6.3000: Signal Processing

Synthetic Aperture Optics

- Fourier Relations in Physics
- Fourier Optics
- Synthetic Aperture Microscopy

Why Focus on Fourier?

What's so special about sines and cosines?

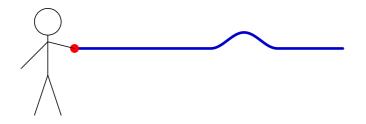
Sinusoidal functions have interesting mathematical properties.

 \rightarrow harmonically related sinusoids are **orthogonal** to each other over [0,T].

Sines and cosines also play important roles in physics

- nuclear magnetic spins underlie MRI imaging
- physics of waves underlie many applications

A taut string supports wave motion.



The speed of the wave depends on the tension on and mass of the string.

The wave will reflect off a rigid boundary.



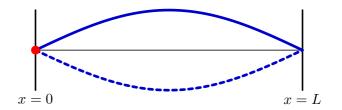
The amplitude of the reflected wave is opposite that of the incident wave.

Reflections can interfere with excitations.



The interference can be constructive or destructive depending on the frequency of the excitation.

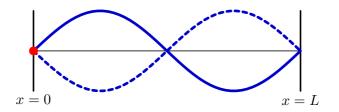
We get constructive interference if round-trip travel time equals the period.



Round-trip travel time = $\frac{2L}{v} = T$

$$\omega_o = \frac{2\pi}{T} = \frac{2\pi}{2L/v} = \frac{\pi v}{L}$$

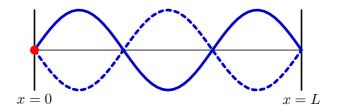
We also get constructive interference if round-trip travel time is 2T.



Round-trip travel time = $\frac{2L}{v} = 2T$

$$\omega = \frac{2\pi}{T} = \frac{2\pi}{L/v} = \frac{2\pi v}{L} = 2\omega_o$$

In fact, we also get constructive interference if round-trip travel time is kT.

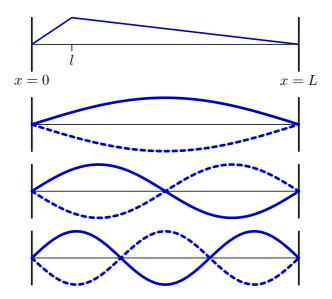


Round-trip travel time = $\frac{2L}{v} = kT$

$$\omega = \frac{2\pi}{T} = \frac{2\pi}{2L/kv} = \frac{k\pi v}{L} = k\omega_o$$

Only certain frequencies persist: harmonics of $\omega_o = \pi v/L$. This is the basis of stringed instruments.

More complicated motions can be expressed as a sum of normal modes using Fourier series. Here the string is "plucked" at x = l.



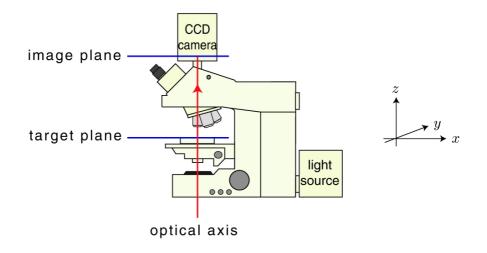
Fourier relations play important roles in many branches of physics

- especially those concerning wave phenomena.

Today: Fourier relations in optics.

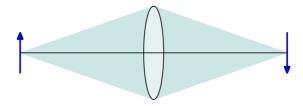
Images from even the best microscopes are blurred.

Blurring is a fundamental property of lenses.

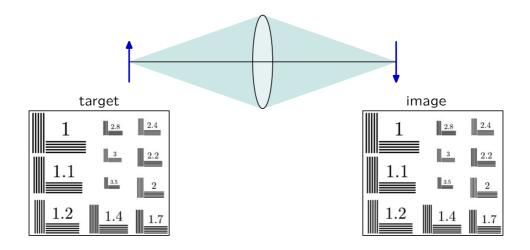


A perfect lens transforms a spherical wave of light from a target into a spherical wave that converges to an image of the target.

