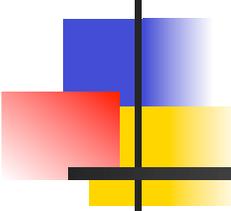


- **Technical**
- **Social**
- **Political**
- **Economic**

- **Problem Definition**
- **Figure of Merit**
- **System Design**
- **Constraints, Tradeoffs**
- **Statistics of Variation**
- **Tolerance, Capability**

**3.003**



# Principles of Engineering Practice

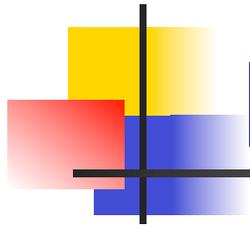
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Research Methodology (10min)

The Ethical Engineer (30min)

Light-Matter Interactions (10min)

Lionel C. Kimerling

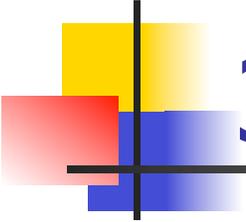


# Laboratory Methodology

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The Complete Engineer's Skill Set  
Technical—Social—Political--Economic

- Problem Definition
- Constraints
- Options
- Analysis
- Solution



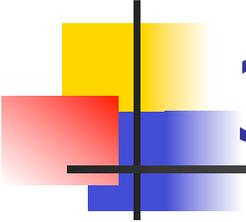
# 3.003 Technology Problems

---

The Complete Engineer's Skill Set  
Technical—Social—Political--Economic

Add the following to your lab report.

- Problem Definition
  - What problem is the team solving?
- Experiment Design
  - What are the constraints that the team faces?
- Solution
  - Justify the experimental design?

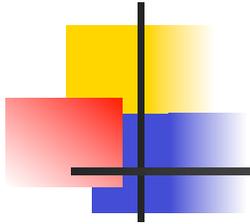


# 3.003 Technology Problems

---

The Complete Engineer's Skill Set  
Technical—Social—Political--Economic

- Problem Definition
  - Attributes, Specifications
- *Design*
  - Constraints
    - Figure of Merit: Tradeoffs
  - Options
  - Analysis
    - Statistics of Variation: Tolerance, Capability
- Solution
  - Results



# Figure of Merit

materials selection

## Materials Design

### Property relation to Performance

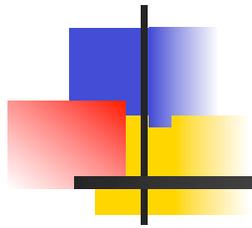
- Example: problem and constraint
  - *load bearing with lightest weight*
- Volume =  $LxA$
- $P = \text{load}$

$$(1/m)_{\max} = \text{Performance}$$

### Materials Properties

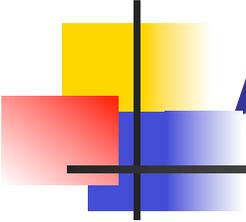
- tensile strength =  $\sigma = P/A = \text{load/area}$
  - $m = \text{density} \times \text{volume} = \rho AL$
- $1/m = \sigma/\rho \times 1/PL$

$$\text{FOM} = 1/m = \sigma/\rho = \text{tensile strength/density}$$



# Ethical Practice

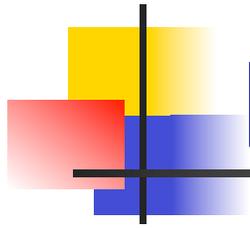
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# An Ethical Engineer?

---

- Conflicting motivations
  - divergence between commerce and engineering?
  - is the data sufficient?
- Ethical action
  - most good for most people?
  - absolute right and wrong?
- Dealing at the boundaries

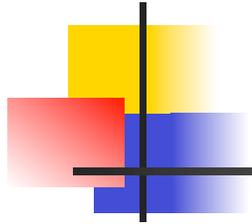


# Laboratory Methodology

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The Complete Engineer's Skill Set  
Technical—Social—Political--Economic

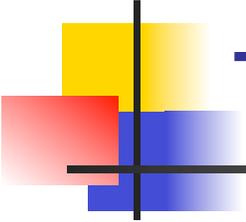
- Problem Definition
- Constraints
- Options
- Analysis
- Solution



# Ethics Basics

---

- Absolute of Judgment?
- Rationale: good world or self?
- Truth = 'fuel of the mind'
  - *science of variation*
- Can sustainability be built on fiction?
  - Ethics is not an act, but a lifetime; it is the definition of self

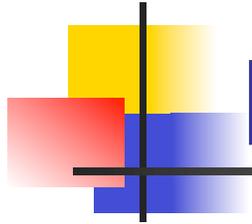


# The Puzzle of Moral Judgment

---

- Kant
  - Right is principles that everyone can follow.
- Mill
  - Right is the greatest good for the greatest number of people.

