

PRELIMINARY VERSION

**Unfinished at the time
the DVDs are burnt**

after Sylvie's lecture

Non-destructive probes II

**3D images
of foams**

Thanks to persons who provided the slides :

Michèle Adler

Clément Nizak

Philippe Cousot

Guillaume Ovarlez

James Glazier

Wiebke Drenckhan

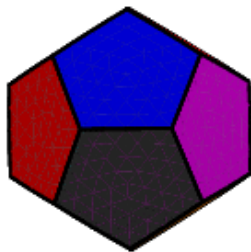
Rajmund Mokso

Peter Cloetens

Pascale Verant

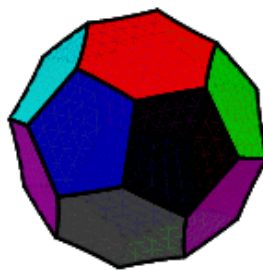
Sébastien Courty

Sylvie Cohen-Addad



12

Simon Cox



16

Various numbers of faces



31



32

Plan

- introduction
- magnetic resonance
- optical tomography
- X-ray tomography
- other techniques

Plan

- **introduction**
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Motivations

- simultaneously measure topology & shape
- control of the structure
- understand the physics in 2D
then go to 3D for refinements when required

Difficulties specific to 3D

- overcome the scattering
- acquisition time and resolution
- data analysis
- relevant measurements
- physical interpretation
- representation
- 3D visualisation and navigation

What can we image ?

- structure : easy - freeze it
- coarsening : possible - evolves over a day
- drainage : soon possible - but is it useful ?
evolves over an hour
- rheology : still too fast
becomes possible for 1D or 2D cuts of 3D
images

May I help you select a technique ?

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Principle

- requires a magnetic field for measurements
gradient of field for imaging
- probes the environment of nuclei
spin resonance
- mainly protons = hydrogen atoms
= probes the water
- vocabulary :
NMR = nuclear magnetic resonance
MRI = magnetic resonance imaging

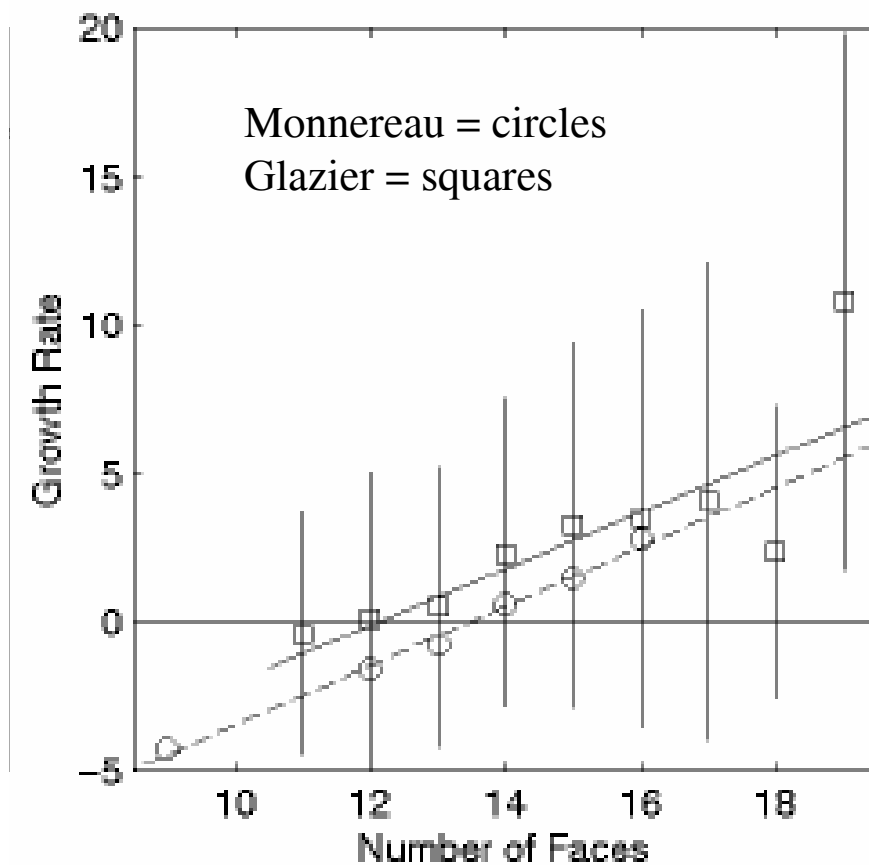
Coarsening

Prause and Glazier
Notre-Dame

Travel inside a foam

QuickTime™ et un décompresseur
codec YUV420 sont requis pour visualiser
cette image.

MRI



To figure out how it is

- $\sim 10^2$ bubbles
- $\sim 10^7$ euros
- $\sim 10^3$ s per image
- $\sim 10^6 \sim 10^7$ pixels : $(128)^3$ or $(256)^3$
- easier for wet foams
- automatic reconstruction using Potts
made difficult by the noise

