RF Pulse Design

Multi-dimensional Excitation

M229 Advanced Topics in MRI

Kyung Sung, Ph.D.

2019.04.05

Class Business

- No class on 4/9 (Tue)
- Homework 1 will be out today (due on 4/26)
- Email list
- Course website

Today's Topics

- Small tip approximation
- Excitation k-space interpretation
- Design of 2D EPI excitation pulses
- MATLAB exercise

Small Tip Approximation

Bloch Equation (at on-resonance)

$$\frac{d\vec{M}_{rot}}{dt} = \vec{M}_{rot} \times \gamma \vec{B}_{eff}$$

where $\vec{B}_{eff} = \begin{pmatrix} B_1(t) \\ 0 \\ \cancel{B_0 - \frac{\omega}{\gamma}} + G_z z \end{pmatrix}$

When we simplify the cross product,

$$\frac{d\vec{M}}{dt} = \begin{pmatrix} 0 & \omega(z) & 0 \\ -\omega(z) & 0 & \omega_1(t) \\ 0 & -\omega_1(t) & 0 \end{pmatrix} \vec{M}$$

$$\omega(z) = \gamma G_z z \qquad \omega_1(t) = \gamma B_1(t)$$

Small Tip Approximation

$$\frac{d\vec{M}}{dt} = \begin{pmatrix} 0 & \omega(z) & 0 \\ -\omega(z) & 0 & \omega_1(t) \\ 0 & -\omega_1(t) & 0 \end{pmatrix} \vec{M}$$

$M_z \approx M_0$ small tip-angle approximation

sin θ ≈ θ
cos θ ≈ 1
$M_z \approx M_0 \rightarrow$ constant

$\Big\} \; \frac{dM_z}{dt} = 0$

$$\frac{dM_{xy}}{dt} = -i\gamma G_z z M_{xy} + i\gamma B_1(t) M_0$$

$$M_{xy} = M_x + iM_y$$

First order linear differential equation. Easily solved.

$$\frac{dM_{xy}}{dt} = -i\gamma G_z z M_{xy} + i\gamma B_1(t) M_0$$

Solving a first order linear differential equation:

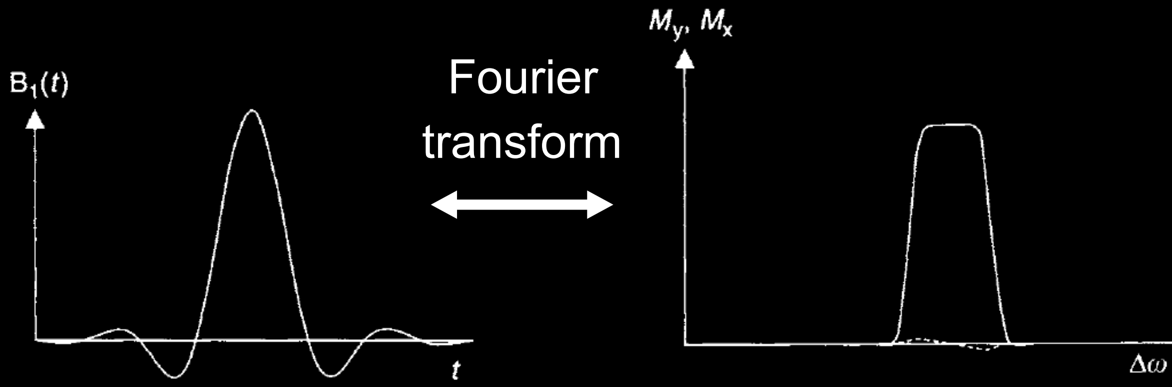
$$M_{xy}(t,z) = i\gamma M_0 \int_0^t B_1(s) e^{-i\gamma G_z z\cdot(t-s)} ds$$

$$M_r(\tau, z) = iM_0 e^{-i\omega(z)\tau/2} \cdot \mathcal{FT}_{1D}\{\omega_1(t+\frac{\tau}{2})\} \,|_{f=-(\gamma/2\pi)G_z z}$$

(See the note for complete derivation)

To the board ...

Small Tip Approximation



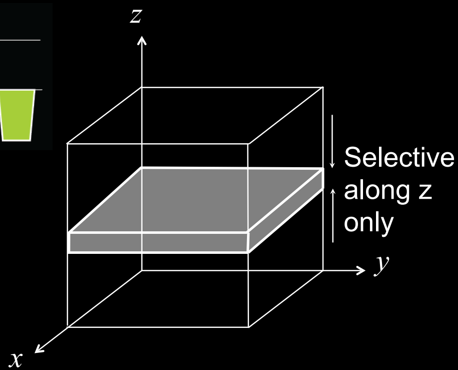
- For small tip angles, "the slice or frequency profile is well approximated by the Fourier transform of B1(t)"
- The approximation works surprisingly well even for flip angles up to 90°

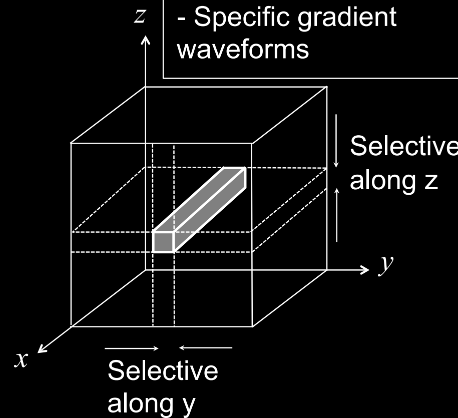
What is Multi-Dimensional Excitation?

