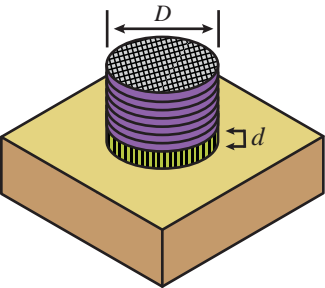


VCSEL

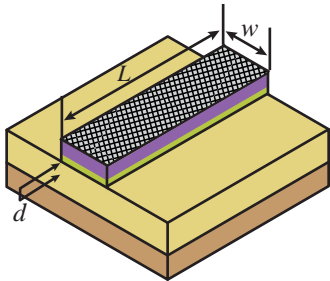


$$a_s = 4D \cdot d \quad (\text{square})$$

$$a_s = \pi D \cdot d \quad (\text{circle})$$

$$\frac{a_s}{V} = \frac{4}{D} \quad (\text{both})$$

In-Plane



$$a_s = (2L + 2w) \cdot d$$

$$\frac{a_s}{V} = \frac{2}{w} + \frac{2}{L}$$