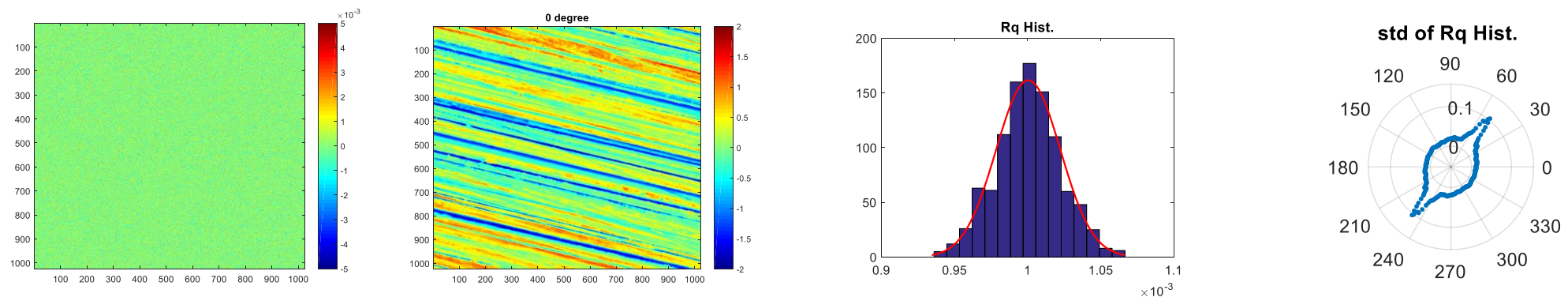


# CHARACTERIZATION OF GEOMETRIC SURFACE FEATURES USING STATISTICALLY BASED ANALYTICAL TOOLS



**Student: Farzad Azimi**

**Advisor: Dr. Mullany**



UNC CHARLOTTE

*The WILLIAM STATES LEE COLLEGE of ENGINEERING*

- ❑ History
- ❑ Motivation
- ❑ Polar plots
  - With respect to surface texture
    - $Sq$  roughness of a Gaussian surface
    - Isotropy
    - Directionality
    - Periodicity
  - With respect to surface feature
    - Single feature
      - Single dig
      - Single scratch
    - Multiple features
      - Multiple digs
      - Multiple scratches
      - Mixed features
- ❑ Summary
- ❑ Future directions

# Surfaces topography

## What is a surface?

- A continuous boundary dividing a three dimensional space into two regions. (<http://www.britannica.com> )
- Surface limiting the body and separating it from the surrounding medium. (ISO 4287)
- **Materials boundaries** (Thomas, T. R. "Rough surfaces" )

Materials' properties <sup>[1]</sup>:

I. Mechanical

II. Geometrical



Surface topography: deviation of surface from a reference plane



### Surface topography affects:

- Mechanical interaction [2-7]
- Dispersion and reflection of rays [8-12]
- Heat transfer [13-16]
- Fluid interaction with surface [17-20]
- Longevity and performance under fluctuating loads [21-27]
- Semiconductor parts functionality [28-29]



In general surface topography is one of the main factors that affects the final product functionality



<https://www.quora.com/What-is-a-gearbox>



<http://ast.noao.edu/facilities/other/het>



<https://colombia.bioweb.co/products/binoculares-bushnell-powerview-super-high?variant=18514208837>



<https://bryantarchway.com/semiconductor-warfare/>

# Surfaces measurement

Lots of research to characterize surfaces and find metrics to link manufacturing to part functionality

## Stylus measurement instrument (1927, [31])

- Average roughness,  $R_a$
- Extreme parameters,  $P_v$



<https://www.mahr.cn/zh/Services/Production-metrology/Products/MarSurf---Contour-Measuring-Units/MarSurf-XC-2/>

Advance in technology and instruments



## Areal measurement instrument (1970, [31-32])

$S_a, S_q, S_{sk}, S_{ku}, S_{tr}, S_{al}, S_{dq}, \dots$



[https://www.zygo.com/met/profilers/newview9000/newview9000\\_instrument\\_lg.jpg](https://www.zygo.com/met/profilers/newview9000/newview9000_instrument_lg.jpg)

Parameter rash



## Standards

ISO 25187-2

Means of communication between manufacturer and customer

## Need for:

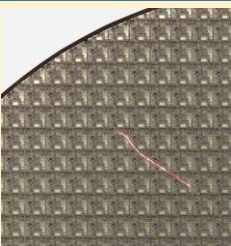
- Precise and accurate measurements (sub-micron – sub-Nano)
- Flawless parts (electronics industry as driving force) [33]



## Features detection and characterization [33]

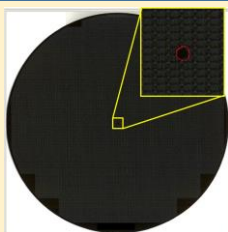
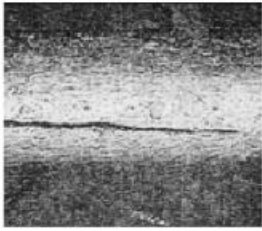
(Preferably in process inspection)

- Function
- cosmetics



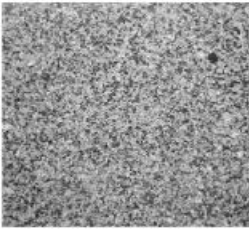
<http://www.microtronic.com/defect-library/scratches-by-human/>

steel



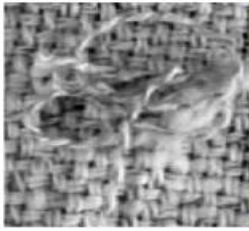
<http://www.microtronic.com/defect-library/center-spin-macro-defect/>

stone



<https://www.dpreview.com/forum/s/post/57784834>

textile



<http://www.karimunjawaadventure.com/product-tag/window-concealed-hinges-heavy-duty.html>

wood



Ceramic tile



Xie, Xianghua. "A review of recent advances in surface defect detection using texture analysis techniques." ELCVIA Electronic Letters on Computer Vision and Image Analysis 7.3 (2008).

# Manual feature detection and characterization

## Characterization ISO-25178-2: 2012

- 1. Selection of the type of texture
  - Hills and dales
  - Course and ridge lines
  - Peaks, pits, and saddle points
- 2. Segmentation
  - To determine regions of the surface that defines the features
- 3. Determining significant features
  - To determine features that are functionally significant
- 4. Selection of feature attributes
  - To determine suitable feature attributes for characterization
- 5. Quantification of feature attribute statistics
  - To calculate suitable statistics for the significant features

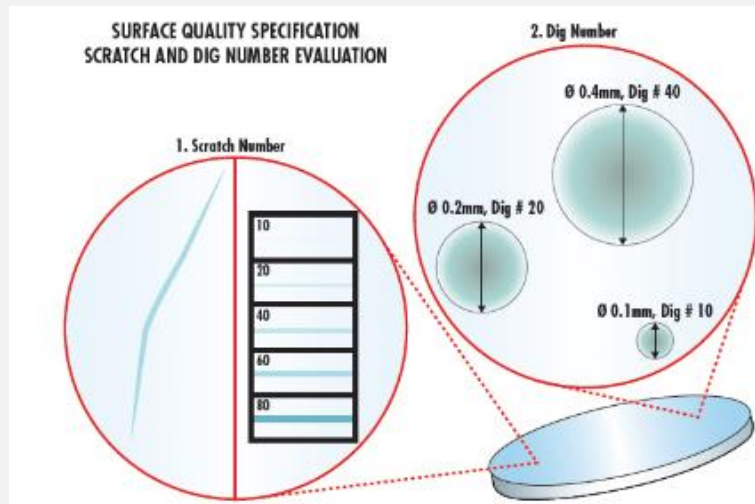
- $S_{pd}$
- $S_{pc}$
- $S_{10z}$
- $S_{5p}$
- $S_{5v}$
- $S_{da(c)}$
- $S_{ha(c)}$
- $S_{dv(c)}$
- $S_{hv(c)}$

## Manual detection MIL-PRF-13830B

- 1. Slow
- 2. Subjective (operator dependent)
- 3. Costly (time + labor)



<https://www.edmundoptics.com/resources/application-notes/optics/understanding-surface-quality-specifications/>



<https://www.edmundoptics.com/resources/application-notes/optics/understanding-surface-quality-specifications/>



Detection: Image processing techniques [34-40]			Automatic inspection	
VISUAL INSPECTION SYSTEMS	APPROACH	METHOD		
	STATISTICAL	<ol style="list-style-type: none"><li>1. Histogram properties</li><li>2. Co-occurrence matrix</li><li>3. Autocorrelation</li><li>4. Local binary pattern</li><li>5. Other gray level statistics</li><li>6. Registration based</li></ol>		
	FILTER BASED	<ol style="list-style-type: none"><li>1. Primitive measurement</li><li>2. Edge feature</li><li>3. Skeleton representation</li><li>4. Morphological operations</li></ol>		
	MODEL BASED	<ol style="list-style-type: none"><li>1. Spatial domain filtering</li><li>2. Frequency domain analysis</li><li>3. Joint spatial/spatial frequency</li></ol>		
	STRUCTURAL	<ol style="list-style-type: none"><li>1. Fractal models</li><li>2. Random field model</li><li>3. Texem model</li></ol>		
			<ul style="list-style-type: none"><li>• Saving human labor cost</li><li>• Performing inspection in an unfavorable environment</li><li>• Reducing demand for highly skilled inspectors</li><li>• Analyzing statistics on test information and keeping records for management decision</li><li>• Matching high speed production with high speed inspection</li></ul>	

☐ History

☐ Motivation

☐ Polar plots

○ With respect to surface texture

- $Sq$  roughness of a Gaussian surface
- Isotropy
- Directionality
- Periodicity

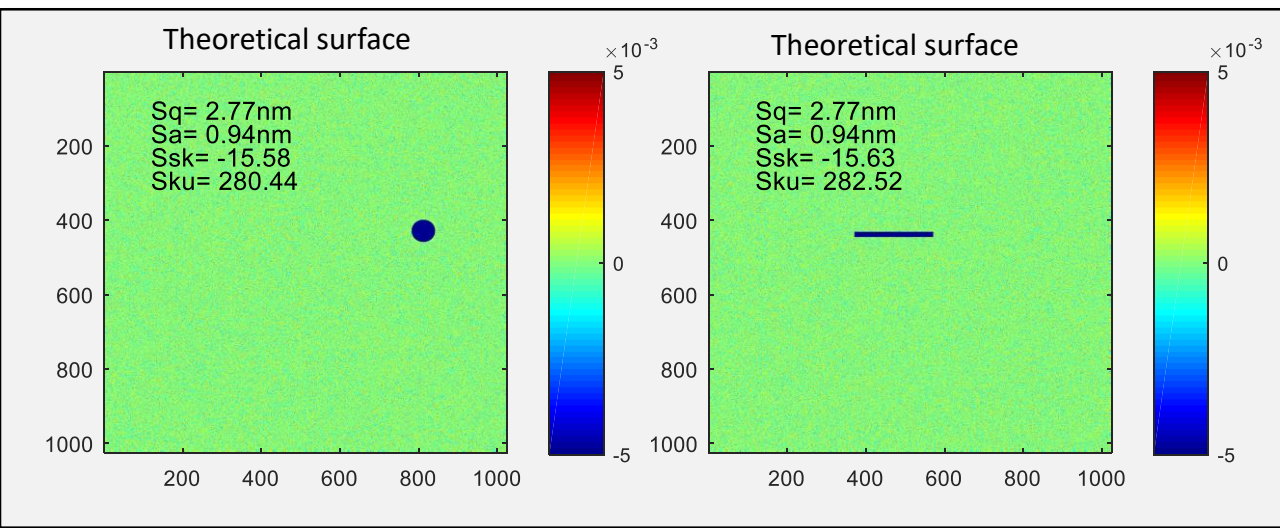
○ With respect to surface feature

- Single feature
  - Single dig
  - Single scratch
- Multiple features
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  - Multiple scratches
  - Mixed features

☐ Summary

☐ Future directions

# Motivation and goal



What else can be done?



## Motivation: Advance in technology

- Cheap memory
- Fast computing capacity



## Goal:

- Automatic surface feature detection
- Surface feature characterization
- Process endpoint detection
- ...



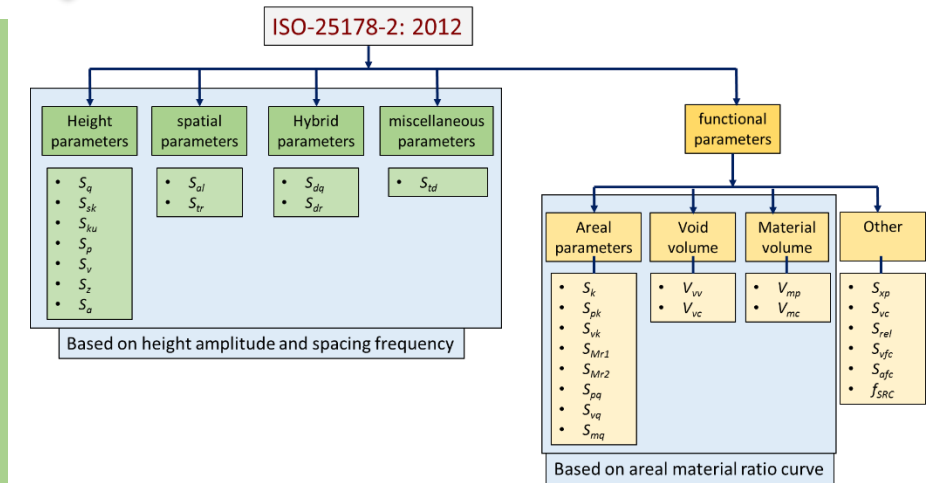
## Tools: Statistical tools

- Histogram

## Conventional approach (ISO 25178-2)

More than 1,000,000 data points reduced to:

- Sa
- Sq
- Ssk
- ...





## ❑ History

## ❑ Motivation

## ❑ Polar plots

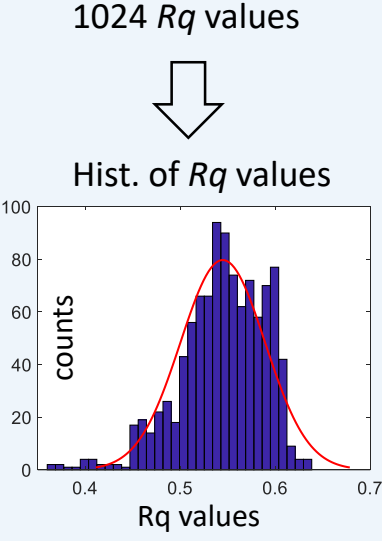
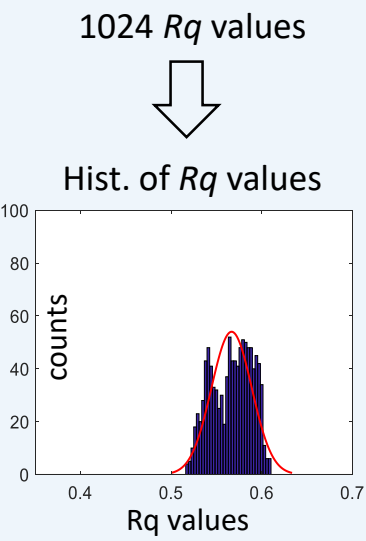
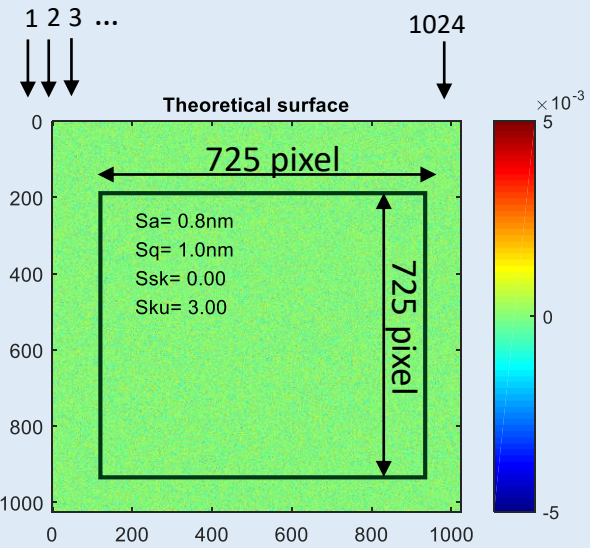
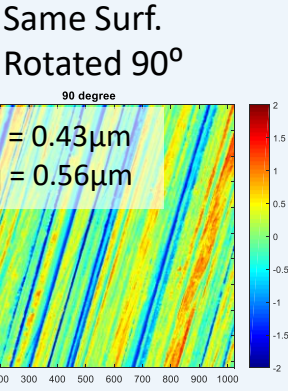
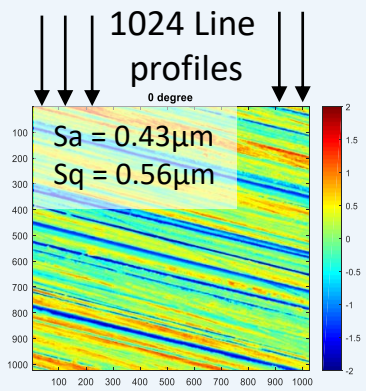
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# Polar plot evolution

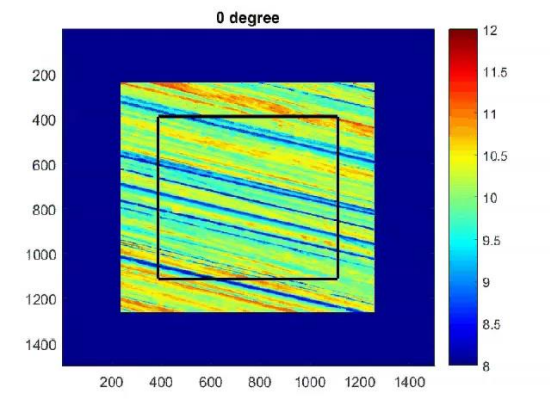
Surf. Measured with ZeGage, 20x  
(1024×1024 pixel, 417×417 μm FOV)



