

Welcome to EECS 16A!

Designing Information Devices and Systems I

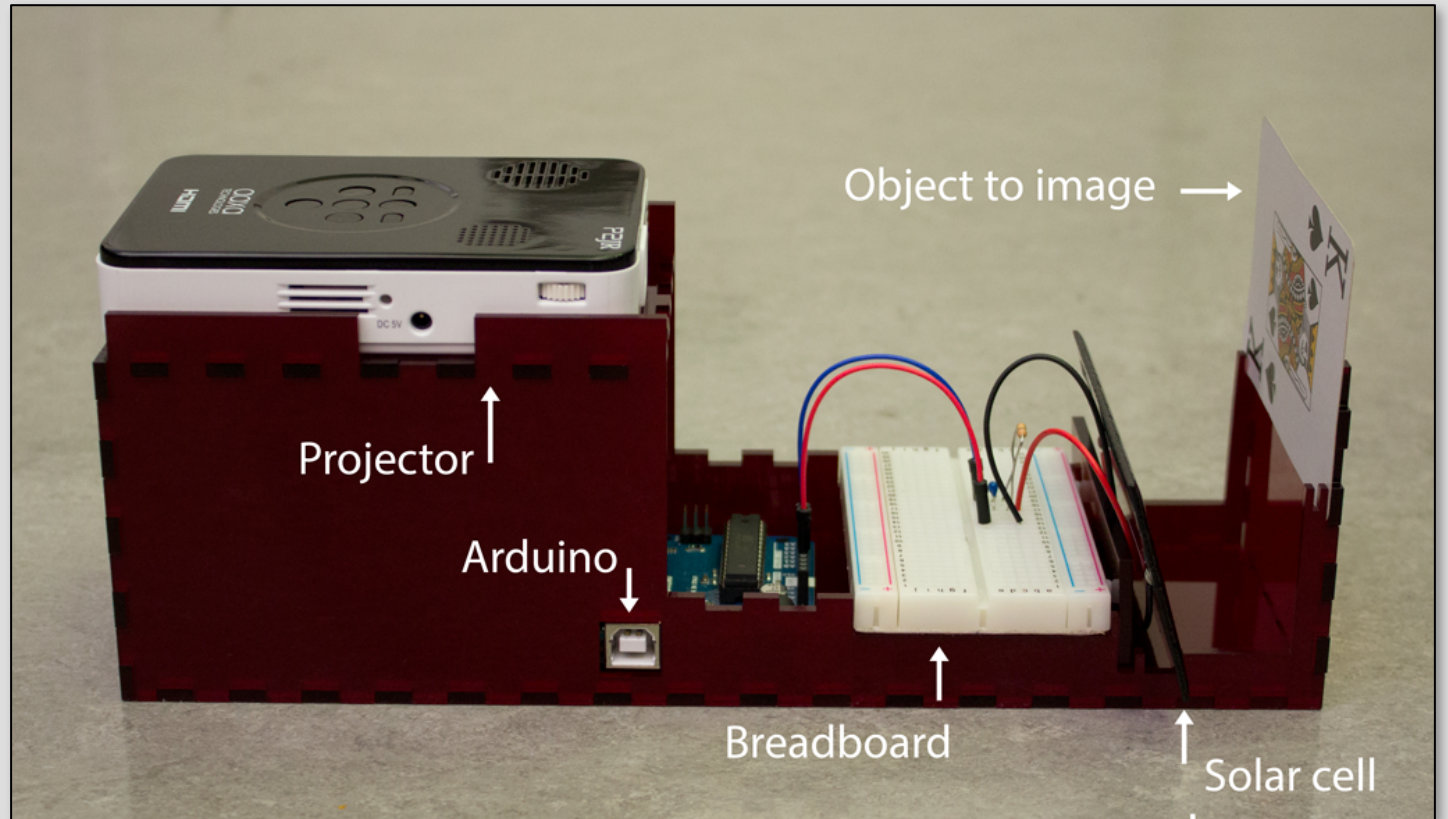


Ana Arias and Miki Lustig
Sp 2022

Lecture 0B
Tomography and Linear Equations



Module 1: Imaging



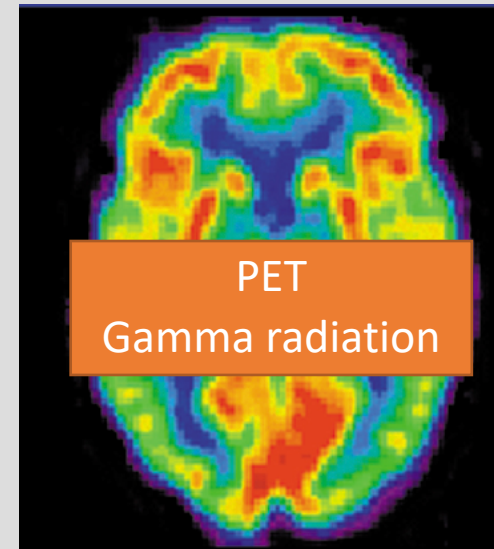
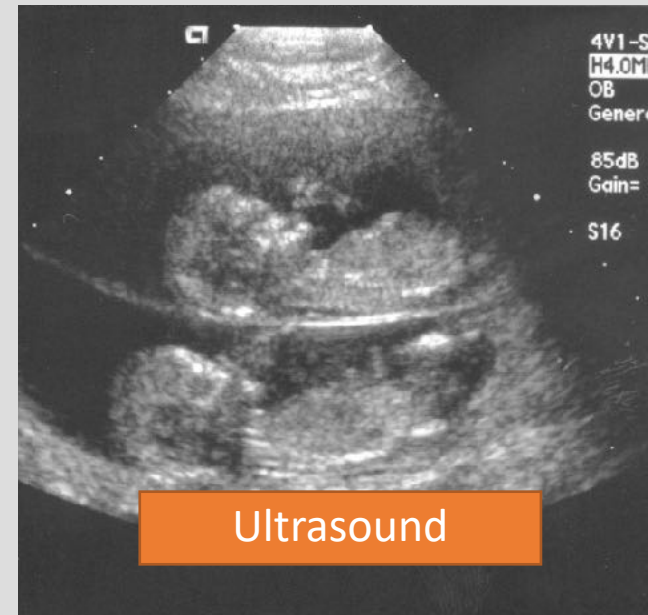
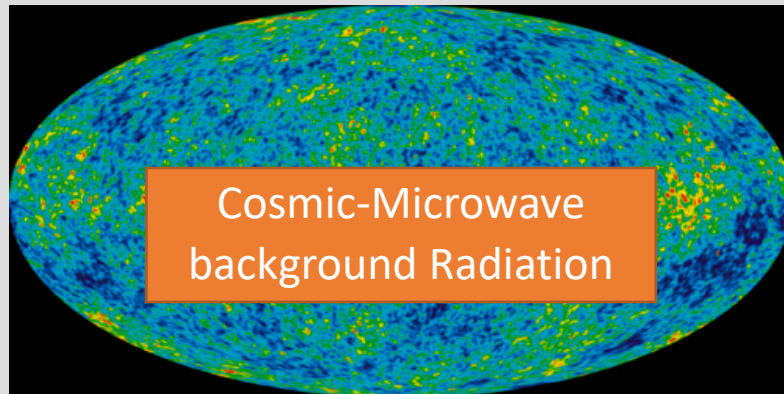
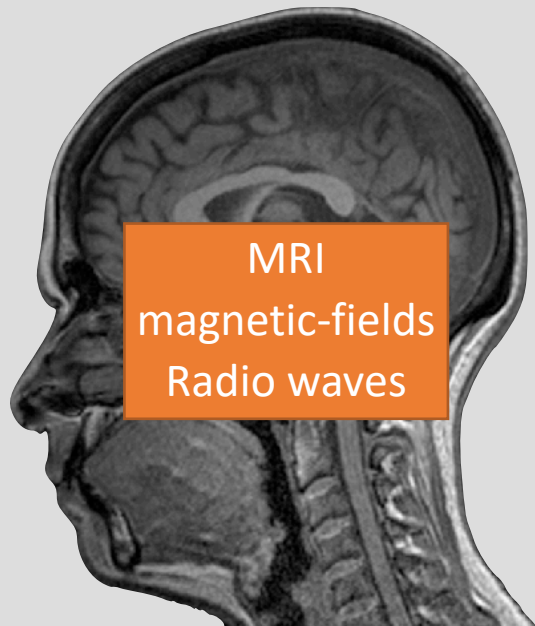
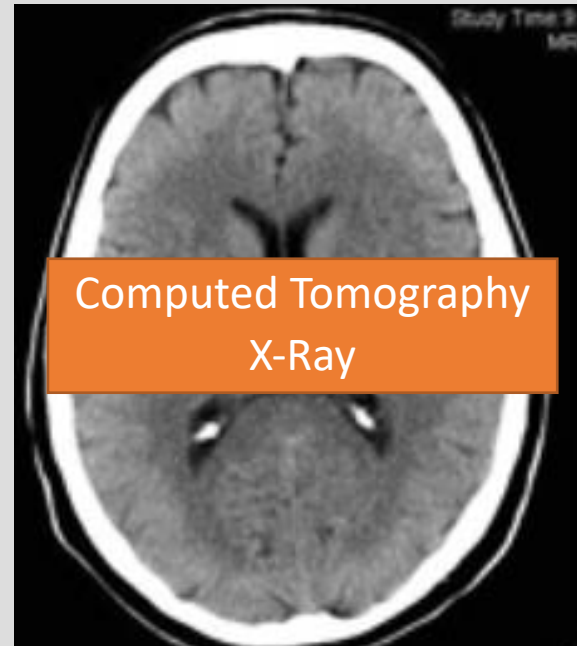
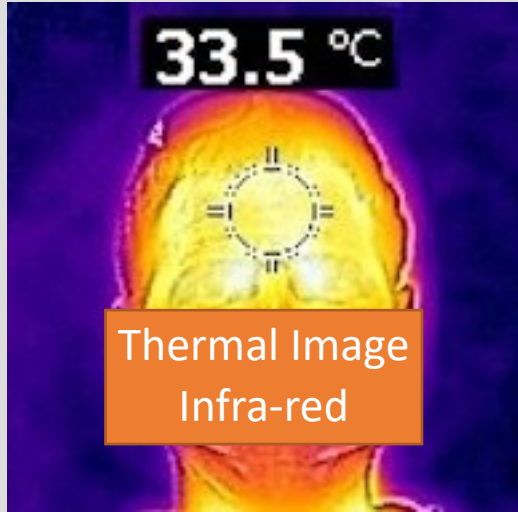
Image

