



2-D Reconstruction

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Outline

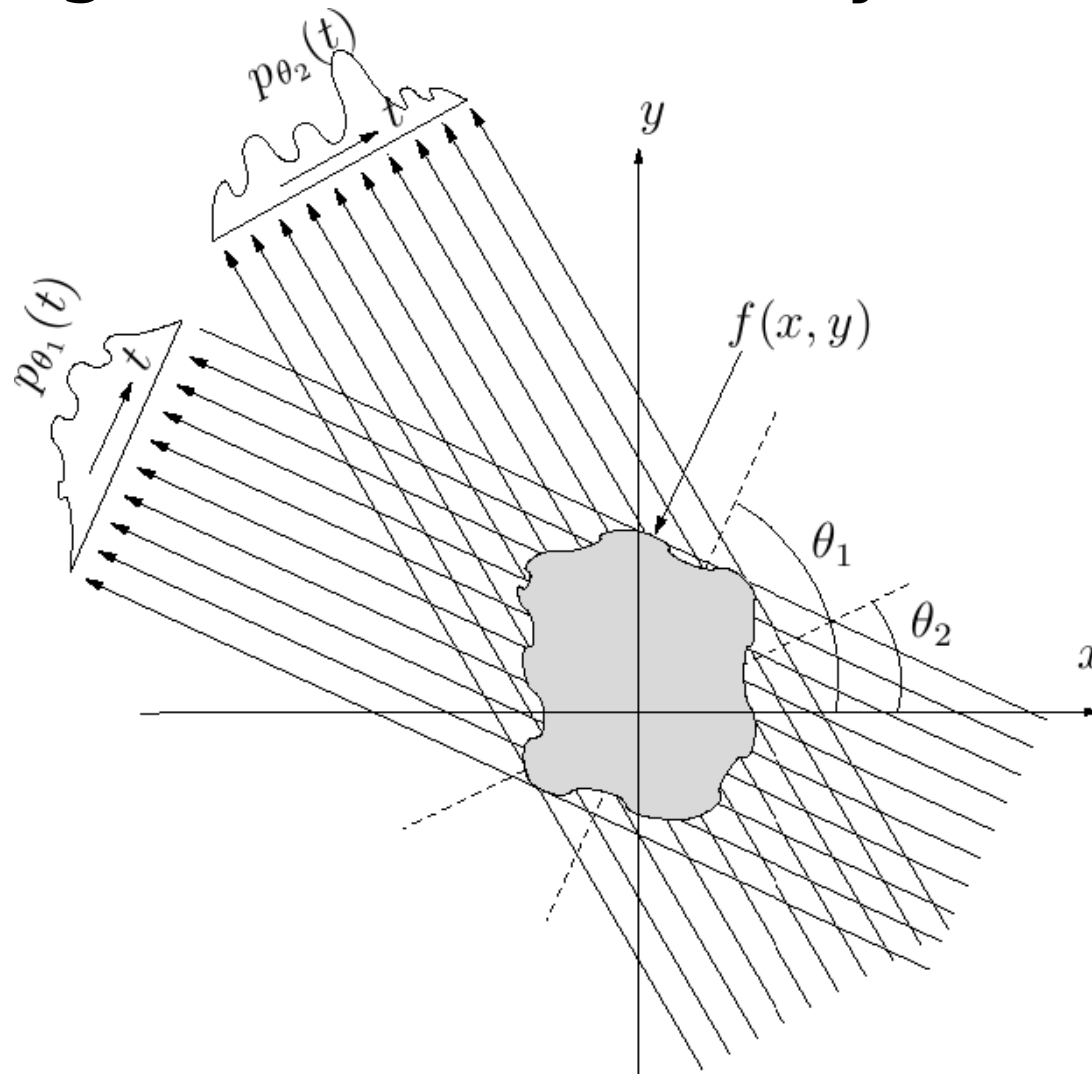


- Projections
- Radon Transform
- Fourier-Slice-Theorem
- Filtered Backprojection
- Ramp Filter

Parallel Projections



X-Rays are attenuated as they propagate through the human body



$p_{\theta}(t)$: projection
under viewing
angle θ
 $f(x, y) = f(\mathbf{x})$:
2D slice