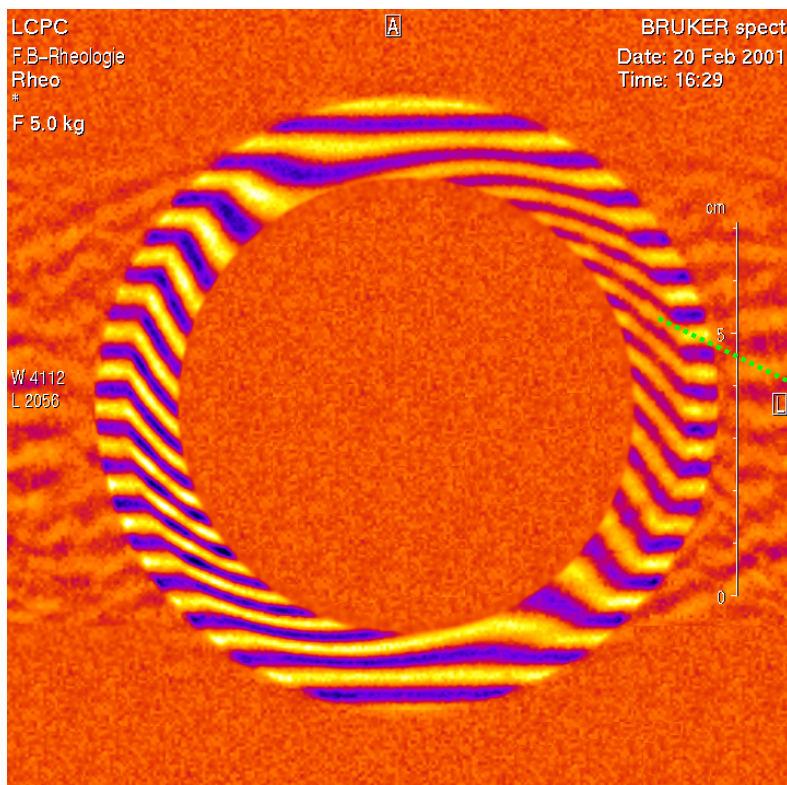
Rheology

2D then 1D cut

Coussot and coworkers
Marne la Vallée

2

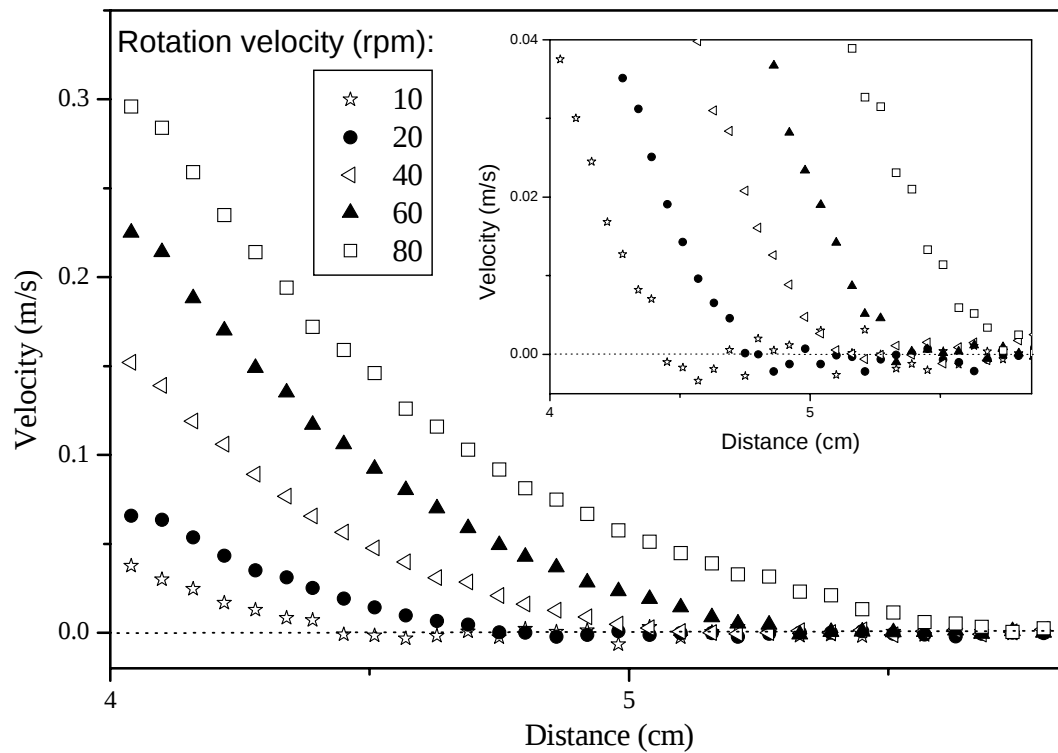
Rheological interpretation of velocity imaging



expliquer gradient
+ couper

$$\left. \begin{aligned} \dot{\gamma} &= r \frac{\partial(V/r)}{\partial r} \\ \tau &= \frac{C}{2\pi h r^2} \end{aligned} \right\} \Rightarrow \tau(\dot{\gamma})$$

Bentonite suspension



Foam (*Gillette*)

Rodts et al., *Europhys. Lett.*, 69, 636 (2005)

Plan

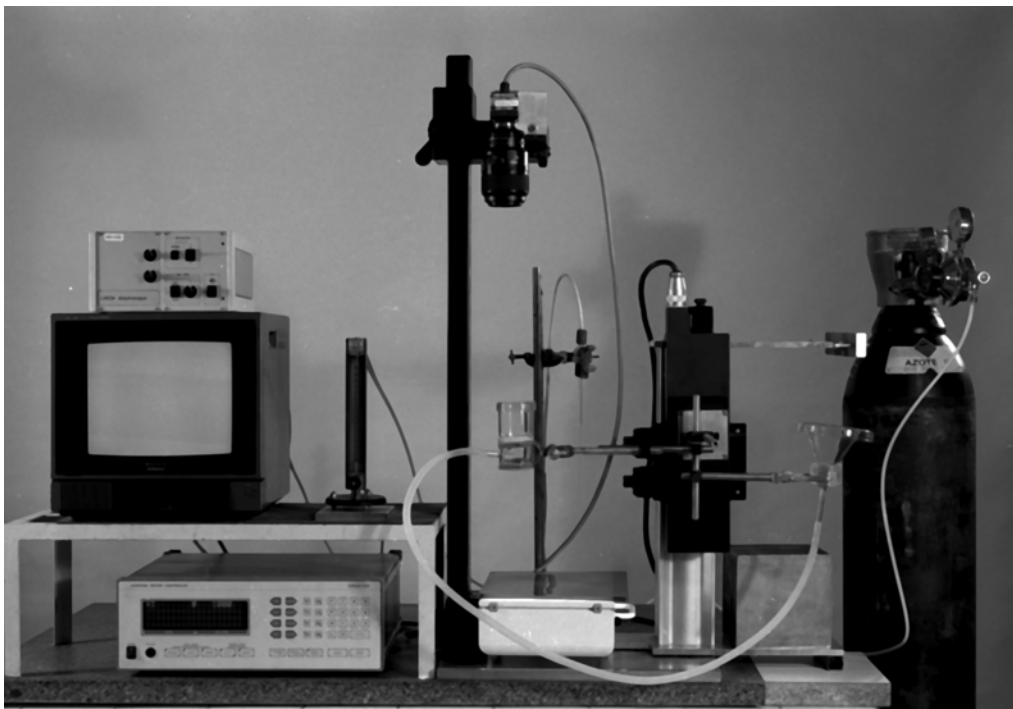
- introduction
- magnetic resonance
- optical tomography
- X-ray tomography
- other techniques

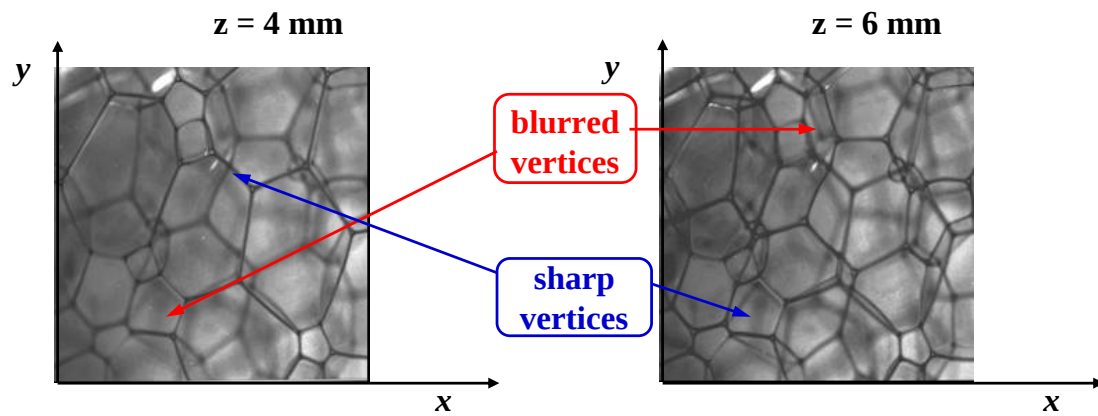
Plan

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set-up

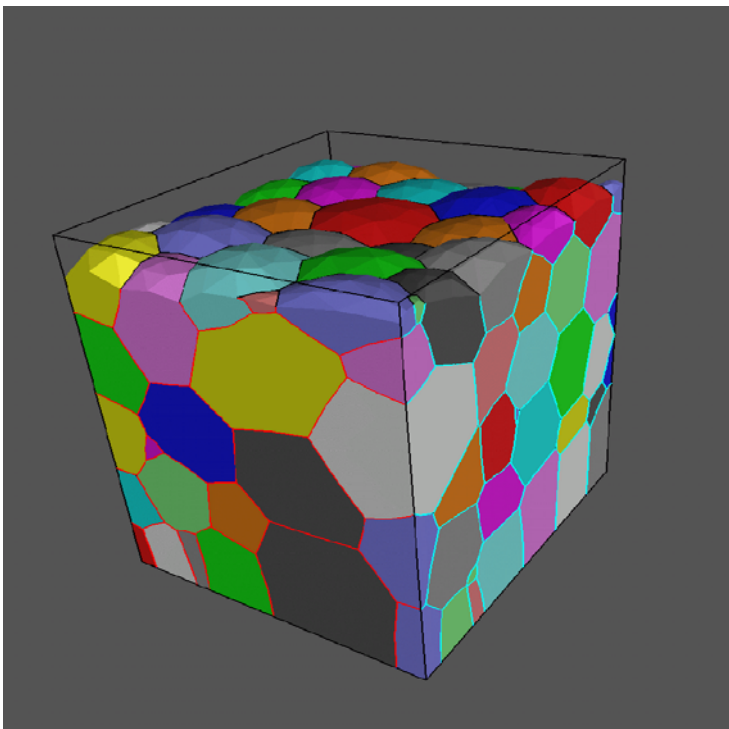
in Greek, « tomo » = cut
illuminate only a plane, then another one
thus reconstruct plane by plane the whole image





