

Imaging Around Corners With Ultrasound

Biyeun Buczyk



Hallway Ambush



Goal: Technique office

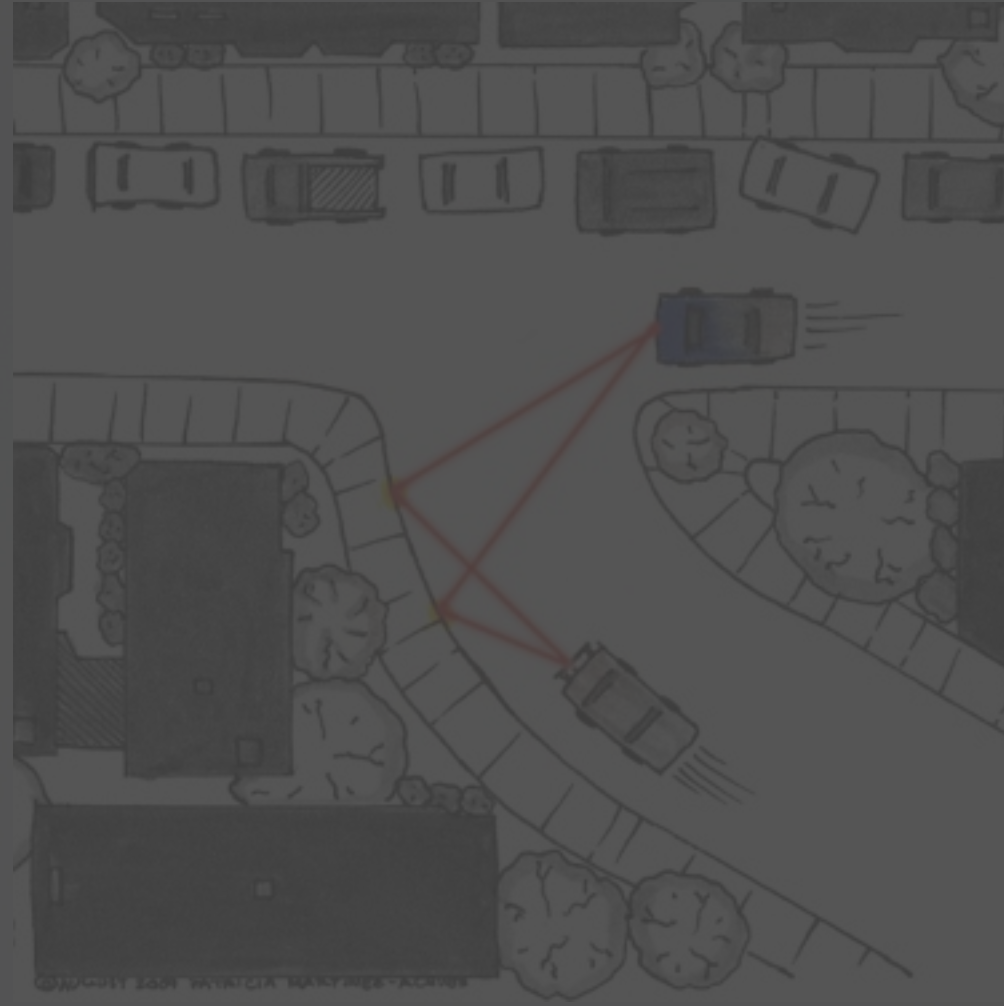
Hallway Ambush



The hallway is deserted. The office...too quiet.

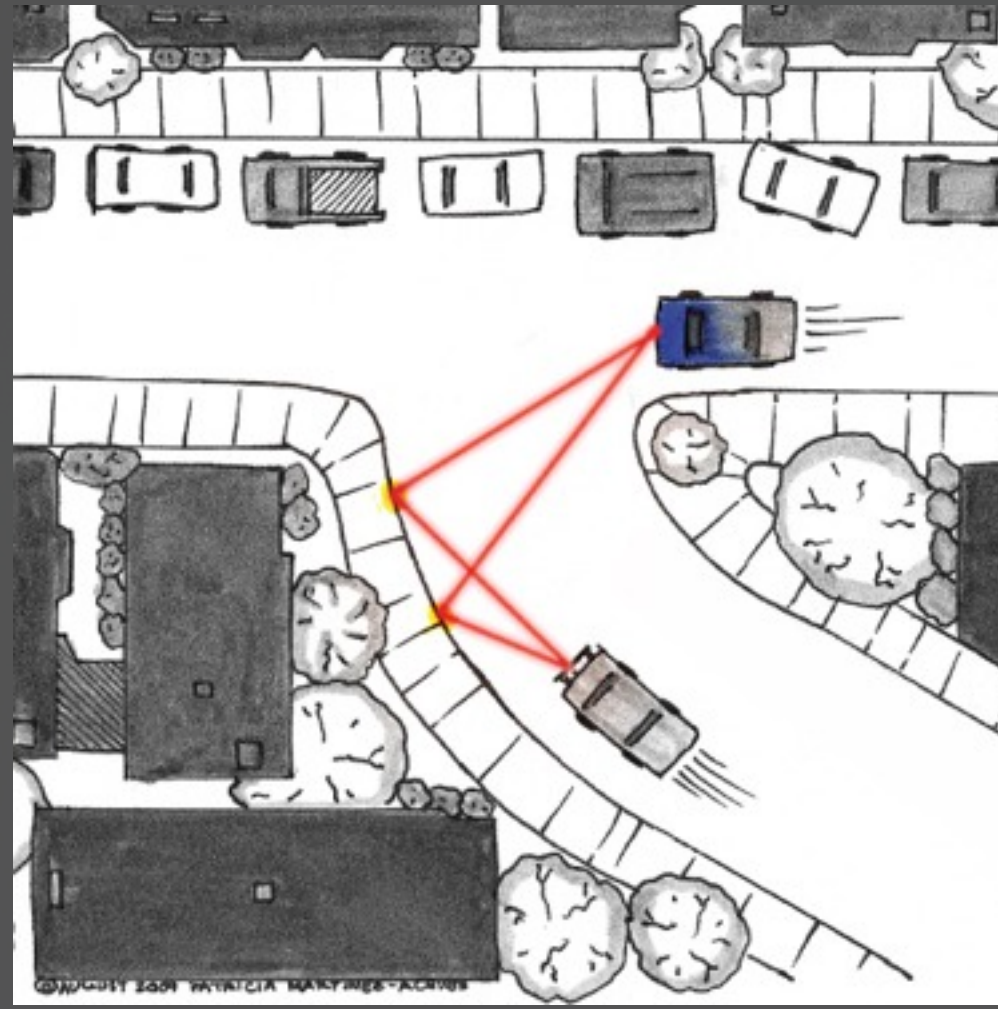


Ambush avoidance: Turn the wall into a 'mirror'



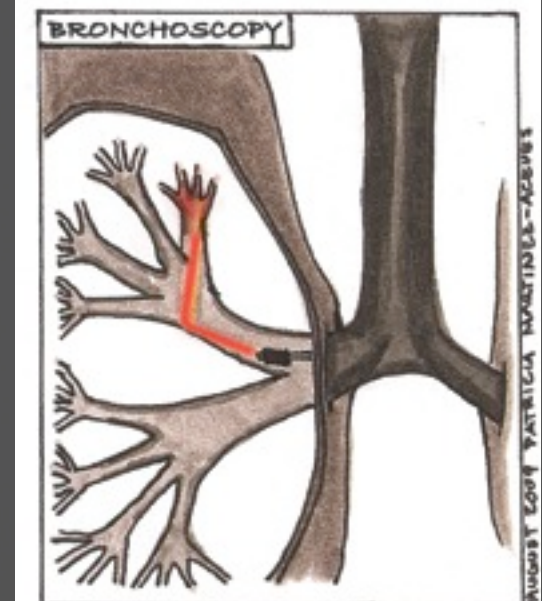
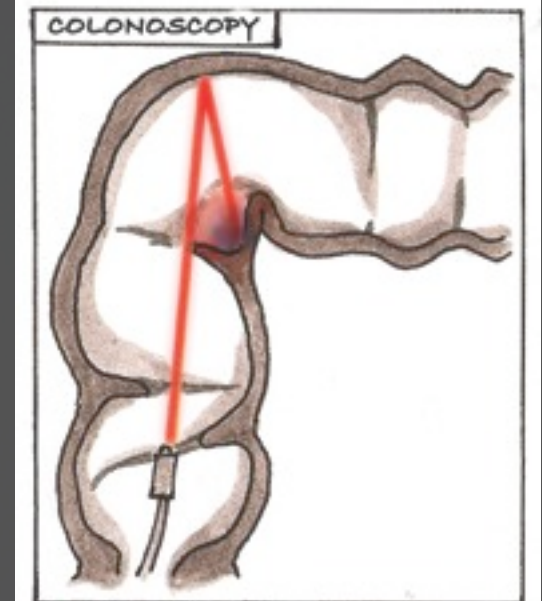
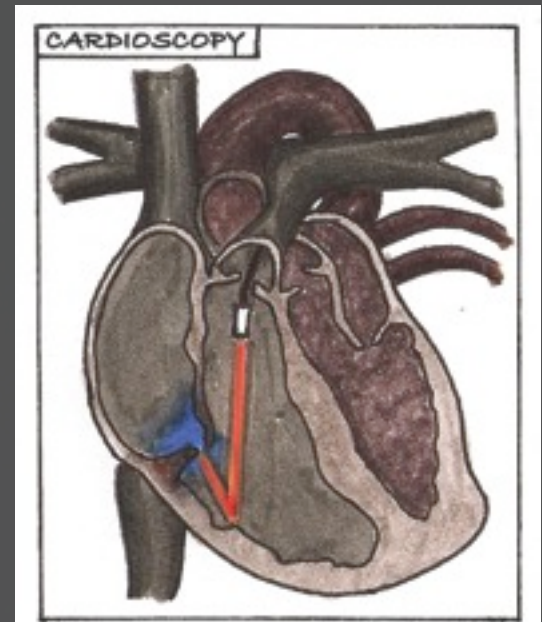
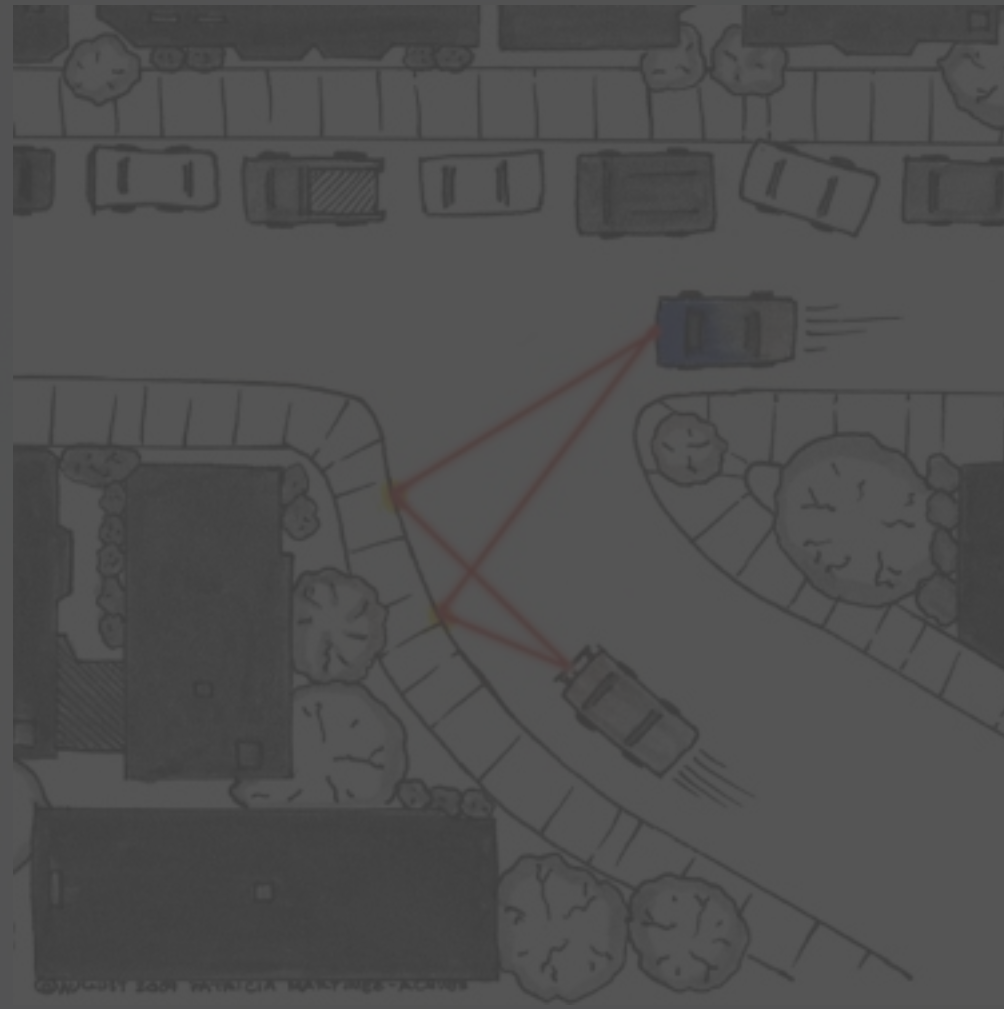
Femtosecond Transient Imaging

