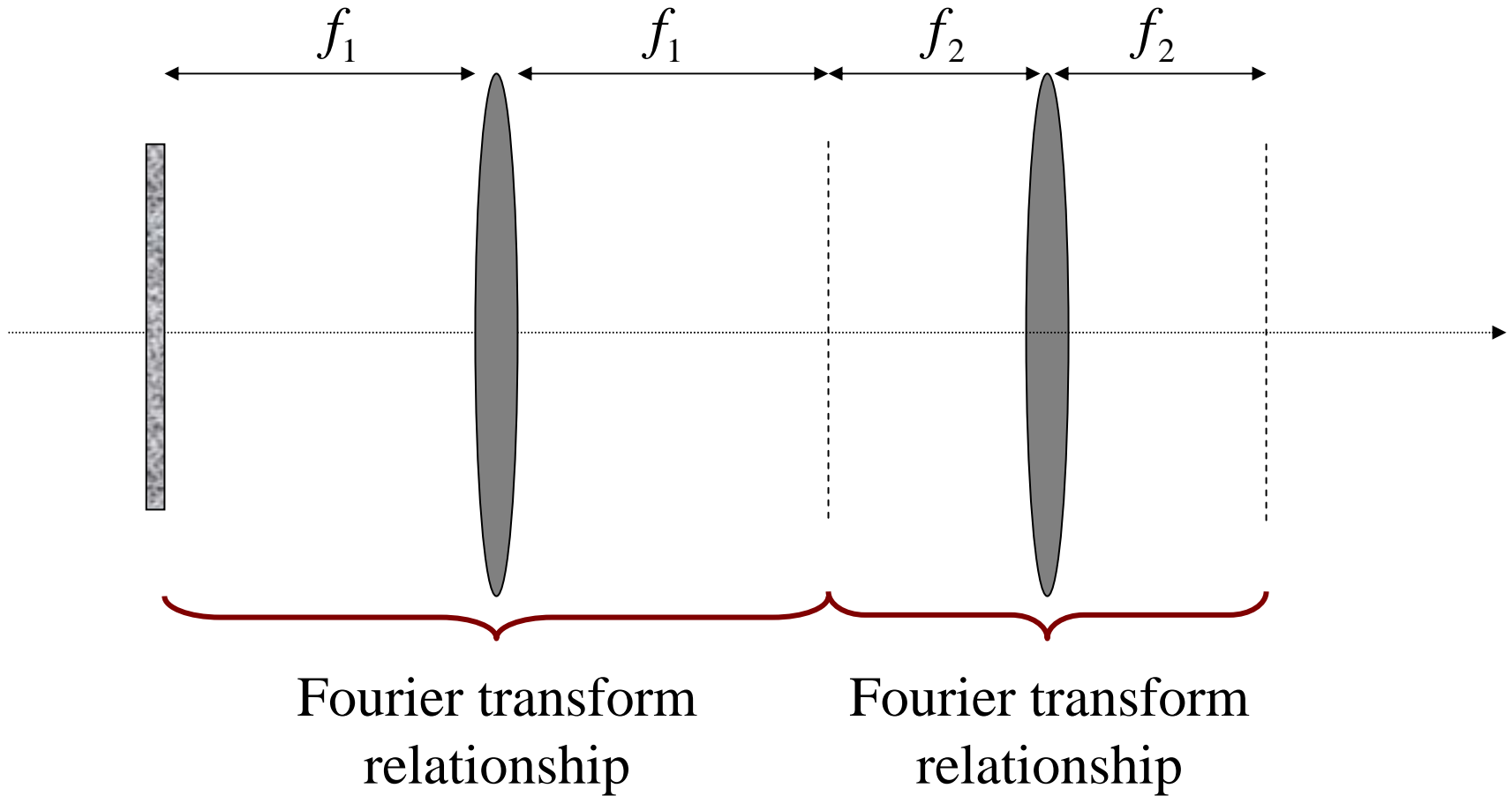


Today

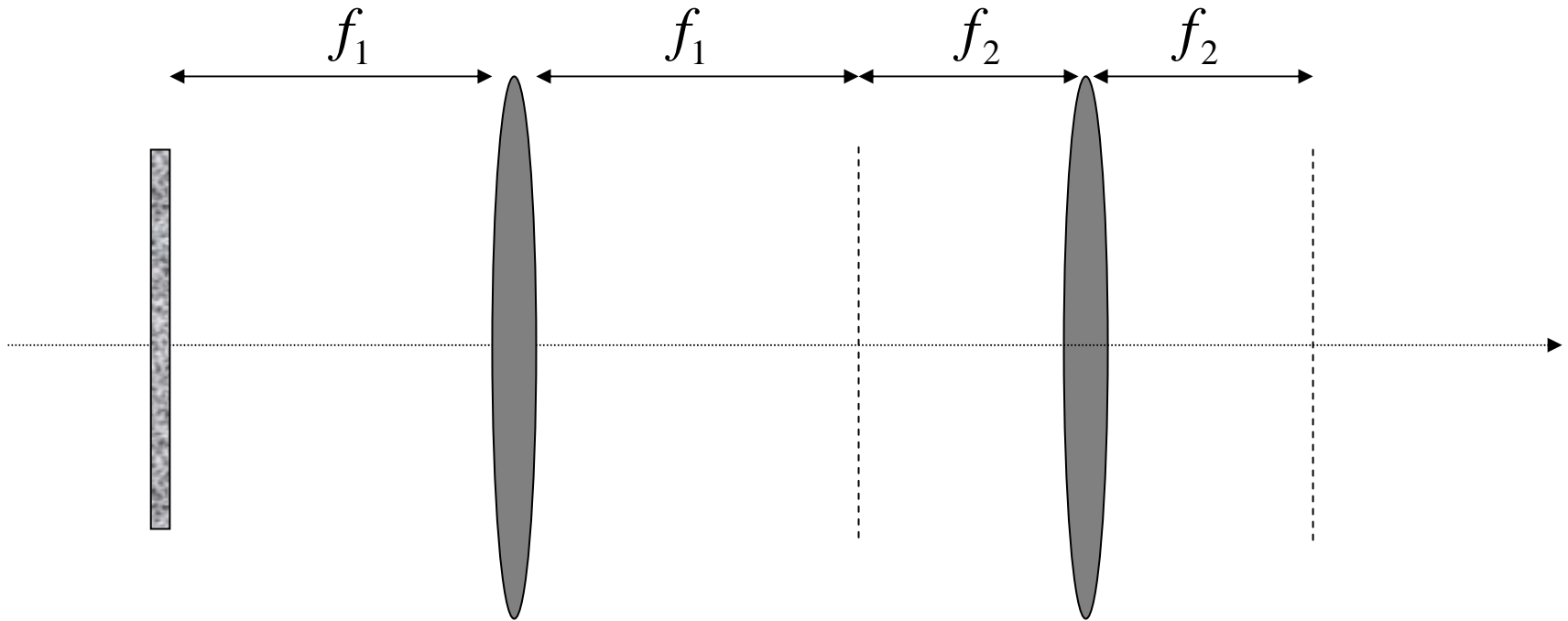
Imaging with coherent light

- Coherent image formation
 - space domain description: impulse response
 - spatial frequency domain description: coherent transfer function

The 4F system



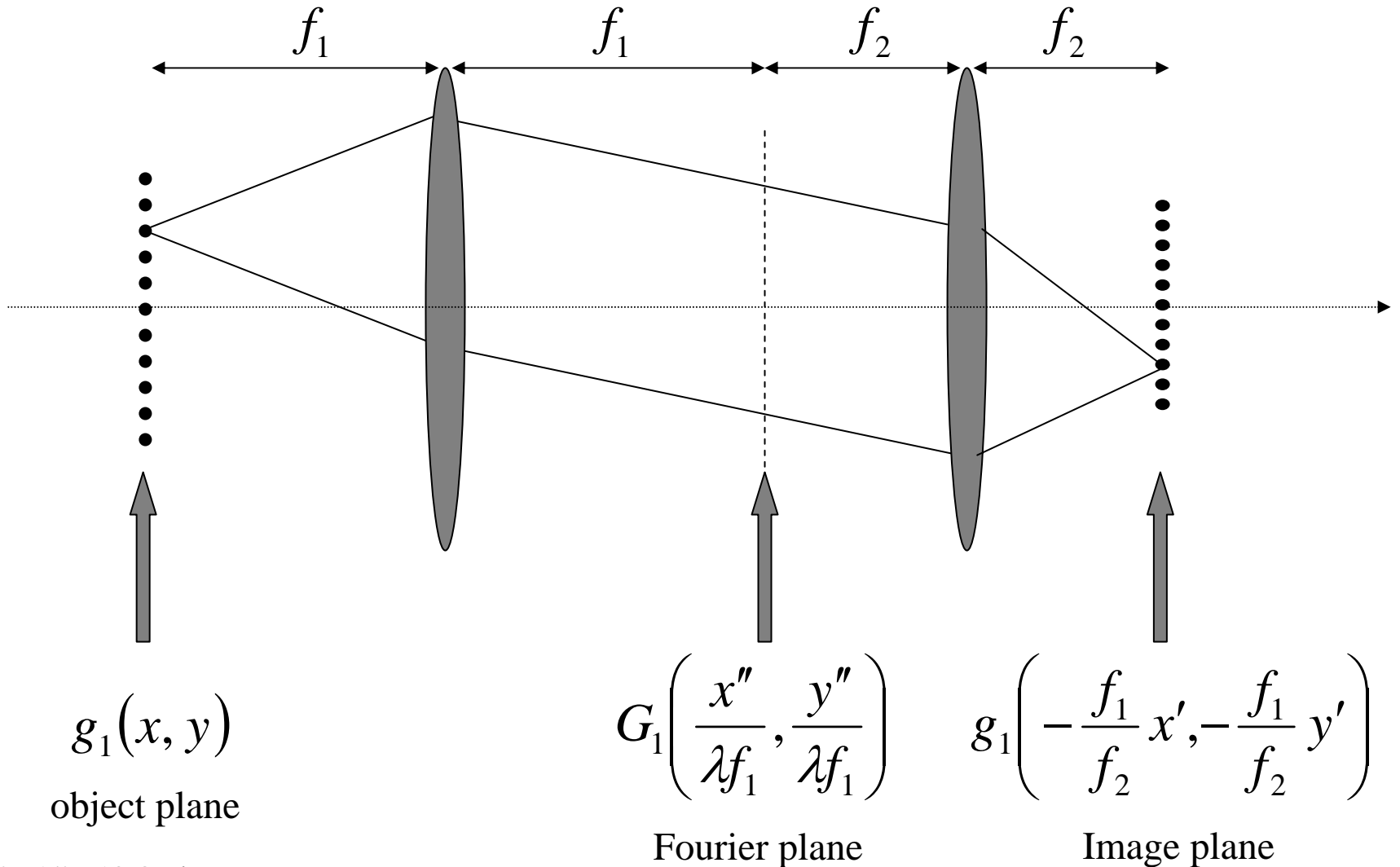
The 4F system



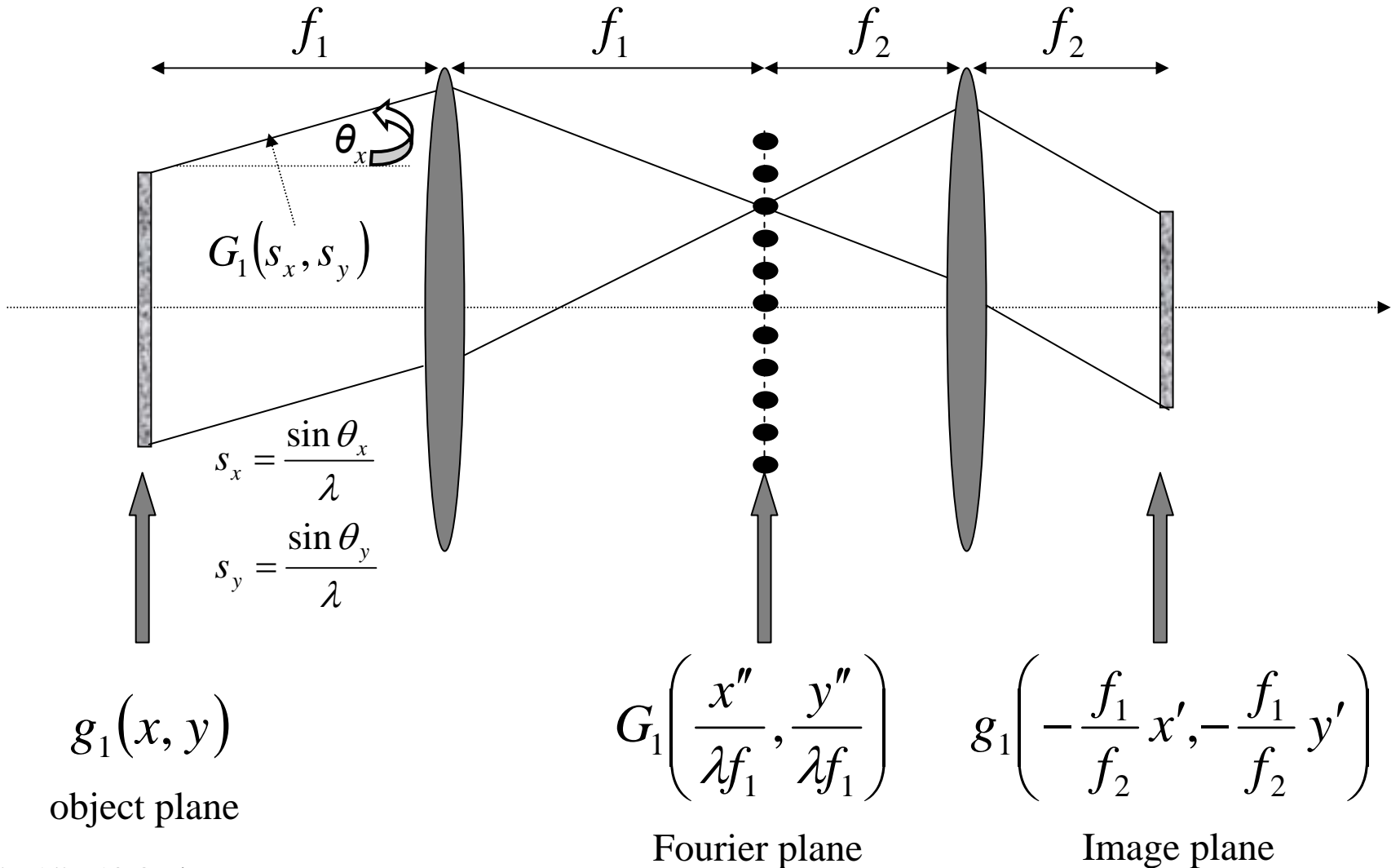
Theorem:

$$\mathfrak{F}\{\mathfrak{F}\{g(x, y)\}\} = g(-x, -y)$$

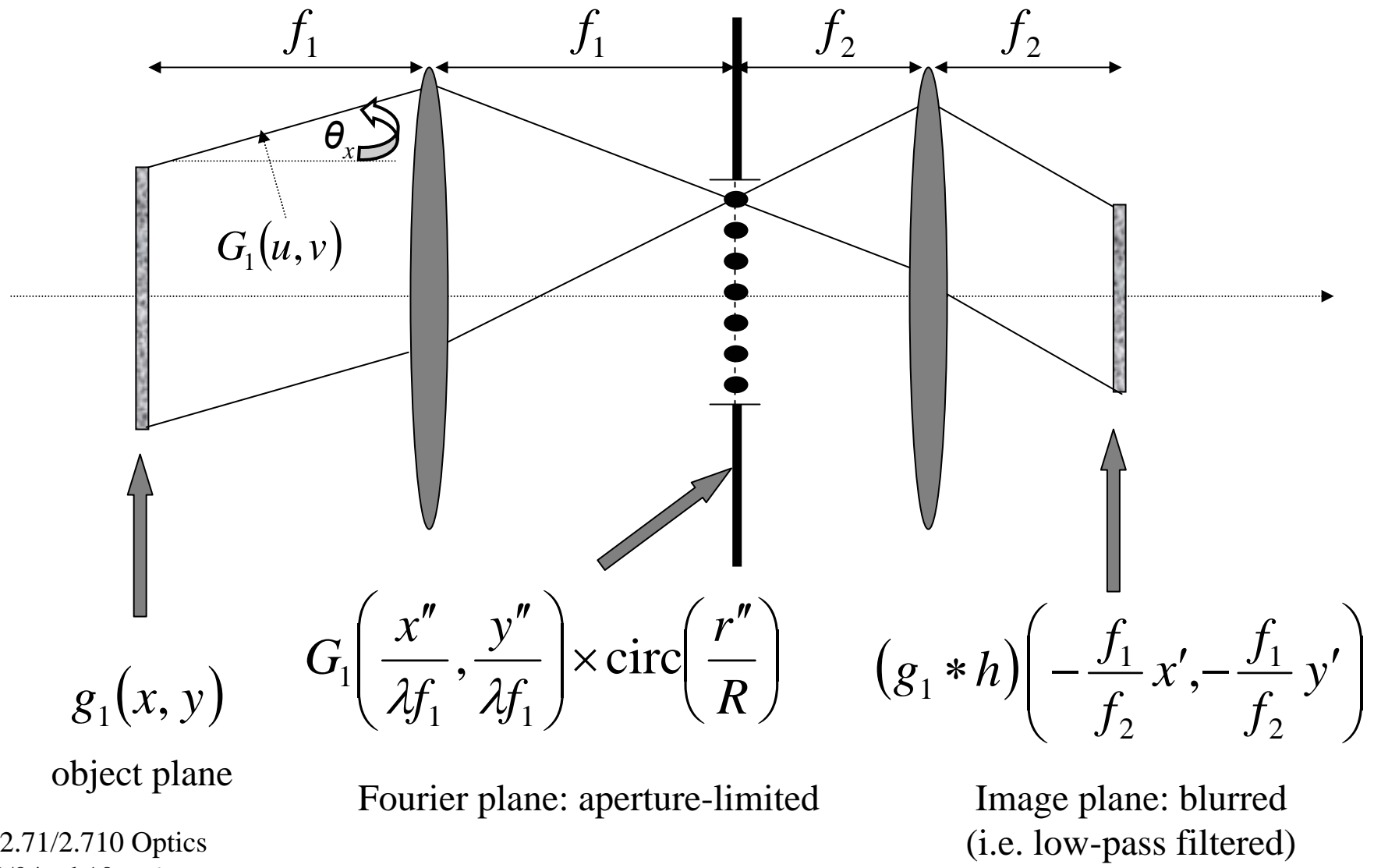
The 4F system



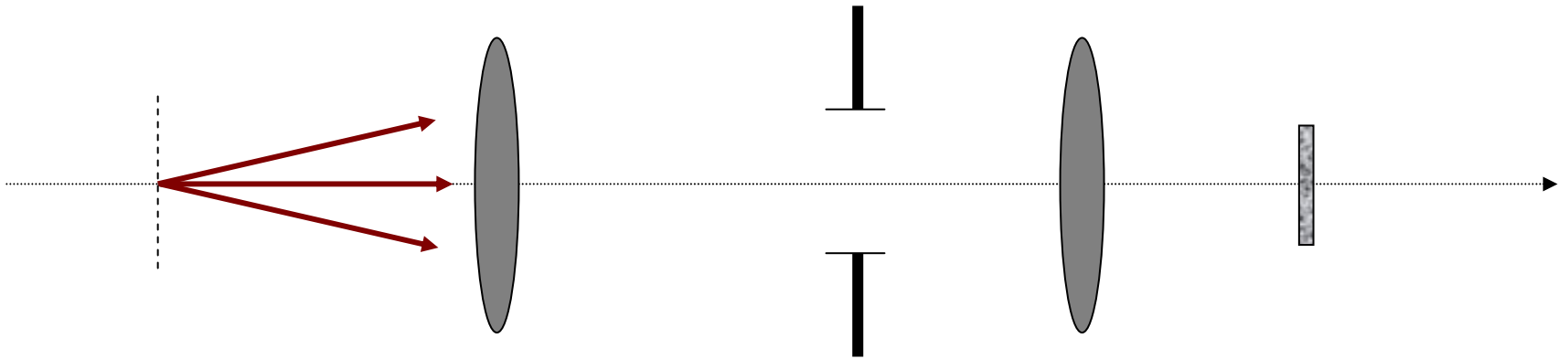
The 4F system



The 4F system with FP aperture



Impulse response & transfer function



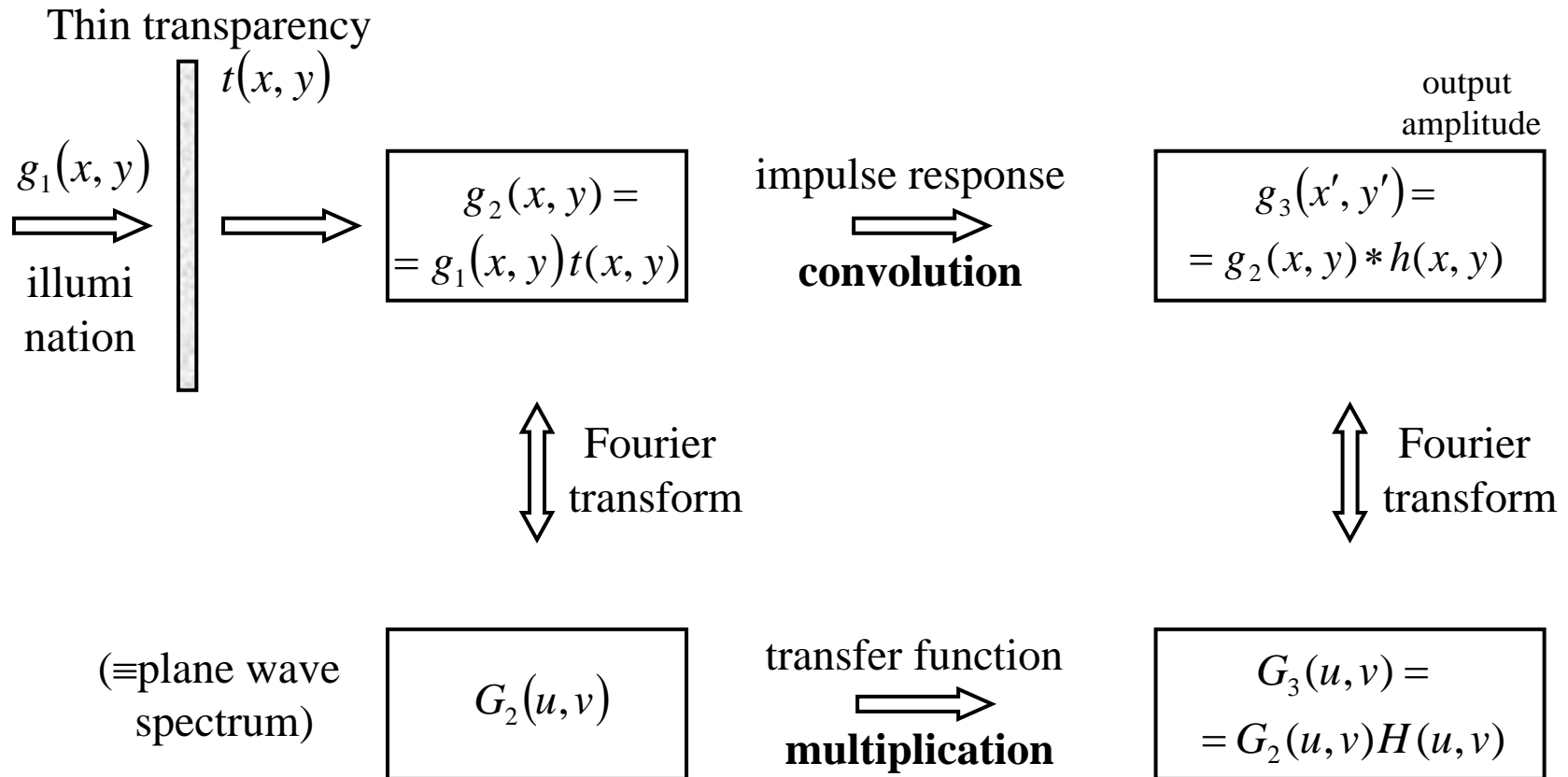
A point source at the
input plane ...

... results not in a point image
but in a diffraction pattern
 $h(x', y')$

Point source at the origin \leftrightarrow delta function $\delta(x, y)$
 $h(x', y')$ is the impulse response of the system

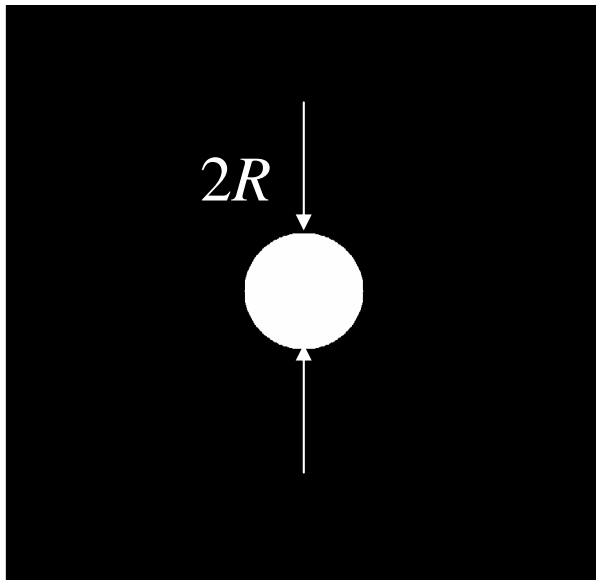
More commonly, $h(x', y')$ is called the
Coherent Point Spread Function (Coherent PSF)

Coherent imaging as a linear, shift-invariant system



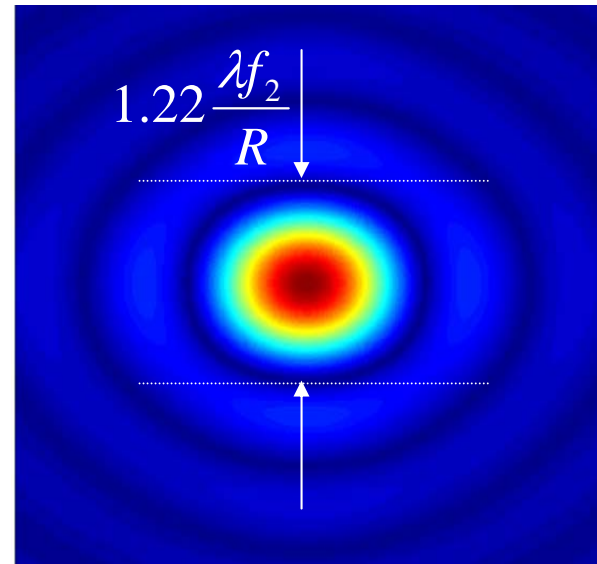
transfer function $H(u, v)$: aka pupil function

Transfer function & impulse response of circular aperture



Transfer function:
circular aperture

$$\text{circ}\left(\frac{r''}{R}\right)$$

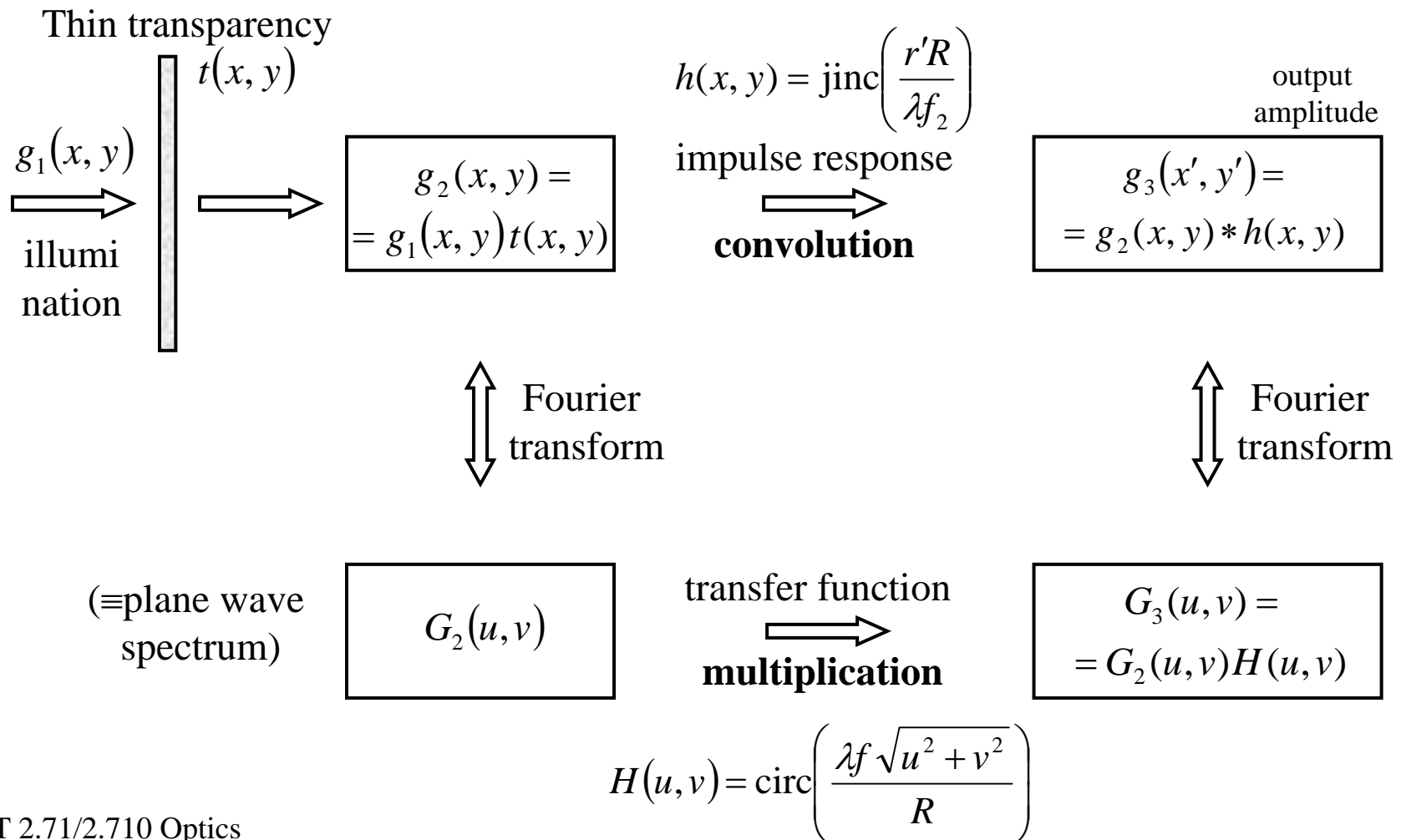


Impulse response:
Airy function

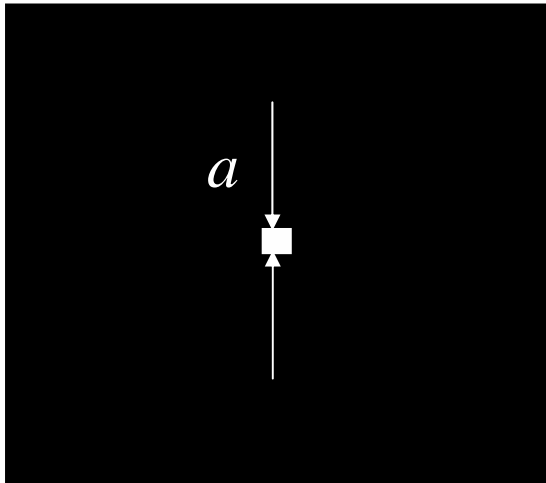
$$\text{jinc}\left(\frac{r'R}{\lambda f_2}\right)$$

Coherent imaging as a linear, shift-invariant system

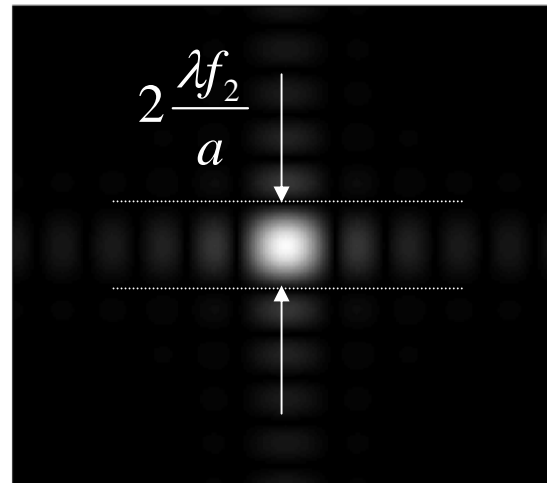
Example: 4F system with *circular* aperture @ Fourier plane



Transfer function & impulse response of rectangular aperture



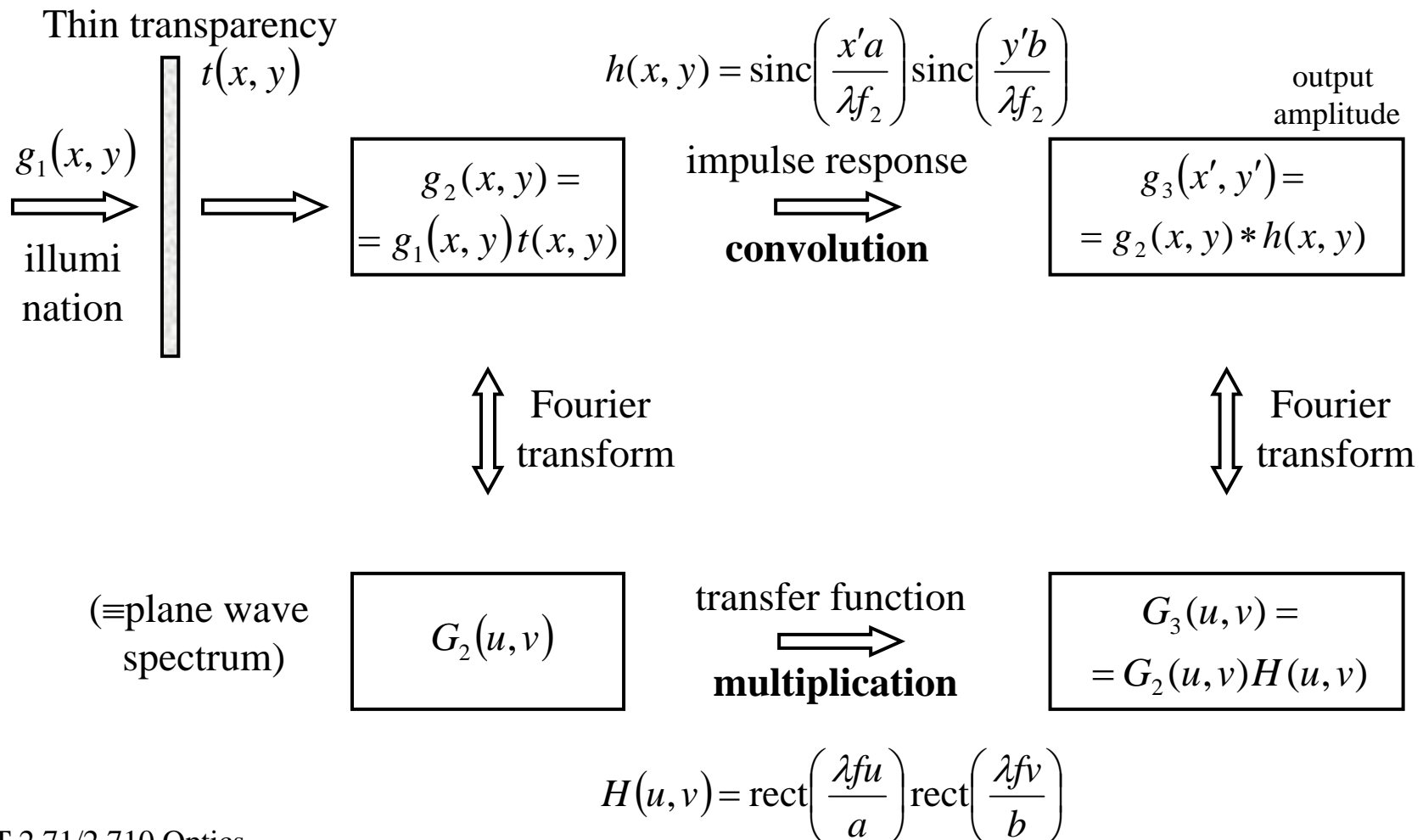
$$\text{rect}\left(\frac{x''}{a}\right)\text{rect}\left(\frac{y''}{b}\right)$$



