

Laser Beam Shaping with Membrane Deformable Mirrors

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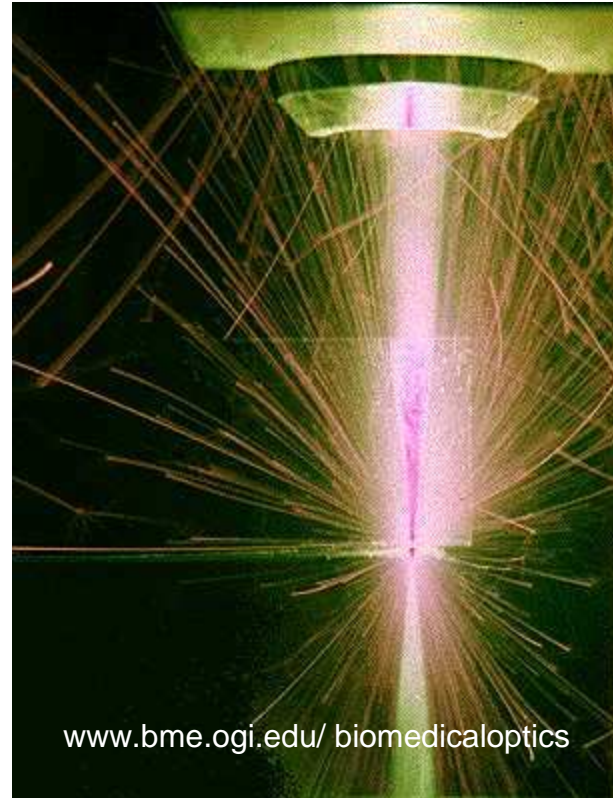
Active Optical Systems, LLC
<http://www.aos-llc.com>

Outline

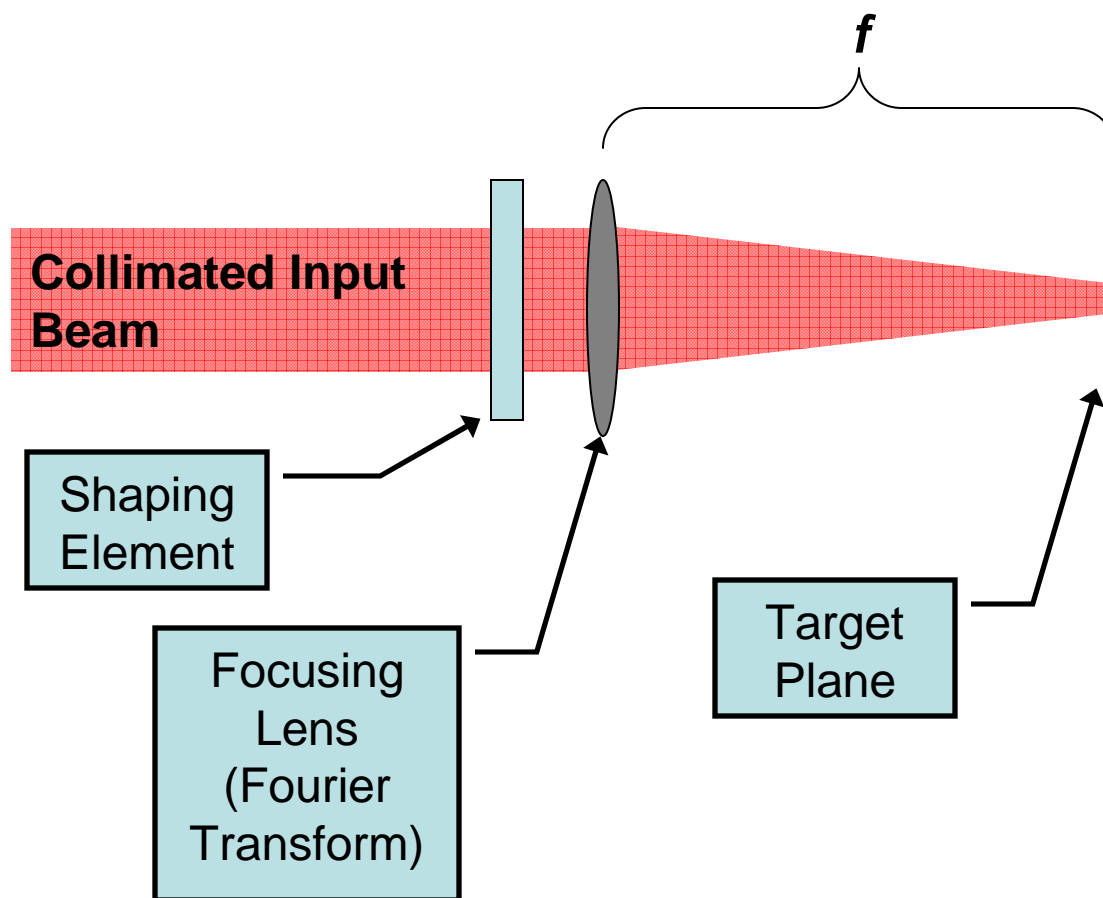
- Introduction and Motivation
- Approach
- Beam Shaping Demonstration
- Conclusions and Future Work

Laser Beam Shaping

- The process of remapping the intensity profile of a laser beam
- Beam shaping tasks are common in many industrial applications
 - Laser Machining
 - Photolithography
 - Medical Applications



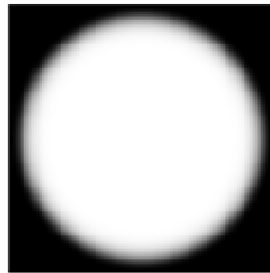
Simple Beam Shaping System



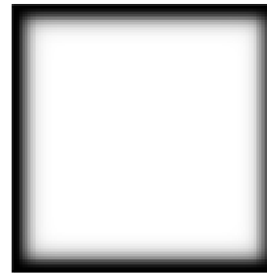
Goal

- Attempt to shape beam into four shapes commonly used for industrial applications using a low cost polymer membrane deformable mirror

