A fast direct solver for scattering from periodic structures with multiple material interfaces in two dimensions

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ABSTRACT

We present a new integral equation method for the calculation of two-dimensional scattering from periodic structures involving triple-points (multiple materials meeting at a single point). The combination of a robust and high-order accurate integral representation and a fast direct solver permits the efficient simulation of scattering from fixed structures at multiple angles of incidence. We demonstrate the performance of the scheme with several numerical examples.

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1. Introduction

The interaction of acoustic or electromagnetic waves with structured, periodic materials is often complicated by the fact that the scattering geometry involves domains where multiple media meet at a single point. Examples include the design of diffraction gratings, the development of high efficiency solar cells, and nondestructive optical inspection in semiconductor manufacturing (metrology) [4,12,17,48,57,64,65]. The geometry of a typical scattering problem is shown in Fig. 1.

For the sake of concreteness, we will assume throughout this paper that the governing equations are the Maxwell equations in two dimensions (here, the xy plane). We also assume the incident wave is in TM-polarization [16,38] and that each of the constituent materials is locally isotropic with constant permittivity ϵ and permeability μ. In this case, the Maxwell equations are well-known to take the simpler form

\[ E(x, y, z) = E(x, y) = (0, 0, E_x(x, y)), \]

\[ H(x, y, z) = H(x, y) = \frac{1}{iωμ}(E_y(x, y), -E_x(x, y), 0), \]

with

\[ \nabla^2 E(x) + k^2(x)E(x) = 0 \quad \text{for } x = (x, y) \in \mathbb{R}^2. \]

(1)

Here, \( k(x) = ω\sqrt{\epsilon(x)μ(x)} \), where we have assumed a time-dependence of \( e^{-iωt} \) with \( ω > 0 \) the frequency of interest.
Fig. 1. A periodic array of scatterers on the surface of a layered medium. The Helmholtz coefficient for the upper medium is $k_0$, that for the trapezoidal-shaped scatterers is $k_1$ and that of the two layers beneath are $k_2$ and $k_3$, respectively. We assume that the lowest interface (here between the $k_2$ and $k_3$ layers) is located at $y = 0$ and that the maximum height of the scatterers is at $y = y_0$. We also assume that the unit cell is centered at $x = 0$. The bottom layer is assumed to be infinite in extent.

Using the language of scattering theory, we let

$$E(x) = u^{\text{in}}(x) + u(x),$$

where $u^{\text{in}}(x)$ is a known incoming field,

$$u^{\text{in}}(x) = u^{\text{in}}(x, y) = e^{ik_0 \sin \theta x - \text{cos} \theta y},$$

and $u(x)$ is the unknown scattered field. At material interfaces,

$$[E] = 0 \Rightarrow [u] = -[u^{\text{in}}],$$

$$\left[ \frac{1}{\mu} \frac{\partial E}{\partial v} \right] = 0 \Rightarrow \left[ \frac{1}{\mu} \frac{\partial u}{\partial v} \right] = -\left[ \frac{1}{\mu} \frac{\partial u^{\text{in}}}{\partial v} \right],$$

where $v$ denotes the normal direction and $[f]$ denotes the jump in the quantity $f$ across an interface. For simplicity, we will assume $\mu = 1$ and $\epsilon$ is distinct in each domain. The essential difficulties that we wish to address are manifested in that setting, so we ignore other variants of the scattering problem without loss of generality.

Scattering problems of the type illustrated in Fig. 1 are often called quasi-periodic since the obstacles are arrayed periodically, but the incoming, scattered and total field experience a phase change in traversing the unit cell:

$$u(x + d, y) = e^{i\alpha d}u(x, y),$$

where $\alpha = k_0 \sin \theta$. (In this convention, normal incidence corresponds to $\theta = 0$.)

In the $y$-direction, to obtain a well-posed problem, the scattered field $u$ must satisfy a somewhat involved radiation condition [6,7,52,61] – namely that it takes the form of Rayleigh–Bloch expansions

$$u(x, y) = \sum_{n \in \mathbb{Z}} a_n^+ e^{ik_n x} e^{ik_n y} \quad y > y_0, \ x \in \mathbb{R},$$

$$u(x, y) = \sum_{n \in \mathbb{Z}} a_n^- e^{ik_n x} e^{-ik_n y} \quad y < 0, \ x \in \mathbb{R},$$

assuming, as in Fig. 1, that the lowest interface lies at $y = 0$ and that $y_0$ is the maximum extent of the scatterers. In this formula, $k_n = k_0 \sin \theta + 2\pi n$, in order to satisfy the quasi-periodicity condition. Letting $k_n = +\sqrt{k_0^2 - \kappa_n^2}$ enforces that the expansion satisfy the homogeneous Helmholtz equation in the upper half-space, while letting $k_n^{(-)} = +\sqrt{k_0^2 - \kappa_n^2}$ enforces that the expansion satisfy the homogeneous Helmholtz equation in the lower half-space with wavenumber $k_3$ in Fig. 1.

