Fast, near real-time, Monte Carlo dose calculations using GPU

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Outline

- GPU Monte Carlo
- Clinical Applications
- Conclusions



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GPU

• Advantages

- High processing power: 3-4 TFLOPS per card nowadays
 Low cost: order of magnitude lower than CPU with similar

- Easy to set up, maintain, and access
 Full system control: do not rely on 3rd party management
 Low burden of data communication: card is local at the computer

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GPU Monte Carlo project

- - Use appropriate physics model to maintain accuracy
 Design GPU-friendly implementations for high efficiency
- Apply developed codes to solve medical physics



Published >10 papers on peer-reviewed journals, with 6 more under review/in preparation, and >20 conference presentations



GPU Monte Carlo project

- Developing new GPU packages
- Unifying code interface
- Solve clinical problems

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gDPM



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20MeV e	2.5×10 ⁶		water-	water-lung-water			99.9	117.5		1.71	69.7
20MeV e	2.5	2.5×10 ⁶ w		bone-water	0.99	Г	99.8	127.0		1.65	77.0
6MV p	2.5	2.5×108 w		lung-water	0.72		97.7	1403.7		16.1	87.2
	2.5	2.5×108 water			0.64			1741.0		20.5	84.9
6MV p	2.5	2.5×108 VMAT P		rostate patient	0.78		N/A	V/A N/A		39.6	N/A
6MV p	2.5×10 ⁸ IMR		IMRT	HN patient	0.57	N/A		N/A			N/A
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Treatment (re)-planning

- Adaptively sample particles based on optimized MU

 Acceleration 4X (in addition to acceleration of MC by GPU)





Pre-treatment

- User upload a plan
 gDPM runs on a GPU server
 Plan dose is verified and a report is generated



In/post-treatment

Real-time simulation of photon dose delivery using (simulated) online machine log





CBCT scatter

- Estimate scatter signate and a sec
 2 FDK reconstruction + 1 MC in 30 sec
 Xu, et. al., submitted to PMB. (2014)



Outline



Conclusions

- · GPU is a great tool for MC simulations
- · Fast, or almost near real-time dose calculation is possible
- Enable new and novel applications



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