



Automating the Alignment of Crystals

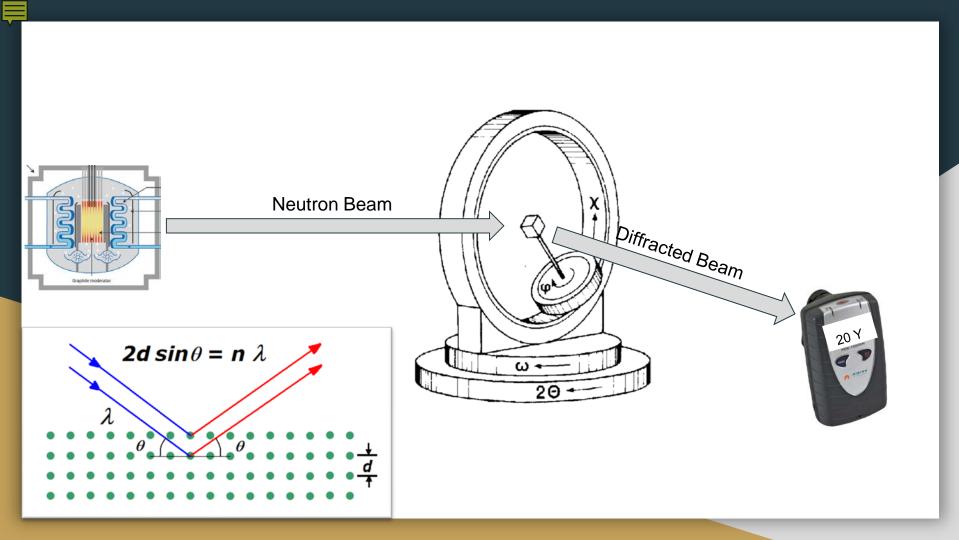
Rohit Mandavia, Dr. William Ratcliff



Background

- > The structure of crystals help scientist understand its properties
- Crystal must be aligned to determine its orientation
- These features can be hard to find for various reasons
- > Strontium Titanate ($SrTiO_3$), for example
 - Simple cubic geometry
 - Obtains a large dielectric constant at cold temperatures
 - Becomes a superconductor at 0.35 K

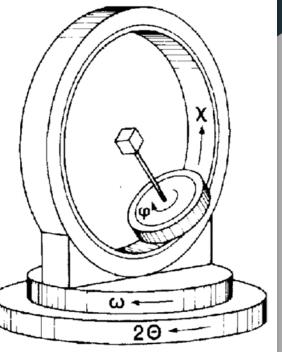




Common Vocabulary

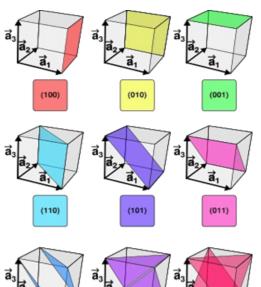
- Reflection: an instance of neutrons hitting the detector
- Diffracting Position: a specific orientation of the crystal that results in a reflection
- ➢ Rotation Axis: Phi (ϕ), Chi (X), Omega (ω) → rotation matrix (R)
- Detector Angles: TwoTheta (2Θ)
- HKL vectors and the UB matrix
 - More on these later





HKLs and Miller Indices

- Reciprocal Space: A vector describes an infinite set of parallel planes, repeating at some frequency in real space.
- Repeats at a rate of |HKL1 planes per unit
- d spacing¹¹/|HKL| hence the name¹⁴/eciprocal"
- Allows us to define which set of faces we are looking at



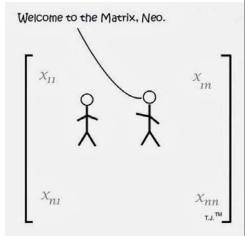
(T11)

