

The Science behind LEDs

IES San Francisco - Emerging Professionals Feb 19 2015

Willem Sillevis-Smitt

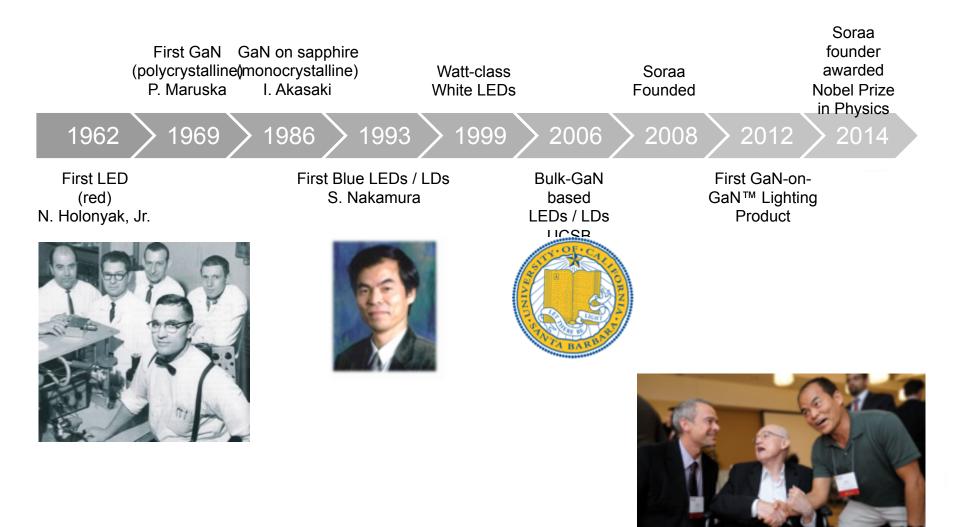
Contents



- LED history and source for further reading
- Summary of process of making LEDs
- In depth on practicalities

