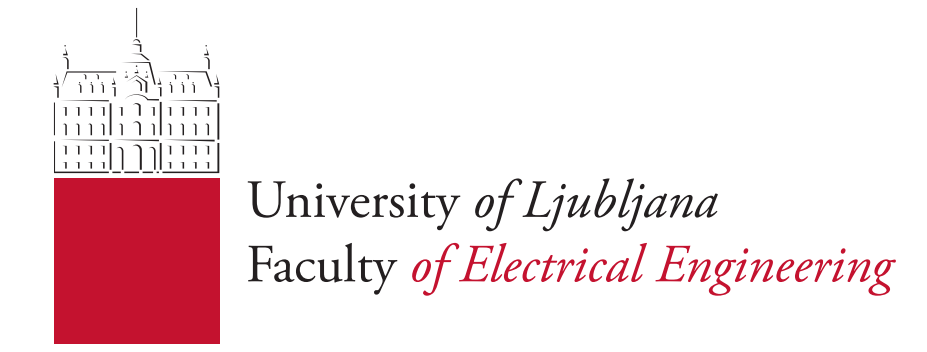


Design and optimisation of TF Si PV modules with surface-textured glass by using a combined geometric optics / wave optics model

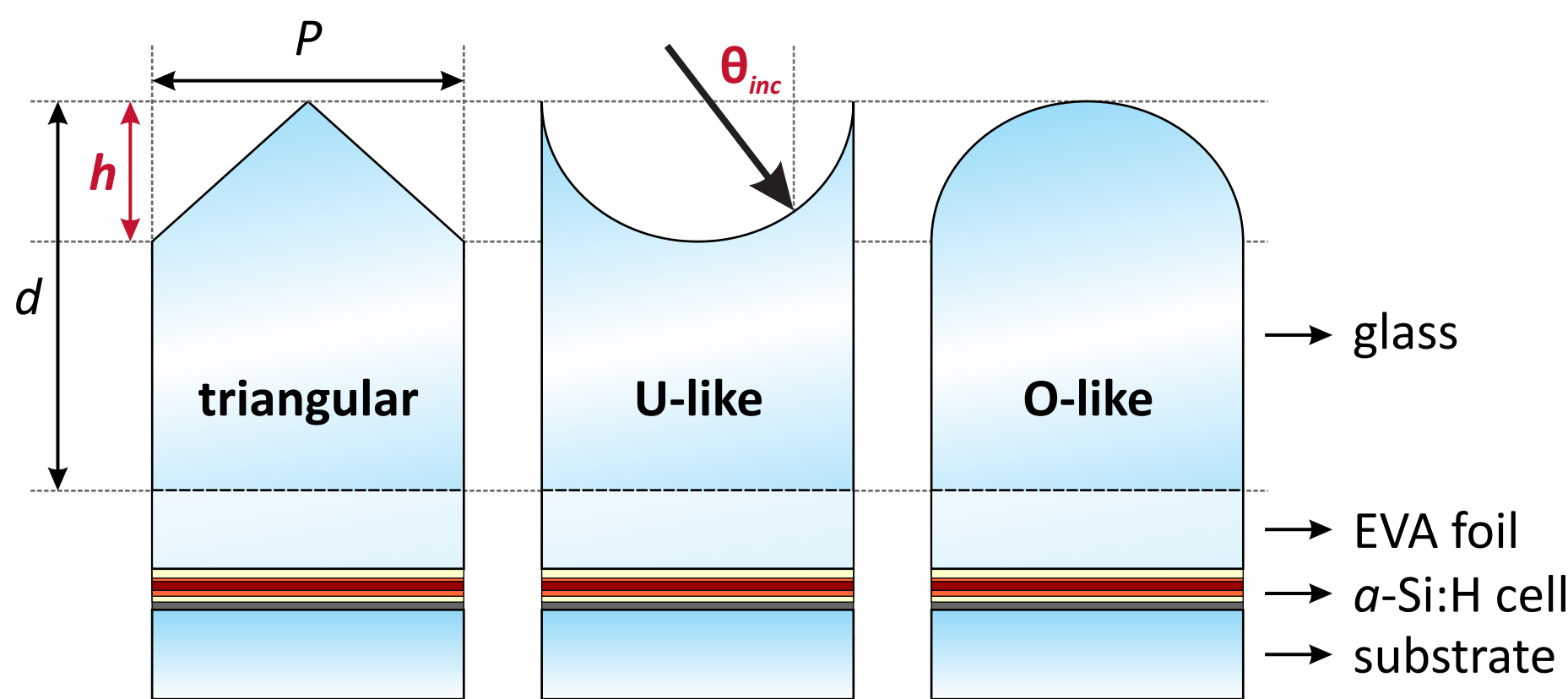
Benjamin Lipovšek, Janez Krč, Marko Topič

