

Welcome to EECS 16A!

Designing Information Devices and Systems I

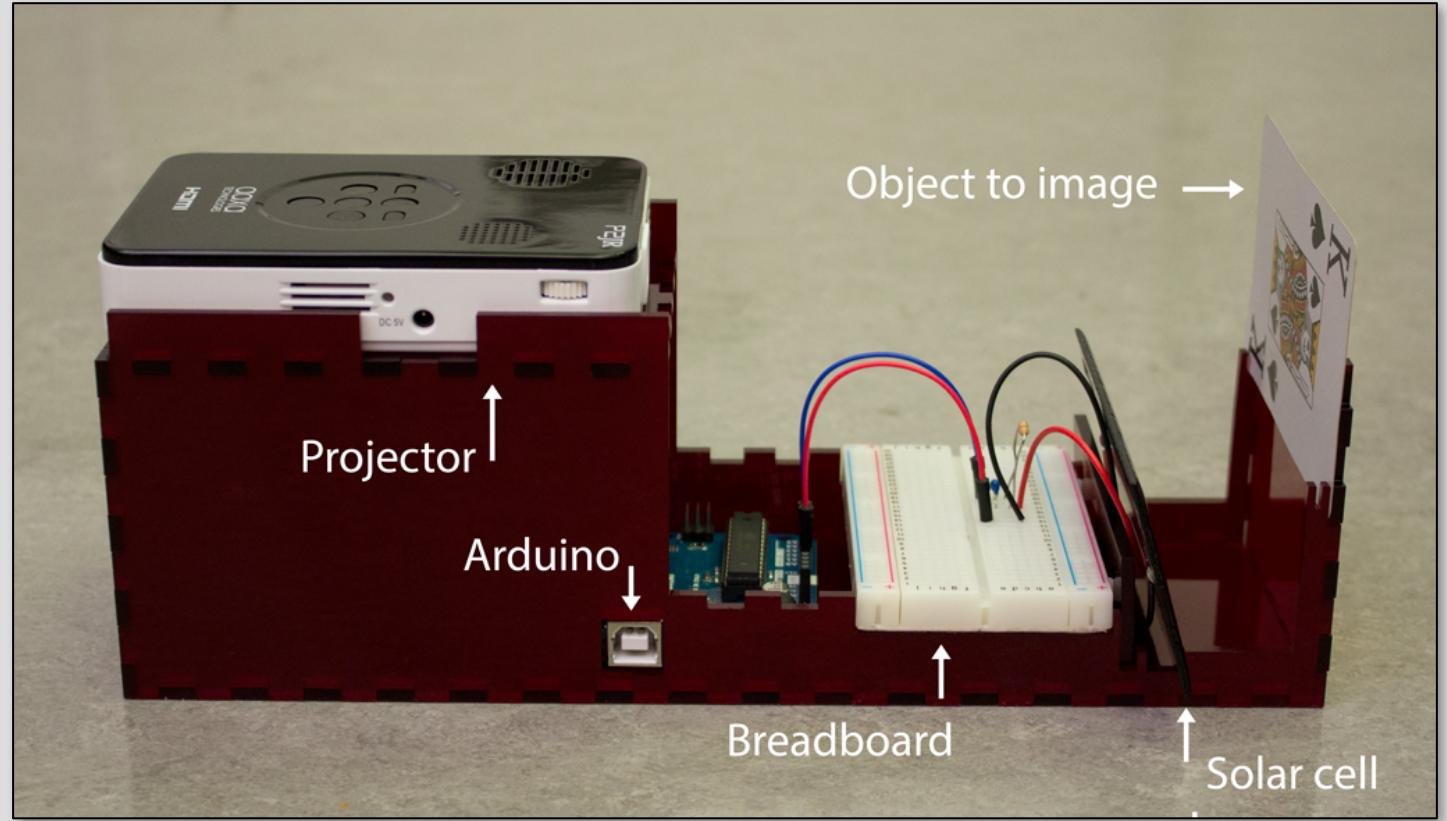


Ana Arias and Miki Lustig
Sp 2022

Lecture 0B
Tomography and Linear Equations



Module 1: Imaging



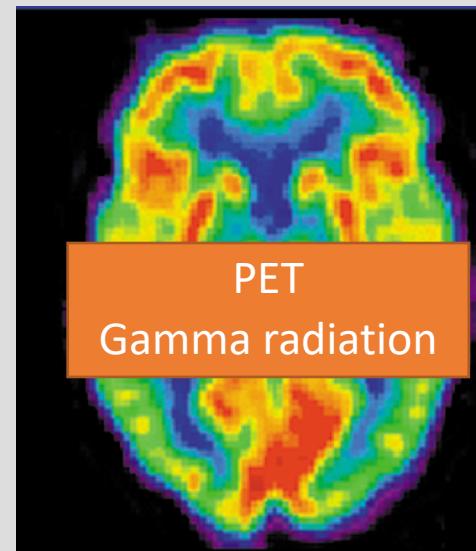
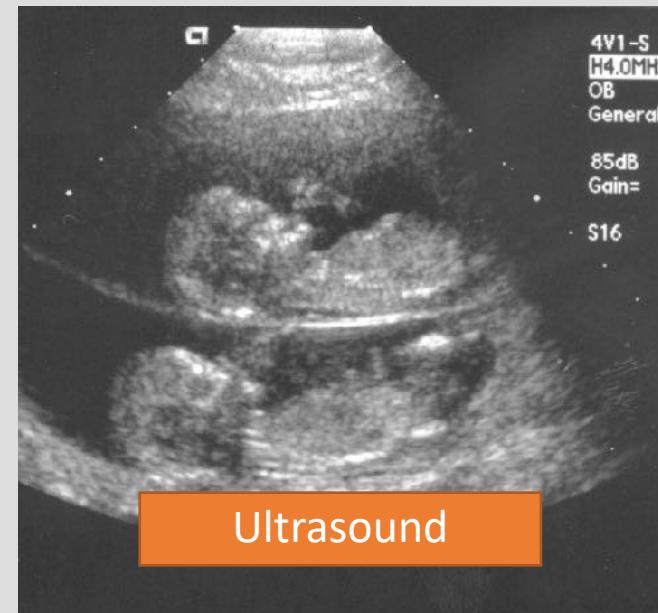
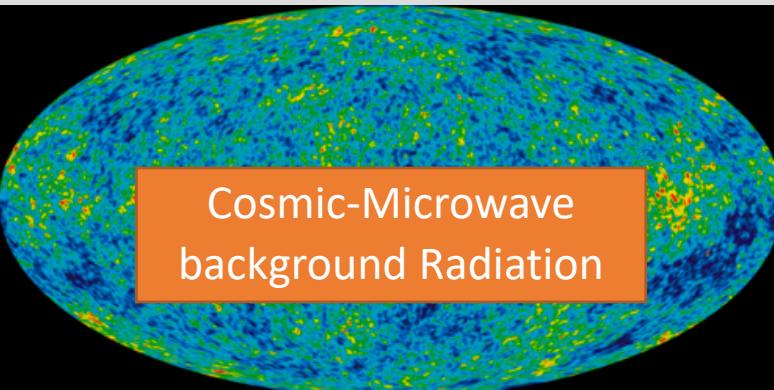
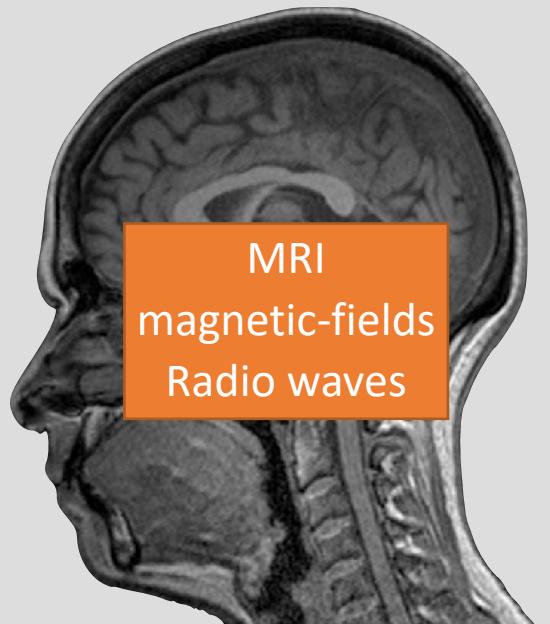
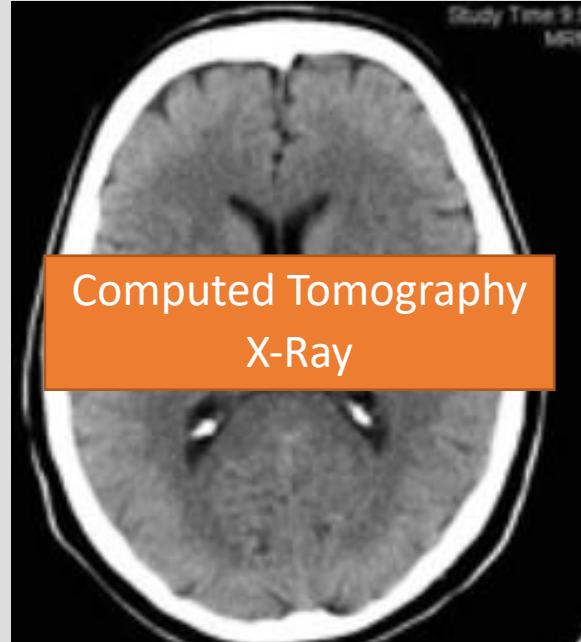
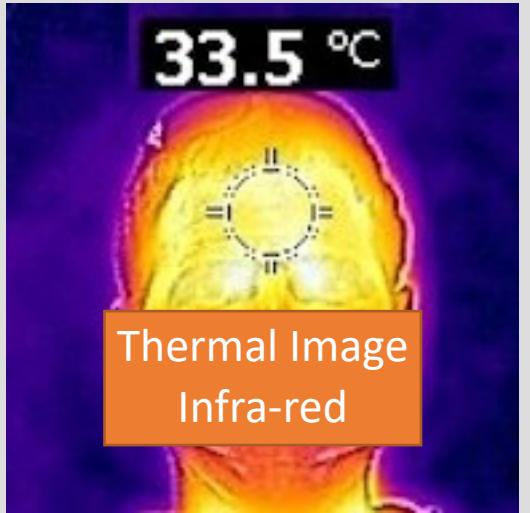
Image

