

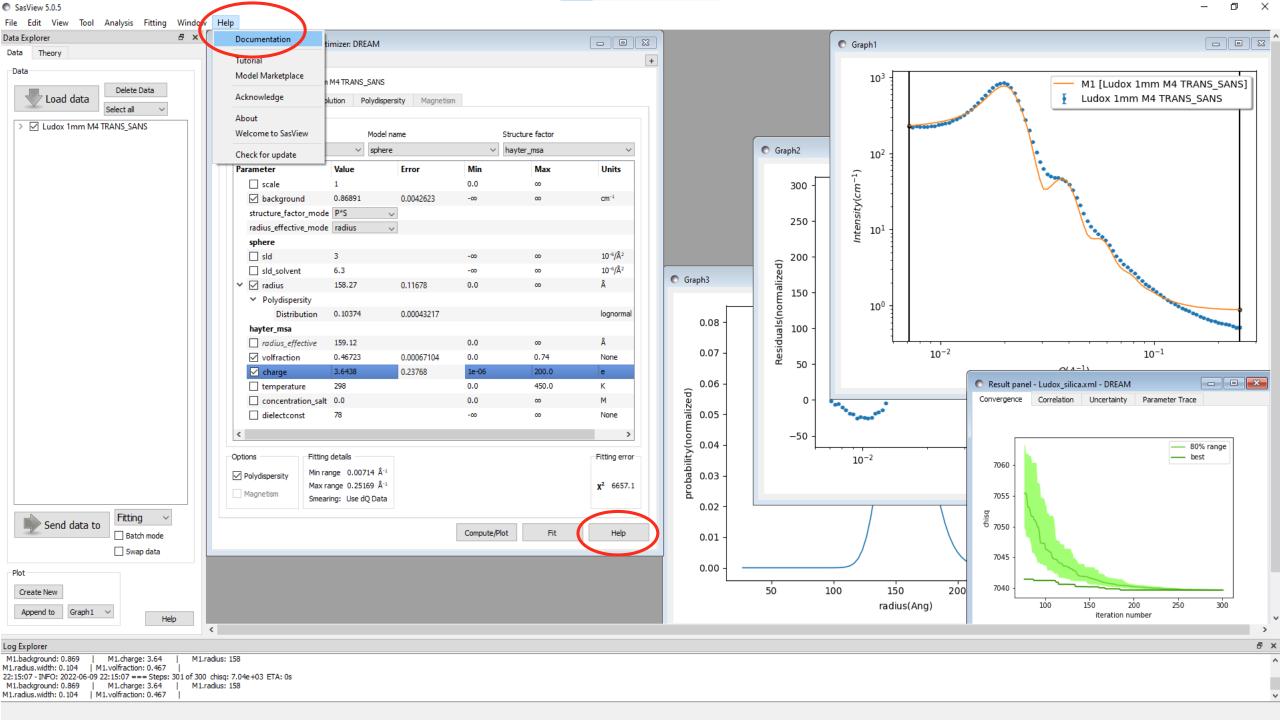






SasView 'documentation' comes in many forms...





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USER DOCUMENTATION:



- ★★ Fitting model descriptions ★★
 - How to use SasView
 - 'Encyclopedia content'

DEVELOPER DOCUMENTATION:

- Is mostly auto-generated
- Lists of program modules/classes
- Overview of Sasmodels

Available in-program and online – but single-source C:/SasView-5.0.5/doc/index.html & https://www.sasview.org/docs/index.html

USER DOCUMENTATION:

- Is written in ReSTructured text (.rst)
- Lightweight, portable, human-readable, but also software-processable
- Supports LaTeX-like math

where \$\Delta\rho = (\rho_1 - \rho_2)\$ is the SLD contrast and \$\phi_1\$ and \$\phi_2\$ are the volume fractions of the two phases (\$\phi_1 + \phi_2 = 1\$). Thus from the invariant one can either calculate the volume fractions of the two phases given the contrast or, calculate the contrast given the volume fraction. However, the current implementation in SasView only allows for the former: extracting the volume fraction given a known contrast factor.