Radon Transform

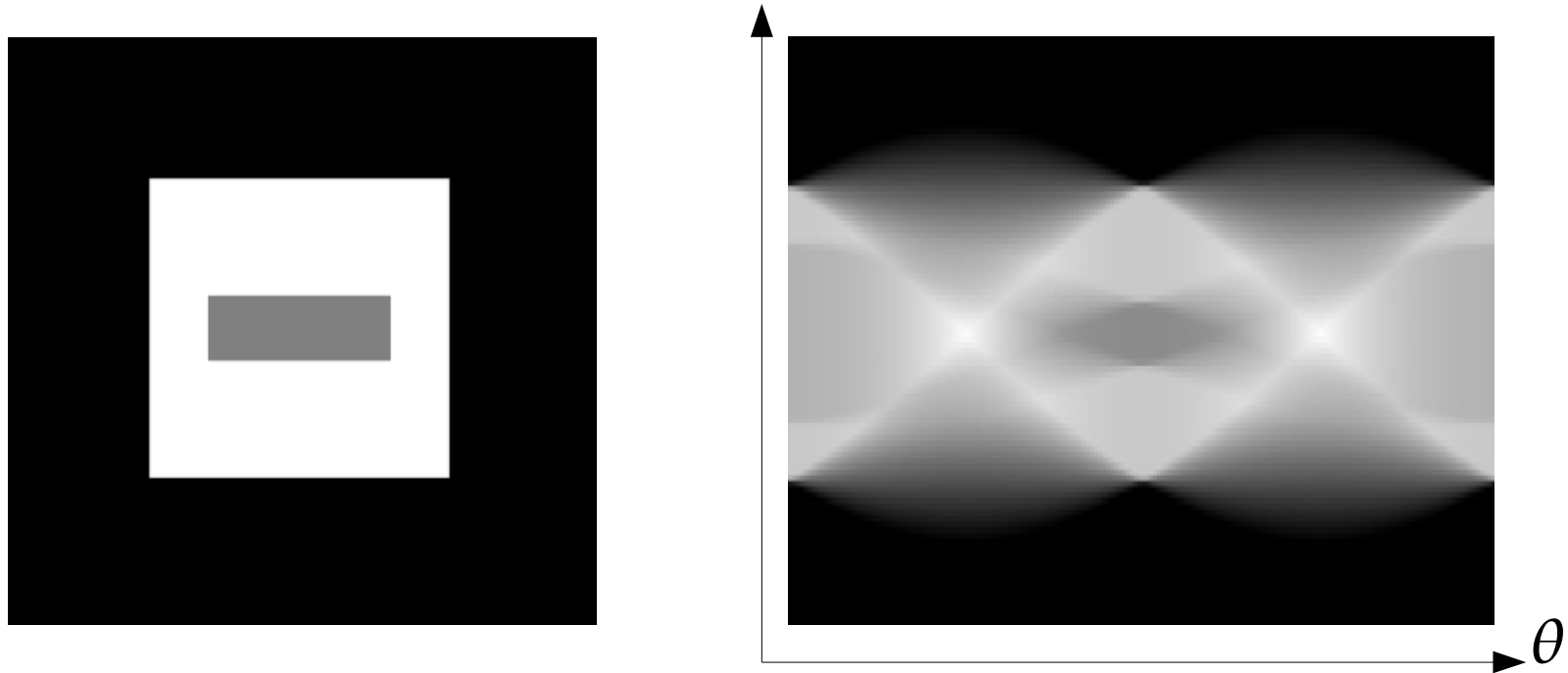


- The signal $p_{\theta}(t)$ is the Radon transform of the object

$$p_{\theta}(t) = \int_{-\infty}^{\infty} \int_{-\infty}^{\infty} f(x, y) \delta(x \cos \theta + y \sin \theta - t) dx dy$$

- Set of line integrals along the direction θ at the distance t from the origin

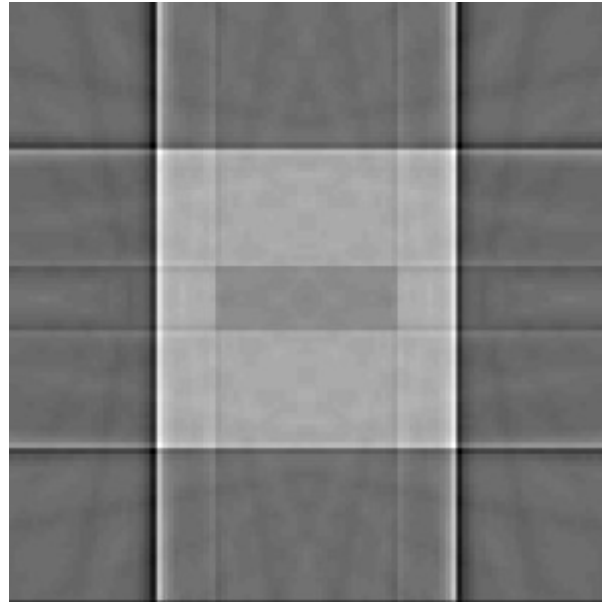
Radon Transform (2)



A simple image (left) and the sinogram (right)

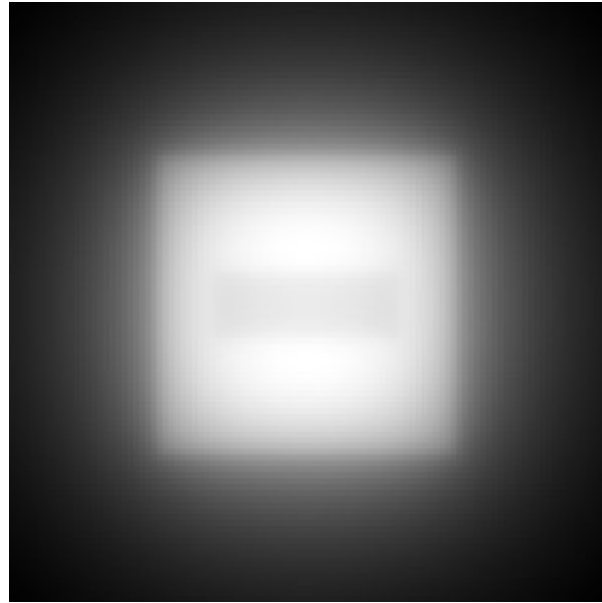
produced by applying the Radon transform
(180 projections with an angle of 1 degree)

