

Adding materials to OghmaNano

This tutorial covers adding extra materials to the OghmaNano materials database.

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https://www.Oghma-Nano.com



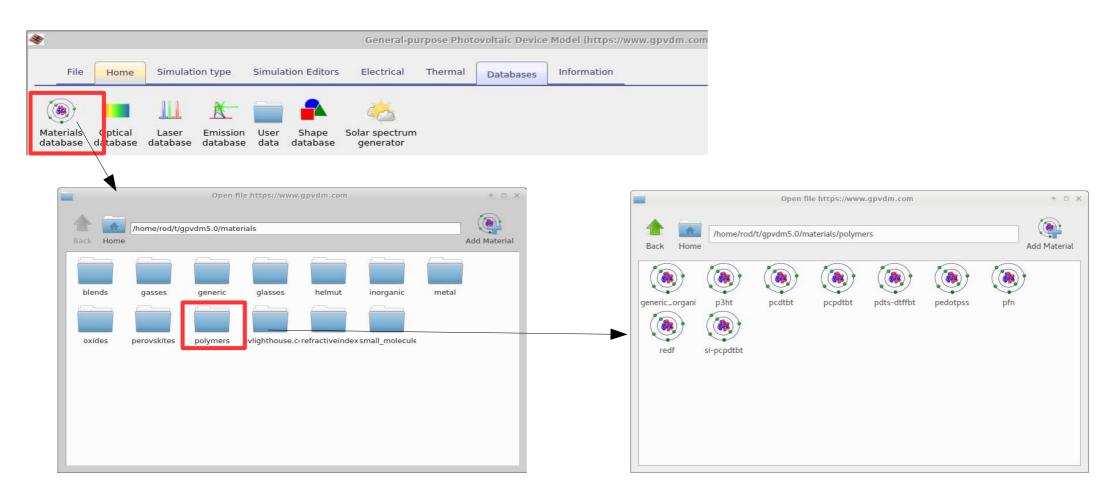
Introduction to the materials database in OghmaNano

- •Where is the materials database stored?
- •What format is the materials database stored in?
- •Adding your own material the hard way.
- •Where do I get refractive index information from?
- •Extracting n/k data from the literature.
- •Using the graphical interface to import data.
- •Other information contained within the materials database.

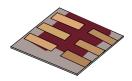
Introduction 1/3

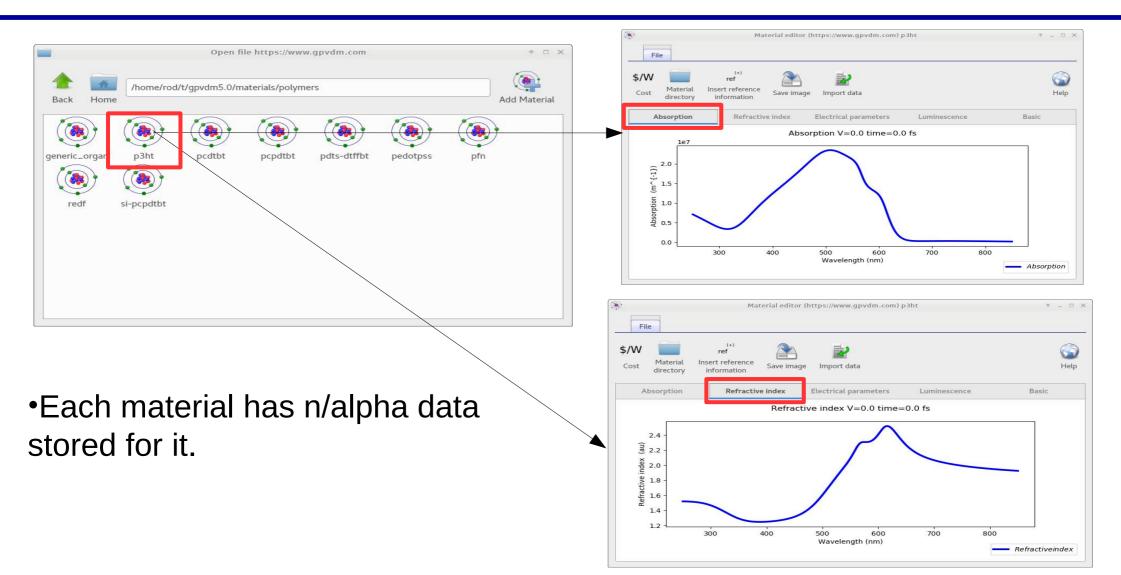


•The materials database stores mainly the optical (n/k) data for the materials used in OghmaNano simulations. You can access it from the database tab.



