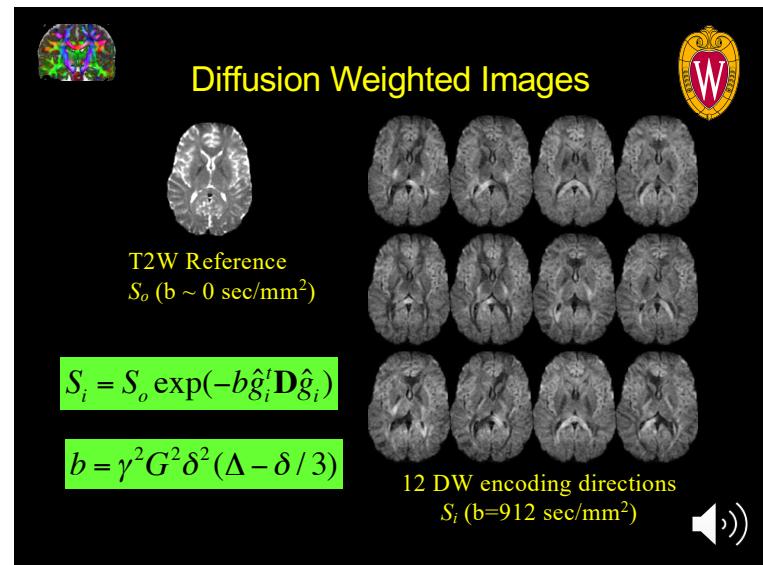
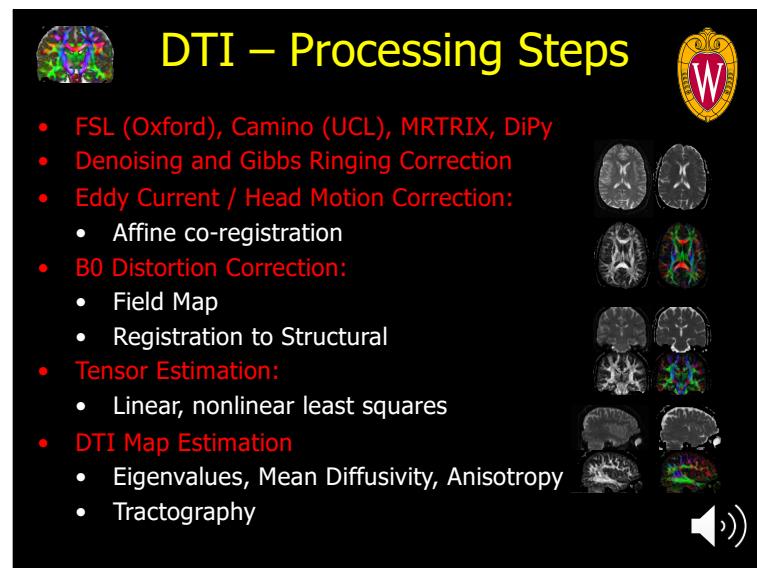


