Calculate the data size of an entire image and the scanning time

TB: binary vs decimal basis, http://knowledge.seagate.com/articles/en_US/FAQ/194563en

```
\mum = 10<sup>-6</sup>;
\mus = 10<sup>-6</sup>;
ms = 10^{-3};
ns = 10^{-9};
mm = 10^{-3}
Tera = 10<sup>12</sup>; (*Decimal base*)
kHz = 10^3;
Mega = 10^6;
Giga = 10^9;
byte = 8;
bpp = 8; (*Bits per pixel*)
\Delta x = 0.5 \,\mu m; (*Spatial sampling rate in x and y. Optical resolution is twice this*)
\Delta z = 0.5 \,\mu\text{m}; (*Spatial sampling in z. The pptical resolution is twice this*)
Lz = 0.5 mm; (*Section thickness*)
FFOV = 0.25 mm; (*Full field of view (tile size)*)
Zmax = 150 \mum; (*Thickness of each z-section*)
γ = 0.8; (*Prefactor that accounts for the dead time at the turning points*)
tshiftXY = 1 ms;
tshiftZ = 0.1 ms; (*The z-stage can do 20mm/s = 20\mum/ms = 1\mum in 0.05ms*)
Tcutting = 60;
Tline = \frac{1}{2 + 8 \text{ kHz}};
(*Scanning time per line. The resonant scanner does a round trip in 8kHz*)
Npix = \frac{\text{FFOV}}{\Delta x}; (*A tile has a total of Npix<sup>2</sup> pixels*)
dwellTime = \gamma \frac{Tline}{Nnix}; (*Dwell time [s/pix]*)
Ttile[n_{j}] := Npix * Tline / n (*Scanning time per tile. n is the number of
 beamlets. Note that the dead time at the turning points must be considered*)
Ntiles[L_] := \left(\frac{L}{FFOV}\right)^2 (*Number of tiles in a plane*)
Npixz[L_] := \frac{L}{L} (*Total number of pixels in the z direction*)
Npixtotal[L] := \left(\frac{L}{\Delta x}\right)^2 \frac{L}{\Delta z} (*Total number of pixels in the sample*)
Nsecz[L_] := L / Zmax(*Number of z-sections in the sample*)
time[L , n ] :=
 Ntiles[L] Npixz[L] (Ttile[n] + tshiftZ) + Nsecz[L] Ntiles[L] tshiftXY + Nsecz[L] Tcutting
  (*Toal scanning time per sample (per channel)*)
time[10 mm, 16] / 3600
Plot[Npix<sup>2</sup> * t ns / ms, {t, 0, 100}, PlotRange \rightarrow {0, 0.03 / ms},
   AxesLabel → {"pixel dwell time [ns]", "Runtime per tile, single beam [ms]"}];
19.3907
```

```
L = 10 \text{ mm};
Ntiles[L] Npixz[L] Ttile[16] / 3600(*total scanning time*)
Ntiles[L] Npixz[L] tshiftZ / 3600
(*total z-shifting time. Covering larger tiles decreases the shifting in z*)
Nsecz[L] Ntiles[L] tshiftXY / 3600
(*total xy-shifting time. Covering larger tiles decreases the shifting in xy*)
Nsecz[L] Tcutting / 3600. (*total cutting time. This term is basically fixed*)
17.3611
0.888889
0.0296296
1.11111
DataSize[L_, \Delta x_{-}] := (L/\Delta x)^{2}(L/\Delta z) * bpp (*Data size in bits PER CHANNEL*)
Show[Plot[Evaluate[Table[DataSize[dummy mm, dummy2 \mum], {dummy, 4, 10, 2}] / (Tera * byte)],
  {dummy2, 0.05, 0.6}, AxesOrigin \rightarrow {0, 0}, PlotRange \rightarrow {0, 45},
  PlotLegends \rightarrow {"L = 4 mm", "L = 6 mm", "L = 8 mm", "L = 10 mm"},
  AxesLabel \rightarrow {"Voxel size[\mum]", "TeraBytes (decimal base)"},
  GridLines → {{}, {8, 16, 24, 32, 40}}, GridLinesStyle → Directive[Black, Dashed],
  PlotLabel → "Image size (per channel) vs voxel size"],
 Graphics[Table[Text[ToString[i] "TB", {0.55, i + .8}], {i, 8, 40, 8}]]]
            Image size (per channel) vs voxel size
TeraBytes (decimal base)
      40
                                                               -L=4 \text{ mm}
      30
                                                               -L=6 \text{ mm}
                                         24 TB. _
                                                               -L=8 \text{ mm}
      20
                                        _ _16 TB_ _
                                                             — L = 10 mm
      10
                                          8.TB_ _
```

Voxel size[µm]

0.0

0.1

0.2

24.

```
(*Running time PER CHANNEL*)
Plot[Evaluate[Table[time[dummy mm, 2^{i}]/3600, {i, 0, 4}]],
 {dummy, 0, 10}, PlotRange \rightarrow {0, 100}, AxesLabel \rightarrow {"length[mm]", "hours"},
 PlotLegends \rightarrow Table [2<sup>i</sup>, {i, 0, 6}], GridLines \rightarrow {{}, {24, 48, 72, 96}},
 GridLinesStyle → Directive[Black, Dashed],
 PlotLabel → "Running time (per channel) vs sample size"
          Running time (per channel) vs sample size
 hours
100
80
                                                                  - 1
60
                                                                  - 4
                                                                  - 8
40
                                                                  — 16
20
L = 10 mm; (*Sample size*)
Npixtotal[L]
1/Ttile[1](*frames (tiles) per second*)
8. \times 10^{12}
32.
How much time does it take to fully transfer a 8TB (decimal base) HDD
HDD = 8 * Tera * byte; (*Max HDD capacity in bits*)
busrate = 10 \times 10^9; (*Transfer rate in bps*)
1. * HDD / busrate / 3600 (*Time to transfer a 8TB HDD [in hours] *)
1.77778
(*Data-saving speed required [MB/s]
  for 16 beamlets. A commercial HDD writes at 150 MB/s*)
   FFOV
    ∆x Tline * Mega * byte
128.
(*Quick estimations*)
L = 10 mm; (*sample size*)
\Delta x = 0.5 \,\mu\text{m};
bpp = 8; (*bits per pixel*)
3\left(\frac{L}{\Delta x}\right)^3 bpp \frac{1}{Tera*byte} (*Data size for 3 channels*)
```

(*Runtime for 3 channel [hours]*)
$$\frac{L^3}{\Delta x^2} \frac{\text{Tline}}{\text{FFOV}*16} / 3600$$
 52.0833