Unfiltered BP



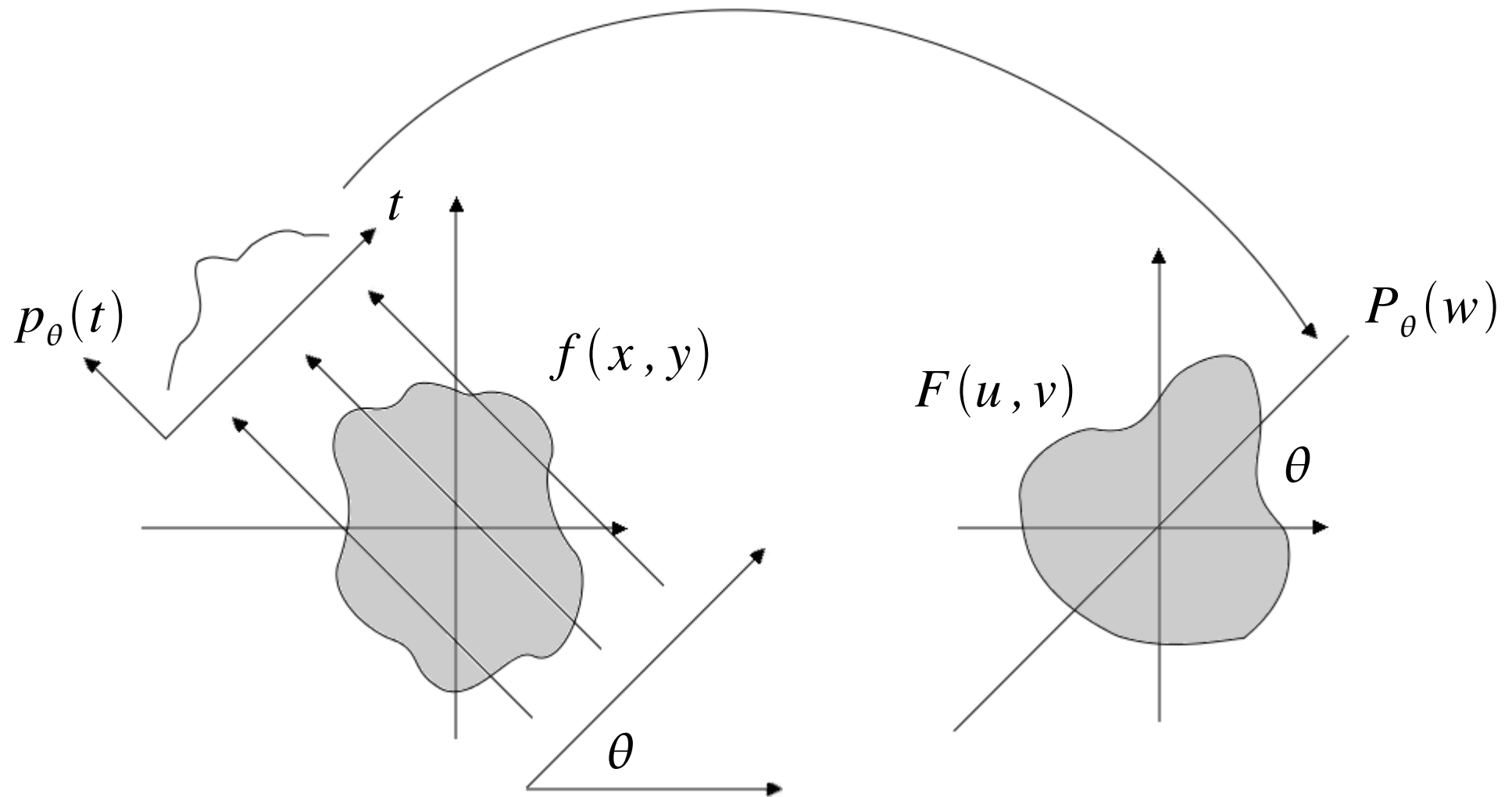
Ok, that's bad. But we used only 18 projections.

Unfiltered BP (2)



Now we used all 180 projections.
Still poor image quality.