Above the scatterers in the unit cell ($y > y_0$), note that if $|\kappa_n| \leq k_0$, then $k_n$ is real and the waves in the Rayleigh–Bloch expansion (6) are propagating modes. If $|\kappa_n| > k_0$, then $k_n$ is imaginary and the corresponding modes are called evanescent. They do not contribute to the far field. See also [56].

**Definition 1.1.** The complex coefficients $a_n^\pm$ for propagating modes in the Rayleigh–Bloch expansion are known as the Bragg diffraction amplitudes at the grating orders.
For each fixed $\alpha$ and $d$, there is a discrete set of frequencies $\omega$ for which some $k_n$ may vanish, at which point the Rayleigh–Bloch mode is constant in the $y$-direction. Such modes are called Wood's anomalies. (There is also a discrete set of frequencies where the solution is nonunique, due to guided modes which propagate along the grating. The latter are, in a certain sense, nonphysical and we refer the interested reader to [7,44,61] for further discussion.)

In this paper, we present an integral equation method and a corresponding fast direct solver for scattering problems of the type discussed above. We make use of the quasi-periodic Green's function, which requires only a discretization of the dielectric interfaces within the unit cell. In a recent paper, Gillman and Barnett [25] address the same problem using a slightly different formulation with a different approach to imposing quasi-periodicity. We will discuss the relative advantages of the two approaches in Section 7.

2. The quasi-periodic Green's function

A classical approach to the calculation of quasi-periodic scattering is based on using the Green's function that satisfies the desired conditions (5), (6), and (7) [3,43,52–54,62]. This is accomplished by constructing a one-dimensional array of suitably "phased" copies of the free-space Green's function for the Helmholtz equation with wavenumber $k$. More precisely, the quasi-periodic Green's function is defined by

$$ G_{QP}(x) = G_{QP}^{(k,\alpha,d)}(x) = \frac{i}{4} \sum_{m=-\infty}^{\infty} e^{im\alpha d} H_0^{(1)}(k|x-(md,0)|), $$

(8)

where $H_0^{(1)}$ is the outgoing Hankel function of order zero. It is clear that the sum formally satisfies the condition (5). The Rayleigh–Bloch conditions (6), (7) follow from Fourier analysis and the fact that $H_0^{(1)}$ itself satisfies the Sommerfeld radiation condition. Unfortunately, the series in (8) is only conditionally convergent for real $k$. To obtain a physically meaningful limit, one adds a small amount of dissipation ($k \to k + i\epsilon$) and considers $\lim_{\epsilon \to 0} G_{QP}^{(k+i\epsilon,\alpha,d)}(x)$, (See [6,23] for a more detailed discussion.) We define the “near field” of the quasi-periodic Green’s function by

$$ G_{QP}^{\text{near}}(x) = \frac{i}{4} \sum_{m \in \{-1,0,1\}} e^{im\alpha d} H_0^{(1)}(k|x-(md,0)|), $$

(9)

and the “smooth” part of the quasi-periodic Green’s function by

$$ G_{QP}^{\text{far}}(x) = \frac{i}{4} \sum_{m \neq \{-1,0,1\}} e^{im\alpha d} H_0^{(1)}(k|x-(md,0)|). $$

(10)

The latter is a smooth solution to the Helmholtz equation within the unit cell centered at the origin (see Fig. 1) and can be expanded in a Bessel series

$$ G_{QP}^{\text{far}}(x) = \sum_{n=-\infty}^{\infty} s_n f_n(k|x|). $$

(11)

In the low frequency regime, where the unit cell is on the order of a few wavelengths or smaller, the Bessel series converges rapidly so long as the $y$-component of the target point $x$ is less than $d$. For larger values of $y$ it is more convenient to switch representations and use the Rayleigh–Bloch expansion (6) directly. An analytic formula for the coefficients $s_n$ of the Bessel expansion (11) can be obtained from the Graf addition theorem [1, Eq. 9.1.79]:

$$ s_n = \frac{i}{4} \sum_{m \in \{-1,0,1\}} e^{im\alpha d} H_n(k|md|)(-1)^n \text{sign}(m). $$

(12)

These coefficients are known as lattice sums and depend only on the parameters $k, \alpha, d$. Most numerical schemes for the rapid evaluation of the quasi-periodic Green’s function are based on the evaluation of

$$ G_{QP}(x) = \frac{i}{4} \sum_{m \in \{-1,0,1\}} e^{im\alpha d} H_0^{(1)}(k|x-(md,0)|) + \sum_{n=-\infty}^{\infty} s_n f_n(k|x|), $$

(13)

combining (9) and (11). There is a substantial literature on efficient methods for computing the lattice sums themselves (see, for example, [23,42,46,49]). In this paper we use a scheme based on asymptotic analysis and the Euler–MacLaurin formula [59]. Since there are a number of effective schemes for this step, we omit further discussion except to note that...
1. the quasi-periodic Green’s function fails to exist at Wood’s anomalies;
2. if the scattering structure in the unit cell has a high aspect ratio $y_0 \gg d$, then the lattice sum approach is inconvenient
because more images need to be added to $G_{Q}^{\text{near}}$ in order to ensure convergence of the Bessel expansion for $G_{Q}^{\text{far}}$.