- **transparent** liquid films
 - **black** Plateau borders
 - **sharp** vertices $\in$ image $z = \text{constant}$
 - **blurred** vertices $\in$? compare sharpness image / image
- $\Rightarrow x, y, z$ for each vertex

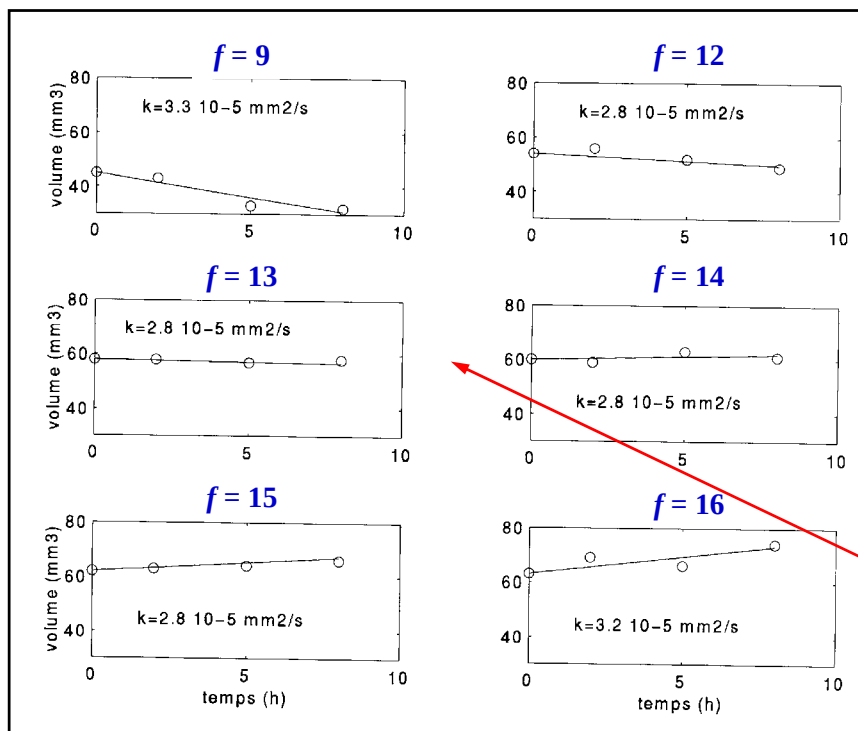
reconstructed image



Coarsening

Claire Monnereau & Michèle Adler
Marne la Vallée

Individual bubble growth rate



$$\langle V_f \rangle^{-\frac{1}{3}} \frac{d\langle V_f \rangle}{dt} = k' (f - f_0)$$

$$f_0 = 13,4 = \langle f \rangle$$

$$k' = 2,8 \cdot 10^{-5} \text{ mm}^2 \text{ s}^{-1}$$

sign change !

To figure out how it is

- $\sim 10^2$ bubbles
- $\sim 10^2$ euros
- ~ 10 s per image
- camera resolution
- easier for dry foams
- manual reconstruction
or semi-automatic using Surface Evolver

Rheology

2D cuts

Reinhard Höhler

Sylvie Cohen-Addad

Florence Rouyer

Vincent Labiausse

Marne la Vallée

QuickTime™ et un
décompresseur GIF
sont requis pour visionner cette image.

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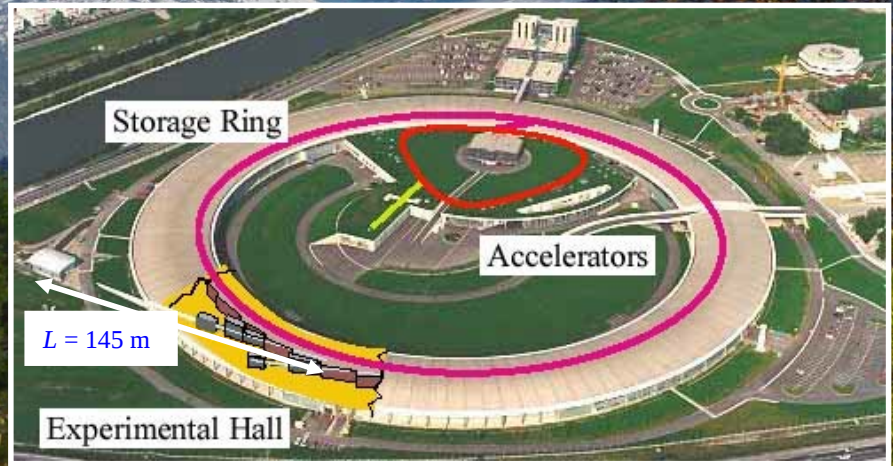
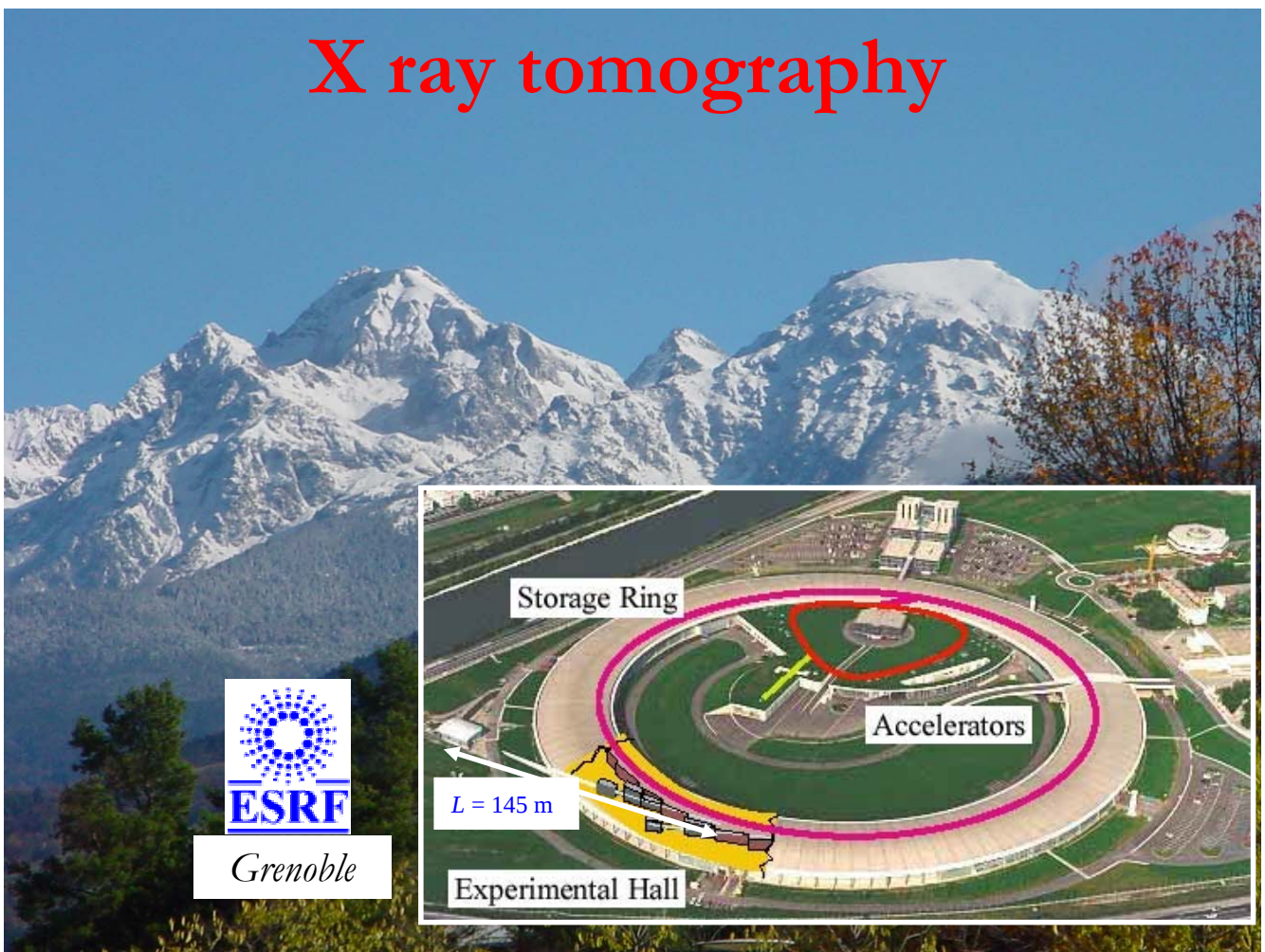
Plan