Fourier Slice Theorem



Projection under angle θ

Slice under θ in freq. domain

Fourier Slice Theorem (2)



- Projection of $f(x, y)$ in y direction is $p_{\theta=0}(x)$

$$p_{\theta=0}(x) = \int_{-\infty}^{\infty} f(x, y) dy$$

Fourier Slice Theorem (2)



- Projection of $f(x, y)$: $p_{\theta=0}(x) = \int_{-\infty}^{\infty} f(x, y) dy$

- The Fourier transform of $f(x, y)$ is

$$F(u, v) = \int_{-\infty}^{\infty} \int_{-\infty}^{\infty} f(x, y) e^{2\pi i(xu + yv)} dx dy$$

Fourier Slice Theorem (2)



- Projection of $f(x, y) : p_{\theta=0}(x) = \int_{-\infty}^{\infty} f(x, y) dy$

- The Fourier transform of $f(x, y)$ is

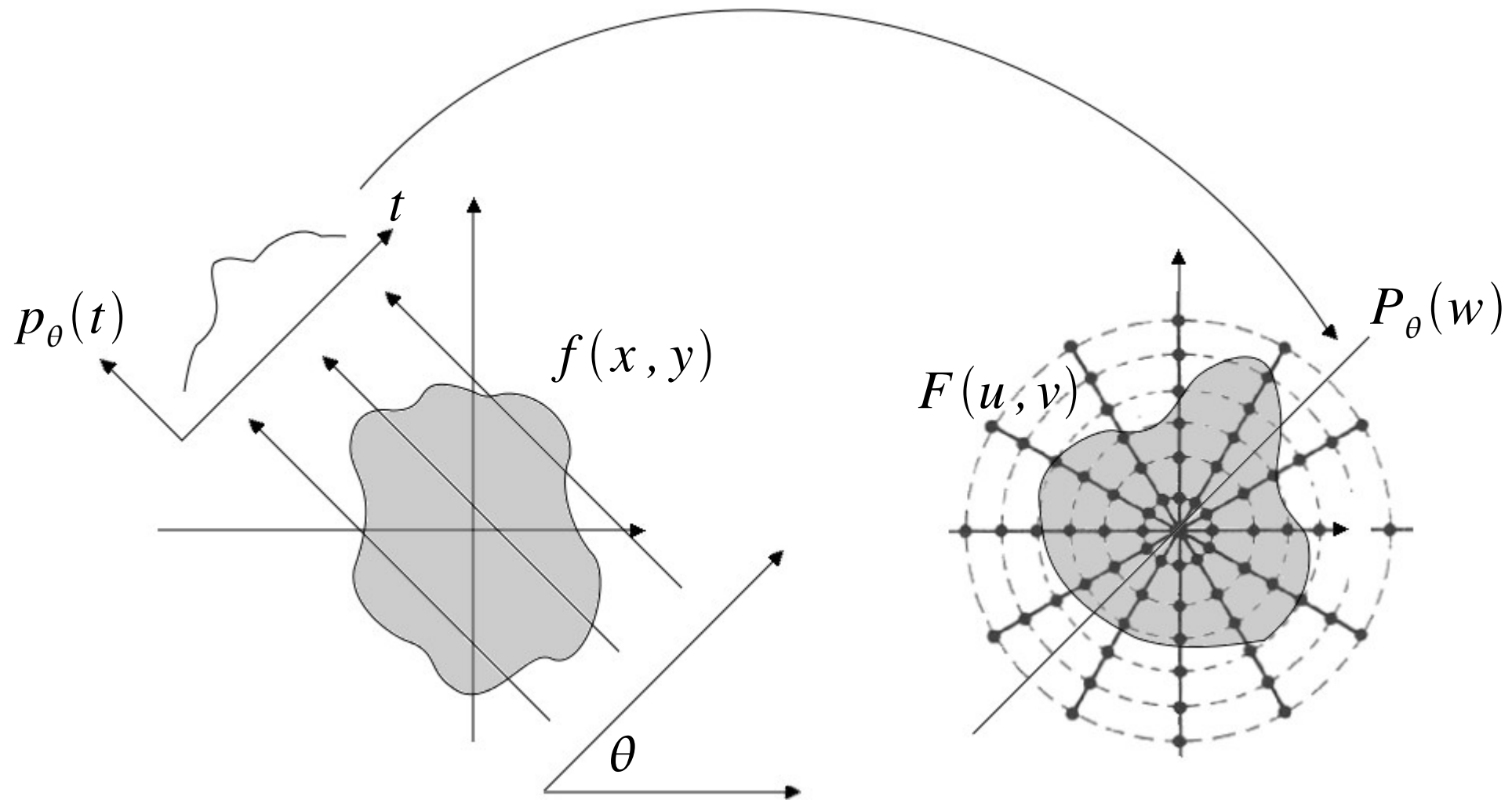
$$F(u, v) = \int_{-\infty}^{\infty} \int_{-\infty}^{\infty} f(x, y) e^{2\pi i(xu + yv)} dx dy$$

- The slice $s(u)$ is then

$$\begin{aligned} s(u) &= F(u, 0) = \int_{-\infty}^{\infty} \int_{-\infty}^{\infty} f(x, y) e^{-i2\pi xu} dx dy \\ &= \int_{-\infty}^{\infty} \left[\int_{-\infty}^{\infty} f(x, y) dy \right] e^{-i2\pi xu} dx \\ &= \int_{-\infty}^{\infty} p_{\theta=0}(t) e^{-i2\pi tu} dt \end{aligned}$$