We refer the reader to [6,25] for a method capable of handling both these difficulties. Here, we assume that $G_{Q}$ is well-defined and that the aspect ratio $y_0/d$ is less than or equal to 1.

3. The integral equation

In the absence of triple-points, a number of groups have developed high-order accurate integral equation methods
for scattering from periodic structures (see, for example, [3,6,11,32,53,64]). For this, suppose that we have a single scatterer
not depend on the curve geometry. Assuming the boundary component
composite quadrature rules that take into account the singularity of the Green’s function and can be stored in tables that do
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We refer the reader to [6,25] for a method capable of handling both these difficulties. Here, we assume that
$G_{Q}$ is well-defined and that the aspect ratio $y_0/d$ is less than or equal to 1.
is replaced by a sum of the form

\[ \sum_{q=1}^{Q} \sum_{j=1}^{J} G^k(x_{p,i}, y_{q,j}) \sigma_{q,j} w_{p,i,q,j} \quad \text{for } p = 1, \ldots, Q, \ i = 1, \ldots, J, \]

where \( x_{p,i} \) is the \( i \)-th Gauss–Legendre node on panel \( p \), \( y_{q,j} \) is the \( j \)-th Gauss–Legendre node on panel \( q \), \( w_{p,i,q,j} \) is a quadrature weight and \( G^k(x_{p,i}, y_{q,j}) \) is a "quadrature kernel".

For nonadjacent panels, \( G^k(x_{p,i}, y_{q,j}) \) is simply the original kernel \( C^k(x_{p,i}, y_{q,j}) \). For the interaction of a panel with itself or its two nearest neighbors, the quadrature kernel is produced by a somewhat involved interpolation scheme according to the generalized Gaussian quadrature formalism [8]. From a linear algebra perspective, generalized Gaussian quadrature can be viewed as producing a block tridiagonal matrix (with block size \( J \times J \)) of interactions of each panel with itself and its two neighbors. These are computed directly. All other block matrix interactions are obtained using standard Gauss–Legendre weights \( w_{p,i,q,j} = w_{q,j} \) scaled to the dimensions of the \( q \)-th source panel. This structure of the far-field interactions permits the straightforward use of fast multipole acceleration and the hierarchical direct solver of [37].

Remark 3.1. In recent work, [10,34] have shown that one can dramatically reduce the number of degrees of freedom in the vicinity of the corner by the use of compression, as well. We have not used such optimization here. See also [5].

It is now appreciated (see, for example, [9,33]) that the condition number of a properly discretized system of equations is very well controlled. Following discretization, we use Bremer’s approach [9] here, which involves setting the discrete variables to be \( \sigma_i \sqrt{w_i} \) and \( \mu_i \sqrt{w_i} \), rather than the density values \( \sigma_i \) and \( \mu_i \) themselves. This ensures that the spectrum of the discrete system approximates the spectrum of the continuous integral equation in \( L_2 \). The formal analysis is somewhat involved, since operators that are compact on smooth domains are only bounded (but not compact) on domains with corners. We refer the reader to [9,33] for details.

4. Stable and accurate integral formulations in the presence of multi-material junctions

In the case of multiple subdomains, a natural approach would be to represent the field in each subdomain \( \Omega_i \) with Helmholtz coefficient \( k_i \) in terms of layer potentials on the boundary \( \Gamma_i \) of \( \Omega_i \). That is, in subdomain \( \Omega_i \), we would represent the solution as

\[ u_i(\mathbf{x}) = \mathcal{S}^k[\Gamma_i, \sigma](\mathbf{x}) + \mathcal{D}^k[\Gamma_i, \mu](\mathbf{x}), \quad (19) \]
with $S$ and $D$ replaced by their quasi-periodic counterparts for subdomains that extend across the unit cell (the $k_0$, $k_2$, and $k_3$ domains in Fig. 1).

In doing so, it turns out that the analog of Eqs. (18a), (18b) fails to converge in the presence of multi-material junctions. The reason for this is simple, and analyzed in [27]. Consider the interface condition (18b) for $x$ lying on the segment $AB$ in Fig. 2. Restricting our attention just to the segments impinging on the corner point $A$, we have

$$\begin{align*}
-\sigma(x) + [N_{Q_P}^{k_0}(AB, \sigma, x) - N^{k_1}(AB, \sigma, x)] + N_{Q_P}^{k_0}(AE, \sigma, x) - N^{k_1}(AD, \sigma, x) + \cdots \\
+ [T^{k_0}_{Q_P}(AB, \mu, x) - T^{k_1}_{Q_P}(AB, \mu, x)] + T^{k_0}_{Q_P}(AE, \mu, x) - T^{k_1}_{Q_P}(AD, \mu, x) + \cdots = -\left[\frac{\partial u^\infty}{\partial \nu}(x)\right].
\end{align*}$$

(20)

Note that both the terms $T^{k_0}_{Q_P}(AE, \mu, x)$ and $T^{k_1}_{Q_P}(AD, \mu, x)$ involve hypersingular contributions at the junction $A$ without forming part of a difference kernel. This destroys the high-order accuracy of the scheme.

