



**The Abdus Salam
International Centre for Theoretical Physics**



2037-17

Introduction to Optofluidics

1 - 5 June 2009

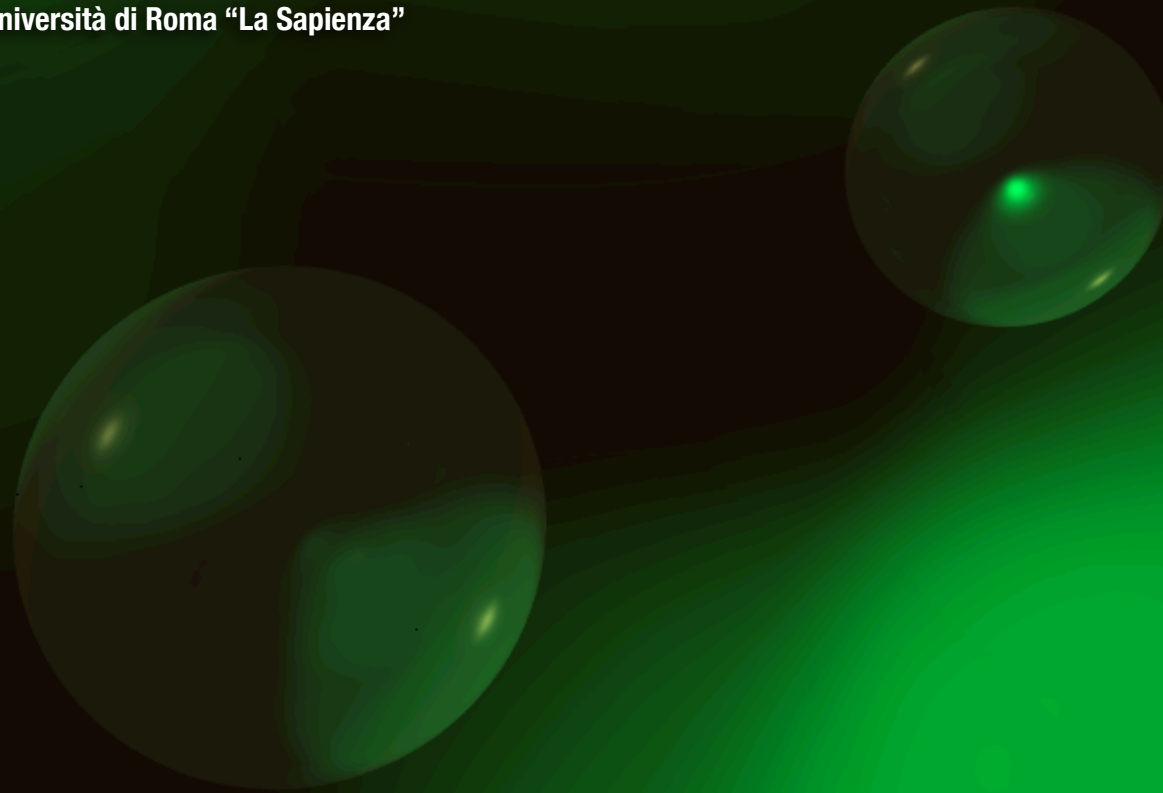
**Computer generated holograms: multi-point, interactive
3D optical traps**

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Roma
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Computer generated holograms: multi-point, interactive, 3D optical traps

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Optofluidics

1. LIGHT TO MANIPULATE FLUIDS
2. FLUIDS TO MANIPULATE LIGHT
3. LIGHT TO UNDERSTAND FLUIDS

1st Part

**HOLOGRAPHIC TRAPPING AS A TOOL
FOR FLUID MANIPULATION**

2nd Part

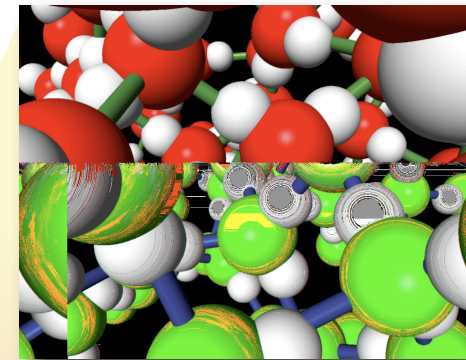
**HOLOGRAPHIC TRAPPING AS A TOOL TO INVESTIGATE
BASICS PHYSICS AT THE MICRON SCALE**

Mesoscopic world



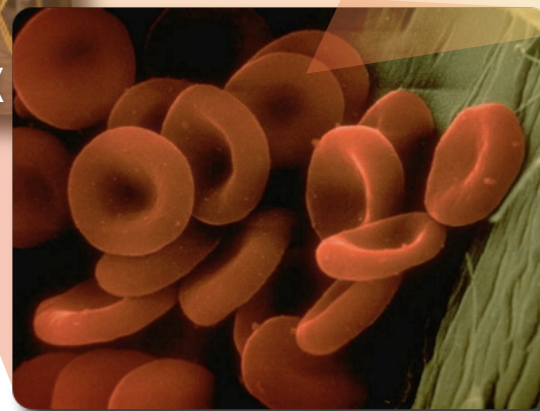
MACROSCOPIC

$10^6 \times$



MICROSCOPIC

$10^4 \times$



MESOSCOPIC

- inertialess dynamics
- noisy environment
- surface forces
- light pushes

Observation of a single-beam gradient force optical trap for dielectric particles

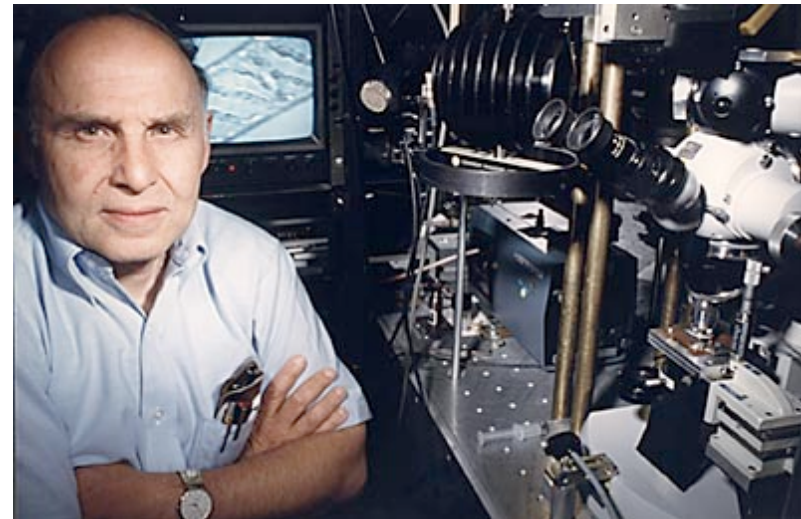
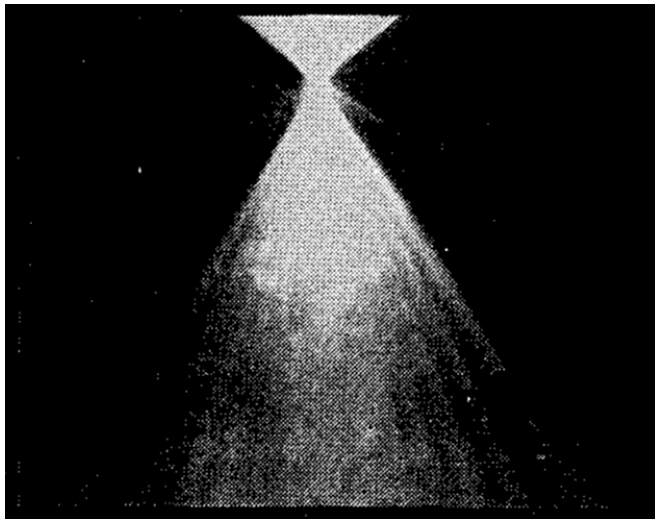
A. Ashkin, J. M. Dziedzic, J. E. Bjorkholm, and Steven Chu

AT&T Bell Laboratories, Holmdel, New Jersey 07733

Received December 23, 1985; accepted March 4, 1986

A single-beam gradient force trap was demonstrated for the first time. Trapping was observed over a range of particle sizes from $10\ \mu\text{m}$ to $\sim 25\ \text{nm}$ in water. Use of the new trap extends the size range of optical trapping and manipulation well into the Rayleigh size regime. Applications of this trapping principle to atomic trapping is considered.

Optical trapping of dielectric particles was demonstrated for the first time. This confirms the concept of a single-beam gradient force trap for the entire range of particle size from macroscopic particles accessible to optical trapping to atomic trapping.



Why?

- physical interactions between colloids
- biochemical interactions between cells
- assembly of photonic/fluidic micro-devices

How?

● Time sharing:

Acousto-Optic Deflectors (AOD),
EOD, Galvanometric Mirrors

∴)

- fast (~100 kHz)
- precise (Å)

∴ (

- 2D
- no phase control

● Holography:

Spatial Light Modulators (SLM)

