BME-2506 Physics and engineering in medical therapy

Exam 7.3.2013 / Juha Nousiainen

Calculators are not allowed.

Answer all questions. To pass the exam, you must get at least 40% of the maximum points all problems AND at least 30 points in total. Use clear handwriting. Draw a margin to each page. Aim at analytical and well structured answers. Compact answers are preferred instead of long answers. Use graphics to illustrate your answers.

- 1. VDD type cardiac pacemaker (20 p.)
- a) Explain the main indications for implanting a cardiac pacemaker.
- b) **Explain in general** how the cardiac pacemaker is functioning (the functional and structural block diagram).
- c) **Explain in specific** what is the VDD type pacemaker: how is it working (operation modes), what is the meaning of codes V, D, and D?
- d) **Explain**, what is the meaning of letter code "R" in pacemaker code VDDR. Explain principles of how this "R"-function can be implemented?
- 2. Consider implantable functional electrical nerve stimulation. (15 p.)
- a) List and briefly explain different factors that affect the simulation of nerves. (how optimal and appropriate an electrical neurostimulation and the interface of the electrode with the tissue is in implanted neurostimulators).
- b) **Explain** the operation, structures and clinical applications of **two** illustrative examples of functional electrical nerve stimulator.
- 3. Consider the concept of mass transfer through a semipermeable membranes. (15 p.)
- a) **Explain** physical mechanisms and factors that affect the mass transfer though the membranes. **Give** also some parameters to describe the effectiveness of the transfer.
- b) **Explain** the operation, structures and clinical applications of **two** illustrative examples of artificial organs of which operation is based the mass transfer through a semipermeable membrane.
- 4. **Briefly explain** the following therapies (answer the questions: what, how and why) (10 p.)
- a) CPAP
- b) LASIK
- c) catheter rf-ablation
- d) LVAD
- e) AICD