

LEDs for Pico Projectors

BA SID

18 April 2012

Agenda

Introduction
LED requirements
Architecture of Projector Engine
Etendue
Chip Technologies
Light Extraction
Design Rules for LED
Optical Architecture
Converted Green
LED Drive Electronics
New Chip architecture
Summary

OSRAM Opto Semiconductors - company overview



Northville

- Sales & Marketing NA East
- Application Center



Regensburg, Germany

- Global Headquarter-



Shanghai

- Sales China
- Marketing China
- Application Center



Yokohama

- Sales Japan
- Marketing Japan
- Application Center



Sunnyvale, CA

- Headquarters NA
- Sales and Service NA West



Penang

- Backend Plant
- Frontend Plant
- R&D Asia

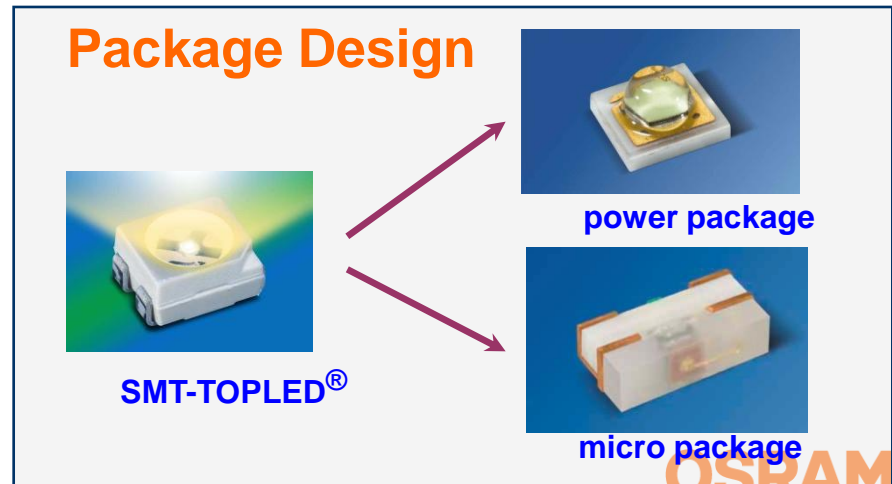
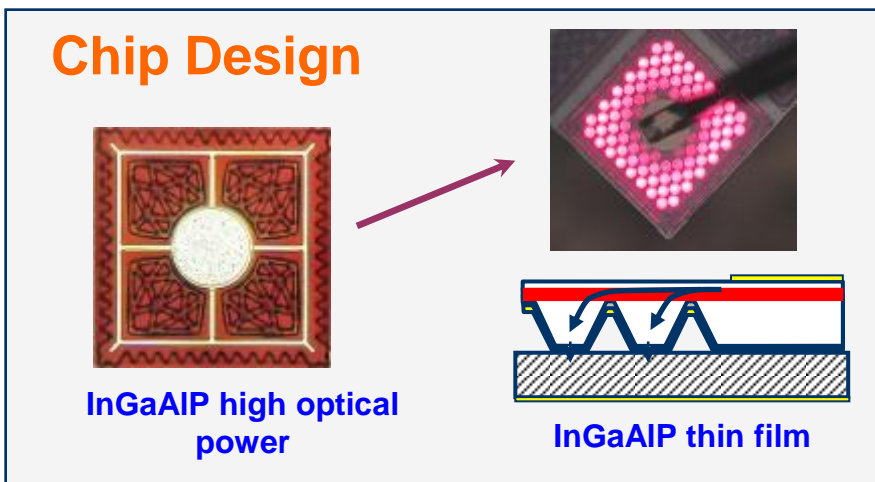
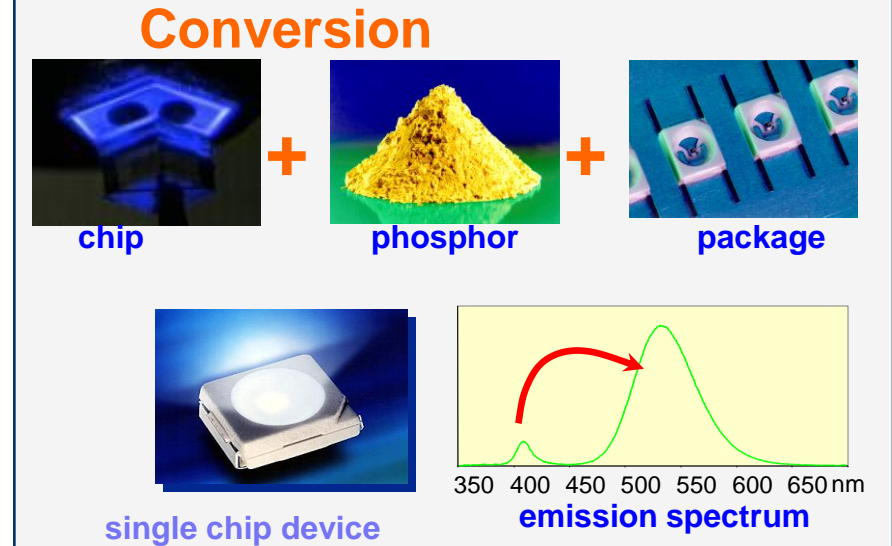
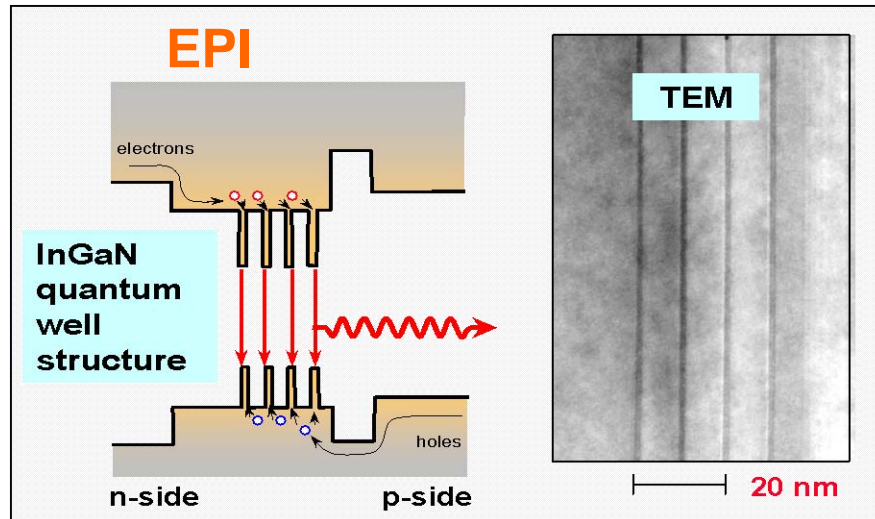


Hong Kong

- Headquarter Asia
- Sales Asia Pacific
- Marketing Asia Pacific

OSRAM – Vertically Integrated

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Definition of a Pico-Projector

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Size

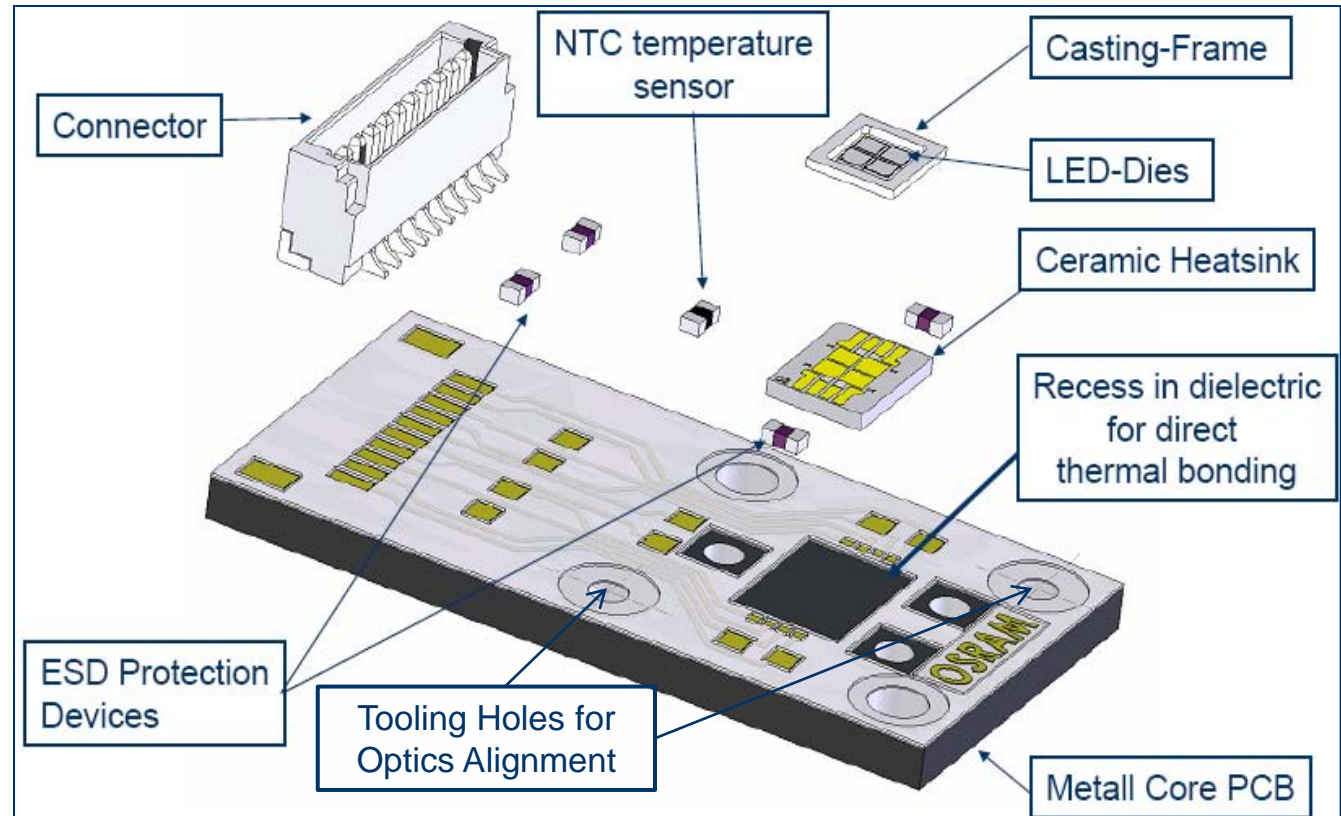
	Femtoportable:	0.2kg (0.44 lbs) or less
→	Picoportable:	0.21 kg (0.45 lbs) to 1kg (2.2 lbs)
	Nanoportable:	1.01 kg (2.21 lbs) to 2kg (4.4 lbs)
	Microportable:	2.01kg (4.41 lbs) to 3kg (6.6 lbs)
	Ultraportable:	3kg (6.61 lbs) to 5kg (11 lbs)
	Portable:	5kg (11.1 lbs) to 10 kg (22 lbs)
	Conference:	10 kg (22.1 lbs) to 15 kg (33 lbs)
	Large Venue:	>15kg (33 lbs)

