

Eine Kleine OPT Musik: Ensemble Control in NMR

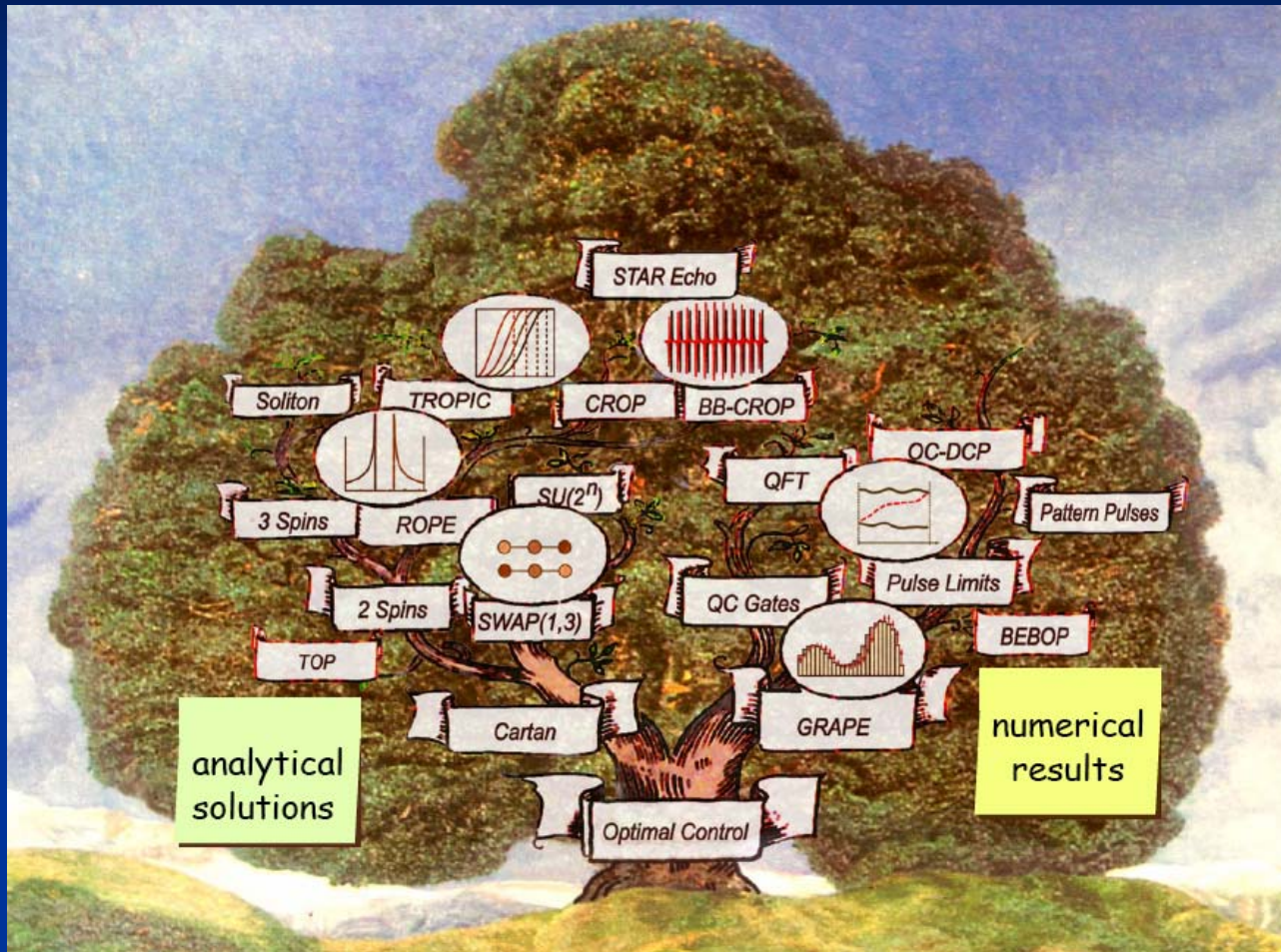
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Steffen Glaser², Navin Khaneja³, Wolfgang Bermel⁴

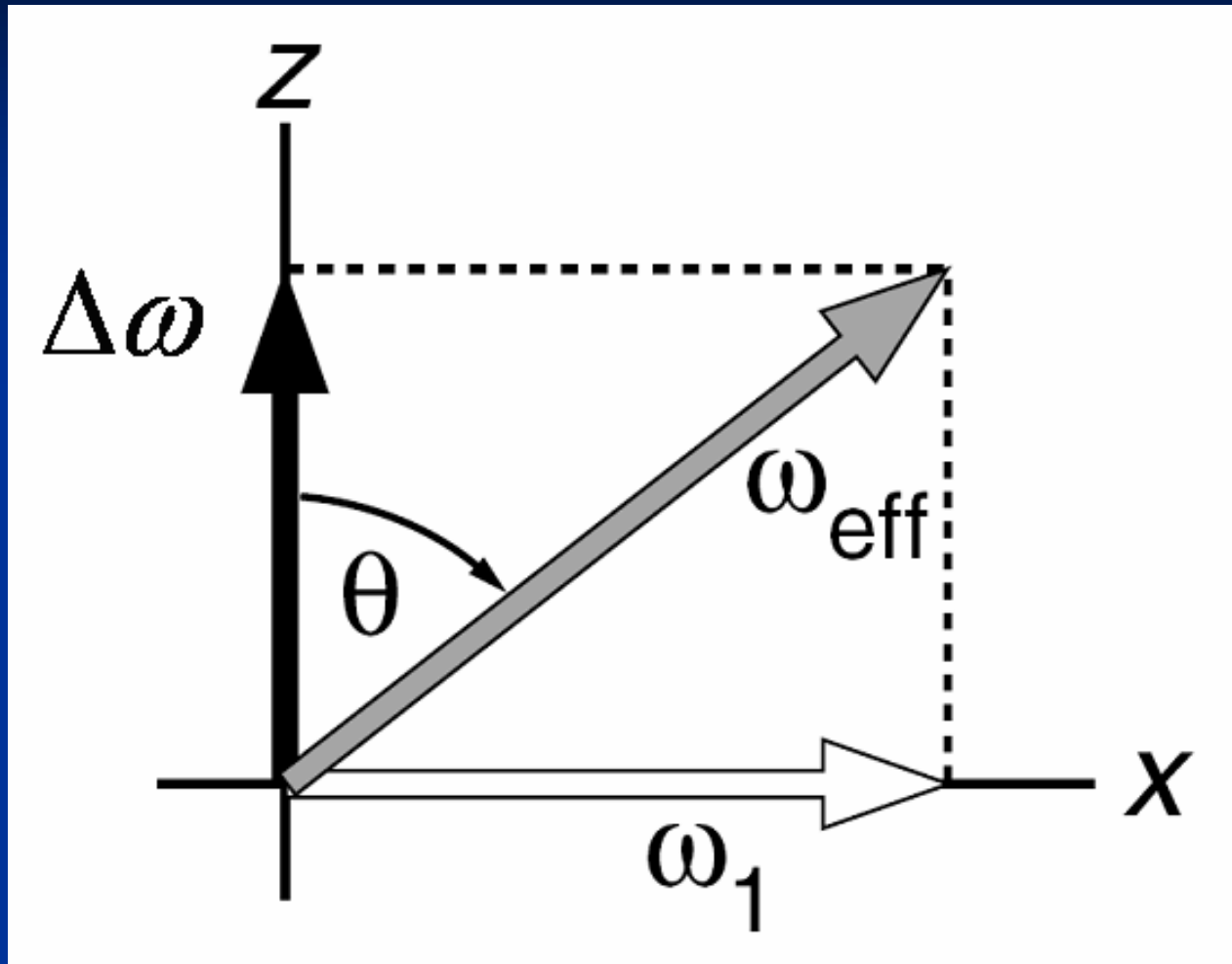
¹Wright State University

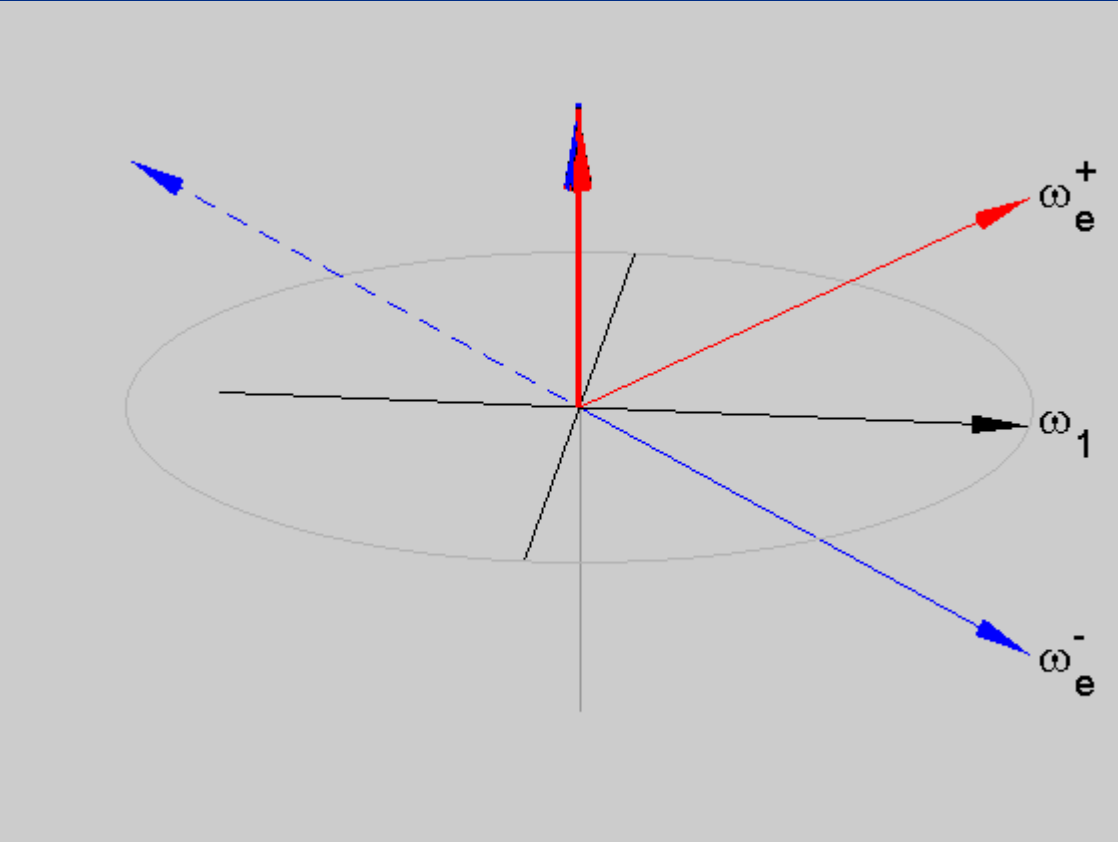
²Technische Universität München

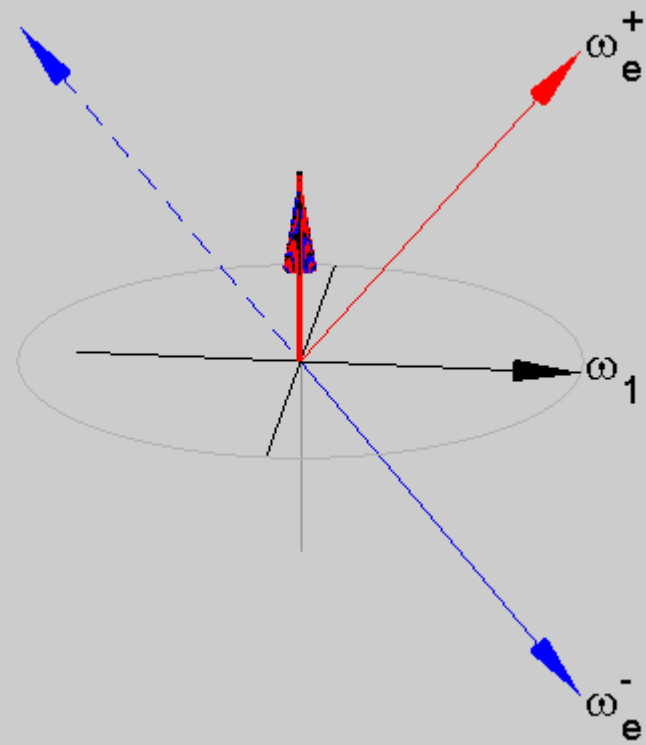
³Harvard University

⁴Bruker BioSpin

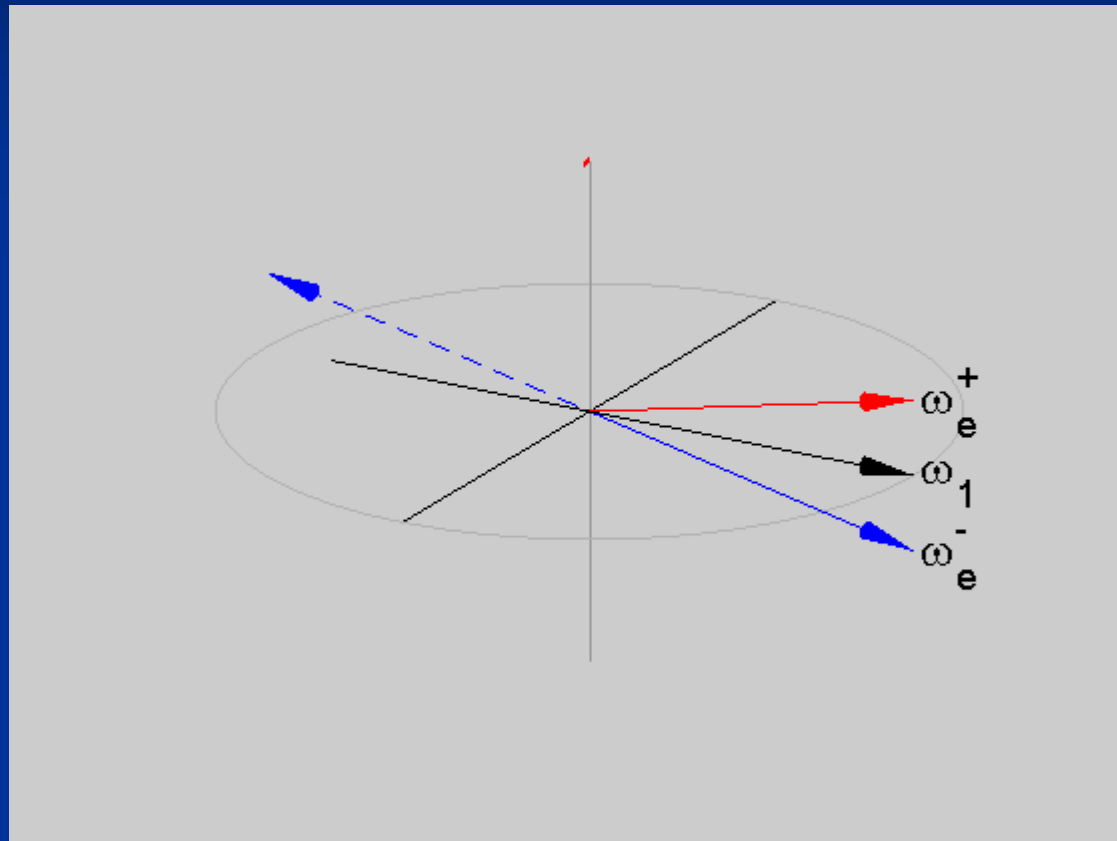








Composite π Pulse



MRI Applications

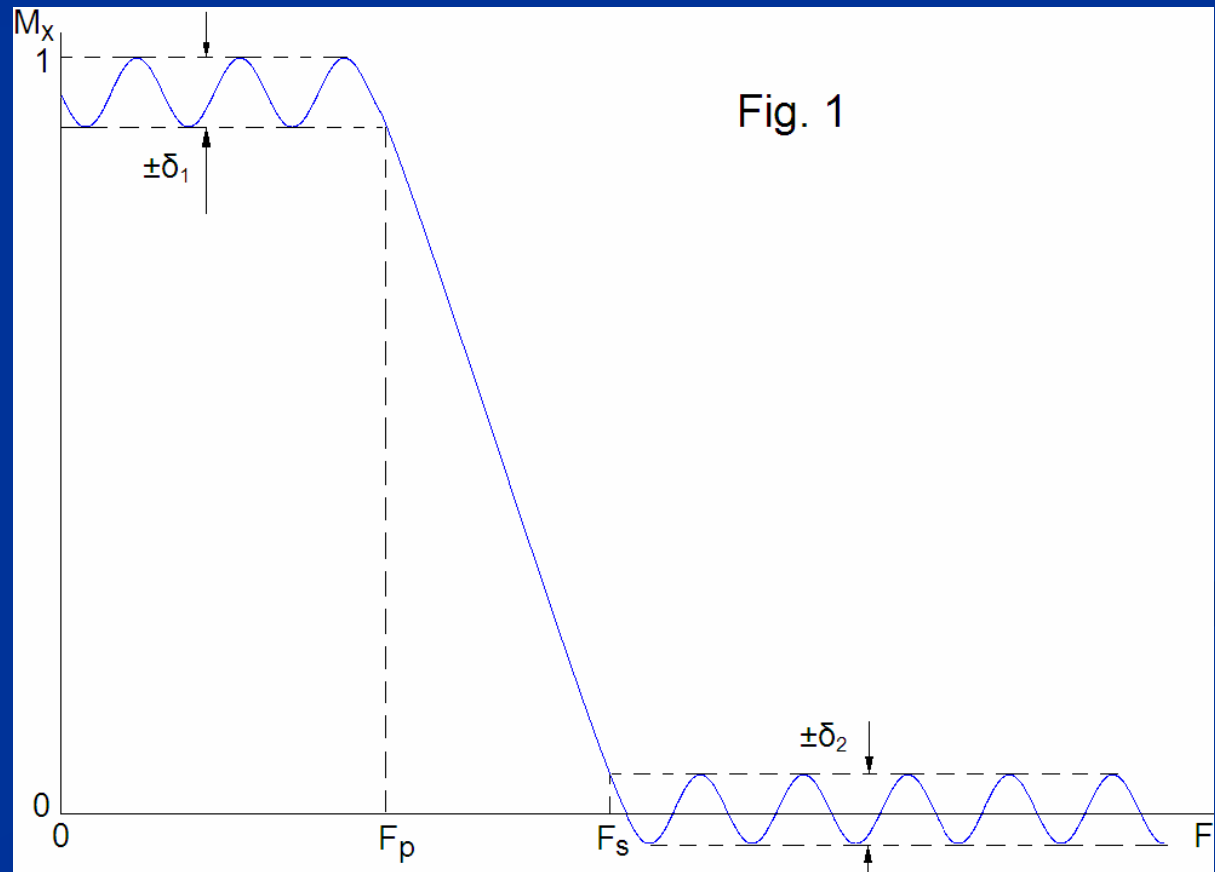
S. Conolly, D. Nishimura, and A. Macovski, Optimal control solutions to the magnetic resonance selective excitation problem, *IEEE Trans. Med. Imag.* MI-5, 106-115 (1986).