- which is just the Fourier transform of $p_{\theta=0}(x)$
- Formal derivation see e.g. Kak & Slaney

Fourier Slice Theorem (3)



Projection under many angles

Slices in frequency domain

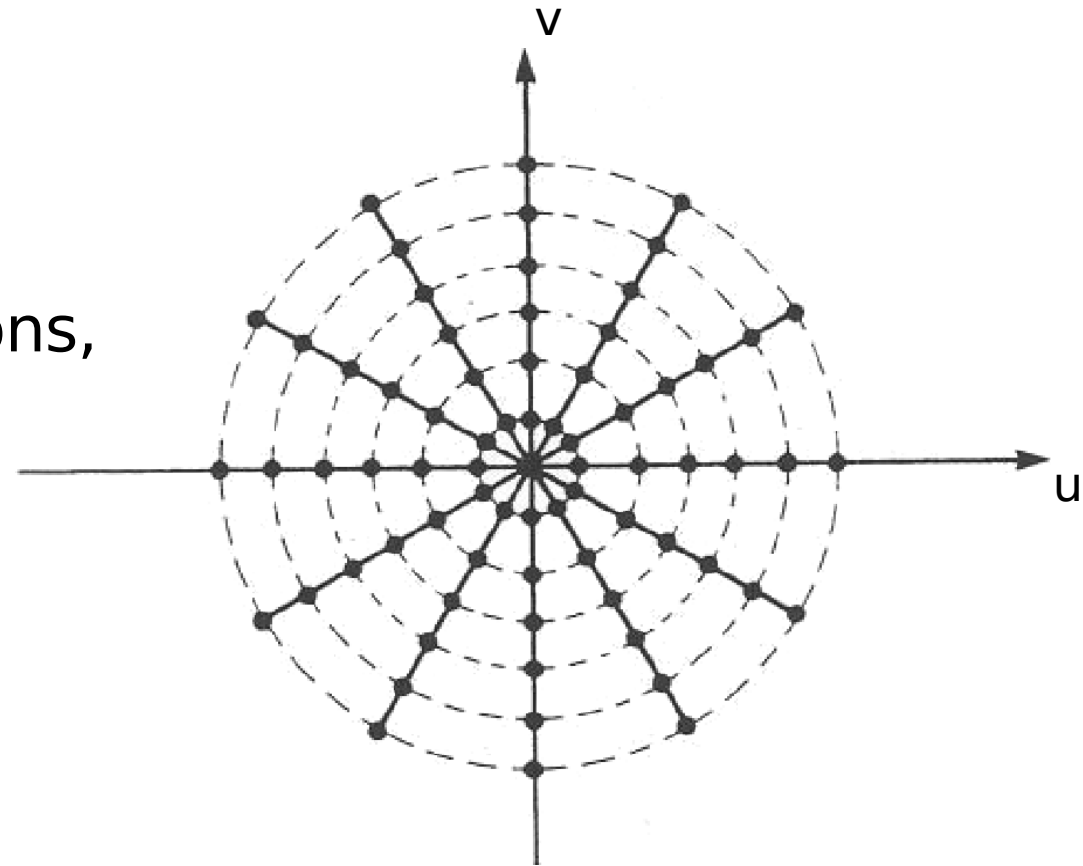
FST - Regridding



Projection data lies on circles (dots)
and has to be interpolated to a
Cartesian coordinate system

