

Session 1: Lithography

Nano Technology



Terminology and Relative Sizes

Log scale

Dimension	10^{-10}m	10^{-9}m	10^{-8}m	10^{-7}m	10^{-6}m	10^{-5}m	10^{-4}m	10^{-3}m	10^{-2}m	10^{-1}m	1m
	Angstrom	1 nm	10 nm	100 nm	1 μm	10 μm	100 μm	1 mm	10 mm	100 mm	1000 mm

Examples of objects



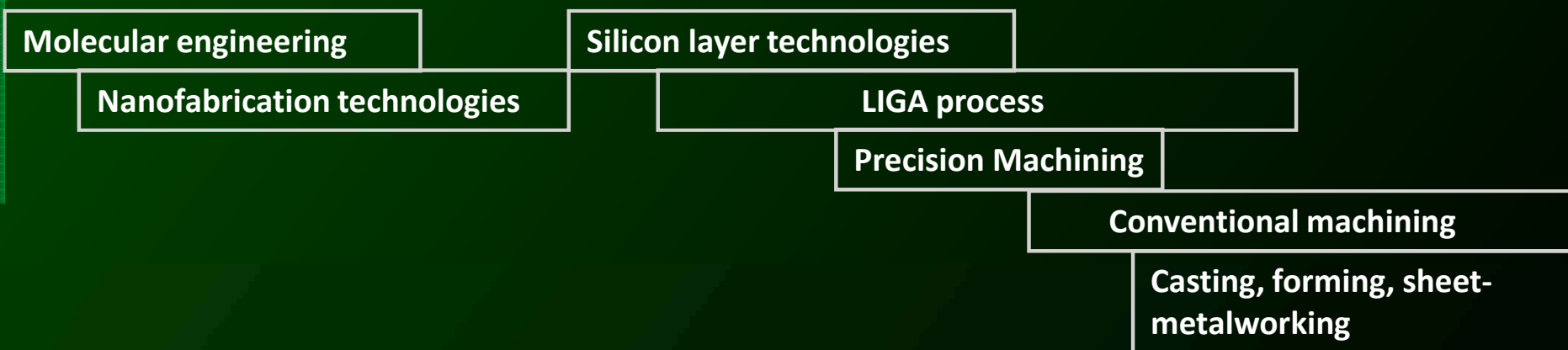
Terminology



How to observe



Fabrication methods

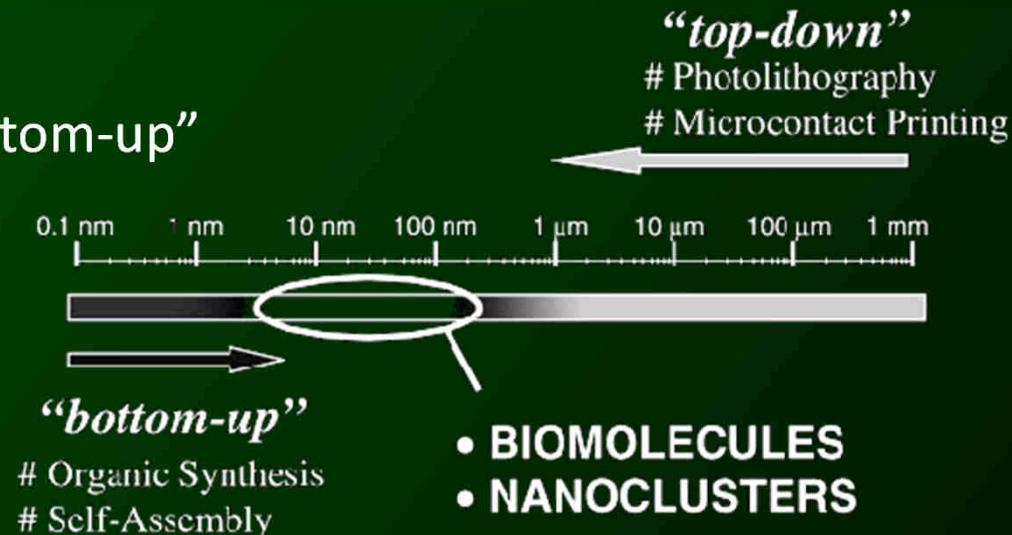


Lithography

Moore's law:

feature sizes shrank by a factor of 2 every 18 months

“Top-down” vs. “bottom-up”



nanolithography

UV (EUV) optical lithography

X-ray lithography

Nanoimprinting

block copolymer self-assembly

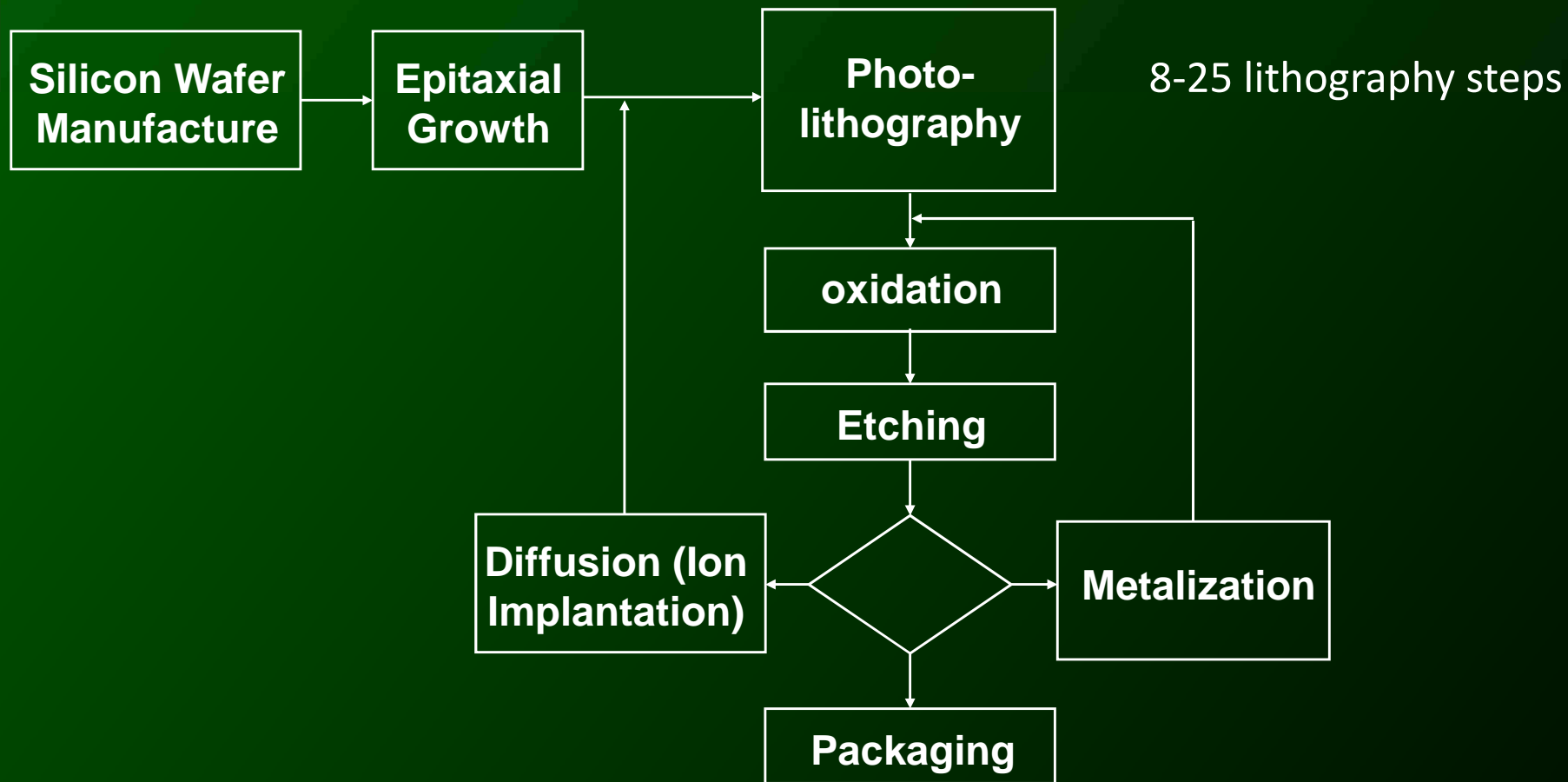
use of supercritical fluids

nonlinear two-photon lithography

electron beam lithography



Fabrication Processes for VLSI



The minimum feature size (the minimum line width or line to line separation) control the number of circuits that can be placed on the chip and has a direct impact on circuit speed. The evolution of IC is therefore closely linked to the evolution of lithographic tools.



From Photo-Lithography to Chip

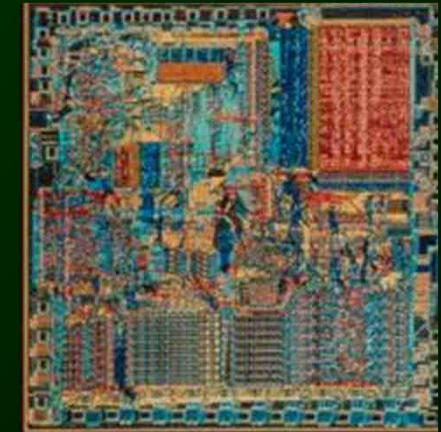
Computer chips are made using photolithography (using light to transfer a pattern from a photomask to a light-sensitive chemical (photoresist))

Role of the Resist:

Light exposure changes solubility and allows mask formation

Main Benefit:

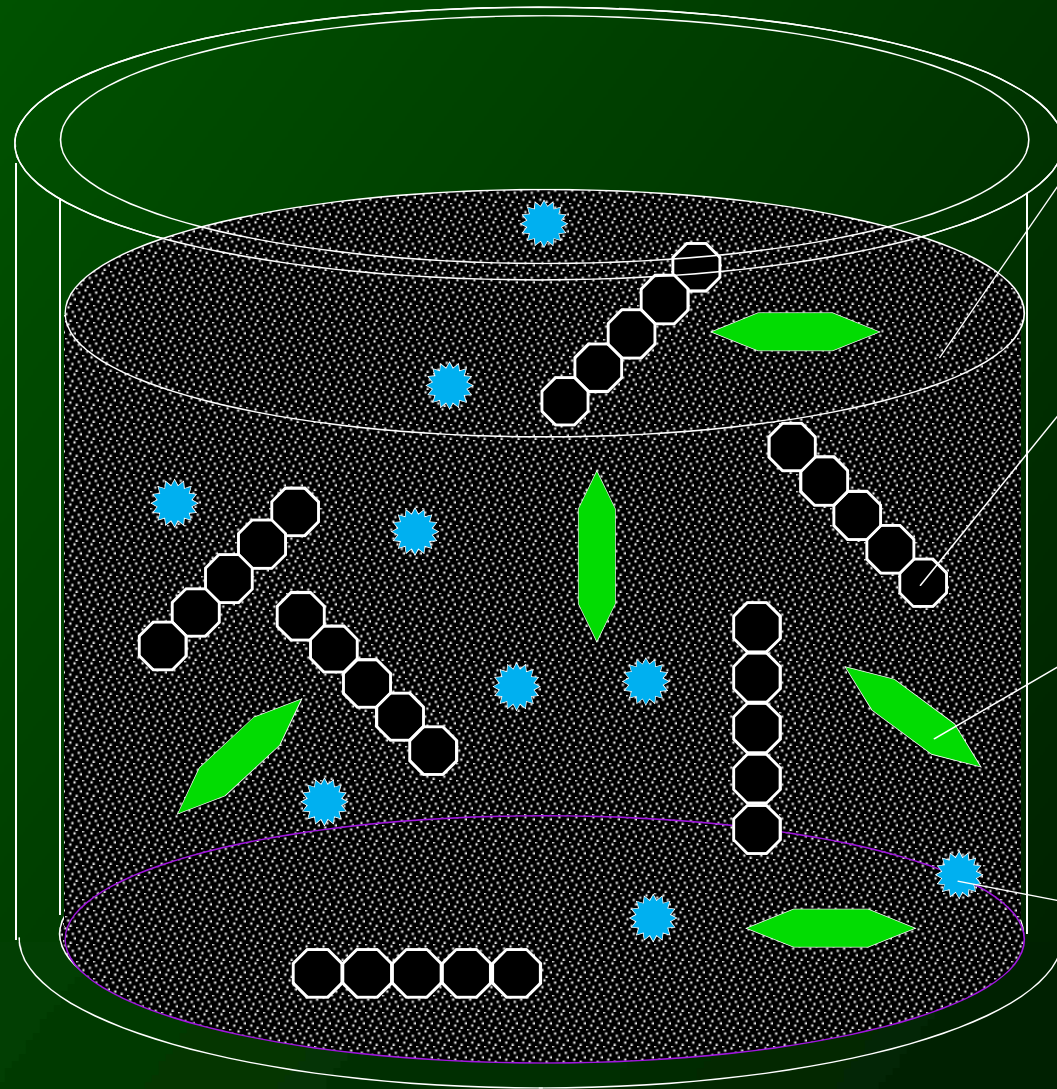
High throughput!



Packaging



Conventional Photoresists



Solvent:
gives the resist its flow characteristics

Resin: mix of polymers that hold the resist together; gives the resist its mechanical and chemical properties

Sensitizers:
sensitive to light; these will react when exposed to light

Additives:
chemicals that control other aspects of the resist material

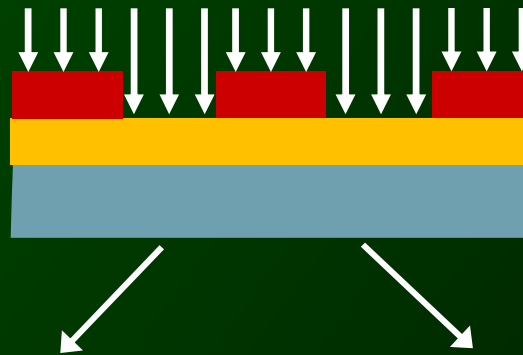


Positive vs. Negative Photoresist

Positive Photoresist:
Exposed areas → dissolvable

Negative Photoresist:
Unexposed areas → dissolvable

3. Expose to UV light



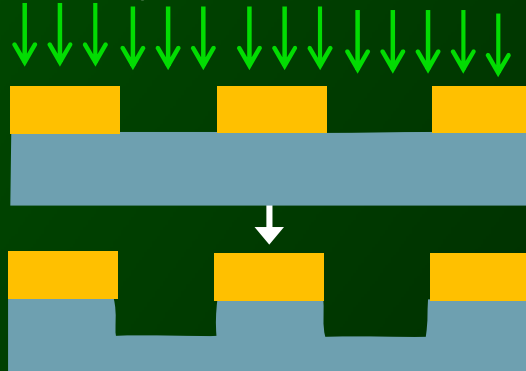
4. Develop and rinse



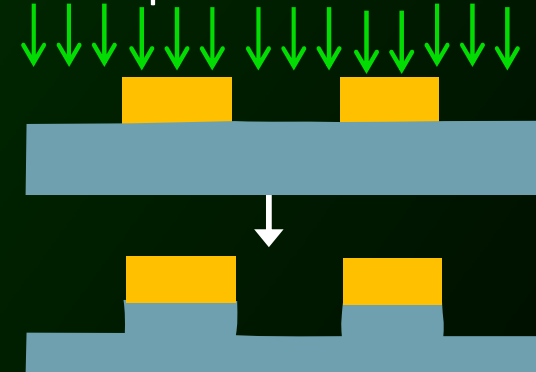
4. Develop and rinse



5. Etch patterns into wafer



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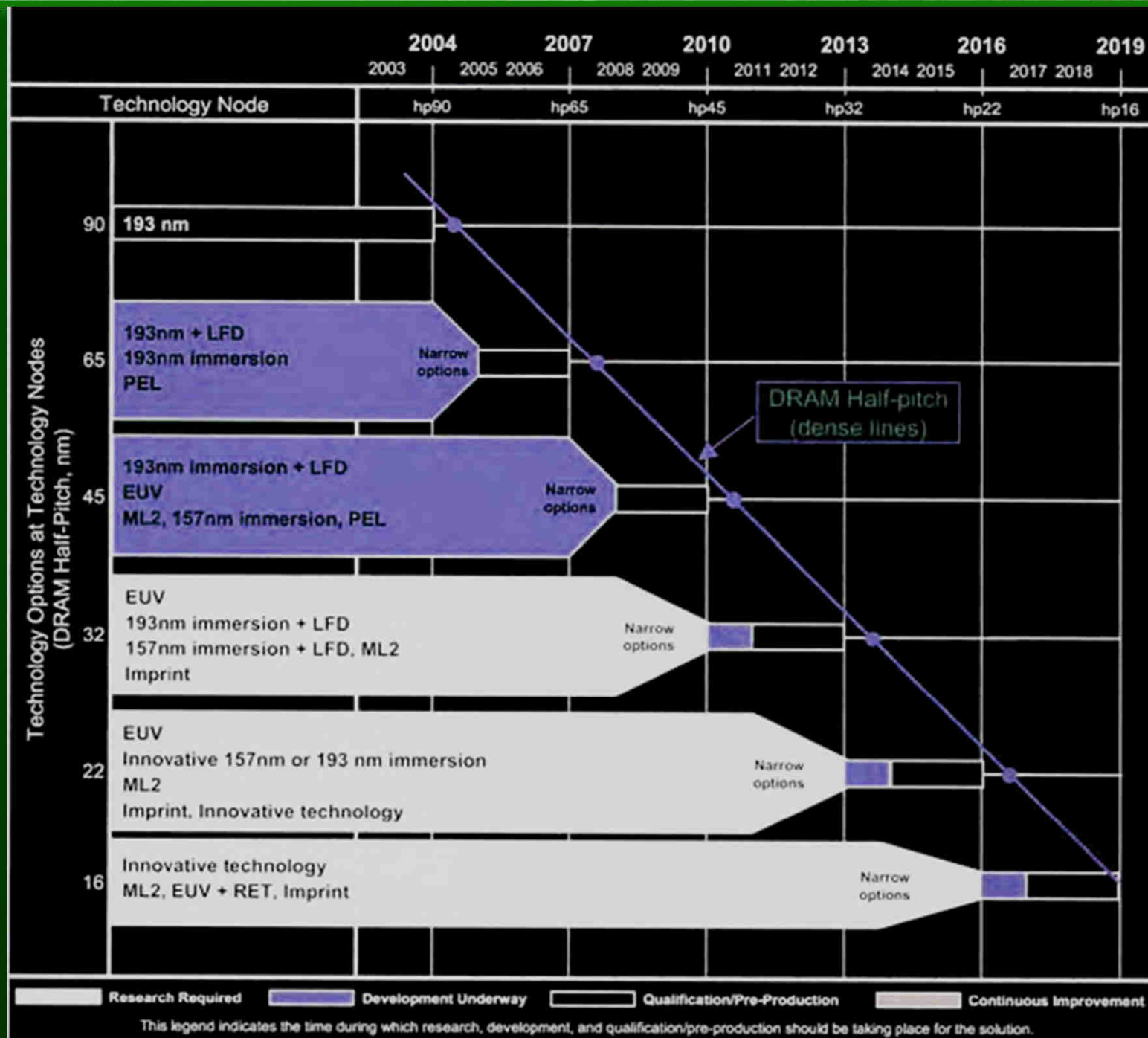
6. Remove residual photoresist



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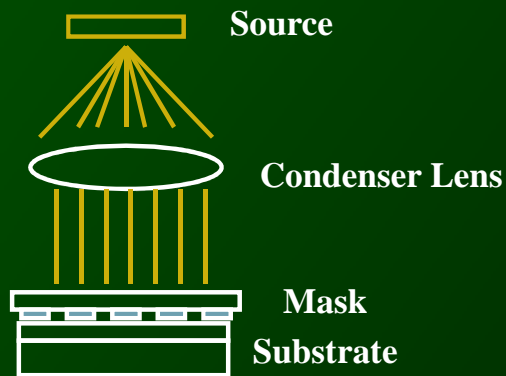


Moore's Law and Lithography

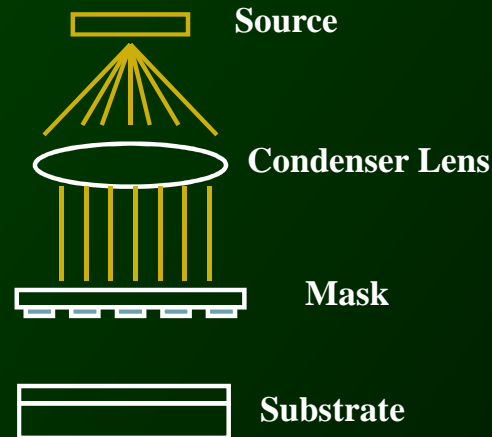


Masks

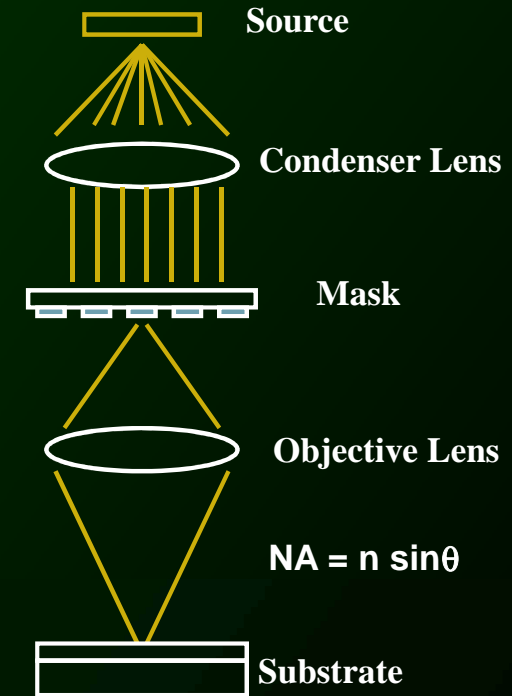
- Contact Printing:
- + Simple, cheap
 - Poor resolution
 - Bad mask lifetime
 - Defects



- Proximity Printing:
- + Minimal mask damage
 - Poorer resolution
 - Diffraction error



- Projection Printing:
- + Higher resolution
 - + lens reduces diffraction error
 - Optical system



UV Optical Lithography

projection lithography

2005: (65nm) $\lambda = 193 \text{ nm}$

Optical lithography :

