

**WAVEGUIDE BEND OPTIMIZATION
USING Empipe3D**

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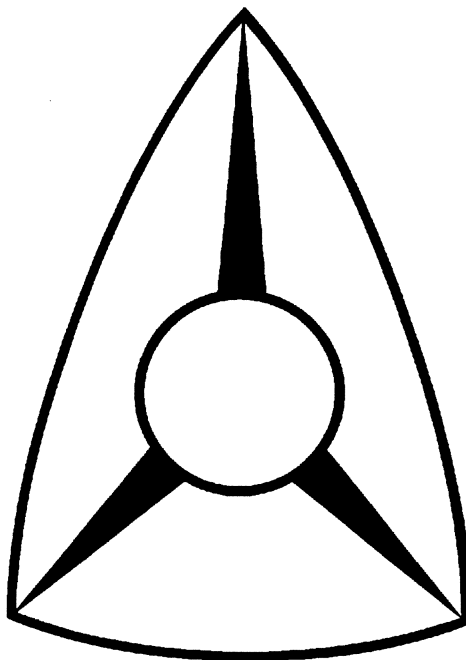
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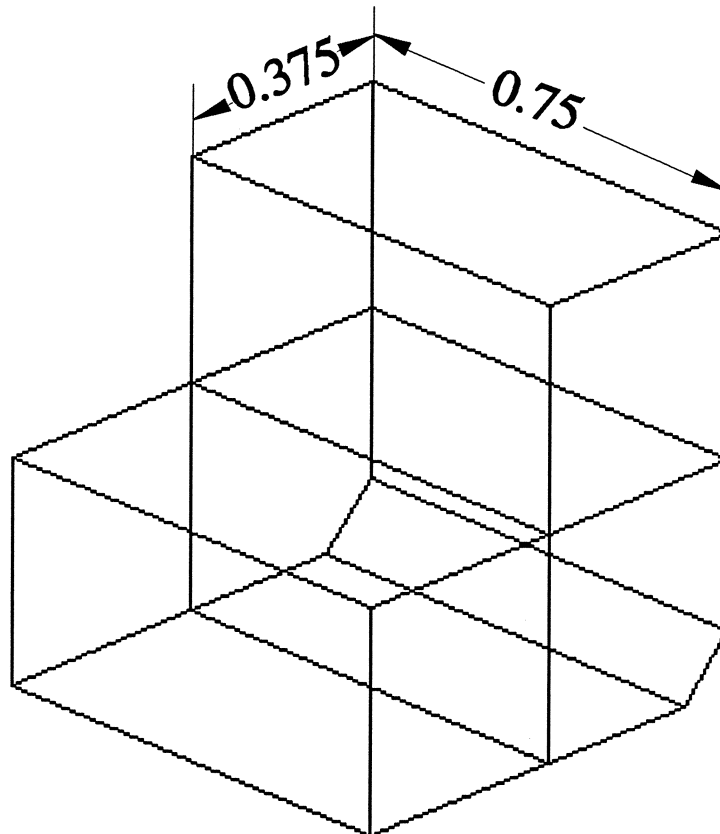
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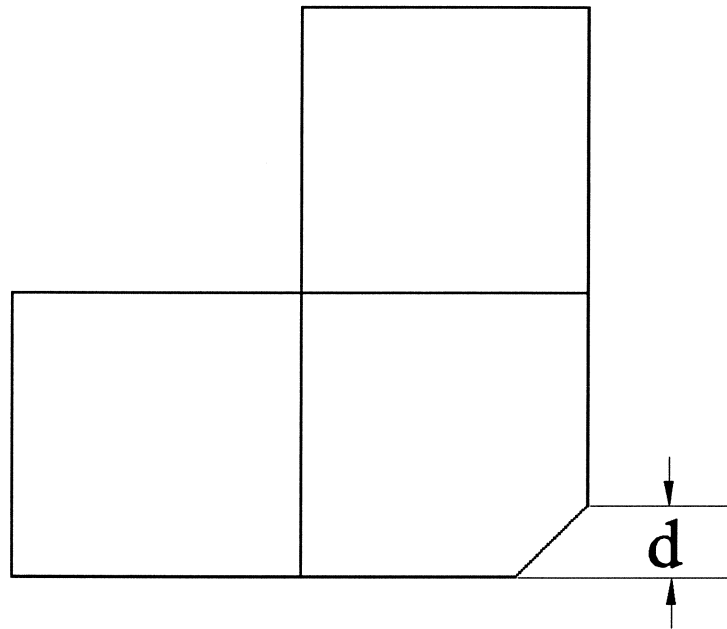


WR-75 Mitered Waveguide Bend
(*L.W. Hendrick, Hughes*)





