Ψηφιακή Επεξεργασία Εικόνας

Αποκατάσταση και ανακατασκευή εικόνας

Διδάσκων : Αναπληρωτής Καθηγητής Νίκου Χριστόφορος

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In this lecture we will look at image reconstruction from projections

- The reconstruction problem
- Principles of Computed Tomography (CT)
- The Radon transform
- The Fourier-slice theorem
- Reconstruction by filtered back-projections
The Image Reconstruction Problem

Consider a single object on a uniform background (suppose that this is a cross section of 3D region of a human body). Background represents soft, uniform tissue and the object is also uniform but with higher absorption characteristics.

A beam of X-rays is emitted and part of it is absorbed by the object. The energy of absorption is detected by a set of detectors. The collected information is the absorption signal.
A simple way to recover the object is to back-project the 1D signal across the direction the beam came.

This simply means to duplicate the signal across the 1D beam.

We have no means of determining the number of objects from a single projection.

We now rotate the position of the source-detector pair and obtain another 1D signal.

We repeat the procedure and add the signals from the previous back-projections.

We can now tell that the object of interest is located at the central square.
The Image Reconstruction Problem (cont...)

By taking more projections:
- the form of the object becomes clearer as brighter regions will dominate the result
- back-projections with few interactions with the object will fade into the background.

• The image is blurred. Important problem!
• We only consider projections from 0 to 180 degrees as projections differing 180 degrees are mirror images of each other.
The goal of CT is to obtain a 3D representation of the internal structure of an object by X-raying it from many different directions.

Imagine the traditional chest X-ray obtained by different directions. The image is the 2D equivalent of a line projections.

Back-projecting the image would result in a 3D volume of the chest cavity.
Principles of Computerized Tomography (cont...)

CT gets the same information by generating slices through the body.
A 3D representation is then obtained by stacking the slices.
More economical due to fewer detectors.
Computational burden and dosage is reduced.
Theory developed in 1917 by J. Radon.
Application developed in 1964 by A. M. Cormack and G. N. Hounsfield independently. They shared the Nobel prize in Medicine in 1979.

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The Radon Transform

A straight line in Cartesian coordinates may be described by its \textit{slope-intercept} form:

\[ y = ax + b \]

or by its \textit{normal representation}:

\[ x \cos \theta + y \sin \theta = \rho \]

\[ \text{Figure 5.38 Normal representation of a straight line.} \]

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The Radon Transform (cont...)

The projection of a parallel-ray beam may be modelled by a set of such lines.

An arbitrary point \((\rho_j, \theta_k)\) in the projection signal is given by the ray-sum along the line

\[ x \cos \theta_k + y \sin \theta_k = \rho_j. \]

\[ \text{Complete projection, } g(\rho, \theta), \text{ for a fixed angle} \]

\[ \text{A point } g(\rho_j, \theta_k) \text{ in the projection} \]

\[ L(\rho_j, \theta_k) \]
The Radon Transform (cont...)

The ray-sum is a line integral:

\[ g(\rho_j, \theta_k) = \int_{-\infty}^{\infty} \int_{-\infty}^{\infty} f(x, y) \delta(x \cos \theta_k + y \sin \theta_k - \rho_j) \, dx \, dy \]

For all values of \( \rho \) and \( \theta \) we obtain the Radon transform:

\[ g(\rho, \theta) = \int_{-\infty}^{\infty} \int_{-\infty}^{\infty} f(x, y) \delta(x \cos \theta + y \sin \theta - \rho) \, dx \, dy \]
The representation of the Radon transform \( g(\rho, \theta) \) as an image with \( \rho \) and \( \theta \) as coordinates is called a **sinogram**.

It is very difficult to interpret a sinogram.

Why is this representation called a **sinogram**?

Image of a single point  
The Radon transform
The objective of CT is to obtain a 3D representation of a volume from its projections. The approach is to back-project each projection and sum all the back-projections to generate a slice. Stacking all the slices produces a 3D volume. We will now describe the back-projection operation mathematically.

For a fixed rotation angle \( \theta_k \), and a fixed distance \( \rho_j \), back-projecting the value of the projection \( g(\rho_j, \theta_k) \) is equivalent to copying the value \( g(\rho_j, \theta_k) \) to the image pixels belonging to the line \( x\cos \theta_k + y\sin \theta_k = \rho_j \).
Repeating the process for all values of $\rho_j$, having a fixed angle $\theta_k$ results in the following expression for the image values:

$$f_{\theta_k}(x, y) = g(\rho, \theta_k) = g(x \cos \theta_k + y \sin \theta_k, \theta_k)$$

This equation holds for every angle $\theta$:

$$f_{\theta}(x, y) = g(\rho, \theta) = g(x \cos \theta + y \sin \theta, \theta)$$

The final image is formed by integrating over all the back-projected images:

$$f(x, y) = \int_0^\pi f_{\theta}(x, y) d\theta$$

Back-projection provides blurred images. We will reformulate the process to eliminate blurring.
The Fourier-Slice Theorem

The Fourier-slice theorem or the central slice theorem relates the 1D Fourier transform of a projection with the 2D Fourier transform of the region of the image from which the projection was obtained.

It is the basis of image reconstruction methods.

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The Fourier-Slice Theorem (cont...)

