**Note:** 1. Please run this executable tool on a computer equipped with Windows 7, NVIDIA Geforce GTX 1060 graphics card, CUDA 8.0 and Visual Studio 2010.

2. Before you run the following instructions, please ensure that the executable file and the image data are in the same directory.

**Input:**

A-SRWCR.exe case1\_fixed\_T00\_1D\_float.txt case1\_moving\_T50\_1D\_float.txt Case1\_300\_T00\_xyz.txt Case1\_300\_T50\_xyz.txt 256 256 94 0.97 0.97 2.5 20 20 20 200 200 120 0.1

The 2-th and 3-th parameters are the fixed and moving images, the 4-th and 5-th parameters are the coordinates of the landmarks, the 6-th, 7-th, 8-th parameters (256 256 94) are the dimensions, the 9-th, 11-th,12-th parameters (0.97 0.97 2.5) are the voxel sizes along XYZ direction, the 13-th, 14-th,15-th parameters (20,20,20) are the grid spacings at the low resolution, the 16-th, 17-th,18-th parameters are the maximal iteration for low, medium and high resolution, and the final parameter is the experiential penalty factor.

**Output:**

Test\_image.txt is the transformed image, and you can run show\_3D.m to observe it.