Table of Contents

| Examples using unwrap3 and noise simulation | . 1 |
|--|-----|
| The data | . 1 |
| Real data | |
| The problem | |
| Single, simple unwraps | |
| Experimental noise | |
| Add noise (before unwrapping) and unwrap again | |
| Select best path | |

Examples using unwrap3 and noise simulation

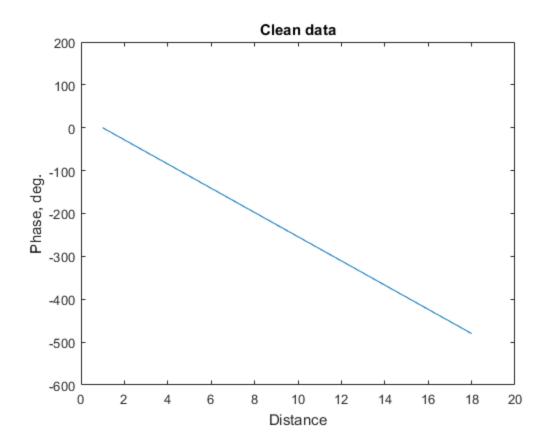
```
clear
close all
rng(123)
```

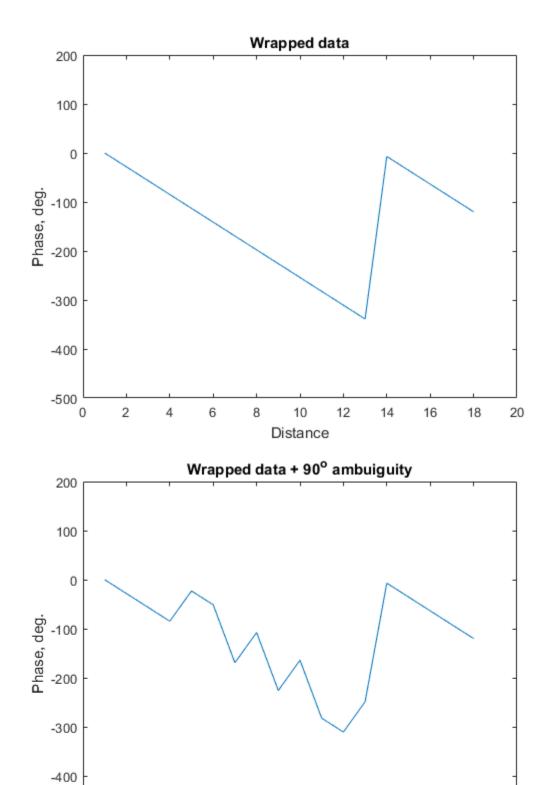
The data

What the data looks like...

```
% This is what we're assuming clean data roughly looks like
% (oversimiplified a bit)
% x is distance
% y is phase in degrees
x = 1:18;
y = linspace(0, -480, numel(x));
figure
plot(x,y)
xlabel('Distance')
ylabel('Phase, deg.')
axis([0, 20, -600, 200])
title('Clean data')
% Raw data can only be recorded between 0-360 degrees, so clean data
% it's raw form would look like this.
y(y<-360) = y(y<-360)+360;
figure
plot(x,y)
xlabel('Distance')
ylabel('Phase, deg.')
axis([0, 20, -500, 200])
title('Wrapped data')
% This ambuiguity can be corrected by finding jumps >180 and
 correcting
```

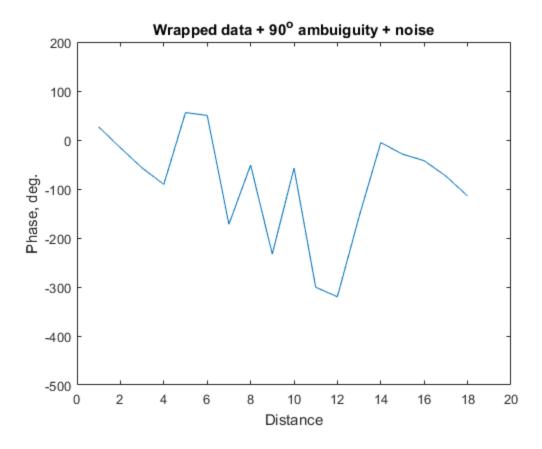
```
% them by 360 in the opposite direction
% Additionaly, the laser has another 180 ambuiguity that occurs
randomly
idx = randi(numel(x), 1, randi(4) + 2);
y(idx) = y(idx) + 90;
y(y<-360) = y(y<-360)+360;
figure
plot(x,y)
xlabel('Distance')
ylabel('Phase, deg.')
axis([0, 20, -500, 200])
title('Wrapped data + 90°o ambuiguity')
% And on top of this, there's expermimental noise
y = y+randn(1,numel(x))*20;
y(idx) = y(idx) + 90;
y(y<-360) = y(y<-360)+360;
figure
plot(x,y)
xlabel('Distance')
ylabel('Phase, deg.')
axis([0, 20, -500, 200])
title('Wrapped data + 90^o ambuiguity + noise')
```





