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PARTS 1 & 2

```
image=phantom(128);

ds=0.5;
dt=5;
tic;
R0=myRadonTrans(image,dt,ds);
figure; imagesc(R0); title('Radon transform with ds=0.5');
toc;

ds=1;
tic;
R1=myRadonTrans(image,dt,ds);
figure; imagesc(R1); title('Radon transform with ds=1');
toc;

ds=3;
tic;
R2=myRadonTrans(image,dt,ds);
figure; imagesc(R2); title('Radon transform with ds=3');
toc;

disp('Thus we can see that when ds increases,the computational time
decreases.');
```

But when ds increases, blurring also increases

Hence we can choose ds=1 as an optimum ds meeting the trade off between time and blurring

```
disp('The interpolation scheme chosen in bilinear interpolation,');
disp('which is the default scheme of interp2 function');
```

This scheme is chosen because it is well suited for discrete 2D images

Elapsed time is 2.326155 seconds.

Elapsed time is 1.573062 seconds.

Elapsed time is 1.105517 seconds.

Thus we can see that when ds increases,the computational time decreases.

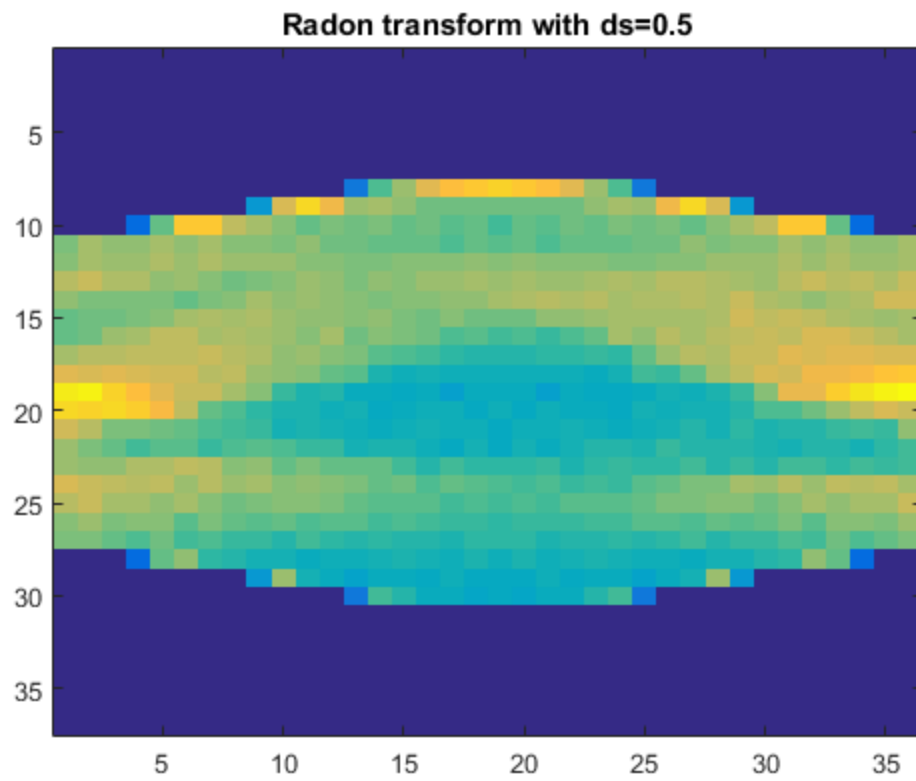
But when ds increases, blurring also increases