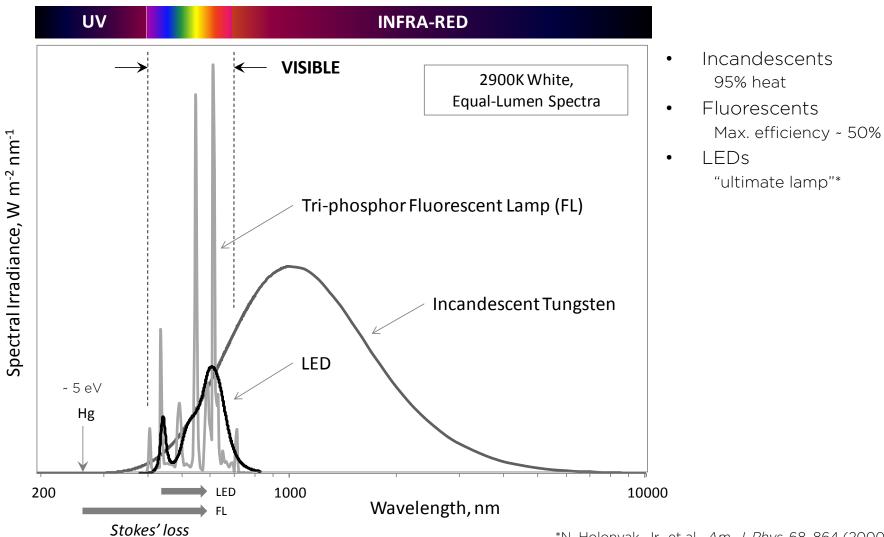
LED history - over 50 years





LEDs fundamentally more energy efficient

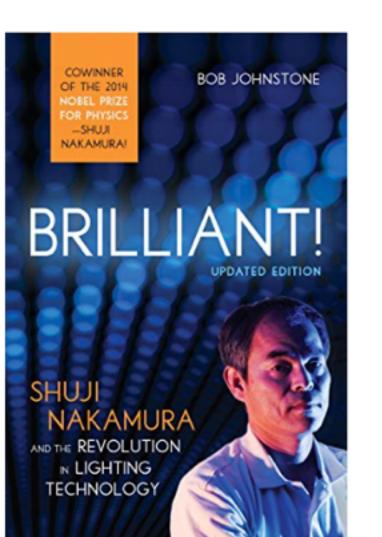




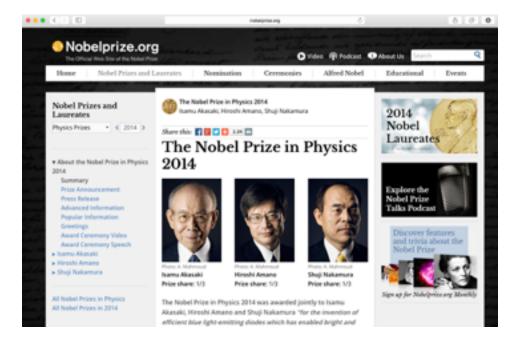
*N. Holonyak, Jr., et al., Am. J. Phys. 68, 864 (2000)

