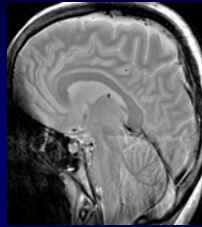


Outline

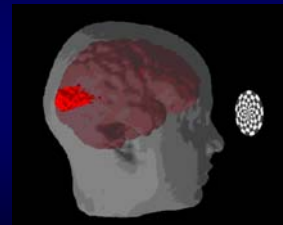
- MR Basic Principles
 - Spin
 - Hardware
 - Sequences
- Basics of BOLD fMRI
- Susceptibility and BOLD fMRI
- A few trade-offs



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Basics of BOLD fMRI



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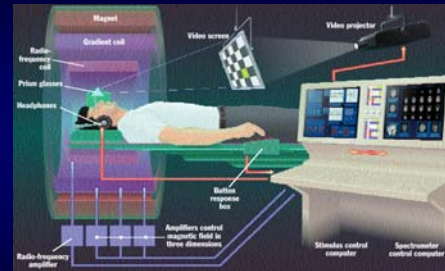
The MR room



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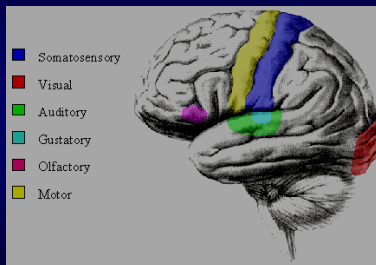
Scanner Internals



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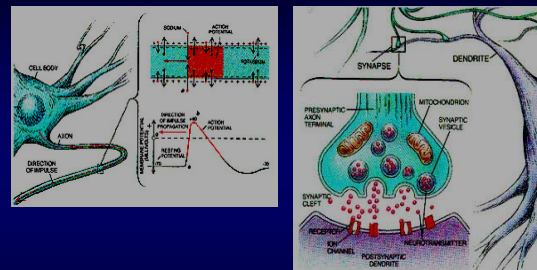
Macroscopic: Brain Systems



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Microscopic: Neuronal Function

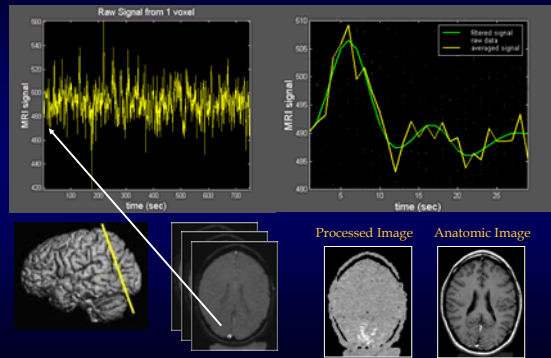


Action Potentials & Neurotransmitter Trafficking

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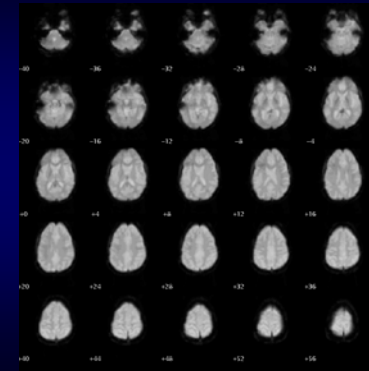
Response to periodic flashes of light



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Typical Functional Image Volume

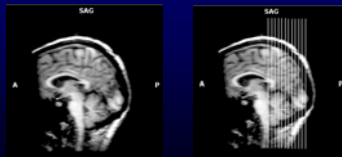


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fMRI Experiment Stages: Prep

