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Description

```
%title: GS Algorithm
%desc: an IFTA to determine phase distribution in CGH for beam shaping
%author: Muhammad Syahman Samhan
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%last update: November 27, 2019
%adapted from Gerchberg and Saxton (1971)
%developed from
    %1. Musa Aydin (Sultan Mehmet Vakif University) and
    %2. Dae Gwang Choi (KAIST, 2019)
```

General Variables

```
clc
clear all
close all
pixel = 2048;           %pixel size
sizex = 0.432;          % for specific SLM (HoloEye)
sizey = 0.432;          %
x = linspace(-sizex, sizex, pixel);
y = linspace(-sizey, sizey, pixel);
[X,Y] = meshgrid(x,y); %meshgrid for Input Beam and SLM
x0=0; y0=0;             %center of CGH and Input Beam
i_num = 30;             %number of iteration
error = [];             %error array is empty for first
```

Generate Gaussian Input Beam

```
sigma = 0.74;           %beam waist size
    (depends on experiment laser)
A = 1;                  %input amplitude
theta = ((X-x0).^2 + (Y-y0).^2)./(2*sigma^2); %phase of Input beam
input = A*exp(-theta);  %input amplitude for a
    given position
```

Target Image

```
Target_Ori = rgb2gray(imread('square.bmp')); %specify input
Target = im2double(Target_Ori); %changing the target into
matrix of doubles with precision
A = fftshift(fft2(fftshift(Target))); %performing GS
initialization step, IFFT
% Notes: 2 times fftshift is used to shift the matrix (q1<->q3, q2<->q4)
SR_Ori = rgb2gray(imread('SR.bmp')); %signal region input
threshold = 0.5;
SR = (double(SR_Ori) >= threshold); %change signal region into
matrix of 1 and 0
NR = 1-SR; %noise region = outside of
signal region
MR = SR; %define measure region as
the same with signal region
N_m = nnz(MR);
Target_m = MR.*Target;
```

Perform Gerchberg - Saxton (GS) Algorithm (check wikipedia for pseudo code)

```
for i=1:i_num
    B = abs(input).*exp(1i*angle(A));
    C = fftshift(fft2(fftshift(B)));
    D = abs(Target).*exp(1i*angle(C));
    A = fftshift(fft2(fftshift(D)));
    %Error Calculation: Root Mean Square Error of Measure Region
    C_m = MR.*C;
    error_cur = sqrt((1/N_m)*sum(sum((abs(C_m)./
max(max(abs(C_m))) - abs(Target_m)./max(max(abs(Target_m))))).^2 ));
    error = [error; error_cur];
end
```

