

Fraunhofer-Institut für Photonische  
Mikrosysteme IPMS

# „O/LED-on-Silicon for Microdisplays and Embedded Sensing”

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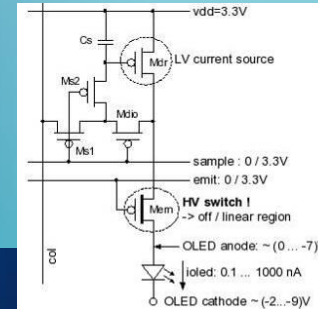


# About



## Core competences

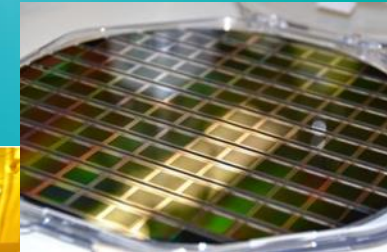
IC design (backplane, 8/12" foundries)



Location: Dresden/Germany („Silicon Saxony“)



Emissive frontplane integration

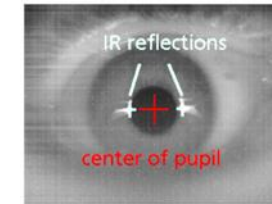
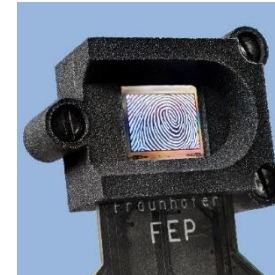
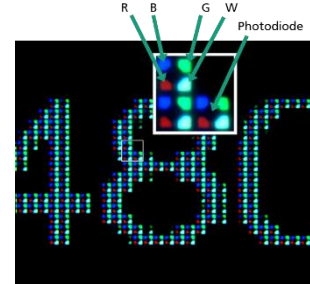




# OLED-on-Silicon/CMOS: Features, devices and applications

## Bi-directional

- Display and image sensor in single chip
  - AR, VR, Eye-tracking
  - Optical fingerprint, Surface inspection, medical



## ultra-low power

- Wearables, electronic viewfinder, assisted-reality

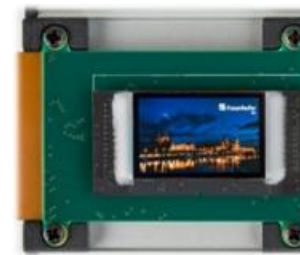
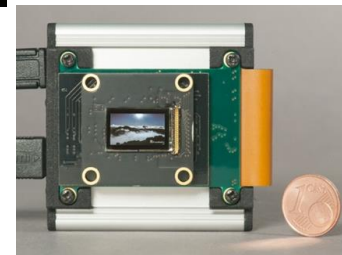
## Highest pixel density

- Deep sub-micron CMOS
- 10kdpi+ (2.5µm dot pitch)



