

# Reconstruction from Non-Uniform Spectral Data

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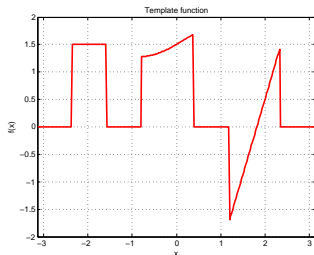
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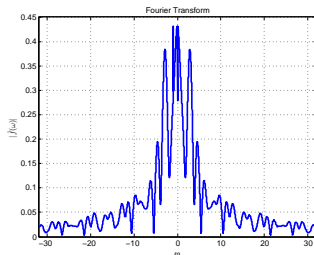
SIAM Conference on Imaging Science  
Chicago, USA

April 13 2010

# Motivating Example



(a) Template Function

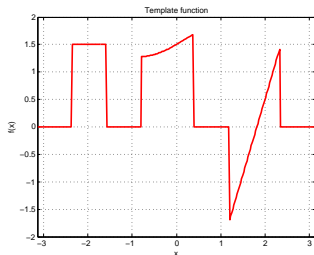


(b) Fourier Transform

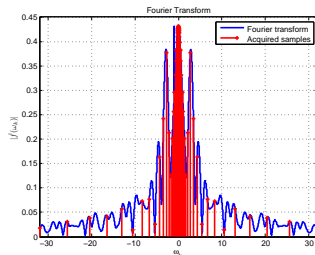
Figure: A motivating example

- Fourier samples violate the quadrature rule for discrete Fourier expansions.
- Computational issue – no FFT available
- How does variable sampling density affect reconstruction accuracy?

# Motivating Example



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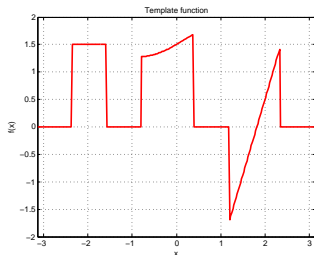


(b) Fourier Coefficients,  $N = 32$

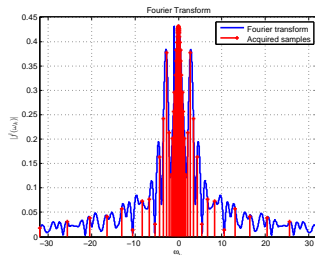
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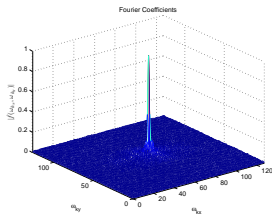


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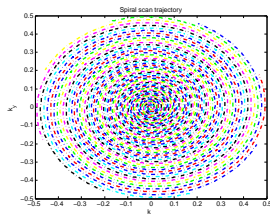
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# Application – Magnetic Resonance Imaging



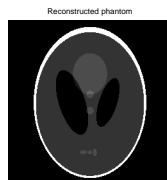
(a) Acquired Fourier Samples



(b) Sampling Trajectory

Non-Cartesian sampling trajectories have some advantages

- greater resistance to aliasing and motion artifacts
- instrumentation concerns – ease in generating gradient waveforms



(c) Reconstructed Image

Figure: MR Imaging<sup>a</sup>

<sup>a</sup>Sampling pattern courtesy Dr. Jim Pipe, Barrow Neurological Institute, Phoenix, Arizona

# In this Talk

We will discuss

- Issues with non-harmonic Fourier reconstruction
- Convolutional gridding
- Accuracy vs Sampling Density
- Spectral Re-projection methods

# Outline

## 1 Introduction

- Motivating Example
- Application
- Outline of the Talk

## 2 Non-harmonic Reconstructions

- The Non-harmonic Kernel
- Reconstruction Examples

## 3 Reconstruction using Convolutional Gridding

- The Gridding Procedure
- Reconstruction Examples
- Gridding Error

## 4 Spectral Re-projection

- Principle
- Reconstruction Results

# The Non-harmonic Reconstruction Kernel

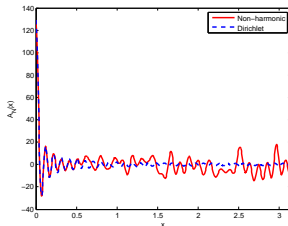
Consider reconstruction using the sum

$$S_N \tilde{f}(x) = \sum_{|k| \leq N} \hat{f}(\omega_k) e^{i\omega_k x}$$

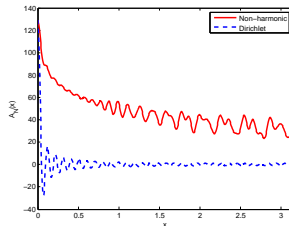
We may write

$$S_N \tilde{f}(x) = (f * A_N)(x), \quad A_N(x) = \sum_{|k| \leq N} e^{i\omega_k x}$$

where  $A_N(x)$  is the non-harmonic kernel.



