

May 11 - 12, 2023 | Jena, Germany

[EPIC Meeting on Photonics for AR/VR/MR:](#)

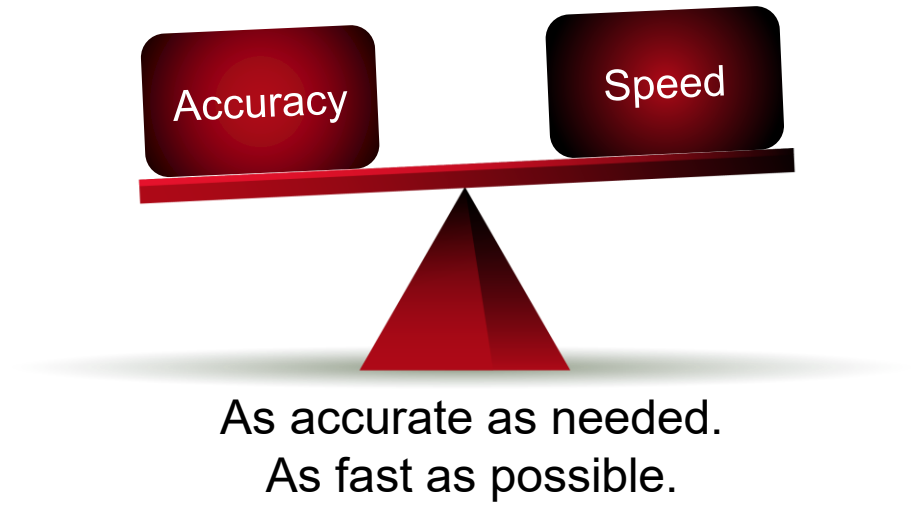
From Design to System Integration and Mass Production at Jabil Optics

## **Demands and Solutions for Modeling and Design Techniques of AR/VR Glasses**

Frank Wyrowski, Christian Hellmann, Stefan Steiner

***“It is all about accuracy and speed.”***

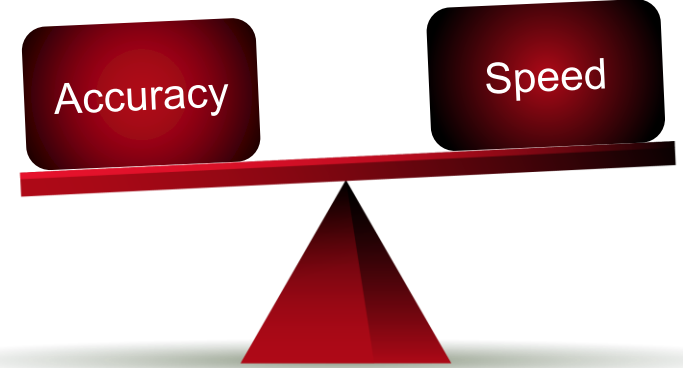
Developer of AR/VR glasses at Meta about modeling and design software.



## **Control of the accuracy-speed balance**

Major trend in the usage and development of optics software

High speed means  
short time to results.

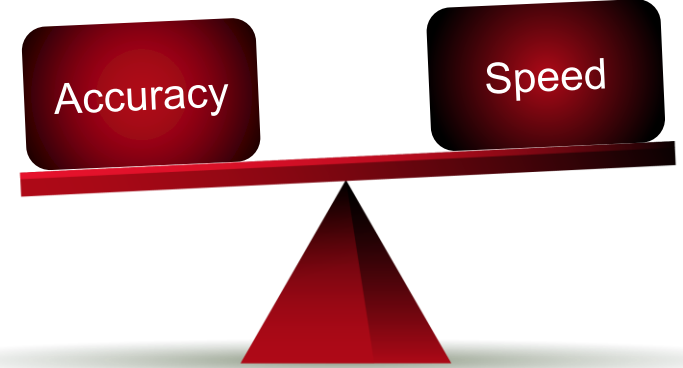


As accurate as needed.  
As fast as possible.

## **Control of the accuracy-speed balance**

Major trend in the usage and development of  
optics software

What means accuracy  
in optical modeling  
and design?



As accurate as needed.  
As fast as possible.

## **Control of the accuracy-speed balance**

Major trend in the usage and development of  
optics software

# Simulation Accuracy

The **simulation accuracy** depends on the algorithms used to model the reality.

**Modeling of light sources**, including, e.g., lasers, LEDs, LDs, VCSELs, thermal light sources, x-ray sources, and ultrashort pulses.

**Modeling of components**, including, e.g., lenses, freeform surfaces, Fresnel lenses, pancake lenses, GRIN lenses, metalenses, gratings, DOEs, crystals, apertures, prisms, fibers, scatterer, diffusers, micro lens arrays, and SLMs.

**Modeling of detectors**, including, e.g., aberrations, PSF/MTF, beam parameters, radiometry, photometry, colorimetry, and ultrashort pulse diagnostic.



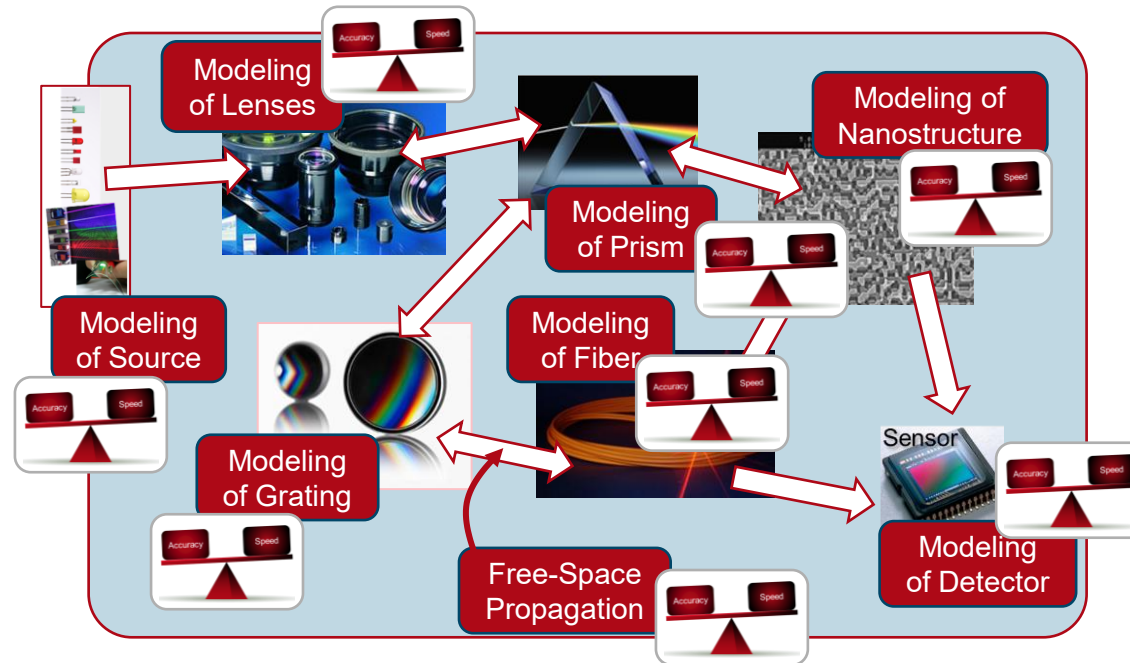
**Modeling of optical effects**, including, e.g., aberrations, energy redistribution, diffraction, scattering, interference, speckles, polarization, coherence, and spatiotemporal evolution.

# Pool of Interoperable Modeling Techniques

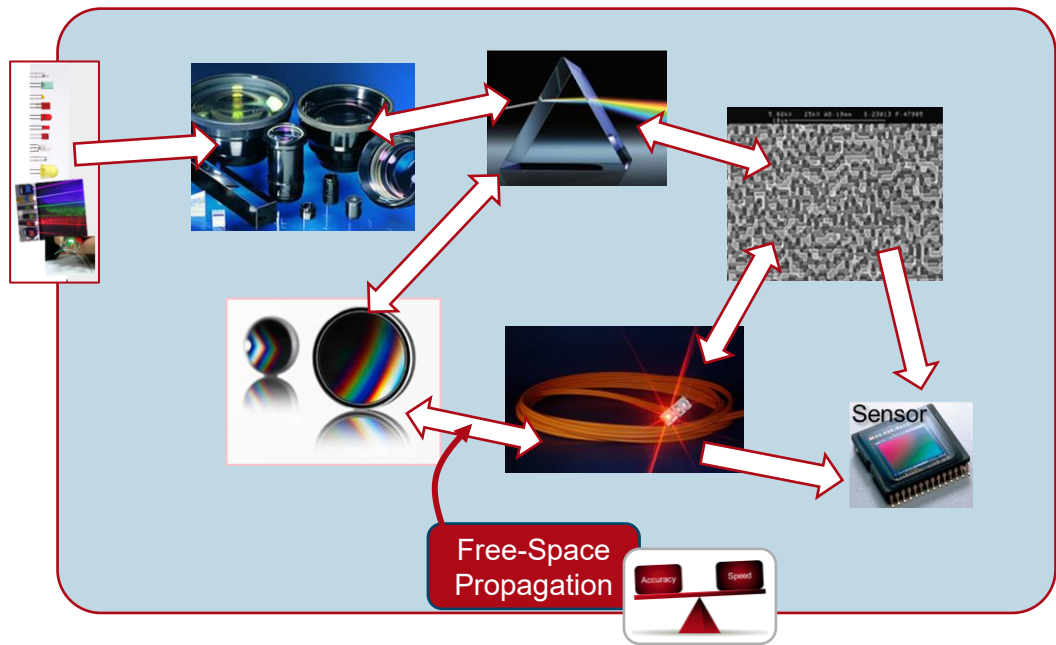
**Each modeling and design task comes with a specific**

- selection of sources, components, and detectors, and
- preferences regarding the accuracy-speed balance.

Software must provide modeling techniques per source, component, and detector, with options for controlling the accuracy-speed balance.



# Accuracy-Speed Balance of Free-Space Propagation Methods



Methods	Preconditions	Accuracy	Speed	Comments
Rayleigh Sommerfeld Integral	None	High	Low	Rigorous solution
Fourier Domain Techniques	None	High	High	Rigorous mathematical reformulation of RS integral
Fresnel Integral	Paraxial	High	High	Assumes paraxial light; moderate speed for very short distances
	Non-paraxial	Low	High	
Geometric Propagation	Low diffraction	High	Very high	Neglects diffraction effects
	Otherwise	Low	Very high	



# Easy Control of Free-Space Propagation in VirtualLab Fusion



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Forward SFT	<input checked="" type="checkbox"/>
Forward PFT	<input type="checkbox"/>
Inverse FFT	<input checked="" type="checkbox"/>
Inverse SFT	<input checked="" type="checkbox"/>
Inverse PFT	<input type="checkbox"/>

Fast  
Rayleigh-Sommerfeld  
integral



Forward FFT	<input checked="" type="checkbox"/>
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Forward PFT	<input type="checkbox"/>
Inverse FFT	<input type="checkbox"/>
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Inverse PFT	<input checked="" type="checkbox"/>

Generalized  
Far-Field integral



## Generalized far-field integral

ZONGZHAO WANG,<sup>1,2,\*</sup> OLGA BALADRON-ZORITA,<sup>1,2</sup> CHRISTIAN HELLMANN,<sup>3</sup> AND FRANK WYROWSKI<sup>1</sup>

<sup>1</sup>Institute of Applied Physics, Friedrich-Schiller-University Jena, Max-Wien-Platz 1, 07743 Jena, Germany

<sup>2</sup>LightTrans International UG, Kahlaische Strasse 4, 07745 Jena, Germany

<sup>3</sup>Wyrowski Photonics GmbH, Kahlaische Strasse 4, 07745 Jena, Germany

\*zongzhao.wang@uni-jena.de



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Inverse SFT	<input checked="" type="checkbox"/>
Inverse PFT	<input type="checkbox"/>

Generalized  
Debye integral



## Generalized Debye integral

ZONGZHAO WANG,<sup>1,2,\*</sup> OLGA BALADRON-ZORITA,<sup>1,2</sup> CHRISTIAN HELLMANN,<sup>3</sup> AND FRANK WYROWSKI<sup>1</sup>

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Geometric propagation



## Isolating the Gouy phase shift in a full physical-optics solution to the propagation problem

OLGA BALADRON-ZORITA,<sup>1,\*</sup> ZONGZHAO WANG,<sup>1,2</sup> CHRISTIAN HELLMANN,<sup>3,4</sup> AND FRANK WYROWSKI<sup>1</sup>

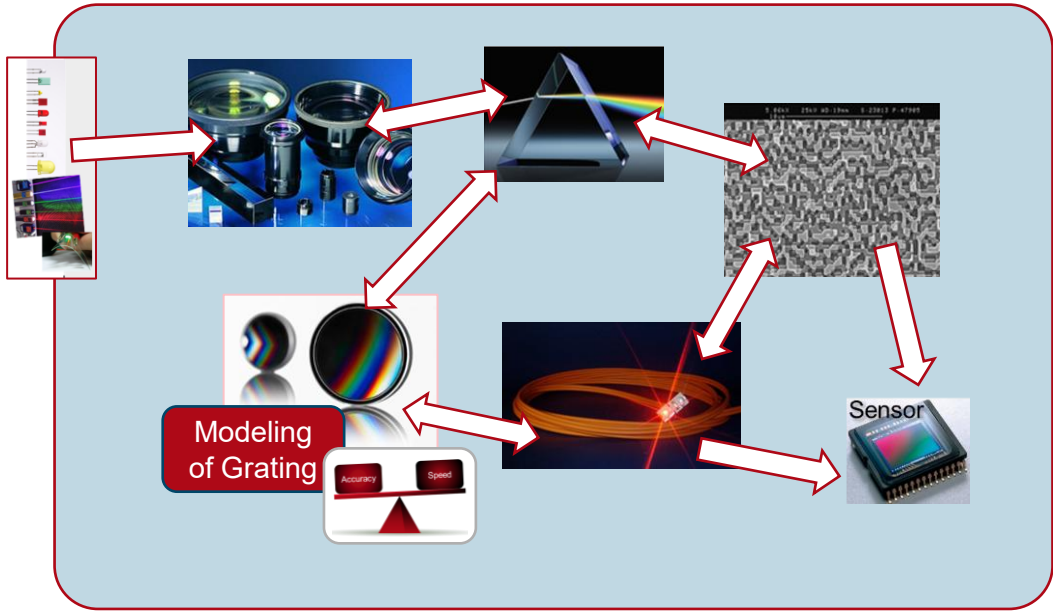
<sup>1</sup>Applied Computational Optics Group, Institute of Applied Physics, Friedrich-Schiller-University Jena, Max-Wien-Platz 1, 07743 Jena, Germany

<sup>2</sup>LightTrans International UG, Kahlaische Strasse 4, 07745 Jena, Germany

<sup>3</sup>Wyrowski Photonics GmbH, Kahlaische Strasse 4, 07745 Jena, Germany

<sup>4</sup>Corresponding author: olga.baladron-zorita@uni-jena.de

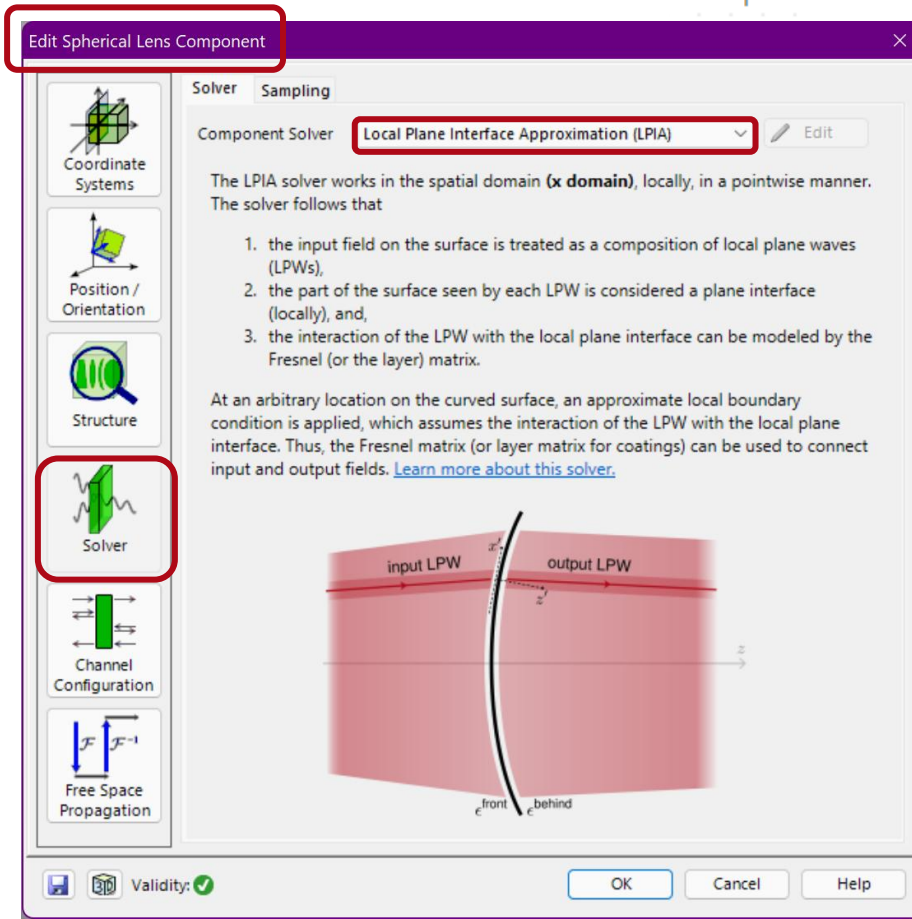
# Accuracy-Speed Balance of Grating Modeling Methods



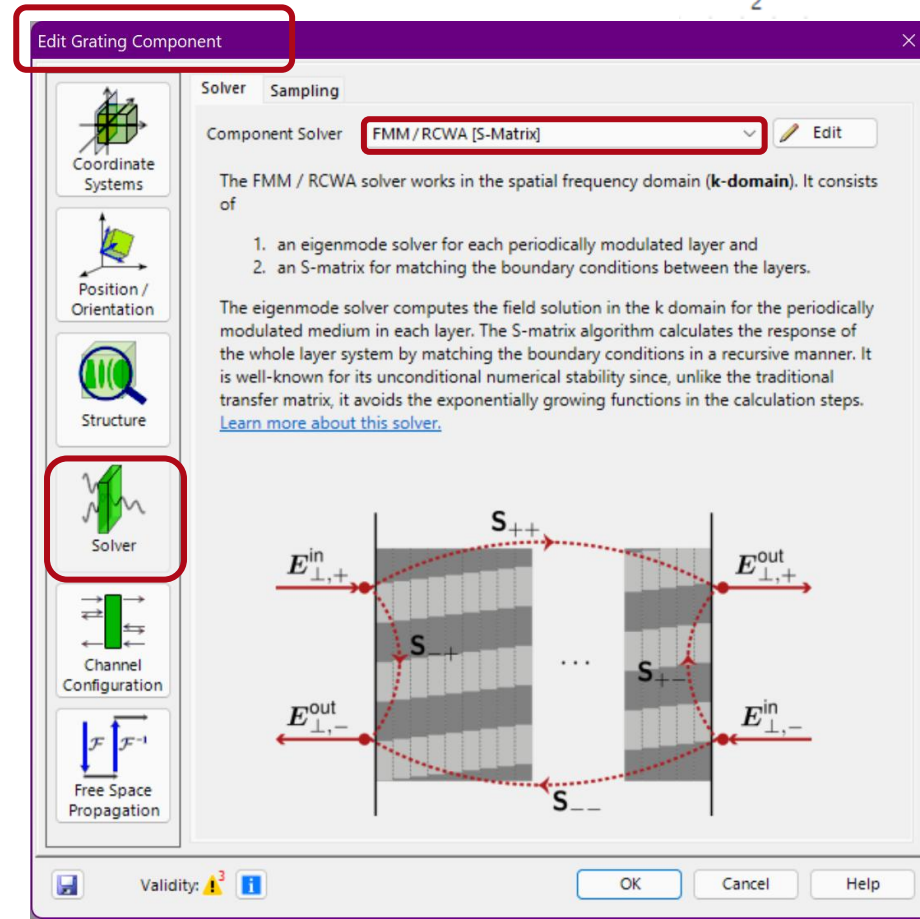
Methods	Preconditions	Accuracy	Speed	Comments
Fourier Modal Method (FMM)	None	High	Low	Smaller periods lead to higher speed
Thin Grating Approximation	Large periods & features, thin	High	High	Thickness about wavelength; period & features larger than about ten wavelengths
	Otherwise	Low	High	
FMM in Kogelnik Approximation	Thick volume gratings; Bragg condition	High	Very high	Method is electromagnetic formulation of Kogelnik's approach
	No Bragg condition	Low	Very high	

# Selected Components Come with Suitable Modeling Technique

Component Dialogue  1



Component Dialogue  2



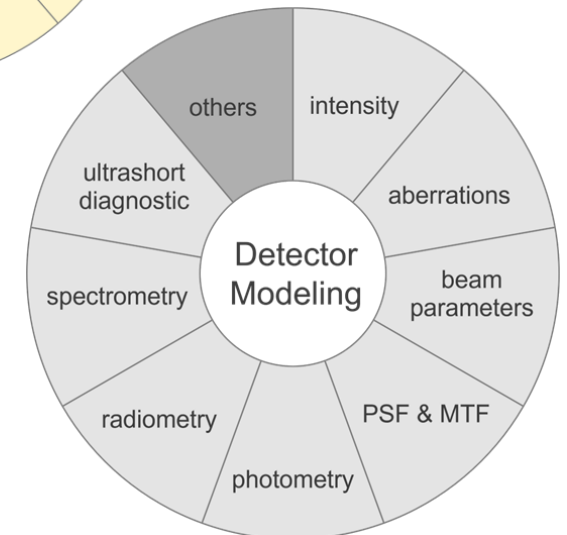
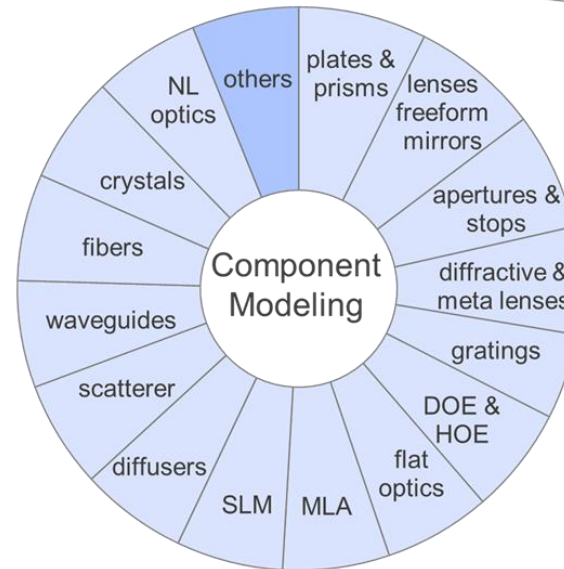
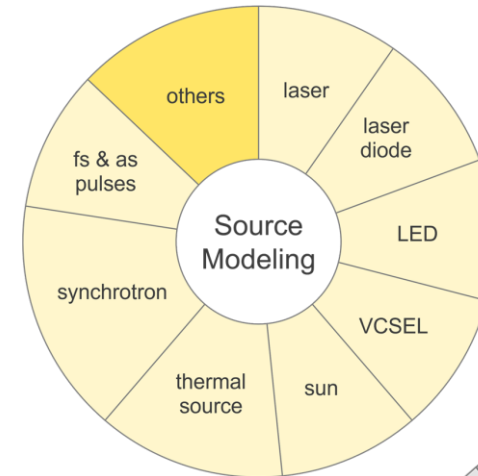
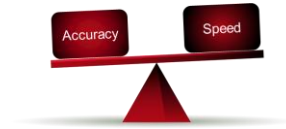
# Pool of Interoperable Modeling Techniques

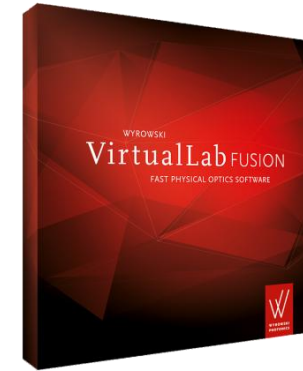
## Control of accuracy-speed balance



Optics software should provide a

- Pool of many interoperable modeling techniques, and a
- Platform to connect them.



