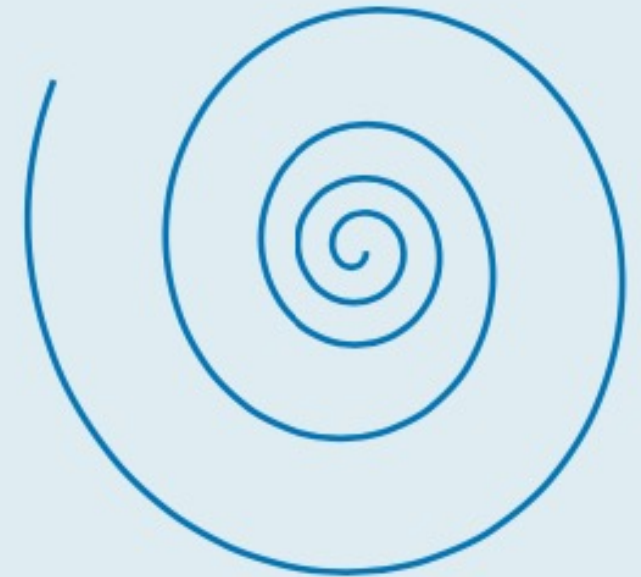
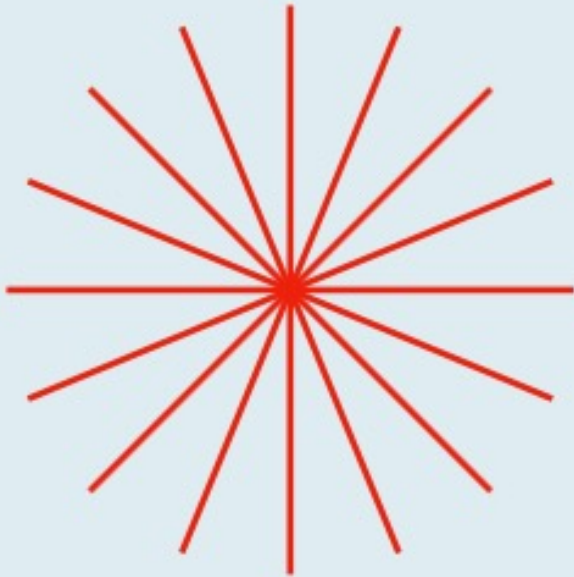
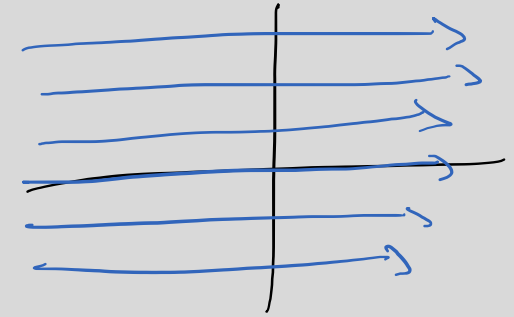


Non-Cartesian sampling

Non-Cartesian sampling

- Use gradients more efficiently to traverse k-space
- Acquire short-T2 (or T2*) components
- Can be designed to be silent
- Robust to motion by averaging in low frequency