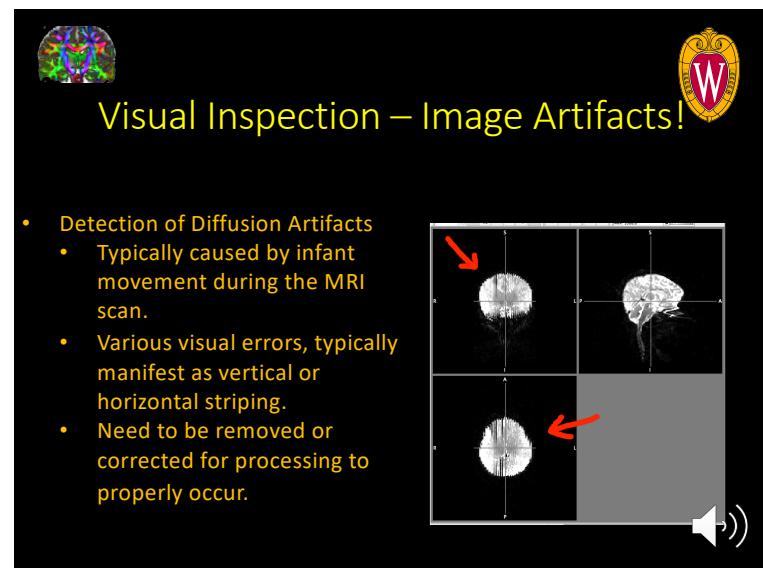
1



2



3



4

## Denoising

- DTI data can be noisy
  - Small voxels
  - Diffusion-weighting – noisy images
  - Rician Noise Distribution
- Denoising
  - Attempt to reduce noise while preserving structure
- MRTRIX: *dwidenoise*

Veraart J, et al. Denoising of diffusion MRI using random matrix theory. Neuroimage. 2016; 142:394-406.

© Dr. Verma Group

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## Gibbs Ringing Removal

- Truncation of High Spatial Frequencies – Edge of k-space
- Ringing artifacts
- Prominent at brain edges and around ventricles
- MRTRIX - *mrdegibbs*

(a) Gibbs ringing (b) PIS map

Chantal Tax PhD Dissertation  
Kellner, E et al. Gibbs-ringing artifact removal based on local subvoxel-shi  
Magnetic Resonance in Medicine, 2016, 76, 1574–1581.

mriquestions.com

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## Echo Planar Imaging

A) Single-shot EPI sequence diagram

B) K-space trajectory

↑  
ky  
↑  
kx

Timo Roine, PhD Defense 2017

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## EPI Sampling Definitions

TR: repetition time, time to scan volume

total read-out time:  
echo-spacing \* nr of echoes  
f.e. 64 \* 0.53 ms = 33.92ms = 0.03392s

echo spacing:  
time to move from center of ky line to next, f.e. 0.53 ms

sampling/dwell time:  
time between two successive samples in readout direction, f.e. 1/2112 Hz/p = 0.00047s

bandwidth in phase-encoding direction:  
1 / total readout time in sec = 1 / 0.03392 = 29.48 Hz

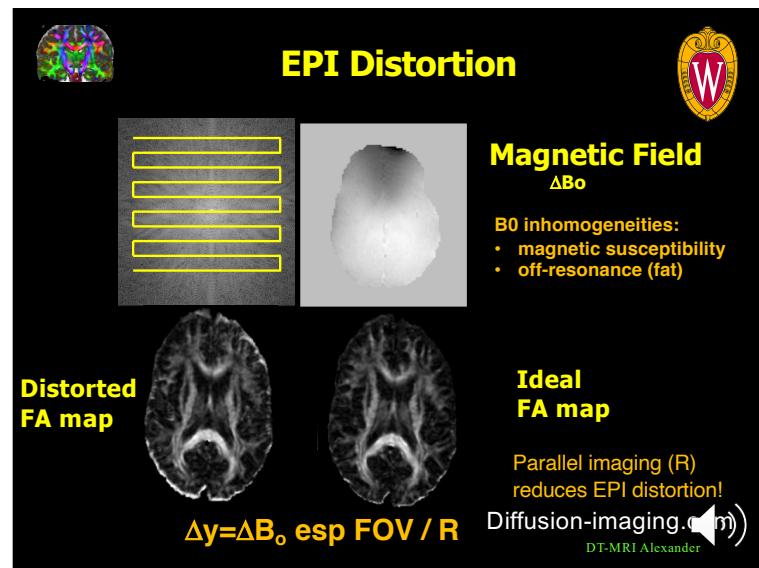
bandwidth in read-out direction:  
1 / dwell time = 2112 Hz

IST: inter-slice time, time between slices, (TR / nr of slices)

