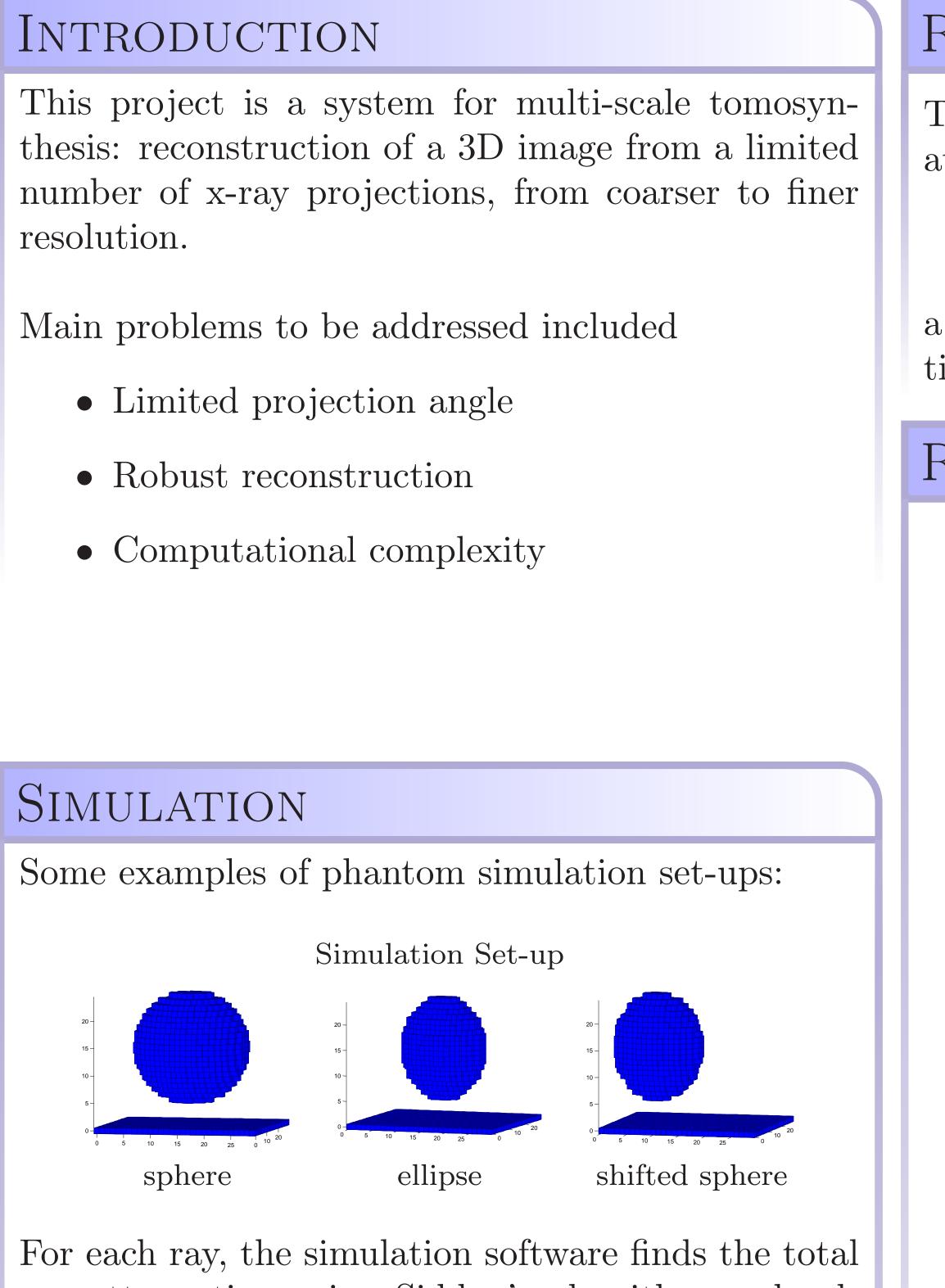


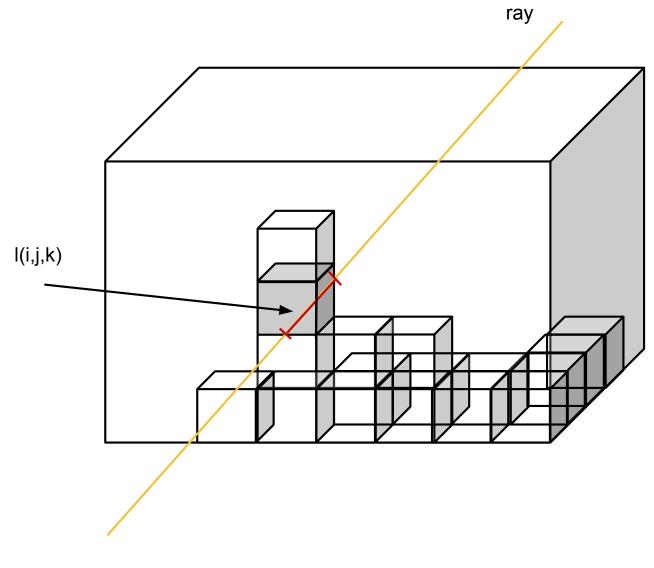
Multi-Scale Digital Tomosynthesis Image Reconstruction TSBB11 - Images and Graphics CDIO Project Course



ray attenuation using Siddon's algorithm and calculates the number of detected photons according Lambert-Beer's law.