Quantify histogram

- Mean
- Standard deviation
- Skewness
- kurtosis

*Rq* shape changes for a sample



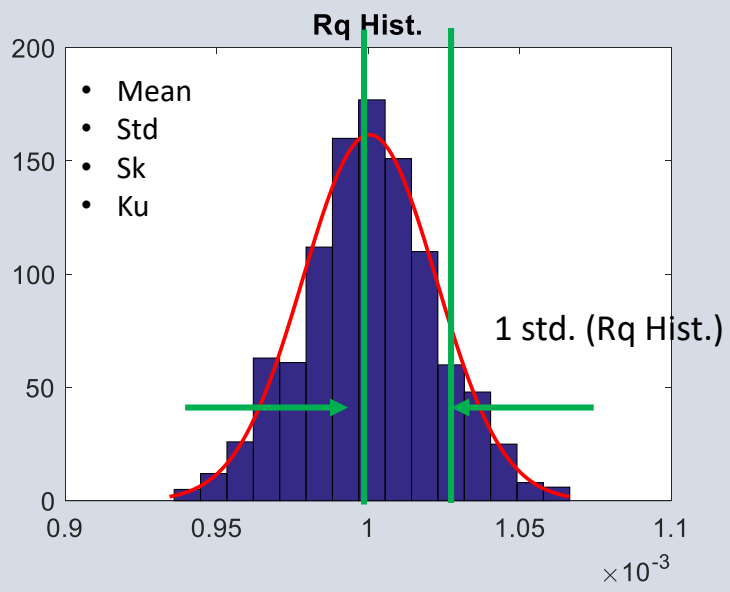
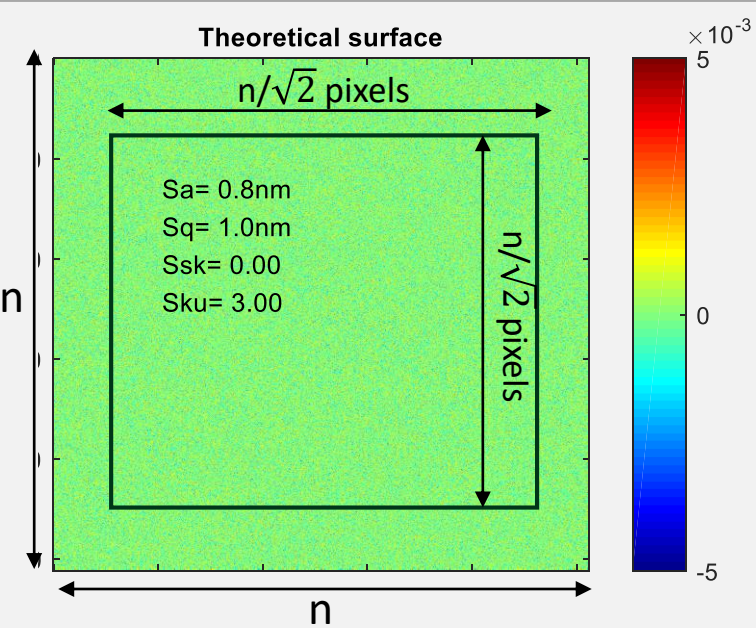
## Rotation in MATLAB

Imrotate command	<input type="radio"/> Nearest neighbor interpolation
	<input type="radio"/> Bilinear interpolation
	<input type="radio"/> Bicubic interpolation
	Nearest neighbor interpolation was used in order to avoid using new generated height values.

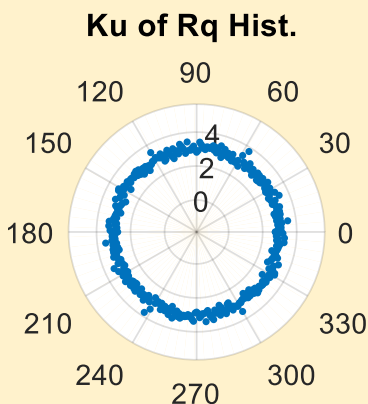
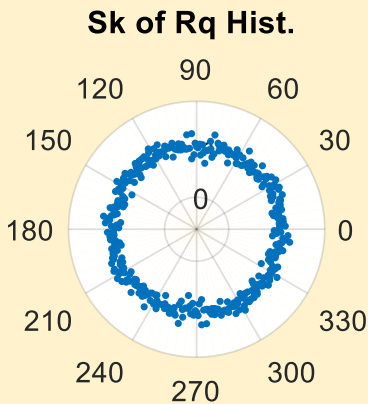
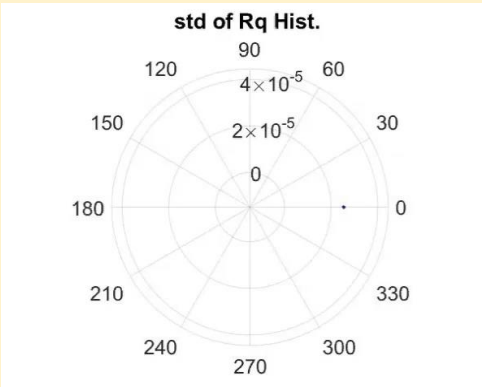
## Resolution of rotation

Theory	no limit, could be any value
Computer system	Size of surface and rotation angle $\cos(\Delta\theta) + \sin(\Delta\theta) > \frac{1 + n_{initial}}{n_{initial}}$

# Polar plot evolution



Hist. of 725 Rq values at angle  $\theta$



## Cropping:

Causes data loss (50% area, 29.3% of lines)

Ensures using real data

## Histogram quantification

<b>Sensitivity increase</b> ↓	Square root of 2 <sup>nd</sup> order moment of data (std.)	$\sigma_{Rq} = \sqrt{\frac{\sum_{i=1}^N (Rq_i - \overline{Rq})^2}{N}}$
	3 <sup>rd</sup> order moment of data (skewness)	$Sk_{Rq} = \frac{\frac{1}{N} \sum_{i=1}^N (Rq_i - \overline{Rq})^3}{(\sigma_{Rq})^3}$
	4 <sup>th</sup> order moment of data (kurtosis)	$Ku_{Rq} = \frac{\frac{1}{N} \sum_{i=1}^N (Rq_i - \overline{Rq})^4}{(\sigma_{Rq})^4}$

❑ History

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  - Mixed features

❑ Summary

❑ Future directions

# Surface roughness of Gaussian surfaces

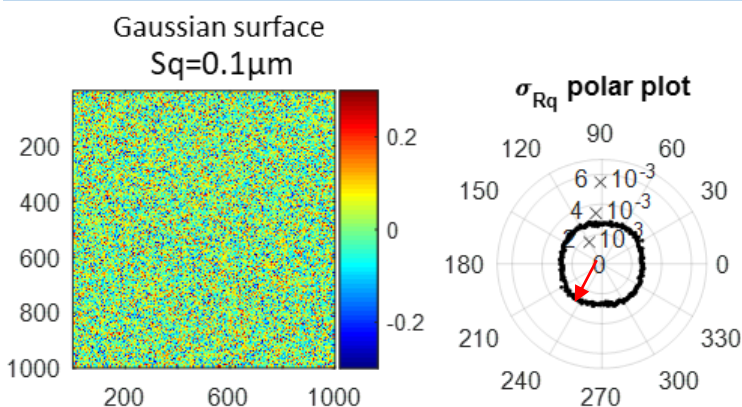
## From polar plot:

$Sq$  roughness of a Gaussian surface and radius of the  $\sigma_{Rq}$  polar plot.

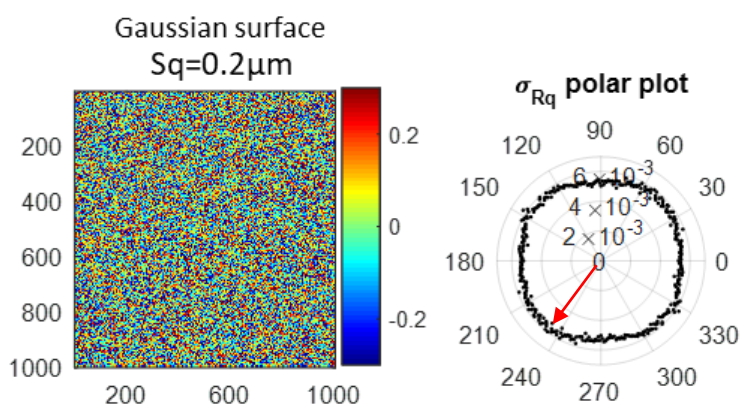
Skewness = 0

Kurtosis = 3

$$r_{\sigma_{Rq}} = \frac{Sq}{\sqrt{\sqrt{2}n}}$$



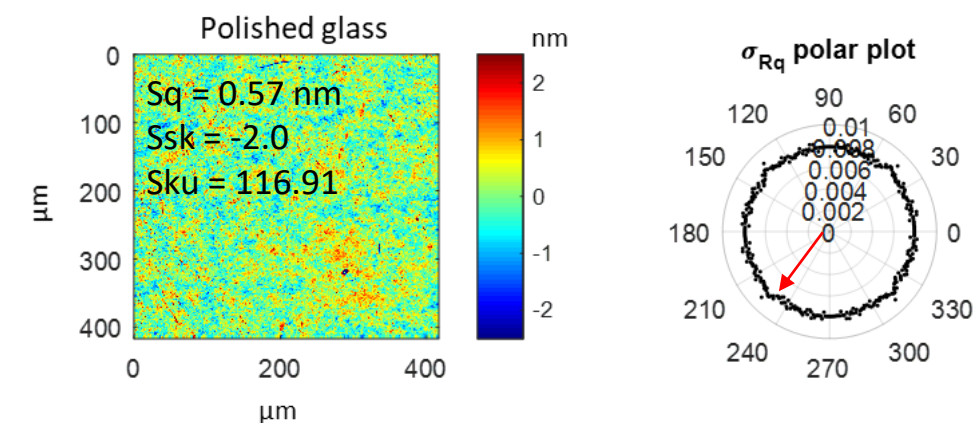
↓  
Sq increase



20× objective

FOV:  $417\mu m \times 417\mu m$

Pixel resolution:  $0.4\mu m$



$$r_{\sigma_{Rq}} = \frac{Sq}{\sqrt{\sqrt{2}n}} \rightarrow 0.0084 = \frac{Sq}{\sqrt{\sqrt{2}(1024)}} \rightarrow Sq = 0.56\text{ nm}$$

❑ History

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○ With respect to surface texture

- *Sq* roughness of a Gaussian surface
- **Isotropy**
- Directionality
- Periodicity

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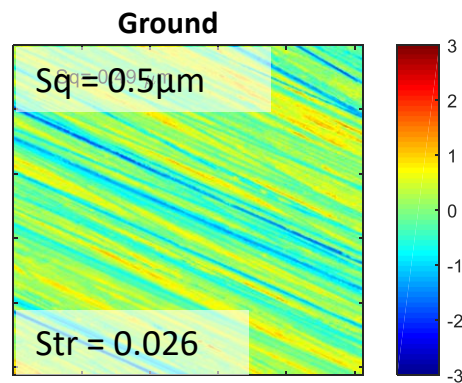
❑ Summary

❑ Future directions



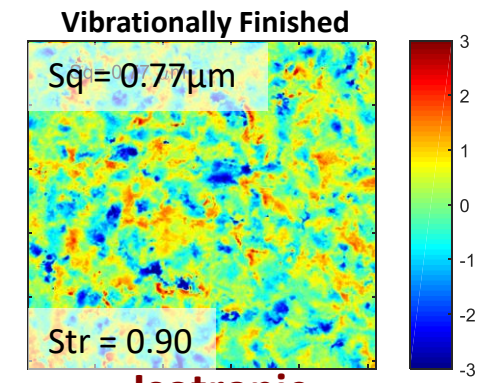
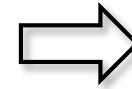
# Isotropy

**From polar plot:**  
Nominally circular shape shows isotropy

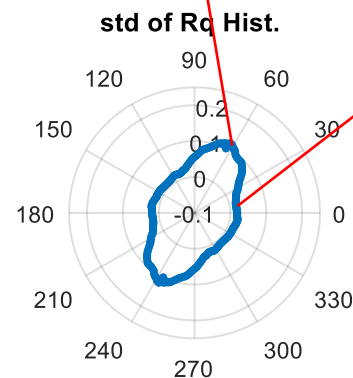
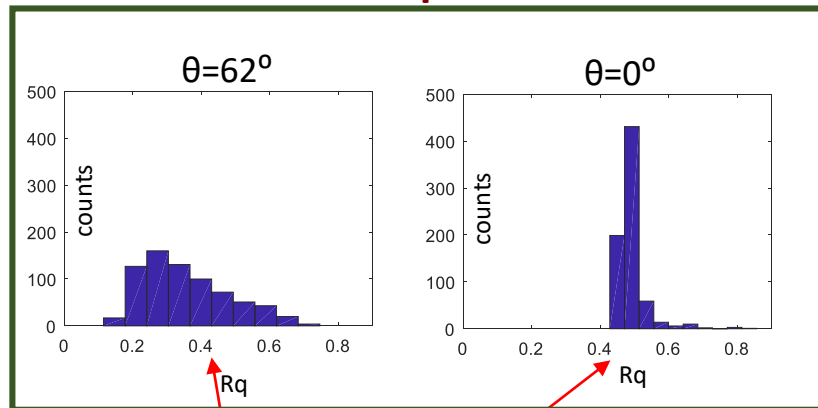


**anisotropic**

Vibrational finishing

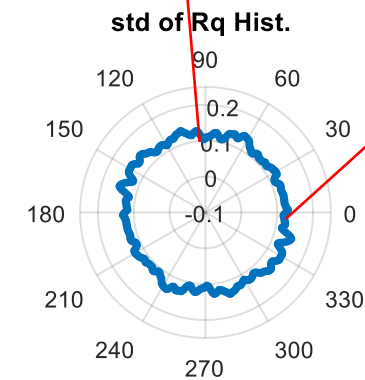
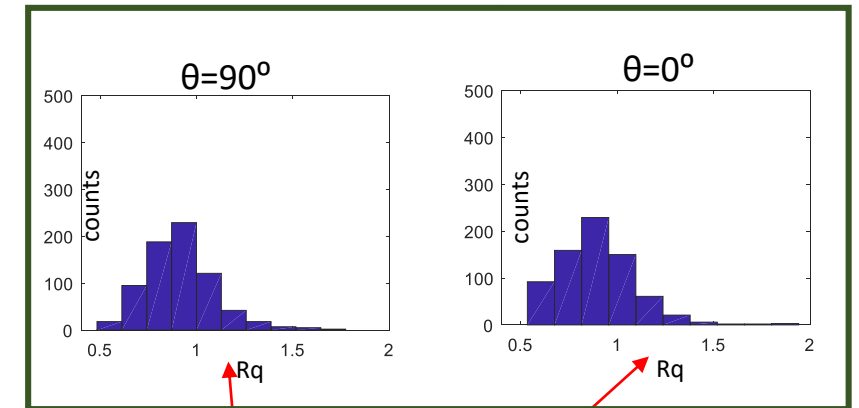


**Isotropic**



Wide dist. (When vertical lay)  
→ large std., large radius

narrow dist. → smaller std.,  
smaller radius



No significant change in hist.  
during rotation → no significant  
change in the radius

## ❑ History

## ❑ Motivation

## ❑ Polar plots

### ○ With respect to surface texture

- Sq roughness of a Gaussian surface
- Isotropy
- **Directionality**
- Periodicity

### ○ With respect to surface feature

- Single feature
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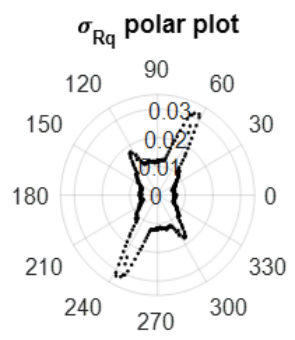
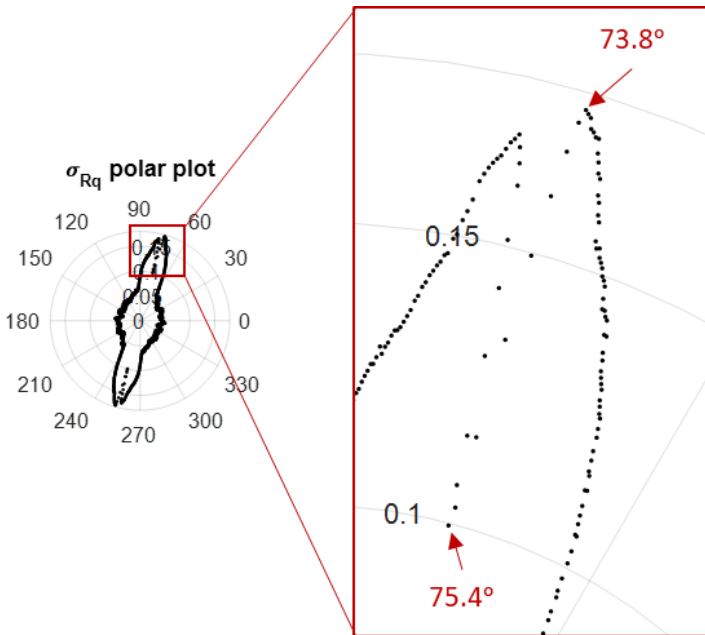
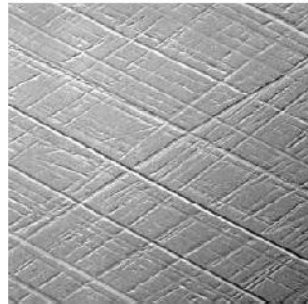
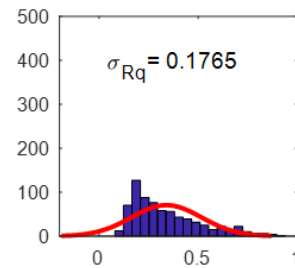
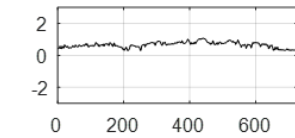
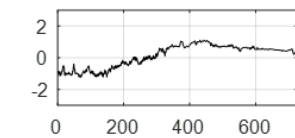
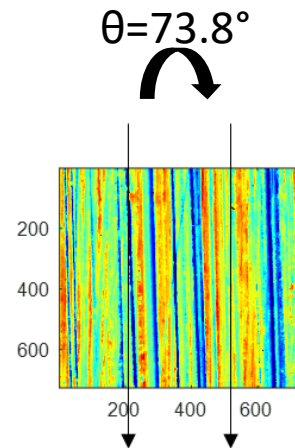
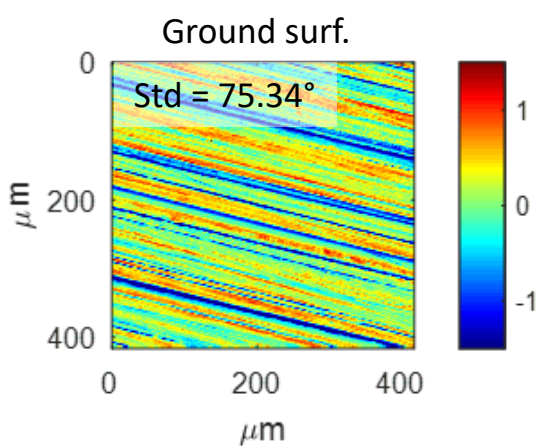
## ❑ Summary