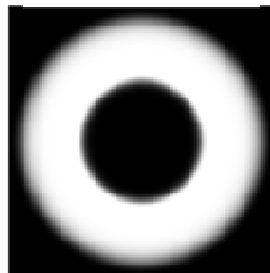
Circular Super-Gaussian



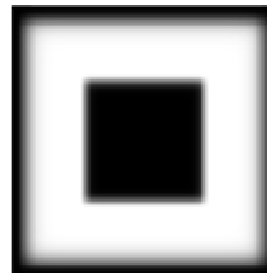
Square Super-Gaussian



Circular Annulus



Square Annulus

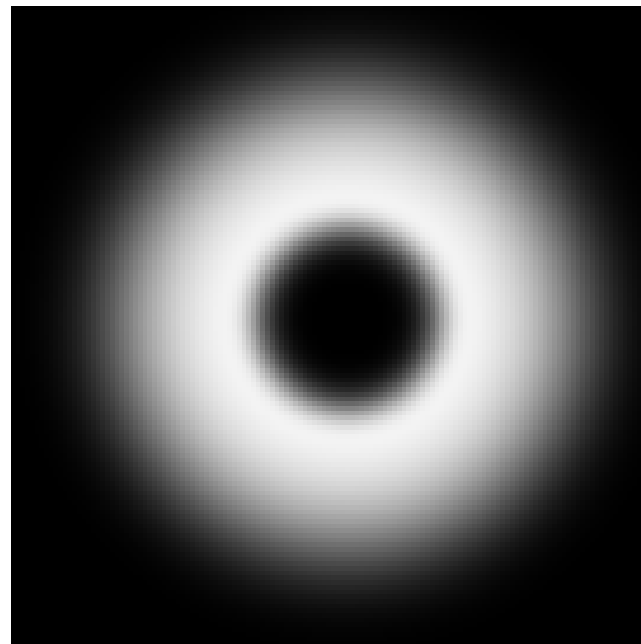


Approach

Metric AO Beam Shaping

Metric AO

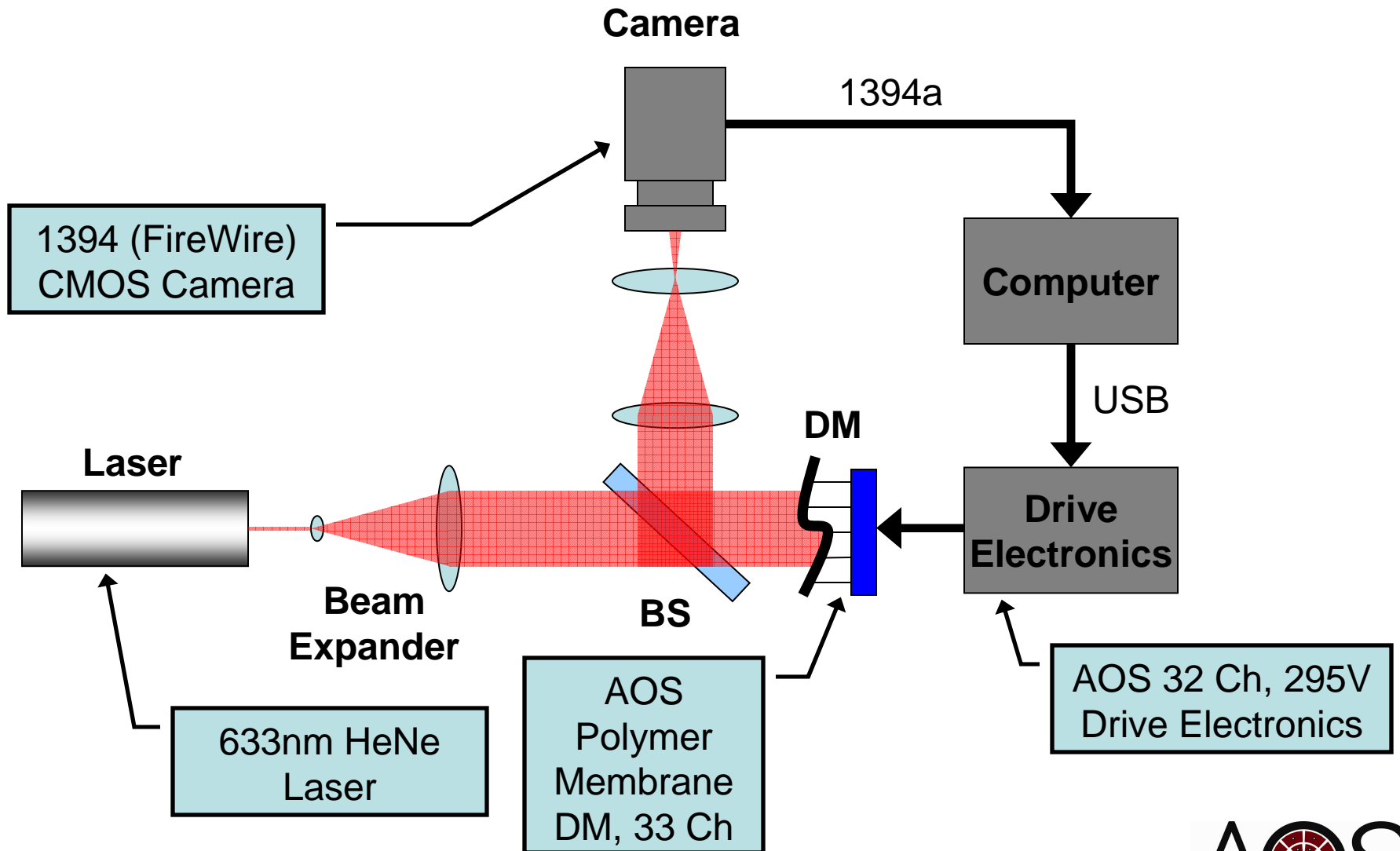
- Sometimes called Target-in-the-Loop AO or stochastic AO
- Adjust DM actuator commands to optimize some metric
 - Spot Size
 - Intensity
 - Sharpness
 - **Shape**



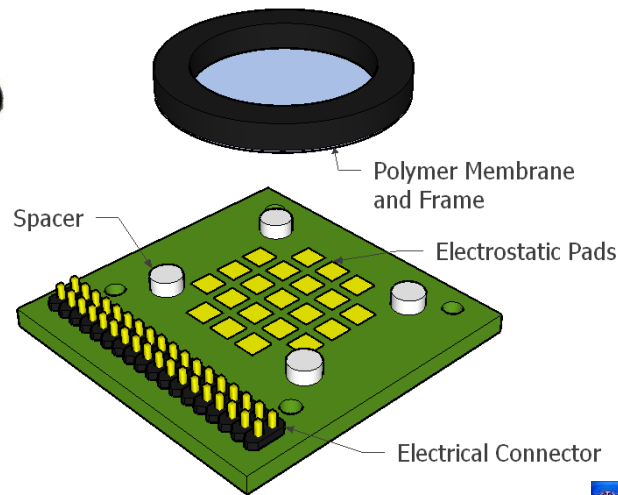
Adaptive Optics

- Using an adaptive optics system to shape a beam has several advantages:
 - Desired shape can be easily changed
 - Static aberrations in the system can be corrected while shaping the beam
 - Beam shaping can be accomplished with non-ideal (non-Gaussian) input beams.
 - Rejection of some non-common path (non-sensed) aberrations

Experimental Setup

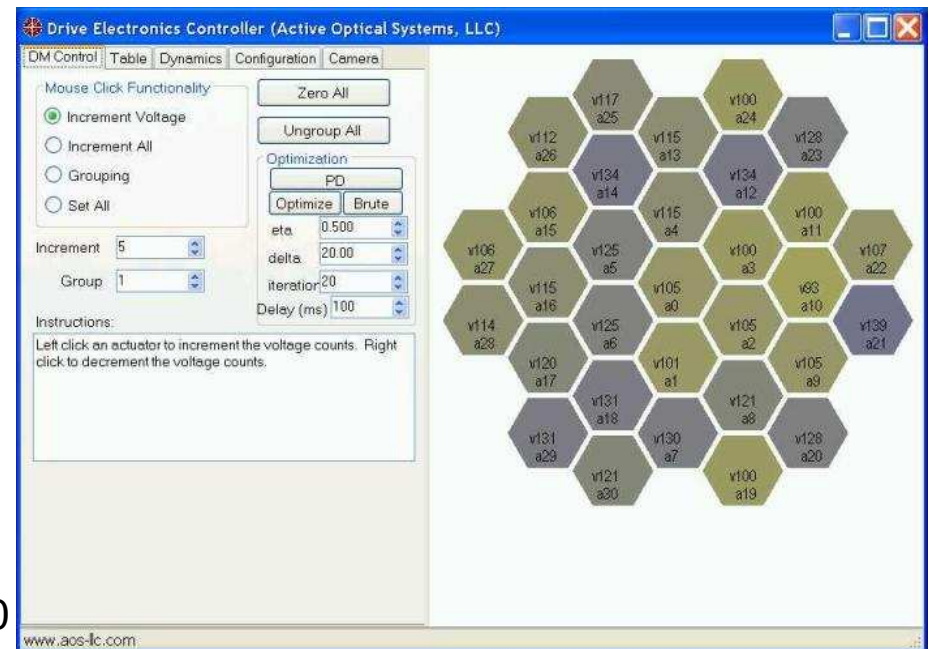


AOS Metric AO System



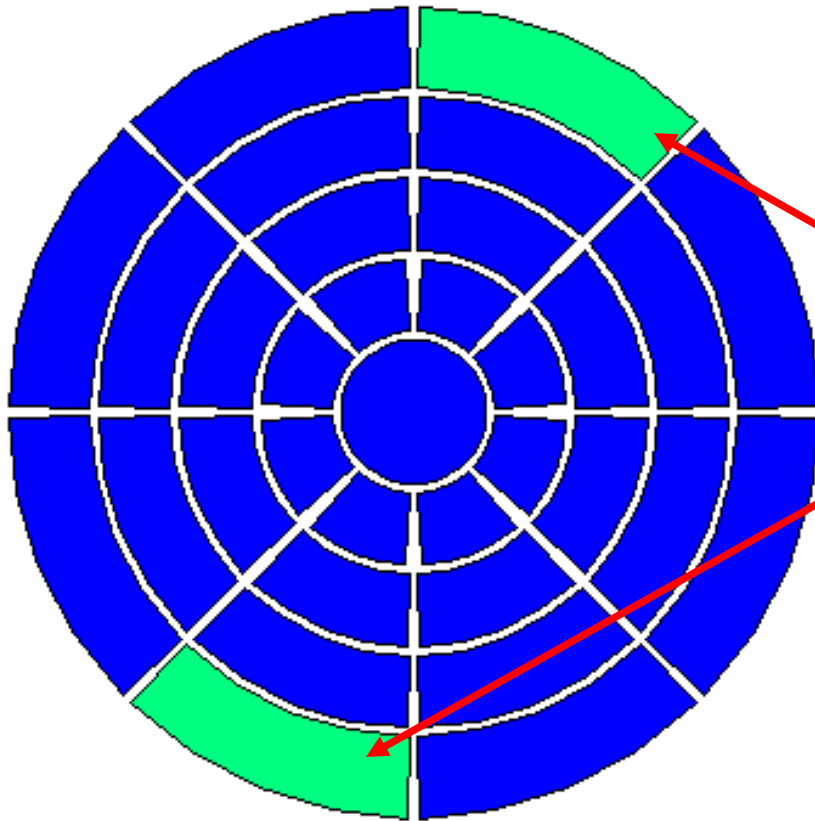
1" DM Characteristics

- ~500 Hz first mechanical resonance
- Continuous surface capable of HR coating
- 10 μ m of throw at 300V