+ High throughput

+ Low cost

- Diffraction limited

$$HP = \frac{k_1 \lambda}{NA} = \frac{k_1 \lambda}{n \sin \theta}$$

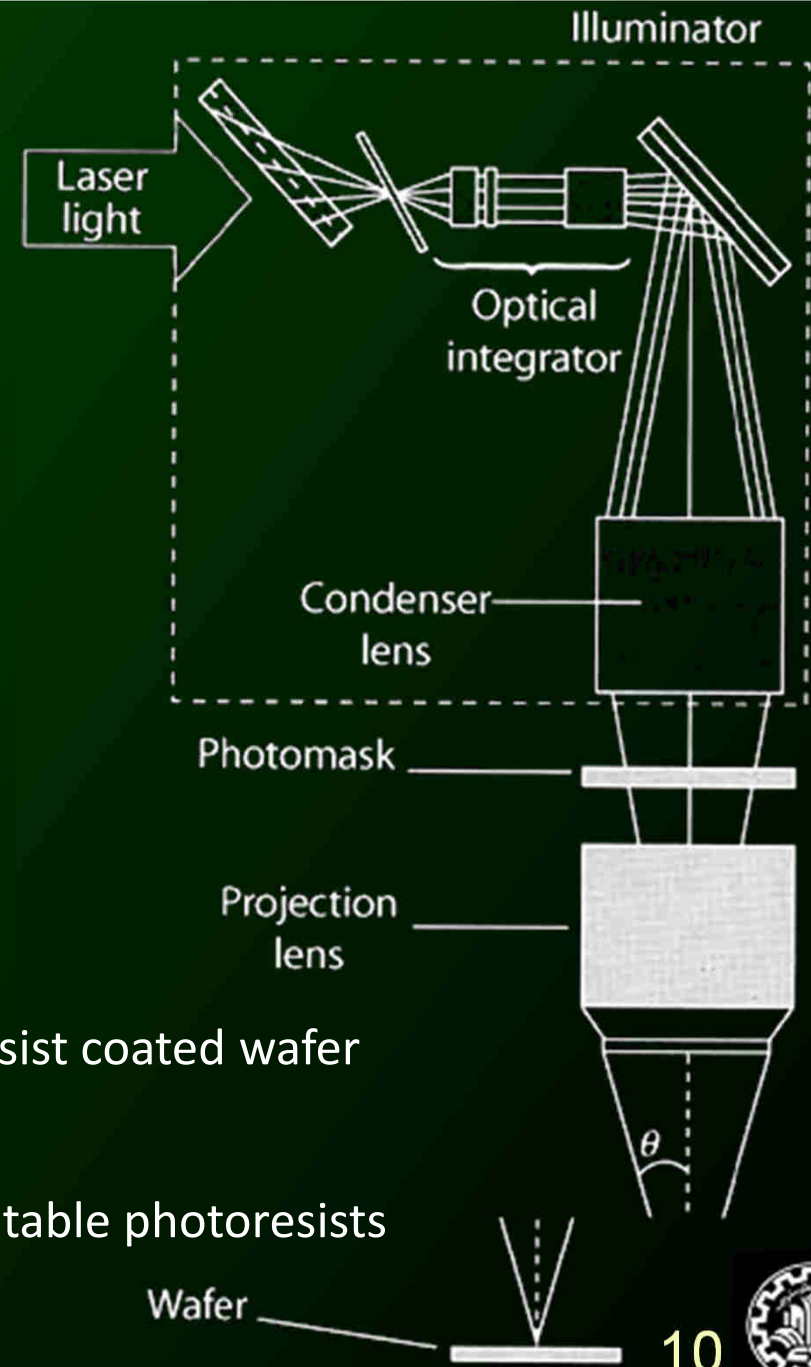
numerical aperture

θ = half-angle of the converging beam

n = refractive index of the medium above the photoresist coated wafer

$k_1 = \text{min } 0.25 \text{ } (\sim 0.4)$

$\lambda \searrow$ appropriate light sources, transparent lenses, suitable photoresists



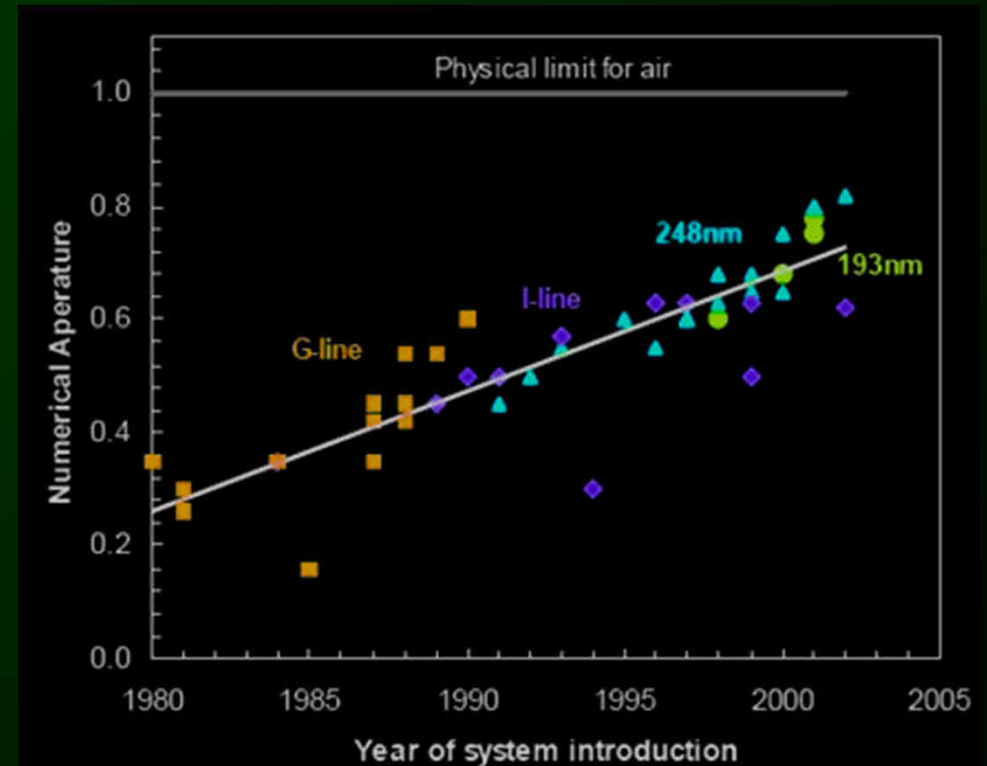
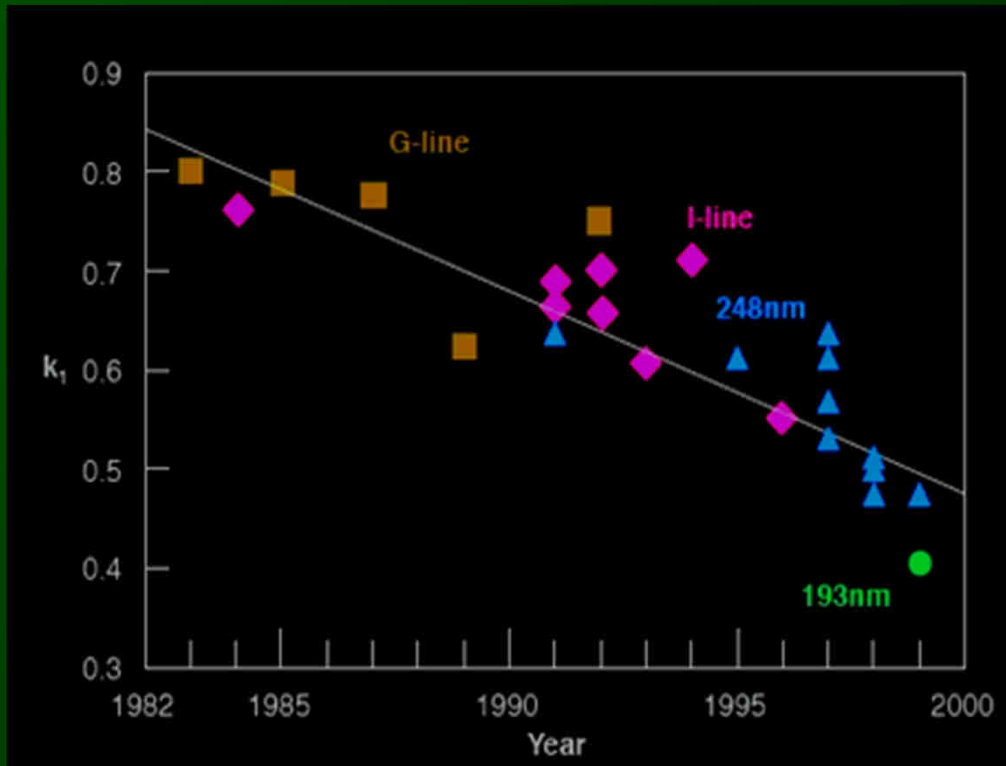
Photolithography – NA, k_1

K1:

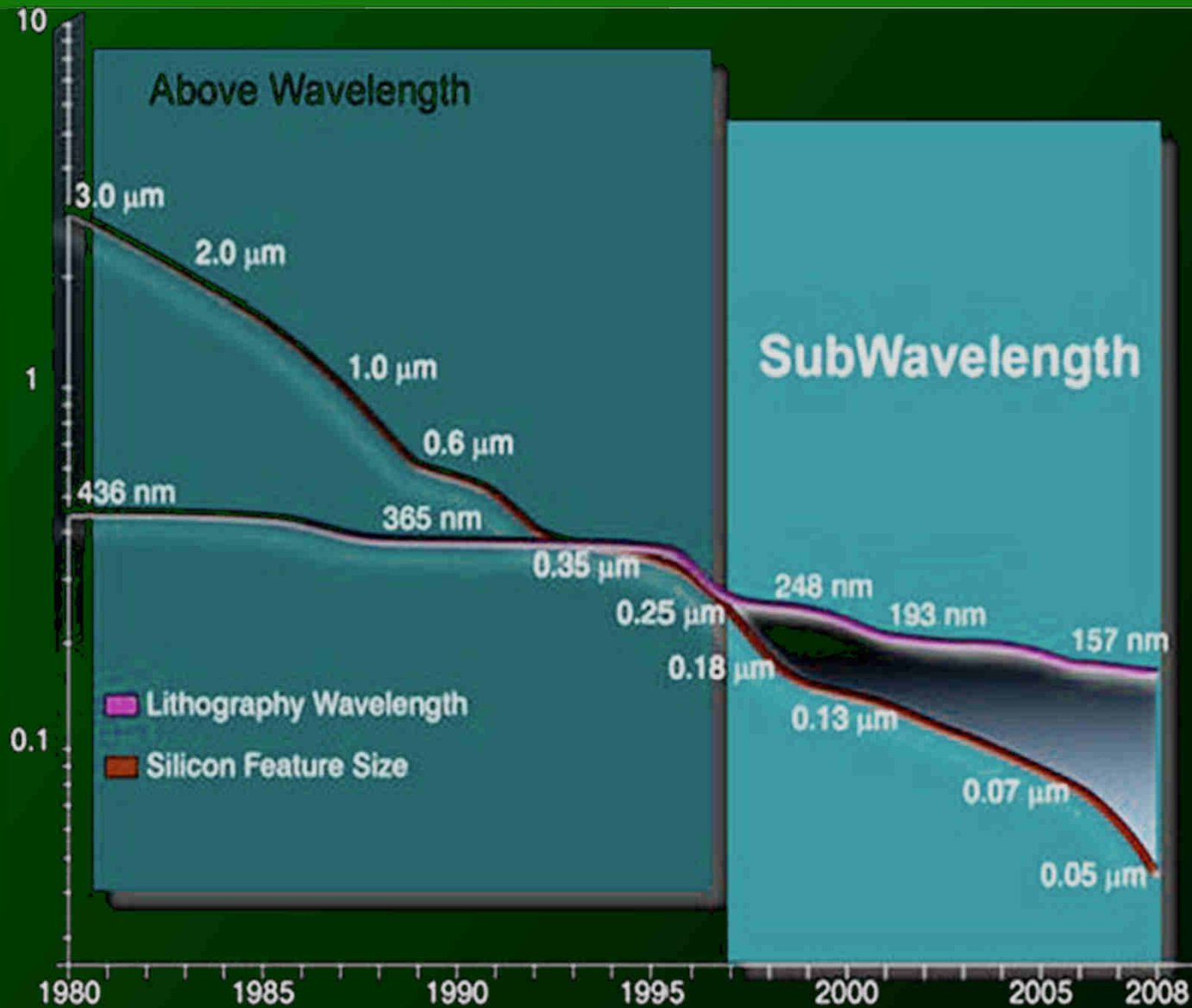
quality of the photoresist
phase shift masks
off-axis illumination
optical proximity correction

NA:

Larger lens



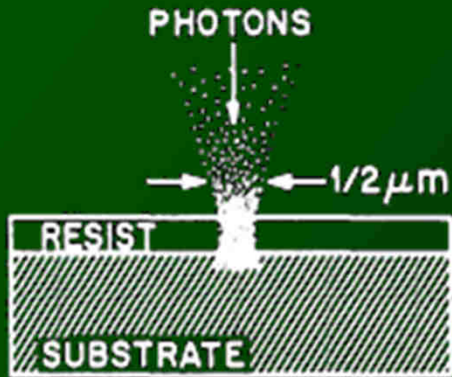
UV Optical Lithography



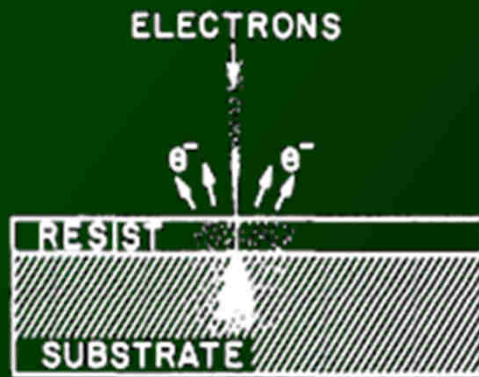
Subwavelength era: printing 1 inch line with 3 inch brush



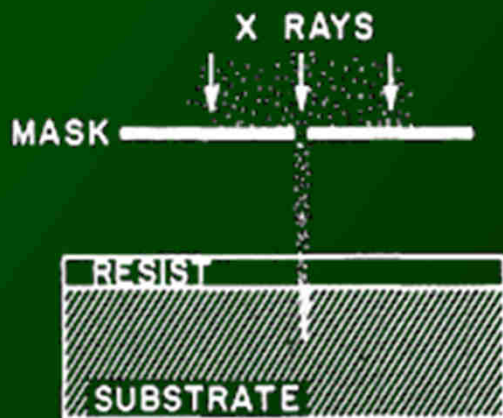
Next Generation Lithography



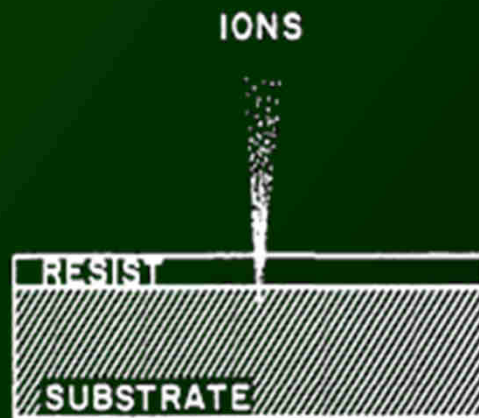
(a)



(b)



(c)

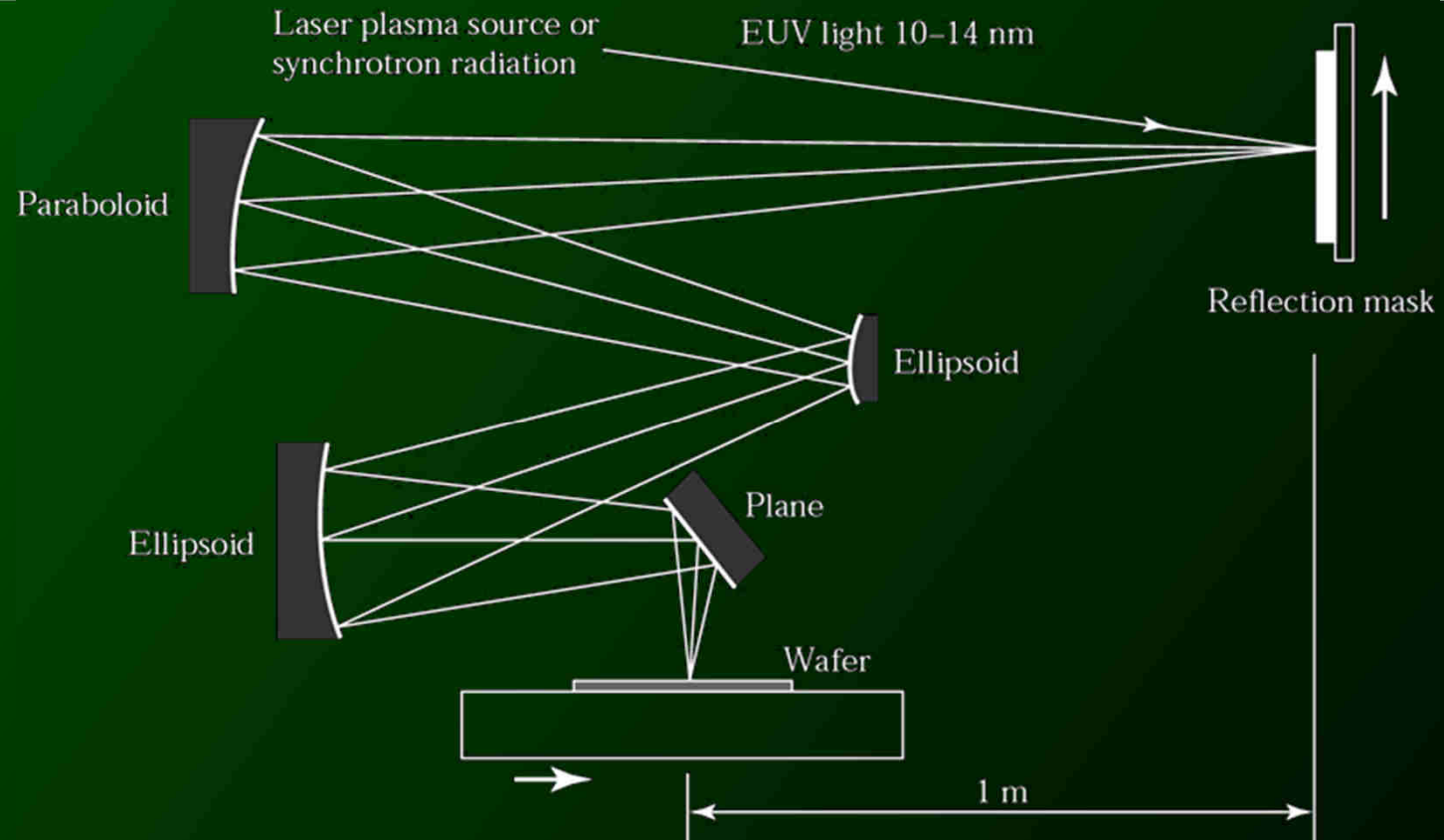


(d)

		λ	E
light	UV	400 nm	3.1 eV
	Deep UV	250 nm	4.96 eV
	X-ray	0.5 nm	2480 eV
Particles	Electrons	0.62 \AA	20 KeV
	Ions	0.12 \AA	100 Kev



EUV Lithography



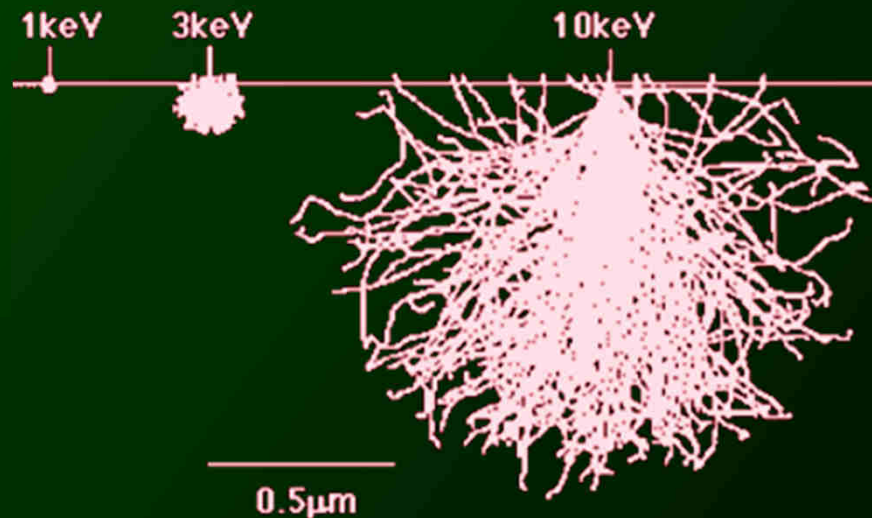
- Uses very short 13.4 nm light
- All reflective optics (at this wavelength all materials absorb!)
- Uses reduction optics (4 X)
- Step and scan printing
- Optical tricks seen before all apply: off axis illumination (OAI), phase shift masks and OPC
- Vacuum operation
- Laser plasma source
- Very expensive system



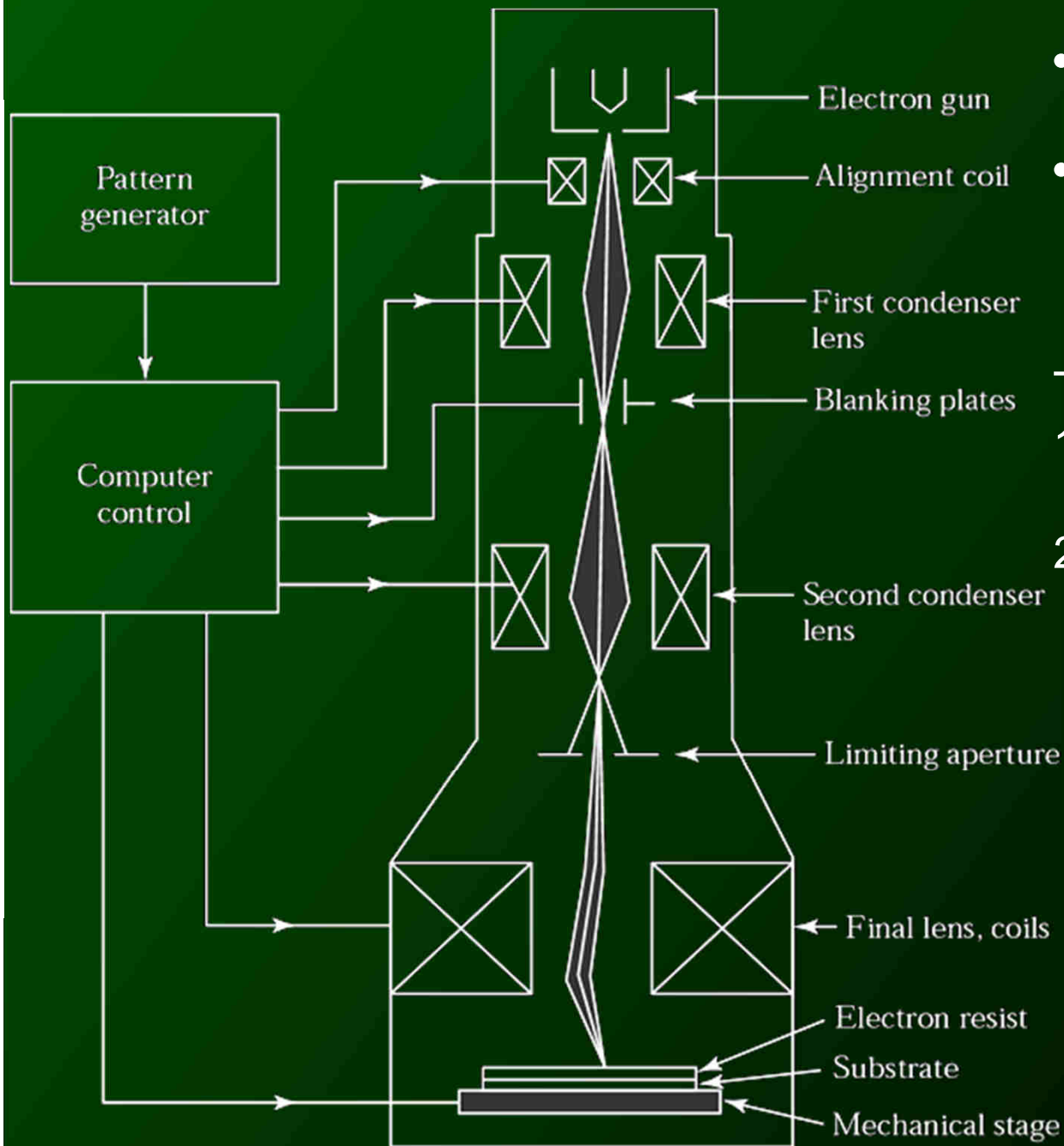
Electron Beam Lithography

- + Highest resolution of mainstream litho. tech.
- + Flexibility (no mask required)
- + Simplified resist processing
- Exposure needs to be done in vacuum.
- Substrate charging/damage
- Throughput!