Let the 1D F.T. of a projection with respect to \( \rho \) (at a given angle) be:

\[
G(\omega, \theta) = \int_{-\infty}^{\infty} g(\rho, \theta) e^{-j2\pi\omega \rho} \, d\rho
\]

Substituting the projection \( g(\rho, \theta) \) by the ray-sum:

\[
G(\omega, \theta) = \int_{-\infty}^{\infty} \int_{-\infty}^{\infty} \int_{-\infty}^{\infty} f(x, y) \delta(x \cos \theta + y \sin \theta - \rho) \, dx \, dy \, e^{-j2\pi\omega \rho} \, d\rho
\]

\[
= \int_{-\infty}^{\infty} \int_{-\infty}^{\infty} f(x, y) \left[ \int_{-\infty}^{\infty} \delta(x \cos \theta + y \sin \theta - \rho) e^{-j2\pi\omega \rho} \, d\rho \right] \, dx \, dy
\]

\[
= \int_{-\infty}^{\infty} \int_{-\infty}^{\infty} f(x, y) e^{-j2\pi\omega(x \cos \theta + y \sin \theta)} \, dx \, dy
\]
The resulting equation \( G(\omega, \theta) = F(\omega \cos \theta, \omega \sin \theta) \) is known as the Fourier-slice theorem. It states that the 1D F.T. of a projection (at a given angle \( \theta \)) is a slice of the 2D F.T. of the image.
The Fourier-Slice Theorem (cont...)

We could obtain \( f(x, y) \) by evaluating the F.T. of every projection and inverting them. However, this procedure needs irregular interpolation which introduces inaccuracies.

Reconstruction by Filtered Back-Projections

The 2D inverse Fourier transform of \( F(u, v) \) is

\[
f(x, y) = \int_{-\infty}^{+\infty} \int_{-\infty}^{+\infty} F(u, v) e^{j2\pi(u x + v y)} \, du \, dv
\]

Letting \( u = \omega \cos \theta \) and \( v = \omega \sin \theta \) then the differential

\[
du \, dv = \omega \, d\omega \, d\theta
\]

and

\[
f(x, y) = \int_{0}^{2\pi} \int_{0}^{+\infty} F(\omega \cos \theta, \omega \sin \theta) e^{j2\pi (\omega x \cos \theta + y \sin \theta)} \omega \, d\omega \, d\theta
\]
Reconstruction by Filtered Back-Projections (cont...)

Using the Fourier-slice theorem:

\[
f(x, y) = \int_0^{2\pi} \int_0^{+\infty} G(\omega, \theta) e^{j2\pi \omega (x\cos \theta + y\sin \theta)} \omega d\omega d\theta
\]

With some manipulation (left as an exercise, see the textbook):

\[
f(x, y) = \int_0^{\pi} \int_{-\infty}^{+\infty} |\omega| G(\omega, \theta) e^{j2\pi \omega (x\cos \theta + y\sin \theta)} d\omega d\theta
\]

The term \(x\cos \theta + y\sin \theta = \rho\) and is independent of \(\omega\):

\[
f(x, y) = \int_0^{\pi} \left[ \int_{-\infty}^{+\infty} |\omega| G(\omega, \theta) e^{j2\pi \omega \rho} d\omega \right]_{\rho = x\cos \theta + y\sin \theta} d\theta
\]

For a given angle \(\theta\), the inner expression is the 1-D Fourier transform of the projection multiplied by a ramp filter \(|\omega|\).

This is equivalent in filtering the projection with a high-pass filter with Fourier Transform \(|\omega|\) before back-projection.
Reconstruction by Filtered Back- Projections (cont...)

\[ f(x, y) = \int_0^\pi \left[ \int_{-\infty}^{\infty} |\omega| G(\omega, \theta)e^{j2\pi\rho} d\omega \right] \rho = x\cos\theta + y\sin\theta d\theta \]

Problem: the filter \( H(\omega) = |\omega| \) is not integrable in the inverse Fourier transform as it extends to infinity in both directions.
It should be truncated in the frequency domain.
The simplest approach is to multiply it by a box filter in the frequency domain.
Ringing will be noticeable.
Windows with smoother transitions are used.

Reconstruction by Filtered Back- Projections (cont...)

An M-point discrete window function used frequently is

\[ h(\omega) = \begin{cases} 
  c + (c-1)\cos \frac{2\pi\omega}{M-1} & 0 \leq \omega \leq M-1 \\
  0 & \text{otherwise}
\end{cases} \]

When \( c = 0.54 \), it is called the Hamming window.
When \( c = 0.5 \), it is called the Hann window.

By these means ringing decreases.
Reconstruction by Filtered Back-PROJECTIONS (cont...)

The complete back-projection is obtained as follows:

1. Compute the 1-D Fourier transform of each projection.
2. Multiply each Fourier transform by the filter function $|\omega|$ (multiplied by a suitable window, e.g. Hamming).
3. Obtain the inverse 1-D Fourier transform of each resulting filtered transform.
4. Back-project and integrate all the 1-D inverse transforms from step 3.
Reconstruction by Filtered Back-Projections (cont...)

Because of the filter function the reconstruction approach is called *filtered back-projection* (FBP).

- Sampling issues must be taken into account to prevent aliasing.
  - The number of rays per angle which determines the number of samples for each projection.
  - The number of rotation angles which determines the number of reconstructed images.

Reconstruction by Filtered Back-Projections (cont...)

Box windowed FBP  Hamming windowed FBP

Ringing is more pronounced in the Ramp FBP image
Reconstruction by Filtered Back-Projects (cont...)

| Box windowed FBP | Hamming windowed FBP |

Reconstruction by Filtered Back-Projects (cont...)

| Box windowed FBP |  |

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Reconstruction by Filtered Back-Projections (cont...)

Hamming windowed FBP

There are no sharp transitions in the Shepp-Logan phantom and the two filters provide similar results.
Reconstruction by Filtered Back-Projections (cont...)

<table>
<thead>
<tr>
<th>Back-projection</th>
<th>Ramp FBP</th>
<th>Hamming FBP</th>
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Notice the difference between the simple back-projection and the filtered back-projection.

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