Introduction 2/3







•Although the materials database does store some electrical parameters and thermal parameters *these are not used in the simulations.*

•This is because OghmaNano is mainly used for simulating thin film devices, and the material parameters change a lot between fabrication runs/labs/material batches. Therefore electrical/thermal parameters have to be set in the simulation it's self.

•The materials database is mainly used for storing n/k data which is used in simulations.





Introduction to the materials database in gpvdm

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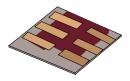
•The materials database is stored in your home directory within the oghma_local folder. So for the user 'Rod' it would be stored in:

c:\Users\Rod\oghma_local\materials

•If your home directory is stored on a network or somewhere else the materials directory would be stored in:

'the path to your home folder'\oghma_local\materials

Where 'the path to your home folder' would represent the path to your home folder where ever it may be stored.



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What format are the materials stored in?

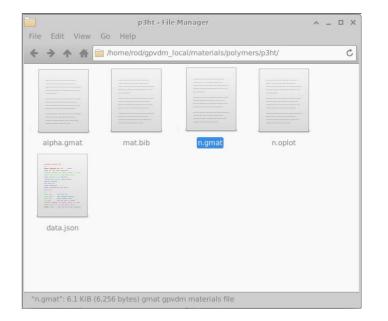
•Each material is stored in it's own directory in the materials directory, so for example p3ht is stored in the directory p3ht:

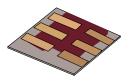
•In each materials directory there are 4 files:

•alpha.csv: Contains the optical absorption information
•n.csv: contains the real part of the refractive index
•bat.bib: Is a bib file containing references.
•data.json contains all other information about the material in JSON format.

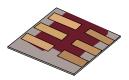
•These are all text files you can edit them directly with a text editor.







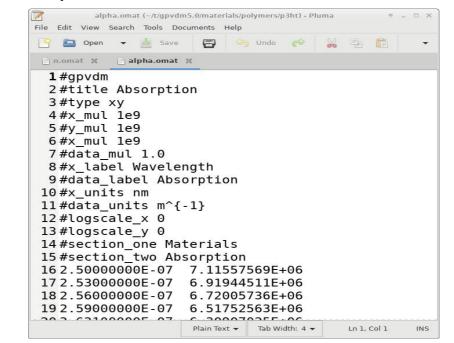
n.omat and alpha.omat files look like this...



•n.csv

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2#title Refractive index 3#type xy 4#x_mul 1e9 5#y_mul 1e9 6#x_mul 1e9 7#data_mul 1.0 8#x_label Wavelength 9#data_label Refractive index 10#x_units nm 11#data_units au 12#logscale_x 0 13#logscale_y 0 14#section_one Materials 15#section_two Refractive index 16#data 172.5000000E-07 1.52024000E+00 182.5300000E-07 1.51990000E+00 192.5600000E-07 1.51935000E+00	n.omat 🗶 📄 alpha.omat 🕱
Plain Text ▼ Tab Width: 4 ▼ Ln 1, Col 1 INS	<pre>2#title Refractive index 3#type xy 4#x_mul 1e9 5#y_mul 1e9 6#x_mul 1e9 7#data_mul 1.0 8#x_label Wavelength 9#data_label Refractive index 10#x_units nm 11#data_units au 12#logscale_x 0 13#logscale_y 0 14#section_one Materials 15#section_two Refractive index 16#data 172.5000000E-07 1.52024000E+00 182.5300000E-07 1.51935000E+00 202.5600000E-07 1.51935000E+00</pre>

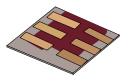
•alpha.csv



There is a header which you can leave alone, then there are two columns: **n.csv:** wavelength (meters) / refractive index **alpha.csv:** wavelength (meters) / Absorption in (m⁻¹)

•Again these are text files you can edit them by hand.