However, to be perfect, the lens would have to be infinitely large.

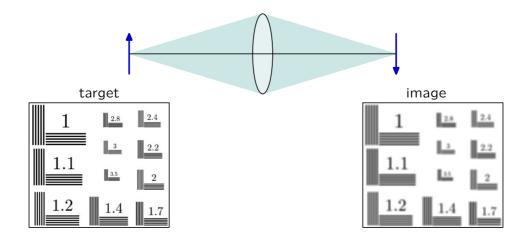


A perfect lens transforms a spherical wave of light from a target into a spherical wave that converges to an image of the target.



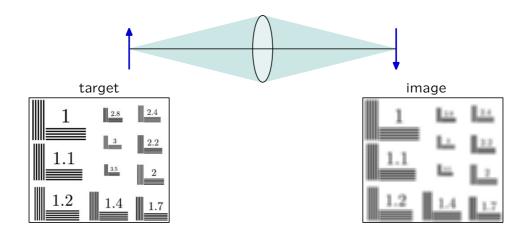
Blurring is inversely related to the diameter of the lens.

A perfect lens transforms a spherical wave of light from a target into a spherical wave that converges to an image of the target.



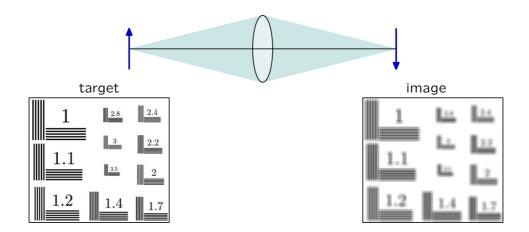
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A perfect lens transforms a spherical wave of light from a target into a spherical wave that converges to an image of the target.

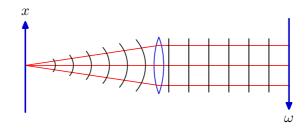


Blurring is inversely related to the diameter of the lens.

Today's lecture is on how the size of a lens affects image resolution, and how Fourier representations can be used to understand (and even overcome some of) these limitations.

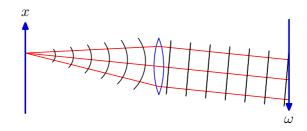


If a target is located in the focal plane of a lens, light from a point on the target forms a plane wave as it passes through the lens.



If the target point lies on the axis of the lens, then the plane wave is perpendicular to the imaging plane.

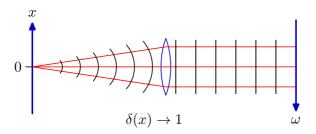
If a target is located in the focal plane of a lens, light from a point on the target forms a plane wave as it passes through the lens.



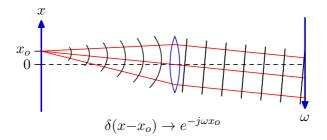
If the target point lies on the axis of the lens, then the plane wave is perpendicular to the imaging plane.

If the target point lies off the axis of the lens, then the plane wave is no longer perpendicular to the image plane. The light striking the image plane has linearly increasing phase delay with distance.

Light from the point x=0 generates a plane wave, that is everywhere in phase at the imaging plane.

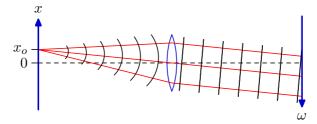


Light from $x=x_o$ generates a plane wave with linearly increasing phase lag.



The target can be described as a collection of point sources of light

$$f(x) = \int f(x_o)\delta(x - x_o) \, dx_o$$



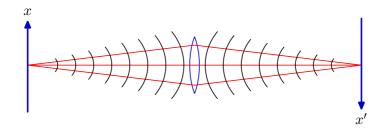
and the result in the image plane is a superposition of plane waves, one for each point in the target.

$$g(\omega) = \int f(x) e^{-j\omega x} dx = F(\omega)$$

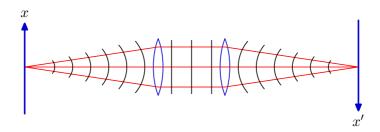
Notice that $g(\omega) = F(\omega)$ is the Fourier transform of f(x).

