

# Three-Dimensional Full-Wave Optical Simulations with OPUS 3-D

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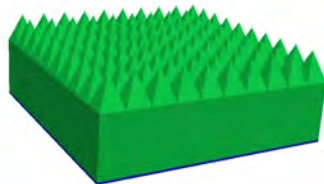
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# Introduction & Motivation

# Design of LEDs with Textured Surfaces

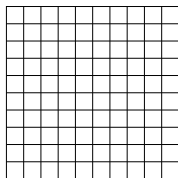
- Goal: model light propagation inside optically large structures such as LEDs or solar cells
- Challenge: modern devices are **large in size** and feature **textured surfaces**
- New full-wave approach: the **Ultra-Weak Variational Formulation (UWVF)**



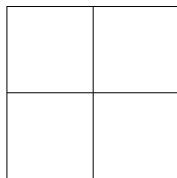
Three-dimensional LED structure with textured surface and bottom mirror.

# Main Features of the Ultra-Weak Variational Formulation

- **Discontinuous Galerkin** Finite Element approach with plane wave base functions
- Discretized version:  $(D - C)\mathbf{x} = \mathbf{b}$
- **High accuracy** on **coarse meshes**
- Memory consumption decreased by up to 70%  $\longleftrightarrow$  standard FEM
- System matrix tends to show **ill-conditioning**, active regions are complicated to treat



FEM:  $\lambda/10 \times \lambda/10$



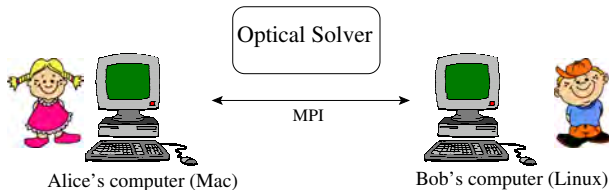
UWVF:  $2\lambda \times 2\lambda$

# OPUS 3-D

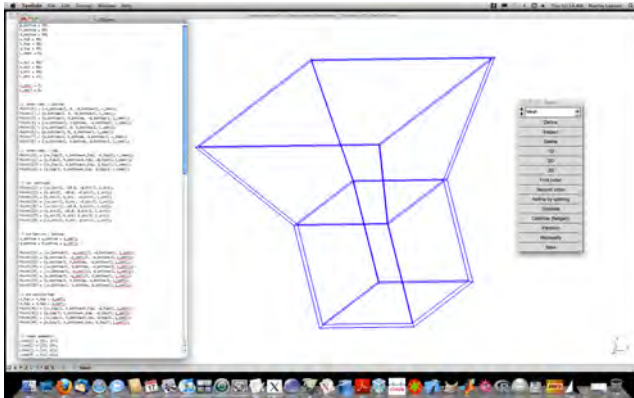
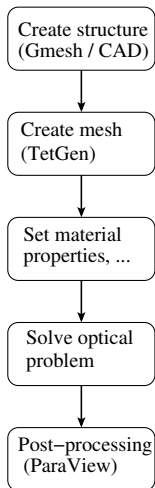
Optical Parallel Ultra-Weak Solver

## Basic Features of OPUS 3-D

- Maxwell's equations are solved on 3-D domains
- Ultra-Weak Variational Formulation implemented in C++
- Applicable to nearly arbitrary geometries
- Unstructured meshes → no need to use tensor meshes
- Dynamic selection of base functions → numerically stable
- Parallelization using MPI → suitable for shared and distributed memory machines



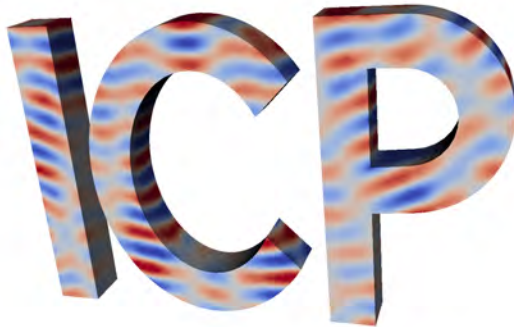
# Simulation Flow Diagram



Gmsh as front end for structure generation and meshing (2-D & 3-D).