 r_{ij} is the projection in pixel i, j on the detector.

$$r_{ij} = r_0 e^{-\sum_{ijk} l_{ijk} f_{ijk}}$$



intersection length of pixel i,j,k

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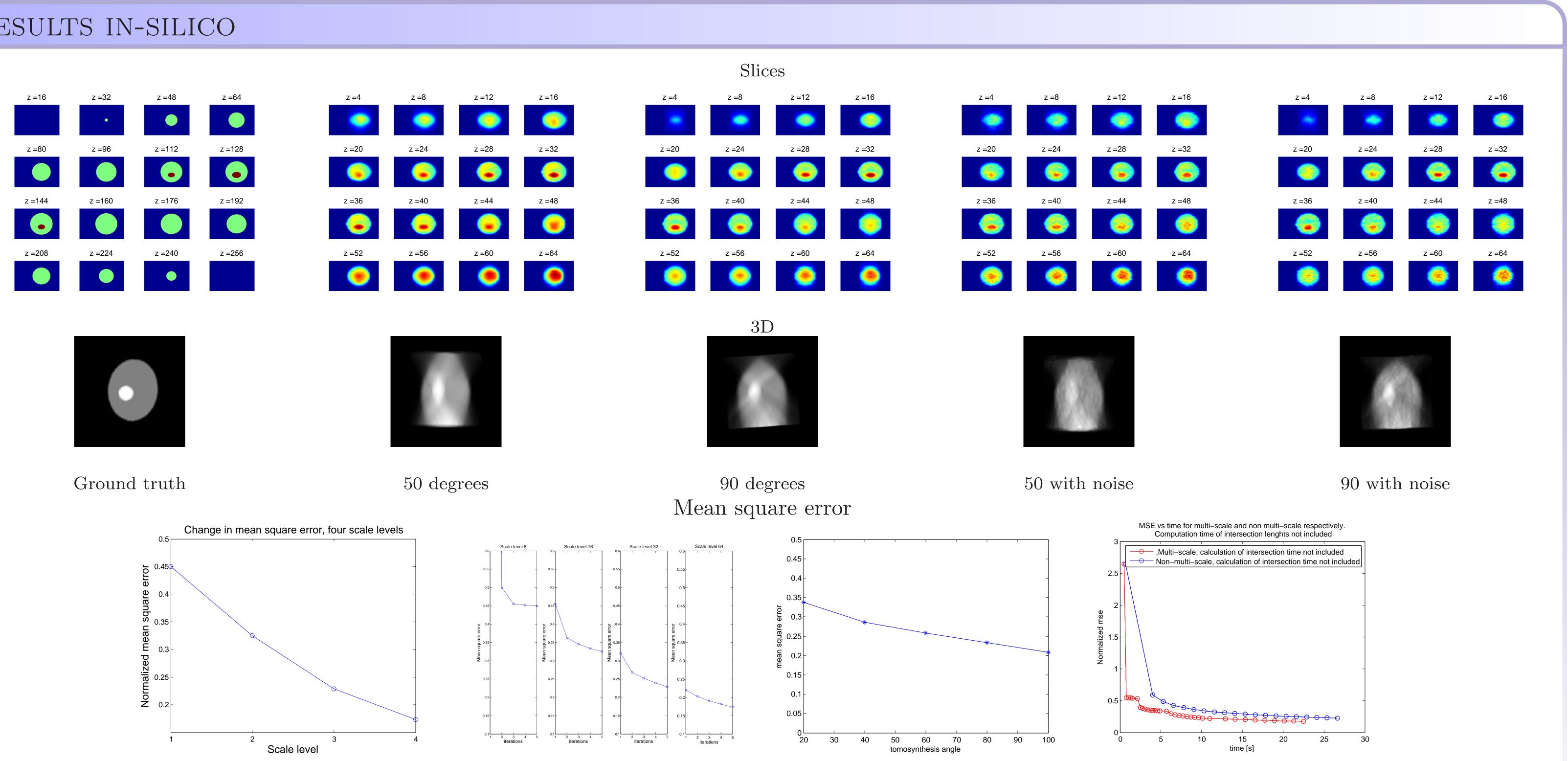
RECONSTRUCTION