## large-area

- very high-definition (>FHD)
- VR, AR, micro-projection



## NIR imager

- Organic photodiodes (OPD) on silicon CMOS

## embedded sensors

- Gas or liquid process monitoring, e.g., O<sub>2</sub>, pH



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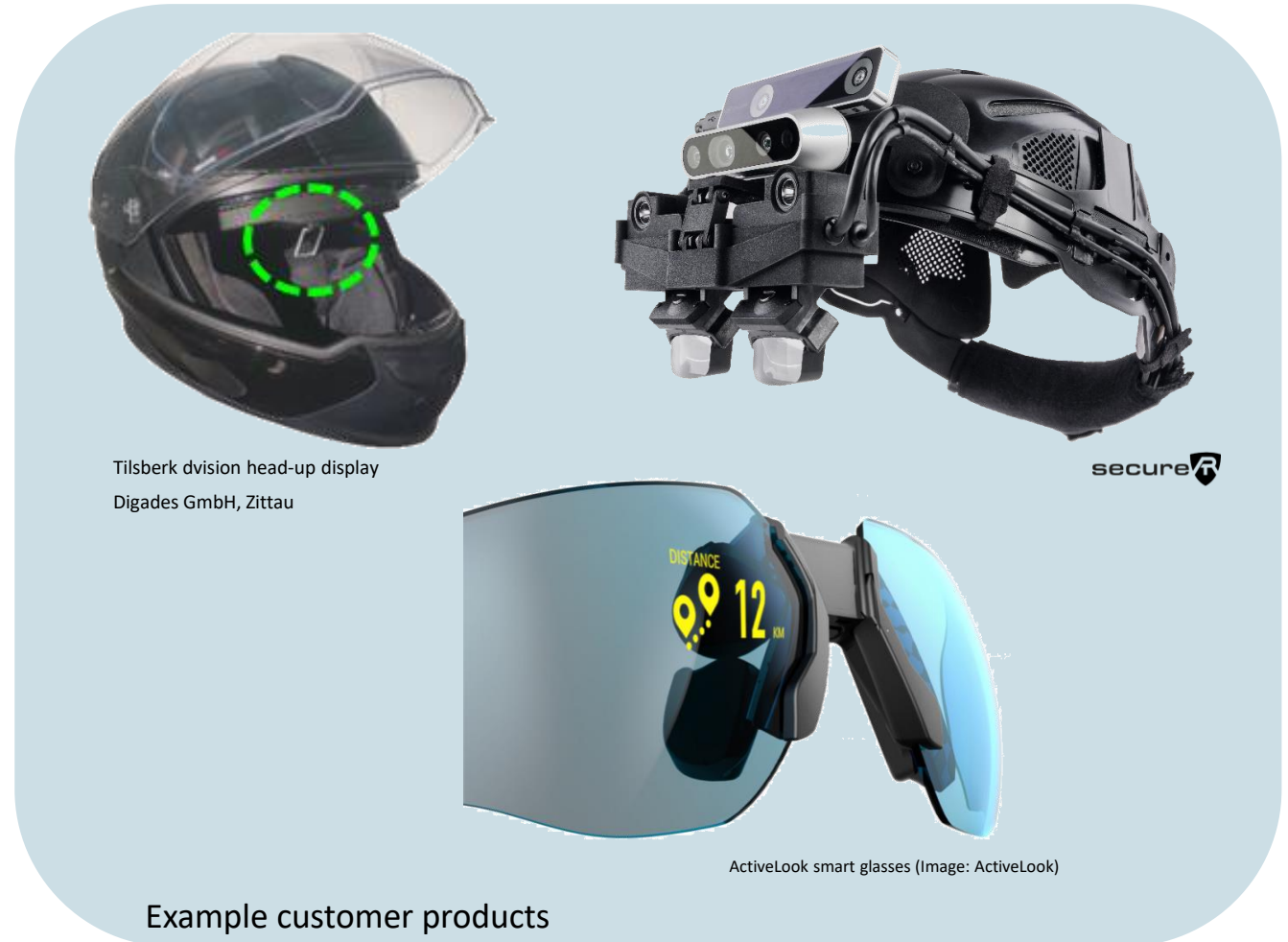
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## ■ embedded sensors

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## ■ *Production- and Field-proven*



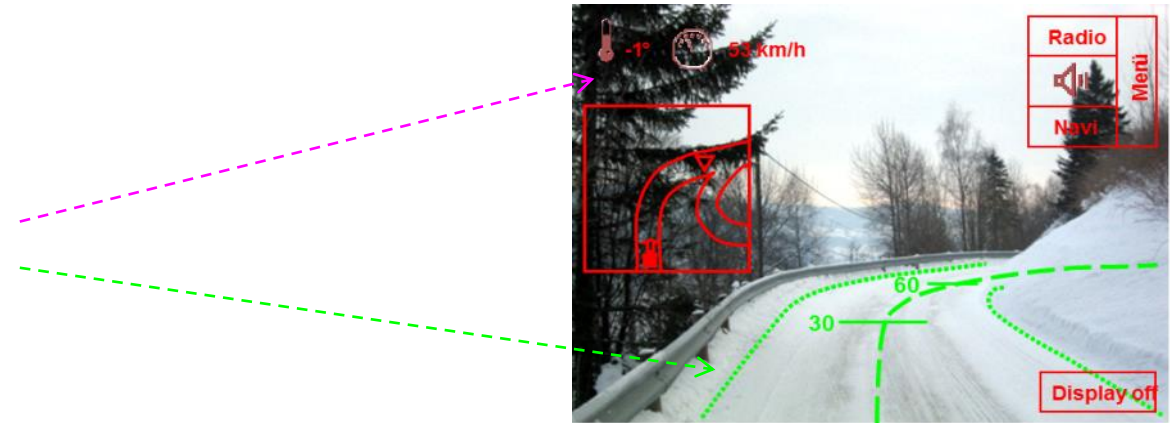


## OLED microdisplay development of Fraunhofer FEP

# „Smart Eyewear“ (+ head-up Displays)

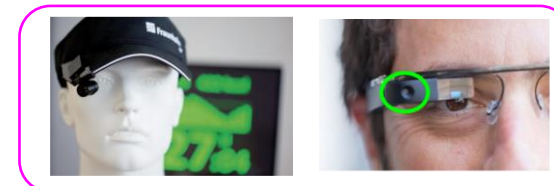
## AR vs. VR

- VR: **Immerses viewer** into 3D environment
  - sense of being in another space
- AR: **Supplement or modify direct view** of real world
  - overlay computer-generated graphics/video (or/and other information) in
    - semantic context – “**assisted AR**”
    - semantic and spatial context – “**true’ AR**”