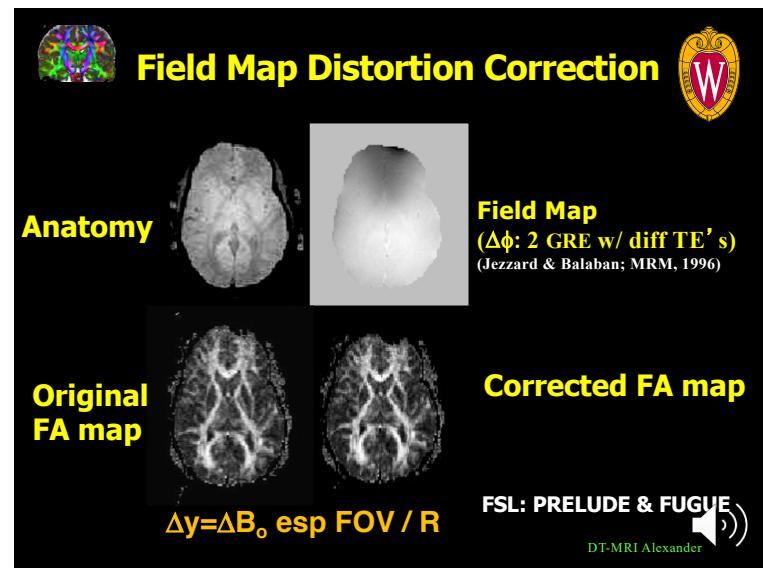
Brainvoyager.com

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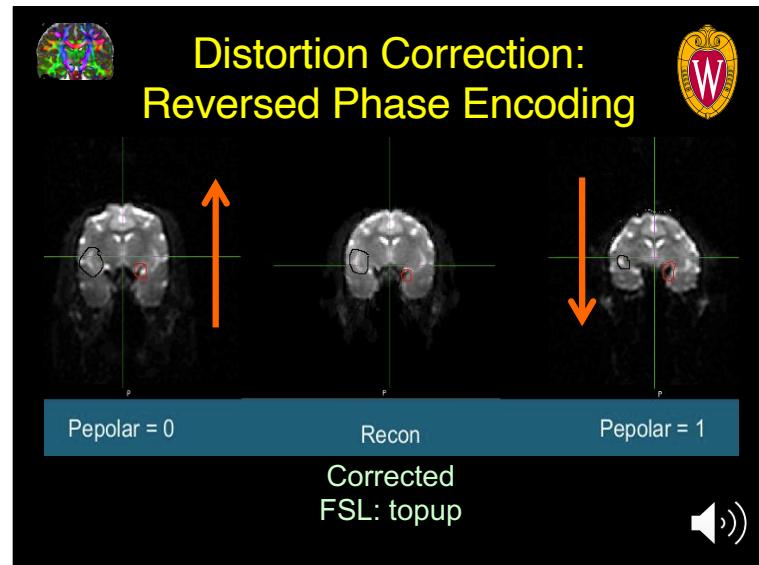
2