A. Kirmani,
T. Hutchison, J. Davis,
R. Raskar



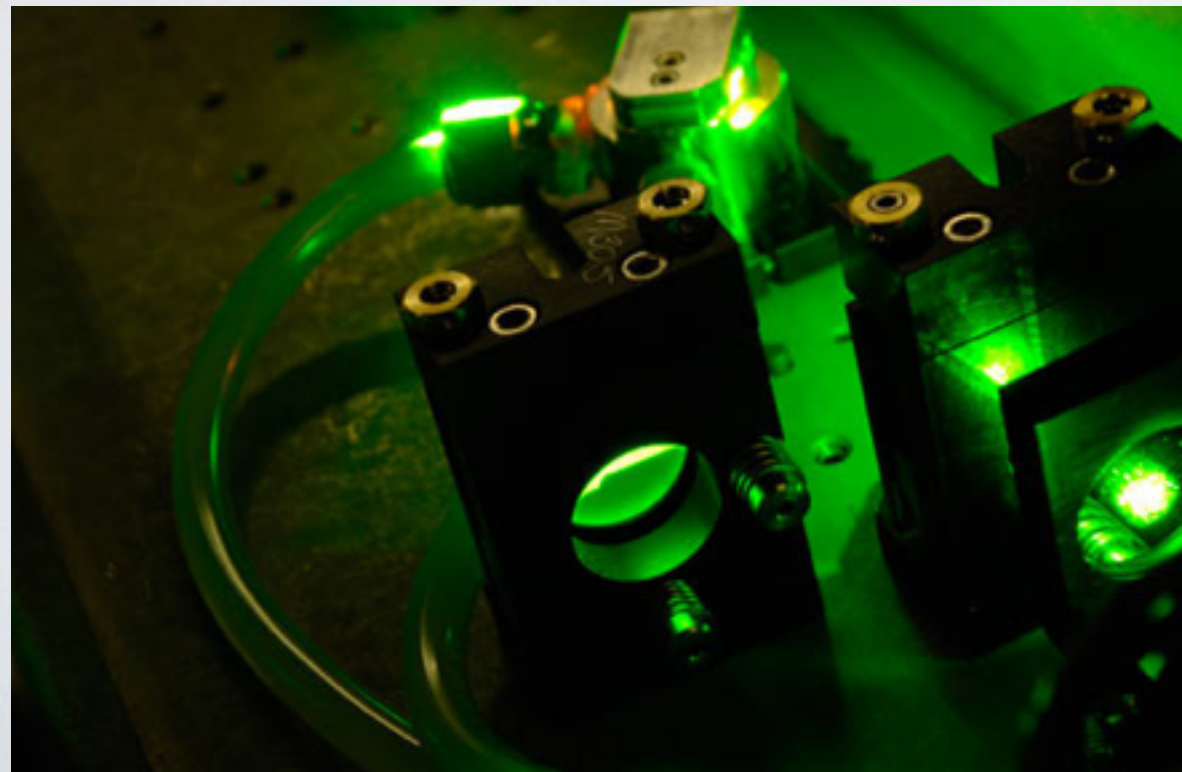
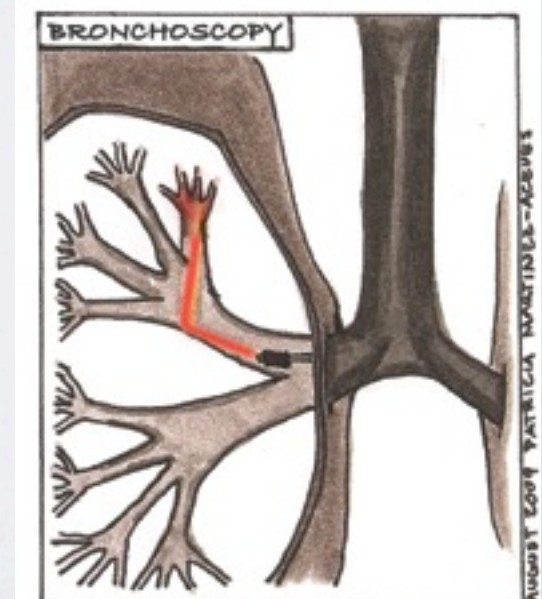
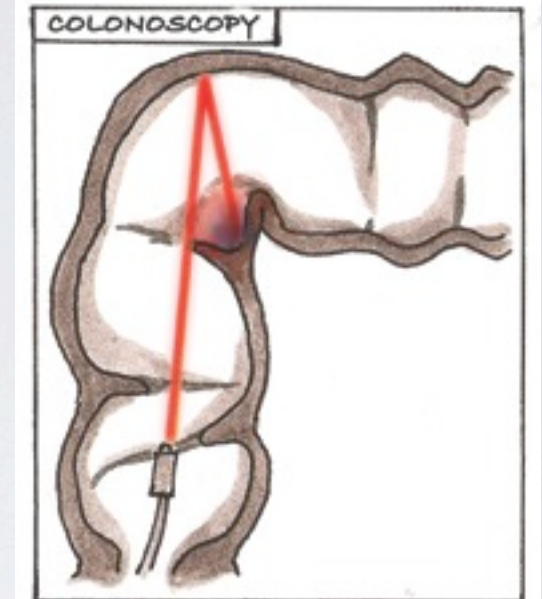
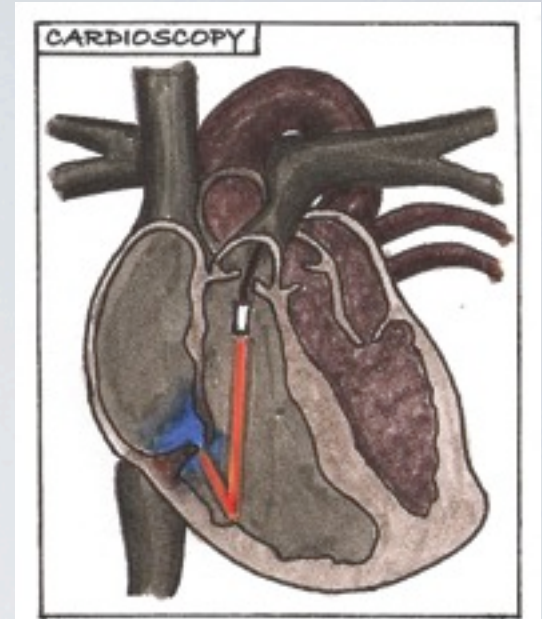
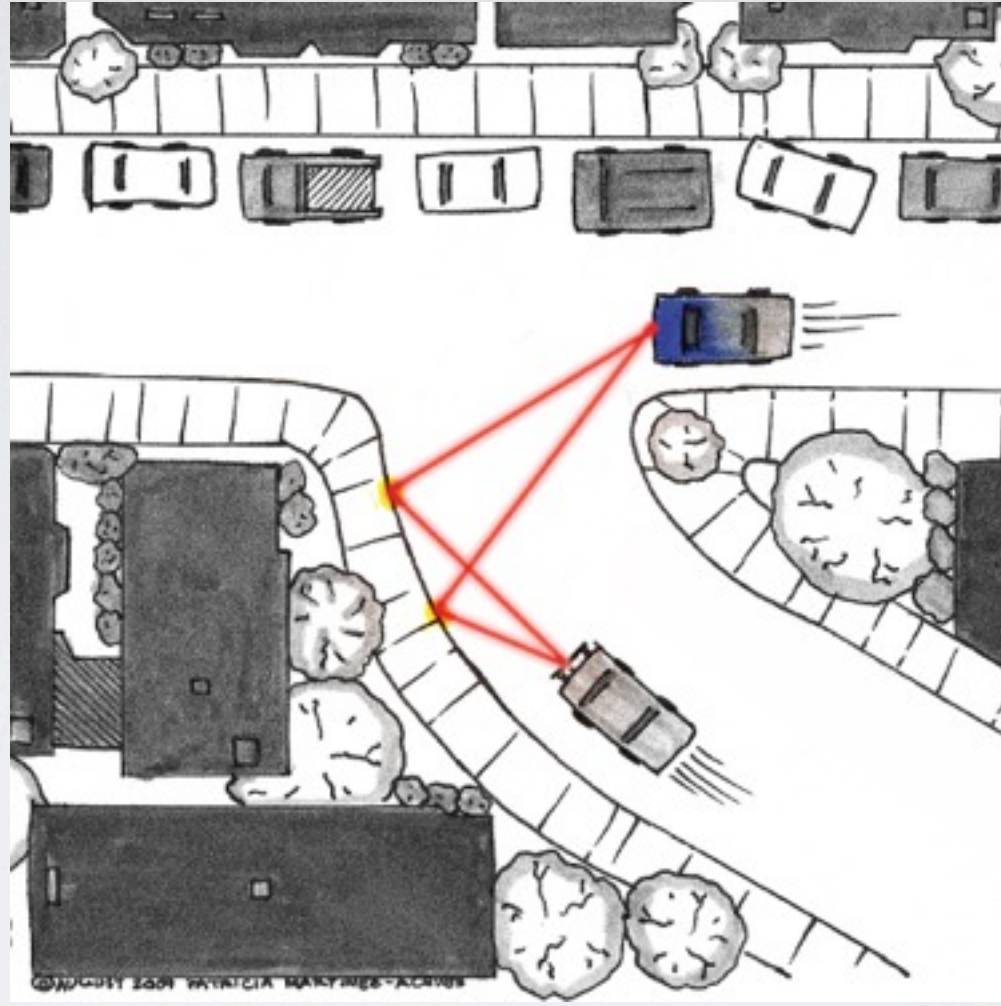
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Ultrasound Transient Imaging

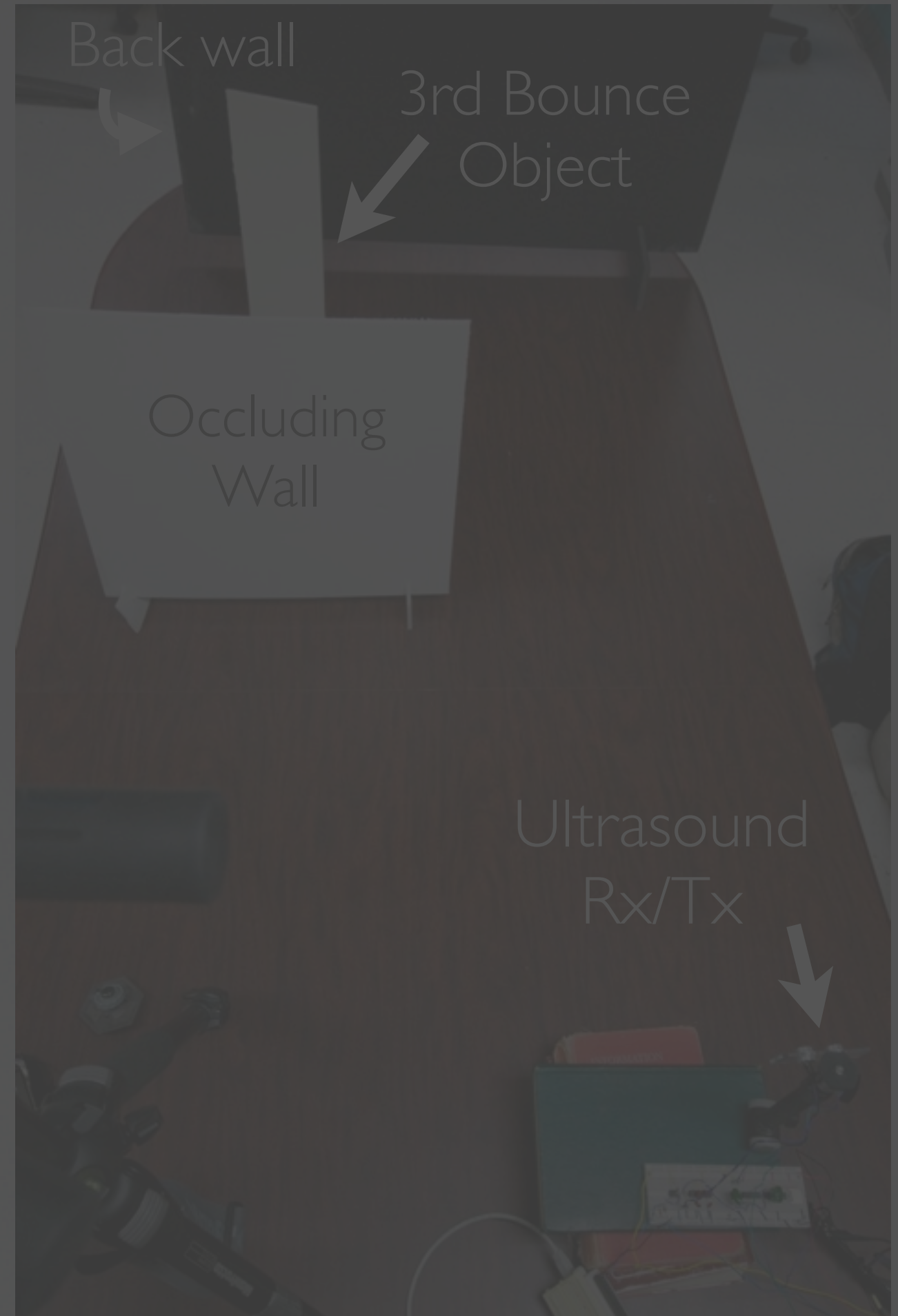
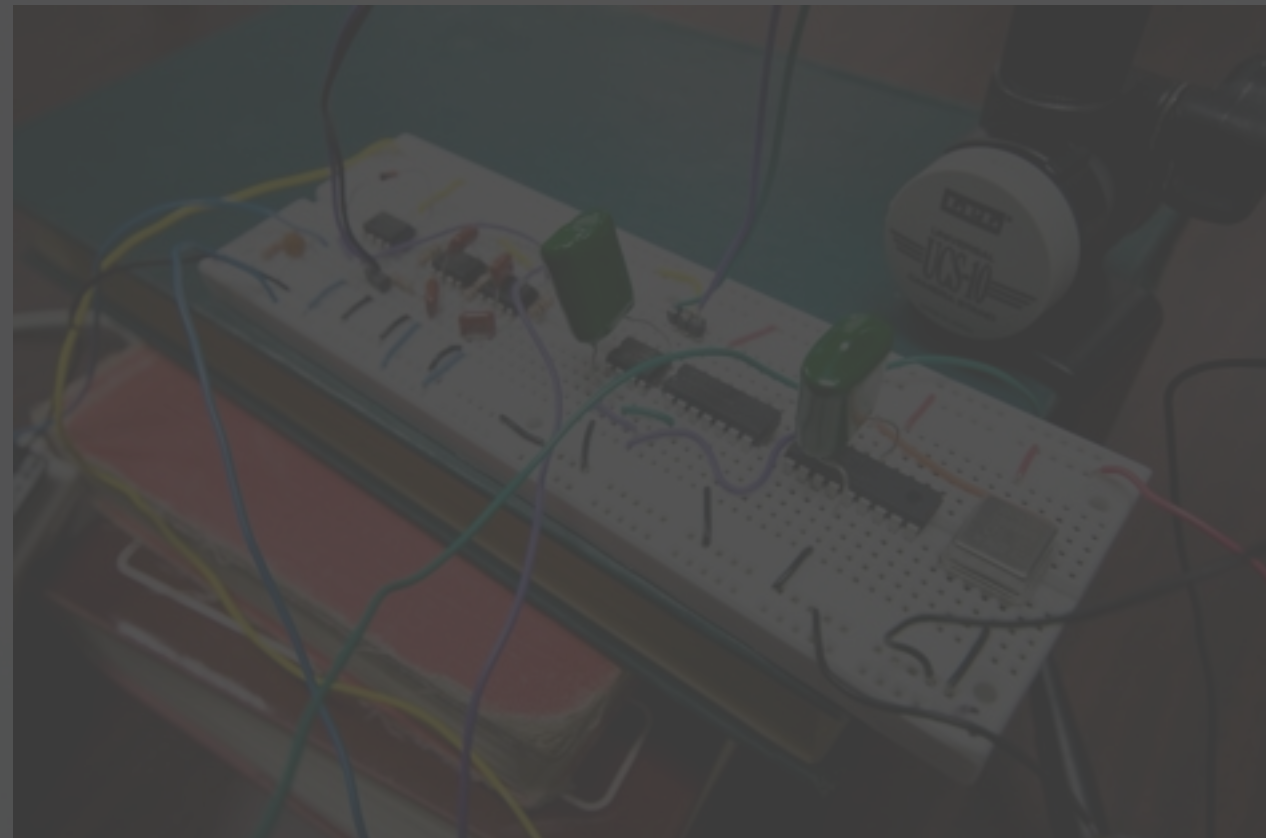
- Image underwater
- Eye safe
- Body safe
- More intensity, less power input



