

# Varied Trends in Global **Performance Specifications**

• There is a wide range of image performance requirements, standards and threat detection needs around the globe

ANSI/IEC

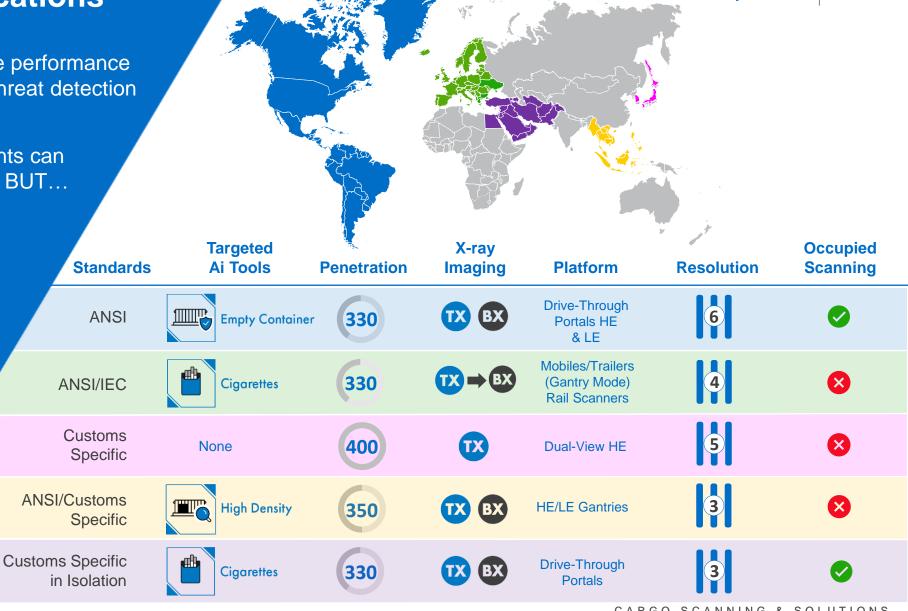
Customs

ANSI/Customs

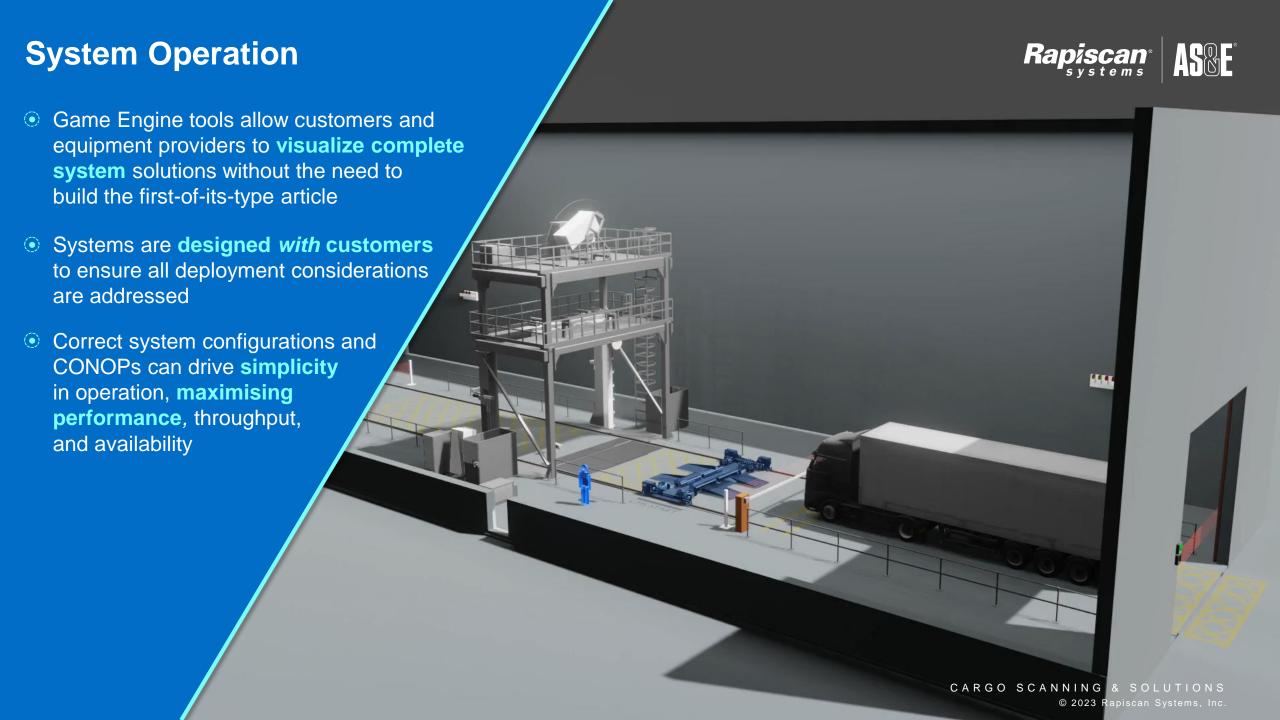
in Isolation

 Some performance requirements can translate to complex solutions, BUT...

