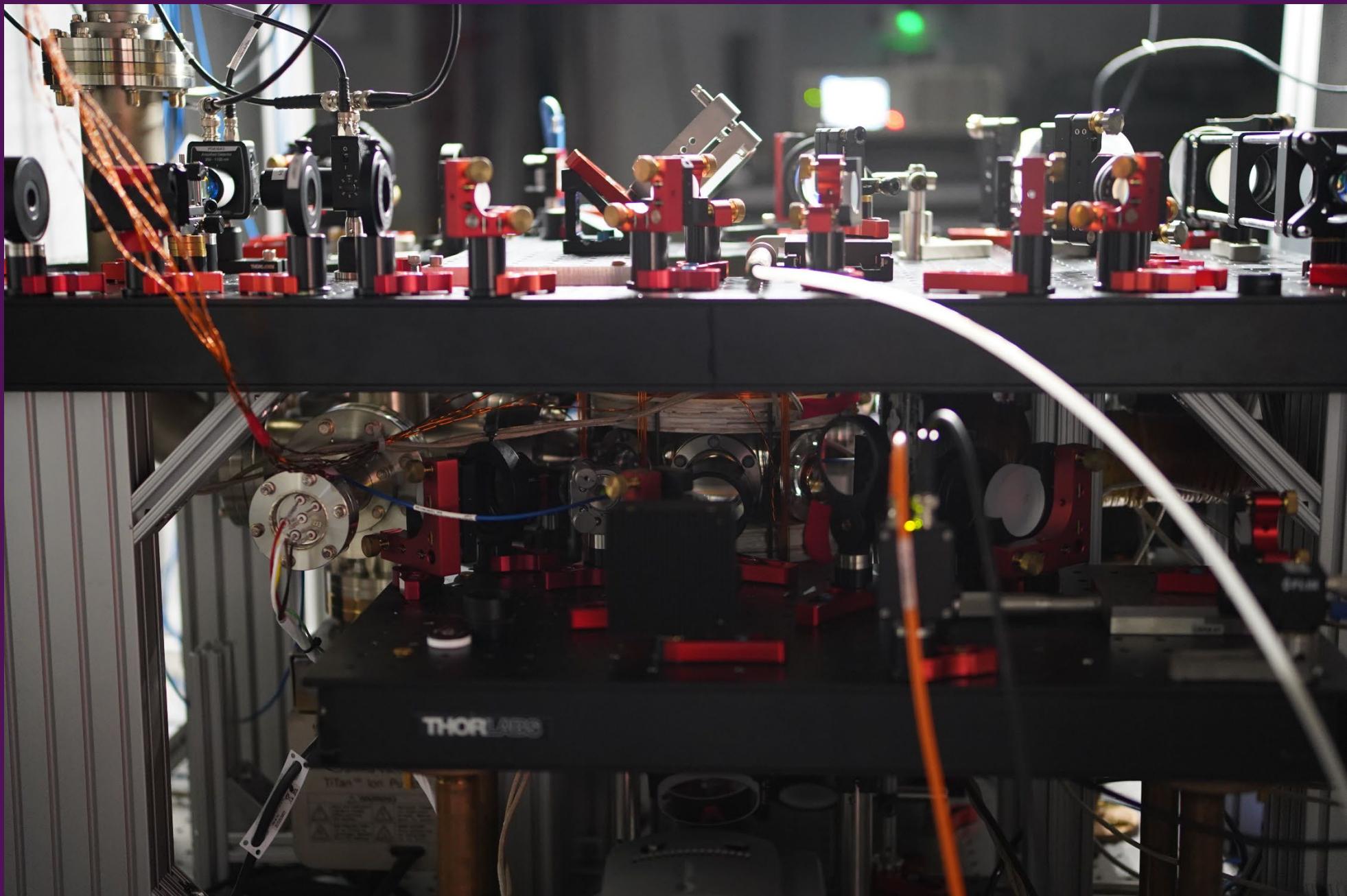


Optical Design is Interesting

09/24/2023 Chinese Journal Club

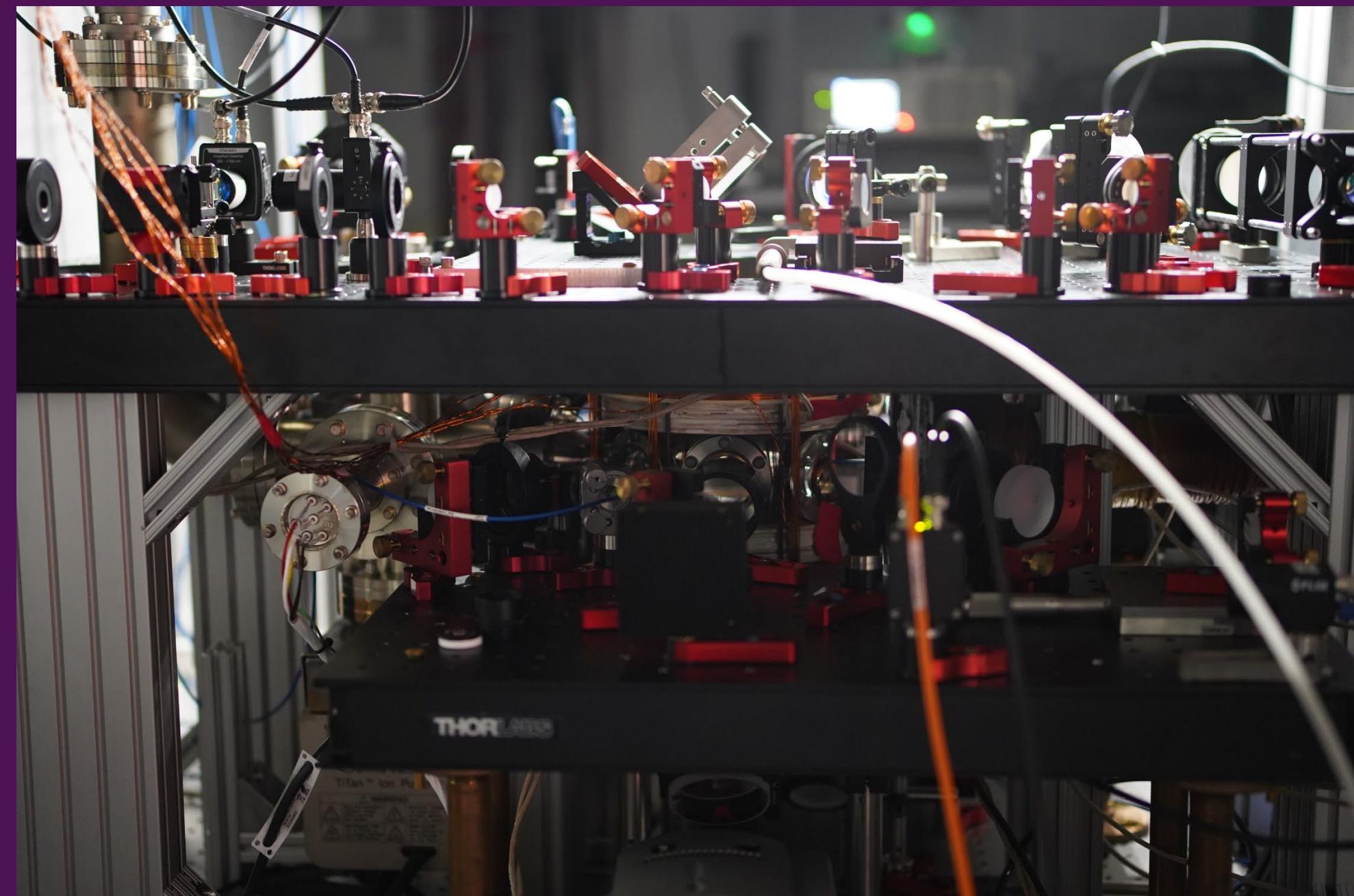
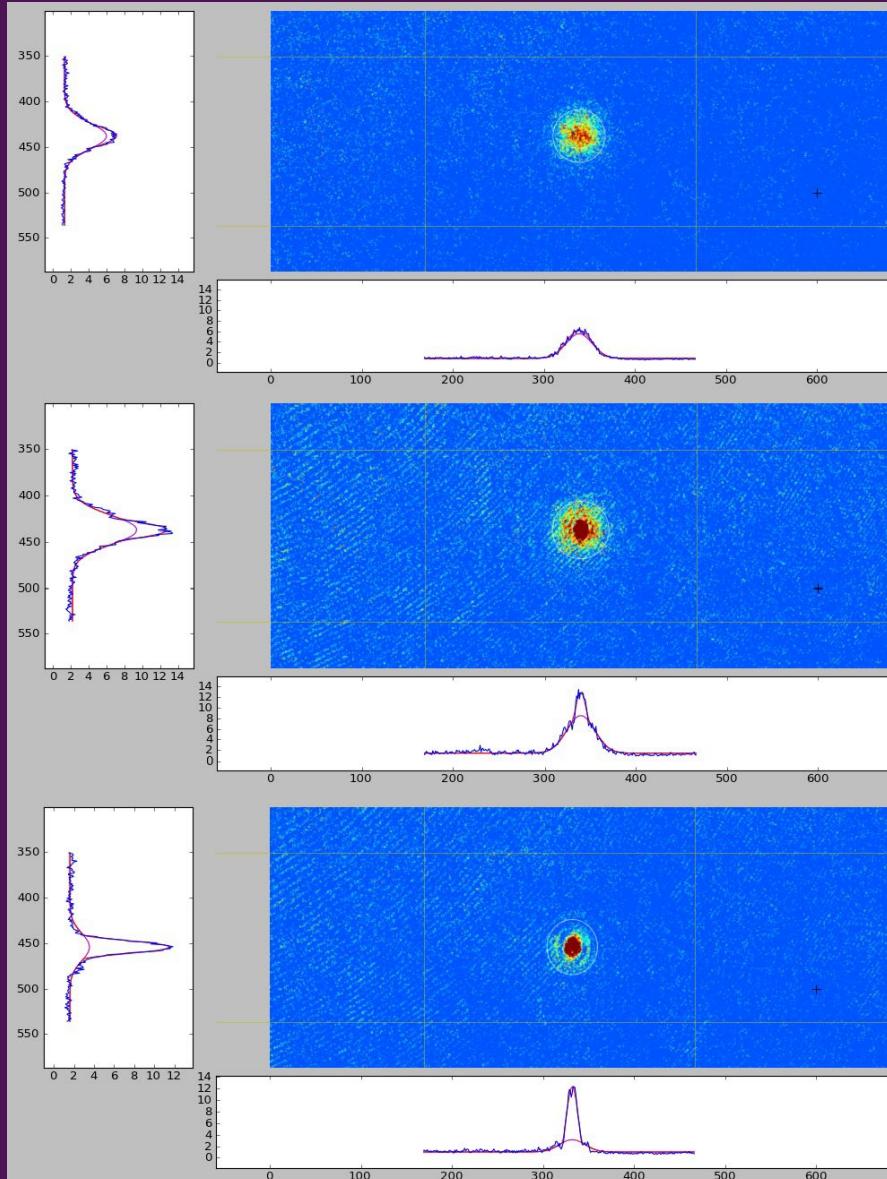
Content

- I. Imaging as an overview
- II. Cold atom imaging with scientific cameras
- III. Other cameras



Overview

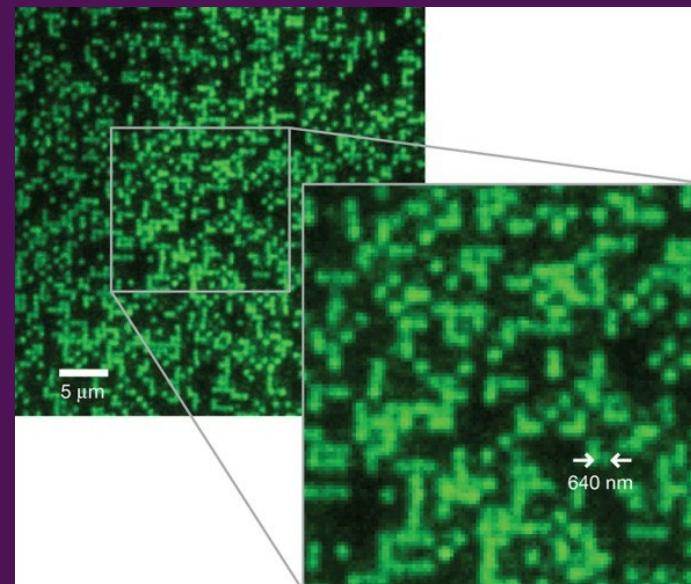
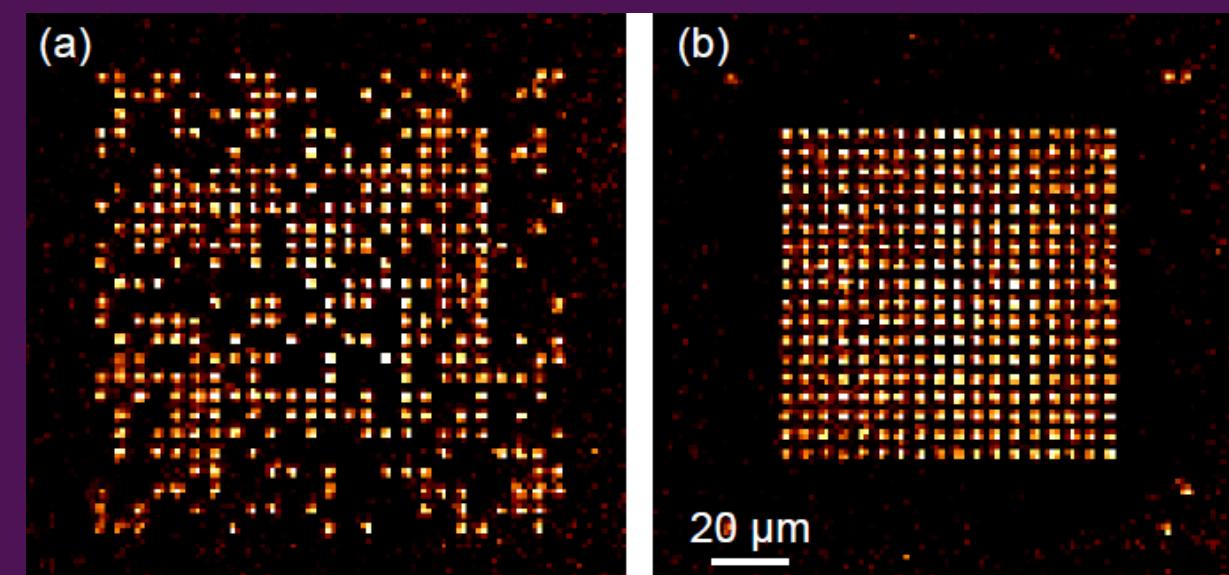
WE HAVE:



WE GET:



WE WANT:

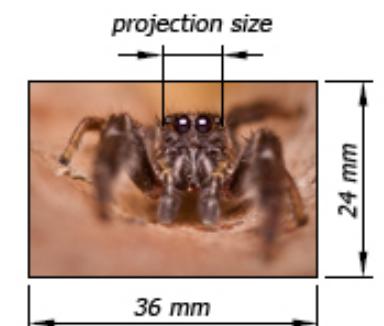
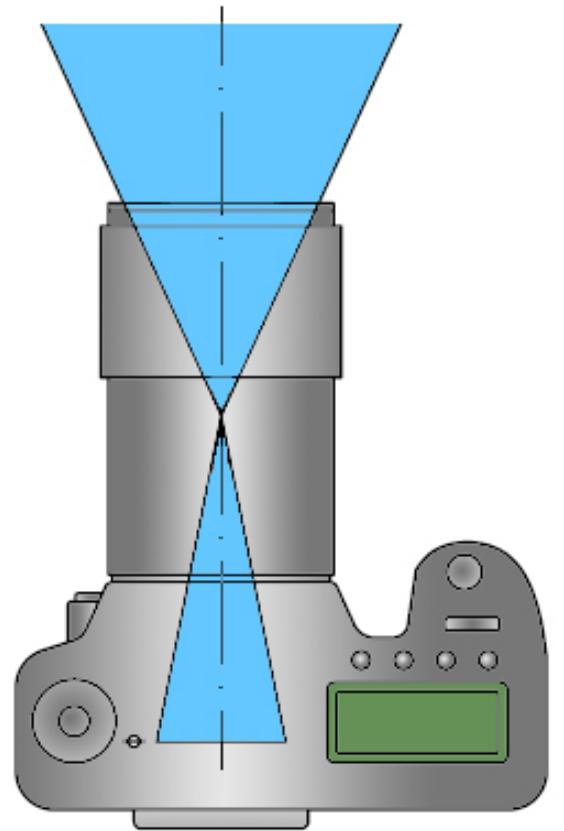
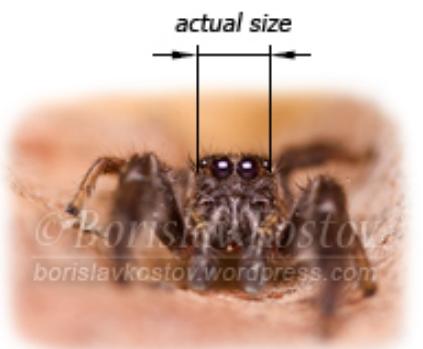
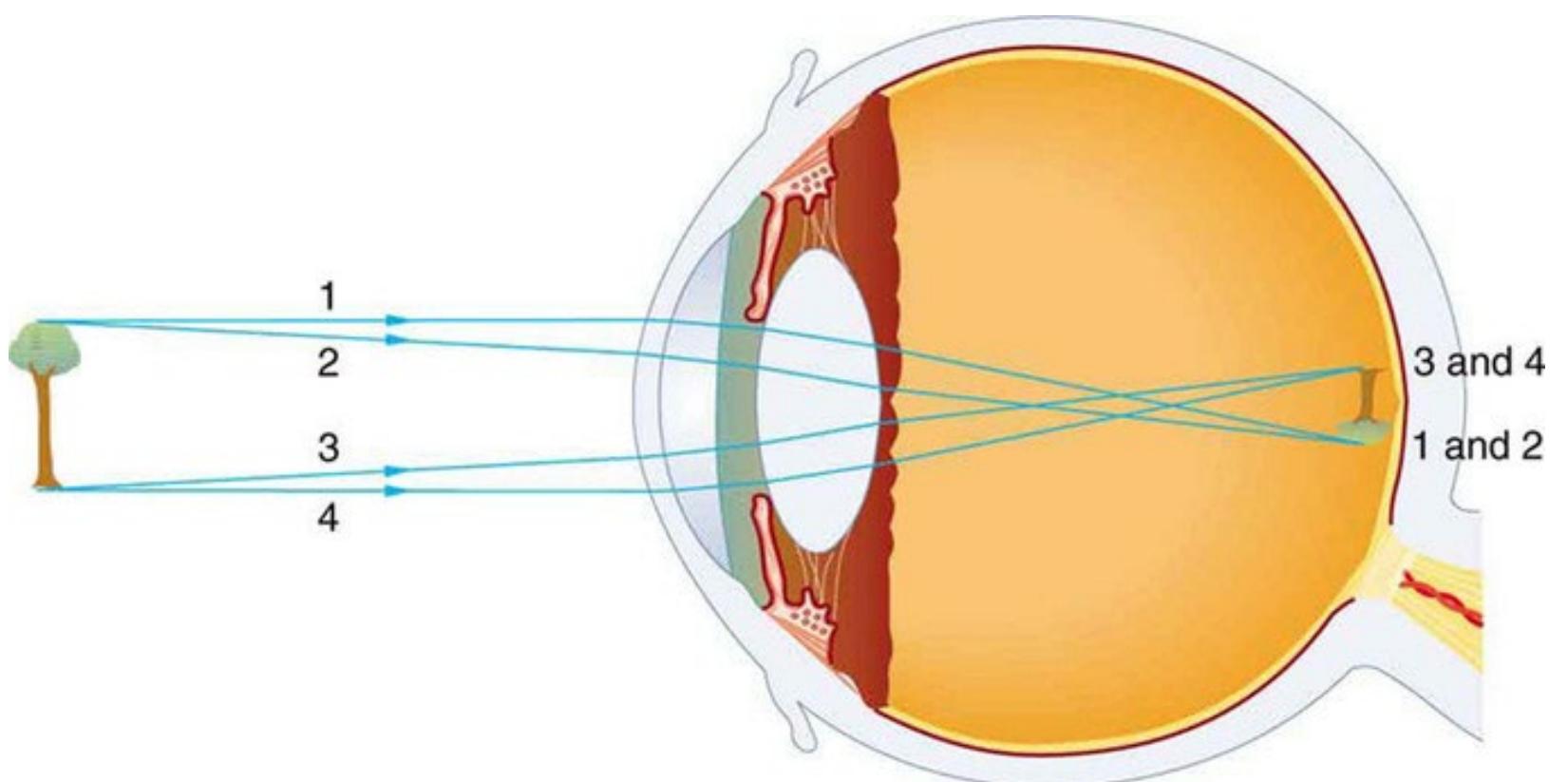


