

### Visual Computing and Tomographic Imaging Principles

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# **Tomographic Imaging**





## **Tomography in Medical Imaging**

Positron Emission Tomography (PET)

Computed Tomography (CT) Aka, Cat Scan X-ray Radiograph







PET

X-ray Radiograph



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CT

## **Tomography in Medical Imaging**

#### Positron Emission Tomography (PET)

#### Medical Computed Tomography (CT) Aka, Cat Scan

X-ray Radiograph





Chest X-ray Radiograph (anatomical)



CT (anatomical) PET + CT (functional + anatomical)

## **Tomography in Medical Imaging**

#### Medical Computed Tomography (CT)

- X-ray
- 3D image volume
- External source
- Anatomical information

#### X-ray Radiograph

- x-ray
- A single 2D image
- External source
- A single view angle version of CT
- Anatomical information

#### Positron Emission Tomography (PET)

- Gamma ray instead of x-ray
- 3D image volume (low resolution)
- The ray source is within the patient body
- Functional information



## **Medical Imaging Modality**

- X-ray CT
- X-ray Radiograph
- PET, and SPECT

tomography applications

- Magnetic Resonance Imaging (MRI)
- Functional MRI
- Ultrasound (not general)

More than half of all medical imaging scans are tomography applications



## **Other Non-Medical Tomography Applications**



Synchrotron Imaging



Electron Microscopy



#### Airport Security Baggage Scanner



X-ray Microscopy



Seaport Cargo Screening

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Covid virus imaged under an electron microscope

covid virus is corona virus, "crown"



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Photo Source: Scripps Research



Each projection represents the integral of all densities along the path of the X-ray



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How can we compute projections from the photon statistics?

As X-ray photons pass through material, they are absorbed.

## The rate of absorption is proportional to the number of photons and the density of the material (Beer-Lambert Law)

If the material density at depth *D* is  $\mu_D$  in units of cm<sup>-1</sup>, and  $\lambda_D$  is the mean for the number of photons at depth D, then the rate of photon absorption should be:





$$\lambda_D = \lambda_0 e^{-\int_0^D \mu(t) \, dt}$$

projection

$$y = \int_0^D \mu(t) dt = -\log \frac{\lambda_D}{\lambda_0}$$
 ,

y is the projection, and it represents the integral of all densities along the path of the X-ray  $\lambda_D$  is still unknown. Cannot scan the same patient many times to compute the mean

$$y = \int_0^D \mu(t) dt = -log \frac{\lambda_D}{\lambda_0} \approx -log \frac{Y_D}{\lambda_0}$$
, The number of measured photons



## X-ray Projections and Dark Current Correction

Dark current: small electric current can flow through photosensitive devices, even when the photon source is turned off.

The photons carried in the dark current is called dark scan photons, or dark current photons.

 $y \approx -log \frac{Y_D - \lambda_{dark}}{\lambda_0 - \lambda_{dark}}$ ,  $\lambda_{dark}$  is the mean for the number of dark current photons.

- $\lambda_0$  is the mean for the number of incident photons. To measure it, remove the patient but with the X-ray source on, and compute the mean photon counts from repeated empty scans.
- $\lambda_{dark}$  is the mean for the number of dark current photons. To measure it, remove the patient and completely turned off the X-ray source, and then compute the mean for the number of photons.
- $Y_D$  is a single-time photon measurement, with the patient in the scanner, and the X-ray turned on.



### **Beer-Lambert Law Limitation**

 $y \approx -log \frac{Y_D - \lambda_{dark}}{\lambda_0 - \lambda_{dark}}$ , assumes that  $Y_D$  and  $\lambda_0$  are taken at the same X-ray energy.

When the object is very dense, such as metal:

• Scattering

the X-ray energy for the photons changes
We call it the "Metal Artifact"
Still a big challenge nowadays







### **Interesting Facts**



Medical physicists calibrate the tomography scanners daily. One of the main task is to measure  $\lambda_0$  and  $\lambda_{dark}$ .



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## X-ray Radiograph and CT Comparison

- X-ray radiograph image is the single-view X-ray projection
  - 2D
  - Each image pixel is the integral of densities
- CT final image volume
  - 3D image volume
  - Each image voxel is the discrete density at the location of the voxel
  - Require image reconstruction from the integral of data to discrete data

$$y \rightarrow x$$
  
The collection of X-ray  
projections from all  
different view angles.



## **Two Approaches for Reconstruction**

#### Filtered-back Projection (FBP)

- Fourier transform and inverse Fourier transform
- Feldkamp (FDK) Algorithm, Siemens ADMIRE, GE ASiR and etc. (clinicalstandard IR)

advantage: light-weight, easy to implement

disadvantage: loss of resolution, and more image artifacts

Model Based Iterative Reconstruction (MBIR)

- Physics-geometry forward model
- Image spatial property prior model (assumption)
- Linear algebra and Bayesian estimation

advantage: higher spatial resolution, fewer artifacts

disadvantage: complexity, computation time, memory requirement



### Model Based Iterative Reconstruction vs FBP



traditional reconstruction (FBP)

MBIR reconstruction



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<sup>1</sup>/<sub>4</sub> the X-ray dosage!

## Model Based Iterative Reconstruction vs Siemens Commercial Product



Siemens State-of-the-art Siemens ADMIRE

MBIR



### **MBIR vs FBP for Low-Dose Material Imaging**



FBP

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MBIR

Iron Hydroxide dataset (FeOOH), imaged under Xradia 810 X-ray microscope at Air Force Research Lab.



If we assume that the density is uniform within a voxel



 $y_1$ 



 $y_1 = A_{1,1}x_1 + A_{1,2}x_2 + A_{1,3}x_3 + A_{1,4}x_4 + e_1$ 







#### Issues:

(1) large system matrix.

(2) error, e, is unknown and cannot be measured.

(3) For super high-resolution imaging, reconstruction x is undetermined with many solutions.

(4) For low radiation dose imaging with sparse measurements, x is also undetermined

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### **MBIR Cost Function**



- Can be understood as a machine learning problem.
- The cost function is the same for any compressive sensing inverse problem.
- No closed-form solution for the above cost function. Need numerical methods to compute the solution



## Weight Matrix

 $\hat{x} \leftarrow \arg\min_{x} \{ \|y - Ax\|_{\Lambda}^{2} + u(x) \}$ 

- $\Lambda_i$  represents the importance of projection  $y_i$  to the reconstruction
- $\Lambda_i = \left(\frac{1}{\sigma_{y_i}^2}\right)^p$ , where  $\sigma_{y_i}^2$  represents the noise variance of projection  $y_i$
- p is between 0 and 1, default to 0.5 for medical imaging

(1) control image texture uniformity

(2) Prevents projection underfitting

•  $\sigma_{y_i}^2$  cannot be measured. Need approximation

$$\Lambda_{\rm i} = \left(\frac{1}{\sigma_{y_i}^2}\right)^p \approx (\lambda_D)^p$$





p = 1





## **Image Prior Model**

- $\hat{x} \leftarrow \arg\min\{\|y Ax\|^2_{\Lambda} + \boldsymbol{u}(\boldsymbol{x})\}$
- Conventional statistical prior model •
- Deep learning prior model •



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MBIR +

Picture courtesy from Soumendu Majee

## Summary

- Medical Imaging Modalities
- Tomography applications
- What's X-ray projection
- How the X-ray projections are computed from photon attenuation
- Dark Current Correction
- The Two Approaches for Tomography Reconstruction
- MBIR Formulation for Forward, Prior and Noise Weight Models

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