

Light Fields in Ray and Wave Optics

Introduction to Light Fields:

Ramesh Raskar

Wigner Distribution Function to explain Light Fields:

Zhengyun Zhang

Augmenting LF to explain Wigner Distribution Function:

Se Baek Oh

Q&A

Break

Light Fields with Coherent Light:

Anthony Accardi

New Opportunities and Applications:

Raskar and Oh

Q&A:

All

CVPR 2009 Short Course
Light Fields: Present and Future (Computational Photography)

Using Wigner Distributions to
Explain Light Fields

Zhengyun Zhang
Stanford University

IEEE Computer Society Conference on Computer Vision and Pattern Recognition 2009

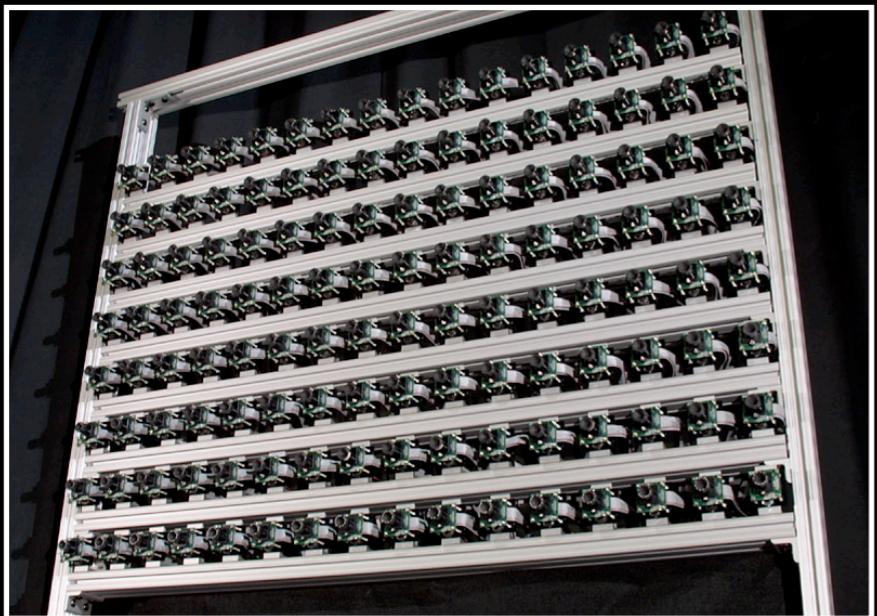
Light Fields and Wave Optics

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Why Study Light Fields Using Wave Optics?

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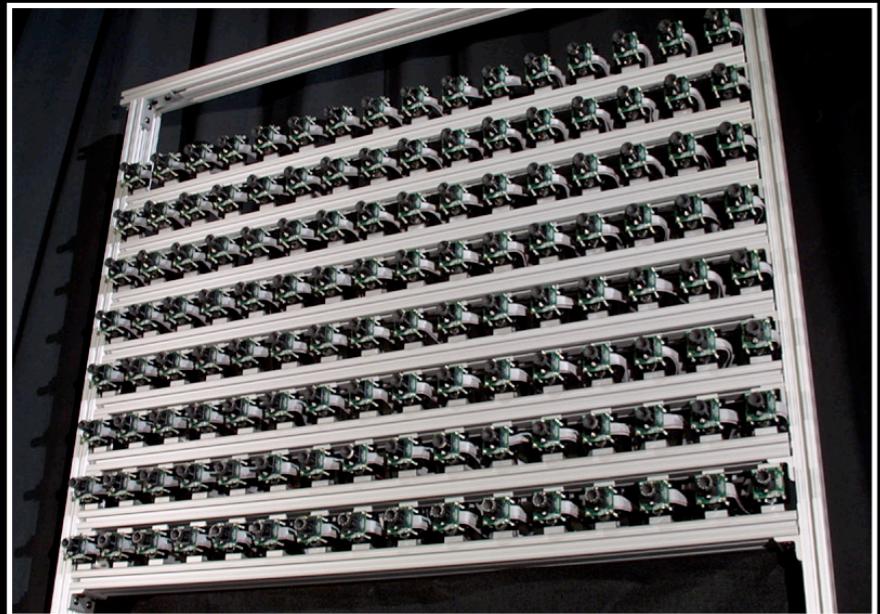
macro



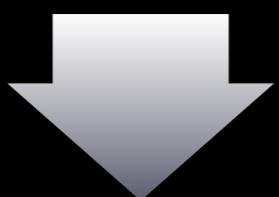
micro



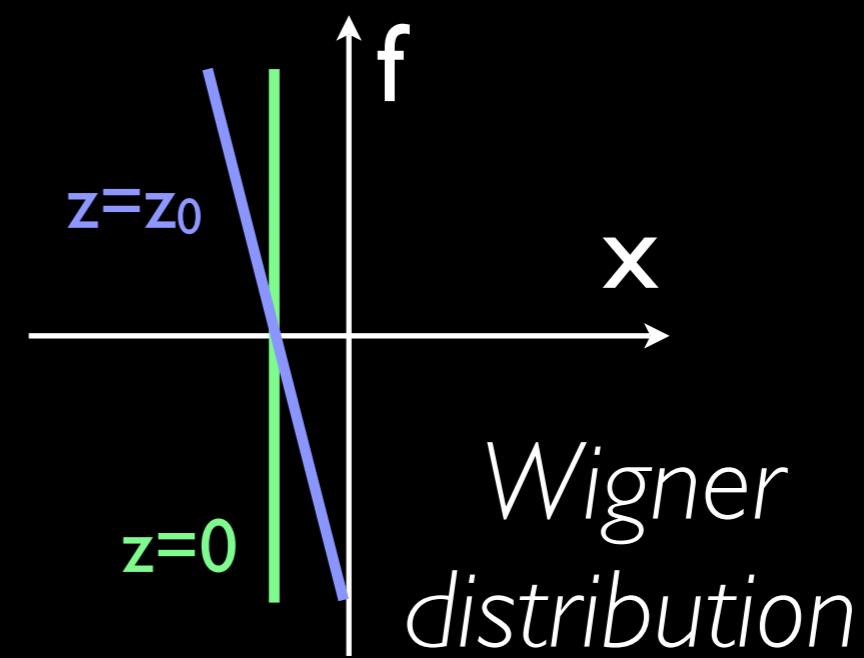
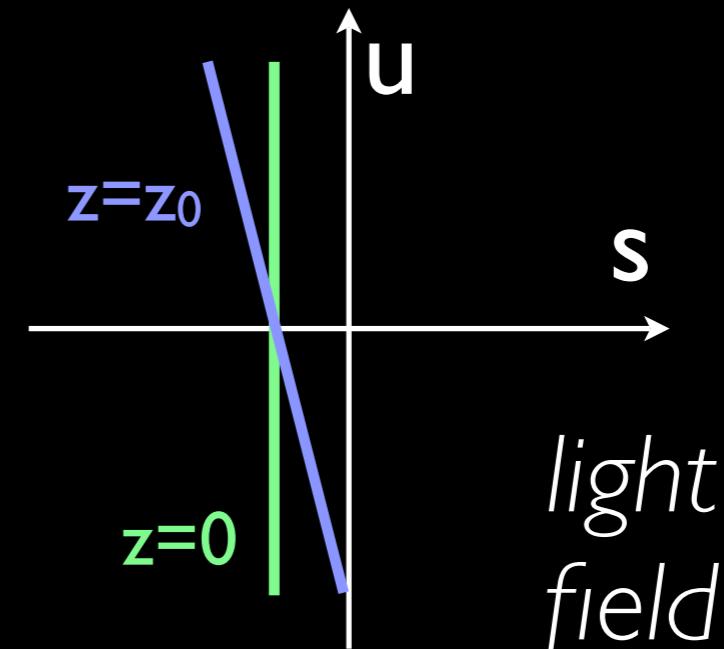
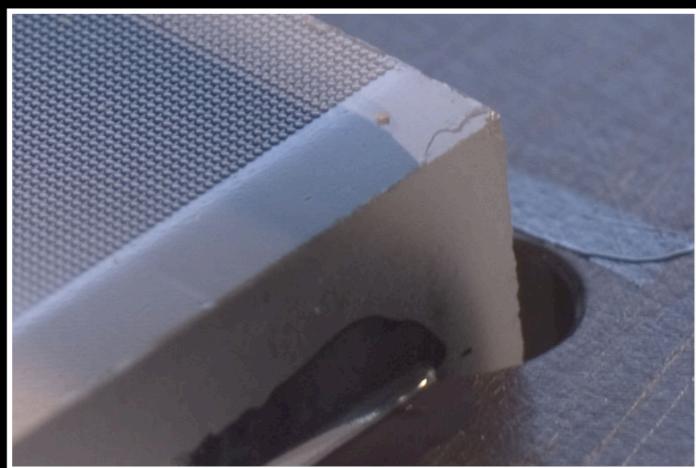
Why Study Light Fields Using Wave Optics?



macro



micro



Outline

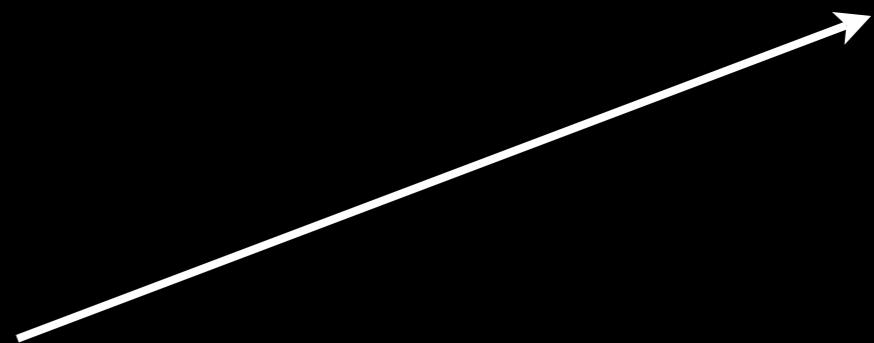
- review light fields and wave optics
- observable light field and the Wigner distribution
- applications

Light Fields

- radiance per ray
- ray parametrization:
 - position (s)
 - direction (u)

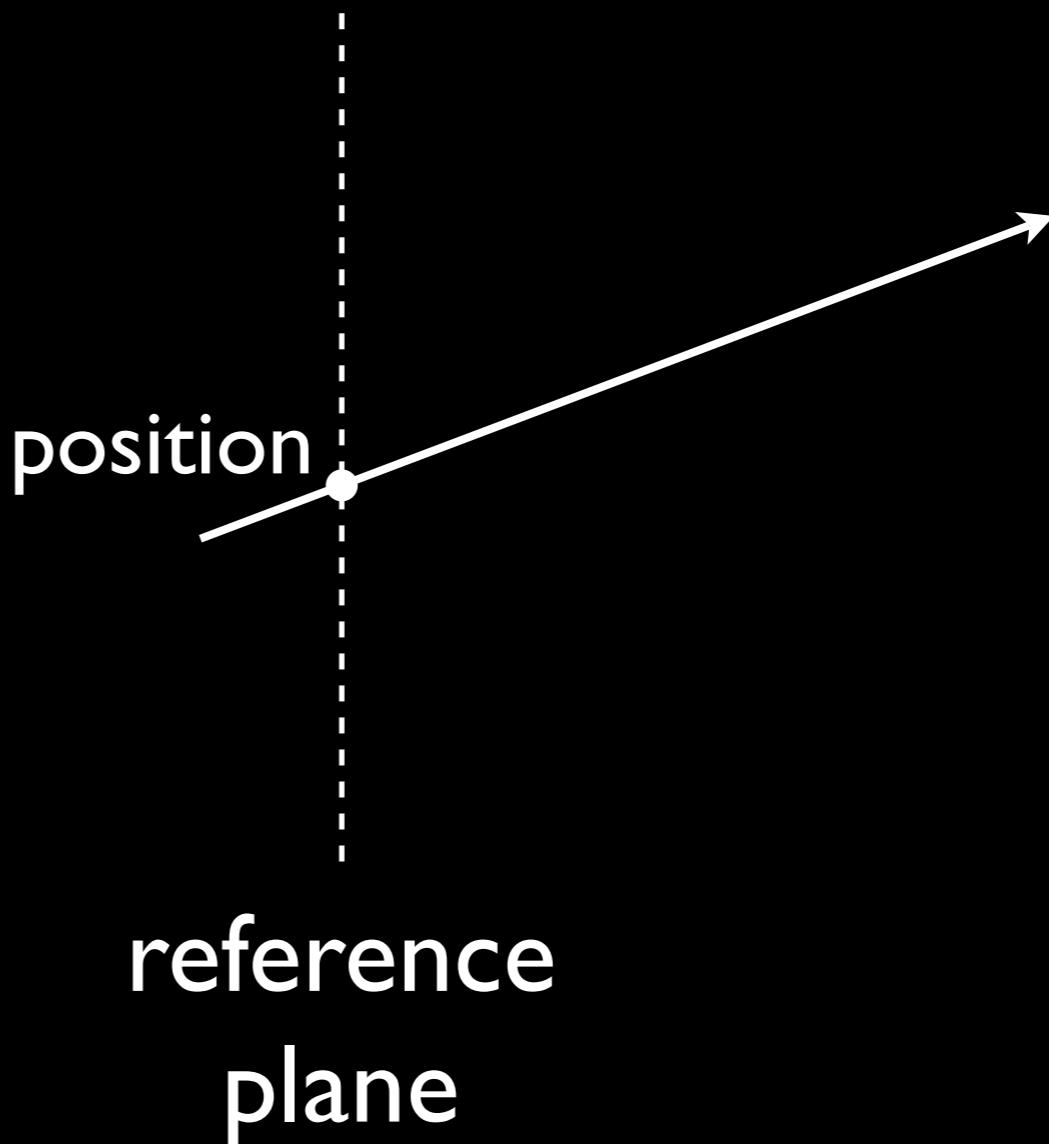
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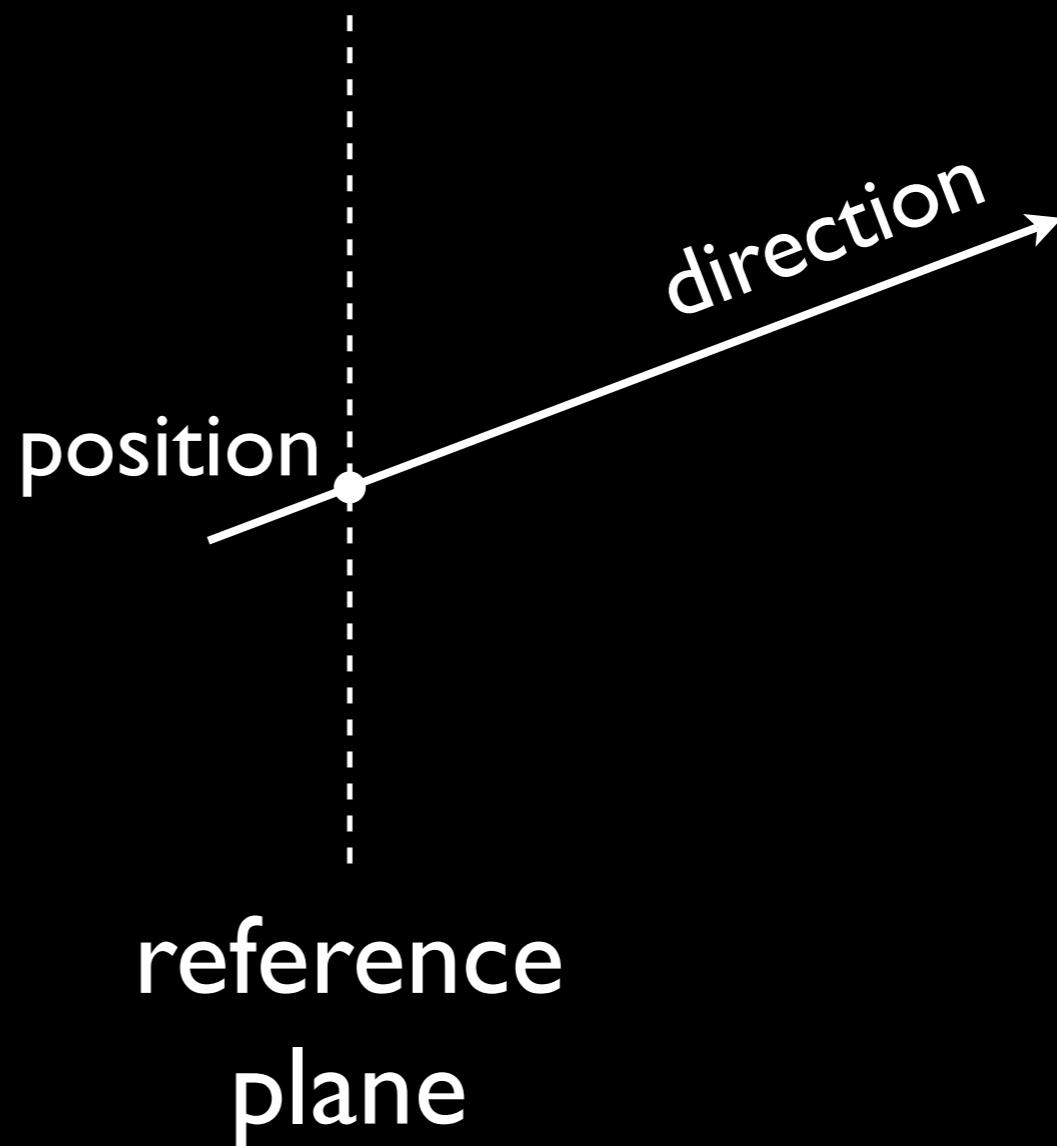
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Light Fields

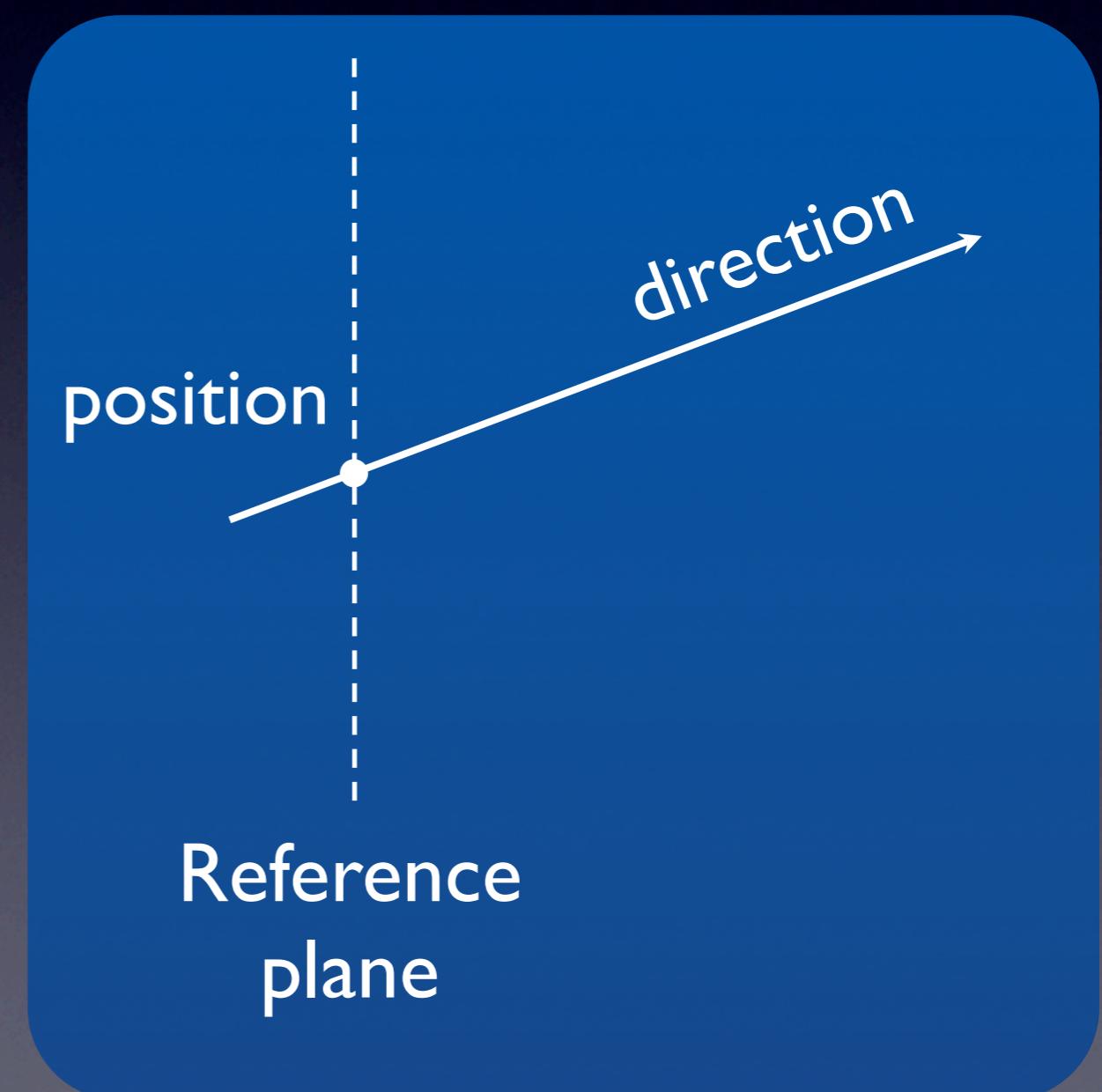
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Light Fields

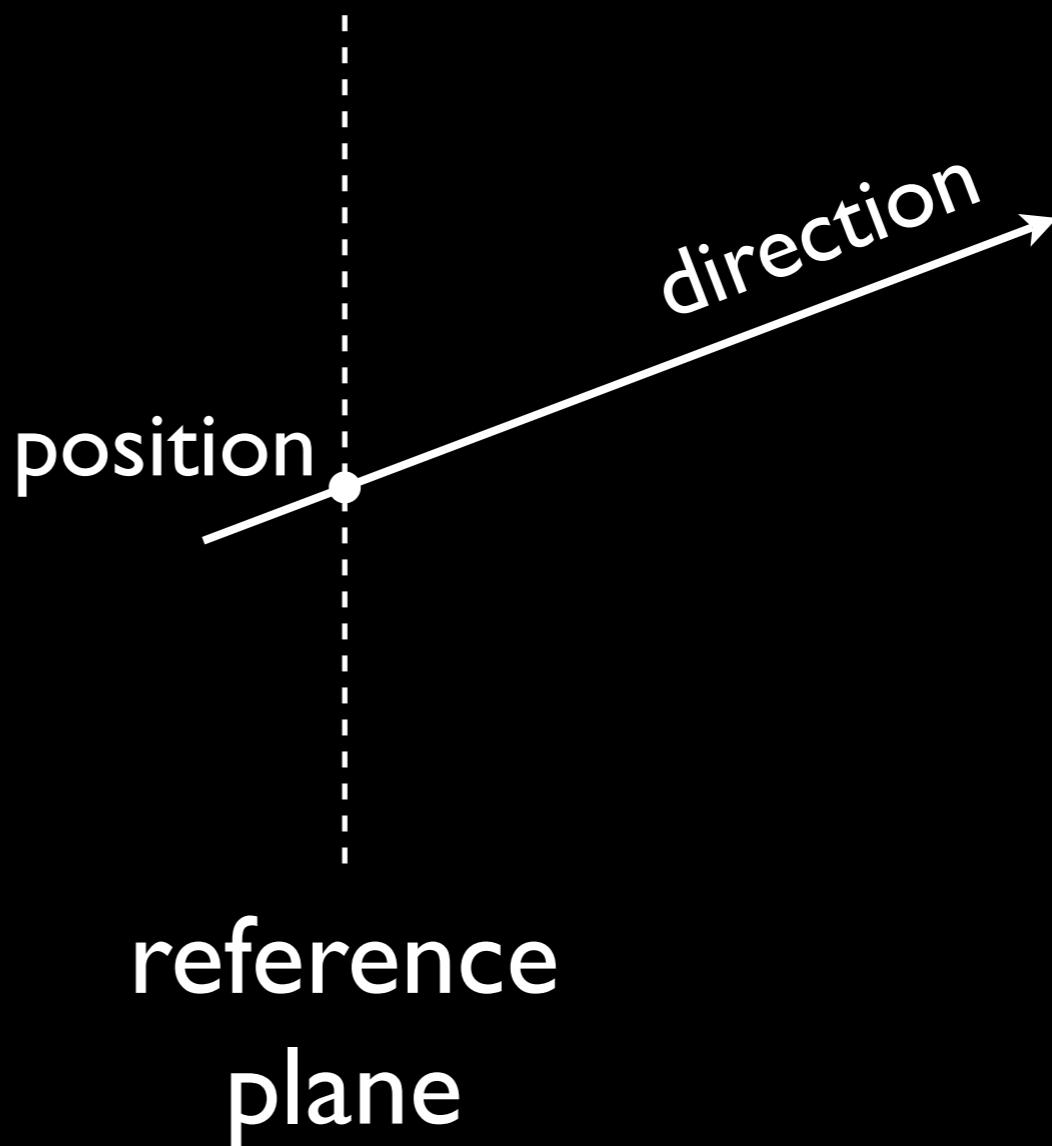
Goal: Representing propagation, interaction and image formation of light using purely position and angle parameters

- Radiance per ray
- Ray parametrization:
 - Position : s, x, r
 - Direction : u, θ, s



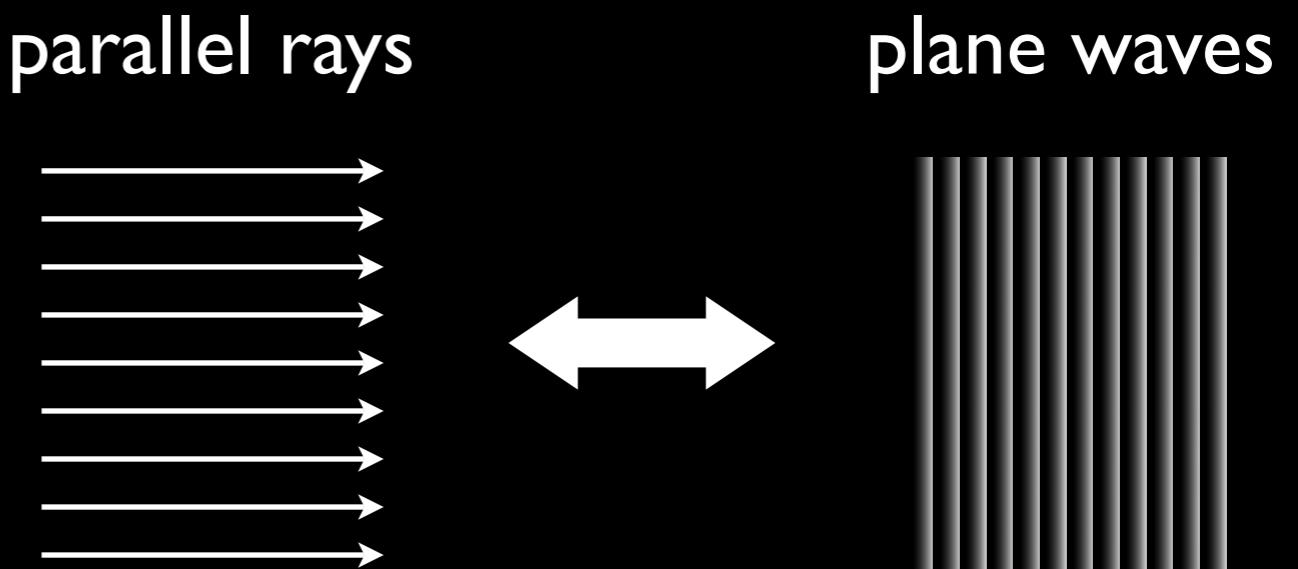
Light Fields

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Wave Optics

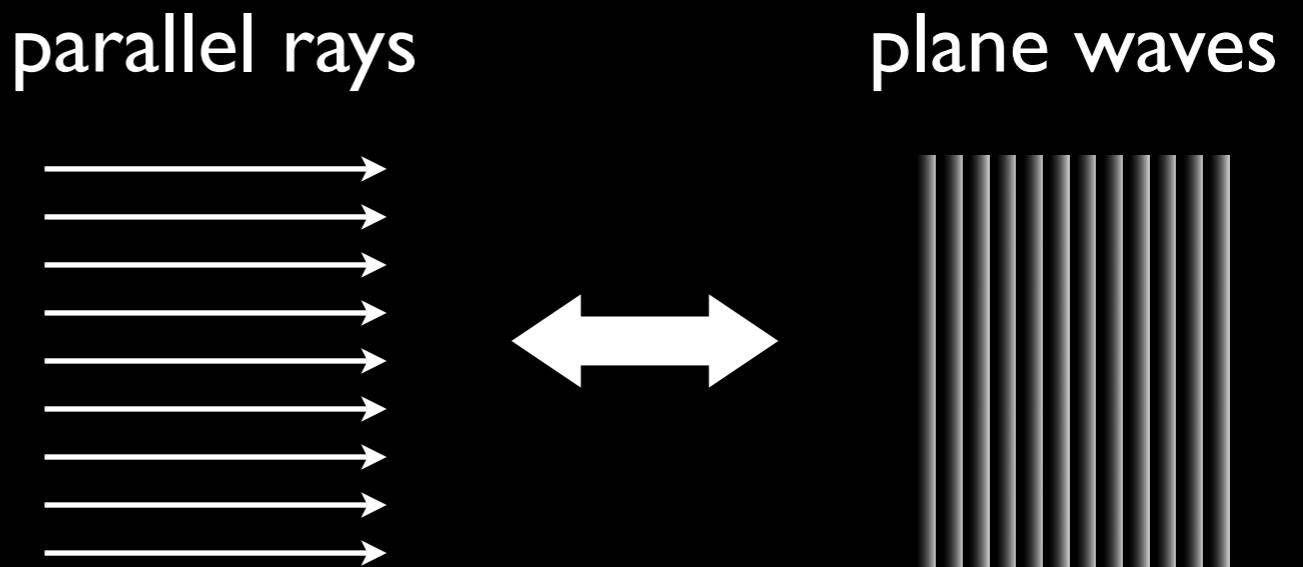
- waves instead of rays
- interference, diffraction
- plane of point emitters
(Huygen's principle)
- each emitter has
amplitude and phase



(coherent and flatland)

