

Optimization of Metasurfaces for Computational Imaging

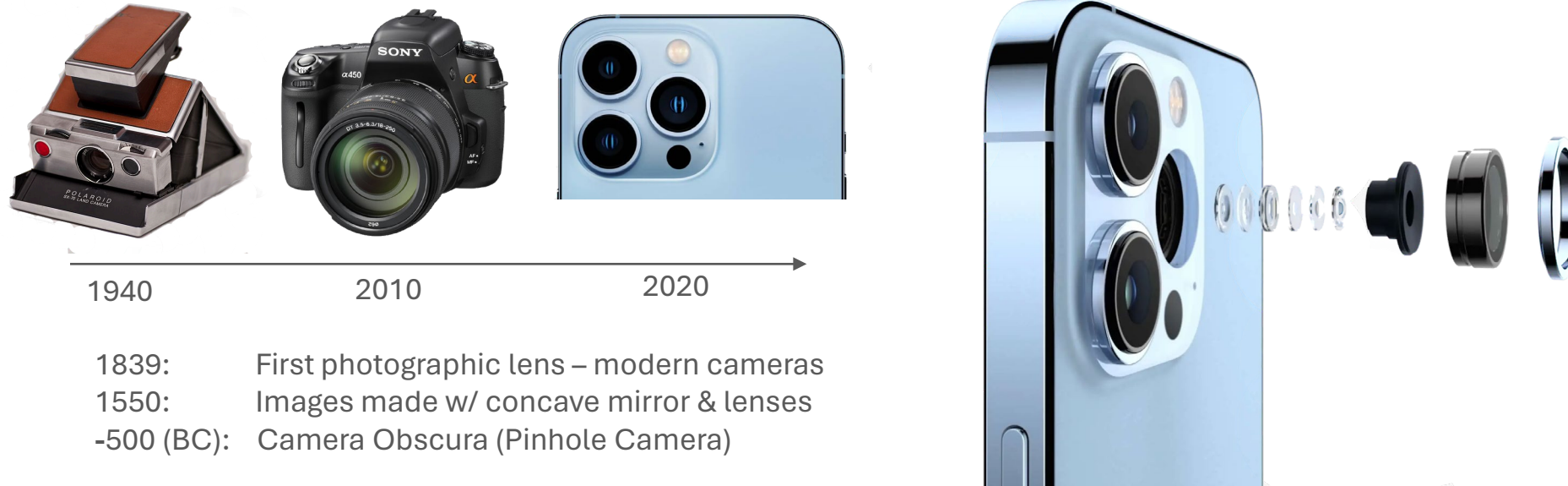
Dean Hazineh | PhD Candidate Applied Physics

Advisors: Todd Zickler, Federico Capasso

CSE Oral Presentation

April 26, 2024

Conventional Imaging Systems

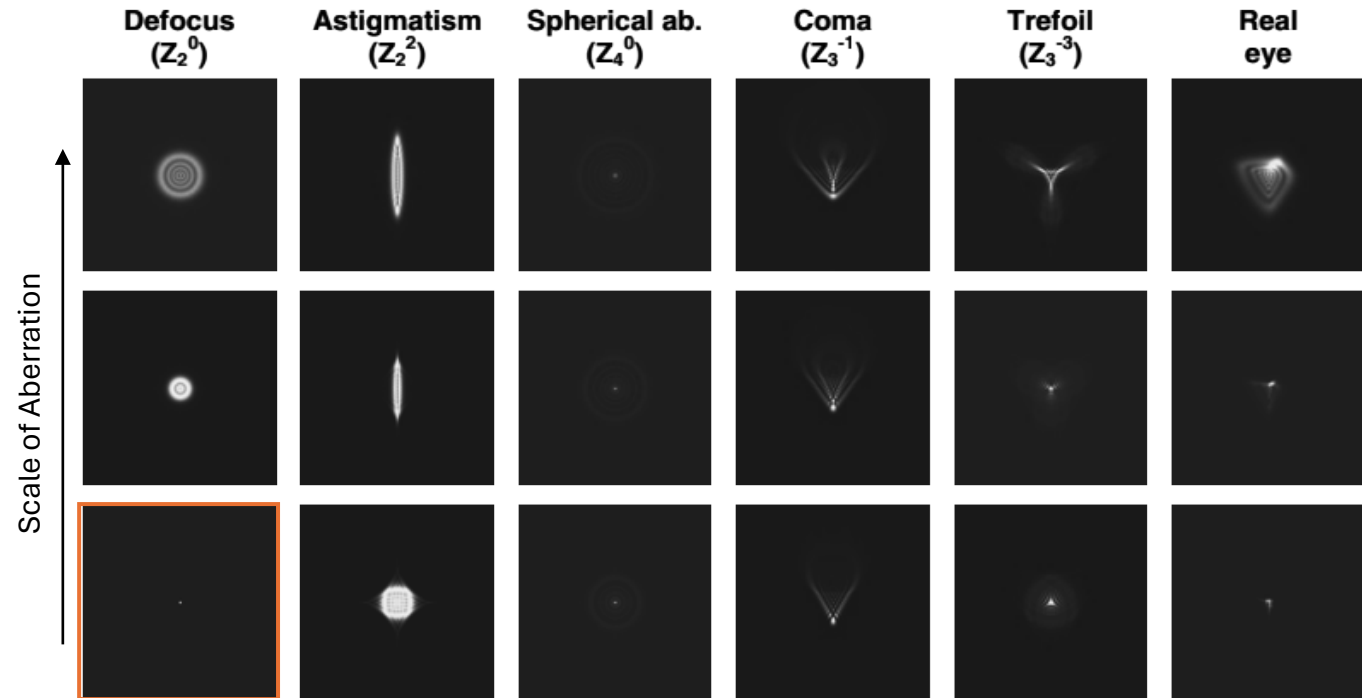
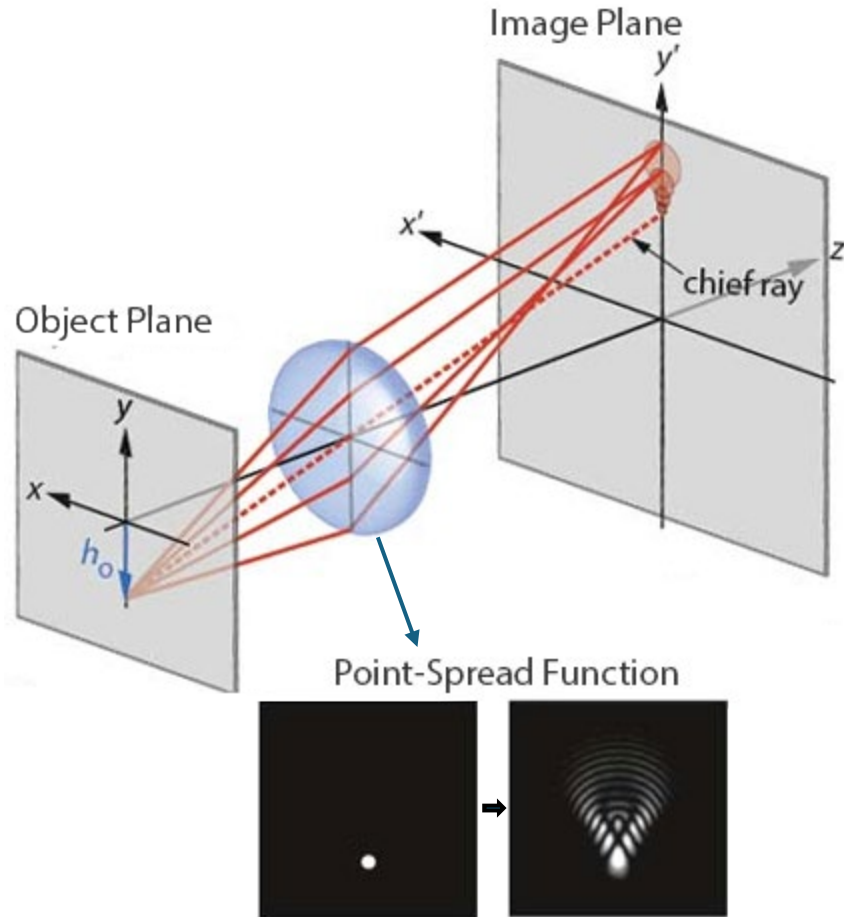


Design principle of all conventional cameras is largely the same:

- A single point in the scene should project to a single point on the photosensor
- Captured measurements are *undistorted projections* of scene, close the *final image*

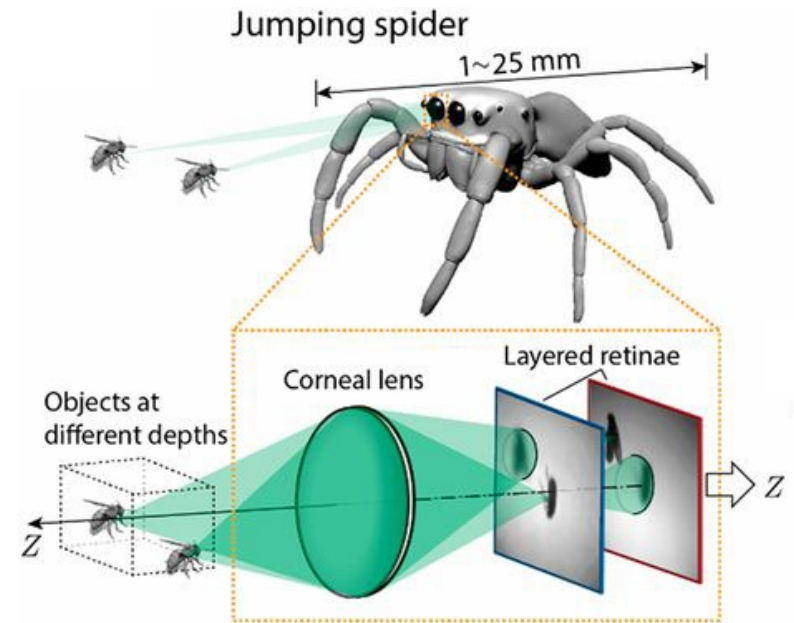
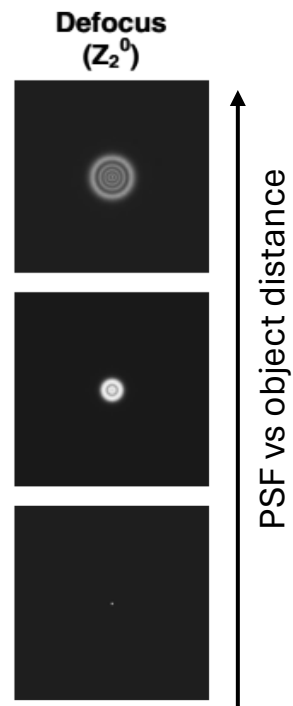
→ The design of computational imaging systems deviates from this idea