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- **X-ray tomography**
- other techniques

Set-up and principle

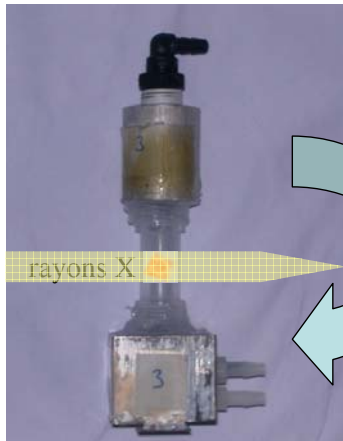
Peter Cloetens & Rajmund Mokso
ESRF, Grenoble

X ray tomography



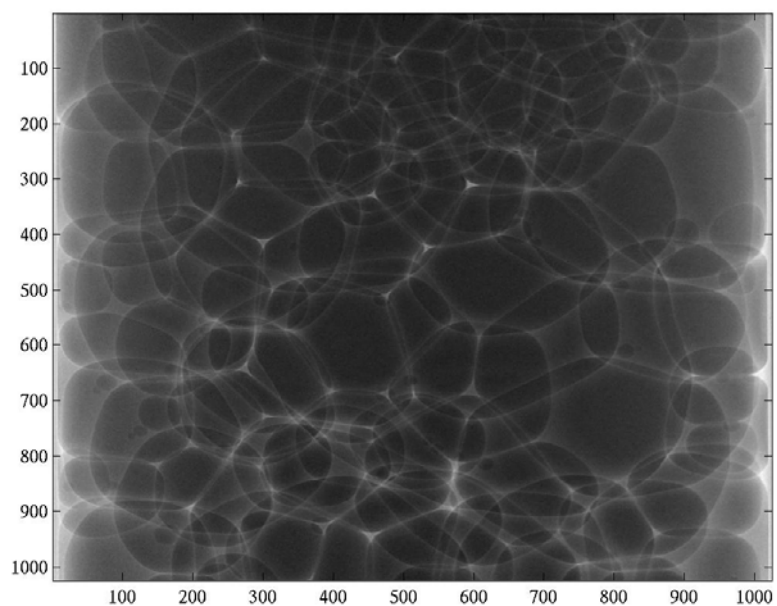
Acquisition

1 image = 1000×1000 pixels
resolution $1\text{-}10 \mu\text{m}$



absorption
1000 images
under different
angles

4 years ago 30 min
in 2005 : 20 sec



Coll : ESRF, Rennes, Bloomington
tomography by rotation rather than translation

monodisperse, 2000 x 2000 x 1000 pixels

1 picture = 1000 x 1000 pixels = 10 μm resolution

1000 pictures at different angles = 2.5 min

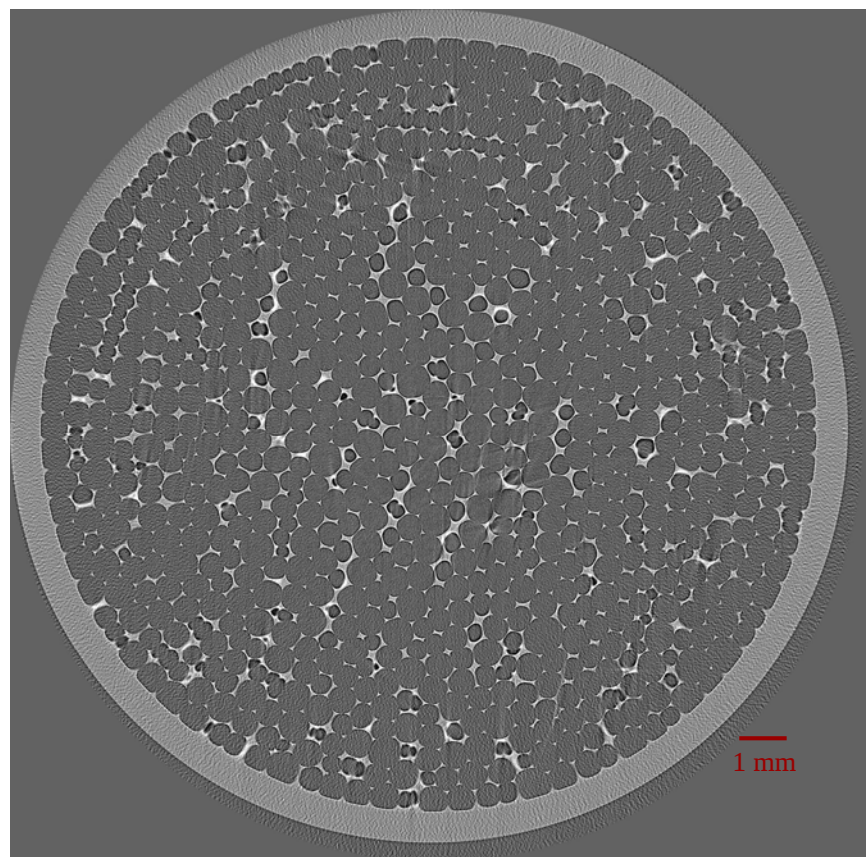
mathematical reconstruction = 3D information

QuickTime™ et un
décompresseur
sont requis pour visionner cette image.