Wave Optics

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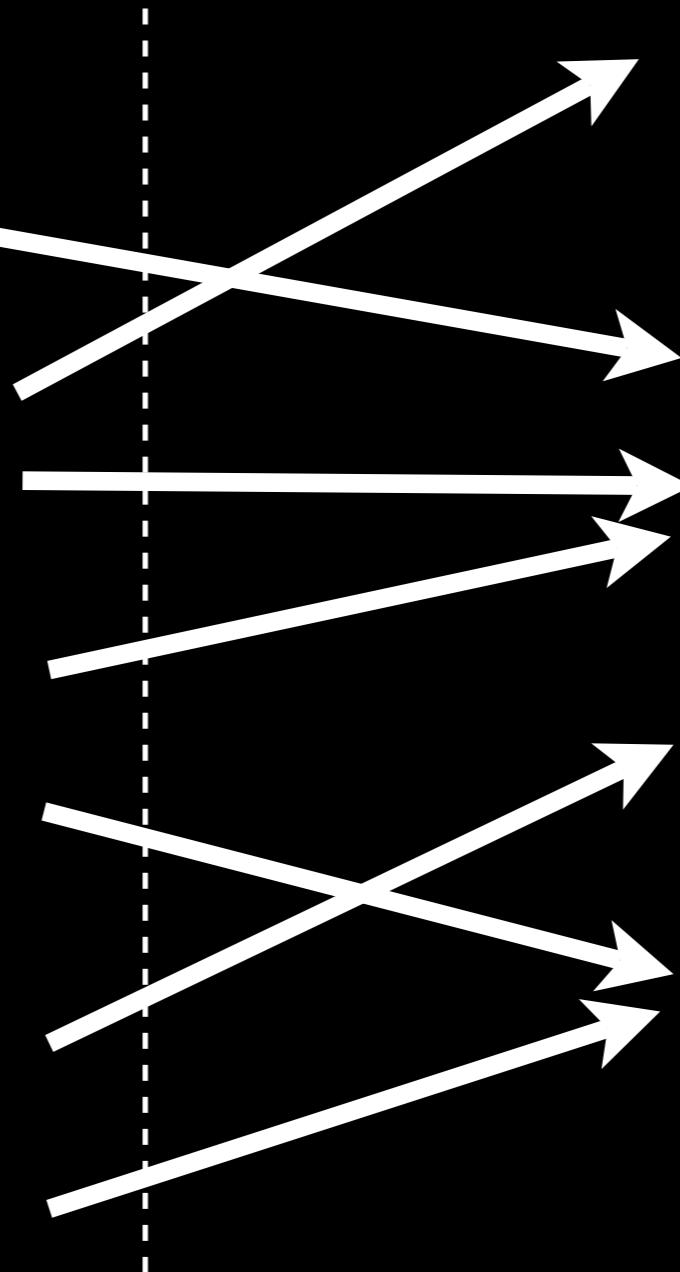
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Wave Optics

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$$U(x) = A(x)e^{j\phi(x)}$$



Position and Direction in Wave Optics

- recall: light field describes how power is spread over position and direction
- point emitters on plane have amplitude and phase
- positional spread is amplitude squared

$$U(x) = A(x)e^{j\phi(x)}$$

Position and Direction in Wave Optics

- recall: light field describes how power is spread over position and direction
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$$U(x) = A(x)e^{j\phi(x)}$$

$$I(x) = |A(x)e^{j\phi(x)}|^2$$

Position and Direction in Wave Optics

- recall: light field describes how power is spread over position and direction
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- positional spread is amplitude squared

$$U(x) = A(x)e^{j\phi(x)}$$

$$I(x) = A^2(x)$$

Position and Direction in Wave Optics

- direction
 - **axial**
 - oblique
 - more oblique

Position and Direction in Wave Optics

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Position and Direction in Wave Optics

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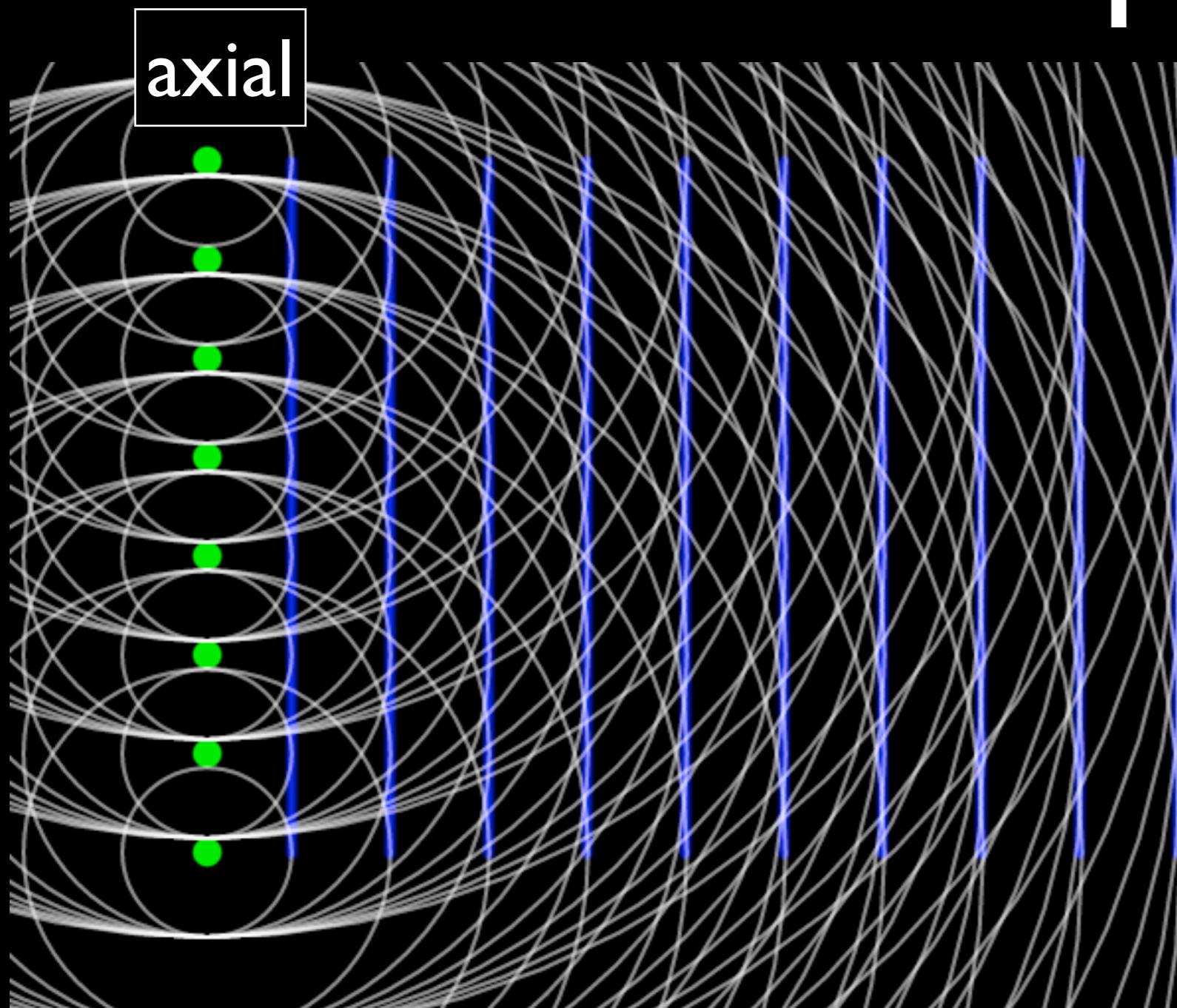
Position and Direction in Wave Optics



- direction
- axial
- oblique
- **more oblique**

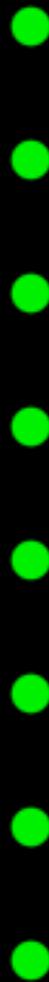
Position and Direction in Wave Optics

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Position and Direction in Wave Optics

