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# Simulation and Indexation of polycrystallites LAUE

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From Data to Measurements

Towards Automation: Dream or Reality?

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UMR SPRAM CNRS-Grenoble & CRG-IF BM32 at ESRF

25th September 2009

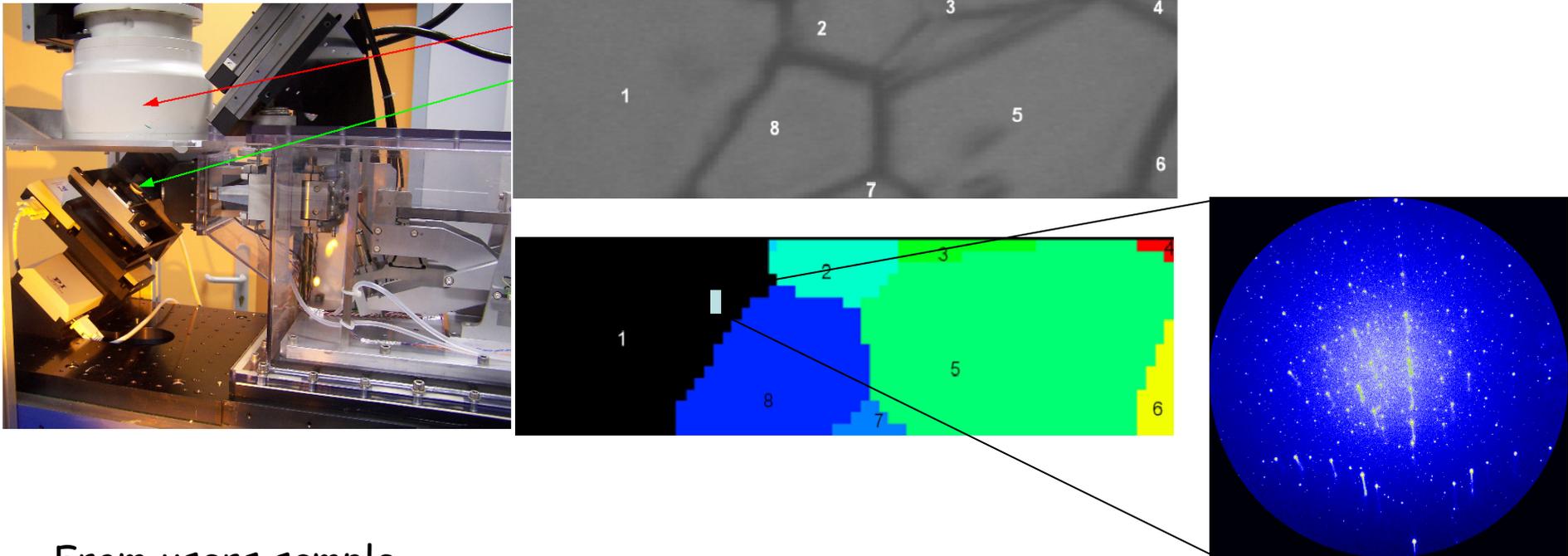
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# Outline

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- Context
- Simulate Laue Patterns
  - *Origin*
  - *information-signal nature*
  - *maths*
- Pattern indexation-recognition
  - *Handle Experimental data*
  - *Indexation procedures*
- ▶ Conclusion

# Context



From users sample...

by means of microdiffraction experiments...

... and data analysis

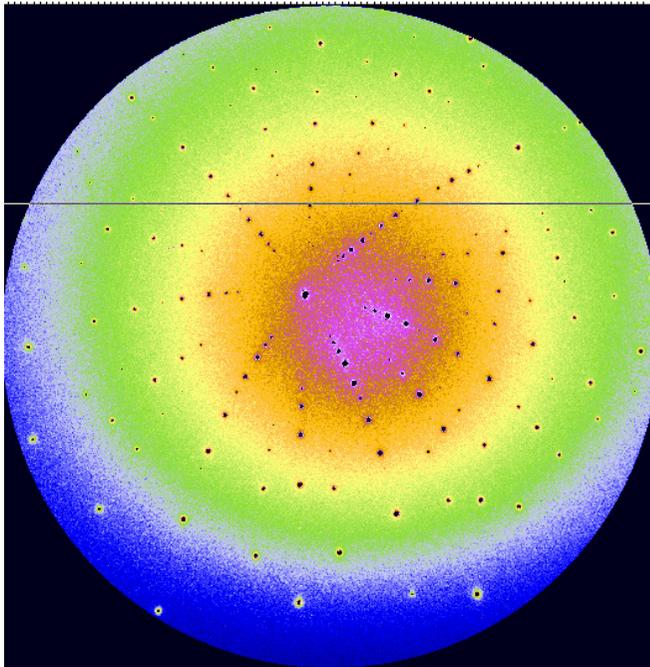
... to 2D orientation and strain mapping

Will Laue diffraction be as simple as other 2D microscopy techniques ?

# Context

## When use microdiffraction ?

- *Collection of a few selected image*
- *Each image = sum of Laue Pattern of a 1-3 single crystals*
- *Single crystal Laue Pattern contains less than 100 peaks*
- *Spot are round and intense*

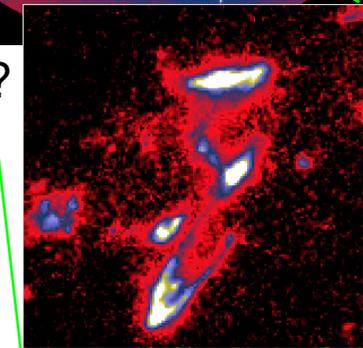
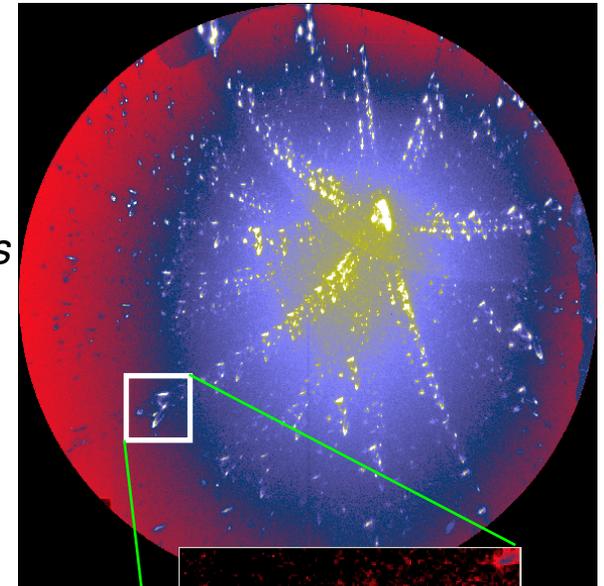
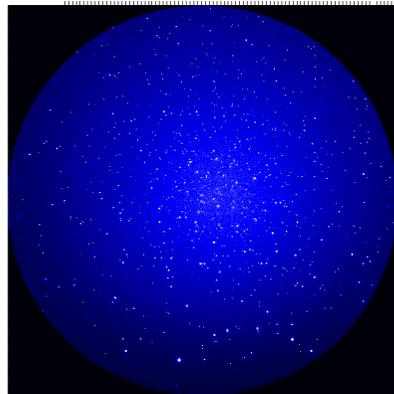


Call BM32 immediately  
+33 00 (0)4 76 88 24 20

# Context

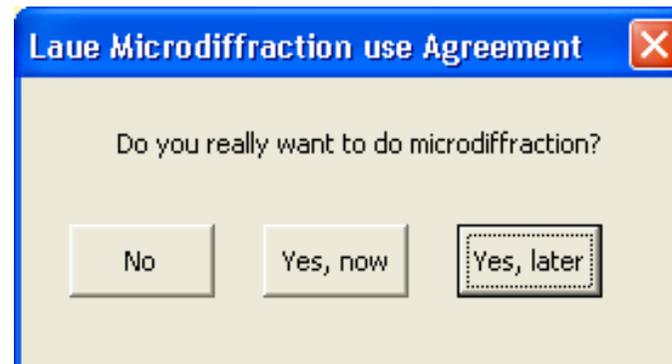
## When NOT use microdiffraction ?

- *Collection of much more than thousands images*
- *Each image = sum of Laue Pattern more than a dozen images*
- *Single crystal Laue Pattern contain more than a few hundreds spots*
- *Each spot is actually ill-shaped or divided into several other spots*  
(themselves ill-shaped as well)



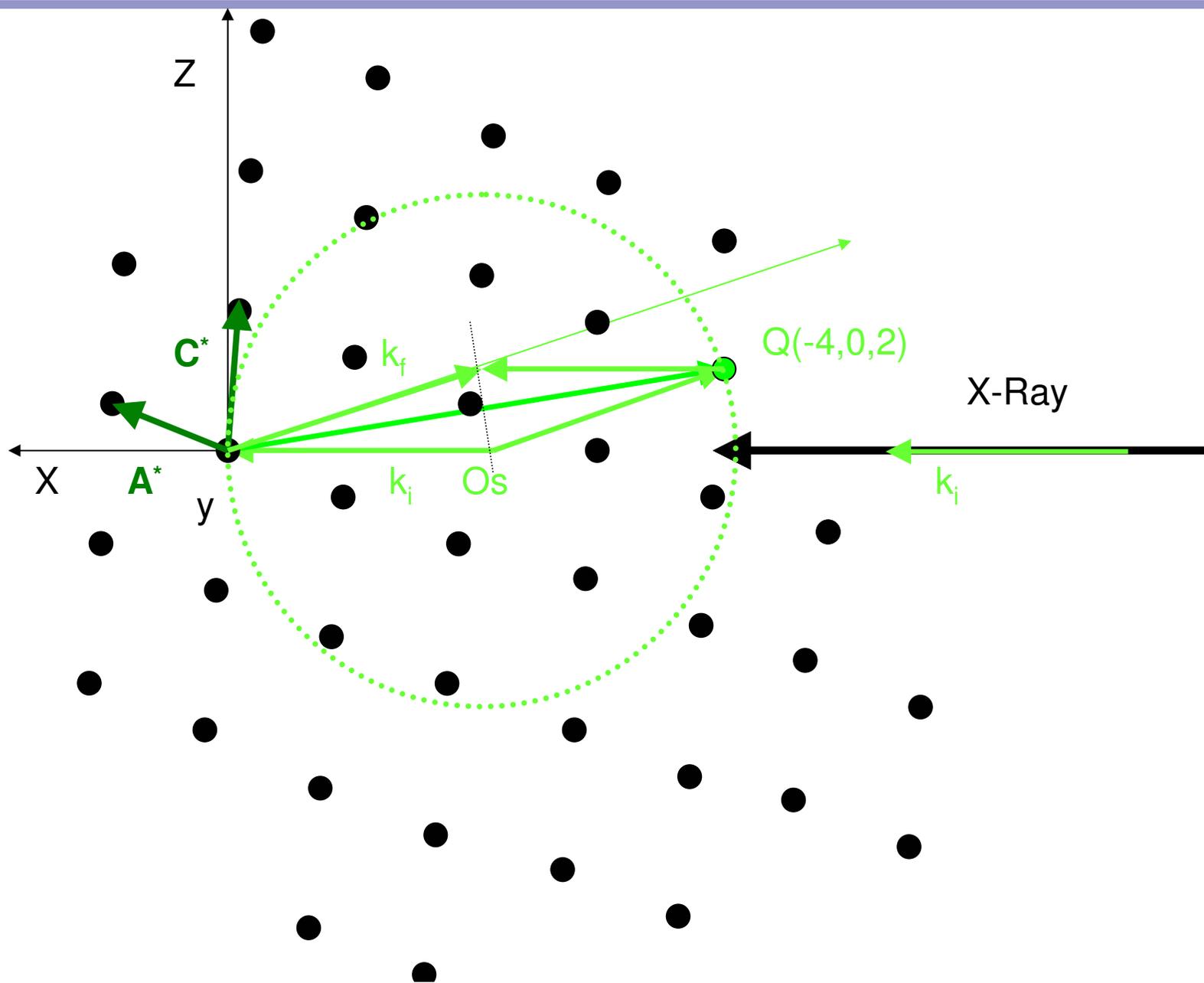
How to become a good microdiffraction practitioner ?

- *Be easy with Maths/data mining/computing*
- *Be Patient*
- *Trust only yourself*