Definition offered by Dr. William Coggshall, president of Pacific Media Associates

LED - Early Customer Requirements

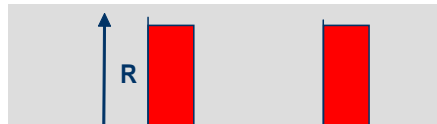
**

- High Luminance
- High efficiency
- Good thermal performance
- Accurate chip placement
- Auto alignment of optics
- Thermal sensor
- Easy connection
- Compact size



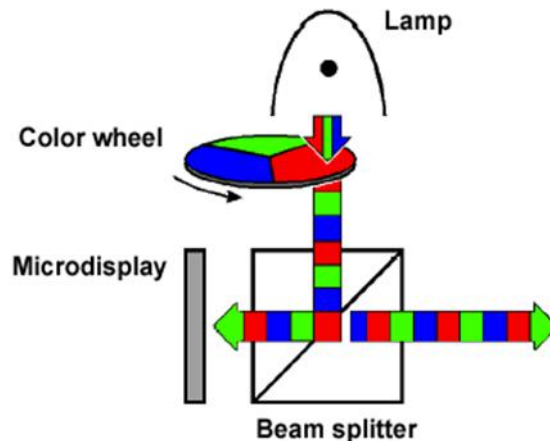
Projection System – Lamp to LED

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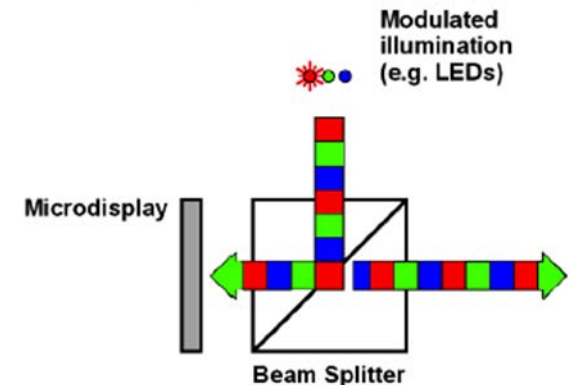
Conventional lamp

- Uses a color wheel or Color Link Color Switch™
- Proven solution with high light output
- Shutter or compensation cell needed



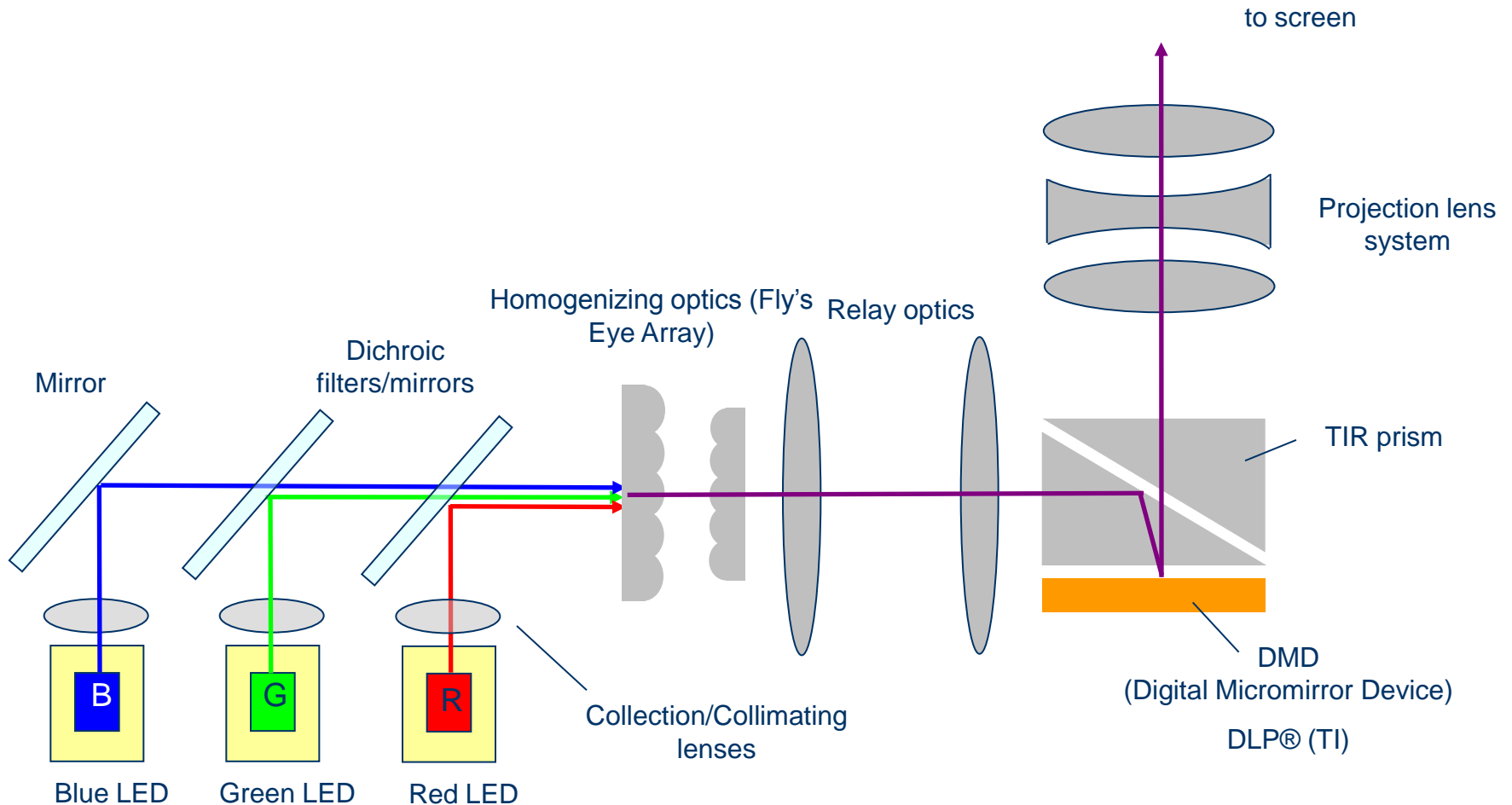
LED based system

- High color purity.
- Solid state devices. Stable output & 30k+ hour life (10+ years @ 8hrs/day)
- Low voltage/5V supply.
- Pulsed operation – low power.