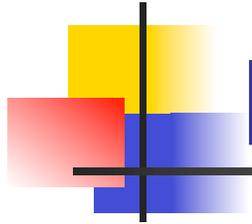
Right before good or good before right?



# Ethics: Private vs. Public

---

- Your purpose in life
- Your methods of achieving that purpose

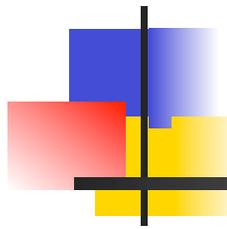


# Ethics: Private vs. Public

---

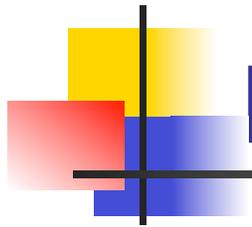
## HYPOTHESIS OR FACT?

- The way that you live has consequences for the lives of others.



# Light and Matter

---

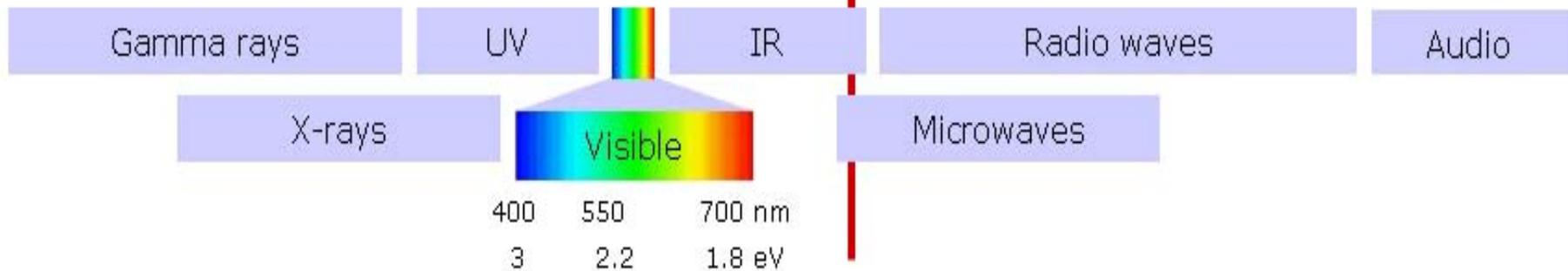


# Light is an Electromagnetic Wave

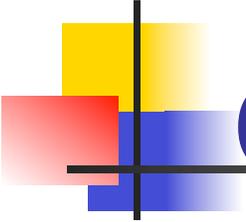
## The Electromagnetic Spectrum

$k_B T_R$  -The thermal energy at room temperature

$\lambda/m$	$10^{-13}$	$10^{-12}$	$10^{-11}$	$10^{-10}$	$10^{-9}$	$10^{-8}$	$10^{-7}$	$10^{-6}$	$10^{-5}$	$10^{-4}$	$10^{-3}$	$10^{-2}$	$10^{-1}$	1	$10^1$	$10^2$	$10^3$	$10^4$	$10^5$
	pm		Å	nm			μm			mm		m			km				
E/eV	$10^7$	$10^6$	$10^5$	$10^4$	$10^3$	$10^2$	$10^1$	1	$10^{-1}$	$10^{-2}$	$10^{-3}$	$10^{-4}$	$10^{-5}$	$10^{-6}$	$10^{-7}$	$10^{-8}$	$10^{-9}$		



Courtesy of [the Opensource Handbook of Nanoscience and Nanotechnology](#).



