



# Analytical Tools for Intraocular Lens Design with Aspheric Surfaces

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## 1 Motivation

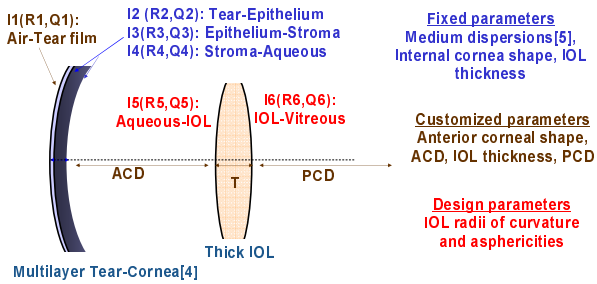
- To present a complete methodology to develop Intraocular Lens (IOL) designs and evaluate their performance based on an analytical formulation.
- To explore the possibilities of the methodology to propose more efficient optical designs using aspheric surfaces.

## 2 Background

- Ray tracing methods [1] : Exact computations of the rays trajectories through an eye model. Exact but expensive and blind procedure
- Analytical methods [2,3]: Provide equations relating the optical performance with the different parameters of an eye model. Efficient and controlled way of searching for different possible designs.

## 3 Methods

### Pseudoaphakic eye model



### Defocus and spherical aberration

**Ray transfer formalism:** 
$$\begin{bmatrix} Y_1 \\ U_1 \end{bmatrix} = \begin{bmatrix} A & B \\ C & D \end{bmatrix} \begin{bmatrix} Y_0 \\ U_0 \end{bmatrix}$$

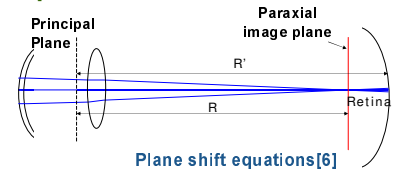
**Defocus (Taylor term) equation:** 
$$W_{20} = f(R_i, t_i, \lambda)$$

### Third-order aberration theory



**Spherical aberration (Taylor term):** 
$$W_{40} = f(P, R_i, Q_i, t_i, \lambda)$$

P: Pupil radius; R<sub>i</sub>: Radii of curvature; Q<sub>i</sub>: Asphericities  
t<sub>i</sub>: Thicknesses; λ: Wavelength



**Equivalent defocus (D):** 
$$Me = \frac{4\sqrt{3}RMS}{Radius^2}$$

### Optimization algorithms

- Nelder-Mead: Simple direct search algorithm[7]
- Quasi-Newton: Gradient-based algorithm[7]

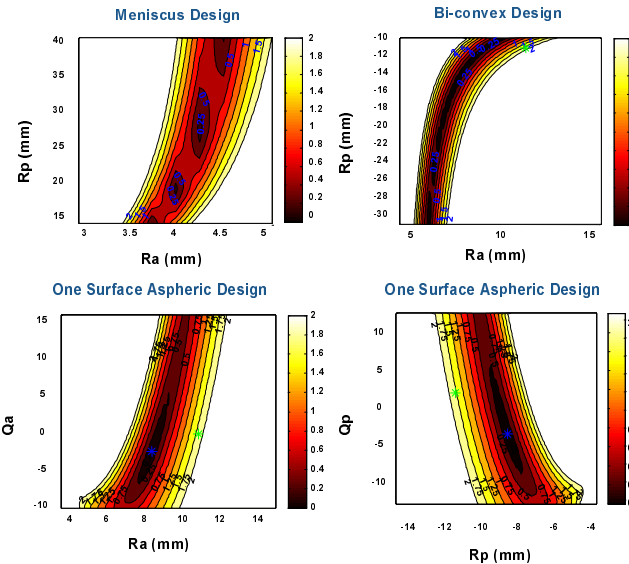
## 4 Results

### Custom pseudoaphakic eye model for IOL design

	Interface					
	I1	I2	I3	I4	I5	I6
Radius	7.79	7.79	7.56	6.4[4]	11.04	-11.04
Q	-0.49	-0.49	-1.9	-0.38[4]	-1.04	0
	Medium					
	M1	M2	M3	M4	M5	M6
Thickness	0.004[4]	0.054[4]	0.473[4]	4.29	1.164	17
Refractive Index	n(λ) <sub>a</sub>	n(λ) <sub>v</sub>	n(λ) <sub>c</sub>	n(λ) <sub>a</sub>	n(λ) <sub>v</sub>	n(λ) <sub>v</sub>

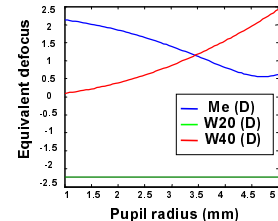
Parameters of a case example customized pseudoaphakic eye model (eye [7][8] with an 22 D Tecnis Z9000 IOL). n(λ)<sub>a</sub>, n(λ)<sub>v</sub>, n(λ)<sub>c</sub> and n(λ)<sub>s</sub> denote the refractive index dispersion formulae for the aqueous, vitreous, corneal and silicon media[5]. Medium: M1: Tear film, M2: Epithelium, M3: Stroma, M4: Aqueous, M5: IOL, M6: Vitreous

### Bi-dimensional exploration of IOL designs

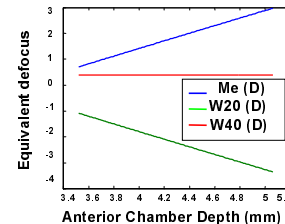


Ra, Rp: IOL anterior and posterior radius Qa, Qp: IOL anterior and posterior asphericity

### Pupil size in IOL design



### Ocular biometry uncertainty



### Optimization algorithms

- We achieved optimum designs using gradient (Quasi-Newton) or non-gradient (Nelder-Mead) algorithms, but with different design parameters.
- Quasi-Newton algorithm is more efficient because the number of iterations is smaller than using Nelder-Mead algorithm (30 versus 480).

### Tolerance analysis

Anterior radius	Posterior radius	Anterior asphericity	Posterior asphericity	Thickness	Refractive index
±0.23 mm	±0.33 mm	±1.66	±4.28	±0.12	±0.0017

Tolerance limits (model of table 2) for the design parameters

### Limitations of the technique

- No consideration of the actual corneal topography, tilt and decentrations of the IOL and the misalignment of the line of sight with respect to the optical axis.
- Performing ray tracing over complete customized eye models[9] reveal an extra amount of around 1 D. Yet, our customized eye designs are more robust than generic designs (0.95 D versus 2.22 D)

## 5 Conclusions

- An analytical procedure is presented to obtain optimal spherical/aspheric IOL designs.
- We have proposed to use analytical optimization and tolerance analysis algorithms to explore better designs
- Using individual biometric data improves considerably the final optical performance

### Acknowledgements



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## 6 References

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