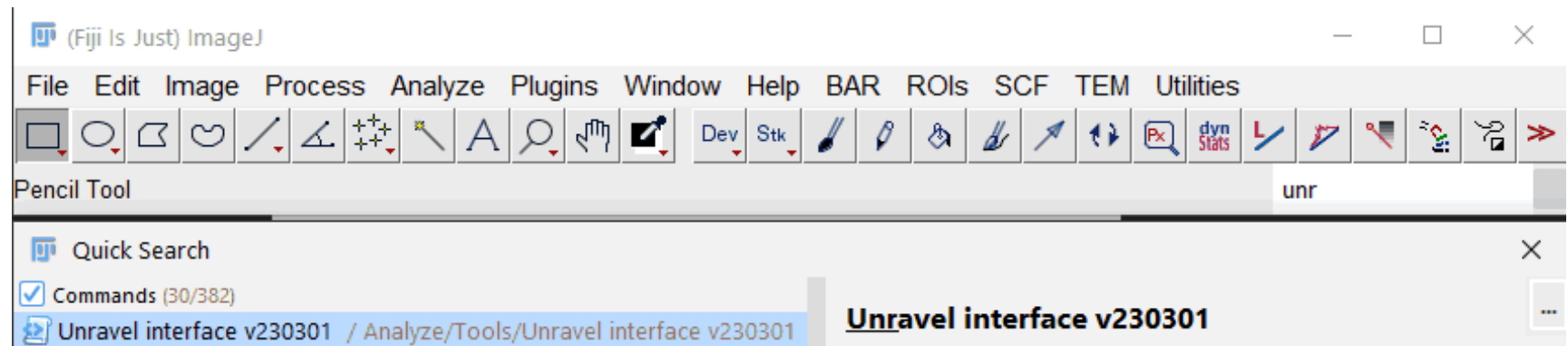


# “Unravel”

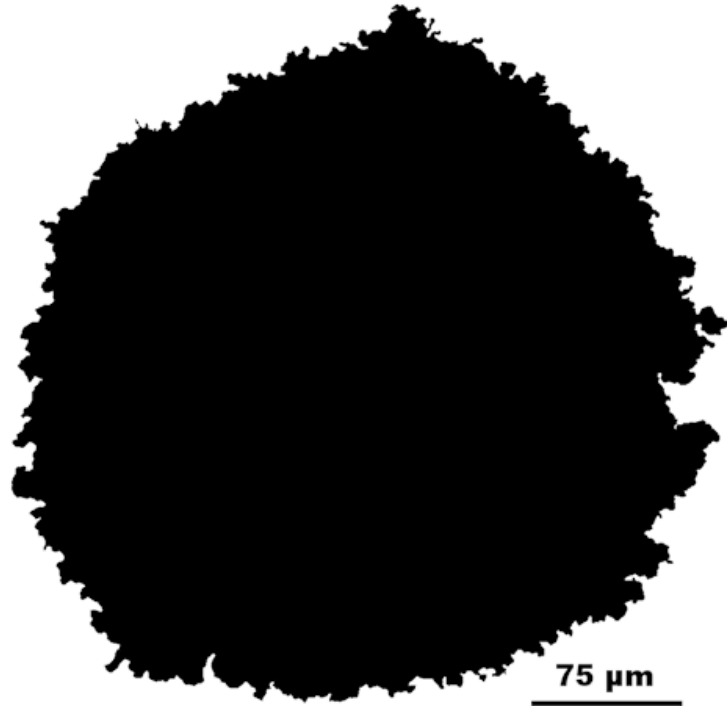
## An ImageJ Macro to aid conversion of interface roughness to planar roughness

Peter J. Lee

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NHMFL, Florida State University



# Issue: How do you obtain roughness from a cross-section of an interface?



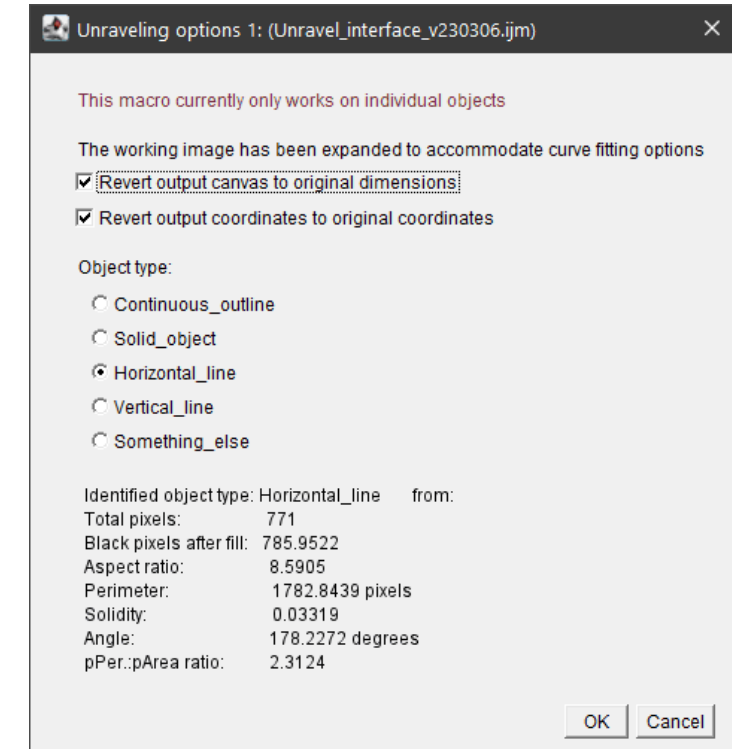
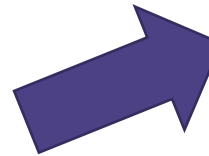
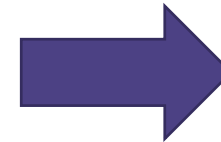
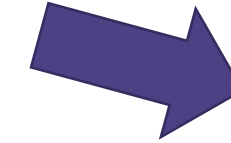
- Image above is a filament cross-section with a rough interface
  - How can the surface roughness be measured?



- Image above is an interface
  - Can the interfacial roughness be measured?