Exposure Strategy



Schematic of an EBL machine



- Diffraction is not a limitation on resolution
- Resolution depends on electron scattering and beam optics the size of the beam, can reach ~ 5 nm

Two modes of operation:

1. Direct writing with narrow beam
2. Electron projection lithography using a mask :EPL



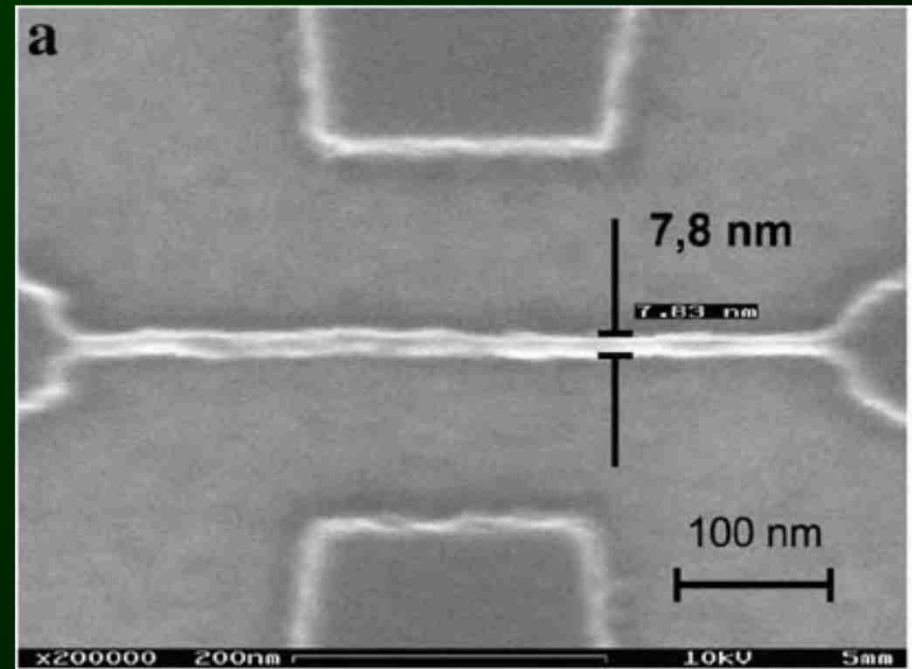
Electron Beam Lithography

about 10 nm

low-energy electrons

a high-resolution resist (calixarene)

slow serial writing



hexaacetate p-methylcalixarene (MC6A0Ac)
resists using a 10 keV electron beam

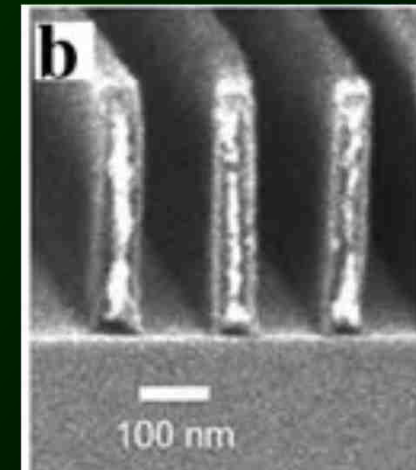
Proton-Beam Writing

MeV protons

more massive protons:

straight path, 3D, high aspect ratio structures with vertical, smooth sidewalls (Fig. 3.64b), and lateral resolutions down to 22 nm

$$m_p = 1800m_e$$



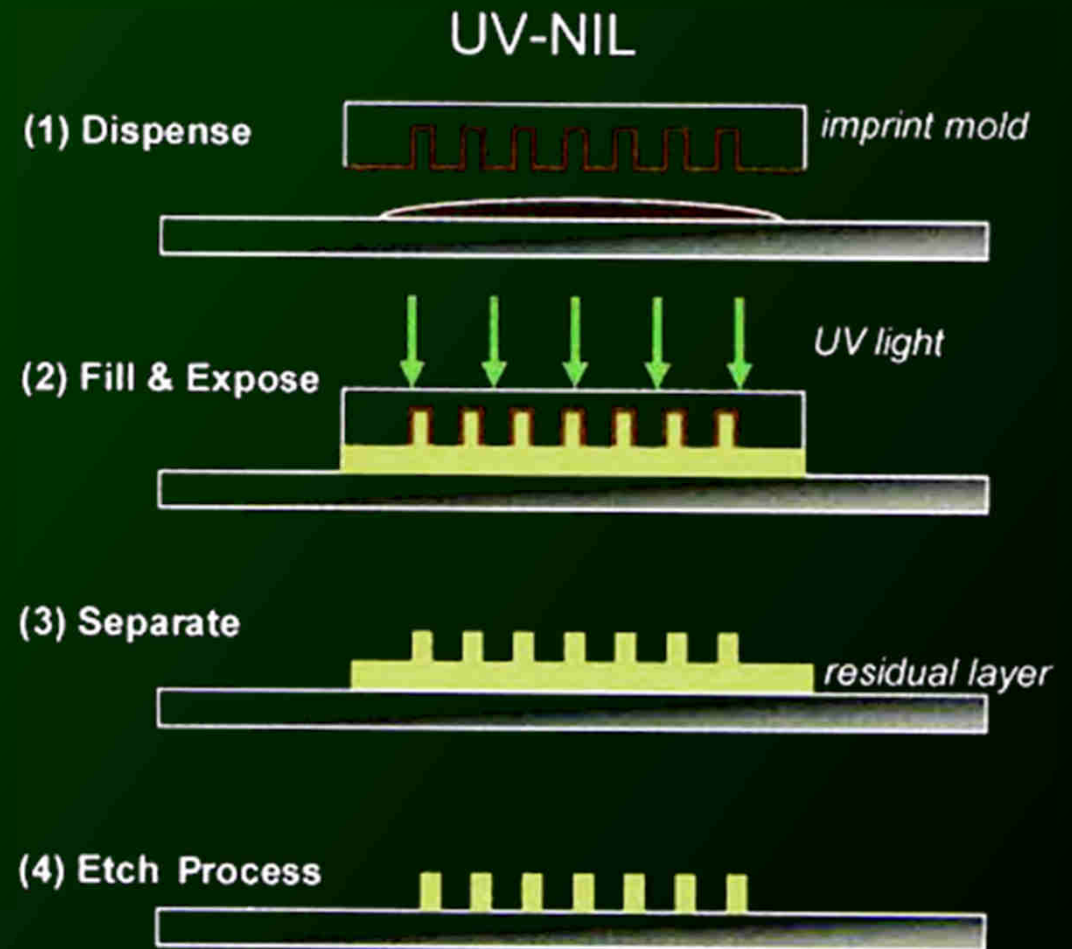
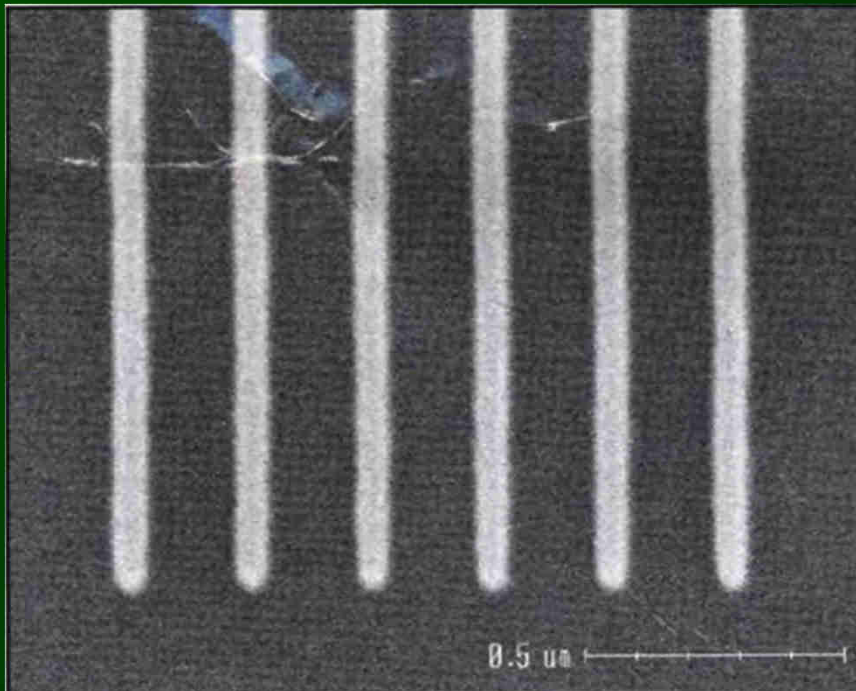
2 MeV proton beam



Nano-imprint Lithography (NIL)

low-cost, high-resolution patterning technique (sub 45nm)

patterns can be repeatedly transferred from a mold to some polymeric material with a 5-nm horizontal patterning resolution



processing flow of ultraviolet-assisted nanoimprint lithography (UVNIL)

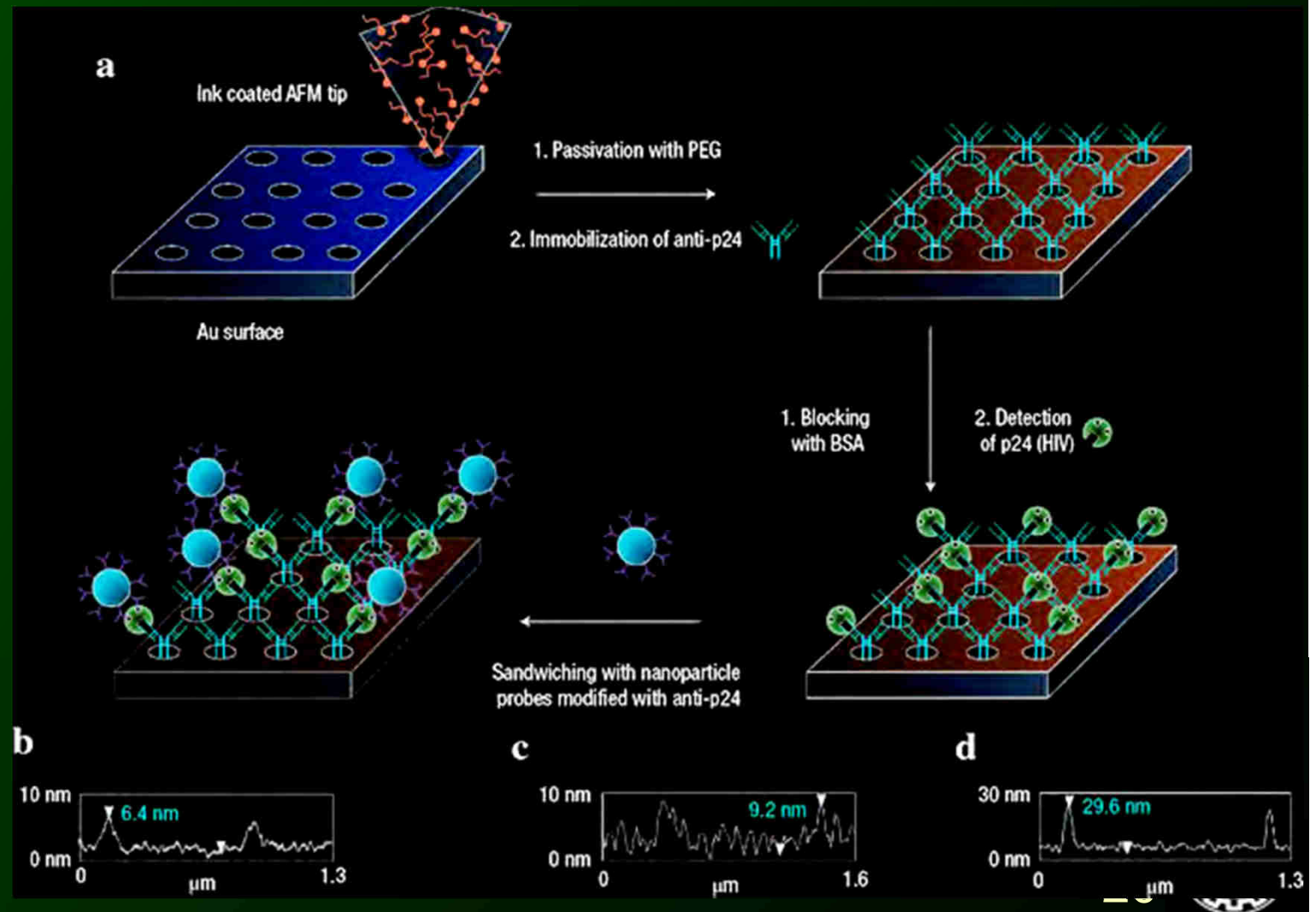


Dip-Pen Nanolithography (DPN)

scanning probe microscopy-based nanofabrication technique
uses an “ink”-coated AFM tip to pattern a surface with a sub 50nm resolution
and without pre-modification of the surface.

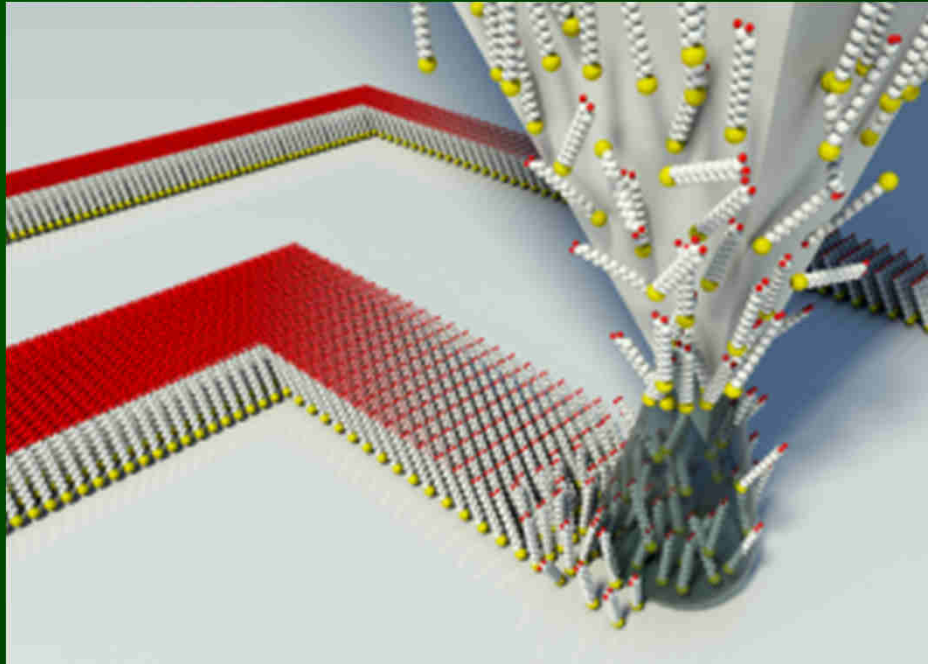
a versatile tool for depositing soft and hard materials on a variety of surfaces

Inks: small organic molecules, polymer, DNA, proteins, nanoparticles, and metal ions

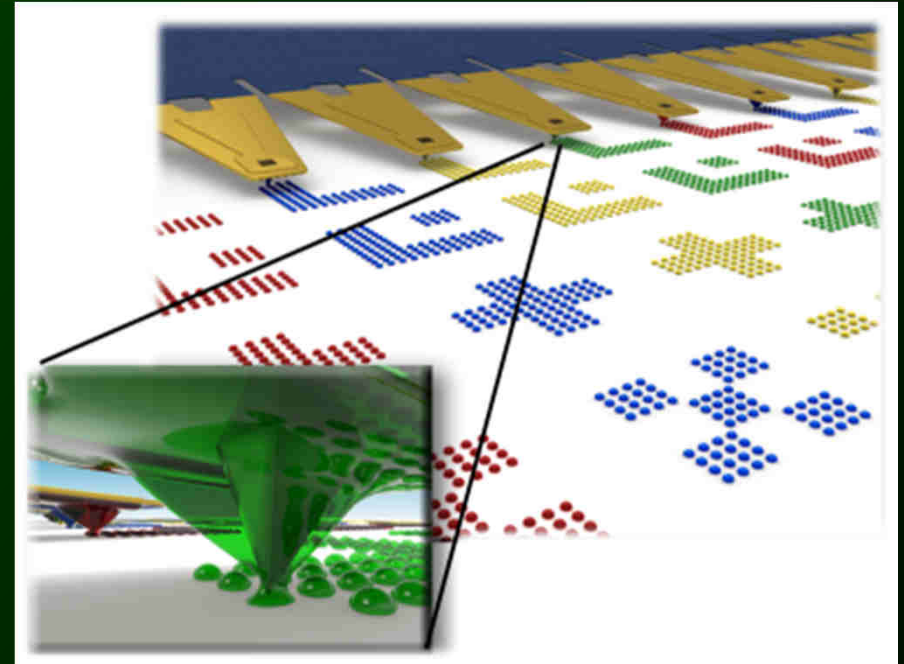


Dip-Pen Nanolithography (DPN)

Molecular inks



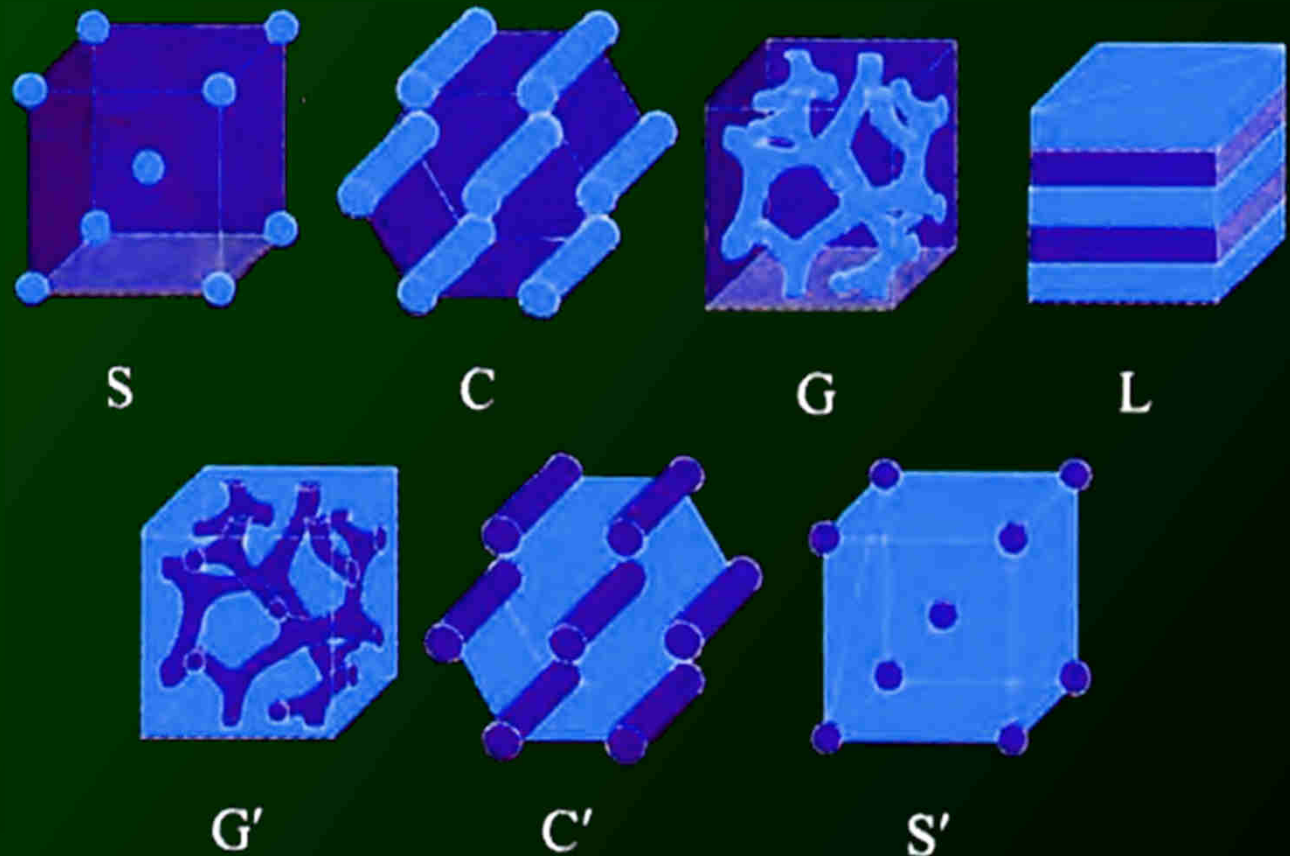
Liquid inks



Block Copolymer Lithography

“bottom-up” combined with conventional “top-down” (less than 45 nm)

In block copolymers two chemically dissimilar polymer chains are covalently linked together at one end.



