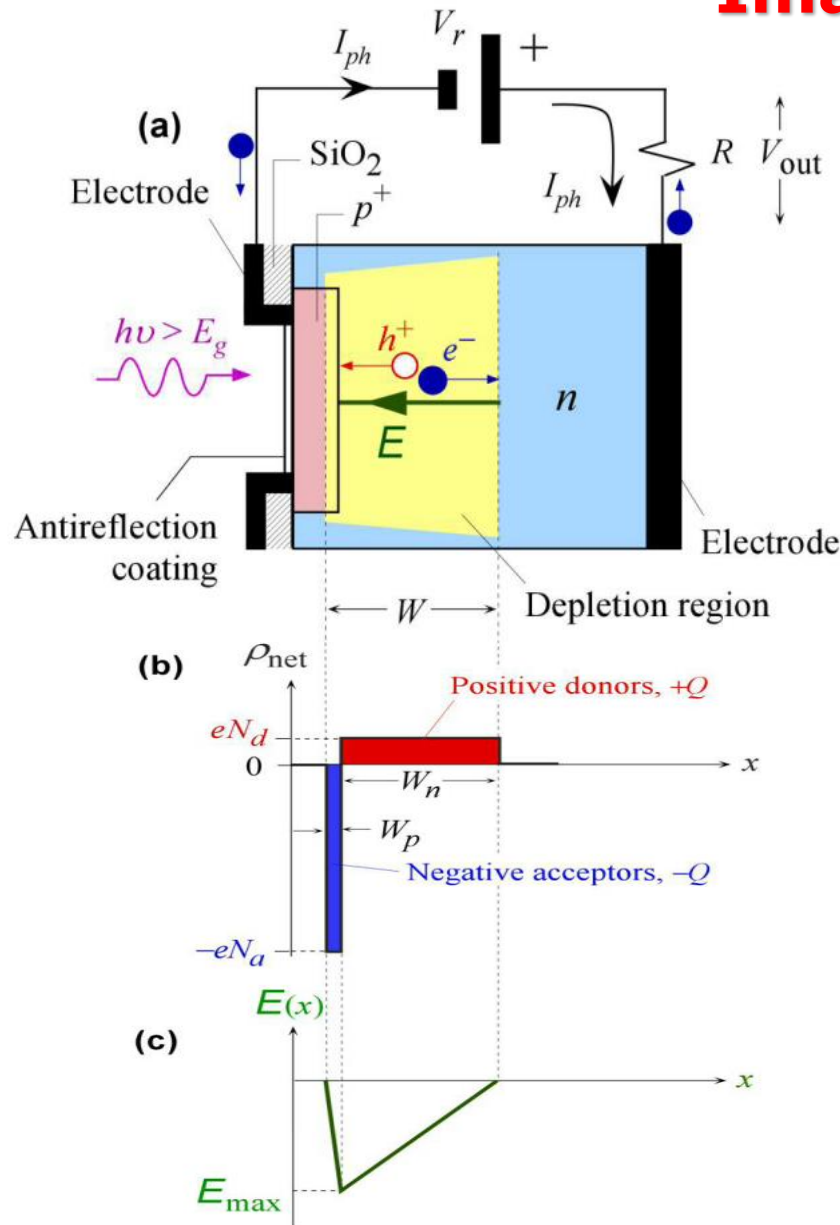
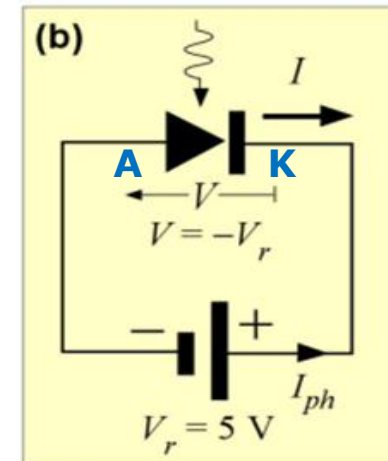


# Imaging: Photodiodes



## Reverse-biased *pn* junction photodiode



← Space charge and electric field

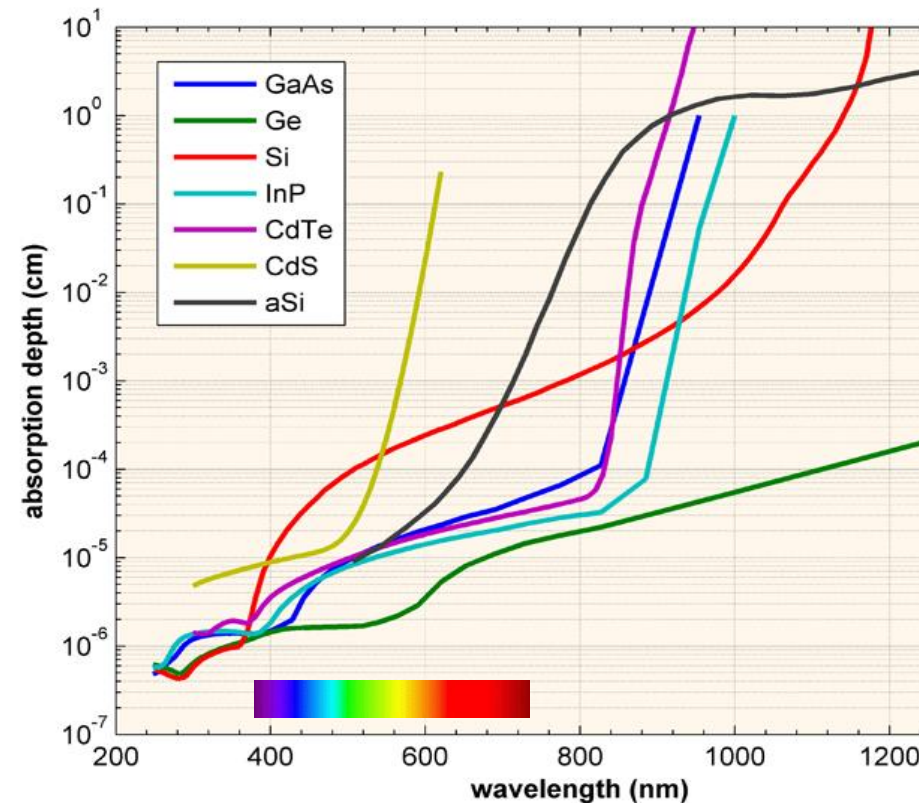
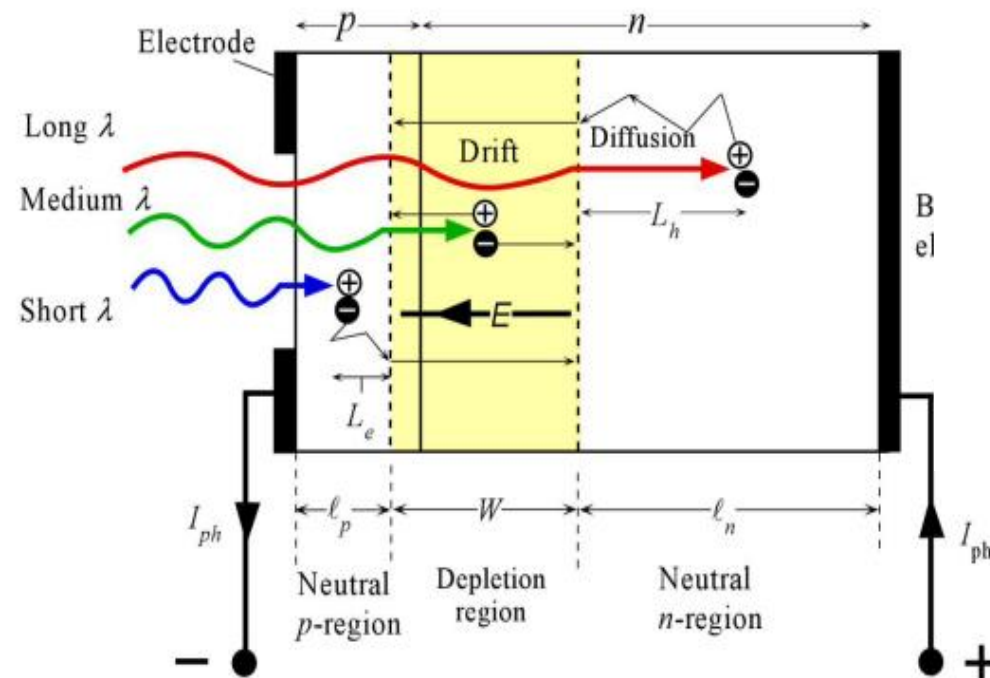
$N_d, N_a$  = donor and acceptor concentrations

$E_g$  = energy gap between valence and conduction bands

# Photodiodes

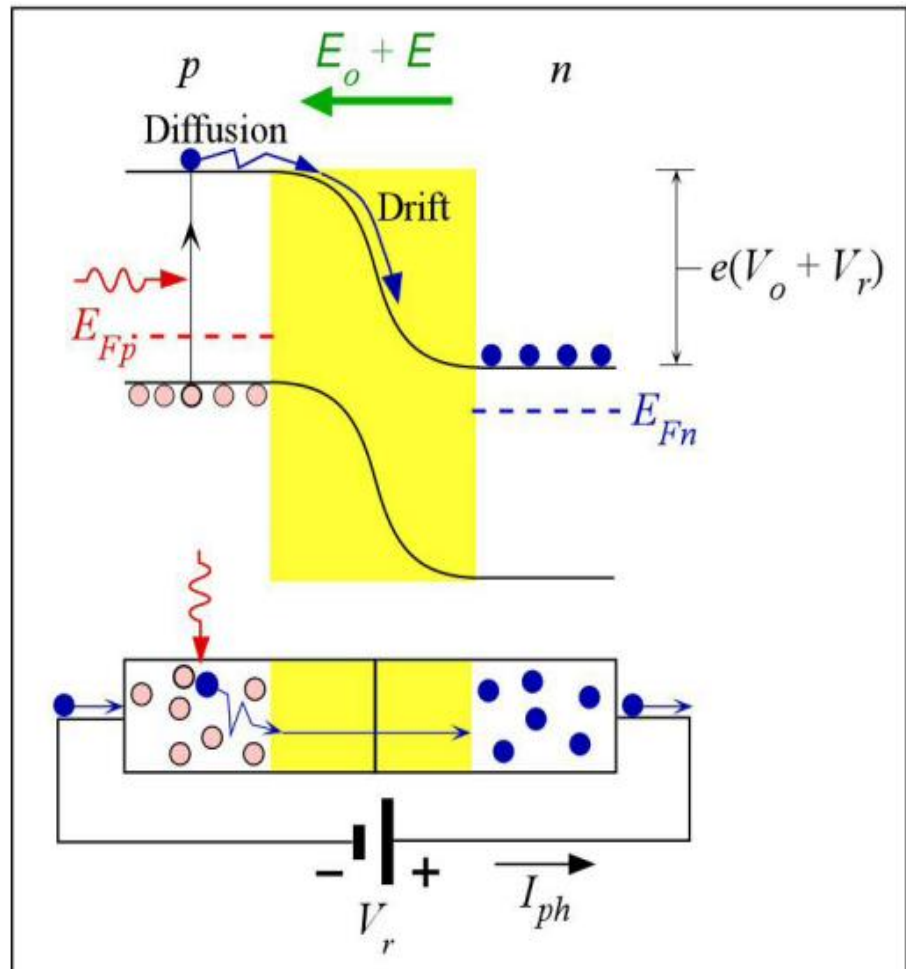
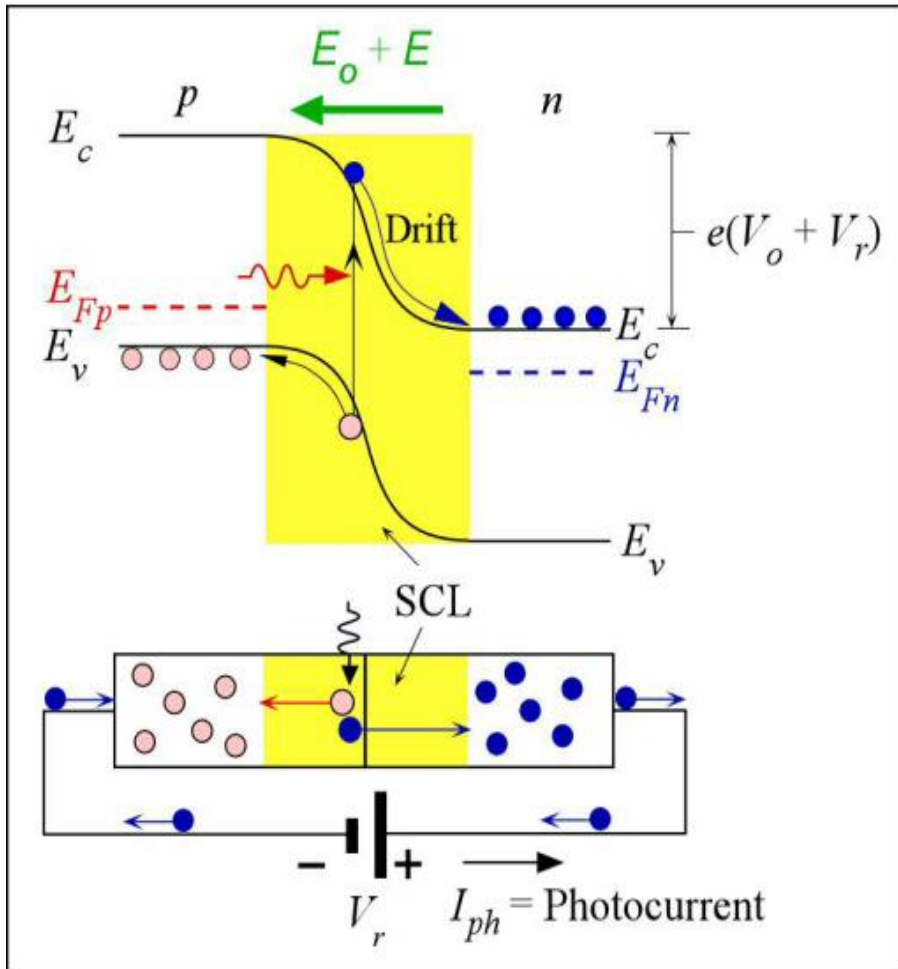
**Absorption depth** (typ. a few / few tens microns): distance at which the light drops by a factor  $1/e$

E-H pairs generated in neutral regions diffuse in material



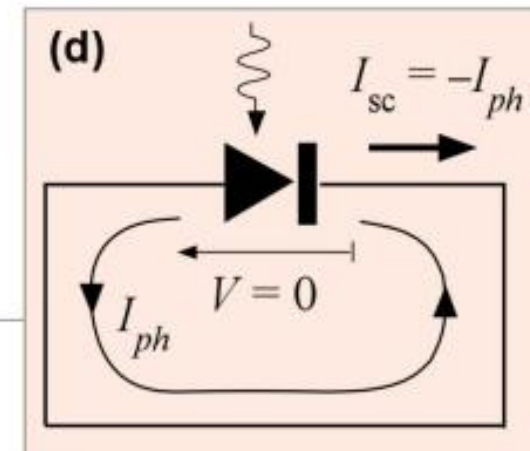
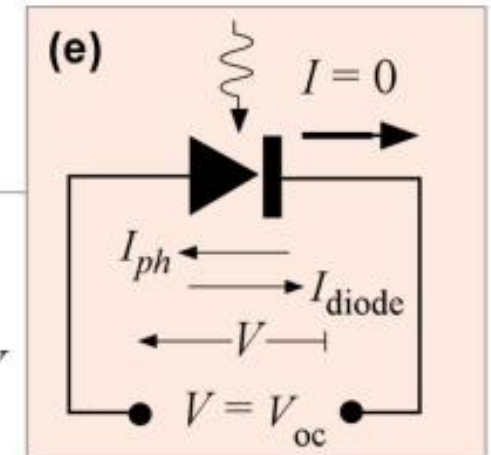
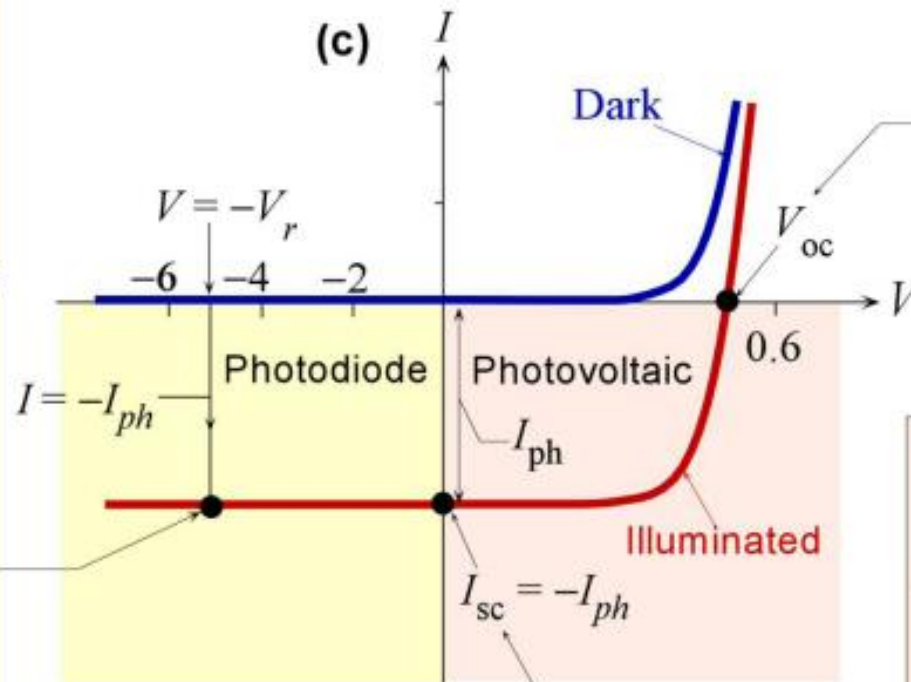
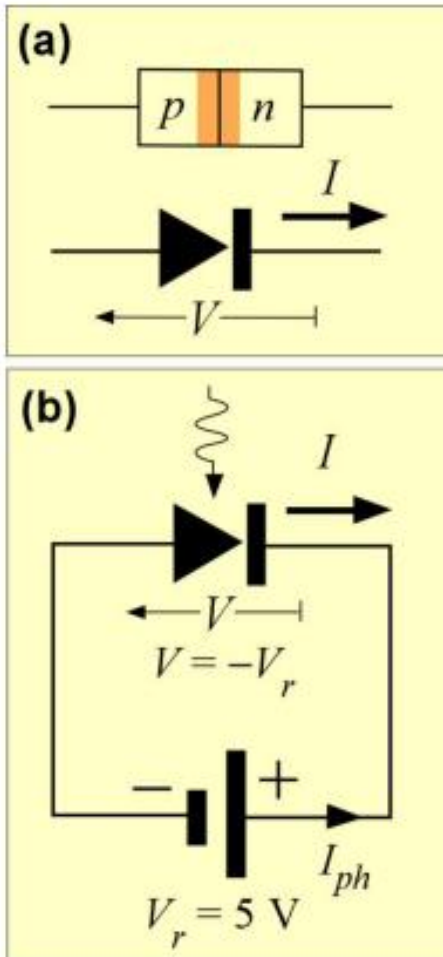
# Photodiodes

*pn* junction, reverse biased; photogeneration inside depletion region and inside neutral region



