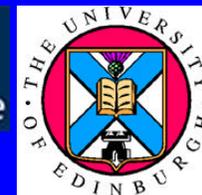


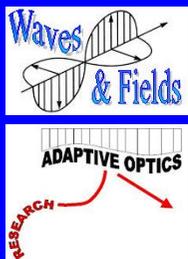
Science & Technology Facilities Council
UK Astronomy Technology Centre

Institute for Integrated Systems



Tracking cells and particles in 3D using image sharpness

Funding: STFC + EPSRC

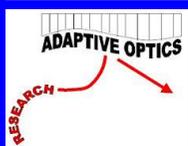


Authorship



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- 4 Cairn Research Ltd, UK

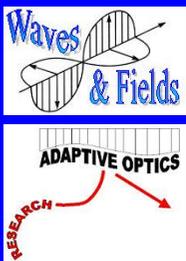


Thanks...



undergraduate project students en passant
and making positive contributions...

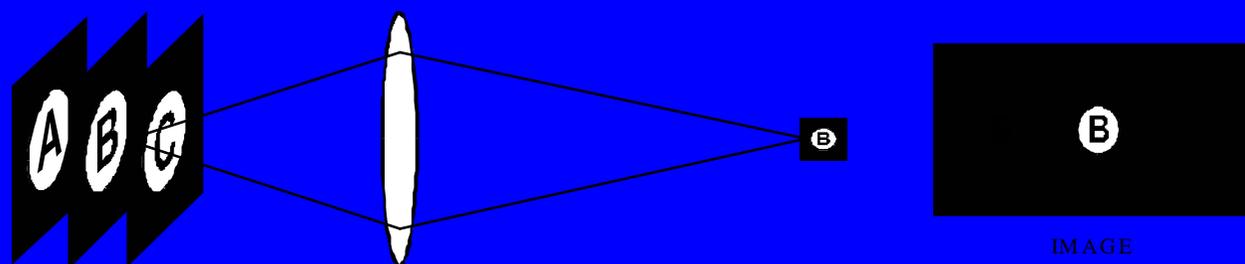
- Aaron Weis
- Carola Diez
- Alan Baird, ...

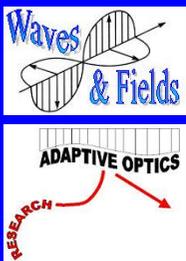


Conventional Imaging



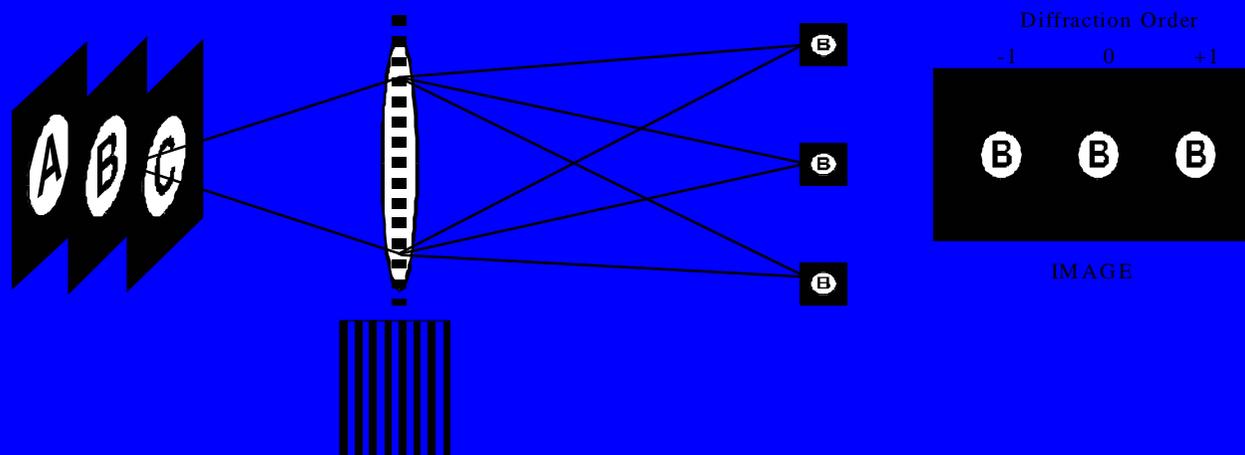
- Conventional imaging system gives in-focus image of a single object plane

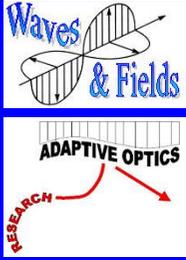




Conventional Imaging

- Conventional imaging system gives in-focus image of a single object plane
- Combined with conventional grating gives multiple images of single object plane

