

Extended sources reconstructions by means of Coded mask aperture systems and Deep learning algorithm

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# CALISTE DETECTOR

**CdTe** semi-conductor crystal

### Miniature pixelated spectro-imager

Works at **nearly room temperature**: high performance at -15°C Low power consumption: 200 mW

First developments for **astrophysical** application

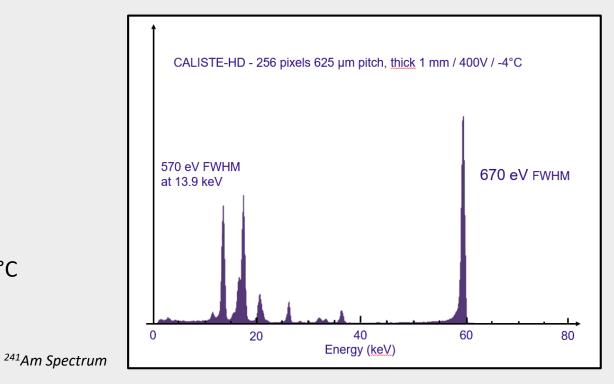
 $\rightarrow$  STIX: Spectrometer Telescope Imaging X-rays Observation of Bremstrahlung from accelerated electrons near the Sun

Different versions of Caliste: Caliste-SO, Caliste-HD, Caliste-O...

From space applications to **industrial** applications:

- $\rightarrow$  Medical application: breast tumor cells detection
- $\rightarrow$  Nuclear safety application

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Caliste Family

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# CALISTE HD

**Pixelated** detector 16 x 16 pixels 625 μm pixel pitch 1 mm thickness Surface: 1 cm<sup>2</sup> Other versions available

High energy range: from 2 keV to 1 MeV

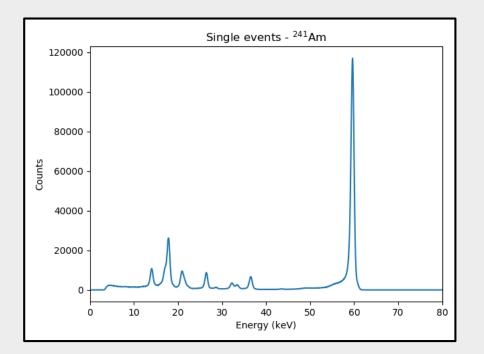
#### High energy resolution

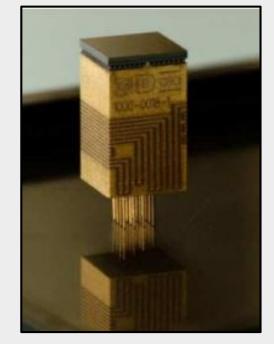
670 eV FWHM at 60 keV (1,1 %) 4,1 keV FWHM at 662 keV (0,62 %)

