# RIPTIDE

April 2024

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### Gen-Z Learner's Dictionary

#### Chillare: v. intr. Rilassarsi e prendere le cose con serenità e buon umore.

### RIPTIDE

#### 1) Camera Test Protocols

#### Machine vision terminology

**Exposure time:** the time span for which a sensor is exposed to the light so as to record a picture.

Quantum efficiency: how many photons are traducted into electrons

**System Gain:** represent the number of gray levels that each photoelectron is converted to. [e-/GL]

**EM-Gain:** an additional mechanism to multiply the number of photoelectrons generated from incident photons.

**Readout Noise:** includes pixel noise, circuit noise, and ADC quantization noise.

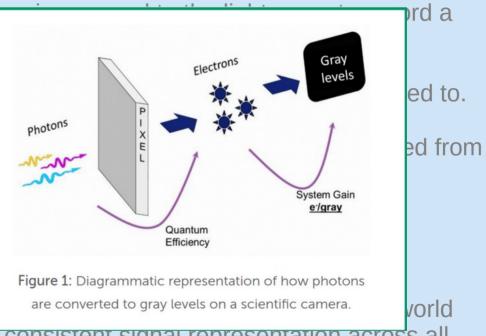
Dark current: noise caused by thermally generated electrons

Bias: offset

**Signal in grey level:** output of the camera pixel per pixel (due to AD conversion) **Signal in electrons:** signal should be quantified in photoelectrons as these are real world values for intensity measurement that allow for consistent signal representation across all cameras.

#### Machine vision terminology

- **Exposure time:** the time span for which a se picture.
- **Quantum efficiency:** how many photons are **System Gain:** represent the number of gray I [e-/GL]
- **EM-Gain:** an additional mechanism to multipl incident photons.
- Readout Noise: includes pixel noise, circuit r Dark current: noise caused by thermally gen Bias: offset
- **Signal in grey level:** output of the camera p **Signal in electrons:** signal should be quantif



values for intensity measurement that allow for consistent signal representation across all cameras.

## Bias and Read Noise

**BIAS:** 

100 frames at exposure time = 0s

- Make the mean of each image and then the mean between the images

#### **READOUT/READ NOISE:**

- 2 frames at exposure time = 0s
- Make the difference of the two frames
- Calculate the standard deviation of the image
- Convert signal in grey level into signal in electrons



## System Gain

The number of gray levels that each photoelectron is converted to. [e-/GL]

-acquire 2 light images (black-chamber open)

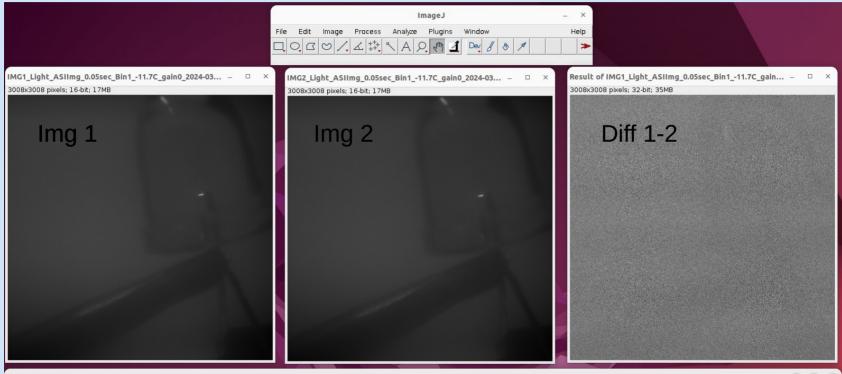
-make the mean of the two images

-make the difference of the two and measure the standard deviation of the difference image (Variance =  $STD^2 / 2$ )

- repeat at different exposure times (10ms, 20ms, 50ms, 100ms)