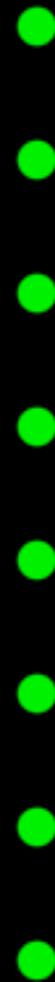
axial



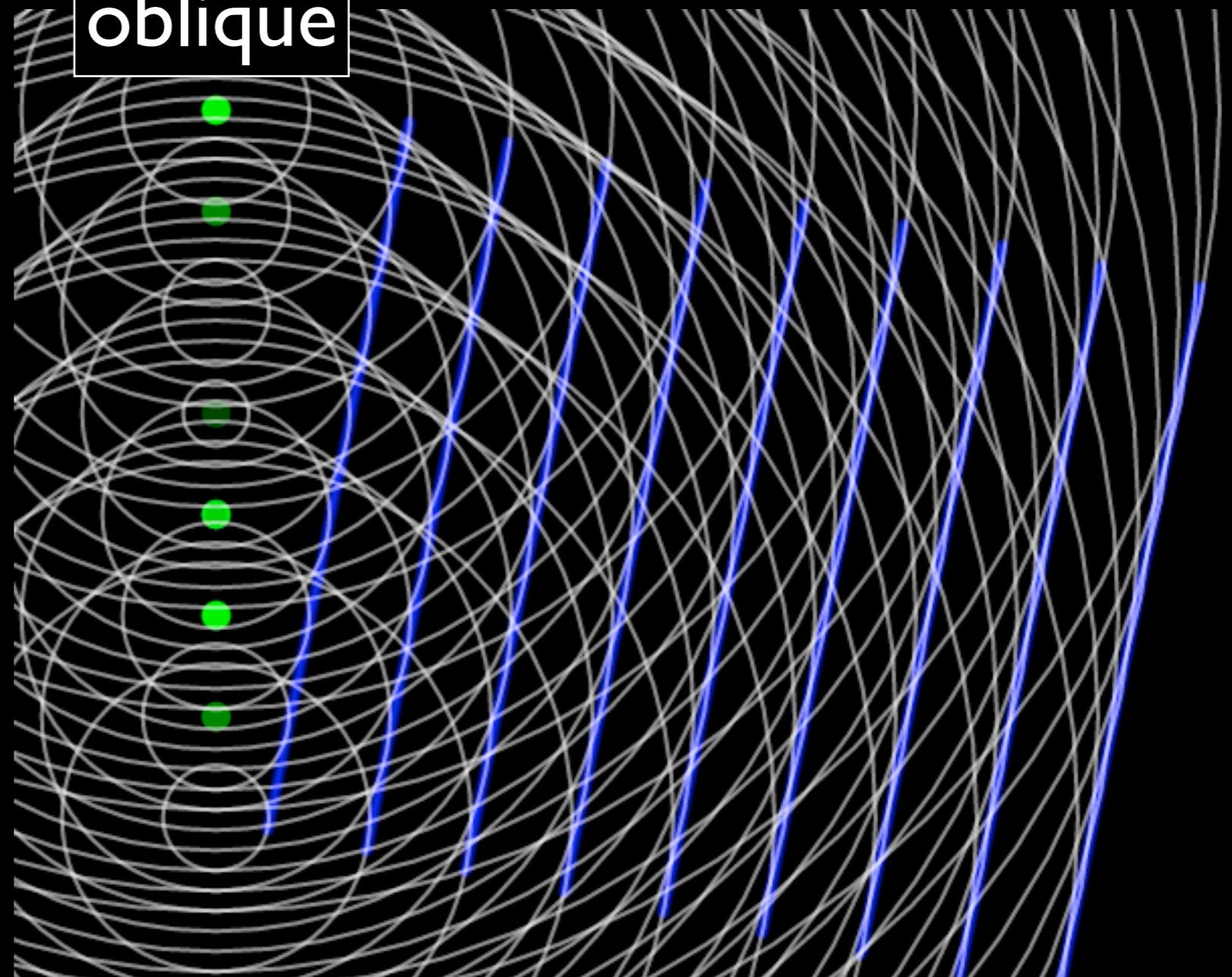
zero spatial
frequency

Position and Direction in Wave Optics

axial



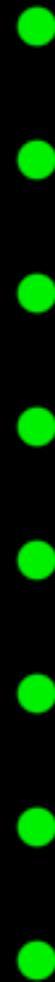
oblique



zero spatial
frequency

Position and Direction in Wave Optics

axial



oblique



zero spatial
frequency

low spatial
frequency

Position and Direction in Wave Optics

axial



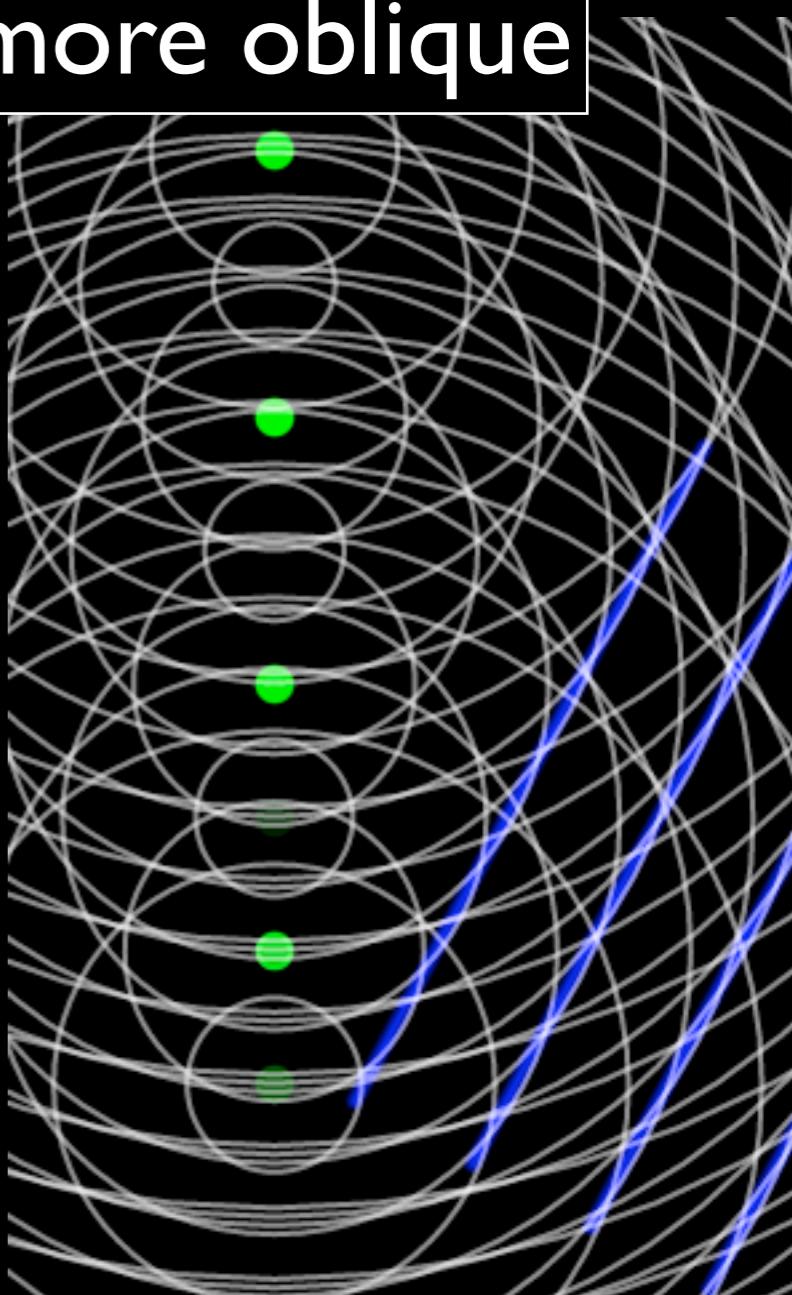
zero spatial
frequency

oblique



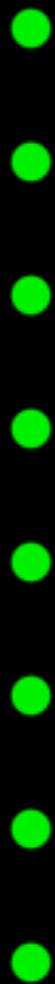
low spatial
frequency

more oblique



Position and Direction in Wave Optics

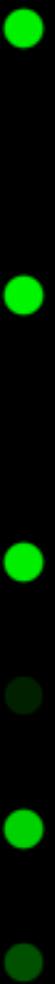
axial



oblique



more oblique



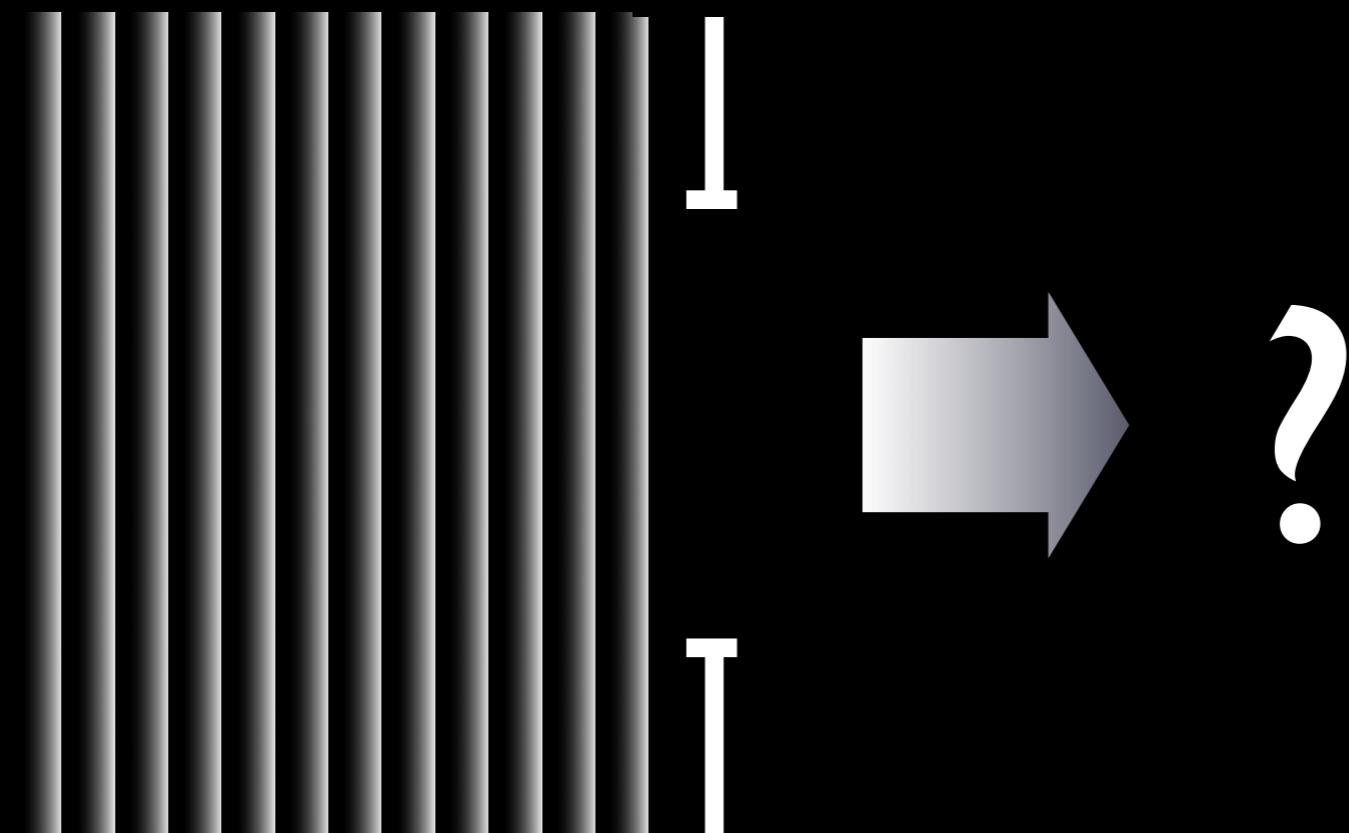
zero spatial
frequency

low spatial
frequency

higher spatial
frequency

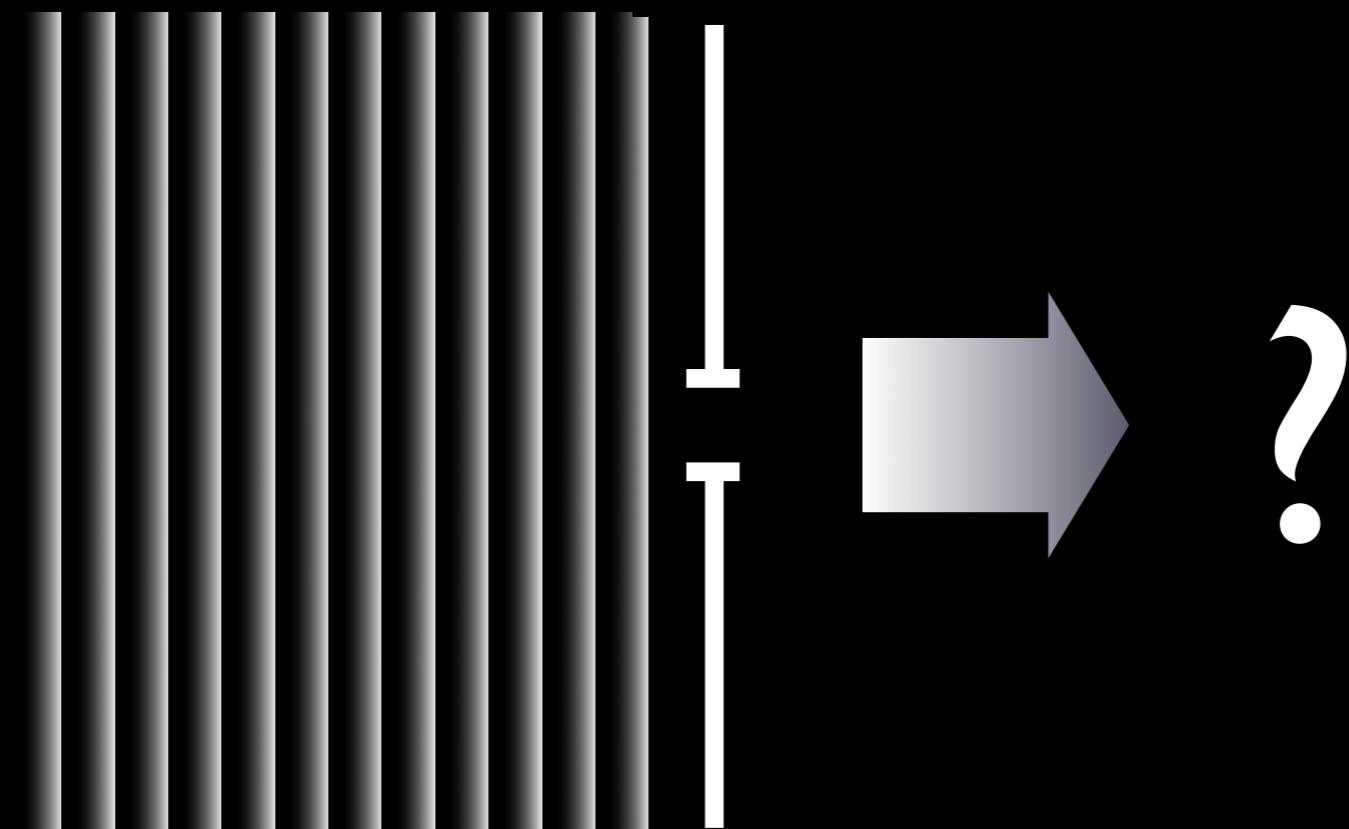
Position and Direction in Wave Optics

plane waves

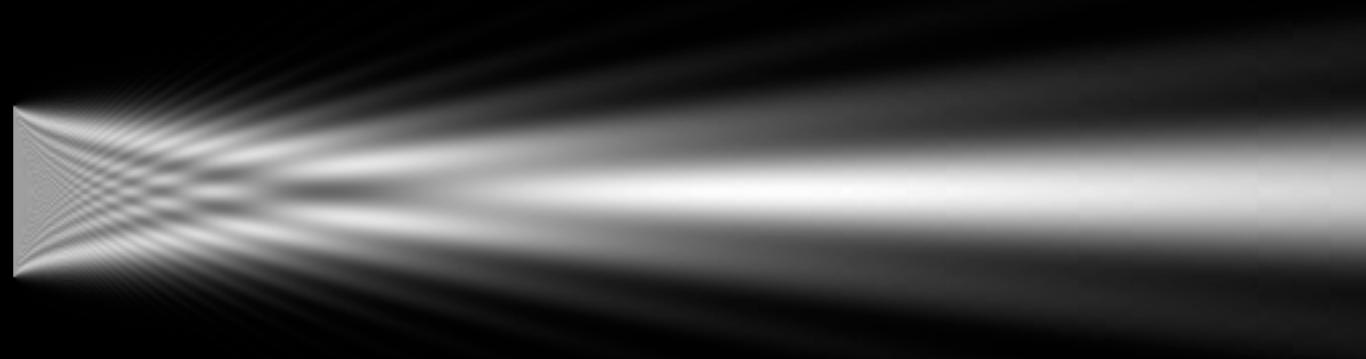


Position and Direction in Wave Optics

plane waves



Position and Direction in Wave Optics



aperture = 128 wavelengths

Position and Direction in Wave Optics



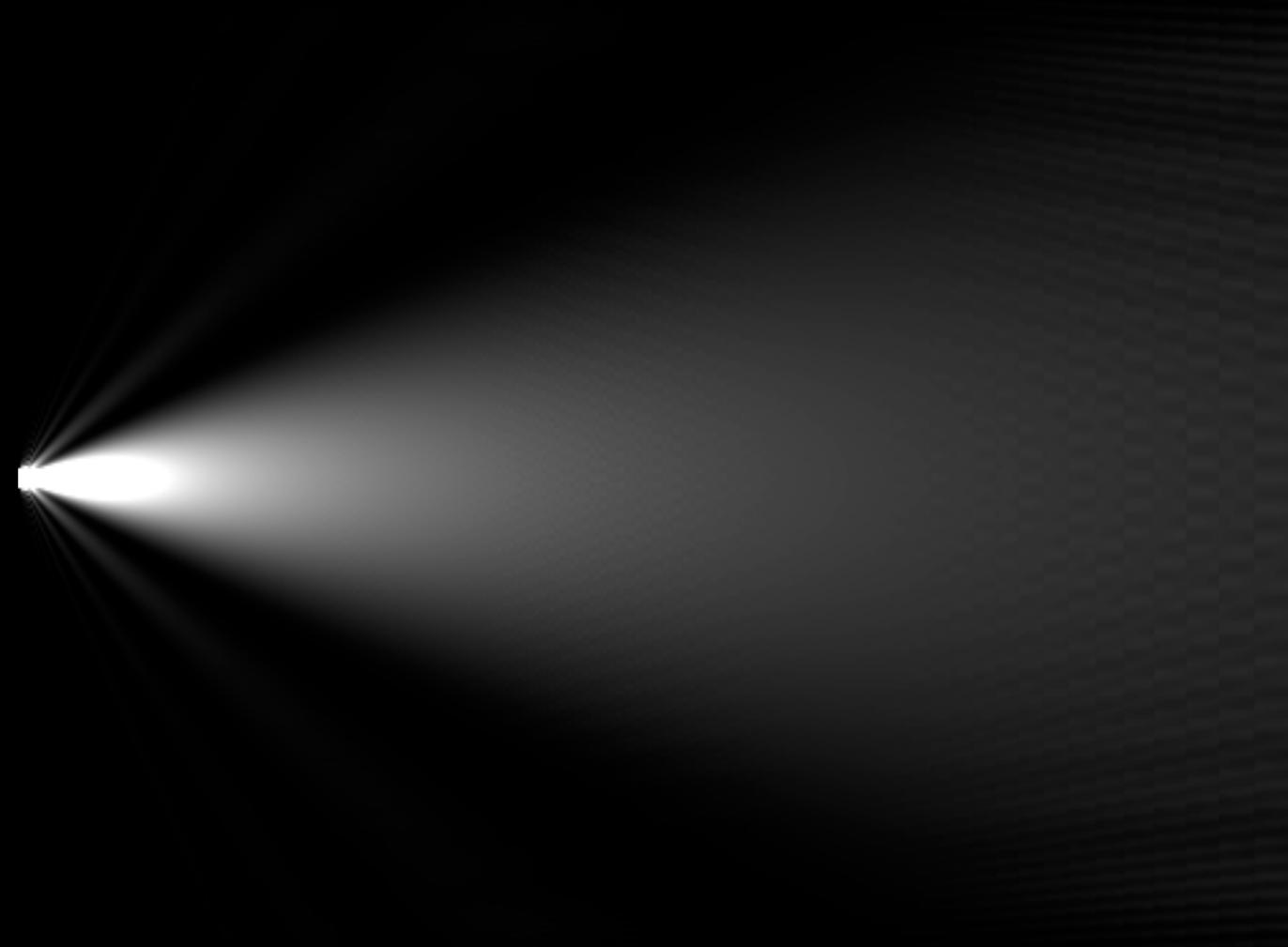
aperture = 64 wavelengths

Position and Direction in Wave Optics



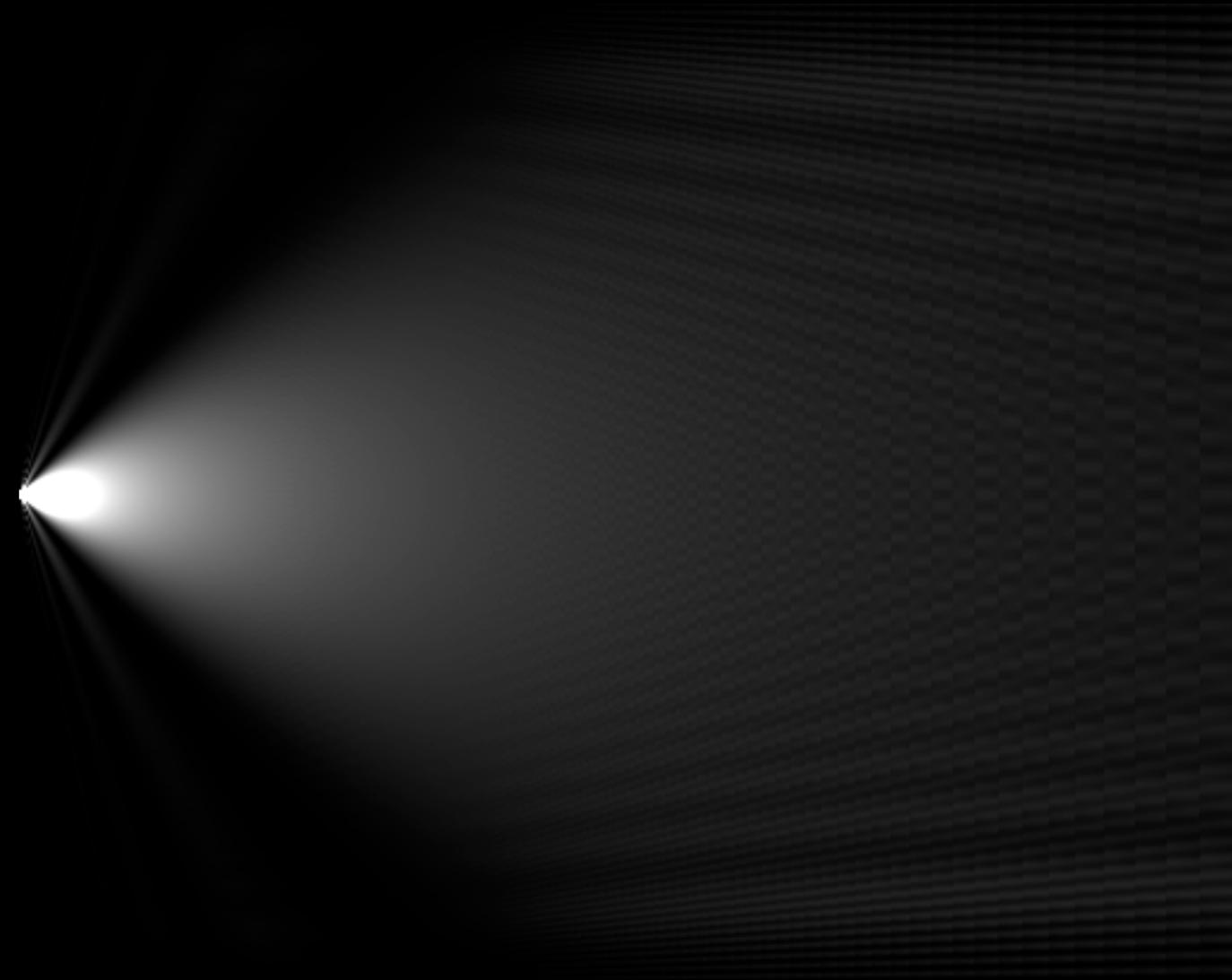
aperture = 32 wavelengths

Position and Direction in Wave Optics



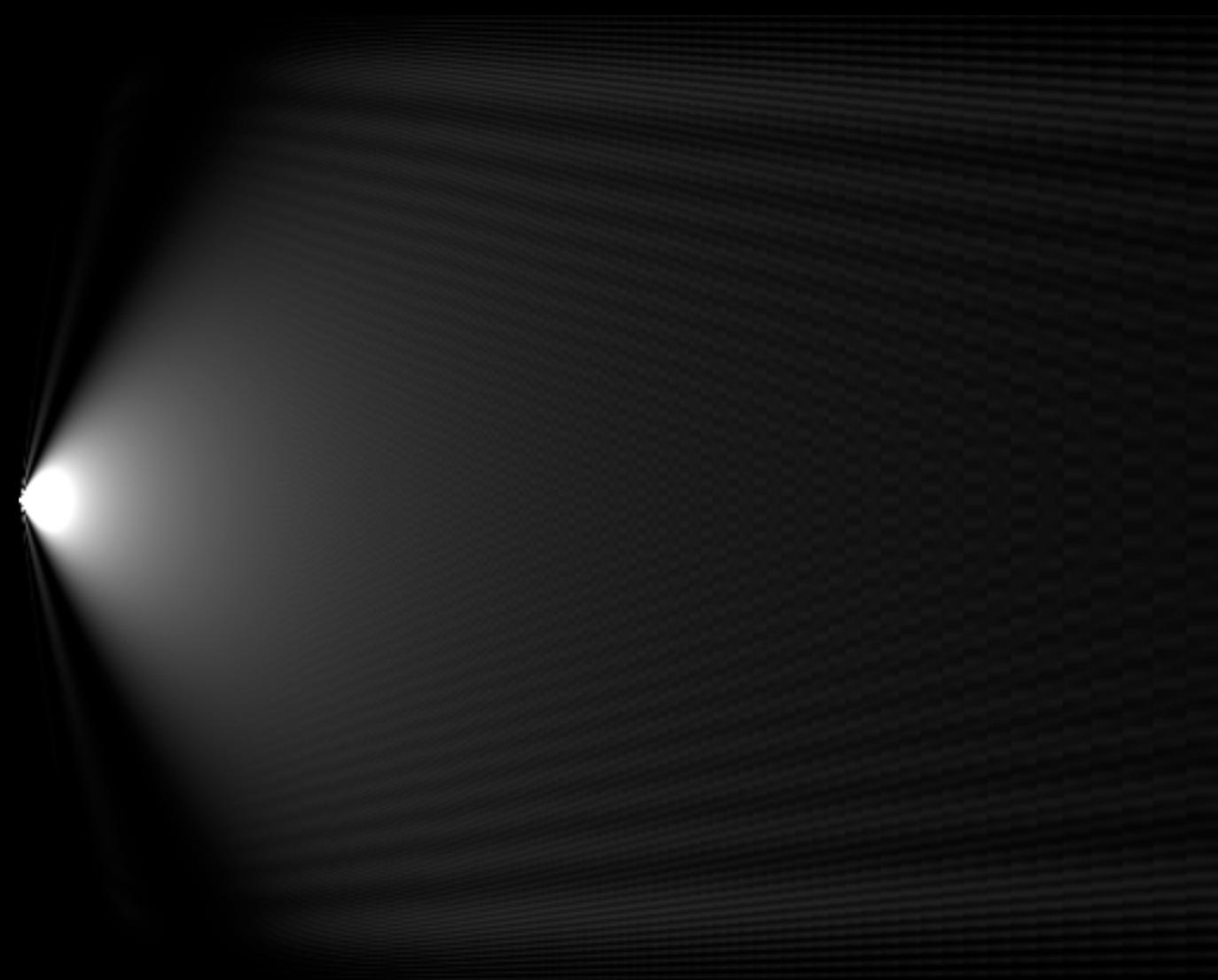
aperture = 16 wavelengths

Position and Direction in Wave Optics



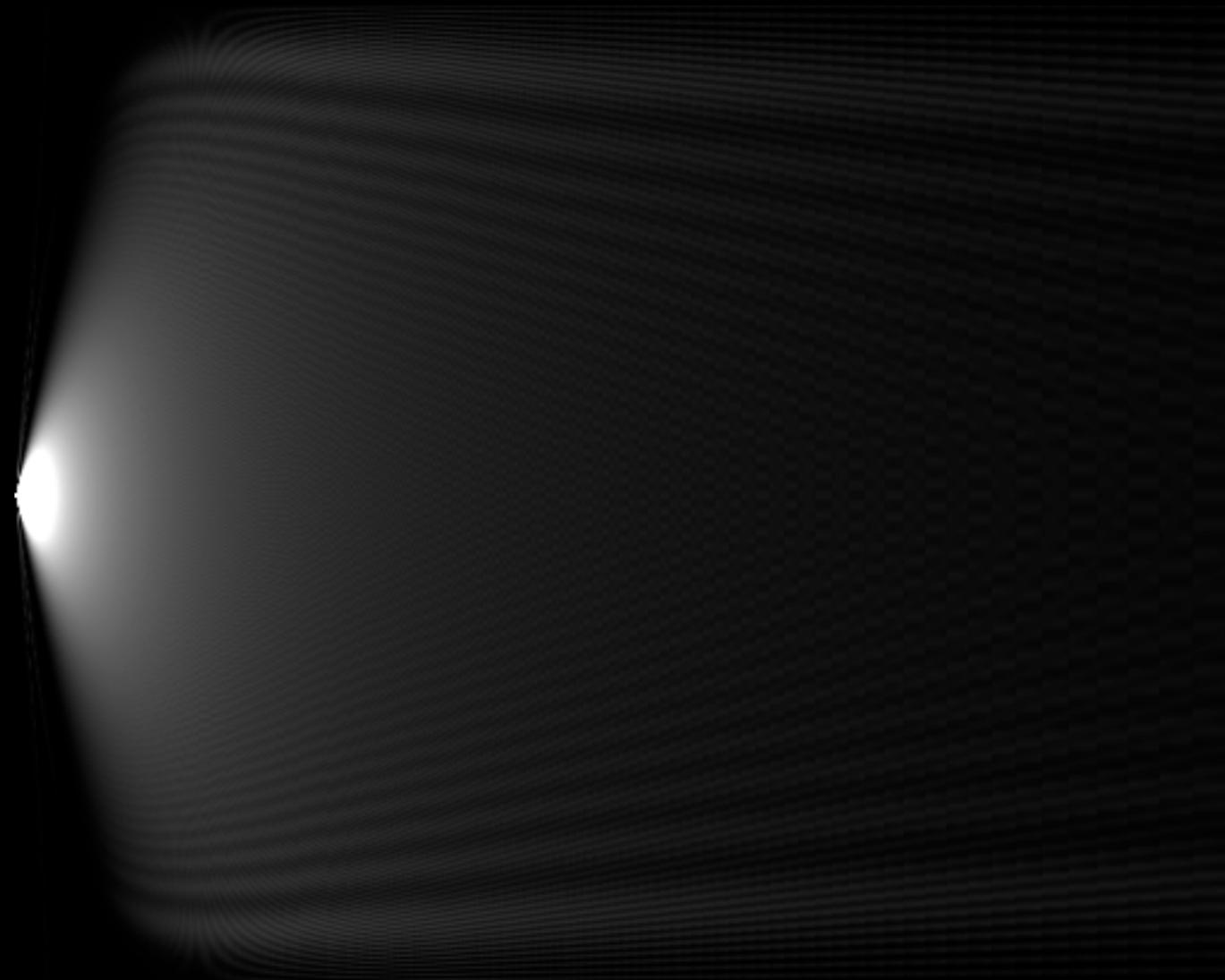
aperture = 8 wavelengths

Position and Direction in Wave Optics



aperture = 4 wavelengths

Position and Direction in Wave Optics



aperture = 2 wavelengths

Position and Direction in Wave Optics

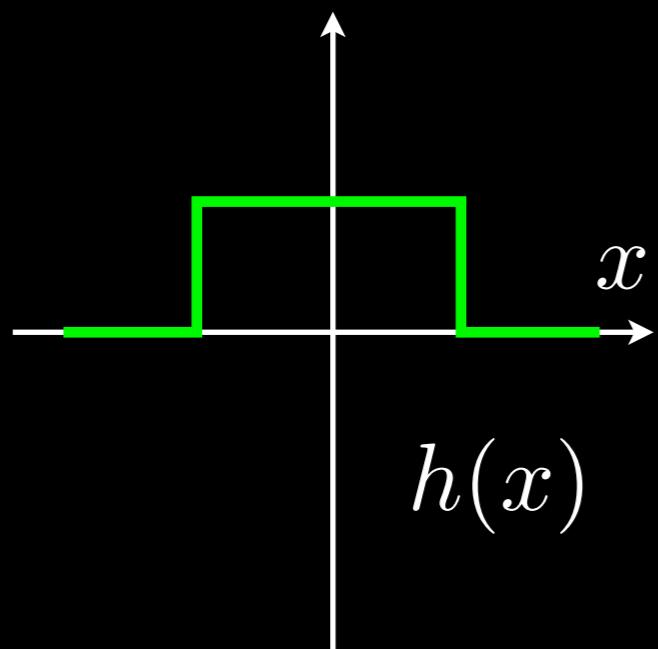


Recap

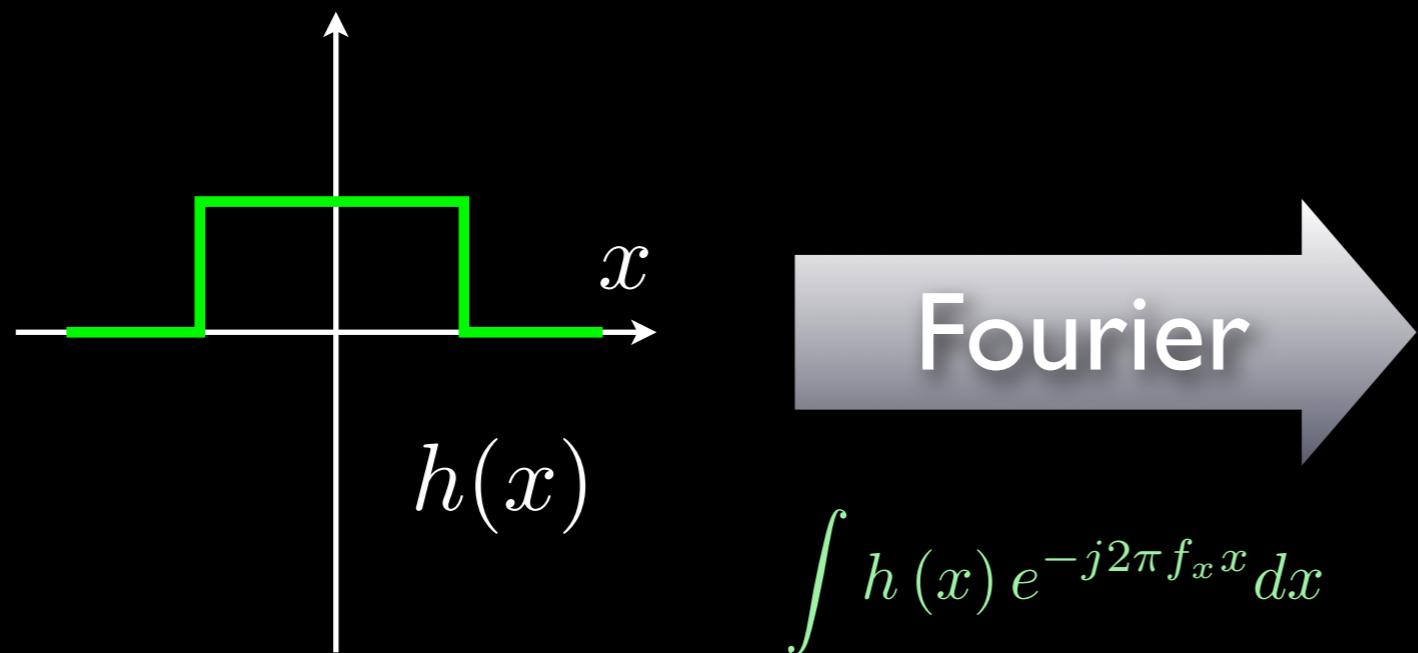
- | | | |
|-------------|----------|-------------------|
| ray optics | position | direction |
| wave optics | position | spatial frequency |
- to determine both position and spatial frequency, need to look at a window of finite (nonzero) width

2D Wigner Distribution

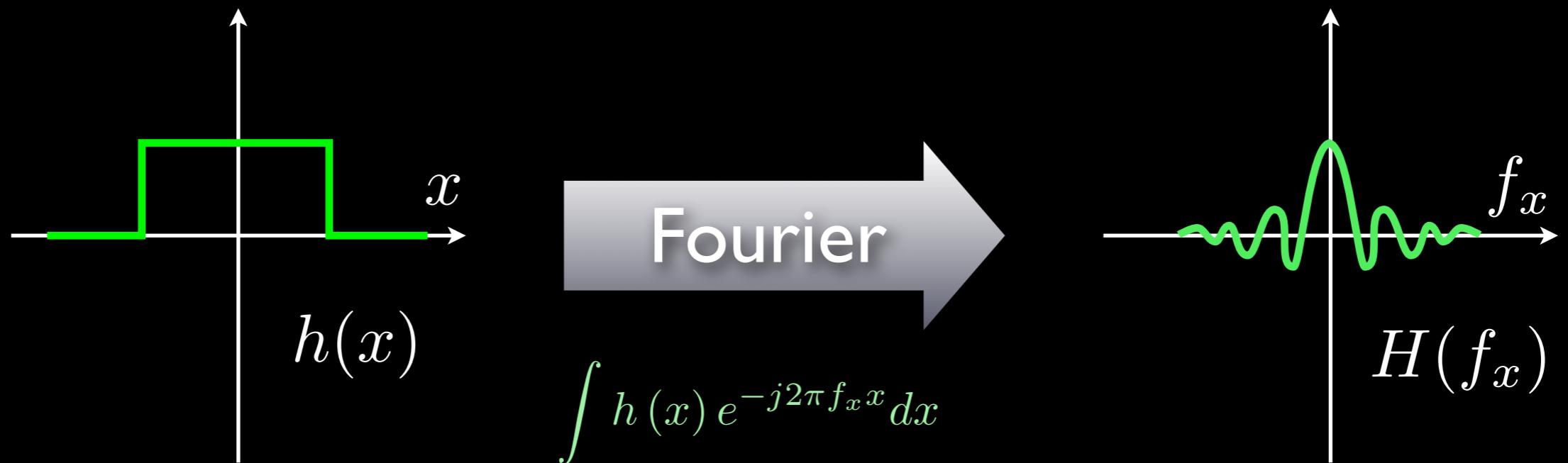
2D Wigner Distribution



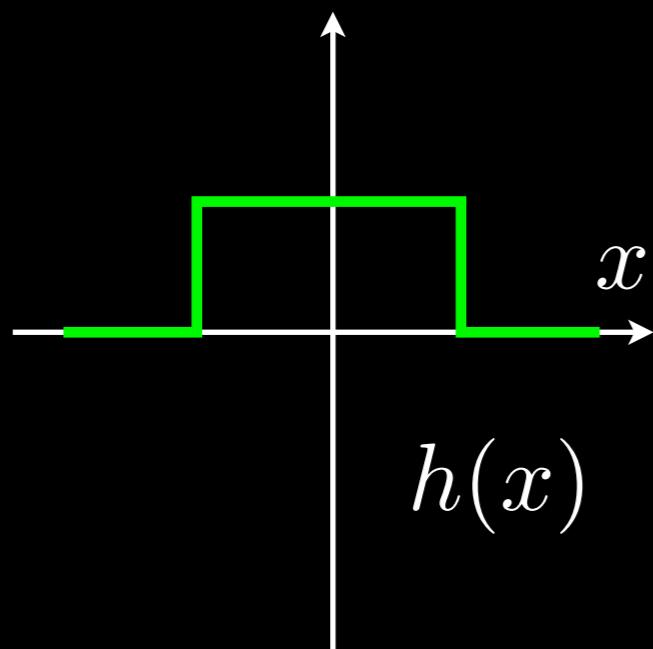
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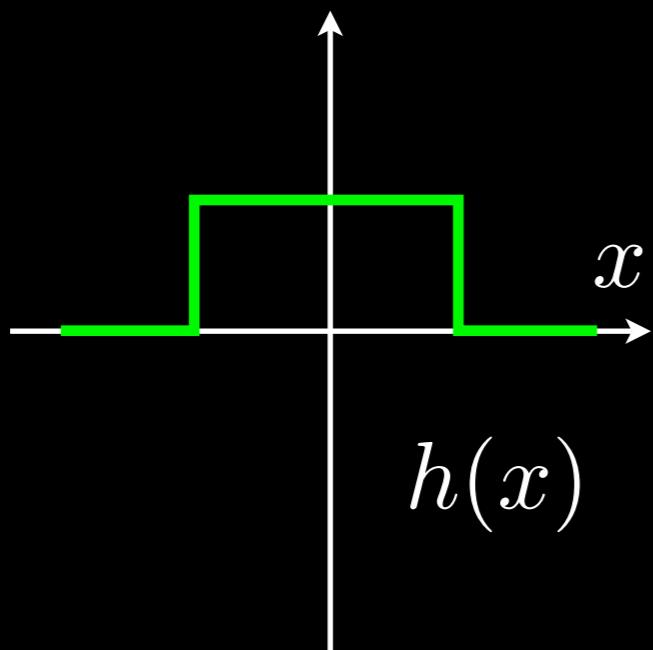
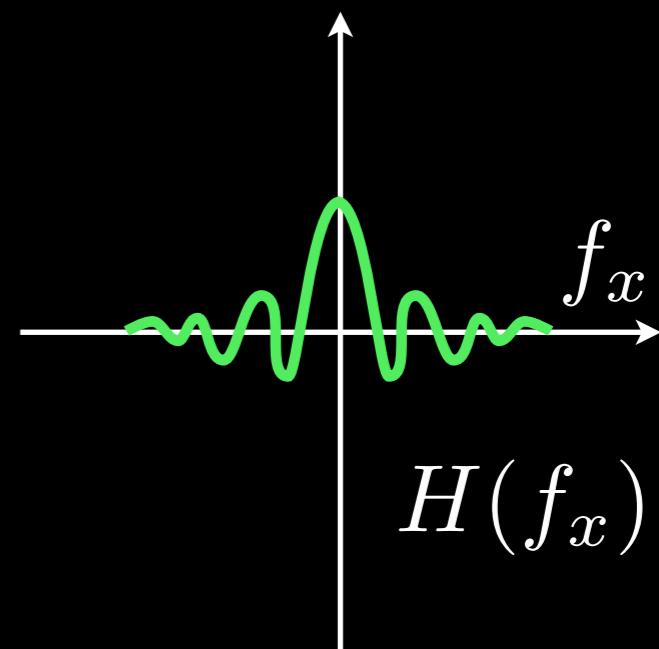


2D Wigner Distribution

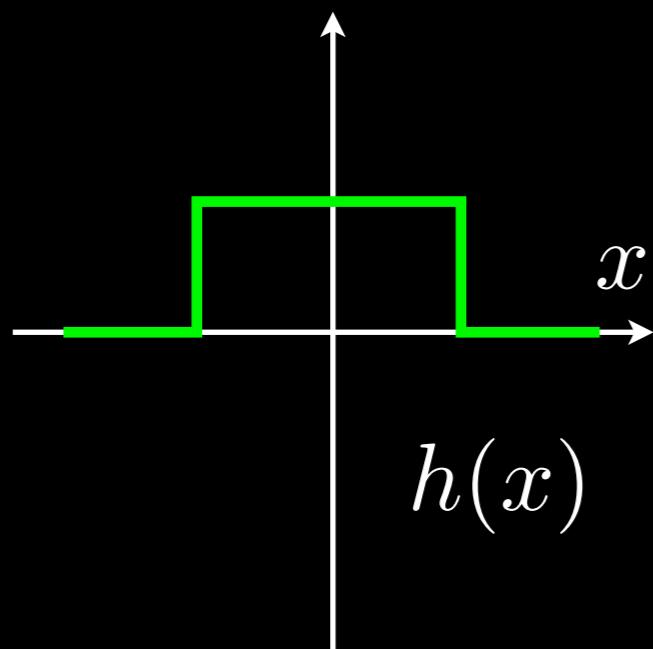


Fourier

$$\int h(x) e^{-j2\pi f_x x} dx$$

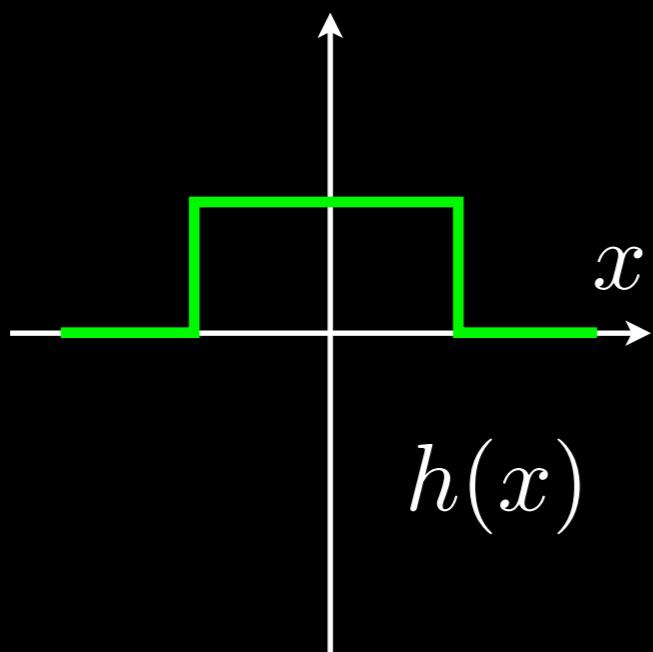
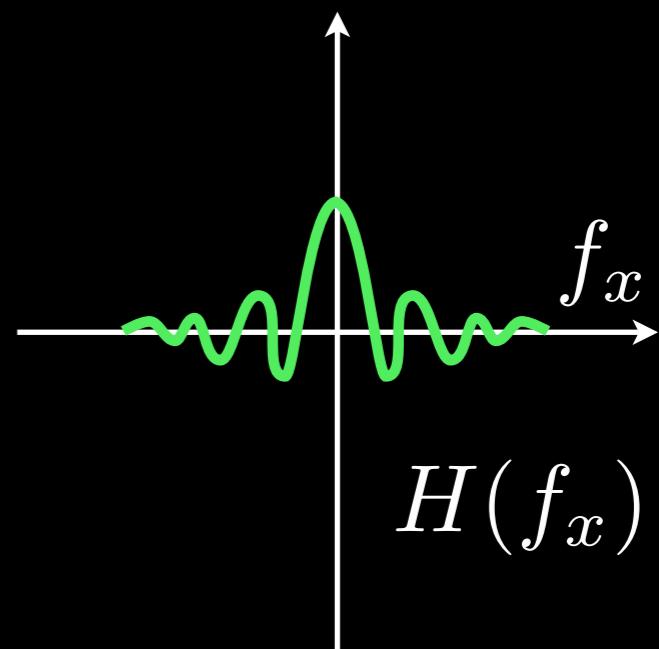


2D Wigner Distribution



Fourier

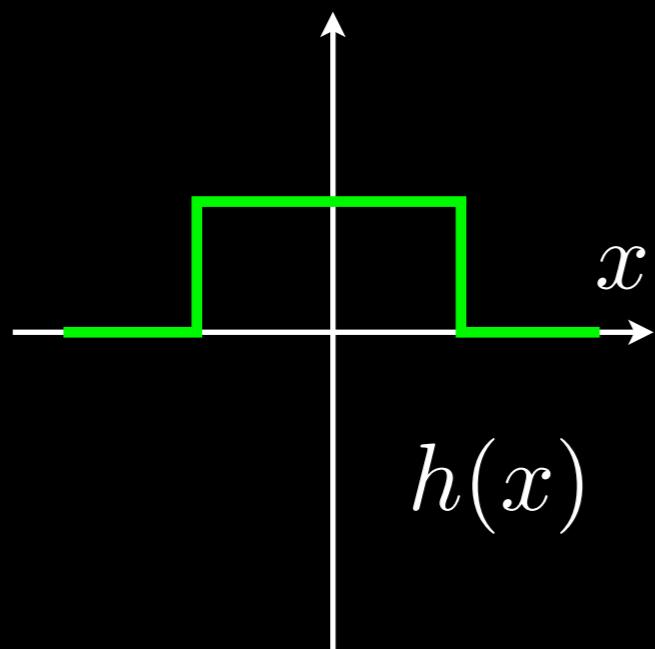
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Wigner

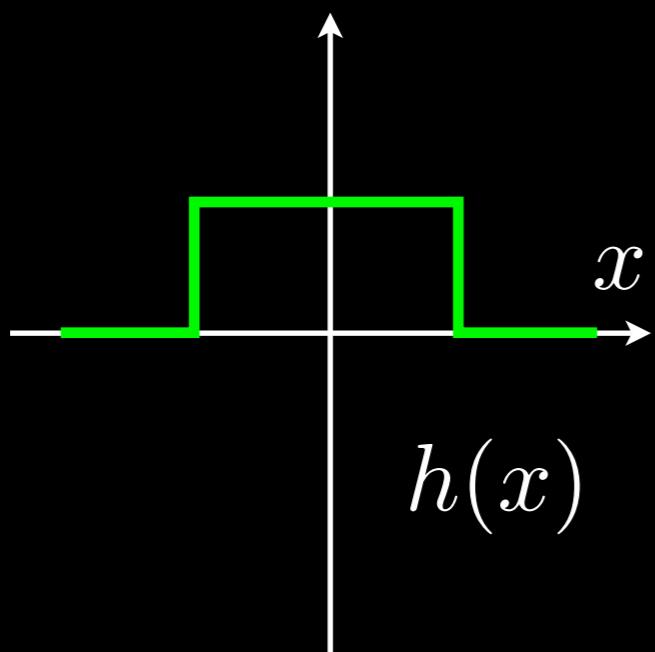
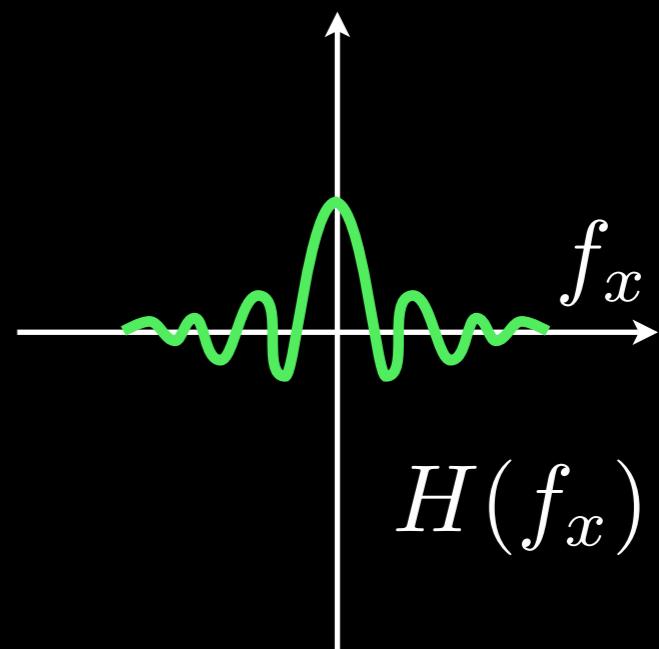
$$\int h\left(x + \frac{\xi}{2}\right) h^*\left(x - \frac{\xi}{2}\right) e^{-j2\pi f_\xi \xi} d\xi$$