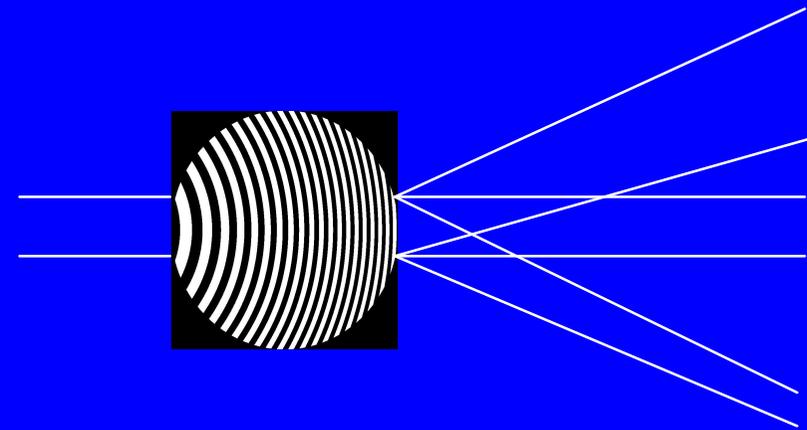




Diffraction Optics

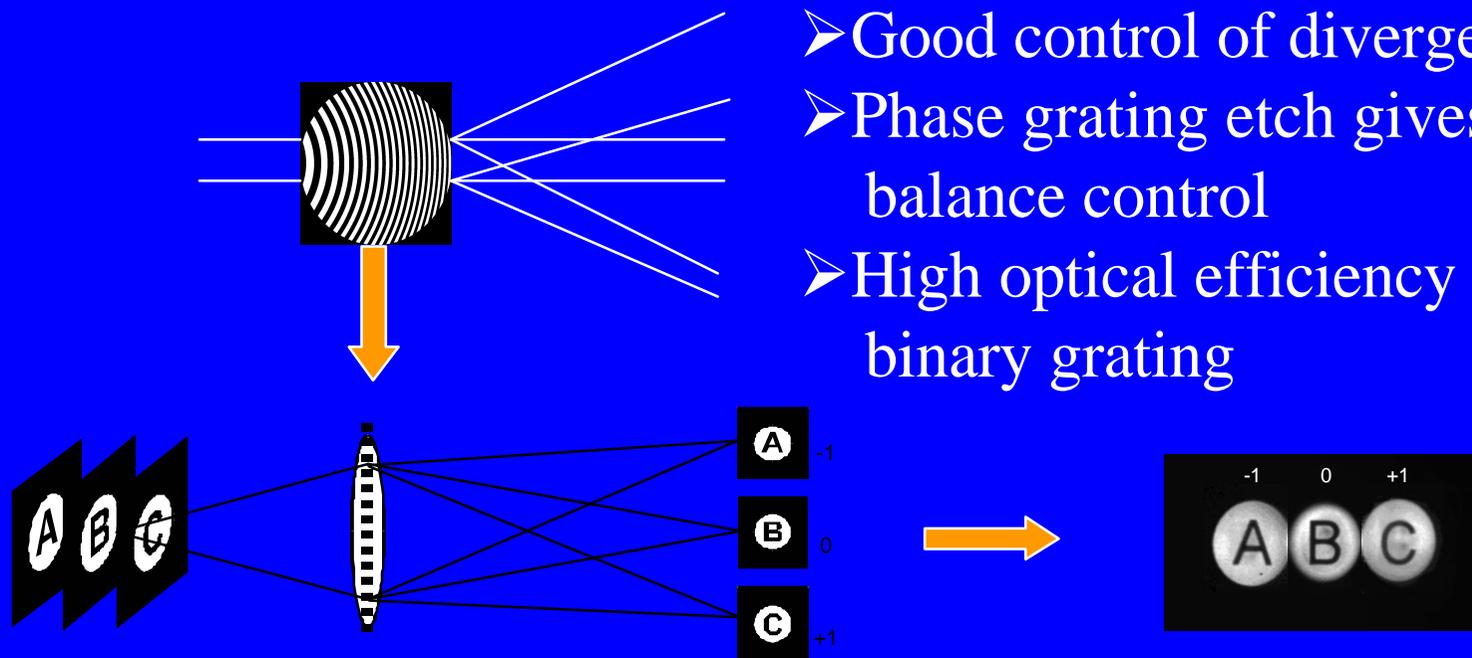


- Distorted grating gives different phase shift in each diffraction order
- Principle of detour phase \rightarrow holography
- Quadratic distortion \rightarrow wavefront curvature
- Acts like lens with different focal length in each diffraction order



3-D Snapshot Imaging

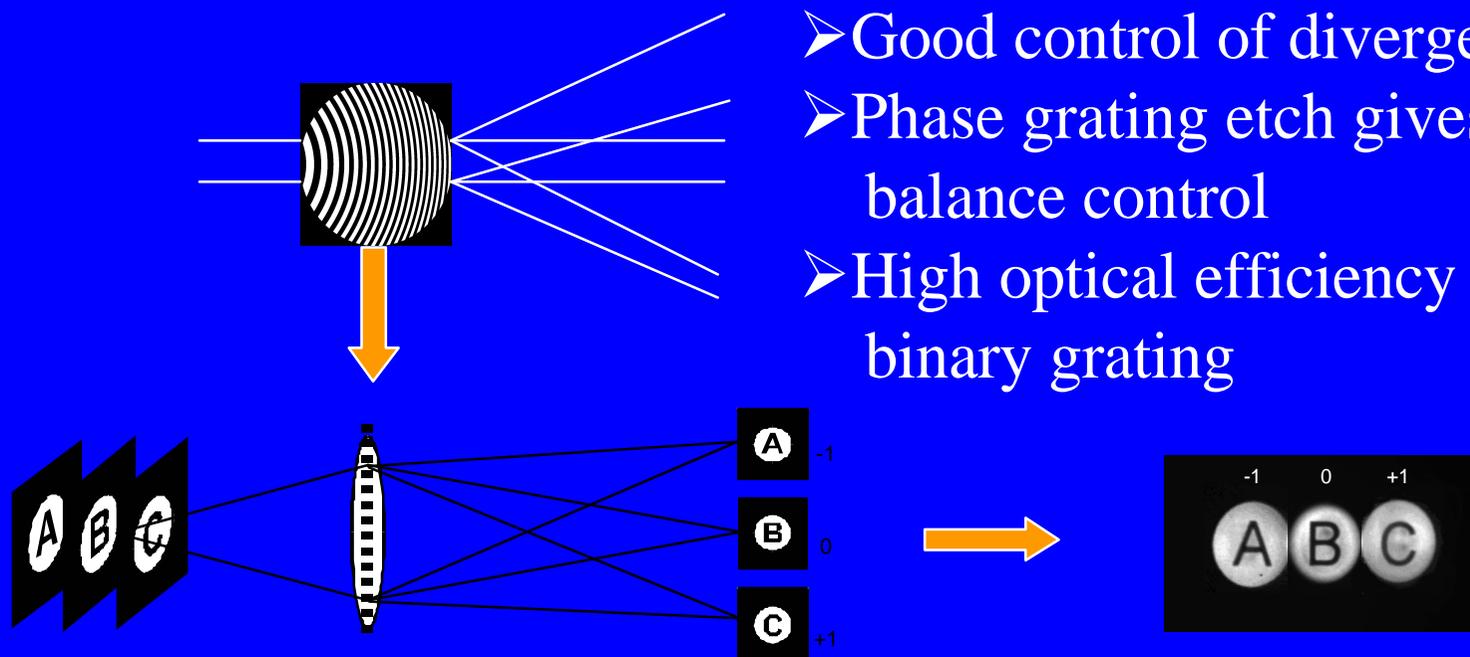
- Simple and cheap to manufacture
- Good control of divergence
- Phase grating etch gives energy-balance control
- High optical efficiency from binary grating



Blanchard & Greenaway
App.Opt. **38**(1999)6692

3-D Snapshot Imaging

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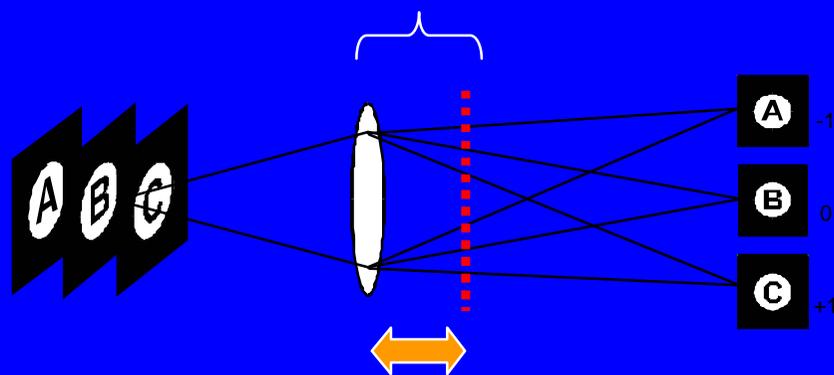


