

PHOTOMETRY GROUPE

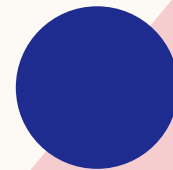
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INTRODUCTION:

Radiometry and photometry describe the propagation of energy by radiation through space. Radiometry treats this problem in a purely physical way, in terms of energy or power and the geometry within which the propagation takes place, in photometry the same problem is described, but on the visual effect on human eye.

Wavelength range = [380 : 830] nm

Call light

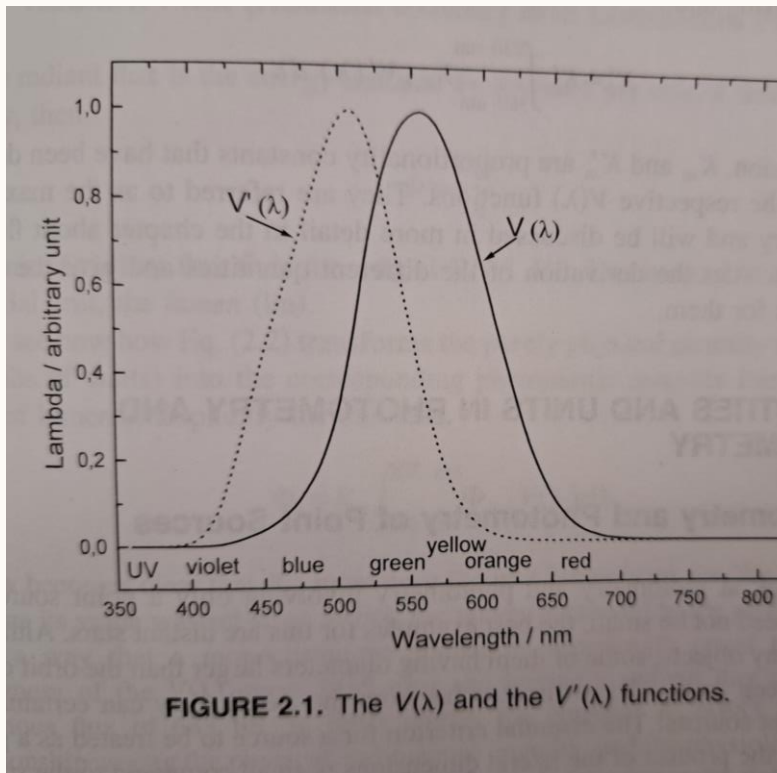
Aim of Photometry : measuring light in such a way that the results correlate as closely as possible with the visual sensation that would be experienced by a standard human eyes.

Photometric quantities:

Three types of human vision :

1. Photopic → when eye is adapted to high luminance level
2. Scotopic → when eye is adapted to low luminance level
3. Mesopic → when eye is adapted to intermediate level of luminance

- $V(\lambda)$, DESCRIBE RELATIVE SPECTRA SENSITIVITY OF THE AVERAGE HUMAN EYE
- FOR PHOTOPIC AT 555 (nm) [2-degree field of angle]
- AND SCOTOPIC $\rightarrow V'(\lambda) \rightarrow 507$ (nm)
- NO SPECIAL FUNCTION FOR MESOPIC REGION HAS YET BEEN DEFINED.



GEOMETRICAL QUANTITIES :

1- plane angle:

Light sources emit in all directions in space (except laser)

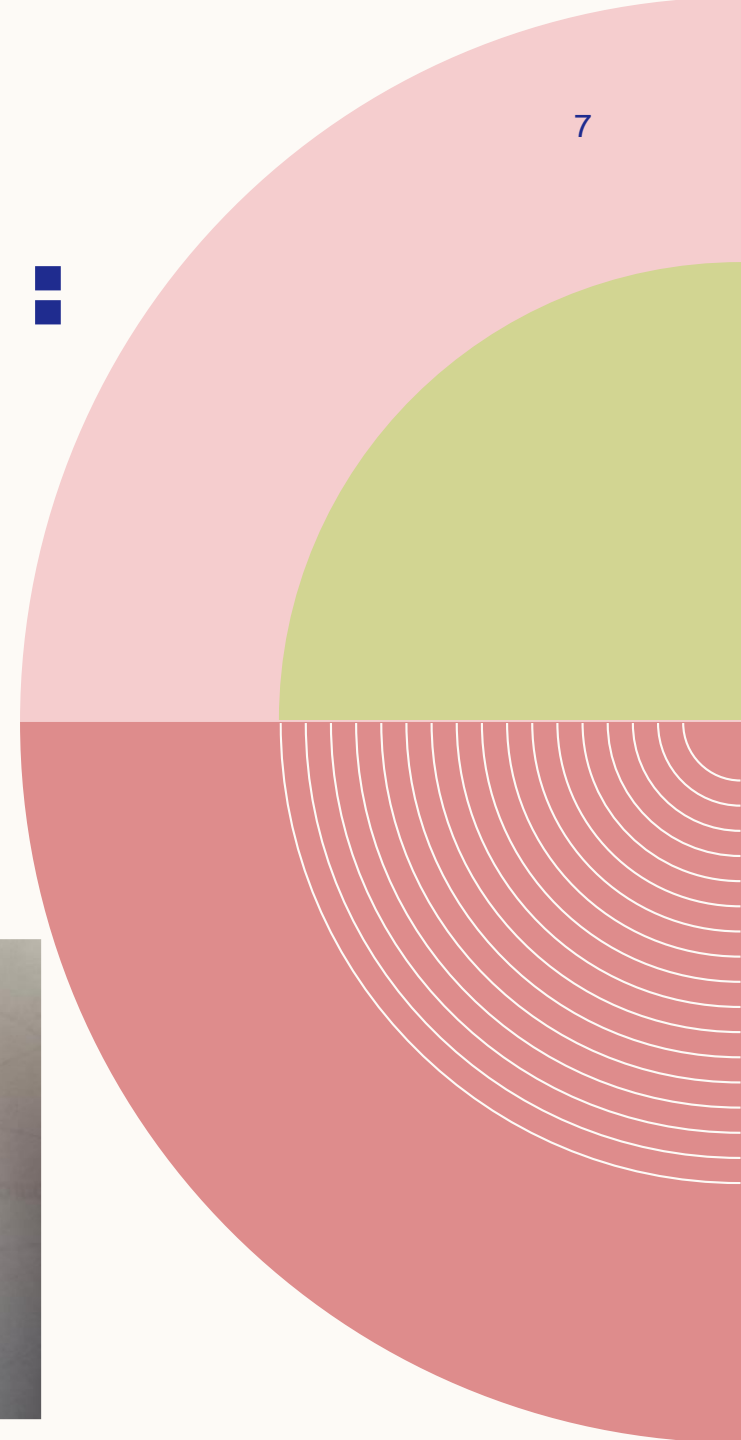
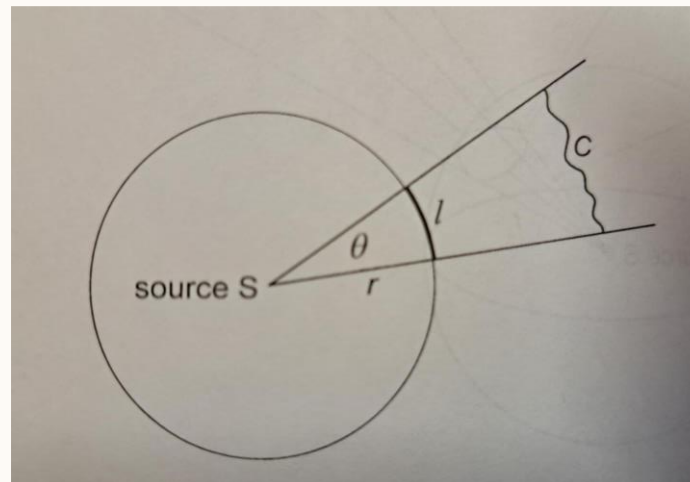
- ✓ Solid angle and plane angle define similarity