# Photodiodes

## Photodetection Modes



# Photodiodes

The **number of collected charges** is

- linearly dependent on light level and exposure time and
- nonlinearly dependent on wavelength

$$I_{ph} = q \eta P_0 / h \nu \quad [C \times W / J = C / s = A]$$

$q$  elementary charge

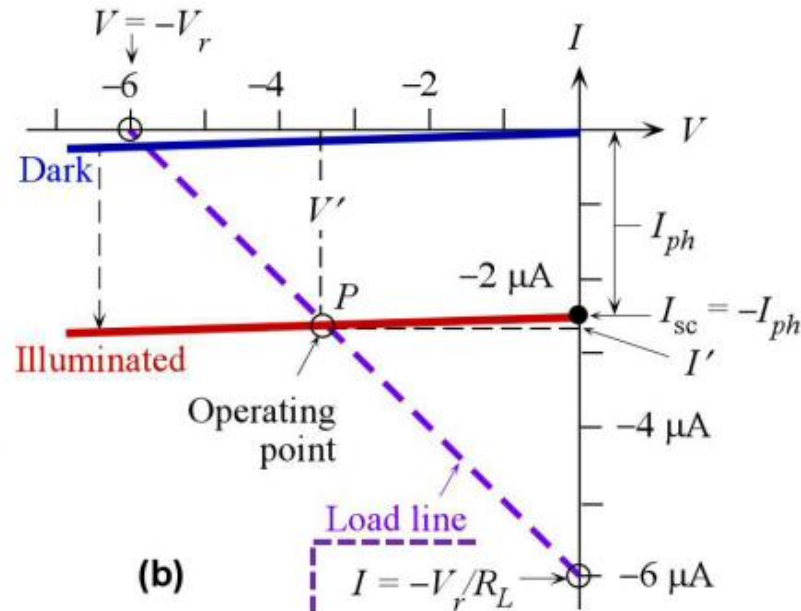
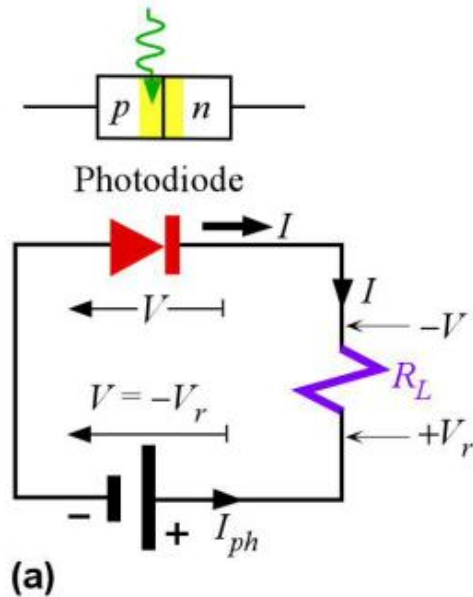
$\eta = \eta(\lambda)$  external quantum efficiency (QE)  
(collected EH pairs / incident photons)  
(see curves in datasheet)

$P_0$  power of incident light

$h$  Planck's constant  
 $\nu = c / \lambda$  frequency }  $h \nu = \text{light energy}$

# Photodiode circuits

Basic circuit and the *load line* ( $V_r = 6V$ ,  $R_L = 1 M\Omega$ )



*P* is the  
operating point

$$V' = -3.5 V$$

$$I' = -2.5 \mu A$$

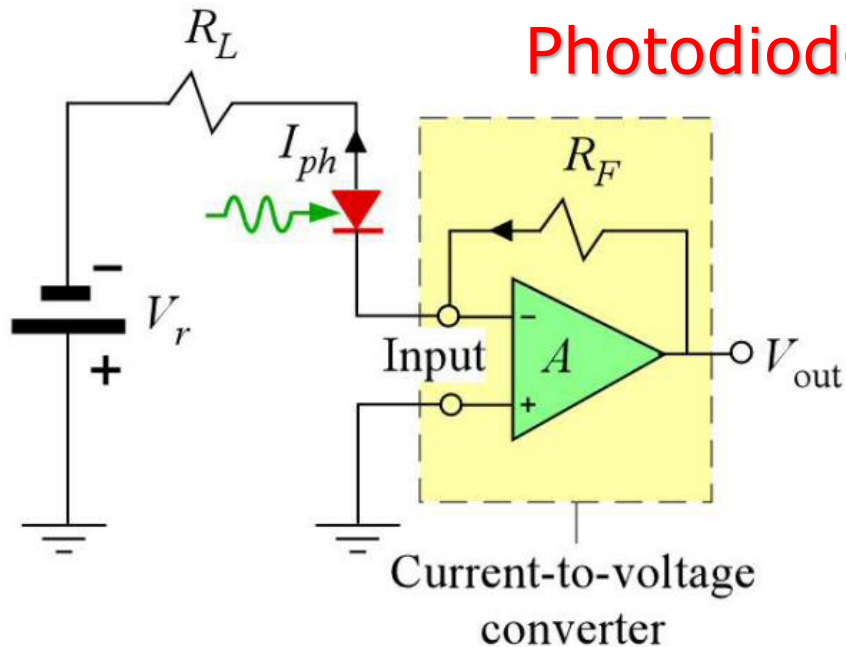
$$I' \approx I_{ph}$$

The current through  $R_L$  is

$$I = -(V + V_r) / R_L$$

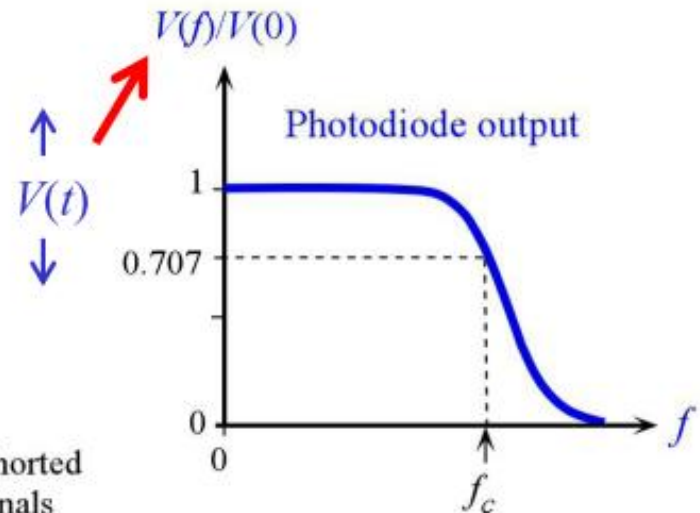
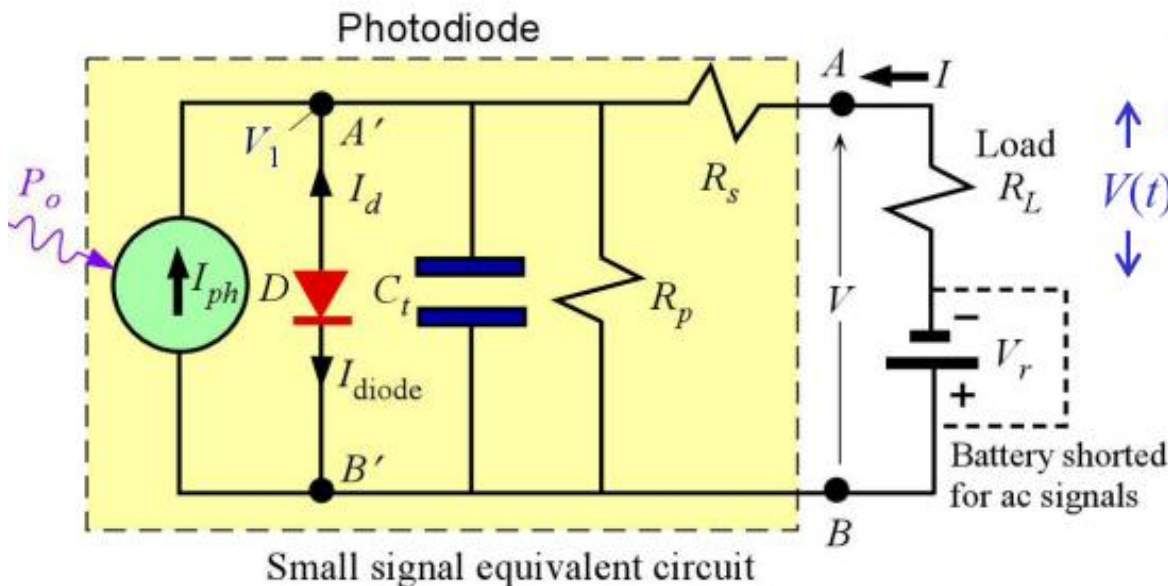


## Photodiode circuits

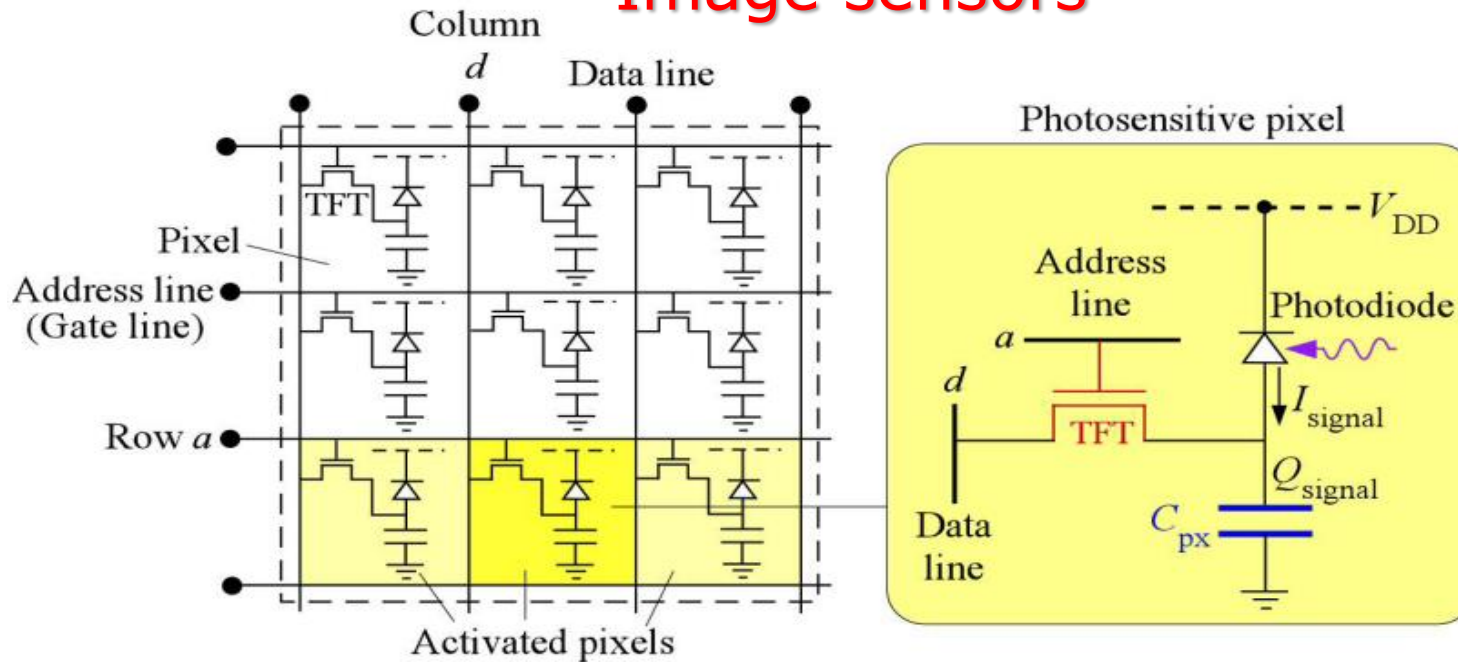


Principle of transimpedance amplifier (CCVS),  $V_{out} = R_F I_{ph}$

## Frequency response

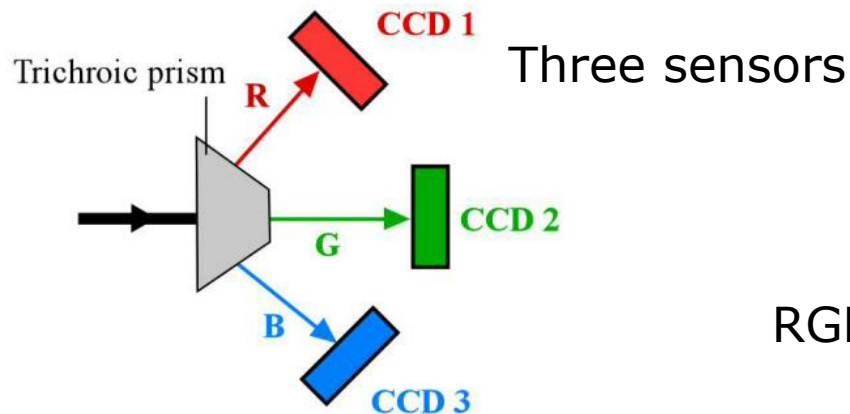


## Image sensors

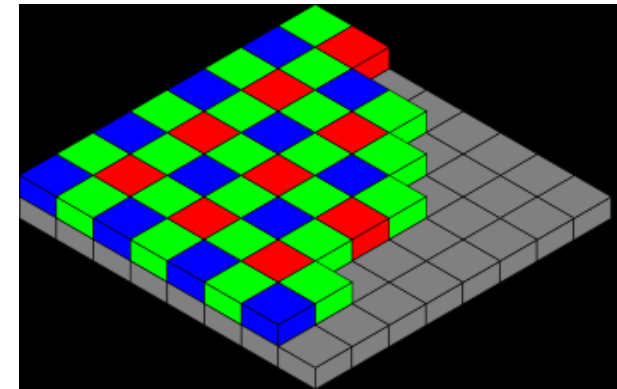


Active matrix addressing

## Color acquisition



Single sensor + RGB **Bayer** filter + interpolation





## ***X-Trans*** filter (Fuji)

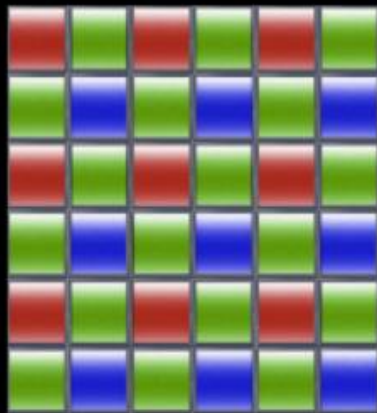
### ***PROs***

Higher degree of randomness with an array of 6 x 6 pixel units.

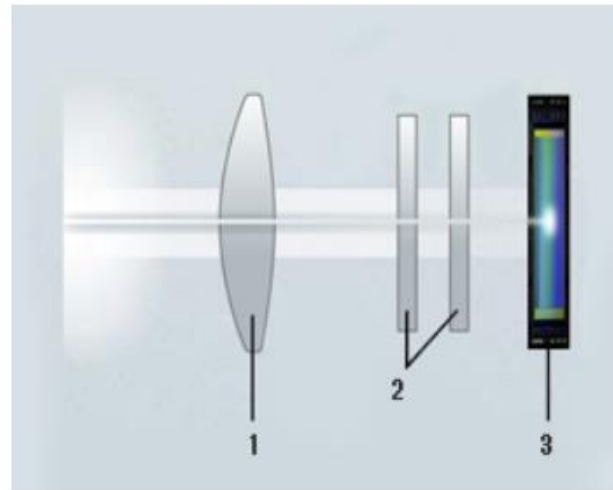
Without using an optical low-pass filter, **Moiré** and **false colours** are eliminated while realizing high resolution.

### ***CONs***

increased processing requirements



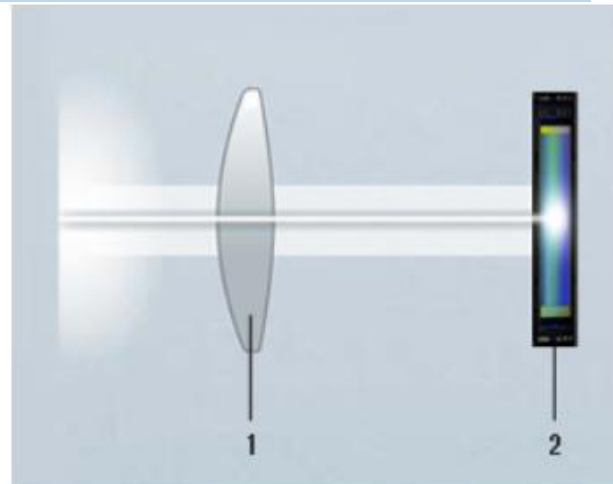
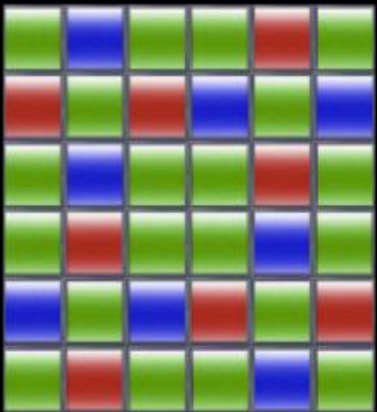
Repeating pattern in an array of 2 x 2 pixel units.



Lens with optical low-pass filters

1. Lens
2. Optical low-pass filter
3. Sensor

<https://fujifilm-x.com/global/products/x-trans-cmos/>



Work in progress: **Quantum Dots** (see paper)

## CCD image sensors

Willard Boyle and George Smith, formerly of Bell Telephone Laboratories, in Murray Hill, N.J., shared the 2009 Nobel Prize in Physics for their invention of the **charge-coupled device (CCD)**, the basis for digital imagery



Photo: Alcatel-Lucent/Bell Labs

Camera Men: Willard Boyle [left] and George Smith [right] in 1970.