By using a global integral representation, it was shown in [27] that high-order accuracy can be restored. That is, instead of (19), we let

$$u_i(x) = S^{k_i}[\Gamma, \sigma](x) + D^{k_i}[\Gamma, \mu](x)$$

(21)

and apply the continuity conditions. For $x \in \Gamma$ lying on an interface between subdomains with Helmholtz coefficients $k_i$ and $k_j$, we have

$$\begin{align*}
\mu(x) + S^{k_i}(\Gamma, \sigma, x) - S^{k_j}(\Gamma, \sigma, x) + D^{k_i}(\Gamma, \mu, x) - D^{k_j}(\Gamma, \mu, x) = -\left[\Phi^\infty(x)\right],
\end{align*}$$

(22a)

$$\begin{align*}
-\sigma(x) + N^{k_i}(\Gamma, \sigma, x) - N^{k_j}(\Gamma, \sigma, x) + T^{k_i}(\Gamma, \mu, x) - T^{k_j}(\Gamma, \mu, x) = -\left[\frac{\partial \Phi^\infty}{\partial \nu}(x)\right].
\end{align*}$$

(22b)

As above, the operators $S$, $D$, $N$, $T$ are replaced by their quasi-periodic counterparts for subdomains that extend across the unit cell (the $k_0$, $k_2$, and $k_3$ domains in Fig. 1).

The global representation (21) is “nonphysical” in the sense that the field in a given subdomain is determined, in part, by layer potential components that are not actually part of the subdomain’s boundary. By doing so, however, we remove all hypersingular terms from the integral equation. Only difference kernels appear in the final linear system. One could improve efficiency somewhat, while achieving similar results, by supplementing the representation (19) only by the boundary segments that actually impinge on a multi-material junction. We use the fully global representation in our experiments here for the sake of simplicity.

Remark 4.1. For related approaches addressed at solving problems with multi-material junctions, see [18,19,36].

5. Fast direct solvers

Given a well-conditioned and high order discretization, large scale scattering problems in singular geometries can be solved by using fast multipole-accelerated iterative solution methods such as GMRES [60]. While these are asymptotically optimal schemes, one is often interested in modeling the interaction of a given physical structure (such as the geometry in Fig. 1) with a large number of incoming fields. This requires the solution of an integral equation with multiple right-hand sides, and standard iterative methods do not take maximal advantage of this fact.

Direct solvers, on the other hand, first construct a factorization of the system matrix, then solve against each right-hand side using that factorization at a cost that is typically much lower. In the last decade, specialized versions have been created by layer potential components that are not actually part of the subdomain’s boundary. By doing so, however, we remove all hypersingular terms from the integral equation. Only difference kernels appear in the final linear system. One could improve efficiency somewhat, while achieving similar results, by supplementing the representation (19) only by the boundary segments that actually impinge on a multi-material junction. We use the fully global representation in our experiments here for the sake of simplicity.

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5.1. Recursive skeletonization for integral equations

Let $A \in \mathbb{C}^{N \times N}$ be the matrix discretization of an integral equation such as (22), and let its indices $\{1, \ldots, N\}$ be ordered hierarchically according to a quadtree on the unit cell. This can be done by first enclosing the set of all associated points within a sufficiently large box. If the box contains more than a specified number of points, it is subdivided into four quadrants and its points distributed accordingly between them. This procedure is repeated for each new box added, terminating only when all boxes contain $O(1)$ points. The boxes that are not subdivided are called leaf boxes. For simplicity, we assume that all leaf boxes live on the same level of the tree, but this restriction can easily be relaxed.

Start at the bottom of the tree and consider the partitioning induced by the leaves. Let $p$ be the number of leaf boxes and assume that each has $n$ points so that $N = pn$. Then $A$ has the block form $A = A_{ij}$ for $i, j = 1, \ldots, p$. We now use the interpolative decomposition (ID) [15] to skeletonize $A$. The ID is a matrix factorization that rewrites a given low-rank matrix in terms of a subset of its rows or columns, called skeletons. In the integral equation setting, the off-diagonal block rows...
are low-rank due to the smoothness of the Green’s function (at least at low to moderate frequencies), and the same is true of the off-diagonal block columns. Thus, it can be shown [24,37] that the ID enables a representation of the form

\[ A_{ij} = L_i S_{ij} R_j, \quad i \neq j, \]  

(24)

for each off-diagonal block, where \( L_i \in \mathbb{C}^{n \times q} \), \( R_j \in \mathbb{C}^{q \times n} \), and \( S_{ij} \in \mathbb{C}^{q \times q} \) is a submatrix of \( A_{ij} \), with \( q \ll n \). The matrix can then be written as

\[ A = D + L S R, \]  