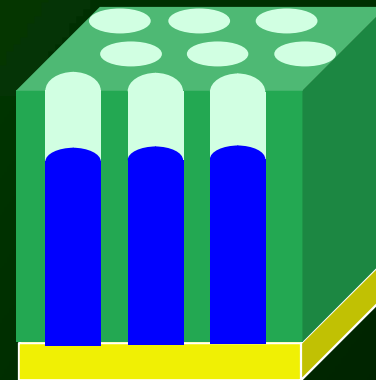
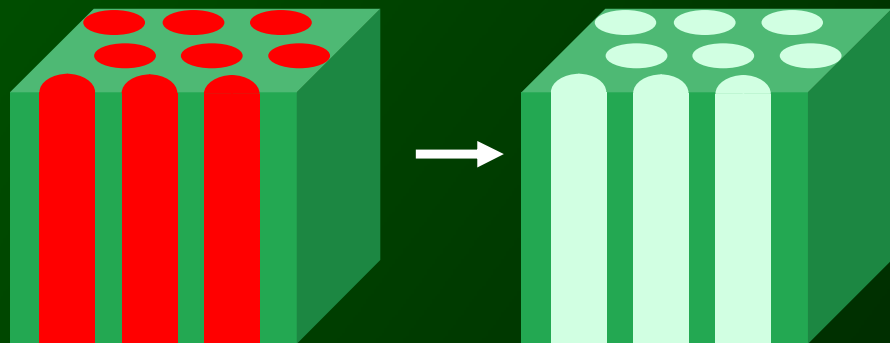
nanodomain morphologies of diblock copolymers:
spherical (S, S) , cylindrical (C, C) , gyroid (G,G) ,
lamellar (L)



Block Copolymer Lithography

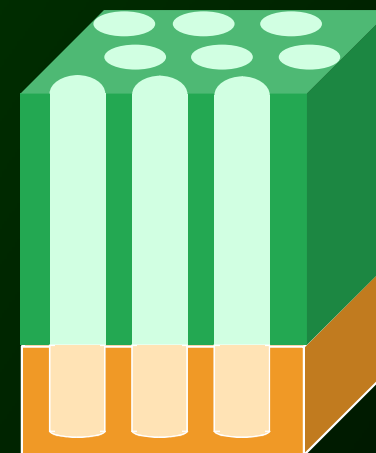
Diblock Copolymer Lithography

Remove polymer
block within cylinders
(expose and develop)

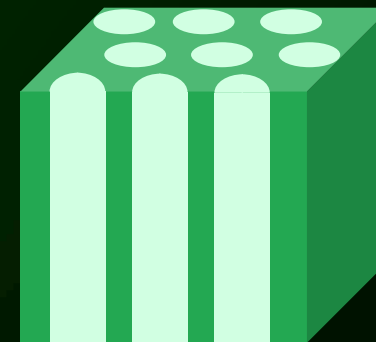


Deposition
Template

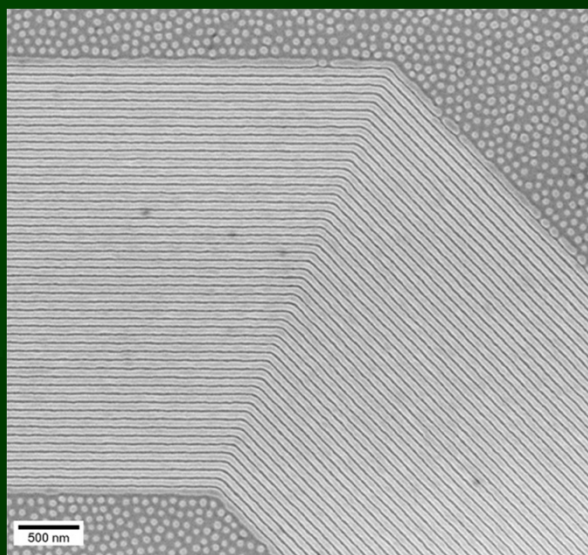
*(physical or
electrochemical)*



Etching
Mask



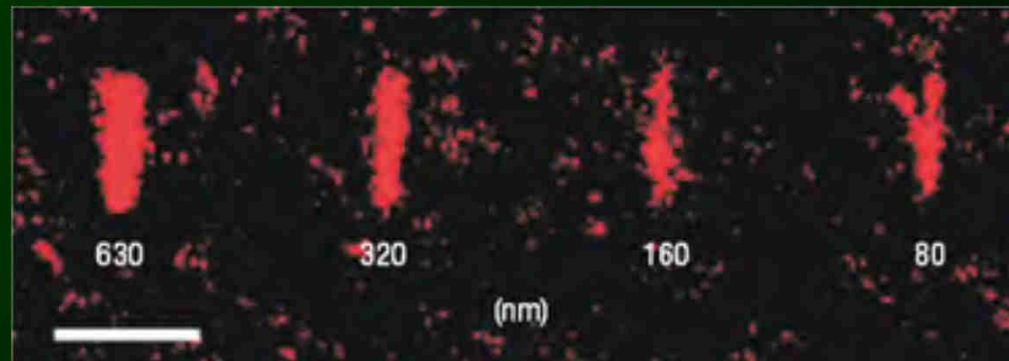
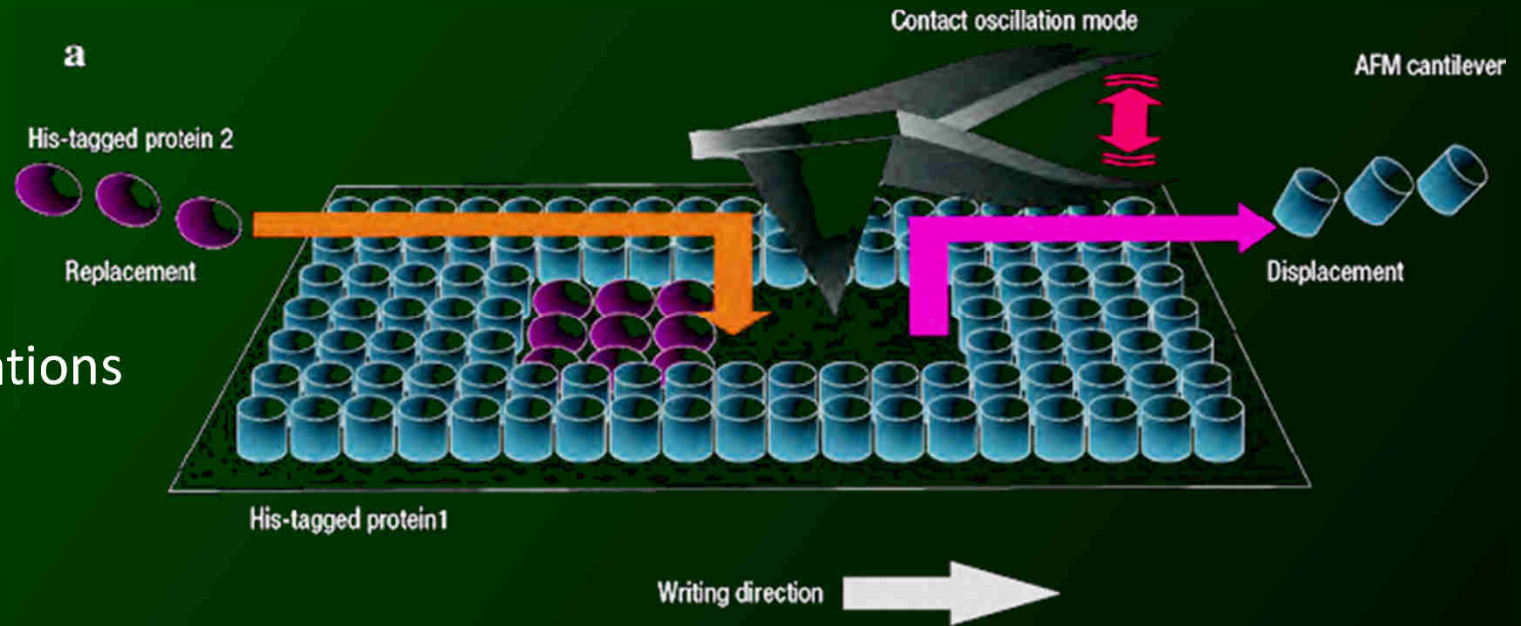
Nanoporous
Membrane



Protein Nanolithography

advantages for sensing biomedical protein–protein interactions, due to short diffusion times, parallel detection of multiple targets, and the requirement of only tiny amounts of samples

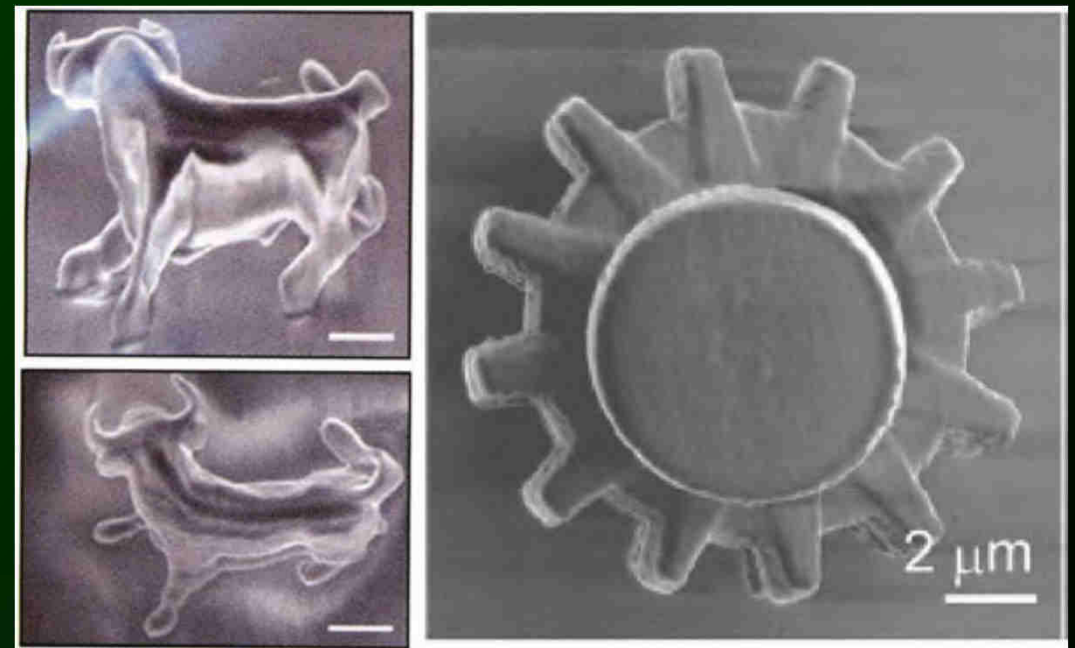
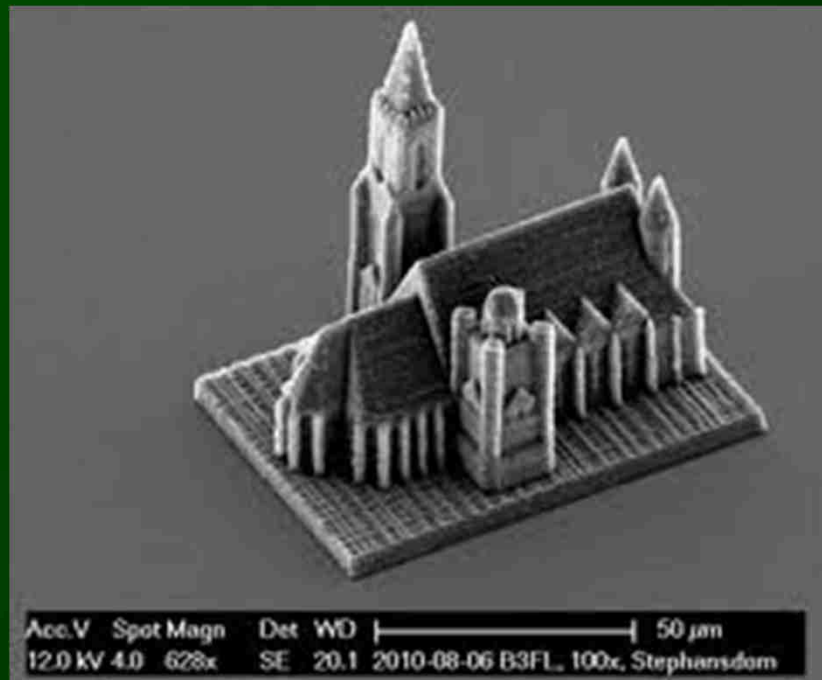
for biochip applications



Two-Photon Lithography for Microfabrication

two-photon absorption processes in certain chromophores that can simultaneously absorb two photons to produce a photochemical reaction characteristic for radiation of twice the energy.

Outside the focal point, the incident light is below the absorbance threshold. Therefore, by tightly focusing a femtosecond laser beam into a resin, photo-induced reactions such as polymerization occur only close to the focal point allowing the direct writing of 3D patterns by sample scanning.



commercial two-photon resin: SCR 500

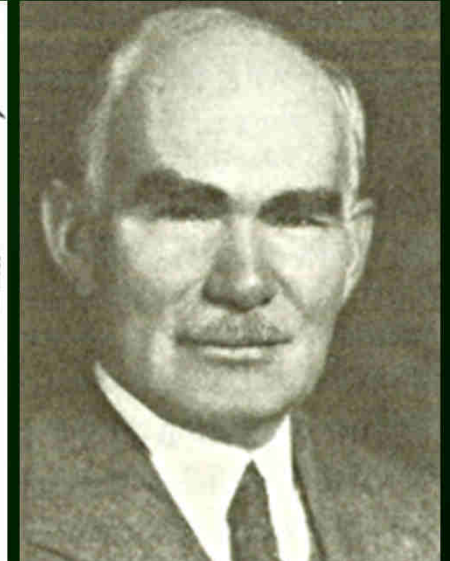
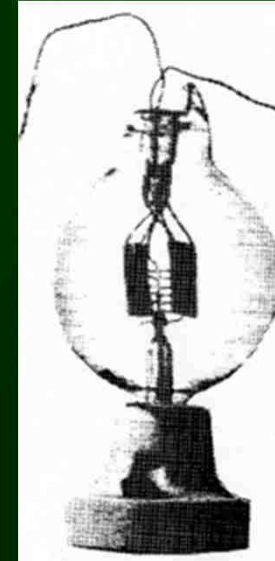
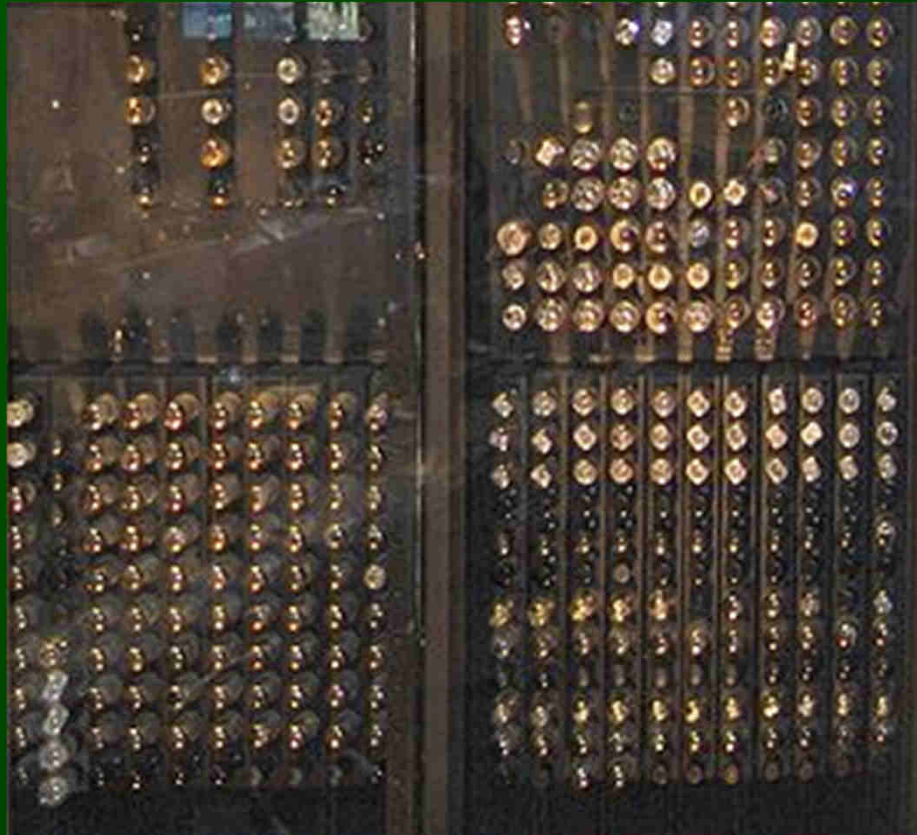
Session 2: VLSI

Nano Technology

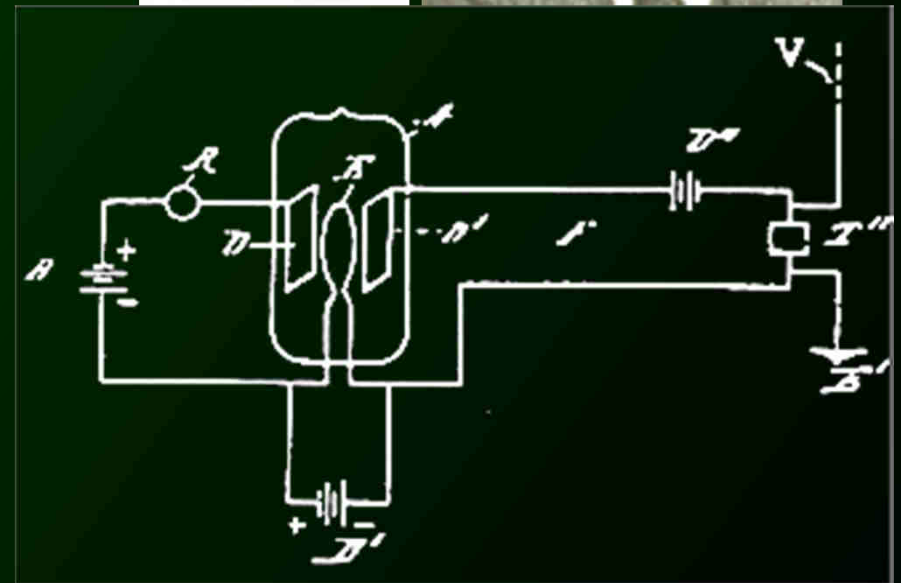
149110 16C1110105A

(1906) Vacuum Tube : Triode

Lee De Forest (1873 –1961)



The 1946 ENIAC computer used 17,468 vacuum tubes and consumed 150kW of power



Field Effect Transistor

Julius Edgar Lilienfeld (1882 – 1963)

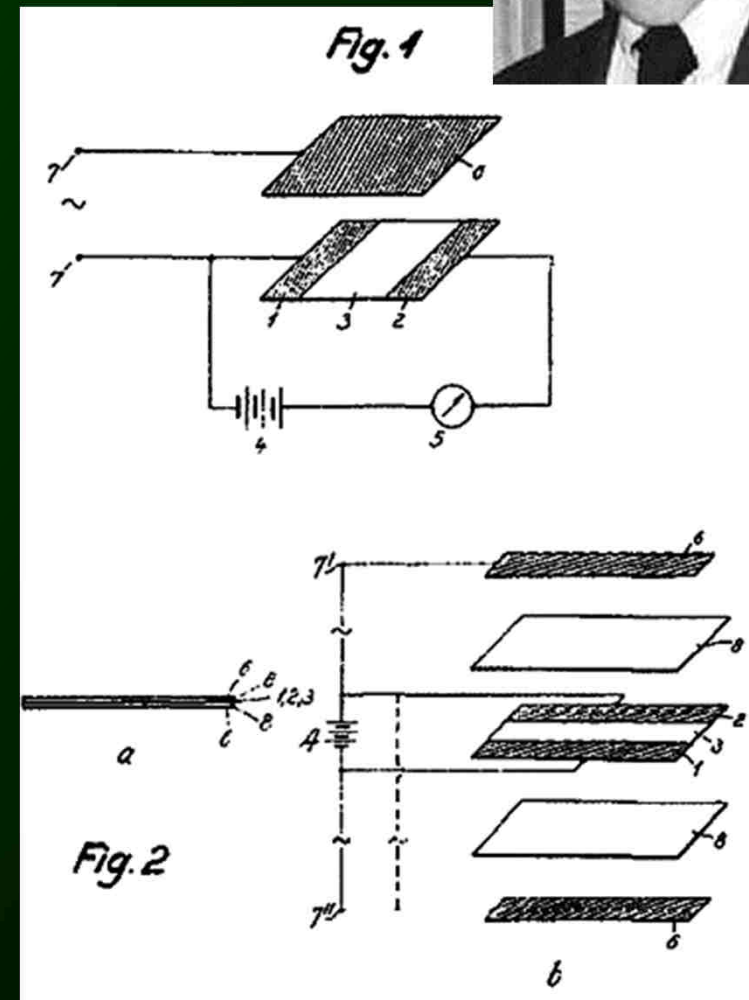
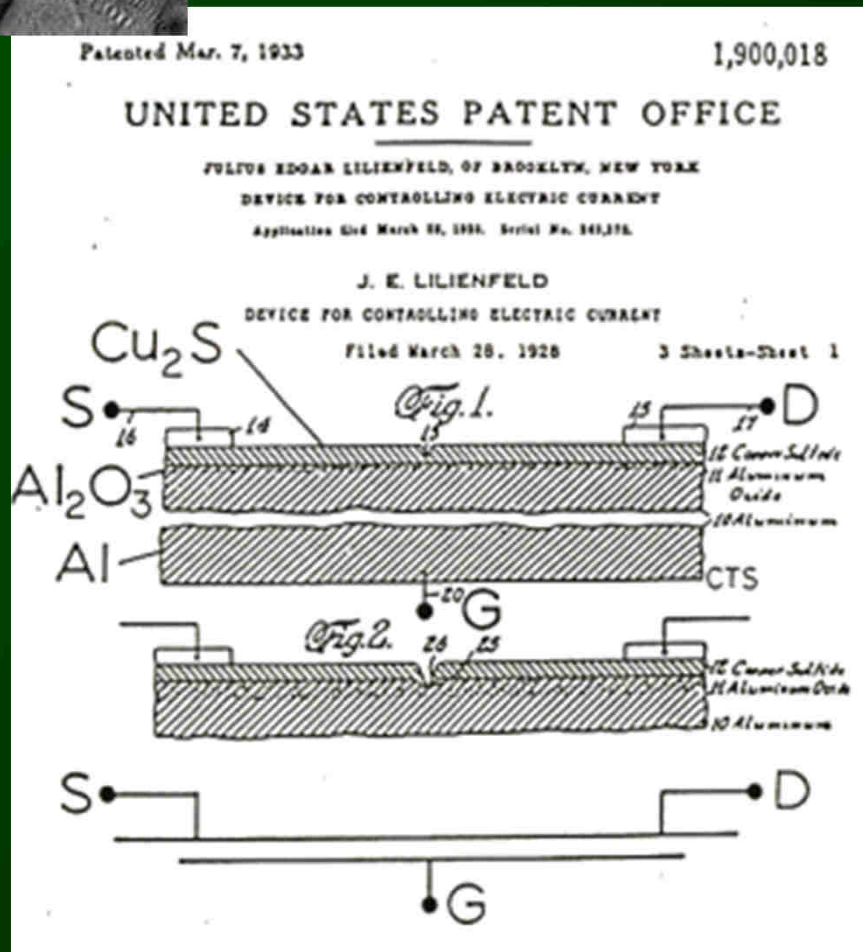


