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<http://dicom.nema.org>

DICOM
(for MRI images)

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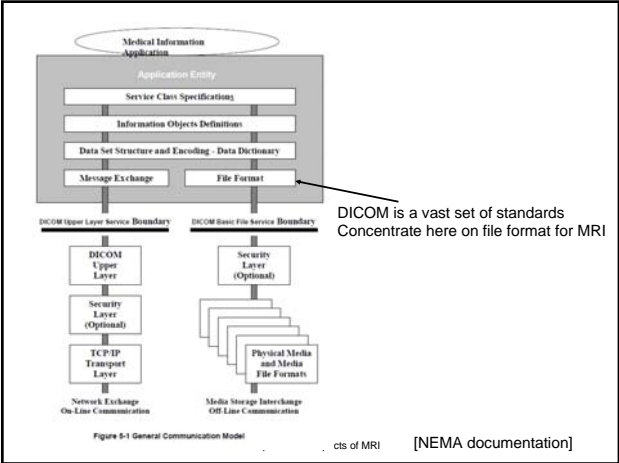
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Computational Aspects of MRI


References

- David Clunie's web site and links
<http://www.dclunie.com/>
- Reference data and presentations
<http://dicom.nema.org/>
<ftp://medical.nema.org/medical/Dicom/Multiframe/>

Computational Aspects of MRI



DICOM File Structure



PatientName
ImageOrientationPatient
ImagePositionPatient
PixelSpacing
...
PrivateFields

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DICOM old vs enhanced

- Old style
 - one file per slice – huge numbers of files.
 - Important parameters e.g. diffusion weighting hidden in non-standard Private Fields.
- Enhanced DICOM
 - multi-frame,
 - better information about 3D and time,
 - many more parameters in Public Fields (was 2, now 94)
 - raw data archive possible.

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Enhanced MR SOP Class attribute types

- Separate gradient and RF echo train lengths
- Out-of-plane phase encoding steps
- Flow compensation
- Spectrally selective excitation & suppression
- Blood signal nulling
- Tagging
- Diffusion values and direction
- Spatial saturation slabs
- Velocity encoding
- Chemical shift imaging (metabolite maps)

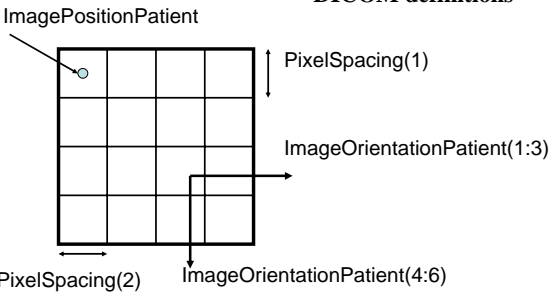
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Geometry Information in DICOM

- DICOM uses a right handed LPH coordinate system.
 - Relates to patient, not scanner.
 - Origin is arbitrary (not isocentre) but fixed.
 - Nifti uses RAH (also right handed)
 - Analyze uses LAH (left handed!!)
-
- DICOM provides public fields that relate a 2D image to 3D patient space.

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DICOM definitions

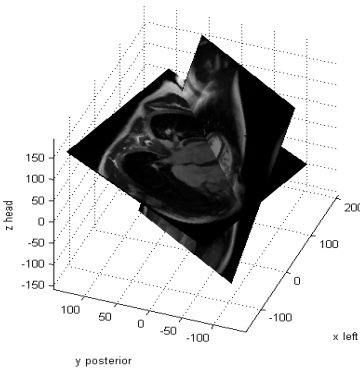
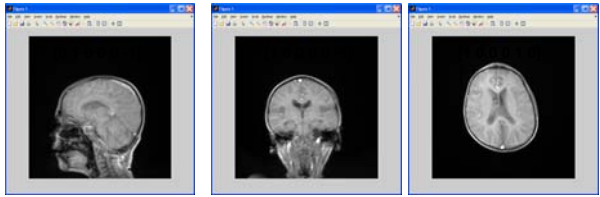


PixelSpacing and ImagePositionPatient are in mm
ImageOrientationPatient are two unit vectors (direction cosines)
Height and Width give number of rows and columns.