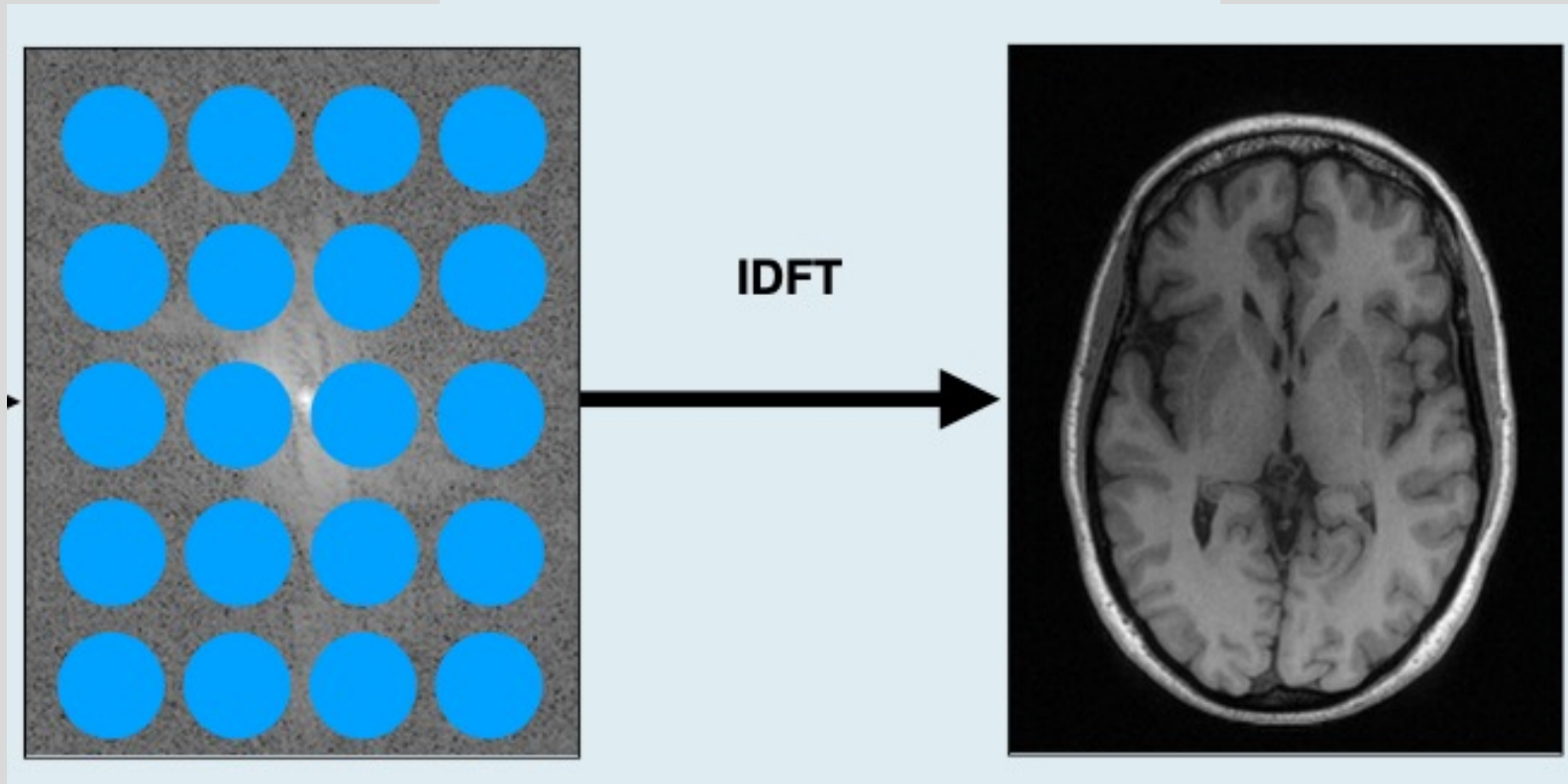
Downsides of non-Cartesian sampling

- Reconstruction is more complicated
- Sensitive to gradient errors (delays, eddy currents)
- Sensitive to B0 errors

Good for PhD theses!

