

# Computational Optical Imaging - Optique Numerique

Winter 2013

Ivo Ihrke

- First photograph



- Exposure time 8-12 hours



# Louis Daguerre 1787-1851

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- Interesting panorama 1848
  - “Cincinnati water front”
  - Restoration: Tang, X., Ardis, P.A., et. al. “Digital Analysis and Restoration of Daguerreotypes” 2010. *Proceedings of the SPIE*
  - <http://1848.cincinnati-library.org/>



# Photovoltaic Effect - 1839

- Alexandre-Edmond Becquerel, 1839



- First semiconductor
- Photoelectric effect
  - Willoughby Smith (1873)





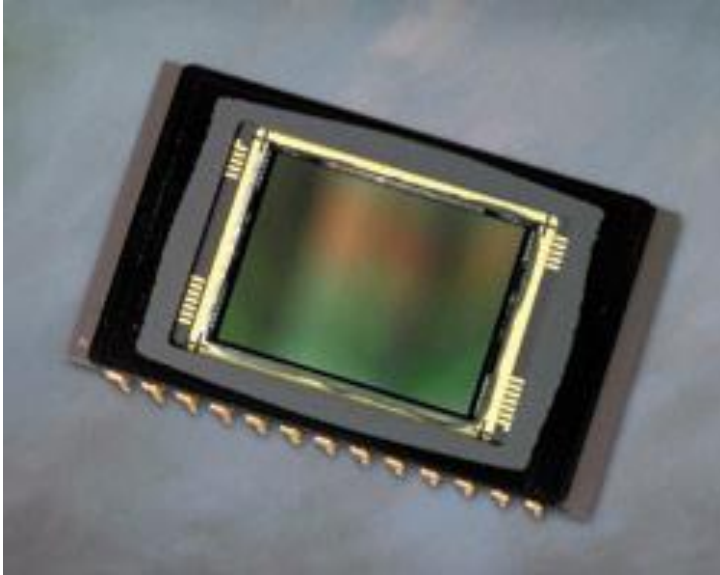
# Photodiode

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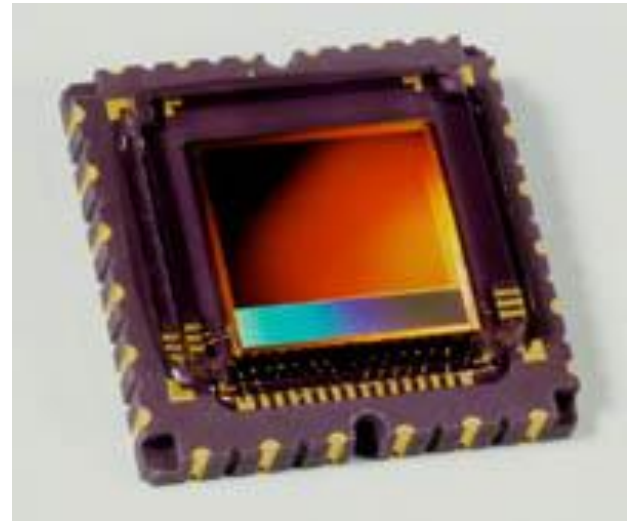


# Image Sensors

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CCD



CMOS

- Photodetection
- CCD vs. CMOS
- Sensor performance characteristics
- Noise
- Color Sensors
- Exotic Sensors



- Rays, waves and particles....
  - When does light behave like rays, waves, or particles?
- Today, it's a particle :)

- Light: photon
  - $m_0 = 0$  (massless)
  - $q = 0$  (no electric charge)
  - $E = h\nu = hc/\lambda$   
energy of a photon depends  
ONLY on the wavelength!
- Electric charge: electron
  - $m_0 = 9.1 * 10^{-31}$  kg
  - $q = -1 e = -1.6 * 10^{-19}$  C
  - $E = m_0 c^2 + mv^2/2 - e\phi + \dots$   
rest energy    kinetic energy    potential energy

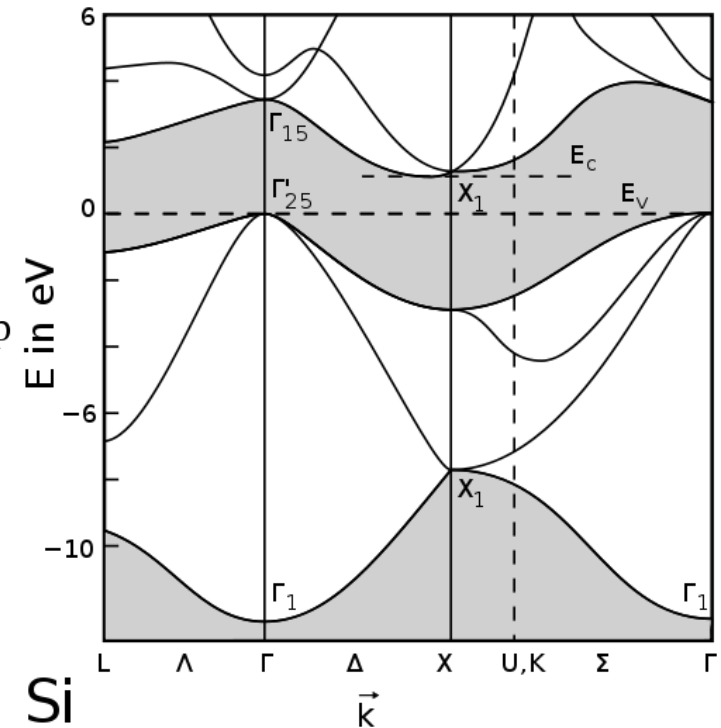
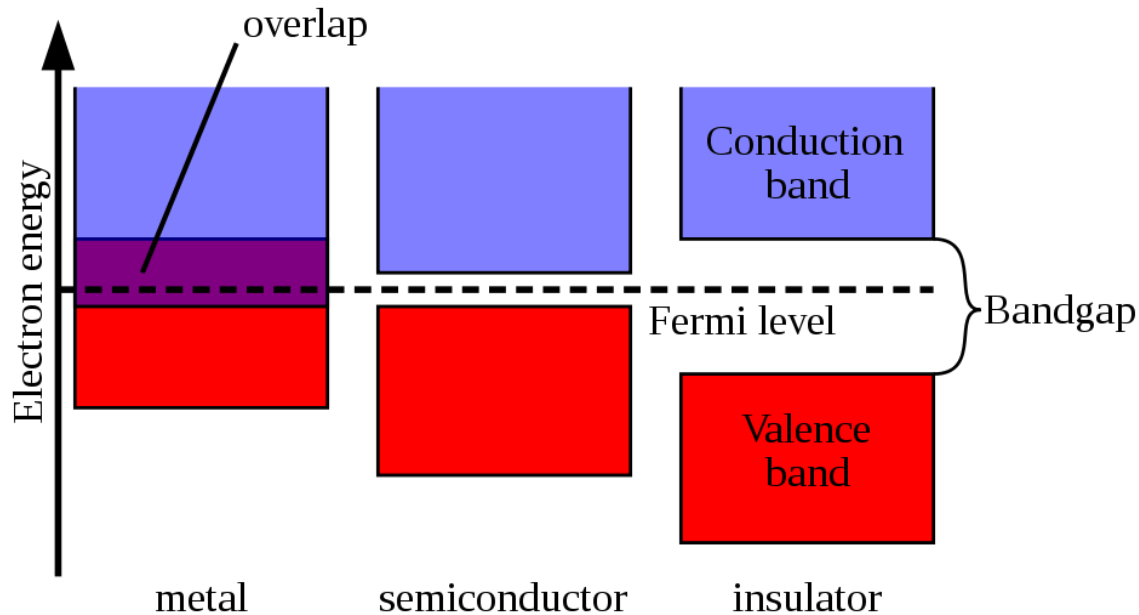
Unit of energy:

1 eV = energy required to move 1 electron by 1 V in an electrostatic potential

- Radiant flux [1W]:  
$$\Phi = E n$$
$$= h\nu dN/dt$$
- Measurement: integrate over time  $\Delta t$
- Poisson random process
- If I count 1 photon, 100 photons,  
what's the error (standard deviation)?
- $\sigma(N) = \sqrt{N}$



# Semiconductors



Photon energy:

400 nm (violet):	3.1 eV
700 nm (red):	1.77 eV
1100 nm (infrared):	1.12 eV

Band gap in semiconductors:

Diamond (C):	5.47 eV
Gallium arsenide (GaAs):	1.43 eV
Silicon (Si):	1.11 eV
Germanium (Ge):	0.67 eV

- Silicon
  - “Band gap” of 1.124eV between *valence band* and *conduction band*.
- Incident photon  $> 1.124\text{eV}$  ( $hc/\lambda$ ) may be absorbed, causing electron to jump to conduction band.
- Visible light ( $\lambda=400$  to  $700\text{nm}$ )
  - $\lambda = 400\text{nm}$  (violet)  $E = 3.1\text{eV}$
  - $\lambda = 700\text{nm}$  (red)  $E = 1.77\text{eV}$
  - $\lambda = 1100\text{nm}$  (infrared),  $E=1.12\text{eV}$

- Measuring a single electron is hard! (small electric charge...)
- Fortunately, photoelectrons can be stored.
- So integrate the charge over a period of time.
  - 10's to 1000's of electrons.
- Two fundamental structures...



- (a) photodiode, (b) photogate
- All electrons created in *depletion region* are collected, plus some from surrounding region.