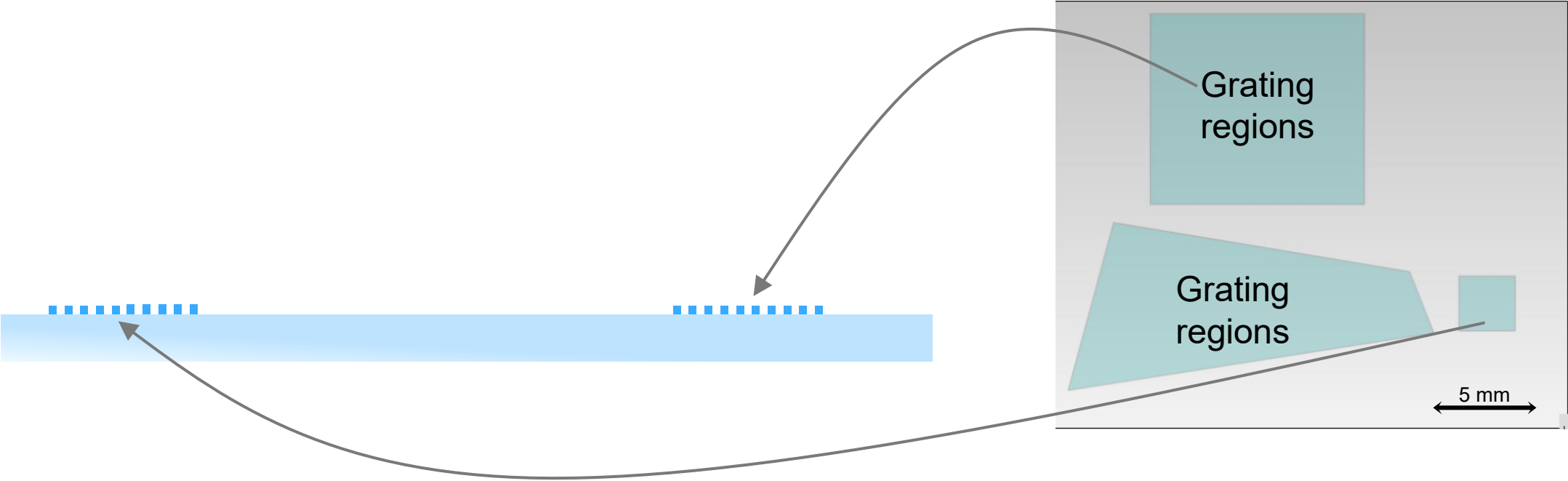


All simulations done  
with VirtualLab Fusion  
optics software

## **On the accuracy-speed balance in optical modeling and design of waveguide AR glasses**

An application scenario

# Application Scenario: HoloLens 1 – Type Layout



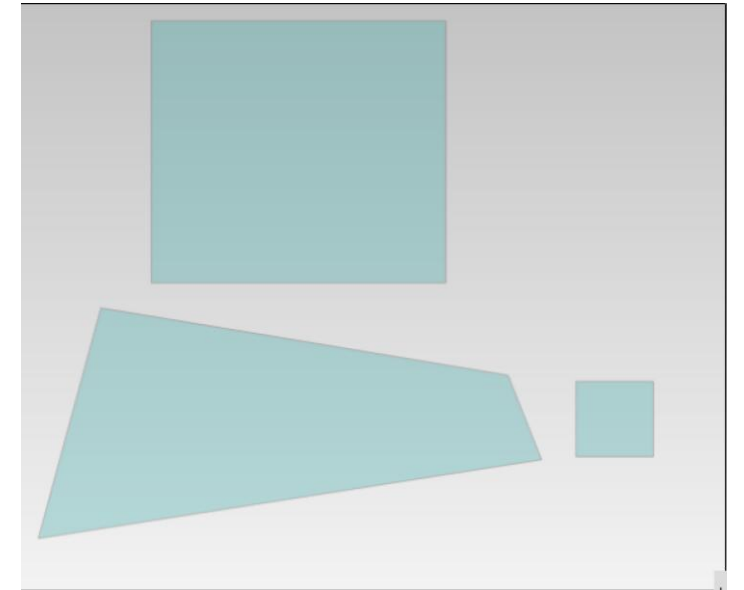
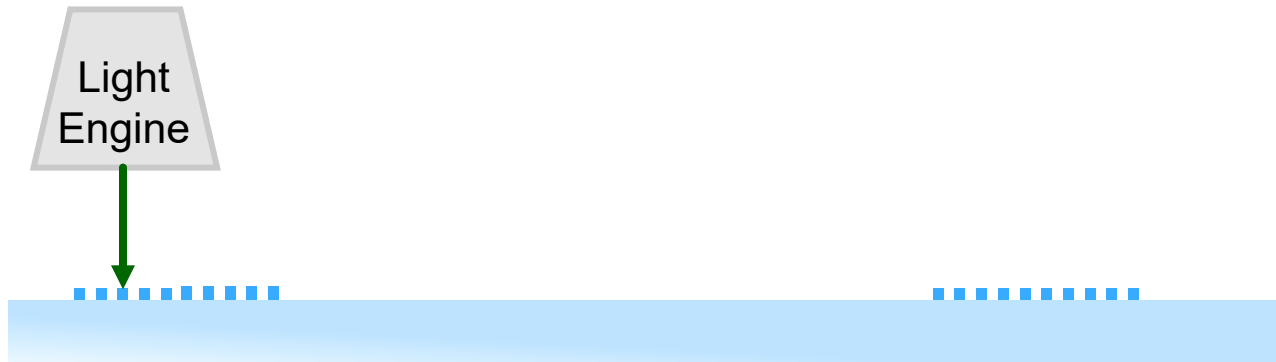
# Connected Modeling Techniques: Source

## Light Engine Model

- Beam type: plane wave
- Beam radius  $r = 1.5 \text{ mm}$
- Polarization: Linearly polarized
- Wavelength:  $\lambda = 530 \text{ nm}$
- Bandwidth:  $\Delta\lambda = 0 \text{ nm}, 1 \text{ nm}, 10 \text{ nm}$

Bandwidth:  $\Delta\lambda$

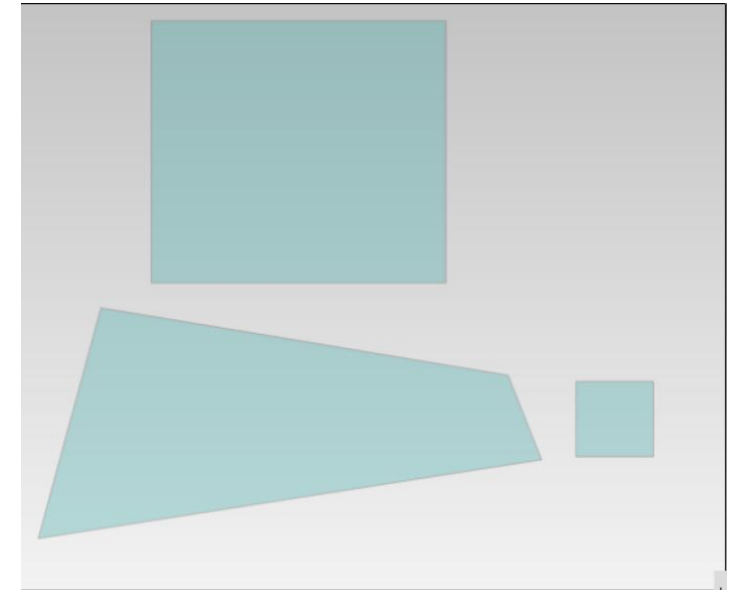
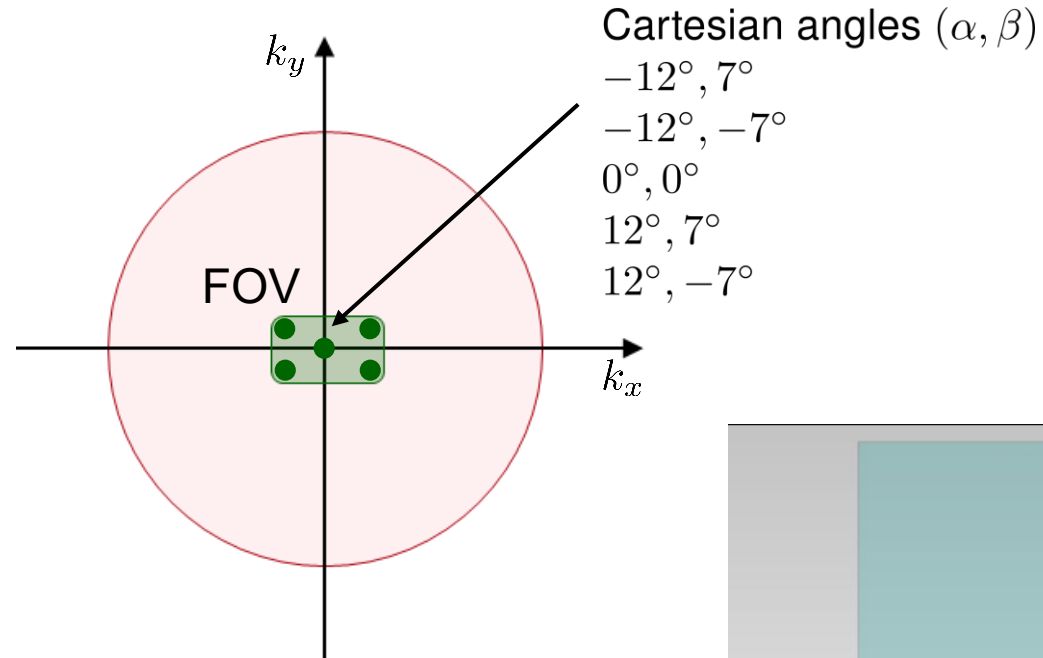
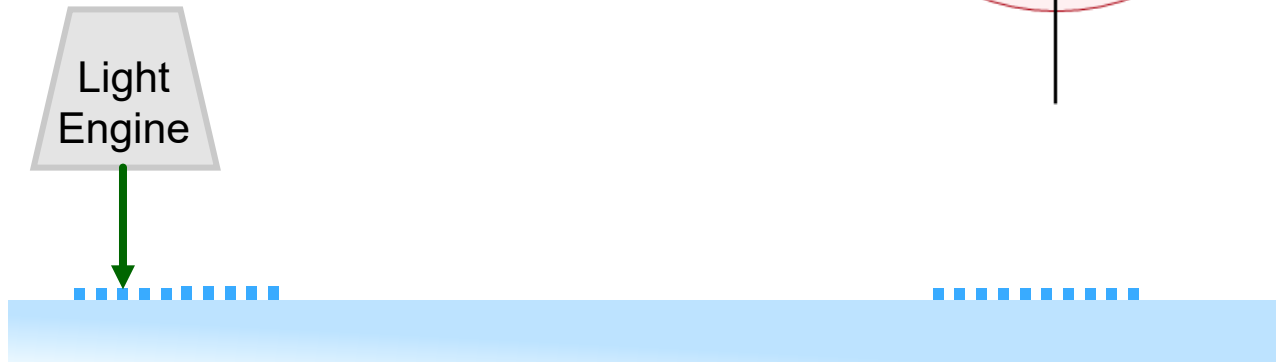
- Laser diode: some nanometers
- LED: some 10 nanometers



# Connected Modeling Techniques: Source

## Light Engine Model

- Beam type: plane wave
- Beam radius  $r = 1.5$  mm
- Polarization: Linearly polarized
- Wavelength:  $\lambda = 530$  nm
- Bandwidth:  $\Delta\lambda = 0$  nm, 1 nm, 10 nm

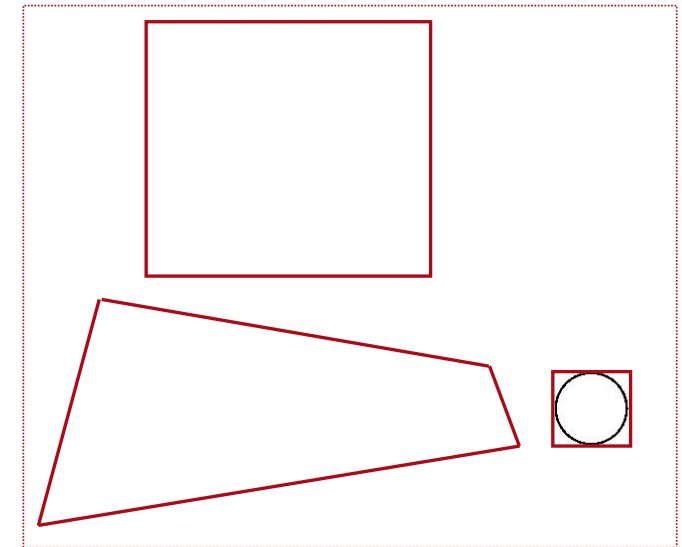
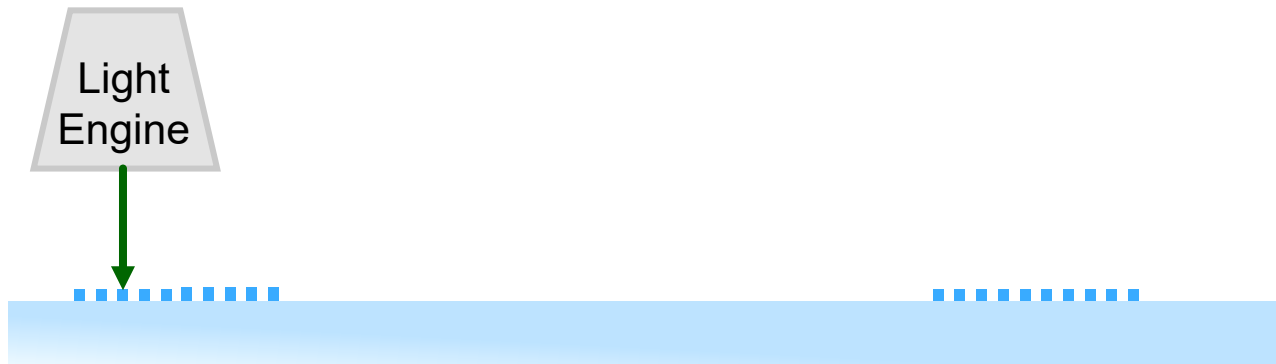




# Connected Modeling Techniques: Source

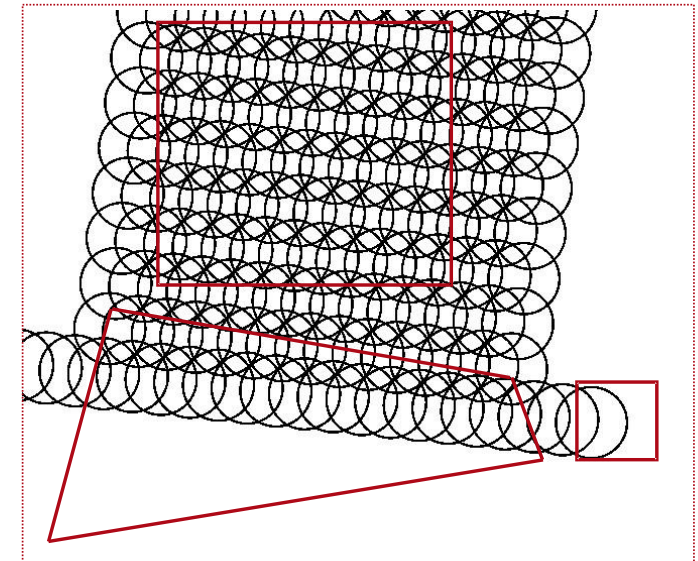
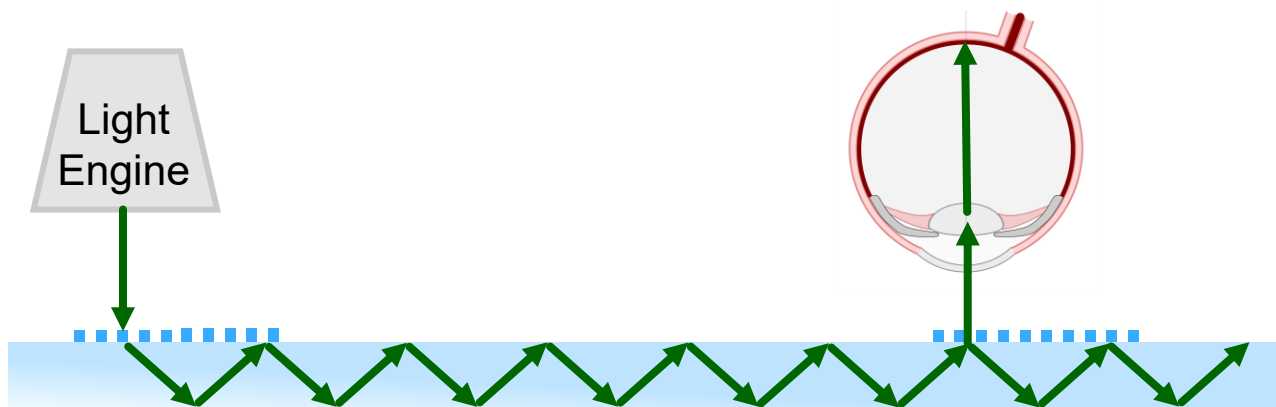
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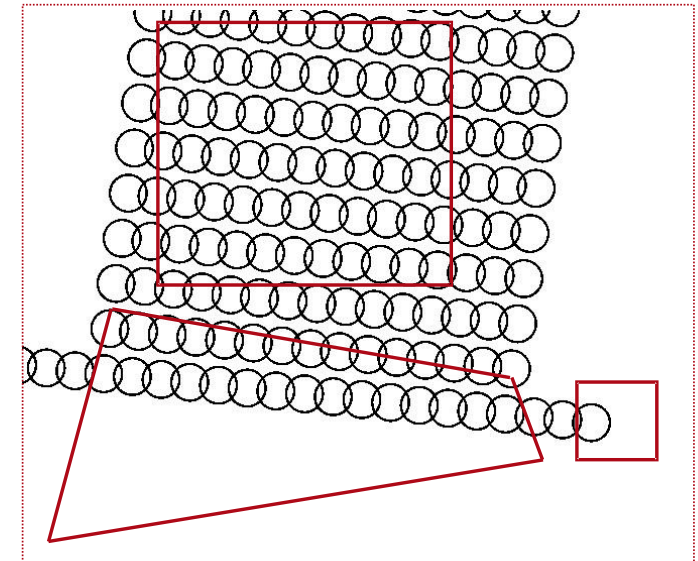
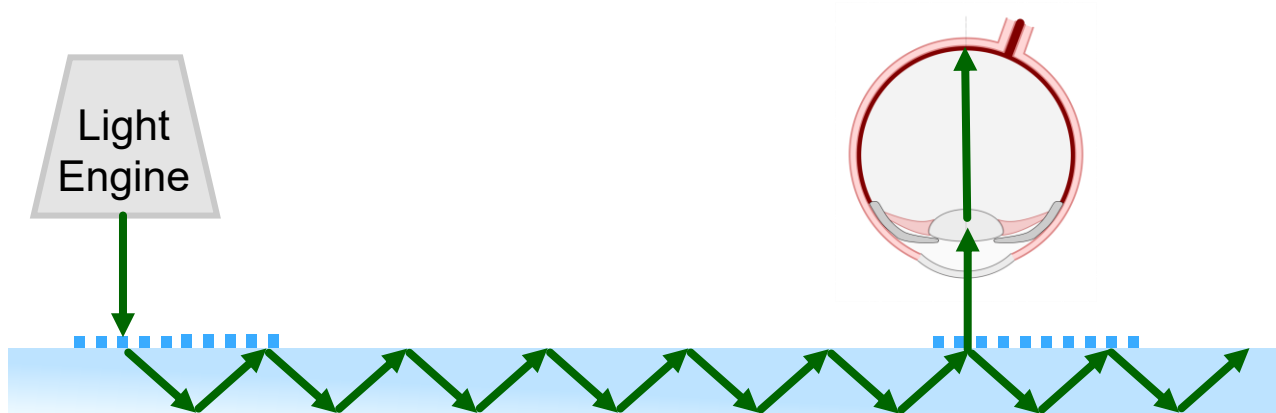
$$D = 3 \text{ mm}$$
$$(\alpha, \beta) = (12^\circ, -7^\circ)$$

# Connected Modeling Techniques: Beam Propagation



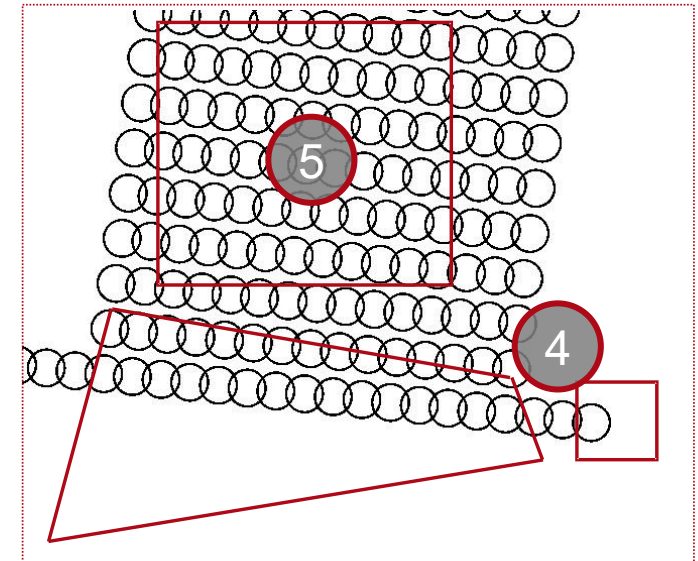
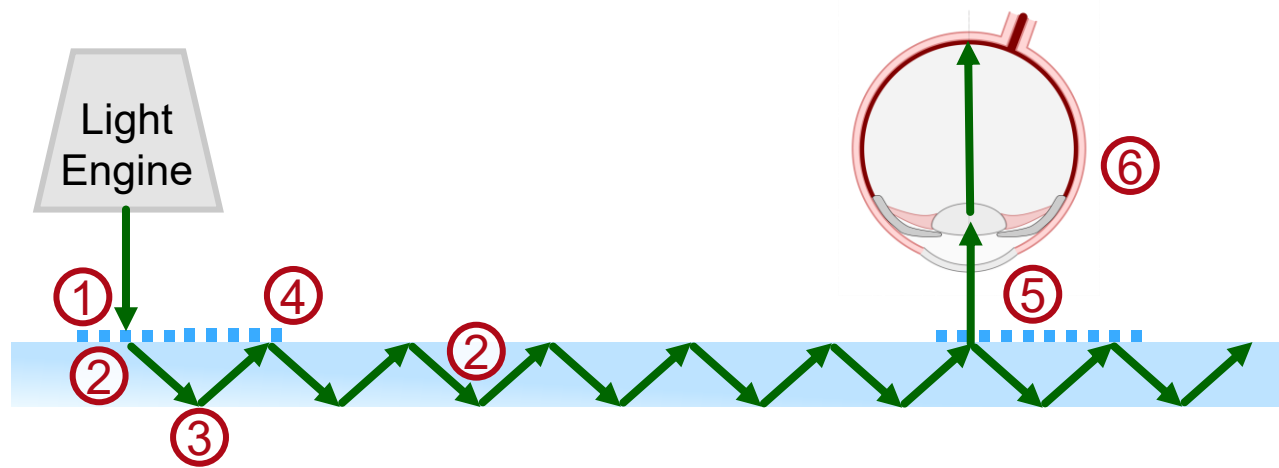
$D = 3 \text{ mm}$   
 $(\alpha, \beta) = (12^\circ, -7^\circ)$

# Connected Modeling Techniques: Beam Propagation



$$D = 1.6 \text{ mm}$$
$$(\alpha, \beta) = (12^\circ, -7^\circ)$$

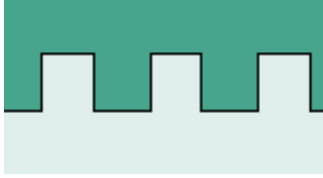
# Connected Modeling Techniques: Beam Propagation



$D = 1.6 \text{ mm}$   
 $(\alpha, \beta) = (12^\circ, -7^\circ)$

# Connected Modeling Techniques: Grating

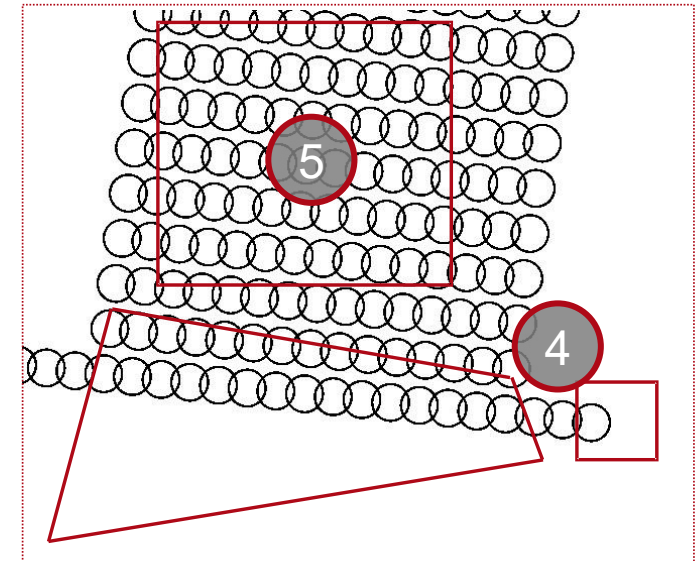
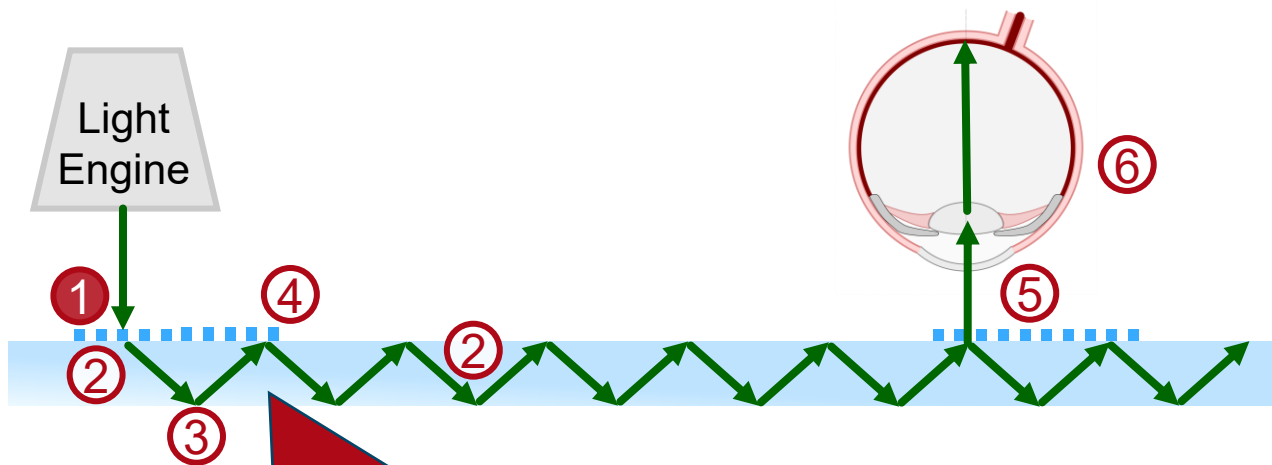
## 1 Grating model



Grating types of interest:

- Binary
- Slanted
- Blazed
- Volume
- Anisotropic grating layers (liquid crystals)

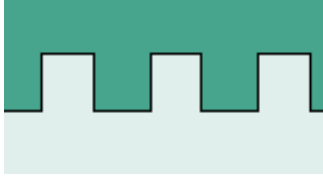
Trend: increasing interest



$$D = 1.6 \text{ mm}$$
$$(\alpha, \beta) = (12^\circ, -7^\circ)$$

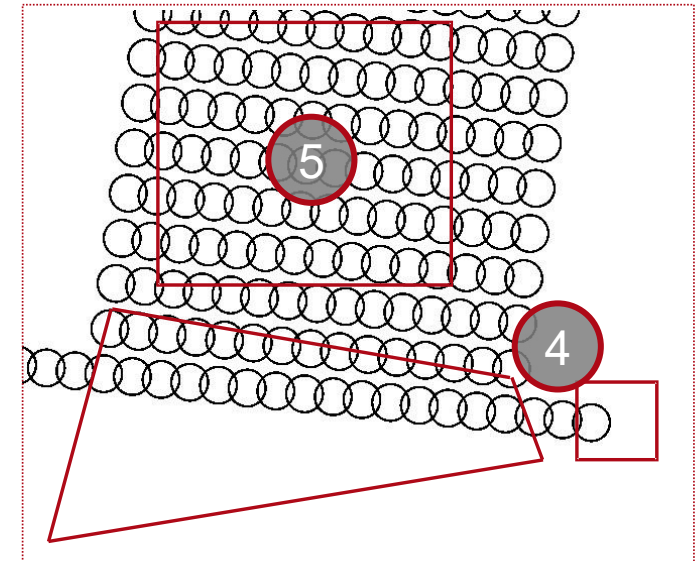
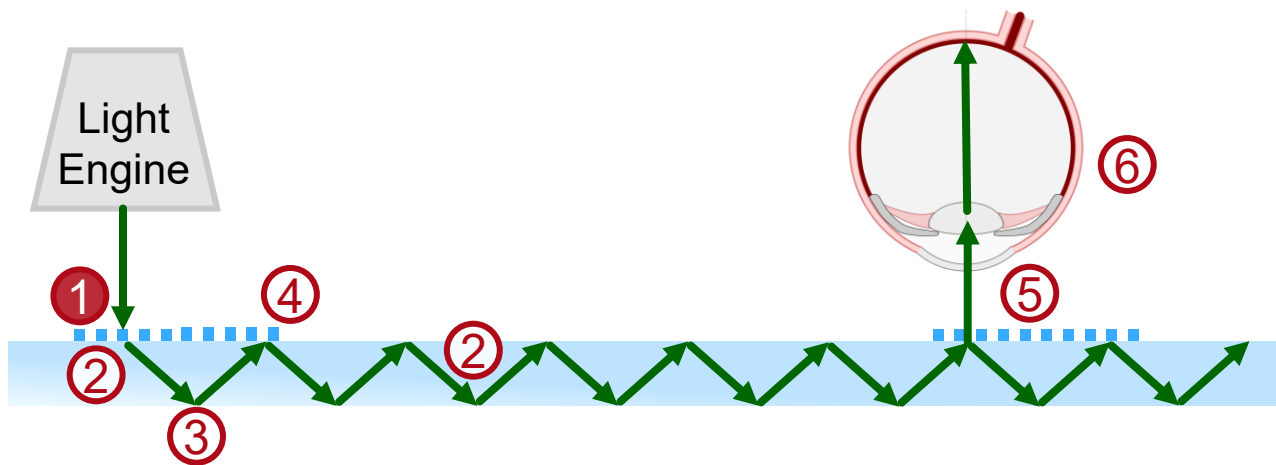
# Connected Modeling Techniques: Grating

