

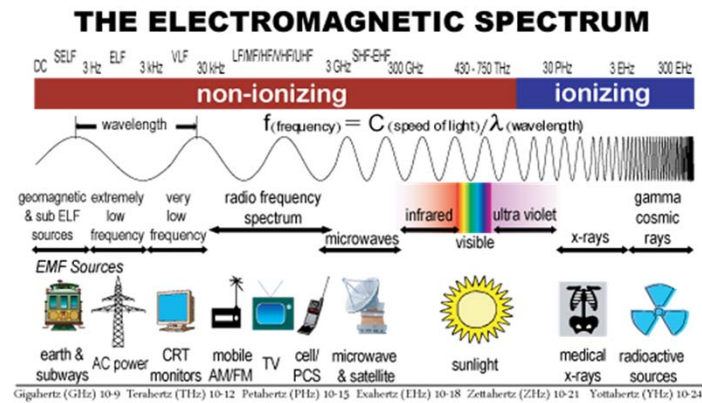
# X-Ray (CT)

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Software developed for EM 3D reconstruction is used by default in the XR-field. Therefore researchers

# What are X-rays?

- X-ray are electromagnetic radiation similar to visible light. (Phone)



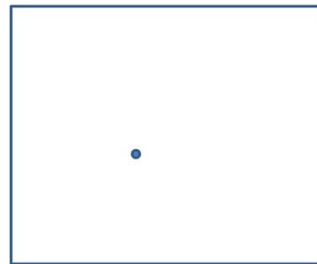


I've seen my death

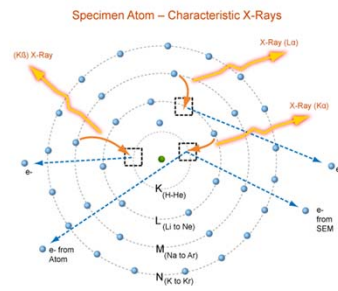
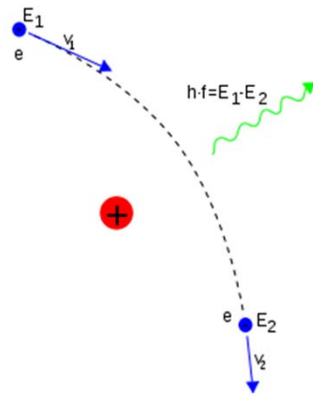
- In 1895 Röntgen discover this "light" that could pass through wood and tissues
- He called it X-Rays. X stands for unknown, NP 1901
- Died from carcinoma of the intestine

## Physics: Produce X-rays

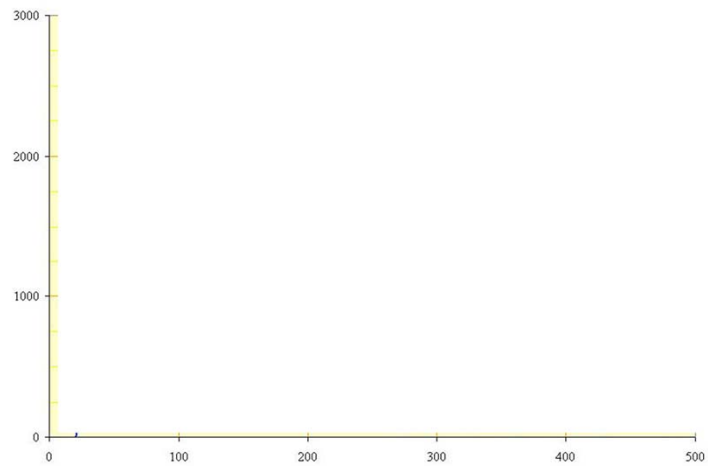
- Like visible light x-rays can be seen either as \_\_\_\_ or as \_\_\_\_
- Energy of a X-ray photon \_\_\_\_\_
- Produce X-rays: shoot electrons into matter
  - Bremsstrahlung (nucleus)
  - Characteristic X-ray (shell)



- 1) Particle or wave
- 2)  $E = h \cdot \nu$  [ $h$  = Planck's constant &  $\nu$  photon frequency] =  $h \cdot c / \lambda$  [ $c$  speed of light,  $\lambda$  wavelength]
- 3) Bremsstrahlung: an electron is decelerated by the charge of the nucleus (change direction)
- 4) Characteristic: knocks an electron out of its shell causing a cascade of electrons dropping to fill the vacancy