Single Section Mitered Bend



specification in the frequency range from 9.84 to 15 GHz

return loss ≥ 40 dB

one variable only: the position of the miter d , bounded as

$$0 \leq d \leq 0.375 \text{ inch}$$

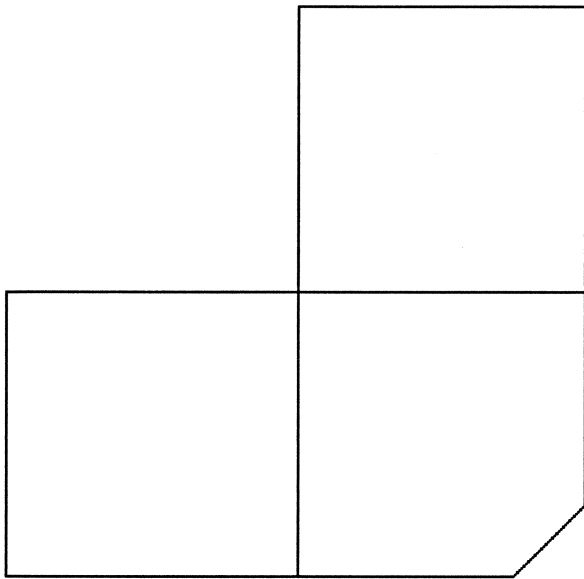
"can be done by hand in one or two days" (*L.W. Hendrick, Hughes*)

[illegible]

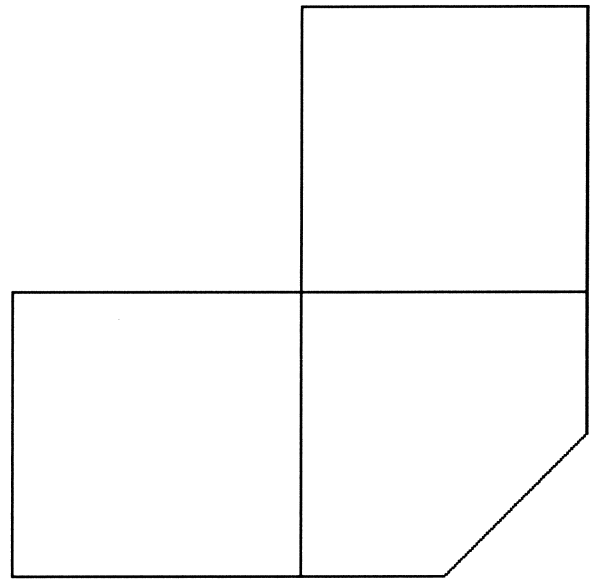
for n parameters, we need to create $n + 1$ projects



Geometries Representing the Parameter "d"



$d = 0.1$ inch



$d = 0.2$ inch



Essential Project Files for Empipe3D

<i>project.db</i>	material property database
<i>project.sld</i>	geometry description (solids)
<i>project.sat</i>	port, boundary and frequency definitions
<i>project.svl</i>	solution output mapping

for the mitered waveguide bend, *project.sld* is the only file dependent on the parameter d

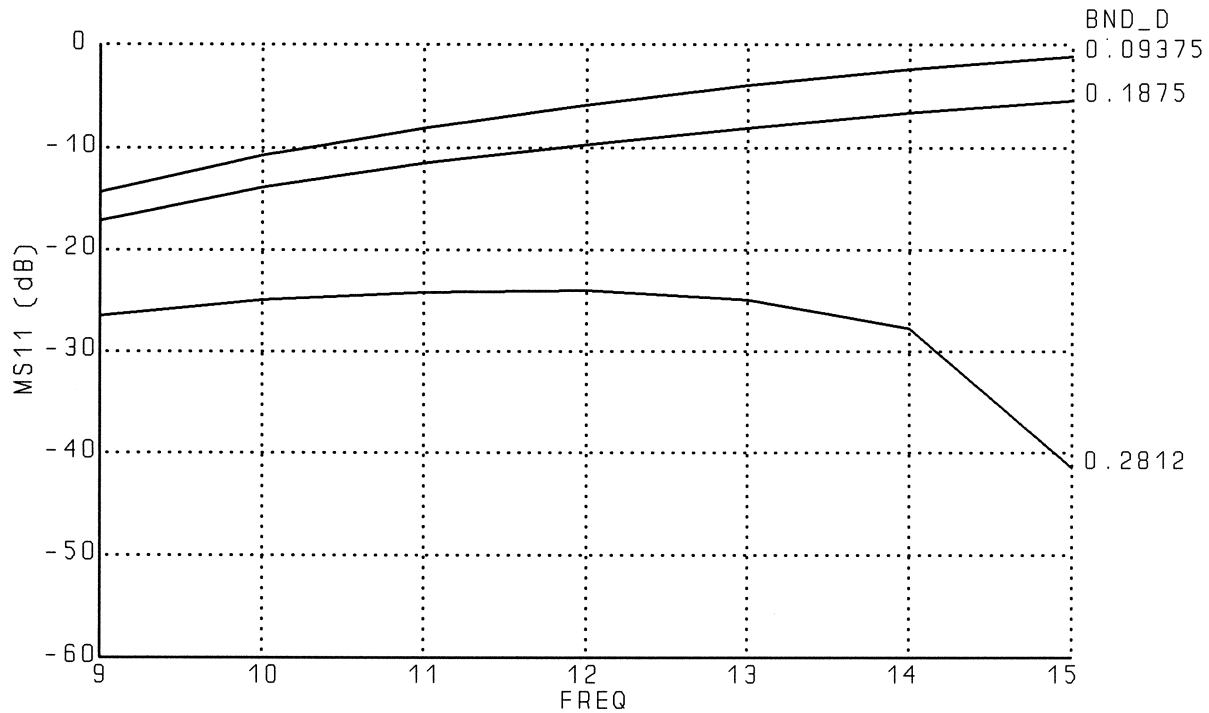
if the port or boundary positions are perturbed by changes in parameter values, then the *project.sat* file is also affected

parameters related to metal and dielectric characteristics will perturb the *project.db* file

the *project.svl* file is not affected by parameter perturbations in the Geometry Capture process