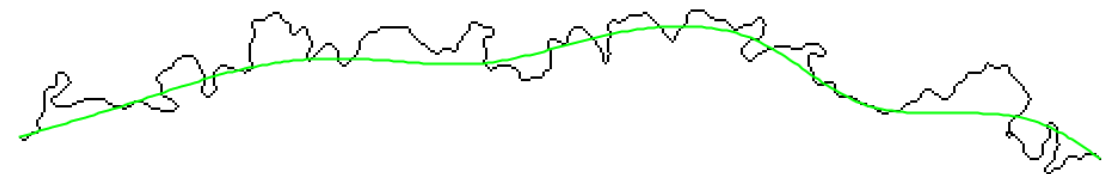
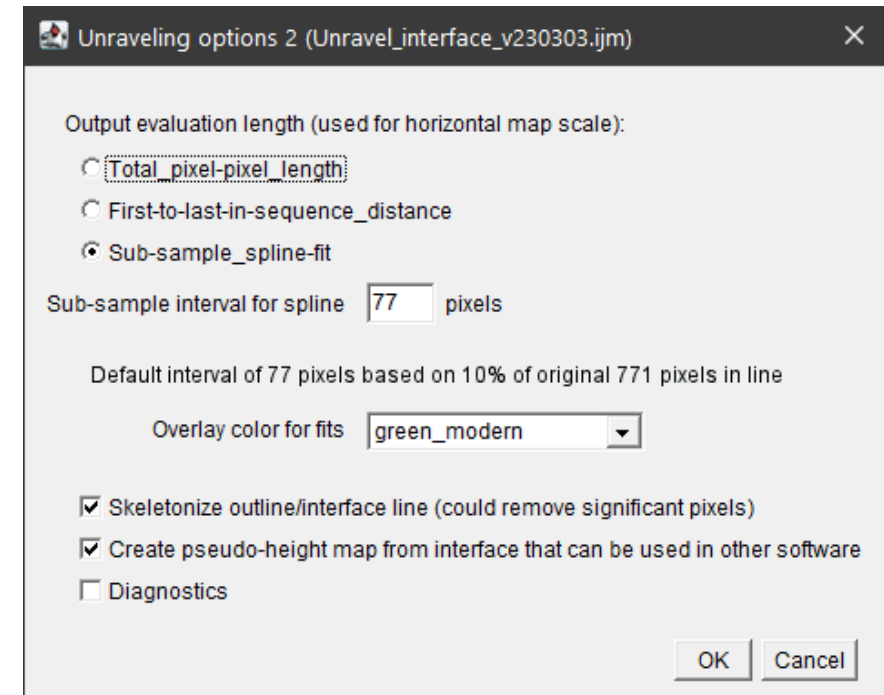
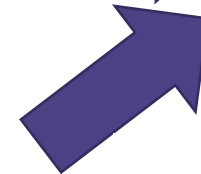
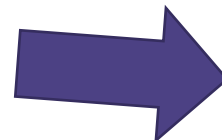
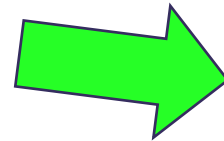
# Menu 1: Choose object type

- The canvas is automatically expanded to accommodate curve fitting
- Current version works on continuous outlines or solid objects
- The macro guesses the object type from measured parameters
  - In this case a horizontal line



# Menu 2 (line): Sample length and basic options

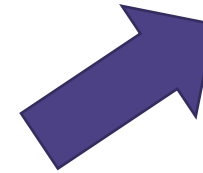
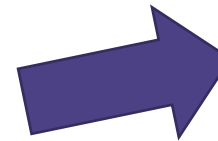
- 3 options for providing measuring the total evaluation length are provided:
  - This evaluation length will be embedded in the exported map
- The outline can be skeletonized to minimum pixel width but at the risk of losing significant pixels. Fewer skeletonized pixels will be missed from the unraveled sequence, so it is the default setting.
- A pseudo height map can be exported that can be used in 3<sup>rd</sup> party topographic software like Gwyddion



50  $\mu\text{m}$

# Menu 3 (line): Unravelling options

- The starting point of the unravelling can be selected
- The search range for the next pixel can be adjusted
- A map can be created to show the pixel sequence order and the spline fit



Unraveling options 3: (Unravel\_interface\_v230301b.ijm)

Starting point:  
☒ Left pixel (19,82)  
☐ Manual entry

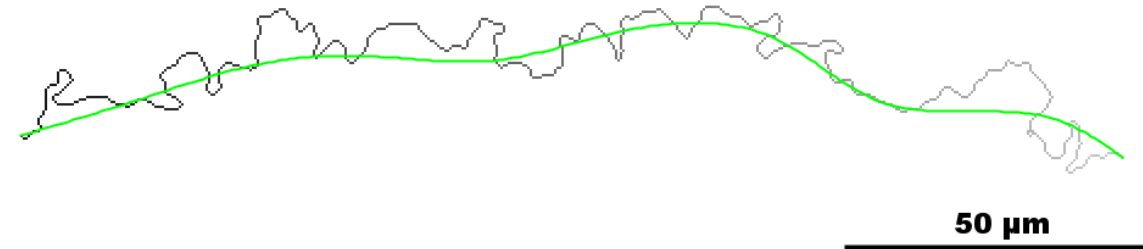
Intensity cut off and output intensity minimum: 20  
Output intensity maximum: 180

Manual start x: 0 pixels  
Manual start y: 0 pixels  
Pixel search range in plus and minus pixels: 6 pixels

☒ Keep pixel sequence and spline fit image  
Pixel sequence and spline fit image will always be kept if there are any unsequenced pixels

