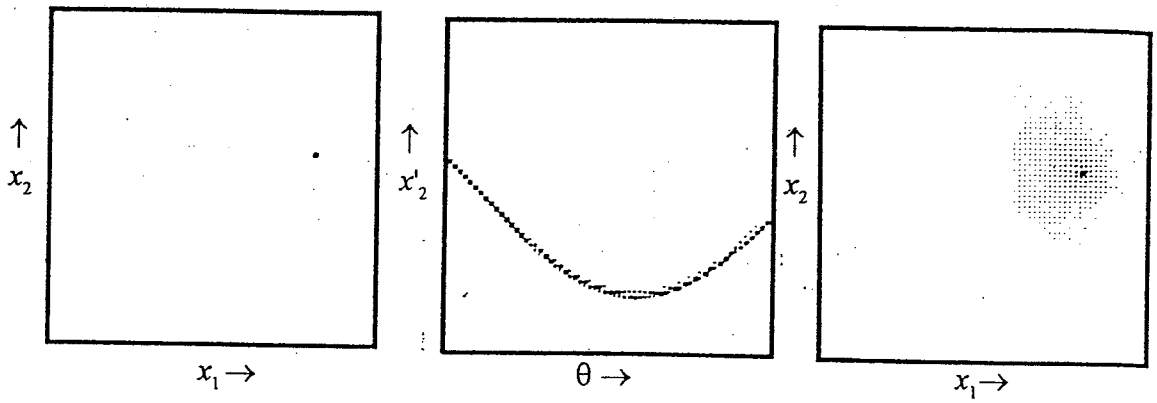
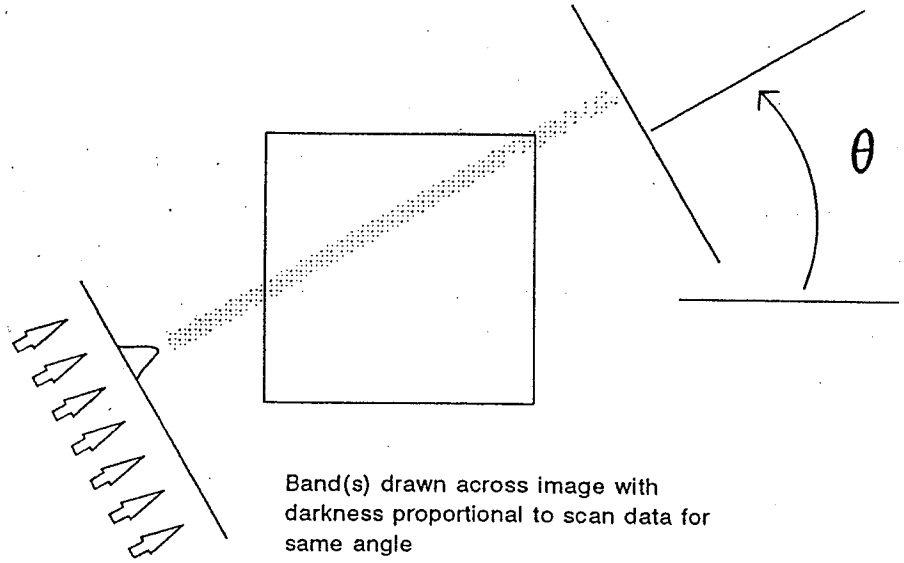
Immediate back projection



