



# Adjoint-Based Photonic Design: Optimization for Applications from Super-Scattering to Enhanced Light Extraction

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Post-doc, MIT Applied Math

PI: Steven Johnson

*Collaborators: Homer Reid (Math), Chia Wei Hsu (Harvard Physics),  
Wenjun Qiu (Physics), Brendan DeLacy (US Army ECBC),  
Marin Soljacic (Physics), John Joannopoulos (Physics)*



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to ~~Enhanced Light Extraction~~

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# Super-Scattering Particle Design

- *Fundamental Question:* How can we design nano-particles to maximally **extinguish** light, per unit of **material volume/weight**?

$$\text{Extinction} = \text{Absorption} + \text{Scattering}$$

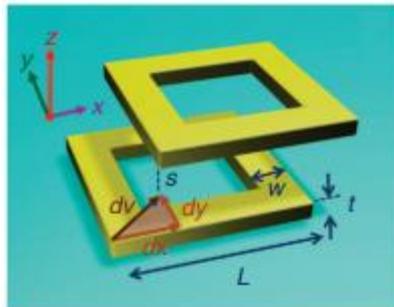
- *Application:* Obscurance (i.e. smokescreens)



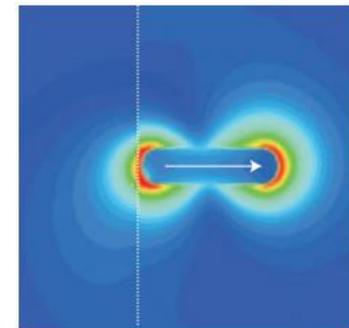
*Troops concealed by smokescreens*

- Nano-particle absorbers/scatterers have potential applications in

- Imaging
- Biomedicine
- Optical antennas
- Metamaterials



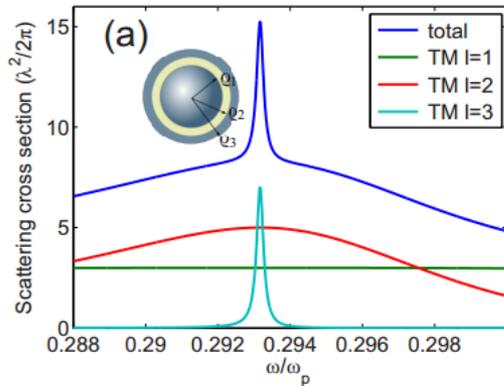
Zhang et al  
Nat. Comm. 3, 1180 (2012)



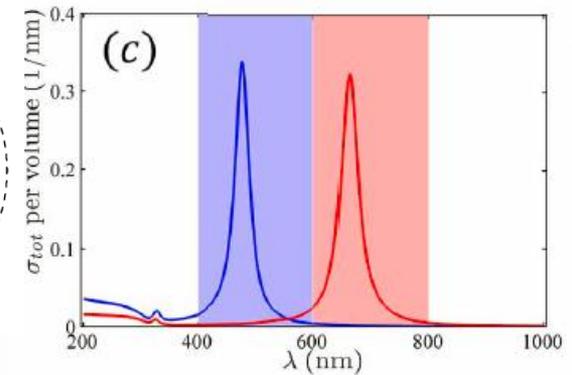
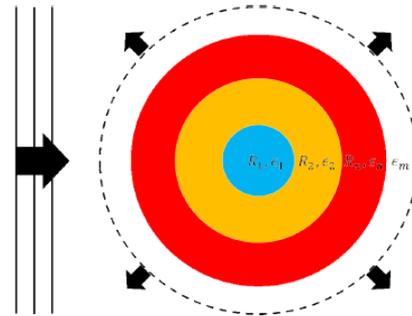
Van Hulst et al  
Nat. Photon. 2, 234 (2008)

# Previous work

- Primarily **spherically-symmetric structures**



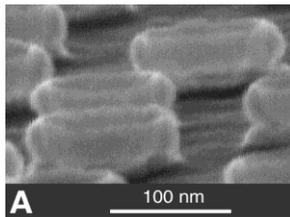
*Fan et. al. APL 98, 043101 (2011)*



*Soljacic et. al. Opt. Exp. 21, 1465 (2012)*

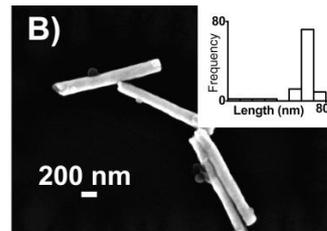
- Some exploration of non-spherical particles: not systematic, or at different frequencies / different metrics

## Nano-rings



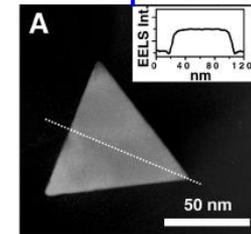
*Aizpurua et. al. PRL 90, 057401 (2003)*

## Nano-rods



*Payne et. al. JCB 110, 2150 (2006)*

## Nano-prisms



*Jun et. al. Science 294, 1901 (2001)*  
*Kelly et. al. JPCB 107, 668 (2003)*

# The Computational Challenge

Goal: maximize **extinction / volume**,  $\frac{\sigma}{V}$

- Need to explore **large design space** of non-spherical, three-dimensional structures
- For every structure, **many frequencies** (broadband performance)
- For every frequency, **many incidence angles** (random orientation)

# The Computational Challenge

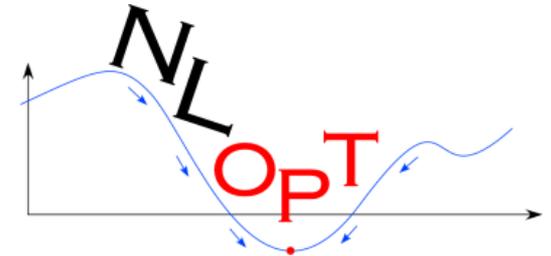
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## Our Approach

- Need to explore **large design space** of non-spherical, three-dimensional structures



**Adjoint-based shape derivatives,**  
**within sophisticated optimizer**



[ab-initio.mit.edu/NLopt](http://ab-initio.mit.edu/NLopt)

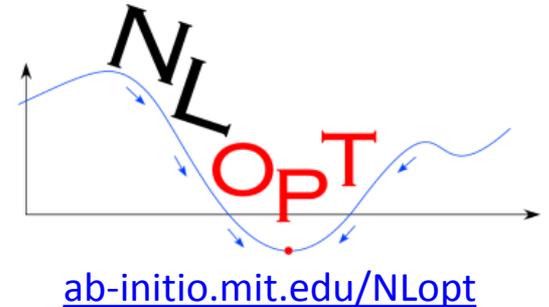
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# The Computational Challenge

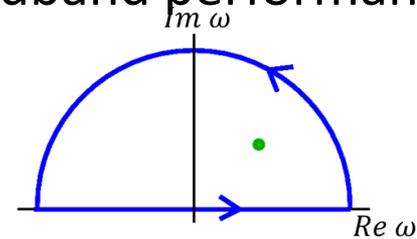
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- Need to explore **large design space** of non-spherical, three-dimensional structures  
**Adjoint-based shape derivatives, within sophisticated optimizer**



- For every structure, **many frequencies** (broadband performance)  
**Complex-frequency transformation**