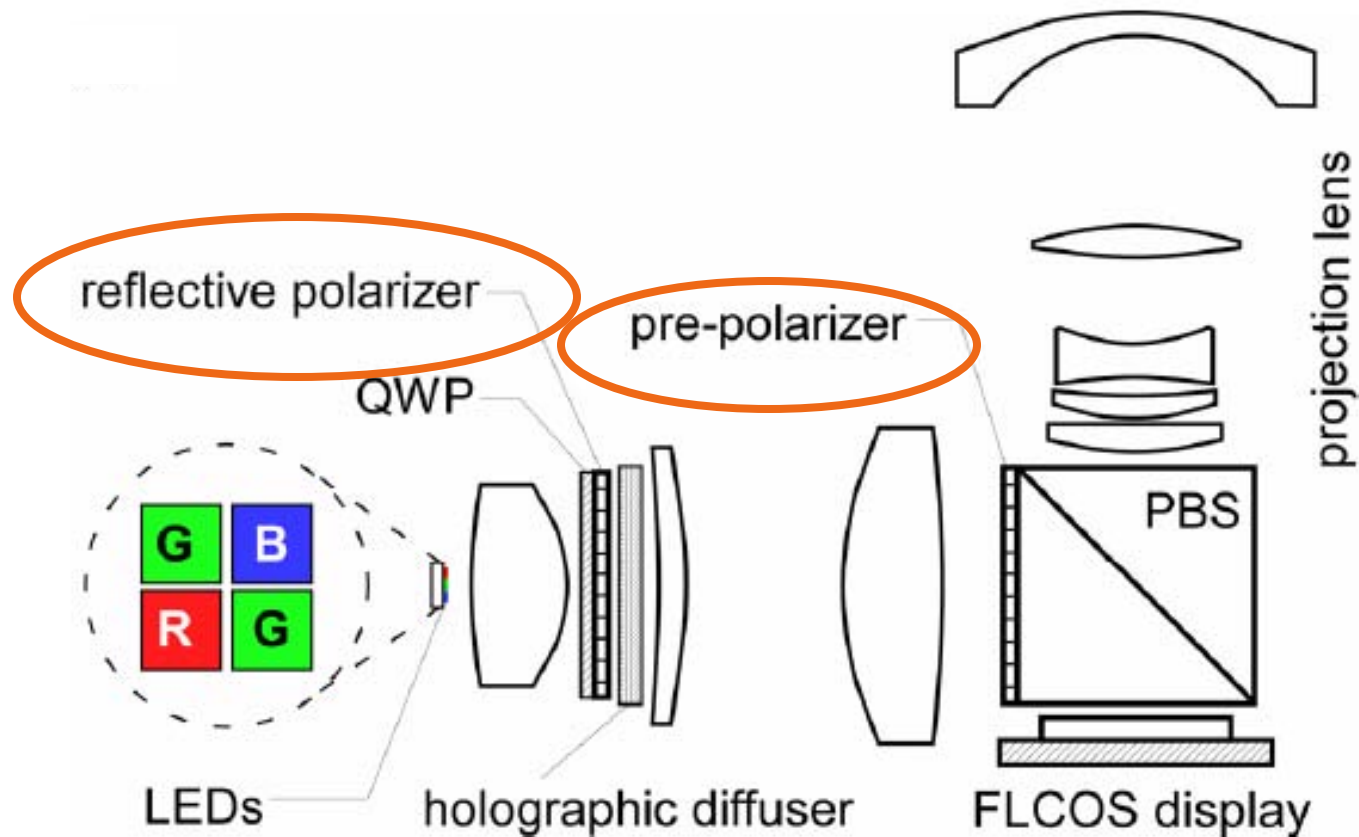


Color wheel is eliminated in LED based system.

Schematic of DMD based Sequential Color Projector Engine



Schematic of a LCoS based Projector Engine



D. Darmon, J. R. McNeil, M. A. Handschy,

“LED-illuminated Pico Projector Architectures”,

SID 08 Digest, 170-173 (2008)

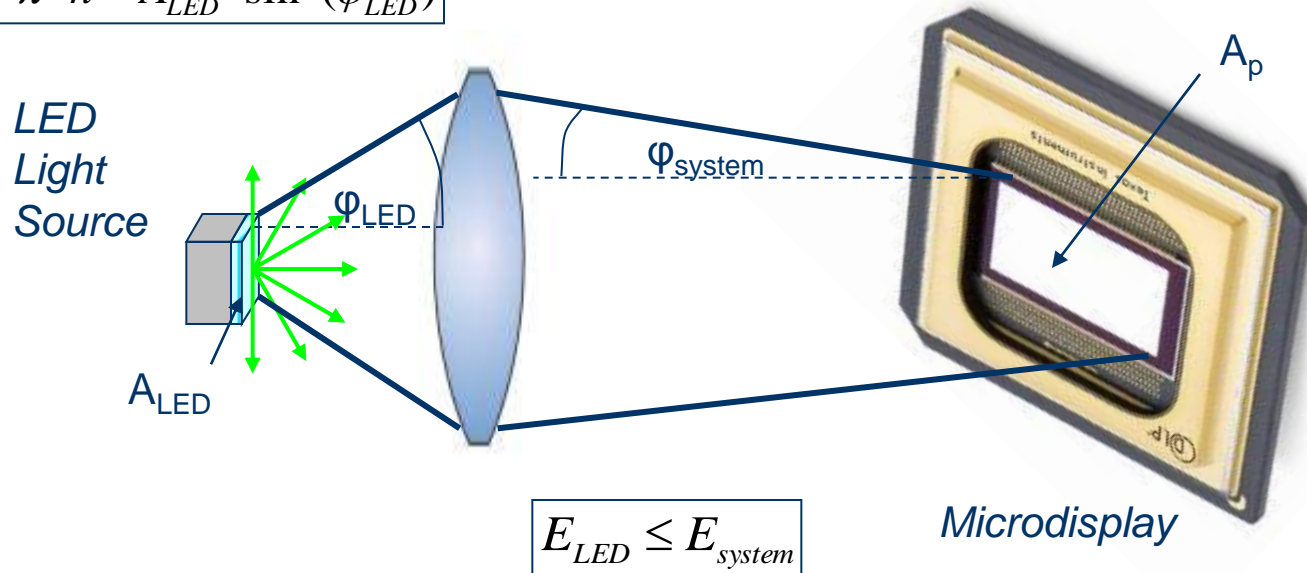
Etendue = area of the source times the solid angle of the system's entrance pupil subtends as seen from the source

Due to etendue considerations there is a maximum usable light emitting area, defined by

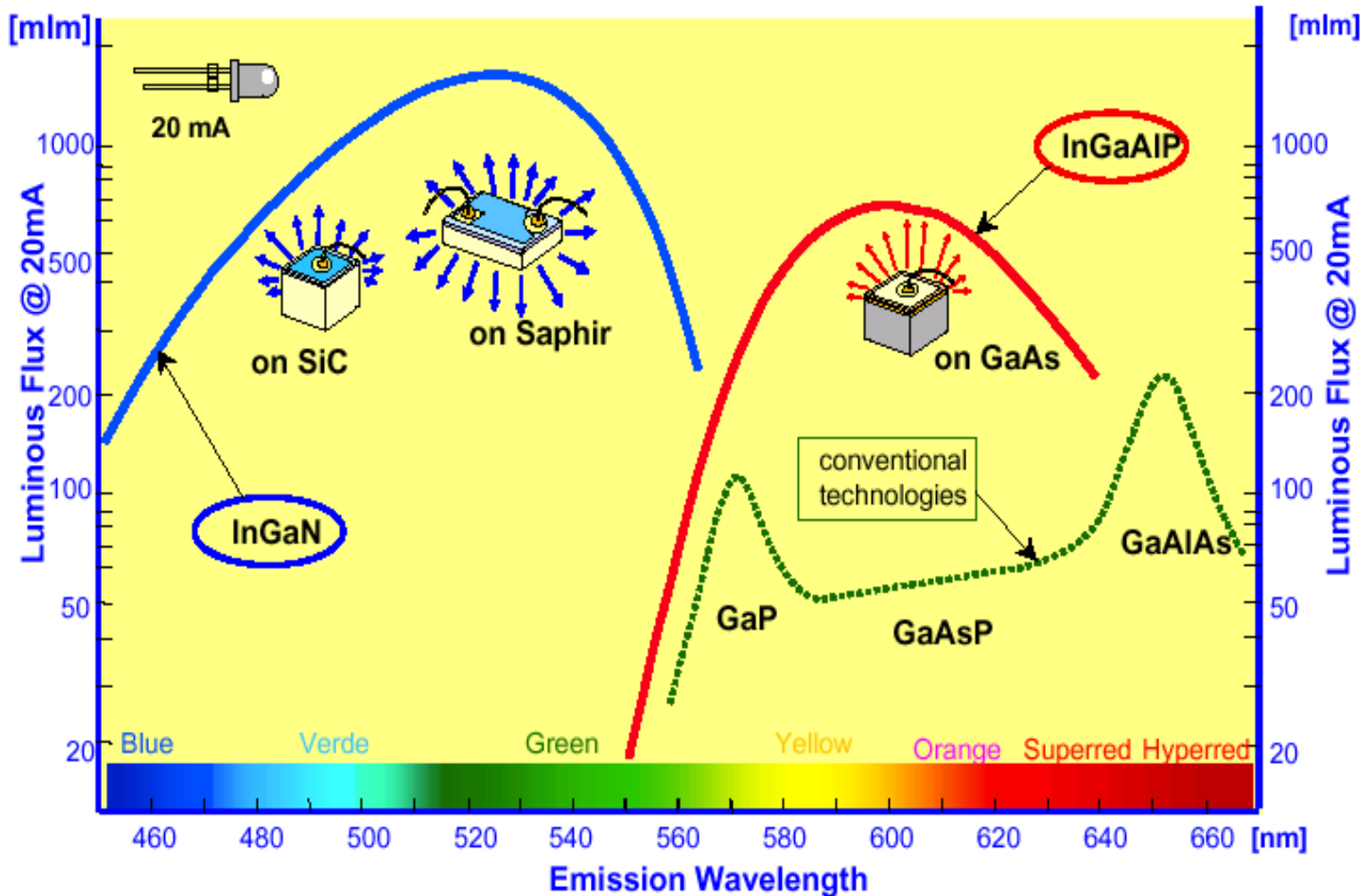
- Microdisplay size
- Microdisplay acceptance angle and projection lens F/#
- LED light collection angle by secondary optics (collection lens)