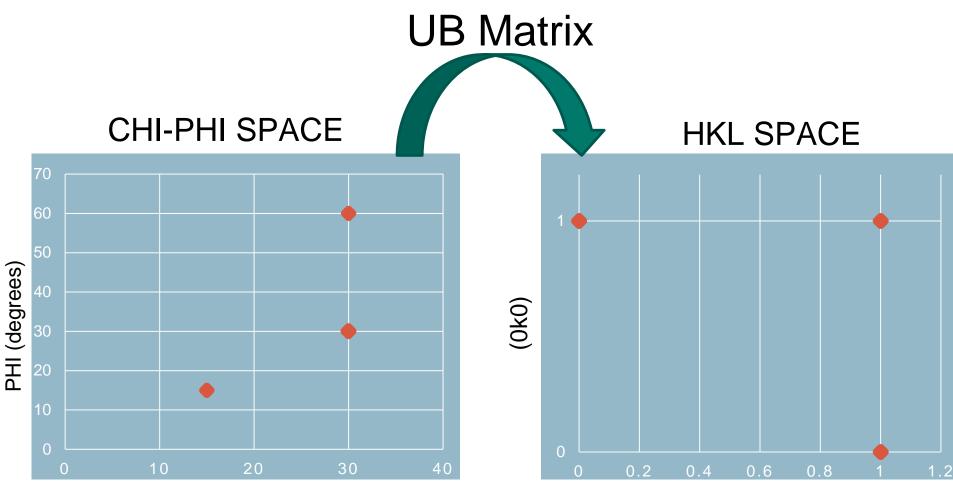
(1T1)

(111)

UB Matrix

- The UB Matrix allows scientist to figure out what motor angles (X, φ, ω, 2Θ) are needed to hit any desired reflection
- In order to calculate the UB Matrix, you need to know lattice parameters and two reflections
- UB Matrix depends on the orientation of the crystal with respect to the instrument (Eulerian cradle)



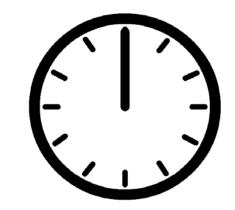


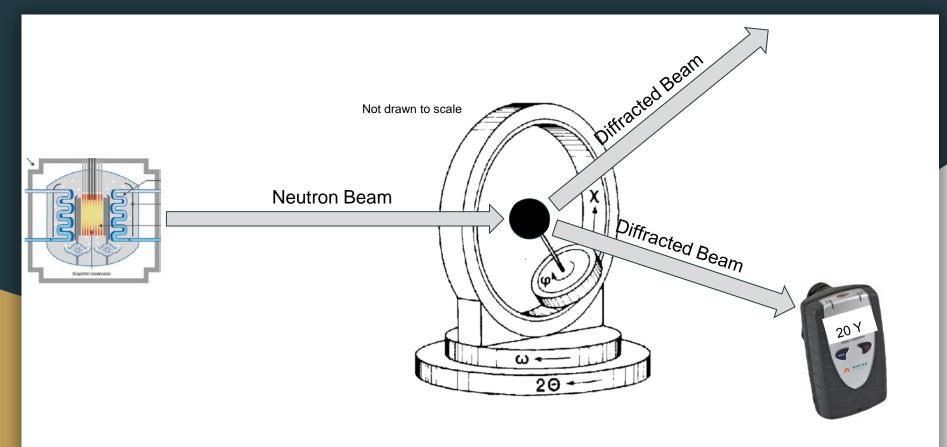
CHI (degrees)

(h00)

Current Methods

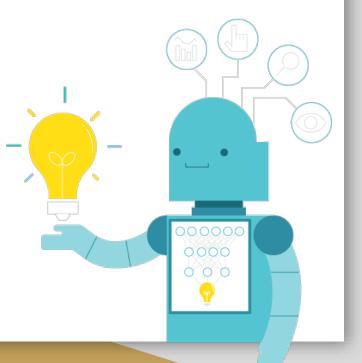
- Set the crystal in Eulerian cradle
- Rotate "randomly" until a reflection is hit
- Assume where other reflections might be and search this area until a reflection is hit
- Once a sufficient amount of reflections are hit, the UB matrix can be created
- Tedious, time consuming, and requires attention





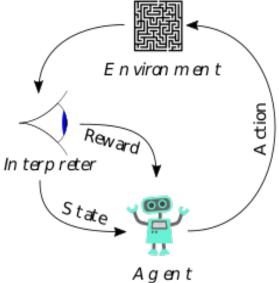
The Solution (Hopefully)

- Automate the alignment process using machine learning
- Find the fastest and most efficient way to find reflections
- Make the process universal for all crystals, regardless of symmetry



