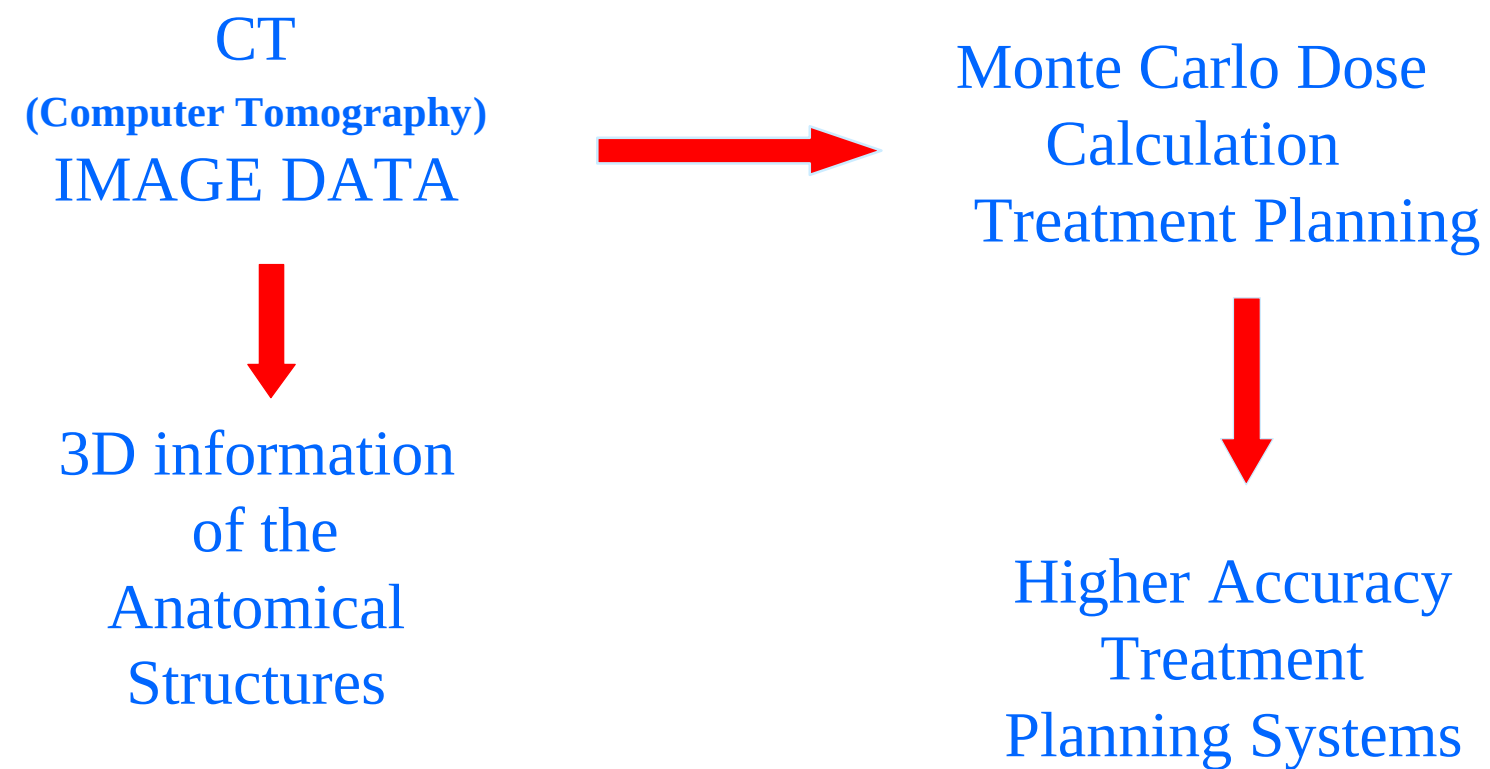


Effect of Voxel Size on Monte Carlo Dose Calculations for Clinical Radiotherapy Photon Beams

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The use of CT in Radiotherapy