Calibration Section by Dae Gwang

```
Crop=angle(A)+pi; % change range, from -pi to pi into 0 to 2pi
aaaa=136; % maximum gray level for 2pi phase shift (depends
on SLM)
Crop=floor(aaaa.*Crop./(2.0*pi)); % converting the phase shift into
gray level

% This line changes the black into the white
for j=1:pixel
    for k=1:pixel
        if Crop(j,k) == 0;
            Crop(j,k)=aaaa;
        end
    end
end
```

```

end

% This line is the main calibration section, which we got after
experiment
for qi=1:pixel
    for qj=1:pixel
        k= Crop(qi,qj);

        Crop(qi,qj)=round(0.863*k-0.00596*(k)^2+0.00008035*k^3-0.000000238*k^4+0.00000000
    end
end

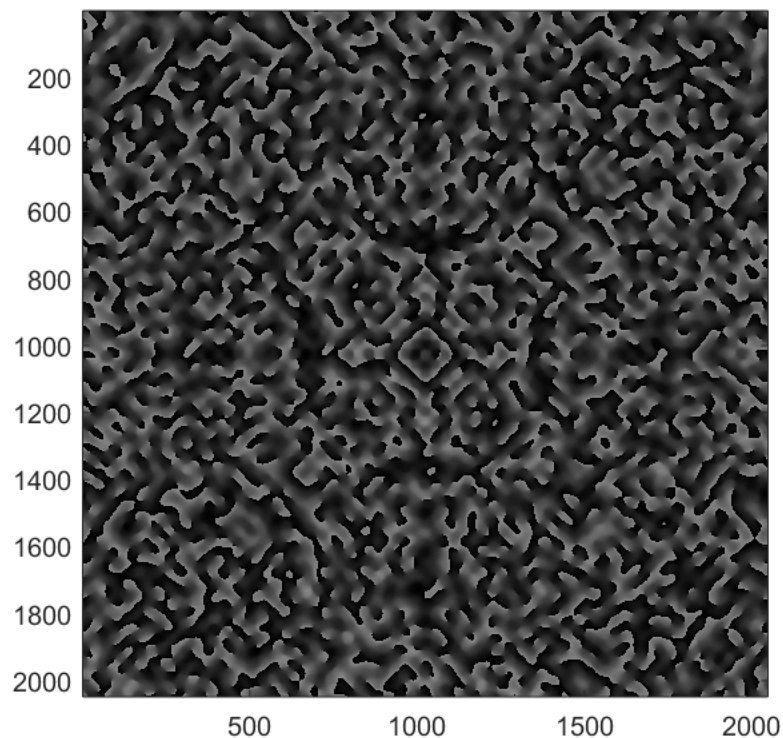
```

Figure of Calibrated CGH

```

figure()
Crop=Crop';
imagesc(Crop), axis image ,colormap('gray'), caxis([0,255]);