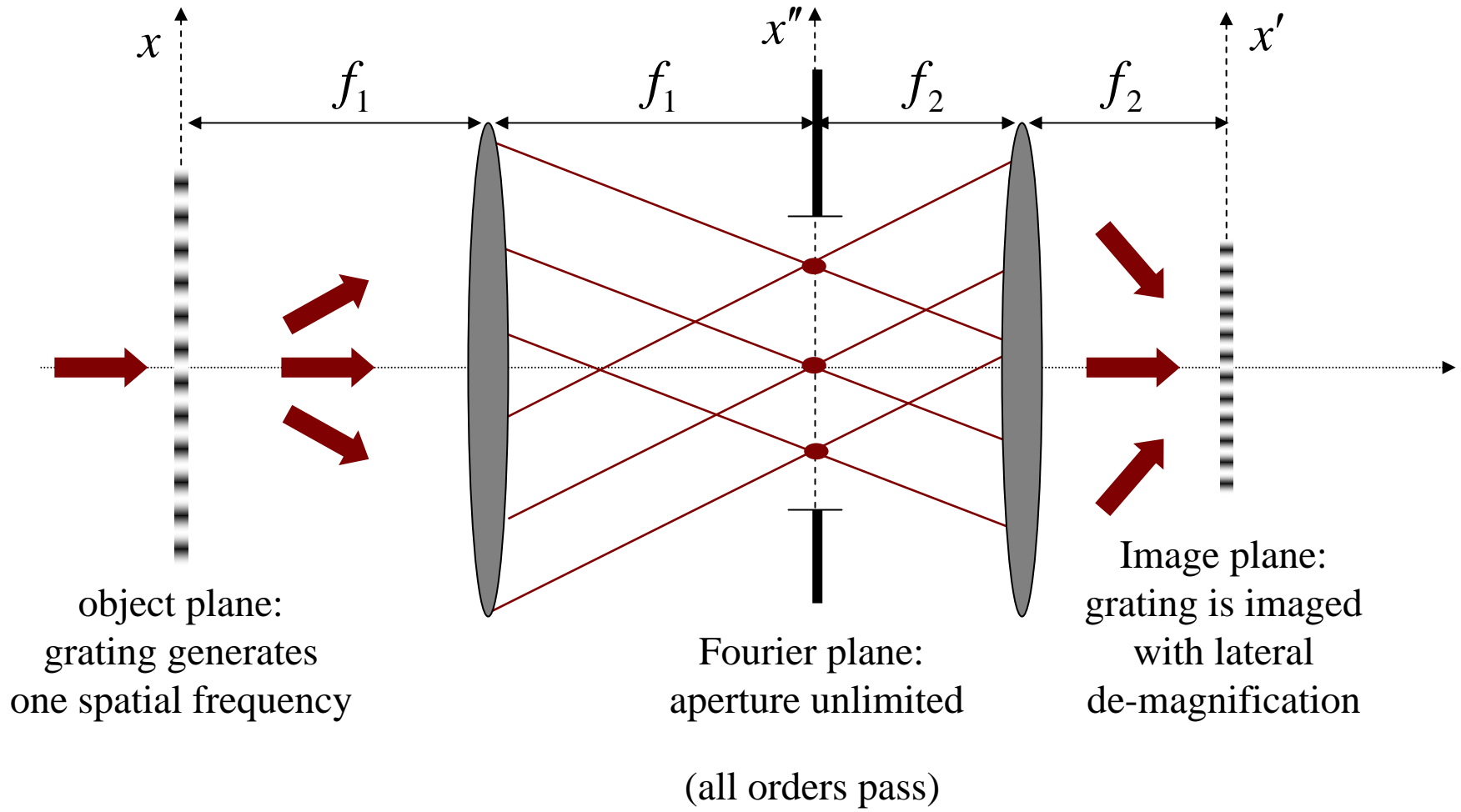
$$\text{sinc}\left(\frac{x'a}{\lambda f_2}\right)\text{sinc}\left(\frac{y'b}{\lambda f_2}\right)$$

Coherent imaging as a linear, shift-invariant system

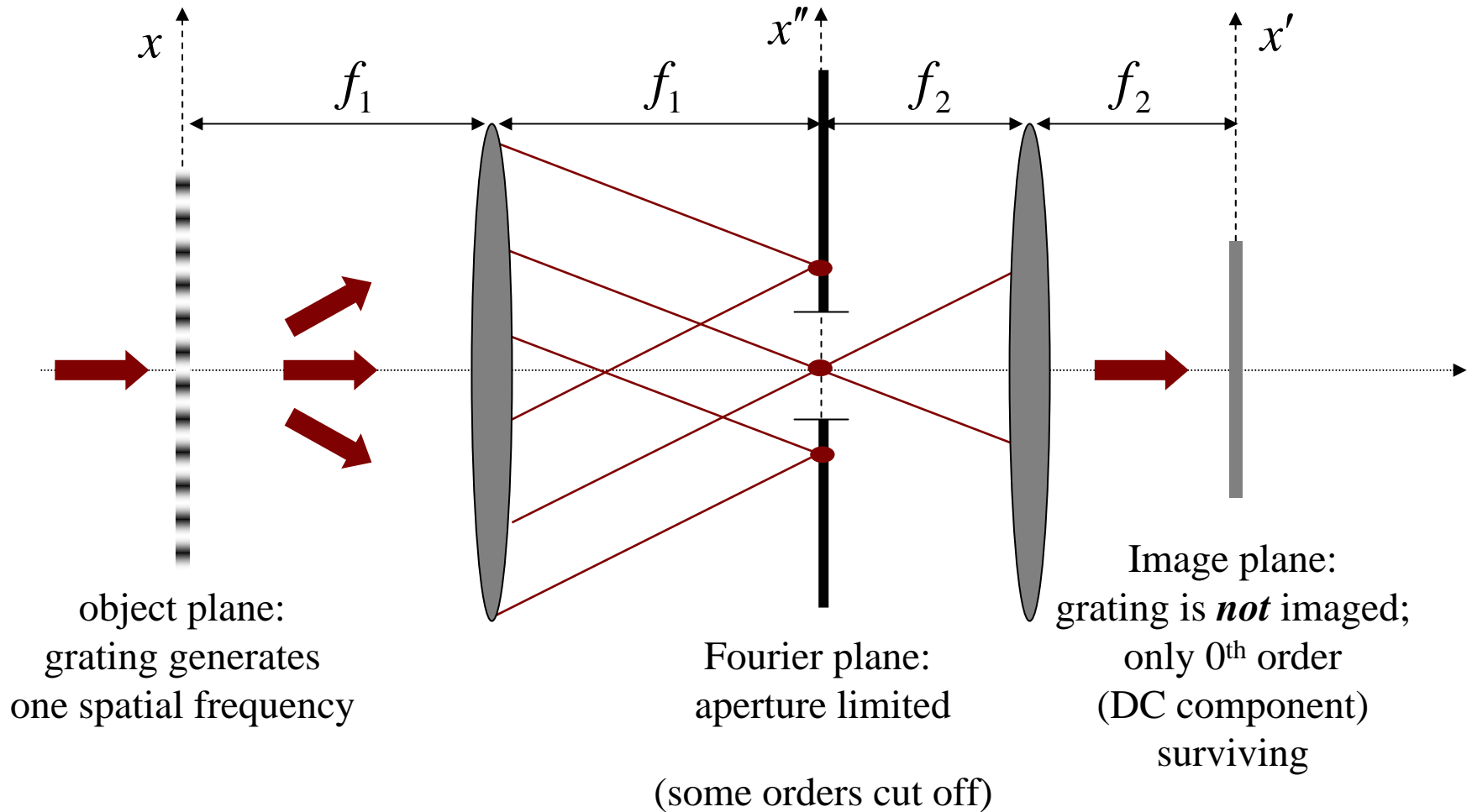
Example: 4F system with *rectangular* aperture @ Fourier plane



Aperture-limited spatial filtering



Aperture-limited spatial filtering



Spatial frequency clipping

field after input transparency

$$g_{\text{in}}(x) = \frac{1}{2} [1 + \cos(2\pi u_0 x)] \Rightarrow G_{\text{in}}(u) = \frac{1}{2} \left[\delta(u) + \frac{1}{2} \delta(u - u_0) + \frac{1}{2} \delta(u + u_0) \right]$$

field before filter

$$g_{f-}(x'') = \frac{1}{2} \left[\delta(x'') + \frac{1}{2} \delta(x'' - \lambda f_1 u_0) + \frac{1}{2} \delta(x'' + \lambda f_1 v_0) \right]$$

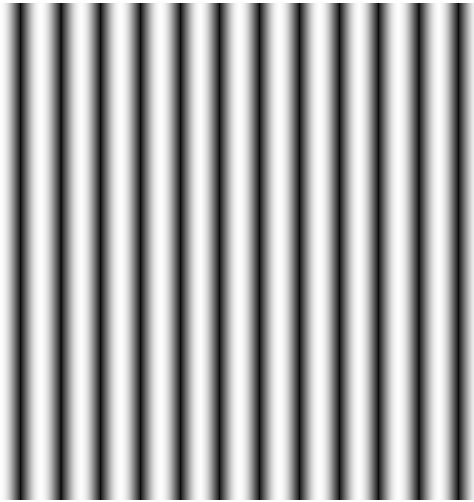
field after filter

$$g_{f+}(x'') = \frac{1}{2} \delta(x'')$$

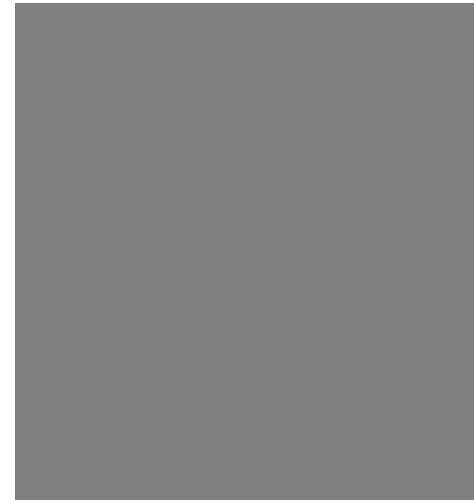
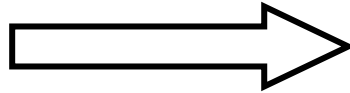
field at output
(image plane)

$$G_{\text{out}}(u) = \frac{1}{2} \delta(u) \Rightarrow g_{\text{out}}(x') = \frac{1}{2}$$

Effect of spatial filtering



Fourier plane filter
with circ-aperture

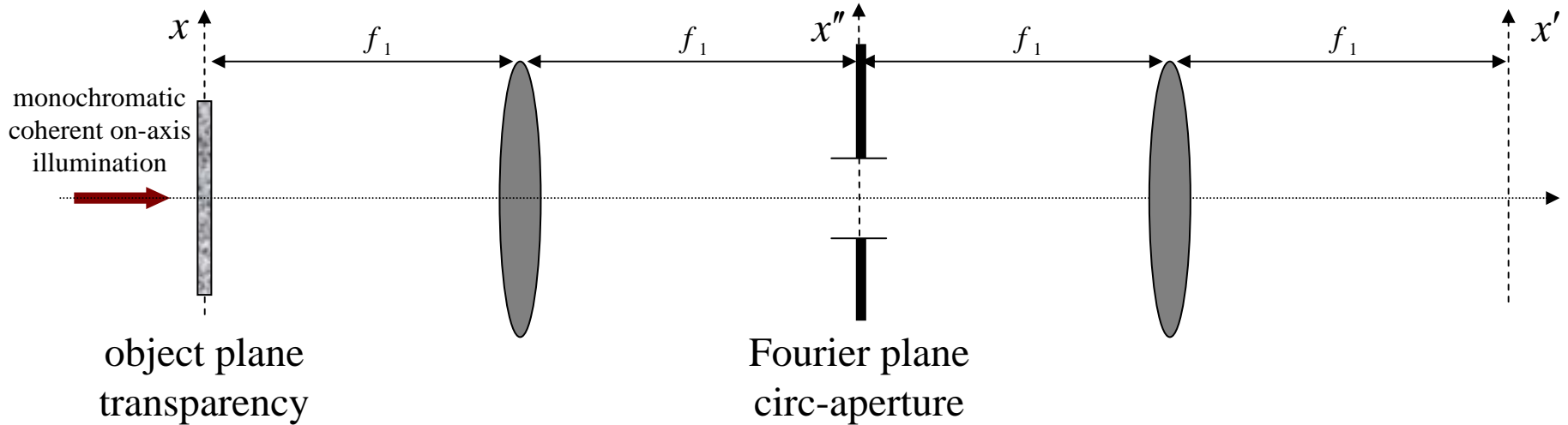


Original object
(sinusoidal spatial variation,
i.e. grating)

Frequency-filtered image
(spatial variation blurred out,
only average survives)

Spatial frequency clipping

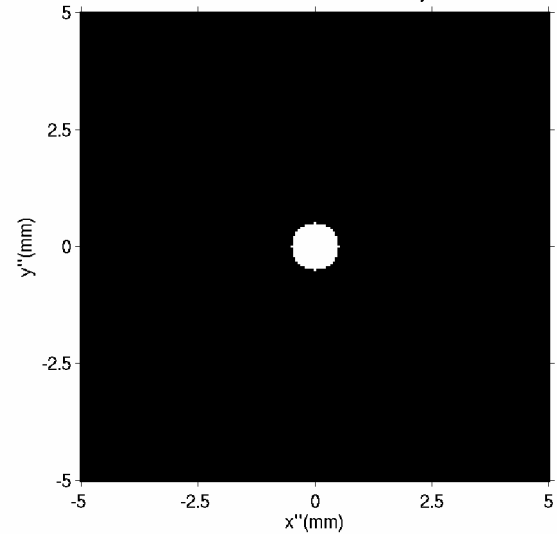
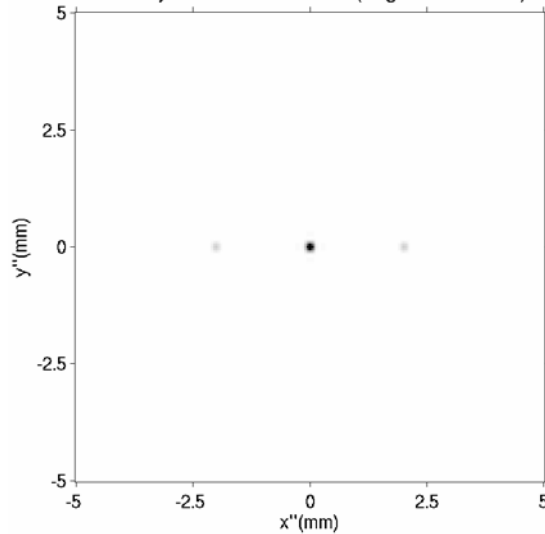
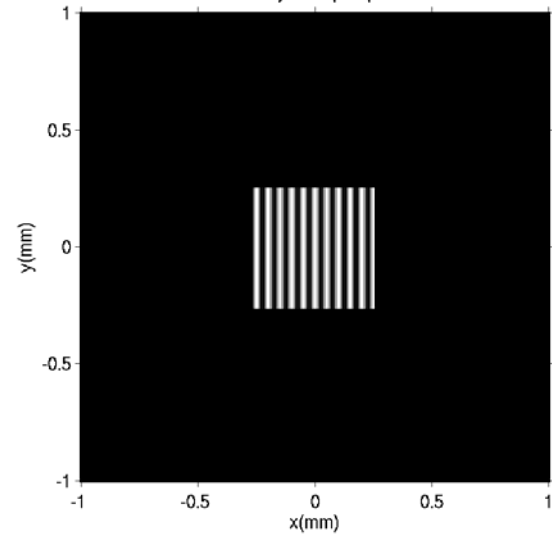
$f_1=20\text{cm}$
 $\lambda=0.5\mu\text{m}$