$$(\text{radian}) \theta = \frac{l}{r}$$

2- solid angle

- ✓ Passing into 3D space, the solid angle is the ratio of the area of part of sphere to the square of radius of sphere

$$(\text{steradian}) \Omega = \frac{A}{r^2}$$



PHOTOMETRY VERSUS RADIOMETRY :

$$x_{e,\lambda} = \frac{dx_e}{d\lambda}$$

$$x_v = k_m \int_{380}^{830} x_{e,\lambda} v(\lambda) d\lambda$$

- ❖ X can be any of the following quantities : flux, energy , irradiance, radiance or intensity

RADIANT FLUX (RADIANT POWER) AND LUMINOUS FLUX:

- The radiant flux is the energy radiated by a source per unit of time:
- $Q \rightarrow$ energy

$$\Phi = \frac{dQ}{dt}$$

Unit of $\Phi \rightarrow$ watt (W) = J/s

$$k_m = 683 \text{ lm/W}$$

$$\Phi_v = k_m \int_{380}^{830} \phi_{e,\lambda} V(\lambda) d\lambda$$

lm (lumen)

(lm/W)

W

ACTIVITIES:



CUSTOMERS CALIBRATION:



RESEARCH PROJECTS:



Aalto University
School of Electrical
Engineering

RESEARCH PROJECTS:

- I. RevStdLED
- II. Hidyn

RevStdLED:

Different properties of light sources, like spectral mismatch correction factor is determined using ratio of integral spectral irradiance

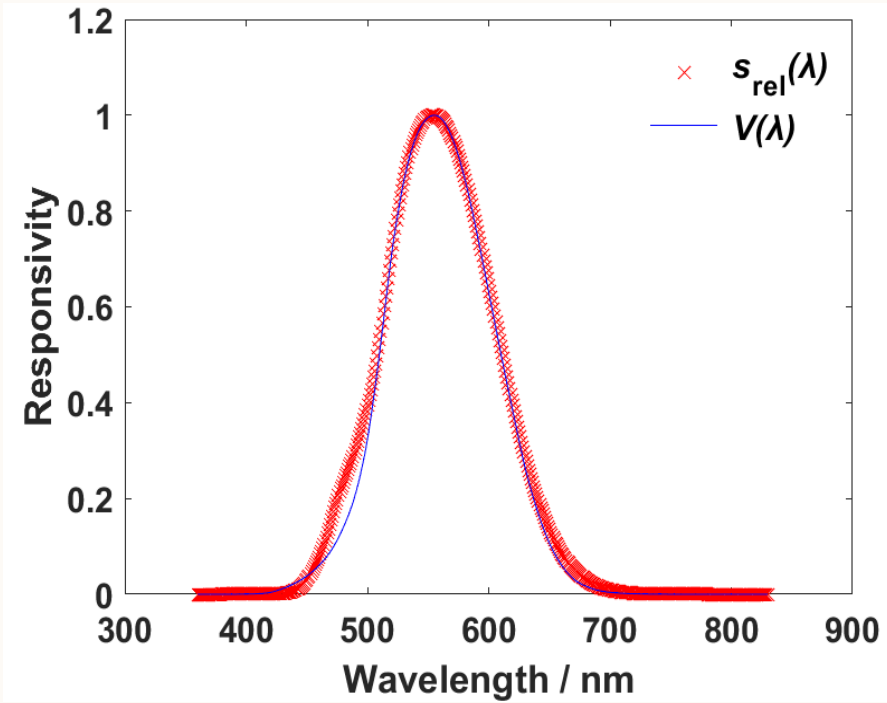
Mismatch Correction Factor (MMF) = F

In general , whenever we have a reference spectrum, we will have mismatch correction factor

$$\square E_e(\lambda) = [1 + \delta(\lambda) u_c(\lambda)]E(\lambda),$$

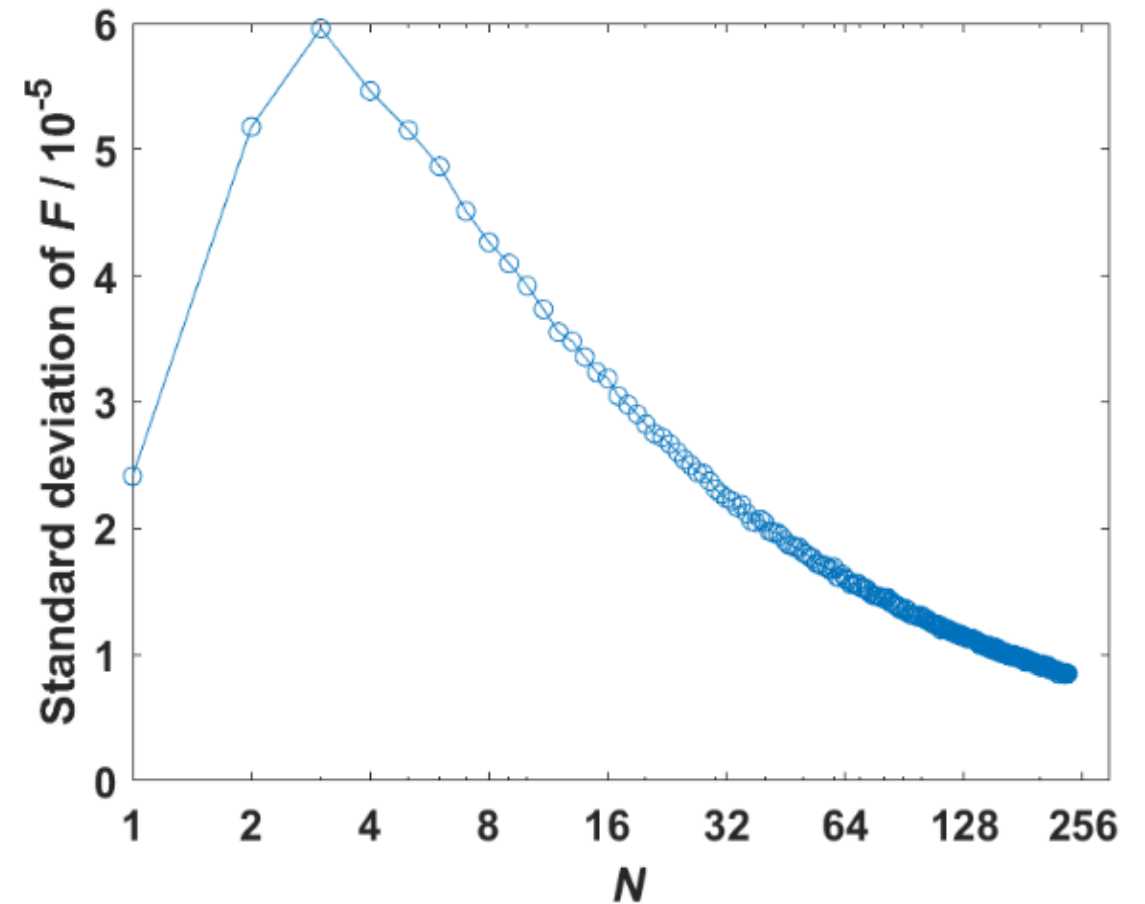
$$\square \delta(\lambda) = \sum_{i=0}^N \gamma_i f_i(\lambda) ,$$

$$\square f_i(\lambda) = \sqrt{2} \sin \left[i \left(2\pi \frac{\lambda - \lambda_1}{\lambda_2 - \lambda_1} \right) + \phi_i \right]$$



$$F = \frac{\int E_e(\lambda)V(\lambda) d\lambda}{\int E_e(\lambda)s_{rel}(\lambda) d\lambda} ,$$

