

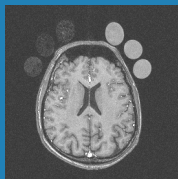
## COST B11 - Heidelberg

**TR**  
Dependence of texture data

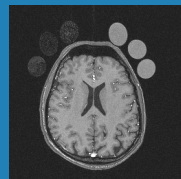
## Heidelberg images

- \* TEX06001.ima - TR=30
- \* TEX06004.ima - TR=40
- \* Sequence fl3d\_6b195.wkc

## Images

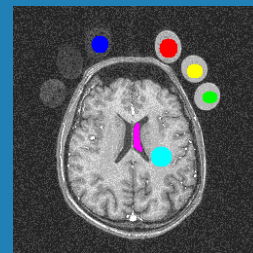


TEX06001.ima  
TR = 30



TEX06004.ima  
TR=40

## ROI file



1. Red = coarse foam
2. Green = empty
3. Blue = Spheres 2->3.2
4. Cyan = white matter
5. Magenta = CSF
6. Yellow = middle foam

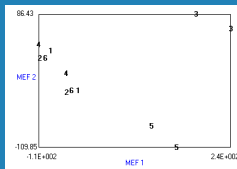
## Analysis

**Mazda** → **Convert** → **B11**

## Method of analysis

- \* We need to agree the exact method of analysis to be used
- \* Mazda/Convert/B11 have many options !
- \* Following is an example only

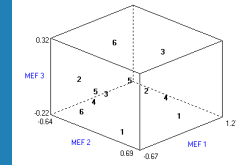
## Principal Component Analysis



First Order Parameters

1. Red = coarse foam
2. Green = empty
3. Blue = Spheres 2->3.2
4. Cyan = white matter
5. Magenta = CSF
6. Yellow = middle foam

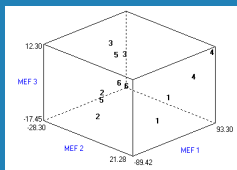
## Principal Component Analysis



Gradient Parameters

1. Red = coarse foam
2. Green = empty
3. Blue = Spheres 2->3.2
4. Cyan = white matter
5. Magenta = CSF
6. Yellow = middle foam

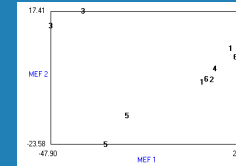
## Principal Component Analysis



Run Length Parameters

1. Red = coarse foam
2. Green = empty
3. Blue = Spheres 2->3.2
4. Cyan = white matter
5. Magenta = CSF
6. Yellow = middle foam

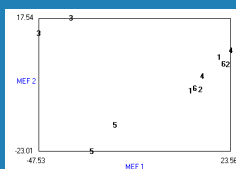
## Principal Component Analysis



Co-occurrence Parameters (1,0)

1. Red = coarse foam
2. Green = empty
3. Blue = Spheres 2->3.2
4. Cyan = white matter
5. Magenta = CSF
6. Yellow = middle foam

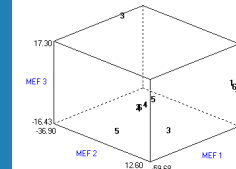
## Principal Component Analysis



Co-occurrence Parameters (0,1)

1. Red = coarse foam
2. Green = empty
3. Blue = Spheres 2->3.2
4. Cyan = white matter
5. Magenta = CSF
6. Yellow = middle foam

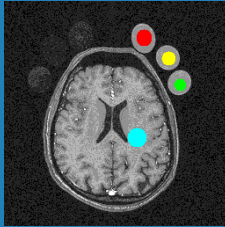
## Principal Component Analysis



Co-occurrence Parameters (1,1)

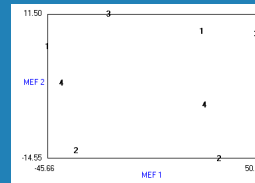
1. Red = coarse foam
2. Green = empty
3. Blue = Spheres 2->3.2
4. Cyan = white matter
5. Magenta = CSF
6. Yellow = middle foam

## Another ROI file



1. Red = coarse foam
2. Green = empty
3. Cyan = white matter
4. Yellow = middle foam

## Principal Component Analysis



1. Red = coarse foam
2. Green = empty
3. Cyan = white matter
4. Yellow = middle foam

First Order Parameters

## Conclusions

- \* Method of analysis needs established
- \* Need more TR values
- \* Decision needed on what texture parameters to concentrate on