Cartesian image reconstruction

$$\hat{x}[n] = \frac{1}{\sqrt{N}} \sum_{k=0}^{N-1} y[k] e^{i2\pi nk/N}$$

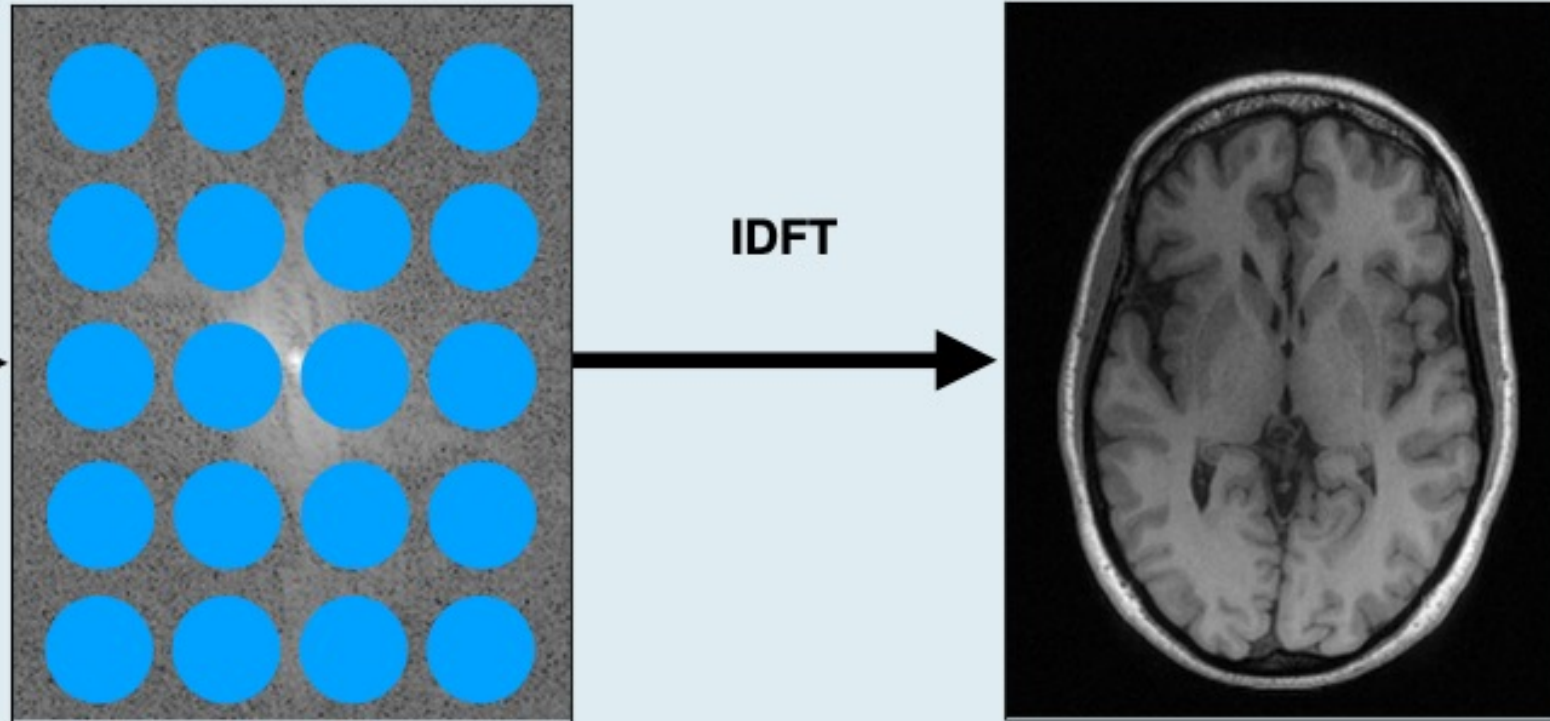


Cartesian image reconstruction

This is a linear system

$$y = Ax$$

$$\hat{x} = A^{-1}y = A^H y$$



FFT computes the inverse DFT in $O(N \log N)$ instead of $O(N^2)$

Non-Cartesian image reconstruction

What is the same:

- Still a linear system, still interested in A^{-1}
- Exact solution given by inverse non-uniform DFT

What is different:

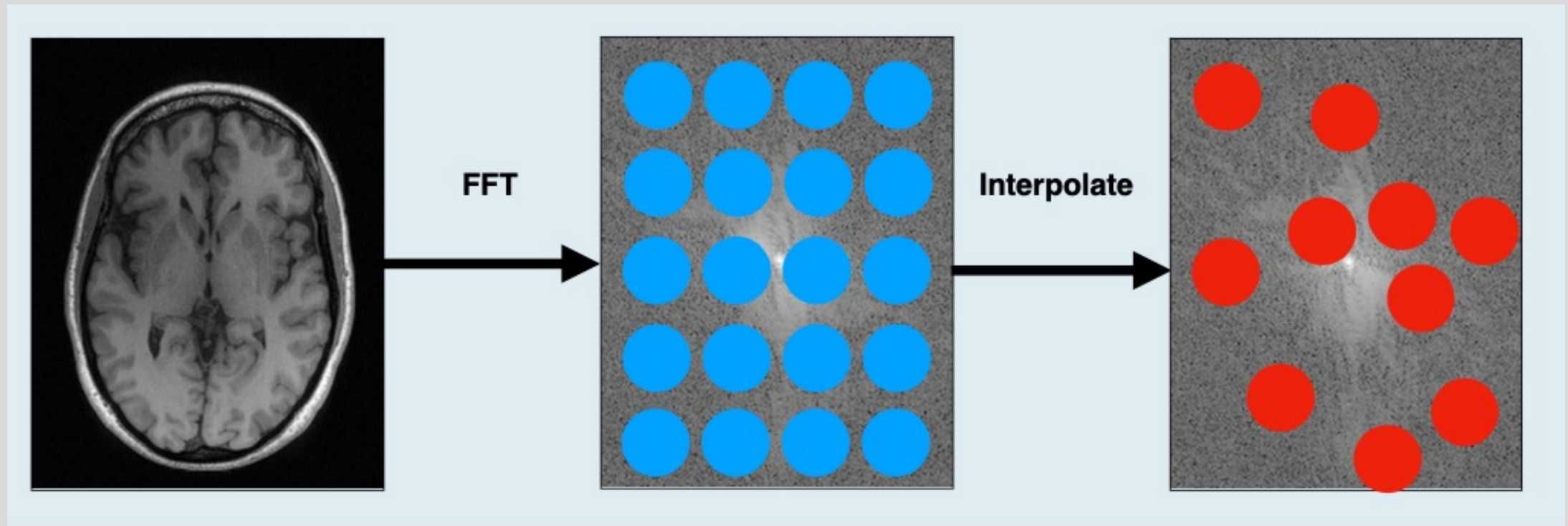
- No FFT for the inverse $\rightarrow O(N^3)$ (direct inversion)
- No FFT for Ax or $A^H y \rightarrow O(N^2)$ (iterative methods)

What can we do?

- Approximate it! \rightarrow Non-uniform FFT (NUFFT)

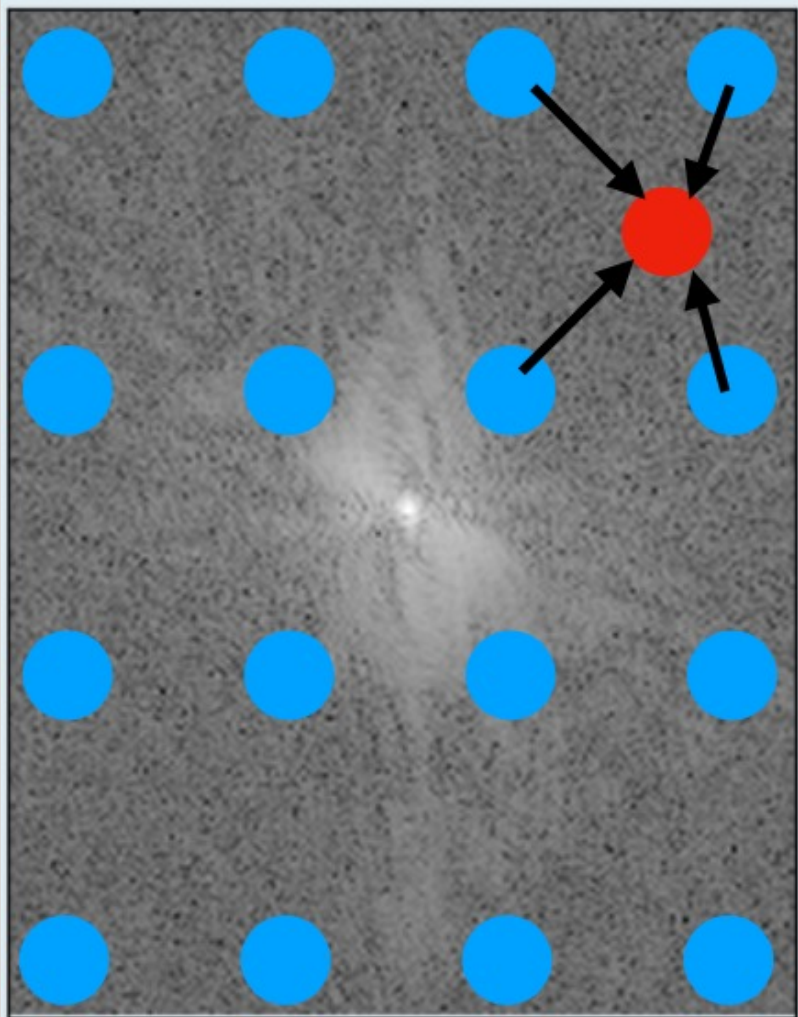
Non-uniform Fast Fourier Transform (NUFFT)

