

METASURFACES FOR LASER SPECKLE REDUCTION

CROSS-REFERENCE TO RELATED APPLICATIONS

This application claims the benefit of U.S. Provisional Application No. 62/693,065, entitled “Metasurfaces for Laser Speckle Reduction”, filed July 2, 2018, the content of which is incorporated herein by reference in their entirety.

FIELD OF INVENTION

The invention relates to illumination and in particular to illumination with lasers.

BACKGROUND

Many applications rely on illumination of scenes, either with structured light, flood illumination, or engineered illumination patterns. Such illumination is useful when the reflected light is to be processed in some way, for example in three-dimensional sensing, or when carrying out further processing steps on a two-dimensional image.

Correct illumination is particularly important in machine vision systems. In such systems, knowledge of the exact structure, texture, and contrast of an illuminated structure is important in subsequent processing of the article that is being inspected by the machine vision system.

Because of its low cost, narrow output beam, narrow bandwidth, and high levels of illumination, a commonly used device for such illumination is a vertical-cavity surface-emitting laser, or “VCSEL.”

Like most lasers, a VCSEL outputs coherent light. This poses a difficulty when illuminating rough surfaces. Such surfaces cause reflections that can interfere with the illumination beam. This leads to a random pattern with large variations in signal intensity over a small area. Such a pattern is usually referred to as “speckle.”

Speckle negatively impacts the accuracy of any algorithms that process data representative of an image.

SUMMARY

Speckle can be suppressed by promoting diversity of illumination. Examples include increasing the number of incident angles from which light illuminates the

scene, increasing the number of wavelengths used to illuminate the scene, increasing the number of different polarizations used to illuminate the scene, and changing the pattern of light during the course of illumination and subsequent recording or imaging. These forms of diversity are referred to herein as angular diversity, wavelength diversity, polarization diversity, and temporal diversity.

The apparatus and methods described herein rely at least in part on a metasurface in connection with suppressing the formation of speckle using one or more of the aforementioned techniques.

In one aspect, the invention features a metasurface-enabled illuminator that replicates an illumination source across an illumination aperture via a light bar. This embodiment increases angular diversity by reducing spatial coherence.

In another aspect, the invention features a metasurface-enabled design diversifies the output wavelengths of VCSELs in a single VCSEL array individually, thereby increasing wavelength diversity.

In yet another aspect, the invention features an optical element that expands an image of a VCSEL array on another optical element to increase spatial incoherence and angular diversity.

A suitable optical element for functioning as a metasurface comprises a diffusing element that is robust to both placement and assembly error and that forms an ensemble metasurface. A typical metasurface includes nanostructures embedded in a medium with the nanostructures having an index of refraction that differs from that of the medium so as to function as diffracting centers.

In one aspect, the invention features an illumination system for illuminating an object. Such a system includes illumination source, a coupler, a light bar, and a patterned metasurface. The coupler couples light from the illumination source into the light bar. After having undergone total internal reflection within the light bar and after having interacted with the patterned metasurface, the light exits the light bar and propagates toward the object.

In some embodiments, the metasurface is patterned on a surface of the light bar. Embodiments include those in which it is patterned on a top surface and those in which it is patterned on a bottom surface. The top and bottom surface are closest and furthest respectively from an object to be illuminated.

Embodiments include those in which the patterned metasurface includes nanostructures of uniform height. These nanostructures are embedded in a medium. At the wavelength being used, the nanostructures have a higher refractive index than the medium in which they are embedded. Among these are embodiments in which the nanostructures have a refractive index greater than two at the wavelength, those in which the medium is air, and those in which the medium has an index of refraction that is less than two at the wavelength.

Further embodiments include those in which light from the illumination source is replicated at multiple diffraction locations along the patterned metasurface. Among these are embodiments in which the replicas are separated by distances greater than a coherence length of the illumination source and those in which the replicas are incoherent.

