

# Processing SPECT VQ Studies

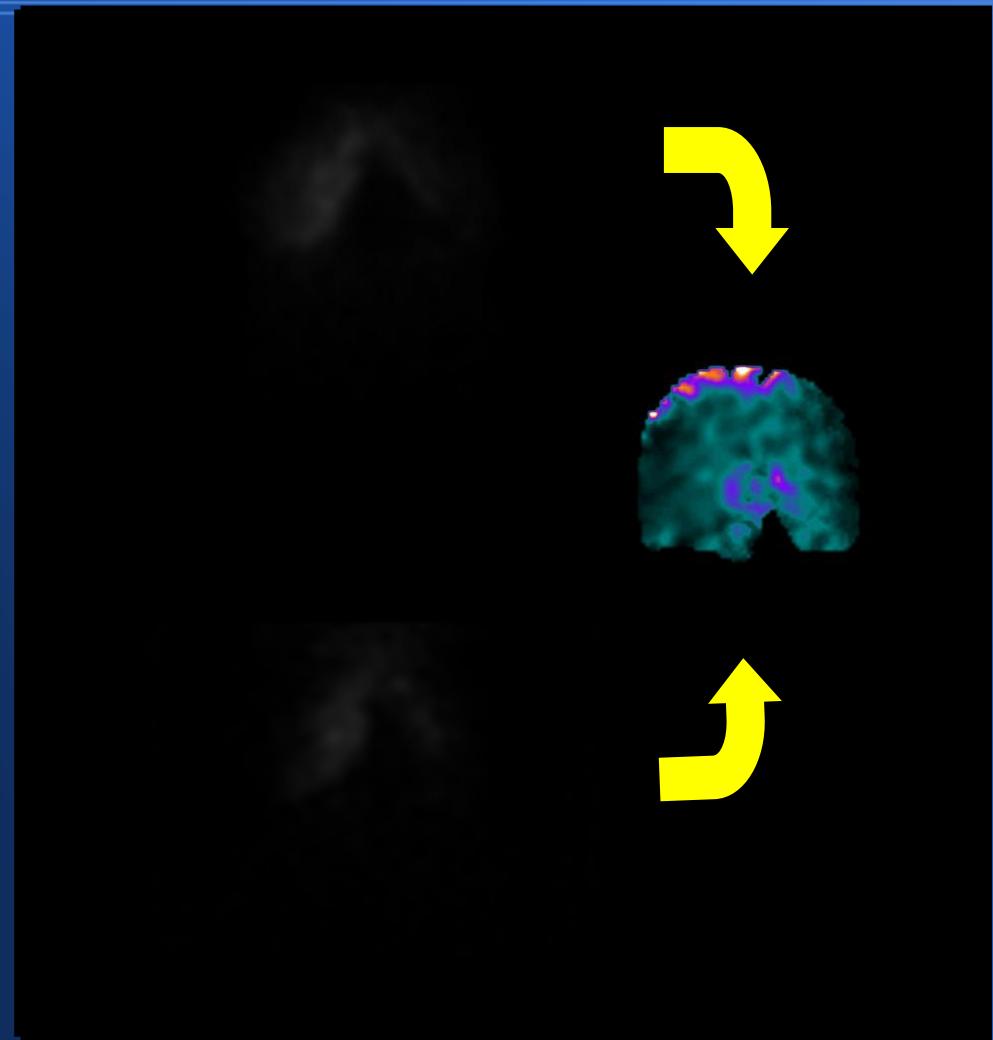
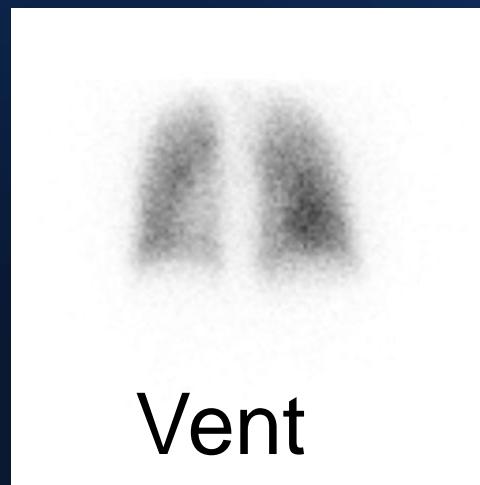
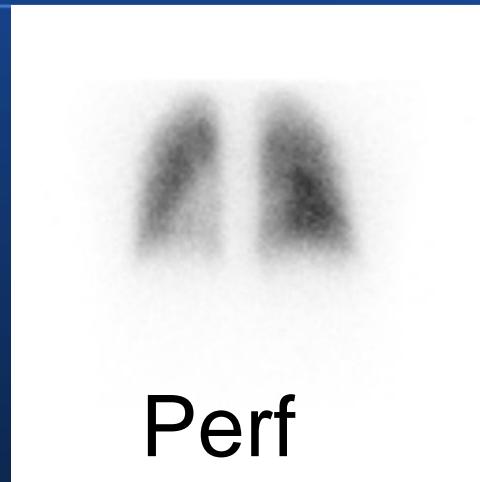
Joseph O'Brien  
Clinical Scientist

[joseph.o'brien@nhs.net](mailto:joseph.o'brien@nhs.net)

Department of Physics & Nuclear Medicine  
City Hospital, Birmingham

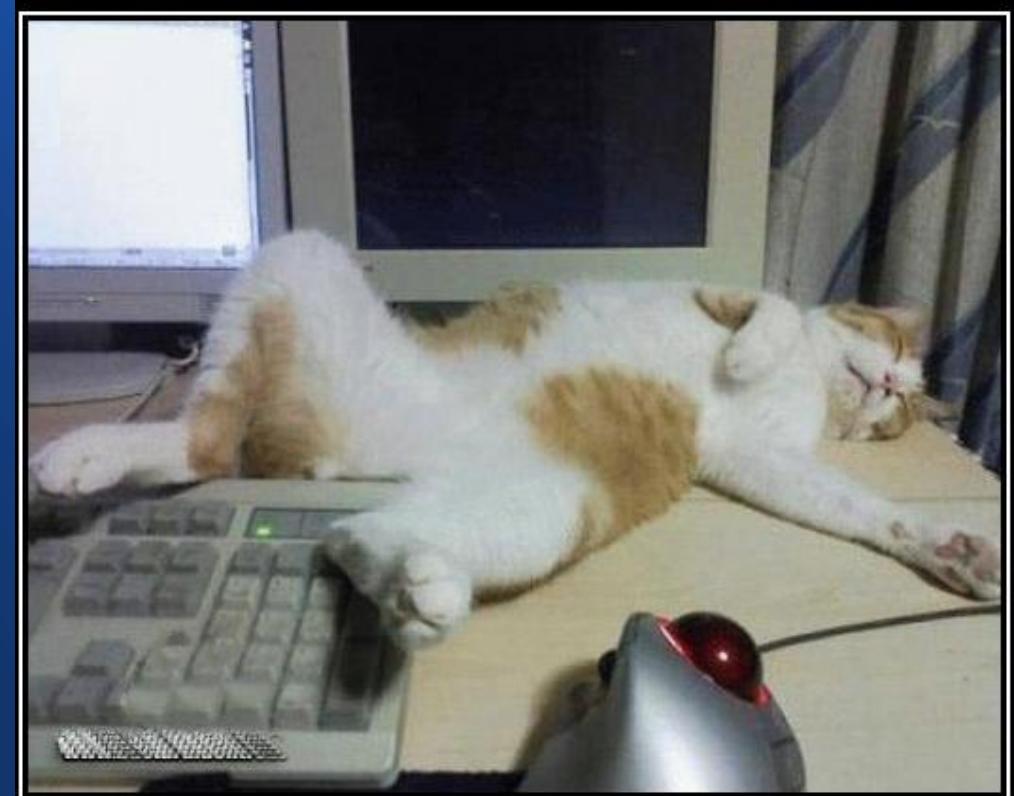
How do we get  
from this ...

...to this ?