CT data Conversion

CT IMAGE DATA



CT NUMBER



Material and Density
Information of the
patient simulation
geometry



Monte Carlo Dose
Calculation Code

$$\text{CT number (HU)} = 1000 \times \frac{\mu_{\text{material}} - \mu_{\text{water}}}{\mu_{\text{water}}}$$

Hounsfield Units

CT Number Conversion Scheme

Material	CT number range	Density range
Air	0-100	0.001-0.1
Tissue	100-1125	0.1-1.125
Bone	1125-3500	1.125-2.65

Voxel (volume element)

An ideal conversion
scheme

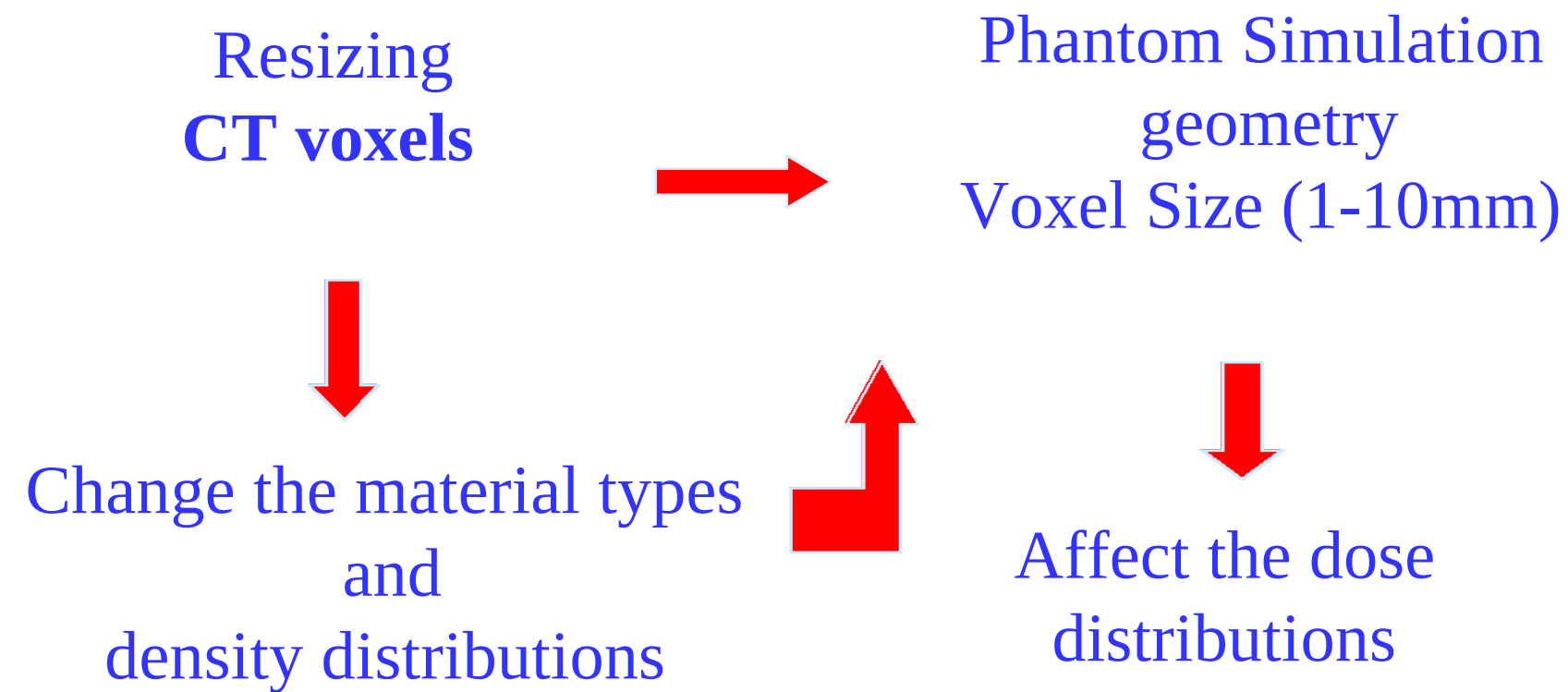
CT Voxel Size
(about 1mm)



Phantom Simulation
geometry
Voxel Size (1mm)

CPU time and Computer Memory Size
increases rapidly with decreasing v.s.

