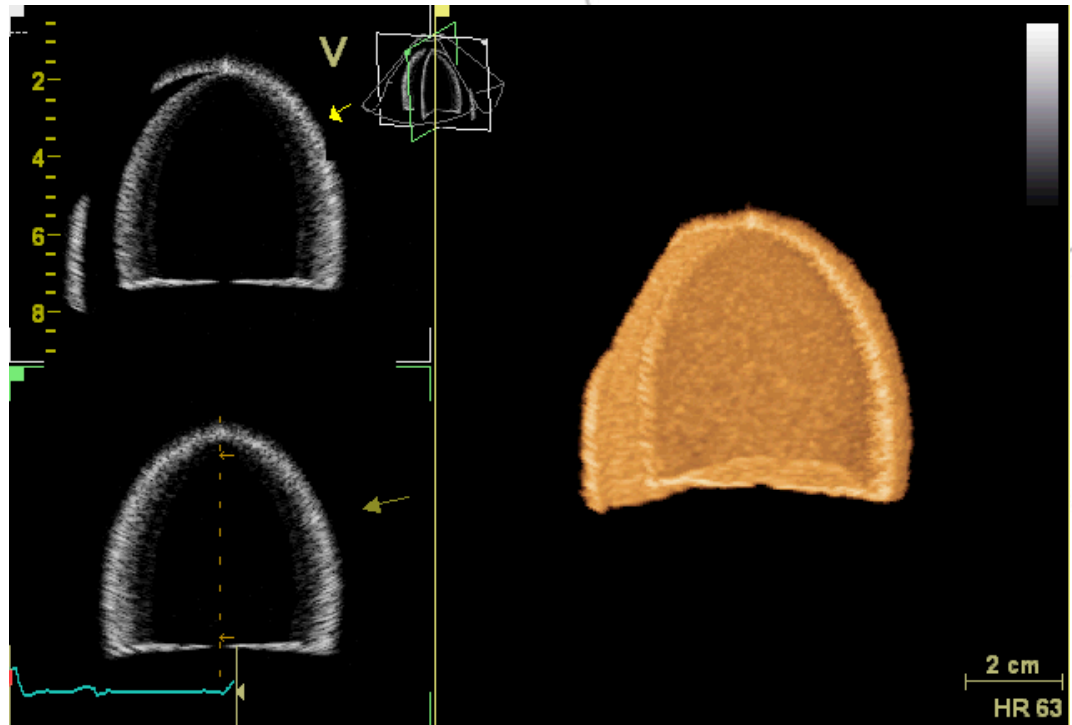


# Fast Ultrasound Simulation in K-space

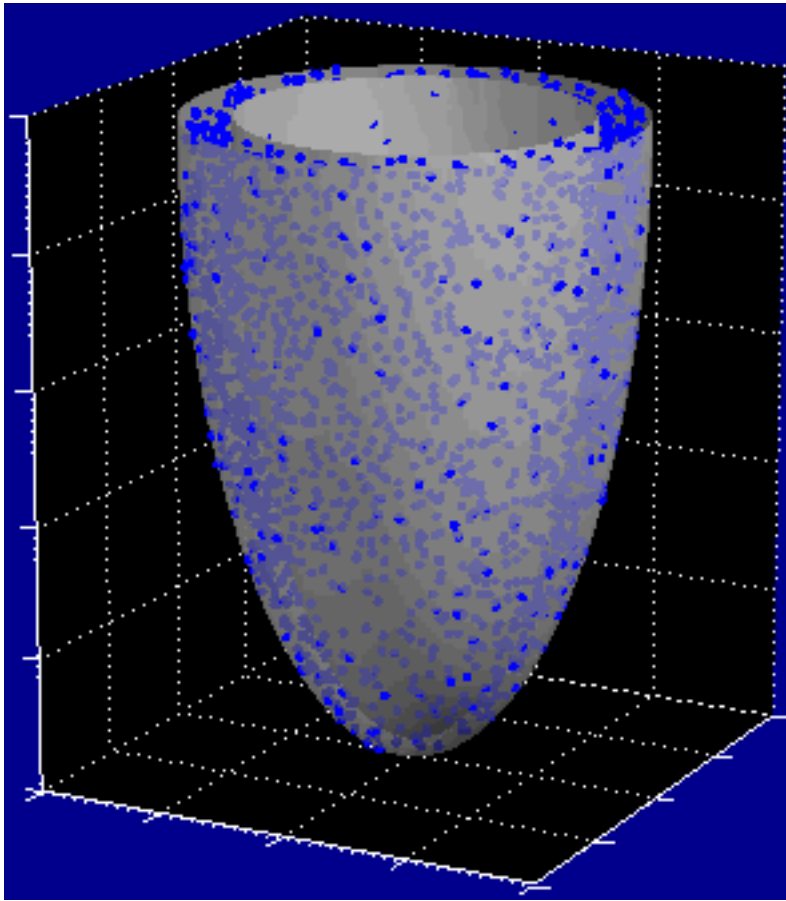
Torbjørn Hergum, NTNU

# Fast Ultrasound Simulation in K-space

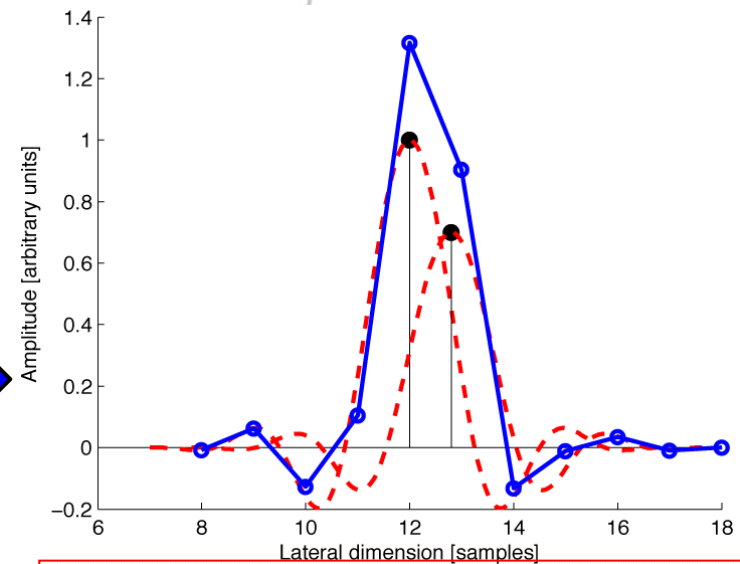
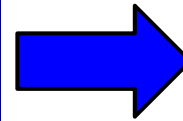
- Want tool for validation of 3D quantitative methods
- *Fusk* = Fast Ultrasound simulation in K-space
- *Fusk* simulates one frame of a 3D ventricle in ~20 seconds
- Point scatterers as input object, for instance from FEM-simulations