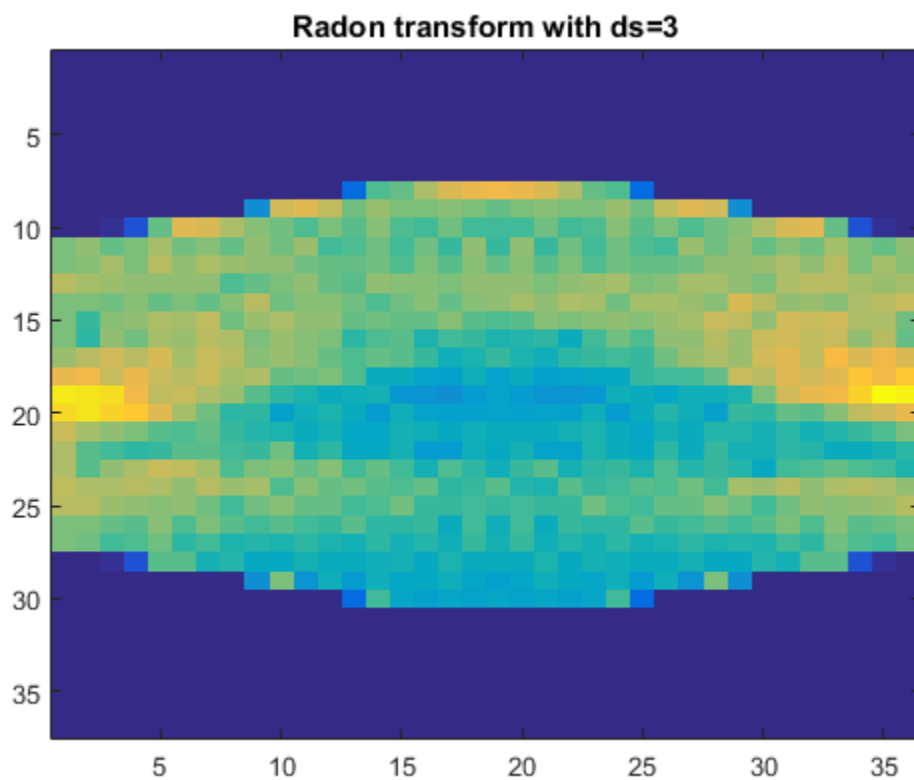
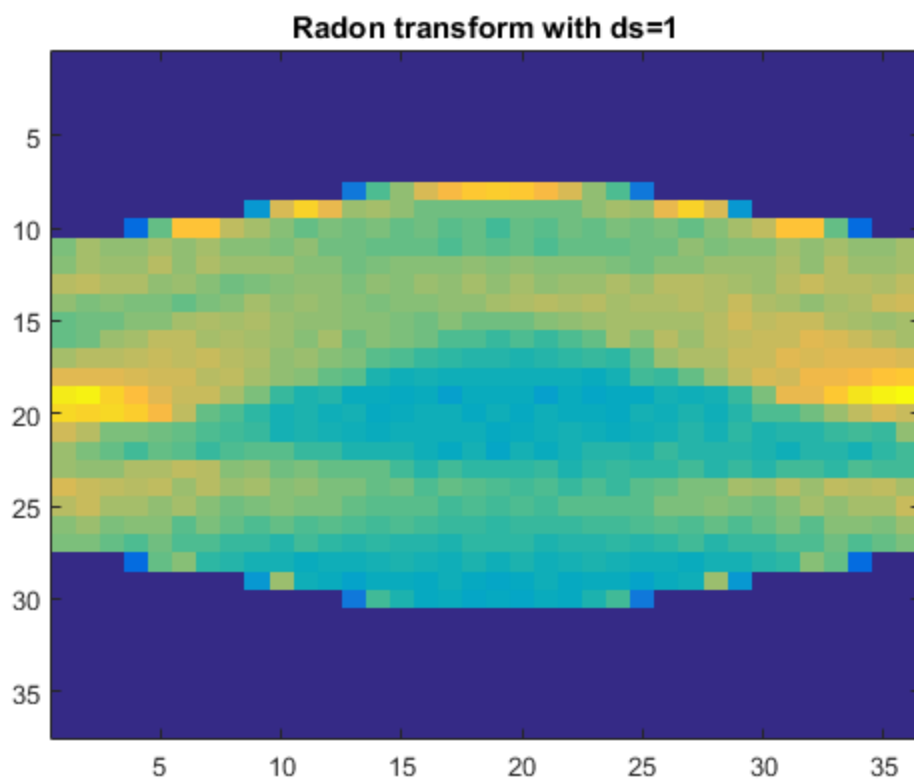
Hence we can choose ds=1 as an optimum ds meeting the trade off between time and blurring