J. Mao, T. H. Mareci, K. N. Scott, and E. R. Andrew, Selective inversion radiofrequency pulses by optimal control, *J. Magn. Reson.* **70**, 310-318 (1986).

D. Rosenfeld and Y. Zur, Design of adiabatic selective pulses using optimal control theory, *Magn. Reson. Medicine* **36**, 401-409 (1996).

OC \rightarrow Shinnar-LeRoux (SLR)

- Fast & Powerful
- Well-defined empirical relations
- Constrained



High Resolution NMR \leftrightarrow Imaging

Different requirements/opportunities

- Broadband non-selective pulses
 - Infinite transition width
- Often large, well-defined gaps in spectra
- Need refocused pulses
 - Chemical shift vs Gradient-induced dispersion
- $^1\text{H} - ^{13}\text{C} - ^{15}\text{N}$ coupling networks
 - Coherence transfer
- RF inhomogeneity/miscalibration
- Relaxation losses

Ingredients

Initial State
(Time t_0)

Target State
(Time t_p)

Optimal Control
Theory

Time Evolution

Cost Function

Conditions for
Cost Optimization



M**F**

Optimal Control Theory

Bloch Equation

$$\begin{aligned}d\mathbf{M}/dt &= \omega_e \times \mathbf{M} \\ &= \Omega \mathbf{M}\end{aligned}$$

$$\begin{aligned}\Phi(t_p) &= \langle \mathbf{M} | \mathbf{F} \rangle \\ &\rightarrow \mathbf{M} \cdot \mathbf{F}\end{aligned}$$

Conditions for RF Controls to Optimize Cost

$$h = \langle \lambda | d\mathbf{M}/dt = \boldsymbol{\omega}_e \times \mathbf{M} \rangle - L$$

$$\rightarrow \boldsymbol{\lambda} \cdot (\boldsymbol{\omega}_e \times \mathbf{M})$$

$$= \mathbf{M} \cdot (\boldsymbol{\lambda} \times \boldsymbol{\omega}_e)$$

$$= \boldsymbol{\omega}_e \cdot (\mathbf{M} \times \boldsymbol{\lambda})$$

$$dh/d\boldsymbol{\lambda} = \dot{\mathbf{M}}$$

$$dh/d\mathbf{M} = -\dot{\boldsymbol{\lambda}}$$

$$dh/d\boldsymbol{\omega}_e = \mathbf{G} \rightarrow 0$$

$$h = \langle \boldsymbol{\lambda} | \mathbf{f} \rangle - L$$

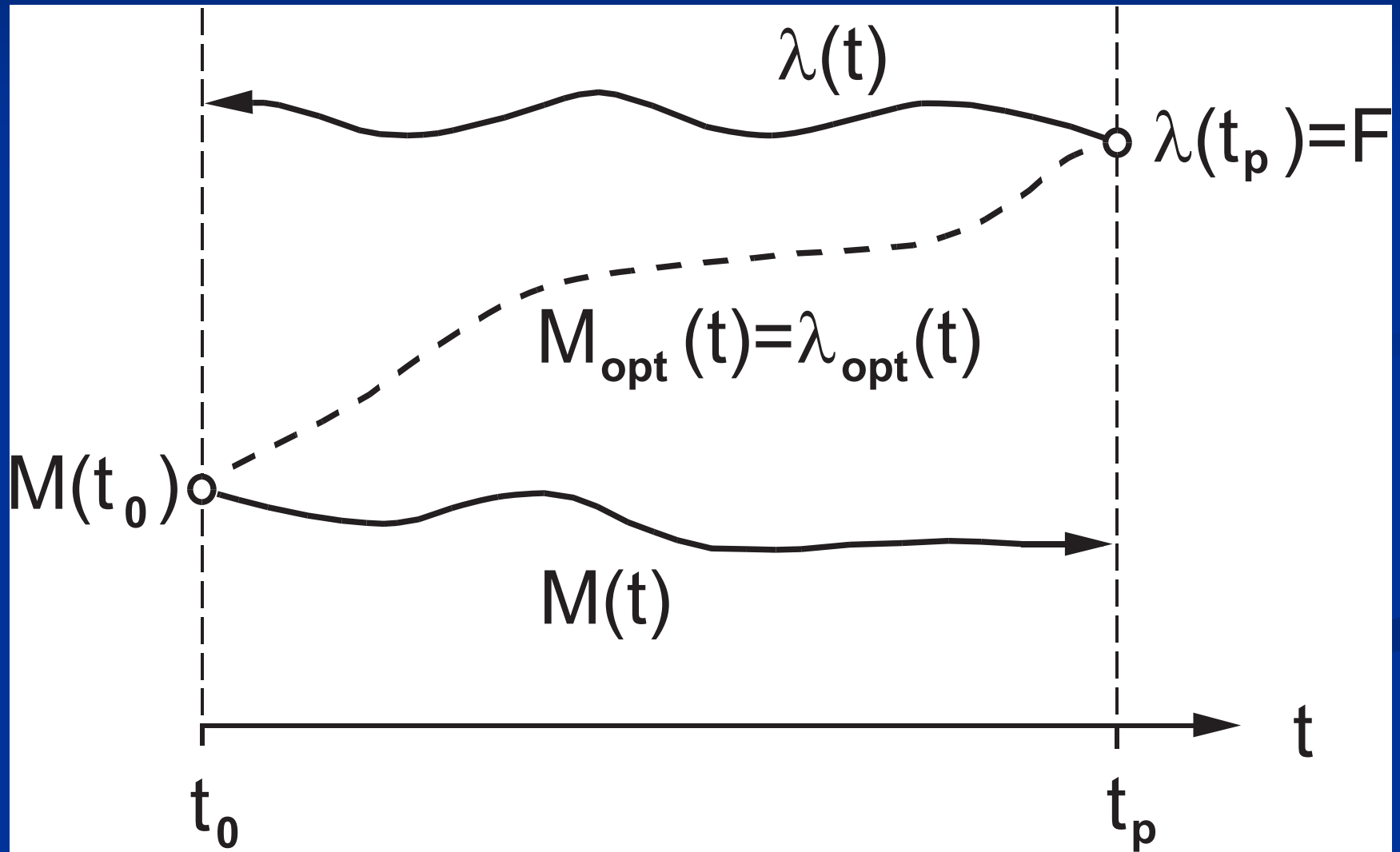
$$\rightarrow \langle \boldsymbol{\lambda} | \boldsymbol{\Omega} \mathbf{M} \rangle$$

$$\langle \boldsymbol{\lambda} | \mathbf{H} \Psi \rangle \leftrightarrow \langle \boldsymbol{\lambda} | [\mathbf{H}, \rho] \rangle$$

$$\langle \mathbf{A} | \mathbf{B} \rangle \leftrightarrow \mathbf{A}^\dagger \cdot \mathbf{B} \leftrightarrow \text{Tr} (\mathbf{A}^\dagger \mathbf{B})$$

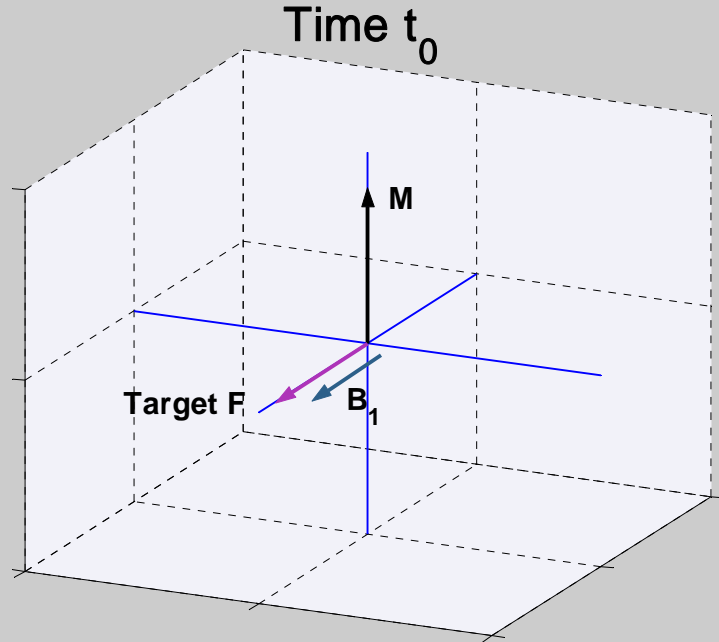
$$\text{Tr} (\mathbf{ABC}) = \text{Tr} (\mathbf{CAB}) = \text{Tr} (\mathbf{BCA})$$

- Lagrange multiplier λ : $\lambda(t_p) = \partial\Phi / \partial\mathbf{M} = \mathbf{F}$
 - Also obeys Bloch Equation
- $\mathbf{M} \times \lambda = 0$

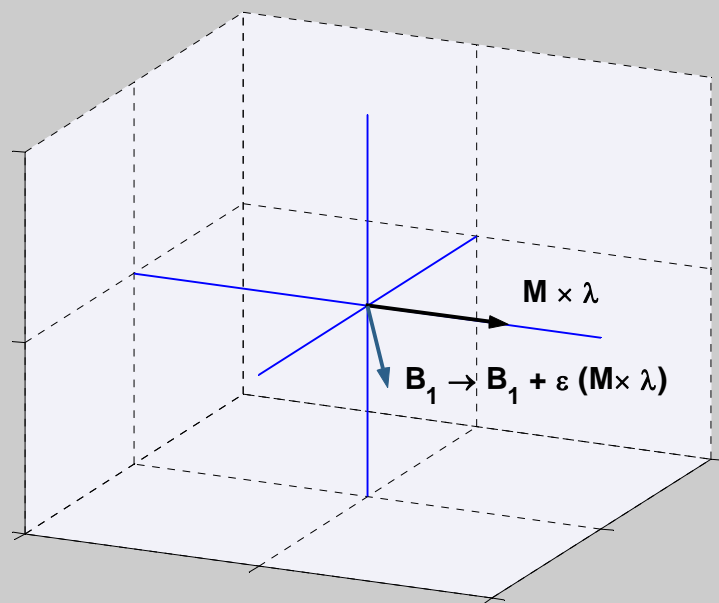
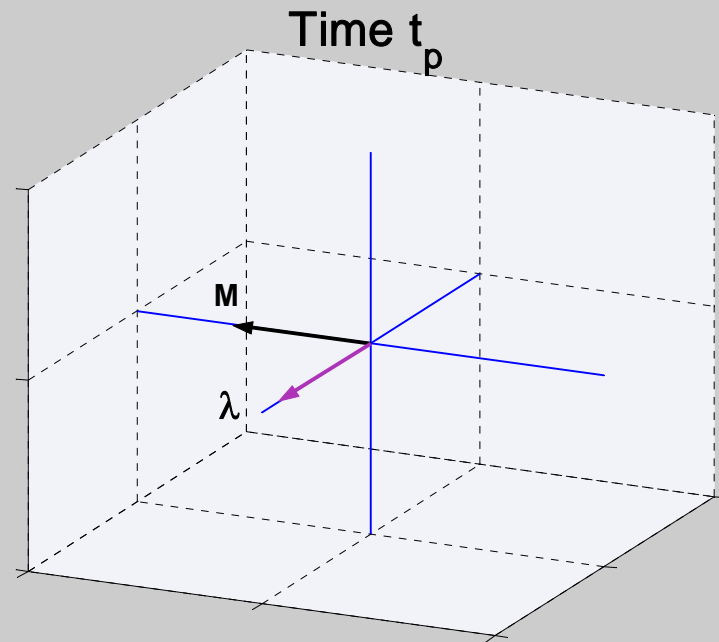


“Design” a Hard 90° Pulse

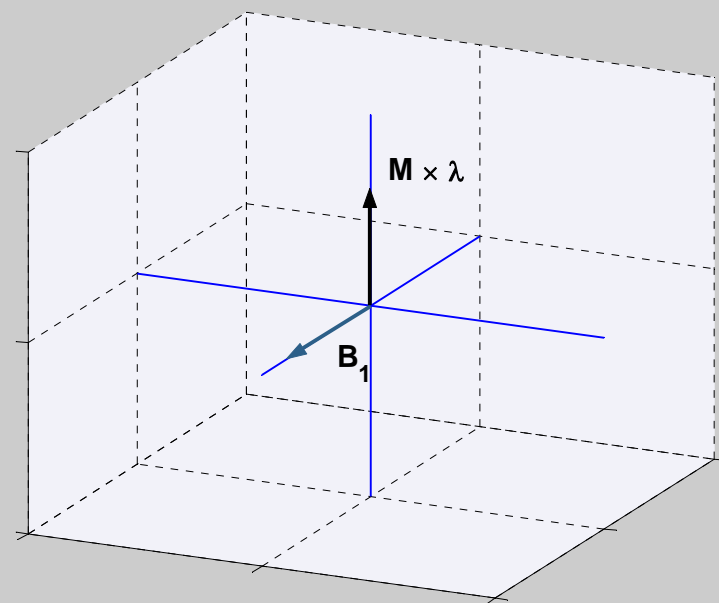
- Initial state \mathbf{M} along z-axis
- Target \mathbf{F} along x-axis
- Cost = $\langle \mathbf{F} | \mathbf{M} \rangle \rightarrow \mathbf{M} \cdot \mathbf{F}$
 - $\lambda = \mathbf{F}$
- Choose $\mathbf{B}_1 * t_P \rightarrow 90^\circ$
 - “Guess” \mathbf{B}_1 along x-axis

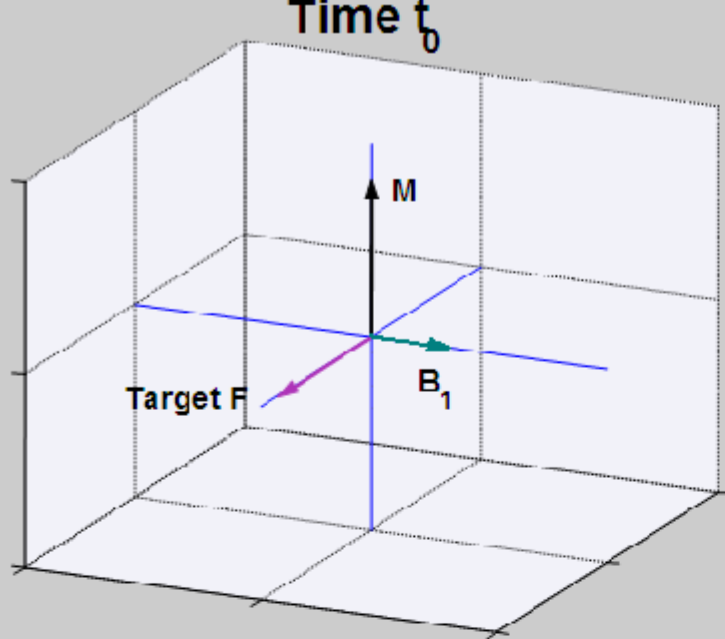


Evolve
Forward

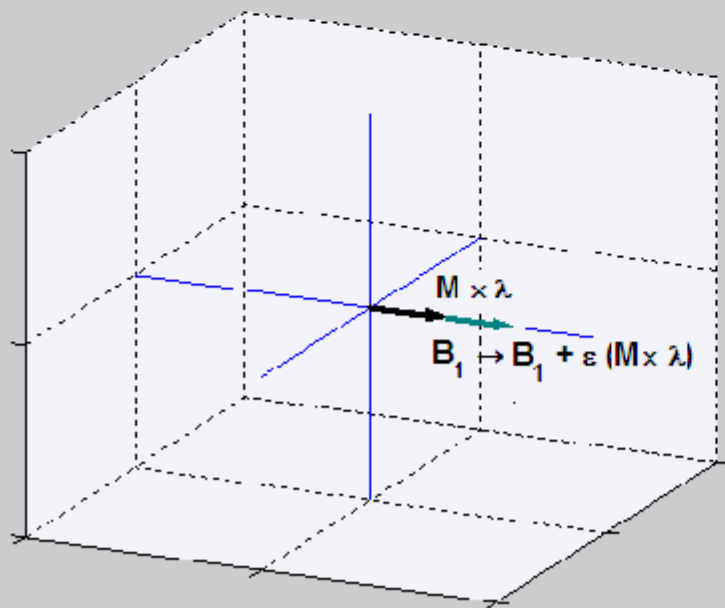
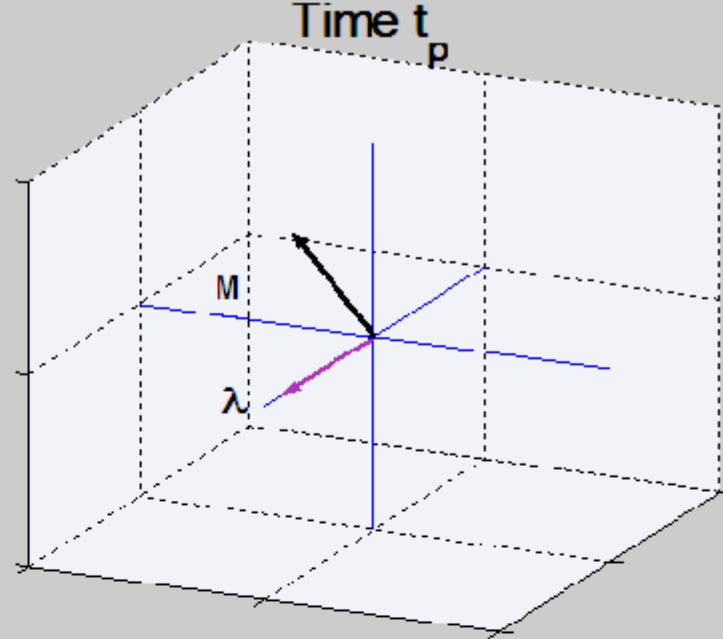


