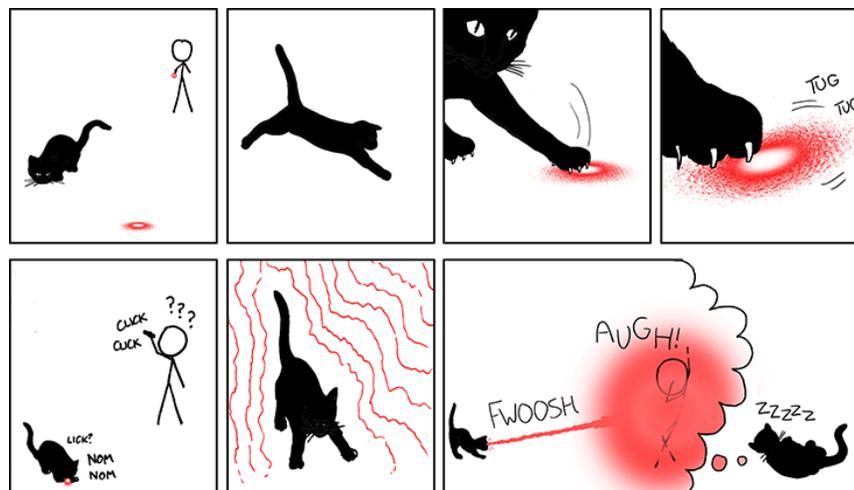


Additive Manufacturing: Denoising and Particle Tracking

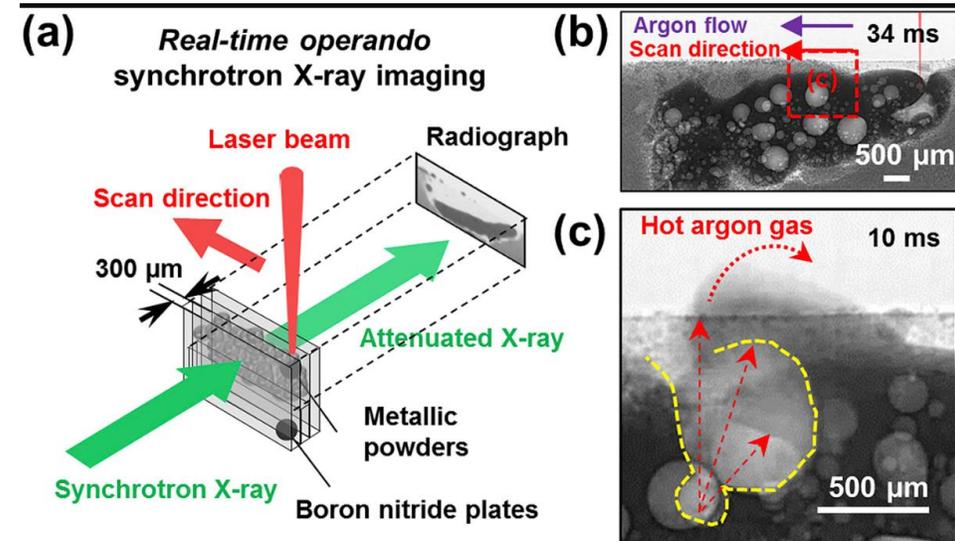
Margaret Duff, Hayley Wragg, Will Saunders, Jack Betteridge, Adwaye Rambojun, Melina Freitag, Daniil Kazantsev