In-focus images of various z-planes are at different magnification

Telecentricity

Combination optical system

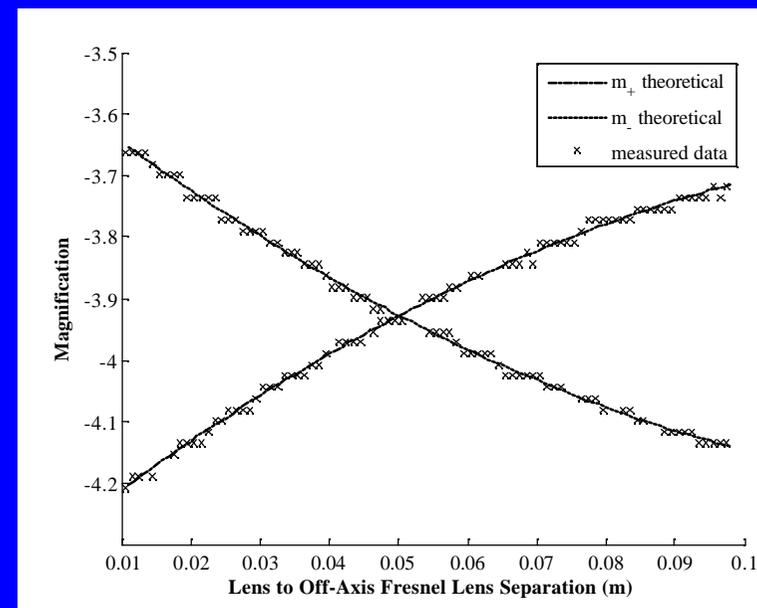
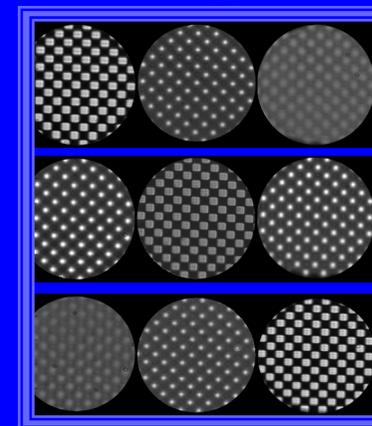
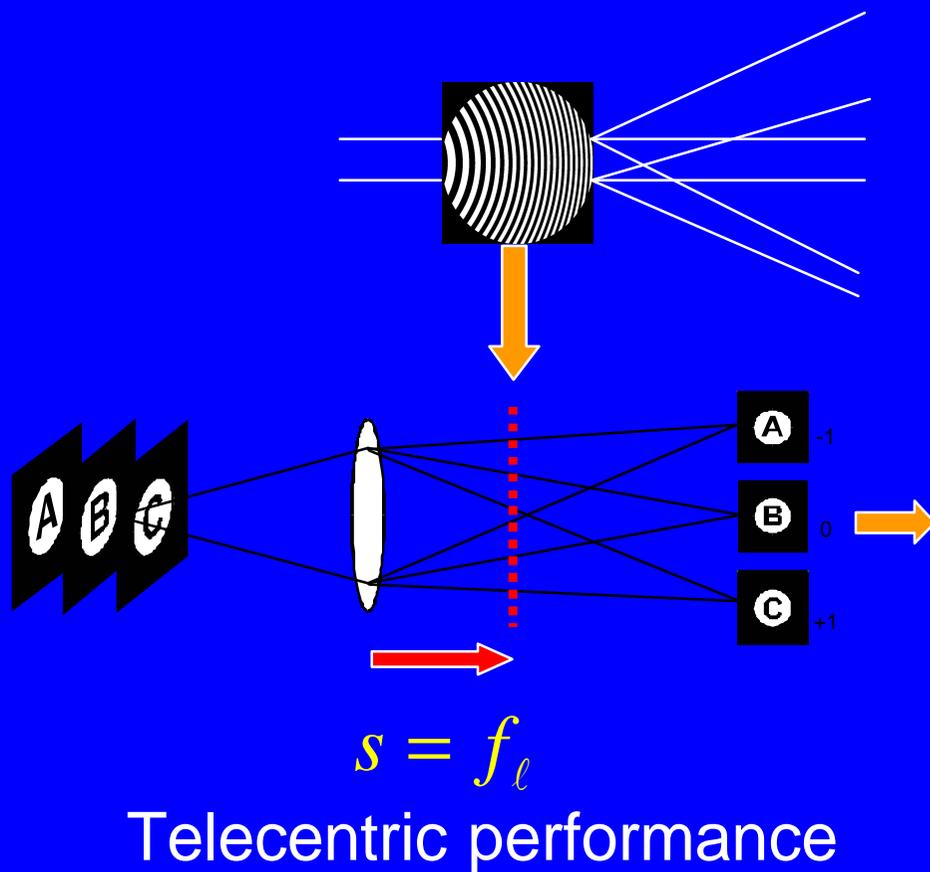
$$f_c = \frac{f_l \cdot m f_g}{f_l + m f_g - s} \quad \text{and} \quad p_1 = \frac{s f_l}{f_l + m f_g - s} \quad \text{and} \quad p_2 = \frac{s(f_l - s)}{f_l + m f_g - s}$$



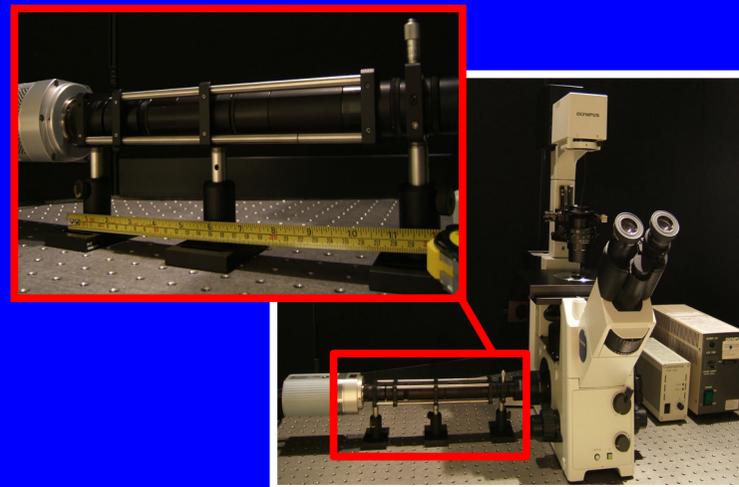
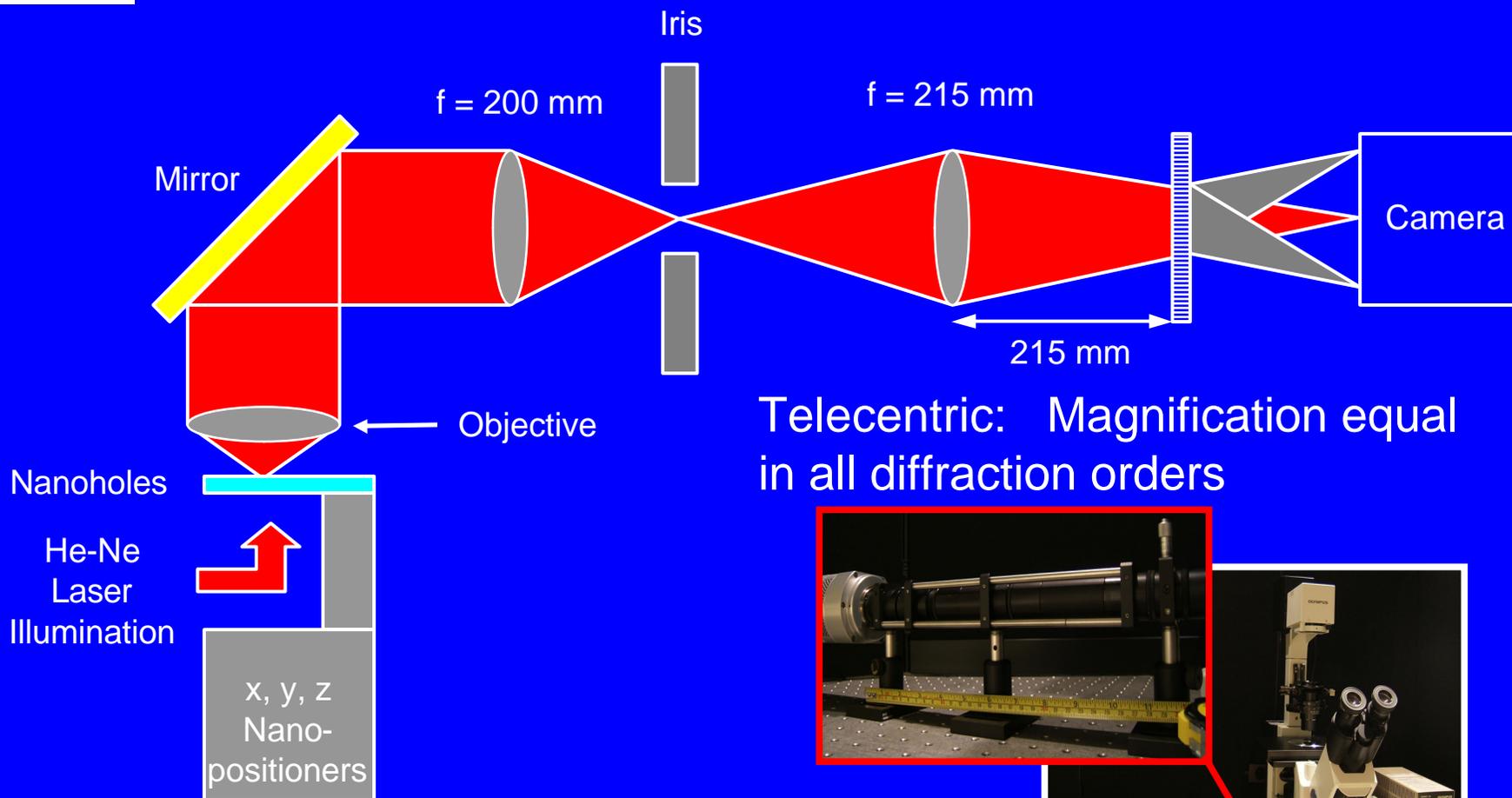
Djidel, Gansel, Campbell & Greenaway,
Opt Exp 14(2006)8269-8277

$$s = f_l \Rightarrow f_c = f_l \quad \text{and} \quad p_1 = \frac{f_l^2}{m f_g} \quad \text{and} \quad p_2 = 0$$