(25)

where

\[
D = \begin{bmatrix} A_{11} & 0 & \cdots & 0 \\ 0 & A_{pp} & \cdots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ 0 & 0 & \cdots & A_{nn} \end{bmatrix} \in \mathbb{C}^{N \times N}, \quad L = \begin{bmatrix} L_1 & 0 & \cdots & 0 \\ 0 & L_p & \cdots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ 0 & 0 & \cdots & R_p \end{bmatrix} \in \mathbb{C}^{N \times K}, \quad R = \begin{bmatrix} R_1 & 0 & \cdots & 0 \\ 0 & R_p & \cdots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ 0 & 0 & \cdots & R_p \end{bmatrix} \in \mathbb{C}^{K \times N}
\]

are block diagonal with \( K = pq \), and

\[
S = \begin{bmatrix} 0 & S_{12} & \cdots & S_{1p} \\ S_{21} & 0 & \cdots & S_{2p} \\ \vdots & \vdots & \ddots & \vdots \\ S_{p1} & S_{p2} & \cdots & 0 \end{bmatrix} \in \mathbb{C}^{K \times K}
\]

is dense with zero diagonal blocks.

**Remark 5.1.** The efficient calculation of the interpolation matrices \( L_i \) and \( R_j \), and the associated skeleton indices, in (24) is somewhat subtle. Briefly, it involves separating out neighboring and far-field interactions and representing the latter via free-space interactions with a local “proxy” surface. This is justified by the observation that any well-separated interaction governed by a homogeneous partial differential equation (here, the Helmholtz equation) can be induced by sources/targets on the proxy surface, each of which is expressed in terms of the free-space kernel. For details, see [24,37]. In this paper, for a box of scaled side length 1, we use the circle of radius 1 about the box center as its proxy surface. Note that all neighbors are defined relative to the periodicity of the unit cell.

Now consider the linear system \( Ax = b \). One way to solve it is to construct \( A^{-1} \) directly from (25) using a variant of the Sherman–Morrison–Woodbury formula. This approach is taken in [24,45]. Here, we follow the strategy of [13,37,55] instead and let \( z = R x \) and \( y = S z \) to obtain the equivalent sparse system

\[
\begin{bmatrix} D & L & -I \\ R & -I & S \end{bmatrix} \begin{bmatrix} x \\ y \\ z \end{bmatrix} = \begin{bmatrix} b \\ 0 \\ 0 \end{bmatrix}.
\]  

(26)

This can be solved efficiently using any standard sparse direct solver and may provide better stability. In this paper, we use the open-source software package UMFPACK [21,22].

Since \( S \) is a submatrix of \( A \) (up to diagonal modifications), \( S \) can itself be expressed in the form (25) by moving up one level in the tree and regrouping appropriately. This leads to a multilevel decomposition

\[ A = D^{(\lambda)} + L^{(\lambda)} (\cdots D^{(1)} + L^{(1)} D^{(0)} R^{(1)} \cdots ) R^{(\lambda)}, \]  

(27)

where the superscript indexes the tree level \( l = 0, 1, \ldots, \lambda \) with \( l = 0 \) denoting the root. We call this process recursive skeletonization. The analogue of (26) is

\[
\begin{bmatrix} D^{(\lambda)} & L^{(\lambda)} \\ R^{(\lambda)} & -I \\ -I & \ddots & \ddots \\ \vdots & \ddots & \ddots \\ -I & D^{(1)} & L^{(1)} \\ R^{(1)} & -I \end{bmatrix} \begin{bmatrix} x^{(\lambda)} \\ y^{(\lambda)} \\ \vdots \\ x^{(1)} \\ y^{(1)} \\ \vdots \\ x^{(0)} \end{bmatrix} = \begin{bmatrix} b \\ 0 \\ \vdots \\ 0 \\ 0 \end{bmatrix},
\]  

(28)

corresponding to expanding \( S \) out in the same way. It can be shown that the solver requires \( O(N) \) work when the unit cell is a moderate number of wavelengths in size. We refer the reader to [24,37] for further discussion.

For our present purposes, we simply note that the output of the fast direct solver is a compressed representation of the inverse which is computed in two steps:
1. a recursive skeletonization procedure to obtain the compressed forward operator (27); and
2. a factorization of the sparse matrix embedding in (28) using UMFPACK.

Both steps have the same asymptotic complexity, but the constant for compression is typically far larger. After the inverse has been computed, it can be applied to each right-hand side as needed at a much lower cost.

Remark 5.2. The ID can be constructed to any specified relative precision \(\varepsilon > 0\). This is an input parameter to recursive skeletonization and hence to the direct solver. It can be shown that if (27) has relative error \(O(\varepsilon)\), as is often the case numerically, then the algorithm produces a solution with relative error \(O(\kappa(A)\varepsilon)\), where \(\kappa(A)\) is the condition number of \(A\) [35, Theorem 7.2]. In particular, if \(\kappa(A) = O(1)\), as for the integral equation (22), then the error is \(O(\varepsilon)\).