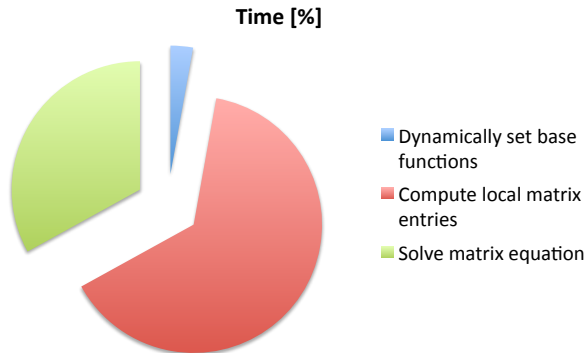
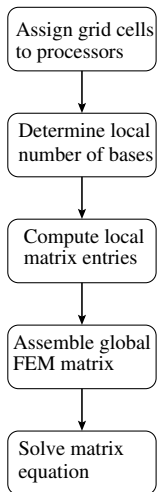


## Example: Treatment of a Complex CAD Structure



Simulation of the institute logo—device structure imported from CAD tool *Catia*. No need to use [tensor meshes](#).

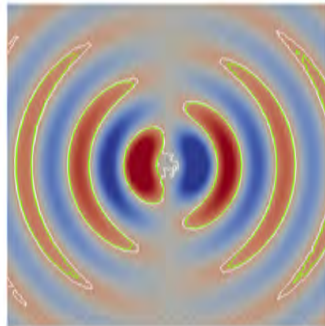
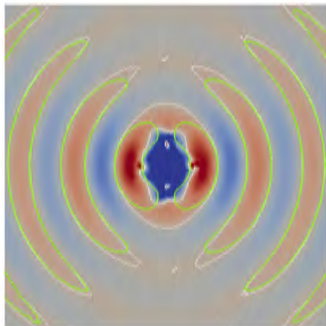
# Computational Tasks



More than 70% of the computation time is dedicated to entirely independent tasks → **efficient parallelization.**

# 3-D Model Problems

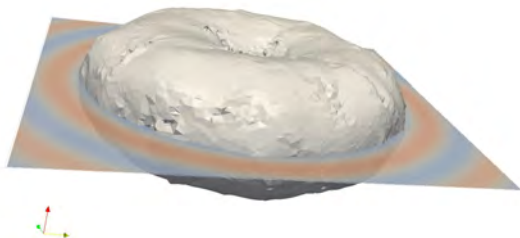
# Dipole Radiating into Free Space (I)



**Left picture:** isoclines of  $E_x$  field component – green is the analytical solution, gray is the OPUS 3D result (in V/m).

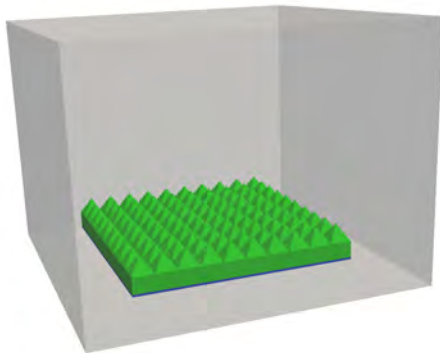
**Right picture:** isoclines of  $H_z$  field component – green is the analytical solution, gray is the OPUS 3D result (in A/m).

## Dipole Radiating into Free Space (II)



The donut-shaped emission beam calculated with OPUS 3D.  
Simulation domain:  $10 \lambda \times 10 \lambda \times 10 \lambda$ .  
Memory requirements: 17 GByte for highest accuracy.

# LED Model Problem—Optical Characteristics



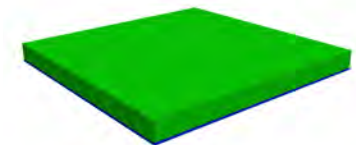
Three-dimensional LED structure with textured surface (green)  
and surrounding air (gray).