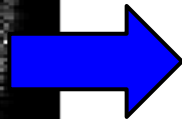
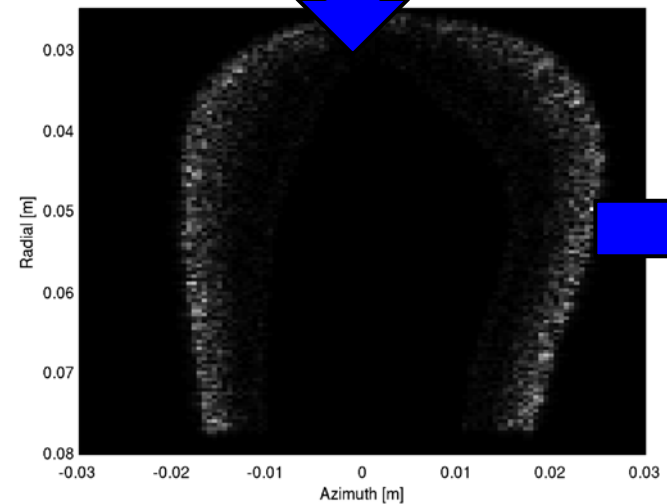
# Fusk - the works



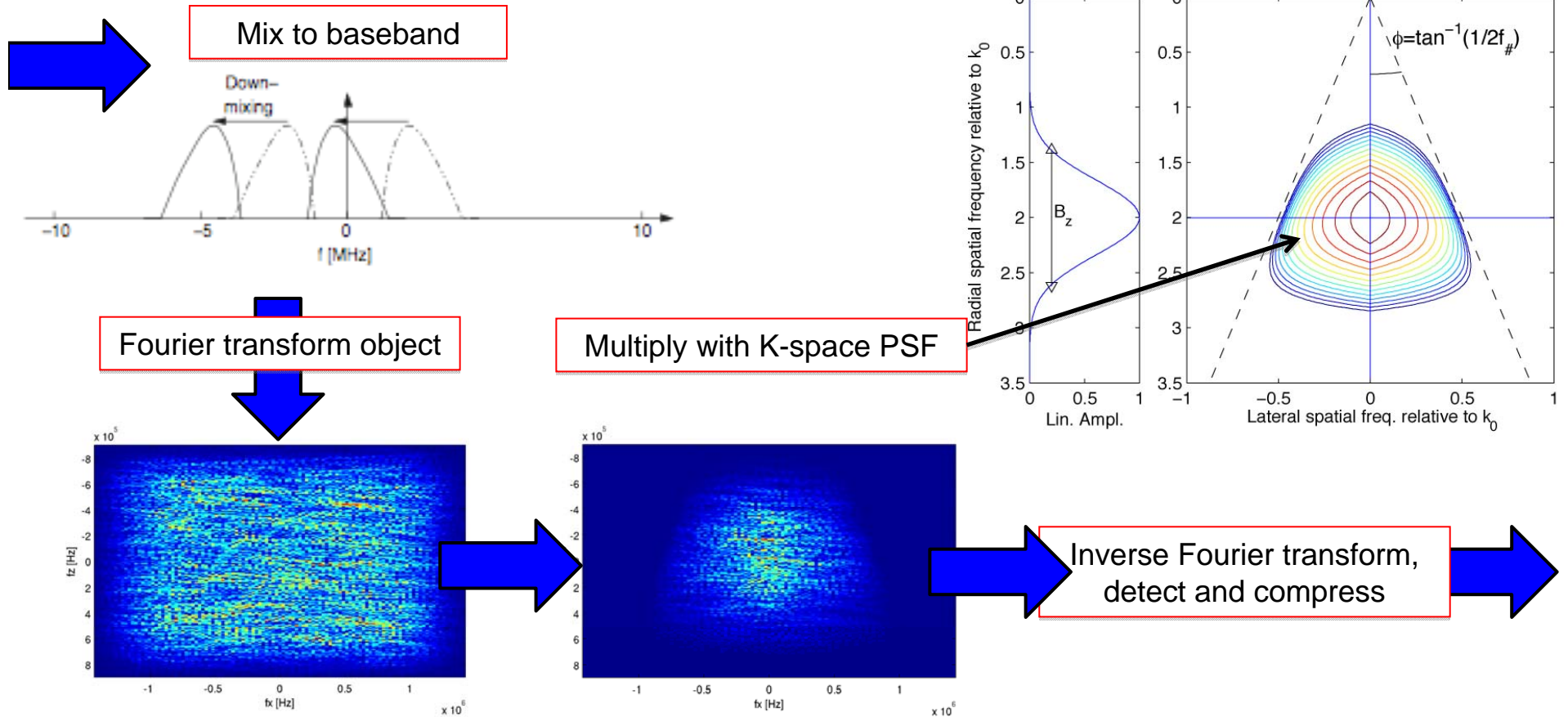
Dynamic object w. point scatterers (Infinite resolution)



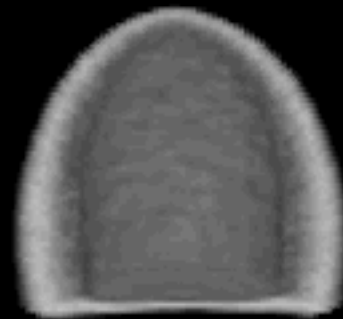
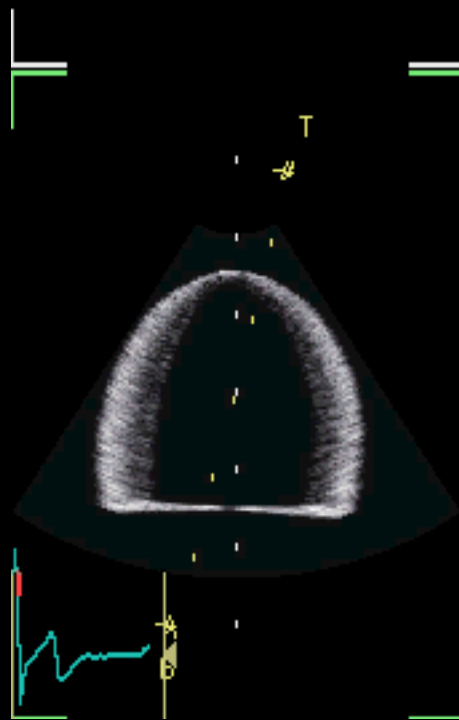
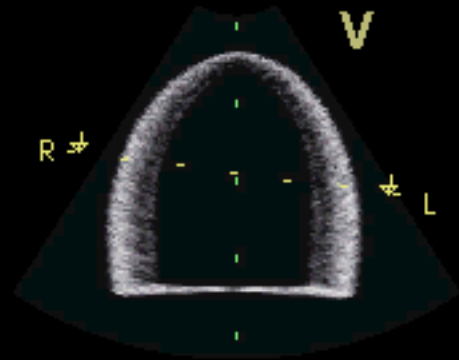
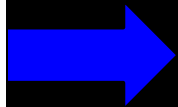
Limit to beamspace resolution (anti-aliasing)