## 1 Grating model



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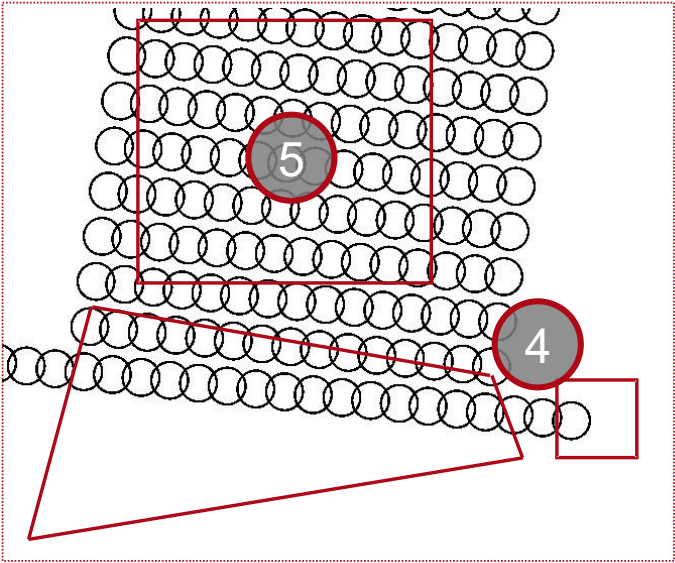
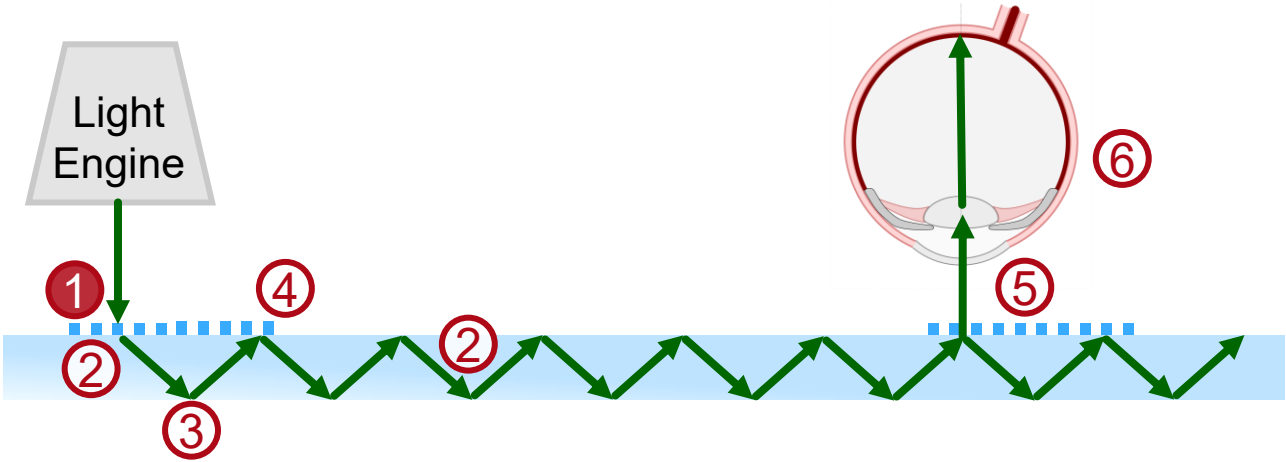


$$D = 1.6 \text{ mm}$$
$$(\alpha, \beta) = (12^\circ, -7^\circ)$$

# Connected Modeling Techniques: Grating

1

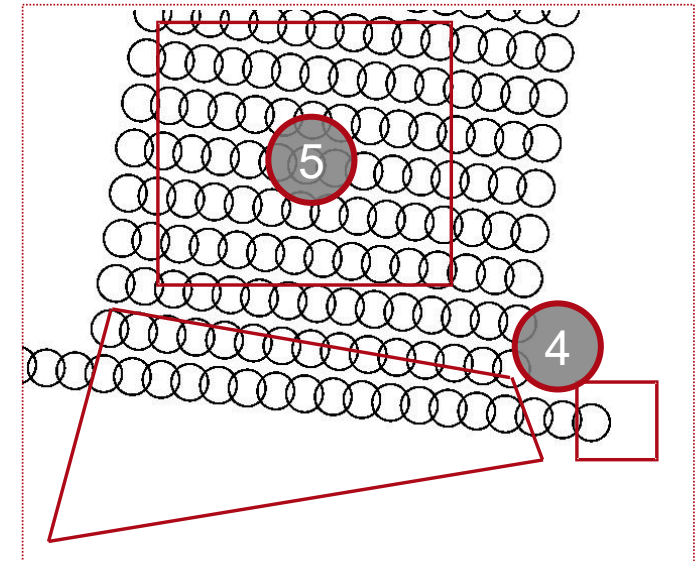
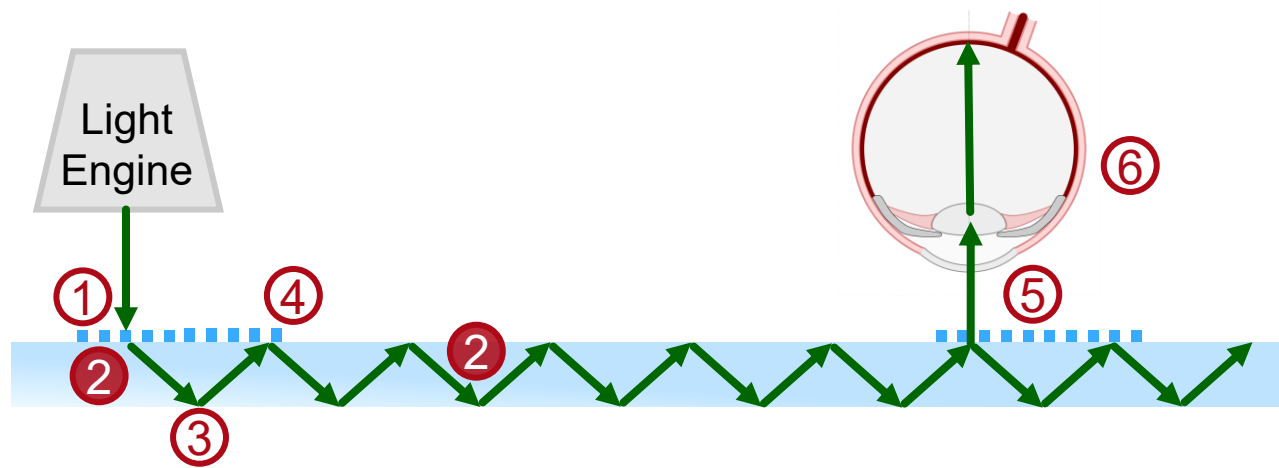
Methods	Preconditions	Accuracy	Speed	Comments
Fourier Modal Method (FMM)	None	High	High	Small periods
Thin Grating Approximation	Large periods & features, thin	High	High	Thickness about wavelength; period & features larger than about ten wavelengths
	Otherwise	Low	High	
FMM in Kogelnik Approximation	Thick volume gratings; Bragg condition	High	Very high	Method is electromagnetic formulation of Kogelnik's approach
	No Bragg condition	Low	Very high	



$D = 1.6 \text{ mm}$   
 $(\alpha, \beta) = (12^\circ, -7^\circ)$

# Connected Modeling Techniques: Inside Waveguide

## ② Free-space propagation



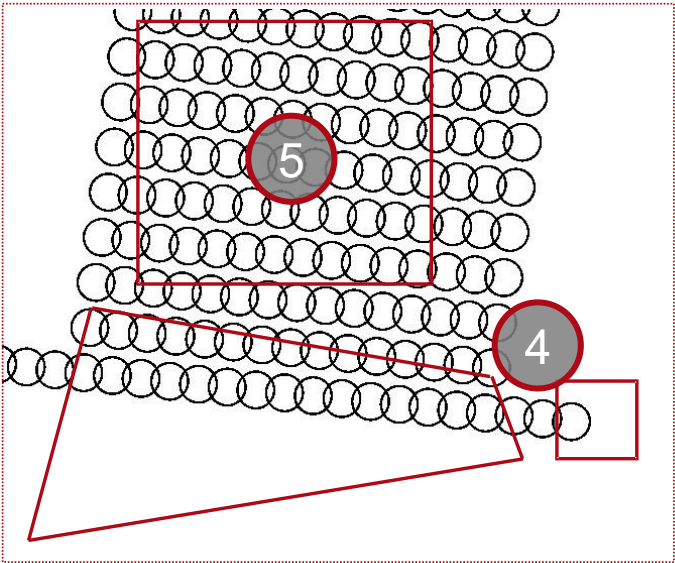
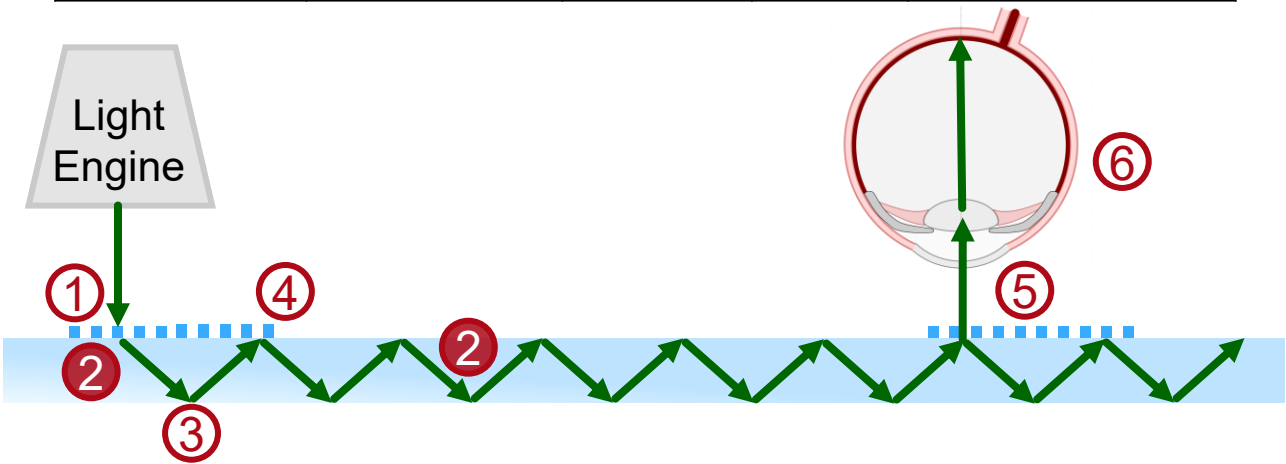
$$D = 1.6 \text{ mm}$$
$$(\alpha, \beta) = (12^\circ, -7^\circ)$$



# Connected Modeling Techniques: Inside Waveguide

2

Methods	Preconditions	Accuracy	Speed	Comments
Rayleigh Sommerfeld Integral	None	High	Low	Rigorous solution
Fourier Domain Techniques	None	High	High	Rigorous mathematical reformulation of RS integral
Fresnel Integral	Paraxial	High	High	Assumes paraxial light; moderate speed for very short distances
	Non-paraxial	Low	High	
Geometric Propagation	Low diffraction	High	Very high	Neglects diffraction effects
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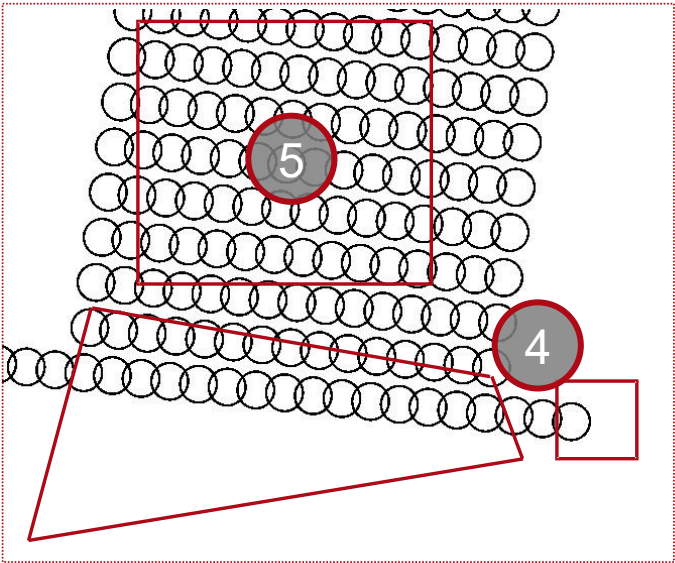
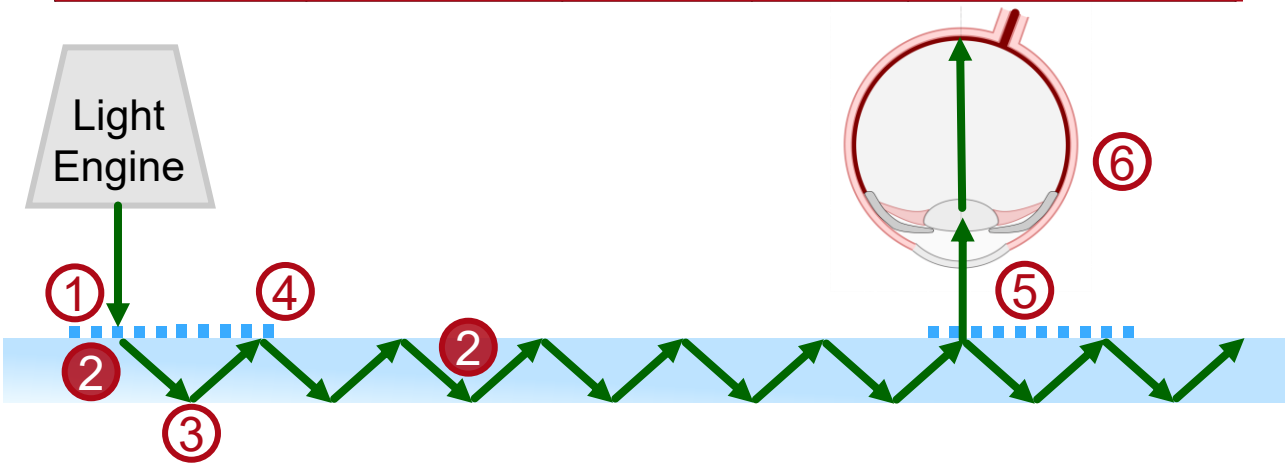


$D = 1.6 \text{ mm}$   
 $(\alpha, \beta) = (12^\circ, -7^\circ)$

# Connected Modeling Techniques: Inside Waveguide

2

Methods	Preconditions	Accuracy	Speed	Comments
Rayleigh Sommerfeld Integral	None	High	Low	Rigorous solution
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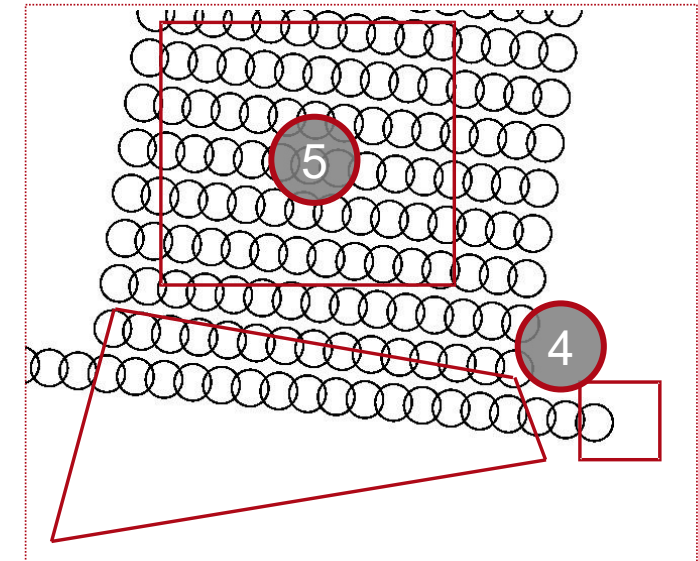
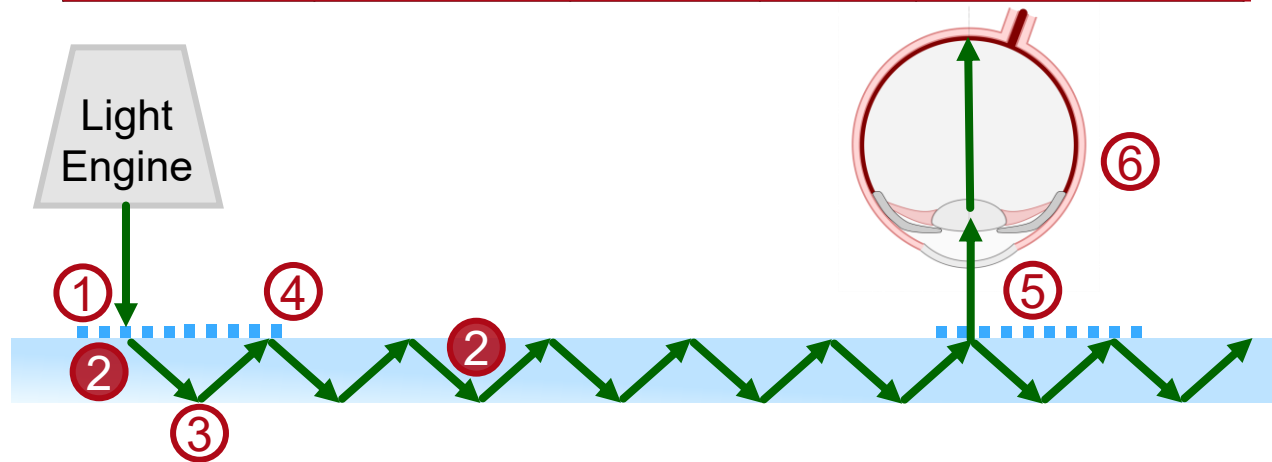
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 $(\alpha, \beta) = (12^\circ, -7^\circ)$

# Connected Modeling Techniques: Inside Waveguide

2

Methods	Preconditions	Accuracy	Speed	Comments
Rayleigh Sommerfeld Integral	None	High	Low	Rigorous solution
Fourier Domain Techniques	None	High	High	Rigorous mathematical reformulation of RS integral
Fresnel Integral	Paraxial	High	High	Assumes paraxial light; moderate speed for very short distances
	Non-paraxial	Low	High	
Geometric Propagation	Low diffraction	High	Very high	Neglects diffraction effects
	Otherwise	Low	Very high	

Selection of method must be decided with respect to modeling results!

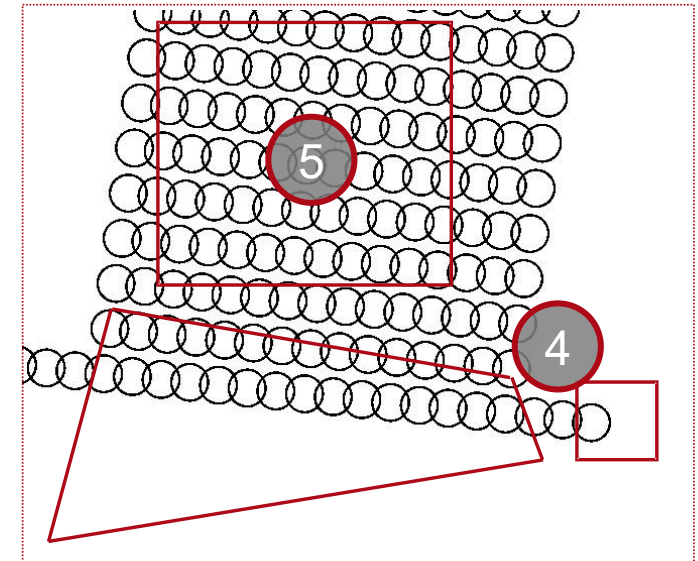
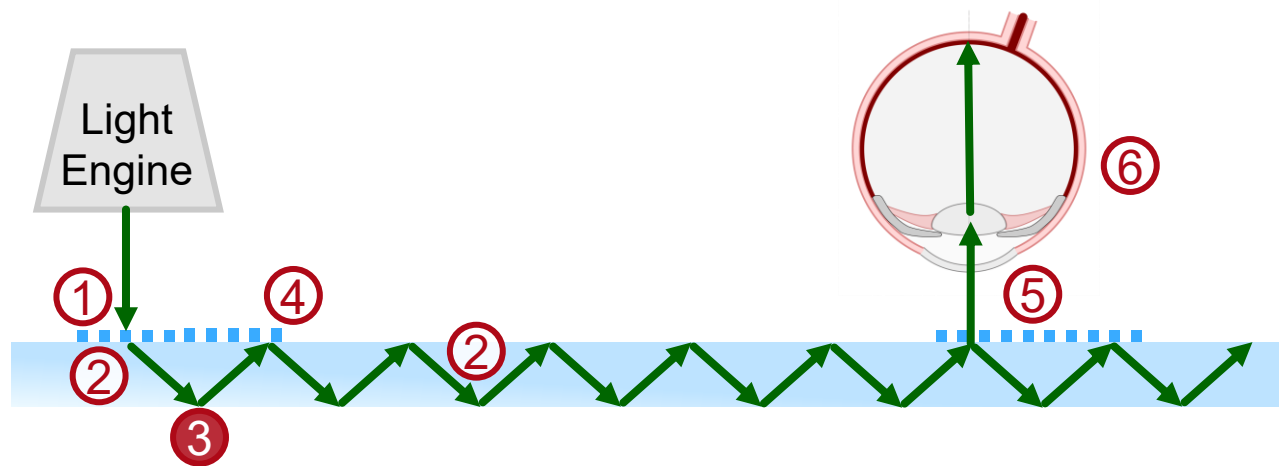


$$D = 1.6 \text{ mm}$$

$$(\alpha, \beta) = (12^\circ, -7^\circ)$$

# Connected Modeling Techniques: Waveguide Surfaces

## ③ Reflection at waveguide surfaces



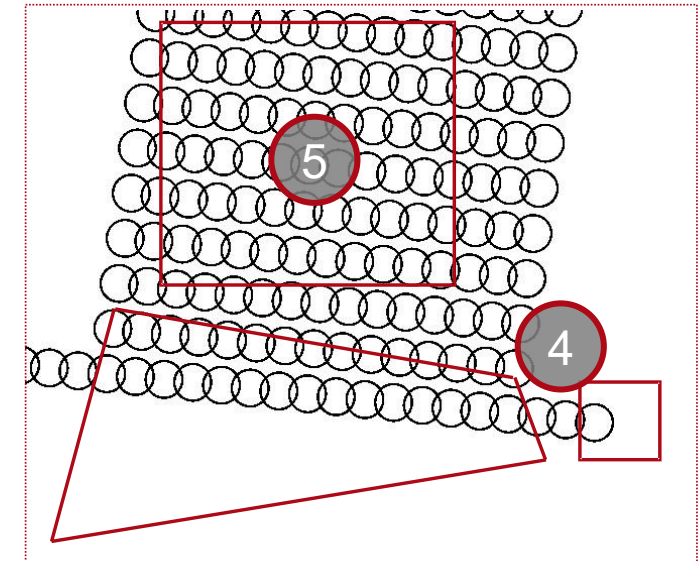
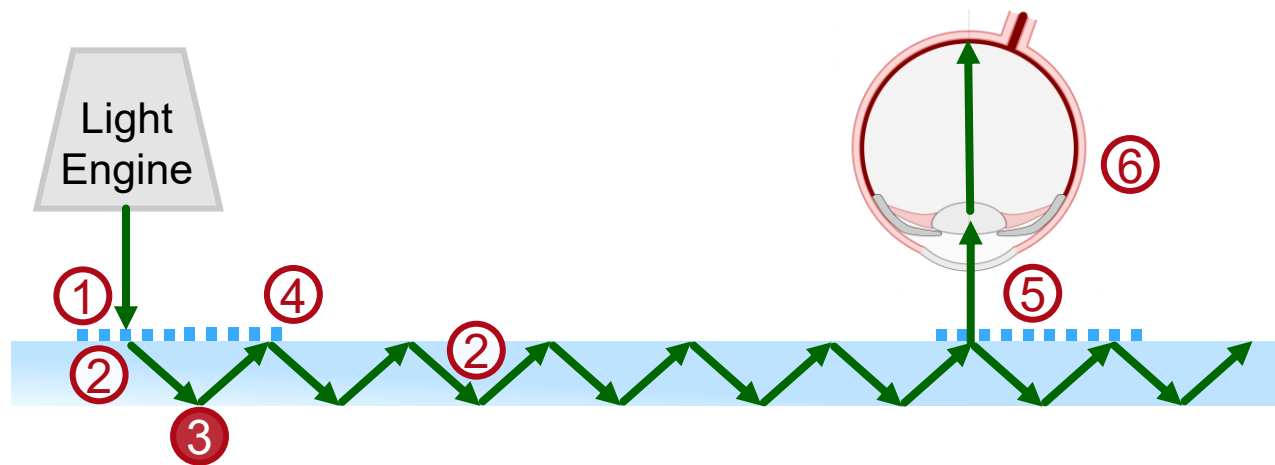
$$D = 1.6 \text{ mm}$$
$$(\alpha, \beta) = (12^\circ, -7^\circ)$$

# Connected Modeling Techniques: Waveguide Surfaces

3

Methods	Preconditions	Accuracy	Speed	Comments
S matrix	Planar surface	High	Very High	Rigorous model; includes isotropic and birefringent coatings; k-domain
Local Planar Interface Approximation	Surface not in focal region of beam	High	Very High	Local application of S matrix; LPIA; x-domain