Spectroscopy: Radioactive sources identification

Imaging: Compton localisation Coded Mask Aperture Imaging





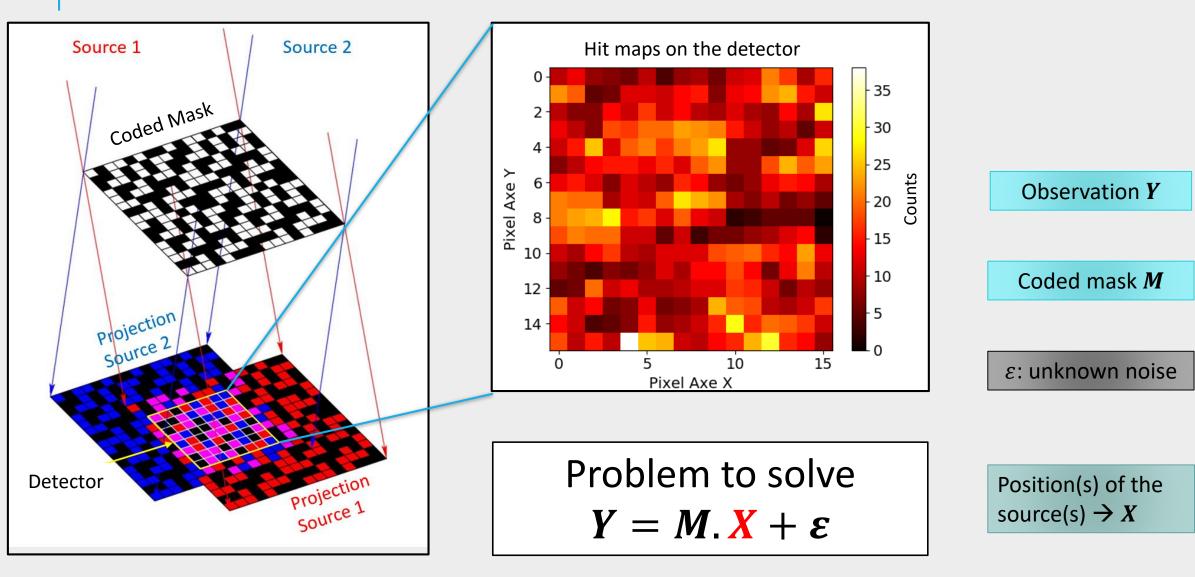


Caliste-HD (CEA Irfu)

WIX-HD Camera Mass: 1 kg



## CODED MASK APERTURE IMAGING

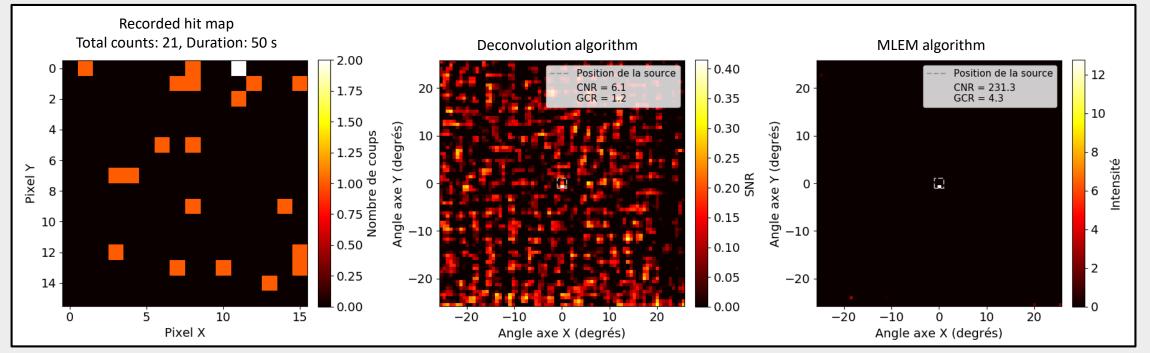


## CLASSICAL ALGORITHMS

Two main algorithms:

- Deconvolution algorithm  $\rightarrow$  Correlations between the mask and the recorded hit map
- MLEM (Maximum Likelihood Expectation Maximization)  $\rightarrow$  Iterative algorithm, maximization of the likelihood p(Y|X) to observe the data Y, given the position of the sources X