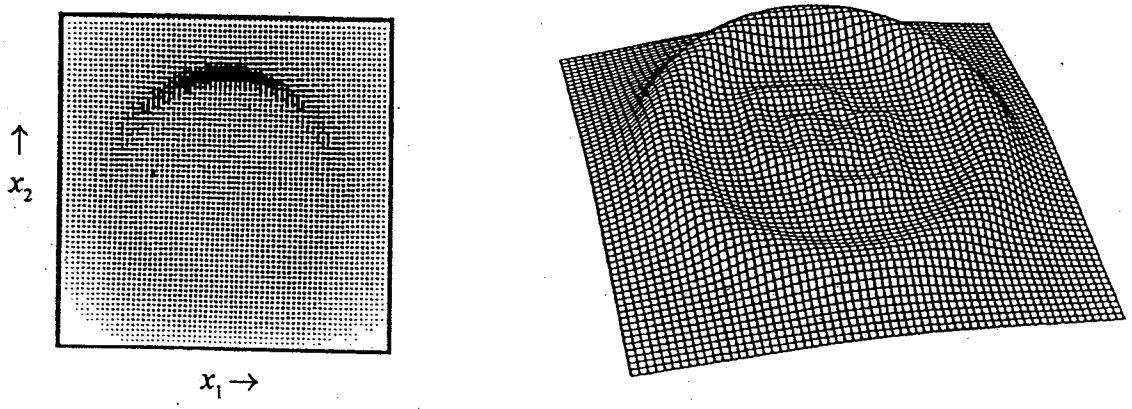
Point-type object

Scan data

Image recovered through direct back projection

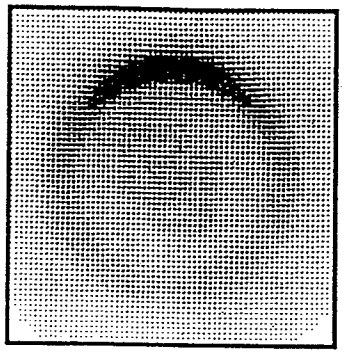


Principle behind back projection when applied directly to scan data (no filtering) - shown here in case of a point object.

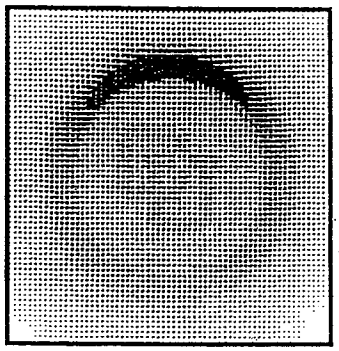


Immediate back projection of the scan data for the test object

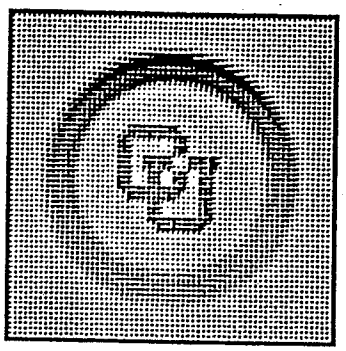
Filtered back projection with some simple tridiagonal filters



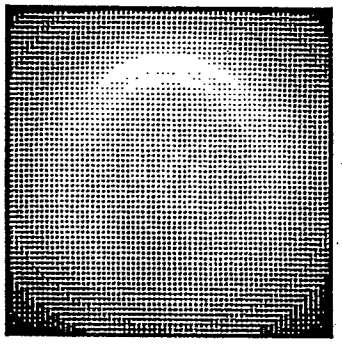
a. $\beta = 0.3$



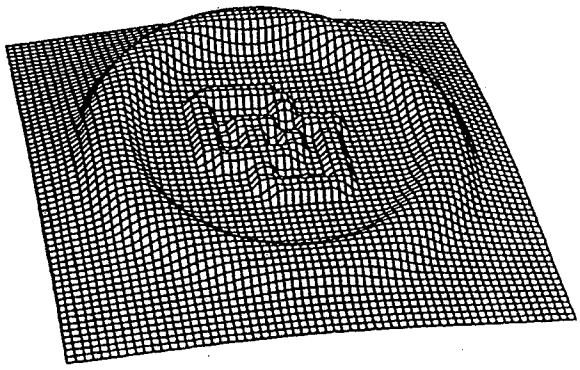
b. $\beta = 0.4$



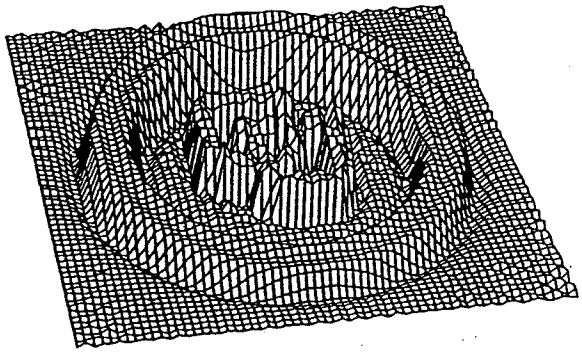
c. $\beta = 0.5$



d. $\beta = 0.6$



$\beta = 0.4$



$\beta = 0.5$