## ❑ Future directions

# Directionality

**From polar plot:**  
Angular location of lobe or local minimum shows the directionality wrt vertical axis

Multidirectional surfaces



❑ History

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○ With respect to surface feature

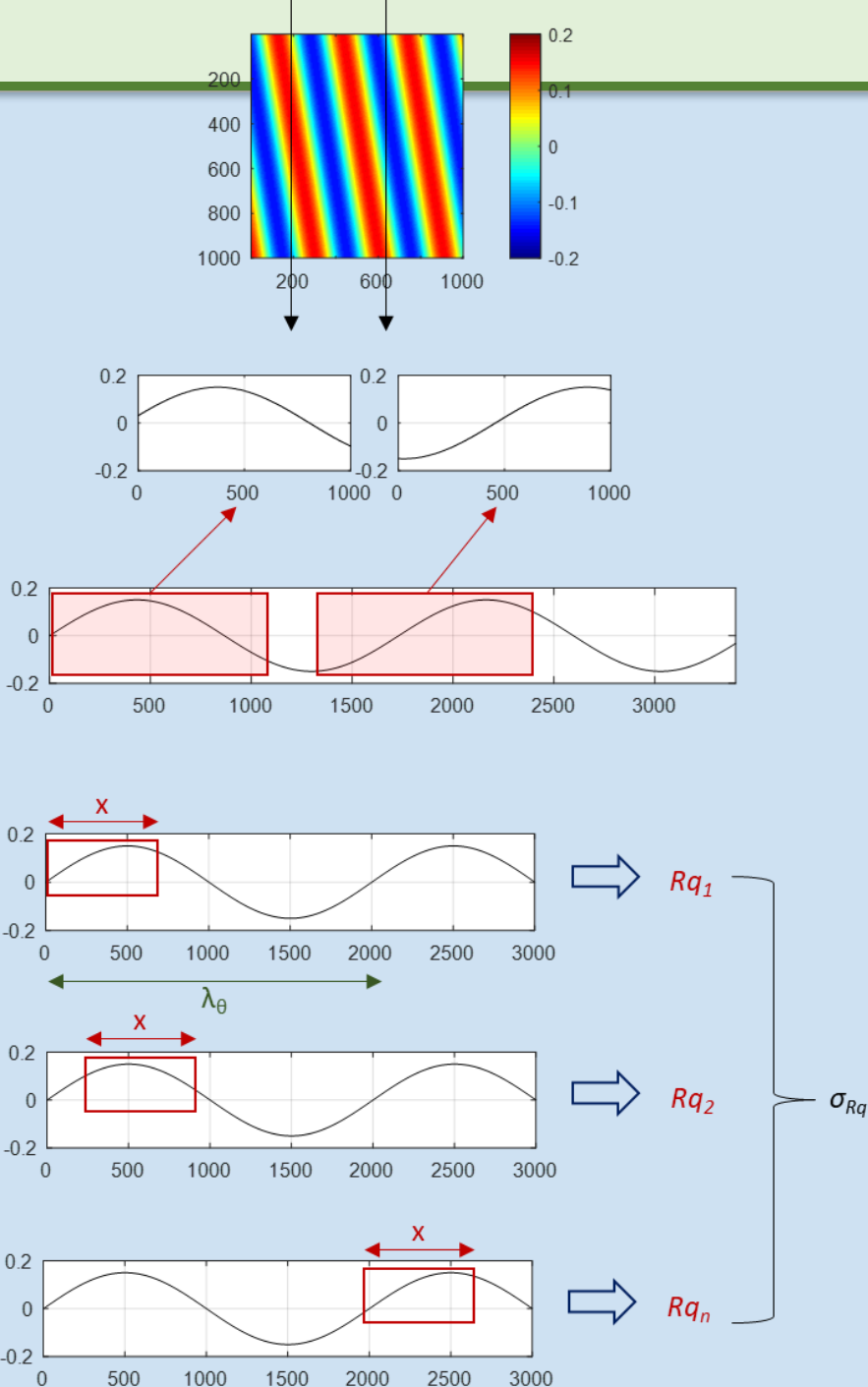
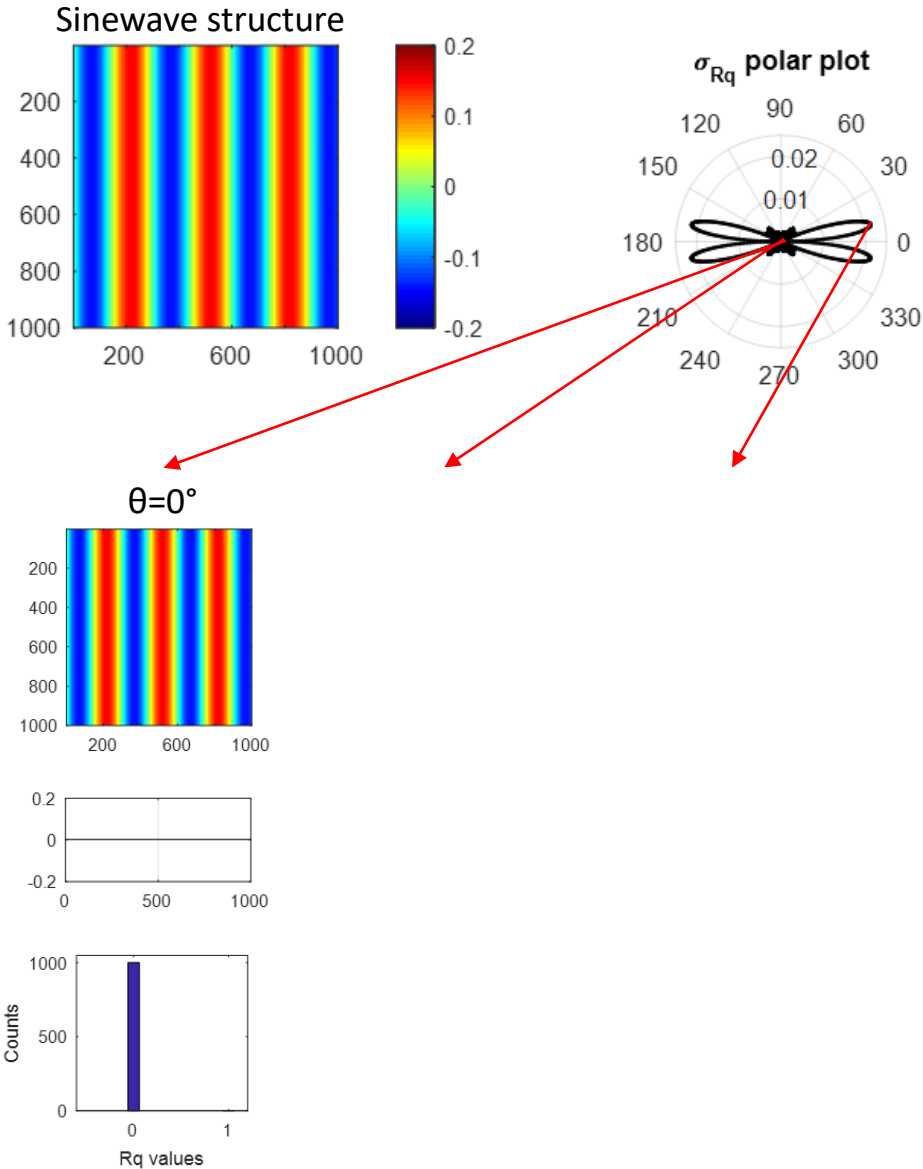
- Single feature
  - Single dig
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❑ Summary

❑ Future directions

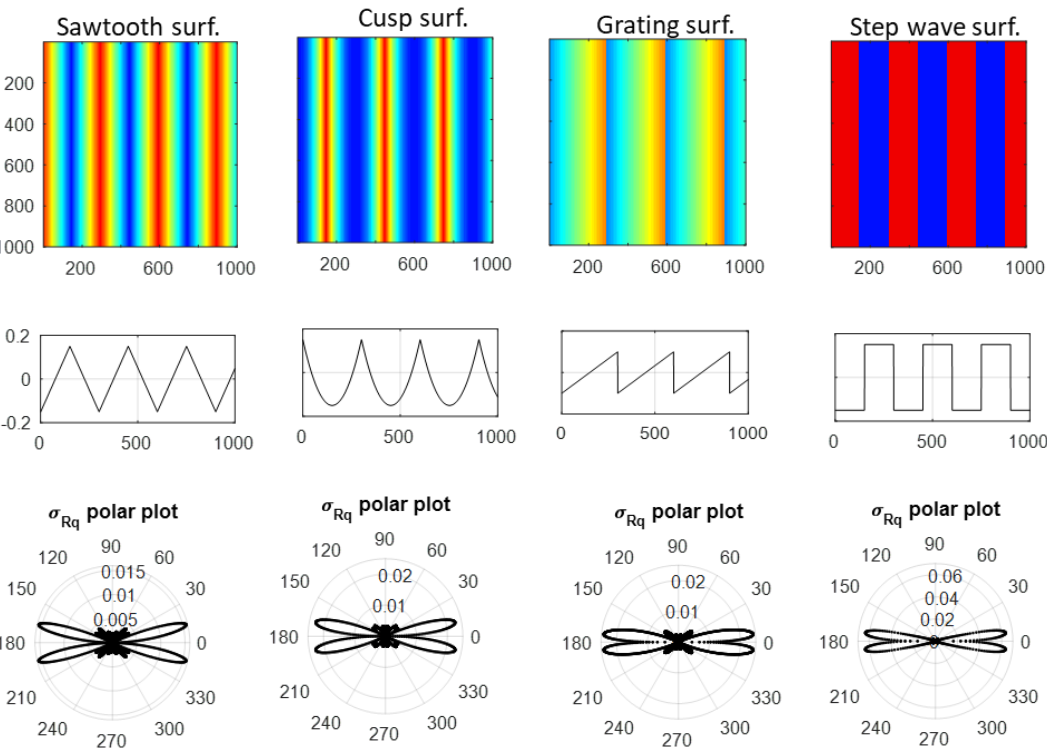
# Periodic feature

From polar plot:  
Wavelength of the periodic structure



# Periodic feature

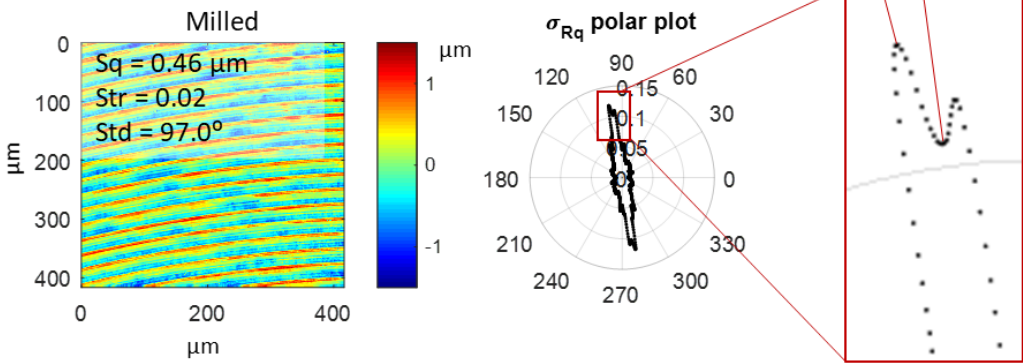
## Other periodic structures



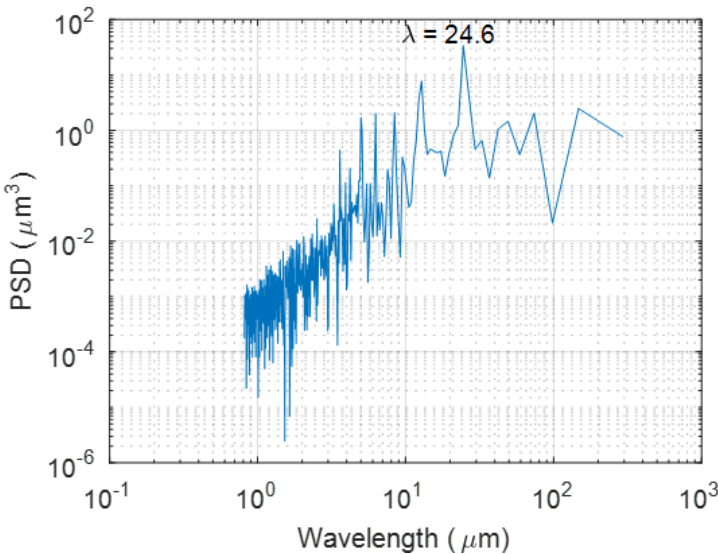
$$\lambda = \text{round} \left[ \frac{n}{c\sqrt{2}} \sin \beta \right]$$

Saw tooth	Cusp	Grating	Step wave
0.565	0.546	0.278	0.269

20× objective  
FOV: 417 μm × 417 μm  
Pixel resolution: 0.4 μm



$$\lambda_{\text{sinewave}} = \text{round} \left[ \frac{1024}{0.435\sqrt{2}} \sin 2.1 \right] = 61 \text{ pixels} \quad 24.4 \mu\text{m}$$





## ❑ History

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### ○ With respect to surface texture

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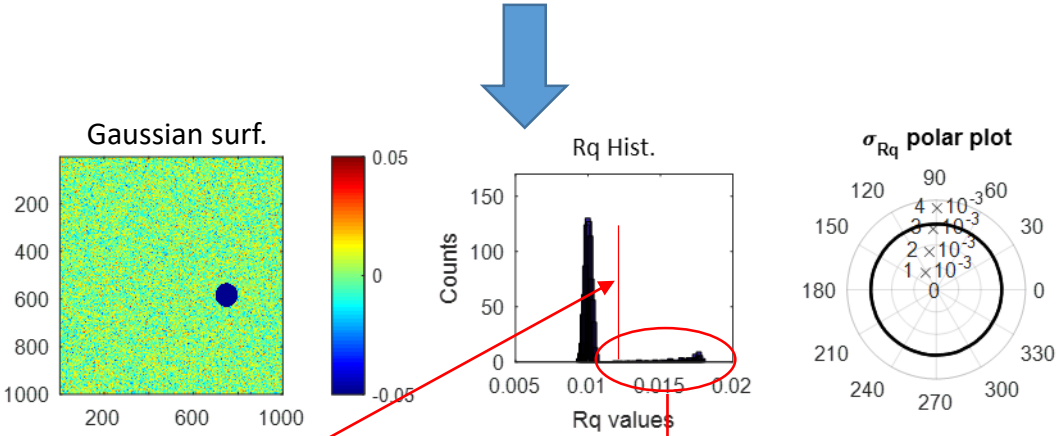
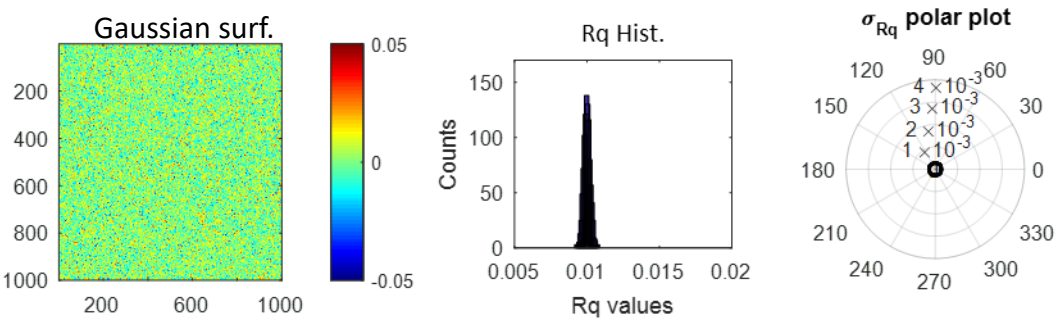
## ❑ Summary

## ❑ Future directions

# Gaussian surf. with single circular feature

## From polar plot:

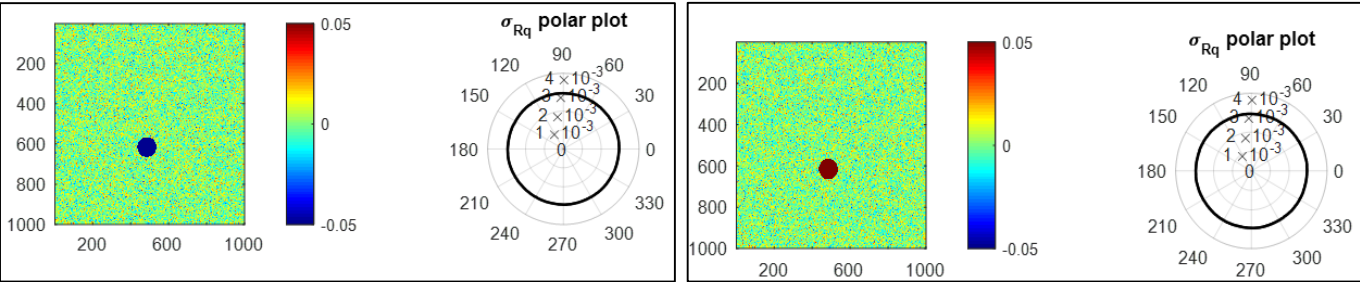
- Min. feature detectable properties graph based on surface  $S_q$
- Dig diameter
- Dig depth



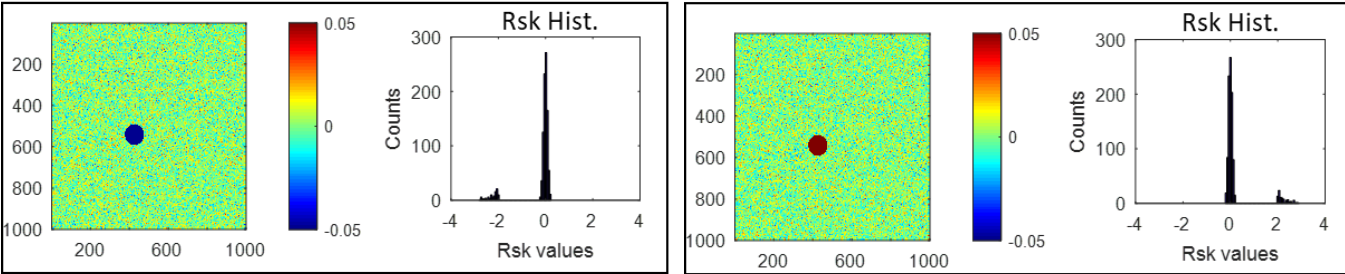
Bins related to the dig → increase in std.