Overview – Ideal Lens

Simplest model:

Two requirements for an imaging system—

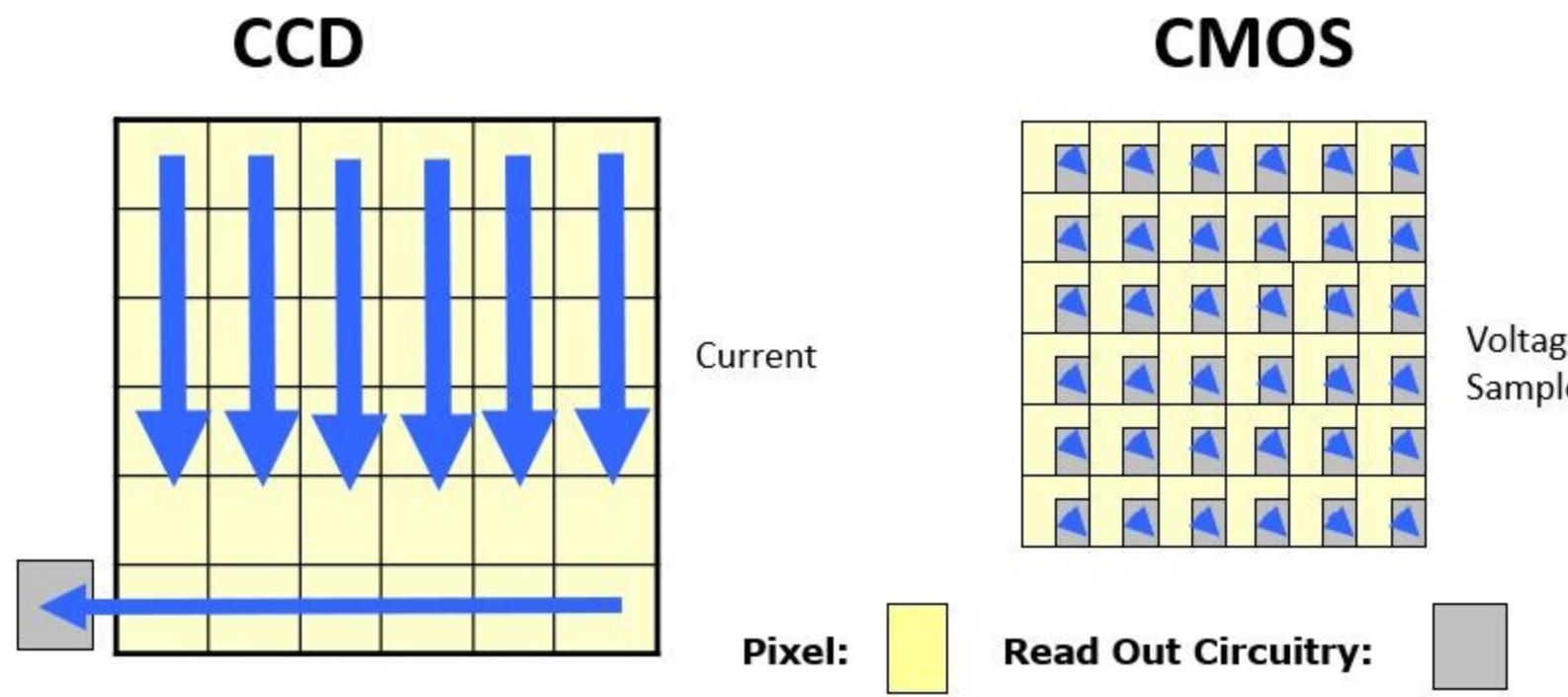
1. One ideal lens
2. One sensor: CMOS, CCD
3. Potentially color filter



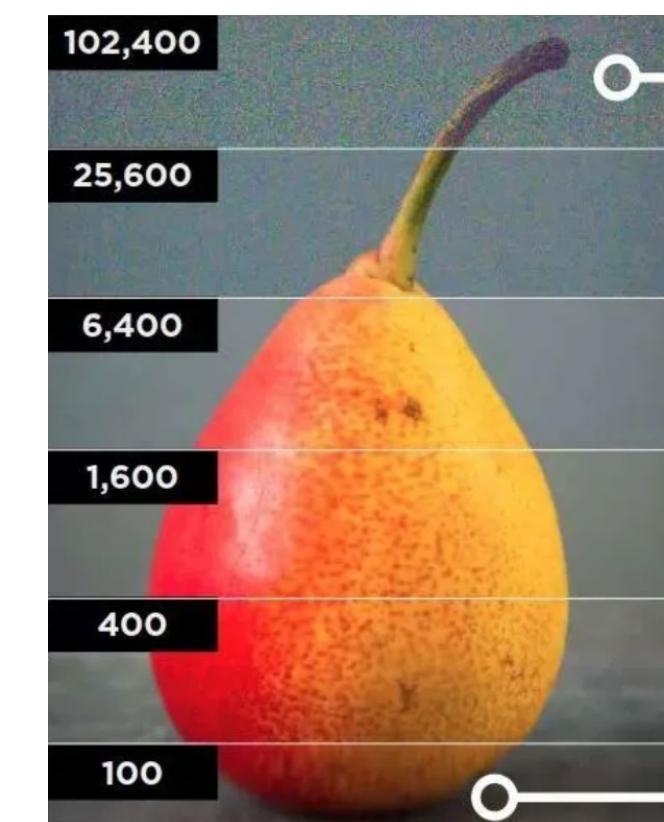
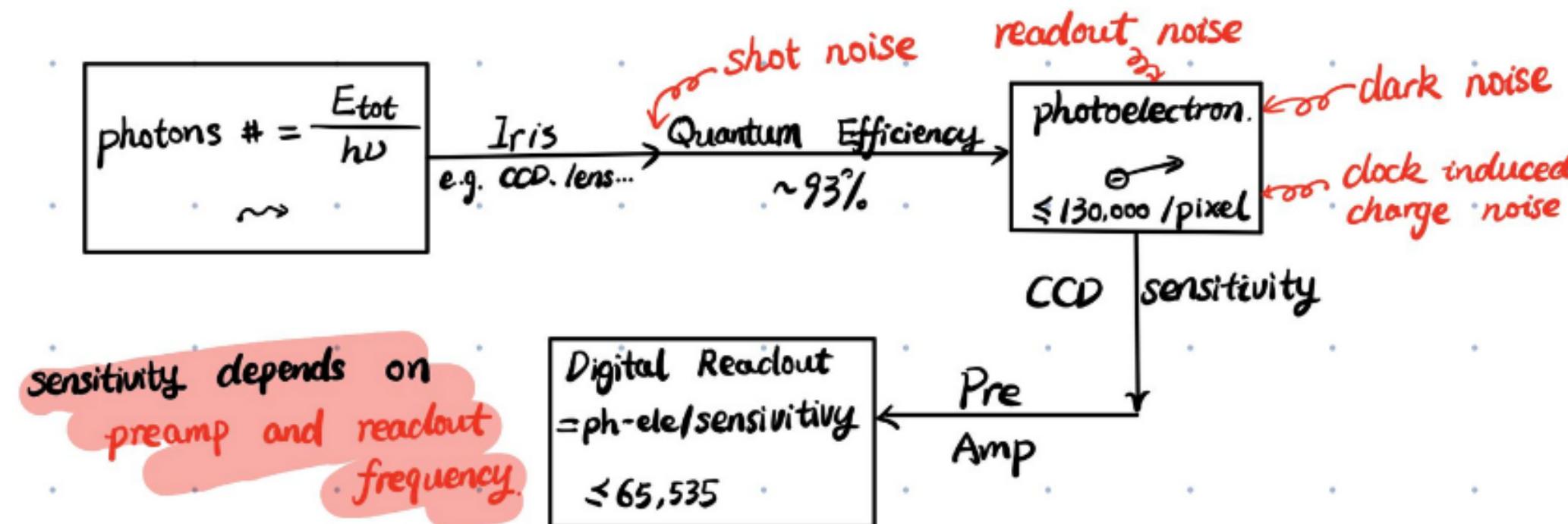
$$\text{Magnification} = \frac{\text{projection size}}{\text{actual size}}$$

Overview -- Sensor

- CCD and CMOS (relatively easy to understand)



- CCD: high failure rate, low readout rate, older technology
However lower dark noise (astrophysics), EM gain (optical tweezer), scam
- Pixel size: 2 – 15 um



01

Cold Atom Imaging

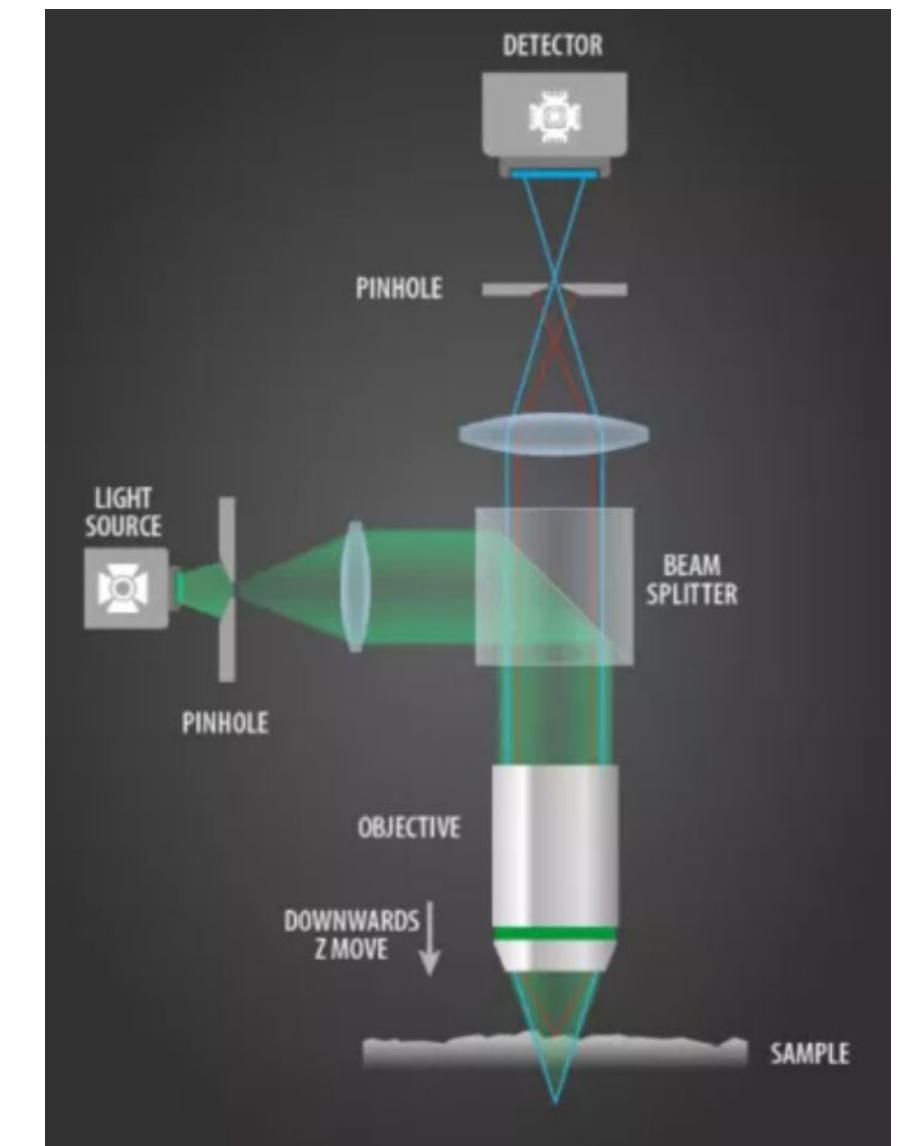
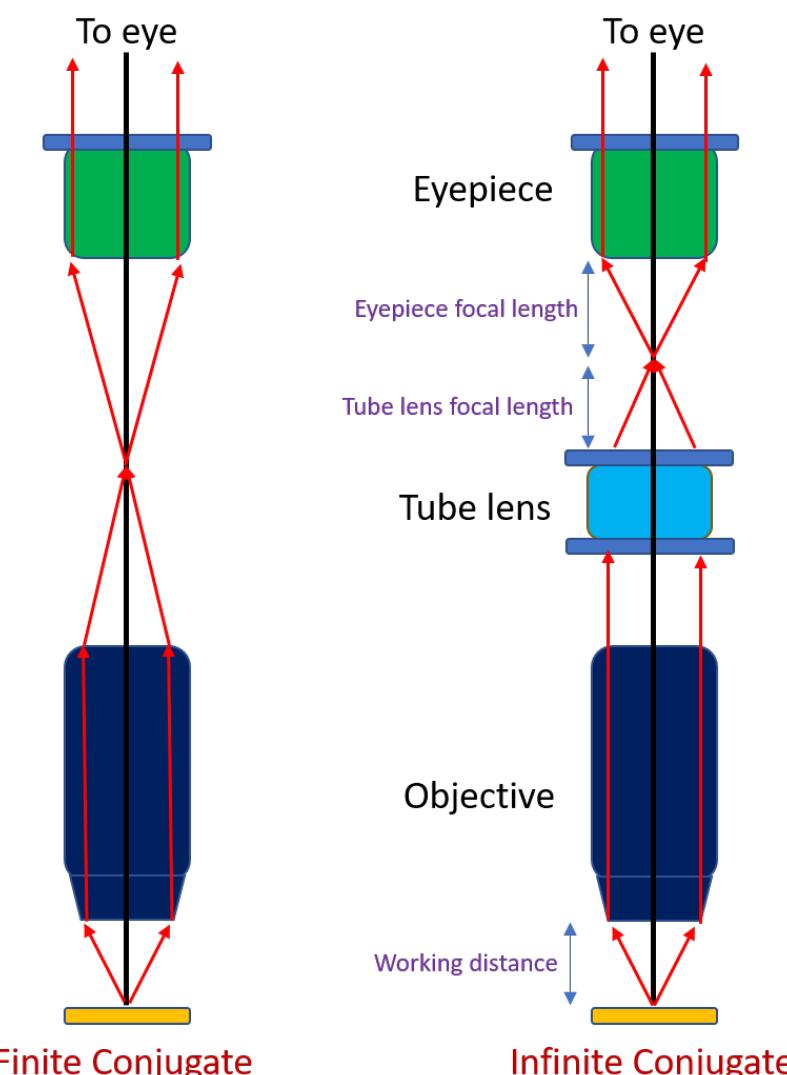
II. Cold atom imaging

We do not care:

large field of view, chromatic shift, money

We do care about:

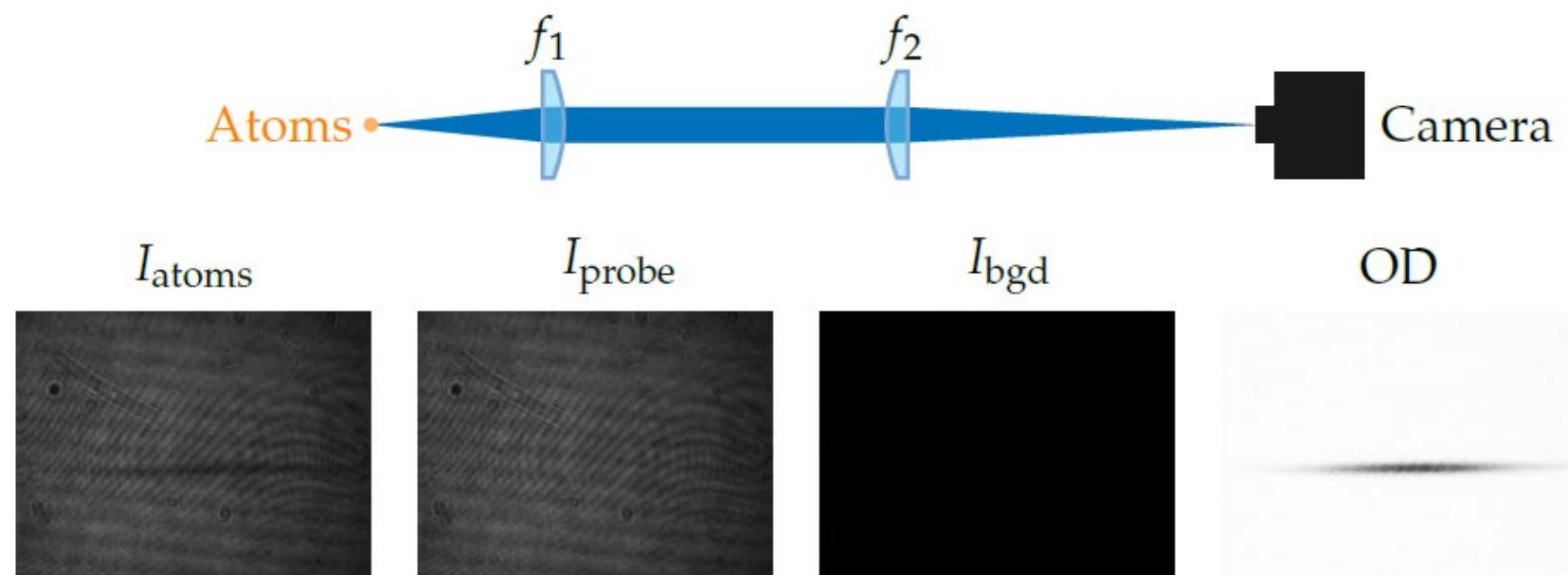
low sensor noise, diffraction-limited at foci, long working distance,
projecting light



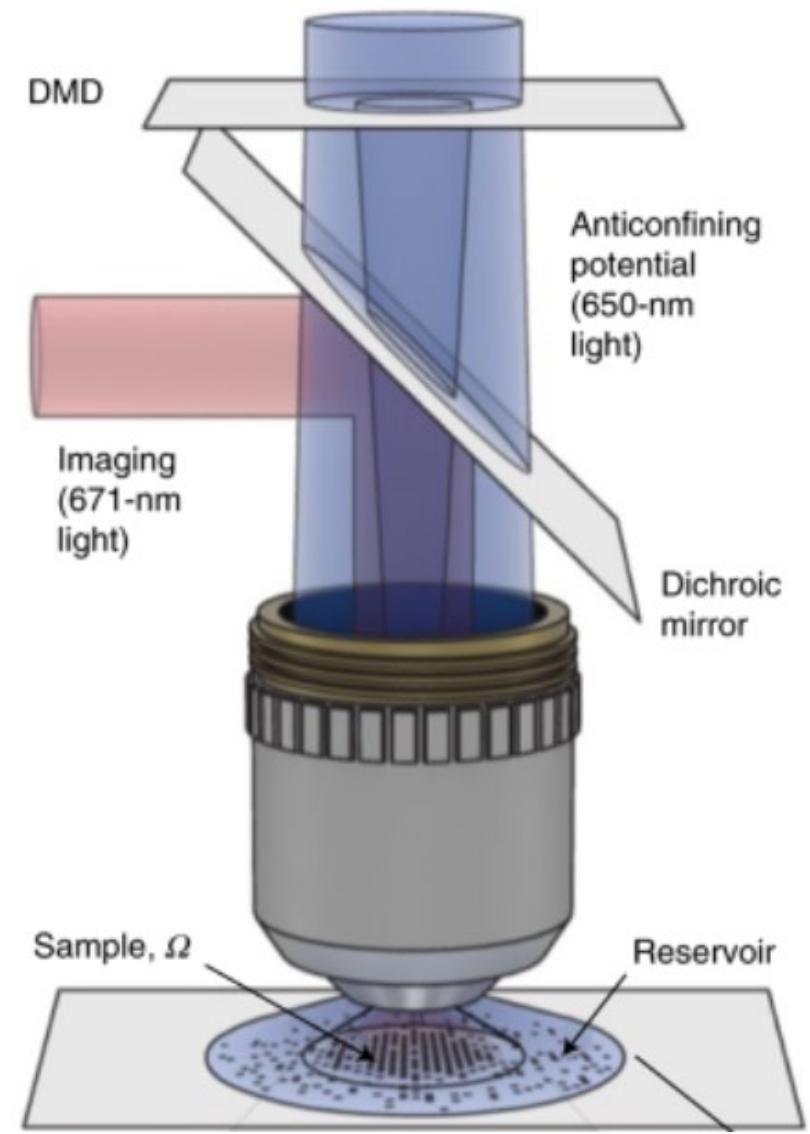
Two ways of imaging

Absorption Imaging

$$I(x, y) = I_0(x, y) \exp\left(- \int dz n(x, y, z) \sigma(\delta)\right)$$



Fluorescence Imaging

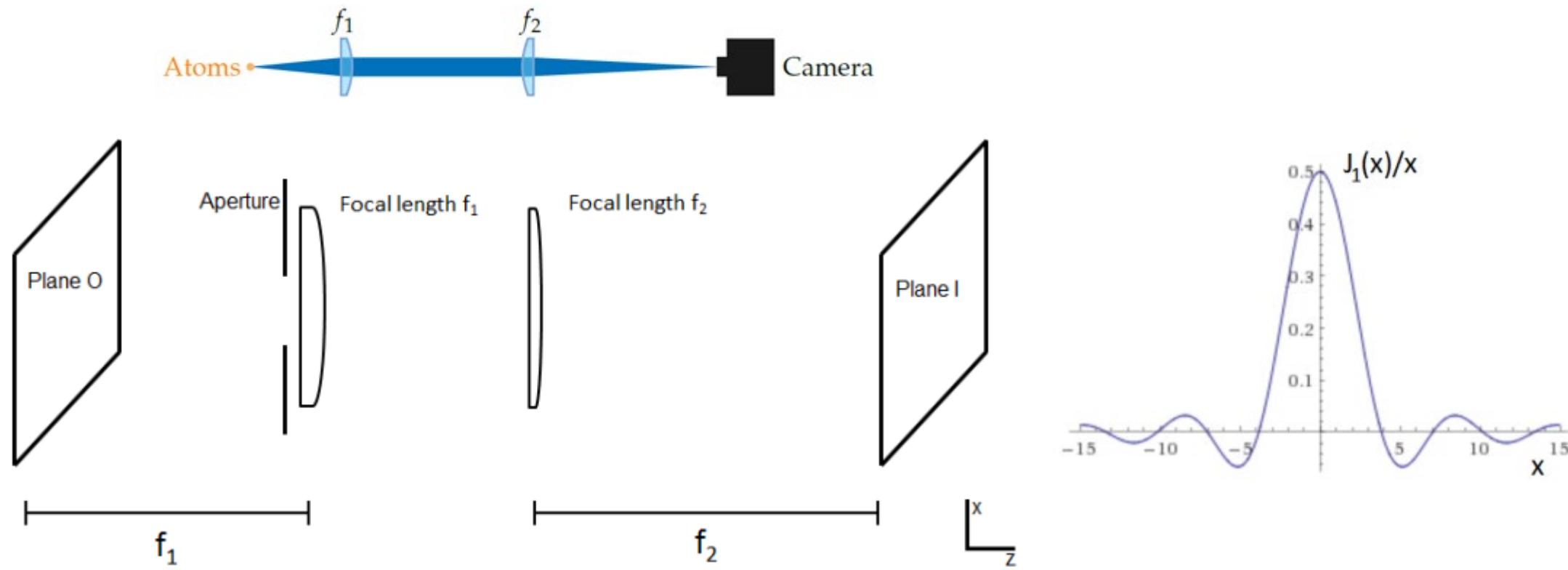


[1] Davide Dreon, PhD thesis

[2] <https://greiner.physics.harvard.edu/>

Microscope Review

First, focus on foci. A simple derivation at a reasonable f#.



