```
function [ img ] = retroprojection_discrete( R,xp,n,theta_max,p )
%avec R la matrice de la transformer de radon, xp , n la taille de l'image
%et p le pas angulaire
[Rx, theta_max_2] = size(R);
width = 2^nextpow2(Rx);
Rx = n;
Ry = n;
theta_vect = 1:p:theta_max;
%theta vect = linspace(1,theta_max,p);
xp 	ext{ offset} = abs(min(xp))+1;
B = zeros(Rx,Ry);
proj fft = fft(R, width);
%filter = ones(width, 1);
filter = 2*[0:(width/2-1),width/2:-1:1]'/width;
% figure;
% plot(1:width, filter);
% title("Filtre de Ram-Lak");
for i = 1:length(theta vect)%i = 1:theta max
    filtered(:,i) = proj fft(:,i).*filter;
end
proj = real(ifft(filtered));
for k = 1:length(theta vect)
    Q = proj(:,k);
    rad = theta vect(k)*pi/180;
    rad = k*pi/180;
    for (x = 1:Rx)
        for (y = 1:Ry)
            u = ((x-Rx/2)*cos(rad)-(y-Ry/2)*sin(rad))+xp offset;
            u1 = ceil(u);
            u2 = floor(u);
             if u1 == u2
                 B(y,x) = B(y,x) + Q(u1);
                 B(y,x) = B(y,x) + proj(u1,k);
             else
                 q = Q(u^2) + (u-u^2) * ((Q(u^1) - Q(u^2)) / (u^1 - u^2)); formule de toyalor young <math>\checkmark
pour interpoler la valeur de Q(u)
                 q = proj(u2, k) + (u-u2) * ((proj(u1, k) - proj(u2, k)) / (u1-u2));
                 B(y,x) = B(y,x)+q;
        end
    end
    end
img = B*(pi/theta max);
```

```
img_min = min(min(img));
img_max = max(max(img));

for (i = 1:Rx)
    for (j = 1:Ry)
        img(i,j) = round((255/(img_max-img_min))*(img(i,j)-img_min));
    end
end
%figure
%colormap('gray');
%imagesc(img);
img;
end
```