

METHODS FOR ULTRA-HIGH SPATIAL AND TEMPORAL RESOLUTION FMRI

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OUTLINE

- Overview of fMRI data acquisition methods
- Brief discussion of spatial resolution in MRI
- Selected examples of ultra-high spatial resolution fMRI

MR Data Acquisition through Cake Analogies



k-space is like a Cake Recipe



- Acquiring data is like gathering necessary ingredients
- Ingredients bear no resemblance to the final product
- The ingredients need to be transformed

2D EPI is like a Layer Cake



- Layers/slices are baked/acquired sequentially, then composed

2D Multi-Slice EPI is also like a Layer Cake



- Except multiple layers/slices are baked/acquired simultaneously
- State-of-the-Art protocol
 - MB=8 Whole Brain 2 mm isotropic at 720 ms TR

3D EPI is like a Big Solid Cake



- No layers/slices, just the whole cake baked at once

Ultra High Spatial Resolution Methods



Advantages of High Spatial Resolution

- Resolving small brain structures:
 - Spinal cord, brain-stem, sub-cortical nuclei, hippocampus, etc.
- Spatially-specific mapping of function
 - cortical layers (e.g. laminar or layer-specific fMRI)
 - cortical columns (e.g. ocular dominance columns)
 - fine representations (e.g. individual finger somatotopy)

Limitations of High Spatial Resolution

- Interpretation of voxel sizes
- Interpretation of BOLD signal

REVEALING THE SHOCKING TRUTH ABOUT MR IMAGES:

What does Spatial Resolution actually Mean?

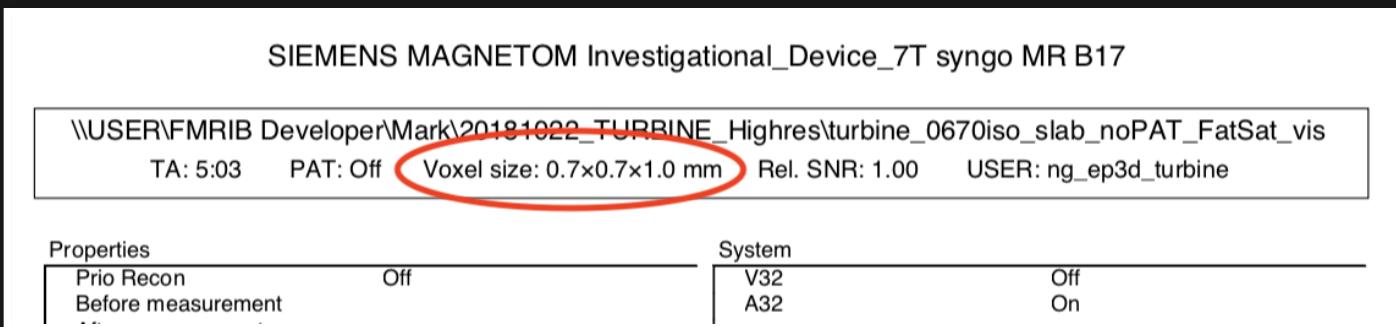
and

What is a Voxel, honestly



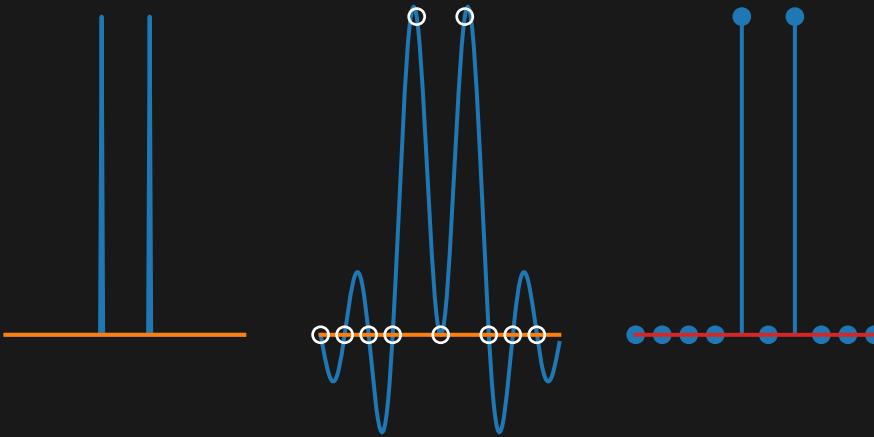
What does Spatial Resolution actually Mean?

- It is **not** defined by $\frac{FOV}{N}$
- It is also **not** defined by the distance between voxel centres
- **Nor** is it always the number written on your protocol:



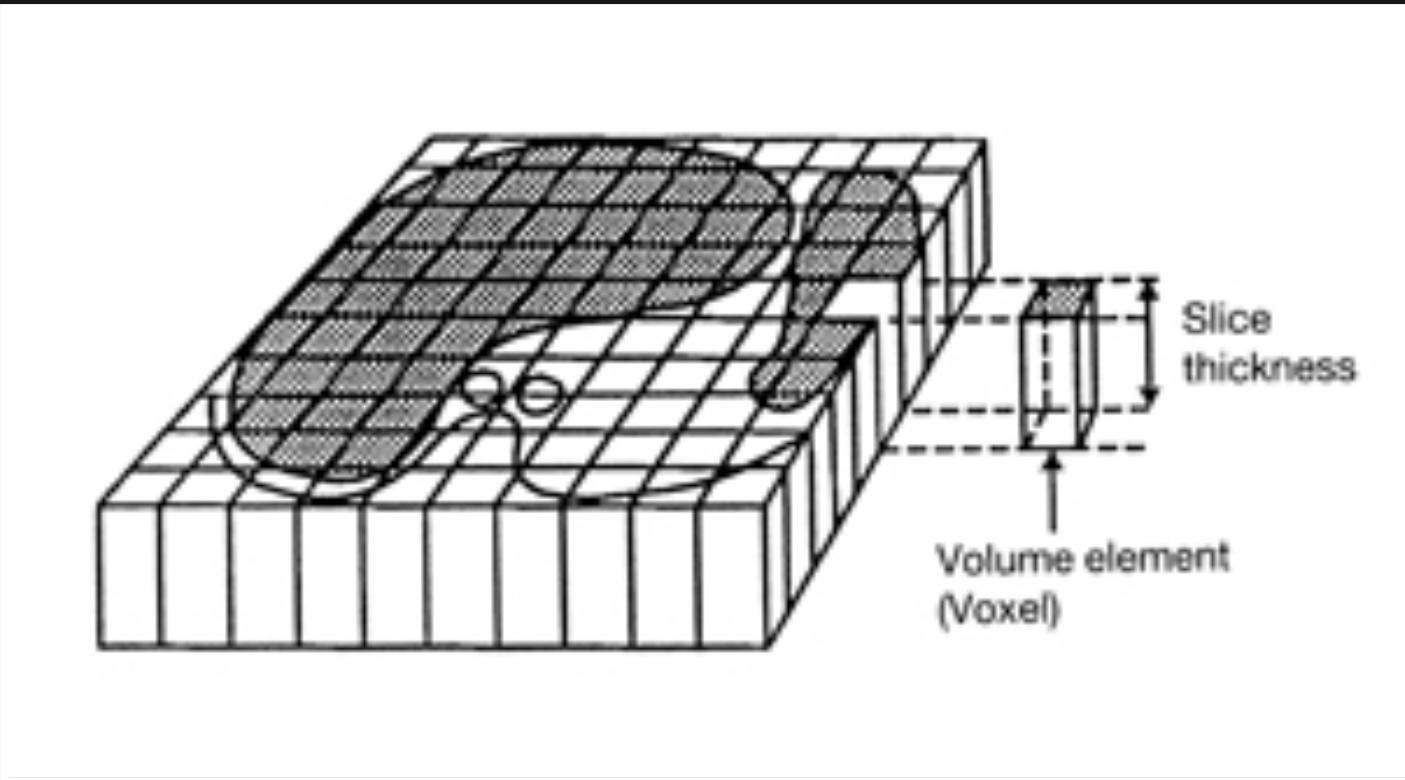
Spatial Resolution is the *minimum distance* that two points can be *distinguished*

by the imaging system (scanner + sequence + parameters)



To better understand this, we need to go even **deeper**

What are Voxels?

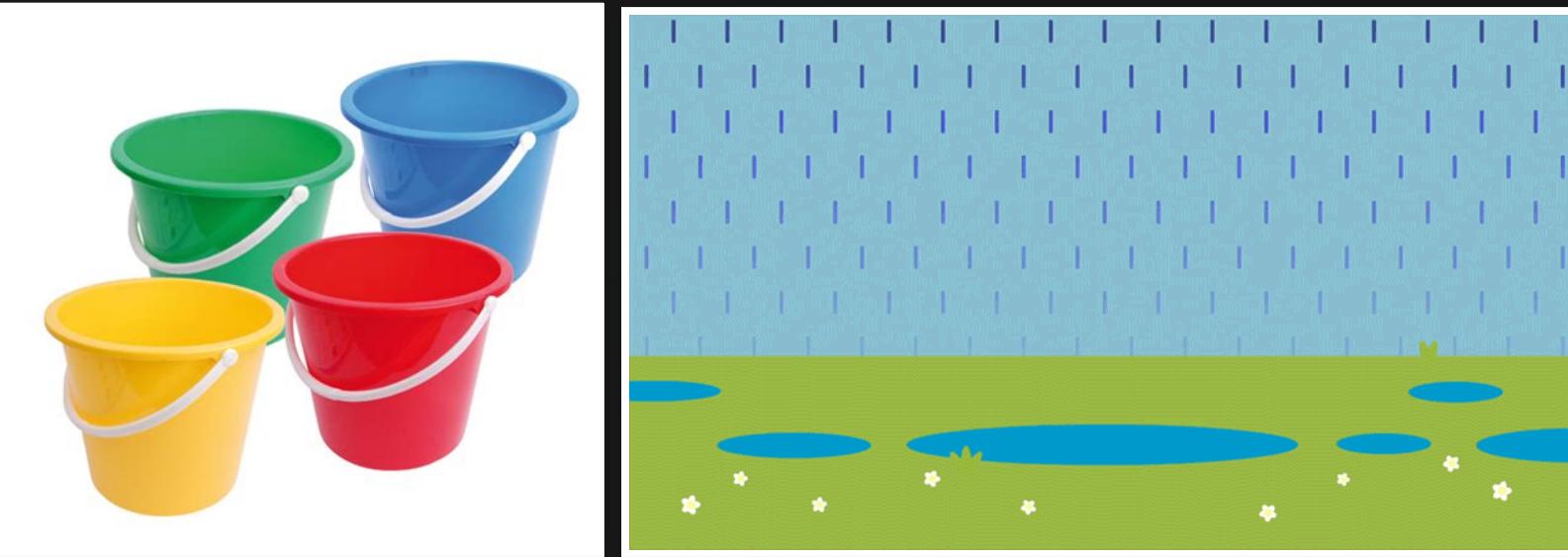


What are Voxels?