Gain = 
$$\frac{(Mean_{Image 1,Image 2}) - bias}{Variance_{Image 1,Image 2}}$$

## System Gain



Results

- 0 ×

File Edit Font Results

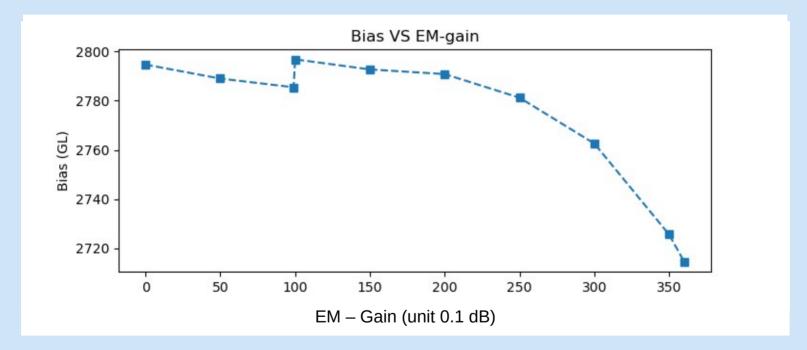
 Area
 Mean
 StdDev
 Min
 Max

 1
 9048064
 26048.805
 2167.566
 18284
 59852

 2
 9048064
 25802.574
 2137.499
 18228
 59264

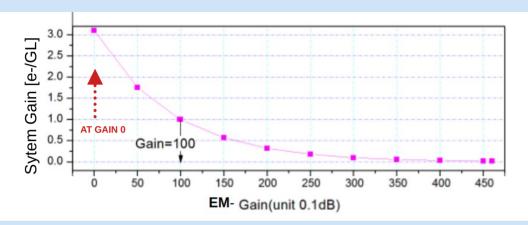
 3
 9048064
 246.231
 245.974
 -1088
 1704

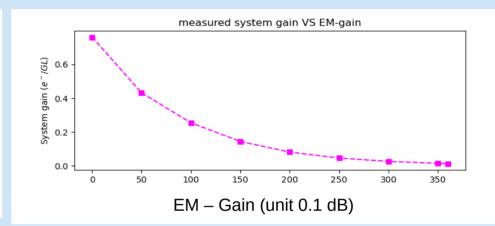
# ASI533 Pro<sup>9</sup>

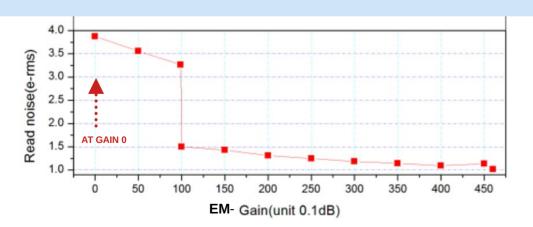


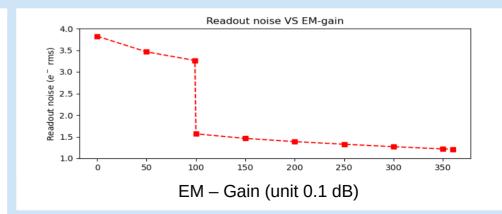
**ASI533 Pro**<sup>10</sup> MYDATA

#### ASI533 - DATASHEET





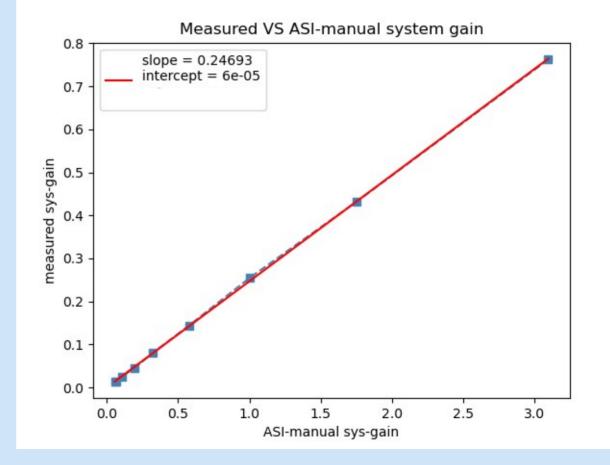




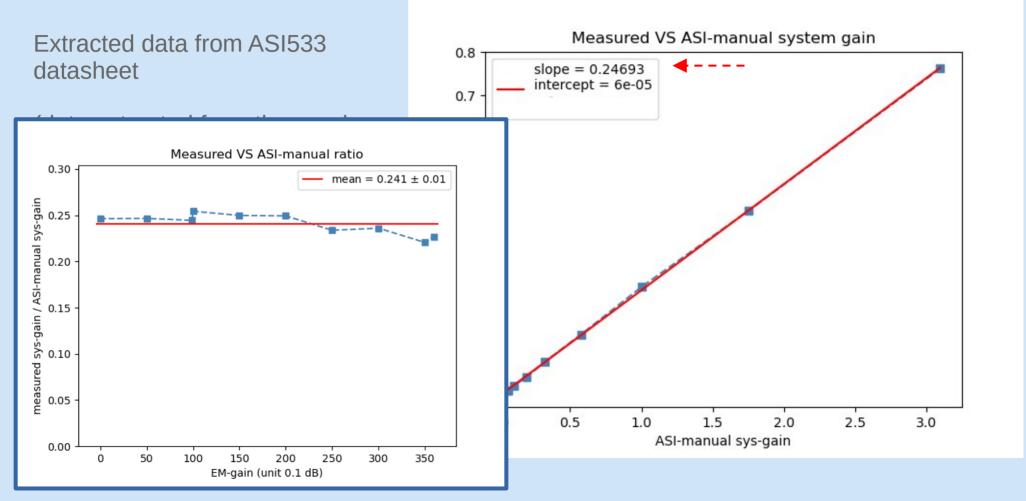
## ASI533 Pro<sup>11</sup>

Extracted data from ASI533 datasheet

(data extracted from the graph using *WebPlotDigitizer* software)