Merriam-Webster: A visual representation of something

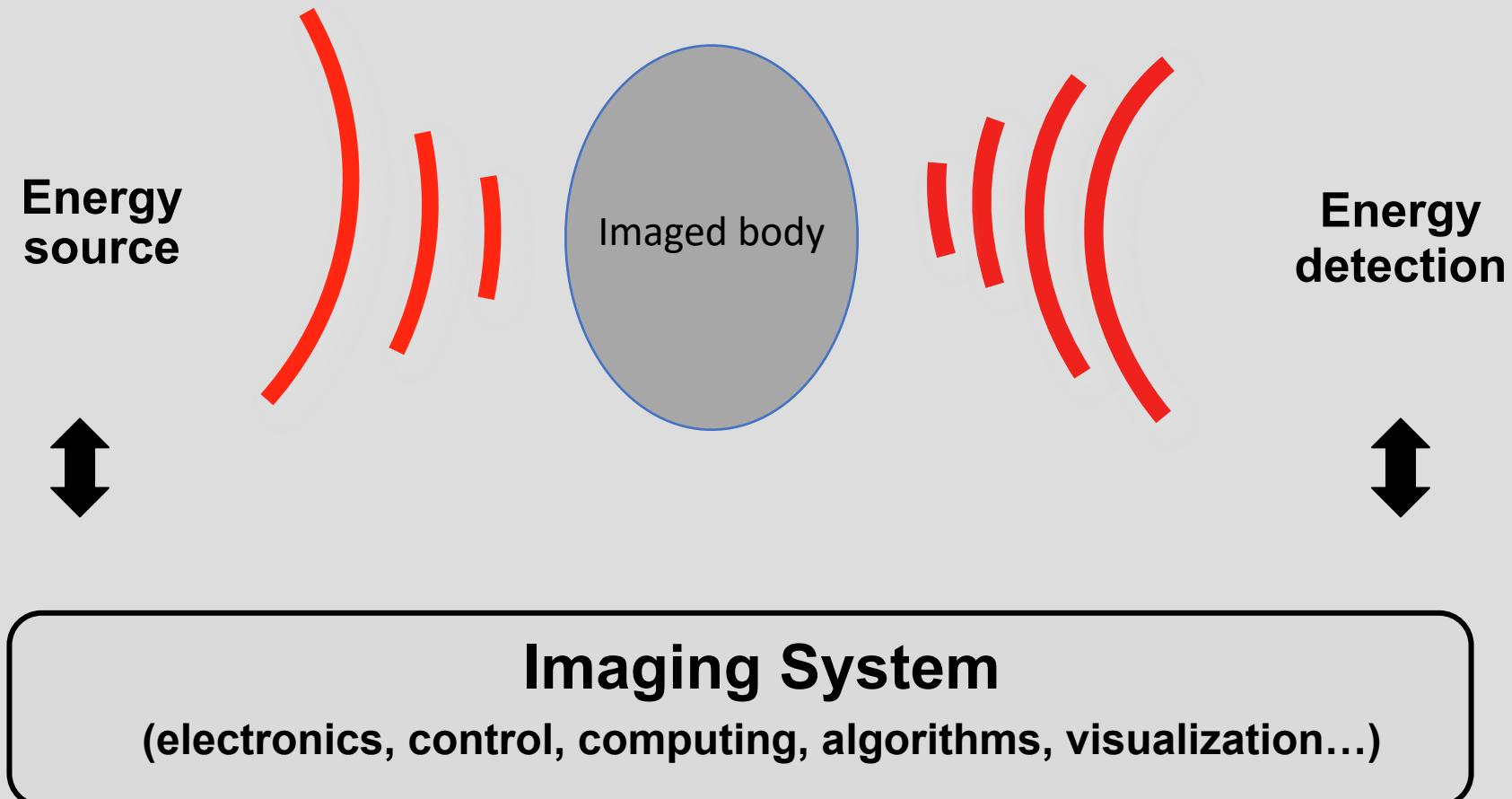
Imaging

Merriam-Webster: the action or the process of producing an image

Different Images



Imaging Systems in General

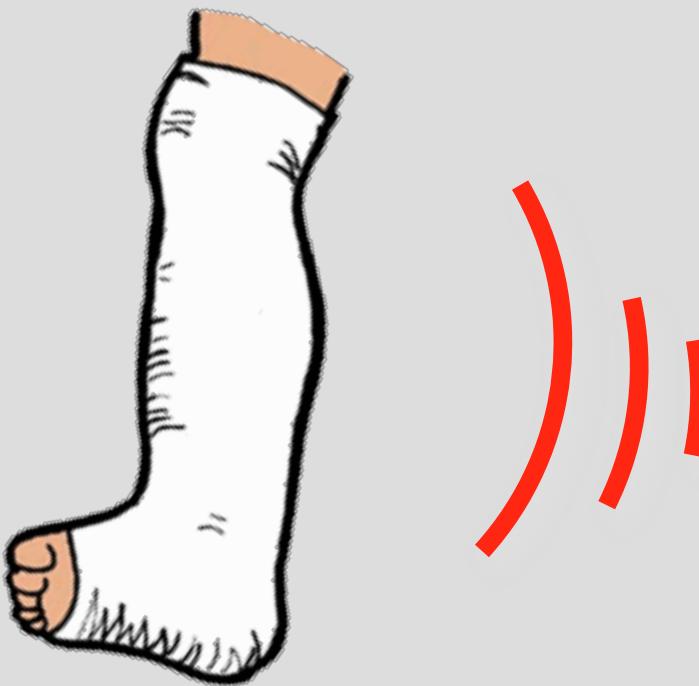


“Medical imaging” circa 1632

“The Anatomy Lesson of Dr. Nicolaes Tulp”, Rembrandt
Mauritshuis, The Hague



Projection Xray



Projection Xray



Tomography



‘tomo’ – slice
‘graphy’ – to write

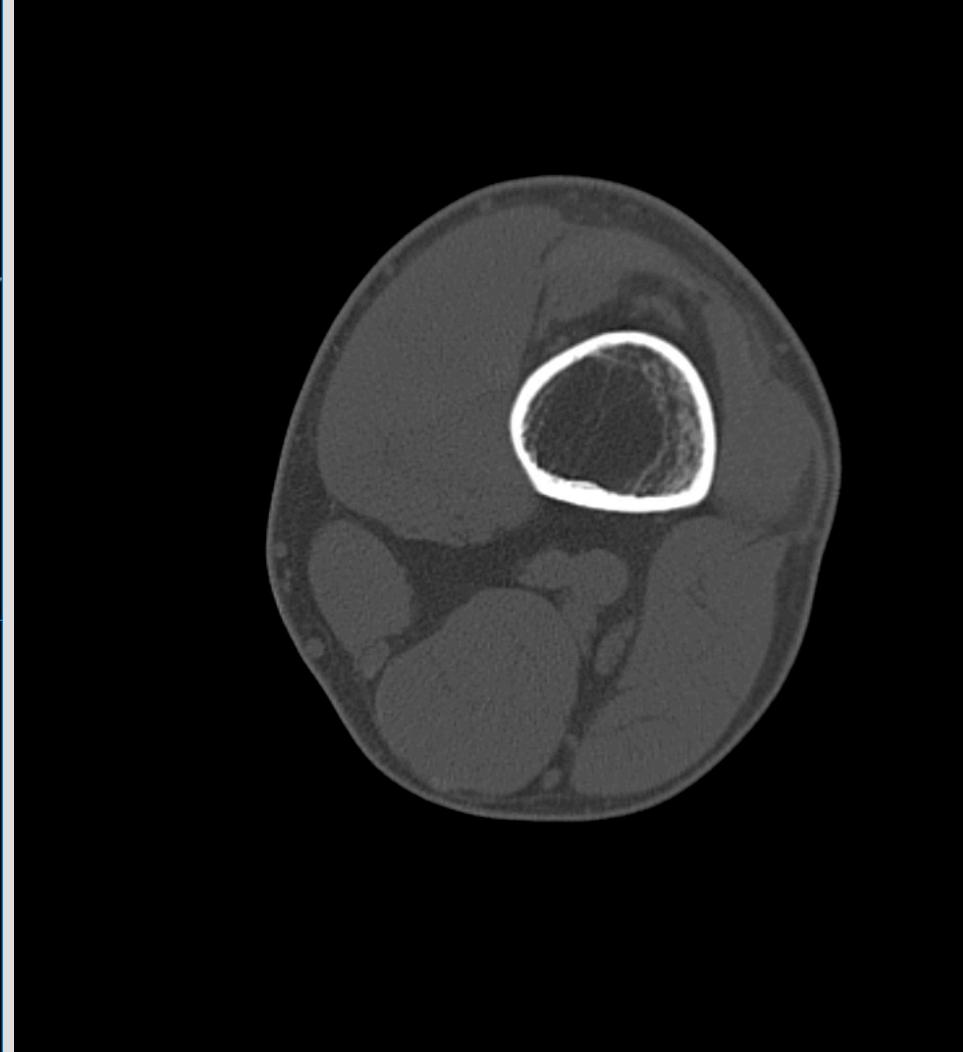
Assume it is not desirable to slice open leg. How does tomography visualizes cross-sectional slices?

From Projections

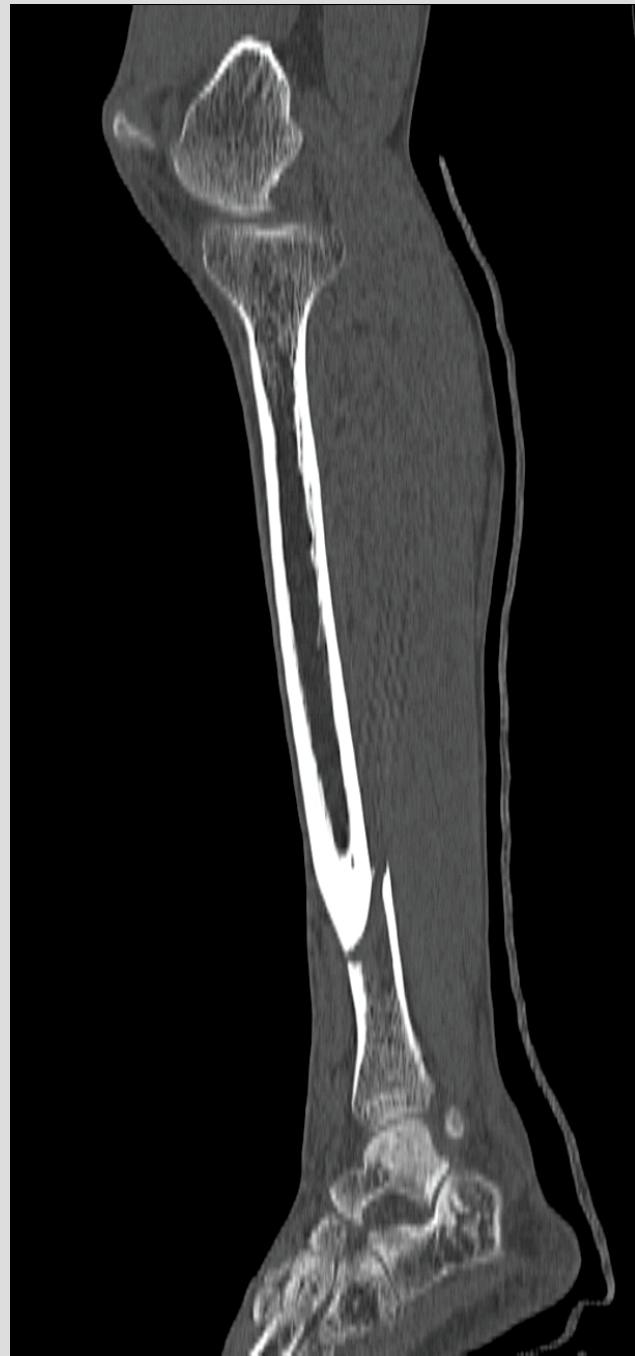
Projections



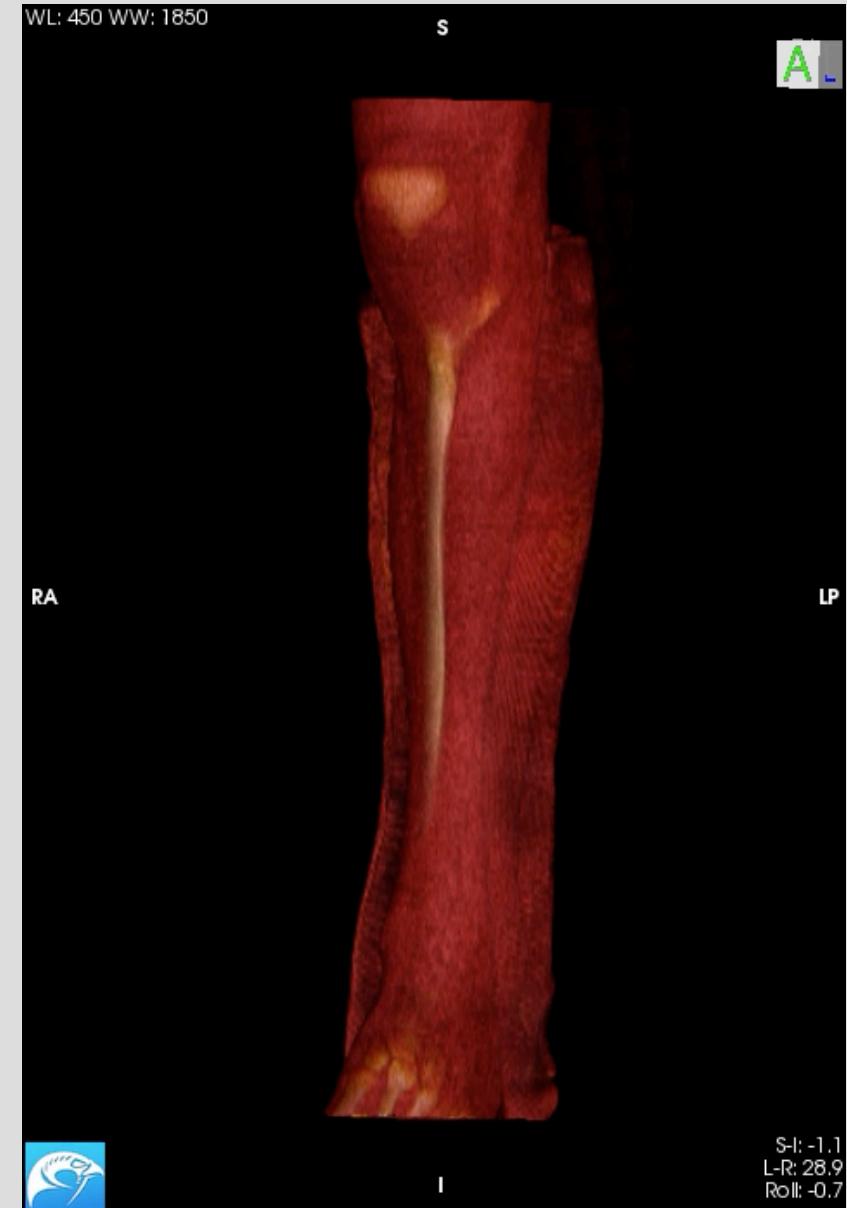
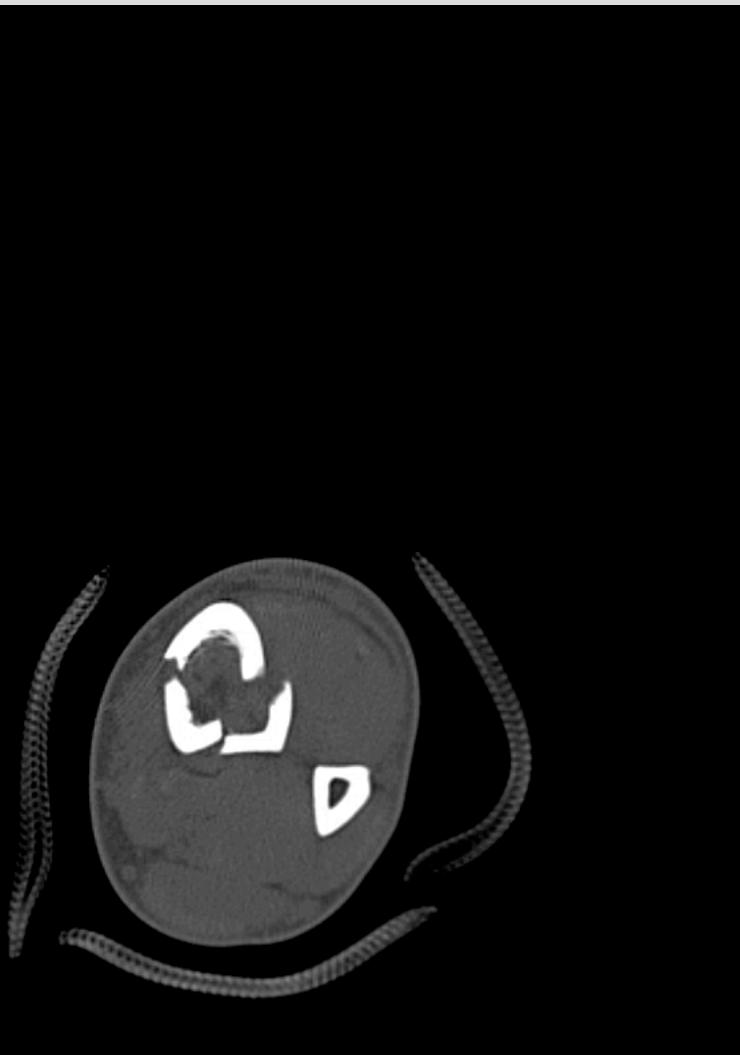
Axial Slices