Multi-dimensional excitation occurs when using multi-dimensional RF pulses in MRI/NMR, i.e. 2D or 3D RF pulses

1D vs. N-D RF Pulses

2D/N-D Pulse Design Requires:
- Specific B1 waveform
- Specific gradient waveforms





- 1D pulses are selective along 1 dimension, typically the slice select dimension
- 2D pulses are selective along 2 dimensions
  - So, a 2D pulse would select a long cylinder instead of a slice
  - The shape of the cross section depends on the 2D RF pulse

Excitation k-space Interpretation

Small Tip Approximation

$$M_{xy}(t,z) = i\gamma M_0 \int_0^t B_1(s) e^{-i\omega(z)(t-s)} ds$$

$$\omega(z) = \gamma G_z z \quad \Rightarrow \quad \omega(\vec{r},t) = \gamma \vec{G}(t)\vec{r}$$

$$\Downarrow$$

$$M_{xy}(t,\vec{r}) = i\gamma M_0 \int_0^t B_1(s) e^{-i\gamma \int_s^t \vec{G}(\tau)d\tau \cdot \vec{r}} ds$$

Small Tip Approximation

$$M_{xy}(t,\vec{r}) = i\gamma M_0 \int_0^t B_1(s) e^{-i\gamma \int_s^t \vec{G}(\tau)d\tau \cdot \vec{r}} ds$$

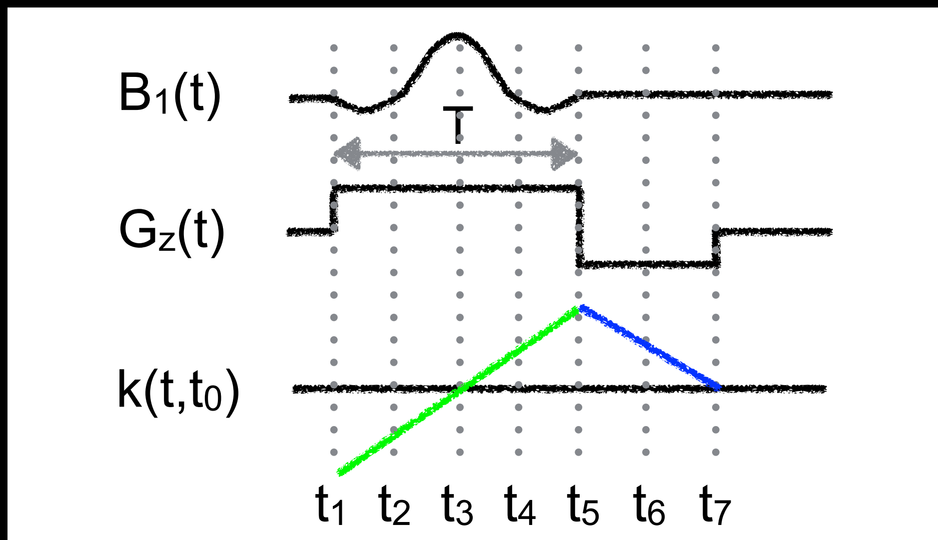
Let us define: $\vec{k}(s,t) = -\frac{\gamma}{2\pi}\int_s^t \vec{G}(\tau)d\tau$

$$\Downarrow$$

$$M_{xy}(t,\vec{r}) = i\gamma M_0 \int_0^t B_1(s) e^{i2\pi \vec{k}(s,t)\cdot\vec{r}} ds$$