$$u_2(x, y, f_1) = \frac{p(x, y)}{f_1}$$

$$u_3(x, y, z) = \frac{p(x, y)}{f_1} \exp\left((ik/2f_2)(x^2 + y^2)\right)$$

$$u(x, y) = \frac{i}{\lambda d} \exp(-ikd) \int \int u_0(x_0, y_0) \exp\left((-ik/2z)((x - x_0)^2 + (y - y_0)^2)\right) dx_0 dy_0$$

$$u_I(x, y) = u_I(0, 0) \frac{2J_1(\pi D\rho/\lambda f_2)}{\pi D\rho/\lambda f_2}, \rho^2 = x^2 + y^2$$

$$\rho_s = 0.61\lambda f_2/f_1 NA$$

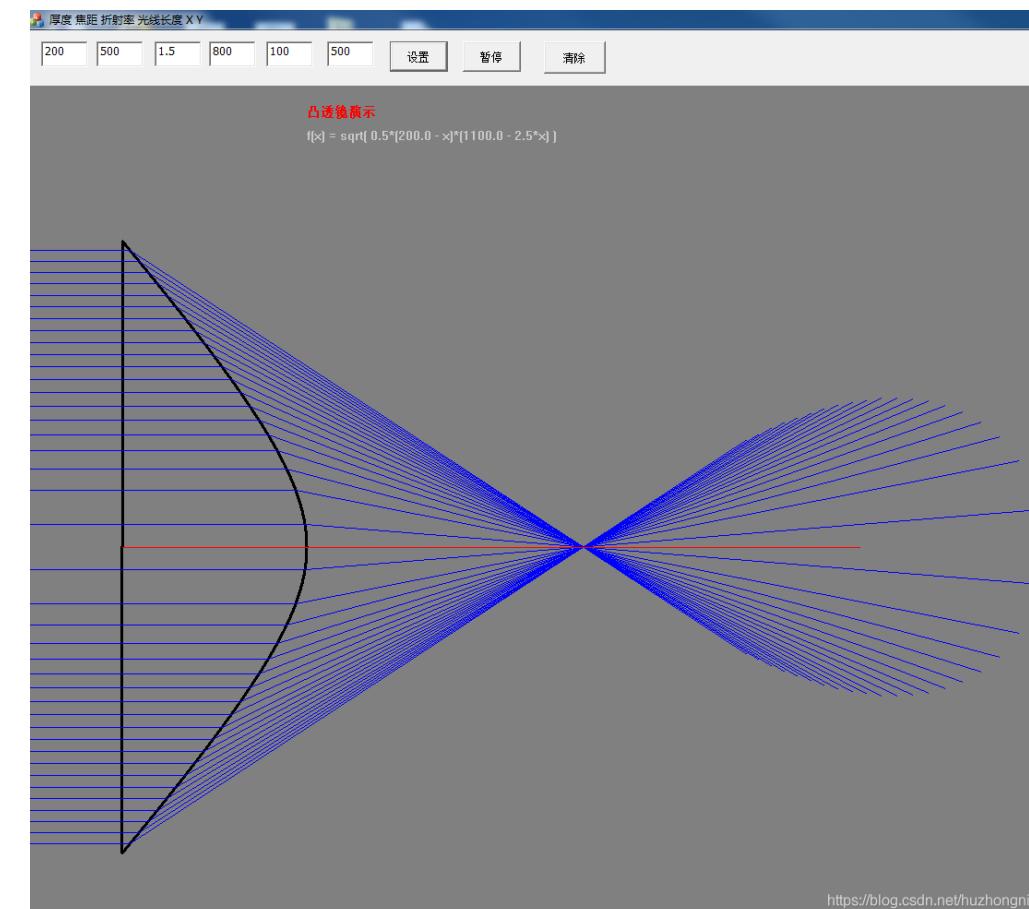
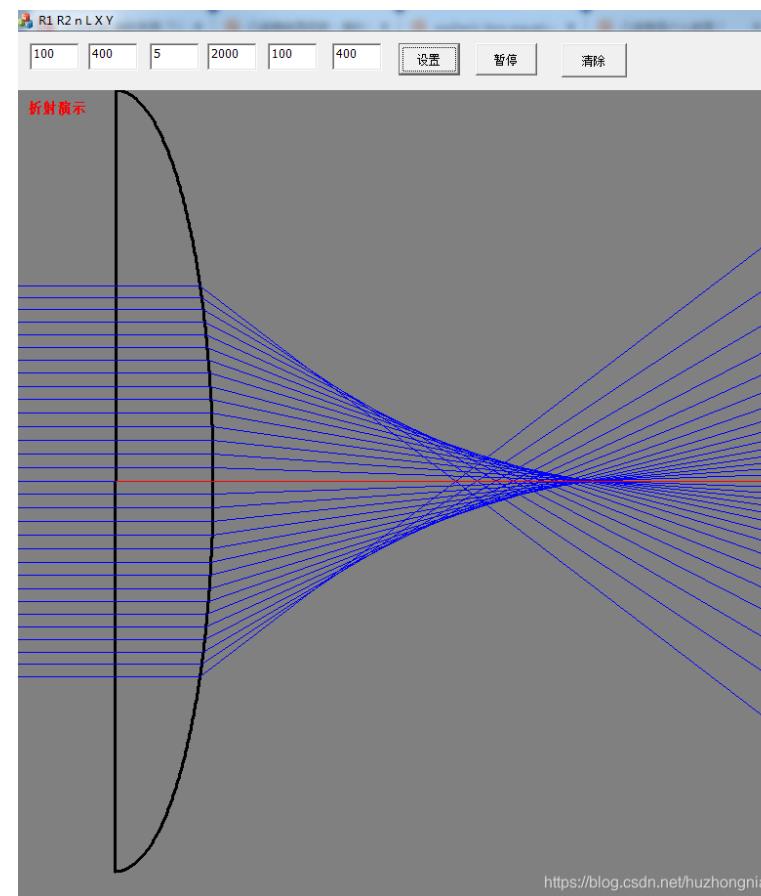
Choose a lens

Numerical Aperture $NA = n * \sin(\theta)$, fiber is 0.12

Empirically, for quantum optics labs:

Need to care about everything:
Designed wavelength, possible
glass plate, aberration from other
optics, FOV, DOF

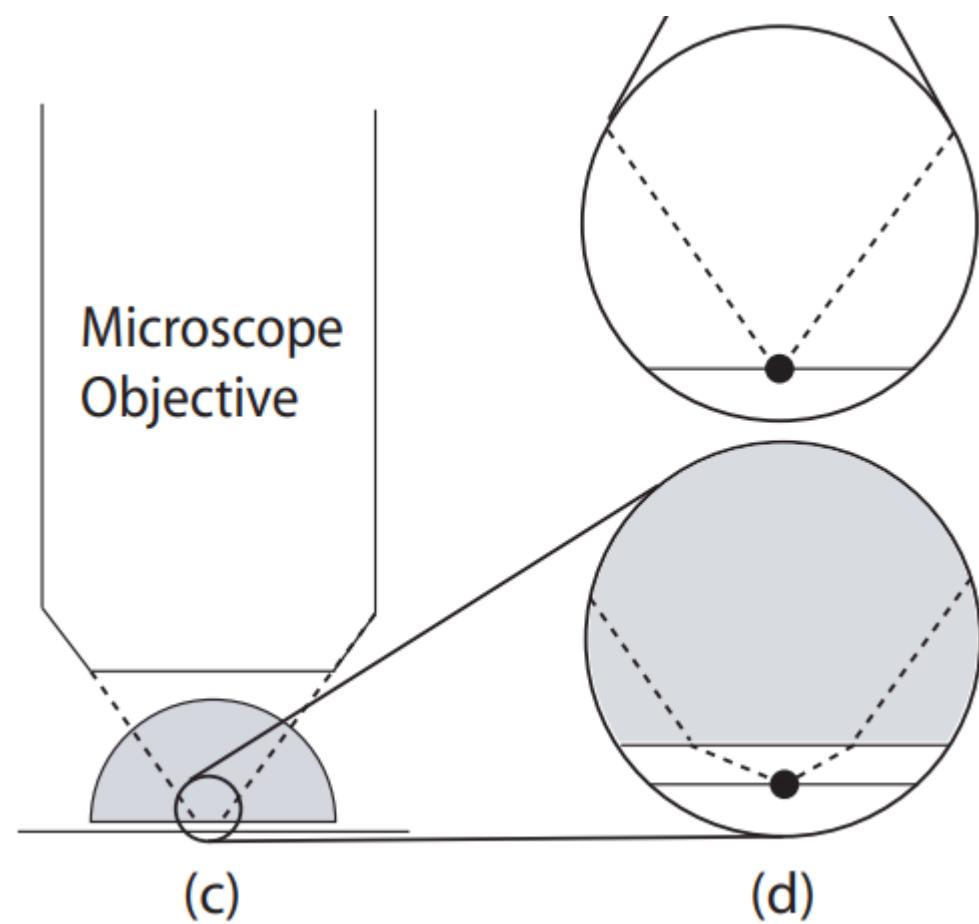
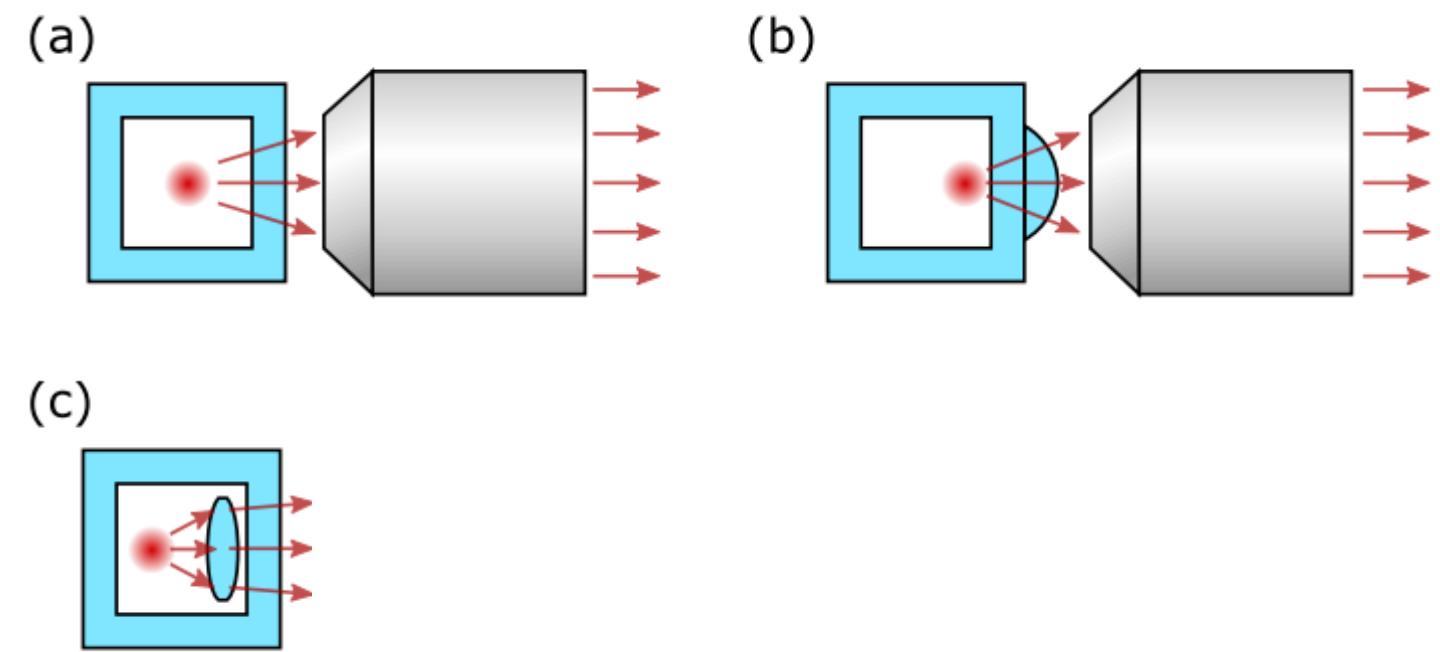
NA<0.03	NA<0.05	0.05<NA<0.2	0.2<NA<0.6	NA>0.6
Spherical < \$100	Achromatic \$200	Aspheric singlet \$ 600 – 1,000	Customized objective In vacuum aspheric lens \$ 5,000 – 20,000	Objective with special design



Note: for input fiber coupler,
specialized fiber collimator is
also better!

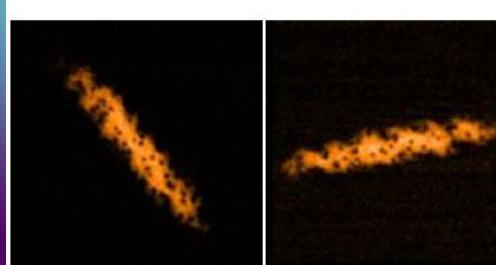
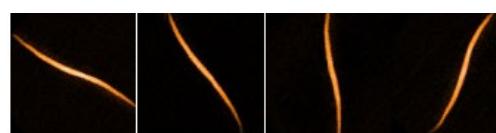
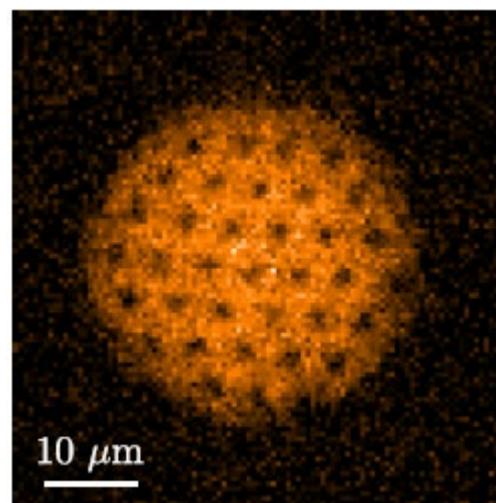
Case Study

$0.05 < \text{NA} < 0.2$	$0.2 < \text{NA} < 0.6$	$\text{NA} > 0.6$ site-resolved
Guangcan Guo Dy whole	Pfau Chin lab (a) Fletcher (a) Antoine, Vladan (c) KK Ni (a) Doyle	Greiner (b) Bakr (b) Bloch Ketterle (a) Zhensheng Takahashi

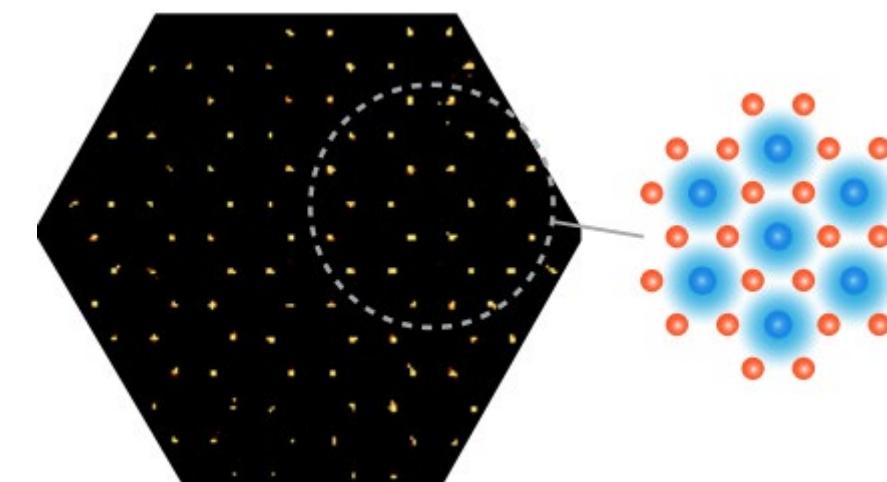
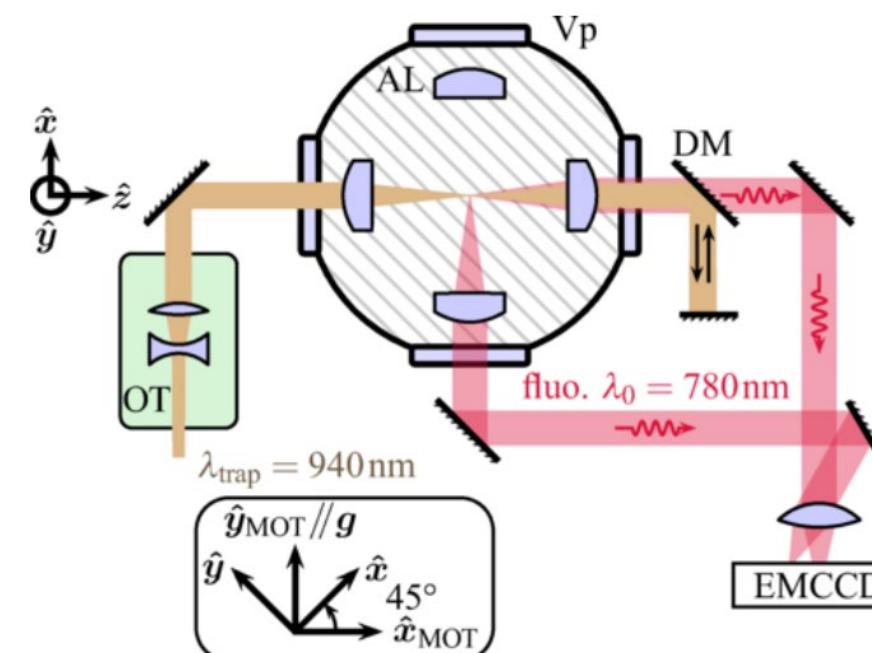