# Fusk - the works



# Fusk - the works



Simulated  
ultrasound  
image

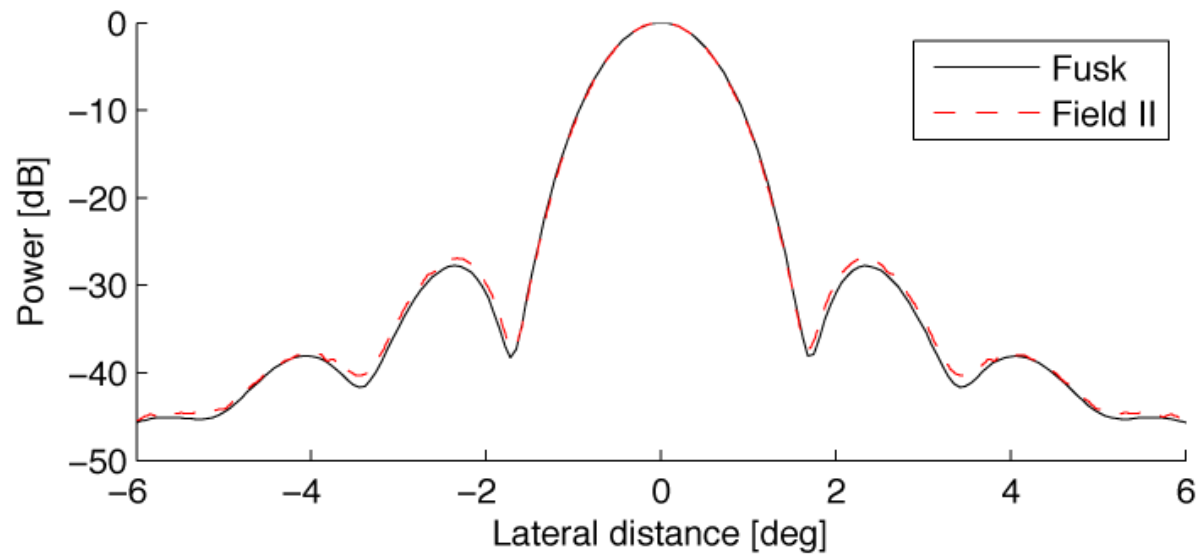
-10

-20

HR 53

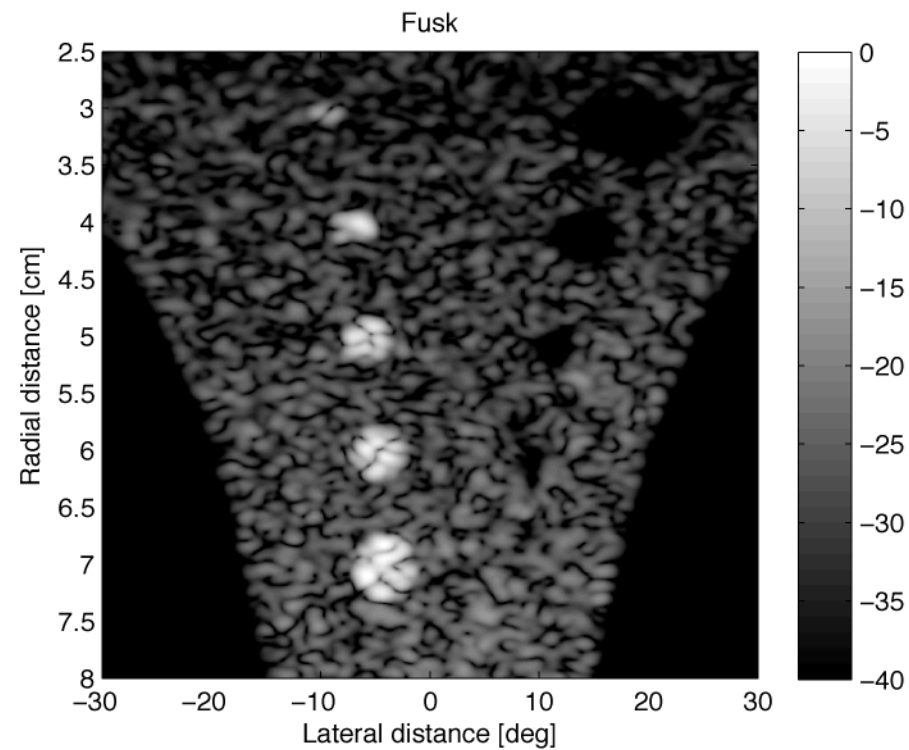
# Results

Comparing beam  
profiles with Field 2



# Results

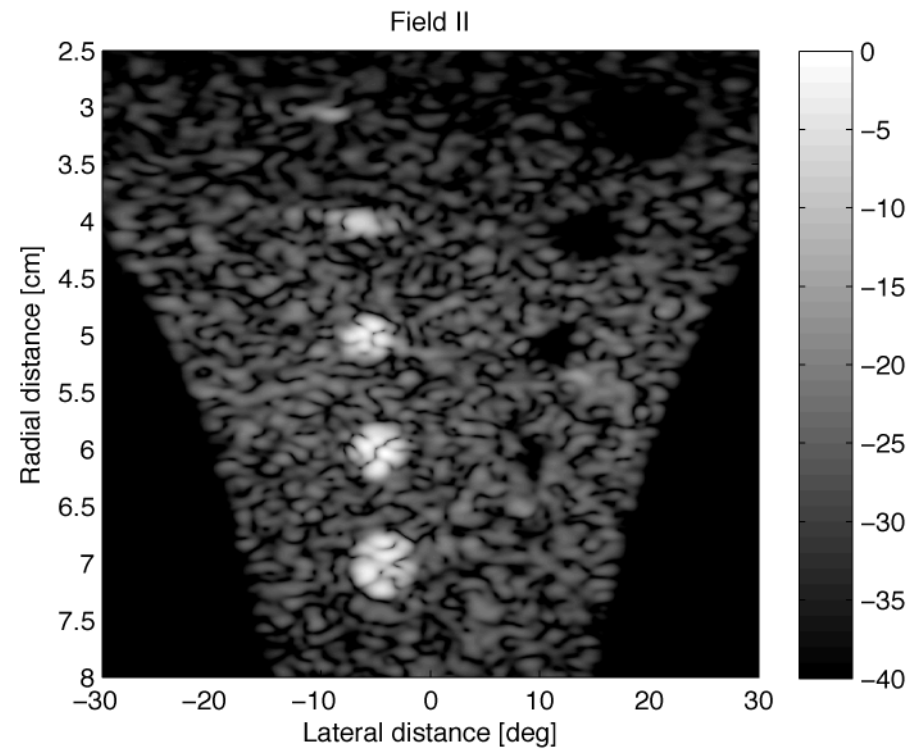
Comparing cyst phantoms