$$Rq_{defect} > Rq_{mean} + 3.2 \times \sigma_{Rq\_hist}$$

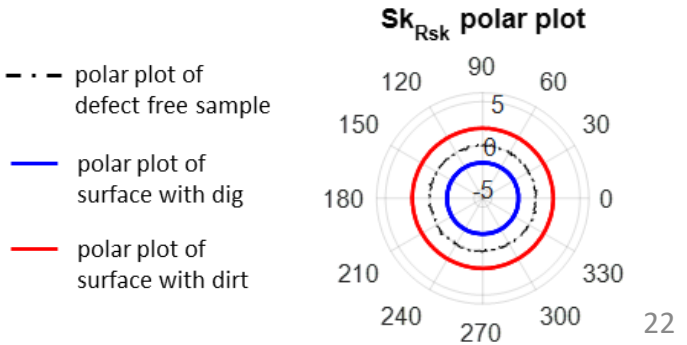
## On or below the surface



$$\sigma_{Rq} = \sqrt{\frac{\sum_{i=1}^N (Rq_i - \overline{Rq})^2}{N}}$$



$$Sk_{Rsk} = \frac{\frac{1}{N} \sum_{i=1}^N (Rsk_i - \overline{Rsk})^3}{(\sigma_{Rsk})^3}$$



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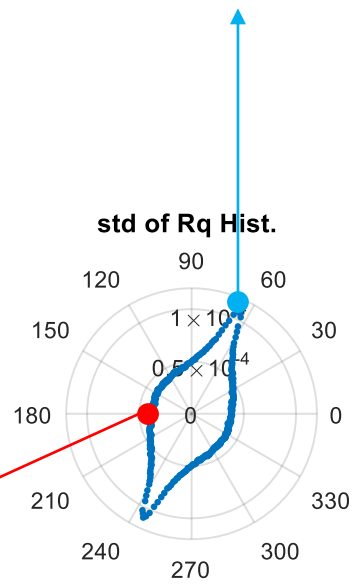
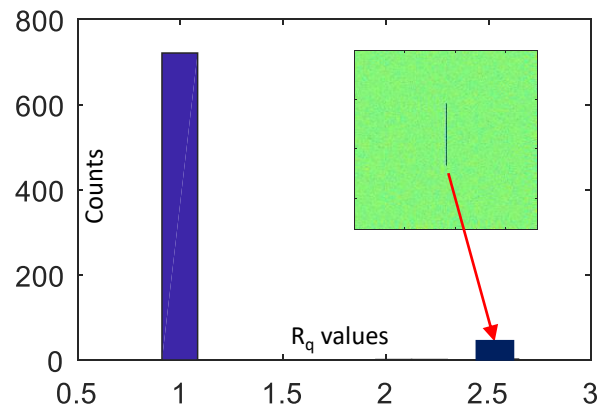
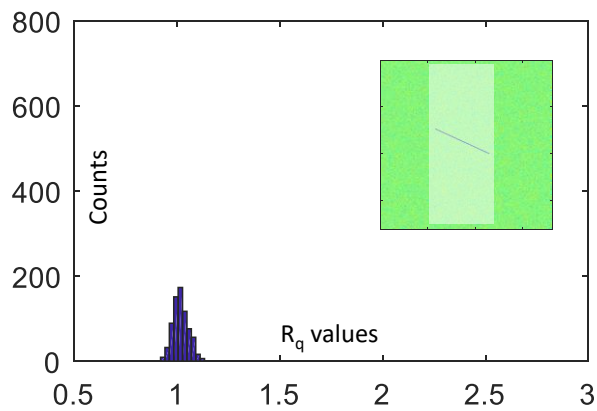
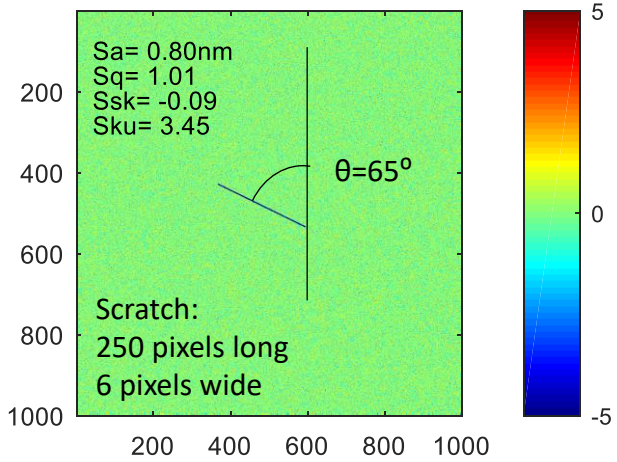
❑ Summary

❑ Future directions

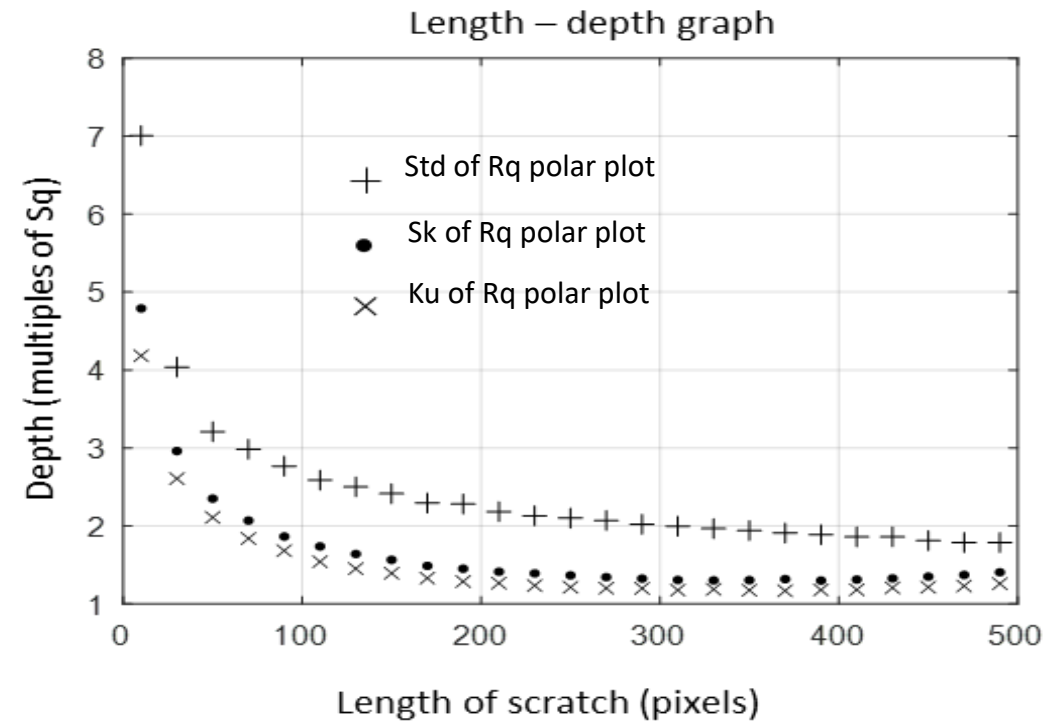
# Gaussian surf. with single linear feature

## From polar plot:

- Detects scratch
- Orientation of scratch
- Length
- Width
- Min. detectable scratch curve



Resolution of rotation affects	
number of columns that go through scratch:	Projected length of scratch on each column:
$\#column = ls \sin \theta$	Projected length= $ls \cos \theta$



## ❑ History

## ❑ Motivation

## ❑ Polar plots

### ○ With respect to surface texture

- $Sq$  roughness of a Gaussian surface
- Isotropy
- Directionality
- Periodicity

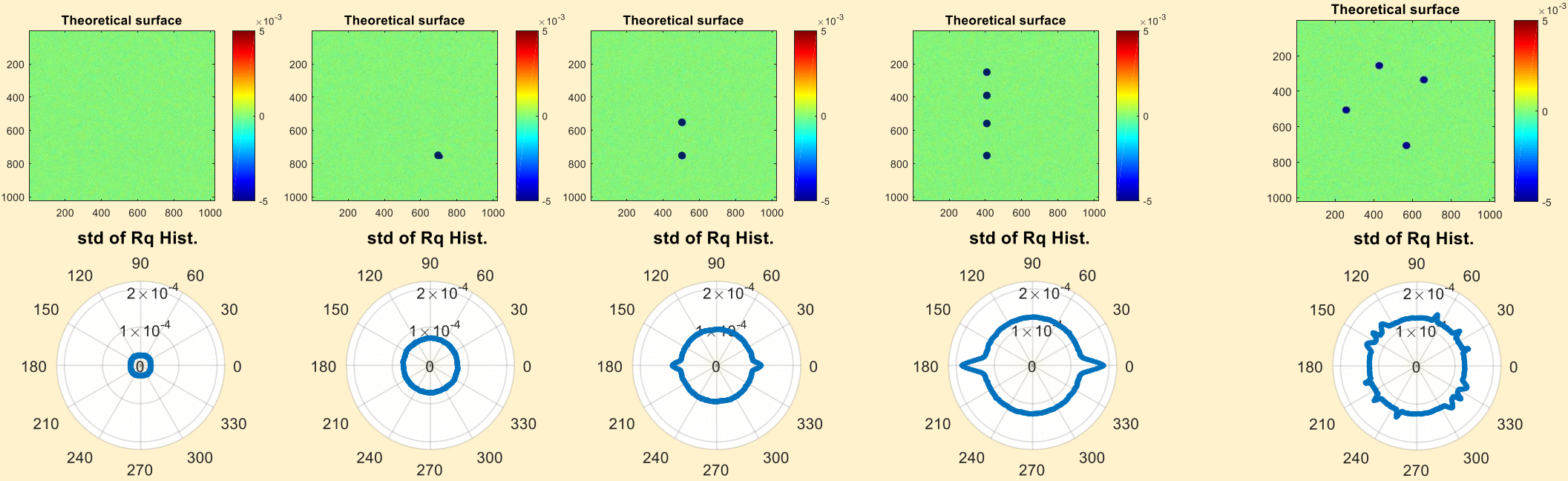
### ○ With respect to surface feature

- Single feature
  - Single dig
  - Single scratch
- Multiple features
  - Multiple digs
  - Multiple scratches
  - Mixed features

## ❑ Summary

## ❑ Future directions

# Gaussian surf. with multiple dig

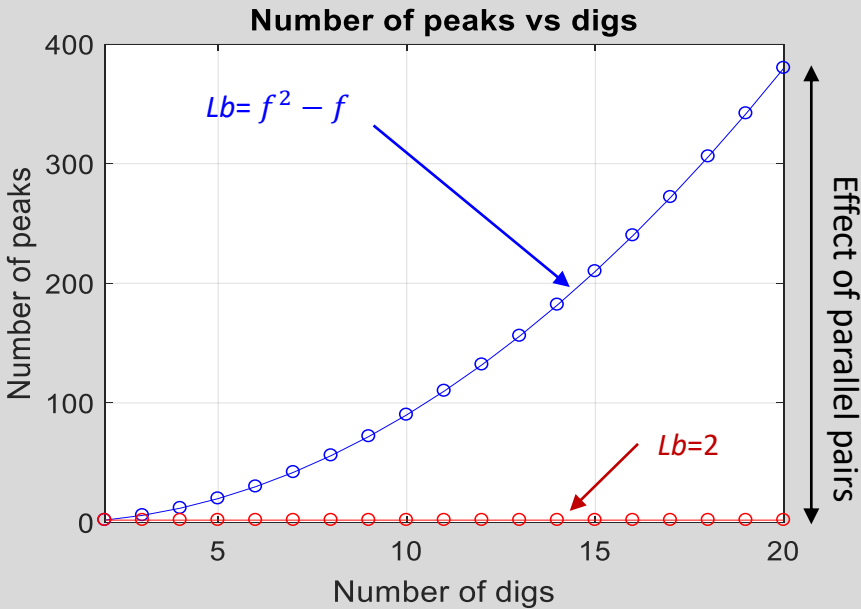
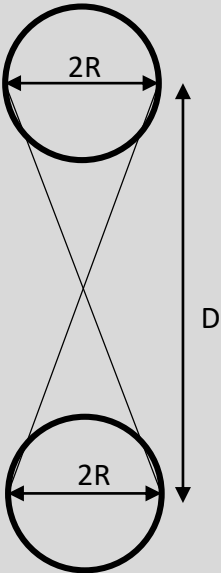
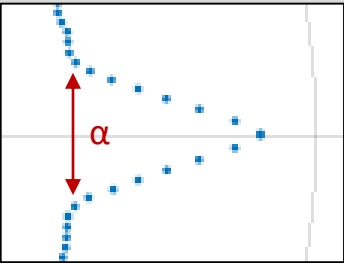


*f* is the number of dings  
*Lb* is the number of lobes

$$Lb = \frac{f!}{(f-2)!}$$

**Note:** Shape of Peak – function of distance between dings

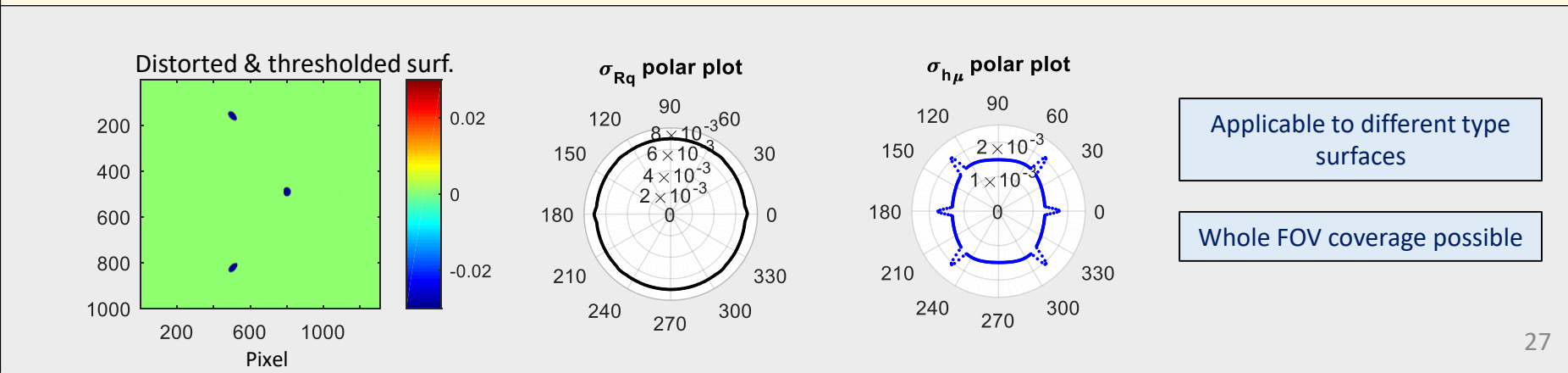
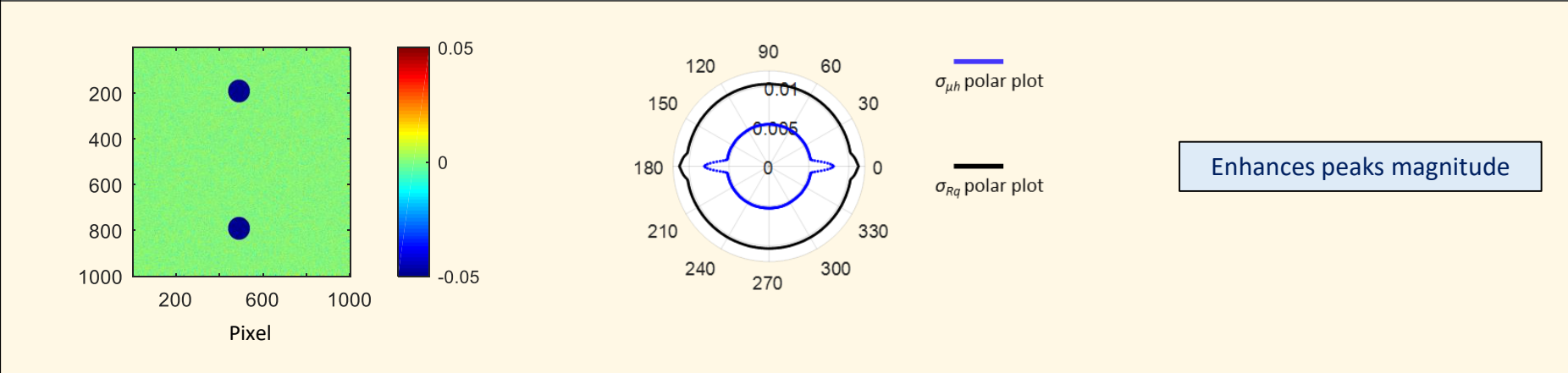
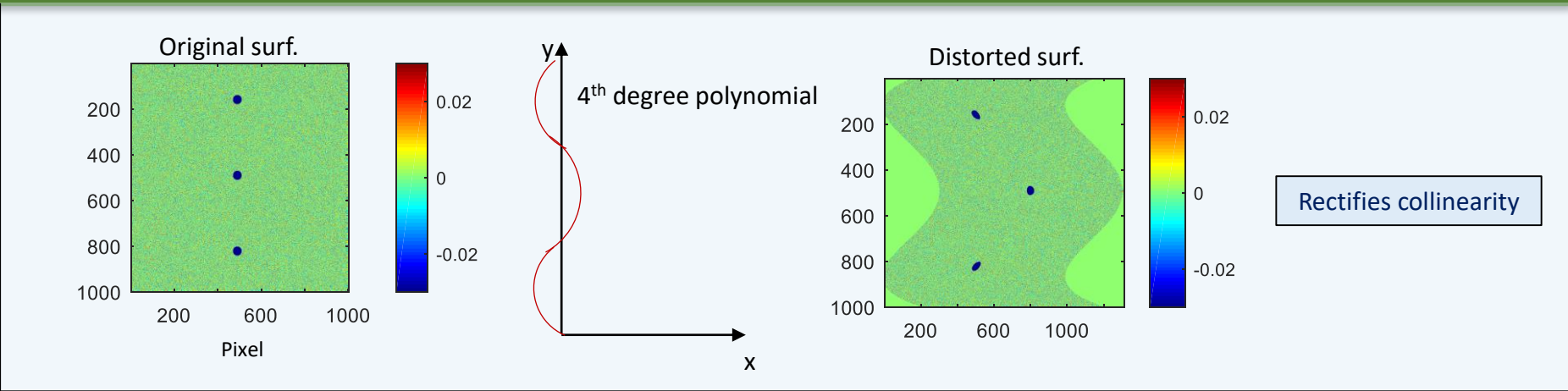
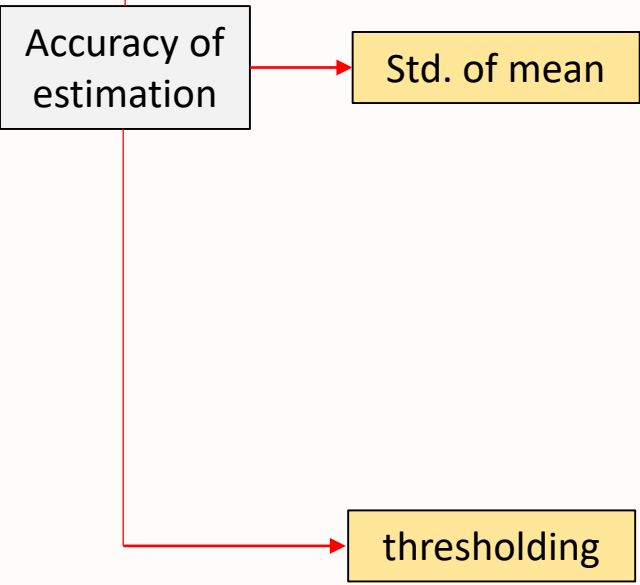
$$\alpha = 2 [\tan^{-1} (2R/D) - 1]$$