Centuries pursuit of the *Ideal* Lens

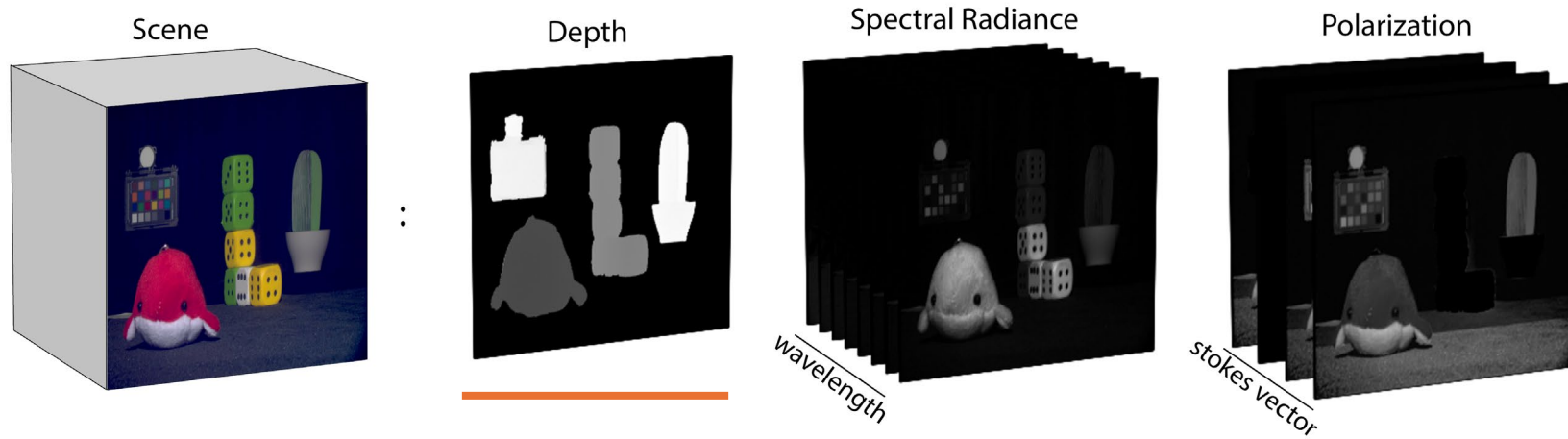


- Moving away from *ideal* focusing to **structured point-spread functions** enable better vision systems and cameras
- How we engineer the point-spread function for computational imaging with a new type of lens, **metasurfaces**

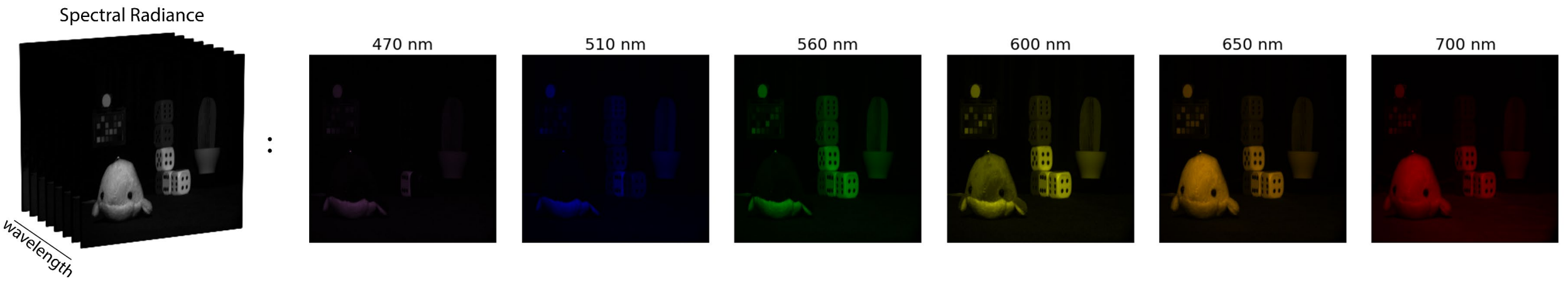
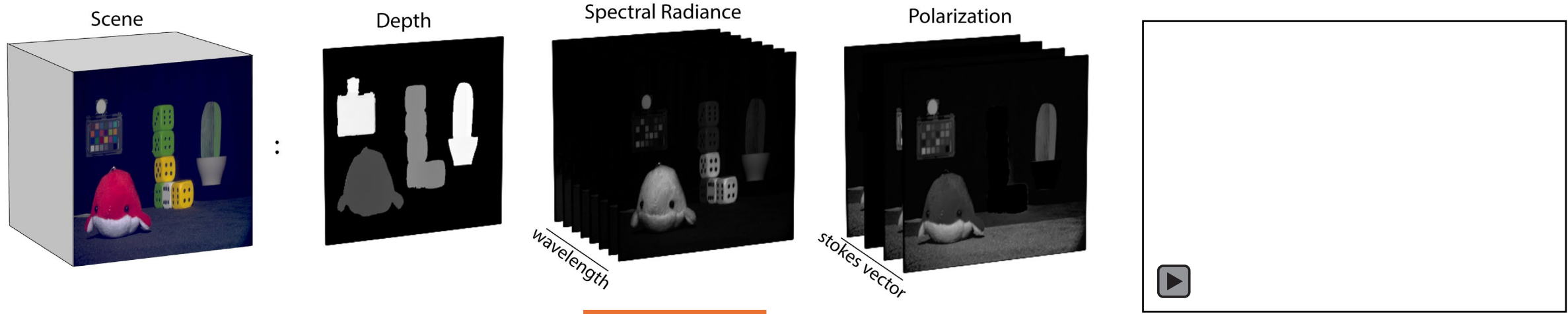
Biological vision: Depth from Defocus



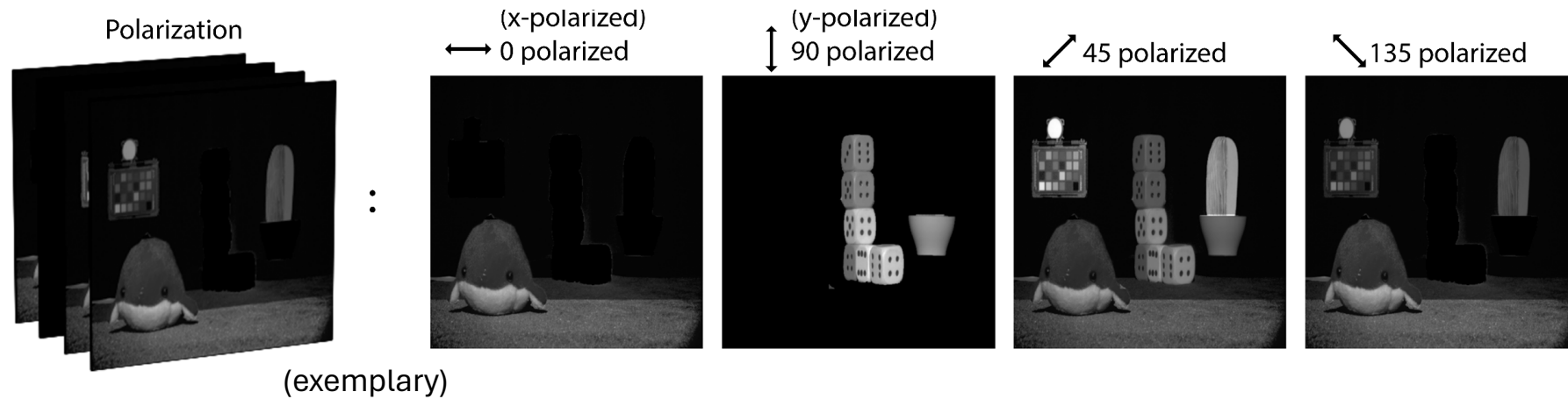
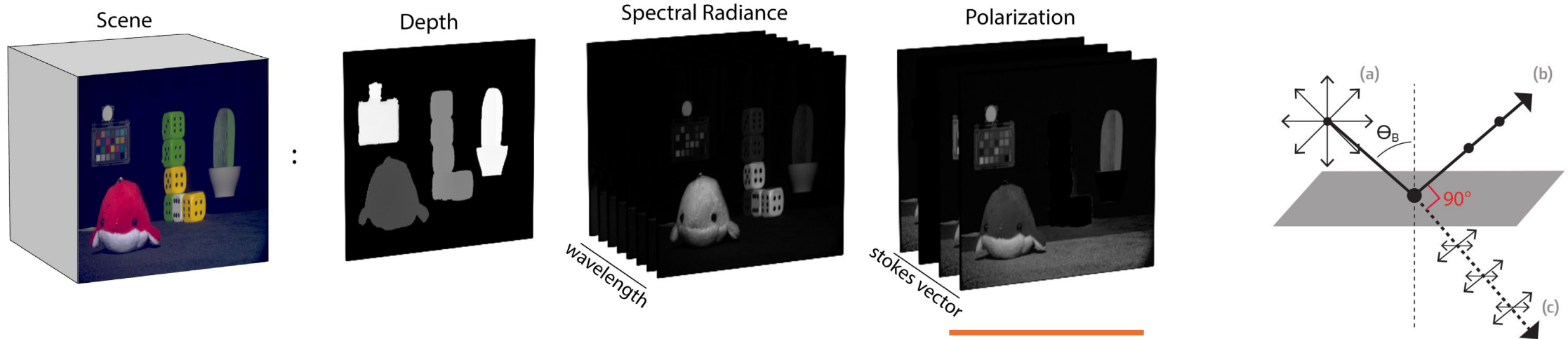
Features of a Scene: Depth, Spectral Radiance, Polarization



Features of a Scene: Depth, Spectral Radiance, Polarization



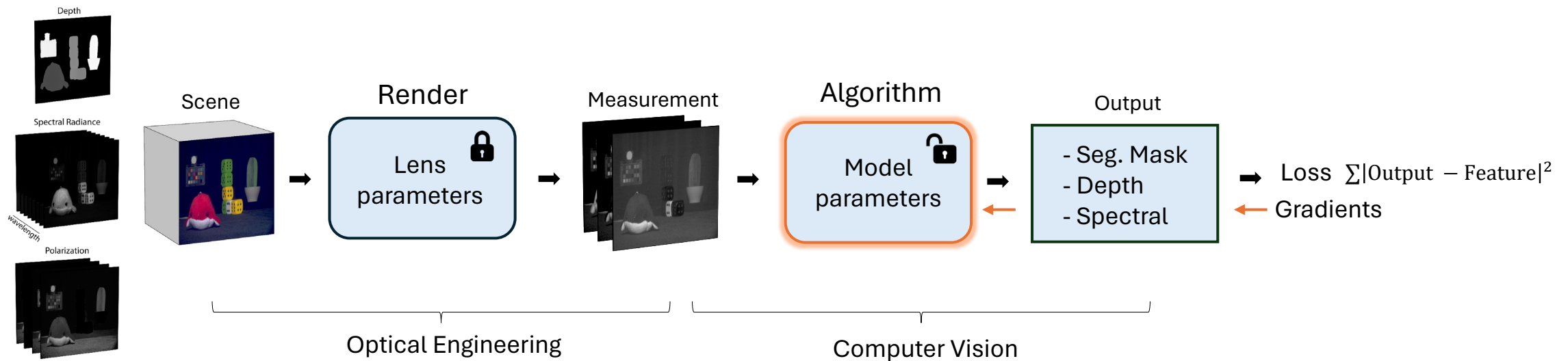
Features of a Scene: Depth, Spectral Radiance, Polarization