Interpolation gets worse with
increasing u & v

Errors in high-frequency regions,
i.e. regions with high detail

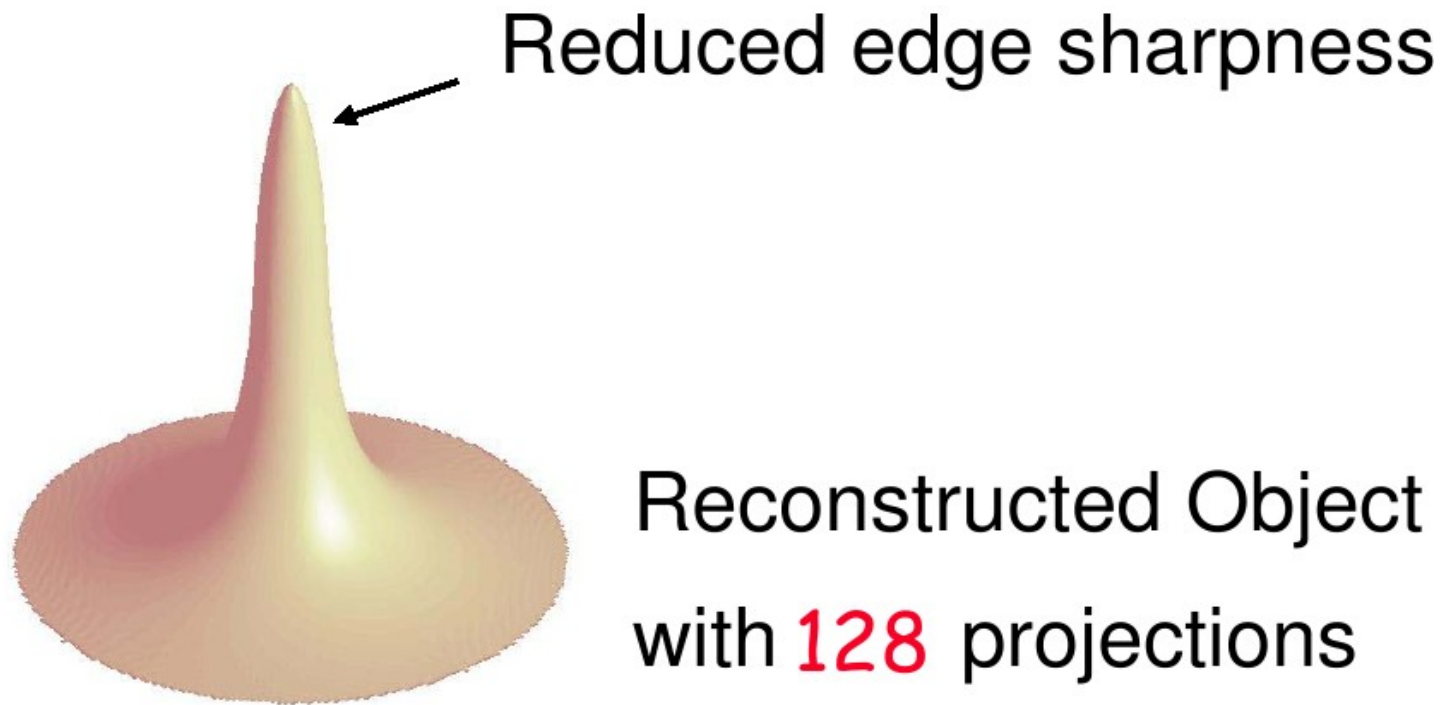


Frequency domain

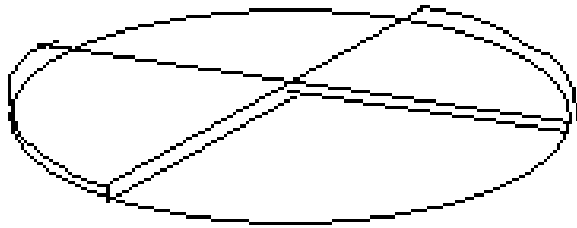
Unfiltered Backprojection



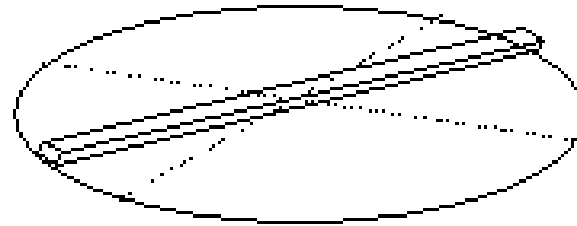
Object



Solution: Filtering

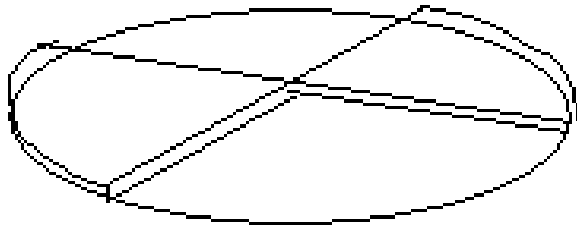


Ideal situation

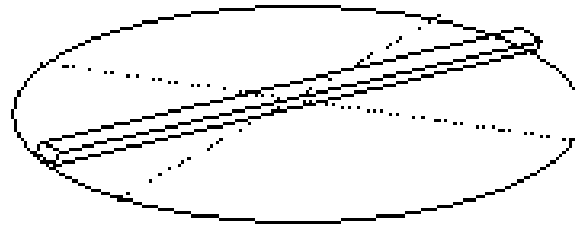


Fourier Slice Theorem

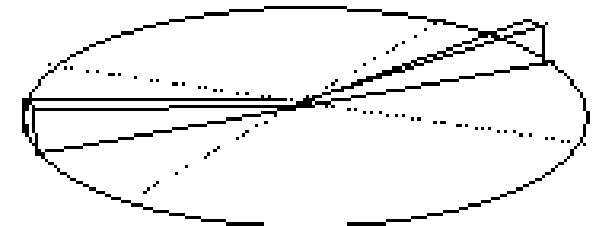
Solution: Filtering



Ideal situation



Fourier Slice Theorem



The ideal is approximated by a weighting (highpass)

