

# MIC Assignment-2

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## 1 Question 1: X-Ray Computed Tomography – Radon Transform

A  $128 \times 128$  Shepp–Logan phantom was generated and treated as the image  $f(x, y)$ . The coordinate origin was logically placed at the center pixel.

### (a) Implementation of `myXrayIntegration()`

The function `myXrayIntegration(f, t, theta_deg, delta_s)` computes the line integral of image intensities along a line parameterized by  $t$  and  $\theta$ .

Implementation details:

- The angle `theta_deg` is converted to radians.
- A sampling variable `s` is created from  $-N$  to  $N$  with step size `delta_s`.
- For each value of `s`, corresponding  $(x, y)$  coordinates are computed.
- `map_coordinates()` is used to interpolate image values.
- The interpolated values are summed and multiplied by `delta_s`.

**Interpolation Scheme:** Bilinear interpolation (`order=1`) was used because:

- It provides smooth transitions between pixels.
- Nearest-neighbor interpolation produces jagged artifacts.
- Higher-order interpolation increases computation unnecessarily.

### (b) Implementation of `myXrayCTRadonTransform()`

The function `myXrayCTRadonTransform()` computes the Radon transform over discrete values:

- `t = -90 to 90` with step size  $\Delta t = 5$
- `theta = 0 to 175` with step size  $\Delta \theta = 5$

For every  $(t, \theta)$  pair, the function calls `myXrayIntegration()` and stores the result in a 2D array.

### (c) Comparison of Different $\Delta s$ Values

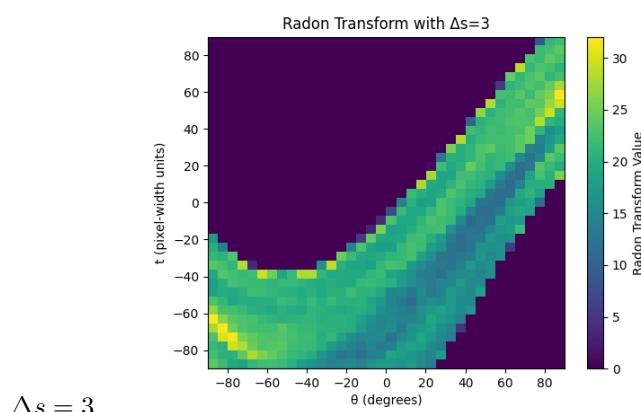
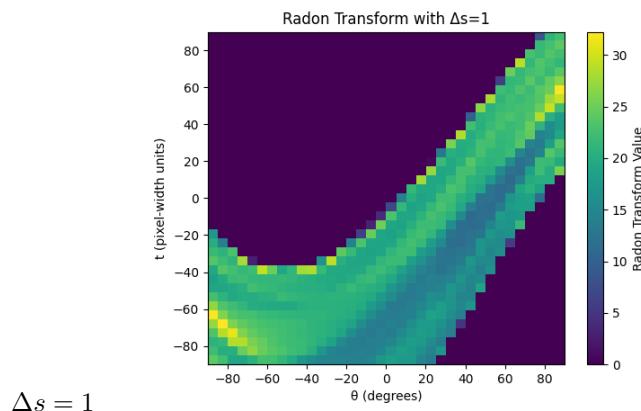
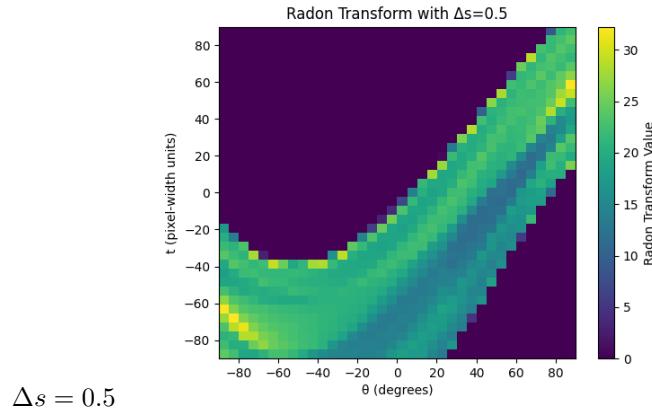
**Choice of  $\Delta s$ :** Different values were tested: 0.1, 0.5, 1, 3, 10 pixel units.