The interpolation scheme chosen in bilinear interpolation,

which is the default scheme of interp2 function

This scheme is chosen because it is well suited for discrete 2D images





PART 3

```
ds=0.5;
theta=0;
t=-90:dt:90;
len=length(t);
R=zeros(1,len);

for i=1:len
    R(i)=myIntegration(image,t(i),theta,ds);
end
figure; subplot(3,2,1);plot(t,R);
title('theta=0 and ds=0.5');
xlabel('t');
ylabel('Radon Transform');

ds=0.5;
theta=90;
t=-90:dt:90;
len=length(t);
R=zeros(1,len);

for i=1:len
    R(i)=myIntegration(image,t(i),theta,ds);
end
subplot(3,2,2);plot(t,R);
title('theta=90 and ds=0.5');
xlabel('t');
ylabel('Radon Transform');

ds=1;
theta=0;
t=-90:dt:90;
len=length(t);
R=zeros(1,len);

for i=1:len
    R(i)=myIntegration(image,t(i),theta,ds);
end
subplot(3,2,3);plot(t,R);
title('theta=0 and ds=1');
xlabel('t');
ylabel('Radon Transform');

ds=1;
theta=90;
t=-90:dt:90;
len=length(t);
R=zeros(1,len);

for i=1:len
    R(i)=myIntegration(image,t(i),theta,ds);
```

```

end
subplot(3,2,4);plot(t,R);
title('theta=90 and ds=1');
xlabel('t');
ylabel('Radon Transform');

ds=3;
theta=0;
t=-90:dt:90;
len=length(t);
R=zeros(1,len);

for i=1:len
    R(i)=myIntegration(image,t(i),theta,ds);
end
subplot(3,2,5);plot(t,R);
title('theta=0 and ds=3');
xlabel('t');
ylabel('Radon Transform');

ds=3;
theta=90;
t=-90:dt:90;
len=length(t);
R=zeros(1,len);

for i=1:len
    R(i)=myIntegration(image,t(i),theta,ds);
end

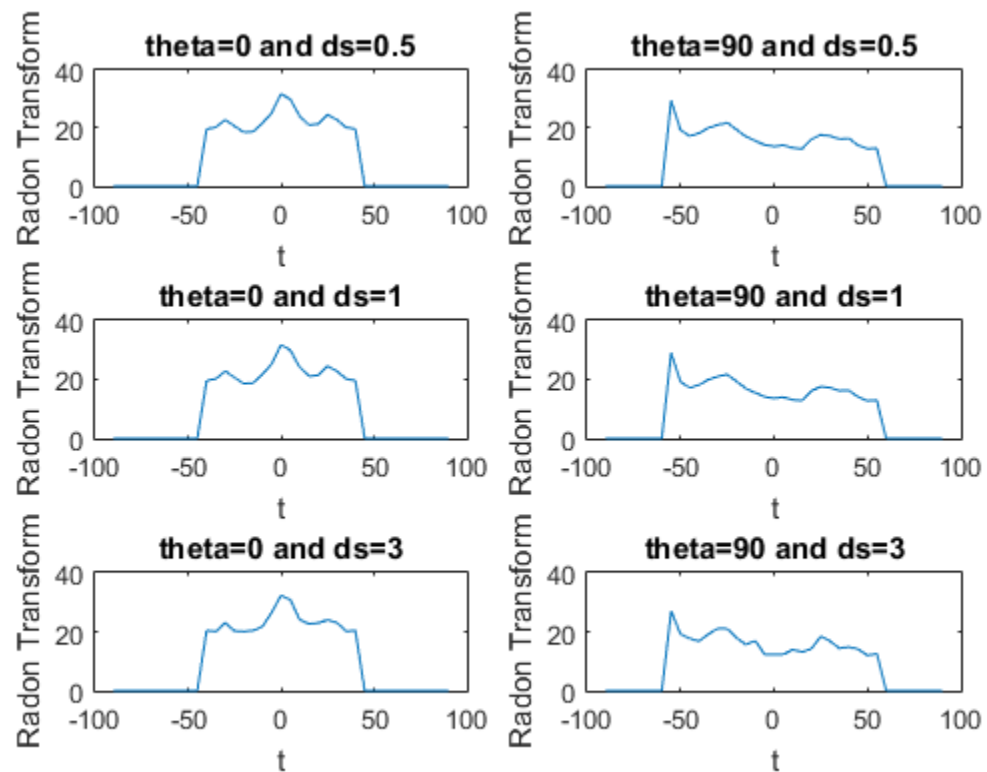
subplot(3,2,6);plot(t,R);
title('theta=90 and ds=3');
xlabel('t');
ylabel('Radon Transform');

disp('The plots with theta=0 are less smoother than theta=90');
disp('The plots with higher ds are less smoother than those with lower
ds. ');
disp('This is due to the fact that the phantom image has short dark
patches in X direction,which is theta=0, ');
disp('but has long dark patches in the Y direction, which is
theta=90 ');
disp('As ds increases,we save computation time, but we undersample the
points ');
disp('Hence the plots with higher ds are less smoother ');

The plots with theta=0 are less smoother than theta=90
The plots with higher ds are less smoother than those with lower ds.
This is due to the fact that the phantom image has short dark patches
in X direction,which is theta=0,
but has long dark patches in the Y direction, which is theta=90
As ds increases,we save computation time, but we undersample the
points

