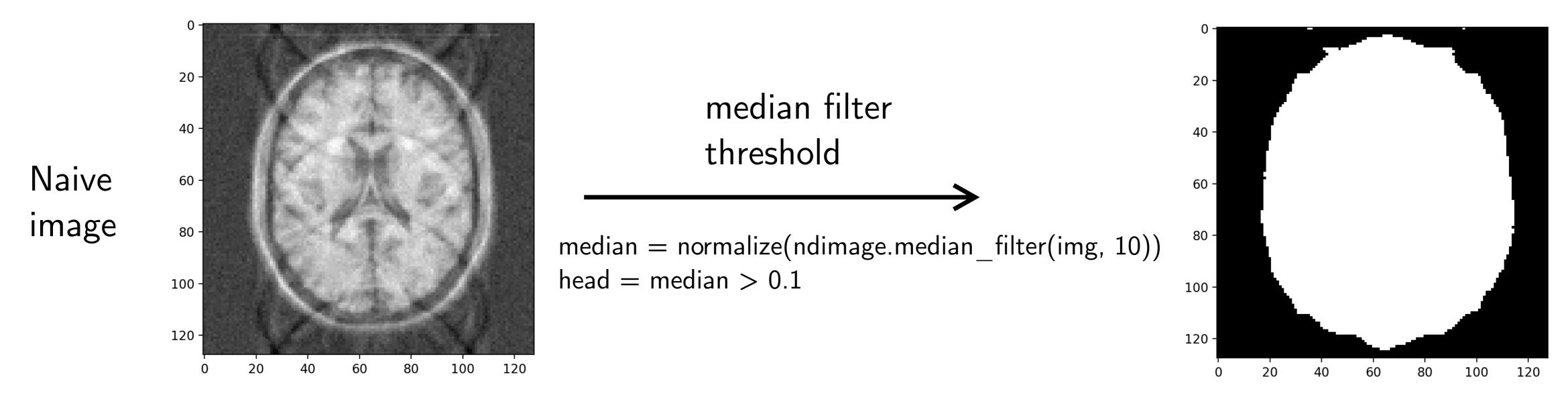
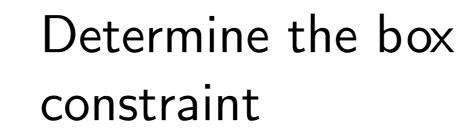
Naively reconstruct the image by taking inverse FFT, we get the naive image.





x lb and x ub

- Inside head: pixel >= 0

- Outside head: -4 <= pixel <= 4