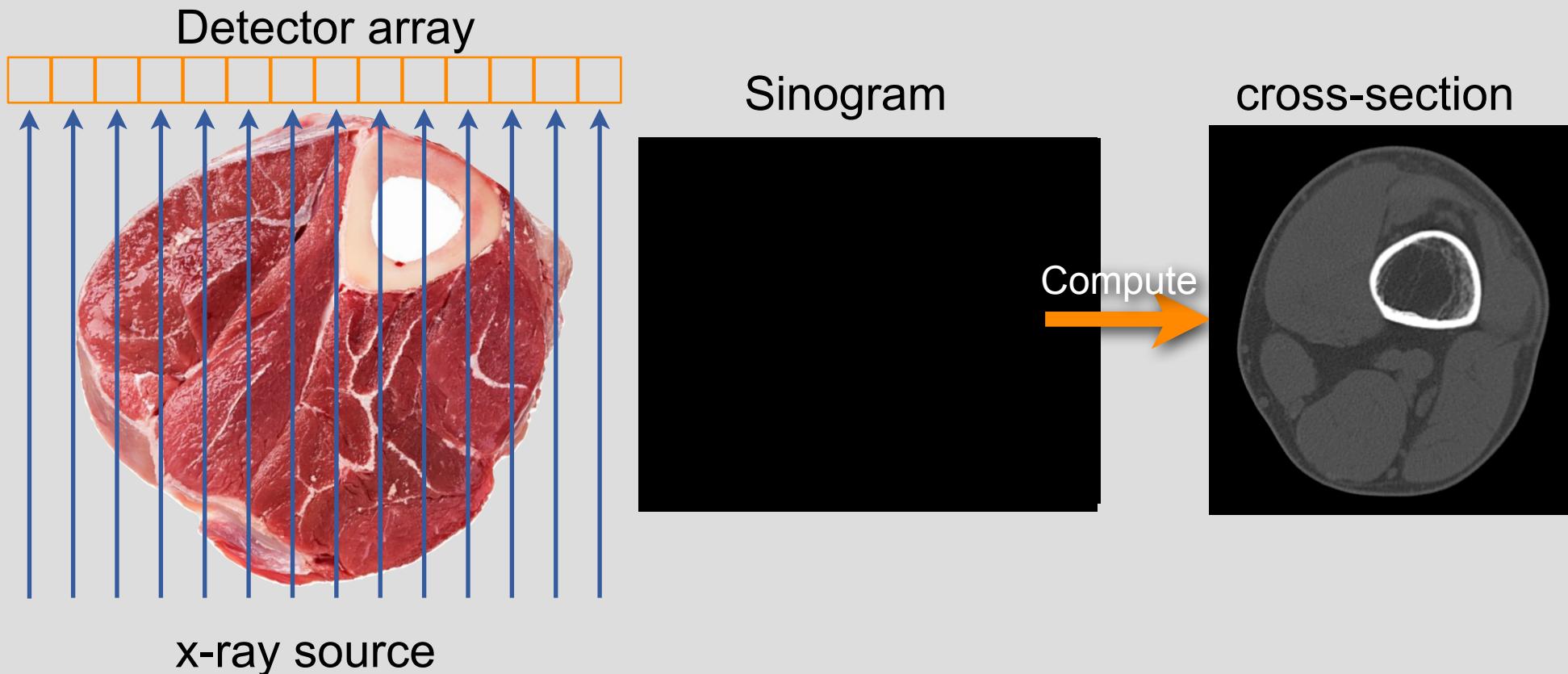
Sagittal Slices



3D Rendering from Slices



Computed Tomography



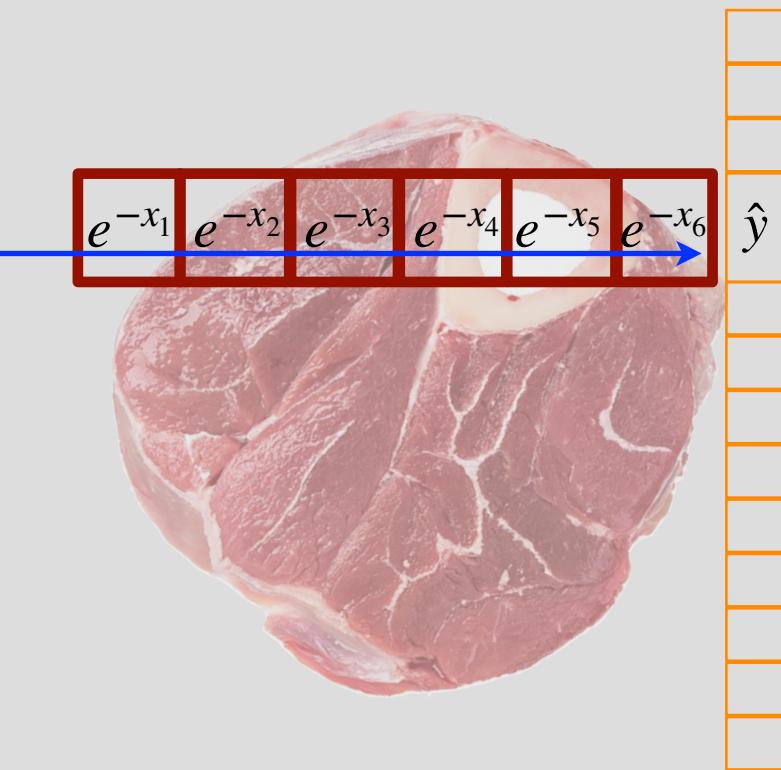
Computed Tomography



<http://www.youtube.com/watch?v=4gkIQHM19aY&feature=related>

Modeling Tomography

power=1



$$1 \cdot e^{-(x_1+x_2+x_3+x_4+x_5+x_6)} = \hat{y}$$

$$\log\{e^{-(x_1+x_2+x_3+x_4+x_5+x_6)}\} = \log\{\hat{y}\}$$

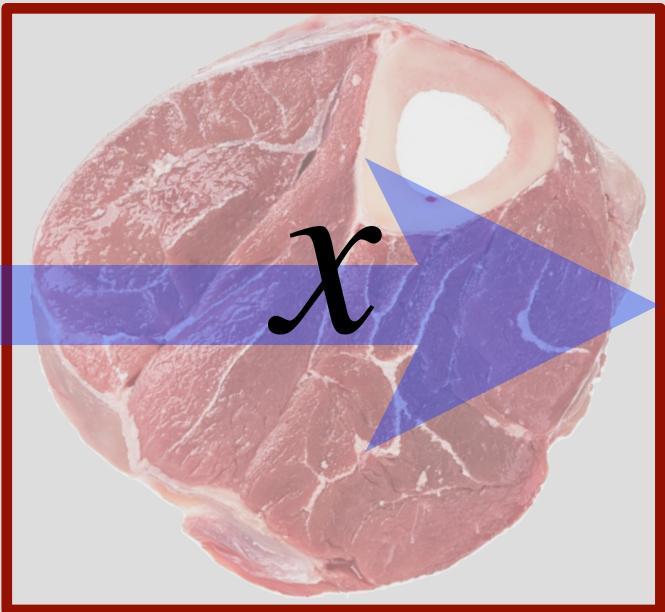
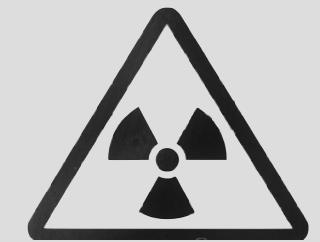
$$y = -\log\{\hat{y}\}$$

$$x_1 + x_2 + x_3 + x_4 + x_5 + x_6 = y$$

.... or y is the sum of x-ray attenuation coefficients along a line

Modeling Tomography

power=1



Unknown



Measurement

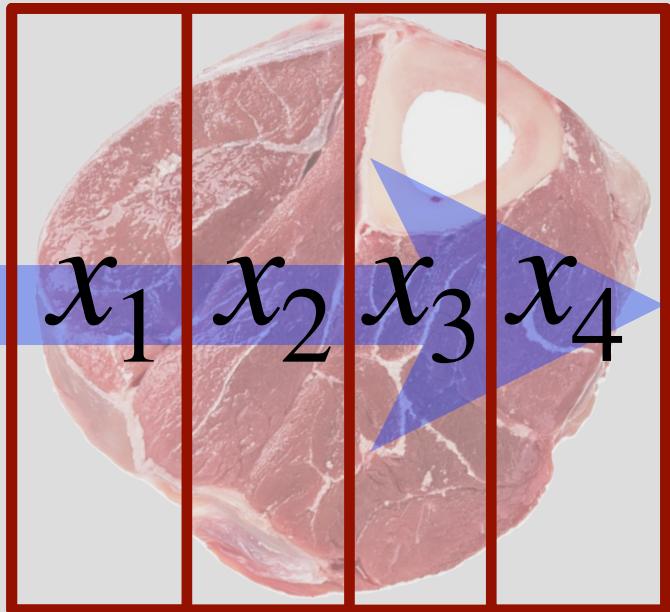
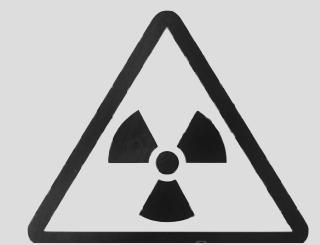
$$y = 1 \cdot x$$

↓

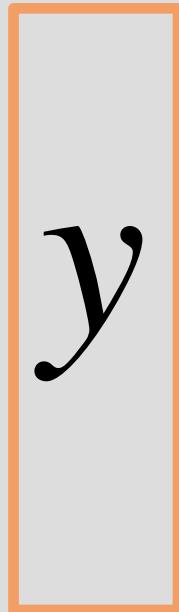
$$x = y$$

Modeling Tomography

power=1



Unknown



Measurement

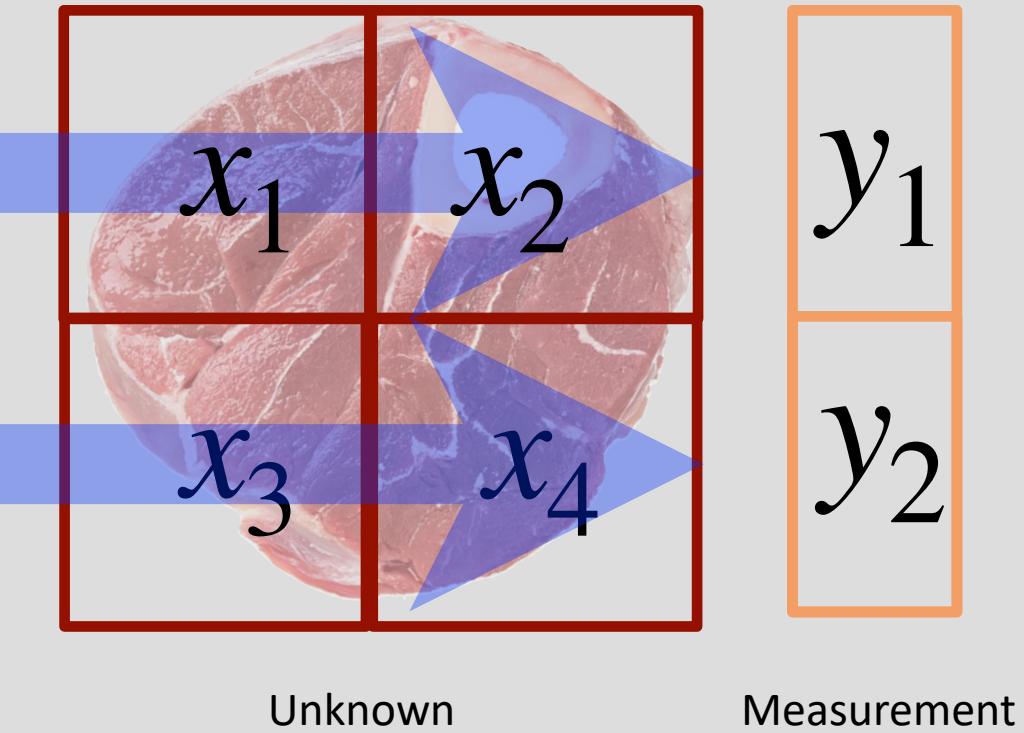
$$y = x_1 + x_2 + x_3 + x_4$$



1 equation 4 unknowns!