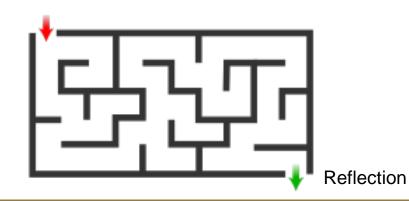
Reinforcement Learning

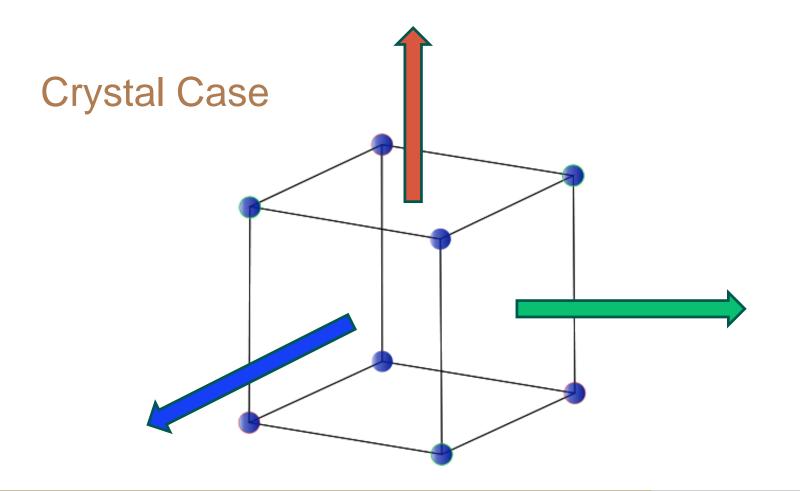
- We can simulate the crystal and the instrument in a program
- If the crystal is moved to a diffracting position for a specific 20:
 - Give the agent a reward (reinforcement)
 - The faster it gets there the more the reward
 - Punish the agent by associating every move with a cost
- The agent will eventually be able to learn the fastest way to get into a diffracting position
 - Tensorflow

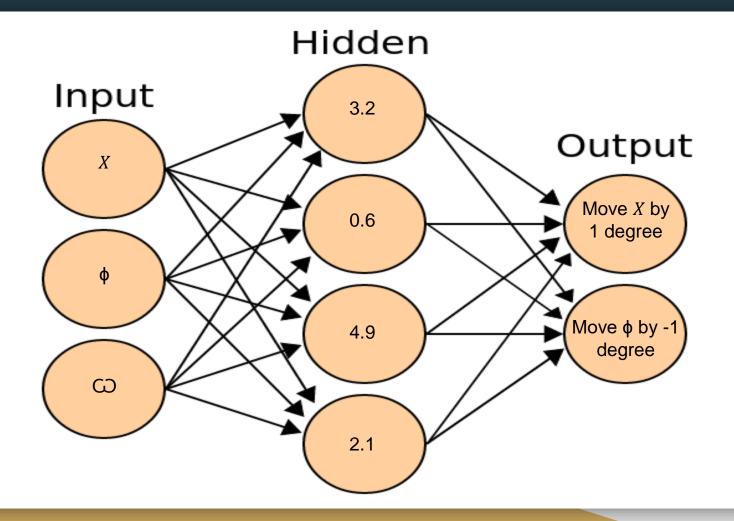


Epsilon-Greedy

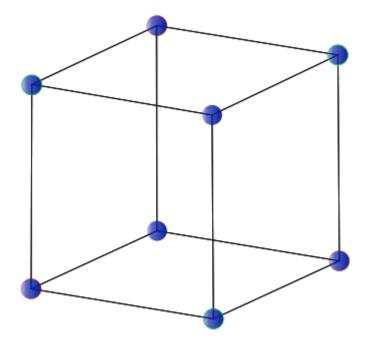
- > Once a reflection is hit, continue using this method as our go-to
- Every now and then, make a random move
- If the move results in less reward, don't make that move again
- > If the move results in more reward, this new path becomes our go-to
- ➢ Repeat



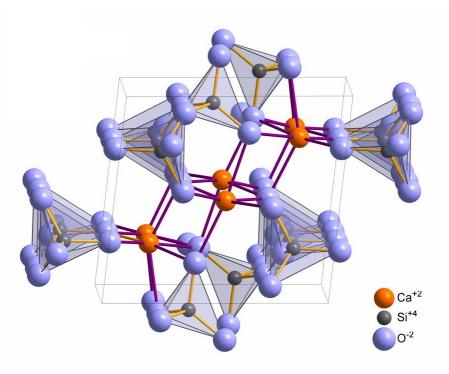




General Case



Triclinic Wollastonite



Results

- Unfortunately, the simulations were unable to find reflections in a respectable time
- Advantages of automation are belittled by the amount of time needed
- Difference between learning to find a point and learning how to find a point
- > More work to be done in order to take advantage of this technique

Acknowledgements ③

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Any Questions?