More Practical conversion scheme



Materials and Method

Head patient CT data



Using the same
conversion algorithm

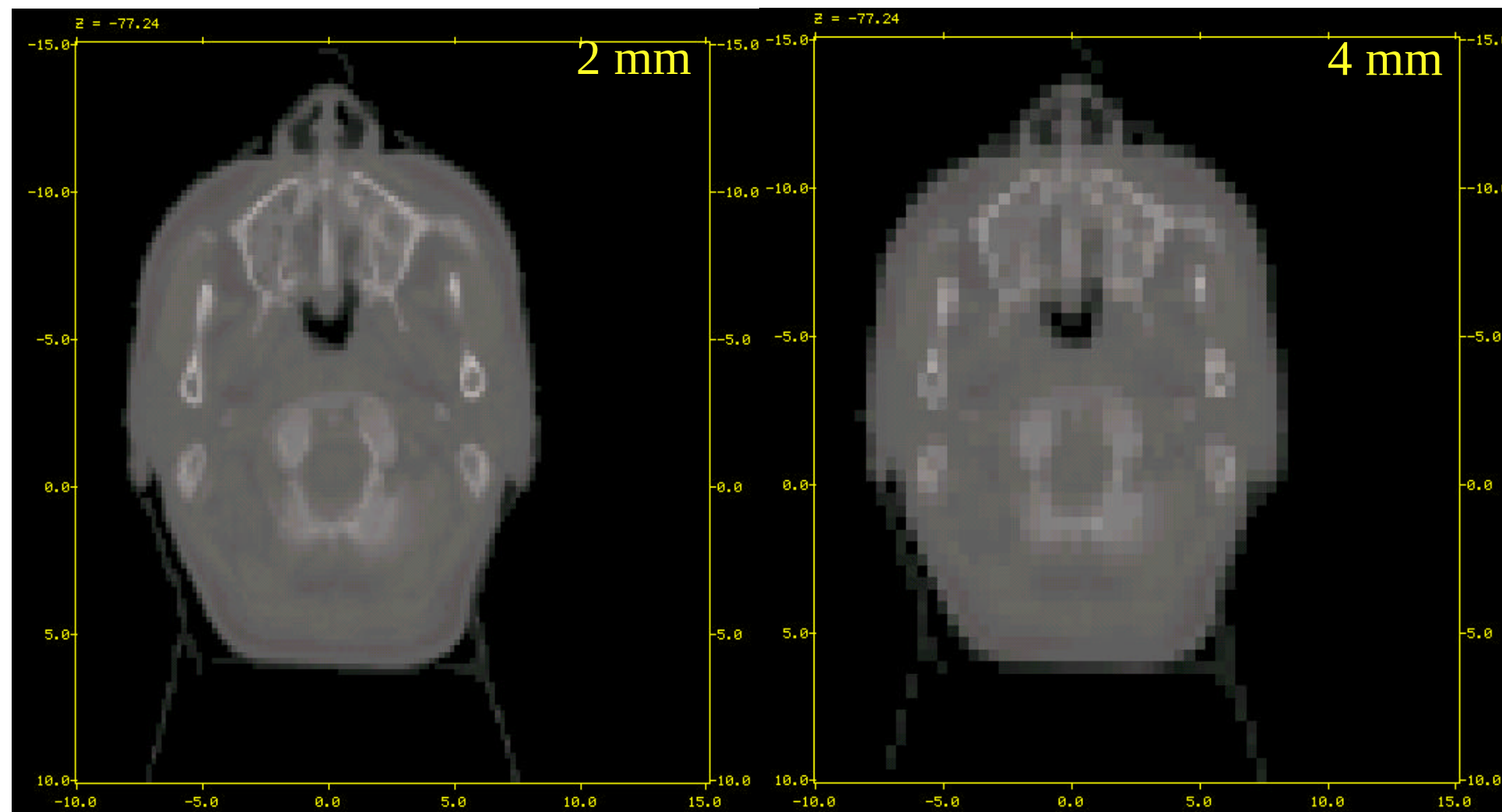


Patient simulation
phantoms
Voxel Sizes (2-10 mm)