μ -tomography: a cross section of a reconstructed volume

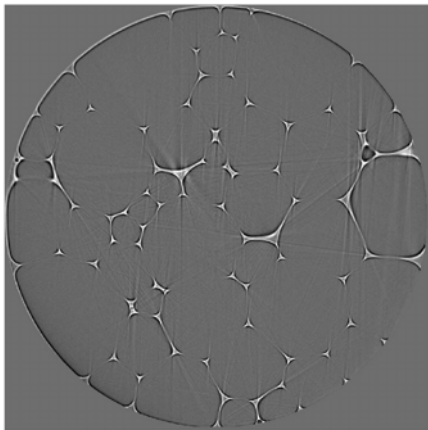
Monodisperse foam of a
washing-up liquid with C_6F_{14}

Slice dimensions:
2048x2048 pixels = 1,5 cm

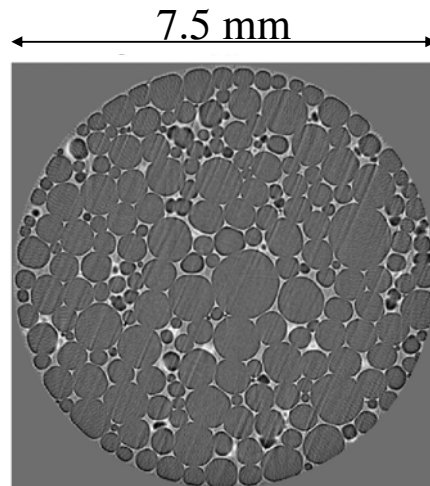


Liquid Foams

Towards the Dry Foam limit (liquid fraction $\rightarrow 0$)



Scan time ~ 20 sec
 1024^2 ; 500 projections
40 ms / projection

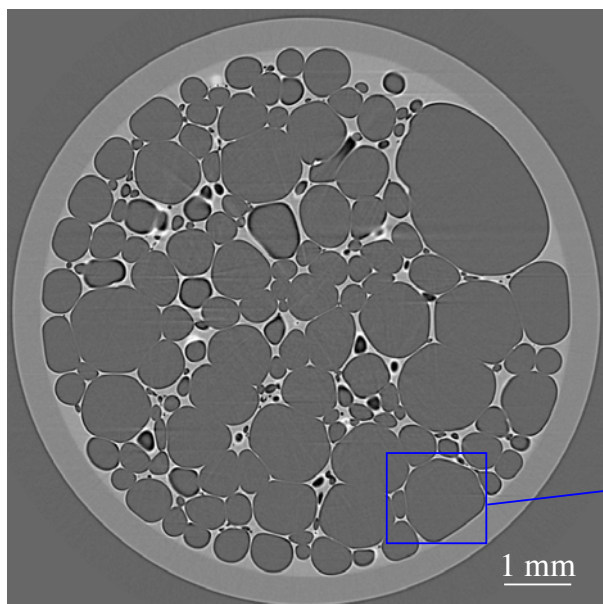


Scan time ~ 6 sec
 512^2 ; 300 projections
20 ms / projection

DALSA camera (12 bits): 60 images/s (1024) or 110 images/s (binned)
cf. ID15 High Energy beamline (M. Di Michiel)

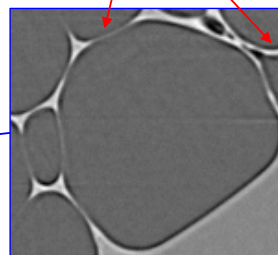
R. Mokso, P. Cloetens

Phase Contrast



Phase enhancement to visualise
liquid films separating bubbles:
Film thickness $\ll$ voxel size

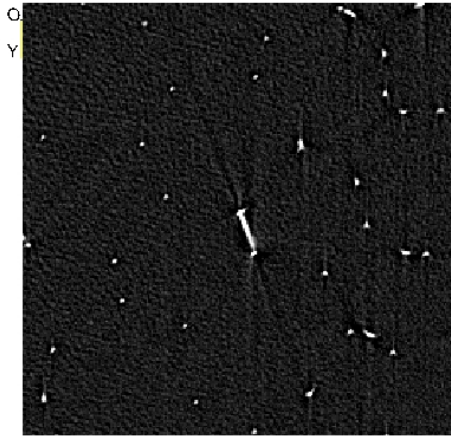
thin films



E = 15 keV, Sample-detector distance: 0.15 m

R. Mokso, P. Cloetens

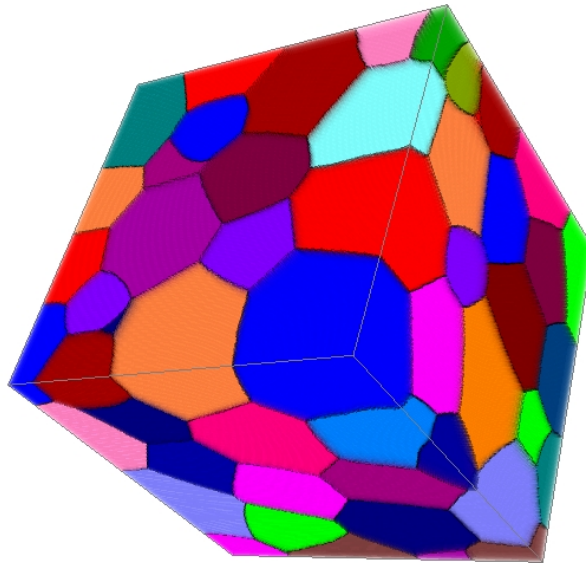
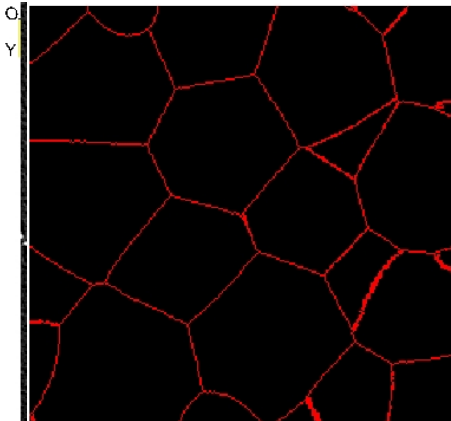
Segmentation of a monodisperse foam - the easy case



Weighted distance map method
using the commercial 3D image
processing software Aphelion