# Results

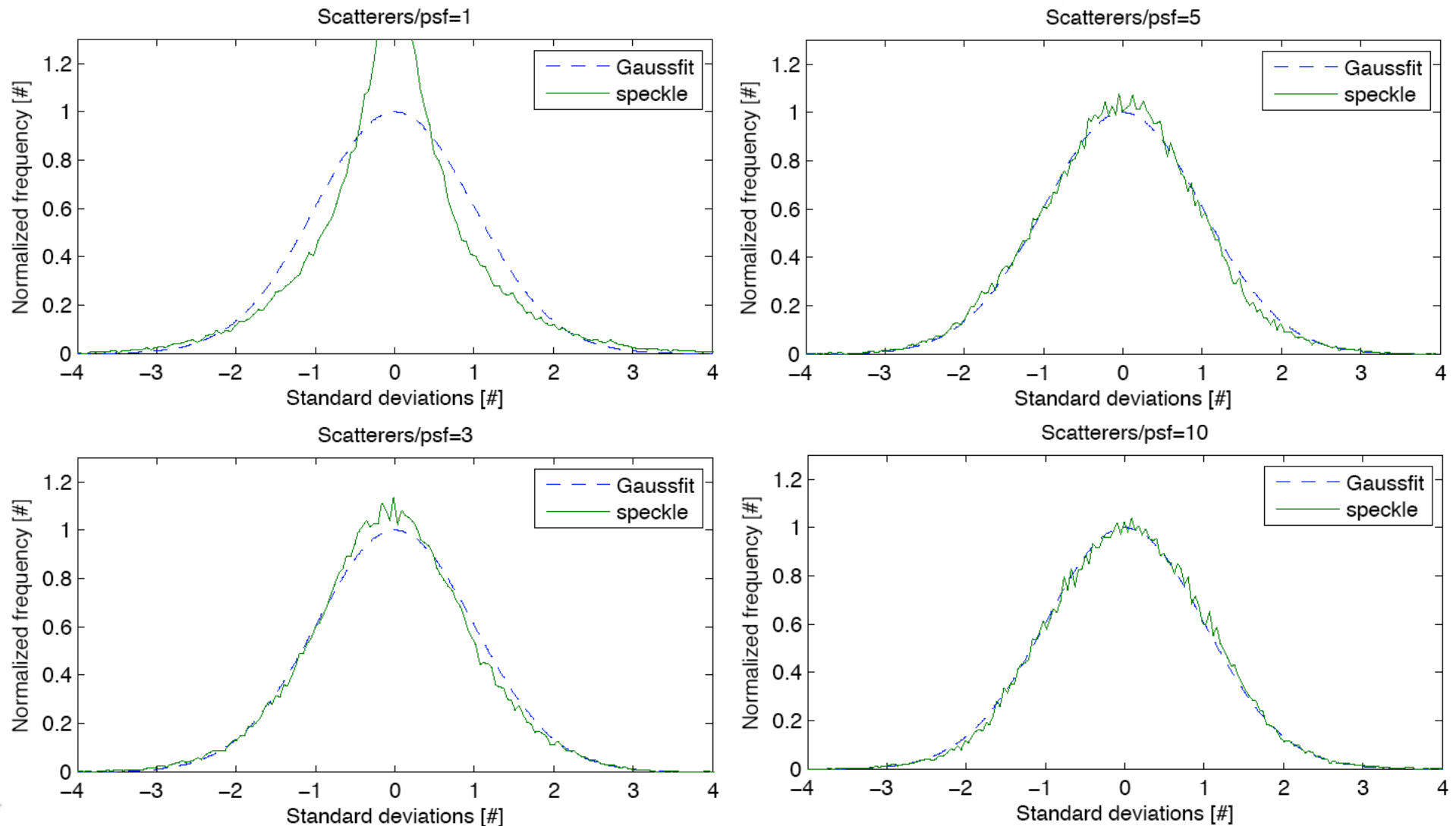
## Comparing cyst phantoms

- Similar speckle pattern
- Varying gain
- 7200 times slower!

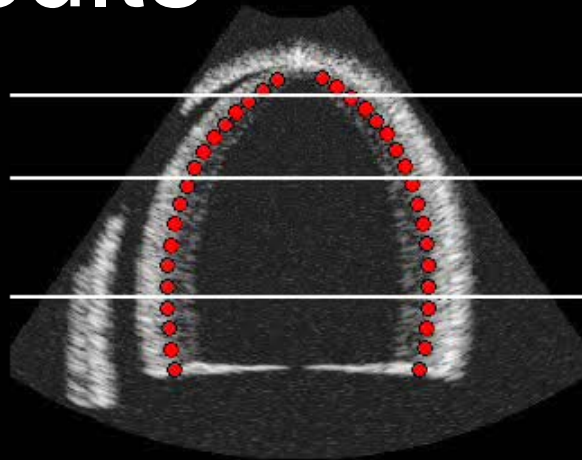




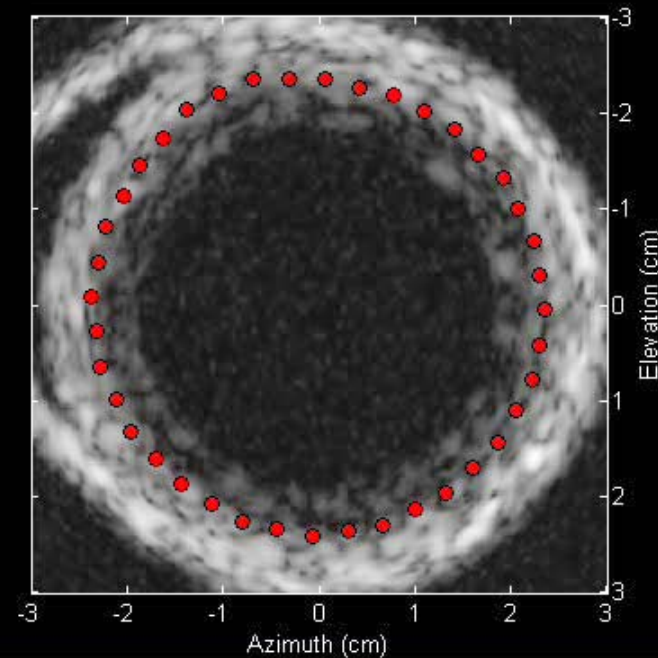
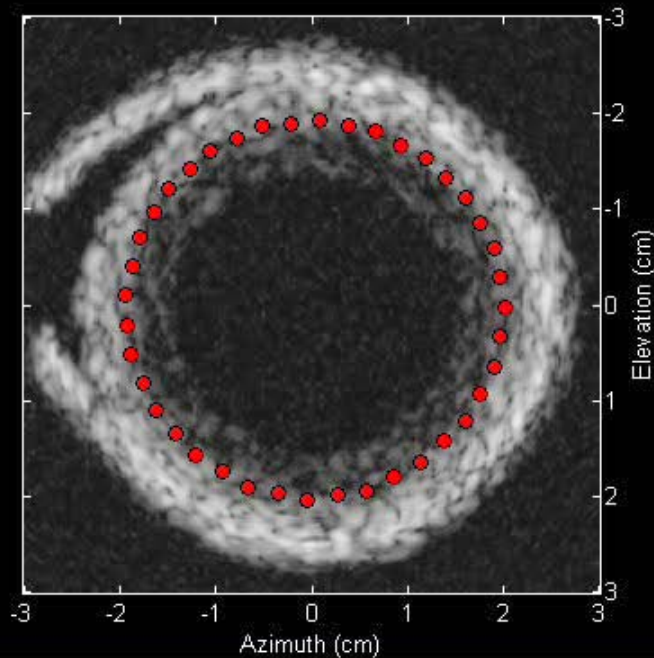
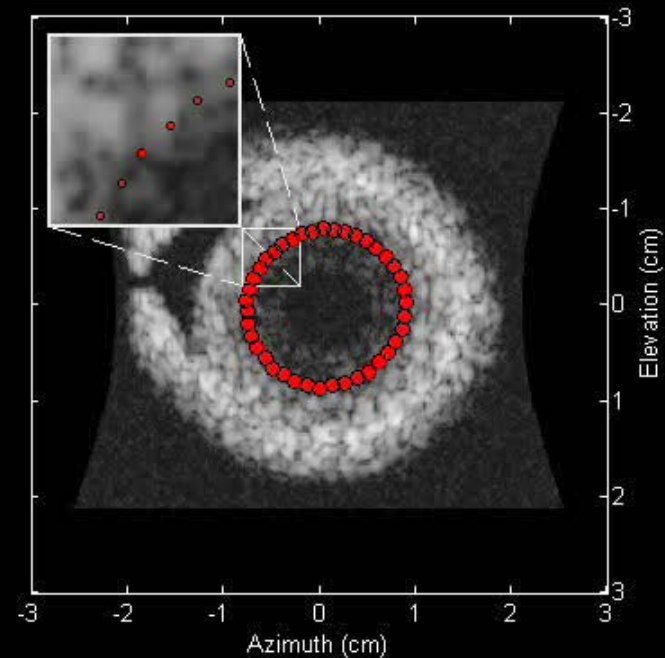
# Scatterer density, random pos.