Observations:

- Very small  $\Delta s$  increases computation with little improvement.
- Infact  $\Delta s = 0.1$  performed worse than  $\Delta s = 0.5$ .
- This is due to overfitting by interpolation.
- $\Delta s = 0.5$  or 1 gives stable and smooth results.
- Large  $\Delta s$  (3 or 10) causes rough and blocky sinograms.

$\Delta s$	Smoothness Score
0.1	0.00766441
0.5	0.00766361
1	0.00766573
3	0.00792422
10	0.01310446

Table 1: Smoothness scores for different  $\Delta s$  values.



Additionally, 1D plots of the sinogram values were examined for:

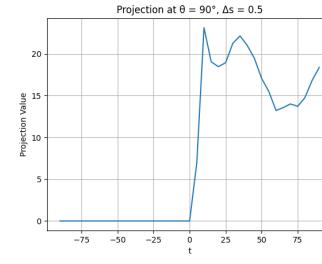
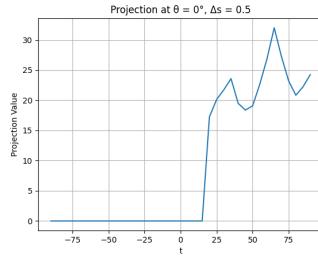
### 1D Projection Comparisons for Different $\Delta s$

$\Delta s$

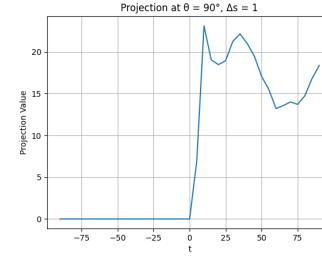
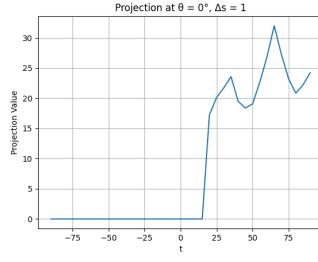
$\theta = 0^\circ$

$\theta = 90^\circ$

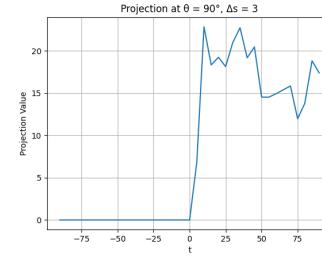
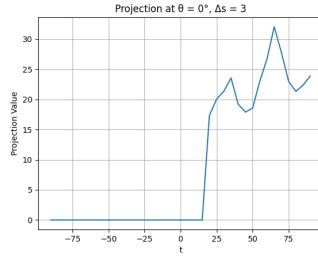
0.5



1



3



Observations:

- Smaller  $\Delta s$  produces smoother 1D curves.
- Larger  $\Delta s$  produces visible roughness due to coarse sampling.
- Among the tested values,  $\Delta s = 0.5$  appears smoothest.

A smoothness score was computed using the function `apply_prior()`, which evaluates local intensity differences. Lower values indicate smoother sinograms.