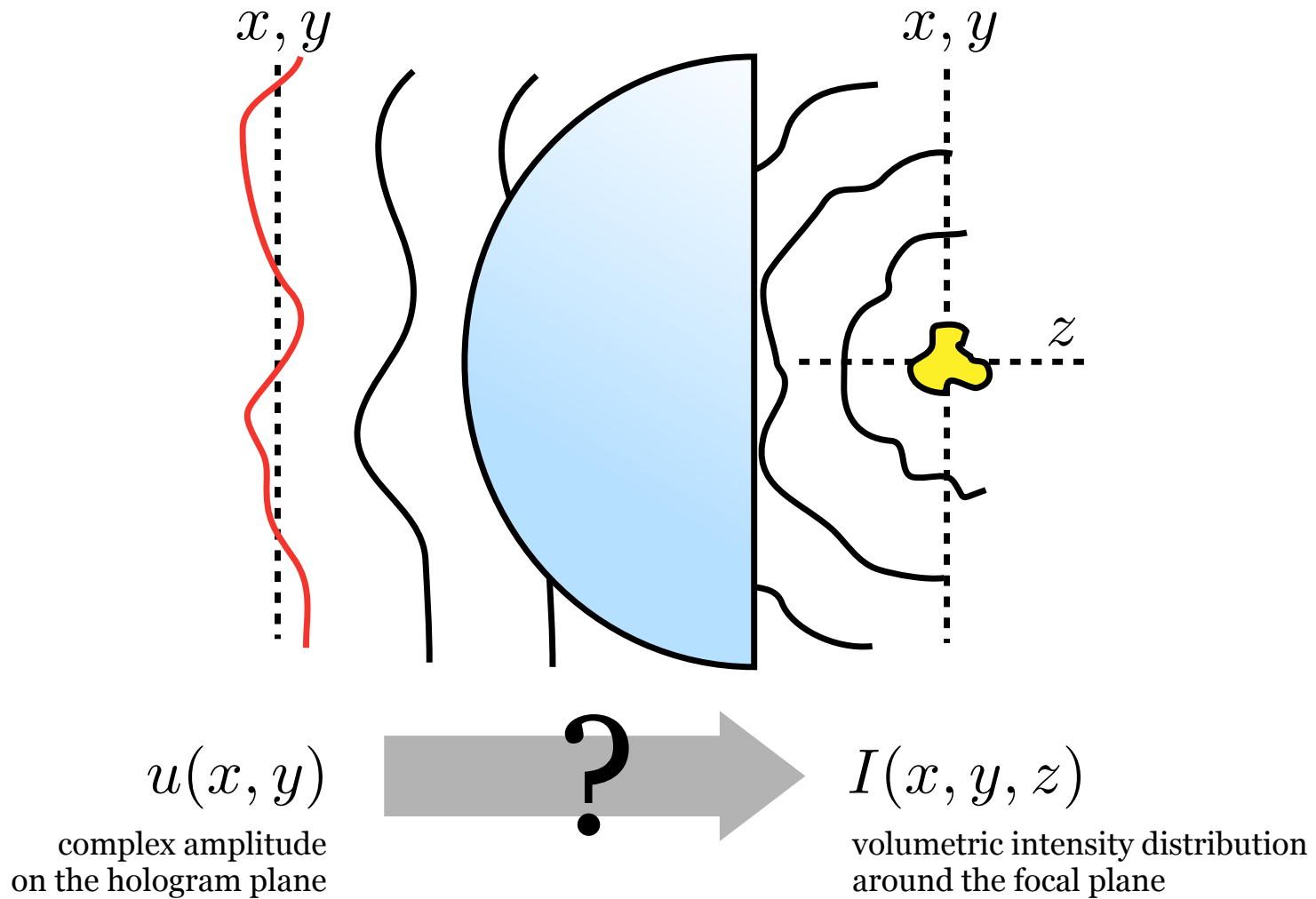
∴)

