



# Optimization of Optical Structures Using Machine Learning Algorithms

Tyler Hughes and Yu (Jerry) Shi

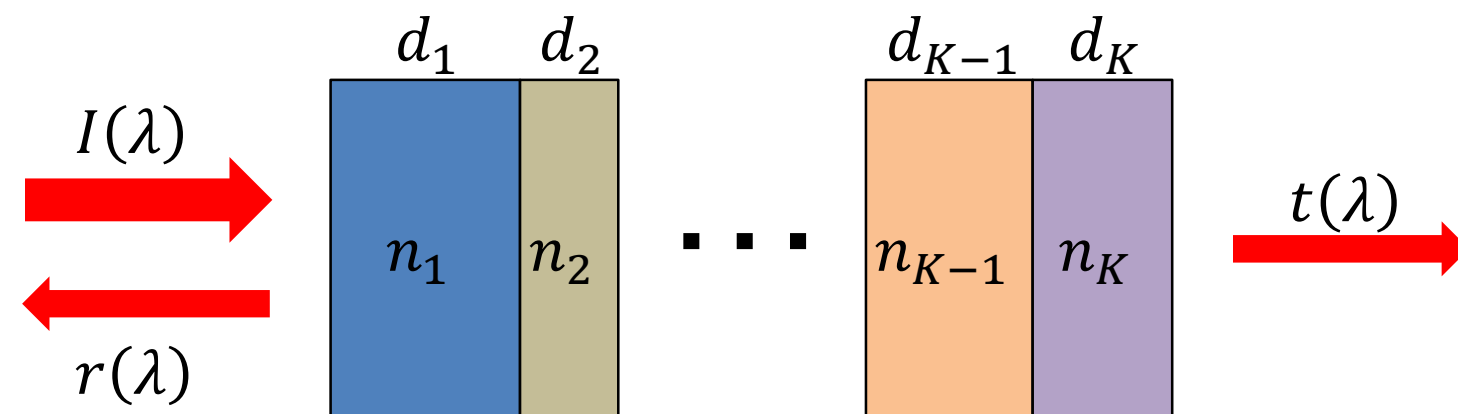
## Introduction

- In optical engineering, it is important to be able to **design devices with a desired reflection spectrum**
- Such designs are **nontrivial** and often rely on **complex** optimization algorithms
- We explore the use of machine learning algorithms to control the **reflection spectrum of a multi-layer structure**
- We show that **Markov Decision Process** produces structures with desired spectra

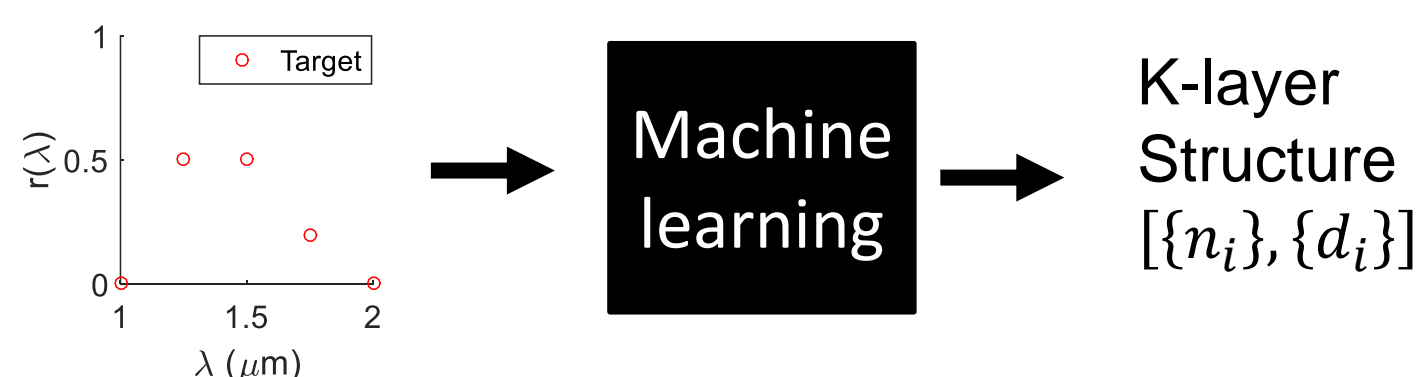
## Background

### Multi-layer structure

- Refractive indices:  $\{n_1, \dots, n_K\}$
- Layer lengths:  $\{d_1, \dots, d_K\}$



- Transfer matrix:** Given structure, can compute reflection,  $r(\lambda)$ .
- Problem definition:** We wish to obtain structure parameters  $[\{n_i\}, \{d_i\}]$  that approximates a target spectrum  $r(\{\lambda_i\})$ .