Merriam-Webster: *A visual representation of something*

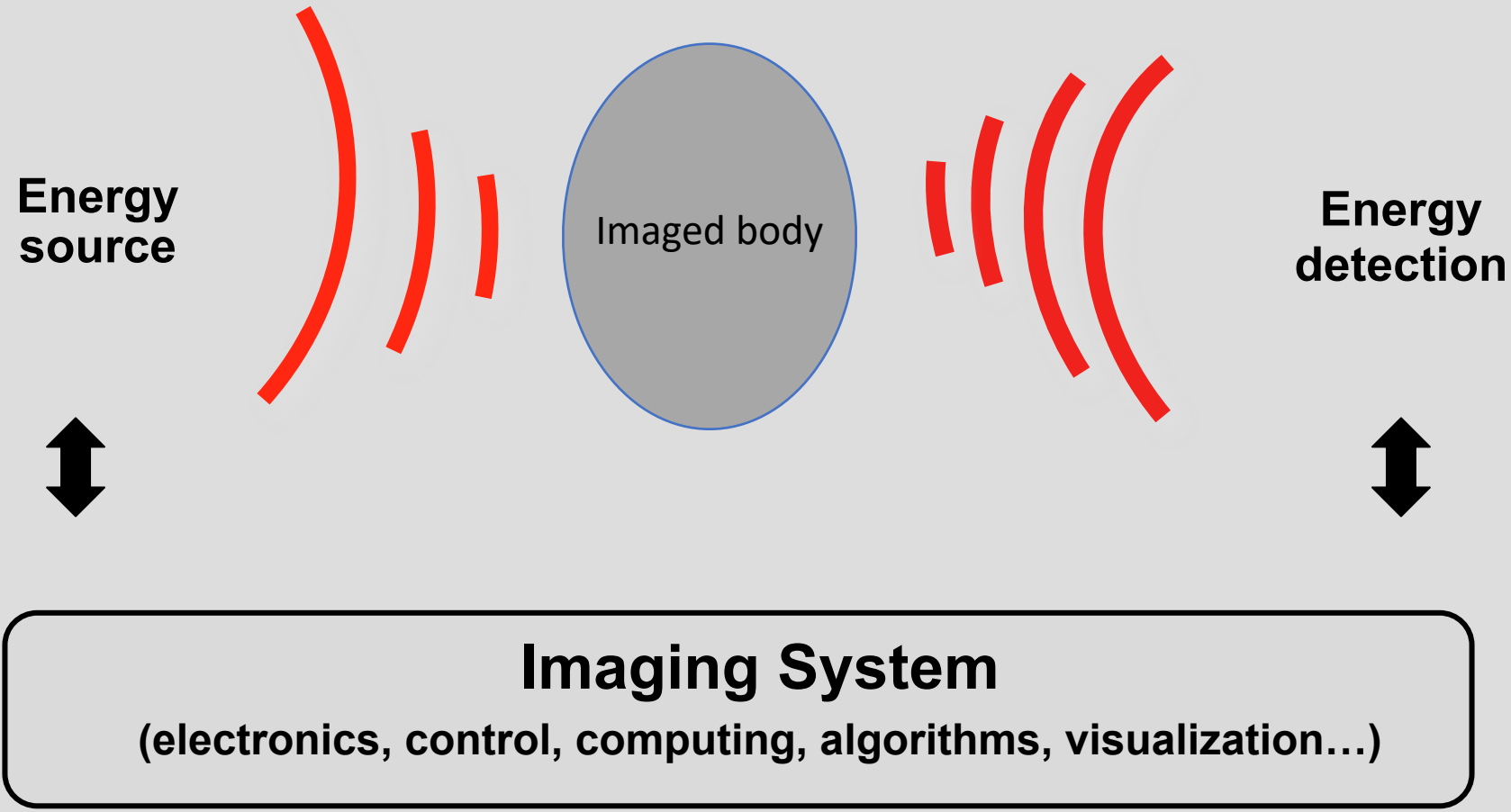
Imaging

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

Different Images



Imaging Systems in General



“Medical imaging” circa 1632

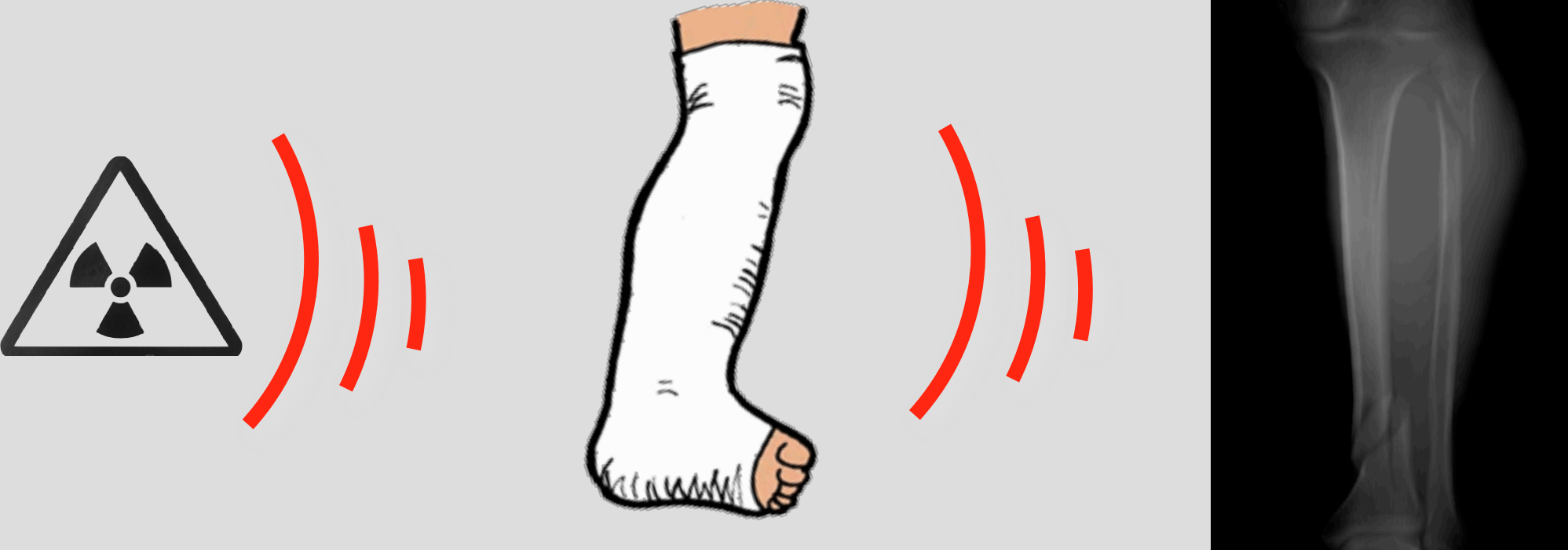
“The Anatomy Lesson of Dr. Nicolaes Tulp”, Rembrandt
Mauritshuis, The Hague



Projection Xray



Projection Xray



Tomography



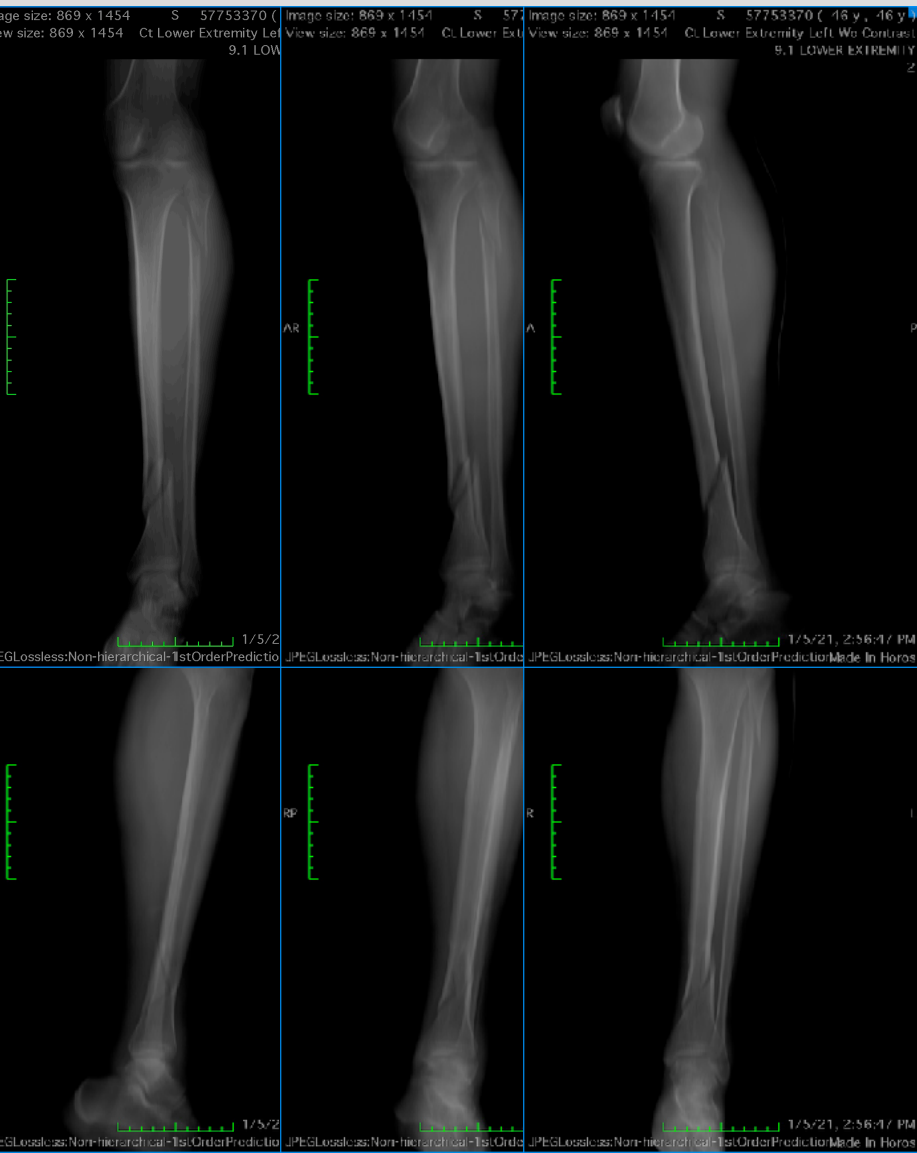
‘tomo’ – slice

‘graphy’ – to write

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

From Projections

Projections



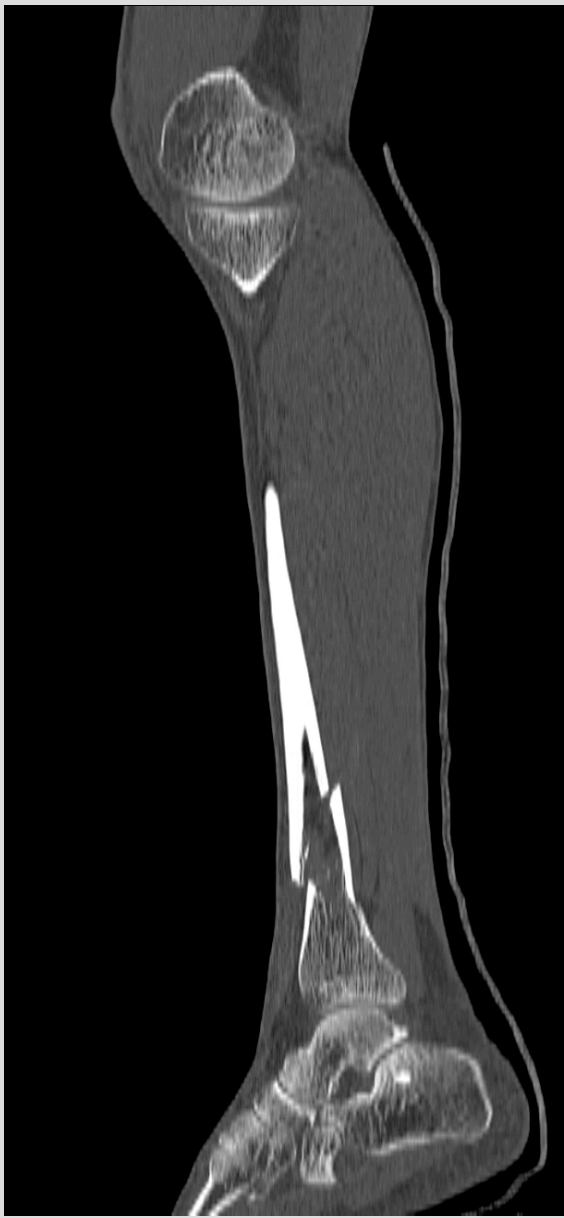
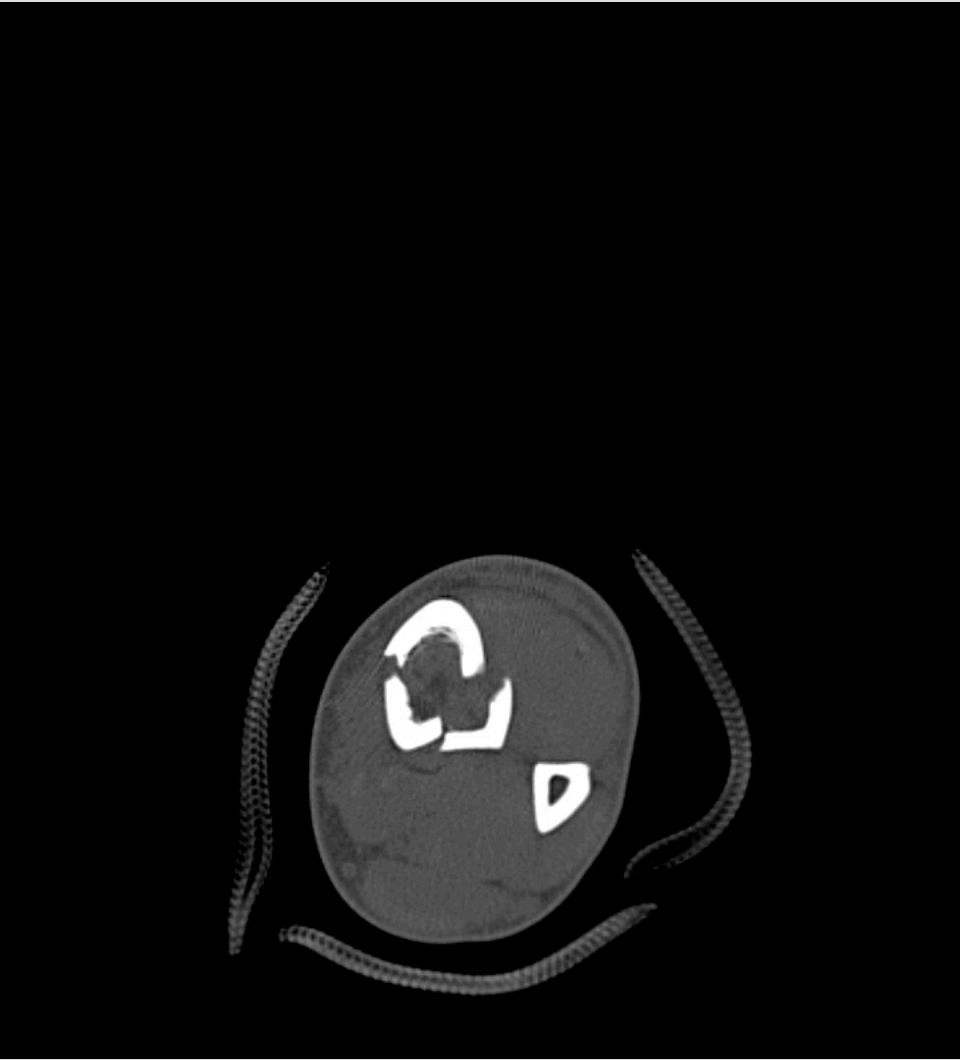
Axial Slices