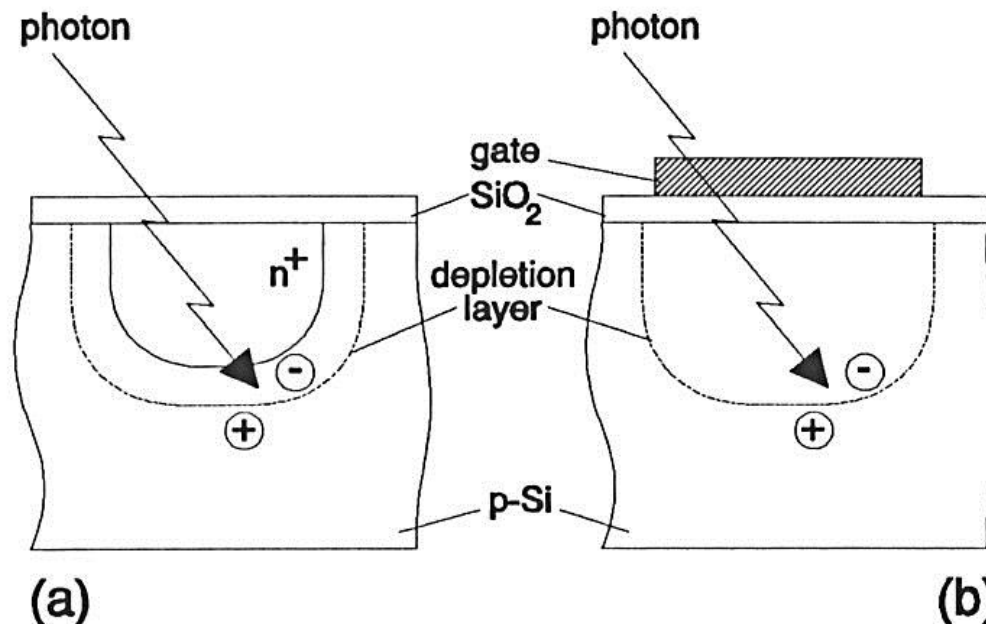


image: Theuwissen

# Photodiode in CMOS sensor

Anatomy of the Active Pixel Sensor Photodiode

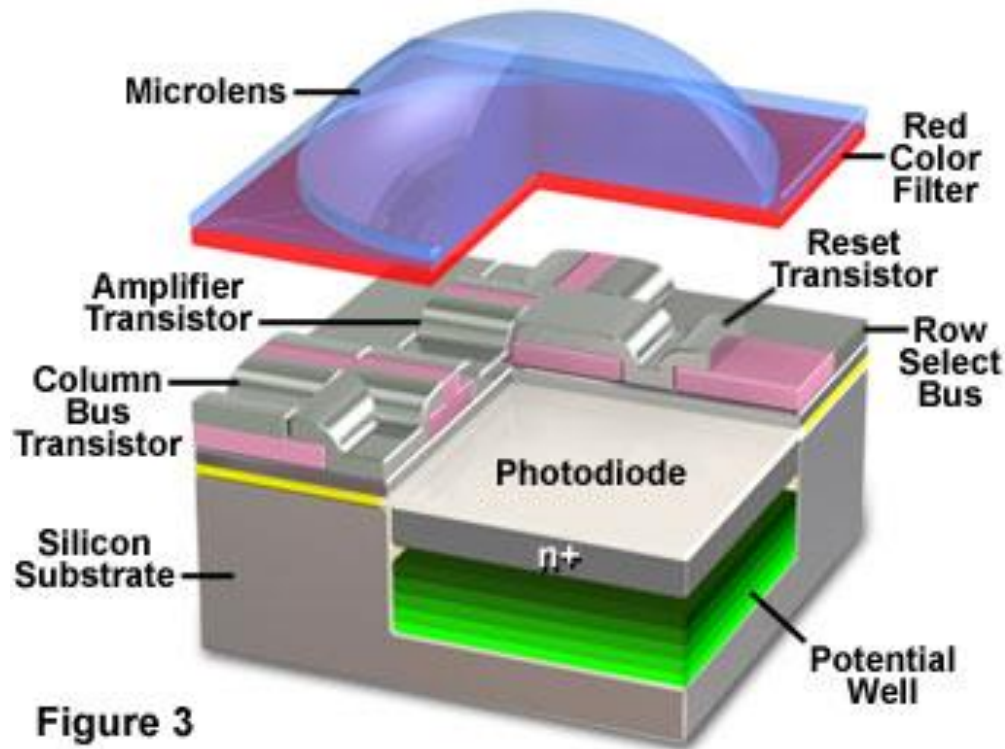


Figure 3

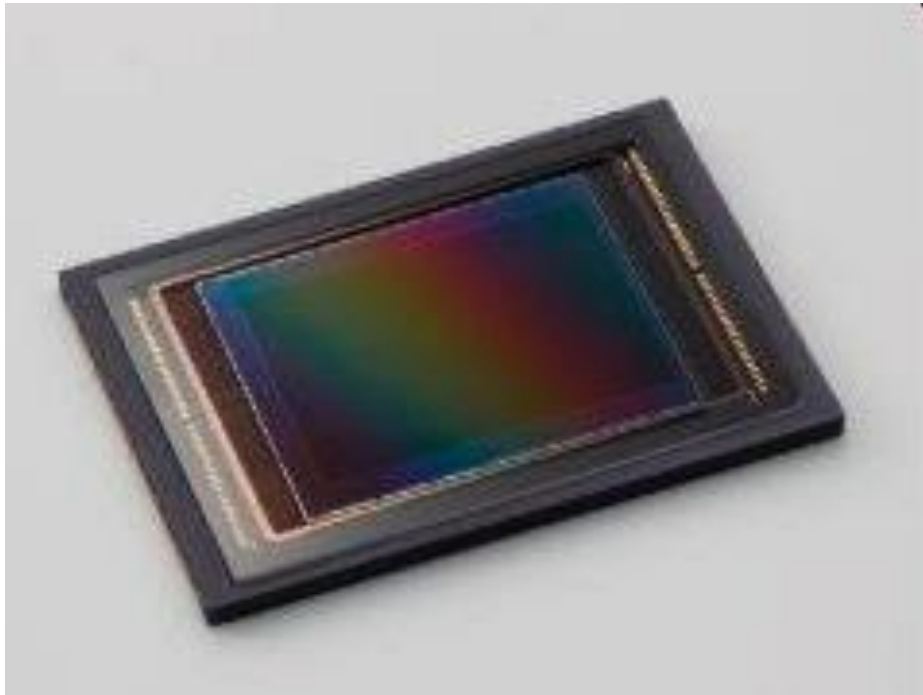
- Pixel size
- Fill factor
- Full well depth
- Spectral quantum efficiency
- Sensitivity
- (Saving noise & dynamic range for later)



- Large pixels collect more light.
- Typically  $3\mu\text{m}$ - $10\mu\text{m}$
- $20\mu\text{m}$  for astronomy
- Pixels getting tinier for cell phones, digital cameras
  - $1.4\mu\text{m} \times 1.4\mu\text{m}$  (iPhone 5)
  - Bottleneck = optical resolution.

# Currently (Aug 2010) Highest-Res Chip

- Canon 120 MPixel (13280 x 9184) - experimental
  - size 29.2 mm x 20.2mm
  - readout @ 9.5 fps



- Percentage of pixel area that captures photons.
- Typically 25% to 100%
- Reduced by non-light gathering components in pixel (see CMOS sensors...)
- Can be increased using microlenses:

- Increase effective fill factor by focusing light
- Can double or triple fill factor

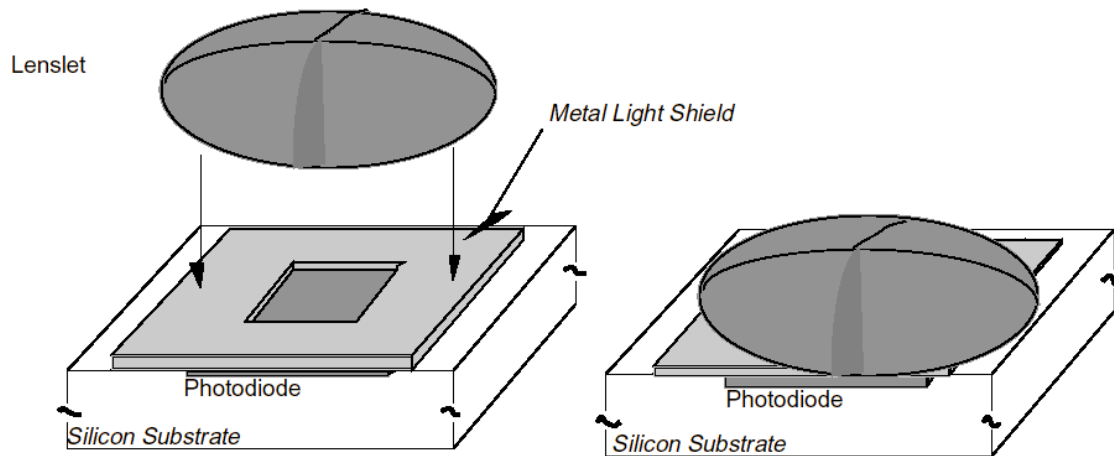


image: Kodak application note DS00-001

- Changes the  $\cos^4$  law - vignetting

- “Saturation charge” 45 to 100 ke<sup>-</sup>
  - depends on the pixel size
- Limits dynamic range (more about this later)
- Once the well is filled up, it can overflow into neighbouring pixels. This is called blooming.
- (Blooming almost irrelevant for CMOS)