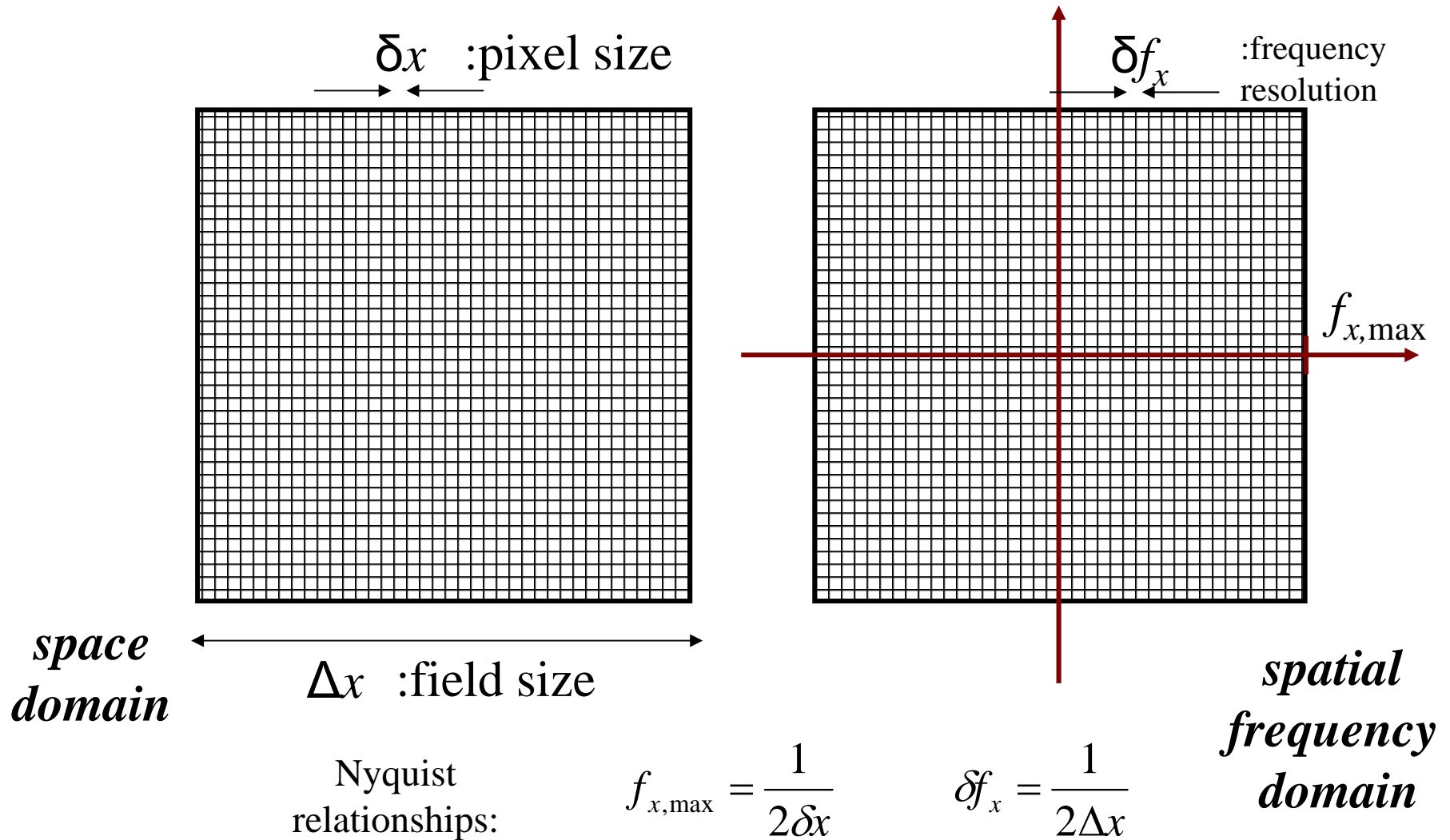
Intensity at input plane

Intensity before Fourier filter (negative contrast)

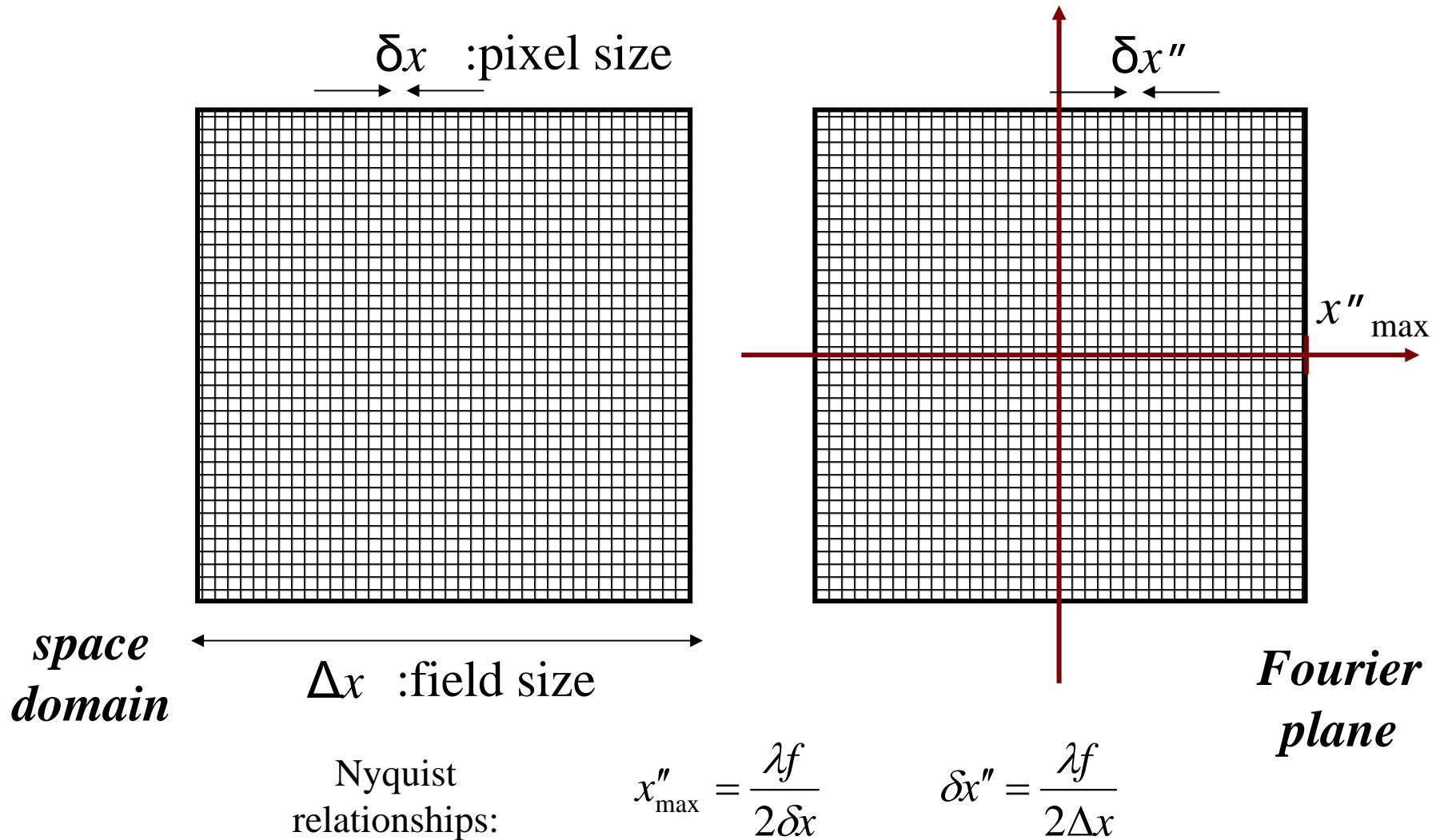
Fourier filter transmittivity



Space-Fourier coordinate transformations

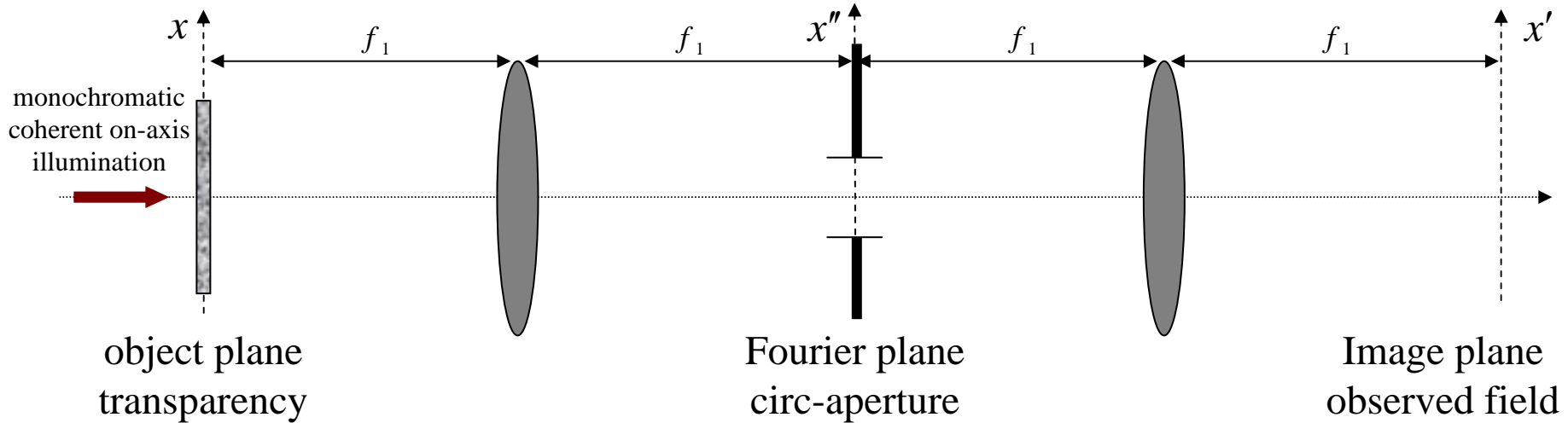


4F coordinate transformations



Spatial frequency clipping

$f_1=20\text{cm}$
 $\lambda=0.5\mu\text{m}$



object plane
transparency

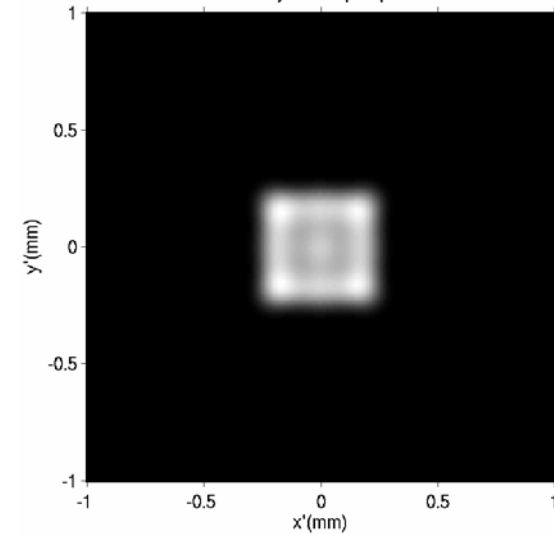
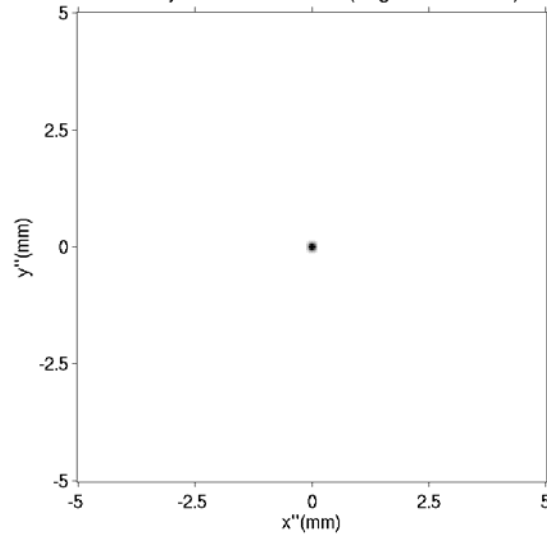
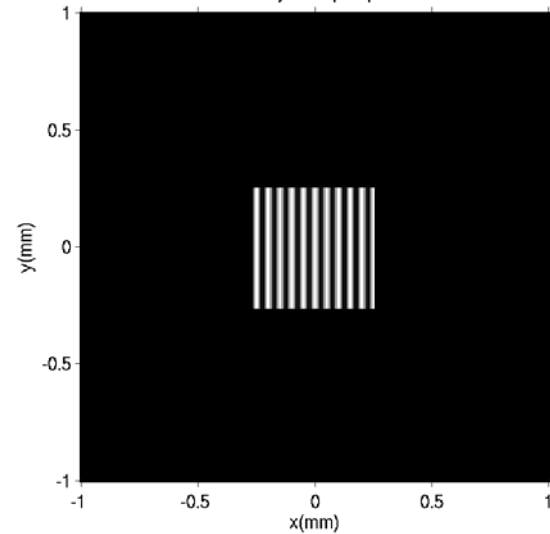
Fourier plane
circ-aperture

Image plane
observed field

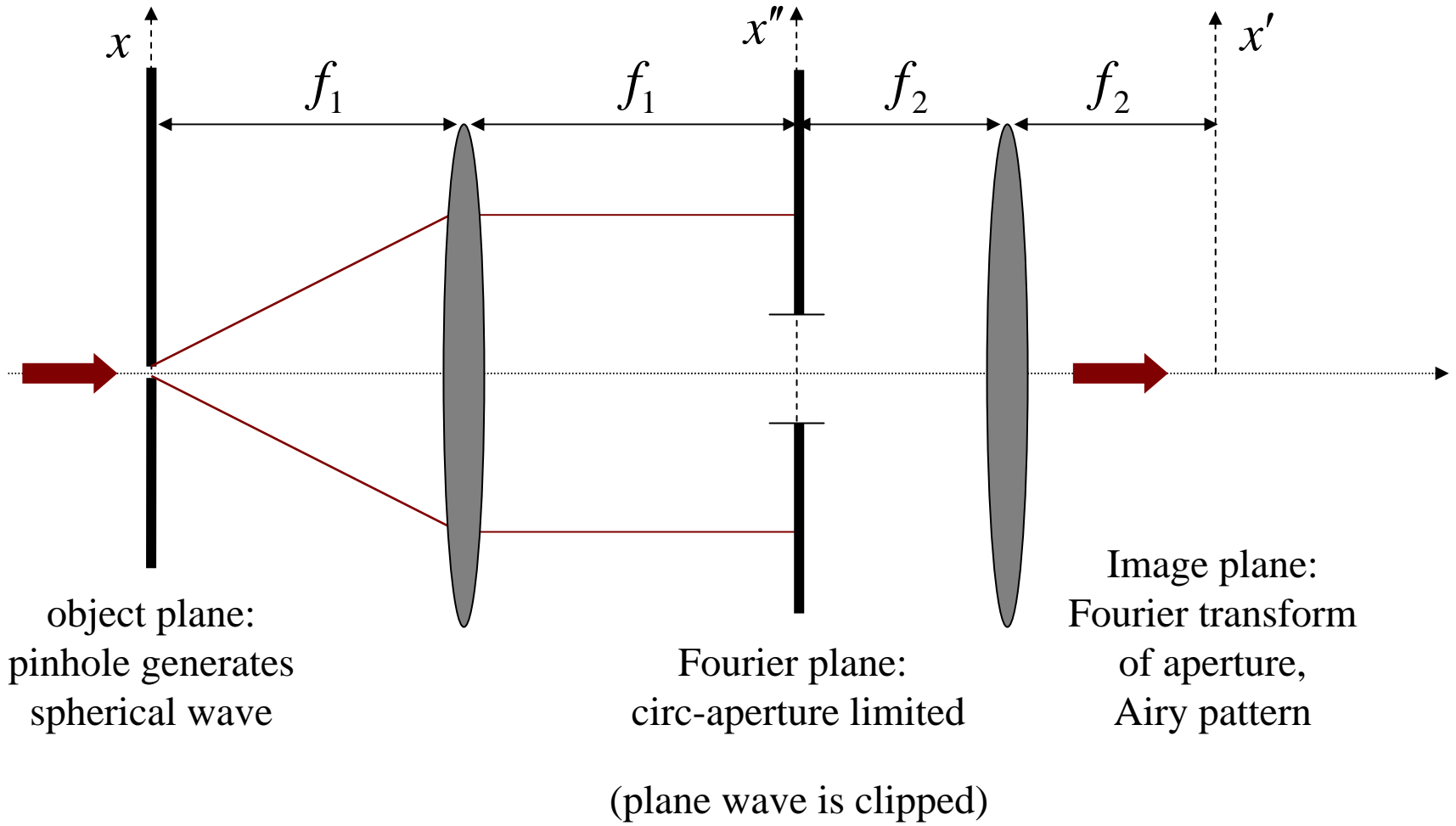
Intensity at input plane

Intensity after Fourier filter (negative contrast)