University of Ljubljana, Faculty of Electrical Engineering, Tržaška cesta 25, SI-1000 Ljubljana, Slovenia



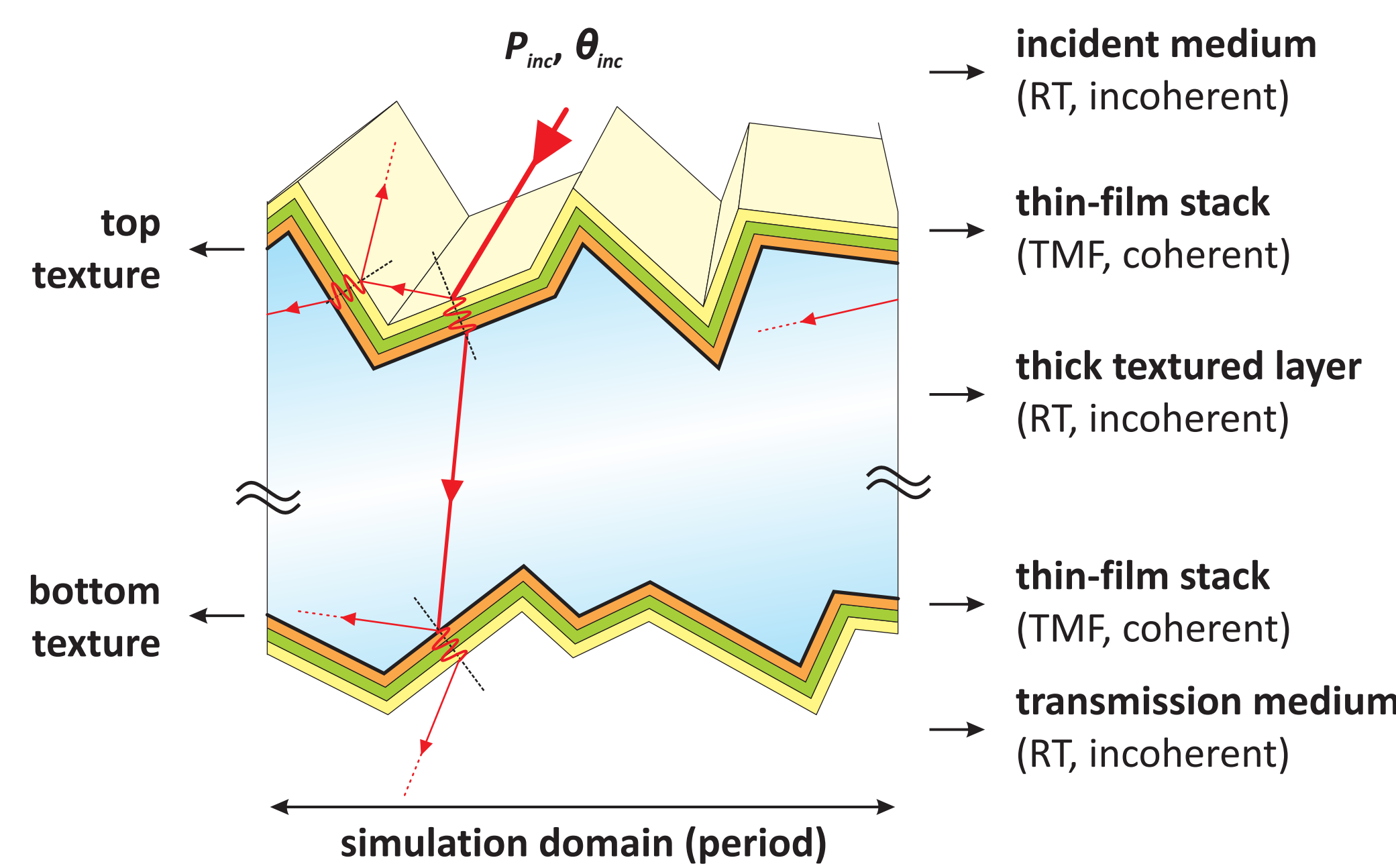
Objectives

- investigation of light-trapping potential of **micro-scale textures** applied on top of **front glass** in **thin-film (TF) Si PV modules**
- simulated device structure:
 - front surface-textured glass (1 mm),
 - encapsulating EVA foil (100 μm),
 - ITO (70 nm), *p-a*-SiC:H (10 nm),
 - i-a*-Si:H (250 nm), *n-a*-Si:H (20 nm),
 - sputtered ZnO:Al (80 nm),
 - Ag (300 nm), rear glass substrate
- three types of one-dimensional periodic surface textures included in the analysis (period $P = 100 \mu\text{m}$, varied height h)