Washing-up liquid
with C_6F_{14}

Liquid fraction <3%



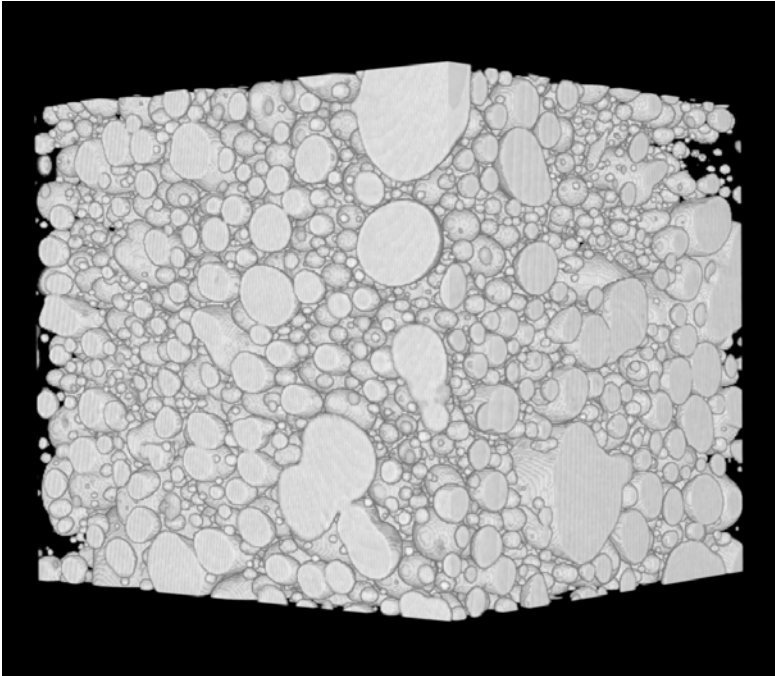
Jerome Lambert

Images

X ray tomography

30' acquisition time

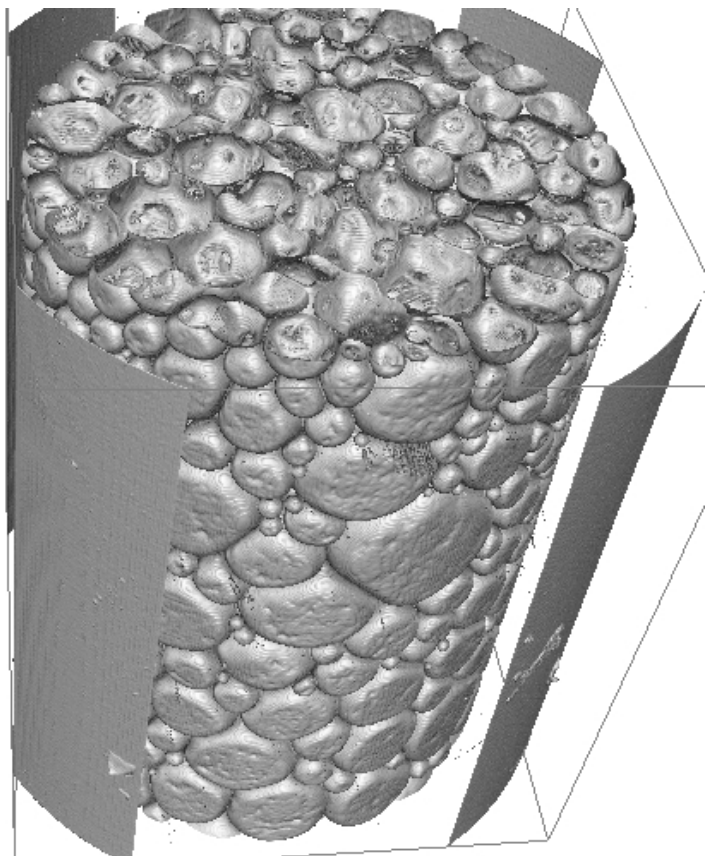
wet and stabilised foam (Nestlé chocolate mousse)



Reconstruction in 3D

with X rays
you can see inside
without
damaging it

bubble
representation....



3' acquisition time - shaving foam
liquid fraction 10-15%, moderately stabilised

QuickTime™ et un
décompresseur TIFF (LZW)
sont requis pour visionner cette image.

we can
identify each
bubble one
by one

QuickTime™ et un
décompresseur TIFF (LZW)
sont requis pour visionner cette image.

... Plateau borders

QuickTime™ et un
décompresseur TIFF (LZW)
sont requis pour visionner cette image.

15"-1'30 acquisition time
dishwashing liquid
1 - 3% liquid fraction

To figure out how it is

- $\sim 10^6$ bubbles
- $\sim 10^5$ euros / day (free for academics)
- ~ 10 to 10^2 s per image
- $\sim 10^9$ pixels (voxels)
- 10^{-6} to 10^{-5} m resolution
- 10^{-2} m sample size

- image easier for wet foams
- reconstruction easier for dry foams
- automatic using Aphelion (or Potts)
- 1 year before you get beam time
- 1 week to perform the experiment
- 1 year to analyse the 10^{12} octets of data

Coarsening

Lambert, Cantat, Delannay (Rennes)

Mokso, Cloetens, FG (Grenoble)

Glazier (Bloomington)

3D
coarsening

*2D cut of
3D image*

QuickTime™ et un décompresseur
Sorenson Video 3 sont requis pour visualiser
cette image.

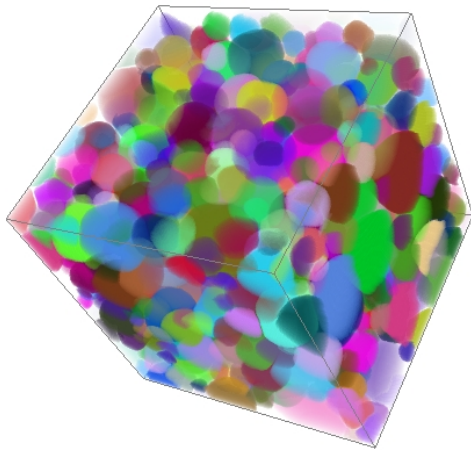
same movie

*projection
of part
of 3D image*

QuickTime™ et un décompresseur
Sorenson Video 3 sont requis pour visualiser
cette image.

Liquid Foams

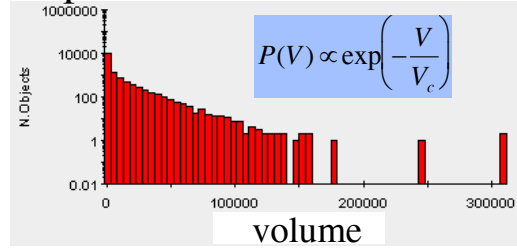
Data Analysis



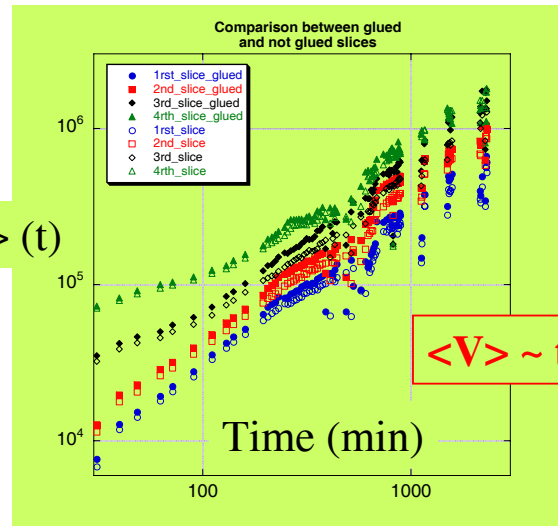
Segmentation
+ labelling
individual bubbles

