $c$ : speed of sound.

**Note:** Factor 0.5 results from the fact that the signal moves from the source to the tissue boundary and back.



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## Take Home Messages

- Ultrasound is using sound waves to generate images. This is possible due to different acoustic characteristics of the tissue materials.
- There are various medical applications and, in contrast to X-ray imaging, US does not depend on possibly harmful radiation.

## Further Readings

- Carlo Tomasi and Takeo Kanade. “Shape and Motion from Image Streams Under Orthography: A Factorization Method”. In: *International Journal of Computer Vision* 9.2 (Nov. 1992), pp. 137–154. DOI: 10.1007/BF00129684
- C. J. Poelman and T. Kanade. “A Paraperspective Factorization Method for Shape and Motion Recovery”. In: *IEEE Transactions on Pattern Analysis and Machine Intelligence* 19.3 (Mar. 1997), pp. 206–218. DOI: 10.1109/34.584098
- Mei Han and Takeo Kanade. “A Perspective Factorization Method for Euclidean Reconstruction with Uncalibrated Cameras”. In: *The Journal of Visualization and Computer Animation* 13.4 (2002), pp. 211–223. DOI: 10.1002/vis.290
- Peter Sturm and Bill Triggs. “A Factorization Based Algorithm for Multi-Image Projective Structure and Motion”. In: *Computer Vision — ECCV ’96: 4th European Conference on Computer Vision Cambridge, UK, April 15–18, 1996 Proceedings Volume II*. ed. by Bernard Buxton and Roberto Cipolla. Vol. 1065. Lecture Notes in Computer Science. Berlin, Heidelberg: Springer Berlin Heidelberg, 1996, pp. 709–720. DOI: 10.1007/3-540-61123-1\_183