Fourier Optics: $f(x) \stackrel{\text{CTFT}}{\Rightarrow} F(\omega)$

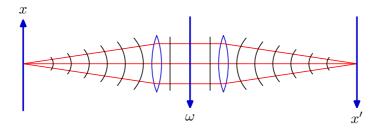
If an object is more than one focal distance from the lens, then the light converges to create an image of the object in the image plane.



This is equivalent to two lenses: one located a focal distance from the object and one located a focal distance from the image.



Now the Fourier transform relation holds for both halves of the system.

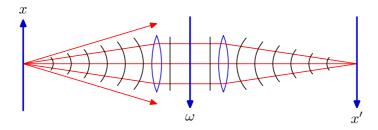


$$F(\omega) = \int f(x)e^{-j\omega x} dx$$
$$f'(x') = \frac{1}{2\pi} \int F(\omega)e^{j\omega x'} d\omega$$

Ideally, both limits of integration would be infinite.

However the finite diameter of the lens limits the highest frequencies $|\omega|$.

Light emanating from the target at large angles is not captured by the lens.

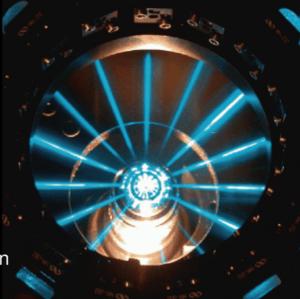


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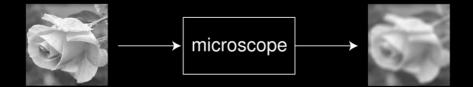
As a result, the image at x' is a lowpass version of the target at x.

Microscopy with 6.003

Dennis M. Freeman Stanley S. Hong Jekwan Ryu Michael S. Mermelstein Berthold K. P. Horn



6.003 Model of a Microscope



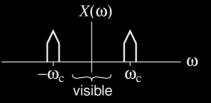
Microscope = low-pass filter

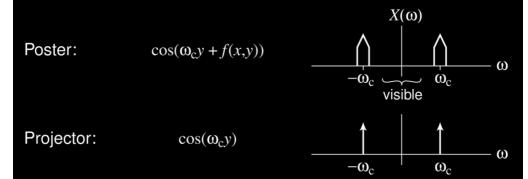
Phase-Modulated Microscopy microscope ≯

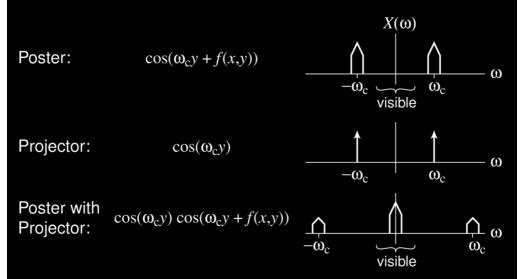
Demonstration

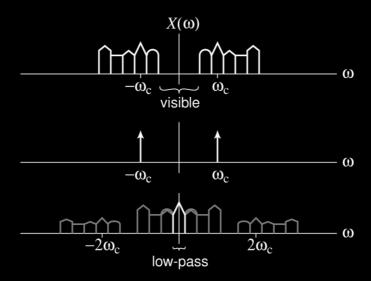
Poster:

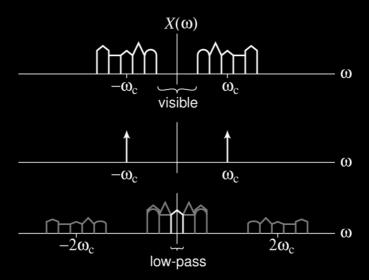
 $\cos(\omega_c y + f(x,y))$

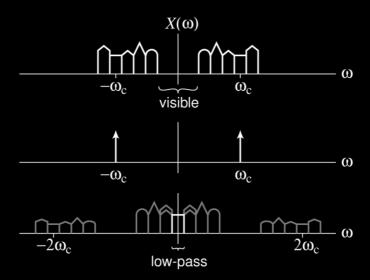


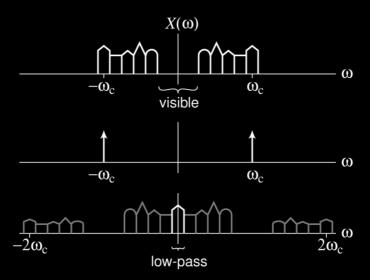




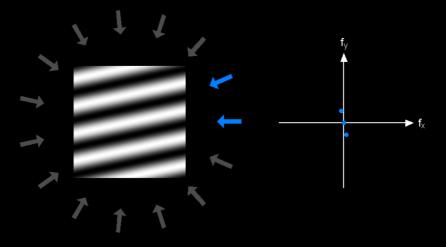






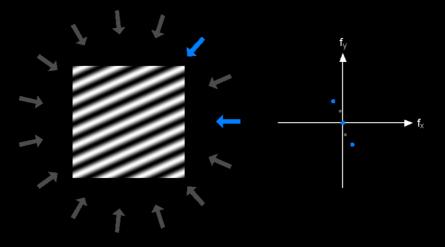


Standing-wave illumination spectrum

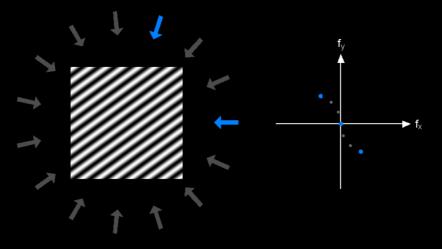


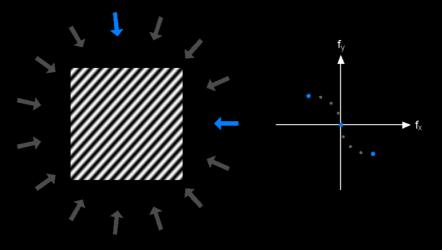
Thanks to M. Mermelstein

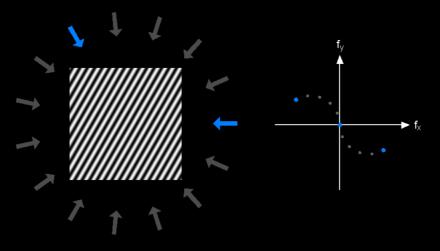
Standing-wave illumination spectrum