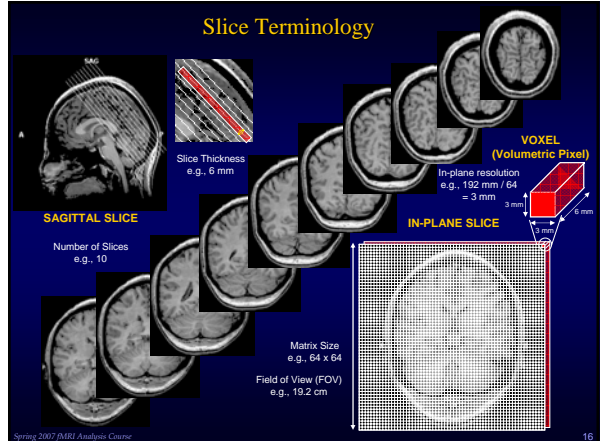
- 1) **Prepare subject**
 - Consent form
 - Safety screening
 - Instructions
- 2) **Shimming**
 - putting body in magnetic field makes it non-uniform
 - adjust 3 orthogonal weak magnets to make magnetic field as homogenous as possible
- 3) **Sagittals**
 - Take images along the midline to use to plan slices



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Slice Terminology

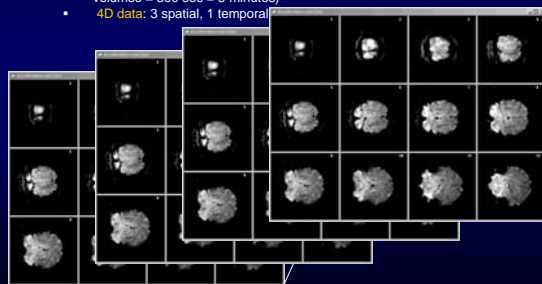


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fMRI Experiment Stages: Functionals

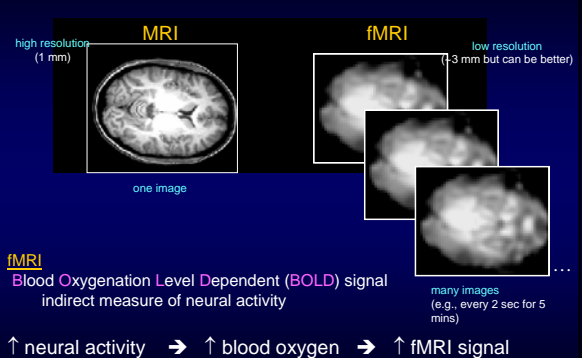
- 5) **Take functional (T2*) images**
 - images are indirectly related to neural activity
 - usually low resolution images (3x3x5 mm)
 - all slices at one time = a **volume** (sometimes also called an **image**)
 - sample many volumes (time points) (e.g., 1 volume every 2 seconds for 150 volumes = 300 sec = 5 minutes)
 - **4D data**: 3 spatial, 1 temporal