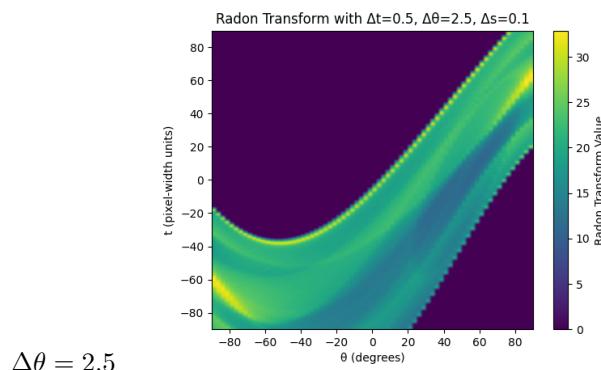
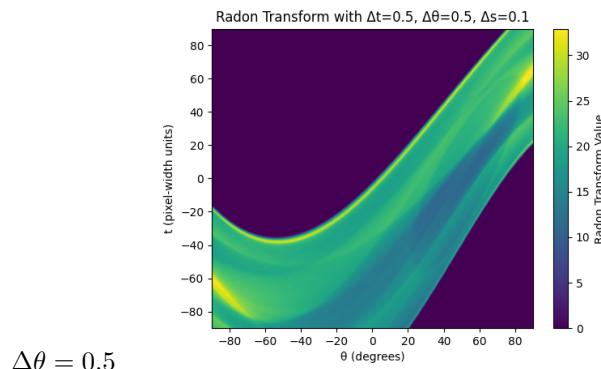
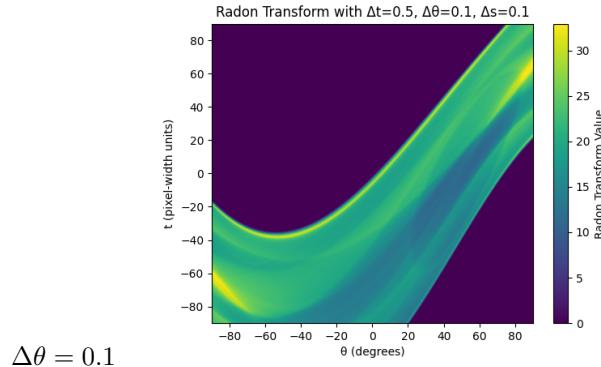
Results show:

- $\Delta s = 0.5$  gives the lowest smoothness score.
- $\Delta s = 1$  and 3 give slightly higher scores, indicating more roughness.

#### (d) Choice of $\Delta t$ and $\Delta\theta$ in Scanner Design

$\Delta\theta$ :

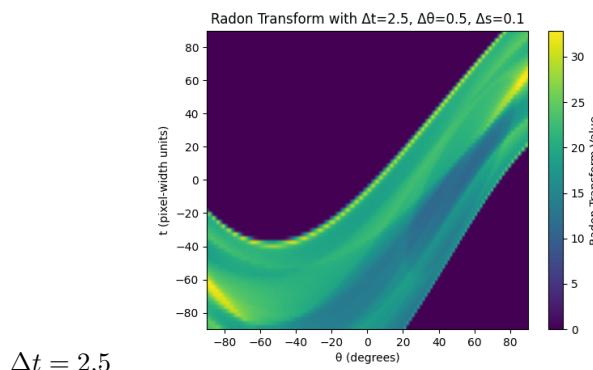
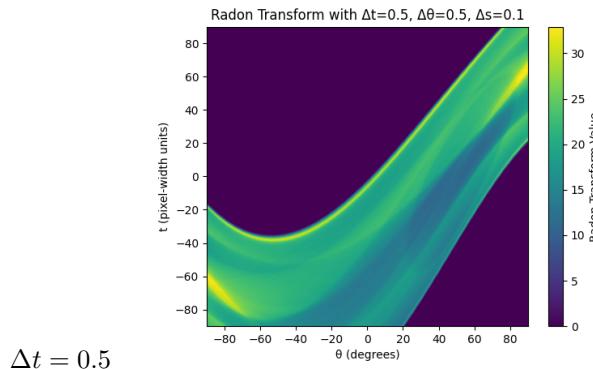
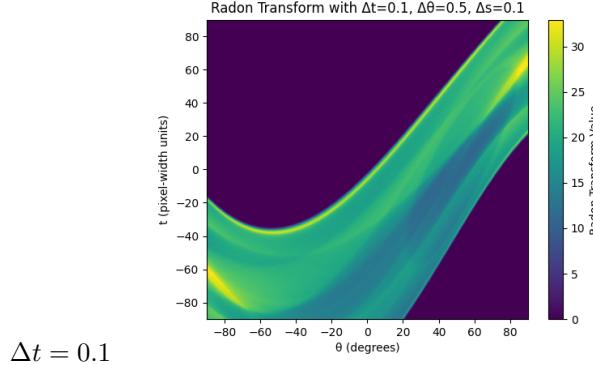
- Smaller  $\Delta\theta$  improves angular resolution.
- Too small increases radiation exposure and scan time.
- A moderate small value is preferred.



