



同心反射式手机镜头相对照度改善方法

李若兰 王洋 徐乾智 张磊 付跃刚

Relative illuminance improvement method of monocentric reflective mobile phone lens

Li Ruolan, Wang Yang, Xu Qianzhi, Zhang Lei, Fu Yuegang

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同心反射式手机镜头相对照度改善方法

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摘要: 为了提高同心透镜的轴外视场照度, 通过在同心透镜内部设置一个基于全内反射的虚拟光阑, 可使系统的能量分布更加均匀, 进而改善同心透镜的成像性能。结合虚拟光阑的建立条件以及手机镜头要求, 计算了一个基于反射式同心透镜手机镜头的初始结构, 优化后的系统焦距 2.7 mm, 最大视场角 $\pm 50^\circ$, 系统 F 数 1.8, 总长 2.7 mm。照度分析结果表明, 利用传统孔径光阑的手机镜头相对照度随视场增大逐渐下降, 最大视场仅为 0.64; 采用虚拟光阑的手机镜头在 $0^\circ \sim 28^\circ$ 视场的相对照度保持不变, 全视场的相对照度在 0.85 以上。可见, 采用虚拟光阑的手机镜头全视场照度的均匀性得到了明显改善, 可有效提高系统的成像性能。

关键词: 光学设计; 虚拟光阑; 相对照度; 同心透镜; 反射式; 渐晕

中图分类号: TB133 **文献标志码:** A **DOI:** 10.3788/IRLA20220763

0 引言

大视场的光学系统不管是军事领域还是民用领域中都有着广泛的应用^[1], 但是大视场光学系统存在结构复杂、镜片多、体积大等问题, 而且视场越大, 由于存在渐晕, 相对照度往往更低。同心透镜具有对称性, 可消除大部分像差^[2-3], 一些大视场高分辨率的镜头采用了该种光学结构形式^[4-5]。2018 年, Wubin Pang 等人设计了一种能够实现 360° 全景拍摄的相机, 该相机的物镜采用了同心透镜^[6]。2019 年, Glenn M. Schuster 等人设计了一种 155° 视场的全景光场相机, 也采用了同心透镜^[7]。在同心结构基础上, 为了进一步缩小体积, 2021 年, 王洋等人设计一款同心反射式手机镜头, F 数为 1.8, 最大视场角 100° ^[8], 全视场相对照度 0.64 以上。

为了解决同心透镜轴外视场像面照度不均匀的问题, 2016 年, Joseph E. Ford 等^[9]在同心透镜中心的透镜表面加入一层低折射率胶合剂, 边缘光线在胶合剂面上的入射角大于临界角时将发生全内反射, 形成一个虚拟的光阑面, 明显降低了系统的渐晕。

在 Joseph E. Ford 的理论基础上, 文中将该方法应

用于反射式同心透镜, 利用全反射条件建立了虚拟光阑, 通过光路计算得到一种反射式同心透镜的手机镜头初始结构, 优化后的系统 F 数 1.8, 焦距 2.7 mm, 最大视场角 $\pm 50^\circ$, 并且分别在传统孔径光阑和虚拟光阑的条件下对该系统进行照度分析。

1 虚拟光阑

大视场光学系统的渐晕会影响像面照度均匀性, 轴外视场的像面照度遵循余弦四次方的规律进行衰减^[10-11], 视场角越大, 像面照度越低, 导致像面照度不均匀。

图 1 所示为一个同心反射式手机镜头全视场的能量分布图, 由于轴外视场实际入瞳口径为轴上视场垂轴方向的入瞳口径在轴外视场垂轴方向上的投影, 呈视场角余弦乘积的关系, 因此大量轴外光线被阻拦, 使轴上到达像面的光束宽度大于轴外视场, 产生渐晕现象, 导致整个像面照度分布不均匀^[12-13], 影响光学系统的成像性能。