(a) Jittered Sampling



(b) Log Sampling

Figure:  $A_N(x)$ ,  $N = 64$



# The Non-harmonic Reconstruction Kernel

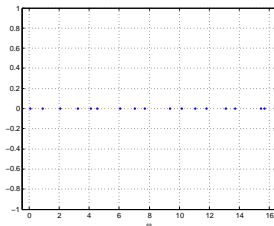
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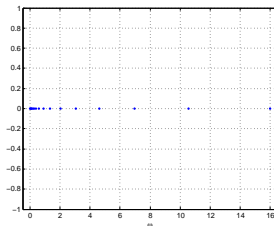
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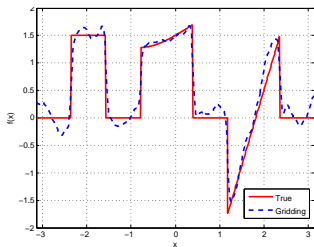
(a) Jittered Sampling



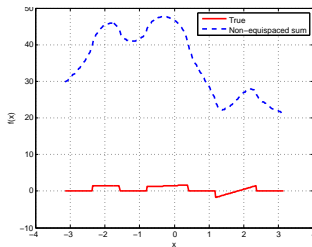
(b) Log Sampling

Figure: Sampling Schemes

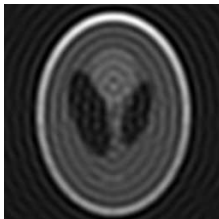
## Reconstruction Examples



(a) "Jittered" Sampling



(b) "Log" Sampling



(c) "Spiral" Sampling

Figure: Non-harmonic Fourier sum Reconstruction,  $N = 128$

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- Gridding Error

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- Principle
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# Convolutional Gridding

Procedure:

- 1 Map the non-uniform modes to a uniform grid. A convolution operation is typically used.
- 2 Compute a Fourier or filtered Fourier partial sum.
- 3 If required, compensate for the mapping operation.

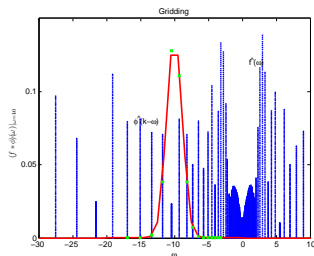


Figure: Gridding

The new coefficients on the uniform grid are therefore given by

$$\hat{f} * \hat{\phi} \Big|_{\omega=k} \approx \sum_{m \text{ st. } |k-\omega_m| \leq q} \alpha_m \hat{f}(\omega_m) \hat{\phi}(k - \omega_m)$$

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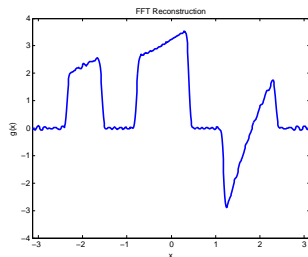


Figure: Fourier Reconstruction

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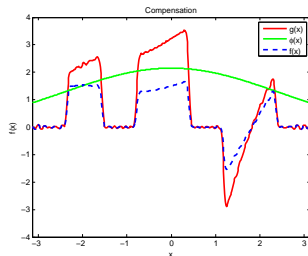
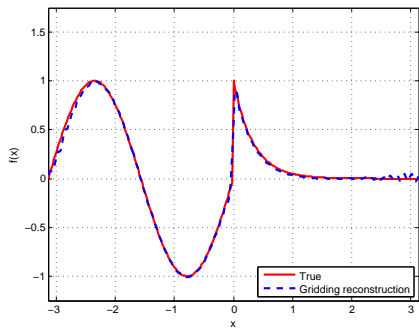


Figure: Compensation

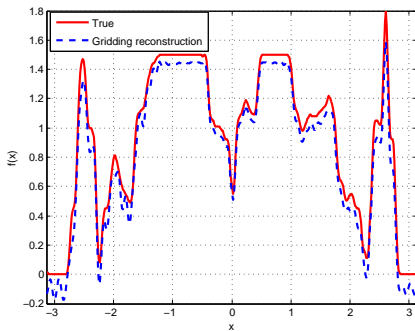
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## Reconstruction Examples



(a) Test Function reconstruction



(b) Cross-section of a brain scan

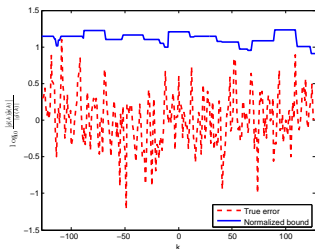
Figure: Gridding reconstruction,  $N = 128$  (processed by a 4<sup>th</sup>-order exponential filter)

# Gridding Error

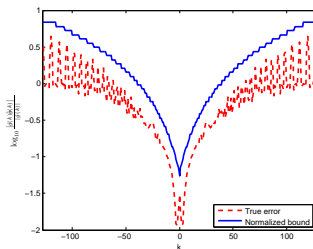
Define the  $q$ -vicinity of  $k$  ( $k \in \mathbb{Z}$ ) to be the set  $\{\mathcal{P} = \omega : |k - \omega| \leq q, \omega, q \in \mathbb{R}, q > 0\}$ .