Midrange NA

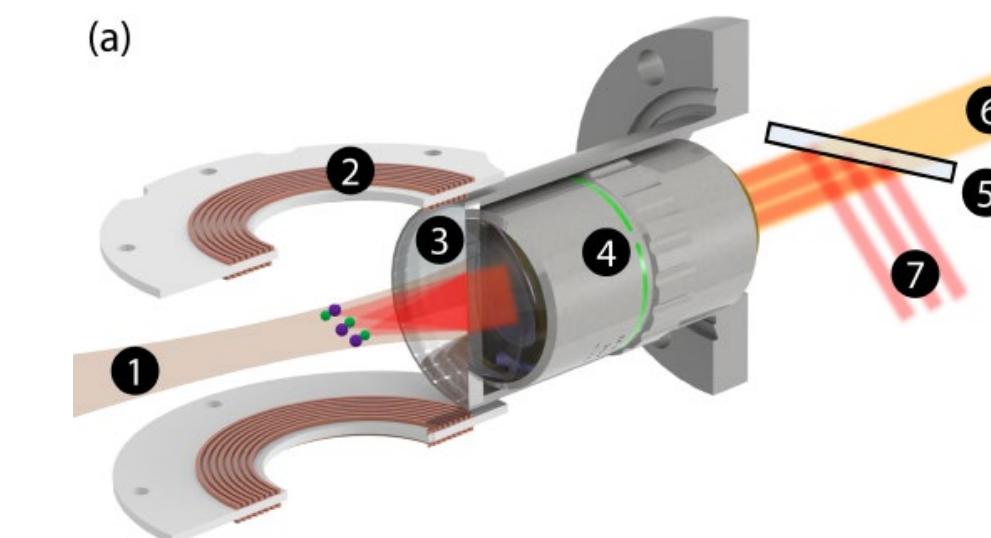
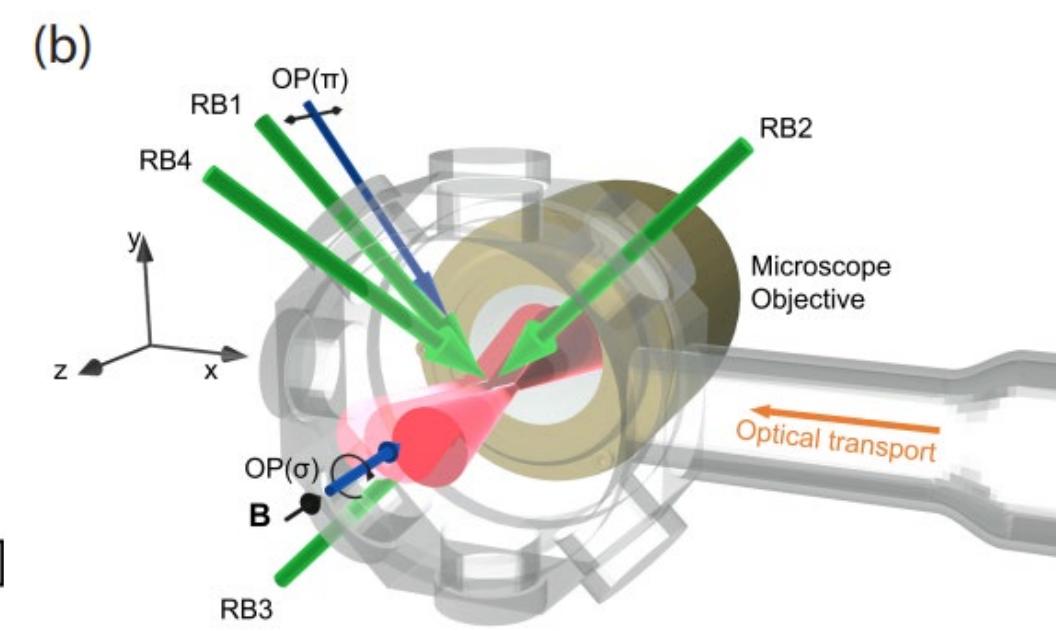
Fletcher



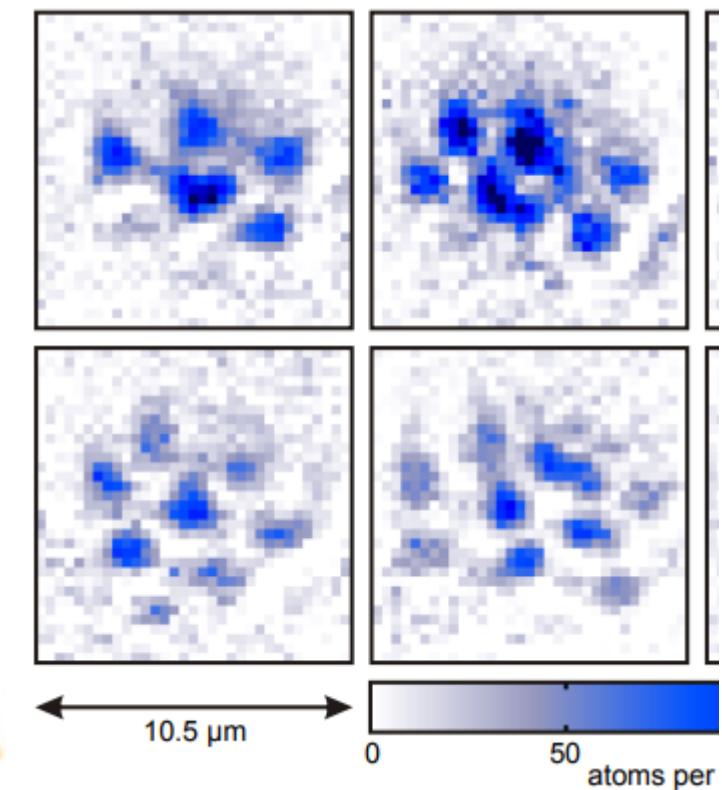
Antoine



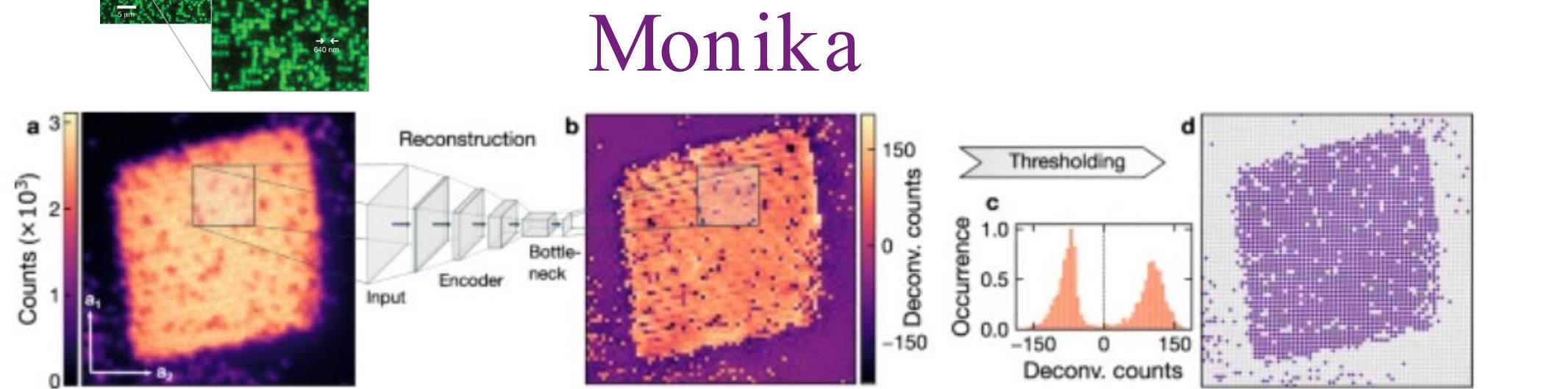
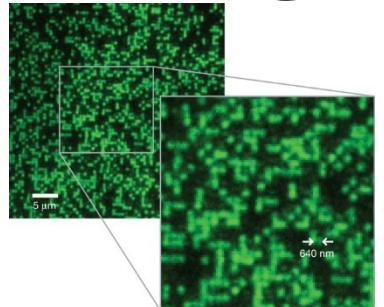
KK Ni/ Doyle



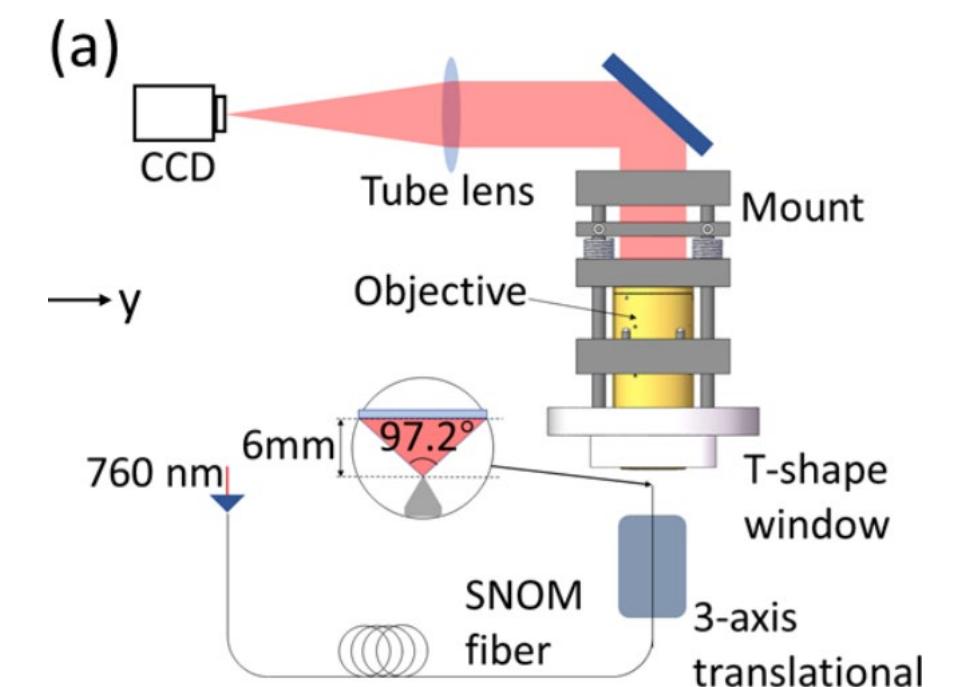
Pfau



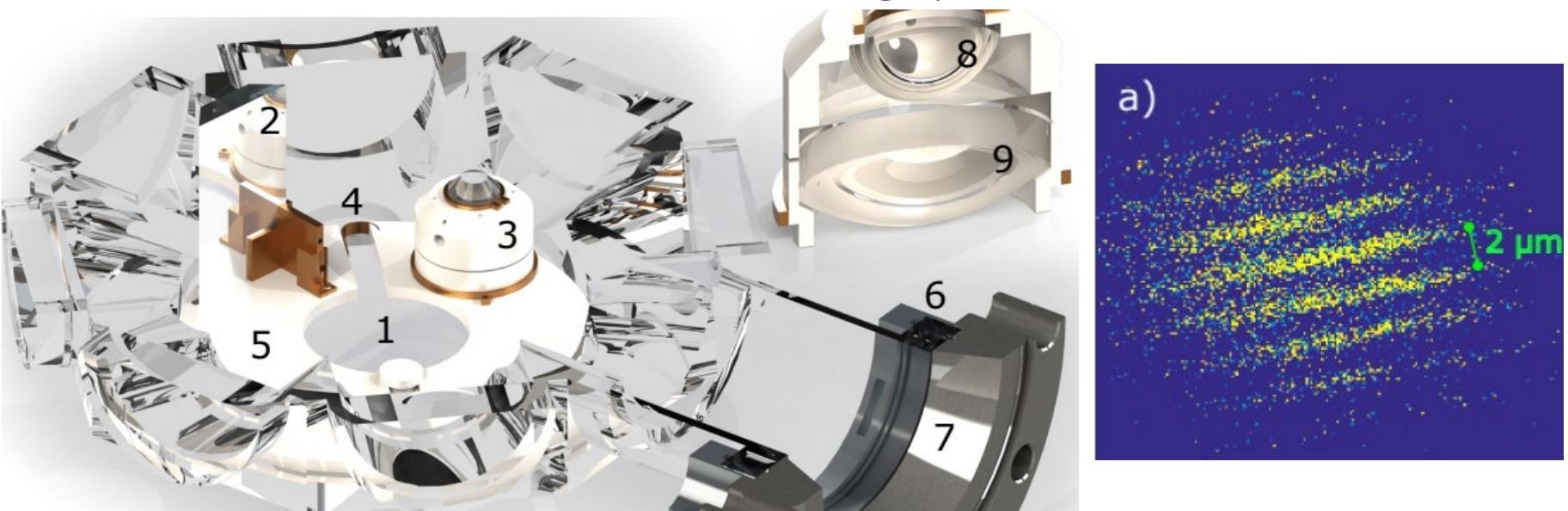
Huge NA

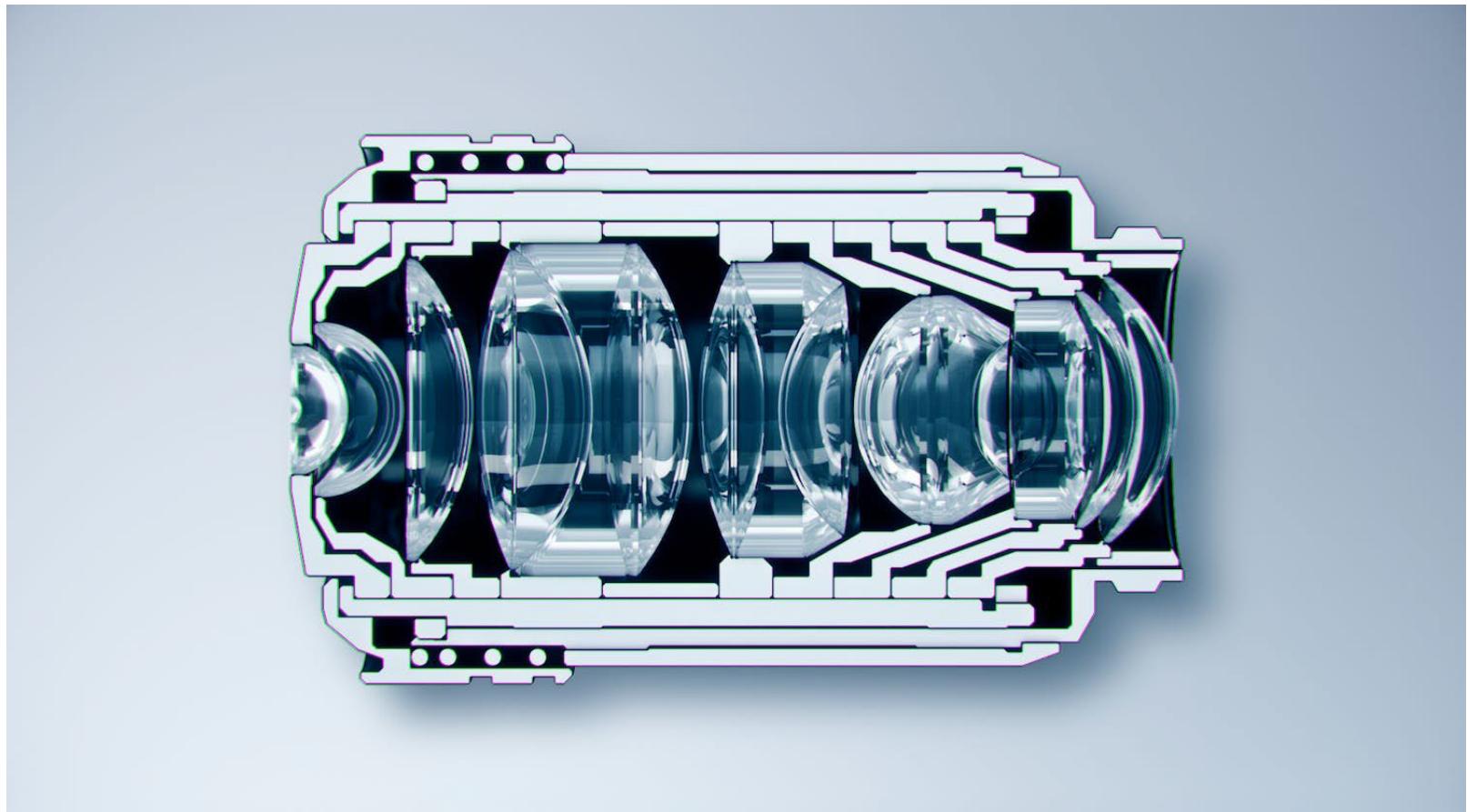
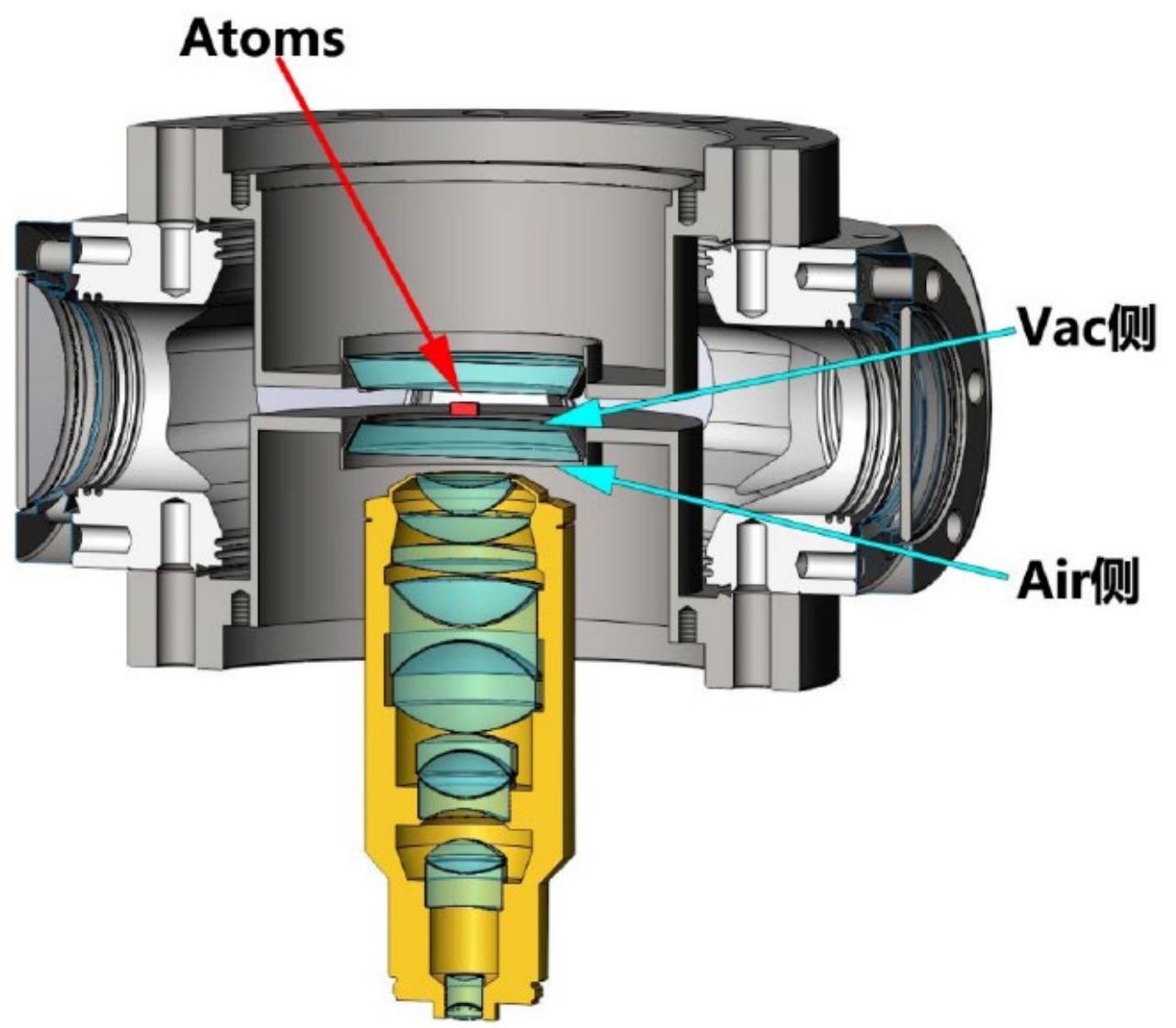


Ketterle

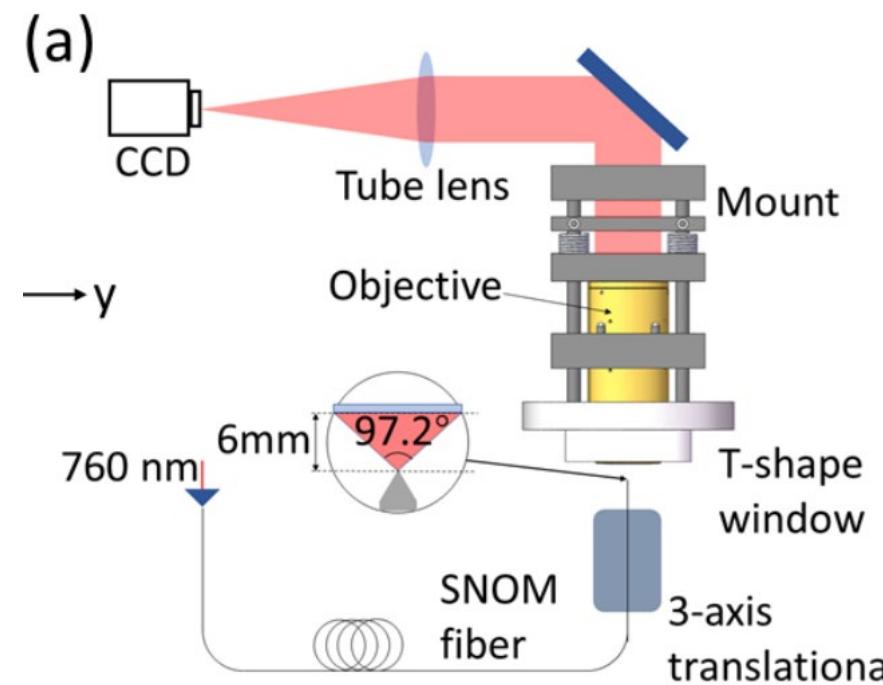


Emil Kirilov

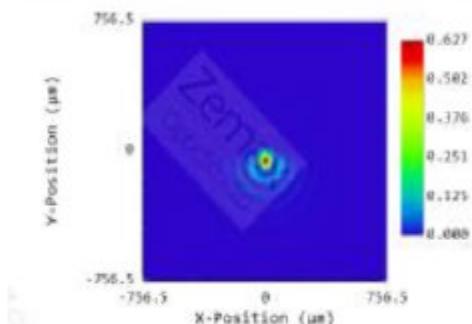




When you have large NA...



