Table of Contents

Binary Axicon EDoF properties
Fourier space
Loop to compare range of defocus of Axicon for different parameters

Binary Axicon EDoF properties

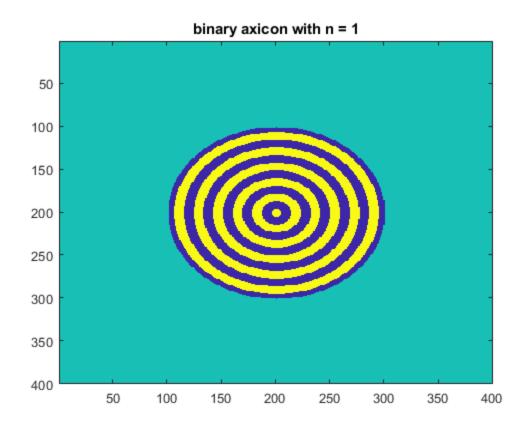
```
F = @(x) fftshift(fft2(ifftshift(x)));
iF = @(x) fftshift(ifft2(ifftshift(x)));
prop = @(f,h) iF(F(f).*h);
%Physical parameters of miniscope (unchagable) in real space
NAO = 0.45; %NA of the system -> range of ATF (2*NA is range of OTF)
f = 3.3; %mm
dimag = 10; %mm
lambda = 0.00054; %Wavelength in mm
Nyquest = lambda/(4*NAO); %Nyquest requirement for incoherent system
for comparison
pixel = 0.003; %ideal pixel size in mm
mag = 10; %magnification of system
dx = pixel/mag; %Real space 'pixel' size in mm
N = 400; %desired # of pixels
fov = N*dx; %N = 1000 in this case
[xx,yy] = meshgrid([-N/2:N/2-1]*dx);  Spatial grid for use generating
DoF = (lambda/(2*NAO^2)); %Native depth of field in this system
```

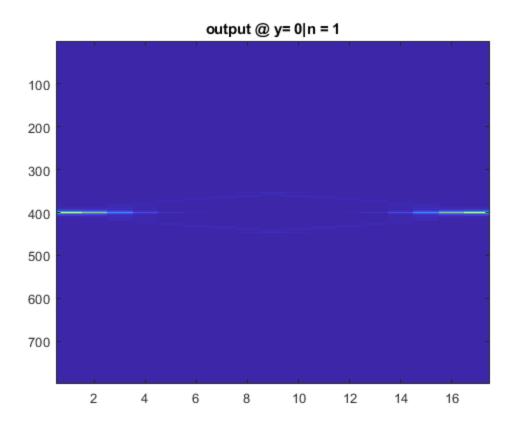
Fourier space

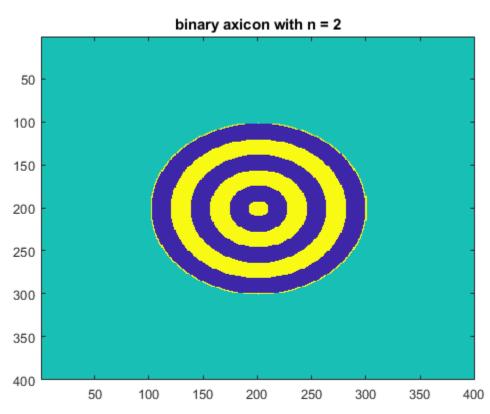
```
du = 1/fov;
[uu,vv] = meshgrid([-N/2:N/2-1]*du); %In Fourier plane, du is defined
as 1/FOV
NAx = uu*lambda; %converting to NA space (alottable angles) ->
unitless! easy of scaling and design
NAy = vv*lambda;
NA = sqrt(NAx.^2+NAy.^2); %NA @ any given point
```

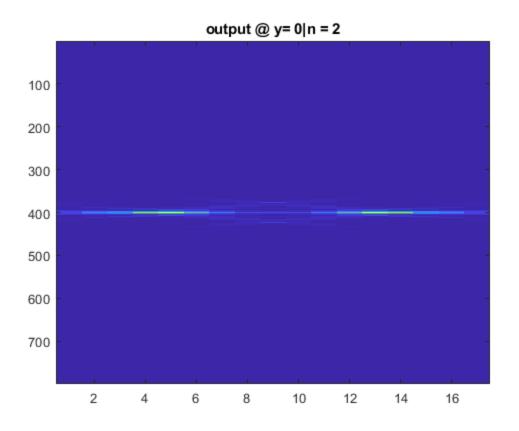
Loop to compare range of defocus of Axicon for different parameters

