# What Makes Push-broom Hyperspectral Imaging Advantageous for Art Applications

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# **Outline**

What is hyperspectral imaging?

Hyperspectral imaging techniques

Push-broom hyperspectral imaging

- how it works in art applications?
- more information with broader spectral coverage

**Summary** 

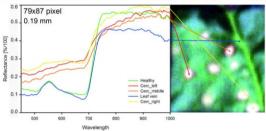


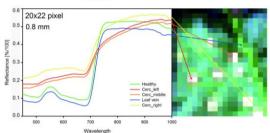
# Hyperspectral Imaging -Spatial AND Spectral Resolution

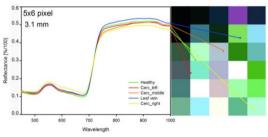
The power and value of hyperspectral imaging is in its capability to

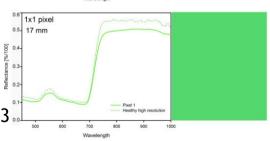
- Identify, Quantify (Measure) and Map
- chemical, physical and biological properties
- in each pixel of the target image.

# Figure: Mahleun et al. Plant methods 2012, 8:3 http://www.plantmethods.com/content/8/1/3









### Hyperspectral imaging system

- · high spatial and spectral resolution
- differentation of small symptoms

### Non-imaging spectroradiometer

- · no spatial resolution
- mixed information



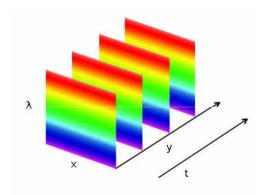
# Hyperspectral Imaging Techniques

- 1. Whisk-broom point scanning
- 2. Push-broom line scanning
- 3. Tuneable filters (LCTF, AOTF, F-BTF) wavelength scanning
- 4. Imaging FTIR time scanning
- 5. 'Full datacube snapshot'



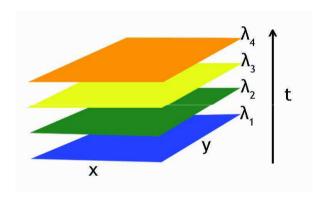
# Two Main Approaches to Hyperspectral Imaging

# Pushbroom



Full spectral data simultaneously, with spatial line scanning over time. Imaging spectrograph + 2D array detector.

# Tuneable spectral filter



2D image at a time, with wavelength scanning over time.

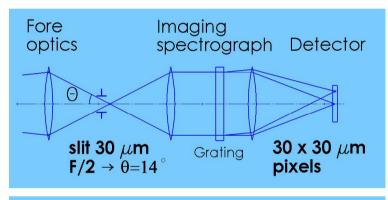
Tuneable filter + imaging optics + 2D detector array.

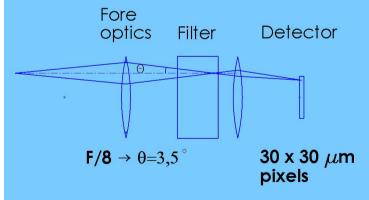


# Light Throughput (Area x Solid angle)

Pushbroom imaging spectrometer, 10 nm resol.

Tuneable filter spectrometer (LCTF), 10 nm resol.





Solid angle, 
$$\Omega = 2\pi(1-\cos\theta) = 0.19 \text{ sr}$$

$$\Delta\Omega = 17x10^{-11} \text{ m}^2\text{sr}$$

$$\Omega = 0.012 \text{ sr}$$

$$\Delta\Omega = 2.4 \times 10^{-11} \, \text{m}^2 \text{sr}$$

Difference of 7x



# Generic Push-broom Advantages

- 1. Acquires all spectral information exactly at the same time insensitive to instrument/sample movement
- 2. No moving parts in the instrument compact, reliable, stable, low maintenance.
- 3. Collects light from sample to camera 5 to 20 times more efficiently than tuneable filter instruments.
- 4. Only a line across the sample needs to be illuminated
  - 10 to 30 times more light -> Speed
  - Lower heat load on sensitive sample
- 5. Can be used as an imaging solution or as a multiple point fiberoptical spectrometer
- 6. The only HSI technique which practically fits to all applications from lab to production, field and air

Requires movement.