 Early discussions focused on detection and operational requirements rather than specifications can often result in more effective, less costly solutions



Rapiscan



### **Adding in the Physics**



# Draw smooth trajectories at end of event, showing traject

- Use of "Raycast" Physics functions that projects a Ray into the scene. Similar to Monte Carlo models, information on material "hits" can be stored and examined.
- Still emphasises the need for X-ray domain expertise in system design and configuration
- However, we add in only the physics needed for the task at hand
  - X-ray source spectrum
  - X-ray attenuation properties
  - Detector response characteristics
  - Material properties
  - Image processing pipeline
  - Noise characteristics
- AND... we lower the barrier to entry, by moving the resource bottleneck to object modelling and scene creation

# as markers 2 pixels wide: /vis/scene/add/trajectories smooth /vis/modeling/trajectories/create/drawByCharge /*vis/modeling/trajectories/drawB*yCharge-0/default/setD /*vis/modeling/trajectories/drawB*yCharge-0/default/set (if too many tracks cause core dump => /tracking/s # Draw hits at end of event: *#/vis/scene/add/hits* # To draw only gammas: #/vis/filtering/trajectories/create/particleFilte #/vis/filtering/trajectories/particleFilter-0/ad # To invert the above, drawing all particles ex # keep the above two lines but also add: */vis/filtering/trajectories/*particleFilter-0/:

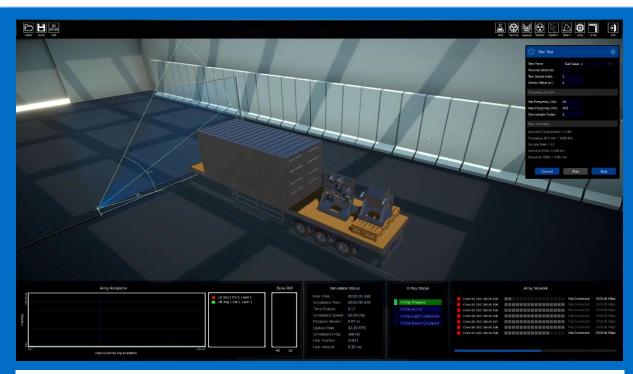
*Many other options are available* with /vis/m

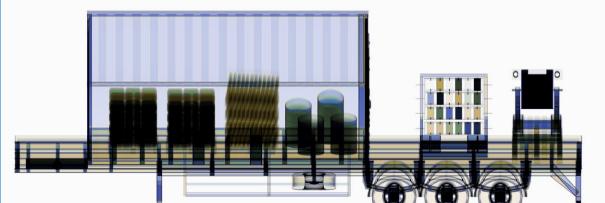
For example, to select colour by particle II

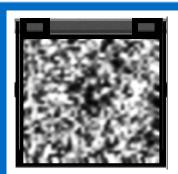
//vis/modeling/trajectories/create/drawByPart

## **Simulating X-ray Images**

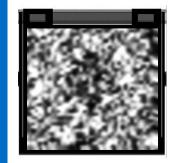




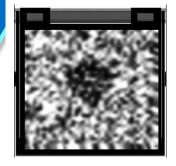




1:1 Sampling



2:1 Sampling



3:1 Sampling

#### **Interactive Array Simulator**

Matching the scanning CONOPs for scan speed, X-ray source pulse frequency allows for generation of realistic image data. Can inform end-users on **expected image projection**, **quality and data rates** 

Incorporation of relevant physics allows performance metrics to be examined for different data capture routines

Dual-energy information can even highlight material classification capabilities and limitations

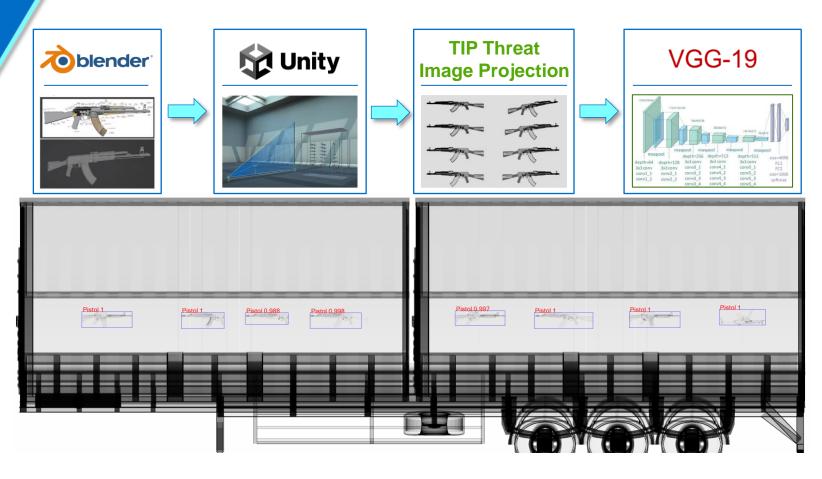
Valuable tool for spec'ing system designs, training operators and exploring low-prevalence commodities or threats...

### **Synthetic AI Data Generation**



**Data Set Generation Image Cropping Image Augmentation CNNs** 

Overcoming low prevalence, data rights restrictions, commodity and transport variations in a scalable fashion



### **Thank You**