**Min** of estimation, *Lb* = 2  
**Max** of estimation, *f*<sup>2</sup> – *f* = *Lb*



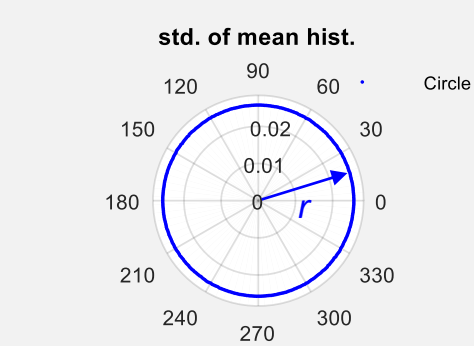
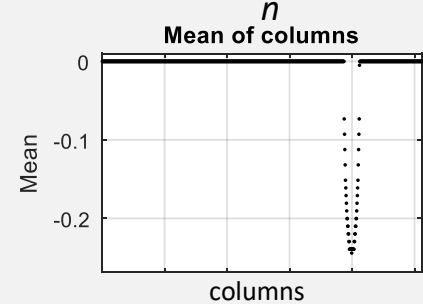
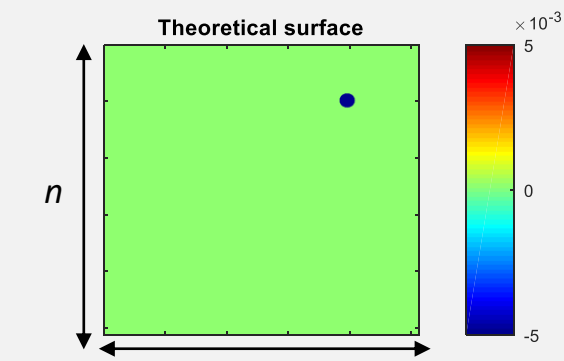
# Gaussian surf. with multiple dig



# Gaussian surf. With multiple dig – another approach

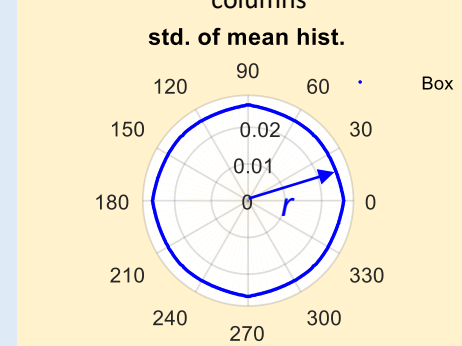
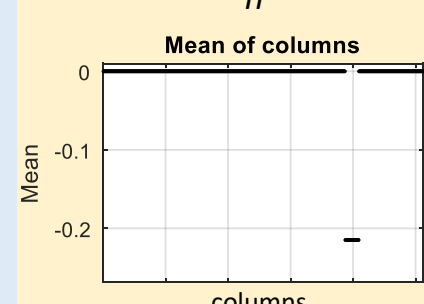
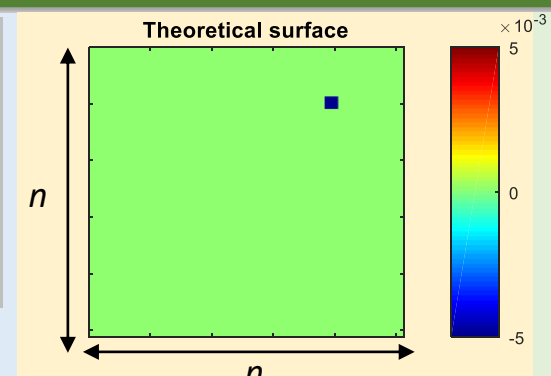
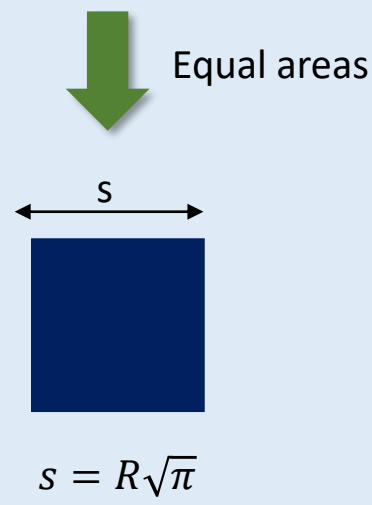
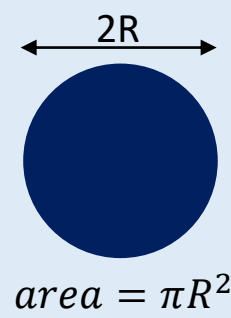
## Assumption:

- convert the dig to a square with same area.
- Identical digs



$$r = \sqrt{\frac{(n-2R)\left(\frac{-2d}{n^2} \sum_{i=1}^R Y_i\right)^2 + 2 \sum_{i=1}^R \left(\frac{Y_i d}{n} - \frac{2d}{n^2} \sum_{j=1}^R Y_j\right)^2}{n}}$$

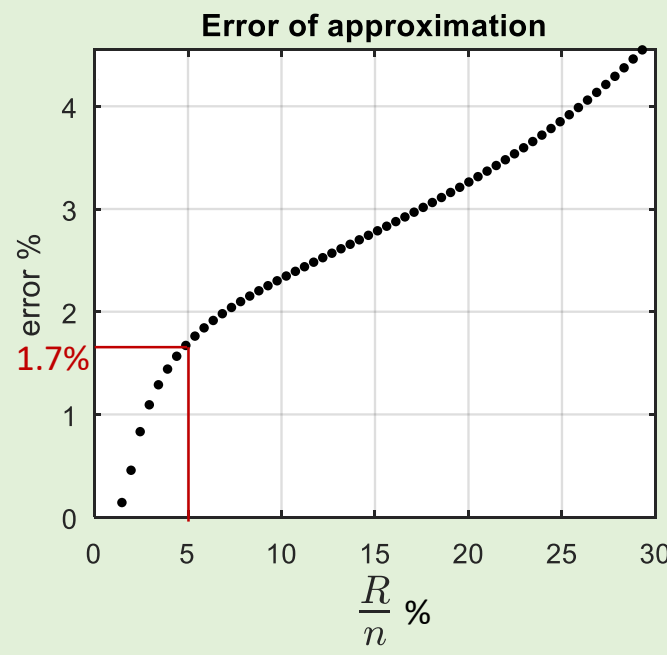
$n$ : size of matrix  
 $R$ : radius of the dig  
 $d$ : depth of the dig  
 $Y_i$ : length of the dig in one column



$$r_{\min} = \sqrt{\frac{\sqrt{2}nd^2s^3 - d^2s^4}{4n^4}}$$

$s$ : length of box  
 $n$ : size of matrix  
 $d$ : depth of box

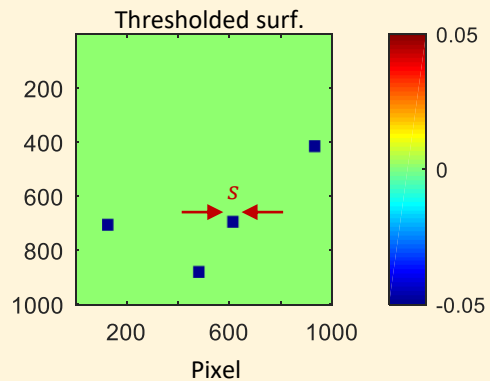
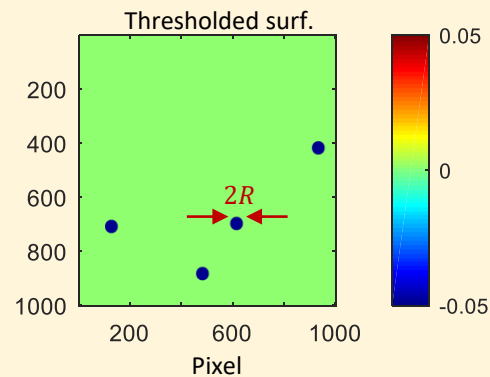
Error is independent of the depth



20x objective  
FOV= 417 x 417 μm

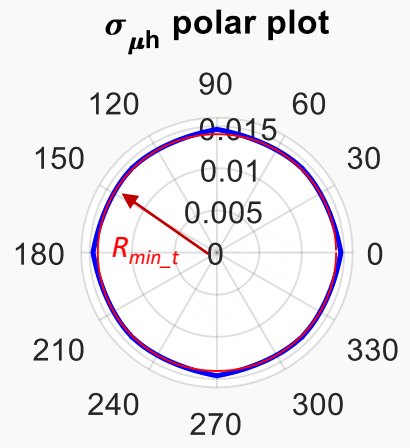
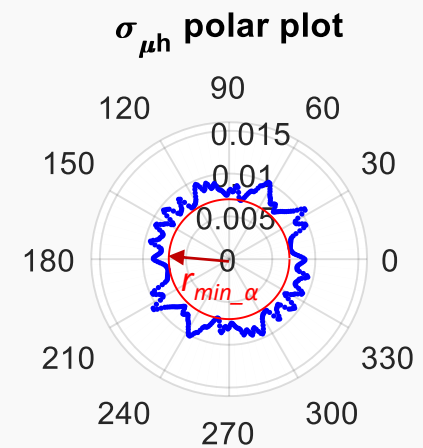
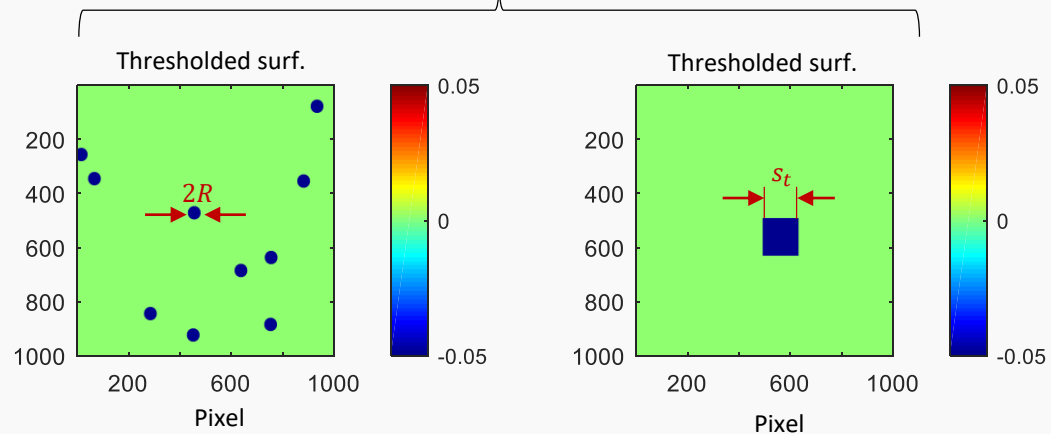
Radius of dig =21 μm

# Gaussian surf. With multiple dig – another approach



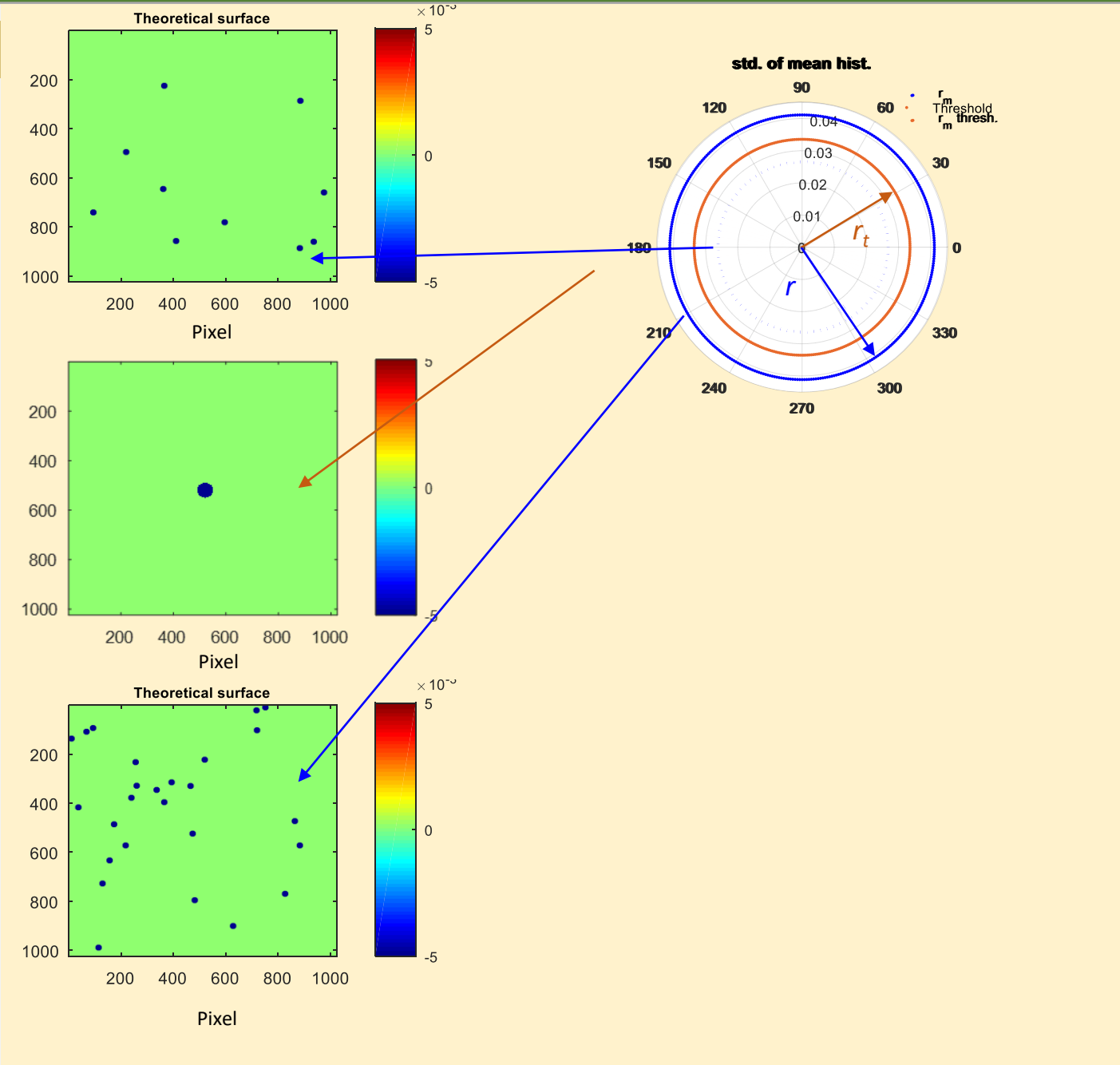
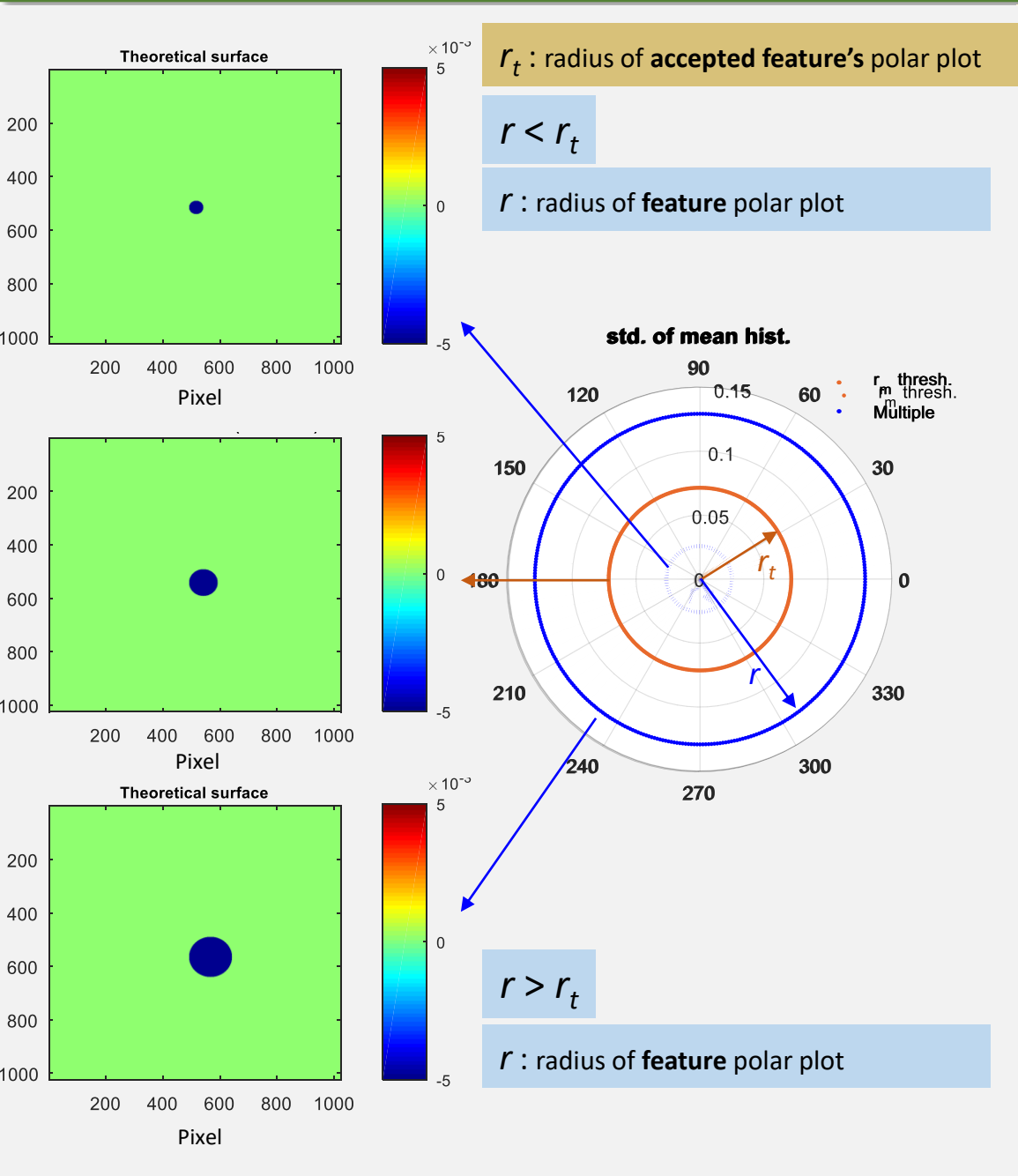
$$r_{\min_{\alpha}} = \sqrt{\frac{\sqrt{2}\alpha n s^3 d^2 - (\alpha d)^2 s^4}{4n^4}}$$