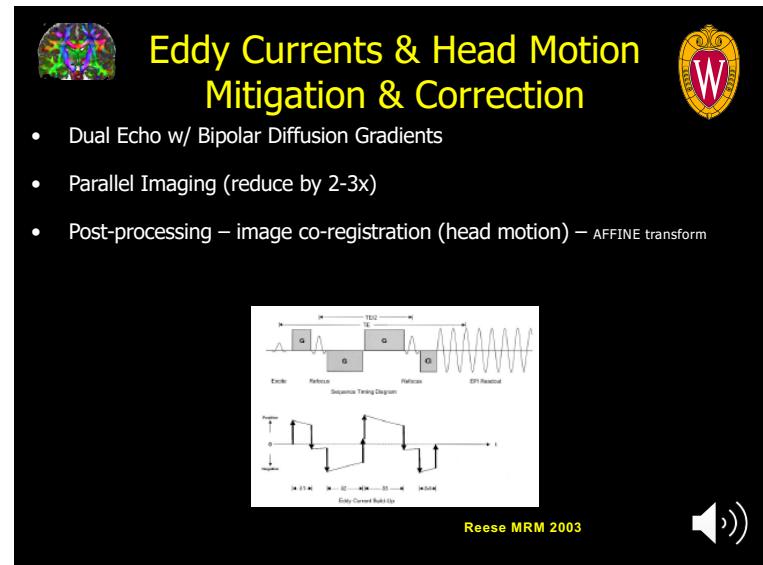
9



10



11



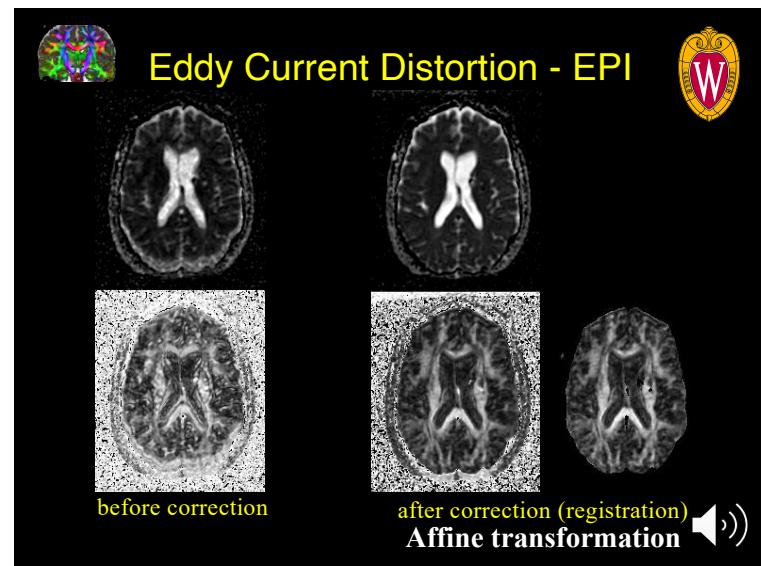
3

## Eddy Currents

- Currents induced in scanner metal components – linear field distortions
- Linear Distortions in Phase Encoding Direction

$Y' = (1+M)Y + SX + T$

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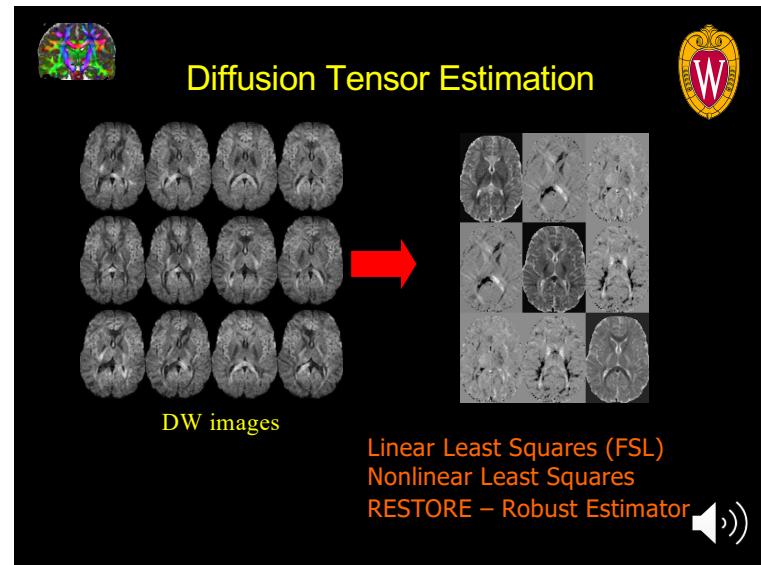
14