- Monte Carlo Simulation (MC):
- On ϕ_i
- Calculate Standard deviation



Hidyn:

Luminance distribution measurements with high dynamic range (HDR) are required by various applications like, measurement of new LED or laser-based car headlights.

HDR measurements are achieved by post-processing image sequences , but standardization and uncertainty statements are usually absent

- WP1 → we are responsible for doing the HDR luminance measurements of the high-contrast luminance reference standard source (done by others) at defined positions with at least three HDR imaging systems.
- The parameters required to assess the uncertainty budget will be determined and reported for each measurements.

- WP2 → aim develop a model i.e. an algorithm generating an HDR-luminance image from a sequences of multiple low dynamic range (LDR) images.
- measurement uncertainties.

CUSTOMER CALIBRATIONS:

- I. Illuminance
- II. luminance

UVFR-5:



- The reference photometer consists of a trap detector, a $V(\lambda)$ filter, a copper oven for temperature stabilization of the filter, and a precision aperture

STANDARD PHOTOMETERS:

HUT-1

is normally used only
for maintaining the
illuminance
responsivity scale

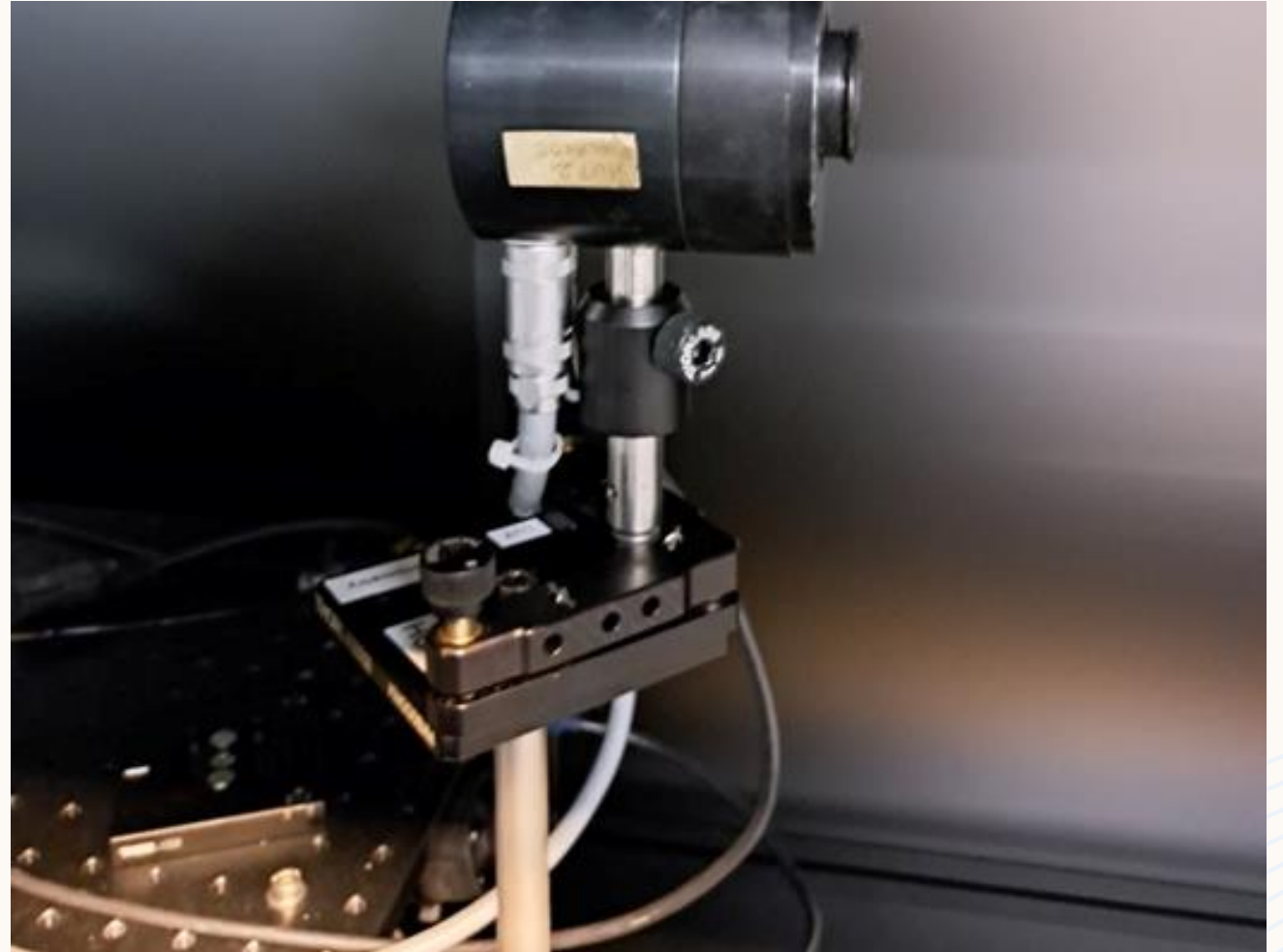
HUT-2

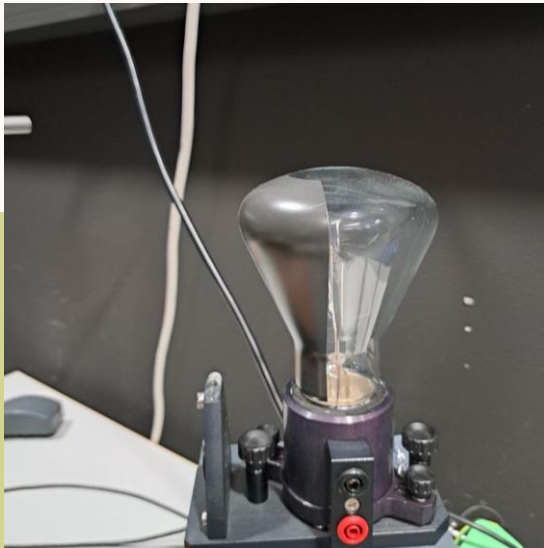
is used for customer
calibrations.