In some embodiments, light from the illumination source forms replicas that are on a top surface of the light bar, as a result of which light is diffracted upon incidence and redirected into free space. Others form replicas that are on a bottom surface of the light bar. In such cases, light incident on the bottom surface becomes diffracted as a result of interaction with the patterned metasurface, thus causing the light to no longer be totally internally reflected within the light bar and to thus be redirected into free space.

In other embodiments, the light bar's effective aperture is equal to its exposed surface.

In other embodiments, the light bar causes diversity of illumination on the object to be greater than it would have been had the object been directly illuminated without the light bar.

In other embodiments, the light bar causes speckle on the object to be less than it would have been had the object been directly illuminated without the light bar. In particular, the speckle's contrast decreases.

Embodiments further include those in which the patterned metasurface is partially reflective and partially transmissive as well as those in which the patterned metasurface has a non-zero reflection coefficient and a non-unity diffraction into a desired order.

Also among the embodiments are those in which an air gap separates the patterned metasurface from the light bar. In some embodiments, the air gap is constant. But in others, it is variable. In a particular embodiment, the air gap varies linearly.

In another aspect, the invention features an illumination system for illuminating an object. Such a system includes a VCSEL array having a design wavelength for output light. The VCSEL array comprises lasers and a patterned metasurface. The patterned metasurface causes variations in output wavelengths of the each of the lasers from the design wavelength. As a result, the lasers output light at different wavelengths.

In some embodiments, the patterned metasurface causes light output by the lasers to vary from the design wavelength by more than twenty nanometers.

Embodiments further include those in which patterned metasurface comprises first and second layers. Among these are embodiments in which the first layer is transmissive at the design wavelength and the second layer imparts different phase shifts to different lasers. Also among these embodiments are those in which the second layer is a reflective layer having a reflectivity in excess of 90% at the design wavelength, those in which the second layer is a dielectric mirror and the first layer is a metasurface that imparts a different phase shifts for different lasers, those in which the second layer is reflective over all of the different wavelengths, and those in which the first and second layers are separated by a material of uniform thickness and having a low refractive index.

In some embodiments, the patterned metasurface comprises nanostructures with uniform height and a first refractive index. The nanostructures are surrounded by a medium with a second refractive index. The first refractive index exceeds the second refractive index. Among these are embodiments in which the first refractive index is at least two and those in which the patterned metasurface has a duty cycle as a parameter. In these embodiments, the range of phase shifts introduced by changing the duty cycle generates a corresponding range of emission wavelengths.

In another aspect, the invention features an illumination system for illuminating an object. The illumination system includes a VCSEL array and a replicating layer. The array comprises a plurality of sources, each of which is a VCSEL. The sources emit light at different wavelengths. The replicating layer, which is disposed above the array, forms a plurality of synthetic sources for each source. These synthetic sources are incoherent relative to each other.

In some embodiments, the replicating layer comprises a diffraction grating.

In other embodiments, the replicating layer comprises a patterned metasurface. Among these are embodiments in which the metasurface is configured to both diffract light to form the synthetic sources and to shape beams from the synthetic sources.

In another aspect, the invention features an apparatus comprising a diffuser that has patches. Each patch comprises a metasurface. Each metasurface comprises nanostructures embedded in a medium. The nanostructures have a refractive index that is greater than that of the medium. Each metasurface carries out a different optical function.

Embodiments include those in which the patches are arranged at random and those in which they are in an ordered arrangement.

Embodiments further include those in which the patches carry out any two functions selected from the group consisting of beam steering, beam shaping, collimating, and functioning as a lens.

Further embodiments include those in which illuminating light is incident on a set of patches and in which the set of patches carries out a function on the illuminating

light. This function is an average of functions carried out by individual patches in the set.

Further embodiments include those in which each of the patches has a rectangular boundary and those in which each of the patches has a boundary that is based on a Voronoi cell.

Still other embodiments include those in which the patches have random boundaries, those in which they have quasi-random boundaries, and those in which they define an ordered tiling.