Photo by Ken Marschall

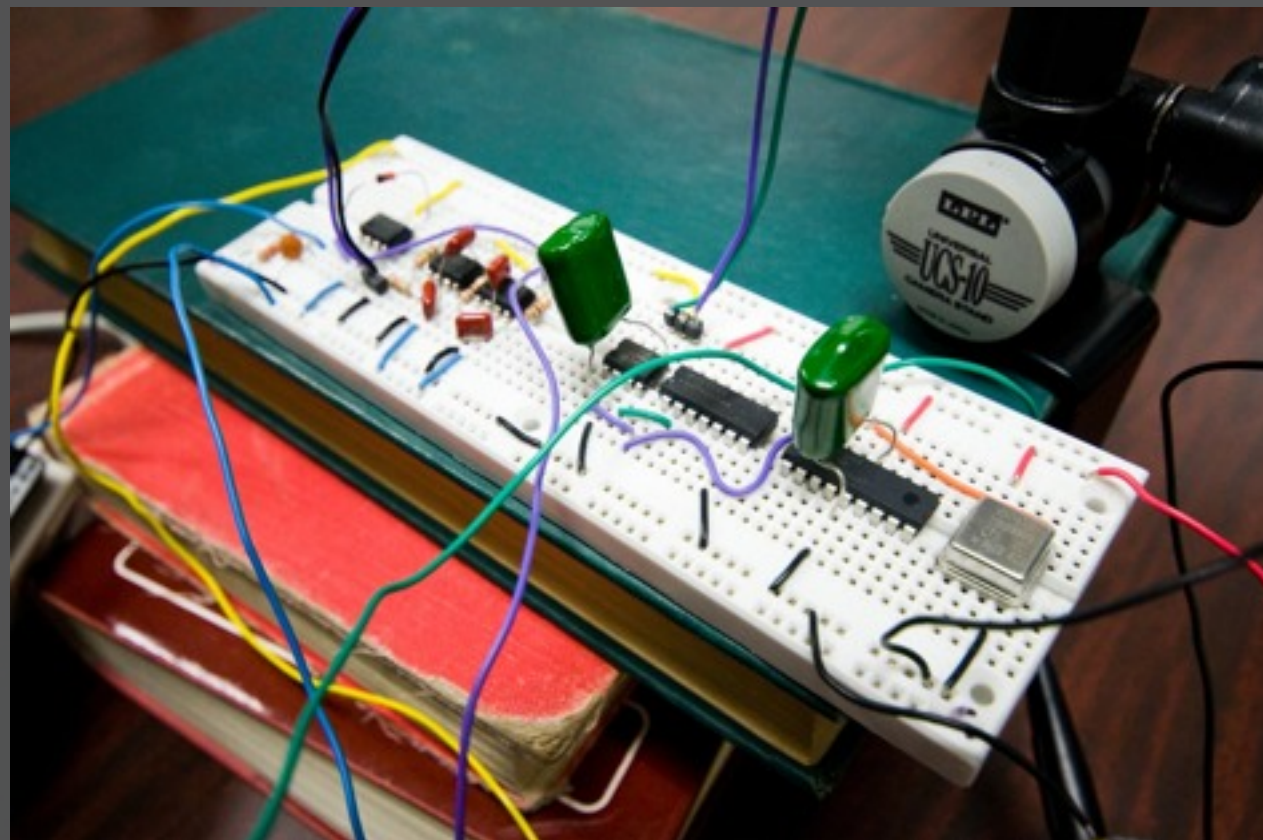
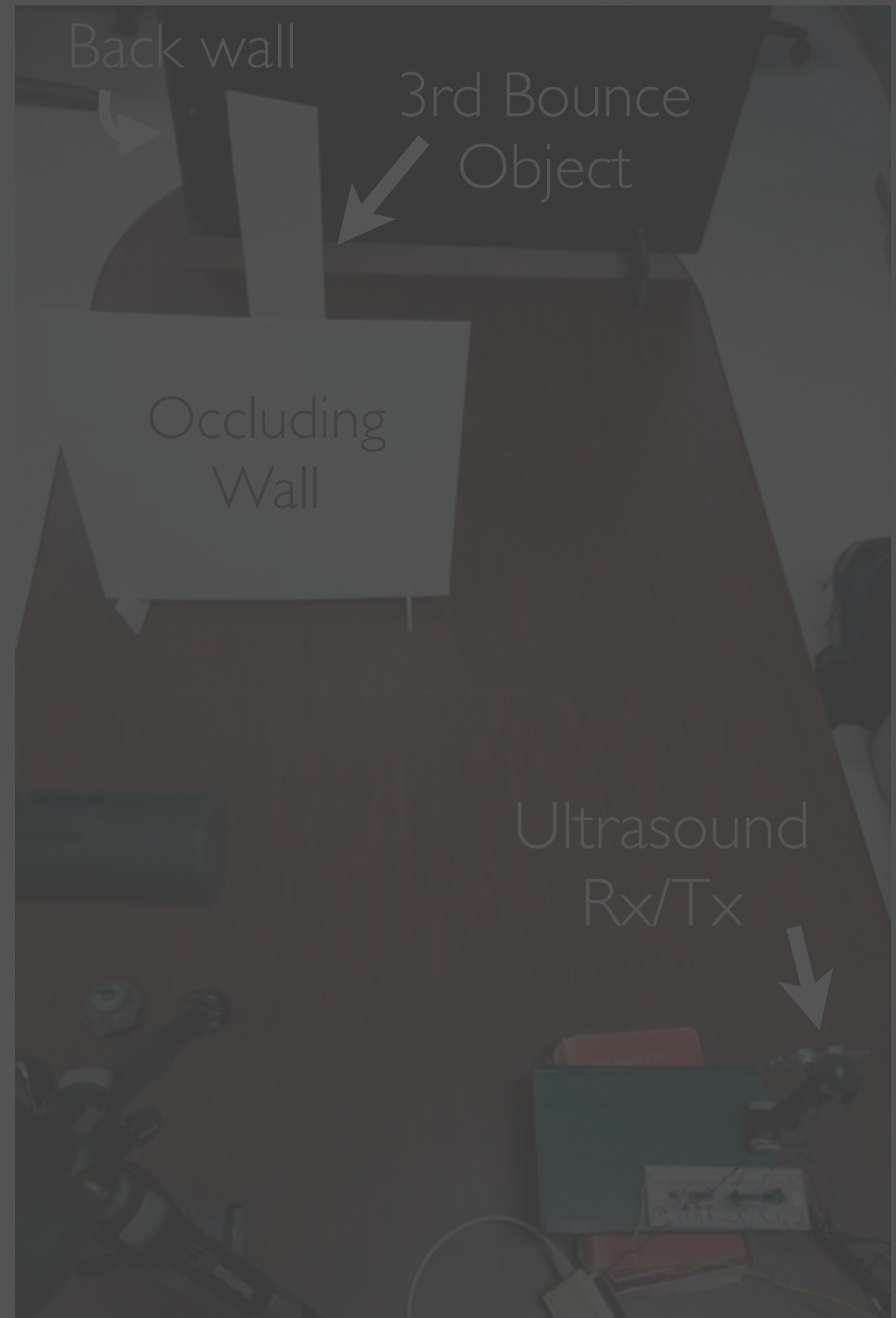
The Setup

40 kHz transducers



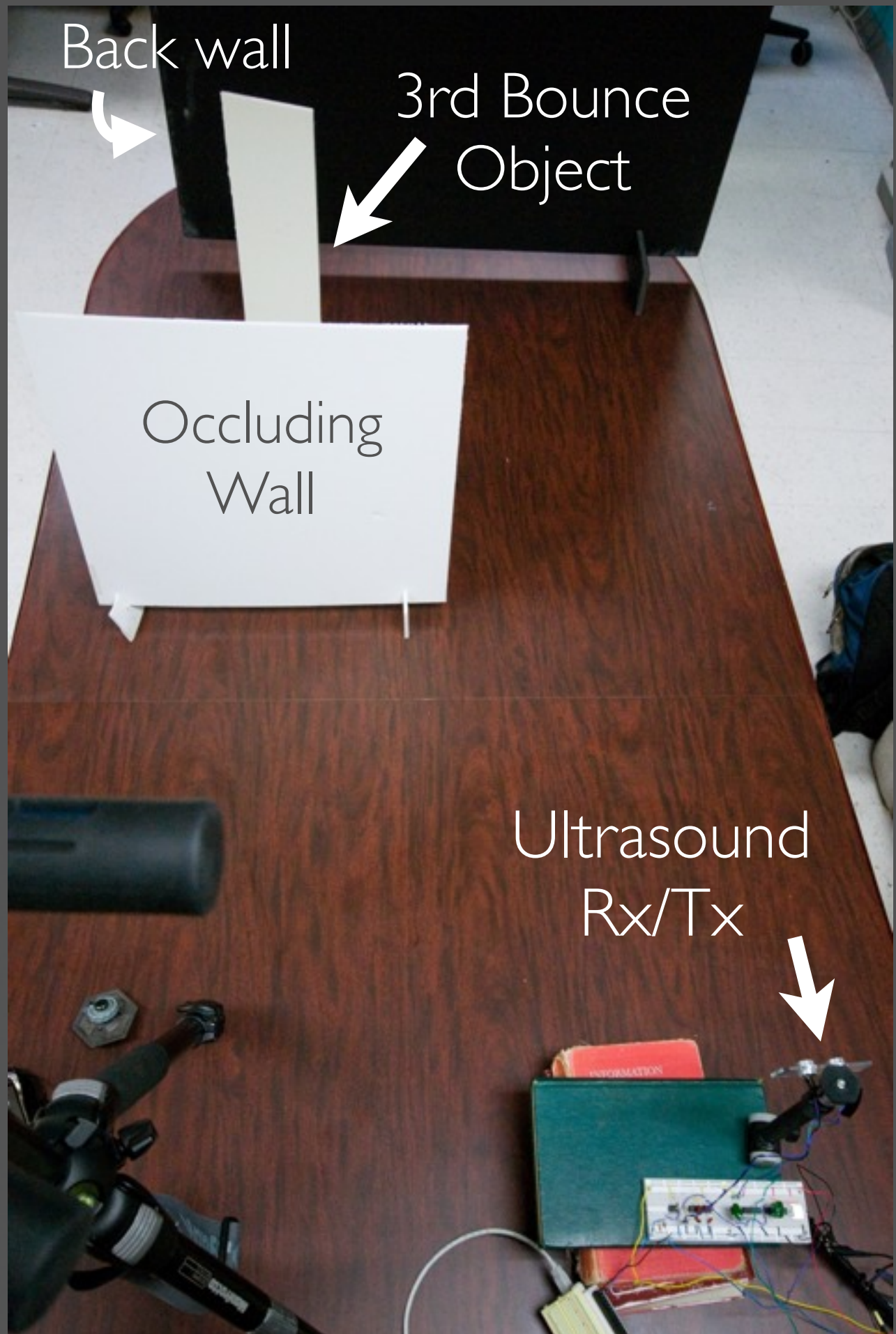
The Setup

40 kHz transducers



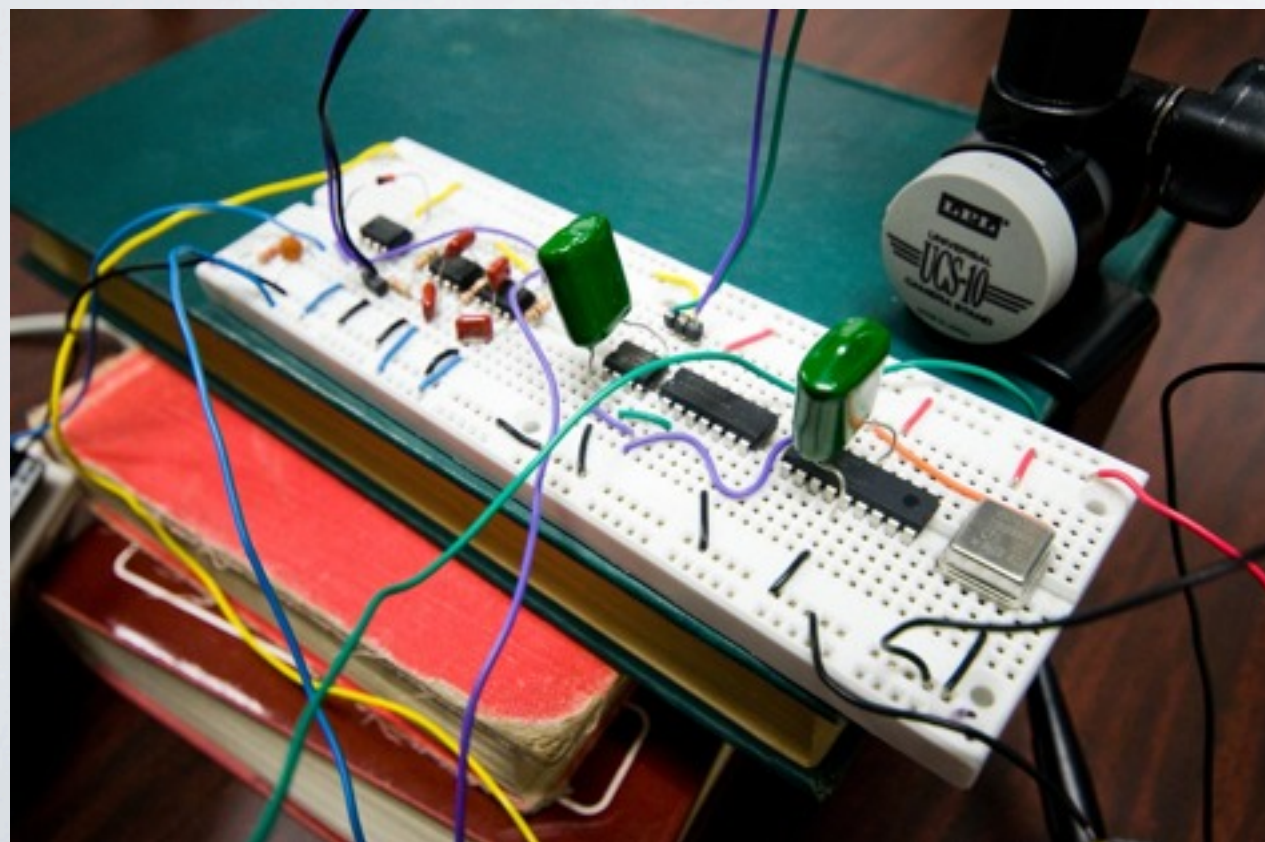
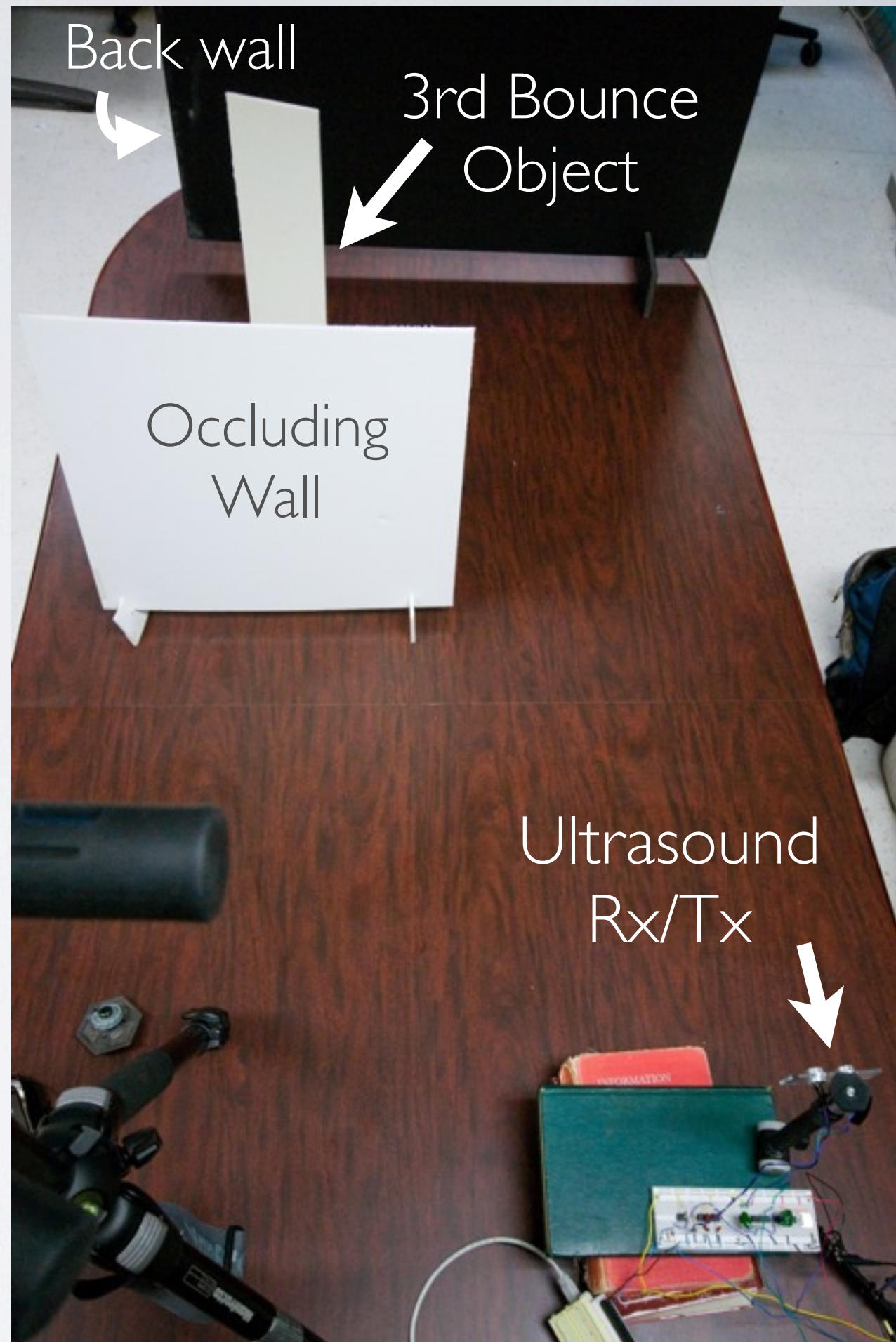
The Setup