- 3D
- phase control
aberration correction
exotic beams,
vortices, light bottles

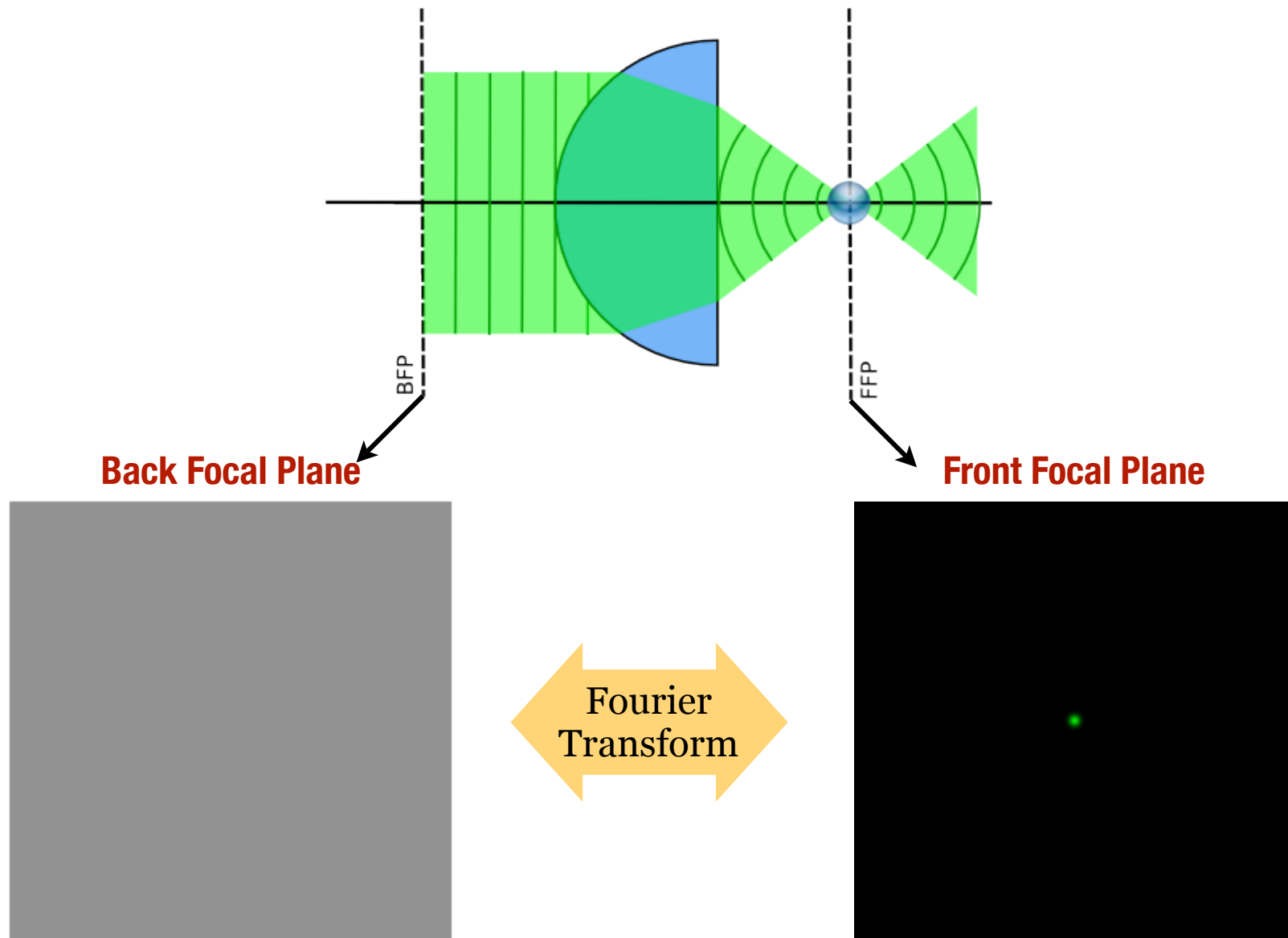
∴ (

- slow (~20 Hz)
- complex algorithms

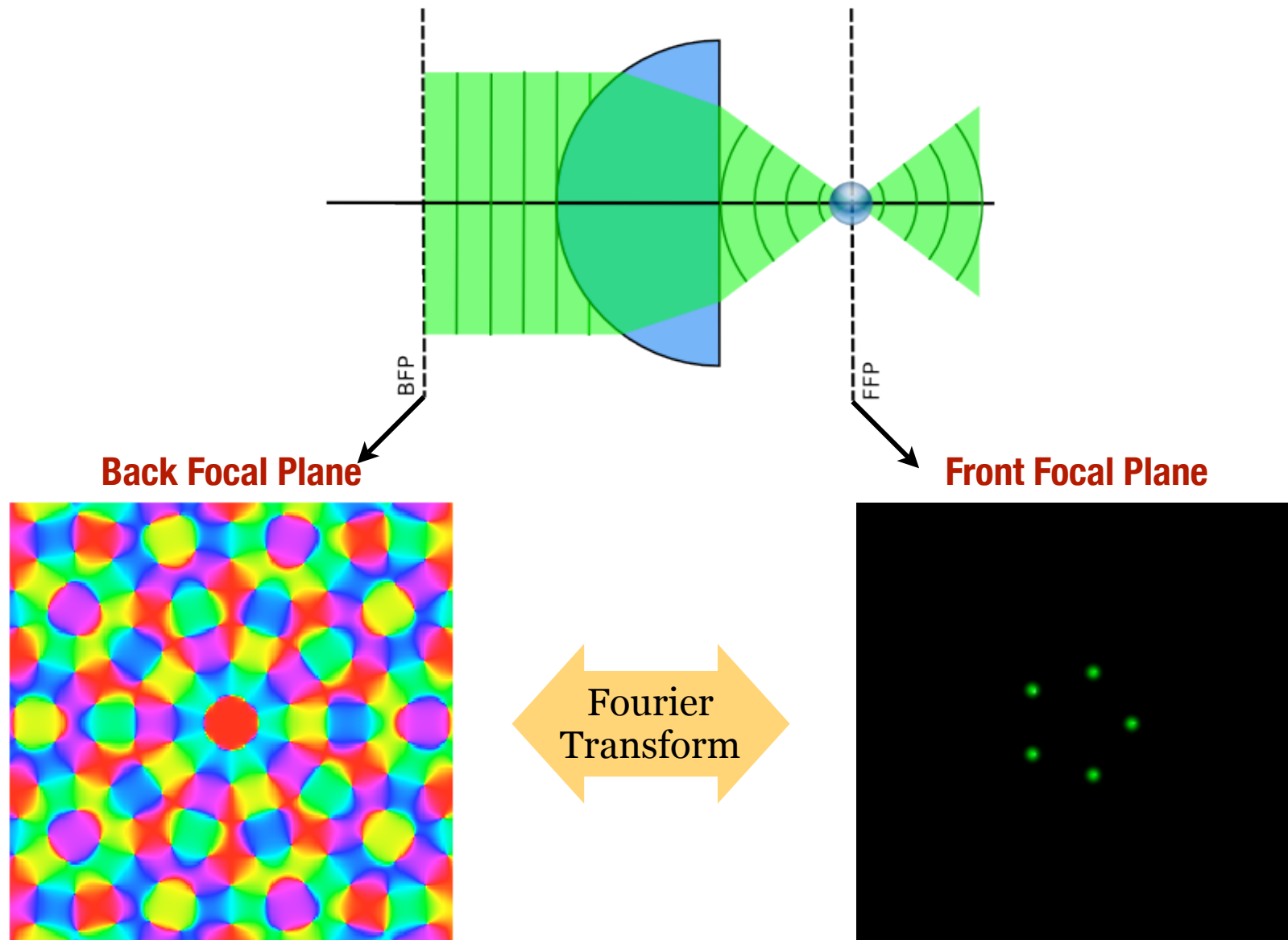
Computer generated holograms



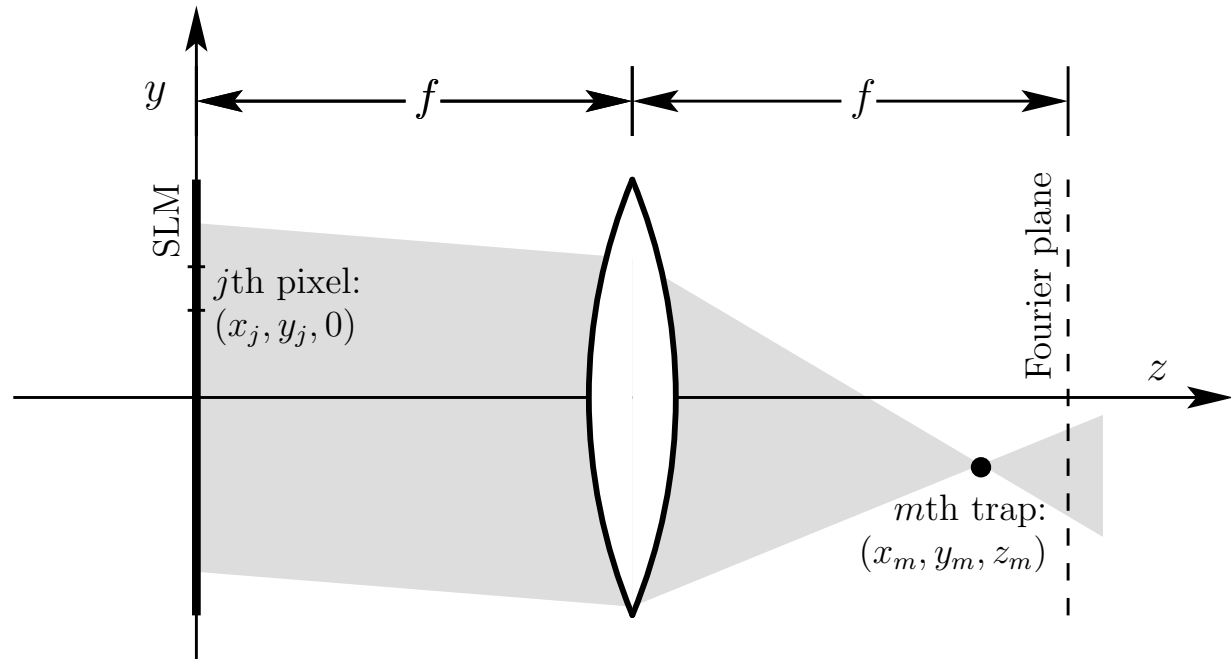
Wavefront modulation in the Fourier plane



Wavefront modulation in the Fourier plane



Wavefront modulation in the Fourier plane

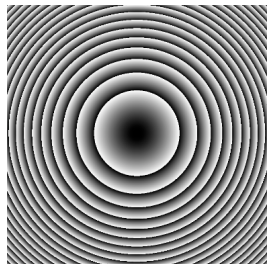


COMPLEX AMPLITUDE ON Jth PIXEL

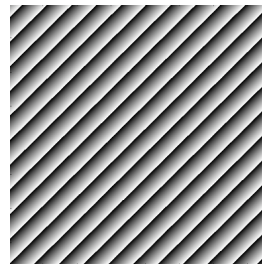
$$u_j = e^{i\Delta_j^m}$$

PHASE SHIFT DUE TO PROPAGATION
BETWEEN Jth PIXEL AND Mth TRAP

$$\Delta_j^m = \underbrace{\frac{\pi z_m}{\lambda f^2} (x_j^2 + y_j^2)}_{\text{lens}} + \underbrace{\frac{2\pi}{\lambda f} (x_j x_m + y_j y_m)}_{\text{grating}}$$



lens



grating

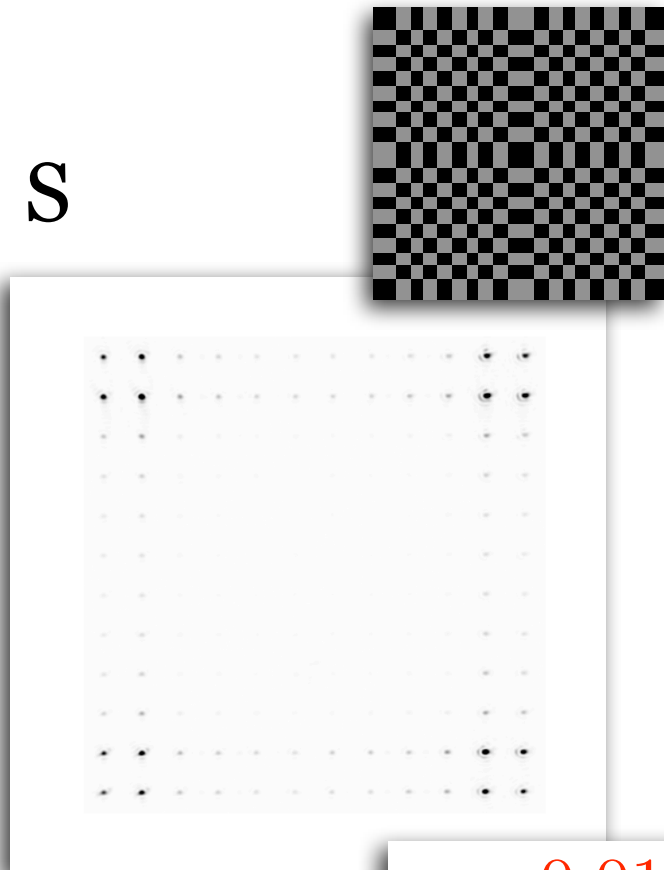
Superposition (S)

SUPERIMPOSE AND NEGLECT AMPLITUDE

$$\phi_j = \arg \left[\sum_m e^{i\Delta_j^m} \right]$$

EFFICIENCY $e = \sum_m I_m \in [0, 1]$

UNIFORMITY $u = 1 - \frac{\max[I_m] - \min[I_m]}{\max[I_m] + \min[I_m]} \in [0, 1]$



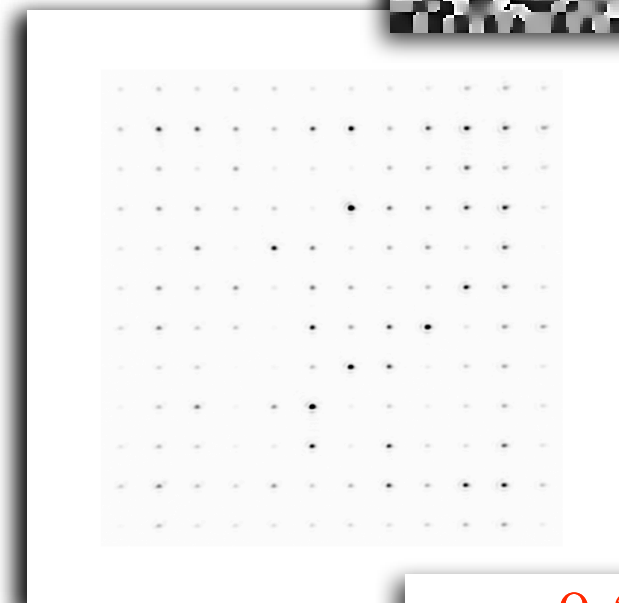
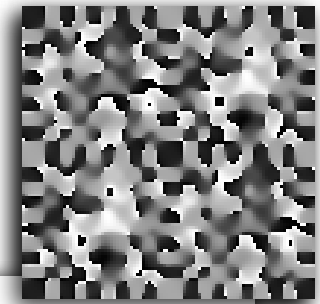
Random Superposition (SR)

KINFOFORM WITH PHASE RANDOMIZATION

$$\phi_j = \arg \left[\sum_m e^{i(\Delta_j^m + \theta_m)} \right]$$

θ_m RANDOMLY CHOSEN PHASE

SR



$e = 0.09$
 $u = 0.01$

Gerchberg-Saxton (GS)

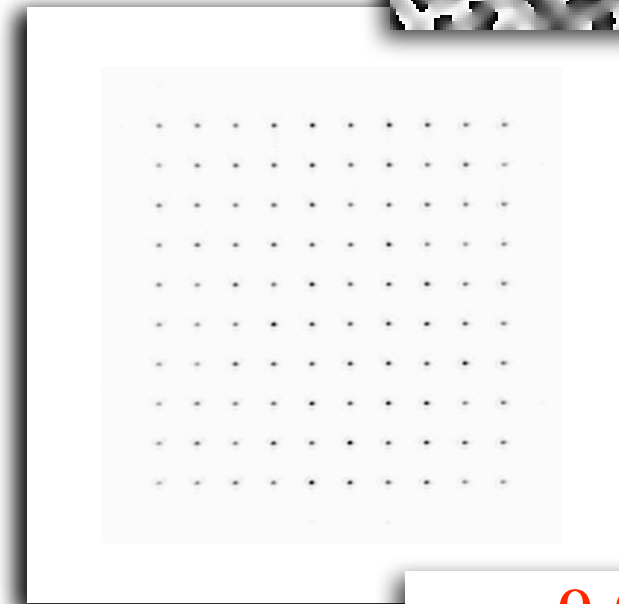
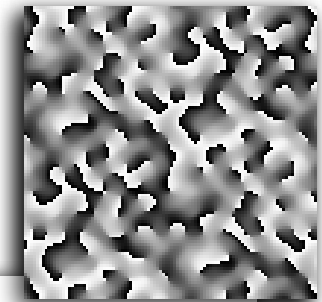
KINFOFORM WITH OPTIMIZED IMAGINARY WEIGHTS

$$\phi_j = \arg \left[\sum_m e^{i(\Delta_j^m + \theta_m)} \right]$$

θ_m

ITERATIVELY SEARCH FOR A BEST PHASE COEFFICIENT

GS



$$e = 0.09$$
$$u = 0.00$$

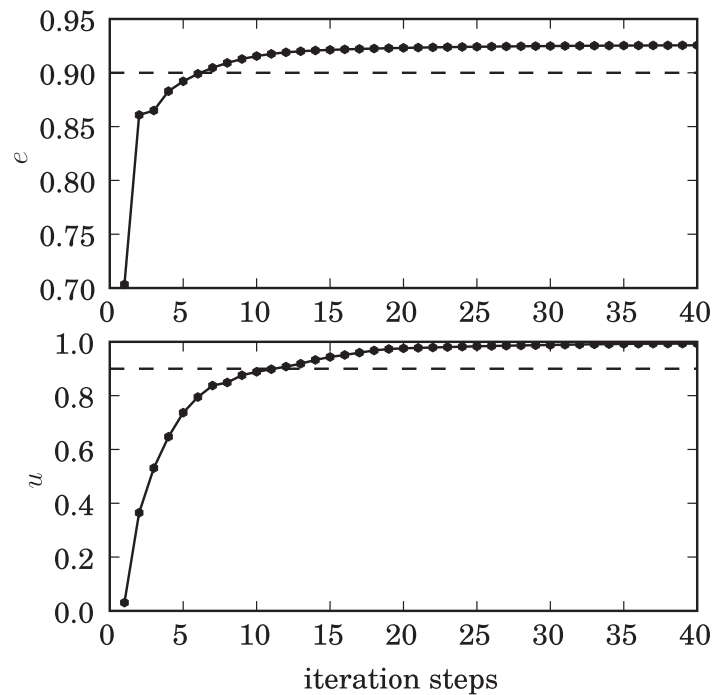
GSW algorithm

DI LEONARDO et al., OPT. EXPRESS (2006)