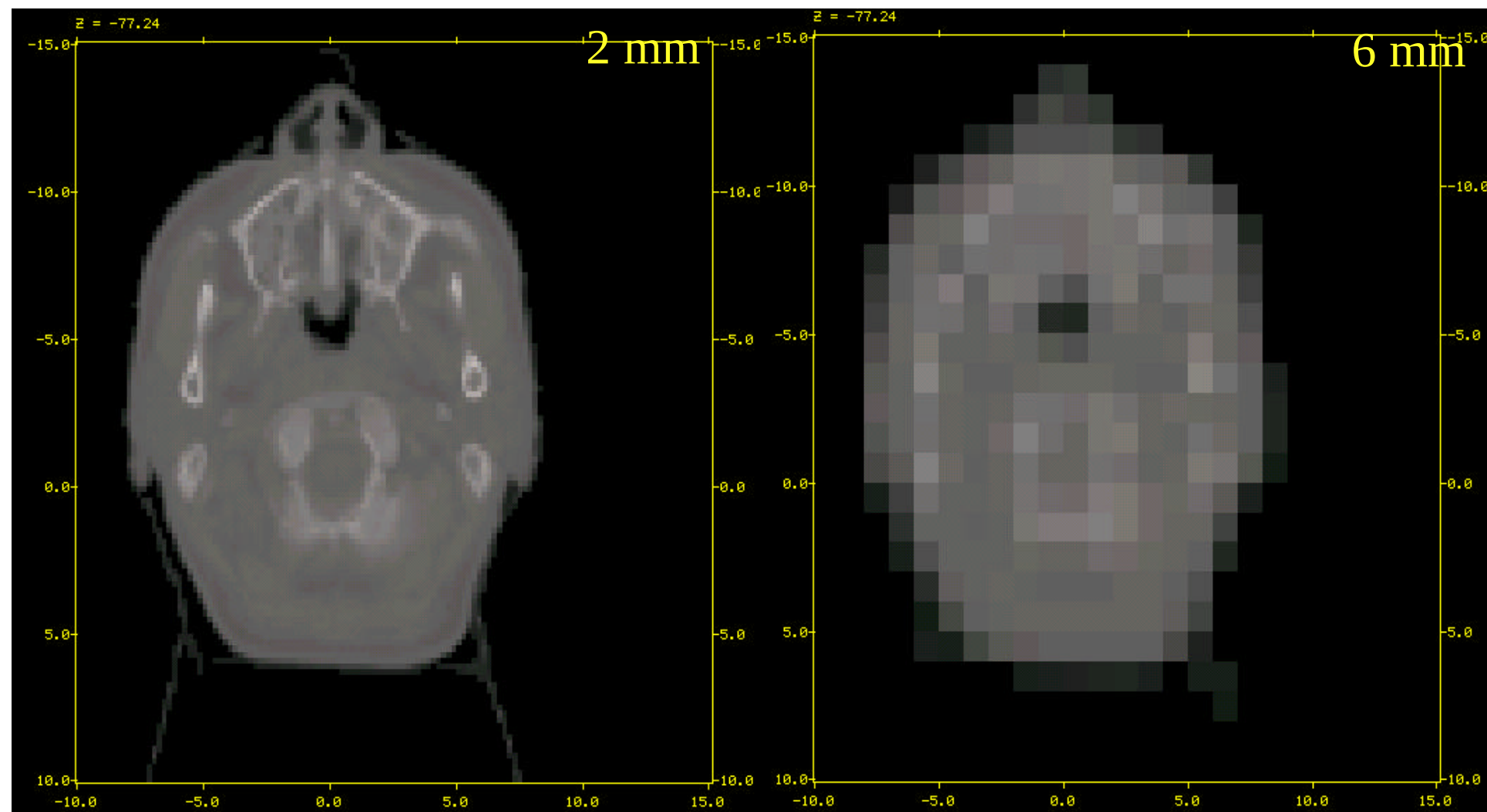
Materials and Method

- The Monte Carlo simulation
 - 4 and 15 MV photon beams from medical accelerator
 - EGS4/DOSXYZ - a Monte Carlo code to simulate dose distributions in a phantom or a patient geometry built from CT data