40 kHz transducers



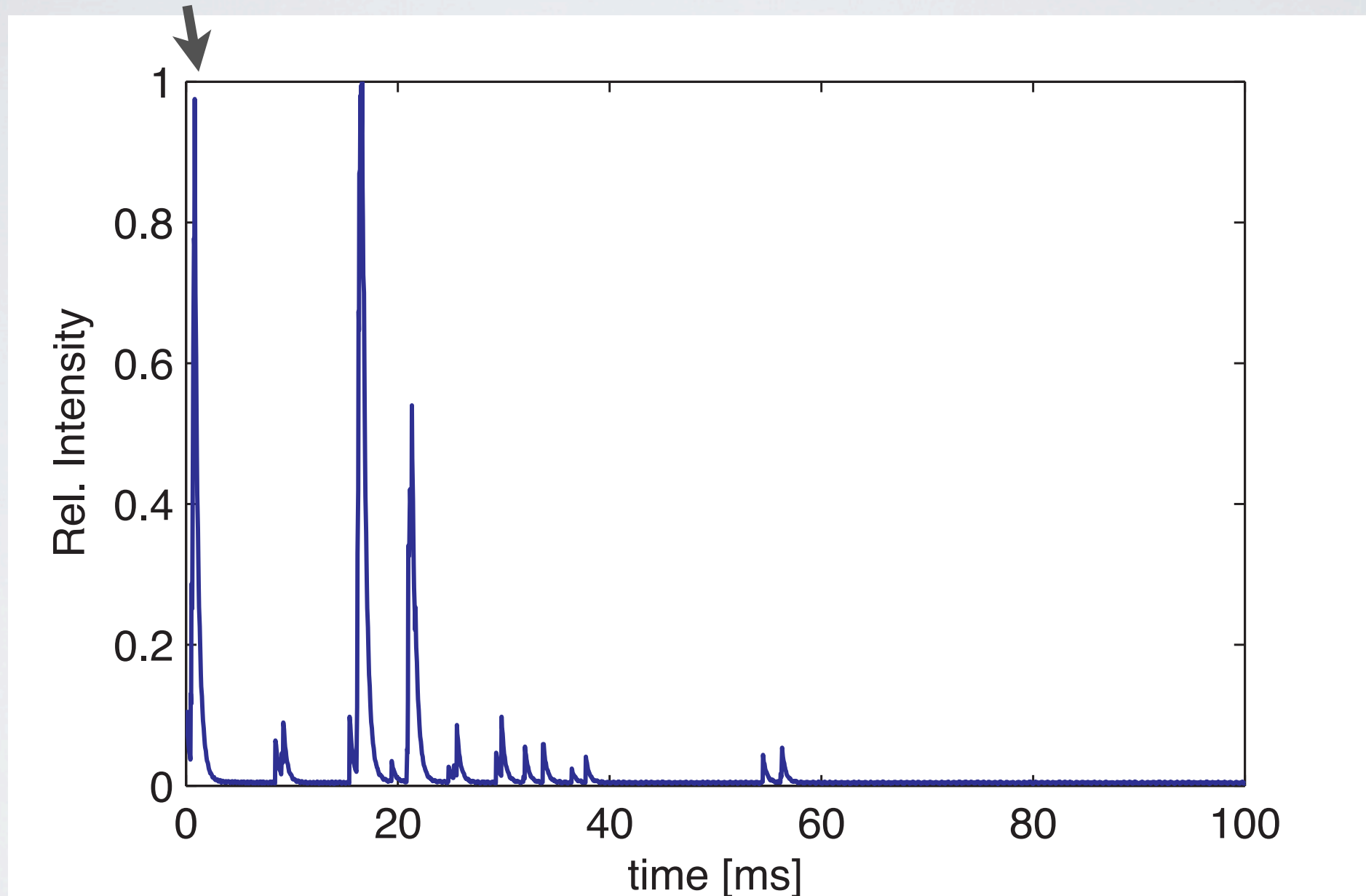
The Setup

40 kHz transducers



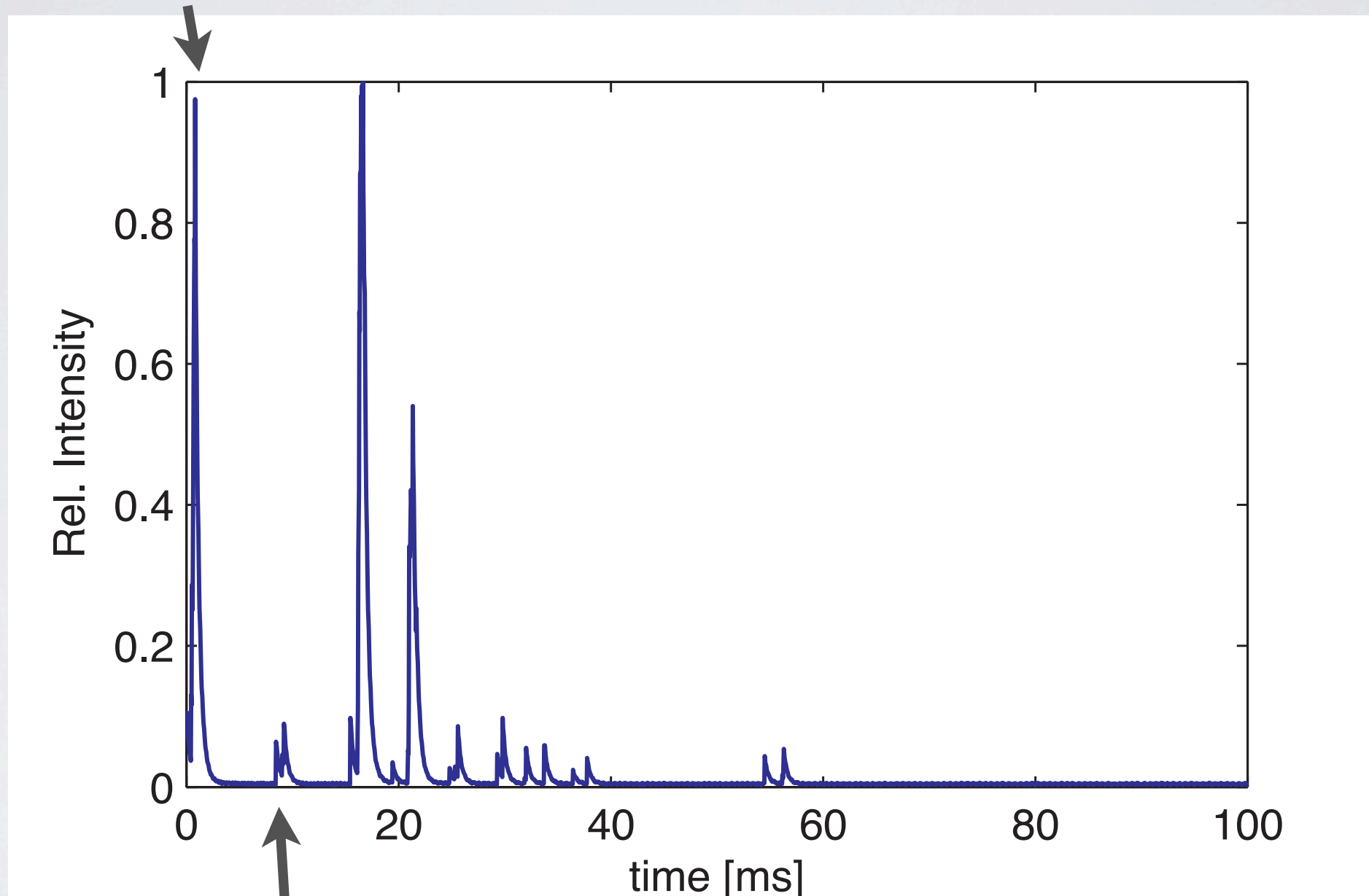
Data

Initial Signal



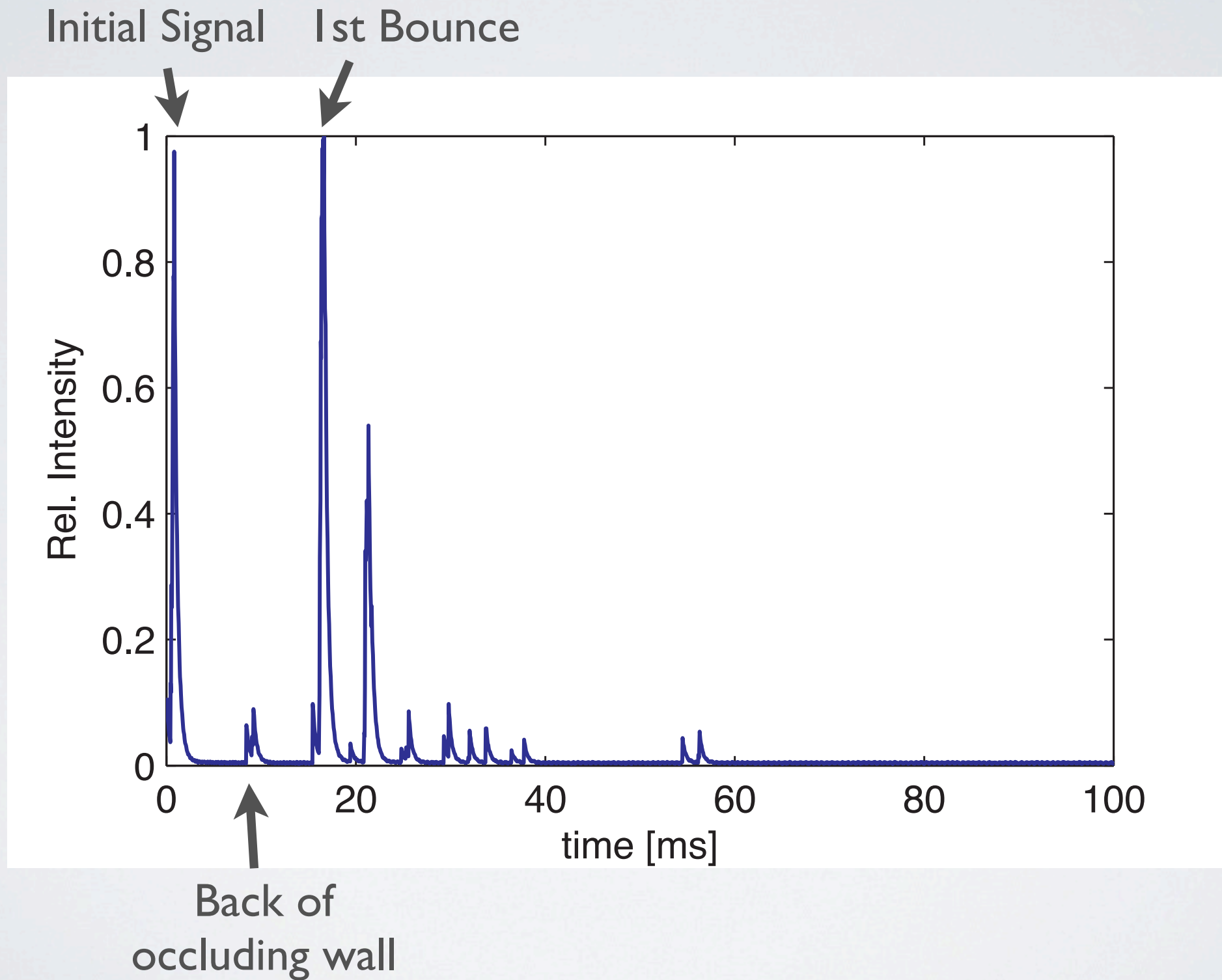
Data

Initial Signal

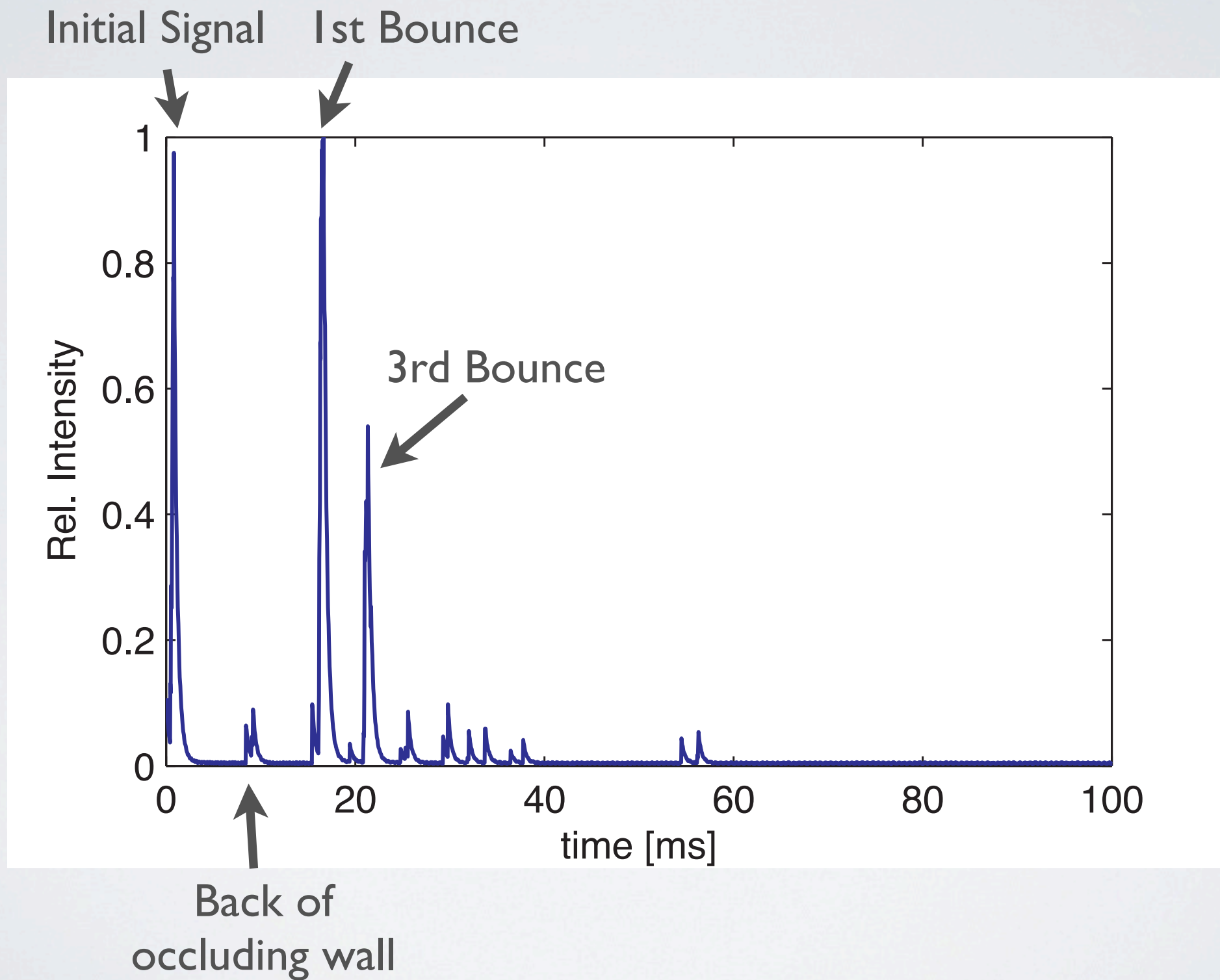


Back of
occluding wall

Data



Data



Light

$$\lambda \sim 7 \times 10^{-9} \text{ m}$$



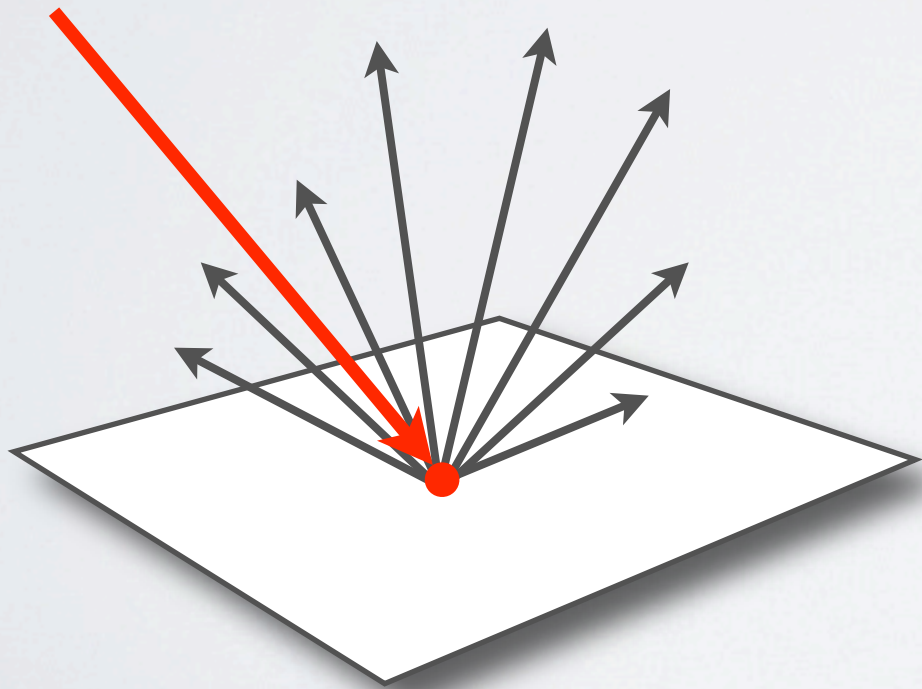
Ultrasound

$$\lambda \sim 8 \times 10^{-3} \text{ m}$$



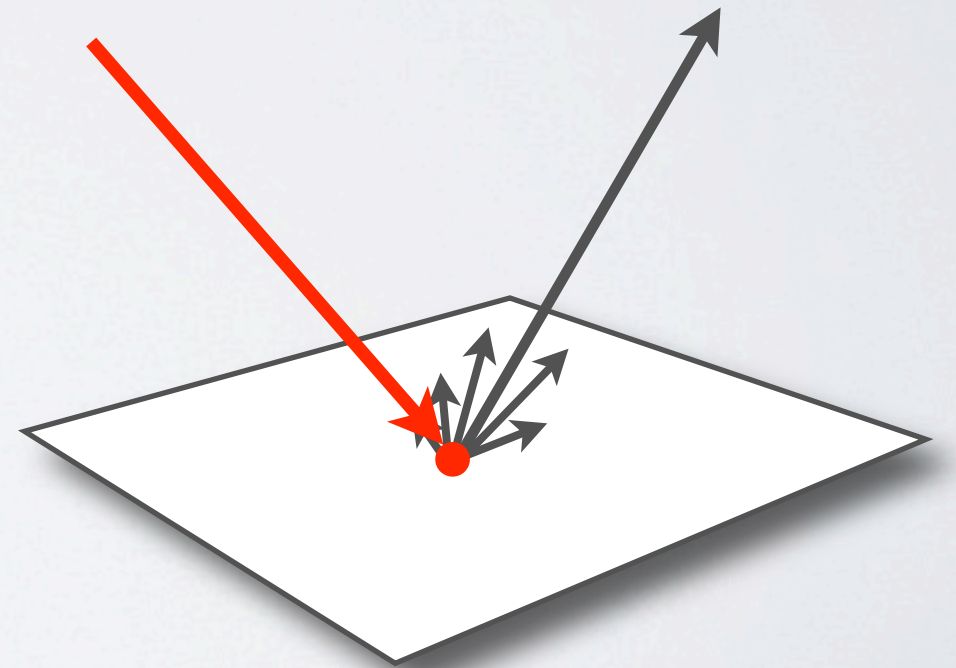
Light

- Most materials have a significant diffuse component.
- Intensity attenuates quickly.



Ultrasound

- Most materials have a significant specular component.
- Theoretically, intensity is mostly maintained.



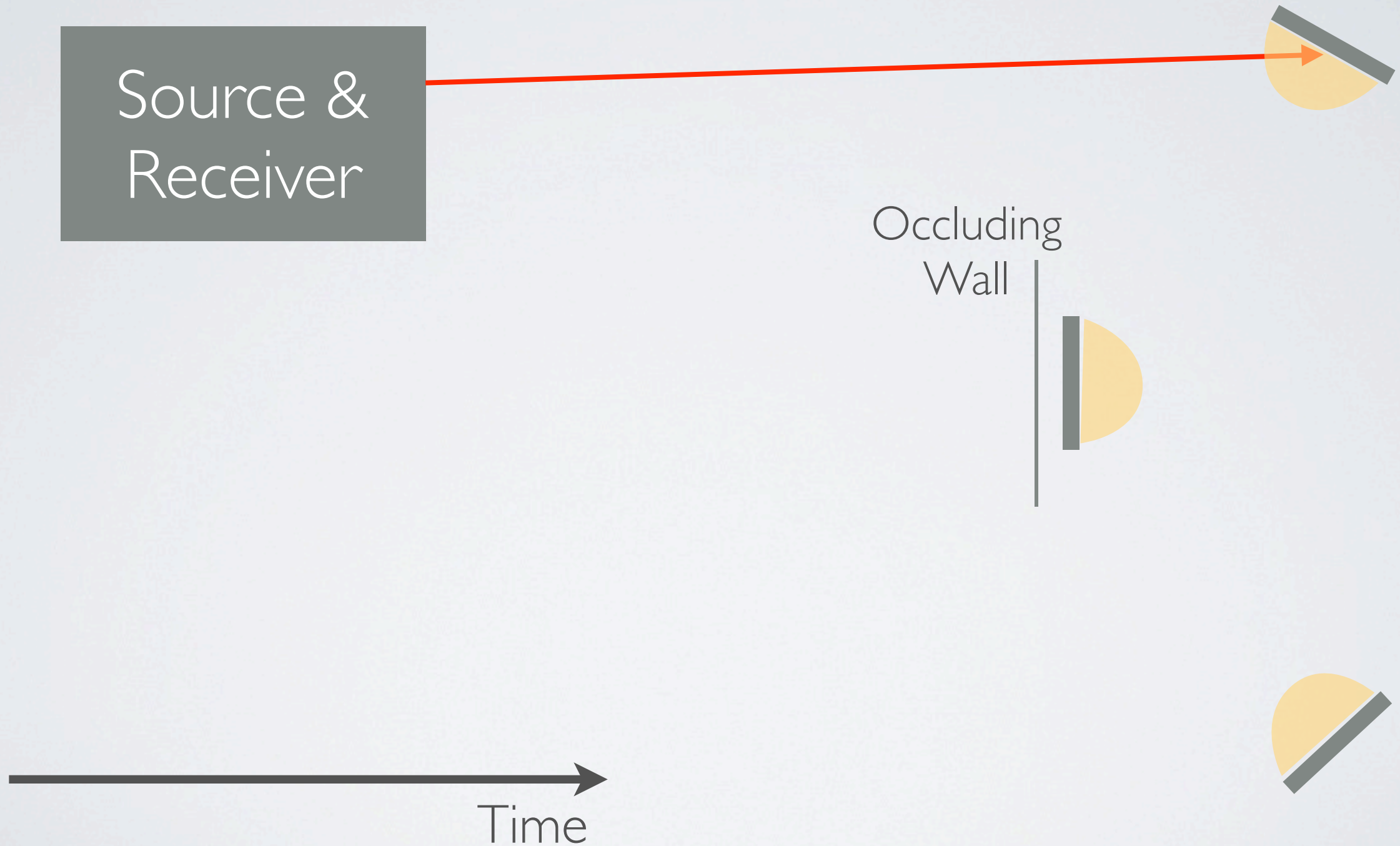
How do we reconstruct the geometry?