# Observables

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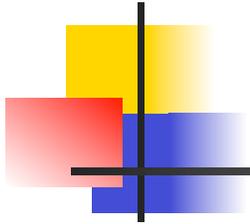
## Electromagnetic Field

- voltage  $\vec{E}(\vec{r}, t)$
- current  $\vec{H}(\vec{r}, t)$

- wavelength,  $\lambda$
- group velocity,  $v_g = c_0/N$ ;  $N =$  group index
- power,  $P$

## Photonic Materials

- dielectric constant,  $\epsilon/\epsilon_0$
- index of refraction,  $n$
- absorption,  $\alpha$



$$c_{\text{material}} = c_0/n_r \quad n_r = (\epsilon/\epsilon_0)^{1/2}$$

	$\frac{\epsilon}{\epsilon_0}$ (static)	n (v)
Si	11.7	3.5
Ge	16	4
LiNbO <sub>3</sub>	43	2.27
BaTiO <sub>3</sub>	3600	2.46

c=speed of light;  $n_r$ =refractive index;  $\epsilon$ = electric permittivity  $\epsilon/\epsilon_0$ =dielectric constant

# Materials Design by Property Maps

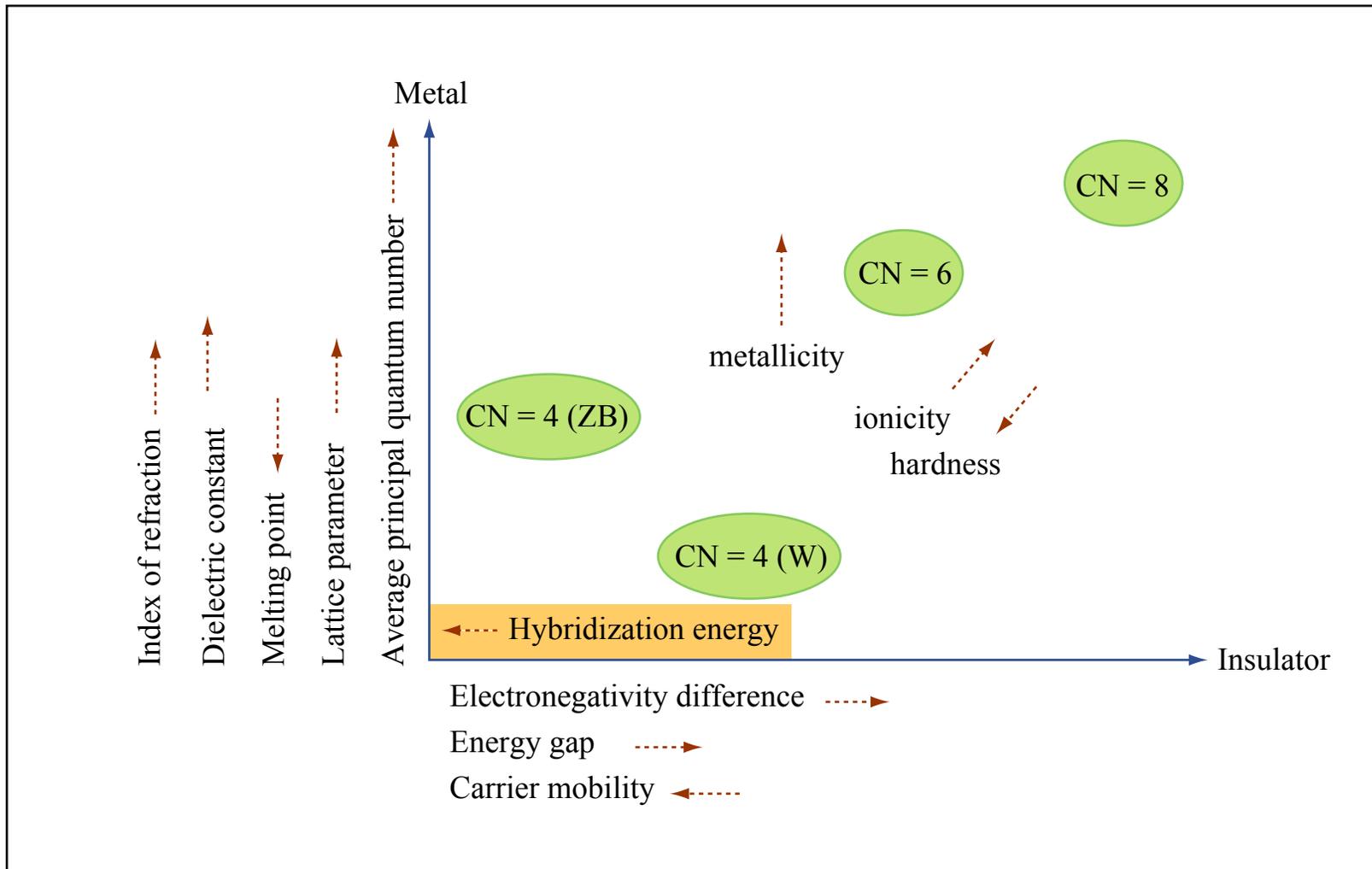
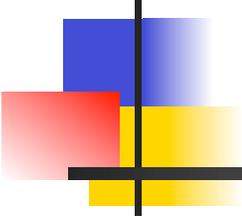