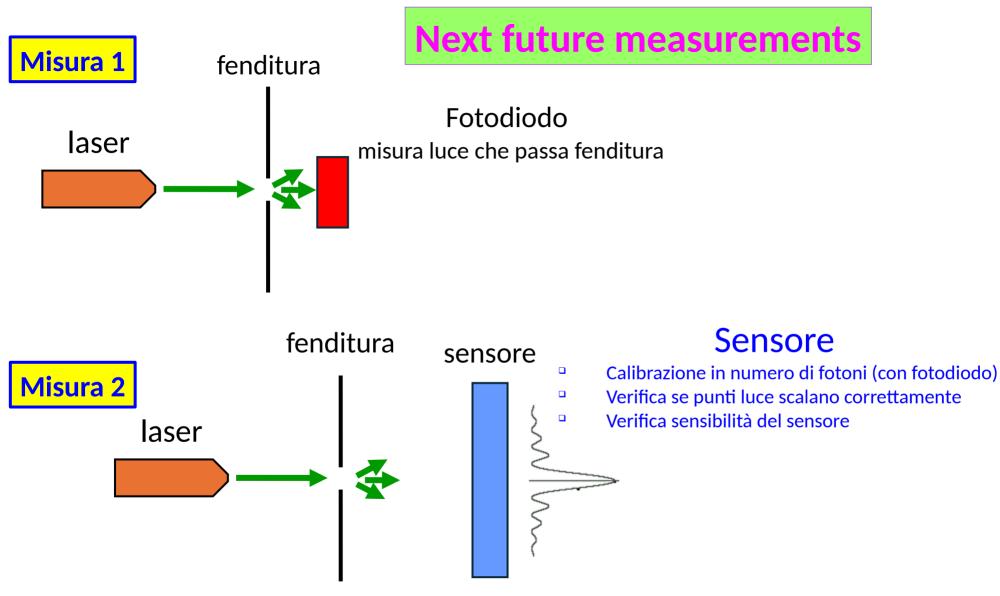


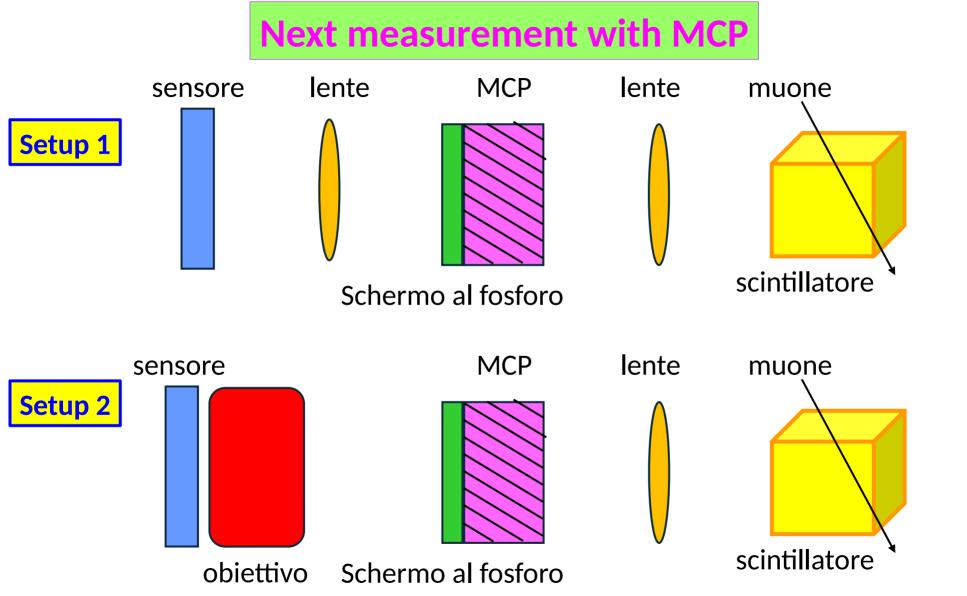
## **ASI533 Pro**<sup>12</sup>



# THE END

To do ???





# THE END

(stavolta veramente)

To do ???