## Using Purkinje reflection locations to determine camera FOV



Previous approach, where eye pupil needed to remain within the camera FOV across the trackable range of eye rotations.

- Previous approach was too restrictive: it prioritized camera FOV at the expense of resolution
- New approach is more aligned with existing system, where pupil overfills the camera FOV
- New approach prioritizes resolution over trackable range


New approach, where Purkinje reflections must remain within the camera FOV across the trackable range of eye rotations.

## dDDPI - Simulation

1. Movement of Purkinje Images with Rotation

- How do P1 and P4 locations change with eye rotation?
- What is the visible range of the fourth Purkinje image (due to SNR)?
- How much do the Purkinje images move for 1 arcmin of eye rotation?

2. dDPI Sensitivity and Magnification

- What is the size (diameter) of Purkinje images?
- What is the optimized magnification of the imaging system for a given image sensor pixel size?


## Ray Tracing Assumption

1. Atchison Eye Model
2. Uniform and collimated illumination with large beam diameter to cover the trackable range
3. Stop ( 5 mm in Diameter) at the pupil of the eye
4. The image plane is at the paraxial focus for P 4


## Ray Tracing Results at Eye Coordinate System

- What is the visible range of the fourth Purkinje image (due to SNR)?



## Ray Tracing Results at Global Coordinate System

- How much do the Purkinje images move for 1 arcmin eye rotation?
- What is the optimum angle between the illuminator and camera?



## Ray Tracing Results at Global Coordinate System - Tilted Illumination

- The illumination is tilted by 25 degrees initially
- How much do the Purkinje images move for 1 arcmin eye rotation?
- What is the optimum angle between the illuminator and camera?



## Simulation of dual Purkinje Images at 25 deg - Setup

- Relay lens: $1: 1$ with 35 mm and 35 mm EFL Achromats, NIR Achromatic Pair (Edmund 47-293), working f/\# $0.645>0.634$ (woking $\mathrm{f} / \#$ of the eye for P4)
- Uniform Illumination (4mm in diameter) tilted by 25 degree in both $x$ and $y$



## Simulation of dual Purkinje Images at 25 deg

- What is the Purkinje image's size in [mm]



## Evaluation of Image Localization

- Create a 2D Gaussian and shift by some small amount (d)
- Average over a single pixel
- Add noise
- Applied Radial symmetric center to estimate the position of image center
- Error $=$ Estimated position - shift


Add noise over each pixel


## Evaluation of Image Localization

- Variable pixel size (S) (at the object plane of the image system)
- The shift, d , is varied from zero to the width of a single pixel size
- RMS = RMS of Error



## Conclusion

- Purkinje Images moves 0.58 um per arcmin
- Visible range (trackable range) is -15 to 15 degree
- To achieve $\sim 0.2$ arcmin, Pixel Size at Objective plane has to be $5 u m$


## Purkinje Images