# CCD image sensors

Electrons generated by each photodiode are sequentially carried along a set of **CCD shift registers** towards a charge-to-voltage converter (sort of CCVS)

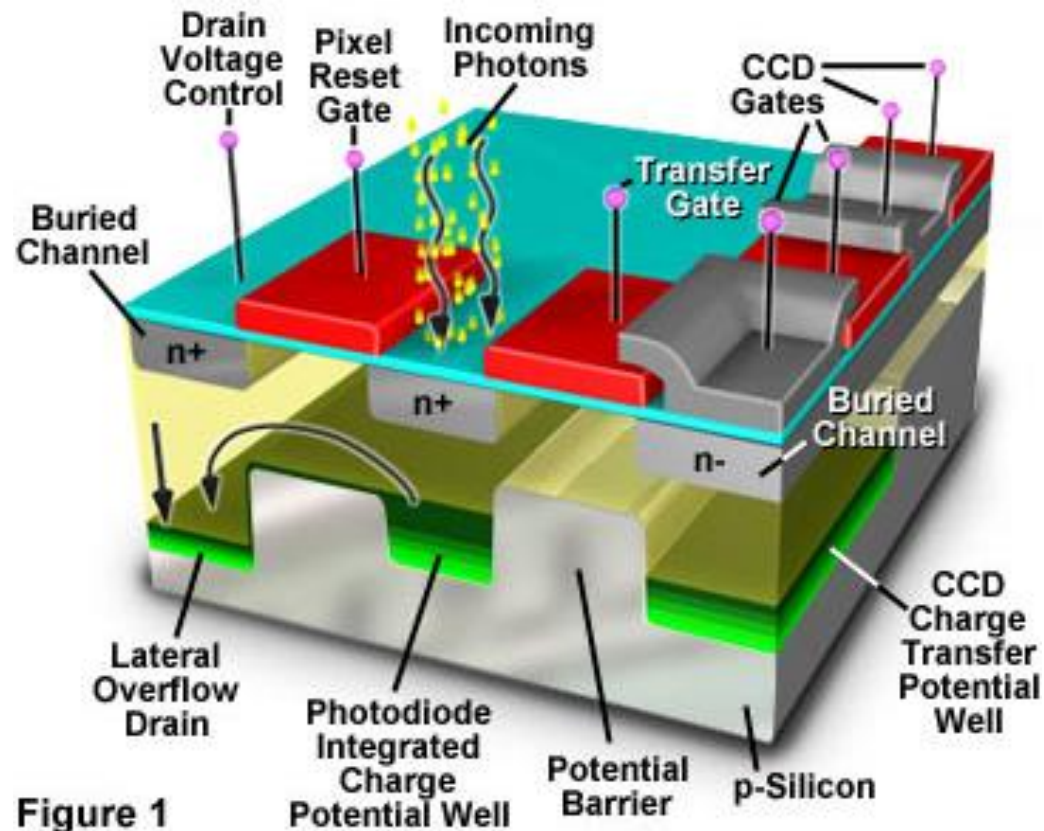
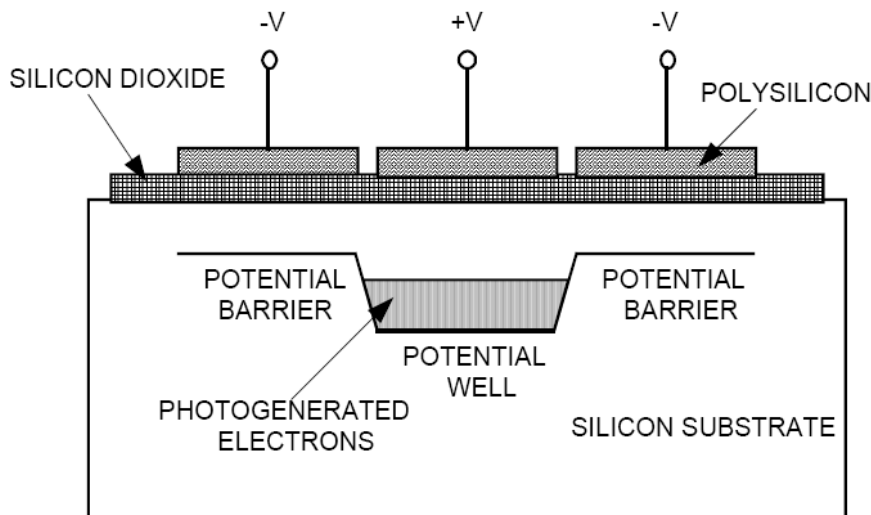


Figure 1

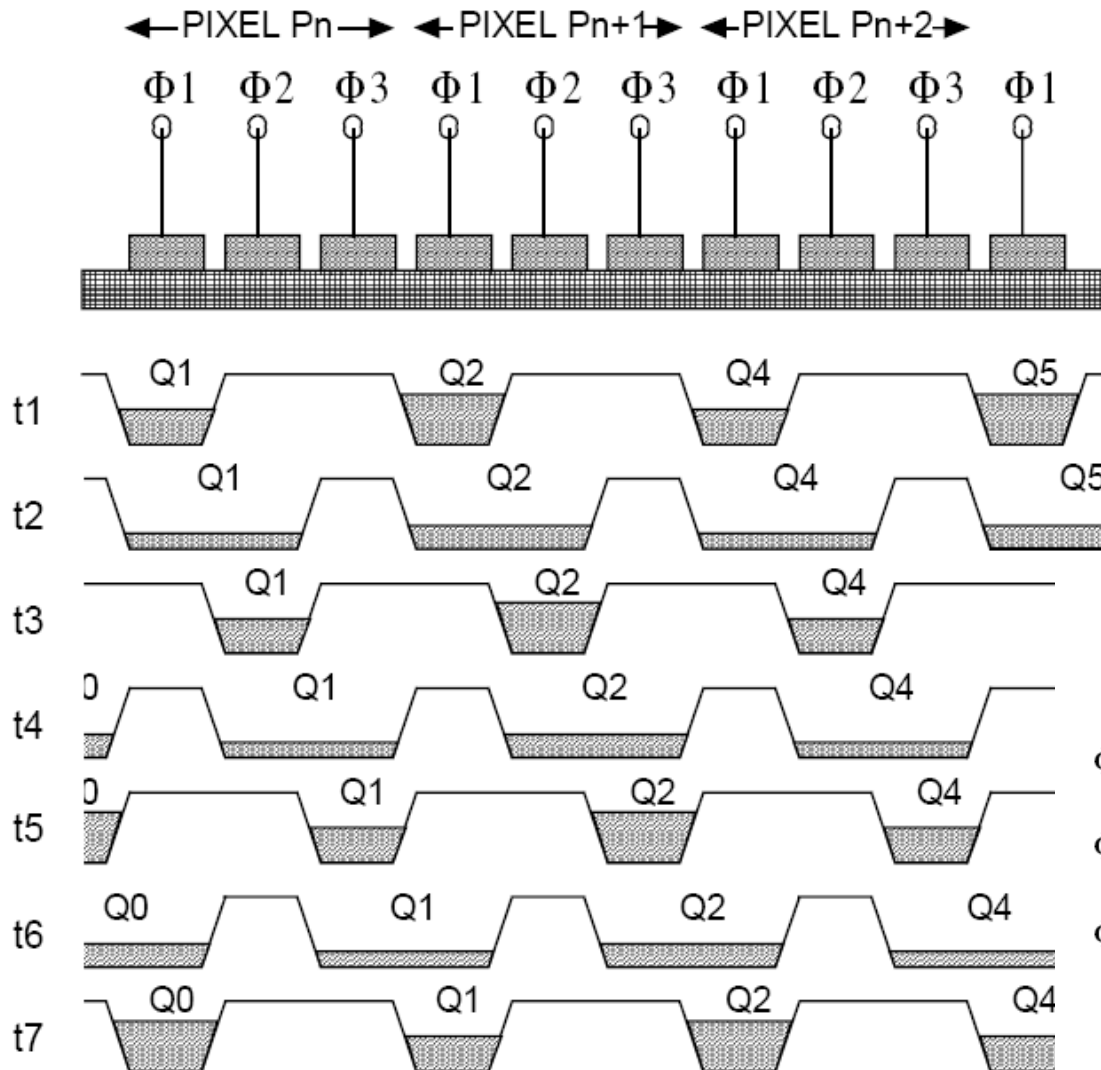
[hamamatsu.magnet.fsu.edu/articles/ccdanatomy.html](http://hamamatsu.magnet.fsu.edu/articles/ccdanatomy.html)

Register input + one cell of a *buried-channel* CCD (higher transfer efficiency, easy charge transfer from ph.diode)



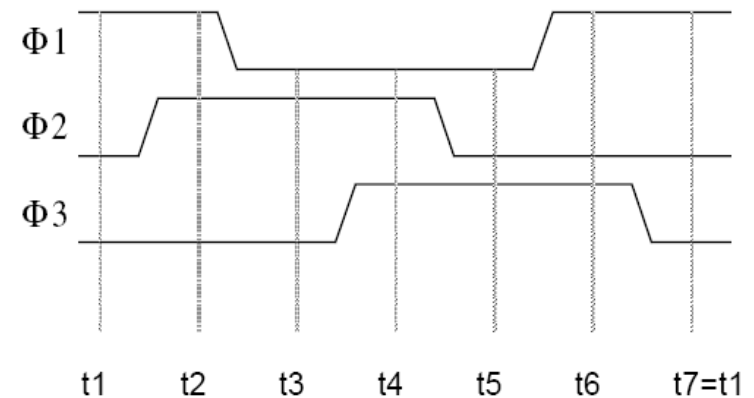
One register cell in a basic *surface-channel* CCD

# CCD image sensors



3-phase CCD

DIRECTION OF TRANSFER →



# CCD image sensors

Problems:

- Dark current
- Transfer efficiency

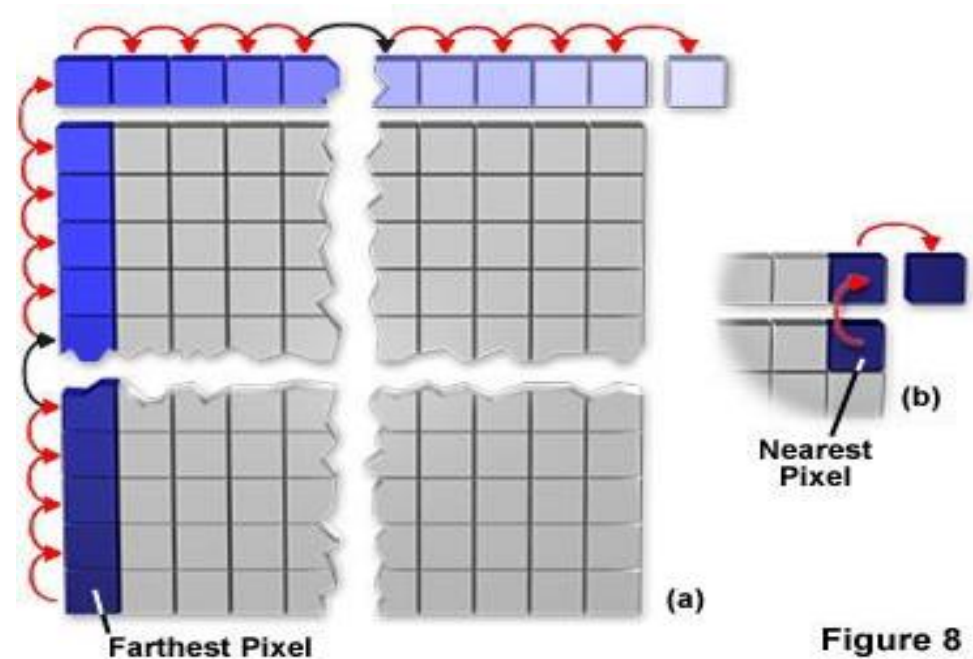


Figure 8

e.g.: 99.9% single-transfer efficiency, HD frame size

$$0.999 ^ { (1080+1920) } = 0.0497$$

→ 5% global efficiency for the farthest pixel

Actual efficiencies are above 0.999995



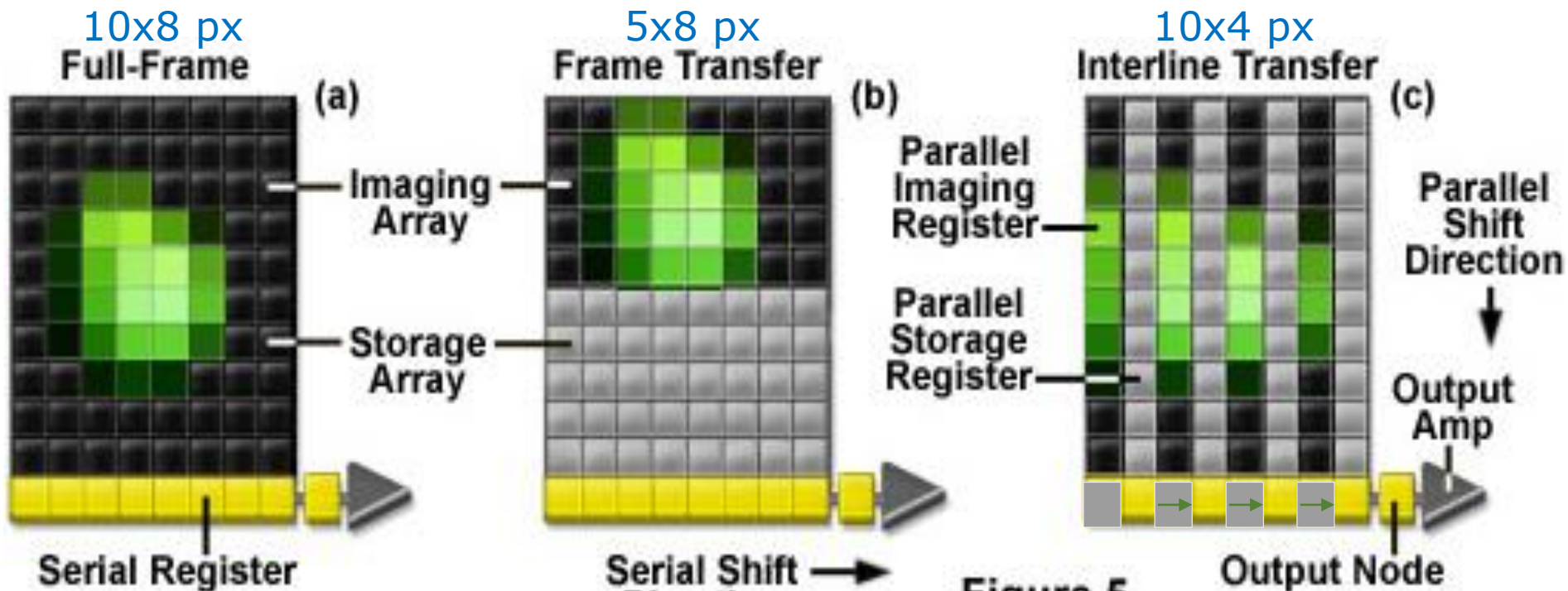
## CCD architectures

**Full-frame:** nearly 100% of surface is photosensitive. Must be protected from light during readout, by an electromechanical shutter.

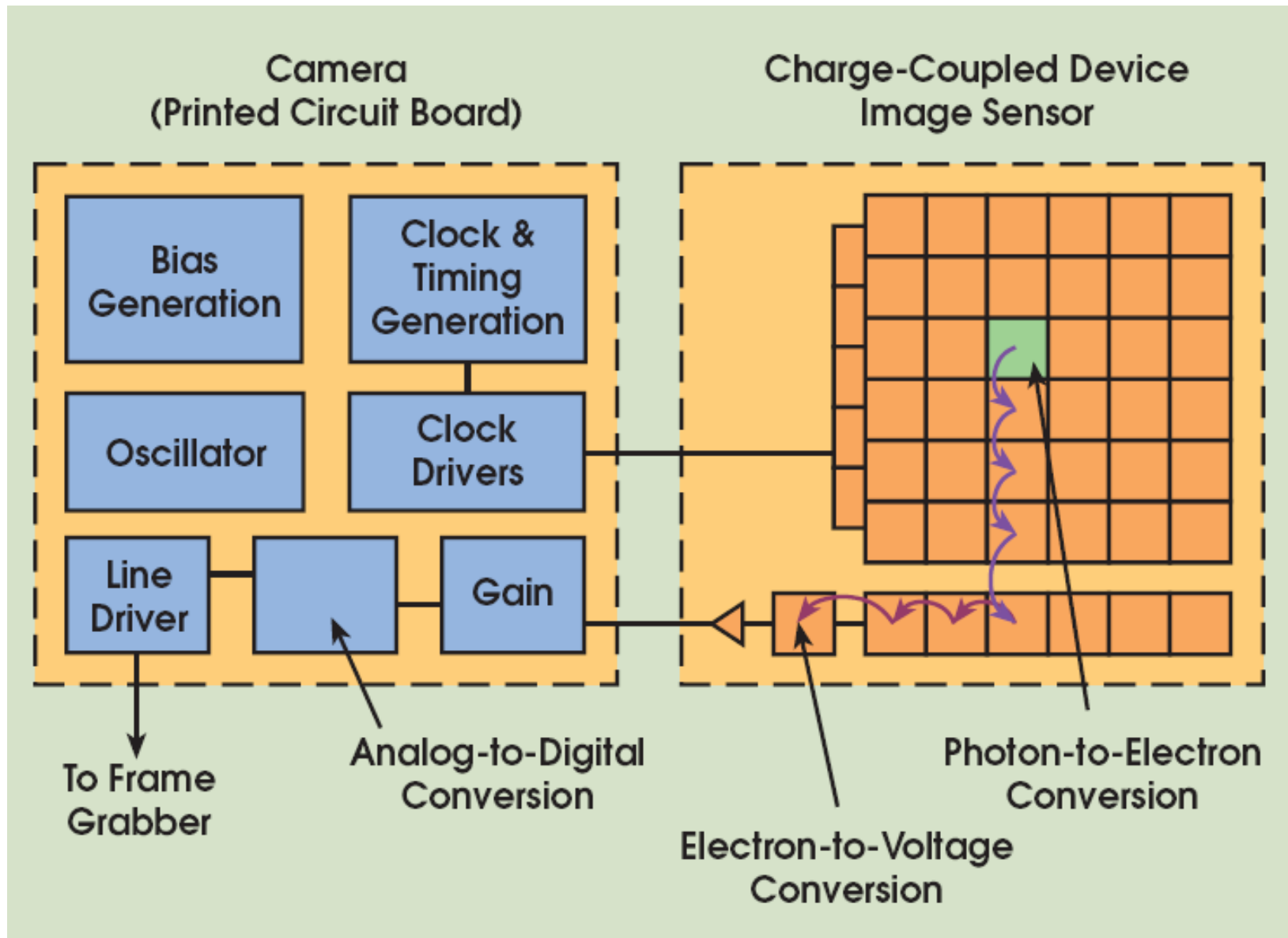
- slow (bottleneck is serial register)
- (beware: in photography slang, full-frame = size of old "35mm" film, 36x24 mm)

**Frame-transfer:** one-half covered with an opaque mask and used as a buffer. Fast (new exposure and readout of previous frame simultaneous). Shutter not needed

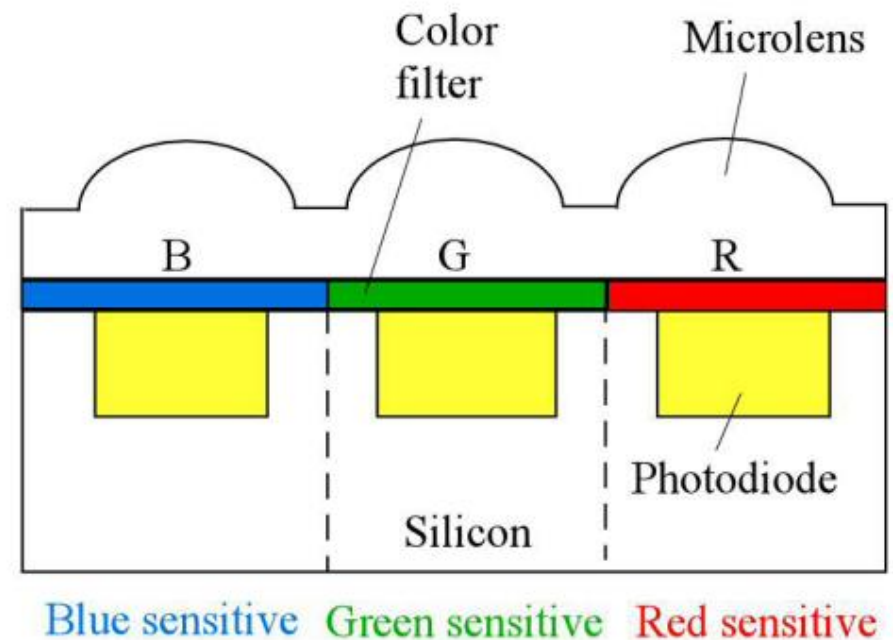
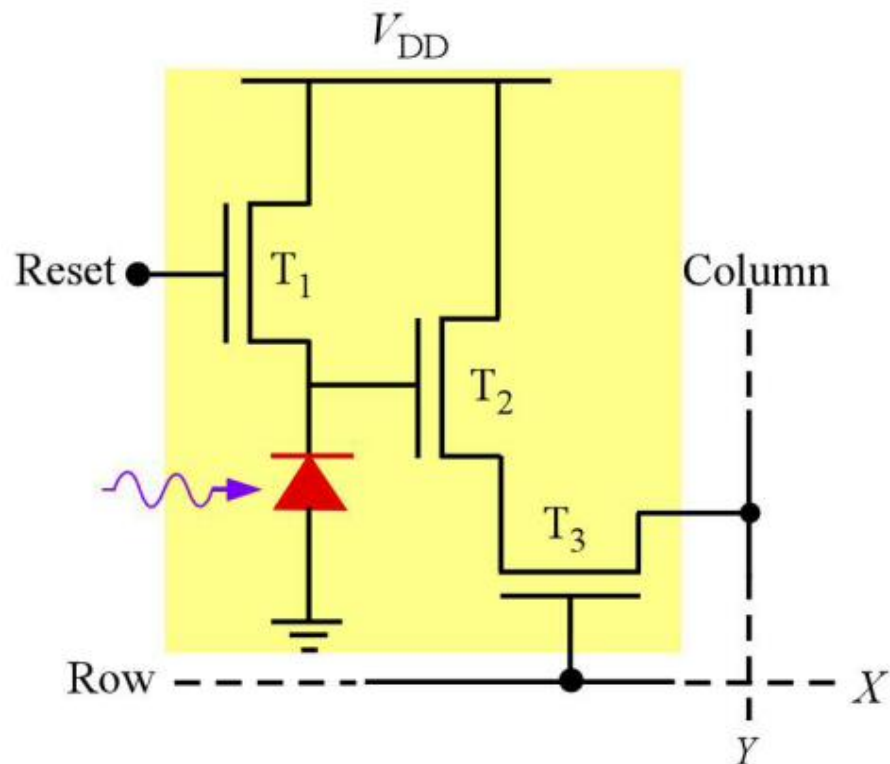
**Interline-transfer:** fast transfer to masked CCD. Shutter not needed