33 Actuator DM

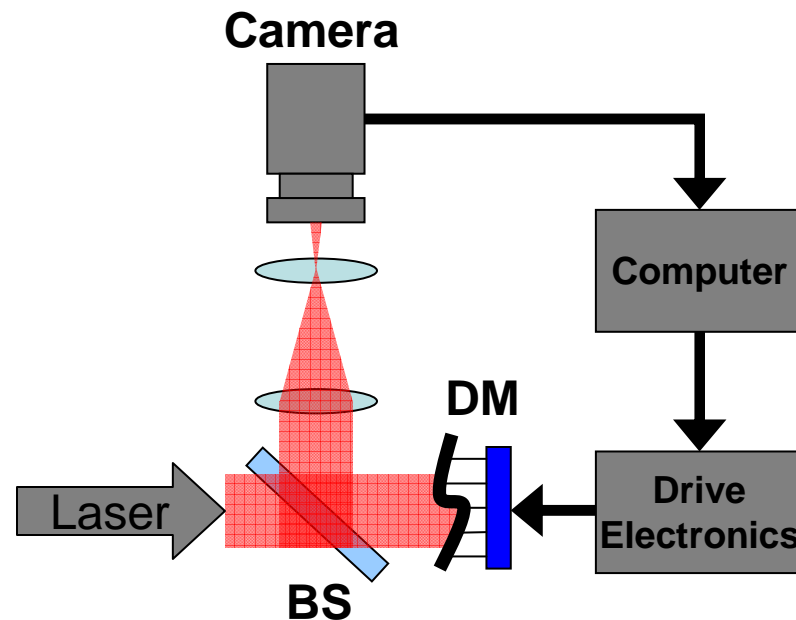
DM Actuator Pattern



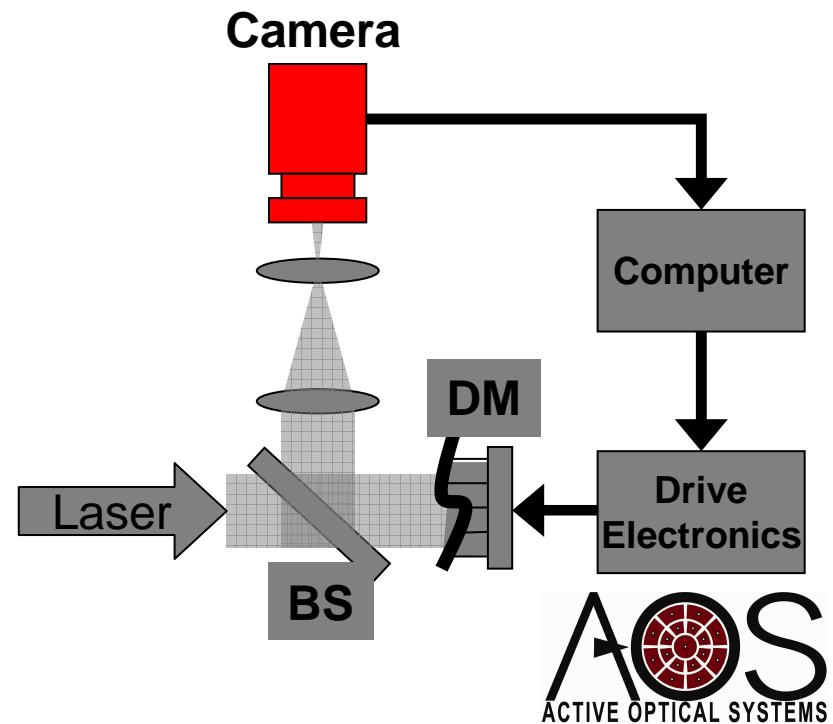
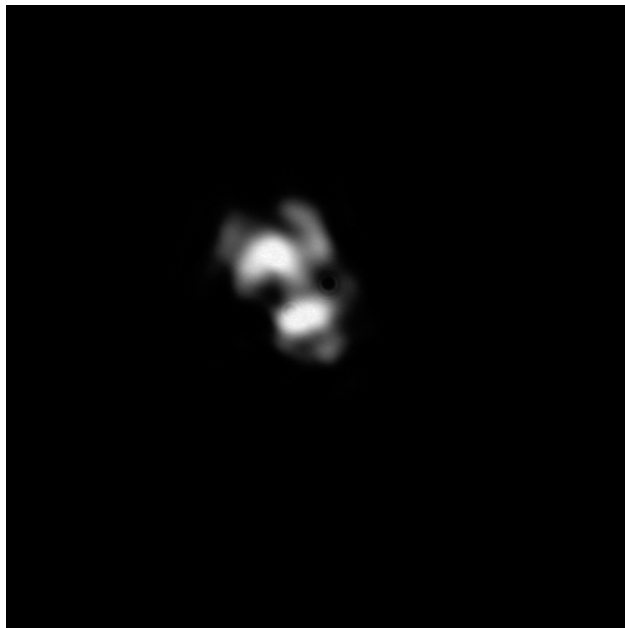
These two actuators are tied together to reduce channel count to 32

Shape Metric AO

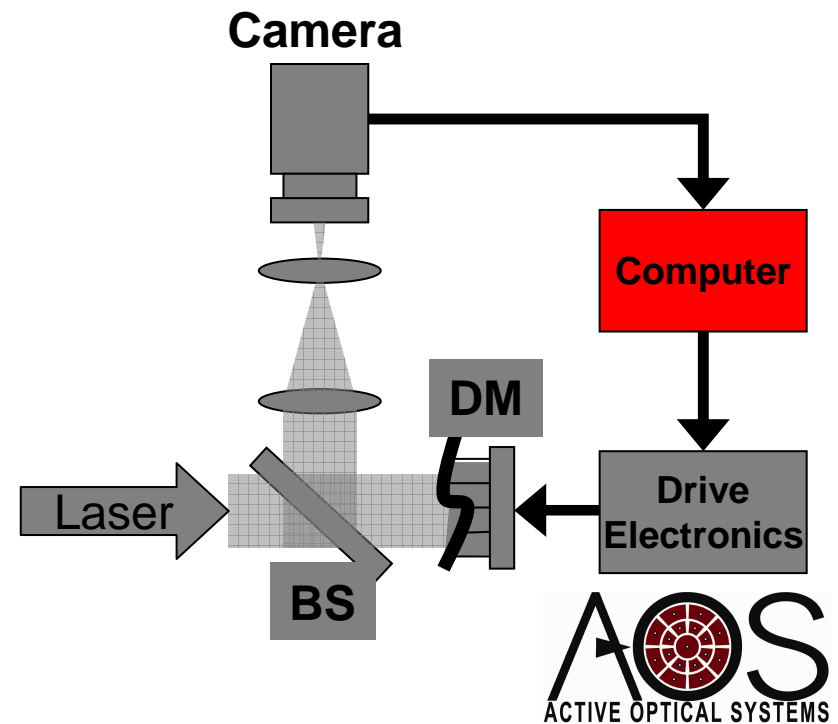
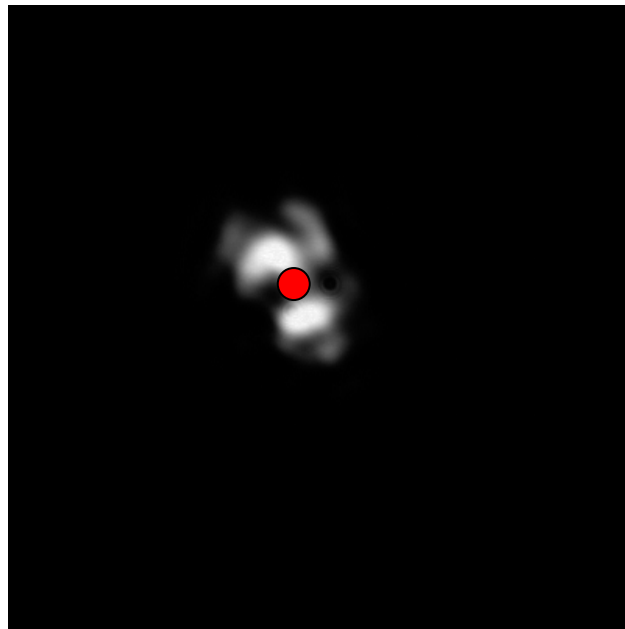
1. Measure far field shape M
2. Compute far field shape centroid C
3. Center desired shape D on computed centroid C
4. Compute merit function $F(c)$
5. Update DM commands according to GESA