Figure by MIT OpenCourseWare.

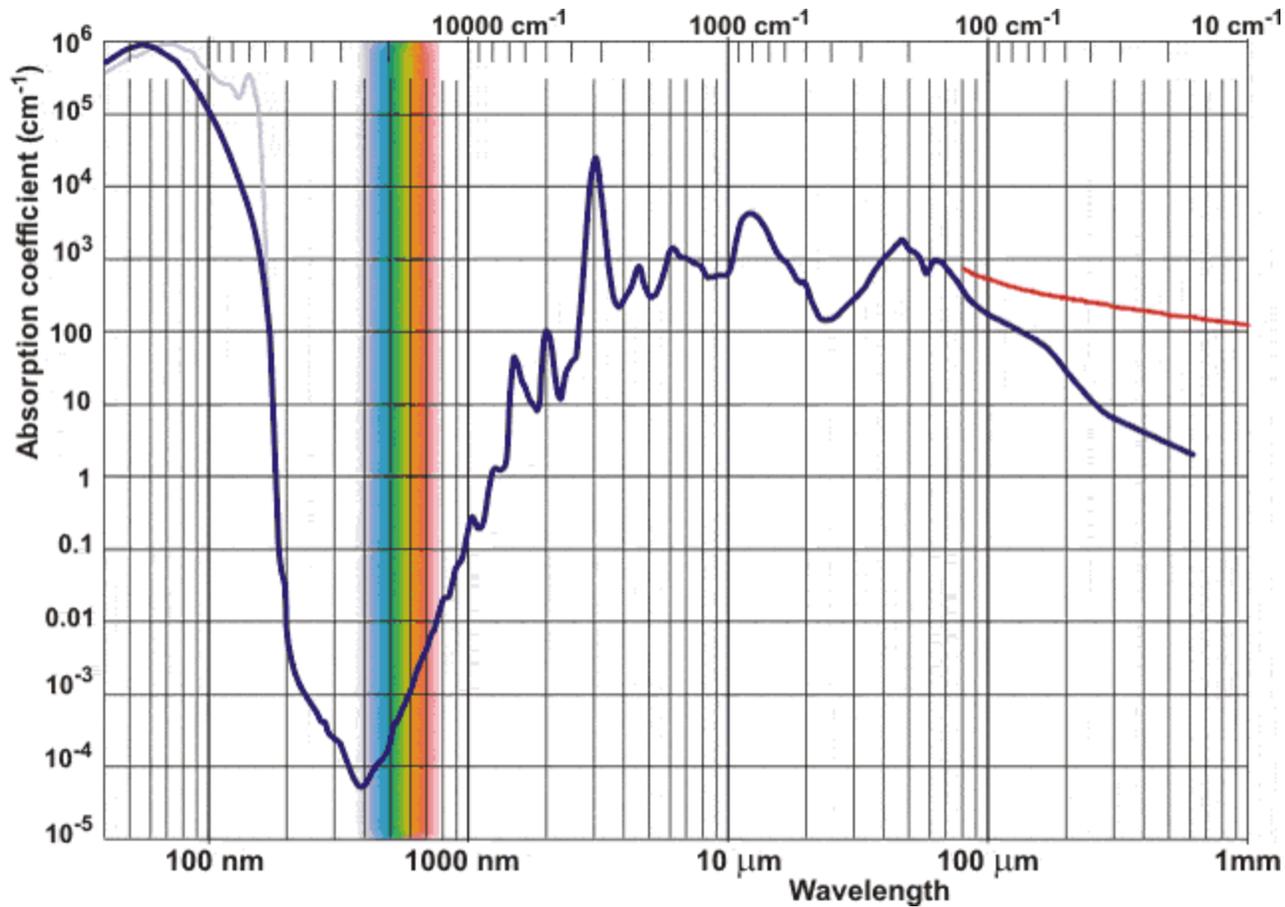


# Lab #1 Appendix 1

## Water Vapor and AR Coatings

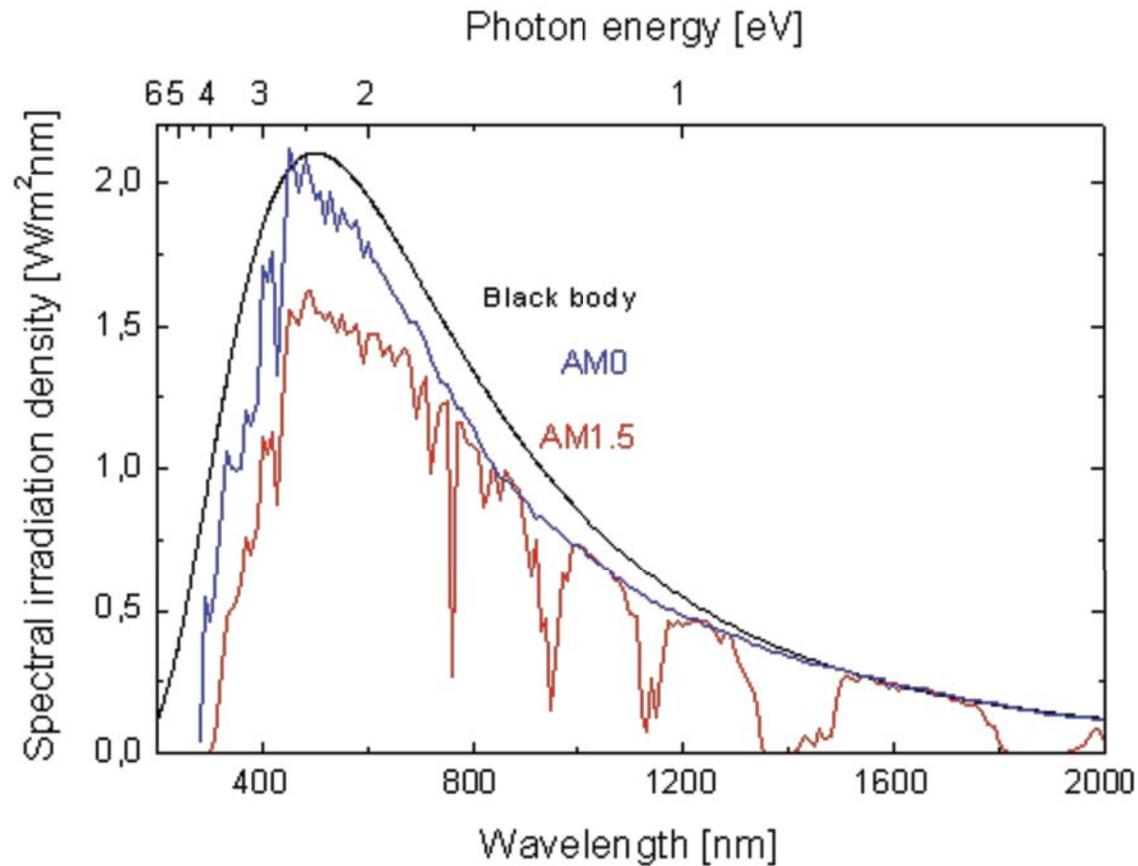
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# Optical absorption of water

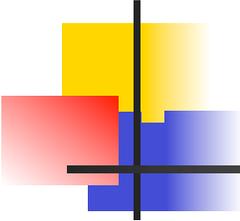


Courtesy of Martin Chaplin. Used with permission.

# Solar spectrum



From Haug, Franz-Josef. "[Irradiation Spectrum](#)." *Solar Cells: Generating Electricity from Light*. Used with permission.