Sweep of the Miter Position



frequencies: from 9 GHz to 15 GHz with a step of 1 GHz

d is swept for 0.09375, 0.1875 and 0.28125 inch

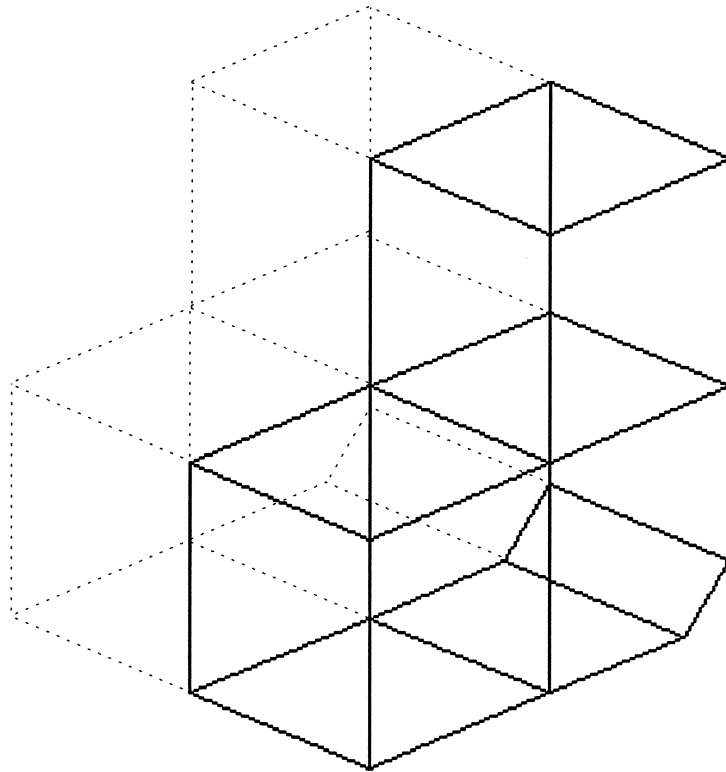
simulation time is approximately 8 CPU hours for each value of d (SPARCstation 10, 9 adaptive meshing iterations)



Geometric Symmetry of the Waveguide Bend

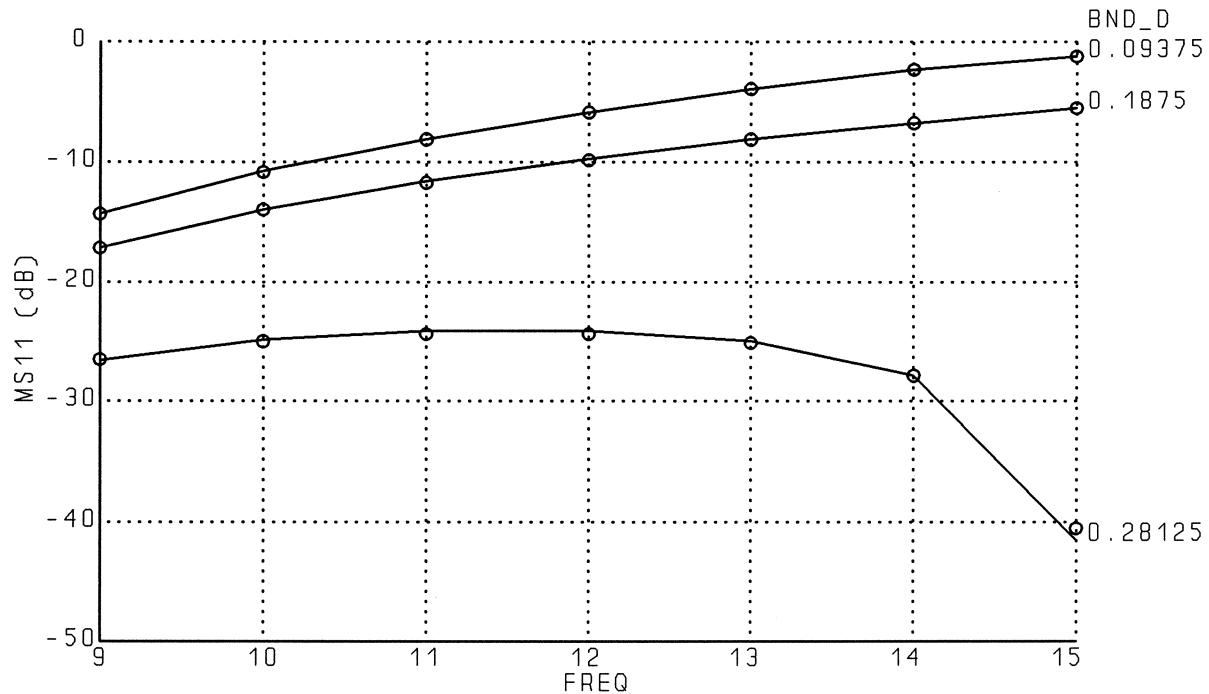
symmetry can be exploited to reduce the field solver computation time

for the waveguide bend, the use of a "Perfect H Boundary" allows HFSS to analyze only one half of the structure