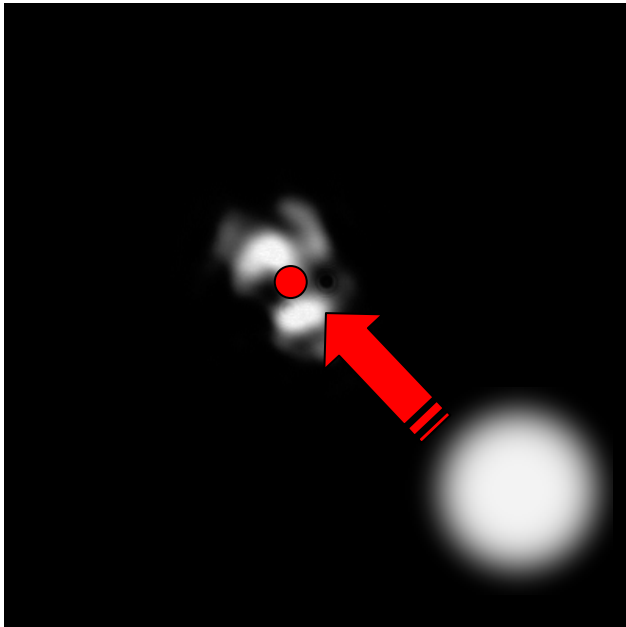
1. Measure Far Field Shape



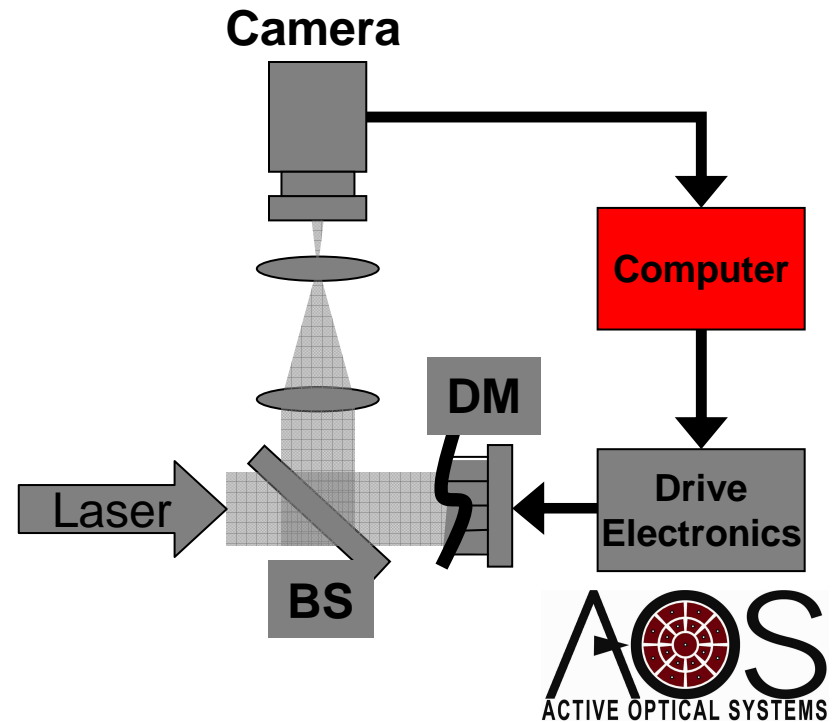
2. Compute Centroid



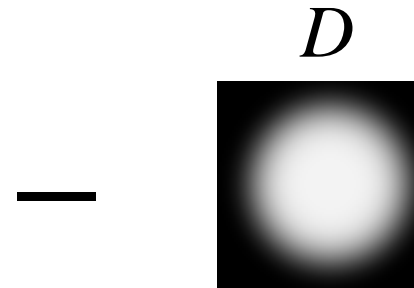
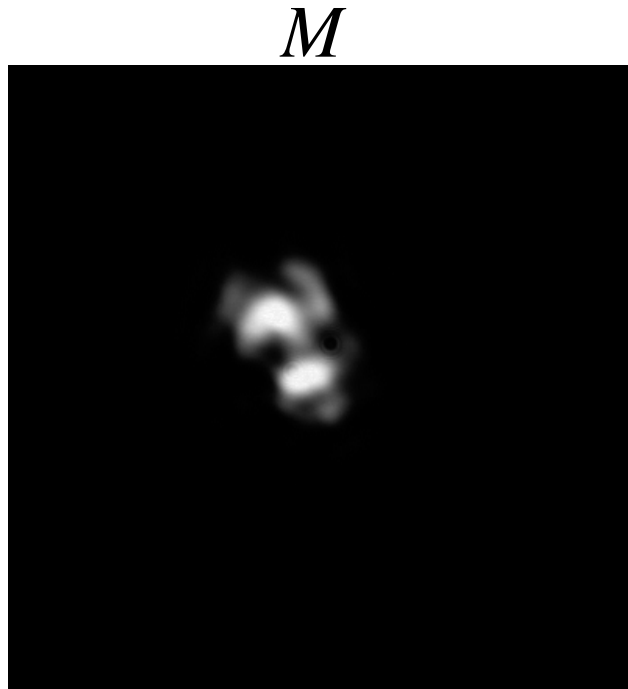
3. Re-Center Desired Shape on Centroid



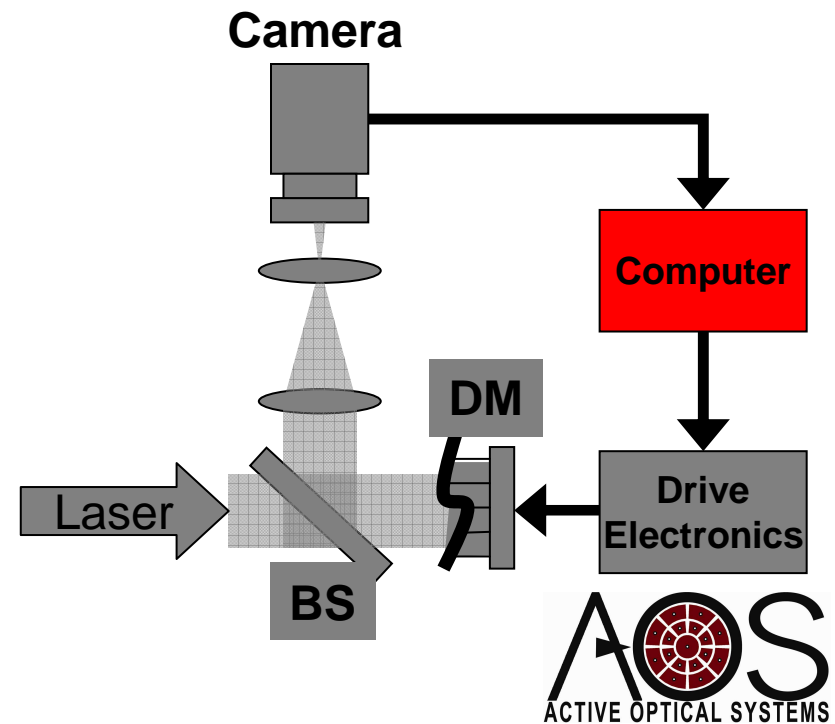
Re-Centering the desired shape over measured shape removes the effect of global tilt from the optimization



4. Compute Merit Function



$$F(\vec{c}) = \sum_x \sum_y |M(\vec{c}, x, y) - D(x, y)|$$

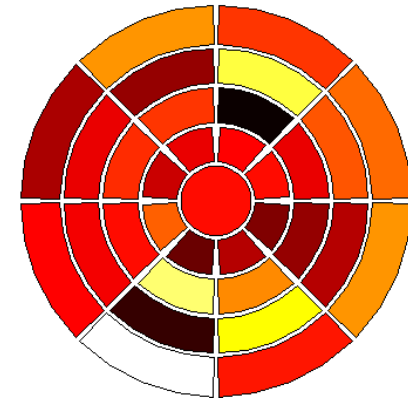


5. Update DM Commands According to GESA

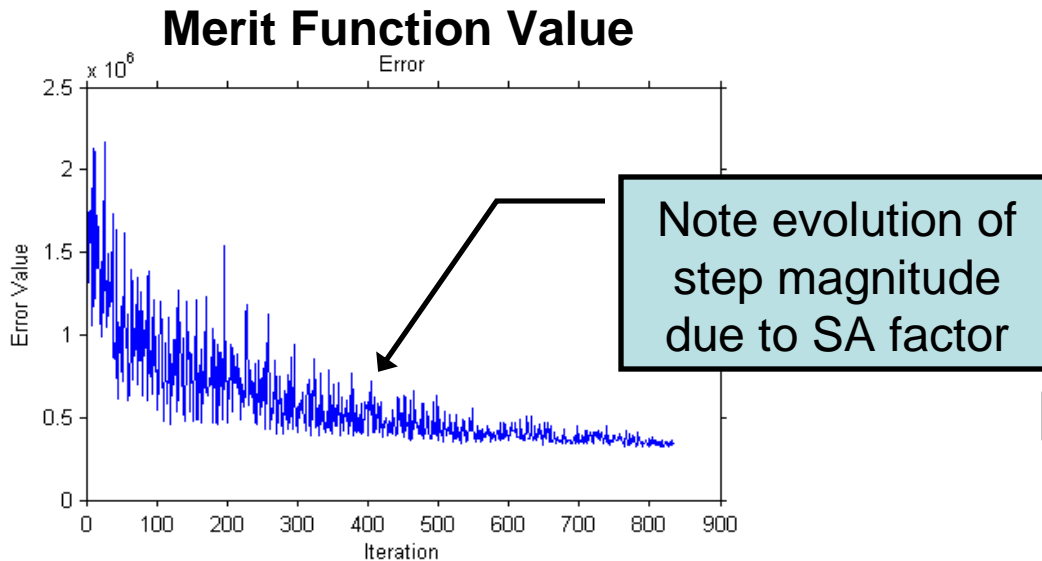
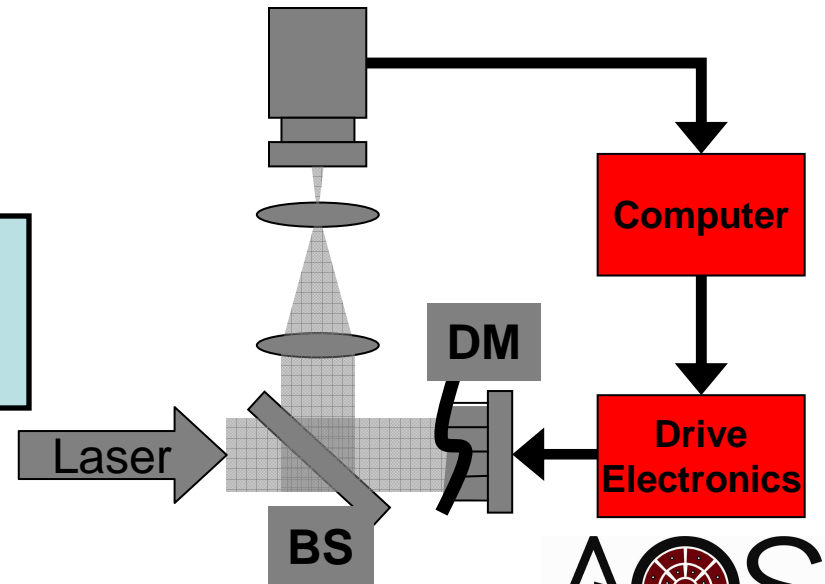
Guided Evolutionary Simulated Annealing

