

Simulation of the multi-view imaging system with differentiable ray tracing

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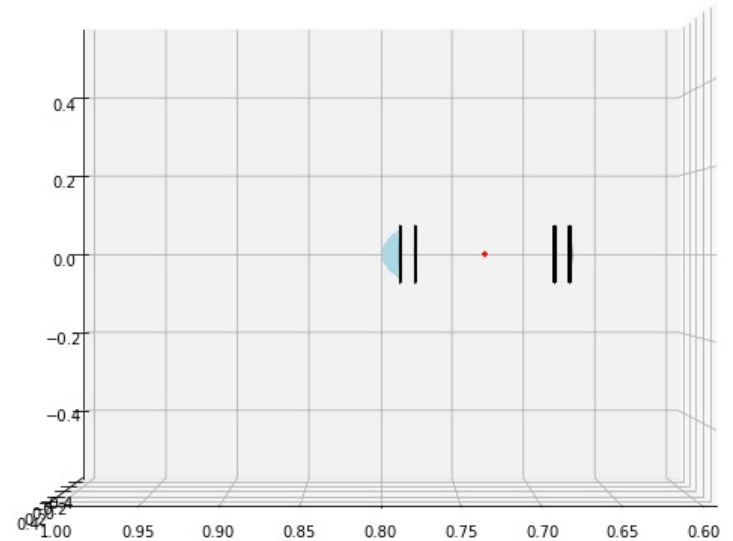
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Stanford atom prototype

- Window 5.6cm from chamber center.
- 13.7 cm diameter window aperture.
- 0.95 cm Window width.

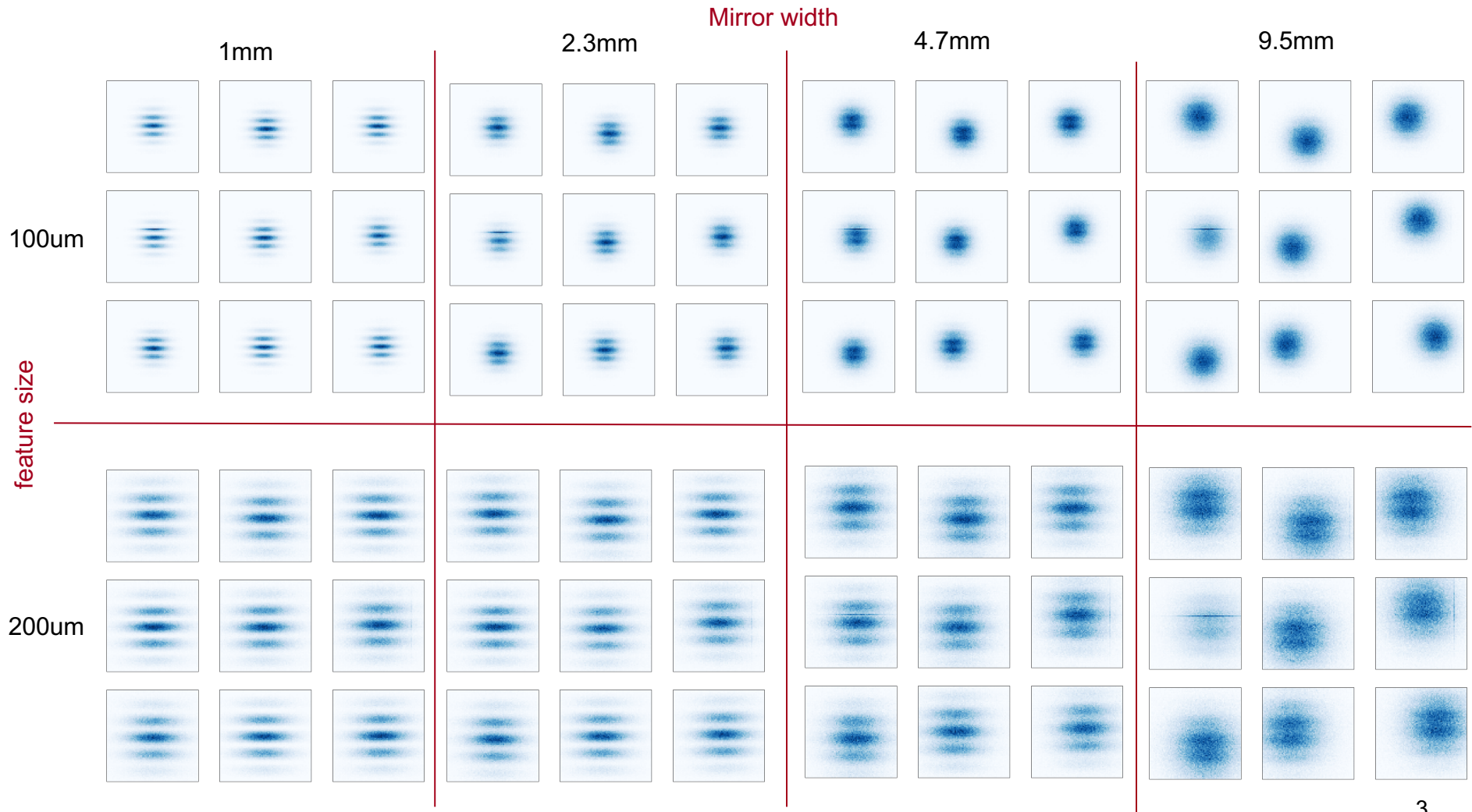
- Simulated using Snell's law.
 - Over/under optimistic?

