

PULSE SEQUENCES IN K-SPACE & SAMPLING REQUIREMENTS

MORE ON THE FOURIER INTERPRETATION OF THE SIGNAL EQN.

LAST TIME, WE DERIVED THE MR SIGNAL EQUATION:

$$s(t) = \int_x \int_y m(x,y) e^{-j2\pi[k_x(t)x + k_y(t)y]} dx dy$$

WHERE:

$$k_x(t) = \frac{\gamma}{2\pi} \int_0^t G_x(\tau) d\tau$$

$$k_y(t) = \frac{\gamma}{2\pi} \int_0^t G_y(\tau) d\tau$$

VERY IMPORTANT!

WE MENTIONED THAT:

$$s(t) = M(k_x(t), k_y(t)) \text{ WHERE:}$$

$M(k_x, k_y)$ IS THE 2DFT OF $m(x, y)$.

MR IMAGE ACQUISITION CAN BE THOUGHT OF AS TRAVERSING K-SPACE USING OUR GRADIENTS $G_x(t)$ AND $G_y(t)$, GATHERING SAMPLES OF $M(k_x, k_y)$ FROM OUR TIME SIGNAL $s(t)$.

HOW WE TRAVERSE K-SPACE IS ENTIRELY A FUNCTION OF WHAT WE DO WITH OUR GRADIENTS OVER TIME. OUR POSITION IN K-SPACE AT ANY POINT IN TIME IS SIMPLY A FUNCTION OF THE TIME INTEGRAL OF OUR GRADIENTS!

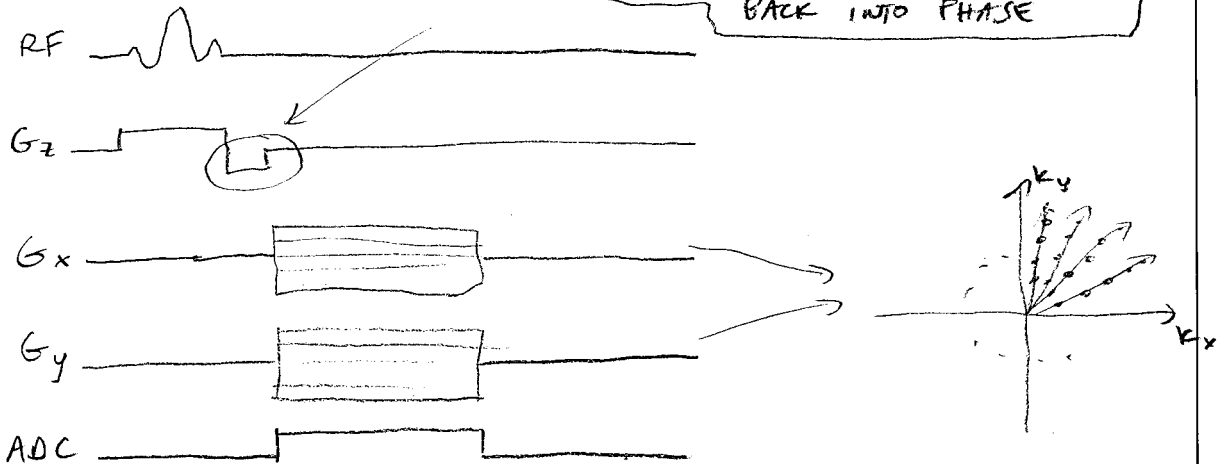
DESIGNING THESE GRADIENT TRAJECTORIES TO GIVE US A FULL SET OF SAMPLES OF $M(k_x, k_y)$ IS A FUNDAMENTAL PROBLEM IN MRI PULSE SEQUENCE DESIGN.

LET'S TAKE A LOOK AT SOME COMMON K-SPACE TRAJECTORIES.

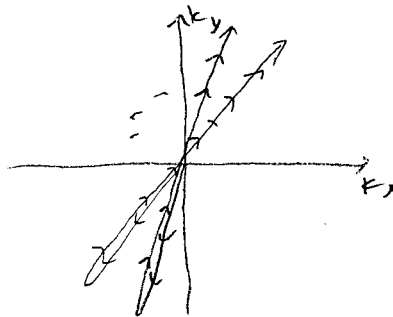
2D PROJECTION RECONSTRUCTION

- SIMILAR TO X-RAY CT

EXPLAIN WHY WE NEED THIS:
IT BRINGS THE WHOLE SLICE
BACK INTO PHASE



ALTERNATELY, WE COULD DO THE FOLLOWING:



THIS IS A

NON-CARTESIAN

TRAJECTORY \Rightarrow REQUIRES
EITHER GRIDDING OR
BACKPROJECTION FOR RECON!

FOR HALF AS MANY REPETITIONS.

WHAT WOULD MY GRADIENTS NEED TO LOOK LIKE?

