

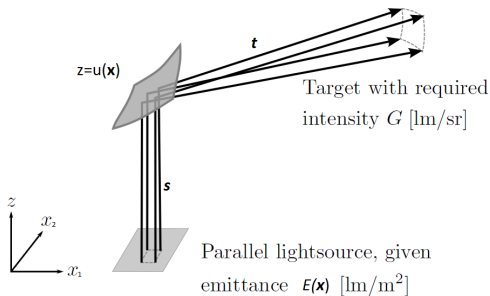
Illumination freeform design using Monge-Ampère equations

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SINGLE REFLECTOR, PARALLEL IN, FAR FIELD OUT



SINGLE REFLECTOR, PARALLEL IN, FAR FIELD OUT

- reflector surface $\mathcal{R}$ $z = u(\mathbf{x})$, $\mathbf{x} \in \mathcal{S}$ (source)
- physical principles
 - ① law of reflection
 - ② conservation of energy
- assumptions
 - ① perfect specular reflection
 - ② far field approximation
- transport plan
 - ① emittance E [lm/m^2] $\rightarrow$ intensity G [lm/sr]
 - ② space coordinates $\mathbf{x}$ $\rightarrow$ angular coordinates $\psi = (\psi, \chi)$
- spherical coordinates
 - zenith ψ ($0 \leq \psi \leq \pi$), azimuth χ ($0 \leq \chi < 2\pi$)

SINGLE REFLECTOR, PARALLEL IN, FAR FIELD OUT

- target domain $\mathcal{T}$
- two-stage approach
 - 1 determine optical map $m : \mathcal{S} \rightarrow \mathcal{T}$
 - 2 determine location/shape reflector surface

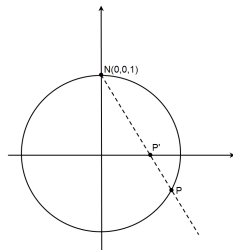
SINGLE REFLECTOR, PARALLEL IN, FAR FIELD OUT

- law of reflection $\mathbf{t} = \mathbf{s} - 2(\mathbf{s} \cdot \boldsymbol{\nu})\boldsymbol{\nu}$, $\mathbf{s} = \mathbf{e}_z$
- in terms of gradient: $\mathbf{t} = \mathbf{t}(\nabla u(\mathbf{x}))$
- alternative: stereographic coordinates

$$\mathbf{y} = \begin{pmatrix} y_1 \\ y_2 \end{pmatrix} = \frac{1}{1 - t_3} \begin{pmatrix} t_1 \\ t_2 \end{pmatrix}$$

- optical map $\mathbf{m} : \mathcal{S} \rightarrow \mathcal{T}$

$$\mathbf{y} = \mathbf{m}(\mathbf{x}) = \nabla u(\mathbf{x})$$



- energy conservation ($\mathcal{A} \subset \mathcal{S}$)

$$\int_{\mathcal{A}} E(\mathbf{x}) \, dA(\mathbf{x}) = \int_{\mathbf{t}(\mathcal{A})} G(\psi(\mathbf{t})) \, dS(\mathbf{t})$$

- coordinate transformations target: $\psi \rightarrow \mathbf{t} \rightarrow \mathbf{y} \in \mathcal{T}$
- assumption: $\det(\mathbf{D}\mathbf{m}) > 0$

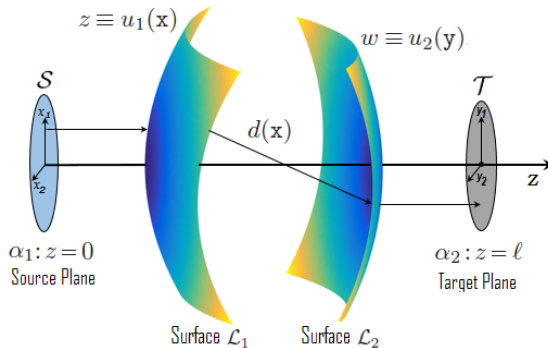
- energy balance, Monge-Ampère equation

$$E(\mathbf{x}) = G(\psi(\mathbf{t})) \underbrace{\frac{4}{(|\mathbf{y}|^2 + 1)^2}}_{\text{map } \mathbf{y} \rightarrow \mathbf{t}} \underbrace{\det(D^2 u(\mathbf{x}))}_{\text{map } \mathbf{x} \rightarrow \mathbf{y}}$$