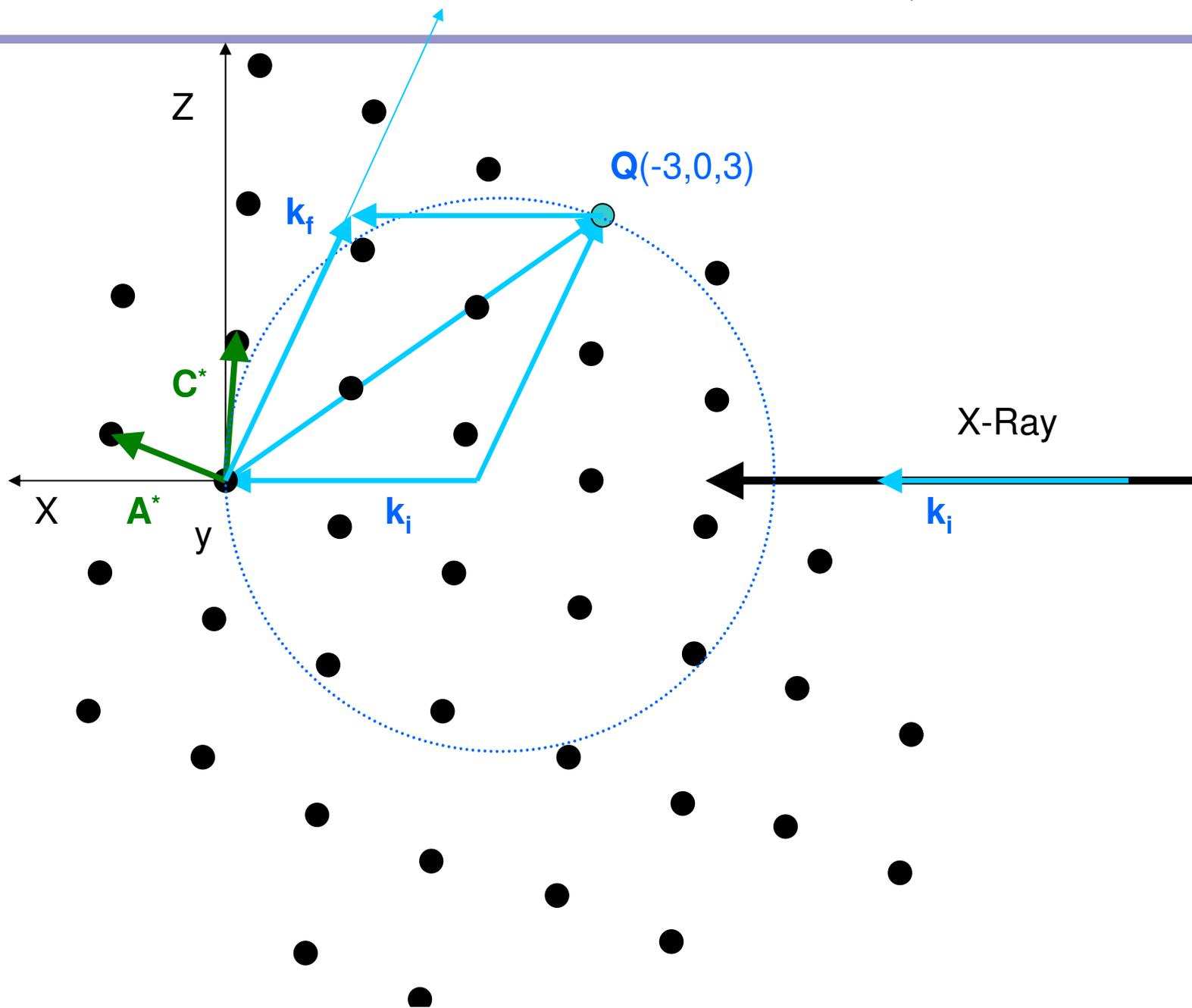




# Simulate Laue Pattern: ewald's sphere

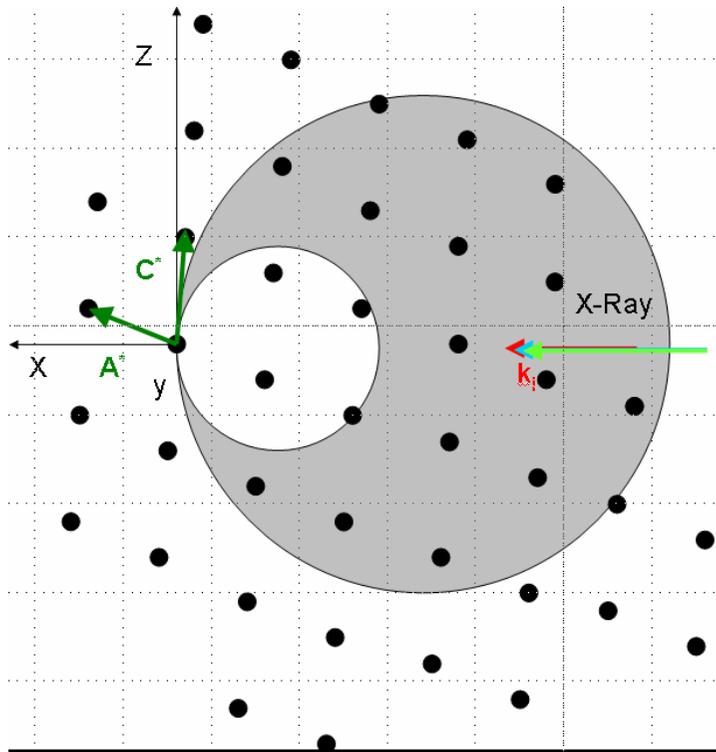


# Simulate Laue Pattern: ewald's sphere

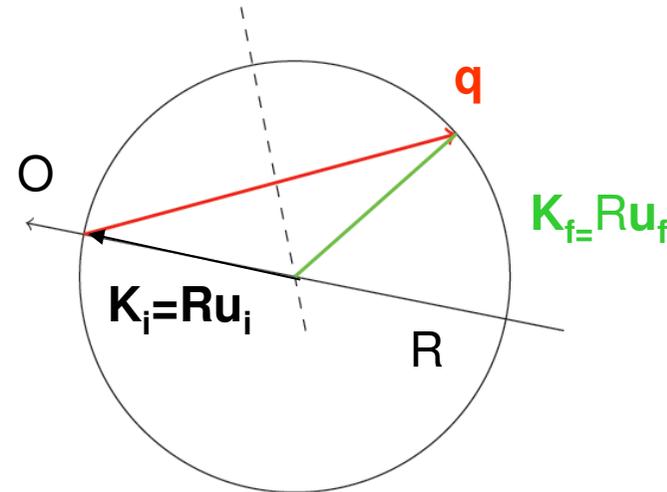




# Simulate Laue Pattern: algorithm



1. Find all lattice hkl nodes in between two spheres
2. Compute  $\mathbf{q}$  in lab. frame (O,X,Y,Z)
3. Compute  $\mathbf{k}_f, \mathbf{u}_f, E$



$$R(\mathbf{q}) = \frac{\|\mathbf{q}\|^2}{2\mathbf{q} \cdot \mathbf{u}_i}$$

$$\mathbf{k}_i = R\mathbf{u}_i$$

$$\mathbf{k}_f = \mathbf{q} + \mathbf{k}_i$$

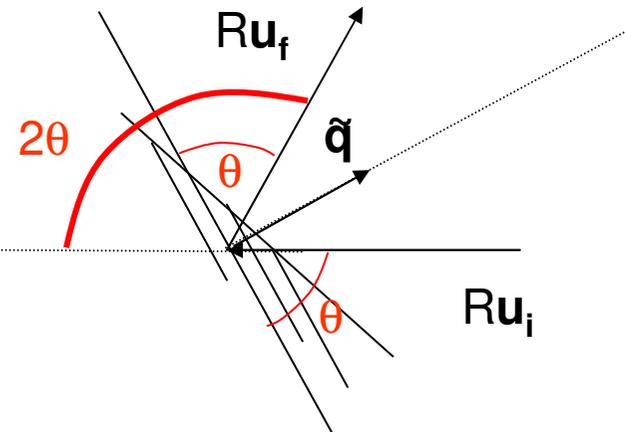
$$\text{Energy} = 12.398 R \quad R = 1/\lambda$$

# Simulate Laue Pattern: Laue pattern properties

Reflection-by-a-plane transform (normal  $\mathbf{q}$ )

$$\mathbf{u}_f = [M(\mathbf{q})]\mathbf{u}_i \quad m_{ij} = \delta_{ij} - 2\frac{q_i q_j}{\|\mathbf{q}\|^2}$$

$$\mathbf{u}_f = \mathbf{u}_i - \frac{2\mathbf{q}\cdot\mathbf{u}_i}{\|\mathbf{q}\|^2}\mathbf{q} = \mathbf{u}_i - \frac{\mathbf{q}}{R} = \mathbf{u}_i - 2\sin\theta\tilde{\mathbf{q}}$$

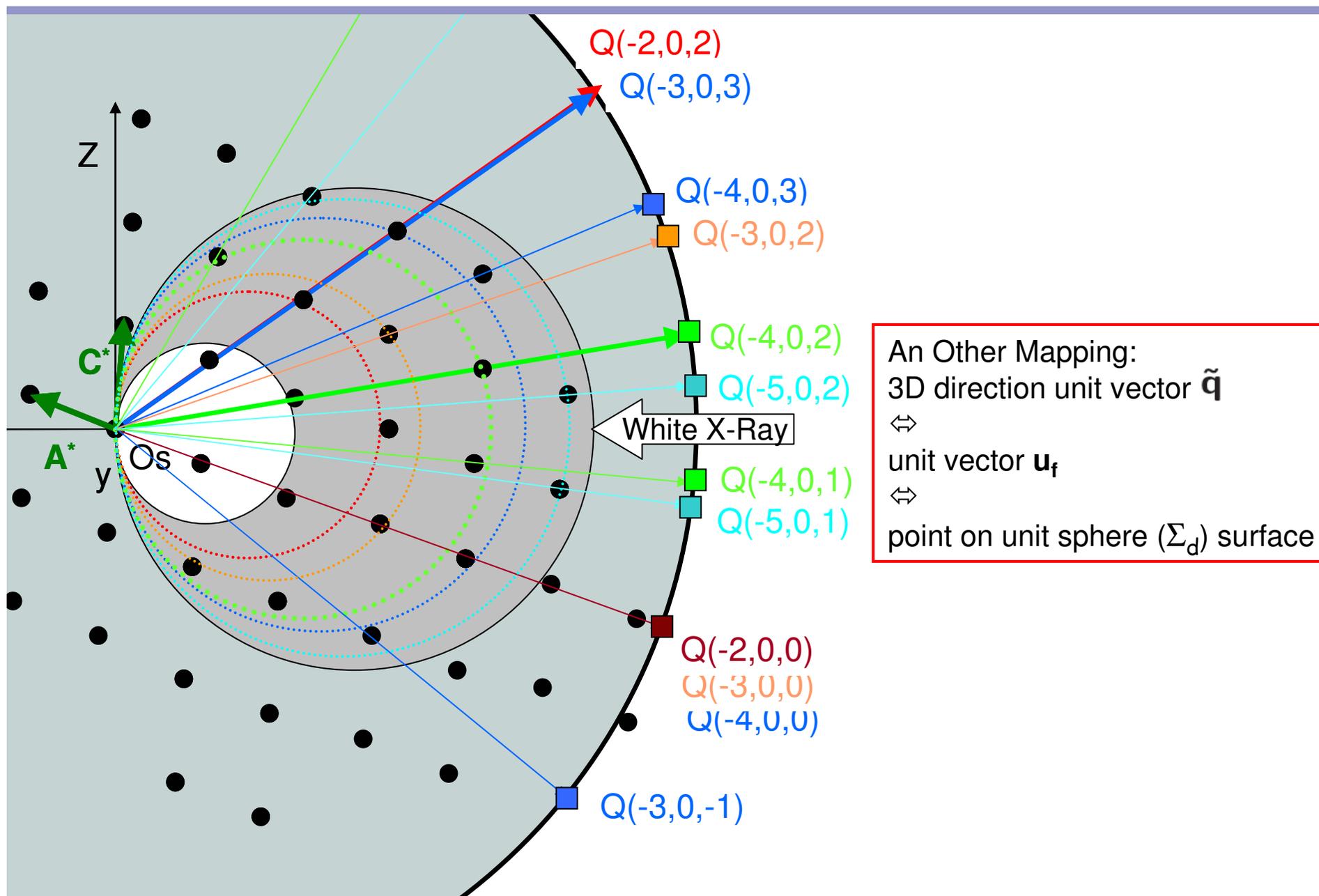


Mathematical property

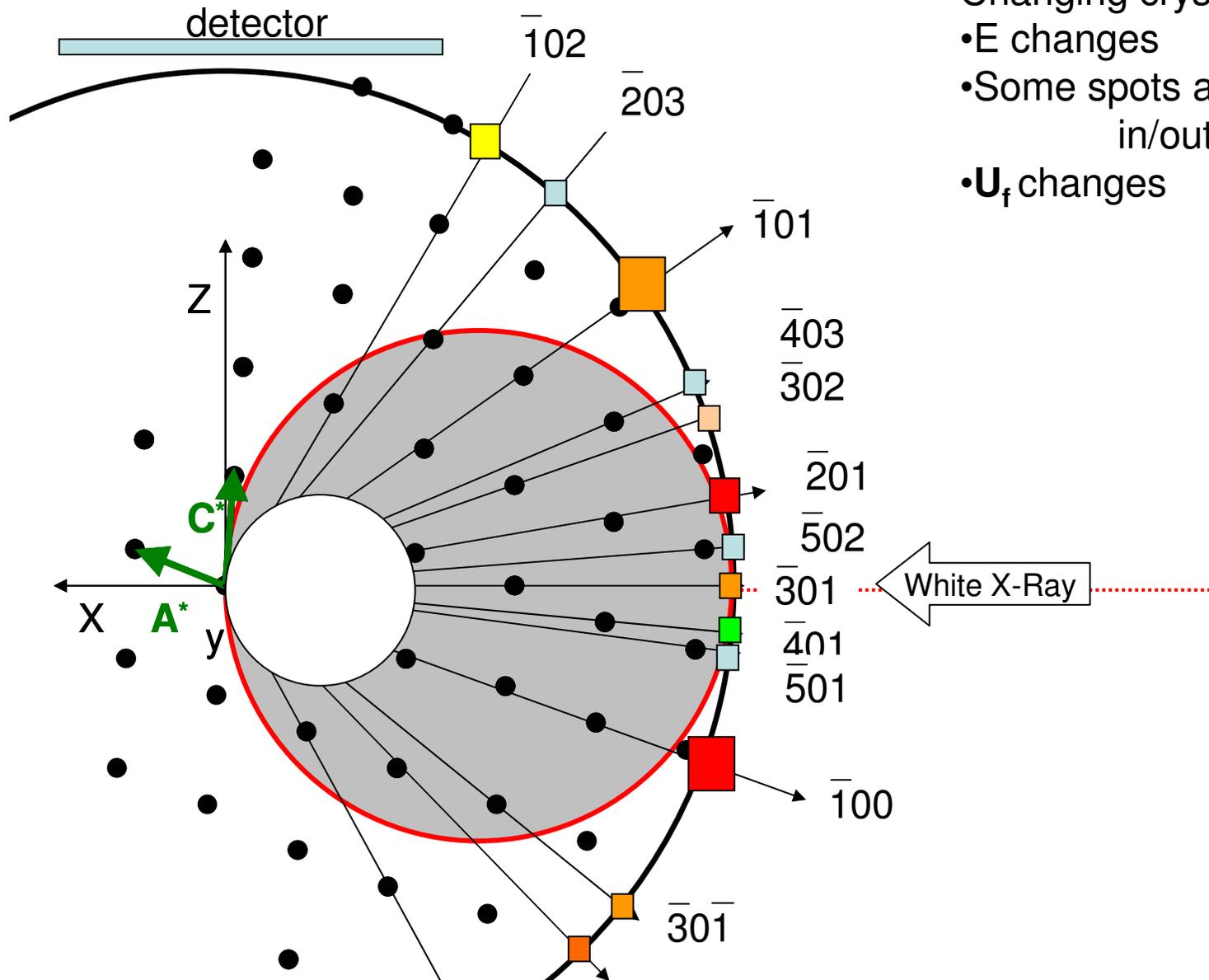
$$\forall a \in \mathbb{R} \quad M(a\mathbf{q}) = M(\mathbf{q})$$
$$\mathbf{k}_f(a\mathbf{q}) = \mathbf{k}_f(\mathbf{q})$$