Evolve
Backward

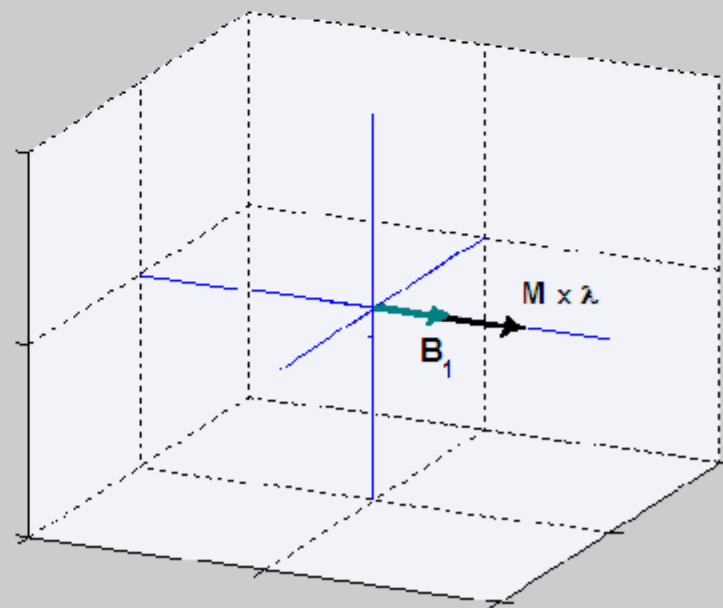




Evolve
Forward



Evolve
Backward



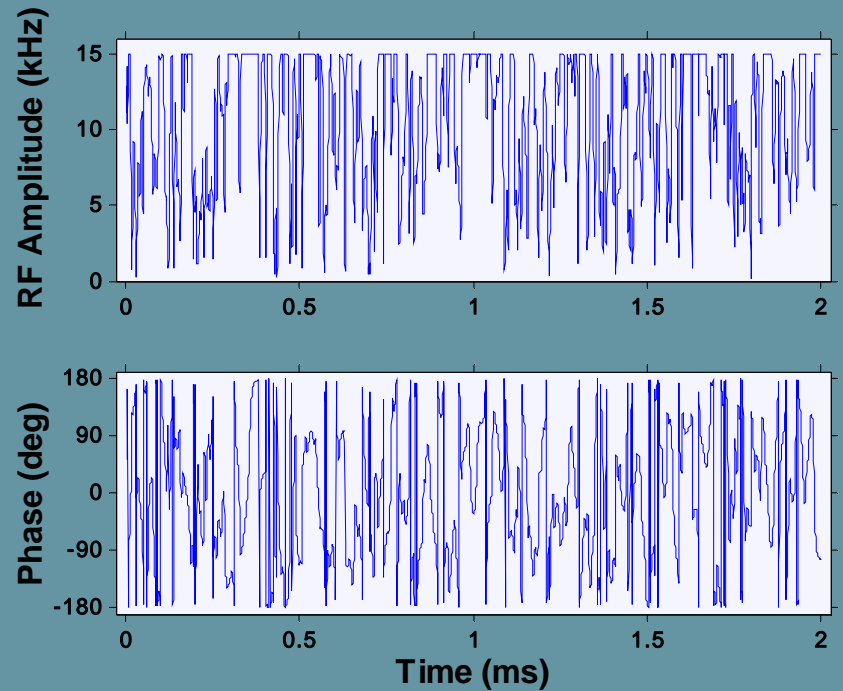
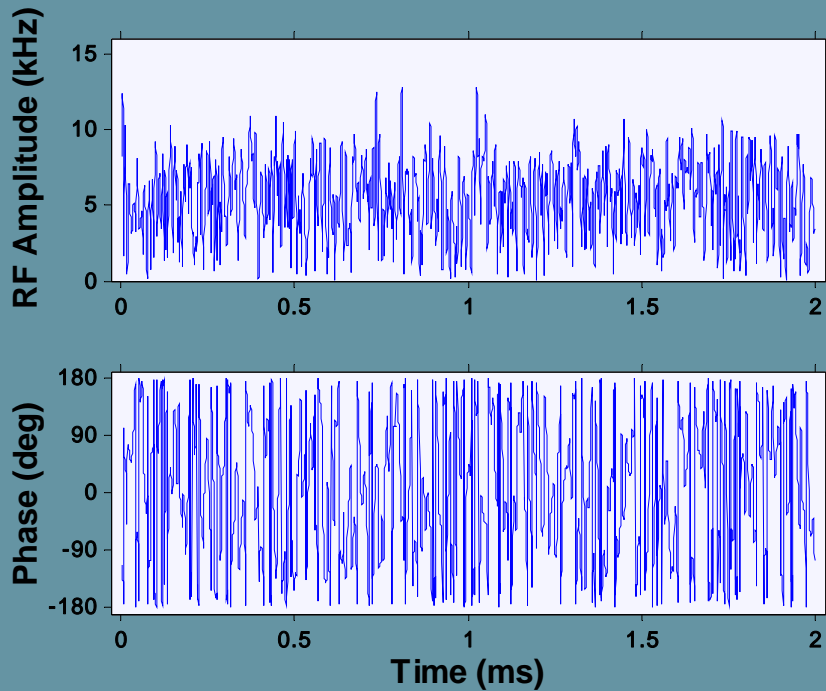
Design a “Calibration-Free” Broadband Excitation Pulse

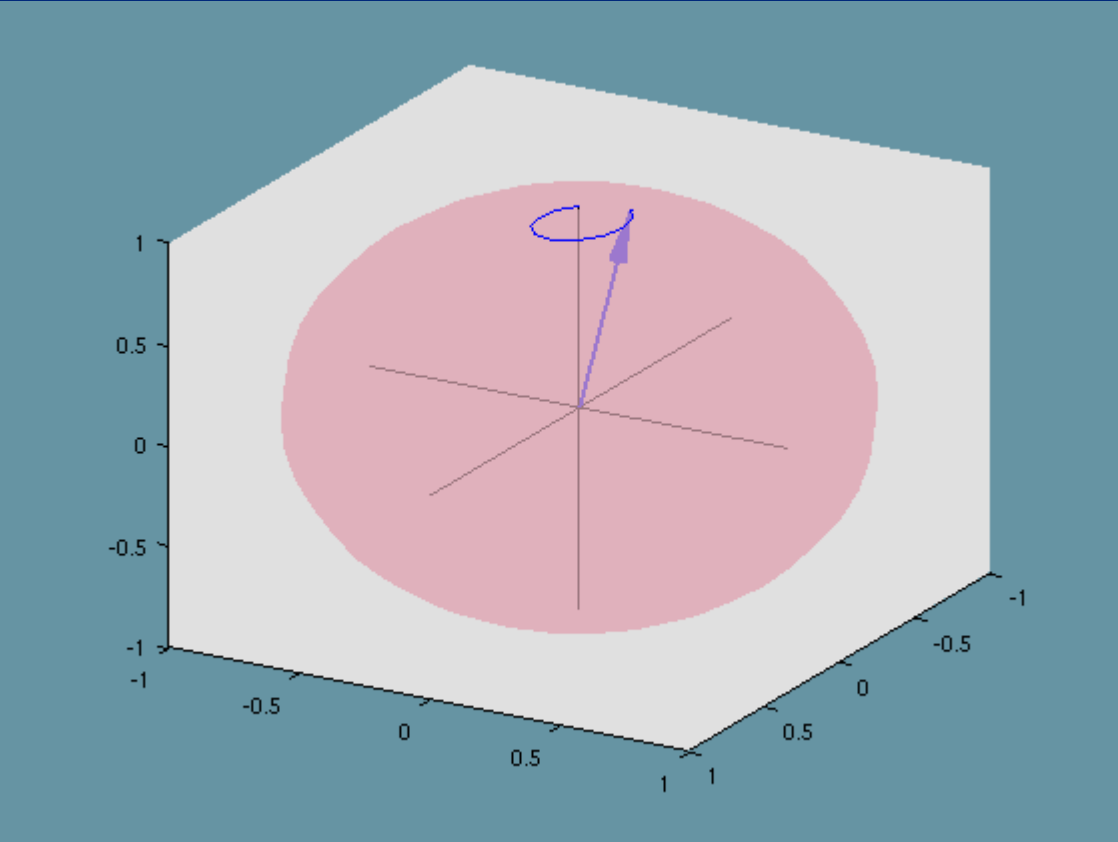
- $t_{90} \sim 10\text{--}25 \mu\text{s}$ for typical ^{13}C probes
 - $\sim 10\text{--}20 \text{ kHz}$ peak RF
- Uniformly excite 200 ppm ^{13}C chemical shift range
 - $\sim 40 \text{ kHz}$ bandwidth at 800 MHz
- Initial state \mathbf{M} along z-axis Target \mathbf{F} along x-axis
- Average $\mathbf{M} \times \lambda$ resulting from range of RF and resonance offsets
- Cost $\Phi = \mathbf{M} \cdot \mathbf{F}$
 - $\leftrightarrow \|\mathbf{M} - \mathbf{F}\|^n$ (weighted)
- Clip nominal peak RF at 15 kHz

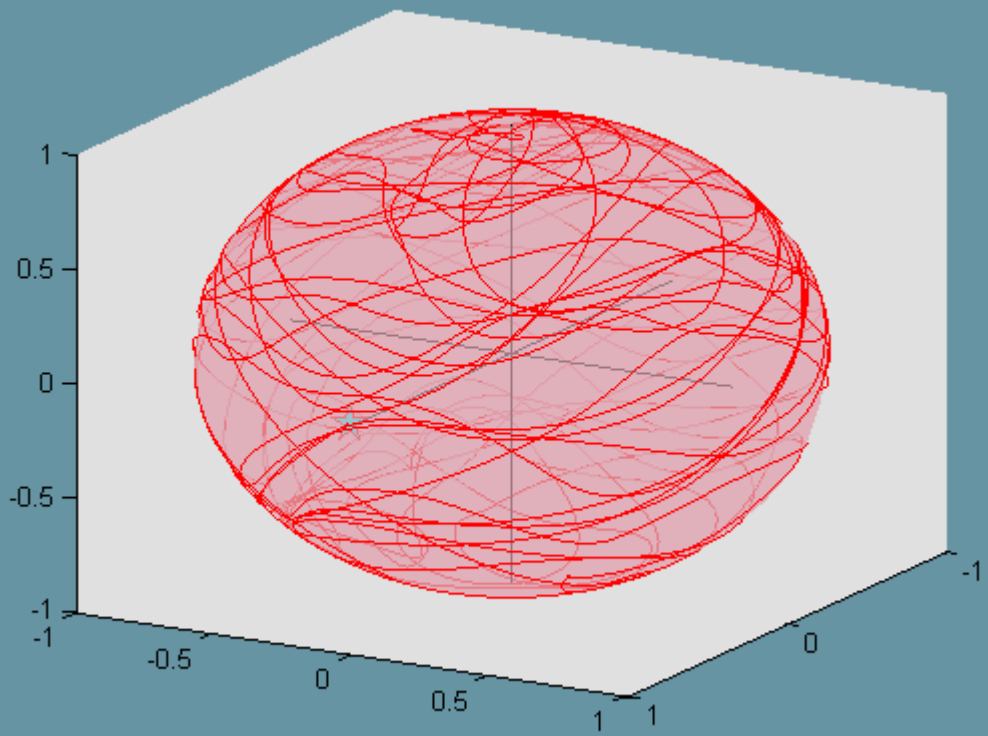
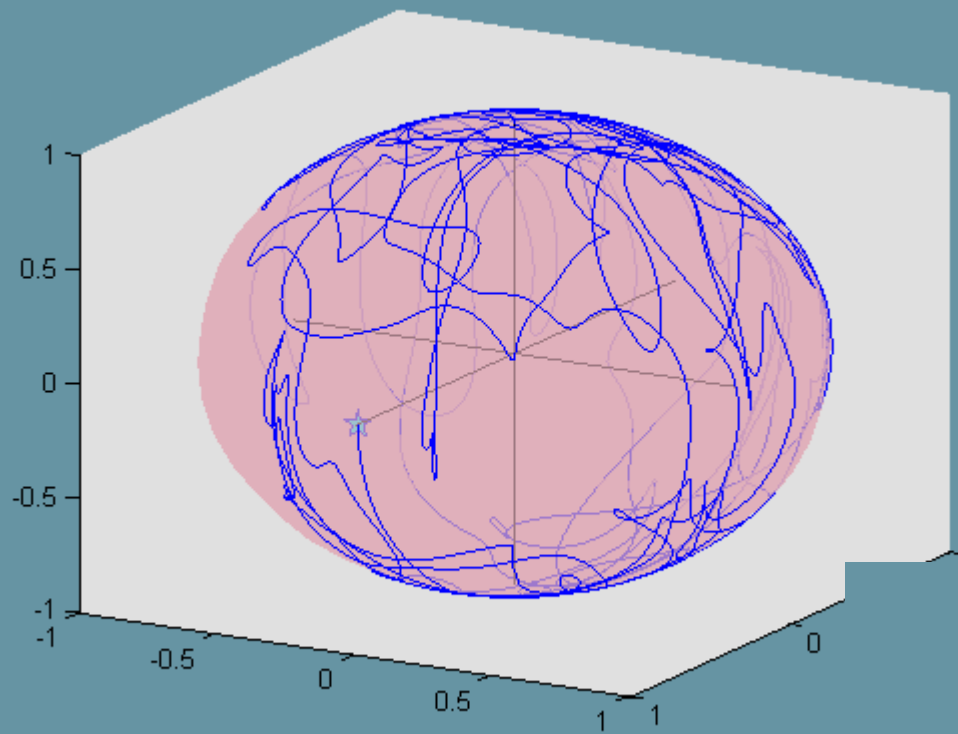
Input Noise

Optimal
→
Control

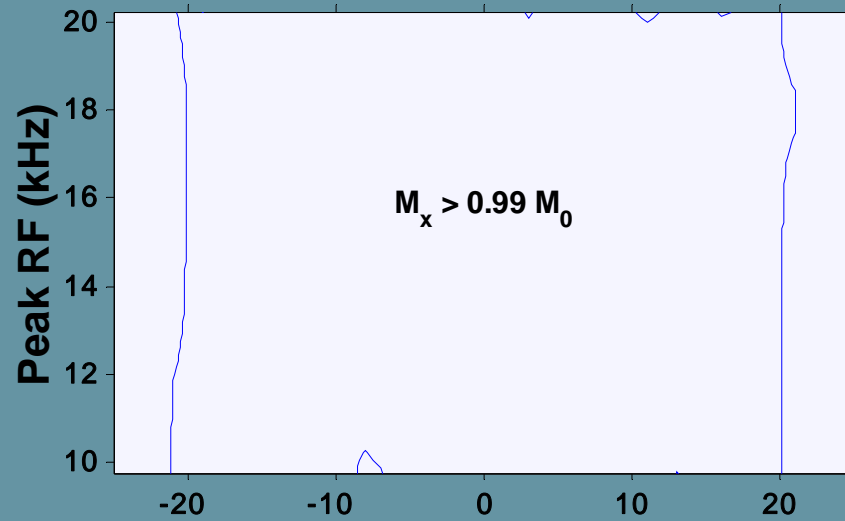
Output ?