Telecentricity

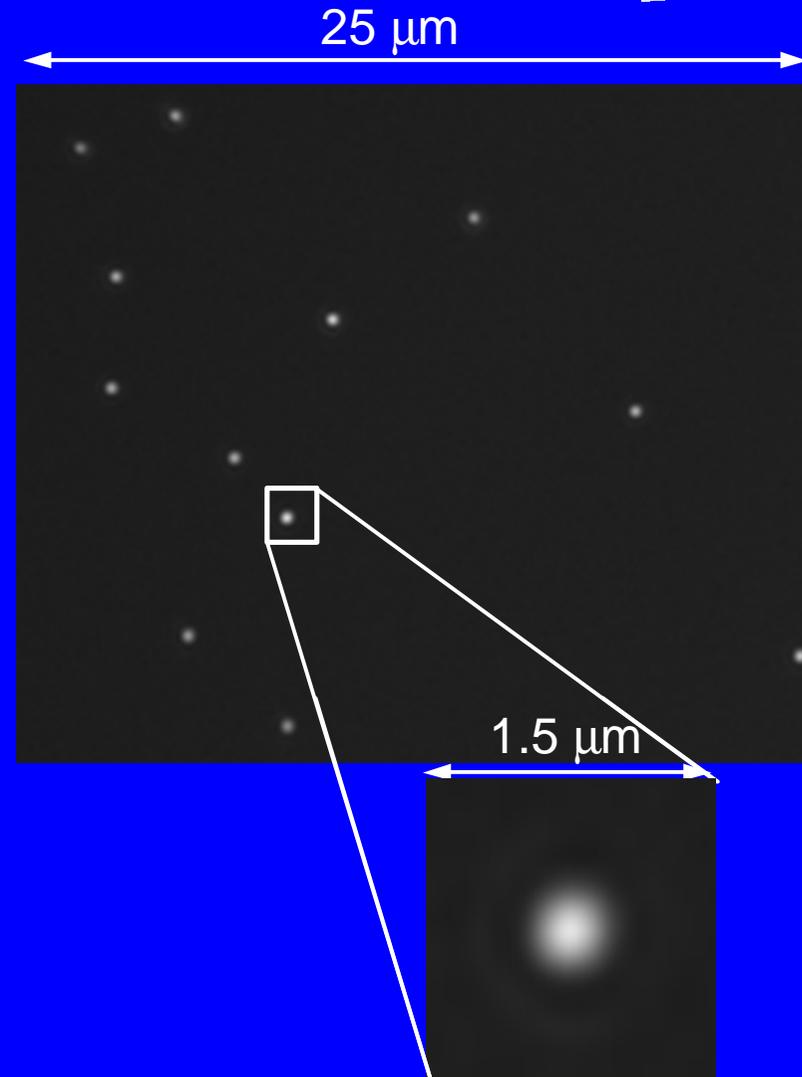


Experimental arrangement



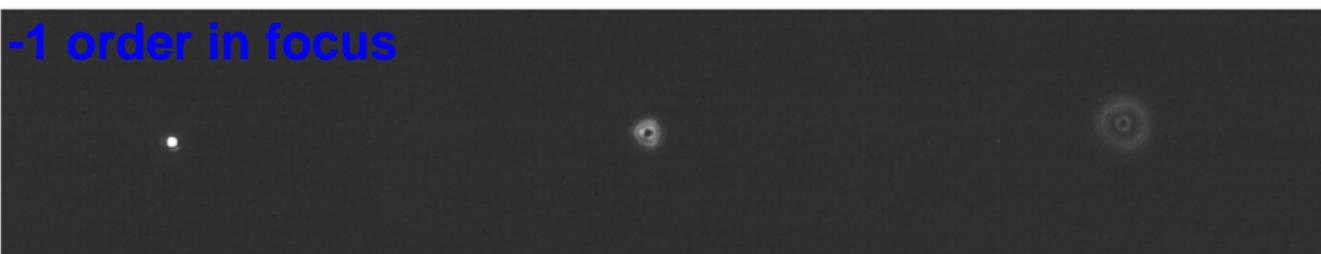
Nanohole test objects

- 210 nm diameter holes in Al foil
- Single point source
- Simulates fluorescent particle
- Mask / hole contrast $>10^4$
- Brightness limited only by illumination source



Resolution on 3 planes

-1 order in focus



0th order in focus



+1 order in focus



Image Resolution:

No grating = 233nm

With grating = 226nm and 231nm (for 0th and ± 1 orders)

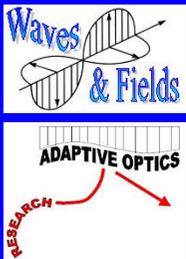
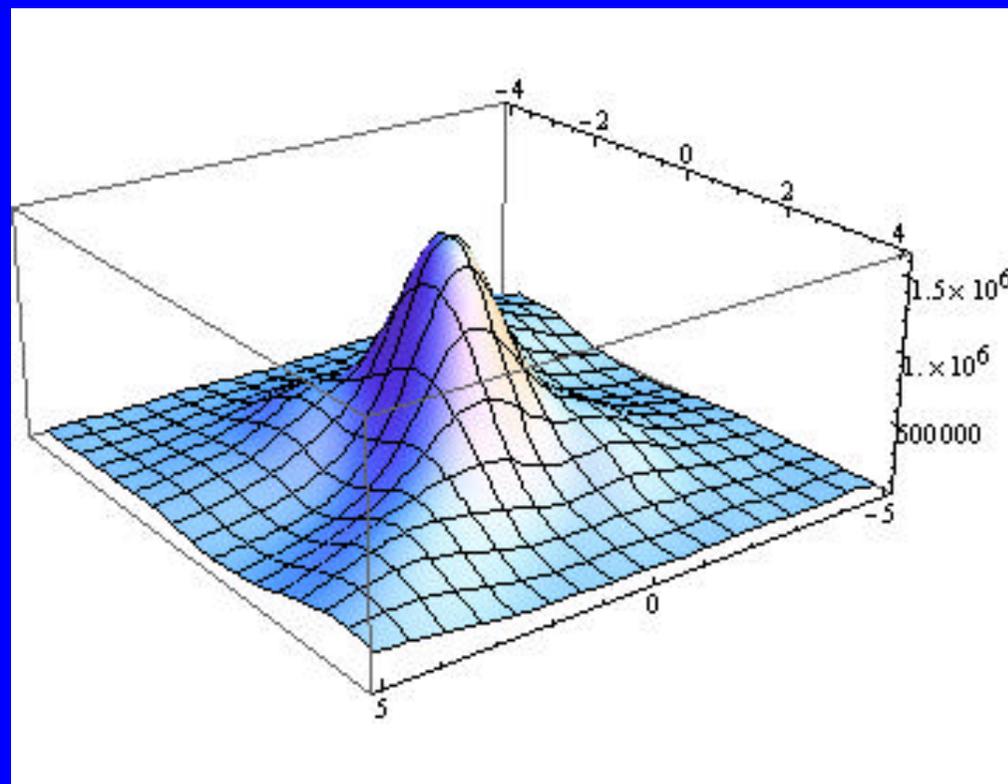