GESA is very robust to errors in the experiment such as frame delay and finite response time of the mirror

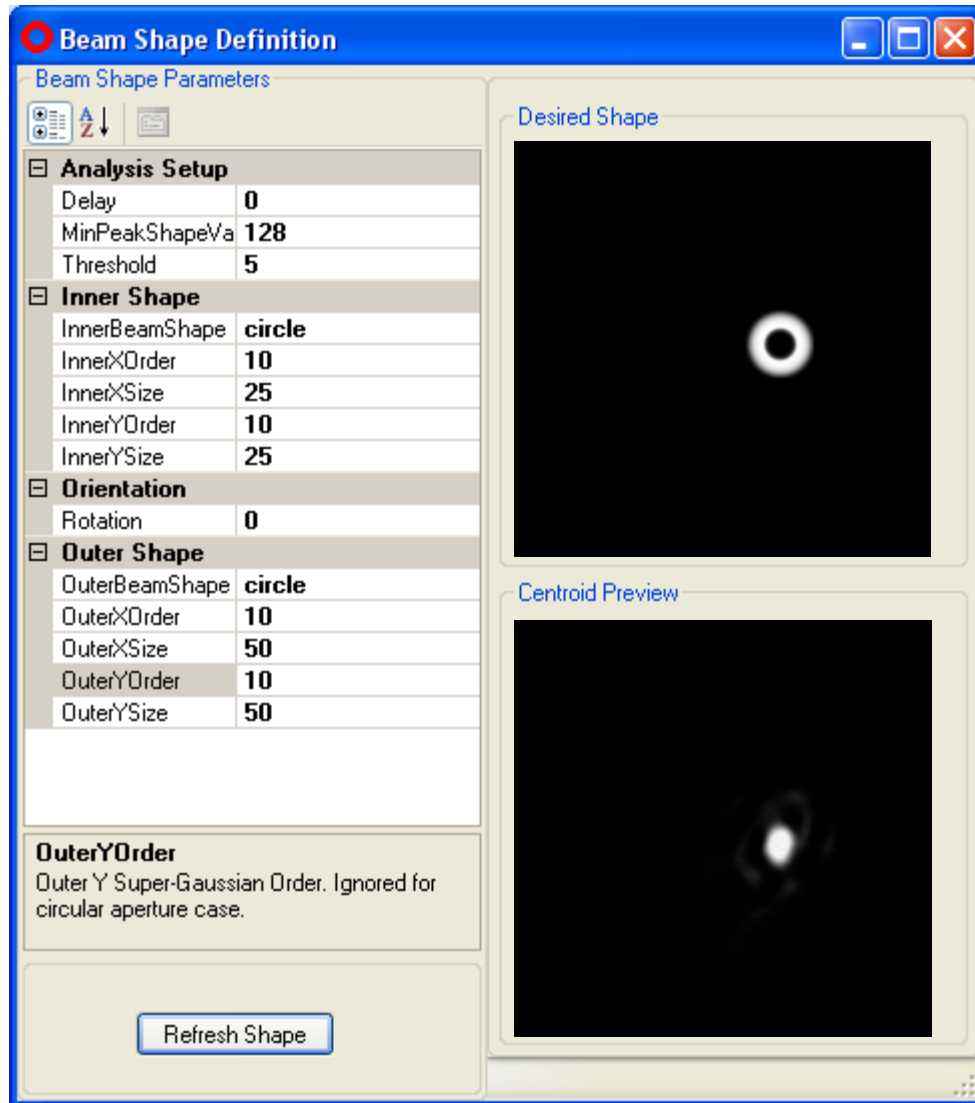
We have also coded SPGD, SAS, and Axial Searching algorithms in our metric AO software



Camera



Shape Definition GUI



$$S_{elliptical}(x, y) = A e^{-\left[\left(\frac{x}{x_s}\right)^2 + \left(\frac{y}{y_s}\right)^2\right]^{\frac{n}{2}}}$$

$$S_{rect}(x, y) = A e^{-\left[\left(\frac{x}{x_s}\right)^{n_x} + \left(\frac{y}{y_s}\right)^{n_y}\right]}$$

$$D(x, y) = S_O(x, y) - S_I(x, y)$$

$$\begin{bmatrix} x' \\ y' \end{bmatrix} = \begin{bmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix}$$

Experiment Initialization

- We found it useful to initialize each experiment by running the Metric AO system to obtain the smallest focused spot on the camera

$$F(\vec{c}) = \frac{\sigma_x + \sigma_y}{2}$$

Second Central Moment

$$\sigma_x^2 = \frac{\iint (x - x_0)^2 I(x, y) dx dy}{\iint I(x, y) dx dy}$$

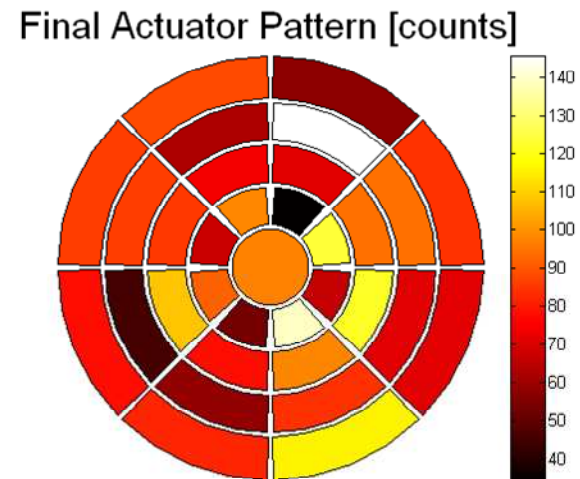
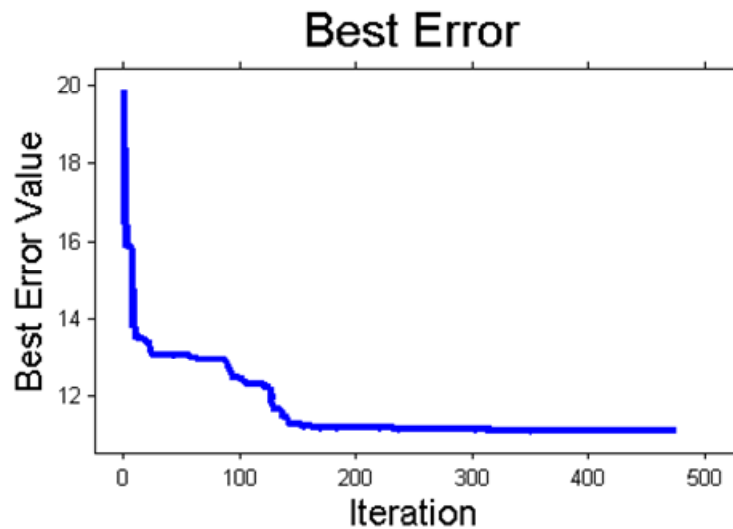
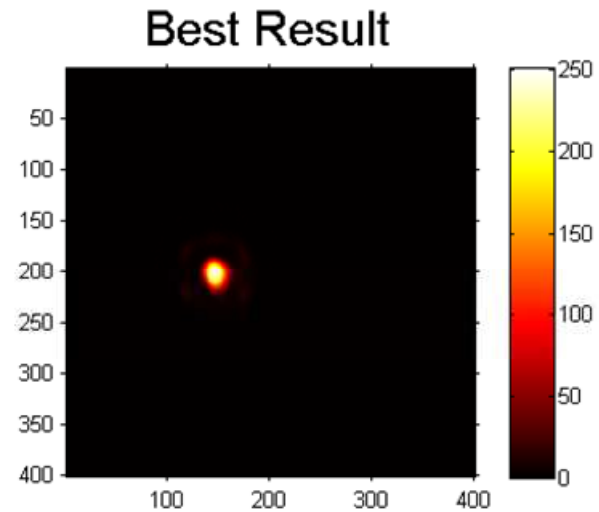
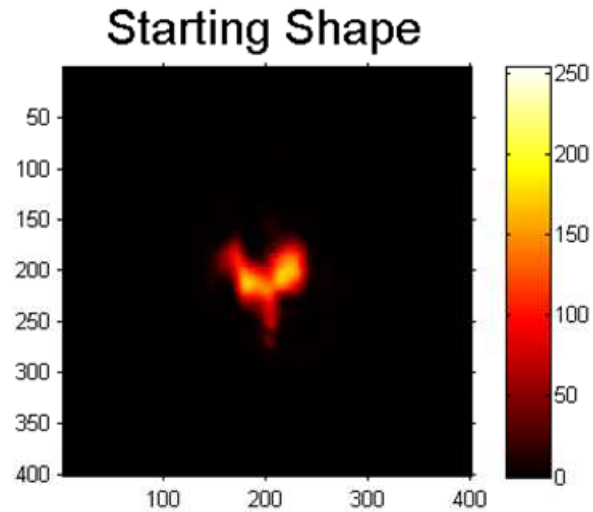
$$\sigma_y^2 = \frac{\iint (y - y_0)^2 I(x, y) dx dy}{\iint I(x, y) dx dy}$$