Tests on real data

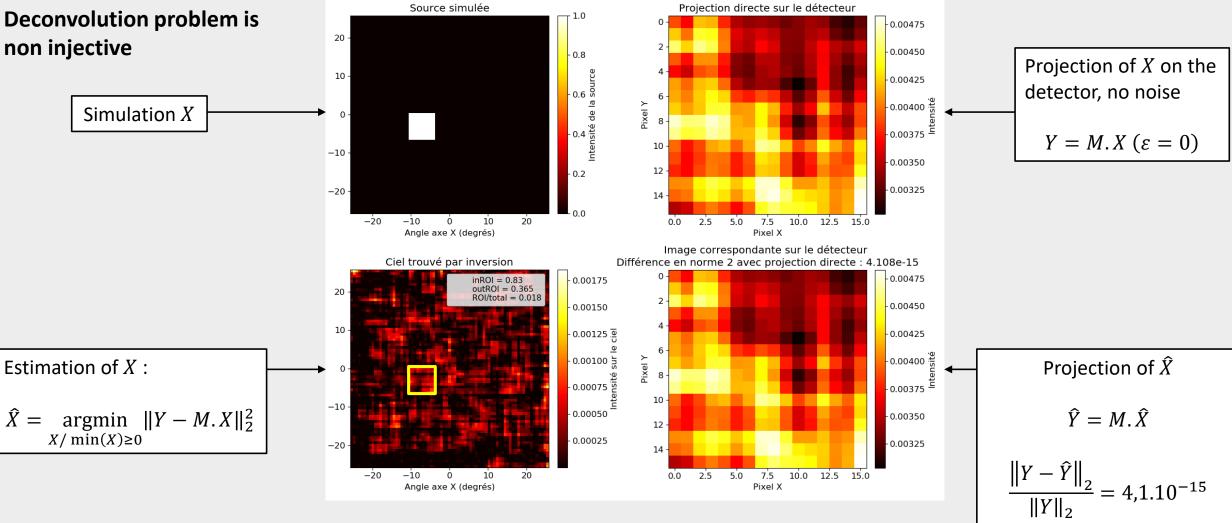


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## **EXTENDED SOURCES**

**Deconvolution problem is** non injective



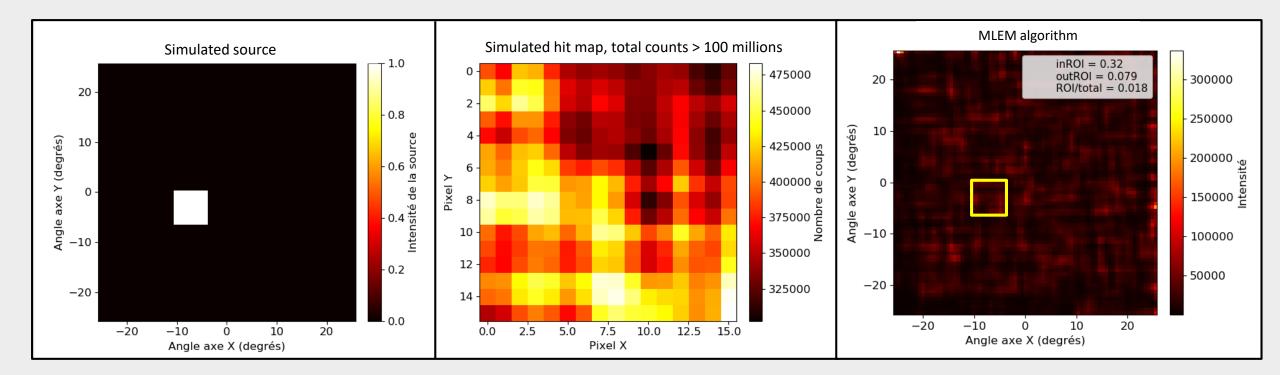
## **EXTENDED SOURCES**

### Limitations on extended sources

Classical algorithms are unable to reconstruct extended sources

Even in the case of high counting statistics and without any noise

Need for regularization or other algorithms



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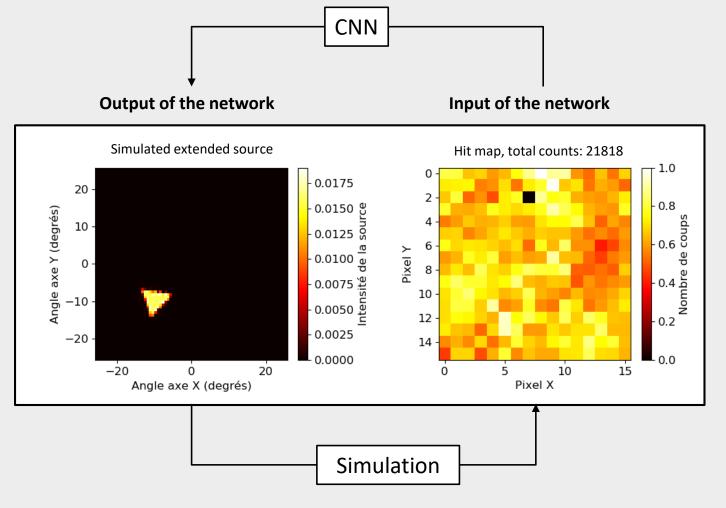
# DEEP LEARNING APPROACH