Modeling Tomography



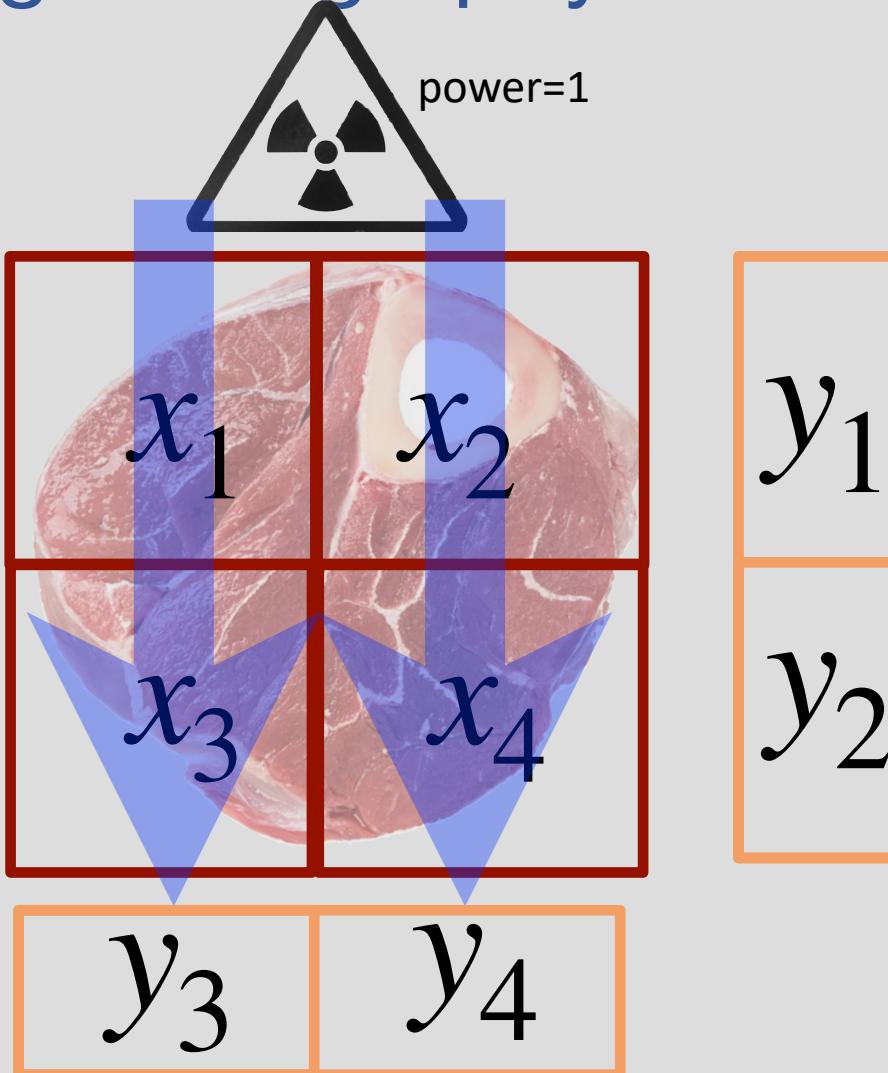
$$y_1 = x_1 + x_2$$
$$y_2 = x_3 + x_4$$



2 equation 4 unknowns!



Modeling Tomography



$$y_1 = x_1 + x_2$$

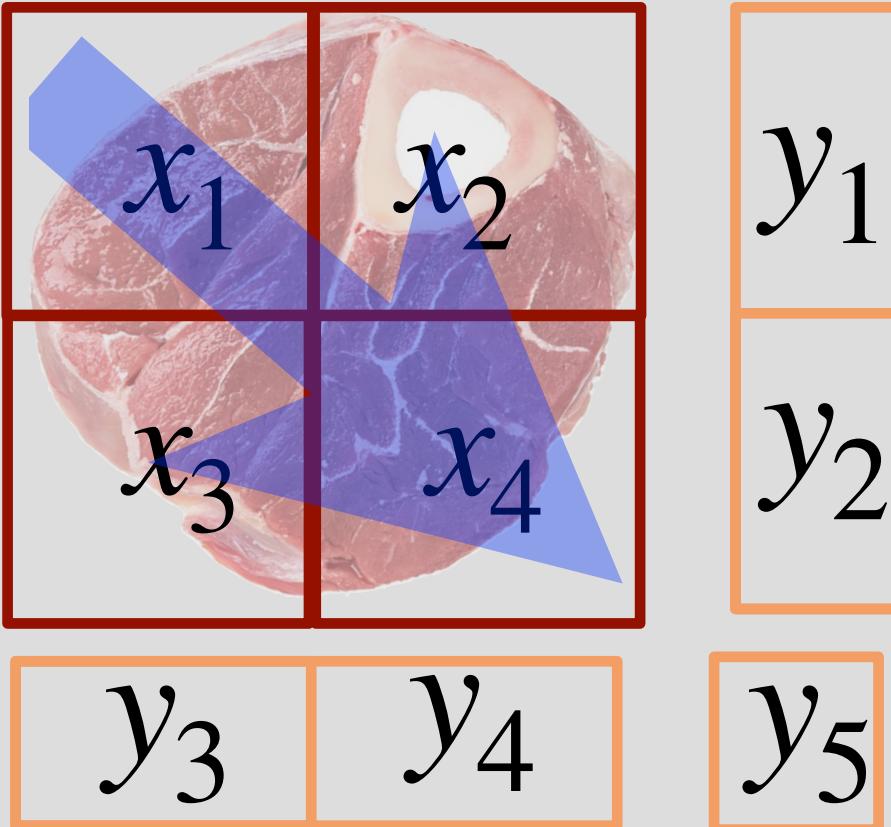
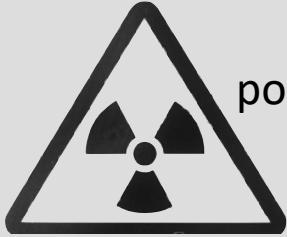
$$y_2 = \quad \quad \quad x_3 + x_4$$

$$y_3 = x_1 \quad \quad + x_3$$

$$y_4 = \quad + x_2 \quad \quad + x_4$$

Can we solve this?

Modeling Tomography



$$y_1 = x_1 + x_2$$

$$y_2 = \quad \quad \quad x_3 + x_4$$

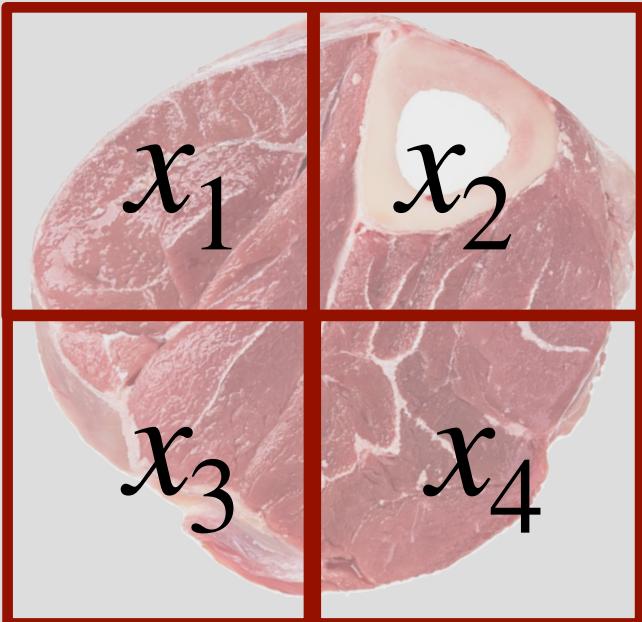
$$y_3 = x_1 \quad \quad + x_3$$

$$y_4 = \quad + x_2 \quad \quad \quad + x_4$$

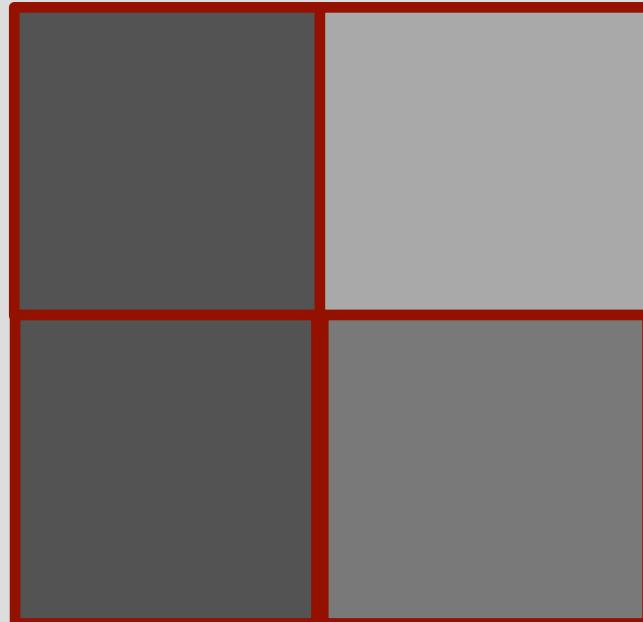
$$y_5 \approx \sqrt{2}x_1 \quad \quad \quad + \sqrt{2}x_4$$

May be able to solve this!

Modeling Tomography



Possible reconstruction



Blurred version of :



All our measurements are (converted to) linear

What does that mean?

Each variable (x) is multiplied by a scalar to contribute to the measurement

$$y_1 = x_1 + x_2$$

$$y_2 = \qquad \qquad x_3 + x_4$$

$$y_3 = x_1 \qquad + x_3$$

$$y_4 = \qquad + x_2 \qquad + x_4$$

$$y_5 = \sqrt{2}x_1 \qquad \qquad + \sqrt{2}x_4$$

This is called a
system of linear equations

Linear Algebra is what
we need to solve it!

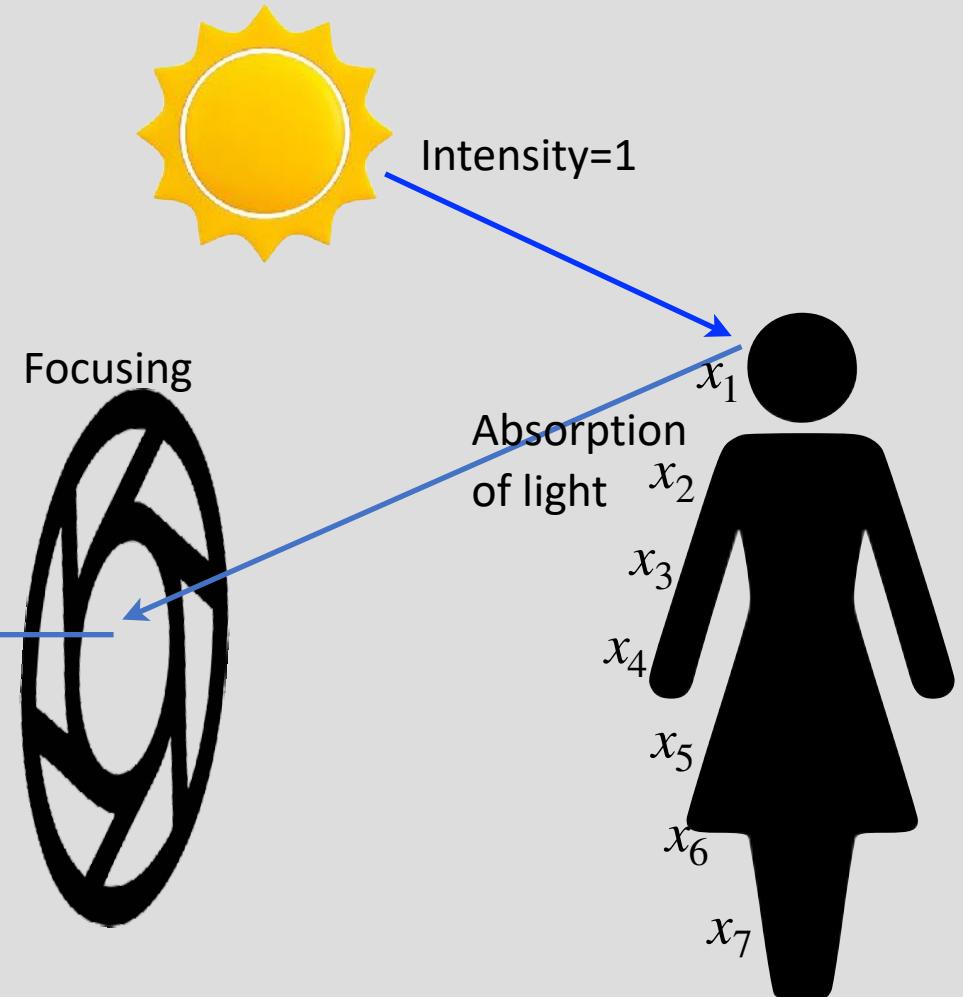
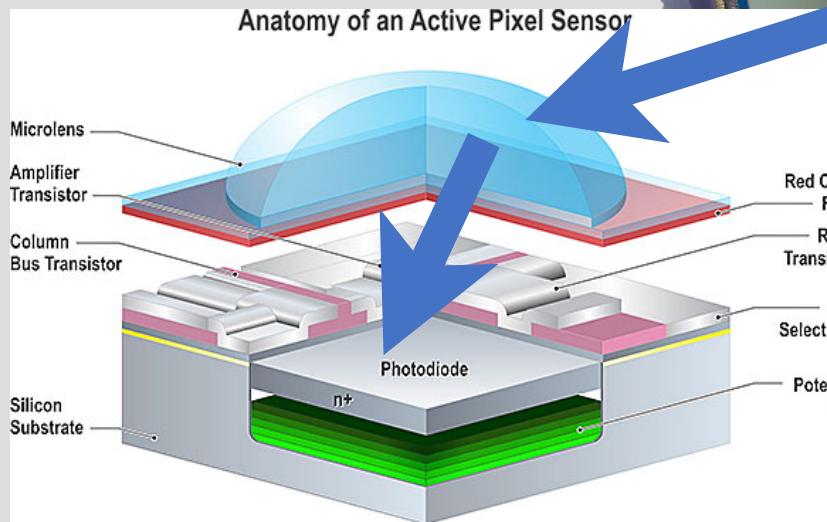
Camera Model