Simulation Results with and without Using Symmetry



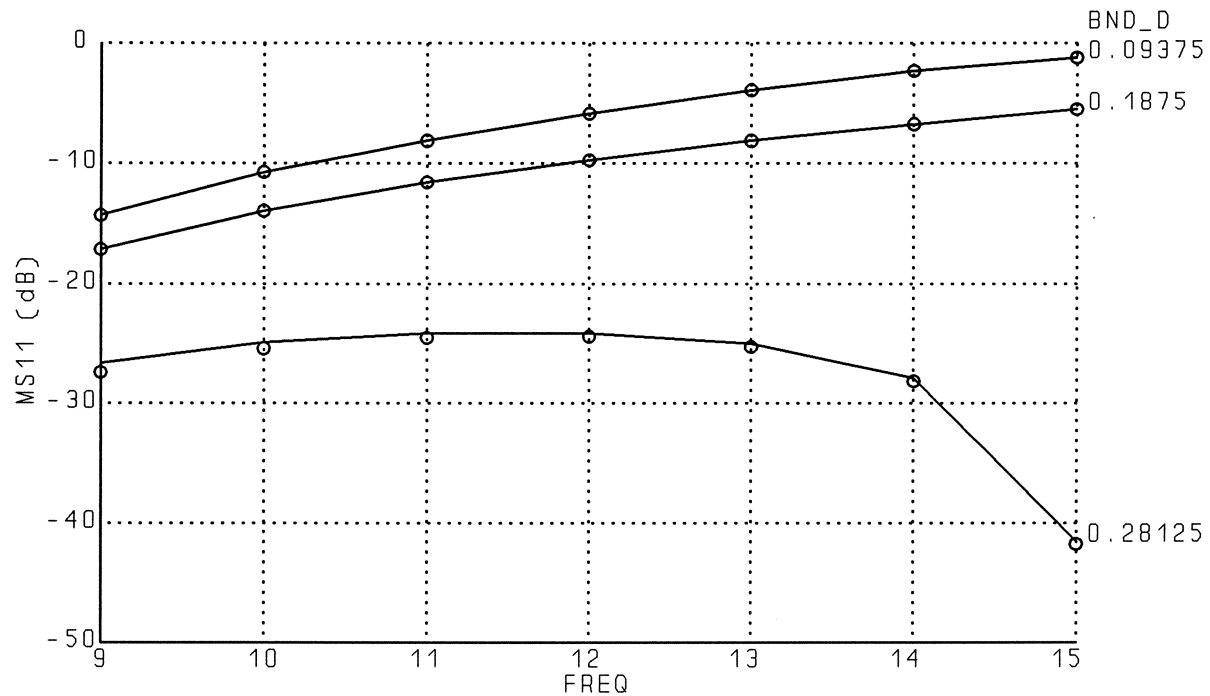
the lines depict responses by analyzing the whole structure

the circles depict responses by analyzing one half of the symmetrical structure

the ratio of CPU simulation times is approximately 3:1



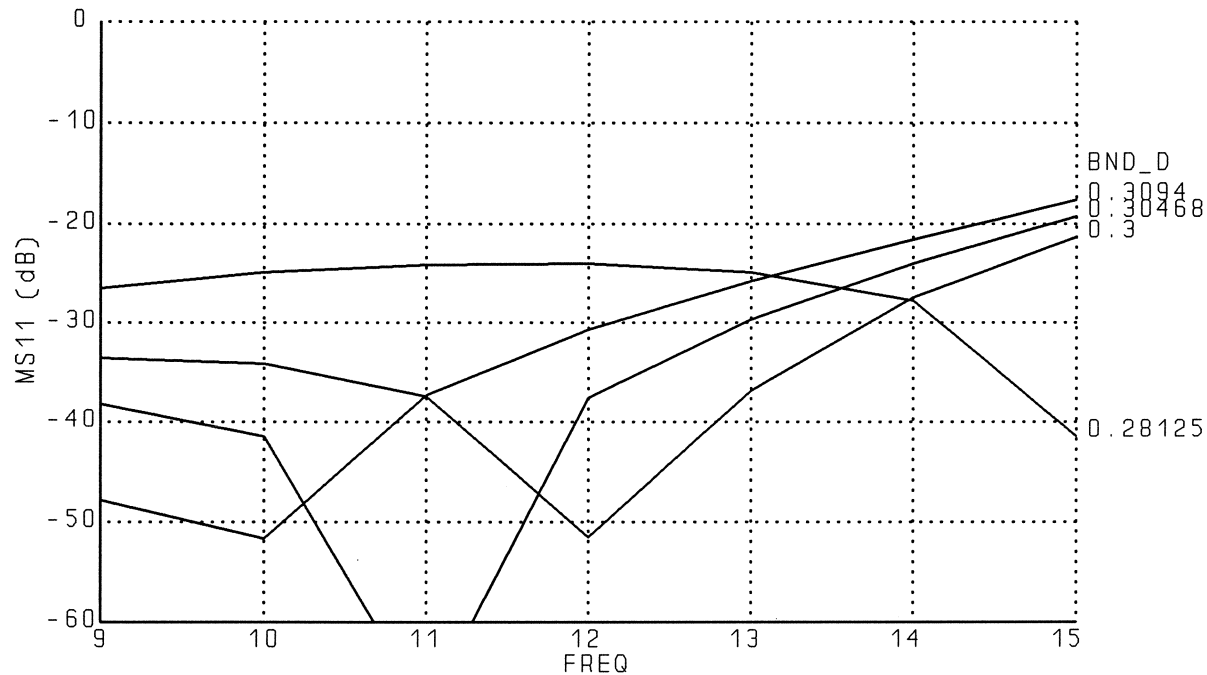
Comparison of HFSS and Maxwell Eminence



the results by HFSS (lines) and Maxwell Eminence (circles) are practically identical