### **Deep Learning**

New for this topic: two studies in 2019 and 2020 on simulated point sources

### **Online learning**

- From simulations
- Creation of 1000 examples and learning for one epoch (iteratively)
  - 900 training examples
  - 100 validation examples
- Learning more that 200 million examples

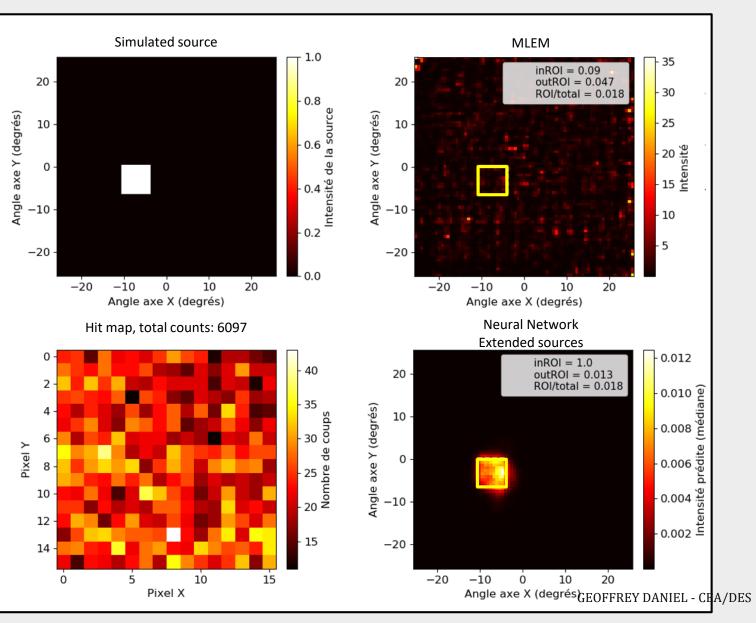


## DEEP LEARNING RESULTS: TESTS ON SIMULATION

Computation time: MLEM: 3,5 s (100 iterations) CNN: 0,035 s

Extended sources

Simulation



## DEEP LEARNING RESULTS

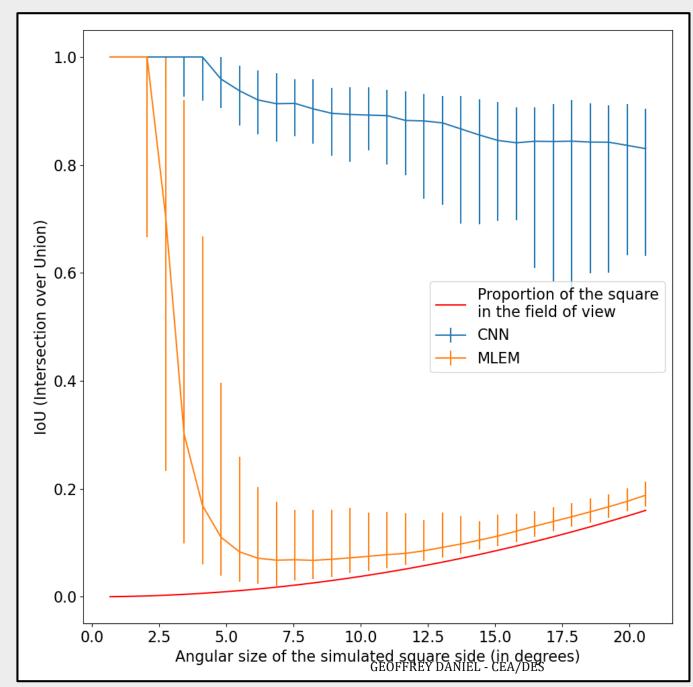
Performances on extended sources reconstruction

Simulations of square sources, different sizes

- 10 millions of photons
- No noise
- No disabled pixels
- 1000 examples for each size

Metric: Intersection over Union (IoU)

