OPTIMIZING THE AUGMENTED REALITY EXPERIENCE THROUGH ADVANCED SIMULATION OF DIFFRACTIVE WAVEGUIDES

GUILLAUME GENOUD | 6 NOVEMBER 2023

Founded 2015 Offices in Finland, US and China Enabled by 150+ talented employees 150+ patents and 200+ patent applications

Waveguides at the core of AR displays

SENSORS

WIRELESS CONNECTIVITY DISPELIX WAVEGUIDE COMBINERS

LIGHT ENGINE

BATTERY

Pioneering R&D

Advanced algorithm development and waveguide design

Cutting-edge diffractive surface relief gratings

Novel materials and fabrication methods

Advanced full-color, single- and multi-layer architectures

From near-eye to head-up displays



Surface relief gratings



Waveguide \rightarrow cm scale



Gratings \rightarrow nm scale



Design challenge: Combine simulation of nano-scale diffractive gratings with macro-scale waveguide dimensions

Optimizing the complete AR experience



Multi-objective optimization problem for the entire system with convoluted inter-dependencies

Unmatched design expertise

Proprietary simulation software with graphical user interface

Merges conventional algorithms and AI features

Design capability for LED and laser waveguide combiners

Simulates critical performance parameters and visual appearance



Waveguide Studio

Linear & double periodic gratings with all possible propagation directions

Field propagation with polarization and phase including interference and coherence effects

Arbitrary grating structures, both SRG & VHG

Double sided & multiplate systems with ghost analysis

MTF optimization & tolerancing



Compatible with HPC clusters

Mushroom Forest with Waveguide Studio

300 CPU cores

11 x 11 FOV points

3 wavelengths

6 propagation directions

One full simulation ~10 seconds

Ray tracing > 10 hours

Scales linearly with #cores







The Critical Loop

Computing

Efficient way to improve and optimize

Manufacturing

From a simulation to the physical sample

Metrology

To measure the success and to drive the development



Simulated vs. Measured fluxes

Simulation without phase \rightarrow no interference artifacts



Simulated fluxes for different color channels

Simulated vs. Measured fluxes

Simulation without phase \rightarrow no interference artifacts



Measured fluxes for different color channels



Measured wafer thickness variation

Simulated vs. Measured fluxes

Simulation with phase \rightarrow interference artifacts



Measured fluxes for different color channels

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Measured wafer thickness variation

Simulated vs. Measured fluxes

Simulation with phase and wafer thickness variation \rightarrow interference artifacts



Measured fluxes for different color channels

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Modulation transfer function (MTF)





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MTF Simulation vs. Measurement



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Visual appearance





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Interface



Mechanical design Angles Clearing distance



Waveguide combiner in-coupler In-coupler grating design In-coupler diameter



Light engine Beam characteristics Luminous spectrum

From design to delivery



Dispelix in-house design tool

Powerful software toolset to explore new waveguide and grating concepts

Simulates nano-scale diffractive gratings and waveguides with macro-scale dimensions

Fast and efficient in solving complex multi-objective problems

Embedded tolerancing for manufacturing

Correlation between simulated and measured values excellent