# Refractive indices

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<i>Material</i>	<i>Refractive index</i>
Air	1.0
Water	1.33
SiO <sub>2</sub>	1.5
Si <sub>3</sub> N <sub>4</sub>	2.0
Si	3.5

# Anti-reflection (AR) coatings

Elimination of reflection on surfaces:

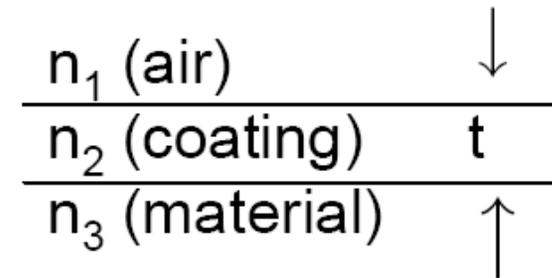
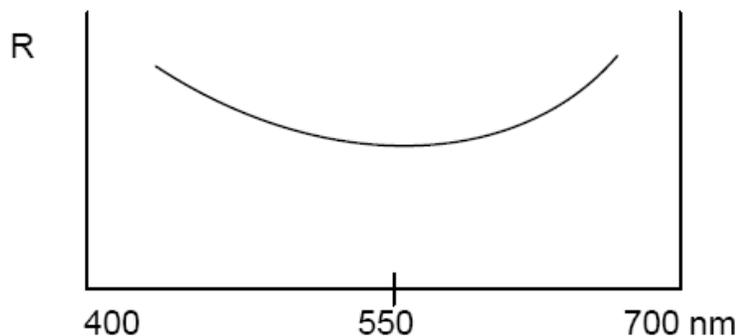
- ✓ Solar cells
- ✓ Photodetectors
- ✓ Photolithography

Example: AR coating for silicon

$$n_{\text{Si}} = 3.5 \quad n_{\text{AR}} = 2.3$$

$$n_{\text{SiO}_2} = 1.51$$

$$\lambda = 550 \text{ nm} \rightarrow t = 91 \text{ nm}$$

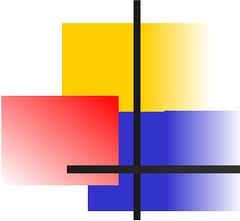


$$R = \frac{n_2^2 - n_1 n_3}{n_2^2 + n_1 n_3}$$

$$= 0 \quad \text{when} \quad n_2 = \sqrt{n_1 n_3}$$

$$t = \frac{\lambda_0}{4n_2}$$

Quarter wave film



# SiO<sub>2</sub>-on-Si Color Chart

Film thickness, microns	Color and comment	Film thickness, microns	Color and comment
0.05	Tan	0.68	"Bluish"
0.07	Brown	0.72	Blue-green to green (quite broad)
0.10	Dark violet to red-violet	0.77	"Yellowish"
0.12	Royal blue	0.80	Orange (rather broad for orange)
0.15	Light blue to metallic blue	0.82	Salmon
0.17	Metallic to very light yellow-green	0.85	Dull, light red-violet
0.20	Light gold to yellow - slightly metallic	0.86	Violet
0.22	Gold with slight yellow-orange	0.87	Blue-violet
0.25	Orange to melon	0.89	Blue
0.27	Red-violet	0.92	Blue-green
0.30	Blue to violet-blue	0.95	Dull yellow-green
0.31	Blue	0.97	Yellow to "yellowish"
0.32	Blue to blue green	0.99	Orange
0.34	Light green	1.00	Carnation pink
0.35	Green to yellow-green	1.02	Violet-red
0.36	Yellow-green	1.05	Red-violet
0.37	Green-yellow	1.06	Violet
0.39	Yellow	1.07	Blue-violet
0.41	Light orange	1.10	Green
0.42	Carnation pink	1.11	Yellow-green
0.44	Violet-red	1.12	Green
0.46	Red-violet	1.18	Violet
0.47	Violet	1.19	Red-violet
0.48	Blue-violet	1.21	Violet-red
0.49	Blue	1.24	Carnation pink to salmon
0.50	Blue-green	1.25	Orange
0.52	Green (broad)	1.28	"Yellowish"
0.54	Yellow-green	1.32	Sky blue to green-blue
0.56	Green-yellow	1.40	Orange
0.57	Yellow to "yellowish"	1.45	Violet
0.58	Light-orange or yellow to pink borderline	1.46	Blue-violet
0.60	Carnation pink	1.50	Blue
0.63	Violet-red	1.54	Dull yellow-green

Figure by MIT OpenCourseWare.

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3.003 Principles of Engineering Practice  
Spring 2010

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