

IFPEN  
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## **Abstract**

# Darcy 02 notes

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## 1 Details for the experiment shown in the abstract

frames per second: 780fps.  
exposure time: 1282  $\mu$ s

## 2 Introduction

introduction introduction introduction

### 2.1 Discussion Vincent

fraction volumique tas de billes molles.?

### 2.2 Notes pour discussion avec Romain Volk

- achat billes pour remplir la colonne.
- Analyse 3D.
- Analyse PTV.
- Qualité caméra VS qualité téléphone portable?

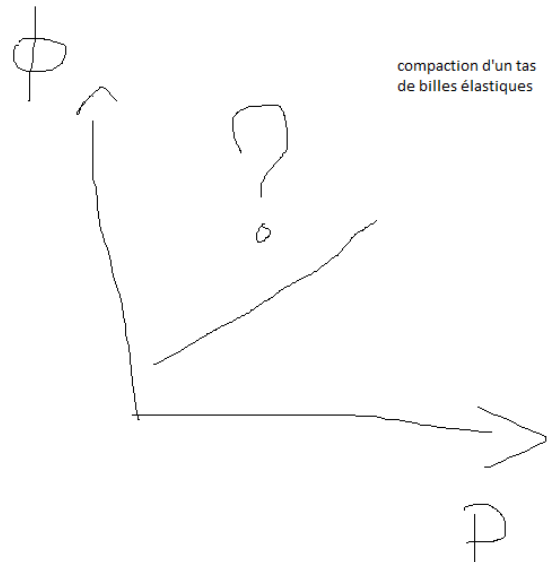


Figure 1: Figure idea about the volumic fraction of an elastic stack of beads.

$$p^* \approx \frac{2\gamma}{r^*}. \quad (1)$$

## 3 TODO list

- gcc compilateur c++ - mpi for parallelisation

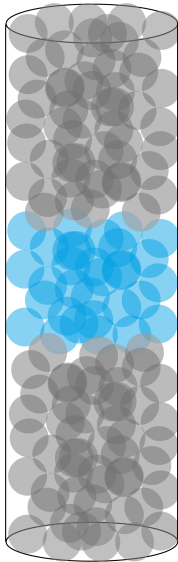


Figure 2: beads

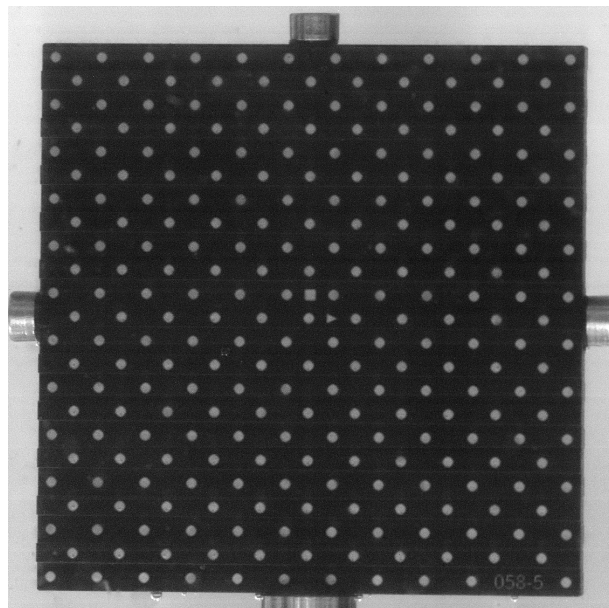


Figure 3: calibration target

### 3.1 Calibration with two level target

Adapt David Dumond 4DPTV program to the new scale target.

Remarks: for the calculation of the spatial transformation from image points (pimg) to 2D position in real space (pos2D), the code uses the function  $T3rw2px = fitgeotrans(pimg, pos2D, 'polynomial', 3);$ , if there is not enough points it reports : " Error using images.geotrans.PolynomialTransformation2D (line 162) At least 10 non-collinear points needed to infer polynomial transform. ". To deal with that, a possibility is to set the polynomial degree to 2 instead of 3.

Depending on the face you look at, the square is on a up line or on a down line. On figure (3), the square is on an UP line.

The calibration target has 23 lines. The DOWN lines have 12 circles. The UP lines have 11 circles. There are two additional elements: a square on line 11 and a triangle on line 12. There is a total of

143 circles on DOWN lines and 121 circles on UP lines plus a square on line 11 and a triangle on line 12.

Workflow for doing the calibration with this special target: 20°C or 44.9°C 44.9°C

## 4 Material and Methods

### 4.1 4D PTV

The code is on github [4D-ptv on git](#) and the documentation on [read the docs](#).