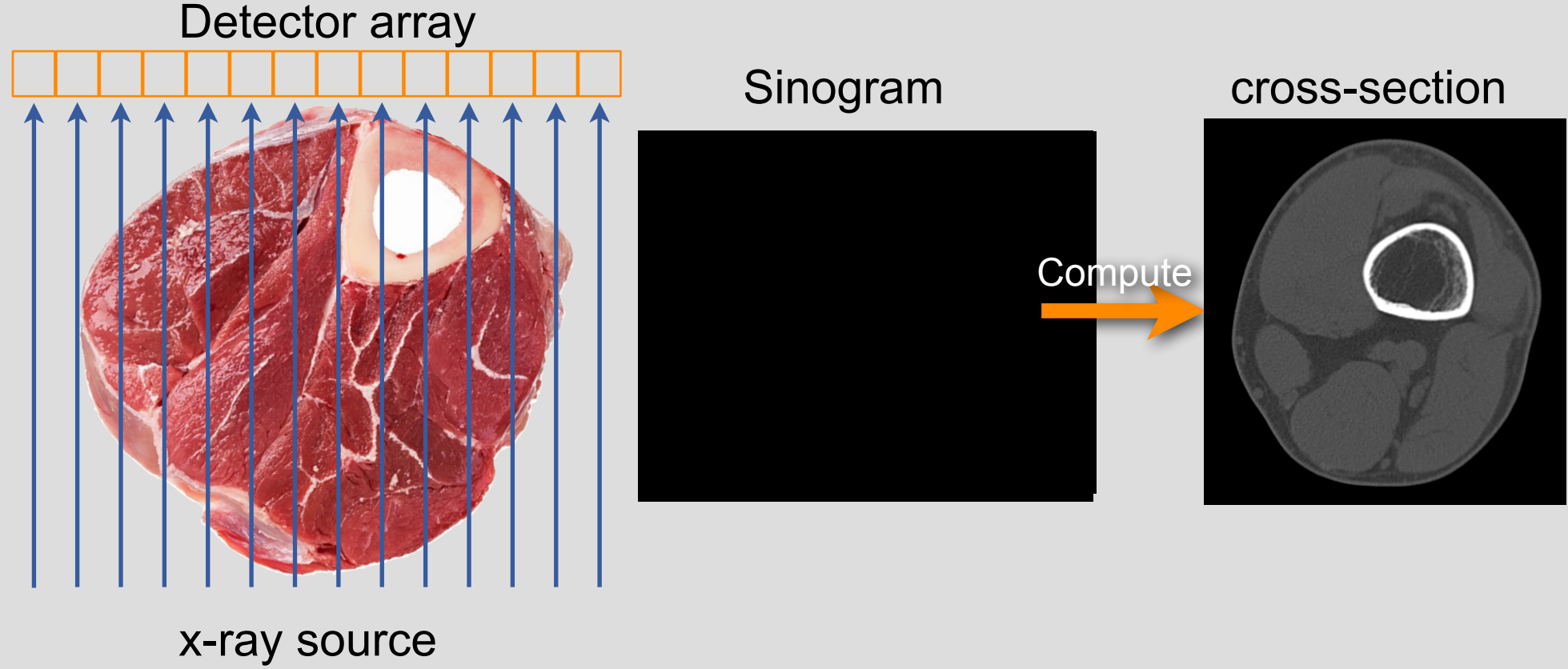
Sagittal Slices



3D Rendering from Slices



Computed Tomography

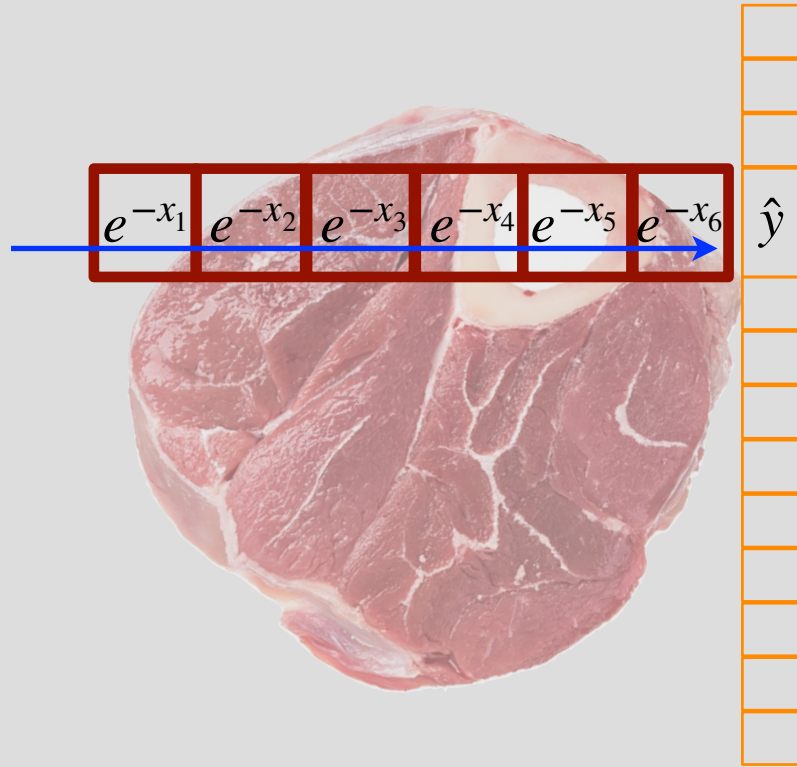


Computed Tomography



<http://www.youtube.com/watch?v=4gklQHM19aY&feature=related>

Modeling Tomography



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

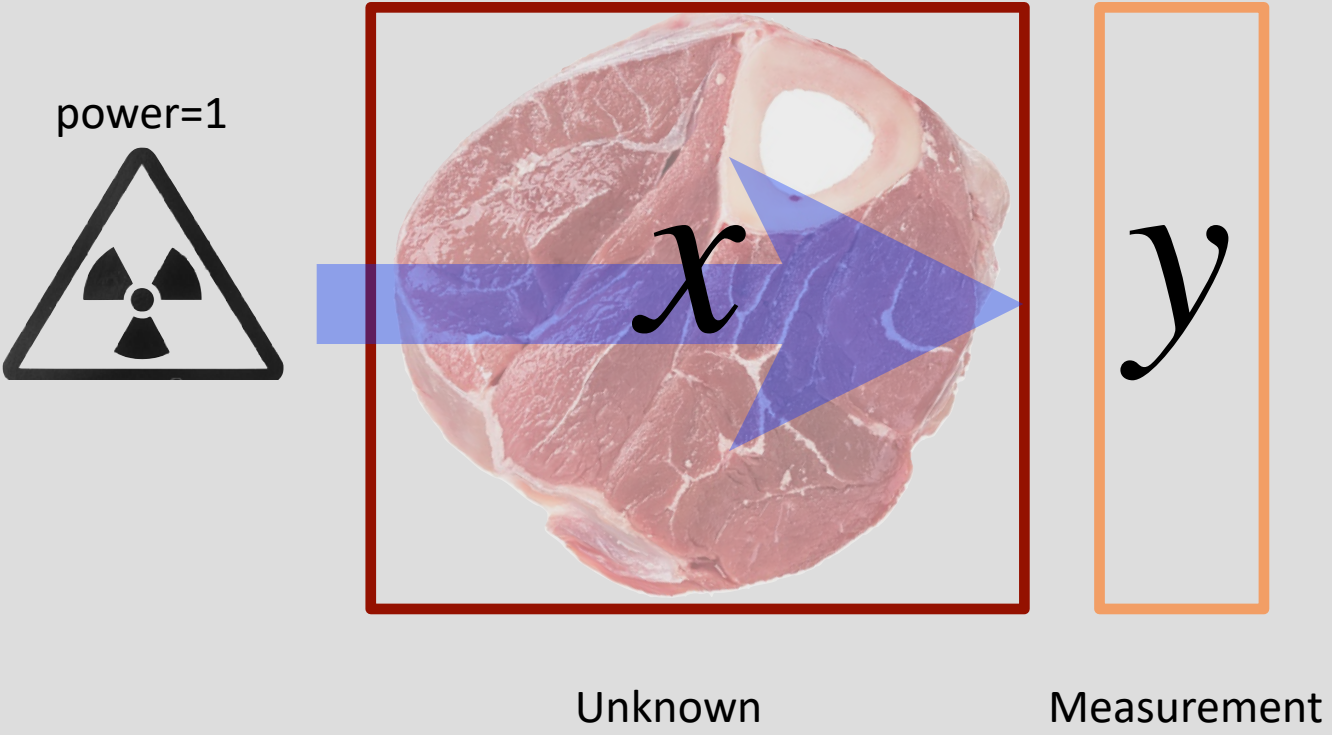
$$\log\{e^{-(x_1+x_2+x_3+x_4+x_5+x_6)}\} = \log\{\hat{y}\}$$