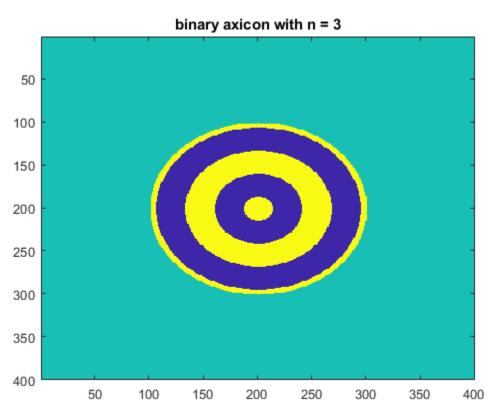
```
alpha = NA0^2*f/(n*lambda)*10^-2;
   binaxi = Generate Binary Axicon(alpha, NAx, NAy, 0);
   %Generate on-axis MTF
   OTF axi = xcorr2(binaxi,binaxi);
   MTF_axi = abs(OTF_axi);
   figure
   imagesc(binaxi)
   title(['binary axicon with n = ' num2str(n)])
   %Generate defocus
   for k = 1:length(dz)
       defocus = dz(k); %Defocus distance
       defocus_prop =
exp(1i*pi*lambda*defocus.*(uu.^2+vv.^2)); %Fresnel Kernel
       dOTF_axi = xcorr2(binaxi.*defocus_prop,binaxi.*defocus_prop);
       dMTF axi = abs(dOTF axi);
       EDoF(:,:,k) = iF(dOTF_axi); iPSF = iF{OTF}
   end
   figure
   %Plot PSF for all dz @ y = 0 to determine depth of field created
by this axicon
   %Center of Output is at N due to autocorrelation length being 2N-1
   into 2d
   title(['output @ y= 0 \mid n = ' num2str(n)])
   %plot(ip_axi./max(ip_axi))
end
```

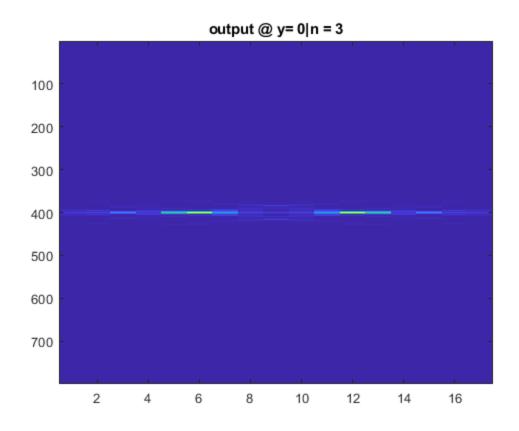


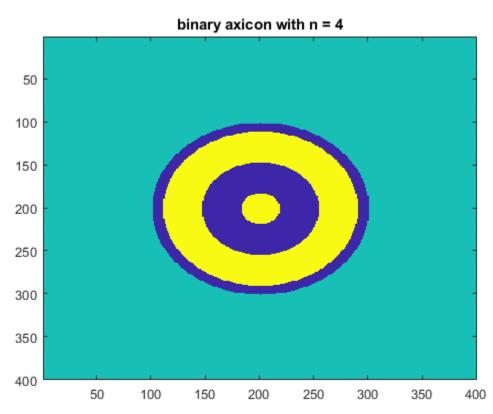


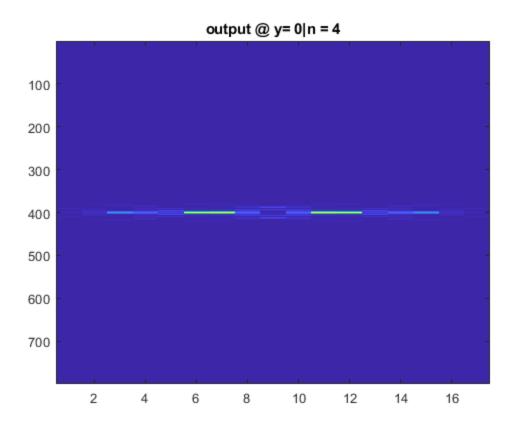


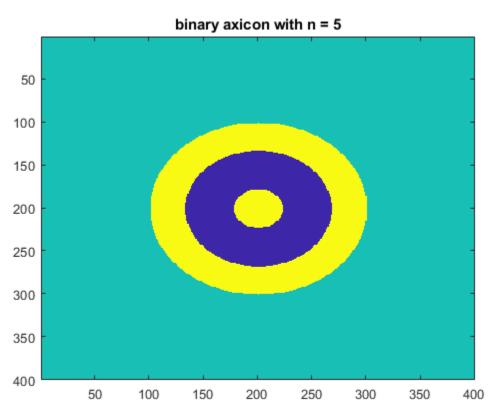


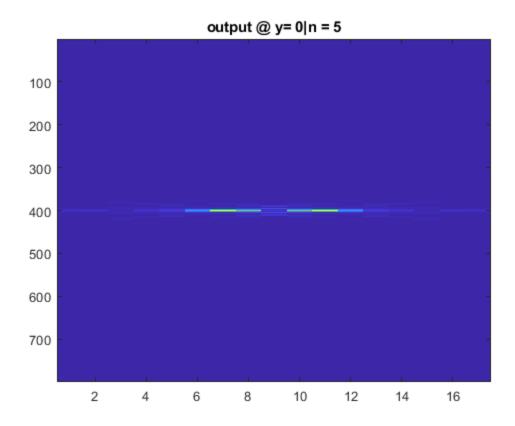












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