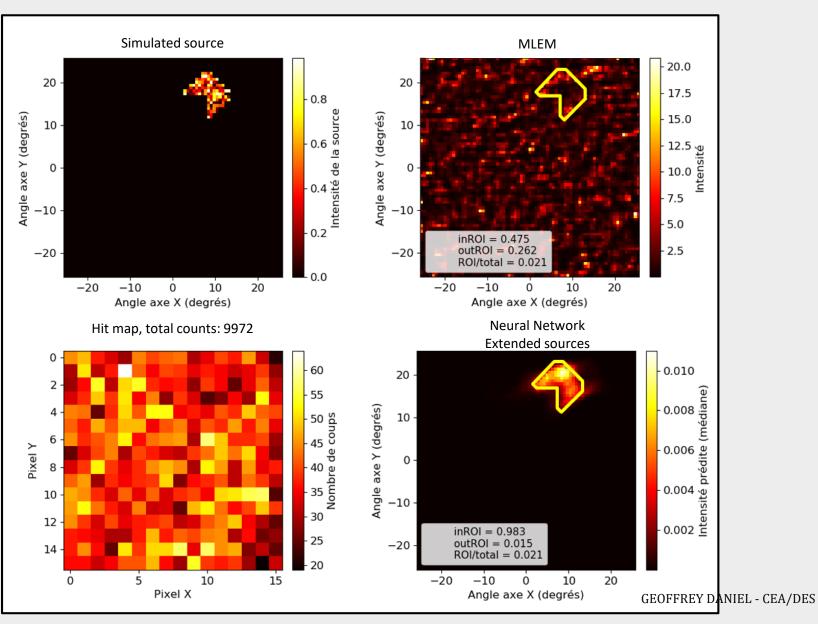
$$IoU = \frac{Area(True \cap Recons)}{Area(True \cup Recons)}$$



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## DEEP LEARNING RESULTS: TEST ON OTHER SHAPE

Extended sources Simulation

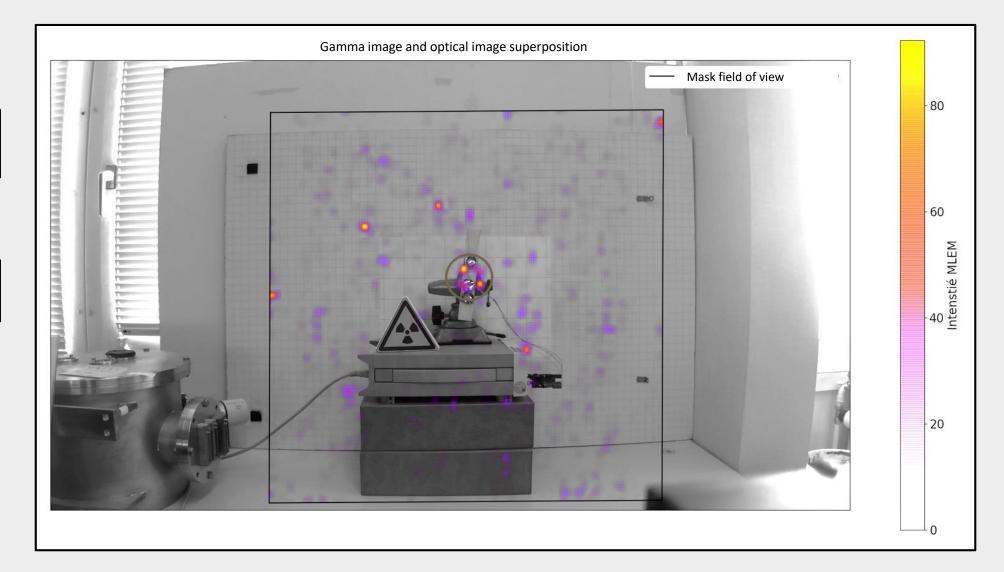


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## DEEP LEARNING RESULTS: REAL DATA