Good LED reading



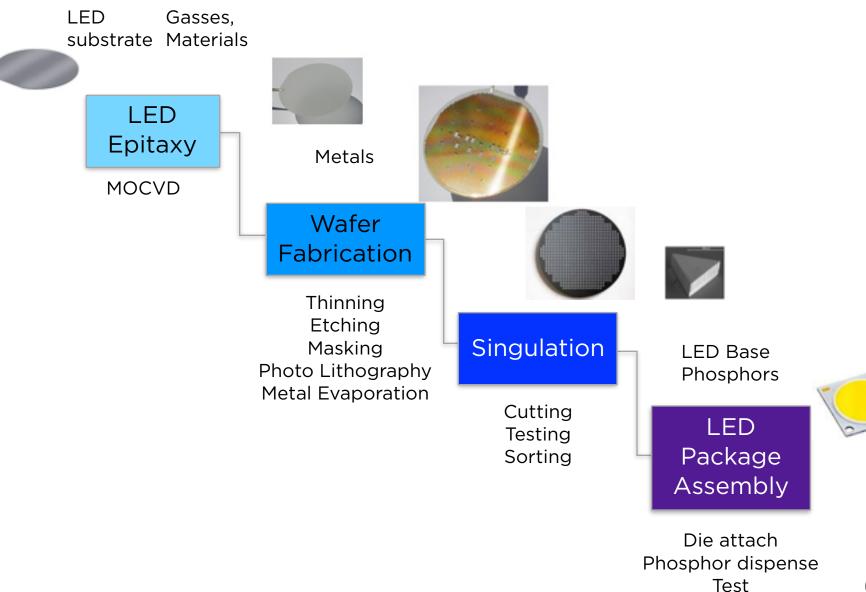


http://www.nobelprize.org/nobel_prizes/ physics/laureates/2014/



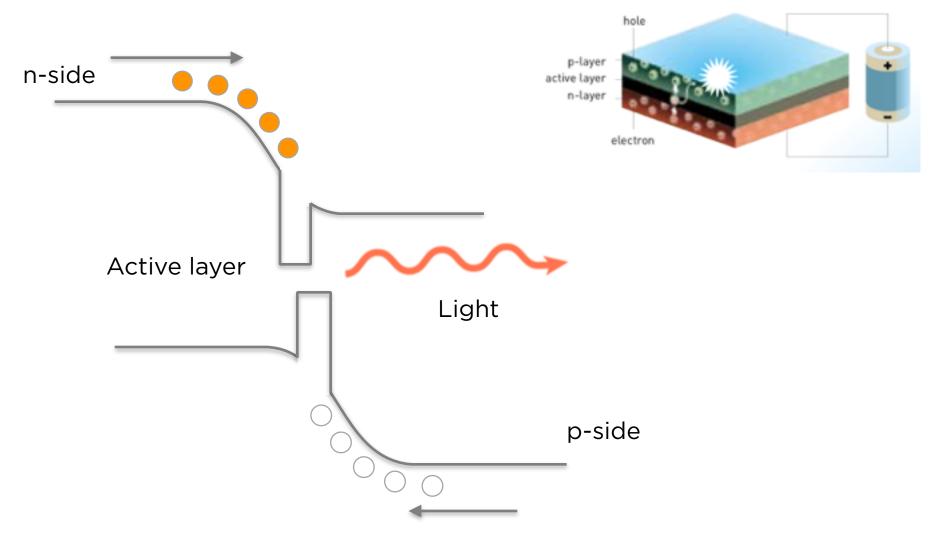
Process of making LEDs





Roller coaster at the heart of the LED



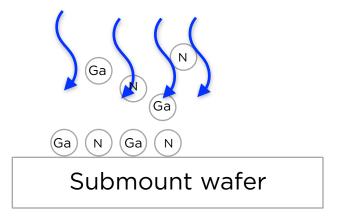


LED Epitaxy - the heart of the LED



- Equipment: MOCVD
- LED materials
 - Gallium
 - Nitride
 - In, Al
- LED wafer submount material
 - Sapphire
 - Silicon Carbide
 - Silicon
 - GaN



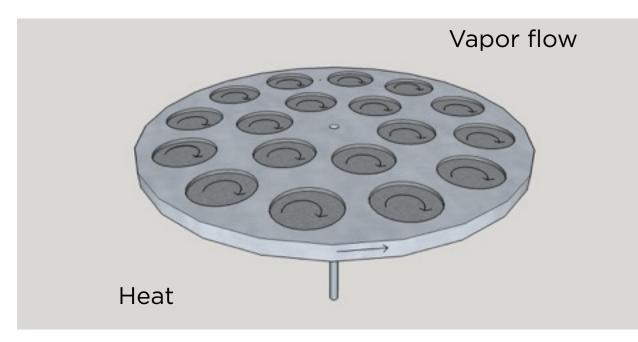


MOCVD



• Very tight process tolerances!



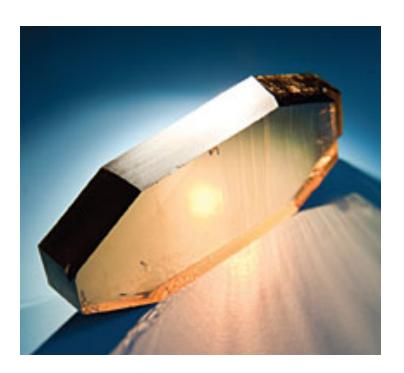


Gallium Nitride - unique material system



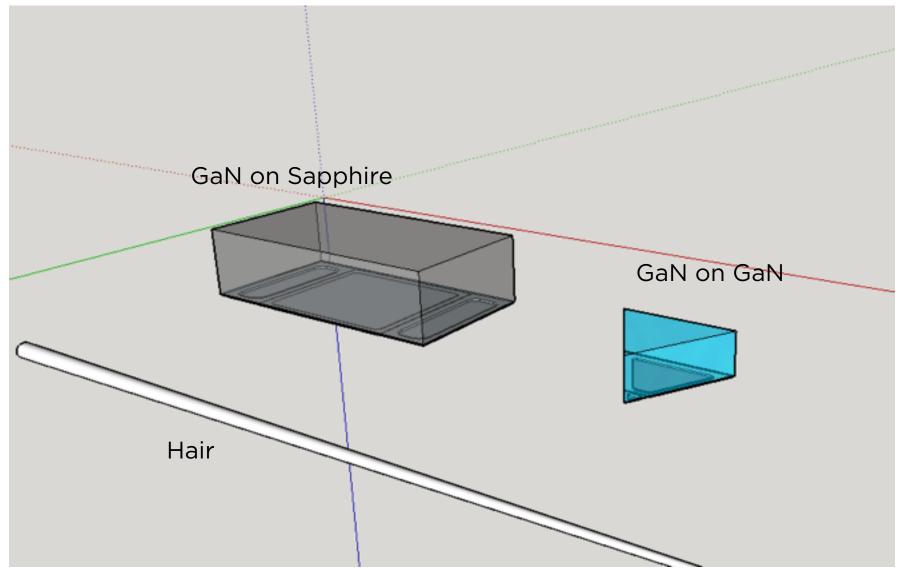
- Transparant
- Thermally conductive
- Electrically conductive
- Robust strong