THEORETICALLY, IF $m(x, y)$ IS A REAL FUNCTION, THEN

$M(k_x, k_y)$ IS HERMITIAN. THAT IS:

$$M(-k_x, -k_y) = M^*(k_x, k_y)$$

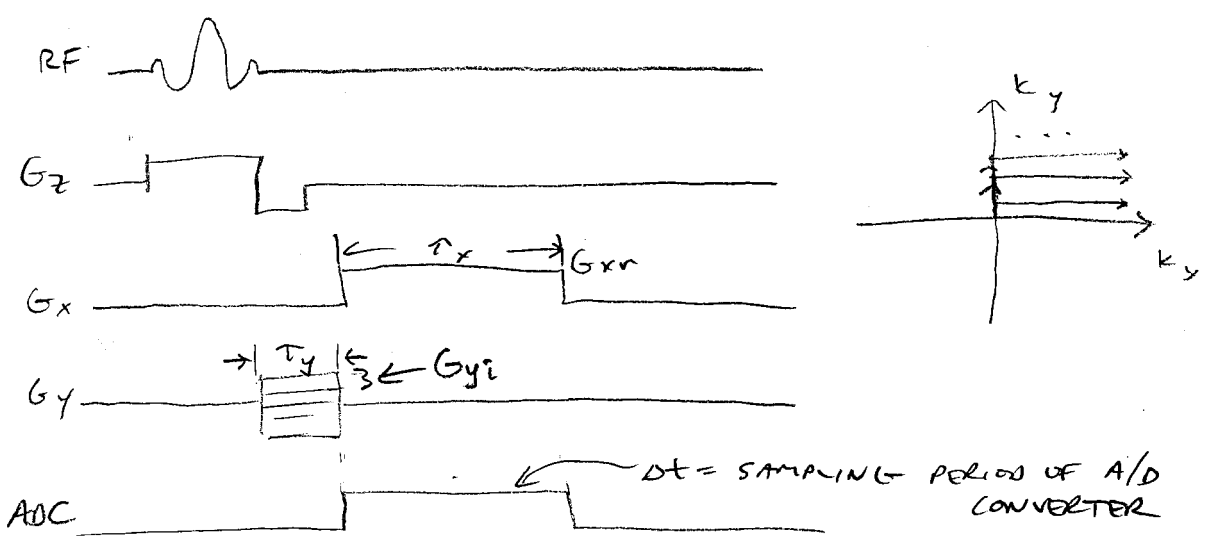
THUS, QUADRANT I CAN BE USED TO FIND QUADRANT III, AND
II TO FIND IV.

IN PRACTICE, HOWEVER, $m(x, y)$ IS USUALLY NOT REAL VALUED
(DUE TO PHASE SHIFTS FROM A VARIETY OF SOURCES) AND THE
HERMITIAN ASSUMPTION BREAKS DOWN.

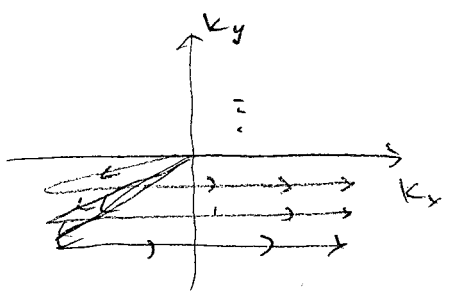
HOWEVER, WE CAN GET AWAY WITH SOME REDUCTIONS IN
SAMPLING THAT WE WILL DISCUSS LATER.

2DFT (FOURIER TRANSFORM)

- CARTESIAN TRAJECTORY



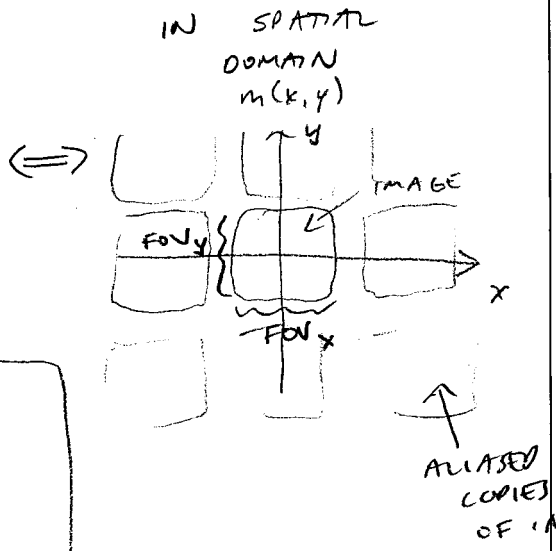
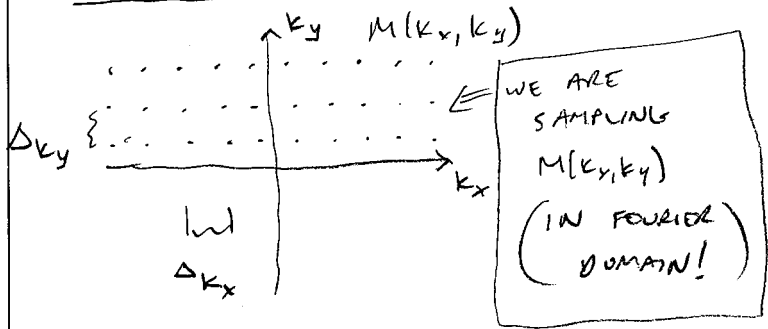
ALTERNATELY, WE TYPICALLY DO THIS:



SHOW SLIDES FOR
PHASE ENCODING
AND FREQUENCY
ENCODING

SAMPLING REQUIREMENTS IN 2DFT IMAGING

FIELD OF VIEW (FOV):



$$FOV_x = \frac{1}{\Delta k_x} = \text{SAMPLING RATE ALONG } k_x$$

$$FOV_y = \frac{1}{\Delta k_y} = \text{SAMPLING RATE ALONG } k_y$$

IN THE SPECIFIC CASE OF 2DFT IMAGING:

$$FOV_x = \frac{1}{\Delta k_x} = \frac{1}{\frac{\gamma}{2\pi} G_{xr} \Delta t}$$

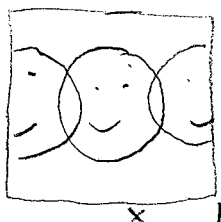
A/D SAMPLING RATE
READOUT GRADIENT AMPLITUDE

$$FOV_y = \frac{1}{\Delta k_y} = \frac{1}{\frac{\gamma}{2\pi} G_{yr} T_y}$$

LENGTH OF TIME PHASE ENCODING GRADIENT IS ON

WHAT IF WE UNDER SAMPLE? INCREMENTAL GRADIENT AMPLITUDE BETWEEN PHASE ENCODES.

SHOW ALIASED IMAGE FROM POWER POINT.

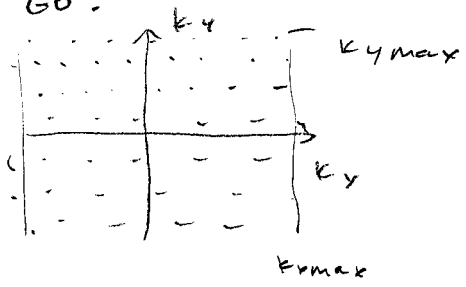


← UNDERSAMPLED BY A FACTOR OF 2 IN X-DIRECTION

WHAT IF WE APPLY ANTI-ALIASING FILTER IN k_x ?
CAN WE DO THAT IN k_y ?

SPATIAL RESOLUTION:

- SPATIAL RESOLUTION CORRESPONDS TO HOW FAR OUT IN K-SPACE WE GO:



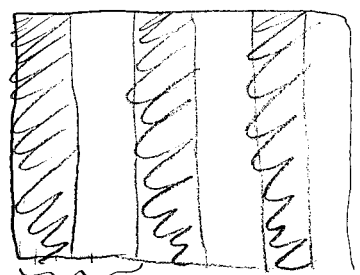
$$\delta_x = \frac{1}{2 k_{x\max}} = \frac{1}{\frac{\gamma}{2\pi} G_{xr} T_x}$$

$$\delta_y = \frac{1}{2 k_{y\max}} = \frac{1}{\frac{\gamma}{2\pi} 2 G_{yr} T_y}$$

TOTAL A/D TIME
MAX PHASE ENCODE AMPLITUDE

RESOLUTION IS THE HALF-CYCLE WIDTH OF THE HIGHEST SPATIAL FREQUENCY RECORDED IN EACH DIRECTION!

WHY DOES THIS MAKE SENSE?



HALF CYCLE WIDTH IS PIXEL WIDTH!

ORDER OF SPATIAL FREQUENCY

EXAMPLE:

WE WANT: $FOV_x = FOV_y = 25.6 \text{ cm.}$

AND: $\delta_x = \delta_y = 0.1 \text{ cm (1 mm)}$

\Rightarrow THAT MEANS OUR K-SPACE DATA MATRIX WILL BE 256×256 POINTS.

IF $G_{xr} = 0.3 \frac{\text{G}}{\text{cm}}$, WHAT IS Δt ? SAMPLING RATE?

$$FOV_x = \frac{1}{\frac{\gamma}{2\pi} G_{xr} \Delta t}$$

$$\Delta t \Rightarrow 30.58 \text{ } \mu\text{s}$$

$$\frac{1}{\Delta t} \Rightarrow 32.7 \text{ kHz}$$

WHAT IS τ_x ? READOUT TIME

$$\delta_x = \frac{1}{\frac{\gamma}{2\pi} G_{xr} \tau_x}$$

$$\tau_x = 7.83 \text{ ms}$$

IS THIS OKAY FROM
A T_2 DELAY
PERSPECTIVE??

IF $\tau_y = 4 \text{ ms}$, WHAT IS G_{yi} ?

$$G_{yi} = 2.3 \text{ mG/cm}$$

WHAT IS G_{yp} ?

$$G_{yp} = 0.29 \frac{\text{G}}{\text{cm}}$$