# Topics

- QC Checks
- Processing
- Display



# Raw Data Verification

- Majority of problems spotted using cine of raw data

- Normal:



Perfusion



Ventilation

# Raw Data Verification

- Check for following artefacts:
- Patient artefacts
  - Attenuation objects (rare)
  - Motion (rare)

# Raw Data Verification

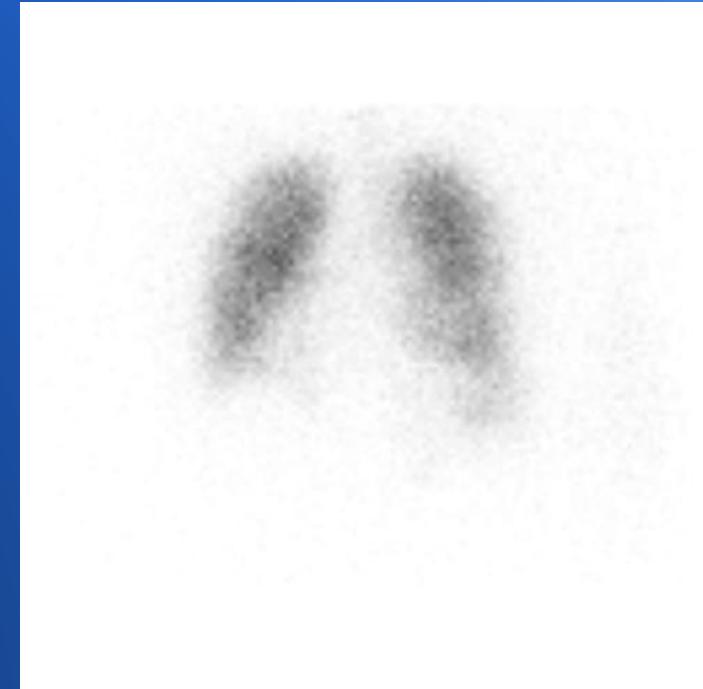
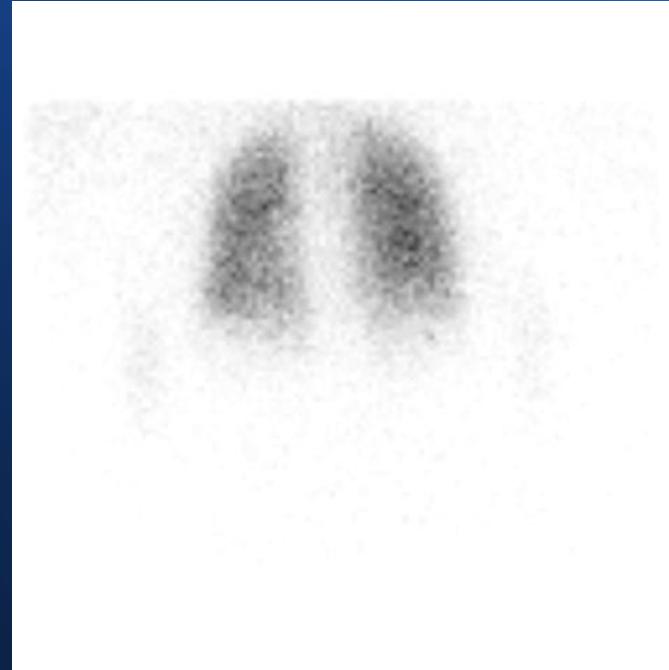
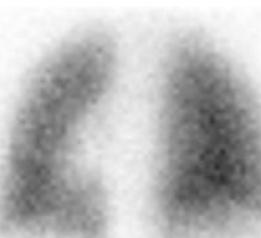
- Operator Artefacts
  - Tissued injection
  - Mask leakage

# Ventilation Delivery Problems (leakage)

Small

Moderate

Excessive



- Leaks in a few frames

Constant leaks but in  
small amounts

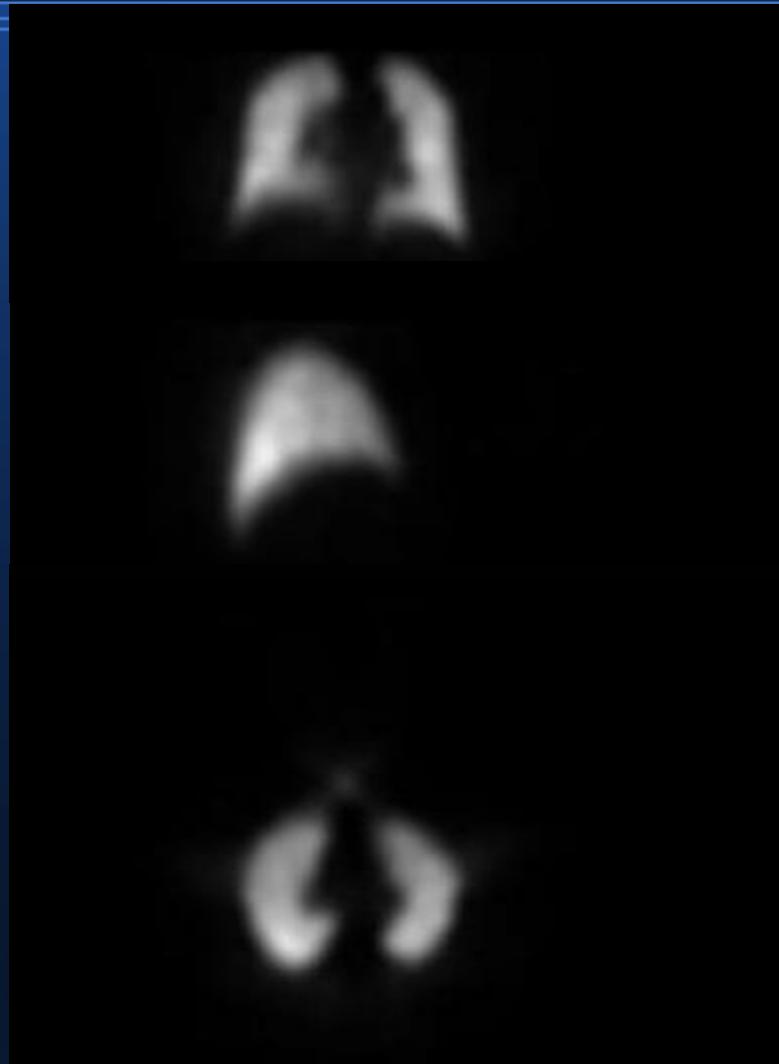
Lungs remain full of gas

Highly variable leakage.

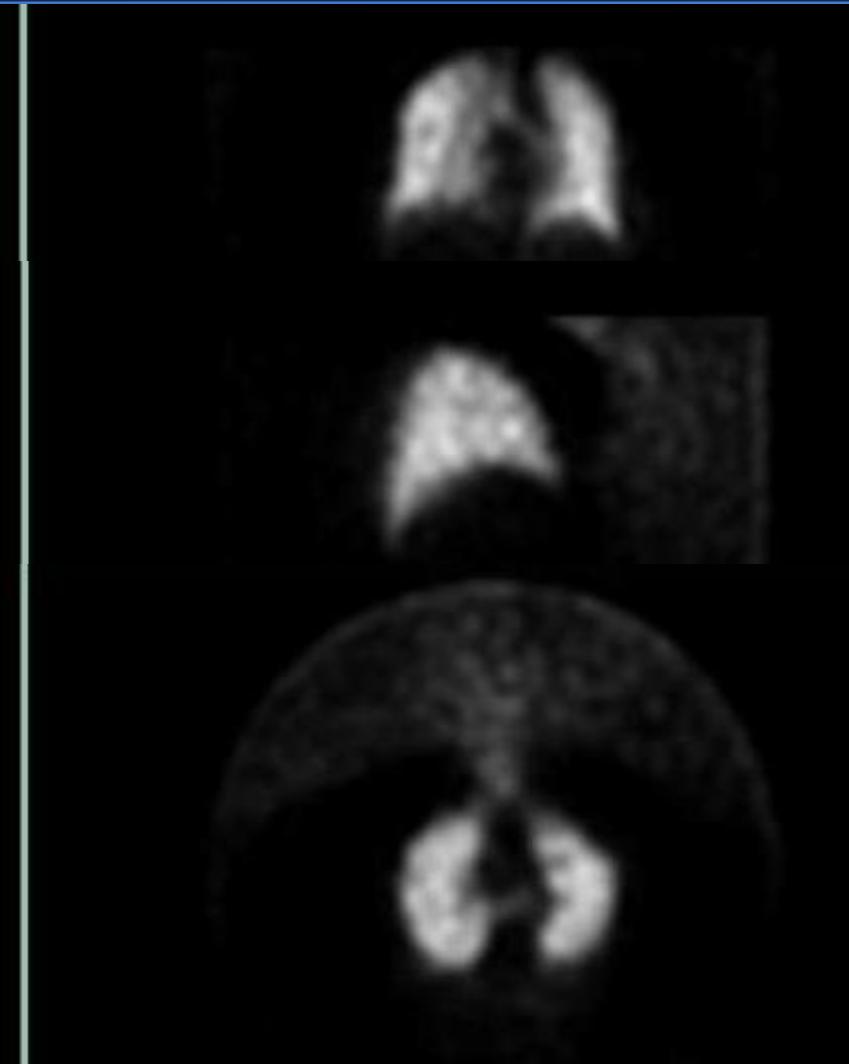
Very few counts within lungs  
in many frames.