## Theorem (Convolutional Gridding Error)

Let  $\hat{g} = \hat{f} * \hat{\phi}$  denote the true gridding coefficients and  $\hat{\hat{g}}$  denote the approximate gridding coefficients. Let  $\Delta_k$  be the maximum distance between sampling points and  $d_k := \frac{1}{\Delta_k}$  be the minimum sample density in the  $q$ -vicinity of  $k$ . Then, the gridding error at mode  $k$  is bounded by  $|e(k)| = |\hat{g}(k) - \hat{\hat{g}}(k)| \leq C \frac{1}{d_k^2}$ ,  $k = -N, \dots, N$  for some positive constant  $C$ .



(a) Error bound, jittered sampling



(b) Error bound, log sampling

Figure: Error Plots

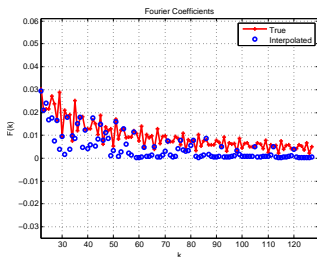


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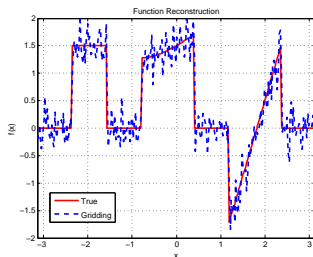
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(a) Fourier coefficients – High modes



(b) Resulting reconstruction artifacts

Figure: Error Plots

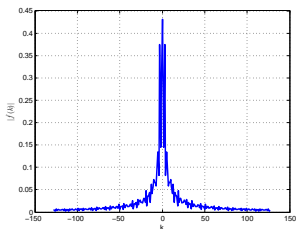
# Error vs Sampling Density

The reconstruction error is

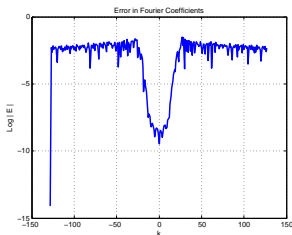
$$e(x) \approx \sum_{|k| > N} \hat{g}(k) e^{ikx} + \sum_{|k| \leq N} \left( \hat{g}(k) - \tilde{g}(k) \right) e^{ikx}$$

- 1<sup>st</sup> term decreases as  $N$  increases (*standard Fourier truncation*)
- 2<sup>nd</sup> term increases as  $N$  increases (*gridding error*)

Gridding error  $|S_N g(x) - S_N \tilde{g}(x)|$  can be shown to be bounded by  $C \sum_{|k| \leq N} \frac{1}{d_k^2}$



(a) Fourier coefficients



(b) Coefficient error

Figure: Error in uniform re-sampling

While filtering decreases the error, the underlying problem is not solved.

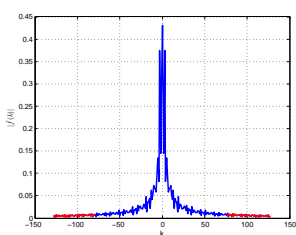
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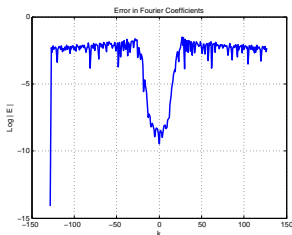
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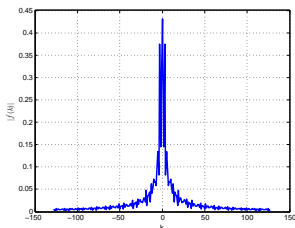
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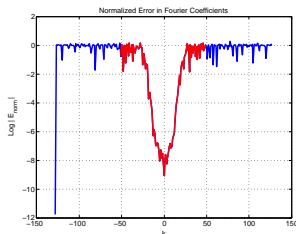
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# Spectral Re-projection