```



Setting the position, magnification, etc. of the CGH

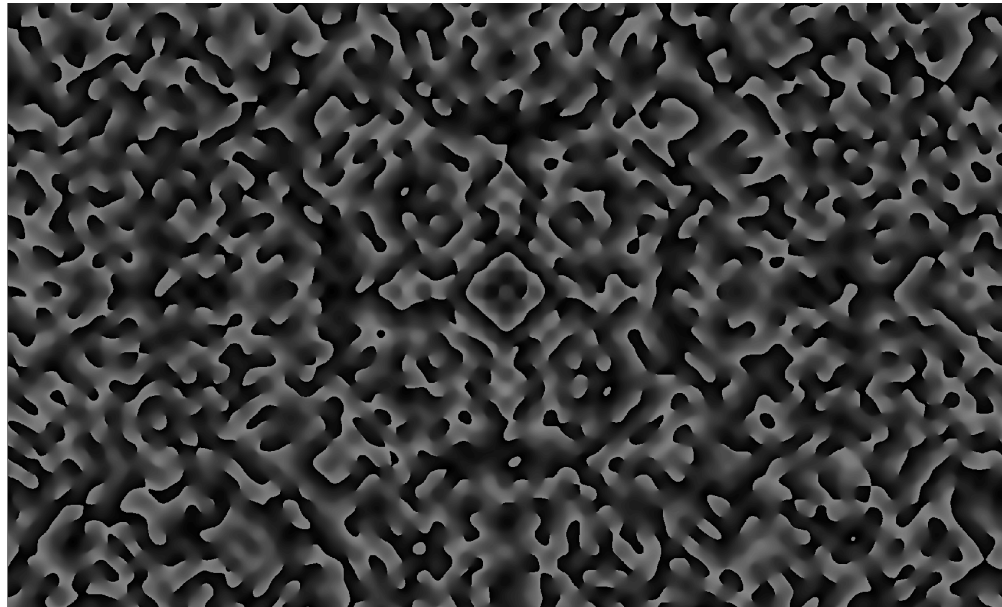
```

magni=1.65;

set(gcf, 'Units', 'Normalized', 'OuterPosition', [1 0.00 1 1]);

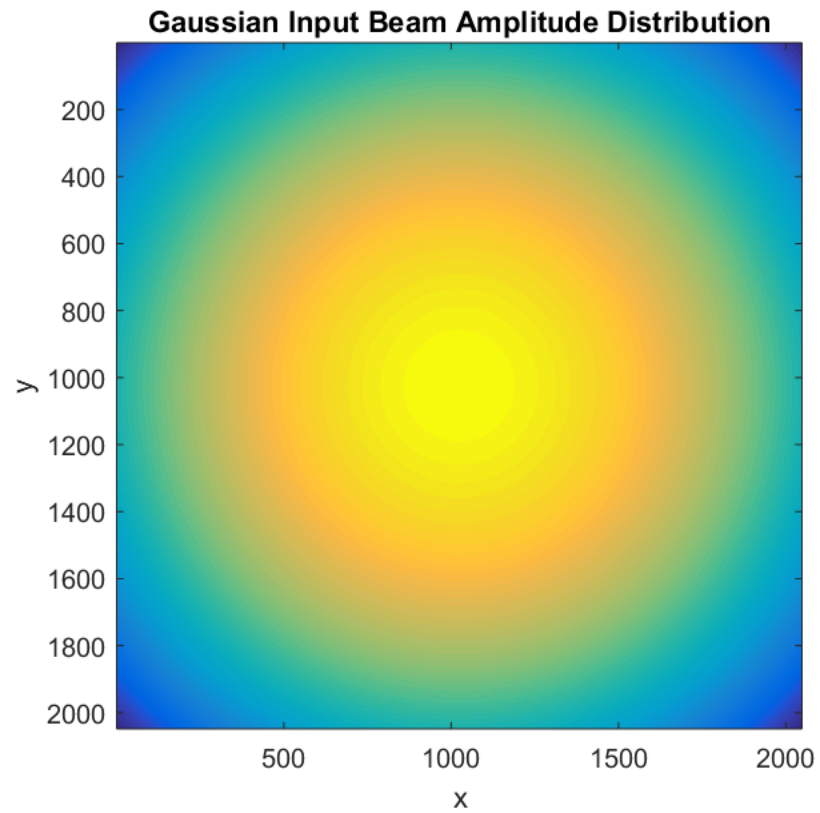
```

```
set(gca, 'Units', 'normalized','Position',[0. -0.3 1 magni]);  
set(gcf, 'Toolbar', 'none', 'Menu', 'none','menubar','none','NumberTitle','off');  
set(gca,'Yticklabel',[],'Xticklabel',[],'ytick',[],'xtick',[])
```