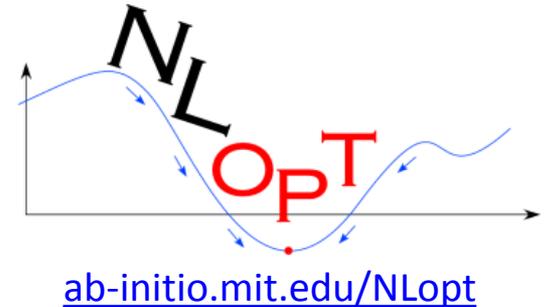
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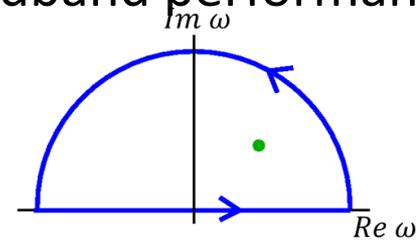
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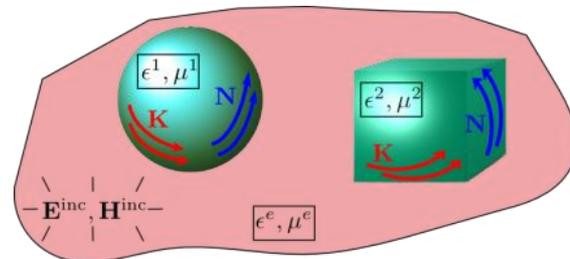


- For every structure, **many frequencies** (broadband performance)  
**Complex-frequency transformation**



- For every frequency, **many incidence angles** (random orientation)  
**Boundary-element method**

- Discretize surface only, not volume
- all angles essentially free



[homerreid.ath.cx/scuff-EM/](http://homerreid.ath.cx/scuff-EM/)

# Complex Frequency Transformation

- By optical theorem, extinction equals:

$$\sigma = \text{Im}[f]$$

$f$  = forward scattering amplitude

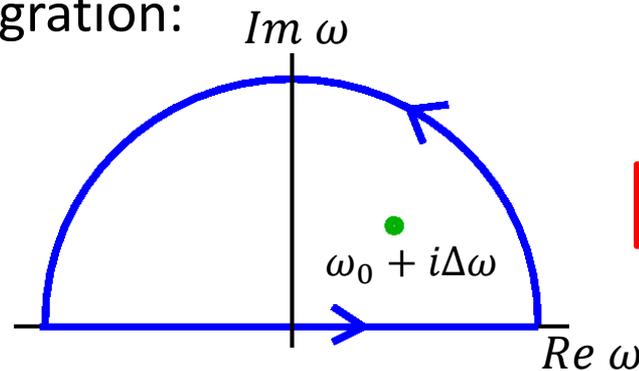
→ **analytic** in upper-half place (causality)

- Suppose we want to measure broadband performance:

$$\sigma_{avg} = \text{Im} \int \underbrace{f(\omega)}_{\text{analytic (no poles)}} \underbrace{\frac{\Delta\omega/\pi}{(\omega - \omega_0)^2 + \Delta\omega^2}}_{\text{one pole at } \omega_0 + i\Delta\omega} d\omega$$

*Lorentzian*  
"window" function

- Contour integration:



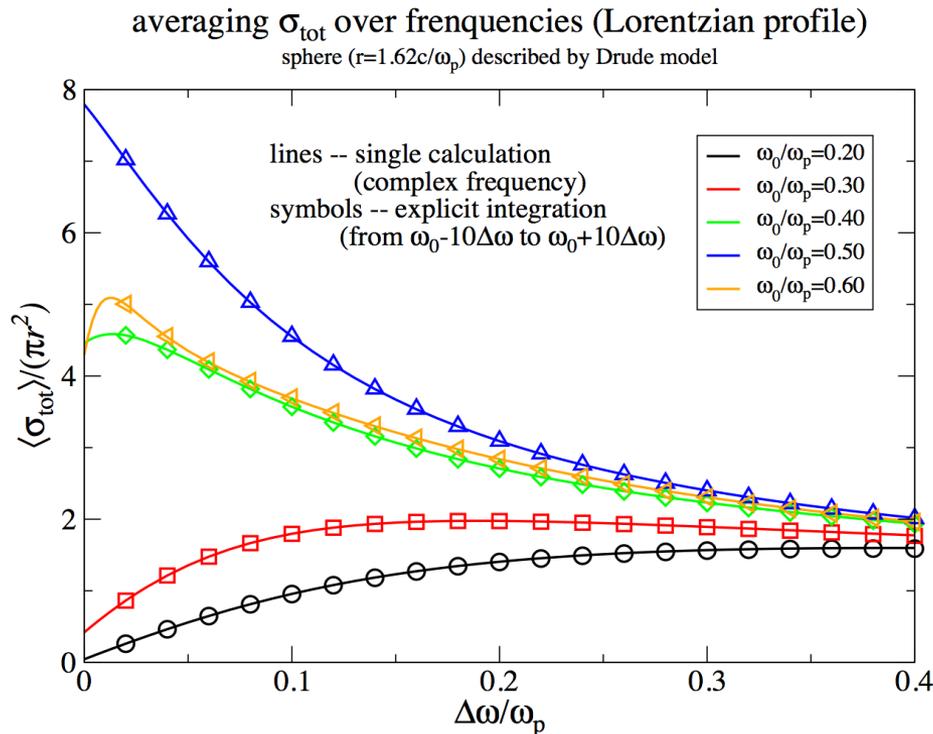
$$\sigma_{avg} = \text{Im} f(\omega_0 + i\Delta\omega)$$

**Many** real  $\omega$  to **One** complex  $\omega$ !

# Verification: many-to-one frequency transform

*Complex frequency* = *Complex materials*

$$\omega_0 \rightarrow \omega_0 + i\Delta\omega \quad \longleftrightarrow \quad \varepsilon, \mu \rightarrow \varepsilon, \mu(\omega_0 + i\Delta\omega) \cdot \left(1 + i \frac{\Delta\omega}{\omega_0}\right)$$

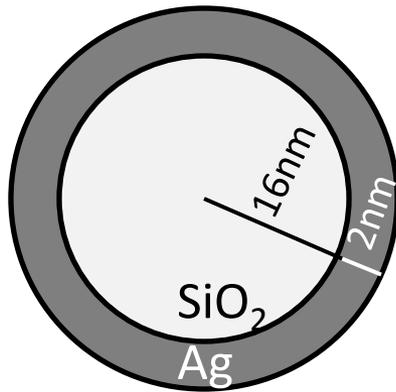


Can be solved with existing FEM/BEM codes!

# Beyond Spheres: Ellipsoids

Optimizing  $\frac{\sigma}{V}$  over  $\lambda = [600,800]nm$ , random orientation

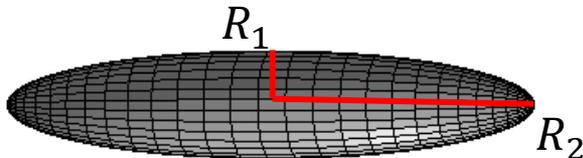
- Among all multi-coated  $SiO_2/Ag$  spheres, global optimum always



Very small (quasi-static)  
Silica sphere with  
single Silver coating

$$\frac{\sigma_{avg}}{V} = \int \frac{\sigma(\omega)}{V} \frac{\Delta\omega/\pi}{(\omega - \omega_0)^2 + \Delta\omega^2} d\omega$$
$$= 0.09nm^{-1}$$