where

(x_0, y_0) = Beam Center

$I(x, y)$ = Irradiance Profile

Experiment Initialization



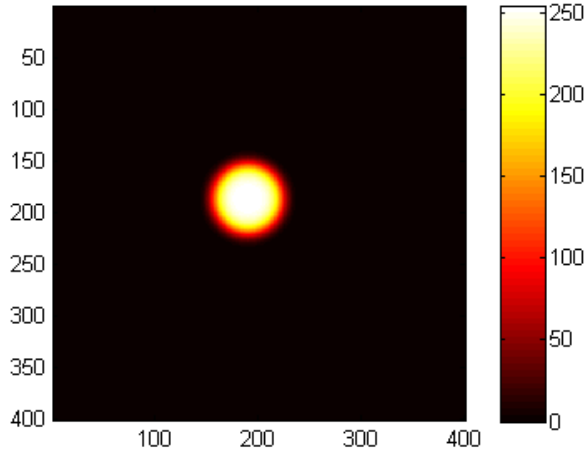
Results

Experiment Specifics

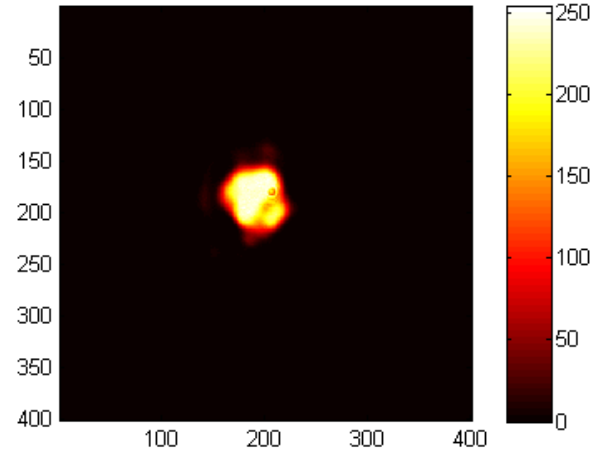
- Feedback image size: 400X400 pixels
- Frame-rate (with processing): ~10Hz
 - Recent improvements to software have increased performance for this image size to ~60Hz
- DM Limitations
 - The DM used for these experiments had a manufacturing defect which limited the throw
 - Half of total throw was un-usable due to snap-down

Top Hat

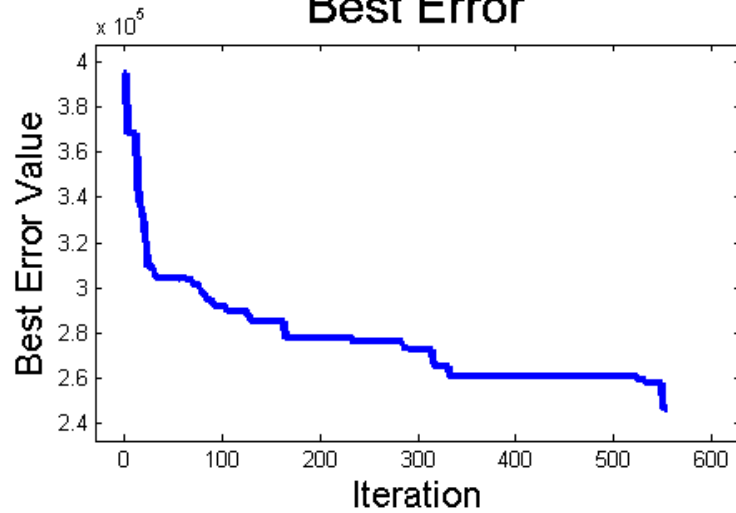
Desired Shape



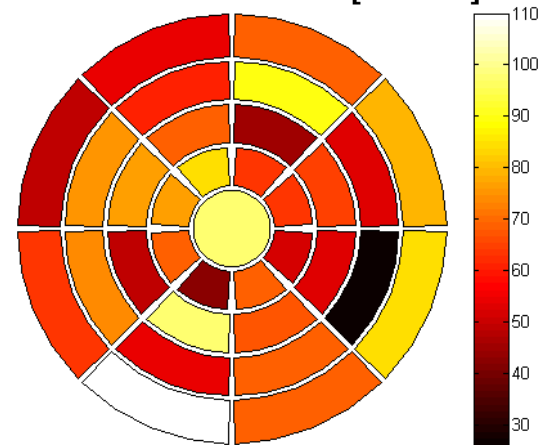
Best Result



Best Error

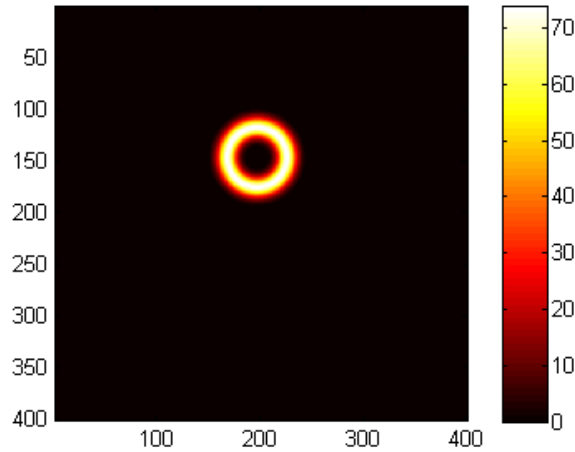


Final Actuator Pattern [counts]

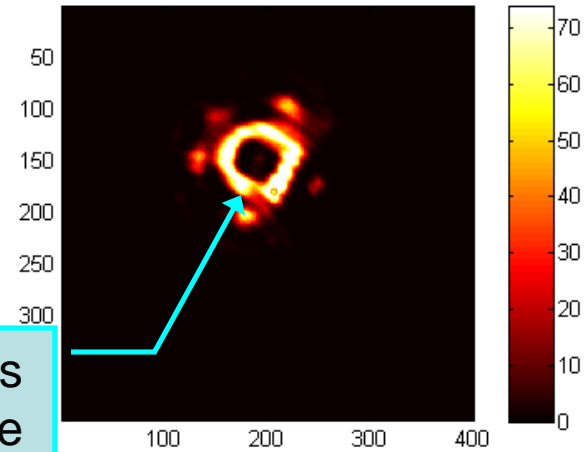


Annular Top Hat

Desired Shape

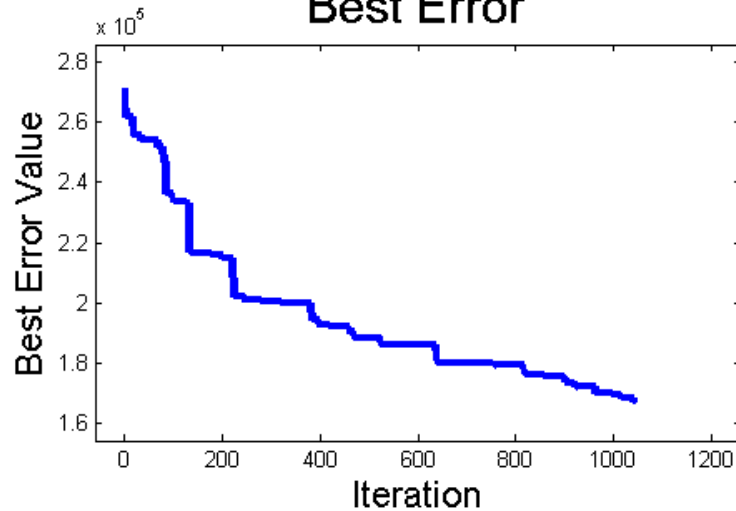


Best Result

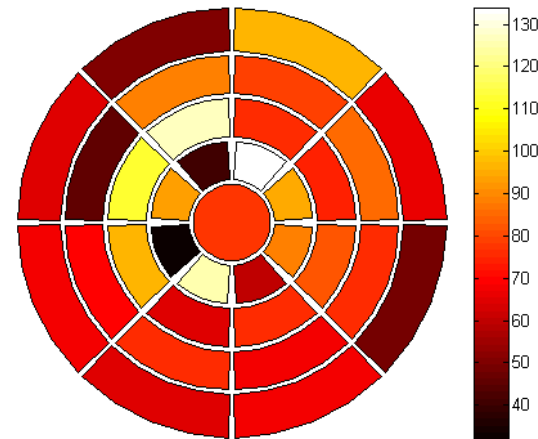


Cover-glass Interference

Best Error

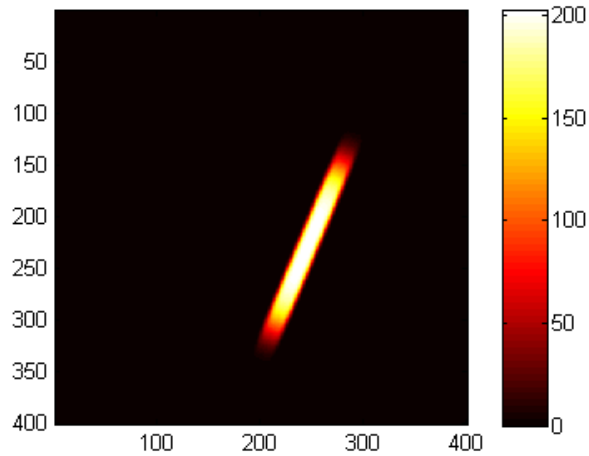


Final Actuator Pattern [counts]