# Results



Testing 3D speckle tracking



Testing automated  
volume measurements

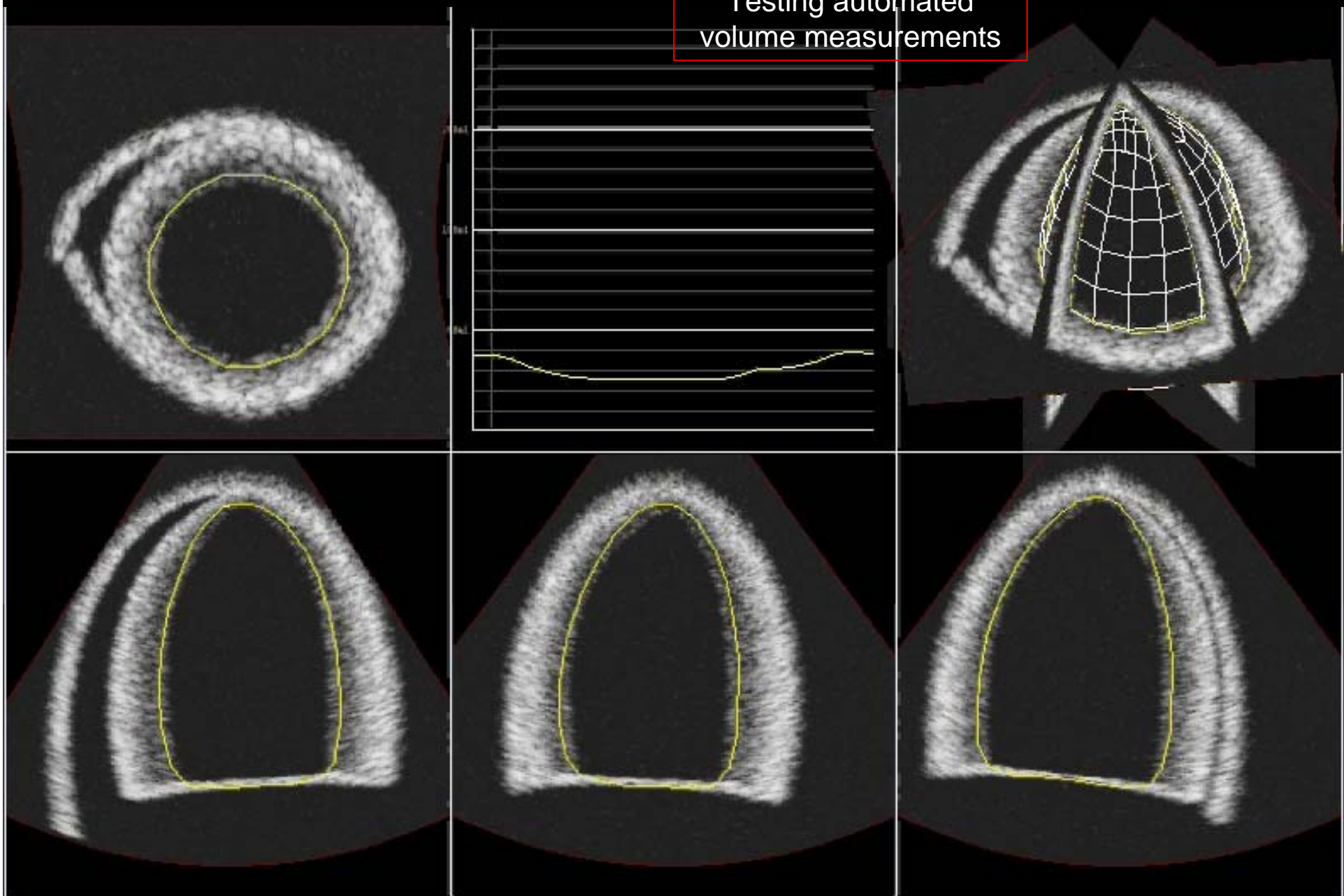
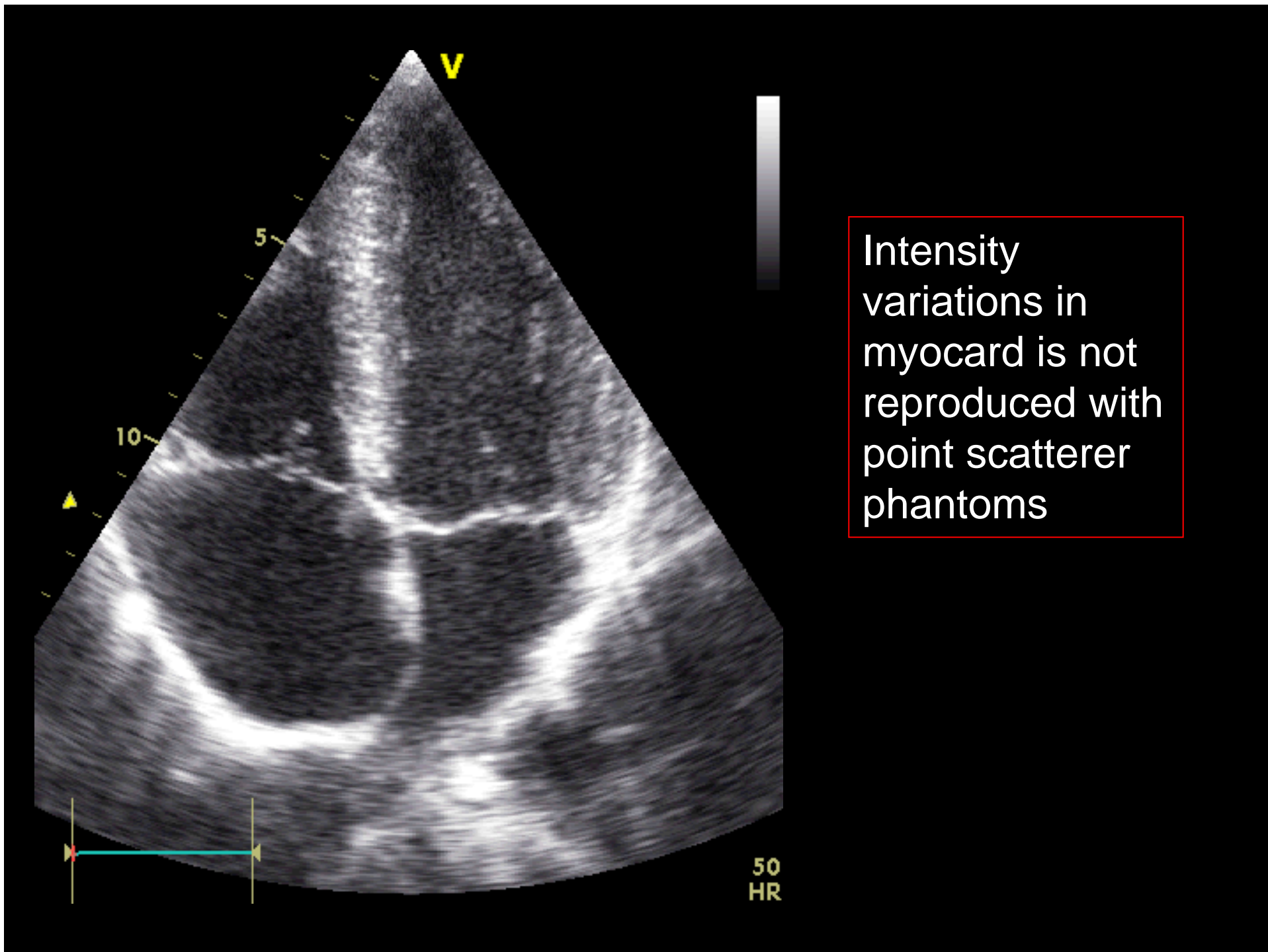
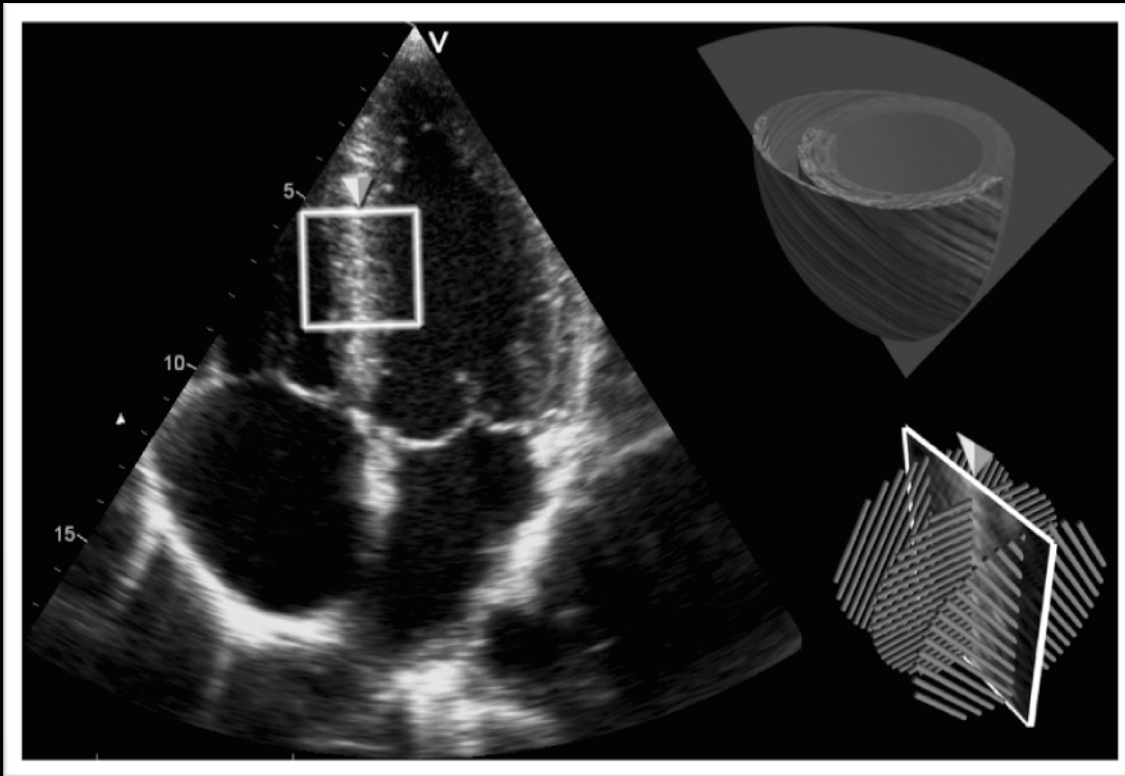


