A Deformable Balloon for Tomography Motion Artifact Study

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November 21, 2006

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Outline

Introduction Model of the Forces Solution Results Conclusion



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 - Membrane Reaction
 - Dampping Force
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 - Artifacts Simulations
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Presentation Model Used

Introduction of the Problem

- Mechanical system for deformation of a balloon
- Simulate simply the deformation of a heart
- Enable tomography measurement of the artifacts
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Presentation Model Used



- Model the Equation of the deformation.
- Solve (numerically) to observe the behavior of the balloon.
- Perform a CT acquisition.

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Presentation Model Used



Table: Dimensions of the balloons

	<i>h</i> (cm)	<i>R</i> (cm)
interior	8.5	1.75
exterior	8.5	2.75



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Presentation Model Used

Approximations

- The problem is supposed to be planar (isotropic in the circumferential direction).
- The problem solved is static (no dynamic fluid mechanic).
- Gravity effect are neglected.



Notation Pressure Force Membrane Reaction Dampping Force

Notation of the curve

- One membrane is considered
- The 2D profil is parameterized with s.
- Every position on the profil is defined by the curve **c** such that

$$\mathbf{c}(s) = (c_x(s), c_y(s))$$

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Notation **Pressure Force** Membrane Reaction Dampping Force

Pressure Action

- The action is constantly normal to the curve.
- The magnitude is constant (no gravity effect).
- The normal is called $\mathbf{n}(s)$ so $F_p(s) = f \mathbf{n}(s)$.
- The normal can be expressed with the curve:

$$\mathsf{F}_{p}(s) = f \frac{\begin{pmatrix} -c_{y}'(s) \\ c_{x}'(s) \end{pmatrix}}{\sqrt{{c_{x}'}^{2}(s) + {c_{y}'}^{2}(s)}}$$

• *f* can be expressed as the total force *F* divided by the area element

$$f = \frac{F^{\alpha}}{2\pi} \frac{1}{\int_{c} c_{y}(u) \sqrt{{c'_{x}}^{2}(u) + {c'_{y}}^{2}(u)} \mathrm{d}u}$$

Notation Pressure Force **Membrane Reaction** Dampping Force

Reaction of the Membrane

- The elastic membrane tend to limit the deformations.
- Tend to reach the initial shape at rest.
- Can be expressed (linear approximation) in the case of a constant stiffness λ by

$$\mathbf{F}_{e}(s) = \lambda \, (\mathbf{c} - \mathbf{c}^{0})''(s)$$

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Notation Pressure Force Membrane Reaction Dampping Force

Addition of the damping Force

- A Damping force to decrease the Energy.
- Simulate by a fluid friction force.
- Does not change the final state.

$$\mathbf{F}_d = -\mu \frac{\partial \mathbf{c}}{\partial t}(s,t)$$

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First Method Evolving Method



- Want to solve directly the final state.
- The Damping force is not used.
- There is no curve evolution through time

$$\mathbf{F}_{
ho}(\mathbf{c}) + \mathbf{F}_{e}(\mathbf{c}) = \mathbf{0}$$

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First Method Evolving Method

Equation to solve

$$\begin{cases} -f \frac{c'_{y}(s)}{\sqrt{{c'_{x}}^{2}(s) + {c'_{y}}^{2}(s)}} + \lambda \left(c_{x} - c_{x}^{0}\right)''(s) = 0\\ f \frac{c'_{x}(s)}{\sqrt{{c'_{x}}^{2}(s) + {c'_{y}}^{2}(s)}} + \lambda \left(c_{y} - c_{y}^{0}\right)''(s) = 0 \end{cases}$$

Or, calling $z = c_x + ic_y$ and $\mu = \frac{f}{\lambda}$, the equation is given in complex form

$$z'' + i\mu \frac{z'}{|z'|} = z^{0''}$$

First Method Evolving Method

Discretization

• The equation is spatially discretized to give the non linear system

$$\left\{ egin{array}{l} \mathcal{F}\Big((c_{x_i},c_{y_i})_{i\in\llbracket 2,N-1
rbracket}\Big)=\mathbf{0}\ (c_{x_1},c_{y_1})=\mathbf{c}^0\ (c_{x_1},c_{y_1})=\mathbf{c}^N \end{array}
ight.$$