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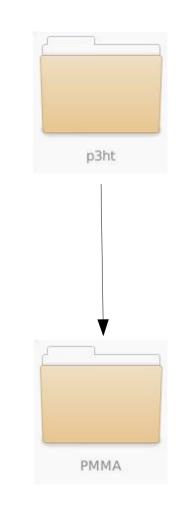
•Simply copy an existing material directory to a new one say copy p3ht to a new directory called PMMA.

•Then copy and paste the refractive index/absorption information into alpha.gmat and n.gmat.

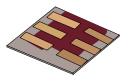
•Make sure you use the correct units i.e. wavelength (m) and absorption in m⁻¹.

•That's it.

•It will not work if you use cm or um for wavelength, and absorption must be in m⁻¹.







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•There are lots of places to get hold of refractive index data:

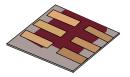
1. Your own experiments – this is the best option.

2. https://refractiveindex.info This is a very good site containing lots of refractive index information.

- 3. https://www.pvlighthouse.com.au/ another good site with n/k data.
- 4. Extract the n/k data from the literature.



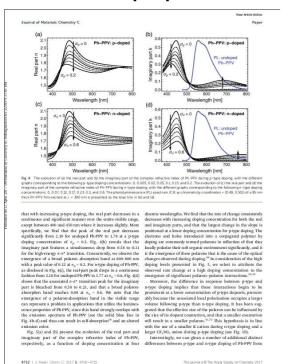
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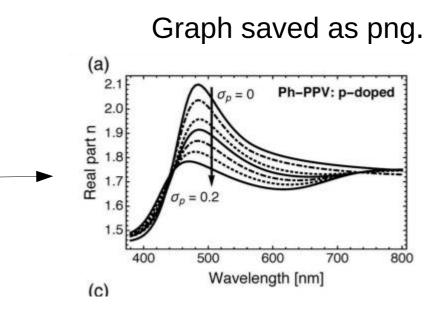


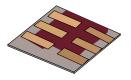
•Step 1: Find a paper with the refractive index/absorption data in it (hint: Try google image search for this)

•Step 2: Take a screenshot of the graph you want to import, and save it as a .png file.

Pdf of paper

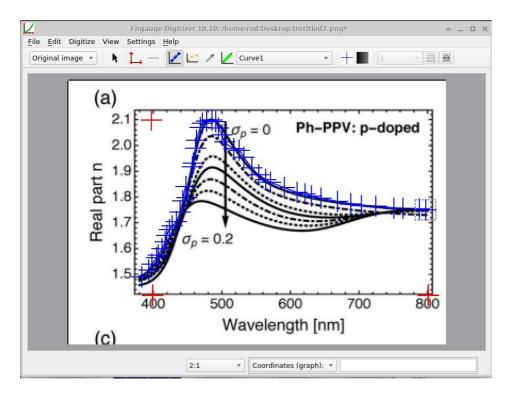






•Step 3: Download Engauge Digitizer from the internet: •http://markummitchell.github.io/engauge-digitizer/

•Step 4: Set up the axies (red crosses), then by hand draw points on the the data you want to extract.

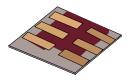


Step 5: Save this data as: Wavelength(m) v.s. n

or

Wavelength(m) v.s. absorption (m⁻¹)

Step 6: Copy and paste this data into your n.gmat or alpha.gmat files.

