

# NEEDS Physics-based compact model of thermoelectric devices Xufeng Wang and Mark Lundstrom

**Purdue University** 



- New thermoelectric materials and structures are being developed toward higher ZT.
- Device level performance, however, can be significantly lower than that predicted from intrinsic material.
- A TE design simulation must capture correctly all the physics in a full 3D device

Vineis, C. J., Shakouri, A., Majumdar, A. and Kanatzidis, M. G. (2010), Nanostructured Thermoelectrics: Big Efficiency Gains from Small Features. Adv. Mater., 22: 3970–3980. doi:10.1002/adma.201000839

### Background / Motivation

1) PDE-based simulation



Sentaurus<sup>TM</sup>: 1D/2D/3D PDE-based simulator for electrothermal transport.

Contact design, device design, and SPICE model benchmarking.



2) Spice modeling

Physics-based, SPICE-compatible compact circuit model for TE device.

Device characterization and circuit simulation applications.

## TE compact model



Thermoelectric device compact model

(Available at <a href="https://nanohub.org/publications/80">https://nanohub.org/publications/80</a>)

Thermal resistance

Conrad, K. (2015). A physics-based compact model for thermoelectric devices. Purdue University. M.S. Thesis

3

## **3D PDE device simulation**



- In this work, we use Sentaurus<sup>TM</sup> to solve the 3D TE device and benchmark with SPICE model.
- All parameters are taken from experiment and have temperature dependence.

#### 3D effects on current flow



## DC performance





## With thermal interface R



## With electrical interface R



# Status and Plans

Summary:

- Capability for full, numerical simulation of realistic 3D TE devices is ready.
- Physics-based SPICE model produces essentially identical results.
- Sentaurus informed by first principles + SPICE informed by Sentaurus provide the tools needed.

Plan:

- Benchmark with experimental device performance
- Coupling to characterization techniques

# AC and transient analysis



### Coupling to application environment