# What Makes Push-broom Hyperspectral Imaging Advantageous for Art Applications?

No need for uniform 2-dimensional illumination over large area.

Low illuminance exposure.

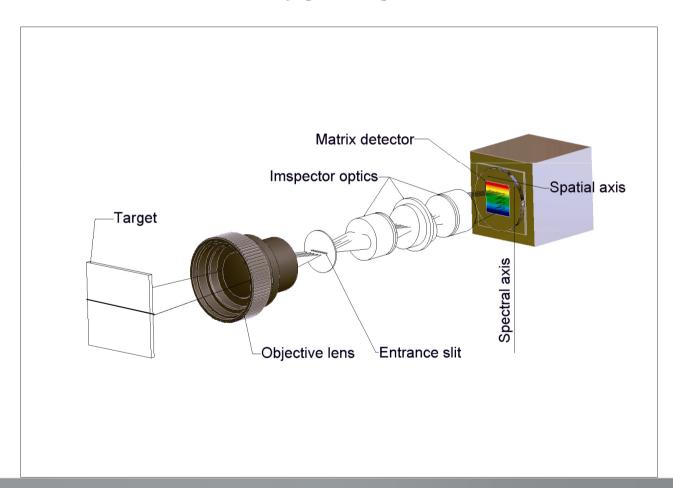
Low heat load.

Maximal imaging speed.

Easily applied in different scales and orientations (wall, floor, desktop).



# **Push-broom Hyperspectral Camera**



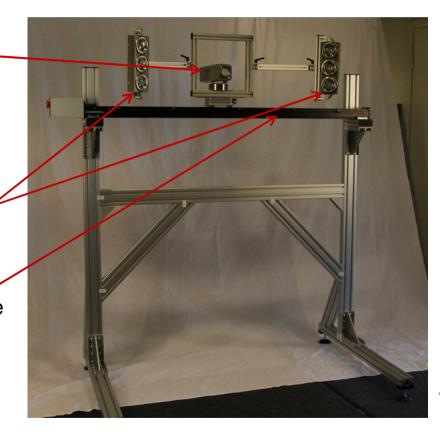


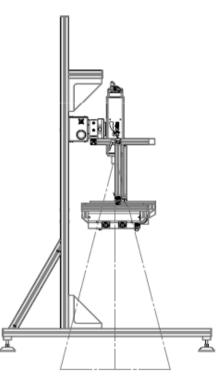
# Push-broom Hyperspectral Scanner for Artwork

Push-broom hyperspectral camera with exchangeable front lens

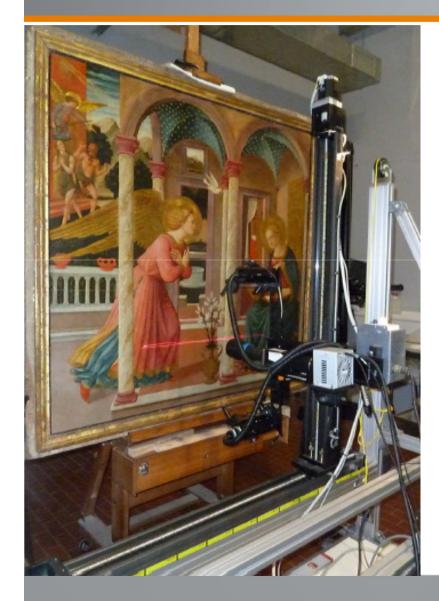
Light source, moves with camera

Motor driven linear stage





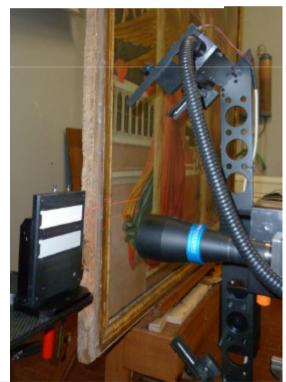




# X/Y Scanning



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# Field of View

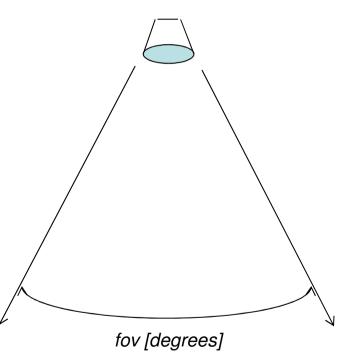
- Field-of-View (fov)
  - fov for full detector
  - ifov for single pixel (take into account spatial binning if applied)