Intensity at output plane



Formation of the impulse response



Low-pass filtering

field after input transparency

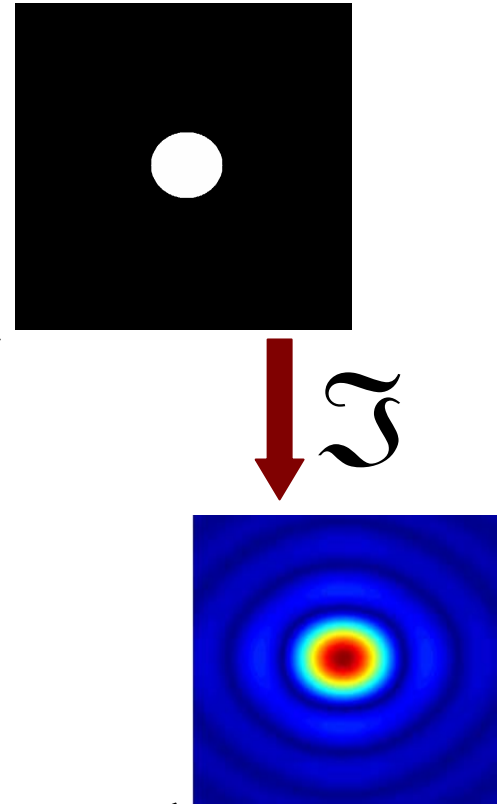
$$g_{\text{in}}(x, y) = \delta(x)\delta(y) \Rightarrow G_{\text{in}}(u, v) = 1$$

field before filter $g_{f-}(x'', y'') = 1$

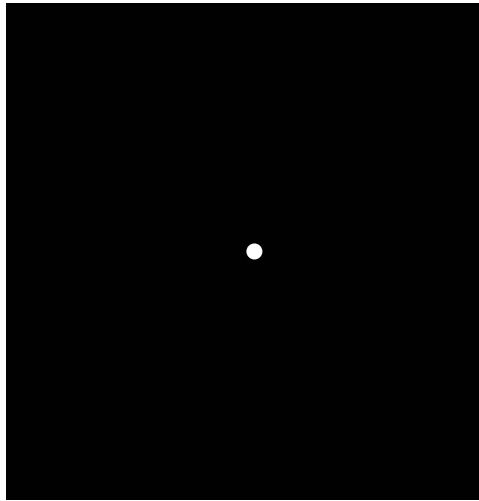
field after filter $g_{f+}(x'', y'') = \text{circ}\left(\frac{\sqrt{x''^2 + y''^2}}{R}\right)$

field at output (image plane) $G_{\text{out}}(u, v) = \text{circ}\left(\frac{\lambda f \sqrt{u^2 + v^2}}{R}\right) \Rightarrow$

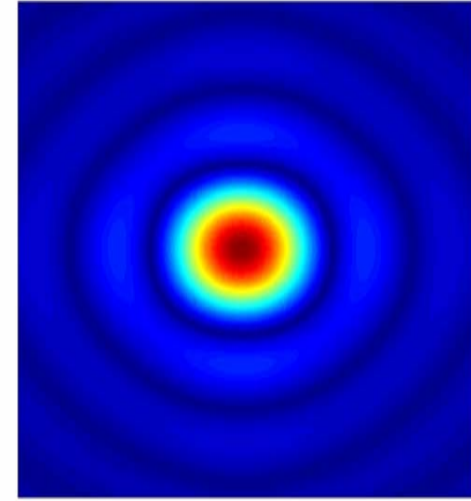
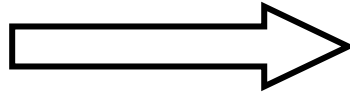
$$g_{\text{out}}(x', y') \propto \text{jinc}\left(\frac{R\sqrt{x'^2 + y'^2}}{\lambda f}\right) \quad (\text{Airy pattern})$$



Effect of spatial filtering



Fourier plane filter
with circ-aperture

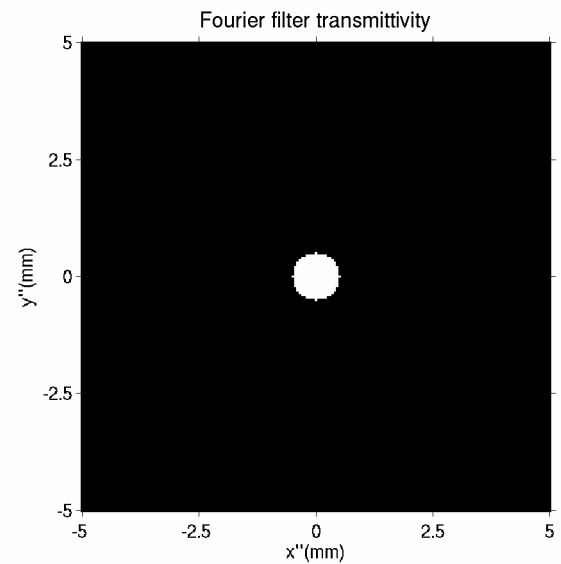
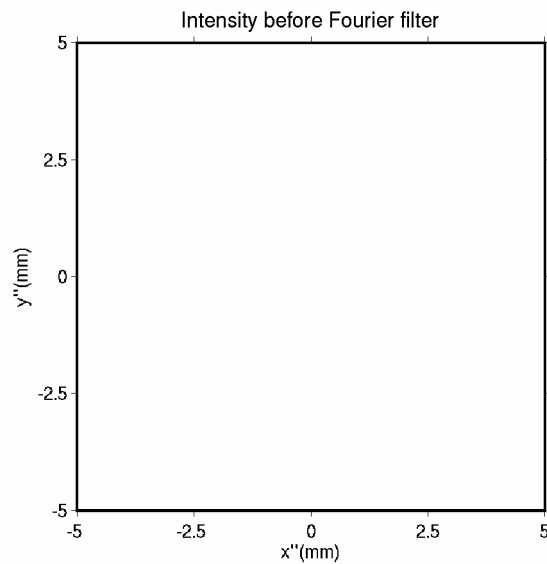
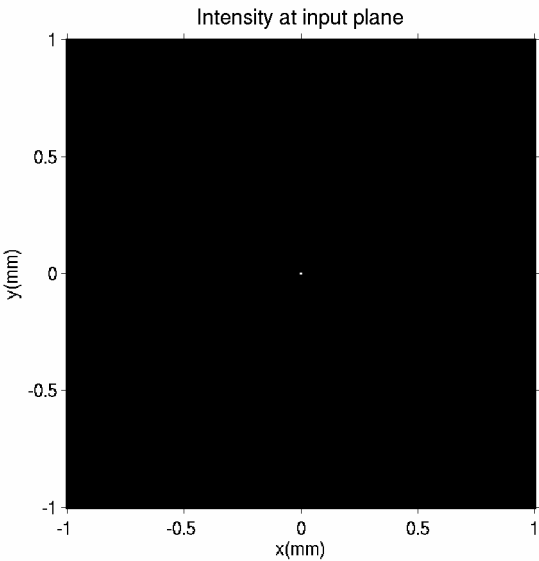
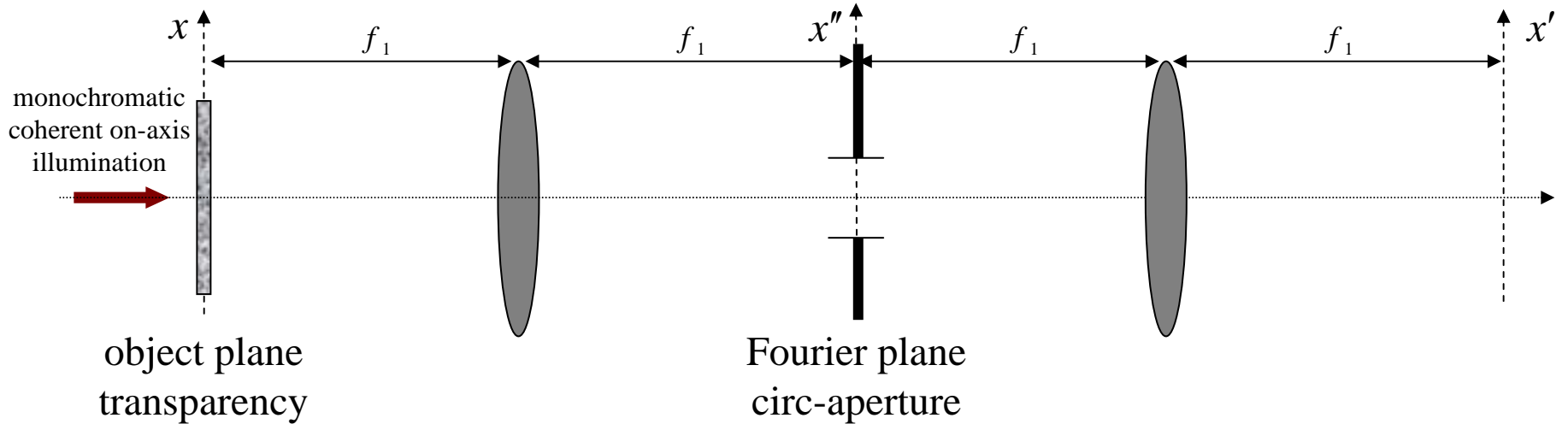


Original object
(small pinhole \Leftrightarrow impulse,
generating spherical wave
past the transparency)

Impulse response
(aka point-spread function,
original point has blurred to
an Airy pattern, or jinc)

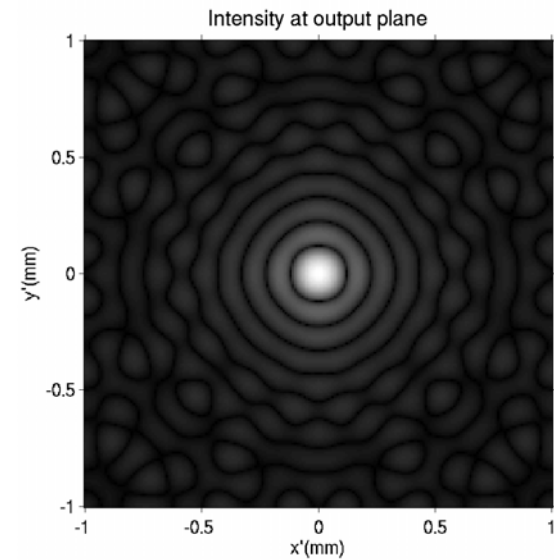
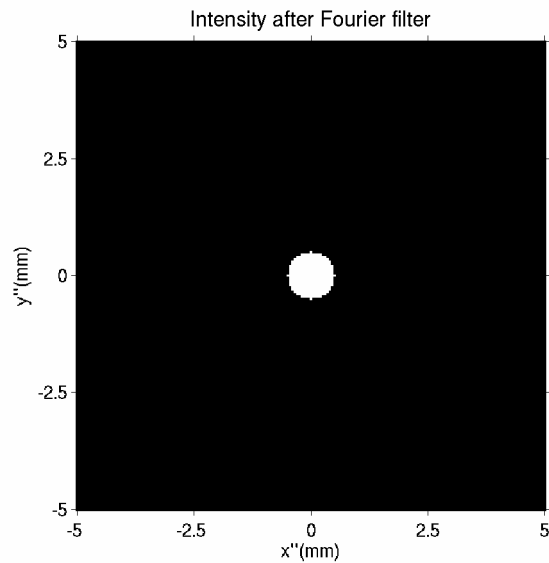
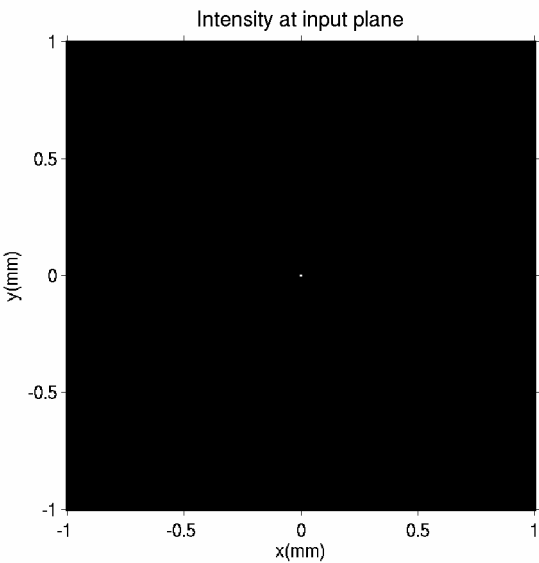
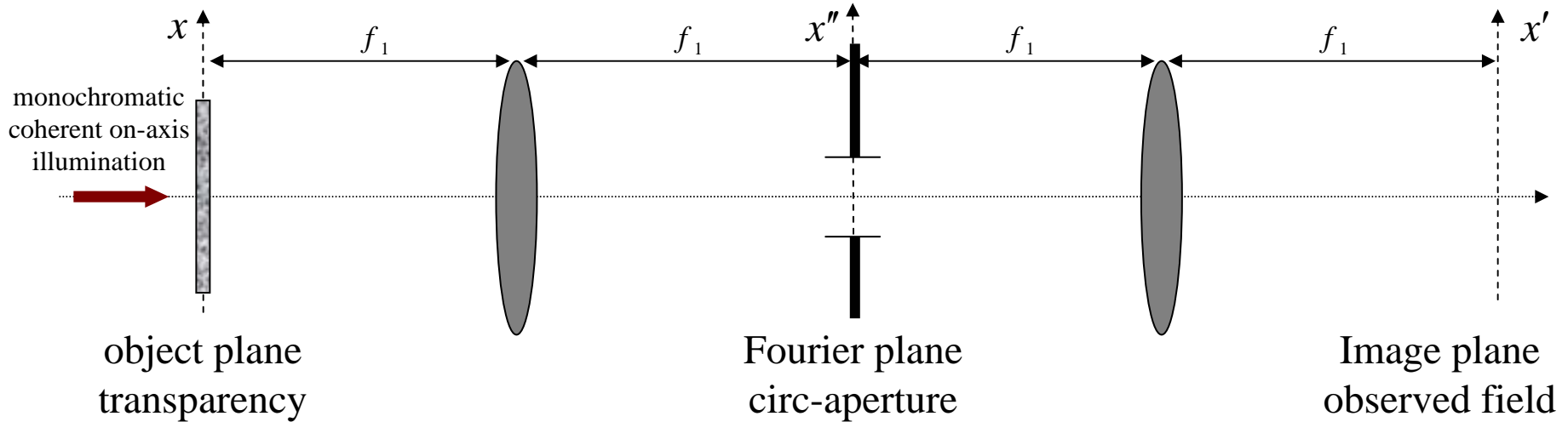
Low-pass filtering the impulse