2D Wigner Distribution



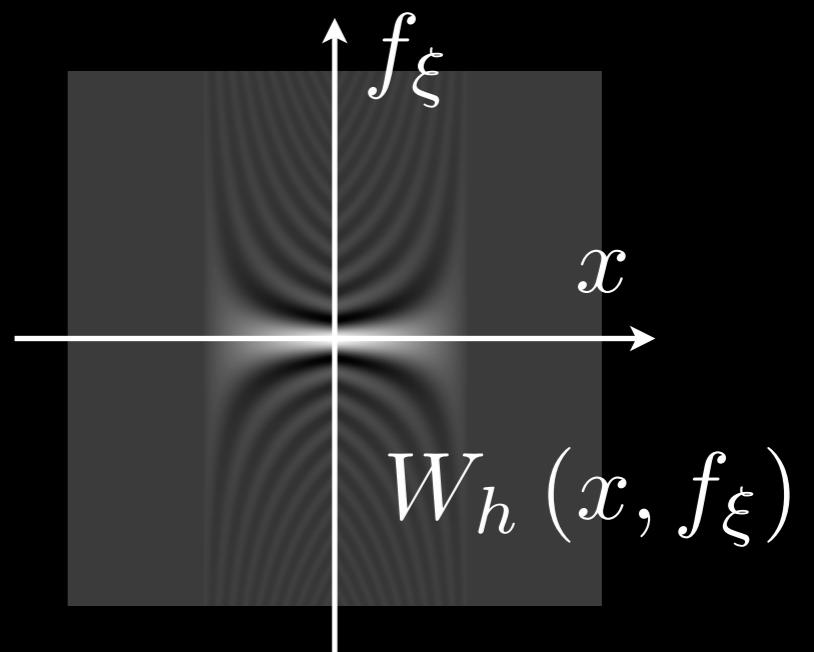
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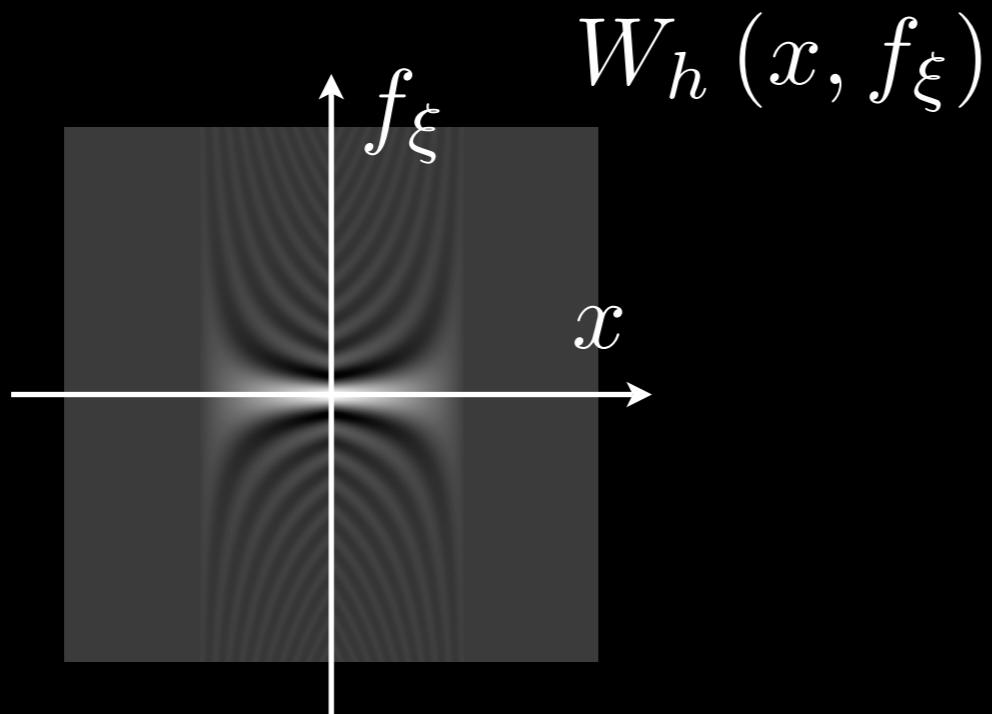
2D Wigner Distribution

$$W_h(x, f_\xi) = \int h\left(x + \frac{\xi}{2}\right) h^*\left(x - \frac{\xi}{2}\right) e^{-j2\pi f_\xi \xi} d\xi$$

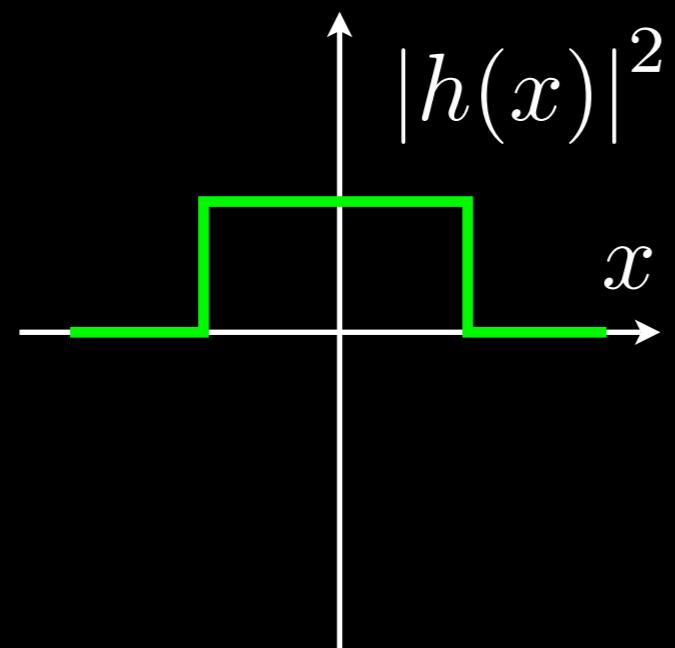
- input: one-dimensional function of position
- output: two-dimensional function of position and frequency
- (some) information about spectrum at each position

2D Wigner Distribution

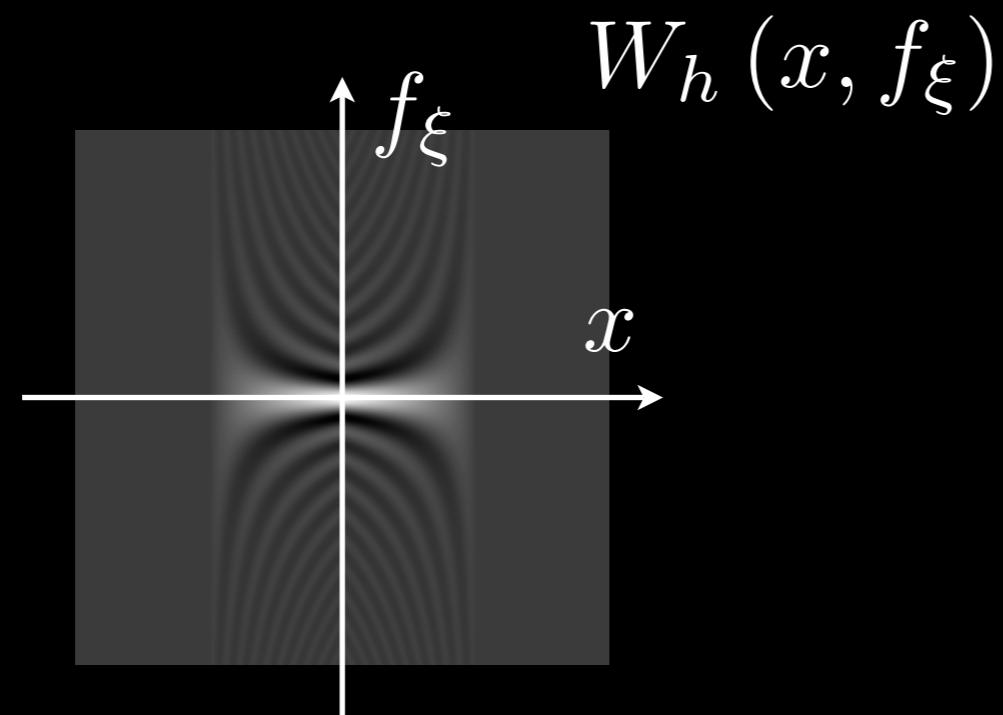
- projection along frequency yields power
- projection along position yields spectral power



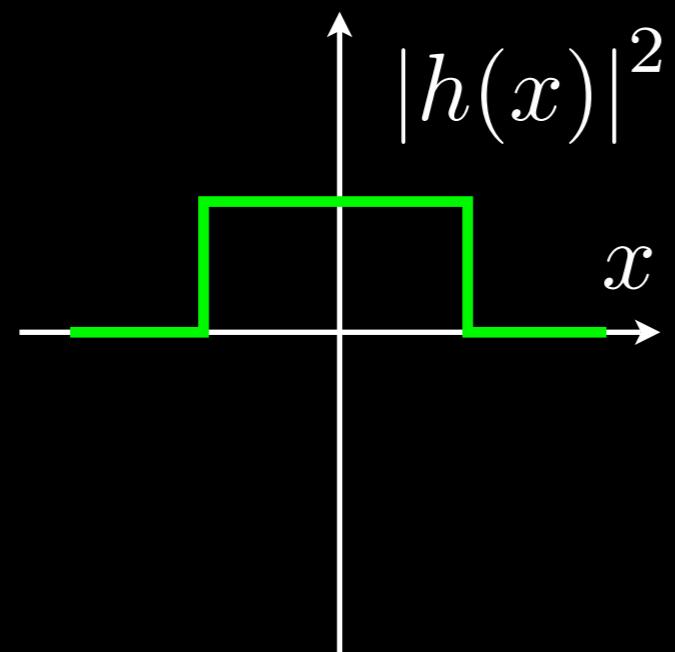
2D Wigner Distribution



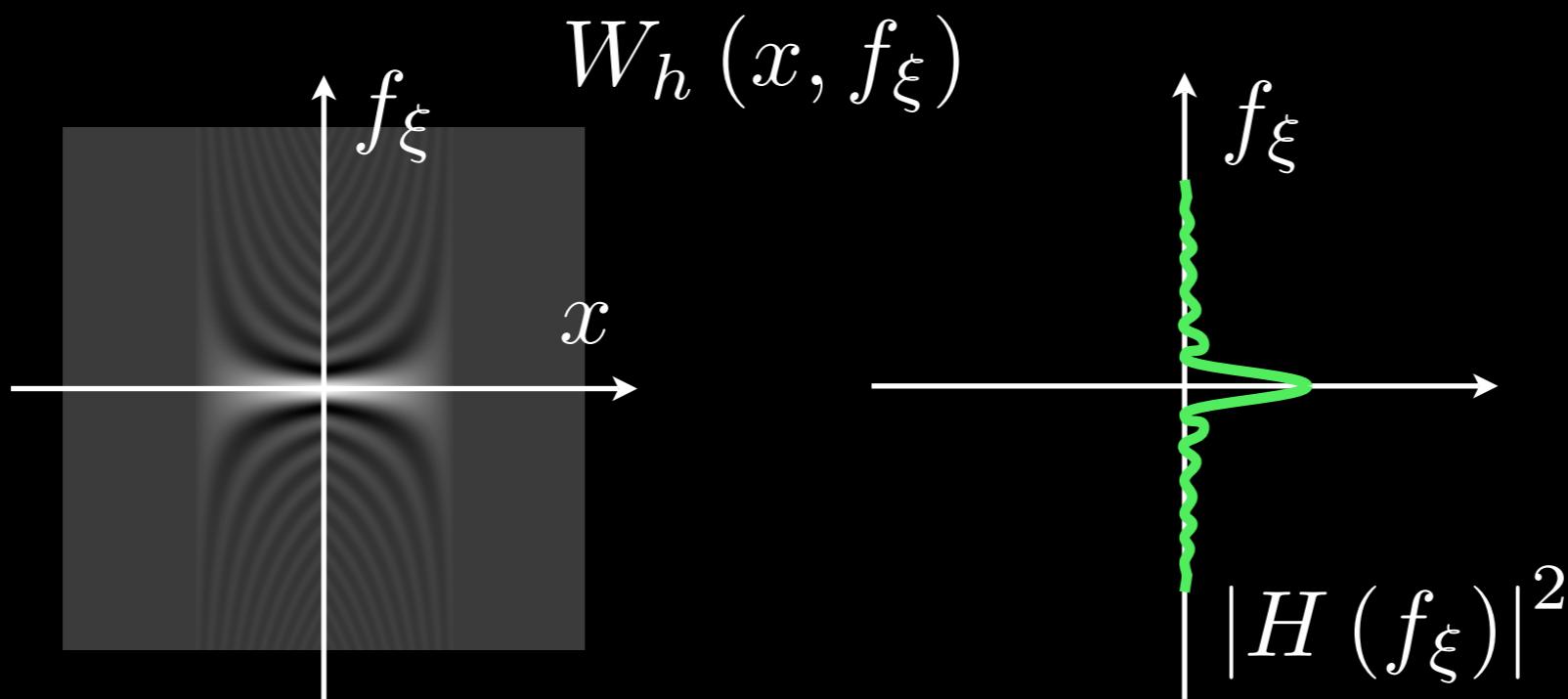
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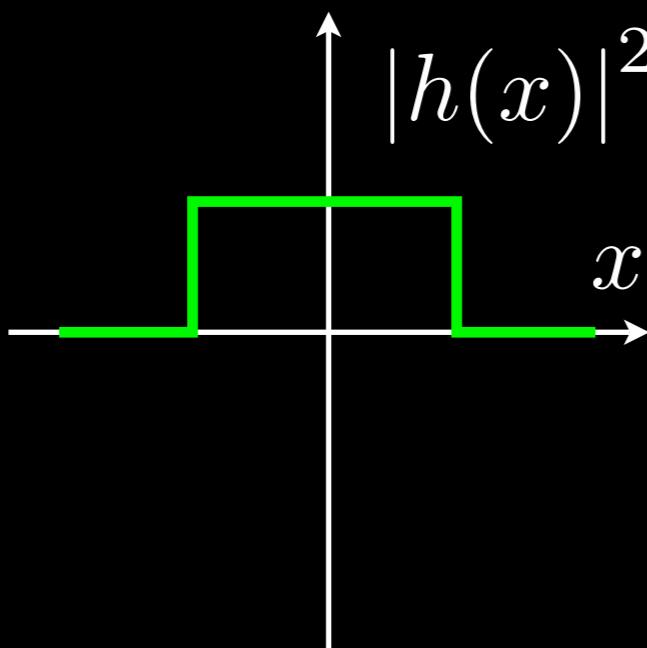
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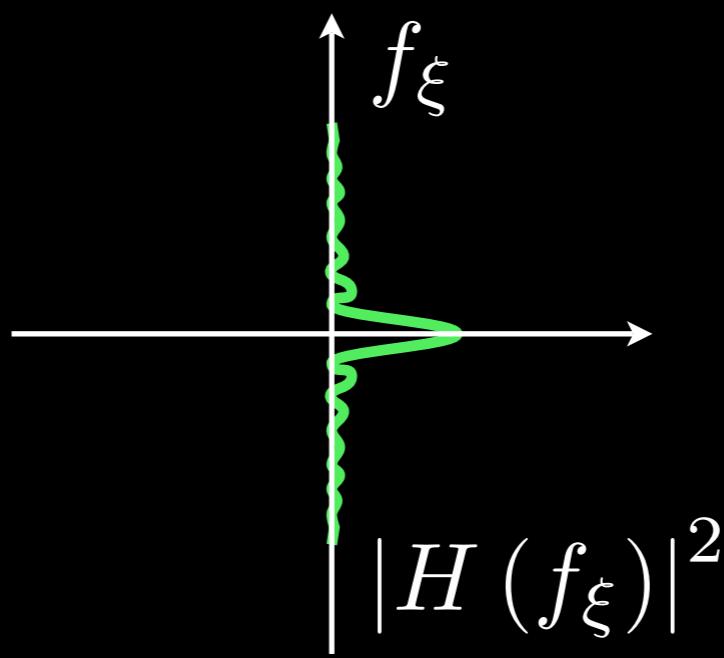
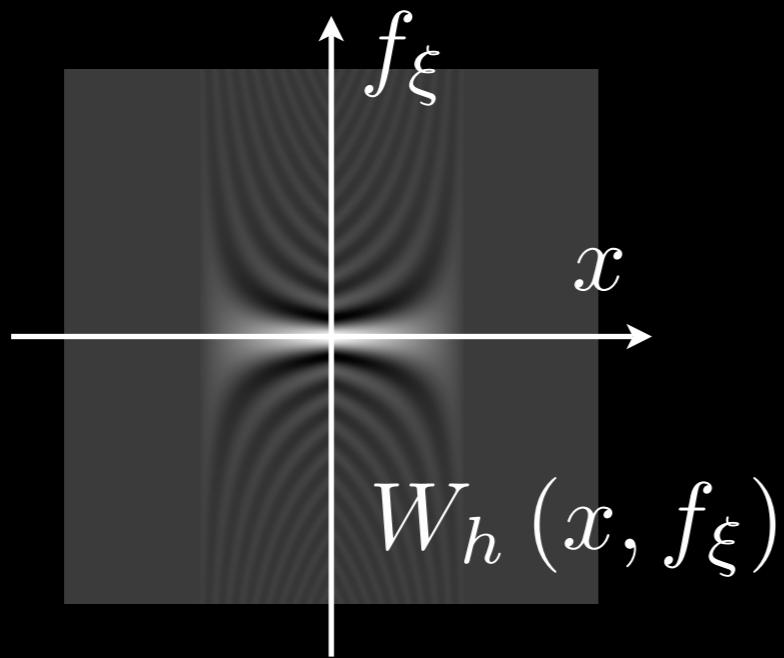
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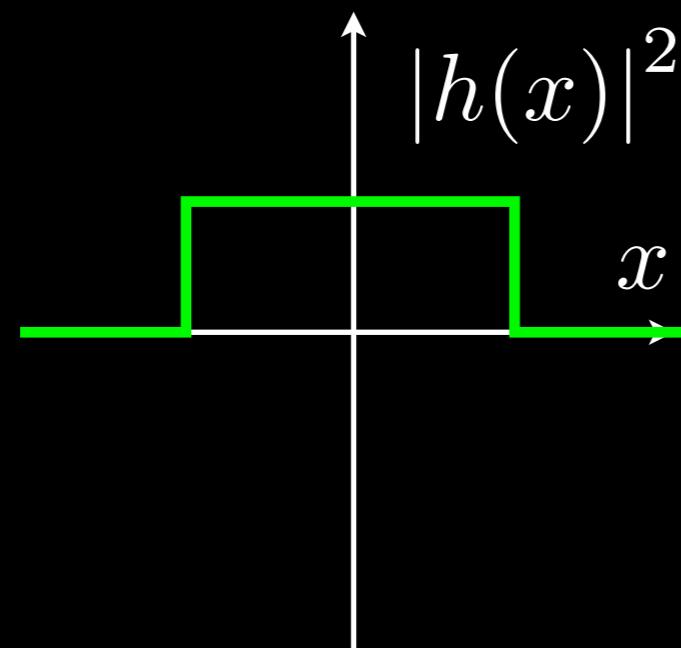
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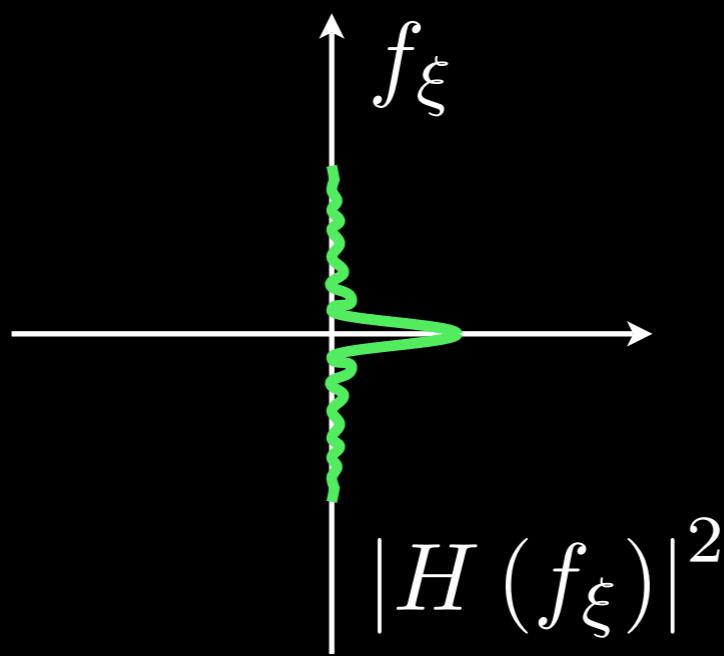
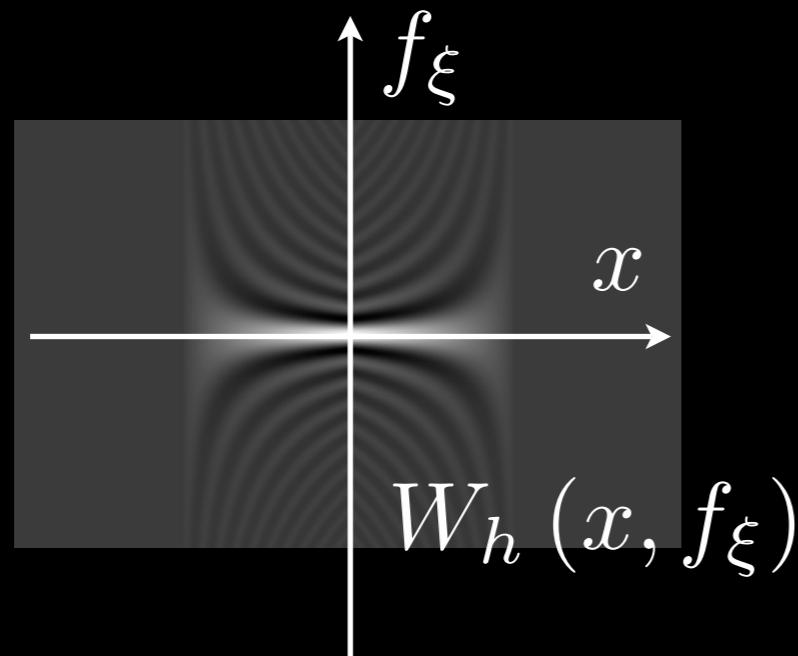
- tradeoff between width and height (fixed “area” or space-bandwidth product)
- uncertainty principle



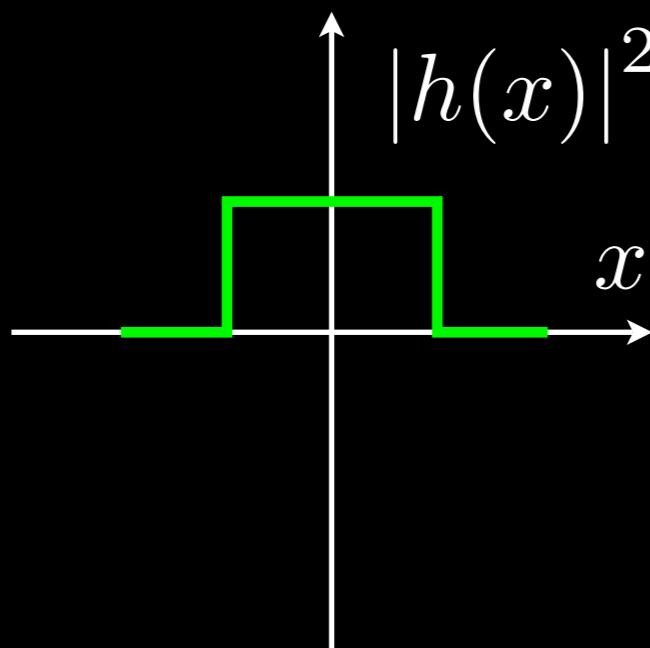
2D Wigner Distribution



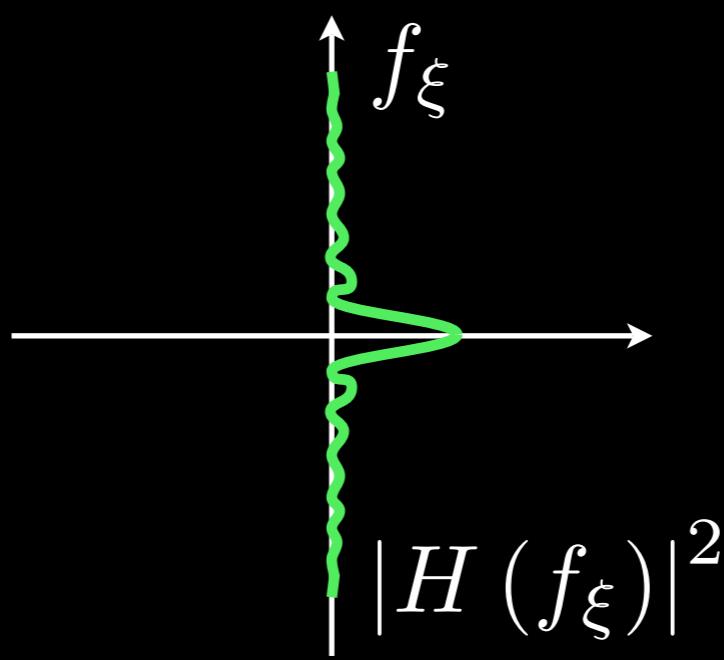
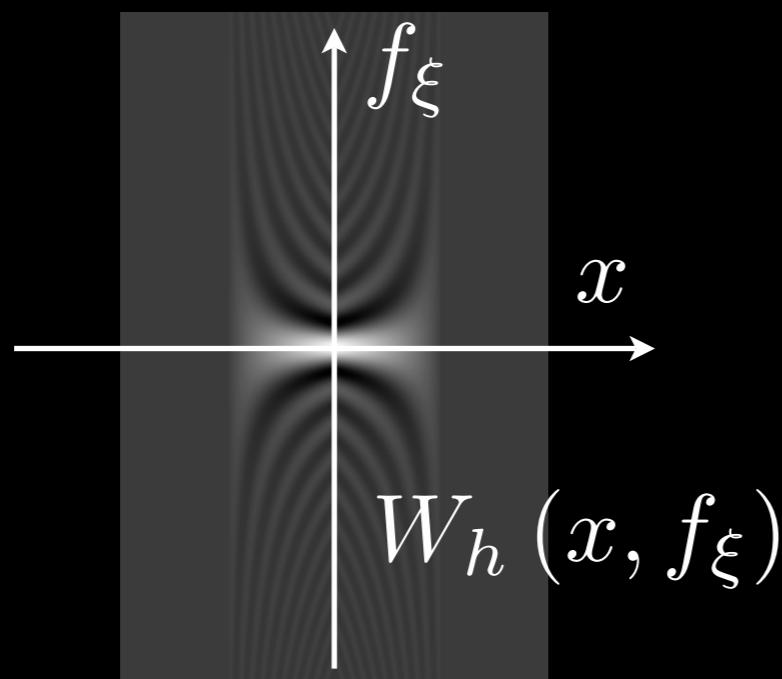
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2D Wigner Distribution



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2D Wigner Distribution

$$W_h(x, f_\xi) = \int h\left(x + \frac{\xi}{2}\right) h^*\left(x - \frac{\xi}{2}\right) e^{-j2\pi f_\xi \xi} d\xi$$

- information about both position and frequency
- fixed space-bandwidth product

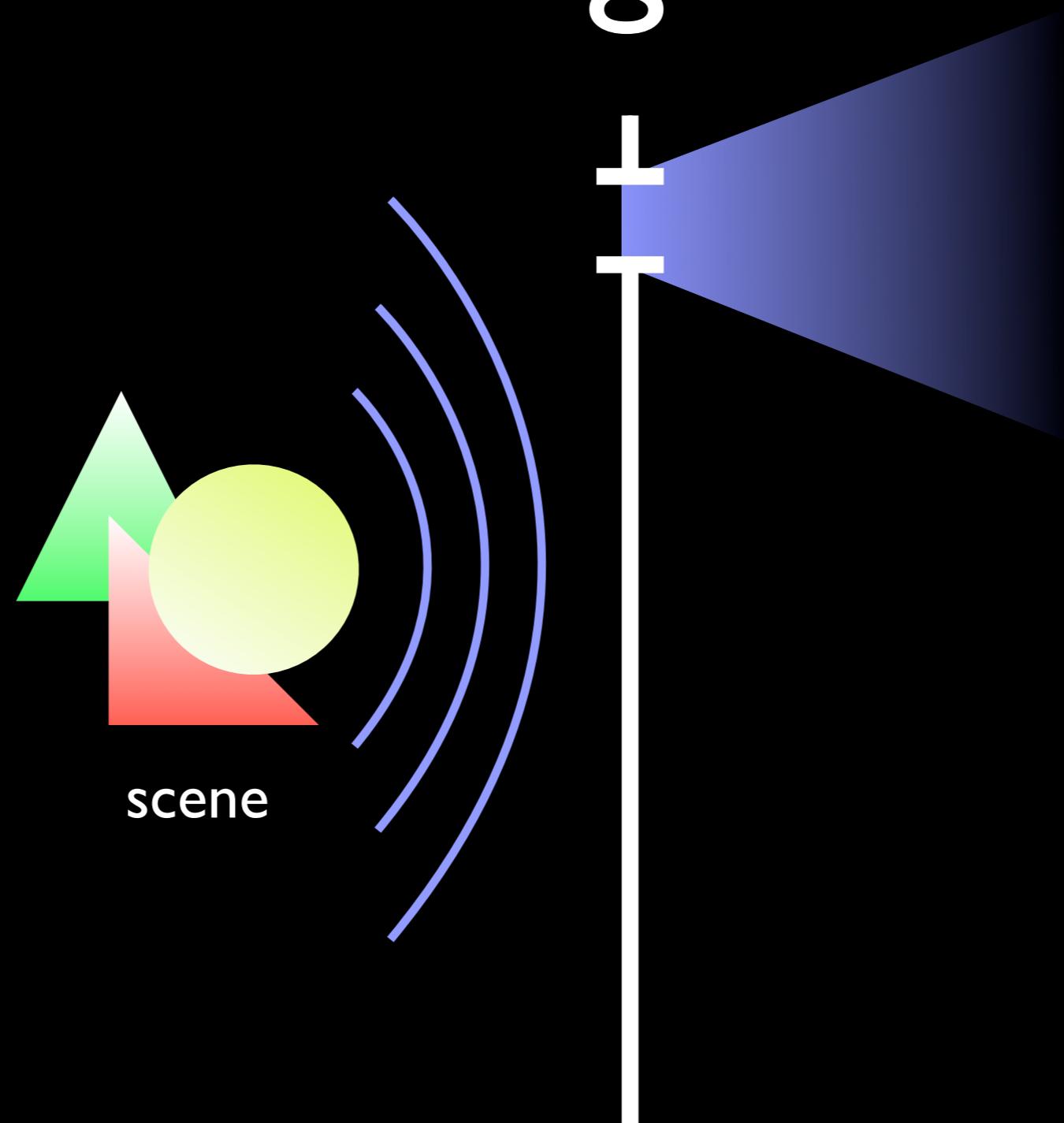
Observable Light Field

- move aperture across plane
- look at directional spread
- continuous form of plenoptic camera