在同心透镜的两片透镜之间注入某种胶合剂, 其折射率低于两边透镜的折射率, 并在中心透镜处设置挡板避免杂散光。如图 2 所示, 轴上视场的上边缘光

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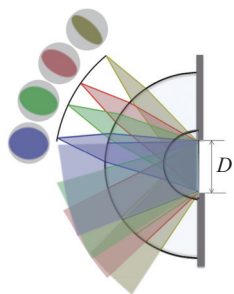


图 1 反射式同心透镜的渐晕
Fig.1 Vignetting of reflective monocentric lens

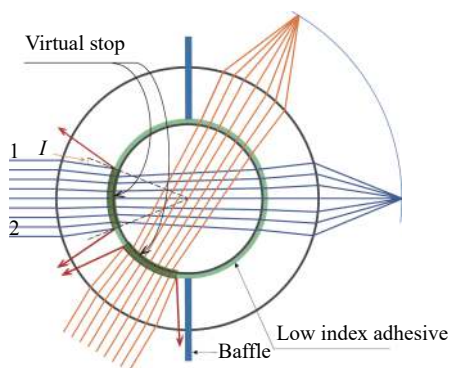


图 2 采用虚拟光阑的同心透镜
Fig.2 Monocentric lens with virtual stop

线 1 由第一片透镜入射至胶层时,即从光密介质入射到光疏介质,如果入射角 I 满足临界条件,将发生全内反射^[4],光线全部返回,无法到达像面,下边缘光线 2 也是如此。同理,对于轴外视场也存在这种情况,这样,所有入射角大于临界角的光线都会被遮拦,相当于在两片透镜之间形成了一个“虚拟”的孔径光阑对光束进行控制,称之为“虚拟光阑”。

如图 3 所示,视场角为 θ 的平行光束,入射光束宽度为 D ,同心透镜内的 k 个表面同心,任何角度入射的主光线都可以看作光轴,则上下边缘光线 1、2 关于光轴对称。

在 $\triangle OA_1B_1$ 中:

$$\sin i_1 = \frac{A_1B_1}{R_1} \quad (1)$$

在点 A_1 处,根据折射定律有:

$$\sin i'_1 = \frac{n_1A_1B_1}{n_2R_1} \quad (2)$$

在 $\triangle OA_1A_2$ 中,根据正弦定理有:

$$\sin i_2 = \frac{n_1A_1B_1}{n_2R_2} \quad (3)$$

以此类推:

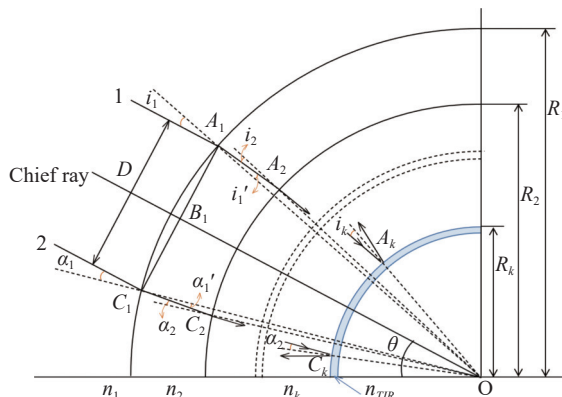


图 3 同心透镜光线追迹
Fig.3 Monocentric lens ray tracing

$$\sin i_k = \frac{n_1A_1B_1}{n_kR_k} \quad (4)$$

当光束的边缘光线 1 在第 k 个面处达到临界角的条件时将发生全反射,根据全反射临界角公式有:

$$\sin i_k = \frac{n_{TIR}}{n_k} \quad (5)$$

可得:

$$A_1B_1 = \frac{n_{TIR}R_k}{n_1} \quad (6)$$

同理:

$$B_1C_1 = \frac{n_{TIR}R_k}{n_1} \quad (7)$$

若透镜在空气中,可得到光束宽度:

$$D = 2n_{TIR}R_k \quad (8)$$

可知,使用虚拟光阑的同心透镜,入射光束宽度 D 只与内球的半径和胶层折射率有关,而与视场角无关,可以消除系统渐晕。

2 同心反射式手机镜头光学设计

根据市场上手机镜头总长和工作距的要求^[15],参考笔者课题组设计的反射式同心透镜与虚拟光阑的建立条件,确定手机镜头的参数如表 1 所示。

表 1 光学设计参数

Parameter	Value
Waveband/nm	486-656 (F, d, C)
Relative aperture	1/1.8
Full field of view/(°)	100
Focal length/mm	2.7
Total length/mm	≤2.7
Back focal length/mm	≥0.5