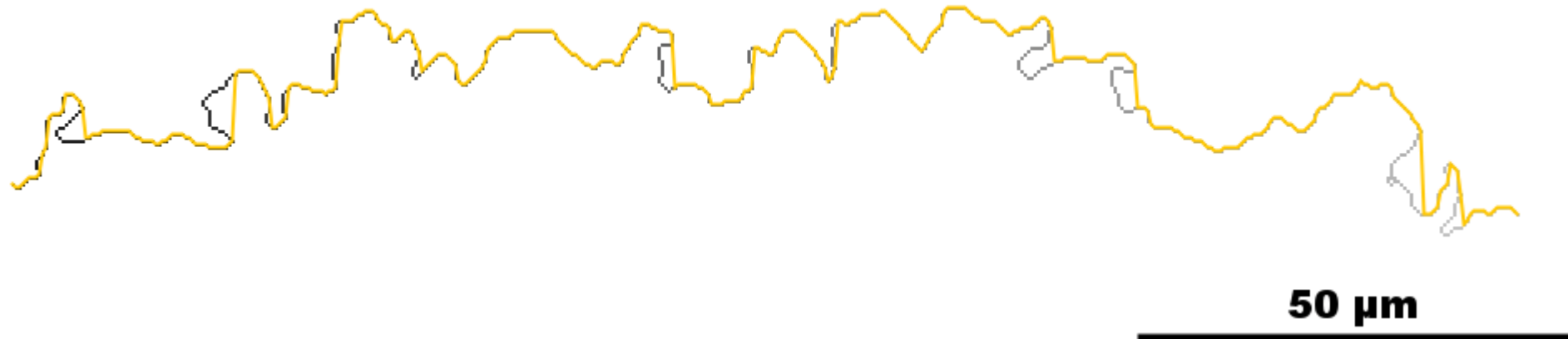
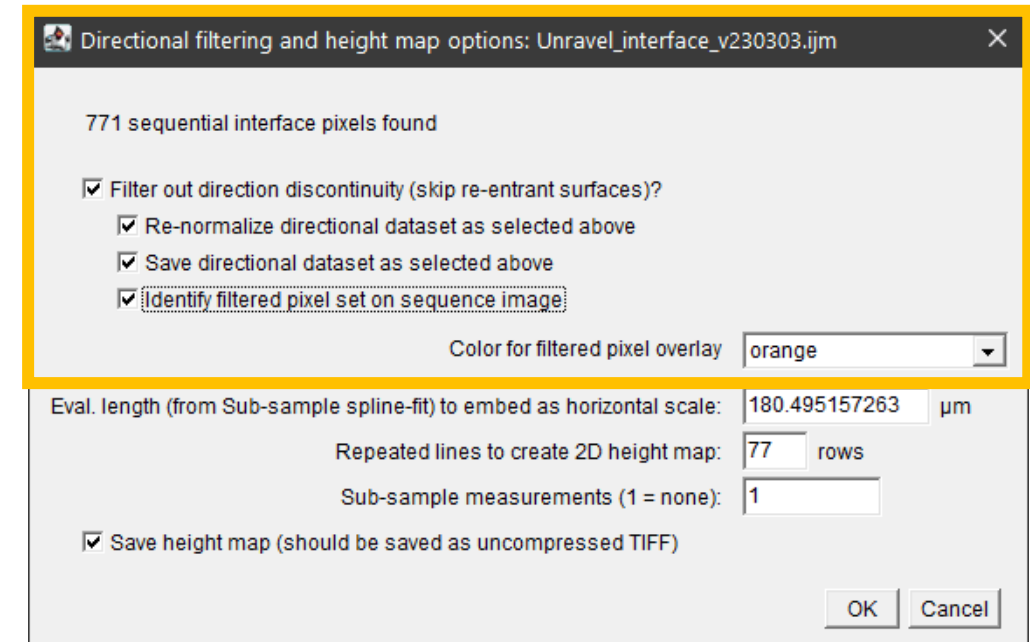
☒ Use overlay to highlight locations of unsequenced pixels  
Overlay color for highlighting unsequenced pixels: dodger\_blue

OK Cancel



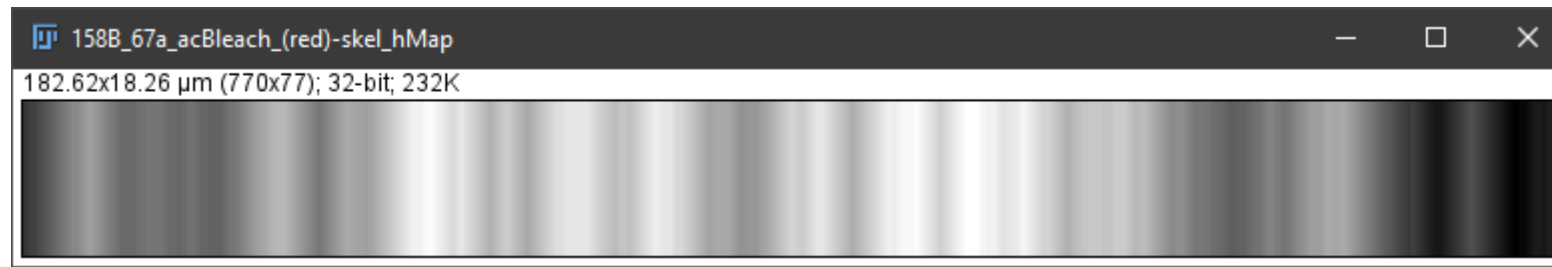
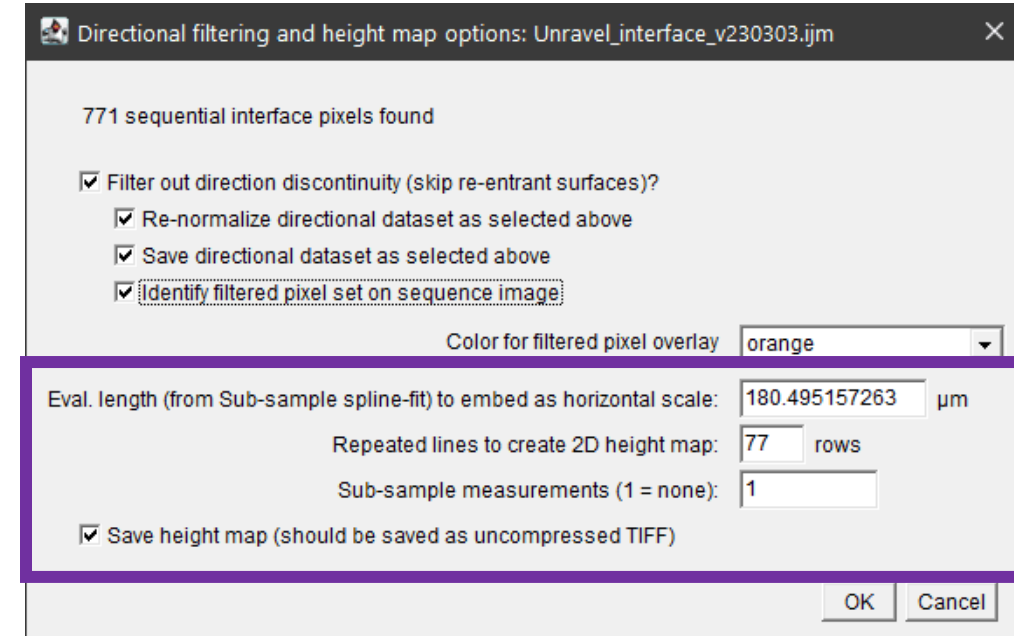
# Directional continuity and other output options

- A directional filter can be applied to remove reentrant features so results are more like that from a stylus
- Orange line below shows unidirectional set



# Pseudo height map from horizontal or vertical lines

- The 2D line data can be stretched vertically to create a 32-bit pseudo height map that can be imported into 3<sup>rd</sup> party topological analysis software
- Unit-scaled “Heights” are directly stored in the 32-bit data
- The measured evaluation length is embedded in the horizontal scale



# “Heights” from horizontal or vertical lines

- For horizontal or vertical lines, “heights” are simply obtained from the  $y$  coordinates or  $x$  coordinates respectively
- For horizontal lines the  $y$  coordinate is subtracted from the maximum  $y$  so that increasing “height” is upwards