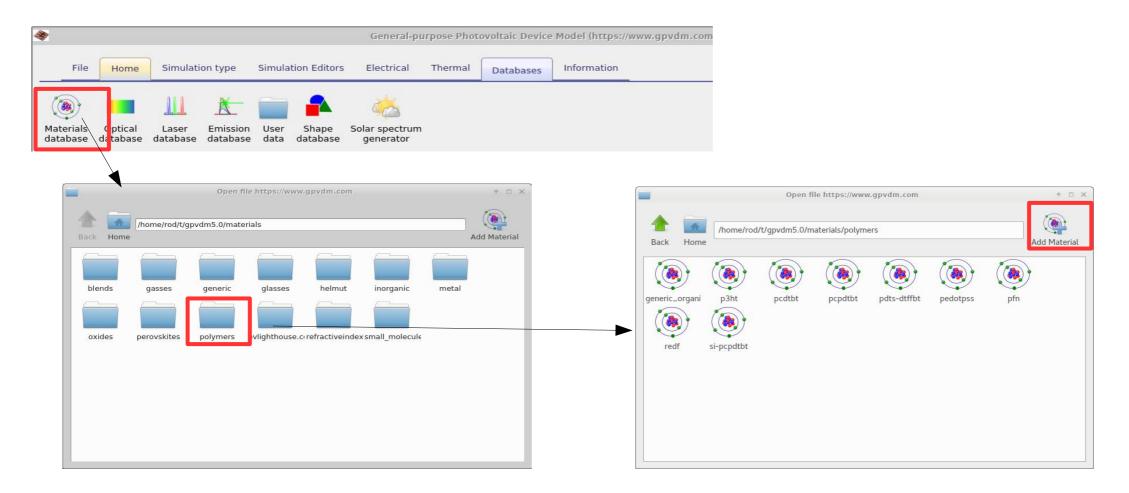


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Adding a material using the graphical interface

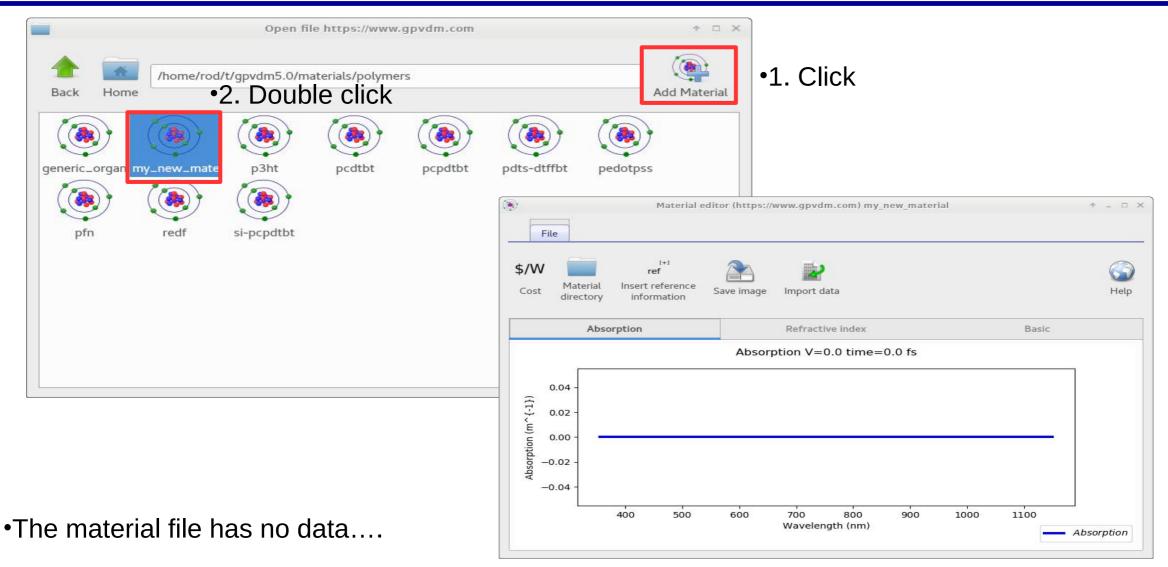


•Select the materials directory to which you want to add a material to then click Add material.

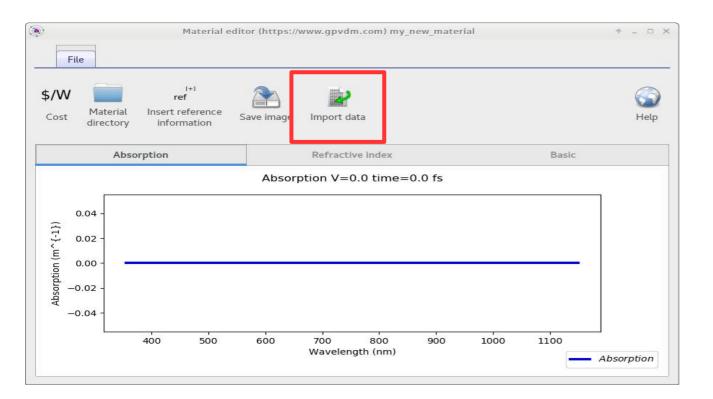


Making a new material the easy way...





Adding a material using the graphical interface



•Click import data, and the data importer window will be displayed....