Fine Sweep of the Parameter "d"



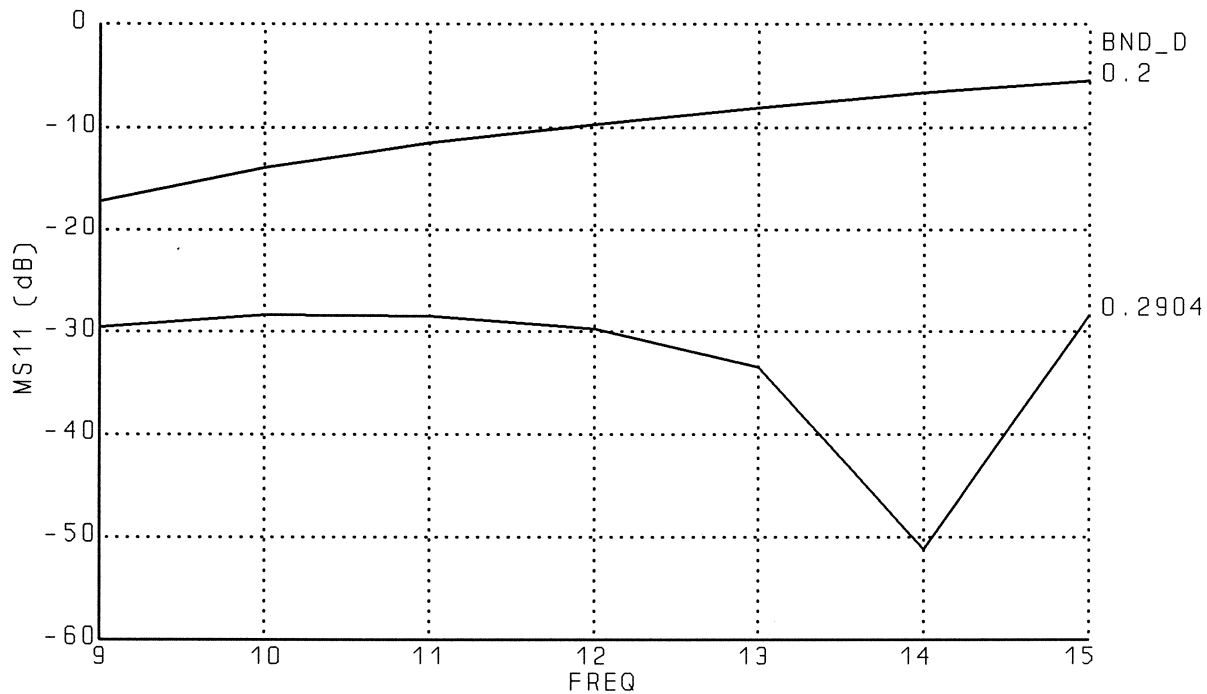
to emulate design by hand, we sweep d with these values:
0.28125, 0.3, 0.304675 and 0.3094 inch

by visual inspection, we can relate the position of the return loss pole to the parameter d as 1 GHz / 0.005 inch

design by hand would require 7 to 10 HFSS simulations (25 to 35 CPU hours on a SPARCstation 10)