Remark 5.3. Although we have assumed in the discussion above that each block at the same level has the same size, this is in no way essential to the algorithm. In fact, our code uses separate “incoming” (row) and “outgoing” (column) skeletons for each box. This enables some additional optimization, which, for the present case, can be especially pronounced. This is because while each point receives incoming interactions from only the two wavenumbers on either side of the segment to which it belongs, it sends outgoing interactions consisting of all wavenumbers in the problem. For example, for a point on the segment \(AB\) in Fig. 2, it receives at wavenumbers \(k_0\) and \(k_1\) but sends at wavenumbers \(k_0, k_1,\) and \(k_2\). Therefore, the outgoing skeleton dimension is typically larger, and the amount by which it is larger increases with the total number of wavenumbers/domains.

5.2. Multiple angles of incidence

The fast direct solver of the previous subsection allows the robust and accurate solution of

\[
A(\theta) x(\theta) = b(\theta),
\]

where we have made explicit the dependence of the integral equation (22) on the incident angle \(\theta\). In the present setting, we are interested in solving (29) for many \(\theta\). This is not a situation that the direct solver can easily handle since \(A(\theta)\) is not fixed. In this subsection, we describe a modified strategy for computing a compressed representation (27) of \(A(\theta)\) such that it can be rapidly updated to yield a compressed representation of \(A(\theta')\) for any \(\theta'\) without having to re-skeletonize. Since skeletonization is typically the most expensive step, this can offer significant computational savings. The sparse matrix in (28) must still be updated and re-factored, but the relative cost of this is small.

To see why such a uniform skeletonization might be possible, consider any finite truncation of the periodic geometry so that it consists merely of a very large array of many, many scatterers. Then the governing integral equation is specified in terms of the free-space Green’s function so that \(A\) is independent of \(\theta\). The only angle dependence comes from the incoming data \(b(\theta)\). Therefore, only one skeletonized representation of \(A\) is needed for all \(\theta\). The same is true of any finite approximation to the periodic problem.

We now make this intuition precise by considering all interactions, say, incoming on a given box. This is given by the off-diagonal block row (23) and can be decomposed as

\[
A_{i\rightarrow}(\theta) = A_{i\rightarrow}^{\text{near}}(\theta) + A_{i\rightarrow}^{\text{far}}(\theta)
\]

in terms of the near- and far-field contributions, respectively, to the quasi-periodic Green’s function

\[
G_{\text{QP}}(x; \theta) = G_{\text{QP}}^{\text{near}}(x; \theta) + G_{\text{QP}}^{\text{far}}(x; \theta),
\]

following Section 2. Clearly, an interpolation basis for both terms together provides an interpolation basis for the sum, so \(A_{i\rightarrow}(\theta)\) can be skeletonized by applying the ID to the rows of the matrix

\[
\tilde{A}_{i\rightarrow}(\theta) = [A_{i\rightarrow}^{\text{near}}(\theta), A_{i\rightarrow}^{\text{far}}(\theta)].
\]

Since \(G_{\text{QP}}^{\text{far}}\) consists only of well-separated interactions, by Remark 5.1, \(A_{i\rightarrow}^{\text{far}}(\theta)\) can be replaced by a matrix \(A_{i\rightarrow}^{\text{proxy}}\) corresponding to free-space interactions with a proxy surface. In linear algebraic terms, this means that \(A_{i\rightarrow}^{\text{far}}\) can be written as

\[
A_{i\rightarrow}^{\text{far}} = A_{i\rightarrow}^{\text{proxy}} T_{i\rightarrow}(\theta)
\]

for some matrix \(T_{i\rightarrow}(\theta)\). Hence,

\[
\tilde{A}_{i\rightarrow}(\theta) = \begin{bmatrix} A_{i\rightarrow}^{\text{near}}(\theta) & A_{i\rightarrow}^{\text{proxy}} \end{bmatrix} \begin{bmatrix} I & T_{i\rightarrow}(\theta) \end{bmatrix},
\]

so \(\tilde{A}_{i\rightarrow}(\theta)\) can be skeletonized by applying the ID to just the left matrix on the right-hand side. Observe that the angular dependence of the far field has been eliminated.

To eliminate the angular dependence of the near field, we can similarly expand \(G_{\text{QP}}^{\text{near}}\) in terms of a \(\theta\)-independent basis. This can be done using the functions
corresponding to interactions with the self-, left-, and right-images, respectively, with corresponding matrices $A_{\text{self}}$, $A_{\text{left}}$, and $A_{\text{right}}$. Then, from [9],

$$A_{\text{bear}}(\theta) = \begin{bmatrix} A_{\text{self}} & A_{\text{left}} & A_{\text{right}} \end{bmatrix} \begin{bmatrix} e^{-i\alpha d_1} & 1 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix},$$

where, recall, $\alpha = k \sin \theta$, so $A_{\text{bear}}(\theta)$ can be skeletonized by applying the ID to

$$A_{\text{bear}} = \begin{bmatrix} A_{\text{self}} & A_{\text{left}} & A_{\text{right}} & A_{\text{proxy}} \end{bmatrix},$$

which we note has no angular dependence. Thus, the interpolation matrices and skeleton indices resulting from compressing (32) are valid for all $\theta$.