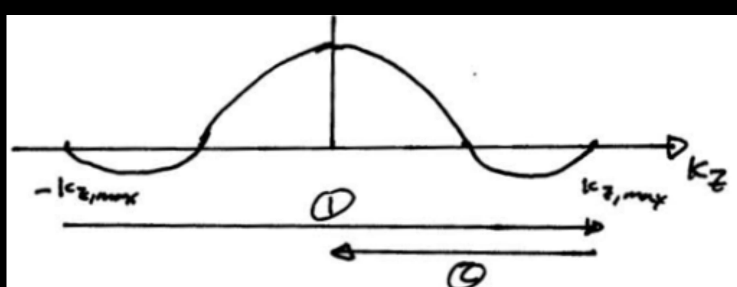
One-Dimensional Example

$$\vec{k}(s,t) = -\frac{\gamma}{2\pi}\int_s^t \vec{G}(\tau)d\tau$$



Consider the value of **k** at s = t_1, t_2, … t_7

One-Dimensional Example



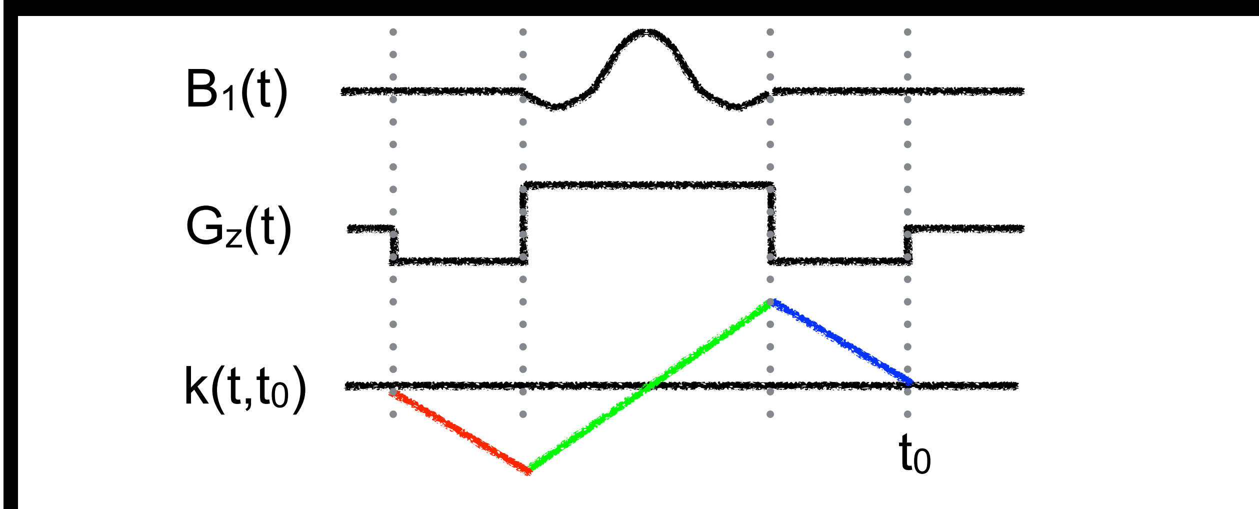
$$k_{z,max} = \frac{T}{2}\frac{\gamma}{2\pi}G_z$$

- This gives magnetization at t = t_0, the end of the pulse
- Looks like you scan across k-space, then return to origin

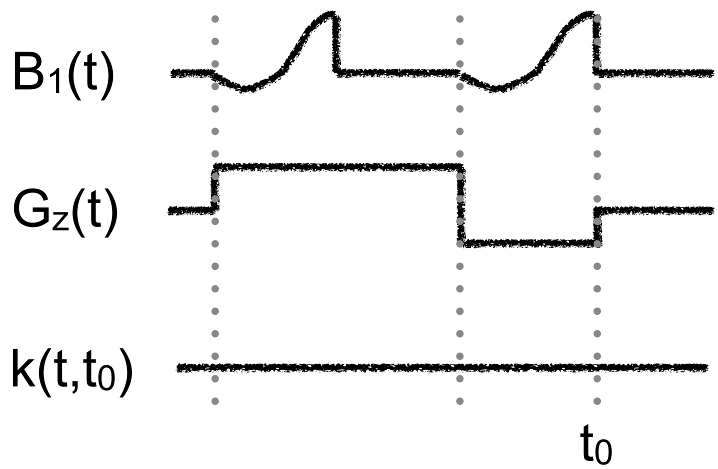
Evolution of Magnetization During Pulse

- RF pulse goes in at DC ($k_z = 0$)
- Gradients move previously applied weighting around
- Think of the RF as "writing" an analog waveform in k-space
- Same idea applies to reception