$$fov = 2 * arctan \left( \frac{ActiveSlitLength}{2 * LensFocalLength} \right)$$

ActiveSlitLength ≈ Spatial dimension of the detector

$$ifov = 2 * arctan\left(\frac{PixelSize}{2 * LensFocalLength}\right)$$

$$\approx fov / \#pixels$$

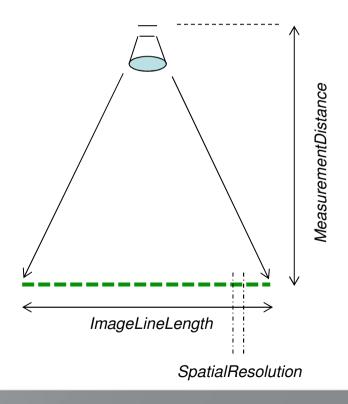




# Spatial resolution on target

- Imaged line
  - Line length
  - Line width
  - Spatial resolution along image line

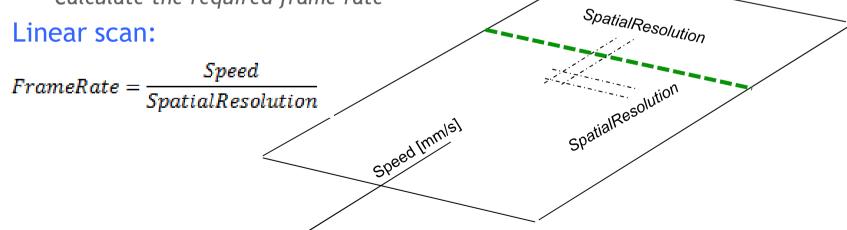
$$ImageLineLength = \frac{ActiveSlitLength*MeasurementDistance}{LensFocalLength}$$
 
$$ImageLineWidth = \frac{SlitWidth*MeasurementDistance}{LensFocalLength}$$
 
$$SpatialResolution = \frac{ImageLineLength}{AmountSpatialPixels}$$





# Frame rate - Scan speed

- Spatial Resolution with movement
  - Target is to achieve square pixel with sample movement, i.e. same resolution along movement as along the image line
  - Find out the movement speed
  - Calculate the required frame rate
- Linear scan:





# Integration time

# Signal level

- Maximum integration time achievable is frame period = 1/(frame rate). (Check from camera data, as all cameras may not reach this.)
- Set integration time to achieve maximum signal level of ca 90% of the full scale from a white target.

  (Note that signal varies with wavelength.)
- Signal may stay lower if there is not enough light. -> Reduce frame rate
  if possible in order to increase integration time.
- Always acquire Dark Image with the same integration time as the Sample (and White).



# Depth of Focus

• Depth of focus is the distance range for sharp image when the lens is focused to distance s:

From the "exact" equations for near and far limits of DOF, the DOF in front of the subject is

$$s - D_{\rm N} = \frac{Ncs(s-f)}{f^2 + Nc(s-f)},$$

and the DOF beyond the subject is

$$D_{\rm F} - s = \frac{Ncs(s-f)}{f^2 - Nc(s-f)}.$$



# **SPECIM Camera and Light Source Options**

Camera options	Spectral sampling	Spatial sampling	Image rate	Light source options
VNIR 400-1000 nm	1-8 nm	1000-2000 pix, 15 um - >	Up to 150 Hz	Halogen based fiber optical line light (400-1700 nm) - Highly focused light line
NIR 900-1700 nm	3.5 nm	320/640 pix, 30 um ->	Up to 350 Hz	Linear halogen array (400-2500 nm) - Less focused
SWIR 1000-2500 nm	5.5 nm	320 pix, 30 um ->	Up to 100 Hz	- Higher illumination and heat load
				UV light for fluorescence
VNIR+SWIR 400-2500 nm in a single instrument				
coming				
MWIR 2600-5000 nm	30 nm	320/640 pix	Up 350 Hz	
LWIR 8000-12000 nm	400 nm	384 pix	60 Hz	