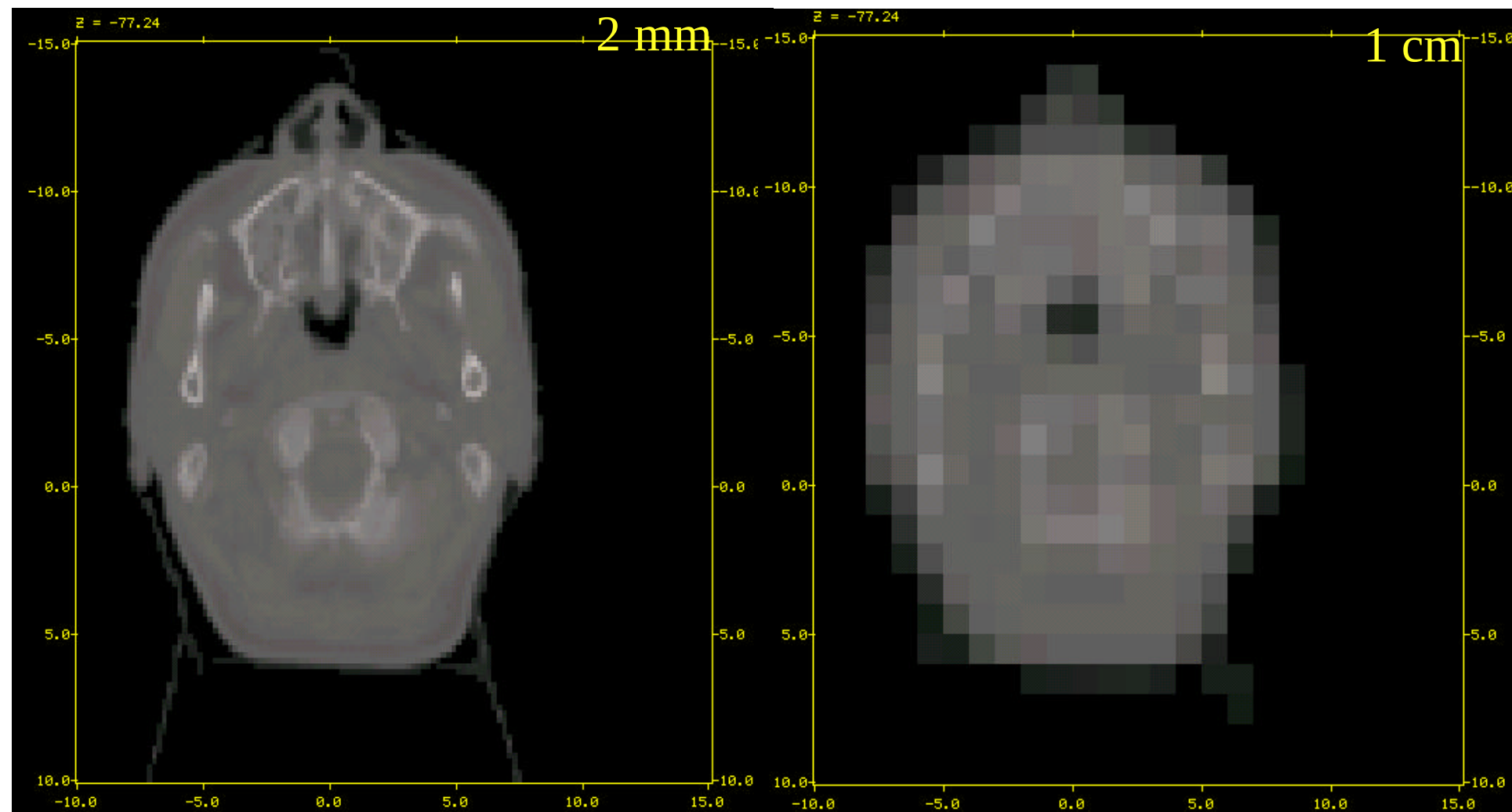
Patient Simulation Phantoms

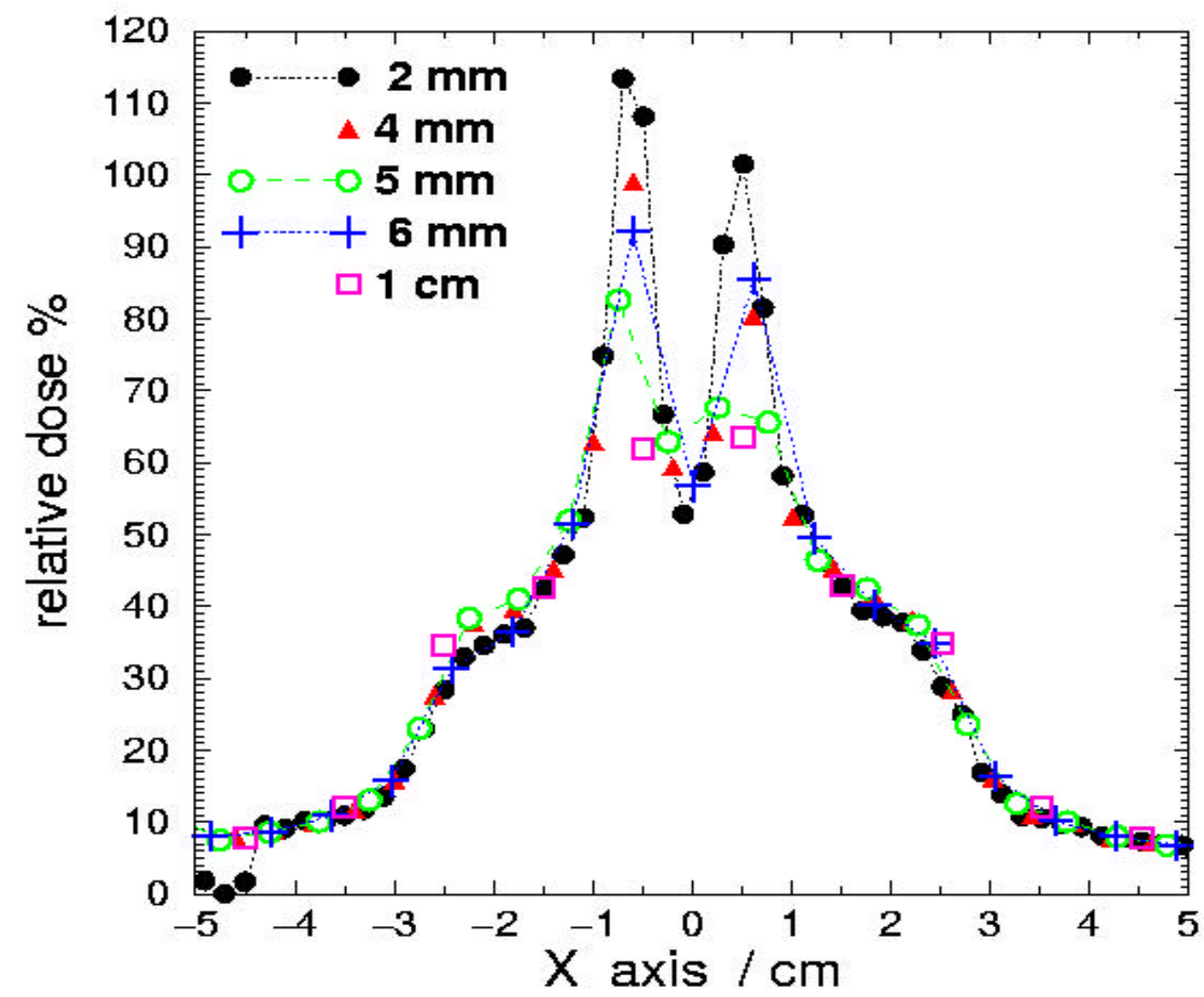


Patient Simulation Phantoms

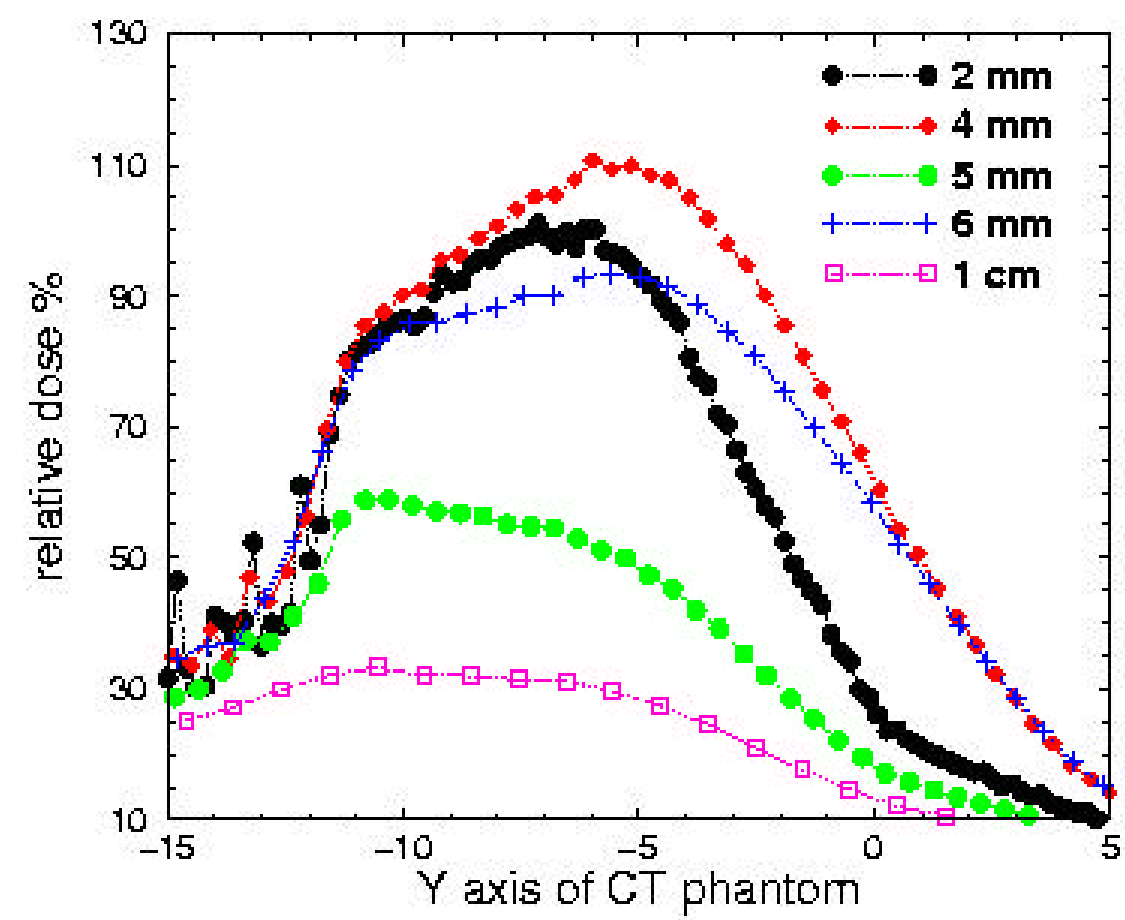