$\Delta t$ :

- Smaller  $\Delta t$  improves spatial sampling.
- Very small  $\Delta t$  increases noise sensitivity.

- Larger  $\Delta t$  introduces discretization artifacts.



Thus, both parameters must balance resolution, noise, and acquisition cost.

### (e) Design Considerations for ART Reconstruction

#### Number of Pixels and Pixel Size:

- More pixels improve spatial resolution.
- However, computational cost increases significantly.
- Smaller pixels receive fewer photons, increasing noise variance.

A moderate grid resolution is therefore preferred.

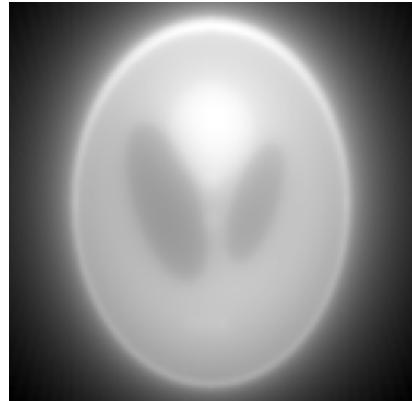
**Effect of  $\Delta s$ :**

- $\Delta s \ll 1$  pixel width:
  - More accurate integration.
  - Higher computational cost.
  - Minimal improvement beyond a certain point.
- $\Delta s \gg 1$  pixel width:
  - Underestimates line integrals.
  - Produces blocky reconstruction.
  - Slows ART convergence.

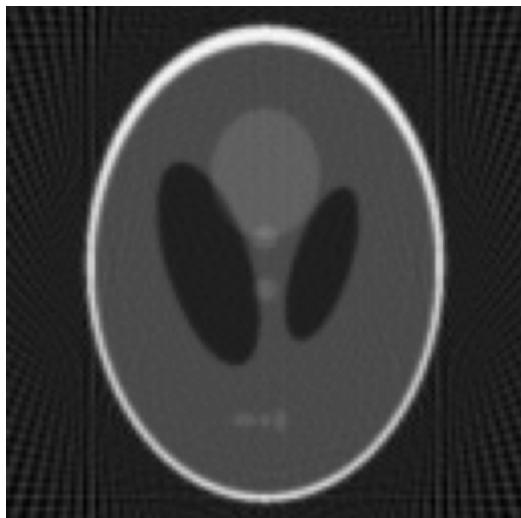
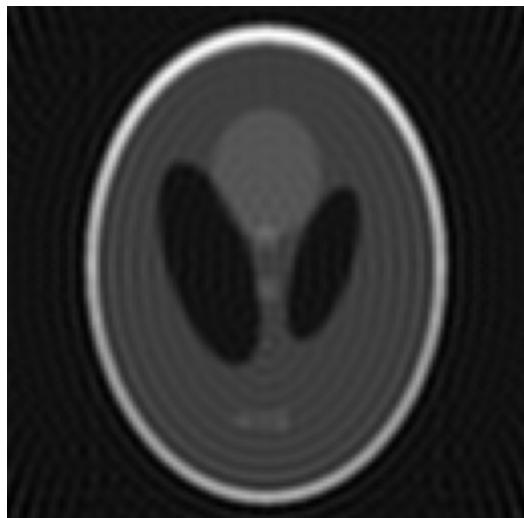
**Summary**

The experiments demonstrate that:

- $\Delta s$  should be comparable to pixel width.
- $\Delta t$  and  $\Delta\theta$  should be small but not excessively small.
- There is a trade-off between resolution, noise sensitivity, radiation dose, and computational complexity.