- Challenge:**  $[\{n_i\}, \{d_i\}]$  varies highly nonlinearly with  $r(\{\lambda_i\})$ .

## Markov Decision Process

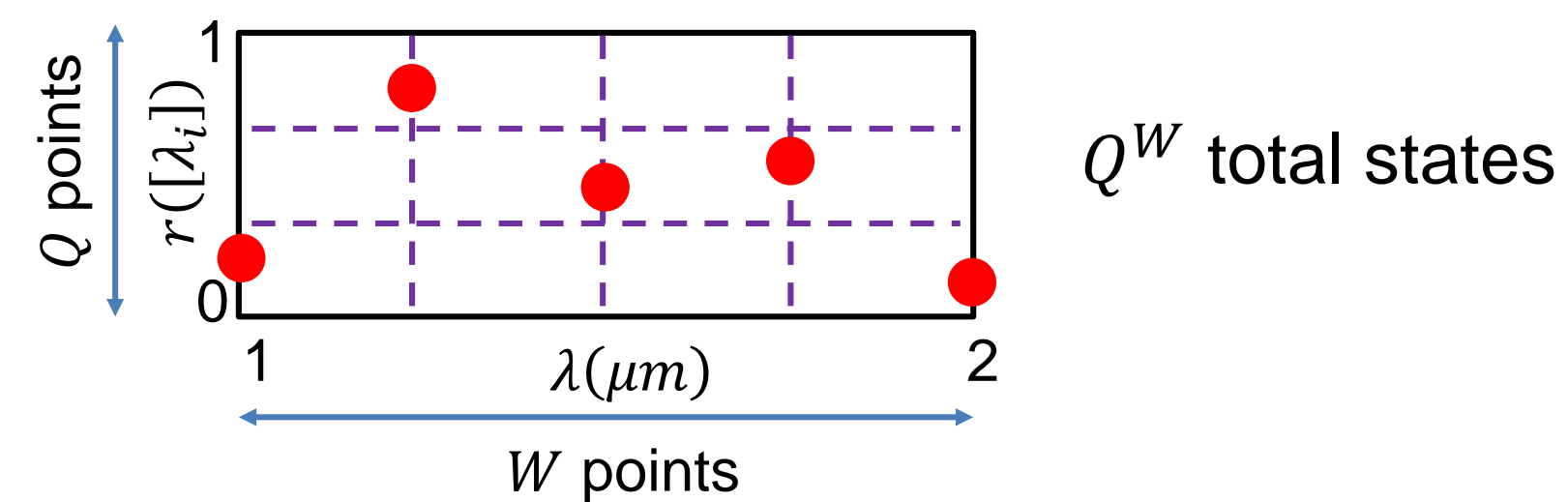
### Objective:

- Given:  $r_{target}(\{\lambda_i\})$
- Find:  $[\{n_i\}, \{d_i\}]$  to minimize

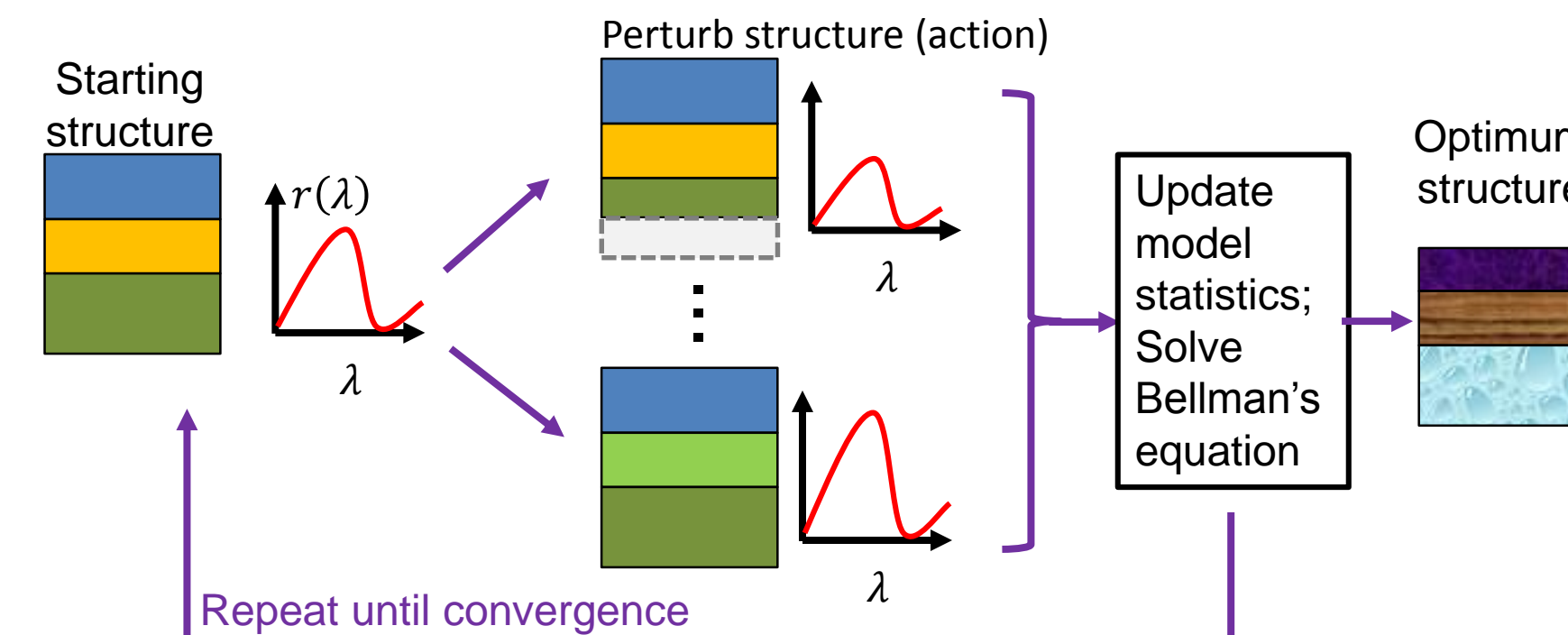
$$J([\{n_i\}, \{d_i\}]) \equiv \|r_{target} - r_{struc}([\{n_i\}, \{d_i\}])\|_2^2$$

### Definitions and Procedure

- $K$  = number of layers
- $W$  = number of points sampled in wavelengths
- $Q$  = number of points sampled in reflection
- State: discretized reflection spectrum