- BVP Monge-Ampère equation

$$\begin{aligned} \det(D^2 u(\mathbf{x})) &= F(\mathbf{x}, \nabla u), \quad \mathbf{x} \in \mathcal{S} \\ \nabla u(\partial \mathcal{S}) &= \partial \mathcal{T} \quad (\text{transport BC}) \end{aligned}$$

TWO LENS SURFACES, PARALLEL IN, PARALLEL OUT



TWO LENS SURFACES, PARALLEL IN, PARALLEL OUT

- lens surfaces

$$\mathcal{L}_1 : z = u_1(\mathbf{x}), \quad \mathbf{x} \in \mathcal{S}(\text{source})$$

$$\mathcal{L}_2 : \ell - z = u_2(\mathbf{y}), \quad \mathbf{y} \in \mathcal{T}(\text{target})$$

- physical principles

- 1 Snell's law of refraction
- 2 conservation of energy

- assumption: no Fresnel reflection

- transport plan

- 1 emittance E [lm/m^2] $\rightarrow$ illuminance G [lm/m^2]
- 2 space coordinates $\mathbf{x}$ $\rightarrow$ space coordinates $\mathbf{y}$

TWO LENS SURFACES, PARALLEL IN, PARALLEL OUT

- two-stage approach
 - ① determine optical map $m : \mathcal{S} \rightarrow \mathcal{T}$
 - ② determine location lens surfaces

TWO LENS SURFACES, PARALLEL IN, PARALLEL OUT

- law of refraction $\mathbf{t} = \eta \mathbf{s} + F(\nabla u_1; \eta) \boldsymbol{\nu}_1$, $\mathbf{s} = \mathbf{e}_z$
- principle of equal optical paths

$$L = u_1(\mathbf{x}) + nd(\mathbf{x}) + u_2(\mathbf{y}) = \text{Const.}$$

- optical map $\mathbf{m} : \mathcal{S} \rightarrow \mathcal{T}$

$$\mathbf{y} = \mathbf{m}(\mathbf{x}) = \mathbf{x} - \frac{\beta \nabla u_1(\mathbf{x})}{\sqrt{n^2 + (n^2 - 1) |\nabla u_1|^2}}$$

- location of lens surfaces, cost function

$$u_1(\mathbf{x}) + u_2(\mathbf{y}) = c(\mathbf{x}, \mathbf{y}), \quad c(\mathbf{x}, \mathbf{y}) = a_1 - \sqrt{a_2 - a_3 |\mathbf{x} - \mathbf{y}|^2}$$

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- energy balance ($\mathcal{A} \subset \mathcal{S}$)

$$\int_{\mathcal{A}} E(\mathbf{x}) dA(\mathbf{x}) = \int_{m(\mathcal{A})} G(\mathbf{y}) dA(\mathbf{y})$$

- assumption: $\det(D\mathbf{m}) > 0$
- BVP generalized Monge-Ampère equation

$$\det(D\mathbf{m}(\mathbf{x})) = \frac{E(\mathbf{x})}{G(\mathbf{m}(\mathbf{x}))}, \quad \mathbf{x} \in \mathcal{S}$$
$$m(\partial\mathcal{S}) = \partial\mathcal{T} \quad (\text{transport BC})$$

- possible solution ('maximum solution')

$$u_1(\mathbf{x}) = \max_{\mathbf{y} \in \mathcal{T}} (c(\mathbf{x}, \mathbf{y}) - u_2(\mathbf{y})), \quad u_2(\mathbf{y}) = \max_{\mathbf{x} \in \mathcal{S}} (c(\mathbf{x}, \mathbf{y}) - u_1(\mathbf{x}))$$