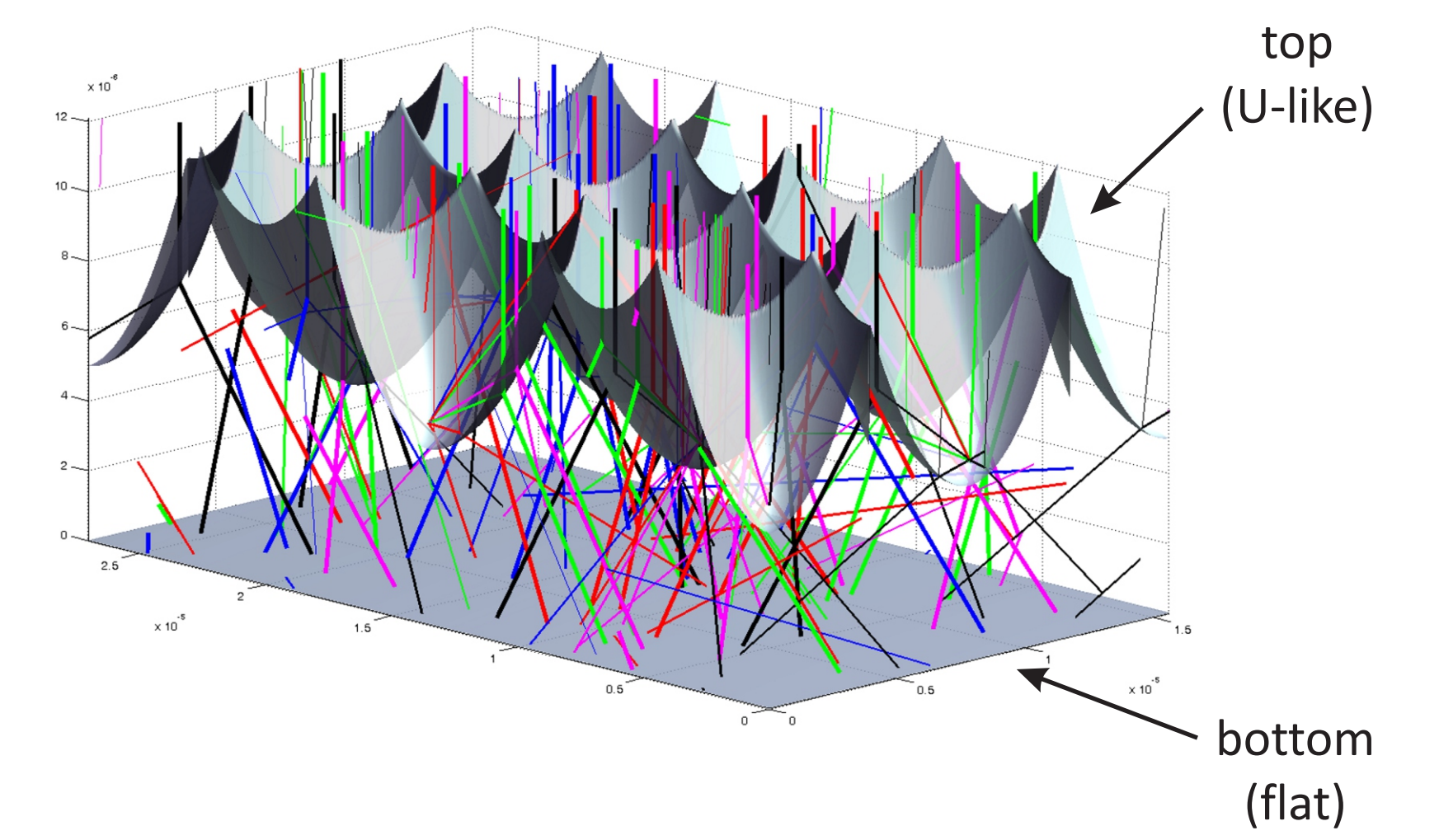


3D optical simulator CROWM

- micro- and milli-scale periodic **1D or 2D textures** can be applied on either side of the thick substrate / superstrate layer of the investigated thin-film PV device
- combination of two simulation methods employed for different parts of the device:
 - thick textured layer → **3D ray tracing** (RT, incoherent geometric optics)
 - thin-film solar cell → **1D transfer matrix formalism** (TMF, coherent wave optics)
- primary simulation results:
 - total reflectance (R_{tot}), transmittance (T_{tot}), and absorptance (A) within each layer
 - quantum efficiency (QE), short-circuit current density (J_{sc}), and optical J_{sc} losses