Device size:  $10\ \mu\text{m} \times 10\ \mu\text{m} \times 1.5\ \mu\text{m}$

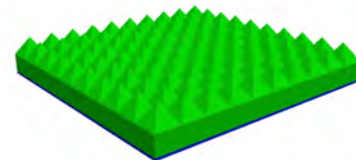
Simulator helps to answer the following questions

- Radiated power?
- Shape of the emission beam?
- Impact of surface structure?

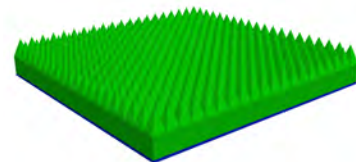
# Comparison of Three Different Device Designs



flat

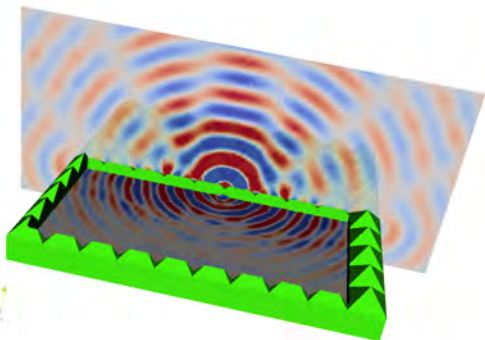


100-pyramid texture



400-pyramid texture

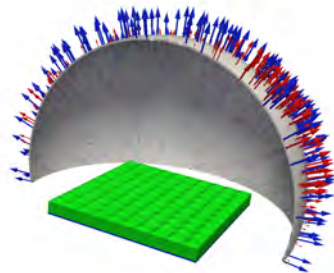
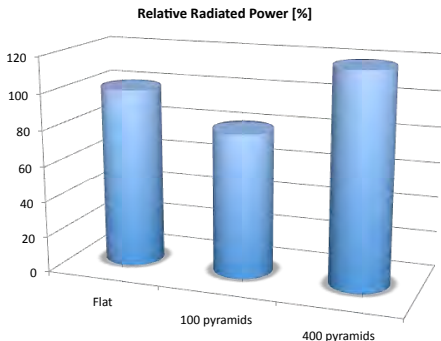
# Solution of Maxwell's Equations—E-field Distribution



- Dipole source inside LED
- Plot shows  $E_x$  component
- Domain Size:  
 $25\lambda \times 25\lambda \times 4\lambda$
- Required Memory: 8 GB
- Computation Time: 7 min on  
7 processors



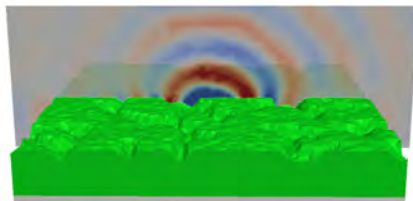
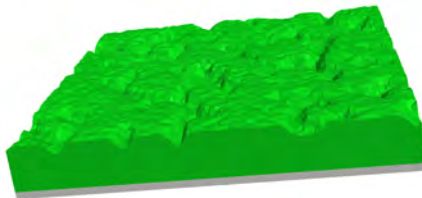
# Impact of Surface Texture on Radiated Power



Radiated power as surface integral:  $P = \oint \mathbf{S} d\mathbf{A}$ . First texture **decreases** radiated power by 20%, second texture **increases** radiated power by 18%.

# Simulation of Realistic Devices

Simulation model—surface structure was derived from AFM measurements.



# Summary and Outlook

## Summary

- OPUS 3-D solves Maxwell's equations in 3-D
- Lossy materials and PEC have been incorporated
- Qualitative and quantitative evaluation of surface textures possible

## Future Activities

- Benchmark with measured data
- Further increase computational efficiency → information reduction schemes
- Transition to larger and more realistic devices

# Thank you for your attention!