Image Sharpness

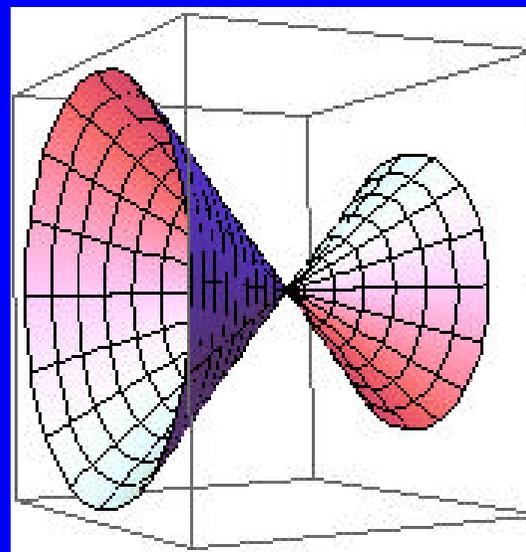


- Sharpness is the integral of the square of the image intensity
- Sharpness reaches a global maximum for an unaberrated image

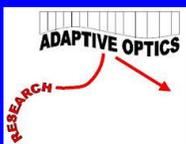


Tracking in 3-D

- Beam divergence from source depends on optical aperture
- Defocused image on non-source planes reduces intensity...
- ...thus to a reduction in sharpness



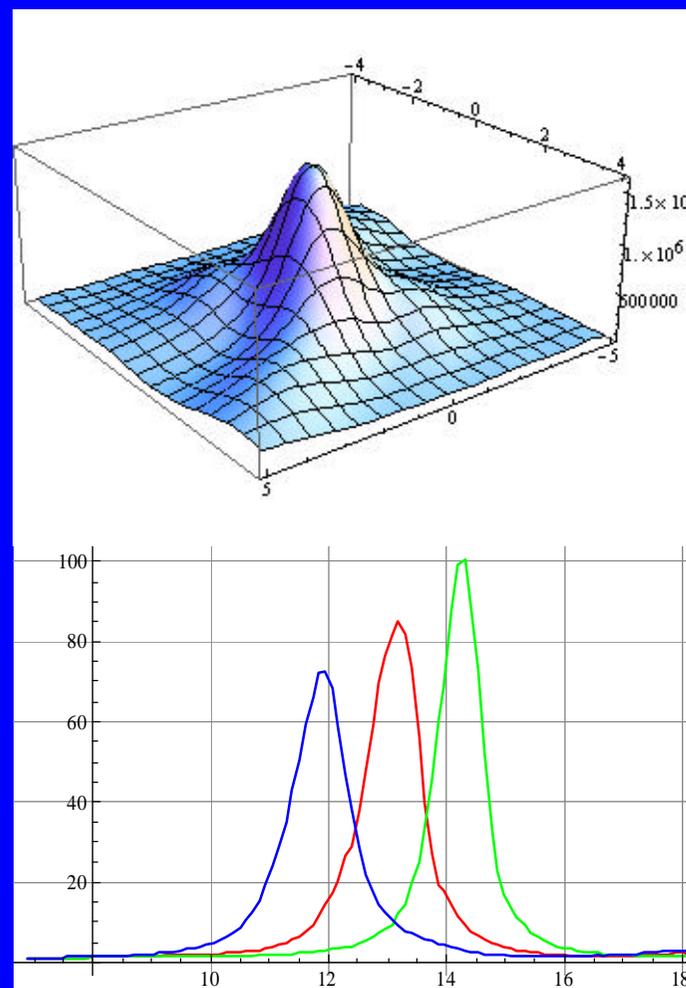
Suitable for real-time analysis and CMOS detector technologies

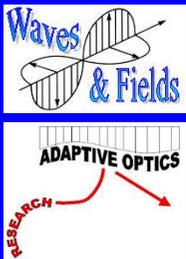


Ranging in Depth with Sharpness



- Qualitative agreement of simulation and experiment
- Calibrate from actual data
- Need accurate information on objective aberrations

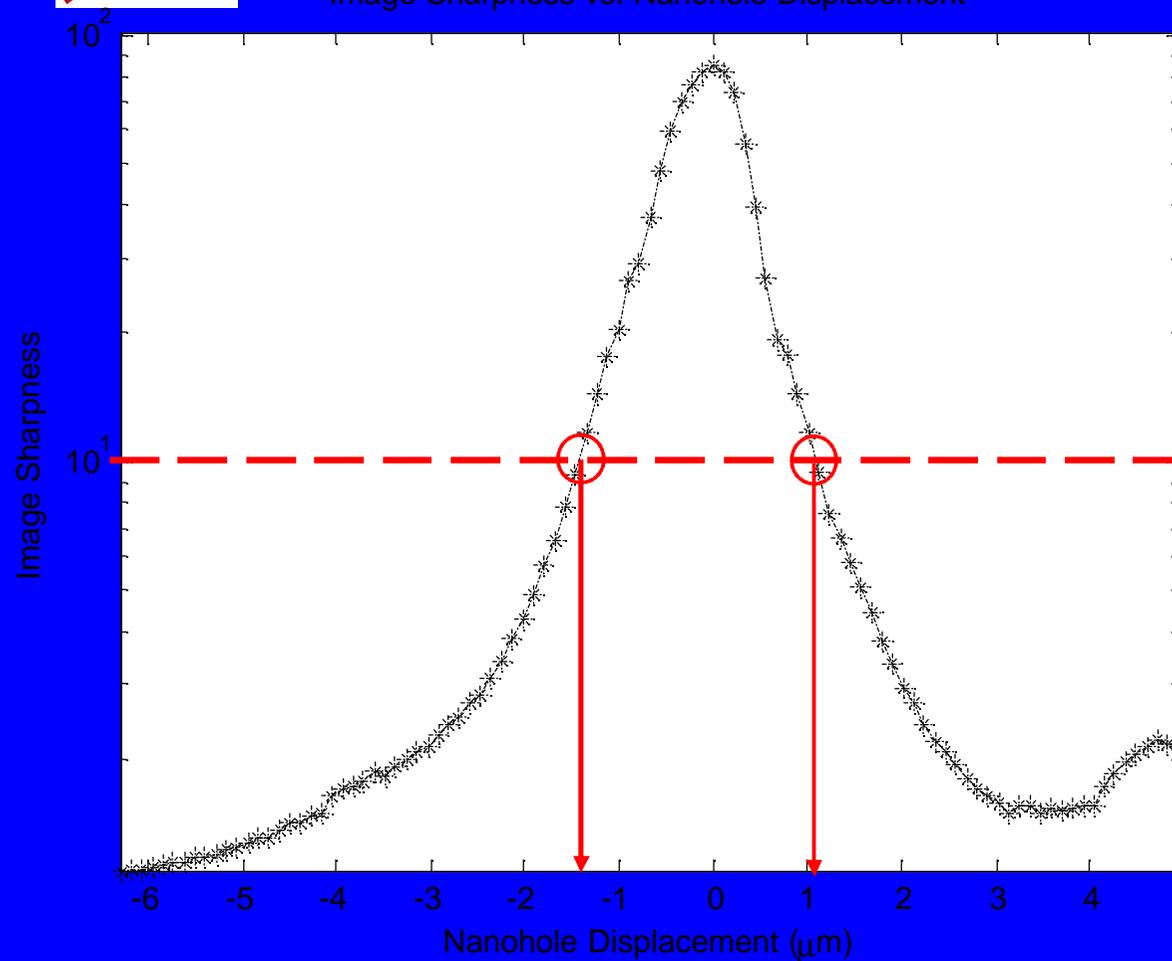




Position Measurement (Z)