$$E_{LED} = \pi \cdot n^2 \cdot A_{LED} \cdot \sin^2(\varphi_{LED})$$

$$E_{system} = \pi \cdot A_p \cdot \sin^2(\varphi_{system})$$

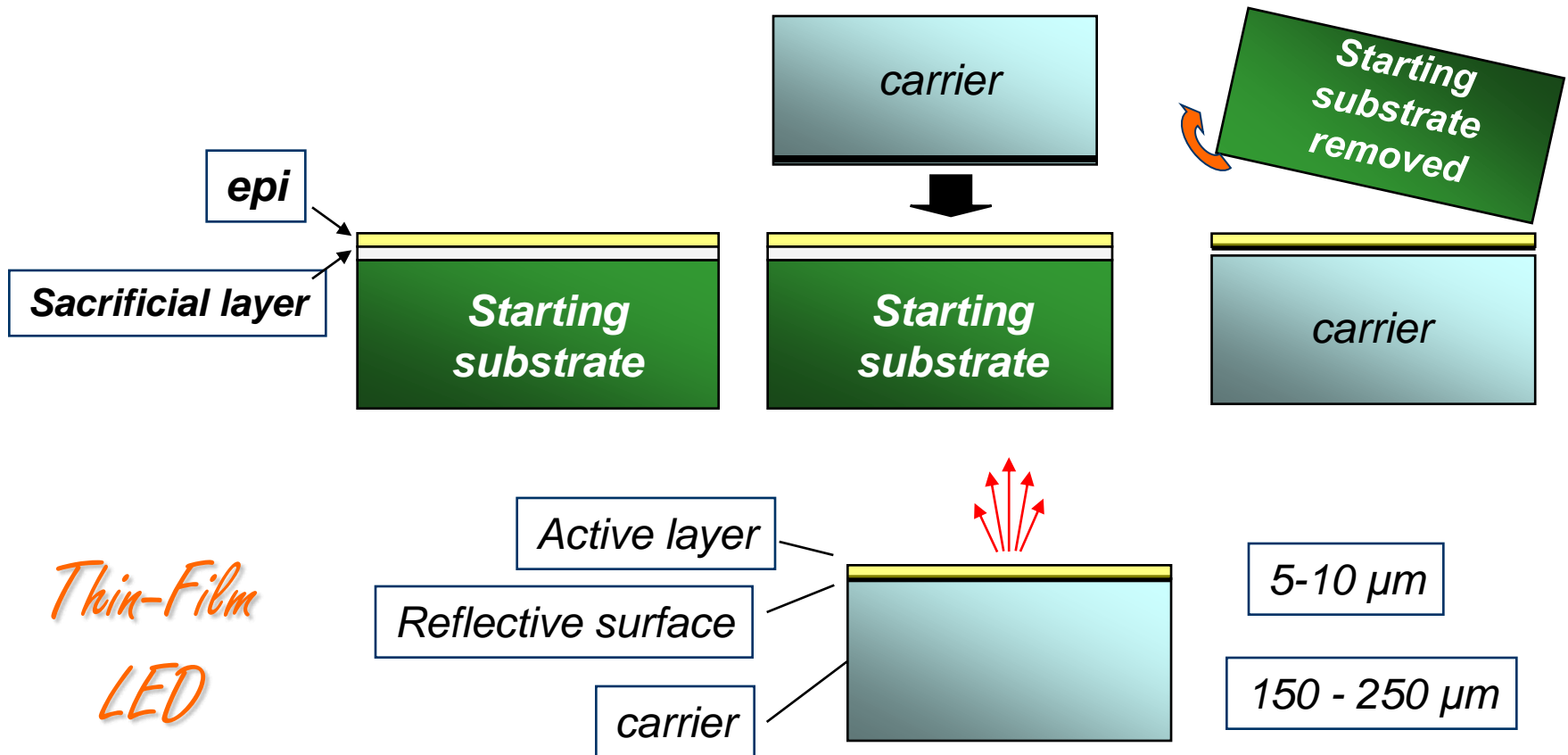


Chip Technologies



Thin Film LEDs – 1st release 2004

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The reflective surface of the carrier eliminates substrate absorption

Features of ThinFilm (also ThinGaN) LEDs

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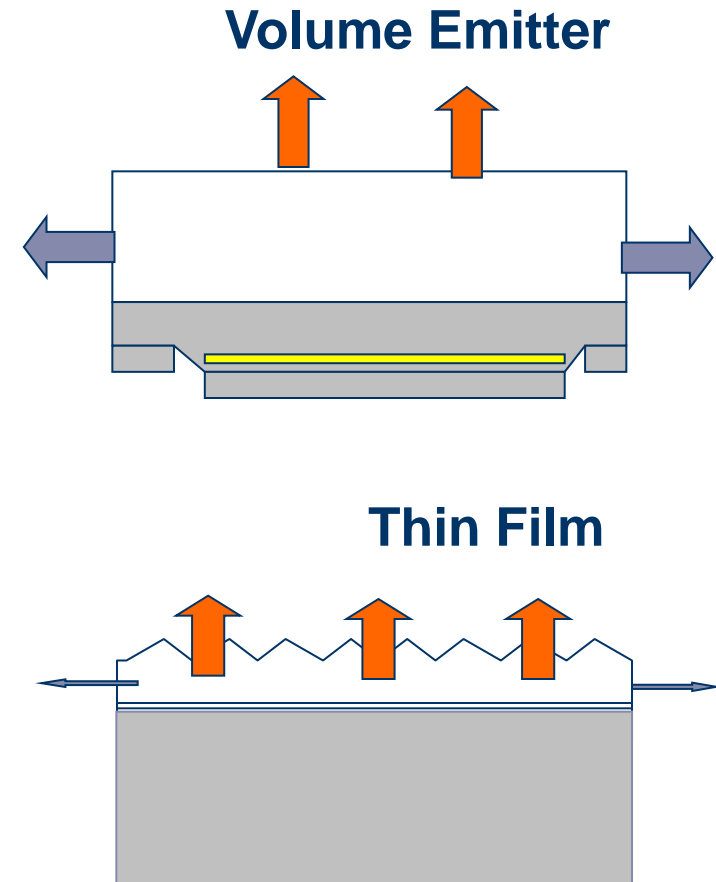
Higher efficiency compared to volume emitter (extraction efficiency increased from 50% to 97%).

Lower V_f

Top emission only

- minimizes etendue (good for coupling to optics and light guides).
- Improved color shift over angle.

Scalable of output to chip area.



Light Extraction From A LED

**

Flux = 100 lm

Luminance = 100 nits



Flux = 100 lm

Luminance = 100 nits



Take 2 identical chips of 1mm² chip size

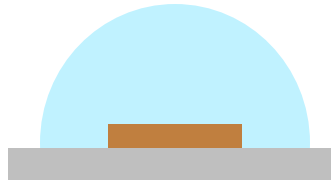
Design Rule #1 – *Chip on Air*

**

Flux = 150 lm

Luminance = 67 nits

Etendue = 2.25



Flux = 93 lm

Luminance = 93 nits

Etendue = 1



Add dome lens optimized for extraction with $\tilde{n} = 1.5$

Add cover glass with AR (anti-reflective) coating

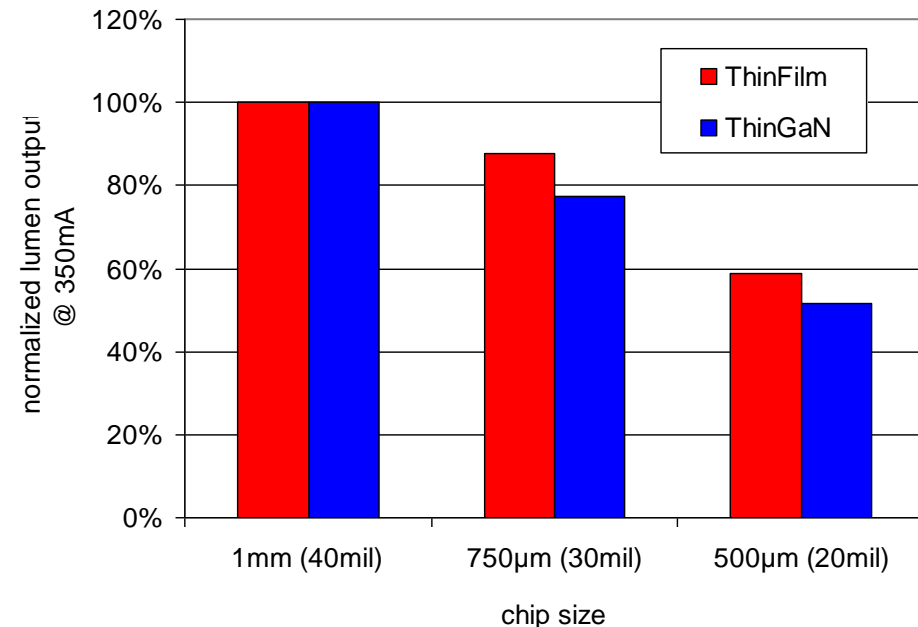
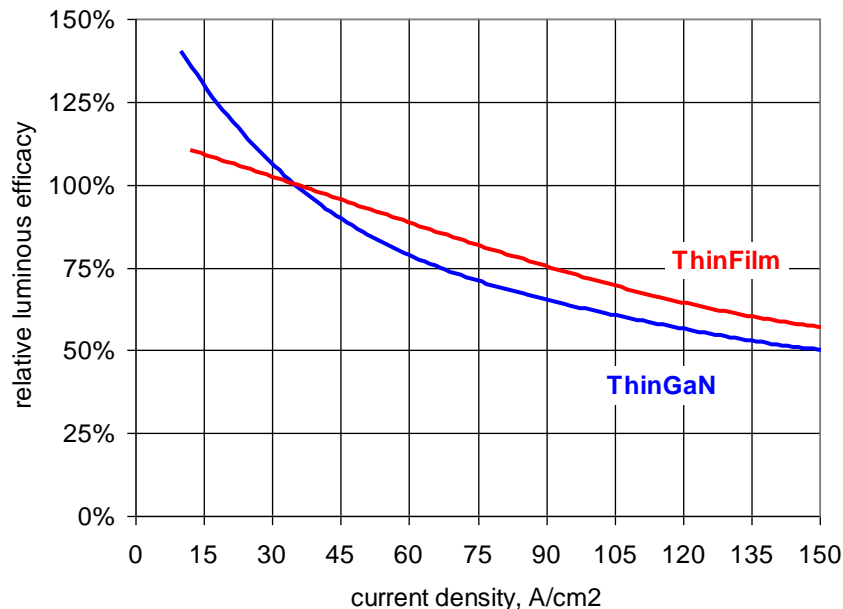
=> *Design rule #1: Use “chip on air” i.e. no silicon encapsulation*