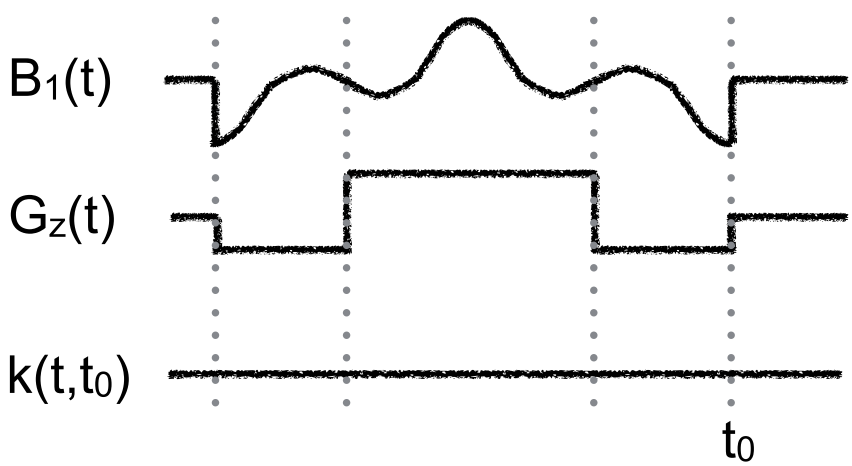
Other 1D Examples



Other 1D Examples



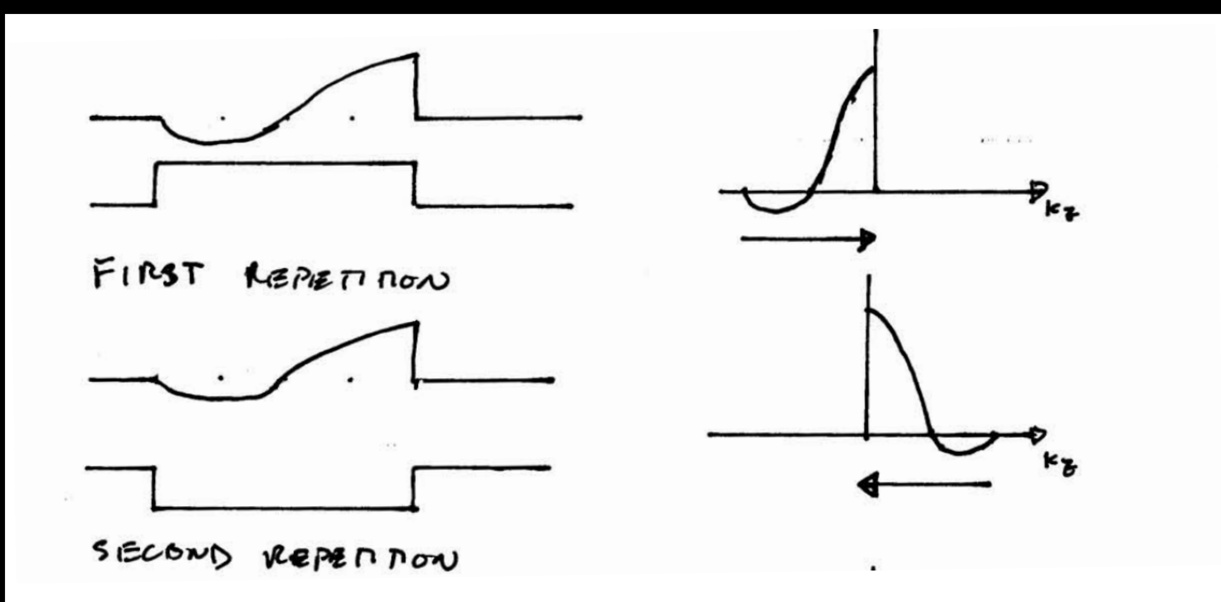
Other 1D Examples



Multiple Excitations

- Most acquisition methods require several repetitions to make an image
  - e.g., 128 phase encodes
- Data is combined to reconstruct an image
- Same idea works for excitation!

Simple 1D Example



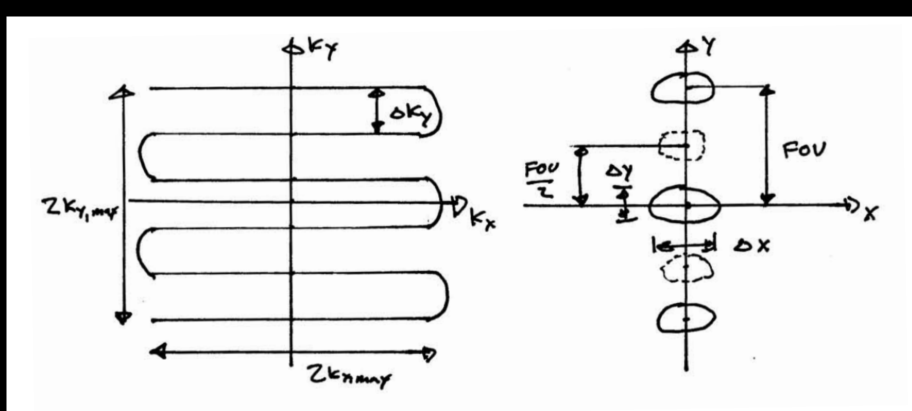
Sum the data from two acquisitions

Same profile as slice selective pulse, but zero echo time

2D EPI Pulse Design

Designing EPI k-space Trajectory

- Ideally, an EPI trajectory scans a 2D raster in k-space



Resolution? / FOV?

Designing EPI k-space Trajectory

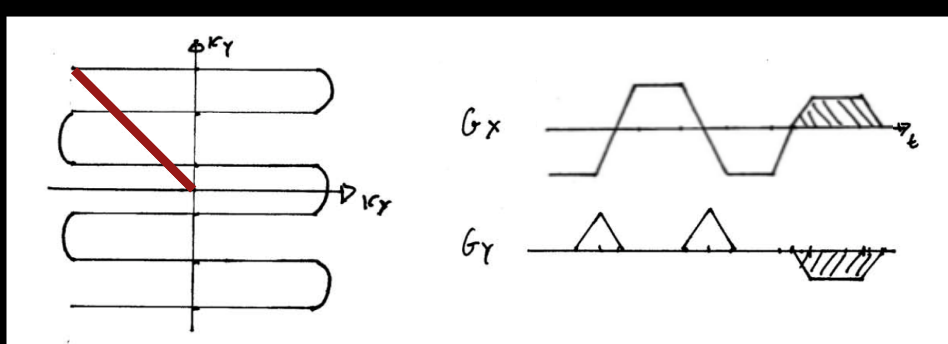
- Resolution: $\Delta x = \frac{TBW}{2k_{x,max}}$ $\Delta y = \frac{TBW}{2k_{y,max}}$
- FOV = $1/\Delta k_y$

$$\Delta k_y = \frac{2k_{y,max}}{L-1}$$

- Ghost FOV = FOV/2
  - Eddy currents & delays produce this

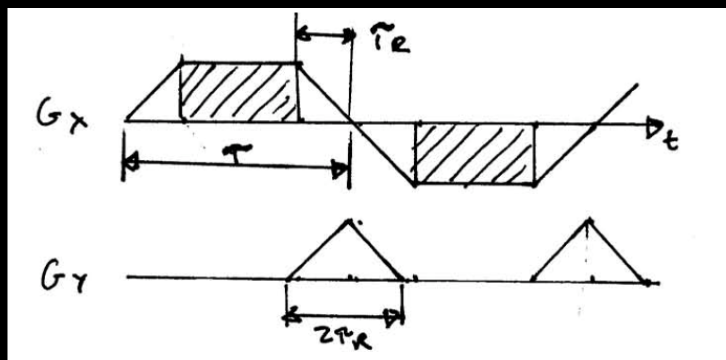
Designing EPI k-space Trajectory

- Refocusing gradients
  - Returns to origin at the end of pulse



Designing EPI Gradients

- Designing readout lobes and blips
  - Flat-top only design



  - RF only played during flat part (simpler)