- necessary condition: $\nabla_{\mathbf{x}} c(\mathbf{x}, \mathbf{y}) - \nabla u_1(\mathbf{x}) = \mathbf{0} \Leftrightarrow \mathbf{y} = \mathbf{m}(\mathbf{x})$
- sufficient condition: $D_{\mathbf{x}\mathbf{x}} c(\mathbf{x}, \mathbf{m}(\mathbf{x})) - D^2 u_1(\mathbf{x})$ SND
- (matrix-)equation for $\mathbf{m}$

$$\mathbf{C} D\mathbf{m}(\mathbf{x}) = D^2 u_1(\mathbf{x}) - D_{\mathbf{x}\mathbf{x}} c = \mathbf{P}, \quad \mathbf{C} = D_{\mathbf{x}\mathbf{y}} c$$

- generalized Monge-Ampère equation

$$\det(D\mathbf{m}(\mathbf{x})) = \frac{\det(\mathbf{P}(\mathbf{x}))}{\det(\mathbf{C}(\mathbf{x}, \mathbf{m}(\mathbf{x})))} = \frac{E(\mathbf{x})}{G(\mathbf{m}(\mathbf{x}))}$$

- optical map, location/shape of optical surface(s)

$$\mathbf{y} = \mathbf{m}(\mathbf{x}), \quad u_1(\mathbf{x}) + u_2(\mathbf{y}) = c(\mathbf{x}, \mathbf{y})$$

REFLECTOR

$$\mathbf{m} = \mathbf{x} - \nabla u_1 = \nabla u$$

$$c(\mathbf{x}, \mathbf{y}) = \frac{1}{2} |\mathbf{x} - \mathbf{y}|^2$$

$$\mathbf{C} = \mathbf{I}$$

LENS

$$\mathbf{m} = \mathbf{x} - \mathbf{f}(\nabla u_1)$$

$$c(\mathbf{x}, \mathbf{y}) = f(|\mathbf{x} - \mathbf{y}|^2)$$

$$\mathbf{C} = \mathbf{D}_{\mathbf{xy}} c$$

- energy conservation: $\det(\mathbf{C} \mathbf{D} \mathbf{m}) = F(\mathbf{x}, \mathbf{m})$

REFLECTOR

$$\det(\mathbf{D}^2 u) = F(\mathbf{x}, \nabla u)$$

LENS

$$\det(\mathbf{D}^2 u_1 - \mathbf{D}_{\mathbf{xx}} c) = F(\mathbf{x}, \mathbf{m})$$

- determine a mapping $\mathbf{m} : \mathcal{S} \rightarrow \mathcal{T}$, containing ∇u_1 , such that

$$\begin{aligned}\det(\mathbf{CDm}(\mathbf{x})) &= F(\mathbf{x}, \mathbf{m}(\mathbf{x})), \quad \mathbf{x} \in \mathcal{S} \\ \mathbf{m}(\partial\mathcal{S}) &= \partial\mathcal{T}\end{aligned}$$

- to compute $u_1(\mathbf{x})$, minimize the functional

$$I[u] = \int_{\mathcal{S}} \|\nabla u_1 - \nabla_x c\|^2 dA$$

- minimize the following functionals:

interior $J_I[\mathbf{m}, \mathbf{P}] = \frac{1}{2} \int_{\mathcal{S}} \|\mathbf{C}D\mathbf{m} - \mathbf{P}\|^2 dA$

subject to $\det(\mathbf{P}(\mathbf{x})) = F(\mathbf{x}, \mathbf{m}(\mathbf{x})), \quad \mathbf{P}(\mathbf{x}) \text{ SPD}$

boundary $J_B[\mathbf{m}, \mathbf{b}] = \frac{1}{2} \int_{\partial\mathcal{S}} \|\mathbf{m} - \mathbf{b}\|^2 ds$

combined $J[\mathbf{m}, \mathbf{P}, \mathbf{b}] = \alpha J_I(\mathbf{m}, \mathbf{P}) + (1 - \alpha) J_B(\mathbf{m}, \mathbf{b})$