(a) Image



(b) Simulation



1. Tilt/ decenter of any kind

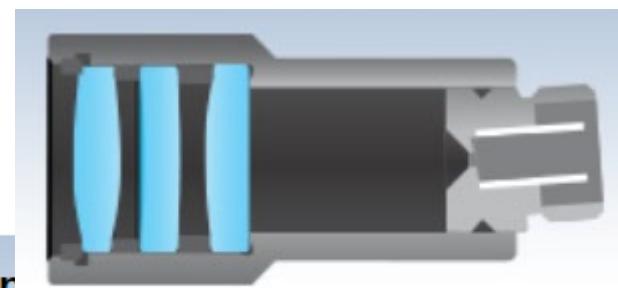
0.05° tilt between the bucket window and the microscope.

When you have large NA...

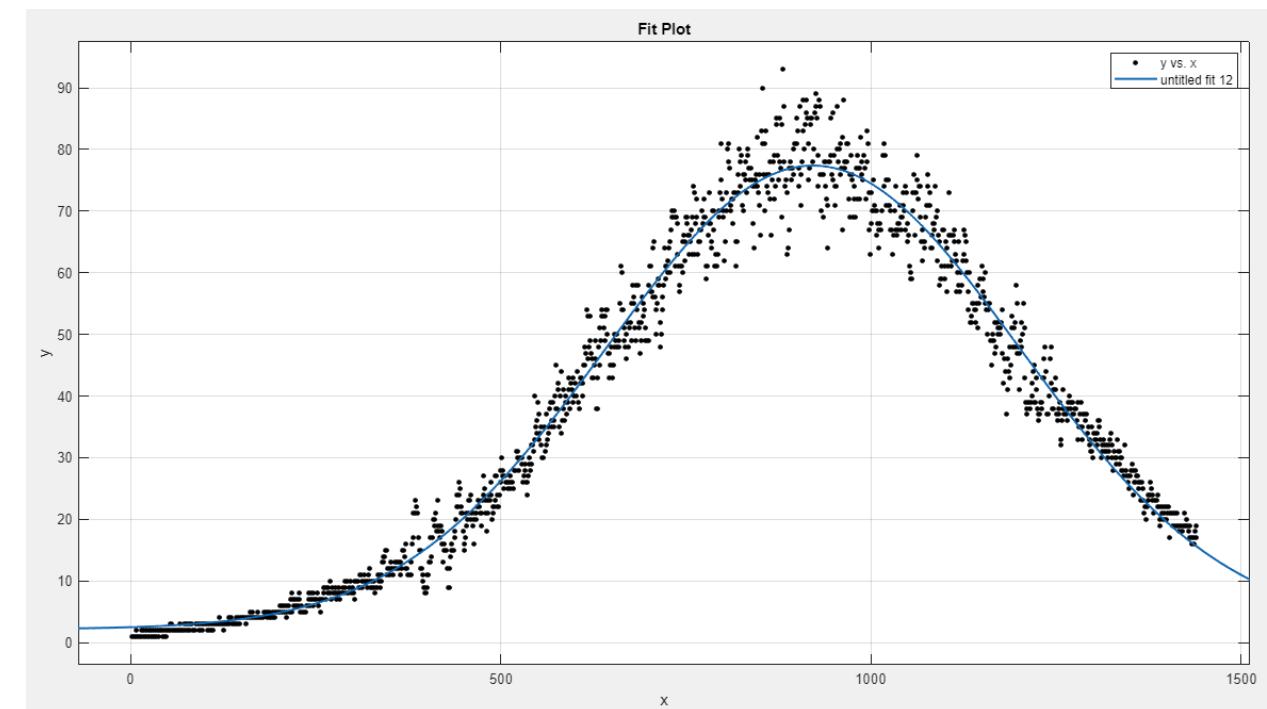
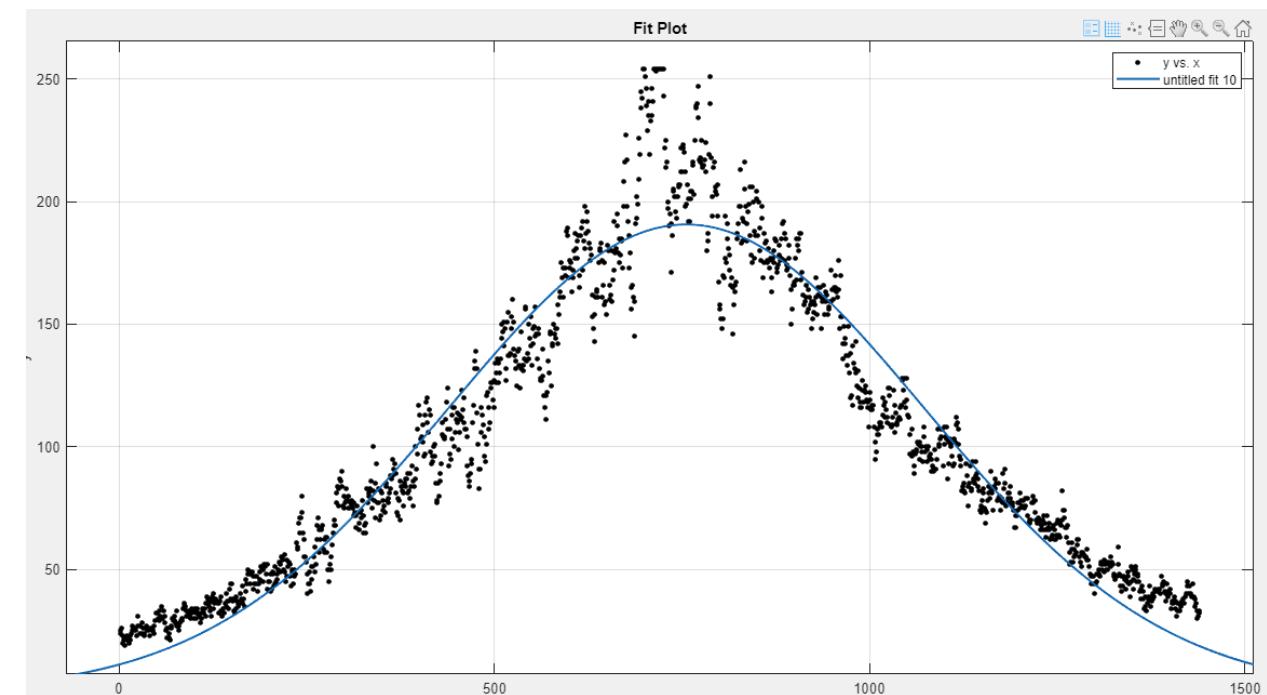
2. Imperfect Gaussian Input

三合透镜光纤准直器/耦合器

- ▶ Triplet Lens Design Provides Nearly Gaussian Output
- ▶ Low Wavefront Error: $\lambda/8$ (Peak-to-Valley, Typical)
- ▶ FC/PC and FC/APC Receptacles Available
- ▶ Available with Focal Lengths Near 6 mm, 12 mm, 18 mm, or 2



Our Triplet Collimators Use an Air-Spaced Design



[1] Tian, Ye, et al. "Quantum gas microscope assisted with T-shape vacuum viewports." Optics Express 30.20 (2022): 36912-36920.

When you have large NA...

3. Mechanical bent or acousto effect

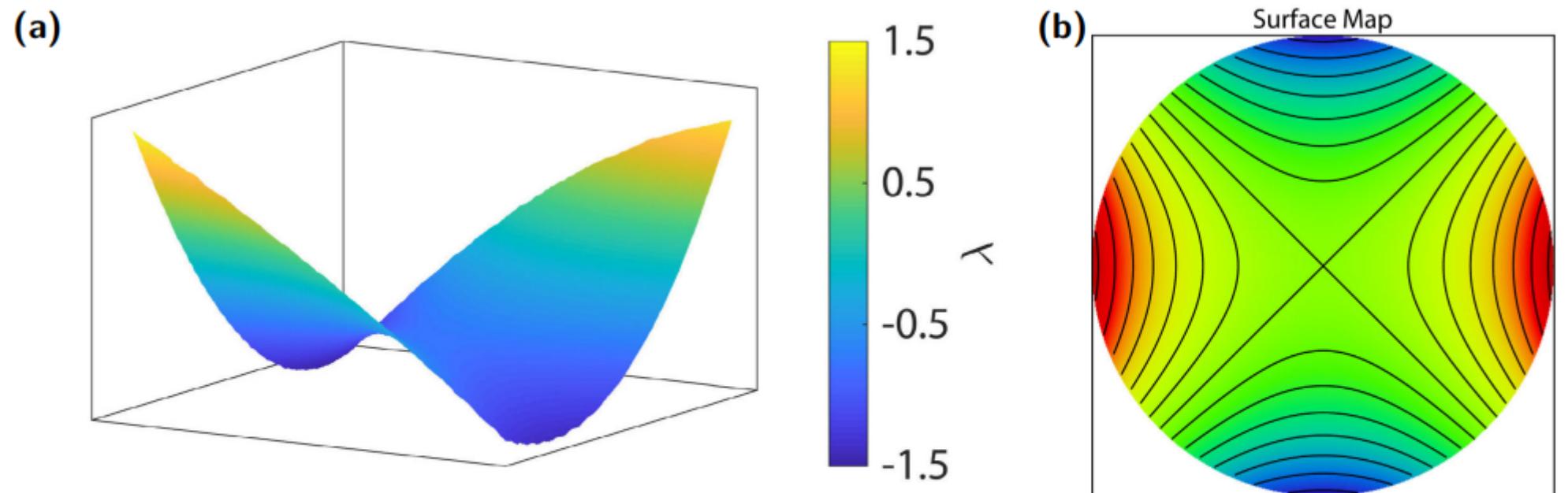
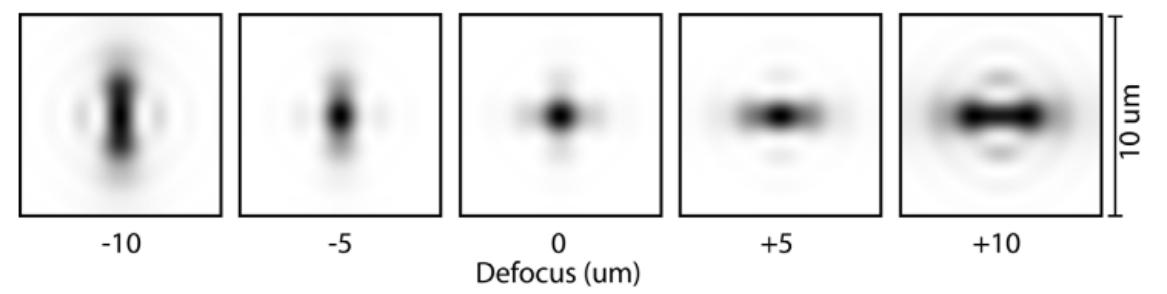
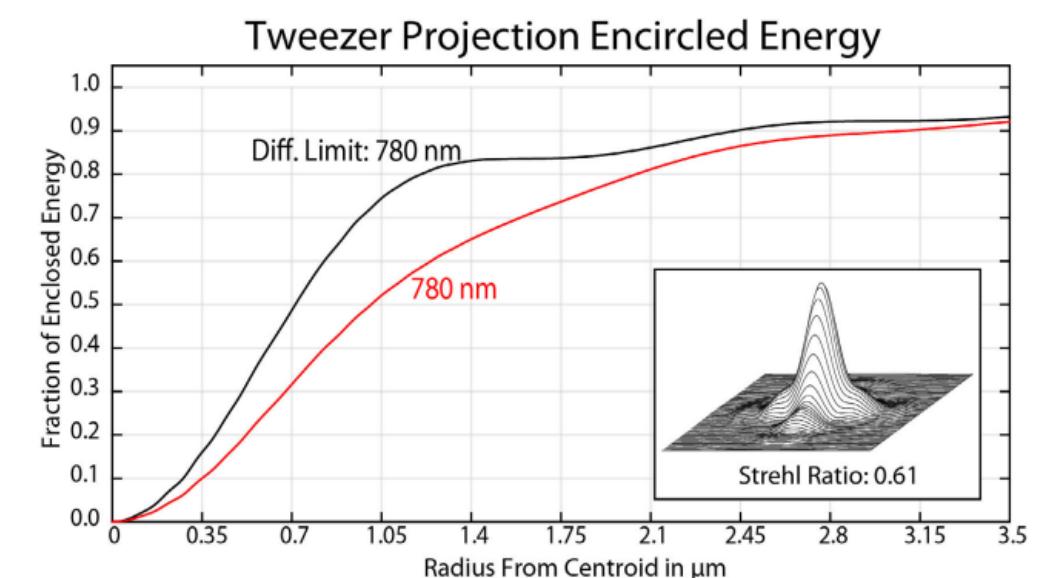
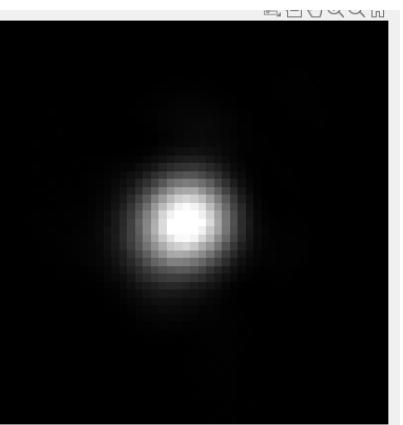
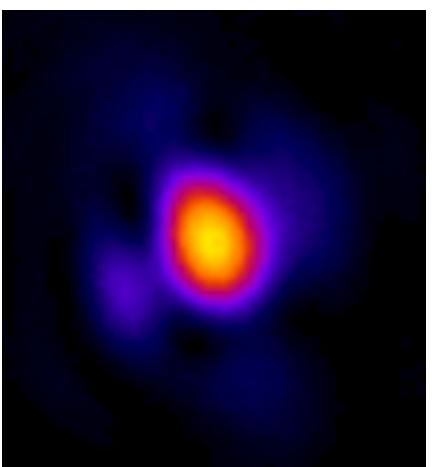
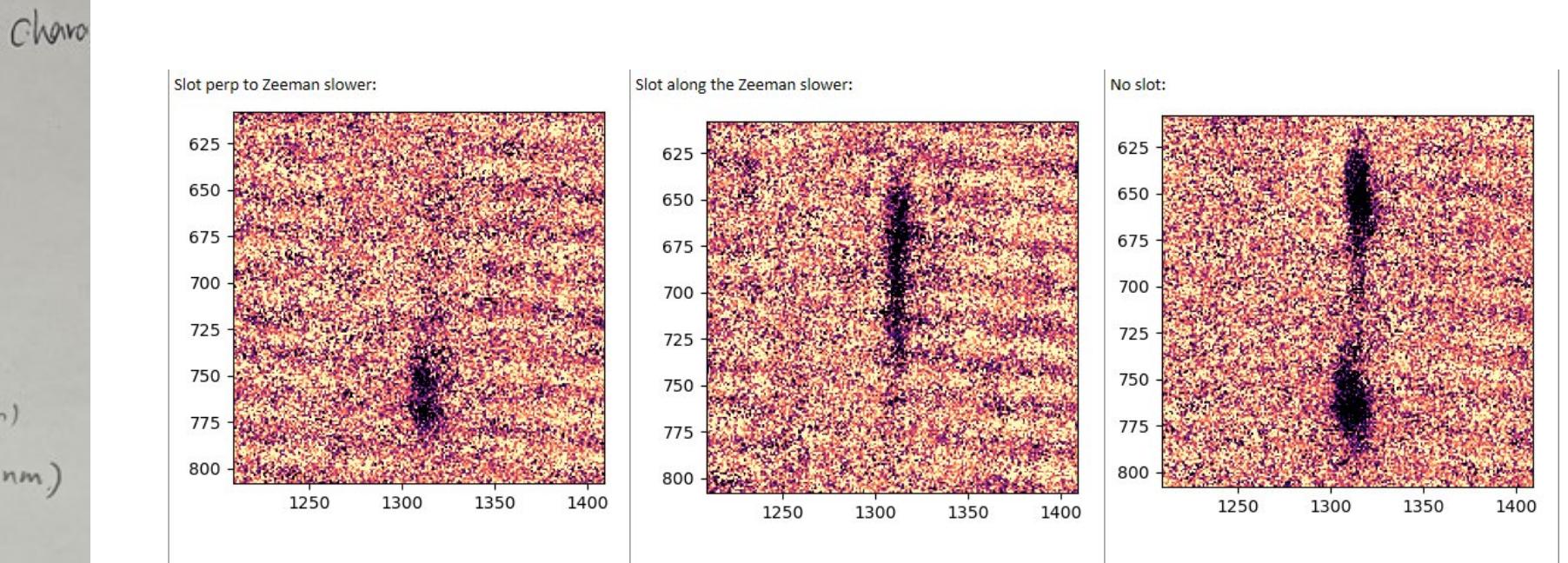
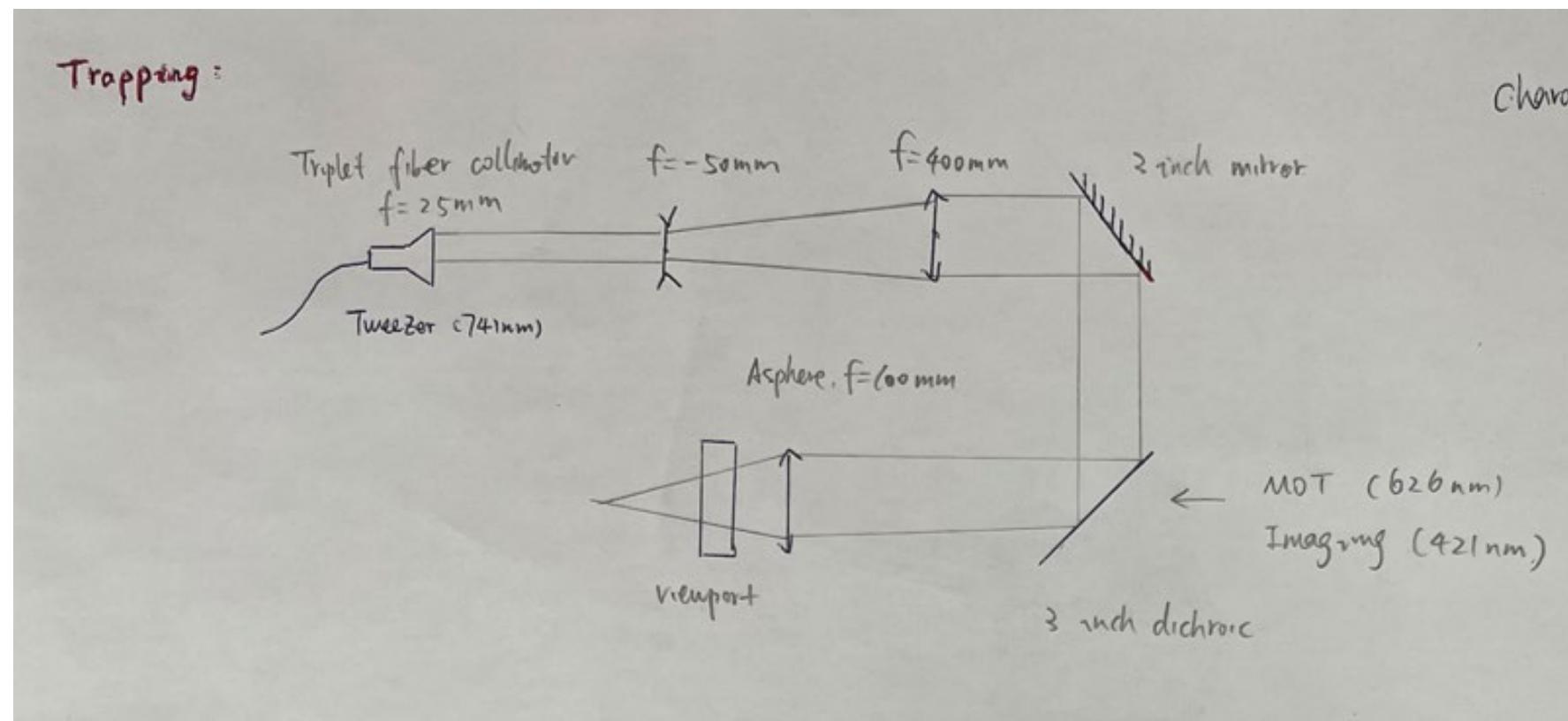


Figure 7.2.7: (a) Measured ISI window curvature over an 8x8 mm region. (b) Surface used in ray tracing simulation, matching the curvature measured.