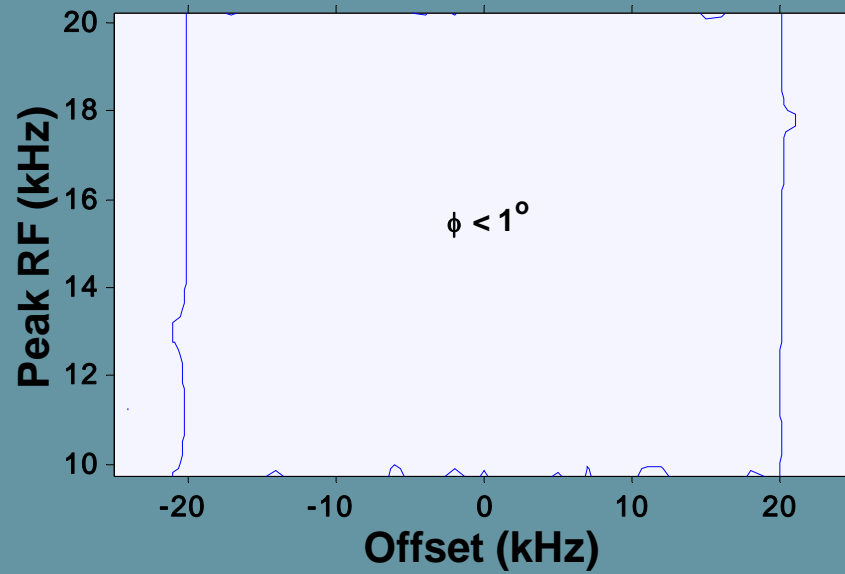


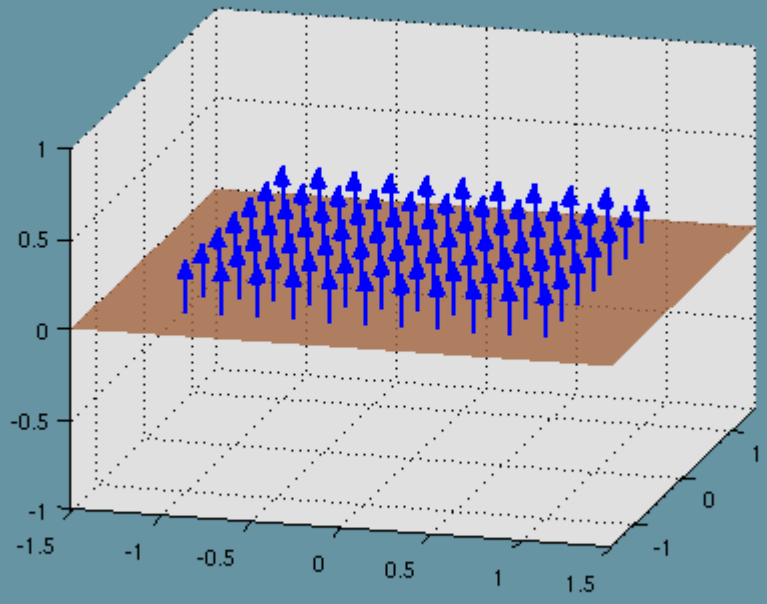


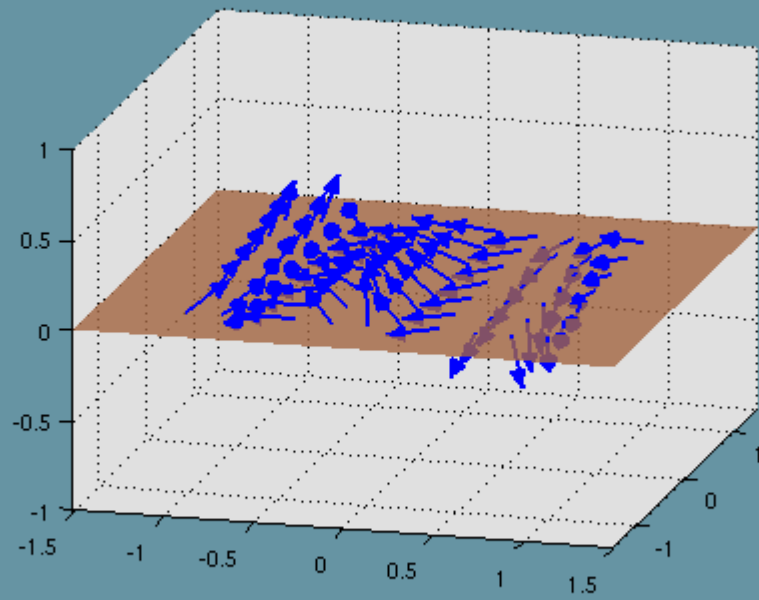
MAGNETIZATION M_x



PHASE



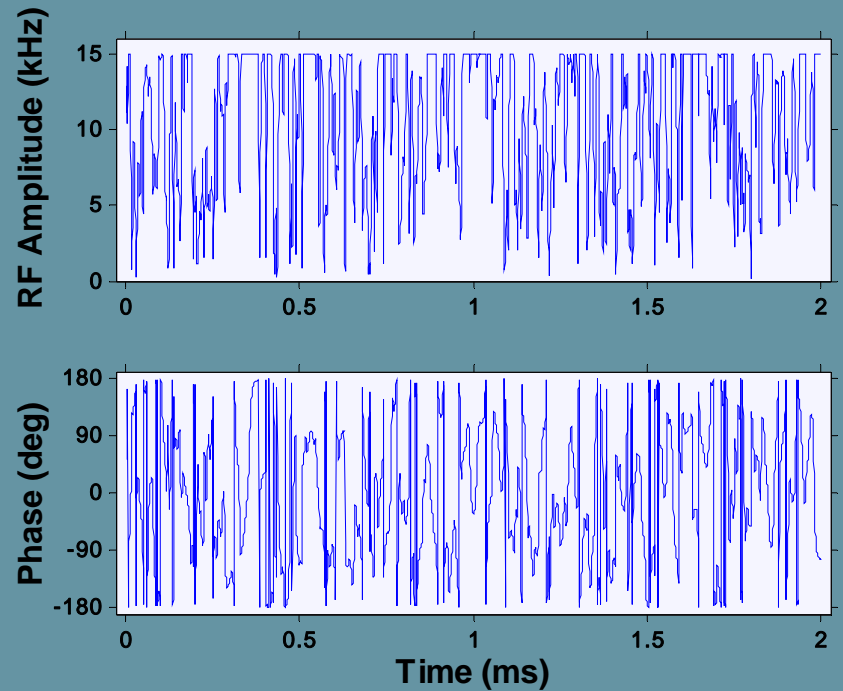
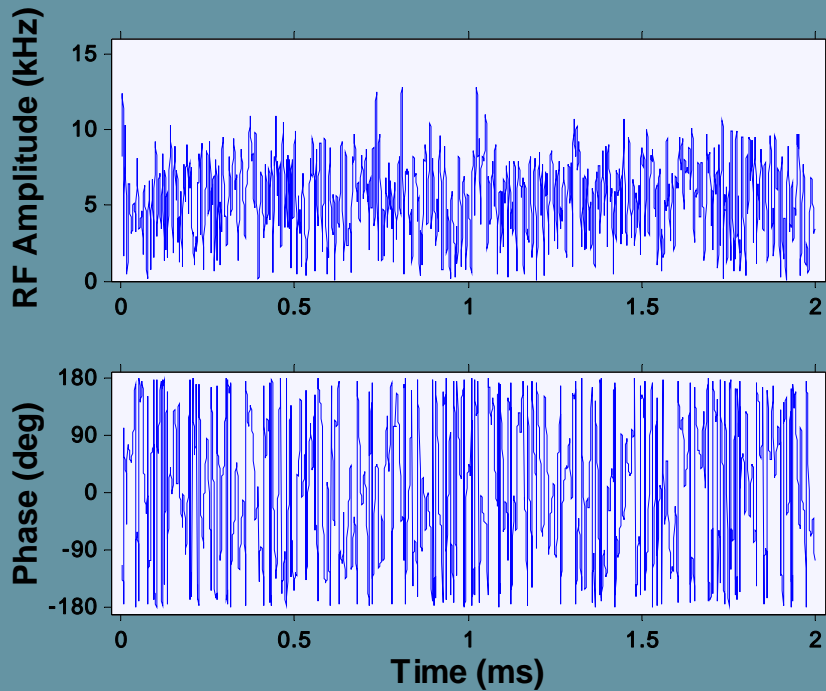




Input Noise

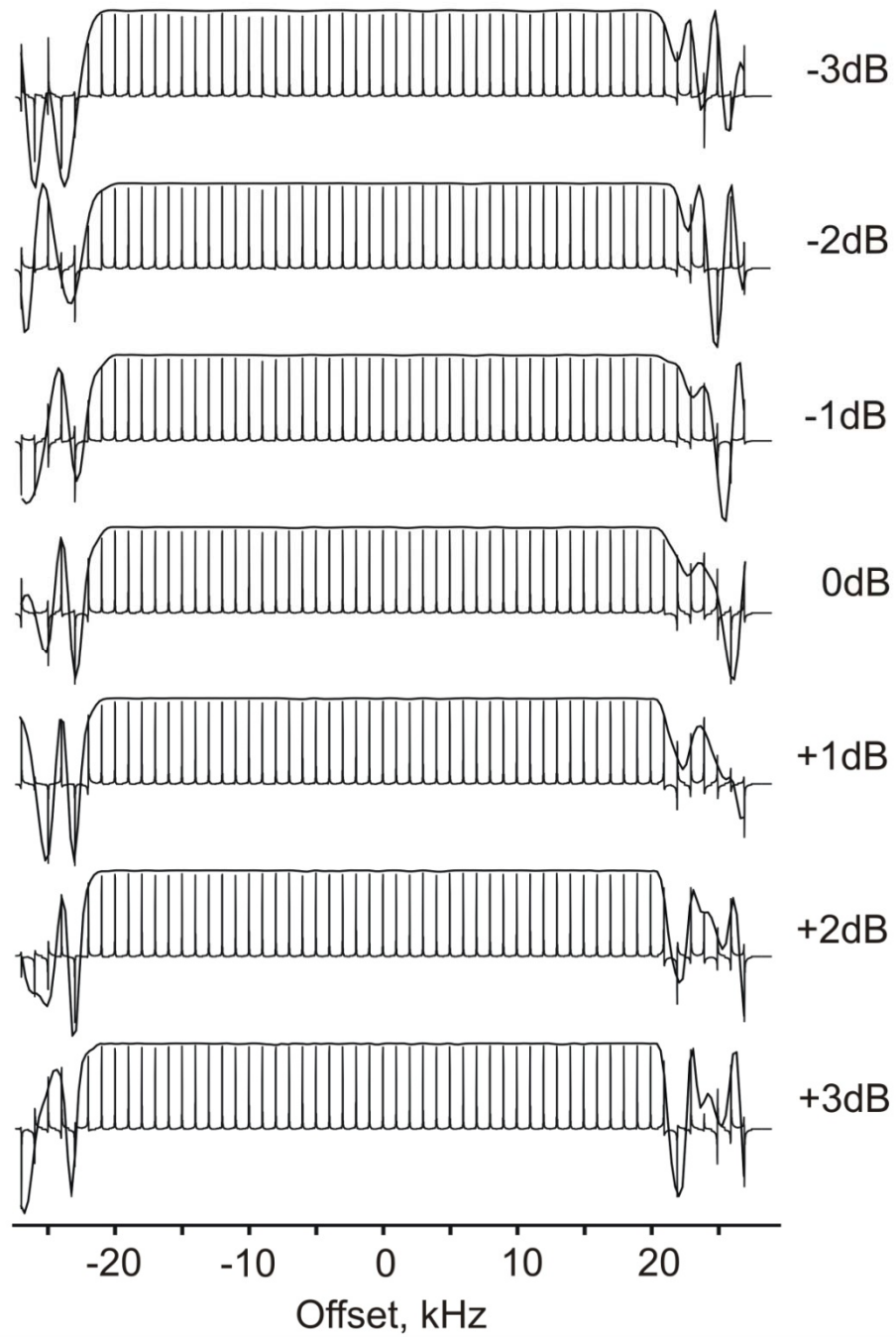
Optimal
→
Control

Output

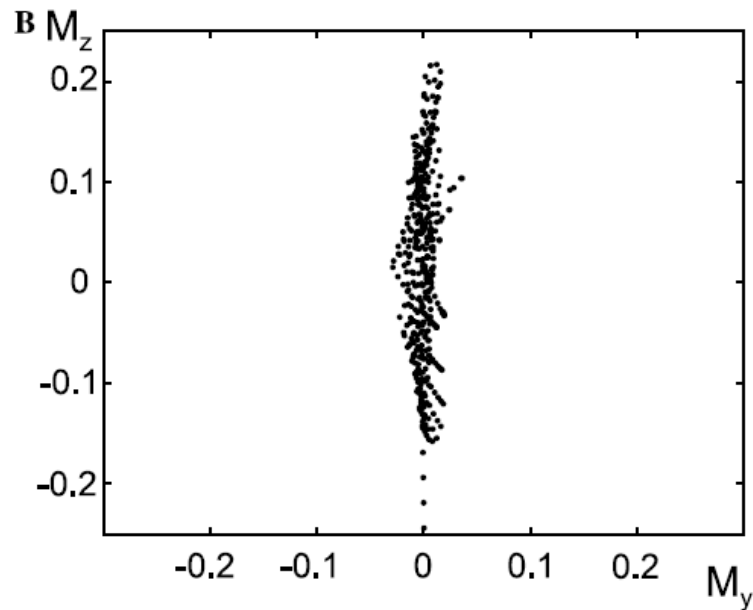
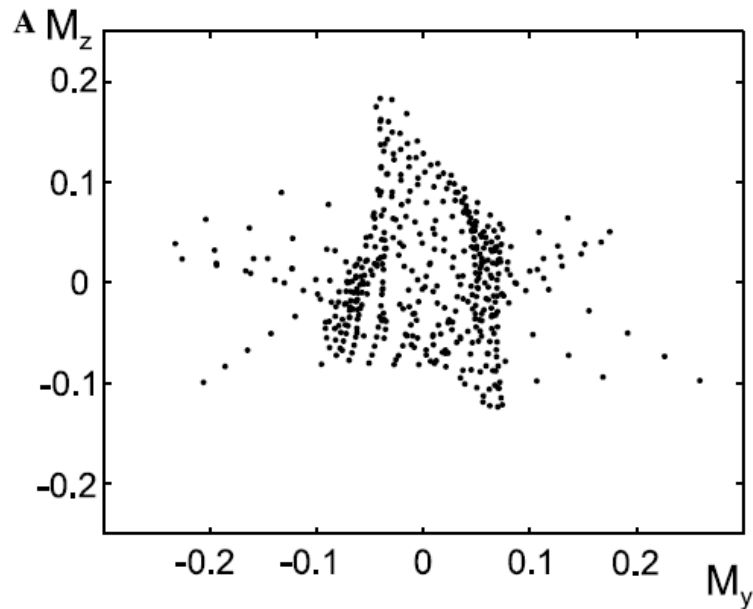


Glendower: I can call spirits
from the vasty
deep.

Hotspur: Why, so can I,
or so can any man;
But will they come
when you do call
for them?



Tailoring the Cost Function to Performance



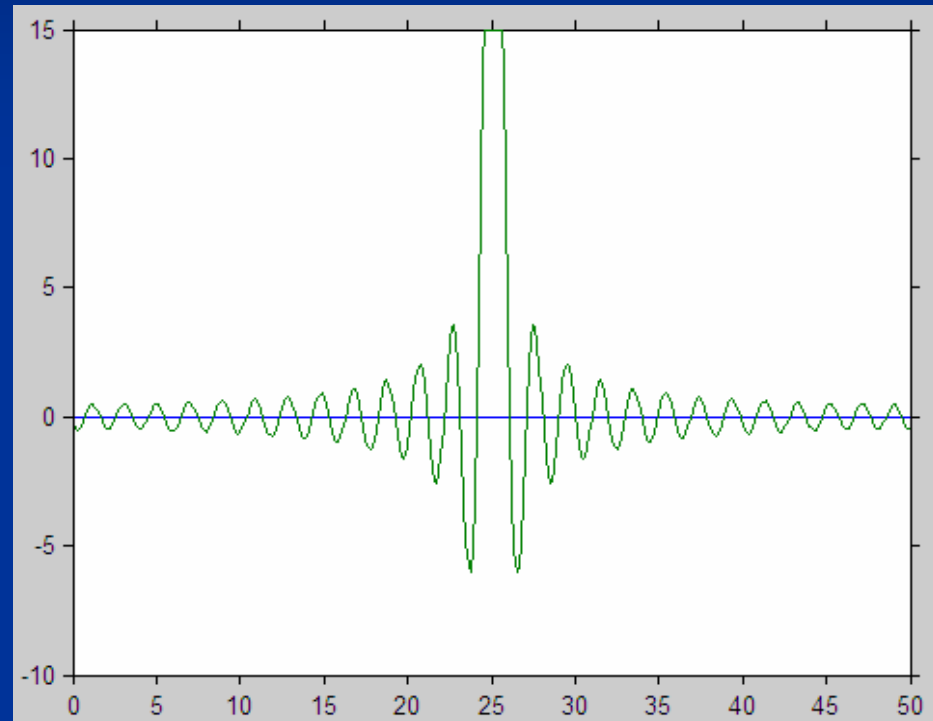
Cost $\Phi = \mathbf{M} \cdot \mathbf{F}$

$$\Phi = \sum_{i=1}^3 a_i (M_i - F_i)^2$$

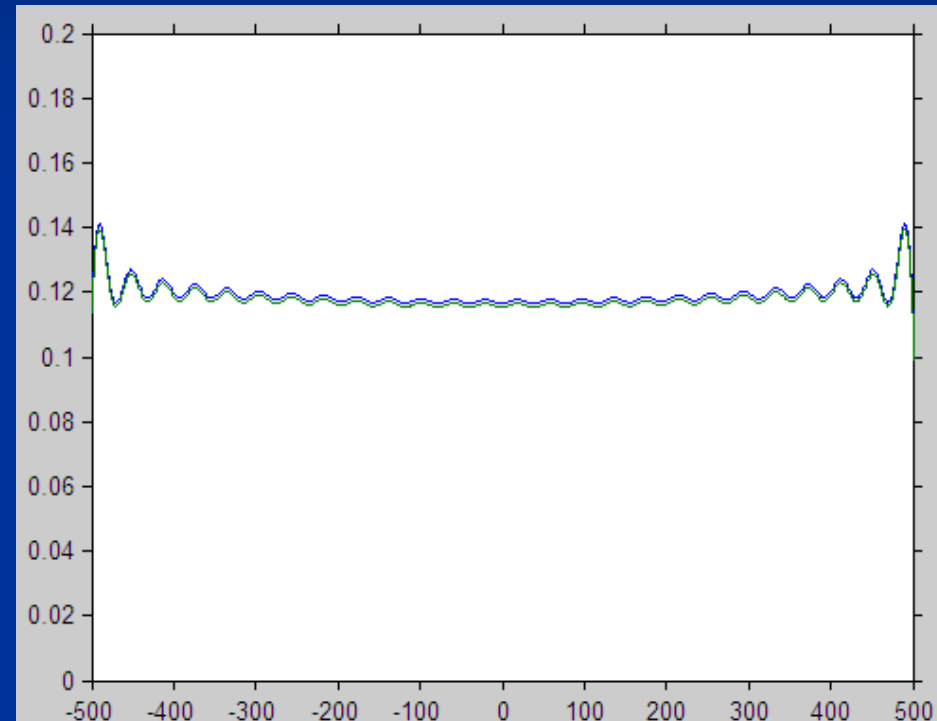
$$\mathbf{a} = (1, 1, 0)$$

Extreme Spectral Bandwidth

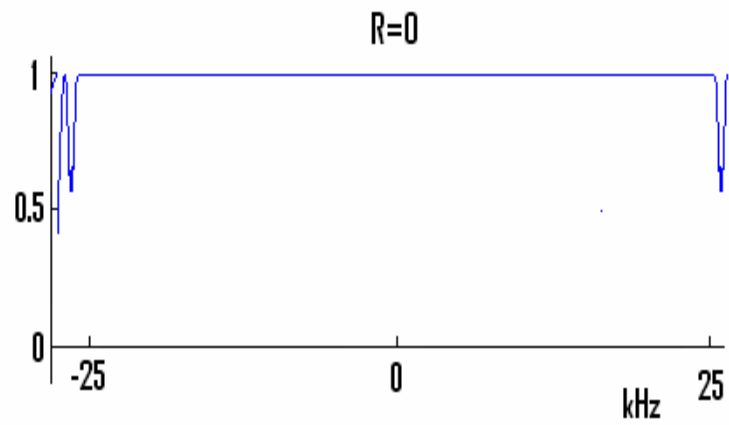
EPR Applications?