Horizontal_interface_segment_unrav+Sub-sample_77pixel-spline-fit_outputCSV.csv													
File	Edit	Font											
Seq_coord_x	Seq_coord_y	Incr_dist(px)	Seq_dist(px)	Incr_dist( $\mu\text{m}$ )	Seq_dist( $\mu\text{m}$ )	Vert_dist(px)	Vert_dist_norm(px)	Vert_dist_norm( $\mu\text{m}$ )	Vert_dist_norm_from_Mean( $\mu\text{m}$ )	Vert_dist_norm_from_Mean*2( $\mu\text{m}^2$ )	Seq_dist_NormToEval( $\mu\text{m}$ )	Directional_continuity	Fourier_amps_uni-dir.
19	82	0.000000000	0.000000000	0.000000000	0.000000000	53	15	5.813957958	10.581755388	111.973547101	0.000000000	1	16.395713806
20	83	1.414213562	1.414213562	0.548145213	0.548145213	52	14	5.426360761	10.969352586	120.326696149	0.282564757	1	11.117042542
21	83	1.000000000	2.414213562	0.387597197	0.935742410	52	14	5.426360761	10.969352586	120.326696149	0.482368214	1	2.167309523
22	82	1.414213562	3.828427125	0.548145213	1.483887623	53	15	5.813957958	10.581755388	111.973547101	0.764932971	1	0.988444865
23	81	1.414213562	5.242640687	0.548145213	2.032032836	54	16	6.201555156	10.194158191	103.920861228	1.047497729	1	0.609142721
24	80	1.414213562	6.656854249	0.548145213	2.580178049	55	17	6.589152353	9.806560994	96.168638529	1.330062486	1	1.855682015

Note:

The Fourier sequence is calculated for the entire sequence (column is for convenience).

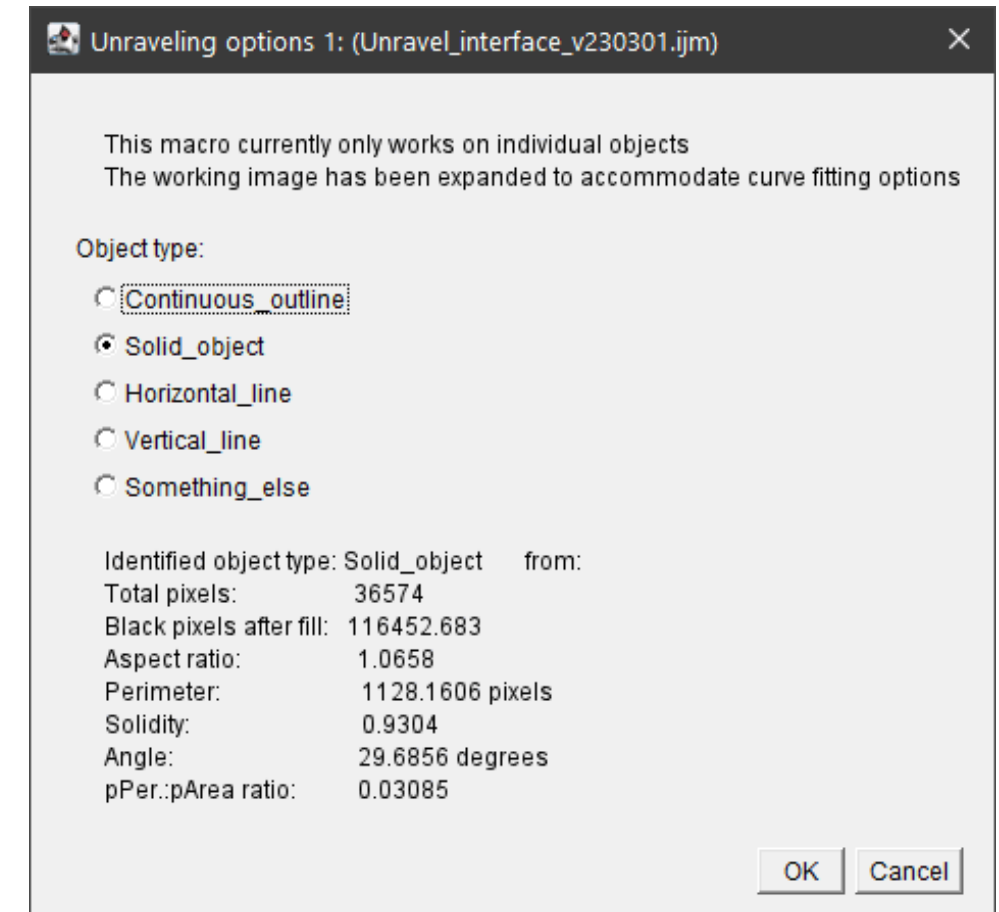
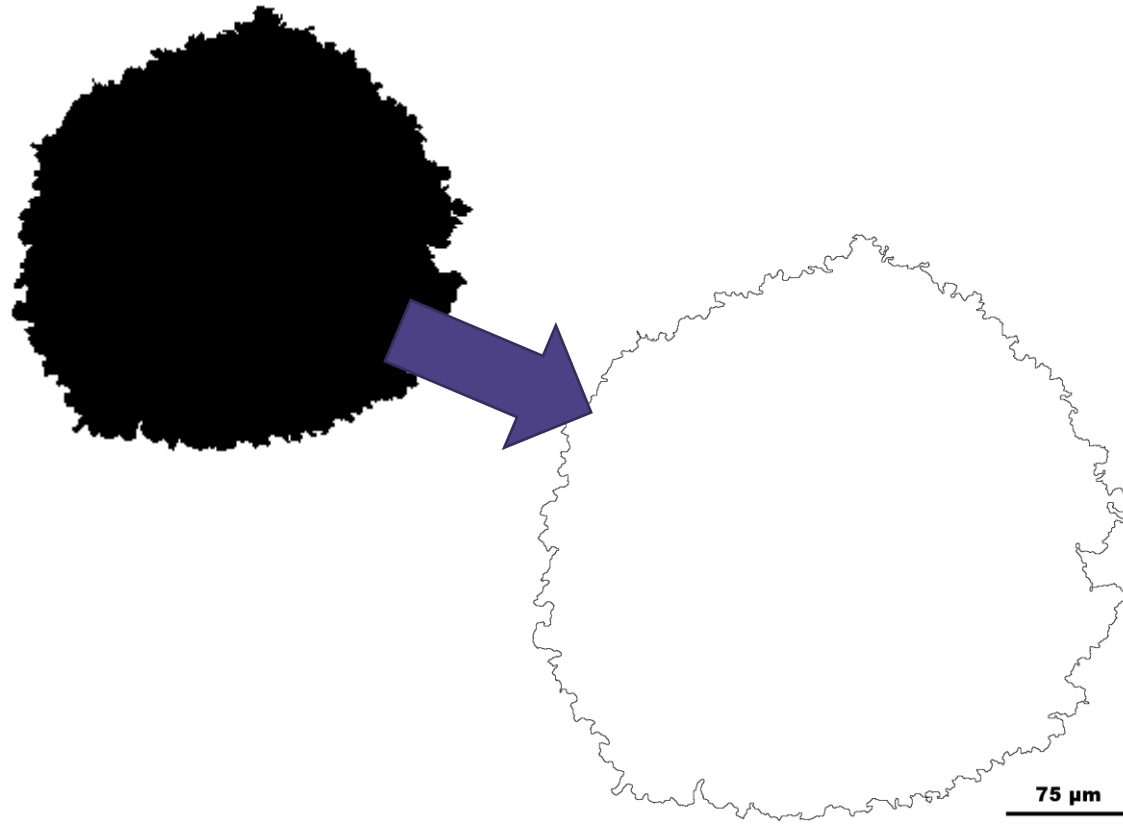
Ra and Rq of not have waviness extracted

```
Horizontal_interface_segment_unrav+Sub-sample_77pixel-spline-fit height statistics:
min = 0  $\mu\text{m}$ 
max = 25.1938  $\mu\text{m}$ 
range = 25.1938  $\mu\text{m}$ 
mean = 16.025  $\mu\text{m}$ 
std Dev = 6.2819  $\mu\text{m}$ 
    Deviation from Mean _____:
min = 0.1335  $\mu\text{m}$ 
max = 17.1878  $\mu\text{m}$ 
mean = 5.2708  $\mu\text{m}$ 
std Dev = 3.6019  $\mu\text{m}$ 
    The simple R values below do not have waviness extracted _____
Ra(full length) = 5.2708  $\mu\text{m}$ 
Rq(full length) = 6.3818  $\mu\text{m}$ 
```