When you have large NA...

3. Mechanical bent at Dypole



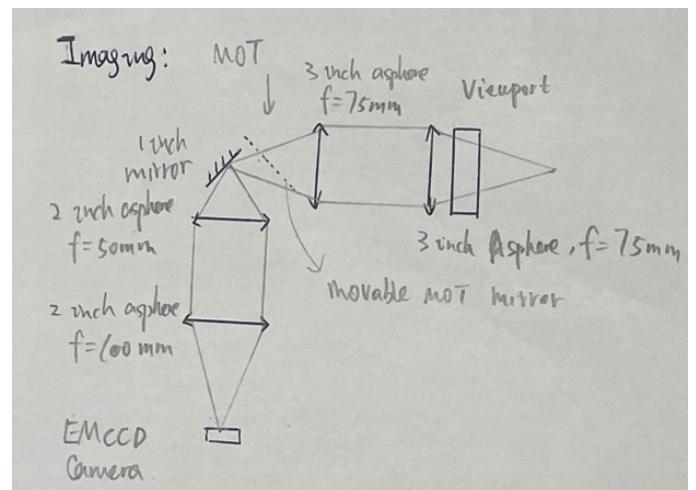
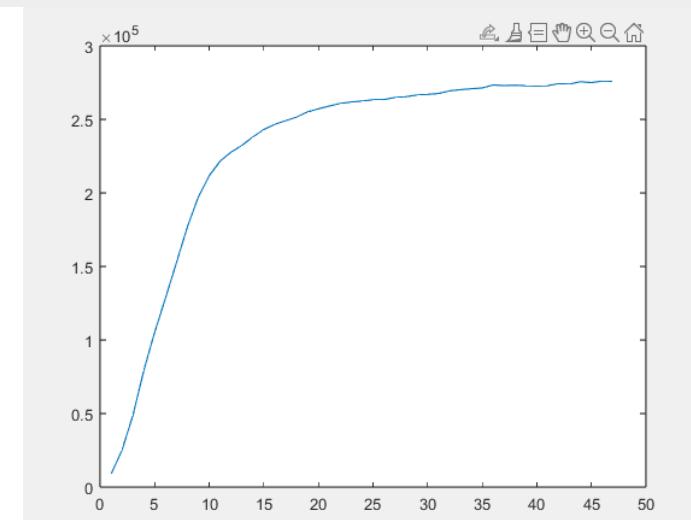
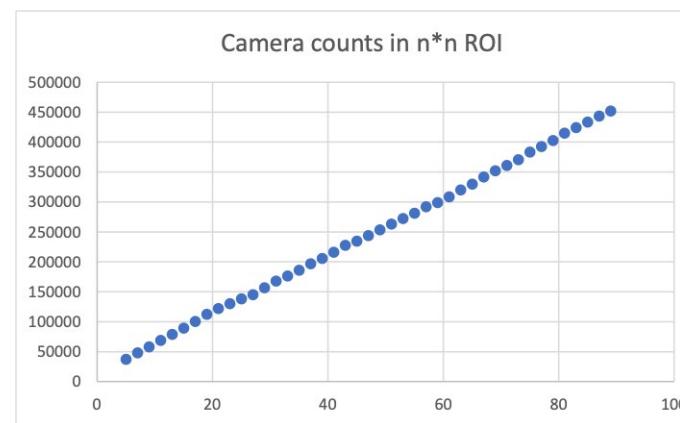
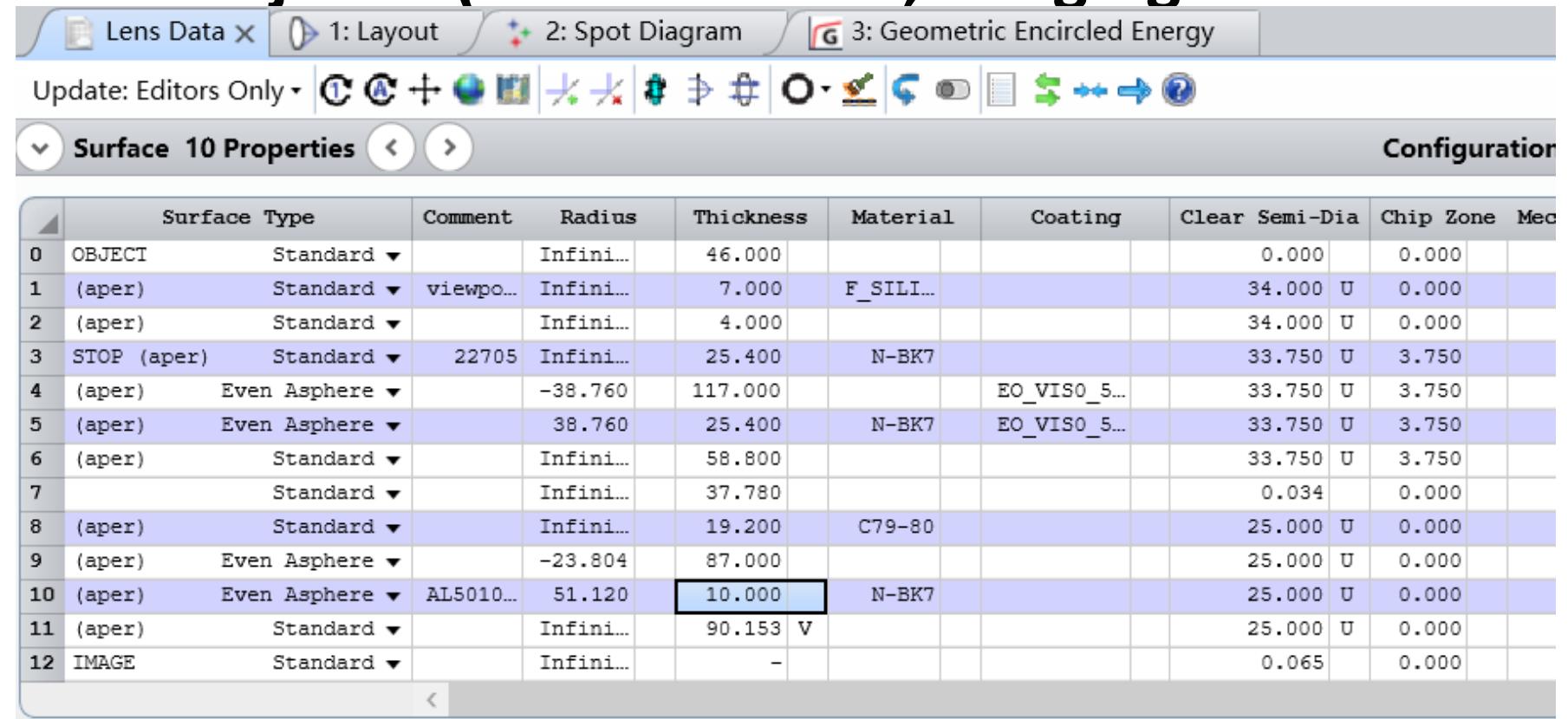
[1] Yu-kun Lu, lunch talk

[2] Lee Liu, PhD thesis

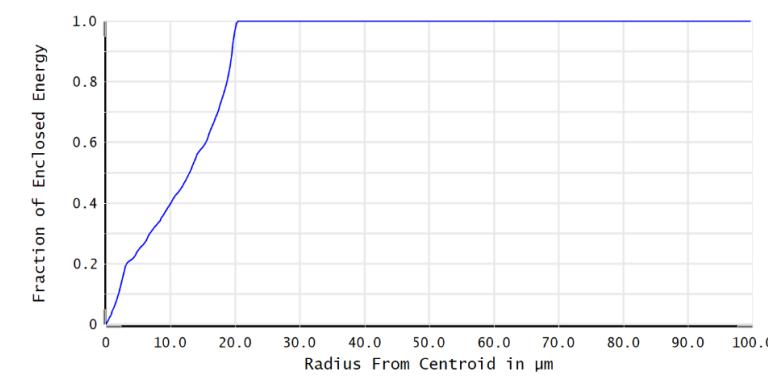
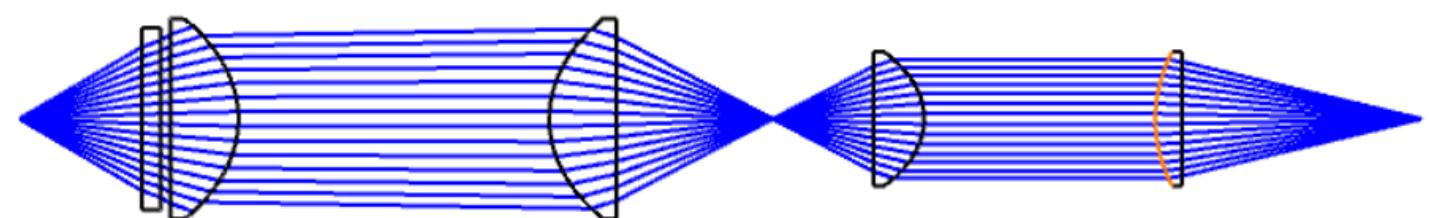
[3] Jessie Zhang, PhD thesis

When you have large NA...

4. Your object – (merit of alkali, imaging while cooling)

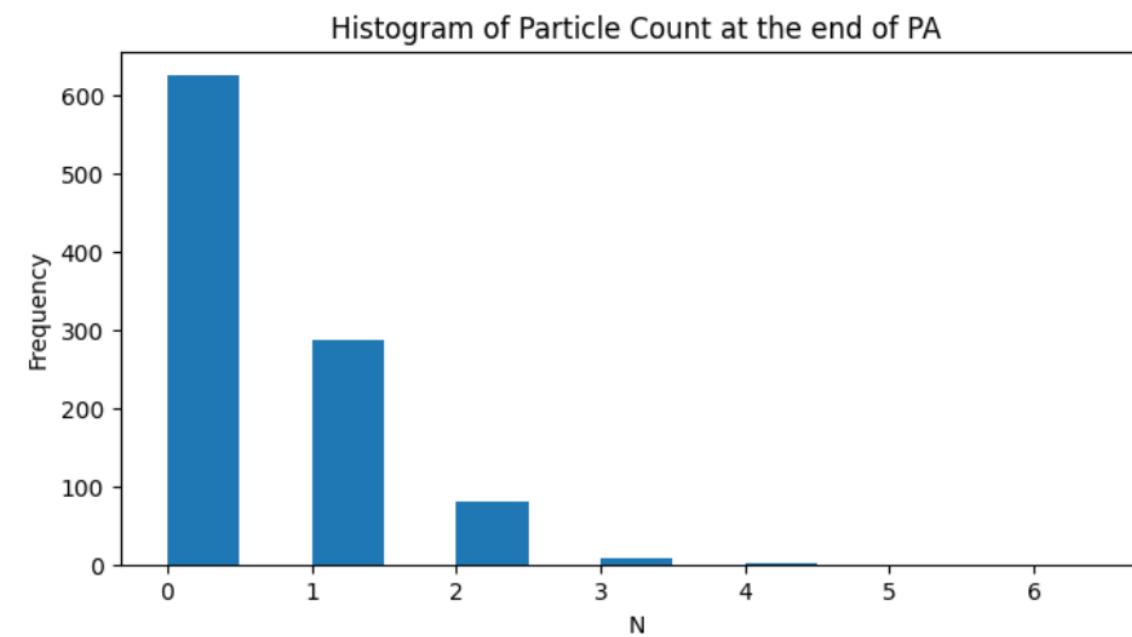
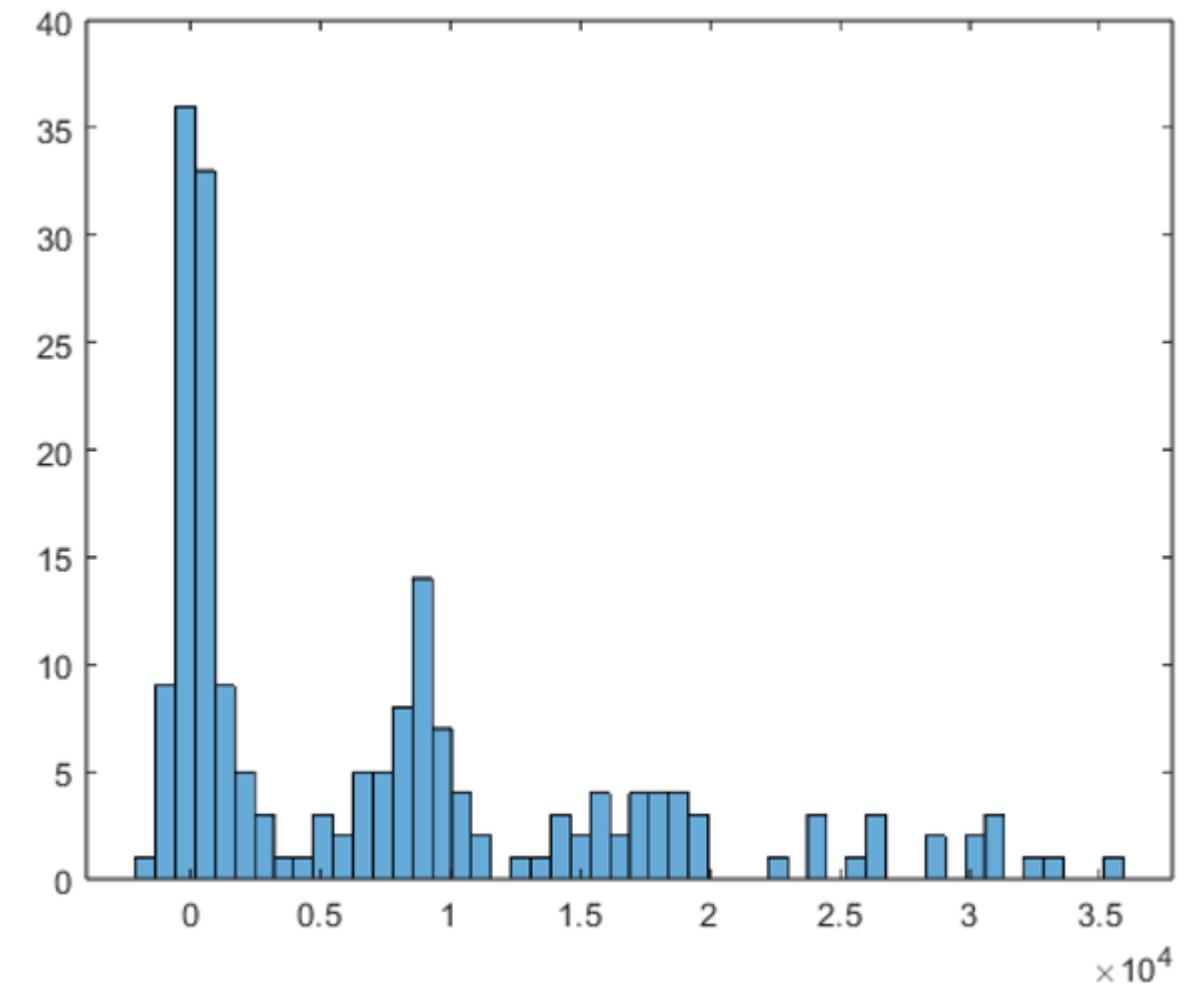


Simulate in Zemax and choose your favorite aspheric lens online (Note: Zemax cannot simulate lens scratch, polish)



Current Position

Success free space imaging, but no parity-projection

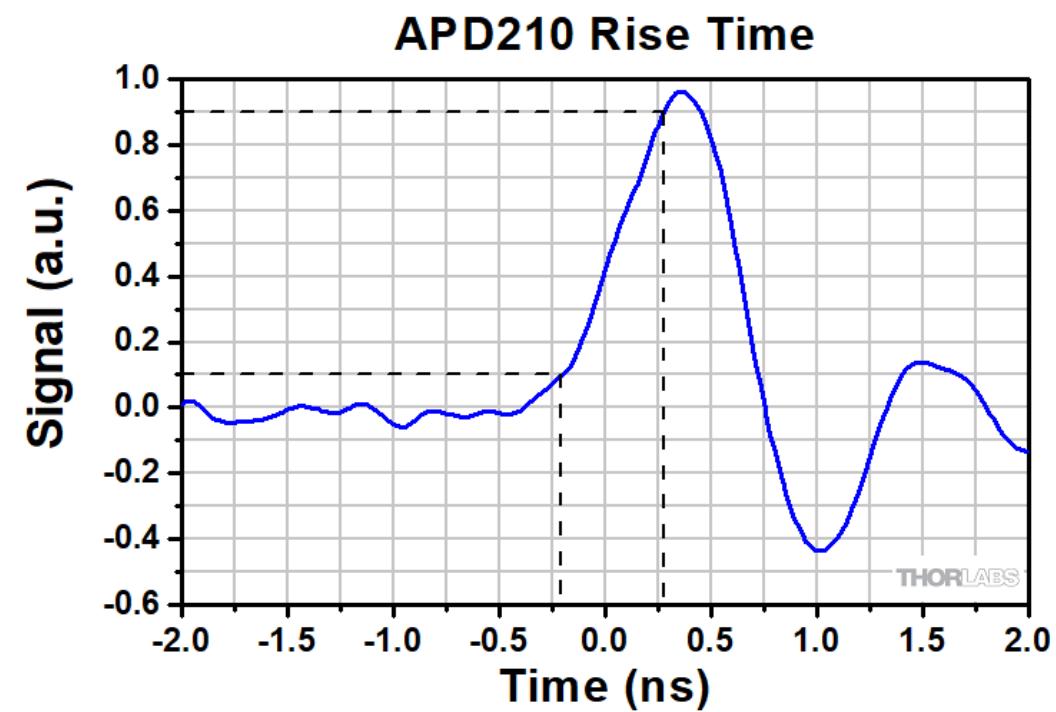


[1] Fuhrmanek, A., et al. "Light-assisted collisions between a few cold atoms in a microscopic dipole trap." Physical Review A 85.6 (2012): 062708.

APD/ PMT – time resolved



H16721-40
Hamamatsu



Disadvantage:

1. One pixel
2. Low quantum efficiency

Advantage:

1. Time resolved signal, photon correlation
2. Efficient in single photon detection, larger pixel!

Summary of Reference

From CUA:

- [1] Loïc Anderegg, PhD thesis
- [2] Jessie Zhang, PhD thesis
- [3] Lee Liu, PhD thesis
- [4] Theses from Fermi 2

From Institut d'Optique:

- [5] Antoine PRA, PRL
- [6] JQI Special Seminar 10/19/2016 - Optical Design - Yvan Sortais, Youtube

Possibly future:

- [7] Imperstro, Alexander, et al. "An unsupervised deep learning algorithm for single-site reconstruction in quantum gas microscopes." Communications Physics 6.1 (2023): 166.
- [8] Anich, Gregor, Rudolf Grimm, and Emil Kirilov. "Comprehensive Characterization of a State-of-the-Art Apparatus for Cold Electromagnetic Dysprosium Dipoles." arXiv preprint arXiv:2304.12844 (2023).
- [9] Sohmen, Maximilian, et al. "A ship-in-a-bottle quantum gas microscope for magnetic mixtures." arXiv preprint arXiv:2306.05404 (2023).

