

Separate Magnitude and Phase Regularization via Compressed Sensing

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Introduction: Compressed sensing (CS) [3] is a general framework for speeding up MRI acquisition, but its use in applications with rapid spatial phase variations is challenging, e.g. B0 map estimation, PRF-shift thermometry [2], and velocity mapping [4]. Previously, an iterative MRI reconstruction with separate magnitude and phase regularization [1] was proposed for applications when magnitude and phase maps are both of interest, but it requires fully sampled data and unwrapped phase maps. In this work, we extend [1] by using CS to speed up the imaging acquisition, and using new phase regularization terms and optimization algorithms to improve its performance in imaging applications with wrapped phase. The method is demonstrated by simulated thermometry data and real velocity mapping data.

Theory: The cost function of conventional CS is $\Psi(\mathbf{f}) = \|\mathbf{y} - \mathbf{Af}\|^2 + \beta\|\mathbf{Uf}\|_1$, where \mathbf{y} is randomly sampled k-space data, \mathbf{f} is the complex image, \mathbf{A} is Fourier transform matrix, \mathbf{U} is the sparse transform matrix (e.g. wavelet transform), $\|\cdot\|$ and $\|\cdot\|_1$ denote L2 and L1 norm, and β is a scalar regularization parameter; in contrast, our cost function is $\Psi(\mathbf{x}, \mathbf{m}) = \|\mathbf{y} - \mathbf{Ame}^{i\mathbf{x}}\|^2 + \beta_1 R(\mathbf{x}) + \beta_2 \|\mathbf{Um}\|_1$, where \mathbf{m} and \mathbf{x} are magnitude and phase of \mathbf{f} , β_1 and β_2 are scalar regularization parameters, and $R(\cdot)$ is the regularizer for phase. Conventional CS works by exploiting sparsity of complex images in the sparse transform domain. This sparsity needs to be intensified by phase correction when complex images contain high phase variation [3]. Thus, our method, which enforces sparsity directly for magnitude, potentially works better. Meanwhile, features of the phase are exploited by $R(\cdot)$, which is $\|Cx\|^2$ in [1] (C is finite differencing matrix which penalizes roughness) assuming phase map is smooth. However, it cannot handle big jumps in the wrapped phase map, due to non-convexity of the cost function for \mathbf{x} . Alternatively, we propose

$R(\mathbf{x}) = \|Ce^{i\mathbf{x}}\|^2$, which can solve this problem and approximates $\|Cx\|^2$ very well when neighboring difference is below 1 radian (Fig.1). Moreover, this method is general enough to design different regularizers for specific types of phase maps. For example, we designed a regularizer for applications that have distinct areas on top of smooth background in the phase map, e.g. hot spots in temperature maps and arteries in velocity maps; the regularizer is designed to be edge-preserving, that is, $R(\mathbf{x}) = \sum_{k=1}^K \psi(|[Ce^{i\mathbf{x}}]_k|)$ where $\psi(\cdot)$ is an edge-preserving potential function and k is the index of pairs of neighboring pixels. Fig.1 shows the edge-preserving property of this regularizer. We estimate \mathbf{x} and \mathbf{m} from data \mathbf{y} by minimizing $\Psi(\mathbf{x}, \mathbf{m})$. In each iteration, we alternate updating \mathbf{x} and \mathbf{m} where magnitude is optimized by iterative soft thresholding algorithm [5] and phase by conjugate gradient with monotonic line search (CG-MLS) [6]. Here we use CG-MLS because it converges much faster than the separable optimization transfer algorithm used in [1] for such particular problems.