- vector field on boundary, $\mathbf{b} : \partial\mathcal{S} \rightarrow \partial\mathcal{T}$

ITERATION SCHEME

- initial guess $\mathbf{m}^0, \mathbf{D}\mathbf{m}^0$ SPD
- iterate for $n = 0, 1, 2, \dots$

$$\mathbf{b}^{n+1} = \operatorname{argmin}_{\mathbf{b} \in \mathcal{B}} J_{\mathbf{B}}[\mathbf{m}^n, \mathbf{b}]$$

$$\mathbf{P}^{n+1} = \operatorname{argmin}_{\mathbf{P} \in \mathcal{P}(\mathbf{m}^n)} J_{\mathbf{I}}[\mathbf{m}^n, \mathbf{P}]$$

$$\mathbf{m}^{n+1} = \operatorname{argmin}_{\mathbf{m} \in \mathcal{M}} J[\mathbf{m}, \mathbf{P}^{n+1}, \mathbf{b}^{n+1}]$$

$$J_1[\mathbf{m}, \mathbf{P}] = \frac{1}{2} \int_{\mathcal{S}} \|\mathbf{CD}\mathbf{m} - \mathbf{P}\|^2 dA$$

- difference approximation $\mathbf{D} \approx \mathbf{D}\mathbf{m}$
- constraint minimization problem

$$\begin{aligned} \text{Minimize} \quad & H(p_{11}, p_{22}, p_{12}) = \frac{1}{2} \|\mathbf{CD} - \mathbf{P}\|^2 \\ \text{subject to} \quad & \det(\mathbf{P}) = p_{11}p_{22} - p_{12}^2 = F(\mathbf{x}, \mathbf{m}(\mathbf{x})) \\ & \text{tr}(\mathbf{P}) = p_{11} + p_{22} \geq 0 \end{aligned}$$

- nonlinear problem, exact solution available
- interpretation: conservation of energy is enforced locally
- $\text{tr}(\mathbf{P}) \geq 0$ corresponds to convex lens surface $z = u_1(\mathbf{x})$

MINIMIZATION OF J

- necessary/sufficient condition for minimum $J[\mathbf{m}, \mathbf{P}, \mathbf{b}]$

$$\delta J[\mathbf{m}, \mathbf{P}, \mathbf{b}](\boldsymbol{\eta}) = 0$$

- elliptic equation system for $\mathbf{m}$

$$\nabla \cdot (\mathbf{C}^T \mathbf{C} \mathbf{D} \mathbf{m}) = \nabla \cdot (\mathbf{C}^T \mathbf{P}) \quad \mathbf{x} \in \mathcal{S} \quad + \quad \text{BC}$$

$$I[u] = \int_{\mathcal{S}} \|\nabla u_1 - \nabla_x c\|^2 dA$$

- necessary/sufficient condition for minimum $I[u_1]$

$$\delta I[u_1](v) = 0$$

- BVP for first reflector surface

$$\nabla^2 u_1 = \nabla \cdot \nabla_x c(\mathbf{x}, \mathbf{m}) \quad \mathbf{x} \in \mathcal{S} \quad + \quad \text{BC}$$

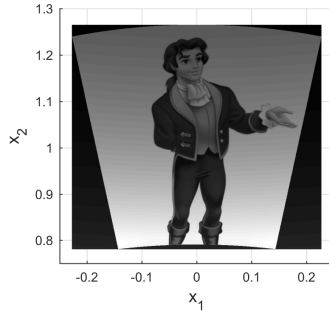
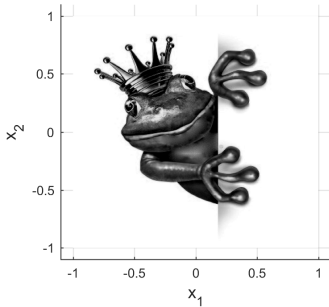
- second lens surface

$$u_2(\mathbf{m}(\mathbf{x})) = c(\mathbf{x}, \mathbf{m}(\mathbf{x})) - u_1(\mathbf{x}) \quad \mathbf{x} \in \mathcal{S}$$