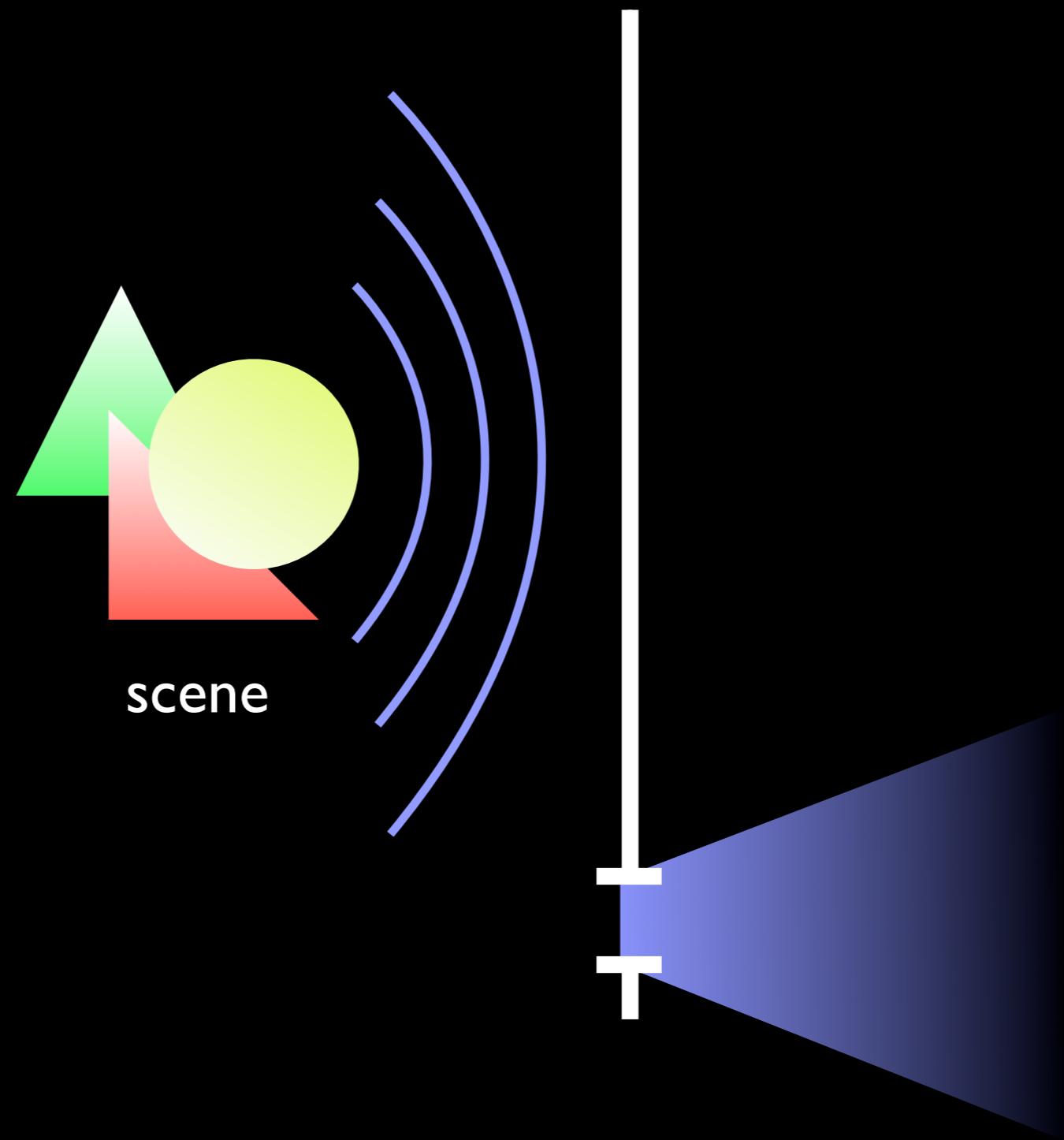
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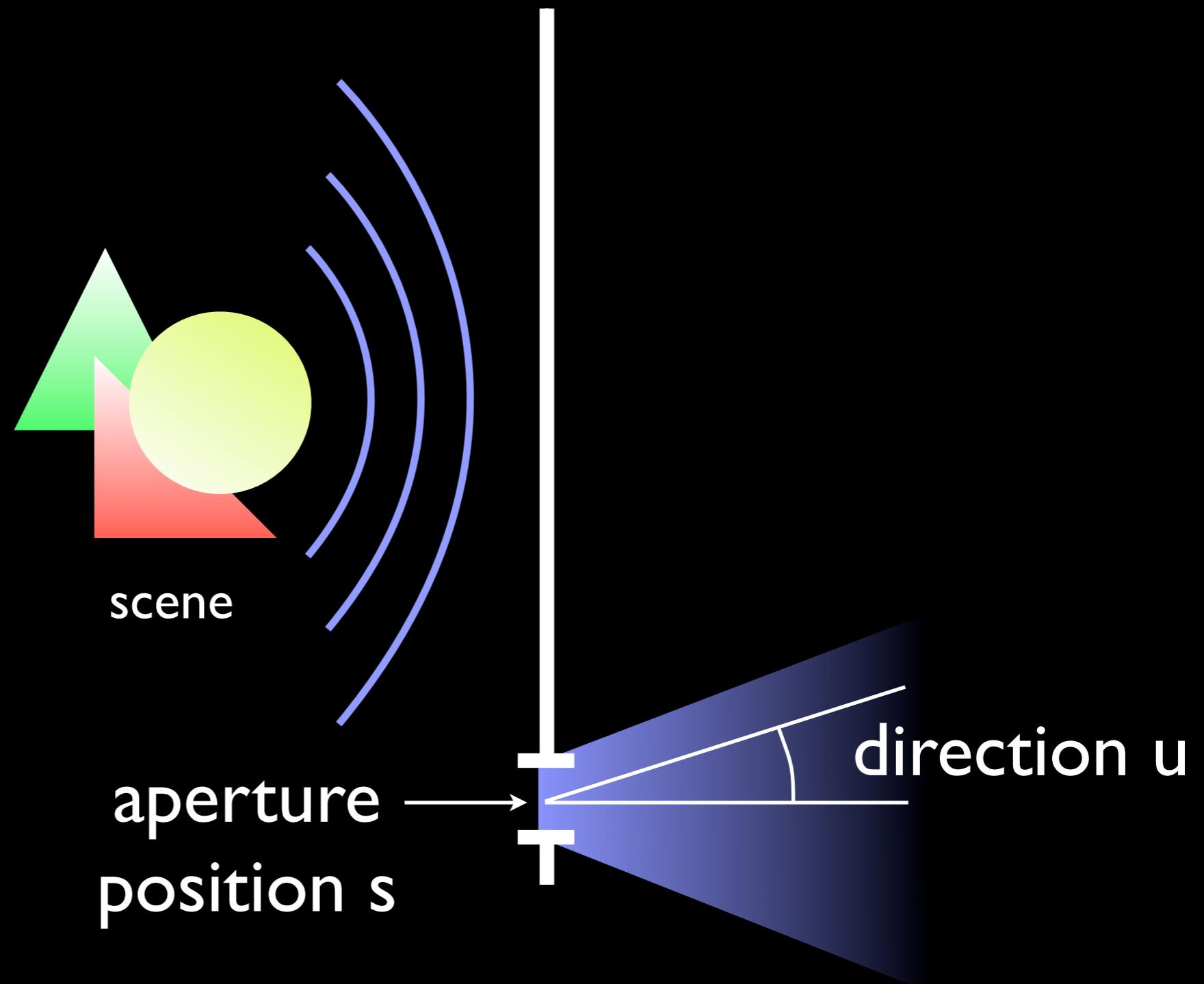
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Observable Light Field

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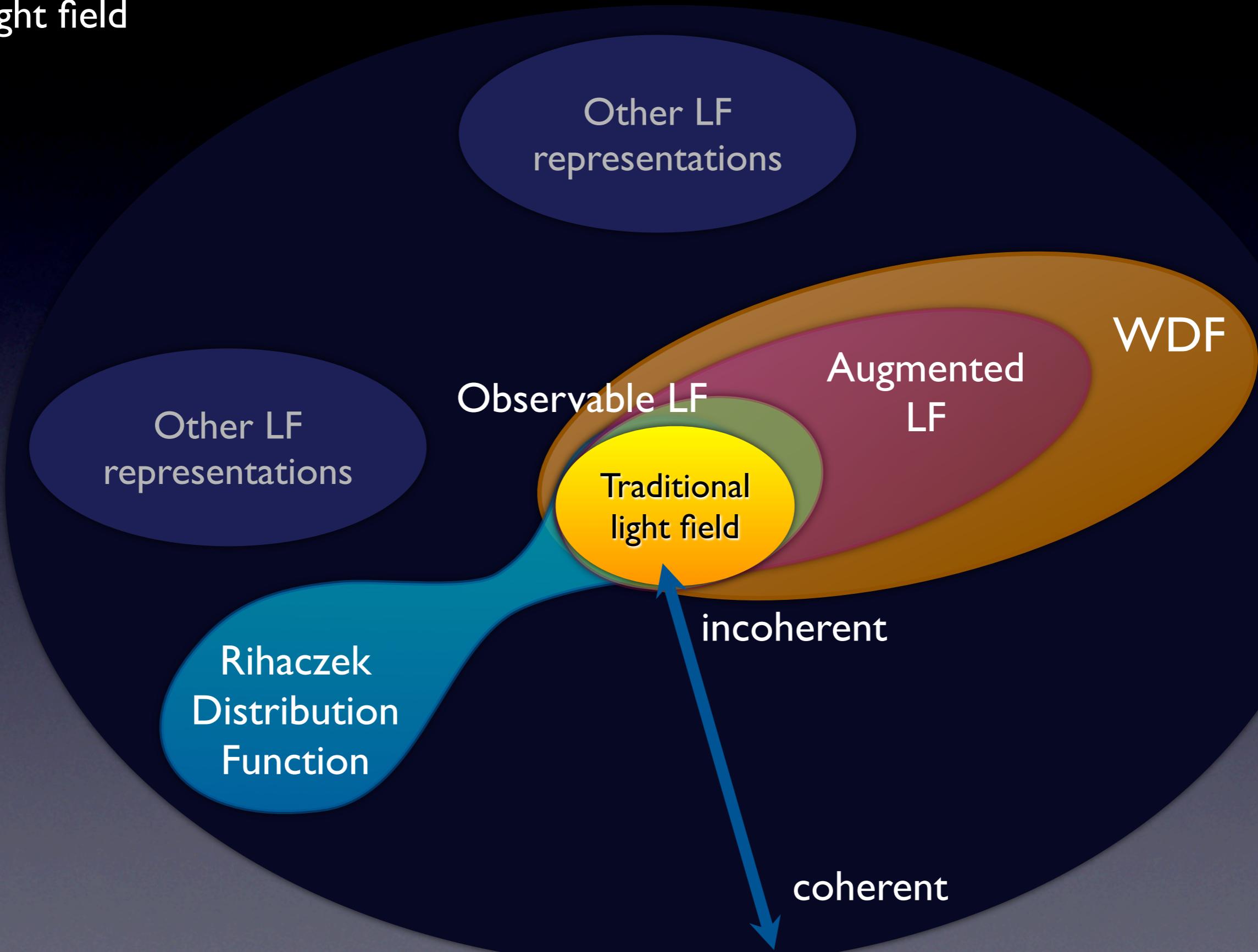


Space of LF representations

Time-frequency representations

Phase space representations

Quasi light field



Property of the Representation

	Constant along rays	Non-negativity	Coherence	Wavelength	Interference Cross term
Traditional LF	always constant	always positive	only incoherent	zero	no
Observable LF	nearly constant	always positive	any coherence state	any	yes
Augmented LF	only in the paraxial region	positive and negative	any	any	yes
WDF	only in the paraxial region	positive and negative	any	any	yes
Rihaczek DF	no; linear drift	complex	any	any	reduced

Benefits & Limitations of the Representation

	Ability to propagate	Modeling wave optics	Simplicity of computation	Adaptability to current pipe line	Near Field	Far Field
Traditional LF	x-shear	no	very simple	high	no	yes
Observable LF	not x-shear	yes	modest	low	yes	yes
Augmented LF	x-shear	yes	modest	high	no	yes
WDF	x-shear	yes	modest	low	yes	yes
Rihaczek DF	x-shear	yes	better than WDF, not as simple as LF	low	no	yes

Observable Light Field

$$l_{obs}^{(T)}(s, u) = \left| \int U(x) T(x - s) e^{-j2\pi \frac{u}{\lambda} x} dx \right|^2$$

Observable Light Field

$$l_{obs}^{(T)}(s, u) = \left| \int U(x) T(x - s) e^{-j2\pi \frac{u}{\lambda} x} dx \right|^2$$

↗
Fourier transform

Observable Light Field

$$l_{obs}^{(T)}(s, u) = \left| \int U(x) T(x - s) e^{-j2\pi \frac{u}{\lambda} x} dx \right|^2$$

wave  Fourier transform 

Observable Light Field

$$l_{obs}^{(T)}(s, u) = \left| \int U(x) T(x - s) e^{-j2\pi \frac{u}{\lambda} x} dx \right|^2$$

aperture window
↓
wave →
Fourier transform

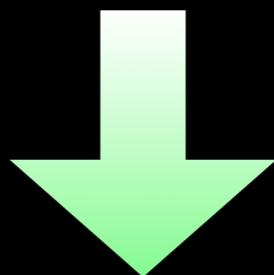
Observable Light Field

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aperture window
↓
wave →
Fourier transform ← power

Observable Light Field

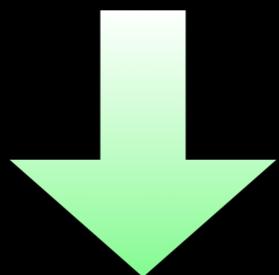
$$l_{obs}^{(T)}(s, u) = \left| \int U(x) T(x - s) e^{-j2\pi \frac{u}{\lambda} x} dx \right|^2$$



$$l_{obs}^{(T)}(s, u) = W_U \left(s, \frac{u}{\lambda} \right) \otimes W_T \left(-s, \frac{u}{\lambda} \right)$$

Observable Light Field

$$l_{obs}^{(T)}(s, u) = \left| \int U(x) T(x - s) e^{-j2\pi \frac{u}{\lambda} x} dx \right|^2$$



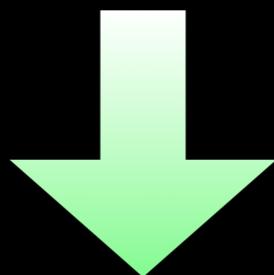
$$l_{obs}^{(T)}(s, u) = W_U \left(s, \frac{u}{\lambda} \right) \otimes W_T \left(-s, \frac{u}{\lambda} \right)$$



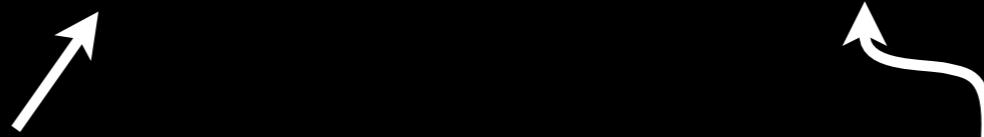
Wigner distribution
of wave function

Observable Light Field

$$l_{obs}^{(T)}(s, u) = \left| \int U(x) T(x - s) e^{-j2\pi \frac{u}{\lambda} x} dx \right|^2$$



$$l_{obs}^{(T)}(s, u) = W_U \left(s, \frac{u}{\lambda} \right) \otimes W_T \left(-s, \frac{u}{\lambda} \right)$$

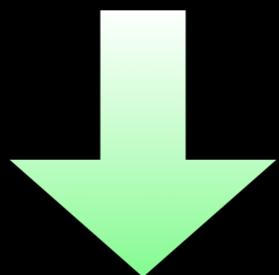


Wigner distribution
of wave function

Wigner distribution
of aperture window

Observable Light Field

$$l_{obs}^{(T)}(s, u) = \left| \int U(x) T(x - s) e^{-j2\pi \frac{u}{\lambda} x} dx \right|^2$$

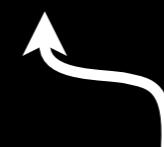


blur trades off
resolution in position
with direction

$$l_{obs}^{(T)}(s, u) = W_U \left(s, \frac{u}{\lambda} \right) \otimes W_T \left(-s, \frac{u}{\lambda} \right)$$



Wigner distribution
of wave function



Wigner distribution
of aperture window

Observable Light Field

at zero wavelength limit
(regime of ray optics)

$$l_{obs}^{(T)}(s, u) = W_U\left(s, \frac{u}{\lambda}\right) \otimes W_T\left(-s, \frac{u}{\lambda}\right)$$



Wigner distribution
of wave function



Wigner distribution
of aperture window

Observable Light Field

at zero wavelength limit
(regime of ray optics)

$$l_{obs}^{(T)}(s, u) = W_U \left(s, \frac{u}{\lambda} \right) \otimes \delta(-s, u)$$



Wigner distribution
of wave function

Observable Light Field

at zero wavelength limit
(regime of ray optics)

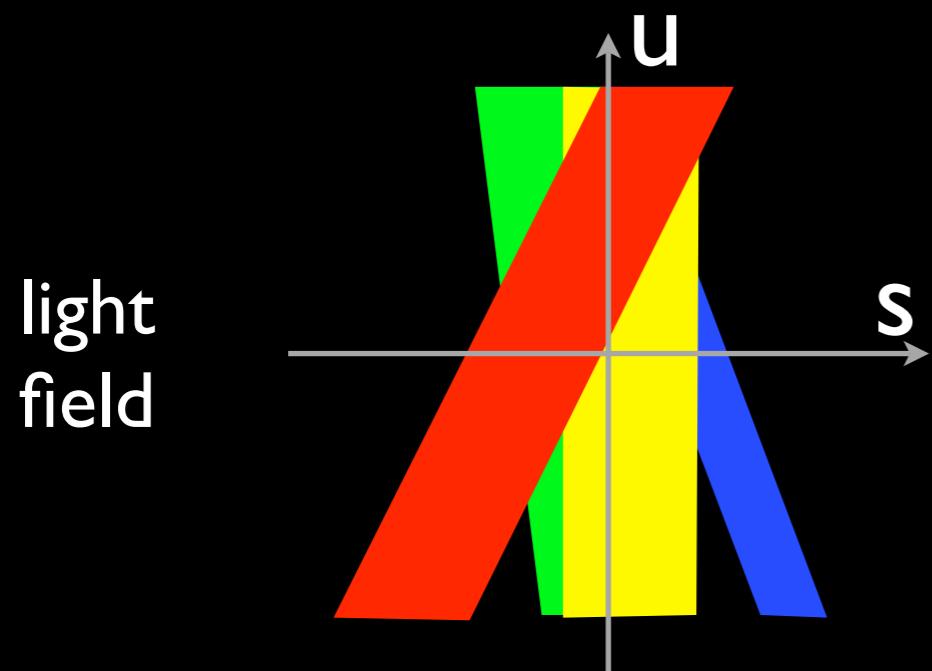
$$l_{obs}^{(T)}(s, u) = W_U \left(s, \frac{u}{\lambda} \right)$$

observable light field and Wigner equivalent!

Observable Light Field

- observable light field is a blurred Wigner distribution with a modified coordinate system
- blur trades off resolution in position with direction
- Wigner distribution and observable light field equivalent at zero wavelength limit