Design Rule #2 – Use Largest Chip Size possible **

Chip efficacy (lm/W) is reduced with increasing current density ('current droop')

Red: ThinFilm based on AlInGaP material system

Green, Blue: ThinGaN based on InGaN material system



Relative luminous efficacy is normalized to 100% @ 350mA/mm² corresponding to 350mA for 1mm (40mil) chip.

=> Design rule #2: Maximize chip size

Design Rule # 3 – Don't Exceed System Etendue

Maximum LED size based on system Etendue

$$\begin{aligned} E_{LED} &\leq E_{system} \\ n^2 \cdot A_{LED} \cdot \sin^2(\varphi_{LED}) &\leq A_p \cdot \sin^2(\varphi_{system}) \\ A_{LED} &\leq \frac{A_p \cdot \sin^2(\varphi_{system})}{n^2 \cdot \sin^2(\varphi_{LED})} \end{aligned}$$

Only for a LED smaller than this max size all light can be guided through the optics system.
For a LED larger than this max size part of the light is wasted.

=> *Design rule #3:*

Keep the chip size (emitting area) below the maximum limit defined by the optical systems Etendue.

Best efficacy is reached if etendue of LED equals that of the optical system.

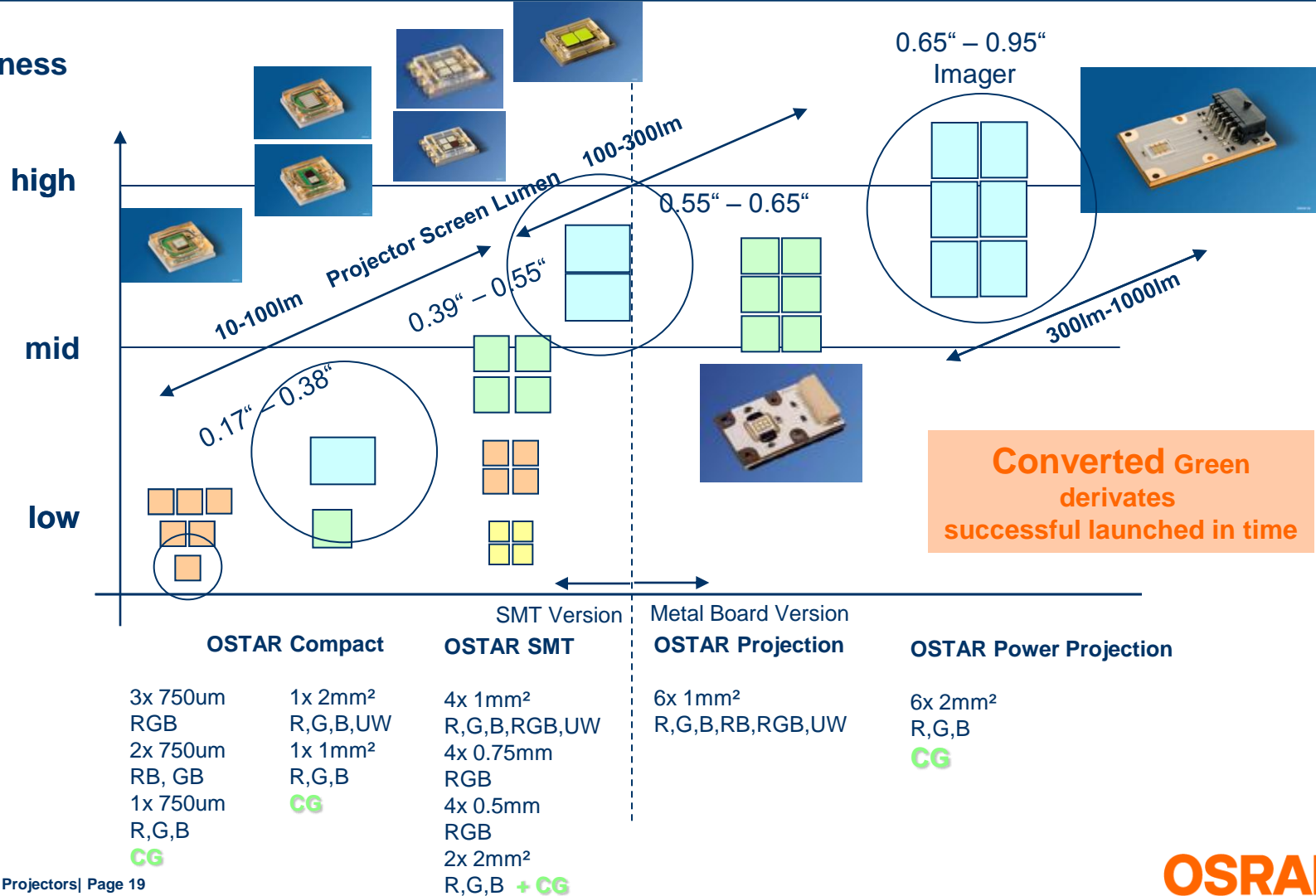
Optimum LED Solution: Examples

Optimum LED for 3-channel illumination using various micro displays

	0.22 nHD, DMD	0.3 WVGA, DMD	0.21 WVGA, LCoS	0.28 720p, LCoS
Resolution	640 x 360	854 x 480	854 x 480	1280 x 720
Diagonal	0.22"	0.30"	0.21"	0.28"
Aspect ratio	16:9	16:9	16:9	16:9
F-Number	2.4	2.4	1.8	1.8
Acceptance angle	12 deg	12 deg	16 deg	16 deg
Etendue	1.74 mm ² sr	3.24 mm ² sr	2.74 mm ² sr	4,86 mm ² sr
LED collection angle	+/-65 deg	+/-65 deg	+/-65 deg	+/-65 deg
Optimum Chip size (emitting area)	1.10mm x 0.62mm	1.50mm x 0.84mm	1.37mm x 0.77mm	1.83mm x 1.03mm

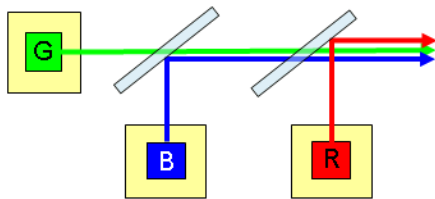
Product Portfolio for Projection

Brightness



Optical Architecture: Overview

3-channel



3 discrete LED devices

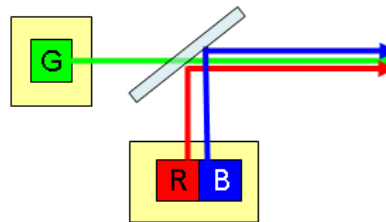
Pros:

- Maximum etendue/lumens per color
- Good color uniformity

Cons:

- Large engine size
- High BOM
- Many components needed

2-channel



2 discrete LED devices

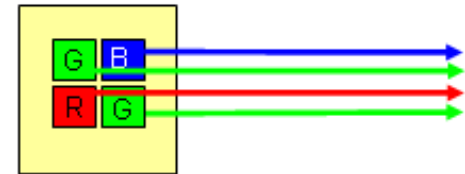
Pros:

- Reduced engine size
- Reduced BOM
- Only 1 dichroic filter element needed

Cons:

- Colors in 2in1 pkg have limited etendue
- Color homogenization needed

1-channel



1 LED device only

Pros:

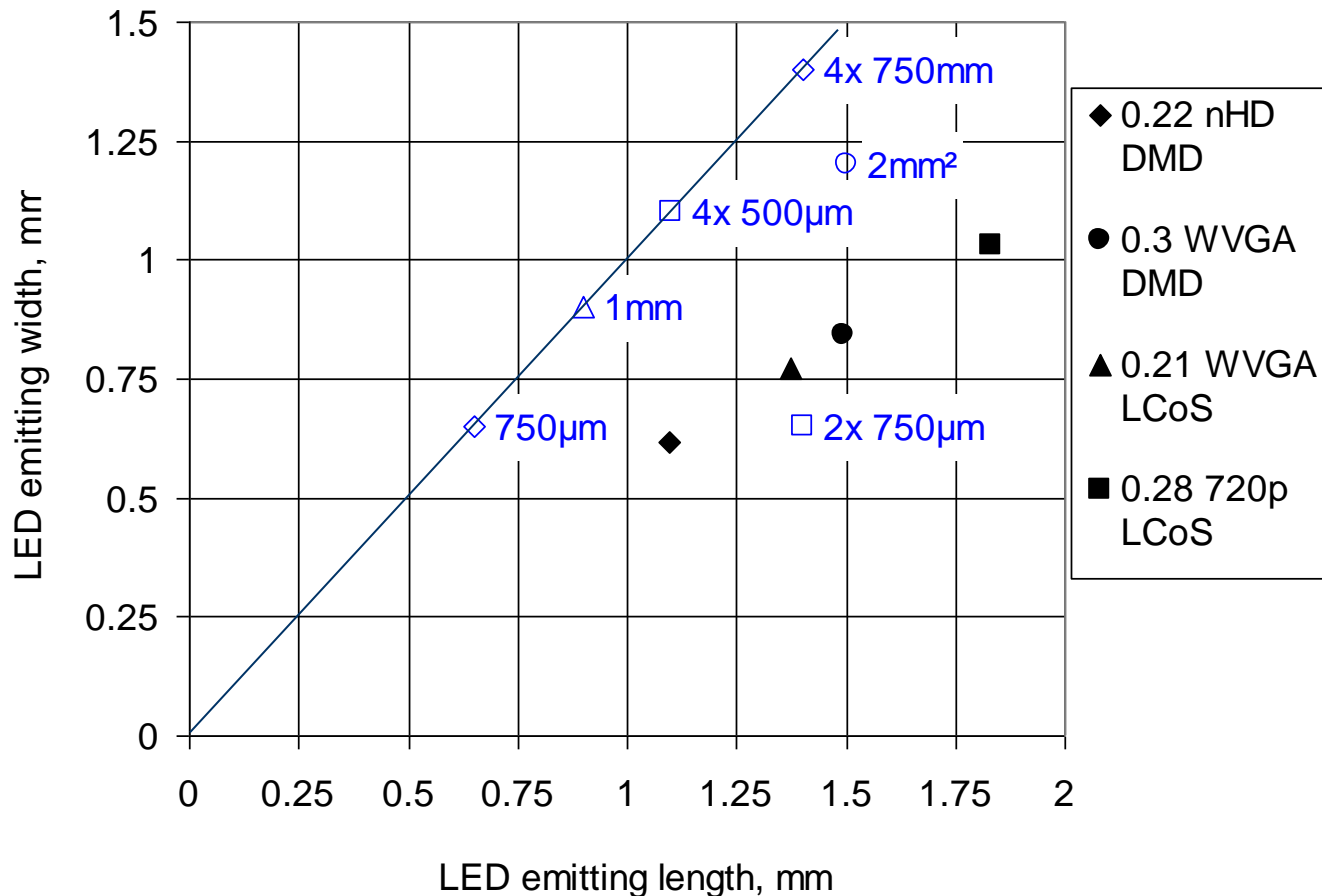
- Reduced engine form factor
- Reduced BOM
- No dichroic filters needed

Cons:

- Low etendue/lumens for each color
- Color homogenization needed

3-Channel Illumination

Emitting area of optimum and standard LED chips for various imager panels

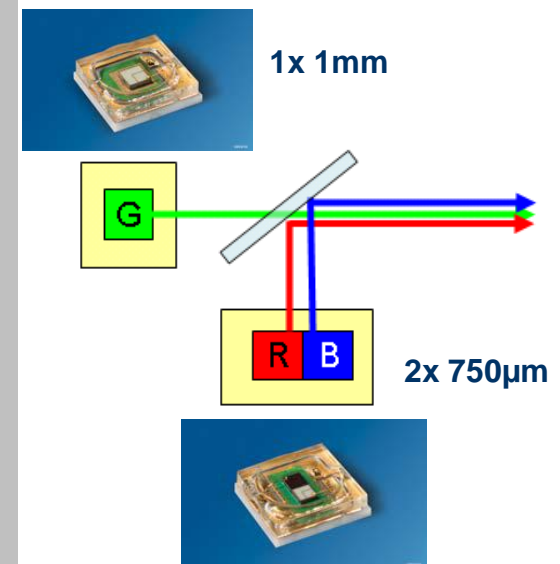


2-Channel Illumination with 0.30" WVGA DMD

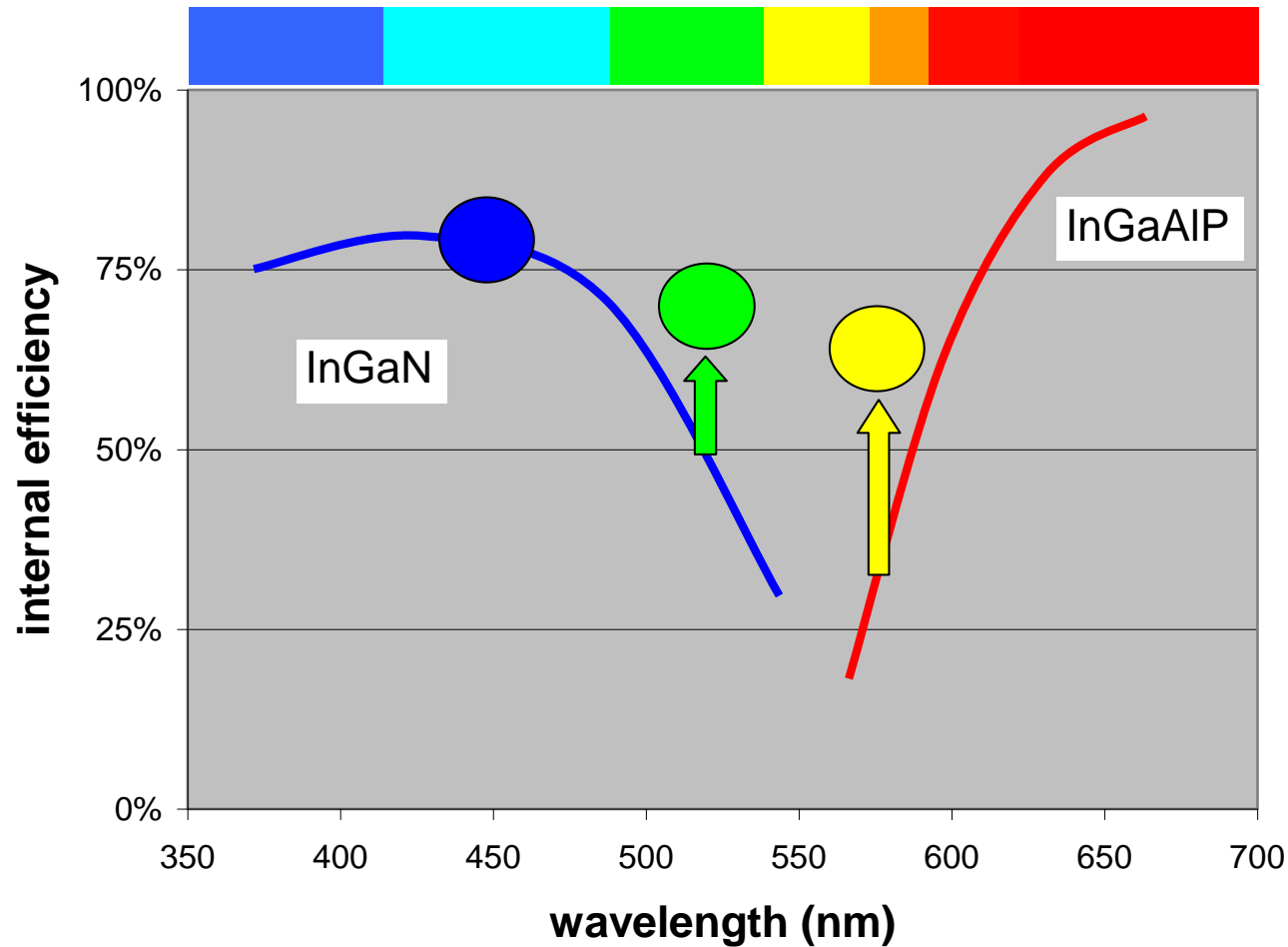
System Settings

Microdisplay panel:	0.30" WVGA DMD
Illumination architecture	2-channel G + RB
LEDs	G 1mm + RB 2x 750µm
Frame rate	120Hz
Color overlap	no color overlap
Target whitepoint on screen Cx/Cy	0.29/0.33
Total optical efficiency	23% (G), 25% (RB)
Solderpoint temperature Ts	60°C