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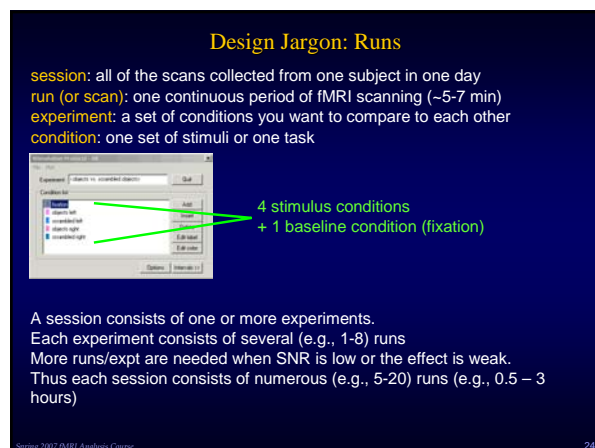
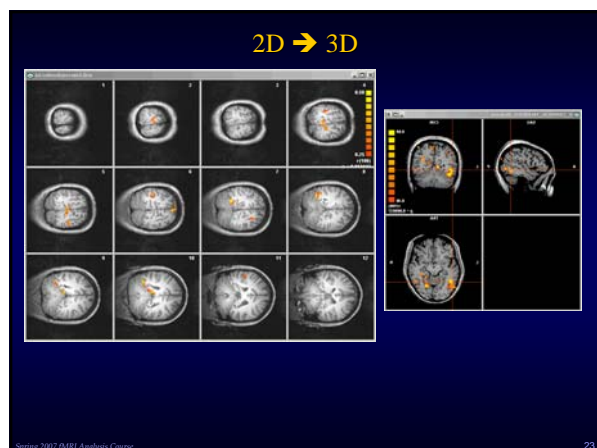
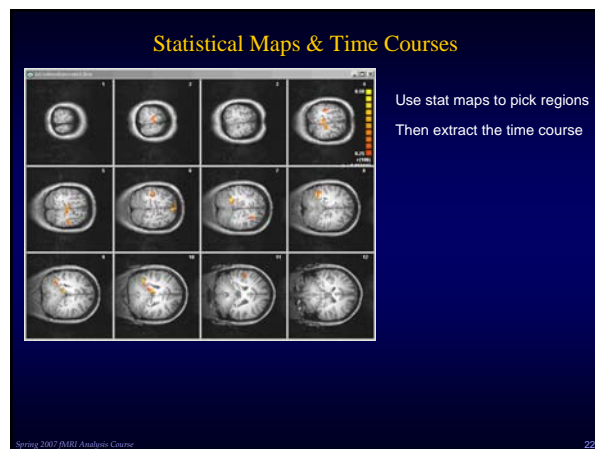
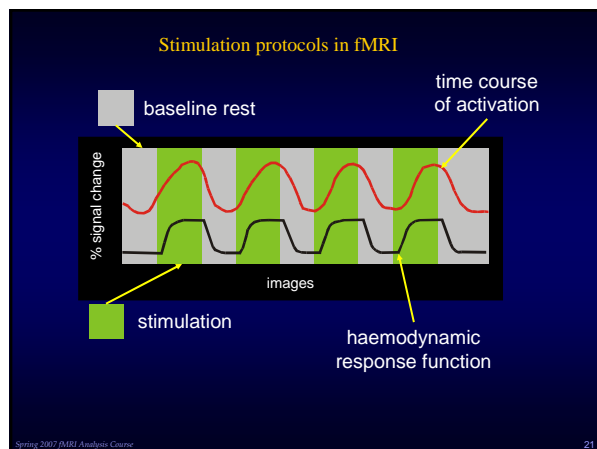
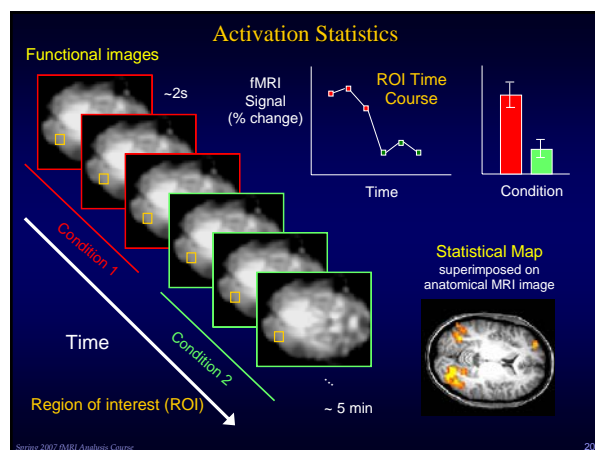
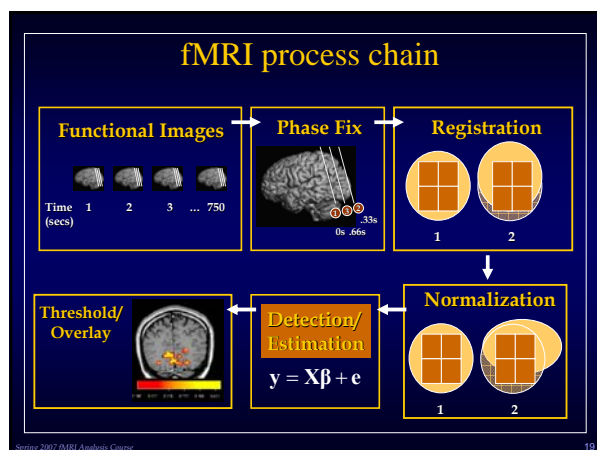
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MRI vs. fMRI




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Design Jargon: Paradigm or Protocol



paradigm (or protocol): the set of conditions and their order used in a particular run



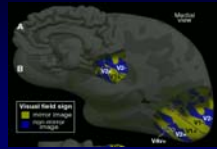
epoch: one instance of a condition
first "objects right" epoch
second "objects right" epoch

Time →

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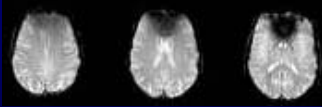
Susceptibility in MR

The good.