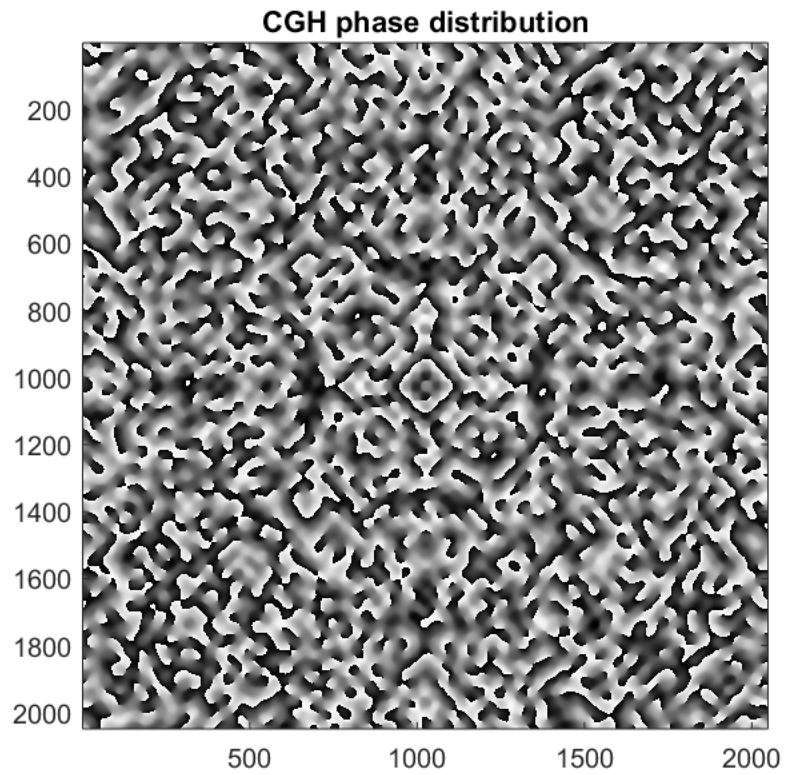


Show Result

```
figure %Input Beam Distribution  
imagesc(input), axis image;  
title('Gaussian Input Beam Amplitude Distribution')  
xlabel('x')  
ylabel('y')
```

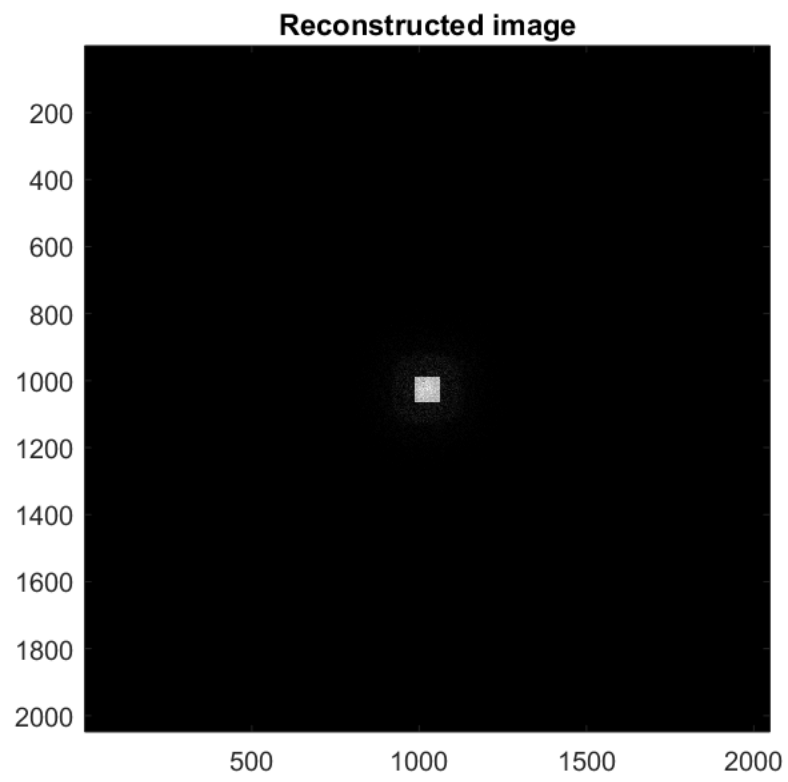
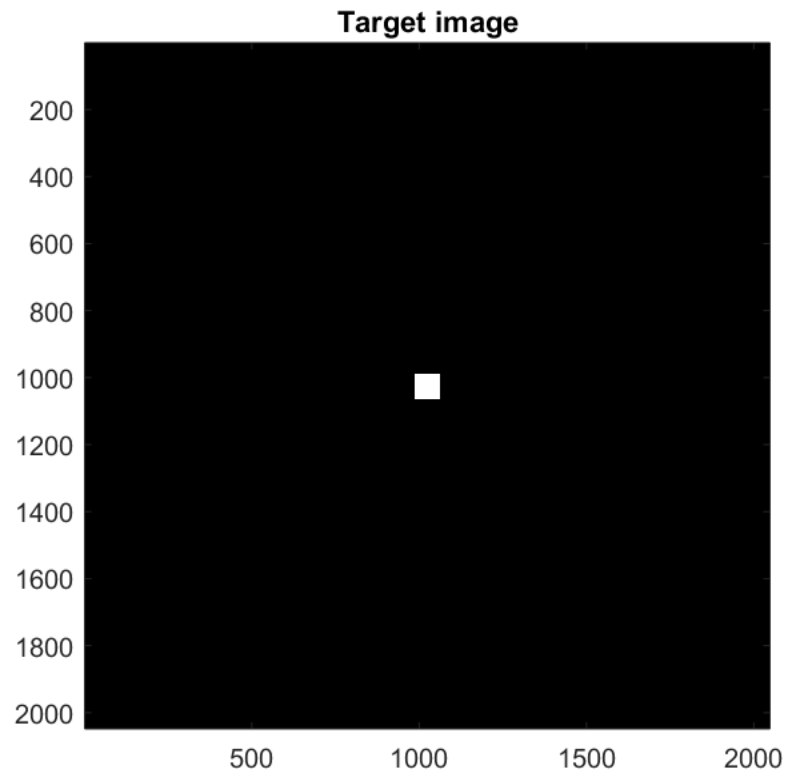


```
figure %CGH Phase Distribution Result
    imagesc(angle(A)), axis image, colormap('gray');
    title('CGH phase distribution');
```