如图 4 所示, 两片透镜中间设置了低折射率胶层, 过同心透镜中心点 O 且垂直于反射面的直线作为光轴, 引出一条投射高度为 h_1 的平行于光轴的光线, 经过四次折射和一次反射, 交于光轴上的点为焦点 F' , 光学系统焦距为 f' , 角度、半径和折射率的定义如图 4 所示。

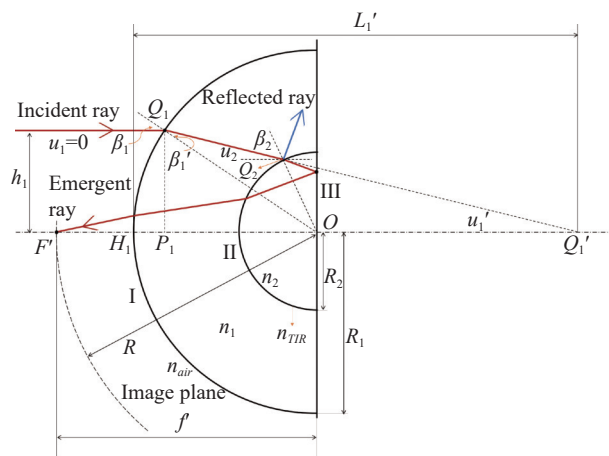


图 4 同心反射式系统光路图

Fig.4 Optical path diagram of monocentric reflective lens

表面 I 与光轴交点为 H_1 , 高度为 h_1 的光线与表面 I 的交点为 Q_1 , 入射角为 β_1 , 出射角为 β_1' , 入射光孔径角为 u_1 , 过点 Q_1 做光轴的垂线交光轴于 P_1 点, 出射光的延长线与光轴交于点 Q_1' 。入射光经过表面 I 折射后交表面 II 于点 Q_2 , 入射角为 β_2 。经反射面 III 反射, 再经两次折射与光轴交于点 F' , 即像方焦点。在 ΔOP_1Q_1 中:

$$\sin \beta_1 = \angle Q_1OP_1 = \frac{Q_1P_1}{OQ_1} \quad (9)$$

在 P_1 处, 根据折射定律有:

$$\sin \beta_1' = \frac{h_1}{n_1R_1} \quad (10)$$

表面 I 的像方孔径角 u_1' 与 β_1 、 β_1' 的关系为:

$$u_1' = \beta_1 - \beta_1' \quad (11)$$

设 $H_1Q_1' = L_1'$, 即光线经表面 I 折射后的像距:

$$L_1' = R_1 \left(1 + \frac{\sin \beta_1'}{\sin u_1'} \right) \quad (12)$$

根据过渡公式, 在实际光路计算中有:

$$\sin \beta_1 = \frac{(L_1' - R_1) \sin u_1}{R_1} \quad (13)$$

中间胶层选用美国 Norland 生产的胶合剂 NOA1315, 设其折射率为 n_{TIR} , 当光线在胶合层发生全反射时, 根据全反射条件有:

$$\sin \beta_2 = \frac{n_{TIR}}{n_1} \quad (14)$$

联立公式 (10)~公式 (14), 可以得到:

$$R_2 = \frac{n_1(L_1' - R_1) \sin u_1'}{n_{TIR}} \quad (15)$$

同心透镜像面也与各表面同心, 所以像面半径 R 即为同心透镜焦距 f' 。根据以上条件计算, 表面 I 的半径 R_1 为 1.9 mm, 表面 II 的半径 R_2 为 0.57 mm, 初始结构经过优化后得到 F 数为 1.8、焦距为 2.7 mm、总长为 2.7 mm 的同心反射式手机镜头, 结果如图 5(a) 所示。由于同心反射式透镜的结构特点, 轴上