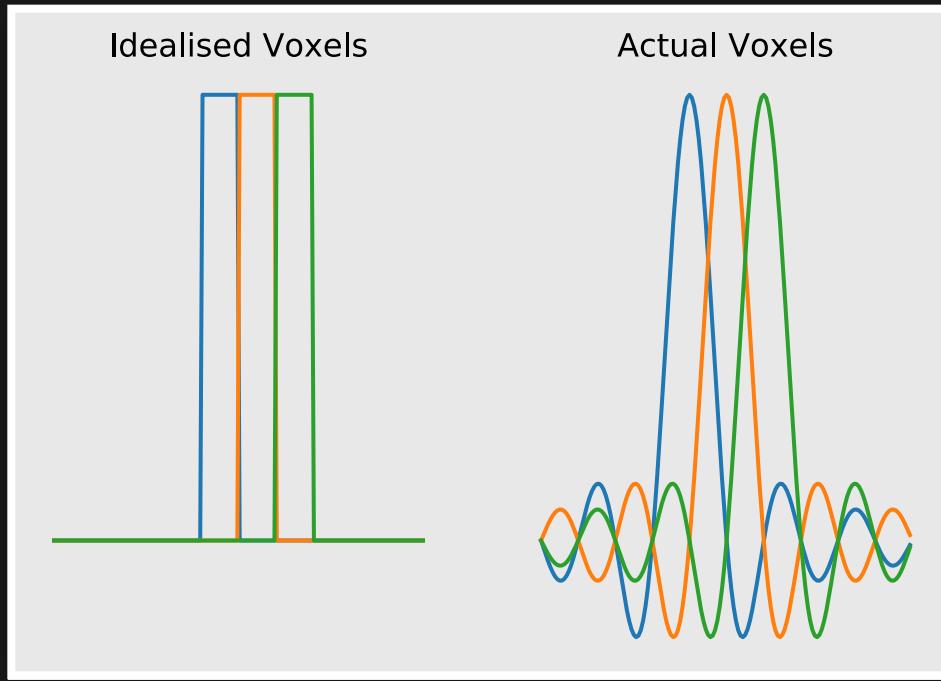
Voxels are not buckets or parcels

The truth about Voxels



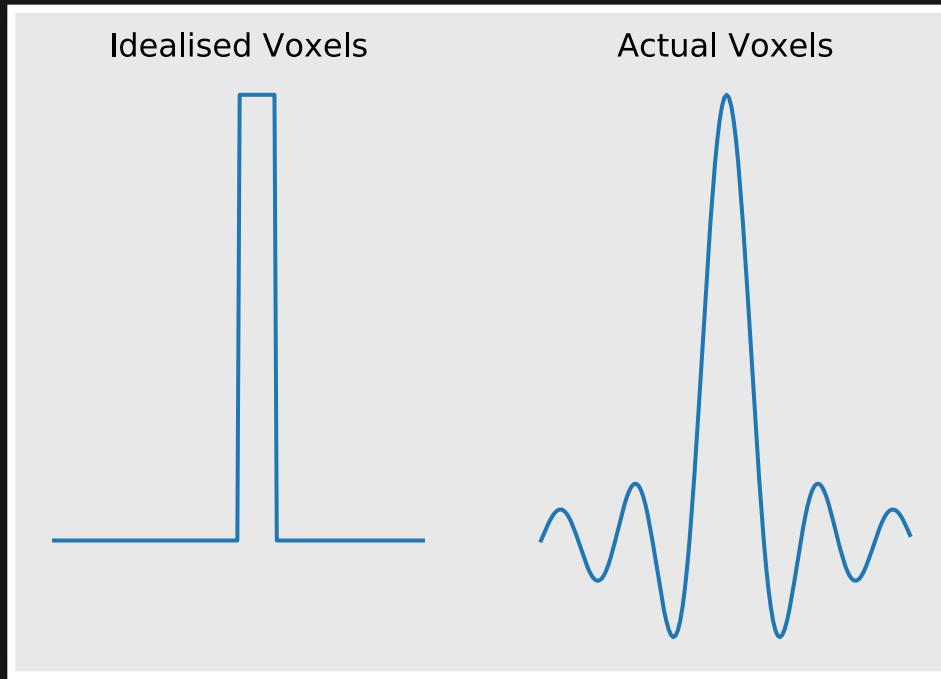
In reality, voxels are a lot more complex and non-local

Actual voxels



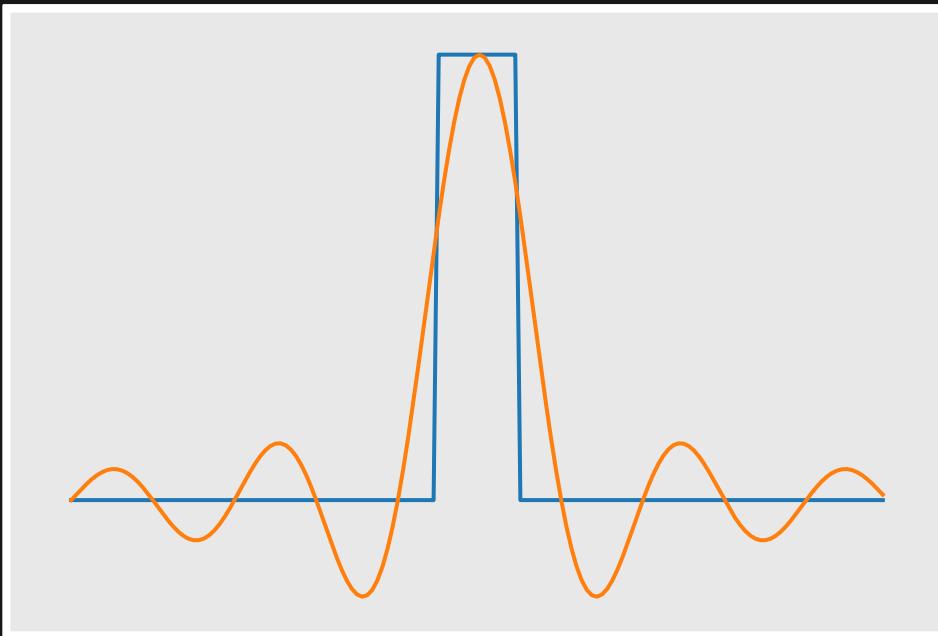
The voxel has contributions from regions far away from its nominal location
The voxel is actually defined by this point-spread function

Actual voxels



The "signal" associated with each voxel is the weighted sum of the spin distribution with this point-spread function

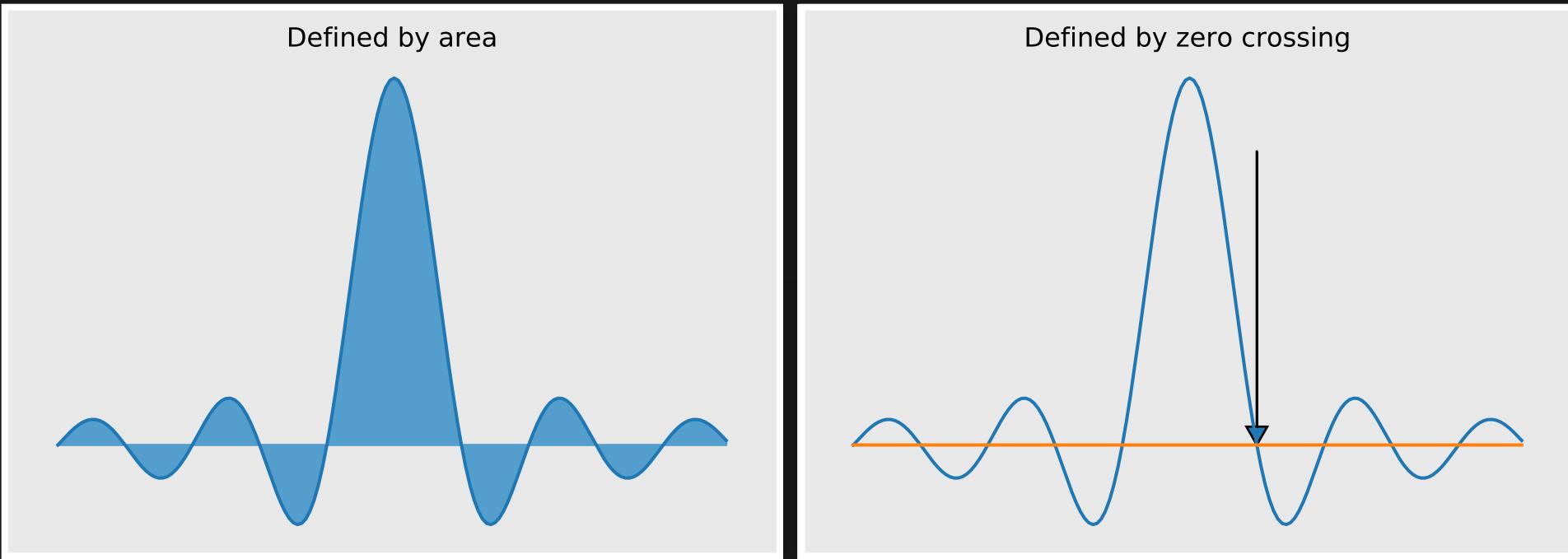
The Point Spread Function



The shape of the voxel's point-spread function is largely determined by:

- how you choose to sample k-space
- signal decay during the readout

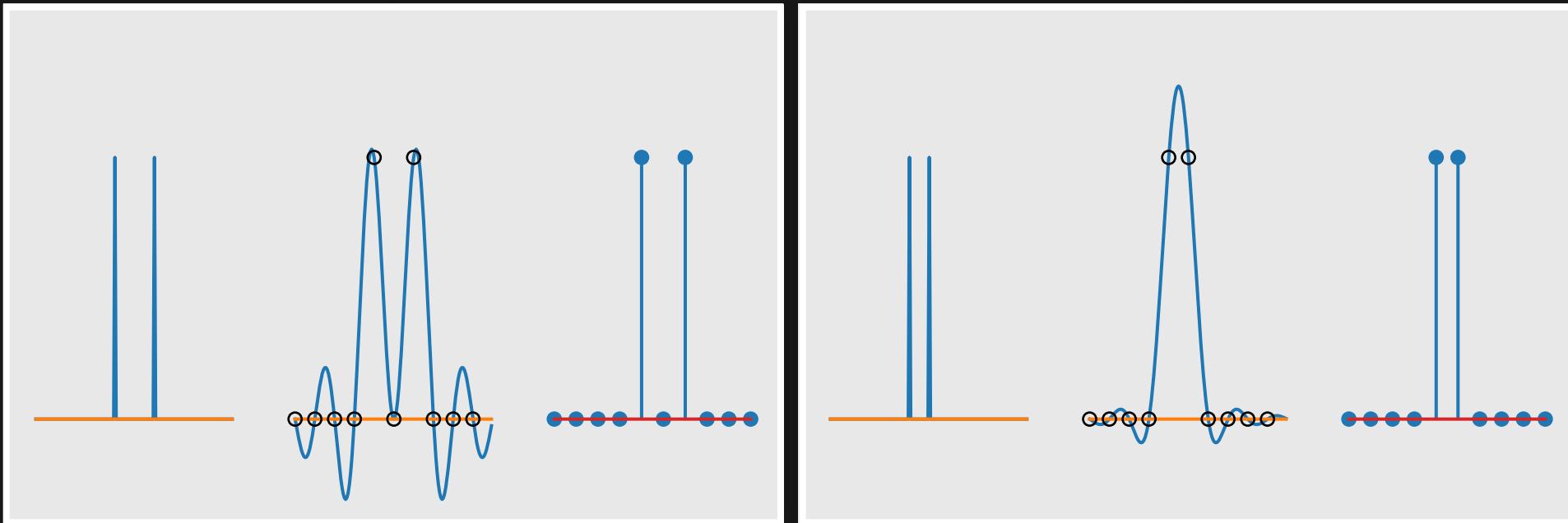
Defining Spatial Resolution



Two ways to define resolution from the point-spread function:

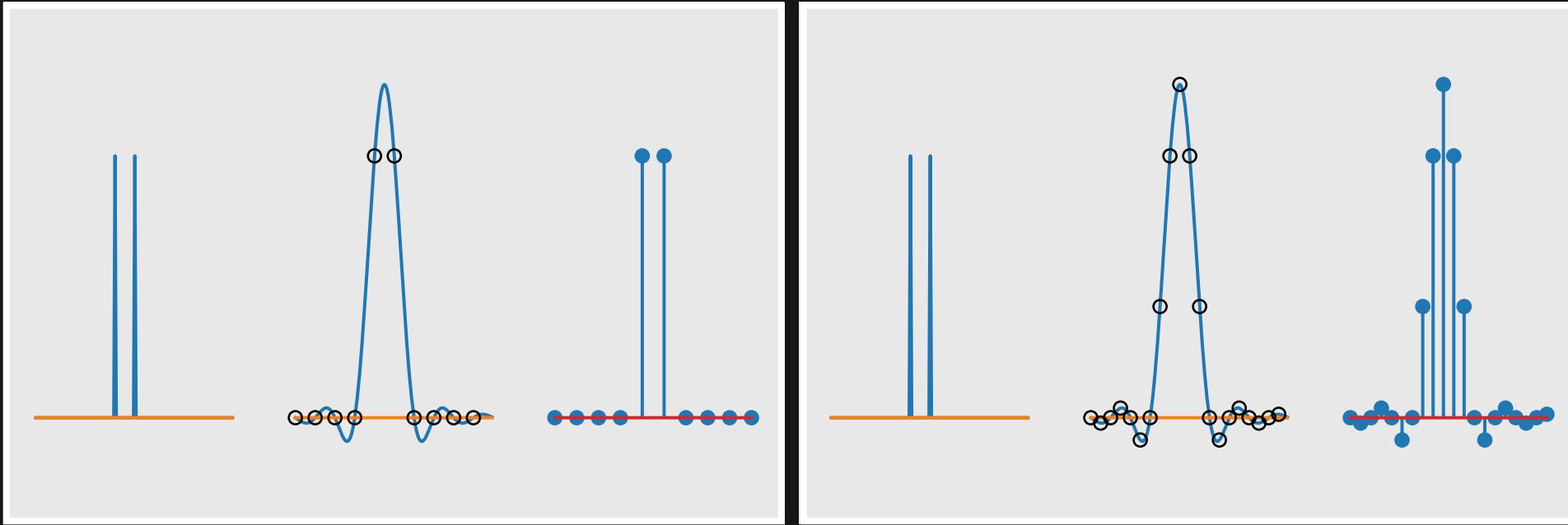
- total area relative to peak height
- distance to first zero-crossing

Defining Spatial Resolution



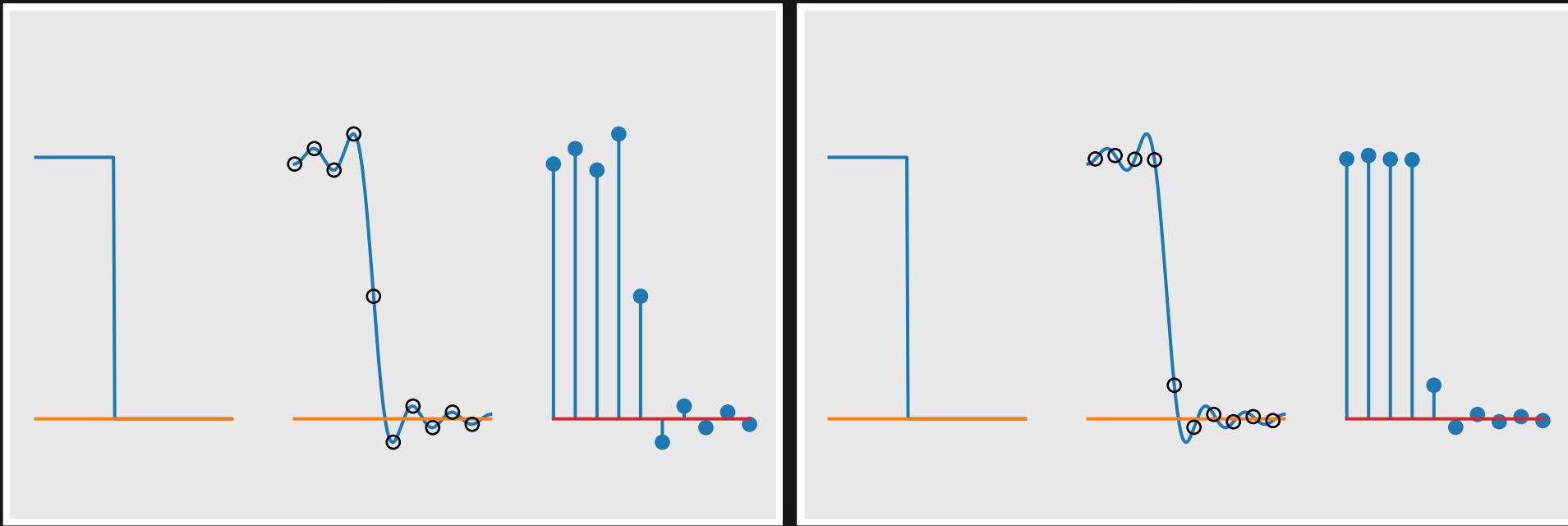
- Choice of voxel sampling can line up with zero-crossings
- While you are free to choose any voxel sampling locations, no choice ever increases resolution
- Ultimately, the image you get is some sampled version of the truth convolved with the point-spread function

More Voxels



More voxels does not mean better or higher resolution

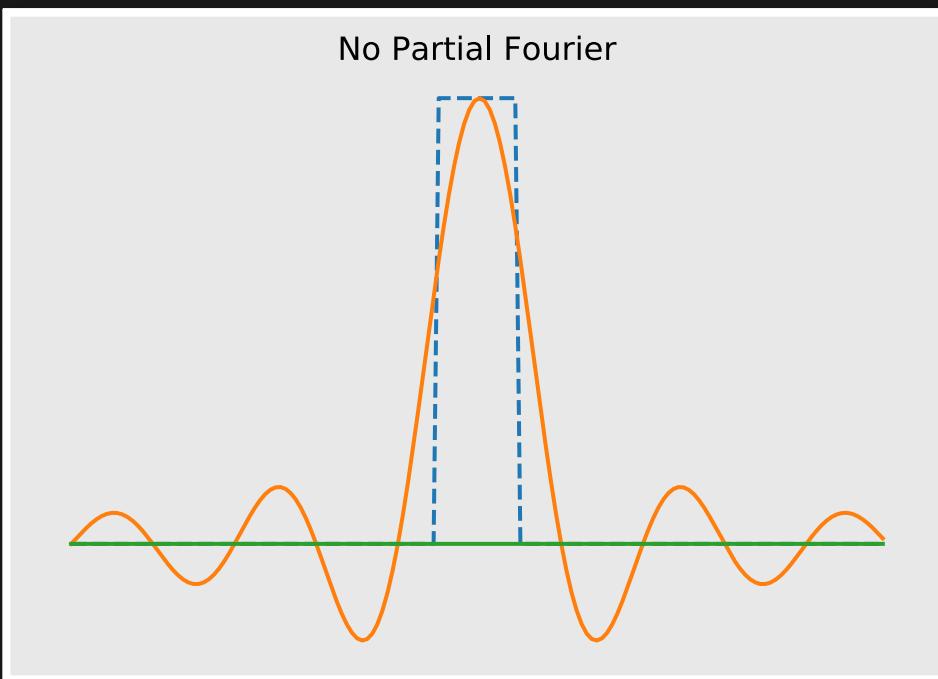
Also, Gibbs Ringing!