Keep lines to ≤80 characters

Do not end lines with whitespace! It upsets 'linters'



```
The 1D scattering intensity is calculated in the following way (Guinier, 1955)
        3V(\Delta\rho) \cdot \frac(\sin(qr) - qr\cos(qr))]{(qr)^3}
 *sld* and *sld_solvent* are the scattering length densities (SLDs) of the
  scatterer and the solvent respectively, whose difference is $\Delta\rho$.
 Note that if your data is in absolute scale, the *scale* should represent
 the volume fraction (which is unitless) if you have a good fit. If not,
 it should represent the volume fraction times a factor (by which your data
 The 2D scattering intensity is the same as above, regardless of the
 orientation of $\vec q$.
 Validation
 Validation of our code was done by comparing the output of the 1D model
 to the output of the software provided by the NIST (Kline, 2006).
 * **Author: **
 * **Last Modified by:**

    **Last Reviewed by:** S King and P Parker **Date:** 2013/09/09 and 2014/01/06

 import numpy as np
 from numpy import inf
 title = "Spheres with uniform scattering length density"
description = """\
  P(q)=(scale/V)*[3V(sld-sld_solvent)*(sin(qr)-qr cos(qr))
    V: The volume of the scatter
    ald: the SLD of the aphere
category = "shape:sphere"
               ["name", "units", default, [lower, upper], "type", "description"],
parameters = [["sld", "le-6/Ang^2", 1, [-inf, inf], "sld",
               "Layer scattering length density"],
               ["sld solvent", "le-6/Ang^2", 6, [-inf, inf], "sld",
                "Solvent scattering length density"],
               ["radius", "Ang", 50, [0, inf], "volume",
                "Sphere radius"],
 source = ["lib/sas_3jlx_x.c", "sphere.c"]
 radius effective modes = ["radius"]
 #single - Palse
```

For information about polarised and magnetic scattering, see

the :ref: magnetism documentation.

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from the default

model parameters

G

sphere

Spheres with uniform scattering length density

Parameter	Description	Units	Default value
scale	Scale factor or Volume fraction	None	1
background	Source background	cm ⁻¹	0.001
sld	Layer scattering length density	10 ⁻⁶ Å ⁻²	1
sld_solvent	Solvent scattering length density	10 ⁻⁶ Å ⁻²	6
radius	Sphere radius	Å	50

The returned value is scaled to units of cm⁻¹ sr⁻¹, absolute scale.

For information about polarised and magnetic scattering, see the Polarisation/Magnetic Scattering documentation.

Definition

The 1D scattering intensity is calculated in the following way (Guinier, 1955)

$$I(q) = rac{ ext{scale}}{V} \cdot \left[3V(\Delta
ho) \cdot rac{\sin(qr) - qr\cos(qr))}{(qr)^3}
ight]^2 + ext{background}$$

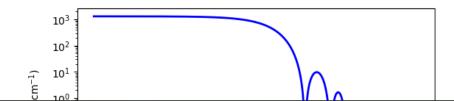
where scale is a volume fraction, V is the volume of the scatterer, r is the radius of the sphere and background is the background level. sld and sld_solvent are the scattering length densities (SLDs) of the scatterer and the solvent respectively, whose difference is $\Delta \rho$.

Note that if your data is in absolute scale, the *scale* should represent the volume fraction (which is unitless) if you have a good fit. If not, it should represent the volume fraction times a factor (by which your data might need to be rescaled).

The 2D scattering intensity is the same as above, regardless of the orientation of \vec{q} .

Validation

Validation of our code was done by comparing the output of the 1D model to the output of the software provided by the NIST (Kline, 2006).



BUILDING THE DOCUMENTATION:

The full documentation comprises that from Sasmodels plus that from SasView, so if you want the model descriptions you must build the Sasmodels documentation first!

```
> cd <sasmodels_installation_folder>\doc
> make clean html
```

then

```
> cd <sasview installation folder>\doc
```

- > python setup.py build install
- > python setup.py build docs

(only if you have not already built SasView)

WRITTEN TUTORIALS:

Sasview

- See https://github.com/SasView/sasview/wiki/TutorialsTNGForAuthors
- Are written in LibreOffice Writer (download from https://www.libreoffice.org/)
- Are saved in OpenDocument Text Format (.fodt)
- The .fodt can be processed by SPHINX (but is not being at present)



- Old SasView tutorial (PDF) dated but still useful
- "Getting started with SasView" (PDF) for versions 3.x/4.x & versions 5.x
- "Basic 1D Fitting in SasView" (PDF) for versions 3.x/4.x & versions 5.x
- "Simultaneous 1D Fitting in SasView" (PDF) for versions 3.x/4.x & versions 5.x