All three features of a scene can in principle be measured in a single snapshot then reconstructed with computational imaging, if they are optically encoded with a specialized lens (feature-dependent point-spread function)

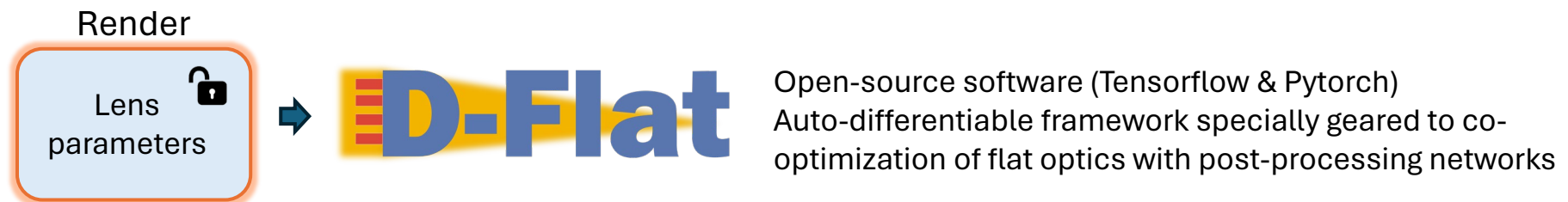
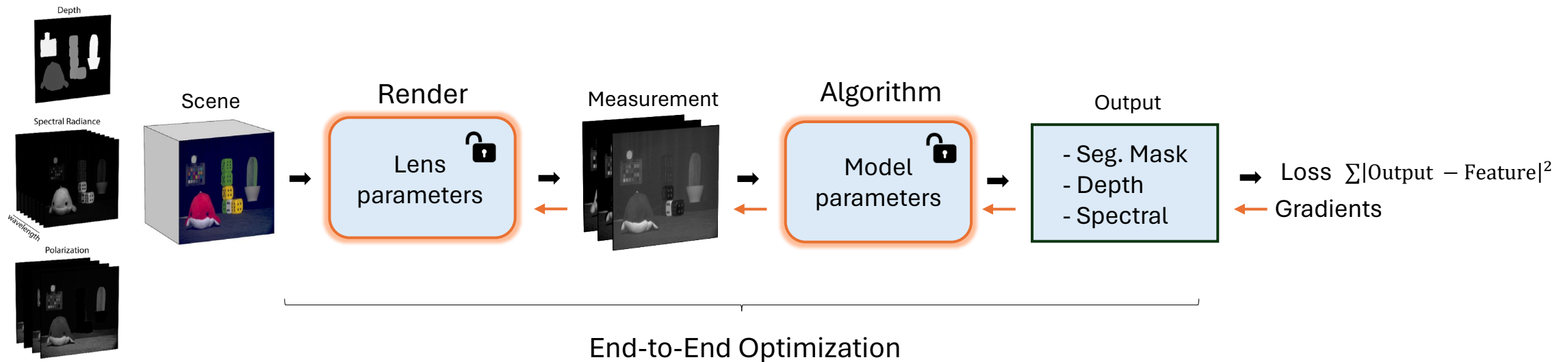
Computational Imaging and Sensing

- **How** can we recover the full information of a scene (or best encode the quantities in the measurement)
- **Why:** We require more than just a 2D spatial map of a scene (*ideal* image) to interact with the world (e.g. AR/VR)
 - Material ID/Classification
 - Segmentation
 - Depth (3D modeling)
 - Scientific sensing (wavefront phase, angle of incidence...)

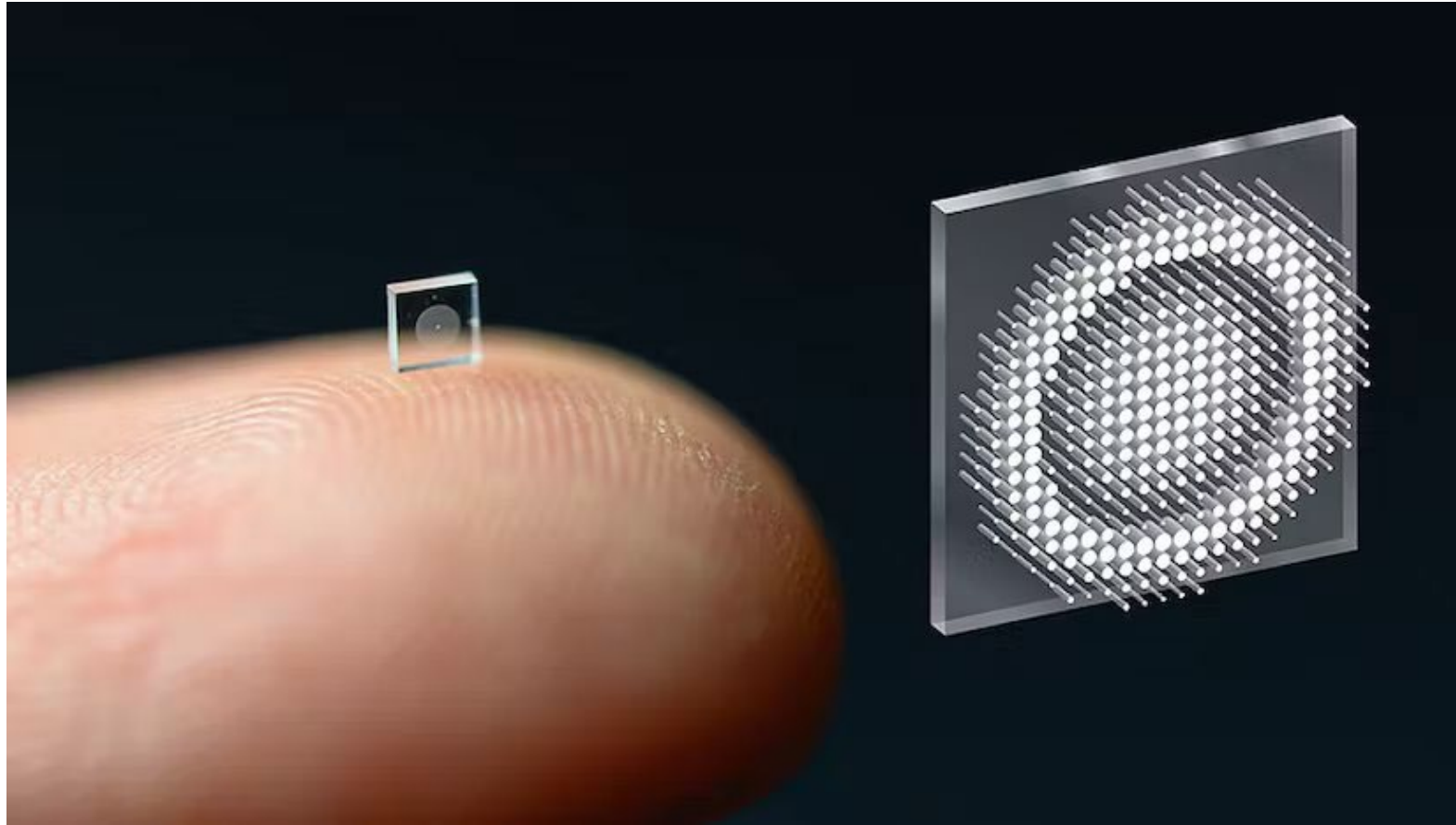


Computational Imaging and Sensing

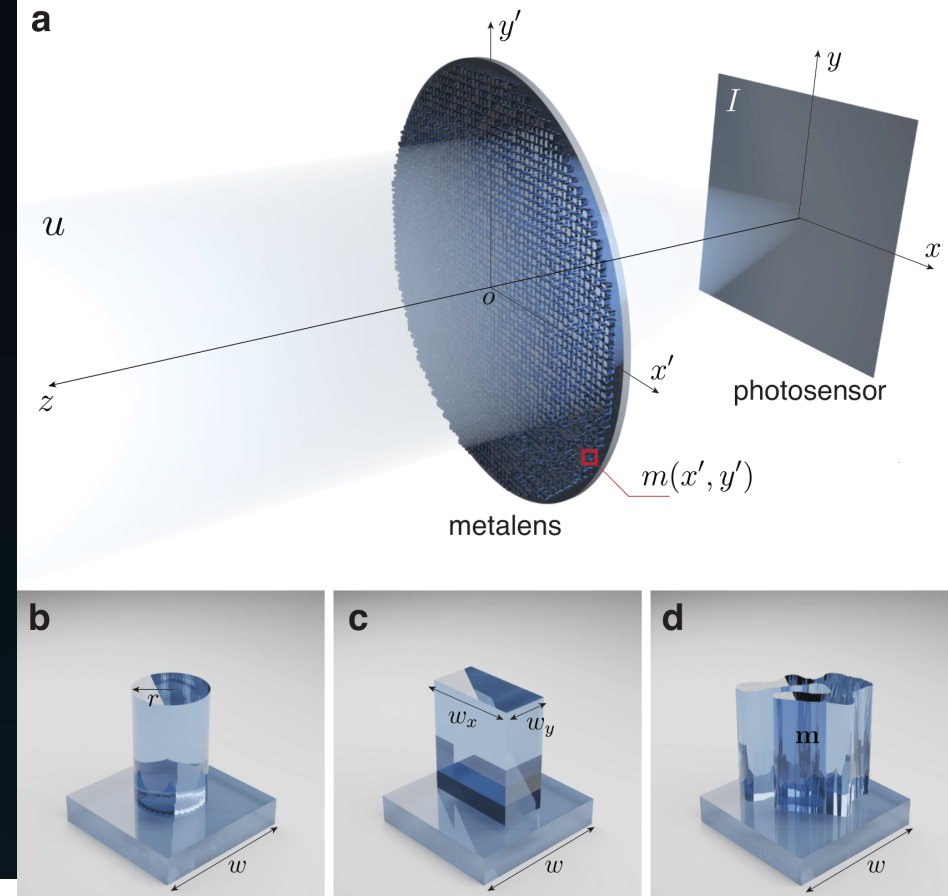
- **How** can we recover the full information of a scene (or best encode the quantities in the measurement)
- **Why:** We require more than just a 2D spatial map of a scene (*ideal* image) to interact with the world (e.g. AR/VR)
 - Material ID/Classification
 - Segmentation
 - Depth (3D modeling)
 - Scientific sensing (wavefront phase, angle of incidence...)