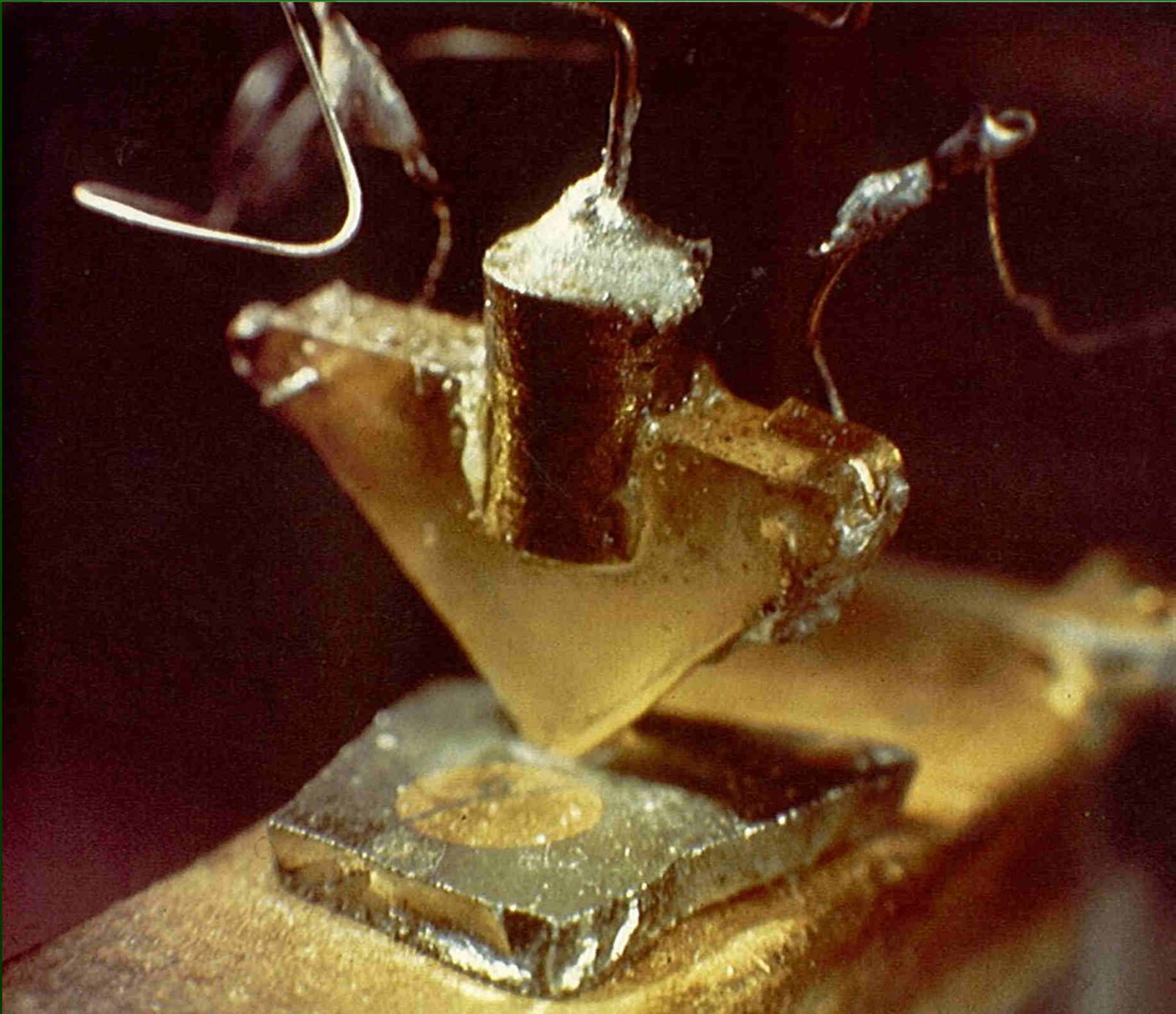
DEVICES FOR
CONTROLLED ELECTRIC
CURRENT,
Filed March 28, 1928

Oskar Heil (1908 – 1994)



British patent of
1935





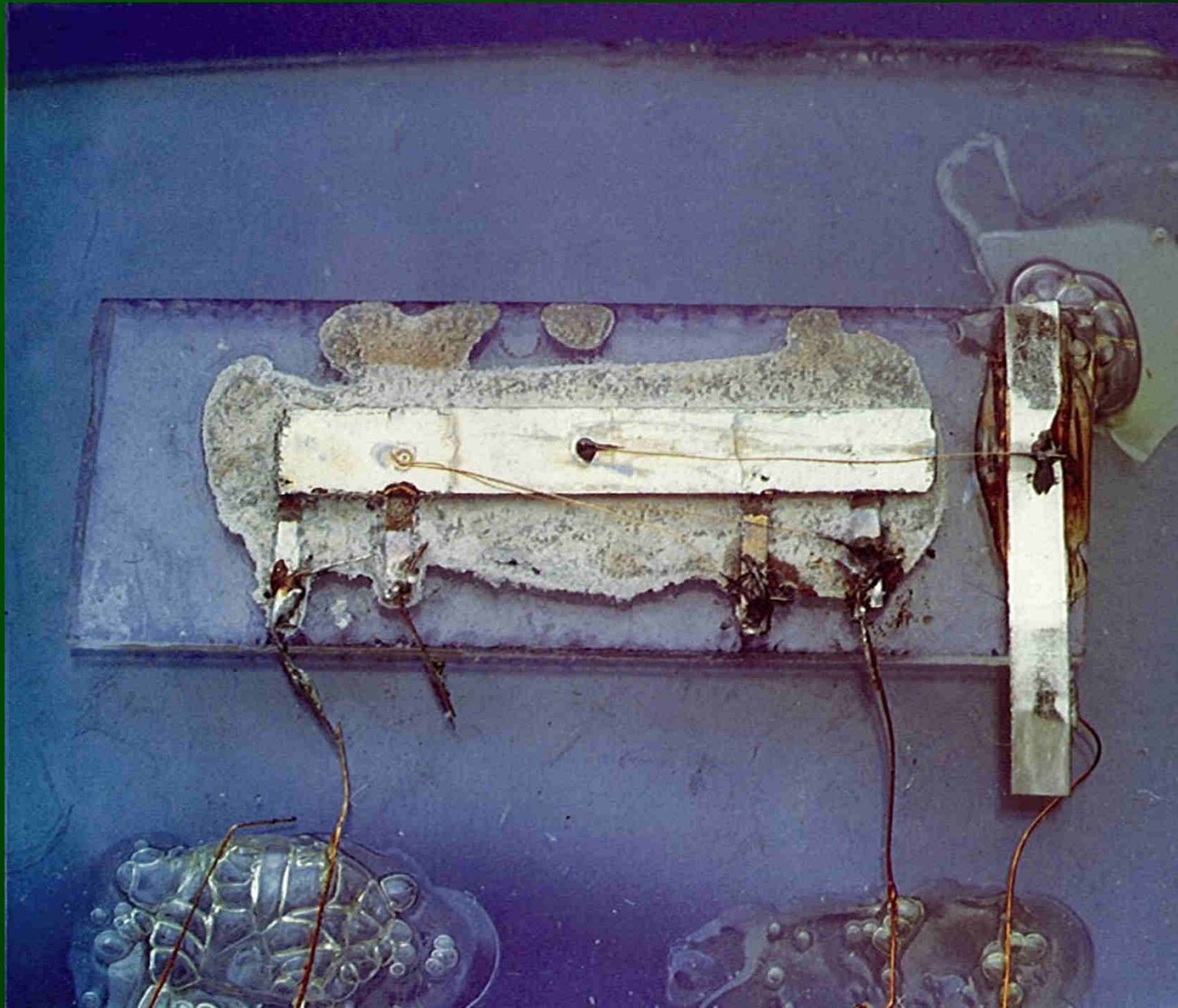
Bell Labs, 1948



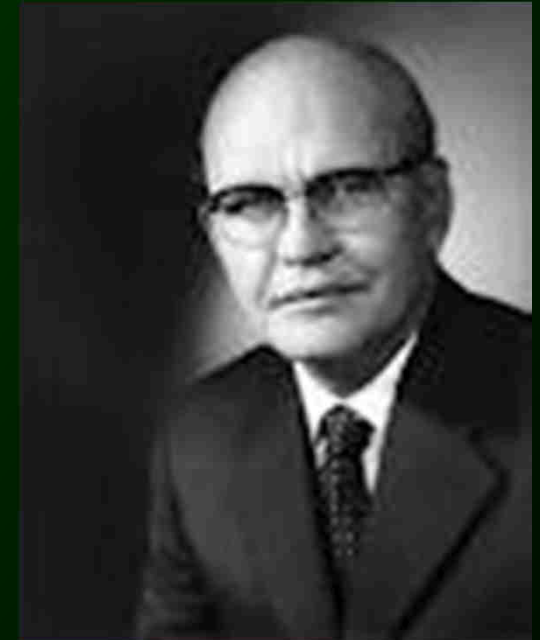
J. Bardeen, W. Brattain, W. Shockley



1958, Kilby, Texas Instruments

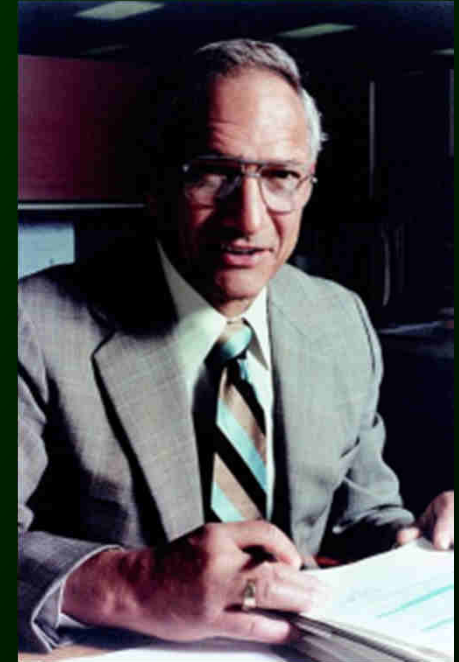
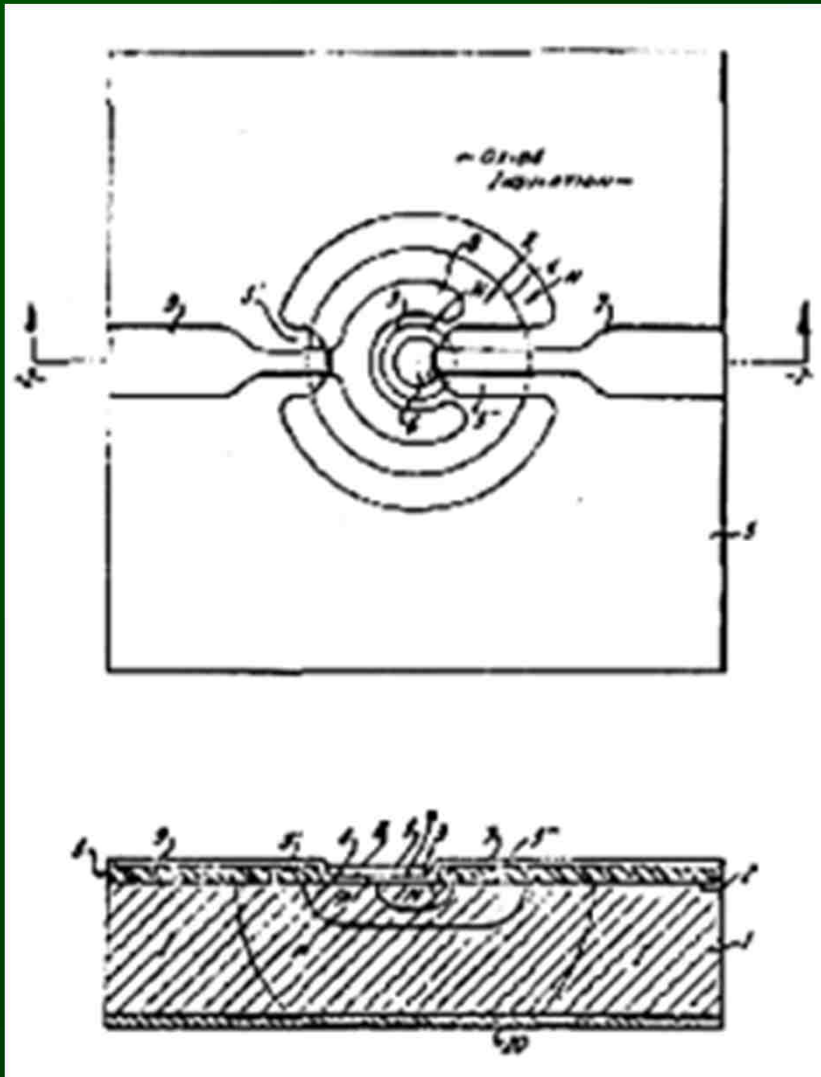


Jack St. Clair Kilby
(1923 – 2005)



1960, Noyce, planar integrated circuit

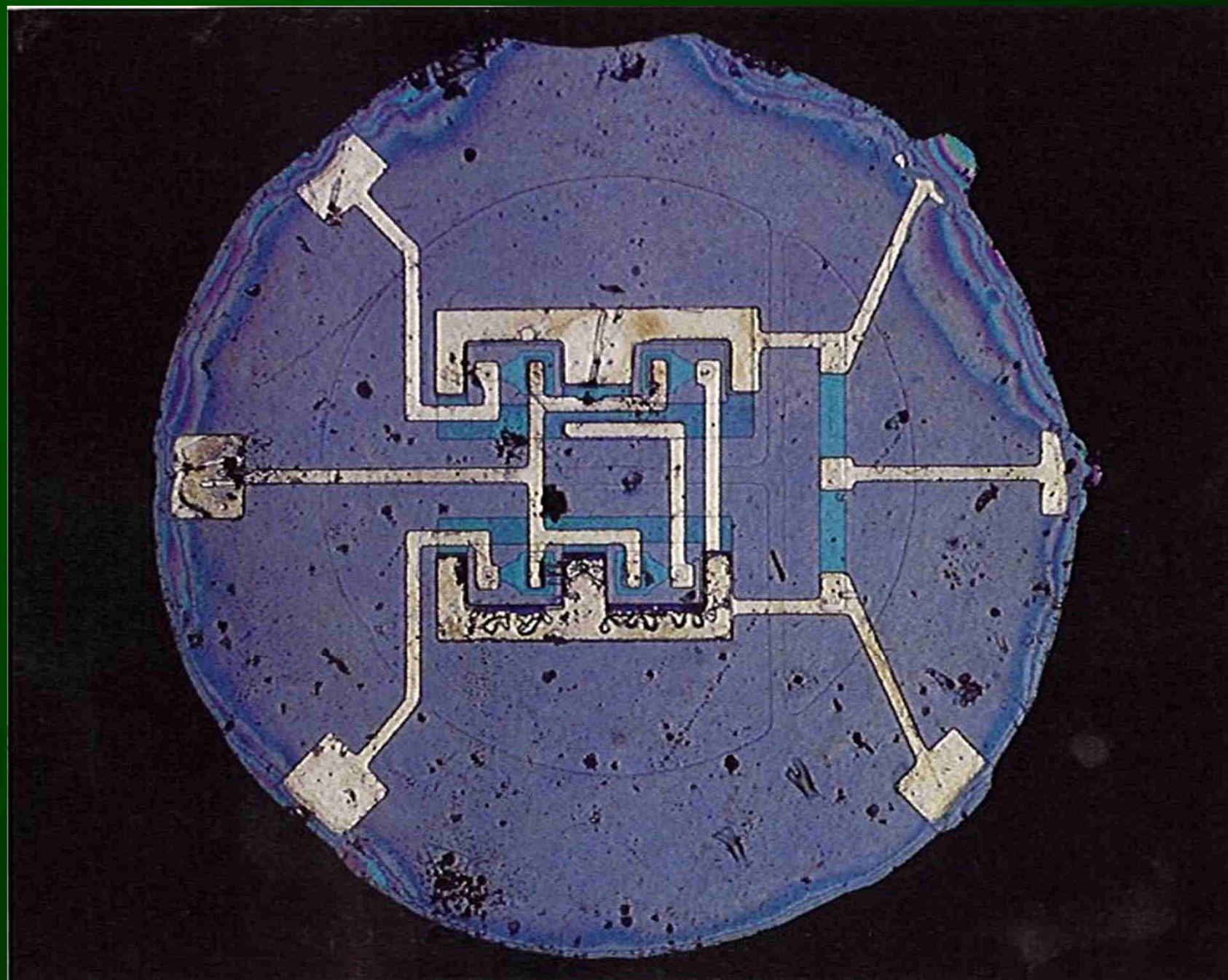
Robert Norton Noyce (1927 – 1990)



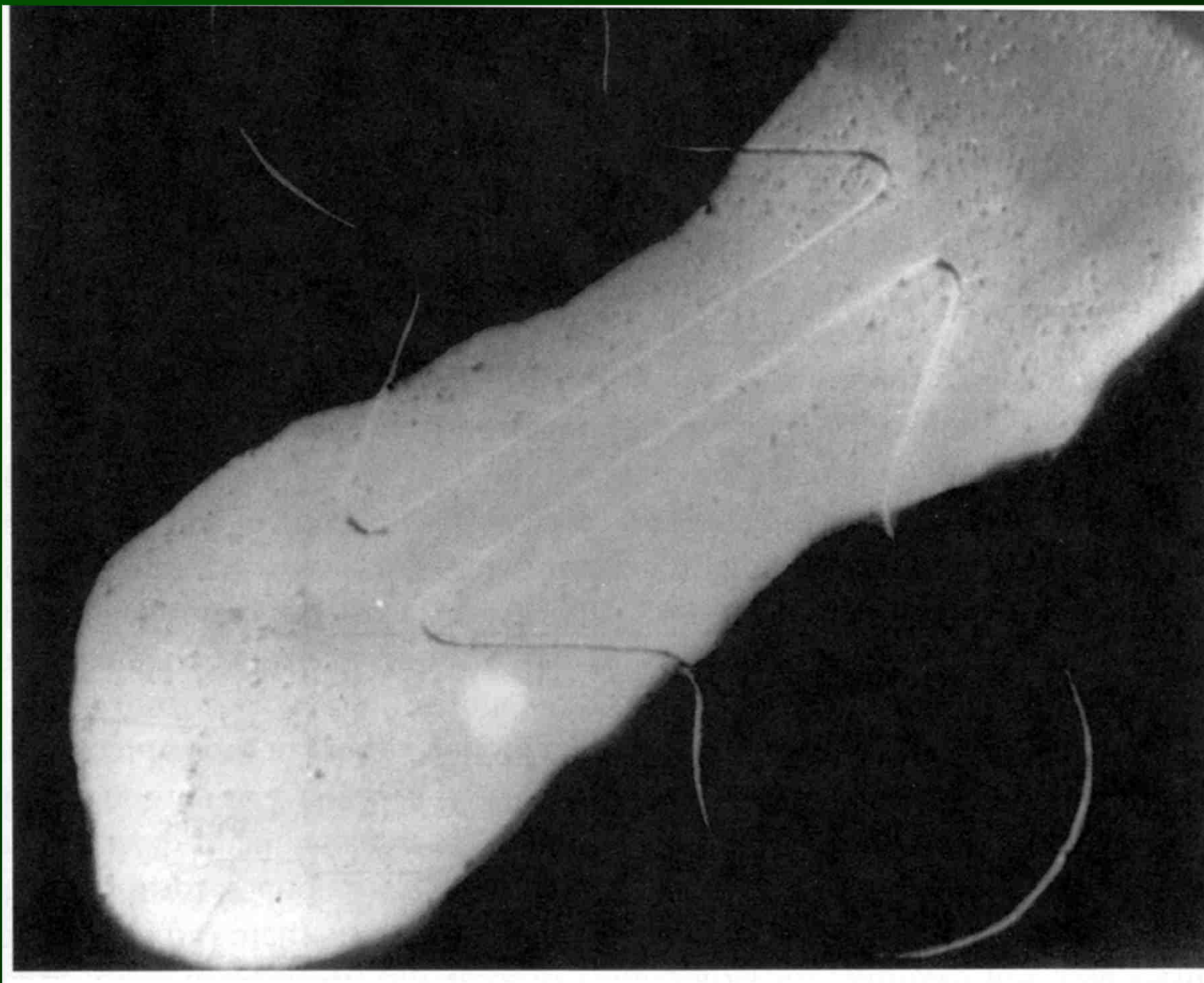
Co-founder of Fairchild Semiconductor and Intel