Automated Minimax Optimization



starting point: $d = 0.2$ inch

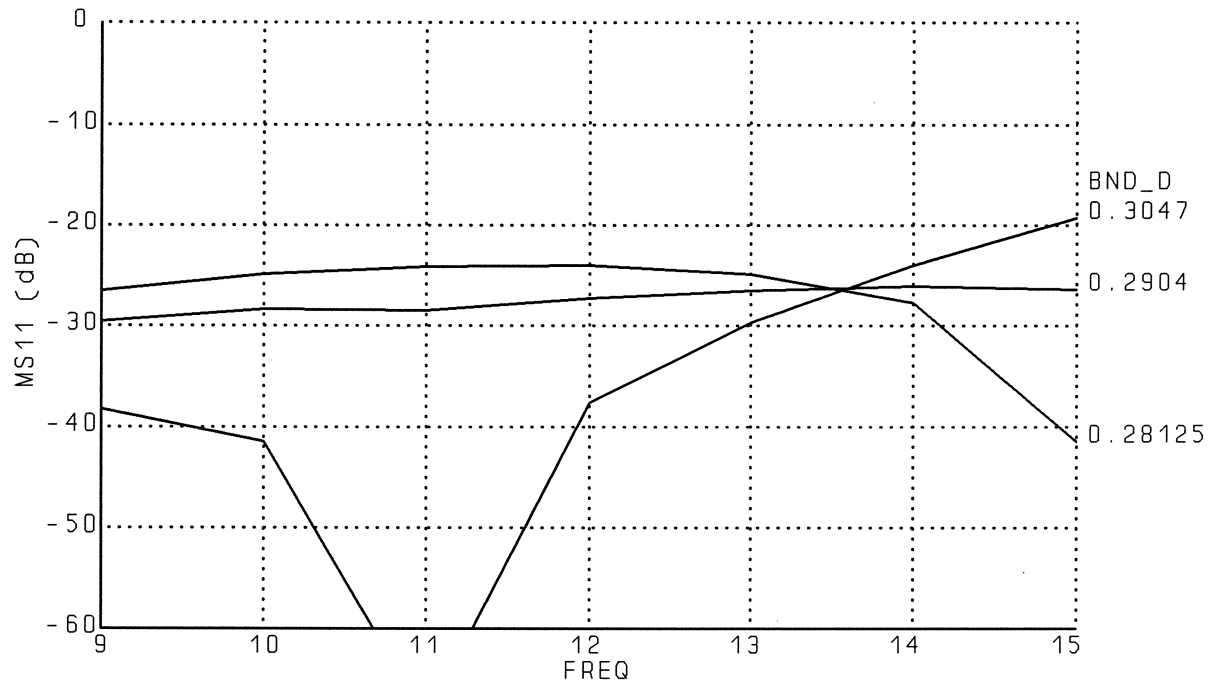
solution: $d = 0.2904$ inch

9 minimax iterations, 8 HFSS simulations (including gradient calculations, approx. 27 CPU hours on a SPARCstation 10)

d is discretized with a grid of 0.0234375 inch



Problem with S-Parameter Interpolation

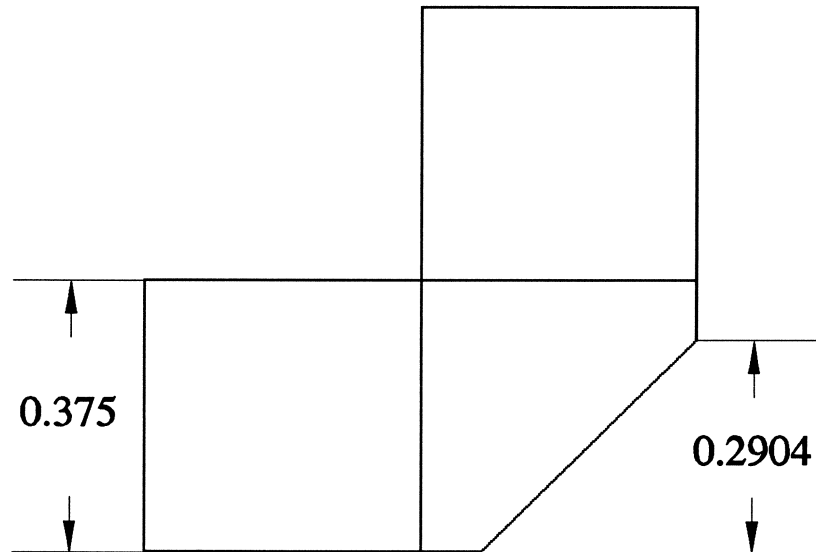


linear interpolation based on the magnitude and phase of the S parameters fails to preserve the notch

the problem is overcome using linear interpolation on the real and imaginary parts of the S parameters (by setting the Empipe3D parameter MODEL=7)