Figure by Fredrik Orderud



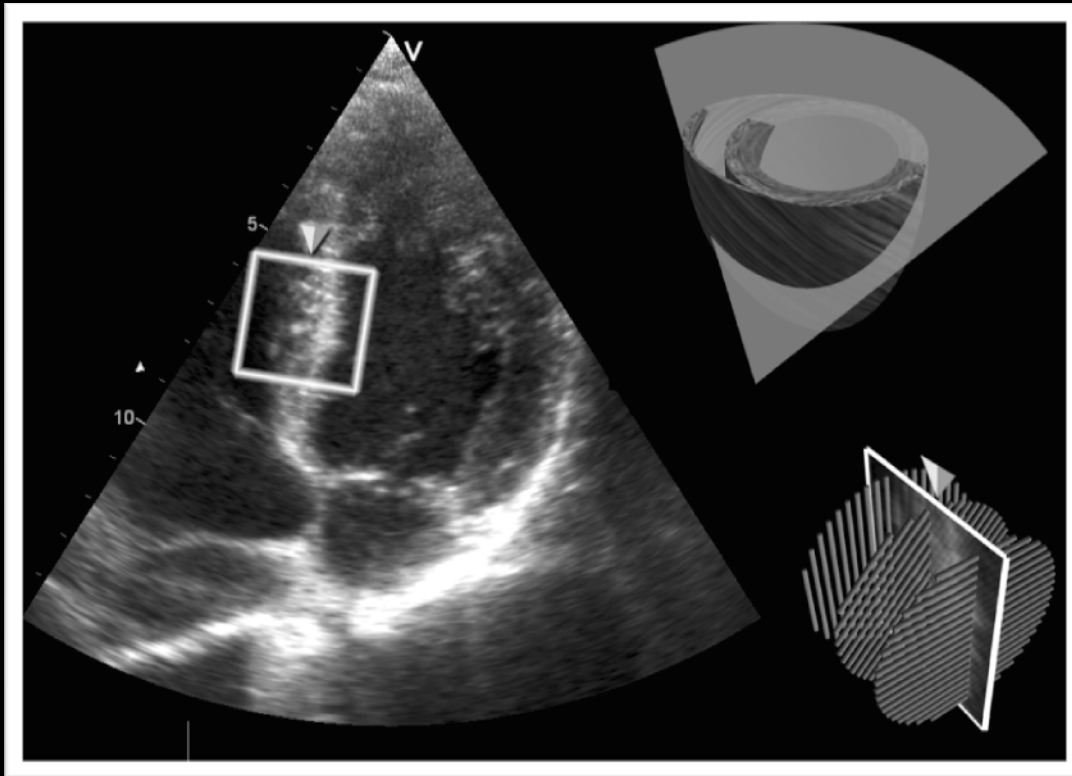


# Backscatter depends on fiber angle



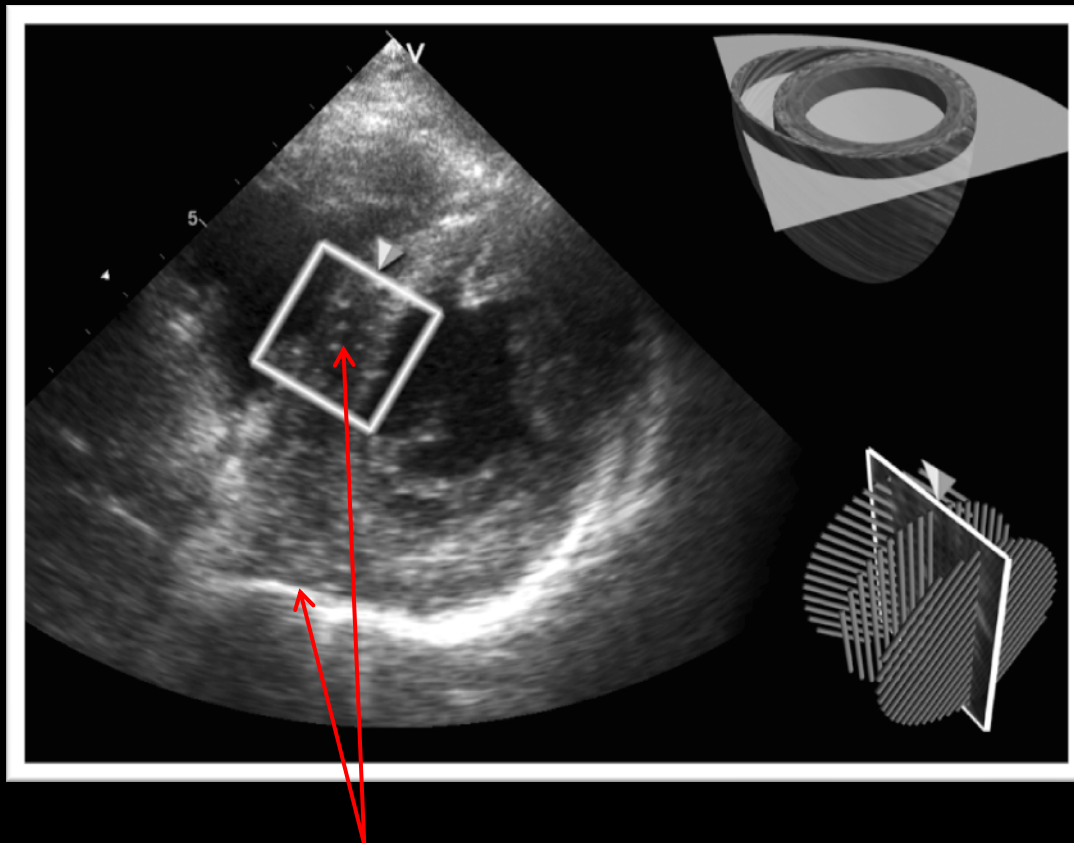
Examining  
septum from  
different angles  
makes the  
bright line shift  
sideways

## Backscatter depends on fiber angle



Examining  
septum from  
different angles  
makes the  
bright line shift  
sideways

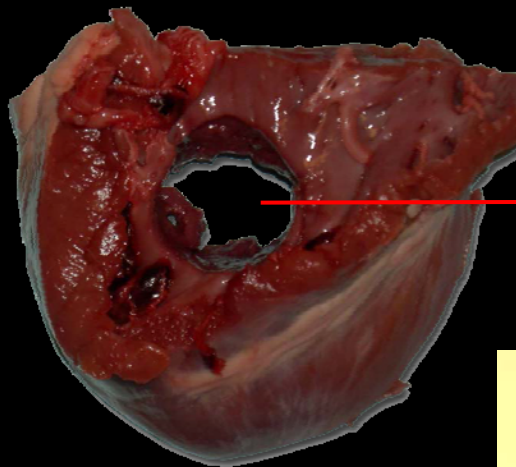
# Backscatter depends on fiber angle



Backscatter void not just  
attenuation: no shadow beneath

Examining  
septum from  
different angles  
makes the  
bright line shift  
sideways