Gibbs ringing is a direct consequence of the point-spread function
Artefact can depend on the exact choice of voxel
sampling locations

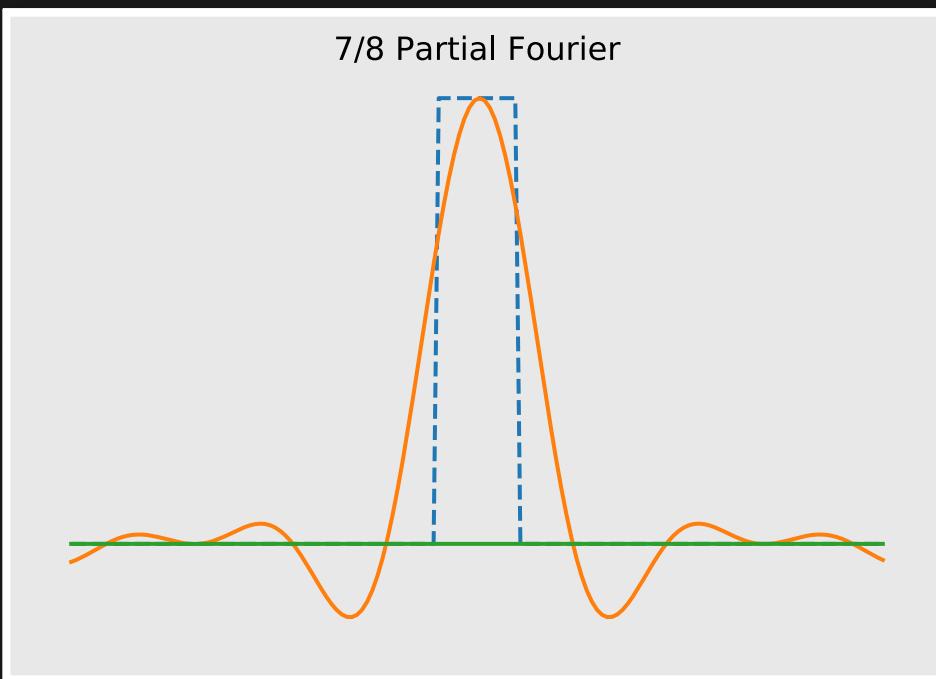
Partial Fourier

Partial Fourier in EPI with default options = *fake resolution*



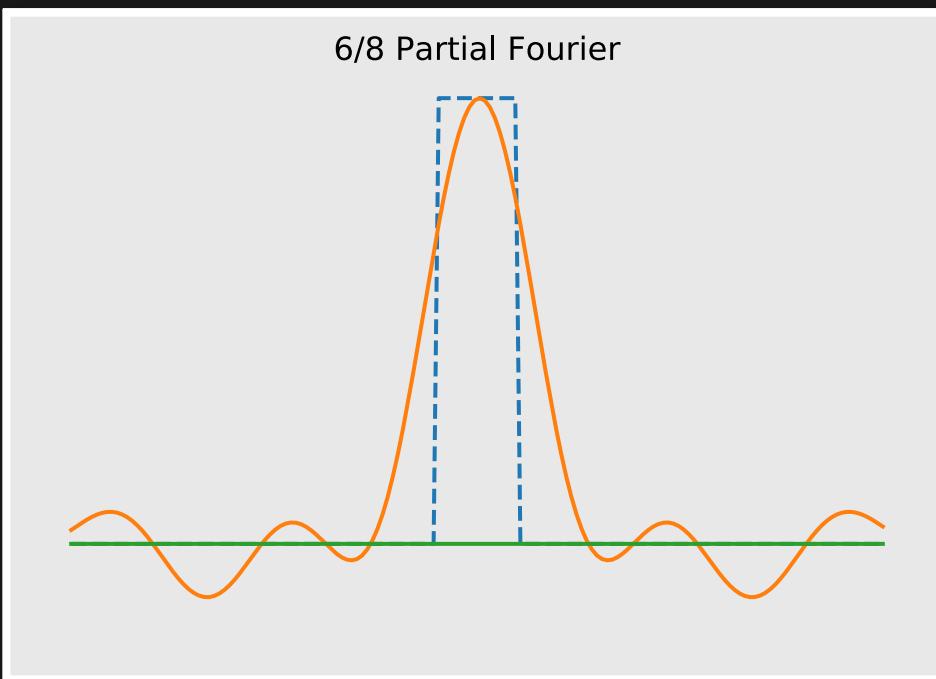
Partial Fourier

Partial Fourier in EPI with default options = *fake resolution*