Early IC - Fairchild



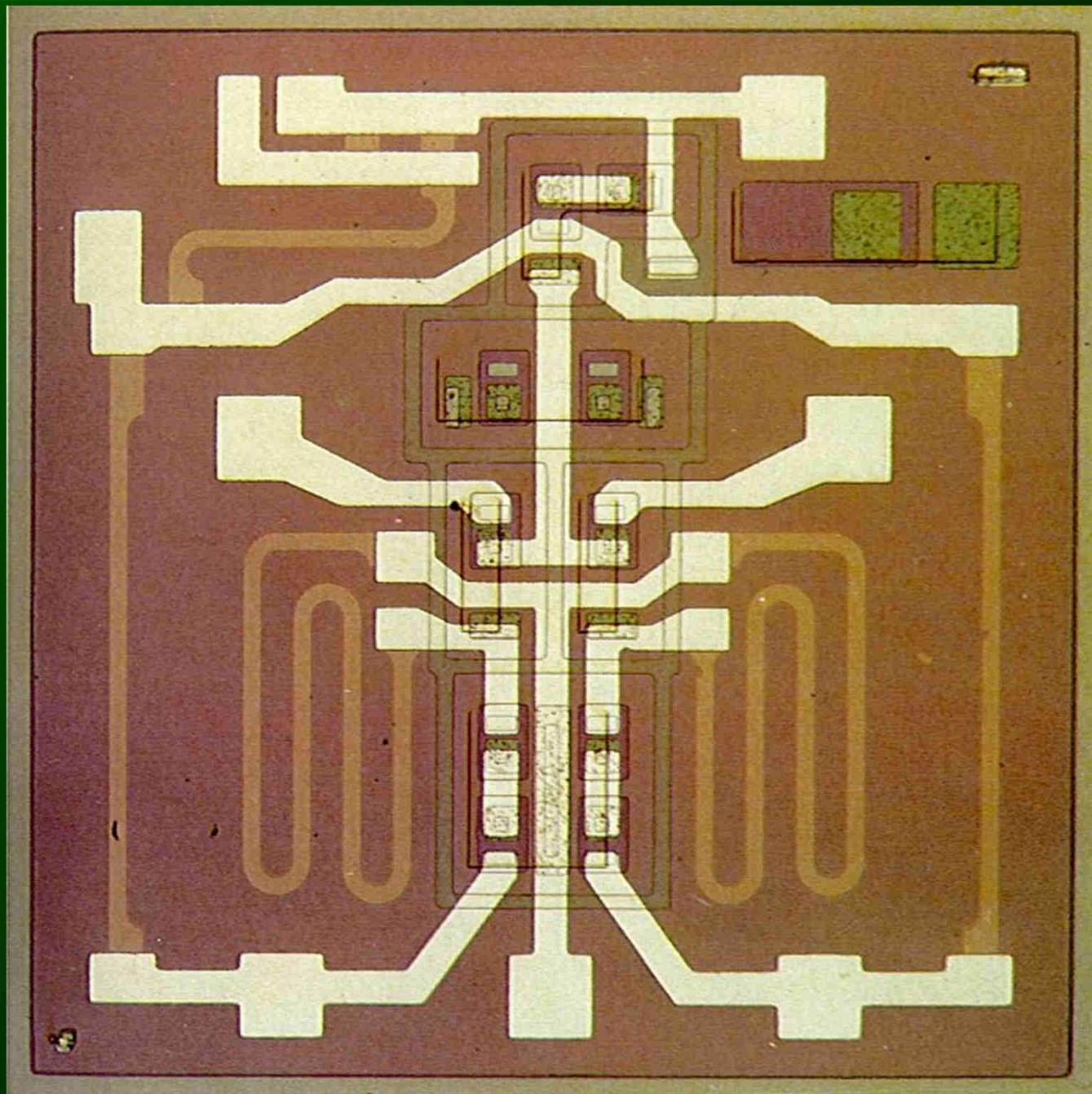
1960, MOSFET, D. Kahng and M. Atalla



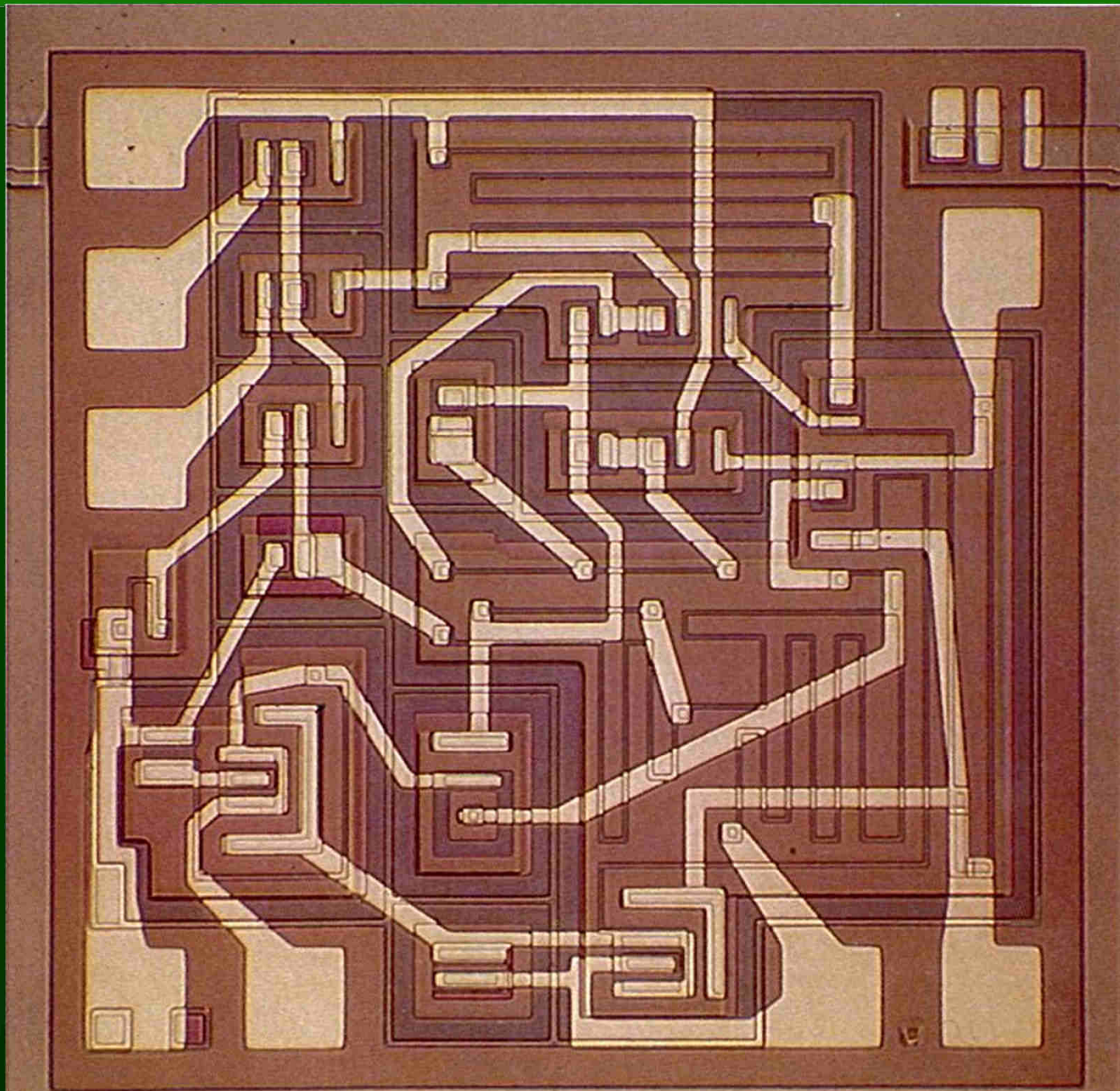
Bell Labs



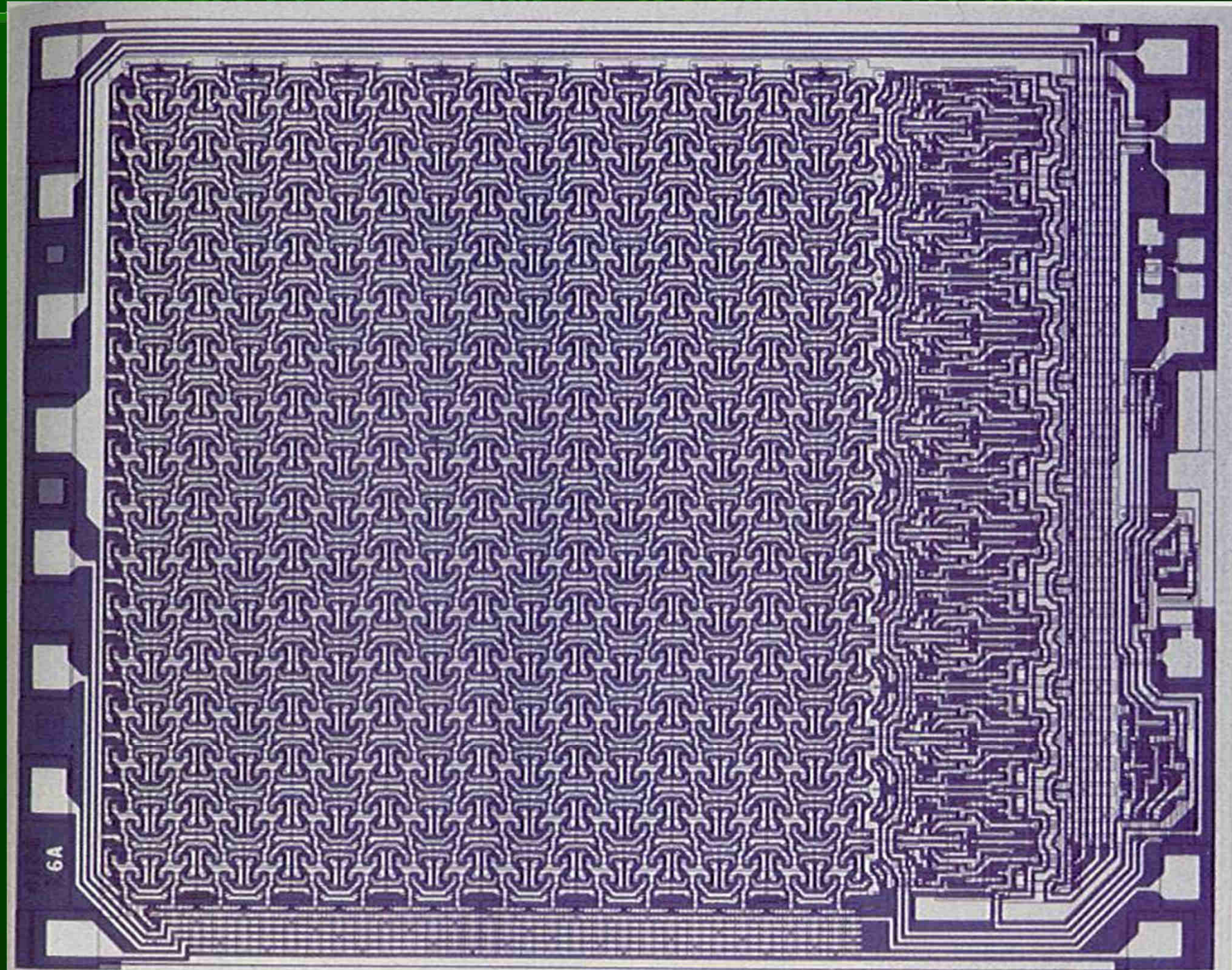
1964 - Op-Amp μ A702, Fairchild



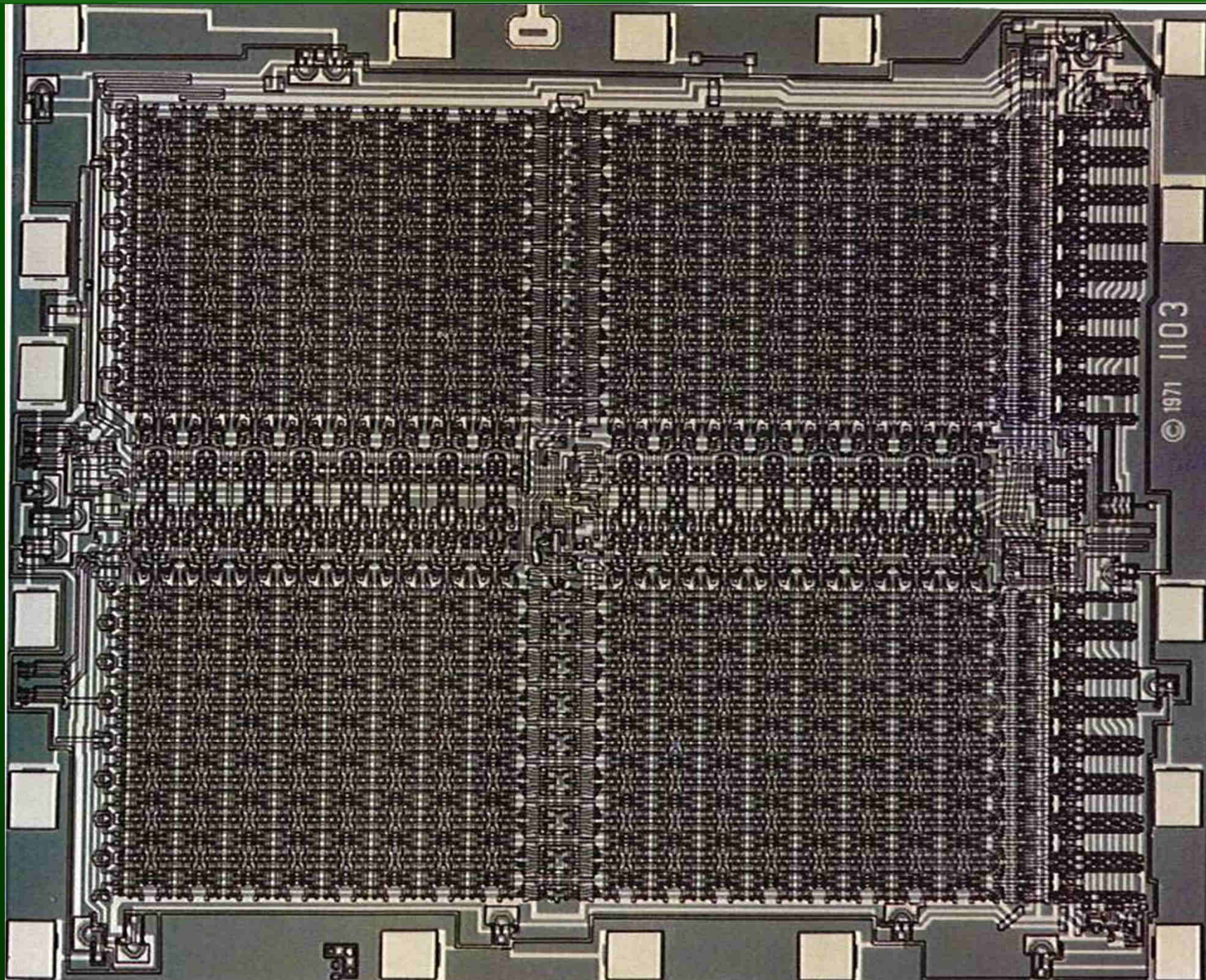
1965 - Op-Amp μ A709, Fairchild



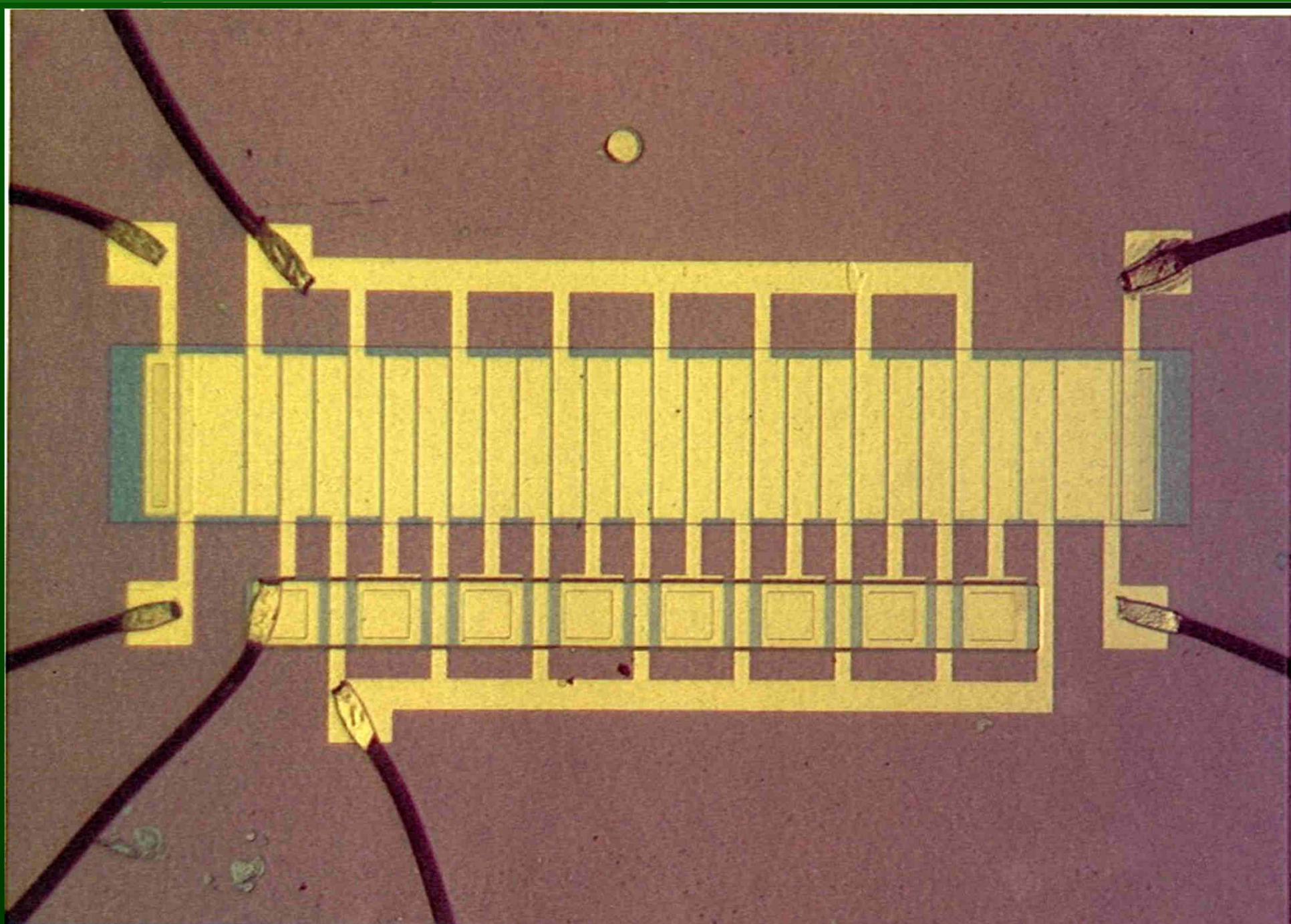
1970 - SRAM 256 Bit, Fairchild



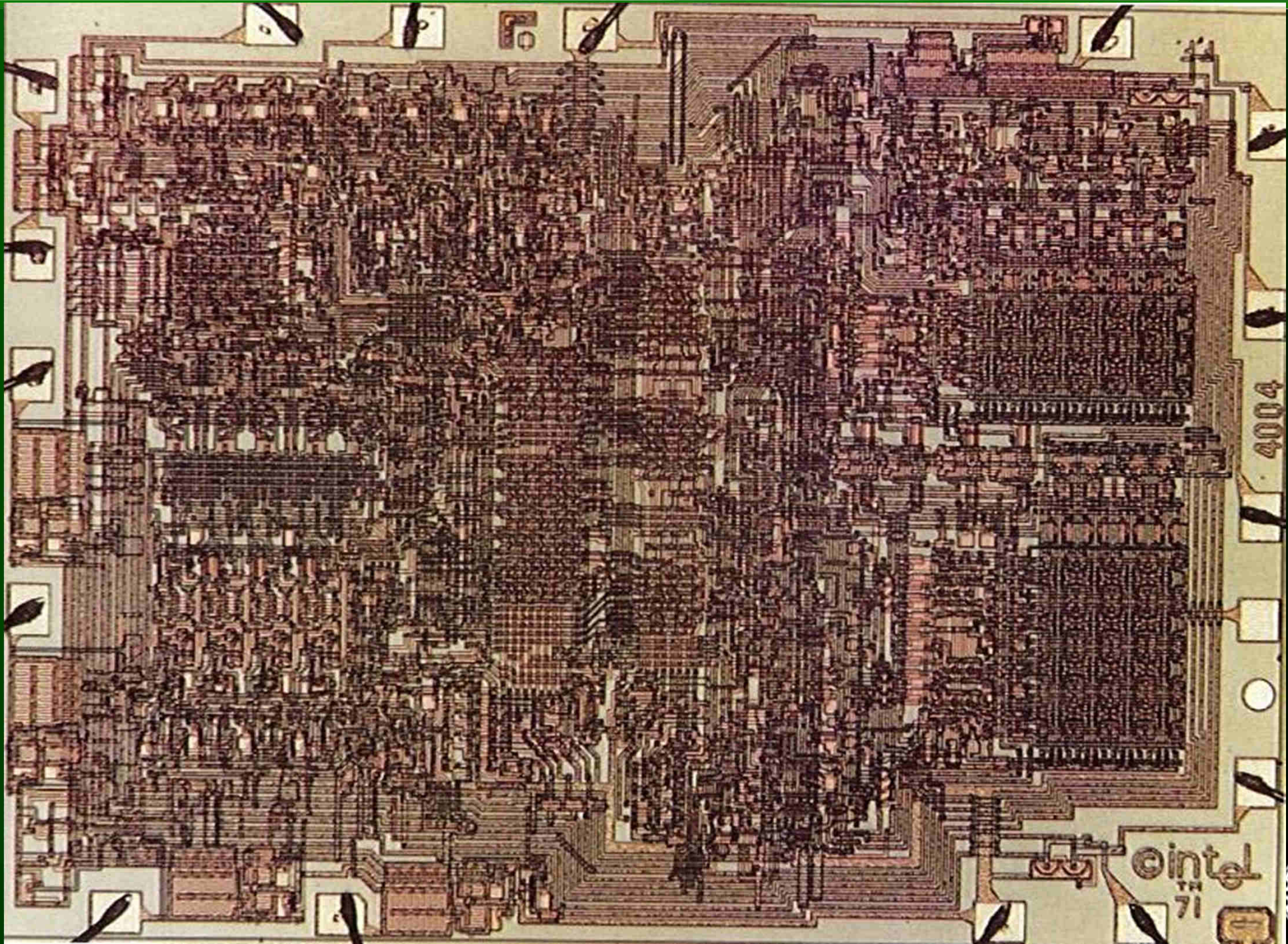
1970 - 1024 Bit DRAM, Intel



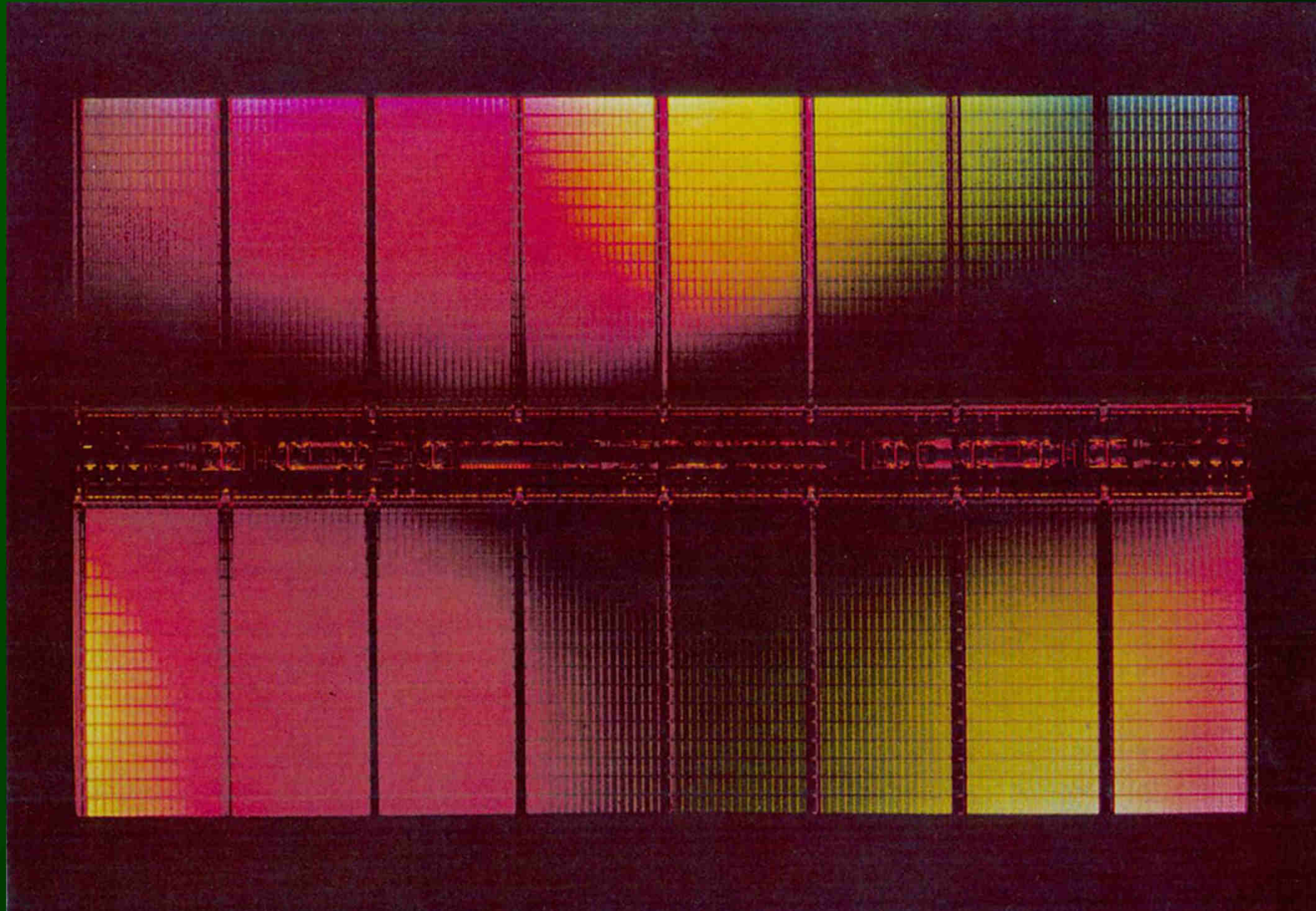
1970 - CCD 8 Bit, Bell Labs



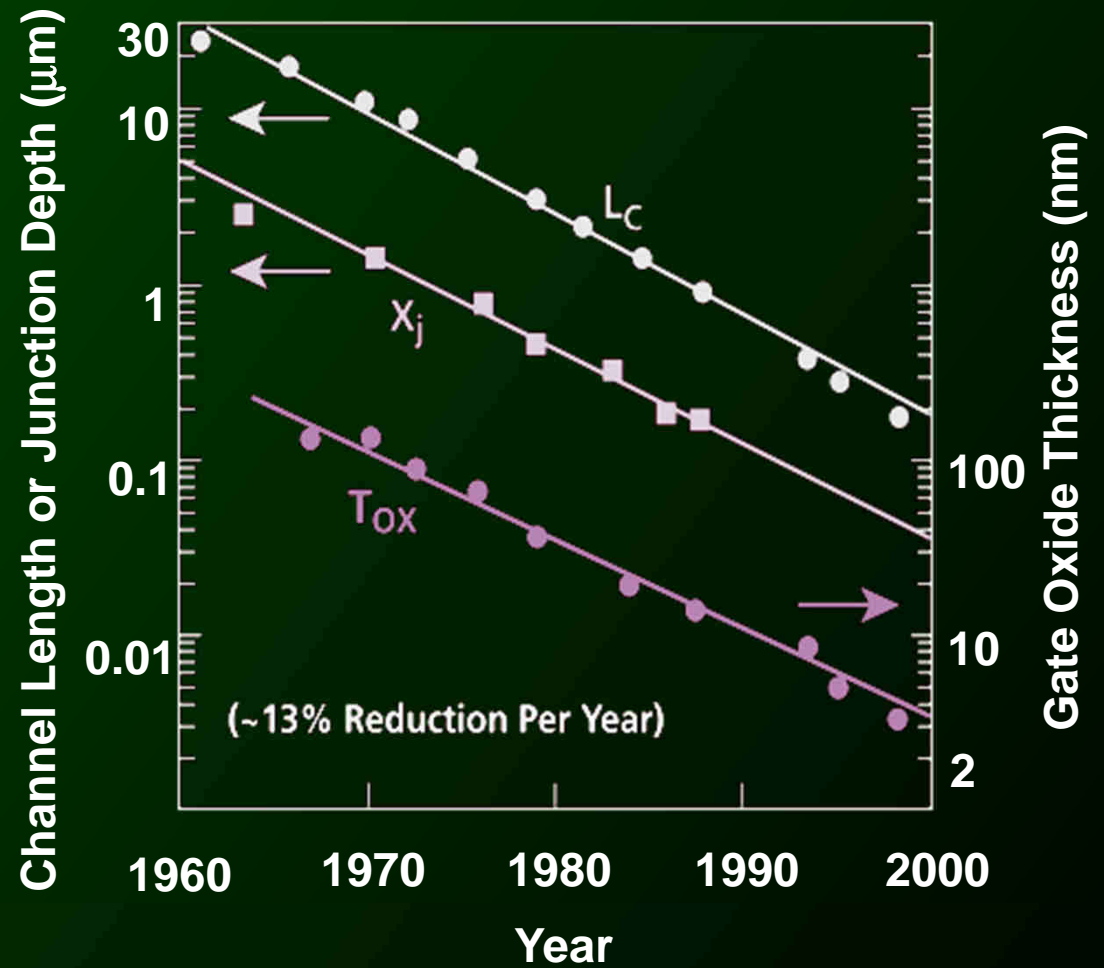
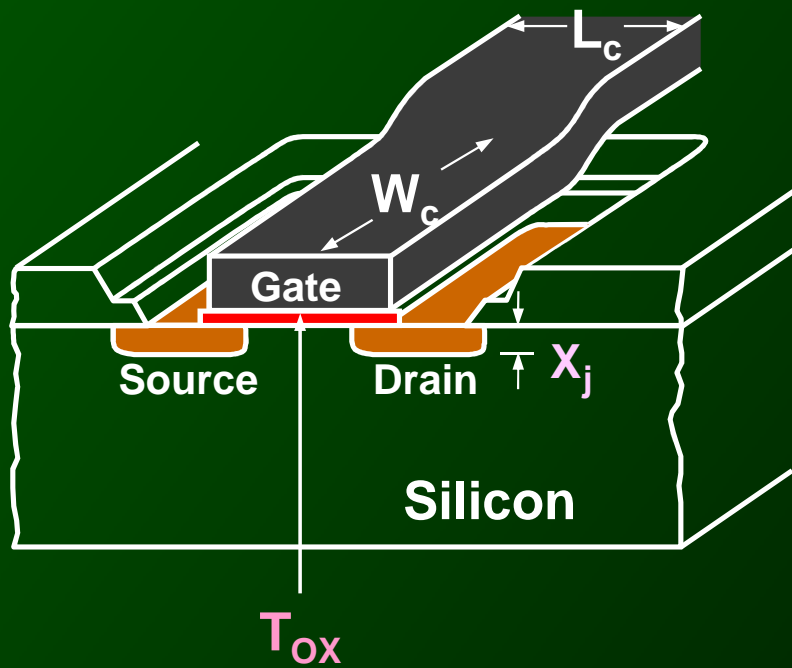
1971 - Microprocessador 4004, Intel



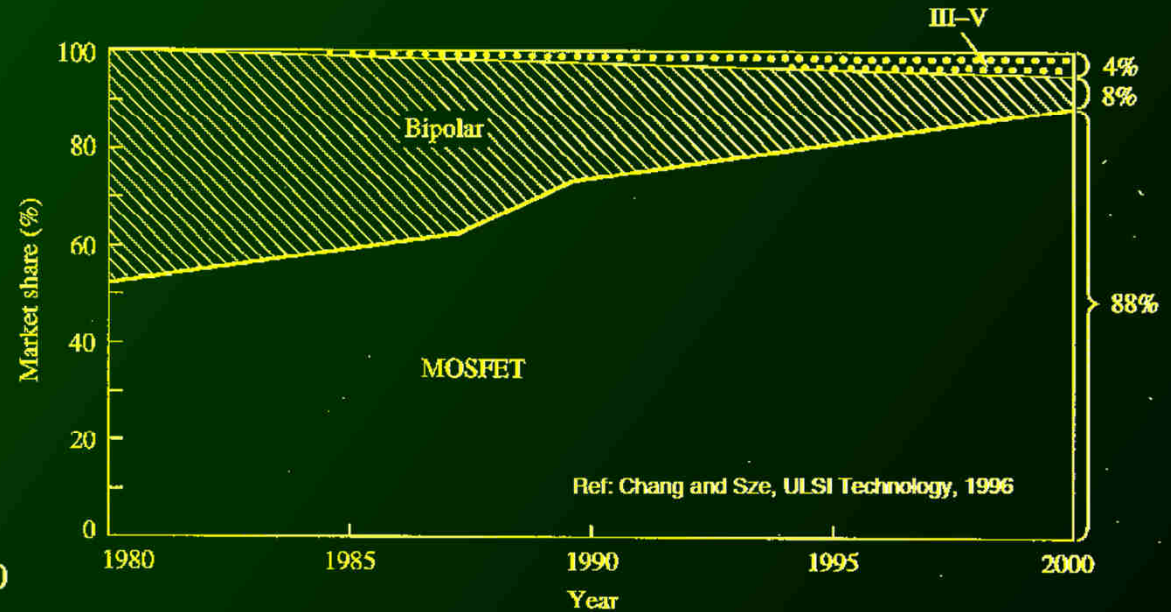
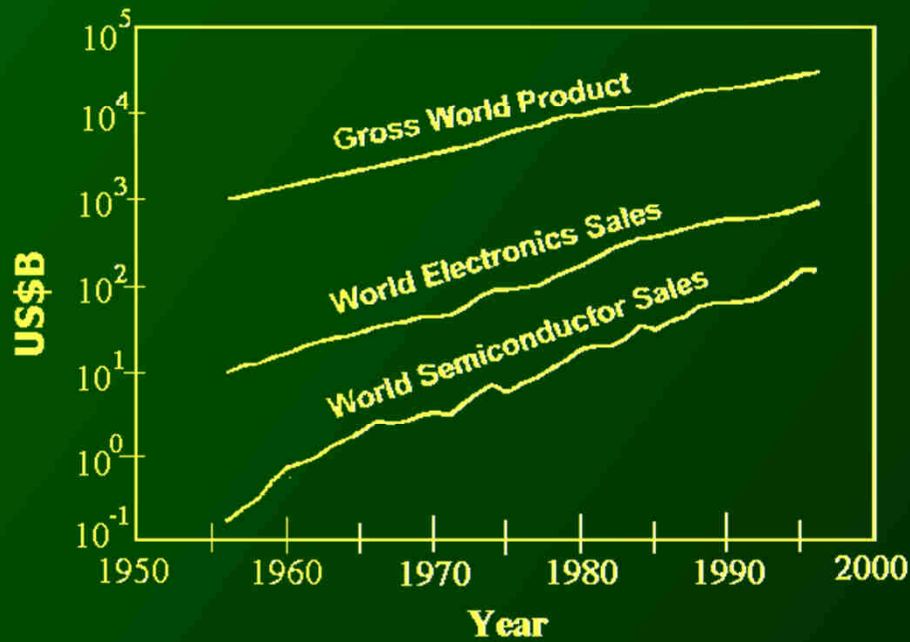
2001 - 256Mbit DRAM , TOSHIBA



Scaling of MOSFET Dimensions



Trends in Semiconductor/CMOS Market



Semiconductors have become increasingly more important part of world economy

In 2000: 0.7% of GWP
Today: 5% of GWP

CMOS has become the pervasive technology

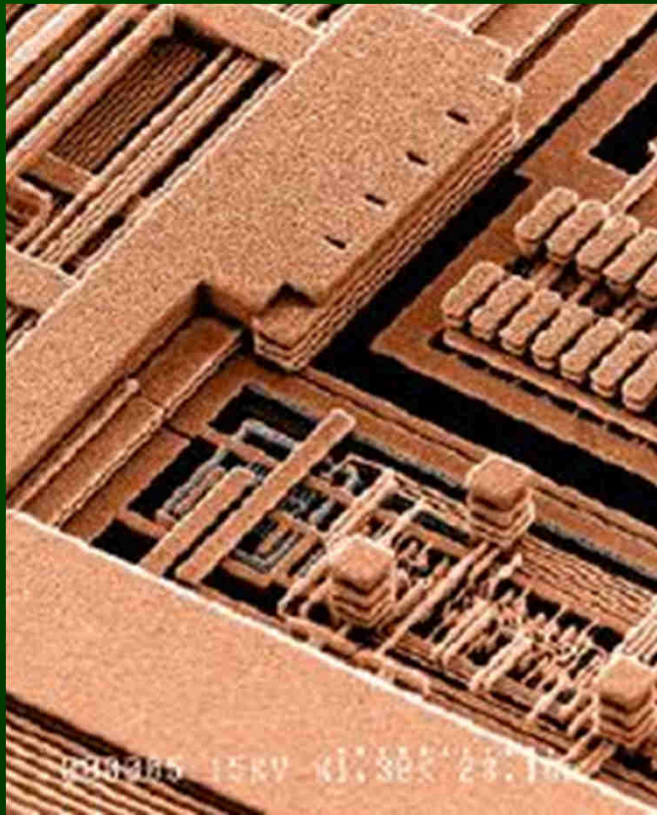


Interconnect?!

2 Major problems facing Moore's law:

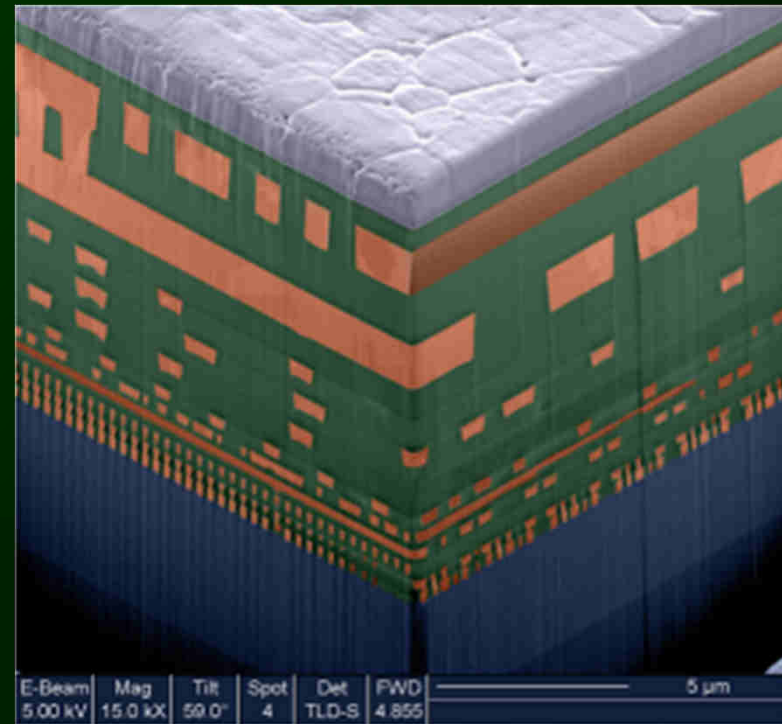
- Power dissipation
- Interconnects

IBM Cu technology



from IBM

Cross-section of 64-bit high-performance microprocessor

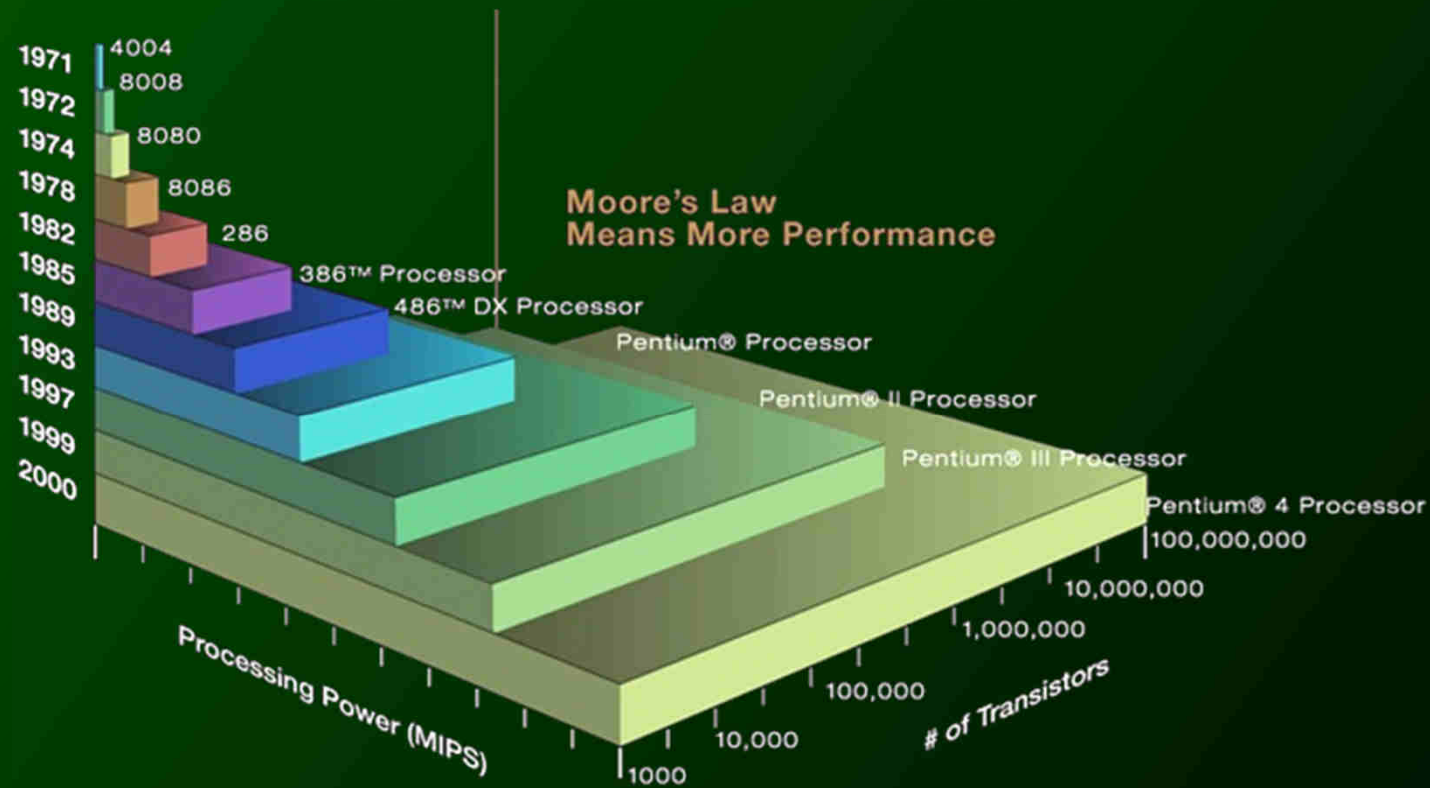


Connectivity and Complexity

Challenge of System Complexity



Moore's Law



Moore's Law, the empirical observation that the transistor density of integrated circuits doubles every 2 years.

Moore: Moore's law has been the name given to everything that changes exponentially. I say, if Gore invented the Internet, I invented the exponential.



Moore's Law in Perspective



The number of transistors shipped in 2003 had reached about 10^{18} . That's about 100 times the number of ants estimated to be in the world.