Click open data file...



Import data (https://www.gpvdm.com)							
						(1) Help	
x-column:	0	-	+	x units:	Wavelength (nm)	¥	
y-column:	1		+	y units:	Wavelength (nm)		
<pre>#type xy #x_mul 100000000 #y_mul 100000000 #z_mul 1.0 #data_mul 1.0 #x_label Wavelength #y_label #data_label Waveleng #x_units nm #y_units #z_units #data_units nm</pre>	0.0 0.0	length	h				
	x-column: y-column: y-column: #gpvdm #title Wavelength - V #type xy #x_mul 1000000000 #y_mul 1000000000 #z_mul 1.0 #data_mul 1.0 #data_mul 1.0 #data_label Wavelength #y_label #data_label Wavelen #x_units nm #y_units	x-column: 0 y-column: 1 The imported file, the numl #gpvdm #title Wavelength - Wavel #type xy #x_mul 1000000000.0 #y_mul 100000000.0 #z_mul 1.0 #data_mul 1.0 #data_mul 1.0 #data_label Wavelength #y_label #z_label #data_label Wavelength #x_units nm #y_units #z_units #data_units nm	x-column: 0 – y-column: 1 – The imported file, the numbers s #gpvdm #title Wavelength - Wavelength #type xy #x_mul 1000000000.0 #y_mul 100000000.0 #z_mul 1.0 #data_mul 1.0 #data_mul 1.0 #data_ul 1.0 #totalabel Wavelength #y_label #z_label #z_label #data_label Wavelength #x_units nm #y_units #z_units #data_units nm	x-column: 0 – + y-column: 1 – + The imported file, the numbers should #gpvdm #title Wavelength - Wavelength #type xy #x_mul 1000000000.0 #y_mul 1.0 #data_mul 1.0 #data_mul 1.0 #data_mul 1.0 #data_bel #z_label #z_label #data_label Wavelength #y_units #z_units #z_units #data_units nm	x-column: 0 - + x units: y-column: 1 - + y units: The imported file, the numbers should now be i #gpvdm #title Wavelength - Wavelength #type xy #x_mul 1000000000.0 #y_mul 100000000.0 #z_mul 1.0 #data_mul 1.0 #data_mul 1.0 #tdata_label Wavelength #y_label #z_label #data_label Wavelength #tx_units nm #y_units #z_units #data_units nm	x-column: 0 – + x units: Wavelength (nm) y-column: 1 – + y units: Wavelength (nm) The imported file, the numbers should now be in SI units #gpvdm #title Wavelength - Wavelength #type xy #x.mul 1000000000.0 #y_mul 100000000.0 #z_mul 1.0 #data_mul 1.0 #x_label Wavelength #y_label #z_label #data_label Wavelength #y_units #z_units nm #y_units #z_units nm	

•And select the data file containing your n/k data.

•See earlier on in the slide deck to find out how to get n/k data.

The import window used to convert data to SI



Import data (h	ttps://www.gpvdm.com)	* □ ×
Load/Import Plot		
Open data Import file data		Help
Title: Wavelength - Wavelength		•Set these to the
x-label: Wavelength	x-column: 0 - + x units Wavelengt	th (nm) units of the input
y-label: Wavelength	y-column: 1 - + y units Wavelengt	th (nm) file.
The file to import:	The imported file, the numbers should now be in SI units	
<pre>#opvdm #title Refractive index #type xy #x_mul 1e9 #y_mul 1.000000 #x_label Wavelength #y_label Refractive index</pre> •The imported data	#gpvdm #title Wavelength - Wavelength #type xy #x_mul 100000000000 	ed into SI, transform between

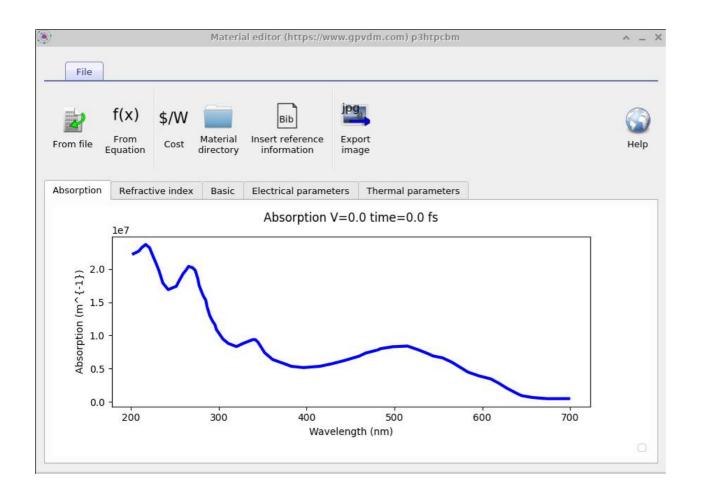
•So if your file were in units of wavelength nm and absorption 'attenuation coefficient', select those.