PROPERTIES OF ALGORITHM

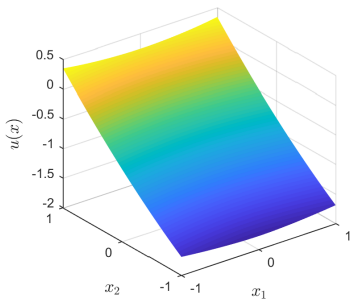
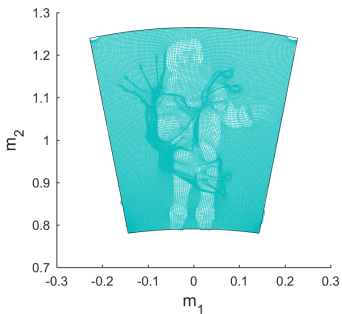
- two-stage method: mapping + optical surface
- least-squares approximation + iteration for mapping
- local nonlinear problems: BC, energy conservation
- linear elliptic PDE for mapping
- Poisson equation for optical surface

FREEFORM REFLECTOR: FROM FROG TO PRINCE



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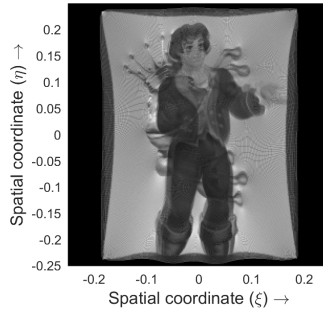
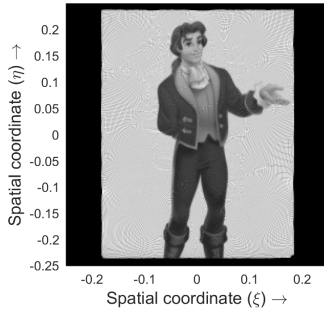
FROM FROG TO PRINCE: MAPPING AND REFLECTOR SURFACE



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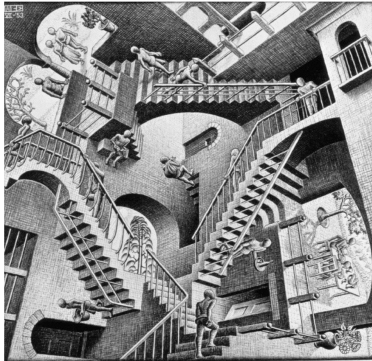
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FROM FROG TO PRINCE: RAY TRACE RESULT



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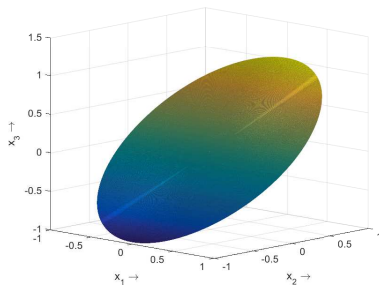
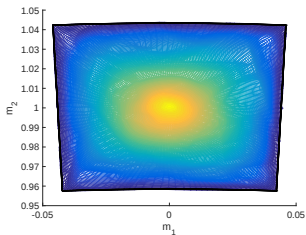
ESCHER LITHOGRAPH



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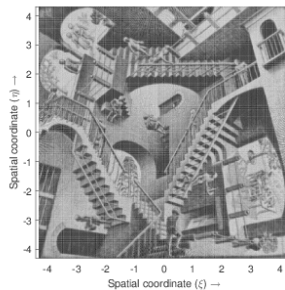
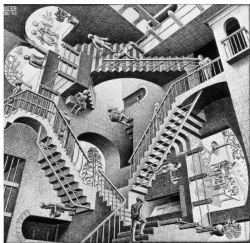
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ESCHER LITOGRAPH: MAPPING AND REFLECTOR SURFACE



