

# Nanophotonic Computational Design

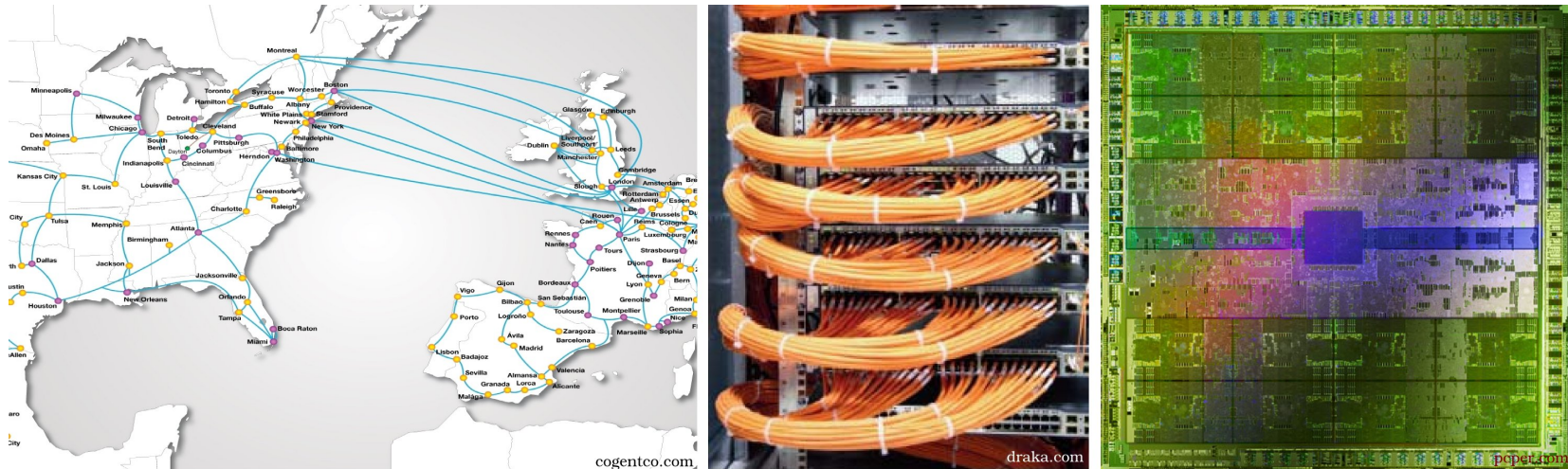
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February 25, 2013