# Blooming

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<http://www.ccd-sensor.de/assets/images/blooming.jpg>

# Extra Overflow Drain

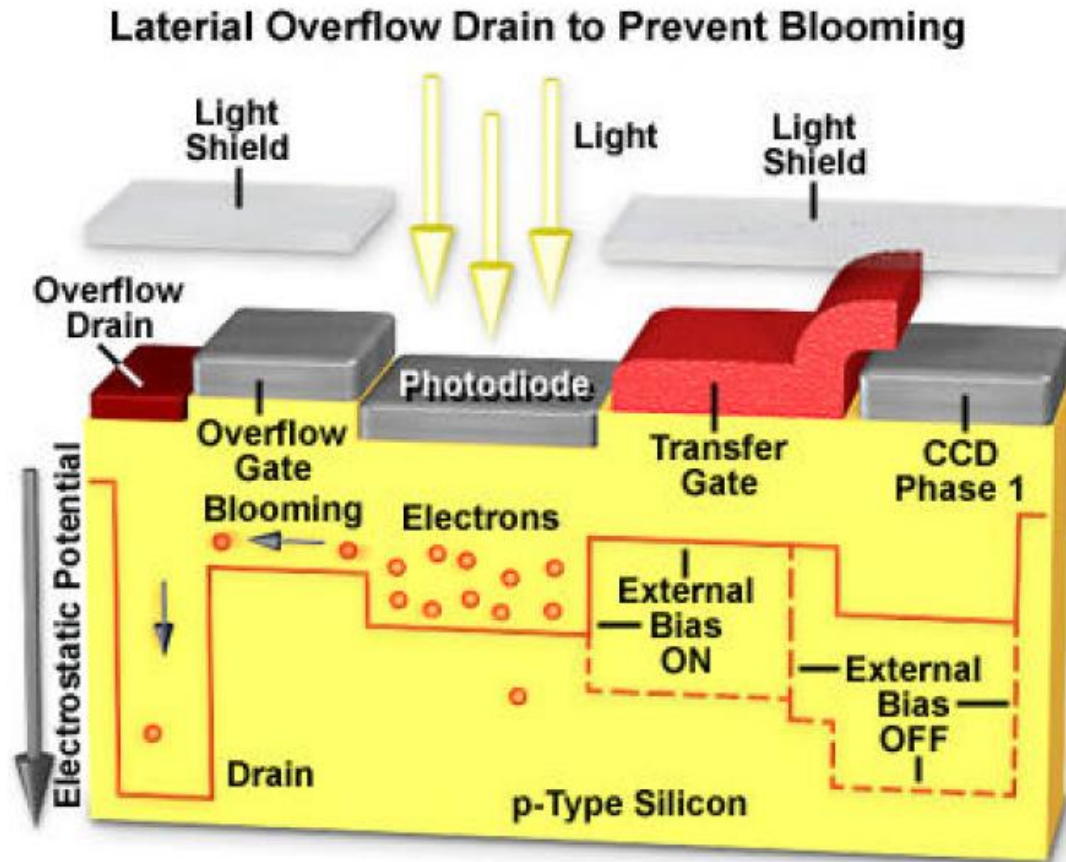


Figure 1

# Absorption Coefficients

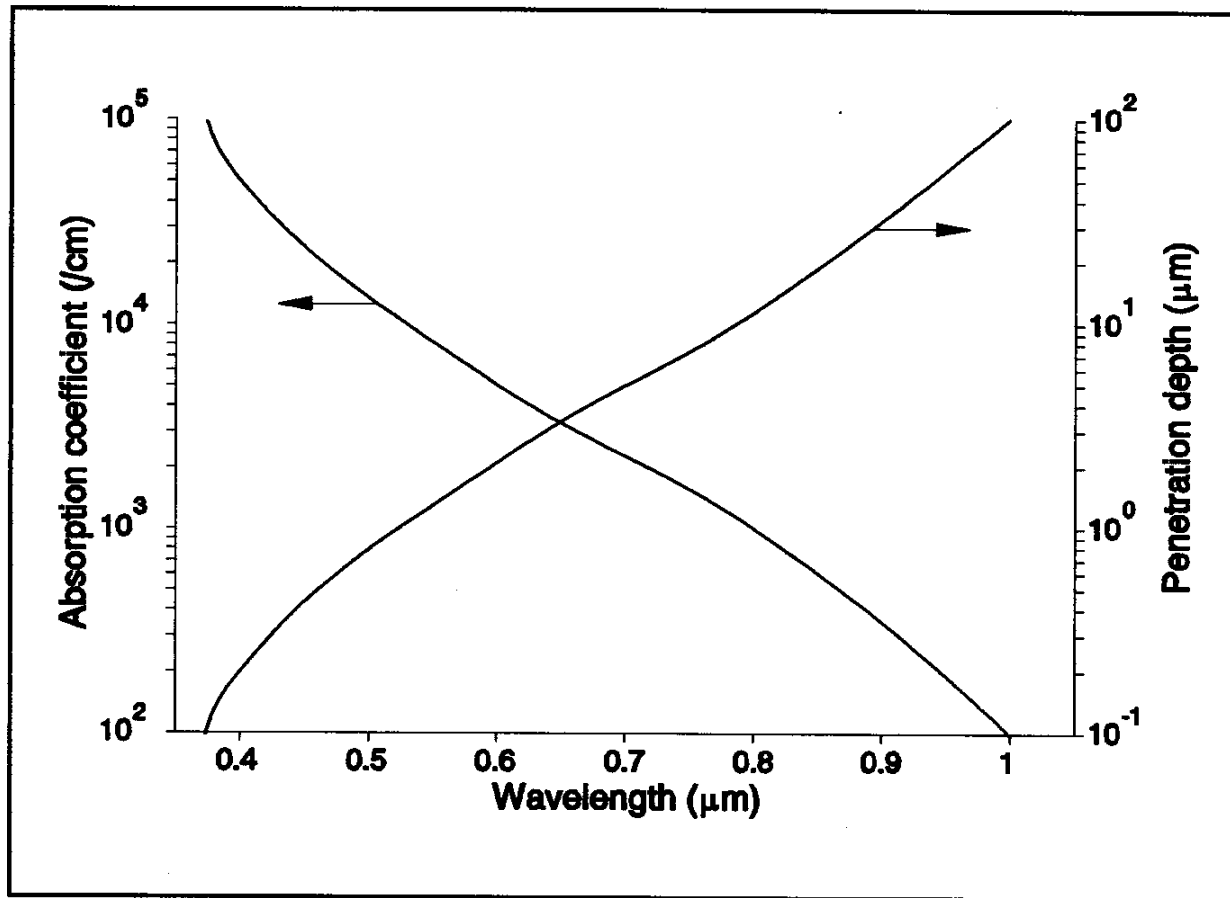


FIGURE 5.2. The absorption coefficient of silicon together with its corresponding penetration depth as a function of the wavelength of the incident light.

# Penetration Depth

Wavelength (nm)	penetration depth ( $\mu\text{m}$ )
400	0.19
450	1.0
500	2.3
550	3.3
600	5.0
650	7.6
700	8.5
750	16
800	23
850	46
900	62
950	150
1000	470
1050	1500
1100	7600