LM-1 & LM-2

are used as sphere
photometers in
luminous flux
measurements

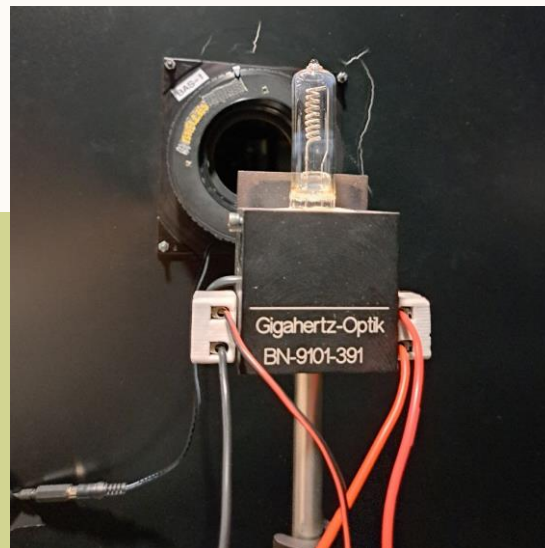
HUT-2





OSRAM Wi41/G

cds9905



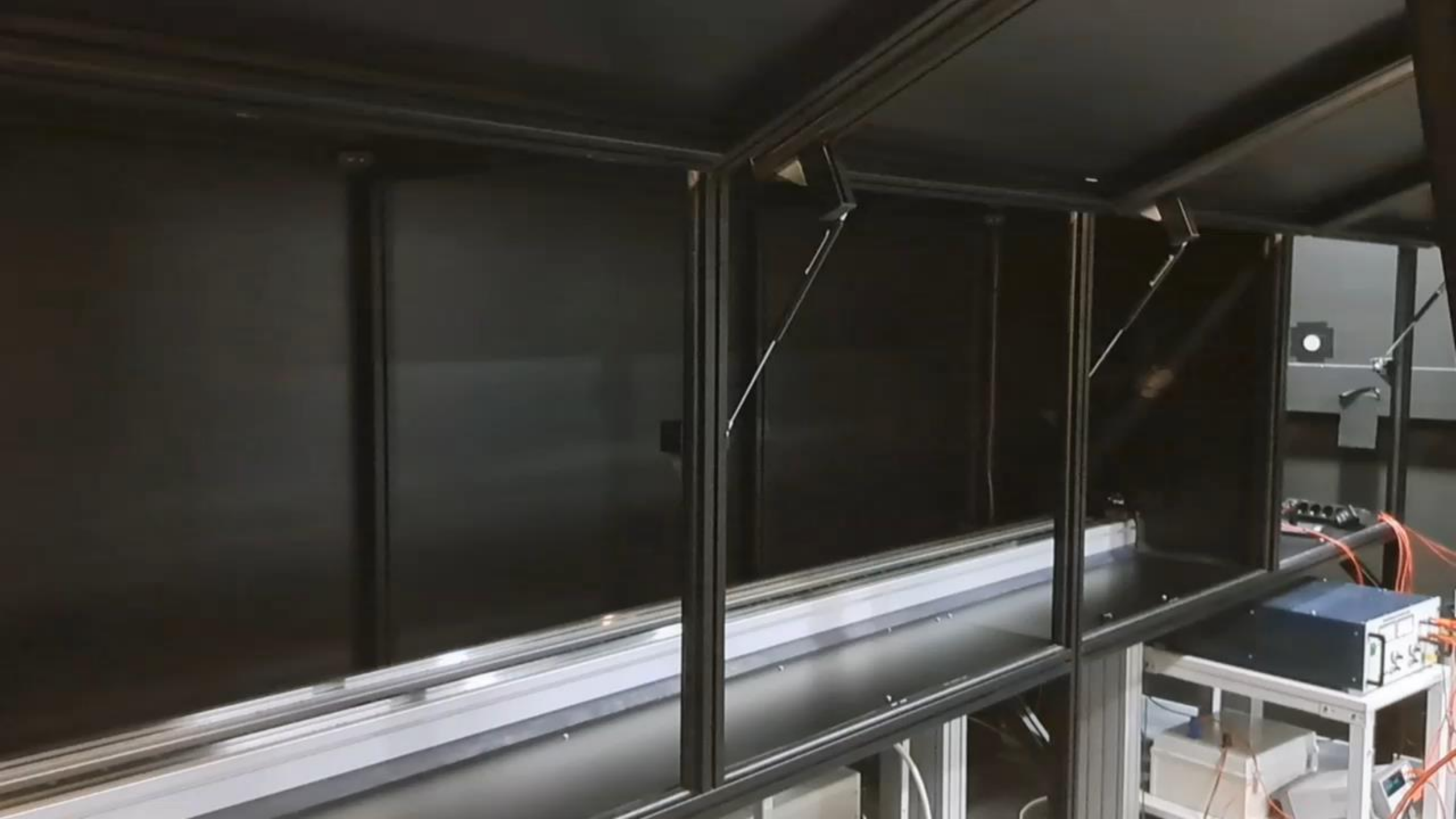
OSRAM SYLVANIA

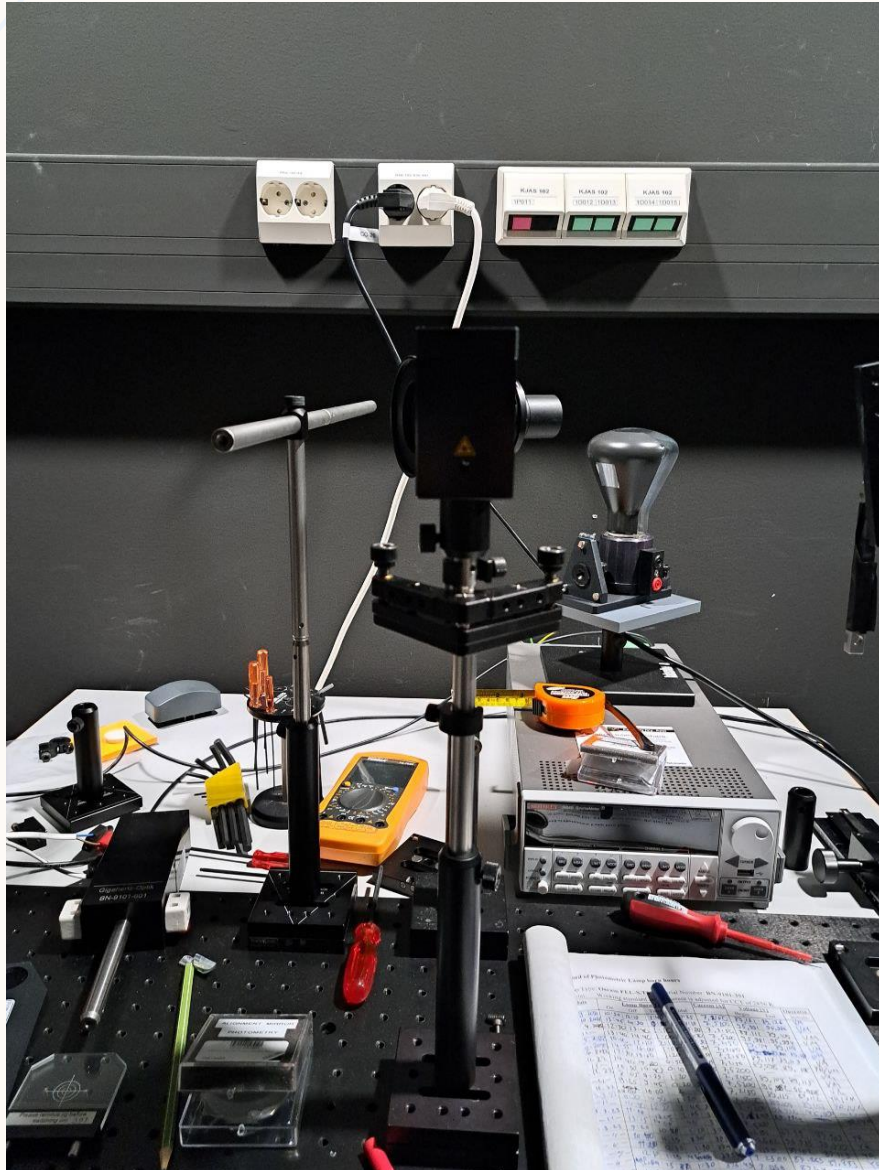
FEL_391

