



BRNO UNIVERSITY OF TECHNOLOGY

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FACULTY OF INFORMATION TECHNOLOGY

FAKULTA INFORMAČNÍCH TECHNOLOGIÍ

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ÚSTAV POČÍTAČOVÉ GRAFIKY A MULTIMÉDIÍ

AUTOMATIC TRANSPILATION AND COMPARISON OF LUMERICAL AND MEEP

AUTOMATICKÝ PŘEKLAD A SROVNÁNÍ SIMULACÍ MEZI MEEP A LUMERICAL

BACHELOR'S THESIS

BAKALÁŘSKÁ PRÁCE

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BRNO 2025

Abstract

This thesis aims to provide a comparison between Ansys Lumerical and Meep FDTD simulation tools. A transpiler from Lumerical Scripting Language to the Meep Python interface was implemented. FDTD simulation were first automatically results are compared with analytical results.

Abstrakt

Do tohoto odstavce bude zapsán výtah (abstrakt) práce v českém (slovenském) jazyce.

Keywords

CEM, FDTD, Meep, Ansys Lumerical, transpiler,

Klíčová slova

Sem budou zapsána jednotlivá klíčová slova v českém (slovenském) jazyce, oddělená čárkami.

Reference

MAČURA, Daniel. *Automatic transpilation and comparison of Lumerical and Meep*. Brno, 2025. Bachelor's thesis. Brno University of Technology, Faculty of Information Technology. Supervisor Ing. Tomáš Milet, Ph.D.

Automatic transpilation and comparison of Lumerical and Meep

Declaration

Prohlašuji, že jsem tuto bakalářskou práci vypracoval samostatně pod vedením pana X... Další informace mi poskytli... Uvedl jsem všechny literární prameny, publikace a další zdroje, ze kterých jsem čerpal.

.....

Daniel Mačura
November 18, 2024

Acknowledgements

V této sekci je možno uvést poděkování vedoucímu práce a těm, kteří poskytli odbornou pomoc (externí zadavatel, konzultant apod.).

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Chapter 1

Note to the reader

Through the thesis, the expression „iff“ refers to „if and only if“.

Chapter 2

Introduction

[[Add motivation for thesis, talk about importance of optics simulations, talk about uses, show examples. Talk about the need to compare simulation software.]]

Chapter 3

Review of computational electromagnetics and compilers

This chapter aims to give the reader a broad understanding of the subjects of matter. It provides an overview of the physics behind the aforementioned simulations and an introduction to the basic concepts of compiler design and the underlying formal languages. This chapter will not delve into the specifics of each subject at hand but will provide the reader with the foundations necessary to comprehend the rest of this thesis.

3.1 Computational Electromagnetics

Maxwell's equations

Curl theorem

Divergence theorem

Magnetic monopoles

Finite Difference Time Domain

Mie Scattering

3.2 Formal Languages

Definition 3.2.1 (Alphabet). *Let Σ be an alphabet, a finite nonempty set of symbols. Then Σ^* defines the set of all sequences w :*

$$w = a_1 a_2 a_3 \dots a_{n-1} a_n, a_i \in \Sigma \text{ for } i \in \mathbb{N}$$

The sequence symbols w is called a *word*. The length of a word is $|w| = n$. The word with a length of 0 is called an *empty word* denoted as λ .

Definition 3.2.2 (Language). *The set L where $L \subseteq \Sigma^*$ is known as the formal language over the alphabet Σ .*

The words $L = \{\lambda, a, b, aa, ab, bb\}$ are some words of a language L over the alphabet $\Sigma = \{a, b\}$. Other examples for languages over the alphabet $\Sigma = \{a, b\}$ might include:

- $L_1 = \{\lambda\}$
- $L_2 = \{a\}$
- $L_3 = \{aaa\}$
- $L_4 = \{a^i, b^i; i \in \mathbb{N}\}$

Notation conventions

- Iteration Let $a^i; a \in \Sigma$ and $i \in \mathbb{Z}$ be the iteration of a character a , where $|a^i| = i$. Examples bellow.

- $a^0 = \lambda$
- $a^1 = a$
- $a^2 = aa$
- $a^i = a_0 a_1 a_2 \dots a_i; i \in \mathbb{N}$

- Concatenation Let $w \cdot w'; w, w' \in \Sigma^*$ be the concatenation of the words w and w' .
 $w = a_1 a_2 a_3 \dots a_n; w' = a'_1 a'_2 a'_3 \dots a'_m; n, m \in \mathbb{Z}$ then
 $w \cdot w' = ww' = a_1 a_2 a_3 \dots a_n a'_1 a'_2 a'_3 \dots a'_m$

- **[[Kleene star]]**

Languages are often defined by grammars.