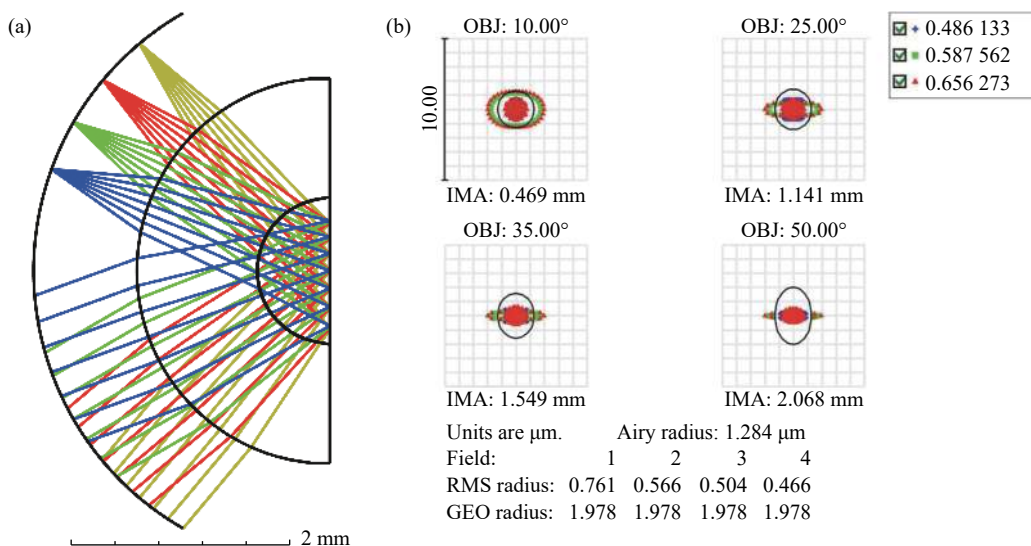


图 5 优化后的手机镜头 (a) 光学布局及 (b) 点列图

Fig.5 (a) Layout and (b) spot diagram of mobile phone lens after optimization

部分视场不可见,该设计的视场范围为 10°~50°,系统的点列图结果如图 5(b)所示,四个视场的弥散斑 RMS 半径最大值为 0.761 μm,接近衍射极限。

3 照度分析及讨论

3.1 传统孔径光阑的照度分析

为清晰地观察不同视场的光斑变化,对结构进行

非序列光线追迹,光源和接收器视场角为 50°,调整光源和接收器的位置和角度进行光线追迹,软件仿真分析可得到 0°~50°视场的光斑照度(该结构实际有效视场为 10°~50°,文中为了方便数据处理,0°~10°视场的仿真数据也在图中给出)。如图 6 所示,随着视场的增大,光斑形状逐渐改变,相应的照度也逐渐降低,其中 50°边缘视场的照度衰减为中心视场照度的 0.64 倍。