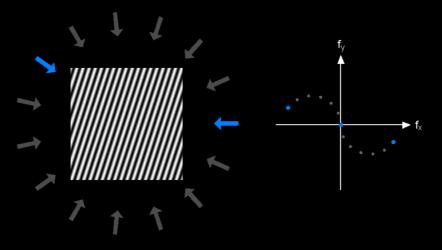


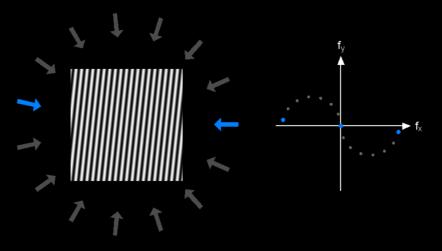
Thanks to M. Mermelstein

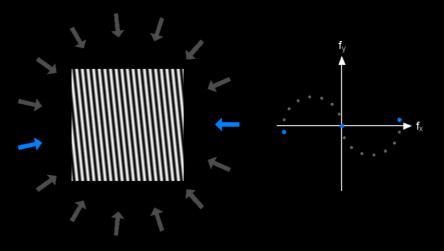


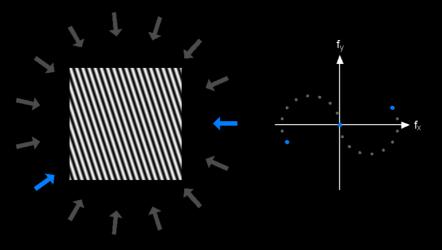


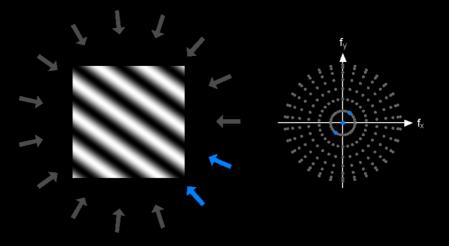


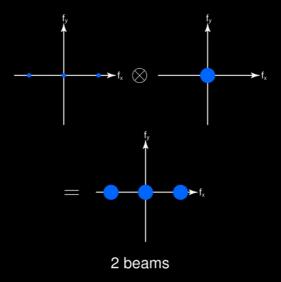


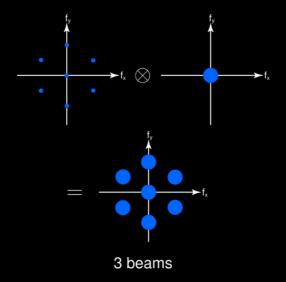


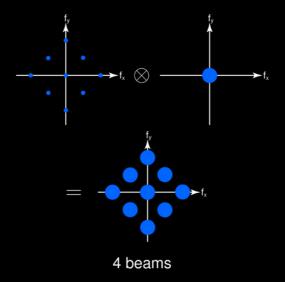


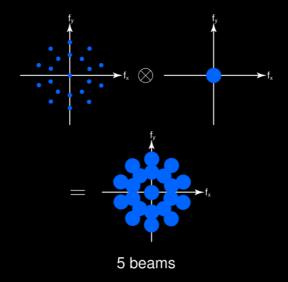


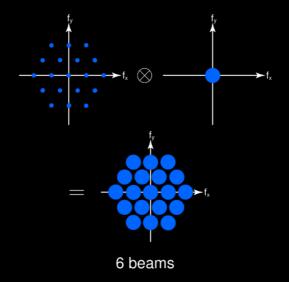