Distance

-500 L

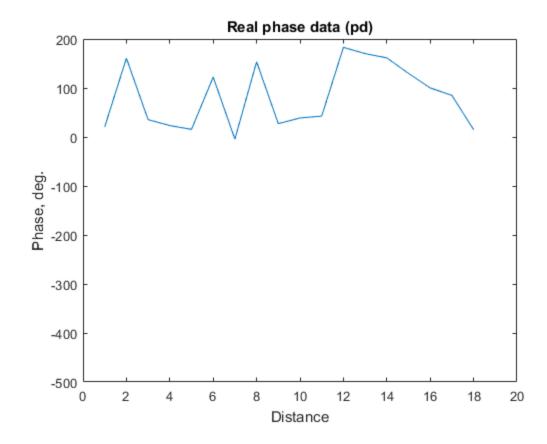


Real data

Example of some real data

```
close all
pd = [20.526666666667, ...
    160.786666666667, ...
    35.4016666666667, ...
    23.3403333333333, ...
    15.5520000000000, ...
    122.2973333333333, ...
    -4.4033333333334, ...
    153.523333333333, ...
    27.2330000000000, ...
    38.836666666667, ...
    42.6206666666667, ...
    182.884900000000, ...
    170.231000000000, ...
    161.493333333333, ...
    129.882666666667, ...
    100.144333333333, ...
    84.986666666667, ...
    14.90043333333333;
figure
plot(x, pd)
```

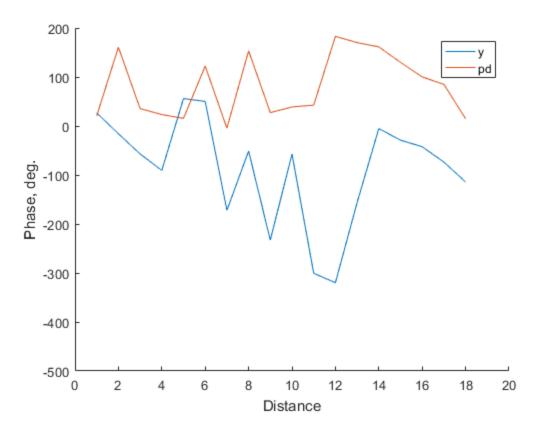
```
axis([0, 20, -500, 200])
xlabel('Distance')
ylabel('Phase, deg.')
title('Real phase data (pd)')
```



The problem

Find the real phase trajectory of pd (or restore the known, original phase trajecotry of fake data in y)

```
close all
figure; hold on
plot(x, y)
plot(x, pd)
axis([0, 20, -500, 200])
xlabel('Distance')
ylabel('Phase, deg.')
legend('y', 'pd')
```



