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BASICS OF ULTRASONOGRAPHY



Preparatory Work

- Oltrasound Physics
 - <u>http://www.nysora.com/mobile/regional-</u> <u>anesthesia/foundations-of-us-guided-nerve-blocks-</u> <u>techniques/index.1.html</u>
- Basic Ultrasound Handling
 - https://www.youtube.com/watch?v=q2OtUKHrrUc
 - https://www.youtube.com/watch?v=Q9Tt83BNbol
- Supraclavicular Block
 - https://www.youtube.com/watch?v=ztOlvfjsB-U
- Popliteal Block
 - https://www.youtube.com/watch?v=kzhSiQBPE7s

Frequency

- Number of cycles of a sound wave per unit of time; cycles/sec ---Hertz.
- F = propagation velocity / wavelength
- Reciprocal of the period (time between successive specific reference points). F=1/P
- Audio frequencies: 20-20000Hz (range of human hearing).
- Ultrasonic frequencies are above 20.000Hz.
- Ultrasounds machines utilizes frequencies in the range of 2-10 MHz some intracardiac probes use 30 MHz.

Wavelength

- Distance between corresponding reference points (peaks or valleys) on adjacent cycles of a sound wave.
- Frequency and wavelength are related when defining velocity of propagation of a sound wave in a medium by the following equation: Vp = Frequency x Wavelength.
- Amplitude is the distance from the baseline to the peak and is defined in units of pressure

- Power of a sound wave is the rate of energy delivered and it is proportional to the pressure amplitude squared >>Watts
- Intensity is the power per unit area: watts/cm².
- The output of an ultrasound machine is specified as intensity.

- Power = Watts
- Intensity= Power/area (watts/cm²)
- Decrease of intensity= Attenuation
- Increase of intensity = Amplification





- Speed of propagation of sound in soft tissues and blood is approx = 1540 m/s (1.54 mm/usec).
- Speed of propagation of sound in air approx: 330 m/s)
- Speed of propagation changes inversely with density and directly with stiffness.
- Speed of propagation is higher in Solids>>Liquids>>Gases.
- Bone 4000 m/s blood:1540m/s lung: 500m/s







Ultrasound waves interaction with tissues

- Image formation depends on the wave reflections occurring at the interfaces between different media.
- Strength of the reflection depends on the difference of acoustic impedance between the 2 media.
- AI_{media} = Density_{media} x Propagation speed_{media}
- Density differences is more important.
- Blood fat >>> blood muscle



Ultrasound waves interaction with tissues

- Attenuation
- Reflection
- Scattering
- Refraction

Attenuation

- Energy loss Amplitude of original signal decreases as it passes through tissues (depth of penetration).
- A big % of attenuation is due to absorption ----Heat production, reflection and scattering.
- Measured in Decibels.
- Every tissue has its own Attenuation Coefficient.
- The higher the coefficient, the more attenuated the ultrasound wave is by the specific tissue.
- Bone>>>Muscle>Kidney>liver>Fat>Blood>Water

Attenuation

- Frequency dependent; lower U/S frequencies penetrate deeper and get less attenuated.
- The depth of penetration for adequate imaging is limited by aprox 200 wavelengsths.

1 MHz	30 cm
5 MHz	6.0 cm
20 MHz	1.5 cm

Reflection

- Difference in Acoustic impedance between structures.
- Conducting gel is important!!!





Scattering

- Caused by structures with less than 1 wavelength of lateral dimension.
- Ultrasound energy is radiated in multiple directions.
- A small portion reaches the transducer, with amplitudes 100- 1000 times less (40-60 dB) than amplitudes from specular reflectors signals

Scattering: Occurs when incident waves encounter structure that Is not perfectly smooth. Weaker returning signal. Is the basis of Doppler ultrasonography --- Red cells

Refraction

 Deflection or Bending of obliquely emitted ultrasound waves from a straight path as they pass through a medium with different propagation velocities.















Transducers

- Electrical energy Acoustic energy
- Piezoelectric effect (piezein tight. Squeeze)
- Piezoelectric crystals/ceramics.
- Short pulse duration improves axial resolution.





Transducers

- Mechanical sector scanner
- Phased Array / Vector Array
- Linear Array/Curvilinear array
- Annular Array



Mechanical sector scanners

- Mechanical steering sector (pie shaped)
- Motor in transducer that rotates the beam line through an arc creating a sector shaped Field of view.
- Example: TEE

Linear array

- Elements are arranged in line.
- Electronically stimulates a subset of this elements at a time.
- Ultrasound pulse emitted perpendicular to array
- Successive beams are obtained by shifting the subsets of excited elements across the face of the array.
- Advance the beam laterally
- U/S beam is electronically swept across an entire rectangular field.







Curvilinear array.



Hangiandreou, N. B-Mode US: Basic concepts and new Technology. Radiographics 2003;23:1019-33

Phased Array

- Multiple firing of the ultrasound elements achieving a lens like summation wavefront (curved).
- Imagine a "moving front" of narrow scanning along the length of the probe
- can be set to scan ahead of the actual probe position
- Most useful in TTE and TEE





Image formation

- A Mode:
 - Amplitude vs Depth.
 - "Ice pick" view of tissues.
 - Limited use clinically interpretation/movement/ calibration
- M Mode (Motion mode image):
 - "Ice pick" view of tissues.
 - Repetitive sampling over time (1800 times per second).



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Image formation

- B Mode (Brightness mode):
 - Tomographic 2-D ultrasound image.
 - Scans U/S beam (mechanically or electronically), with (Linear or Phased array)
 - The strength of returned echoes are used to modulate the brightness of points in the image translating it to luminance, hence "Brightness mode" image display.





N= 128, d= 8cm

t = <u>2 x 128 x 80mm</u> 1.54 *u*s 128 lines are scanned to cover 90° = Sector

A complete scan of a sectors forms a Frame

Time to generate one frame

<u>2 x n x d</u> c

n= # of scan lines in frame
 d= maximum depth of sector
 c= velocity of propagation

= aprox 13 ms ----- 76 frames per second



Color Flow Doppler

- Allows us to assess motion (ex: bloodflow) in real time
- Based on movement of RBC's or a moving fluid
- Red = toward transducer
- Blue = away from transducer

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Improving image quality