As used herein, the terms “metasurface” and “metalayer” are used interchangeably. In either case, the term refers to a region of dielectric that includes a distribution of dielectric nanoparticles that have been strategically sized and placed so as to interact with light in particular ways. By way of analogy, prescription spectacles worn by humans interact with light in particular ways to achieve a desired distribution of light at the retina. They do so primarily as a result of their shape. A metasurface or metalayer can be thought of as a prescription spectacle that uses its distribution of nanoparticles rather than its overall shape in order to do the same thing.

These and other features of the invention will be apparent from the following detailed description and the accompanying figures, in which:

BRIEF DESCRIPTION OF THE FIGURES

FIG. 1 shows an illumination system;

FIG. 2 shows a plan view of the illumination system of FIG. 1;

FIG. 3 shows configurations of patterned metasurfaces on the illumination system of FIGS. 1 and 2;

FIG. 4 shows additional configurations of patterned metasurfaces on the illumination system of FIGS. 1 and 2;

FIG. 5 is a table showing illumination ripple as a result of different configurations of illumination sources with and without light bars of the type shown in FIGS. 1 and 2;

FIG. 6 shows the use of patterned metasurfaces to generate wavelength diversity in a VCSEL array;

FIG. 7 is a table showing exemplary variations in output wavelength using the patterned metasurfaces of FIG. 6;

FIG. 8 shows exemplary wavelength distributions across VCSEL arrays implemented by the patterned metasurfaces of FIG. 6;

FIG. 9 shows a replicating layer for replicating sources to create spatially incoherent synthetic sources;

FIG. 10 shows embodiments of the light bar of FIG. 1;

FIG. 11 shows a patchwork diffuser in which each patch is a metasurface; and

FIG. 12 shows an illumination system that incorporates multiple ones of the foregoing features.

DETAILED DESCRIPTION

FIG. 1 shows an illumination system **10** in which a light bar **12** extends along a longitudinal axis **14** from a first end **16** to a second end **18**. In the illustrated embodiment, the light bar **12** has a rectangular cross section that defines four surfaces extending along the longitudinal axis. Among these is an illuminating surface **20** having a row of patterned metasurfaces **22**, each of which defines a diffraction site **24**. In operation, at least some light exits the light bar **12** through each of the diffraction sites **24** and travels towards an object **26** that is to be illuminated. The illustrated embodiment shows discrete patterned metasurfaces **22**. However, an alternative embodiment features a metasurface **22** that extends along the illumination surface **20** of the light bar **12** and has discrete regions for each diffraction site **24**.

The light bar **12** comprises a dielectric medium, such as glass. However, in some embodiments, as shown in FIG. 10, the light bar **12** is formed on a compliant polymer. This permits the light bar **12** to be wrapped around surfaces.

A coupler **28** at the first end **12** couples light from a VCSEL into the light bar **10** so that the light enters at an angle that causes it to undergo total internal reflection as it propagates through the light bar **12** towards the second end. A suitable coupler **28**

is a prism, a mirror, or a diffracting surface. In some embodiments, the coupler **28** also collimates or otherwise initially processes the light from the VCSEL before it enters the light bar **12**. In such cases, the coupler **28** carries out collimation using a metasurface, a lens sub-assembly, or a mirror facet/prism system.

As the light from the VCSEL propagates through the light bar **12**, it undergoes total internal reflection. As a result, the light falls on each of the patterned metasurfaces **22**. This results in a sequence of replica images **30** of an original image **32** provided by the coupler **28**, as shown in the plan view in FIG. 2. The number of such replicas **30** and the spacing between them depends on the particular wave mode.

In any case, whenever light associated with a replica **30** is incident on one of these diffraction sites **24**, some of it radiates into free space and the rest of it reflects back into the light bar **12** to continue its journey along the axis **14**. The light that radiates into free space at the diffraction sites **24** is the light that ultimately illuminates the object.