Definition 3.2.3 (Grammar). [1] Let an ordered quadruple G define a grammar such that: $G = (N, \Sigma, P, S)$, where:

1. N is a finite set of nonterminal symbols
2. Σ is an alphabet finite set of terminal symbols, such that $N \cap \Sigma = \emptyset$
3. P is a finite set of rewriting rules known as productions, ordered pairs (α, β) . P is a subset of the cartesian product of $\alpha = (N \cup \Sigma)^* N (N \cup \Sigma)^*$ and $\beta = (N \cup \Sigma)^*$
Productions are denoted as $\alpha \rightarrow \beta$. If there are multiple productions with the same left hand side (α), we can group their right hand sides (β).
 $\alpha \rightarrow \beta_1, \alpha \rightarrow \beta_2$ may be written as $\alpha \rightarrow \beta_1 | \beta_2$

4. S is the starting symbol of the grammar G , where $S \in N$

Productions $\alpha \rightarrow \beta$ symbolize, that given the words $V, W, x, y \in (N \cup \Sigma)^*$, the word V can be rewritten as follows: $V \Rightarrow W$ iff there are words, which satisfy the following condition, $V = x\alpha y \wedge W = x\beta y$ and $\alpha \rightarrow \beta \in P$.

Definition 3.2.4 (Derivation). $V \xRightarrow{*} W$ iff there is a finite set of words

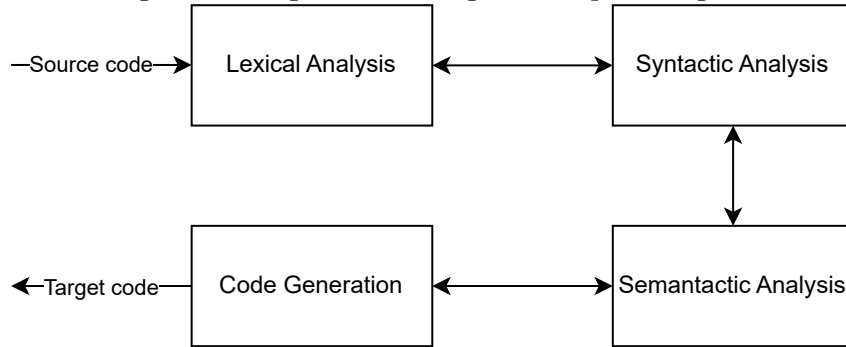
$$v_0, v_1, v_2, \dots, v_z; z \in \mathbb{Z}$$

such that $v_0 = V$ and $v_z = W$ where each is rewritten from the previous word. Such a sequence of applications of productions is called a derivation. The length of a derivation is given by z .

Figure 3.1: Figure describing the compiler as a single unit.



Figure 3.2: Figure describing the compiler stages.



3.3 Compilers

Compilers are complex algorithms, *programs*, that translate a human readable input known as *source code* into a representation more suitable for computers to run. The introduction of compilers

Today's world undeniably relies on software more than ever before. It is imperative for developers to be able to efficiently write software. Software today is written in programming languages, high-level human-readable notations for defining how a program should run. However, before a program can be run on a system, it has to be translated (or *compiled*) into low-level machine code, which computers can run. The computer program that facilitates this translation is called a *compiler*. See 3.1.

Compilers are complex programs. It is helpful to break them down into parts, each handling different tasks, which are chained together to form a compiler. Modern compilers are composed of many phases, such as the *Lexical Analyzer*, *Syntax Analyzer*, *Semantic Analyzer*, *Intermediate Code Generator*, *Machine-Independent Code Optimizer*, *Code Generator*, *Machine-Dependent Code Optimizer* [2], however this chapter covers the components relevant to this thesis. See relevant stages in 3.2.

Lexical Analysis

The first stage of a compiler is lexical analysis, also known as a *lexer* or *tokenizer*. For the remainder of this thesis, *lexer* will refer to the lexical analysis stage of a compiler. The lexer consumes a stream of characters, the *source code*, and returns a stream of *tokens*. A *token* is a lexically indivisible unit, for example, the Python keyword `return`, you cannot divide it further, for example, into `re` `turn`. Each token is comprised of characters. The rule that defines which combination of characters constitutes a given token is called a *pattern*. The sequence of characters matching a pattern is called a *lexeme*, the *lexeme* is stored along with the token as a value.

Regular Expressions

A compact way to represent the patterns accepting tokens are *regular expressions*. Regular expressions are an algebraic definition of patterns, they specify *regular languages*, \mathcal{L}_3

Formal grammars

LL parsing

Chapter 4

Transpiler implementation

[[mention lexer regex implementation]] [[mention LL table calculation according to theory]] [[write about transformation of ast]]

Chapter 5

Evaluation of results

[[talk about methodology]] [[test examples analytical vs FDTD]]

Chapter 6

Conclusion

[[compare lumerical and meep]] [[test result TBD]]

Bibliography

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