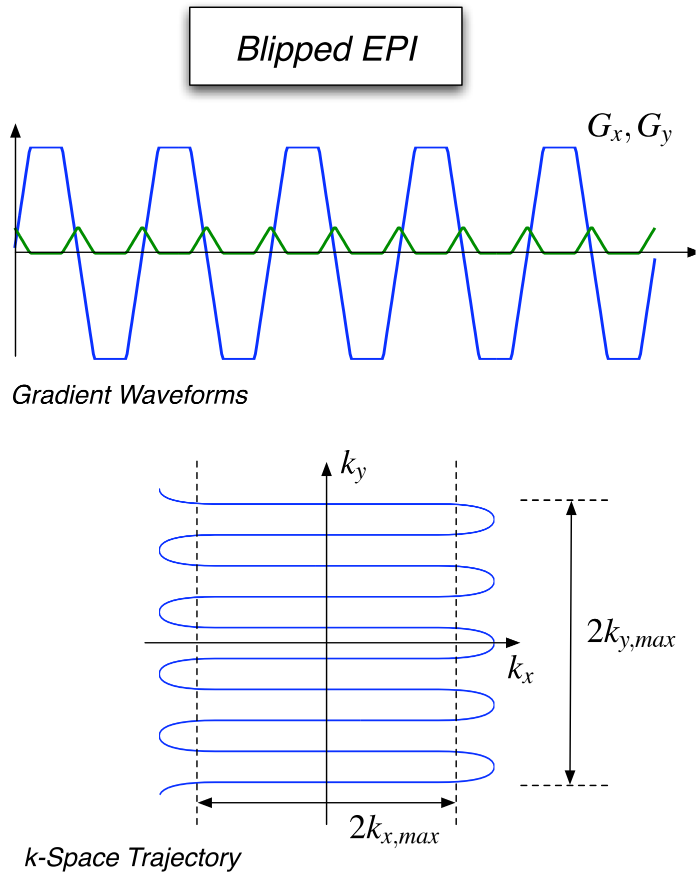
To the board ...

Designing EPI Gradients

- Easy to get k-space coverage in k_y
- Hard to get k-space coverage in k_x
- We can get more k-space coverage by
  - making blips narrower
  - playing RF during part of ramps

Blipped EPI

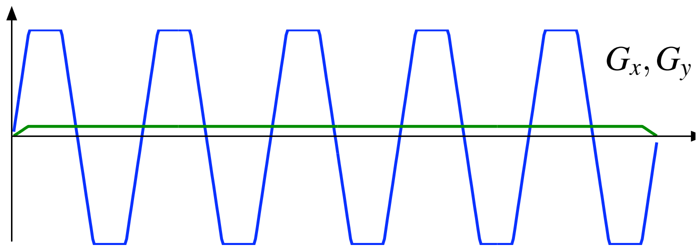
- Rectilinear scan of k-space
- Most efficient EPI trajectory
- Common choice for spatial pulses
- Sensitive to eddy currents and gradient delays



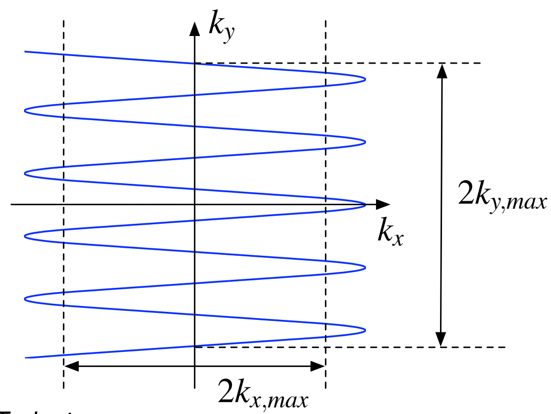
Continuous EPI

- Non-uniform k-space coverage
- Need to oversample to avoid side lobes
  - Less efficient than blipped
- Sensitive to eddy currents and gradient delays
  - Only choice for spectral-spatial pulses

Continuous EPI



Gradient Waveforms

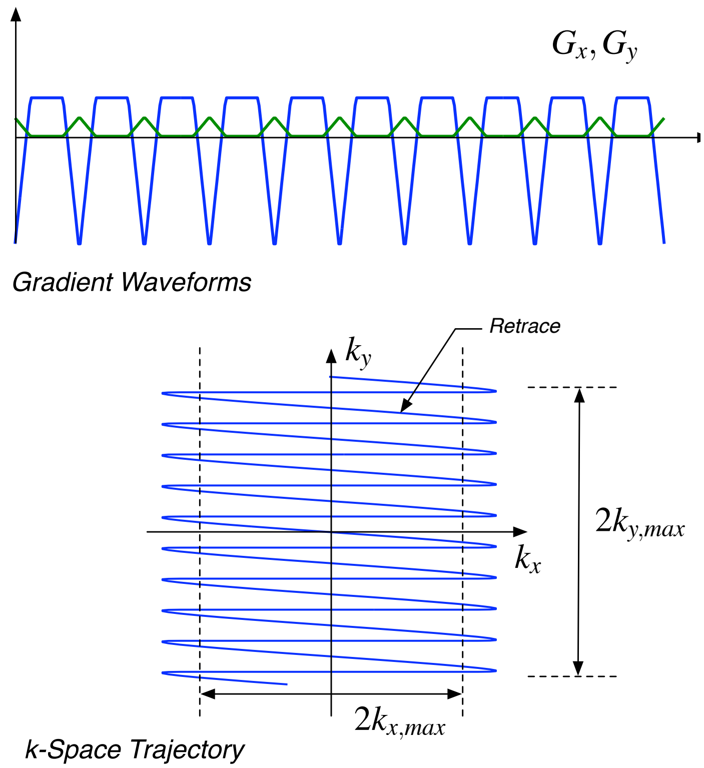


k-Space Trajectory

Flyback EPI

- Can be blipped or continuous
- Less efficient since retraces not used (depends on gradient system)
- Almost completely immune to eddy currents and gradient delays