Enables tolerancing

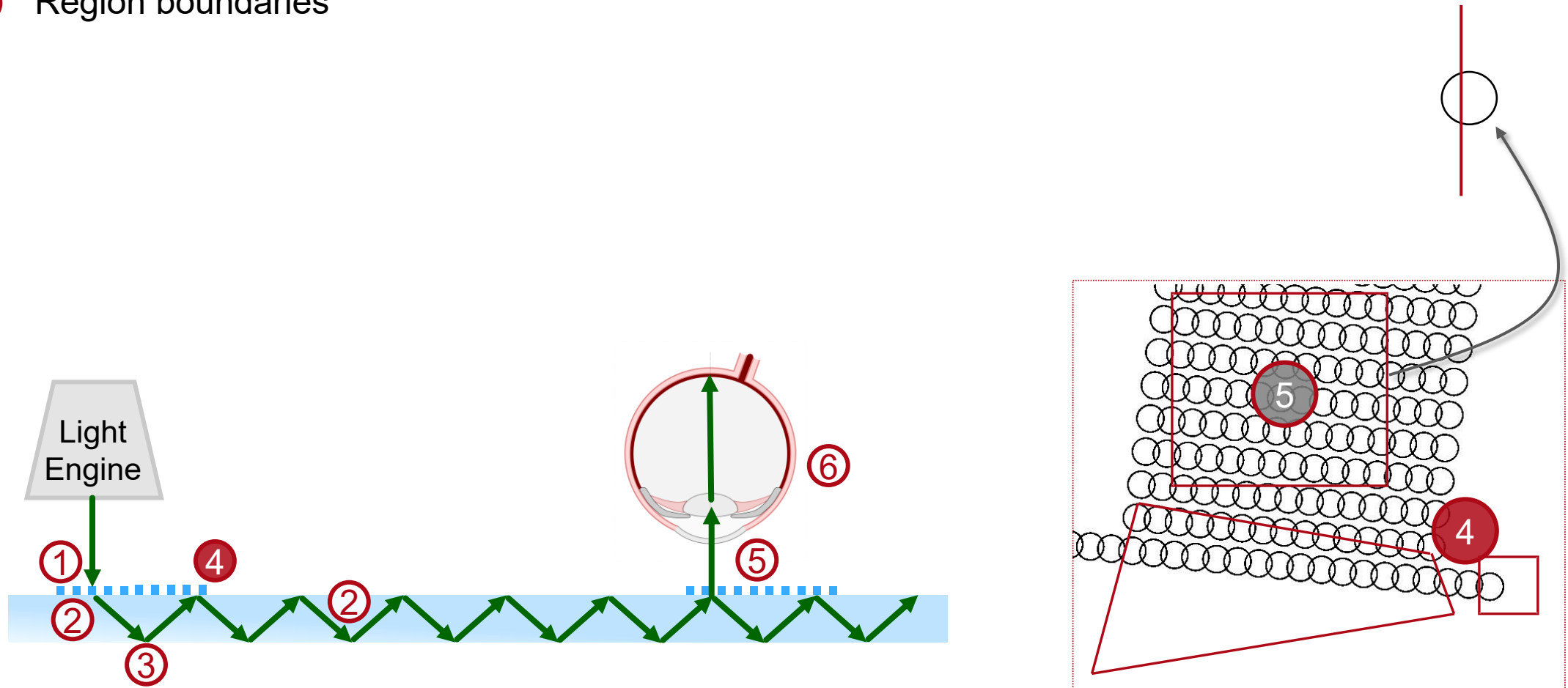


$$D = 1.6 \text{ mm}$$

$$(\alpha, \beta) = (12^\circ, -7^\circ)$$

# Connected Modeling Techniques: Region Boundaries

## ④ Region boundaries

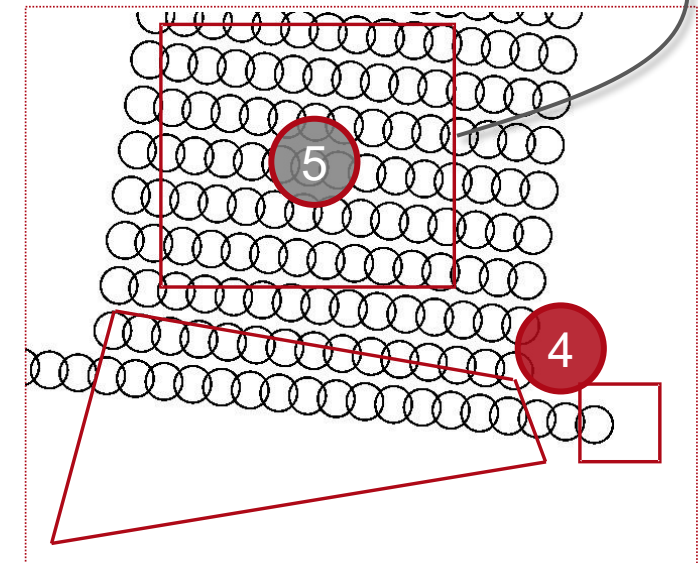
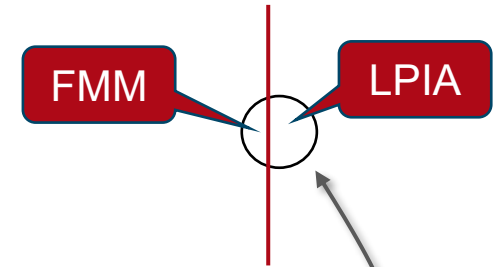
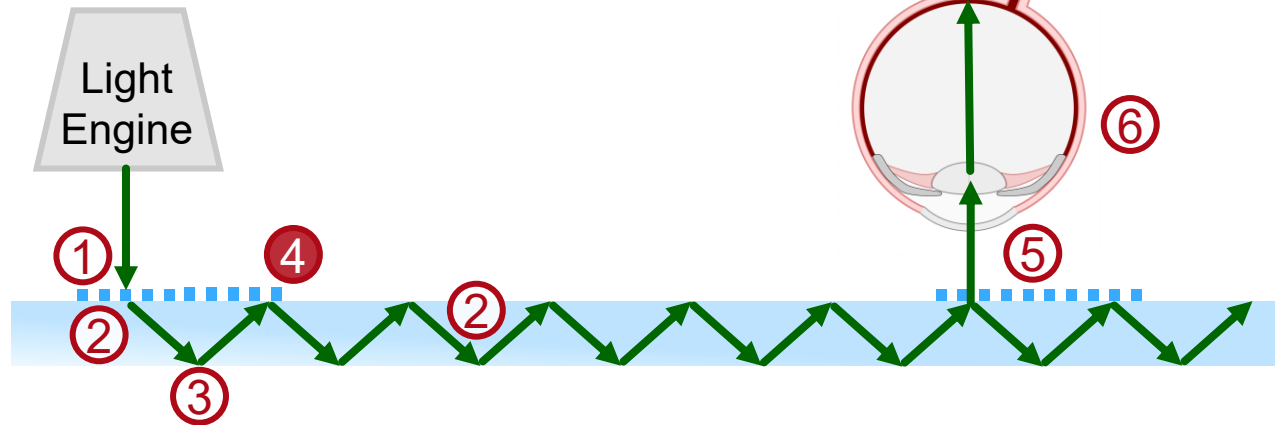


$$D = 1.6 \text{ mm}$$
$$(\alpha, \beta) = (12^\circ, -7^\circ)$$

# Connected Modeling Techniques: Region Boundaries

4

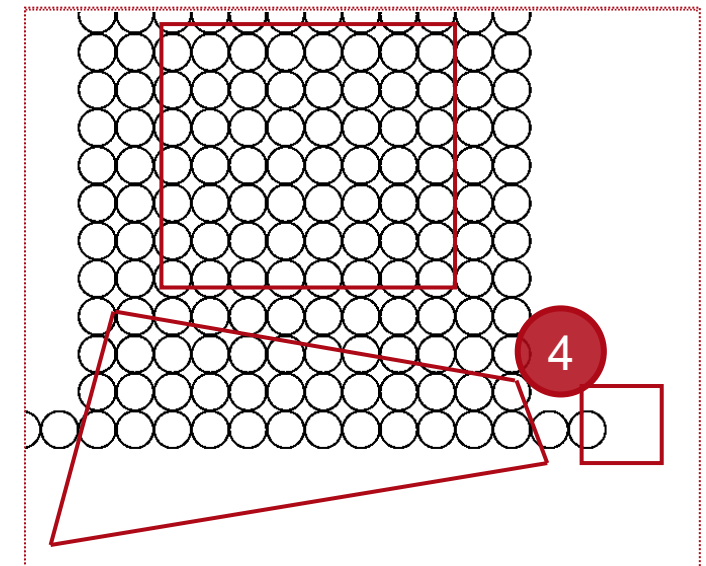
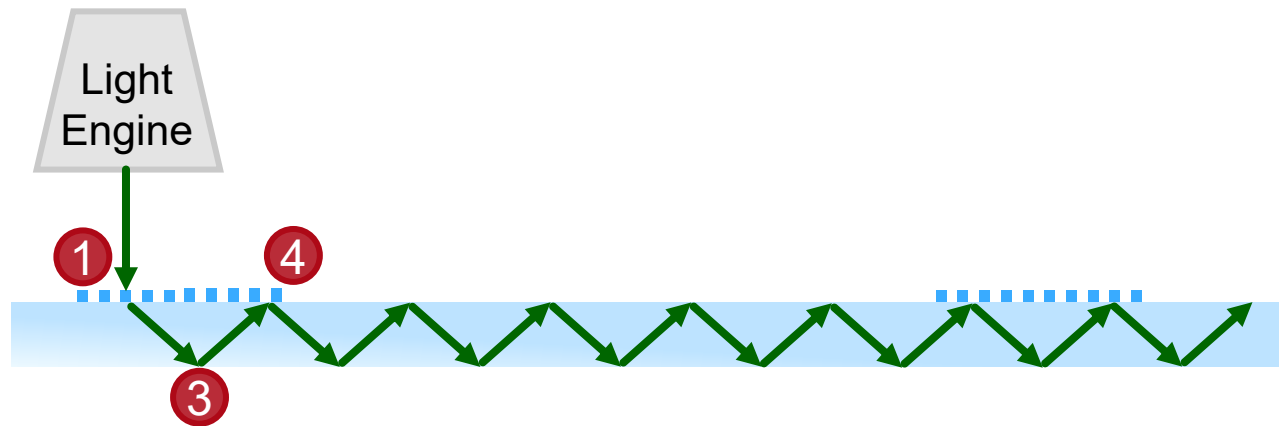
Methods	Preconditions	Accuracy	Speed	Comments
Local application of LPIA and FMM	Region extent not close to a few wavelengths	High	Very High	Beam profile cut along region boundaries; <b>high resolution</b>



$D = 1.6 \text{ mm}$   
 $(\alpha, \beta) = (12^\circ, -7^\circ)$



# Connected Modeling Techniques: Polarization Effect



$D = 1.6 \text{ mm}$   
 $(\alpha, \beta) = (0^\circ, 0^\circ)$

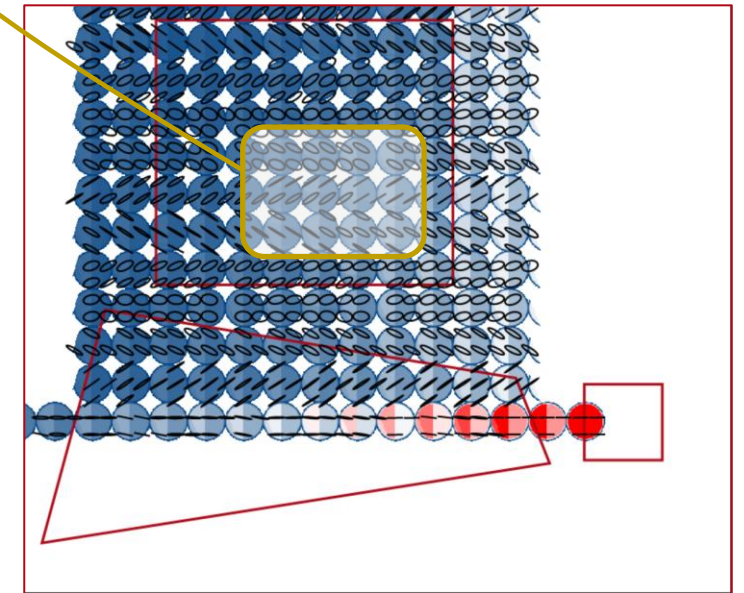
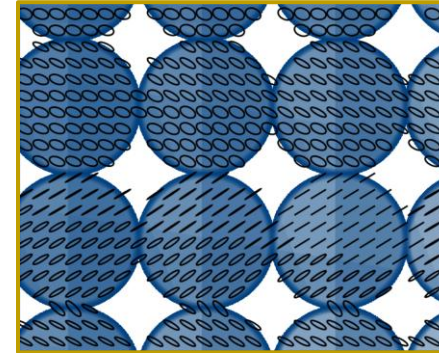
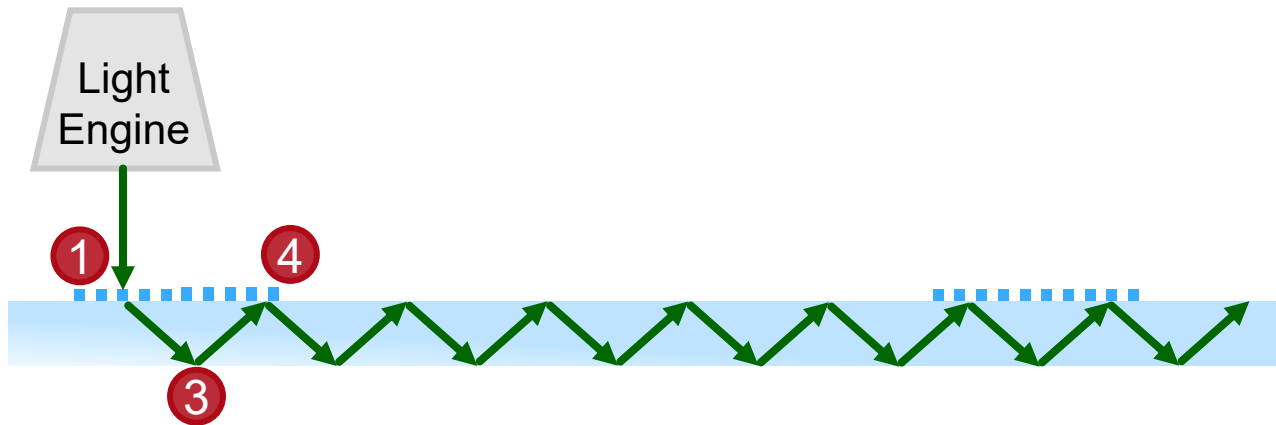


# Connected Modeling Techniques: Polarization Effect

Modeling of gratings, TIR, and its regional separation per beam.



Strong change of lateral polarization along the light paths in waveguide.  
Must be included in modeling!



$D = 1.6 \text{ mm}$   
 $(\alpha, \beta) = (0^\circ, 0^\circ)$

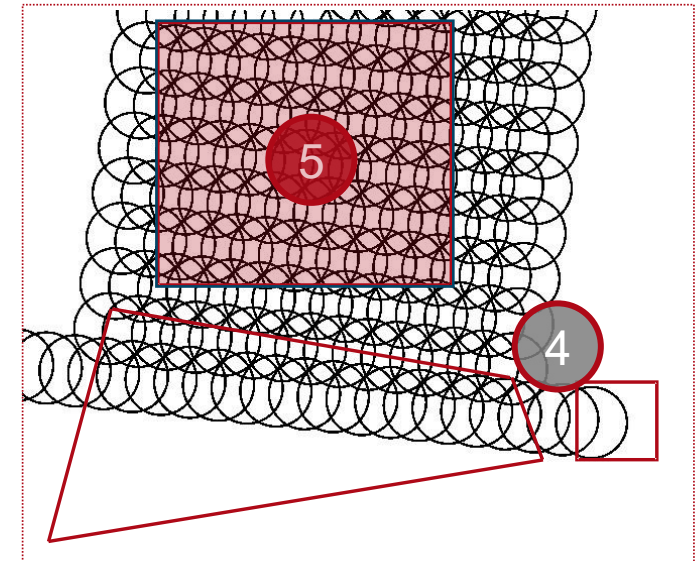
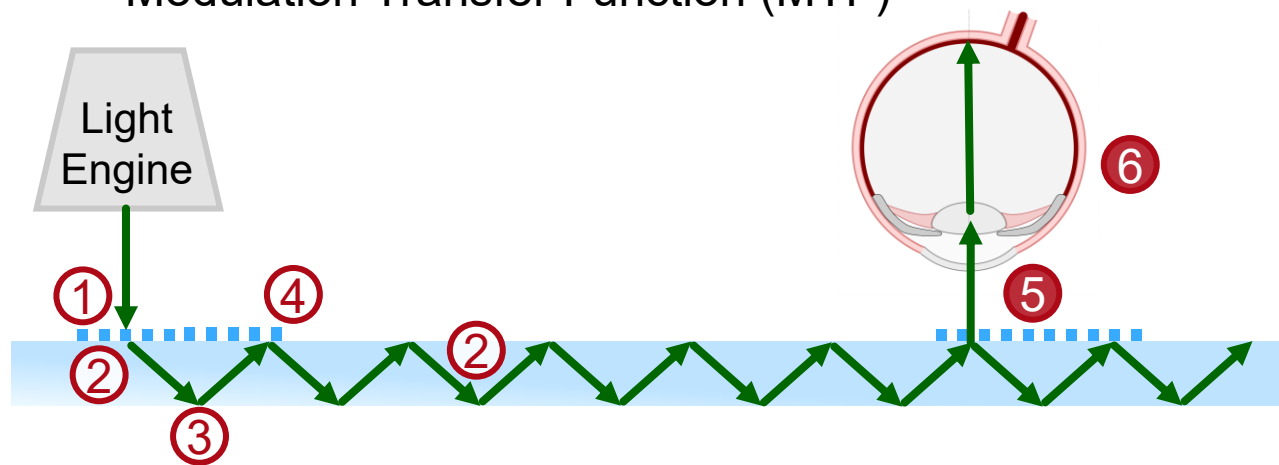
# Connected Modeling Techniques: Detector Eyebbox

- ⑤ Full flexibility in detector modeling:
- Radiometry, e.g., irradiance per FOV or all FOVs, radiance
  - Photometry, e.g., illuminance per FOV or all FOVs, luminance
  - Uniformity measures
- ⑥ Eye model for
- Point spread function (PSF)
  - Modulation Transfer Function (MTF)

Collaboration with



Specify and provide detector models in software, which simulate measurements for characterization of waveguides.



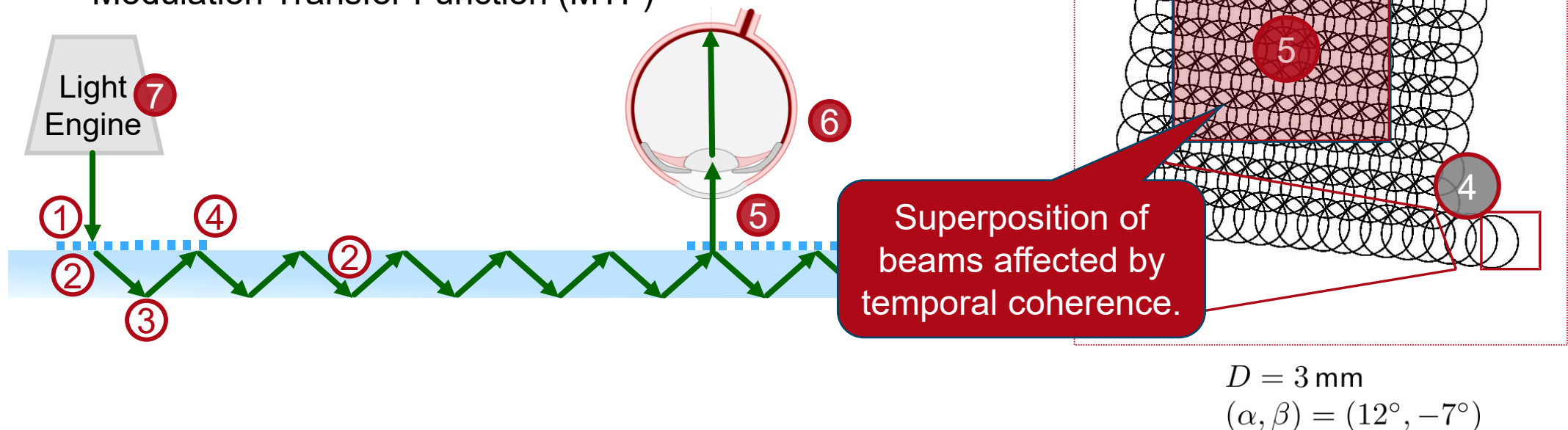
$$D = 3 \text{ mm}$$
$$(\alpha, \beta) = (12^\circ, -7^\circ)$$

# Connected Modeling Techniques: Detector Eyebbox

- ⑤ Full flexibility in detector modeling:
  - Radiometry, e.g., irradiance per FOV or all FOVs, radiance
  - Photometry, e.g., illuminance per FOV or all FOVs, luminance
  - Uniformity measures
- ⑥ Eye model for
  - Point spread function (PSF)
  - Modulation Transfer Function (MTF)

## ⑦ Light Engine Model

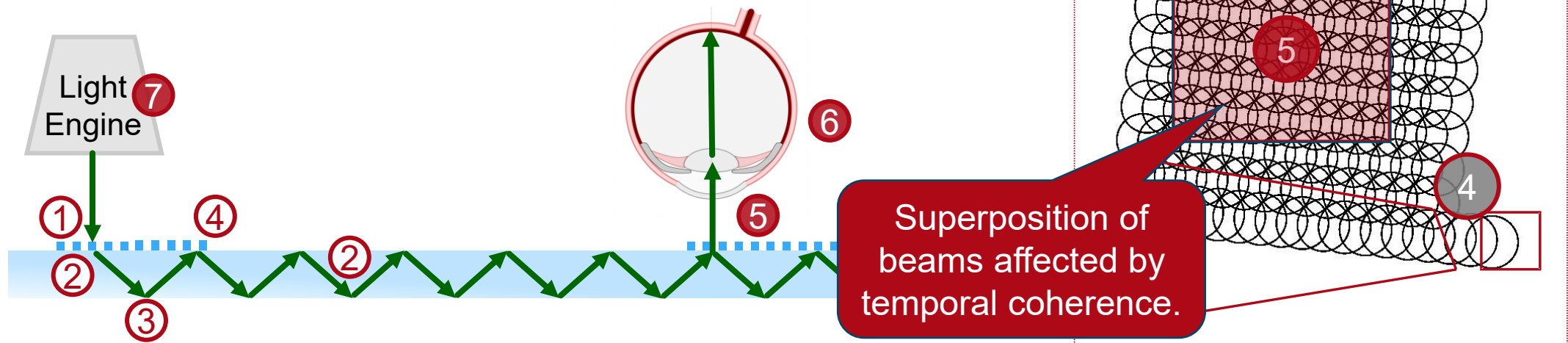
- Beam type: plane wave
- Beam diameter  $D = 1.5 \text{ mm}$
- Polarization: Linearly polarized
- Wavelength:  $\lambda = 530 \text{ nm}$
- Bandwidth:  $\Delta\lambda = 0 \text{ nm}, 1 \text{ nm}, 10 \text{ nm}$



# Connected Modeling Techniques: Temporal Coherence Model

7

Methods	Preconditions	Accuracy	Speed	Comments
Frequency Domain	None	High	Low	Rigorous; bandwidth sampling; propagation of beams with sampled frequencies through system
Time Domain	Bandwidth not too large; frequency dispersion not included	TBD	Very High	One frequency only; use of different travel time per beam to distinguish type of addition of beams in detector

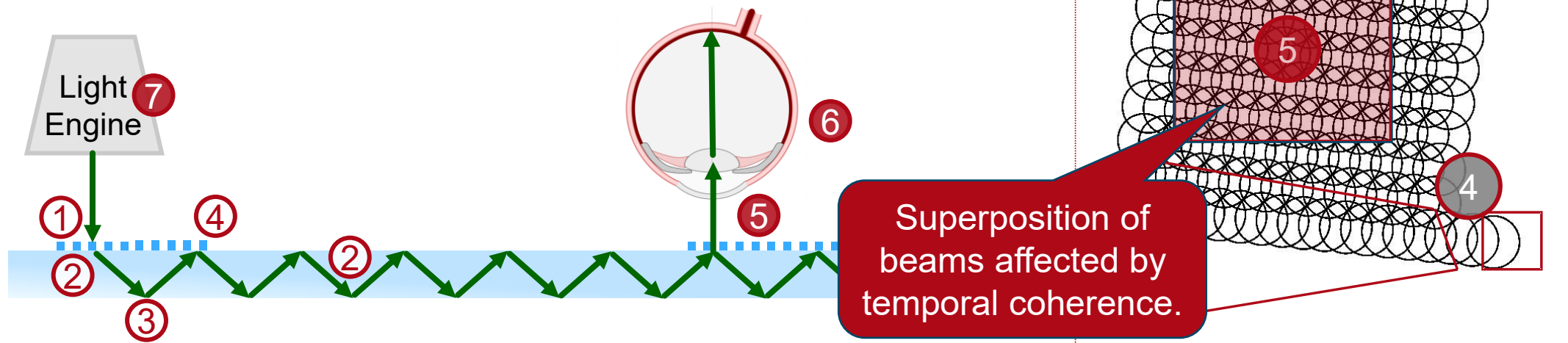


$$D = 3 \text{ mm}$$
$$(\alpha, \beta) = (12^\circ, -7^\circ)$$

# Connected Modeling Techniques: Temporal Coherence Model

7

Methods	Preconditions	Accuracy	Speed	Comments
Frequency Domain	None	High	Low	Rigorous; bandwidth sampling; propagation of beams with sampled frequencies through system
Time Domain	Bandwidth not too large; frequency dispersion not included	TBD	Very High	One frequency only; use of different travel time per beam to distinguish type of addition of beams in detector



$$D = 3 \text{ mm}$$

$$(\alpha, \beta) = (12^\circ, -7^\circ)$$

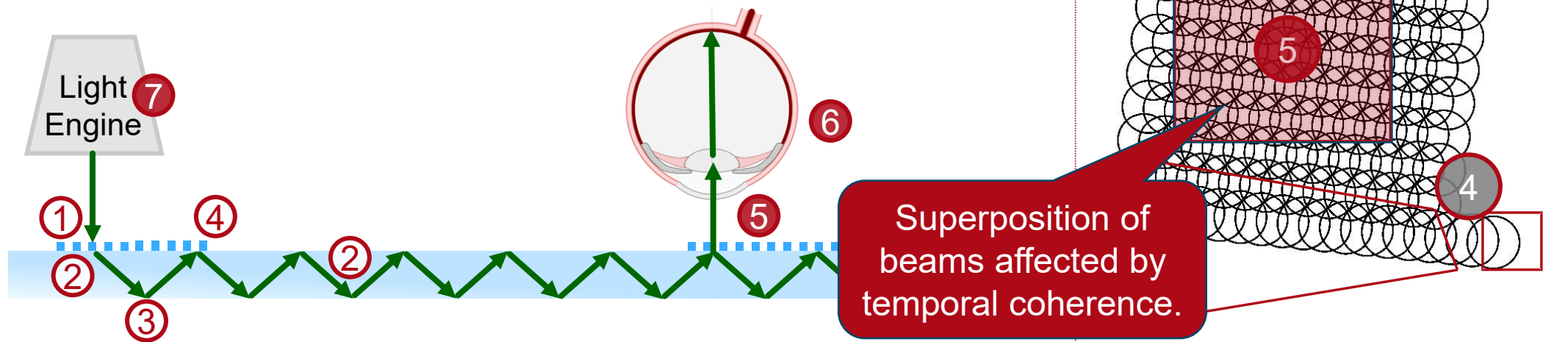


# Connected Modeling Techniques: Temporal Coherence Model

7

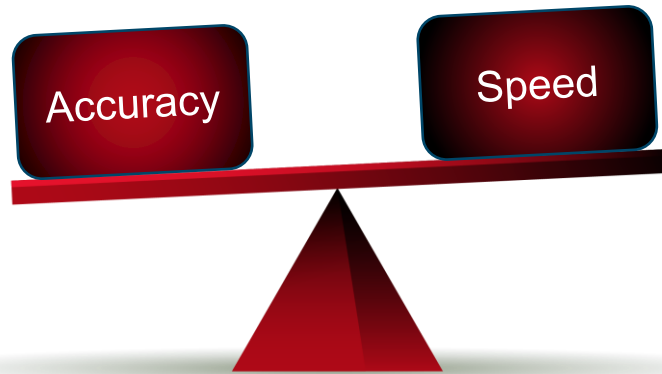
Methods	Preconditions	Accuracy	Speed	Comments
Frequency Domain	None	High	Low	Rigorous; bandwidth sampling; propagation of beams with sampled frequencies through system
Time Domain	Bandwidth not too large; frequency dispersion not included	TBD	Very High	One frequency only; use of different travel time per beam to distinguish type of addition of beams in detector

Selection of method must be decided with respect to modeling results!



$$D = 3 \text{ mm}$$
$$(\alpha, \beta) = (12^\circ, -7^\circ)$$

# Control of Accuracy–Speed Balance

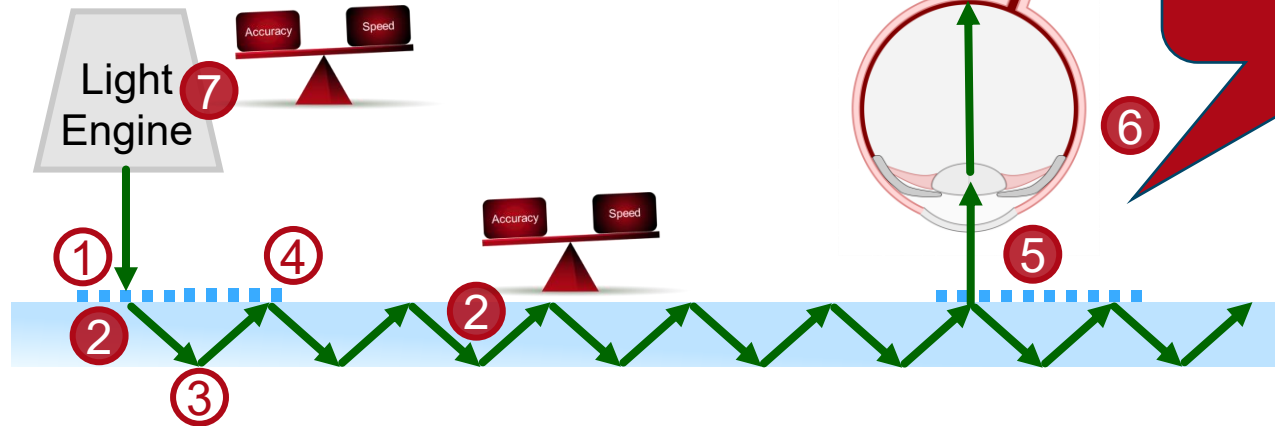


Accuracy-speed balance to be investigated:

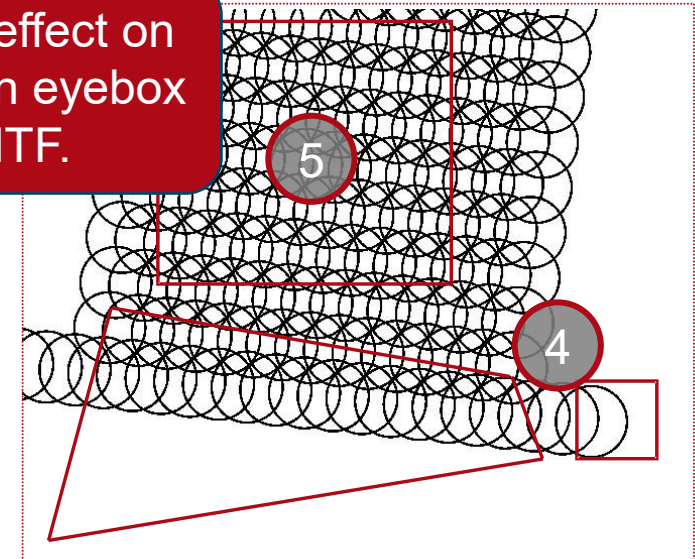
- Inclusion of diffraction
- Inclusion and modeling temporal coherence

2

7



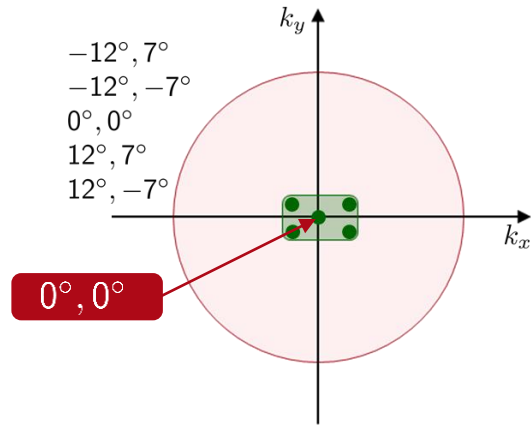
Accuracy: effect on irradiance in eyebox and MTF.