**2 Question 2**

No Filtering

Ram-Lak ( $L = 0.5$ )Ram-Lak ( $L = 0.25$ )

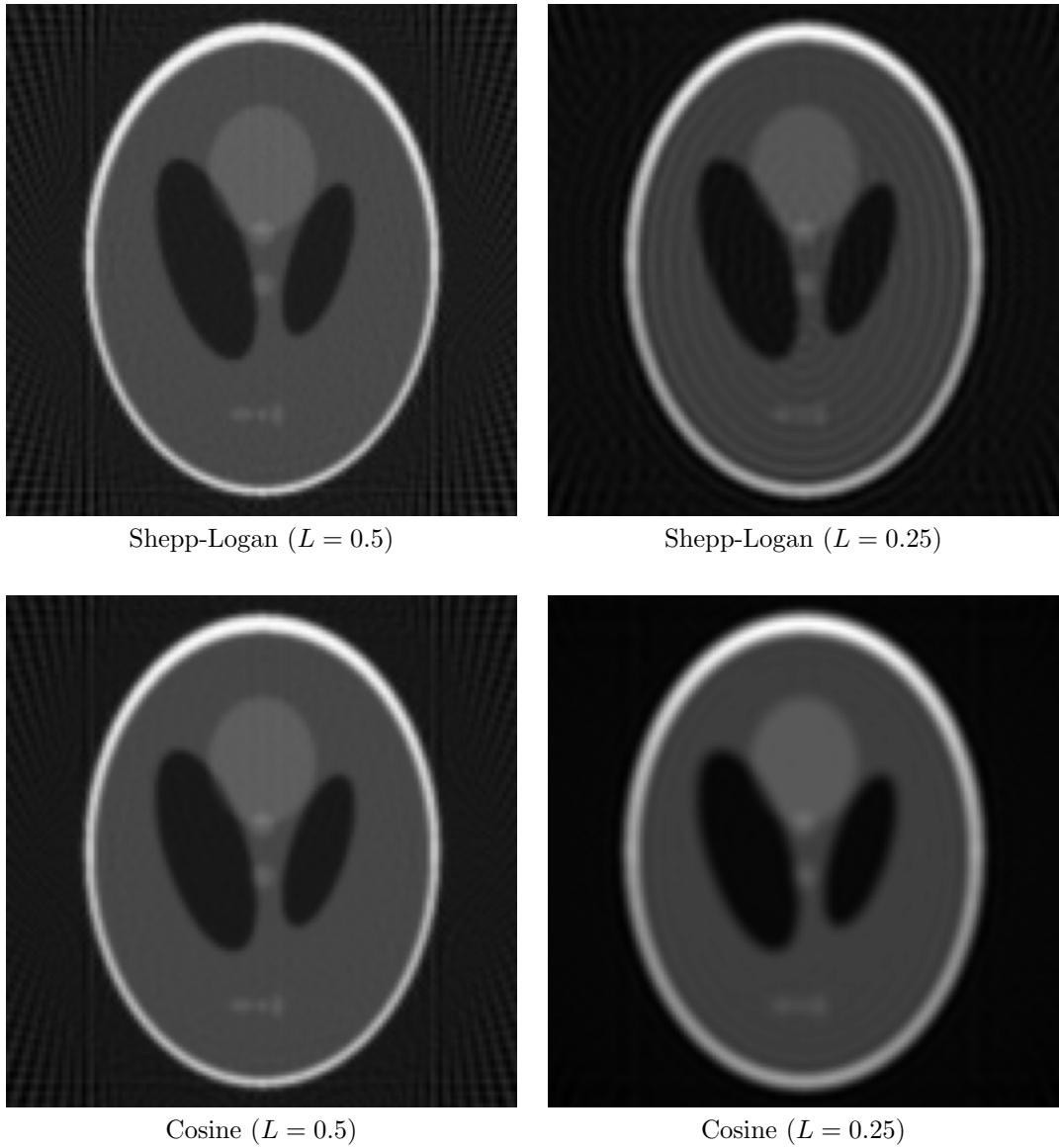


Figure 1: Comparison of reconstructed images using different filters and cutoff frequencies.