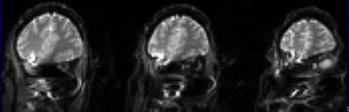


All susceptibility effects increase with B_0 field

The bad.

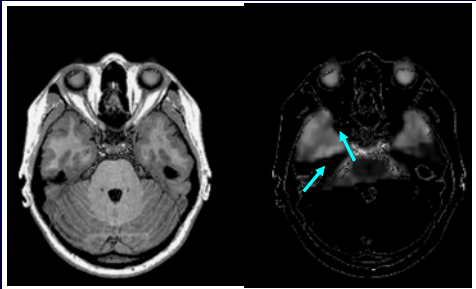


The ugly.



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Susceptibility in Temporal Lobes



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What is the source of susceptibility?

The magnet has a spatially uniform field but your head is magnetic...

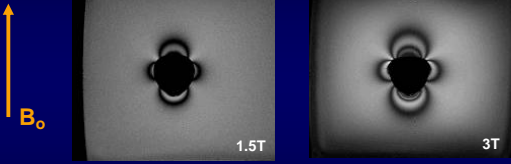


Pattern of B field outside magnetic object in a uniform field...

- 1) deoxyHeme is paramagnetic
- 2) Water is diamagnetic ($\chi = -10^{-5}$)
- 3) Air is paramagnetic ($\chi = 4 \times 10^{-6}$)

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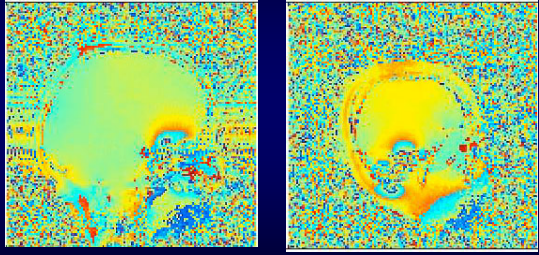
Susceptibility effects occur near magnetically dis-similar materials



Ping-pong ball in H_2O :
Field maps ($\Delta TE = 5ms$), black lines spaced by 0.024G (0.8ppm at 3T)

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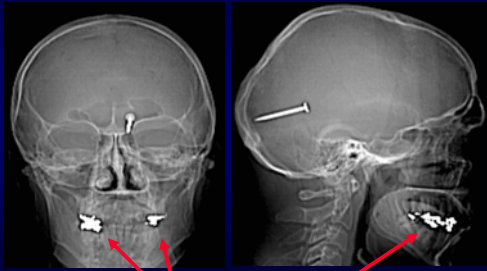
B_0 map in head: it's the air tissue interface...



Sagittal B_0 field maps at 3T

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Other Sources of Susceptibility You Should Be Aware of...



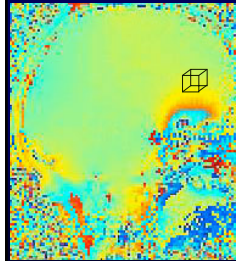
Those fillings might be a problem...

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Local susceptibility gradients: 2 effects

Sagittal B_0 field map at 3T

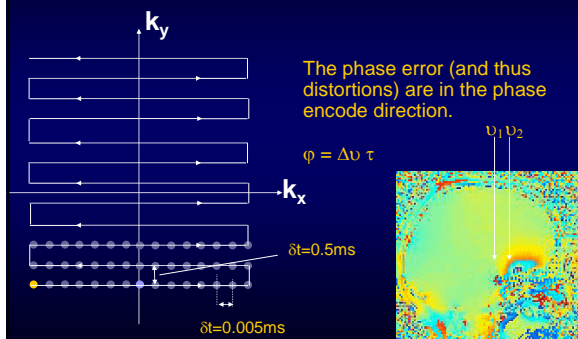


- Local **dephasing** of the signal (signal loss) within a voxel, mainly from thru-plane gradients
- Local geometric **distortions**, (voxel location improperly reconstructed) mainly from local in-plane gradients (in PE direction).