Femtosecond Geometry

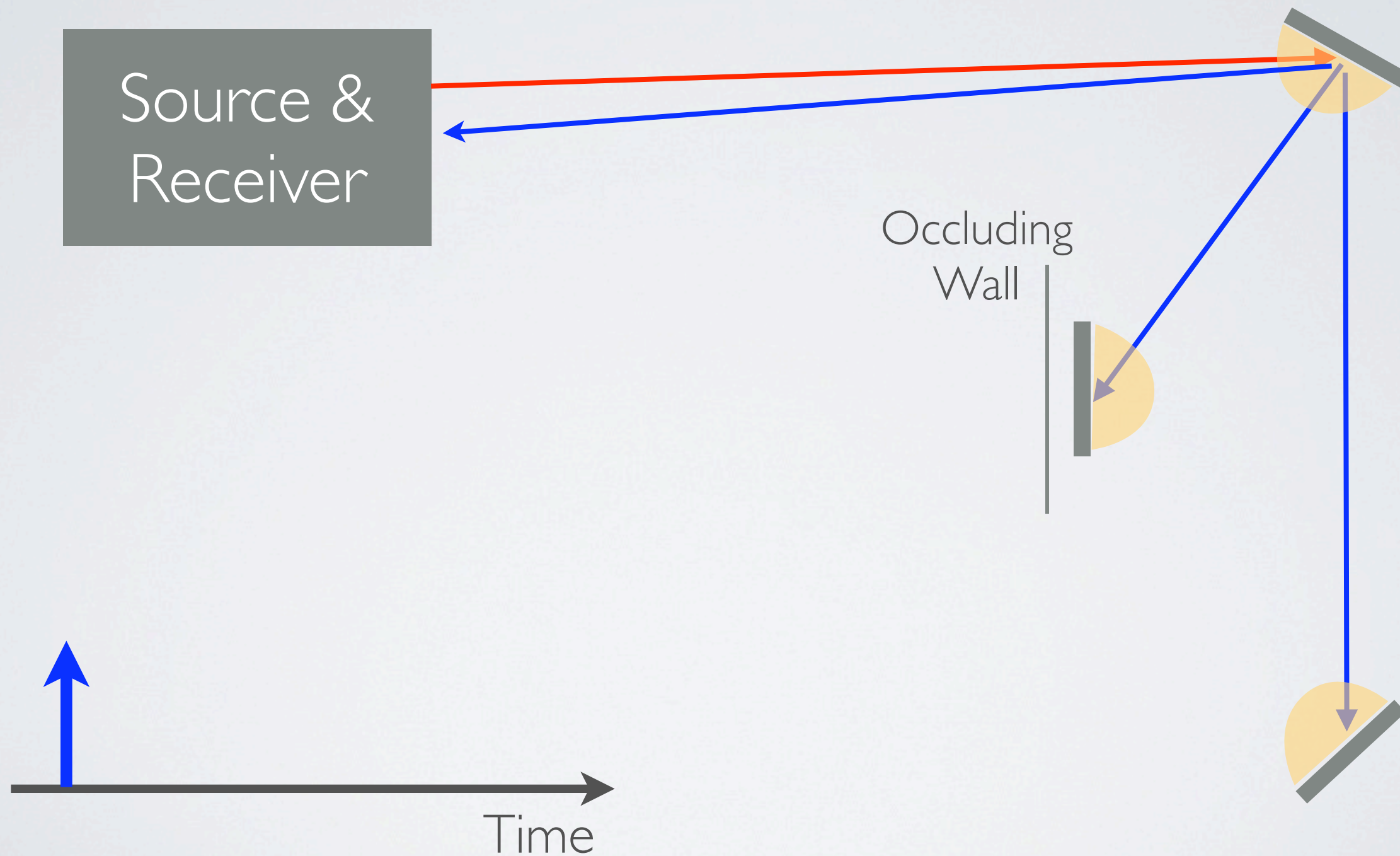
Source &
Receiver

Occluding
Wall

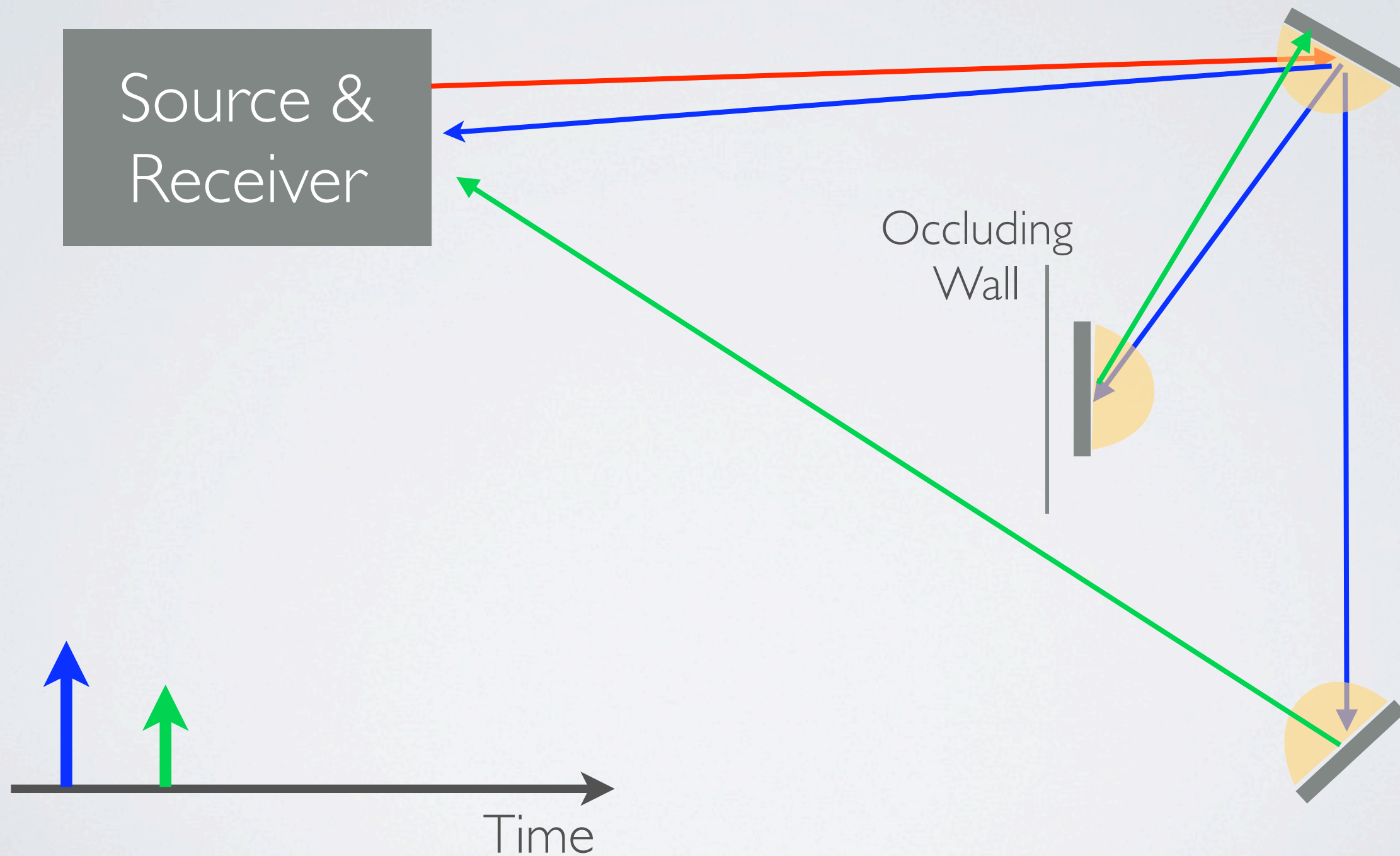
Time



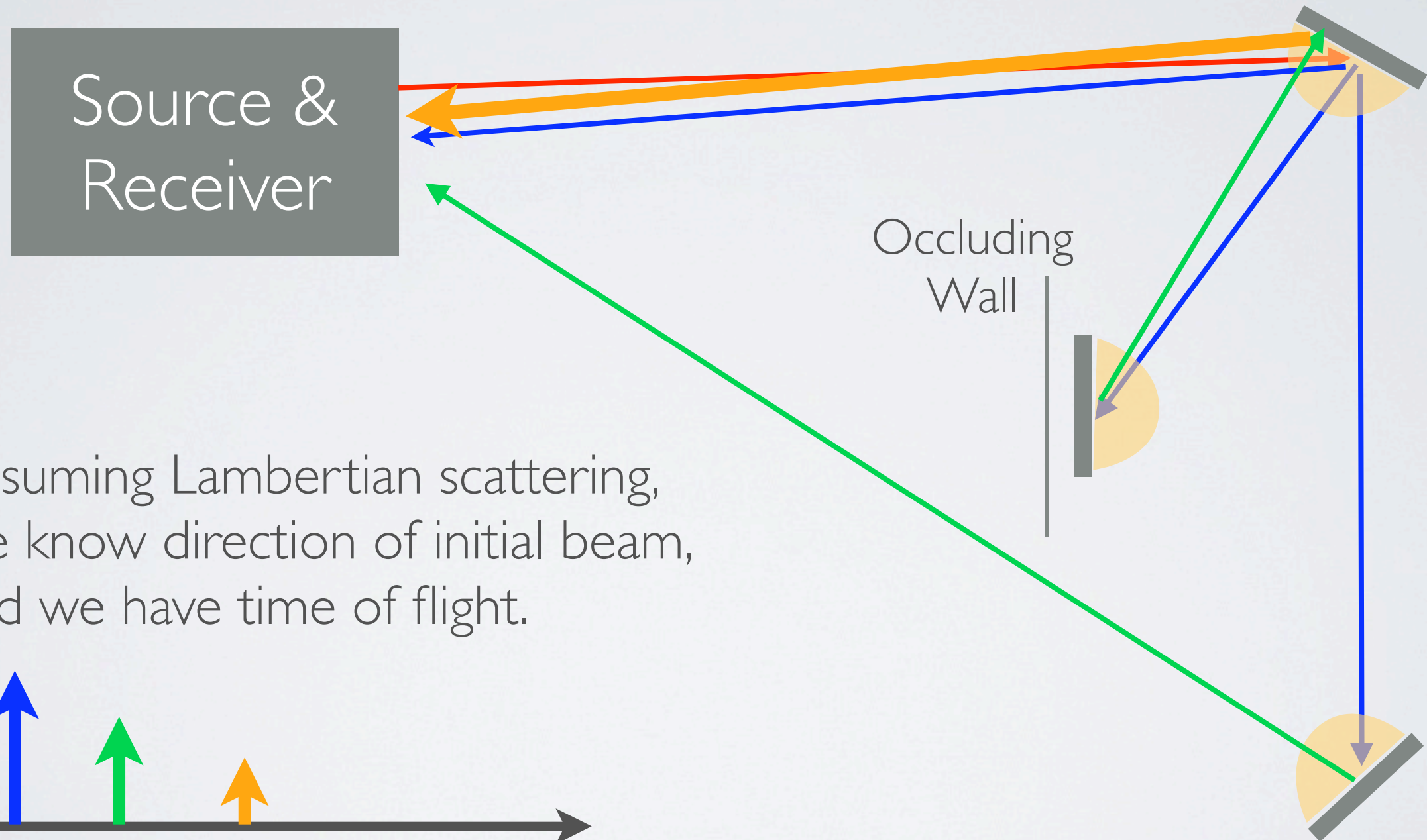
Femtosecond Geometry



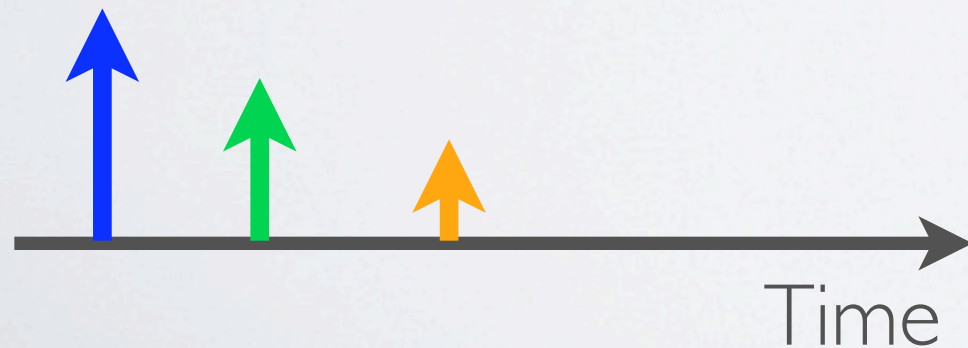
Femtosecond Geometry



Femtosecond Geometry

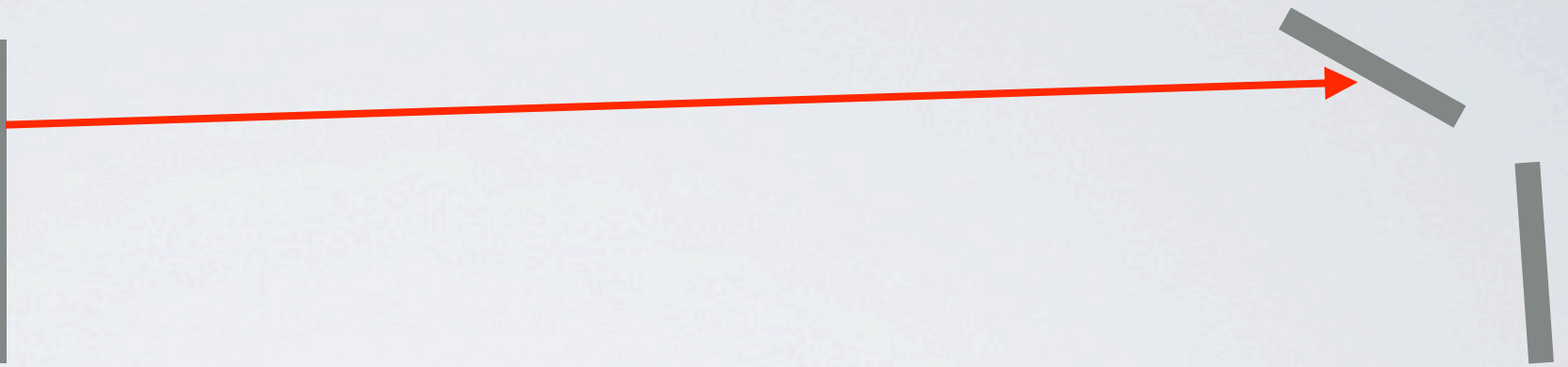


Assuming Lambertian scattering, we know direction of initial beam, and we have time of flight.



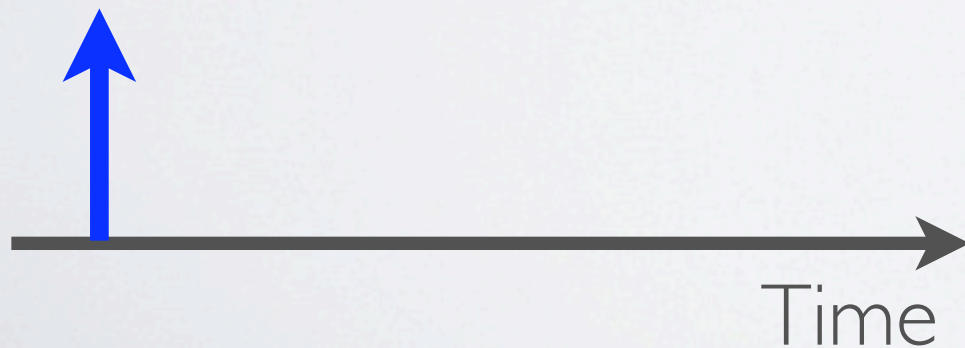
Ultrasound Geometry

Source &
Receiver