A chip-making tool levitated images within a tolerance of $1/10,000$ the thickness of a human hair — a feat equivalent to driving a car straight for 1000 km while deviating less than one 3.8cm.



It would take you about 25,000 years to turn a light switch on and off 1.5 trillion times, but Intel has developed transistors that can switch on and off that many times each second..



Moore's Law in Perspective



In 1978, a flight between New York and Paris cost around \$900 and took 7 hours. If the principles of Moore's Law had been applied to the airline industry the way they have to the semiconductor industry, that flight would now cost about a penny and take less than 1 sec.



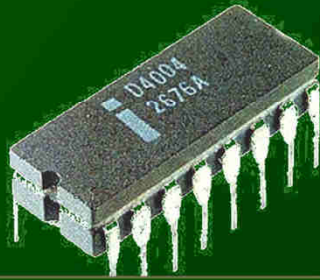
The price of a transistor is now about the same as that of one printed newspaper character.



Intel has developed transistors so small that about 200 million of them could fit on the head of each of these pins.



Intel μ P Trends



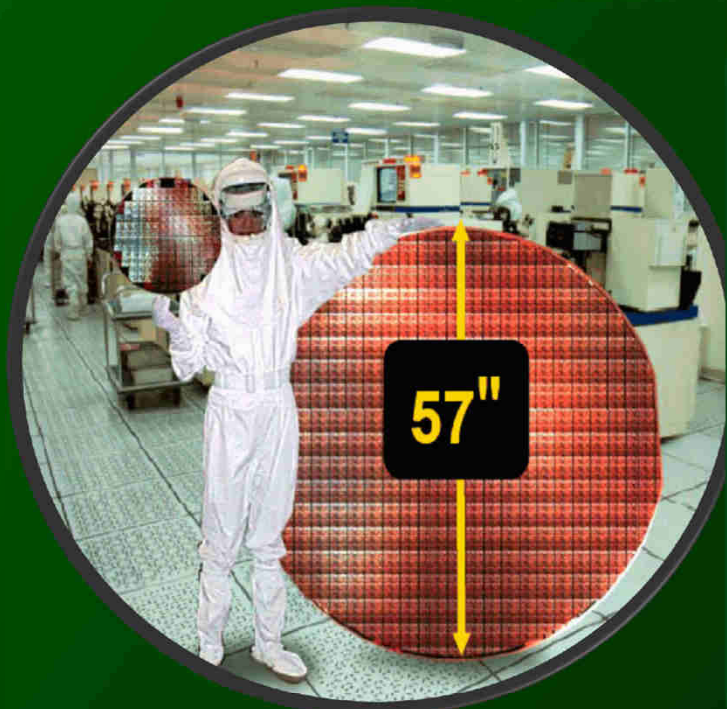
- Intel 4004: first single-chip microprocessor
- November 15, 1971
- Clock rate 740 kHz
- Bus Width 4 bits (multiplexed address/data due to limited pins)
- PMOS
- 2,300 Transistors at **10 μ m**
- Addressable Memory 640 bytes
- Program Memory 4 KB (4 KB)



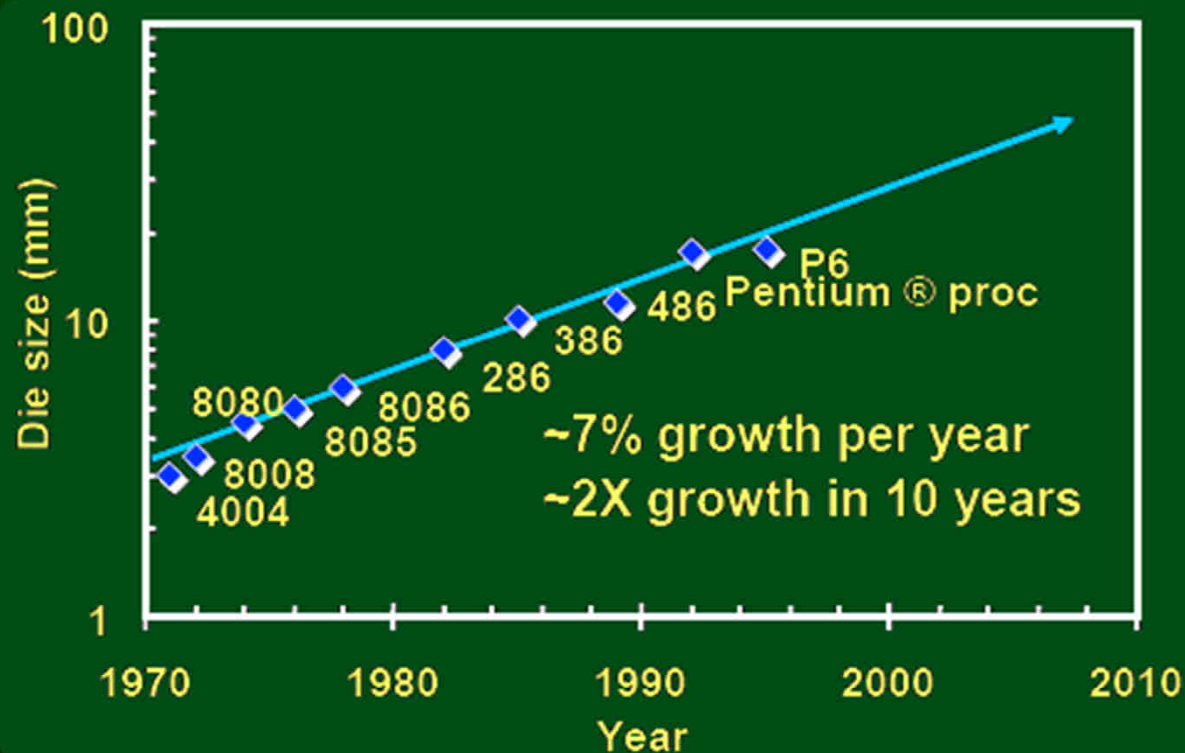
- Intel Core i7
- Today
- Clock rate 2.66GHz-3.33GHz
- 64 bit processor
- 4 cores
- 731M Transistors at **45 nm**
- Oregon 32 nm plant
- Price 273-562 \$
- 263 mm² die size



Moore's Law & Die Size



Wafer size!



Moore was not always accurate

Projected Wafer in 2000, circa 1975

Die size has grown by 14% to satisfy Moore's law, BUT the growth is almost stopped because of manufacturing and cost issues

The die size of the processor refers to its physical surface area size on the wafer, the first generation Pentium used a 0.8 micron circuit size, and required 296 mm² per chip. The second generation chip had the circuit size reduced to 0.6 microns, and the die size dropped by a full 50% to 148 mm²!!!