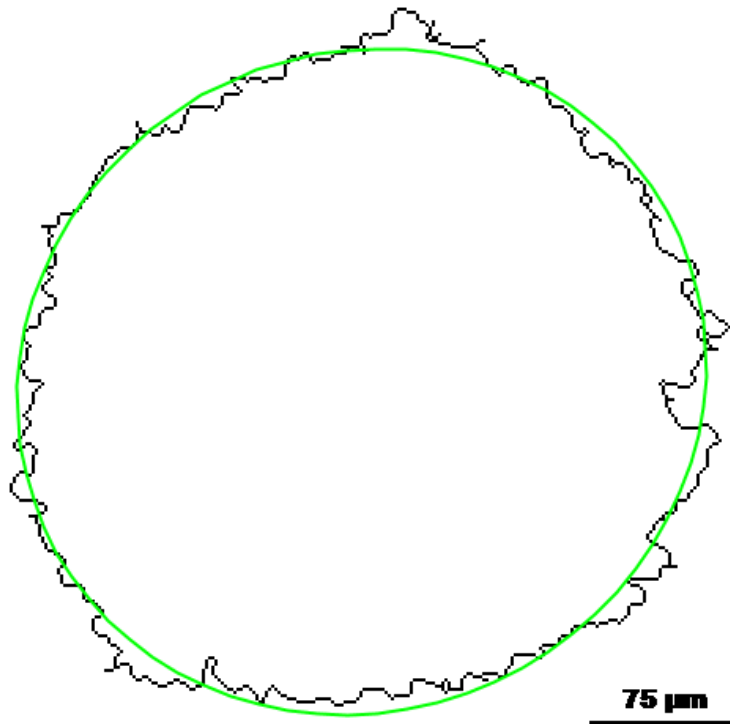
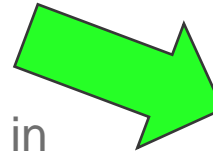
# Menu 1: Choose object type – outline continuous

- This example: A continuous outline around an object will be created



# Menu 2 (continuous): Sample length and basic options

- 5 options for providing measuring the total evaluation length are provided:
- This evaluation length will be embedded in the exported map



Unraveling options 2 (Unravel\_interface\_v230301b.ijm)

Output evaluation length (used for horizontal map scale):

- ☐ Total\_pixel-pixel\_length
- ☒ Ellipse\_perimeter
- ☐ Circle\_perimeter
- ☐ Object\_perimeter
- ☐ Median-smooth\_object\_perimeter

☐ Create median smoothed object (i.e. physical waviness)

Radius for median smoothing (mean filter method)  pixels (max 1000)

Default median radius of 23 pixels based on 2% of original perimeter (1128.1606 pixels)

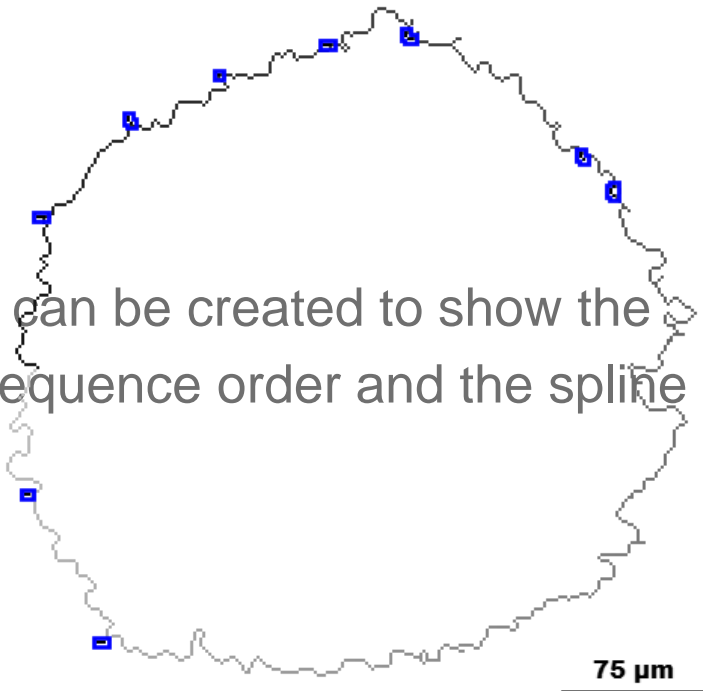
Overlay color for fits

- ☒ Skeletonize outline/interface line (could remove significant pixels)
- ☒ Create pseudo-height map from interface that can be used in other software
- ☐ Diagnostics

OK Cancel

# Menu 3 (continuous): Unravelling options

- The starting point of the unravelling can be selected
- The search range for the next pixel can be adjusted



- A map can be created to show the pixel sequence order and the spline fit

Unraveling options 3: (Unravel\_interface\_v230301b.ijm)

Starting point:

- ☒ Leftmost pixel (30,182)
- ☐ Topmost pixel (153,31)
- ☐ 90 degree left edge (40,150)
- ☐ Zero degrees (top) edge (142,39)
- ☐ Manual entry

Intensity cut off and output intensity minimum

Output intensity maximum

Manual start x  pixels

Manual start y  pixels

Pixel search range in plus and minus pixels  pixels

☒ Try to start clockwise?