- Laue pattern is invariant by homothetical transform
- $\mathbf{u}_f$  represents all RS vectors lying in the same direction
- Harmonic RS nodes have Laue superimposed spots
- Mapping:  
**1 RS direction  $\Leftrightarrow$  1  $\mathbf{u}_f$  direction  $\Leftrightarrow$  1 single spot on CCD**  
**Angle between  $\mathbf{u}_f \Leftrightarrow$  angle between RS directions**

# Simulate Laue Pattern: directions sphere $\Sigma_d$



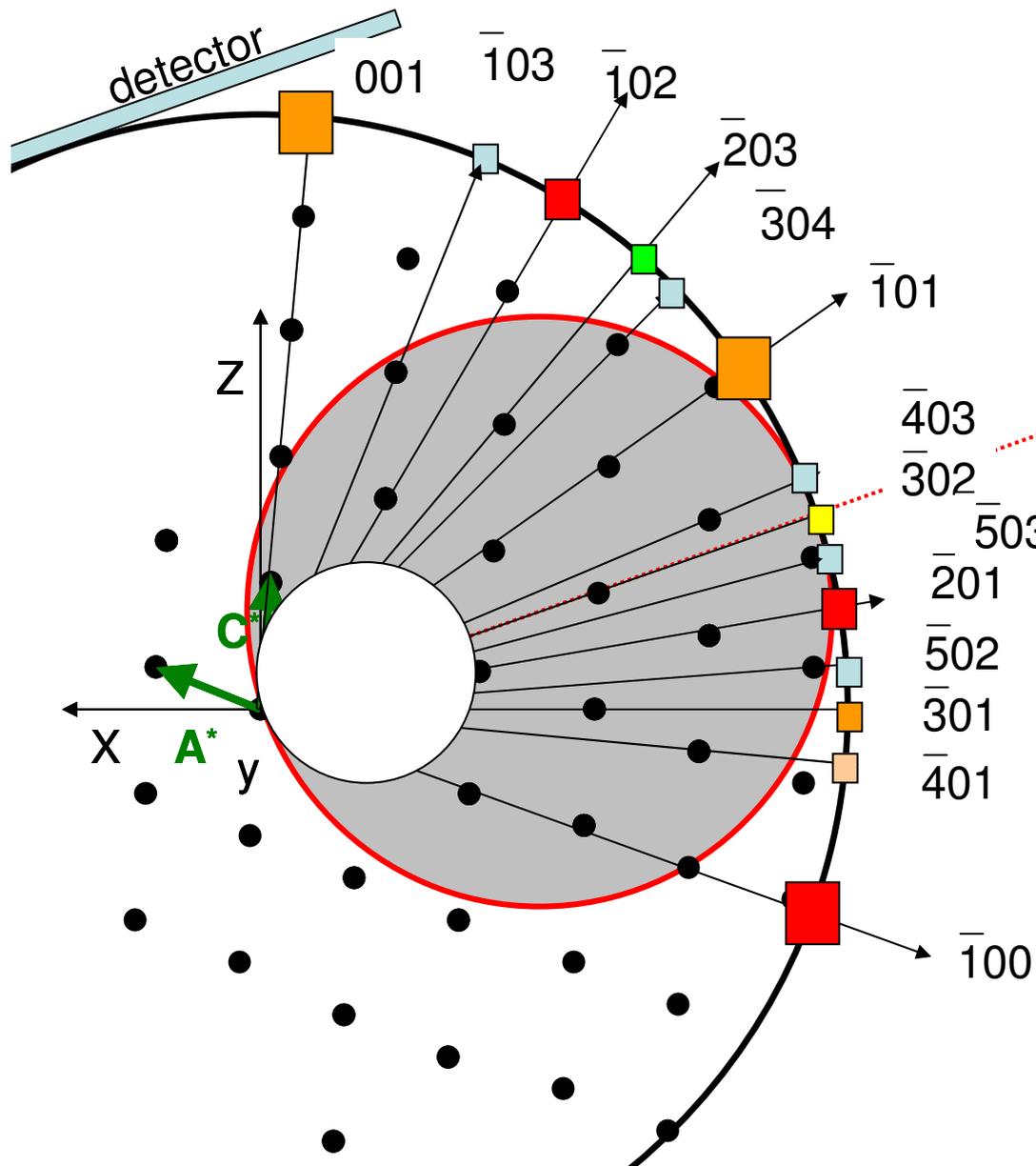
# Simulate Laue Pattern: directions sphere $\Sigma_d$



Changing crystal orientation:

- E changes
- Some spots appear/disappear in/out ( $[E_{min}, E_{max}]$ )
- $U_f$  changes

# Simulate Laue Pattern: directions sphere $\Sigma_d$

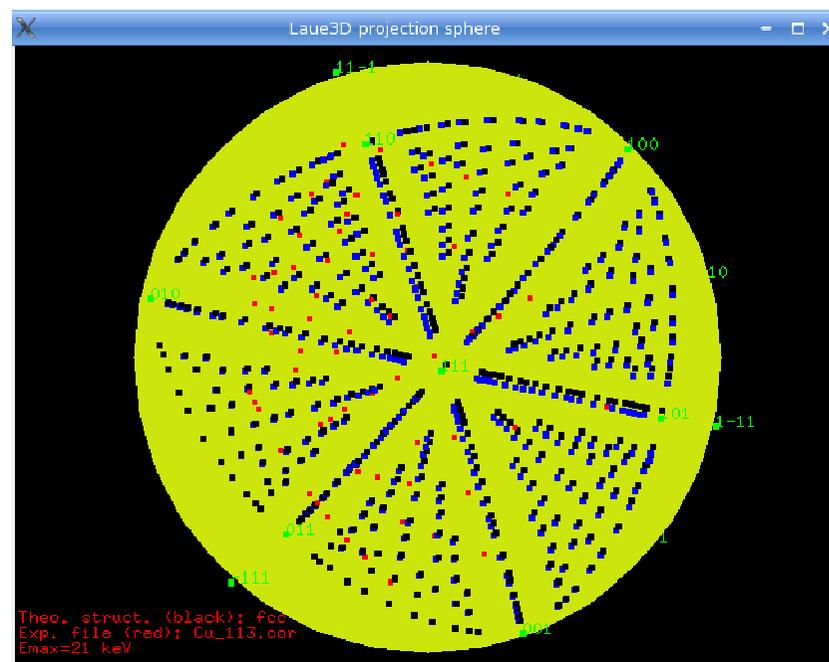
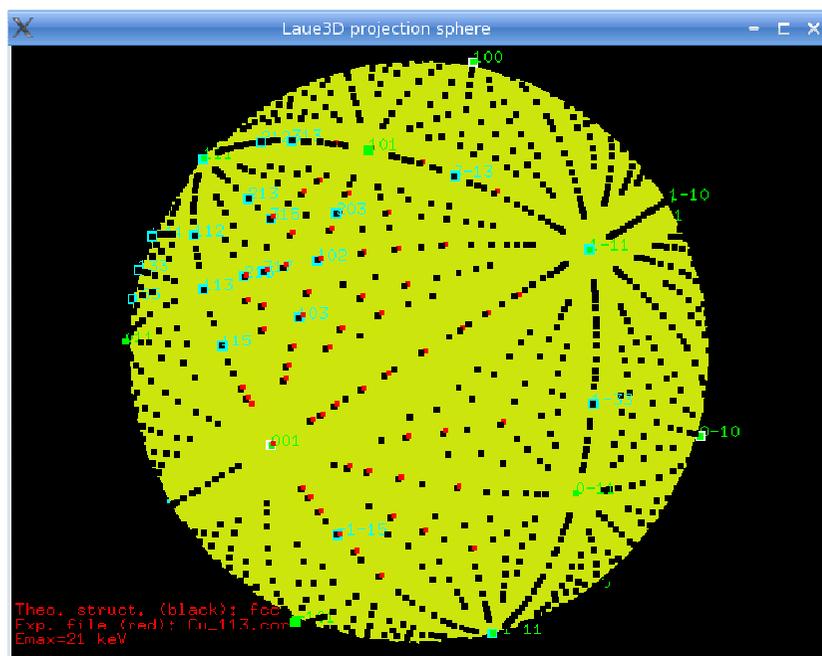
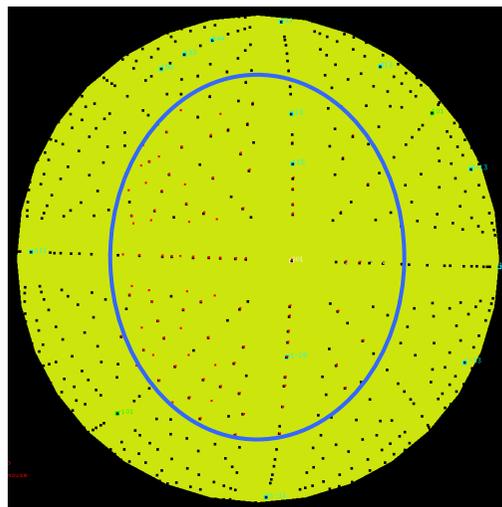
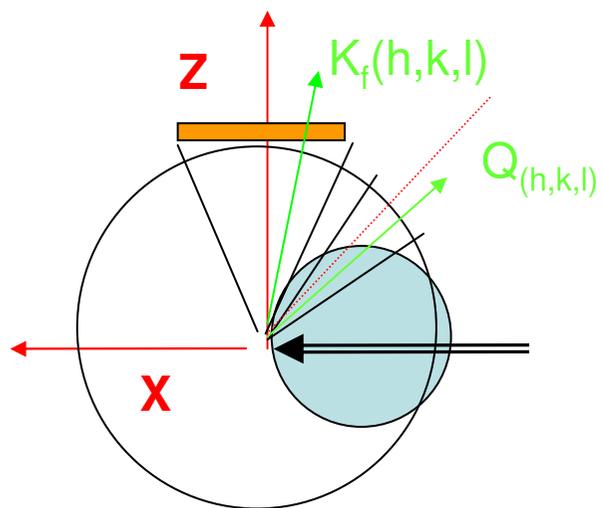


Changing crystal orientation:

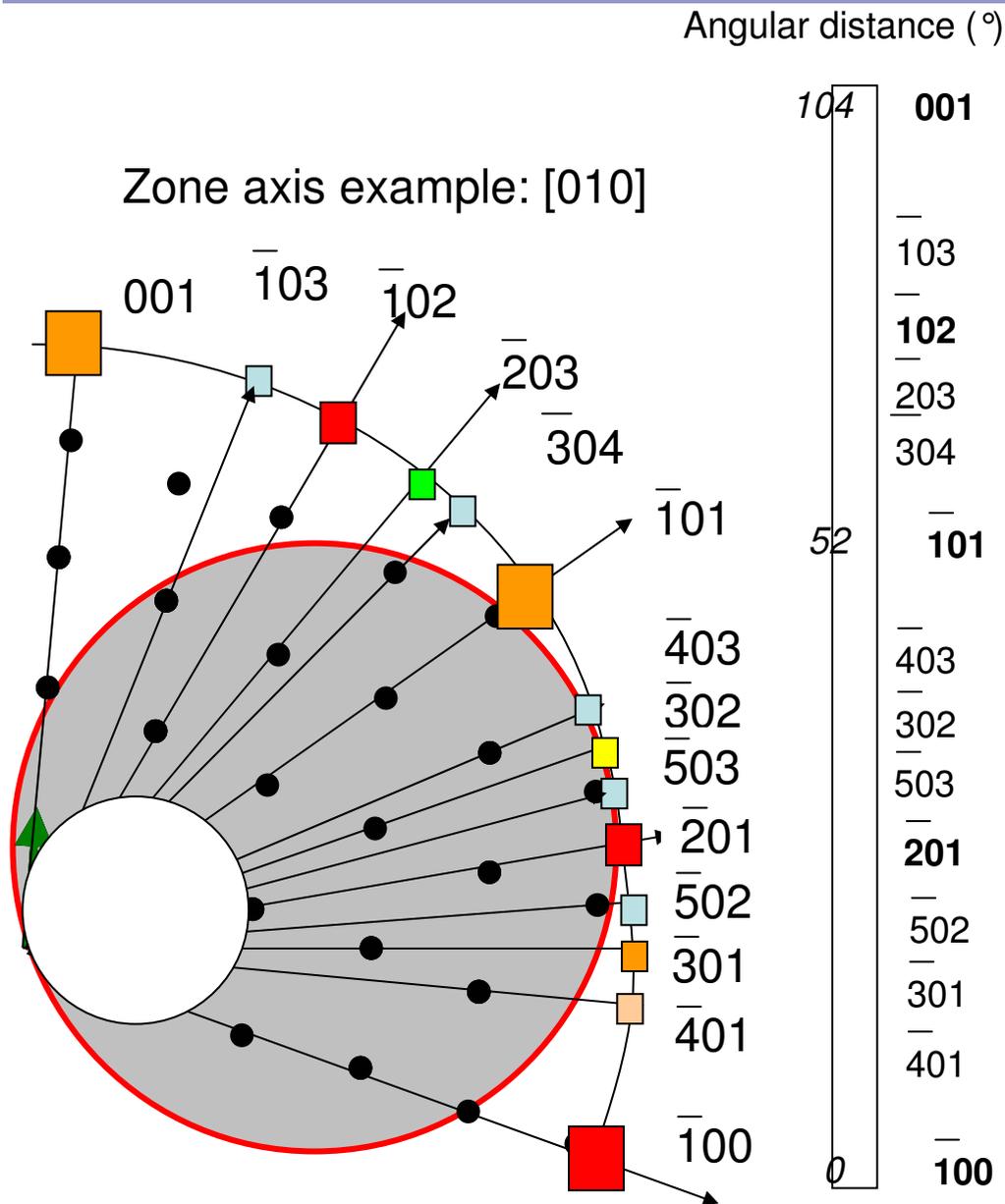
- E changes
- Some spots appear/disappear in/out ( $[E_{min}, E_{max}]$ )
- $\mathbf{U}_f$  changes

White X-Ray

# Simulate Laue Pattern: directions sphere $\Sigma_d$



# Simulate Laue Pattern: zone axis



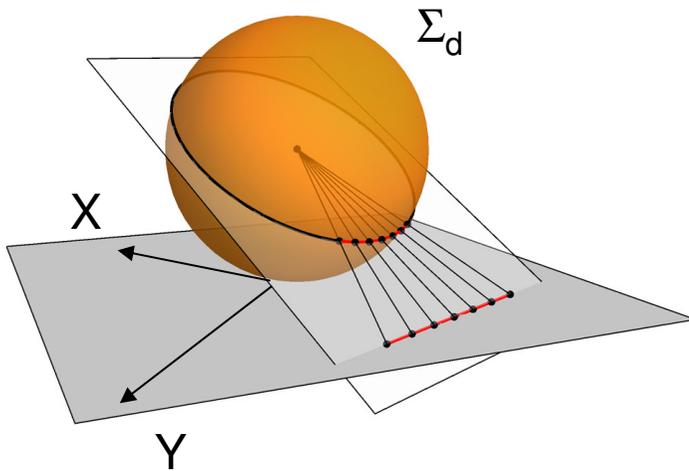
Zone axes  $[uvw]: hu+kv+lw=0$

If  $(h_1, k_1, l_1)$  and  $(h_2, k_2, l_2)$  belong to  $[uvw]$   
 $\Rightarrow (h_1+h_2, k_1+k_2, l_1+l_2)$   
 1- belongs to  $[uvw]$   
 2- in between  $(h_1, k_1, l_1)$  and  $(h_2, k_2, l_2)$