I install VisualStudioCode, and add C++ tools following this tutorial [Visual Studio Code C++](#). I can compile C++ code.

Installing gcc. I used tips from here: [link](#) but I downloaded MinGW from [download MinGW](#) as indicated on VSCode infos: [VSCode MinGW](#)

Change drive in command prompt. To go to D: cd /d D: Instead of 'make', use 'mingw32-make'

Install hf5++ , good guide [here](#) and maybe also [here](#) and [here](#)

#### 4.1.1 PSMN

```
./STM -i "/test/rays.dat" -o "/test/" -f 10 -c 2 -d  
0.2 -s 1 -m 2 -x 400 -y 400 -z 400 -b -3 3 -3 3 1 5  
-hdf5 && rays.log
```

### 4.2 Sketch plugging the two cameras together

Shut off all Windows fire walls  
terminal:  
ping 100.100.111.52  
ping 100.100.118.227

### 4.3 index matching beads

#### 4.3.1 Hydrogel beads

There are three hydrogel beads names 1, 2 and 3.  
Order of preference: 1, 3, 2.

About hydrogel beads 2. They come in pinky packets named Jelly-Beads, containing 5.1g of beads that means  $\sim 300$  beads

### 4.4 Flow Meter

### 4.5 solenoid valve: Burkert

### 4.6 tunings for electrovannes

note from 2021 01 15  
electrovanne  
ancien réglage (DARCY 01):  
low 564  
high 665

### 4.7 3D printer

### 4.8 HDR image from bracketing exposure time image sequence

[https://docs.opencv.org/master/d3/db7/tutorial\\_hdr\\_imageing.html](https://docs.opencv.org/master/d3/db7/tutorial_hdr_imageing.html)  
<https://towardsdatascience.com/hdr-imaging-what-is-an-hdr-image-anyway-bdf05985492c>

<https://www.dpreview.com/articles/9828658229/computational-photography-part-i-what-is-computational-photography/2>

### 4.9 bracketing time lapse

List of links to took pictures with the camera: Digicam control command lines:  
<http://digicamcontrol.com/doc/userguide/cmd>  
Info taken from here  
<https://stackoverflow.com/questions/43358257/using-digicamcontrol-to-control-nikon-camera-using-python>  
and here  
<http://www.pauldebevec.com/Research/HDR/>  
and here  
[https://fr.mathworks.com/matlabcentral/fileexchange/57196-cameracontroller?s\\_tid=FX\\_rc3behav](https://fr.mathworks.com/matlabcentral/fileexchange/57196-cameracontroller?s_tid=FX_rc3behav)

Some information for processing .NEF pictures: A combination of matrawread (from <https://github.com/QiuJueqin/MatRaw>) and dcraw.exe from <https://www.dechifro.org/dcraw/> & <https://www.fastpictureviewer.com/downloads/links>

Use of dcraw: <https://www.programmingsought.com/article/4678409>  
<https://www.cnba.it/contenuti/uploads/2016/03/Processing-RAW-Images-in-MATLAB-Sumner.pdf>

finally, dcraw.exe got here:  
[https://fr.osdn.net/projects/sfnet\\_dcrawnet/downloads/dcraw.exe/](https://fr.osdn.net/projects/sfnet_dcrawnet/downloads/dcraw.exe/)  
From image analysis boss from matlab:  
<https://blogs.mathworks.com/steve/2011/03/08/tips-for-reading-a-camera-raw-file-into-matlab/>

#### 4.9.1 HDR from serie of .NEF

[link 01](#)  
[link 02](#)  
[link 03](#)  
[link 04](#)

### 4.10 mirrorless ?

<https://www.dxomark.com/things-are-heating-up-in-the-full-frame-mirrorless-camera-market/>

<https://www.jmpeltier.com/disadvantages-of-mirrorless-cameras/>  
not happy with a7:  
<https://fstoppers.com/originals/i-wish-id-known-i-moved-sony-366521>

#### **4.11 negative shutter time on cameras ?**

<https://photodoto.com/here-is-why-mirrorless-cameras-have-shutters/>

## **5 list of the experiments**

### **5.1 experiment 2021 05 28**

We make a calibration in air.

We record an image sequence at 50Hz of a black point drawn on a white paper which is moved in 3D. The dot position in 2D on each camera is tracked with FIJI (smooth → threshold → analyse particles). The IMAGEJ points are saved in Matlab variables 'Camera0\_FIJI' and 'Camera1\_FIJI'.

Then rays are crossed and it gives points in 3D. As seen on the figures.

## **6 Preliminary results**

## **7 figures section from Kaare**