$D = 3 \text{ mm}$

$(\alpha, \beta) = (12^\circ, -7^\circ)$

# Irradiance Detector: Inside View and Output View

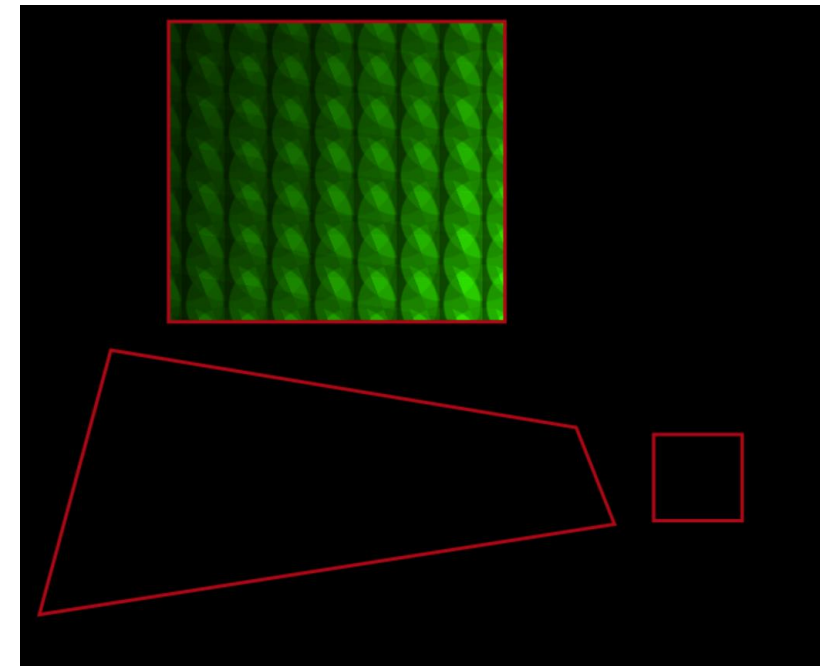
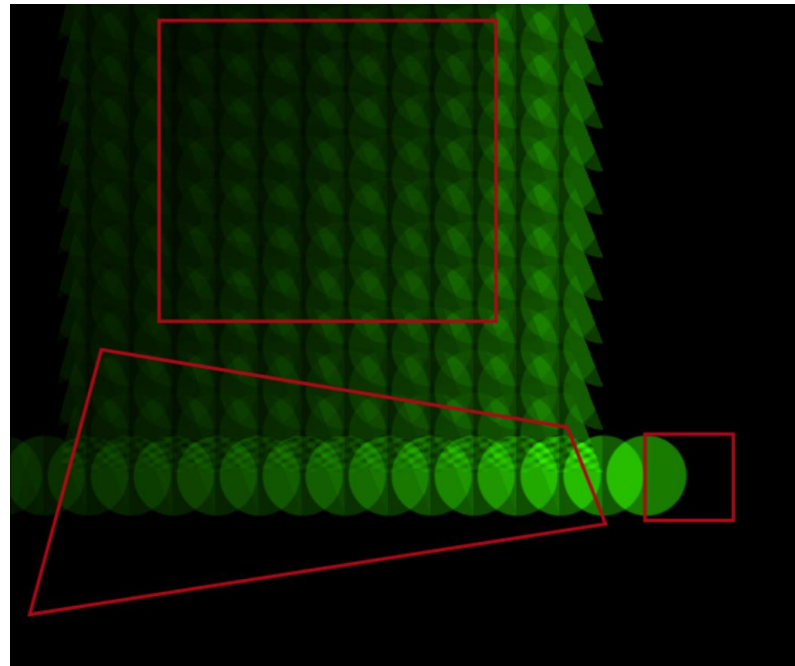
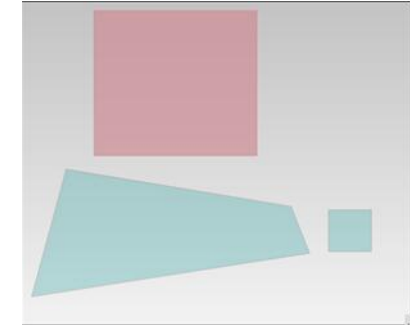
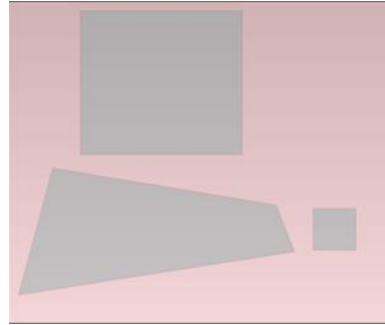


$$E_x^{\text{in}} = 1, E_y^{\text{in}} = 0$$

$$\lambda = 530 \text{ nm}$$

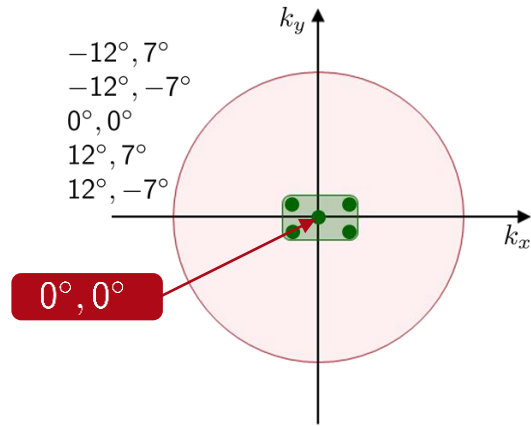
$$r = 1.5 \text{ mm}$$

$$I_{\text{irr}}(\mathbf{r}, \mathbf{k})$$





# Irradiance Detector: Output View

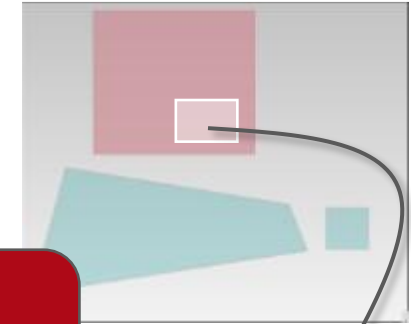
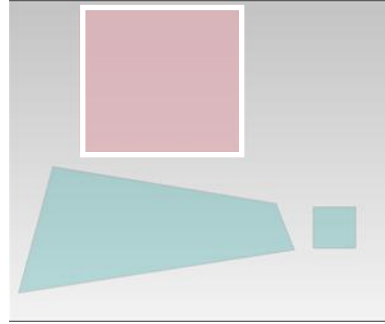


$$E_x^{\text{in}} = 1, E_y^{\text{in}} = 0$$

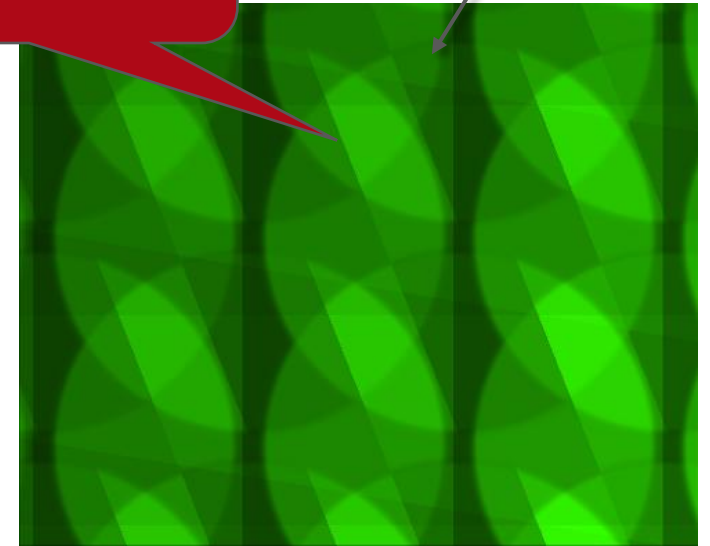
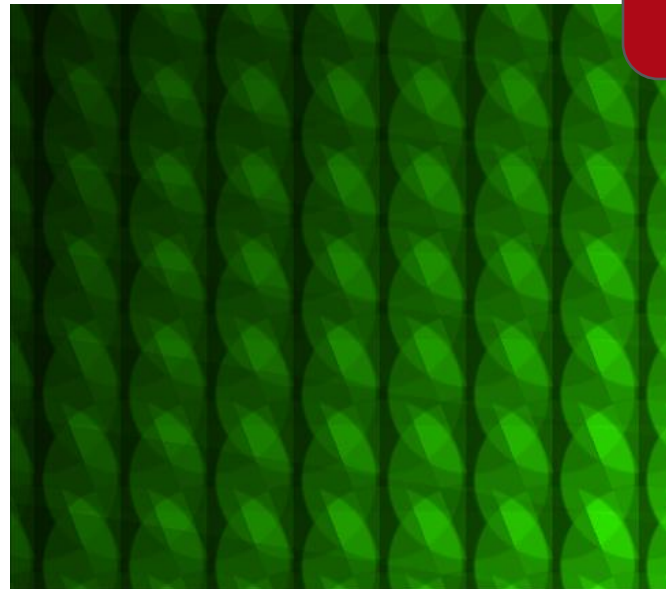
$$\lambda = 530 \text{ nm}$$

$$r = 1.5 \text{ mm}$$

$$I_{\text{total}}(x, y)$$



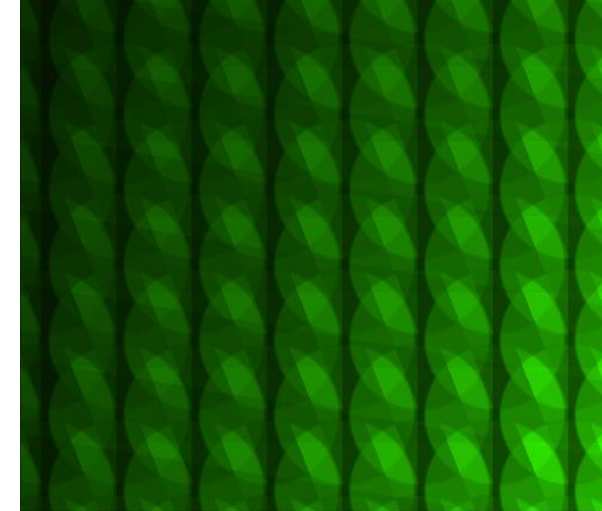
Highly resolved  
region boundaries.



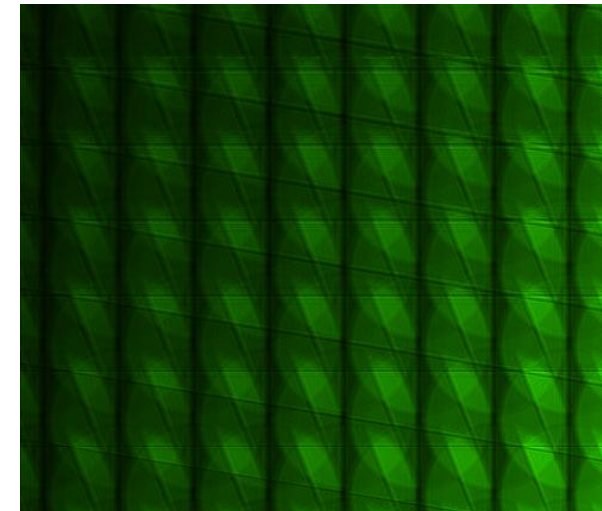
# Diffraction Inside Waveguide: Irradiance Eyebox

Methods	Preconditions	Accuracy	Speed	Comments
Fourier Domain Techniques	None	High	High	Rigorous mathematical reformulation of RS integral
Geometric Propagation	Low diffraction	High	Very high	Neglects diffraction effects
	Otherwise	Low	Very high	

Methods	Preconditions	Accuracy	Speed	Comments
Fourier Domain Techniques	None	High	High	Rigorous mathematical reformulation of RS integral
Geometric Propagation	Low diffraction	High	Very high	Neglects diffraction effects
	Otherwise	Low	Very high	



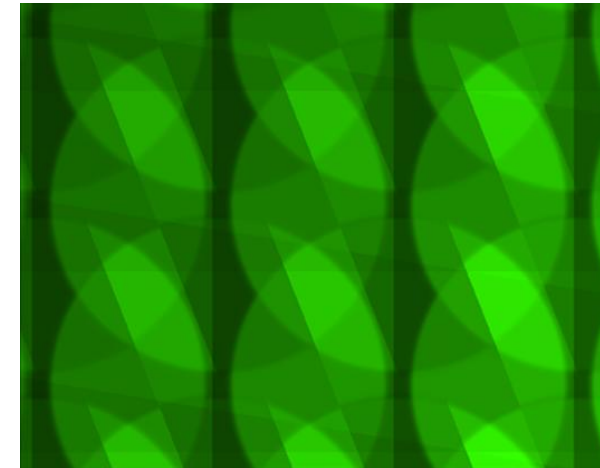
without  
diffraction in  
waveguide



with  
diffraction in  
waveguide

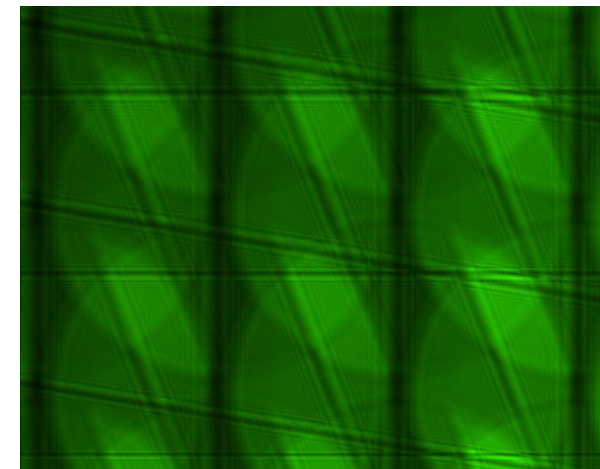
# Diffraction Inside Waveguide: Irradiance Eyebox (Zoom In)

Methods	Preconditions	Accuracy	Speed	Comments
Fourier Domain Techniques	None	High	High	Rigorous mathematical reformulation of RS integral
Geometric Propagation	Low diffraction	High	Very high	Neglects diffraction effects
	Otherwise	Low	Very high	



without  
diffraction in  
waveguide

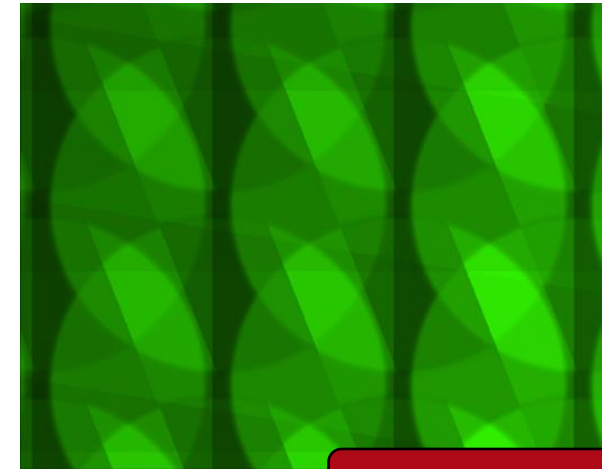
Methods	Preconditions	Accuracy	Speed	Comments
Fourier Domain Techniques	None	High	High	Rigorous mathematical reformulation of RS integral
Geometric Propagation	Low diffraction	High	Very high	Neglects diffraction effects
	Otherwise	Low	Very high	



with  
diffraction in  
waveguide

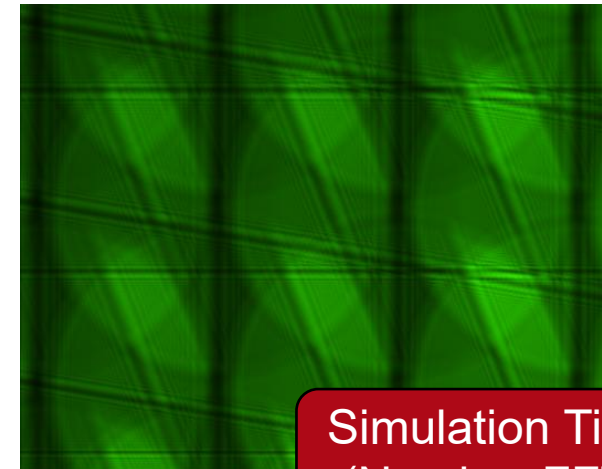
# Diffraction Inside Waveguide: Irradiance Eyebox (Zoom In)

Methods	Preconditions	Accuracy	Speed	Comments
Fourier Domain Techniques	None	High	High	Rigorous mathematical reformulation of RS integral
Geometric Propagation	Low diffraction	High	Very high	Neglects diffraction effects
	Otherwise	Low	Very high	



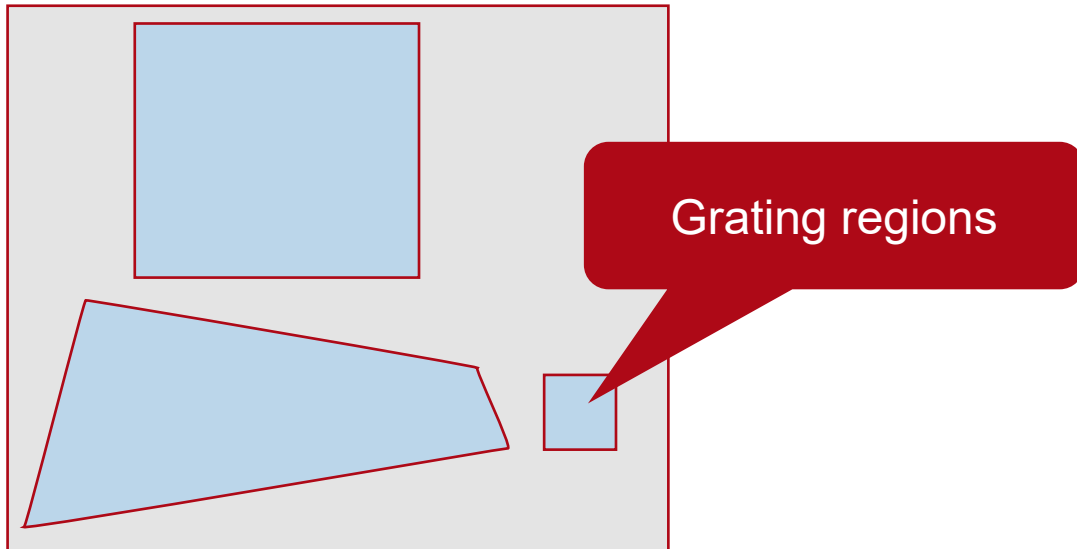
Simulation Time: 6 s

Methods	Preconditions	Accuracy	Speed	Comments
Fourier Domain Techniques	None	High	High	Rigorous mathematical reformulation of RS integral
Geometric Propagation	Low diffraction	High	Very high	Neglects diffraction effects
	Otherwise	Low	Very high	



Simulation Time: 87 s  
(Number FFTs: 286)

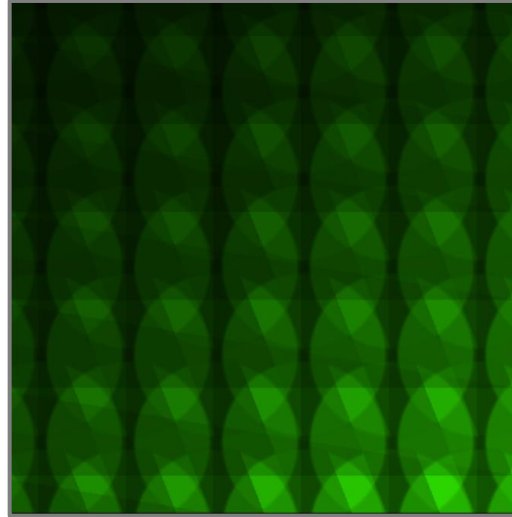
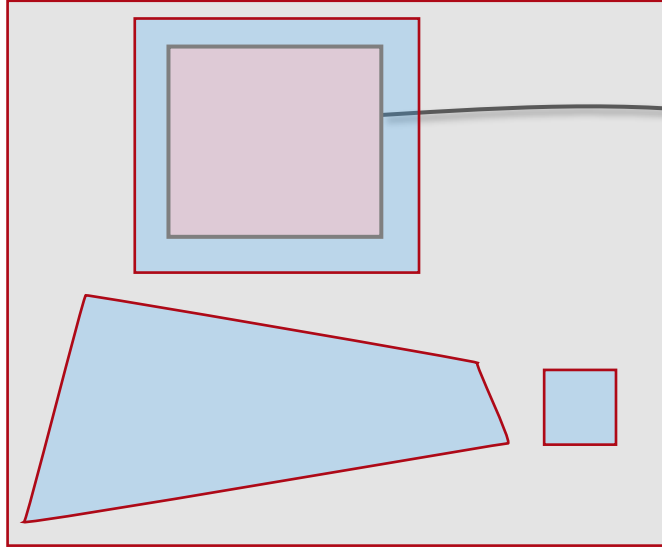
# Grating Optimization: Uniformity in Eyebox



Grating type: Binary



# Grating Optimization: Uniformity in Eyebox



Grating type: Binary

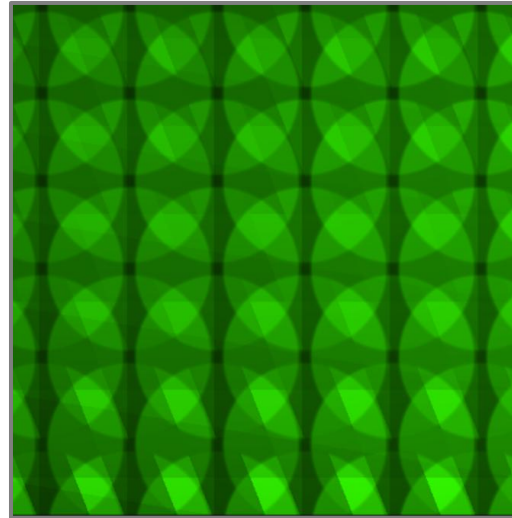
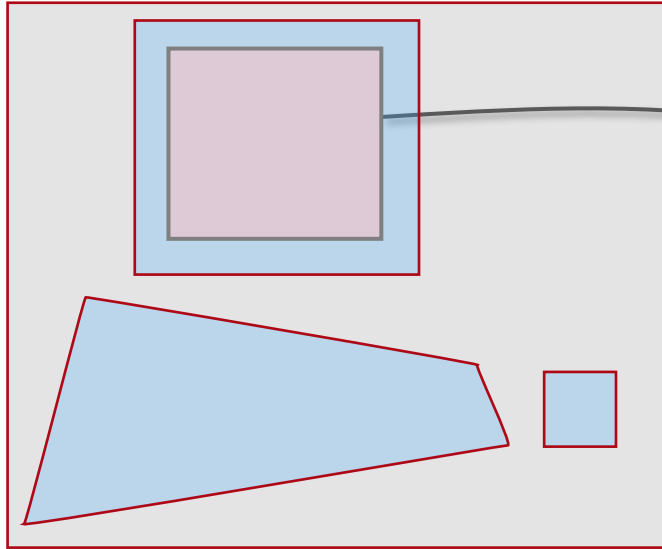


Before Optimization

Optimize lateral modulation  
of grating parameters:

- Height
- Width of ridge

# Grating Optimization: Uniformity in Eyebox



Grating type: Binary



After Optimization

Optimize lateral modulation  
of grating parameters:

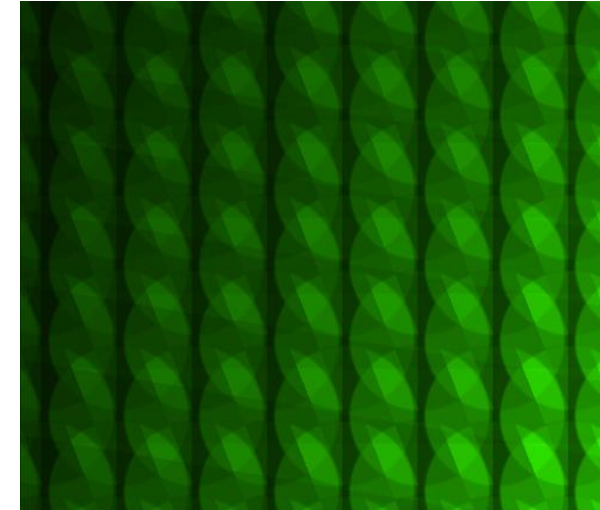
- Height
- Width of ridge



# Diffraction Inside Waveguide: Effect on Irradiance and PSF/MTF

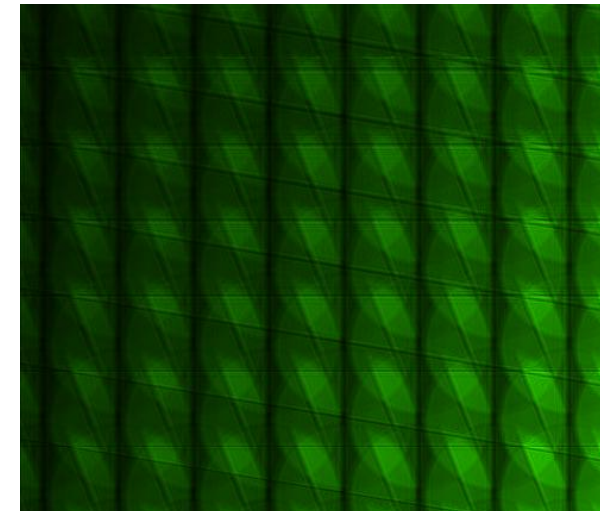
Methods	Preconditions	Accuracy	Speed	Comments
Fourier Domain Techniques	None	High	High	Rigorous mathematical reformulation of RS integral
Geometric Propagation	Low diffraction	High	Very high	Neglects diffraction effects
	Otherwise	Low	Very high	

Simulation Time: 6 s



Methods	Preconditions	Accuracy	Speed	Comments
Fourier Domain Techniques	None	High	High	Rigorous mathematical reformulation of RS integral
Geometric Propagation	Low diffraction	High	Very high	Neglects diffraction effects
	Otherwise	Low	Very high	

Simulation Time: 87 s  
(Number FFTs: 286)





# Diffraction Inside Waveguide: Effect on Irradiance

Methods	Preconditions	Accuracy	Speed	Comments
Fourier Domain Techniques	None	High	High	Rigorous mathematical reformulation of RS integral
Geometric Propagation	Low diffraction	High	Very high	Neglects diffraction effects
	Otherwise	Low	Very high	

Simulation Time: 6 s

Methods	Preconditions	Accuracy	Speed	Comments
Fourier Domain Techniques	None	High	High	Rigorous mathematical reformulation of RS integral
Geometric Propagation	Low diffraction	High	Very high	Neglects diffraction effects
	Otherwise	Low	Very high	

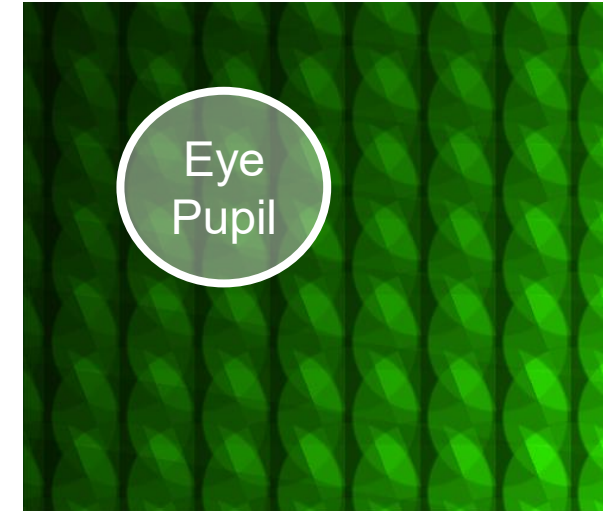
Simulation Time: 87 s  
(Number FFTs: 286)