- Spot sequence of  $[uvw]$  in  $q$  direction space is in  $u_f$  space:  
 unchanged in order  
 rescaled in angular distance
- Spot is sequence of  $[uvw]$  in  $q$  direction space is conserved in  $u_f$  space
- Low  $u, v, w$  zone axis is dense (numerous spots)
- Low  $h, k, l$  spot have desert neighbourhood
- Low  $h, k, l$  spot is at intersection of dense zone axes

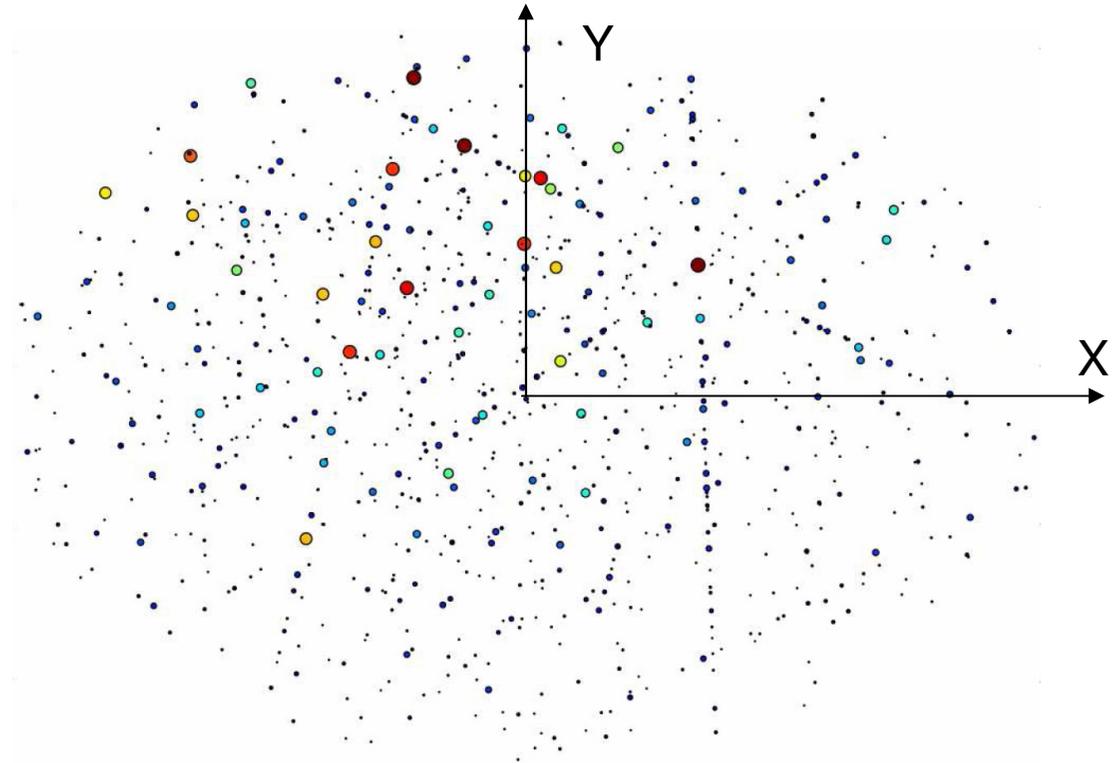
# Simulate Laue Pattern: gnomonic projection

Zone axis great circle is a straight line on gnomonic plane!



$$X = \frac{\cos \phi \sin (\lambda - \lambda_0)}{\cos \epsilon}$$
$$Y = \frac{\cos \phi_1 \sin \phi - \sin \phi_1 \cos \phi \cos (\lambda - \lambda_0)}{\cos \epsilon}$$

$$\cos \epsilon = \sin \phi_1 \sin \phi + \cos \phi_1 \cos \phi \cos (\lambda - \lambda_0).$$



Nice space where information is more readable  
(see zone & spot recognition)

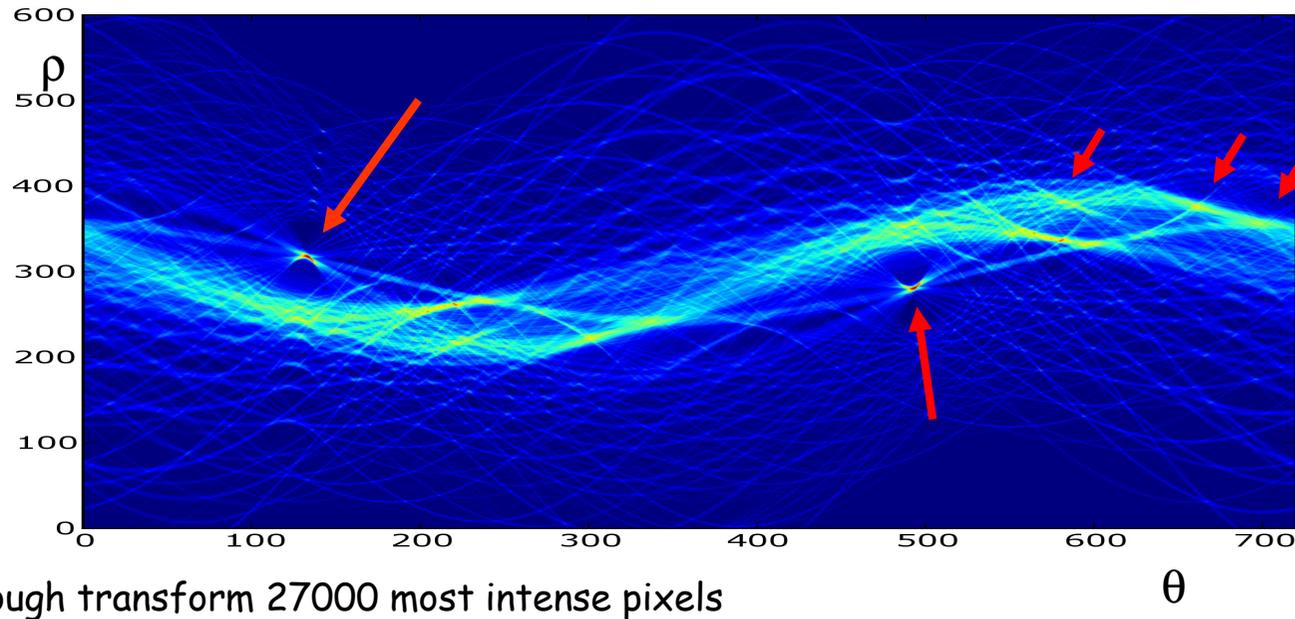
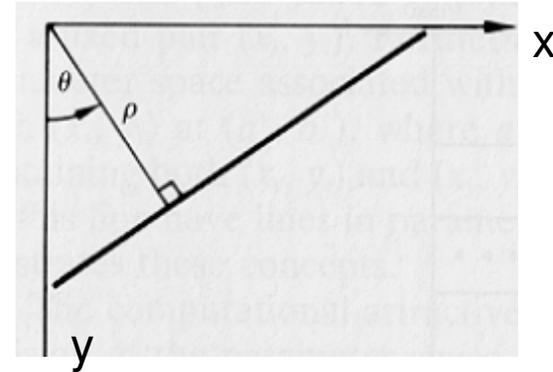
# Simulate Laue Pattern: Hough transform

Hough transform reveals lines in digital image

$$\rho = x \sin \theta - y \cos \theta$$

$(x, y) \rightarrow \text{HT} \rightarrow \text{sinusoidal curve in } (\rho, \theta)$

- Build an accumulator array of sinusoids
- Locate intense sinusoids intersection



Hough transform 27000 most intense pixels

→ Corresponding spots are likely to belong to the same crystal !!

# Simulate Laue Pattern: from $q$ to detector

$$\mathbf{q} = U\mathbf{B}\mathbf{G}$$

transfer vector  
in lab. Frame (O,x,y,z)

Unitary rotation matrix  
Orientation matrix

$$\mathbf{G} = h\mathbf{a}^* + k\mathbf{b}^* + l\mathbf{c}^* \quad \mathbf{G} = \begin{pmatrix} h \\ k \\ l \end{pmatrix}$$

RS node vector in unit cell frame

U definition:  
9 non independent elements  
3 angles

U decomposition:

- 3 rotations / lab. Frame axes
- 3 Euler rotations
- Rodrigues expression
- Quaternion

$$R_x(\theta) = \begin{bmatrix} 1 & 0 & 0 \\ 0 & \cos \theta & -\sin \theta \\ 0 & \sin \theta & \cos \theta \end{bmatrix} \quad R_y(\theta) = \begin{bmatrix} \cos \theta & 0 & \sin \theta \\ 0 & 1 & 0 \\ -\sin \theta & 0 & \cos \theta \end{bmatrix} \quad R_z(\theta) = \begin{bmatrix} \cos \theta & -\sin \theta & 0 \\ \sin \theta & \cos \theta & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$$U = R_x(\theta_x)R_y(\theta_y)R_z(\theta_z)$$

$$\begin{bmatrix} \cos \phi & \sin \phi & 0 \\ -\sin \phi & \cos \phi & 0 \\ 0 & 0 & 1 \end{bmatrix}, \begin{bmatrix} 1 & 0 & 0 \\ 0 & \cos \theta & \sin \theta \\ 0 & -\sin \theta & \cos \theta \end{bmatrix}, \begin{bmatrix} \cos \phi & \sin \phi & 0 \\ -\sin \phi & \cos \phi & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$$R(\phi\mathbf{u}) = \cos \phi I d_3 + (1 - \cos \phi) \begin{pmatrix} u_x^2 & u_x u_y & u_x u_z \\ u_y u_x & u_y^2 & u_y u_z \\ u_z u_x & u_z u_y & u_z^2 \end{pmatrix} + \sin \phi \begin{pmatrix} 0 & -u_z & u_y \\ u_z & 0 & -u_x \\ -u_y & u_x & 0 \end{pmatrix}$$

$$\mathbf{e}_0 = \cos \left( \frac{\phi}{2} \right) \mathbf{e} \equiv \begin{bmatrix} \mathbf{e}_1 \\ \mathbf{e}_2 \\ \mathbf{e}_3 \end{bmatrix} = \hat{\mathbf{n}} \sin \left( \frac{\phi}{2} \right)$$

$$\mathbf{Q} = [\mathbf{e}_0, \mathbf{e}] = [w, x, y, z] \quad \mathbf{Q} = \begin{pmatrix} 1 - 2(y^2 + z^2) & 2(xy - zw) & 2(xz + yw) \\ 2(xy + zw) & 1 - 2(x^2 + z^2) & 2(yz - xw) \\ 2(xz - yw) & 2(yz + xw) & 1 - 2(x^2 + y^2) \end{pmatrix}$$

# Simulate Laue Pattern: from $q$ to detector

$$\mathbf{q} = U\mathbf{B}\mathbf{G}$$

transfer vector  
in lab. Frame (O,x,y,z)

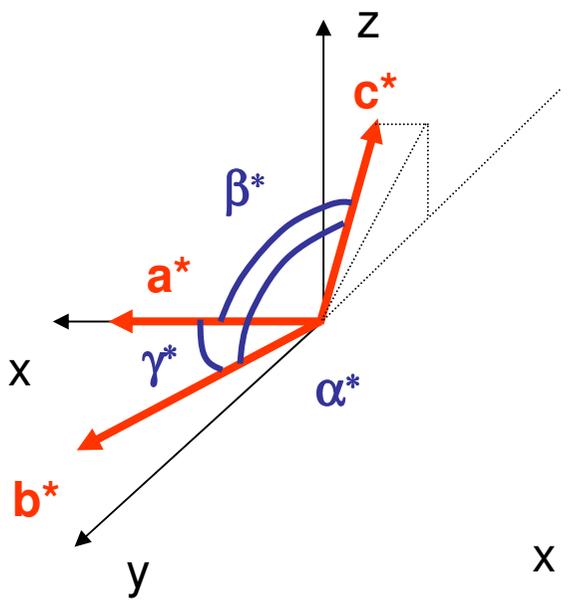
$$\mathbf{G} = h\mathbf{a}^* + k\mathbf{b}^* + l\mathbf{c}^*$$

$$\mathbf{G} = \begin{pmatrix} h \\ k \\ l \end{pmatrix}$$

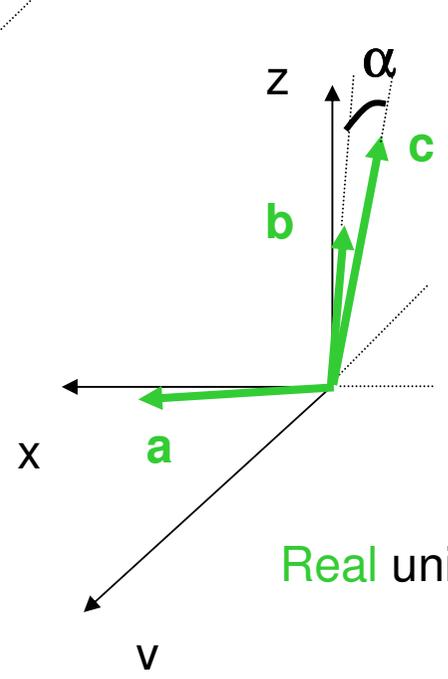
RS node vector in unit cell frame

$$B = \begin{pmatrix} a_x^* & b_x^* & c_x^* \\ a_y^* & b_y^* & c_y^* \\ a_z^* & b_z^* & c_z^* \end{pmatrix}$$

Unit cell / strain matrix



Reciprocal unit cell



Real unit cell

$$\begin{pmatrix} a^* & b^* \cos \gamma^* & c^* \cos \beta^* \\ 0 & b^* \sin \gamma^* & -c^* \sin \beta^* \cos \alpha \\ 0 & 0 & c^* \sin \beta^* \sin \alpha \end{pmatrix}$$

$$\cos \alpha = \frac{\cos \beta^* \cos \gamma^* - \cos \alpha^*}{\sin \alpha^* \sin \beta^*}$$