50 μ s RF pulse
RF_{max} = 15 kHz



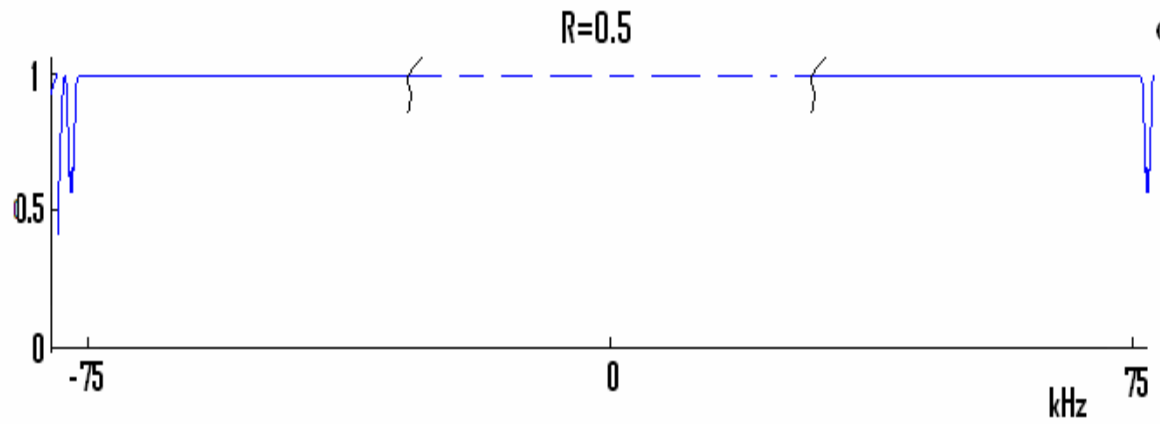
M_x as function of offset ± 500 kHz



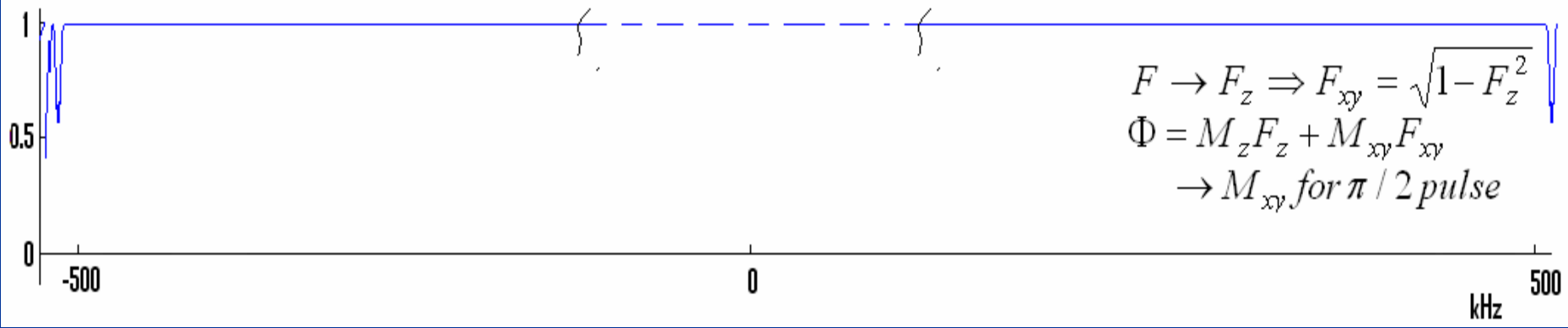
$$F = \cos \varphi \cdot \hat{x} + \sin \varphi \cdot \hat{y}$$

$$R(\Delta\omega \cdot Tp)$$

$$\Phi = \langle F | M \rangle = \vec{M} \cdot \vec{F}$$



R Unconstrained



$$F \rightarrow F_z \Rightarrow F_{xy} = \sqrt{1 - F_z^2}$$

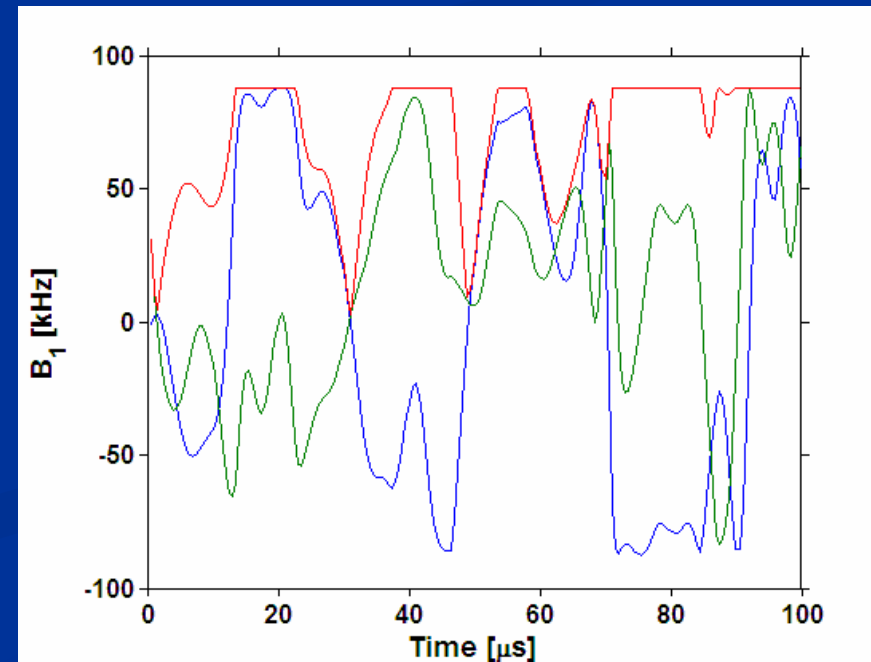
$$\Phi = M_z F_z + M_{xy} F_{xy}$$

$$\rightarrow M_{xy} \text{ for } \pi / 2 \text{ pulse}$$

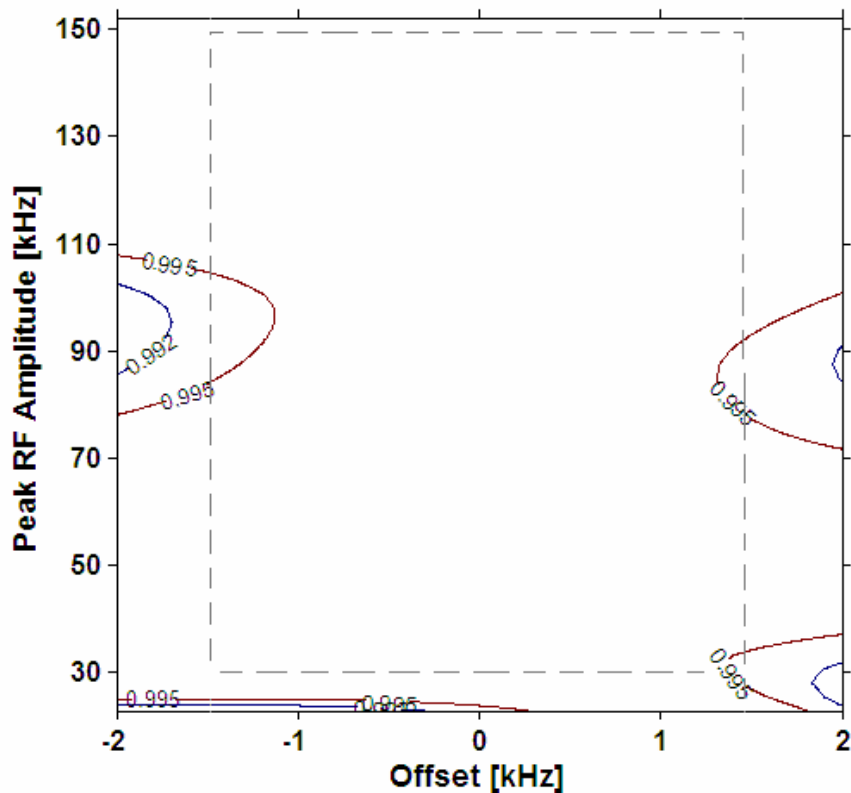
Extreme Tolerance to RF Inhomogeneity

Toroid Cavity Detectors

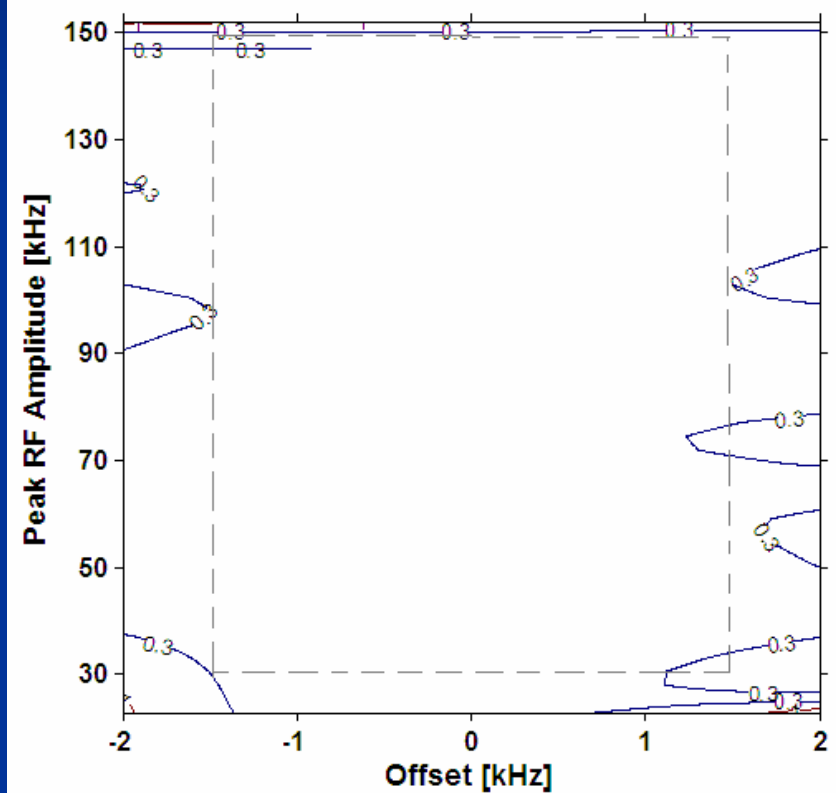
- High P (\rightarrow 300 barr), T (\rightarrow 250 °C)
 - Monitor *in situ* catalytic reactions
- Large RF gradient (factor of 5-10)
- Chemical shift imaging



Extreme Tolerance to RF Inhomogeneity



M_x as function of offset and inhomogeneity.



Phase deviation from x-axis (in degrees) as function of offset and inhomogeneity.

Relaxation-Compensated Broadband Excitation Pulses

$$\dot{\mathbf{M}}(t) = \boldsymbol{\omega}_e(t) \times \mathbf{M}(t) + D[\mathbf{M}_0 - \mathbf{M}(t)]$$

$$D = \begin{pmatrix} 1/T_2 & 0 & 0 \\ 0 & 1/T_2 & 0 \\ 0 & 0 & 1/T_1 \end{pmatrix}$$

$$h(t) = \boldsymbol{\lambda}(t) \cdot \dot{\mathbf{M}}(t) = \boldsymbol{\lambda} \cdot [\boldsymbol{\omega}_e \times \mathbf{M} + D(\mathbf{M}_0 - \mathbf{M})]$$

$$\dot{\mathbf{M}} = \partial h / \partial \boldsymbol{\lambda}$$

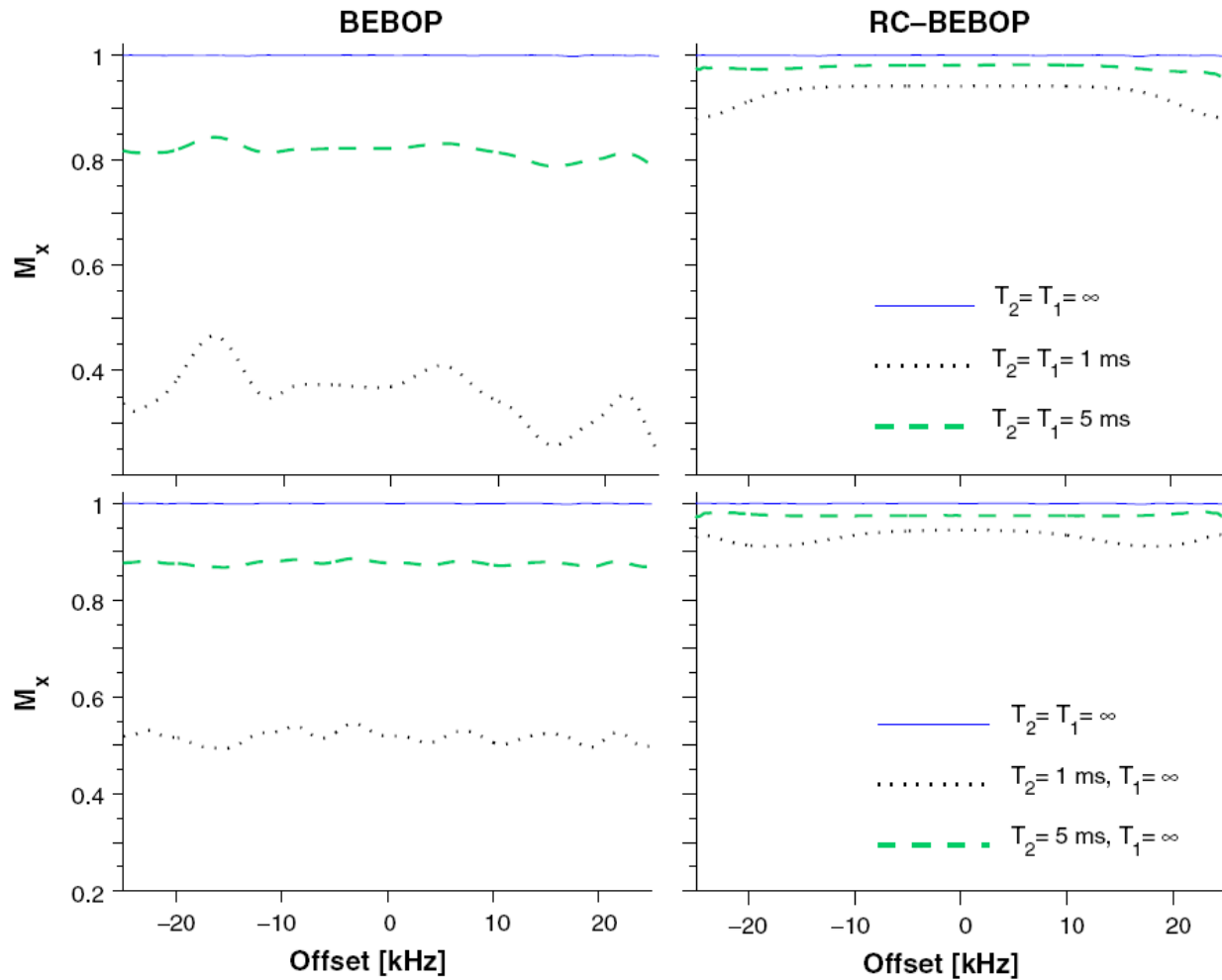
$$\begin{aligned} \dot{\boldsymbol{\lambda}}(t) &= -\partial h / \partial \mathbf{M} \\ &= \boldsymbol{\omega}_e(t) \times \boldsymbol{\lambda}(t) + D\boldsymbol{\lambda}(t) \end{aligned}$$