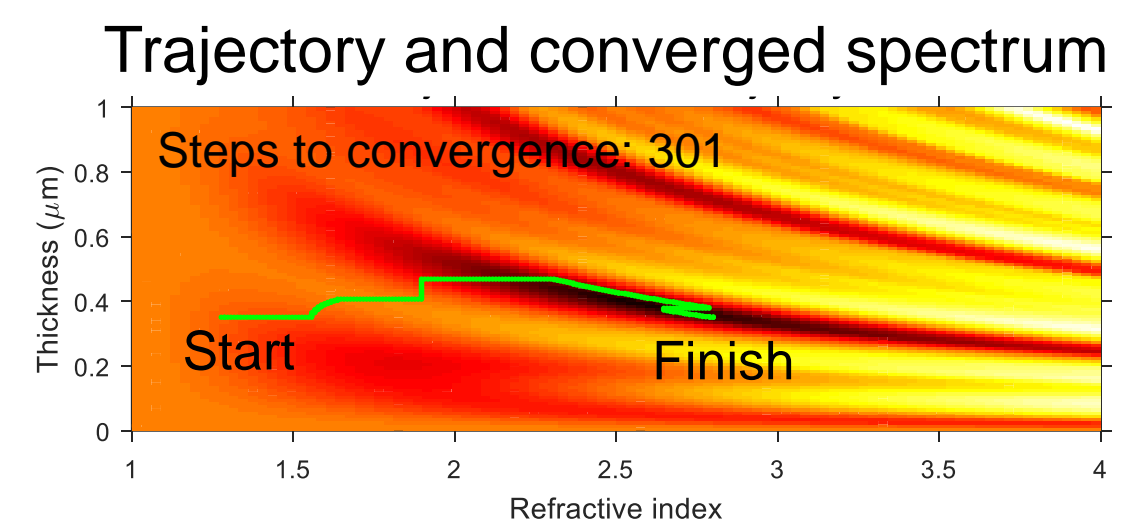
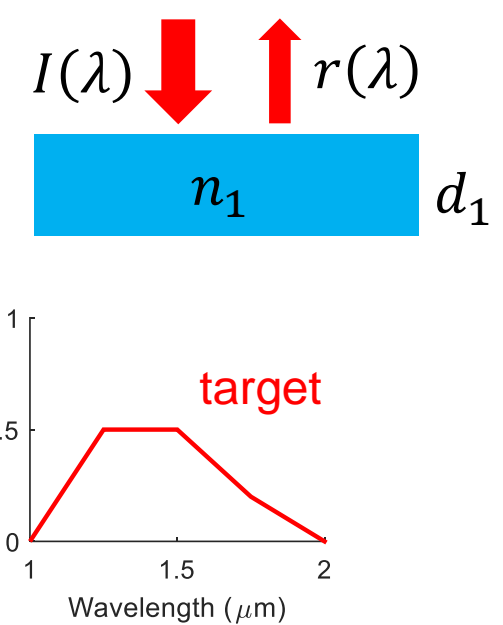
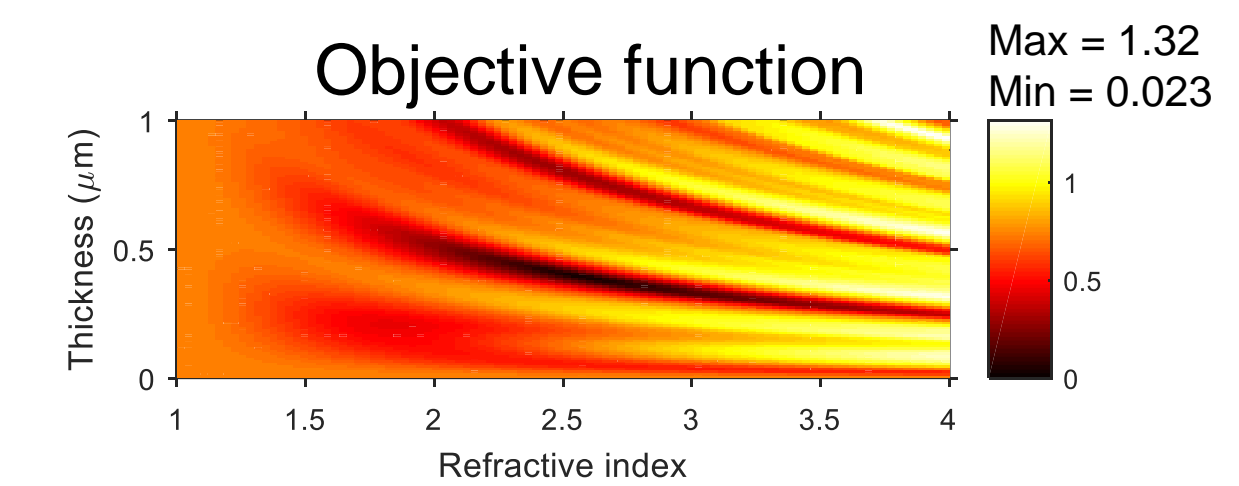
- Reward:  $R = -\|r_{target} - r_{struc}([\{n_i\}, \{d_i\}])\|_2^2$
- Action: increase or decrease  $[\{n_i\}, \{d_i\}]$
- $4K$  total actions



