Microsoft® Research
Faculty Summit

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Transformational Improvement in Healthcare
Using Smartphones for Medical Imaging

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According to the World Health Organization, over 75% of the world population has no access to medical imaging:
- Equipment that’s available is too hard to use or in disrepair,
- Equipment is too expensive to obtain,
- Lack of trained people to use the equipment and interpret the results, and
- For remote locations, equipment needs to be highly portable.

Modern medical science is enabled by medical imaging:
- Used for diagnostics
- Used for treatment
Solutions
Make it easy to use

- Typical medical ultrasound machines require special hardware to support them
  - Use standard equipment that people know how to use
- Typical ultrasound interfaces require technical expertise
  - Simplify the UI to minimize training and expertise
- Typical medical ultrasound machines are hard to move about
  - Make the equipment small, lightweight and able to run entirely on battery power for extended periods
Solutions

Make it inexpensive

- Typical medical ultrasound machines cost $15,000 and up
- Use commercially available USB-based ultrasound probes
- Adapt them for use with smartphones
Solutions

Allow use of system by minimally trained people

In poor and rural areas, there is a lack of trained people to use and interpret medical images

- Allow the system to be used by untrained people
  - Portable
  - Easy to use
  - CONNECTED
Make system extremely portable

- Imaging system needs to be small and lightweight so it may be carried in a small bag or pocket
- Imaging system needs to run on battery power for several hours a day
- Imaging system needs to connect, wirelessly, to communication networks
  
  All of these requirements are met by using a smartphone as the platform that supports the imaging system!
Application Areas

- Remote diagnostics and treatment in poor and developing countries
- First-responders (civilian and military)
- Bedside for starting IVs, PICC lines, bladder volume, etc.
- *Electronic stethoscope*
- Home monitoring
- Others
Smartphone sales are increasing, whereas general mobile phone sales are declining – more than 13% of all new phones are smartphones and growing every year [Gartner, May 2009]

UN reports that 60% of the world population use cell phones [March, 2009] – in 2002, less than 15% did

By using a Smartphone as a healthcare platform, millions of people with little or no access to modern, primary healthcare are now within reach of such care:

“Health technologies are the backbone of all health systems. They are essential tools in solving health problems. Even the most simple health system cannot function without at least some of them.” [WHO Report 2003]
GSM Coverage
Data from Wireless Intelligence
“[G]lobally, diagnostic imaging services are still insufficiently available. There is a depressing lack of equipment.... It is estimated that some three-quarters of the world's population have no access to such services.”

[WHO Report 2003]

- Use a Windows Mobile smartphone with an available USB-host port and adapt FDA approved, CE Marking approved USB-based ultrasound probes to run on less power and a lower data rate
- Process all raw data on the smartphone to keep costs down and to allow for transmission of the data for remote viewing
- Use an open architecture to allow for customization of the application features, language, back-end integration, etc.
Ultrasound Machine Architecture

- User GUI
- Imaging API
- USB High-Level API
- USB Low-Level Driver
Ultrasound Machine Architecture

- User GUI
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API Functions:

- bmDrawImage
- bmInitializeDisplay
- bmSetDisplayZoom
- bmSetTGC
- bmTurnOffTGC
- bmTurnOnTGC
- ZeroLUT
- CreateLUT
- CreateSinTGC
- SaveBSxml
- LoadBSxml

- usbFindProbes
- usbInitializeProbes
- usbHardwareDetected
- usbNumberAttachedProbes
- usbProbeButtonPressed
- usbProbeSampleFrequency
- usbSetCineBuffer
- usbSetCineBuffers
- usbWaitFrame
UsbProbeDll.usbProbeHandle(0, ref hProbe);
int curProbeID =
    UsbProbeDll.usbProbeID(UsbProbeDll.usbActiveProbe());
if (curProbeID != UsbProbeDll.usbProbeID(hProbe))
{
    // if not the same, we need to recalculate before imaging
    UsbProbeDll.usbSelectProbe(hProbe, 0);
    UsbProbeDll.usbSetCineBuffers(32);
    LiveImaging.CalculateDisplay(UsbProbeDll.usbActiveProbe());
    imaging.ClearBitmap();
}
frozen = false;
scanning = true;
imagingThread = new Thread(starter);
// when scanning, do not allow power down
imaging.PowerSave = false;
imagingThread.Start();
UsbProbeDll.usbSetCineBuffer(0);
UsbProbeDll.usbProbe(UsbProbeDll.RUN);
this.Scan.Text = "Freeze";
this.DepthMode.Enabled = false;
private void ImageThread()
{
    while (true)
    {
        if (UsbProbeDll.usbWaitFrame() == 1)
        {
            FramesReceived++;
            try
            {
                hBitmap = imaging.DrawBmodeImage(false);
                theBitmap = Bitmap.FromHbitmap(hBitmap);
                if (theBitmap != null)
                {
                    this.Invoke(this.delegateUpdateImageBitmap,
                                theBitmap);
                }
            }
            catch (Exception ex)
            {
                // Handle exception
            }
        }
    }
}
Results of MSR Funded Research

User GUI

Imaging API

USB High-Level API

USB Low-Level Driver

Available as BSD-style license in source code form.

Available as BSD-style license in binary form.

Available as BSD-style license in binary form.

Available in binary form for free distribution with above code.
More Information and Code

Ultrasound SDK Web Page
http://ultrasound.engineering.wustl.edu/index.php/Cell_Phone_SDK

Source code project on SourceForge.net
http://mobileus.sourceforge.net/

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Live Ultrasound on a Smartphone

Palm Treo 800W Phone  Trimble Nomad