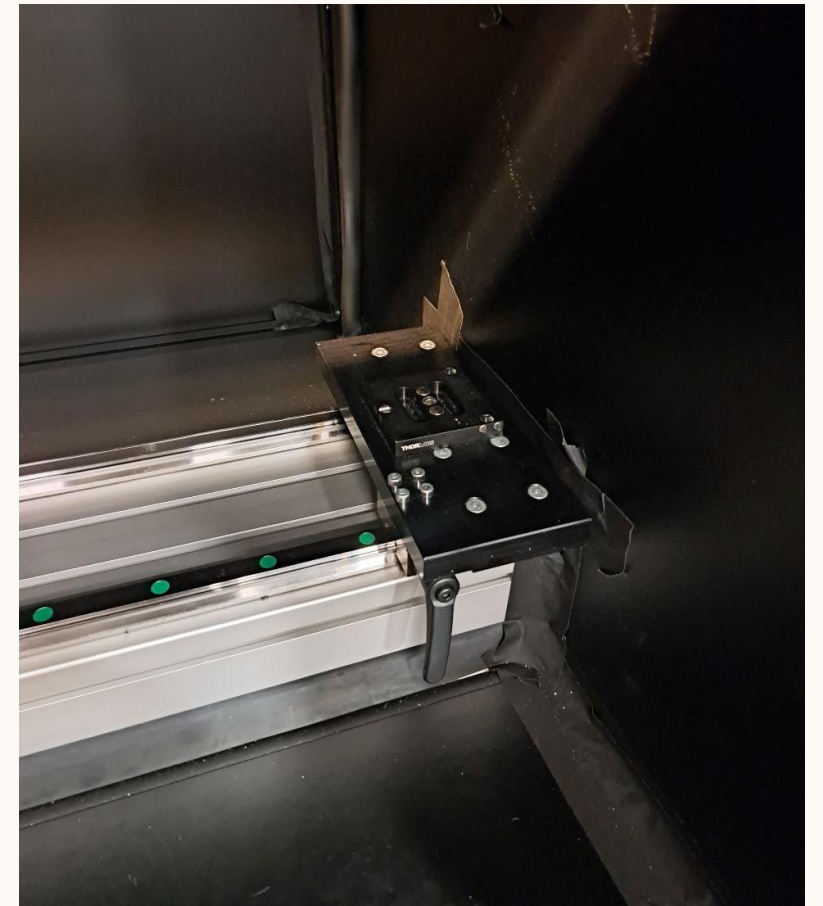
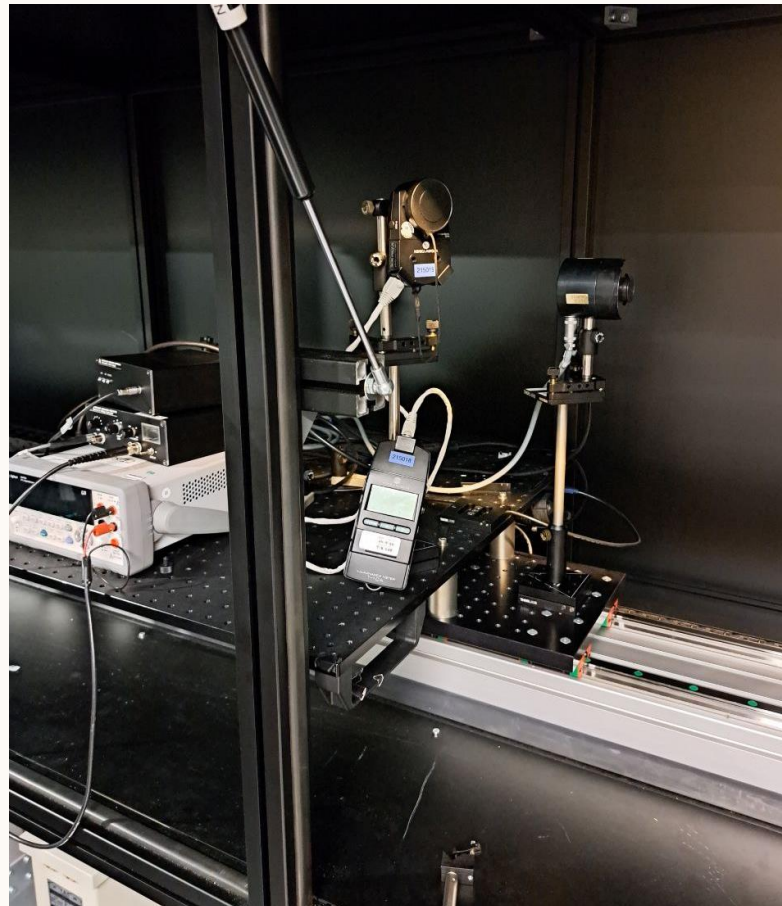


POWER SUPPLY

Light source	Osram Wi41/G cde9905	Osram Sylvania T6 FEL-391
Current [A]	5.9200	7.1700
Illuminance range [lx]	5 – 1100	25 – 5000











UNCERTAINTY BUDGET:

Table 1. Calibration uncertainty.