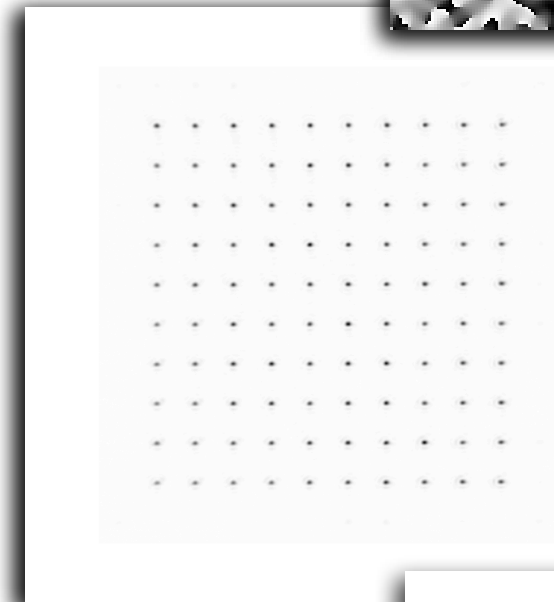
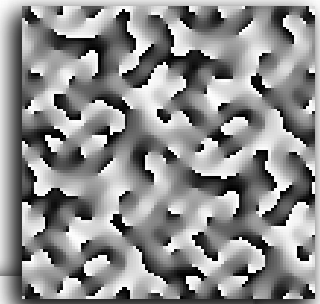
KINFOFORM WITH OPTIMIZED COMPLEX WEIGHTS

$$\phi_j = \arg \left[\sum_m w_m e^{i(\Delta_j^m + \theta_m)} \right]$$

$w_m e^{i\theta_m}$ ITERATIVELY SEARCH FOR A BEST COMPLEX COEFFICIENT



GSW



$e = 0.93$
 $u = 0.99$

GSW performance in 3D



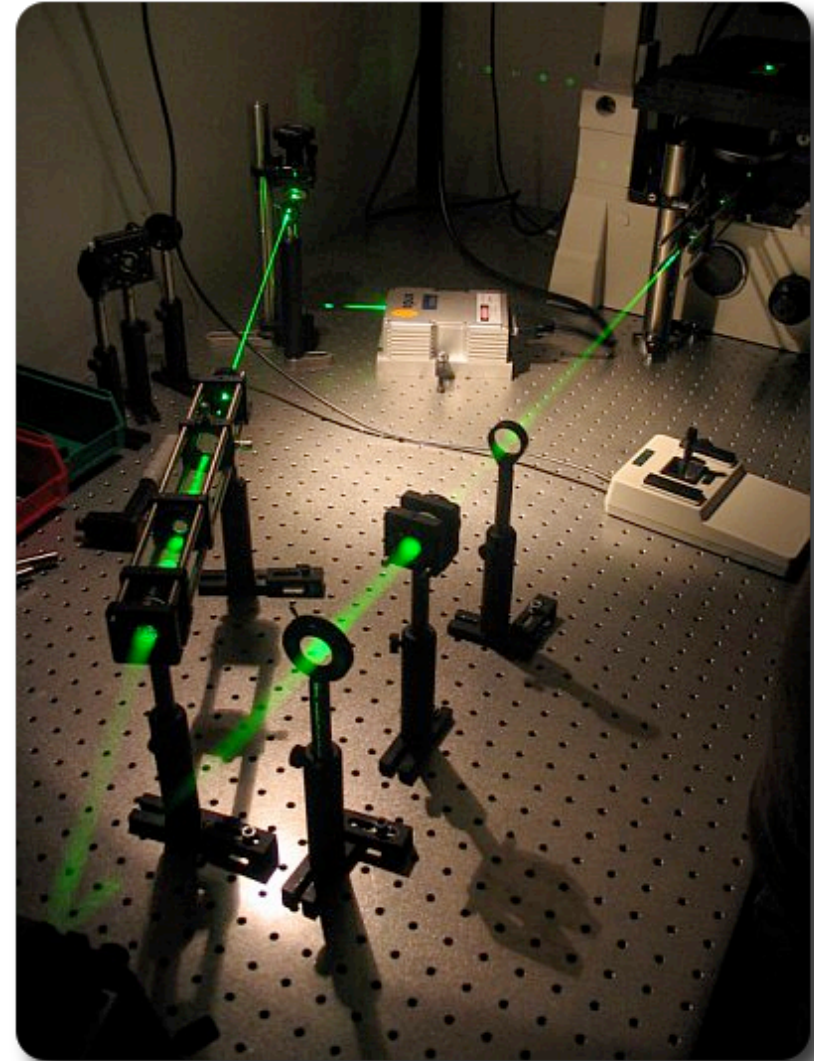
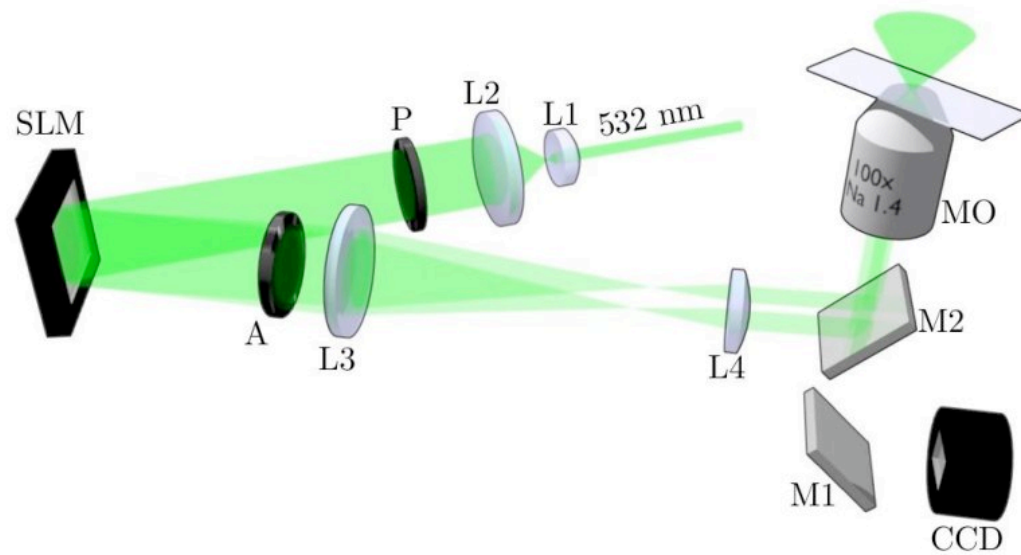
algorithm	e	u	$\sigma(\%)$	K
RM	0.07	0.79	13	-
S	0.69	0.52	40	-
SR	0.72	0.57	28	-
GS	0.92	0.75	14	30
GAA	0.92	0.88	6	30
DS	0.67	1.00	0	$1.7 \cdot 10^5$
GSW	0.93	0.99	1	30

HOT setup



HOLOEYE LCR2500

- 1024x768
- 8 bit
- 75 Hz

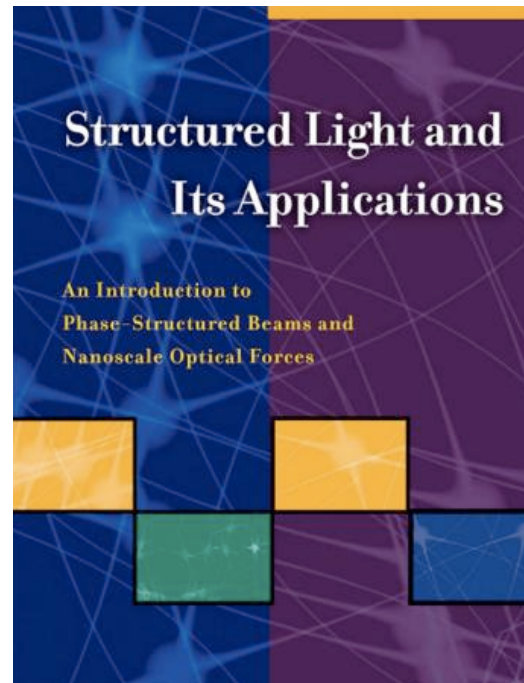


First published in *Nature* **424** August 2003
doi:10.1038/nature01935
A revolution in optical manipulation
David G. Grier¹

Optical tweezers: the next generation

Kishan Dholakia, Gabriel Spalding and Michael MacDonald

PHYSICS WORLD **OCTOBER 2002**



Chapter 6

Holographic Optical Tweezers

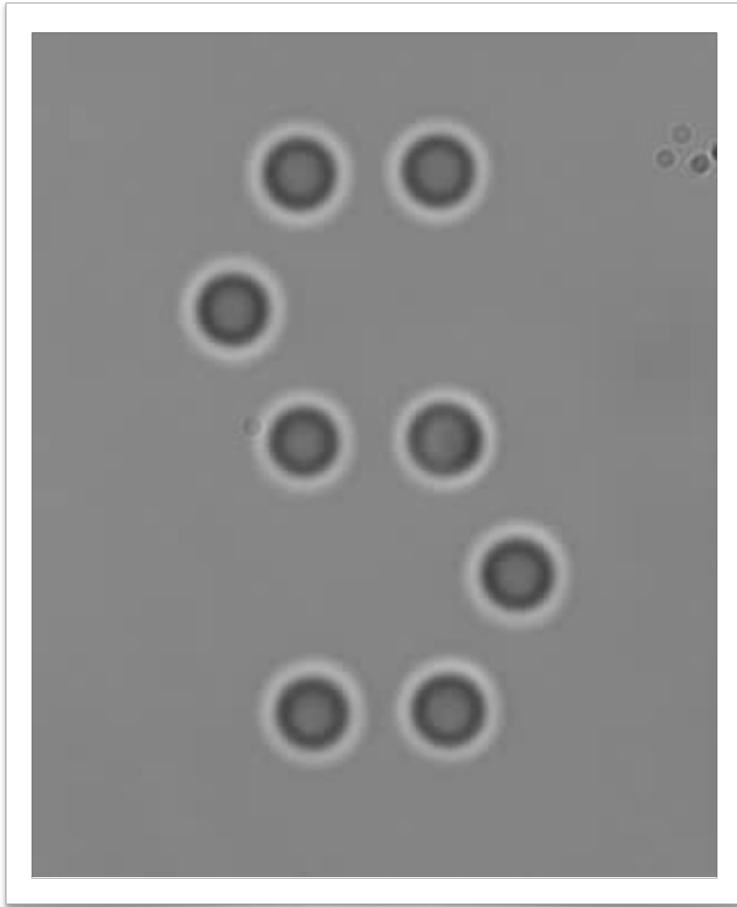
Gabriel C. Spalding¹, Johannes Courtial²,
and Roberto Di Leonardo³