**Accuracy-speed balance:**  
Optimization of gratings for uniformity in eyebox: w/o diffraction inside waveguide

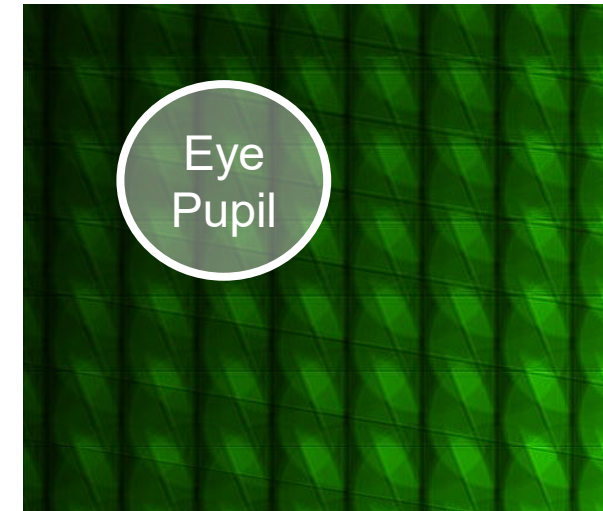
# Diffraction Inside Waveguide: Effect on PSF/MTF

Methods	Preconditions	Accuracy	Speed	Comments
Fourier Domain Techniques	None	High	High	Rigorous mathematical reformulation of RS integral
Geometric Propagation	Low diffraction	High	Very high	Neglects diffraction effects
	Otherwise	Low	Very high	

Methods	Preconditions	Accuracy	Speed	Comments
Fourier Domain Techniques	None	High	High	Rigorous mathematical reformulation of RS integral
Geometric Propagation	Low diffraction	High	Very high	Neglects diffraction effects
	Otherwise	Low	Very high	

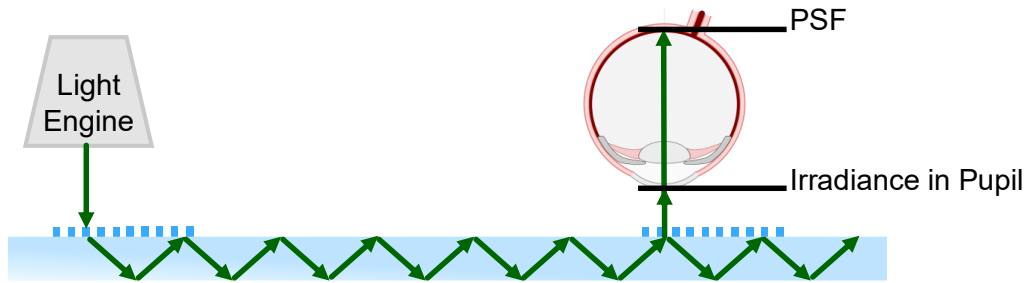


Eye pupil:  
4 mm



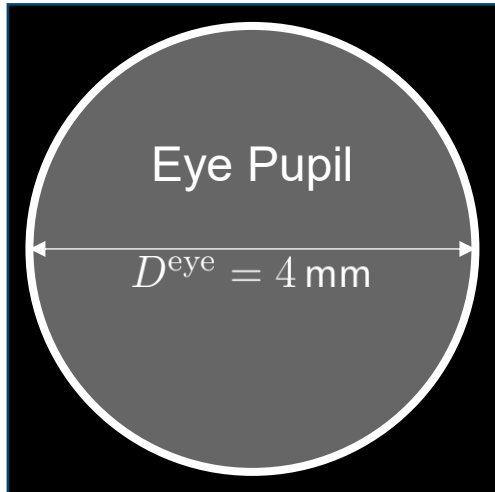
Eye pupil:  
4 mm

# PSF and MTF Calculation: Eye Model

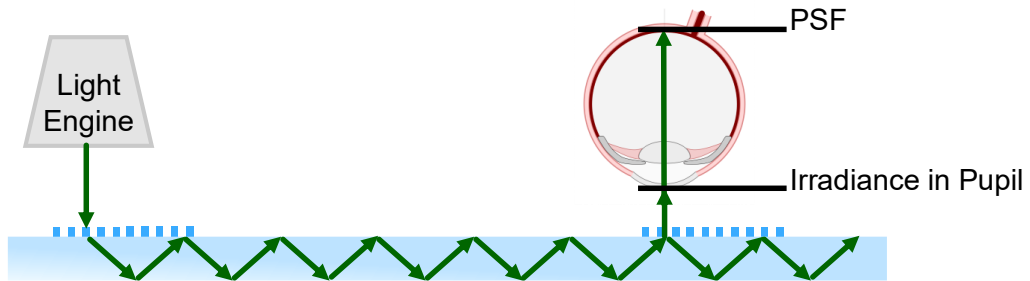


## Eye model:

- Pupil diameter:  $D^{\text{eye}} = 4 \text{ mm}$
- Ideal lens:  $f^{\text{eye}} = 16.452 \text{ mm}$



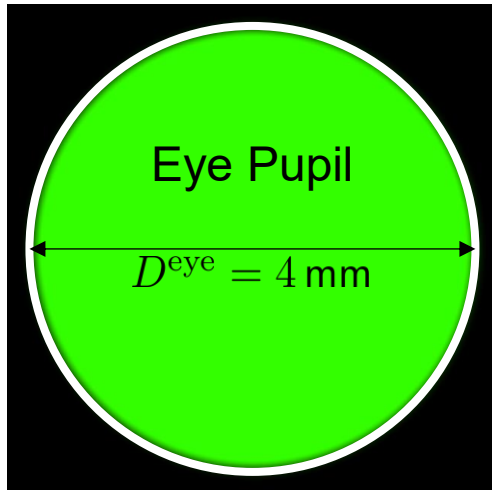
# PSF and MTF Calculation: Pupil Filled



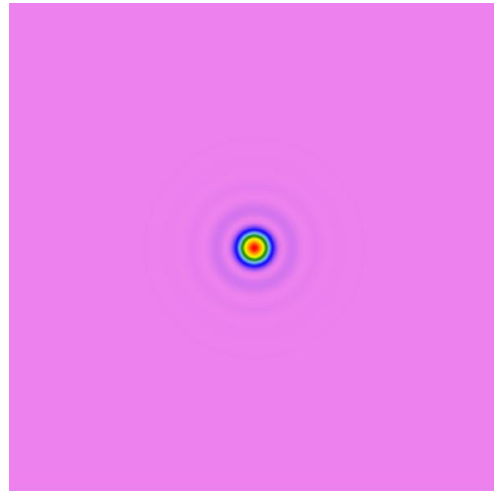
## Eye model:

- Pupil diameter:  $D^{\text{eye}} = 4 \text{ mm}$
- Ideal lens:  $f^{\text{eye}} = 16.452 \text{ mm}$

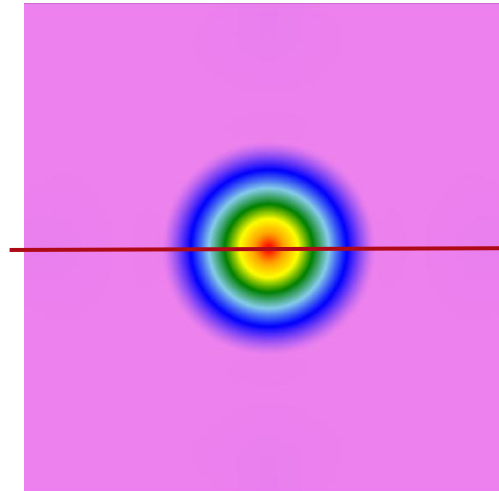
Irradiance in Pupil



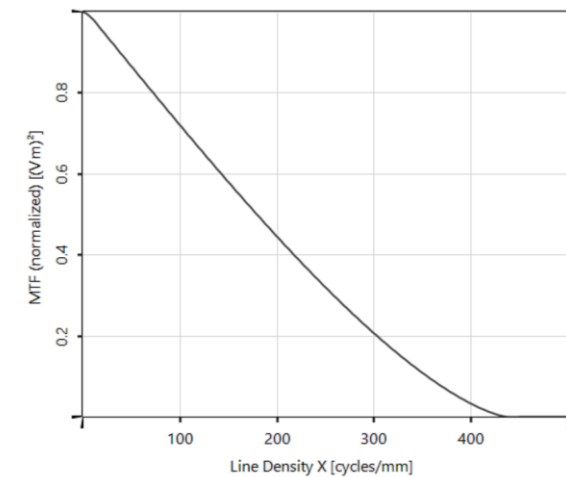
PSF



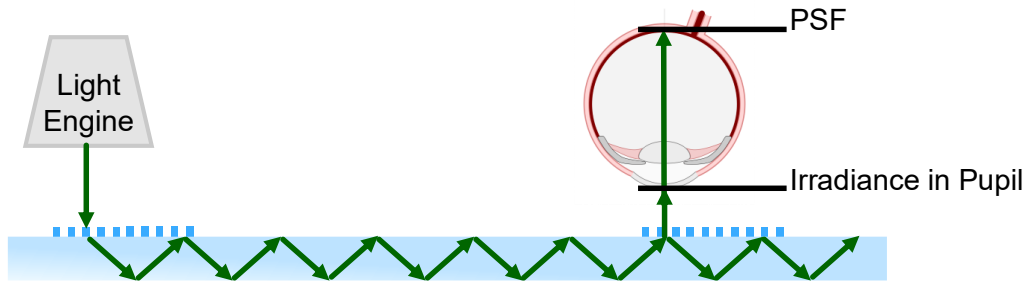
MTF



MTF x-profile



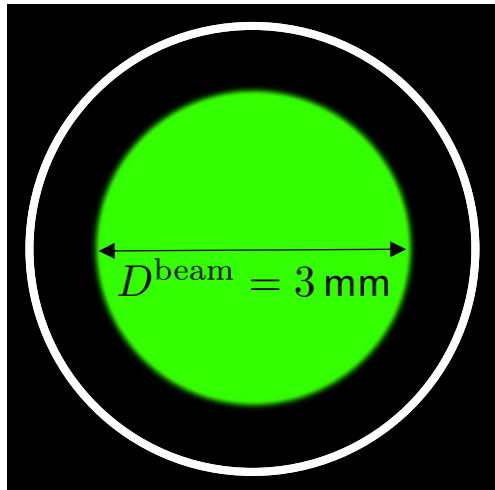
# PSF and MTF Calculation: One Beam in Pupil



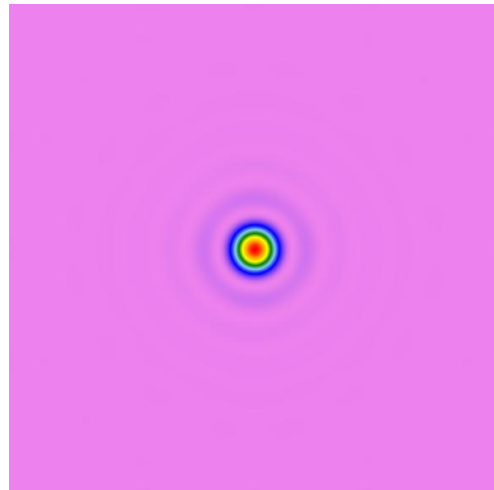
## Eye model:

- Pupil diameter:  $D^{\text{eye}} = 4 \text{ mm}$
- Ideal lens:  $f^{\text{eye}} = 16.452 \text{ mm}$

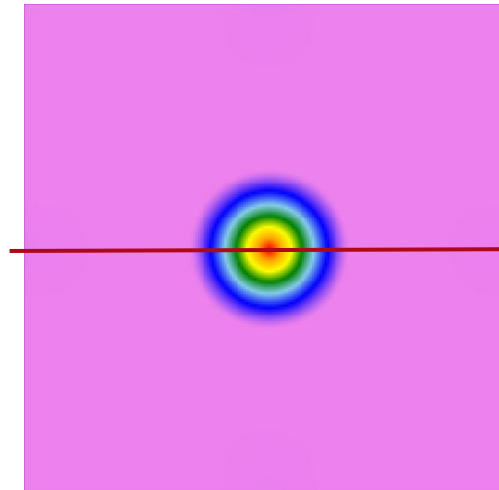
Irradiance in Pupil



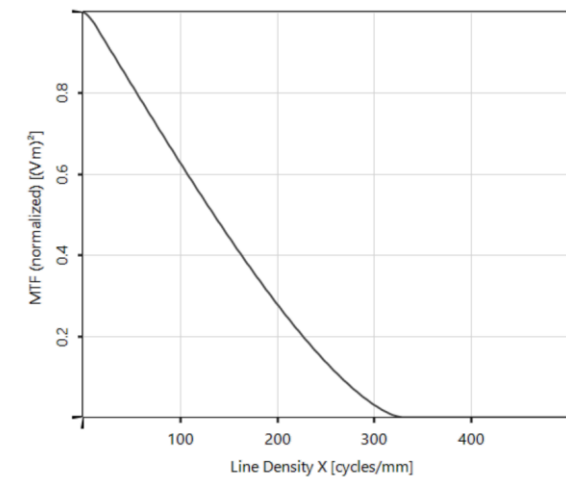
PSF



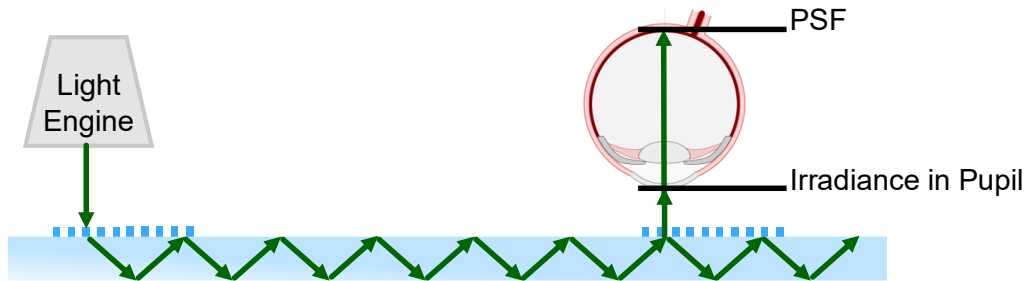
MTF



MTF x-profile



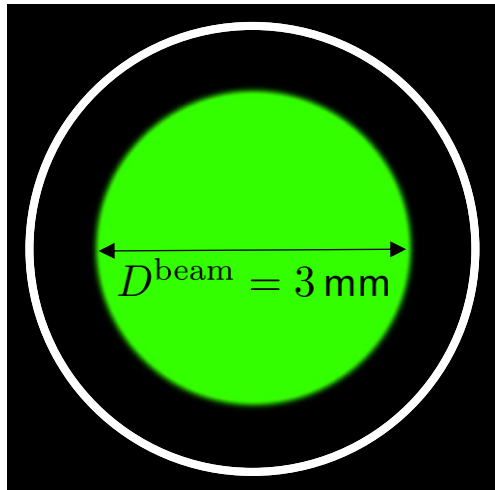
# PSF and MTF Calculation: One Beam in Pupil



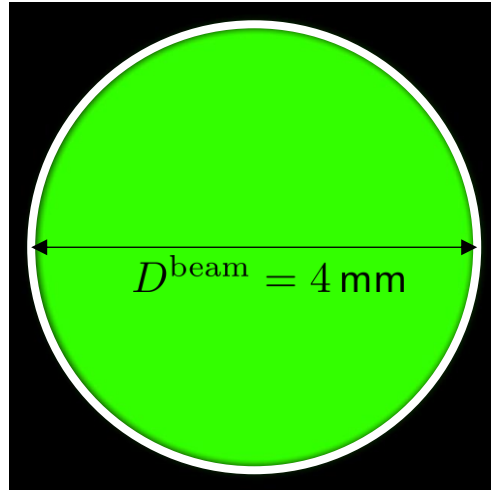
## Eye model:

- Pupil diameter:  $D^{\text{eye}} = 4 \text{ mm}$
- Ideal lens:  $f^{\text{eye}} = 16.452 \text{ mm}$

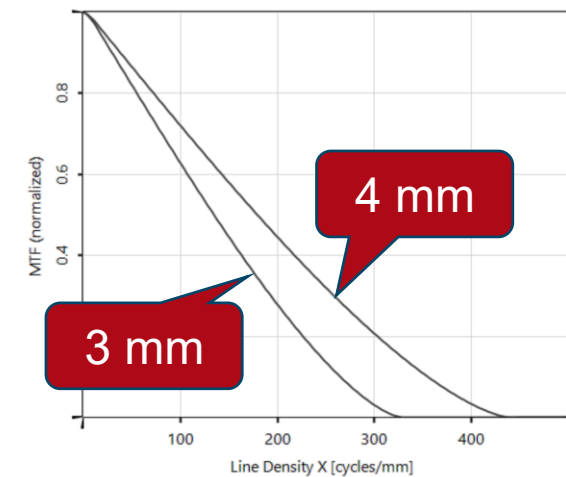
Irradiance in Pupil



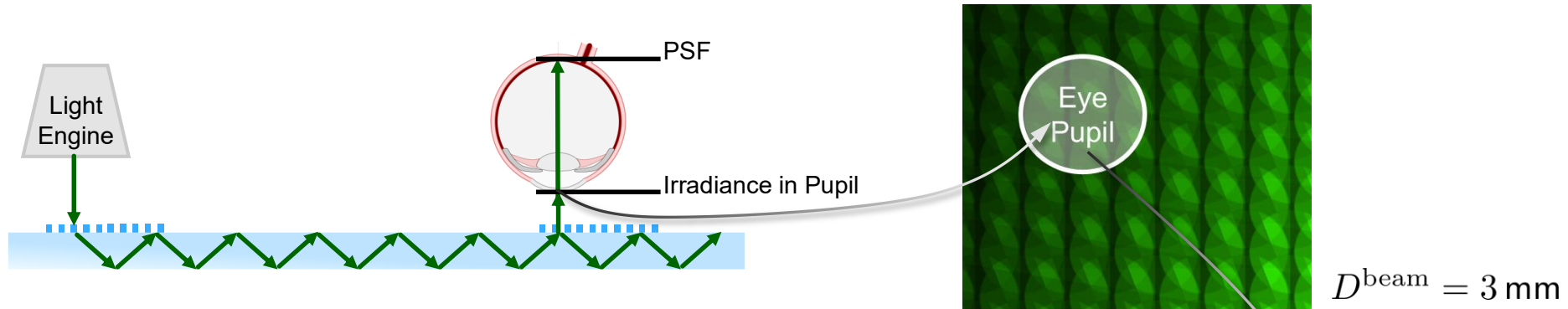
Irradiance in Pupil (filled)



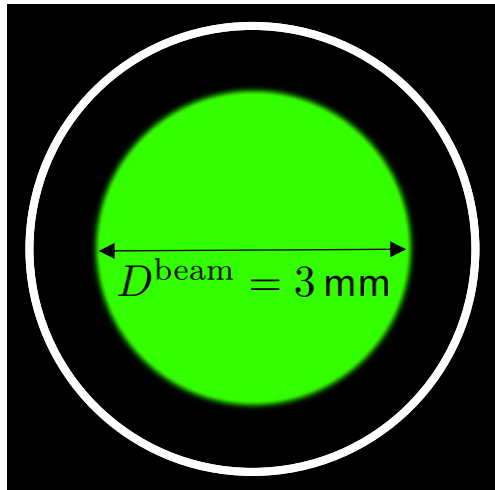
MTF x-profile



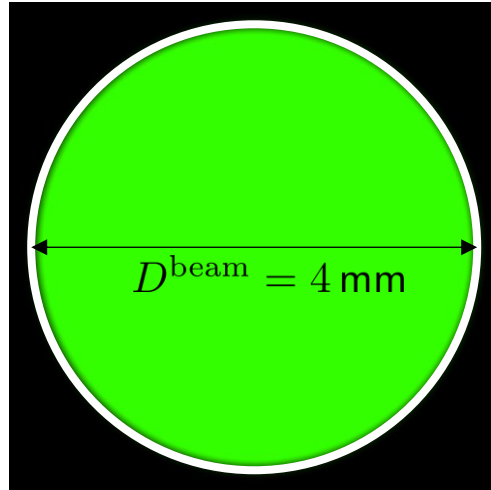
# PSF and MTF Calculation: Beams in Eyebow



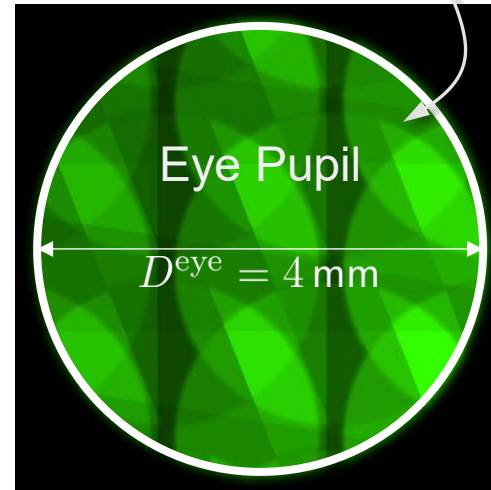
Irradiance in Pupil



Irradiance in Pupil (filled)

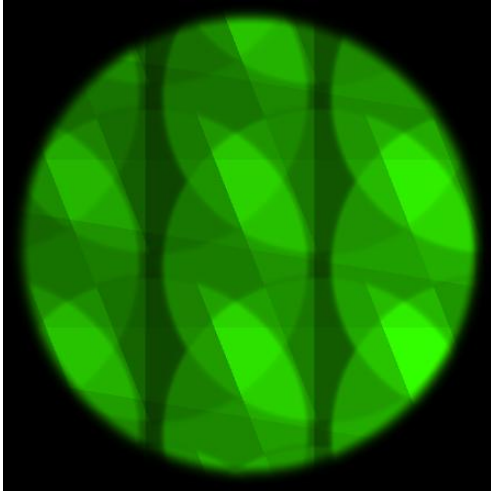


Irradiance in Pupil

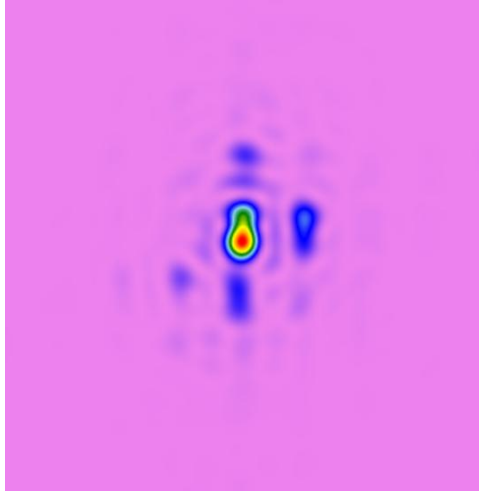


# PSF and MTF Calculation: w/o Diffraction in Waveguide

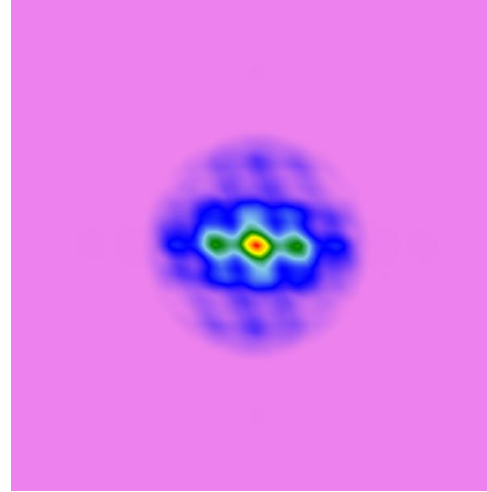
Irradiance in Pupil



PSF



MTF

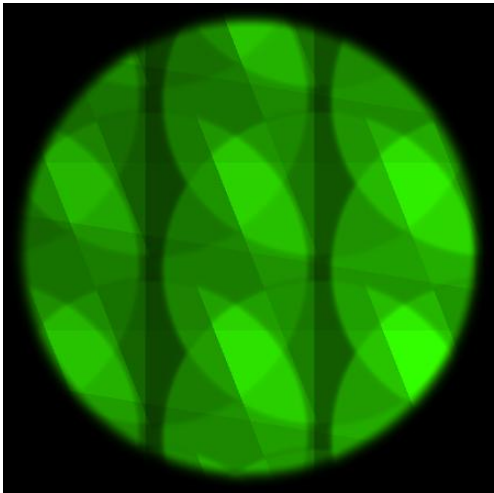


Methods	Preconditions	Accuracy	Speed	Comments
Fourier Domain Techniques	None	High	High	Rigorous mathematical reformulation of RS integral
Geometric Propagation	Low diffraction	High	Very high	Neglects diffraction effects
	Otherwise	Low	Very high	

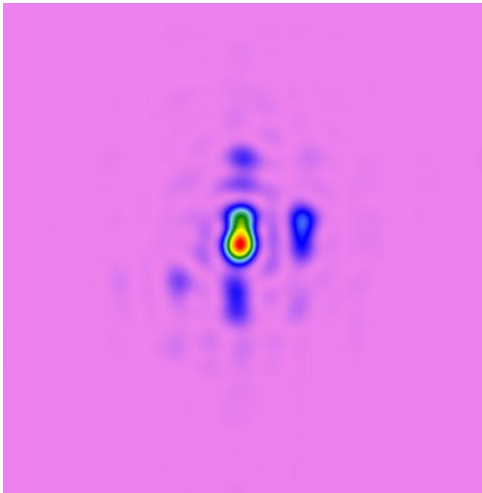


# PSF and MTF Calculation: w/o Diffraction in Waveguide

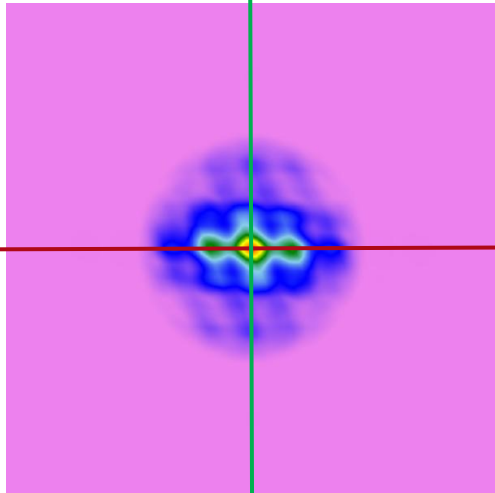
Irradiance in Pupil



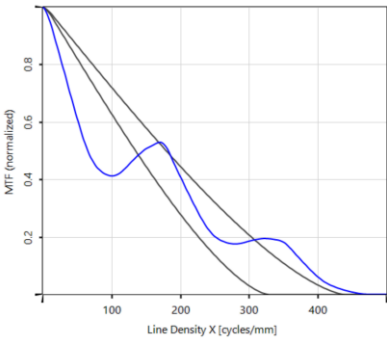
PSF



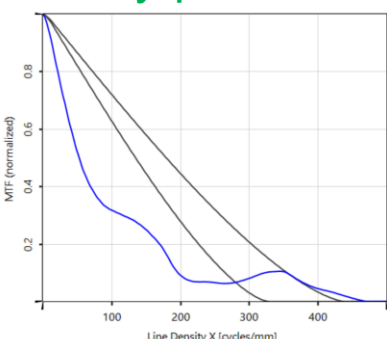
MTF



MTF x-profile



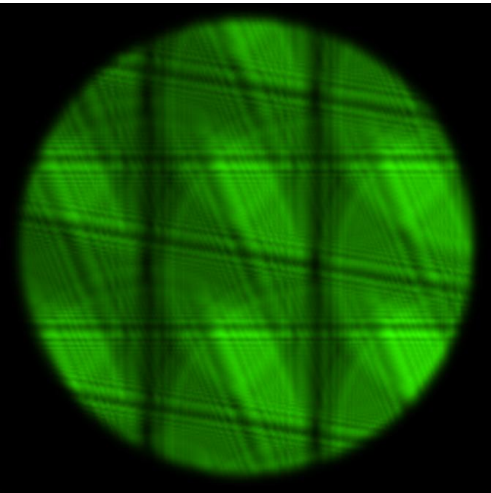
MTF y-profile



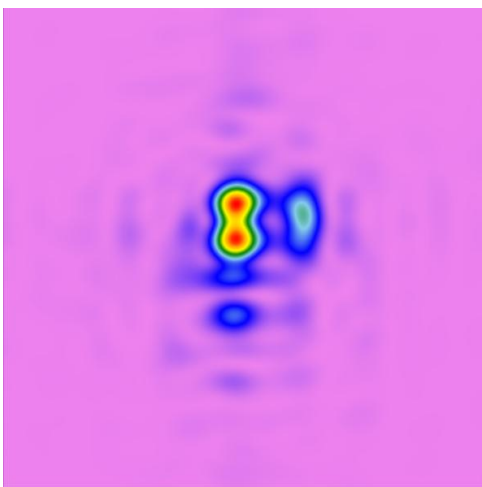
Methods	Preconditions	Accuracy	Speed	Comments
Fourier Domain Techniques	None	High	High	Rigorous mathematical reformulation of RS integral
Geometric Propagation	Low diffraction	High	Very high	Neglects diffraction effects
	Otherwise	Low	Very high	