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

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

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

Modeling Tomography

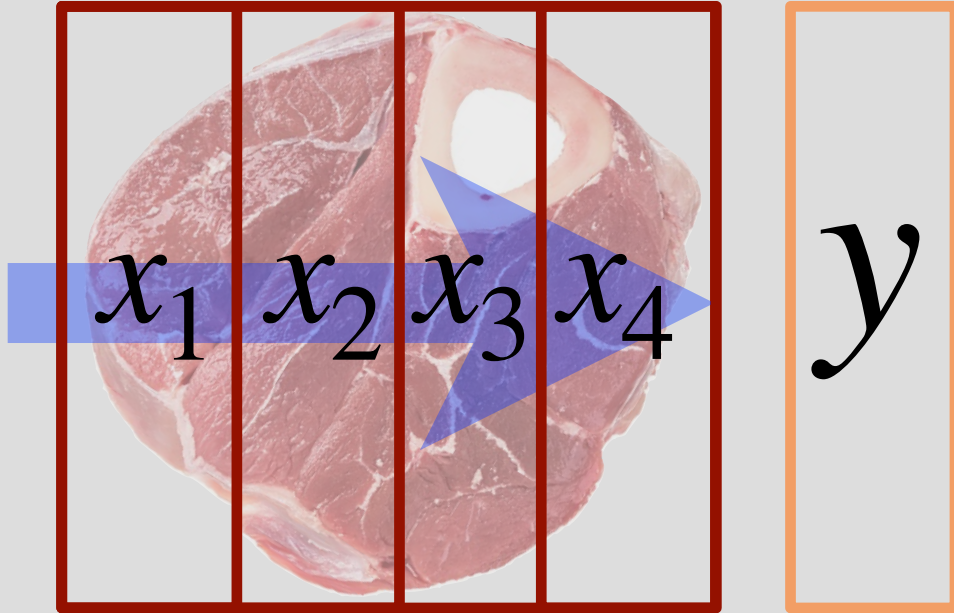


$$y = 1 \cdot x$$



$$x = y$$

Modeling Tomography



Unknown

Measurement

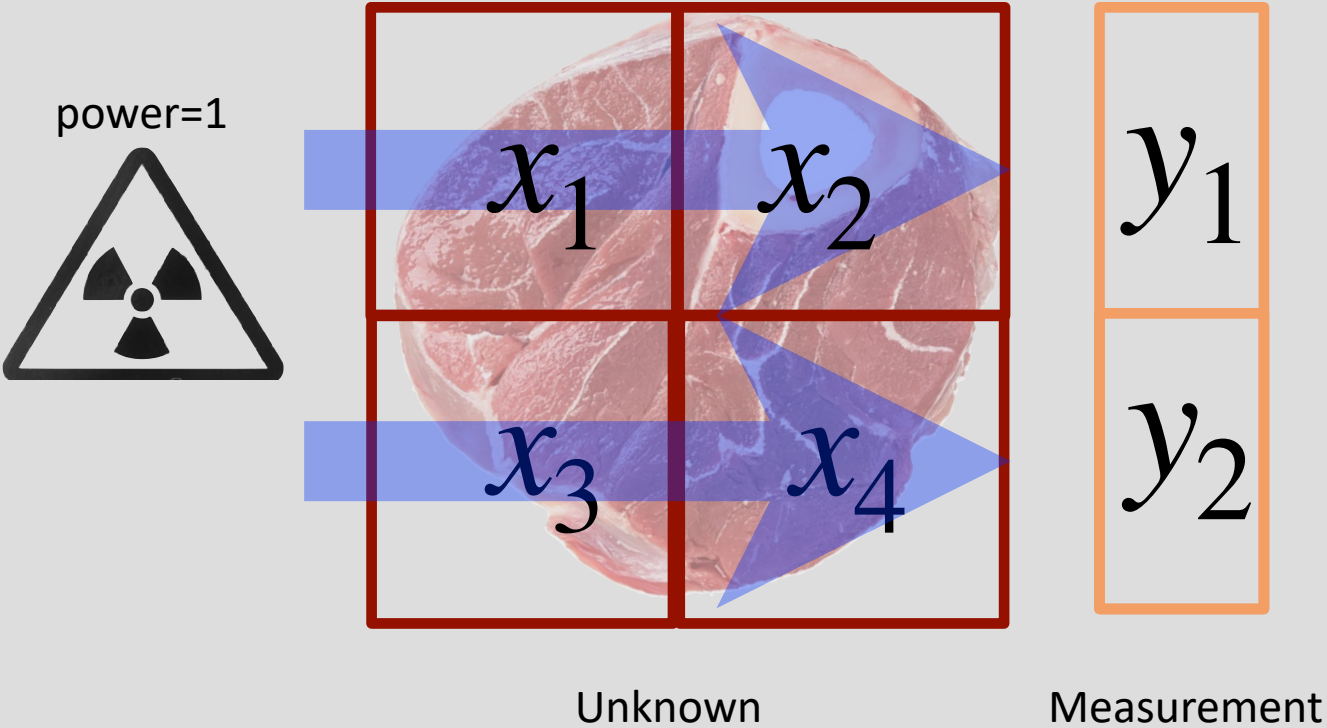
$$y = x_1 + x_2 + x_3 + x_4$$



1 equation 4 unknowns!



Modeling Tomography



$$y_1 = x_1 + x_2$$

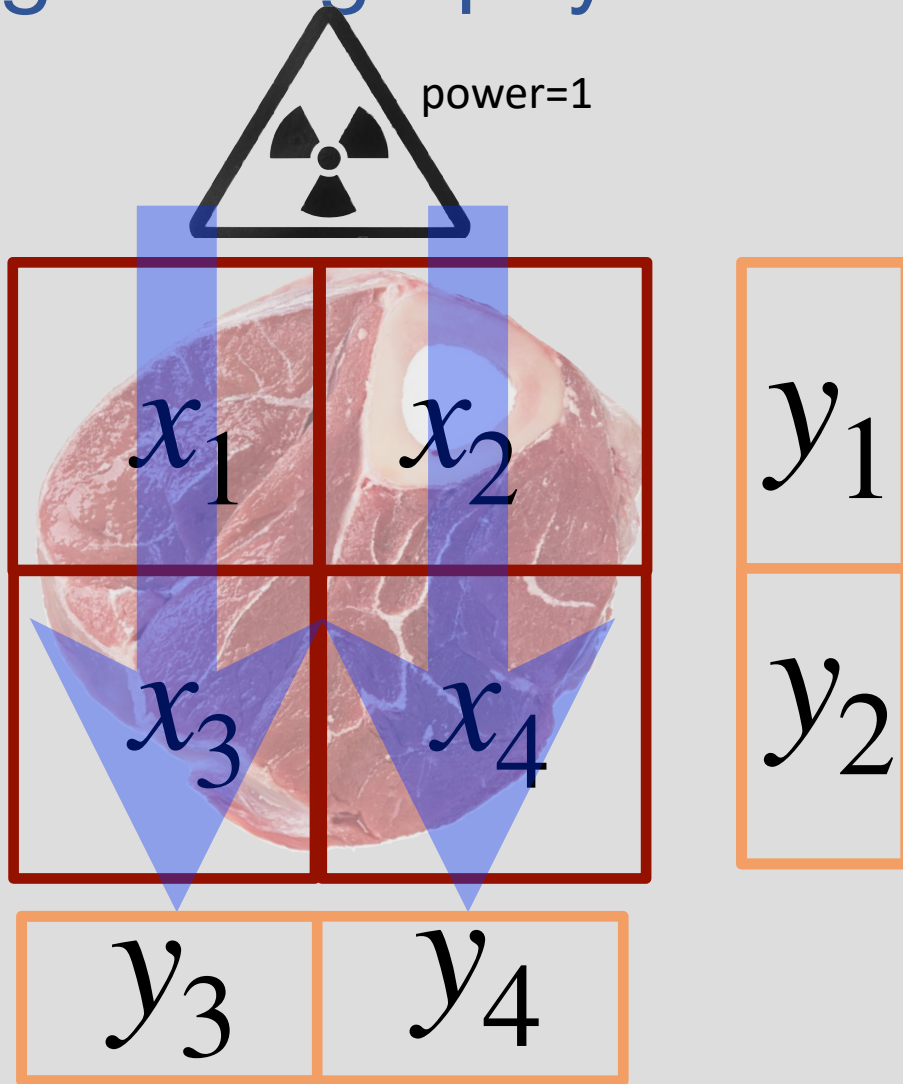
$$y_2 = x_3 + x_4$$



2 equation 4 unknowns!



Modeling Tomography



$$y_1 = x_1 + x_2$$

$$y_2 = x_3 + x_4$$

$$y_3 = x_1 + x_3$$

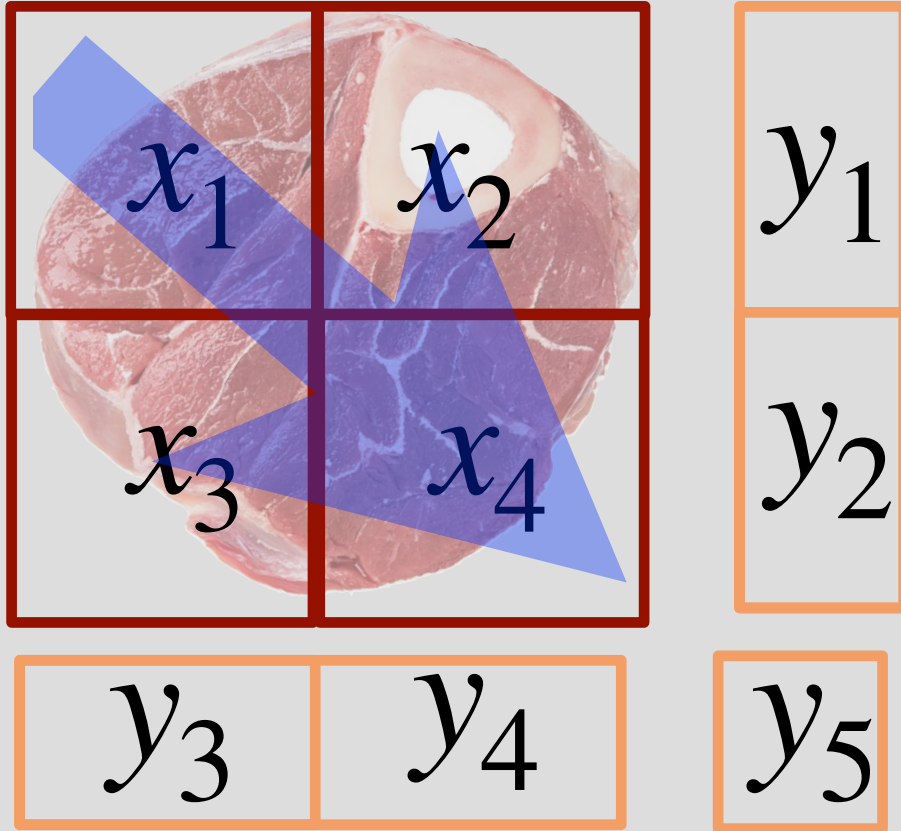
$$y_4 = x_2 + x_4$$

Can we solve this?

Modeling Tomography



power=1



$$y_1 = x_1 + x_2$$

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

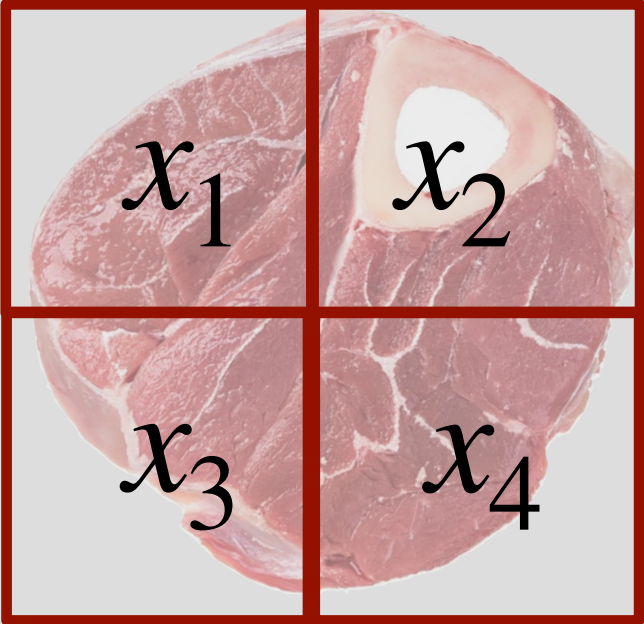
$$y_3 = x_1 \quad + x_3$$

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

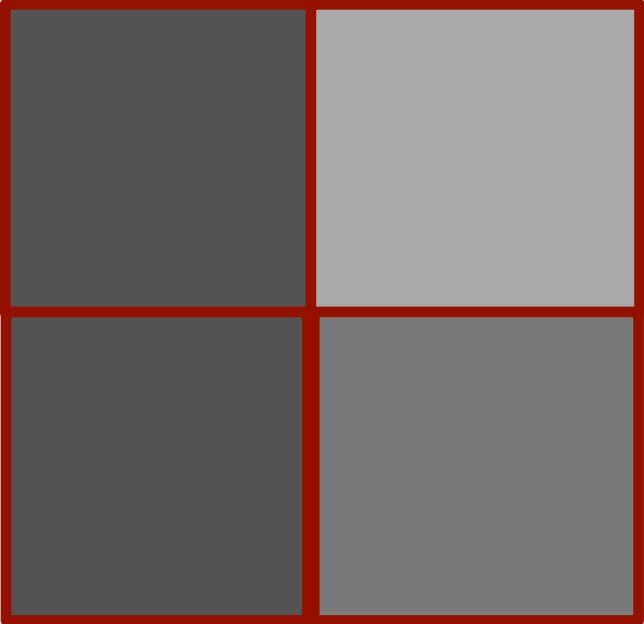
$$y_5 \approx \sqrt{2}x_1 \quad + \sqrt{2}x_4$$