Surfaces with equal area of feature(s)



$$r_{\min_{t}} = \sqrt{\frac{\sqrt{2}n\alpha\sqrt{\alpha}d^2s^3 - d^2\alpha^2s^4}{4n^4}}$$

# Gaussian surf. With multiple dig – another approach



❑ History

❑ Motivation

❑ Polar plots

○ With respect to surface texture

- $Sq$  roughness of a Gaussian surface
- Isotropy
- Directionality
- Periodicity

○ With respect to surface feature

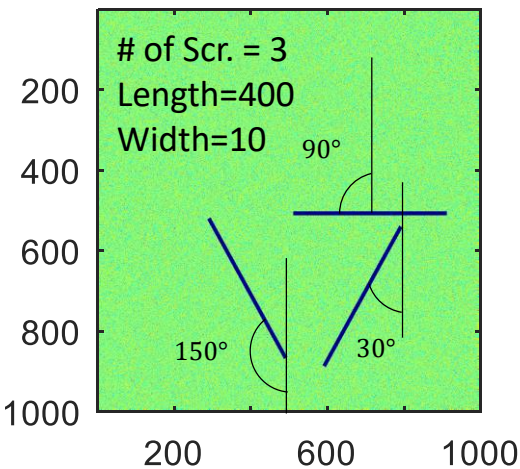
- Single feature
  - Single dig
  - Single scratch
- **Multiple features**
  - Multiple digs
  - **Multiple scratches**
  - Mixed features

❑ Summary

❑ Future directions

# Gaussian surf. with scratches – non parallel

Each scratch creates two peaks on the polar plot, so # of scratches =  $\frac{\# \text{ peaks}}{2}$

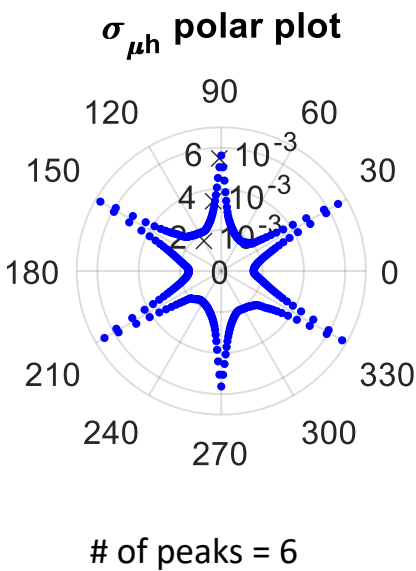


**Assumptions:** All scratches are identical and straight.  
Non parallel to the others.

**Limitation:** based on the # points required for peak detection,  $pd$

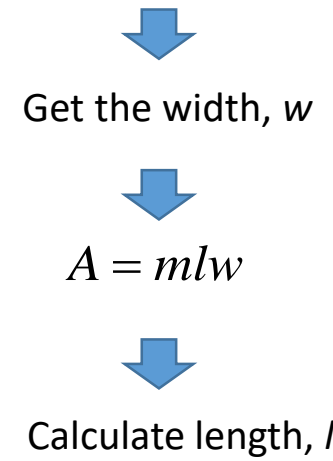
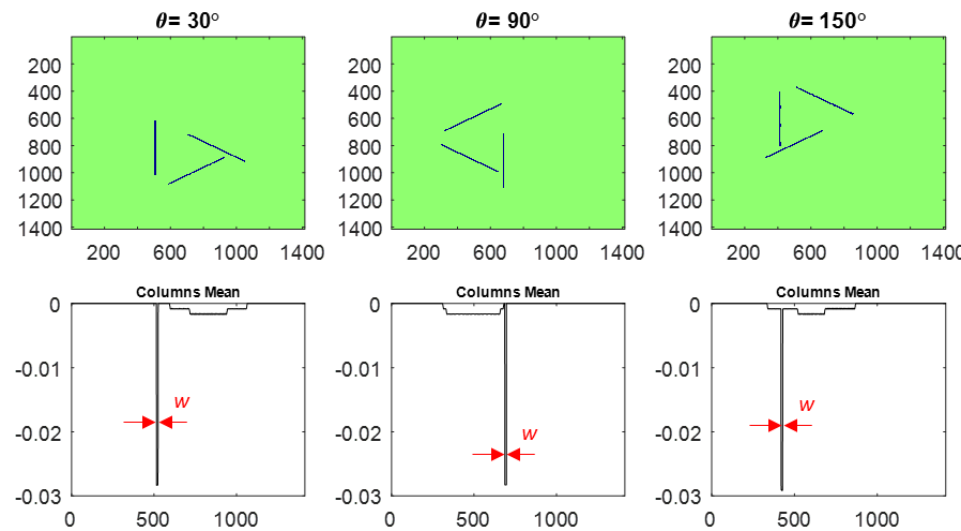
$$\alpha_{scr\_max} = \frac{180}{\Delta\theta \times pd}$$

**Peak detection:** based on a defined # of points window



- How to calculate length, width
1. Number of scratches from polar plot,  $m$
  2. Angle of each peak,  $r$
  3. Rotate the surface to make each scratch vertical
  4. Create the mean of columns plot
  5. Finding the width of scratch from 4
  6. Based on  $A=mlw$ , the only unknown, length, can be found

Rotate the surface based on each peak angle

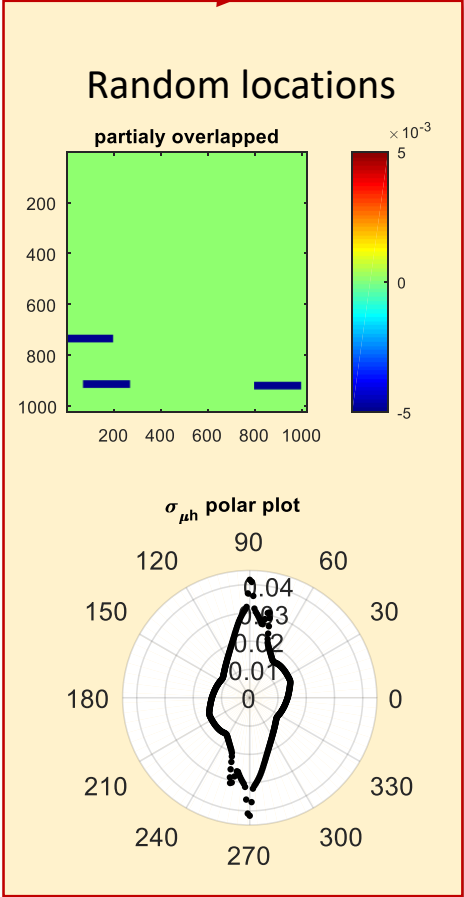
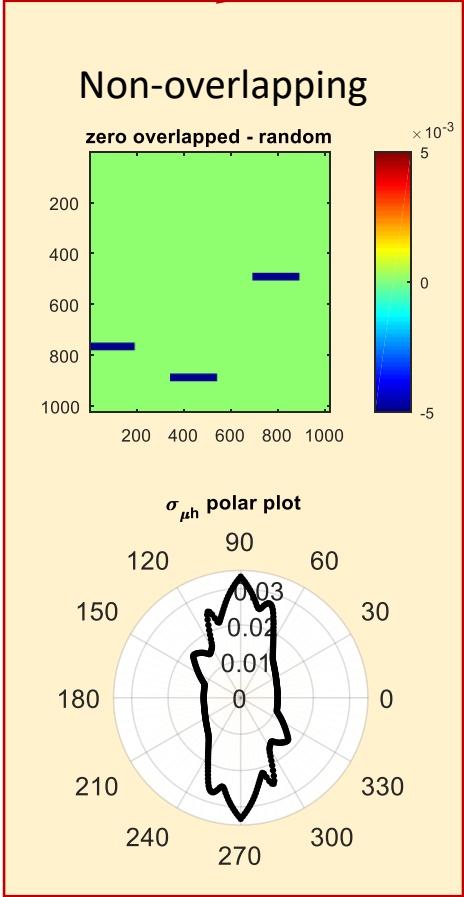
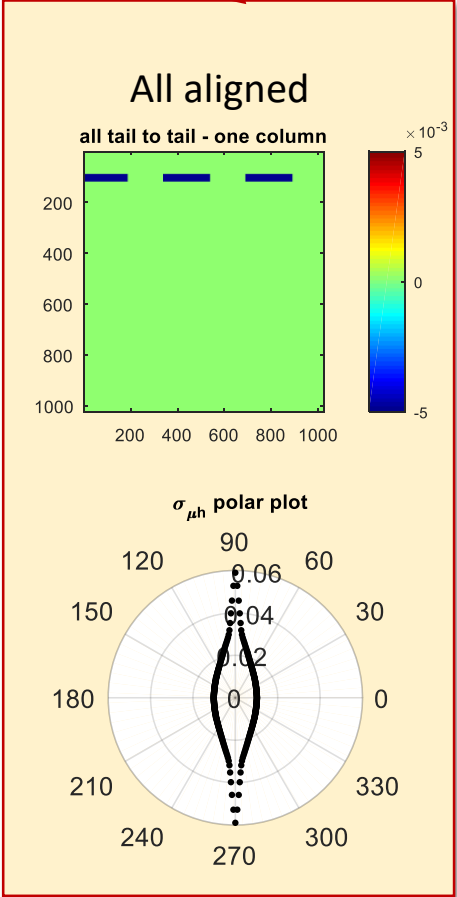
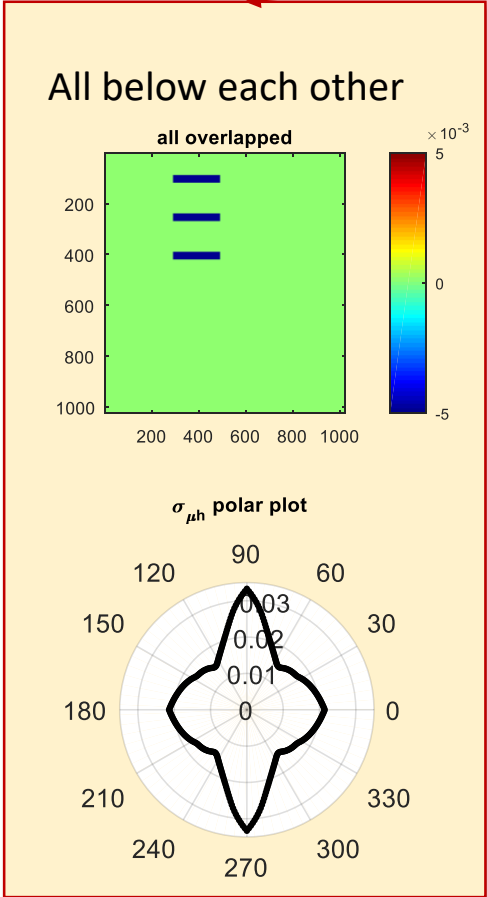




# Gaussian surf. with scratches – parallel

The method in previous slide doesn't work on these cases (parallel scratches)

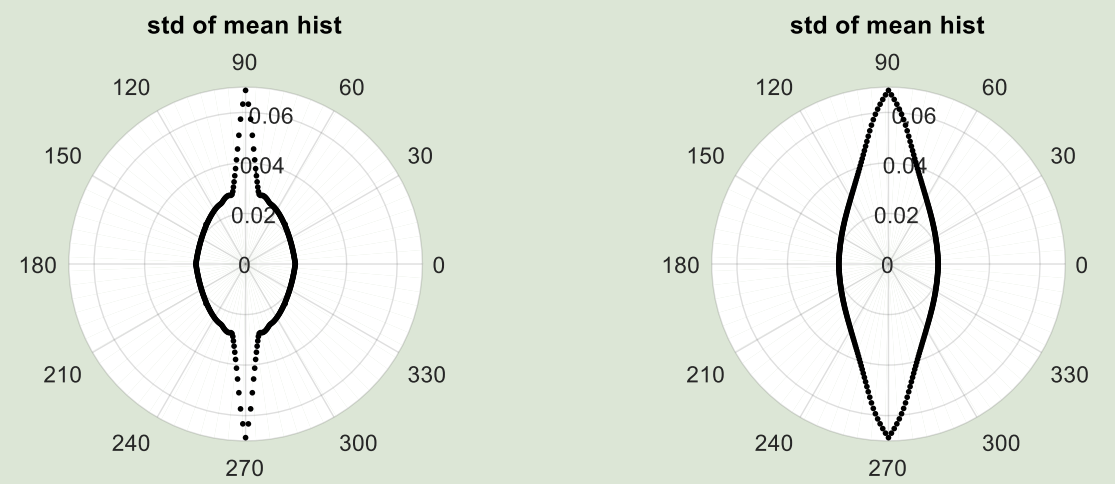
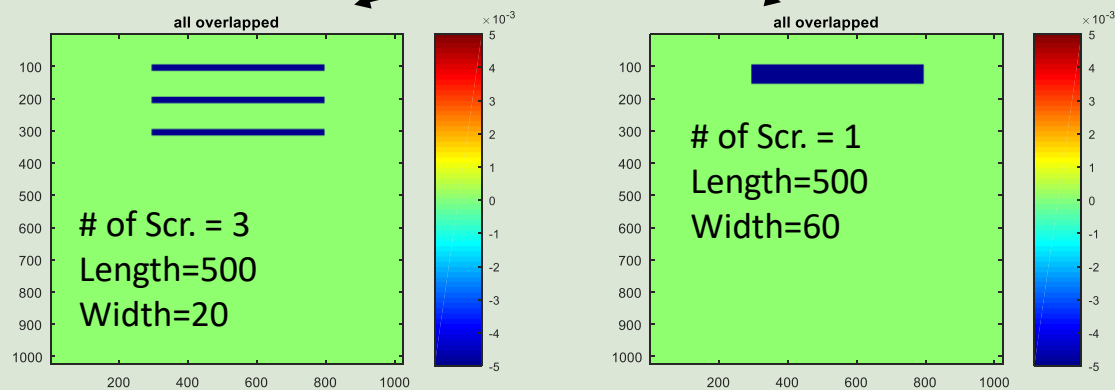
Equal overall area of features



# of scratches can't be found only from peaks

# Identification of polar plots metrics

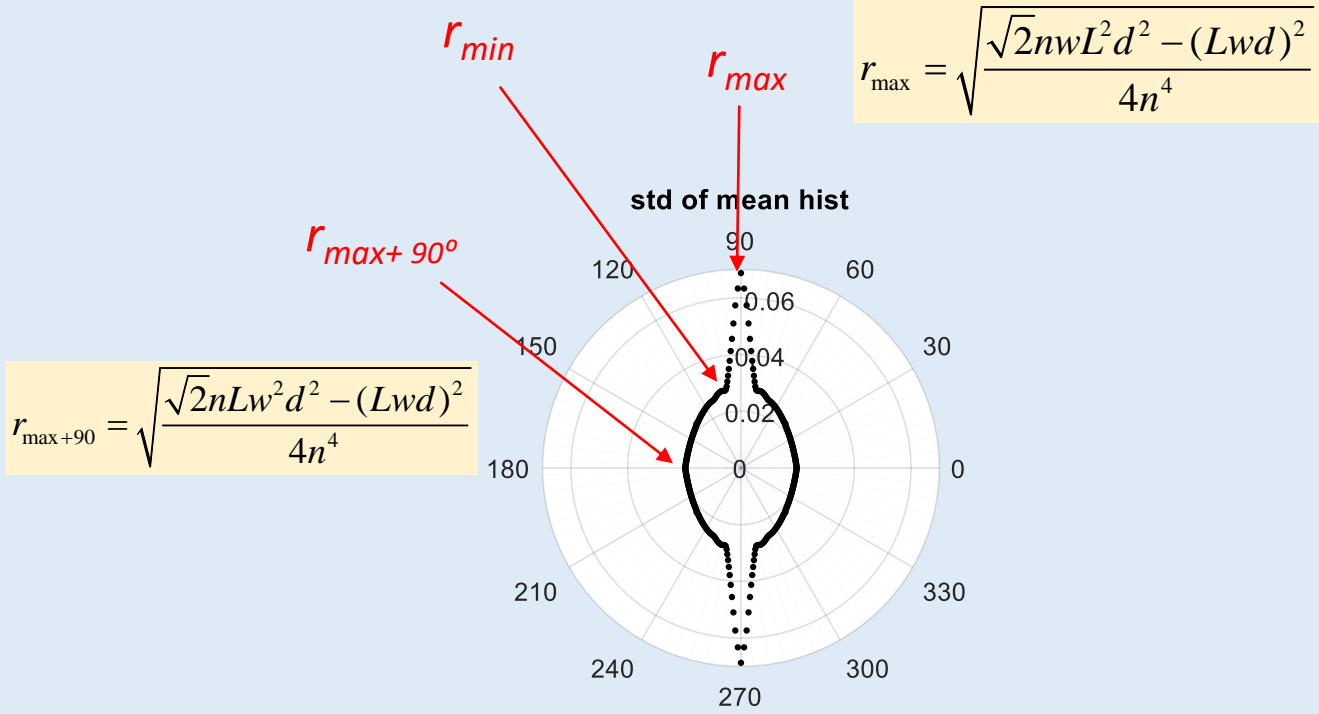
Equal overall area of features



2 peaks → 1 scratches

2 peaks → 1 scratches

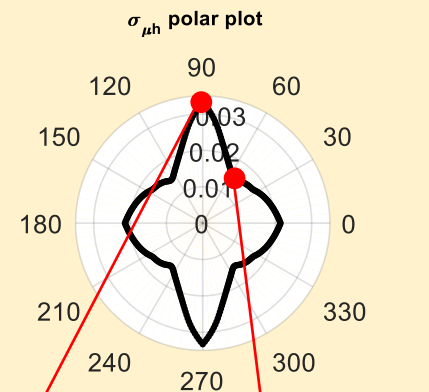
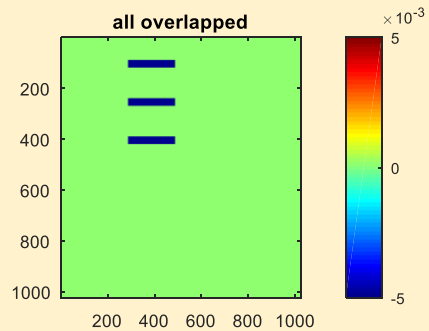
- Key factors form the polar plot:
- $r_{max}$
  - $r_{max\pm 90^\circ}$  ( $r$  value 90 degrees after/before  $r_{max}$ )
  - $r_{min}$