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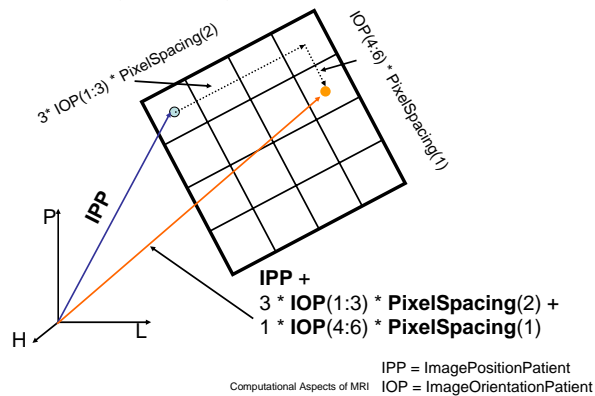
Quiz.

- What are the ImageOrientationPatient vectors for these images (radiological presentation)?



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Finding an Image Pixel Coordinate in LPH



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Stacking Slices

Problem: Multiple 2D slices, each as a separate DICOM file – how do you assemble into a 3D matrix?

- Do not rely on file naming.
- Find the through-slice direction using the vector product $\mathbf{n} = \mathbf{IOP}(1:3) \times \mathbf{IOP}(4:6)$
- For each file, compute the component of \mathbf{IPP} in this through-slice direction ($\mathbf{n} \cdot \mathbf{IPP}$) and sort.

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Enhanced DICOM

Organizational Features

- Multi-frame pixel data
- Shared and per-frame functional groups
 - Each functional group contains attributes that likely vary as a group, e.g. Pixel Measures, Plane Orientation, Velocity Encoding, etc.
 - Compact & makes explicit what doesn't change
- Dimensions
 - a priori* hints as to how the frames are organized
 - Specify intended order of traversal, such as space, then time (e.g., for cardiac cine loops)
- Stacks
 - Groups of spatially-related slices, repeatable
- Temporal positions

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Organization of Data

- Goal is to reduce the work that the receiving application has to do to “figure out”
 - How the data is organized
 - Why it is organized that way
- Without preventing use of the data in unanticipated ways
 - E.g. 3D on a dataset not intended as a volume
- Two levels
 - The detailed shared & per-frame attributes
 - The overall dimensions, stacks and temporal positions

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Dimensions

Start with a dimension of space.

A set of contiguous slices through the heart.

Stack ID = 1

In-Stack Position

Space

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Trigger Delay Time

Temporal Position Index

Stack ID = 1

48 ms

2

5

1 2 3 4 5

In-Stack Position

Add dimension of time (delay time from R-wave).

Sets of contiguous slices throughout cardiac cycle.

Stack ID = 1

In-Stack Position

Time

Space

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Trigger Delay Time

Temporal Position Index

Stack ID = 1

48 ms

2

5

1 2 3 4 5

In-Stack Position

Dimension Index Values

1 \ 5 \ 2

Dimension Index Pointers:

- Stack ID
- In-Stack Position
- Temporal Position Index

Stack ID = 1

0 ms

1

5

1 2 3 4 5

In-Stack Position

Time (2)

Space (1)

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Trigger Delay Time

Temporal Position Index

Stack ID = 1

48 ms

2

5

1 2 3 4 5

In-Stack Position

Dimension Index Values

1 \ 5 \ 2

1/4/1

1/3/2

1/2/2

1/1/2

Dimension Index Pointers:

- Stack ID
- In-Stack Position
- Temporal Position Index

Stack ID = 1

0 ms

1

5

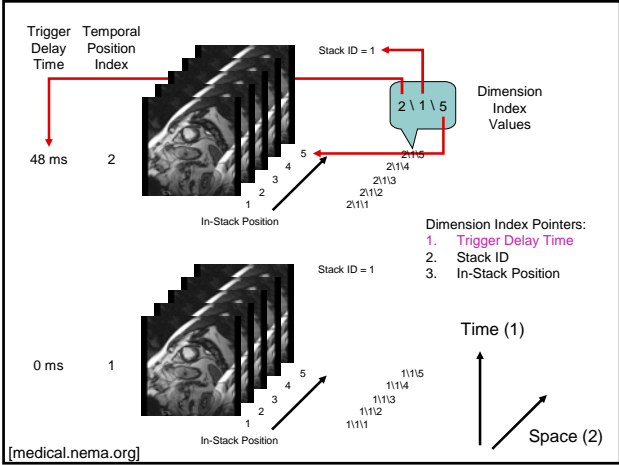
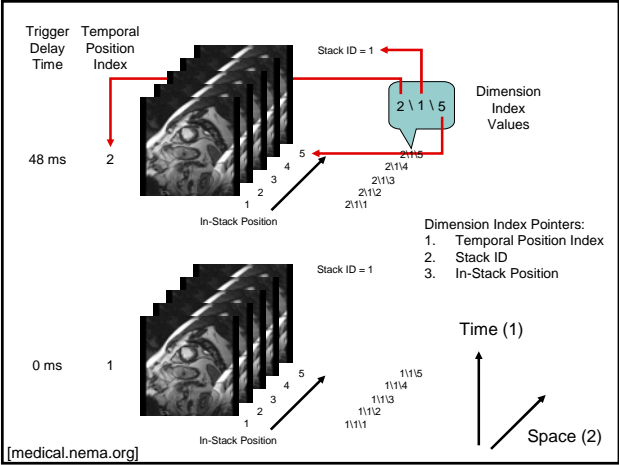
1 2 3 4 5

In-Stack Position

Time (2)

Space (1)

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Dimension features

- Description of dimensions separate from their indices
 - Dimensions are described once
 - Indices within dimensions are encoded per-frame
- May be multiple sets of dimensions in one object
 - E.g., Set 1: space then time, Set 2: time then space
- Receiving application only needs to follow the index values
 - Does NOT need to select or sort by attribute value
 - Dimensions can be entire functional groups
 - Dimensions can be private attributes or functional groups

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Dimension applications

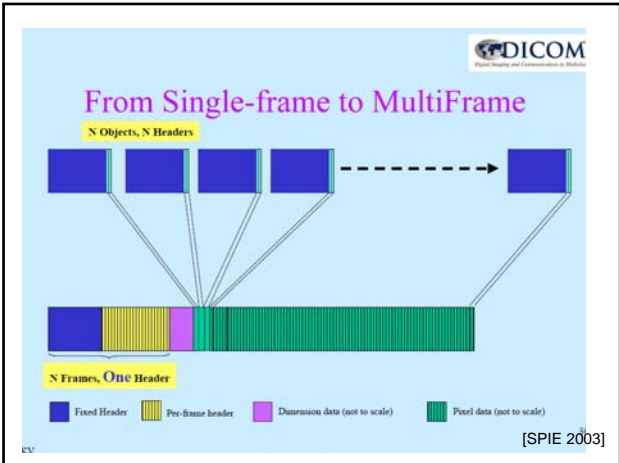
- Selection of sort order for simple viewing
- Partitioning of frames for hanging
- Selection of frames that constitute a
 - volume in space
 - temporal sequence
 - contrast administration phase
 - physiological parameter, e.g. diffusion b value

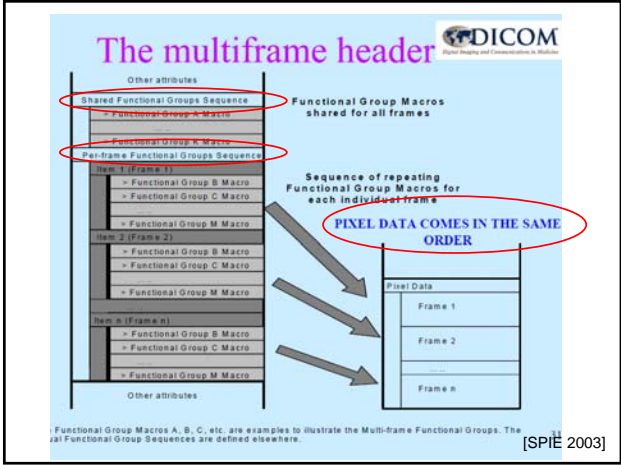
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Diffusion

Appears to be structure for recording either the diffusion gradient direction, or the full b-matrix in the patient coordinate system.

