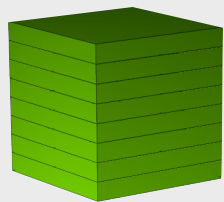


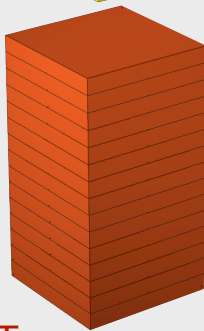
## BACK-PROJECTION



DD-PSF



INPUT



Host

## BACK-PROJECTOR

2 - CONVOLVE

1 - LINE BACK-PROJECT

Legend:

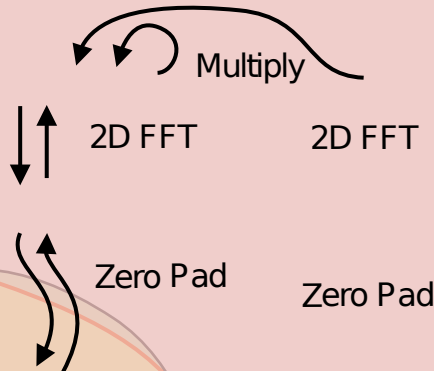
- GPU KERNELS

- MEMORY STRUCTURES

GPU

INPUT

Line back-project



DD-PSF

3 - ROTATE SUPPORT

Rotate

SUPPORT

4 - RESAMPLE

Resample

BACK-PROJECTION