

\downarrow 2 \downarrow 1ms \downarrow 42.58 MHz/T
 ①. a) $TBW = T_{ss} \times BW$ $2kHz BW = \gamma \cdot G_{ss} \cdot \Delta z$
 $G_{ss} = \frac{BW}{\gamma \cdot \Delta z}$
 $= \frac{0.002 \text{ MHz}}{42.58 \text{ MHz/T} \cdot 0.003 \text{ m}}$

$$G_{ss} = 0.0157 \text{ T/m} = 15.7 \text{ mT/m}$$

$$T_{ss}^{\text{rise}} = \frac{0.0157 \text{ T/m}}{180 \text{ T/m.s}} = 0.0872 \text{ ms}$$

$$\text{Total } T_{ss} = T_{ss} + 2 \cdot T_{ss}^{\text{rise}} = 1 \text{ ms} + 2 \cdot 0.0872 \text{ ms}$$

$$\boxed{\text{Total } T_{ss} = 1.1744 \text{ ms}}$$

\downarrow 42.58 MHz/T \downarrow 25 mT/m \downarrow 1.2 mm
 b). $K_{y_{\text{max}}} = \gamma \cdot G \cdot T_{PE}$ $K_{y_{\text{max}}} = \frac{1}{2\Delta y} = 416.67/\text{m}$
 $T_{PE} = \frac{K_{y_{\text{max}}}}{\gamma \cdot G} = \frac{416.67 \text{ 1/m}}{42.58 \text{ MHz/T} \cdot 0.025 \text{ T/m}} = 0.3914 \text{ ms}$

$$T_{ss}^{\text{rise}} = \frac{(25 \text{ mT/m} \cdot \frac{1}{1000 \text{ mT}})}{180 \text{ T/m.s}} = 0.1389 \text{ ms}$$

$$\boxed{\text{Total } \tau = 0.3914 + 2 \cdot 0.1389 = 0.6692 \text{ ms}}$$

c) $rBW_{px} \cdot N = \gamma \cdot G \cdot FOV$
 $G = \frac{rBW_{px} \cdot N}{\gamma \cdot FOV} = \frac{750 \text{ Hz/px} \cdot 256}{42.58 \text{ MHz/T} \cdot (1.2 \times 256) \text{ mm}} = 14.7 \text{ mT/m}$

$$K_{y_{\text{max}}} = \gamma \cdot G \cdot T_{PE}$$

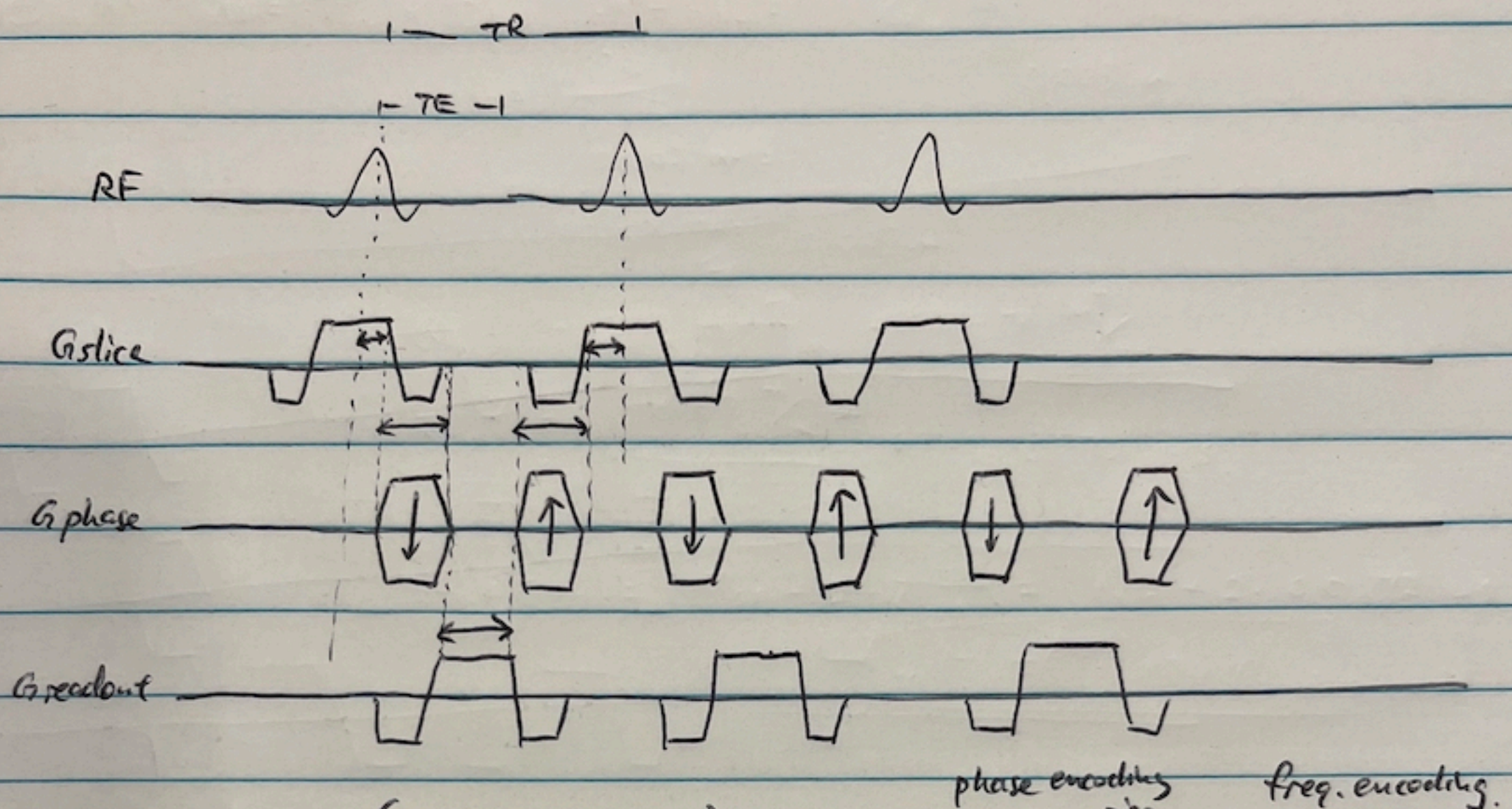
$$\frac{1}{2\Delta x} = (42.58 \text{ MHz/T}) (14.7 \text{ mT/m}) T_{PE}$$

$$T_{PE} = \frac{416.67 \text{ 1/m}}{(42.58 \text{ MHz/T}) (14.7 \text{ mT/m})} = 0.666 \text{ ms}$$

$$T_{ss}^{\text{rise}} = \frac{14.7 \text{ mT/m}}{180 \text{ T/m.s}} = 0.0817 \text{ ms}$$

$$\boxed{\text{Total } T_{ss} = 0.666 + 2 \cdot 0.0817 = 0.829 \text{ ms}}$$

a) 2D bSSFP sequence diagram.



$$\begin{aligned}
 TR &= 2 \times (T_{ss} \text{ slice select} / 2) + 2 \times (T_{ss} + 2 \times T_{ss}^{\text{rise}}) + T_{ss} \\
 &= 2 \times (1 \text{ ms} / 2) + 2 \times (0.6692 \text{ ms}) + 0.666 \text{ ms} \\
 &= \boxed{4 \text{ ms}} \\
 TE &= TR / 2 = \boxed{2 \text{ ms}}
 \end{aligned}$$

- c)
1. Increase gradient amplitude.
 2. Increase gradient slew rate.
 3. Decrease RF bandwidth.