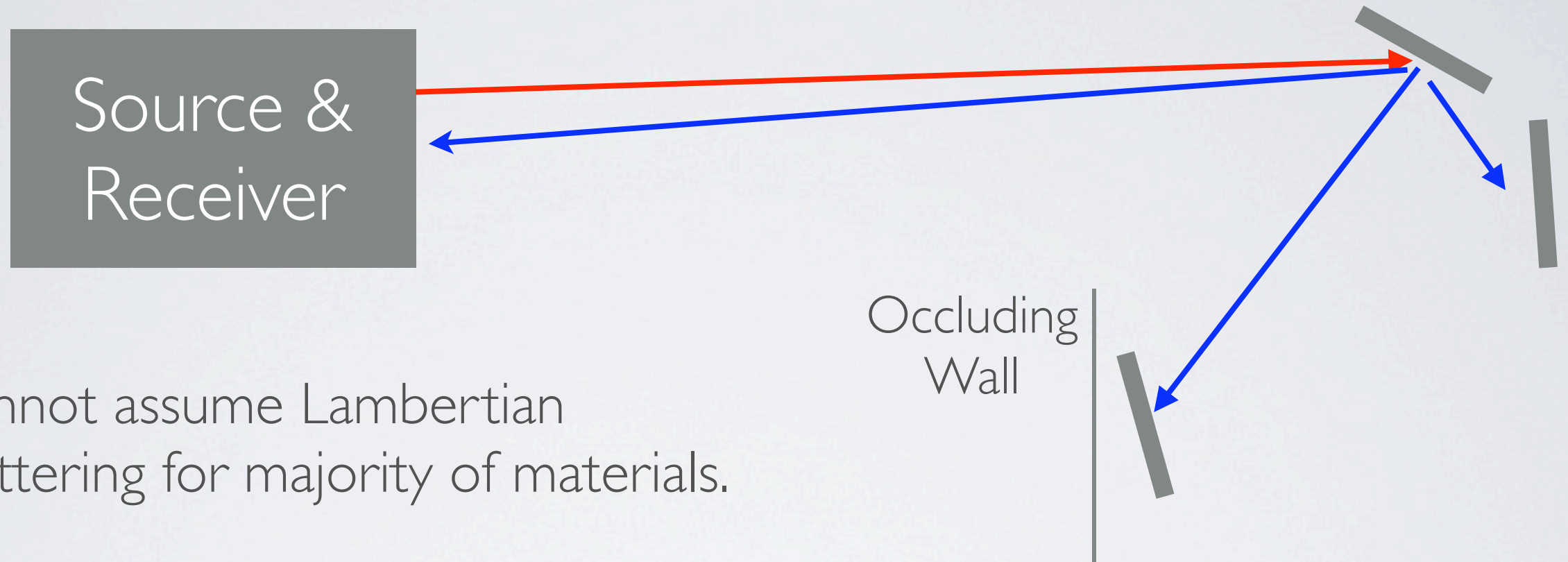


Cannot assume Lambertian scattering for majority of materials.

Occluding
Wall

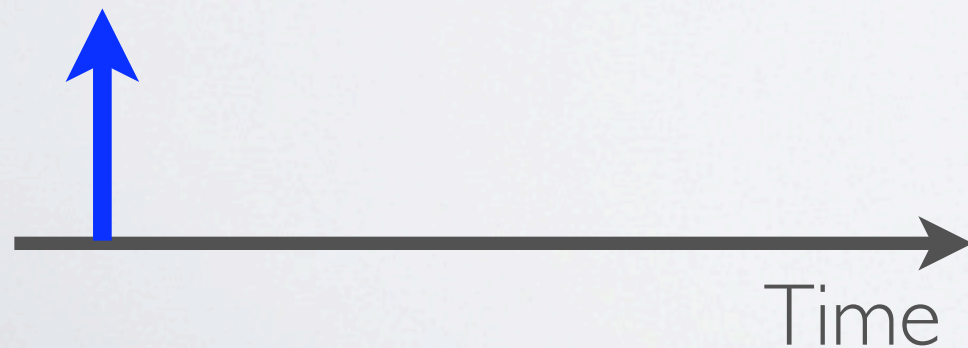


Ultrasound Geometry

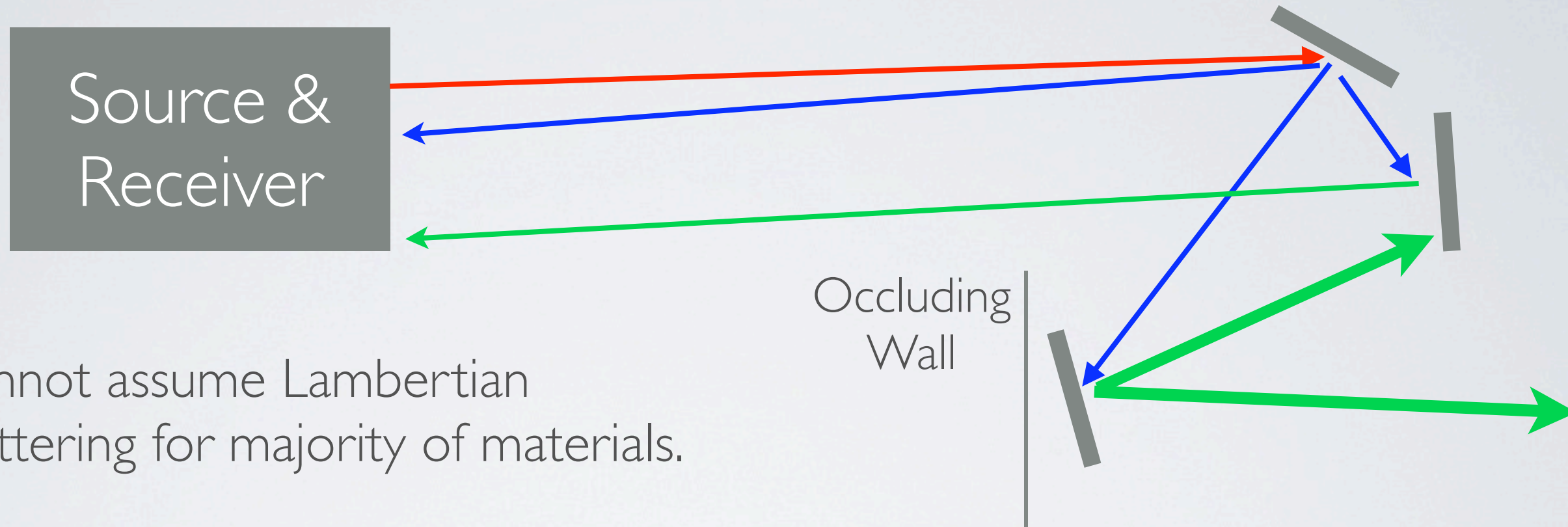


Cannot assume Lambertian scattering for majority of materials.

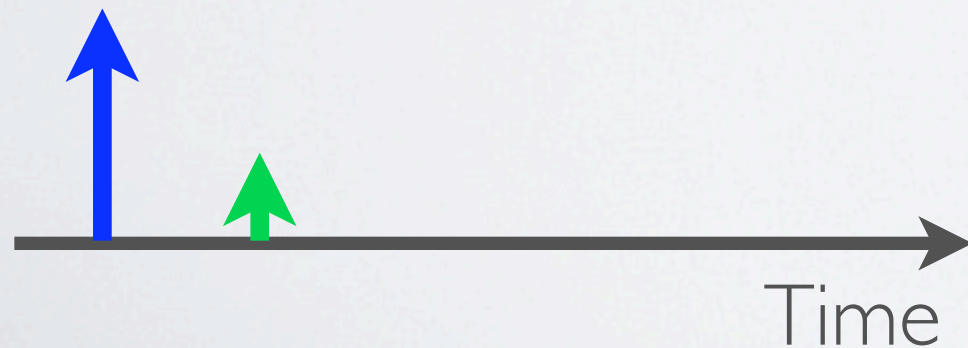
More diffuse scattering in nature (tree bark, rocks, etc.)



Ultrasound Geometry

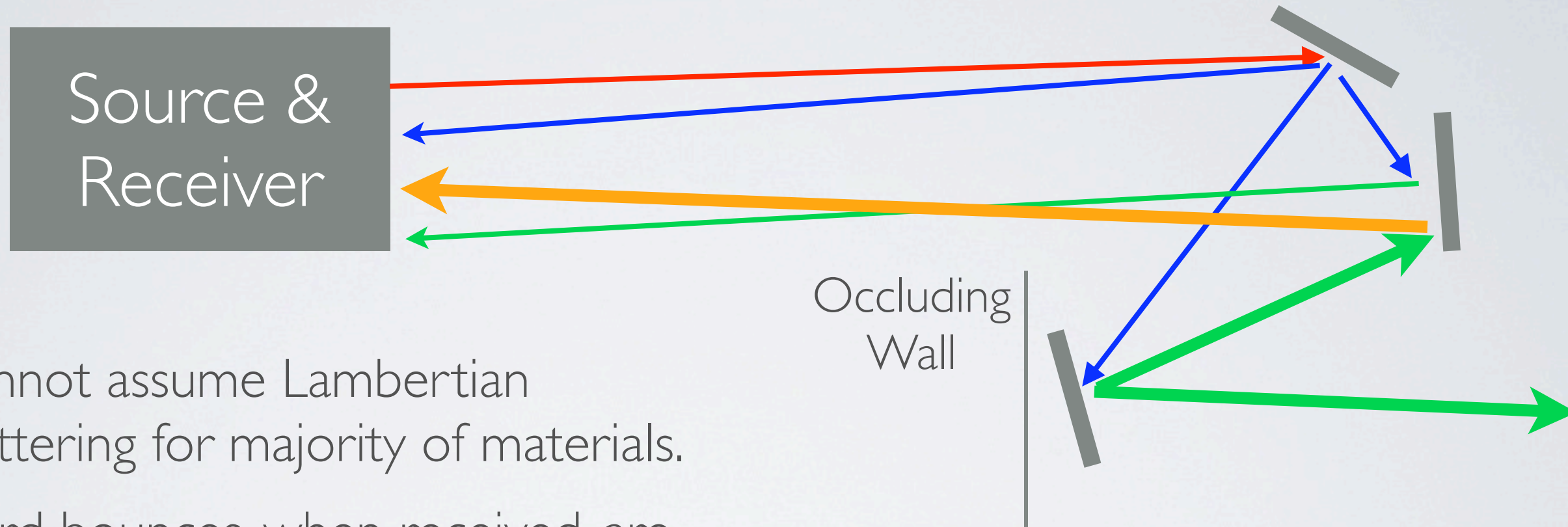


Cannot assume Lambertian scattering for majority of materials.