# Simulate Laue Pattern: from $q$ to detector

transfer vector in lab. Frame (O,x,y,z)

$\mathbf{q} = U\mathbf{B}\mathbf{G}$

$\mathbf{G} = h\mathbf{a}^* + k\mathbf{b}^* + l\mathbf{c}^*$       $\mathbf{G} = \begin{pmatrix} h \\ k \\ l \end{pmatrix}$   
 RS node vector in unit cell frame

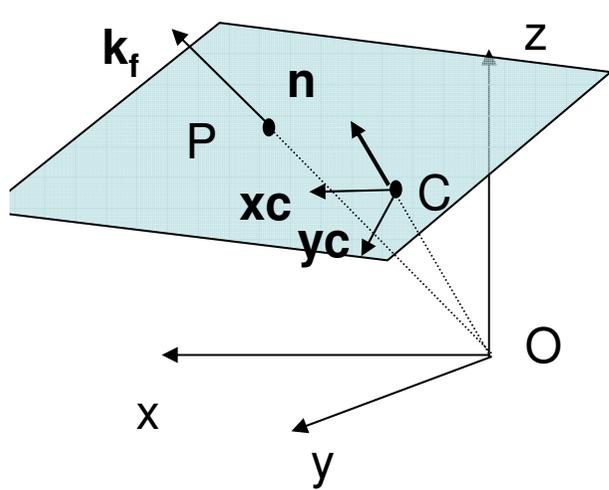
$\mathbf{q} = 2 \sin \theta \begin{pmatrix} -\sin \theta \\ \cos \theta \sin \chi \\ \cos \theta \cos \chi \end{pmatrix} = 2 \sin \theta \tilde{\mathbf{q}}$

$\mathbf{u}_i = \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix}$

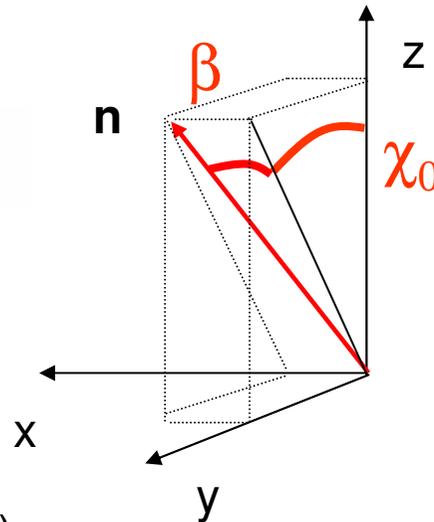
$\mathbf{u}_f = \begin{pmatrix} \cos 2\theta \\ \sin 2\theta \sin \chi \\ \sin 2\theta \cos \chi \end{pmatrix}$

Incidence plane

# Simulate Laue Pattern: detector geometry



$$OC = dn$$



$$\mathbf{n} = \begin{pmatrix} \sin \beta \\ \cos \beta \sin \chi_0 \\ \cos \beta \cos \chi_0 \end{pmatrix}$$

Detector plane equation (lab. frame)

$$x \sin \beta + y \cos \beta \sin \chi_0 + z \cos \beta \cos \chi_0 = d$$

$\mathbf{u}_f$  intersects CCD plane at P

$$OP = d_p \begin{pmatrix} \cos 2\theta \\ \sin 2\theta \sin \chi \\ \sin 2\theta \cos \chi \end{pmatrix} \quad d_p = \frac{d}{\cos 2\theta \sin \beta + \sin 2\theta \cos \beta \cos(\chi - \chi_0)}$$

Build a direct frame  $R_c = (O, \mathbf{x}_c, \mathbf{y}_c = \mathbf{n} \wedge \mathbf{x}_c, \mathbf{n})$  and express CP in it

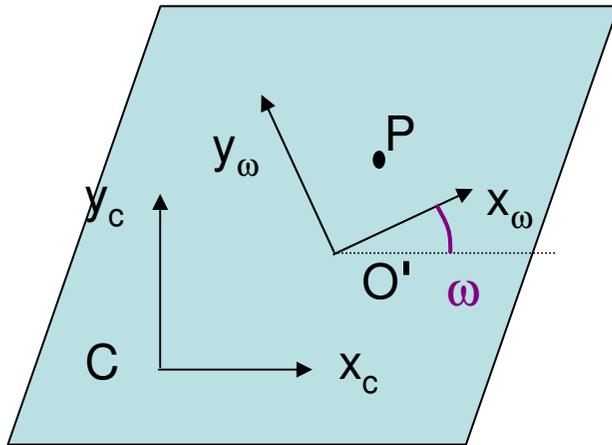
$$\mathbf{x}_c = \frac{1}{\sqrt{\cos^2 \beta \cos^2 \chi_0 + \sin^2 \beta}} \begin{pmatrix} \cos \beta \cos \chi_0 \\ 0 \\ -\sin \beta \end{pmatrix}$$

$$\mathbf{y}_c = \frac{1}{\sqrt{\cos^2 \beta \cos^2 \chi_0 + \sin^2 \beta}} \begin{pmatrix} -\cos \beta \sin \chi_0 \\ \cos^2 \beta \cos^2 \chi_0 + \sin^2 \beta \\ -\cos^2 \beta \sin \chi_0 \cos \chi_0 \end{pmatrix}$$

Matrix from R to  $R_c$ :

$$D(\beta, \chi_0) = (\mathbf{x}_c, \mathbf{y}_c, \mathbf{n})$$

# Simulate Laue Pattern: detector geometry



$$CP = \frac{165}{2048} \left( \begin{pmatrix} x_0 \\ y_0 \\ 0 \end{pmatrix}_{\text{pixel}} - \begin{pmatrix} \cos \omega & -\sin \omega & 0 \\ \sin \omega & \cos \omega & 0 \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} x_p \\ y_p \\ 0 \end{pmatrix}_{\text{pixel}} \right)$$

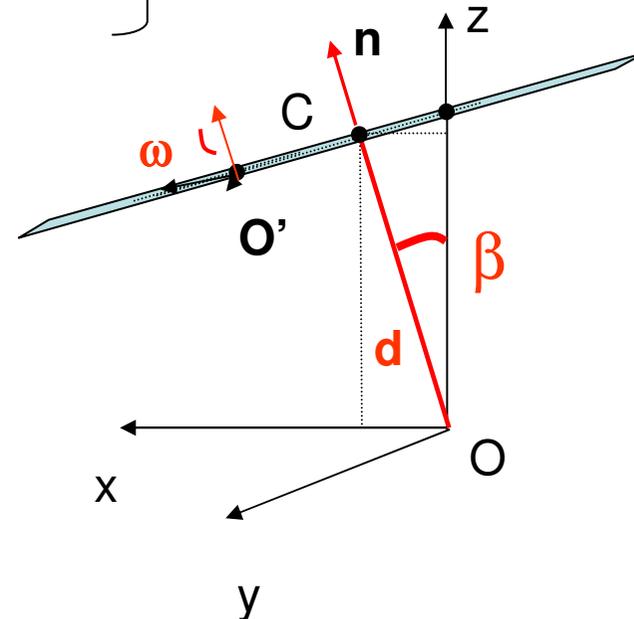
$$CP = \mathbf{CO}' + \mathbf{O'P} = D(\beta, \chi_0) \left( \begin{pmatrix} 0 \\ 0 \\ -d \end{pmatrix} + d_p \begin{pmatrix} \cos 2\theta \\ \sin 2\theta \sin \chi \\ \sin 2\theta \cos \chi \end{pmatrix} \right)$$

General detector parameters:  
 $d, \beta, \chi_0, x_0, y_0, \omega$

Patterns on CCD with  $\left\{ \begin{array}{l} \chi_0 = 0 \\ \chi_0 = \alpha \text{ and sample rotated/x-axis by } \alpha \end{array} \right\}$  are identical

Detector parameters:  
 $d, \beta, \chi_0, y_0, \omega$

Arbitrary value of  $\chi_0$  (then set to 0)  
 $\Rightarrow$   
 $\mathbf{OP}(2\theta=\text{cst}, \chi)$  is the shortest for  $\chi=0$

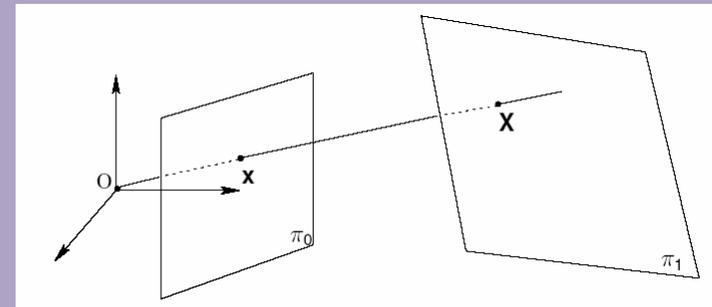


# Simulate Laue Pattern: detector geometry

Determination of these parameters = **detector calibration** procedure  
 Non-linear equations => non linear fitting

Alternative method?

From 3D computer graphics and camera vision



With homogeneous coordinates (central projection is linearised)

$$P \rightarrow \begin{pmatrix} x_P \\ y_P \\ 0 \\ 1 - z_P/z_0 \end{pmatrix} = \begin{pmatrix} A & D & G & x_T \\ B & E & H & y_T \\ 0 & 0 & 0 & 0 \\ -Cz/z_0 & -Fz/z_0 & -lz/z_0 & 1 - z_T/z_0 \end{pmatrix} \begin{pmatrix} x \\ y \\ z \\ 1 \end{pmatrix} \leftarrow \mathbf{u}_f$$

**M**

**M** includes CCD plane rotation and offset + central projection  
**Calibration Matrix**

=> linear fitting: Minimize (  $\sum_i ||M\mathbf{u}_{fi} - P_{expi}||$  )  
 by varying  $d, \beta, x_0, y_0, \omega$

=> linear algebra: simply find M  
 and use it as it is!

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# Indexation of Laue Pattern: Handle Experimental data

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**Prior to indexation**, data reduction & image processing

On a single image or all images

- **Background removal**
  - *local or **global***
  - *image subtraction*
  - *user-defined*
- Intensity thresholding
  - *local or global*
  - *user-defined*
  - *most intense pixel*
- Image rebinning (digital processing much faster)
- Filtering: median, morphological, (non)linear, ...
- Geometric operation
  - *all or selected pixels*
  - *reflection-transform ( $\mathbf{u}_f \rightarrow \mathbf{q}$ ), gnomonic projection, Hough transform*
- Features detection
  - *local or global*
  - **peak search**, *most intense peak*
  - *blob, streak, or exploded spots detection-recognition*
- ...

# Handle Experimental data: image processing

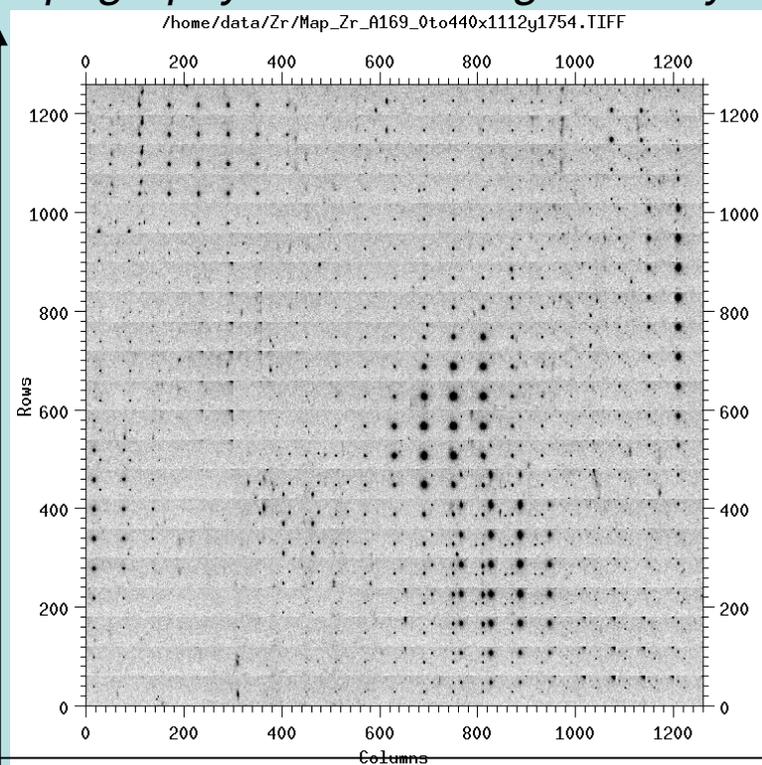
Prior to indexation, data reduction & image processing

2D map

- **Mosaic**

- select a small pixels array in each image
  - layout a mosaic according to the sample scan procedures
- => *grain topography via scattering intensity of a selected bragg reflection*

Y sample



X sample

# Handle Experimental data: image processing

Prior to indexation, data reduction & image processing

2D map

- Mosaic
- **Use featuring most intense peaks**
  - build sorted list  $L_i(1...n)$  of  $n$  most intense peaks in each image  $i$
  - find for each  $i$  where  $L_i(1)$  belongs to  $L_j(1...n)$



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# Handle Experimental data: image processing

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Prior to indexation, data reduction & image processing

2D map

- Remove in image  $i$  previous indexed peaks from image  $j$
- Pixel position images cross correlation

Locate spatial location of grain

Early determination of grain origin of major spots in images (but hkl still unknown)

- **Peak description**

- *Peak position: estimation by lorentzian, gaussian fitting, centroid computation*
- *Shape estimation: ellipsa, numerical moments, angle of major axis*
- *Pixel values array centered on peak*

Future errors in structure refinement may arise from:

- *Ill-shaped peaks*
- *very sharp peak/pixel size,*
- *reduced intensity array to a single pixel position*

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# Indexation of Laue Pattern

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## Objective

Determine (hkl) of all/some spots and their grain origin

Knowing the closest crystallographic grain structure is highly recommended  
= Reference structure