# Spectral quantum efficiency (QE)

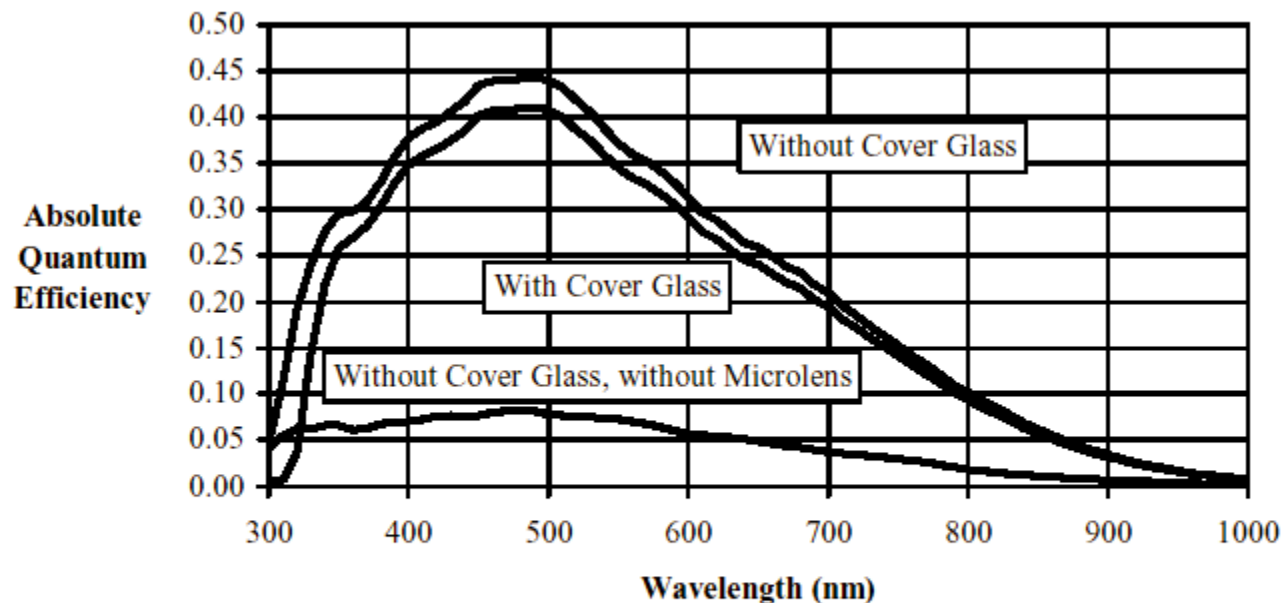


Figure 10 - Wavelength Dependence of Quantum Efficiency

source: Kodak KAI-2000m data sheet



# Filtered Spectral Quantum Efficiency

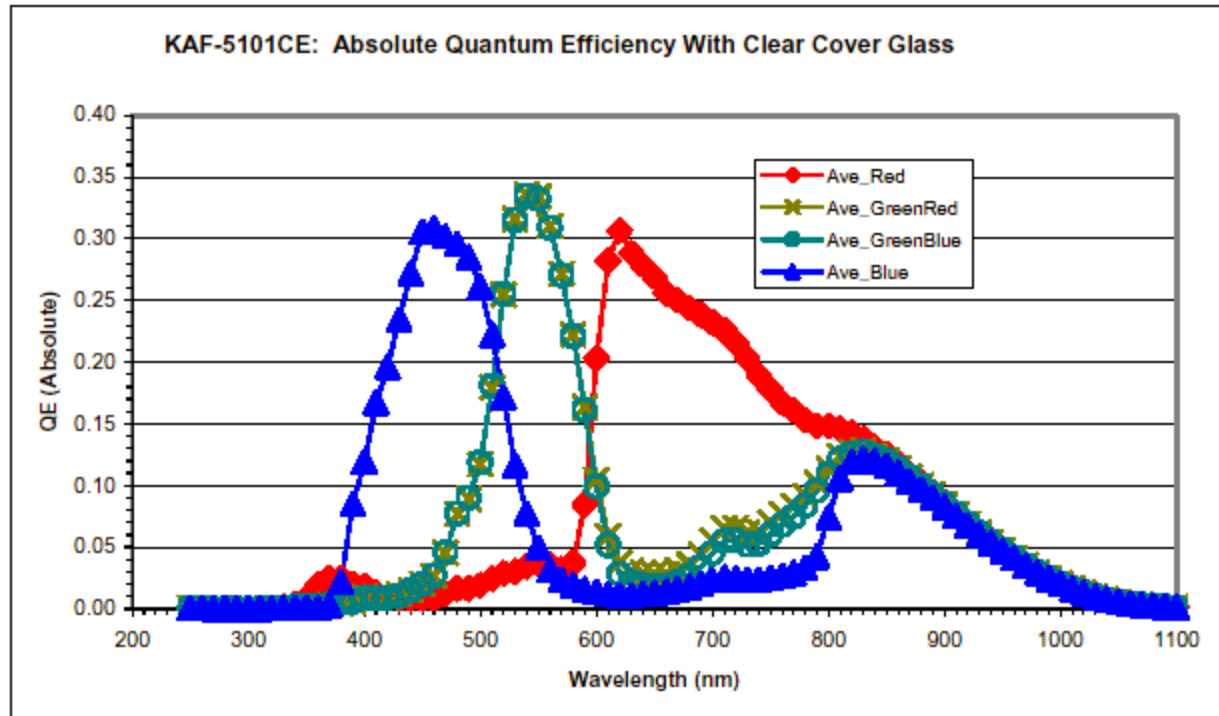


Figure 7. Typical Quantum Efficiency Curves (Clear Coverglass)

source: Kodak KAF-5101ce data sheet

- Color filters
- Absorption coefficients & depletion depth
  - Blue light is absorbed quickly, red wavelengths penetrate more deeply.
  - Photogate detectors have poor blue response because the gate absorbs blue light, too.
- Fill factor

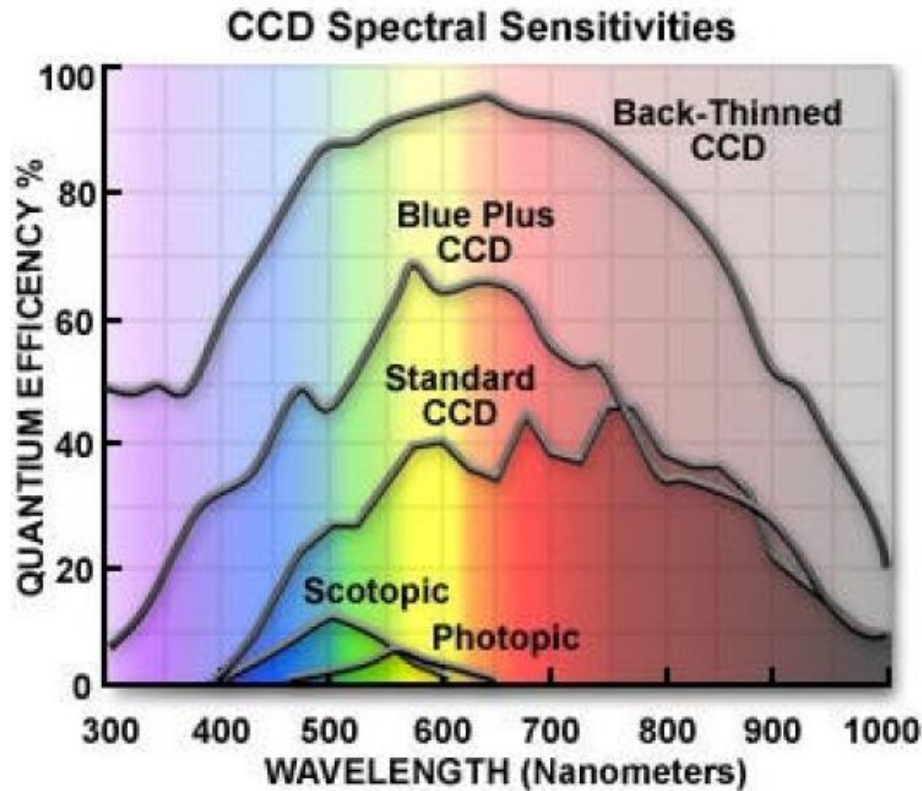
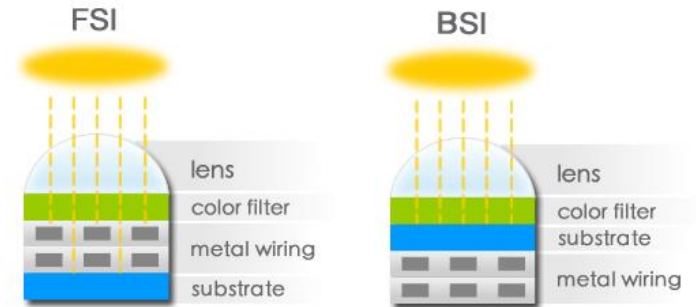


Figure 1

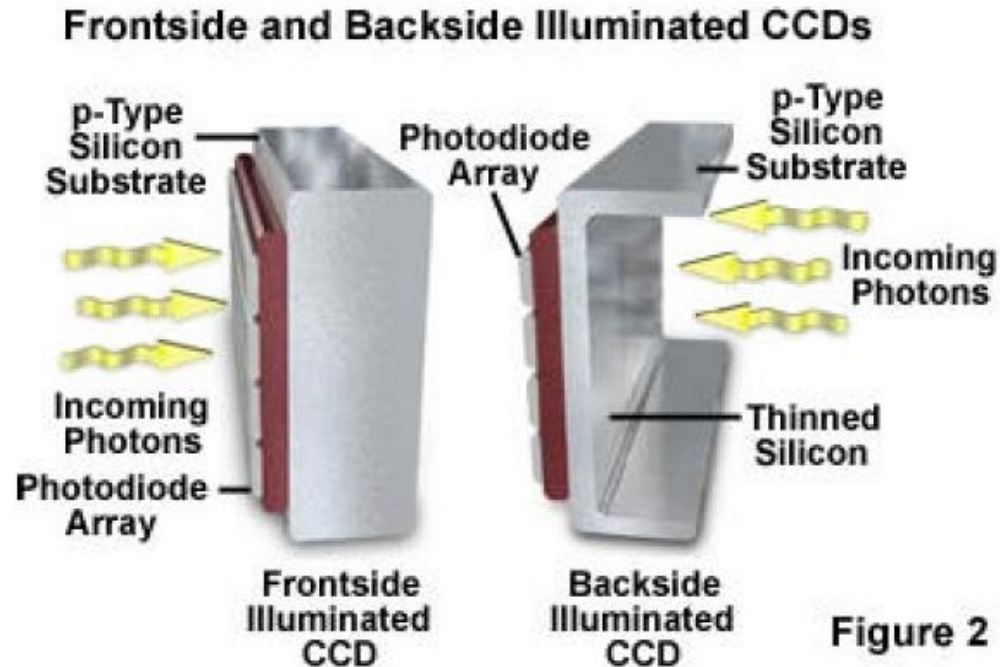
Front side illumination (FSI)  
Back side illumination (BSI)



[ViseraTech]

- blue plus – applies a phosphorescent layer
- back illuminated CCDs – decrease thickness

# Back Illuminated CCDs



- Sensitivity = quantum efficiency \* conversion gain
- Conversion gain: “how many volts per electron?”.
  - Depends on device process, topology, etc.
- Sensitivity is often expressed as Volts/lux
  - $1 \text{ Lux} = (1/683) \text{ W/m}^2$  at  $\lambda = 555 \text{ nm}$
  - $1 \text{ Lux (or lumens/m}^2) = 4.09 \times 10^{11} \text{ photons/(cm}^2 \text{sec)}$
  - Clear sky  $\sim 10^4 \text{ Lux}$
  - Room light  $\sim 10 \text{ Lux}$
  - Full moon  $\sim 0.1 \text{ Lux}$



# CCD's vs CMOS Image Sensors

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- Differ primarily in readout—how the accumulated charge is measured and communicated.
- CCDs transfer the collected charge, through capacitors, to *one* output amplifier
- CMOS sensors “read out” the charge or voltage using row and column decoders, like a digital memory (but with analog data).