## Near-to-eye Displays

- Head-mounted
  - Fully-immersive** (or Video-see-through) -> virtual-reality (VR), mixed-reality (MR)
  - Optical see-through** -> augmented-reality (AR) (also **head-up displays/HUD**)
  - Look-around** (context-aware information display, AR)

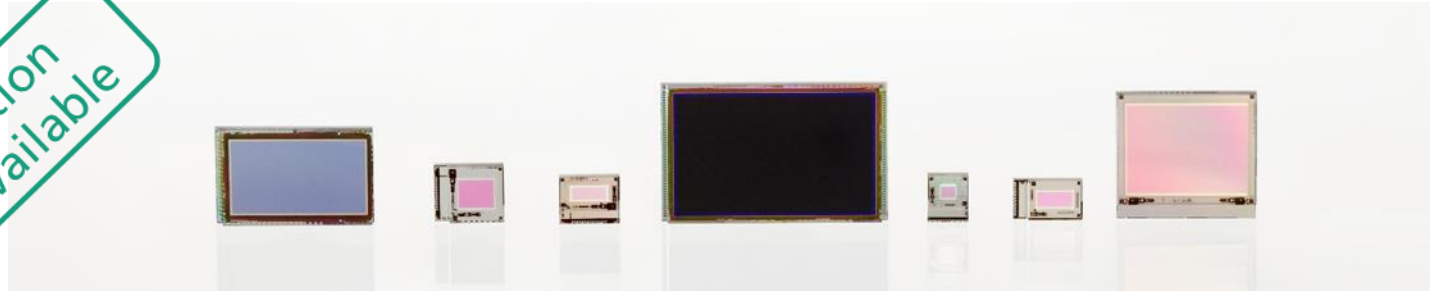


	Fully immersive	Optical see-through	Look-around	Head-up (automotive, avionic)
Resolution	>FHD (1080p)	>HD (720p)	QVGA..HD	>F/HD
Luminance	<200cd/m <sup>2</sup>	>5000cd/m <sup>2</sup>	100..10.000cd/m <sup>2</sup>	>10..1.000kcd/m <sup>2</sup>
Power consumption	<500mW	<100mW	<10mW	>1W
Frame rate	>90Hz	>60Hz	≥0	>90Hz
Latency	<10ms	<10ms	<10ms	<10ms



# Characteristics of O/LED microdisplay backplane designs (selection)

Evaluation Kits available



	Ultra-low power			Bidirectional	AR	VR
	UUGL1120	UUGL1220	UUGL1320	EBCW1020	HUCW1010	JUCW1010
resolution	304x256	304x128	720x256	800x600	1280x720	1920x1200
dot/pixel pitch	12µm	12µm	5µm	8/16 µm	5.5/11µm	5.5/11µm
color	mono	mono	mono	RGBW	RGBW	RGBW
max. current per pixel	~2µA/pixel (~1,3A/cm <sup>2</sup> )	~2µA/pixel (~1,3A/cm <sup>2</sup> )	~900nA/pixel (~3,6A/cm <sup>2</sup> )	~1µA/pixel (~1,56A/cm <sup>2</sup> )	~2.8µA/pixel (~2,3A/cm <sup>2</sup> )	~2.8µA/pixel (~2,3A/cm <sup>2</sup> )
screen diagonal	0.19"	0.16"	0.15"	0.63"	0.64"	1.0"
data Interface	SPI	SPI	SPI	parallel	parallel	parallel
configuration interface	SPI	SPI	SPI	I2C	I2C	I2C
typ. power consumption	1-3mW	1-3mW	1-3mW	200mW@ 60Hz	100mW@ 60Hz	140mW@ 60Hz

# Outlook: O/LED-on-Silicon/microdisplays features and applications

## ■ high-brightness

- see-through near-to-eye @ sun light condition
- embedded projection, optogenetics (brain/nerve interfaces)

## ■ high-resolution

- Pixel densities >10kppi
  - Light-field and holographic displays
  - smaller chip size, lower cost

## ■ (embedded) sensing

- Single-chip image converter
- Quantum sensors (very-low magnetic fields)