Metasurfaces (Metalens)



(Left) Photo E. Tseng et al., Neural Nano-Optics for High-quality Thin Lens Imaging



Metalenses can transform and structure incident light in ways that other devices cannot!

- **Polarization, depth, and wavelength dependent point-spread functions**

Metasurfaces (Metalens)

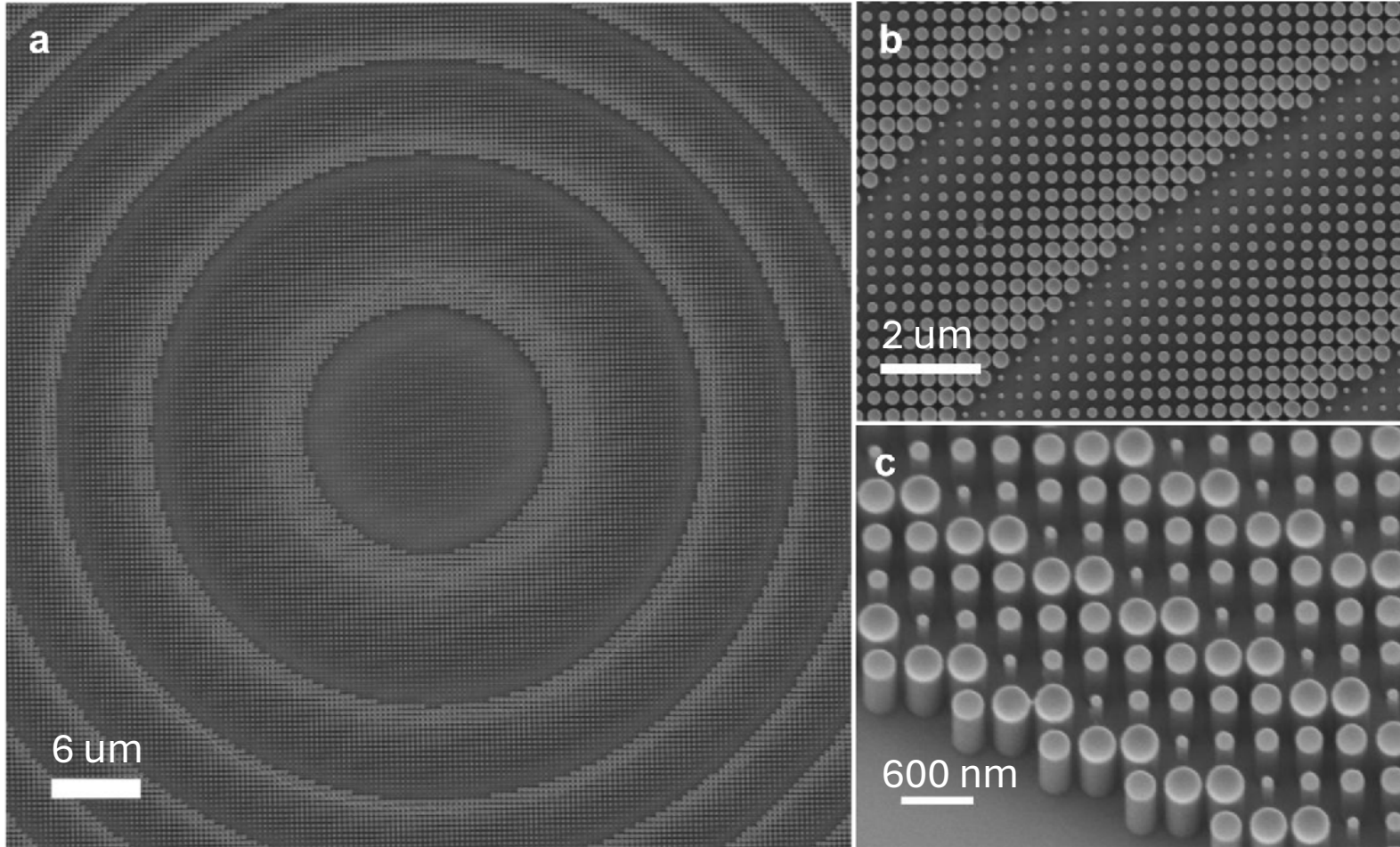
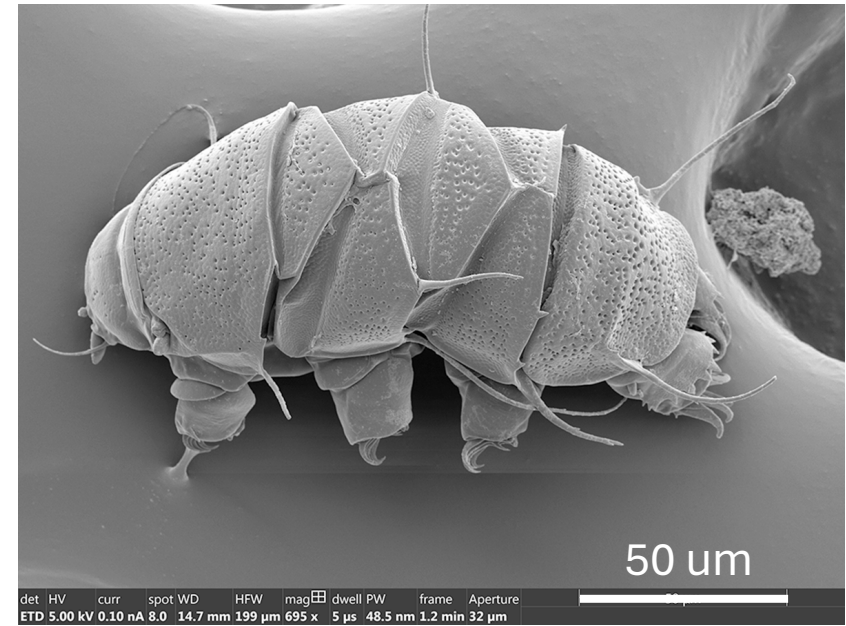
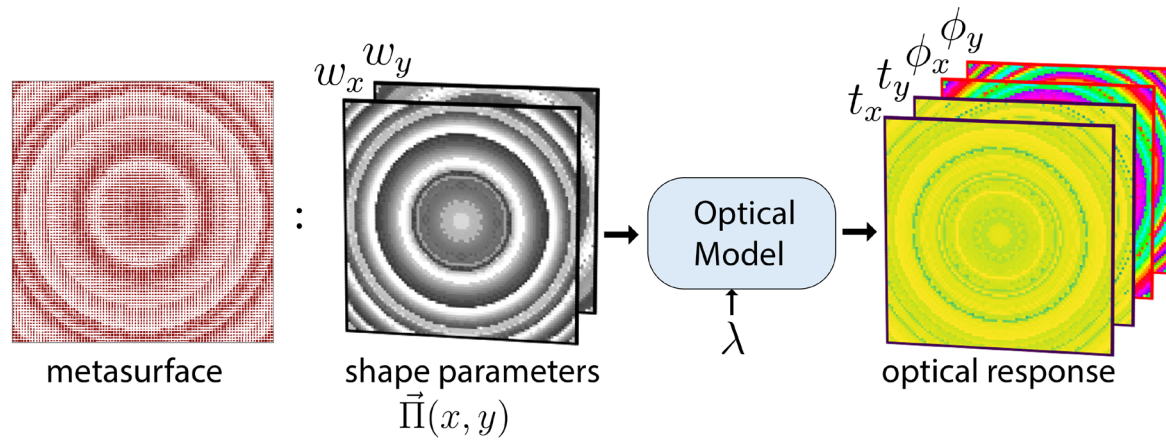


Photo: M. Khorasaninejad et al. (Capasso Group)