ITT9, January 2019

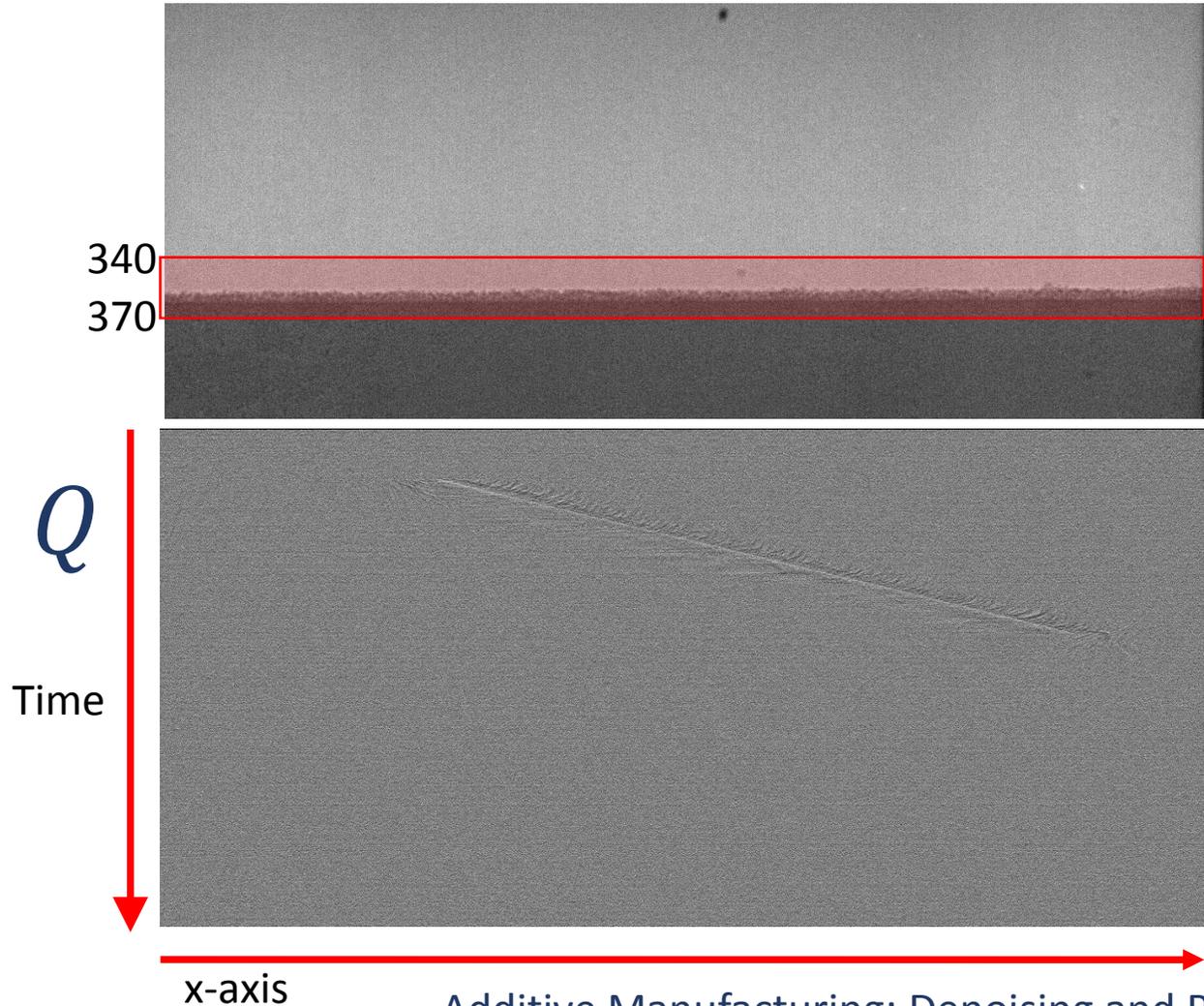


The Distilled Problem

- Find the velocity of the particles displaced from the surface
- Investigate the geometry of the molten material
- Tracking the laser across this image
- Obtain 3D information from the 2D images



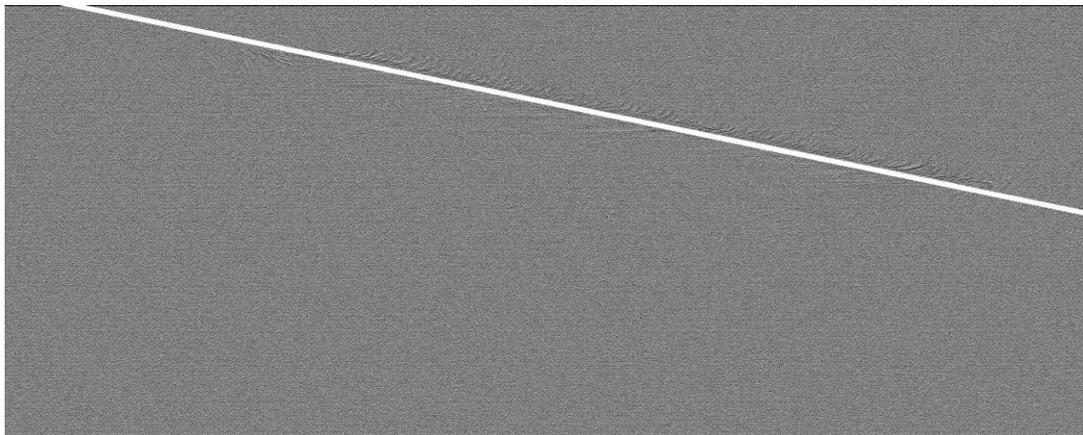
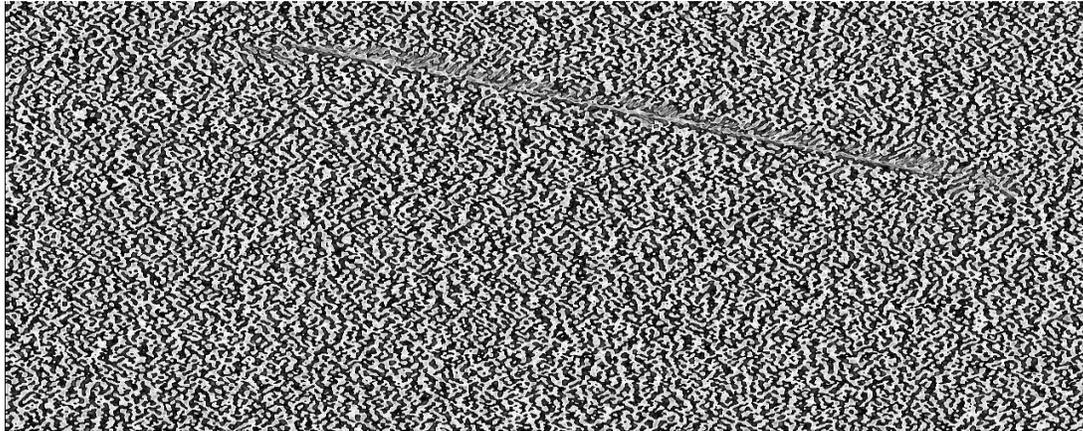
Current Work: Laser Tracking