Lens maps image onto sensor

Each pixel is sensed separately

$$y_i = 1 \cdot x_i$$

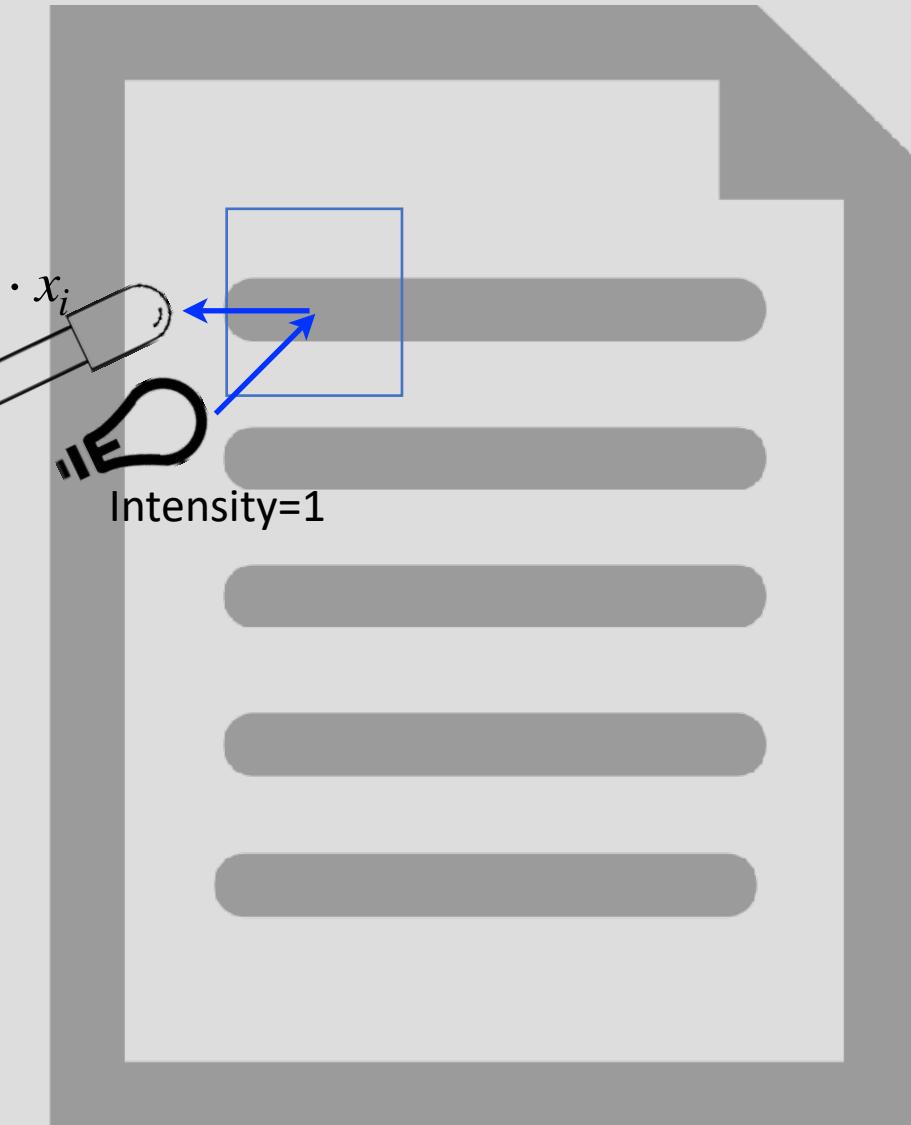
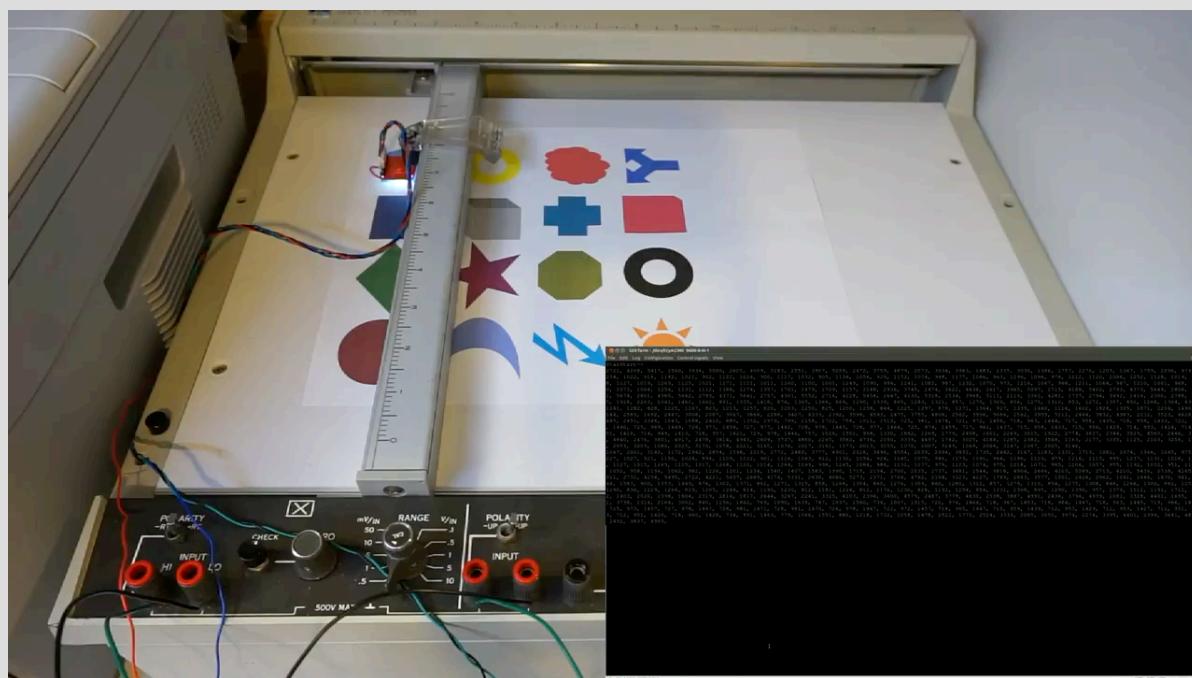
All pixels sensed in parallel



Single Pixel Scanner

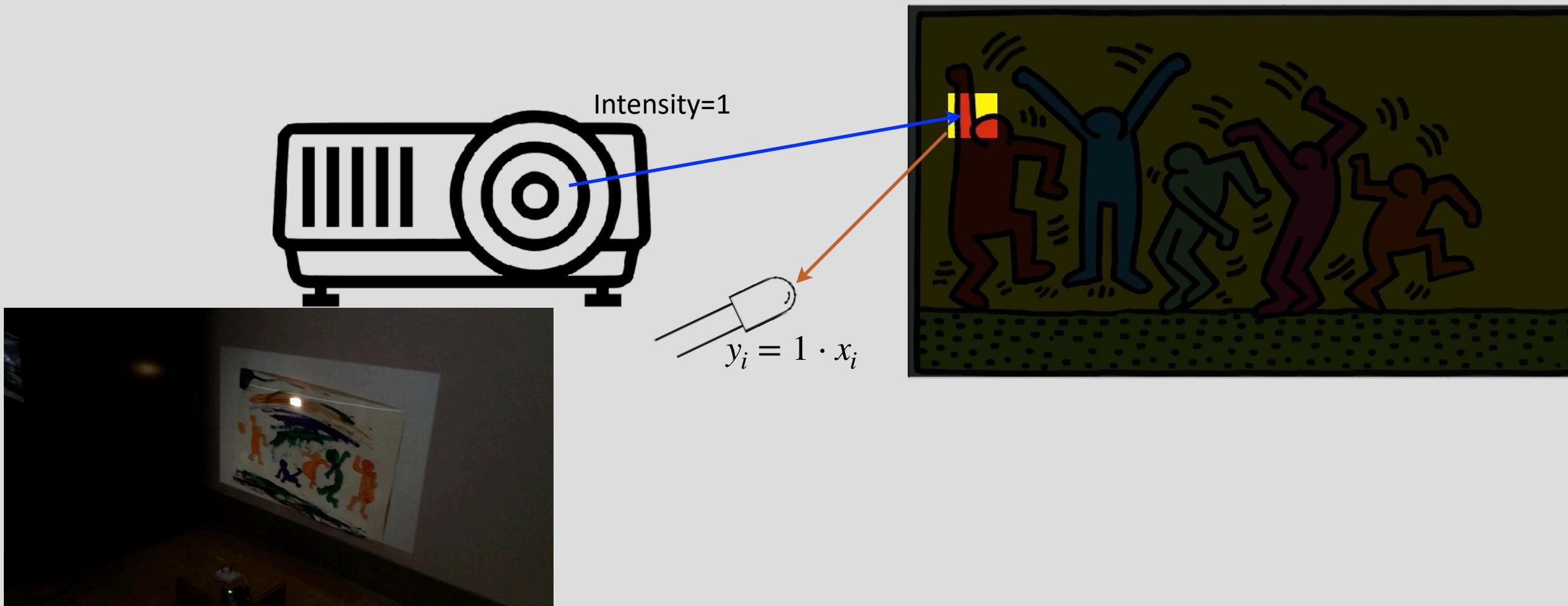
- What if we had only a single sensor?
- How can we create an image?

<https://www.youtube.com/watch?v=U5PwsVqHT8Y>



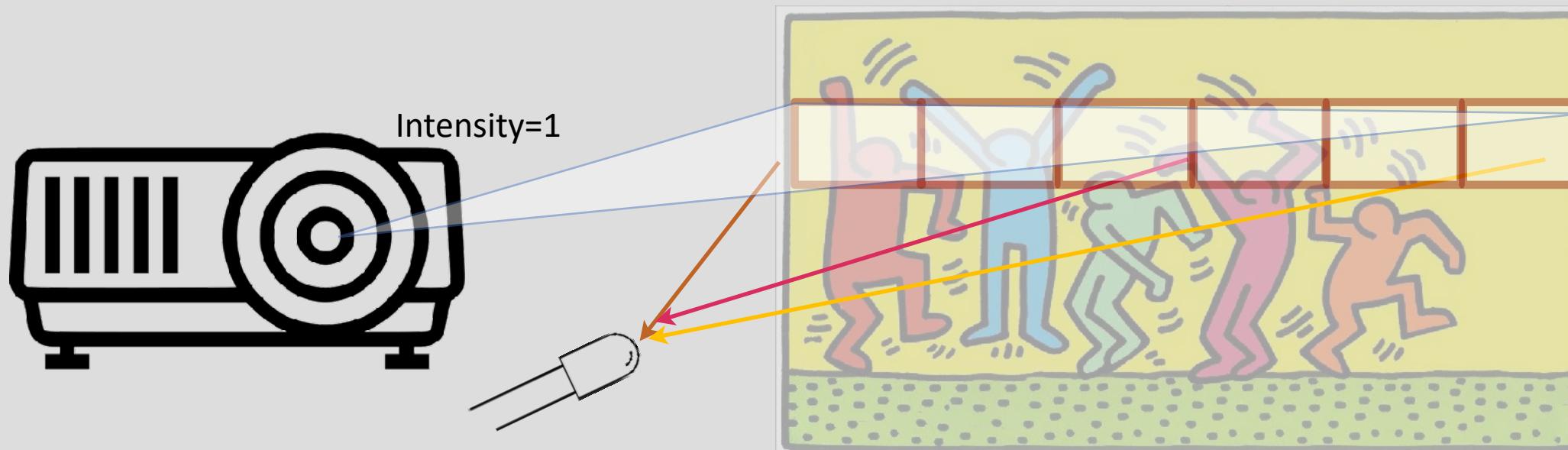
Non-moving Single Pixel Camera

- Use a projector to illuminate pixels
- Sense reflected light with a sensor



Non-moving Single Pixel Camera

- Use a projector to illuminate several pixels!
- Sense reflected light with a sensor
- Make many measurements and solve the equations!