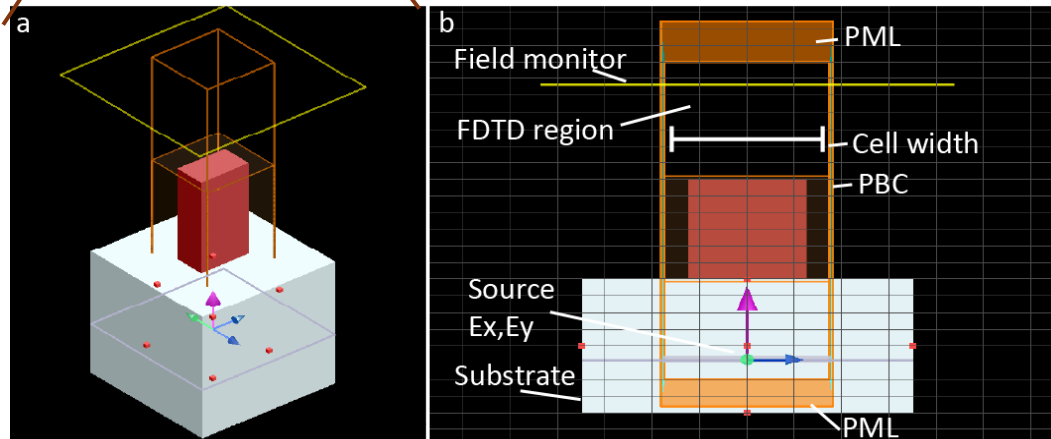
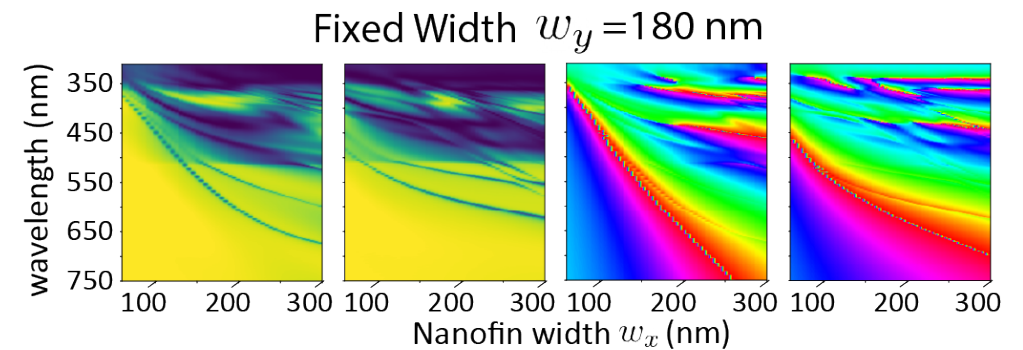
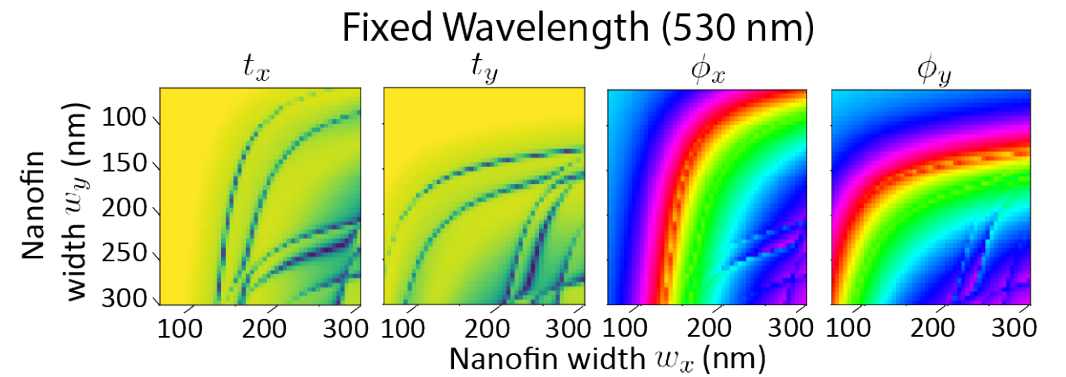
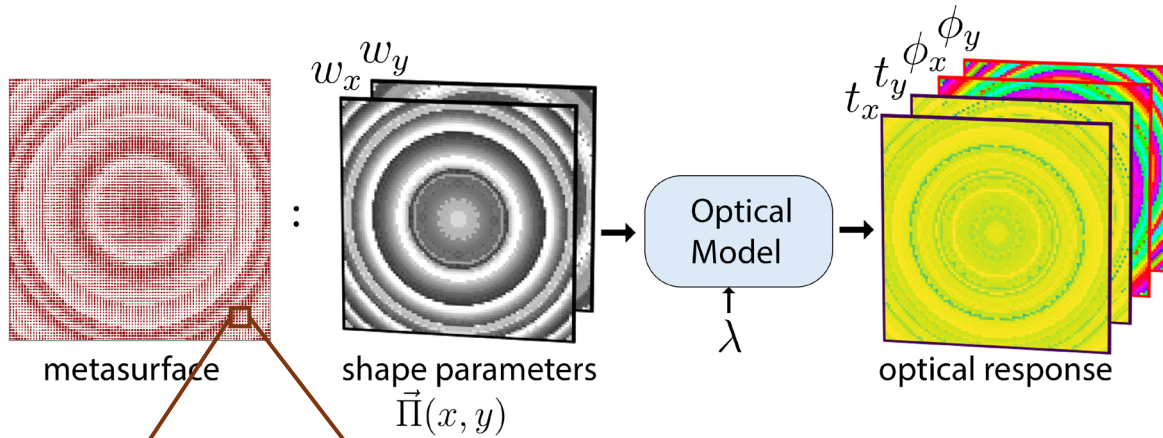


Metalenses can be millimeters to centimeter scale in diameter but must be modeled at a subwavelength scale (~ 300 nanometers)

Metasurface Design Theory



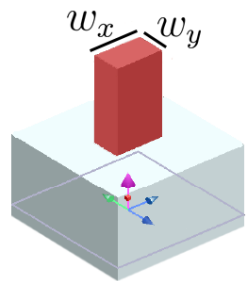
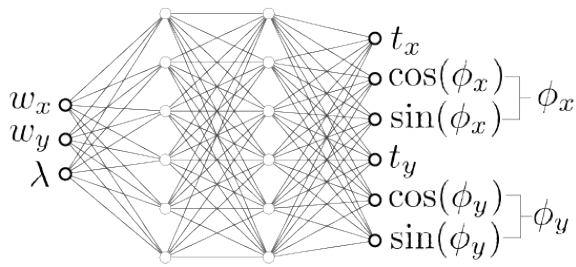
Metasurface Design Theory



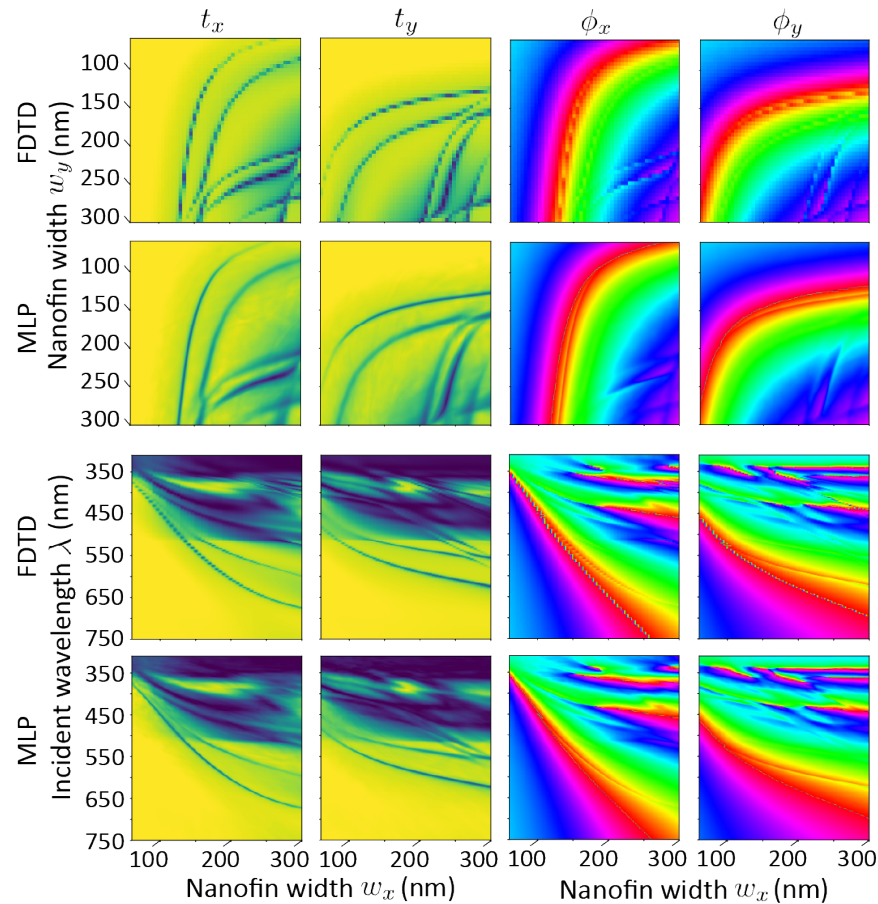
- (approximation) Meta-atom as building blocks
- Build dataset by sweeping & solving Maxwell's Equations

Auto-Differentiable Optical Model

1. Auto-differentiable field solver (RCWA, FDTD)
2. Neural Representation

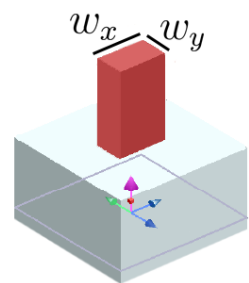
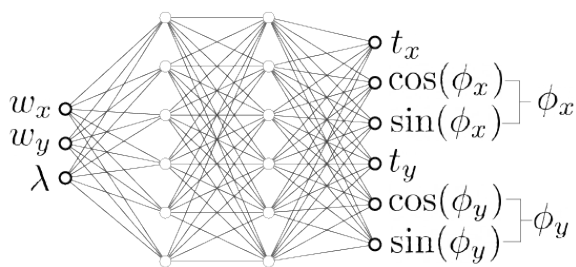


MLP requires a factor of at least $\times 10^5$ fewer FLOPS per cell evaluation vs our auto-differentiable field solver

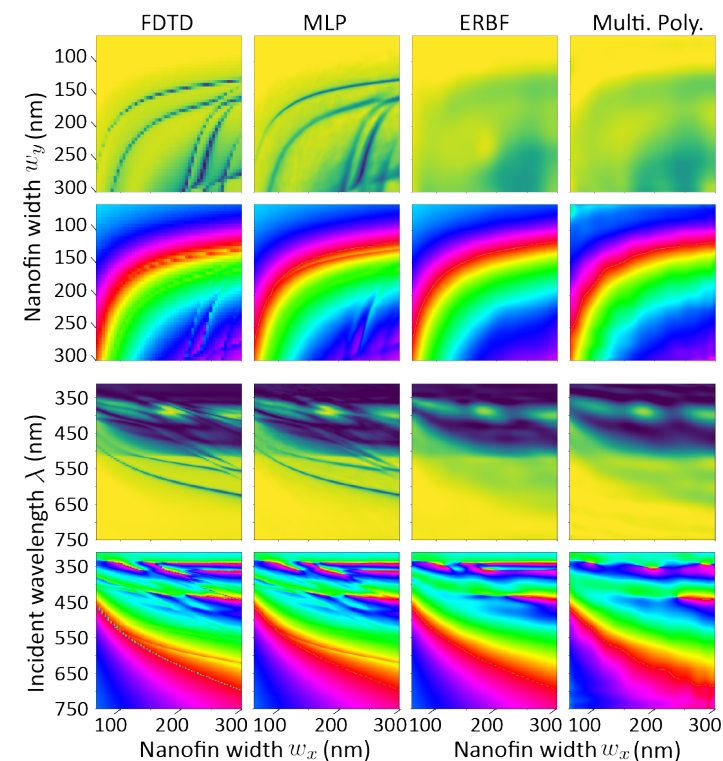
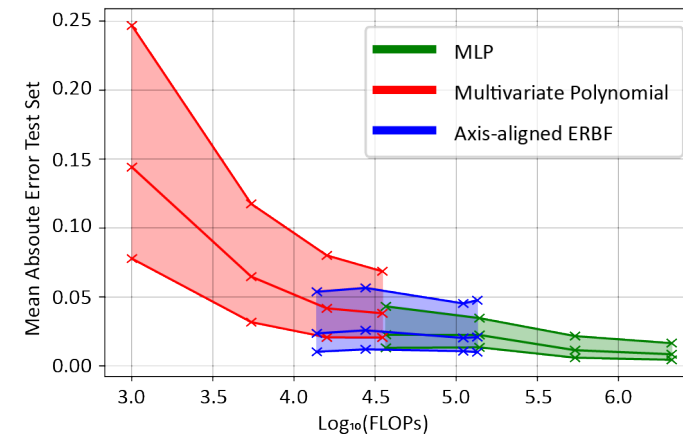
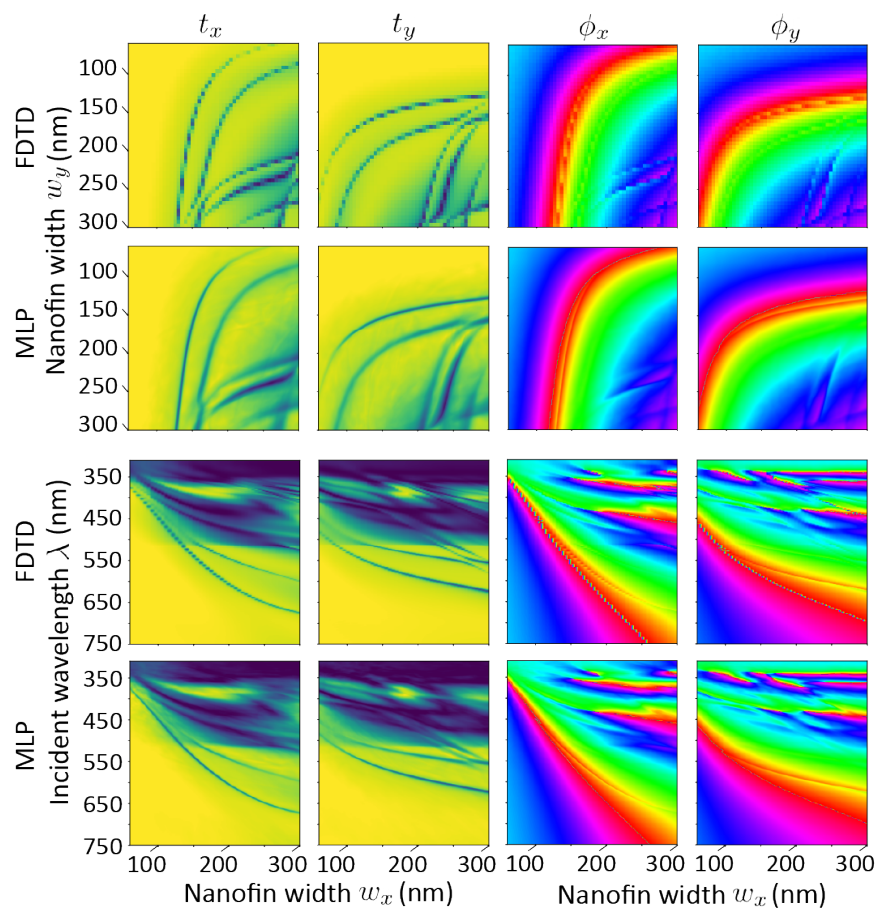