¹Illinois Wesleyan University, Bloomington, IL, USA

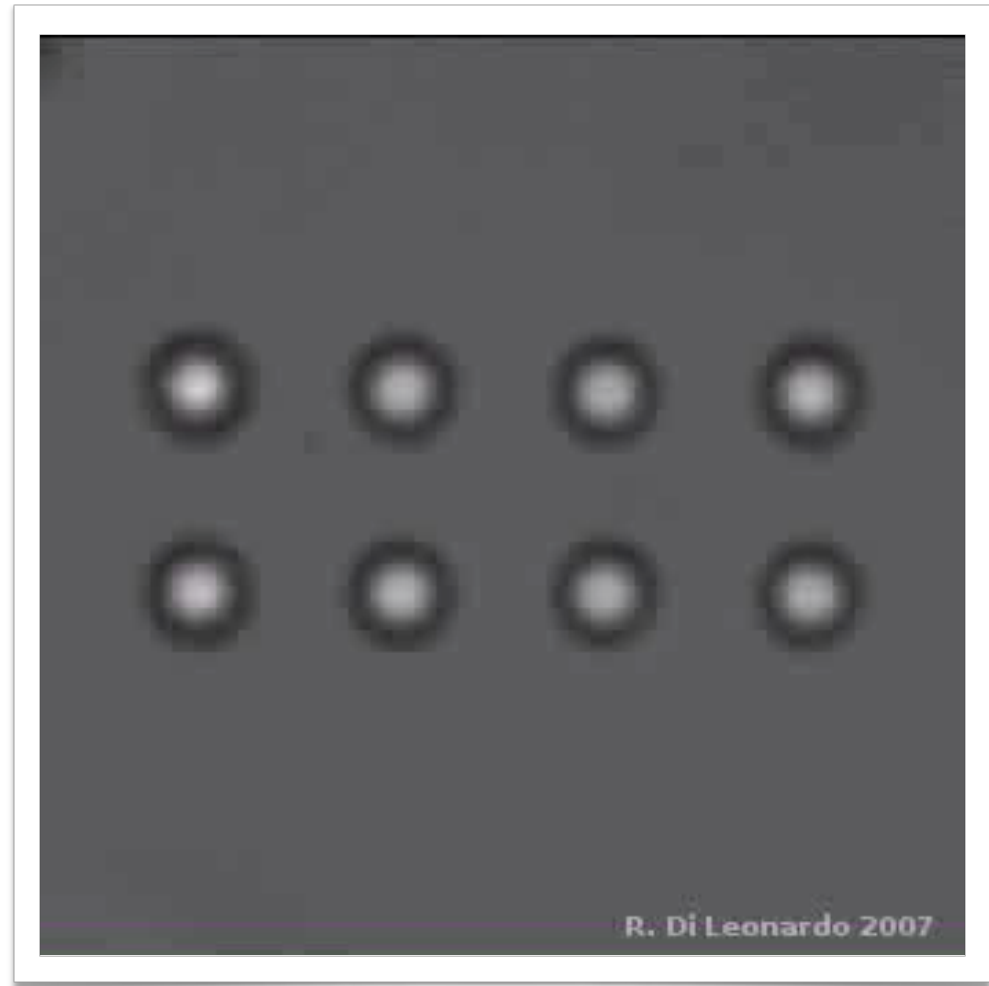
²University of Glasgow, United Kingdom

³Università di Roma, Italy

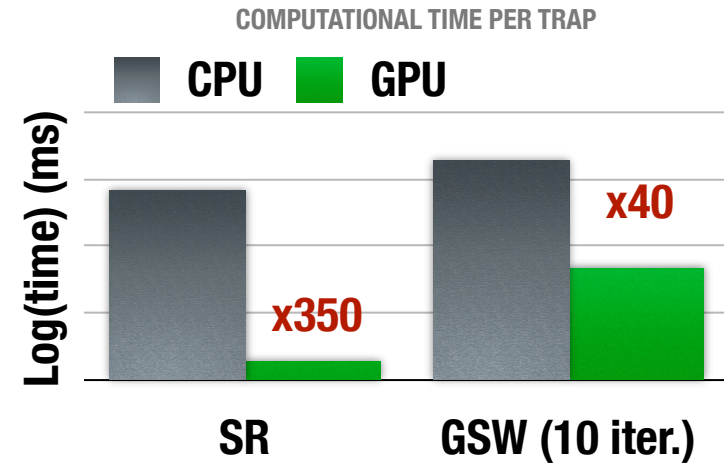
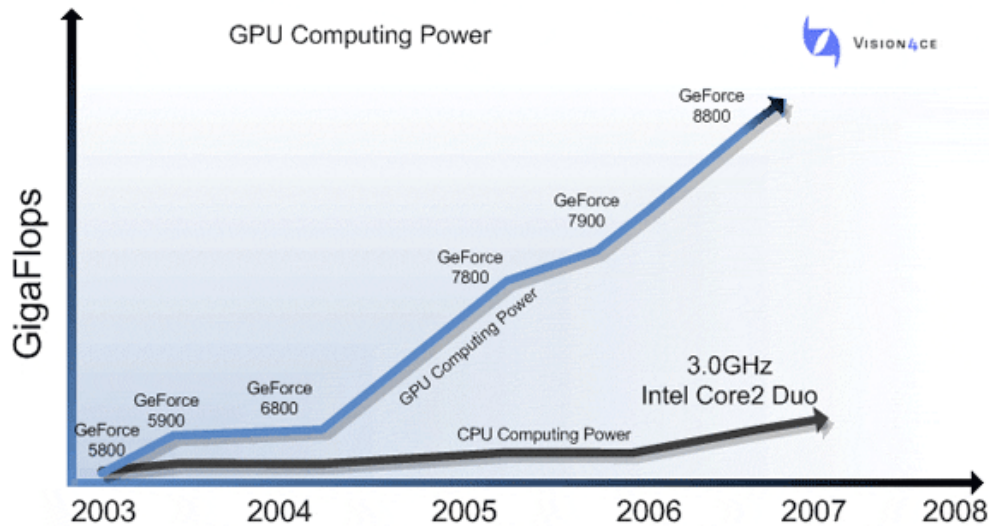
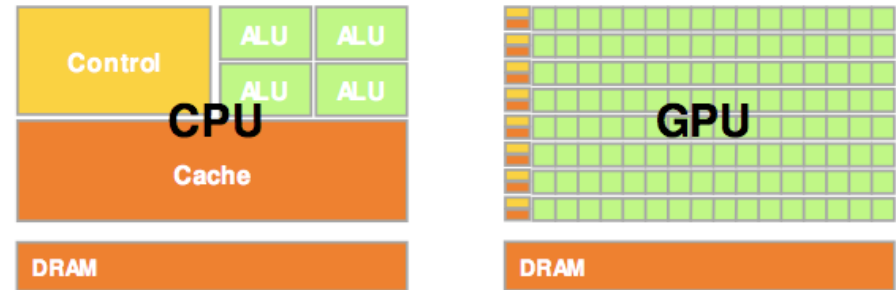
S-O-F-T ANIMATED LOGO