# CCD Sensor 1969

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Willard S. Boyle (left) and George E. Smith (1974), Nobel Prize 2009

# Charge Transfer for CCD's

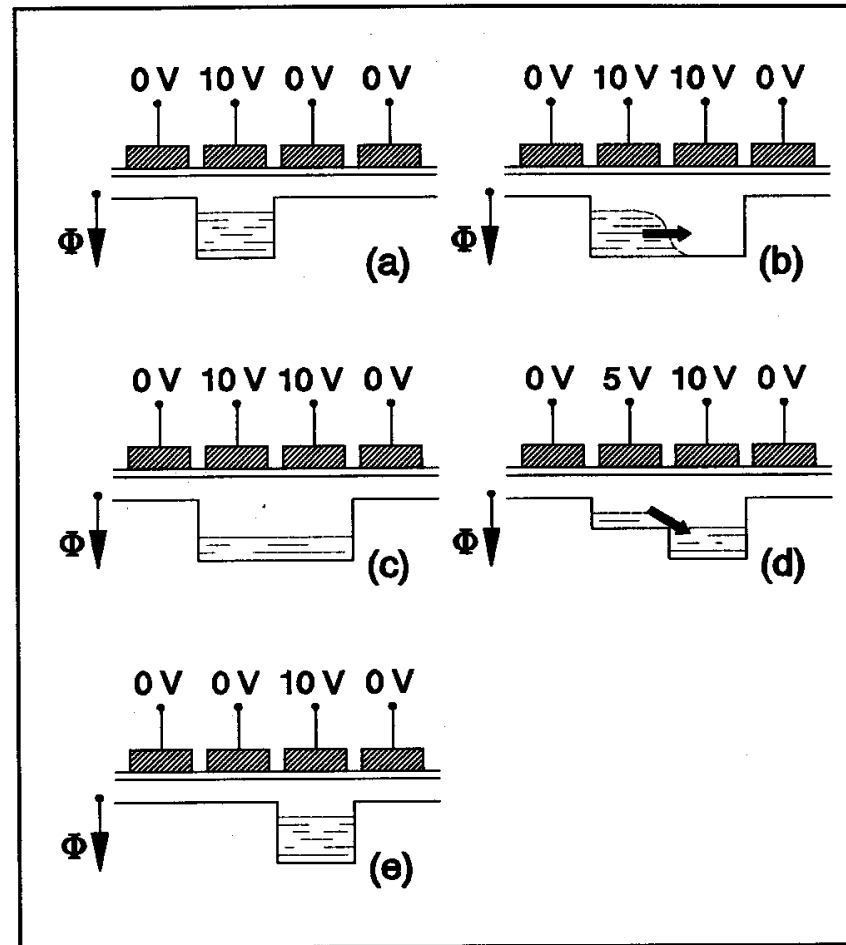
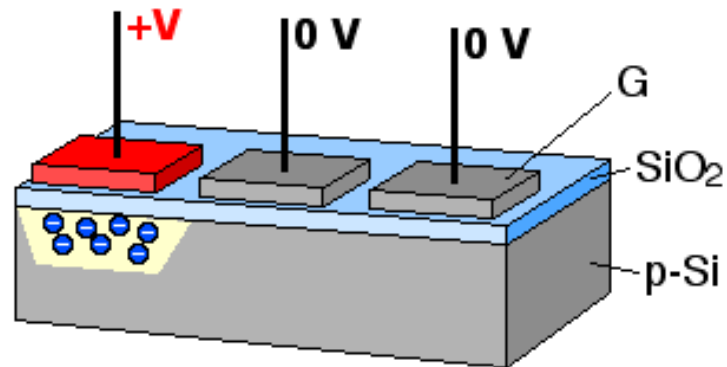


FIGURE 1.8. Illustration of the charge transport in a CCD. The charge packet of minority carriers is moved through the silicon by means of digital pulses on the CCD gates.

# Charge Transfer

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# Example: Three Phase CCD's

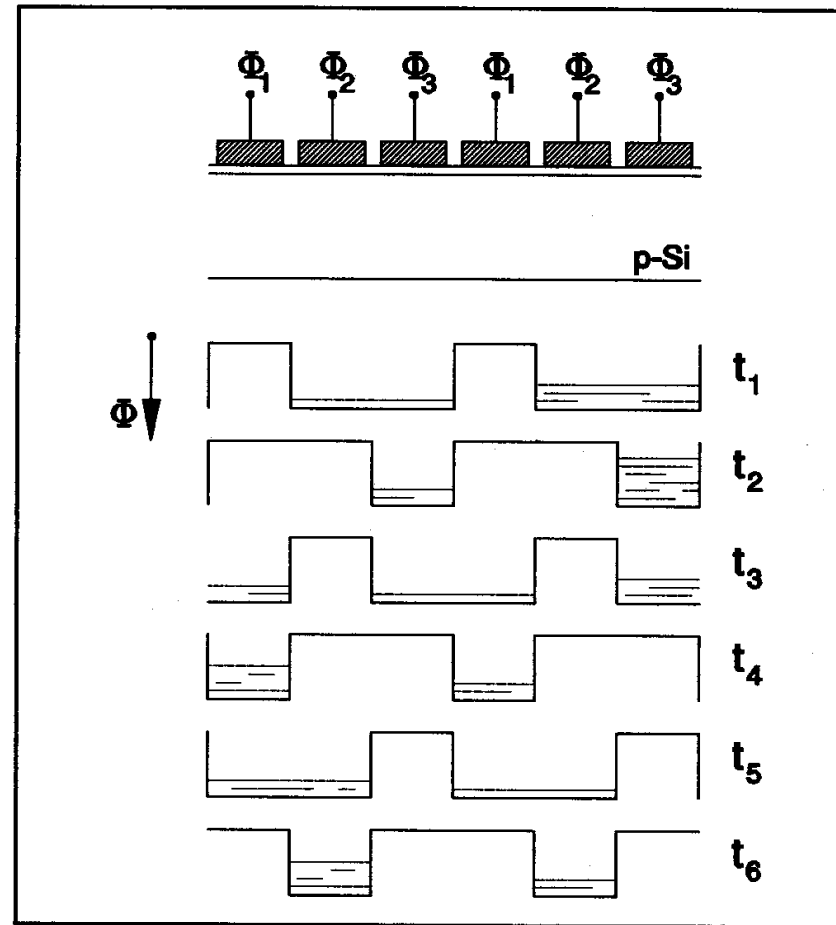
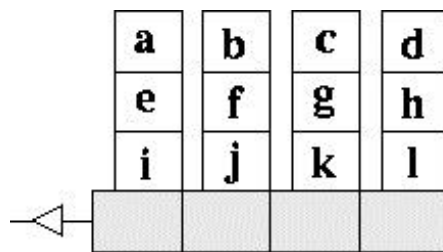
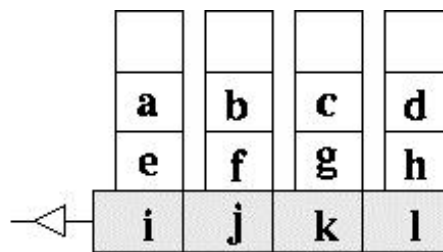


FIGURE 2.5. Cross section of a CCD transport section driven by a three-phase-clocking system.

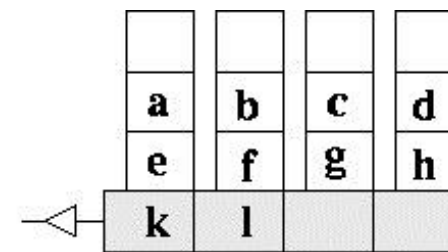
- Photogate detector doubles as transfer cap.
- Simplest, highest fill factor.
- Must transfer quickly (or use mechanical shutter) to avoid corruption by light while shifting charge.