$L$ : length  
 $w$ : width  
 $n$ : size of surface  
 $d$ : depth  
 $r$ : radius of the polar plot

# Gaussian surf. with scratches – parallel

All below each other



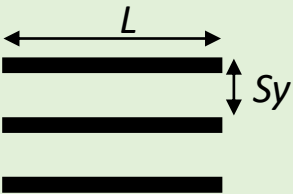
- Only four lobes exist on the polar plot.
- $R_{max}$  occur at the angles where the features are vertical.
- $r_{min} \neq r_{max \pm 90^\circ}$

$$L = \frac{4n^4 r_{max}^2 + A_{total\_scr}^2 d^2}{\sqrt{2n} A_{total\_scr} d^2} = 200.42$$

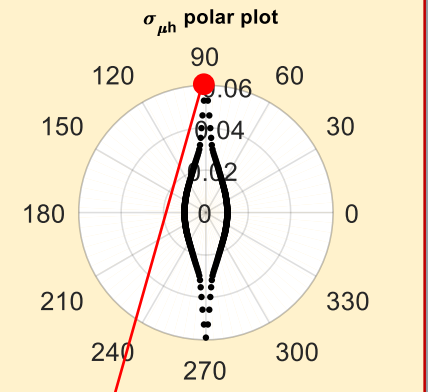
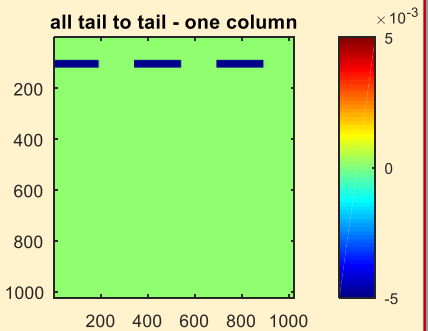
$$w_{total} = \frac{A_{total\_scr}}{L} = 60.08$$

The spacing between scratches sets a limit to max number of them, so the number of scratches can be calculated.

$$\omega = \tan^{-1}\left(\frac{L}{S_y}\right)$$



All aligned

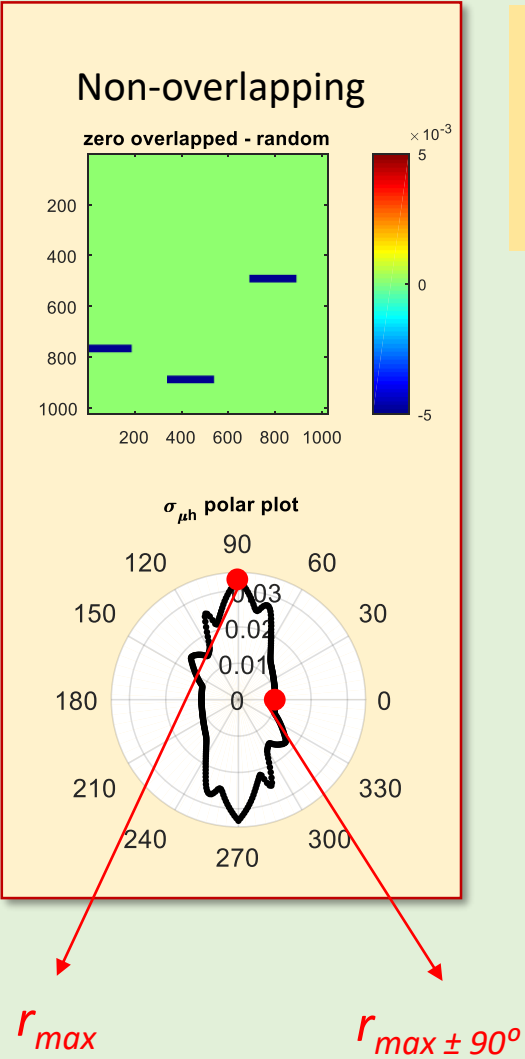


- Only two lobes exist on the polar plot.
- $R_{max}$  occur at the angles where the features are vertical.
- $r_{min} = r_{max \pm 90^\circ}$

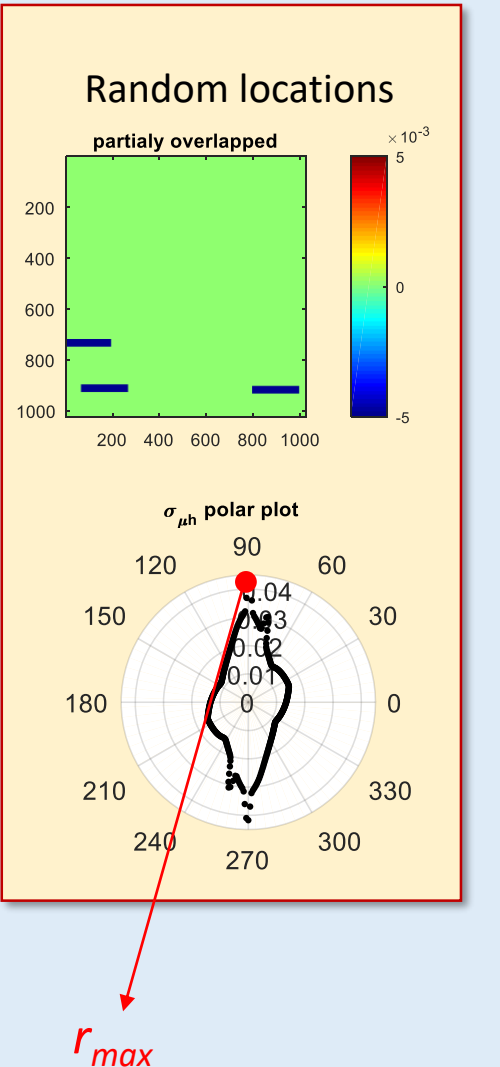
$$L_{total} = \frac{4n^4 r_{max}^2 + A_{total\_scr}^2 d^2}{\sqrt{2n} A_{total\_scr} d^2} = 601.68$$

$$w = \frac{A}{L_{total}} = 20.01$$

# Gaussian surf. with scratches – parallel

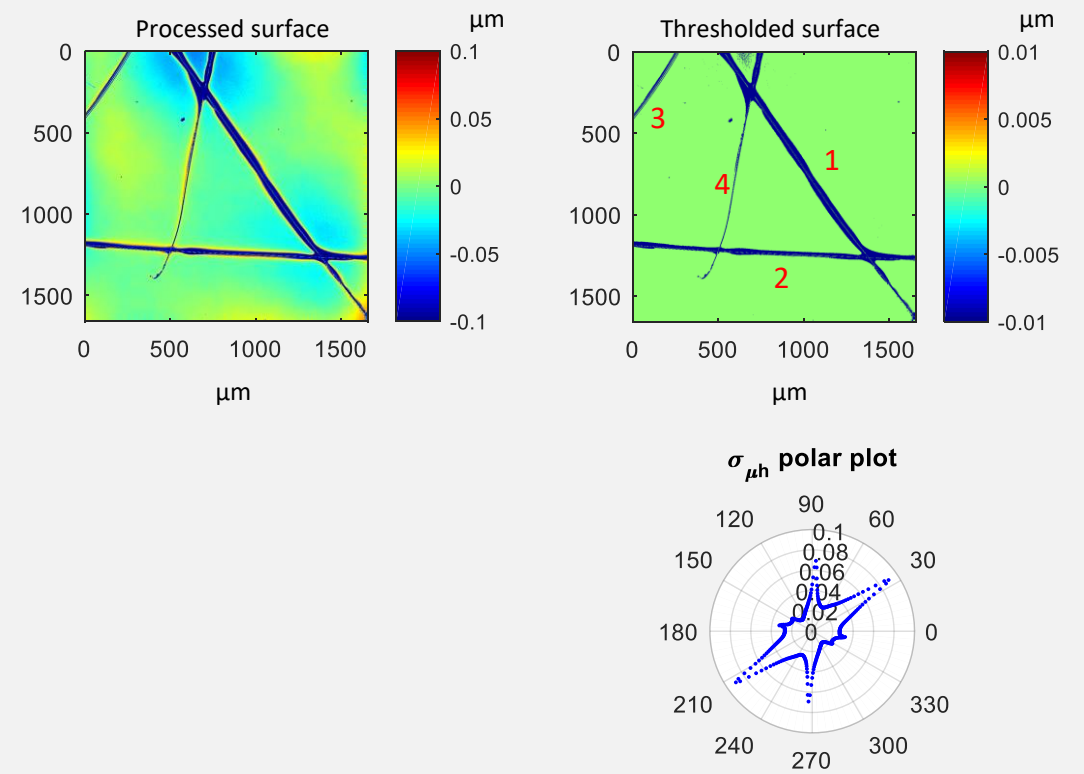
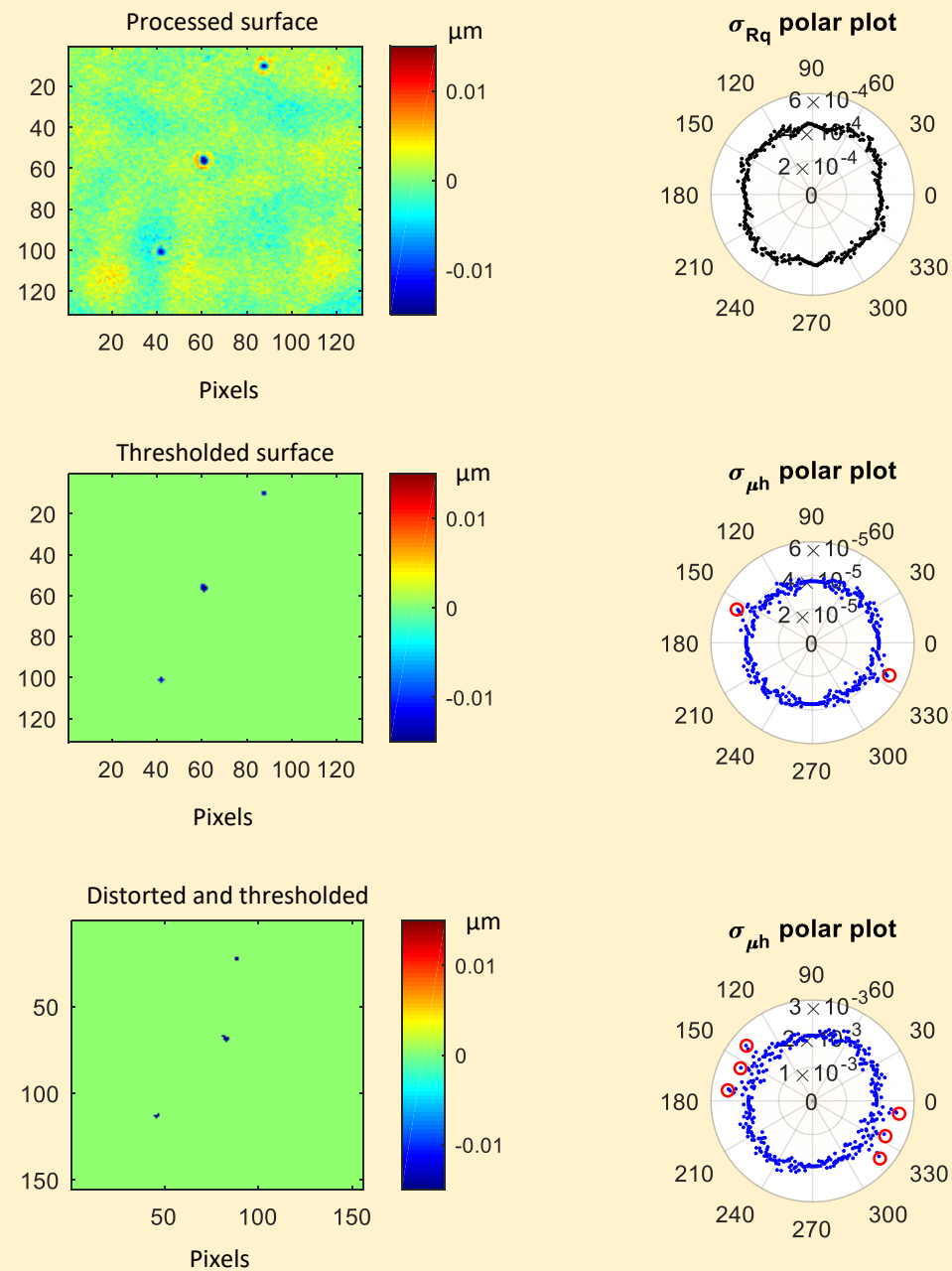


- More than two lobes are present on the polar plot.
- $R_{max}$  occur at the angles where the features are vertical.
- $r_{min} = r_{max \pm 90^\circ}$



- More than two lobes exist on the polar plot.
- $R_{max}$  occur at the angles where the features are vertical.
- $r_{min} \neq r_{max \pm 90^\circ}$

# Case studies



Scratch #	$l \times w \times d$	$l \times w \times d$
	(pixel $\times$ pixel $\times \mu\text{m}$ )	(pixel $\times$ pixel $\times \mu\text{m}$ )
	from CSI	from polar plot
1	$1177 \times 35 \times 0.15$	$1143 \times 30 \times 0.12$
2	$1018 \times 22 \times 0.15$	$1023 \times 20 \times 0.14$
3	$313 \times 4 \times 0.14$	$291 \times 3 \times 0.12$
4	$780 \times 9 \times 0.11$	$670 \times 5 \times 0.08$

❑ History

❑ Motivation

❑ Polar plots

○ With respect to surface texture

- $Sq$  roughness of a Gaussian surface
- Isotropy
- Directionality
- Periodicity

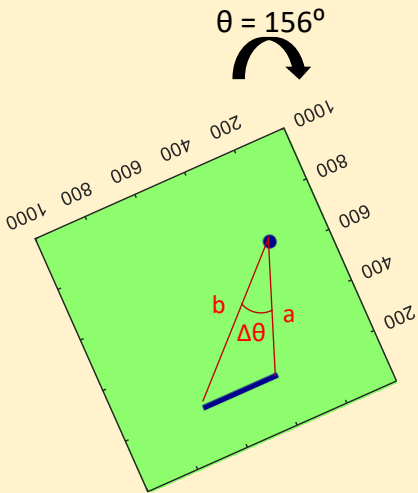
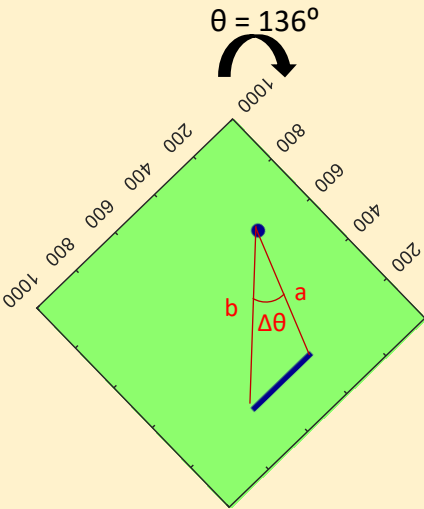
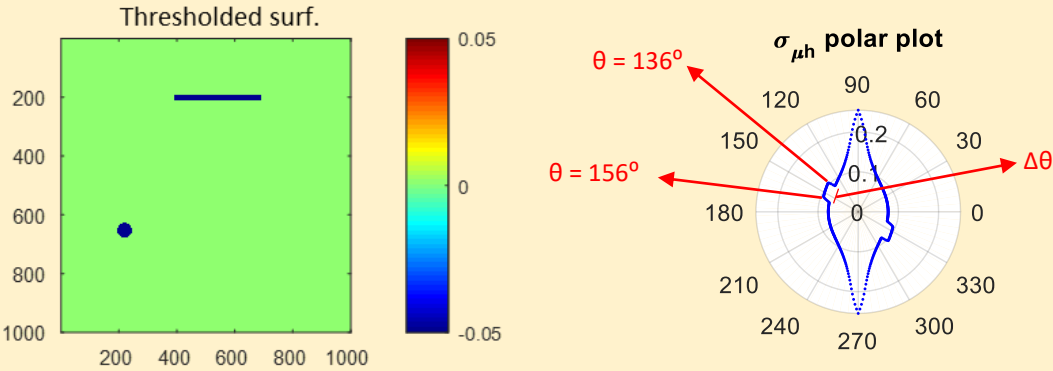
○ With respect to surface feature

- Single feature
  - Single dig
  - Single scratch
- Multiple features
  - Multiple digs
  - Multiple scratches
  - Mixed features