$$\boldsymbol{\lambda}(t_p) = \partial \Phi / \partial \mathbf{M}$$

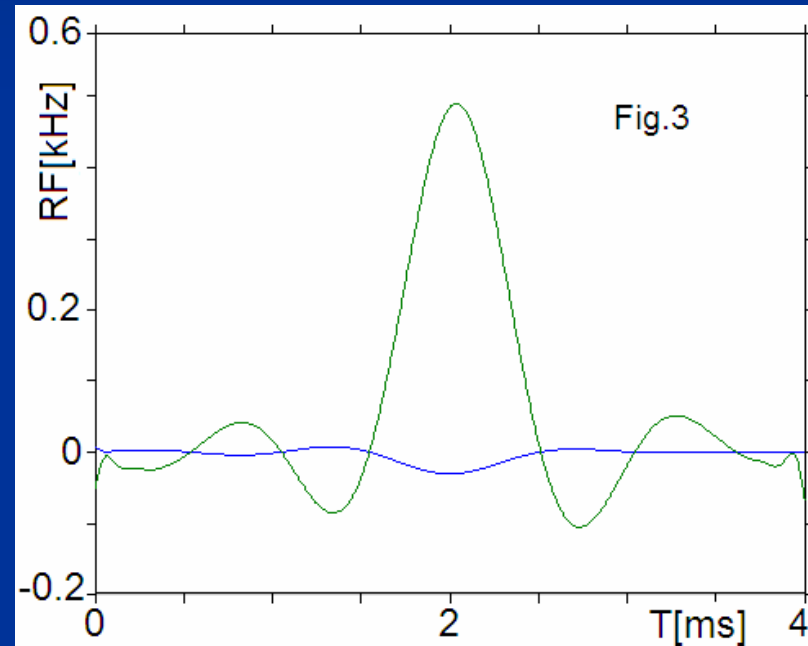
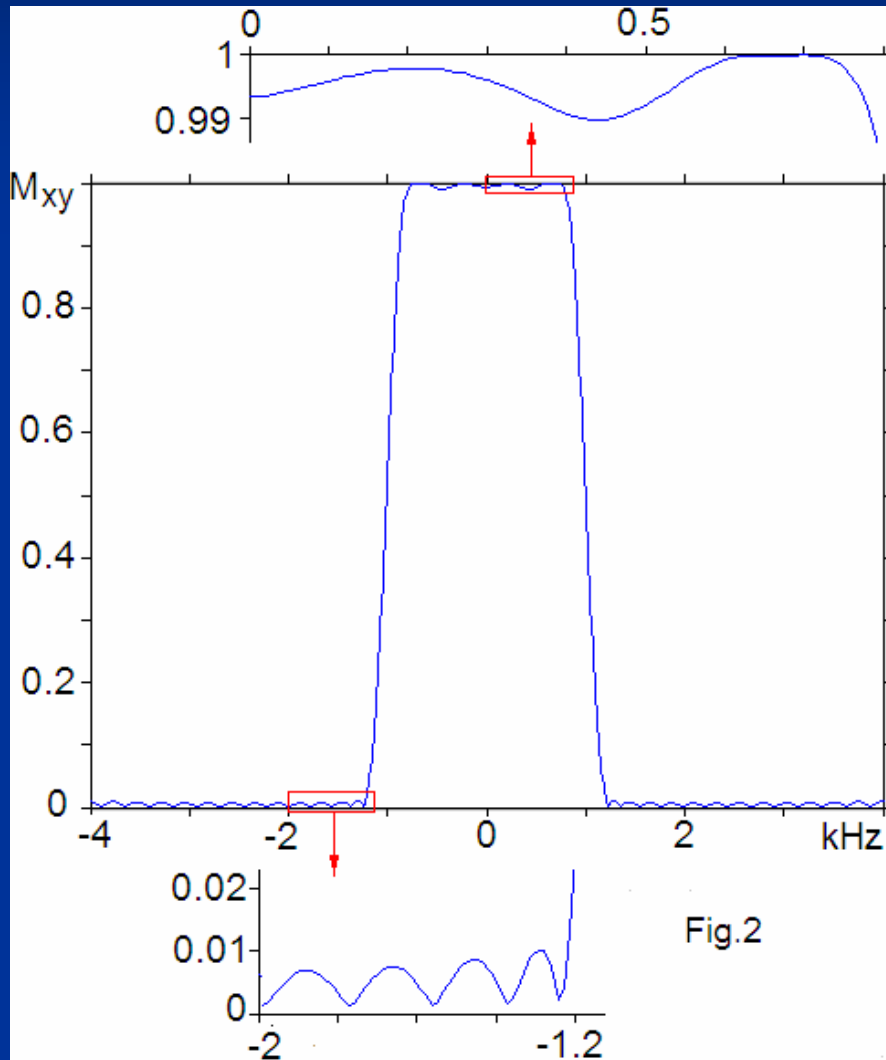
$$\Phi = \mathbf{M}(t_p) \cdot \mathbf{F}$$

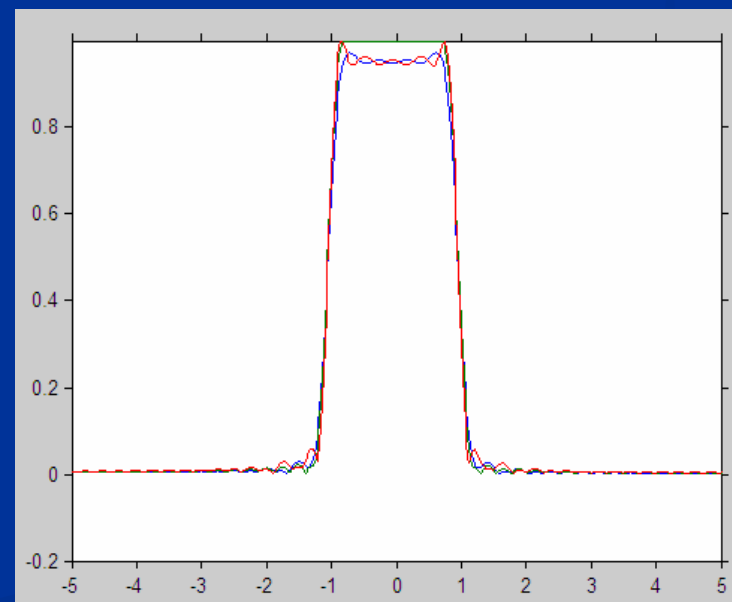
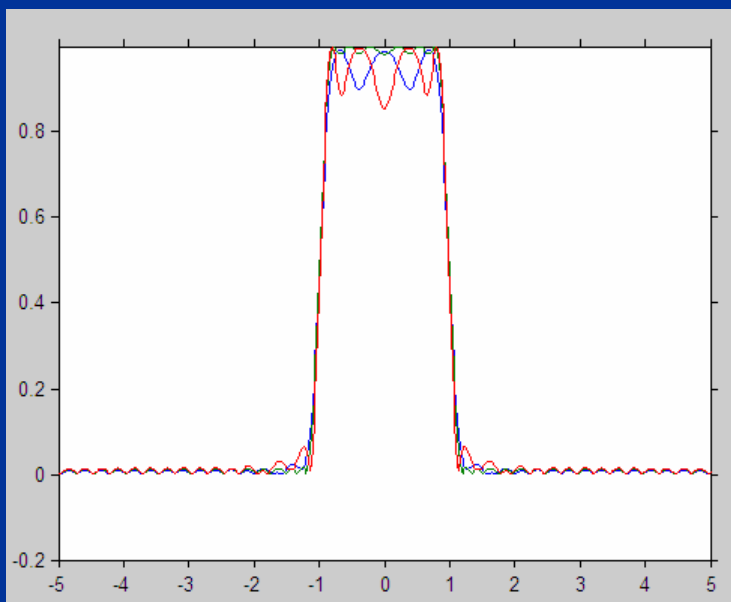
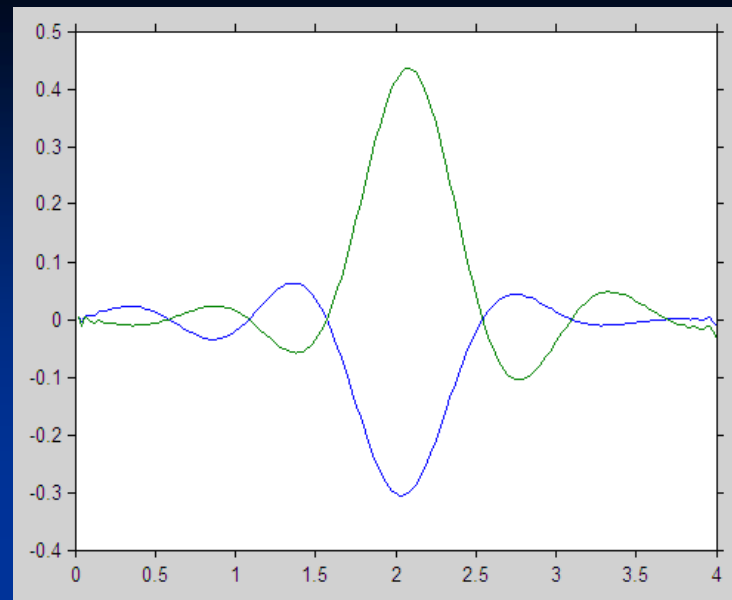
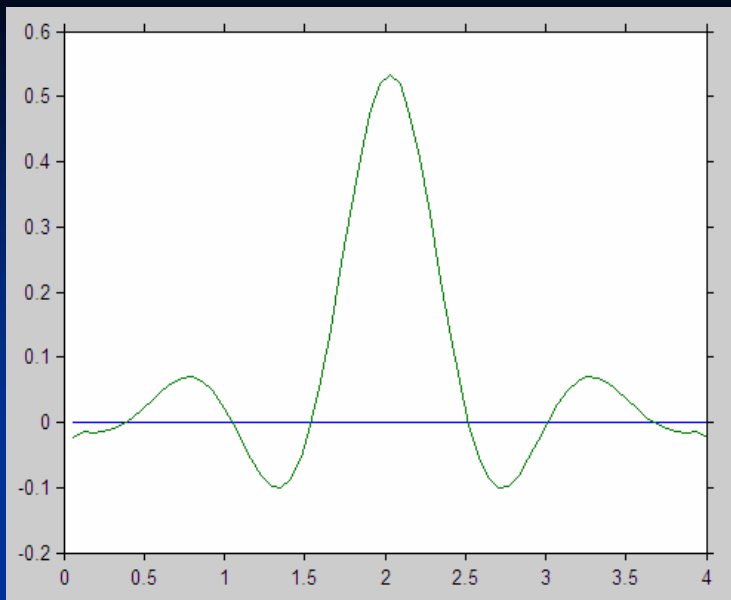
$$\boldsymbol{\lambda}(t_p) = \mathbf{F}$$

Calibration-free BEBOP pulse, $t_p = 1$ ms



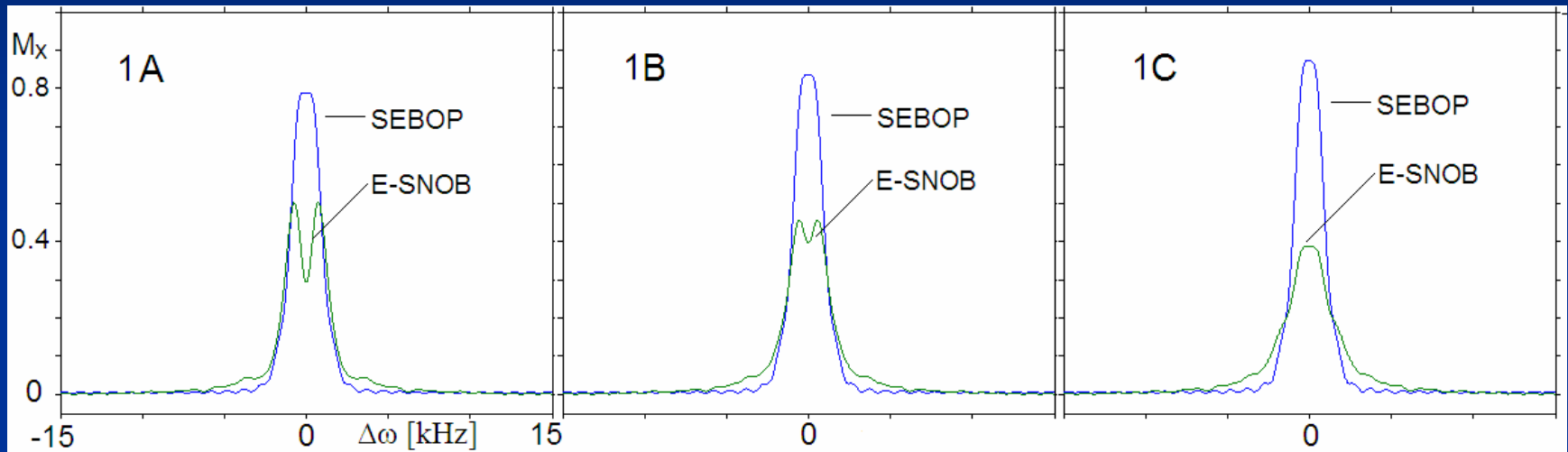
Empirical Relations for OC Selective-Pulse Design





SLR (left) and OC (right) Pulse and Slice Profile
 Ideal RF (green) Ideal + 20% (red) Ideal - 20% (blue)

Relaxation-Compensated Selective Pulses

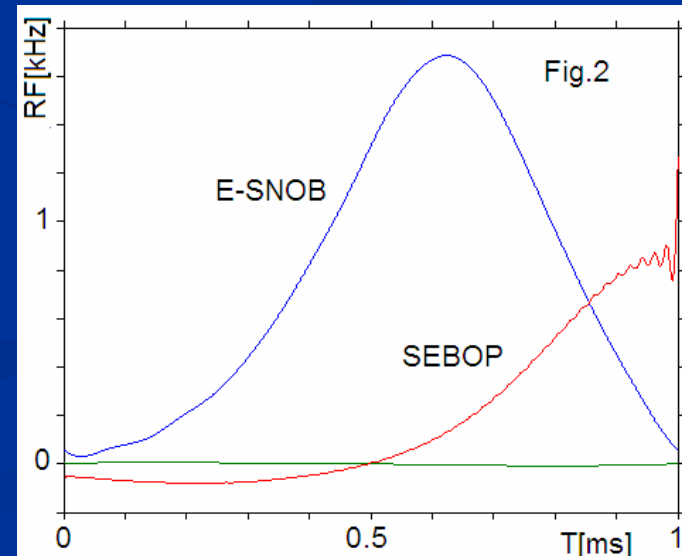


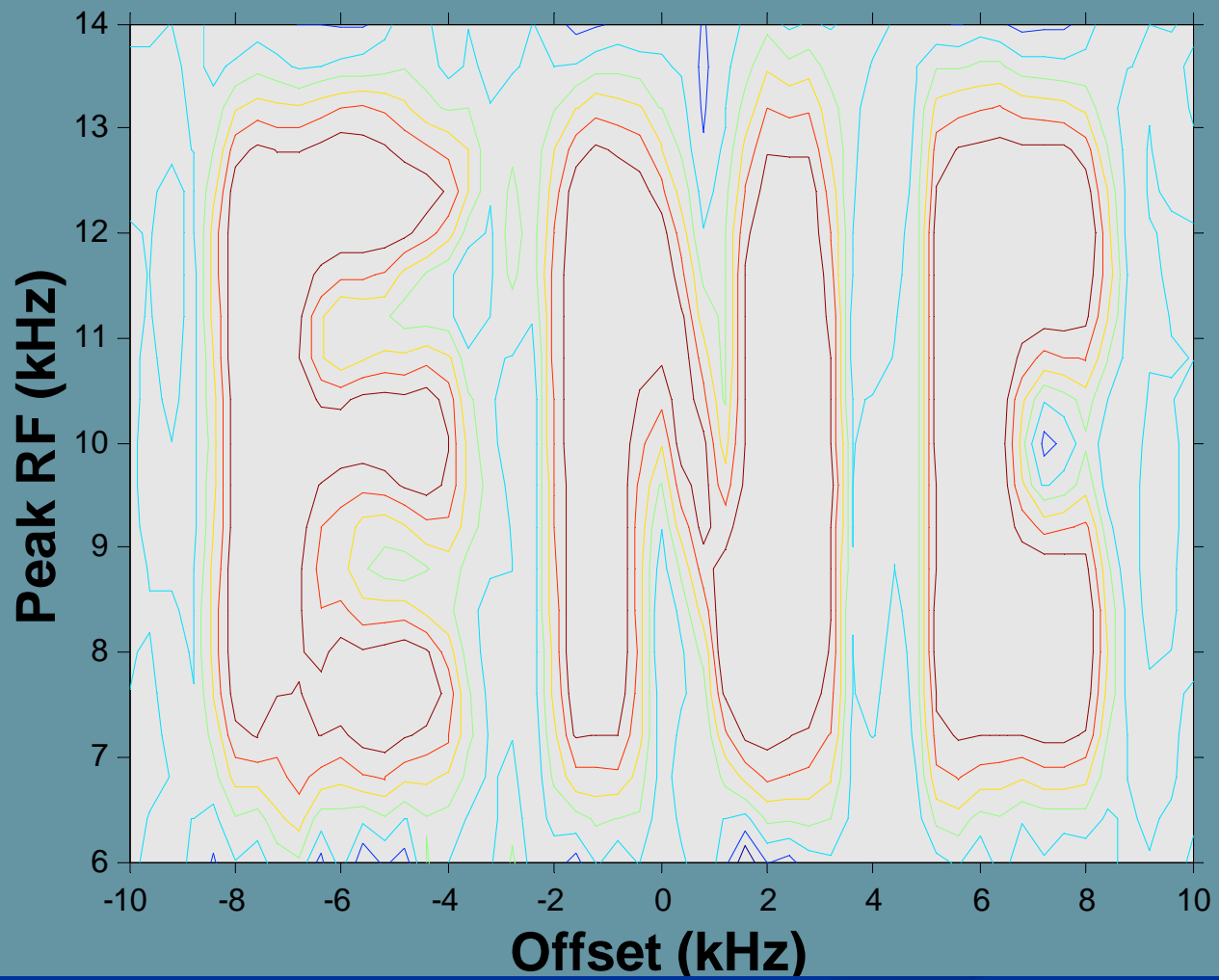
Simulated performance (M_x versus frequency offset $\Delta\omega$) for the case $T_p = T_1 = T_2 = 1$ ms.