ABOUT ▼

DOCUMENTATION

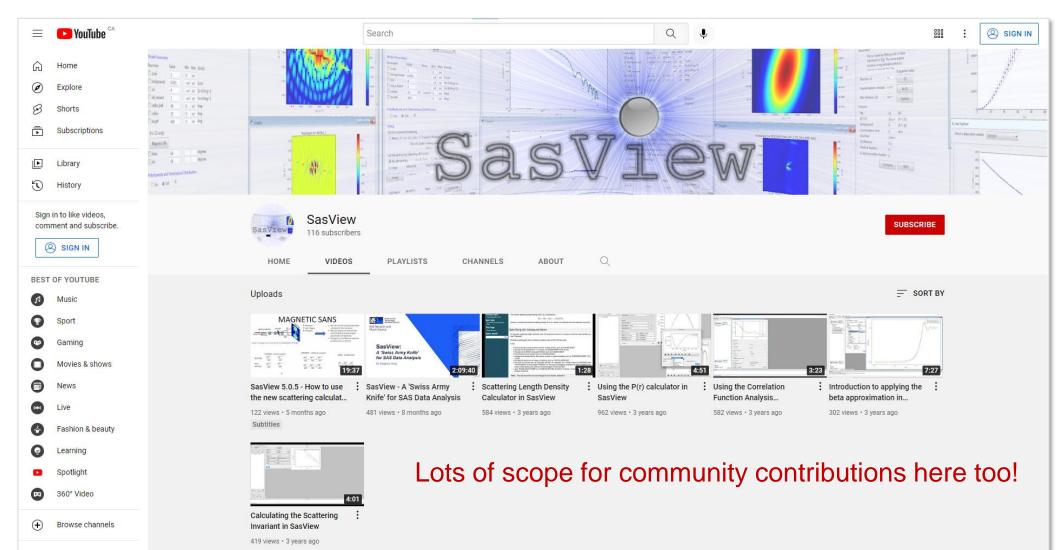
HELP ▼

- "P(r) Inversion Analysis in SasView" (PDF) for versions 3.x/4.x & versions 5.x
- "Correlation Function Analysis in SasView" (PDF) for versions 4.x & versions 5.x
- "Subtracting a Model Calculation from Data in SasView" (PDF) for versions 4.x & versions 5.x

Lots of scope for community contributions here!

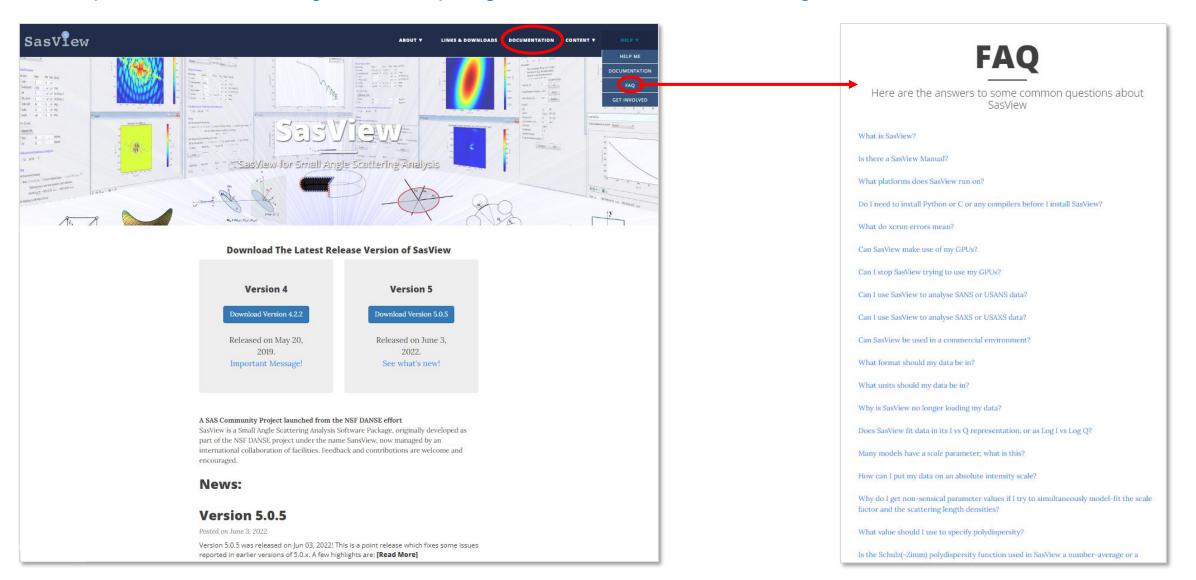
VIDEO TUTORIALS:

See https://www.youtube.com/channel/UCxvD3ysXJ05l6MgY7YKjEFQ
or https://www.sasview.org/documentation/



WEBSITE:

See https://github.com/SasView/sasview.github.io



OTHER ONLINE RESOURCES:

- See https://pan-learning.org/
- Contains a 'SasView Analysis' module
- Written in Moodle