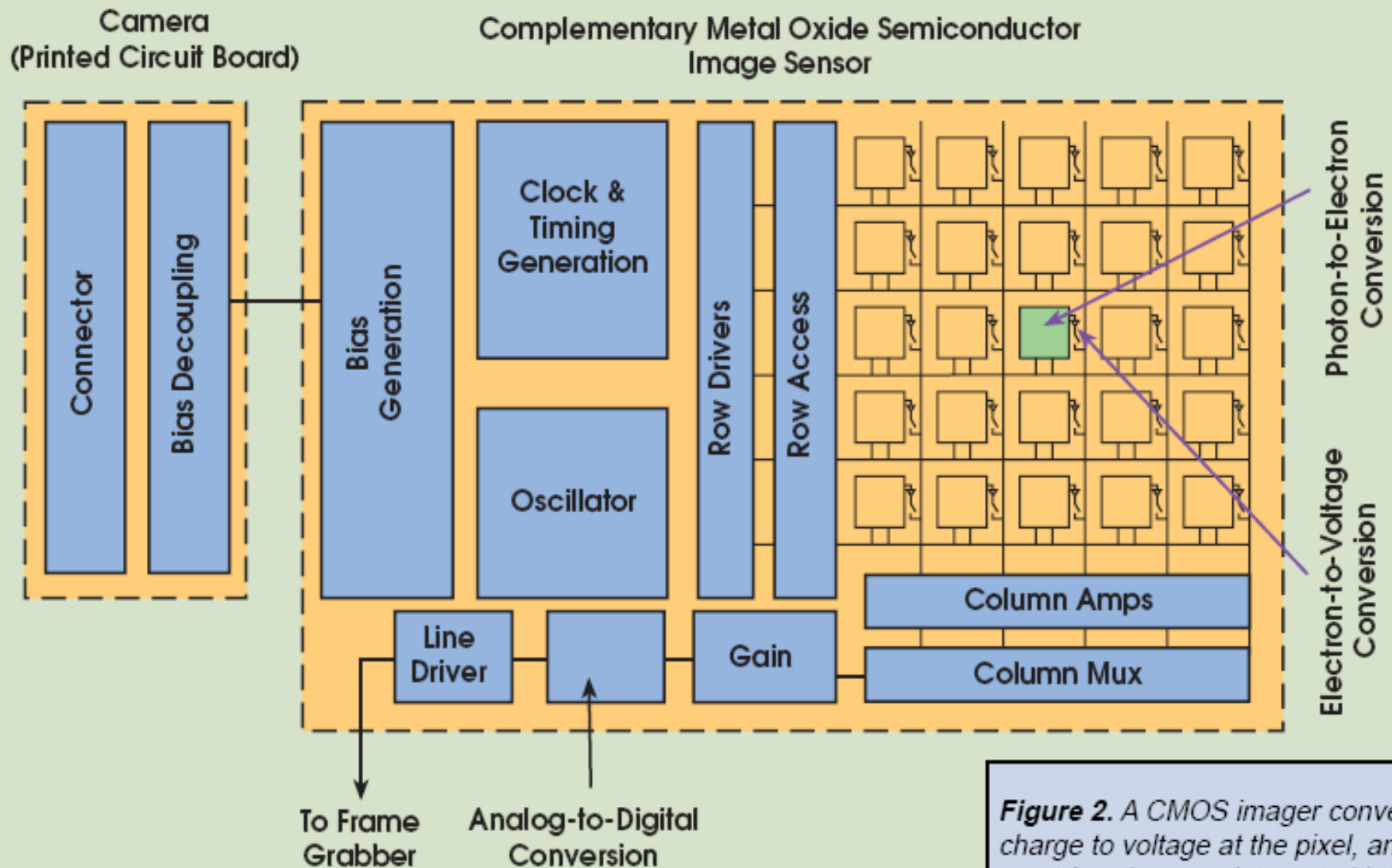
# CCD architectures



# CMOS image sensor



# CMOS architecture



**Figure 2.** A CMOS imager converts charge to voltage at the pixel, and most functions are integrated into the

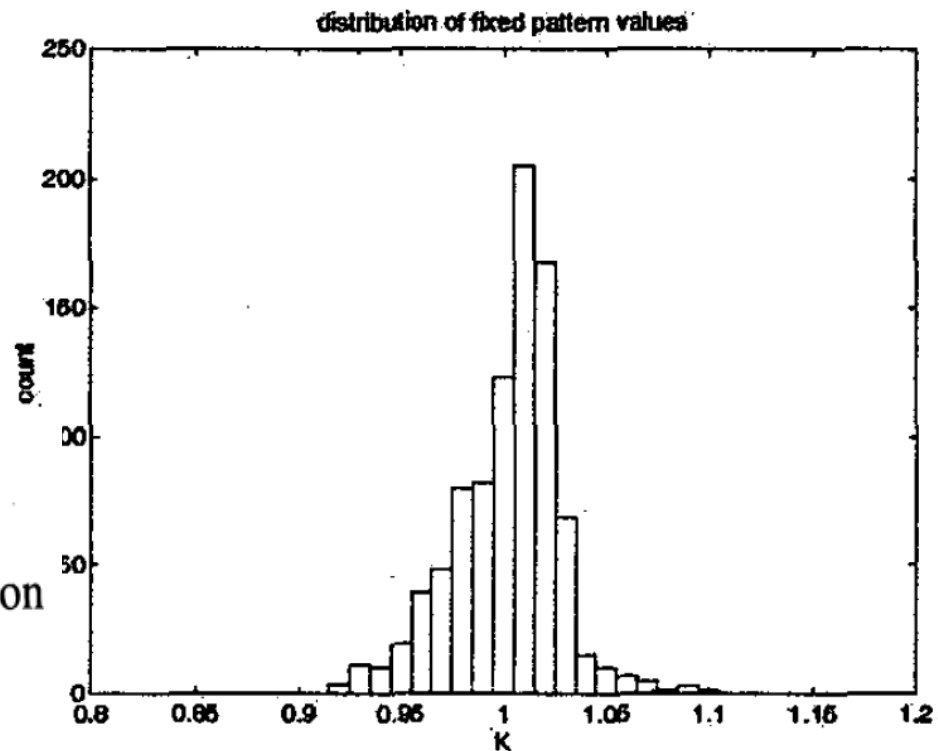
# "Fixed pattern" noise

A problem,

Proceedings of the 2004 IEEE  
International Conference on Robotics & Automation  
New Orleans, LA • April 2004

## Radiometric Calibration of CCD Sensors: Dark Current and Fixed Pattern Noise Estimation

Alberto Ortiz and Gabriel Oliver  
Department of Mathematics and Computer Science  
University of the Balearic Islands  
Email: alberto.ortiz@uib.es, goliver@uib.es



an opportunity (forensic applic.),

...and further problems

IEEE Access  
Multidisciplinary | Rapid Review | Open Access Journal

IEEE TRANSACTIONS ON INFORMATION FORENSICS AND SECURITY, VOL. 1, NO. 2, JUNE 2006

## Digital Camera Identification From Sensor Pattern Noise

Jan Lukáš, Jessica Fridrich, *Member, IEEE*, and Miroslav Goljan

Received February 9, 2021, accepted March 24, 2021, date of publication April 1, 2021, date of current version April 12, 2021.

Digital Object Identifier 10.1109/ACCESS.2021.3070478

## A Leak in PRNU Based Source Identification—Questioning Fingerprint Uniqueness

MASSIMO IULIANI<sup>1,2</sup>, MARCO FONTANI<sup>3</sup>, (*Member, IEEE*),  
AND ALESSANDRO PIVA<sup>1,2</sup>, (*Fellow, IEEE*)

<sup>1</sup>Department of Information Engineering, University of Florence, 50139 Florence, Italy

<sup>2</sup>FORLAB—Multimedia Forensics Laboratory, 59100 Prato, Italy

<sup>3</sup>Amped Software, 34149 Trieste, Italy



# Industrial applications: datasheets



[Hamamatsu](#) Photodiode  
Technical Information



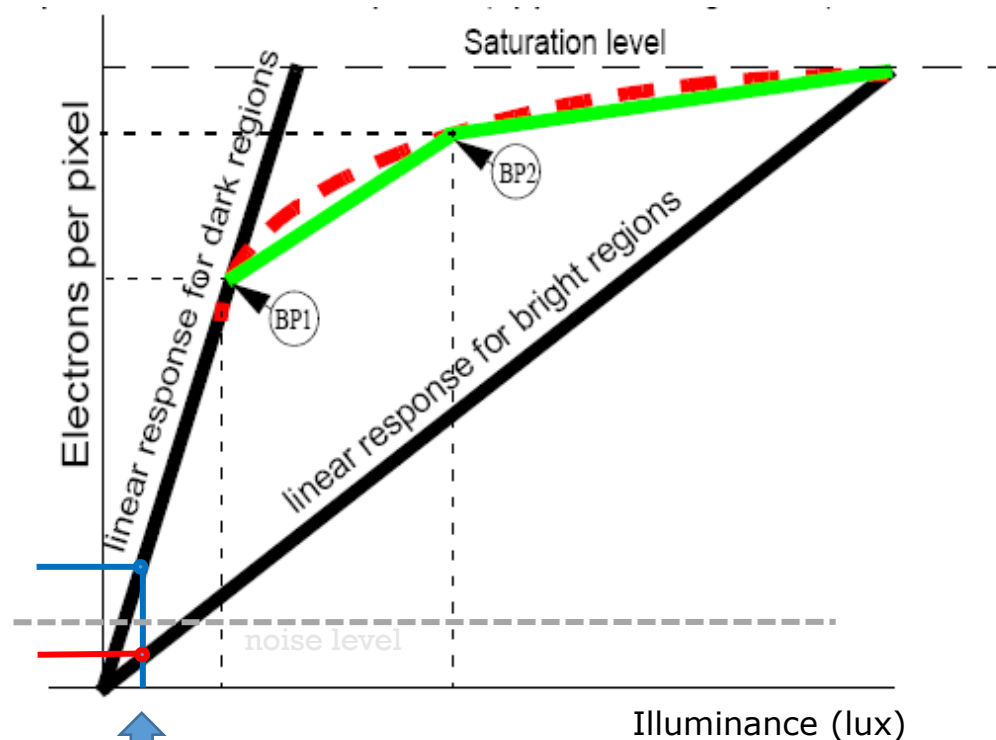
KAF-50100 IMAGE SENSOR  
8176(H) X 6132 (V) FULL FRAME **CCD** IMAGE SENSOR

**PYTHON 25K/16K/12K/10K**  
**Global Shutter **CMOS** Image**  
**Sensors**

[On Semiconductor](#) is a spinoff  
from [Motorola](#) (1999). In  
2014 they bought [TrueSense](#)  
[Inc.](#) that was a spinoff from  
[Kodak](#) (2012)

See also: **EM\_CCD** - Electron Multiplying CCD Cameras

# High-Dynamic-Range (**HDR**) sensors - CMOS



Higher slope of response  
→ even in low-  
illuminance parts of the  
scene an acceptable  
SNR is achieved

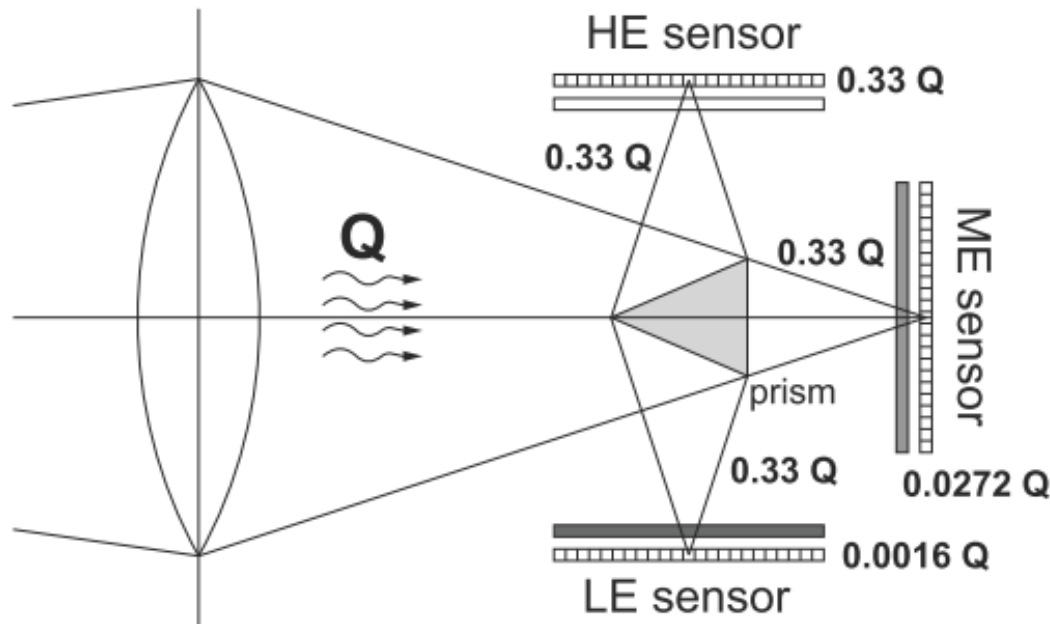
## Key Specifications

|                    |  |
|--------------------|--|
| Image Format       | Total: 664H x 504V<br>Active: 648H x 488V            |
| Active Image Area  | Total: 4.98mm x 3.78 mm<br>Active: 4.86 mm x 3.66 mm |
| Optical Format     | 1/3"   |
| Frame Rate         | 50 frames per second                                 |
| Dynamic Range      | 62dB in linear mode<br>110dB in non linear mode      |
| Electronic Shutter | Rolling reset  |
| FPN                | 0.1%   |

IS Image Sens.

=PS

# HDR imaging with multiple **same-time** acquisitions

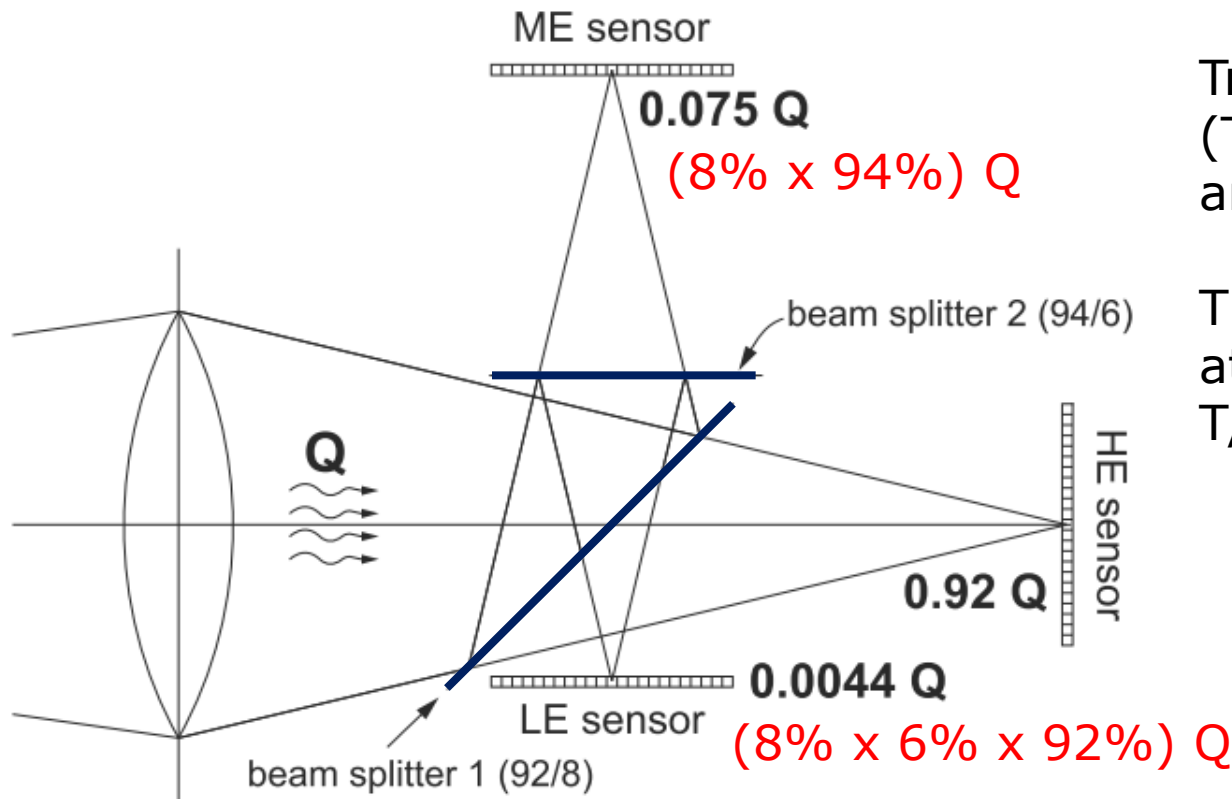


[Tocci11]

HE, ME, LE:  
High-, Medium-,  
Low-Exposure  
sensors

**Figure 2:** A traditional beamsplitting HDR optical system. Here a beamsplitting prism breaks up the light into three parts, one for each sensor fitted with different filters. Designs that use absorptive filters like this one make inefficient use of light.

# HDR imaging with multiple same-time acquisitions



Transmittance/reflectance (T/R) ratio is a function of angle.