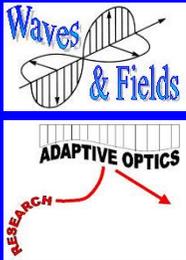


Image Sharpness vs. Nanohole Displacement



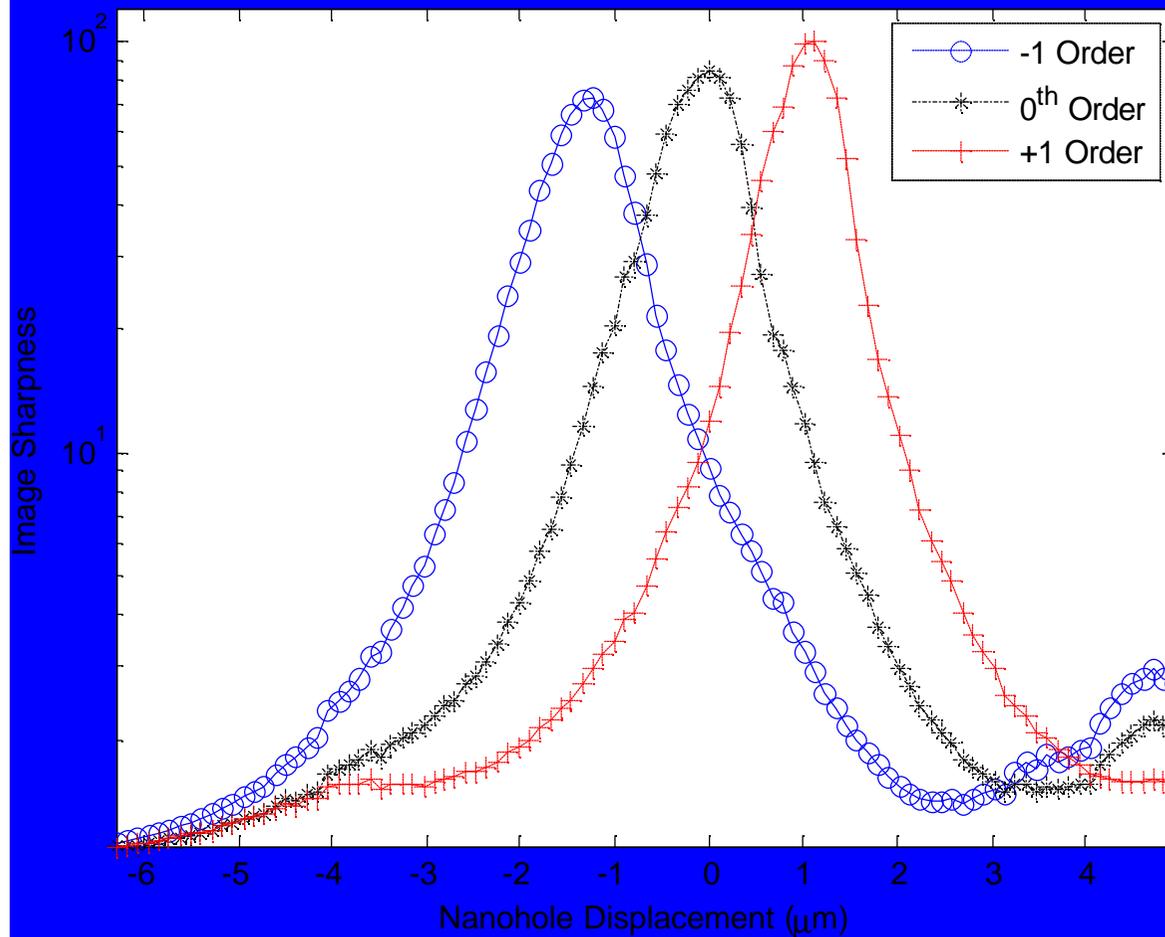
Problem:

A single image sharpness measurement gives ambiguous depth position



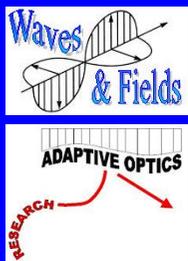
Unique depth indication...

Image Sharpness vs. Nanohole Displacement



Solution:

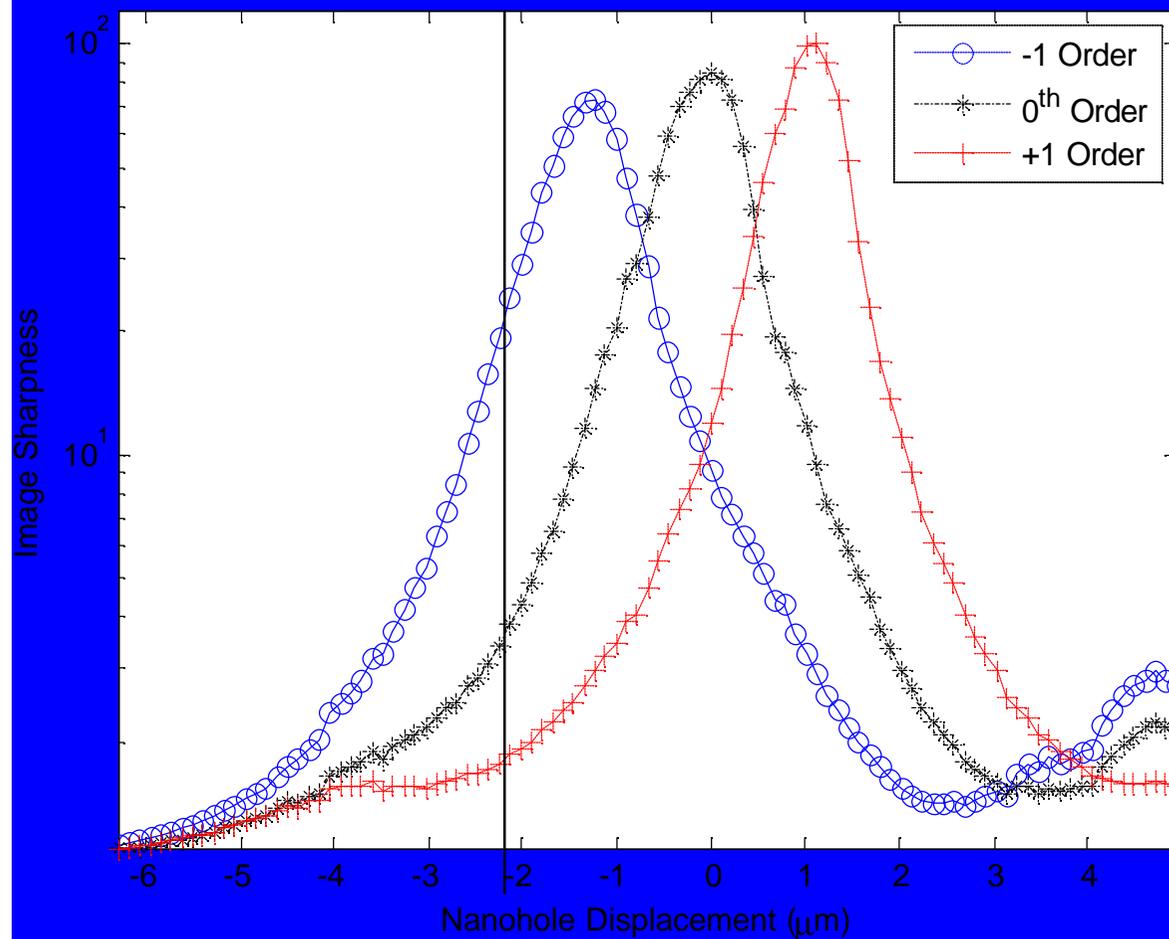
QD grating method gives 3 simultaneous image sharpness (one from each order) for each particle.



Unique depth indication...

