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Introduction to Computed Tomography

**Part VI: Artifacts** 





- 2 Detector related artifacts
- 3 Sample related artifacts
- 4 Beam related artifacts
- 5 Summary



- Identify different types of image artifacts.
- Understand their origin and how to correct them.



# Rings are caused by stuck or dead pixels. They have the same value for all projections

## Lines are caused by single pixels or groups pixels in a single projection

## High contrast these artifacts appear as star-like streaks originating from the high contrast object.

Motion when the sample changes during acquisition.

Beam hardening Polychromatic beam

Scattering The beam is scattered





- Ring artefacts are very common in tomography.
- They are caused by a stuck, dead, or hot pixels.
- They appear as:
  - Lines in the sinogram
  - Concentric rings in the CT slices



Correction in the Radon space

## Projections Identify and remove spots that persists through projections.

Sinograms Identify lines parallel to the  $\theta$ -axis

- Subtract first derivative of average projection form sinogram.
- Filter sinogram in Fourier domain (notch filter or wavelet filter).





Correction procedure:

- Transform matrix to polar coordinates
- Detect lines
- Make replacement map
- Transform map to Carthesian coordinates
- Correct matrix

Advantage Good for testing different strengths Disadvantage The coordinate transformations





Projection

**Reconstructed slice** 

- Line artifacts are more common with neutrons
- The origin of a line is a local spot in the sinogram.
- The orientation and position depends on when the spot was registered.



#### Correction method

- Detect the spots on the projections compute local variances
- Replacement e.g.

 $p_{corrected} = w(\sigma) \cdot p + (1 - w(\sigma)) \cdot p_{median}$  with  $0 \le w \le 1$ 



Raw

Corrected

#### Difference





#### Sequential acquisition

Golden ratio acquisition



Suppressing the effect of motion

### Dynamic processes are hard to observe with CT

- CT needs long scan times.
- If the interfaces move more than 1 pixel during the scan motion artifacts will appear.

#### The solution

- Increment the acquisition angle by the Golden ratio  $\phi = \frac{1+\sqrt{5}}{2}$
- The sample will always be observed at 'orthogonal' angles.

[Köhler, 2004, Kaestner et al., 2011]



### Definition

Cupping is a phenomenon that appears as a drop of attenuation coefficients in large homogeneous bodies. The main origins are: Beam hardening when the radiation attenuation depends on energy.

Scattering background scattering adds a bias.



## Cupping due to Beam hardening

#### The attenuation depends on energy

## Monochromatic



## Polychromatic





#### The attenuation law assumes the intensity to be absorbed...

#### This is not true for neutrons!!!





Background and sample scattering

# Scattered neutrons are bad for

- Quantitative imaging
- Segmentation algorithms







Uncorrected

Corrected by QNI [Hassanein, 2006]



Scattering correction next generation



### Correction and result

- Estimate scattering profile using black bodies.
- Correction using revised projection normalization



[Boillat et al., 2018]



### Demonstrating the effect of BB correction

#### Samples: Cylinders of bone. Scanned at ICON.

#### Normalized



### Scatter corrected with BB



Data courtesy of E. Törnquist, Lund University



#### Artifacts are a natural part of an imaging experiment

- By knowing their origin, they can be
  - avoided
  - corrected/suppressed





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