[Lipovšek et al., Informacije MIDEM 41 (2012) 264-271]

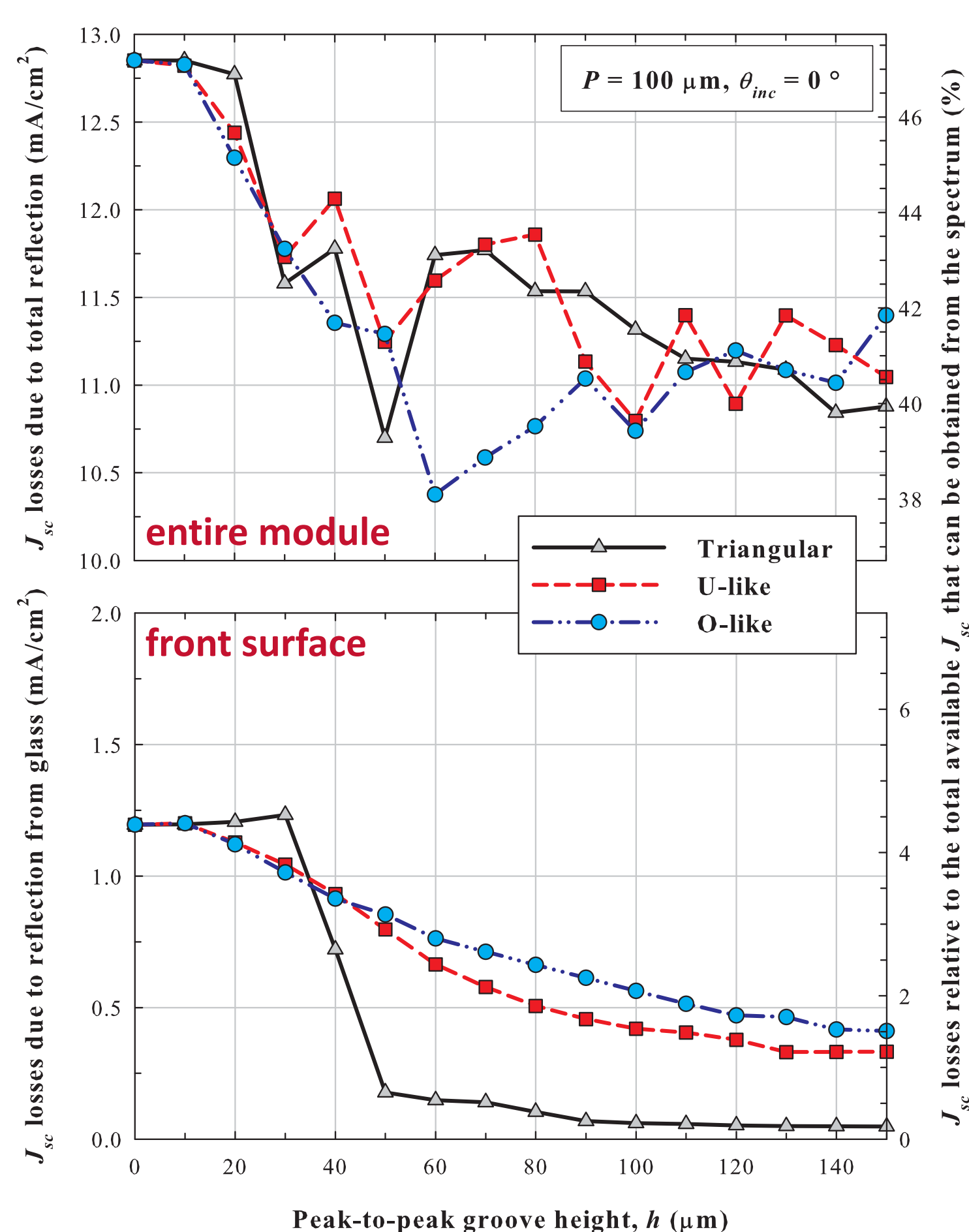


Example CROWM 3D simulation of light rays propagating through a surface-textured layer (U-like top texture, flat bottom).