# Excessive leakage

Perfusion



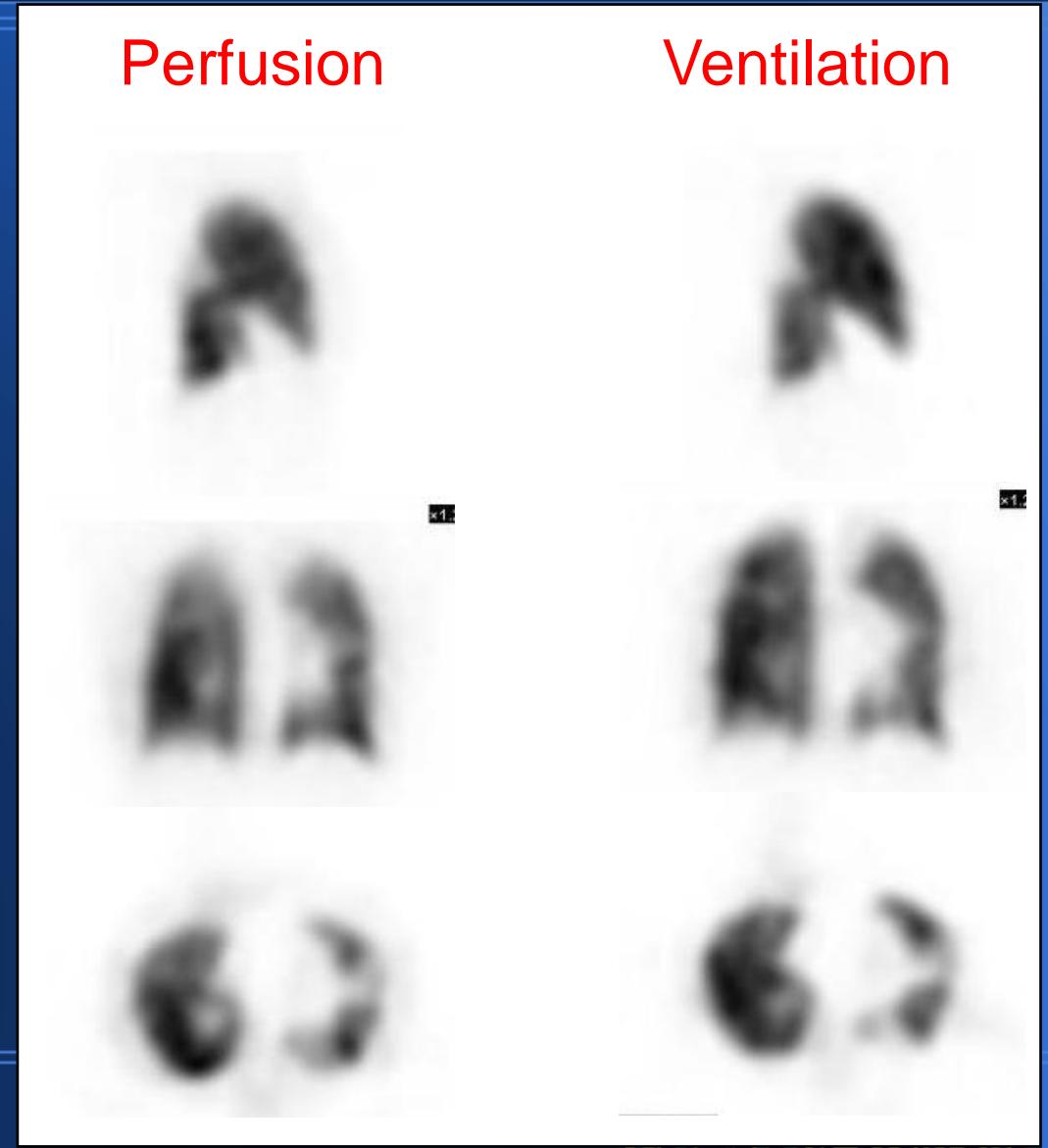
Ventilation



# Small Leakage (most common)

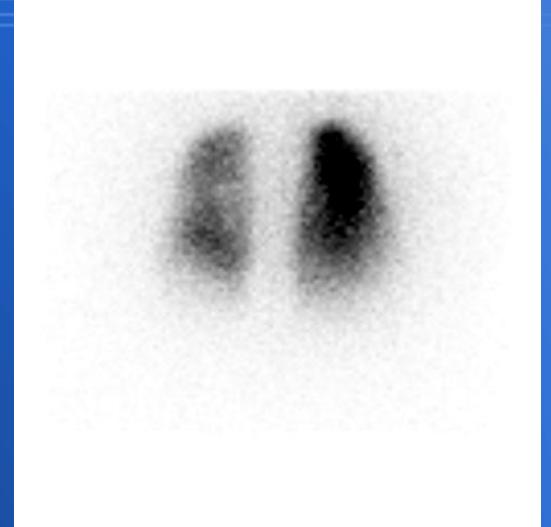
Perfusion

Ventilation



# Raw Data Verification

- Radiopharmaceutical Artefacts
  - MAA clumping
- Equipment Artefacts
  - Excessive down scatter (>25%)
  - Reduces contrast
  - Makes lesions less easier to detect



# Excessive Downscatter

Low DS



< 25%

High DS

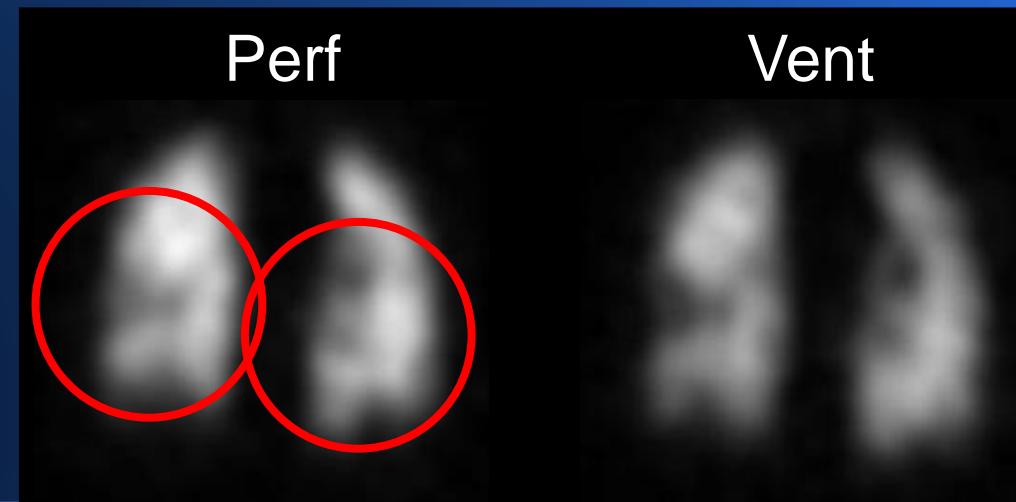
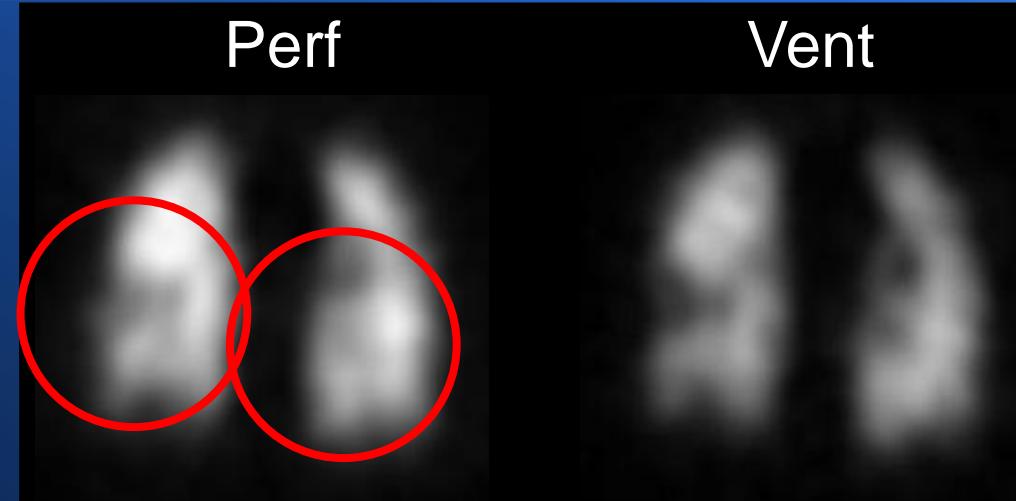