- (0018,9087) Diffusion b-value
- (0018,9089) Diffusion Gradient Orientation
- (0018,9601) Diffusion b-matrix Sequence
- (0018,9602) Diffusion b-value XX
- (0018,9603) Diffusion b-value XY
- (0018,9604) Diffusion b-value XZ
- (0018,9605) Diffusion b-value YY
- (0018,9606) Diffusion b-value YZ
- (0018,9607) Diffusion b-value ZZ





Geometry Fields in Multi-frame DICOM

ImageOrientationPatient

SharedFunctionalGroupsSequence.Item_1.PlaneOrientationSequence.Item_1.ImageOrientationPatient

ImagePositionPatient

PerFrameFunctionalGroupsSequence.Item_168.PlanePositionSequence.Item_1.ImagePositionPatient

(ignore specific Item numbers here)

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Direction Cosines

$\hat{\mathbf{r}} = [a \ b]$
 $\hat{\mathbf{r}} = a\hat{\mathbf{x}} + b\hat{\mathbf{y}}$
 $\|\hat{\mathbf{r}}\| = \sqrt{a^2 + b^2} = 1$
 $\hat{\mathbf{r}} = \cos(\theta_x)\hat{\mathbf{x}} + \cos(\theta_y)\hat{\mathbf{y}}$

The components of a unit vector (a & b here) are the cosines of the angles the vector makes with the basis directions

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Direction Cosines

$\hat{\mathbf{r}} = [a \ b]$
 $\hat{\mathbf{r}} = a\hat{\mathbf{L}} + b\hat{\mathbf{P}}$
 $\|\hat{\mathbf{r}}\| = \sqrt{a^2 + b^2} = 1$
 $\hat{\mathbf{r}} = \cos(\theta_L)\hat{\mathbf{L}} + \cos(\theta_P)\hat{\mathbf{P}}$

Rotate
Re-label

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Direction Cosines and DICOM

$\hat{\mathbf{r}} = [a \ b]$
 $\hat{\mathbf{c}} = [-b \ a]$

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Image to Patient Transform: direction cosines as matrix columns

$\hat{\mathbf{r}} = [a \ b]$
 $\hat{\mathbf{c}} = [-b \ a]$

$\hat{\mathbf{r}}: \begin{bmatrix} a \\ b \end{bmatrix}_{LP} = \begin{bmatrix} a & \cdot \\ b & \cdot \end{bmatrix} \begin{bmatrix} 1 \\ 0 \end{bmatrix}_{xy}$
 $\hat{\mathbf{c}}: \begin{bmatrix} -b \\ a \end{bmatrix}_{LP} = \begin{bmatrix} \cdot & -b \\ \cdot & a \end{bmatrix} \begin{bmatrix} 0 \\ 1 \end{bmatrix}_{xy}$

$\begin{bmatrix} a & -b \\ b & a \end{bmatrix} = [\hat{\mathbf{r}}: \ \hat{\mathbf{c}}:]$

Image
(here pixel sizes 1,
origin at top left)

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Direction Cosines in 3D with homogeneous coordinates

Rotation matrix composed from row, col. and slice direction cosines as columns

$\hat{\mathbf{s}} = \hat{\mathbf{r}} \times \hat{\mathbf{c}}$

Image coordinate

Patient system coordinate

$$\begin{bmatrix} x_p \\ y_p \\ z_p \\ 1 \end{bmatrix} = \begin{bmatrix} rdcx & cdcx & sdcx & 0 \\ rdcy & cdcy & sdcy & 0 \\ rdcz & cdcz & sdcz & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x_{im} \\ y_{im} \\ z_{im} \\ 1 \end{bmatrix}$$

[See <http://www.electromagnetics.biz/DirectionCosines.htm>]