## ■ (embedded) computing/connectivity

- Edge Vision + Edge AI
- Deep sub-micron CMOS process backplanes on 300mm (LVDS, MIPI, Bluetooth)

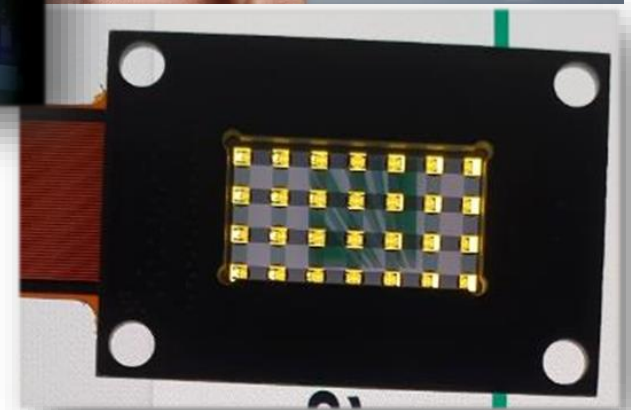
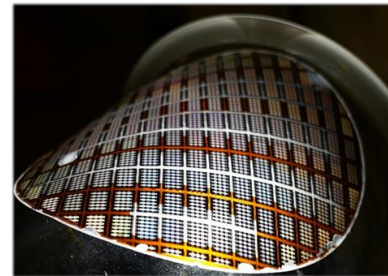
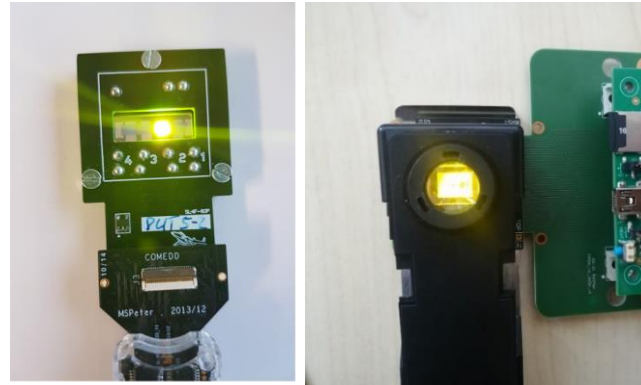
## ■ extended spectral emission and detection range

- UV, IR;  $\alpha$ ,  $\beta$ ,  $\gamma$ ;  $\mu$ LED

## ■ New form factors, e.g., transparent & curved microelectronics

- e.g., smart contact lens display

## ■ Manufacturing processes: yield, production costs





# Promise/expectations of $\mu$ LED vs. $\mu$ OLED

## ■ Technical/performance

- Higher luminance
- Larger ambient/operating temperature range ( $\gg 85^\circ\text{C}$ )
- Narrower bandwidth (higher spectral purity)
- (Short) Coherence
- Faster switching (e.g., communication, higher frame rate)
- Longer lifetime (reliability) (IF very high-brightness!)
  - No image sticking
  - mainly for sensors/communication, no real advantage in imaging
- Wider wavelength range (IR, UV)
- Tightened emission angle (NTE optics aperture)
- Higher pixel-density (???)
- Better current/power efficiency (???)
  - Currently  $< \text{OLED@small pixels}$   $\rightarrow$  Low-power (???)
- Cheaper (???)

## ■ Economic

- Serve applications not reachable so far, e.g., automotive and aviation HUD, LIDAR, holographic displays, safety/security,...
- Some years of public and industrial R&D funding in technology, devices, applications likely (before maturity)
- Regional, national, EU value chain/sovereignty feasible (process technology closer to established microelectronics)

	$\mu$ OLED	$\mu$ LED
Maturity	high	Low yet
Image quality	high	Tbc: pixel-to-pixel uniformity, color
Power efficiency	high	$< \text{OLED@small pixels}$
Brightness	Mono: High Color: Medium	Mono: Very high Color: Tbc
Cost	moderate	$> \text{OLED}$

# Thanks for your attention!

## Public funding references:

- SMWA/SAB „BACKPLANE“ (100392259)
- SMEKUL/LfULG „ZierSens“
- Else Kröner-Fresenius Zentrum für Digitale Gesundheit „CRT“
- DFG EXC 2050/1 „CeTI“ (390696704)
- BMBF RUBIN „EdgeVision“ (03RU2U061C)
- Fraunhofer MAVO „HOT“ (840092), PREPARE BIOSYNTH
- EU „Inno4Cov“ (101016203)

## Contact

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