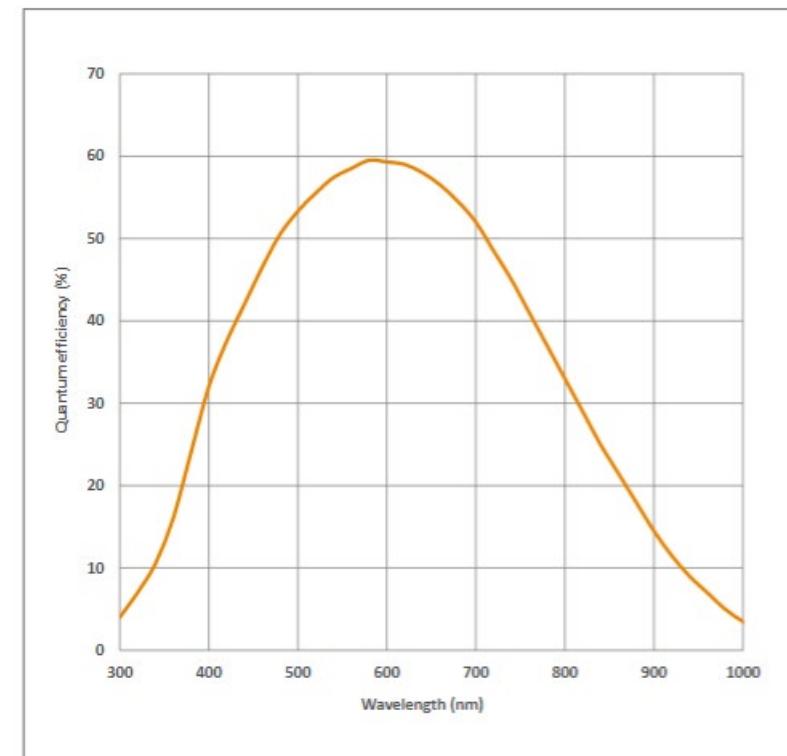
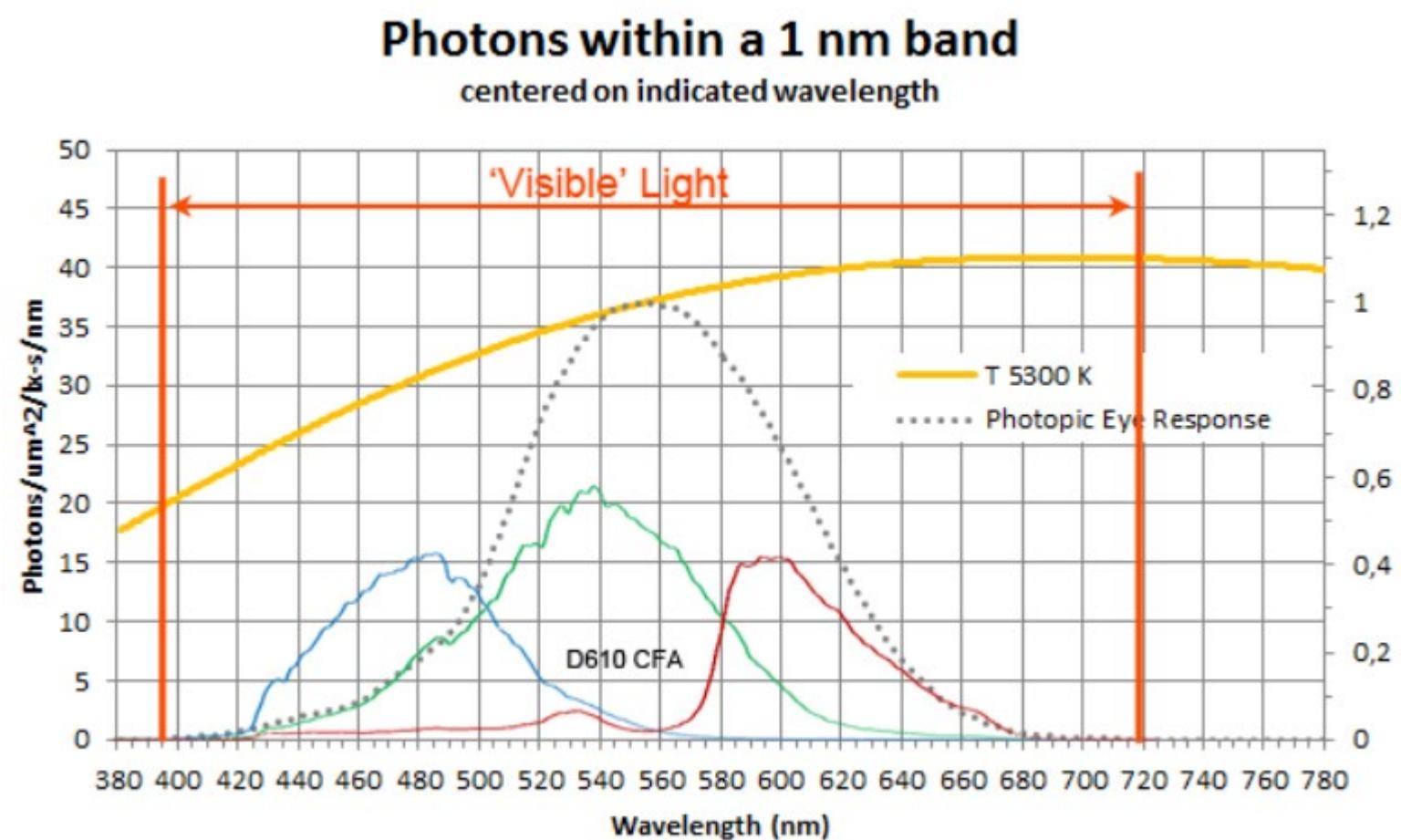
03

Other Cameras

Mirrorless Camera - sensor

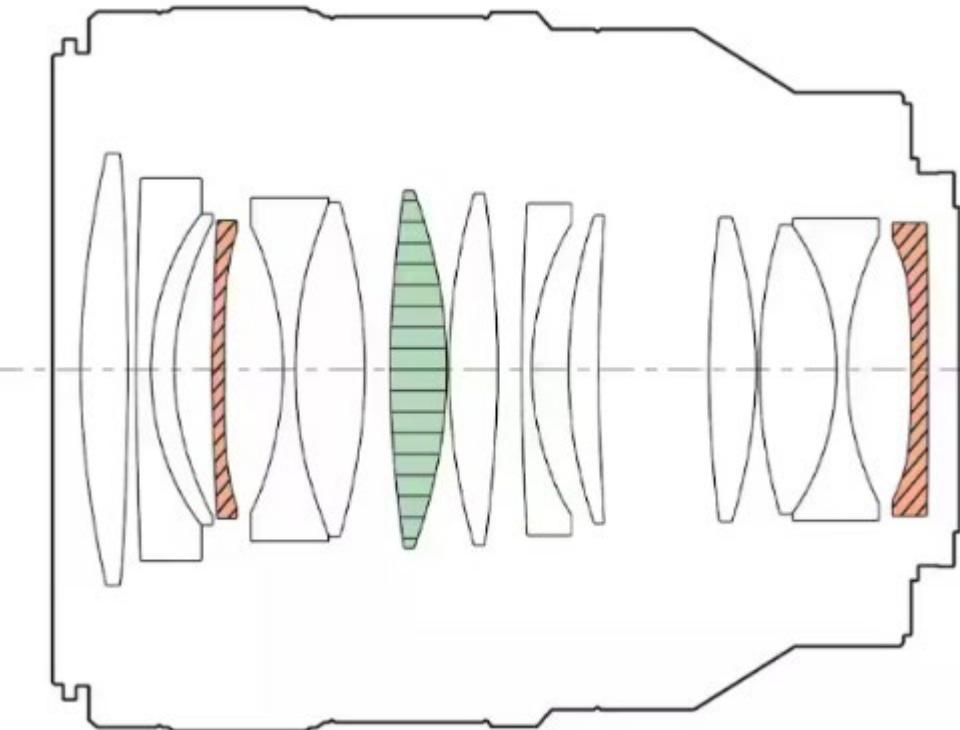
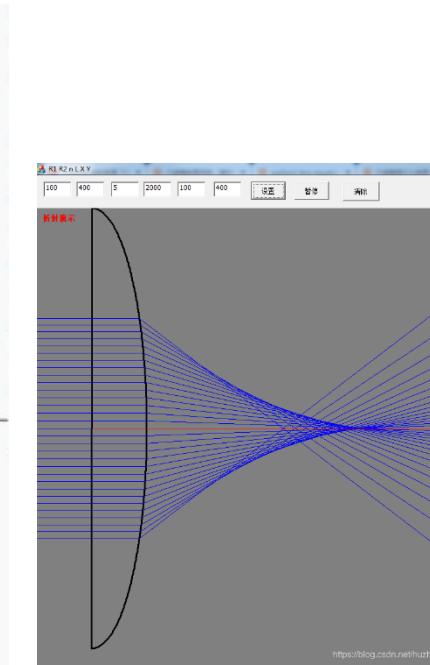
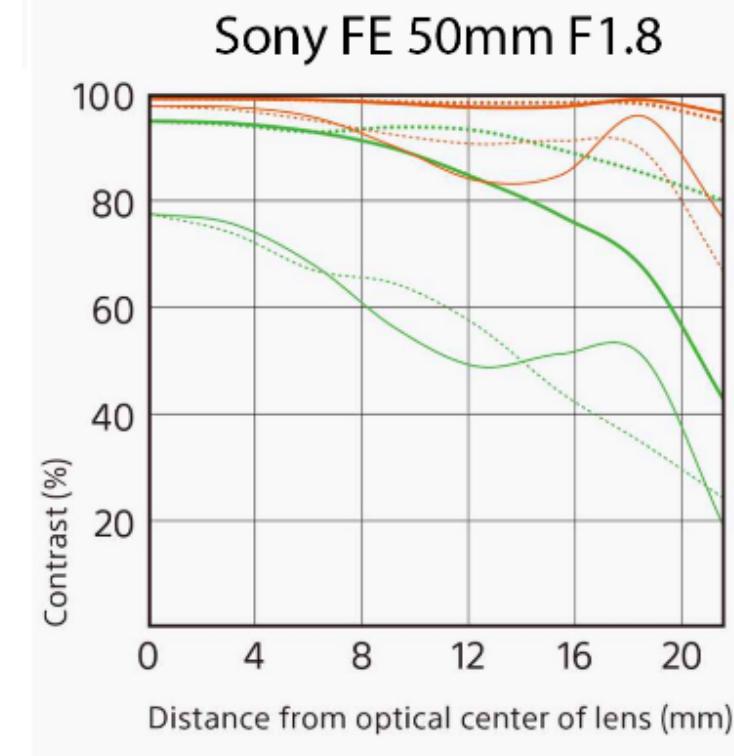
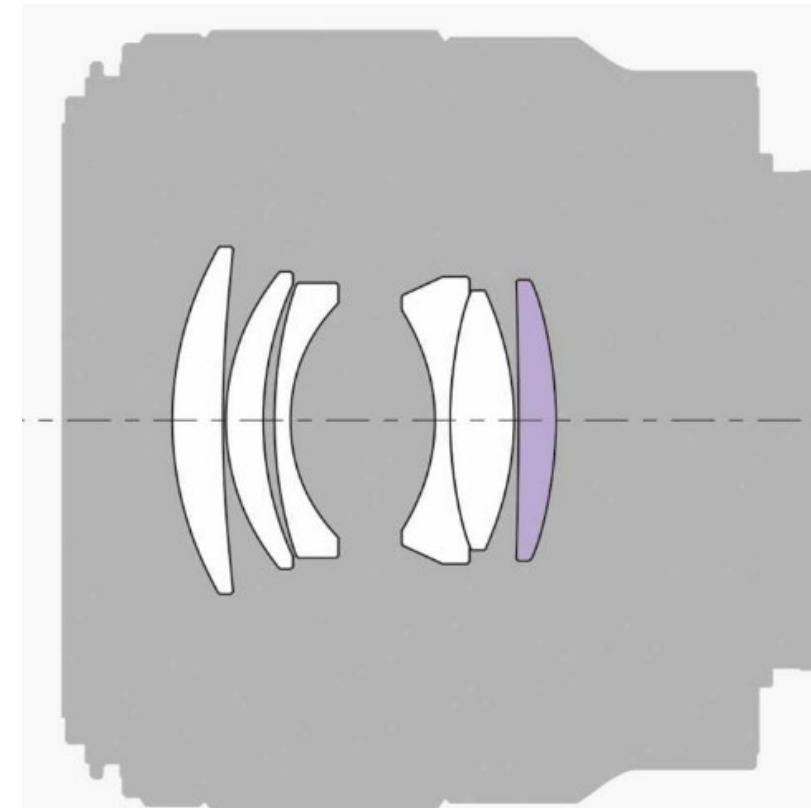


VS



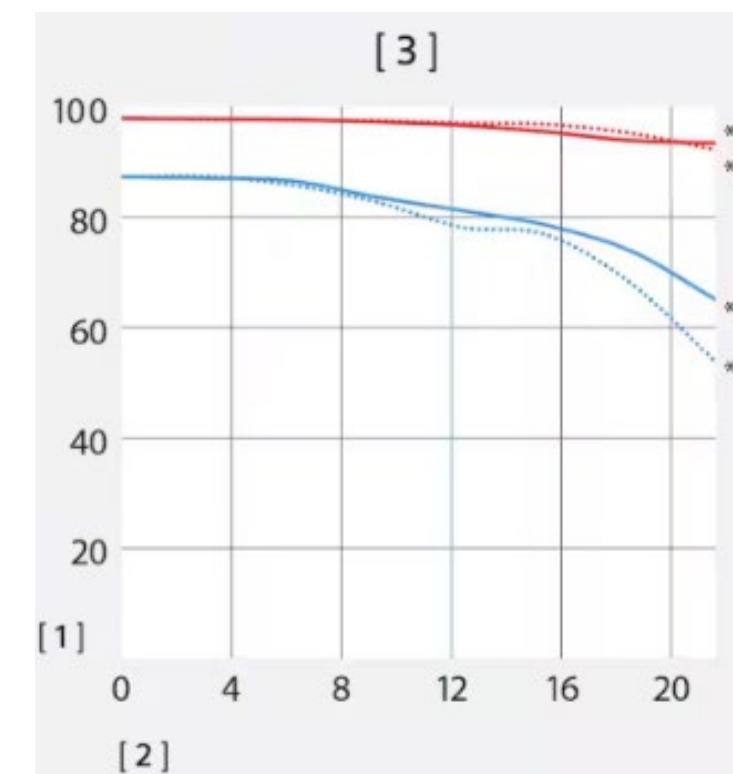
- Camera sensor:
1. Much larger
 2. Color Filter
 3. Hotter
 4. More noisy

Mirrorless Camera-- Lens

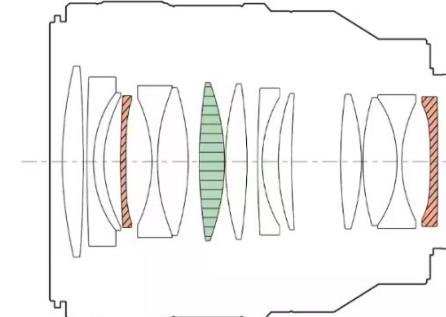
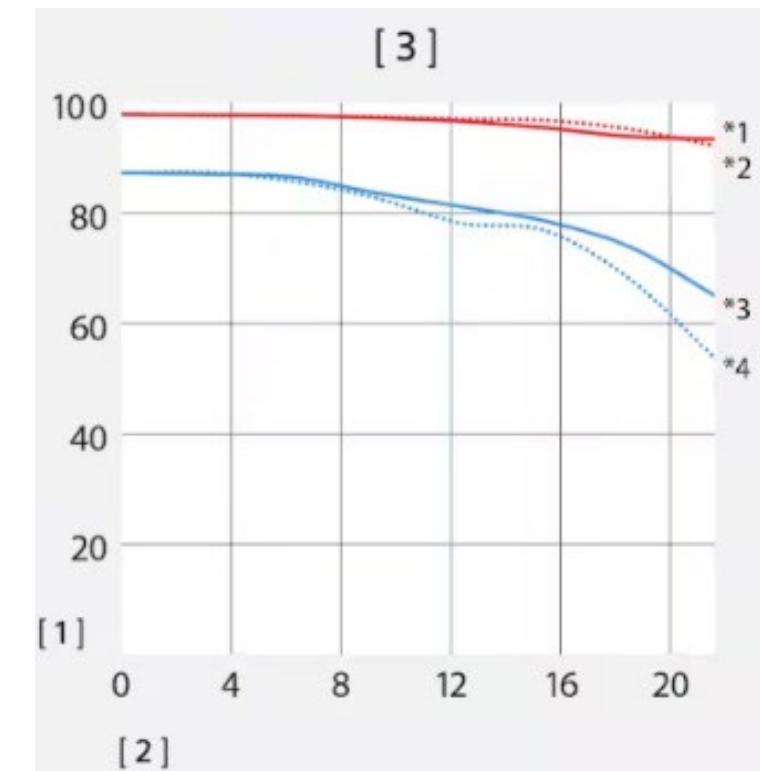
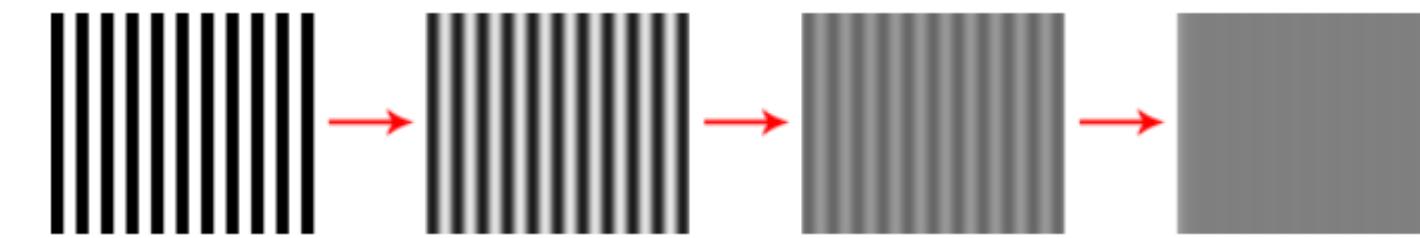
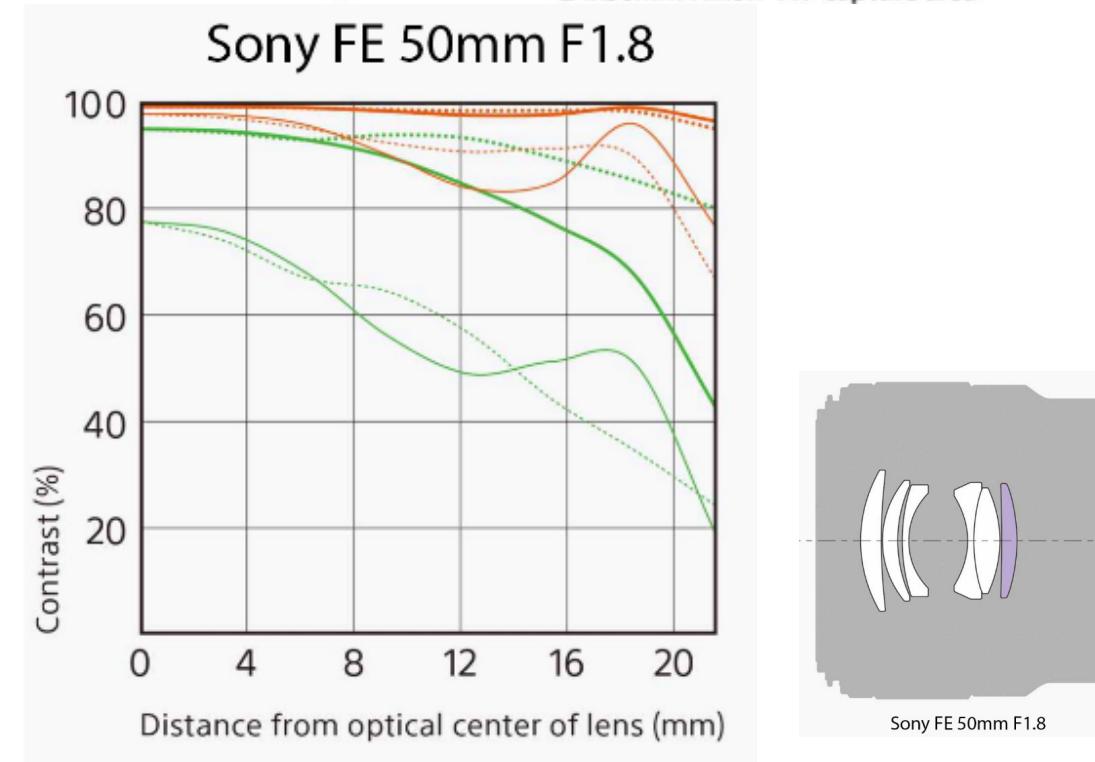
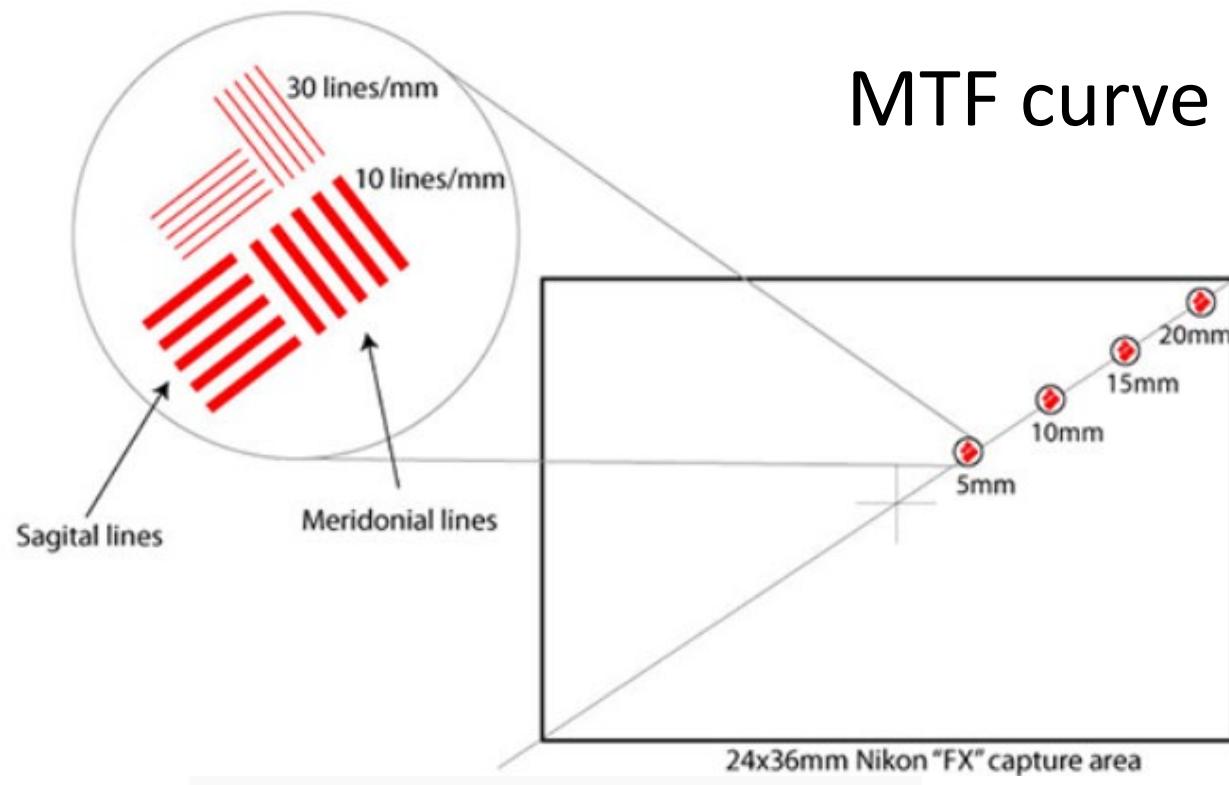


Two important parameters:

1. F#
2. Effective focal length f



Lens evaluation



Camera evaluation

1. Aberration
2. Auto focus
3. Focus track
4. Compact
5. Cost

.....