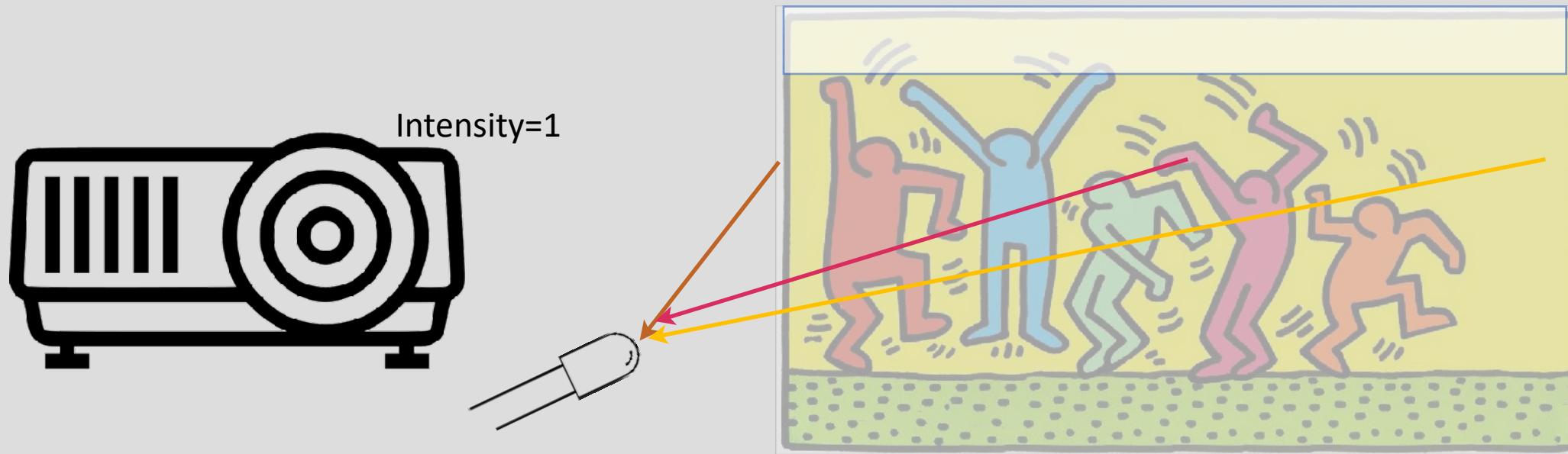


$$y_1 = x_1 + x_2 + x_3 + x_4 + x_5 + x_6$$

Similar math as Tomography!

Non-moving Single Pixel Camera

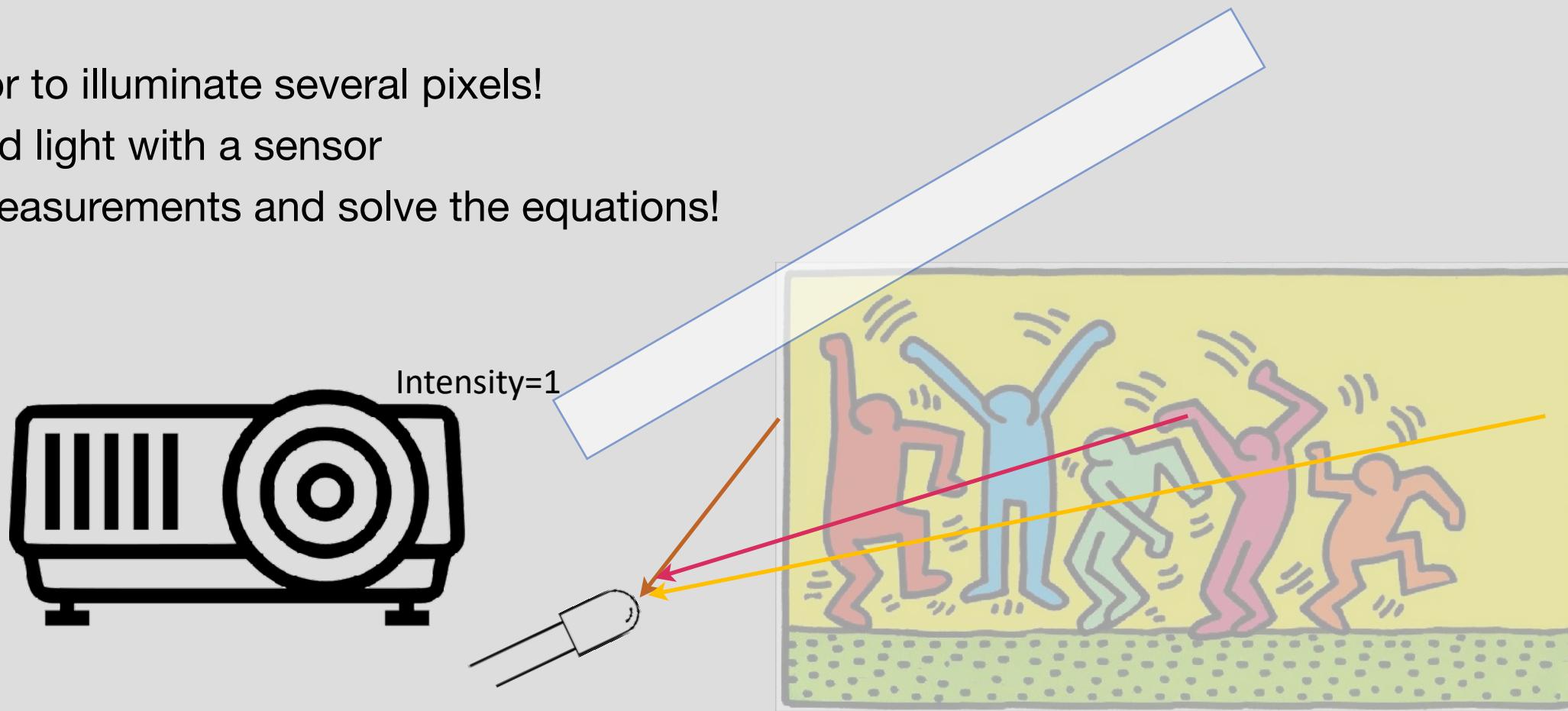
- Use a projector to illuminate several pixels!
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Similar math as Tomography!

Non-moving Single Pixel Camera

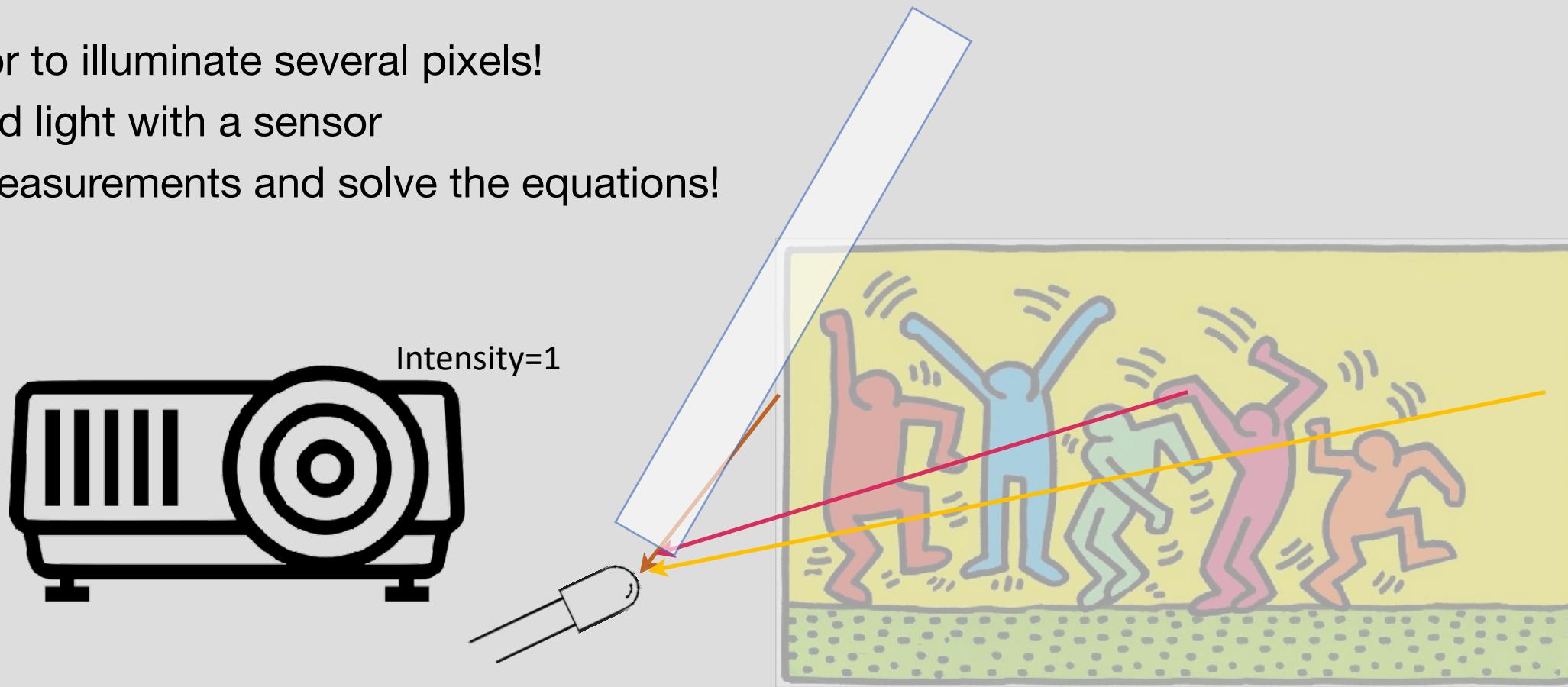
- Use a projector to illuminate several pixels!
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Similar math as Tomography!

Non-moving Single Pixel Camera

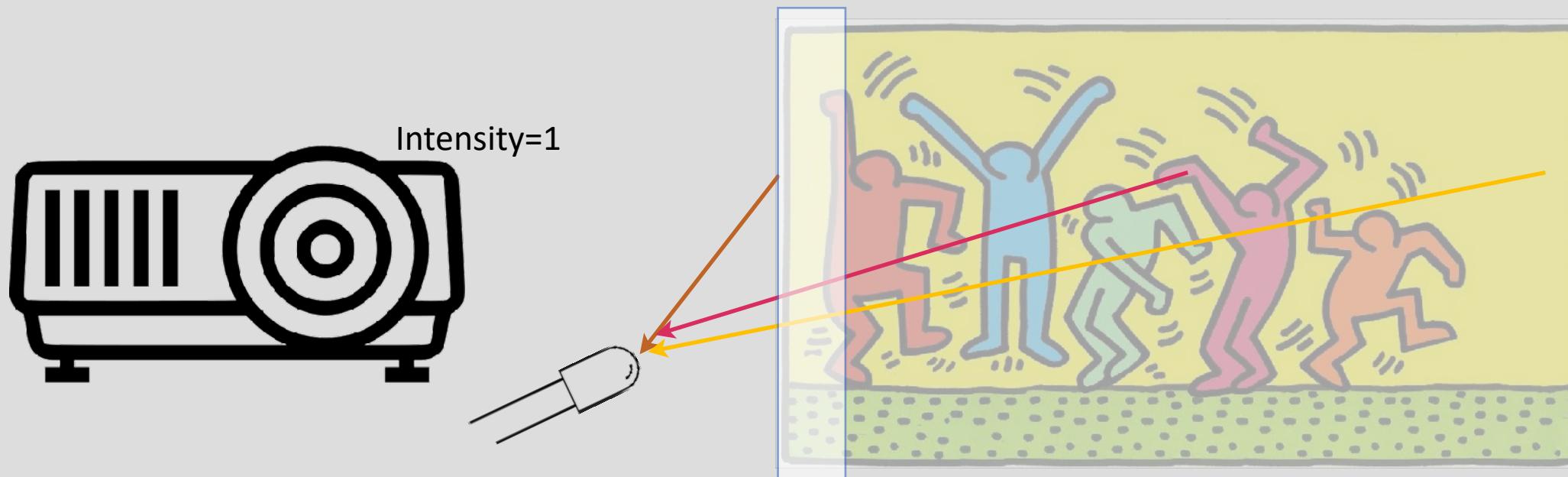
- Use a projector to illuminate several pixels!
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Similar math as Tomography!