Flyback EPI



Designing 2D EPI Spatial Pulses

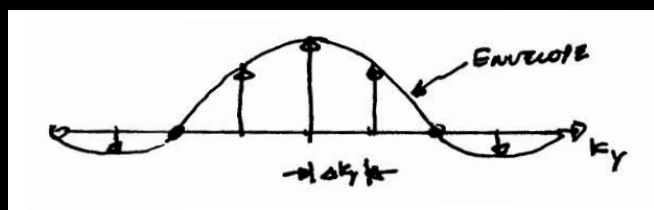
- Two major options
  - General approach, same as 2D spiral pulses
  - Seperable, product design (easier)
- General approach
  - Choose EPI k-space trajectory
  - Design gradient waveforms
  - Design *W(k)*, k-space weighting
  - Design $B_1(t)$

Separable, Product Design

- Assume,

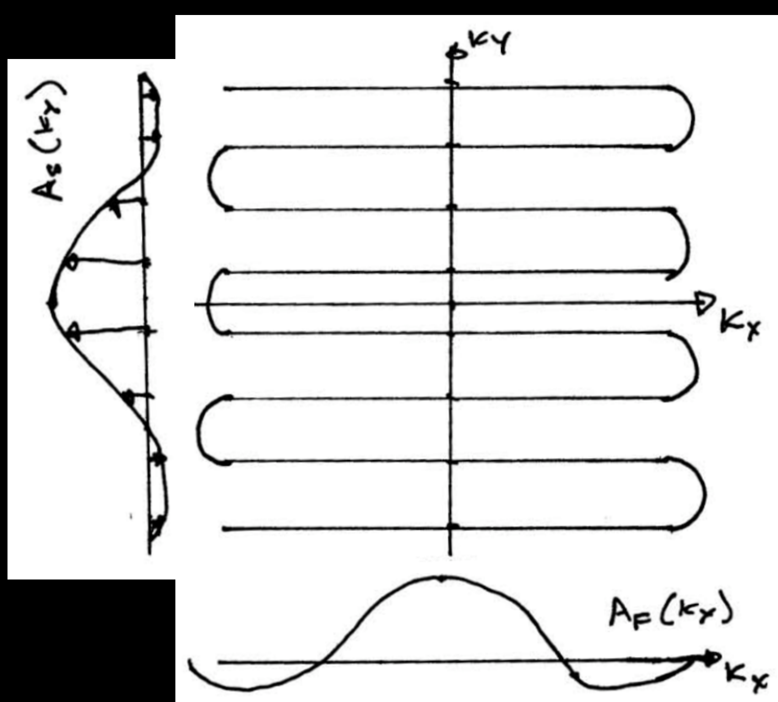
$$W(k_x, k_y) = A_F(k_x) \cdot A_S(k_y)$$