Patient Simulation Phantoms



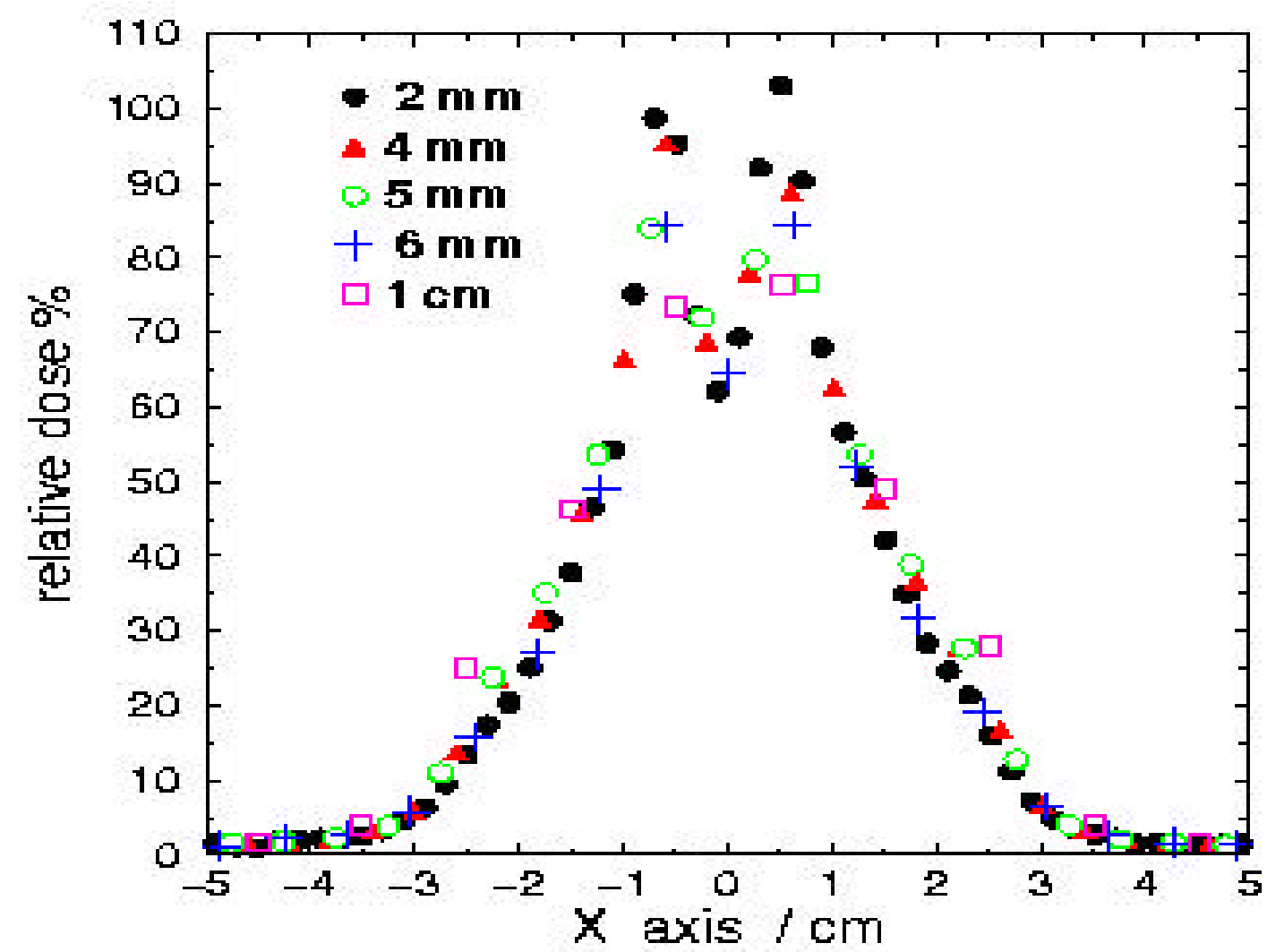


4 MV photon beam (gantry angle: 0)



CPU Time vs Voxel Size

Voxel Size (cm)	Number of events	CPU time ratio
0.2	60×10^6	1.00
0.4	60×10^6	0.70
0.5	60×10^6	0.64
0.6	60×10^6	0.59
1.0	60×10^6	0.52



Conclusions

- Significant Voxel Size effect is observed on the dose distributions calculated in the nasal cavity region for 4 and 15 MV photon beams
- The effect decreases with beam energy.
- 3 mm or smaller voxels should be used for the nasal cavity region.