> 25%

# Excessive Downscatter Example (41%)

Dual  
(with downscatter)

Sequential  
(No downscatter)



# Processing

- Reconstruction Method
  - Filtered Back Projection (FBP) or Iterative Reconstruction (OSEM, MLEM) ?
- We use OSEM because:
  - has better contrast
  - deals better with Krypton leakage
  - has no 'streak' artefact

# OSEM vs FBP - contrast

Perfusion OSEM



Perfusion FBP



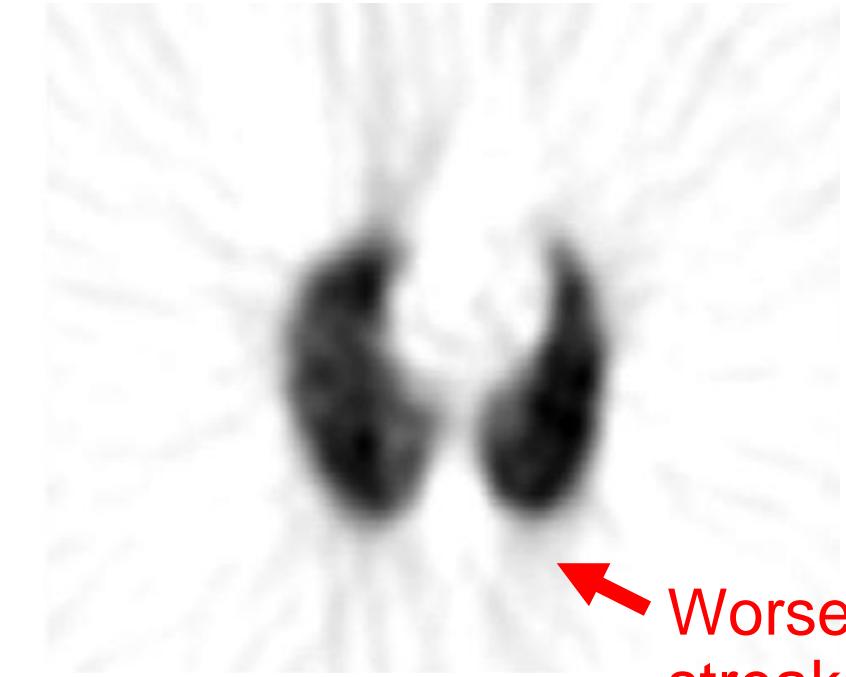
worse contrast (slightly!)

# OSEM vs FBP – streaks with gas escape

Ventilation OSEM



Ventilation FBP



# Our settings

- GE Xeleris: OSEM (SMV):
  - 4 subsets, 10 iterations
- Philips Odyssey:
  - OSEM 4 iterations (subsets value unavailable)
- Same as MPI

# Processing

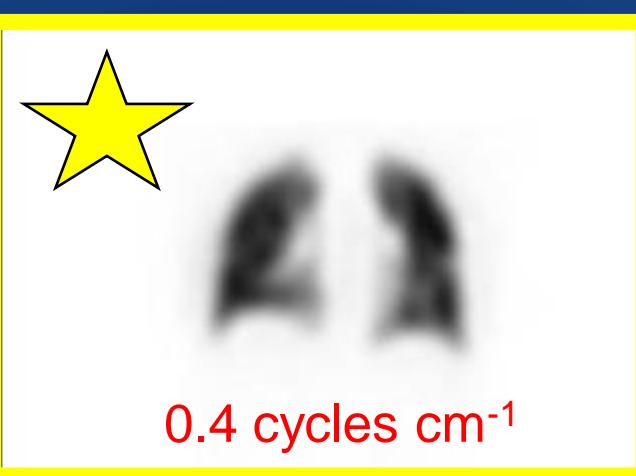
- 3D Postfilter
- Contentious issue !
- ‘Butterworth’ filter commonly used
- Balance: Smooth vs Noisy images
- ‘Cutoff’ parameter is used
- Setting depends on operator



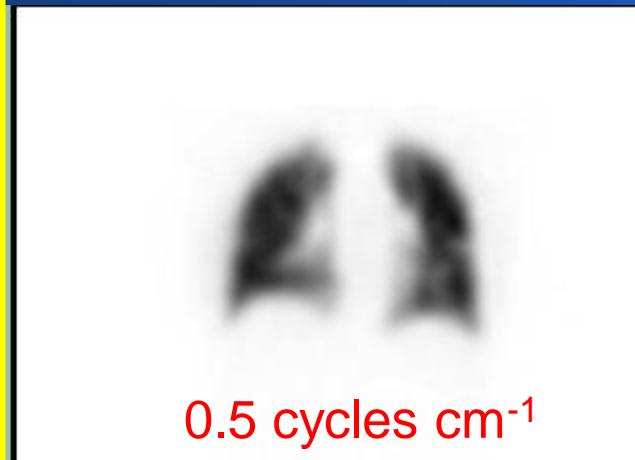
Too Smooth

0.2 cycles  $\text{cm}^{-1}$

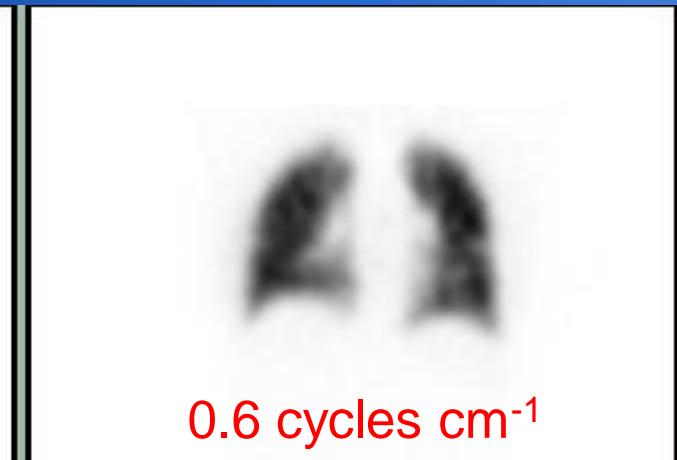
0.3 cycles  $\text{cm}^{-1}$



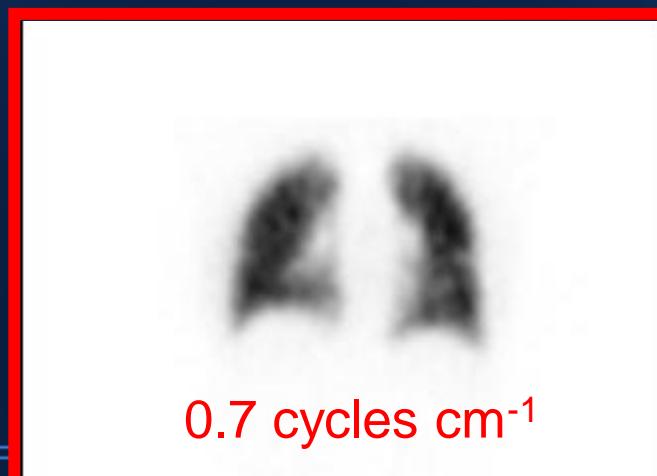
0.4 cycles  $\text{cm}^{-1}$



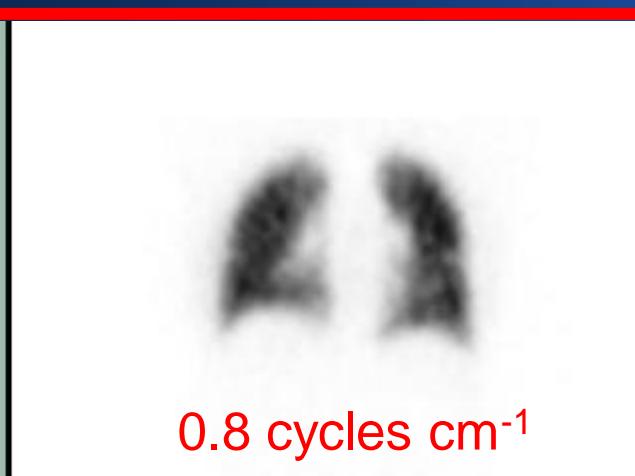
0.5 cycles  $\text{cm}^{-1}$



0.6 cycles  $\text{cm}^{-1}$



0.7 cycles  $\text{cm}^{-1}$



0.8 cycles  $\text{cm}^{-1}$

Too Noisy



# Processing

- We use:
  - Butterworth 3D Filter
  - Philips Odyssey LX: Order 6, 0.40 cycles per 2 pixels
  - GE Xeleris: Power Factor 18, 0.40 cycles per cm