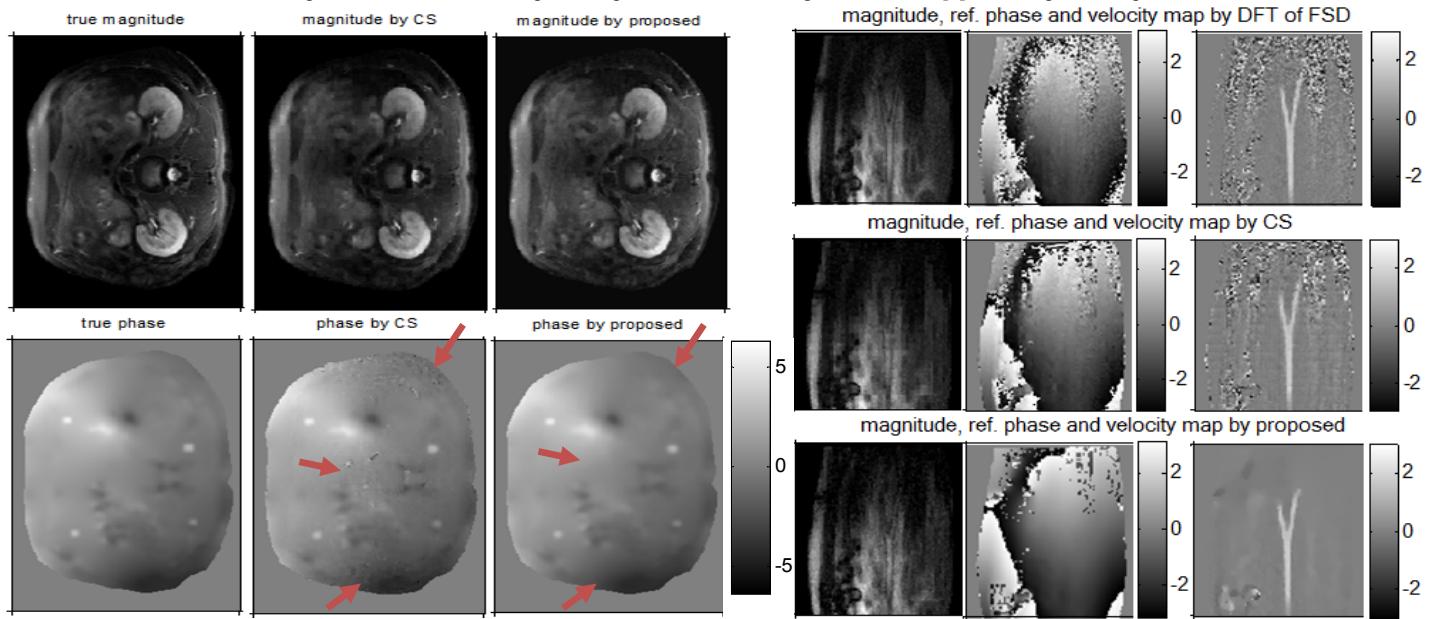


Fig.2: 0.4 sampling rate, background is masked out, the unit of phase is radian

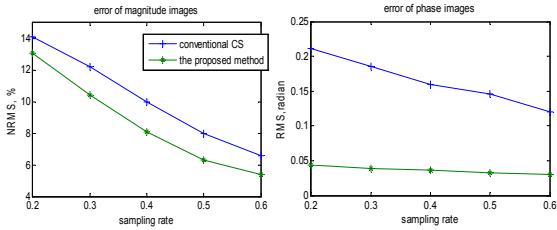


Fig.3: NRMS or RMS at different sampling rate

not very visible in images. We also collected real velocity mapping data of the abdominal aorta (160*160 Cartesian grid with FOV of 16*16 cm) by phase-contrast bSSFP sequence in 3T GE scanner. We used the 1st frame (as reference frame) and the 6th frame of the data to test the algorithm; here $R(\mathbf{x}) = \sum_{k=1}^K \psi(|[Ce^{i\mathbf{x}}]_k|)$ with the same potential function was used for velocity mapping and $R(\mathbf{x}) = \|Ce^{i\mathbf{x}}\|^2$ was for reference frame, and \mathbf{U} is wavelet transform in both. Fig. 4 shows magnitude maps, reference phase maps (wrapped) and the final velocity maps reconstructed by (a) DFT on fully sampled data (FSD), (b) conventional CS and (c) the proposed method on undersampled data (33% sampled). Good magnitude image and much better reference phase and velocity maps are reconstructed by the proposed method.

Conclusions: The proposed method can produce an improved phase map (thermometry or velocity map) while preserving a good magnitude map on undersampled data, compared to conventional phase corrected CS.

References: [1]Fessler et al. IEEE ISBI, 2004 [2]Poorter et al. MRM, 1995 [3]Lustig et al. MRM, 2007 [4]Nielsen et al. MRM, 2009 [5]Daubechies et al. Comm. Pure Appl. Math, 2004 [6]Fessler et al. IEEE Trans. Im. Proc. 1999 [7] Data from “ISMRM Reconstruction Challenge 2010”

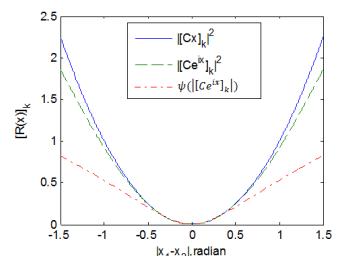


Fig. 1: comparison of 3 regularizers;
 $\psi(\cdot)$ is hyperbola function ($\delta=0.3$)

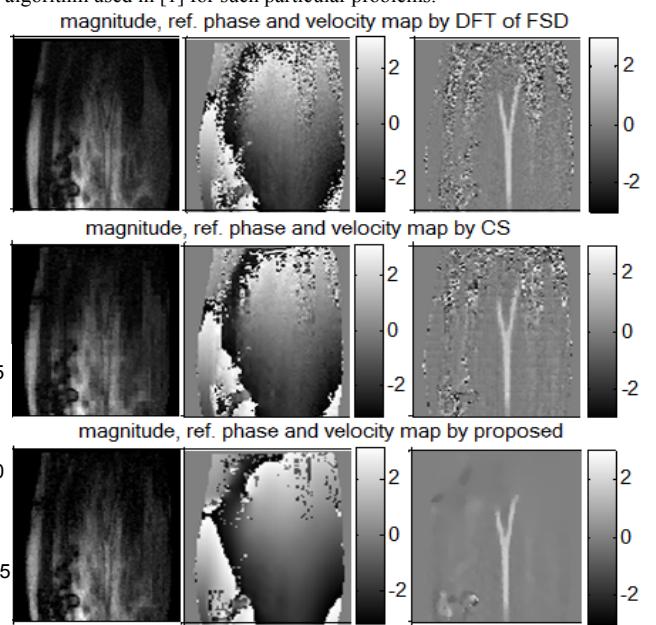


Fig. 4: the units of 2nd and 3rd columns are radian and cm/s respectively