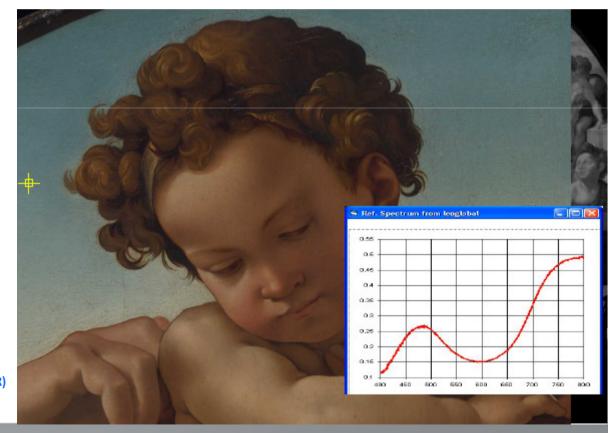


# More Information with Broader Spectral Coverage

## VNIR 400-1000 nm

Documentation of valuable artwork.

Pigment identification. Color reproduction.





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# More Information with Broader Spectral Coverage

VNIR 400-1000 nm
Documentation of valuable artwork.
Pigment identification.
Color reproduction.

NIR/SWIR 900-1700 nm/1000-2500 nm Inspection of inner layers (under-drawings and retouches). Improved chemical material identification/discrimination.





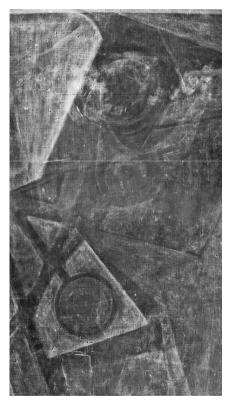
Institute of Spanish Cultural Heritage



# Color - SWIR - X ray







"SWIR hyperspectral imaging provides more detailed inner layer and under-drawing information than X-ray"

Agata Warszewska Museum of Wroclaw, Poland

RGB SWIR at 1600 nm

X-ray

Composition by Henryk Statewski, 1957, oil



# More Information with Broader Spectral Coverage

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Color reproduction.

NIR/SWIR 900-1700 nm/1000-2500 nm

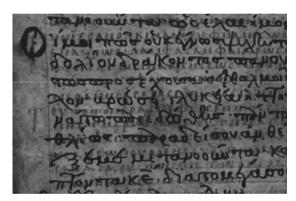
Inspection of inner layers (under-drawings and retouches).

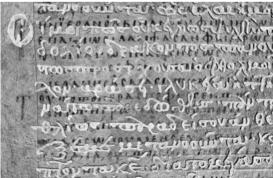
Improved chemical material identification/

discrimination.

Manuscript investigations.

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# More Information with Broader Spectral Coverage

### VNIR 400-1000 nm

Documentation of valuable artwork.

Pigment identification.

Color reproduction.

# NIR/SWIR 900-1700 nm/1000-2500 nm

Inspection of inner layers (under-drawings and retouches).

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Manuscript investigations.

# MWIR 2.6-5 um

Could additional information be achieved in the infrared? Cameras are available.

Light source needs to be optimized for reduced heat load.



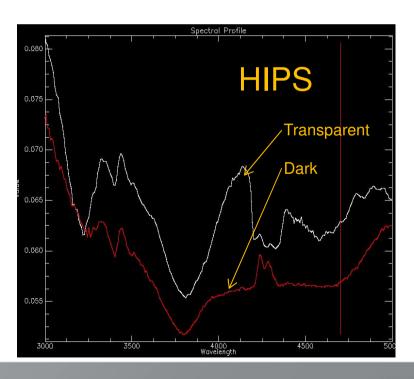
# MWIR Hyperspectral Imaging Penetrates into Industrial Applications

Sorting of black materials in reflection mode

**SWIR** 

# HIPS 0.4 Transparent Dark

# **MWIR**



# **Summary**

Hyperspectral imaging is becoming recognized and versatile tool in artwork documentation, pigment identification and discrimination, color reproduction and in analysis of under-layer drawings.

Push-broom imaging simplifies illumination requirements, minimizes illumination exposure and heat load, and maximizes imaging speed.

Thank you!