Each patterned metasurface **30** processes light as it exists though that diffraction site **24** in an effort to reduce speckling at the object **26**. The patterned metasurface **22** at a diffraction site **24** need not be the same as patterned metasurfaces **22** at other diffraction sites **24**.

The patterned metasurface **22** diffracts at least some but not all of the energy carried by that mode into free space so that it is available for illuminating the object **26**. Each patterned metasurface **22** thus functions as an independent light source that directs light towards the object **26** that is to be illuminated.

The presence of the patterned metasurface **22** offers certain advantages.

First, the patterned metasurface **22** is able to shape the beam so that light illuminates the object **26** according to a desired pattern. Thus, if even illumination is desired, the patterned metasurface **22** can compensate for what would otherwise be an uneven illumination pattern from a light bar **12** without a patterned metasurface **22**.

Second, the distance between successive diffraction sites **24** can be selected to be longer than the coherence length of the VCSELs. This incoherent illumination reduces the likelihood of speckle.

Additionally, light enters free space via a diffraction event. This eliminates any zero-order mode while also improving eye safety.

The coherence length for light propagating in a medium with index of refraction n determined with the formula. wavelength λ , and bandwidth $\Delta\lambda$ is given by:

$$L = \frac{2 \ln(2)}{\pi n} \frac{\lambda^2}{\Delta\lambda}$$

In the case of a VCSEL that provides 940-nanometer light with a 1-nanometer bandwidth, with the light passing through glass having an index of 1.45, the coherence length is approximately 270 micrometers. By positioning the diffraction sites **24** along the light bar **12** at distances greater than this coherence length, it becomes possible to reduce the contrast associated with any speckle seen on the object **26**. The extent to which this contrast is reduced will depend on the number of incoherent replica images **30** that exist along the light bar **12**. In particular, the contrast will decrease by a factor equal to the square root of the number of such replica images **30**.

Though not required, it is useful to provide a mirror **34** at the second end **18**. This will permit light that did not exit the light bar **12**. However, it is also possible, through suitable design of the patterned metasurfaces **22**, to ensure that essentially all light will be coupled out of the light bar.

FIG. 3 illustrates examples of how to engineer the metasurface **22** at the light bar's top layer. The upper row shows transverse and longitudinal views of a phase gradient across the metasurface **22**. Such a phase gradient permits light to be collimated upon exit, to create an illumination pattern, or to reproduce a pattern of dots, as is the case in structured light applications.

FIG. 4 shows implementations of partially-diffracting metasurfaces **22**. The top row of FIG. 4 shows two placements of a metasurface layer **36**. In the left-

hand panel of the top row, the light that ultimately illuminates the object **26** does so after having been transmitted through the metasurface layer **36**. In contrast, in the right-hand panel of the top row, the light that ultimately illuminates the object **26** does so after having been reflected off the metasurface layer **36**.

The bottom row of FIG. 4 shows a metasurface layer **36** having reflectivity that varies as a function of position along the light bar's longitudinal axis. This permits the metasurface layer **36** to have a reflectivity that decreases monotonically towards the light bar's second end **18**. A spatially-varying reflectivity of this form yields more uniform illumination along the light bar **12**. In this embodiment, the variation in reflectivity comes from using frustrated total internal reflection to create a partially-reflective mirror.

In the left-hand embodiment, the reflection remains constant along the length. However, in the right-hand embodiment, the reflection coefficient changes exponentially as a result of a linearly decreasing air gap **38** between the light bar **12** and the top metasurface layer **36**. Due to the phenomenon of frustrated total internal reflection, the leakage, which results in transmission into the metasurface layer **36**, increases exponentially. FIGS. 3 and 4 thus illustrate how to engineer partially-reflective metasurfaces on the illuminating surface of the light bar **12** as well how to engineer the reflection to provide an exponential drop off of reflectance as the light propagates further from the source. This results in a more uniform illumination of the object **26**.