Takeaway: Taught a computer to design nanophotonic devices

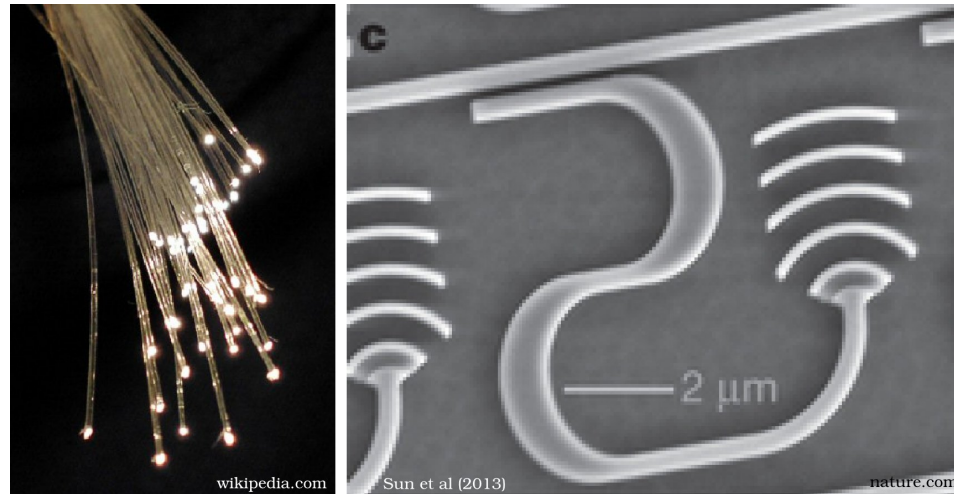


# Part 1: Motivation



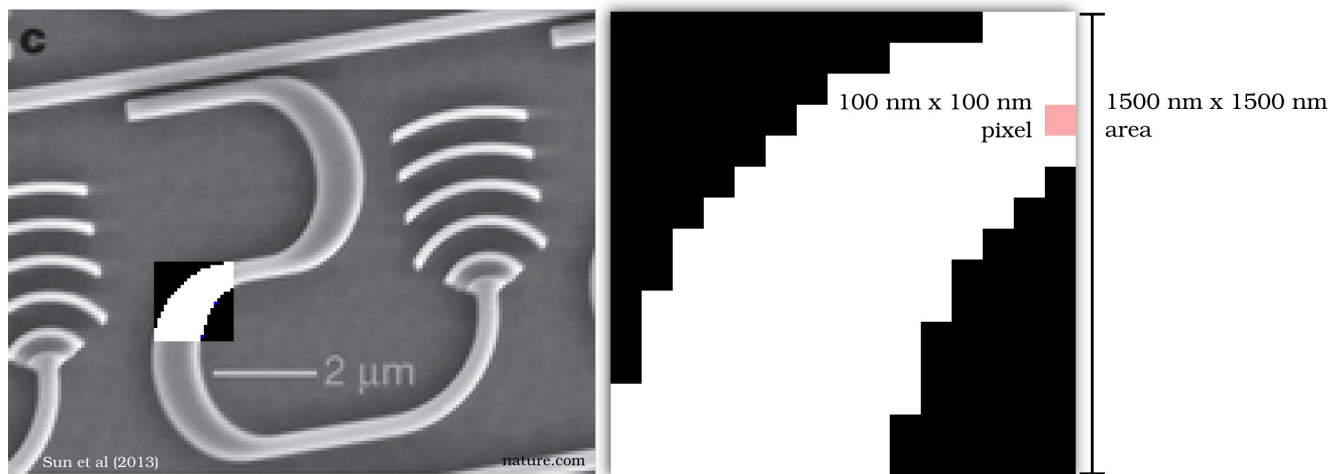
- As information grows, optical networks needed
  - across continents
  - within a datacenter
  - between chips and on-chip

- An on-chip optical network is a fundamentally new optical communications technology: *the integrated optical circuit*



- Miniaturization drives
  - component price down
  - functionality up
  - design complexity (way) up

- Increasing design complexity requires additional degrees of freedom
- Fortunately, we have a virtually unlimited amount



- Include/exclude per pixel gives us  $2^{(15^2)} = 2^{225}$  possibilities, uncountable

- Only feasible solution: Humans describe, Computers design

```
device mux2
  in: {freq1, freq2}
  out1 <= freq1
  out2 <= freq2
```



## Part 2: Theory

- First, cast electromagnetic wave equation into linear algebra terms

$$(\nabla \times \mu_0^{-1} \nabla \times -\omega^2 \epsilon) E + i\omega J = 0 \longrightarrow A(z)x - b = 0$$

where

$$E \rightarrow x$$

$$\epsilon \rightarrow z$$

$$\nabla \times \mu_0^{-1} \nabla \times -\omega^2 \epsilon \rightarrow A(z)$$

$$-i\omega J \rightarrow b$$

- $A(z)x - b$  is called the *physics residual*

- Secondly, formulate our optimization objective

$$f(x) = (\alpha - |c^\dagger x|)^2$$

- $c^\dagger x$  is equivalent to overlap integral  $\int E_t^* E$
- To design linear devices, objective chosen to be overlap integral with target field at output port
- $f(x)$  is called the *field design objective*



- Typically,

$$\begin{aligned} & \text{minimize} && (\alpha - |c^\dagger x|)^2 \\ & \text{subject to} && A(z)x - b = 0 \end{aligned}$$



- Efficient algorithm known as the *adjoint method*

- Our alternative formulation, known as *objective-first*

$$\begin{aligned} & \text{minimize} && \|A(z)x - b\|^2 \\ & \text{subject to} && |c^\dagger x| = \alpha \end{aligned}$$



- Perfect performance always enforced, even at the expense of breaking physical laws

- Results in *soft-physics* solves



- Key insight: soft-physics solution suggests optimal structure

$$\begin{aligned} & \text{minimize} \quad \|A(z)x - b\|^2 \\ & \text{subject to} \quad |c^\dagger x| = \alpha \end{aligned}$$

- Could be solved by iteratively solving for  $x$  and  $z$ 
  - Known as *alternating directions*
  - Takes advantage of bi-linearity of the physics residual,

$$A(z)x - b = B(x)z - d(x)$$

- *Alternating directions method of multipliers (ADMM)* gives much faster convergence
  - Due to introduction of dual variable

- Full problem is multi-mode and multi-output
- Objective-first formulation:

$$\text{minimize} \quad \sum_i^M \|A_i(z)x_i - b_i\|^2$$

$$\text{subject to} \quad \alpha_{ij} \leq |c_{ij}^\dagger x_i| \leq \beta_{ij}, \quad \text{for } i = 1, \dots, M \text{ and } j = 1, \dots, N_i$$

- Adjoint method formulation:

$$\text{minimize} \quad \sum_{ij}^{M, N_i} \max\{\alpha_{ij} - |c_{ij}^\dagger x_i|, |c_{ij}^\dagger x_i| - \beta_{ij}, 0\}$$

$$\text{subject to} \quad A_i(z)x_i - b_i = 0, \quad \text{for } i = 1, \dots, M$$

## Part 3: Method

## Part 4: Results