Behaves ~ as dispersed bubbles :
cf. LSW mean field theory

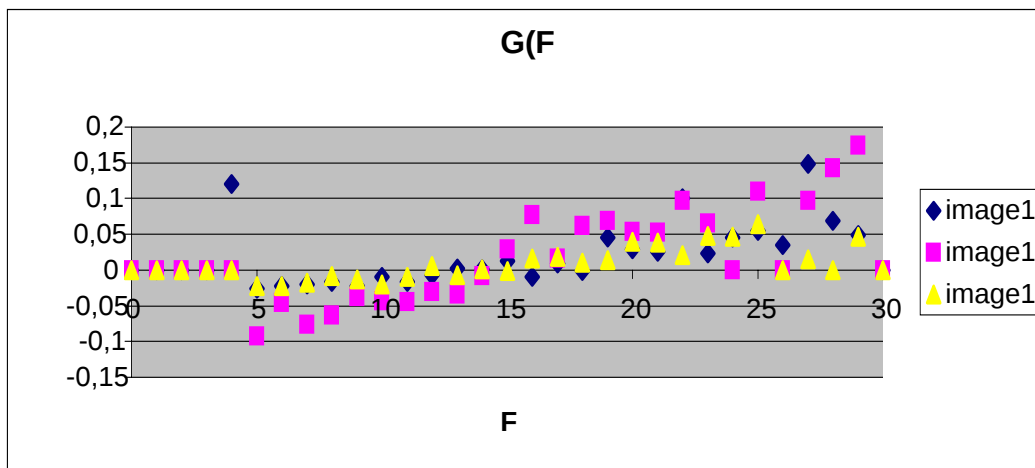
Exponential size distribution



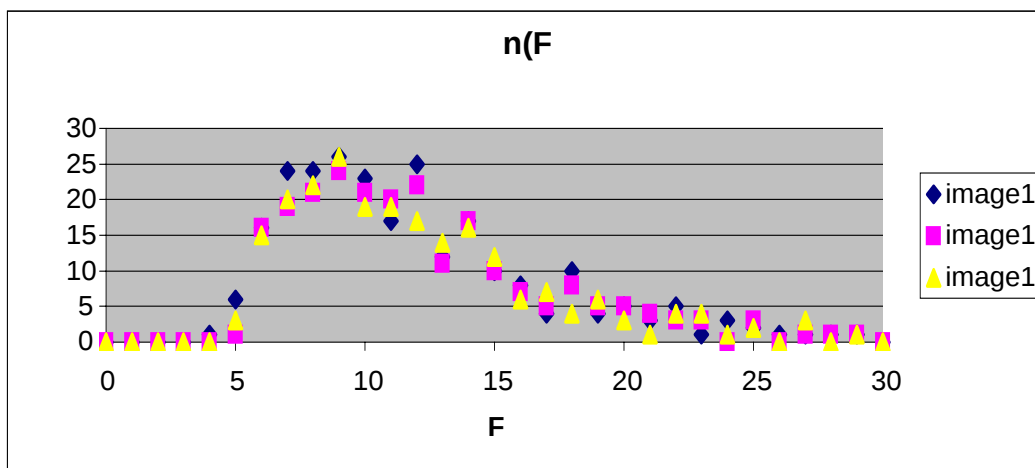
$\langle V \rangle (t)$



J. Lambert (Univ. Rennes)



data
for dry
foam



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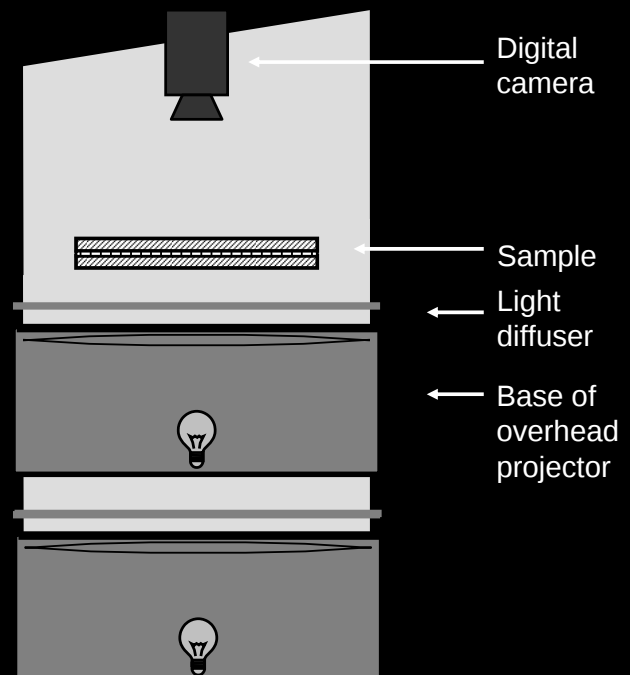
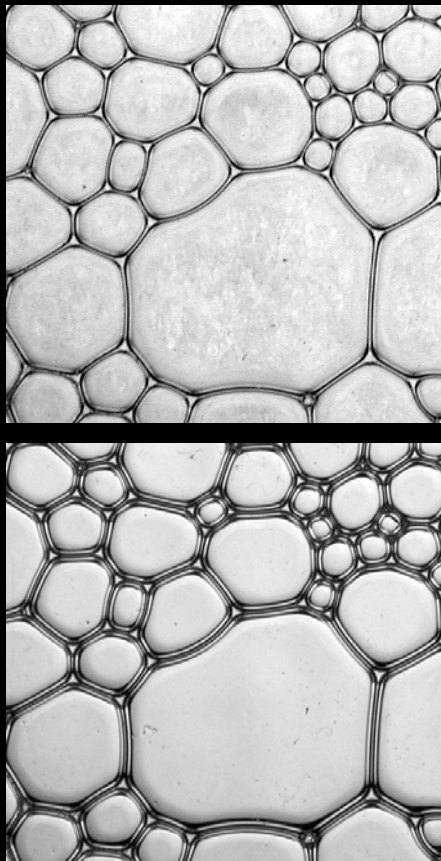
Other techniques

- already applied to foams
 - ray tracing
 - stereo-photography
- not yet applied to foams
 - techniques used in biology
 - techniques used in medicine

Ray - tracing

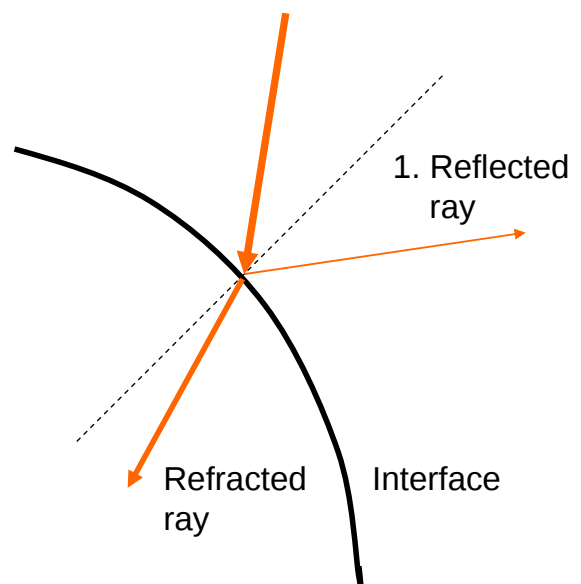
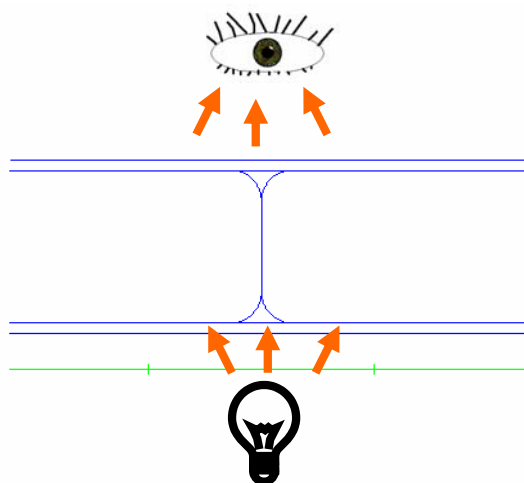
Drenckhan, van der Net

Liquid fraction of 2D FOAMS – pattern sensitive to lighting condition



RAYTRACING SIMULATIONS

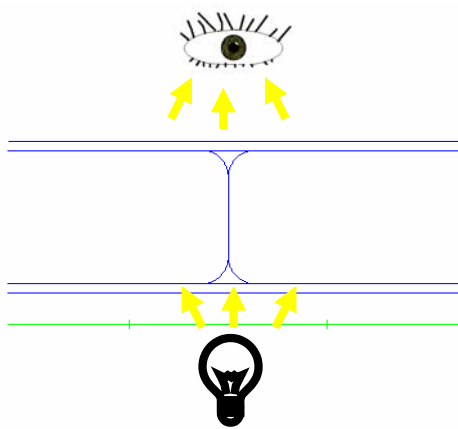
Principle: follow the path of light rays through the systems, taking into account **reflection** and **refraction** at the gas/liquid interface



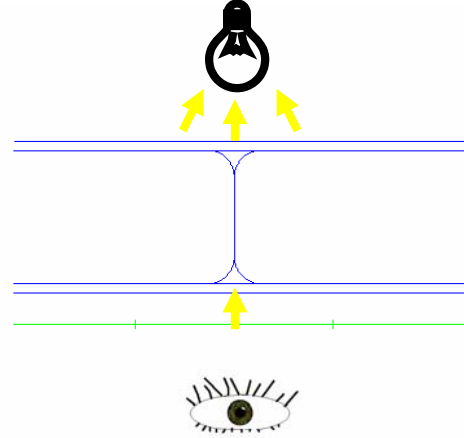
1. Snell's law (angles)
2. Fresnel's law (intensities)