## FSL eddy

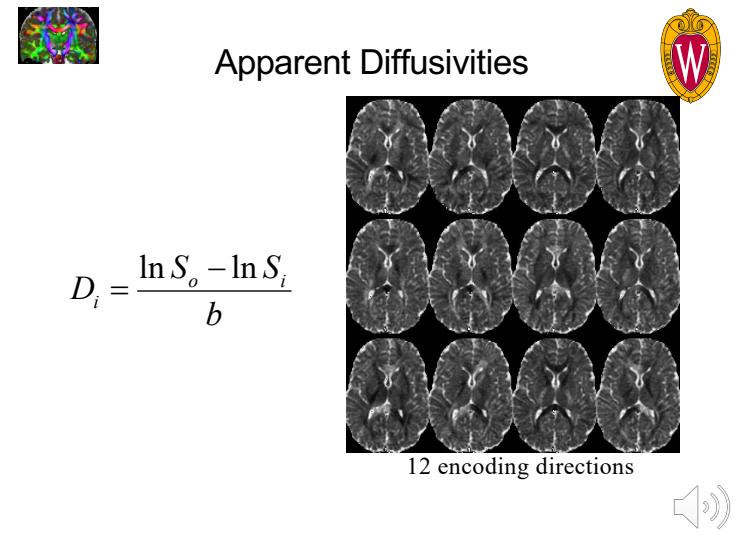
- Corrects for distortion from eddy currents and head motion
- --repol option: detects and replaces outlier data – better data
- --mporder option: slice-to-volume motion correction `eddy_cuda`
  - computationally demanding, requires NVIDIA GPU and CUDA GPU Programming language

w/ and w/o outlier correction      w/ and w/o s2v correction

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**Diffusion Tensor Decoding Linear Least Squares**

diffusivities      diffusion tensor vector

$$\mathbf{Y} = \begin{pmatrix} D_1 \\ D_2 \\ \vdots \\ D_N \end{pmatrix} = \mathbf{H} \begin{pmatrix} D_{xx} \\ D_{yy} \\ D_{zz} \\ D_{xy} \\ D_{xz} \\ D_{yz} \end{pmatrix} = \mathbf{H} \mathbf{d} \quad \mathbf{d} = \begin{pmatrix} D_{xx} \\ D_{yy} \\ D_{zz} \\ D_{xy} \\ D_{xz} \\ D_{yz} \end{pmatrix} = (\mathbf{H}' \mathbf{H})^{-1} \mathbf{H}' \mathbf{Y}$$

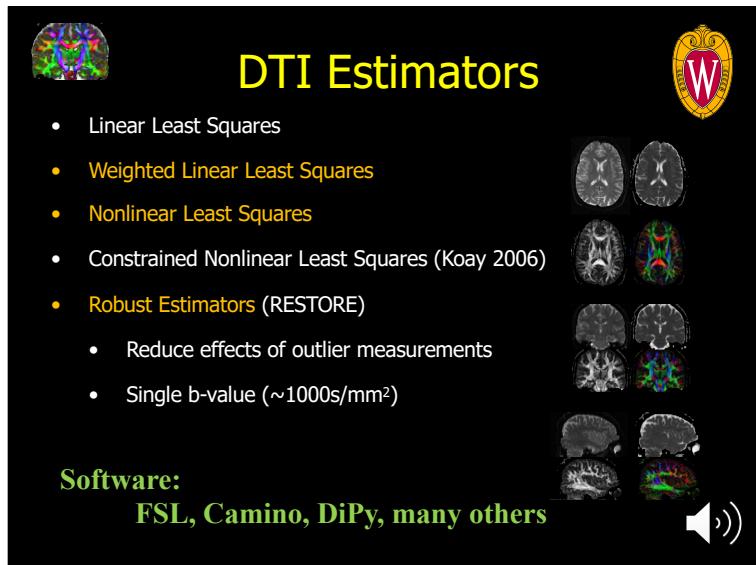
gradient encoding vector      encoding matrix

$$\mathbf{h}_i = \begin{pmatrix} g_{xi}^2 \\ g_{yi}^2 \\ g_{zi}^2 \\ 2g_{xi}g_{yi} \\ 2g_{xi}g_{zi} \\ 2g_{yi}g_{zi} \end{pmatrix} \quad \mathbf{H} = \begin{pmatrix} \mathbf{h}_1 \\ \mathbf{h}_2 \\ \vdots \\ \mathbf{h}_N \end{pmatrix} \quad N \geq 6$$

$$\mathbf{d} = (\mathbf{H}' \mathbf{H})^{-1} \mathbf{H}' \mathbf{Y}$$

Hasan et al. JMRI 2001

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