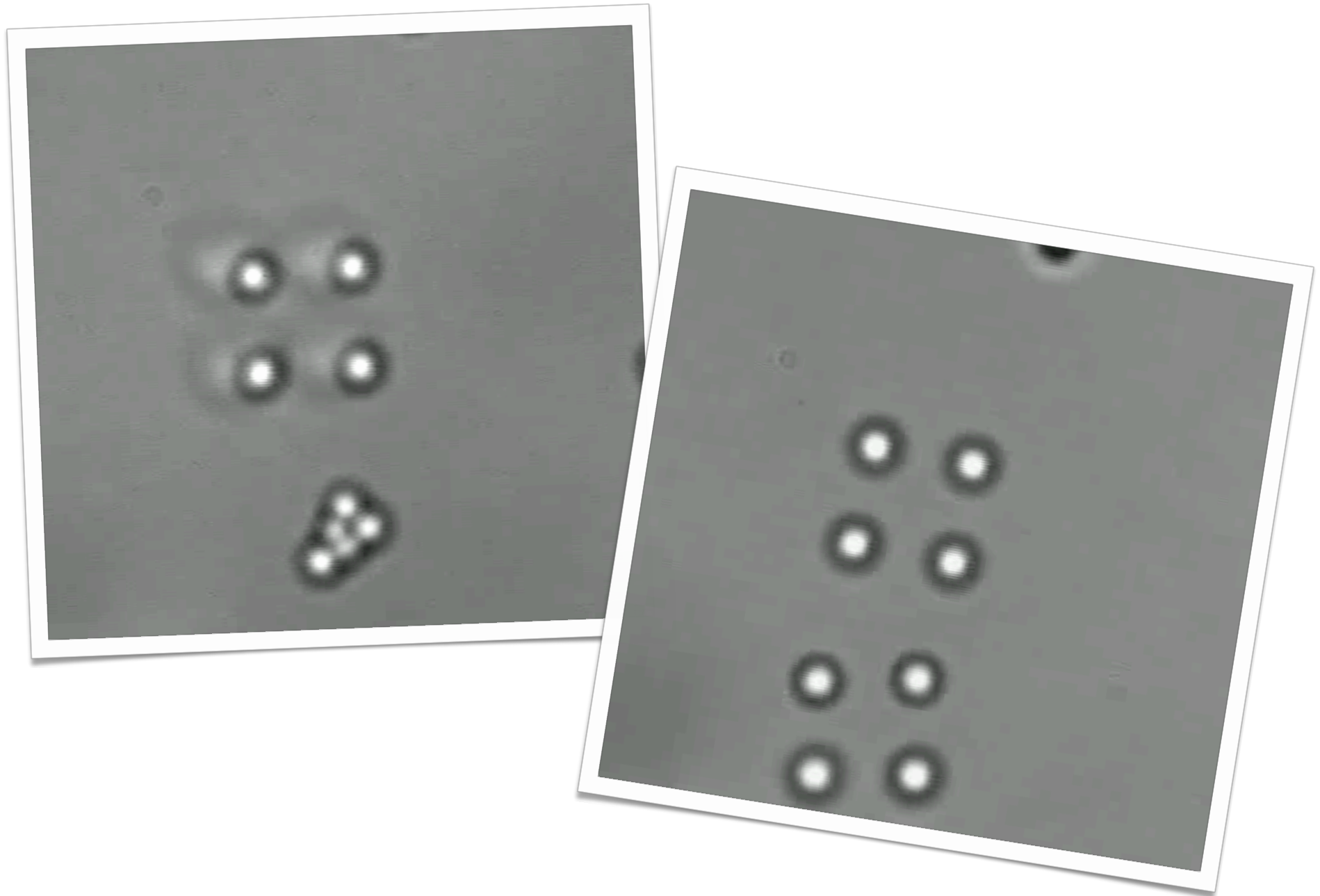
3D SPINNING CUBE



Interactive holographic trapping using GPU

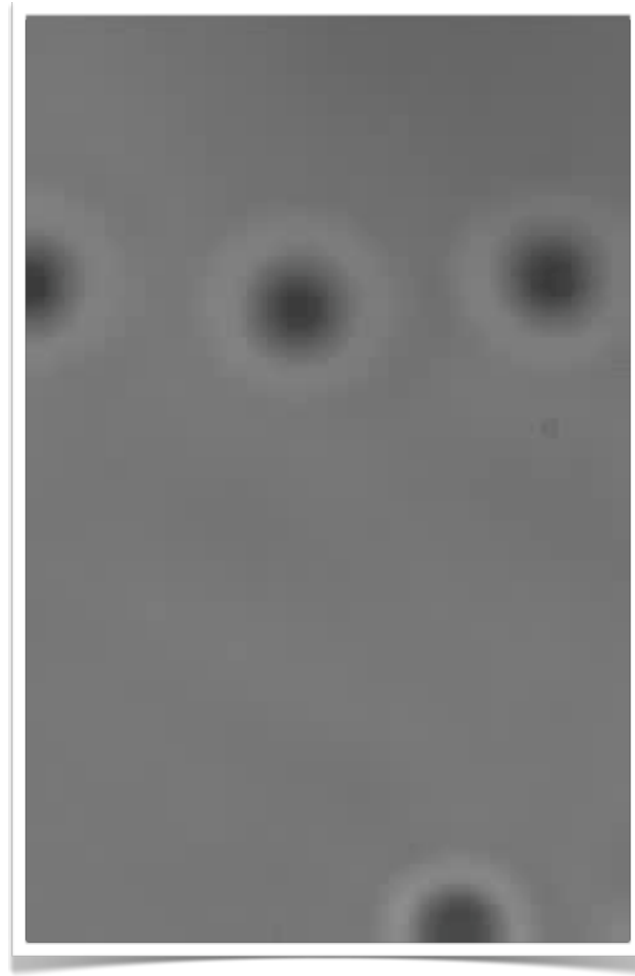
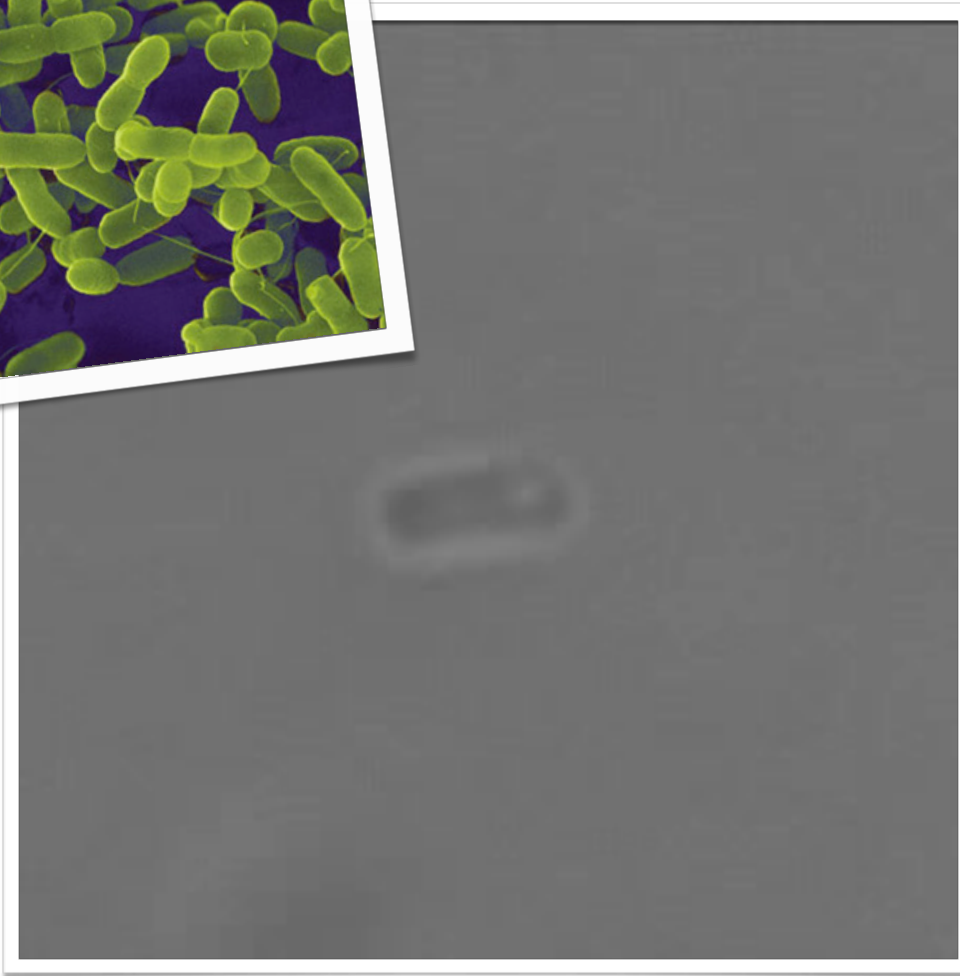