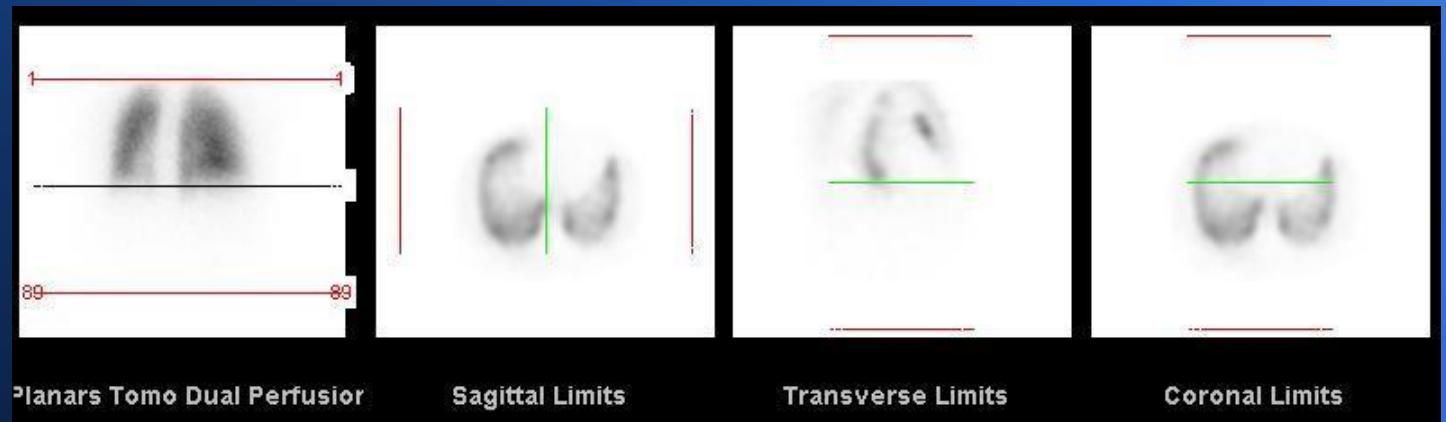
# Consistent Processing

- Process ventilation and perfusion exactly the same
- Keeps lungs in the same position
- Allows side-by-side slice comparison of Perf vs Vent
- Also allows quotient images to be produced

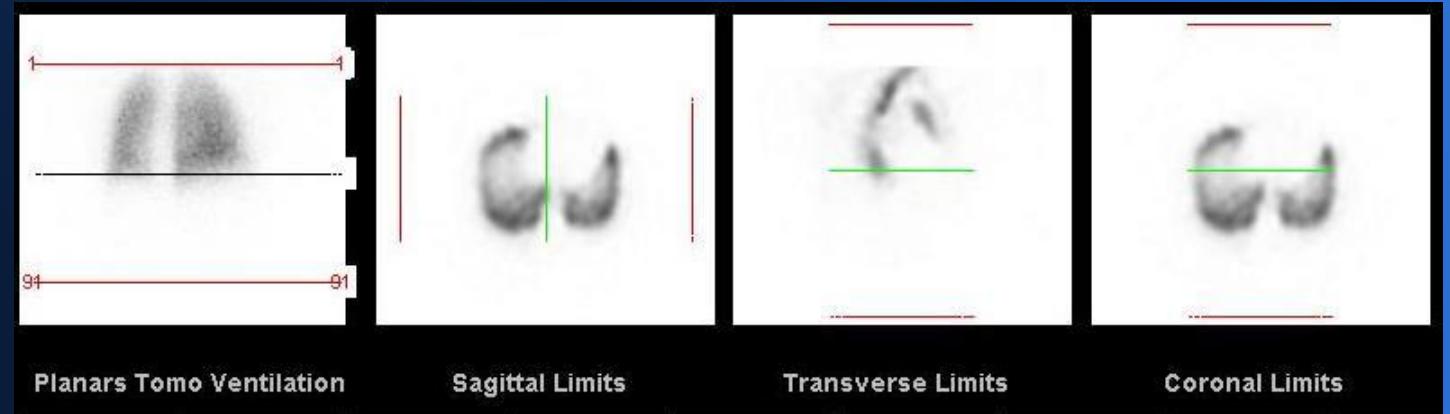
# Consistent Processing

- Keep reconstruction slices at the same level

Perfusion



Ventilation

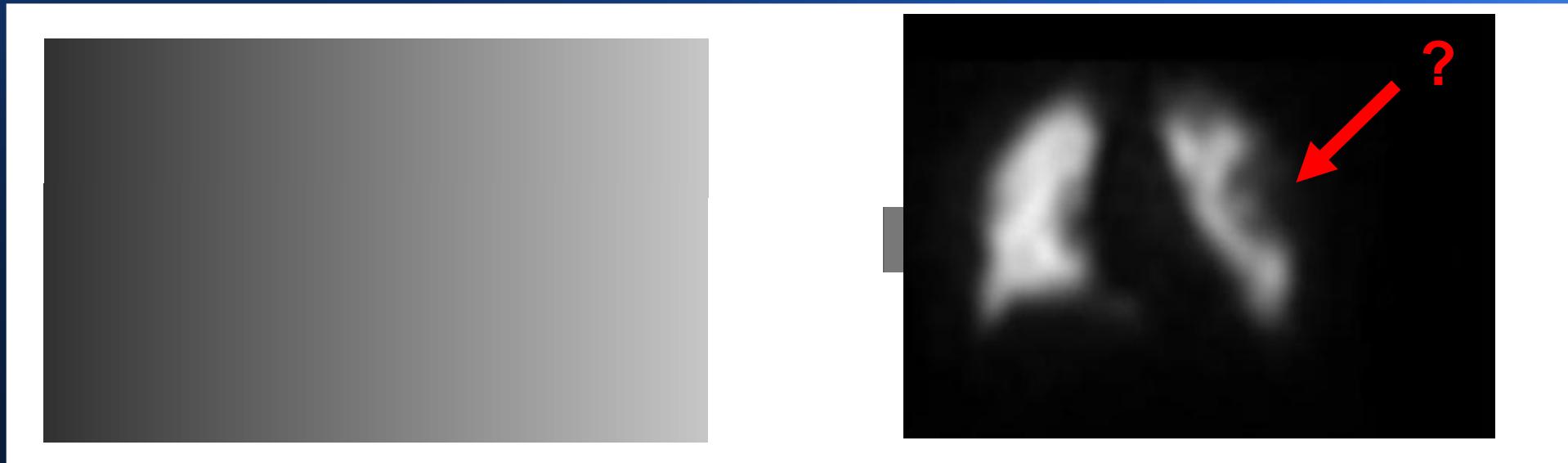


# Reorientation

- SPECT VQ requires no reorientation
- Some systems automatically reorientate
  - Slices become out of sync
  - Reset to reorientation settings to default
  - Or record settings for perfusion so that same values can be used for ventilation

# VQ Quotient

- Reporting SPECT VQ can be tricky!
- Optical illusions concerning greyscale



- [http://www.wpclipart.com/signs\\_symbol/optical\\_illusions/gradient\\_optical\\_illusion.png.html](http://www.wpclipart.com/signs_symbol/optical_illusions/gradient_optical_illusion.png.html)

# VQ Quotient

- Could our brains be misinterpreting perfusion defects?
- With 380 slices per study, could we miss a problem?
- Quotient images to provide a guide (EANM)
- Method described by Palmer (Lund) applies to Tc99m DTPA aerosol.
- Corrections for :
  - Underlying Tc99m DTPA activity in MAA data
  - DTPA 'Hot spots' (common artefact with aerosol)
  - Physics decay (acquired at different times)
  - Differences in acquisition frame time

# VQ Quotient – LUND Procedure

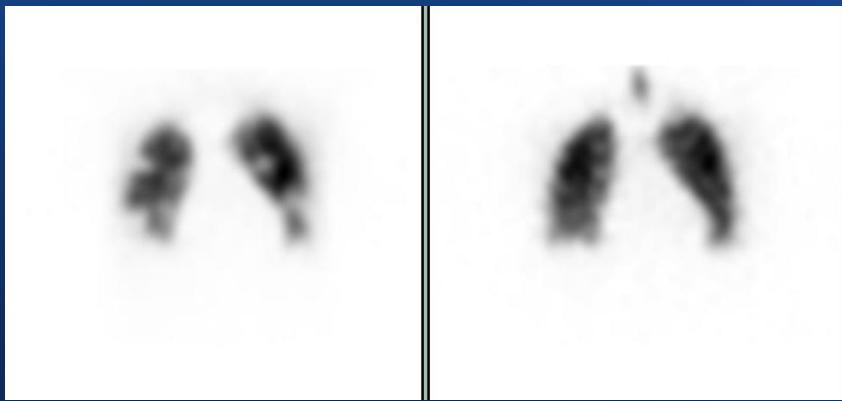
Notes on the Lund ventilation-perfusion SPECT procedure and processing.  
(These notes derive from earlier documentation 2005)