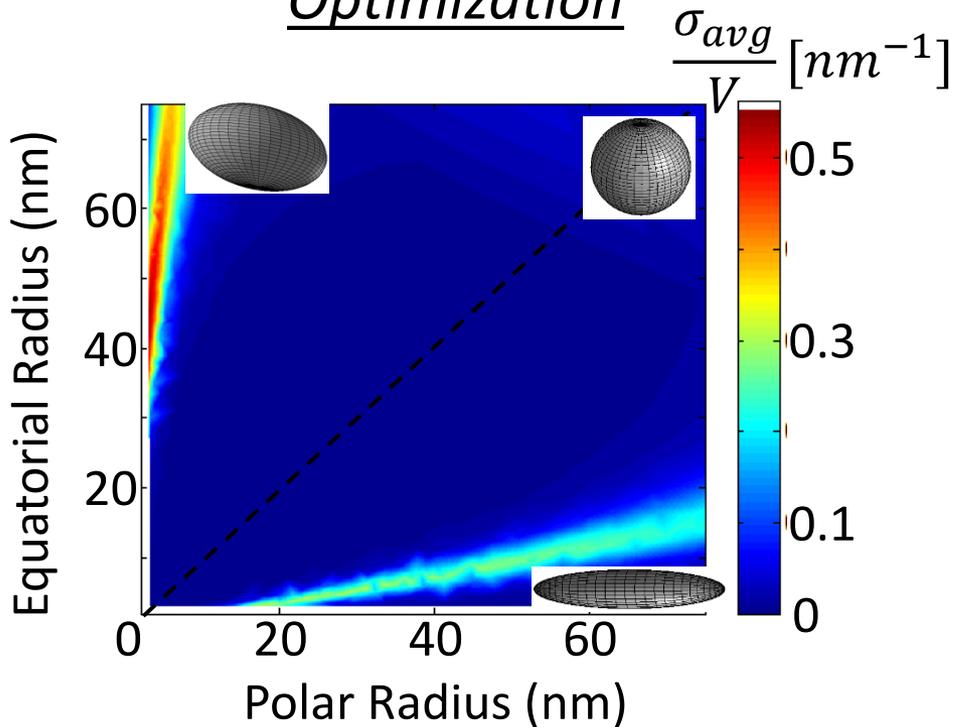
- Extending optimization to ellipsoids, how well can we do?



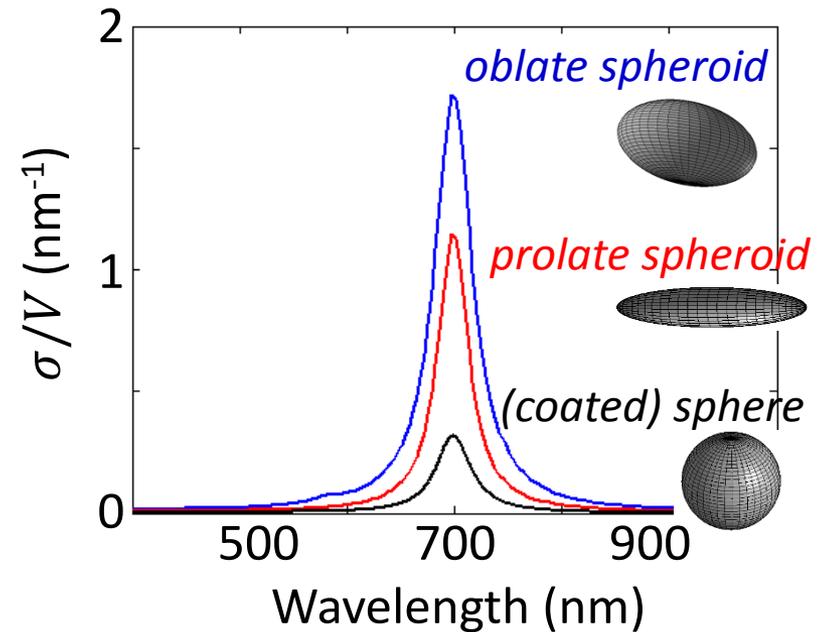
Assume surface of revolution  
(i.e. spheroids, 2 degrees of freedom)

# Optimal Un-Coated, Ag Ellipsoids

## Optimization



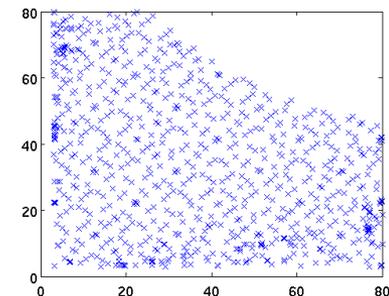
## Optimal Shapes



## Optimal Ellipsoid

- $r_1 = 3\text{nm}, r_2 = r_3 = 45\text{nm}$  ( $r_1$  at lower bound)
- $\frac{\sigma_{avg}}{V} = 0.53\text{nm}^{-1}$ ,  $\sim 6\text{x}$  better than optimal sphere
- Oblate (disk) > Prolate (needle)

## Actual sampling

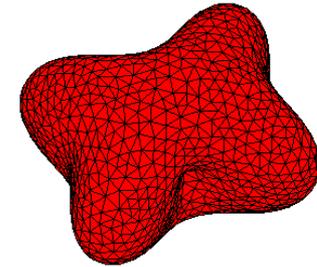


# Beyond Ellipsoids: Star-Shaped Structures

- Use spherical harmonics as basis functions for shapes

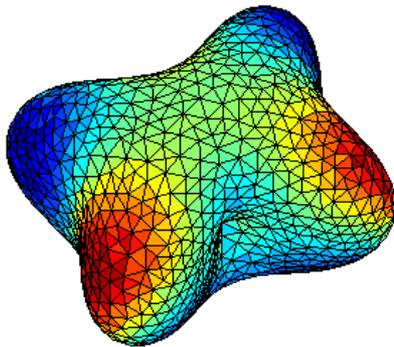
$$r(\theta, \phi) = \sum_{l,m} c_{lm} Y_{lm}(\theta, \phi)$$

- Adjoint shape derivatives:** reciprocity in action

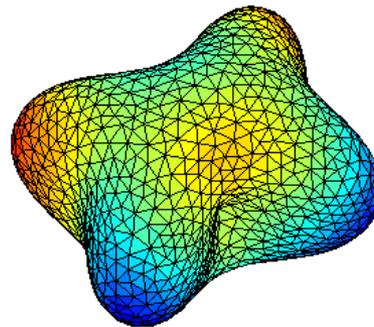


*Example Structure*

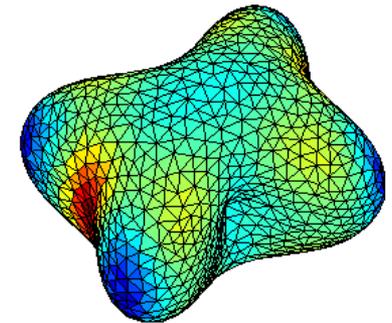
*Direct Simulation*



*Adjoint Simulation*



*Gradient*



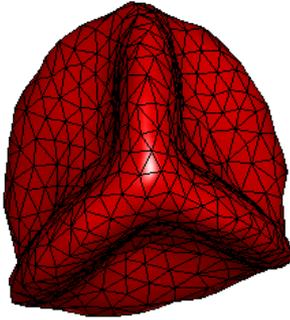
$$\frac{\delta F}{\delta x_n} = (\epsilon_2 - \epsilon_1) \vec{E}_{\parallel} \cdot \vec{E}_{\parallel}^A + \left( \frac{1}{\epsilon_1} - \frac{1}{\epsilon_2} \right) \vec{D}_{\perp} \cdot \vec{D}_{\perp}^A$$

With only two simulations → Derivative at every surface point!