# PSF and MTF Calculation: With Diffraction in Waveguide

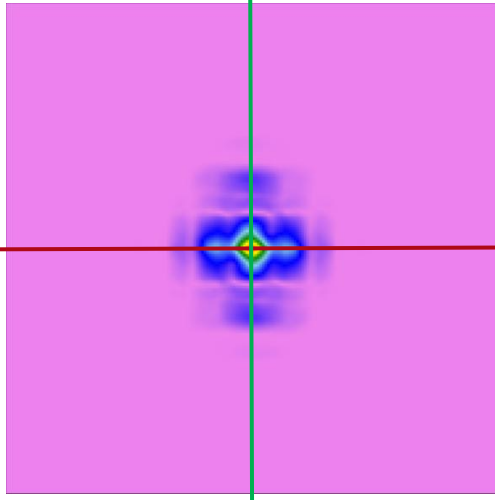
Irradiance in Pupil



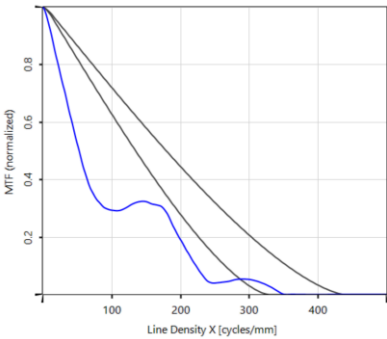
PSF



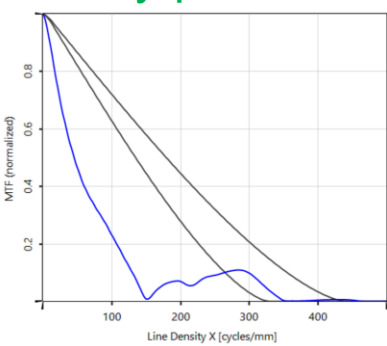
MTF



MTF x-profile



MTF y-profile



Methods	Preconditions	Accuracy	Speed	Comments
Fourier Domain Techniques	None	High	High	Rigorous mathematical reformulation of RS integral
Geometric Propagation	Low diffraction	High	Very high	Neglects diffraction effects
	Otherwise	Low	Very high	

# Diffraction Inside Waveguide: Effect on MTF

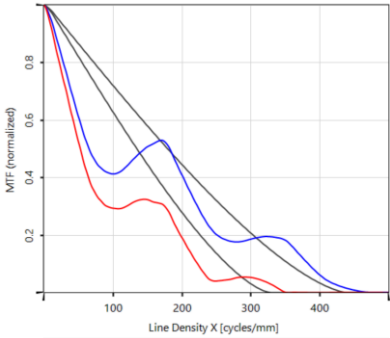
Methods	Preconditions	Accuracy	Speed	Comments
Fourier Domain Techniques	None	High	High	Rigorous mathematical reformulation of RS integral
Geometric Propagation	Low diffraction	High	Very high	Neglects diffraction effects
	Otherwise	Low	Very high	

Simulation Time: 11 s

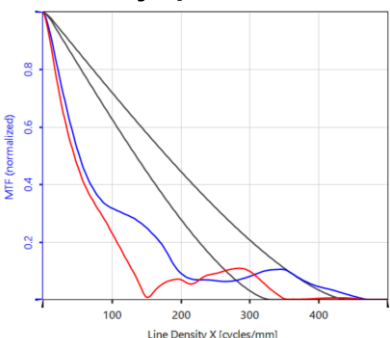
Methods	Preconditions	Accuracy	Speed	Comments
Fourier Domain Techniques	None	High	High	Rigorous mathematical reformulation of RS integral
Geometric Propagation	Low diffraction	High	Very high	Neglects diffraction effects
	Otherwise	Low	Very high	

Simulation Time: 95 s  
(Number FFTs: 304)

MTF x-profile



MTF y-profile



— w/o diffraction  
— w/ diffraction

# Diffraction Inside Waveguide: Effect on Irradiance and MTF

Methods	Preconditions	Accuracy	Speed	Comments
Fourier Domain Techniques	None	High	High	Rigorous mathematical reformulation of RS integral
Geometric Propagation	Low diffraction	High	Very high	Neglects diffraction effects
	Otherwise	Low	Very high	

Simulation Time: 11 s

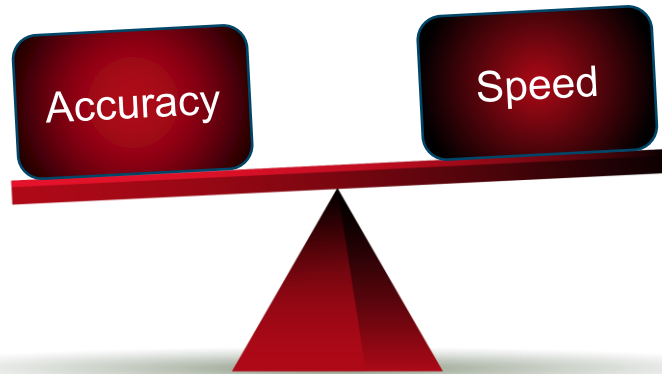
Methods	Preconditions	Accuracy	Speed	Comments
Fourier Domain Techniques	None	High	High	Rigorous mathematical reformulation of RS integral
Geometric Propagation	Low diffraction	High	Very high	Neglects diffraction effects
	Otherwise	Low	Very high	

Simulation Time: 95 s  
(Number FFTs: 304)

## Accuracy-speed balance:

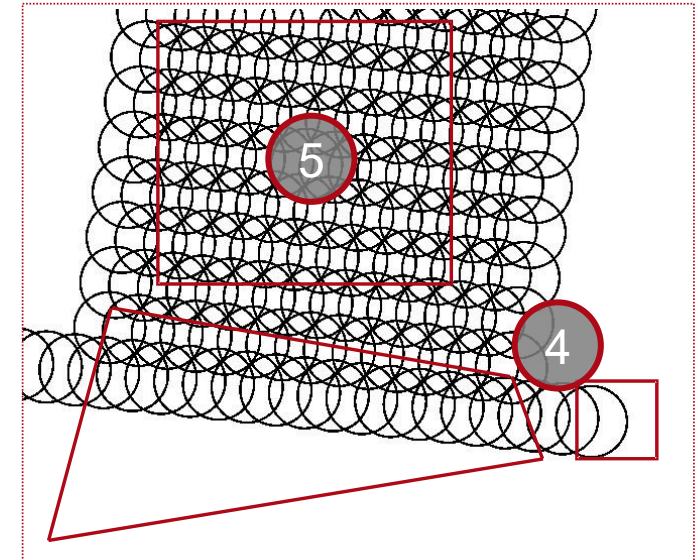
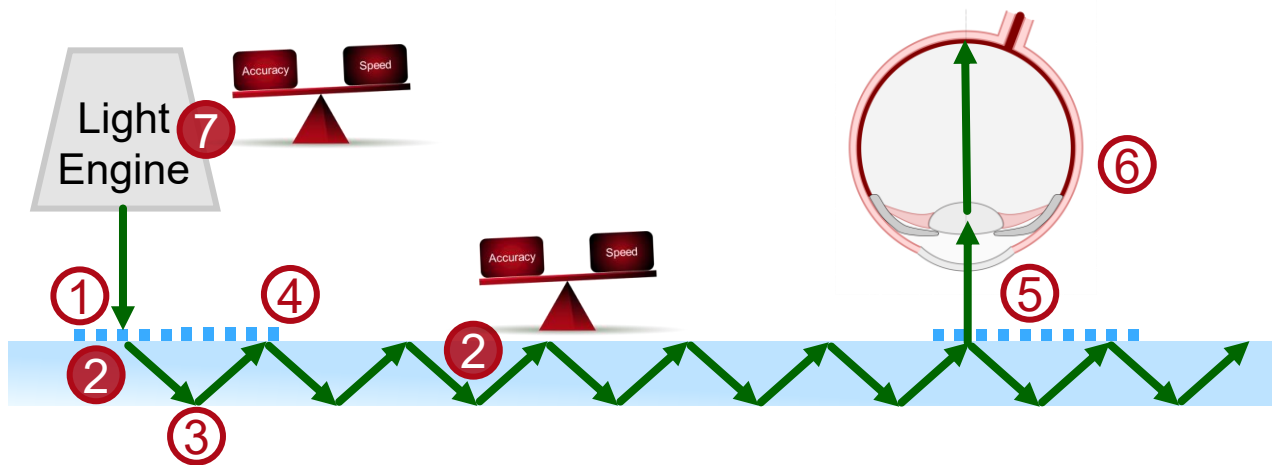
- Final evaluation of MTF performance of waveguide glasses: w/ diffraction inside waveguide

# Control of Accuracy–Speed Balance



Accuracy-speed balance to be investigated:

- Inclusion of diffraction
- Inclusion and modeling temporal coherence



$$D = 3 \text{ mm}$$

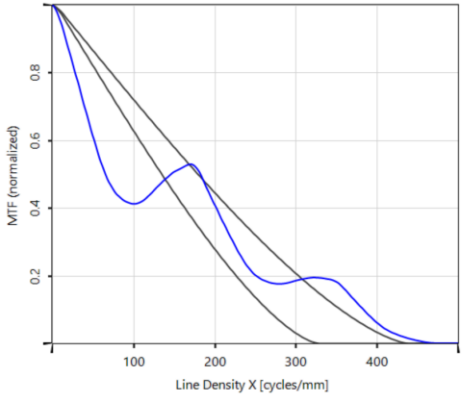
$$(\alpha, \beta) = (12^\circ, -7^\circ)$$

# Temporal Coherence Modeling: MTF Detectors (x Profile)

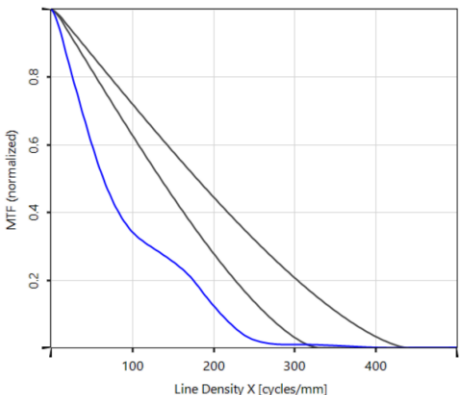
Methods	Preconditions	Accuracy	Speed	Comments
Frequency Domain	None	High	Low	Rigorous; bandwidth sampling; propagation of beams with sampled frequencies through system
Time Domain	Bandwidth not too large; frequency dispersion not included	TBD	Very High	One frequency only; use of different travel time per beam to distinguish type of addition of beams in detector

Frequency model

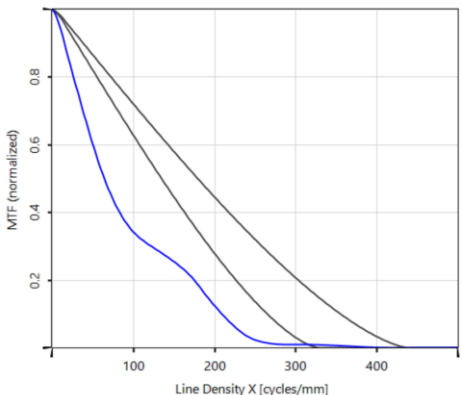
Time model



$\Delta\lambda = 0$  nm



$\Delta\lambda = 1$  nm



$\Delta\lambda = 10$  nm

# Temporal Coherence Modeling: MTF Detectors (x Profile)

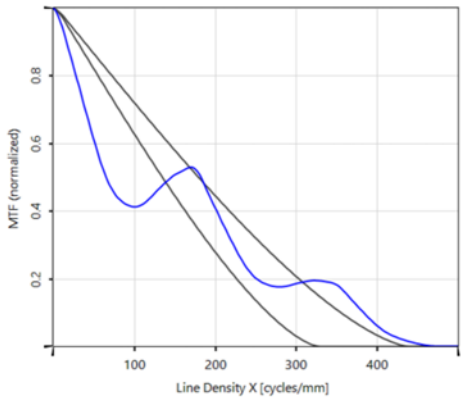
Methods	Preconditions	Accuracy	Speed	Comments
Frequency Domain	None	High	Low	Rigorous; bandwidth sampling; propagation of beams with sampled frequencies through system
Time Domain	Bandwidth not too large; frequency dispersion not included	TBD	Very High	One frequency only; use of different travel time per beam to distinguish type of addition of beams in detector

Frequency model

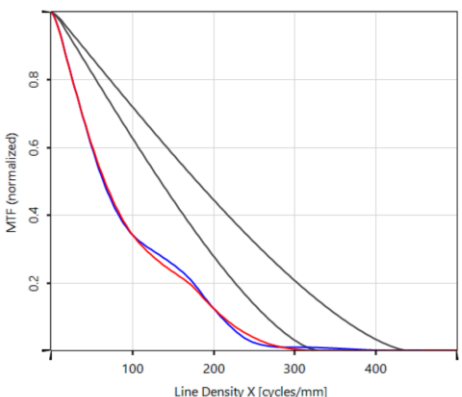
CPU Time: 9.5 min

Time model

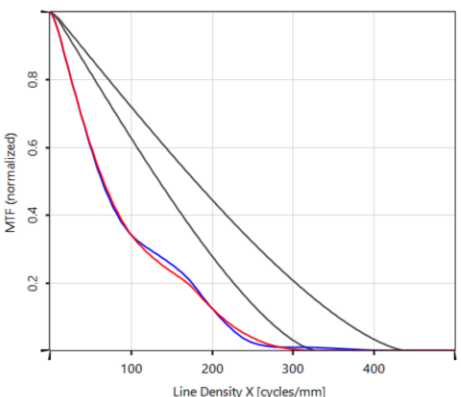
CPU Time: 11 s



$\Delta\lambda = 0$  nm



$\Delta\lambda = 1$  nm



$\Delta\lambda = 10$  nm

# Temporal Coherence Modeling: MTF Detectors (x Profile)

Methods	Preconditions	Accuracy	Speed	Comments
Frequency Domain	None	High	Low	Rigorous; bandwidth sampling; propagation of beams with sampled frequencies through system
Time Domain	Bandwidth not too large; frequency dispersion not included	TBD	Very High	One frequency only; use of different travel time per beam to distinguish type of addition of beams in detector

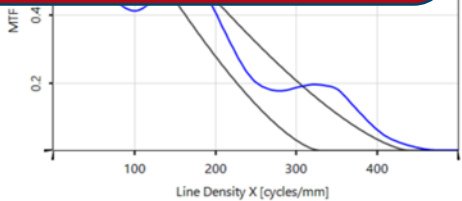
Frequency model

CPU Time: 9.5 min

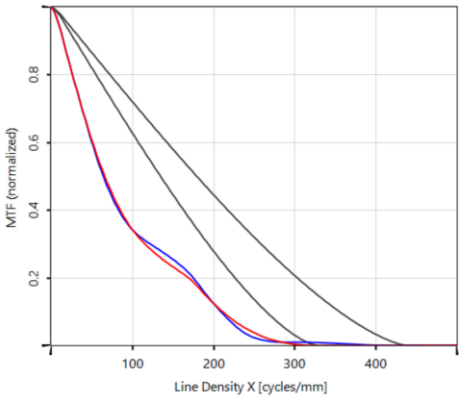
Time model

CPU Time: 11 s

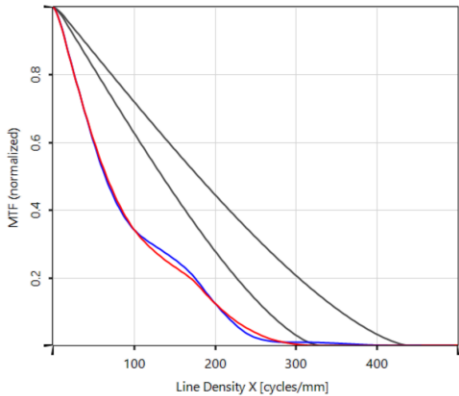
Excellent accuracy-speed balance for MTF calculation



$\Delta\lambda = 0 \text{ nm}$



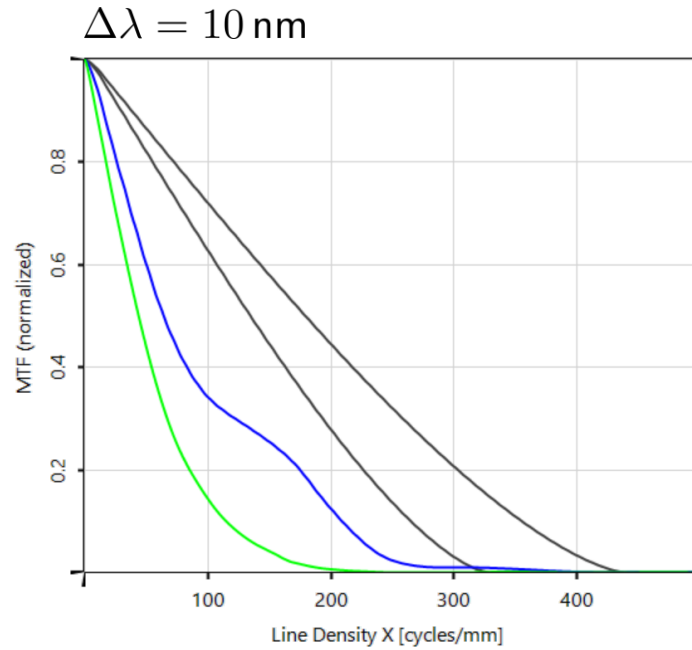
$\Delta\lambda = 1 \text{ nm}$



$\Delta\lambda = 10 \text{ nm}$



# Temporal Coherence & Diffraction Modeling: MTF Detectors



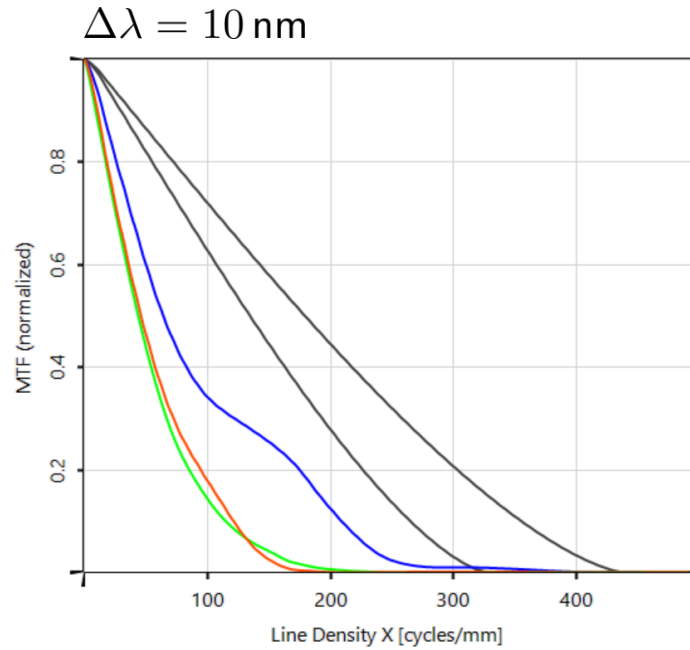
— Frequency model & w/o diffraction

CPU Time: 9.5 min

— Frequency model & w/ diffraction

CPU Time: 80 min

# Temporal Coherence & Diffraction Modeling: MTF Detectors



— Frequency model & w/o diffraction

CPU Time: 9.5 min

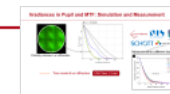
— Frequency model & w/ diffraction

CPU Time: 80 min

— Time model & w/ diffraction

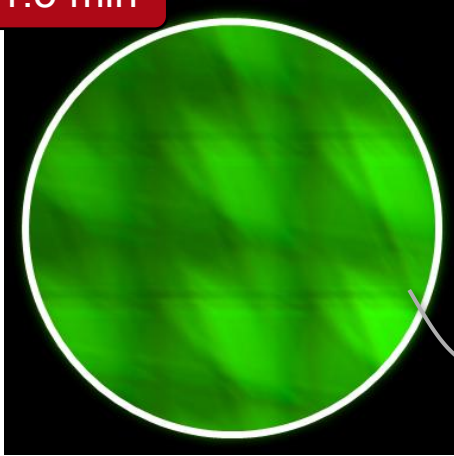
CPU Time: 1.5 min

Excellent accuracy-speed  
balance for MTF  
calculation

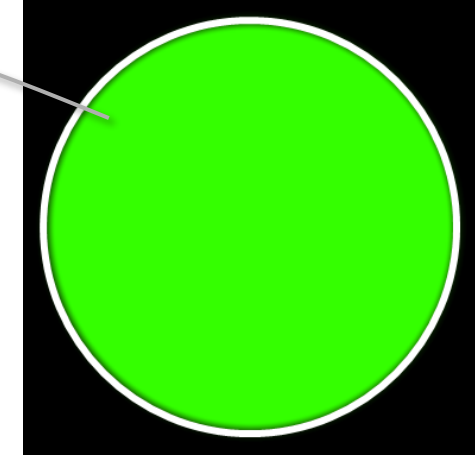
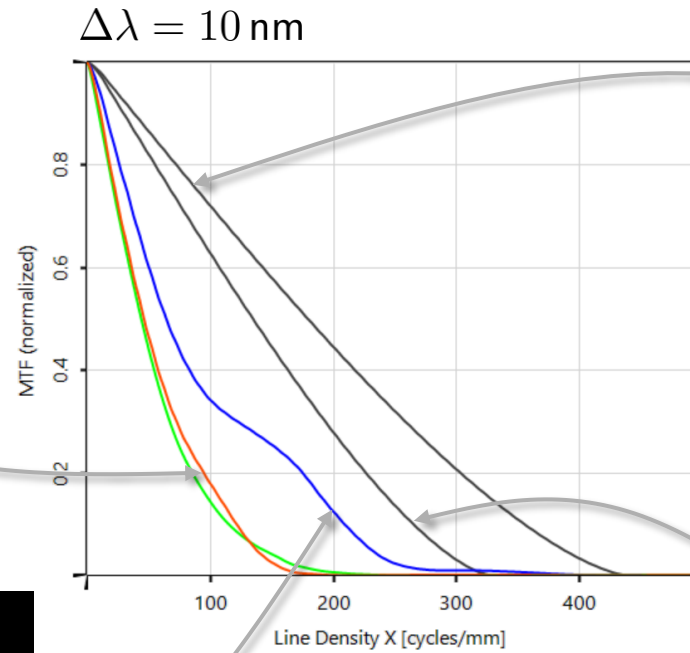


# Irradiances in Pupil and MTFs

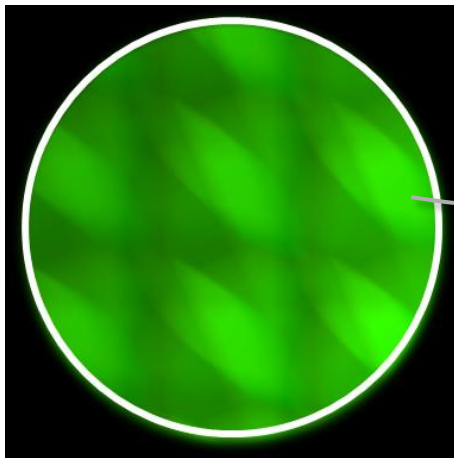
CPU Time: 1.5 min



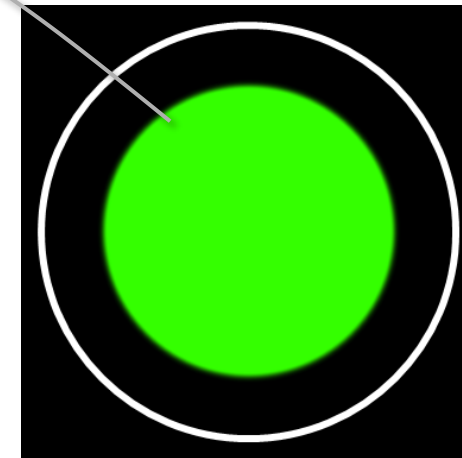
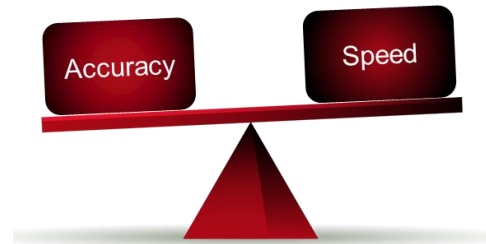
Partially coherent, w/ diffraction



Coherent, uniform, 4 mm

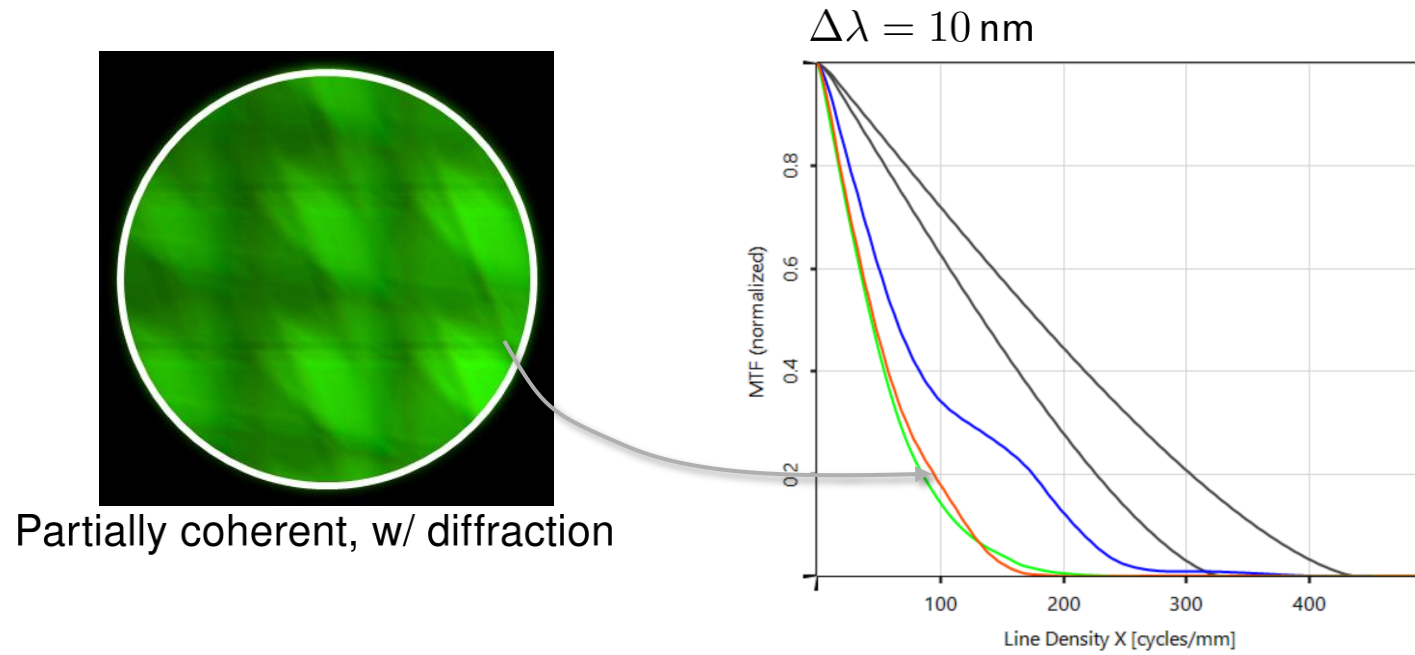


Partially coherent, w/o diffraction



Coherent, uniform, 3 mm

# Irradiances in Pupil and MTF: Simulation and Measurement

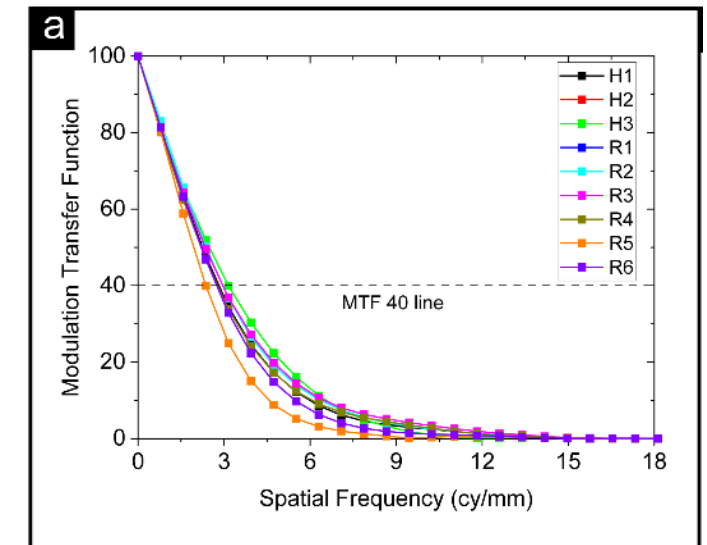


Time model & w/ diffraction

CPU Time: 1.5 min



Measurements (different layout)