- Idea: approximate the nuDFT with FFT followed by interpolation
- By Nyquist theorem, sinc interpolation is exact but takes $O(N^2)$ time
- **NUFFT**: Perform local interpolation with width $\ll N$ (approximation)

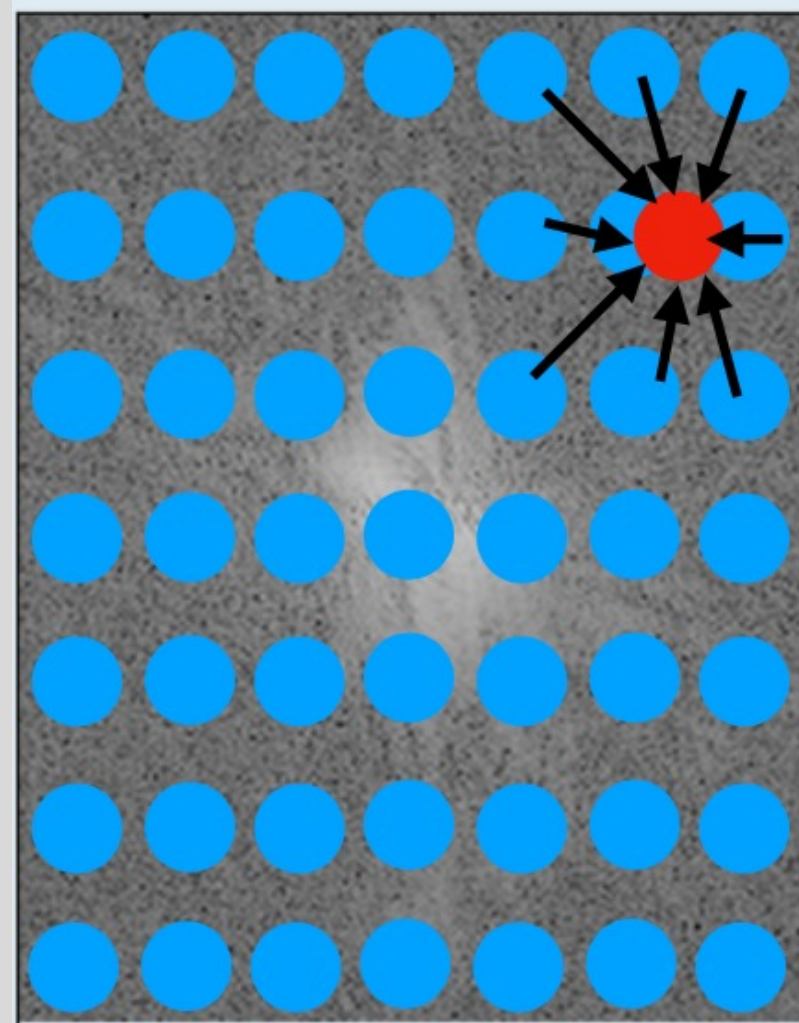


Non-uniform Fast Fourier Transform (NUFFT)