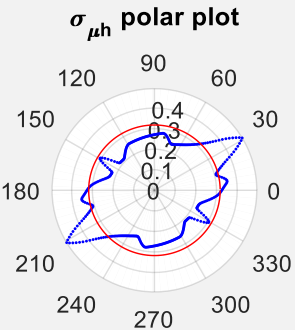
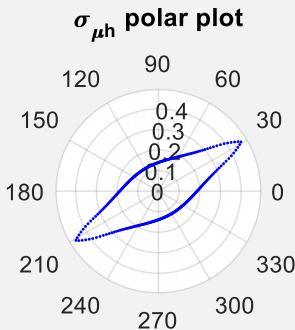
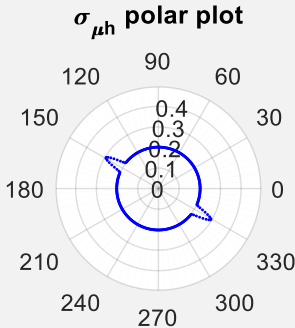
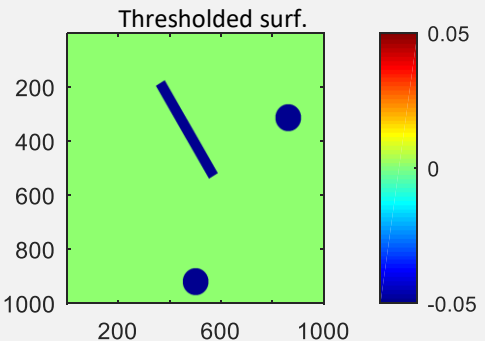
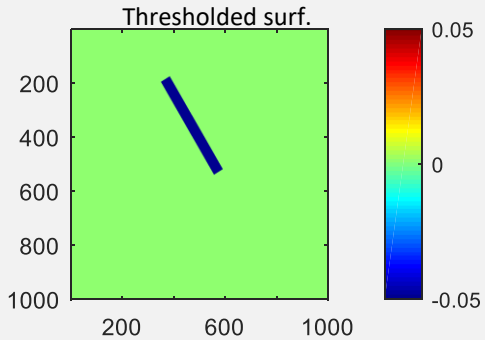
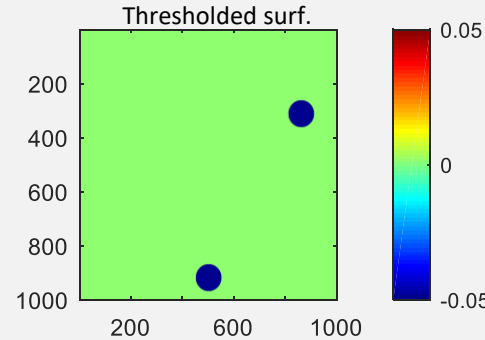
❑ Summary

❑ Future directions

# Mixed features



Each dig+scratch  $\rightarrow$  step-like peak

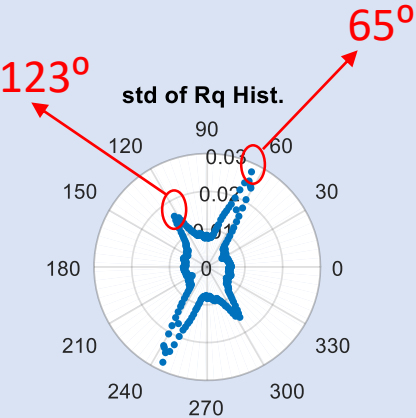
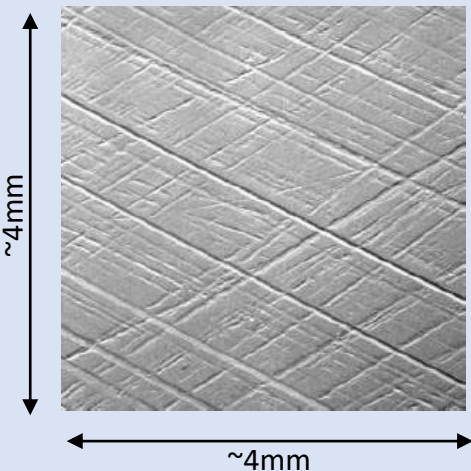


$$\frac{r_{peak}}{r_{min}} > 1.5 \rightarrow \text{scratch-related}$$
$$\frac{r_{peak}}{r_{min}} \leq 1.5 \rightarrow \text{dig-related}$$



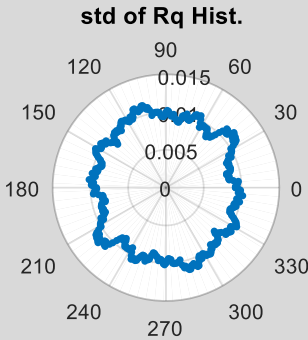
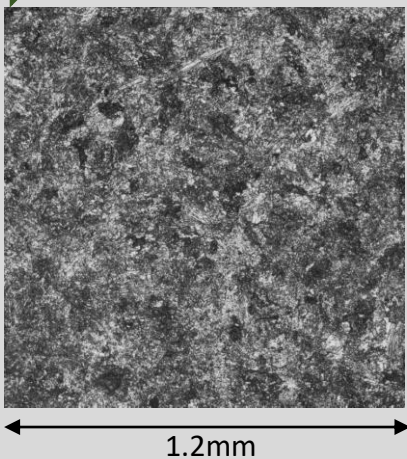
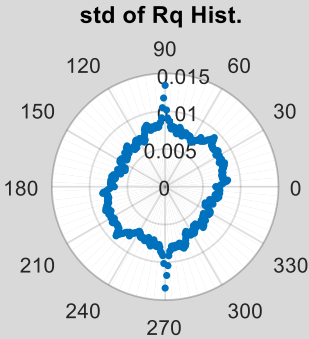
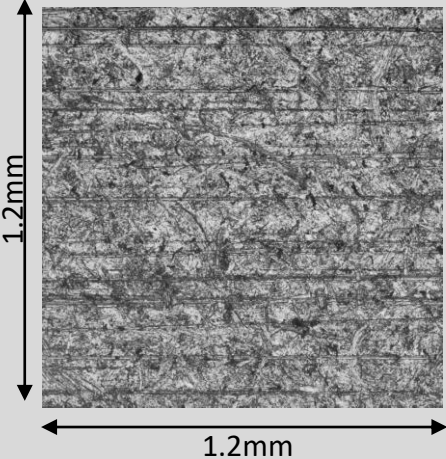
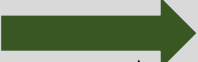
## Directionality

Plateau honed surf.



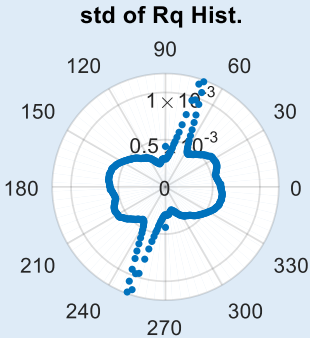
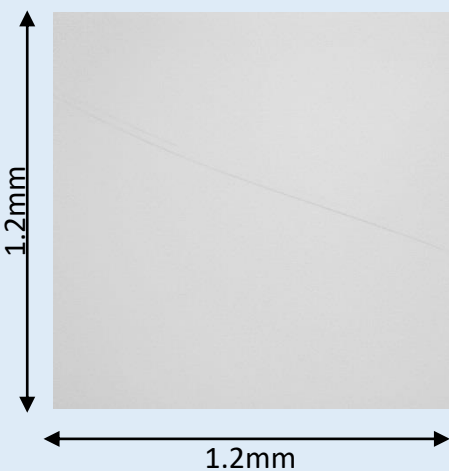
## Isotropy

Vibratory finished



## scratch

Glass



## ❑ History

## ❑ Motivation

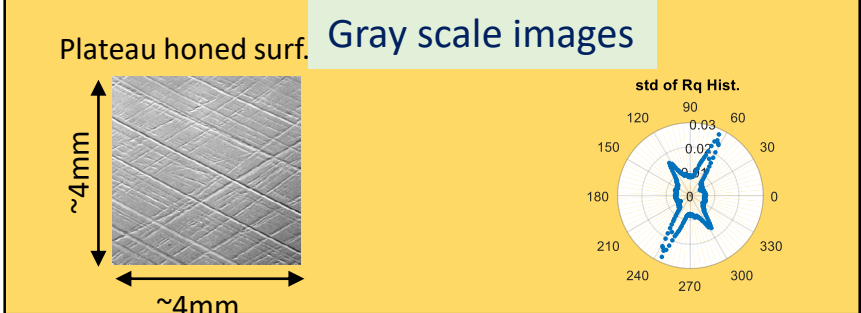
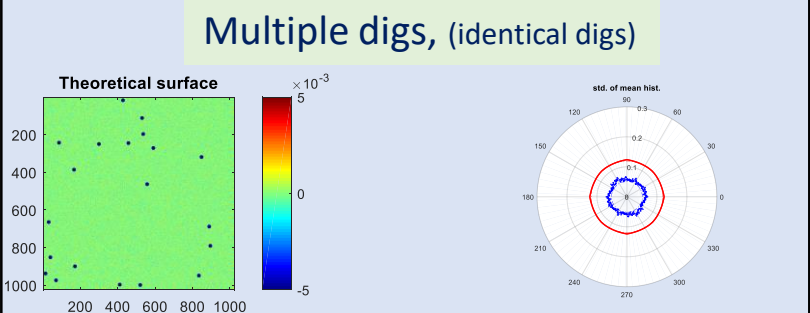
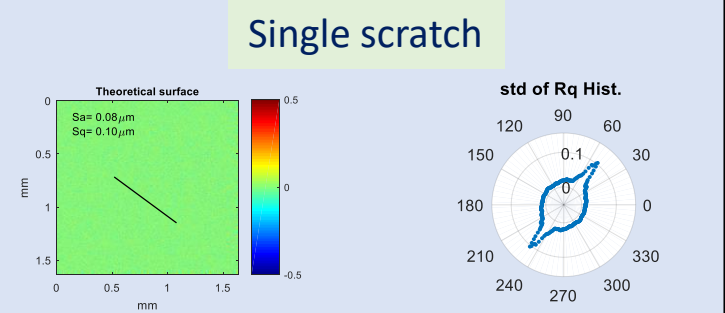
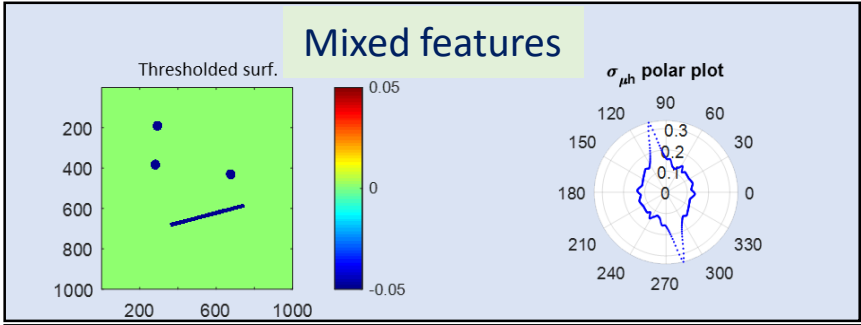
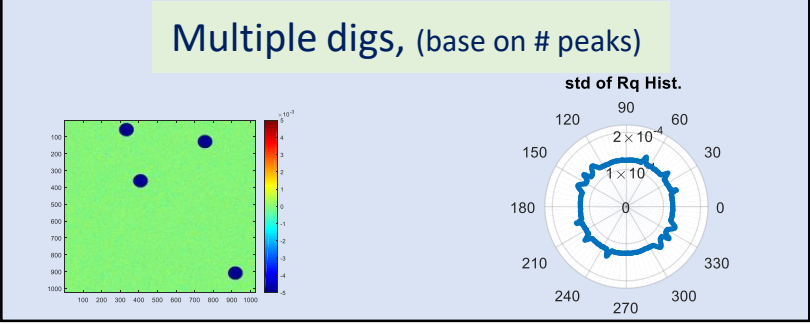
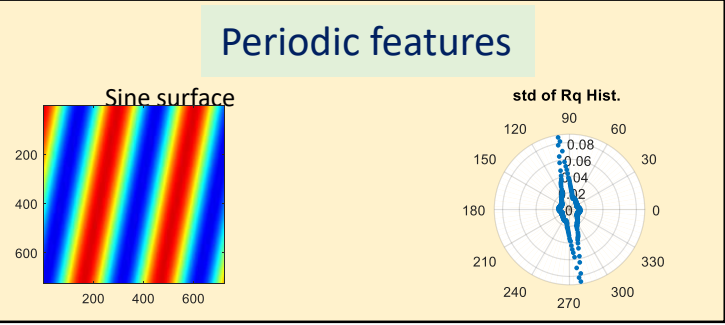
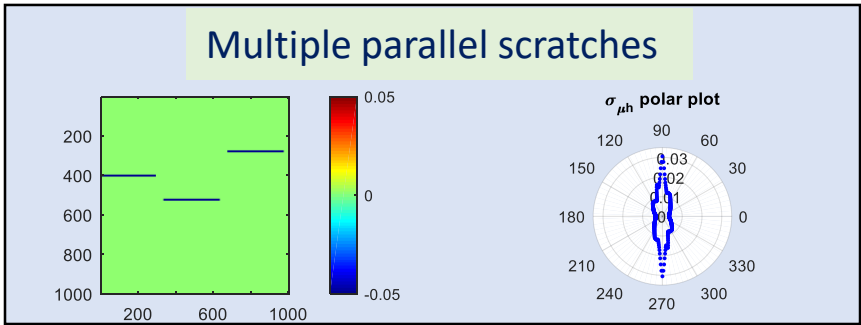
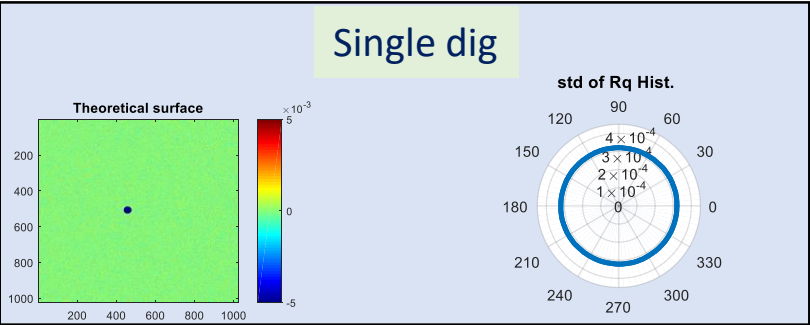
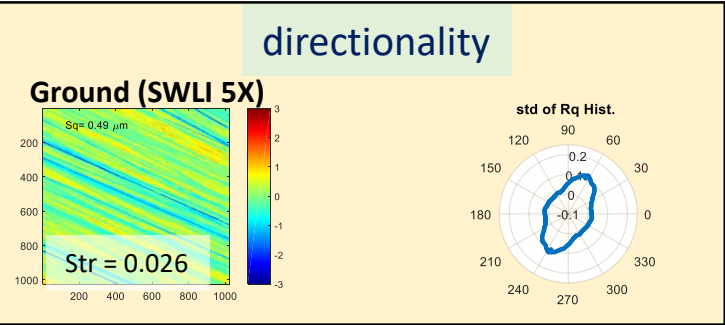
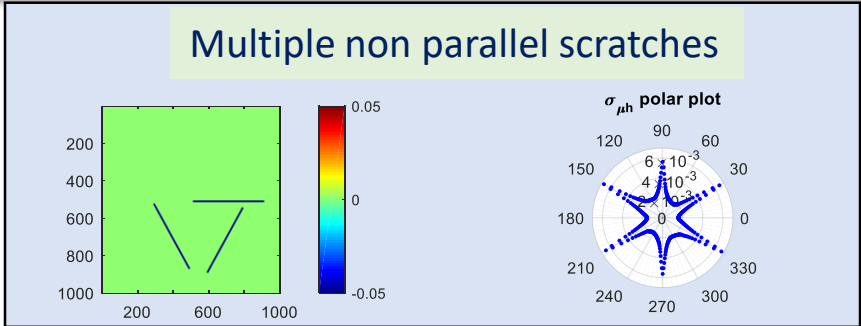
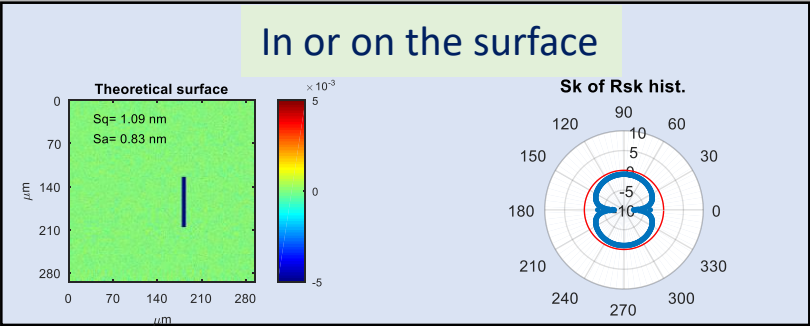
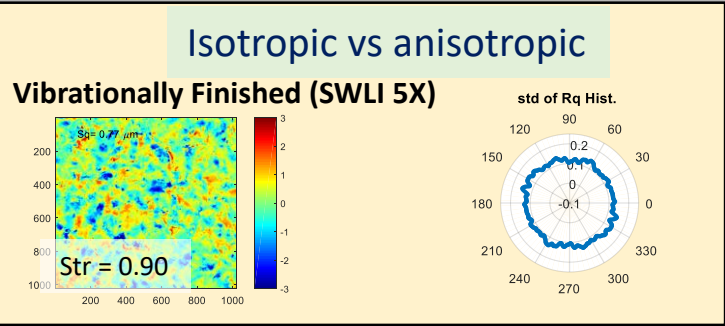
## ❑ Polar plots

- With respect to surface texture
  - $Sq$  roughness of a Gaussian surface
  - Isotropy
  - Directionality
  - Periodicity
- With respect to surface feature
  - Single feature
    - Single dig
    - Single scratch
  - Multiple features
    - Multiple digs
    - Multiple scratches
    - Mixed features

## ❑ Summary

## ❑ Future directions

# Summary



## Journals

- ❑ F. Azimi, B. Mullany, “Geometric surface feature detection using statistical based metrics” submitted to journal of Precision Engineering. Accepted on July 2019.

## Conference proceedings

- ❑ F. Azimi, Benjamin Young, Brigid Mullany, “Statistical Analysis of Surface Measurements and Images”, ASPE conference, Charlotte, NC. November 2017.
- ❑ F Azimi, E Fleischhauer, P Tkacik, R Keanini, B Mullany, “Correlations Between Media-Workpiece Contact Modes Occurring During Vibrational Finishing and the Resulting Workpiece Topography”. 15th International Conference on Metrology and Properties of Engineering Surfaces, Charlotte, NC. March 2015

## Under preparation

- ❑ Detection of multiple geometric surface features using polar plots. To be submitted to journal of Precision Engineering.

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