Auto-Differentiable Optical Model

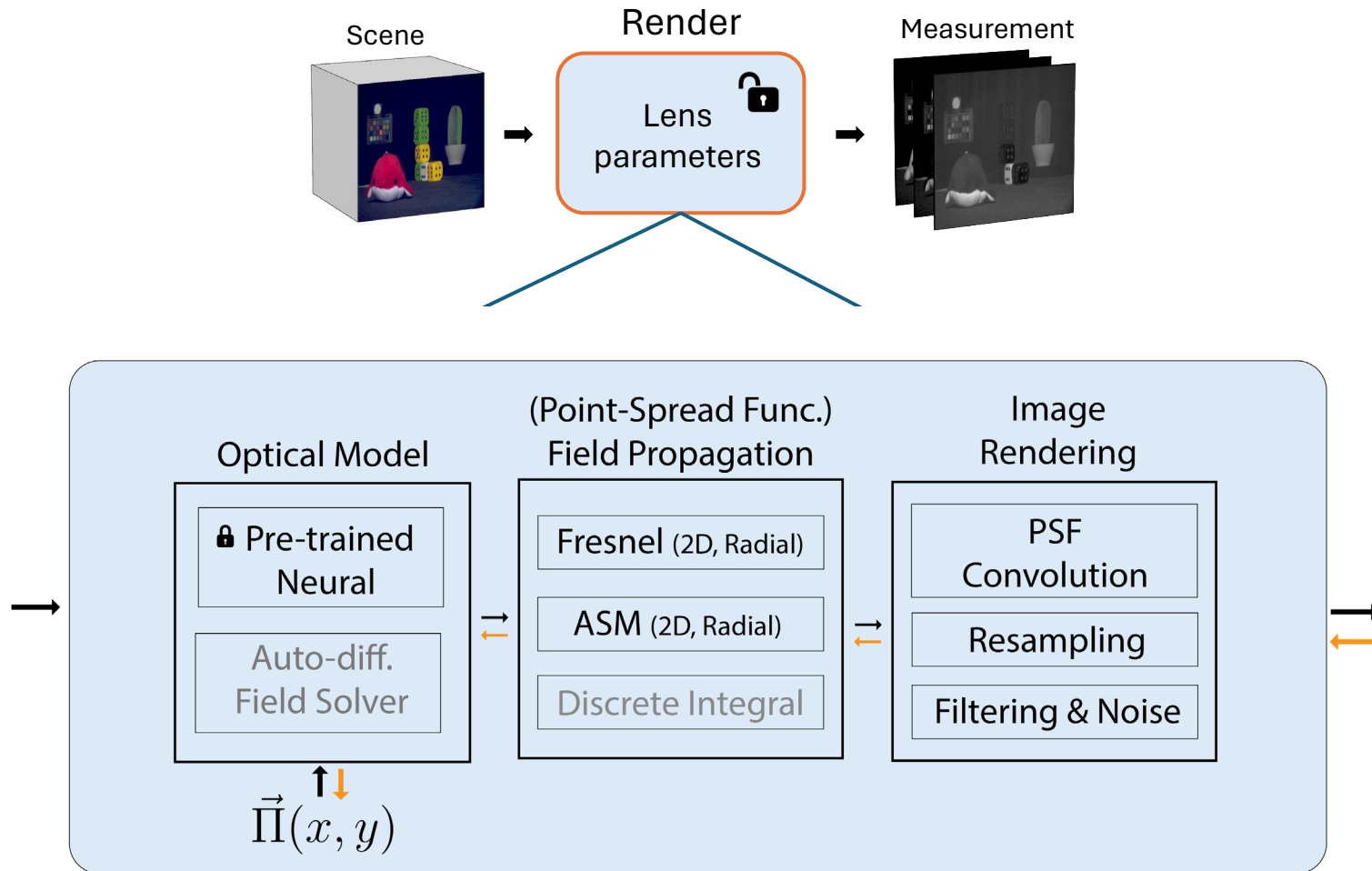
1. Auto-differentiable field solver (RCWA, FDTD)
2. Neural Representation



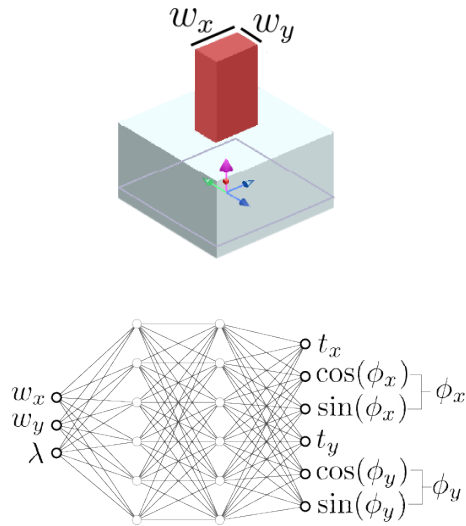
MLP requires a factor of at least $\times 10^5$ fewer FLOPS per cell evaluation vs our auto-differentiable field solver



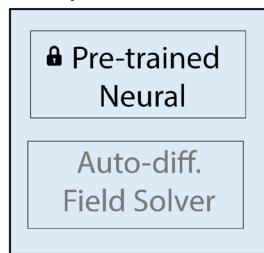
Auto-Differentiable **Optical Model**



Auto-Differentiable Optical Model



Optical Model



$\vec{\Pi}(x, y)$

↑↓

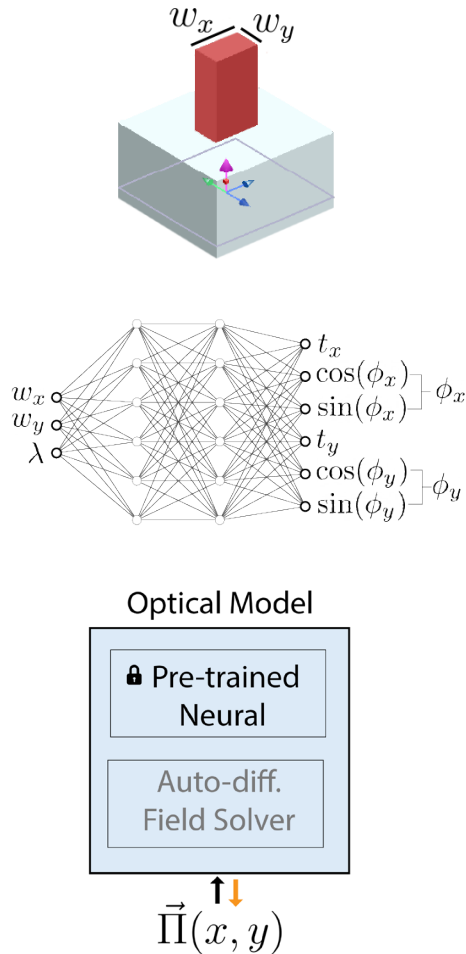
Code designed for versatility and scale

(One of the key value propositions of DFlat):

- **Manage large collection of meta-atom datasets**

- Every shape type, material, block size, requires a new pre-computed dataset
- Query a dataset by name and automatically download it from server
- Datasets have a standard form (class) speeding up integration to ML pipeline
- Integrated field solver to generate new datasets

Auto-Differentiable Optical Model



Code designed for versatility and scale

(One of the key value propositions of DFlat):

- **Manage large collection of meta-atom datasets**

- Every shape type, material, block size, requires a new pre-computed dataset
- Query a dataset by name and automatically download it from server
- Datasets have a standard form (class) speeding up integration to ML pipeline
- Integrated field solver to generate new datasets

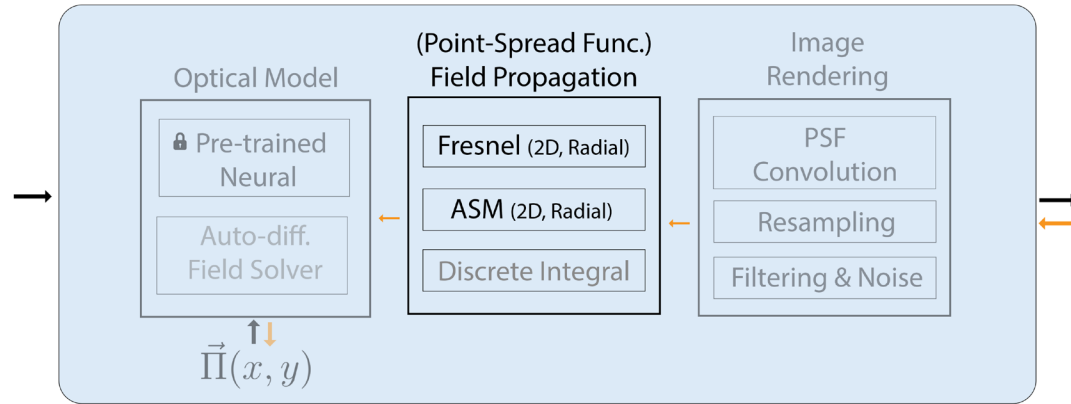
- **Manage large collection of pretrained neural networks**