```

Hence the plots with higher ds are less smoother



PART 4

```
ds=1;
dt=10;
tic;
R1=myRadonTrans(image,dt,ds);
figure; imagesc(R1); title('Radon transform with ds=1 and dt=10');
toc;
disp('Thus larger dT causes blurring in the radon transform');

disp('The two parameters ?t and ?? ?will define the x-y resolution of
the transform,');
disp('which essentially is another way to sample Fourier transform.');
```

At higher resolution, the exposure time to the radiation is longer for the patients');

```
disp('which is not recommended. At lower resolution,');
disp('increasing these parameters might introduce artifacts like
aliasing in the reconstructed image.');
```

Thus, according to the requirement of the resolution of the reconstructed image,');

```
disp('we can use and tune the parameters ?t and ??');
```

Elapsed time is 0.841512 seconds.

Thus larger dT causes blurring in the radon transform

The two parameters Δt and Δs will define the x-y resolution of the transform, which essentially is another way to sample Fourier transform. At higher resolution, the exposure time to the radiation is longer for the patients which is not recommended. At lower resolution, increasing these parameters might introduce artifacts like aliasing in the reconstructed image. Thus, according to the requirement of the resolution of the reconstructed image, we can use and tune the parameters Δt and Δs .



PART 5

```
disp('The parameter  $\Delta s$  relates to the quantisation noise.');
```

```
disp('Higher  $\Delta s$  results in coarser quantisation of the reconstructed image');
```

```
disp('and we can't improve the noise beyond a certain limit even after lowering  $\Delta s$ ');
```

```
disp('since the number of pixels in the grid is finite.');
```

```
disp('Also,  $\Delta s \ll 1$  would lead to higher overhead for interpolation');
```

```
disp('and hence computationally infeasible and  $\Delta s \gg 1$  would lead to loss in resolution of the reconstructed image.');
```

```
disp('Thus, there exists an optimum level for delta given the number of pixels in the grid and vice versa.');
```

The parameter δ relates to the quantisation noise.
Higher δ results in coarser quantisation of the reconstructed image
and we can't improve the noise beyond a certain limit even after
lowering δ
since the number of pixels in the grid is finite.
Also, $\delta \ll 1$ would lead to higher overhead for interpolation
and hence computationally infeasible and $\delta \gg 1$ would lead to loss in
resolution of the reconstructed image.
Thus, there exists an optimum level for δ given the number of
pixels in the grid and vice versa.

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