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

$$y_1 = x_1 + x_2$$

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

$$y_3 = x_1 \quad + x_3$$

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

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

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

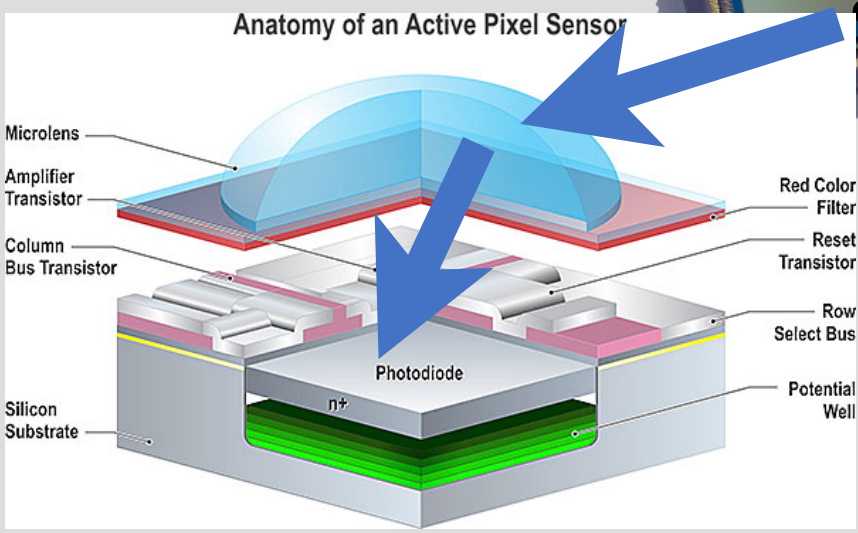
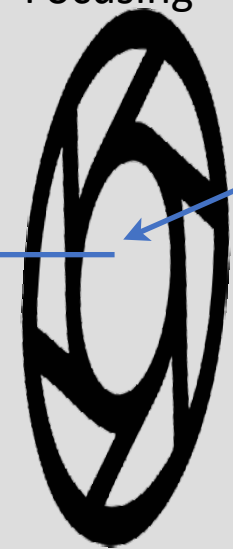
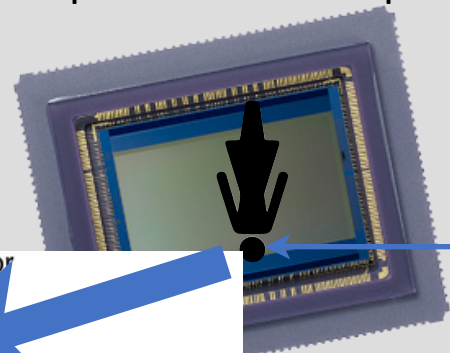
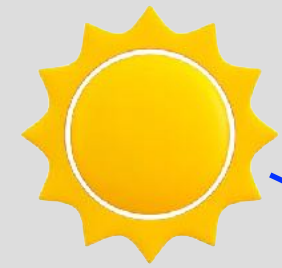
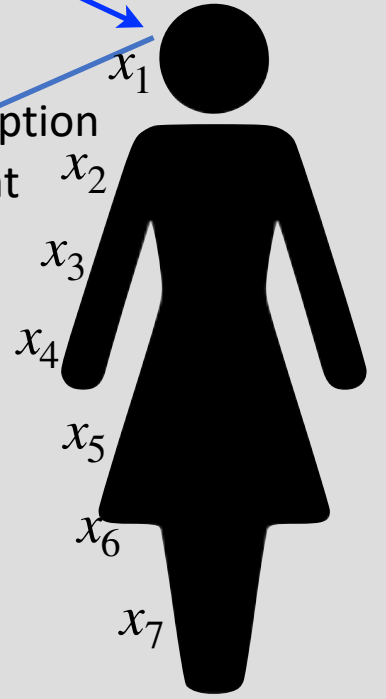
$$y_i = 1 \cdot x_i$$

All pixels sensed in parallel

Focusing

Intensity=1

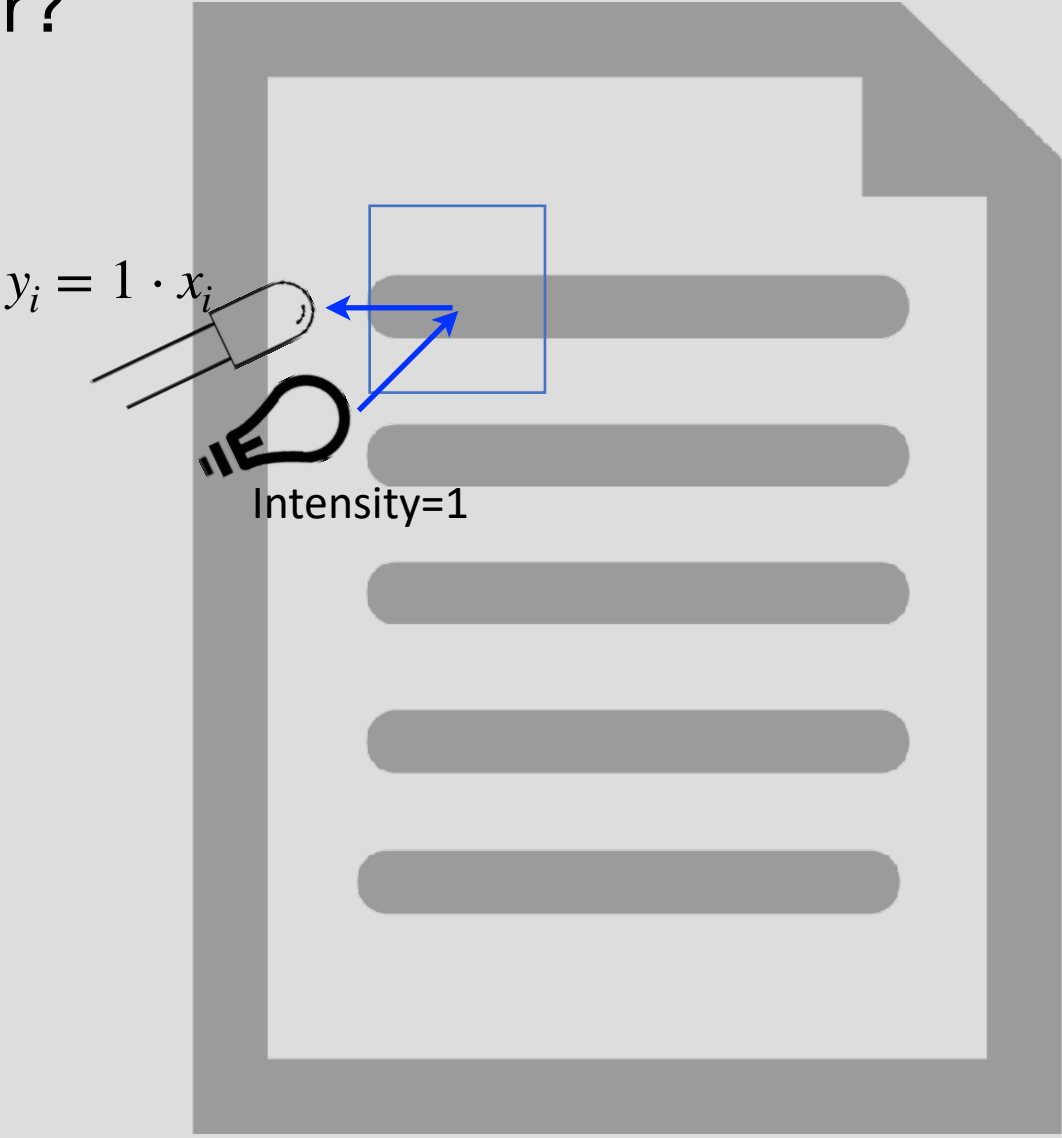
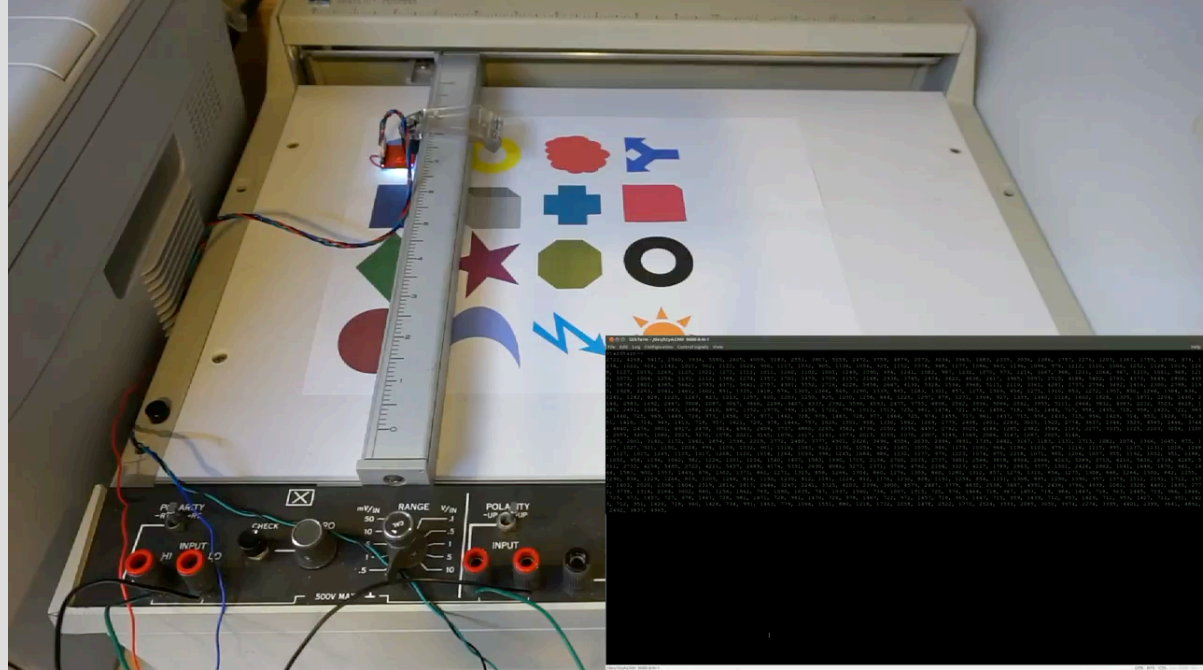
Absorption of light



Single Pixel Scanner

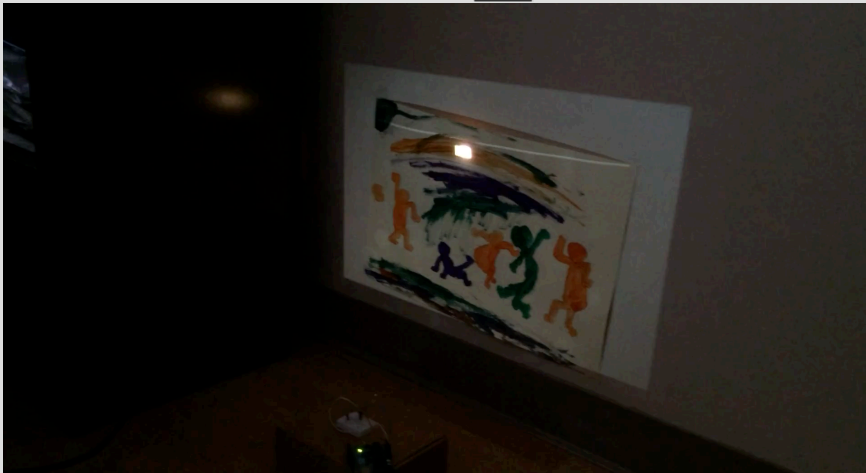
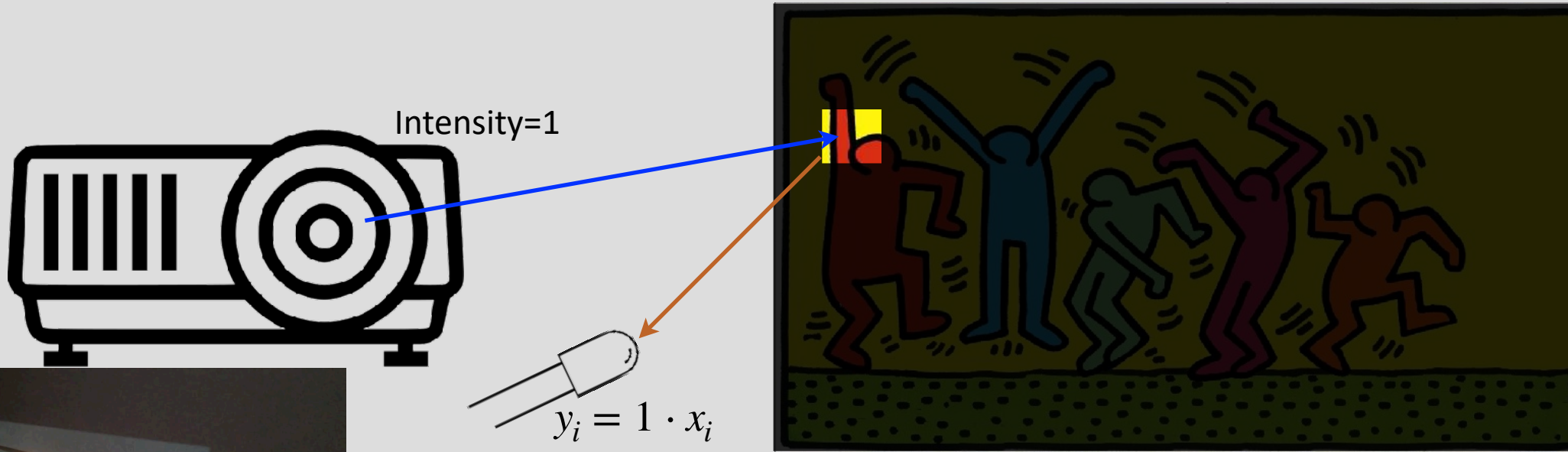
- What if we had only a single sensor?
- How can we create an image?