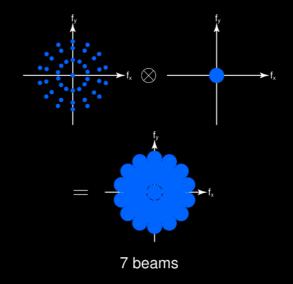


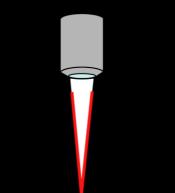


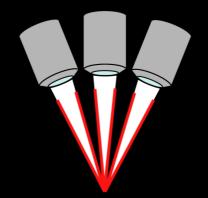


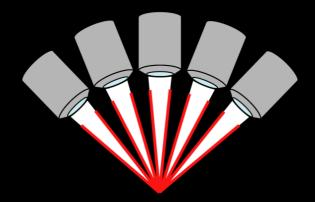


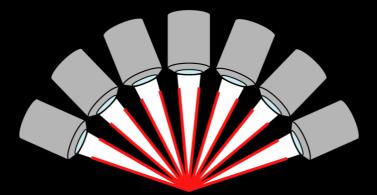


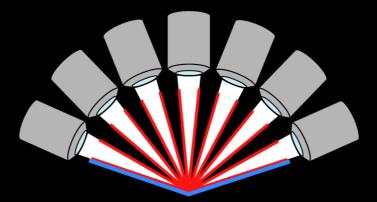


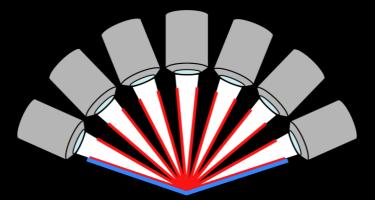




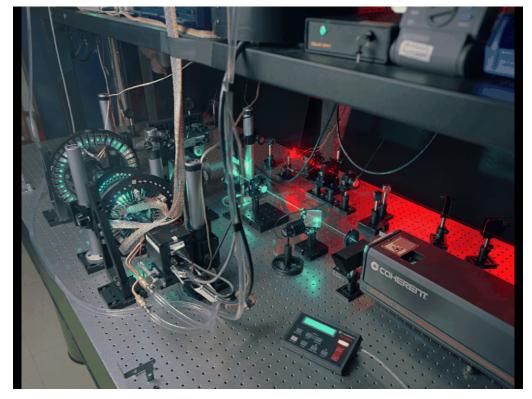


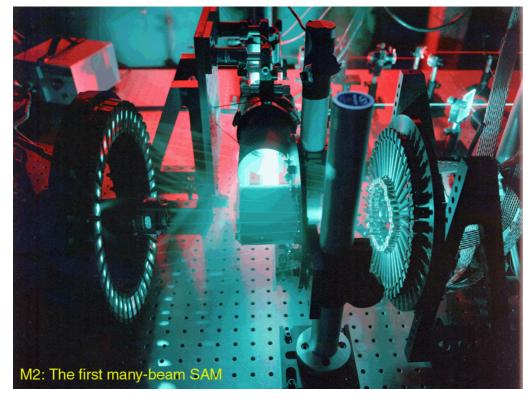






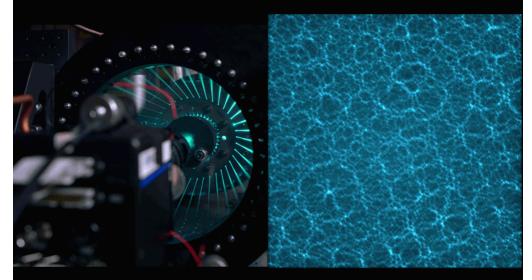
Combine multiple low-NA optics to *synthesize* high NA