$$\frac{1}{30} \sum_{i=340}^{370} |u_{i,j}^t - u_{i,j}^{t+\delta t}| = Q_{t,j}$$

- Small strip across the boundary of new and old material considered
- **Residuals taken between frames**
- **Vertical averages** on residuals created a 1D vector for each frame
- New **image of these concatenated vectors**

Laser Tracking: Line Detection



Line Detection:

- **Gradient** – Sobel x-direction

$$G = \begin{bmatrix} -1 & 0 & +1 \\ -2 & 0 & +2 \\ -1 & 0 & +1 \end{bmatrix} * Q$$

- **Otsu thresholding**
- **Hough line detection**

$$x \cos(\theta) + y \sin(\theta) - \rho = 0$$

- Points (x, y) correspond to sinusoidal curves parameterised by (ρ, θ) .
- Intersection points in the parameter space correspond to points lying on the same straight line in the image space.
- Still more work to be done

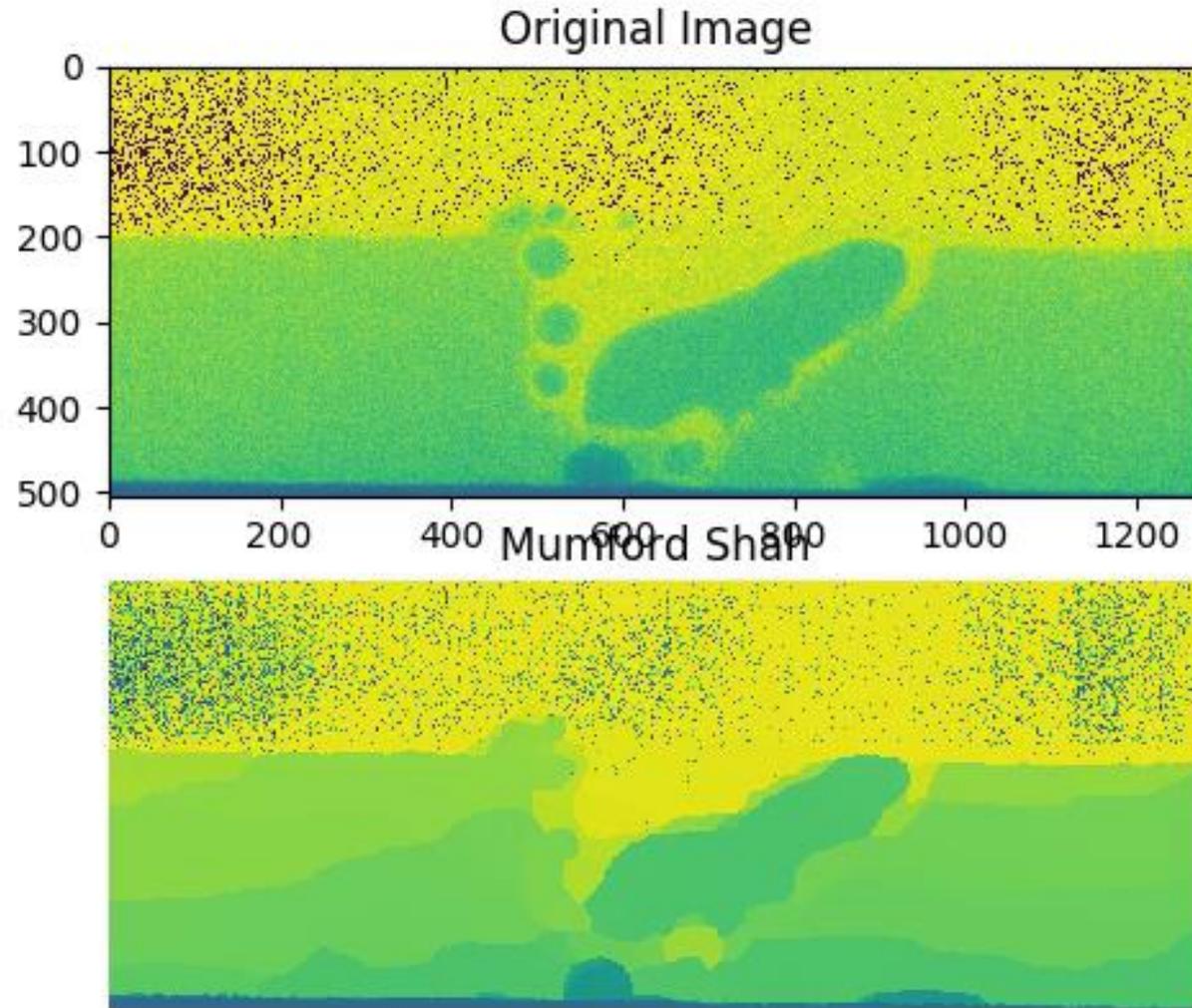
Current Work: Mumford-Shah smoothing and image segmentation