Interactive holographic trapping using GPU



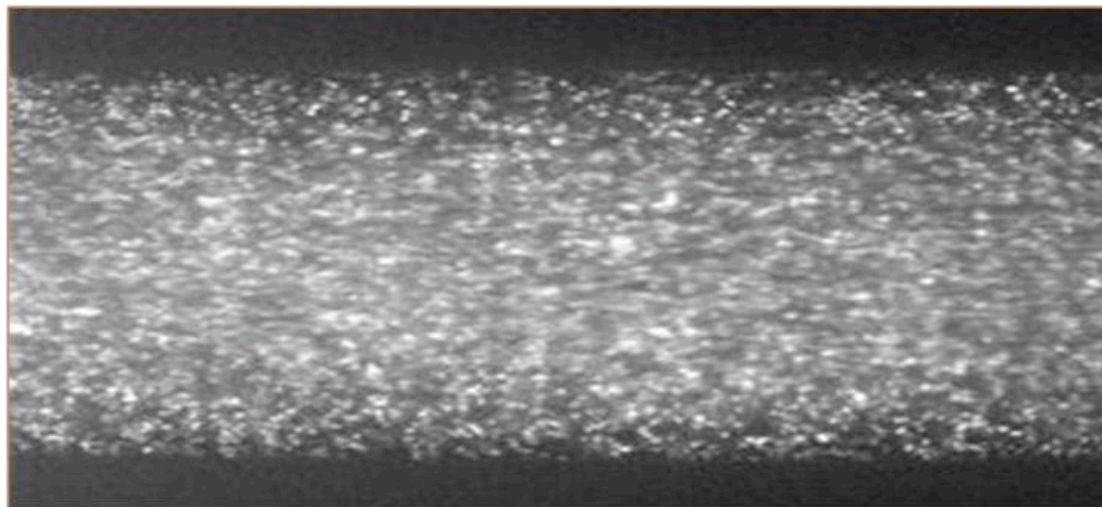
Full 3D manipulation of bacterial cells

E.coli



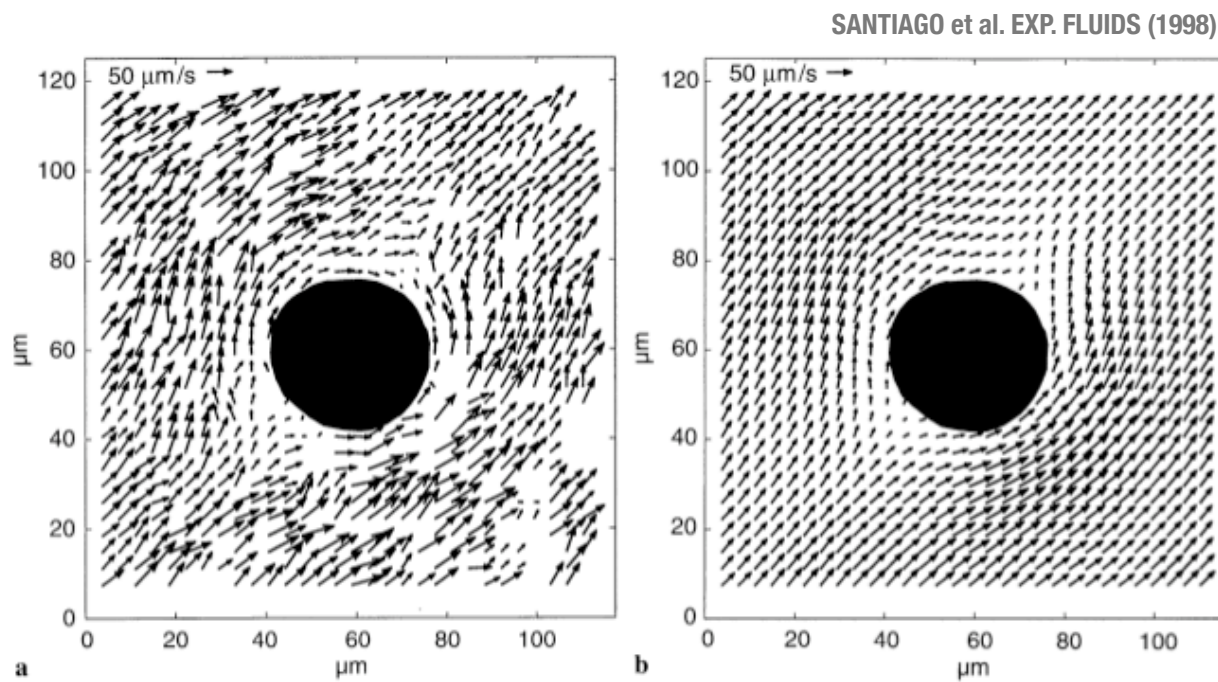
Optofluidics

light driven devices and sensors

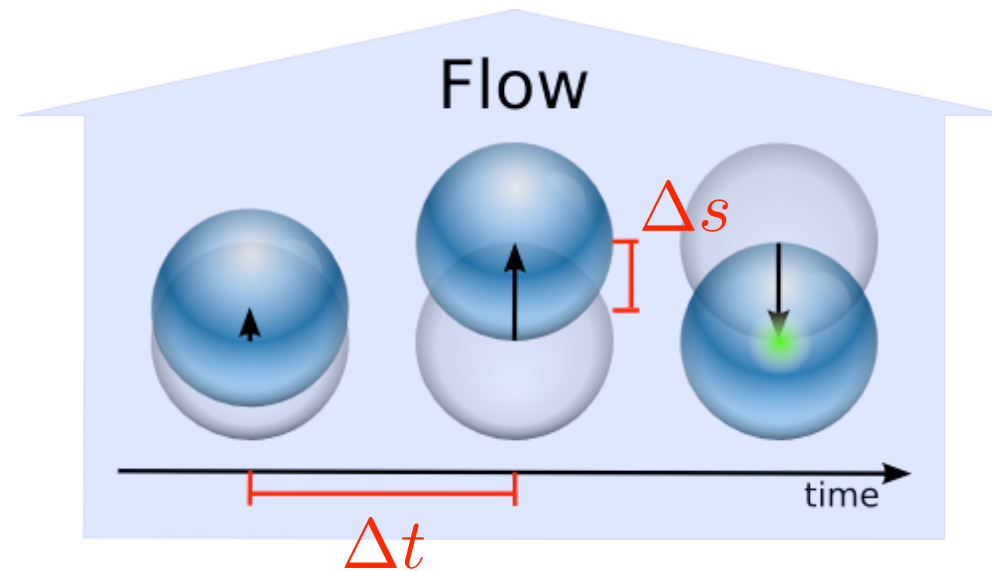


μ PIV:
track tracer particles

PARK ET AL. EXP. FLUIDS (2004)



Blinking tweezers in fluid flow

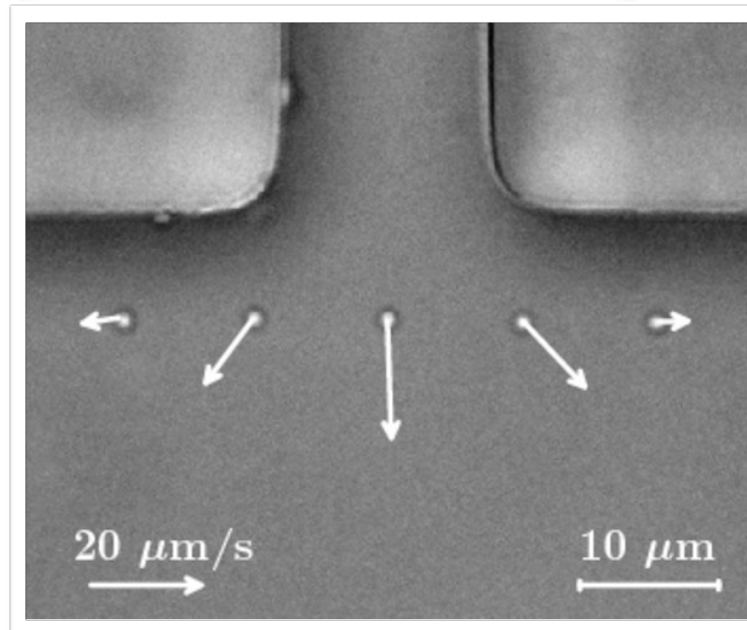
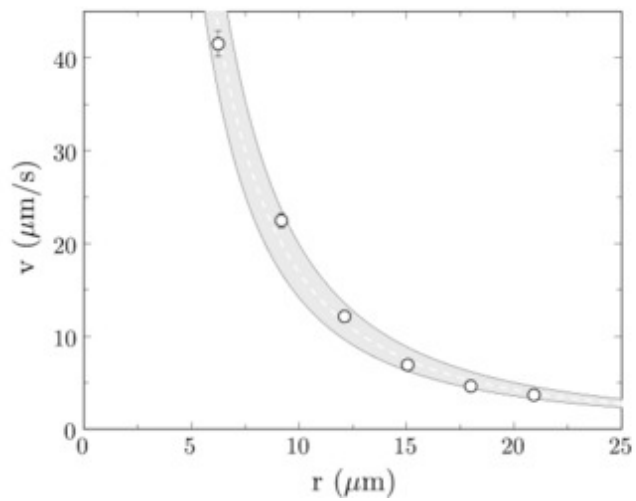
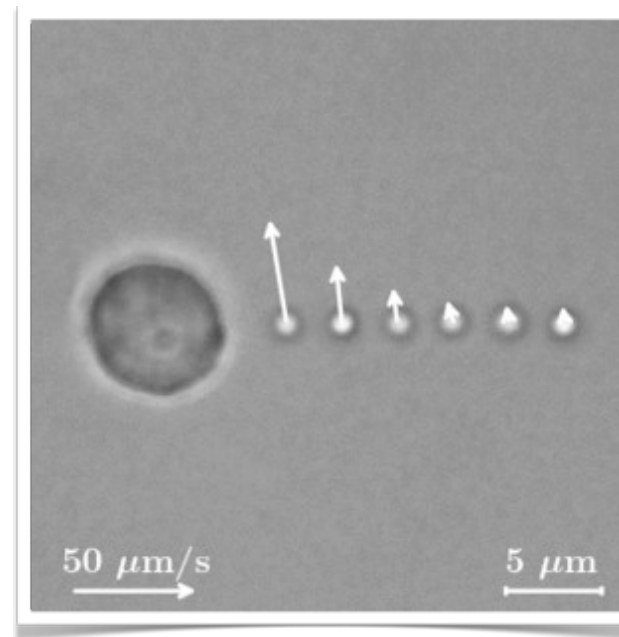
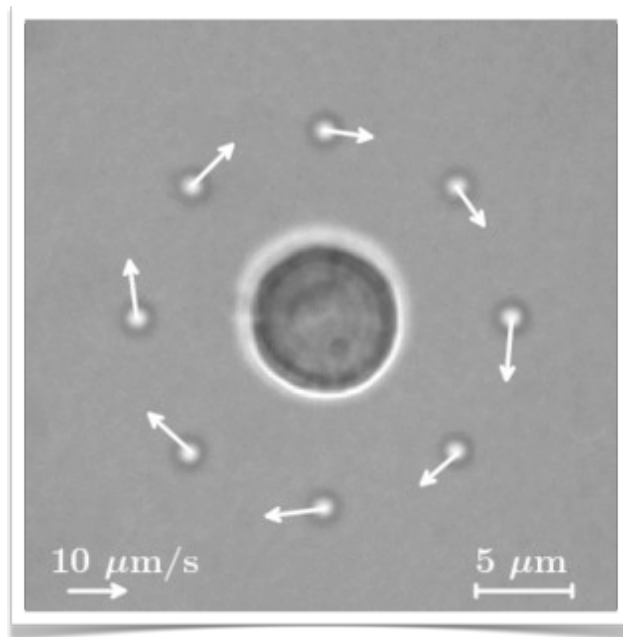