### 3 Question 3

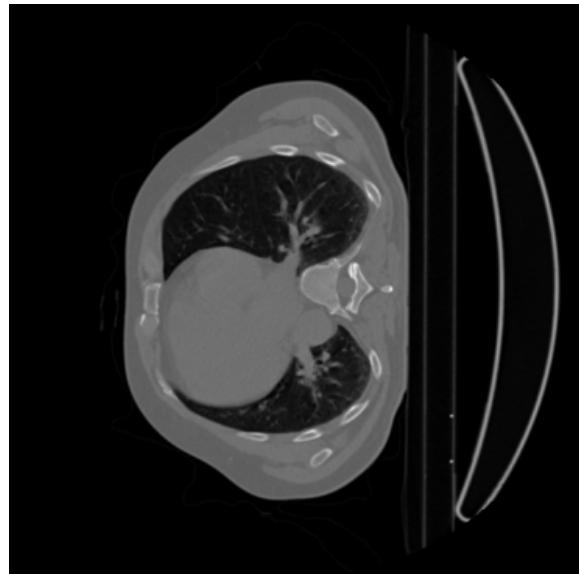


Figure 2: Original Image - Chest CT



Figure 3: Original Image - Phantom

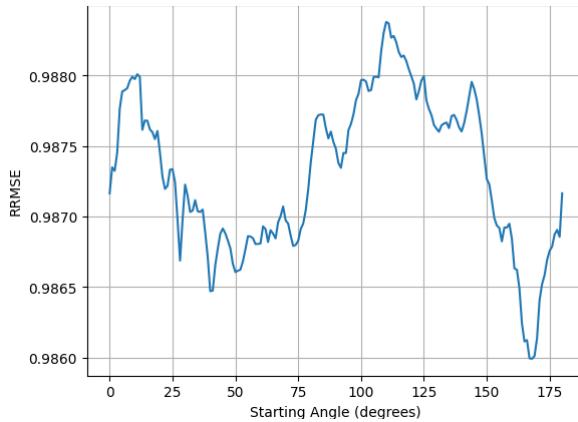


Figure 4: RRMSE Plot - Chest CT

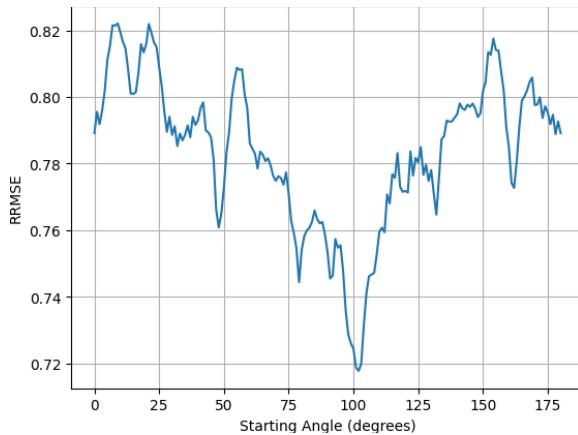


Figure 5: RRMSE Plot - Phantom

Minima of RRMSE for Chest CT is an RRMSE of 0.9859919140151212 at 168 degrees. For phantom, it is an RRMSE of 0.7176981638852817 at 102 degrees.

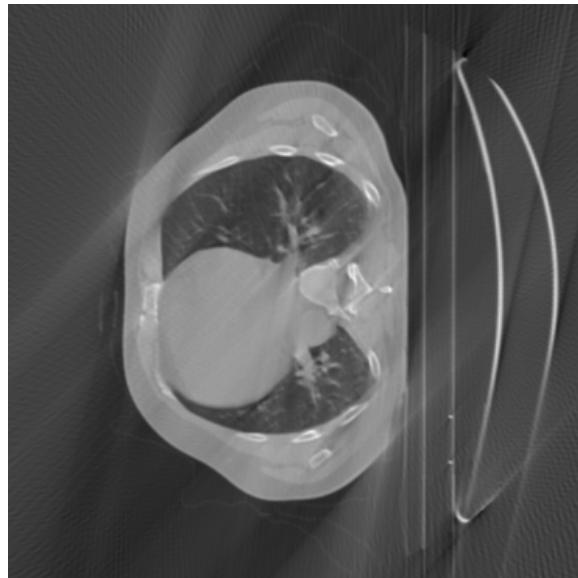


Figure 6: Optimal Reconstruction - Chest CT



Figure 7: Optimal Reconstruction - Phantom