Non-moving Single Pixel Camera

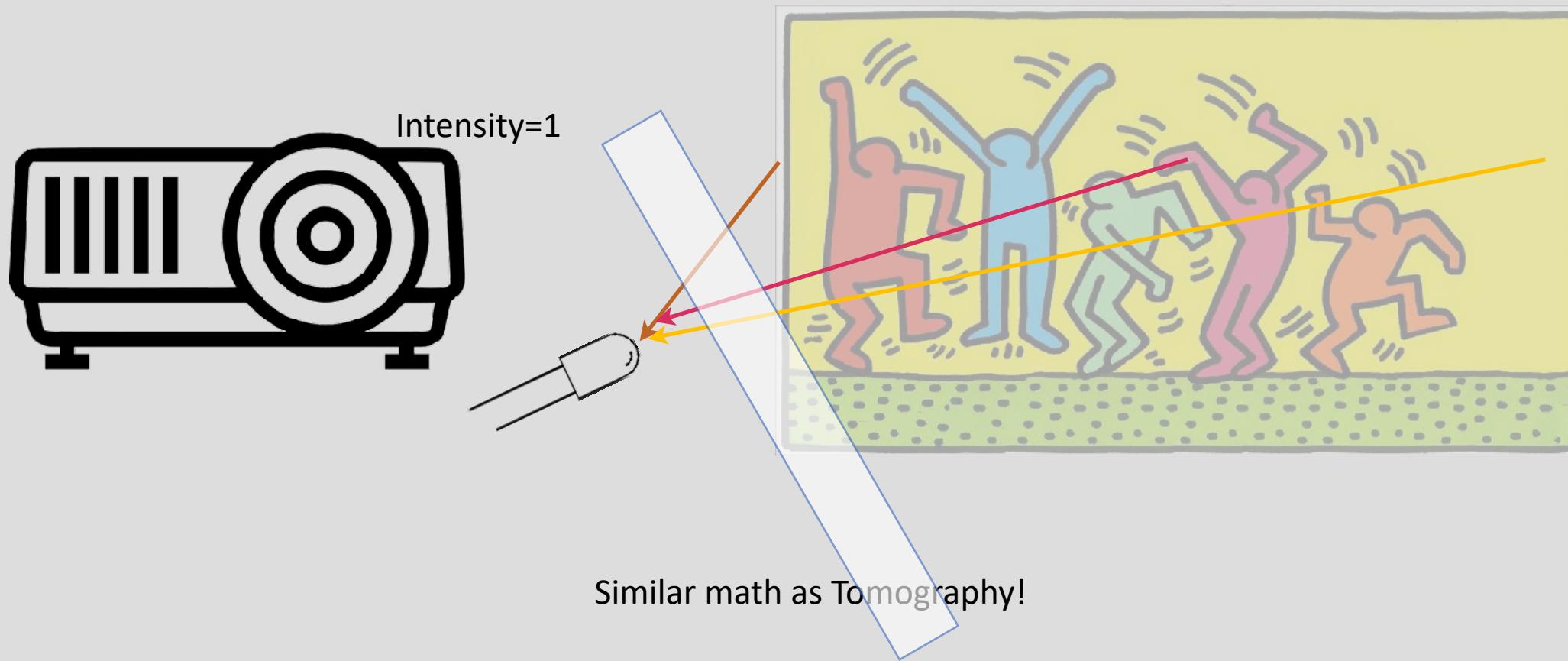
- Use a projector to illuminate several pixels!
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Similar math as Tomography!

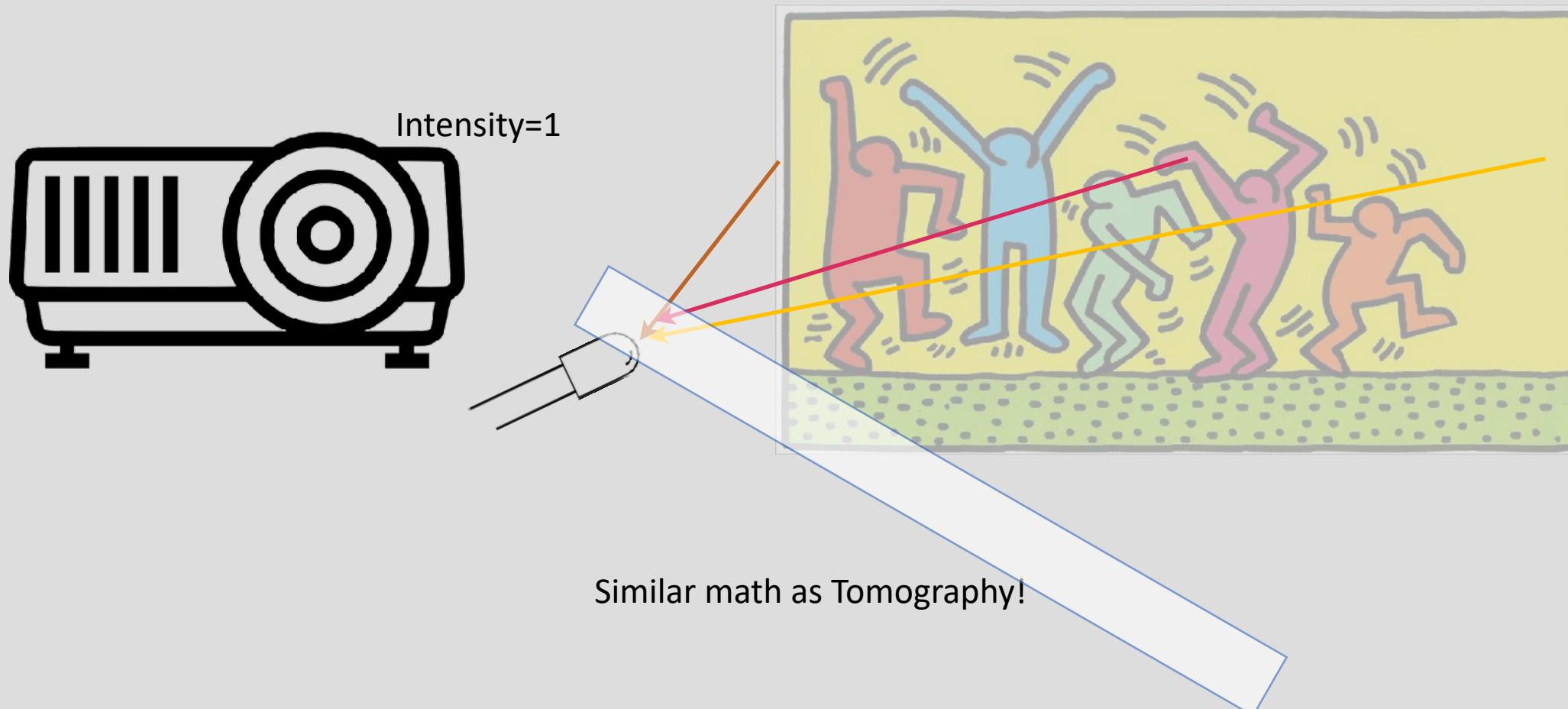
Non-moving Single Pixel Camera

- Use a projector to illuminate several pixels!
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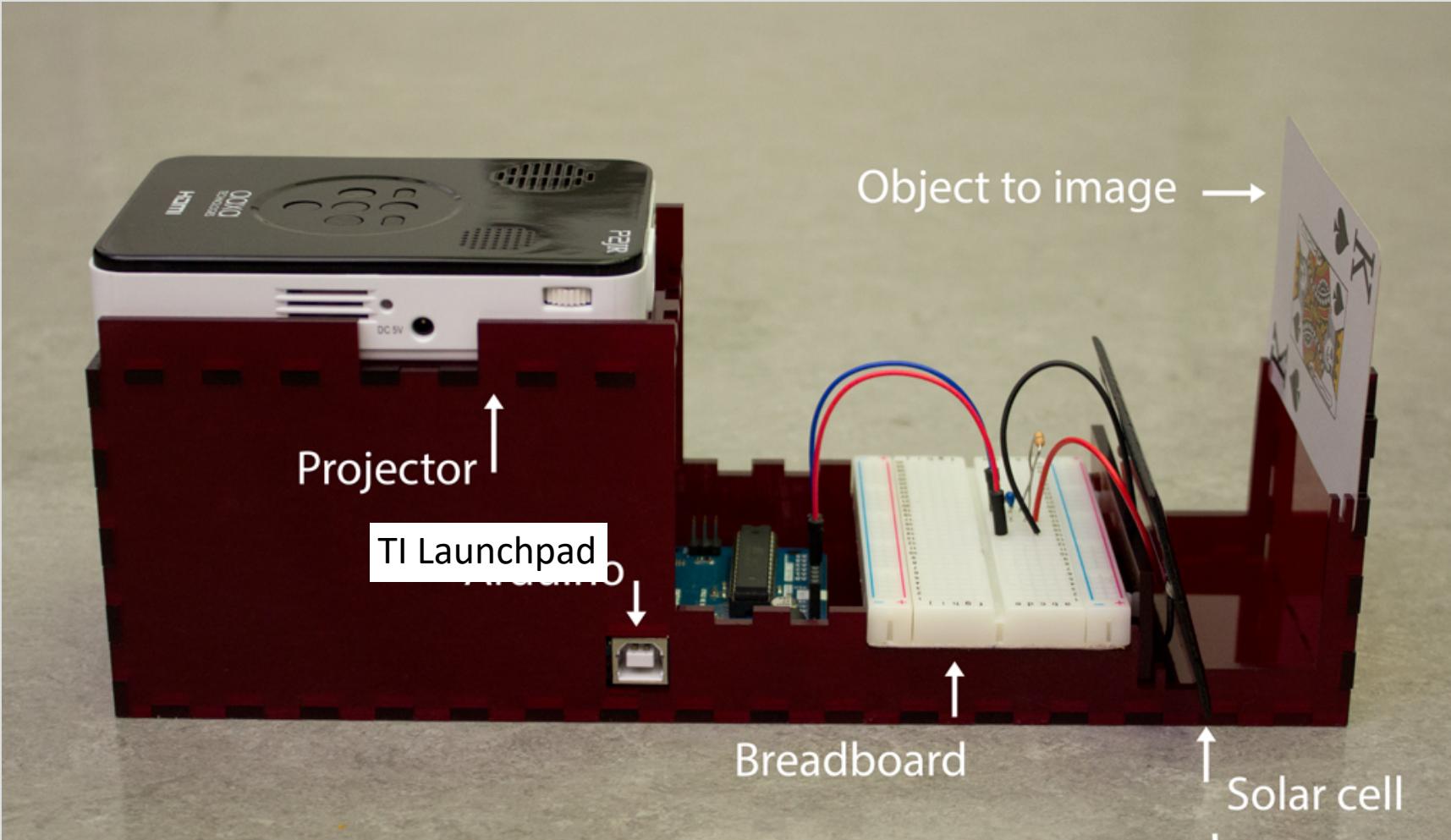


Non-moving Single Pixel Camera

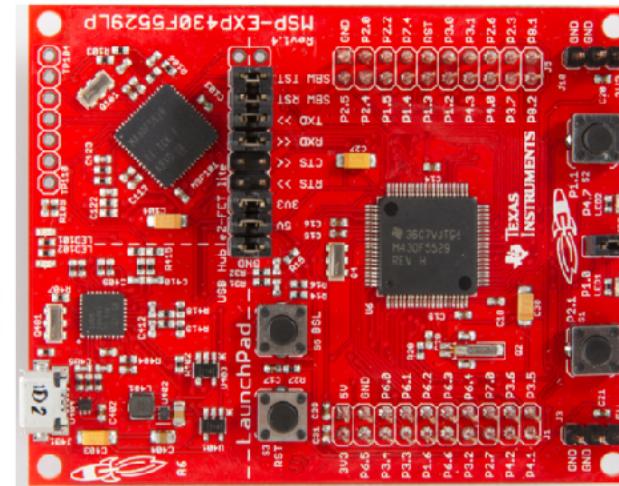
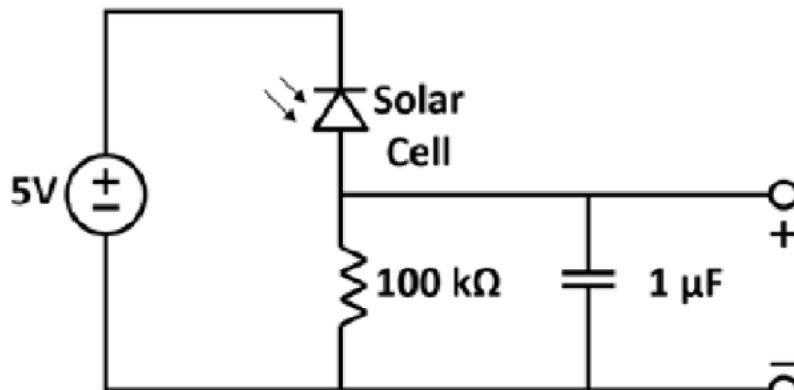
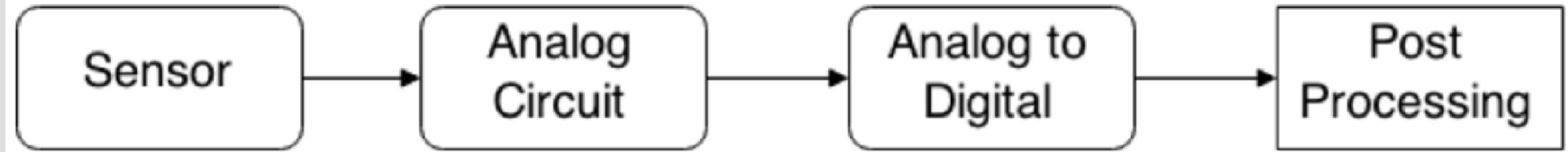
- Use a projector to illuminate several pixels!
- Sense reflected light with a sensor
- Make many measurements and solve the equations!