1. Ventilate in supine position using a monitor above chest, to approx 30 MBq inhaled.
2. SPECT: 128 frames in  $64 \times 64$  matrix (6.8 mm/pixel) @ 10 sec/frame.
3. Without moving patient, inject approx 120 MBq MAA.
4. SPECT: 128 frames in  $64 \times 64$  matrix (6.8 mm/pixel) @ 5 sec/frame.
5. Select projection files (subscript "p").  
 $V_p^*$  = ventilation (The "\*" indicates that hot-spots may be present)  
 $Pv_p$  = perfusion (The "v" indicates that ventilation background is present)
6. Check consistency (same patient, ventilation performed first, etc).
7. Calculate and correct  $V_p^*$  for clearance. See separate document.
8. Reconstruct  $V_p^*$  to  $V_s^*$  and  $Pv_p$  to  $Pv_s$  (subscript "s" indicates transverse slices).
9. Assure that slice counts in the reconstructed range is equal to the projection counts in the same axial range, i.e. normalise  $V_s^*$  to  $V_p^*$  and  $Pv_s$  to  $Pv_p$  in the current slice range. (This step is probably not appropriate with current reconstruction algorithms 2010, because they maintain a proper normalization between projection data and reconstructed data. The implementation we used initially did not.)
10. Remove hotspots in ventilation:  $V_s$  denotes  $V_s^*$  with hotspots removed (see note).  
Note: extreme ventilation hotspots may be seen as background in the perfusion raw data. We do not remove these by hotspot removal in  $Pv_s$ , and since the vent hotspots are removed before background is subtracted (p13), they will remain as elevated spots in  $P_s$ . This will somewhat prevent the V/P ratio to be high (signalling embolism) in a hotspot.
11. Save transversals, frontals sagittals using  $V_s$  (i.e. excluding hotspots) to disk.
12. Save transversals, frontals sagittals using  $Pv_s$  (i.e. including vent background) to disk.

13. Filter  $V_s$  using kernelQ (see note on filters below); denote it by  $V_s^F$ .
14. Subtract the ventilation background from perfusion and denote the result by  $P_s$   
 $P_s = Pv_s - k \times V_s^F$ , where  $k$  takes into account both the delay between vent and perf, and the difference in acquisition duration.  
With Tc-gas, the half-time can be taken as 6.01 h, but since we sometimes use DTPA, the half-time is estimated from the first and last pairs of projections. Doing this, we sometimes encountered a situation where  $P_s$  became negative in some part of the image. Therefore, we apply a condition:  $k = \text{MIN}(k, Pv_s / V_s^F)$ , where data for this calculation of  $k$  only uses the volume where  $Pv_s > 10\%$  of  $\text{MAX}(Pv_s)$ .
15. Save transversals, frontals sagittals using  $P_s$  (i.e. excluding vent background) to disk.
16. Filter  $P_s$  using kernelQ (see note on filters below); denote it by  $P_s^F$ . Now both  $V_s^F$  and  $P_s^F$  are filtered by identical filters, ready for division.
17. Find a robust high count level, called T90, for  $V_s^F$  and  $P_s^F$ . Use the following principle:
  - a) Get the number of voxels that have a count of at least 10% of the maximum count.
  - b) Get the count level at which the number of voxels is 90% of those found in a). This level is the 90:th volumetric percentile. This level is more reliable than the maximum voxel count, because it stays below peaks that constitute less than 10% of the lung volume. (It is still dependent on the maximum, through a). It might be possible to further diminish this dependence, but probably not worth-while).
18. Create a binary mask for the lung using both vent and perf (=0 outside lung; =1 inside lung). This mask will be applied both to the quotient image and to the 3D MIP image.  
 $mask_v$  = voxels with at least 10% of the maximum count of  $V_s^F$ .  
 $mask_p$  = voxels with at least 10% of the maximum count of  $P_s^F$ .  
 $mask_L$  =  $mask_v$  OR  $mask_p$  (this is the overall Lung mask).
19. Apply  $mask_L$  to  $V_s^F$ .  
For  $P_s^F$ , simply set it equal to 10% of the maximum count of  $P_s^F$  outside  $mask_p$ . This will prevent division by zero when calculating the quotient.  
When used below, the symbols  $V_s^F$  and  $P_s^F$  are the so modified data.
20. Find the "normalisation region". This is a part of the lung volume which by some criterion can be assumed to be normal. As a criterion we use the condition

# VQ Quotient with Kr81m

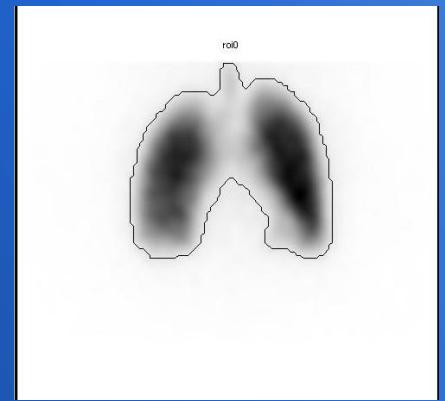
1. Select Tc99m & Kr81m coronal slices



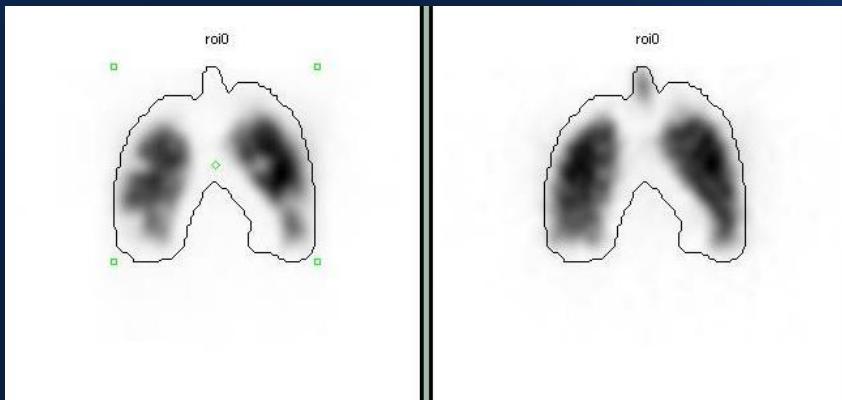
2. Sum Kr81m slices



3. Draw ROI



4. Copy ROI to Tc99m & Kr81m slices



5. Obtain max counts

e.g. MAA = 834  
Kr81m = 194

Normalisation Factor (N)

$$N = 834 / 194 = 4$$

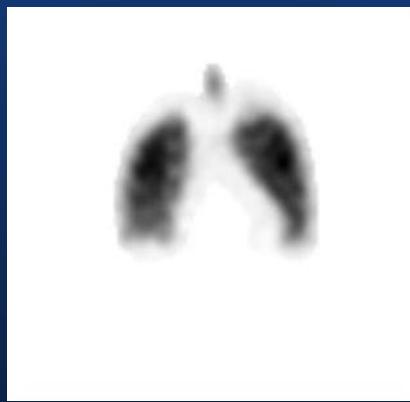
6. Zero Mask Kr slices



All counts outside ROI = 0

# VQ Quotient with Kr81m (continued)

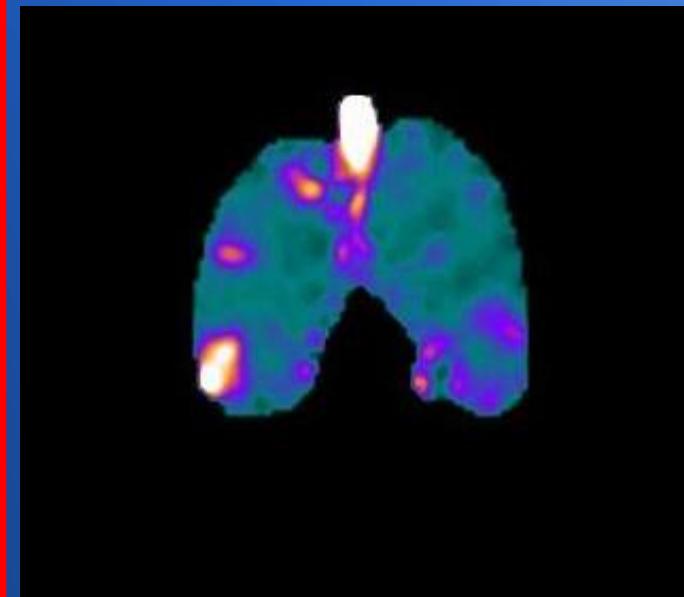
6. Multiply 'masked' Kr81m image by 50 x N



