## SimSET's recently added features

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Supported by: NIH Grants R01-CA042593, R01-CA126593.

## Recently added features

- O Time-of-flight
- Random coincidences
- Block detectors

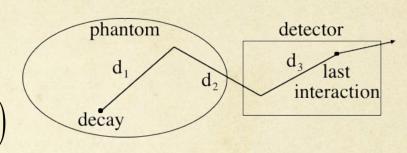
## Time-of-flight (TOF) setup

- O In detector parameters file:
  - # Specify a TOF resolution as a per-photon
  - # % full-width-half-maximum in nanoseconds.
  - O REAL photon\_time\_fwhm\_ns = 0.424
  - # (equivalent to 0.6 ns coincidence TOF resolution)
- O In binning parameters file:
  - # Time-of-flight binning
  - # Number of bins, and maximum and minimum acceptable time-of-flight differences in nanoseconds.
  - O INT num\_tof\_bins = 32
  - $\circ$  REAL min\_tof = -4.0
  - $\circ$  REAL max\_tof = 4.0
- Treated like any other binning field (i.e., fastest varying variable is last field listed in the file).

## Time-of-flight (TOF) algorithm

The TOF of a photon is computed from the decay/annihilation time/location and the TOF resolution:

$$TOF = \left(\sum_{\text{annihilation}}^{\text{last interaction}} d_i / c\right) + N(0, \sigma(FWHM)^2)$$



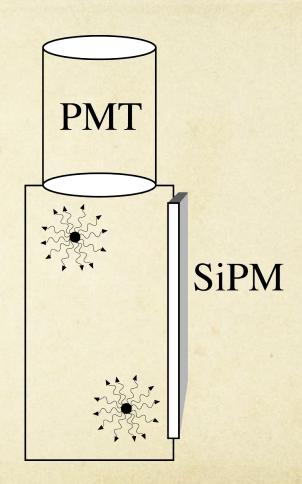
O The binned value is the TOF differential between the two photons:

$$\Delta TOF = TOF_{photon1} - TOF_{photon2}$$

$$\begin{array}{c|cccc}
TOF_1 & TOF_2 \\
\hline
\Delta TOF = TOF_1 - TOF_2 \\
\hline
\hline
\end{array}$$

## Time-of-flight shortcomings

- O SimSET does not account for:
  - Transit time of scintillation photons.
  - Time measurement process.
  - Effect of multiple interactions.
- Is using the time of the last interaction reasonable?



SimSET new features Valencia, 26 October, 2011

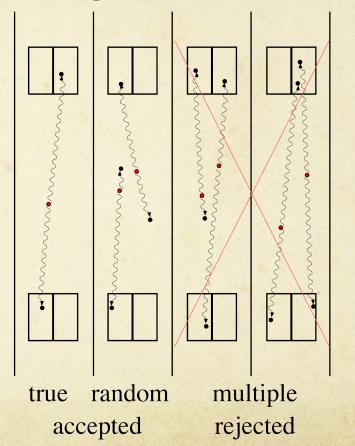
## Random coincidence setup

- O In run parameters file:
  - O BOOL simulate\_PET\_coincidences\_plus\_singles = true
- O Create a parameters file for timesort -
  - O Sorts the list mode file by detection time.
- O Create a parameter file for addrandoms -
  - O Specify the coincidence timing window.
  - Adds random coincidences to the list mode file.
- O Create a run parameters file for the bin utility.
  - O Bins the list mode file into user-specified output array.
- O For more detail see the user's guide online.

## Random coincidence algorithm

- O Sort decays by detection time.
- Add random events (delete multiples).
- O Bin into output array.
  - Options for:
    - O True/random/scatter.
    - Number of scatters.

Detected photons in a time window



# Random coincidence shortcomings

- O Requires multiple copies of large list mode files.
- Much slower but only marginally more accurate than computing randoms from singles.
- O Simplistic model for detector/electronics.

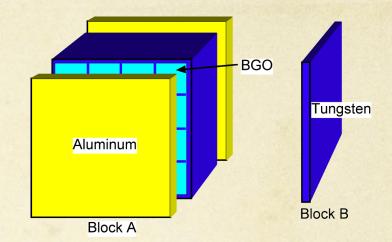
## Block detector setup

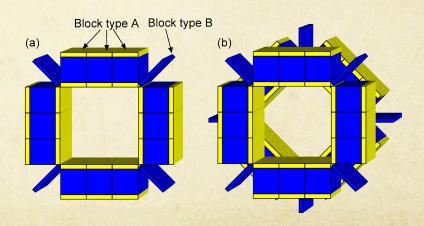
#### Define blocks

- Right rectangular boxes subdivided along boundaries parallel to one of the block faces.
- Each element in the block assigned a material.

#### O Define rings

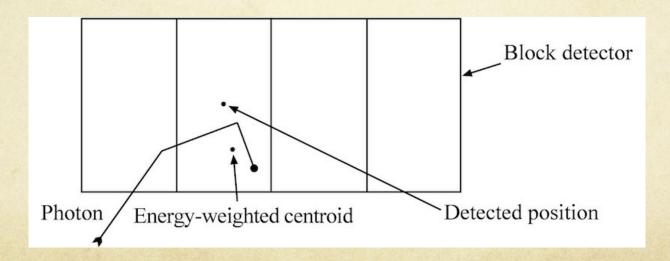
- Place detector blocks to create ring.
- All detector blocks in a ring must have the same axial extent.
- O Stack rings to create tomograph.
- MatLab scripts simplify input.





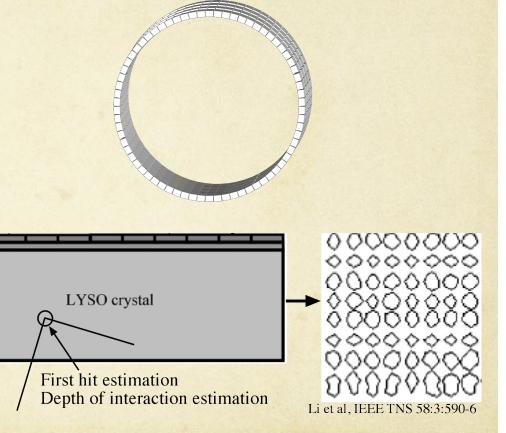
## Block detector algorithms

- O Photons tracked normally through detectors.
- An energy-weighted average of the interactions in scintillator is calculated.
- The detected position is the center of the crystal containing this average.



## Block detector shortcomings

- Input and visualization.
- O Using the energy-weighted centroid to locate determine the detection crystal is not a very good model for some tomographs:
  - O Depth-of interaction.
  - O Block edge effects.
  - First hit estimation.



### PET model finished!

- O Not really.
- These three features complete the 'outline' of SimSET's PET model.
- We hope to address many of the the model's shortcomings.
- Open source additions?