Optimisation of 1D surface textures in *a*-Si:H PV modules

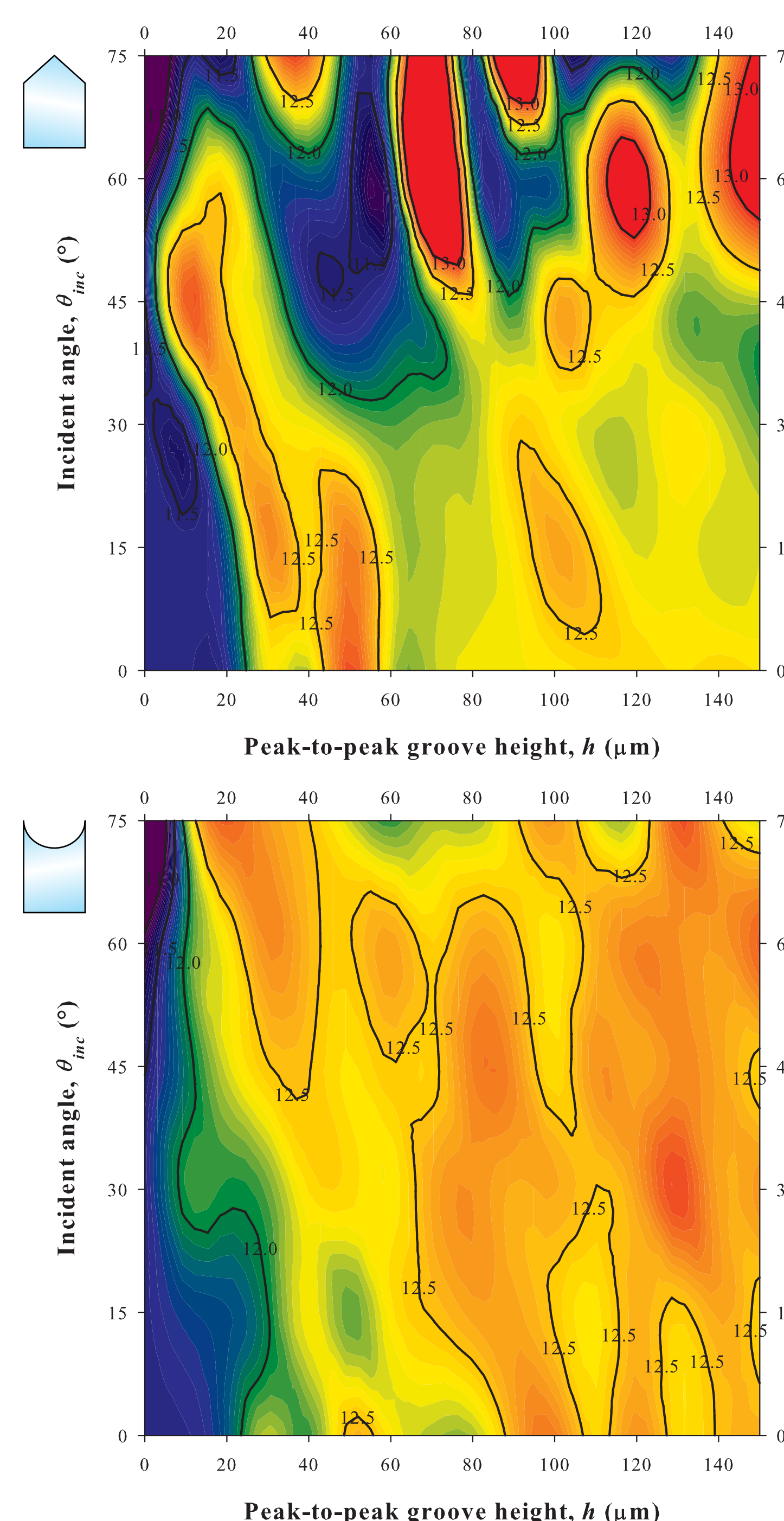
Reflectance losses

- important distinction between R of the **front surface** and R_{tot} of the **entire module**
- sufficiently high h values ($h > 100 \mu\text{m}$) enable **reduced R_{tot} losses by 15 %** on the average for all three types of textures
- pronounced R_{tot} minima observed at optimal h values → combination of slope angles and light ray propagation angles results in **total internal reflection at the textured front glass / air interface**