The first beam splitter is at a 45 deg angle and has  $T/R = 92/8$

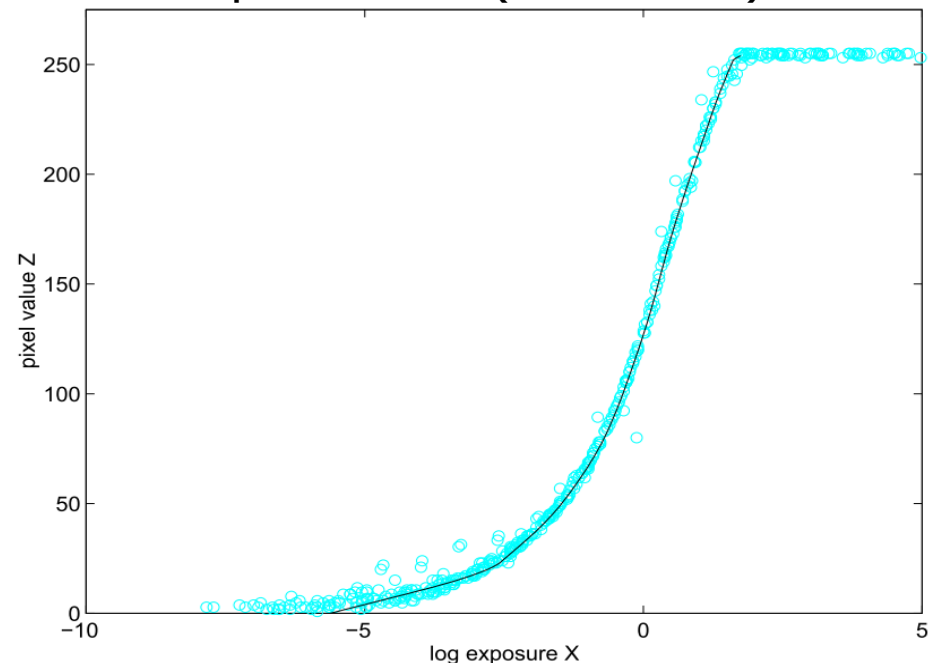
**Figure 3: Illustration of our optical architecture.** We also use beamsplitters between the lens and sensors, but the key difference is that we re-use the optical path to improve our light efficiency. In the end, 99.96% of light entering the aperture arrives at the sensors. Light efficiency is important in all imaging applications.

# HDR imaging: merging LDR data

1. **CALIBRATION (relative):** The response of each LDR imager is determined via multiple expositions of the same subject with constant aperture, variable time.
  - Value of pixel  $Z$  is a **nonlinear** function  $f$  of the *amount of integrated light*  $X$ :  $Z = f(X)$
  - $X$  is the product between illuminance and exposure time:  $X = E \Delta t$
  - $f$  is supposed to be *smooth* and *monotonic*
  - $f^{-1}$  is determined via MMSE on a set of experiments (next slide)

Response curve of a digital camera.  
11 photographs taken at  $f/8$  with times ranging from  $1/30$  to  $30$  s, in 1-stop increments. 45 pixel locations observed across the image sequence.

CCD imagers produce linear output, but the curve shows that the camera nonlinearly remaps the data, to mimic the response curves found in film.

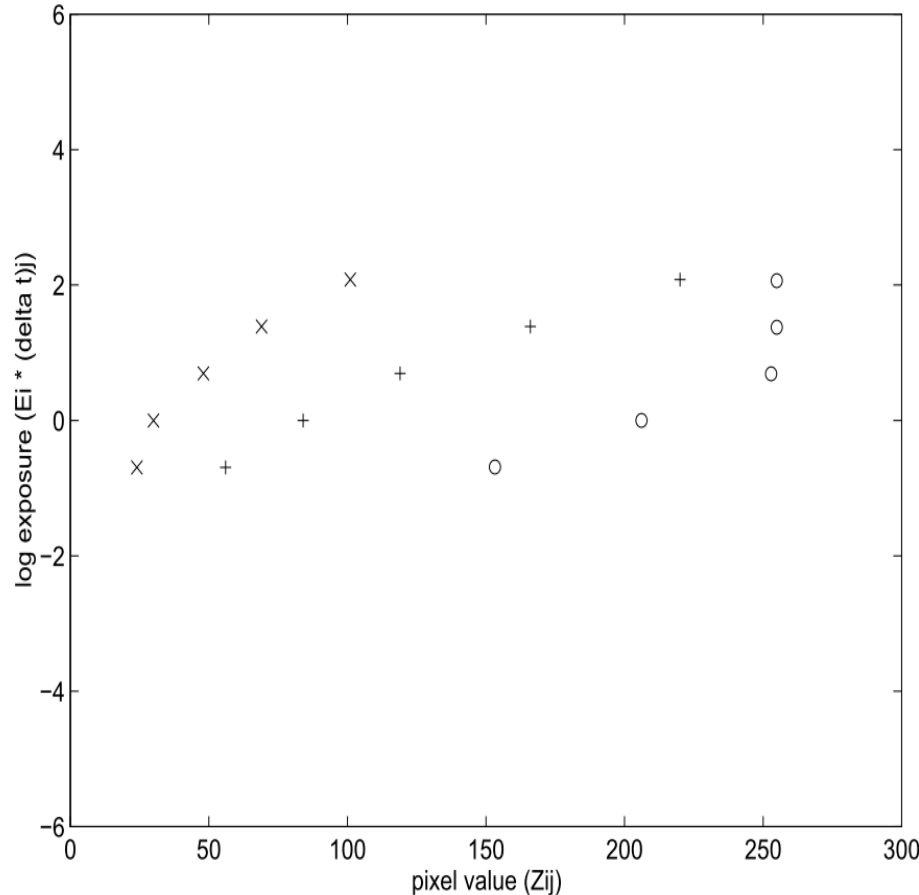




# HDR imaging: merging LDR data

Debevec

plot of  $g(Z_{ij})$  from three pixels observed in five images, assuming unit radiance at each pixel



normalized plot of  $g(Z_{ij})$  after determining pixel exposures

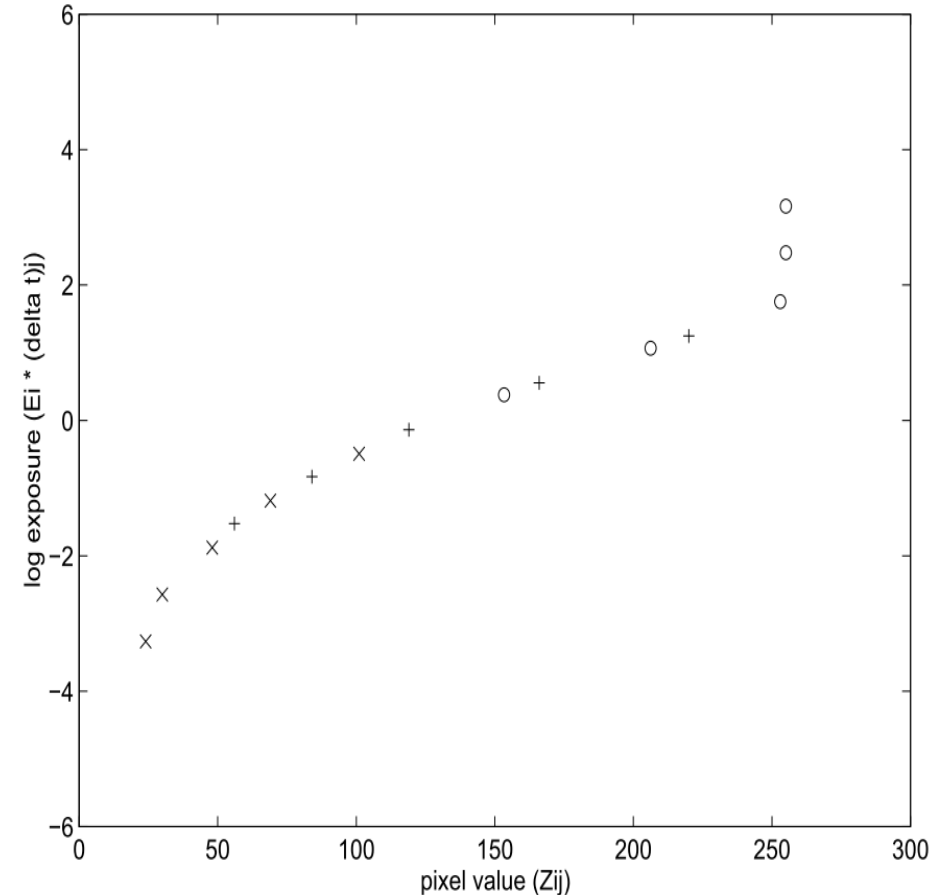
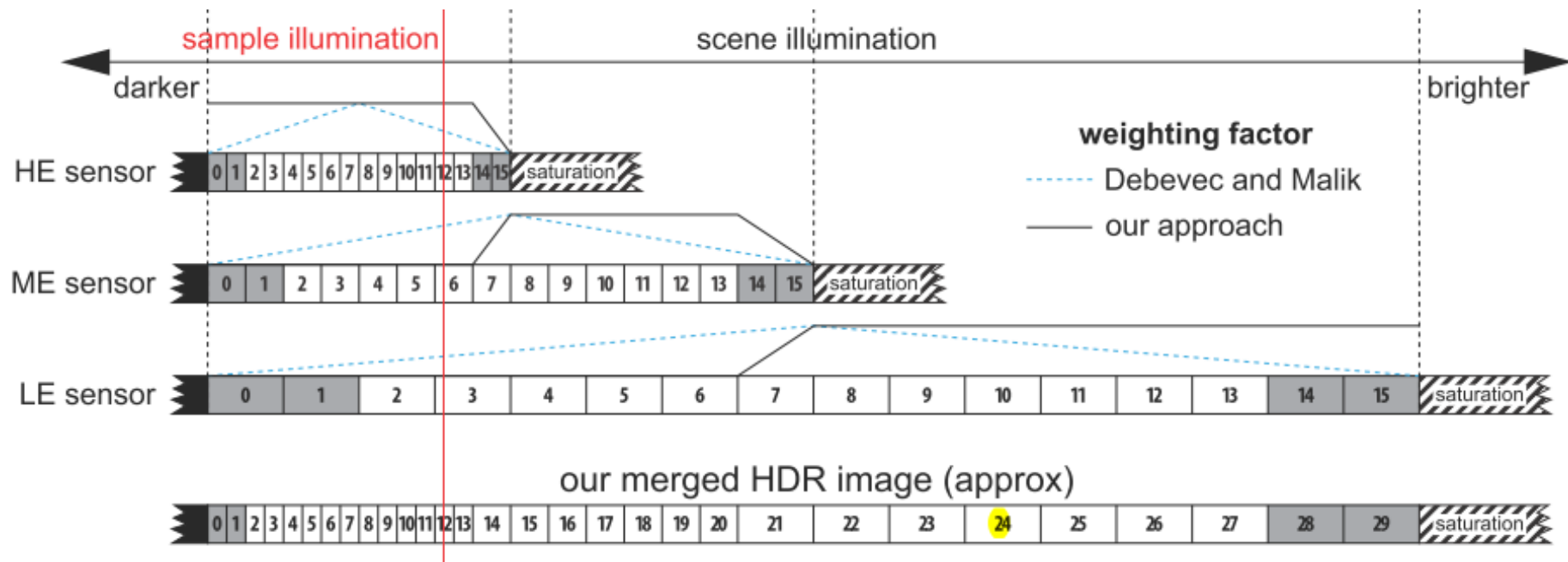


Figure 2: In the figure on the left, the  $\times$  symbols represent samples of the  $g$  curve derived from the digital values at one pixel for 5 different known exposures using Equation 2. The unknown log irradiance  $\ln E_i$  has been arbitrarily assumed to be 0. Note that the shape of the  $g$  curve is correct, though its position on the vertical scale is arbitrary corresponding to the unknown  $\ln E_i$ . The  $+$  and  $\circ$  symbols show samples of  $g$  curve segments derived by consideration of two other pixels; again the vertical position of each segment is arbitrary. Essentially, what we want to achieve in the optimization process is to slide the 3 sampled curve segments up and down (by adjusting their  $\ln E_i$ 's) until they "line up" into a single smooth, monotonic curve, as shown in the right figure. The vertical position of the composite curve will remain arbitrary.

# HDR imaging: merging LDR data

2. **DATA POOLING** : The LDR contributions are mapped according to  $f^{-1}$  and combined with suitably shaped weights



- (LDR images simplified to 4-bit sensors)
- **OLD** triangular: there are non-zero contributions from the LE sensor at low brightness values (like the sample illumination level indicated), even though the data from the LE sensor is coarsely quantized
- **NEW** trapezoidal: use data from the higher-exposure sensor as much as possible and blends in data from the next darker sensor when near saturation.

# Sequential HDR imaging: merging LDR data

Double-exposure approach: [z03\\_HDR\\_sequential....pdf](#)

In case of moving image parts: *deghosting* algorithms  
[[z03\\_HDR\\_deghosting](#)]

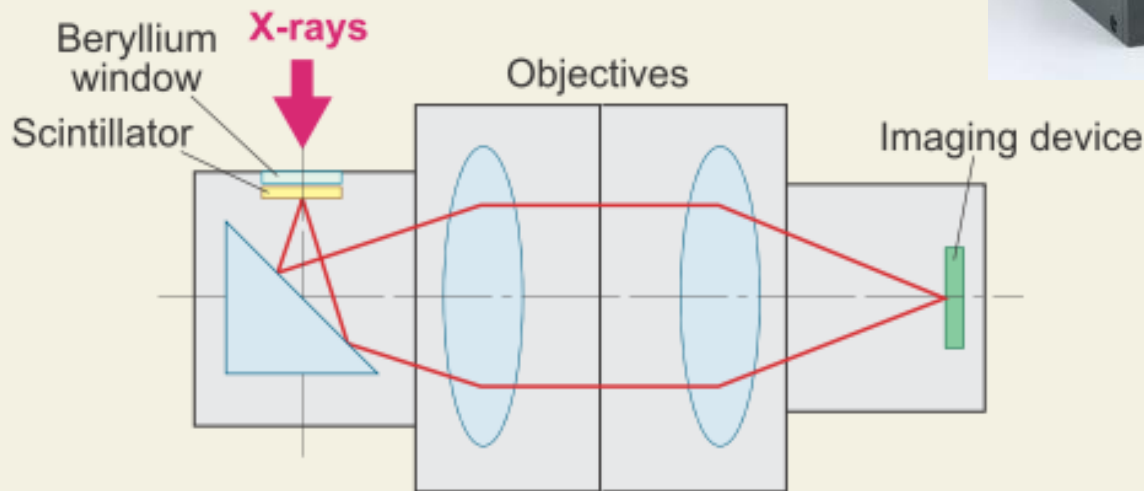
→ “*Photographing the world as we see it with our own eyes*”

→ Mixed same-time / sequential approach: [Milanfar 2020 talk](#)

→ Improve color quality: [z03\\_sens1\\_QuantumDots](#)

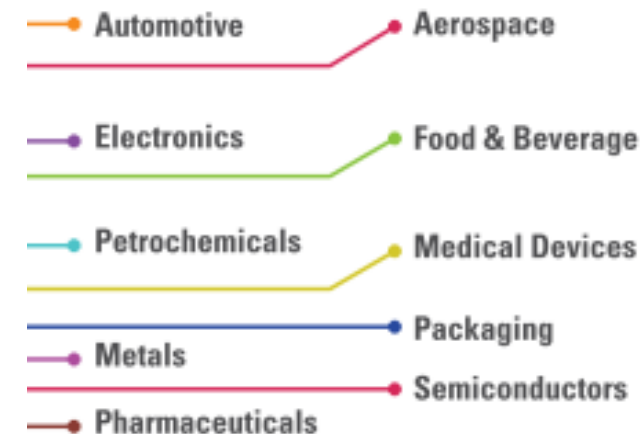
# Scientific and industrial **x-ray** sensors

- X-ray beam alignment in synchrotron radiation facilities [Hamamatsu]



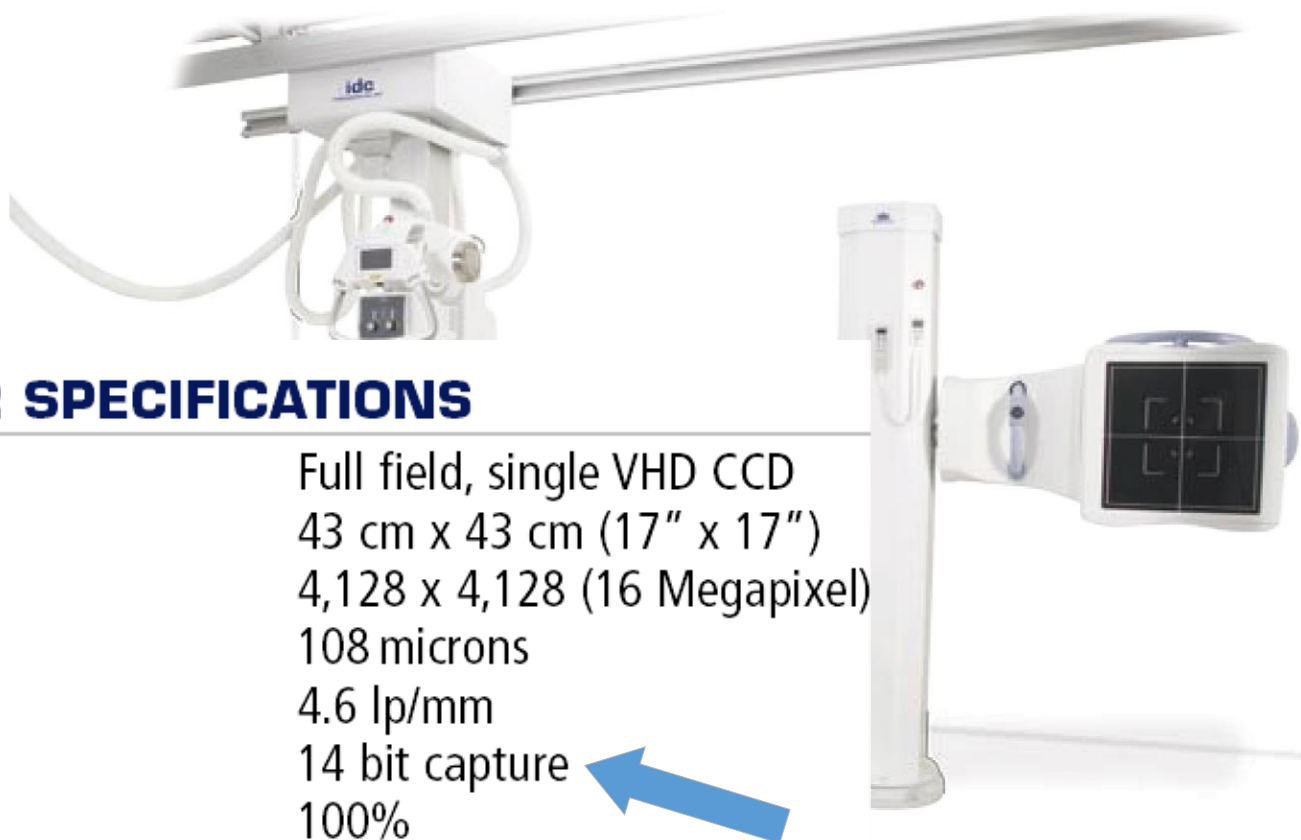
The irradiated X-ray is converted to visible light and conducted to the lens bended 90 degrees by L-shaped mirror in order to reduce the X-ray damage onto the digital camera.