The same approach can be used for outgoing interactions and for interactions at each wavenumber. The result is a modified compressed representation

$$A(\theta) = D(\lambda)(\theta) + L(\lambda)(\theta) (\cdots D^{(1)}(\theta) + L^{(1)}(\theta) R^{(1)}(\theta) \cdots) R^{(\lambda)},$$

where only the $D^{(l)}(\theta)$ depend on $\theta$. Therefore, to obtain a compressed representation of $A(\theta')$ for any other $\theta'$, it suffices to perform the update $D^{(l)}(\theta) \mapsto D^{(l)}(\theta')$ for each $l$. This, in general, consists only of generating a very small subset of entries of the new matrix and requires $O(N)$ work with a small constant.

In summary, the full algorithm for analyzing multiple incident angles with fast updating is:

1. Compress the matrix $A(\theta)$ for some initial $\theta$ by representing interactions with an angle-independent basis such as (32).
   This is an expensive recursive skeletonization that only needs to be performed once.
2. Embed the resulting decomposition (33) into the sparse matrix of (28) and solve.
3. For each new angle $\theta'$, update the compressed representation (33) via $D^{(l)}(\theta) \mapsto D^{(l)}(\theta')$. Repeat step 2.

**Remark 5.4.** In our tests, we have often found it unnecessary to decompose $A_{\text{bear}}(\theta)$ as in (31). Instead, we apply the ID to the left matrix on the right-hand side of (30), which depends on $\theta$ but seems to yield results that recover angle independence numerically. This optimization can reduce the constant associated with skeletonization by about a factor of 2.

### 6. Numerical results

The algorithm presented above has been implemented in Fortran. Each boundary segment (in the piecewise smooth boundary) is first divided into 22 equal subintervals. The first and last intervals are then further subdivided with dyadic refinement toward the corner using 20 subintervals each. Thus, the total number of intervals on each smooth component of the boundary (each side) is 60 and the number of points is 480. We use the 8th order generalized Gaussian quadrature rule of [8] which provides about 8 digits of accuracy for logarithmic singularities and solve the integral equations (22) using recursive skeletonization [24,37] with a tolerance of $\varepsilon = 10^{-9}$. All timing listed below are for a laptop with a 1.7 GHz Intel Core i5 processor.

**Remark 6.1.** We have investigated the behavior of the integral equation solver on problems for which the solution is known. To construct nontrivial tests, we place singular sources in each of the subdomains $\Omega_1$ and define a solution to the Helmholtz equation in $\Omega_1$ as the field induced by those sources not contained in $\Omega_1$. Corner singularities are induced in the unknown layer potential densities, and this serves as quite a reliable benchmark for the true scattering problem. Eight digits of accuracy are achieved in these tests, consistent with the quadrature error estimates.

**Example 1.** We set $\omega = 10$, with $\epsilon$ chosen so that the Helmholtz coefficient in the upper half-space, the trapezoidal scatterer, and the substrate are $k = 10$, $40\sqrt{2}$, and 30, respectively. The incident angle is 30°. The original matrix of dimension $5760 \times 5760$ is compressed to one of dimension $296 \times 309$. The incoming and outgoing skeleton dimensions are slightly different as explained in Remark 5.3 and computed as part of the recursion. The time for compression in our current implementation was 290 s (while generating the necessary matrix entries required 1219 s). Given the compressed representation, the solution time was 2.46 s. The resulting accuracy of the solution (compared with standard LU factorization) was approximately $10^{-9}$. We plot the real part of the total field in Fig. 3. In Fig. 2, we plot both the original set of discretization points and the skeletons that remain at the coarsest level of the recursion.
6.1. Computing the outgoing modes

Given our integral representation of the scattered field, it is straightforward to compute the coefficients $a_n^+$ in (6) or (7) – the Bragg diffraction amplitudes at the grating orders. For an incident field

$$u^\text{in}(x, y) = e^{ik_0(y \sin \theta - x \cos \theta)},$$

we simply let $y_0 + \delta$ denote some height above the scatterers and rewrite (6) in the form

$$u(x, y_0 + \delta)e^{-k_0 \sin \theta x} = \sum_{n \in \mathbb{Z}} a_n^+ e^{2\pi inx/d} u^{k_0(y_0+\delta)},$$

where $k_n = +\sqrt{k_0^2 - (k_0 \sin \theta + 2\pi n/d)^2}$. Thus, the $\{a_n^+\}$ can be computed using Fourier analysis:

$$a_n^+ = \frac{1}{d} e^{ik_0(y_0+\delta)} \int_0^d u(x, y_0 + \delta)e^{-k_0 \sin \theta x}e^{-2\pi inx/d} dx.$$

The accurate calculation of $a_n^+$ from this formula depends on ensuring that the discretization in $x$ is sufficiently fine to resolve the integrand. In the near field (when $\delta$ is small), the evanescent modes, corresponding to large $n$, are still present in $u(x, y_0 + \delta)$ requiring a large number of points to avoid aliasing errors. By making $\delta$ sufficiently large, the evanescent modes are suppressed and a mesh can be used that resolves only the propagating modes – that is, values of $n$ for which $(k_0 \sin \theta + 2\pi n/d)^2 < k_0^2$.