7. Divide Perfusion slices by 'masked' rescaled Kr81m slices.



8. Apply cool colour scale  
Rescale to max count of 50



- Areas of poor perfusion have 'high' quotient counts (yellow-white)
- Areas of poor ventilation have 'low' quotient counts (black)
- Balanced areas appear mid scale (blue-black)
- Hot trachea shows up hot (white)

# VQ Quotient

Perfusion



Ventilation



Quotient



# VQ Quotient

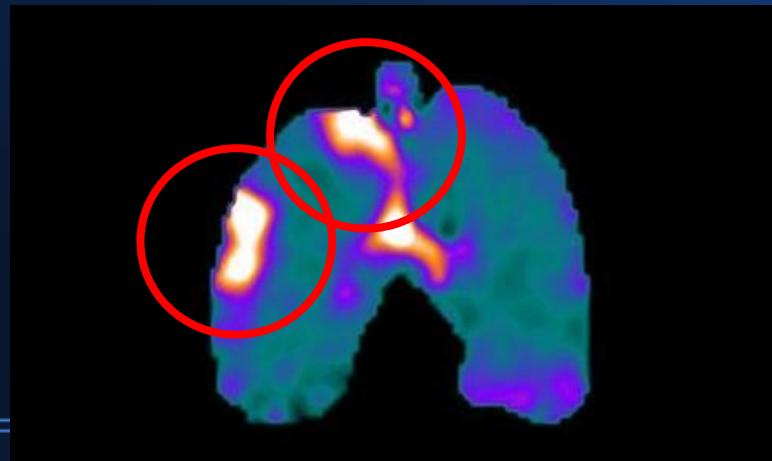
Perfusion



Ventilation



Quotient



# Reporting Display

## - Coronal -

Perfusion

Ventilation

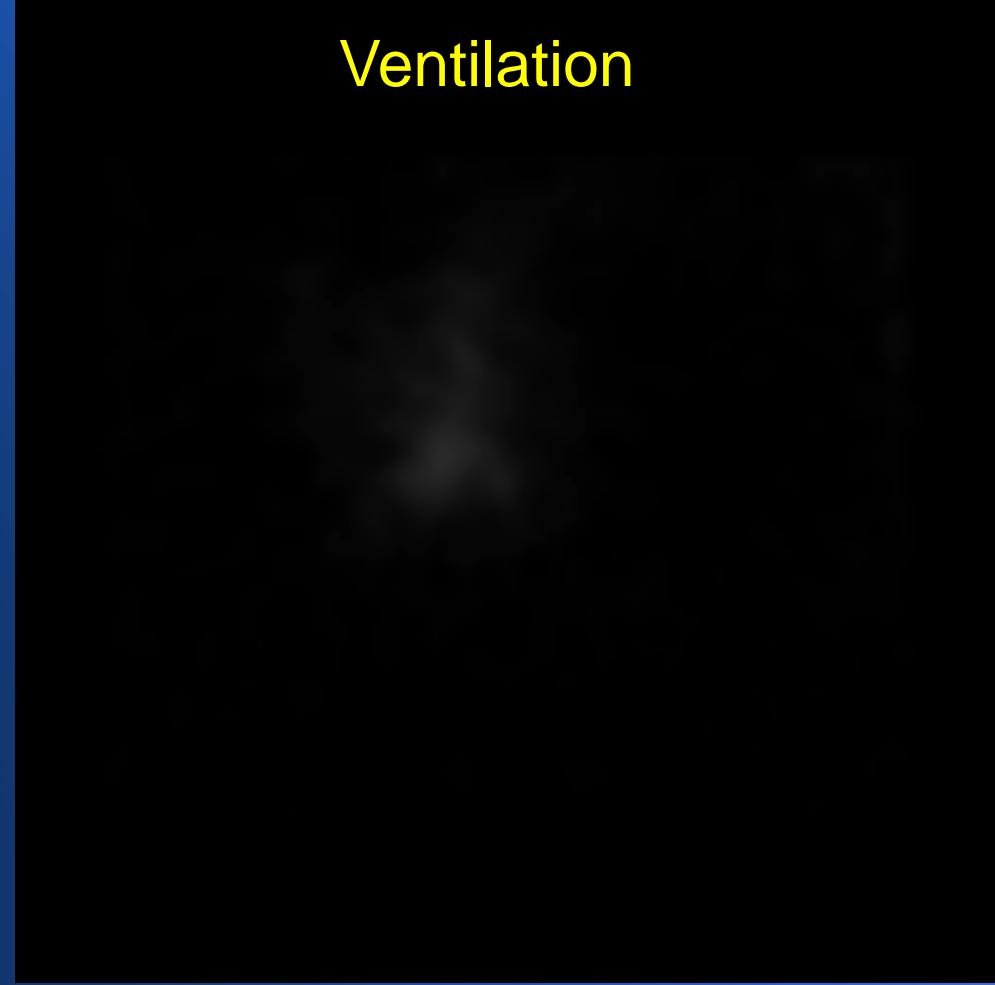
# Reporting Display

## - Sagittal -

Perfusion



Ventilation