Single, simple unwraps

Unwrap 360 and 180 degreee ambuiguties in seperate steps params.upThresh and params.downThresh are the up and down thresholds for correction (the difference between point n and n-1). downThresh is triggered if the next point goes down buy more than this value, and the next point will be corrected UP by downCor. Because phase is rolling off, the downThresh should be greater than the upThresh. Eg. If phase rolls off -20 deg between each point, upThresh should be 180+-20 = 160 and downThresh should be -180+-20 = -200 Unwrap 3 also normalises the first few points to roughly 0

```
close all
roPhase = -25;

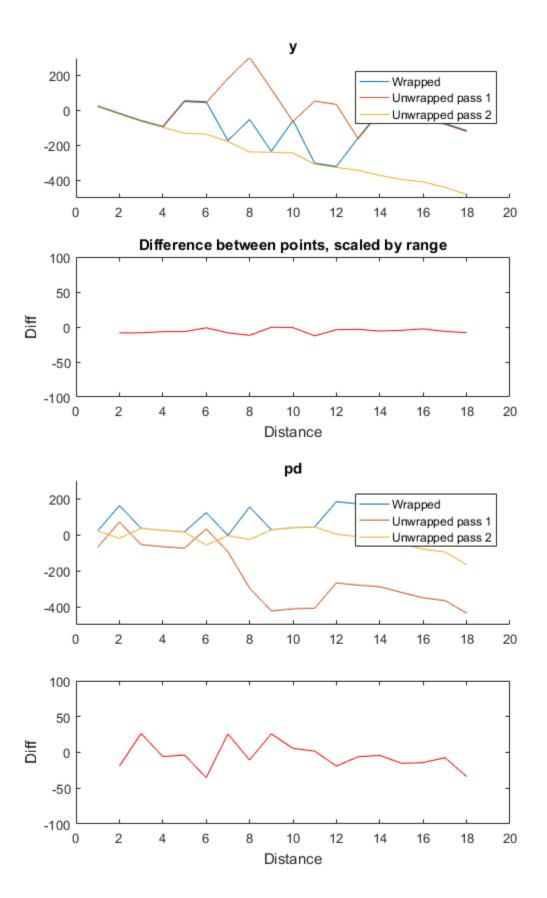
params.plotOn = 0;

% Unwrap large phase jumps (3600 jumps)
params.upThresh = 180+roPhase;
params.downThresh = -180+roPhase;
params.upCor = -360;
params.downCor = 360;

yU = unwrap3(y, params);
pdU = unwrap3(pd, params);

% Unwrap laser ambuguity (1800 jumps)
params.upThresh = 90+roPhase;
params.downThresh = -90+roPhase;
```

```
params.upCor = -180;
params.downCor = 180;
yU2 = unwrap3(yU, params);
pdU2 = unwrap3(pdU, params);
% This works well for y (with low noise)
figure
subplot(2,1,1); hold on
plot(y)
plot(yU)
plot(yU2)
legend({'Wrapped', 'Unwrapped pass 1', 'Unwrapped pass 2'})
title('y')
axis([0, 20, -500, 300])
subplot(2,1,2)
plot(2:numel(x), diff(yU2)/(max(yU2)-min(yU2))*100, 'r')
title('Difference between points, scaled by range')
ylabel('Diff')
xlabel('Distance')
axis([0, 20, -100, 100])
% But for pd there are a few points that perhaps should be been
 corrected,
% but didn't hit threshold because of noise
subplot(2,1,1); hold on
plot(pd)
plot(pdU)
plot(pdU2)
legend({'Wrapped', 'Unwrapped pass 1', 'Unwrapped pass 2'})
title('pd')
axis([0, 20, -500, 300])
subplot(2,1,2)
plot(2:numel(x), diff(pdU2)/(max(pdU2)-min(pdU2))*100, 'r')
ylabel('Diff')
xlabel('Distance')
axis([0, 20, -100, 100])
```



Experimental noise

At this point if the unwrap is known to be correct, we can calucalte the experimental noise at each point. For y, even if we pretend we don't know the rate of roll off, we can caluclate the noise at each point as each point is However, for pd, we don't know if we've missed unwrap steps, or where. One possible approach to dealing with this is to simulate the noise at each point and see what the resulting unwraps look like. We can assume, that with enough simulations, one will coincidenally exactly cancel the experimental noise at each point - but how to know which one?

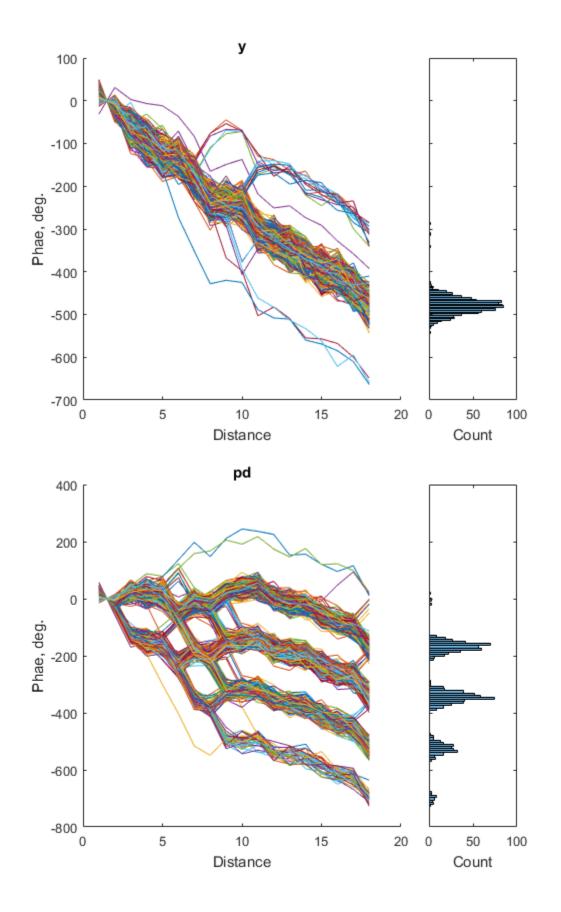
```
disp(diff(pdU2)/(max(pdU2)-min(pdU2))*100 - 0)
  Columns 1 through 7
  -19.1315
                       -5.8065
                                 -3.7494 -35.2660
                                                     25.6592
             26.2926
  Columns 8 through 14
                                           -6.0918
                                                     -4.2065 -15.2179
   25.8567
              5.5862
                        1.8217
                                -19.1295
  Columns 15 through 17
  -14.3165
             -7.2972 -33.7407
```