Then click import data and the data will be imported into the new material..



1	Import data (https://www.gpvdm.com)	T
Load/Import Plot		
Open data file		H elp
Title: Wavelength - Wavelength		
r-label: Wavelength	x-column: 0 – +	x units: Wavelength (nm) 👻
r-label: Wavelength	y-column: 1 – +	y units: Wavelength (nm) 👻
The file to import:	The imported file, the numbers should r	now be in SI units
<pre>#opvdm #title Refractive index #type xy #x_mul 1e9 #y_mul 1.000000 #x_label Wavelength #y_label Refractive index #x_units nm #y_units au #logscale_x 0 #logscale_y 0 #section_one Materials #section_two Refractive index 3e-07 1.37356 3.02e-07 1.36947 3.04e-07 1.36536</pre>	<pre>#gpvdm #title Wavelength - Wavelength #type xy #x_mul 100000000.0 #y_mul 100000000.0 #z_mul 1.0 #data_mul 1.0 #data_mul 1.0 #x_label Wavelength #y_label #data_label Wavelength #x_units nm #y_units #z_units #data_units nm #logy False</pre>	





•You will need to do this for both the Absorption and the real part of the refractive index.

https://www.Oghma-Nano.com



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The materials database contains:



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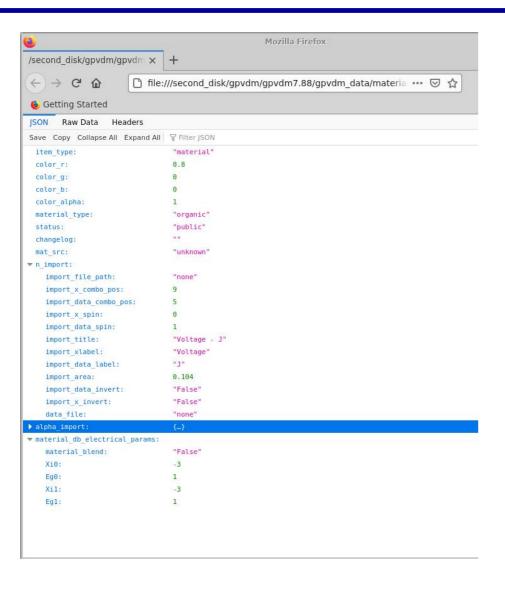
Basic information

Thermal parameters

Basic Electrical information

Thermal information

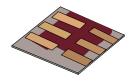
All other material data is stored in the data.json



•These are stored in the data.json file

•This can be viewed in firefox, or in a text editor.

Basic electrical information



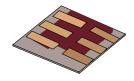
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•Because OghmaNano is mainly used to simulate thin film devices, and because the quality of thin films changes a lot between devices/labs/fabrication runs, it does not make sense to have a database of electrical parameters for materials such as P3HT.

•Therefore the electrical parameters should be set in the electrical parameters window in your simulation, not in the materials database.

•The values in this window are simply use for drawing pretty band diagrams, and are not used in the simulation.

Basic information



	Material editor (https://www.gpvdm.com) p3htpcbm	^ _ >
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bsorption Refractiv	e index Basic Electrical parameters Thermal parameters	
Color Material type	Organic 🔹	rgb type
Publish material dat. Change log	Public	type

•This contains basic information about the material, such as it's color and material type, metal/oxide/polymer etc...

Thermal information



9			Materia	al editor (https://w	ww.gp	ovdm.com) p3htpcbn	1	^ _ ×
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Electron i	relaxation t	ime		1.0000e-08			s	
Hole rela	xation time			1.0000e-09			S	

•These values are used as the default values for thermal simulations.