$f_1=20\text{cm}$
 $\lambda=0.5\mu\text{m}$



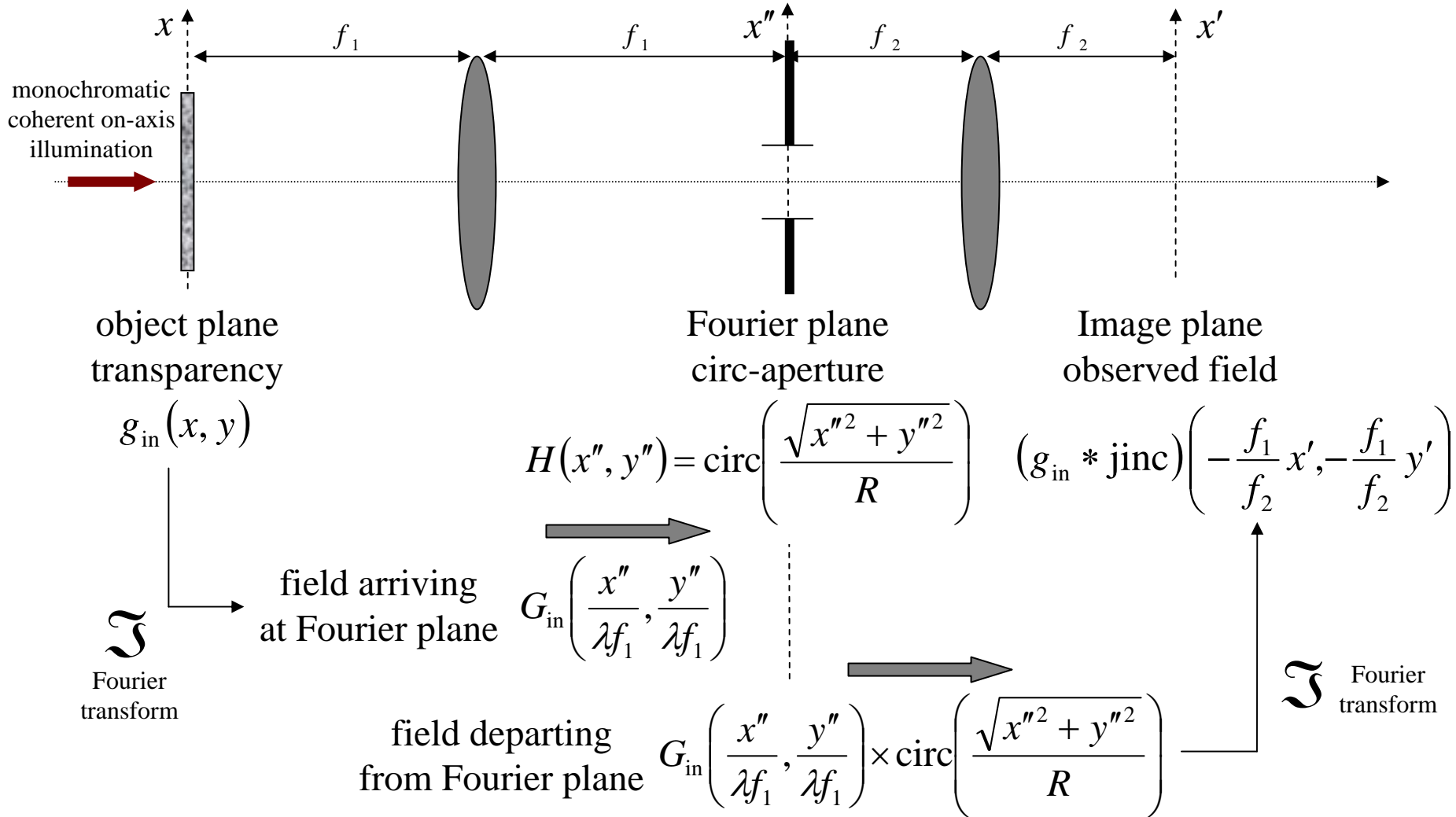
Spatial frequency clipping

$f_1=20\text{cm}$
 $\lambda=0.5\mu\text{m}$

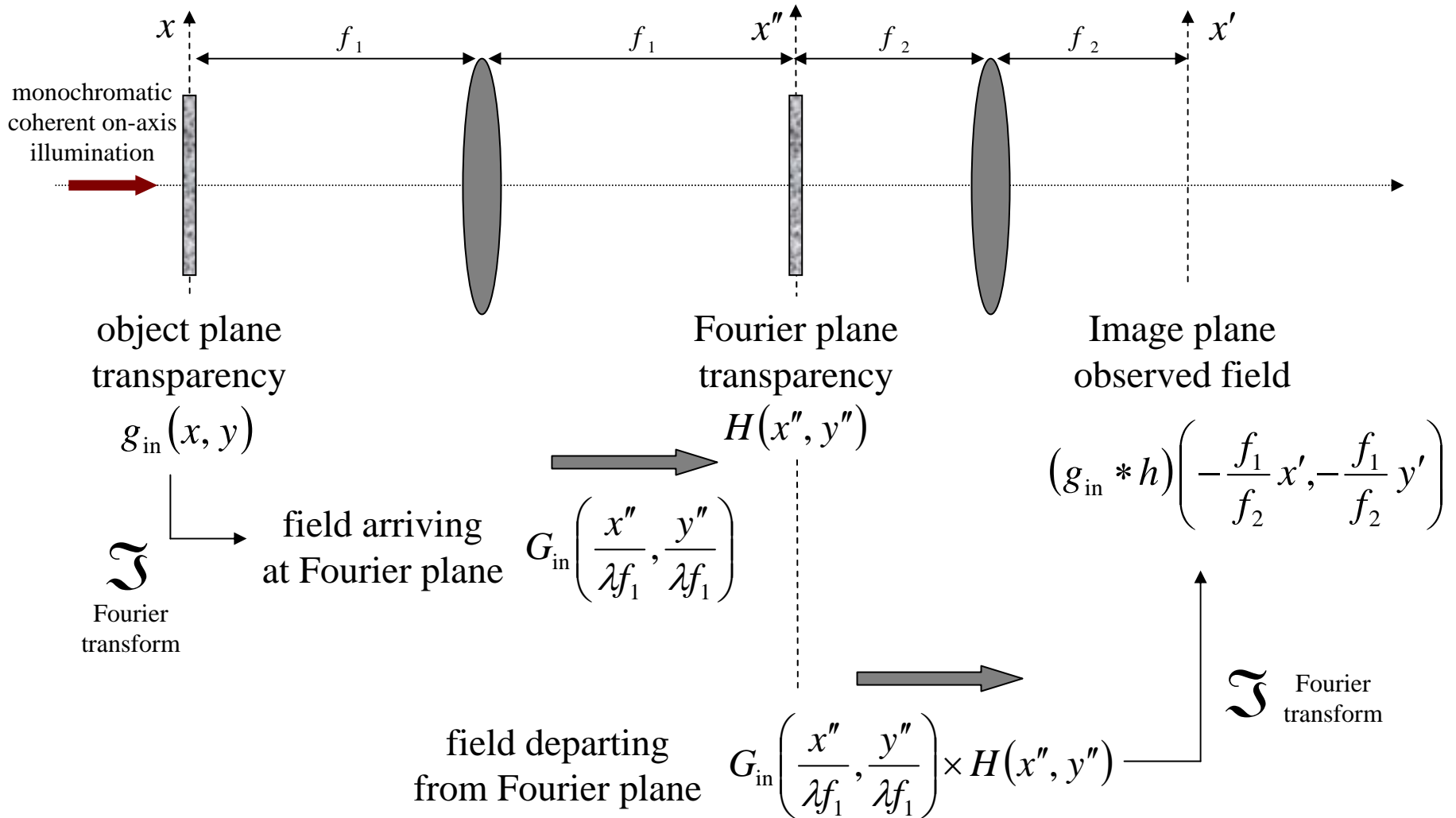


note: pseudo-accentuated
sidelobes

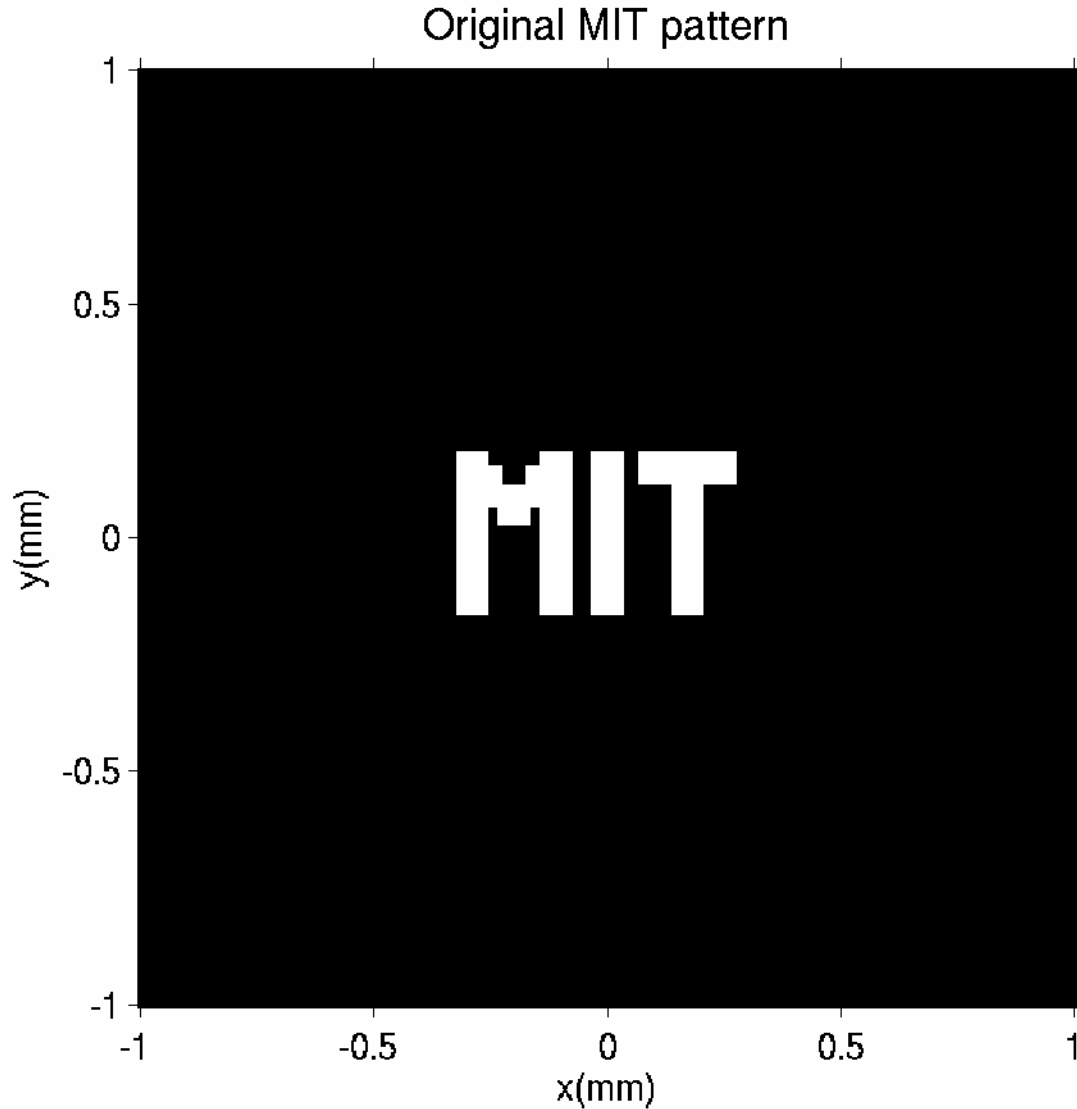
Low-pass filtering with the 4F system



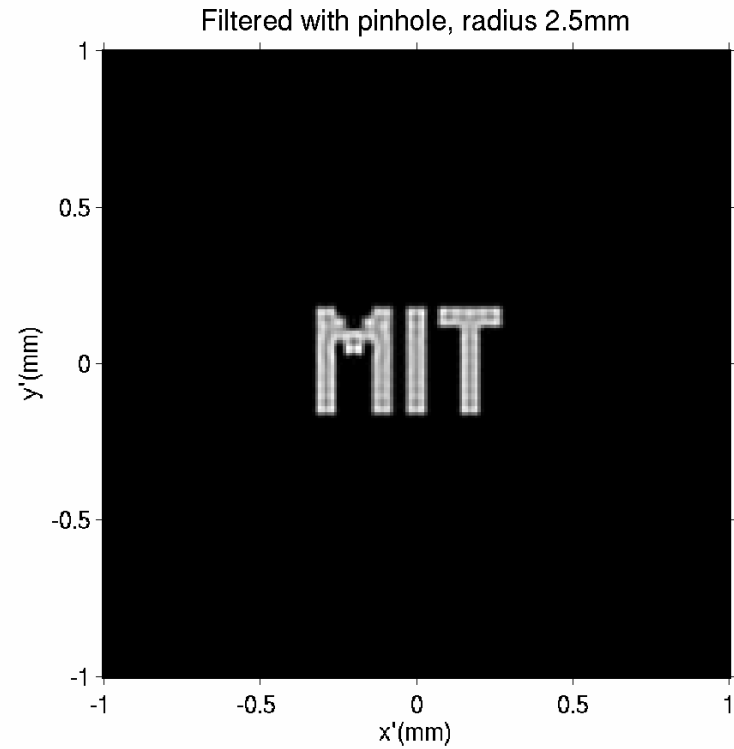
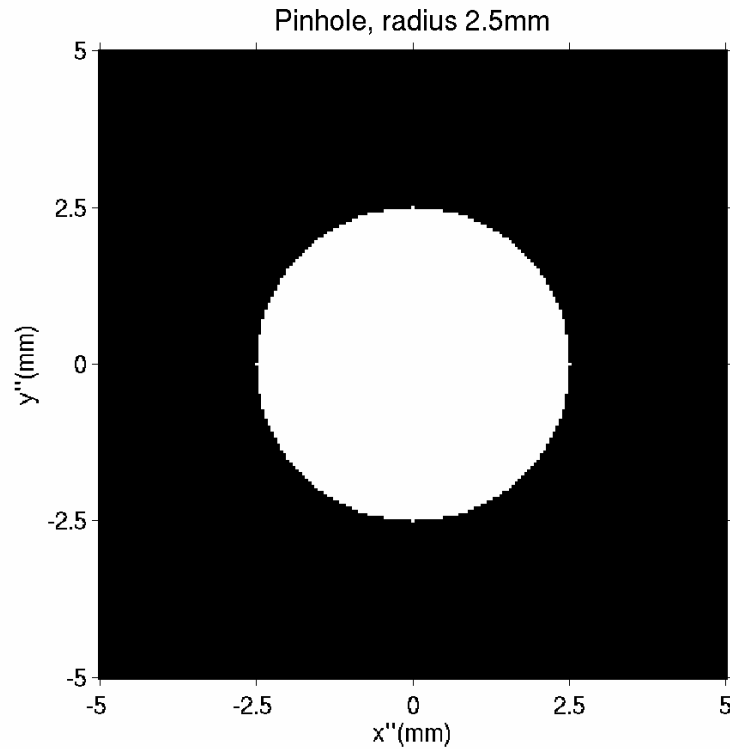
Spatial filtering with the 4F system



Examples: the amplitude MIT pattern



Weak low-pass filtering



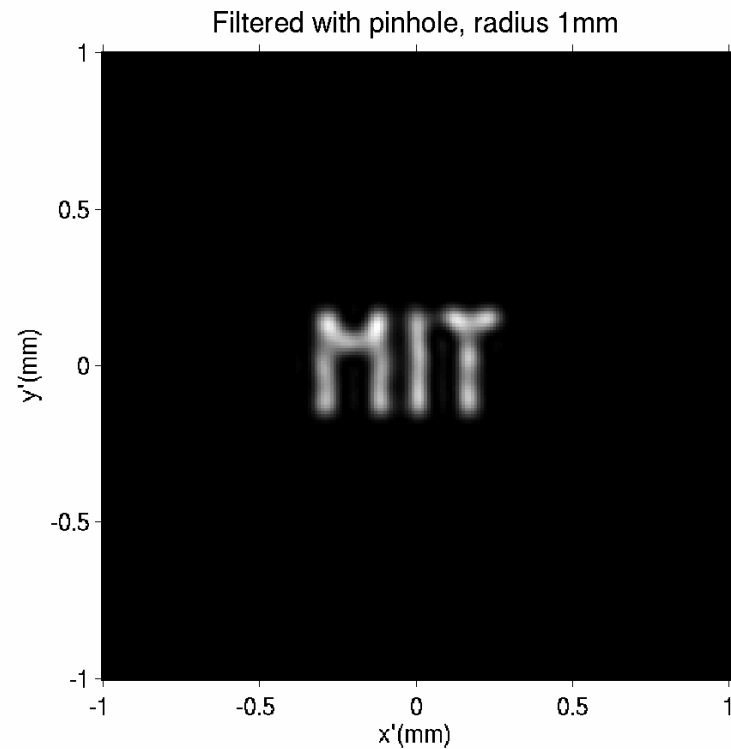
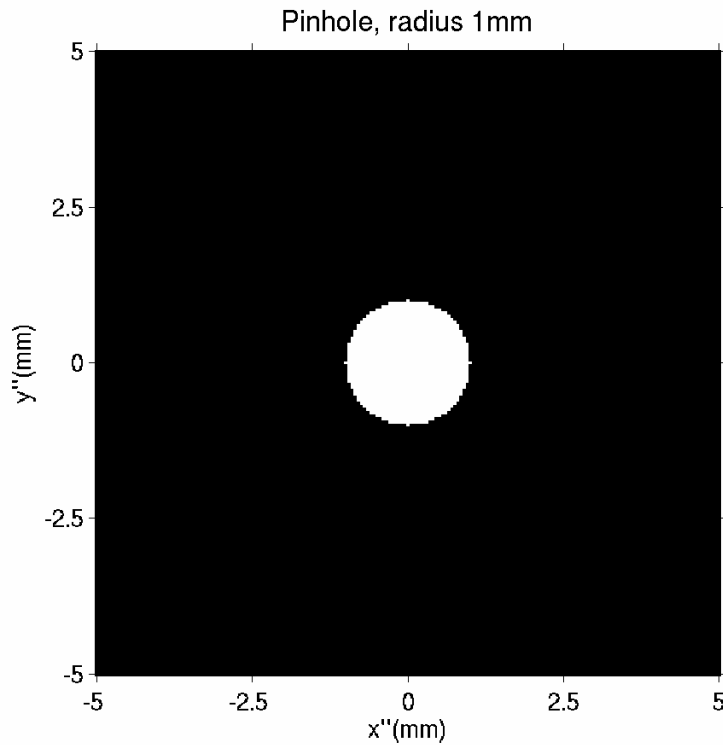
$f_1=20\text{cm}$
 $\lambda=0.5\mu\text{m}$

Fourier filter

Intensity @ image plane

Moderate low-pass filtering

(*aka* blurring)