FIG. 5 is a table showing the reduction in the speckle contrast associated with speckled illumination when using a light bar **12** as described herein. The speckle contrast that results from illumination by a single VCSEL with no light bar **12** is arbitrarily selected to be 100% as a baseline value. It can be seen that adding a small light bar to a single voxel reduces this contrast to 22% of what it originally was.

FIG. 6 shows a configuration that achieves wavelength diversity with an array of VCSEL lasers as an illumination source.

In general, the lasers that comprise an array of VCSELs are manufactured together in the same process using the same die. As such, the wavelengths emitted by each laser will be identical. This lack of variation between lasers is often considered a

desirable feature. However, it does have the disadvantage of promoting speckling on an illuminated object.

In an effort to introduce wavelength diversity, it is necessary to avoid this lack of manufacturing variability. This is achieved by using a patterned metasurface to cause different lasers in the same VCSEL array to resonate and emit at slightly different wavelengths.

FIG. 6 shows first and second lasers **40**, **42** from the VCSEL array **38**. Each laser **40**, **42** features a quantum well **44**. The quantum well **44** lies on top of a distributed Bragg reflector **46**. A conventional laser would have another distributed Bragg reflector on the other side of the quantum well **44**. However, in FIG. 6, this has been replaced by a patterned metasurface **50**. The patterned metasurface **50** has unit cells that are smaller than a wavelength. The laser's aperture **48** is thus filled with identical unit cells. As a result, there is no phase shift across the aperture **48**.

The patterned metasurface **50** or another distributed Bragg reflector reflects light back towards the quantum well **44**. However, the patterned metasurface **40** also imparts a phase shift to this light. This phase shift changes the effective length of the laser's cavity, and hence its resonance. As a result, the phase shift perturbs the laser's output wavelength. By using slightly different patterned metasurfaces **50** on different lasers **40**, **42**, it is possible to perturb the wavelength output by each laser **40**, **42**. This results in wavelength diversity, which in turn reduces speckle.

The patterned metasurface **50** is typically a dielectric layer that has been etched to form sub-wavelength nanostructures. Suitable materials for use in the dielectric layer include silicon, gallium arsenide, indium gallium arsenide, or materials conventionally used in VCSEL manufacture.

In some embodiments, the patterned metasurface **50** has only a single layer. In these embodiments, both reflection and phase shifting occur within that single layer. Other embodiments, as shown in FIG. 6, includes first and second metasurface layers **52**, **54**, each of which is approximately a wavelength thick.

In this second embodiment, the first metasurface layer **52** is mostly transmissive. This first metasurface layer **52** imparts a phase shift onto incident light. The second metasurface layer **54** has high reflectivity and thus acts as a mirror.

Having the patterned metasurface **50** as part of the laser **40**, **42** means that the laser's output wavelengths can be defined in a final lithographic step while retaining the same remaining structure of the laser across all lasers in the array.

The phase shift perturbs the laser's output wavelength by changing its effective cavity length. This effective cavity length is given by the sum of the cavity's nominal length L and an additional length that results from summing the various phase shifts that occur:

$$L_{eff} = L + \frac{\lambda}{2\pi} (\delta\varphi_1 + \delta\varphi_2/2 + \delta\varphi_{DBR}/2)$$

where:

- L_{eff} is the effective cavity length,
- L is the nominal length of the cavity,
- λ is the design wavelength,
- $\delta\varphi_1$ is the phase shift imparted by the first metasurface layer **52**,
- $\delta\varphi_2$ is the phase shift imparted by the second metasurface layer **54** during reflection, and
- $\delta\varphi_{DBR}$ is the phase shift imparted by the distributed Bragg reflector **46** during reflection.