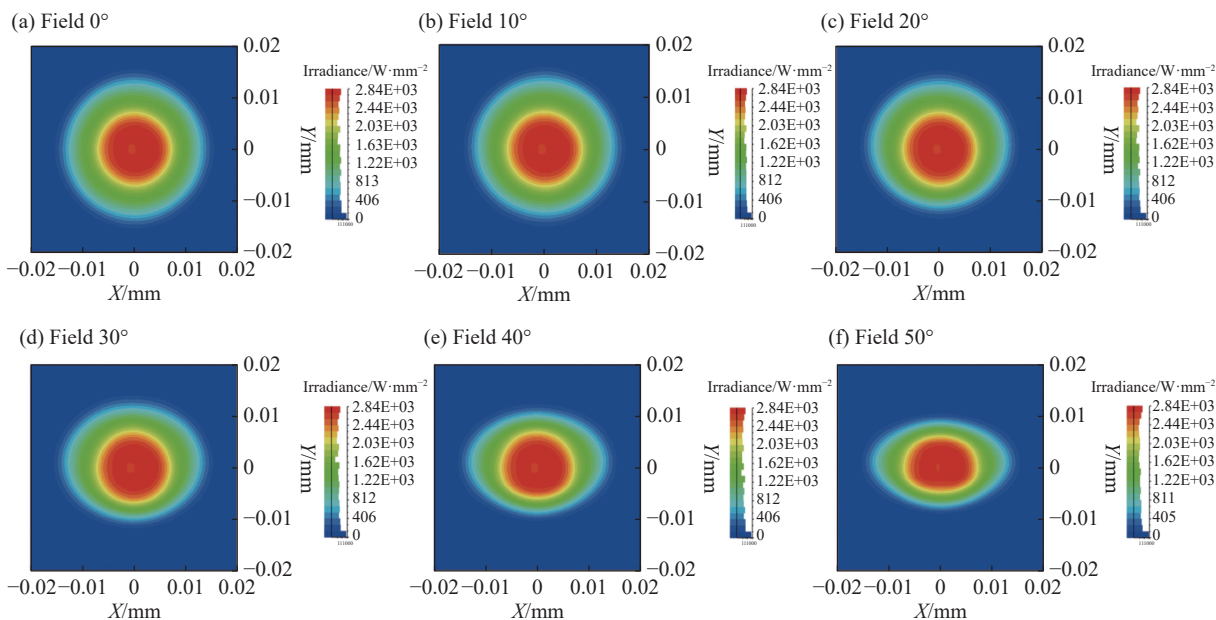


图 6 使用传统孔径光阑的同心反射式手机镜头的光斑

Fig.6 Spots of reflective monocentric mobile phone lens using conventional stop

3.2 虚拟光阑的照度分析

建立虚拟孔径光阑的同心反射式透镜模型如图 7 所示,设置了孔径较大的挡板用于遮挡其他杂散光。调整光源和接收器的位置及角度,得到不同视场的光斑如图 8 所示。0°~35°视场的光斑半径始终保持在 0.015 mm,从 40°视场开始,光斑形状逐渐发生变化,当视场增大至 50°时,相对照度在 0.85 以上,得到的光斑相比图 6 中 50°视场的光斑更加圆整。

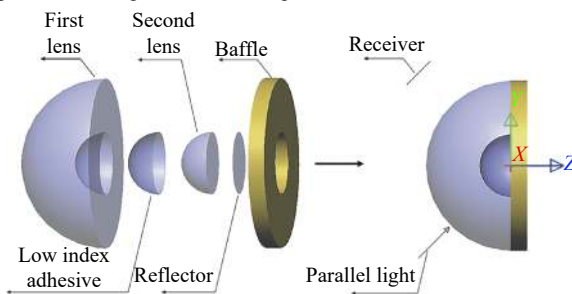
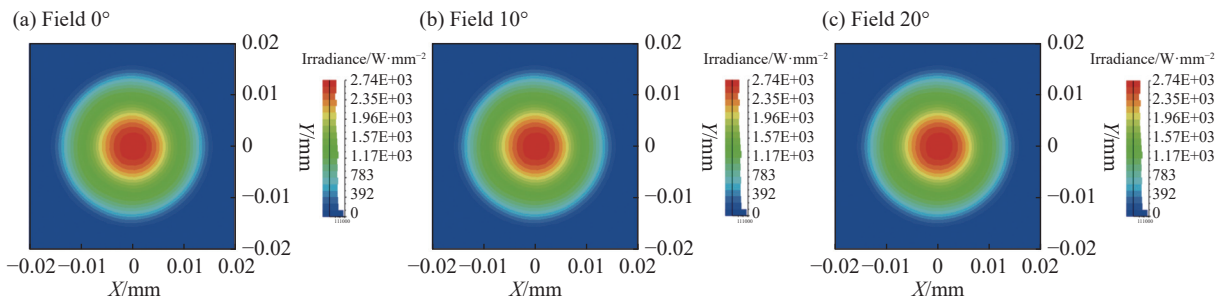