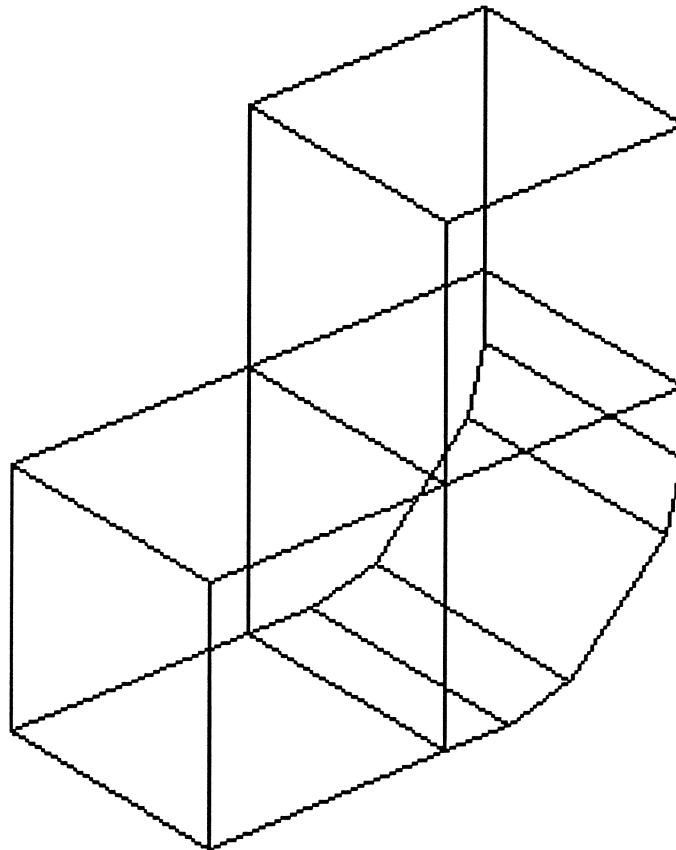


The Optimized Mitered Bend





Three-Section Mitered Bend

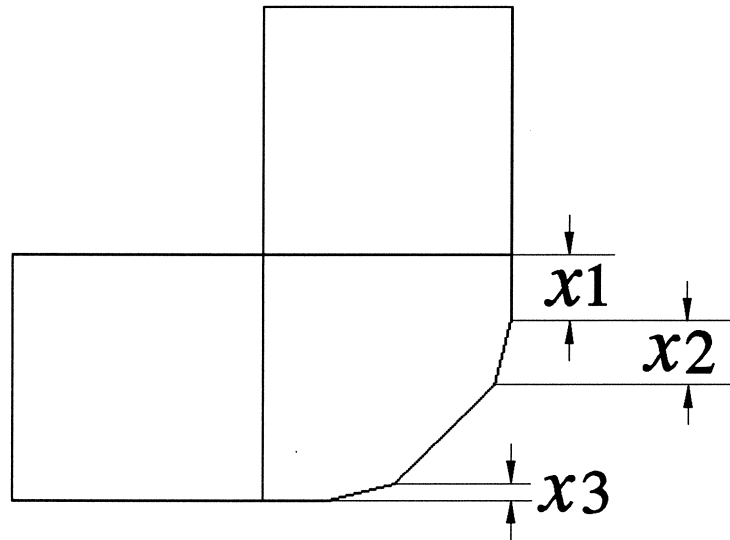


"a three section can be designed by hand using HFSS in about three days" (*L.W. Hendrick, Hughes*)

"beyond three sections the problem exceeds what can be achieved practically by hand" (*L.W. Hendrick, Hughes*)



Parameters for the Three-Section Mitered Bend



caution: if the parameters are allowed to vary freely, they may "collide", resulting in unacceptable geometries

appropriate constraints:

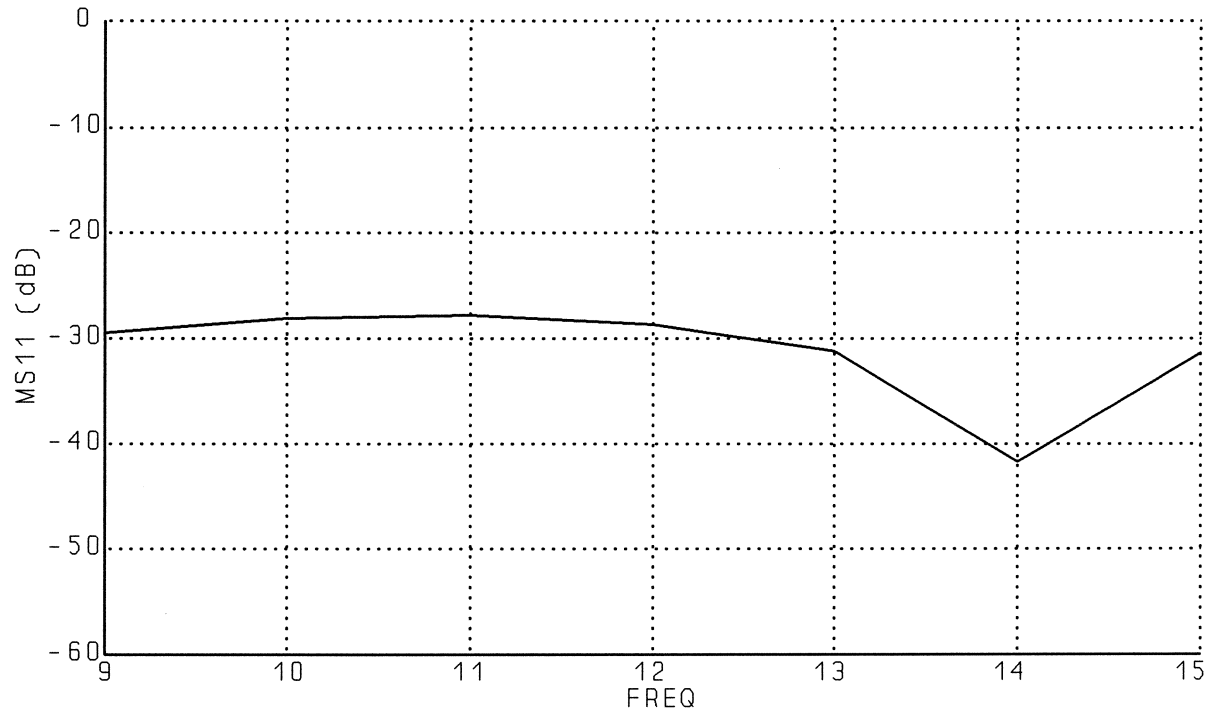
$$x1 > 0, \quad x2 > 0, \quad x3 > 0$$

$$x1 + x2 + x3 < 0.375 \text{ inch}$$

$$x2 > x3$$

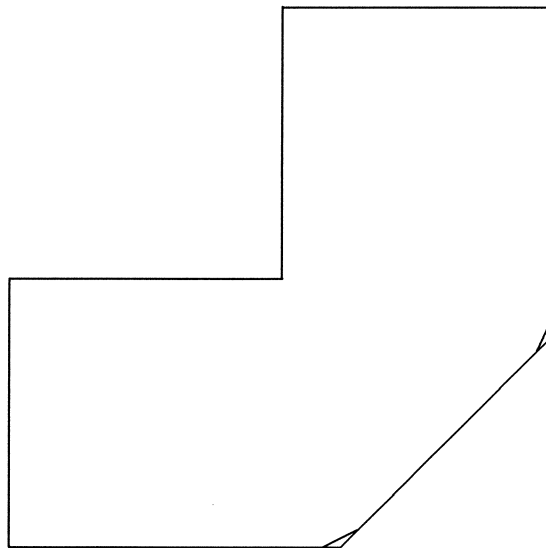
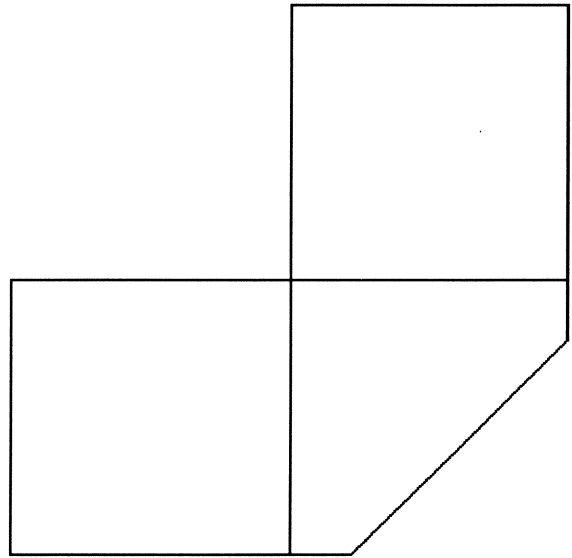
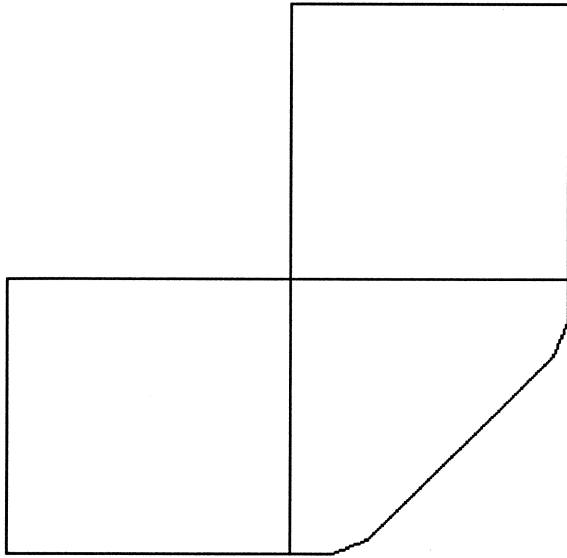


Response of the Optimized Three-Section Mitered Bend



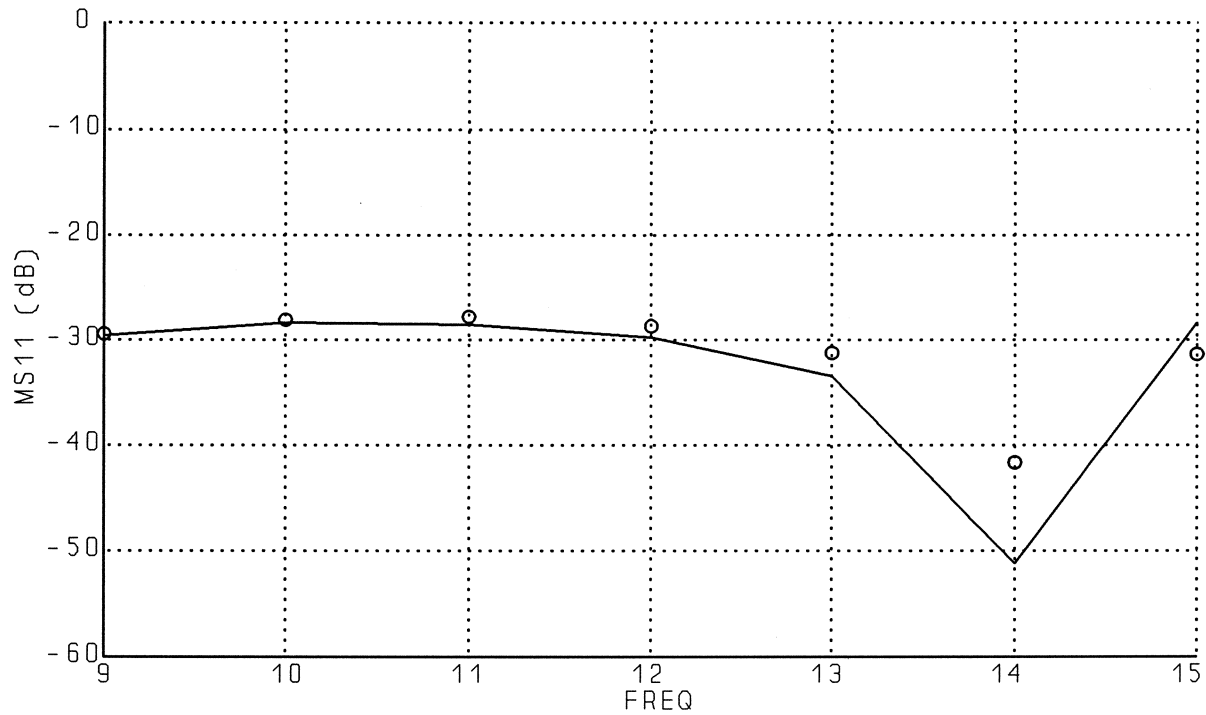


Comparison of the Optimized Geometries





Comparison of the Optimized Responses



the responses of the optimized single-section (lines) and three-section (circles) appear to be very similar