The output wavelength of the laser **40**, **42** is then given by the cavity resonance condition:

$$m\lambda = 2nL_{eff}(\lambda), m \in \mathbb{Z}$$

where n is the group index of the VCSEL structure averaged over the cavity and m is an integer representing the number of integral wavelengths that fit in the cavity. As a result, the output wavelength of the laser **40**, **42** can be arbitrarily chosen so long as it remains reflected by the mirror metasurface. This output wavelength is given by:

$$\lambda = \frac{2nL}{m - n(\delta\varphi_1 + \delta\varphi_2/2 + \delta\varphi_{DBR}/2)/\pi}, m \in \mathbb{Z}$$

VCSELs are short-cavity lasers. This means that m is small. Therefore, a large range of wavelengths can be covered by suitably engineering the patterned metasurface.

As shown in the exemplary calculations in FIG. 7, it is possible to use this phase shift to vary the output wavelength of even modestly-sized cavities by a significant amount. As an additional benefit, it is also possible to suppress undesired lasing modes. This can be done by overlapping the designed emission wavelength with an appropriate reflecting metasurface designed for that wavelength.

A useful definition of speckle contrast is the ratio of the standard deviation of the intensity of a speckled field with its mean intensity, $C = \sigma_X / \bar{X}$. Using the foregoing definition, the reduction of speckle contrast gained by this type of construction can be quantified by the following equation:

$$C = \left[1 + 2\pi^2 (\delta\nu / \bar{\nu})^2 (\sigma_h / \bar{\lambda})^2 (\cos\theta_o + \cos\theta_i)^2 \right]^{-1/4}$$

Where:

- C is the speckle contrast,
- $\bar{\nu}$, $\bar{\lambda}$ are the illumination center frequency and wavelength, respectively,
- $\delta\nu$ is the illumination bandwidth (assuming a gaussian intensity distribution),
- σ_h is the illuminated surface root mean square roughness, and
- θ_o , θ_i are the output ray angle and input ray angle, respectively, with respect to the surface.

It is apparent from inspection that contrast C goes as $C \sim \delta\nu^{-1/2}$. Therefore, increasing the illumination bandwidth by a factor of nine, which would be the roughly equivalent of using an LED instead of a VCSEL, would decrease the contrast by a factor of three. Gains may be larger than the above theoretical prediction in an actual system.

In certain applications, it may be beneficial to impart an additional phase gradient to the metasurface to spread out, diffract, or steer light exiting the VCSEL.

FIG. 8 shows a first VCSEL array **56** and a second VCSEL array **58**. Each array has first and second lasers **60**, **62** that output light at corresponding first and

second wavelengths. The difference between the first and second wavelength is smaller than the difference between the first wavelength and any other wavelength that comes from the array **56, 58**.

In the first array **56**, the lasers are grouped by wavelength so that the first and second lasers **60, 62** are neighbors. This results in a wavelength gradient across the first array **56**. In the second array **58**, the first and second lasers **60, 62** are no longer neighbors.

It is apparent from FIG. 8 that by appropriately manufacturing the metalayer, it is possible to create arbitrary distributions of wavelength sources across the array **56, 58**.

The creation of wavelength diversity described in connection with FIG. 6 comes at the cost of angular diversity. For a given wavelength, the object **26** will be illuminated by fewer lasers.

FIG. 9 alleviates this difficulty by passing the beams of the lasers **40** through a replicating layer **64**. The replicating layer **64** effectively replicates each beam. The replicated beams will then act as different sources that illuminate the object **26** with light that is incident from different angles. This promotes angular diversity.

In some embodiments, the replicating layer **64** includes a diffraction grating that replicates each beam into multiple diffraction orders or angles. In other embodiments, the replicating layer **64** comprises another patterned metasurface. In the latter case, the patterned metasurface can be configured to both diffract and collimate. Additionally, the patterned metasurface can have different patterns at different locations **66** so as to optimize for the particular laser **40** that is being used to illuminate that location.