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Putting it all together

- ImageOrientationPatient
 - rotation
- ImagePositionPatient
 - translation
- PixelSpacing
 - scaling

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Composing the overall transform from Image to Patient

$\mathbf{M} = \mathbf{T}_{IPP} \mathbf{R} \mathbf{S} \mathbf{T}_0$

Shift image to make top left voxel centre at (0,0,0)

Scale using PixelSpacing

Rotate into Patient coordinate system using Direction Cosines from ImageOrientationPatient

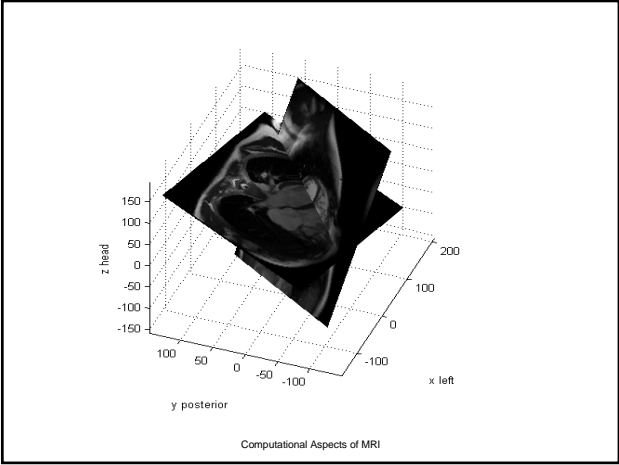
Translate to put top left pixel at ImagePositionPatient

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Applying the transform to multiple coordinates “at once”

$$\begin{bmatrix} l_1 & l_2 & \cdots \\ p_1 & p_2 & \cdots \\ h_1 & h_2 & \cdots \\ 1 & 1 & \cdots \end{bmatrix} = \mathbf{M} \begin{bmatrix} x_1 & x_2 & \cdots \\ y_1 & y_2 & \cdots \\ z_1 & z_2 & \cdots \\ 1 & 1 & \cdots \end{bmatrix}$$

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MATLAB Default Image Coordinates

Row numbers increase going DOWN

Image coordinates in [row column] order

$[0.5 \ 1.5]$

$[1 \ 1]$

$[4 \ 1]$

A 4x4 grid representing image coordinates. The top-left cell is labeled [1 1] with an arrow. The bottom-left cell is labeled [4 1] with an arrow. The center cell is labeled [0.5 1.5] with an arrow. The text 'Row numbers increase going DOWN' is to the left of the grid. The text 'Image coordinates in [row column] order' is below the grid.

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Displaying a 2D image in 3D using
surf(X,Y,Z,img)

- 2D matrices **X**, **Y** and **Z** contain patient coordinates of the vertices of the patches.
- 2D matrix **img** contains patch "colours".
- Sizes of **X**, **Y** and **Z** are one greater than **img** in each dimension

X(1,1)

X(1,2)

Y(1,1)

img(1,1)

img(1,2)

img(2,2)

img(2,1)

Y(3,1)

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```
>> img = [0.1 1 ; 0.7 0.5]
img =
    0.1000000000000000    1.0000000000000000
    0.7000000000000000    0.5000000000000000
>> [X,Y,Z] = meshgrid([0:2]+0.5, [0:2]+0.5, 1)
X =
    0.5000000000000000    1.5000000000000000    2.5000000000000000
    0.5000000000000000    1.5000000000000000    2.5000000000000000
    0.5000000000000000    1.5000000000000000    2.5000000000000000
Y =
    0.5000000000000000    0.5000000000000000    0.5000000000000000
    1.5000000000000000    1.5000000000000000    1.5000000000000000
    2.5000000000000000    2.5000000000000000    2.5000000000000000
Z =
     1     1     1
     1     1     1
     1     1     1
>> surf(X,Y,Z,img,'EdgeColor','None')
>> colormap gray
>> xlabel('x'), ylabel('y'), zlabel('z')
>>
```

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Allows interactive spinning of 3D plots. (Camera toolbar)

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