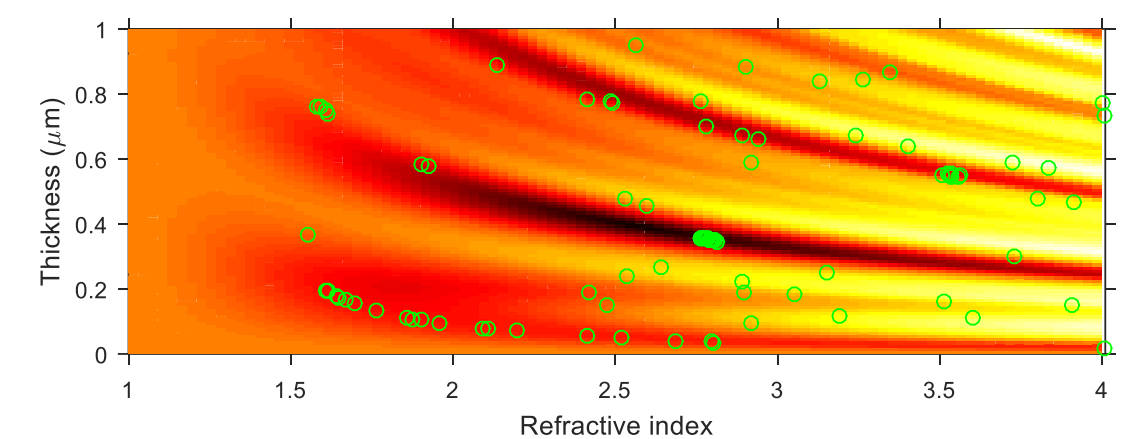
### Advantages

- Computation complexity: # of spectra calculated  
MDP:  $\sim KQ^{2W}$   
Brute force:  $\sim (Resolution)^{2K}$
- Immune to local minima

## MDP Results

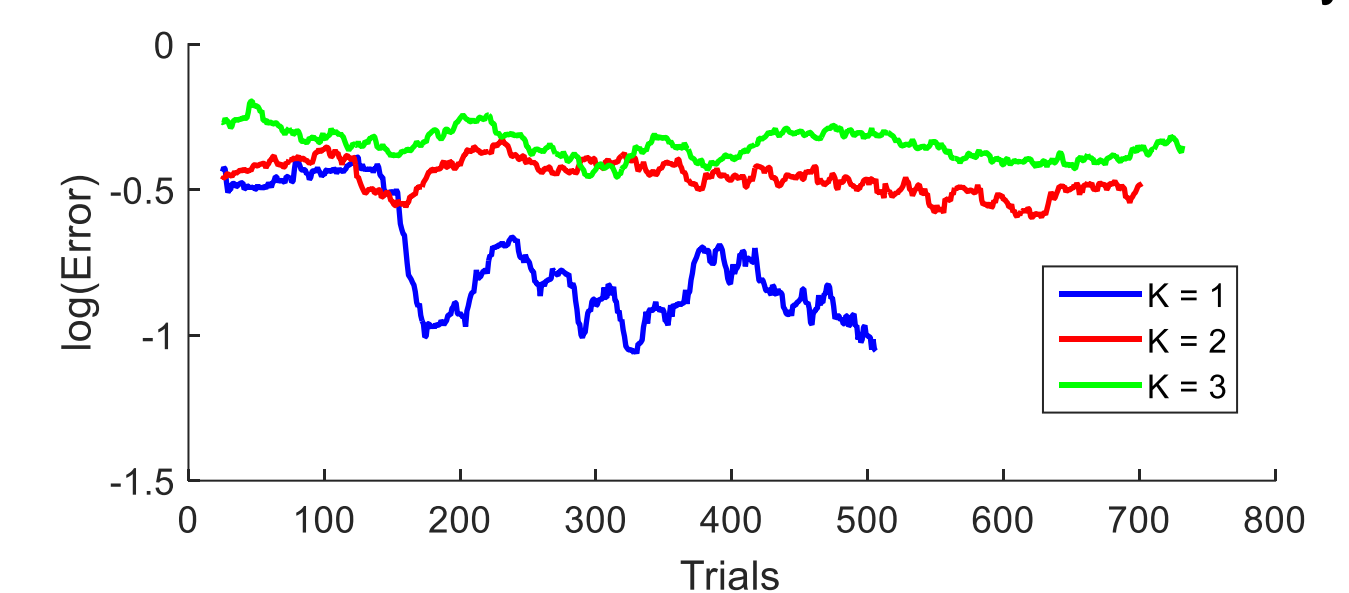


### Points converging to the global minimum



On average, **23.4%** of points fall around the global minimum

### Performance with increase in the number of layers



## Acknowledgement

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