First Method Evolving Method

Numerical Solution

• **Z** such that $Z_{2n+1} = c_{x_n}$ and $Z_{2n} = c_{y_n}$, the non linear system with 2*N* unknown is solved by **Newton's method**.

$$\begin{cases} \mathbf{Z}^{i+1} = \mathbf{Z}^{i} - \mathbf{D}\mathcal{F}^{-1}(\mathbf{Z}^{i}) \mathcal{F}(\mathbf{Z}^{i}) \\ \mathbf{D}\mathcal{F}_{ij}(\mathbf{Z}^{k}) = \frac{\partial \mathcal{F}_{i}}{\partial \mathbf{Z}_{j}^{i}}(\mathbf{Z}^{i}) \end{cases}$$

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First Method Evolving Method



- The convergence is slow for large deformations.
- Oscillations spoil the stability during the iterations.
- The path between the initial and final step is not controled.

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First Method Evolving Method

Second Method: Evolving Method

- Idea: To stay close from a physical solution during the iterations.
- Method: The curve is now evolving through time

$$\frac{\partial^2 \mathbf{c}}{\partial t^2}(s,t) = \mathbf{F}_p(\mathbf{c},s,t) + \mathbf{F}_e(\mathbf{c},s,t) + \mathbf{F}_d(\mathbf{c},t,s,t)$$

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• A new equation has to be taken in account

$$\begin{cases} c_{x,tt} = -\frac{F^{\alpha}}{2\pi} \frac{1}{\int_{s} c_{y} \sqrt{c_{x,s}^{2} + c_{y,s}^{2}} \, \mathrm{d}s} \frac{c_{y,s}}{\sqrt{x_{x,s}^{2} + c_{y,s}^{2}}} + \lambda \left(c_{x} - c_{x}^{0}\right)_{,ss} \\ -\mu c_{x,t} \\ c_{y,tt} = \frac{F^{\alpha}}{2\pi} \frac{1}{\int_{s} c_{y} \sqrt{c_{x,s}^{2} + c_{y,s}^{2}} \, \mathrm{d}s} \frac{c_{x,s}}{\sqrt{x_{x,s}^{2} + c_{y,s}^{2}}} + \lambda \left(c_{y} - c_{y}^{0}\right)_{,ss} \\ -\mu c_{y,t} \end{cases}$$

• Looks not as good ...

First Method Evolving Method

Matrix Notation

• The temporal order is decreased by the use of matrix

$$\begin{aligned} \mathbf{U} &= \begin{pmatrix} \mathbf{c} \\ \mathbf{c}_{,t} \end{pmatrix} \text{ , } \mathbf{M}_{sys} = \begin{pmatrix} 0 & 1 \\ 0 & 0 \end{pmatrix} \text{ , } \mathcal{F} = \begin{pmatrix} 0 \\ \sum_{i} \mathbf{F}_{i} \end{pmatrix} \\ &\Rightarrow \mathbf{U}_{,t} = \mathbf{M}_{sys}\mathbf{U} + \mathcal{F} \end{aligned}$$

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First Method Evolving Method

Discretization step

- The system is discretized in the spatial domaine: PDE⇒ODE in time (method of lines)
- **U** is a vector of 2*N* unknown. M_{sys} is a 2*N* × 2*N* identity block matrix.



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First Method Evolving Method

Method of solution

• For stability reasons, the parabolic equation equation is solve by an implicit method:

$$\mathbf{U}(t + \Delta t) = \mathbf{U}(t) + \Delta t \Big(M_{sys} \mathbf{U}(t + \Delta t) + \mathcal{F}(t + \Delta t) \Big)$$

- Problem: the new step of the Force is unknow and non-linear
- Need a linearization.

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First Method Evolving Method



• Already linear

$$\left(\begin{array}{c} 0\\ \mathbf{F}_{e}\end{array}\right) = \left(\begin{array}{cc} 0& 0\\ \lambda\delta^{2}& 0\end{array}\right)\mathbf{U} - \lambda\delta^{2}\left(\begin{array}{c} 0\\ \mathbf{c}^{0}\end{array}\right) \ ,$$

where δ^2 is the discrete operator of the second derivative.