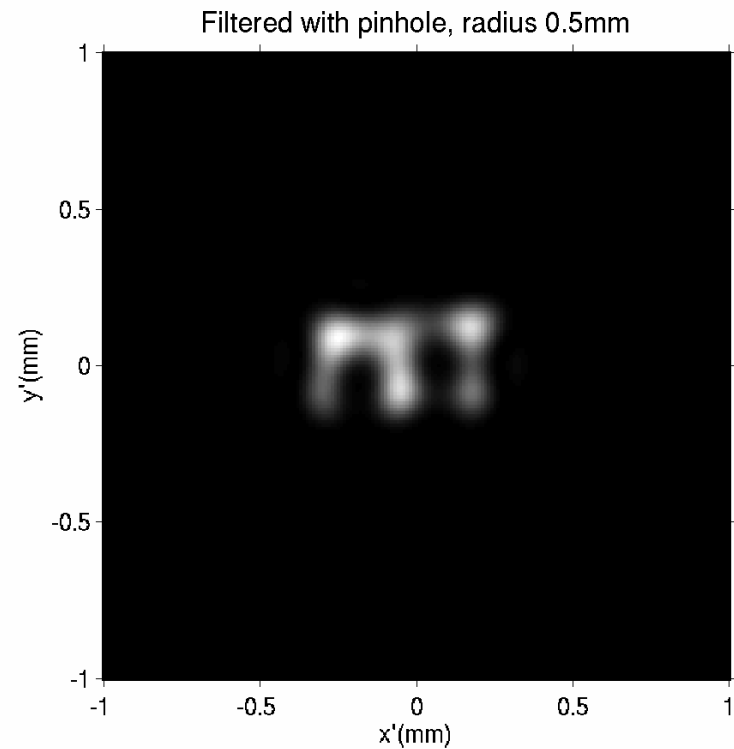
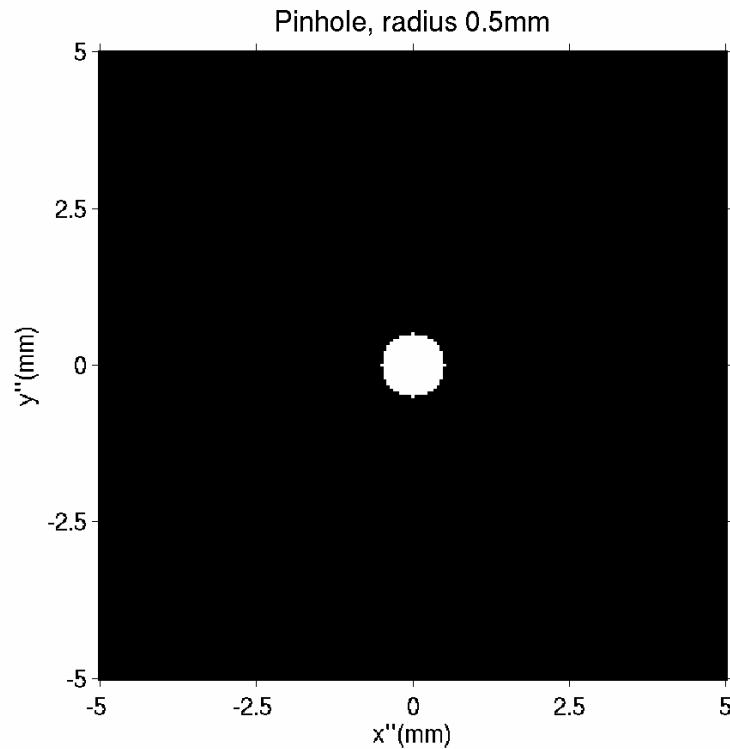


$f_1=20\text{cm}$
 $\lambda=0.5\mu\text{m}$

Fourier filter

Intensity @ image plane

Strong low-pass filtering

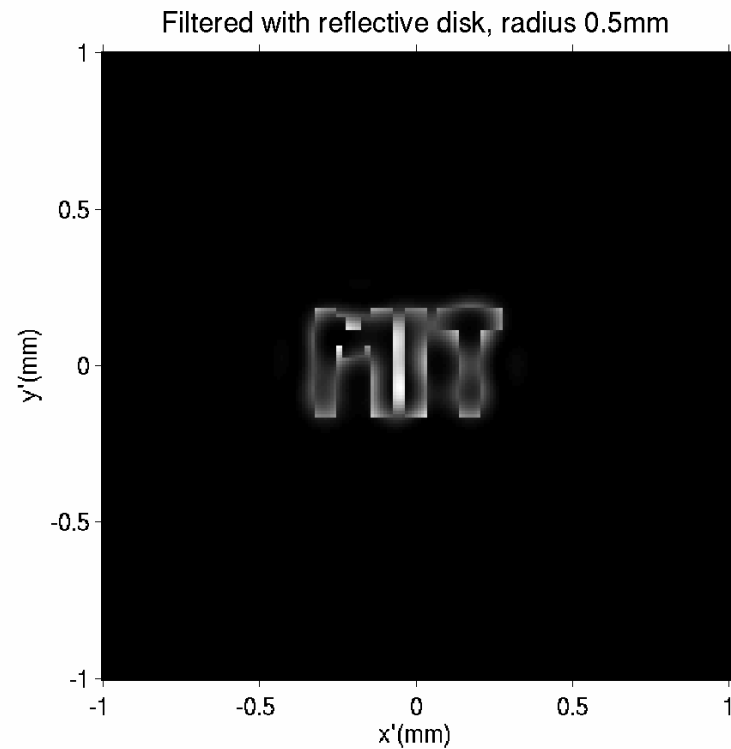
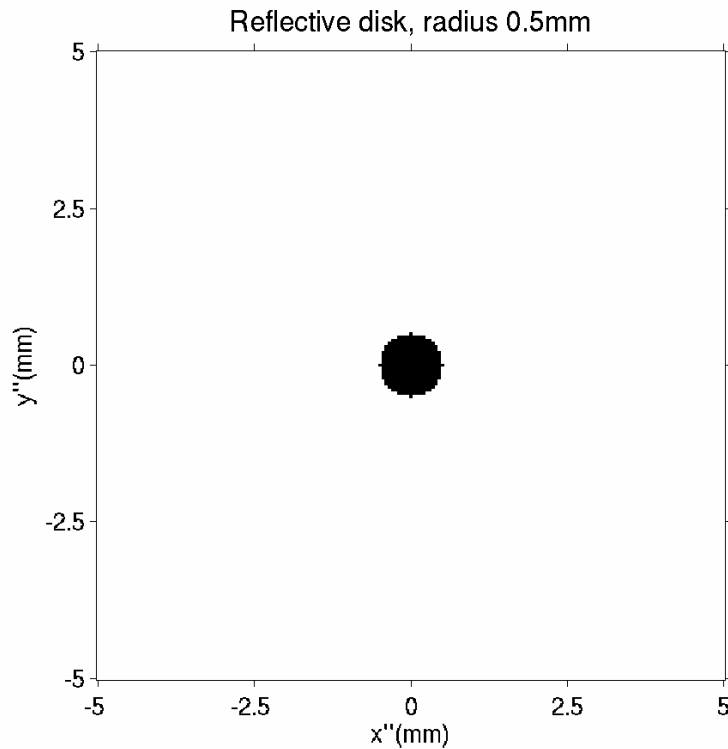


$f_1=20\text{cm}$
 $\lambda=0.5\mu\text{m}$

Fourier filter

Intensity @ image plane

Moderate high-pass filtering



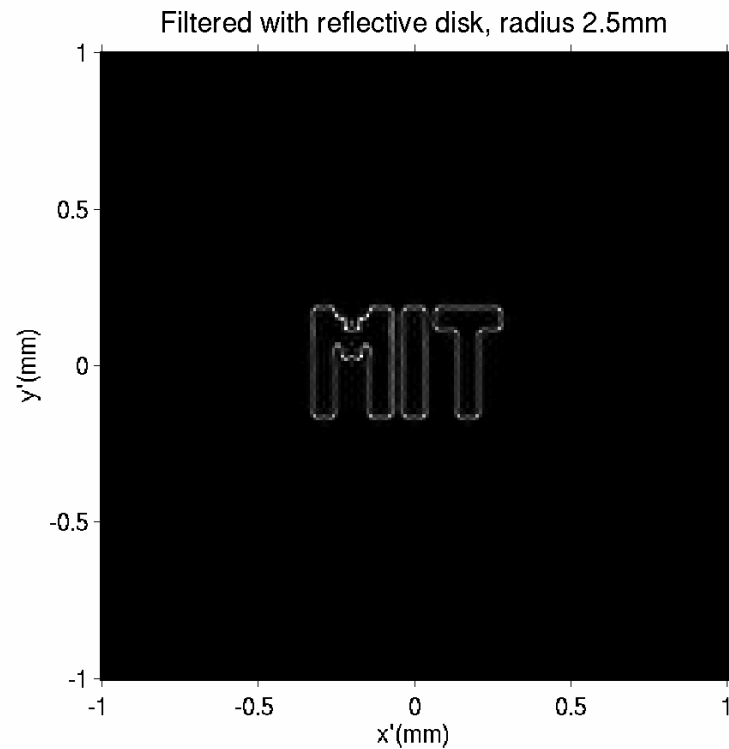
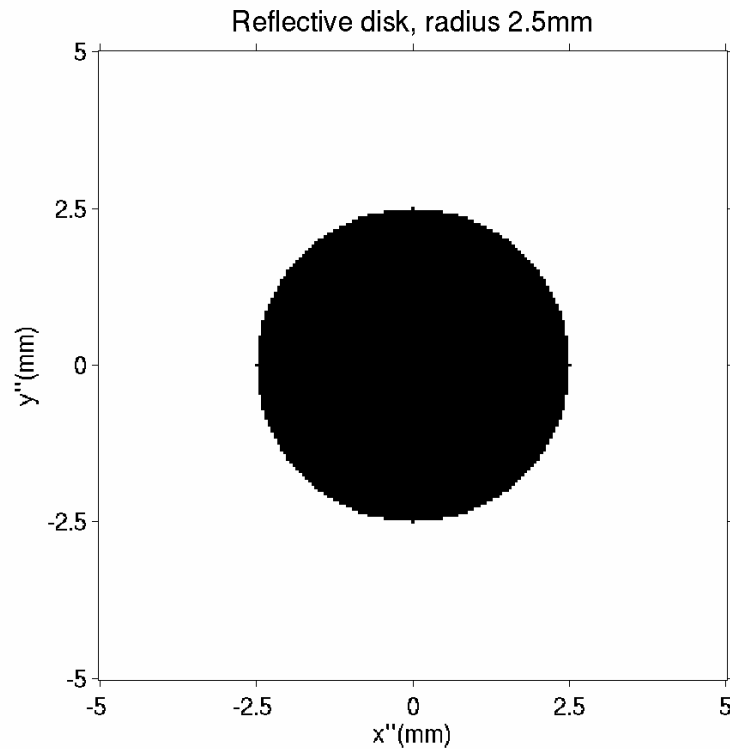
$f_1=20\text{cm}$
 $\lambda=0.5\mu\text{m}$

Fourier filter

Intensity @ image plane

Strong high-pass filtering

(*aka* edge enhancement)

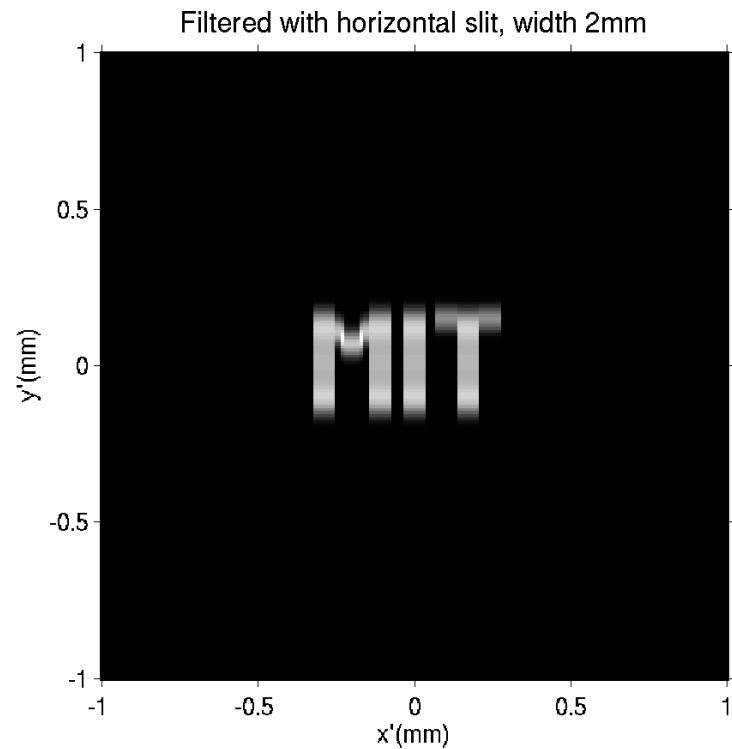
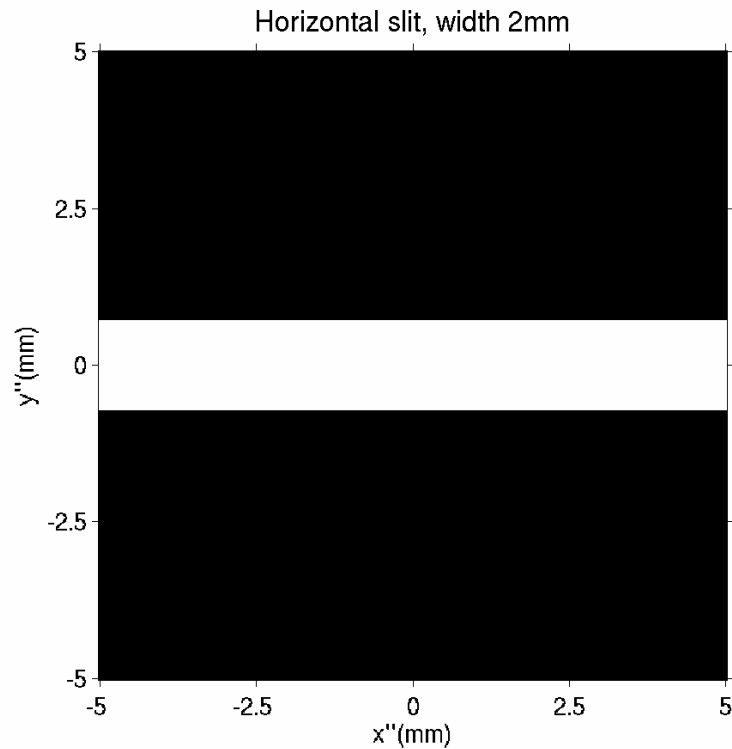


$f_1=20\text{cm}$
 $\lambda=0.5\mu\text{m}$

Fourier filter

Intensity @ image plane

1-dimensional blurring

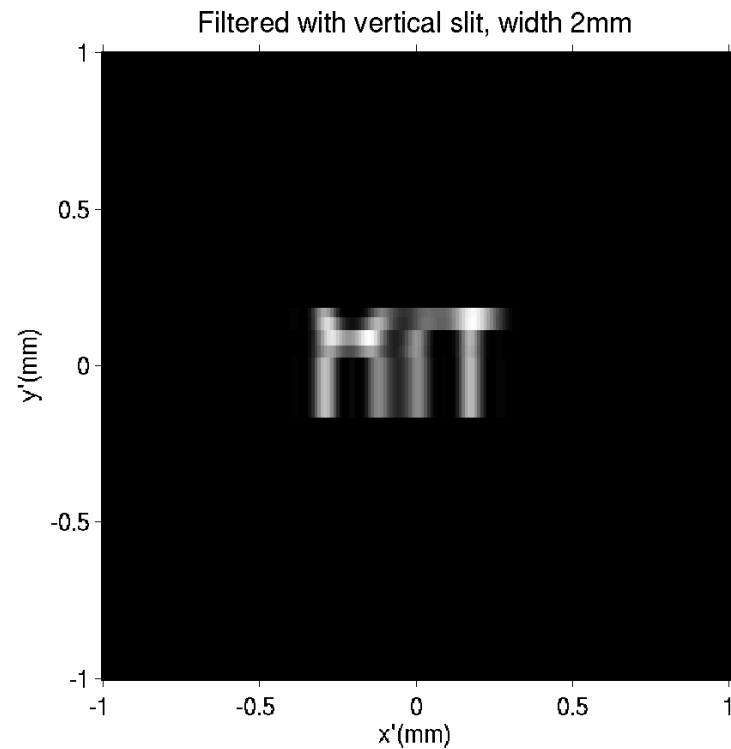
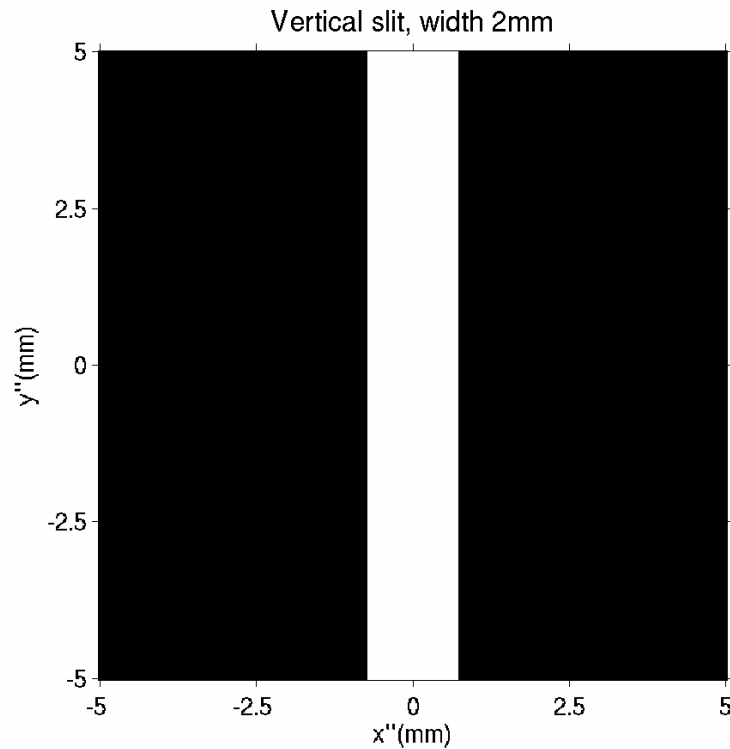