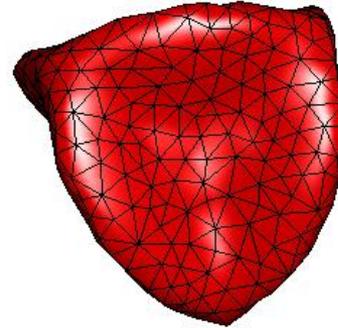
# Optimization #1: Ag near $\lambda=400\text{nm}$

Optimal Structure (<150 iterations)

“Top”  
View



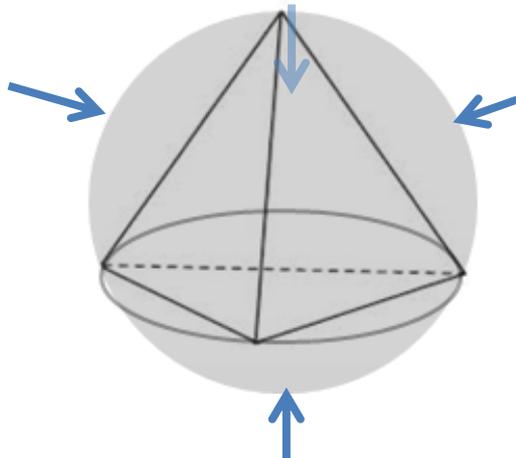
“Side”  
View



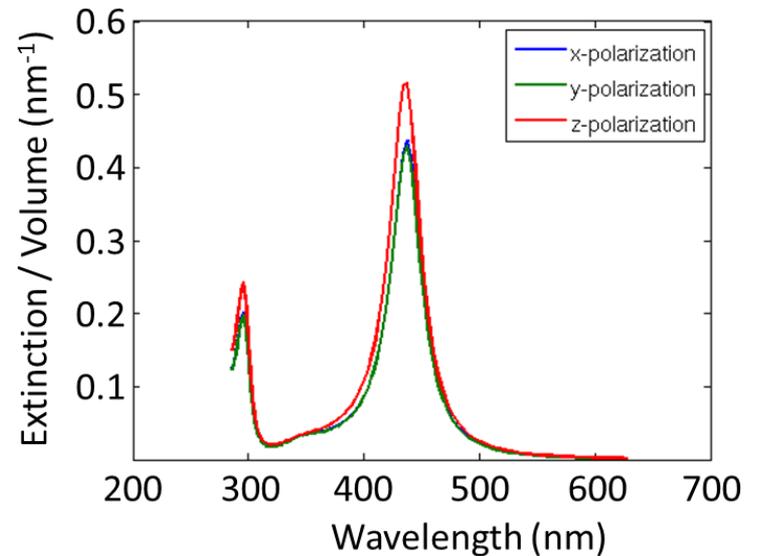
Dimensions  
 $\sim 5\text{nm}$

## How to think about structure?

- Inscribe tetrahedron in sphere
- “Push in” at centroids



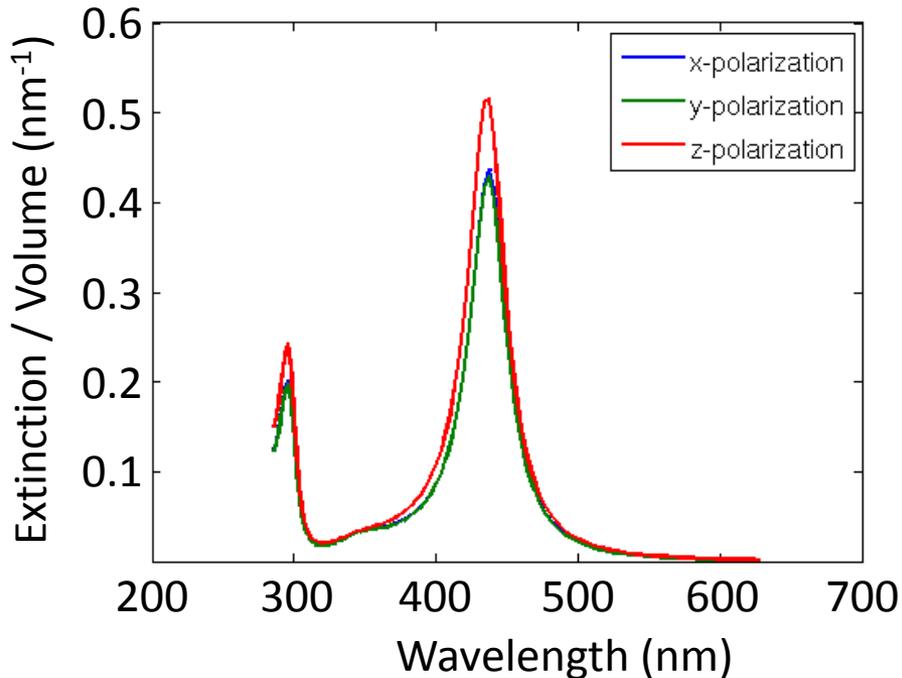
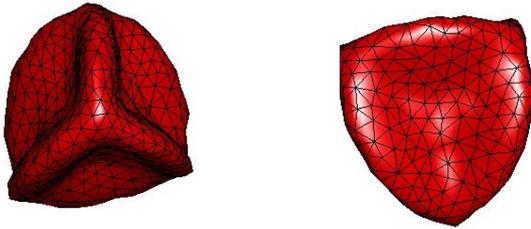
## Performance