图 7 使用虚拟光阑的同心反射式手机镜头模型

Fig.7 Reflective monocentric mobile phone lens model using virtual stop



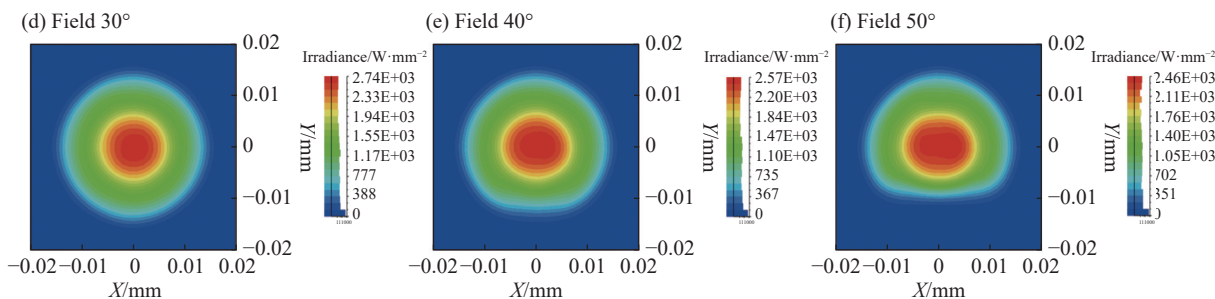


图 8 使用虚拟光阑的同心反射式手机镜头的光斑

Fig.8 Spots of reflective monocentric mobile phone lens using virtual stop

3.3 结果分析

采用两种不同光阑的手机镜头的相对照度曲线如图 9 所示, 为了方便进行结果比较, 同心反射式结构的仿真结果视场也从 0° 开始, 但是实际有效的成像视场角为 10°~50°。传统孔径光阑的手机镜头相对照度如曲线 1 所示, 采用虚拟光阑的手机镜头相对照度如曲线 2 所示, 曲线 3 为一相同参数的传统广角镜头相对照度。结果表明, 使用传统孔径光阑的同心反射式手机镜头随着视场的增大, 相对照度平缓下降, 渐晕逐渐加大, 最大视场相对照度为 0.64, 使用虚拟光阑的同心反射式手机镜头, 在 0°~28° 视场的相对照度保持不变, 最大视场的相对照度在 0.85 以上, 采用基于全内反射的虚拟光阑进行光束限制, 可有效提升系统像面的照度均匀性, 改善成像性能。

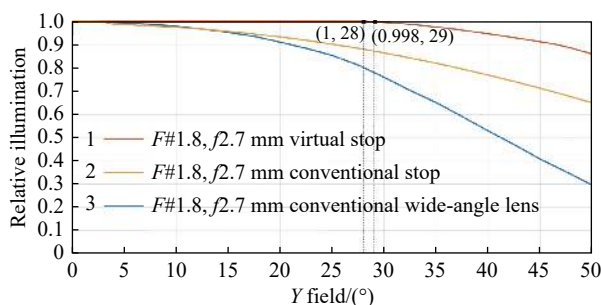


图 9 相对照度

Fig.9 Relative illumination

4 结 论

文中对同心透镜相对照度的改善方法进行了研究, 通过在反射式同心透镜中设置全内反射面建立虚拟光阑以减小渐晕。结合手机镜头要求, 在全内反射的条件下对两片反射式同心透镜进行光路计算, 得到

