# Manual for Vitrealab Light Chips Evaluation Code

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# Overview

This project is used to evaluate the output of Vitrealab light chips. It aims to extract the tilt angles (tilt\_x, tilt\_y) and beam divergence (beam\_div\_x, beam\_div\_y) for each beam in the beam array.

# 1 Class Descriptions

# 1.1 Tomography

Contains all the acquired images.

#### Attributes:

- filename File location and name.
- directory Current working directory.
- shape Shape of the beam array (rows, cols).
- roi\_width Width of the region of interest.
- cross\_sect\_image\_1 List with cross-section images.
- cross\_sect\_z\_l List with z coordinates of cross-sections.
- cross\_sect\_1 List with cross-section objects.
- n\_sections Number of cross sections.
- z\_diff Z difference between cross-sections.
- pixel\_size Pixel size in meters.
- beam\_1 List with all beam objects.
- max\_z\_fit Maximum z coordinate for fit.
- max\_z\_idx\_fit Index of the maximum z coordinate for fit.

#### Methods:

- \_\_init\_\_ Initializes the Tomography measurement.
- \_\_str\_\_ String representation.
- \_\_repr\_\_ Representation of the object.
- load\_data Loads images and z coordinates.
- find\_rot\_spacing Finds rotation angle and grid spacing.
- init\_coords Initializes beam coordinates.
- complete\_beam\_coords Completes beam coordinates for all sections.
- complete\_all\_beams\_coords Iteratively completes all beam coordinates.

- plot\_cross\_section Plots cross-sections with ROIs.
- set\_max\_z Sets the maximum z-value for fitting.
- find\_dir\_cos Finds direction cosines for beams.

## 1.2 Cross\_Section

Contains image and rotated image, and z-coordinate of respective cross-section.

#### Attributes:

- z\_coord Z coordinate of the cross-section.
- shape Shape of the cross-section.
- image Image of the cross-section.
- spacing\_px Spacing in pixels.
- spacing\_mm Spacing in millimeters.
- rot\_angle Rotation angle.
- image\_rot Rotated image.
- beam\_coord\_1 List of beam coordinates.

#### Methods:

- \_\_init\_\_ Initializes the cross-section.
- \_\_str\_\_ String representation.
- \_repr\_ Representation of the object.
- simple\_plot Plots the cross-section.
- find\_rot Finds the optimal rotation angle.
- find\_peaks Finds the peaks in the cross-section.
- find\_geom Finds geometric properties of the beam disposition.
- id\_to\_coord Converts beam index to coordinates.

#### 1.3 Beam

Contains beam information including position, tilt, and divergence.

## Attributes:

- id\_x, id\_y Beam identifiers.
- beam\_coord\_1 List of beam centroid coordinates.
- beam\_width\_1 List of beam widths.
- roi\_l List of regions of interest for each beam.
- div\_full\_angle Full angle of beam divergence.
- e\_x, e\_y, e\_z Direction cosines.

# Methods:

- \_\_init\_\_ Initializes the beam.
- \_repr\_ Representation of the object.
- find\_coords Finds the coordinates of the beam.
- find\_dir\_cos Finds the direction cosines of the beam.
- $\bullet$  find\_div Finds the divergence of the beam.
- plot\_trajectory Plots the trajectory of the beam.
- plot\_width Plots the width of the beam.
- plot\_rois Plots regions of interest of the beam.