

## **Motion Correction in MRI:**

### **Some Retrospective Software Packages for Motion Correction of fMRI**

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#### **Highlights**

- Retrospective motion correction is part of the standard fMRI analysis pipeline
- Even perfect motion correction does not remove all motion artifacts
- This talk will cover a range of different options that are readily available for motion correction and motion artifact removal
- The theory of the corrections and the available software implementations will both be discussed

#### **Problem summary**

Subject motion creates not only problems in localization but also artifacts that affect the intensity. These artifacts are often greater than the BOLD-induced changes of interest and combining accurate motion correction and motion artifact removal is important for getting accurate, unbiased results in task-based or resting-state fMRI.

#### **Body**

Motion-induced changes, due to mislocations and artifacts, often exceed BOLD-induced signal changes, which are typically less than 1% of the mean signal. Even when prospective motion correction is used, residual motions and artifacts often need to be corrected for in the retrospective (i.e. post-reconstruction) analysis pipeline. Both motion correction (i.e. realignment, or spatial transformation) and artifact removal/reduction methods are used in most analysis pipelines, but there is no single, standardized approach to these methods. In fact, a range of different options are implemented in commonly available fMRI analysis software packages (e.g. SPM, FSL, AFNI, BrainVoyager, etc.).

Rigid-body retrospective motion correction methods differ in the following ways:

- Interpolation methods
- Cost functions
- Optimisation methods
- Slice-wise vs volumetric transformation models
- Modelling interaction of motion and susceptibility-induced distortions

Furthermore, common motion artifact reduction methods include:

- Regression of motion parameters
- Detection and removal of outlier timepoints/volumes
- Denoising

The pros and cons of the above methods and options will be discussed theoretically and in the context of what is available in commonly used software packages for fMRI analysis.

How these methods interact with prospective methods and acquisition strategies will also be examined.

## Summary

- A range of different motion correction and artifact reduction methods are available in commonly used software packages for fMRI analysis
- This talk will discuss the different options for these corrections, highlighting what is currently available and used in practice

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