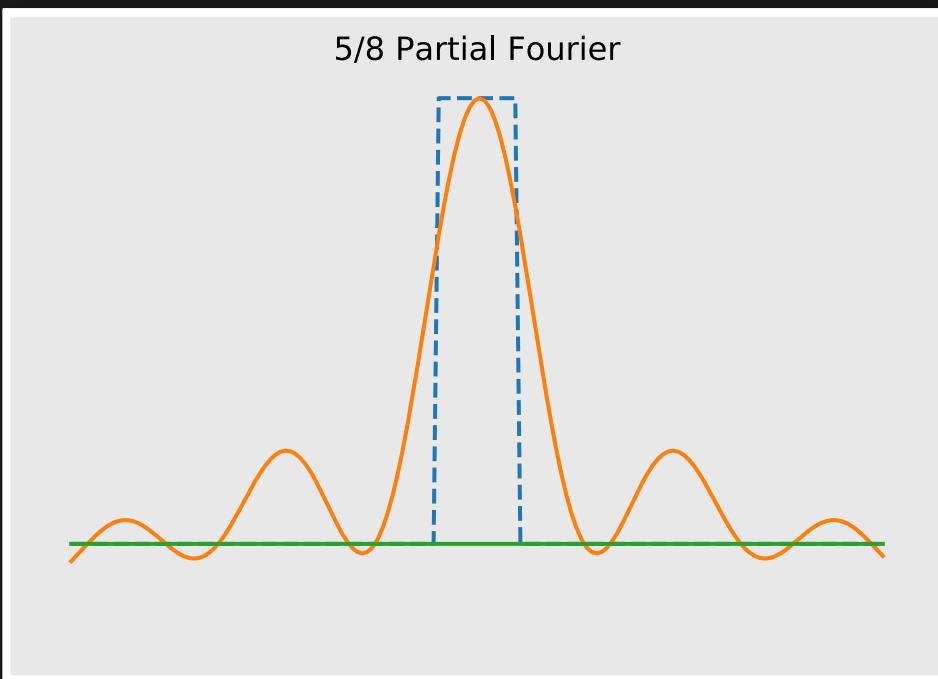
Partial Fourier

Partial Fourier in EPI with default options = *fake resolution*



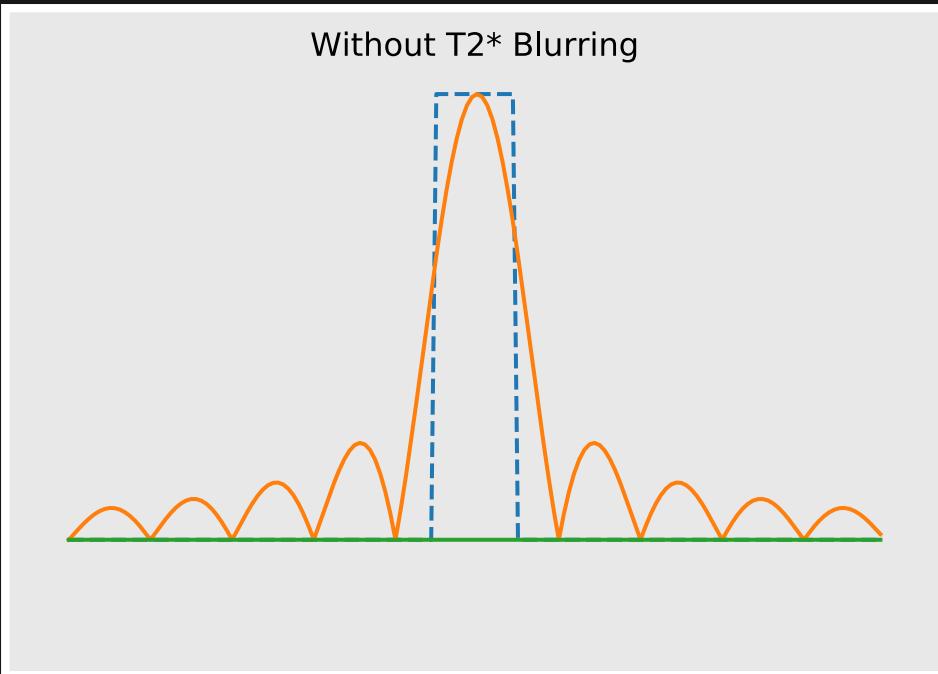
Partial Fourier

Partial Fourier in EPI with default options = *fake resolution*

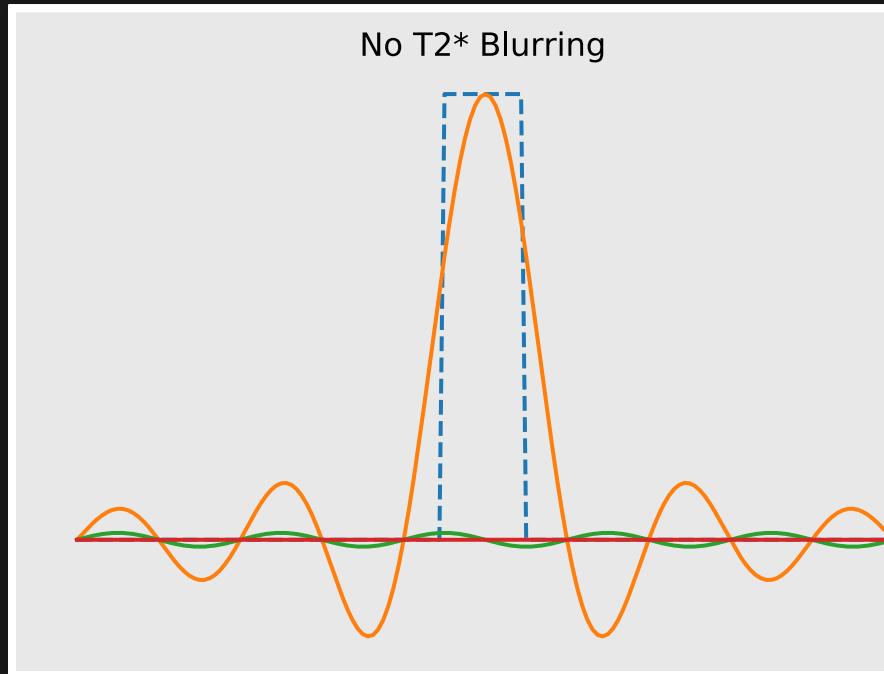


T2* Blurring

Magnitude

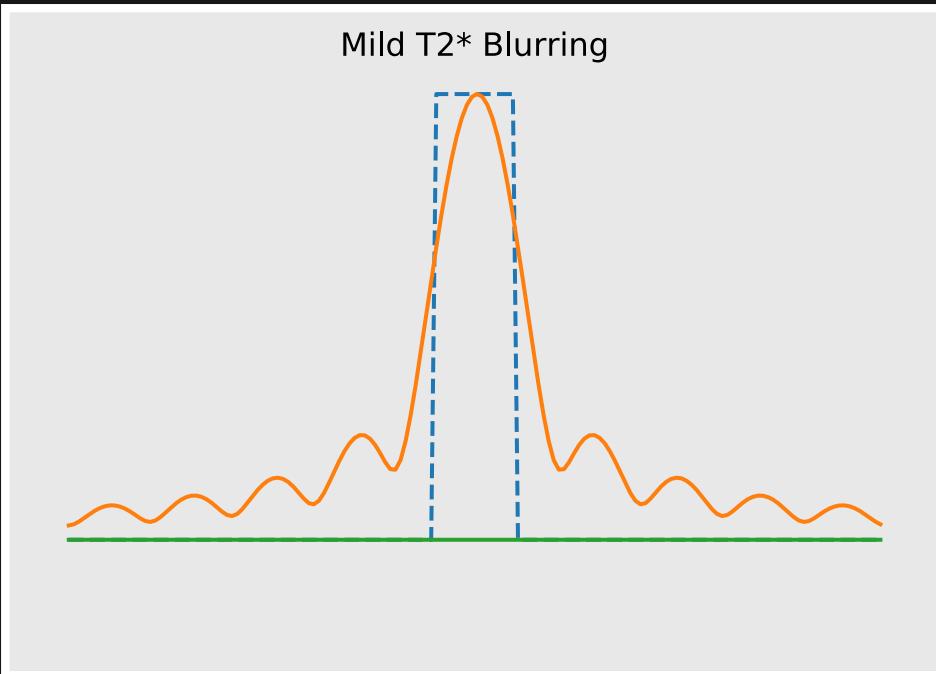


Real/Imag

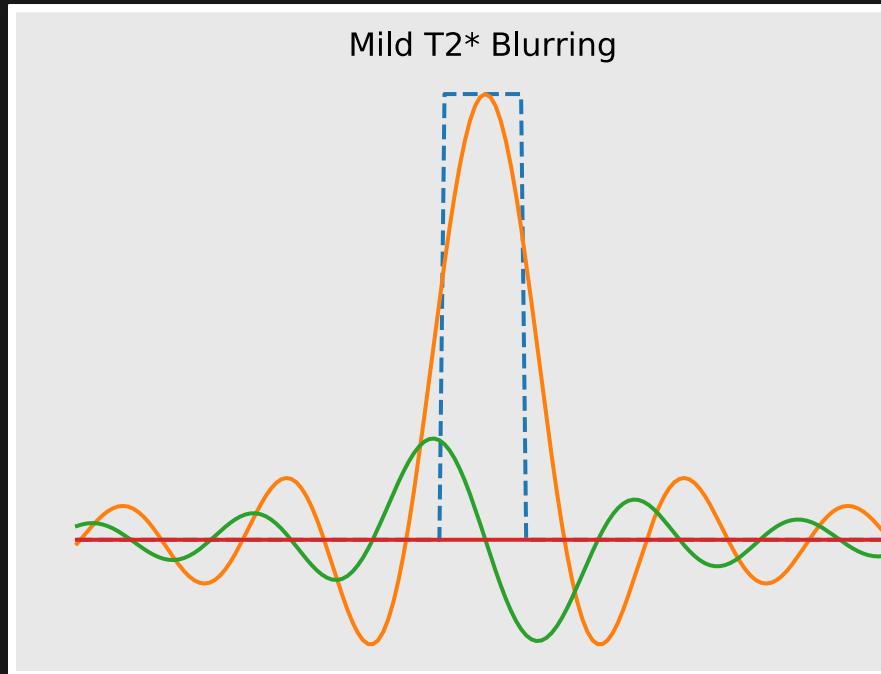