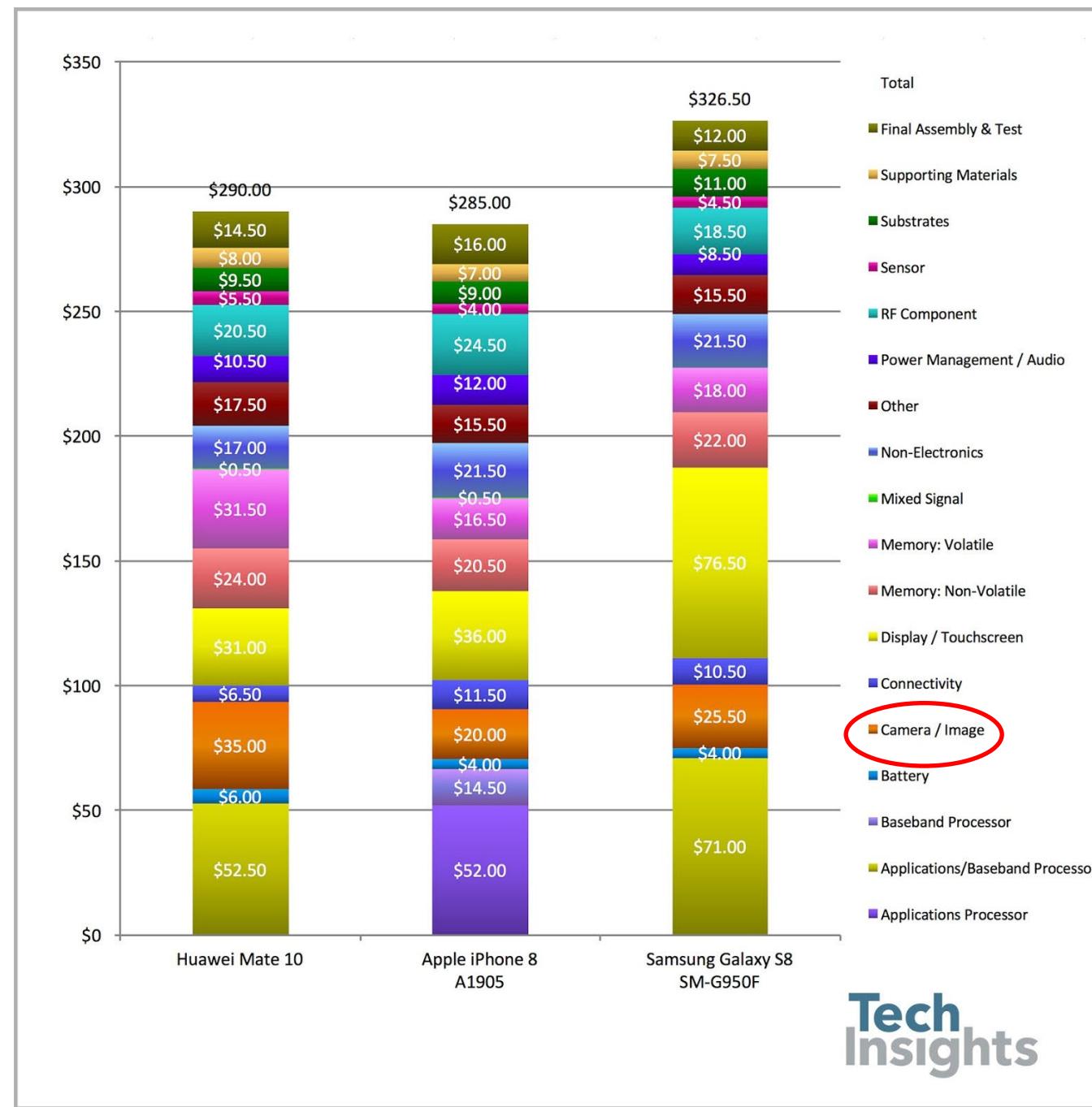
Phone camera

The chart compares the iPhone's camera capabilities against those of a professional camera system. It highlights various features such as video recording, image processing, and sensor characteristics.

iPhone Camera Features	Professional Camera Features
FaceTime HD 高清摄像头 可拍摄 120 万像素画质照片 和录制高达每秒 30 帧的 HD (720p) 高清视频	4K 视频拍摄, 24 fps、25 fps、30 fps 或 60 fps 1080p 高清视频拍摄, 25 fps、30 fps 或 60 fps 720p 高清视频拍摄, 30 fps 电影效果模式, 最高可达 4K HDR, 30 fps 运动模式, 最高可达 2.8K, 60 fps 杜比视界 HDR 视频拍摄, 最高可达 4K, 60 fps ProRes 视频拍摄, 使用外置存储最高可达 4K, 60 fps Log 模式视频拍摄 学院色彩编码系统 (ACES) 微距视频拍摄, 包括慢动作和延时摄影 慢动作视频, 1080p (120 fps 或 240 fps) 延时摄影视频, 支持防抖功能 夜间模式延时摄影 视频快录功能 第二代传感器位移式 视频光学图像防抖功能 (主摄) 3D 传感器位移式视频光学图像防抖 和自动对焦 (5 倍长焦) 最高可达 15 倍数码变焦 音频变焦 影院级视频防抖功能 (4K、1080p 和 720p) 连续自动对焦视频 4K 视频录制过程中 拍摄 800 万像素静态照片 变焦播放
照片和视频地理标记功能 全景模式 (33mm 800万) f/2.4 光圈 自动对焦 轻点对焦拍摄视频或照片 拍摄视频或照片时支持面部检测 LED 闪光灯 改进的视频防抖动功能 每秒 30 帧带声音的 1080P 视频	视网膜屏闪光灯 光像引擎 深度融合技术 智能 HDR 5 新一代人像功能, 支持焦点控制和景深控制 运动模式, 最高可达 2.8K, 60 fps 人像光效, 支持六种效果 动话表情和拟我表情 夜间模式 摄影风格 Apple ProRAW 拍摄广色域的 照片和实况照片 镜头畸变校正 自动图像防抖功能 连拍快照模式 4K 视频拍摄, 24 fps、25 fps、 30 fps 或 60 fps 延时摄影视频 夜间模式延时摄影 1080p 高清视频拍摄, 25 fps、30 fps 或 60 fps 电影效果模式, 最高可达 4K HDR, 30 fps 杜比视界 HDR 视频拍摄, 最高可达 4K, 60 fps ProRes 视频拍摄, 使用外置存储最高可达 4K, 60 fps Log 模式视频拍摄 学院色彩编码系统 (ACES) 慢动作视频, 1080p (120 fps) 延时摄影视频, 支持防抖功能 夜间模式延时摄影 视频快录功能 第二代传感器位移式 视频光学图像防抖功能 (主摄) 3D 传感器位移式视频光学图像防抖 和自动对焦 (5 倍长焦) 最高可达 15 倍数码变焦 音频变焦 影院级视频防抖功能 (4K、1080p 和 720p) 变焦播放
最高可达 25 倍数码变焦 可自定义的 默认镜头 自适应原彩闪光灯 光像引擎 深度融合技术 智能 HDR 5 新一代人像功能, 支持焦点控制和景深控制 运动模式, 最高可达 2.8K, 60 fps 人像光效, 支持六种效果 动话表情和拟我表情 夜间模式 摄影风格 Apple ProRAW 拍摄广色域的 照片和实况照片 镜头畸变校正 自动图像防抖功能 连拍快照模式 4K 视频拍摄, 24 fps、25 fps、 30 fps 或 60 fps 延时摄影视频 夜间模式延时摄影 1080p 高清视频拍摄, 25 fps、30 fps 或 60 fps 电影效果模式, 最高可达 4K HDR, 30 fps 杜比视界 HDR 视频拍摄, 最高可达 4K, 60 fps ProRes 视频拍摄, 使用外置存储最高可达 4K, 60 fps Log 模式视频拍摄 学院色彩编码系统 (ACES) 慢动作视频, 1080p (120 fps) 延时摄影视频, 支持防抖功能 夜间模式延时摄影 视频快录功能 第二代传感器位移式 视频光学图像防抖功能 (主摄) 3D 传感器位移式视频光学图像防抖 和自动对焦 (5 倍长焦) 最高可达 15 倍数码变焦 音频变焦 影院级视频防抖功能 (4K、1080p 和 720p) 变焦播放	4800 万像素主摄: 24 毫米焦距, f/1.78 光圈, 第二代传感器位移式 光学图像防抖功能, 100% Focus Pixels (4800 万像素) 1200 万像素超广角: 13 毫米焦距, f/2.2 光圈和 120° 视角, 100% Focus Pixels 1200 万像素 2 倍长焦 (通过四合一 像素传感器实现): 48 毫米焦距, f/1.78 光圈, 第二代传感器位移式 光学图像防抖功能, 100% Focus Pixels 1200 万像素 5 倍长焦: 120 毫米 焦距, f/2.8 光圈, 3D 传感器 位移式光学图像防抖和自动对焦, 四重反射棱镜设计 激光雷达扫描仪 微距 0.5x 1200万 13mm 0.5x 1200万 24mm 1x 4800万 28mm 1x 4800万 35mm 1x 4800万 48mm 2x 1200万 120mm 5x 1200万 100% Focus Pixels 3D 传感器位移式光学图像防抖 四重反射棱镜设计 蓝宝石玻璃镜头表面 1200 万像素摄像头 f/1.9 光圈 Focus Pixels 自动对焦 视频录制格式: HEVC、H.264 和 ProRes 立体声录音 视频快录功能 影院级视频防抖功能 (4K、1080p 和 720p)
老师好我叫尚学堂 bilibili	

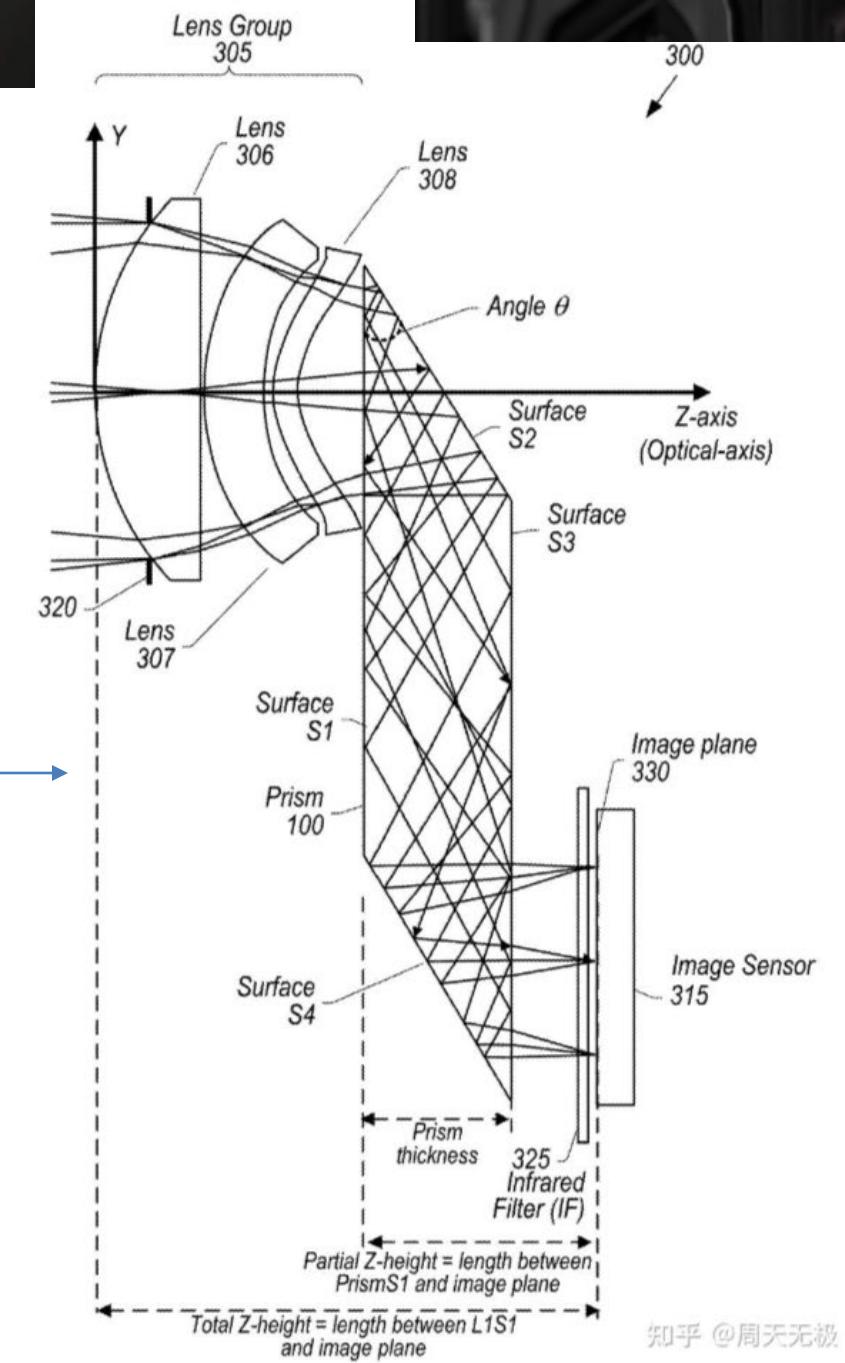
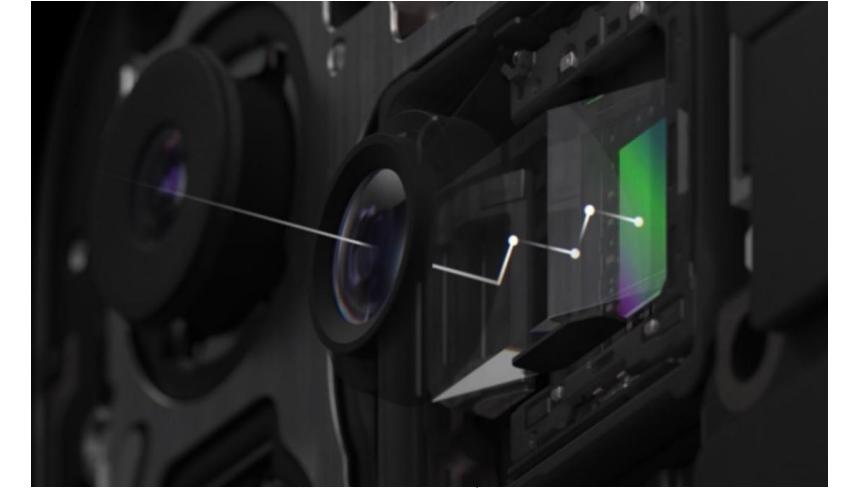
但iPhone的未来会是什么样的呢

Phone Camera



Price

Compact



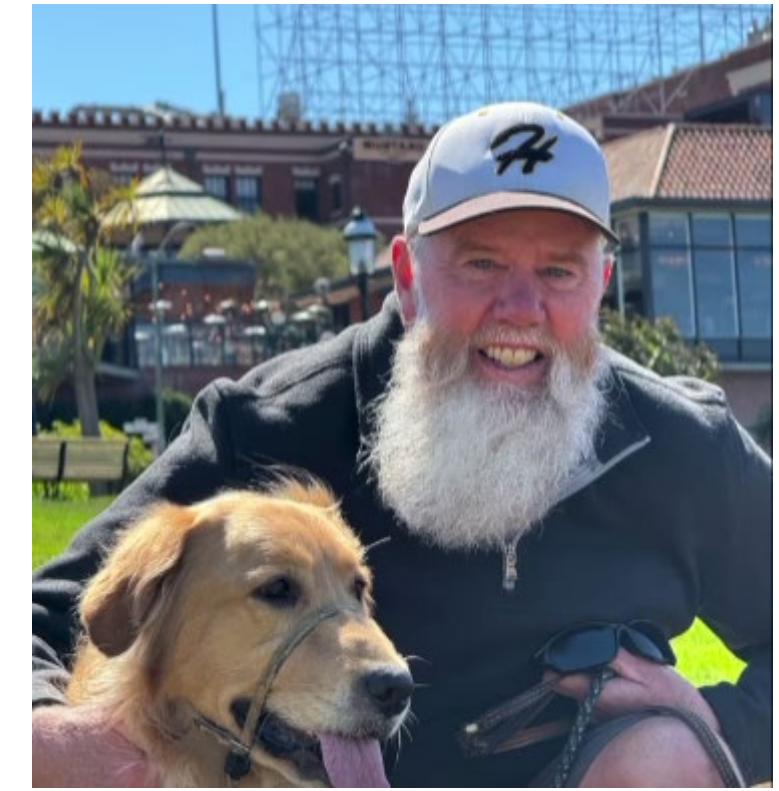
知乎 @周天无极

- [1] <http://image-sensors-world.blogspot.com/2017/11/smartphone-camera-cost-comparison.html?m=1>
[2] <https://www.sony-semicon.com/cn/products/is/mobile/>

Phone Camera



Optical Zoom
/Digital Zoom



Refocus/
Readjust aperture

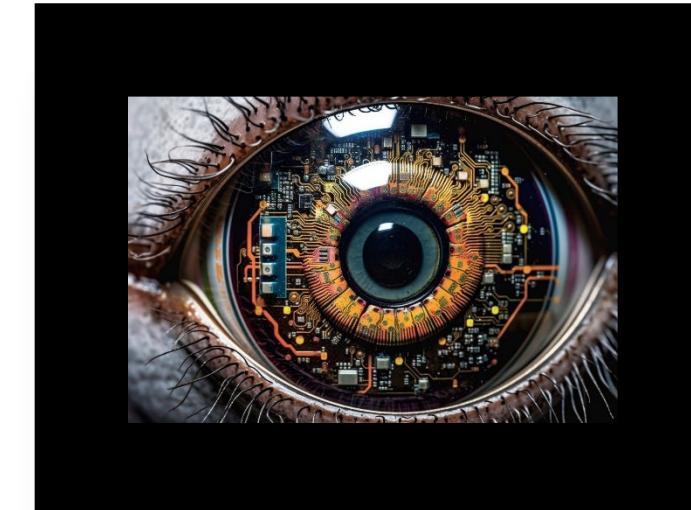


Anti-shake



Human Eye

An ultimate video camera?



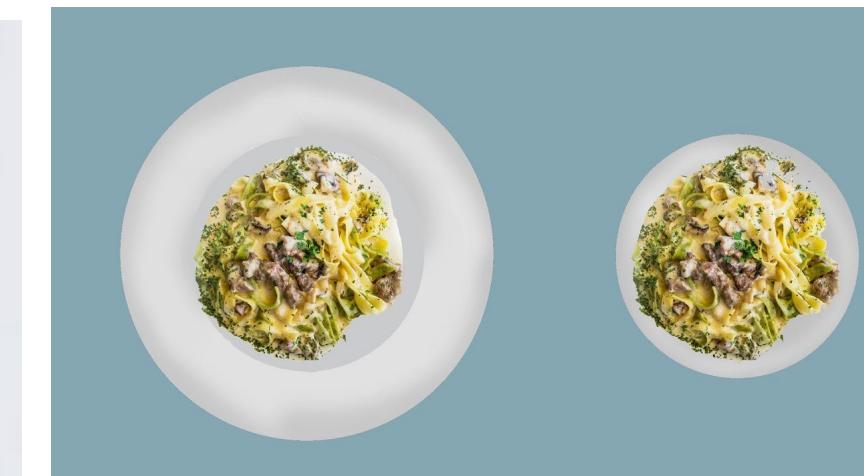
Advantage

1. Easy to control the angle
2. High dynamical range
3. Easy to carry



Disadvantage

1. Fixed effective focal length
2. Optimized for center
3. Deceptive
4. Short lived



Future of Technology

mimic human eyes and make deceptive photos (jpg does this!) And more...

- Thanks!

