



VPP Error Minimization from a Projection Point of View

Yu Du, Jonathan C. Wong

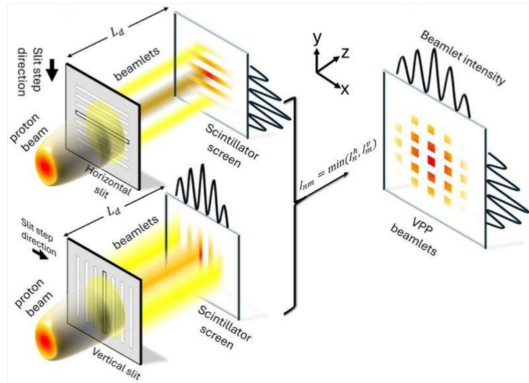
- 1. Institute of Modern Physics, Chinese Academy of Sciences*
- 2. University of Chinese Academy of Sciences*

August 6, 2026

Optimal Input Distribution Selection in VPP

- ▶ Real input distribution profile measurement:
 - ▶ Horizontal scan: $\rho(y_i, x_f, y_f)$
 - ▶ Vertical scan: $\rho(x_i, x_f, y_f)$
- ▶ Reconstruction:

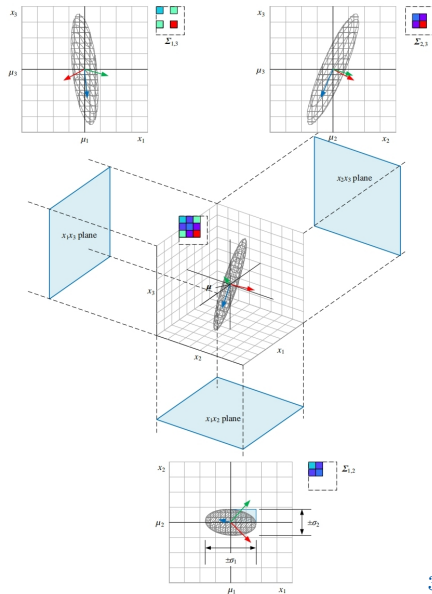
$$\rho(y_i, x_f, y_f) + \rho(x_i, x_f, y_f) \rightarrow \rho(x_i, y_i, x_f, y_f)$$
- ▶ With the horizontal and vertical scanning device **fixed**, what input distribution maximizes reconstruction quality?
 - ▶ In terms of information content: lower information overlap between profiles (more information) $\rightarrow$ better reconstruction.



VPP Measurement Principle

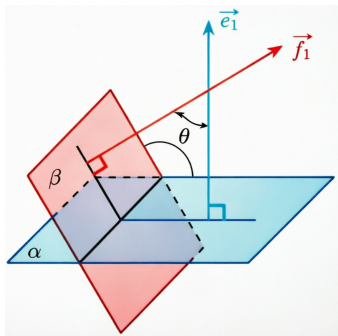
Projection Perspective

- ▶ Analyzing information content from a projection perspective:
 - ▶ Larger projection angle
 - ▶ Lower information overlap
 - ▶ Better reconstruction
- ▶ How to analyze the projection angle?
 - ▶ Using the projection geometry tool



Projection Geometry Tool

- ▶ VPP: Two 3D projections in 4D space.
- ▶ The angle between two 3D profiles in 4D space is simply the angle between their 1D normal vectors.
- ▶ Calculation formula: $\nu_n = (\vec{e}_1 \cdot \vec{f}_1)^2 = \cos^2 \theta$

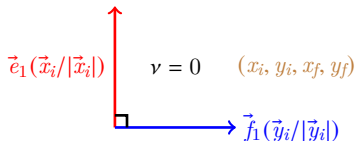


Dihedral Angle Calculation in 3D Space

Coordinate Transformation

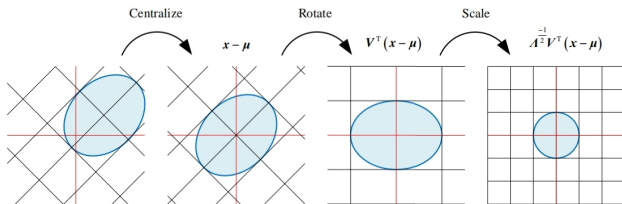
In (x_i, y_i, x_f, y_f) , the scanning device is fixed:

- ▶ Normal vectors: $\rho(y_i, x_f, y_f)$ corresponds to $\frac{\vec{x}_i}{|\vec{x}_i|}$, and $\rho(x_i, x_f, y_f)$ corresponds to $\frac{\vec{y}_i}{|\vec{y}_i|}$.
- ▶ The angle between the normal vectors of the profiles is always 90° for all input distributions.
- ▶ From this perspective, the information content is the same for all different input distributions, which is clearly unreasonable.



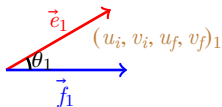
Coordinate Transformation

- ▶ From a right-angle perspective, the projection of the spherical distribution carries the maximum information.
- ▶ After transforming the 4D ellipsoid into a sphere, in (u_i, v_i, u_f, v_f) :

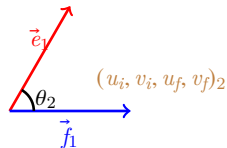


- ▶ The normal angle varies with the input distribution $\rightarrow$ distinguishable
- ▶ In the figure below, the input distribution of Case 2 is better than that of Case 1.

Case 1



Case 2



Thanks!