- Non-destructive testing [see leaflet: [Dalsa](#)]



Entrance window: Be is used for low-energy X-rays; Al, Fe, Cu for increasing energy levels

## Medical x-ray sensors



### IMAGING DETECTOR SPECIFICATIONS

|                             |  |
|-----------------------------|--|
| Detector Array              | Full field, single VHD CCD                 |
| Active Image Size           | 43 cm x 43 cm (17" x 17")                  |
| Pixels                      | 4,128 x 4,128 (16 Megapixel)               |
| Pixel Size (element pitch)  | 108 microns                                |
| Spatial Frequency (Nyquist) | 4.6 lp/mm                                  |
| Bit Depth                   | 14 bit capture                             |
| Fill Factor                 | 100%                                       |
| AEC                         | 3 field                                    |
| Preview Image               | Less than 6 seconds                        |
| Processed Image Display     | Approximately 10 seconds                   |
| Acquisition Cycle Time      | Immediately upon display of previous image |



# Plenoptic imaging

A.k.a. **Light-field** imaging

CONCEPT: collect information also about the **direction** of the light rays impinging on the sensor

Trade-off **resolution** with **direction** info: each pixel is no longer associated to rays hitting a position in the sensor from 'all' directions, but to a single ray → more pixels are needed for each image position

Applications:

- *Depth estimation*
- *Synthetic refocusing* after image acquisition
- *Computer vision* (see Sec.VII in paper below)

→ **z03\_LightField\_Overview** (theory, acquisition, super-resolution, depth estimation, compression, display, applications)

# Plenoptic imaging

[Adelson 92]

The rich information available in (d) is lost on the sensor, where all light rays reaching a position from different directions are accumulated

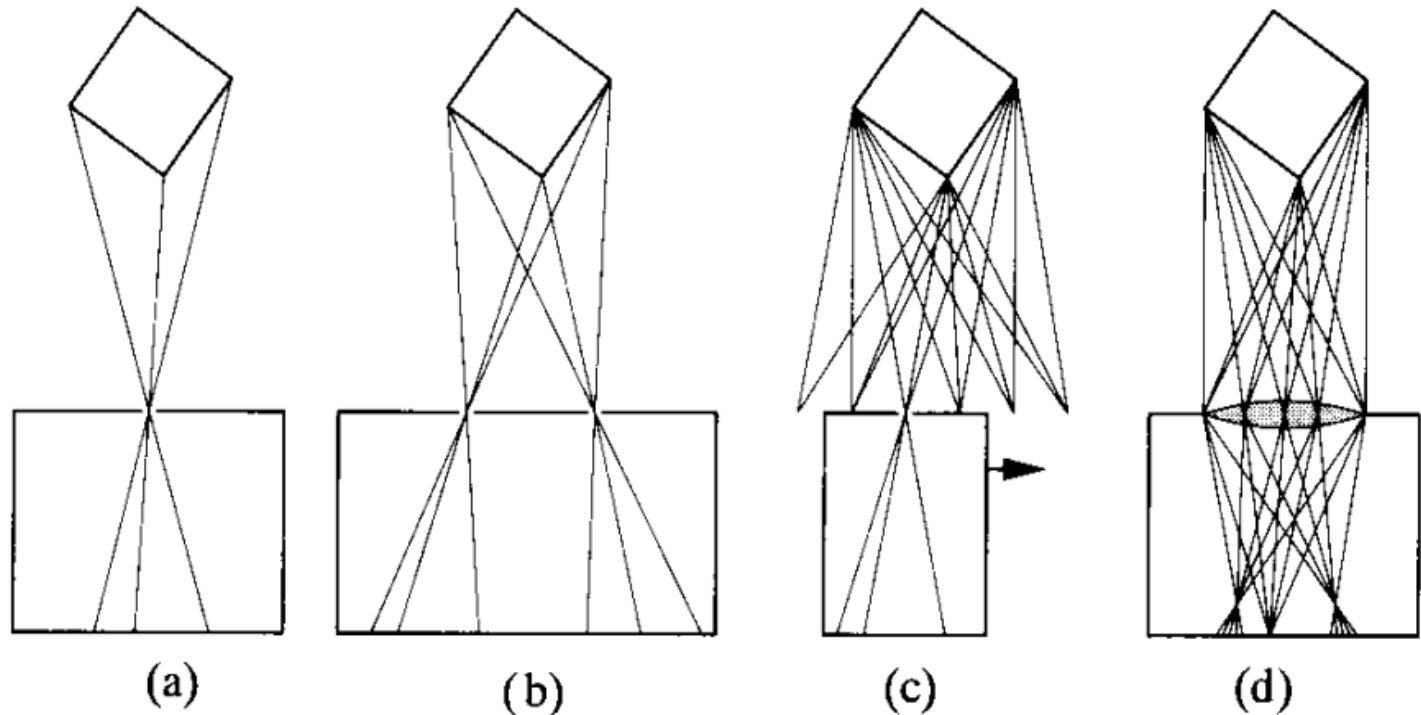
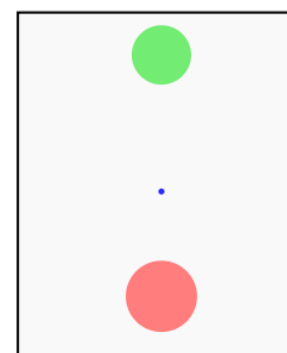
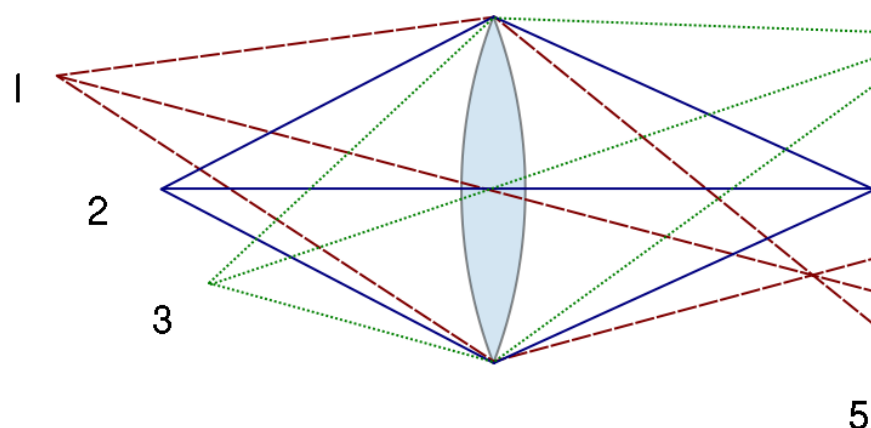


Fig. 2. (a) **Pinhole camera** forms an image from a single viewpoint; (b) in a stereo system, two images are formed from different viewpoints; (c) in a motion parallax system, a sequence of images are captured from many adjacent viewpoints; (d) a **lens** gathers light from a continuum of viewpoints; in an ordinary camera these images are averaged at the sensor plane.

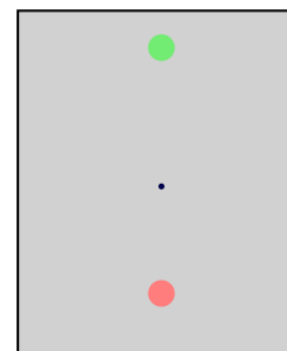
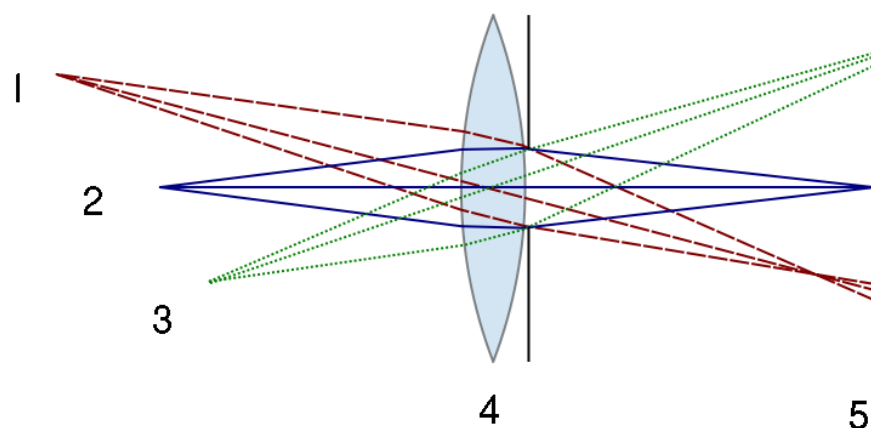
# Plenoptic imaging

By the way, note defocused object points in (d), not present in pinhole camera

In a conventional camera, depth-of-field is related to aperture

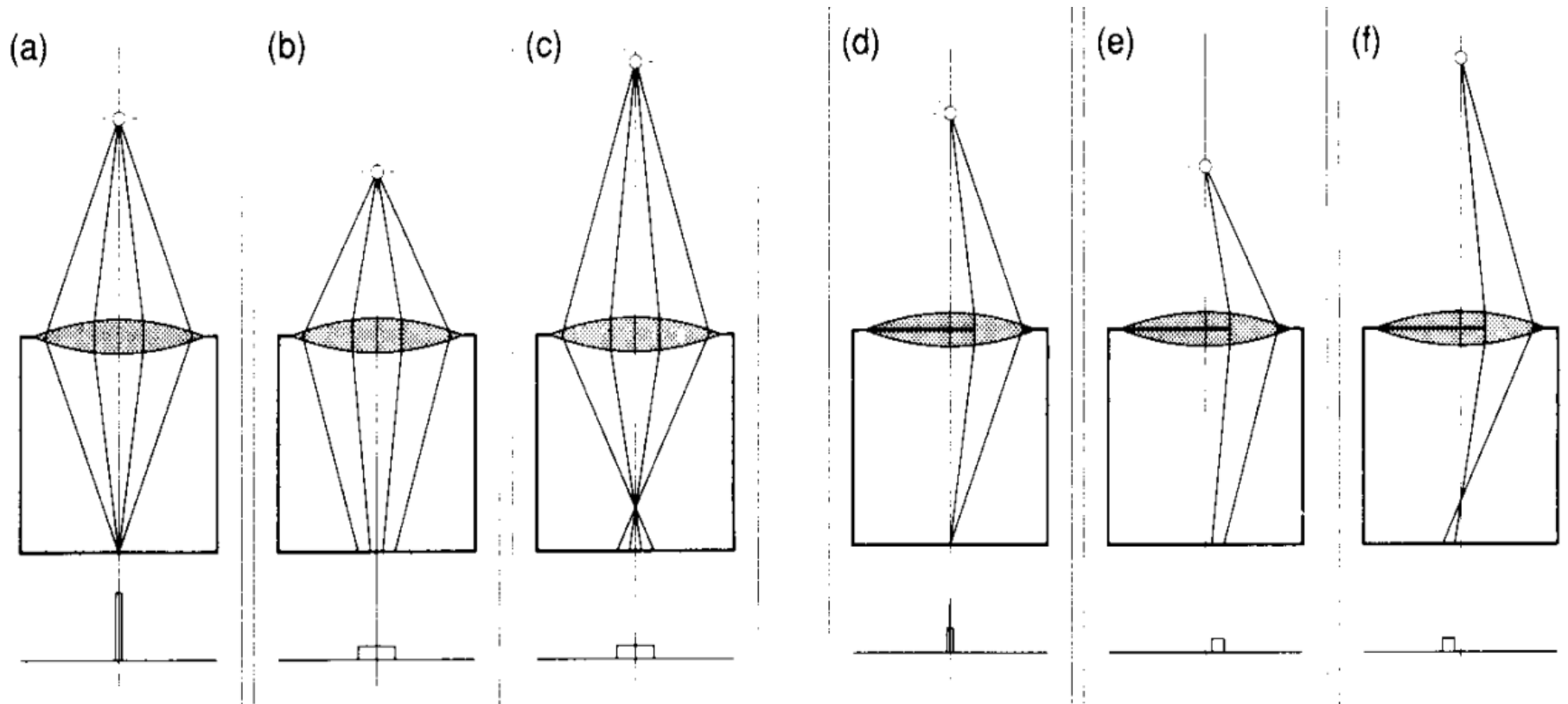


*Circles of confusion*



## Plenoptic imaging

Fig. 3. Principle of single lens stereo: (a) In-focus point object forms a point image; (b) near object; (c) far object forms a blurred image; (d) with an **eccentric aperture**, the image of the in-focus object retains its position, but the images of the near or far objects (e) and (f), are displaced to the right or left.



# Plenoptic imaging

Replace the sensor in Fig.3 a/b/c with an array of pinhole cameras

Three lower-resolution images are formed:  $r$ ,  $s$ ,  $t$ . In-focus objects are aligned in the three images (a); close (b), and distant (c) objects are differently shifted. I.e., info about angle of ray incidence is preserved.

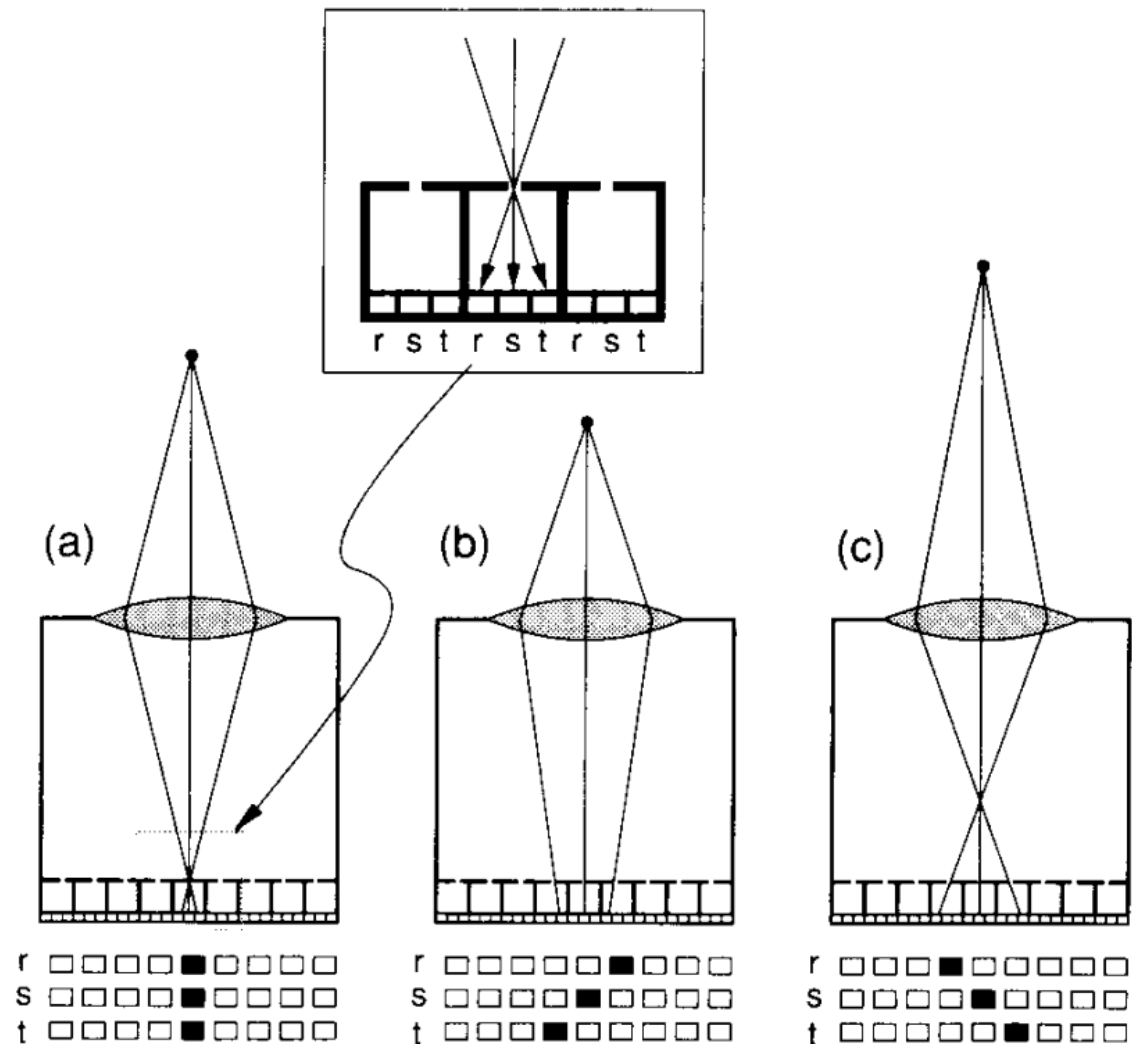
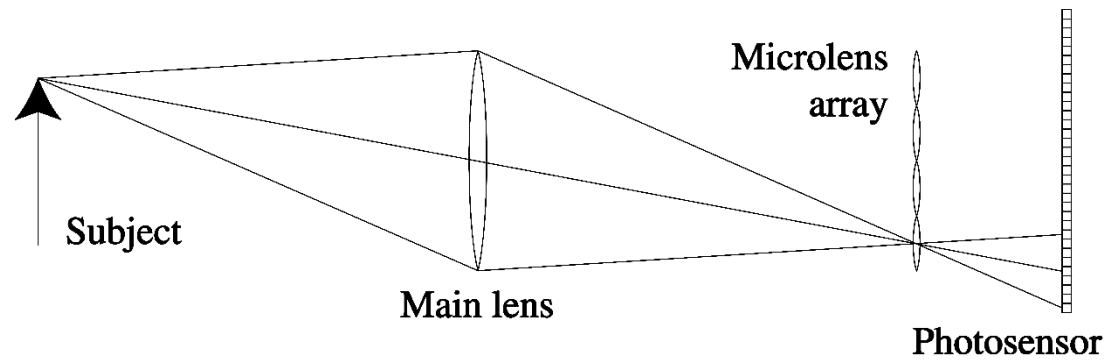


Fig. 5. Array of miniature pinhole cameras placed at the image plane can be used to analyze the structure of the light striking each macropixel.