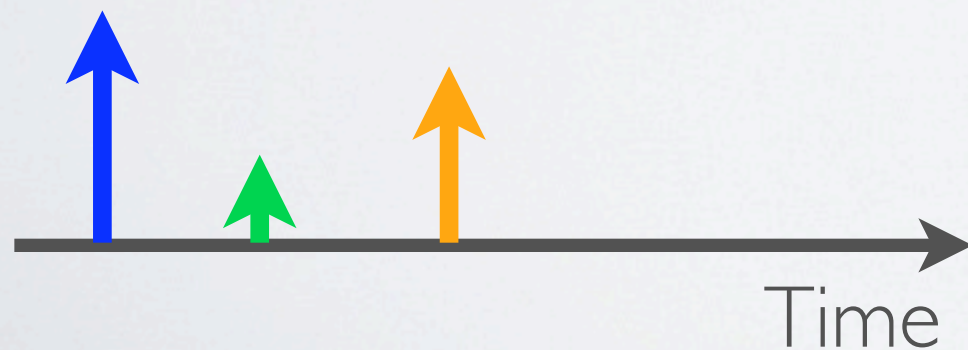
More diffuse scattering in nature (tree bark, rocks, etc.)

Ultrasound Geometry



Cannot assume Lambertian scattering for majority of materials.

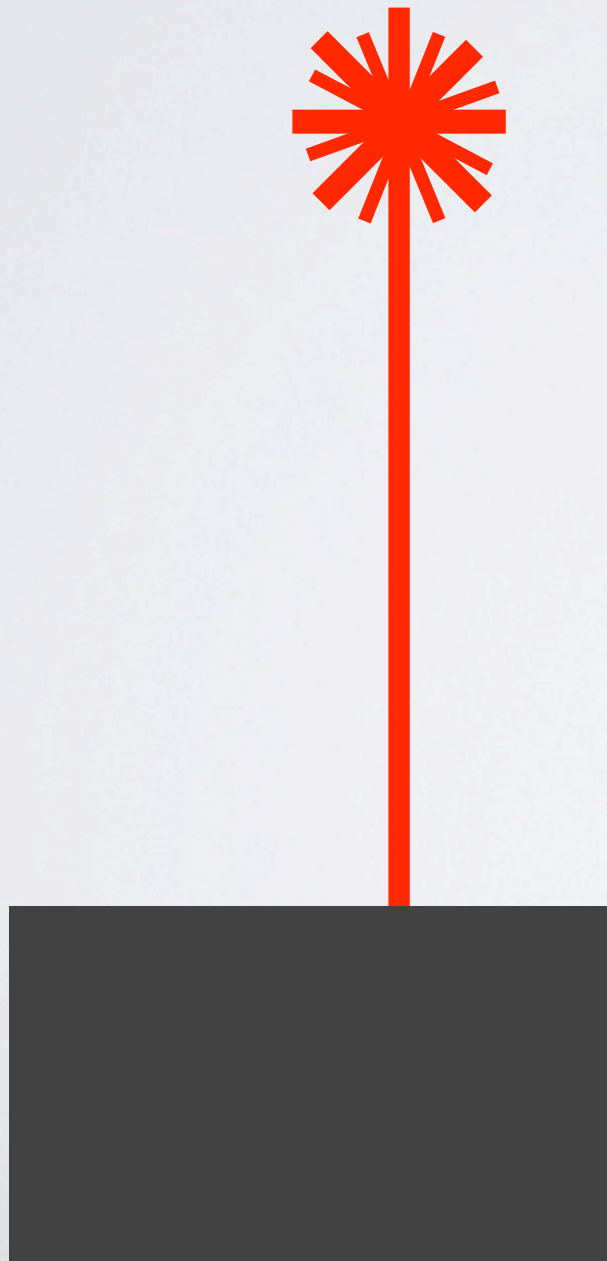
Third bounces, when received, are strong.



More diffuse scattering in nature (tree bark, rocks, etc.)

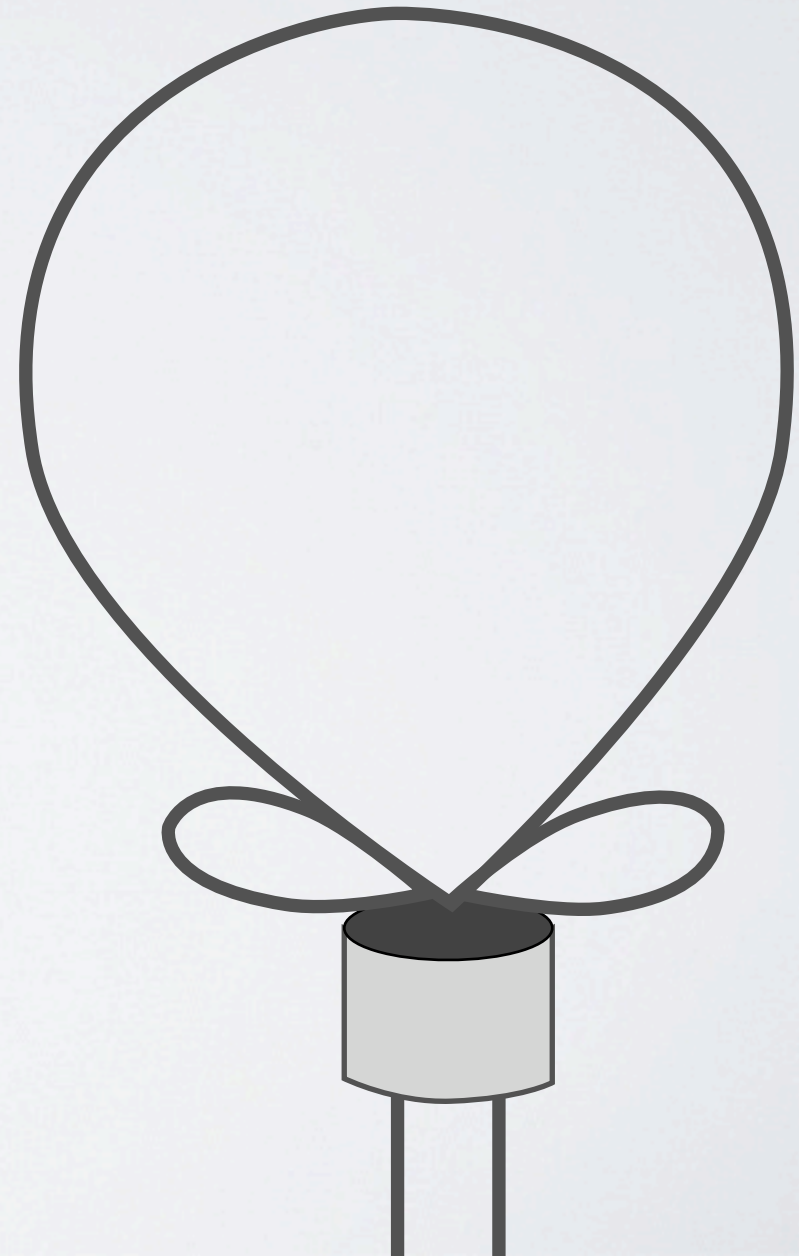
Femtosecond Laser

- Collimated and easily focused



Ultrasonic Transducer

- Single transducer has wide beamwidth and not focusable alone

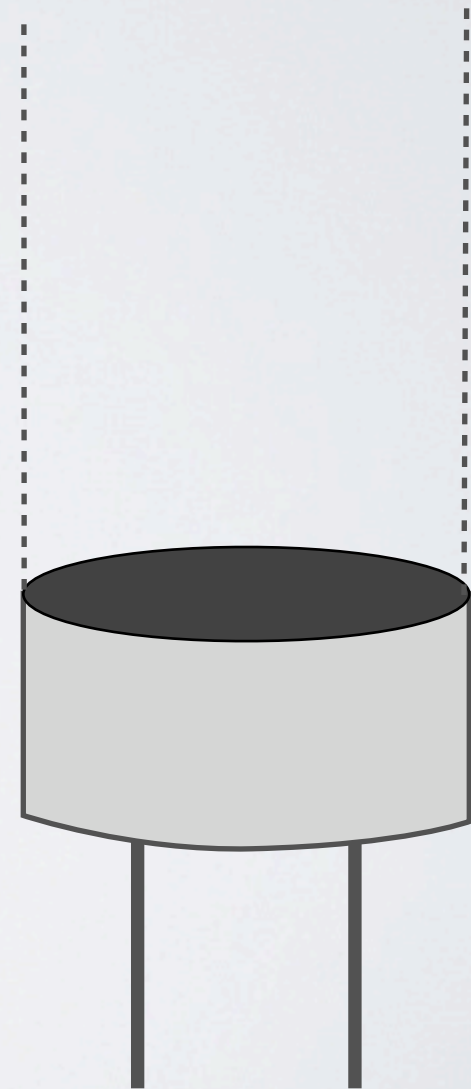
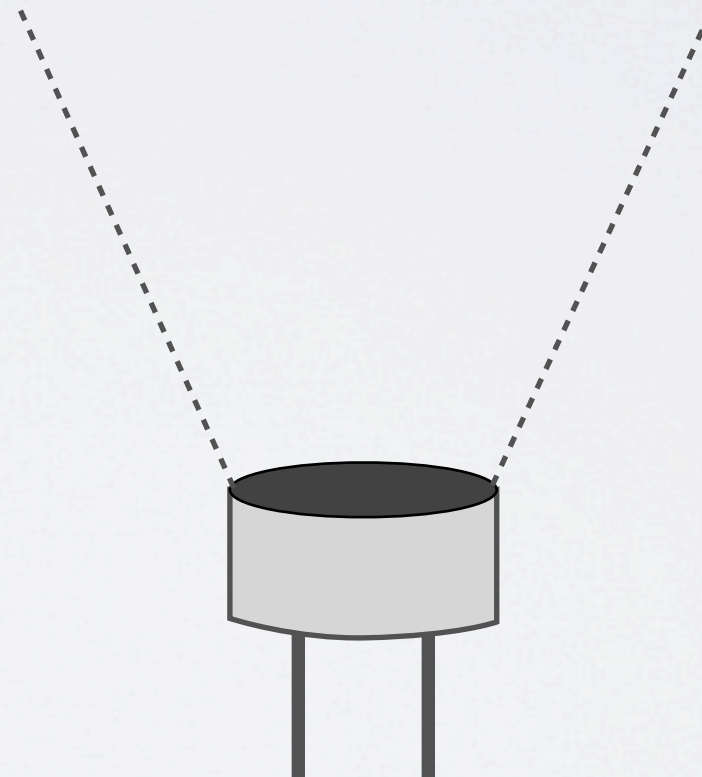
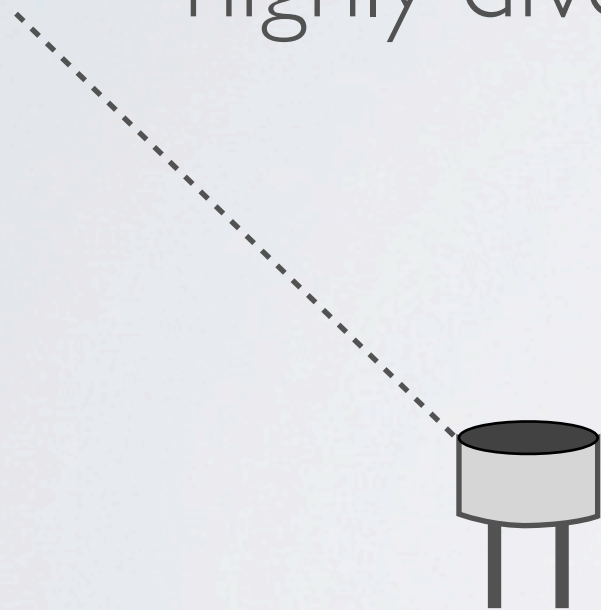


Diameter vs. Divergence

nice, directional

less divergent

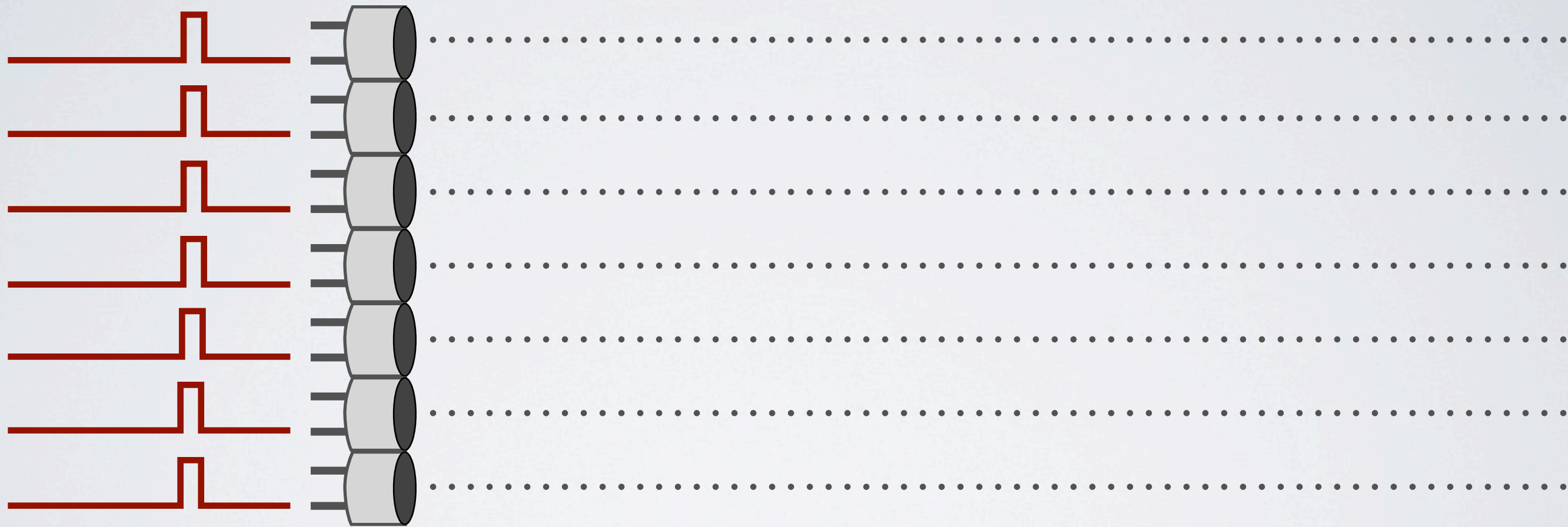
highly divergent



Cost = Angular Resolution
Beam too wide.