☒ Output rotational sequence values

☒ Keep pixel sequence and spline fit image

Pixel sequence and spline fit image will always be kept if there are any unsequenced pixels

☒ Use overlay to highlight locations of unsequenced pixels

Overlay color for highlighting unsequenced pixels

OK Cancel

# “Height” reference menu (continuous)

- For continuous objects, distances (“heights”) are calculated to a single reference point (default is the measured object center)

Reference coordinate (Unravel\_interface\_v230301b.ij... X

Sequential pixel centroid: x = 145.8096, y = 150.4299  
Object center: x = 142, y = 150  
Image center: x = 145, y = 142  
Reference shape (Ellipse ) center: x = 145, y = 142

Reference location for height and angles:

☐ Sequential\_pixel\_centroid  
☒ Object\_center  
☐ Image\_center  
☐ Reference\_shape\_center  
☐ Arbitrary\_coordinates

Arbitrary x  pixels  
Arbitrary y  pixels

Column name for distance to reference   
Column name, i.e. 'Height', should be table compatible

OK Cancel

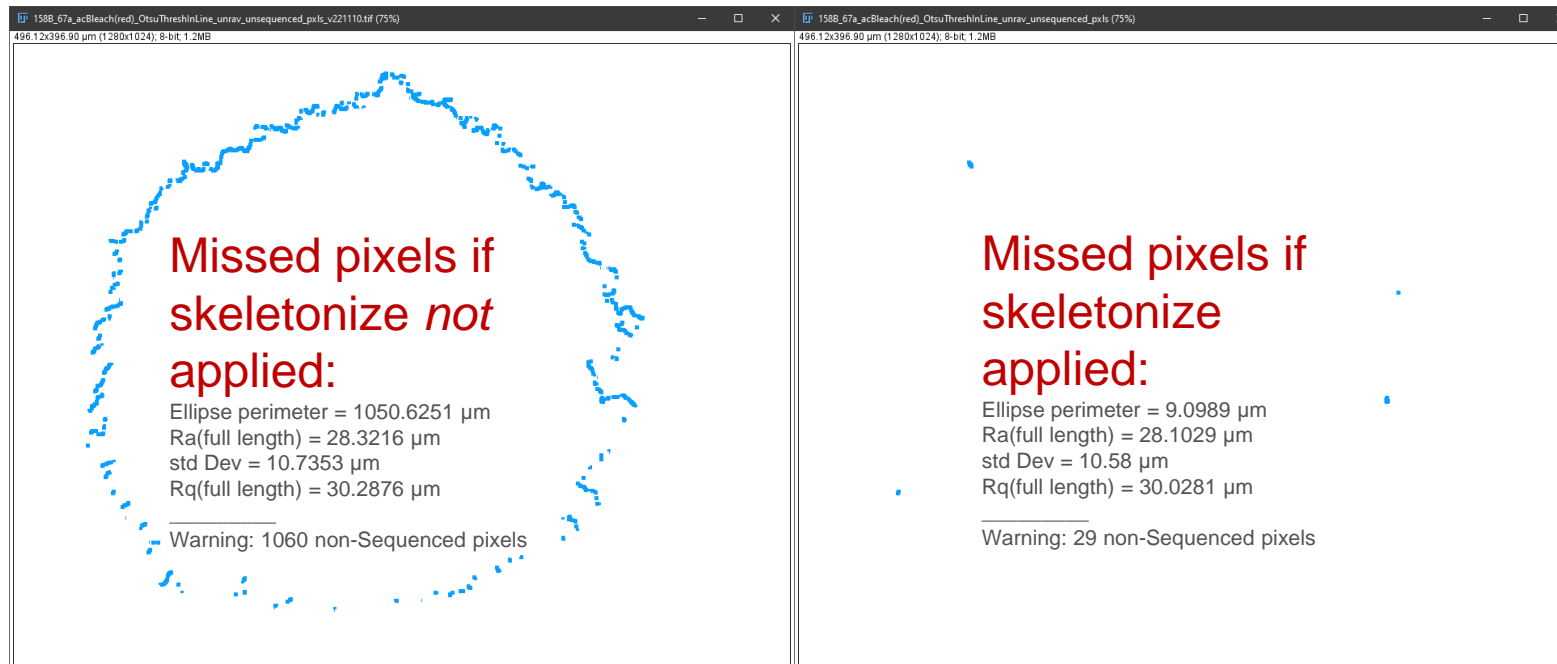
- The minimum distance value is subtracted to output the normalized values

1588\_67a\_acbleach(red)\_OtsuThresh\_crop-25pc\_unrav+Ellipse\_perimeter\_full\_output.csv

Seq_coord_x	Seq_coord_y	Incr_dist(px)	Seq_dist(px)	Incr_dist(μm)	Seq_dist(μm)	Height(px)	Height_norm(px)	Height_norm(μm)	Height_norm_from_Mean(μm)	Height_norm_from_Mean*2(μm*2)	Angle (radians)	Angle (degrees)	Angle Offset (radians)	Angle Offset (degrees)	Angle Incr. (radians)	Angle Incr. (degrees)	Seq_dist_NormToEval(μm)	Directional_continuity	Fourier_amps_uni-dir.
40	150	0.000000000	0.000000000	0.000000000	0.000000000	102.000000000	8.000000000	12.403119481	7.700595150	59.299165664	1.570796327	90.000000000	0.000000000	0.000000000	0.000000000	0.000000000	0.000000000	1	20.103713989
39	149	2.000000000	2.000000000	3.100779870	3.100779870	103.004854255	9.004854255	13.961035403	6.142679227	37.732508092	1.561087894	89.443747773	6.273476874	359.443747773	-0.009708433	-0.556252227	2.026377620	1	4.282462120
38	149	1.000000000	3.000000000	1.550389935	4.651169805	104.004807581	10.004807581	15.511352976	4.592361654	21.089785564	1.561181238	89.449096021	6.273570219	359.449096021	0.000093345	0.005348248	3.039566430	0	5.744721413
37	149	1.000000000	4.000000000	1.550389935	6.201559740	105.004761797	11.004761797	17.061671928	3.042042703	9.254023806	1.561272805	89.454342407	6.273661786	359.454342407	0.000091567	0.005246386	4.052755240	0	5.408189774
36	149	1.000000000	5.000000000	1.550389935	7.751949675	106.004716876	12.004716876	18.611992219	1.491722412	2.225235755	1.561362644	89.459489813	6.273751625	359.459489813	0.000089839	0.005147406	5.065944050	0	5.375229836