Application - Refocusing



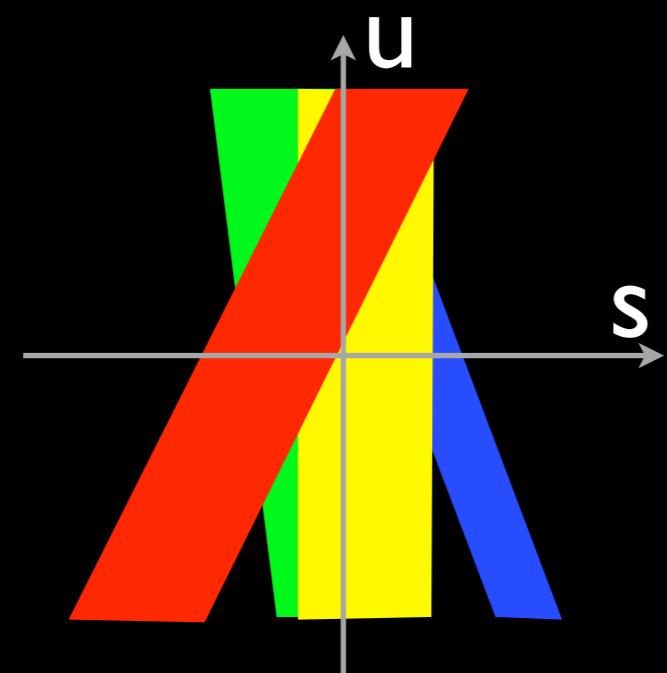
Isaksen

et. al

2000

light
field

Application - Refocusing



Isaksen

Application - Refocusing

et. al

2000

light
field

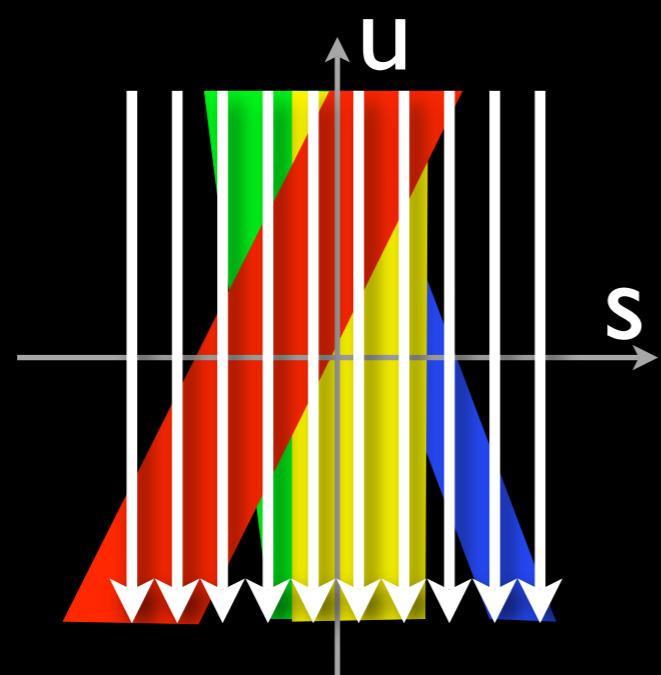


image at $z=0$

Isaksen

et. al

2000

light
field

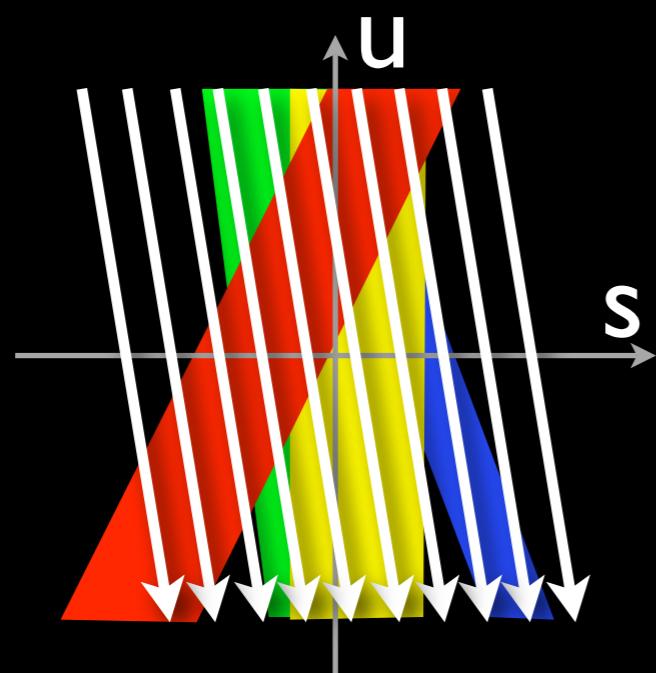


image at $z=z_0$

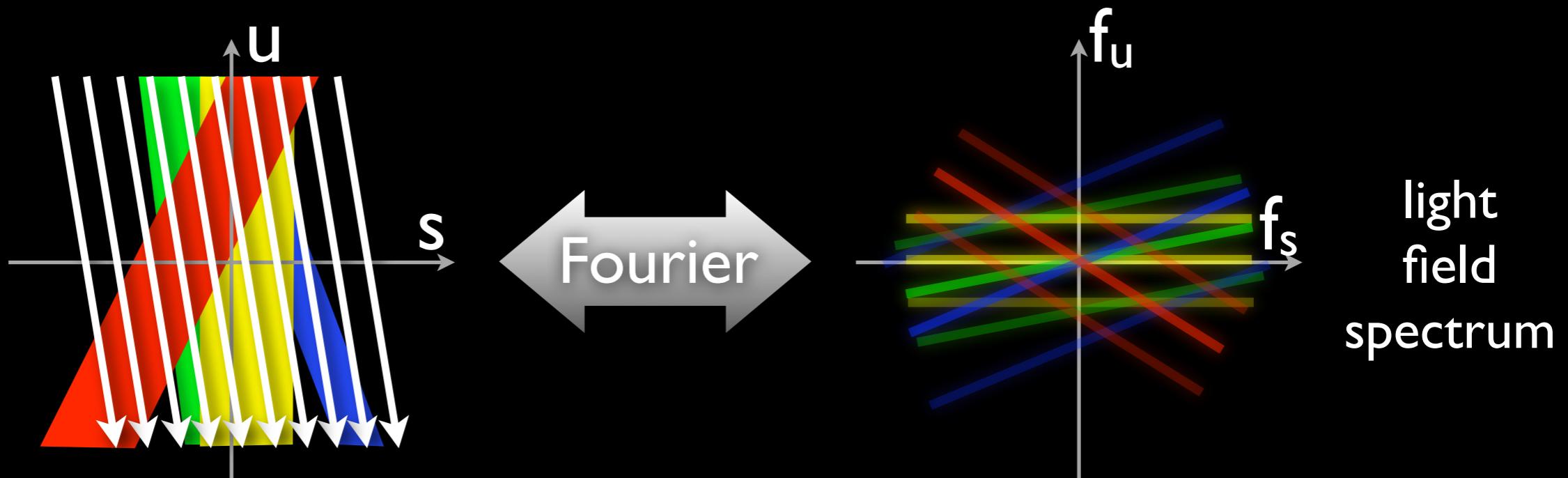
Application - Refocusing

Isaksen
et. al

2000

light
field

Application - Refocusing

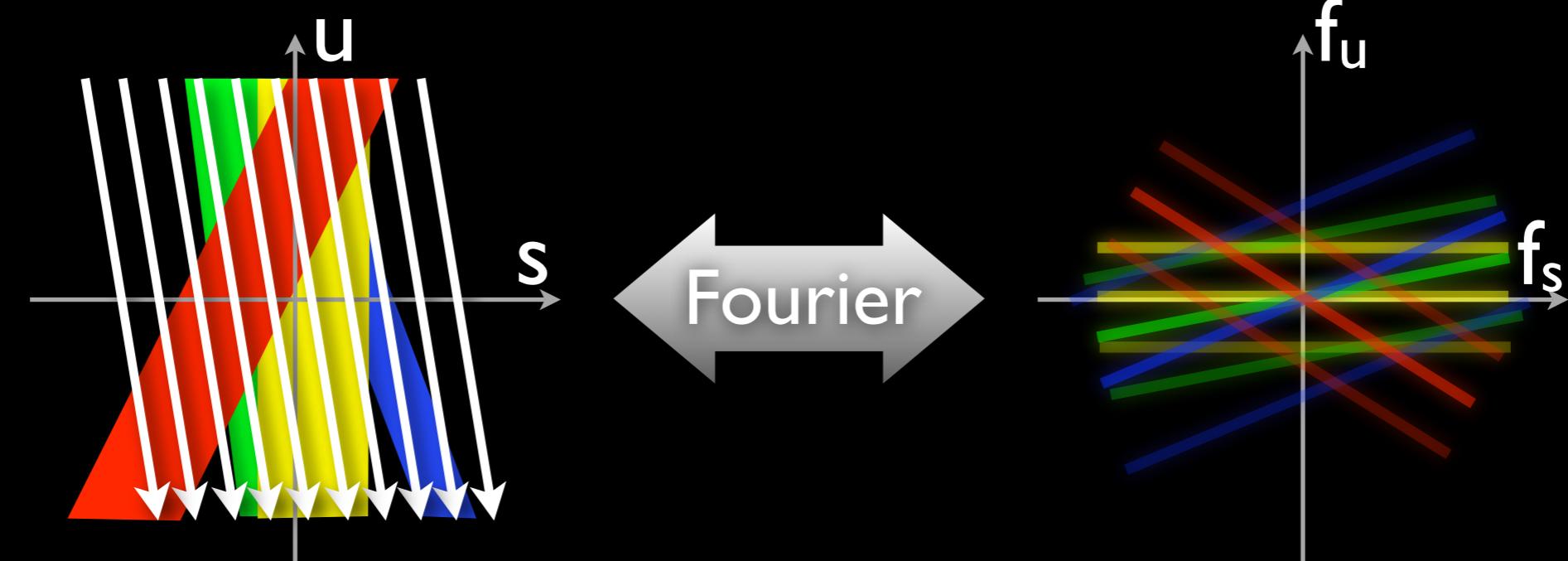


Isaksen

et. al

2000

light
field



Application - Refocusing

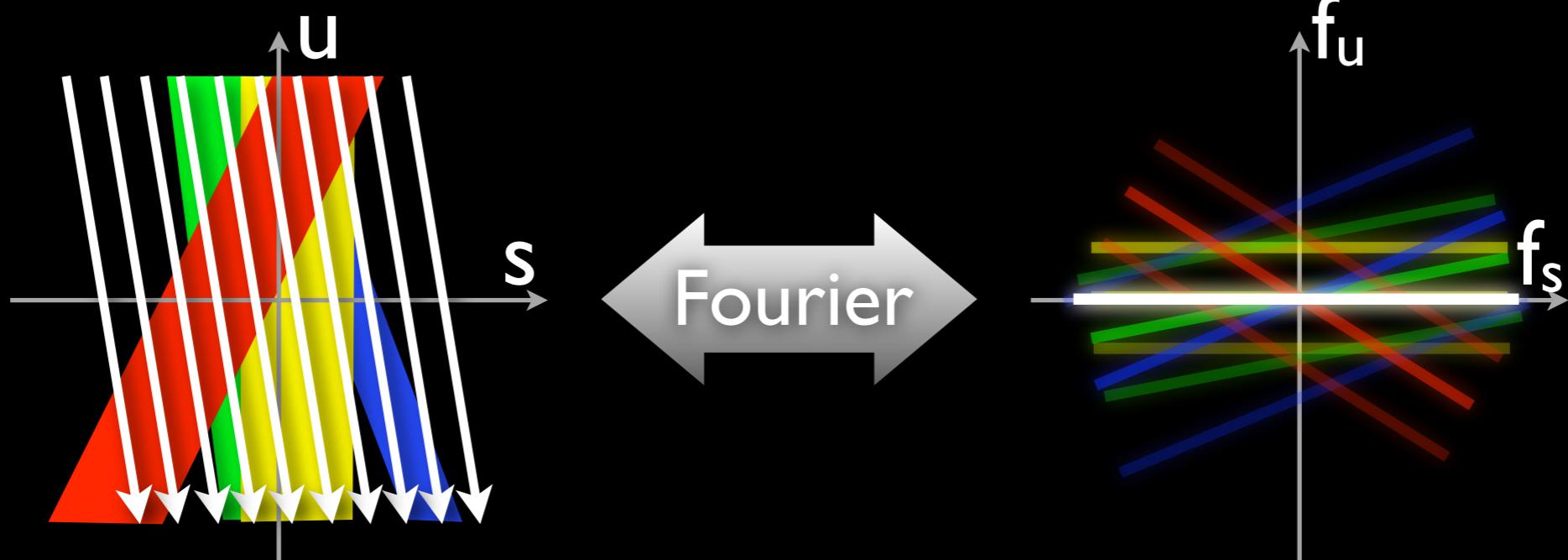
Ng
2005
light
field
spectrum

Isaksen

et. al

2000

light
field



Application - Refocusing

Ng
2005

light
field
spectrum

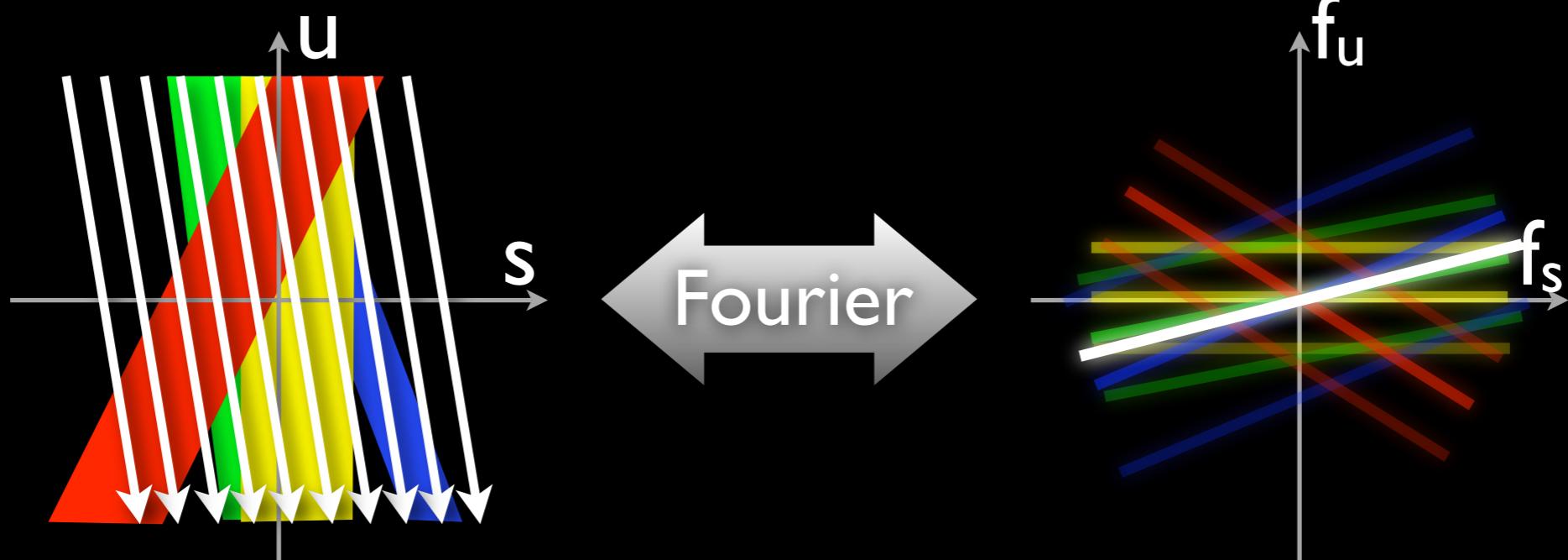
image at $z=0$

Isaksen

et. al

2000

light
field



Application - Refocusing

Ng
2005

light
field
spectrum

image at $z=z_0$

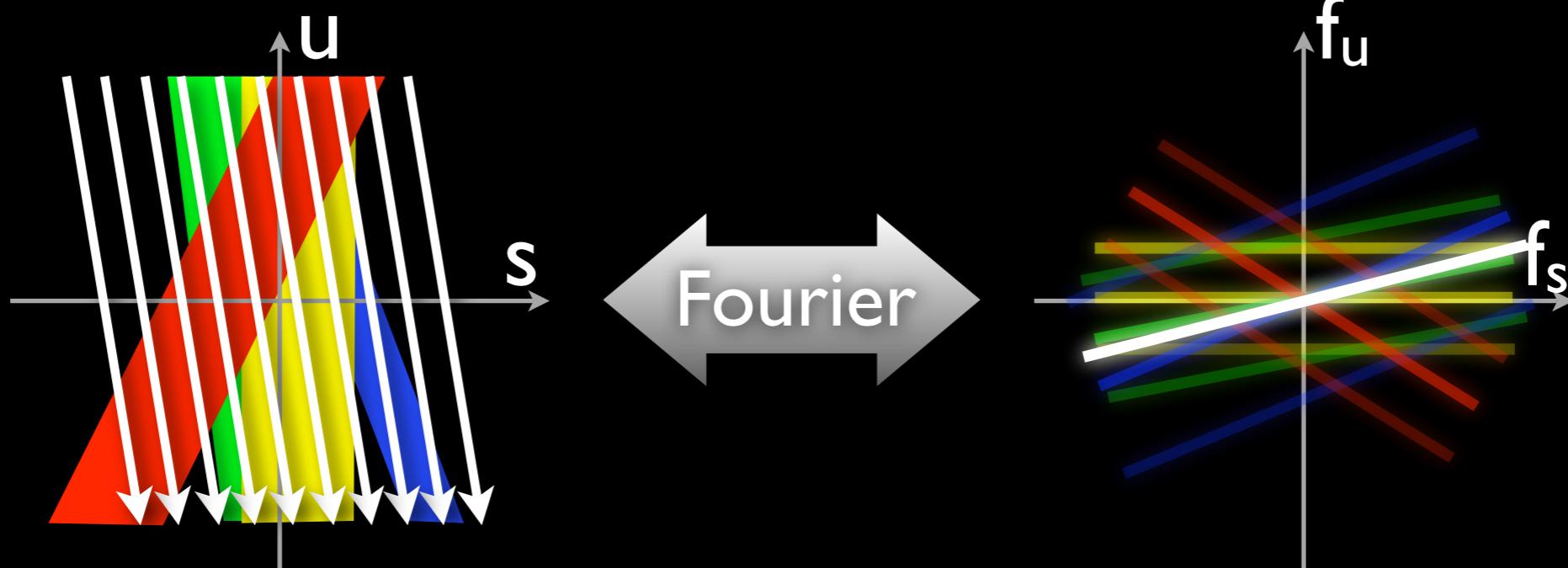
Application - Refocusing

Isaksen

et. al

2000

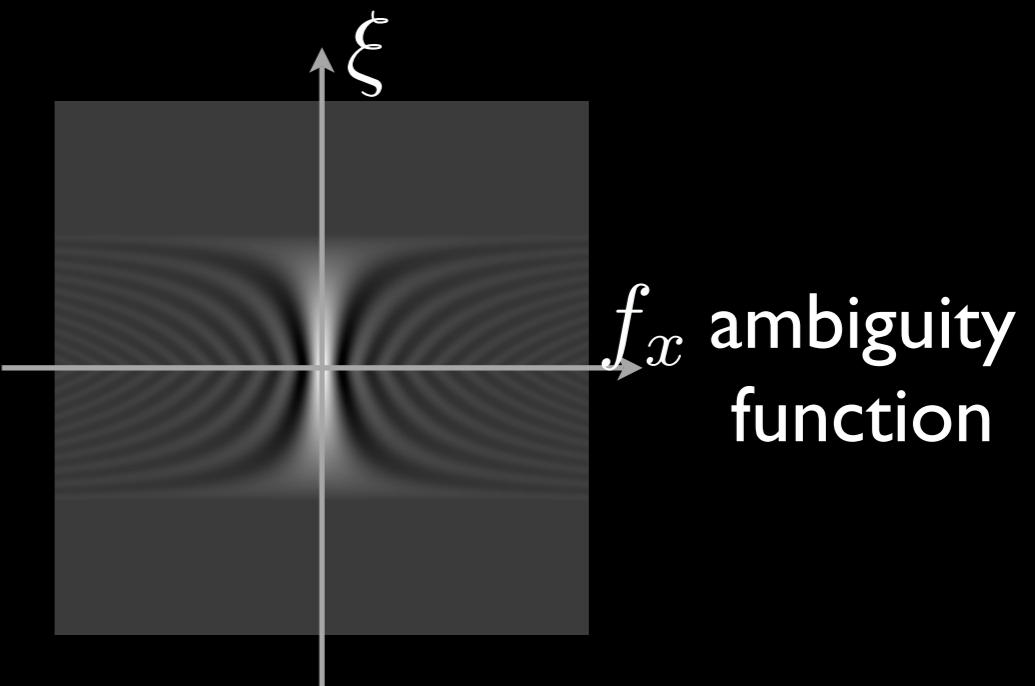
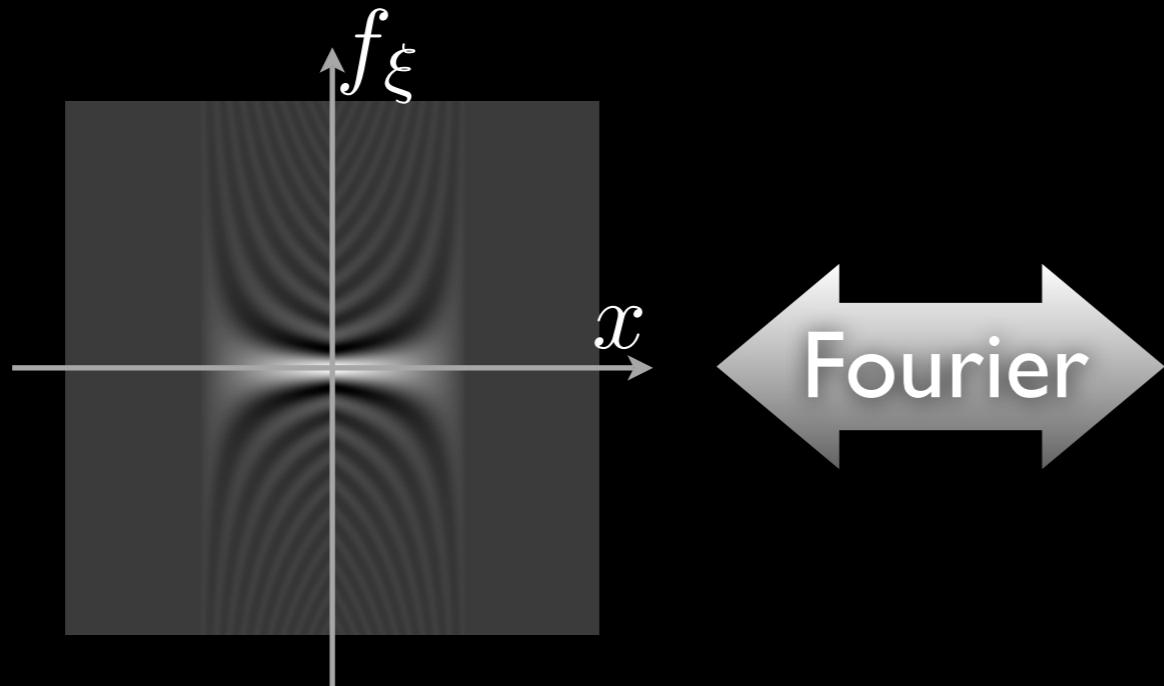
light
field