Imaging Lab #1 Setup



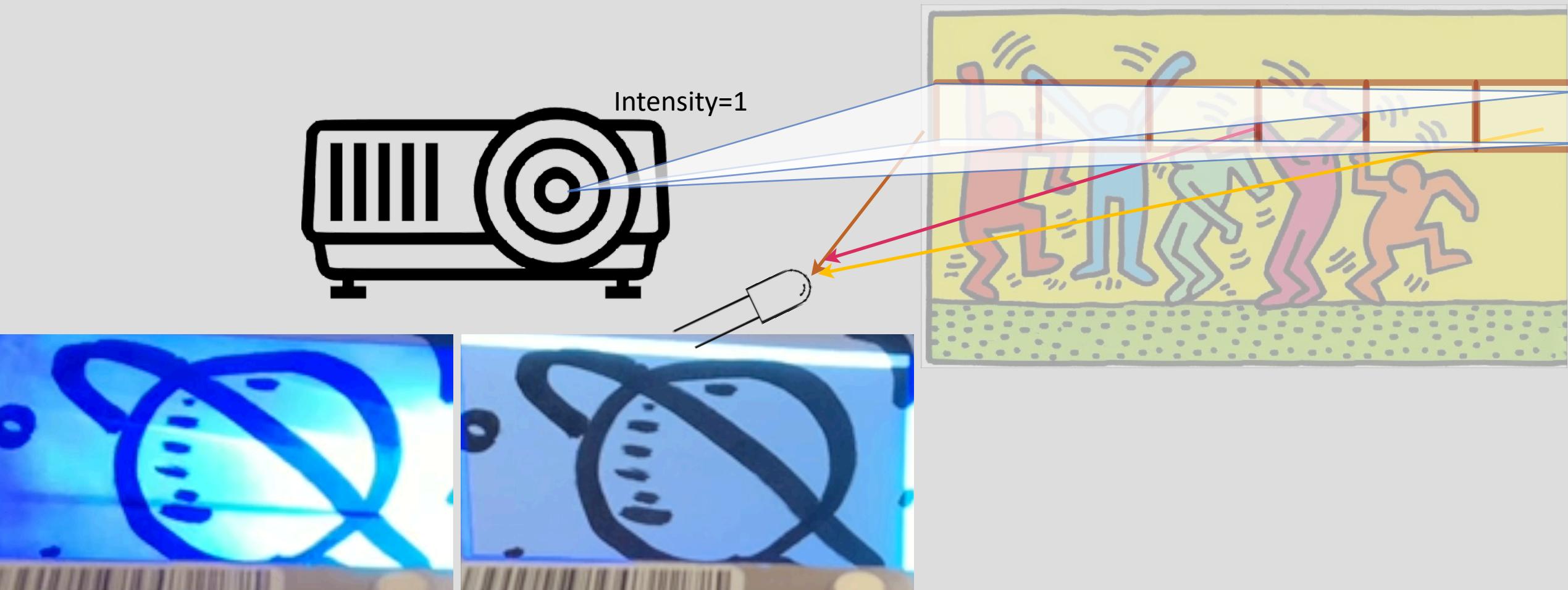
Imaging Lab #1



IP[y]: IPython

Non-moving Single Pixel Camera

- How many measurements do you need?
- What are the best patterns?



What is linear algebra?

- The study of linear functions and linear equations, typically using vectors and matrices
- Linearity is not always applicable, but can be a good first-order approximation
- There exist good fast algorithms to solve these problems

Linear Equations

- Definition:

Consider: $f(x_1, x_2, \dots, x_N) : \mathbb{R}^n \rightarrow \mathbb{R}$

f is linear if the following identity holds:

(1) *Homogeneity:*

$$f(\alpha x_1, \dots, \alpha x_N) = \alpha f(x_1, \dots, x_N)$$

(2) *Super Position (distributivity): if $x_i = y_i + z_i$, then*

$$f(y_1 + z_1, \dots, y_N + z_N) = f(y_1, \dots, y_N) + f(z_1, \dots, z_N)$$

Claim: linear functions can always be expressed as:

$$f(x_1, x_2, \dots, x_N) = c_1 x_1 + c_2 x_2 + \dots + c_N x_N$$

Proof for \mathbb{R}^2

- $f(x_1, x_2) : \mathbb{R}^2 \Rightarrow \mathbb{R}$ is linear. Need to prove: $f(x_1, x_2) = c_1 x_1 + c_2 x_2$

Trick:

$$\begin{aligned}x_1 &= 1 \cdot \overset{\text{y}_1}{\cancel{x}_1} + 0 \cdot \overset{\text{z}_1}{\cancel{x}_2} &\Rightarrow x_1 = x_1 y_1 + x_2 z_1 \\x_2 &= 0 \cdot \overset{\text{y}_2}{x_1} + 1 \cdot \overset{\text{z}_2}{x_2} &\Rightarrow x_2 = x_1 y_2 + x_2 z_2\end{aligned}$$

So,

$$\begin{aligned}f(x_1, x_2) &= f(x_1 y_1 + x_2 z_1, x_1 y_2 + x_2 z_2) \\&= f(x_1 y_1, x_1 y_2) + f(x_2 z_1, x_2 z_2) \\&= x_1 f(y_1, y_2) + x_2 f(z_1, z_2) \\&= x_1 f(1, 0) + x_2 f(0, 1) \\&= \underset{\text{c}_1}{x_1} + \underset{\text{c}_2}{x_2} \\&= c_1 x_1 + c_2 x_2\end{aligned}$$

Linear Set of Equations

- Consider the set of M linear equations with N variables:

$$a_{11}x_1 + a_{12}x_2 + \cdots + a_{1N}x_N = b_1$$

$$a_{21}x_1 + a_{22}x_2 + \cdots + a_{2N}x_N = b_2$$

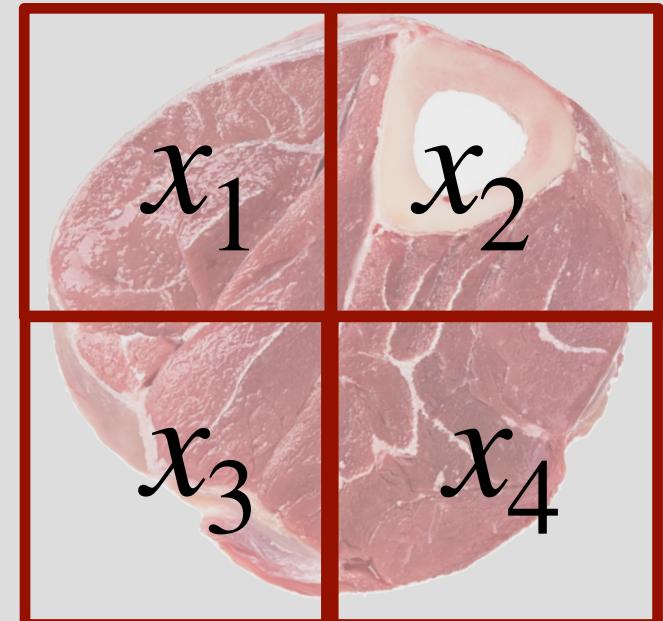
$$\vdots$$
$$\vdots$$

$$a_{M1}x_1 + a_{M2}x_2 + \cdots + a_{MN}x_N = b_M$$

- Can be written compactly using augmented matrix:

$$\left[\begin{array}{cccc|c} a_{11} & a_{12} & \cdots & a_{1N} & b_1 \\ a_{21} & a_{22} & \cdots & a_{2N} & b_2 \\ \vdots & & & \vdots & \vdots \\ a_{M1} & a_{M2} & \cdots & a_{MN} & b_M \end{array} \right]$$

Back to Tomography



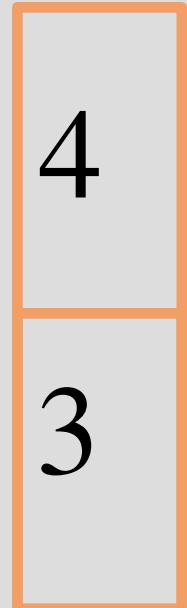
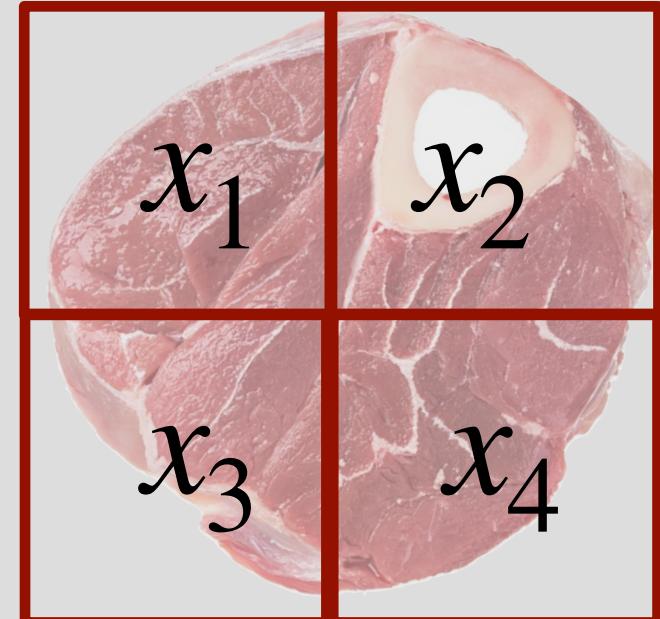
2

5

$$3\sqrt{2}$$

$$\begin{aligned}1 \cdot x_1 + 1 \cdot x_2 + 0 \cdot x_3 + 0 \cdot x_4 &= 4 \\0 \cdot x_1 + 0 \cdot x_2 + 1 \cdot x_3 + 1 \cdot x_4 &= 3 \\1 \cdot x_1 + 0 \cdot x_2 + 1 \cdot x_3 + 0 \cdot x_4 &= 2 \\0 \cdot x_1 + 1 \cdot x_2 + 0 \cdot x_3 + 1 \cdot x_4 &= 5 \\\sqrt{2}x_1 + 0 \cdot x_2 + 0 \cdot x_3 + \sqrt{2}x_4 &= 3\sqrt{2}\end{aligned}$$

Back to Tomography



$3\sqrt{2}$

How do we solve it?

$$1 \cdot x_1 + 1 \cdot x_2 + 0 \cdot x_3 + 0 \cdot x_4 = 4$$

$$0 \cdot x_1 + 0 \cdot x_2 + 1 \cdot x_3 + 1 \cdot x_4 = 3$$

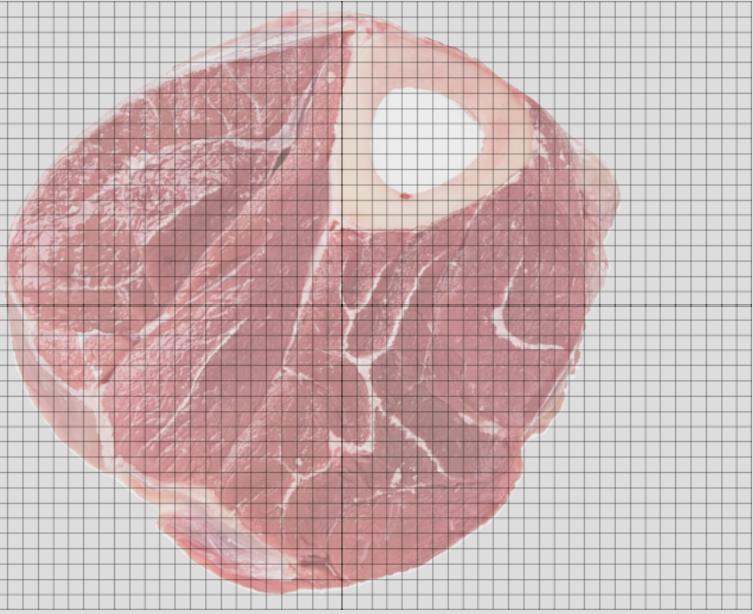
$$1 \cdot x_1 + 0 \cdot x_2 + 1 \cdot x_3 + 0 \cdot x_4 = 2$$

$$0 \cdot x_1 + 1 \cdot x_2 + 0 \cdot x_3 + 1 \cdot x_4 = 5$$

$$\sqrt{2}x_1 + 0 \cdot x_2 + 0 \cdot x_3 + \sqrt{2}x_4 = 3\sqrt{2}$$

$$\left[\begin{array}{cccc|c} 1 & 1 & 0 & 0 & 4 \\ 0 & 0 & 1 & 1 & 3 \\ 1 & 0 & 1 & 0 & 2 \\ 0 & 1 & 0 & 1 & 5 \\ \hline \sqrt{2} & 0 & 0 & \sqrt{2} & 3\sqrt{2} \end{array} \right]$$

Back to Tomography



How do we systematically solve it?

Algorithm for solving linear equations

- Three basic operations that don't change a solution:
 1. Multiply an equation with *nonzero* scalar
 2. Adding a scalar constant multiple of one equation to another
 3. Swapping equations

Algorithm for solving linear equations

- Three basic operations that don't change a solution:
 1. Multiply an equation with *nonzero* scalar
 2. Adding a scalar constant multiple of one equation to another
 3. Swapping equations

$$(1) \quad x + y = 2$$

$$(2) \quad 3x + 2y = 5$$

and

$$(1) \quad 3x + 2y = 5$$

$$(2) \quad x + y = 2$$

Have the same solution

Proof: Pretty obvious!

Algorithm for solving linear equations

- Three basic operations that don't change a solution:

1. Multiply an equation with *nonzero* scalar

$$2x + 3y = 4 \text{ has the same solution as: } 4x + 6y = 8$$

Proof for N=2:

Let $ax + by = c$, with solution x_0, y_0
 $\Rightarrow ax_0 + by_0 = c$

Show that $\beta ax + \beta by = \beta c$,
has the same solution.

Substitute x_0, y_0 for x, y :

$$\beta ax_0 + \beta by_0 = \beta c$$

$$\beta(ax_0 + by_0) = \beta c$$

$$\beta c = \beta c \quad \text{But is it the only solution?}$$

$\beta ax + \beta by = \beta c$, with solution: x_1, y_1
 $\Rightarrow \beta ax_1 + \beta by_1 = \beta c$

Show that $ax + by = c$,
has the same solution.....

Since $\beta \neq 0$

$$\beta ax_1 + \beta by_1 = \beta c \Rightarrow ax_1 + by_1 = c$$

SOLUTION OF ONE, IMPLIES THE OTHER
AND VICE-VERSA!