

Ultrafast Multi-focus Optical Tweezer based on a Digital Micromirror Device

Yintao Wang^{1,*}, Bingxu Chen^{1,*}, and Shih-Chi Chen^{1,2,#}

¹ Department of Mechanical and Automation Engineering, The Chinese University of Hong Kong, N.T., Hong Kong SAR, China
² Oxford-CityU Centre for Cerebro-Cardiovascular Health Engineering (CoCHE), Hong Kong Science Park, N.T., Hong Kong SAR, China
Corresponding Author / Email: scchen@mae.cuhk.edu.hk, TEL: +852-3943-4136, FAX: +852-2603-6002

* These authors contributed equally to this work.

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Conventional optical tweezers are mostly based on acousto-optic deflectors (AODs) or spatial light modulators (SLMs), which suffer from low spatial or temporal resolution. Accordingly, this limits their use in advanced applications, such as quantitative force measurement, fast particle sorting, and complex 3D micro- or nano-assembly. To address the problem, we present a new optical tweezer system based on binary holography and digital micromirror device (DMD). The DMD-based optical tweezer can operate at 1 kHz in closed-loop mode and 22.7 kHz in open-loop mode, while maintaining the focus resolution and minimal step size close to diffraction limit (i.e., 100s nm). Comparing with conventional systems, the DMD-system has two distinctive advantages: (1) up to 30 laser foci can be simultaneously generated and individually controlled based on binary holography to perform random-access parallel scanning and optical manipulation, where laser scanning is realized via sequentially displaying the synthesized holograms on the DMD. The scanning rate is equivalent to the DMD pattern rate, i.e., 22.7 kHz in our setup; and (2) the binary holograms are synthesized automatically in a highly parallel fashion through custom-developed algorithm in a GPU card, achieving a rate of 8,000 fps, i.e., a 10 to 100 times improvement over CPU-based algorithms. This algorithm enables high-speed closed-loop control of the scanning laser foci at 1 kHz, which may bring opportunities in scientific studies that use optical tweezers. Preliminarily, we have experimentally studied the acceleration, deceleration, dynamic assembling of particles via the DMD system. These results show great potential that DMD-based optical tweezers can bring high-precision, high-speed applications into play.

NOMENCLATURE

AOD = acousto-optic deflector
BE = beam expander
CW = continuous wave
DMD = digital micromirror device
GPU = graphics processing unit
HWP = halfwaveplate
L = lens
M = high-reflectivity mirror
PBS = polarizing beam splitter
SF = spatial filter
SLM = spatial light modulator

1. Introduction

As a powerful non-contact method to manipulate small particles, optical tweezers have been developed and used for various scientific

applications for the past 50 years. A typical optical tweezer system usually consists of a laser source, a scanning unit, a high numerical aperture objective and related detecting modules. Among the different system components, the scanning unit is the most important one that determines the speed and performance of the optical tweezer. Different scanning devices, including acousto-optic deflectors (AODs), spatial light modulators (SLMs) etc., have been applied in previously reported systems to realize spatially tunable multi-focus laser control. Yet, the low precision or the low operating speed limited by the optical components prevent further performance enhancement or new discoveries that require high laser scanning speeds [1].

In this work, we present the application of a digital micromirror device (DMD) and binary holography to realize an ultrafast optical tweezer. Unlike many conventional systems that use the DMD as a projection (or reflective) device, we encode designed binary holograms to the DMD to precisely generate and control the amplitudes, phases, and positions of many laser foci simultaneously for 3D random-access scanning at the DMD pattern rate, i.e., 22.7 kHz. The holograms displayed on the DMD are generated by a GPU boosted Lee holography algorithm, i.e., GPU-Lee algorithm. This

highly linearized algorithm can automatically generate binary holograms at a >1 kHz speed. Together with the high speed DMD, we have demonstrated new applications, including static control, real-time open-loop and closed-loop control, as well as dynamic self-assembly, at a record-setting speed.

2. System setup

The new optical tweezer system uses a DMD (i.e., DLP 4100, 0.7" XGA, Texas Instruments) as the scanning component, which generates and control the scanning laser foci via Lee holography [2, 3]. To improve the speed of hologram synthesis for real-time control, we apply a GPU-based parallel computing framework. (Details are discussed in the following sections.)

2.1 Optical design

Figure 1 presents the optical configuration of the DMD-based optical tweezer system, where the laser source is a solid state, Q-switched pulsed laser with a wavelength of 1064 nm (Coherent Matrix-1064) that can also work in the continuous wave (CW) state for optical tweezer usage.