$\approx$  equal for all 3 polarizations

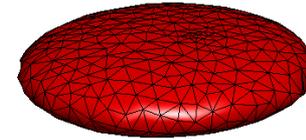
# Comparison of Optimal Structures

## Optimal General Shape

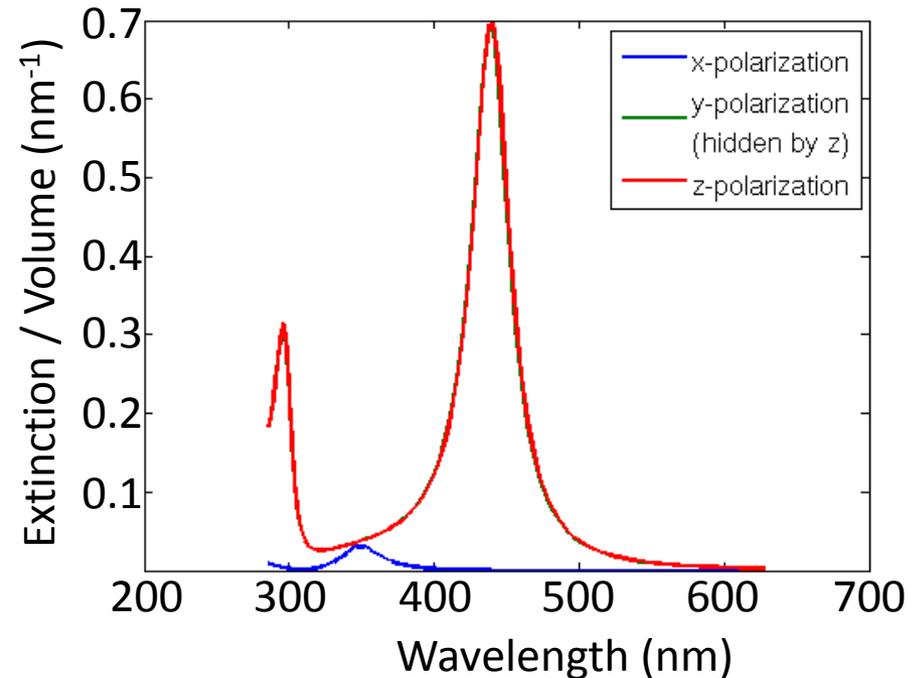


*Roughly equal for all three polarizations*

## Optimal Ellipsoid

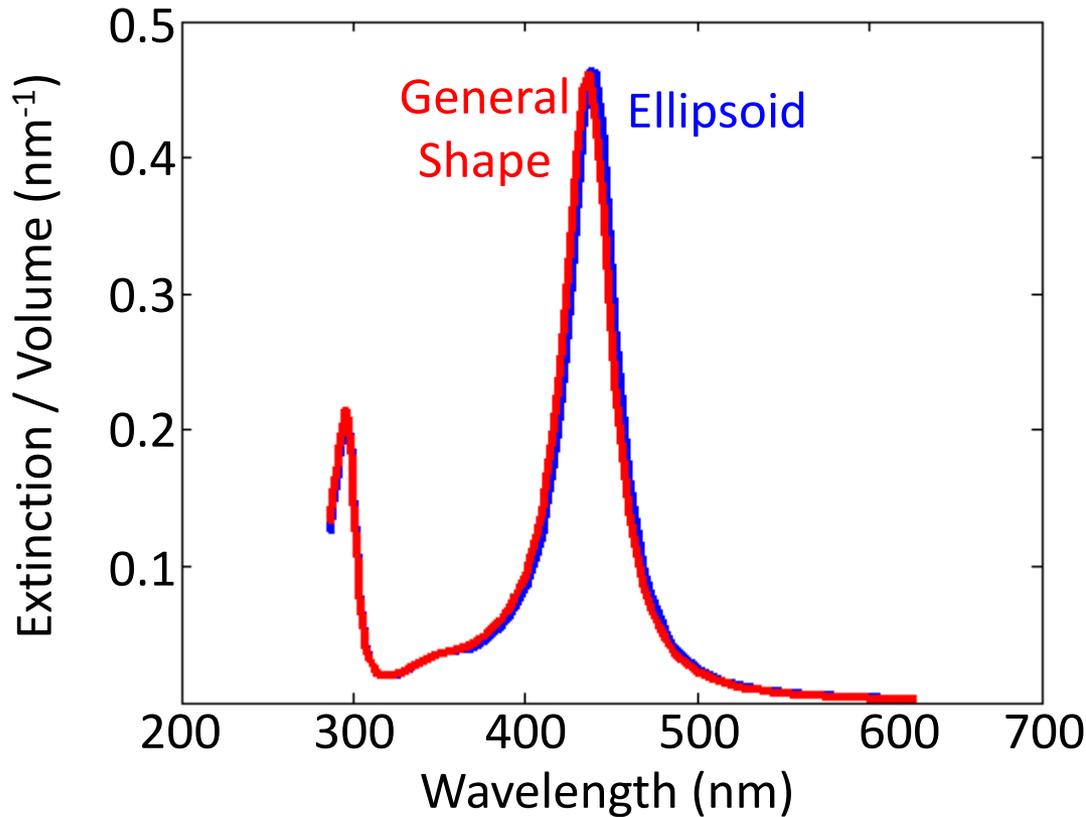


$$r_1 = r_2 = 2\text{nm}, r_3 = 10\text{nm}$$



*y-, z-pol: very strong response  
x-pol: very weak*

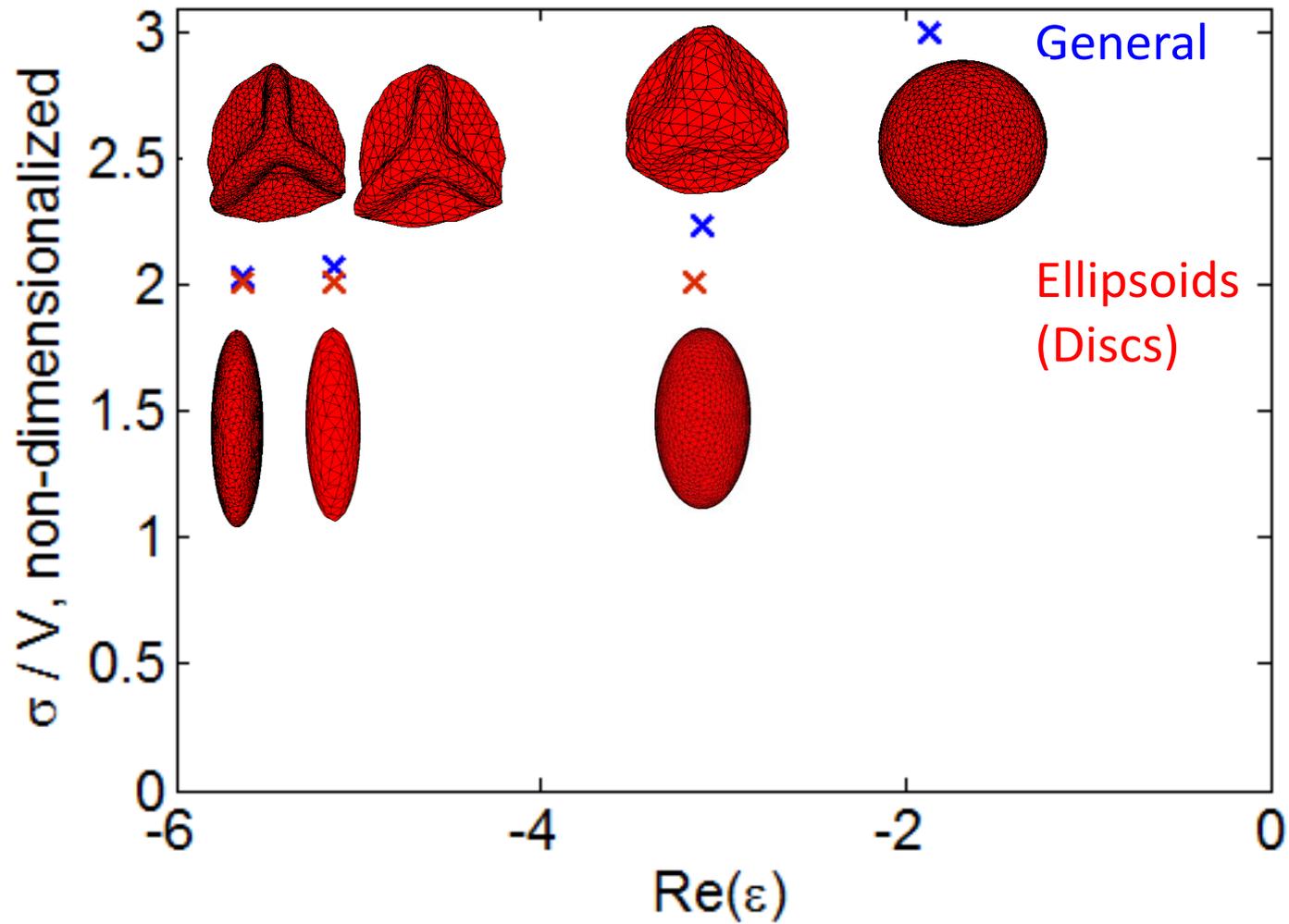
# Optimal Structures Comparison: Total Response



Almost exactly the same?!

General shape optimum roughly 3% better than ellipsoidal optimum...