Ng
2005

light
field
spectrum

Wigner
distribution

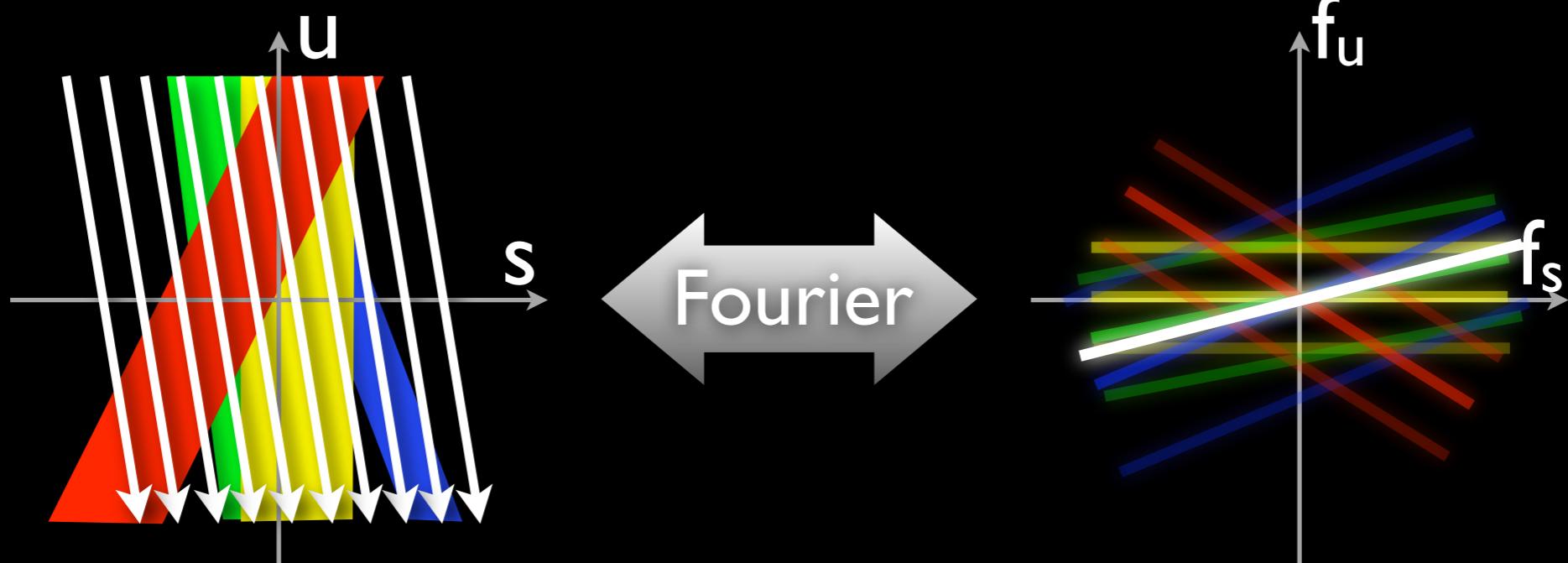


Isaksen

et. al

2000

light
field

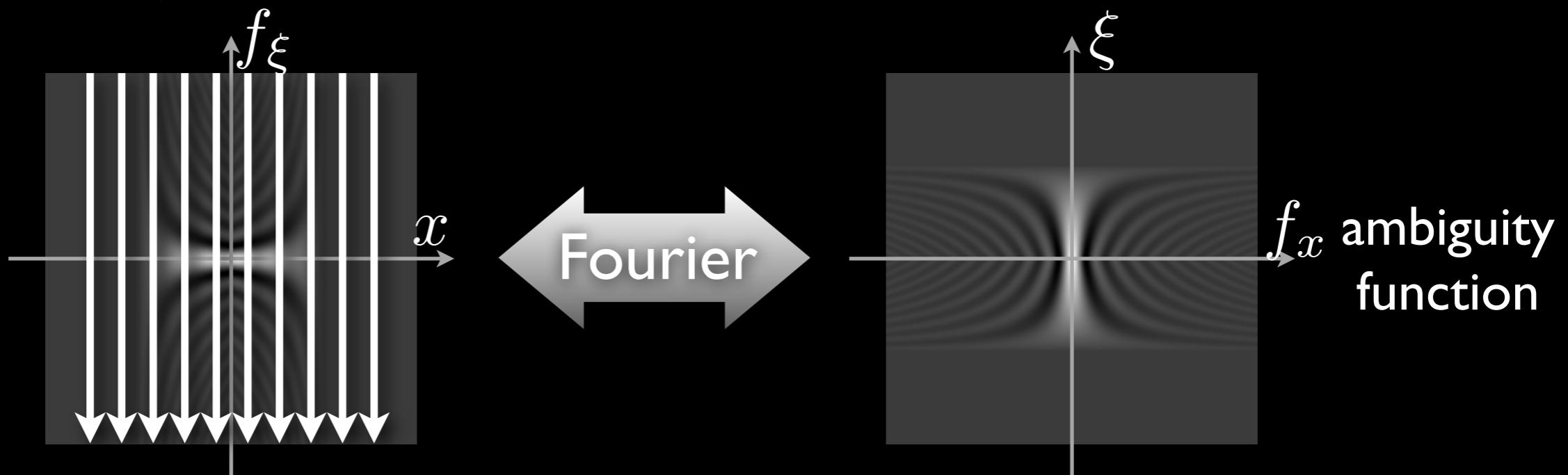


Ng
2005

light
field
spectrum

image at $z=0$

Wigner
distribution

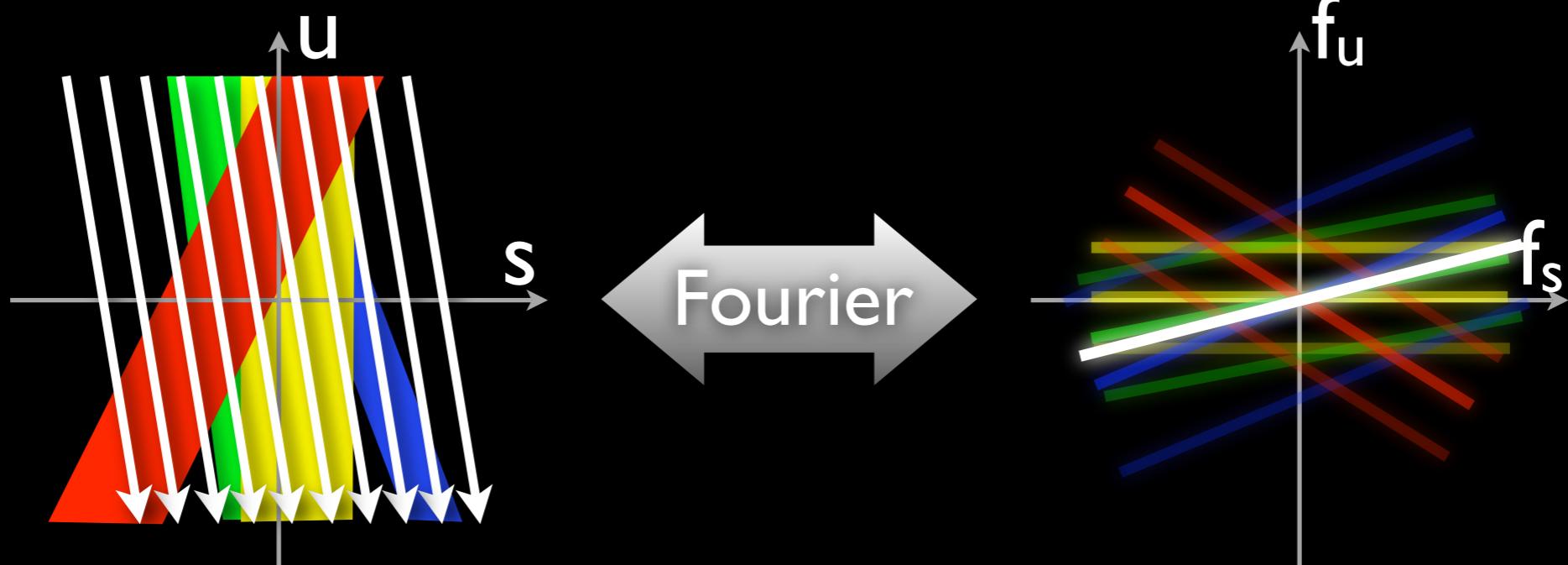


Isaksen

et. al

2000

light
field

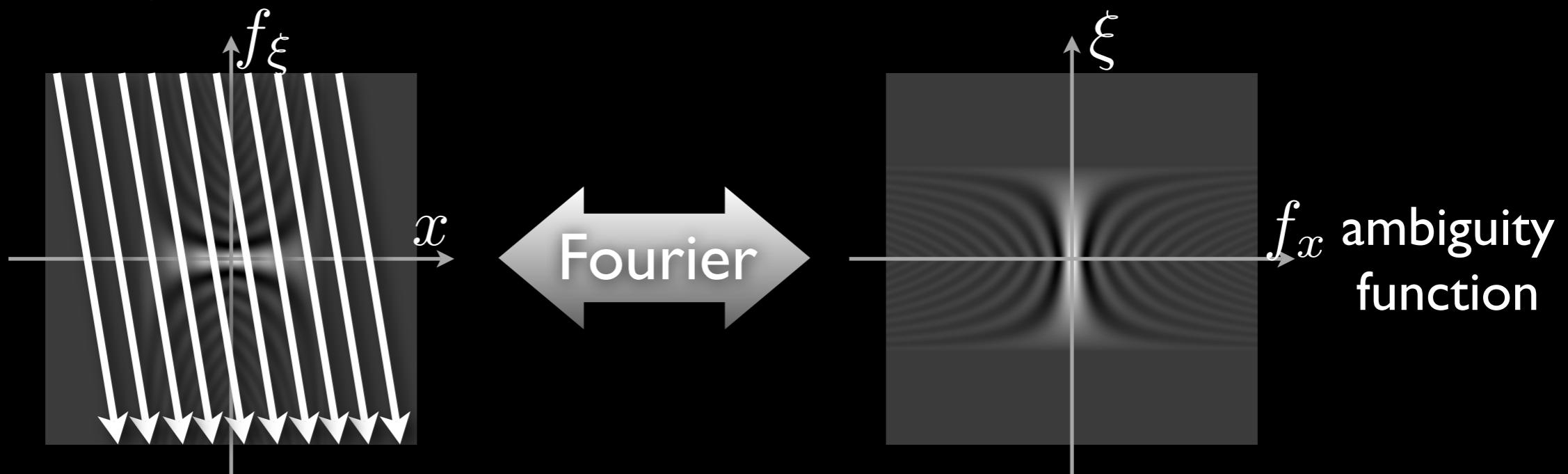


Ng
2005

light
field
spectrum

image at $z=z_0$

Wigner
distribution

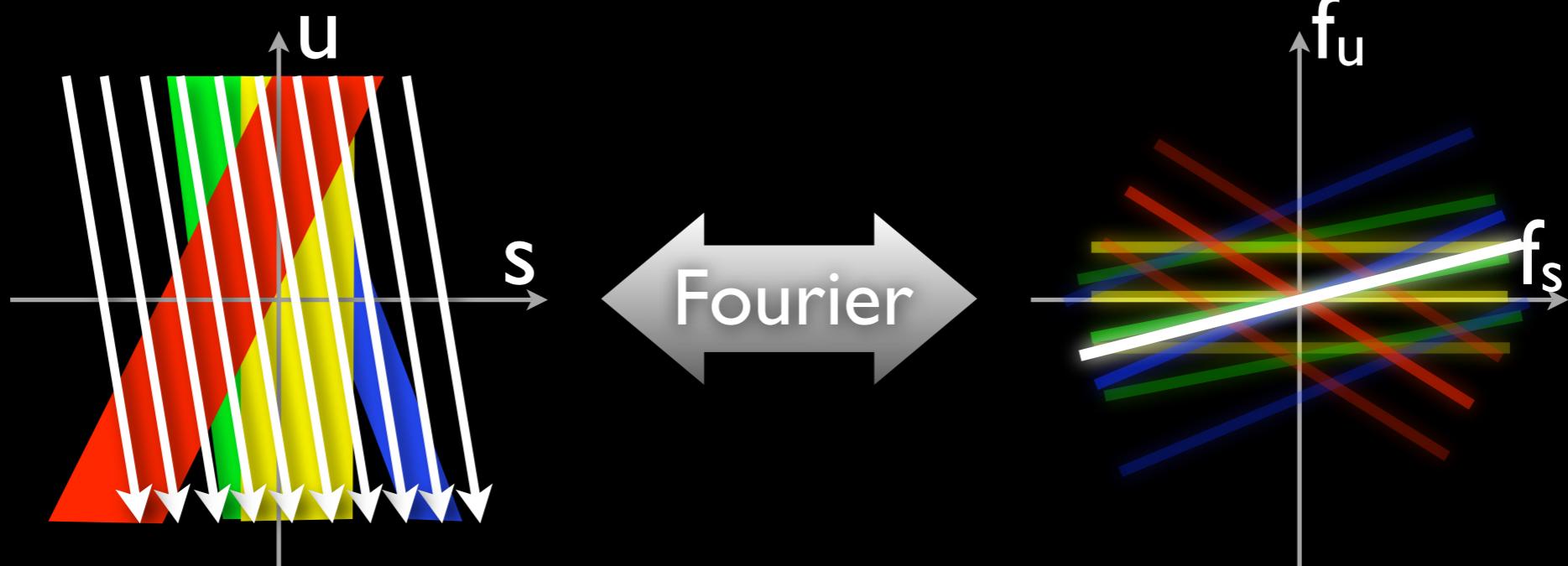


Isaksen

et. al

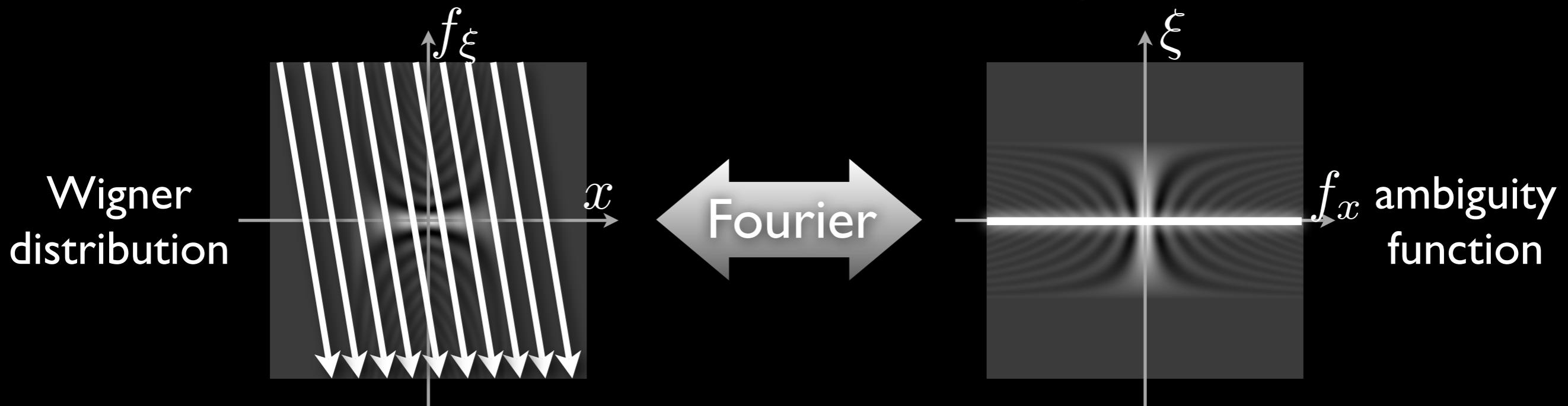
2000

light
field



Ng
2005

light
field
spectrum



Wigner
distribution

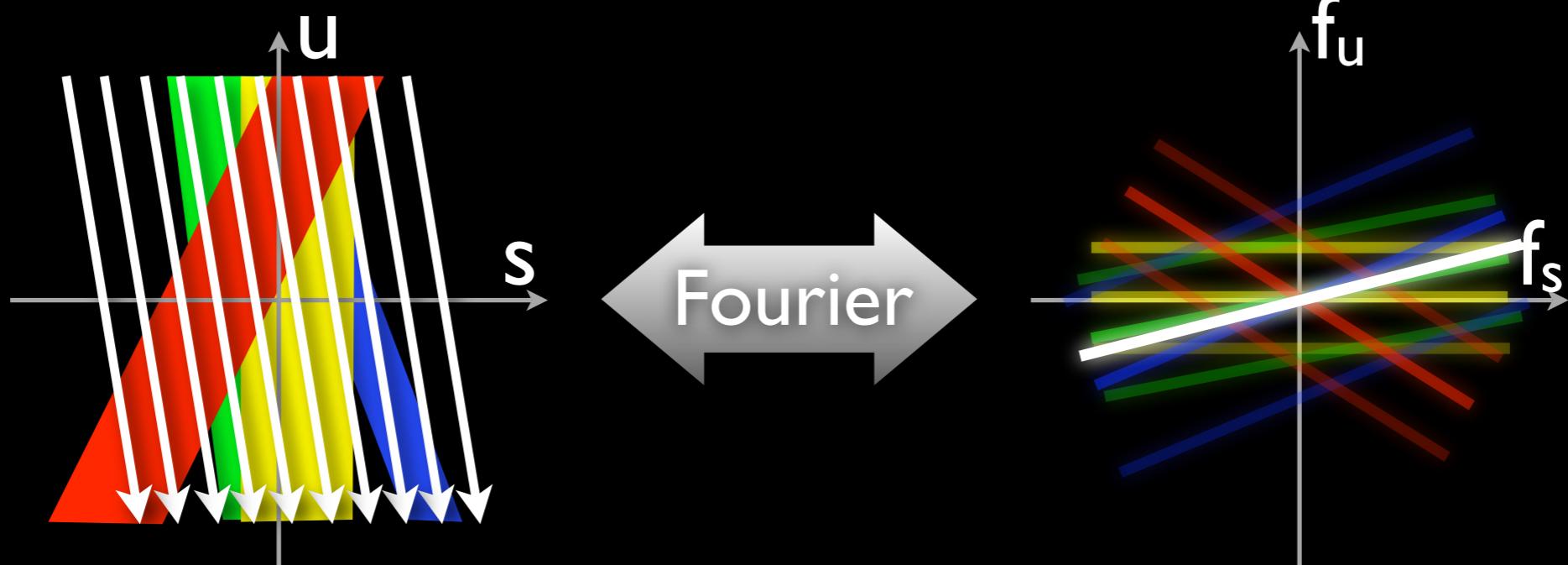
f_x ambiguity
function

Isaksen

et. al

2000

light
field



Ng
2005

light
field
spectrum

Wigner
distribution

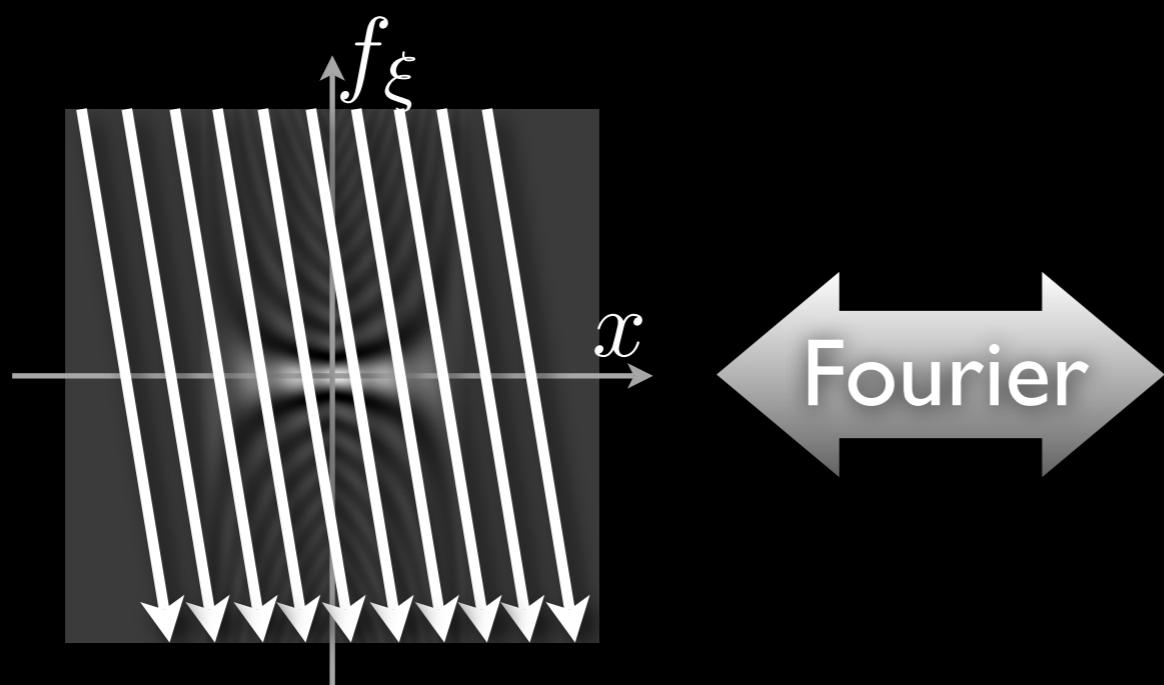
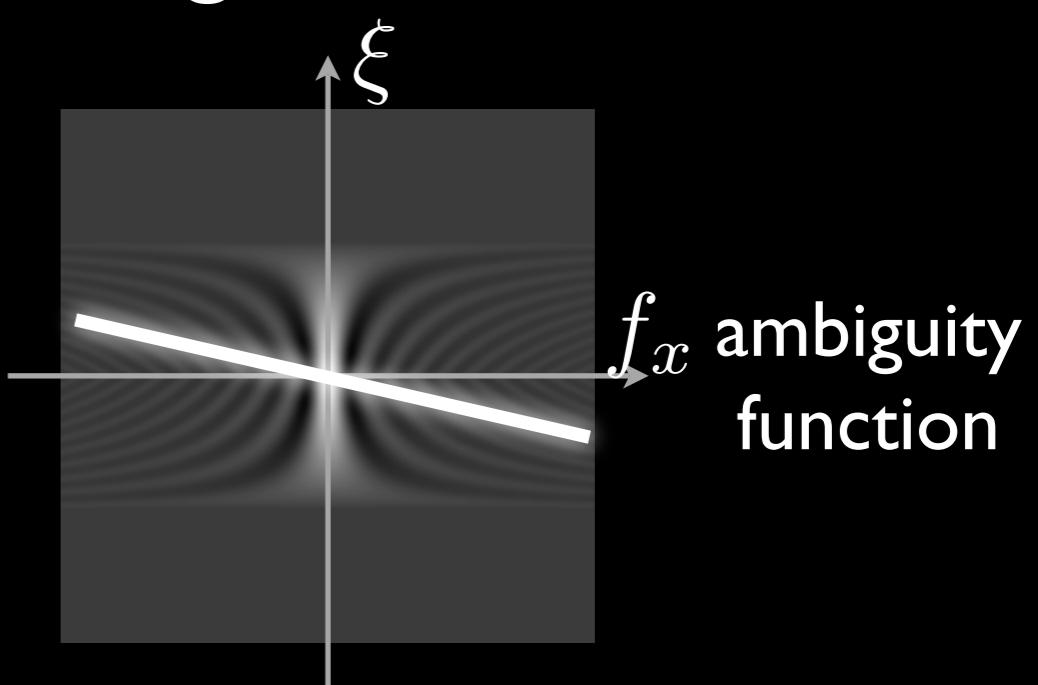


image at $z=z_0$



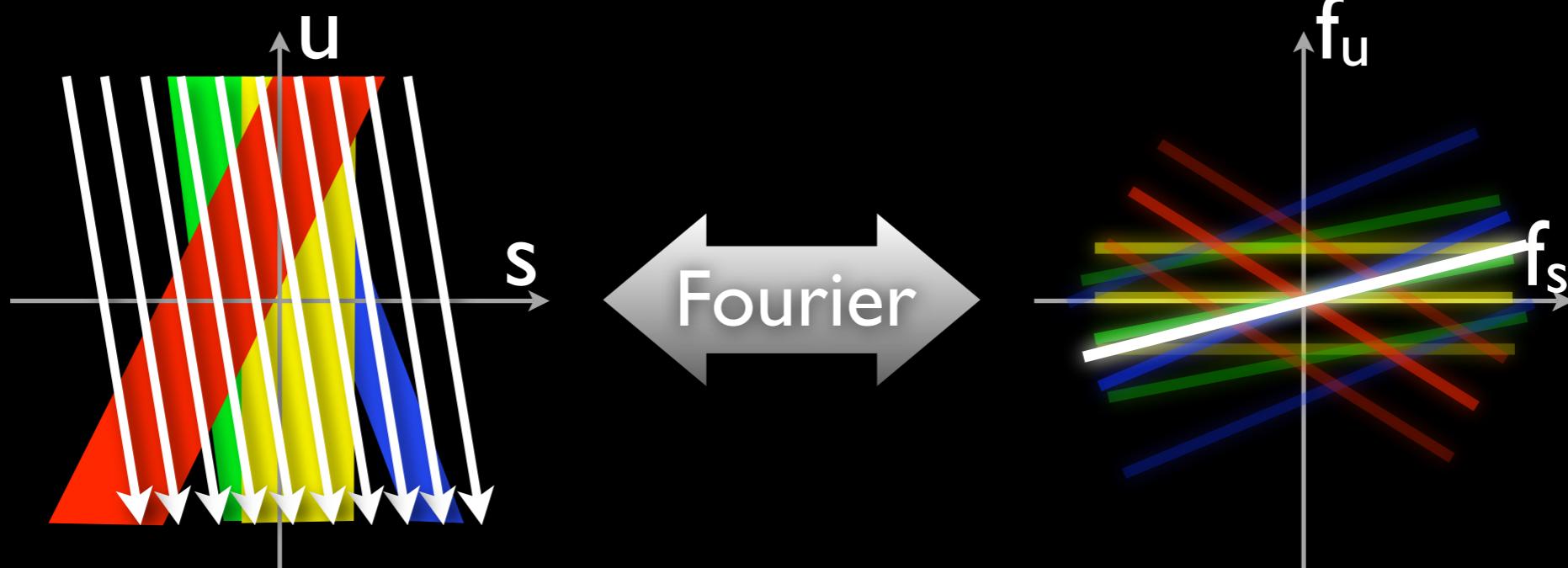
Application - Refocusing

Isaksen

et. al

2000

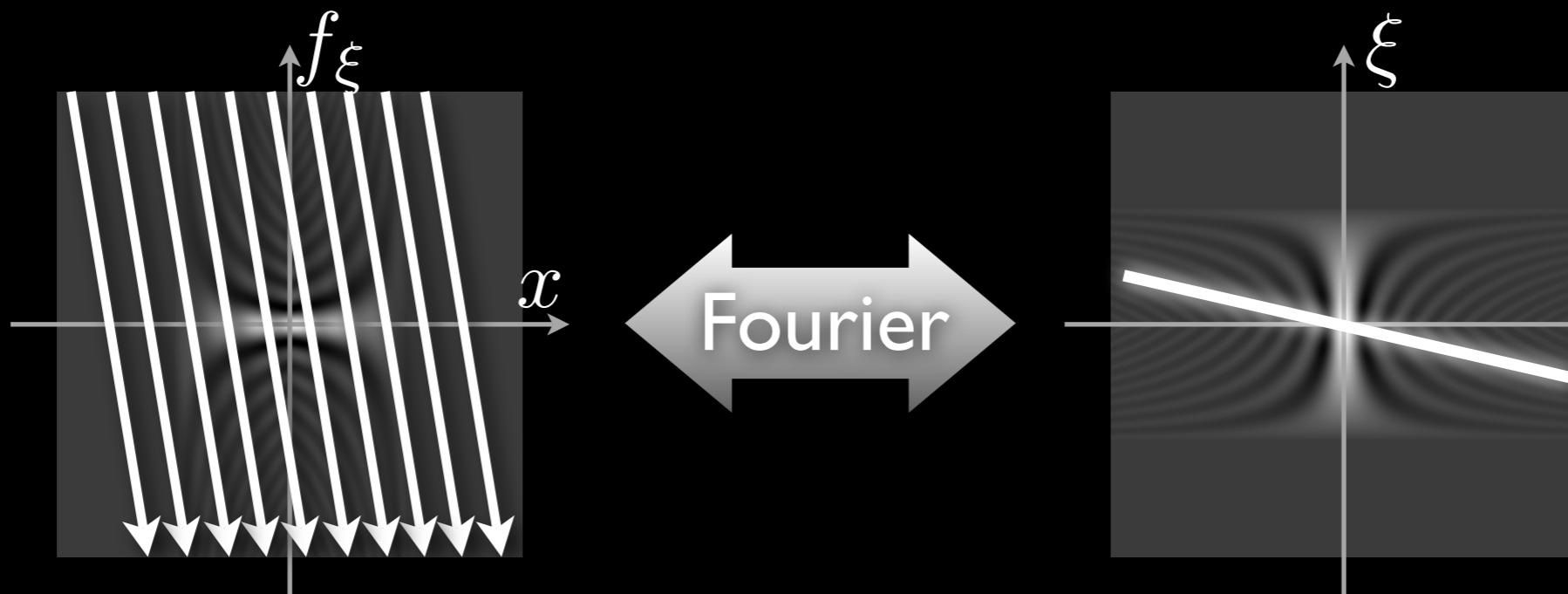
light
field



Ng
2005

light
field
spectrum

Wigner
distribution

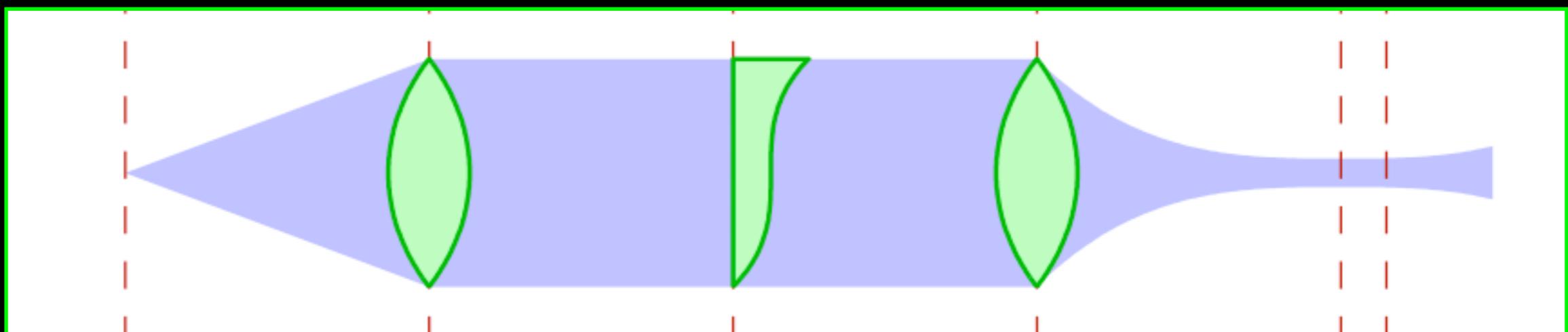


Papoulis
1974

f_x ambiguity
function

Application - Wavefront Coding

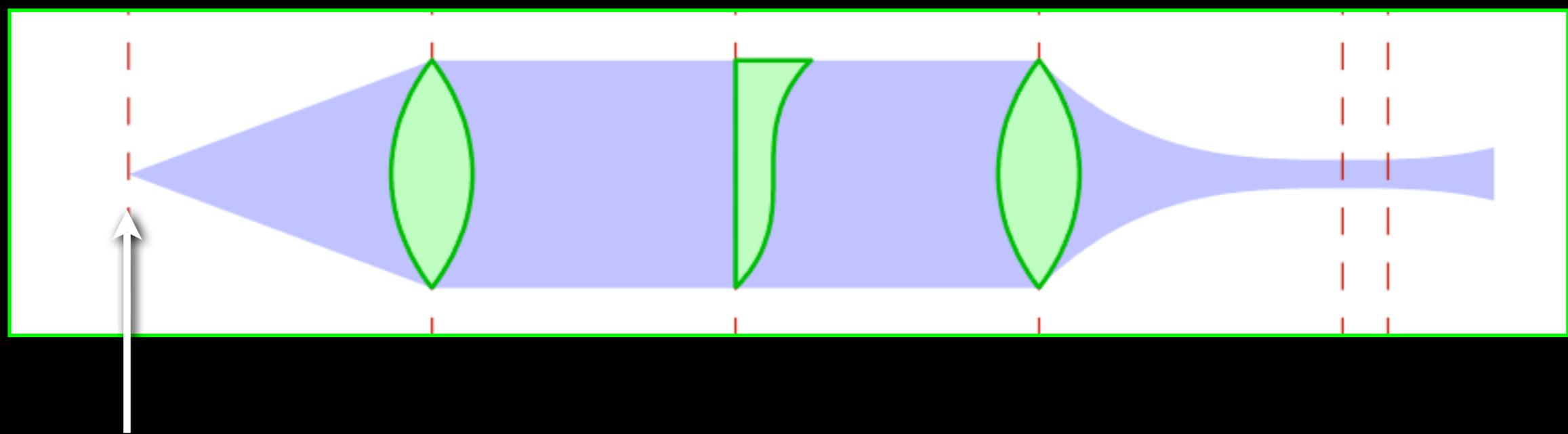
Dowski and Cathey 1995



same aberrant blur regardless of depth of focus

Application - Wavefront Coding

Dowski and Cathey 1995

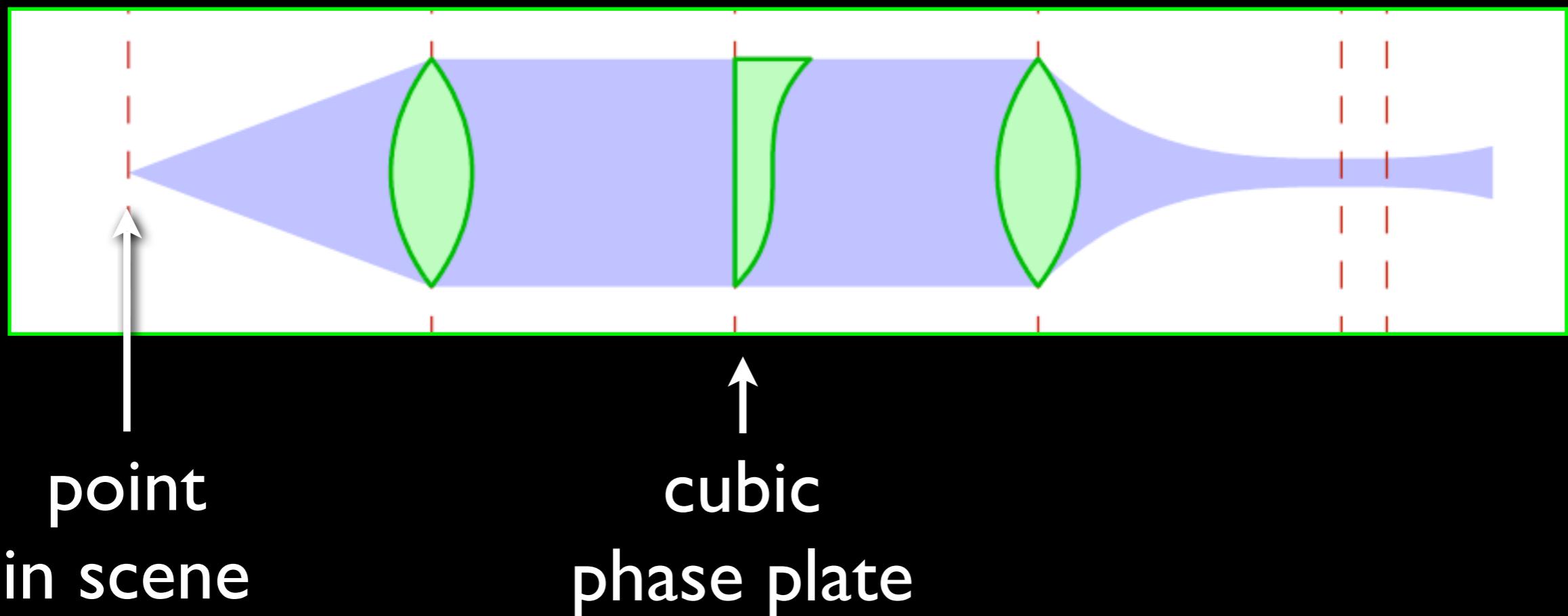


point
in scene

same aberrant blur regardless of depth of focus

Application - Wavefront Coding

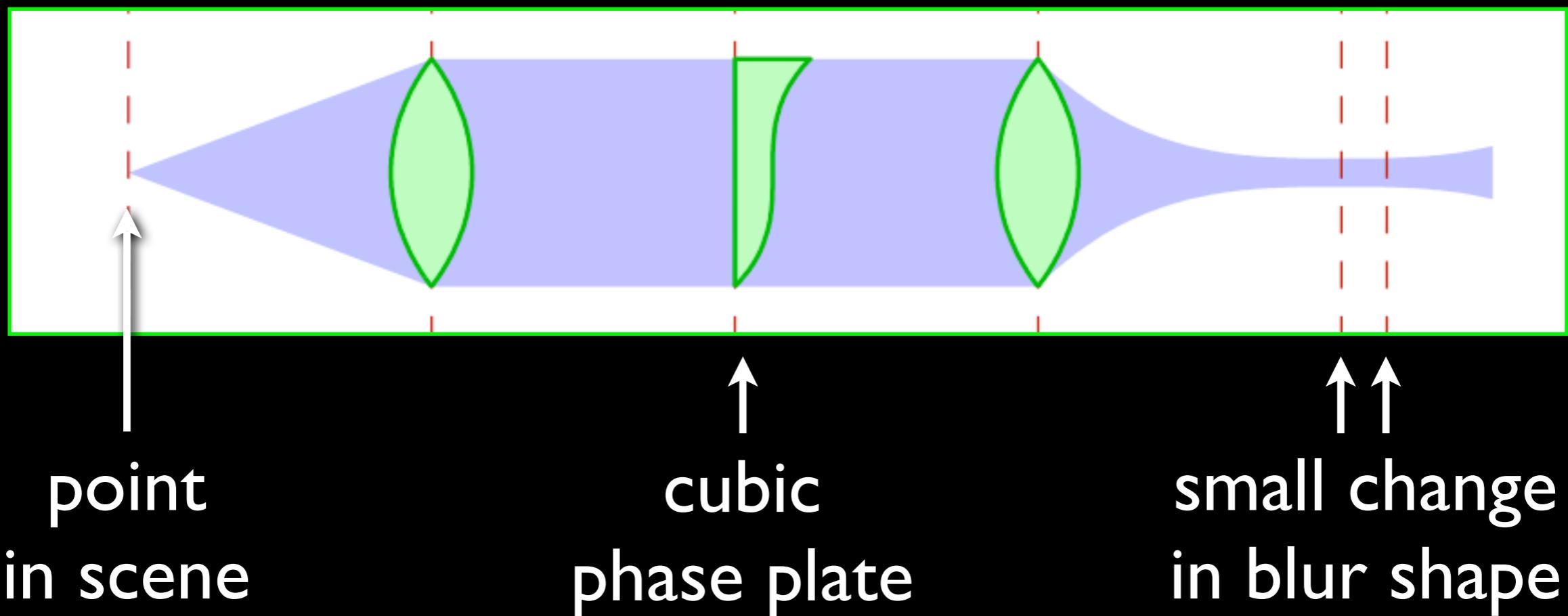
Dowski and Cathey 1995



same aberrant blur regardless of depth of focus

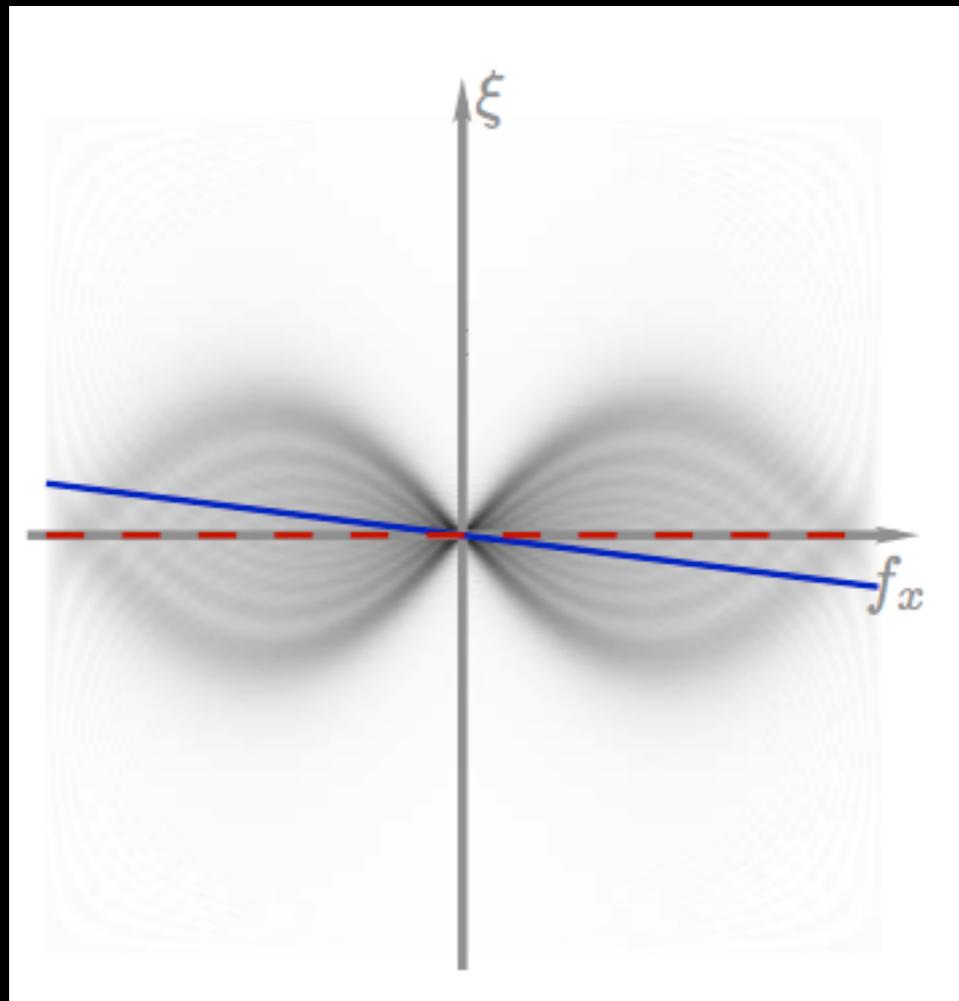
Application - Wavefront Coding

Dowski and Cathey 1995

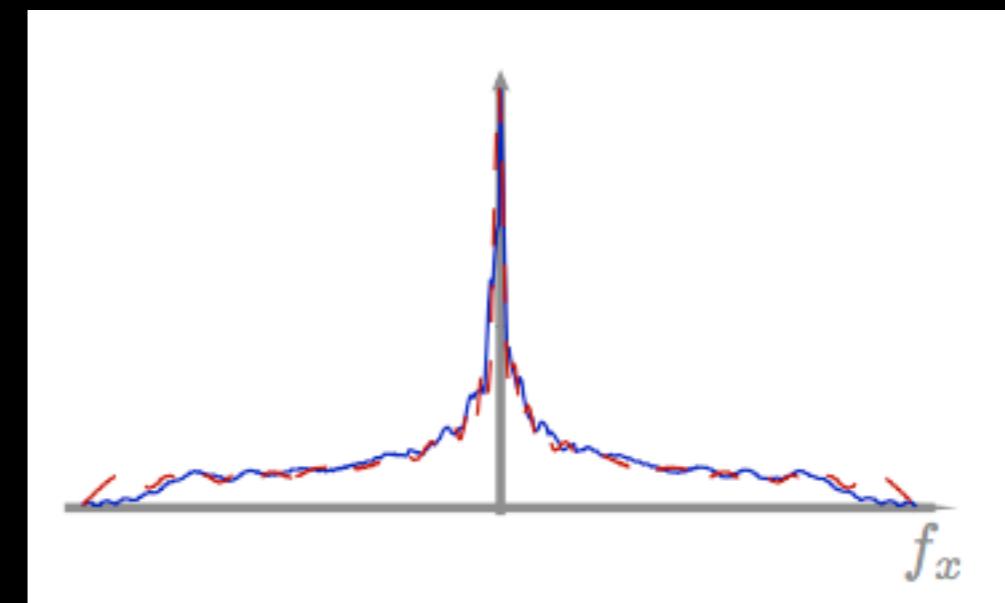


same aberrant blur regardless of depth of focus

Application - Wavefront Coding

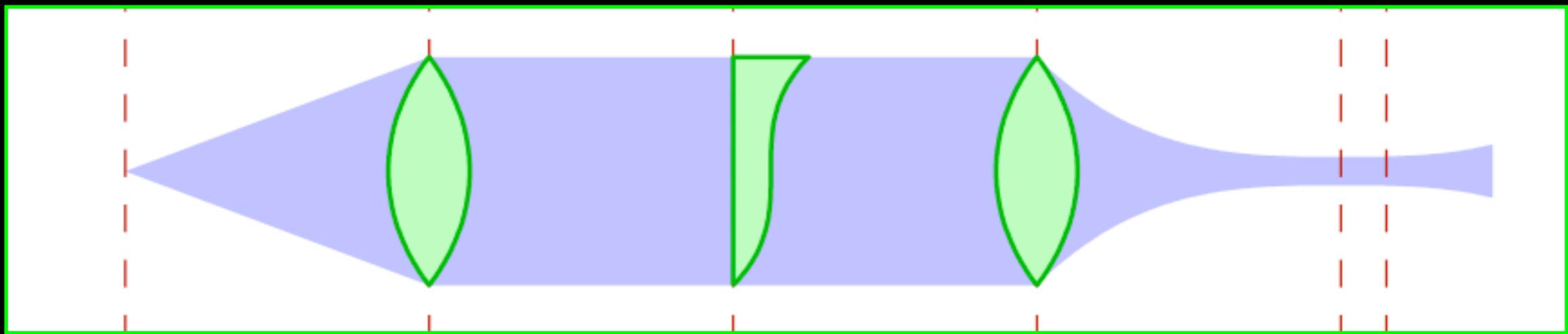


ambiguity
function

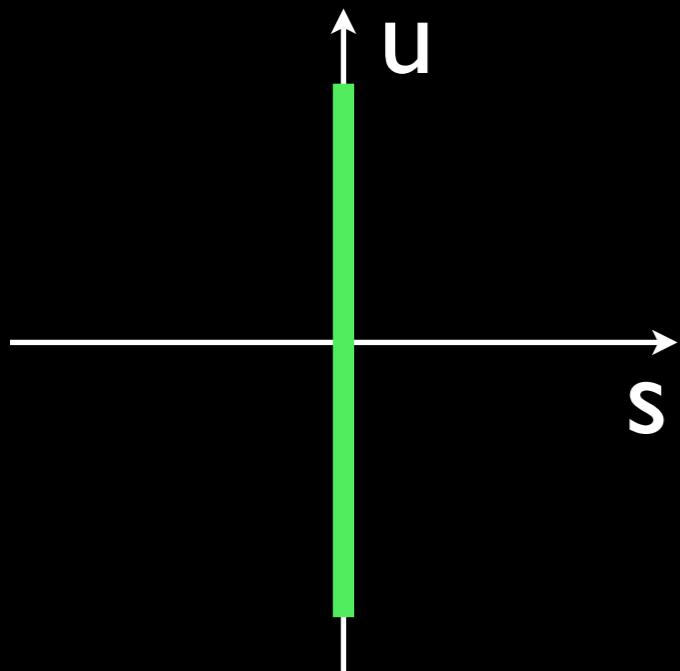
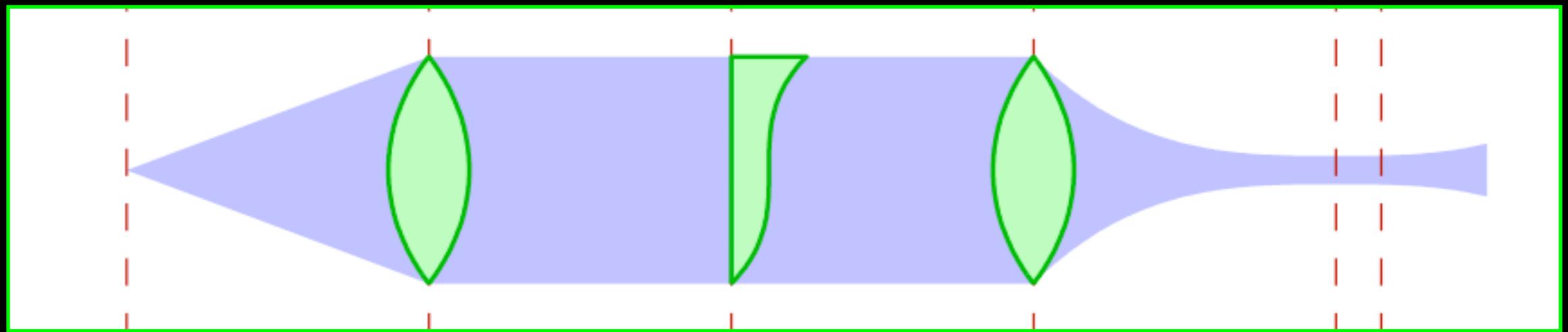


slices corresponding
to various depths

Application - Wavefront Coding

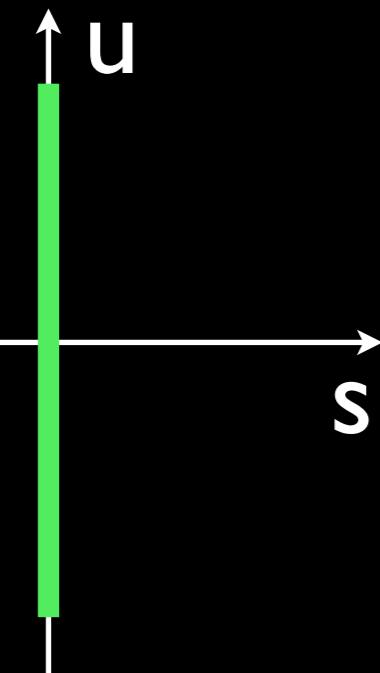
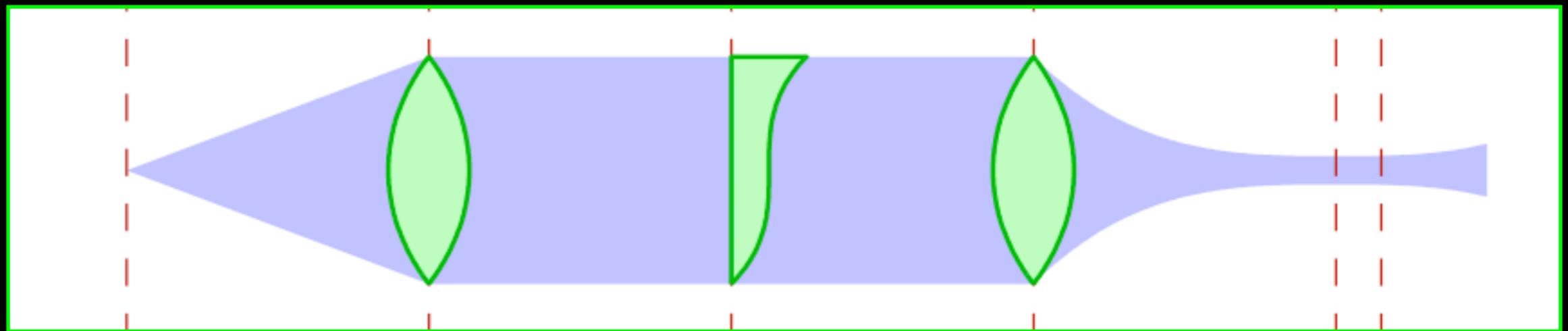