RAYTRACING SIMULATIONS

Principle 2: use backward raytracing (i.e. follow rays backwards from the eye) to save calculation time

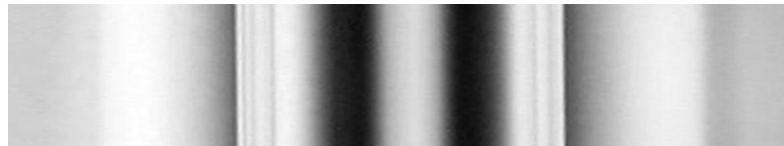


Physical reality



Model

Goal: establish quantitative predictions for experiments



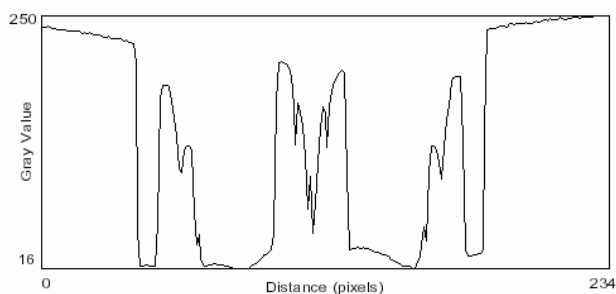
EXPERIMENT



SIMULATION



Example:
 $Width = 4 * S$



Stereo-photography

Hilgenfeldt
(after Christian Ver'huis)

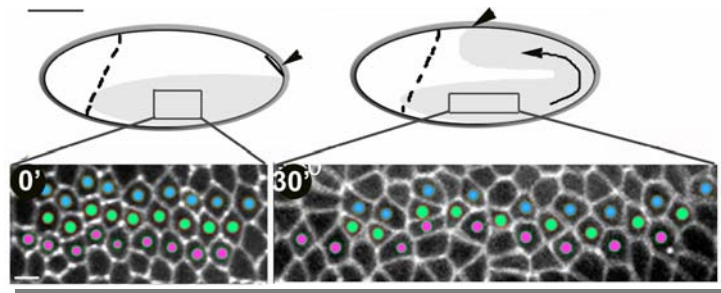
2 cameras at different angles

track shrinking tetraedra before T2

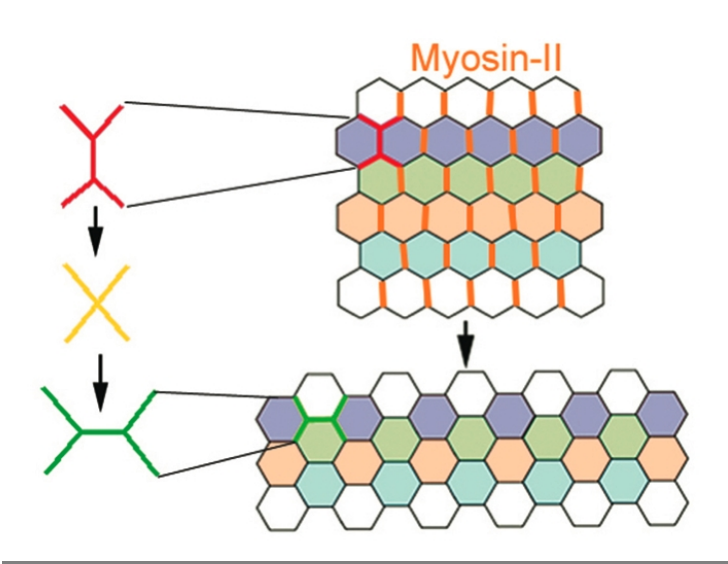
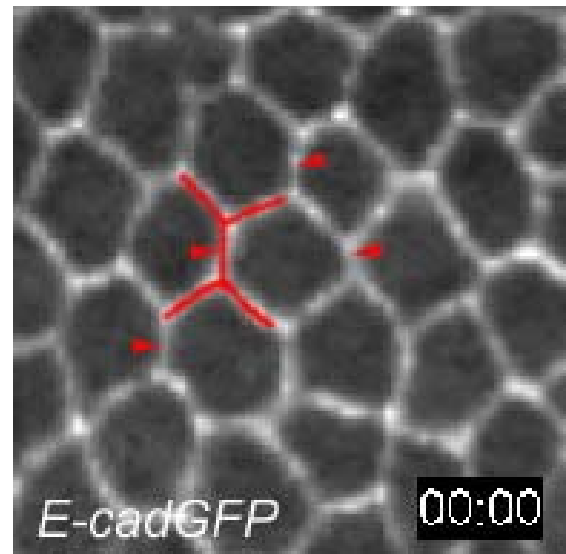
deduce the coarsening rate and thus the film thickness

confocal microscopy

Sascha Hilgenfeldt
high-speed confocal microscopy



Drosophila embryo

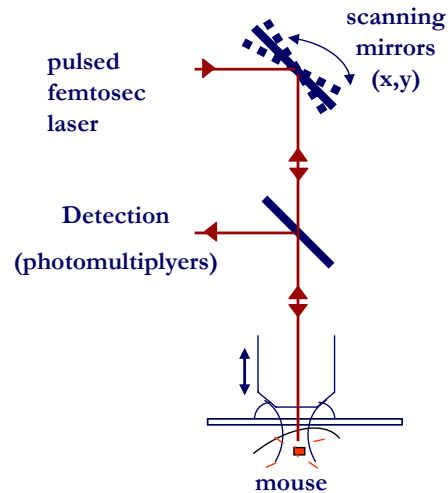
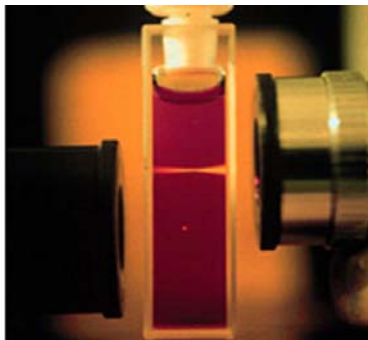
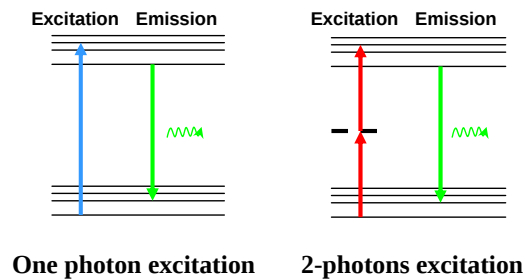


T. Lecuit
(Marseille)

2 photons microscopy

Pascale Vérant, Jean-Claude Vial
Grenoble

2 photons fluorescence microscopy



rich man's confocal microscopy :
 very non-linear process, intense only at the focal point and for
 coherent photons = same signal as confocal microscopy but much
 less noise because scattered photons are not detected
 field size : 1 mm^2 or $(0,1 \text{ mm})^2 = 512 \text{ pixels}^2$,
 resolution 0,4 microns in XY, 0.8 in Z;
 laser : 100 fs, 1W, repetition 12 ns, peak MW
 10 plane images in 20 to 80 sec
 ok to image 3 to 5 bubble layers

surface

bulk

QuickTime™ et un
 décompresseur TIFF (LZW)
 sont requis pour visionner cette image.

Other techniques

- poor man's confocal microscopy : structured light or selective plane illumination microscopy
- 3D echography,
- positron emission tomography
- terahertz
- magnetoencephalography
- photoacoustics
- elasticity imaging
- and so on