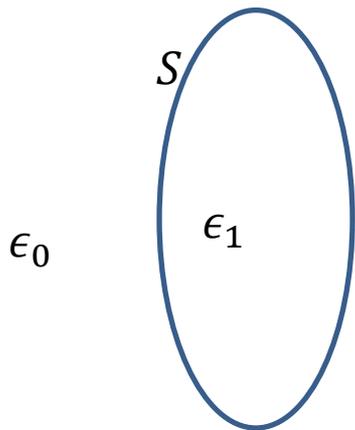
# More Optimizations



# Quasi-Static Resonances

Solving Gauss' Law:  $\nabla \cdot \epsilon E = \rho$

- Resonant with respect to what? There is no frequency.
- Resonance with respect to **permittivity**. For a given structure, there are specific (negative & real-valued) permittivities for which a surface charge can exist, *without an incident field*
- Mathematical formulation:



$$\nabla \cdot \epsilon(x) \nabla \phi(x) = -\rho_{ext}(x)$$

$$2\pi \frac{\epsilon_1 + \epsilon_0}{\epsilon_1 - \epsilon_0} \sigma(x) = n \cdot \nabla \phi^\infty(x) + \int_S F(x, y) \sigma(y) dy$$

$$F(x, y) = -\frac{n(x) \cdot (x - y)}{|x - y|^3}$$

for  $\phi^\infty = 0$ :

$$\frac{\epsilon_n + 1}{\epsilon_n - 1} \sigma_n(x) = \frac{1}{2\pi} \int_S F(x, y) \sigma_n(y) dy$$

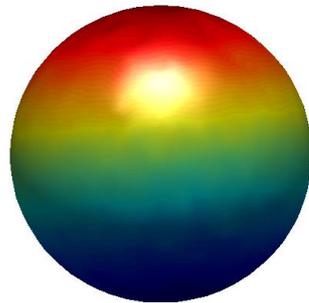
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## Spheres

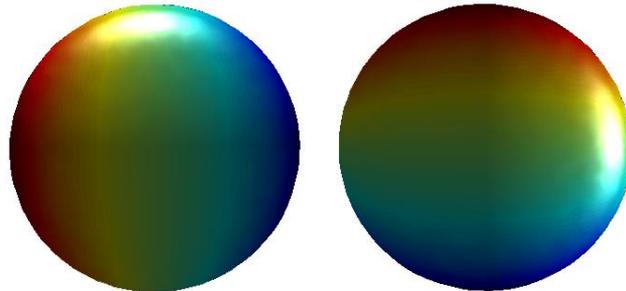
Three modes at  
 $\epsilon = -2$



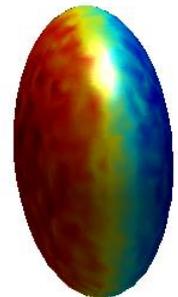
Each mode contributes to  $\sigma/V$  through **dipole strength**  $p_n$  and **coupling**  $c_n = \left( \frac{1}{1-\epsilon_n} - \frac{1}{1-\epsilon} \right)^{-1}$

## Ellipsoids

Two modes at  
 $\epsilon \approx -\frac{\pi r_{max}}{4 r_{min}}$



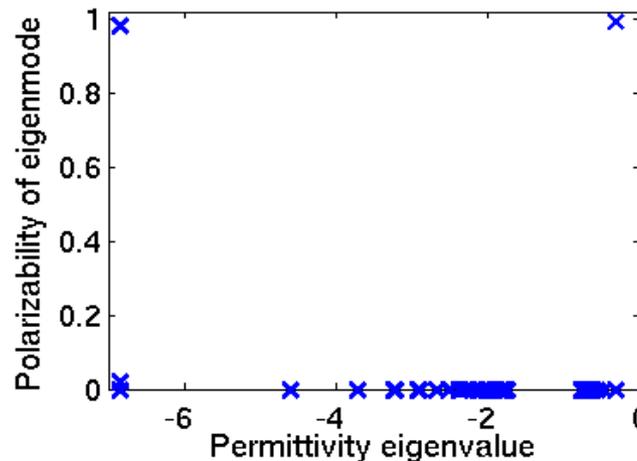
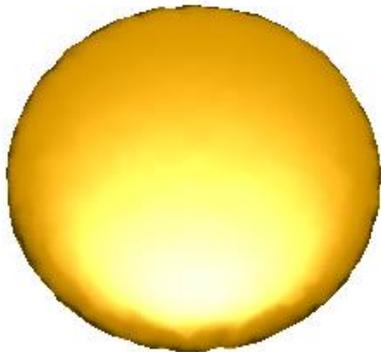
One mode at  
 $\epsilon \approx -\frac{8 r_{min}}{\pi r_{max}}$



*Images are surface charge densities of respective modes*

# Quasi-static particle design

- Suppose we want to **design** particle for maximum extinction at  $\epsilon(\omega_0)$ . How?
  - (1) Want at least one resonance  $\epsilon_n \approx \text{Re}[\epsilon(\omega_0)]$
  - (2) Want polarizability concentrated at  $\epsilon_n$  (i.e. should not be “wasted” at other permittivities)
- How does an oblate spheroid look, from this perspective?



Two dipole modes at  
 $\epsilon_1 = \epsilon_2 = -6.9$

One dipole mode at  
 $\epsilon_3 = -0.3$

So we have two strong, degenerate resonances.  
But we're losing a significant part of polarizability at -0.3, right? Not quite.

# Sum rules

- Fuchs (1975-1976), for collections of homogeneous particles:
  - #1: sum rule on polarizabilities

$$\sum_{\text{modes } n} p_{n,\alpha} = 1 \quad \alpha = x, y, z$$

- #2: weighted sum of resonant permittivities

$$\sum_{\text{modes } n} \frac{1}{1 - \epsilon_n} \bar{p}_n = \frac{1}{3} \quad \bar{p}_n = \text{avg. } p_{n,\alpha} \text{ for all } x, y, z$$

***This is the crucial sum rule (barely noticed in literature).***

*Very roughly speaking, **weighted average of  $\epsilon_k$  has to = -2***

- The primary upper bound discussed in the literature has been the *integrated extinction per volume*:

$$\int \frac{\sigma_{ext}(\lambda)}{V} = \pi^2 \text{Tr}[\gamma] \quad \gamma = \text{static polarizability}$$

But this is **shape-dependent**, does not provide a general limit

# Quasi-static upper bound

- Constrained optimization:

$$\text{Maximize} \quad \frac{\sigma(\omega_0)}{V} = \frac{1}{3} \frac{\omega_0}{c} \sum_n \left( \frac{1}{1 - \epsilon_n} - \frac{1}{1 - \epsilon(\omega_0)} \right)^{-1} p_n$$

$$\text{Subject to} \quad (1-3) \sum_{\text{modes } n} p_{n,\alpha} = 1 \quad \forall \alpha \in [x, y, z] \quad \text{Sum Rule \#1}$$

$$(4) \sum_{\text{modes } n} \frac{1}{1 - \epsilon_n} \bar{p}_n = \frac{1}{3} \quad \text{Sum Rule \#2}$$

$$(5) \epsilon_n < 0 \quad \text{Uniqueness Theorem}$$

# Quasi-static upper bound

- Constrained optimization:

Maximize 
$$\frac{\sigma(\omega_0)}{V} = \frac{1}{3} \frac{\omega_0}{c} \sum_n \left( \frac{1}{1 - \epsilon_n} - \frac{1}{1 - \epsilon(\omega_0)} \right)^{-1} p_n$$

Subject to (1-3) 
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(4) 
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(5) 
$$\epsilon_n < 0 \quad \text{Uniqueness Theorem}$$

- For  $\epsilon(\omega_0) < -2$ :