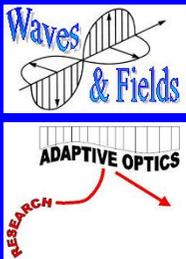


Image Sharpness vs. Nanohole Displacement



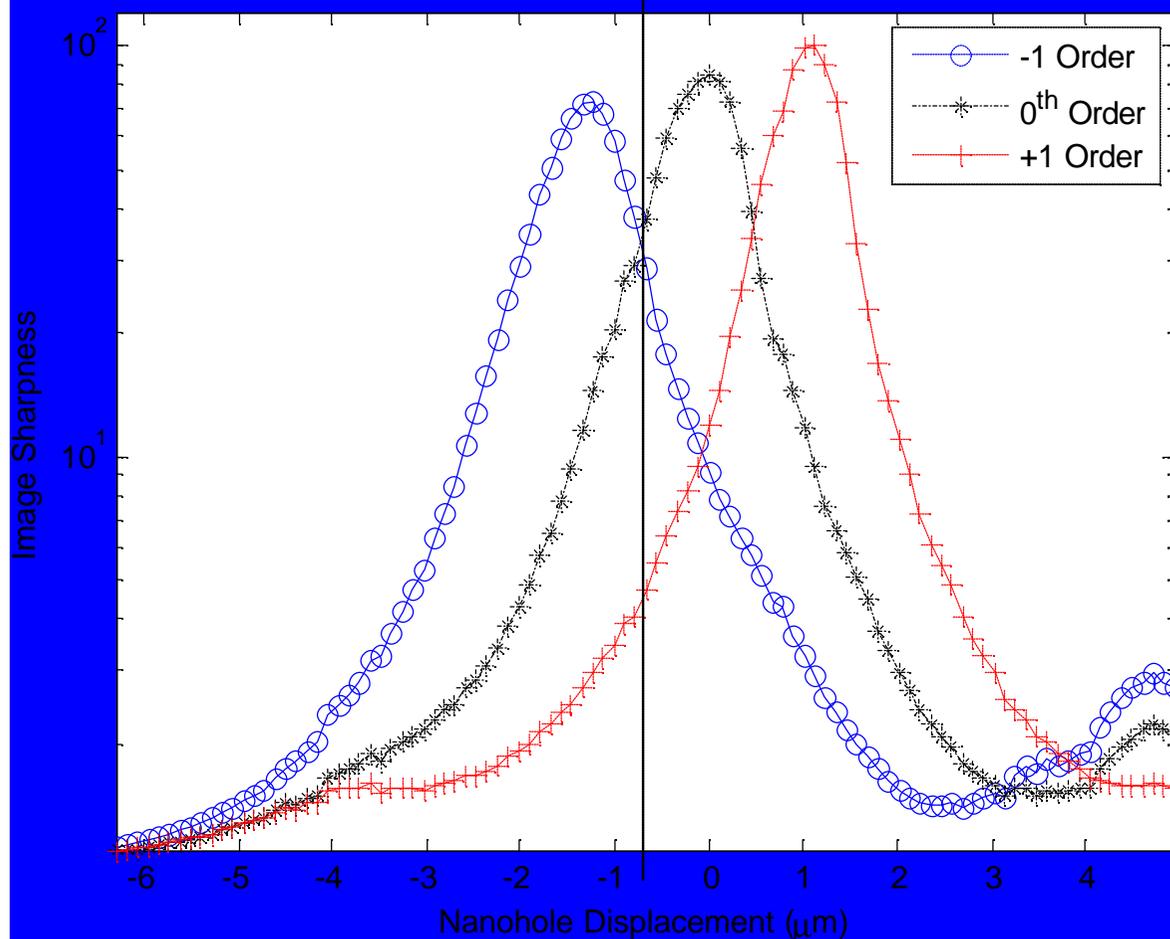
Solution:

QD grating method gives 3 simultaneous image sharpness (one from each order) for each particle.



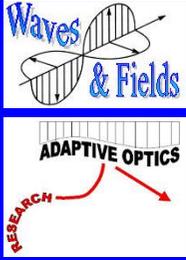
Unique depth indication...

Image Sharpness vs. Nanohole Displacement



Solution:

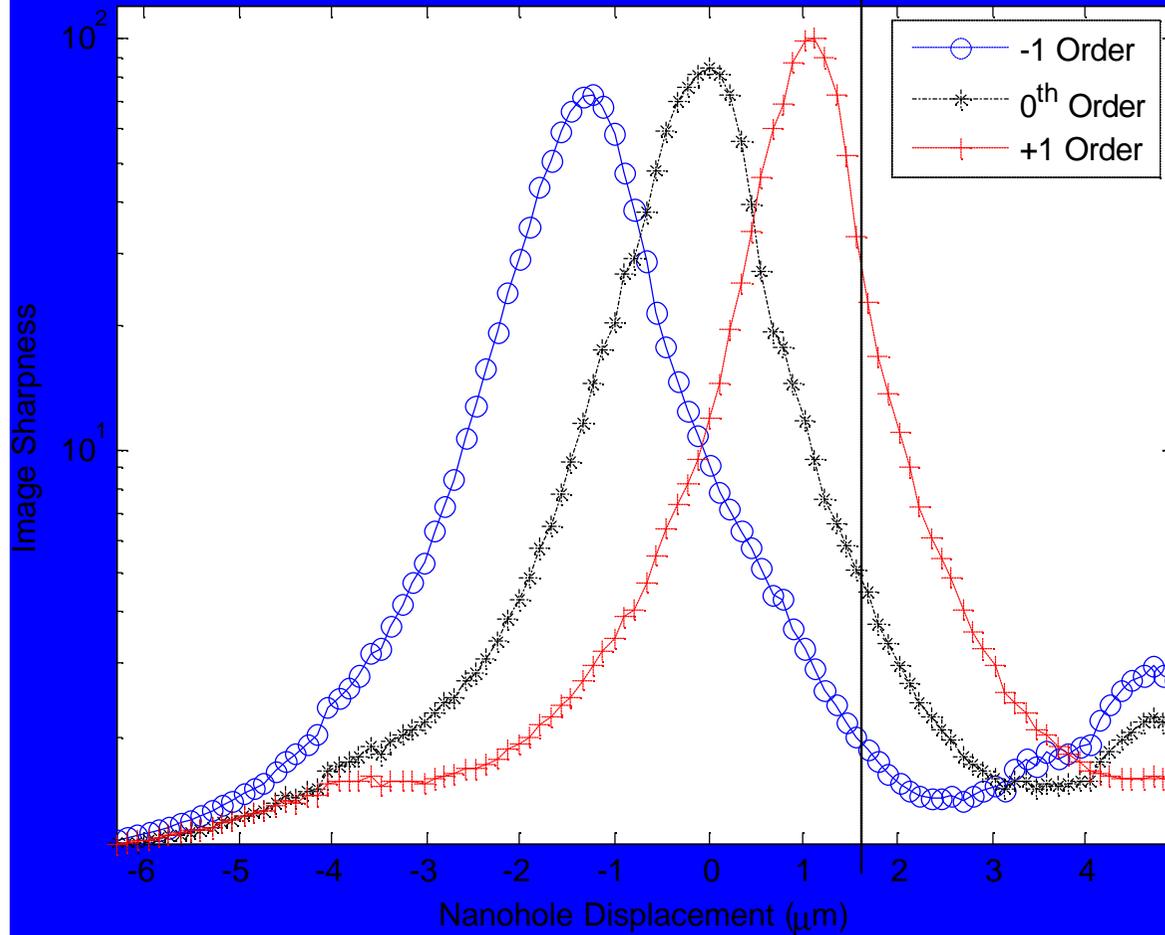
QD grating method gives 3 simultaneous image sharpness (one from each order) for each particle.



Unique depth indication...

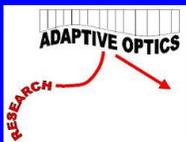


Image Sharpness vs. Nanohole Displacement



Solution:

QD grating method gives 3 simultaneous image sharpness (one from each order) for each particle.