了系统的初始结构, 优化后的手机镜头焦距为 2.7 mm, F 数为 1.8, 最大视场角为 $\pm 50^\circ$ 。此外, 分析了使用传统孔径光阑和虚拟光阑的两种同心反射式手机镜头的相对照度, 分析结果表明, 采用虚拟光阑的手机镜头在 $0^\circ \sim 28^\circ$ 视场的相对照度保持不变, 最大视场的相对照度在 0.85 以上, 而采用传统孔径光阑的手机镜头最大视场的相对照度仅为 0.64, 可见虚拟光阑的选用可以改善同心透镜像面的照度均匀性。文中的方法不仅适用于手机镜头的设计, 也可应用于其他同心结构的大视场高成像性能的小型光学镜头设计中。

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Relative illuminance improvement method of monocentric reflective mobile phone lens

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Abstract:

Objective Enlarging the field of view of an optical system while maintaining good imaging quality is a difficult problem in modern optical design. The large field of view and high resolution of optical lenses are mutually restricted, and it is generally difficult to realize them at the same time. It requires complex structure design, expensive manufacturing, and large volume. Each surface of the monocentric lens is monocentric, and the curved imaging plane is also monocentric with each surface. The special structure enables it to achieve a large field of view and high resolution. It also has the advantages of simple structure, small size, and light weight. It is widely used in aerial remote sensing, security monitoring, photography, videography and so on, and may be first applied in miniaturized mobile phone lenses in the future. However, because the monocentric lens sets a conventional stop in the center to block the light beam of the off-axis field of view, when the field of view is larger, more light will be blocked, which causes greater vignetting, reduces the uniformity of illumination of the imaging plane, and affects the imaging quality. In order to improve the relative illuminance of the monocentric lens, a monocentric reflective mobile phone lens that uses a total reflection surface to control the light beam is designed.

Methods A monocentric reflective mobile phone lens structure is designed in this paper. The initial structure is obtained by calculating the optical path of two reflective monocentric lenses (Fig.4). The optimized structure consists of a meniscus lens and a hemispherical lens, which are glued together using a low-refractive-index cement (Fig.5(a)). The spot for different fields of view of monocentric reflective lenses using conventional stop and virtual stop are simulated (Fig.6, Fig.8). Under different stop conditions, the relative illuminance curves of monocentric reflective lens are drawn (Fig.9).

Results and Discussions The designed monocentric reflective mobile phone lens has a focal length of

2.7 mm, a maximum field of view of $\pm 50^\circ$, a system F number of 1.8, a total length of 2.7 mm, and a maximum RMS radius of no more than $0.8 \mu\text{m}$ (Fig.5(b)). Under the conditions of conventional stop and virtual stop, the spot illuminance simulation of monocentric reflective lens is carried out. From the illumination diagrams of different fields of view, it can be seen that under the condition of conventional stop, the shape of the spot becomes ellipse when the field of view is 30° , and the minor axis of the ellipse is smaller when the field of view is 50° (Fig.6). Under the condition of virtual stop, the spot is circular in the 30° field of view, and the spot in the 50° field of view is rounder than the spot with the conventional stop. The relative illuminance curves of the mobile phone lens under the two kinds of stops are drawn, and the results show that the relative illuminance of the monocentric lens using the virtual stop is above 0.85, and the relative illuminance of the monocentric lens using the conventional stop is above 0.64 (Fig.9).

Conclusions A monocentric reflective mobile phone lens is designed with a total reflection surface to restrict the light. Based on the establishment conditions of the virtual stop and the requirements of the mobile phone lens, an initial structure of the mobile phone lens based on the monocentric reflective lens is calculated. The focal length of the optimized system is 2.7 mm, the maximum field of view is $\pm 50^\circ$, the system $F\#$ is 1.8, and the total length is 2.7 mm. The illuminance analysis results show that the relative illuminance of the mobile phone lens using the conventional stop gradually decreases with the increase of the field of view, and it is only 0.64 in the 50° field of view. However, the relative illuminance of a mobile phone lens with a virtual stop remains constant at 0° to 28° and is above 0.85 in the 50° field of view. The illuminance uniformity of the full field of view of the monocentric reflective lens using the virtual stop has been significantly improved, which can effectively improve the imaging performance of the system.

Key words: optical design; virtual stop; relative illuminance; monocentric lens; reflective type; vignetting

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