$$v = \frac{\Delta s}{\Delta t} \quad \text{direct velocity measurement}$$

Holographic micro-velocimetry

R. DI LEONARDO et al. PRL (2006)

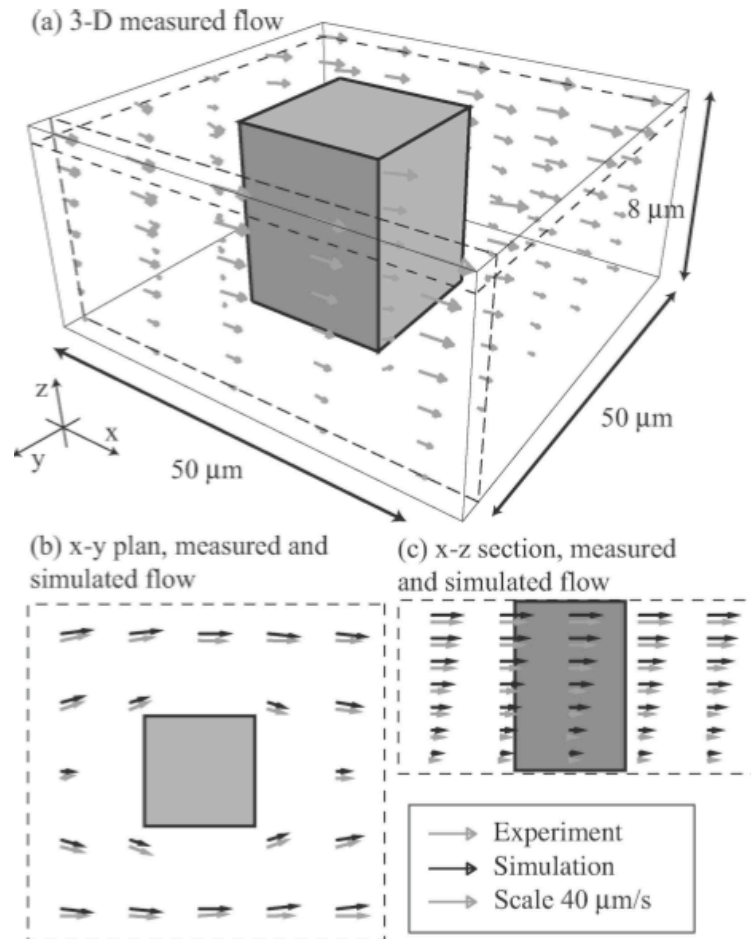
nature
RESEARCH HIGHLIGHTS



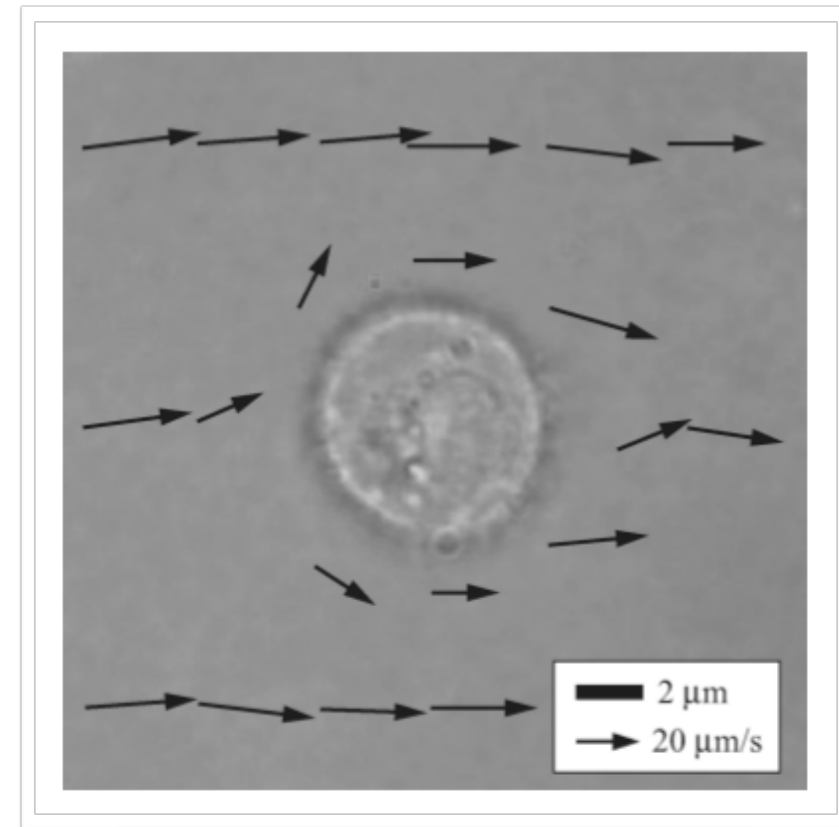
Holographic micro-velocimetry

H. MUSHFIQUE et al. ANAL. CHEM. (2008)

3D FLOW MAP AROUND A PDMS CUBOID

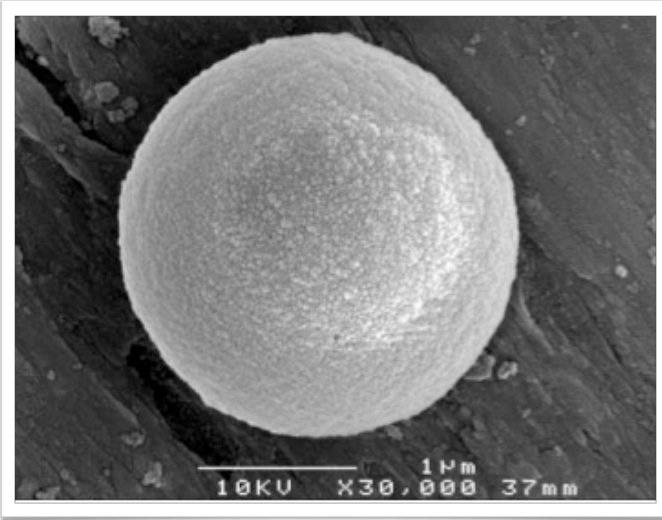


2D FLOW MAP AROUND A CHO CELL

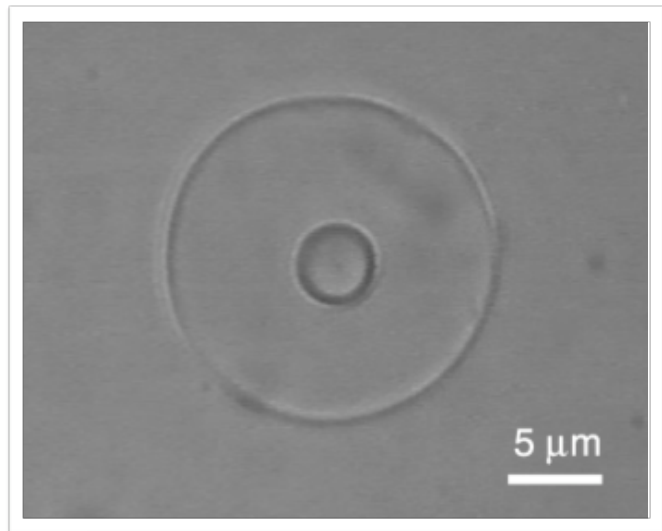


Optical torque

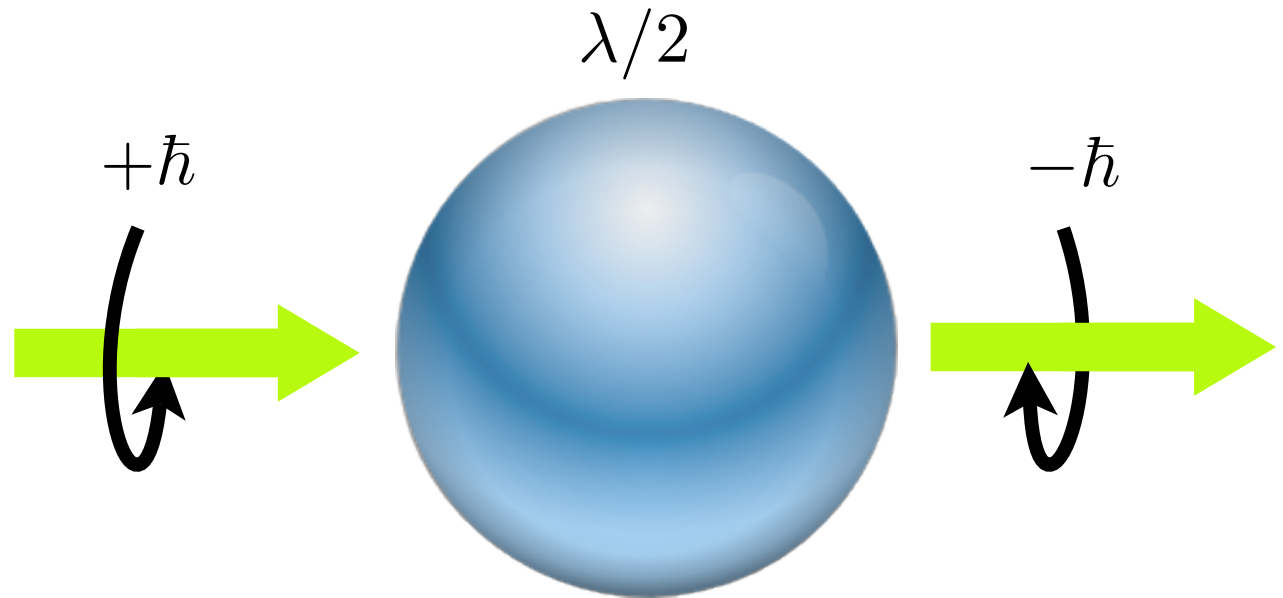
VATERITE SPHERE (CaCO₃)



H. RUBINSZTEIN-DUNLOP, AIP (2006)



BISHOP et al. PRL (2004)



$$T = -\frac{dL}{dt} = 2\hbar \frac{P}{\hbar\omega} = \frac{1}{\pi} \frac{P}{c} \lambda \sim \text{pN } \mu\text{m}$$

MAX TORQUE **PHOTON FLUX**

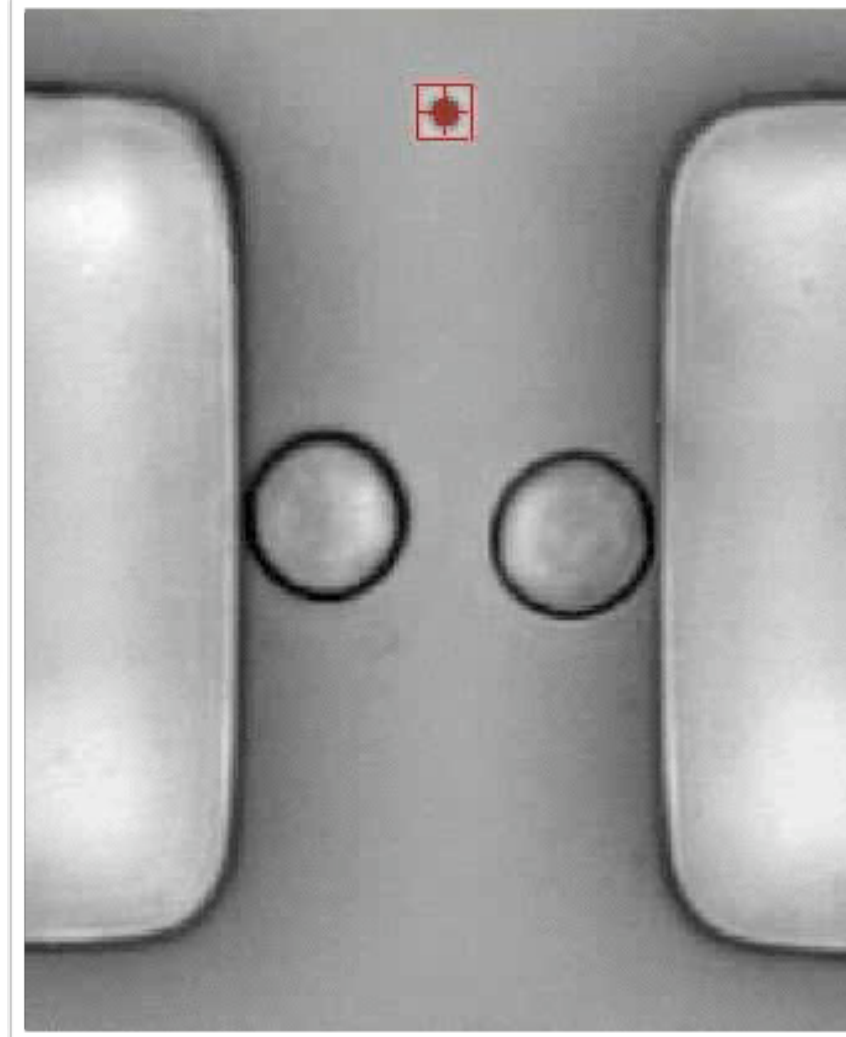
MICRON SIZED PARTICLE IN WATER

$$\Omega = \frac{T}{8\pi\eta a^3} \sim \text{kHz}$$

An optical driven pump



J LEACH, et al. LAB ON A CHIP (2006)



Summary

Phase only modulation is enough to efficiently split a laser beam into a 3D array of optical traps.

Optimized holograms can be generated by a PC at an high enough framerate to allow interactive micro-manipulation.

The ability to grab and move matter at the micron scale can be used to drive sensors and devices for microfluidics