For a material permittivity

$$\epsilon = \epsilon_r + i\epsilon_i \text{ and}$$

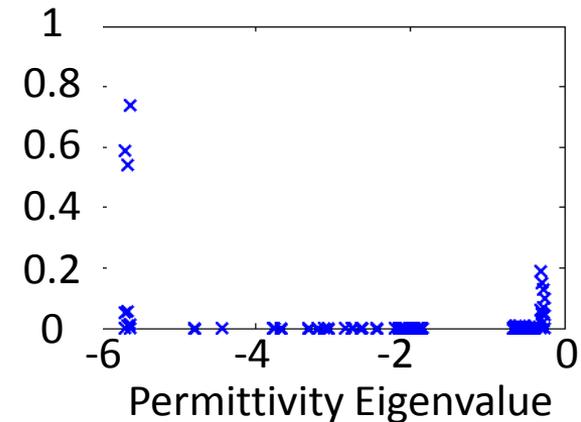
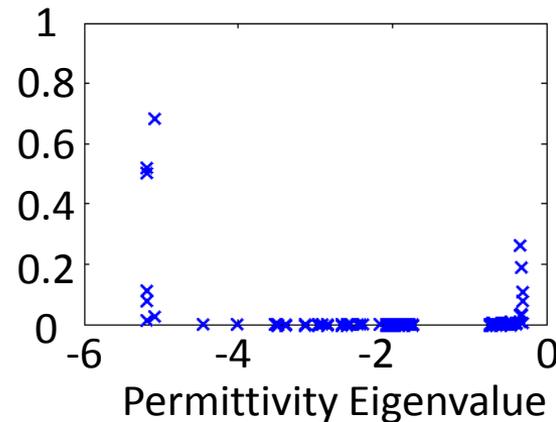
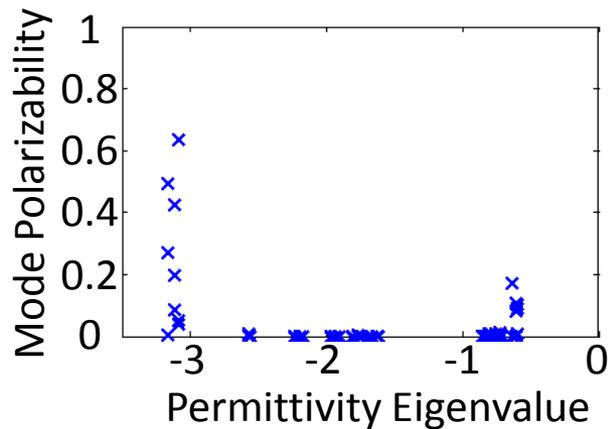
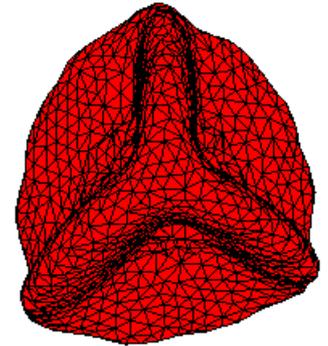
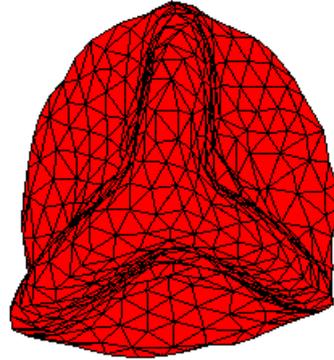
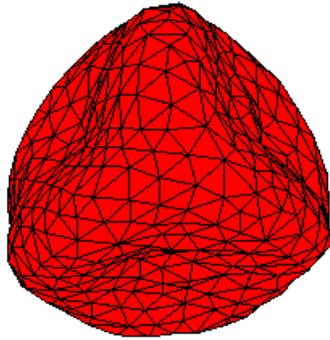
susceptibility  $\chi = \epsilon - 1$ :

$$\frac{\sigma_{ext}(\omega_0)}{V} \leq \frac{2}{3} \frac{\omega_0}{c} \frac{|\chi|^4}{(|\chi|^2 + \chi_r)\chi_i}$$

$$\approx \frac{2}{3} \frac{\omega_0}{c} \frac{\epsilon_r^2}{\epsilon_i} \quad (|\epsilon_r| \gg |\epsilon_i|, 1)$$

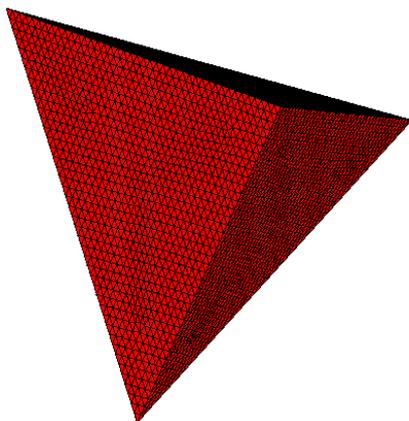
Given material and frequency, this bounds extinction for **any possible shape!**

# What do the optimal structures have in common?

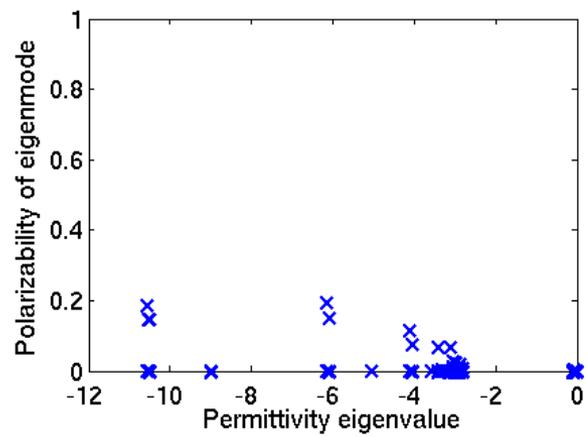


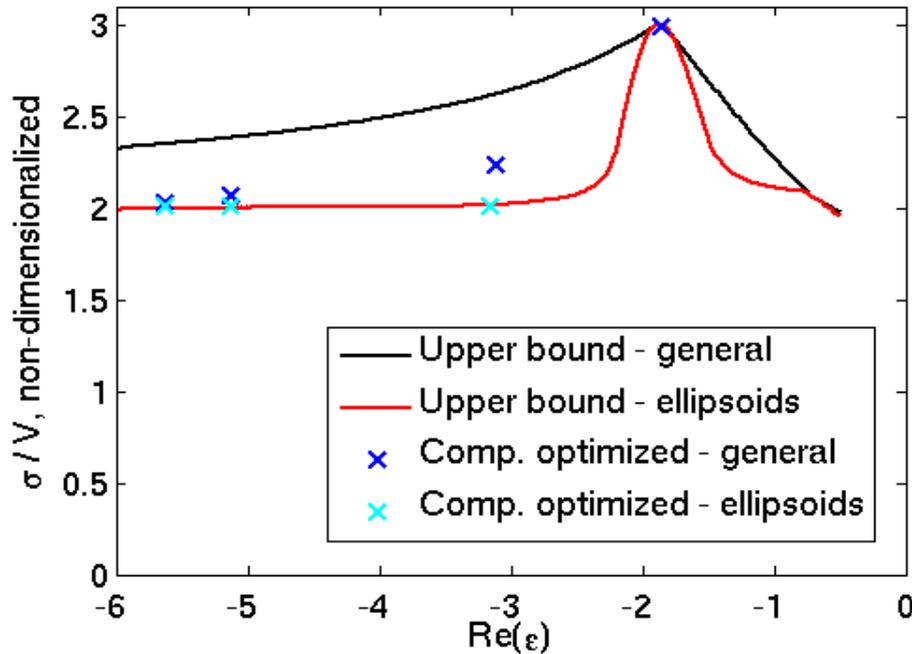
**They all have roughly degenerate eigenmodes at the desired permittivity; all other modes have *zero dipole moment*, except as required by sum rules**

whereas  
e.g. a tetrahedron



has resonances:



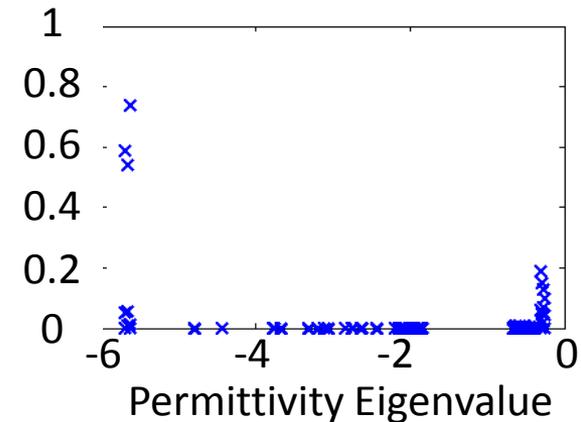
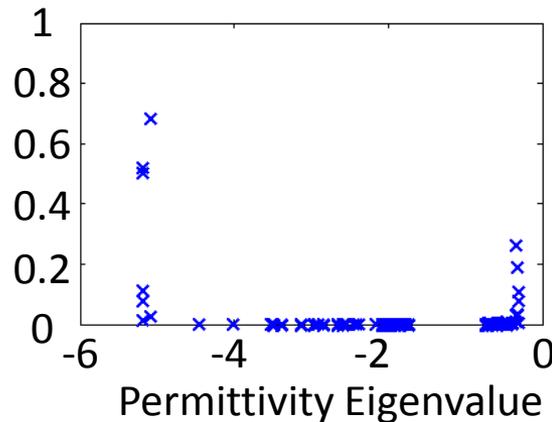
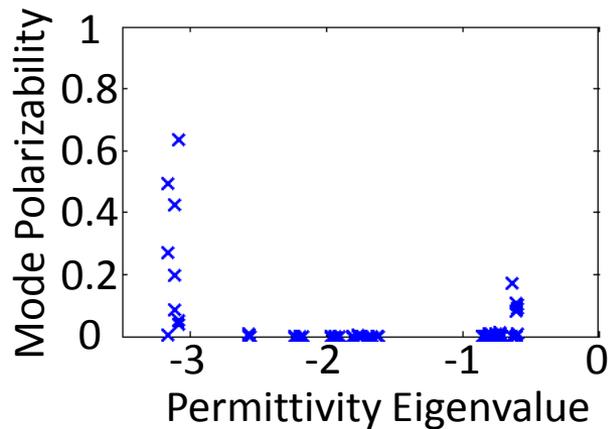
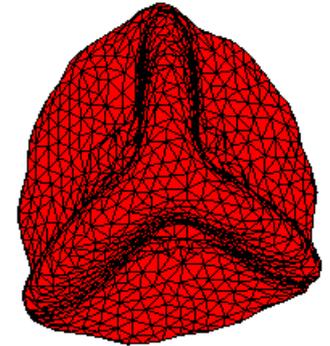
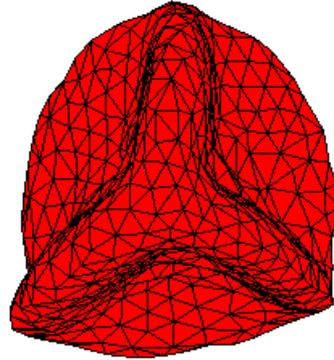
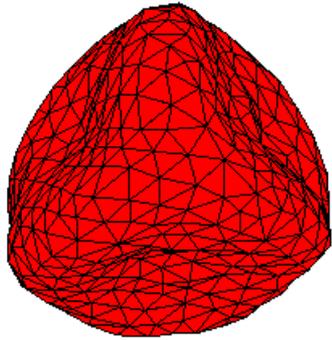


The left-hand side can roughly be interpreted as:  
*# of “full-strength” resonances (ideal max. 3, for 3 polarizations)*

### About the general upper bound:

- Ellipsoids are nearly optimal; they even hit the upper bound in three limits ( $\epsilon \rightarrow -\infty$ ,  $\epsilon = -2$ ,  $\epsilon \rightarrow 0$ )
- There are structures that do better than ellipsoids; can possibly take manufacturability into account
- From the optimizations, perhaps the “true” upper bound is even closer to the ellipsoid than the one derived here

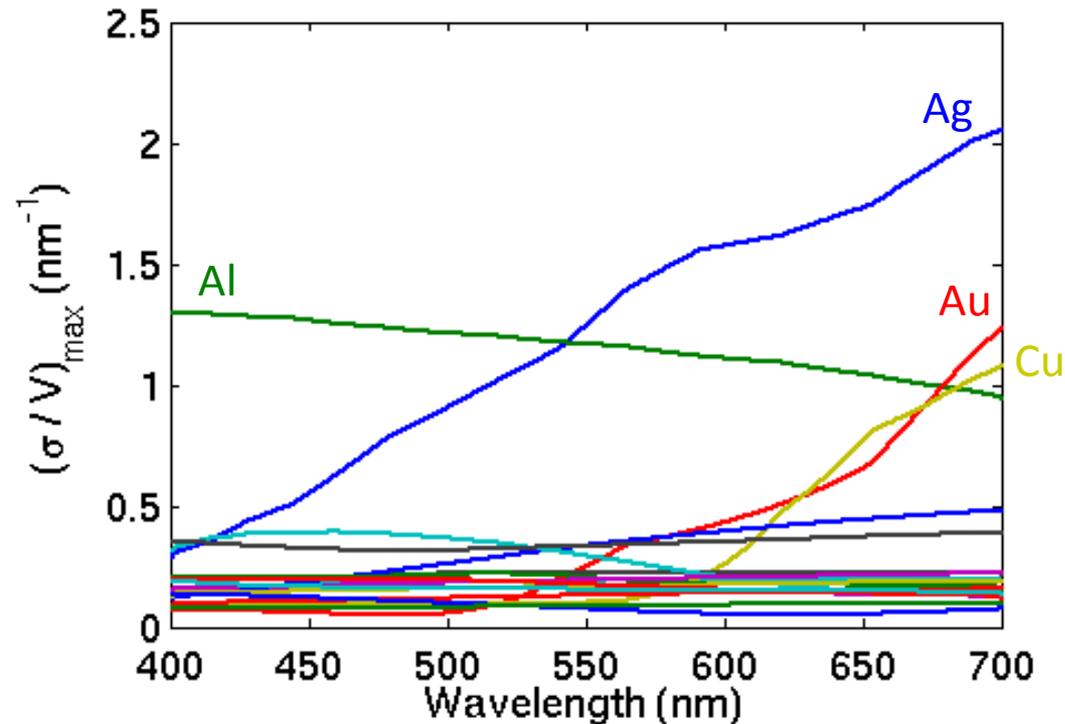
# What do the optimal structures have in common?



**They all have roughly degenerate eigenmodes at the desired permittivity; all other modes have *zero dipole moment*, except as required by sum rules**

# Ideal Materials

Upper bound allows *shape-independent* calculation of ideal materials

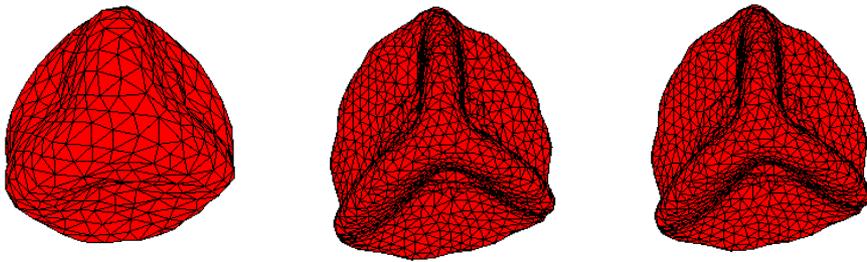


The lines that are not labeled:

*Cr, Co, Ir, Li, Mo, Ni, Os, Pd, Pt, Rh, Ta, Ti, W, V*

# Key Points

- Moving from **spheres** to **ellipsoids**: **~6x** improvement
- Moving from **ellipsoids** to **arbitrary shapes**: **<1.34x** improvement even theoretically possible
- There are shapes superior to ellipsoids; can be found through **computational shape optimization**



## New, Quasi-Static Extinction Limit

$$\frac{\sigma(\omega_0)}{V} \leq \frac{2}{3} \frac{\omega_0}{c} \frac{|\chi|^4}{(|\chi|^2 + \chi_r)\chi_i}$$

## Ideal Materials for the Visible