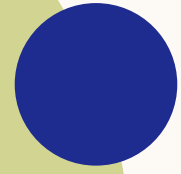
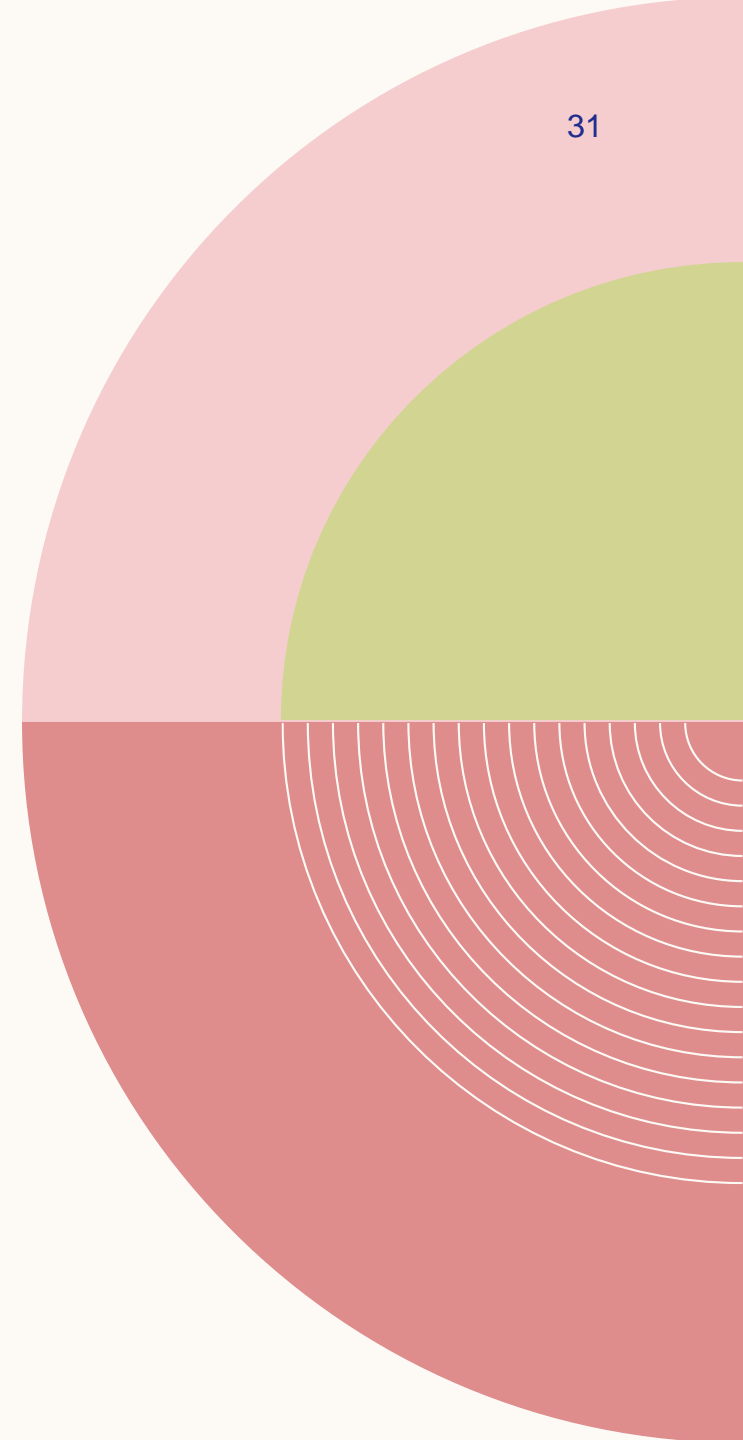
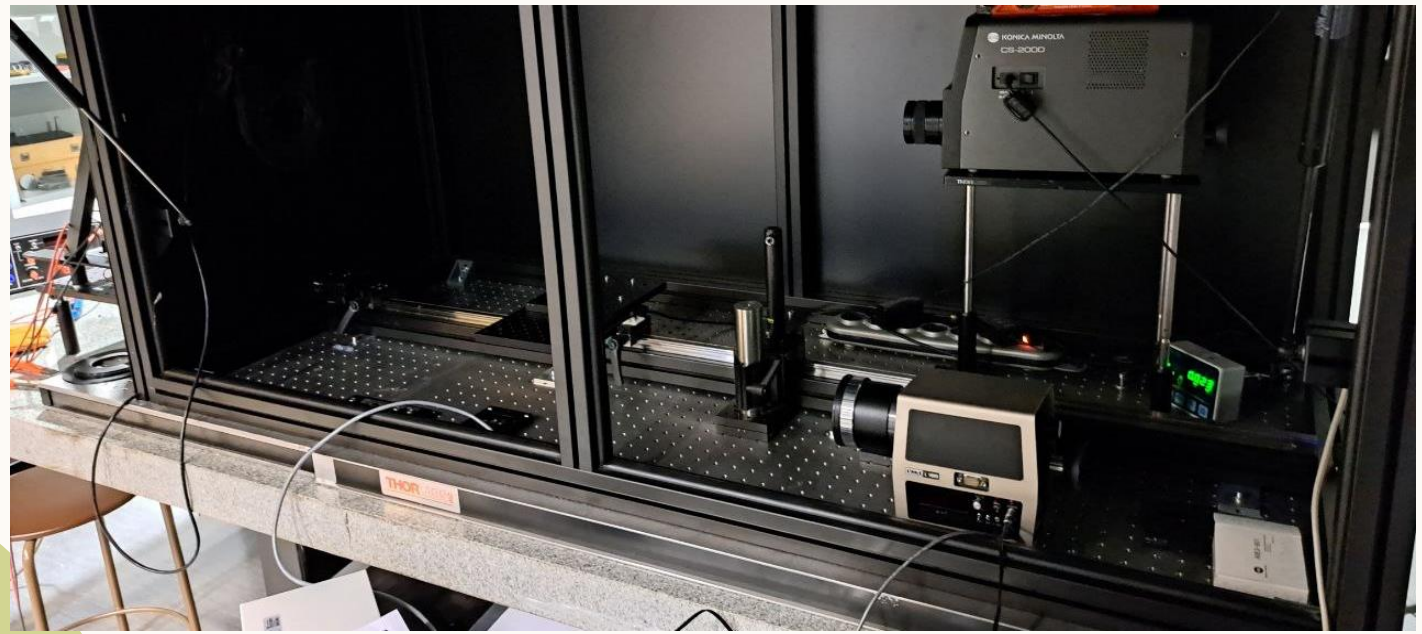
Illuminance level [lx]	500		100		10		1		0.1	
Gain	10^2	10^1	10^1	10^0	10^0	10^{-1}	10^{-1}	10^{-2}	10^{-2}	10^{-3}
Component	Relative standard uncertainty [%]									
Reference illuminance	0.7	0.7	0.7	0.7	0.8	0.8	0.9	0.9	0.9	0.9
Stability of source	0.1	0.1	0.1	0.1	0.1	0.1	0.1	0.1	0.1	0.1
Reference distance (2 mm)	0.2	0.2	<0.1	<0.1	0.1	0.1	<0.1	<0.1	<0.1	<0.1
Resolution of display	0.6	<0.1	0.3	0.1	0.3	<0.1	0.3	<0.1	0.3	<0.1
Combined standard uncertainty	0.9	0.7	0.8	0.7	0.9	0.8	1.0	0.9	1.0	1.0
Expanded uncertainty ($k = 2$)	1.9	1.5	1.5	1.4	1.7	1.6	1.9	1.8	1.9	1.9

MEASUREMENT:

Table 2. Calibration results.

Illuminance level [lx]	Reference illuminance [lx]	DUT reading [lx]	Gain	Correction factor
0,1	0,09589	100,6	<u>10^{-3}</u>	$0,953 \pm 0,015$
0,1	0,09589	10,0	<u>10^{-2}</u>	$0,959 \pm 0,016$
1	0,9554	100,6		$0,960 \pm 0,014$
1	0,9654	10,0	<u>10^{-1}</u>	$0,965 \pm 0,015$
10	9,659	100,5		$0,961 \pm 0,012$
10	9,659	10,0	10^0	$0,966 \pm 0,013$
100	96,09	100,6		$0,955 \pm 0,010$
100	96,09	10,0	10^1	$0,961 \pm 0,011$
500	484,2	50,3		$0,963 \pm 0,010$
500	489,0	5,0	10^2	$0,978 \pm 0,015$

LUMINANCE:





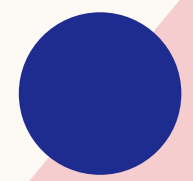
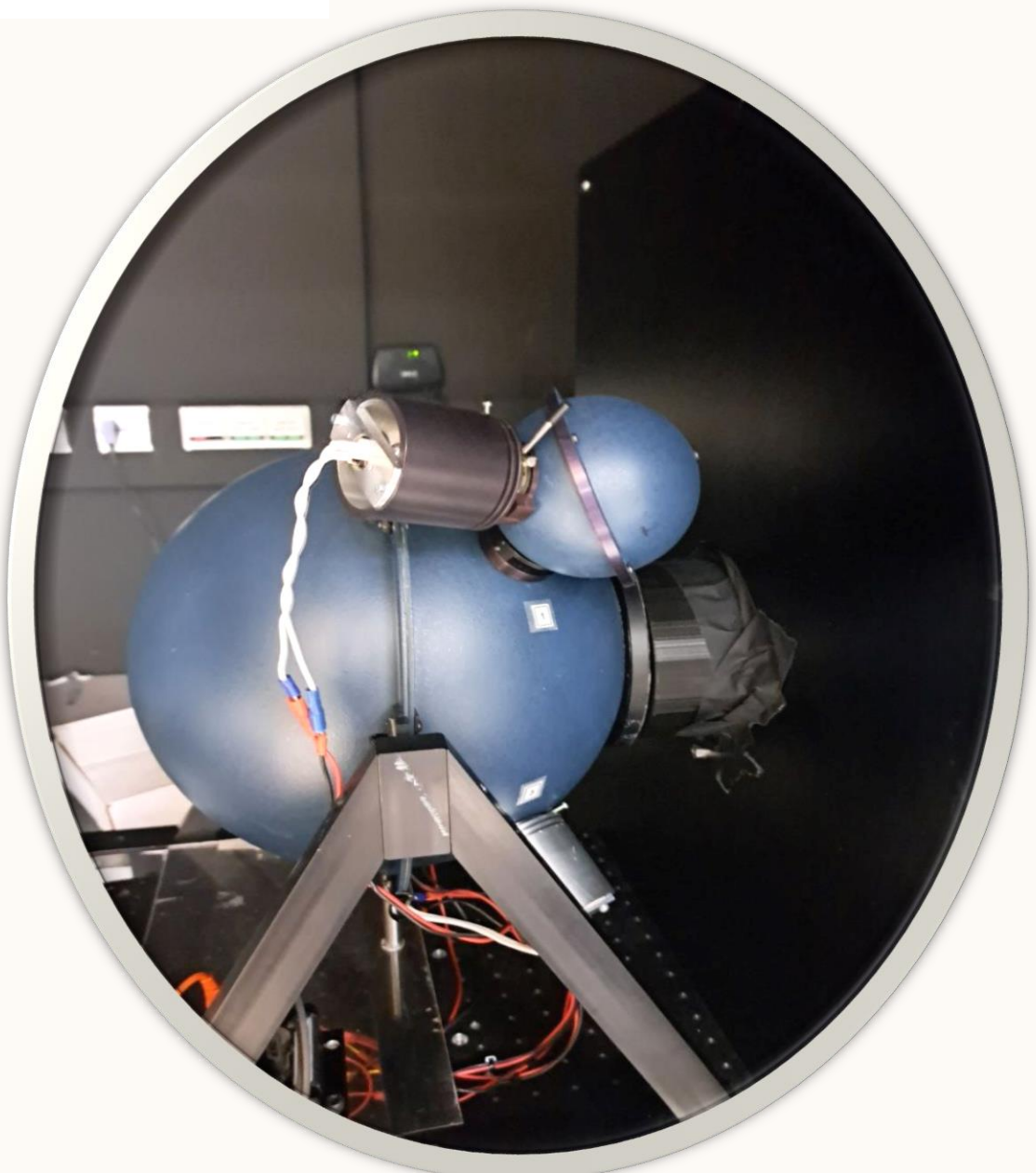
THORLABS