(a)



(b)



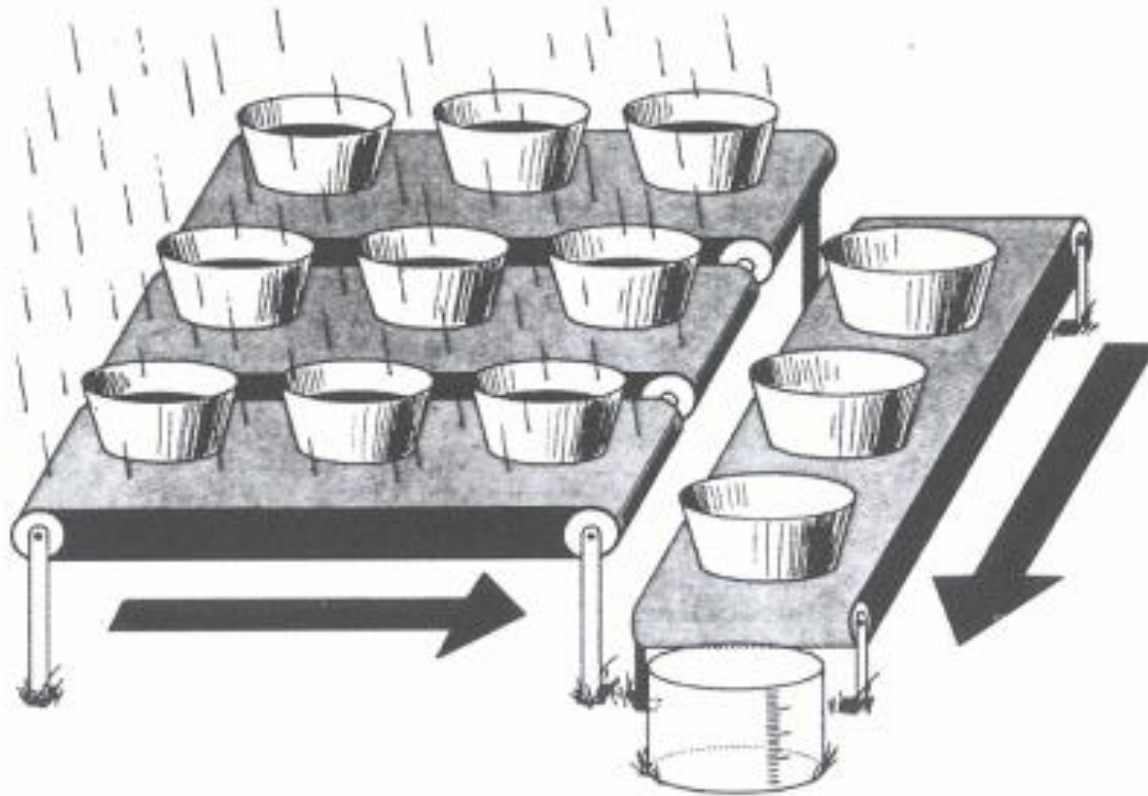
(c)

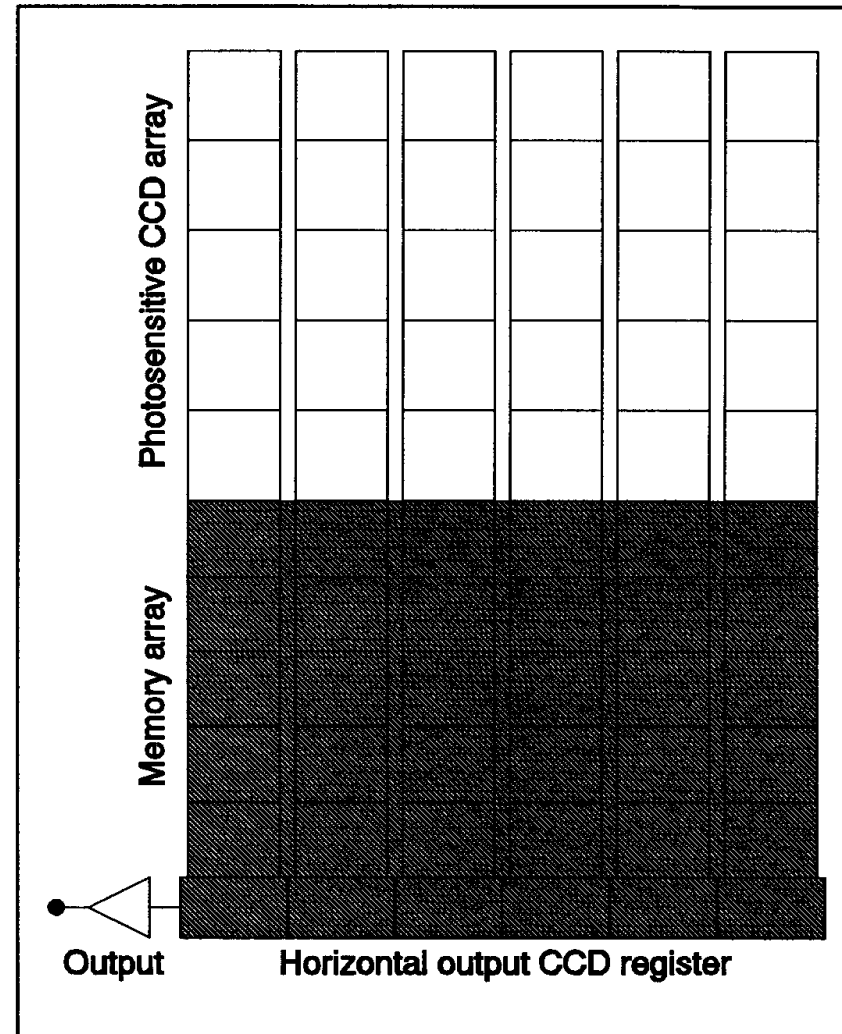
image: Curless



# CCD – Principle of Operation

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memory area  
is shielded

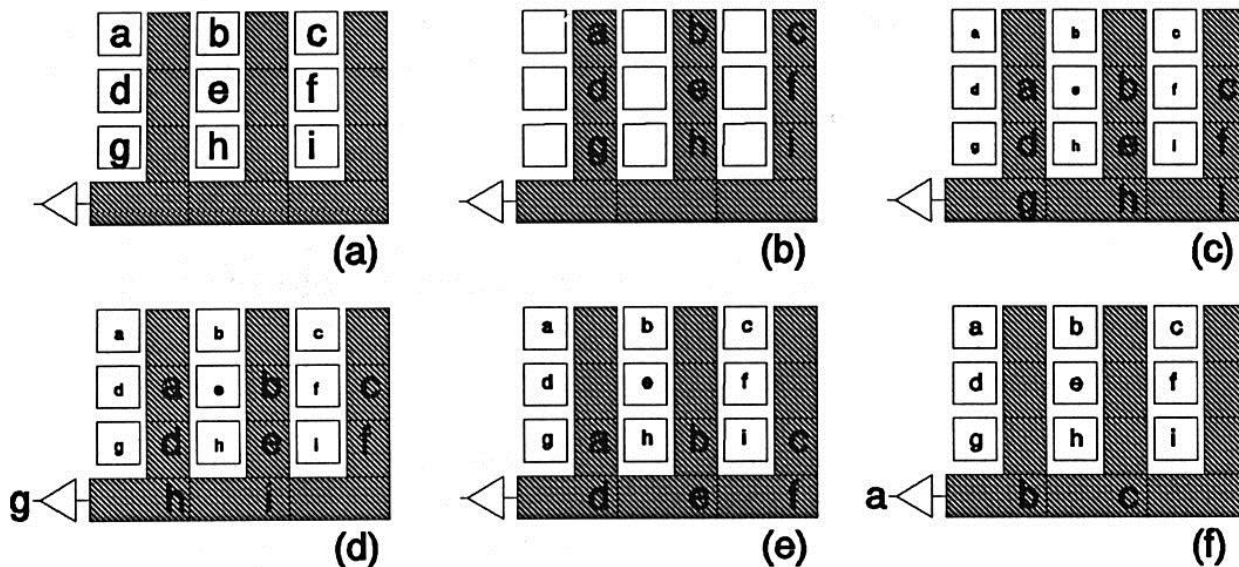
FIGURE 4.4. Device architecture of a frame-transfer image sensor.

vertical streak



wikipedia

- Charge simultaneously shifted to shielded gates.
- Provides electronic shutter—snapshot operation
- Uses photodiodes (better detectors)
- Most common architecture for CCDs



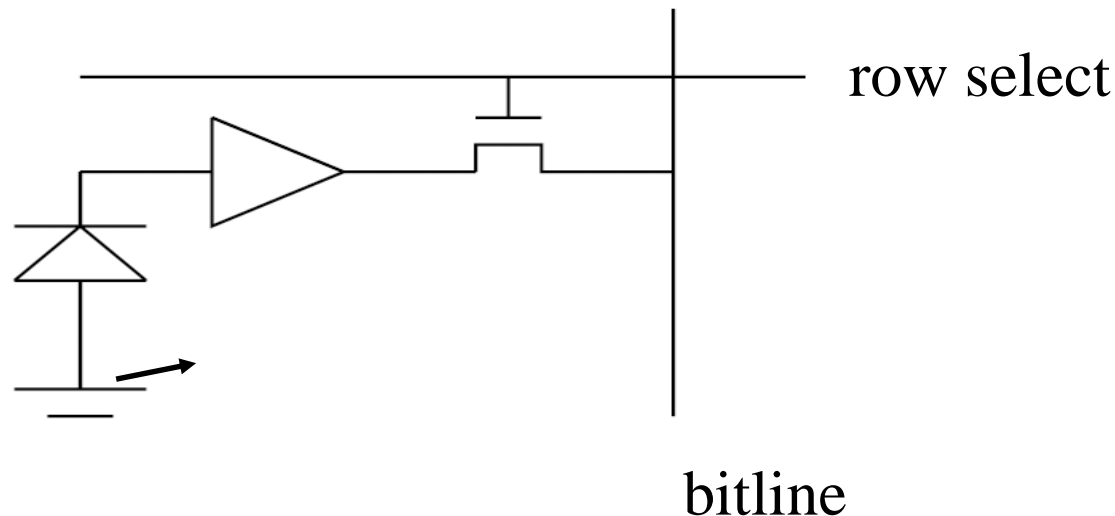
- CCD charge transfer efficiency,  $\eta$ , is the fraction of charge transferred from one capacitor to the next.
- $\eta$  must be *very* close to 1, because charge is transferred up to  $n+m$  times (or more for 3-phase...)
- For a  $1024 \times 1024$  CCD:

$\eta$	Fraction at output $\eta^{2048}$
0.999	0.1289
0.9999	0.8148
0.99999	0.9797