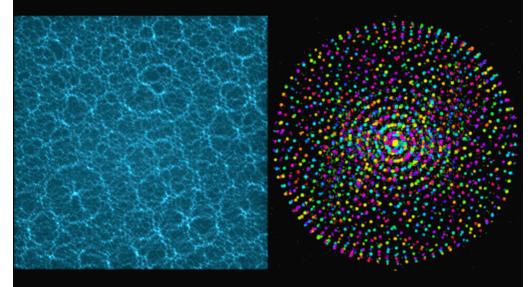
41 BEAMS IN A RING

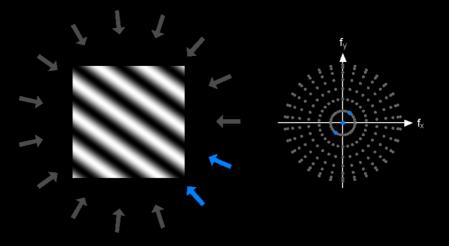
MAKE PATTERNS LIKE THIS



PATTERNS LIKE THIS

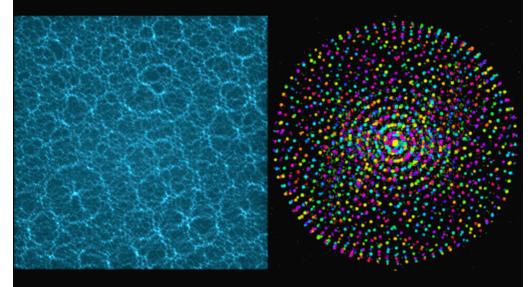
HAVE TRANSFORMS LIKE THIS



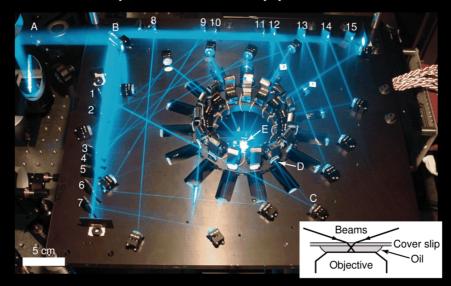


PATTERNS LIKE THIS

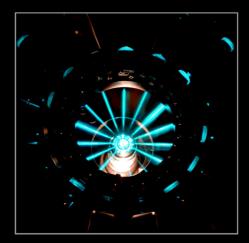
HAVE TRANSFORMS LIKE THIS



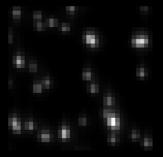
Experimental apparatus



Stanley S. Hong



Uniform Illumination

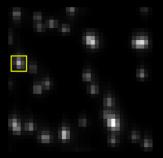


Structured Illumination



Jekwan Ryu

Uniform Illumination

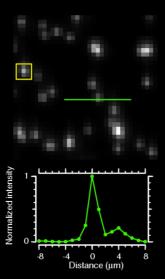


Structured Illumination

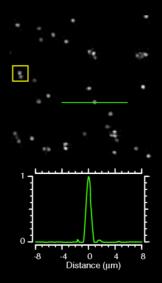


Jekwan Ryu

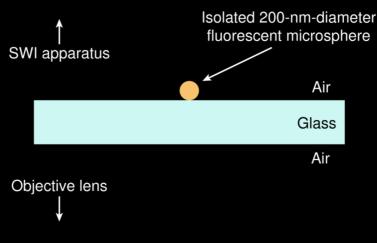
Uniform Illumination



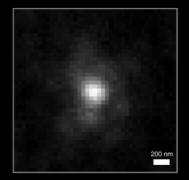
Structured Illumination

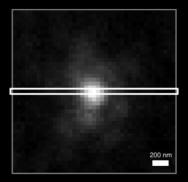


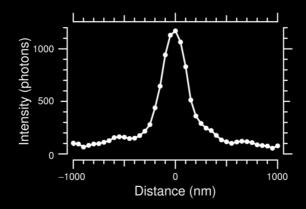
Jekwan Ryu

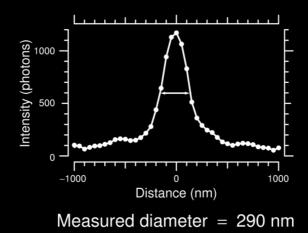


(Cross section, not to scale)

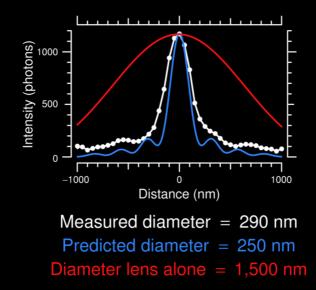


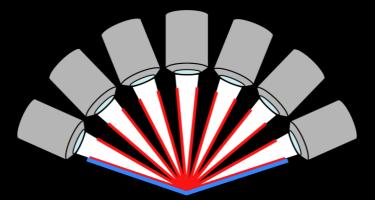






Measurement of PSF Intensity (photons) 00 00 0 -10001000 Distance (nm) Measured diameter = 290 nm Predicted diameter = 250 nm



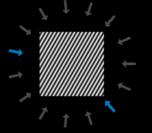


Combine multiple low-NA optics to *synthesize* high NA

6.003 Approach to Increased Resolution

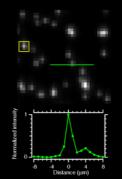




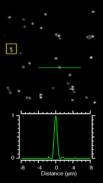




Uniform Illumination



Structured Illumination



Summary

Fourier transforms are important in many branches of physics, mathematics, electrical engineering, and computer science.

Today we saw how **Fourier optics** helps us to understand why optical systems blur.

We also introduced **Synthetic Aperture Optics** as a way to overcome some limitations of conventional optics.

- greatly reduced the blurring in conventional microscopy

This new method of optical imaging is directly inspired by Fourier transforms – and especially by the application of **modulation** to optics.