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First Method Evolving Method

Damping term

• Linear too;

$$\left(\begin{array}{c} \mathbf{0}\\ \mathbf{F}_d \end{array}\right) = -\mu \left(\begin{array}{c} \mathbf{0} & \mathbf{0}\\ \mathbf{0} & \mathbf{I} \end{array}\right) \mathbf{U}$$

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First Method Evolving Method



- Need to be linearized.
- Use of multivariable Taylor expansion:

$$\begin{aligned} \mathbf{F}_{\rho}(t+\Delta t) \simeq \mathbf{F}_{\rho}(t) + \Delta t \sum_{j} \frac{\partial \mathbf{F}_{\rho}}{\partial \mathbf{c}^{j}} \mathbf{c}_{,t}^{j}(t+\Delta t) \\ \Rightarrow \begin{pmatrix} \mathbf{0} \\ \mathbf{F}_{\rho}(t+\Delta t) \end{pmatrix} = \begin{pmatrix} \mathbf{0} \\ \mathbf{F}_{\rho}(t) \end{pmatrix} + \Delta t \begin{pmatrix} \mathbf{0} & \mathbf{0} \\ \mathbf{0} & \frac{\partial \mathbf{F}}{\partial \mathbf{c}} \end{pmatrix} \mathbf{U} \end{aligned}$$



• The numerical method is defined by the solution of the block matrix equation

$$\begin{pmatrix} \mathbf{I} & -\Delta t \mathbf{I} \\ -\Delta t \lambda \delta^2 & \mathbf{I} - (\Delta t)^2 \frac{\partial \mathbf{F}_p}{\partial \mathbf{c}} \end{pmatrix} \begin{pmatrix} \mathbf{c} \\ \mathbf{c}_{,t} \end{pmatrix}^{i+1}$$
$$= \begin{pmatrix} \mathbf{I} & \mathbf{0} \\ \mathbf{0} & (1 - \Delta t \mu) \mathbf{I} \end{pmatrix} \begin{pmatrix} \mathbf{c} \\ \mathbf{c}_{,t} \end{pmatrix}^i + \begin{pmatrix} \mathbf{0} \\ \mathbf{F}_p(t) \end{pmatrix} - \begin{pmatrix} \mathbf{0} \\ \mathbf{F}_d^0 \end{pmatrix}$$

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Deformations Artifacts Simulations

Evolution of the Shape and Forces



Deformations Artifacts Simulation

Mesh Deformation



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Deformations Artifacts Simulations

3D Visualization



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Deformations Artifacts Simulations

3D Mesh Visualization





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Deformations Artifacts Simulations

Artifacts Simulation

- A Fast Acquisition (CT)
- A Slow Acquisition (PET/SPECT: but no noise...)

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Deformations Artifacts Simulations

Assumptions

- Dynamic of the balloon model the motion of the ventricle.
- Projections free of attenuation.
- Projections free of noise.
- Camera rotates with a perfect circle centered around the heart
- Projections performed on a voxelized volume where is voxel has the same concentration of tracer.

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Outline Introduction Model of the Forces Deformations Solution Artifacts Simulations Results Conclusion

Method

- $\bullet\,$ Rotation of the heart to 45° as in the torso.
- Ejection Fraction set to 60%
- Assume 65 beats per minutes.



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Deformations Artifacts Simulations

Projections

- Fast case: Rotation of 2° per second for the camera (instantaneous projections).
- Slow Case: Long enough (> 1 beat).



Deformations Artifacts Simulations

Reconstruction: Perfect Case



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Deformations Artifacts Simulations

Reconstruction: Fast Aquisition



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Deformations Artifacts Simulations

Reconstruction: Slow Aquisition



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- Two methods of solutions.
- Same results, but the PDE is much more stable.
- Gives realistic deformations for a plastic balloon.
- Enables CT simulations.

Limitations:

- Extremely simplified model of heart/platic balloon.
- Need to be validated by a CT acquisition.

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