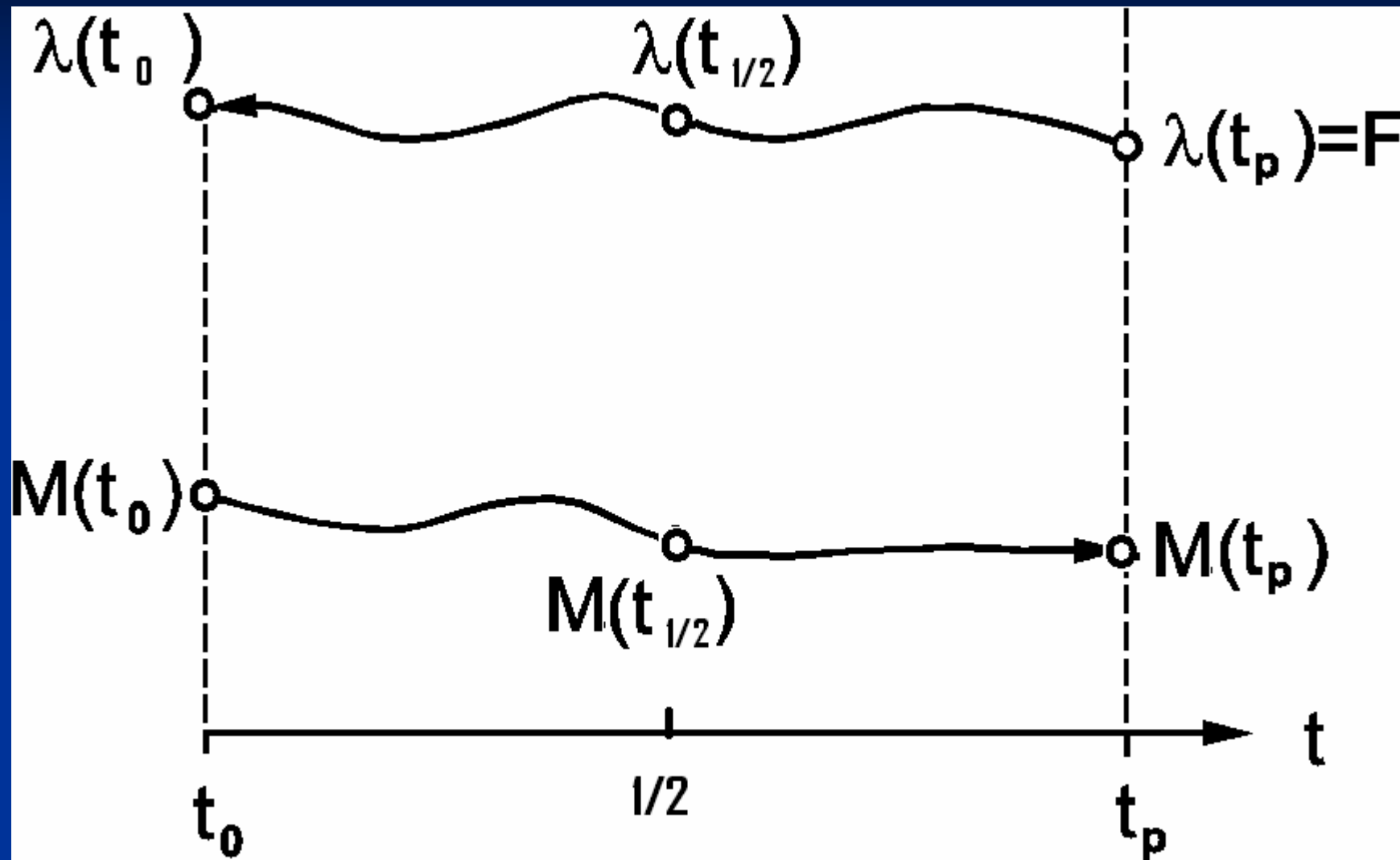
RF field inhomogeneity

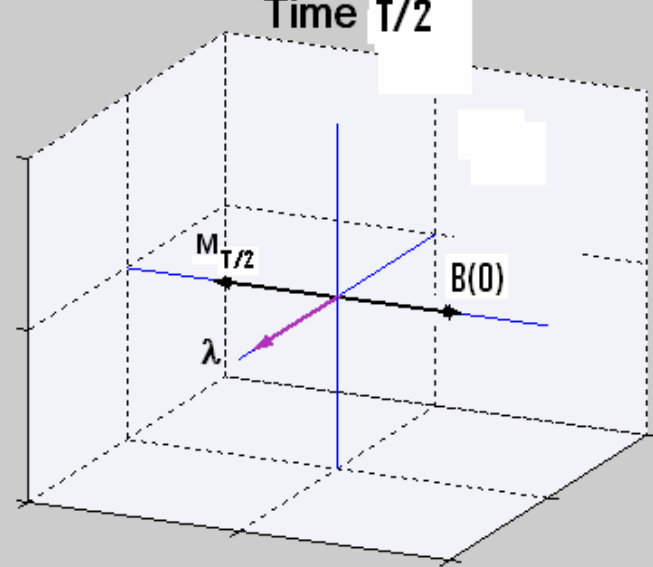
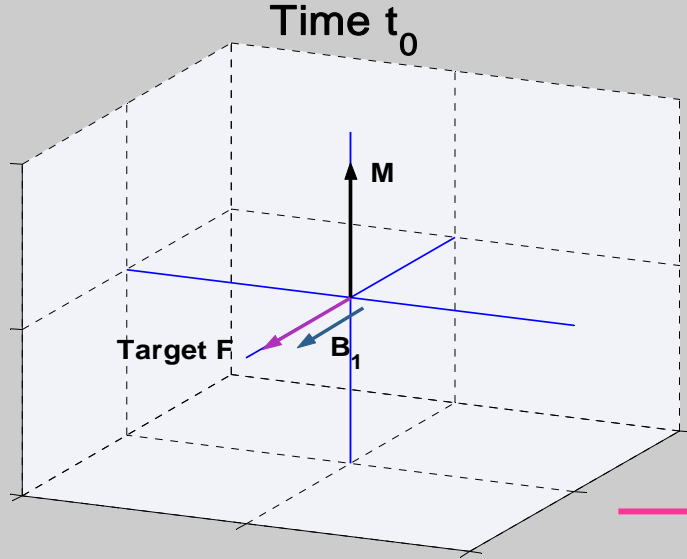
A) -10%, **B)** 0%, and **C)** +10%.

SEBOP uses less power.









$$B_1(0) \rightarrow (1/\alpha)\vec{M}_0 \times \vec{\lambda}_0$$

$$M_0 \rightarrow M_{T/2} = \sin(\theta)\hat{x} + \cos(\theta)\hat{z}$$

$$\theta = 2\pi B_1 T / 2 = \pi / 4B_1 = \pi / (4\alpha)$$

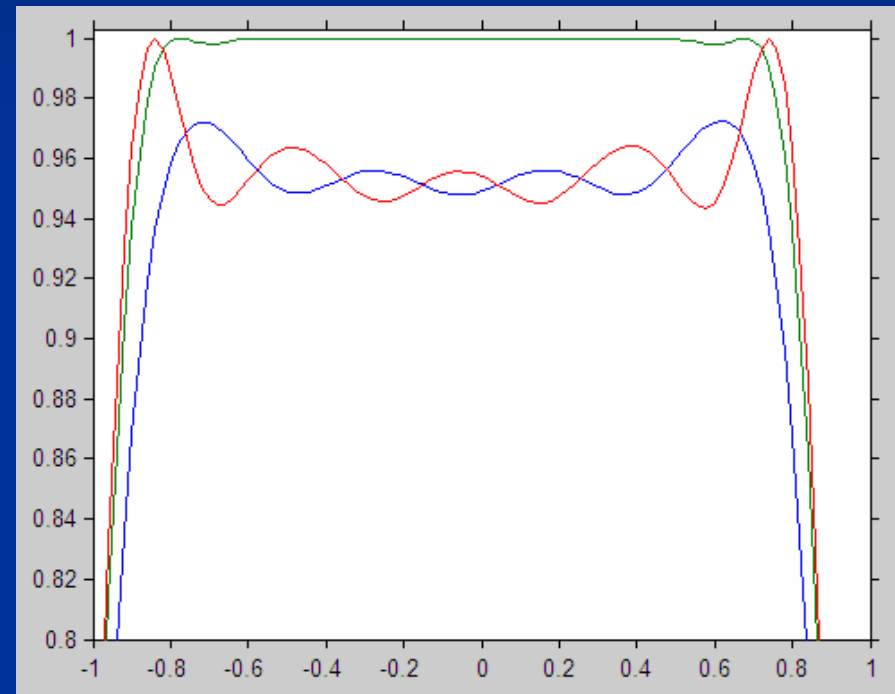
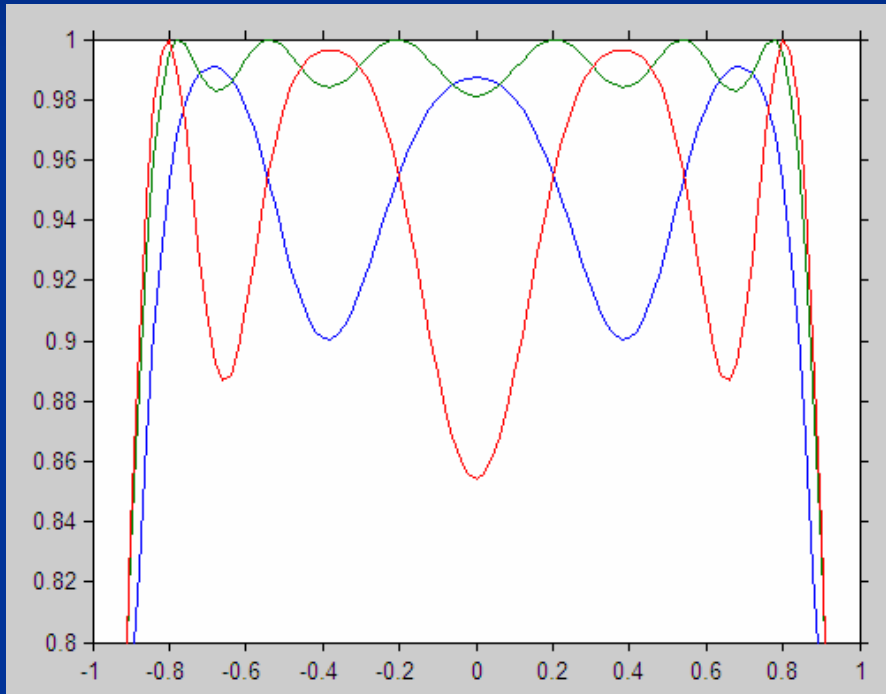
$$B_1(T/2) \rightarrow (1/\alpha)\vec{M}_{T/2} \times \vec{\lambda}_{T/2}$$

$$= (1/\alpha)\cos(\theta)\hat{y}$$

$$M_{T/2} \rightarrow M_T = \sin(\theta')\hat{x} + \cos(\theta')\hat{z}$$

$$\theta' = \pi / 4B_1(T/2) \leq \theta \ni [0, \pi / (4\alpha)]$$

$$\ni [0, \pi / (4\alpha)]$$

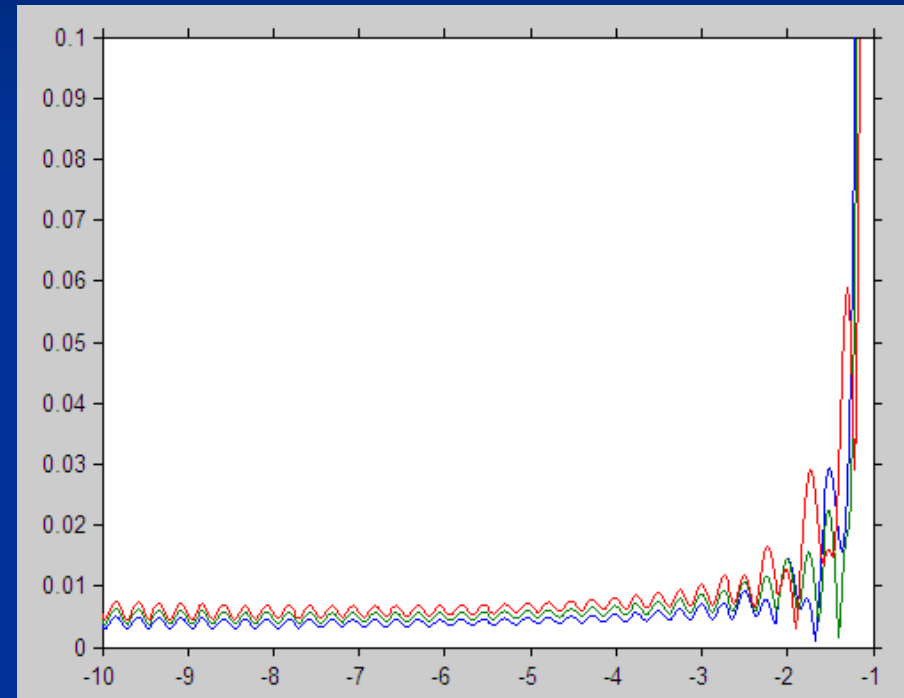
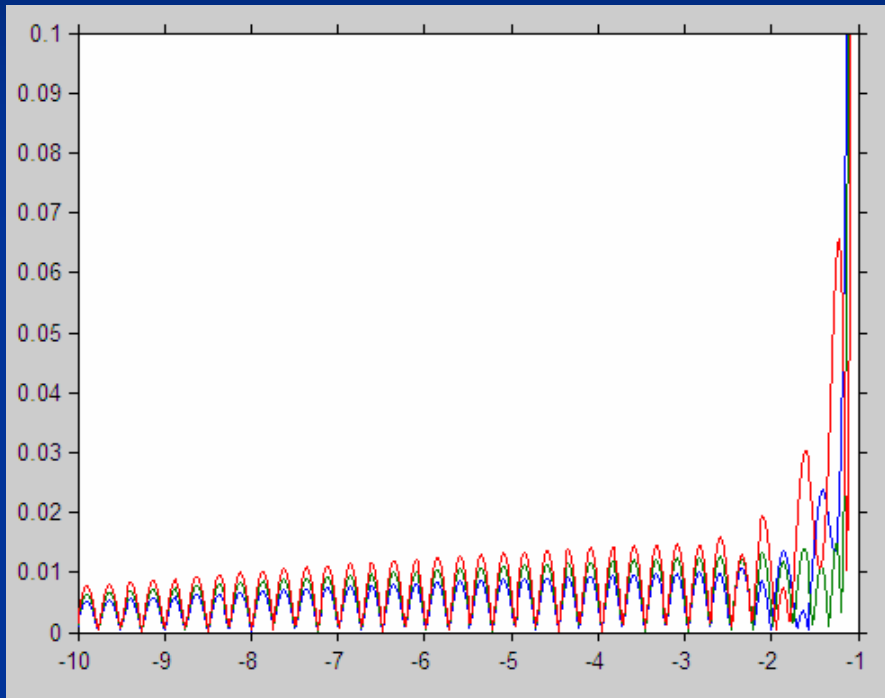


SLR (left) and OC (right) passband

Ideal RF (green)

Ideal + 20% (red)

Ideal - 20% (blue)