- Advantages:
  - Optimized photodetectors (high QE, low dark current)
  - Very low noise.
  - Single amplifier does not introduce random noise or fixed pattern noise.
- Disadvantages
  - No integrated digital logic
  - Not programmable (no region of interest)
  - High power (whole array switching all the time)
  - Limited frame rate due to charge transfer

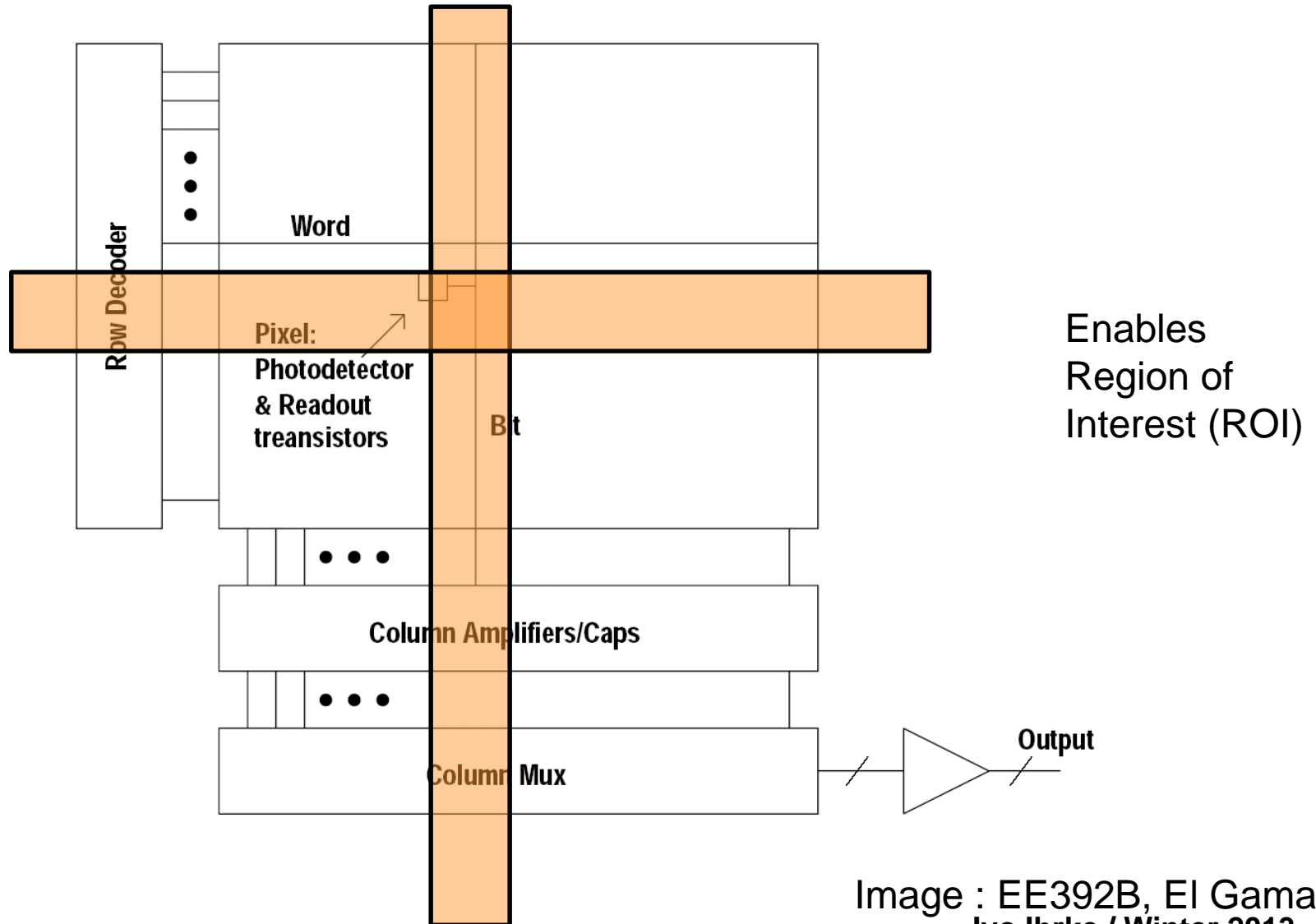
# CMOS Sensors (active pixel sensor)

- charge converted to a voltage at the pixel
- pixel amp, column amp, output amp.

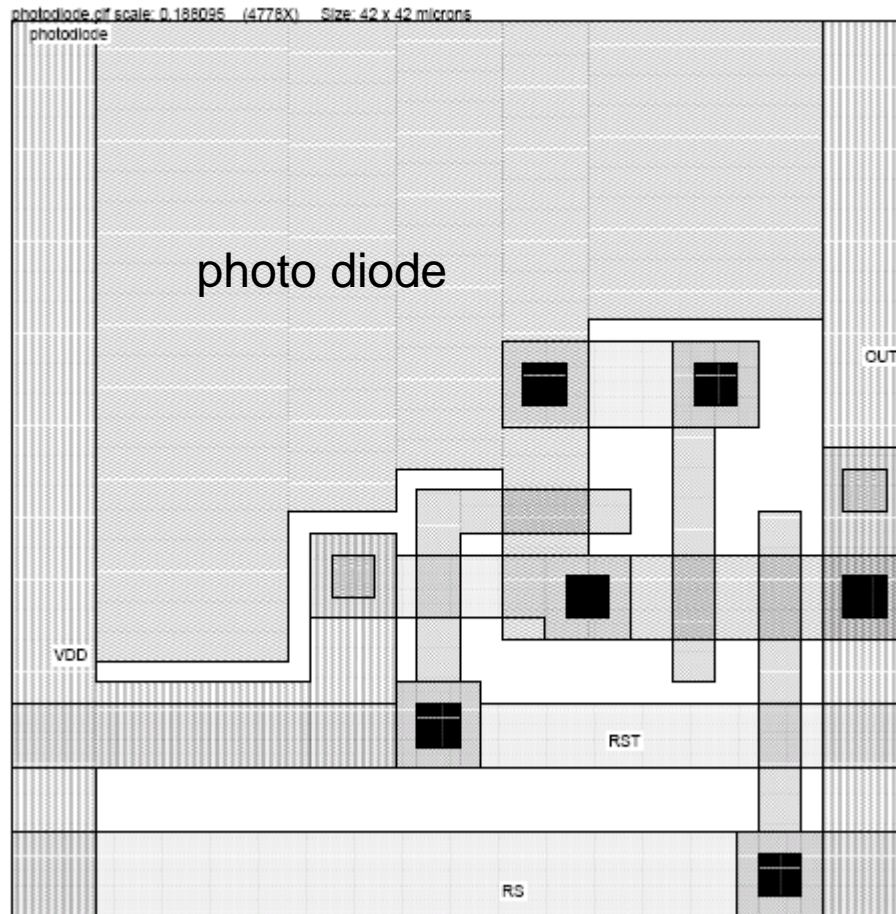




# CMOS Sensors



# Example CMOS Pixel

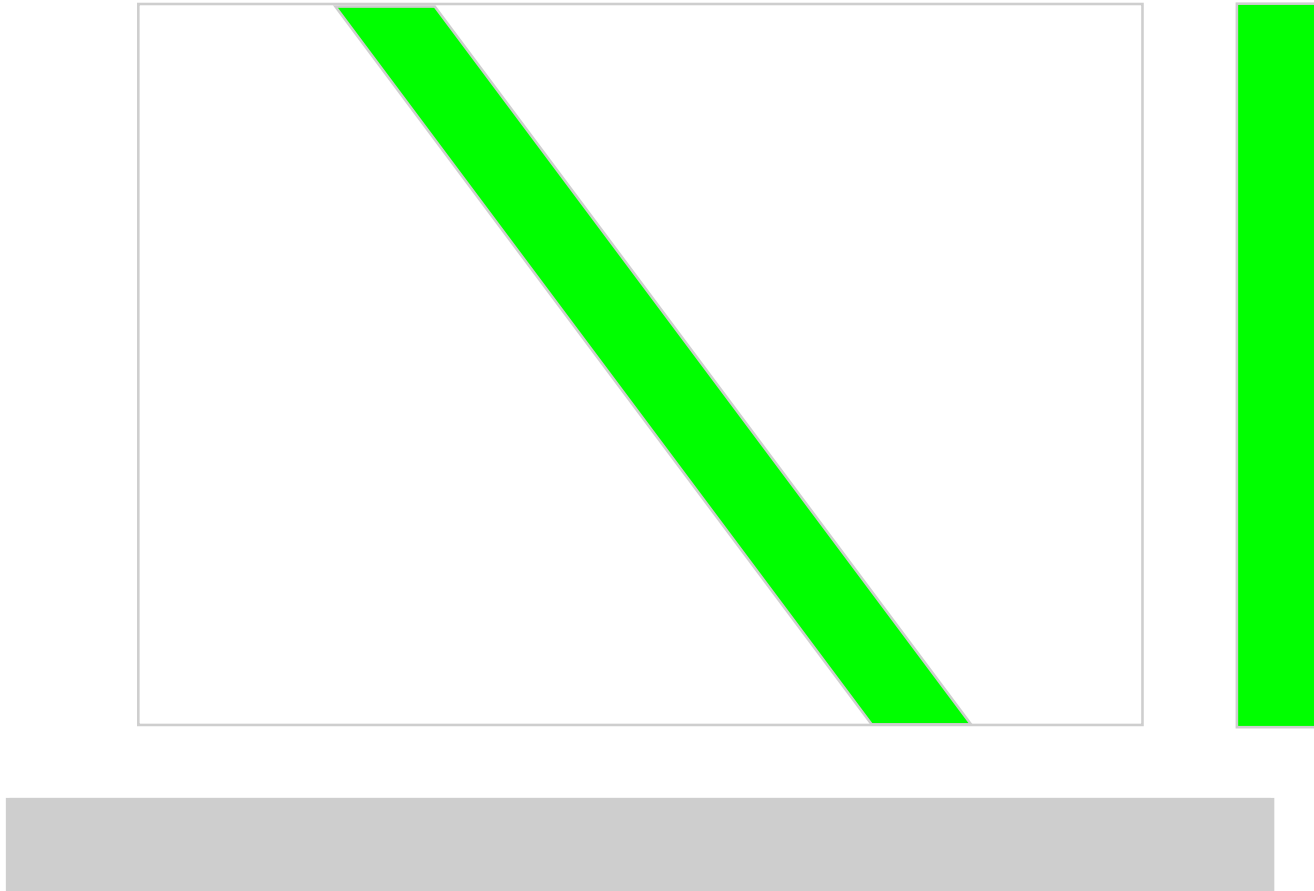


- Photo sensitive area is reduced by additional circuitry.