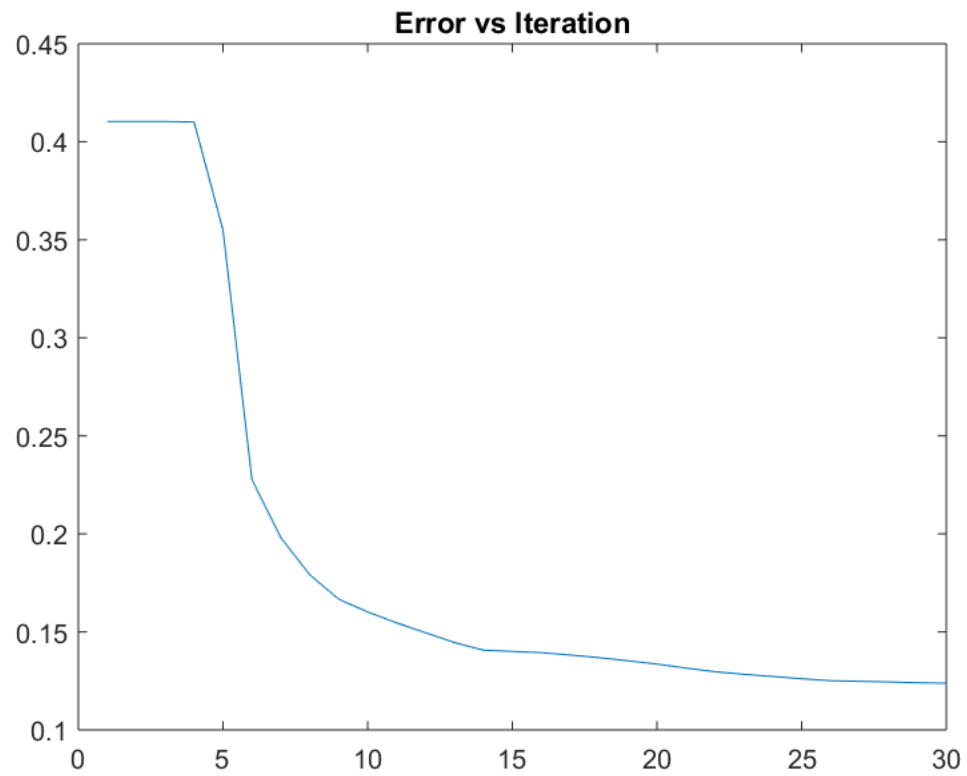


```
figure %Original image
    imagesc(Target./max(max(Target))),axis image, colormap('gray');
    title('Target image')

figure %Reconstructed image
    imagesc(abs(C)./max(max(abs(C)))), axis image, colormap('gray');
    title('Reconstructed image');
```



```
figure %Error vs iteration
i = 1:1:i;
plot(i,(error'));
title('Error vs Iteration');
```



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