Filtered Backprojection



- Switch to polar coordinates

$$\begin{aligned} f(x, y) &= \int_0^{2\pi} \int_0^{\infty} F(w, \theta) e^{i2\pi(x\cos\theta + y\sin\theta)} w \, dw \, d\theta \\ &= \int_0^{\pi} \int_0^{\infty} F(w, \theta) e^{i2\pi(x\cos\theta + y\sin\theta)} w \, dw \, d\theta \\ &\quad + \int_0^{\pi} \int_0^{\infty} F(w, \theta + \pi) e^{i2\pi(x\cos(\theta + \pi) + y\sin(\theta + \pi))} w \, dw \, d\theta \end{aligned}$$

Filtered Backprojection



- Switch to polar coordinates

$$\begin{aligned} f(x, y) &= \int_0^{2\pi} \int_0^{\infty} F(w, \theta) e^{i2\pi(x\cos\theta + y\sin\theta)} w \, dw \, d\theta \\ &= \int_0^{\pi} \int_0^{\infty} F(w, \theta) e^{i2\pi(x\cos\theta + y\sin\theta)} w \, dw \, d\theta \\ &\quad + \int_0^{\pi} \int_0^{\infty} F(w, \theta + \pi) e^{i2\pi(x\cos(\theta + \pi) + y\sin(\theta + \pi))} w \, dw \, d\theta \end{aligned}$$

- 180° symmetry

$$F(u, \theta + \pi) = F(-u, \theta)$$

$$f(x, y) = \int_0^{\pi} \left[\int_{-\infty}^{\infty} F(w, \theta) e^{i2\pi wt} |w| \, dw \right] d\theta$$

$$(t = x\cos\theta + y\sin\theta)$$

Filtered Backprojection (2)



- Apply Fourier Slice Theorem

$$f(x, y) = \int_0^\pi \left[\int_{-\infty}^{\infty} P_\theta(w) e^{i2\pi wt} |w| dw \right] d\theta$$

- Which can be written as

$$f(x, y) = \int_0^\pi Q_\theta(t) d\theta$$

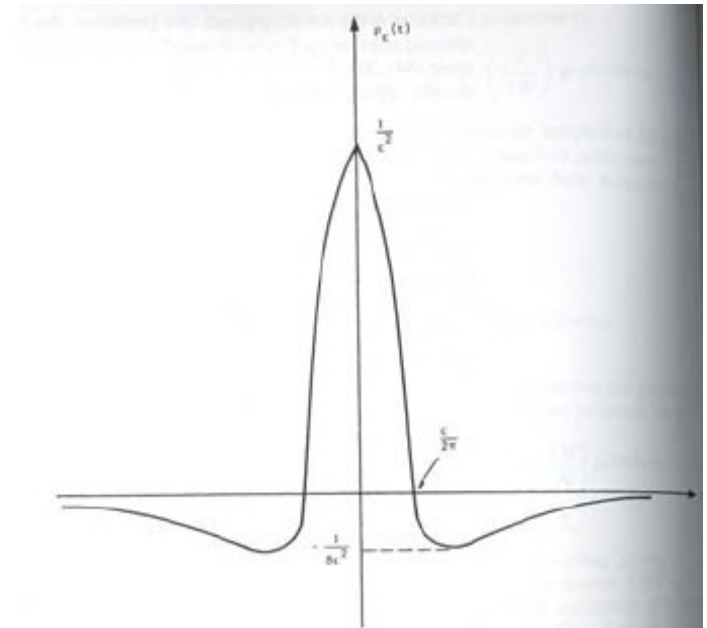
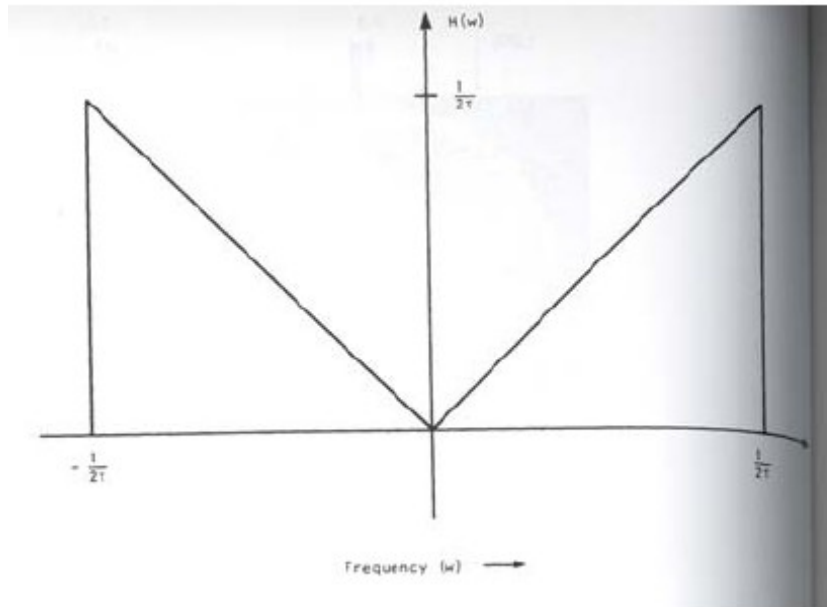
$$Q_\theta(t) = \int_{-\infty}^{\infty} P_\theta(w) e^{i2\pi wt} |w| dw$$