The expectation-maximization algorithm updates the attenuation per voxel, according to

 $f_j^{(n+1)} = f_j^{(n)} + \Delta f_j^{(n)}, \quad j \in \{1, 2, \dots, N\}$

a set number of iterations, after which the attenuation map is scaled up and the process is repeated.

RESULTS IN-SILICO

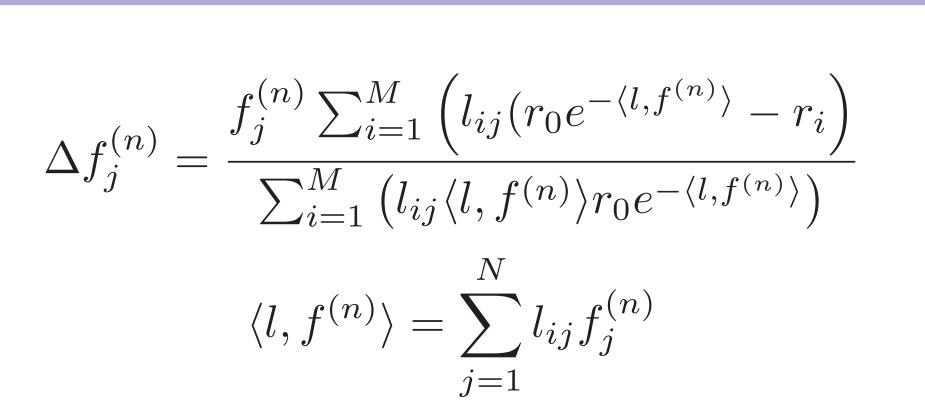


Variation with scale level

CONCLUSION

- Multi-scale reconstruction yields better reconstruction, given equal computation time.
- The reconstruction improves with each iteration.





Variation with iteration

Variation with angle

• The program gives useful results despite measurement noise in the detector, which is present in real-life use.

• Convergence is faster at coarser scale levels.

• With the detector sizes used in our experiments, it is possible to distinguish features enclosed in other objects of different attenuation.





 $f_{j}^{(n)}$ denotes the attenuation in voxel j at iteration n, l_{ij} the intersection length between ray i and voxel j, r_i the detected number of photons from ray i, and r_0 the number of emitted photons.

 $\langle l, f^{(n)} \rangle$ is the expected number of detected photons, given our attenuation map estimation.

Variation with time