Schematic



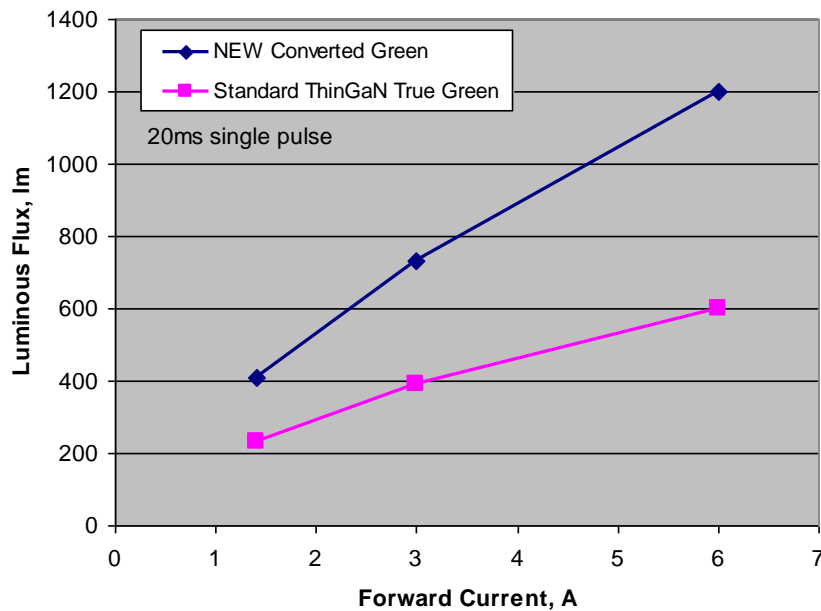
“Green Gap”



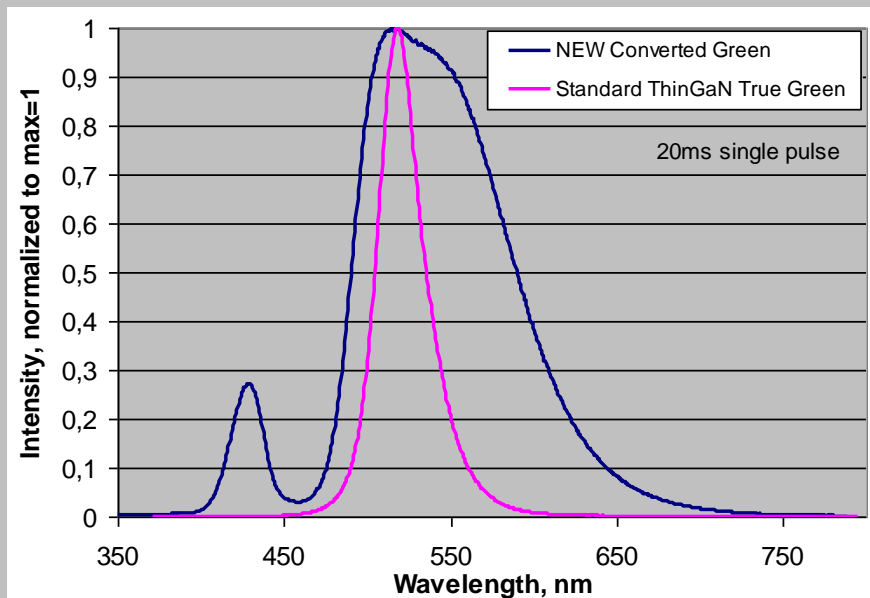
Green is generally Limiting Color in a Display. **

Ceramic Based Converted Green for Higher Lumens

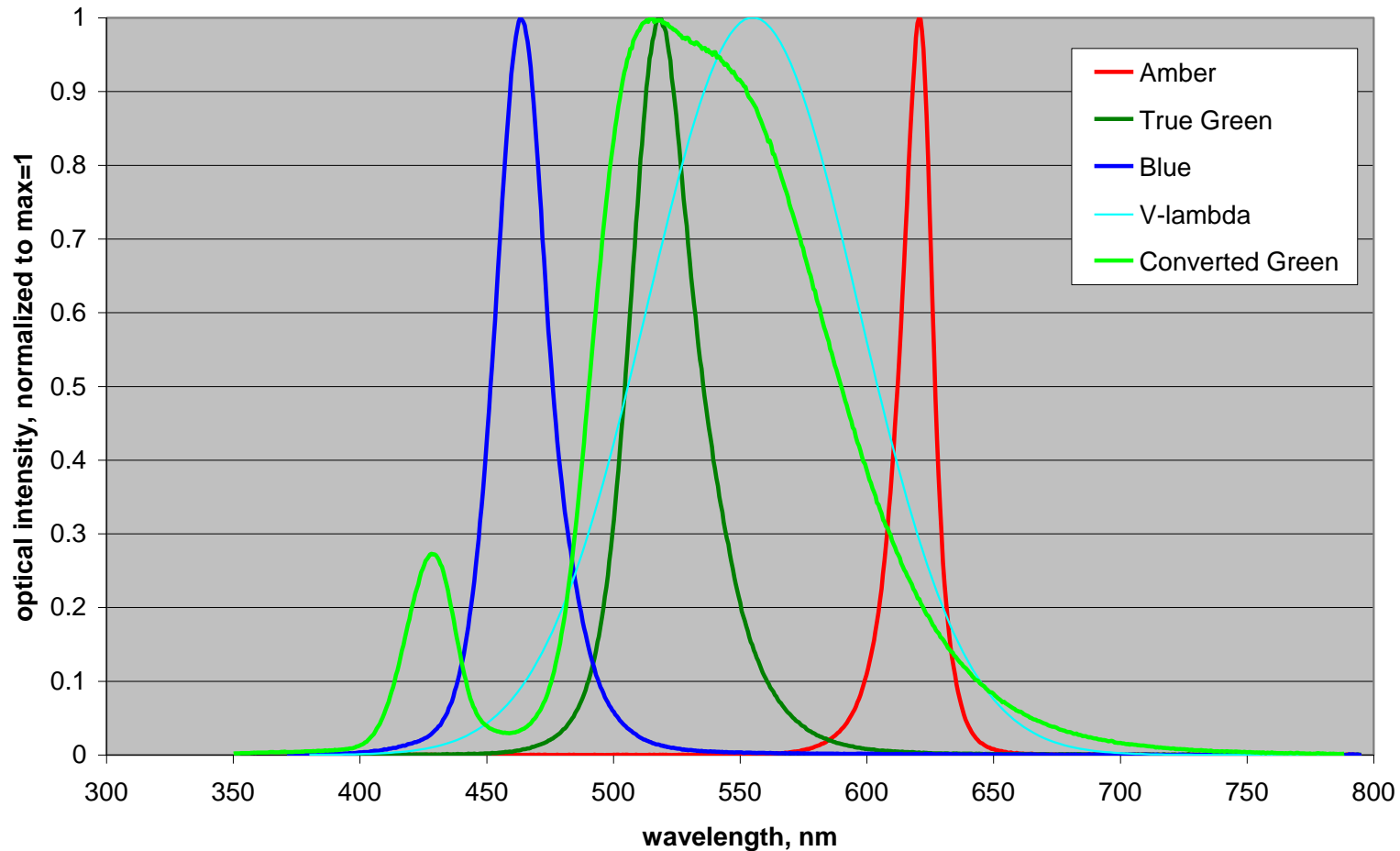
Brightness (Luminous Flux)