- 7056 glass is pretty common in vacuum windows.
 - Refractive Index of 1.487 @589.3nm.
 - 1.49300 @480.0nm.
 - Using 1.494 @ 461.0nm.



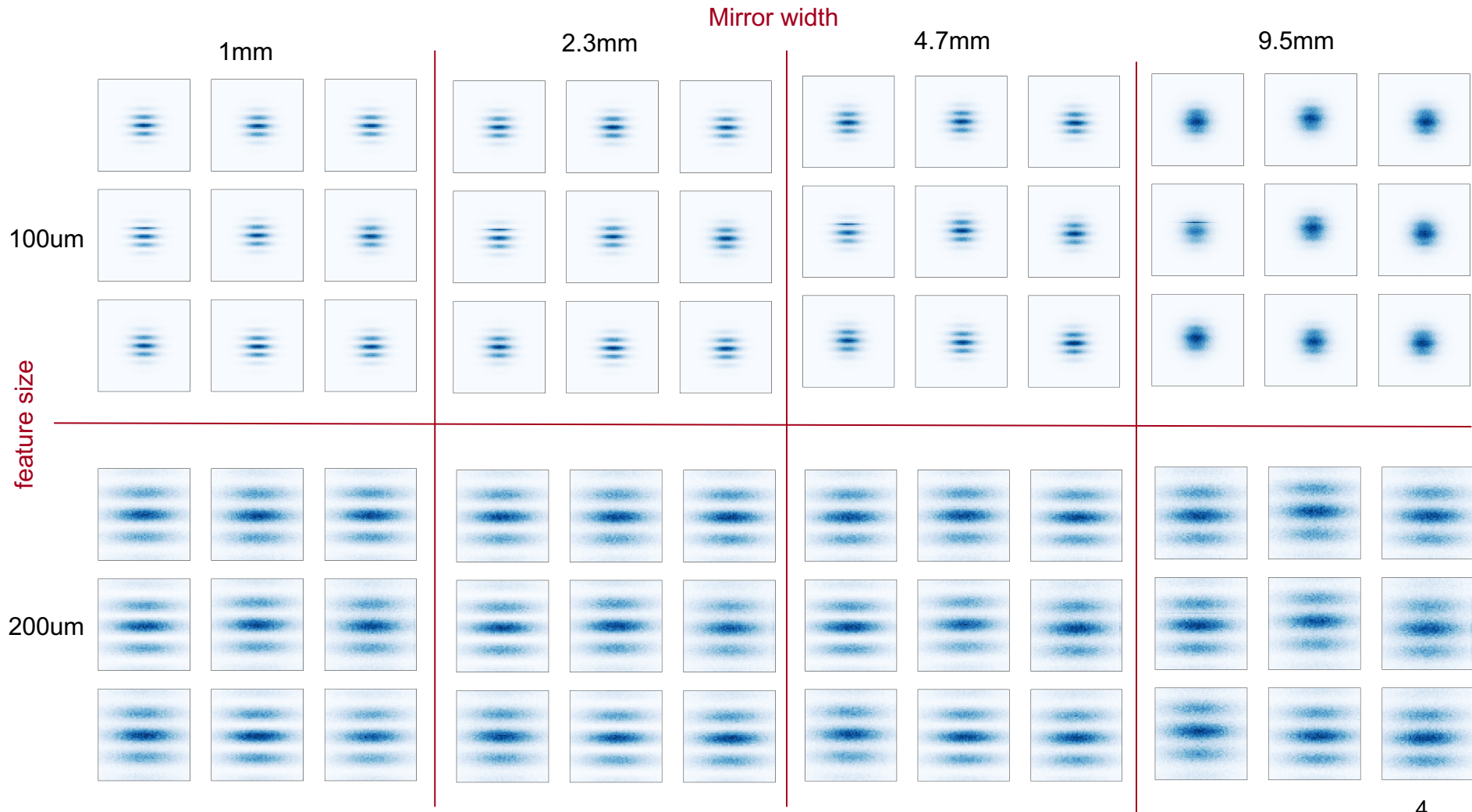
Simulation results

- $F=55$ mm, $m=0.109$, pixel size = 2.74 μm .



Simulation results (only one window – between the lens and the cloud)

- $F=55$ mm, $m=0.109$, pixel size = 2.74 μm .



Spring research project

- An undergrad student will study the impact of the system parameters / noise.
 - Reconstruction-based metrics (ground truth against regenerated).
 - Can we define metrics at the image level?