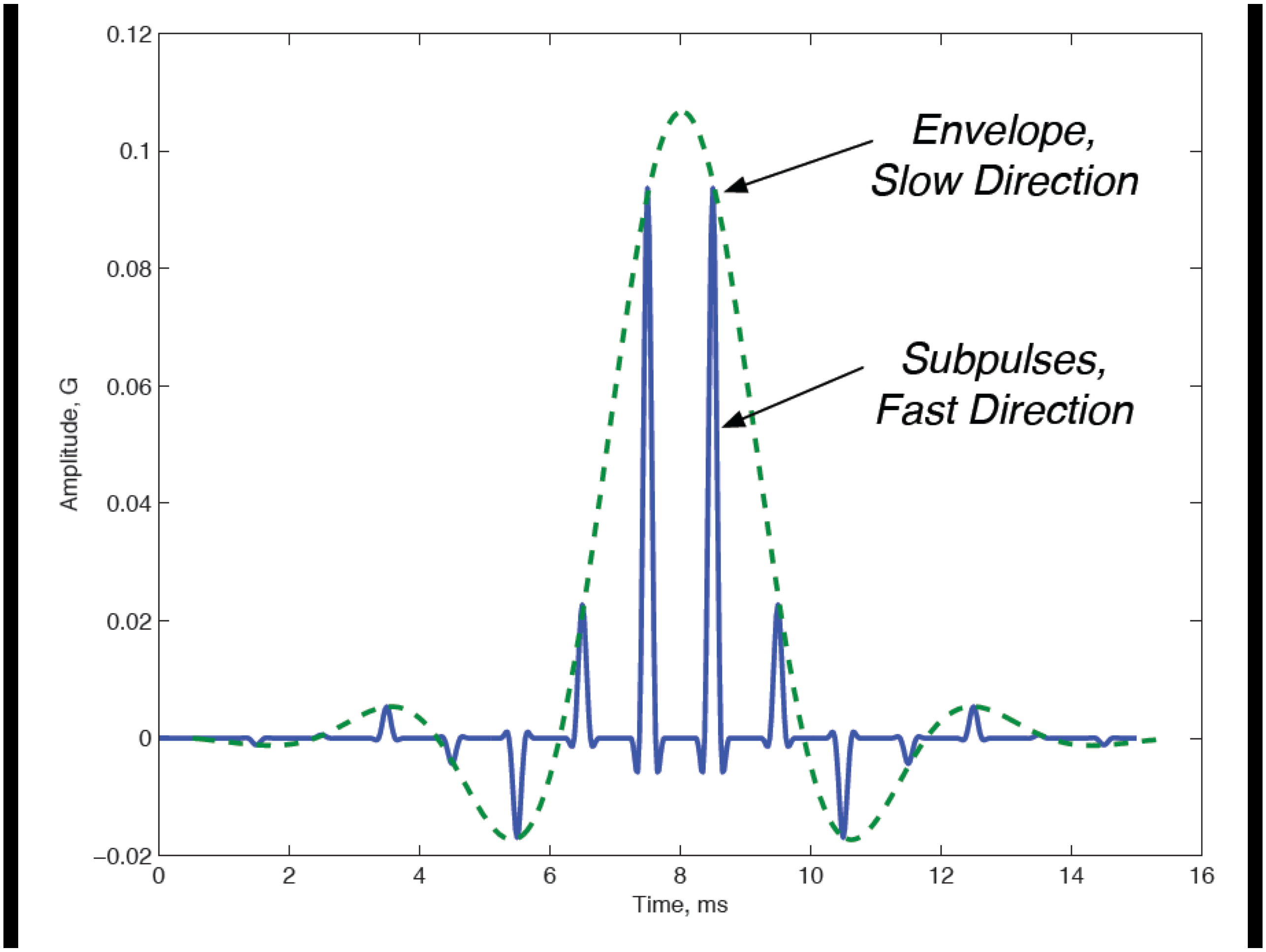
$A_S(k_y)$: weighting in the slow, blipped direction
$A_F(k_x)$: weighting in the fast oscillating direction