Spectral Curve @ 1.4A

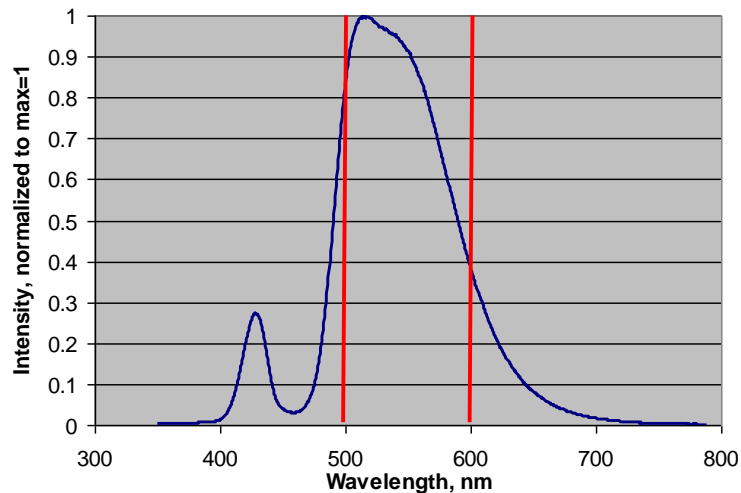


Spectral Curves – RGB vs Converted Green



Usability of the Light by cutting Blue and Red

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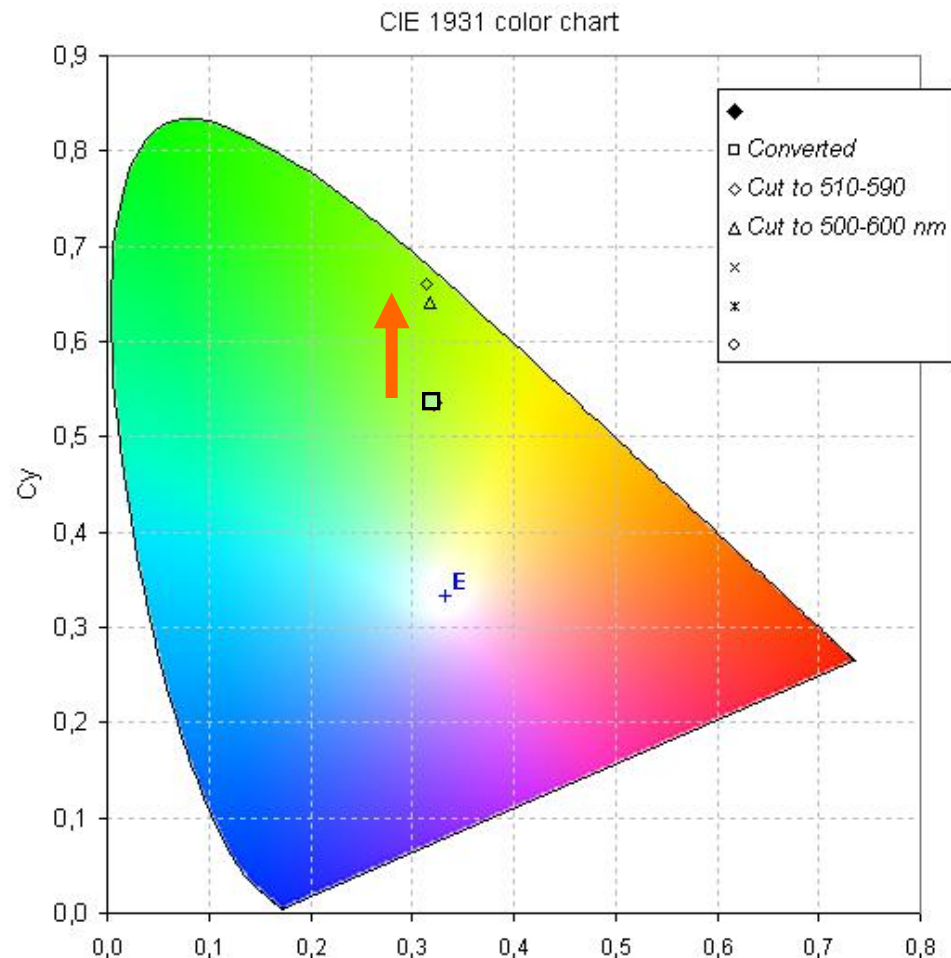


Content of luminous flux within WL-range:

90% in 500...600nm

81% in 510...590nm

Blue and Red are cut by typical
multi-channel light engines

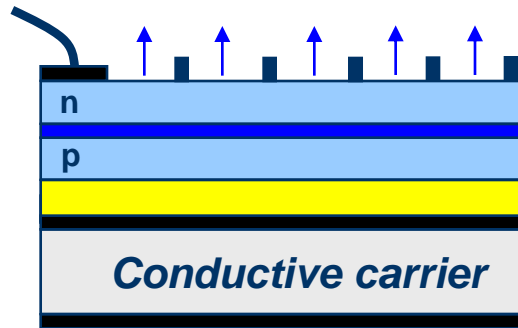


Ideal Solution:

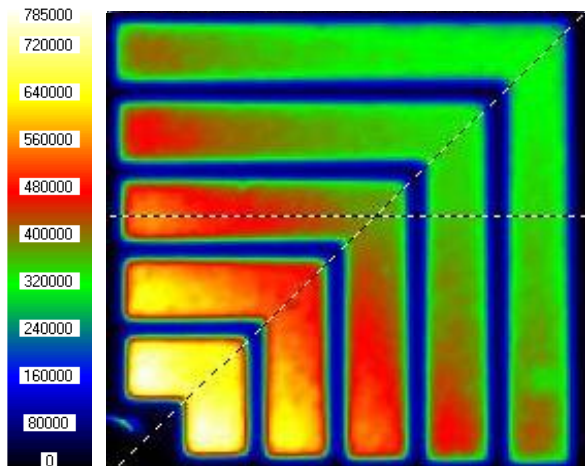
- Single chip solution with multi-channel control.
- Serial interface for drive control
- Onboard non-volatile memory to store calibration data
- Accommodate V_f differences of AlInGaP vs. InGaN
- Permit color overlapping.

New Chip Architecture: UX3

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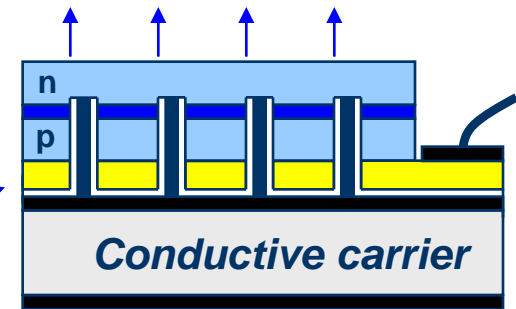


Cross sectional view

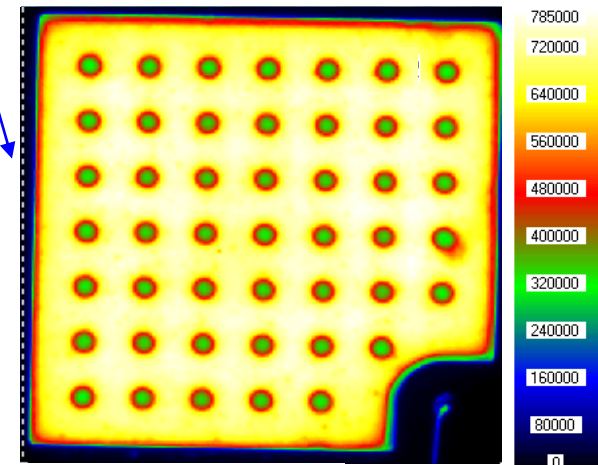


Luminance @ 1,4 A

UX3 current spreading utilizes vias which don't reach top surface.



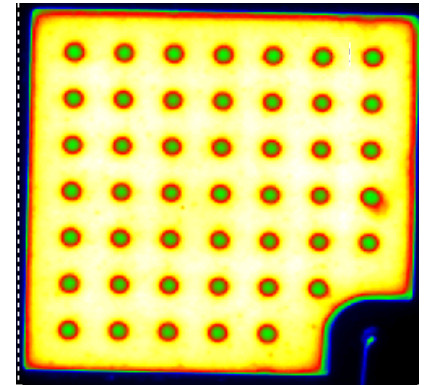
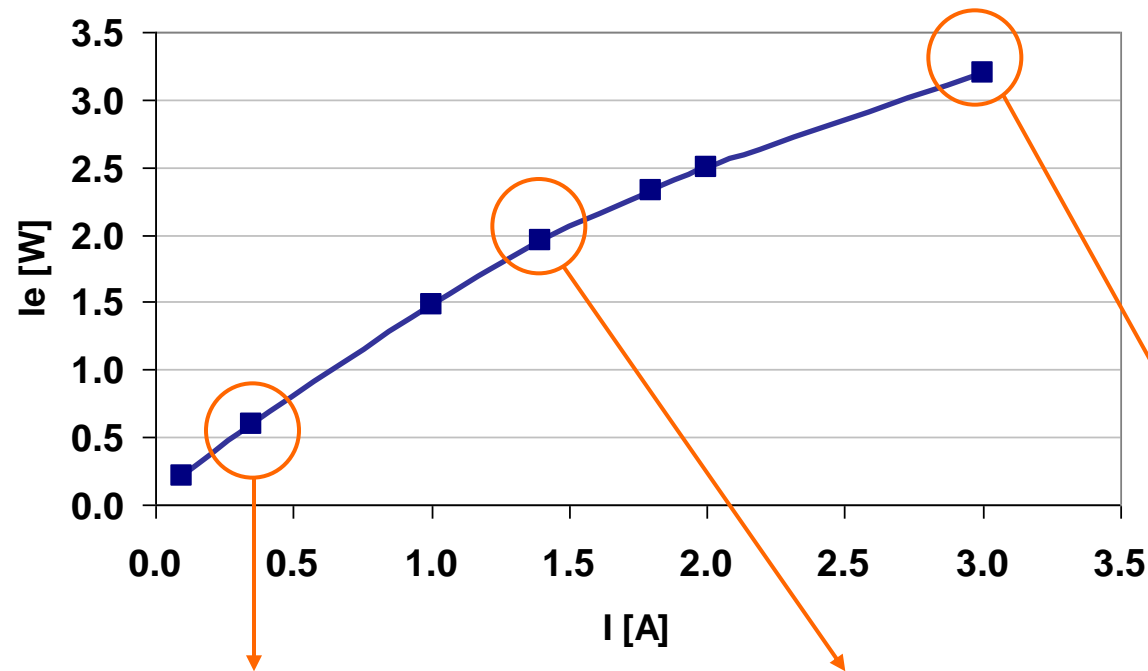
Cross sectional view



Luminance @ 2,8 A

New Chip Architecture: Eliminating Droop

Performance of new high current chip design in Dragon +



601,4 mW @ 350 mA

1966 mW @ 1,4 A

3199 mW @ 3 A

High Efficiency Pico-Projector Design is possible:

- **Select the highest efficacy LED available:**
- **Select the appropriate optical architecture**
- **Provide adequate thermal management**
- **Drive electronics selection for cost , efficacy and size.**

Thank you

Presented by

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