Add noise (before unwrapping) and unwrap again

Run for both pd and y - if this works we should be able to recover y and compare it to the known original

```
% Assumed real phase roll off
close all
roPhase = -25;
params.plotOn = 0;
its = 1000;
% Noise parameters
mu = 0;
sig = 15; % ?
% Output matrix (it x pos)
nPos = numel(x);
pdUWs = NaN(its, nPos);
yUWs = NaN(its, nPos);
for it = 1:its
    noiseVec = randn(1, nPos)*sig + mu;
    pdN = pd + noiseVec;
    yN = y + noiseVec;
    % Unwrap large phase jumps
    params.upThresh = 180+roPhase;
    params.downThresh = -180+roPhase;
    params.upCor = -360;
    params.downCor = 360;
    pdNU = unwrap3(pdN, params);
    yNU = unwrap3(yN, params);
```

```
% Unwrap laser ambuguity
    params.upThresh = 90+roPhase;
    params.downThresh = -90+roPhase;
    params.upCor = -180;
    params.downCor = 180;
    pdUWs(it,:) = unwrap3(pdNU, params);
    yUWs(it,:) = unwrap3(yNU, params);
end
h(1) = figure;
sp = subplot(1,4,1:3); hold on
p = plot(yUWs');
xlabel('Distance')
ylabel('Phae, deg.')
title('y')
subplot(1,4,4)
histogram(yUWs(:,end),100)
a = qca;
a.View = [90 - 90];
a.XLim = sp.YLim;
a.XTickLabel = [];
ylabel('Count')
h(2) = figure;
sp = subplot(1,4,1:3); hold on
plot(pdUWs');
xlabel('Distance')
ylabel('Phae, deg.')
title('pd')
subplot(1,4,4)
histogram(pdUWs(:,end),100)
a = gca;
a. View = [90 - 90];
a.XLim = sp.YLim;
a.XTickLabel = [];
ylabel('Count')
```



Select best path

So there a quite a few possible phase trajectories, not normally distributed overall but perhaps normally distributed within possible groups. But which is the correct trajectory?

```
% Minimise sum of jumps? - Smoothest path
% Get differences between each position
dfs = diff(pdUWs');
% Sum ABS
sdfs = sum(abs(dfs));
% Get path with smallest difference
[\sim, mIdx] = min(sdfs);
pdMin = pdUWs(mIdx,:);
% Same for y
dfs = diff(yUWs');
sdfs = sum(abs(dfs));
[~, mIdx] = min(sdfs);
yMin = yUWs(mIdx,:);
% Mean best path
pdMean = mean(pdUWs);
yMean = mean(yUWs);
% Mode best path
pdMode = mode(round(pdUWs,0));
yMode = mode(round(yUWs,0));
figure(h(1))
axes(h(1).Children(2))
sp(1) = plot(yMin, 'LineWidth', 3, 'color', 'k');
sp(2) = plot(yMean, 'LineWidth', 3, 'color', 'k', 'LineStyle', '--');
sp(3) = plot(yMode, 'LineWidth', 3, 'color', 'k', 'LineStyle', '-.');
legend(sp, {'Smoothest', 'Mean', 'Mode'})
figure(h(2))
axes(h(2).Children(2))
sp(1) = plot(pdMin, 'LineWidth', 3, 'color', 'k');
sp(2) = plot(pdMean, 'LineWidth', 3, 'color', 'k', 'LineStyle', '--');
sp(3) = plot(pdMode, 'LineWidth', 3, 'color', 'k', 'LineStyle', '-.');
legend(sp, {'Smoothest', 'Mean', 'Mode'})
```