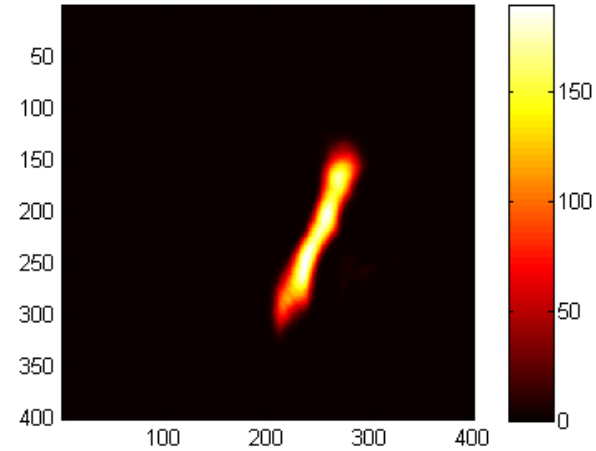


Line Focus

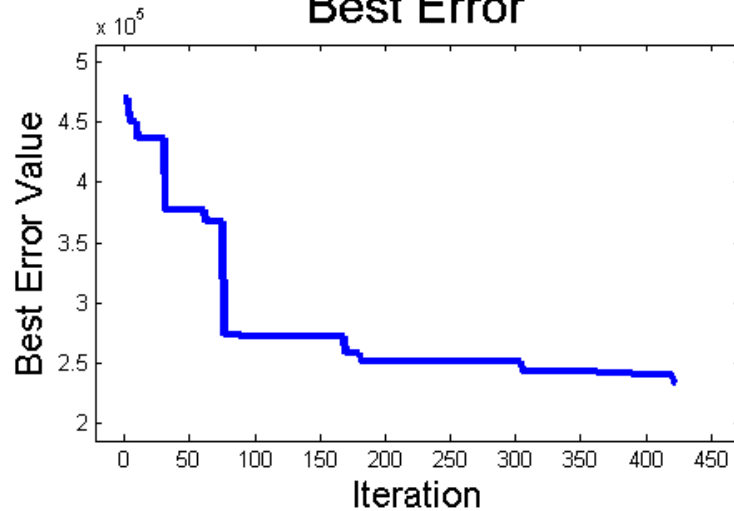
Desired Shape



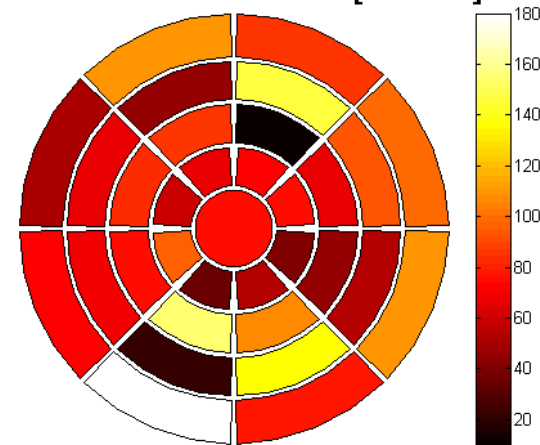
Best Result



Best Error

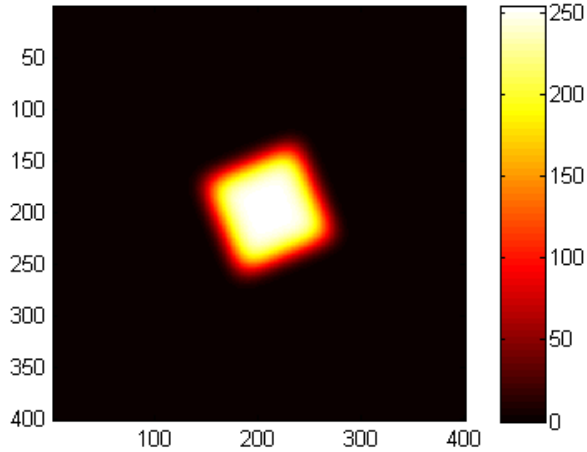


Final Actuator Pattern [counts]

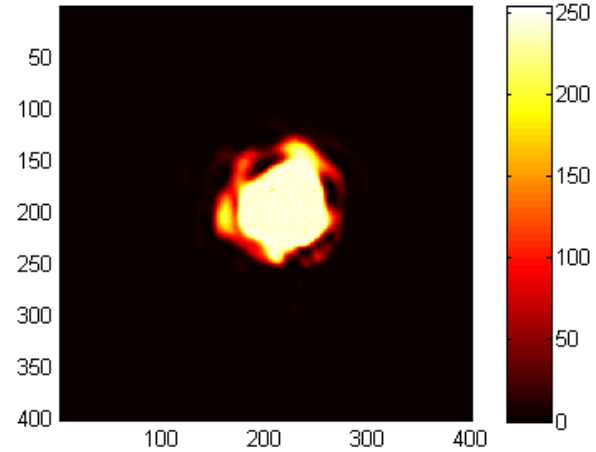


Square Top Hat

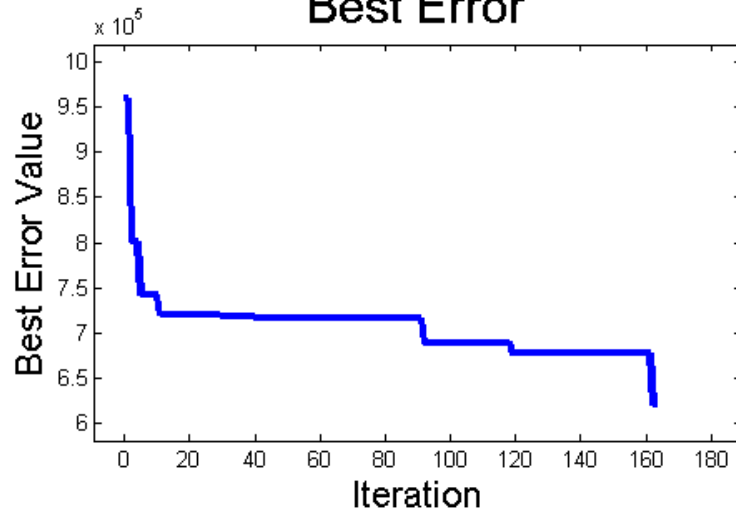
Desired Shape



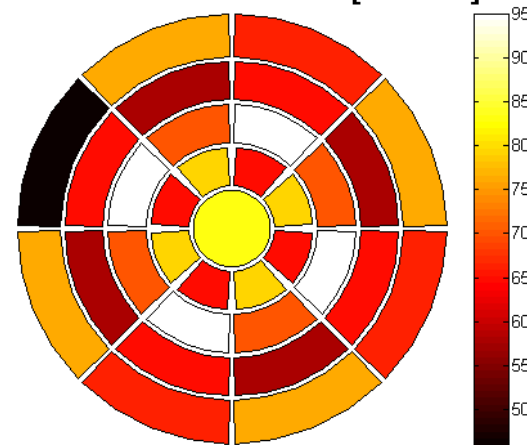
Best Result



Best Error

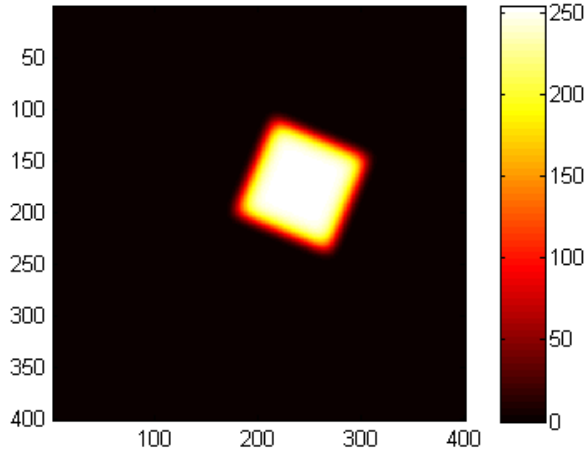


Final Actuator Pattern [counts]