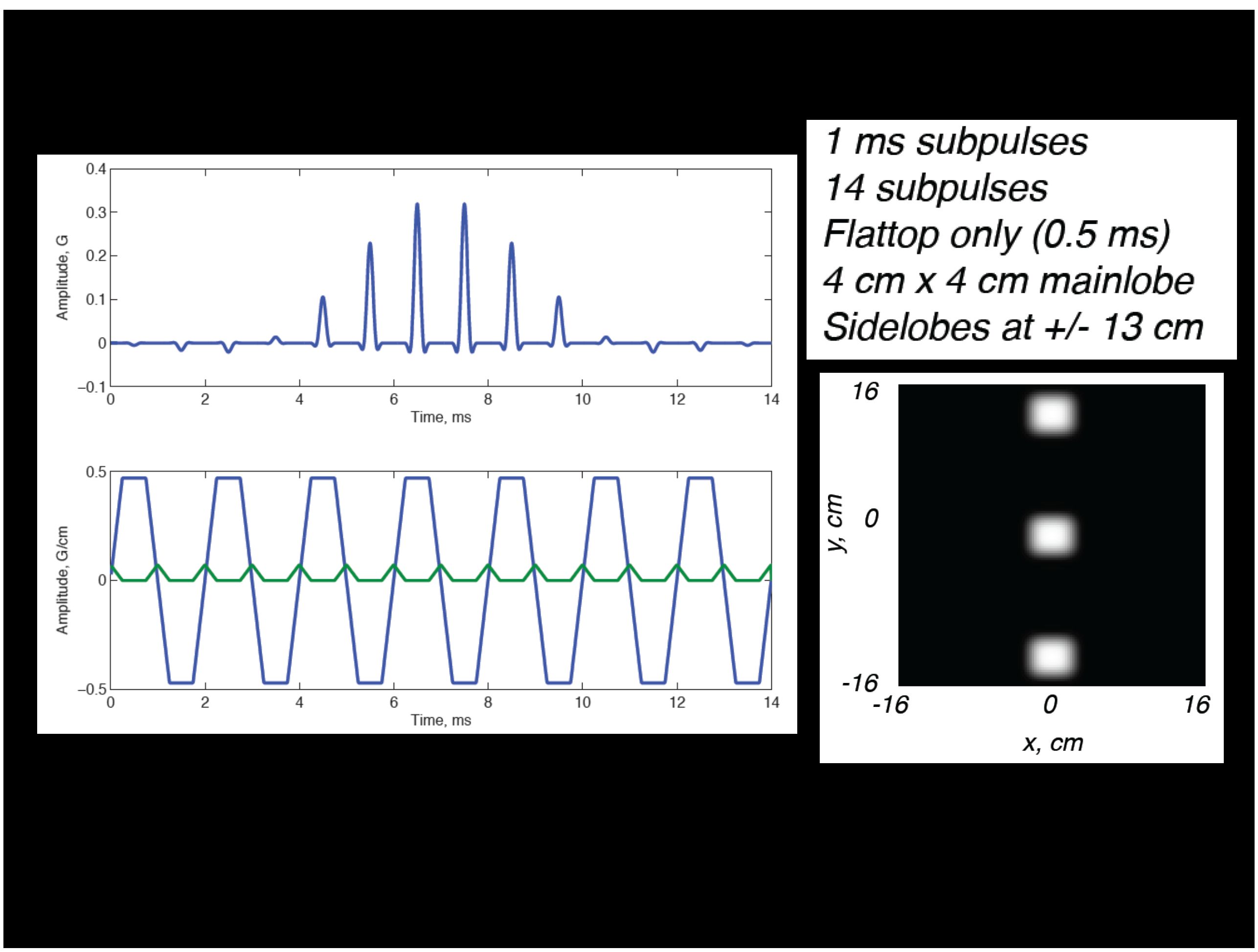


- Each impulse corresponds to a pulse in the fast direction, *$A_F(k_x)$*

Separable, Product Design




Envelope,
Slow Direction
Subpulses,
Fast Direction
Amplitude, G
Time, ms


1 ms subpulses
14 subpulses
Flattop only (0.5 ms)
4 cm x 4 cm mainlobe
Sidelobes at +/- 13 cm
Amplitude, G
Time, ms
Amplitude, G/cm
Time, ms
y, cm
x, cm

Matlab Exercise

Bloch Simulator

- http://mrsrl.stanford.edu/~brian/blochsim/

```
[mx,my,mz] = bloch(b1,gr,tp,t1,t2,df,dp,mode,mx,my,mz)

Bloch simulation of rotations due to B1, gradient and
off-resonance, including relaxation effects.  At each time
point, the rotation matrix and decay matrix are calculated.
Simulation can simulate the steady-state if the sequence
is applied repeatedly, or the magnetization starting at m0.

INPUT:
        b1 = (Mx1) RF pulse in G.  Can be complex.
        gr = (Mx1,2,or 3) 1,2 or 3-dimensional gradient in G/cm.
        tp = (Mx1) time duration of each b1 and gr point, in seconds,
                        or 1x1 time step if constant for all points
                        or monotonically INCREASING endtime of each
                        interval..
        t1 = T1 relaxation time in seconds.
        t2 = T2 relaxation time in seconds.
        df = (Nx1) Array of off-resonance frequencies (Hz)
        dp = (Px1,2,or 3) Array of spatial positions (cm).
                Width should match width of gr.
        mode= Bitmask mode:
                Bit 0:  0-Simulate from start or M0, 1-Steady State
                Bit 1:  1-Record m at time points.  0-just end time.
```

Windowed Sinc RF Pulse

```
%% Design of Windowed Sinc RF Pulses
tbw = 4;
samples = 512;

rf = wsinc(tbw, samples);
```

```
function h = wsinc(tbw, ns)

% rf = wsinc(tbw, ns)
%
%   tbw  --  time bandwidth product
%   ns    --  number of samples
%   h   -- windowed sinc function, normalized so that sum(h) = 1

xm = (ns-1)/2;
x = [-xm:xm]/xm;
h = sinc(x*tbw/2).*(0.54+0.46*cos(pi*x));

h = h/sum(h);
```

RF Pulse Scaling

```
%% Plot RF Amplitude
rf = (pi/2)*wsinc(tbw,samples);

pulseduration = 1; %ms
rfs = rfscaleg(rf, pulseduration); % Scaled to Gauss
```

$$\theta = \int_0^\tau \gamma B_1(s)ds$$

$$\theta_i = \gamma B_1(t_i)\Delta t$$

$$B_1(t_i) = \frac{1}{\gamma \Delta t}\theta_i$$

RF Pulse Scaling

```
%% Plot RF Amplitude
rf = (pi/2)*wsinc(tbw,samples);

pulseduration = 1; %ms
rfs = rfscaleg(rf, pulseduration); % Scaled to Gauss
```

```
function rfs = rfscaleg(rf,t);

%   rfs = rfscaleg(rf,t)
%
%     rf   -- rf waveform, scaled so sum(rf) = flip angle
%     t    -- duration of RF pulse in ms
%     rfs  -- rf waveform scaled to Gauss
%

gamma = 2*pi*4.257; % kHz*rad/G
dt = t/length(rf);
rfs = rf/(gamma*dt);
```

Bloch Simulation

```
%% Simulate Slice Profile
tbw = 4;
samples = 512;

rf = (pi/2)*wsinc(tbw,samples);
pulseduration = 1; %ms

rfs = rfscaleg(rf, pulseduration);              % Scaled to Gauss
b1 = [rfs zeros(1,samples/2)];                  % in Gauss
g = [ones(1,samples) -ones(1,samples/2)];       % in G/cm

x = (-4:.1:4);              % in cm
f = (-250:5:250);           % in Hz
dt = pulseduration/samples/1e3;
t = (1:length(b1))*dt;      % in usec

% Bloch Simulation
[mx,my,mz] = bloch(b1,g,t,1,.2,f,x,0);
mxy=mx+1i*my;
```

Slice Thickness

- Pulse duration = 1 ms
- TBW = 4
- G_z = 1 G/cm

$$\Delta z = \frac{BW}{\frac{\gamma}{2\pi} G_z}$$

$\gamma/2\pi$ = 4.257 kHz/G

Thank You!

- Further reading
  - Read "Spatial-Spectral Pulses" p.153-163
- Acknowledgments
  - John Pauly's EE469b (RF Pulse Design for MRI)
  - Shams Rashid, Ph.D.

Kyung Sung, PhD
ksung@mednet.ucla.edu
http://kyungs.bol.ucla.edu