Local interpolation

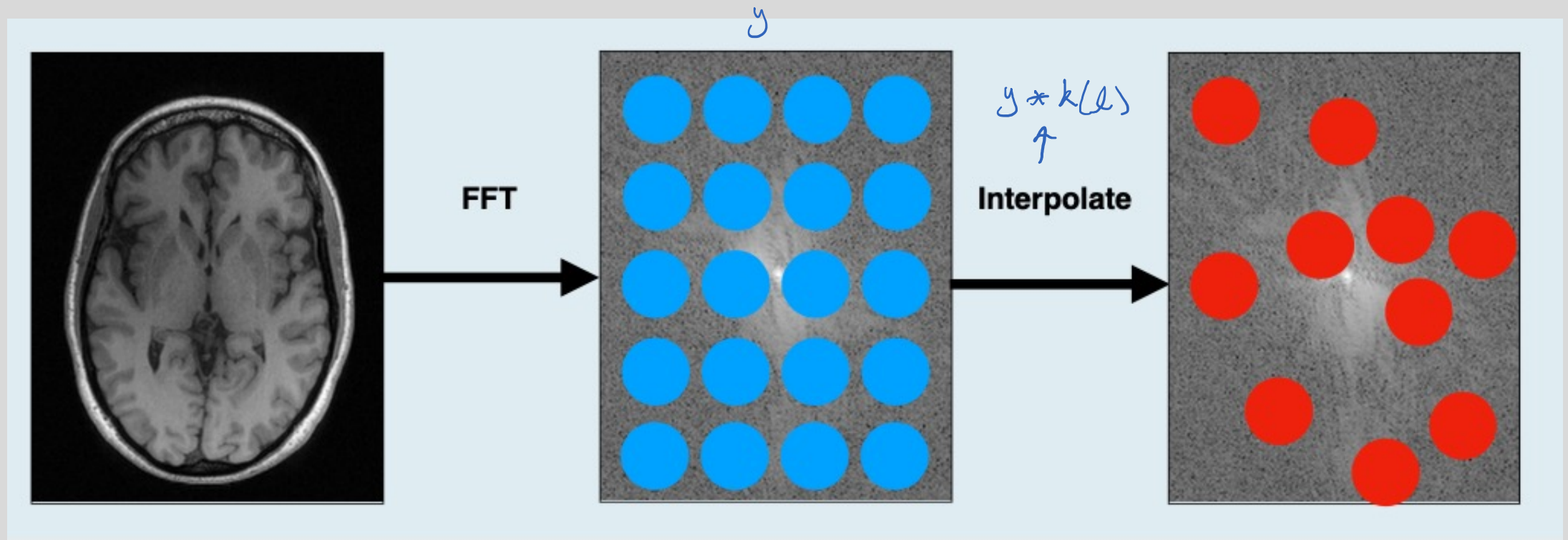


Over-sampling reduces approximation error



Non-uniform Fast Fourier Transform (NUFFT)

- Interpolation in k-space creates image weighting (convolution property)