Extended source Real Data

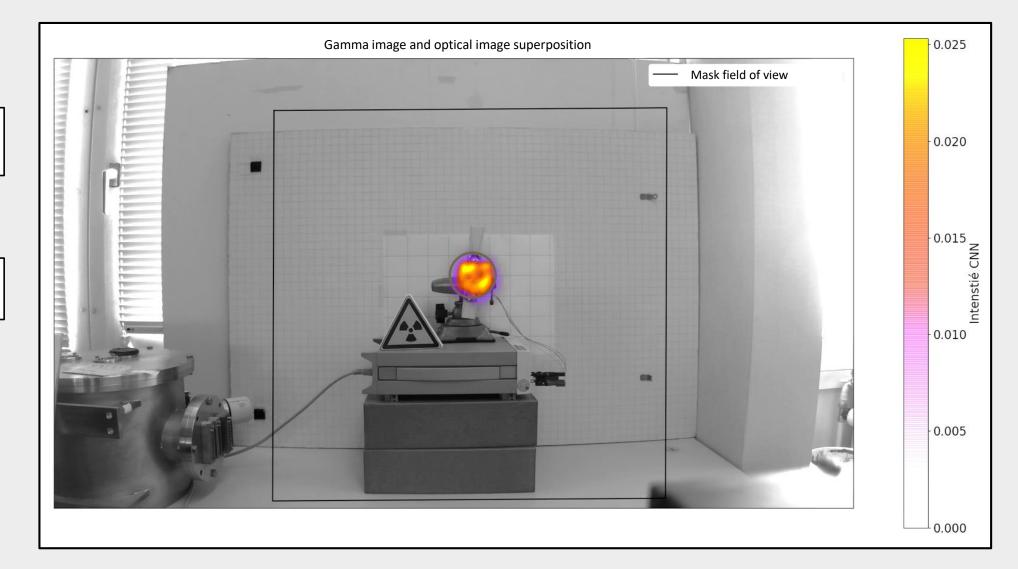
MLEM algorithm Acquisition: 2 h 35 mn



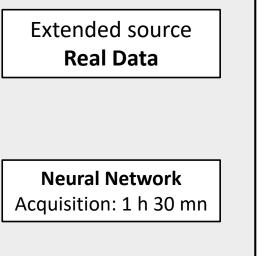
## DEEP LEARNING RESULTS: REAL DATA

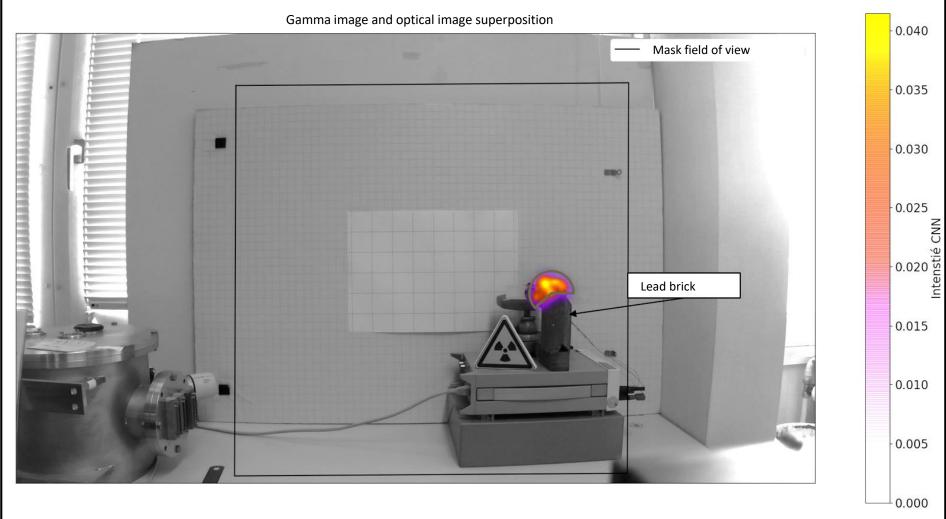
Extended source Real Data

**Neural Network** Acquisition: 2 h 35 mn



## DEEP LEARNING RESULTS: REAL DATA







Neural Networks: Solution for the problem of **extended** sources reconstructions

 $\rightarrow$  Regularization through the data and the learning method

Interesting improvements of the **computation time** with Neural Network

## Outlooks

- One neural network to process extended and point sources data
- Tests in operational conditions
- Applications in other fields: instrumentation for astrophysics, medical imaging...

Thank you for your attention!