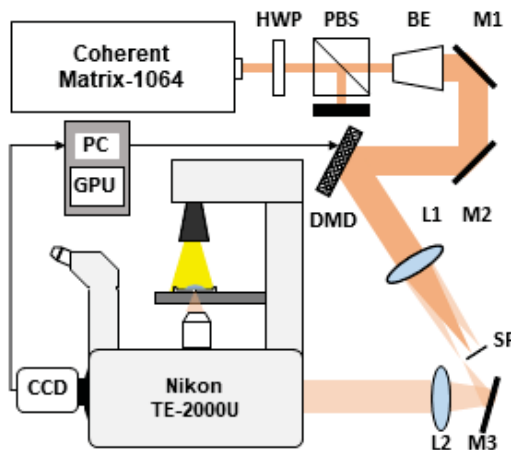


Fig. 1 Optical configuration of the DMD-based optical tweezer

First, to control the laser power, beam diameter, and angle before entering the DMD, a train of optics, including the half-wave-plate (HWP), polarizing beam splitter (PBS), beam expander (BE) and a pair of mirrors are introduced. After the DMD, a pair of lenses with a spatial filter (SF) form a 4-f system ($L_1=100\text{mm}$, $L_2=200\text{mm}$) to spatially select the -1st order diffraction beam, which contains encoded wavefronts for 3D focus control. Finally, the selected laser beam is guided into an inverted microscope (Nikon, Eclipse TE2000-U) and focused on the sample in a Petri dish via a high numerical aperture (NA) objective (CFI Super Fluor 40X Oil, Nikon). A personal computer (PC) receives and records images captured by a charge-coupled device (CCD) camera in real time, calculates the locations of particles, automatically generates binary holograms by the GPU, and finally loads them to the DMD for fast optical

tweezer applications.

2.2 Software design

The overall software structure is presented in Fig. 2, which includes a hardware driver platform with functions of hologram generation, data acquisition, and action execution; as well as a software platform with capabilities of data storage and queuing, strategy selection, and task control. The core of the software setup is the GPU-Lee algorithm written in C/C++ and other parts are based on Python or LabVIEW (only for FPGA driver).

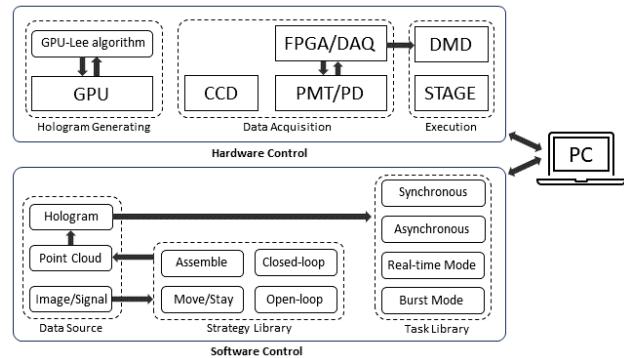


Fig. 2 Software structure for the DMD-based optical tweezer

In the GPU-Lee algorithm, we can simultaneously execute thousands (depending on the different types of GPU) of calculating threads in a single iteration. Table 1 and Table 2 present the calculation efficiency of the GPU-Lee algorithm on a NVIDIA RTX3080 for single- and multi-focus generation, respectively. The overall maximum calculation frame rate can reach >8000 fps/focus for binary holograms with a size of 1024×768 . This value has surpassed the theoretical transfer speed (4.8 Gbit/s) of the USB 3.0 port that is used for loading the holograms to the DMD.

Table 1 Time consumed for single-focus hologram generation

Frame count	Time expense (ms)	Frame rate (fps)
1	1.47	681.6
4	1.88	2131.0
36	6.39	5633.4
100	14.87	6725.2
900	106.57	8445.5

Table 2 Time consumed for multi-focus hologram generation

Foci count	Frame count	Time expense (ms)	Frame rate (fps)
10	64	49.47	1293.7
20	64	91.13	702.3
50	64	213.62	299.6
100	64	399.56	160.2
500	64	1826.19	35.0

3. Results

We have performed multiple designed optical tweezer applications including acceleration, deceleration, dynamic assembling of particles via the DMD system. In the all experiments, we used 1-micron silica spheres as the target particles. The laser power on the samples was approximately 100 mW.

First, we tested static control of particles as shown in Fig. 3 (A1 and A2). In experiment, the laser focus was modulated and controlled by the DMD (via displaying a designed binary hologram) while the sample stage moved at a constant speed of 300 $\mu\text{m/s}$. As can be seen, the microsphere remained in the center of the laser focus during the entire experiment for ~ 30 seconds, which proves the efficacy of the DMD system.

Figure 3 B1-B3 and C1-C2, respectively, demonstrated acceleration/deceleration and dynamic assembly. In these experiments, the sample stage was kept static while the laser foci were modulated by the DMD (via sequentially displaying the scanning binary holograms). Specifically, in Fig. 3 B1-B3, we used closed-loop control to accelerate and decelerate the targeted particle. And in Fig. 3 C1-C2, we dynamically assembled three target particles toward the center point in the DMD work field.

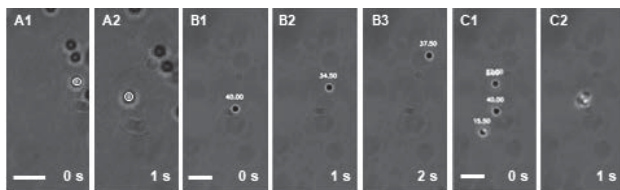


Fig. 3 Demonstrations of static and dynamic particle control via the DMD optical tweezer. A1-A2. static tweezer; B1-B3. acceleration and deceleration; C1-C2. dynamic assembly; scale bar: 5 μm

4. Conclusions

We have designed, constructed, and experimentally characterized an ultrafast DMD-based optical tweezer system via binary holography and the custom-developed GPU-Lee algorithm. The hardware and software architecture were designed to meet the requirements of different fast particle-control applications. The efficiency and efficacy of the system have been preliminarily tested and verified. More particle control and 3D assembly experiments on live cells and will be performed in the near future.

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