- MLPs will have different input-output dimensions (for different meta-atoms)
- Different architectures (ex. number layers, attention, etc.)
- Different pre-processing steps and normalization terms (min/max shapes)
- Pre-trained models called by name and model weights/configuration files are downloaded from server
- Models are assembled on the fly according to the configuration file
- Inherit standardized class/parent so user functionality is the same regardless of the meta-atom/dataset choice

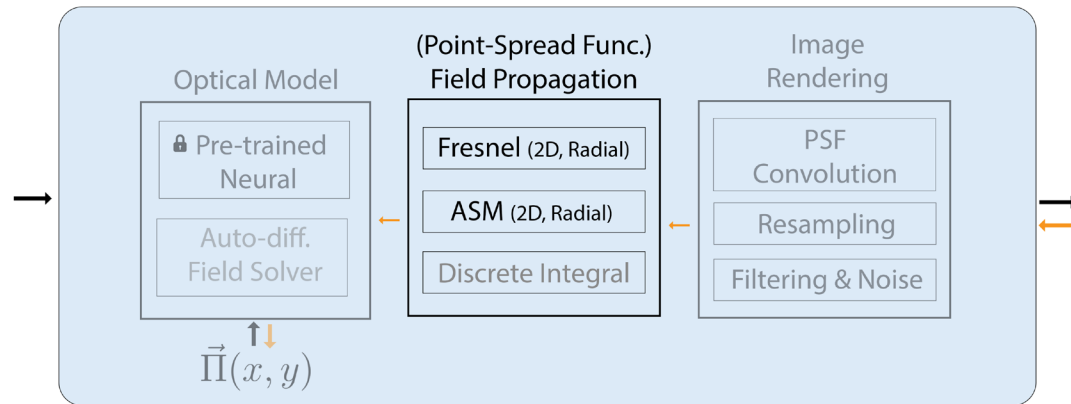
Auto-Differentiable **Optical Model**



Auto-Differentiable Field Propagation



Auto-Differentiable Field Propagation



Different numerical implementations of field propagation:

- **Fresnel Method:** x1 Fourier/Hankel transform (approximate)
- **Angular Spectral Method:** x2 Fourier/Hankel transforms (exact)
- **Discrete Integration:** Pixel space transformation (exp., exact)

Desirable implementation involves many steps (method dependent)

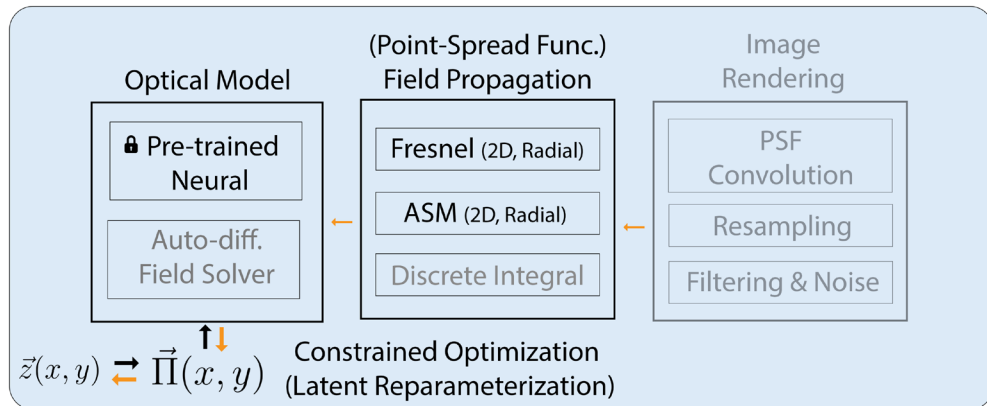
- Up-sample user provided profile according to few conditions
- Zero-padding determines output field discretization (λ, z)-dependent
- Resample output field to a pixel size grid if sub-pixel sampling

→ There are many scenarios where one method is more efficient than the other

**Operation in
computational imaging
research that we wanted
to standardized and
provide for others**



Point-Spread Function Optimization



Optimize the shapes on a metasurface to produce a simple multi-focci point-spread function at the sensor plane

→ Exists analytic solution for the ideal phase and transmission profile to produce each focal lobe alone but not obvious how to optimally merge the many behaviors into one lens.

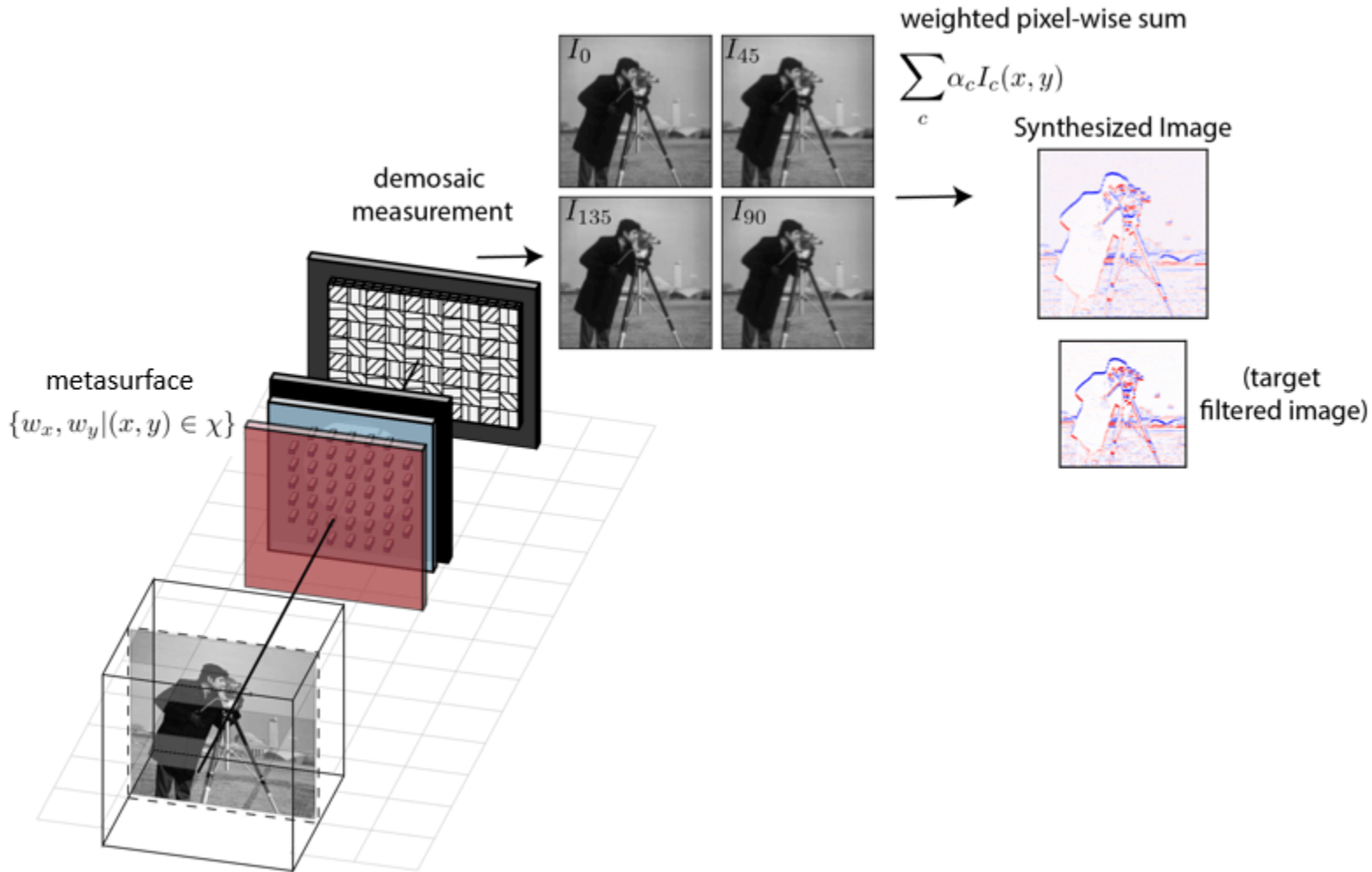


Task-Specialized Vision: Optical Computing

Replace digital image processing (e.g. edge-detection) with cheaper opto-electronic operations



(More info)

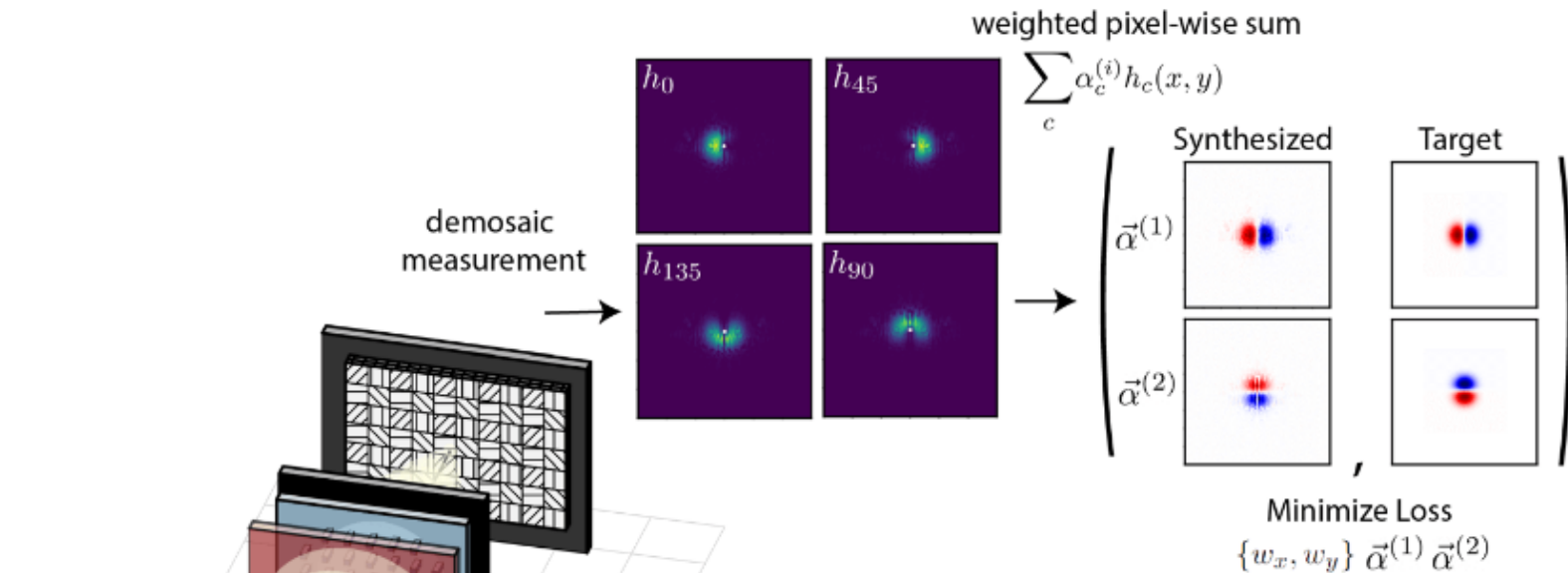


Task-Specialized Vision: Optical Computing

Replace digital image processing (e.g. edge-detection) with cheaper opto-electronic operations