The height of the replicating layer **64** exceeds a minimum height so as to ensure destruction of coherence between the spatially separate replicated beams. In other words, by using the low temporal coherence of the individual VCSELs, it is possible to destroy spatial coherence for the spatially separated beams that emerge from the replication layer **64**. This follows from the equation:

$$L = \frac{2 \ln(2)}{\pi n} \frac{\lambda^2}{\Delta \lambda}$$

where:

- L is the coherence length,
- n is the refractive index of the medium through which the light propagates,
- λ is the illumination wavelength, and
- $\Delta \lambda$ is the bandwidth of the illumination.

So long as the path length difference between two beams that diffract from the same point and that fall on the object **26** is longer than L , which is a function of the thickness of the replicating layer **64** as well as the angle of diffraction, the replicated beams will be mutually incoherent.

By repeating this process across the array **38**, the lasers **40** can in effect be replicated into synthetic sources. The light from these replications fills a large spatial extent at the object **26**. This reduces speckle by increasing the angular diversity of the illuminated scene.

The replicating layer **64**, whether it takes the form of a diffraction grating or another patterned metasurface, can be tailored to function for each laser **40** or set of lasers **40** independently by changing the nanostructure of that metasurface or grating, and tuning it to exhibit maximum design efficiency for the wavelength of the particular laser that is illuminating it that portion of the replicating layer **64**. A metasurface design can also include beam shaping capability integrated with the diffraction grating.

An optional diffuser provides more even illumination. In some cases, a diffuser is a refractive diffuser in which small lenses have been distributed, either statistically or according to some design, so as to focus or collimate light in different patterns. In such diffusers, it is possible to control the distribution of sizes and radii of curvature for the lenses so as to achieve some desired intensity distribution of illumination.

However, such diffusers are limited by the forms that these lenses can take. As a practical matter, these lenses are simple spherical lenses. Hence, the number of

degrees of freedom is limited to radius of curvature and size. Only when the ensemble of the far field distribution of the micro-lens elements comes together in the far field will a custom intensity distribution be formed.

An alternative approach is to form the diffuser from an ensemble of metasurfaces. In such cases, the design is not constrained by the need to rely on spherical lenses. As such, these metasurfaces can be configured to carry out different functions.

FIG. 11 shows a plan view of a diffuser **66** made by patches **68**, each of which is a different metasurface having a different arrangement of scattering elements. Although the patches **68** shown are rectangular, this is only by way of illustration. Each patch **68** is typically multiple wavelengths in size.

In some embodiments, some patches **68** carry out beam steering functions. In such embodiments, each patch **68** steers the beam into a certain angle. A far-field intensity profile can then be reproduced by specifying the appropriate distribution of phase profiles for each subcomponent.

A particular source **40**, after having been replicated by the replication layer **64**, may illuminate several patches **68**. As shown in the expanded view, first and second patches **70**, **72** may have substantially different designs. In the example shown, the first patch **70** shows a design for a blazed-grating and the second patch **72** shows a design for a diverging lens.

The metasurfaces **74** shown in the first and second patches **70**, **72** are circular in form. However, other embodiments feature metasurfaces that are elliptical, rectangular, triangular, polygonal, described by a parametric curve, or described by a Bezier curve.

FIG. 12 shows an illumination system that combines some of the foregoing features to reduce speckle in illumination.

The left side of FIG. 12 shows a ray path for a ray that begins at a laser **40** on a VCSEL array **38**. The ray passes through a replicating layer **64** disposed above the

VCSEL array **38**. Shading shows targets upon which the same wavelength is incident. The replicating layer **64** replicates the rays, each of which is incident on a different metasurface patch **68** on the diffuser **66**.

The right side of FIG. 12 shows the same structure as that on the left but with schematic representations of the different metasurfaces shown. The metasurface patches and the crossed grating in the illustrated replicating layer **64** are more clearly seen in the right-hand illustration. The differing nanostructures, that overlie each laser **40** and that perturb the lasers' output frequencies can also be clearly seen in the right-hand illustration in FIG. 12.