T2* Blurring

Magnitude

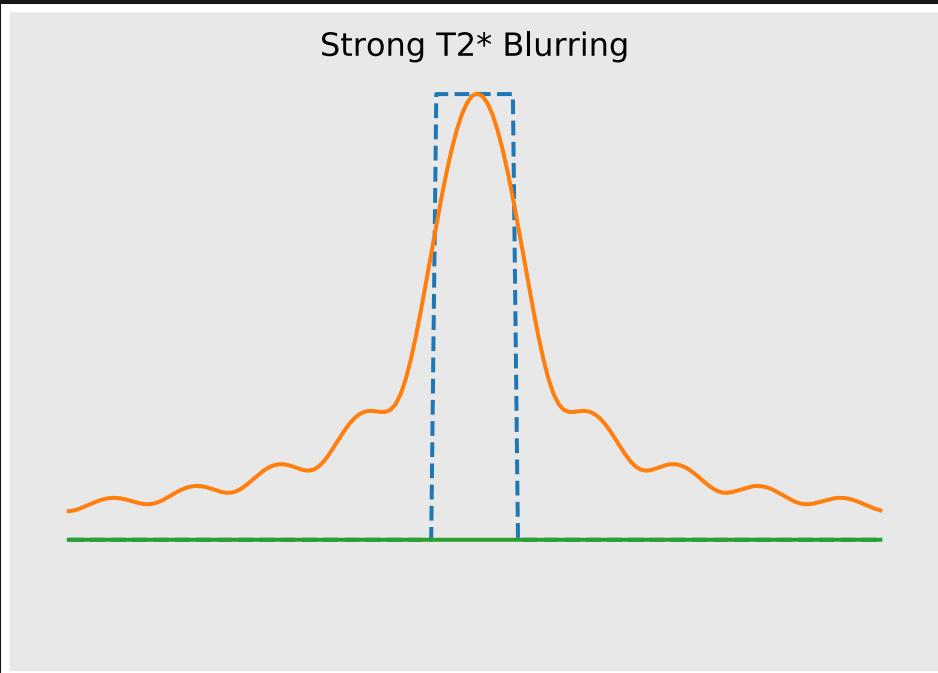


Real/Imag

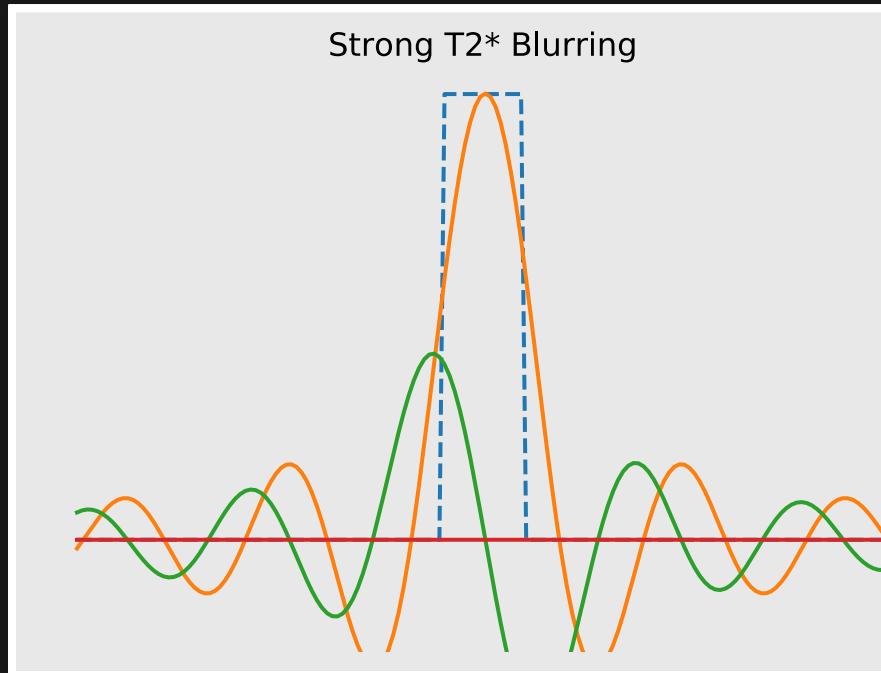


T2* Blurring

Magnitude

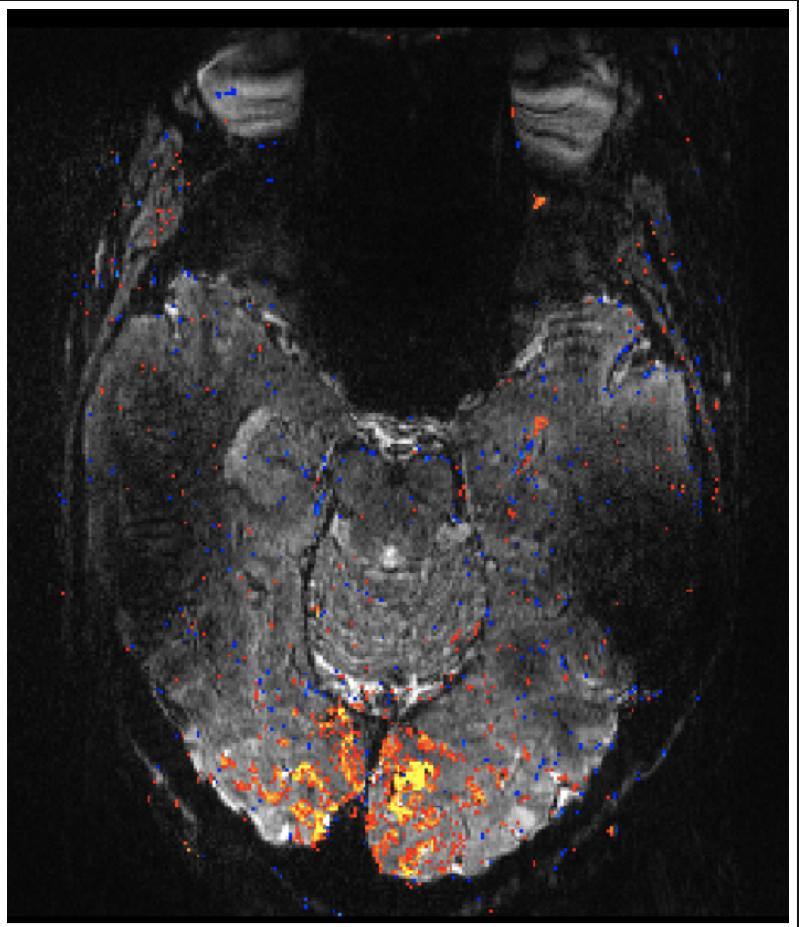


Real/Imag

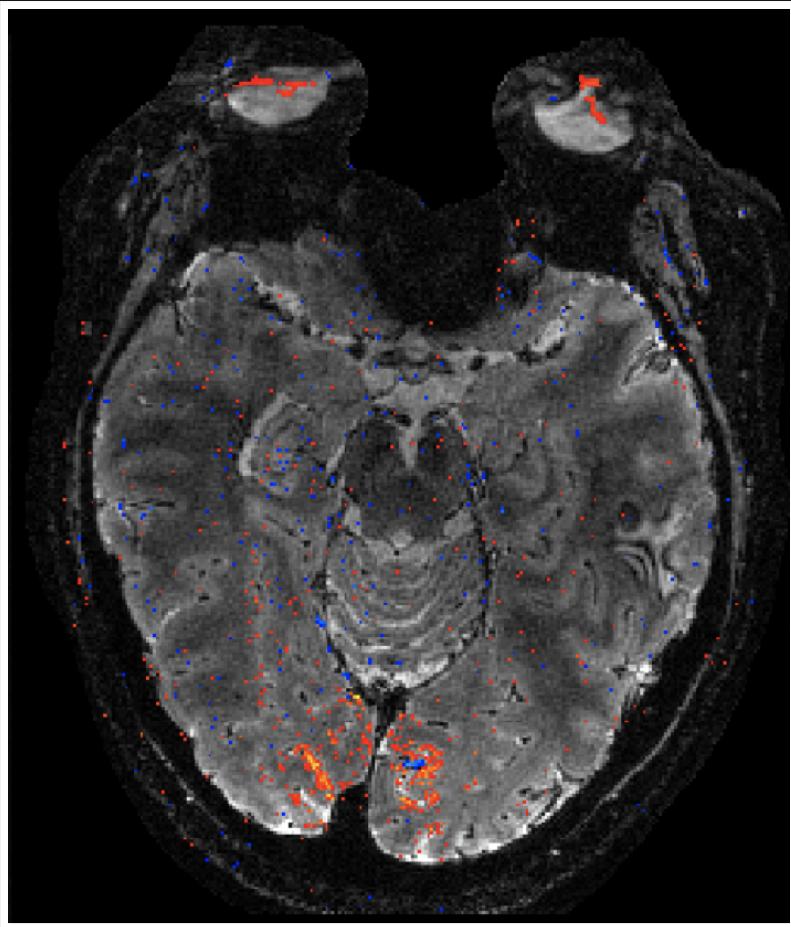


T2* Blurring Effects

with T2* blur



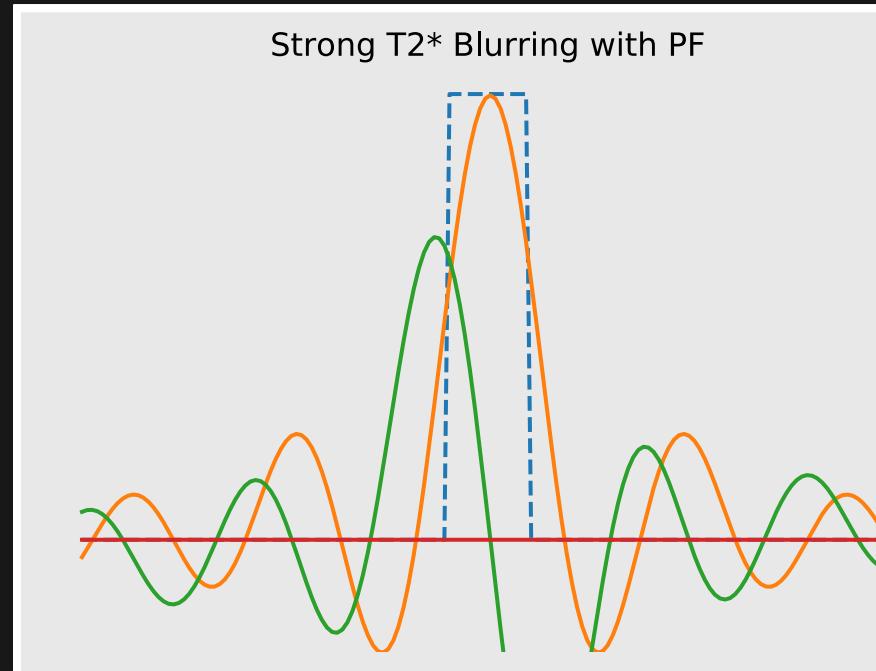
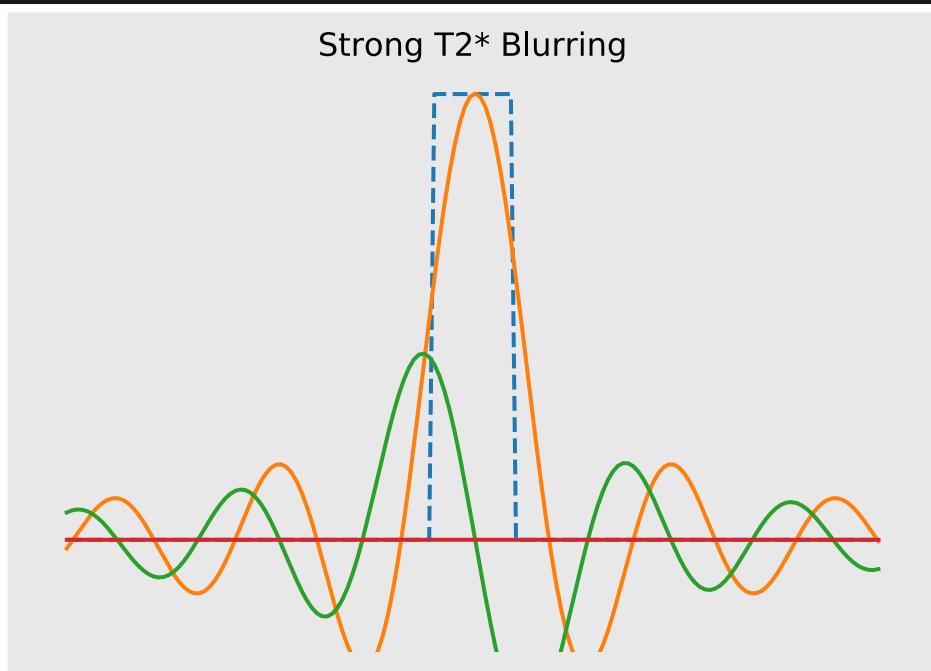
without T2* blur