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



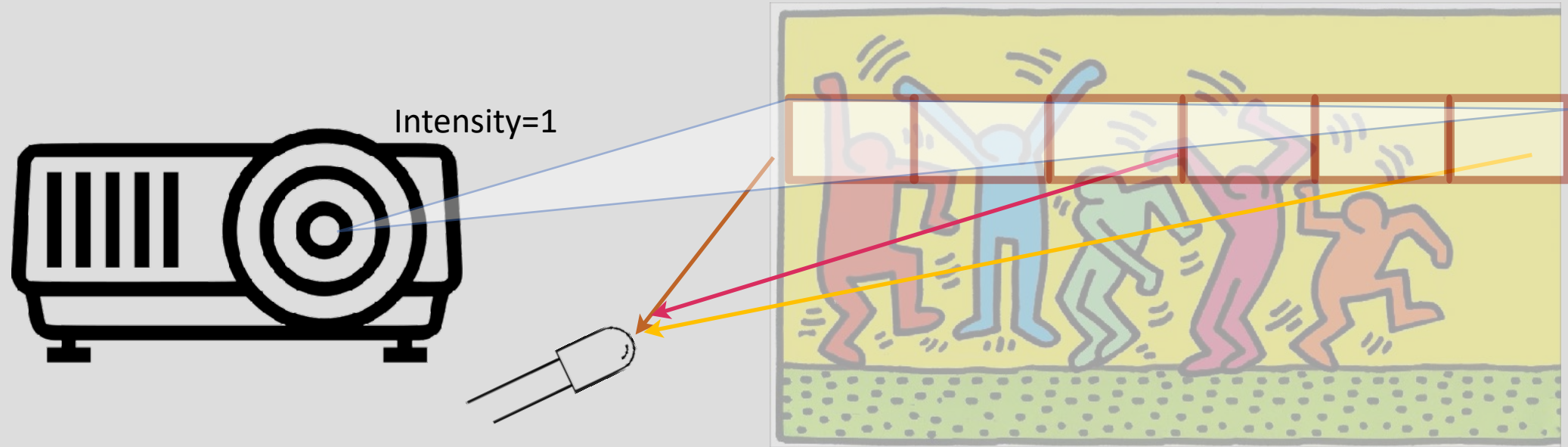
Non-moving Single Pixel Camera

- 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!

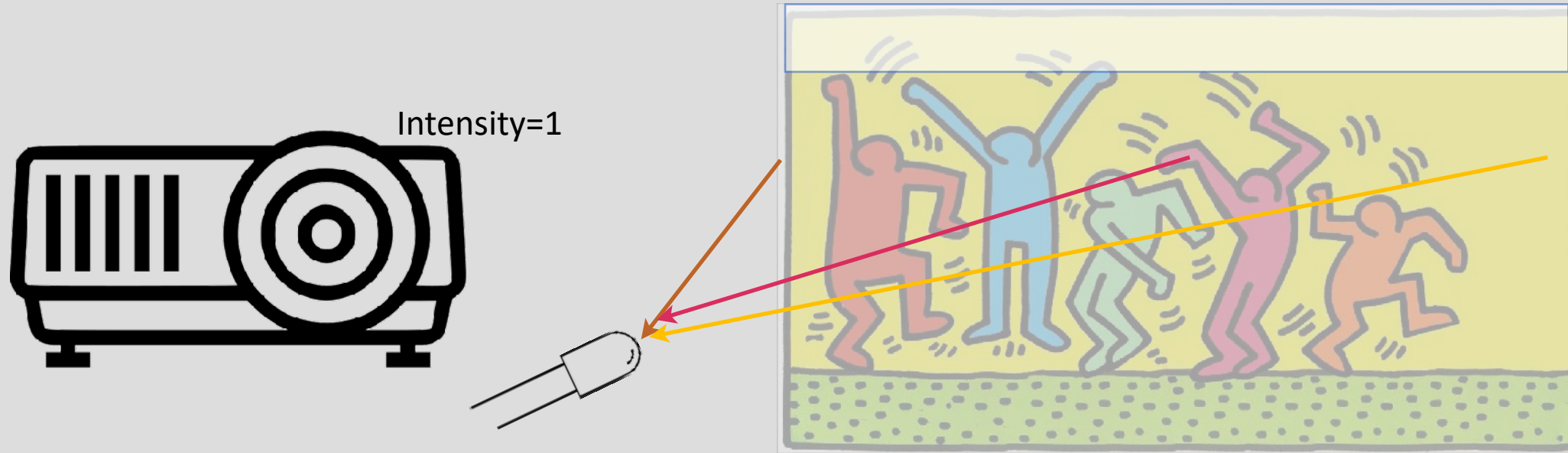


$$y_1 = x_1 + x_2 + x_3 + x_4 + x_5 + x_6$$

Similar math as Tomography!

Non-moving Single Pixel Camera

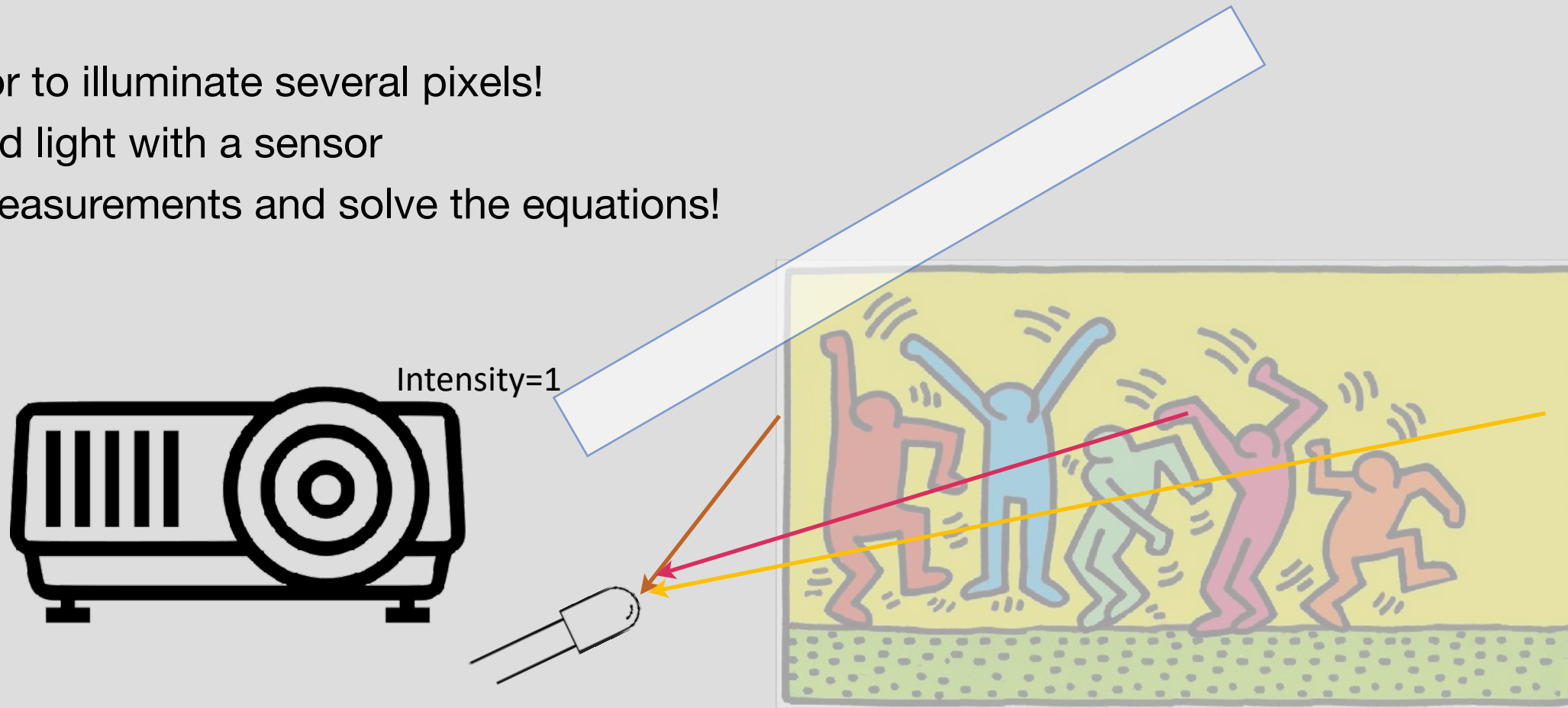
- Use a projector to illuminate several pixels!
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Similar math as Tomography!

Non-moving Single Pixel Camera

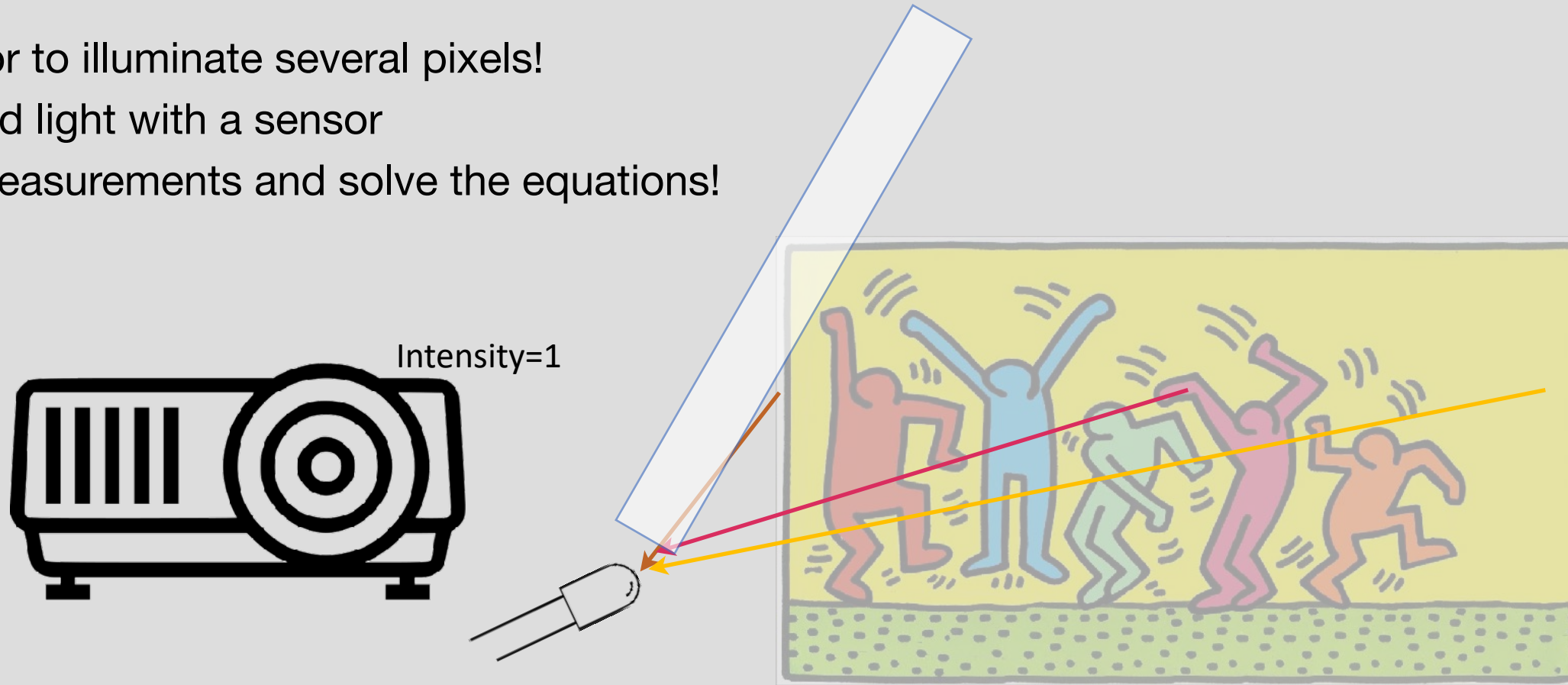
- Use a projector to illuminate several pixels!
- Sense reflected light with a sensor
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Similar math as Tomography!