• Can produce light



Die examples

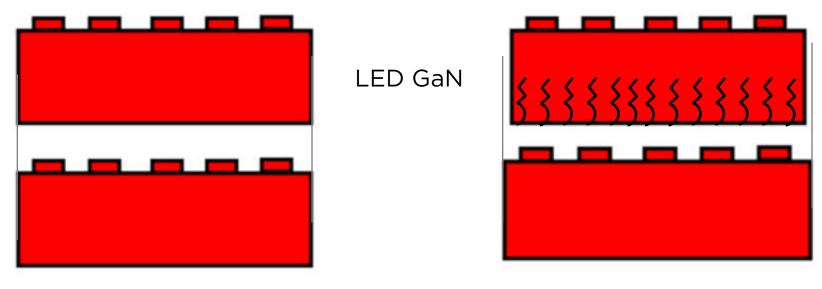




Dislocations



• Occur when substrate material and deposition material are not perfectly matched



GaN Substrate

Saphire Substrate

No dislocations with GaN substrate

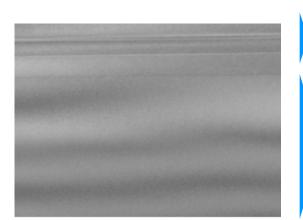


GaN on Sapphire Hetero-epitaxy GaN on GaN Homo-epitaxy

GaN Epitaxy Buffer layer

> Sapphire Sub mount





GaN Epitaxy

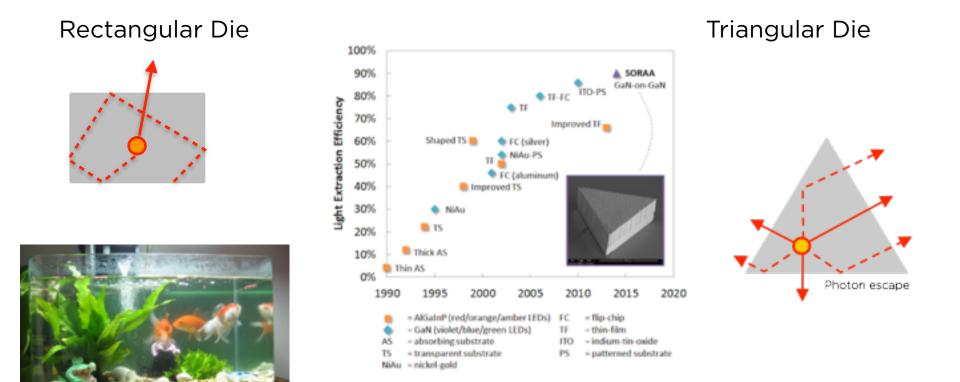
GaN Sub mount

1,000x fewer dislocations

Triangular shape best for light extraction



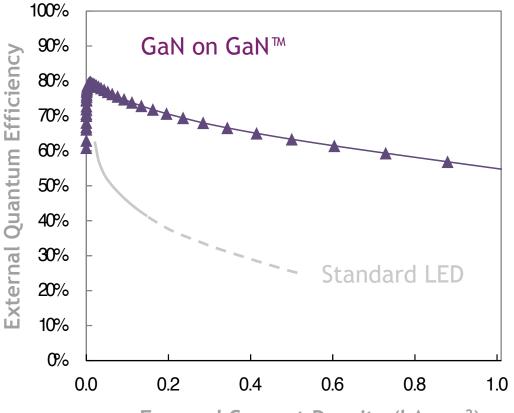
Light needs sharp angle of incidence to escape die