# Additional output

- A basic summary is sent to the log window
- Note: The Fourier amplitudes are calculated for the entire sequence (column is for convenience).
- Note: Ra and Rq are not adjusted for waviness



```
Log
File Edit Font
For 158B_67a_acBleach(red)_OtsuThresh_crop-25pc_lzw.tif:
Ellipse perimeter = 1047.5301  $\mu\text{m}$ 
Reference locations: x = 142, y = 150
Apparent direction clockwise; mean advance -0.4199 degrees

158B_67a_acBleach(red)_OtsuThresh_crop-25pc_unrav+Ellipse_perimeter height statistics:
min = 0  $\mu\text{m}$ 
max = 39.9286  $\mu\text{m}$ 
range = 39.9286  $\mu\text{m}$ 
mean = 20.1037  $\mu\text{m}$ 
std Dev = 8.0296  $\mu\text{m}$ 
Deviation from Mean:
min = 0.006614  $\mu\text{m}$ 
max = 20.1037  $\mu\text{m}$ 
mean = 6.532  $\mu\text{m}$ 
std Dev = 4.6646  $\mu\text{m}$ 
The simple R values below do not have waviness extracted
Ra(full length) = 6.532  $\mu\text{m}$ 
Rq(full length) = 8.0249  $\mu\text{m}$ 
Warning: 26 non-Sequenced pixels
```

Note: If not all pixels are captured in the sequence the missing count as reported and an image (left) is created with the missing pixels highlighted. The pixel capture is not uniform because the search matrix looks for the first-nearest pixel with the search sequence the same for all searches. Some improvement might be useful here. The higher the image resolution for the interface, the less likelihood of error from this issue.

# Directional continuity and other options

- Reentrant interfaces can be filtered out so the results are more those produced by a styles

Directional filtering and height map options: Unravel\_interface\_v230303.ijm

856 sequential interface pixels found

☒ Filter out direction discontinuity (skip re-entrant surfaces)?

☒ Re-normalize directional dataset as selected above

☒ Save directional dataset as selected above

☒ Identify filtered pixel set on sequence image

Color for filtered pixel overlay: orange

Eval. length (from Ellipse perimeter) to embed as horizontal scale: 1047.530063438  $\mu\text{m}$

Repeated lines to create 2D height map: 86 rows

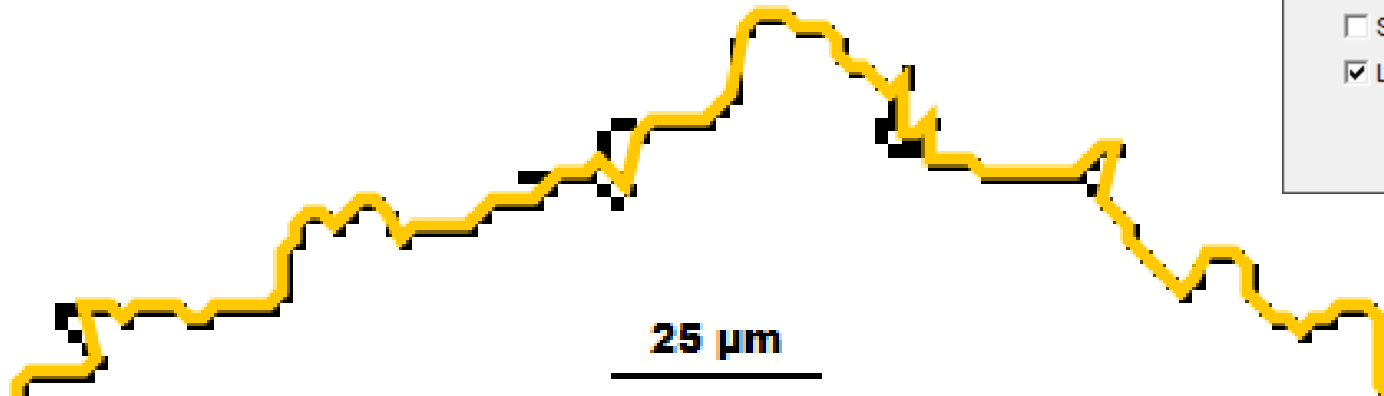
Sub-sample measurements (1 = none): 1

☒ Save height map (should be saved as uncompressed TIFF)

☐ Sort data by offset angle (not useful if direction filtered)?

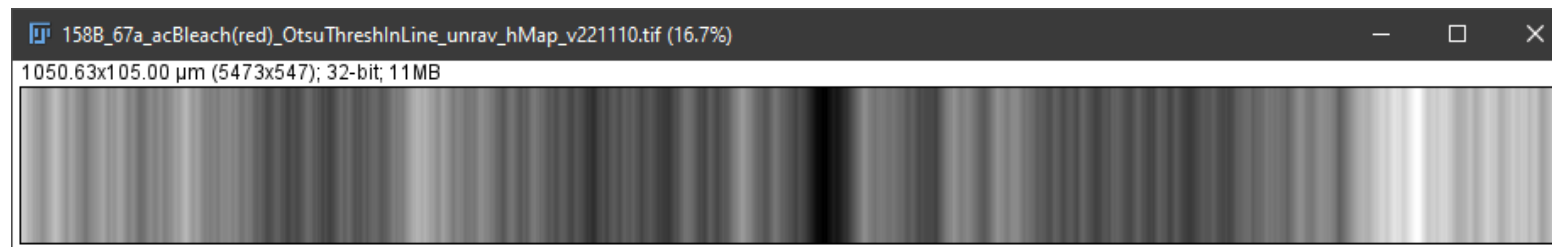
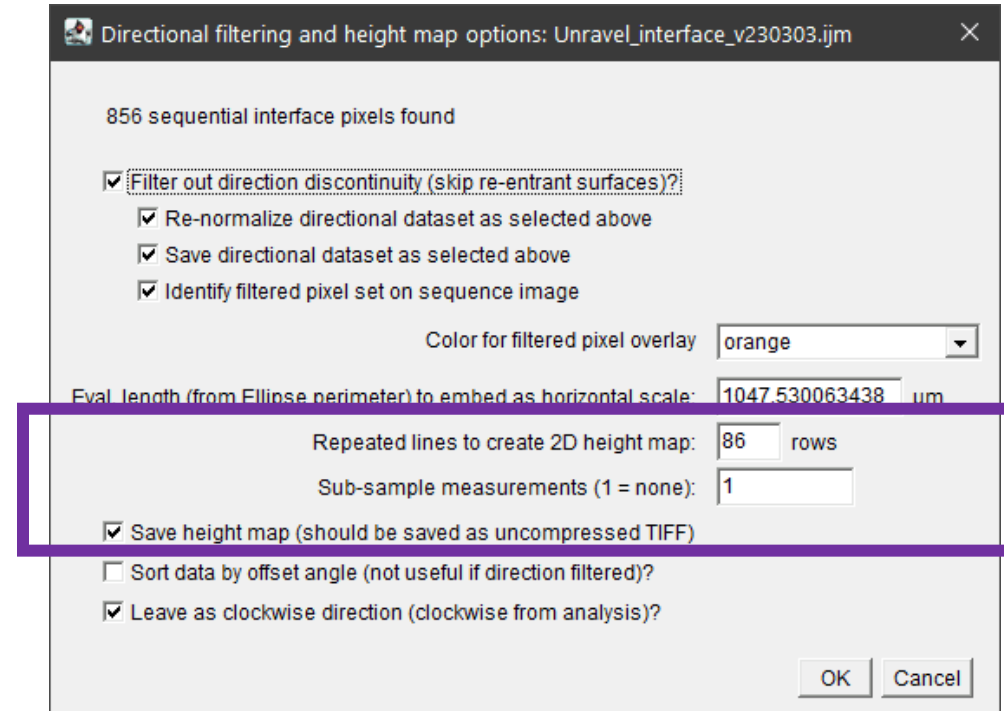
☒ Leave as clockwise direction (clockwise from analysis)?