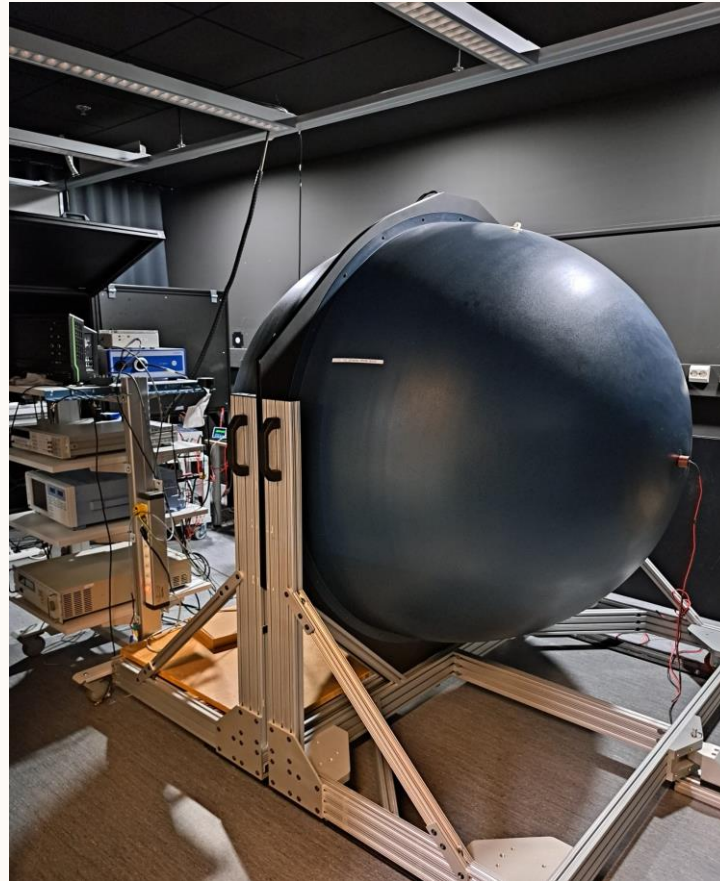
KONICA MINOLTA
CS-2000

0.573

01-308

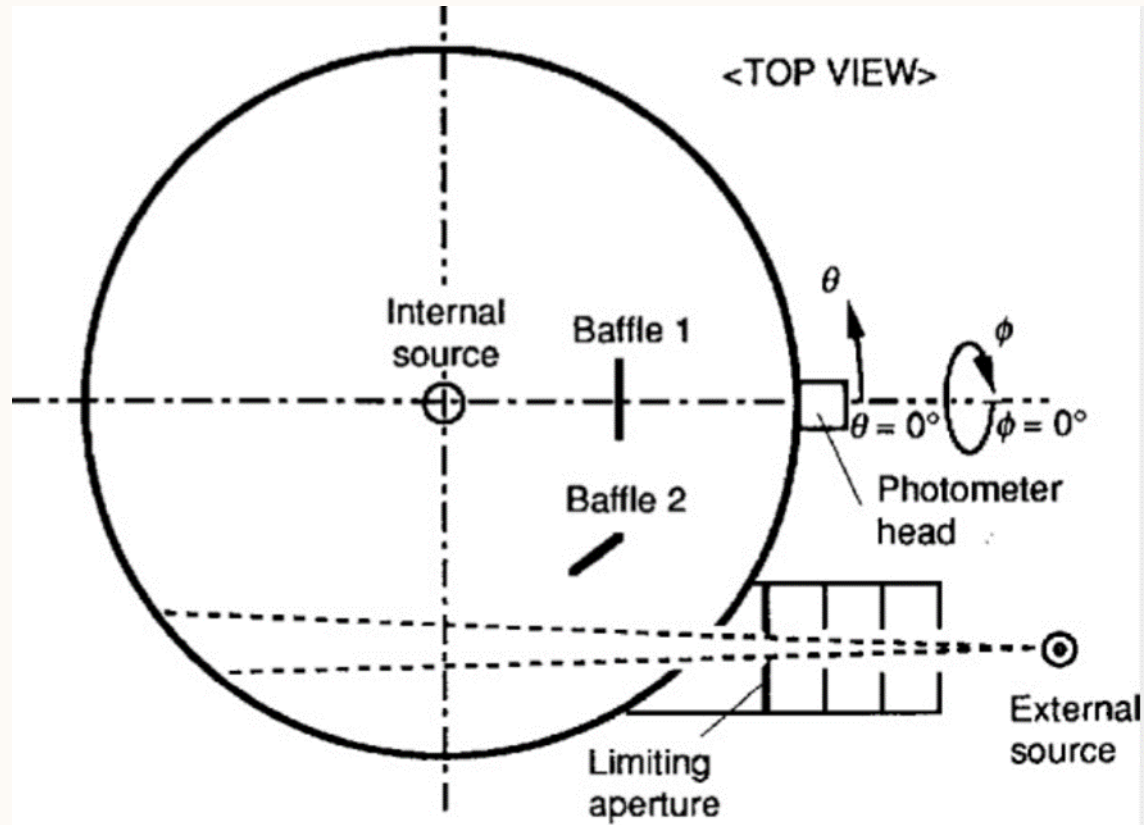


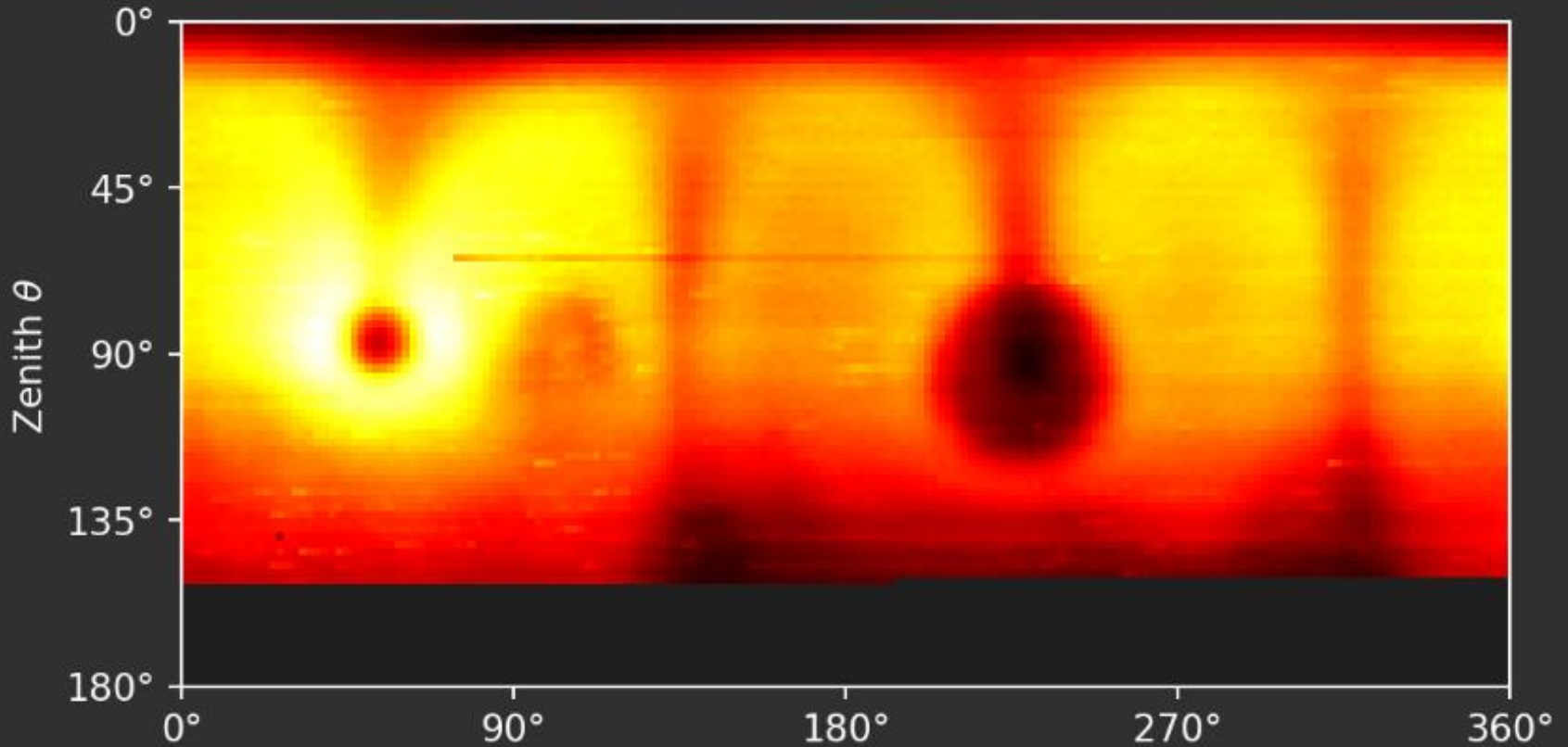
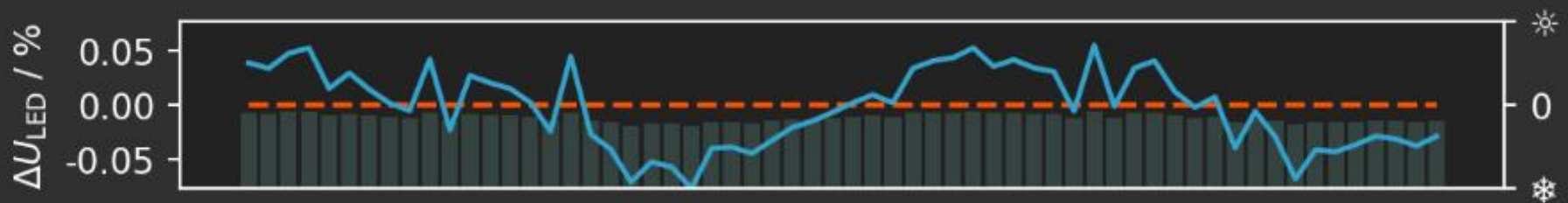
INTEGRATING SPHERE:



- ❖ New method for realizing a luminous flux unit has been developed at NIST
With **integrating sphere**

- ❖ The basic principle of this method \rightarrow calibrating the **total flux of a lamp inside** the sphere against the known **amount of flux introduced from a source outside** the sphere through an opening





Scan sphere

Measure dark

Save

Sphere map name

Zenith: 152°

Azimuth: 192°

Step size: 2°

LED state

Stabilize LED

New setpoint

SUMMARY

The primary aim of photometry is measure visible radiation, in such a way that the results correlate as close as possible with what the visual sensation would be of a normal human observer exposed to that radiation.

Activities are divided to Customer calibration that are done mostly every 2 years.

Our project that now a days manly about Uncertainty and coding

THANK YOU

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