Droop



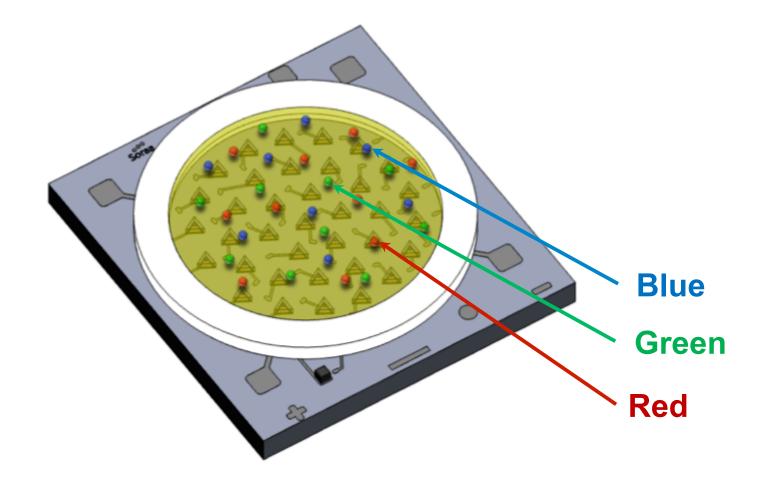
- Lower efficiency when driving more current densities
- GaN on GaN highly efficient at higher currents
- Higher light density - good for narrow beams and directional lighting



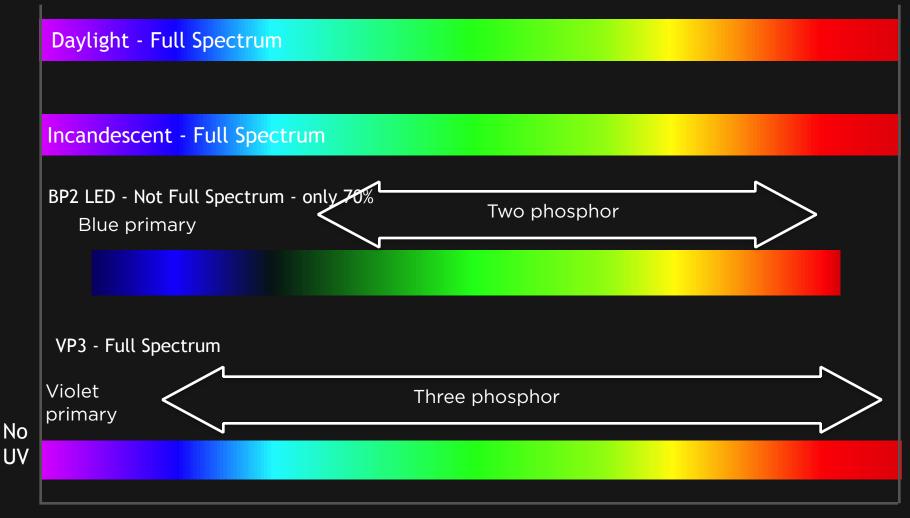
Forward Current Density (kA cm⁻²)

Creating white light





Spectral Distribution -Full Spectrum Sources vs. Non-Full Spectrum Sources



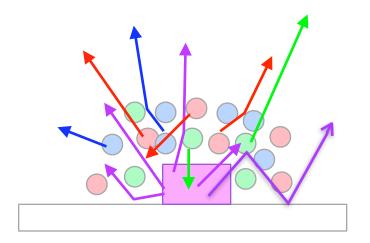
700nm

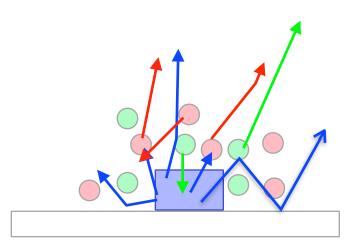
400nm

Color Conversion



- Light on its way out
 - Converted to different color when hits a phosphor particle
 - Light can be absorbed by a phosphor particle
 - Can also bounce off a phosphor particle
 - Light is shooting through the phosphor layer in basically all directions
 - We want it to be reflected out never be absorbed









Thank you!