**Example 2.** We now consider a scattering problem with a two-layered substrate (Fig. 4). We again set $\omega = 10$ and choose $\epsilon$ so that the Helmholtz coefficient in the upper half-space, the trapezoidal scatterer, and the two substrate layers are $k = 10$, $40\sqrt{2}$, $30$ and $20$, respectively. We first set up the scattering problem for an angle of incidence of $30^\circ$. The original matrix is of dimension $7040 \times 7040$, which is compressed to one of dimension $422 \times 452$. The time for compression was 416.6 s (and for generating the matrix entries, 1762.3 s). The time for inversion was 2.9 s. The relative error in the solution (compared with standard LU factorization) was $1.23 \times 10^{-6}$. We then changed the angle of incidence to $45^\circ$ and used the updating method of Section 5.2. The time for updating the compressed forward operator was 68.4 s and the relative error in the solution was $7.13 \times 10^{-6}$. In this problem, there are six propagating modes, with directions indicated in Fig. 5.

**Example 3.** The complexity of the scattering pattern can be quite striking. The scattering pattern from a semicircular scatterer with an angle of incidence of $30^\circ$ is illustrated in Fig. 6. We set $\omega = 10$ and choose $\epsilon$ so that the Helmholtz coefficient in the upper half-space, the semicircular scatterer and the substrate layer are $k = 30$, $120\sqrt{2}$, and $90$, respectively. There are 19 radiation modes at this angle of incidence.
Fig. 5. The strength of the 6 radiation modes in Example 2 corresponding to Fig. 4. The length of the arrows in the various diffraction directions indicate the relative magnitude of the amplitudes $a^+_n$. Approximately 12.443% of the energy is scattered upward.

Fig. 6. The strength of the 19 radiation modes in Example 3 with a semicircular scatterer with $k_0 = 30$, $k_1 = 120\sqrt{2}$, $k_2 = 90$ and $d = 2$. Only the scatterer in the unit cell is plotted. The length of the arrows in the various diffraction directions indicate the relative amplitudes $a^+_n$. Approximately 33.622% of the energy is scattered upward.

Examples 4, 5. In our final examples, we compute the diffraction pattern across all angles of incidence from $\theta = -80^\circ$ to $\theta = 80^\circ$ for the scattering geometries depicted in Examples 1 and 3. For the trapezoidal-shaped scatterer, we increased $\omega$ over that of Example 1, so that $k_0 = 30$ instead of 10. For the semicircular scatterer, we decreased $\omega$ compared to that used in Example 3, so that $k_0 = 10$ instead of 30. On the left-hand side of Figs. 7 and 8 are plotted the diffraction orders as a function of incident angle. That is, for each incident angle $\theta$, the intersection of the indicated vertical line with the various curves are the Bragg angles $\theta_n = \tan^{-1}(k_n/K_n)$ according to formula (6), where $k_n$ and $K_n$ are chosen to enforce both quasi-periodicity and the Helmholtz equation.

Remark 6.2. The number of intersections of each vertical line on these left-hand plots defines the precise number of modes for a given angle of incidence. It is easy to see that each of the curves on the left-hand plots traverses the incident angle-scattered angle plane continuously (until it disappears), so that we may enumerate the modes unambiguously from the lower left corner to the upper right corner. The labels (“10”, “19”, “28”) in Fig. 7 are drawn on the 10th, 19th, and 28th such curve. The labels (“4”, “7”, “10”) in Fig. 8 are drawn on the 4th, 7th, and 10th such curve.
7. Conclusions

We have described an integral equation method for quasi-periodic scattering from layered materials with grating-like structures on the “top” surface. It combines (1) the use of the quasi-periodic Green’s function, (2) the modified Kress/Müller/Rokhlin integral equation for multi-material junctions [27], (3) the use of exponential refinement near geometric singularities [10,34], and (4) the fast direct solver of [37].

Since the quasi-periodic Green’s function changes with each incident angle, there is a global change to the system matrix with each new illumination. We have shown, however, that the difference between Green’s functions at different angles of incidence is (hierarchically) smooth so that the compressed representation of the system matrix can be rapidly updated.

In recent work, Gillman and Barnett [25] developed an alternative fast direct solver based on using the free-space Green’s function with auxiliary variables to impose quasi-periodicity. In that formulation, the bulk of the matrix is left unchanged for different illuminations. Their approach is more flexible with respect to the aspect ratio of the unit cell, but may be more difficult to use in three dimensions. A distinct advantage of the approach of [25] is that it allows for solutions to be computed at Wood anomalies. Our solver does not. (In practice, we experienced little difficulty in constructing the Bragg scattering response while sweeping through angles since we never hit the Wood anomalies exactly.) Both approaches have asymptotically optimal complexity for unit cells that are a modest number of wavelengths in size and we suspect that the relative advantages will depend on detailed implementation issues.
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