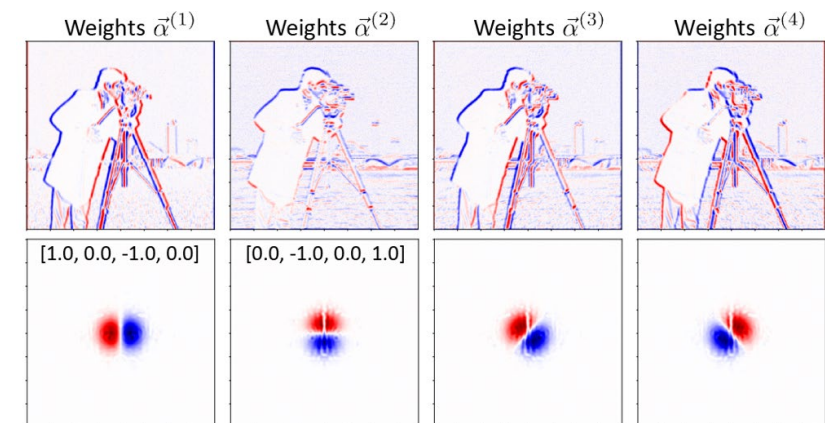


(More info)



Steerable gaussian derivative by changing the digital summation weights

→ First time that opto-electronic processing this was done in a single snapshot with a single sensor



Point-Spread Function Optimization

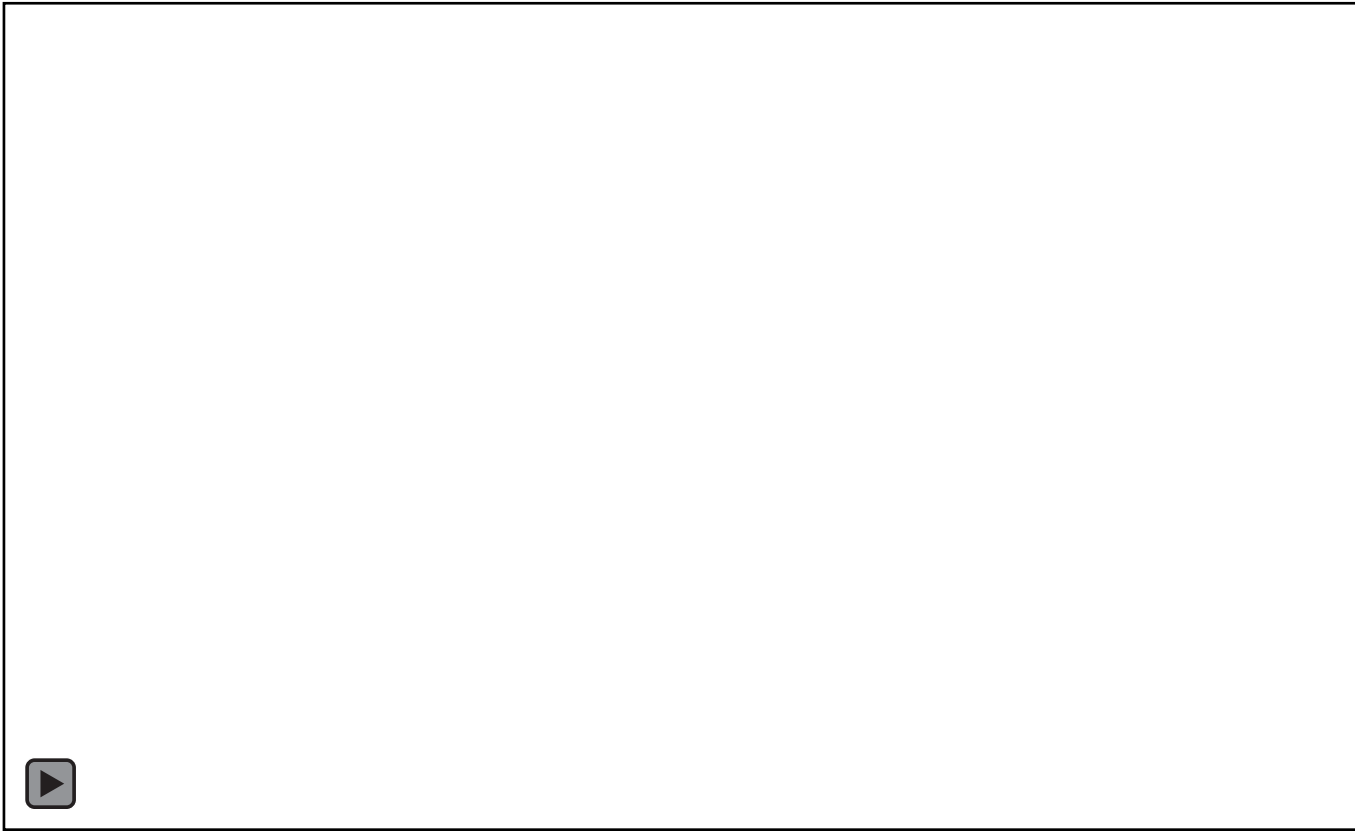
Dflat Goal: Make the optimization of flat optics as easy as optimizing a deep neural network (code perspective)

→ Using pre-trained **metasurface models should be as easy as using a pre-trained CLIP or Perceptual Loss**

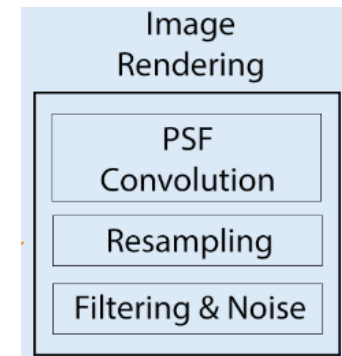
Challenge: Each metasurface model is like a CLIP trained in a different language (different tokenizers, datasets...)

→ Modules for **point-spread functions/propagations should be as easy as using Conv2D layer**

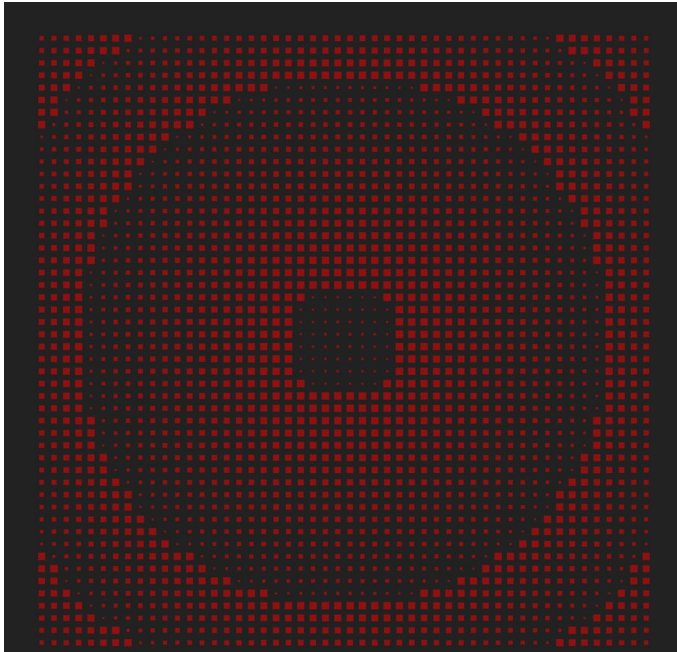
Challenge: Managing large number of branches in code for different approximations and configurations



Additional piece not discussed as much in this talk:



D-Flat



Free and Open Source:

- Continuous Integration / Pytest Workflow
- Complete docstrings (missing new readthedocs)
- Available on Python Package Index (PyPi) as “dflat_opt”
- *Nightly* versions on Github



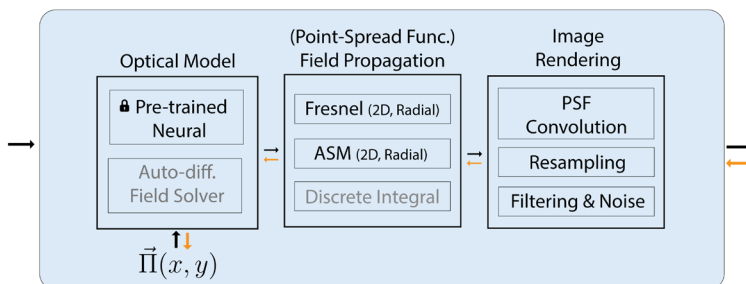
(Github)

A lot of open computational projects for all skill levels:

(email @ dhazineh@g.harvard.edu or give it a try)

(Contact Todd Zickler for CS / Federico Capasso on Fabrication)

- Differentiable field solvers
- Large area topology optimization for high-dimensional shapes
- *Memory efficient propagation (bottleneck)
- Co-Optimization with CNNs
- Rendering without shift-invariant PSF assumption
- Gradient checkpointing and other code improvements



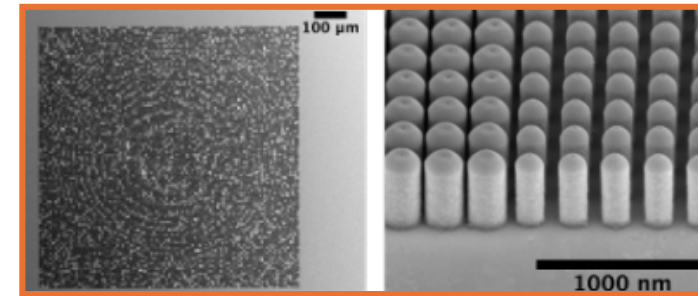
Extra

Auto-Differentiable Field Propagation

Validation of implementations against experiment

Different numerical implementations of field propagation:

- **Fresnel Method:** x1 Fourier/Hankel transform (approximate)
- **Angular Spectral Method:** x2 Fourier/Hankel transforms (exact)



Experimental data from Dr. Daniel Lim, Capasso Group