Non-moving Single Pixel Camera

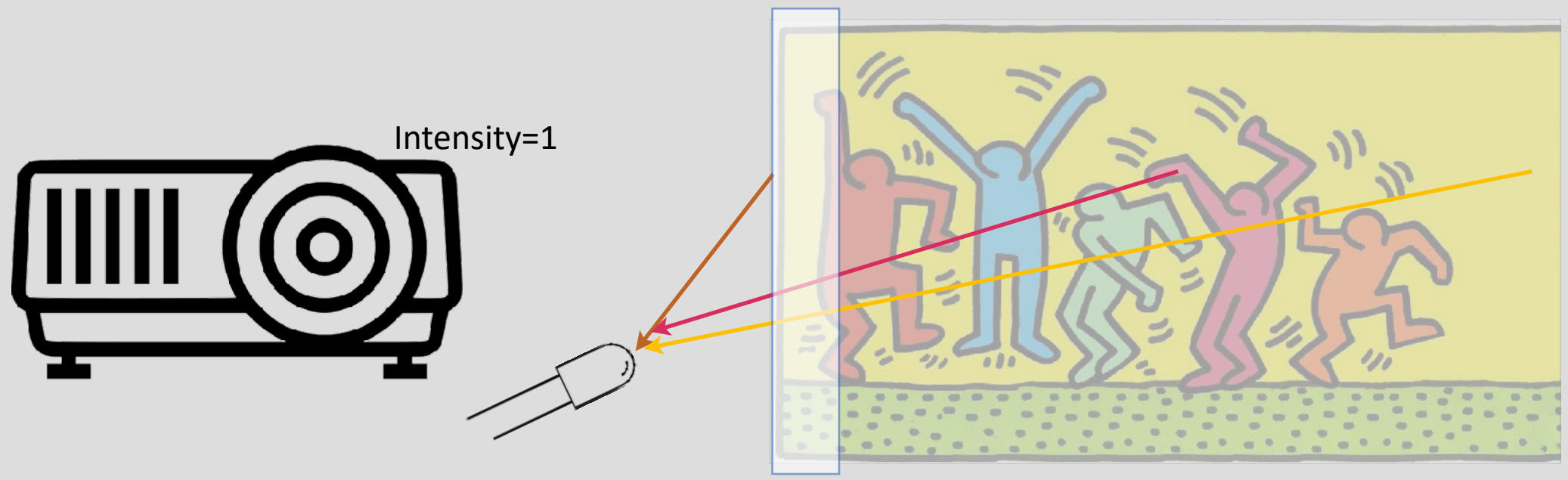
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Non-moving Single Pixel Camera

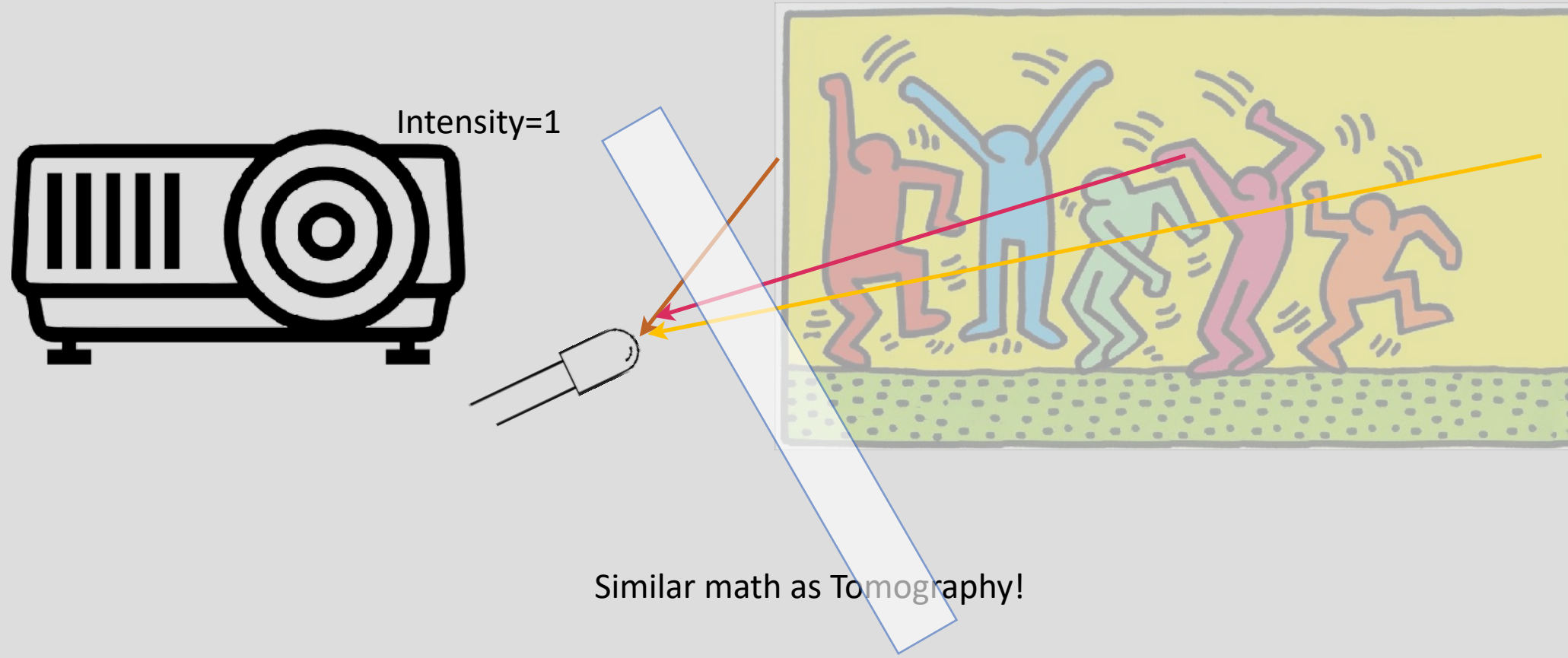
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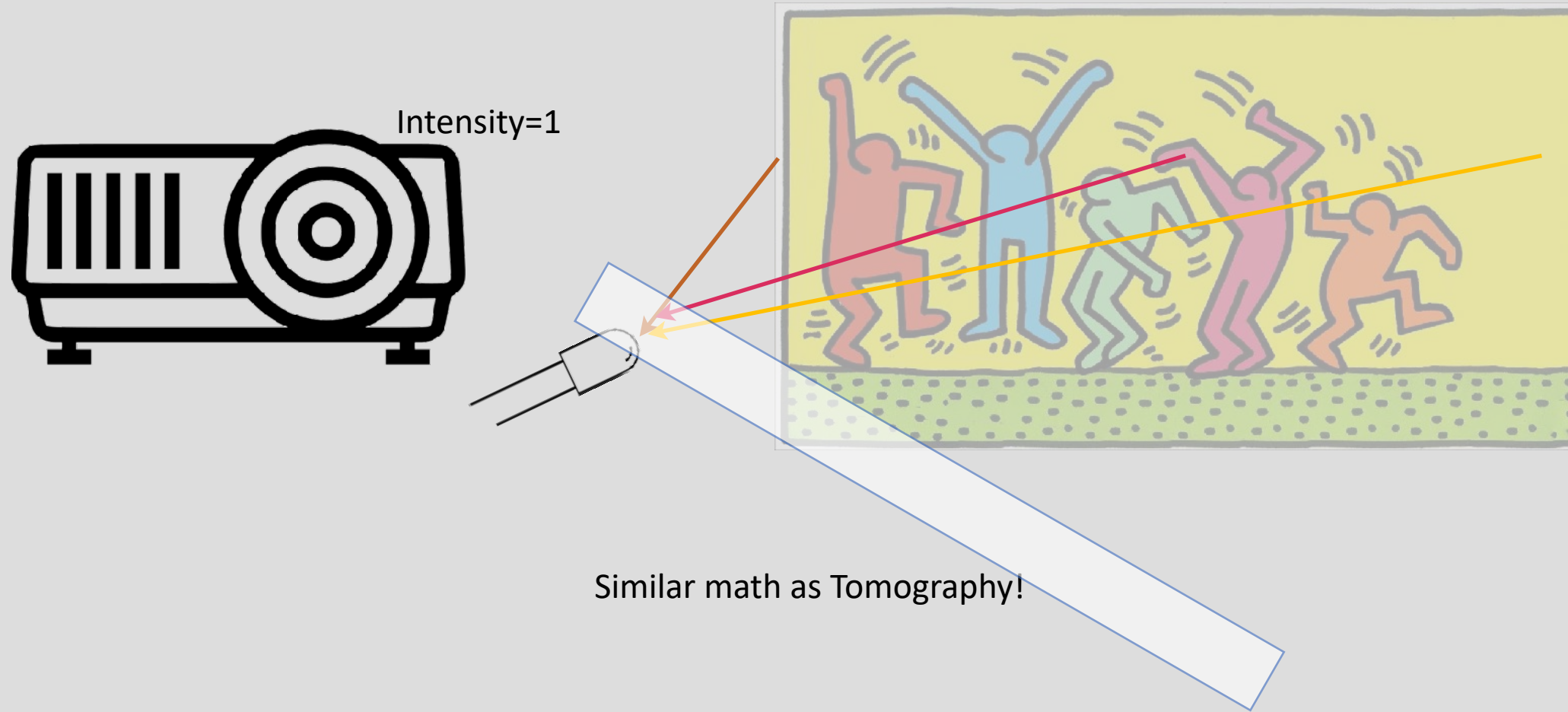
Non-moving Single Pixel Camera

- Use a projector to illuminate several pixels!
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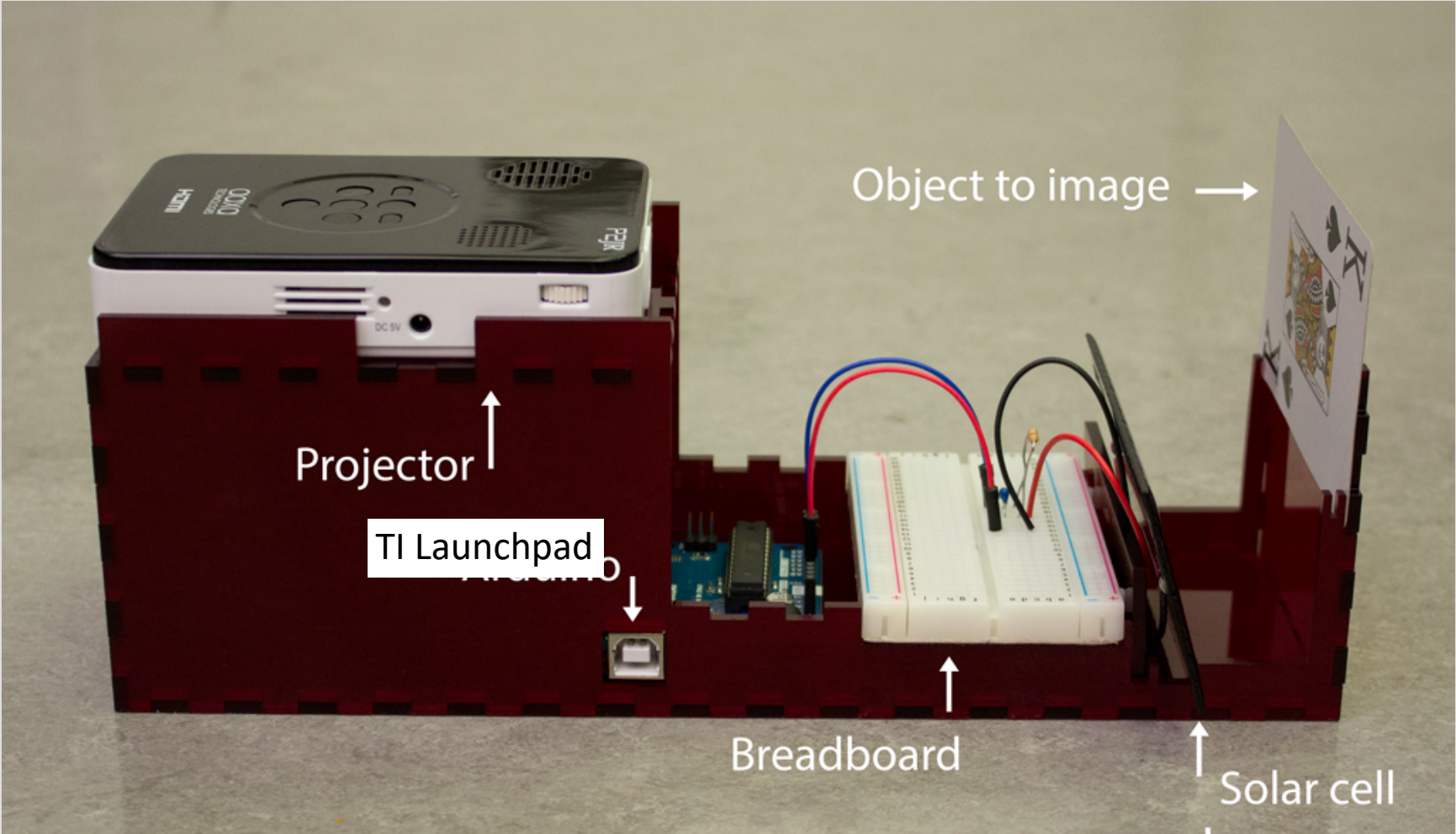