T2* Blurring and Partial Fourier

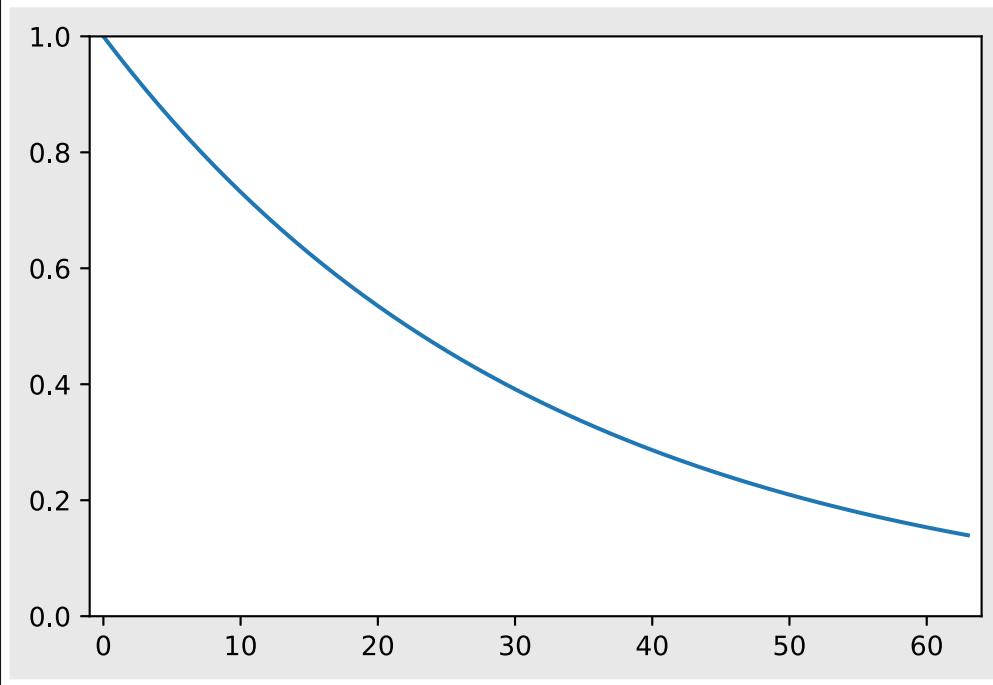
without Partial Fourier

with Partial Fourier

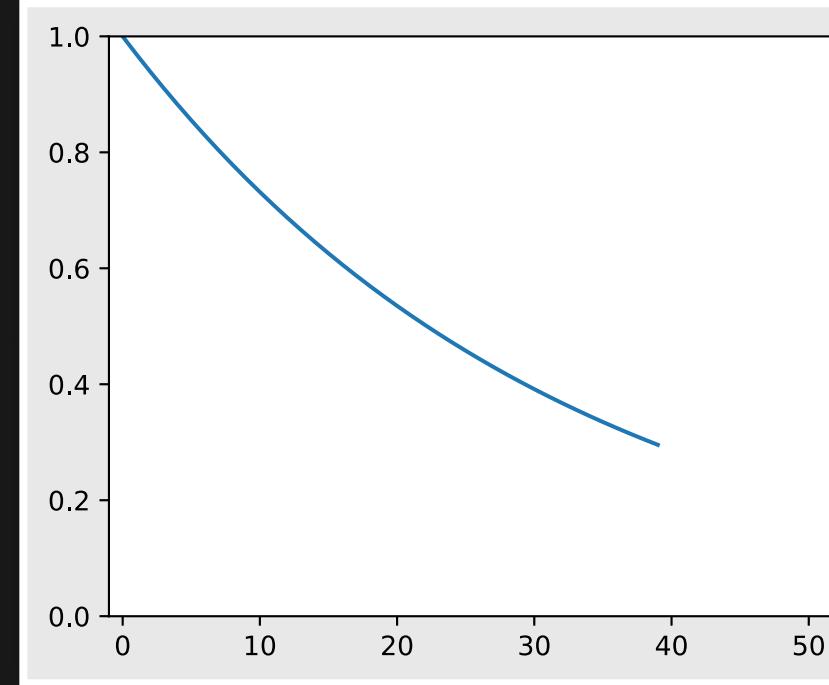


T2* Blurring and Partial Fourier

without Partial Fourier

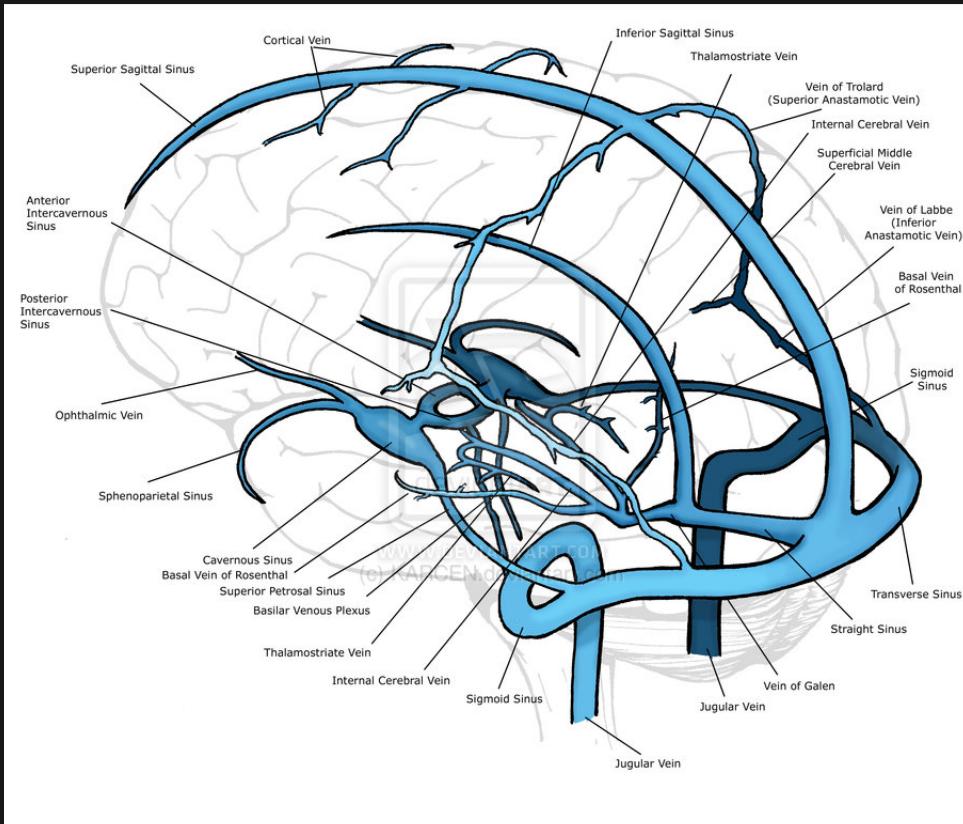


with Partial Fourier



Partial Fourier truncation is less harmful in the presence of T2* blurring because the T2* decay essentially truncates anyway

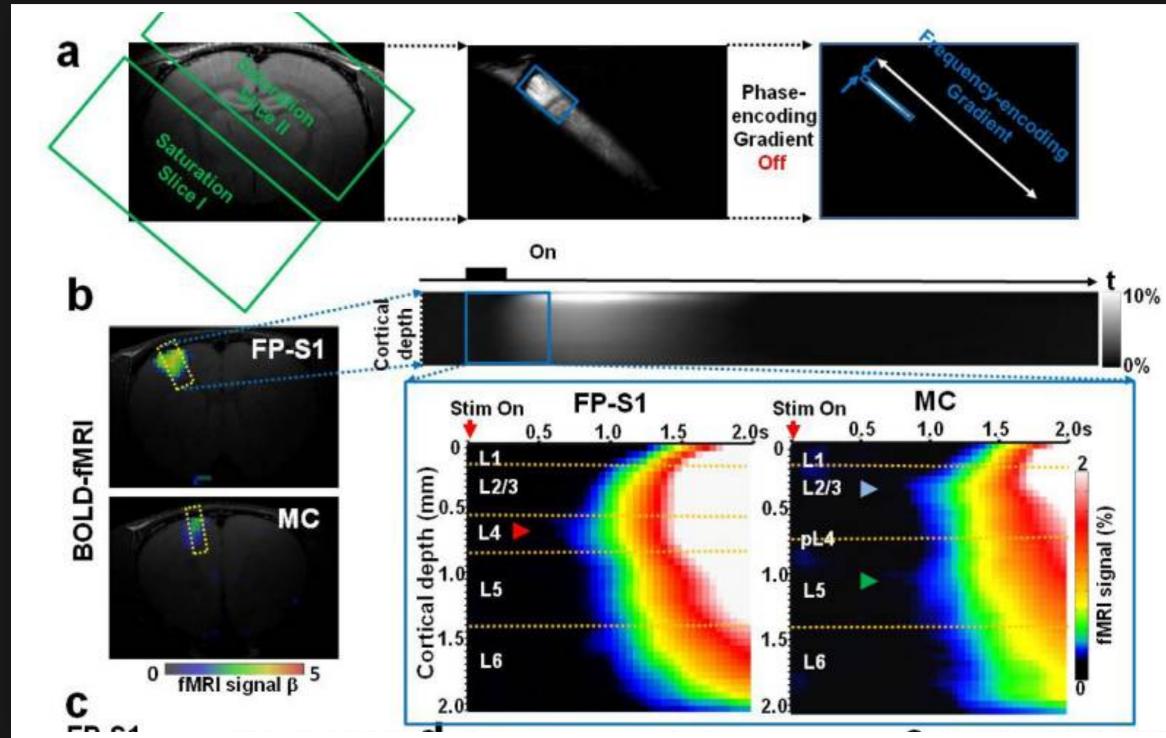
Interpretation of BOLD effects



High resolution sampling will still be susceptible to large draining vein bias in gradient-echo BOLD fMRI

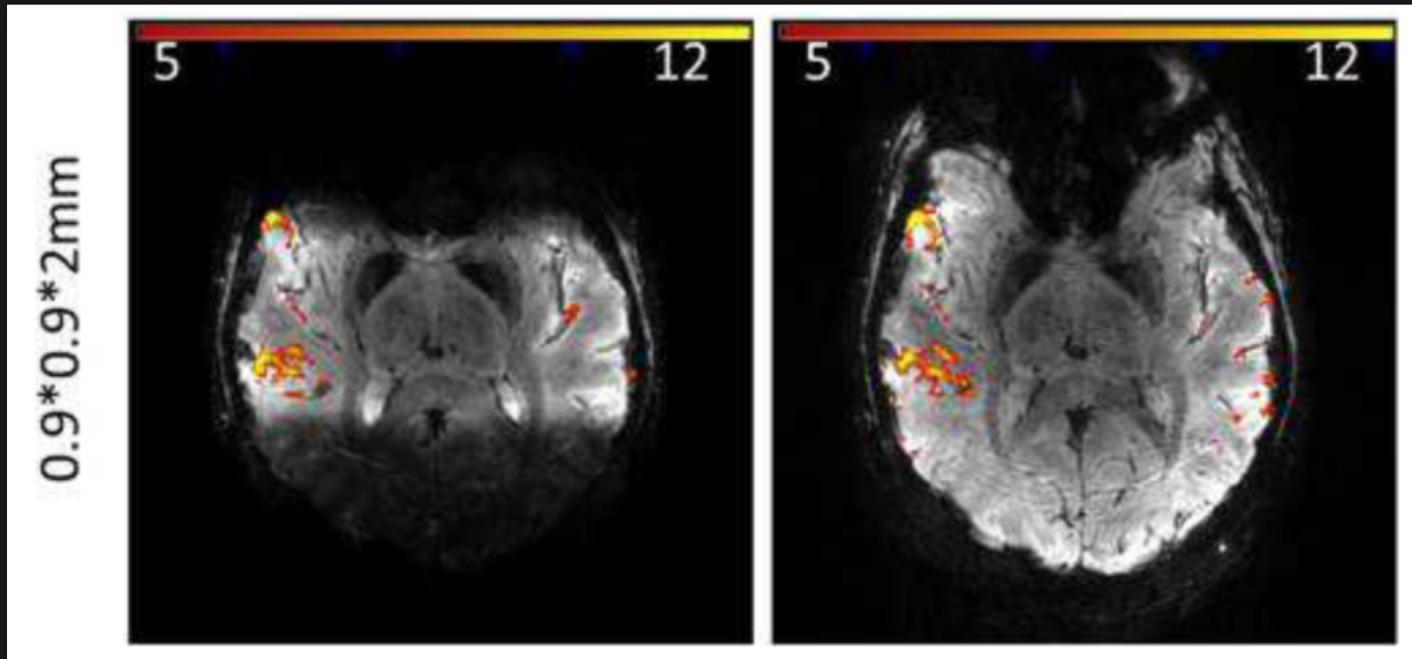
EXAMPLES OF ULTRA-HIGH SPATIAL RESOLUTION FMRI