- Spectral reprojection schemes were formulated to resolve the Gibbs phenomenon. They involve reconstructing the function using an alternate basis,  $\Psi$  (known as a Gibbs complementary basis).
- Reconstruction is performed using the rapidly converging series

$$f(x) \approx \sum_{l=0}^m c_l \psi_l(x), \quad \text{where} \quad c_l = \frac{\langle f_N, \psi_l \rangle_w}{\|\psi_l\|_w^2}, \quad f_N \text{ is the Fourier expansion of } f$$

- Reconstruction is performed in each smooth interval. Hence, we require jump discontinuity locations
- High frequency modes of  $f$  have exponentially small contributions on the low modes in the new basis

# Reducing the Impact of the High Mode Coefficients

- Using Gegenbauer polynomials, the re-projected expansion coefficients can be written as

$$\frac{1}{h_l^\lambda} \int_{-1}^1 (1 - \eta^2)^{\lambda-1/2} C_l^\lambda(\eta) \sum_{|k| \leq N} \hat{g}(k) e^{i\pi k \eta} d\eta$$

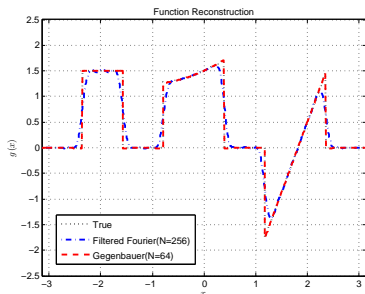
- Damping of the high modes since

$$\frac{1}{h_l^\lambda} \int_{-1}^1 (1 - \eta^2)^{\lambda-1/2} C_l^\lambda(\eta) e^{i\pi k \eta} d\eta = \Gamma(\lambda) \left( \frac{2}{\pi k} \right)^\lambda i^l (l + \lambda) J_{l+\lambda}(\pi k)$$

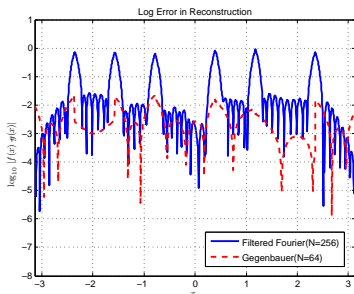
- The gridding error can be shown to be

$$C' \cdot \rho(m, \lambda) \cdot \sum_{0 < |k| \leq N} \frac{1}{d_k^2} \left( \frac{1}{|k|} \right)^\lambda$$

## Gegenbauer Reconstruction - Results



(a) Reconstruction



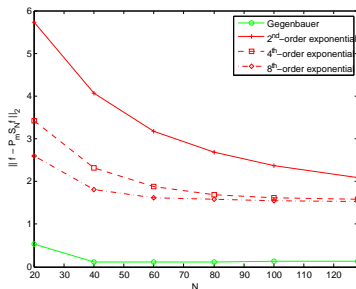
(b) Reconstruction error

Figure: Gegenbauer reconstruction

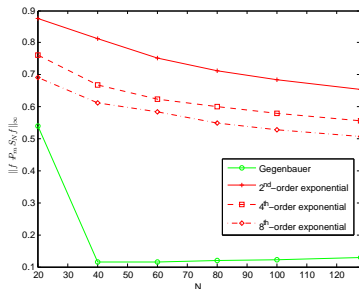
- Filtered Fourier reconstruction uses 256 coefficients
- Gegenbauer reconstruction uses 64 coefficients
- Parameters in Gegenbauer Reconstruction -  $m = 2, \lambda = 2$



## Gegenbauer Reconstruction - Results



(a) 2-norm error



(b) Maximum-norm error

Figure: Error Plots – Filtered and Gegenbauer Reconstruction

- Filtered Fourier reconstruction uses 256 coefficients
- Gegenbauer reconstruction uses 64 coefficients
- Parameters in Gegenbauer Reconstruction -  $m = 2, \lambda = 2$

# Summary

- Fourier reconstruction from non-uniform spectral data is important in applications such as MR imaging.
- Families of non-harmonic exponentials do not usually constitute a basis for functions in  $L^2(-\pi, \pi)$ .
- The most popular reconstruction method is convolutional gridding, post-processed by low-pass filtering.
- Variable sampling density can result in poor reconstruction accuracy.
- Spectral re-projection methods can be useful in obtaining highly accurate reconstructions.

## Current Emphasis

- Incorporating edge information into the reconstruction scheme .

## References

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### Convolutional Gridding

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### Non-uniform FFTs

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### Spectral Re-projection

- D. GOTTLIEB AND C.W. SHU, *On the Gibbs phenomenon and its resolution*, in SIAM Review (1997), pp. 644–668.

### Detecting Edges from Spectral Data

- A. GELB AND E. TADMOR, *Detection of Edges in Spectral Data*, in Appl. Comp. Harmonic Anal., 7 (1999), pp. 101–135.