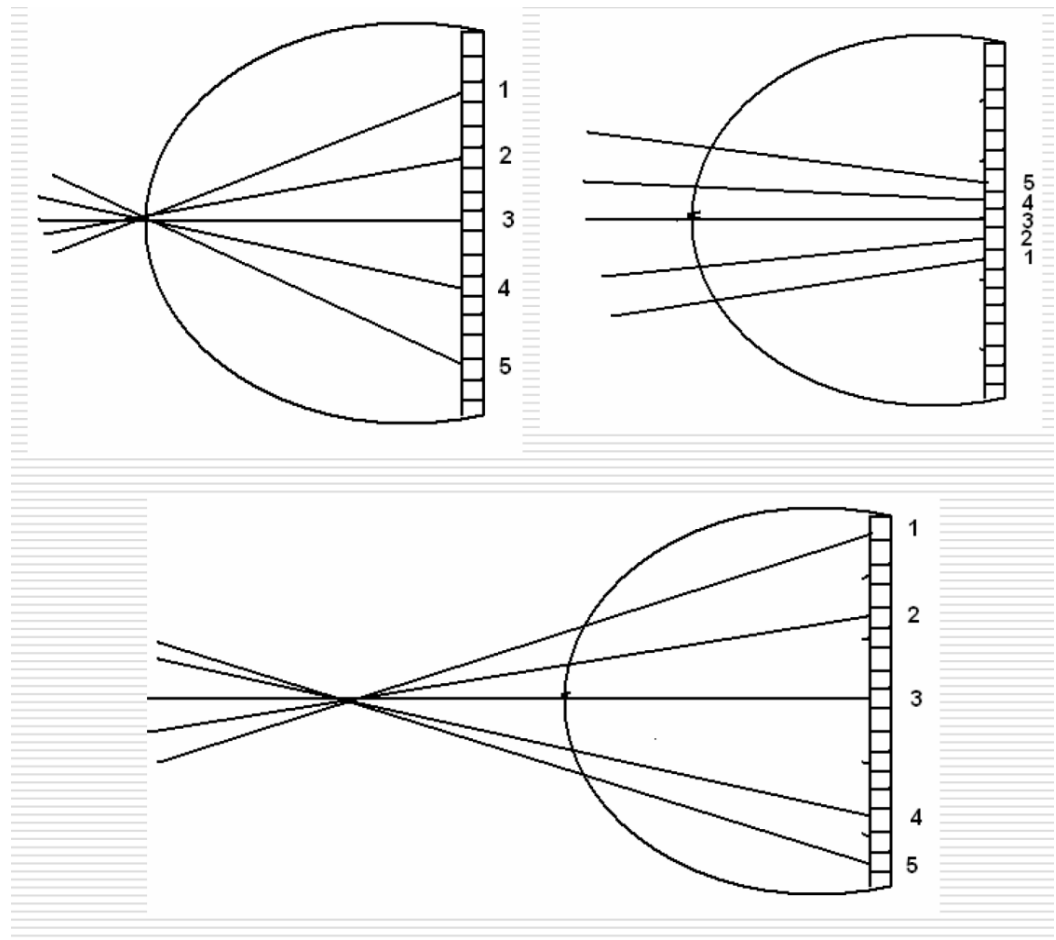
# Plenoptic imaging



[RenNg05]

With microlens array  
(out of scale drawing)

re-sorting pixels  
permits synthetic  
refocusing or  
generation of a  
stereoscopic image  
pair





## Plenoptic imaging

### Example Image

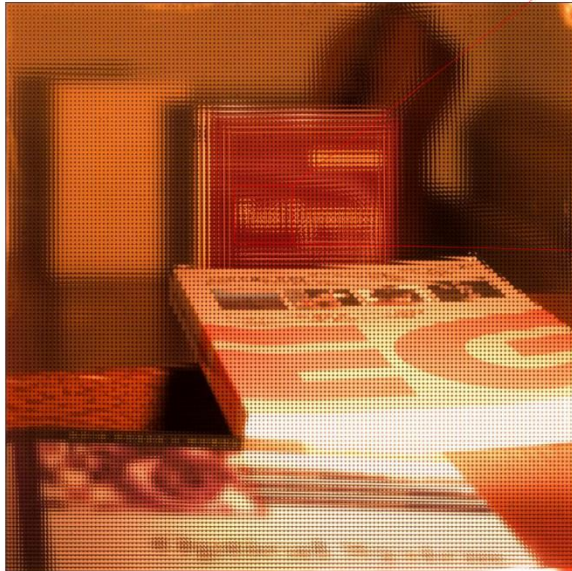
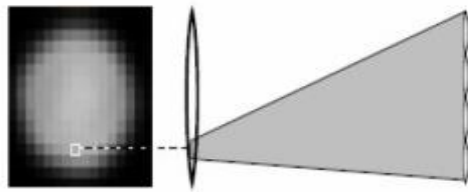
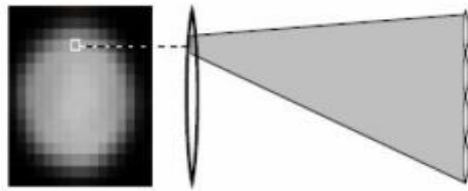


Image taken by Todor Georgiev, Adobe Systems, with his plenoptic camera.

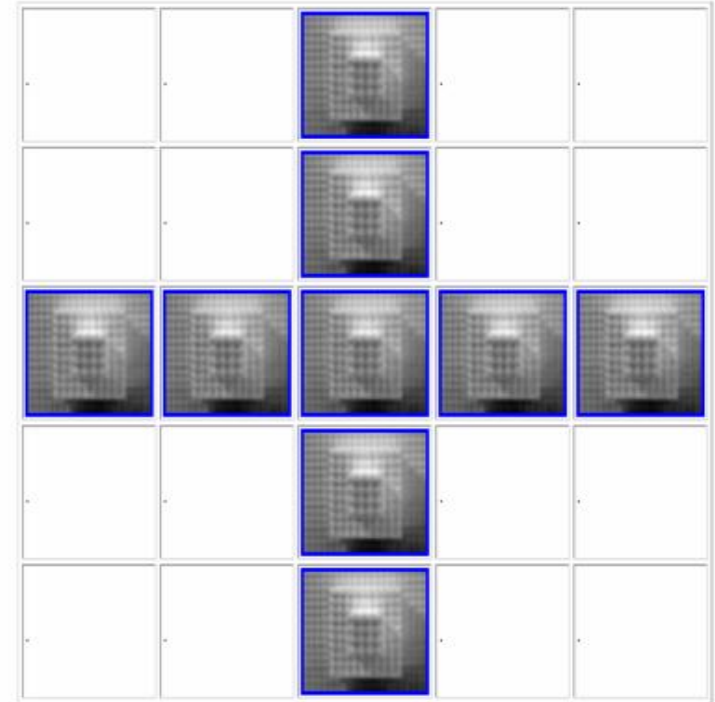


### Synthetic refocusing



ng

Views along the vertical and horizontal axes



note perspective change (like in *eccentric aperture* approach seen earlier)

By performing a displacement analysis on successive images obtained from horizontal and vertical pixels, a depth map can be formed.

Lightfields and sw @ Stanford Univ.:

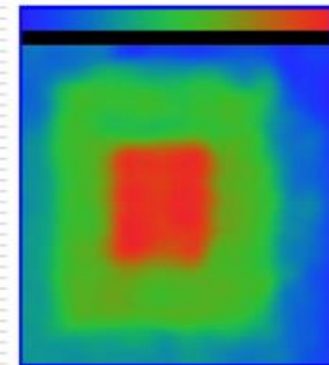
[lightfield.stanford.edu/lfs.html](http://lightfield.stanford.edu/lfs.html)

→ Chess → view online

[www.raytrix.de](http://www.raytrix.de)

video tutorials and technology

3D Recovery



**Depth map** of a Lego pyramid

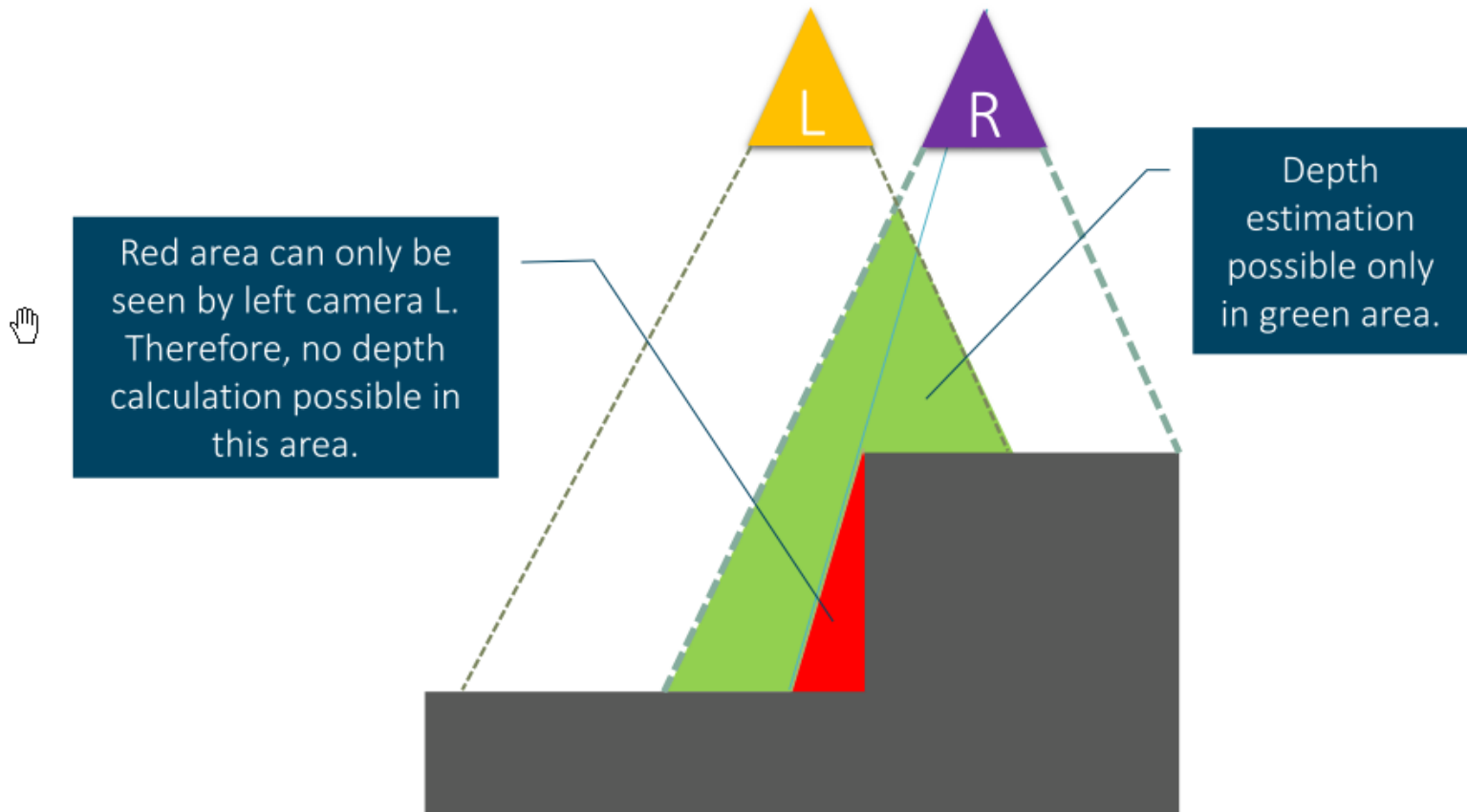
# Plenoptic imaging

## Occlusion

Depth estimation with  
conventional stereo camera



*with Stereo Camera System*



# Plenoptic imaging

## Occlusion

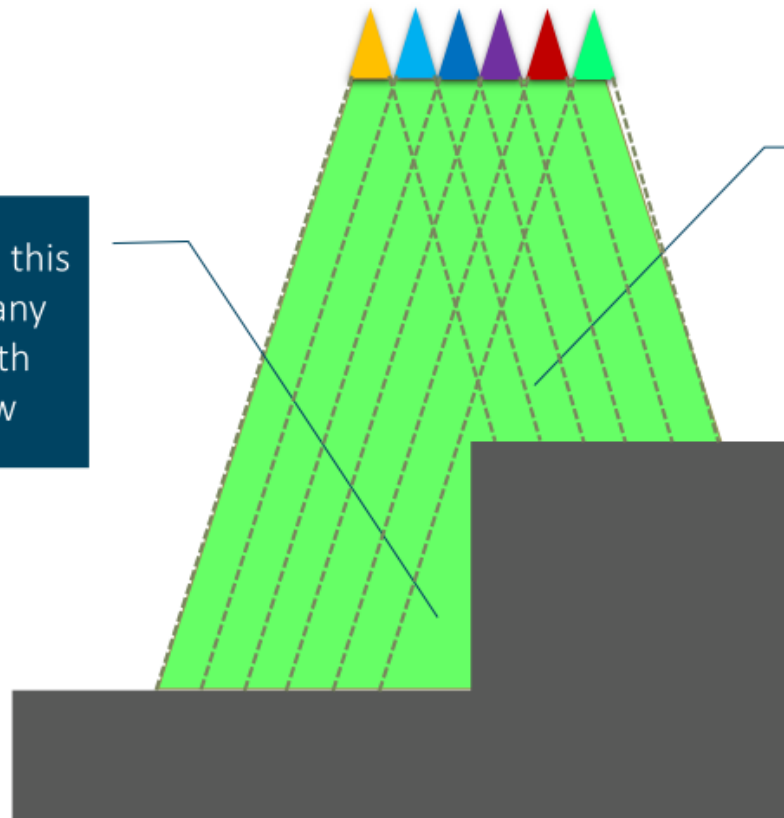


*with Light Field Camera*



No occlusion area in this example due to many micro cameras with small field of view

Depth estimation possible in green area





# Multi-camera and multi-pixel

## Multi-camera (2016)

16-sensors imaging: *Light L16* camera

- 50 Mpx interpolated images *or*
- synthetic 28-150 zoom *or*
- HDR imaging *or*
- select focus after shooting

FAIL



## Multi-camera smartphones:

- same sensors, different lenses (standard and wide-angle)
- high- and low-sensitivity sensors pair → HDR
- color sensor + b/w sensor for fine details
- Depth-dedicated sensors through stereo or ToF

## Dual-pixel sensors:

- improved **autofocus**, and more
  - [z03\\_DualPix\\_Modeling\\_Defocus](#)
  - [z03\\_DualPix\\_2017](#)

(ISSCC 2023: **4**-Photodiode 50Mpx CMOS Sensor,  
0.98e- Noise and 20Ke- Capacity)

# 3D imaging (even in your phone): **Time of Flight (ToF)**

## Mobile 3D camera overview

May be used e.g. to blur the background in portraits (*bokeh* effect)

(Source: 3D imaging and sensing - Technology & Market trends report, Yole Développement, March 2022 update)

### Structured Light

Apple with the iPhone X was the first to popularize 3D sensing.

Used at first in front camera to help user identification



Released November 3, 2017

2017

2018

Apple iPhone 11 Pro



2019

2020

2020



iPhone 12 series

2021

2022



iPhone 13 Pro



Magic 4 Pro  
HONOR

2022

### Time of Flight



Huawei Phab 2 Pro  
Released 2016



S10 5G

Front and rear  
**SAMSUNG**



Mate P30



S20 Ultra



Xperia 1 ii



Aquos R5G



iPhone 12 Pro



P40 Pro



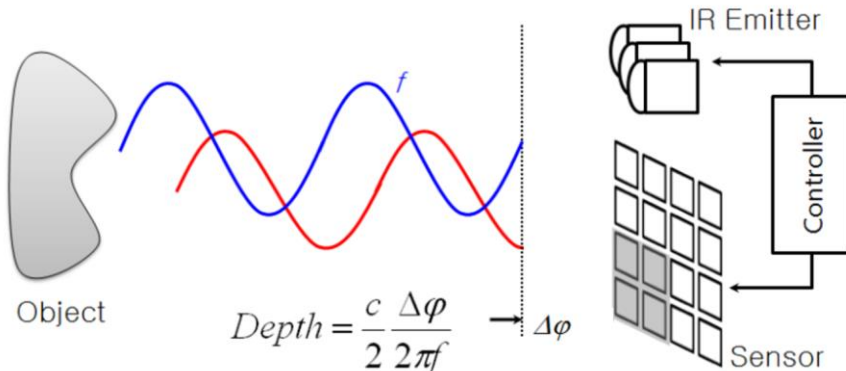
Meizu 17 pro



Mate40 Pro



# 3D imaging: Time of Flight (ToF)



$f$ : IR light modulation frequency  
(e.g. 10 MHz)

Control signals measure fraction of light energy in  $[0, \pi]$  and in  $[\pi/2 + 0, \pi/2 + \pi]$ , respectively

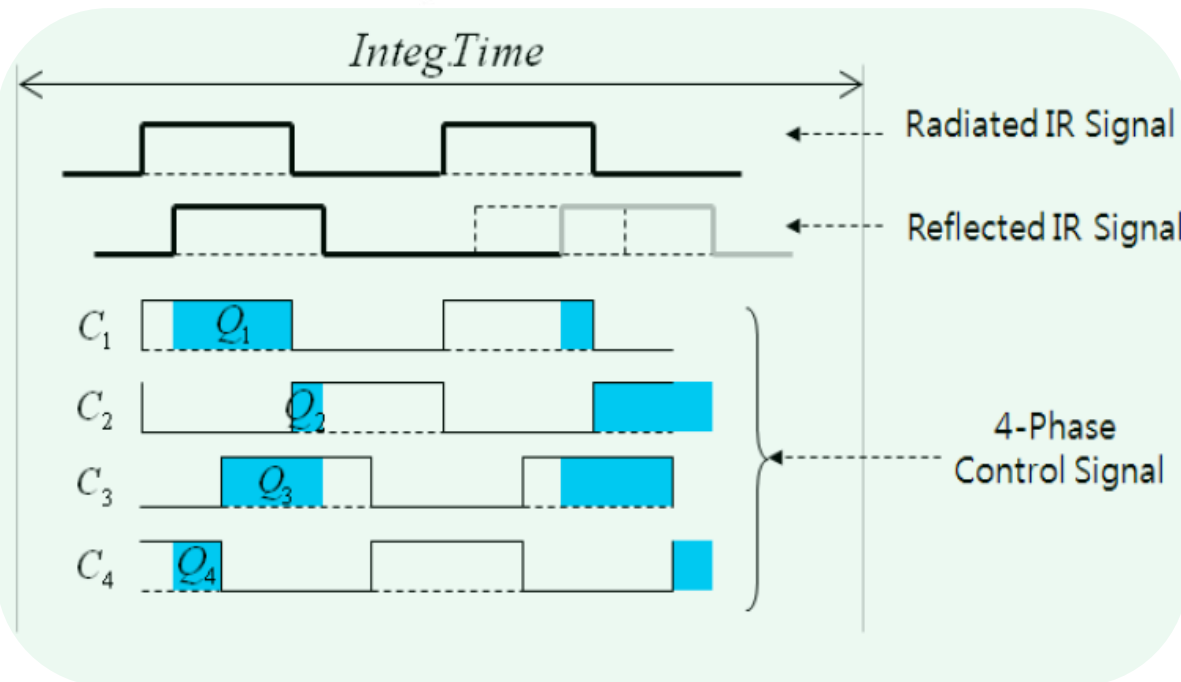
$$\Delta\phi = \arctan \left( \frac{Q_3 - Q_4}{Q_1 - Q_2} \right)$$

**Note:**  $\Delta\phi$  is a **phase difference** (radians)

$$d = \frac{c}{2f} \frac{\Delta\phi}{2\pi}$$

**Note:** distance = flight path / 2

Max distance without phase ambiguity is  $d = c/2f = \lambda/2$   
(e.g.  $3 \cdot 10^8 / (2 \cdot 10^7) = 15\text{m}$ )

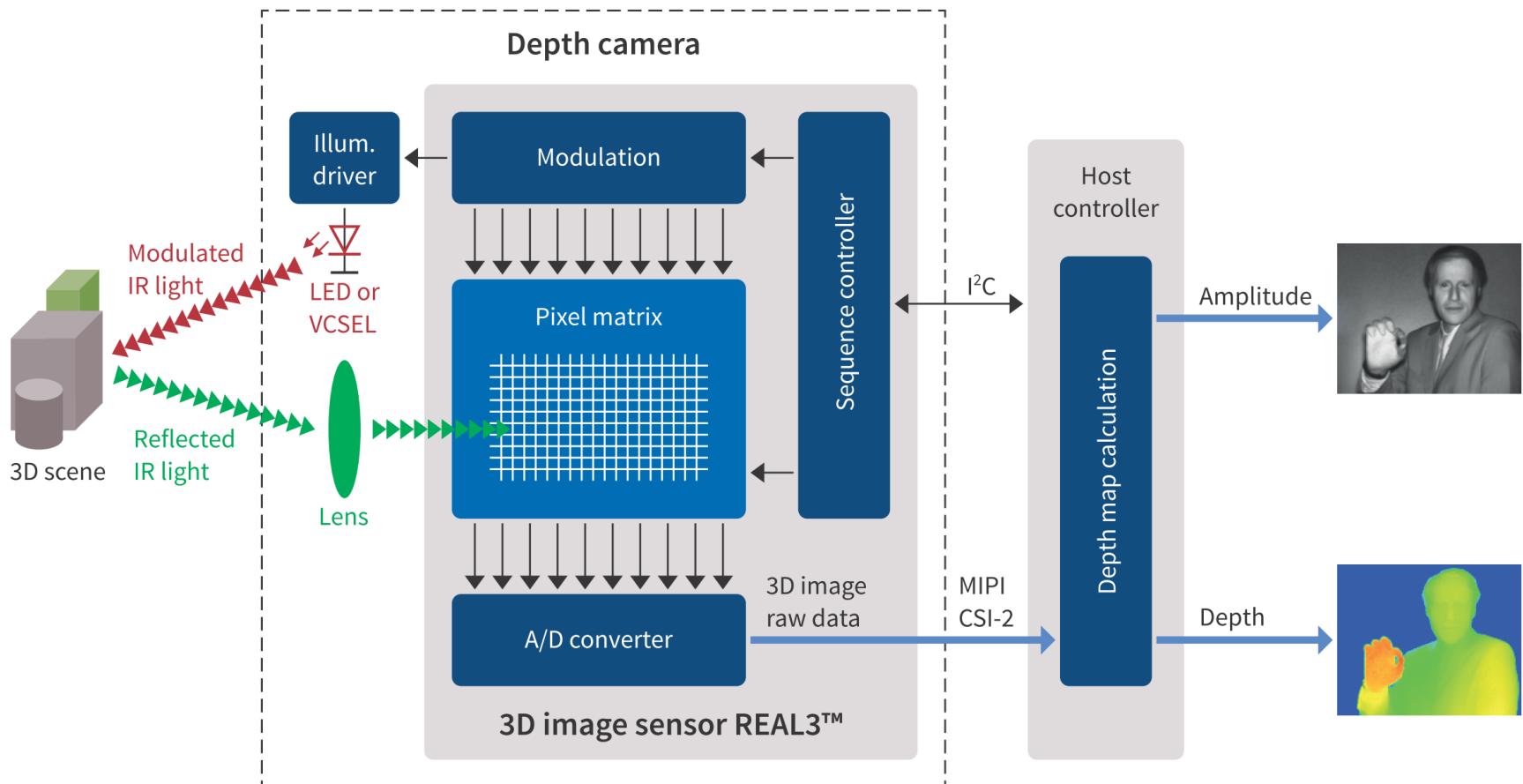


**Fig. 1.2** Depth can be calculated by measuring the phase delay between radiated and reflected IR signals. The quantities  $Q_1$  to  $Q_4$  represent the amount of electric charge for control signals  $C_1$  to  $C_4$  respectively.