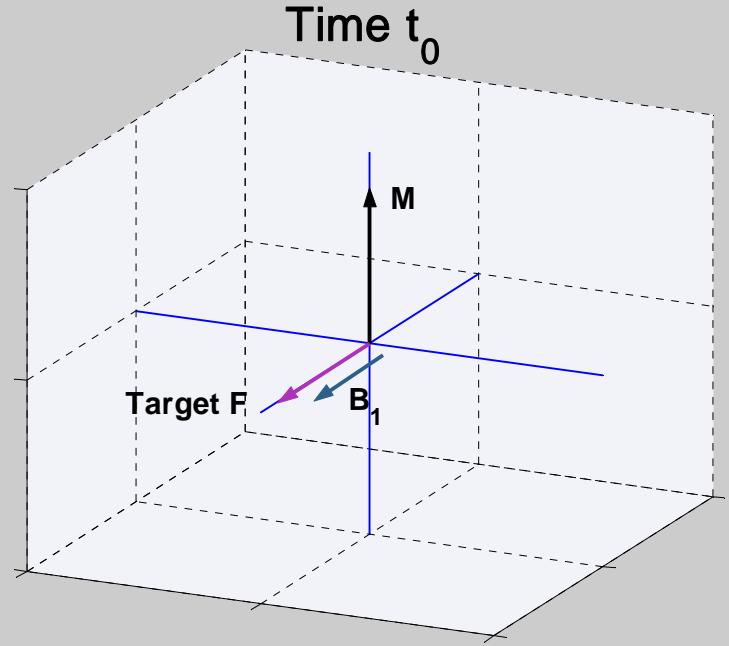


SLR (left) and OC (right) stopband

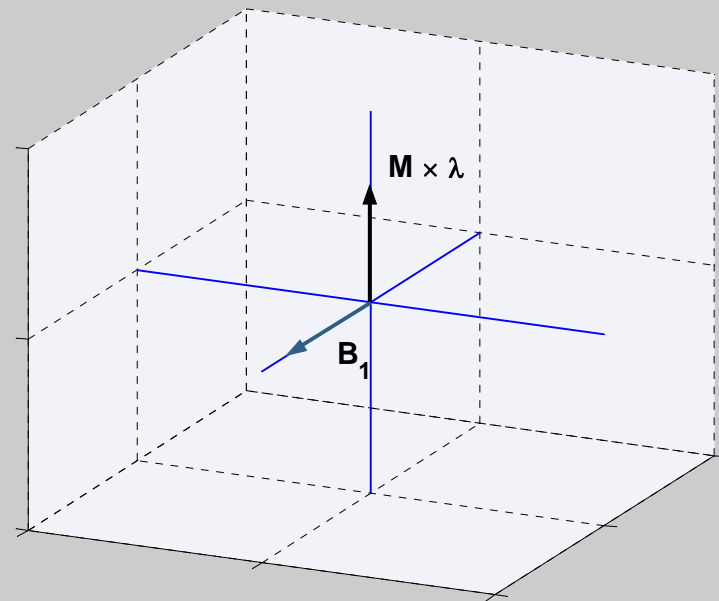
Ideal RF (green)

Ideal + 20% (red)

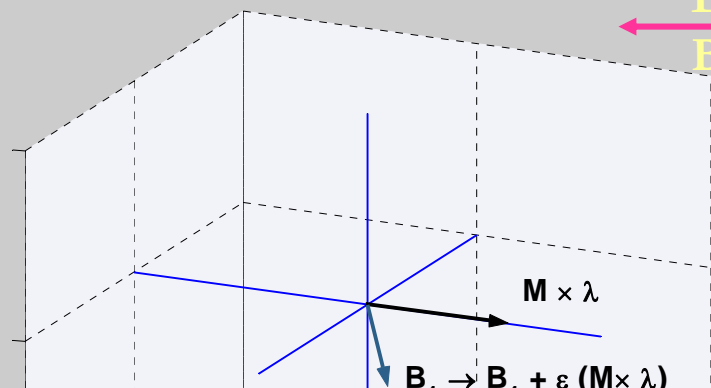
Ideal - 20% (blue)

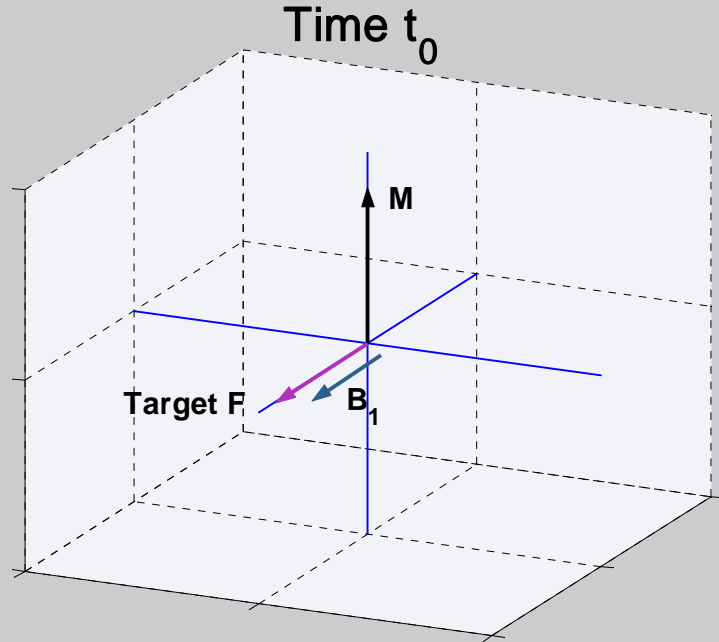


Evolve
Forward

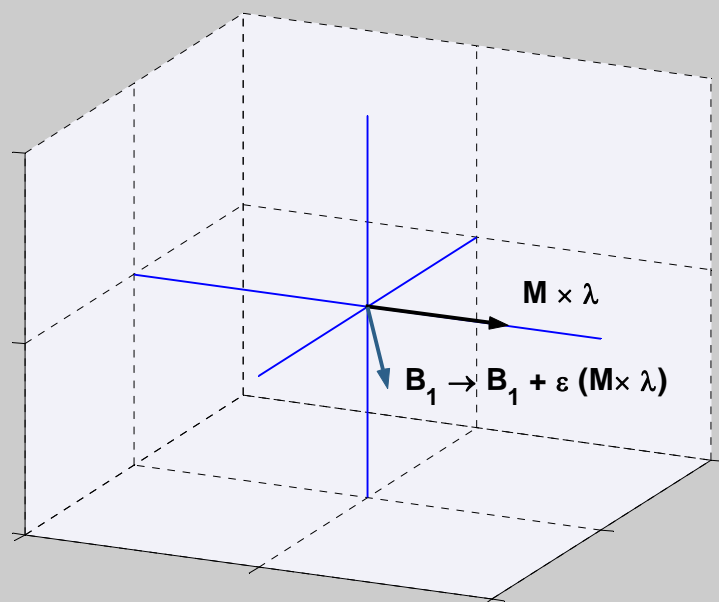


Evolve
Backward

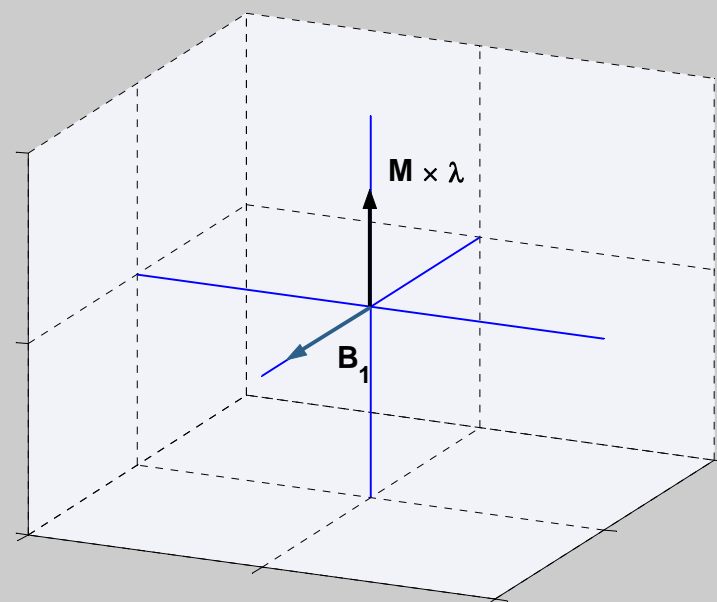


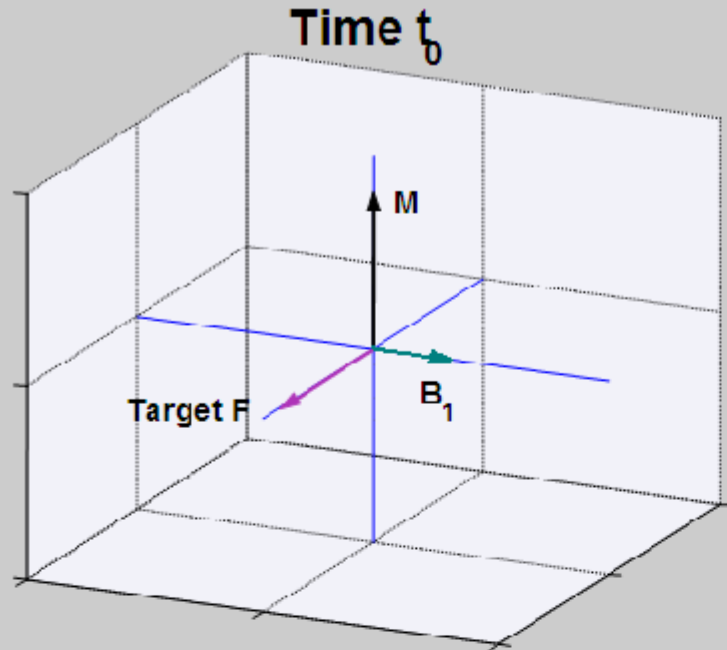


Evolve
Forward

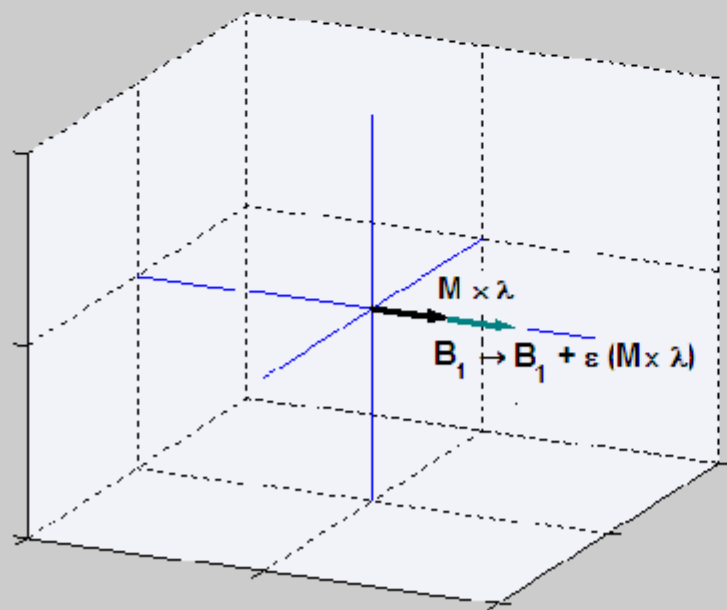
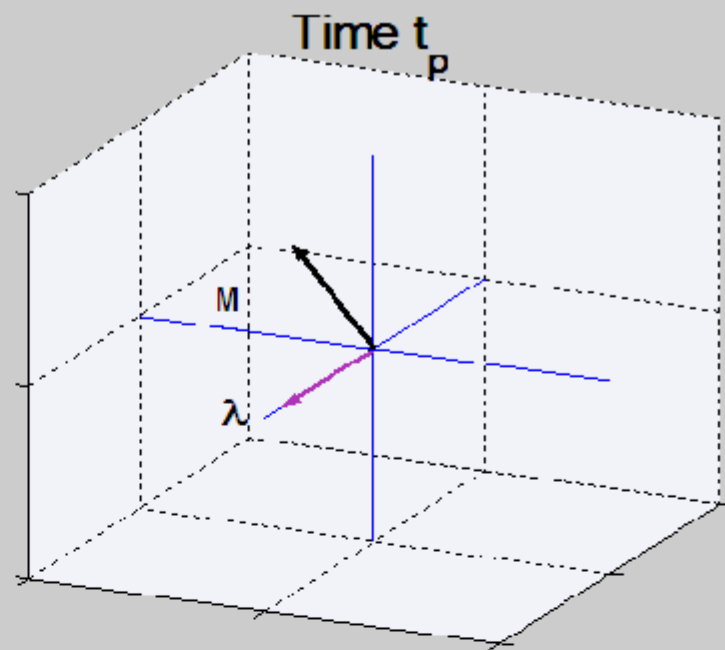


Evolve
Backward

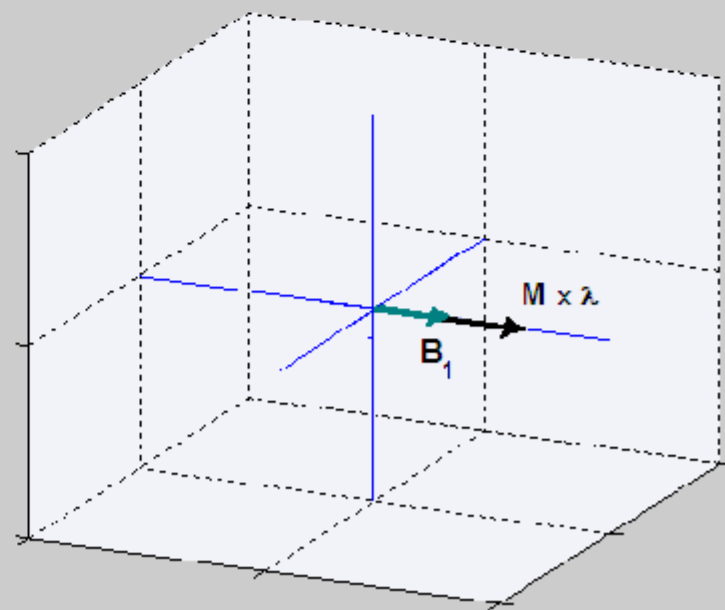


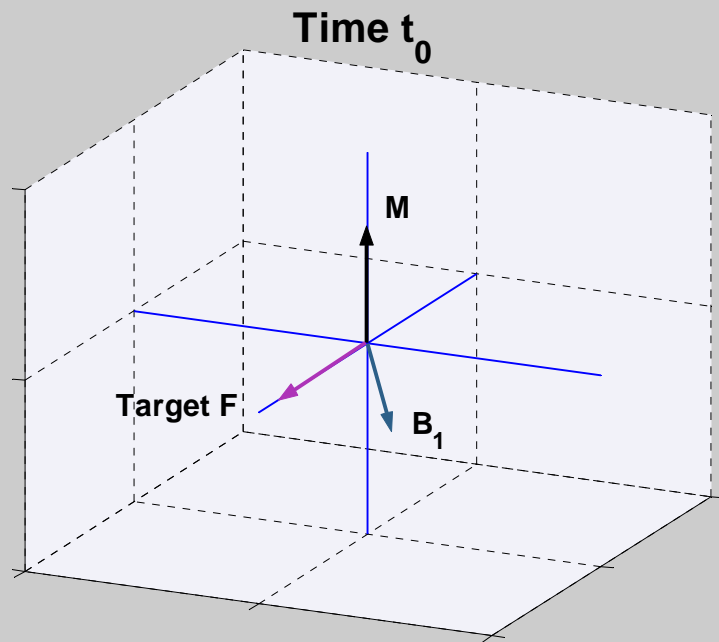


Evolve
Forward

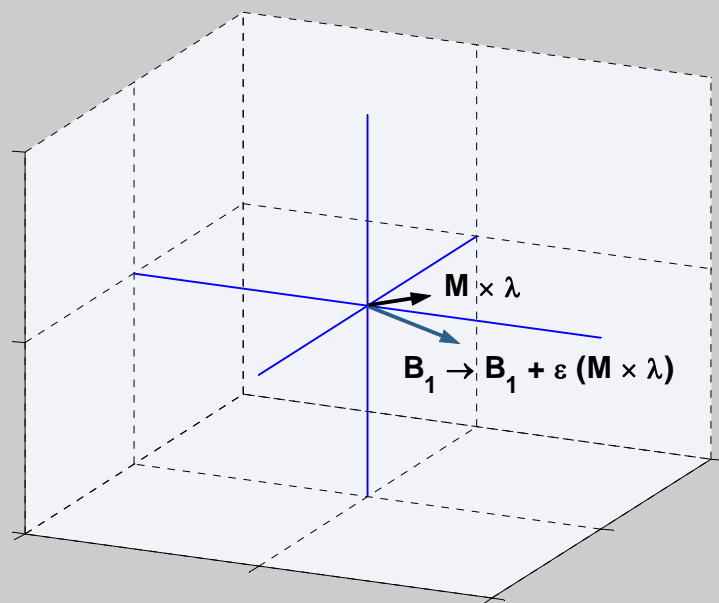
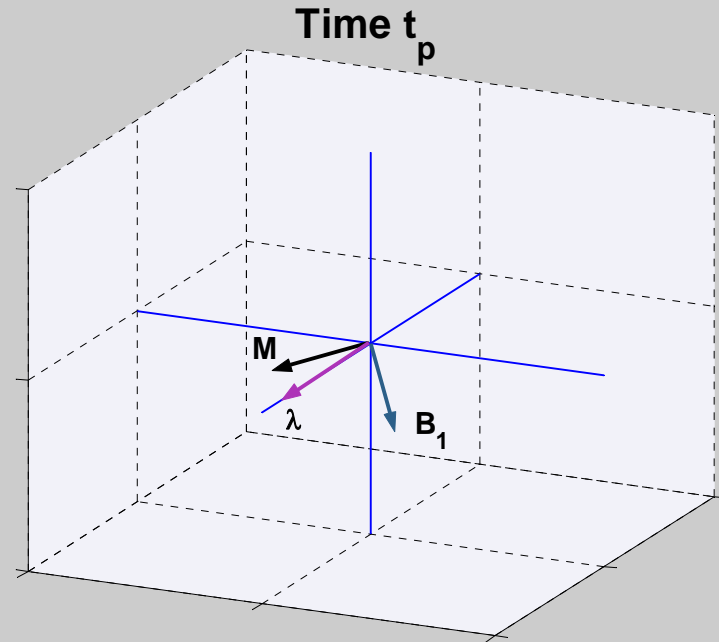


Evolve
Backward





Evolve
Forward



Evolve
Backward