# Temporal Coherence & Diffraction: MTF Simulation

## Temporal Coherence Model

Methods	Preconditions	Accuracy	Speed	Comments
Frequency Domain	None	High	Low	Rigorous; bandwidth sampling; propagation of beams with sampled frequencies through system
Time Domain	Bandwidth not too large	High	Very High	One frequency only; use of different travel time per beam to distinguish type of addition of beams in detector

## Free-space Propagation Model

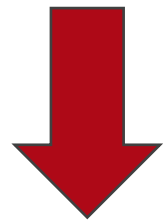
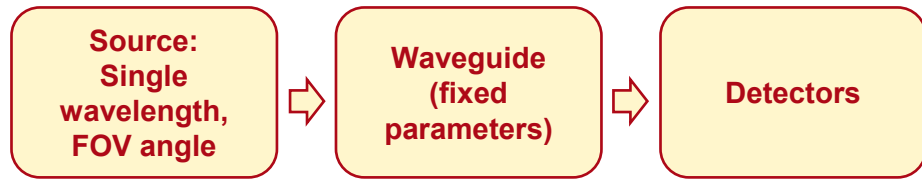
Methods	Preconditions	Accuracy	Speed	Comments
Fourier Domain Techniques	None	High	High	Rigorous mathematical reformulation of RS integral
Geometric Propagation	Low diffraction	High	Very high	Neglects diffraction effects
	Otherwise	Low	Very high	

### Accuracy-speed balance:

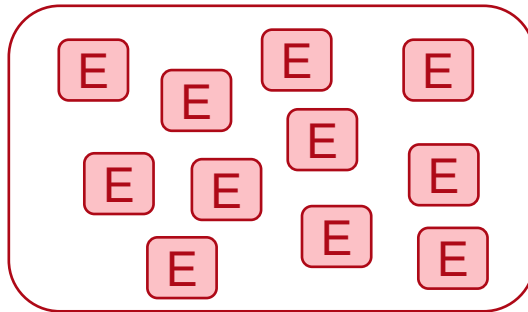
- Accurate evaluation of MTF demands inclusion of temporal coherence and diffraction inside waveguide.
- Simulation time: about a minute per FOV

# Elementary Simulation Tasks

## Elementary Simulation Task E



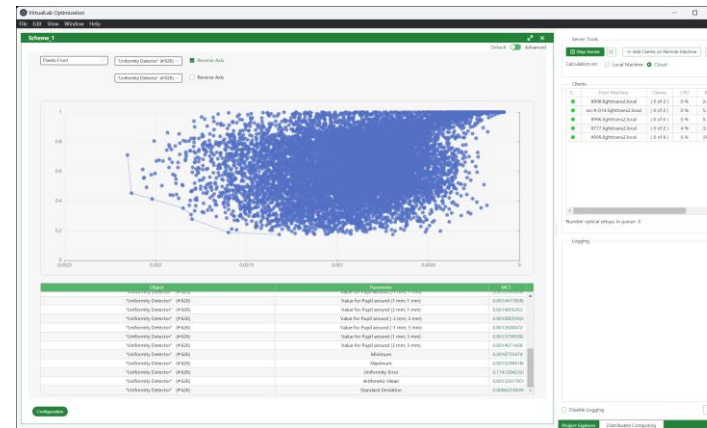
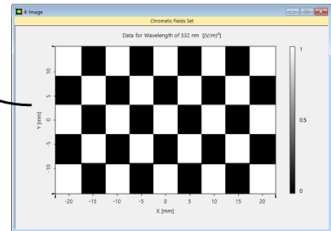
- Model of full FOV
- Optimization, e.g., with evolution algorithm
- Tolerancing



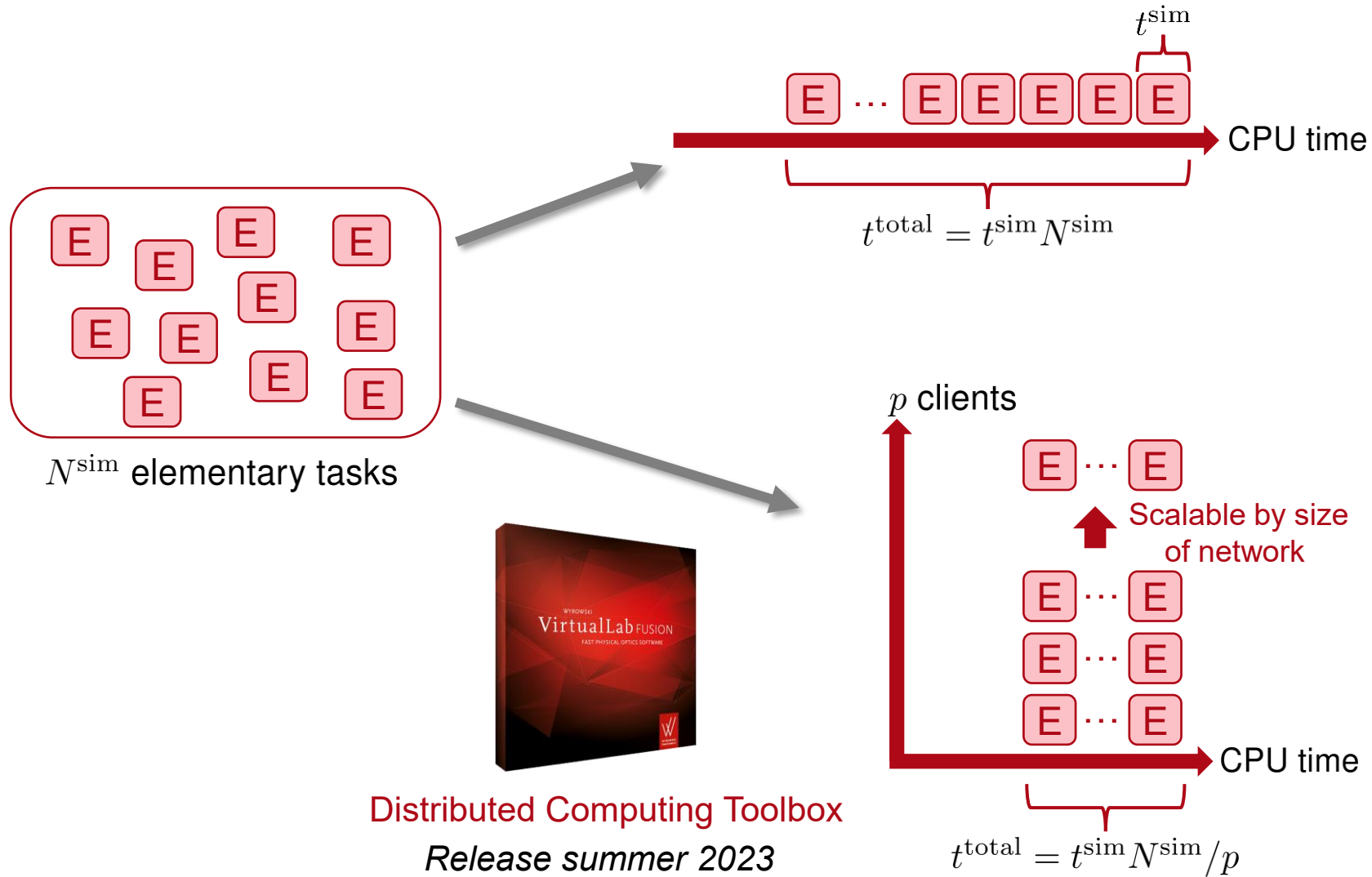
Collection of elementary simulation tasks



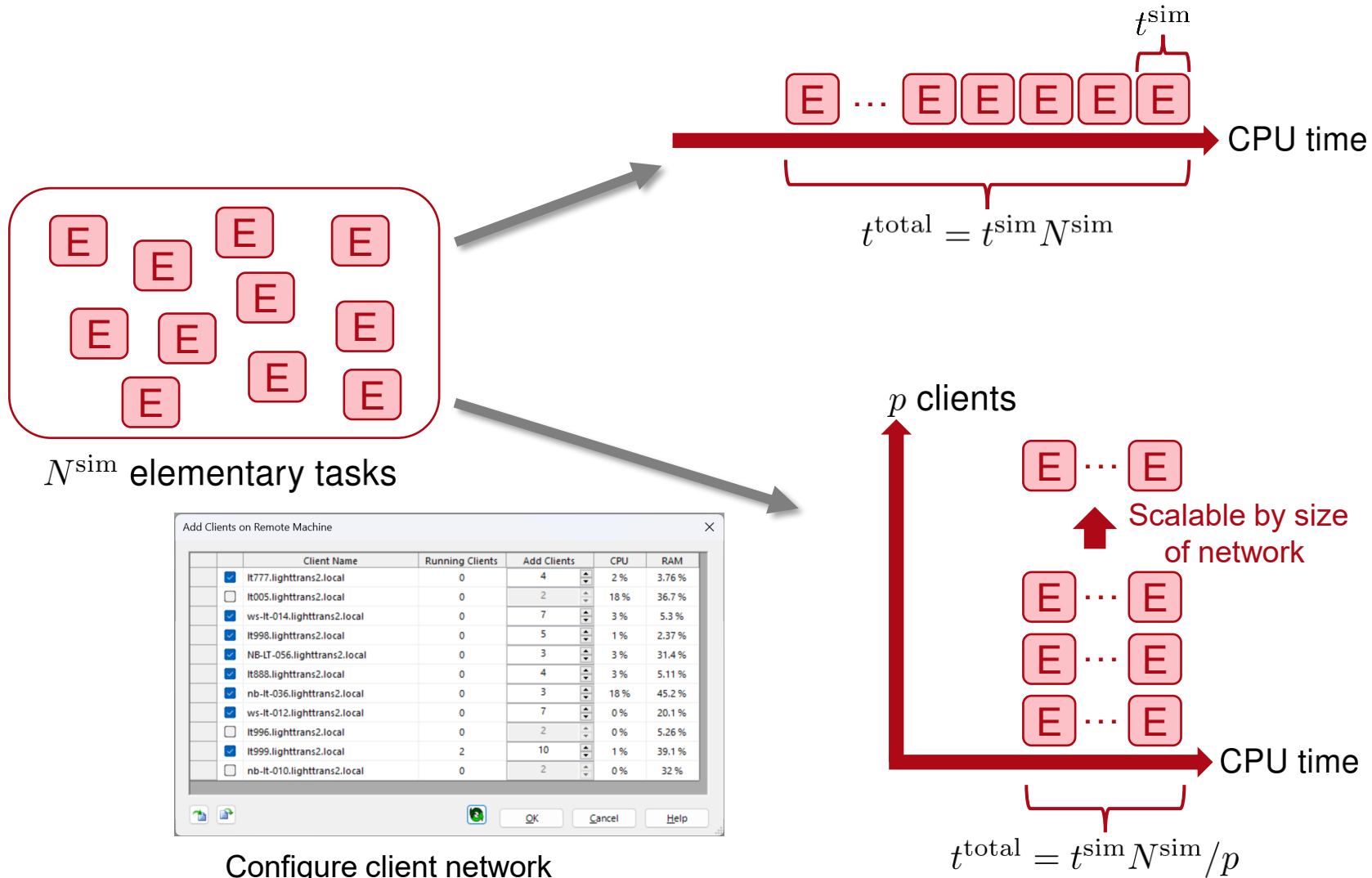
**varying parameter:**  
101 x 101 different FOV  
– angles, weighted by checkerboard pattern



# Distributed Computing

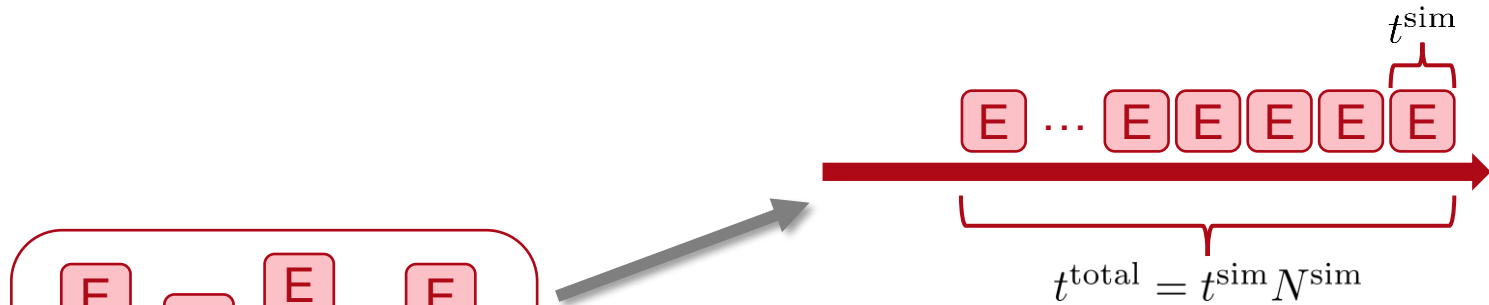


# Distributed Computing

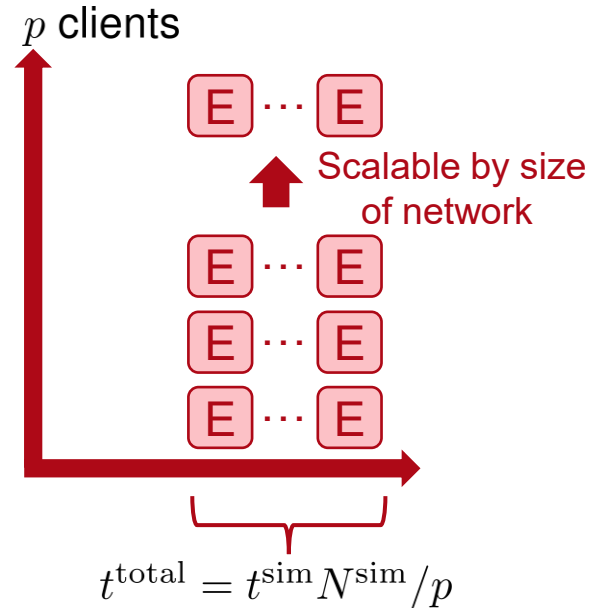
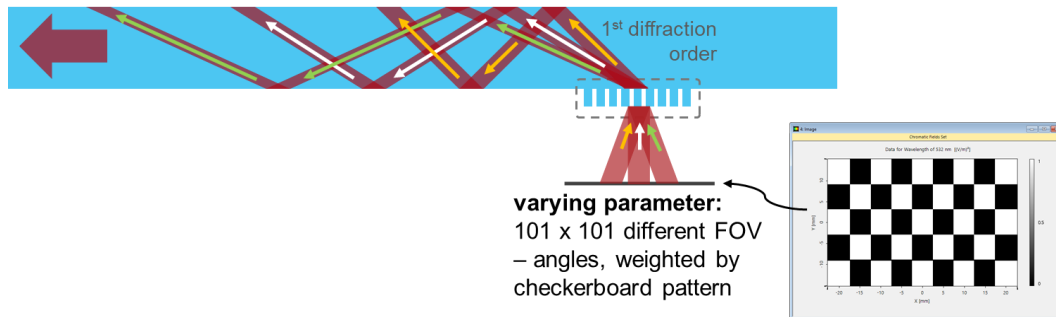




# Distributed Computing: Example MTF vs. FOV

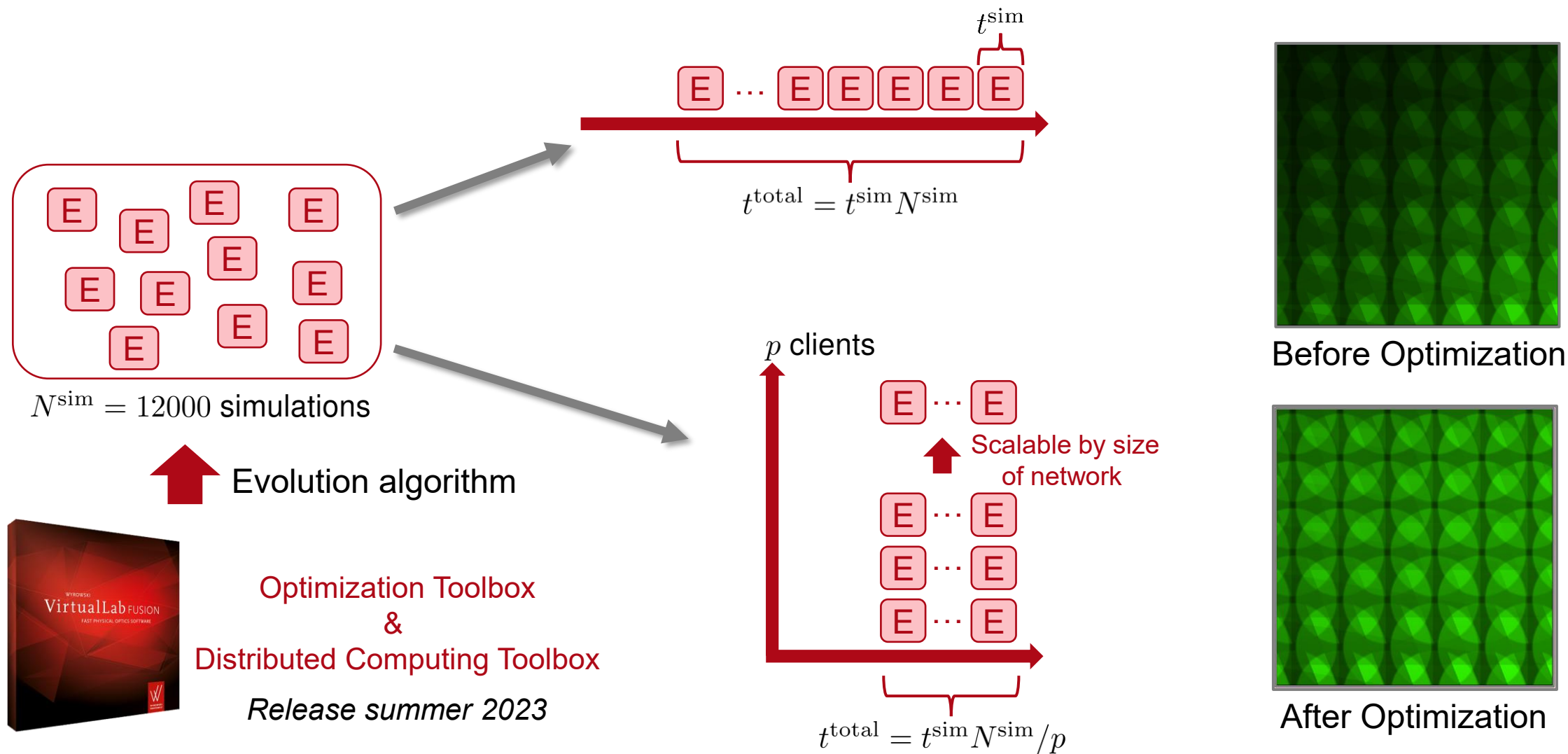


- Elementary simulation:  $t^{\text{sim}} \approx 90$  s
- Total simulation time:  $t^{\text{total}} \approx 250$  h

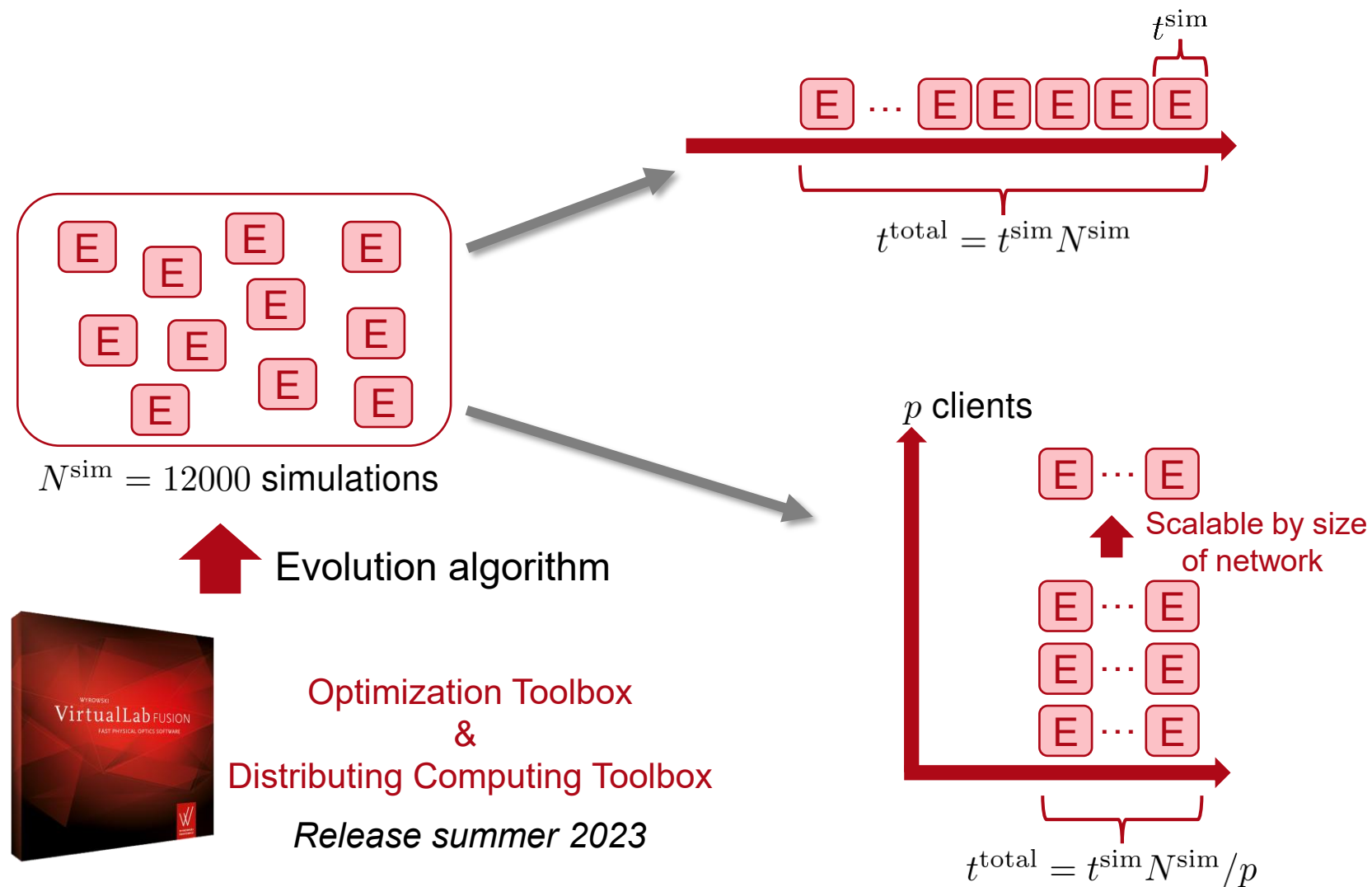


- Number of clients in network:  $p = 25$
- Elementary simulation:  $t^{\text{sim}} \approx 90$  s
- Total simulation time:  $t^{\text{total}} \approx 12$  h

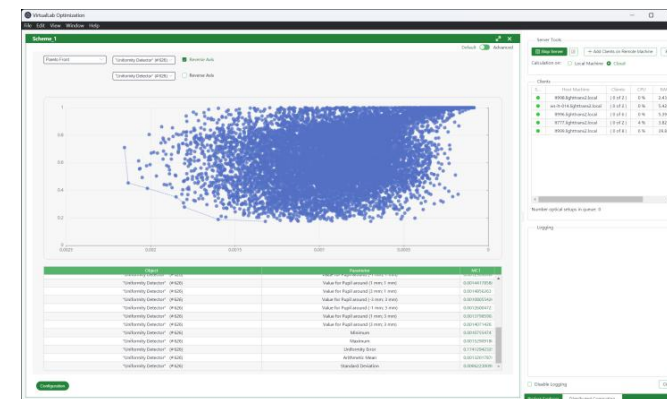
# Distributed Computing: Example Optimization of Uniformity



# Distributed Computing: Example Optimization of Uniformity



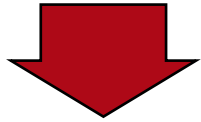
- Elementary simulation:  $t^{\text{sim}} \approx 7 \text{ s}$
- Total simulation time:  $t^{\text{total}} \approx 23 \text{ h}$



- Number of clients in network:  $p = 20$
- Elementary simulation:  $t^{\text{sim}} \approx 90 \text{ s}$
- Total simulation time:  $t^{\text{total}} \approx 1.5 \text{ h}$

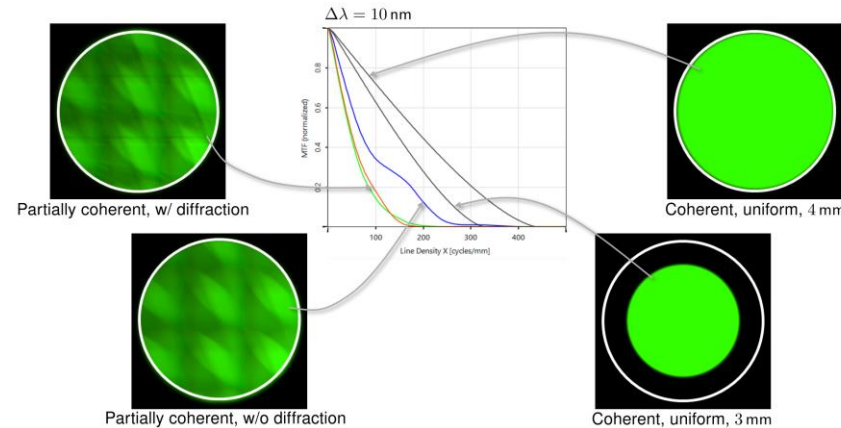
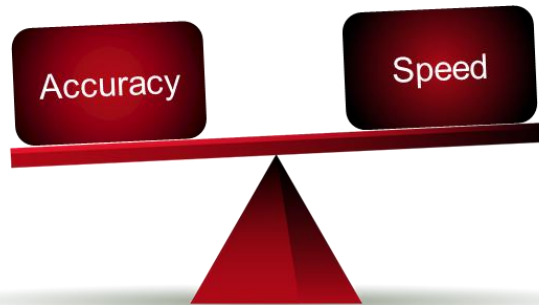
# Conclusion

The control of the accuracy-speed balance is of utmost importance in the modeling and design of waveguide AR glasses.



Optics software should provide a

- Pool of many interoperable modeling techniques, and a
- Platform to connect them.



All simulations done with VirtualLab Fusion optics software.

As accurate as needed.  
As fast as possible.

Distributed Computing Package  
Optimization Package  
*Release summer 2023*