Source: Stanford EE392B notes

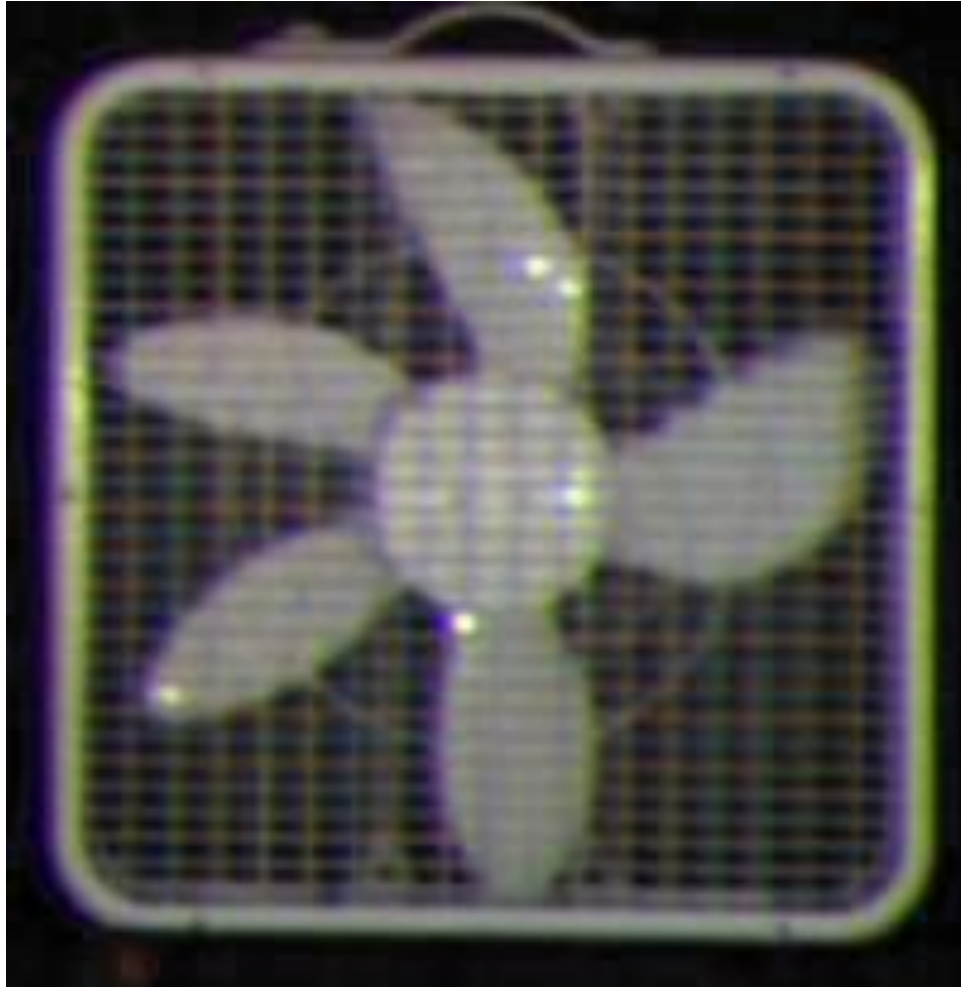
# Rolling Shutter

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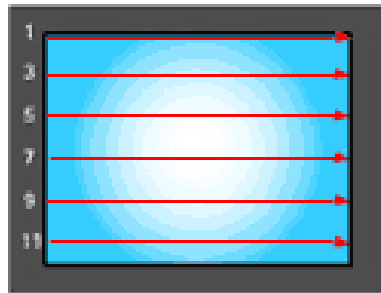


# Rolling Shutter Distortion

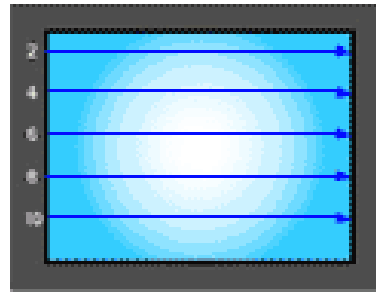
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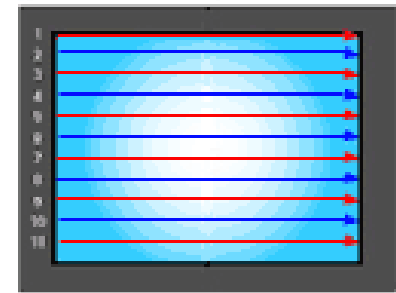
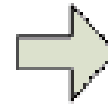
- Compatibility with old TV norms



1st field: Odd field



2nd field: Even field



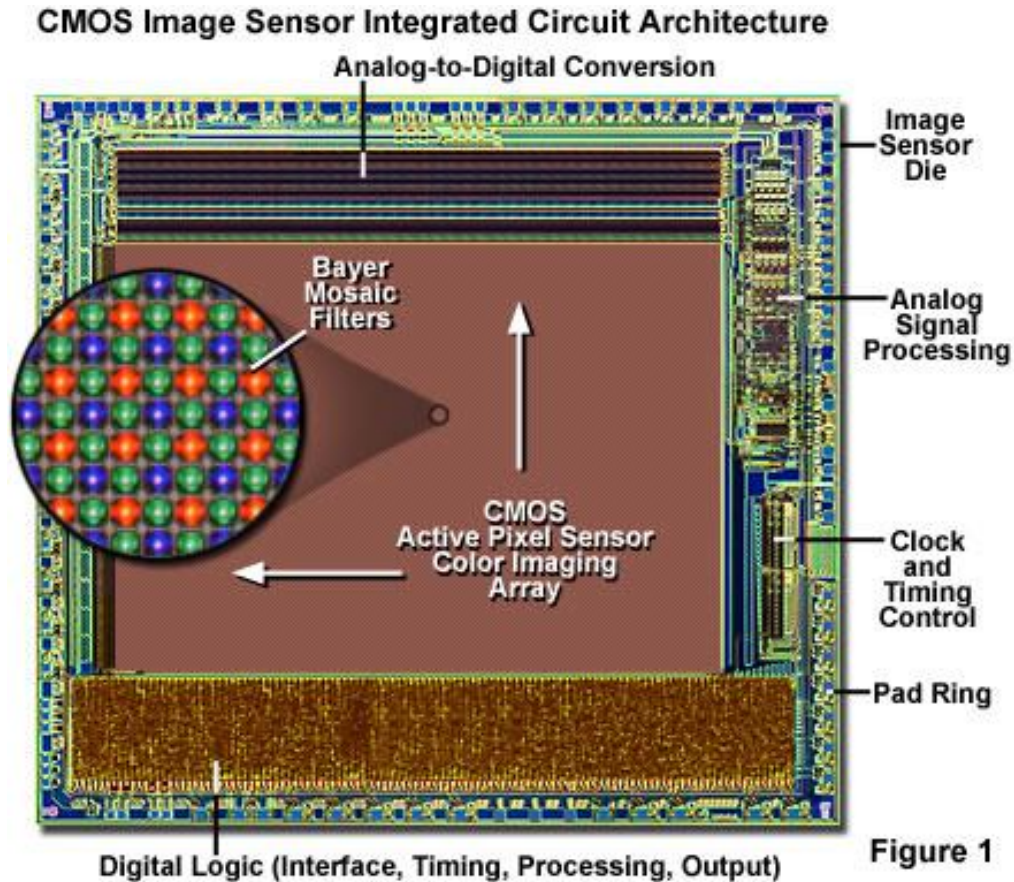
One complete frame  
using interlaced scanning

- Two half-frames (odd and even fields at twice the frame rate)
- Interlacing + rolling shutter



- Advantages
  - Integrated digital logic
  - Fast
  - Mainstream process (cheap)
  - Lower power
- Disadvantages
  - Noise & quality
- Most high quality cameras still use CCDs.
  - this is changing though Canon 5D mark II has CMOS

# CMOS with Integrated Logic



[[micro.manget.fsu.edu](http://micro.manget.fsu.edu)]



- CCD's transfers charge to a single output amplifier. Inherently low-noise.
- CMOS converts charge to voltage at the pixel.
  - Read out like a digital memory - windowing
  - Reset noise (can use correlated double sampling CDS)
  - Fixed pattern noise (device mismatch)