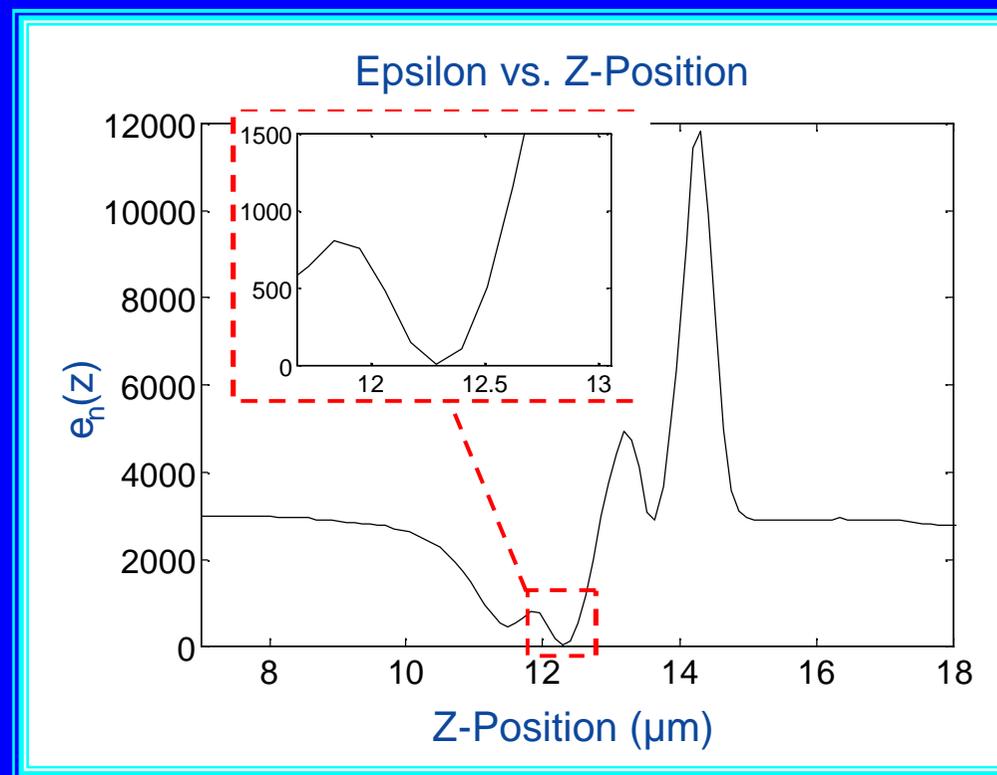
... from 3 sharpness measurements



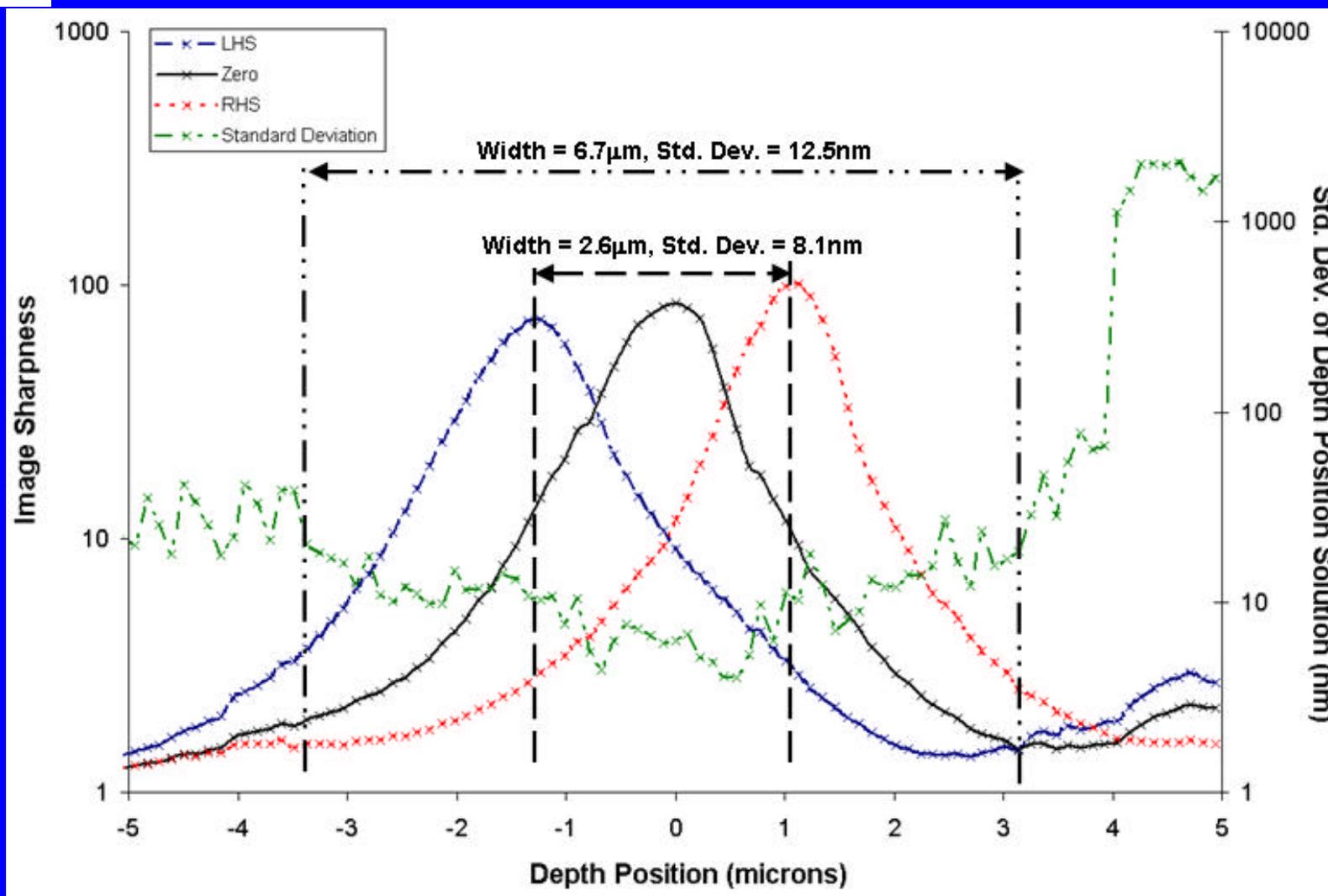
- Depth resolution (<50nm) using least squares

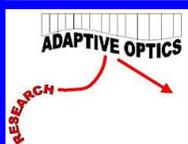
$$e(z) = \sum_{j=1}^3 |S_j(z) - M_j|^2$$

- Likelihood-based analysis is better...



ML depth estimator





Future work



- Analysis of photon statistics
 - Sensitivity to photon noise contamination
- Assess real-time, but one-off, compensation of SA
 - Improve SNR
 - Optimised correction for central image
 - Correct differential SA in grating
- Polarisation sensitivity
 - Sub-? structures in grating



Summary



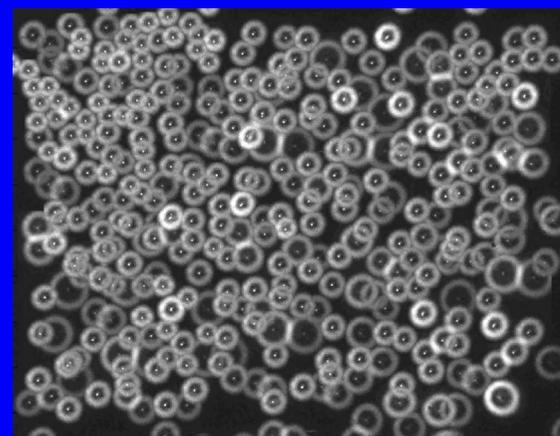
- 3D imaging using off-axis Fresnel lenses gives good-quality images of multiple in-focus planes
- Image sharpness measure in these planes gives a robust and high-accuracy depth-measurement tool
- Algorithm is simple and should be relatively straightforward to implement in real time
- Active compensation of SA should improve SNR



Ranging in Depth – Other Approaches



- Conical illumination allows greater particle density
 - ~450 particles in $410 \times 310 \times 120 \mu\text{m}$ vol allows $\sim \pm 180 \text{nm}$
- Anamorphic optics allows use of wavefront sensing or sharpness



Lin D et al., *Optics Lett* **33**(2008)907-907
(also *Virtual Journal of Biomedical Optics*)