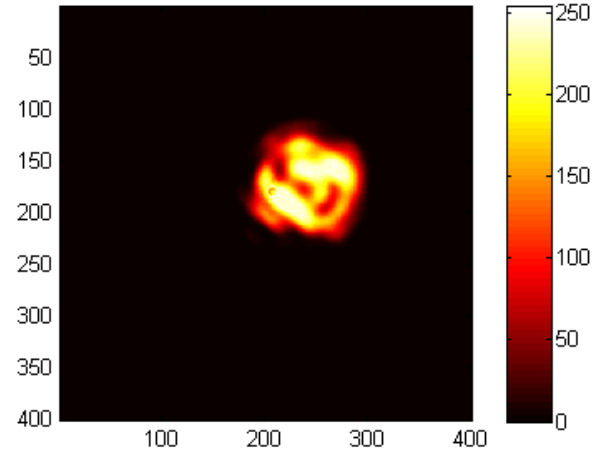


Square Top Hat 2

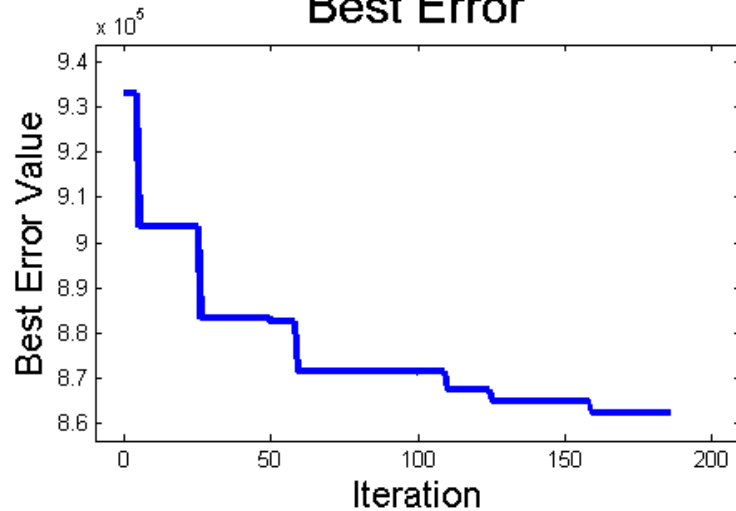
Desired Shape



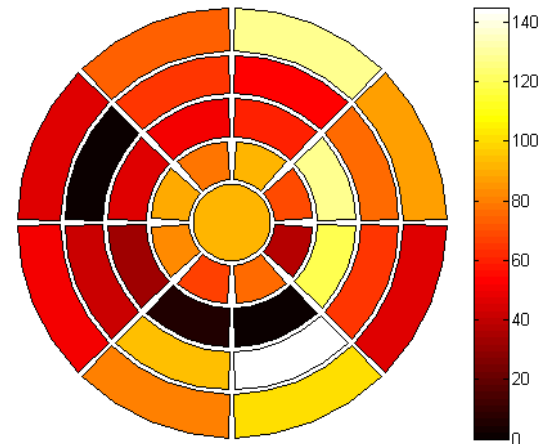
Best Result



Best Error

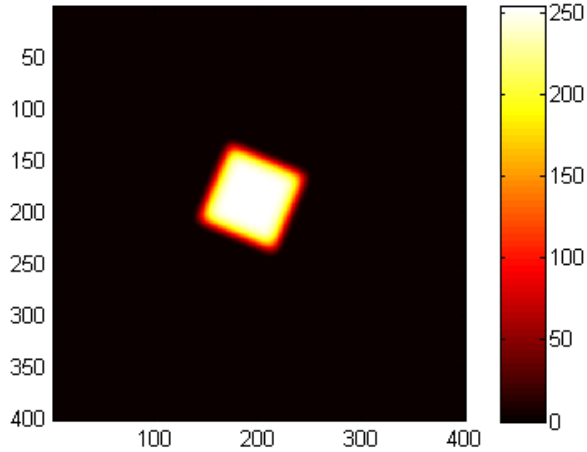


Final Actuator Pattern [counts]

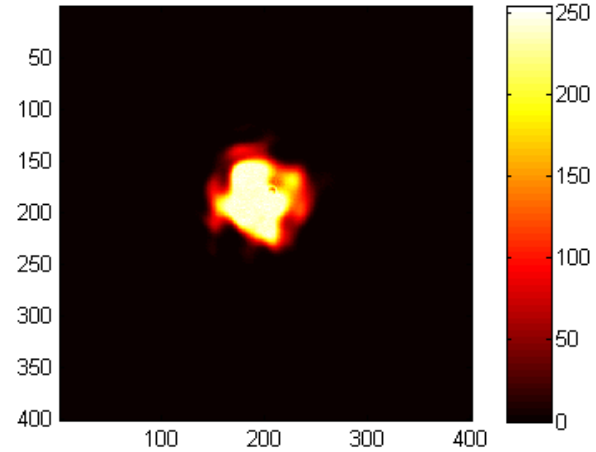


Square Top Hat 3

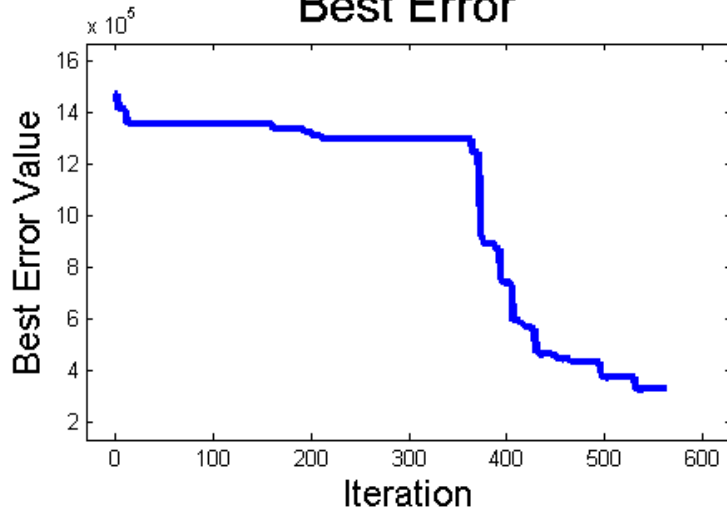
Desired Shape



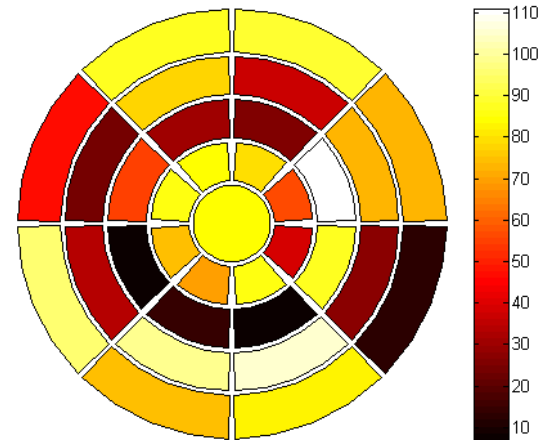
Best Result



Best Error



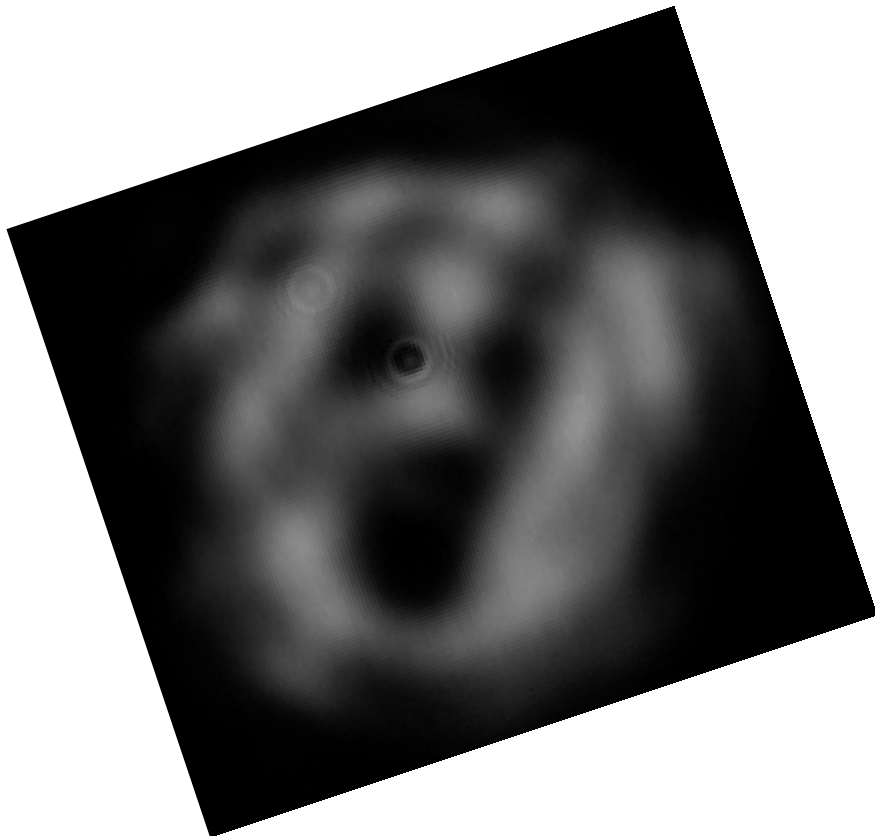
Final Actuator Pattern [counts]



Conclusions

- Low actuator count membrane DMs may be used for creating beam shapes relevant to industrial applications
- We were able to create rectangular shapes, but the results were less than satisfactory
- A better optical setup and improved algorithms should improve our results

Questions?



The Beam
Brian Henderson
Justin Mansell
2008



The Scream
Edvard Munch, 1893