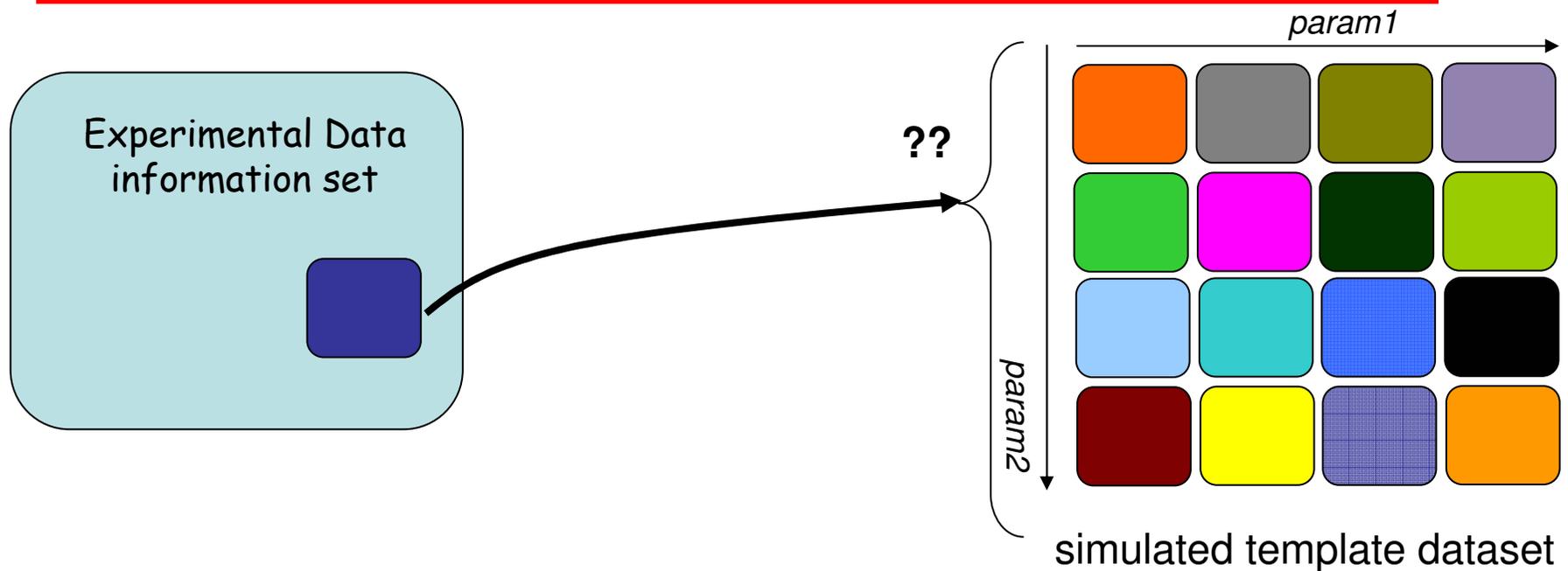
1. Non-distorted or perfectly known structure  
> *grain orientation + absolute lattice parameter* Very rare
2. (slightly) Distorted structure / Reference  
> *grain orientation + strain* Usual
3. Distorted structure / Reference  
> *grain orientation + new phase structure* Tedious!  
Try to be in case 2

<b>Indexation</b>	= ~ orientation of the Reference
<b>Structure solving</b>	= orientation and strain refinement

# Indexation of Laue Pattern

## Matching Principles

Try and evaluate matching between experimental and reference features



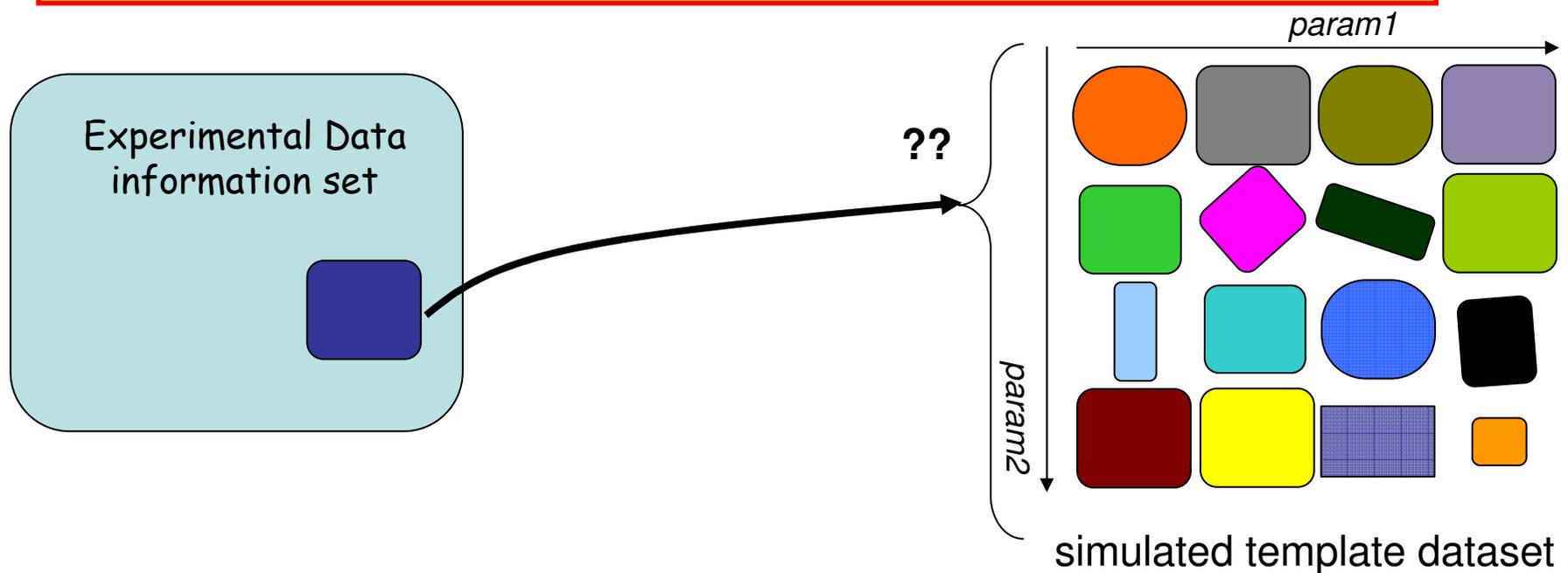
Which template matches best ?

=> Closest values of (param1, param2) ?

# Indexation of Laue Pattern

## Matching Principles

Try and evaluate matching between experimental and reference features



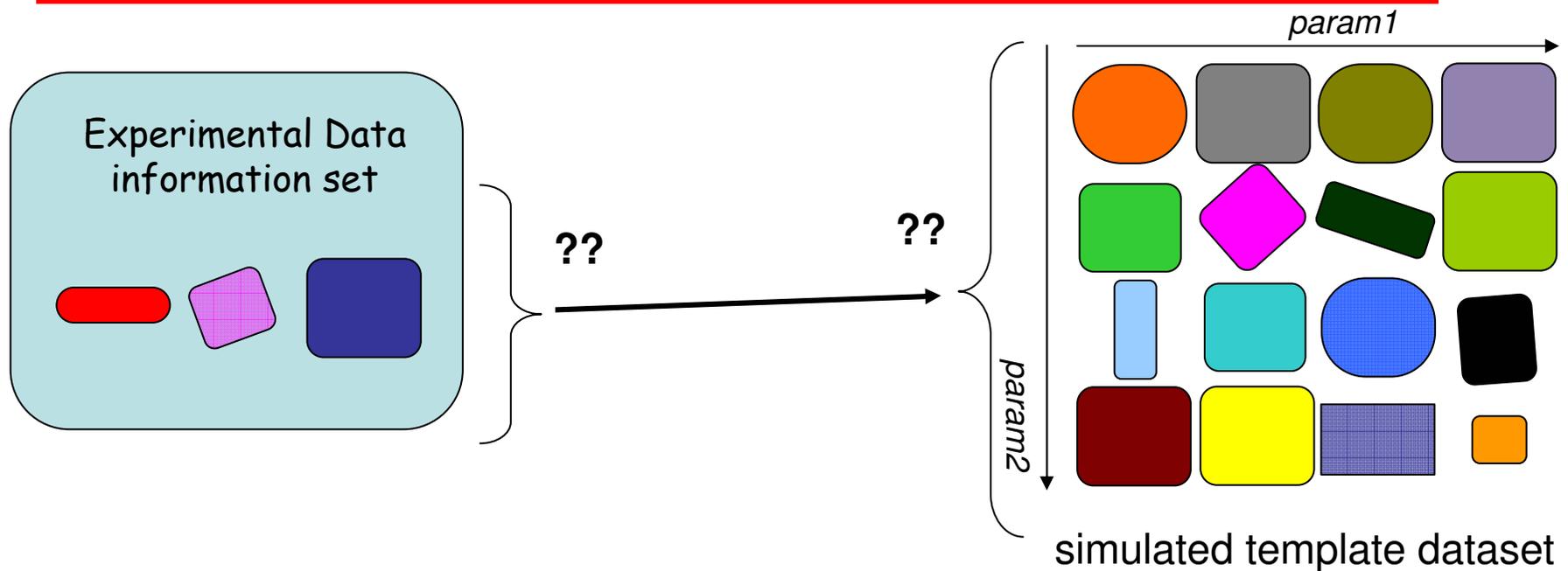
## Which template matches best ?

=> Closest values of (param1, param2) ?

# Indexation of Laue Pattern

## Principles

Try and evaluate matching between experimental and reference features



What is the best matching ?

=> Closest values of (param1,param2) ?

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# Indexation of Laue Pattern

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## Principles

Try and evaluate matching between experimental and reference features

**Matching** implies (in view of automation)

- *approximated template dataset*
- *approximated matching estimation (tolerance)*
- *often lot of trial-errors:*
  - large set of candidates*
  - large set of template*
- *Decision threshold*
- *What are basically the features of data ?*
- *Reduction of data information with the least loss a. p.*

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# Indexation of Laue Pattern: methods

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- choose or select a discrete solution parameter
- build template dataset (TDS) or lookuptable (LUT)
- need to define a quantitative matching quality (MQ)
- choose relevant informations featuring data

## spot distance matching

Candidates = 1 to n couple(s) of spots

Reference = distance (LUT)

Matching quality =  $\sim$  distance residues (with U)

Matching result = 2 labeled spots, U matrix

## Image matching

Candidate = image (**only one**)

Reference = image template dataset (TDS)

Matching quality =  
 $\sim$  images cross-correlation factor

Matching result = 3 orientation angles

Computation and refinement of U  
Label experimental spots /all predicted spots  
(Missing reflections management)

# Indexation of Laue Pattern: distance matching

## Candidates

### Couple of Spots

(0,1) (0,2) (0,3) (0,4) (0,n)  
 (1,2) (1,3) (1,4) (1,n)  
 (2,3) (2,4) (1,n)  
 (3,4) (3,n)  
 (...)

### Corresponding distance

25.2 16.3 48.3 65.4 22.3  
 26.6 45.0 56.2 18.6  
 52.1 19.5 36.7  
 71.7 44.1  
 39.1

?? ??



## LUT

INTERPLANAR PL. **hkl candidates** STALS BETWEEN  $k_2l_2$

$\{h_2k_2l_2\}$	$\{h_1k_1l_1\}$						
	100	110	111	210	211	221	310
100	0						
90							
110	45	0					
90		60					
		90					
111	54.7	35.3	0				
			70.5				
			90				
			109.5				
210	26.6	18.4	39.2	0			
	63.4	50.8	75.0	36.9			
	90	71.6		53.1			
211	35.3	30	19.5	24.1	0		
	65.9	54.7	61.9	43.1	33.6		
		73.2	90	56.8	48.2		
		90					
221	48.2	19.5	15.8	26.6	17.7	0	
	70.5	45	54.7	41.8	35.3	27.3	
		76.4	78.9	53.4	47.1	39.0	
		90					
310	18.4	26.6	43.1	8.1	25.4	32.5	0
	71.6	47.9	68.6	58.1	49.8	42.5	25.9
	90	63.4		45	58.9	58.2	36.9
		77.1					
311	25.2	31.5	29.5	19.3	10.0	25.2	17.6
	72.5	64.8	58.5	47.6	42.4	45.3	40.3
		90	80.0	66.1	60.5	59.8	55.1
320	33.7	11.3	61.3	7.1	25.2	22.4	15.3
	56.3	54.0	71.3	29.8	37.6	42.3	37.9
	90	66.9		41.9	55.6	49.7	52.1
321	36.7	19.1	22.2	17.0	10.9	11.5	21.6
	57.7	40.9	51.9	33.2	29.2	27.0	32.3
	74.5	55.5	72.0	53.3	40.2	36.7	40.5
			90				
331	46.5	13.1	22.0				
510	11.4						
511	15.6						
711	11.3						

# Indexation of Laue Pattern: distance matching

## Candidates

### Couple of Spots

(0,1) (0,2) (0,3) (0,4) (0,n)  
 (1,2) (1,3) (1,4) (1,n)  
 (2,3) (2,4) (1,n)  
 (3,4) (3,n)  
 (...)

### Corresponding distance

25.2 16.3 48.3 65.4 22.3  
 26.6 45.0 56.2 18.6  
 52.1 19.5 36.6  
 71.7 44.1  
 39.1

?? ??