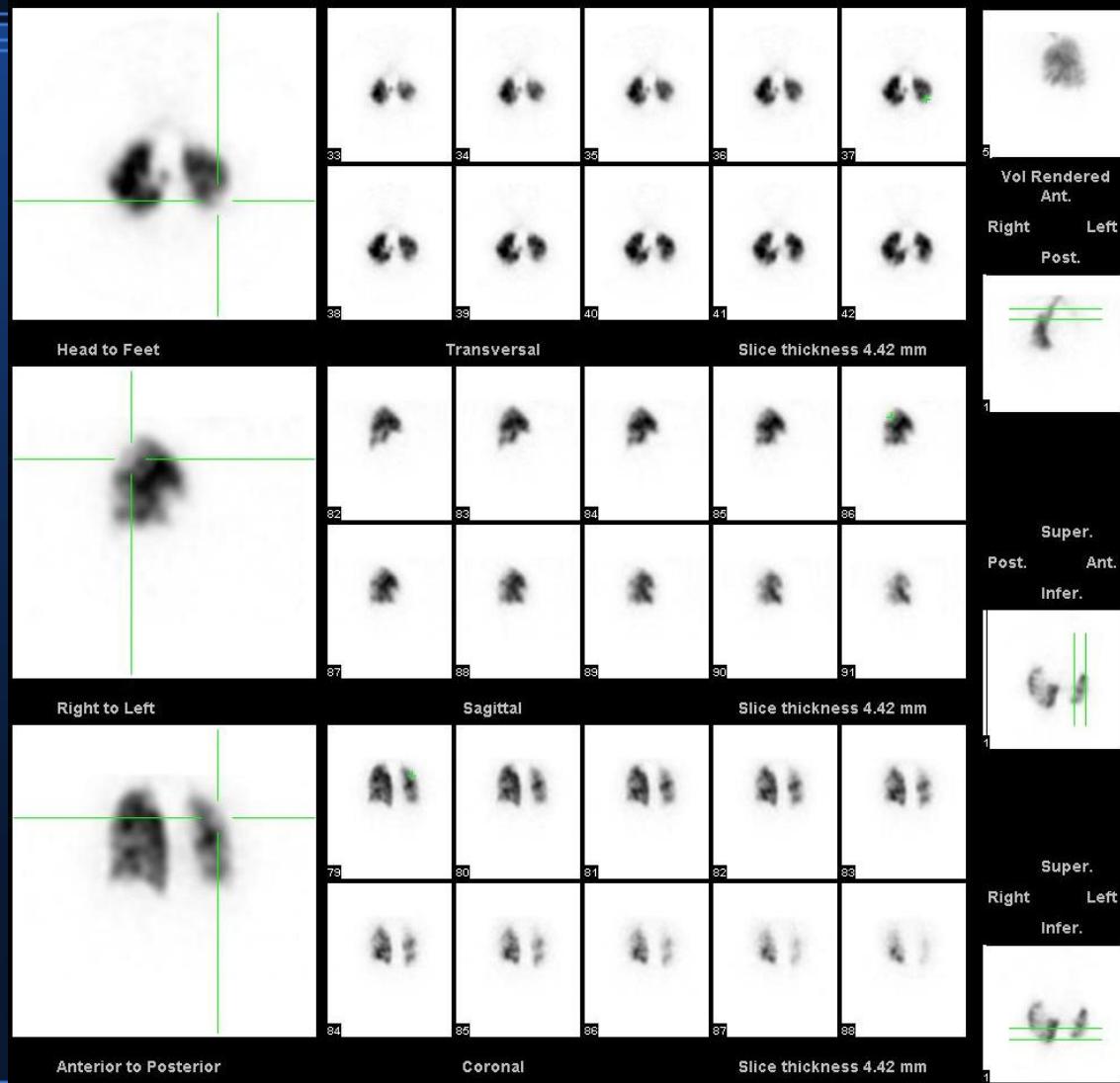
# Reporting Display

## - Transaxial -

Perfusion

Ventilation

# Triangulation

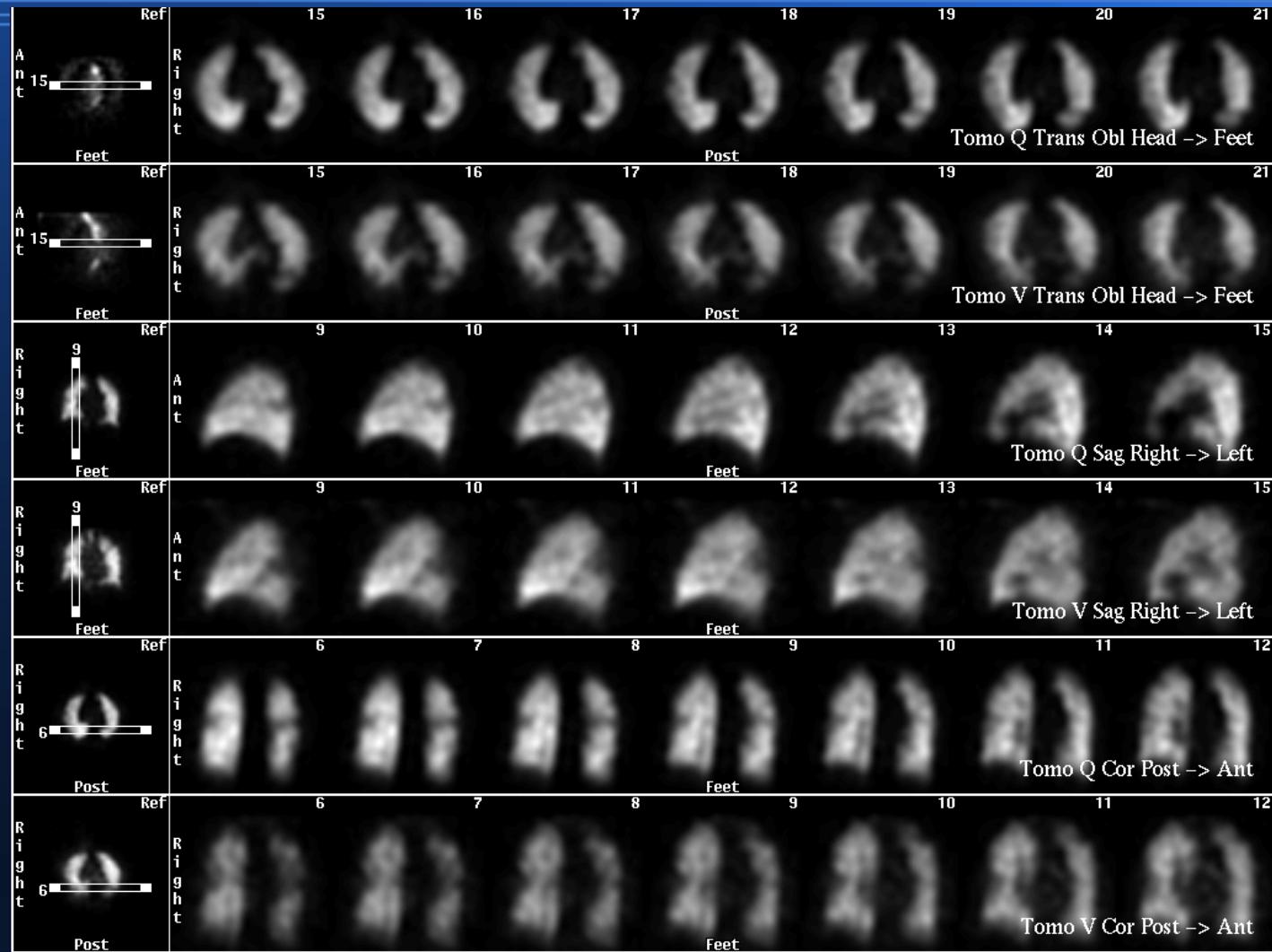


Ideally, we would like to triangulate suspected perfusion defect to the ventilation slices

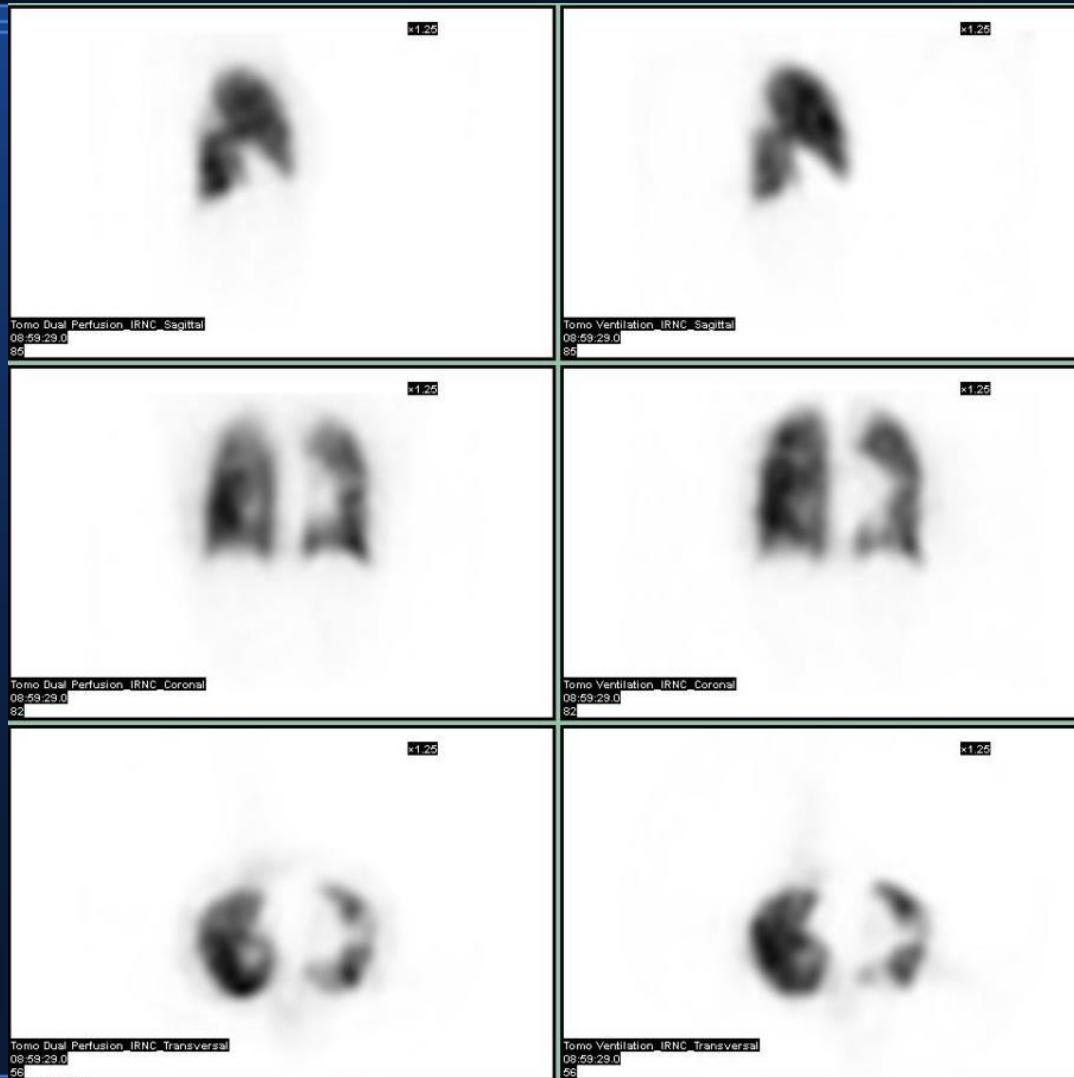
# Output

- Send slices direct to PACS (like PET-CT)  
or
- Screencaptures  
or
- Both!
- Display routines not available or developed

# Output - Odyssey



# Output - Xeleris



# Summary

QC Checks essential

Optimal processing settings per system

VQ Quotient very useful

Lots of further work to do:

- Optimal reconstruction (resolution recovery?)
- Display routines
- Anatomical overlap maps