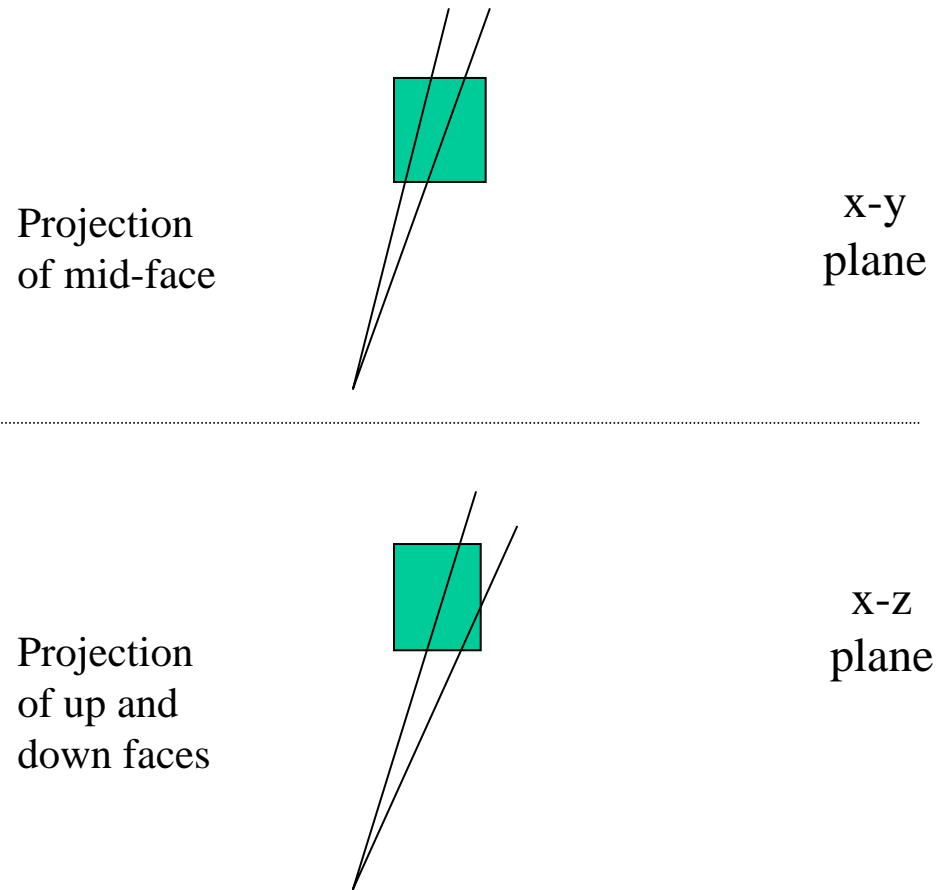
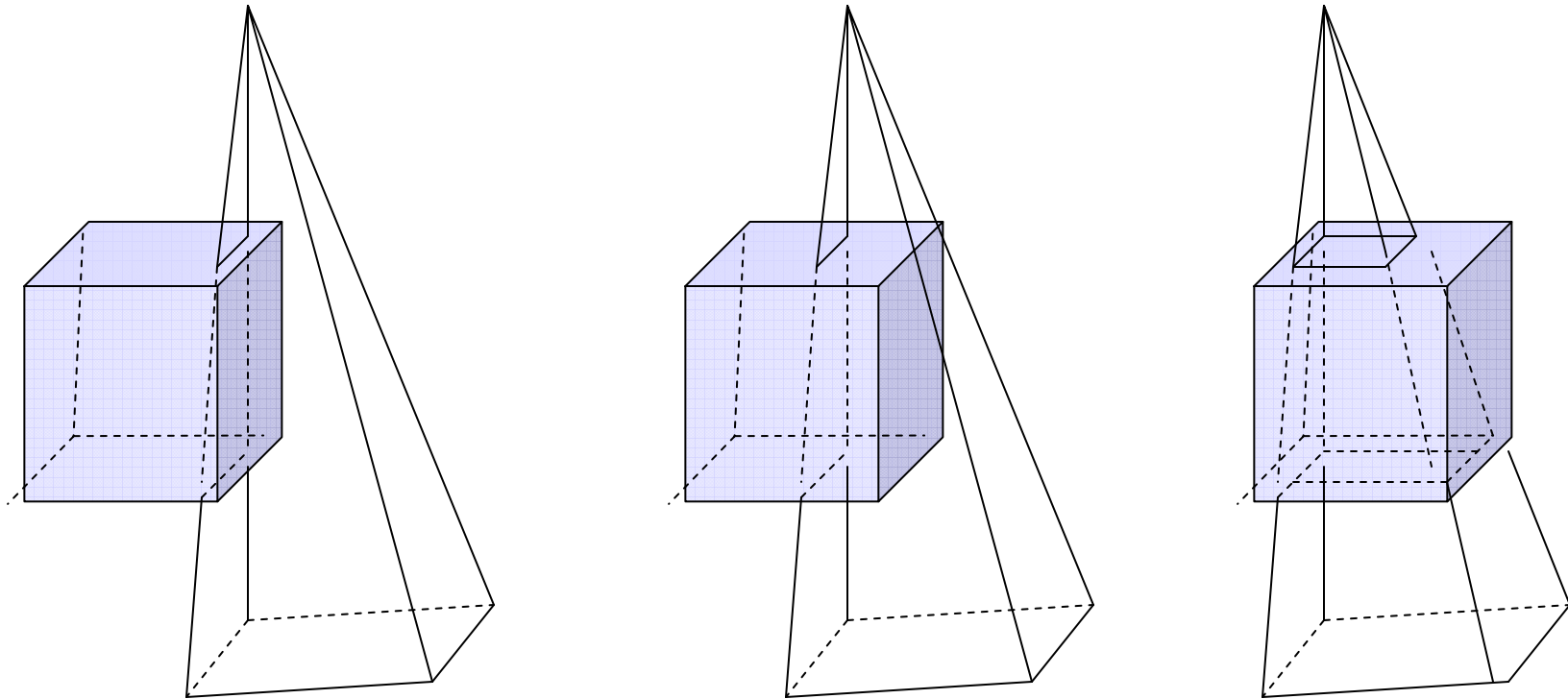


The cone beam is transmitting through the voxel

Regular shape of the cone beam, only need two projection plane to verify the non-zero entry in the lookup table



Calculate the $h(y|x)$ value



**Many possibilities, difficult to apply the method
for 2d into calculating average length in 3d**

Calculate the $h(y|x)$ value

use of the average length on both projection plane to estimate the average length of the cone beam through the voxel

$$\frac{l_1}{\cos(\varphi_1)R} \cdot \frac{l_2}{\cos(\varphi_2)R} \cdot R$$

(suppose length of the voxel is R)