- AIM - **segmentation of the molten area** in order to investigate its geometry
- IDEA – **Mumford-Shah** implementation for denoising and segmentation
 - Find a **noisy image u_0** wish to find a **smoothed image u** and a **segmentation K** which **minimises the functional:**

$$\int (u - u_0)^2 dx + \lambda \int |\nabla u|^2 dx + \alpha \cdot \text{length}(K)$$

- Fidelity term – ensures smoothed solution close to the noisy image
- TV denoising term – smooths while maintaining discontinuities
- Geometric term – minimises length of the edges of the segmentation

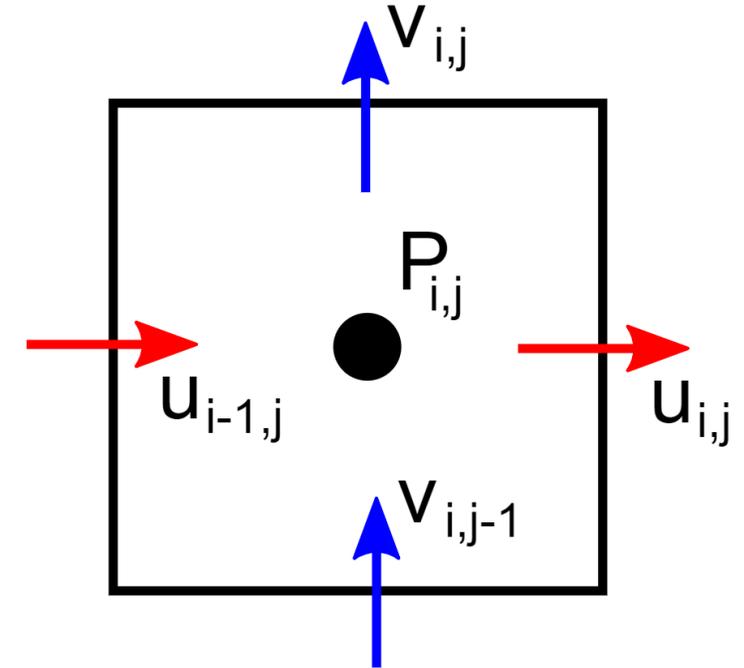
Mumford-Shah: Results



Current Work: Velocity Field Distribution

- Try to approximate the underlying velocity vector field from the video frames.
- Consider each video frame as a density field.

$$\rho_{i,j}^{t+\delta t} - \rho_{i,j}^t = u_{i-1,j} - u_{i,j} + v_{i,j-1} - v_{i,j}$$



- Least squares solver ($2n$ unknowns for n equations)

Advantages

Avoids tracking individual particles
Should allow characterisation of the velocity field

Challenges

The source data is noisy
Signal to noise ratio is poor

Velocity Field Distribution: Approach

- Let $v = v_\rho + v_\epsilon$

$$\int_0^\tau v_\epsilon d\tau = 0 = \int_{frame} v_\epsilon dx$$

- Idea: a "short" time average should remove errors in the velocity field
- Can also apply other noise reduction techniques prior to applying our approach.

Velocity Field Distribution: Results



Original

First Attempt

With denoising



Overlay

Future Work

- Kalman filters for image denoising
- Digital Image Correlation for particle tracking
- Develop a physical model
 - Detection of 3D motion from 2D images
- Echo state networks for analysing dynamics of the system

Questions!