E ↗

## LUT

INTERPLANAR ANGLES (°) BETWEEN PLANES OF TYPE  $\{h_1k_1l_1\}$  AND  $\{h_2k_2l_2\}$  hkl candidates

$\{h_2k_2l_2\}$	$\{h_1k_1l_1\}$						
	100	110	111	210	211	221	310
100	0 90						
110	45 90	0 60 90					
111	54.7	35.3 90	0 70.5 109.5				
210	26.6 63.4 90	18.4 56.8 71.6	39.2 75.0	0 36.9 53.1			
211	35.3 65.9	30 54.7 73.2 90	19.5 61.9 90	24.1 43.1 56.8	0 33.6 48.2		
221	48.2 70.5	19.5 45 76.4 90	15.8 54.7 78.9	26.6 41.8 53.4	17.7 35.3 47.1	0 27.3 39.0	
310	18.4 71.6 90	26.6 47.9 63.4 77.1	43.1 68.6	8.1 58.1 45	25.4 49.8 58.9	32.5 42.5 58.2	0 25.9 36.9
311	25.2 72.5	31.5 64.8 90	29.5 58.5 80.0	19.3 47.6 66.1	10.0 42.4 60.5	25.2 45.3 59.8	17.6 40.3 55.1
320	33.7 56.3 90	11.3 54.0 66.9	61.3 71.3	7.1 29.8 41.9	25.2 37.6 55.6	22.4 42.3 49.7	15.3 37.9 52.1
321	36.7 57.7 74.5	19.1 40.9 55.5	22.2 51.9 72.0 90	17.0 33.2 53.3	10.9 29.2 40.2	11.5 27.0 36.7	21.6 32.3 40.5
331	46.5	13.1	22.0				
510	11.4						
511	15.6						
711	11.3						

E ↗

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# Indexation of Laue Pattern: distance matching

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**number of U** depends on:

- LUT size (user's choice, high  $E_{\max}$ )
- Distance candidates list size (user's choice or not)
- Angular tolerance

Find **best U**:

- Simulate Laue Pattern for each U
- Calculate the angular residues list
- Define numerical criterion or a priority-ordered list of criteria  
depends on spots position estimation and calibration
- And sort solutions according to it

**Practical strategy:**

Large number of grains

- Reduce the size of LUT (lower  $E_{\max}$ )
- Reduce angular tolerance
- Large distance candidates list
- Improve calibration
- Select the roundest spots

# Indexation of Laue Pattern: image matching

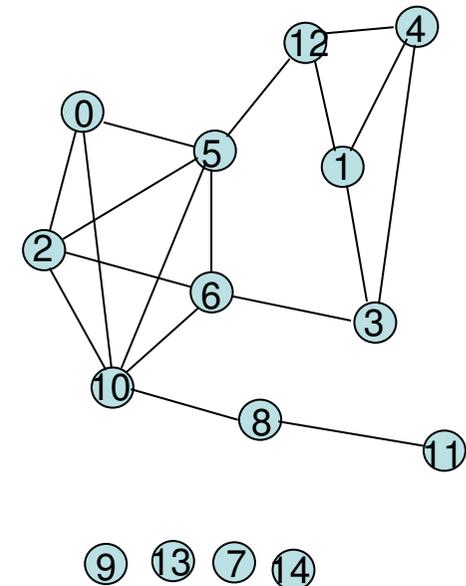
## Improvements:

Make a candidates list of:

- 1- spots that are likely to originate from the same grain
- 2- spots that have been labelled by other means

## 1- Clique finding (Graph theory algorithm)

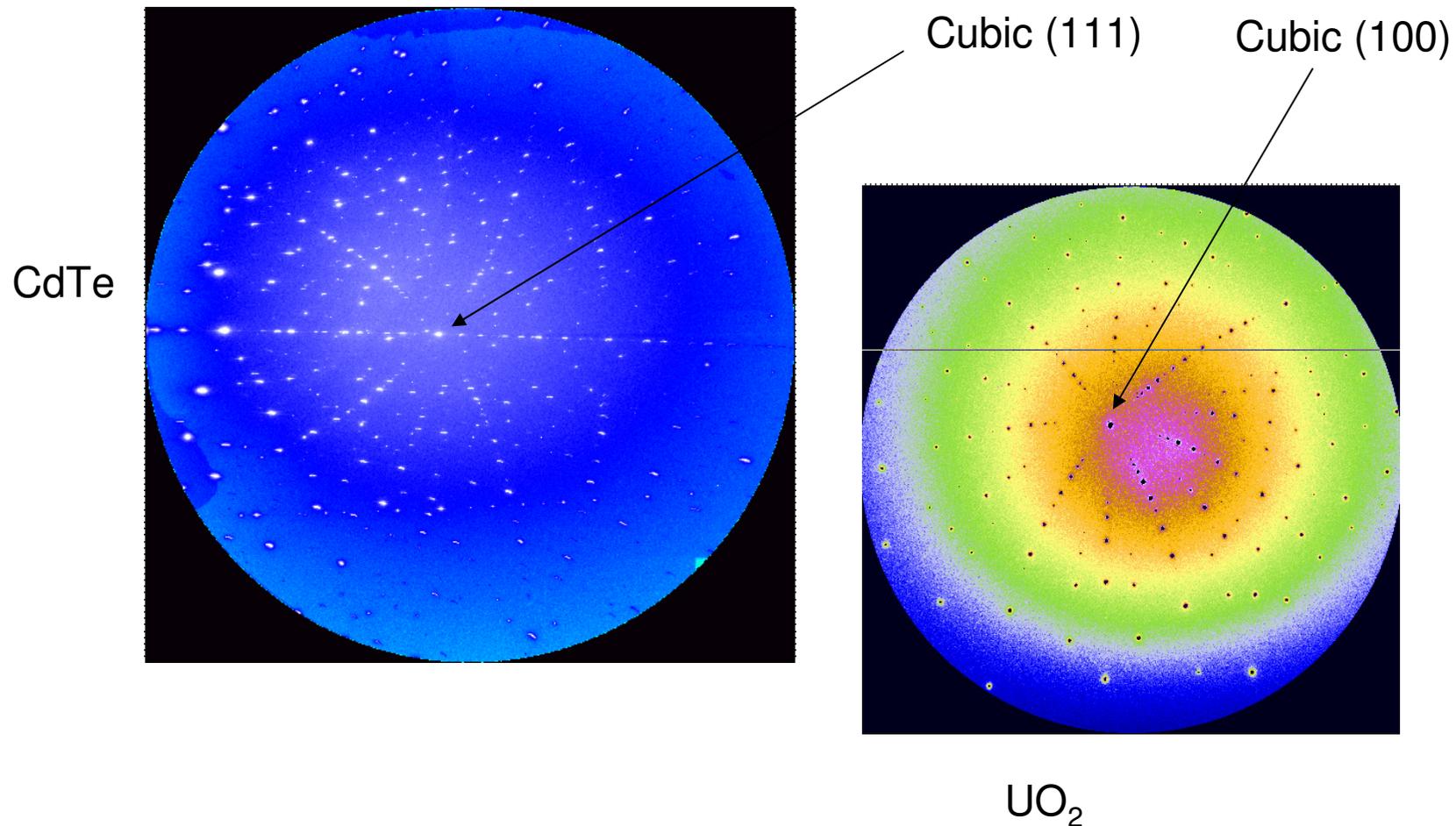
- Select n peaks
  - Compute all angular distance
  - Compare distances with LUT
  - Construct an undirected graph:
    - node=peak
    - edge=distance between two peaks found in LUT
  - Find clique = complete subgraph
- => **highly intimate peaks**