## Resulting X-ray Spectrum

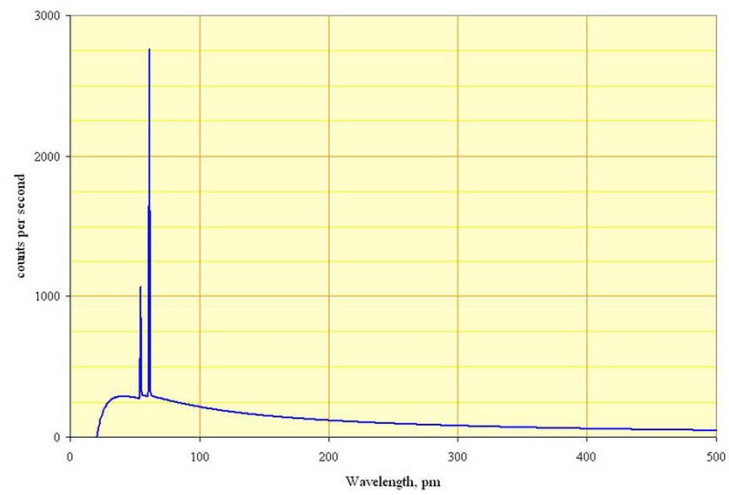


X = energy

Y = number of photons

Draw first Bremsstrahlung (label it) then draw Characteristic label it

## Resulting X-ray Spectrum



Y= energy

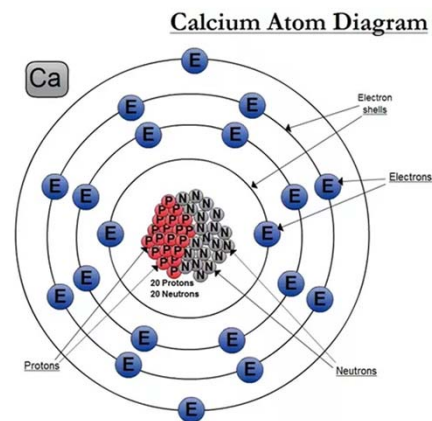


## Physics: Interaction between X-rays and Matter (produce images)

- Three types:
  - Photoelectric absorption
  - Compton scattering
  - Rayleigh scattering

## Photoelectric absorption

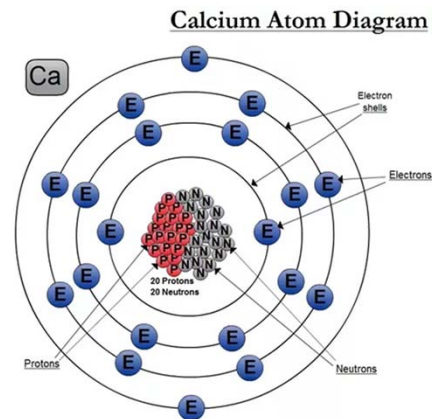
- An x-ray photon \_\_\_\_\_
- Probability of interaction \_\_\_\_\_
- This effect is the principal effect that makes x-ray useful since different ----- have different -----.
- Therefore, x-rays images are -----



- 1) Einstein awarded Nobel price 1921
- 2) Draw: (a) x-ray knocks electron out of the shell [creates lower energy photon plus electron]
- 3)  $Z^3$  (atomic number) /  $E^3$
- 4) Tissues, atoms
- 5) X-ray attenuation maps.

# Compton

- Interaction with outer shell, no \_\_\_\_
- Weak interaction, X-ray keeps most of \_\_\_\_
- But changes \_\_\_\_
- Probability \_\_\_\_
- Tissues in the body have \_\_\_\_ variation in \_\_\_\_
- \_\_\_\_ useful



- A) no shell cascade [output x-ray lower energy plus electron]
- B) Most of its energy [vs previous case that Xray are at random]
- C) A little direction
- D) Proportional to e density
- E) Small variation in electron density
- F) Not\_\_\_\_ It is noise

## Rayleigh



- No change of \_\_\_\_\_
- But Change on \_\_\_\_\_
- This interaction does \_\_\_\_\_ give us anatomical information

- 1) Energy
- 2) Direction

# X-Ray attenuation Beer Lambert Law

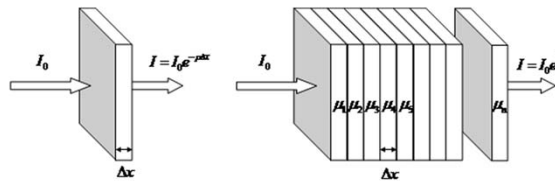
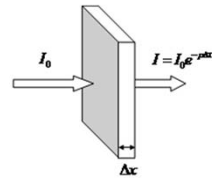
- $I =$  \_\_\_\_\_

- $I =$  \_\_\_\_\_

- Integral form: \_\_\_\_\_

- Therefore  $I/I_0$  is a \_\_\_\_\_

homogenous



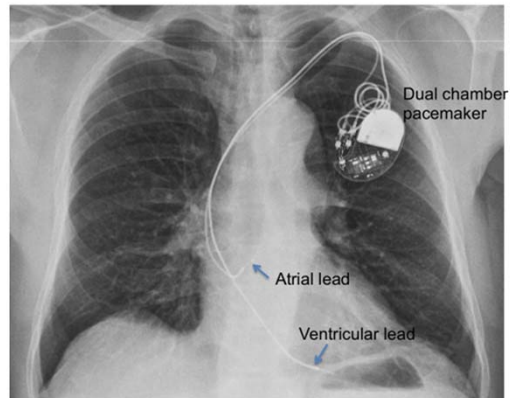
- 1)  $I = I_0 e^{-\mu \Delta x}$ ; Beer Lambert law
- 2)  $I_1 = I_0 e^{-\mu_1 \Delta x_1}$  (intensity that comes out of slab 1)
- 3)  $I_2 = I_1 e^{-\mu_2 \Delta x_2}$
- 4)  $I_3 = I_2 e^{-\mu_3 \Delta x_3}$
- 5) All together  $I_0 e^{-\mu_1 \Delta x_1} e^{-\mu_2 \Delta x_2} e^{-\mu_3 \Delta x_3} = I_0 e^{-(\mu_1 \Delta x_1 + \mu_2 \Delta x_2 + \mu_3 \Delta x_3)} = I_0 e^{-\int \mu(x) dx}$
- 6)  $I = I_0 e^{-\int \mu(x) dx}$  (where  $\mu(x)$  is the attenuation function)
- 7)  $\ln(I/I_0) = -\int \mu(x) dx$

So l/io is this  
4

The beam intensity (number of x-ray photons) that transmit through the tissue and emerges at the other side of the specimen encodes attenuation information of the matter along its path

The problem with X-ray is that\_\_\_\_

An X-ray is not



- a) All structures are projected project on top of each other, they are superimposed
- b) A slice though the body