Example 1



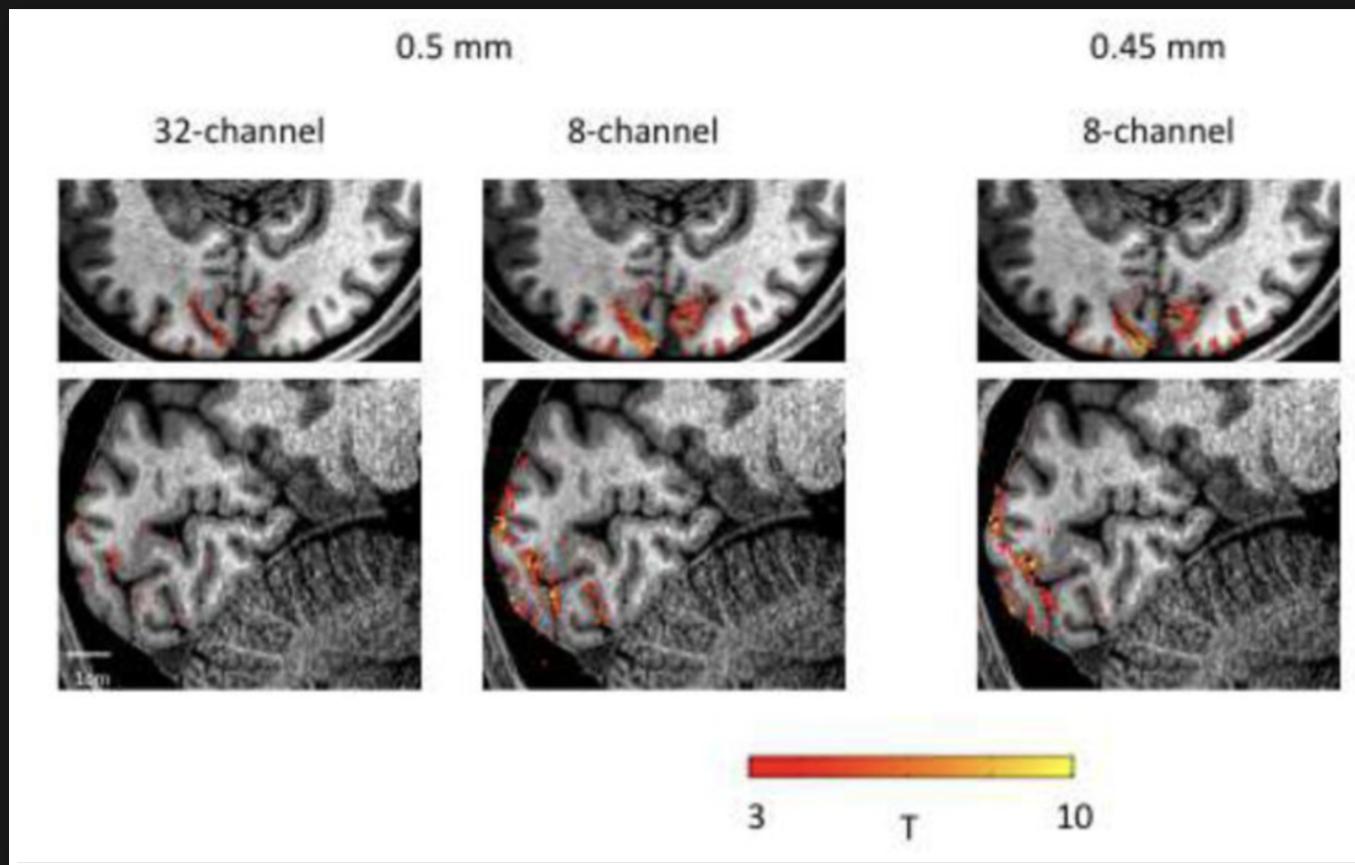
- 1x1x0.05 mm line-scanning fMRI at 11.7 T
 - Yu et al., *Nature Methods* 2014

Example 2



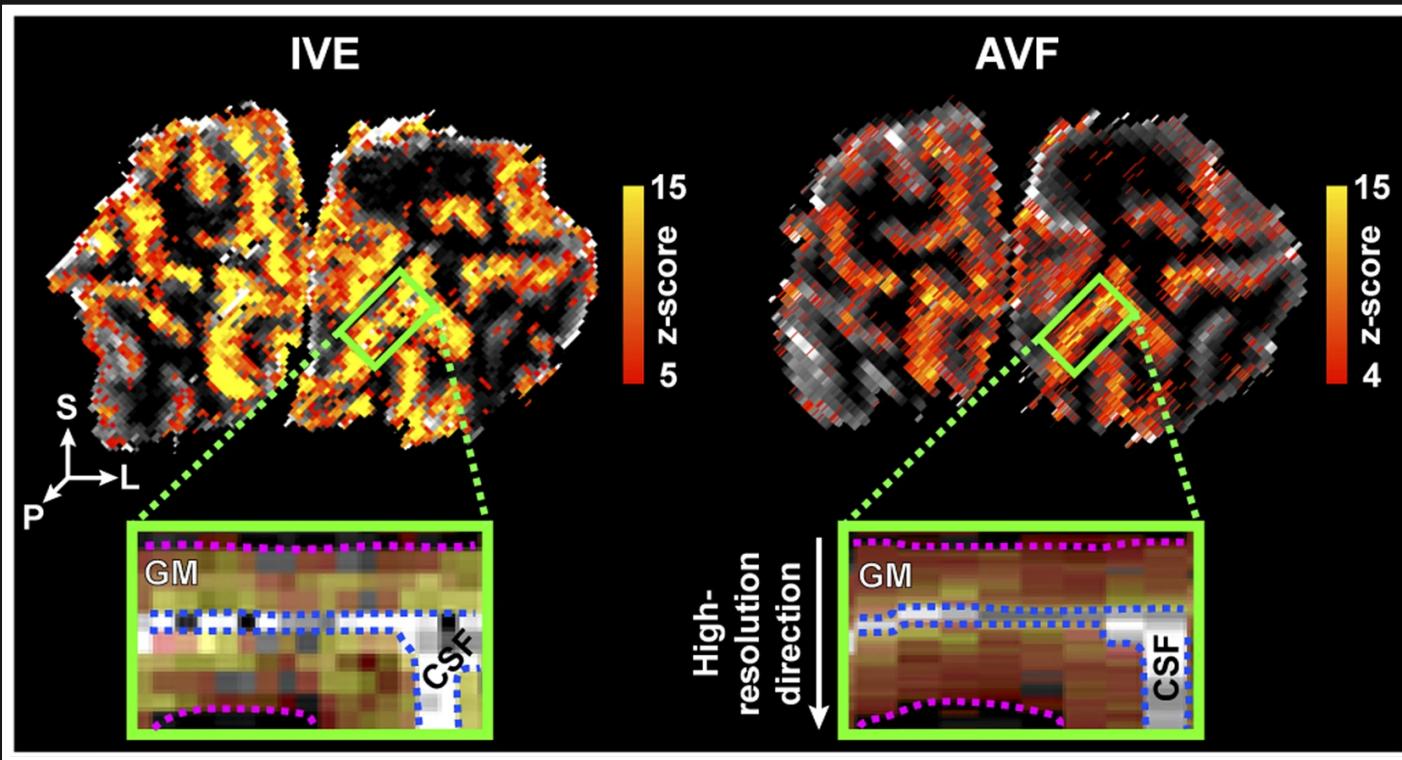
- 0.9 mm isotropic 3D EPI at 7 T
 - van der Zwaag et al., *Magn Reson Med* 2018

Example 3



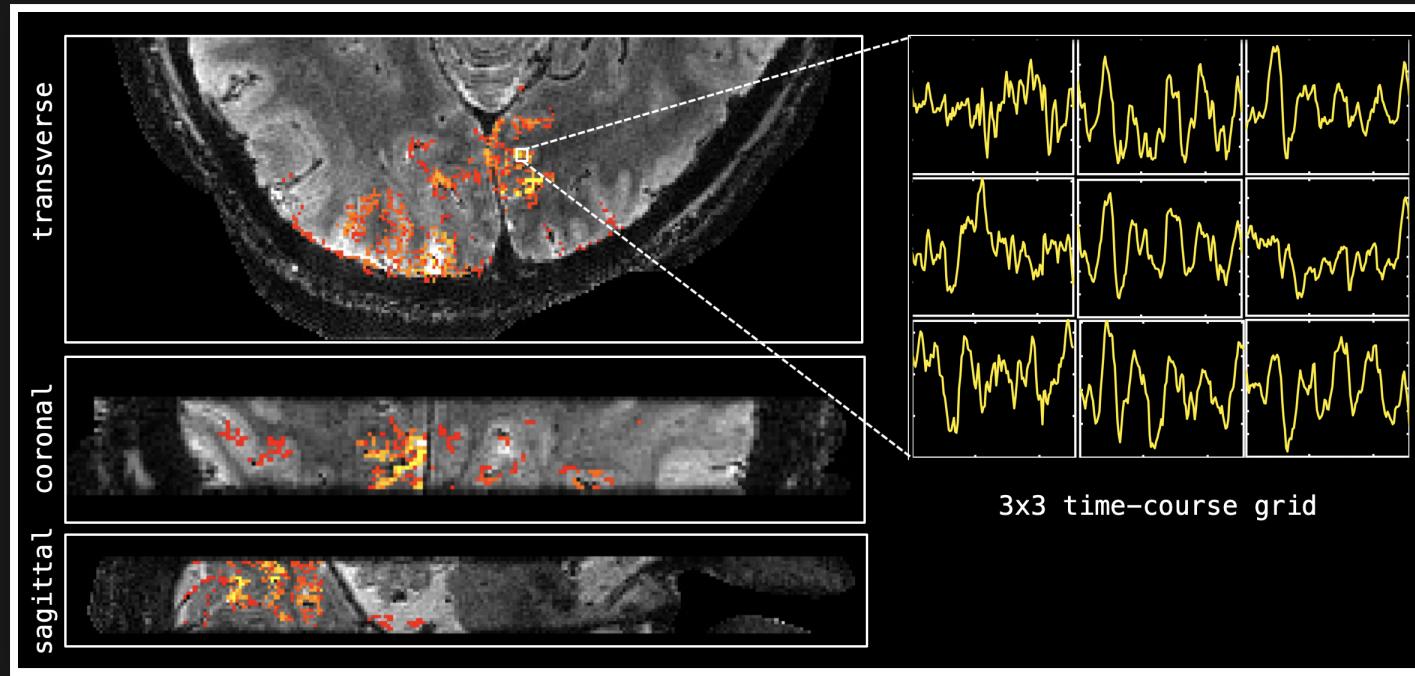
- 0.45-0.50 mm isotropic SMS-EPI at 7 T
 - Feinberg et al., *NeuroImage* 2018

Example 4



- 0.1x1.4x2.0 mm anisotropic FLASH at 7 T
 - Kashyap et al., *Scientific Reports* 2018

Example 5



- 0.67 mm isotropic 3D Radial-Cartesian (TURBINE) at 7 T
 - Graedel et al., *ISMRM* 2019

THE END