Having described the invention and a preferred embodiment thereof, what is claimed as new and secured by letters patent is:

CLAIMS

1. An apparatus comprising an illumination system for illuminating an object, said illumination system comprising:
 - an illumination source,
 - a coupler,
 - a light bar, and
 - a plurality of patterned metasurfaces, each of which defines a diffraction site which is spaced apart from adjacent diffraction sites,wherein said coupler couples light from said illumination source into said light bar, and wherein, after having undergone total internal reflection within said light bar, said light exits said light bar through each of the diffraction sites and travels toward said object.
2. The apparatus of claim 1, wherein said plurality of patterned metasurfaces is patterned on a surface of said light bar.
3. The apparatus of claim 1, wherein said plurality of patterned metasurfaces is patterned on a top surface of said light bar, said top surface being a surface that is closest to said object.
4. The apparatus of claim 1, wherein said plurality of patterned metasurfaces is patterned on a bottom surface of said light bar, said bottom surface being a surface that is furthest from said object.
5. The apparatus of claim 1, wherein said light has a wavelength, wherein said plurality of patterned metasurfaces comprises nanostructures of uniform height, wherein said nanostructures are embedded in a medium, and wherein, said nanostructures have a higher refractive index than said medium at said wavelength.
6. The apparatus of claim 3, wherein said light has a wavelength, wherein said plurality of patterned metasurfaces comprises nanostructures of uniform height, wherein said nanostructures are embedded in a medium, and wherein, at said nanostructures have a refractive index greater than two at said wavelength.
7. The apparatus of claim 6, wherein said medium is air.

8. The apparatus of claim 6, wherein said light has a wavelength and wherein said medium is a medium having an index of refraction that is less than two at said wavelength.
9. The apparatus of claim 1, wherein said light bar is configured to cause light from said illumination source to be replicated at each of the diffraction sites.
10. The apparatus of claim 1, wherein said light bar is configured to cause light from said illumination source to form replicas at each of the diffraction sites, diffraction sites being separated by distances greater than a coherence length of said illumination source which produces replicas separated by distances greater than the coherence length of said illumination source.
11. The apparatus of claim 1, wherein light from said illumination source forms incoherent replicas at each of the diffraction sites.
12. The apparatus of claim 1, wherein the diffraction sites are positioned on the top surface of the light bar such that light from said illumination source forms replicas that are on a top surface of said light bar, as a result of which light is diffracted upon incidence and redirected into free space.
13. The apparatus of claim 1, wherein light from said illumination source forms replicas that are on a bottom surface of said light bar, wherein light incident on said bottom surface becomes diffracted as a result of interaction with said plurality of patterned metasurfaces, wherein, as a result of such interaction said light is no longer totally internally reflected within said light bar and is thus redirected into free space.
14. The apparatus of claim 1, wherein when light directly illuminates said object, a first angular diversity of illumination results, wherein when said light illuminates said object through said light bar, a second angular diversity of illumination results, and wherein said second angular diversity of illumination exceeds said first angular diversity of illumination.
15. The apparatus of claim 1, wherein when light illuminates said object directly, a first speckle results, wherein when said light illuminates said object through said light bar, a second

speckle results, and wherein said first speckle has a first contrast, wherein said second speckle has a second contrast, and wherein said first contrast exceeds said second contrast.

16. The apparatus of claim 1, wherein said plurality of patterned metasurfaces is partially reflective and wherein said plurality of patterned metasurfaces is partially transmissive.

17. The apparatus of claim 1, wherein said plurality of patterned metasurfaces has a non-zero reflection coefficient and a non-unity diffraction into a desired order.

18. The apparatus of claim 1, further comprising an air gap, wherein said air gap separates said plurality of patterned metasurfaces from said light bar.

19. The apparatus of claim 1, further comprising a linearly decreasing air gap, wherein said air gap separates said plurality of patterned metasurfaces from said light bar by a distance that varies linearly with position along said light bar.