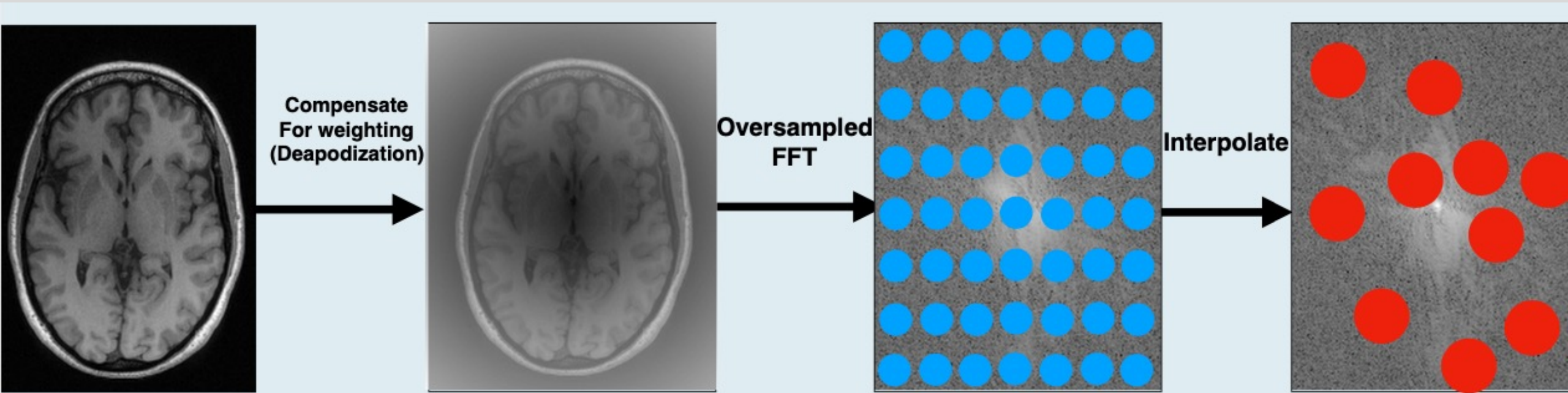
Non-uniform Fast Fourier Transform (NUFFT)

- Interpolation in k-space creates image weighting (convolution property)

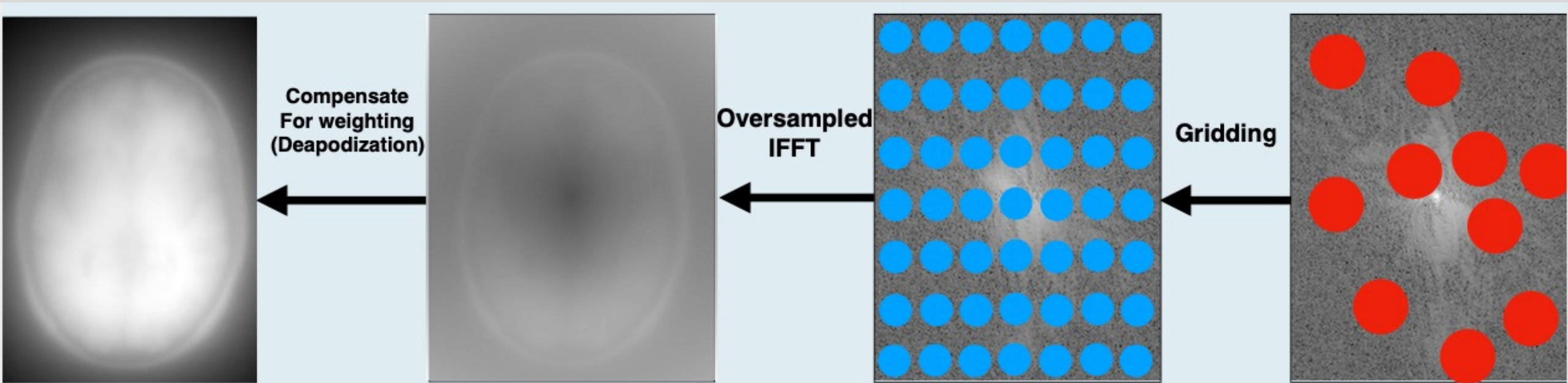
$$y = Ax$$

x

y



NUFFT Adjoint



$$A^{-1} \neq A^H$$

Iterative reconstruction with NUFFT

- Need only A and A^H

$$\|Ax - y\|_2^2$$

$$x^{k+1} = x^k - \alpha A^H (Ax - y)$$

Gridding and density compensation

- Called by the MRI community **Gridding Reconstruction**

$$A^{-1} \approx A^H D$$