Non-moving Single Pixel Camera

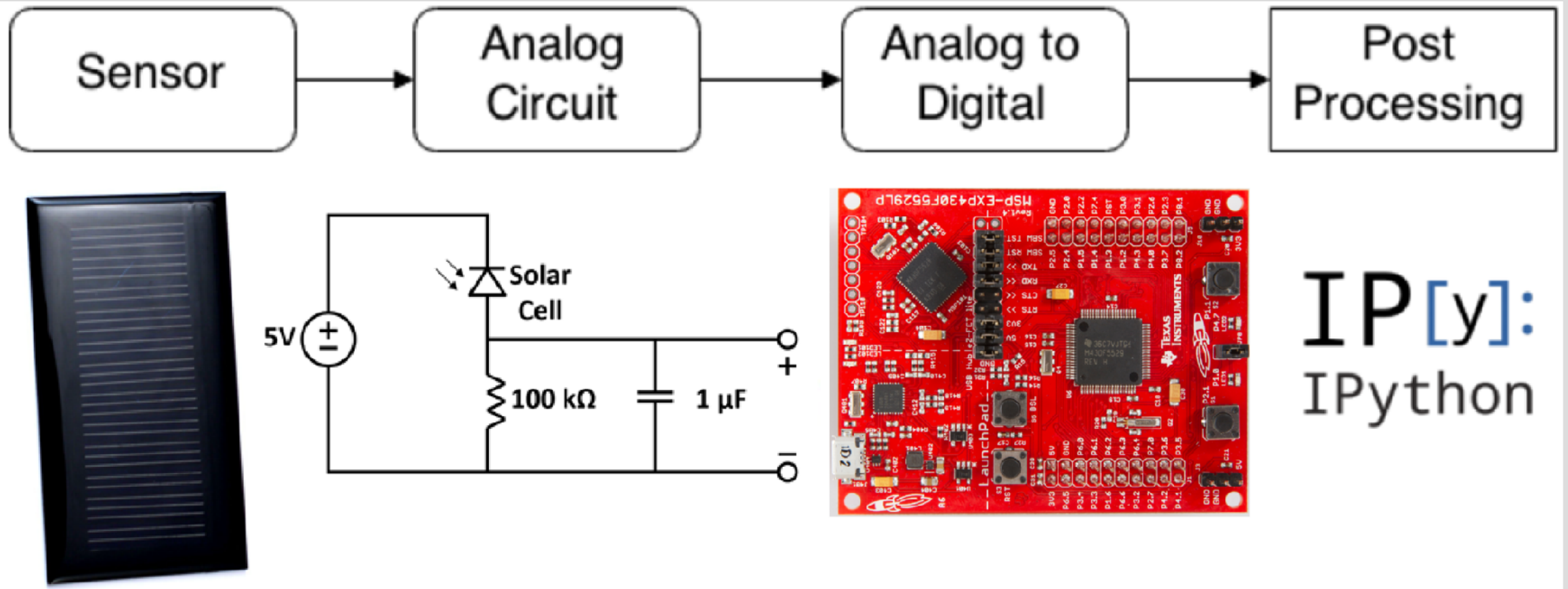
- Use a projector to illuminate several pixels!
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- Make many measurements and solve the equations!



Imaging Lab #1 Setup

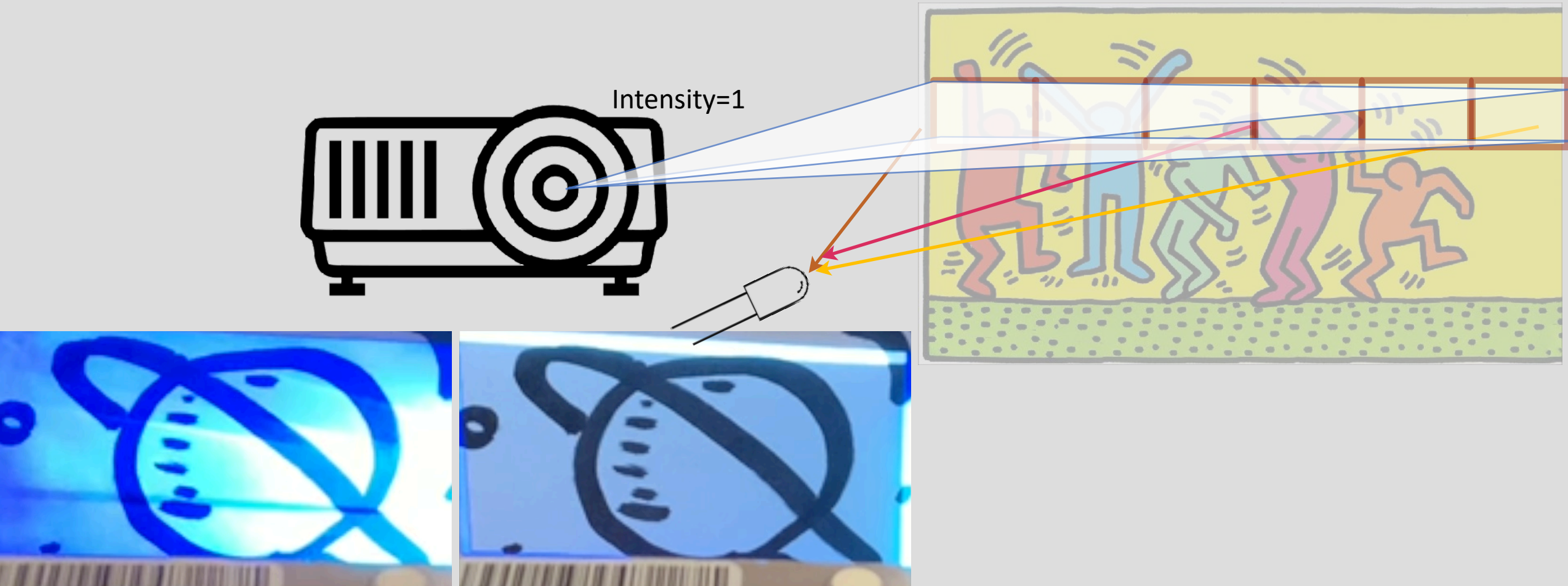


Imaging Lab #1



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: $f(x_1, x_2) = c_1x_1 + c_2x_2$

Trick:

$$\begin{aligned}x_1 &= 1 \cdot \overset{y_1}{x_1} + 0 \cdot \overset{z_1}{x_2} && \Rightarrow x_1 = x_1y_1 + x_2z_1 \\x_2 &= 0 \cdot \underset{y_2}{x_1} + 1 \cdot \underset{z_2}{x_2} && \Rightarrow x_2 = x_1y_2 + x_2z_2\end{aligned}$$

So,

$$\begin{aligned}f(x_1, x_2) &= f(x_1y_1 + x_2z_1, x_1y_2 + x_2z_2) \\&= f(x_1y_1, x_1y_2) + f(x_2z_1, x_2z_2) \\&= x_1f(y_1, y_2) + x_2f(z_1, z_2) \\&= x_1 \underset{c_1}{f(1,0)} + x_2 \underset{c_2}{f(0,1)} \\&= c_1x_1 + c_2x_2\end{aligned}$$

Linear Set of Equations

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

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

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

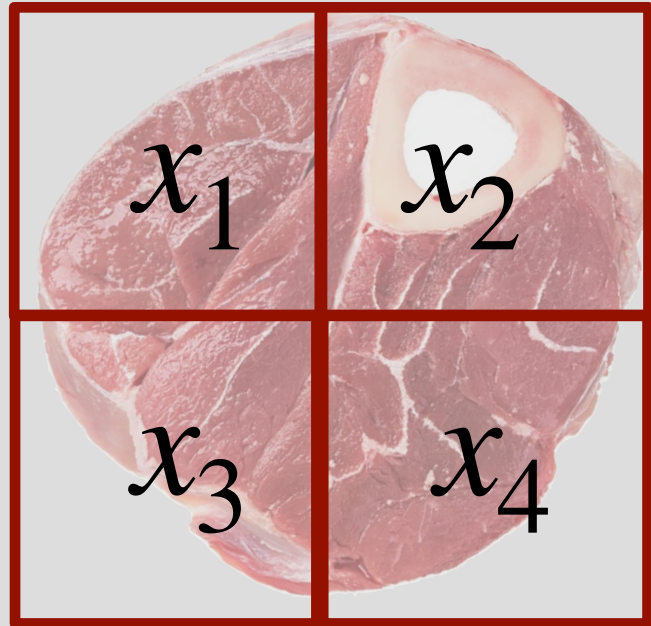
$$\vdots \qquad \qquad \qquad \vdots$$

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

- Can be written compactly using augmented matrix:

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

Back to Tomography



4

3

2 5

$3\sqrt{2}$

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

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

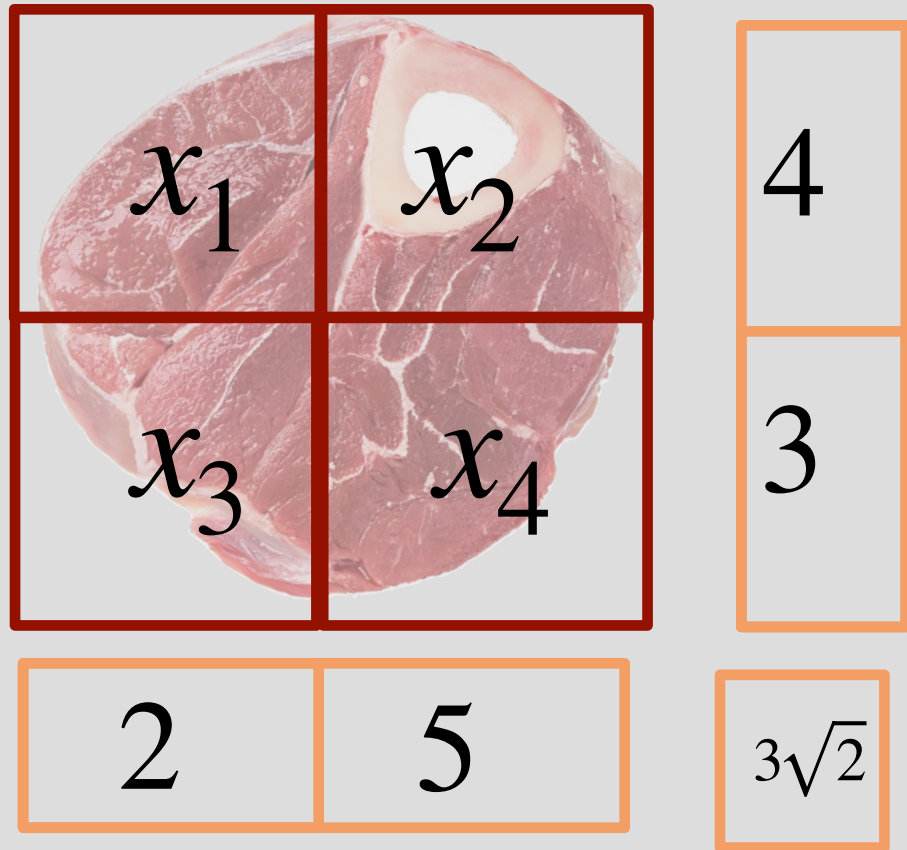
$$1 \cdot x_1 + 0 \cdot x_2 + 1 \cdot x_3 + 0 \cdot x_4 = 2$$

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

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

$$\left[\begin{array}{c|c} & \\ \hline & \\ \hline & \\ \hline & \end{array} \right]$$

Back to Tomography



How do we solve it?

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

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

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

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

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

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

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

$2x + 3y = 4$ 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!