$f_1=20\text{cm}$
 $\lambda=0.5\mu\text{m}$

Fourier filter

Intensity @ image plane

1-dimensional blurring

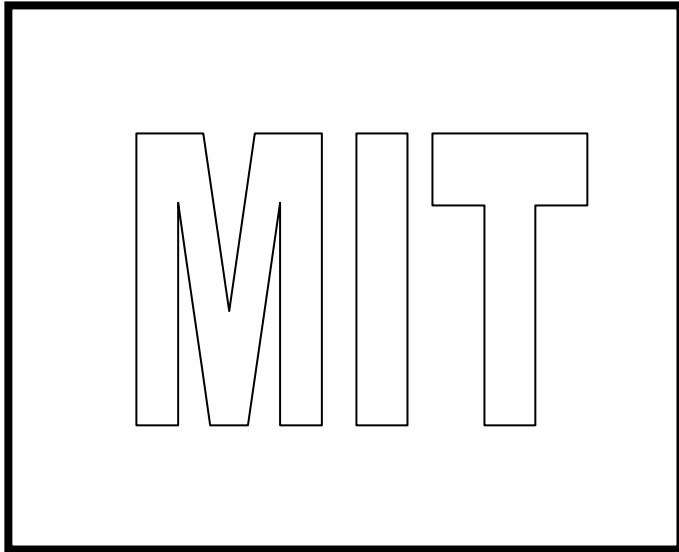


$f_1 = 20\text{cm}$
 $\lambda = 0.5\mu\text{m}$

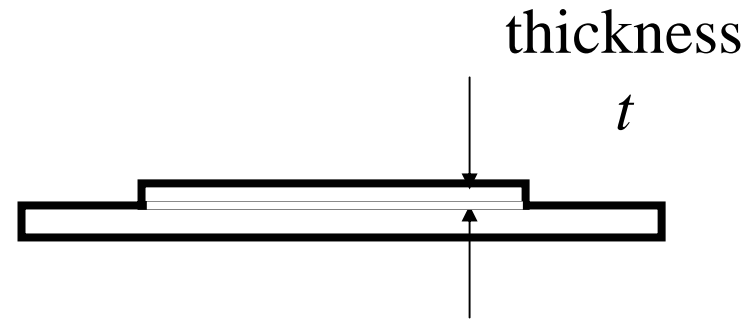
Fourier filter

Intensity @ image plane

Phase objects



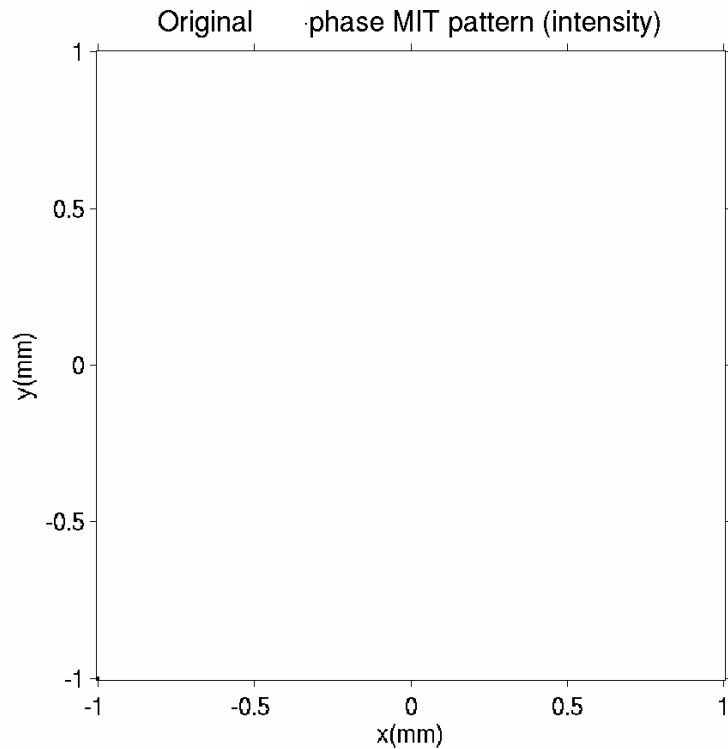
glass plate
(transparent)



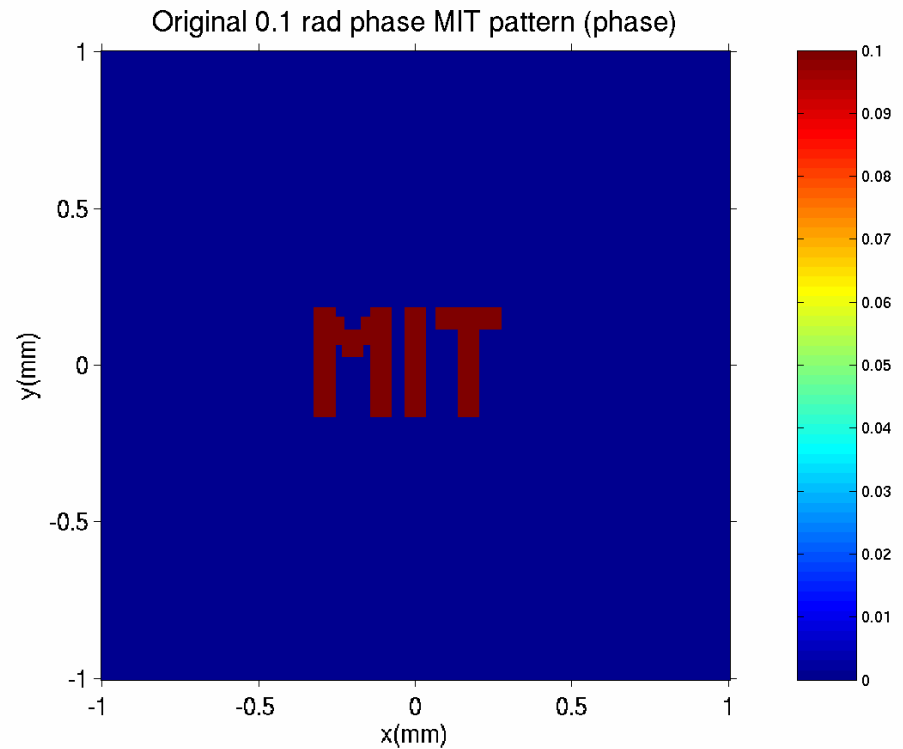
protruding part
phase-shifts
coherent illumination
by amount $\varphi=2\pi(n-1)t/\lambda$

Often useful in imaging biological objects (cells, etc.)

Viewing phase objects

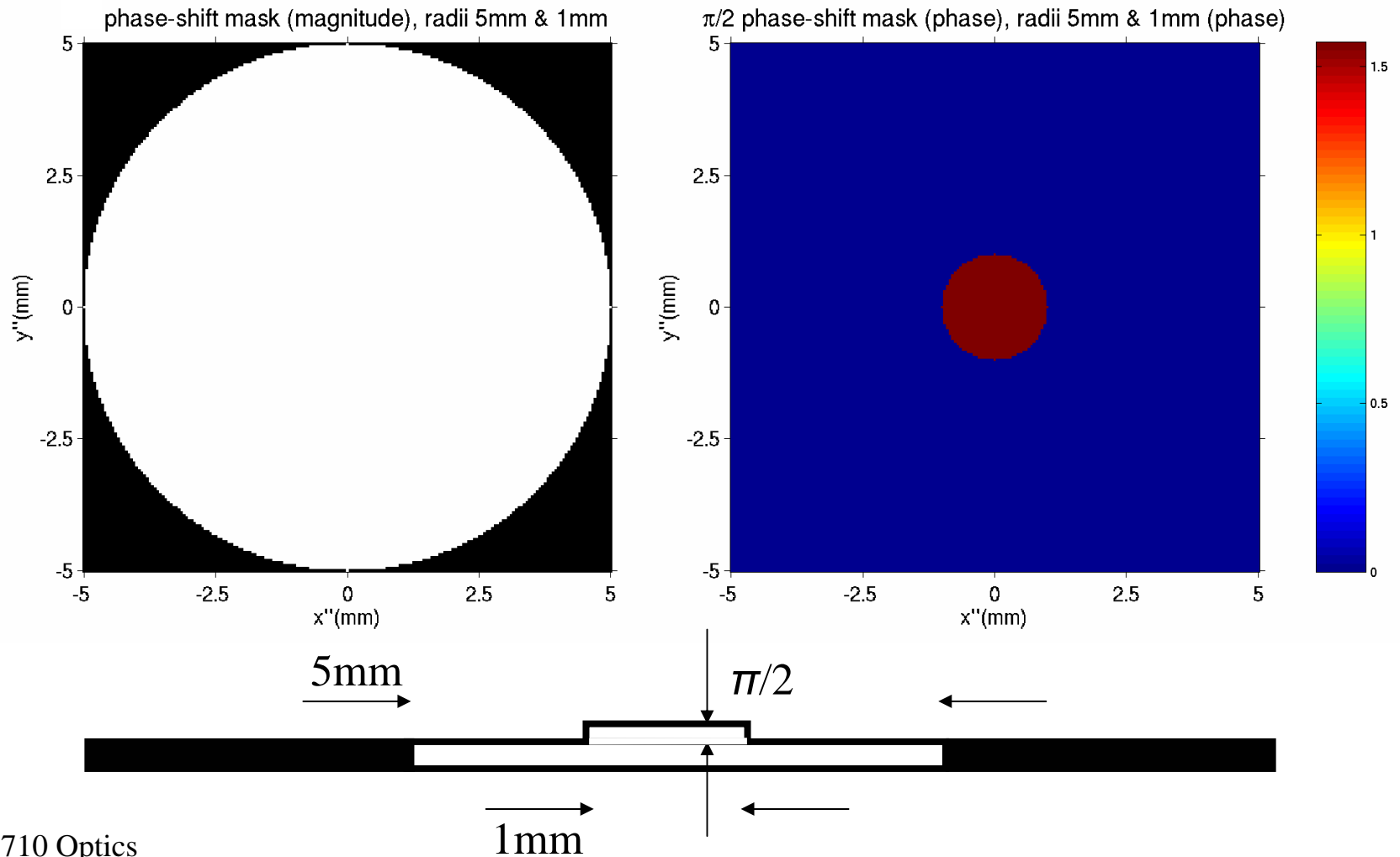


Intensity
(object is invisible)

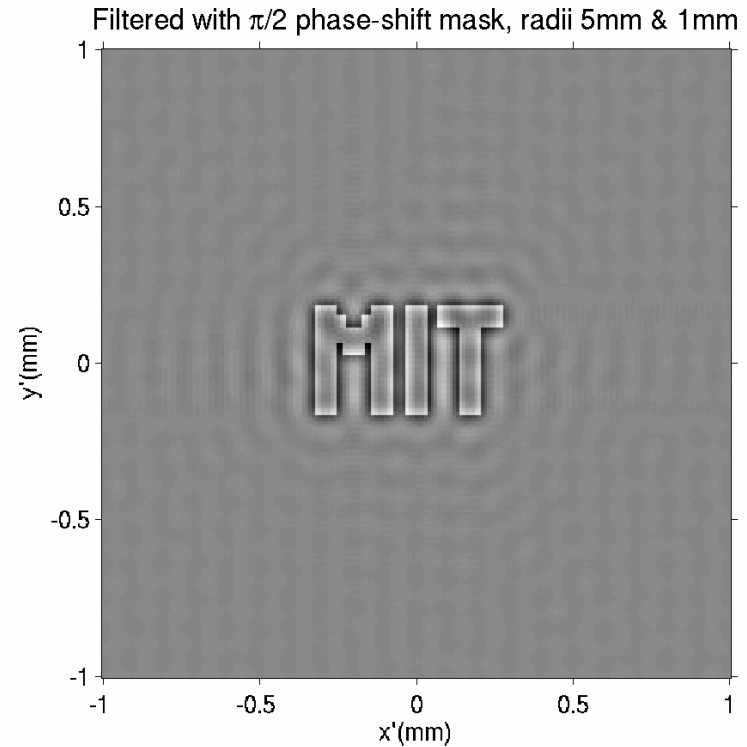
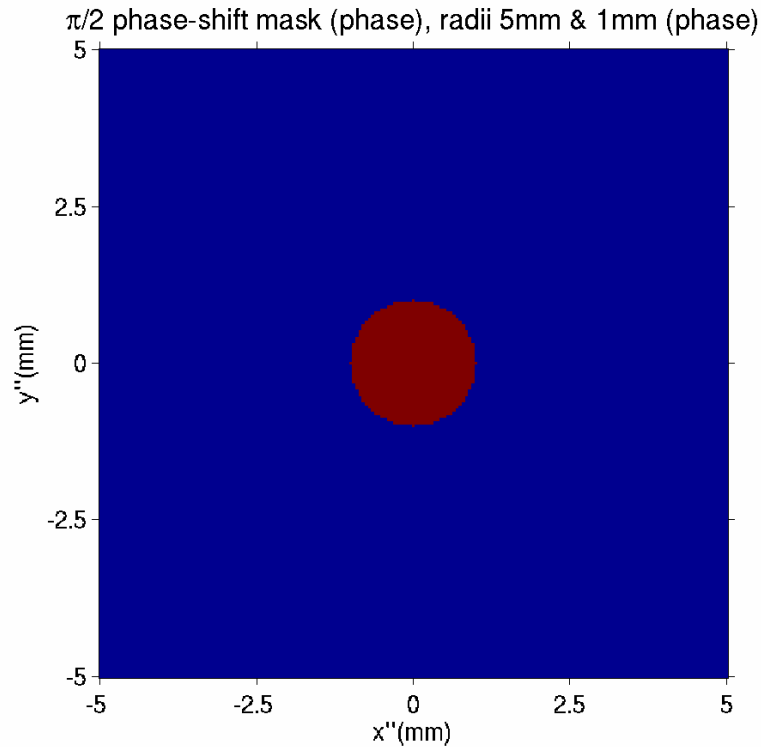


Amplitude
(need interferometer)

Zernicke phase-shift mask



Imaging with Zernicke mask

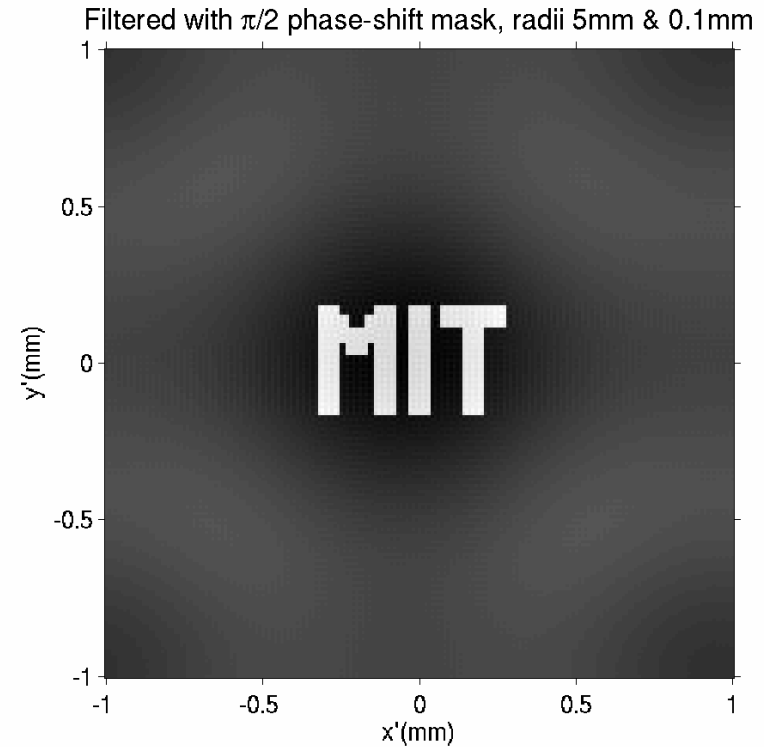
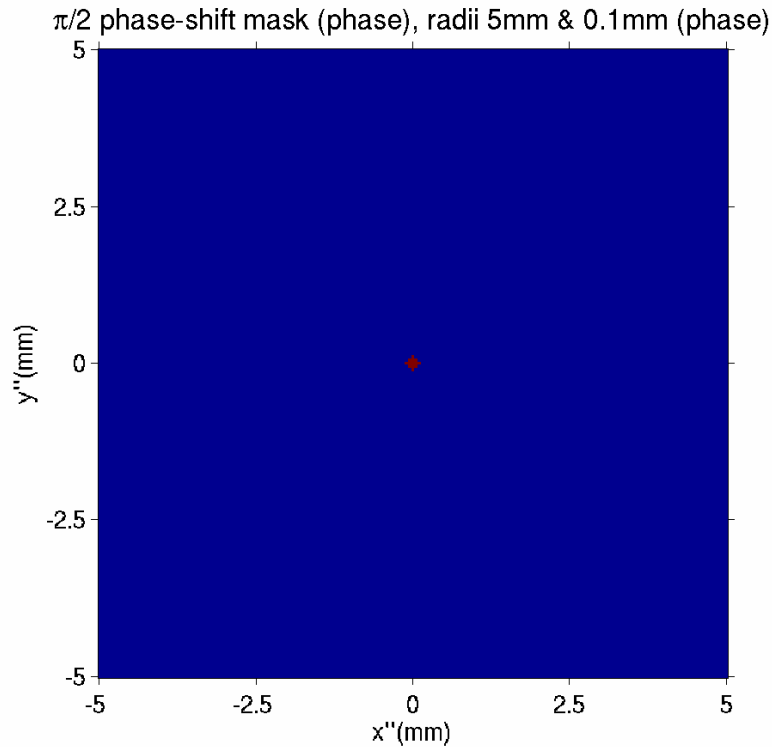


$f_1=20\text{cm}$
 $\lambda=0.5\mu\text{m}$

Fourier filter

Intensity @ image plane

Imaging with Zernicke mask



$f_1=20\text{cm}$
 $\lambda=0.5\mu\text{m}$

Fourier filter

Intensity @ image plane