OK Cancel



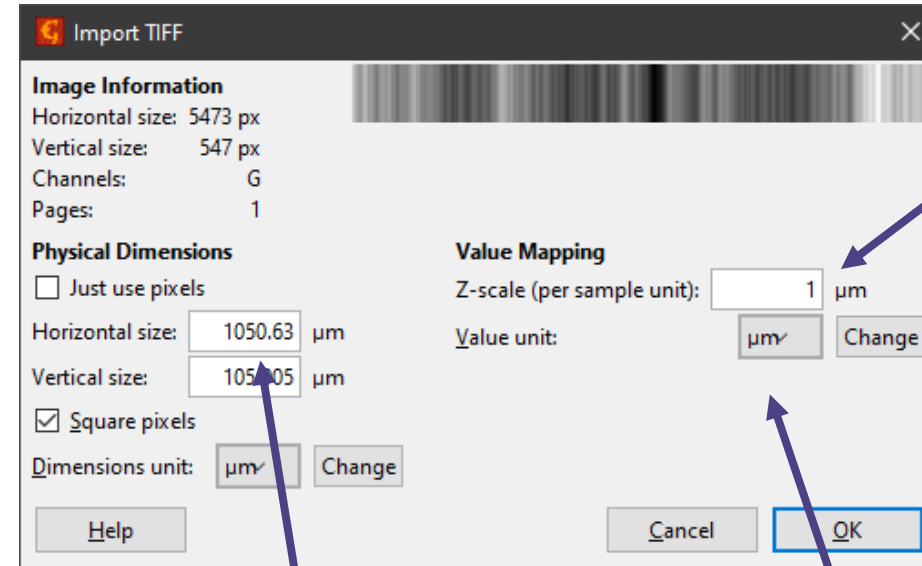
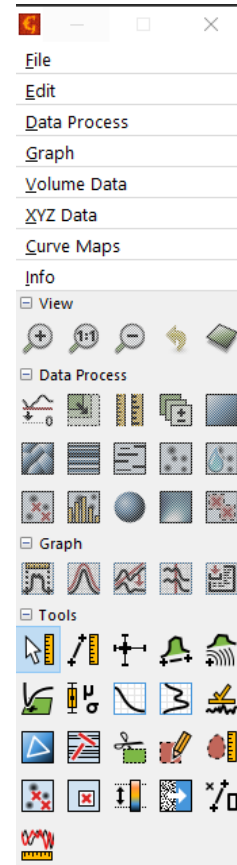
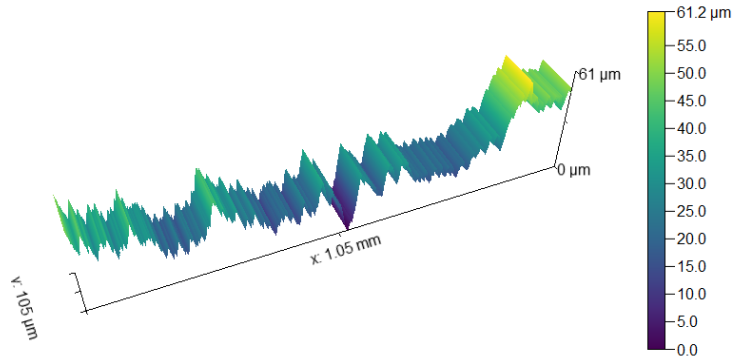
# Pseudo height map from horizontal or vertical lines

- The 2D line data can be stretched vertically to create a 32-bit pseudo height map that can be imported into 3<sup>rd</sup> party topological analysis software.
- Unit-scaled “Heights” are directly stored in the 32-bit data
- The measured sample length is embedded in the horizontal scale



# Gwyddion Import (<http://gwyddion.net/>)

- Drop TIFF format hMap file onto Gwyddion toolbar to open import window



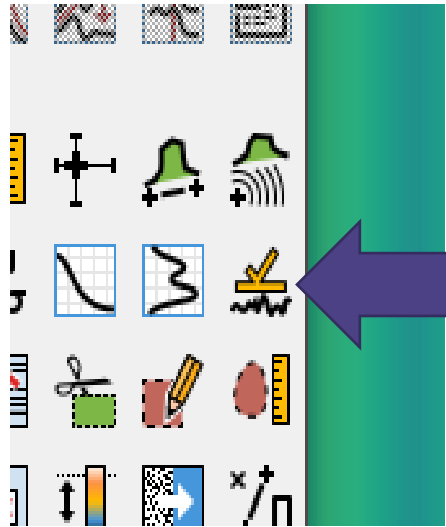
Leave as “1” to directly import 32-bit height data from the TIFF file

*The last width is remembered so it is important to correct this to the current value. Should this value be the circle/ellipse perimeter or the smoothed surface?*

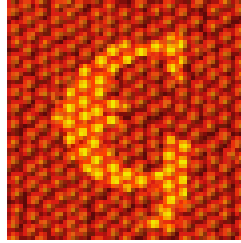
These are the units used for the 32-bit TIFF file



# Import into Gwyddion to correct curvature and measure roughness parameters



Roughness values can be calculated by clicking on this icon on the Gwyddion toolbar



- After clicking on icon draw a horizontal line across the map (use shift key to enforce horizontal)