Application - Wavefront Coding

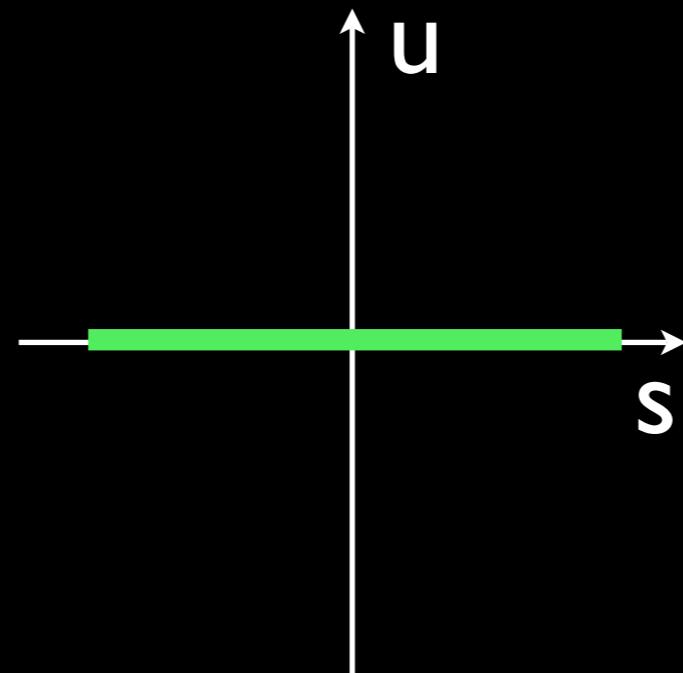


point

Application - Wavefront Coding

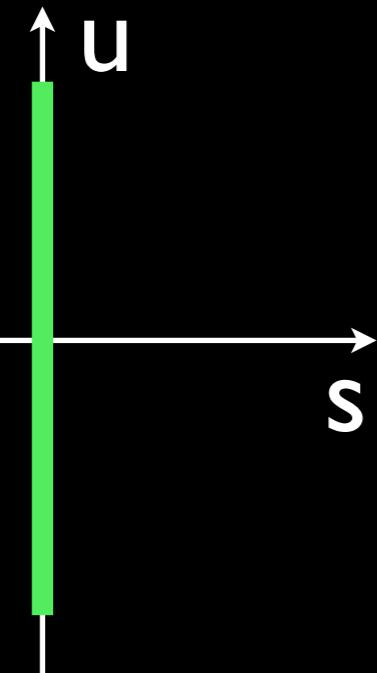
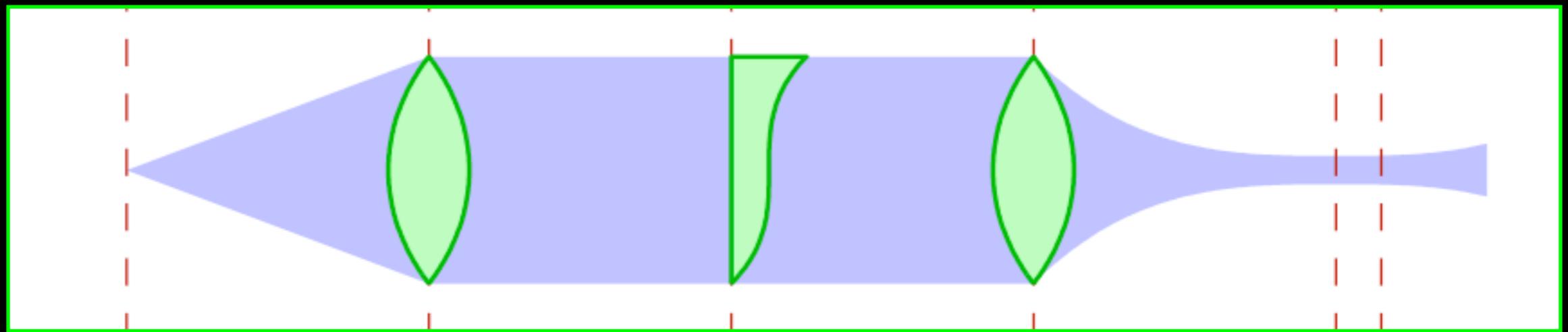


point

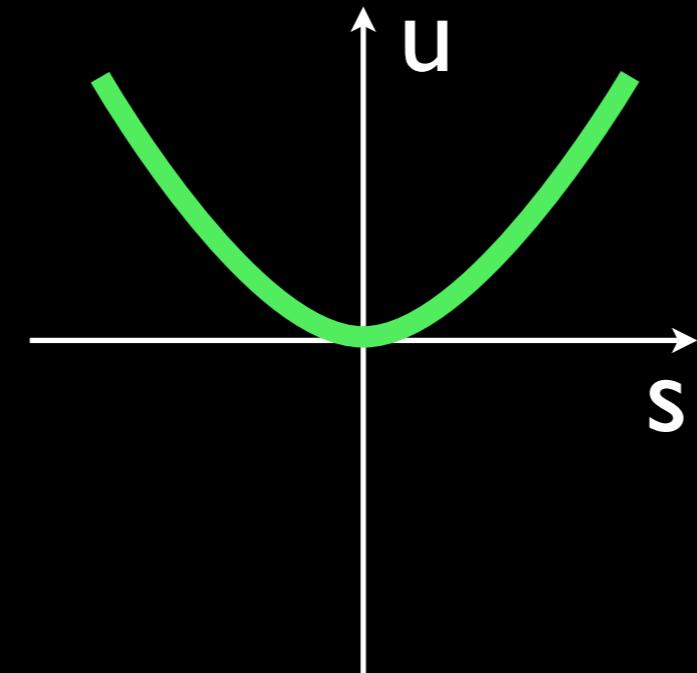


before phase plate

Application - Wavefront Coding

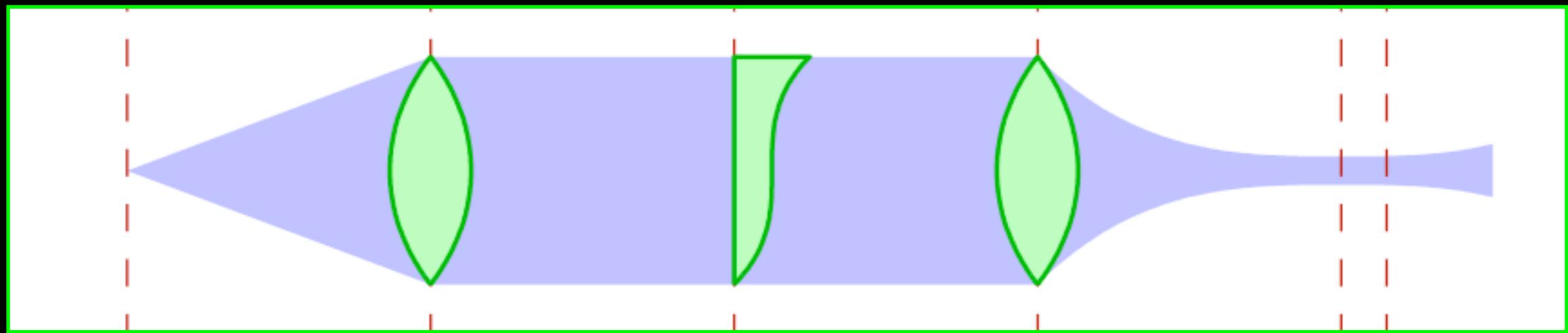


point



after phase plate

Application - Wavefront Coding



u

s

point

u

s

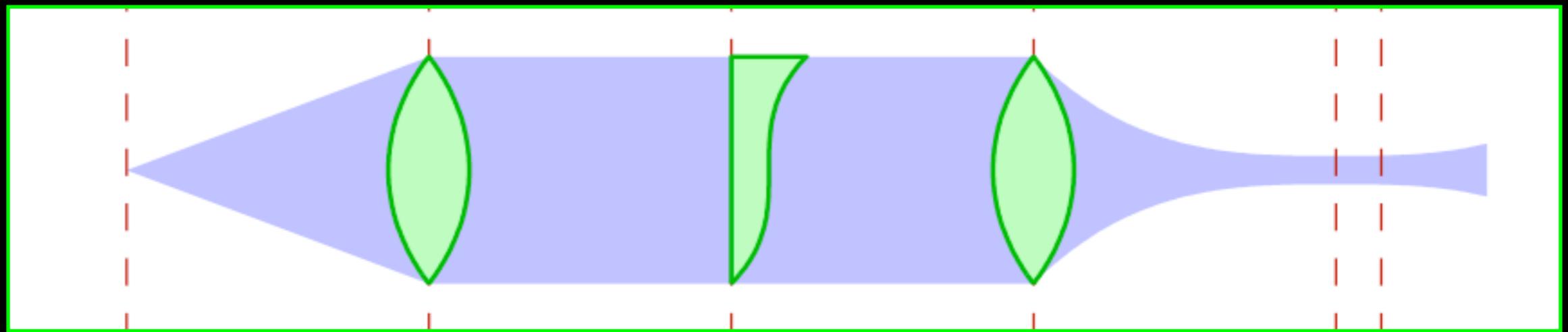
after phase plate

u

s

at image
plane

Application - Wavefront Coding



u

s

point

u

s

after phase plate

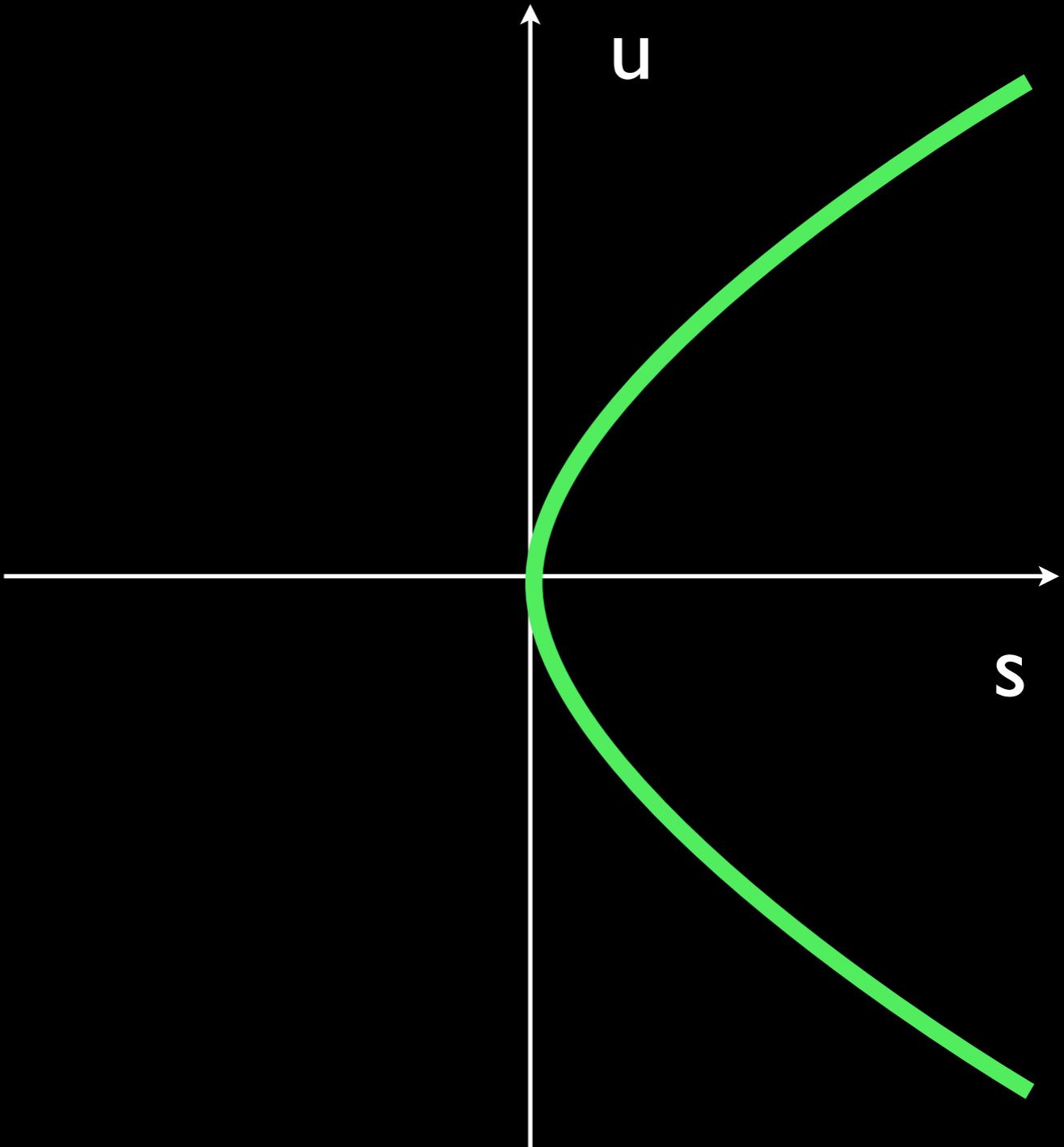
u

s

at image
plane

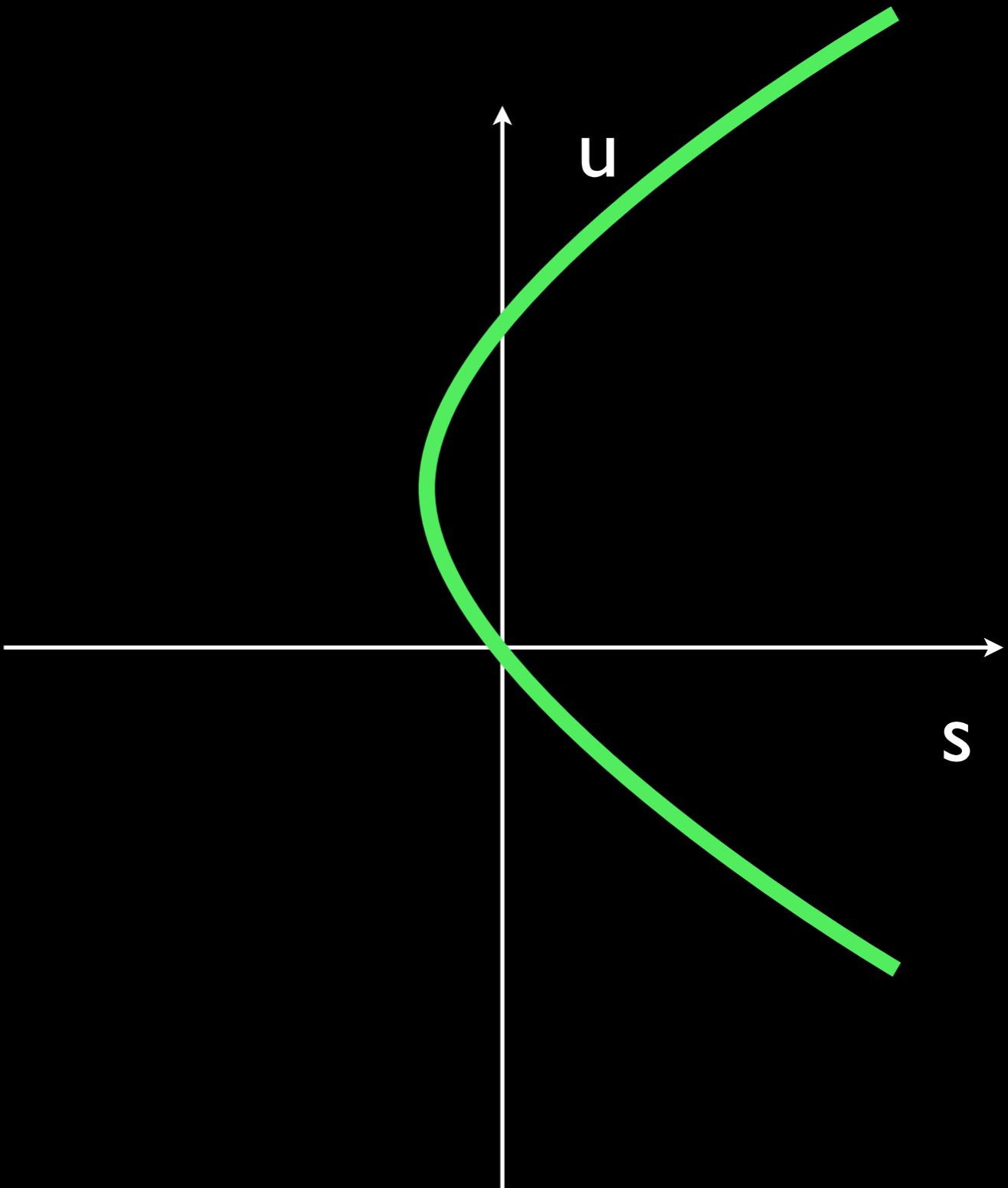
Application - Wavefront Coding

- refocusing in ray space is shearing
- shearing of a parabola results in translation
- blur shape invariant to refocusing

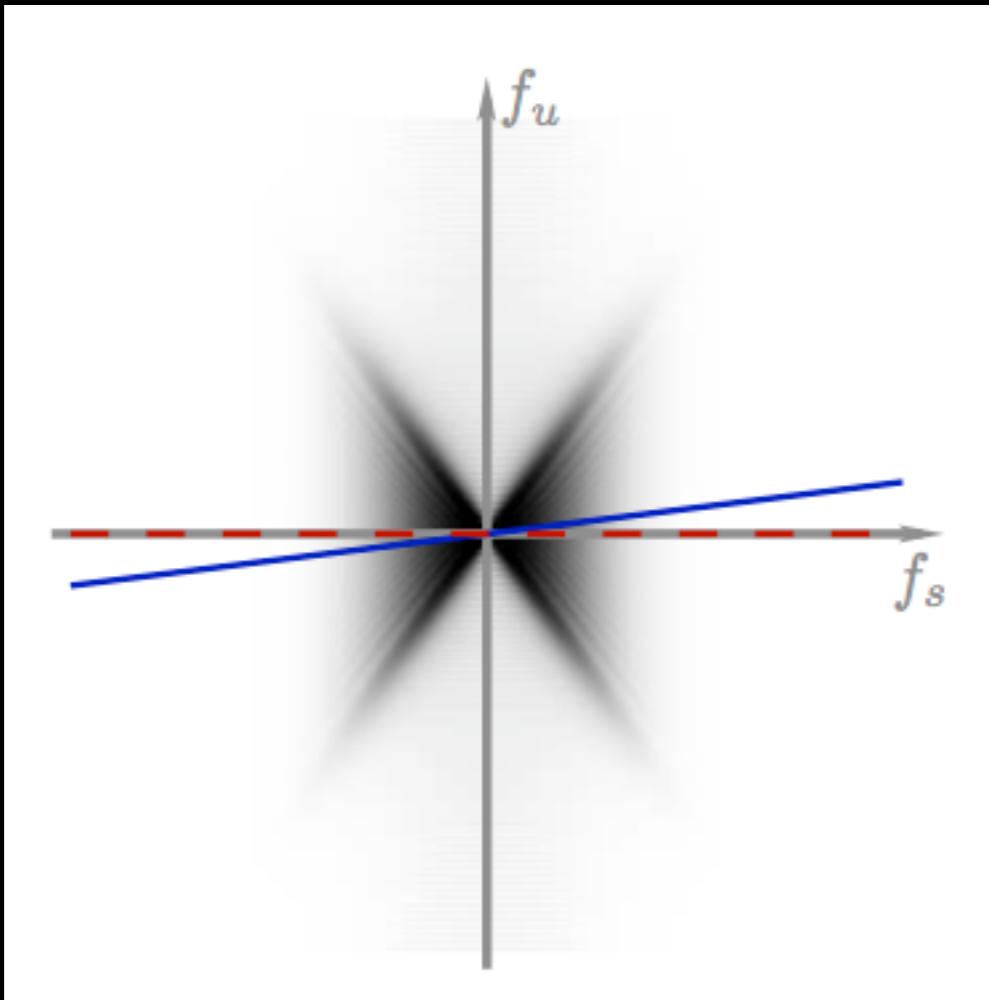


Application - Wavefront Coding

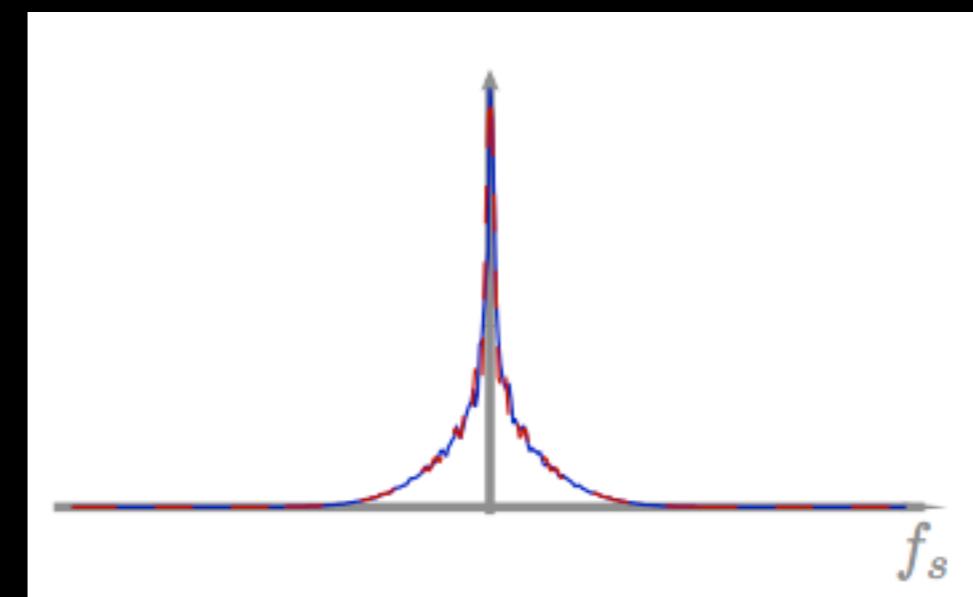
- refocusing in ray space is shearing
- shearing of a parabola results in translation
- blur shape invariant to refocusing



Application - Wavefront Coding

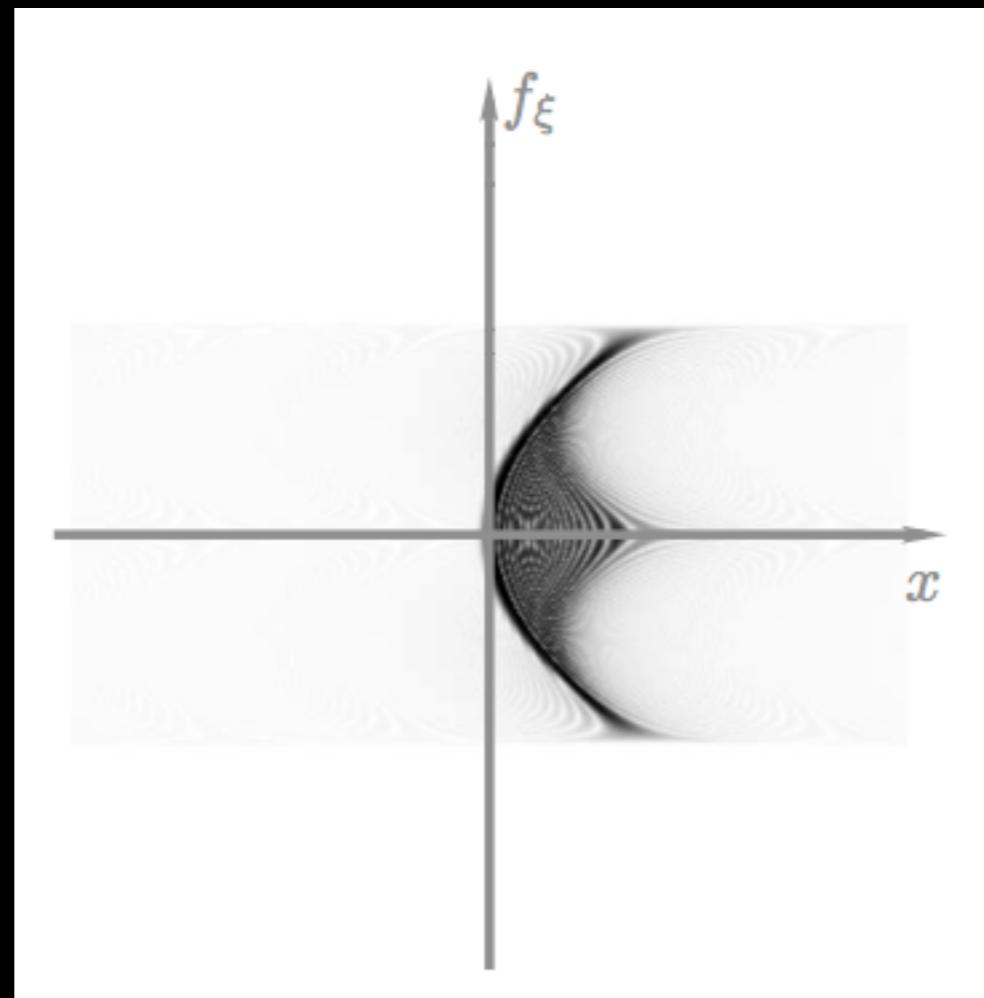


Fourier transform
of light field



slices corresponding
to various depths

Application - Wavefront Coding



Wigner distribution
for cubic phase plate system

Conclusions

- light field's position and direction = wave optics's position and frequency
- observable light field = blurred Wigner distribution
(equal at zero wavelength limit)
- analysis using light fields and Wigner distribution interchangeable

Further Reading

- <http://scripts.mit.edu/~raskar/lightfields/>
Wiki for this course
- Z. Zhang, M. Levoy, “Wigner Distributions and How They Relate to the Light Field”, ICCP 2009

Future Work

- analyze various light field capture and generation systems using wave optics
- rendering wave optics phenomena
- **adapt more ideas from optics community and vice versa!**

Acknowledgements

- Anat Levin, Fredo Durand and Bill Freeman
- Stanford Graduate Fellowship from Texas Instruments and NSF Grant CCF-0540872

Light Fields in Ray and Wave Optics

Introduction to Light Fields:

Ramesh Raskar

Wigner Distribution Function to explain Light Fields:

Zhengyun Zhang

Augmenting LF to explain Wigner Distribution Function:

Se Baek Oh

Q&A

Break

Light Fields with Coherent Light:

Anthony Accardi

New Opportunities and Applications:

Raskar and Oh

Q&A:

All