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Bandwidth is asymmetric in EPI (Distortion is 100x more in phase direction)



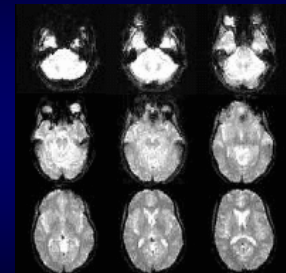
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Susceptibility in EPI can give either a compression or expansion

Altering the direction kspace is traversed causes either local compression or expansion.

choose your poison...



3T whole body gradients

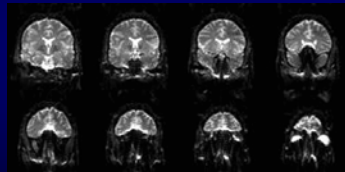
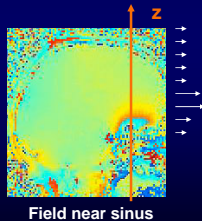
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Susceptibility Causes Image Distortion

Use shortest possible encoding

Echoplanar Image,
 $\Delta\theta \propto \text{encode time} \propto 1/\text{BW}$



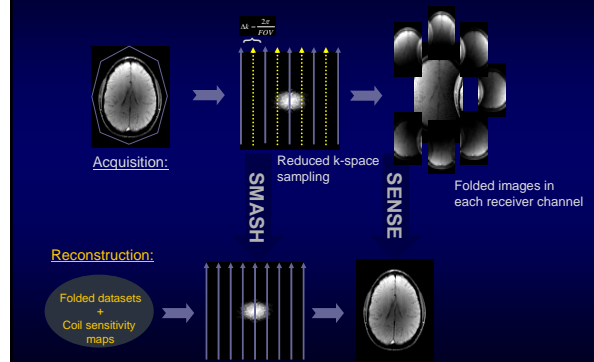
3T head gradients

Encode time = 34, 26, 22, 17ms

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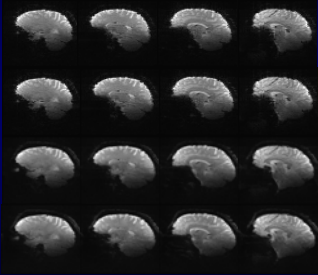
With fast gradients, add parallel imaging



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3T MAGNETOM Allegra ss EPI PAT



Single shot
TE = 30 ms

Conventional
64x64

with PAT x2
64x64

with PAT x2
128x128

with PAT x2
192x128

4 channel tx/rx array coil
MAGNETOM Allegra. Courtesy Bruker Medical and USA Instruments.

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What can you do?

- Good shimming (first & second order)
- Thinner slices (Drawback: Takes more to cover the brain)
- Shorter TE (Drawback: BOLD contrast is optimized for TE = T2*local)
- “Z-shimming” Repeat measurement several times with an applied z gradients that rewind the dephasing. Pick the right gradient afterward on a pixel by pixel basis. (Drawback: multi shot or longer encode). *Yang et al. MRM 39 p402, 1998.*
- Use special RF pulse with built-in prephasing in just the right places. (Drawback: long RF pulse, pre-phasing differs from person to person) *Glover et al. Proceed. ISMRM p298, 1998.*
- The “mouth shim” paramagnetic material in roof of mouth. *Wilson, Jenkinson, Jezzard, Proceed. ISMRM p205, 2002.*
- Distortion correction based on a measured field map (drawback: cannot recover signal dropout or fully correct “overlapping” intensities)
- Multi-shot imaging methods (drawback: more motion sensitive)
- Fancy pulse sequences (best to have local physicist): 180 degree refocusing pulses to reverse distortion (GRASE)/Multiple refocusing pulses... single-shot FSE, U-Flare

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Single-shot Gradient Echo EPI