- Q is the filtered projection with filter function $|w|$ (in frequency domain)

Ramp Filter



- Convolution in frequency domain
- High-pass, emphasizes noise

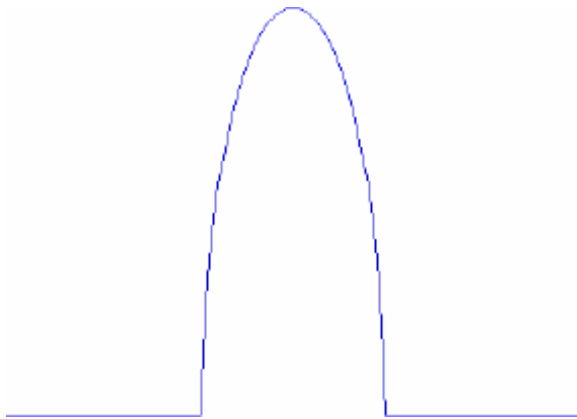


Filter Results



Attenuation profile of a cylinder

$$p_{\theta}(t)$$

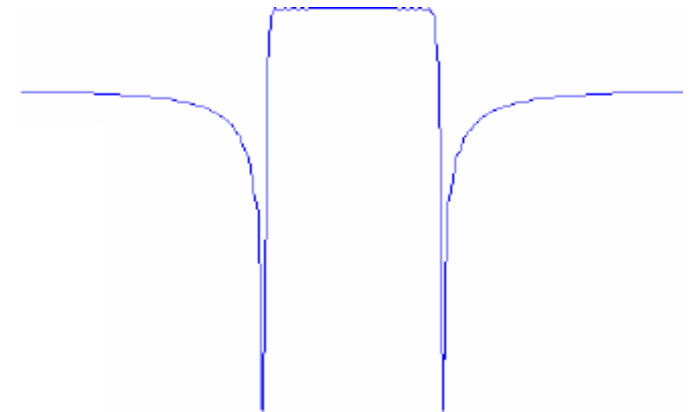


convolution

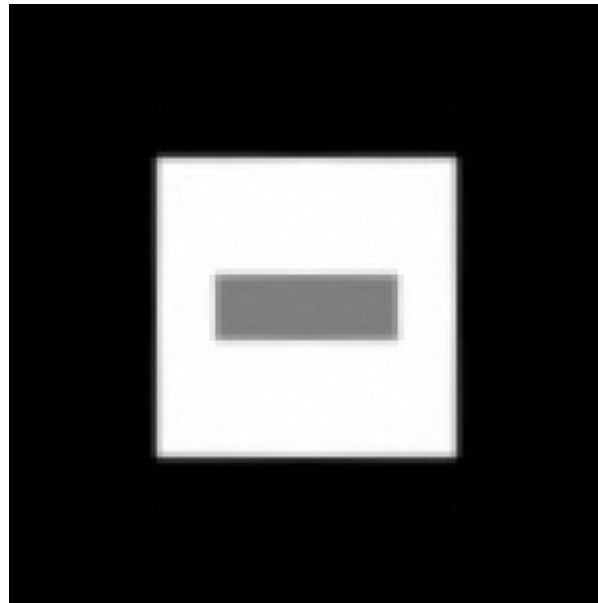


Filtered attenuation profile

$$p_{\theta}(t) K(t)$$



Filtered BP: Result



Reconstruction using
ramp filtered backprojection
(180 projections)

Sharp Kernel



Bone image:
use sharp kernel
high resolution
high noise



Soft Kernel



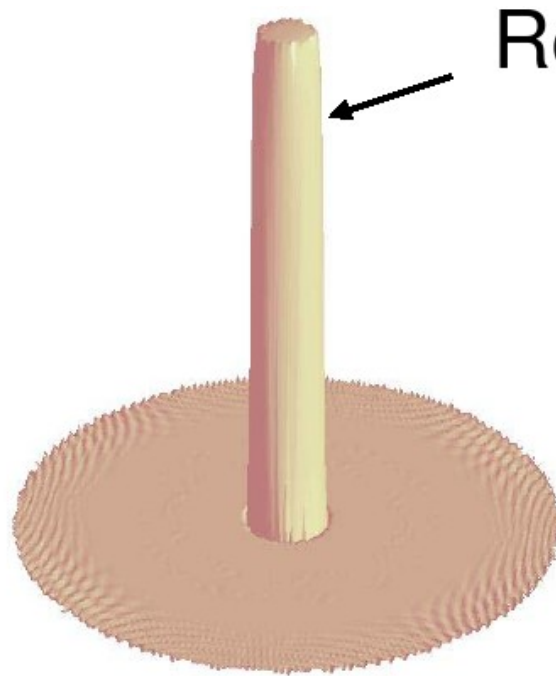
Soft tissue:
use soft kernel
lower resolution
less noise



Filtered Backprojection



Object



Reconstructed edge

Reconstructed object
with **128** projections

Thanks



Thank you for your attention.

Do you have any questions?

References



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