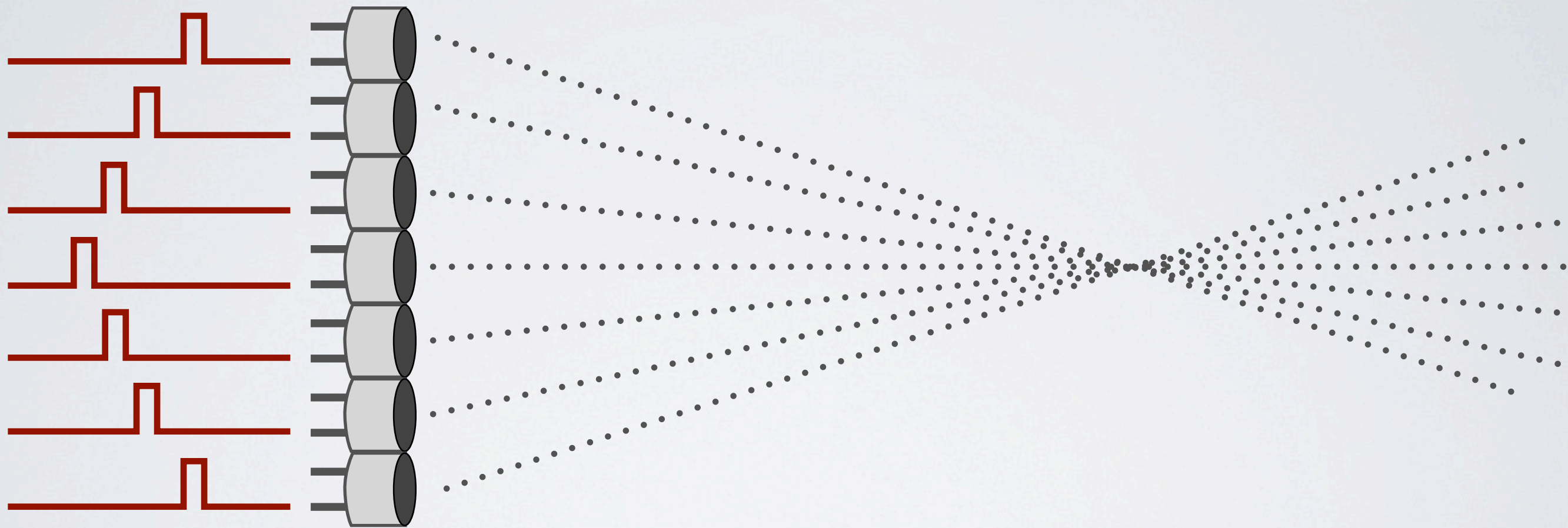
Phased Array

Synchronous



Phased Array

Focused



Focus as far as $(L_{\text{Array}})^2/\lambda$

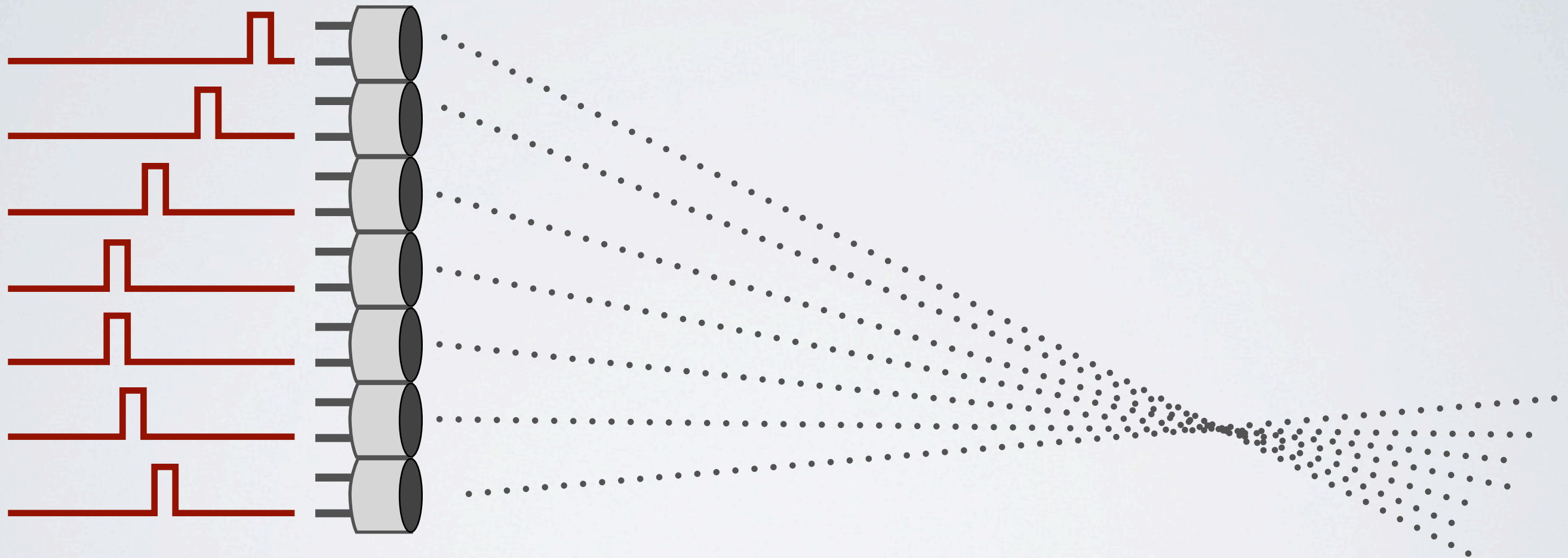
Phased Array

Steered



Phased Array

Focused & Steered



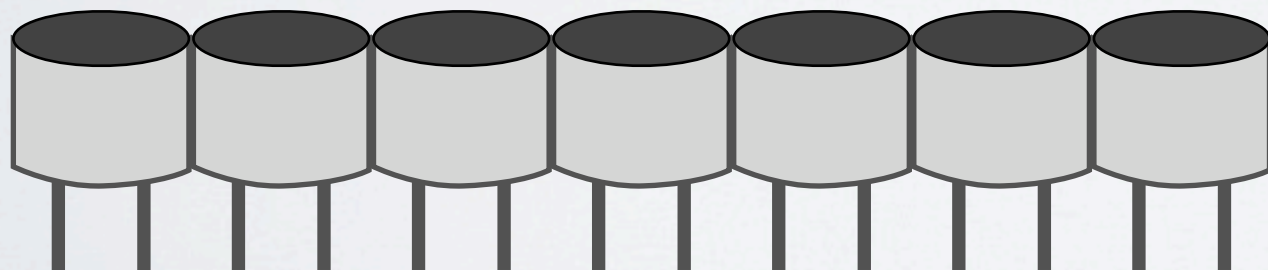
Phased arrays in air: Difficult to manufacture.

40 kHz $\lambda \sim 8.5$ mm

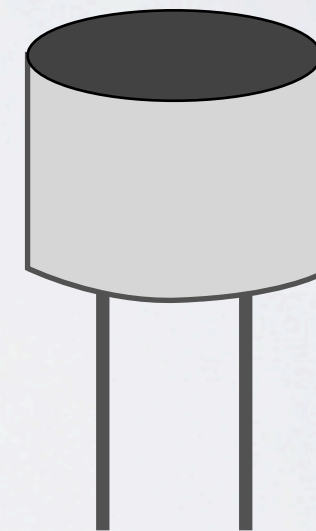
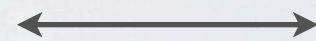
100 kHz $\lambda \sim 3.4$ mm

1 MHz $\lambda \sim 0.34$ mm

$\lambda/2 \rightarrow$ Nyquist



16 mm

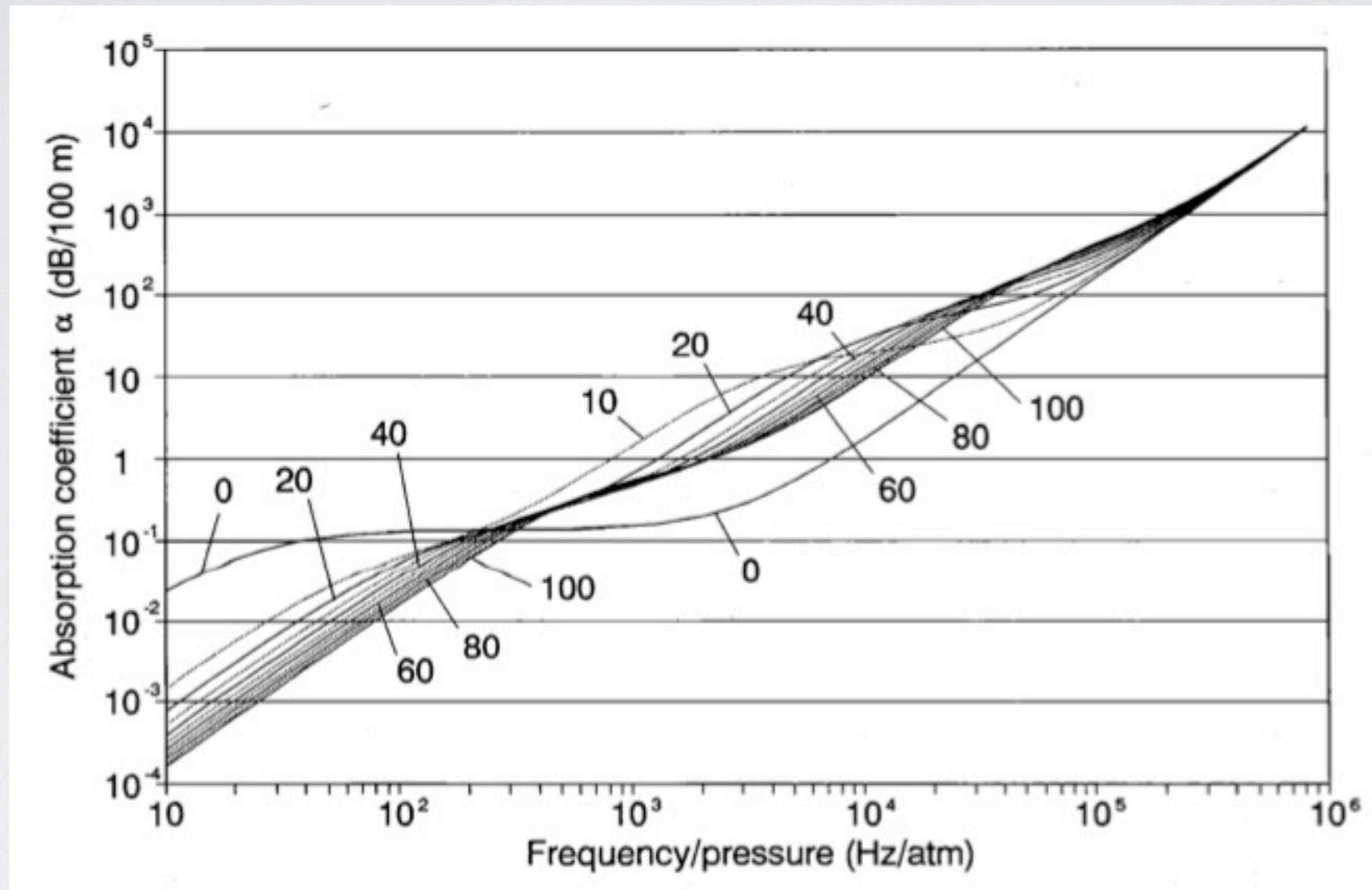


But wait! Higher frequency,
smaller beamwidth.

No need for an array...

Atmospheric Absorption of Sound

Air = high acoustic impedance mismatch



H. E. Bass, et. al.

Dependent on humidity, atmospheric pressure, and temperature.

In this room...

40 kHz 1.32 dB/m

100 kHz 3.31 dB/m

1 MHz 163.83 dB/m

Water: Lower impedance mismatch.
Ideal for ultrasound.

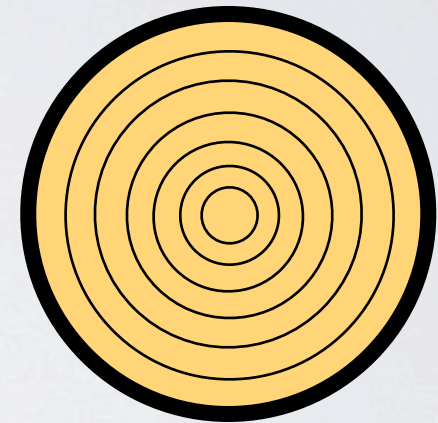
Speed of sound is faster in water.

40 kHz	$\lambda \sim 3.7$ cm
100 kHz	$\lambda \sim 1.5$ cm
1 MHz	$\lambda \sim 1.5$ mm

What does the future hold?

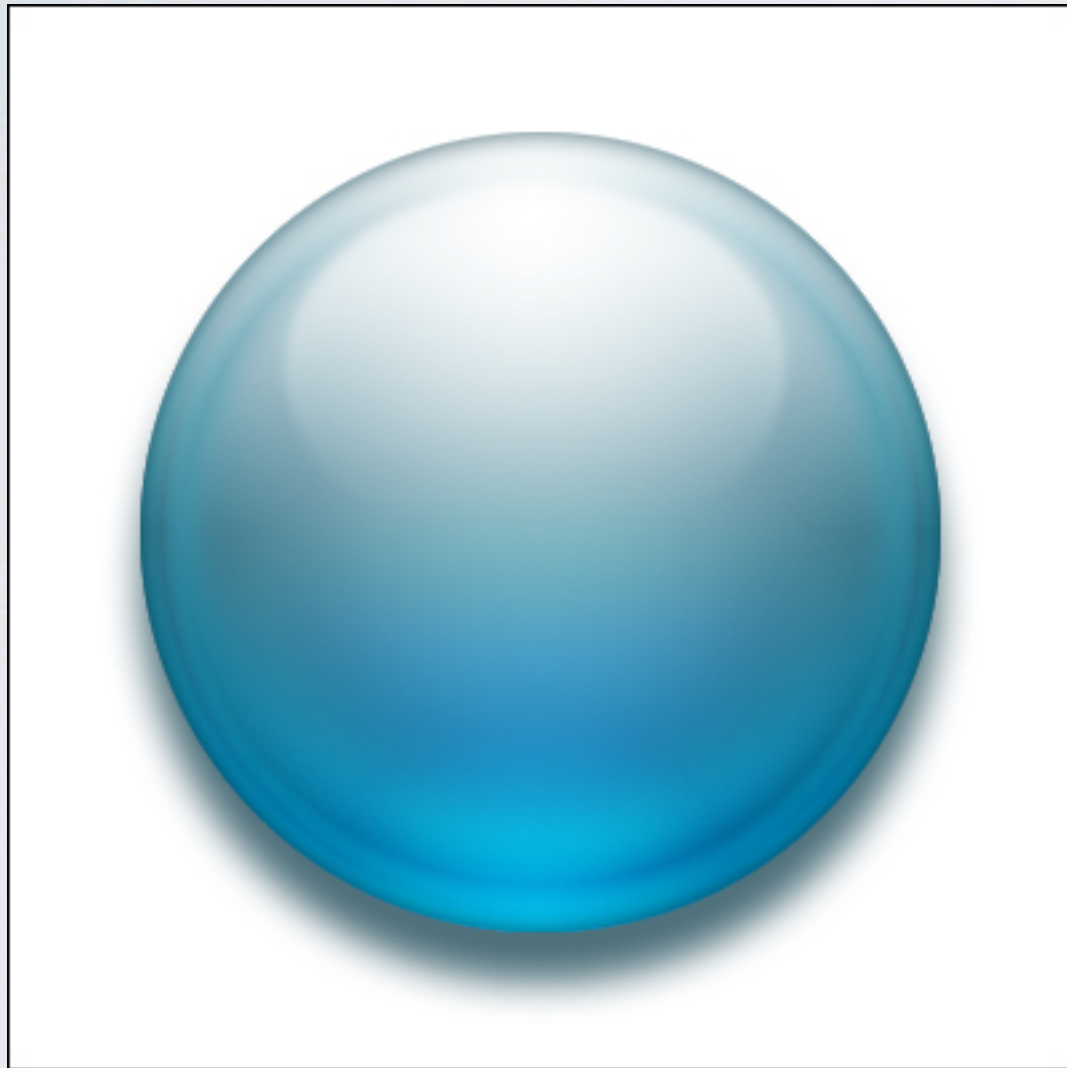
Looking around the corner in air

- Circular piezoelectric stack
- Combine ultrasound with lasers...best of both worlds.



Carry out experiments in water

Where could this go?



- From one place, know entire geometry of the scene, even hidden objects
- 3D reconstruction
- High-speed 3D capture

Questions