# Indexation of Laue Pattern: image matching

2- peak or zone axis recognition

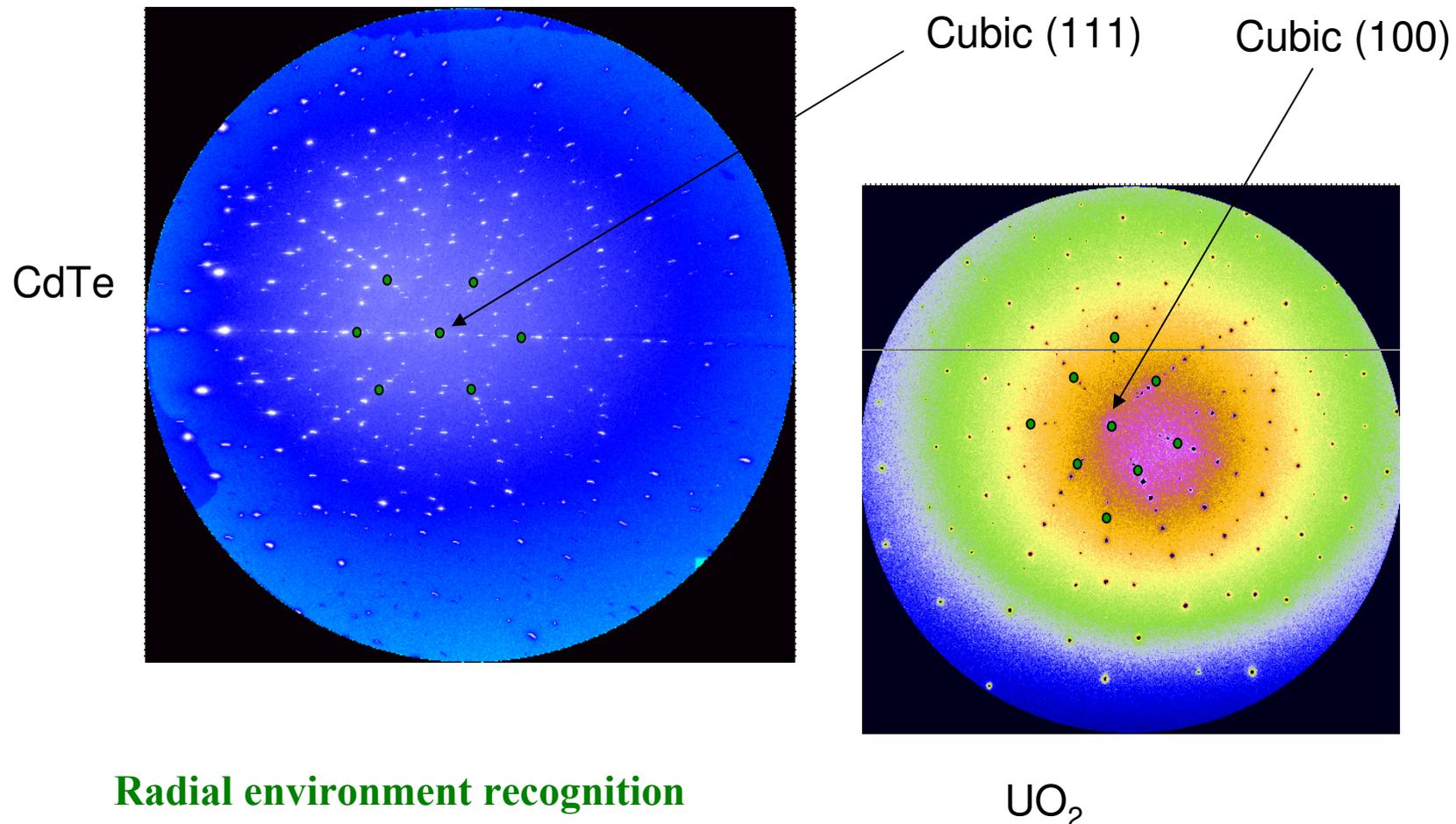
Inspired by human brains computing



# Indexation of Laue Pattern: image matching

2- peak or zone axis recognition

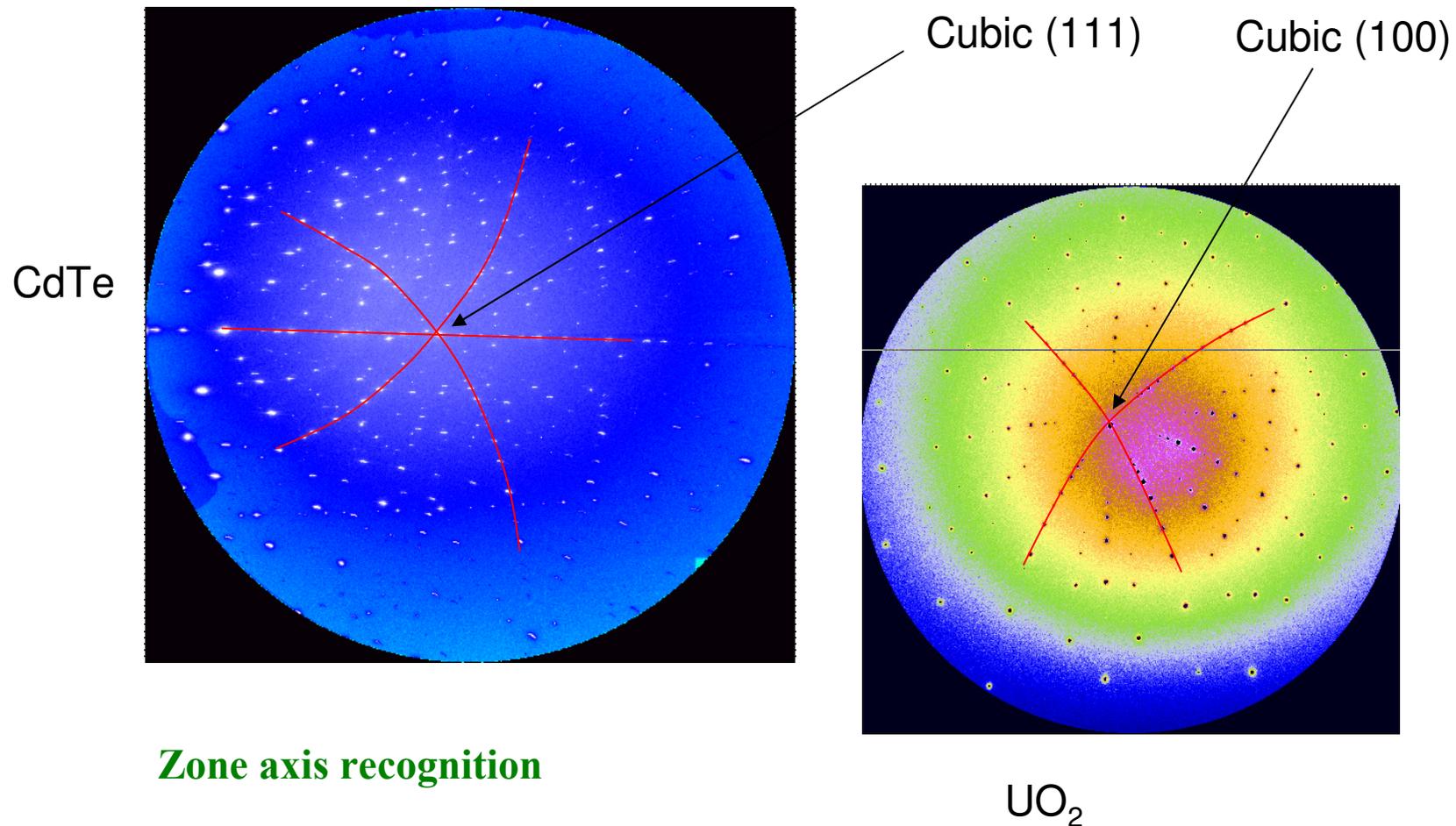
Inspired by human brains computing



# Indexation of Laue Pattern: image matching

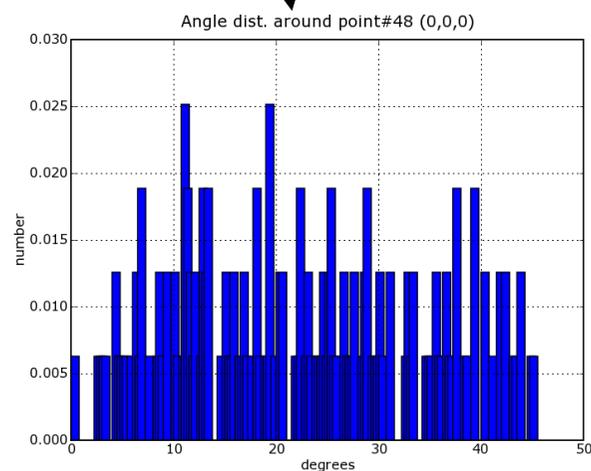
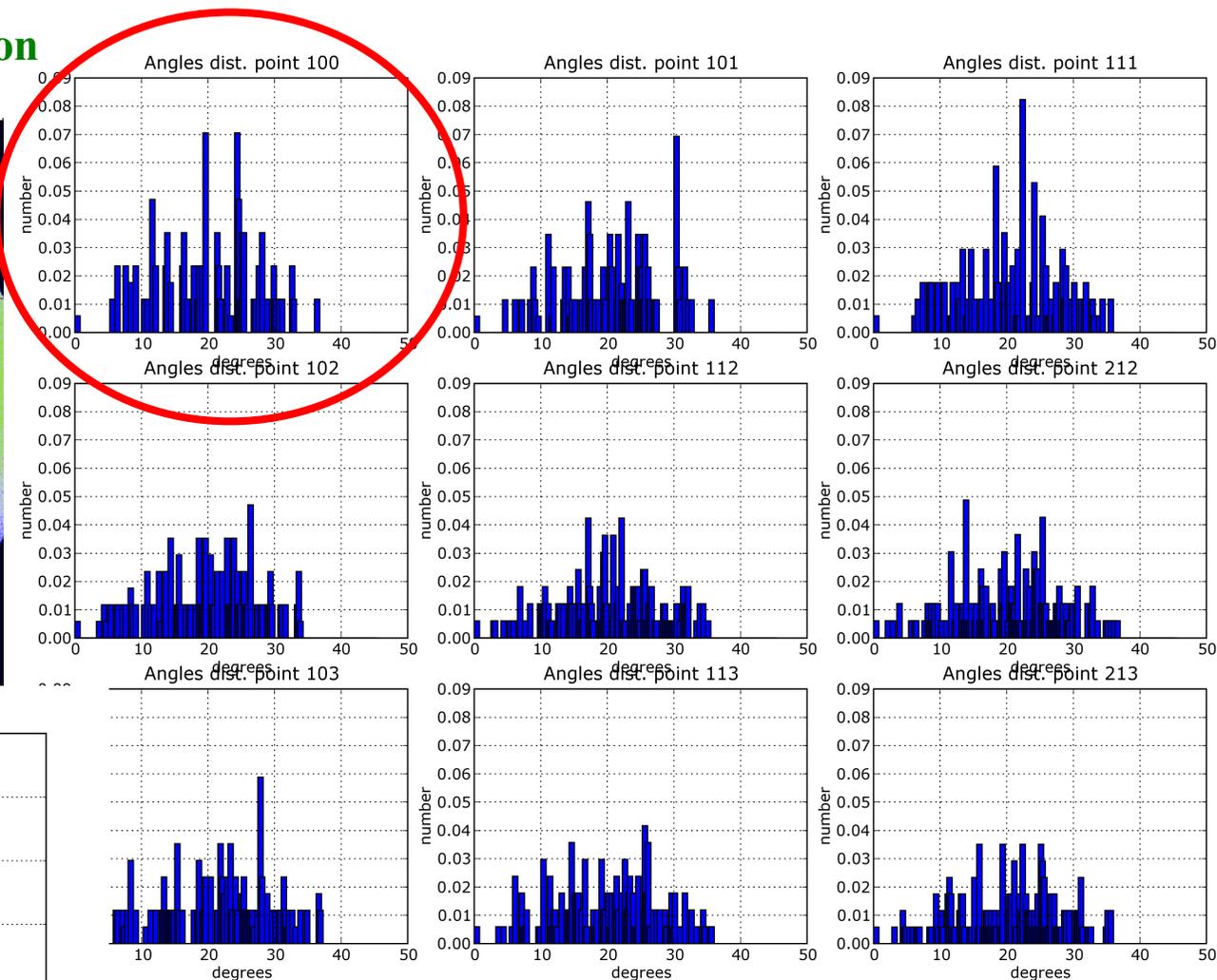
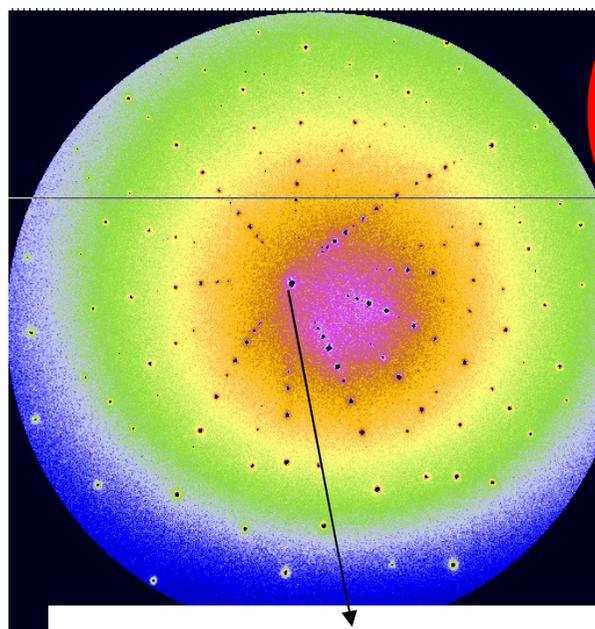
2- peak or zone axis recognition

Inspired by human brains computing



# Indexation of Laue Pattern: peak recognition

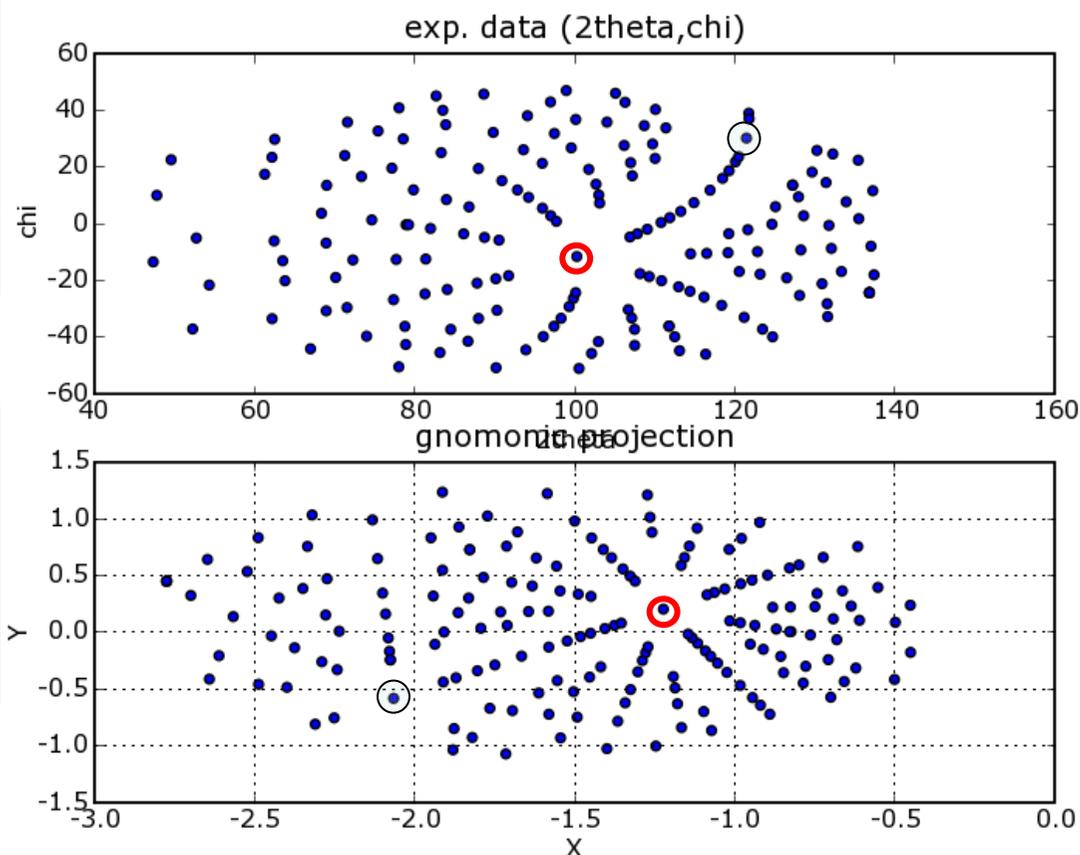
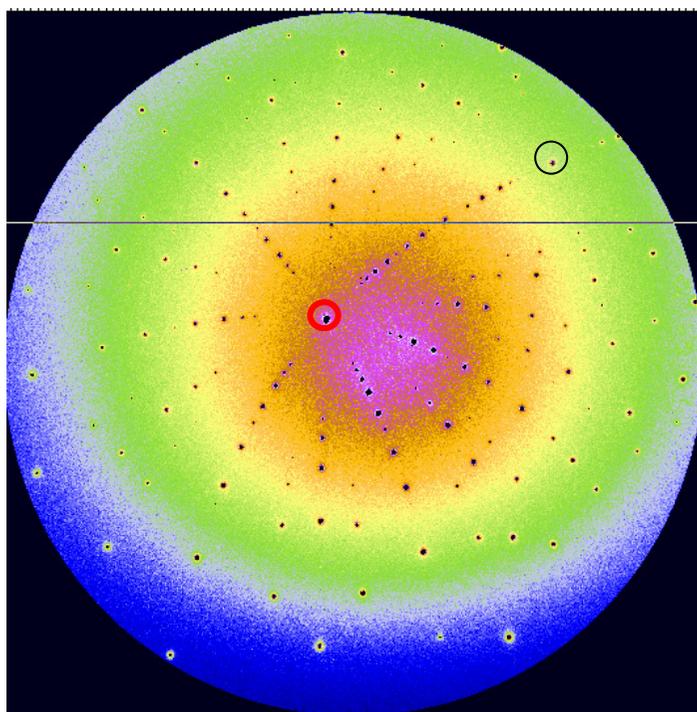
## Radial environment recognition



Pearson linear correlation

# Indexation of Laue Pattern: zone axis recognition

## Zone axis recognition



- 1- Locate alignments of spots (gnomonic projection + Hough transform)
- 2- Determine low hkl peak at zones intersection

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# Indexation of Laue Pattern: image matching

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## Objectives:

Use an assembly of peaks better than two: matching

## Principles:

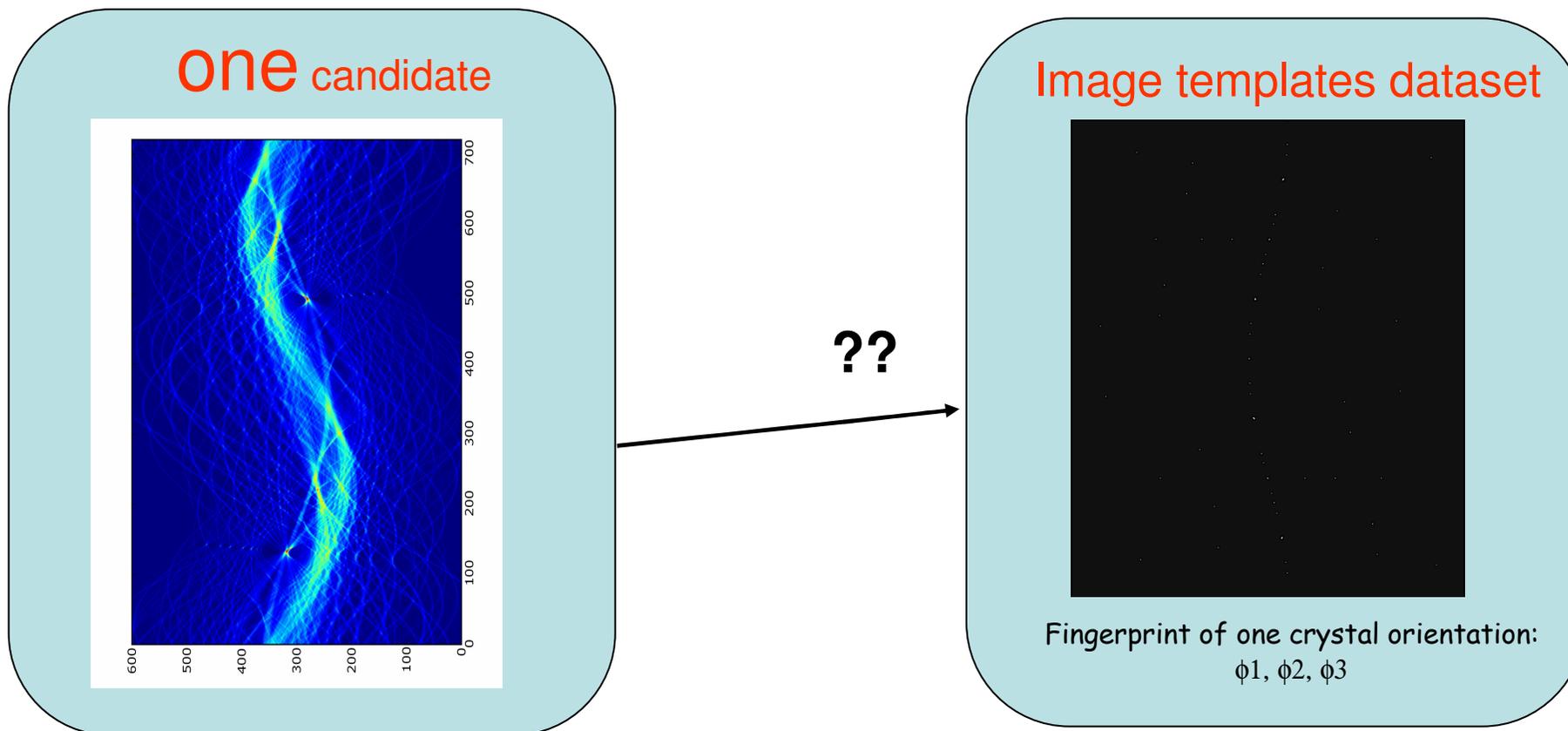
- ▶ Create Images database : orientation sampling (no structure strain sampling)
- ▶ Find best match between experimental data and one simulated image

## Improvements:

**Intensity threshold** Select most significant pixels in experimental image

**Pixel position transform** Matching in suitable space

# Indexation of Laue Pattern: image matching



Rauch et al (2005) smart image correlation algorithm...

... adapted in Hough space of gnomonic projected data

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# Conclusion

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## Various kinds of materials/data/signals/information:

Nb grains, nb of phase, nb of spots/grains, total nb of spots ...

Peaks from substrate/unwanted phase

Peak shape...

Provided that **Calibration is correctly performed**  
(accurate conversion  $(x,y) - (2\theta,\chi)$  )

**Automatic data analysis** is possible iff

- user gets used of his data to set up criteria for
  - image handling*
  - indexation*
  - refinement*
- panel of strategies and expert system:
  - easily user-defined*
  - serial/parallel processing*
  - performance test*



laue tools