- Parameters you can choose
 - TR
 - Slice thickness/gap
 - Number of slices/slice acquisition order
 - TE
 - Bandwidth
 - Matrix size
 - Field of view
 - Flip angle
- All of these parameters can be appropriately applied over a wide range of values

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TR (repetition time)

- Determines how much magnetization is allowed to recover before it is knocked over again by the next rf pulse
- From a pure signal strength perspective, waiting for very long TR's (5 seconds +) allows for maximal signal-to-noise (SNR)
- Noise is MR dominated by physiologic noise (not thermal noise)
- Requires many images in both conditions to reliably distinguish activation (which requires shorter TR's)
- fMRI can be performed as fast as TR=100ms
- **Bottom line: use as short a TR as you can**

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Flip Angle

- A given flip angle will maximize the SNR (Ernst Angle)...at long TR's (> 3s) this is 90 degrees
- This angle is dependent upon the TR
- Incorrect angles may sensitize your BOLD scans to in-flow artifacts (bad) [Lu et al, NeuroImage 17, 943-955 (2002)]
- **Bottom line: For TR of 1-2s, a flip angle of around 60-70 degrees is optimal**


$$\theta = \cos^{-1}(\exp(-TR/T_1))$$

TR (ms)	Ernst angle (deg)	Optimal angle (deg)	Difference (deg)
500	52	40	12
1000	68	54	14
1500	77	64	13
2000	82	71	11
2500	85	76	9
3000	87	80	7

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Number of slices

- Separate slices in EPI are typically squeezed into a TR interval
- Many factors influence # of slices that fit in a TR
 - Length of TR
 - TE (determines center of blue box)
 - Matrix size (determines length of blue box)
 - Bandwidth (determines length of blue box)
- **Bottom line: collect as many slices as you can**



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So far

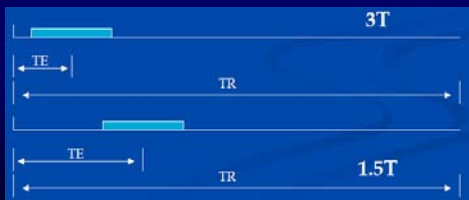
- Long TR maximized SNR
- Short TR maximizes fMRI stats
- Long TR provides many slices
- Short TR provides few slices
- The above suggests imaging only brain regions of interest (to minimize slices)
- But processing decisions also play a role
 - Whole brain data is much easier to spatially normalize
 - Motion correction works best with thin slices
 - In general TR's between 1s and 2s are not too bad

Slice Thickness

- SNR in MRI is proportional to voxel volume (thinner slices -> less SNR)
- Thinner slices reduces partial volume effects
- Thinner slices reduces through-plan dephasing
- What is the size of the structure of interest?
- Isotropic voxel size is preferred

TE (echo time)

- Optimum TE is shorter at high field (say 30ms at 3T versus 50ms at 1.5T)
- Shorter TE reduces signal loss due to field inhomogeneities, but also reduces BOLD effect



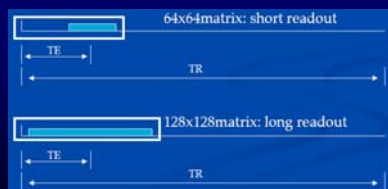
Bandwidth

- Rate at which points are sampled (the echoes are digitized)
- High bandwidth implies a high sampling rate
 - Sampling of the order of 128 kHz
 - 128kHz/64matrix = 2000Hz/pixel
- Noise is proportional to sampling rate
- High bandwidth means faster data acquisition (and more slices can be acquired, with less T2 blurring)



Matrix Size

- Matrix size impact everything
 - Increasing matrix size decreases voxel size and thus SNR
 - Increasing matrix and FOV maintains constant voxel size, but increases N and therefore increases SNR
- Intravoxel dephasing reduced somewhat with smaller voxels (bigger matrix)



Field of View (FOV)

- Voxel size determined by field of view and matrix size

$$\Delta x = \frac{FOV_x}{N_x} \quad \Delta y = \frac{FOV_y}{N_y}$$

- FOV=200mm/64 matrix = 3.125mm voxel dimension
- Recall SNR proportional to voxel volume