



A GPU/CPU implementation for imaging and therapy applications

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Introduction



GATE

- Open source project (GPL)
- Monte Carlo simulation platform based on Geant4²
- Medical imaging and particle therapy

http://www.opengatecollaboration.org



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отім



Monte Carlo simulation

- Very computationally demanding research and clinical environment application
- Computer cluster financial burden and availability issue



Objective



Graphics Processing Unit (GPU)

- High processing performance at a reduced cost

- Used GPU for Monte Carlo simulation¹⁻³
- Medical applications within GATE software
- Enhance GATE computational efficiency





A small cluster on a single conventional workstation

Objective



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A small cluster on a single conventional workstation



Hybrid GATE

- Possible to track particles alternatively on GPU or CPU
- No limitation on simulation possibilities





French ANR-09-COSI-004 february 2010 – march 2013 (36 months)

hybrid GATE

feasibility studies to speed up GATE simulation by using CPU/GPU

Partners:

LaTIM - D.Visvikis (+1) - PL IPHC - D. Brasse (+3) CPPM - C. Morel (+2) CREATIS - D. Sarrut (+3) IMNC - I. Buvat (+2) SHFJ - S. Jan (+1)

http://hgate.univ-brest.fr





GPU architecture





Kernel (program code)

SM 0								
	SP	SP	SP	SP				
	SP	SP	SP	SP				
SM 1	SM 1							
	SP	SP	SP	SP				
	SP	SP	SP	SP				
SM 2	SM 2							

Streaming processor (SP)



NVIDIA GTX680 1536 SPs @ 1 GHz



GPU architecture





Kernel (program code)

SM 0								
	SP	SP	SP	SP				
	SP	SP	SP	SP				
SM 1								
	SP	SP	SP	SP				
	SP	SP	SP	SP				
SM 2	SM 2							

Streaming processor (SP)



IS36 SPs @ I GHz



Thousands of particles are simulated in parallel



Monte Carlo simulation on GPU



yes





Particles buffer

Still active

particles?

••• (

Navigation Kernel

(one step)

exit

no



Photon' navigation kernel

- I. Read particle' properties energy, position, etc
- 2. Determine the particle location geometry, fetch material information
- 3. Compute cross sections Compton, photoelectric and Rayleigh
- 4. Compute the next interaction distance Including geometry boundary
- 5. Determine the next discrete process
- Move the particle Check world boundary
- 7. Resolve the discrete process Compton, photoelectric and Rayleigh

Monte Carlo simulation on GPU



GPU framework¹ based on Geant4

- Geant4 code on GPU (C++ → C → CUDA)
- Pseudo random number generator
- Electromagnetic effects for photon
- Voxelized geometry navigation



Full agreement between GPU code and Geant4

 Bert J et al.
Geant4-based Monte Carlo simulations on GPU for medical applications
Phys. Med. Biol. 58 (2013) 5593-5611





Cross sections from standard model





Cross sections from Livermore model



Rayleigh scattering

Compton scattering

LOTIM



GPU module for GATE

- Based on this generic GPU framework
- Specific GPU module for medical applications
- Tracking particles inside a voxelized volume (PET, SPECT, CT, and Radiotherapy)
- Voxelized source of particle (PET and SPECT)

GPU module for GATE

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GATE





PET imaging



Source + phantom

- Voxelized phantom from NCAT (thorax)
- 46x63x128 voxels of 4³ mm³
- Tumor in the left lung
- Activity maps (tumor contrast 3:1)
- Back-to-back photon gamma (511 keV)

Detector

- Philips GEMINI PET scanner

Setup



Voxelized activity maps



PET system modeling

PET imaging



Simulation

- Fictitious tracking¹
- Photoelectric effect and Compton scattering
- Acquisition for 10 min

Evaluation study

- Run time to track particles (source+phantom)
- Phantom phase space
- Store coincidences into sinogram

GATE simulation



CPU Intel Core i7 - 3.4 GHz GPU NVIDIA GTX580 512 cores 1.23 GHz

Transmission imaging



Source

- Cone beam (7° aperture angle)
- Photons (mono energy at 80 keV)

Phantom

- Voxelized phantom derived from CT (head & neck)
- 126x126x111 voxels of 2³ mm³

Detector

- Fictive flat panel (counting particles per pixel)
- 300x300 pixels of I² mm²

Setup



Transmission imaging



Simulation

- Regular voxelized navigator (based on Geant4)
- Photoelectric effect and Compton scattering
- Acquisition for 500 million emitted photons

Evaluation study

- Run time to track particles (phantom)
- Phantom phase space
- 2D projection

GATE simulation



CPU Intel Core i7 - 3.4 GHz GPU NVIDIA GTX580 512 cores 1.23 GHz

PET imaging



Run time to track particles:



Phase spaces:



Coincidence sinograms:





Profiles

Transmission imaging



Run time to track particles:



2D projections



GATE



GATE-GPU

Phase spaces:





Profiles

14

Transmission imaging

Setup

Photon

source

GPU





~12 days

CPU Intel Core i7 - 3.4 GHz GPU NVIDIA GTX580 512 cores 1.23 GHz

Conclusion and further work

Conclusion

- GPU modules within GATE: For PET application x61 faster For CBCT application x77 faster
- Both modules will be released in GATE v7 (in 2014)



February 2010 – march 2013

Conclusion and further work



Physics processes

- Handle secondary particles
- Effects for optical photons
- Effects for electrons
- Effects for protons
- Dose deposition (Track Length Estimator)



Secondary particles on GPU

Navigation

- Electron, proton navigation
- Analytical and hierarchical geometry
- Complex geometry (Mesh)
- Optimizations (Octree)
- Hybrid navigator (analytical/voxelized)



Analytical navigator on GPU

Targeting different bio-medical applications (imaging and particle therapy)

Conclusion and further work



Transmission imaging





Intra-operative radiotherapy



Brachytherapy



Electrons - Energy distribution behind a water box (beam of 6 MeV)







Thank for your attention

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