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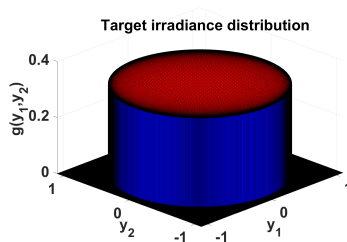
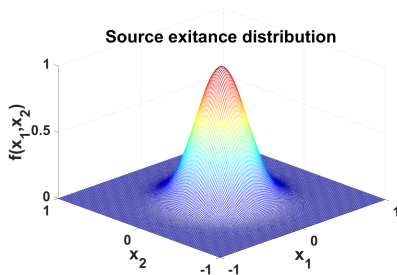
ESCHER LITOGRAPH: ORIGINAL AND RAY TRACE IMAGE



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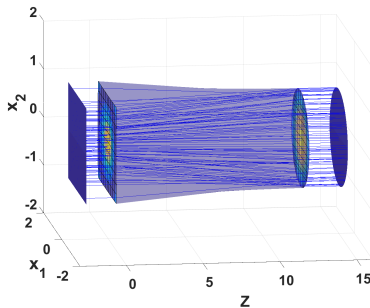
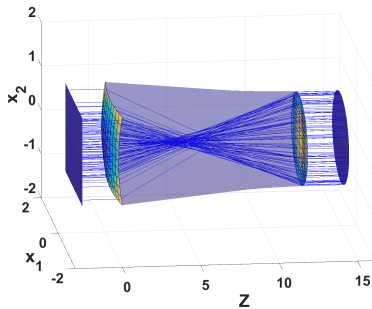
LASER BEAM SHAPING: FROM GAUSSIAN TO CIRCULAR TOP-HAT



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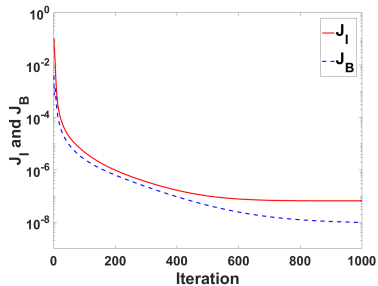
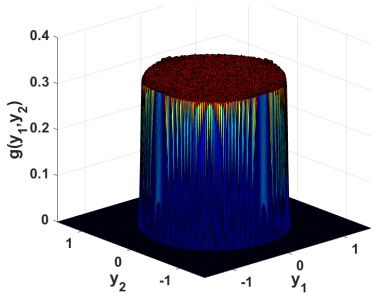
SINGLE LENS: 'MAXIMUM/MINIMUM' SOLUTIONS



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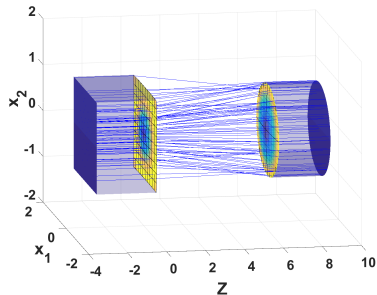
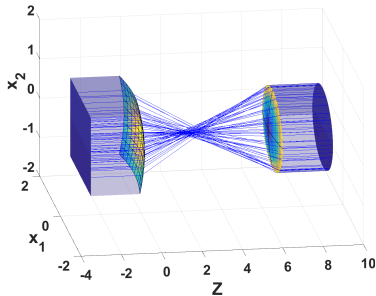
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SINGLE LENS: TARGET DISTRIBUTION AND RESIDUALS



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TWO LENSES: TARGET 'MAXIMUM/MINIMUM' SOLUTIONS



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CONCLUDING REMARKS

- Monge-Ampère BVP to compute free-form surfaces
- based on optical map and energy conservation
- algorithm for inverse problem: mapping + optical surface
- least-squares approximation + iterative scheme for mapping
- Poisson equation for reflector, coupled elliptic PDE for lens
- very efficient algorithm
- (very) complicated source/target distributions possible, high contrast
- numerical tool for optical designs

CONTACT DATA

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