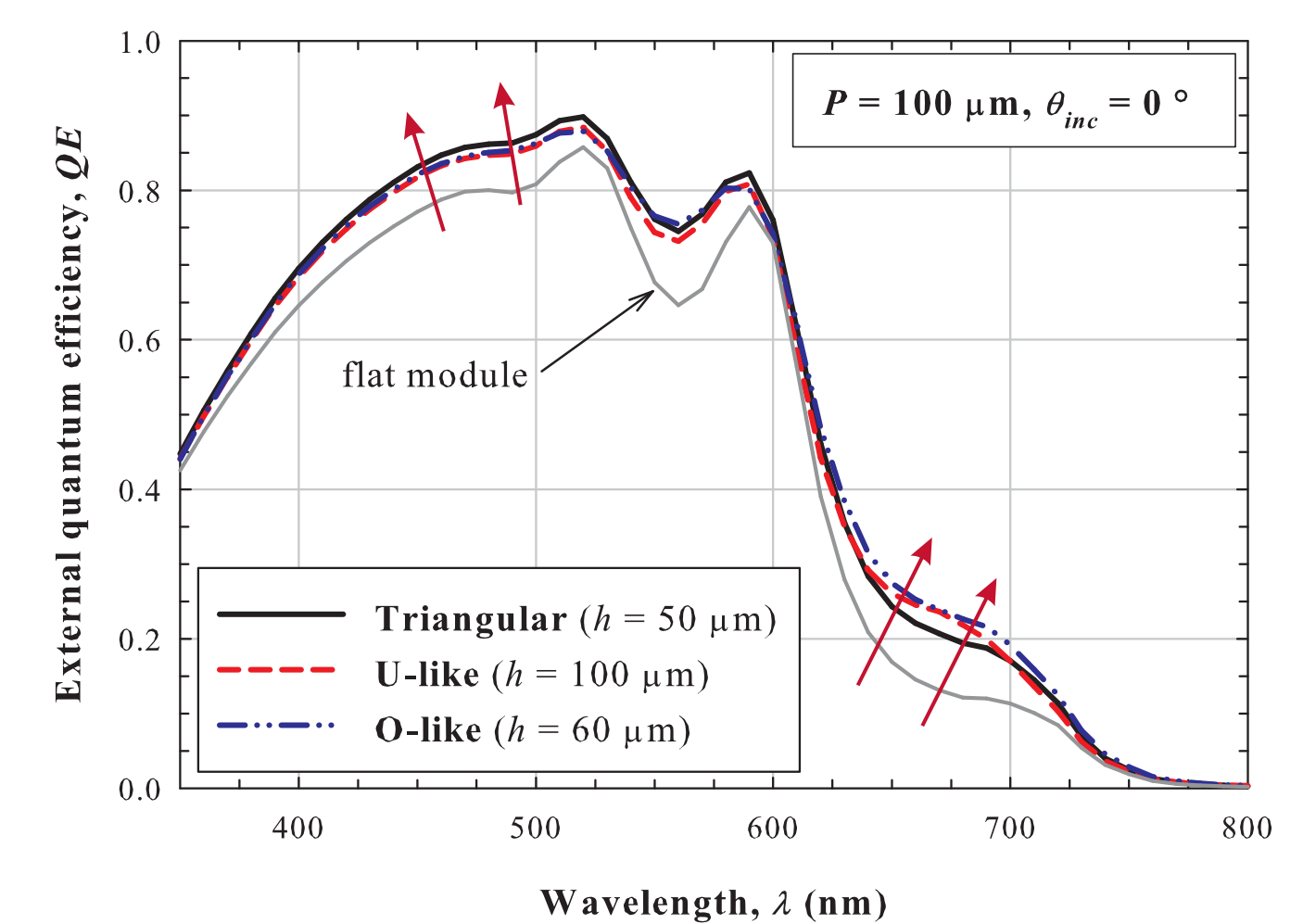
Current density mapping

- triangular textures result in high J_{sc} at specific incident angles (**> 20 % J_{sc} boost**)
- U-like textures are the least dependent on the angular illumination conditions



Quantum efficiency

- significant **enhancement of QE** as a result of front glass surface textures
- optimal triangular texture is beneficial for short-wavelength region
- optimal parabolic textures are more advantageous at longer wavelengths



Conclusions

- optimised micro-scale glass surface textures can significantly **contribute to the performance** of TF Si PV modules
- optimal **U-like textures** are especially beneficial for PV modules operating in **variable angular illumination conditions** (more than 10 % J_{sc} boost for a wide variety of incident angles)