Range can be extended using **amplitude info to unwrap the phase**

# 3D imaging: Time of Flight (ToF)

- z03\_ToFcamera\_Infineon-REAL3
- z03\_ToFcamera\_Theory
- z03\_ToF\_Metalenses



# Multispectral and Hyperspectral imaging



European Union

## About Copernicus Sentinel-2...

### WHAT?

A constellation of **two identical satellites in the same orbit**, Copernicus Sentinel-2 images land and coastal areas at high spatial resolution in the optical domain



### WHERE?

Designed and built by a group of around **60 companies** led by **Airbus Defence** and Space for the space segment and **Thales Alenia Space** for the ground segment



### WHICH?

**Main applications** include agriculture; land ecosystems monitoring; forests management; inland and coastal water quality monitoring; disasters mapping and civil security



### WHO?

Services include **CLMS** (Copernicus Land Monitoring Service); **CMEMS** (Copernicus Marine Environment Monitoring Service); **CEMS** (Copernicus Emergency Management Service) and Copernicus Security Service; among others



### WHEN?

Sentinel-2A was launched on 23 June 2015; Sentinel-2B on 7 March 2017, both on a Vega rocket from Kourou, French Guiana



### DATA AND USERS

As of July 2020, about **20 million products** have been generated and made available for download, culminating a total of 10 Petabytes



### DATA ACCESS

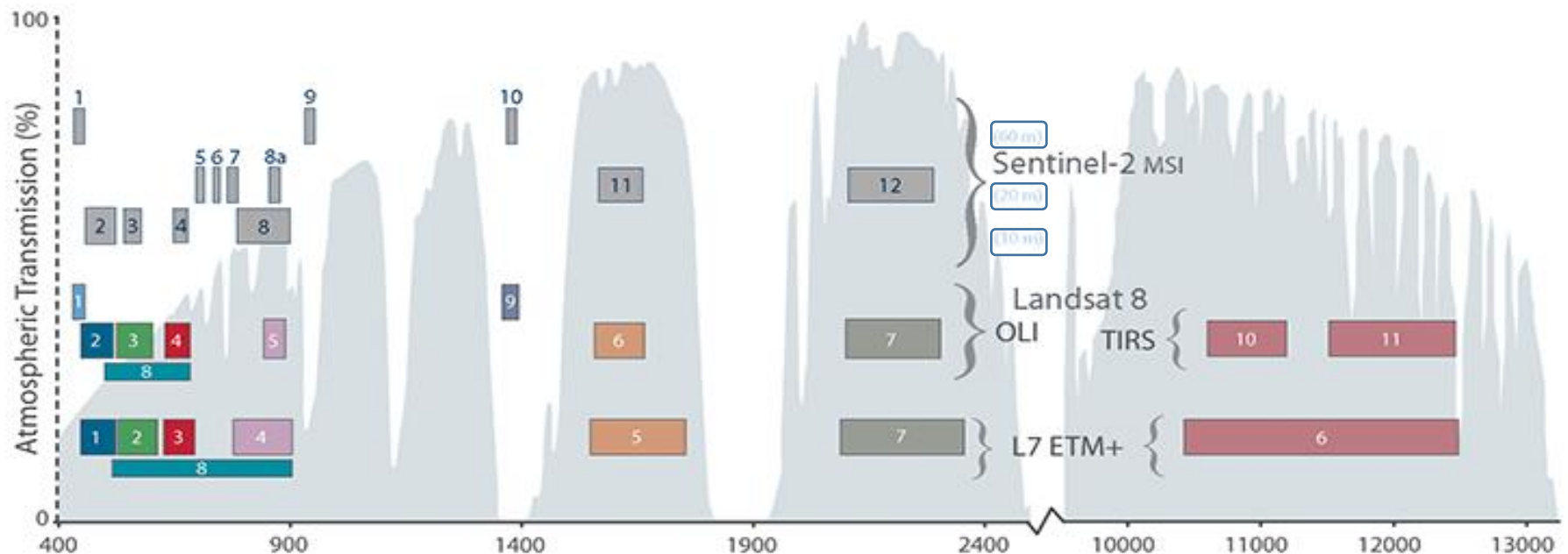
<https://scihub.copernicus.eu>

### WHATS NEXT?

Continuity over the coming years will be ensured by the **launch of additional satellites** (Sentinel-2C and Sentinel-2D). Furthermore, a new generation of Sentinel-2 satellites is being prepared, to take up the relay from the first generation



# Multispectral and Hyperspectral imaging

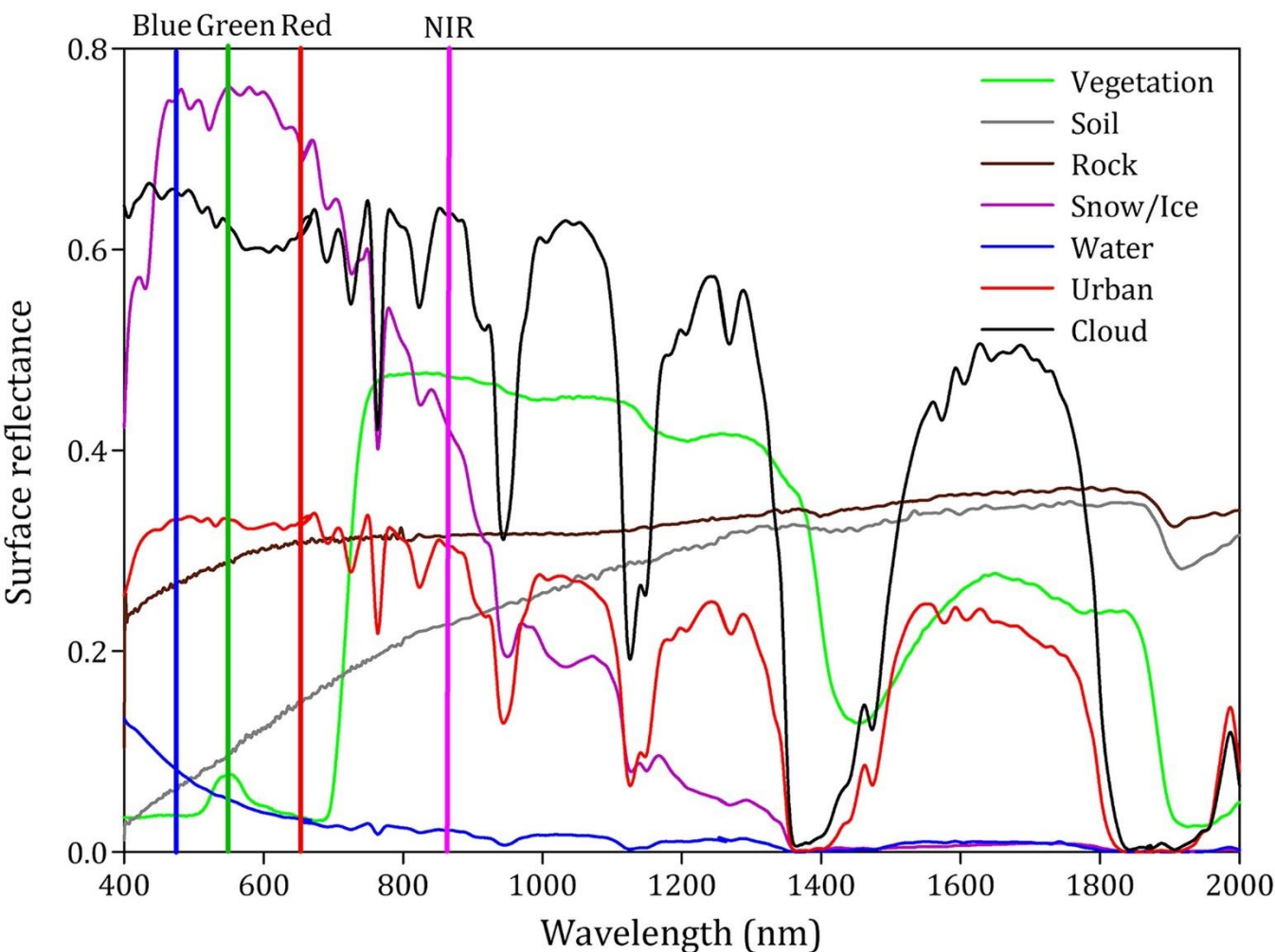


| Sentinel-2A MSI |                 |                       |                | Landsat 8 OLI   |                       |                |
|-----------------|-----------------|-----------------------|----------------|-----------------|-----------------------|----------------|
| Band            | Spectral region | Wavelength range (nm) | Resolution (m) | Spectral region | Wavelength range (nm) | Resolution (m) |
| B1              |                 |                       |                | Blue            | 435–451               | 30             |
| B2              | Blue            | 458–523               | 10             | Blue            | 452–512               | 30             |
| B3              | Green peak      | 543–578               | 10             | Green           | 533–590               | 30             |
| B4              | Red             | 650–680               | 10             | Red             | 636–673               | 30             |
| B5              | Red edge        | 698–713               | 20             | NIR             | 851–879               | 30             |
| B6              | Red edge        | 733–748               | 20             | SWIR1           | 1566–1651             | 30             |
| B7              | Red edge        | 773–793               | 20             | SWIR2           | 2107–2294             | 30             |
| B8              | NIR             | 785–899               | 10             |                 |                       |                |
| B8A             | NIR narrow      | 855–875               | 20             |                 |                       |                |
| B11             | SWIR            | 1565–1655             | 20             |                 |                       |                |
| B12             | SWIR            | 2100–2280             | 20             |                 |                       |                |

VNIR: Visible and Near InfraRed  
SWIR: Short Wave InfraRed

# Multispectral and Hyperspectral imaging

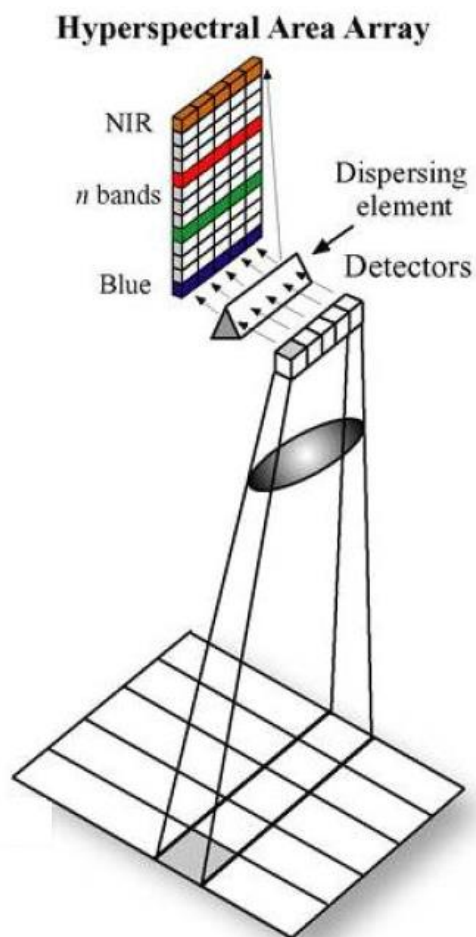
Spectral signatures of targets are very diverse  
→ dense spectral sampling is needed  
→ hyperspectral sensors



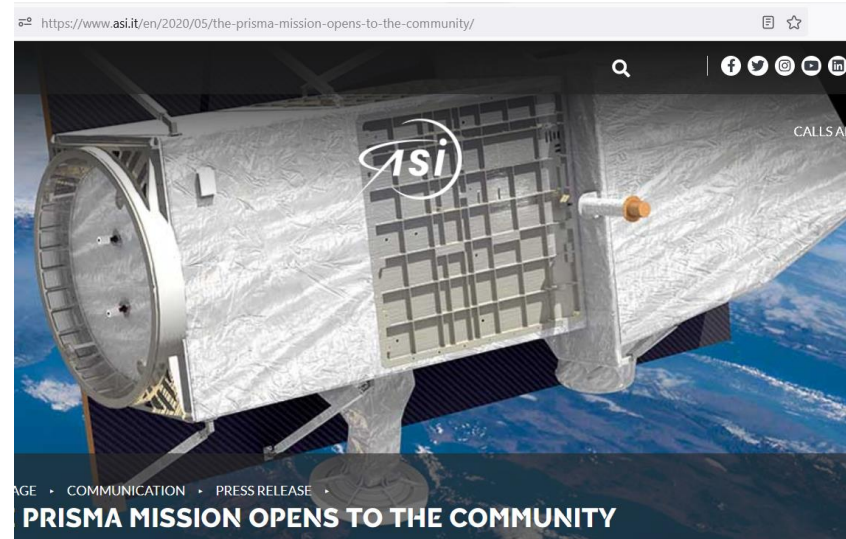


# Multispectral and **Hyperspectral** imaging

## PRISMA mission (ASI)



Pushbroom  
scanning  
and prism-  
based  
spectral  
analyser



|                                |  |
|--------------------------------|--|
| Swath / FOV                    | 30 km / 2.77°  |
| Ground Sampling Distance (GSD) | Hyperspectral: 30 m / PAN: 5 m   |
| Spectral Range                 | VNIR: 400 – 1010 nm<br>SWIR: 920 – 2505 nm<br>PAN : 400 – 700 nm   |
| Spectral Width (FWHM)          | ≤ 12 nm  |
| Radiometric Quantization       | 12 bit   |
| VNIR SNR                       | > 200:1  |
| SWIR SNR                       | > 100:1  |
| PAN SNR                        | > 240:1  |
| MTF@ Nyquist freq.             | VNIR/SWIR along track > 0.18<br>VNIR/SWIR across track > 0.34<br>PAN along track > 0.10 across track >0.20 |
| Spectral Bands                 | 66 VNIR / 173 SWIR   |
| Data processing                | Lossless compression with compression factor 1.6<br>Near lossless compression                              |



# Multispectral and Hyperspectral

## PRISMA mission (ASI)

Soil and  
Vegetation  
Components  
for Precision  
Agriculture

| EO Products | Description   |
|-------------|---|
| CLAY        | Percentage of clay in the first 30 cm of soil           |
| SILT        | Percentage of silt in the first 30 cm of soil           |
| SAND        | Percentage of sand in the first 30 cm of soil           |
| SOC         | Percentage of organic carbon in the first 30 cm of soil |

| EO Products | Description  |
|-------------|--|
| LAI         | Leaf Area Index  |
| Cab         | Chlorophyll a and b Content of in leaves per unit of area                    |
| FPAR        | Fraction of photosynthetically active radiation absorbed by vegetation cover |

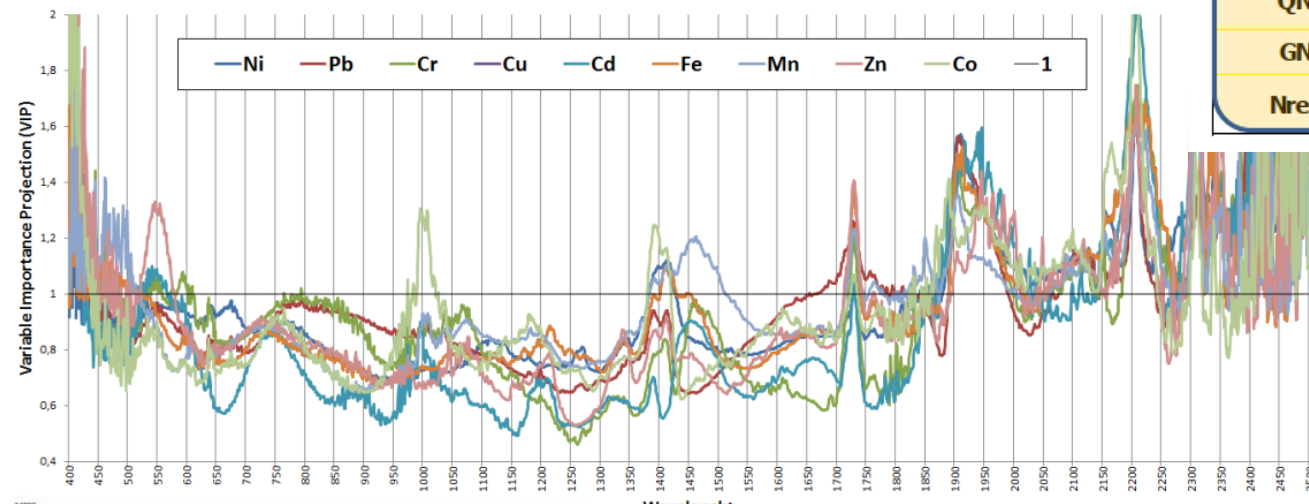
| EO Products | Description   |
|-------------|---|
| YLD         | Crop production   |
| QN          | Content of nitrogen in the aboveground biomass                              |
| GN          | Nitrogen content in grain   |
| Nres        | nitrate nitrogen (NO <sub>3</sub> -N-) in the soil at the end of crop cycle |



## Soil contamination – heavy metal

Spectral Library 110 samples  
laboratory concentration (ppm) & ASD spectral measurements

PLS



→  
z03\_Hyperspectral\_  
Imaging