Estimation of

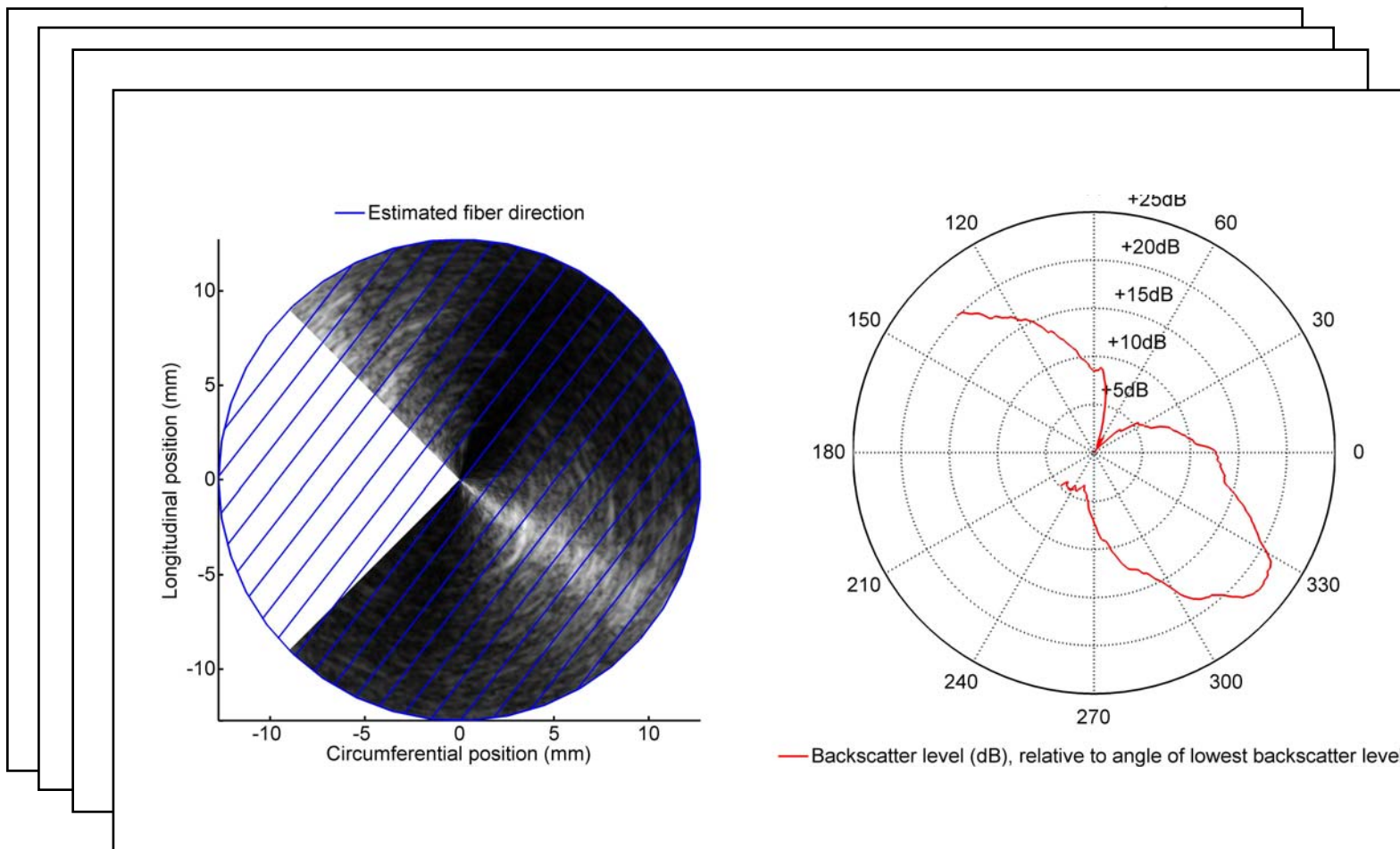


Porcine septum

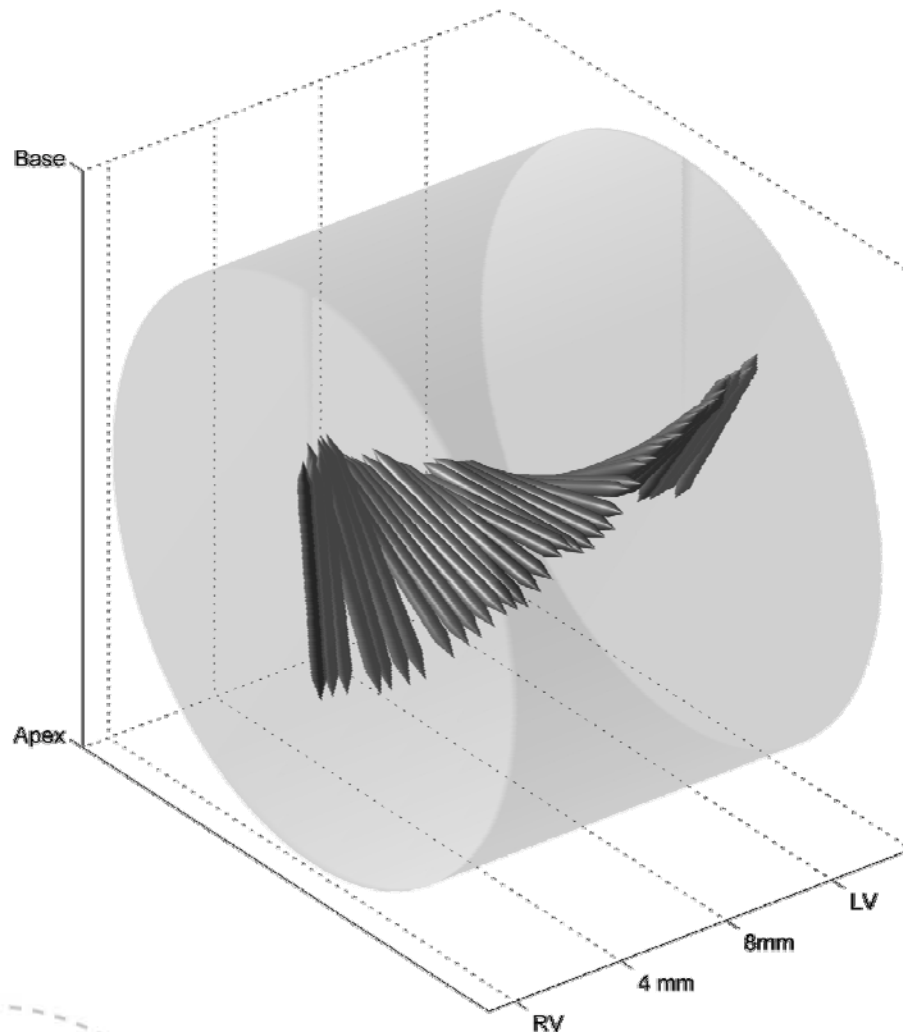




# Fiber direction estimated for layers through septum

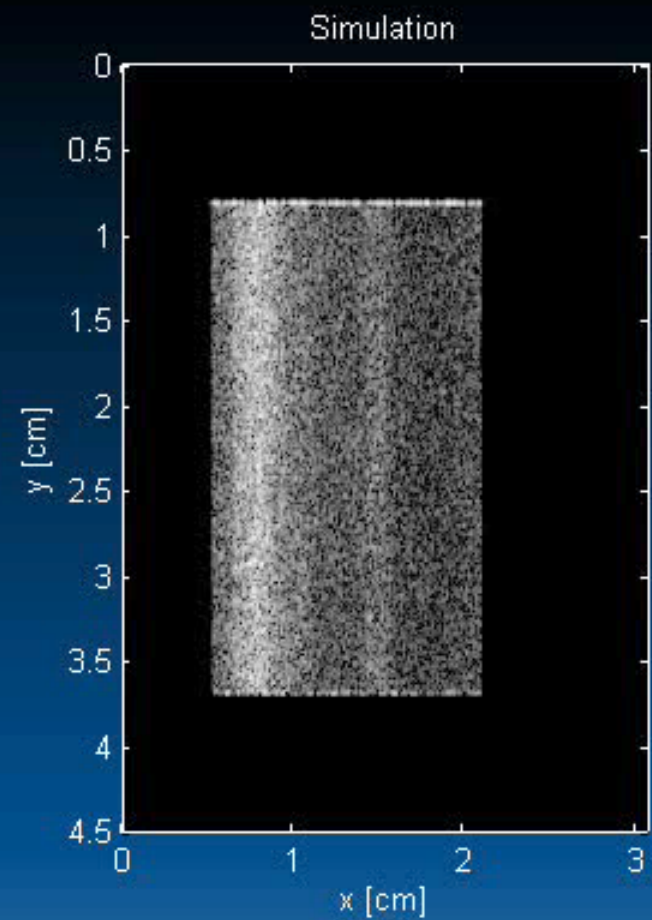
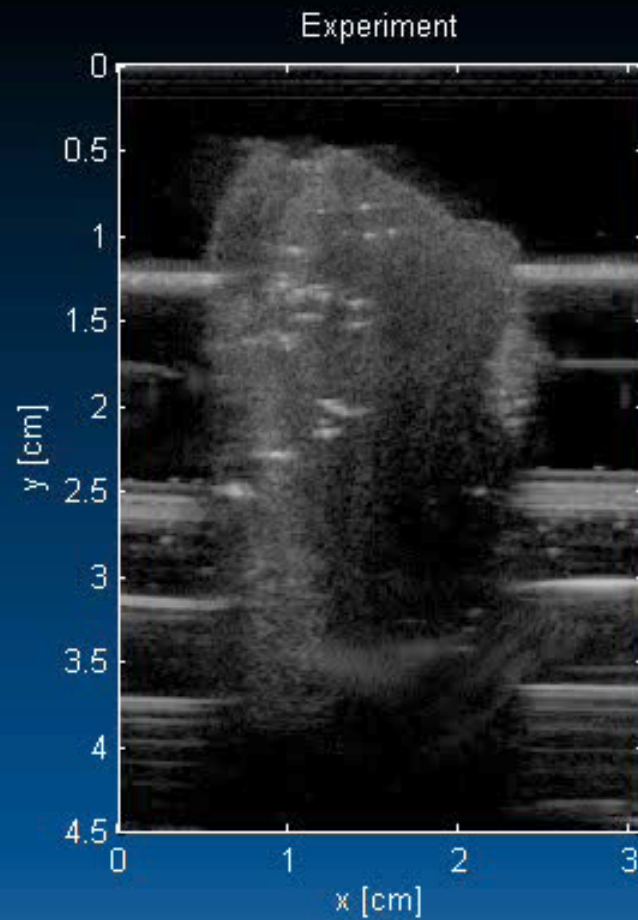


# Estimated fiber angle of the sample



- These fiber angles used for simulation
- Initially point scatterers with gaussian amplitudes
- Filtered with directional smoothing

# Result



Bright line in simulations matches reality