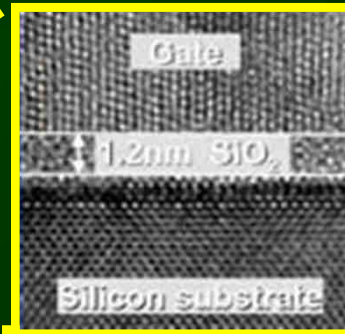
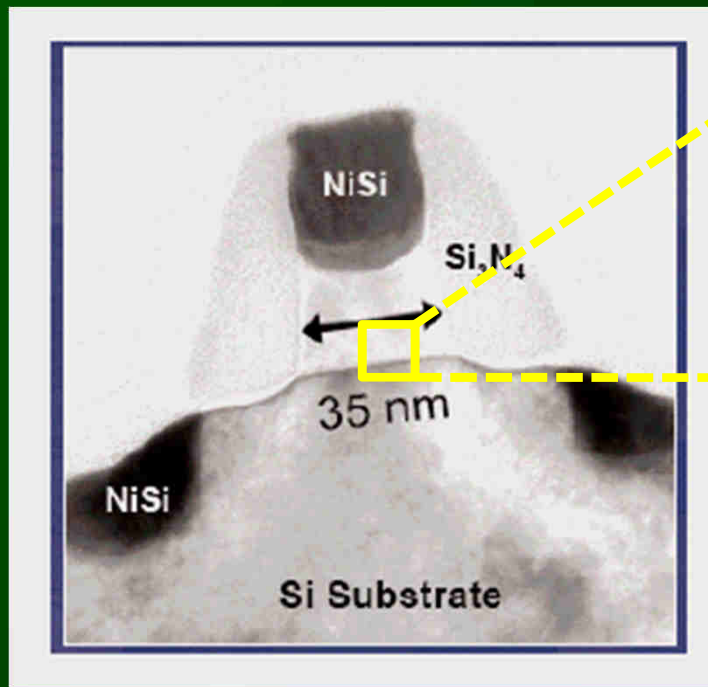
Trends in Clock Frequency



Lead microprocessors frequency doubles every 2 year, BUT the growth is slower because of power dissipation issue



Gate Insulator Thickness in 65nm



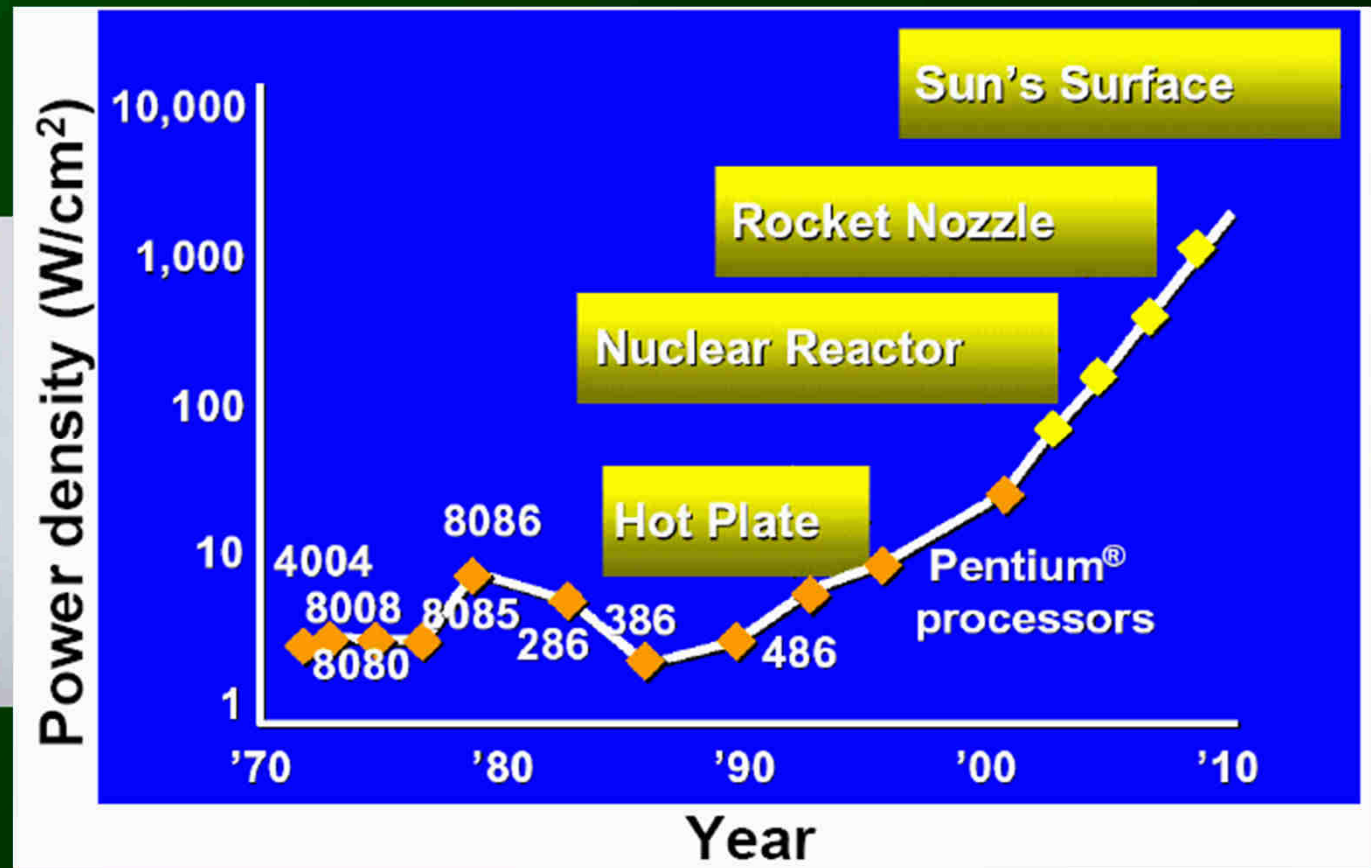
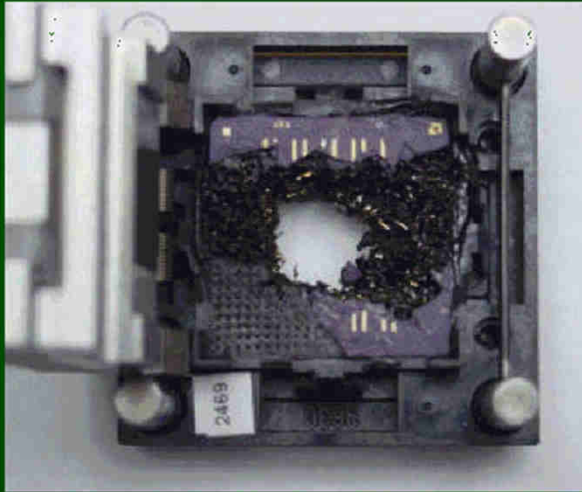
1.2 nm SiO₂

~ 5 atomic layers!

Problem: Electrons can easily jump over the 5 atomic layers!

This is known as leakage current

Power Density Problem



Power density too high to keep junction
at low temperature.
Power reaching limits of air cooling.



Power Density Problem

Power = 115 Watts
Supply Voltage = 1.2 V
Supply Current = $115 \text{ W} / 1.2 \text{ V}$
= 96 Amps!

Note:
Fuses used for household
appliances = 15 to 40 Amps

Problem:
Current density becomes a
serious problem!
This is known as
electromigration

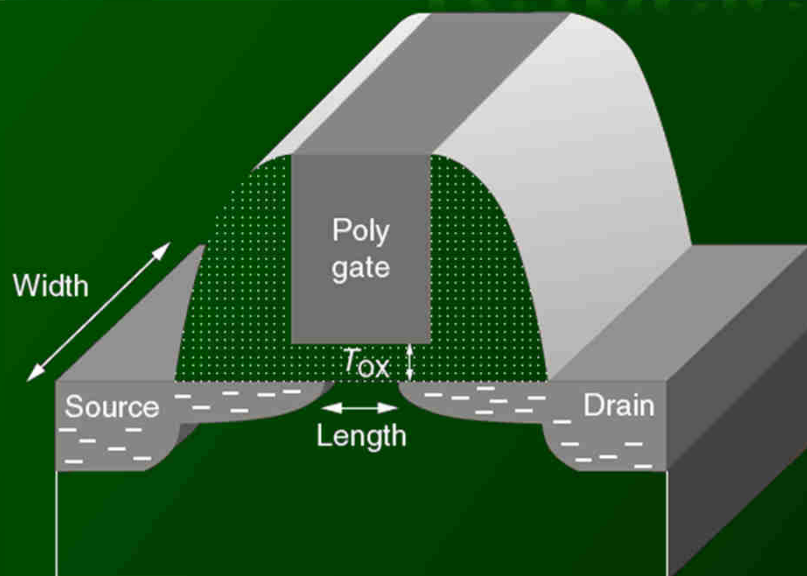
Power = 115 Watts
Chip Area = 2.2 cm^2
Heat Flux = $115 \text{ W} / 2.2 \text{ cm}^2$
= 50 W/cm^2 !

Notes:
Heat flux in iron = 0.2 W/cm^2
Heat flux in frying pan = 10 W/cm^2

Problem:
Heat flux is another serious issue!



Transistor Scaling



$$T_{Delay} = C_{Gate} \frac{V_{DD}}{I_{Drive}}$$

$$= \frac{WL}{T_{ox}} \frac{V_{DD}}{I_{Drive}}$$

$$I_{Drive} = \frac{W}{LT_{ox}} \cdot (V_{DD} - V_{Th})^2$$

Scaling Issues:

- Channel length modulation
- Drain induced barrier lowering
- Punch through
- Sub-threshold current
- Field dependent mobility / Velocity saturation
- Avalanche breakdown and parasitic bipolar action
- Oxide Breakdown
- Interconnect capacitance
- Heat production
- Process variations
- Modeling challenges

$$T_{Delay} = L^2 \frac{V_{DD}}{(V_{DD} - V_{Th})^2}$$



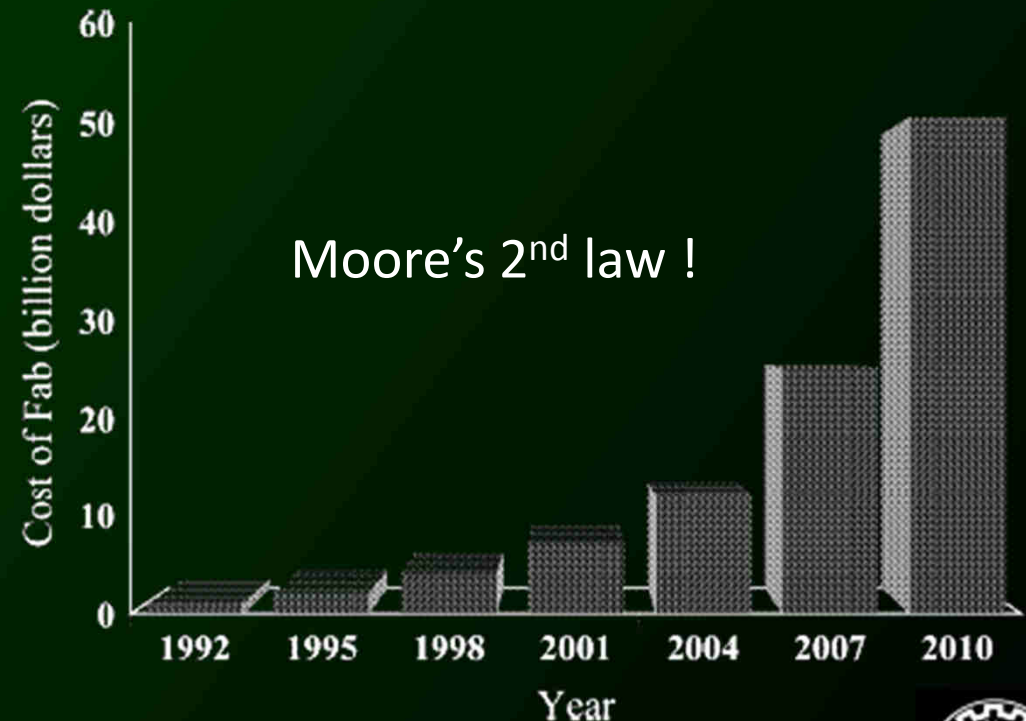
Limit of “Moore’s Law”?

- What is behind this fantastic race of development of the IC technologies?
 - Is it the “technological” will and motivation of the people involved?
 - Or/and is it the economical drive the main force?
 - Semiconductor industry sales:
 - 1962, > \$1-billion
 - 1978, > \$10-billion
 - 1994, > \$100-billion

a law of human ingenuity, not of nature

2 prominent technical:
(DRAM), uP

Will physics or economics stop
Moore’s law ?



Physical limits to computation

The min. energy perform a logic operation in time Δt

$$E \geq \pi \hbar / 2 \Delta t$$

$$\hbar = 1.0545 \times 10^{-34} \text{ J.s}$$

max # of operations per second $N = 2E / \pi \hbar$

Entropy

$$S = k_B \ln W$$

of states

$$k_B = 1.3805 \times 10^{-23} \text{ J/K}$$

of bits

$$m = S / k_B \ln 2$$

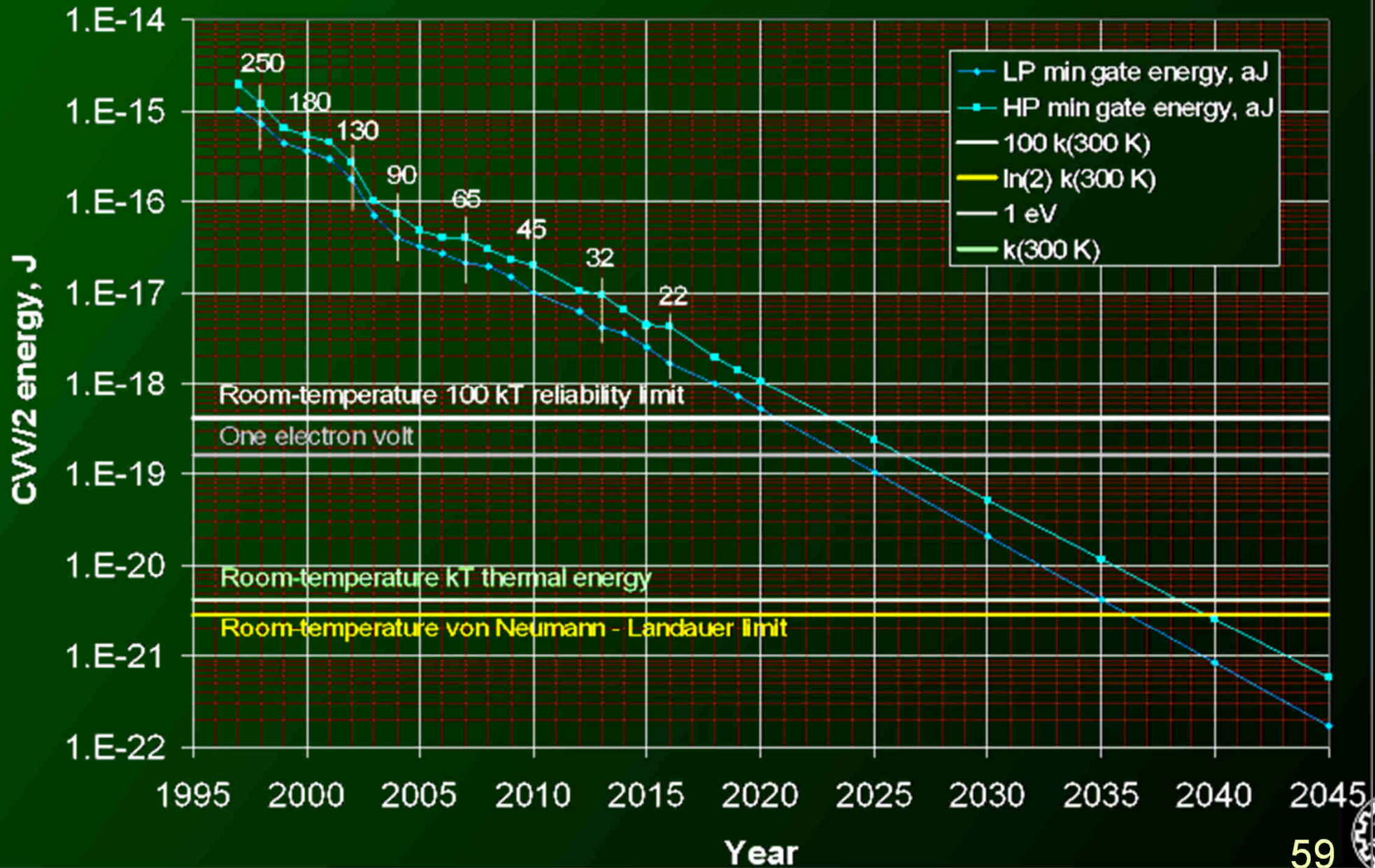
$$\frac{\text{operation}}{\text{bit} \cdot \text{sec}} = \frac{N}{m} = \frac{2E k_B \ln 2}{\pi \hbar S} \sim \frac{2k_B T \ln 2}{\pi \hbar}$$

minimal amount of energy required to 1 bit : $\sim k_B T \ln 2$

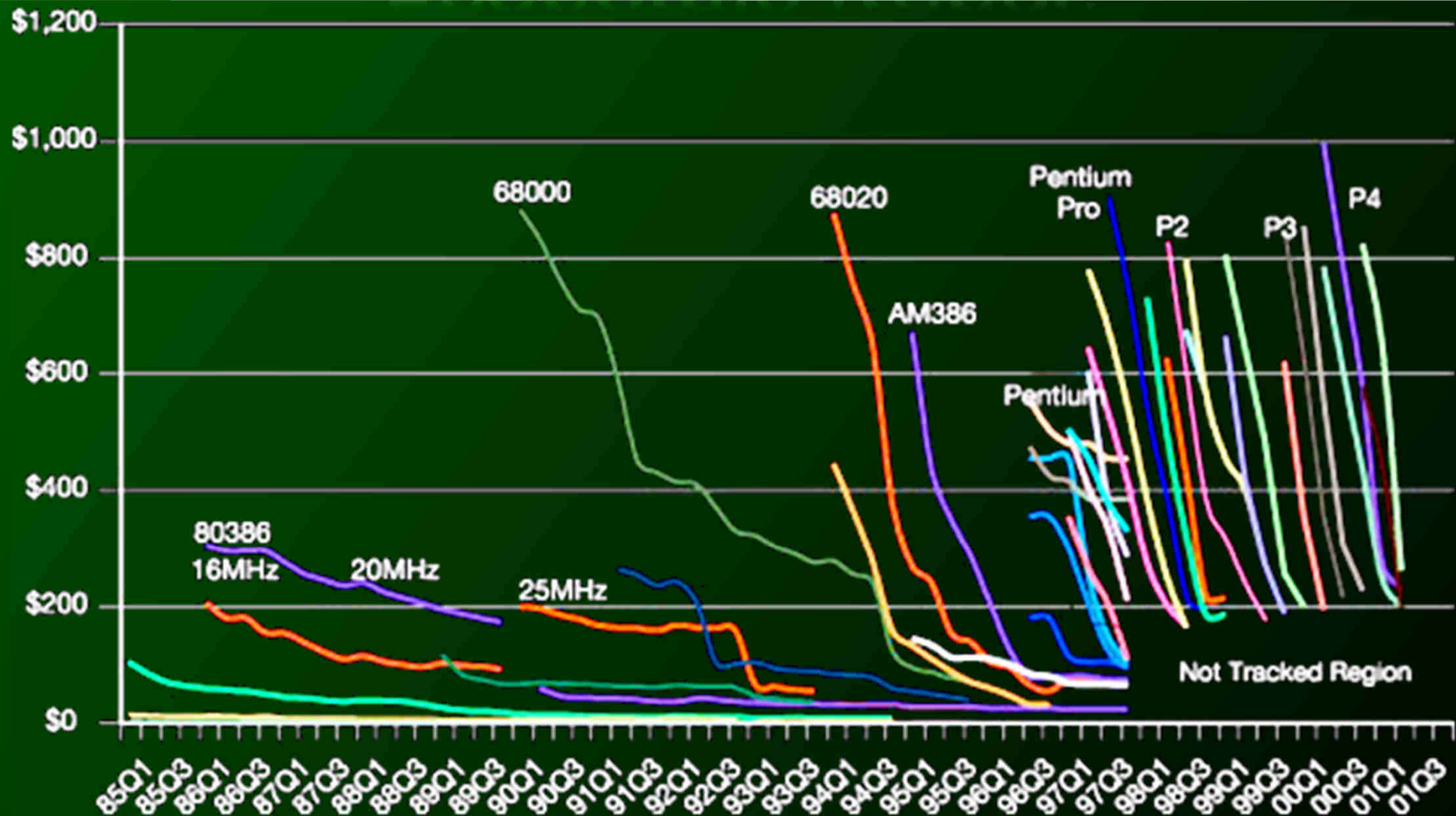


Min. Transistor Switching Energy

ITRS '97-'03 Gate Energy Trends



Economic trends



Product lifecycles and the products selling prices are decreasing at an increasing rate.

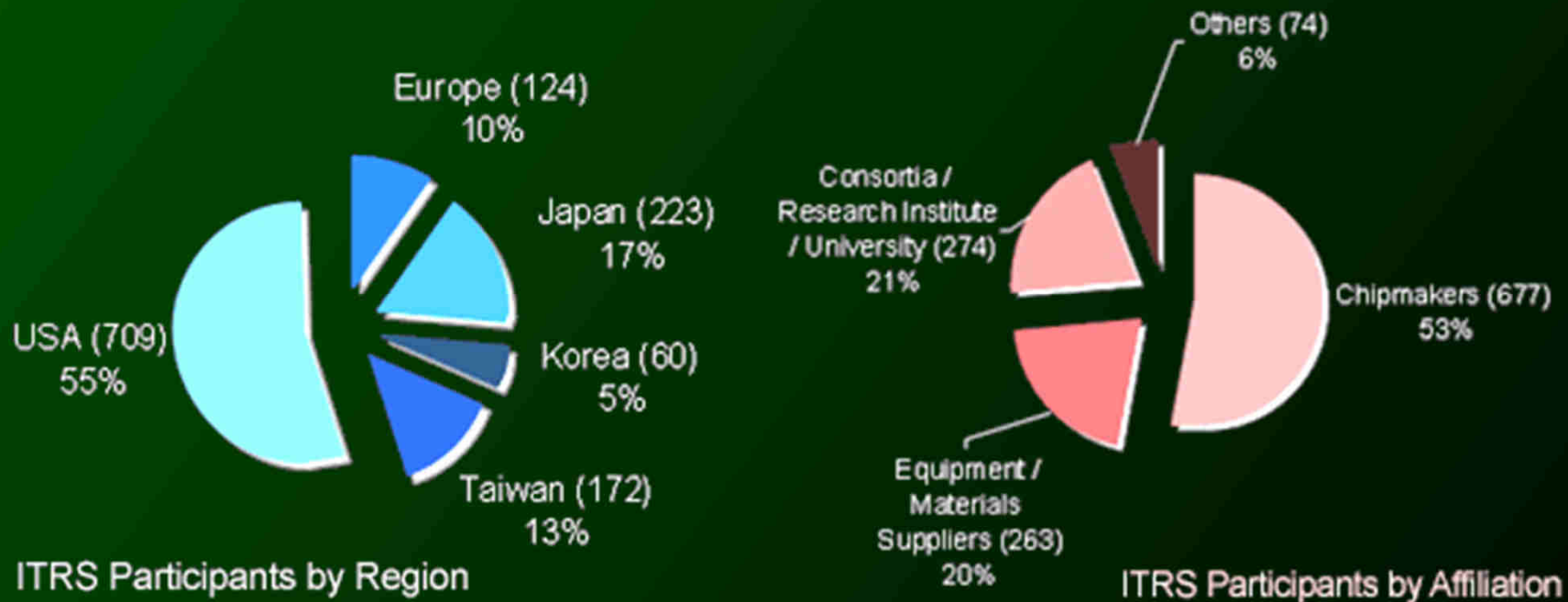
(Based on information from DataQuest and MicroDesign Resources)



ITRS



The International Technology Roadmap for Semiconductors is sponsored by the five leading chip manufacturing regions in the world: Europe, Japan, Korea, Taiwan, and the United States

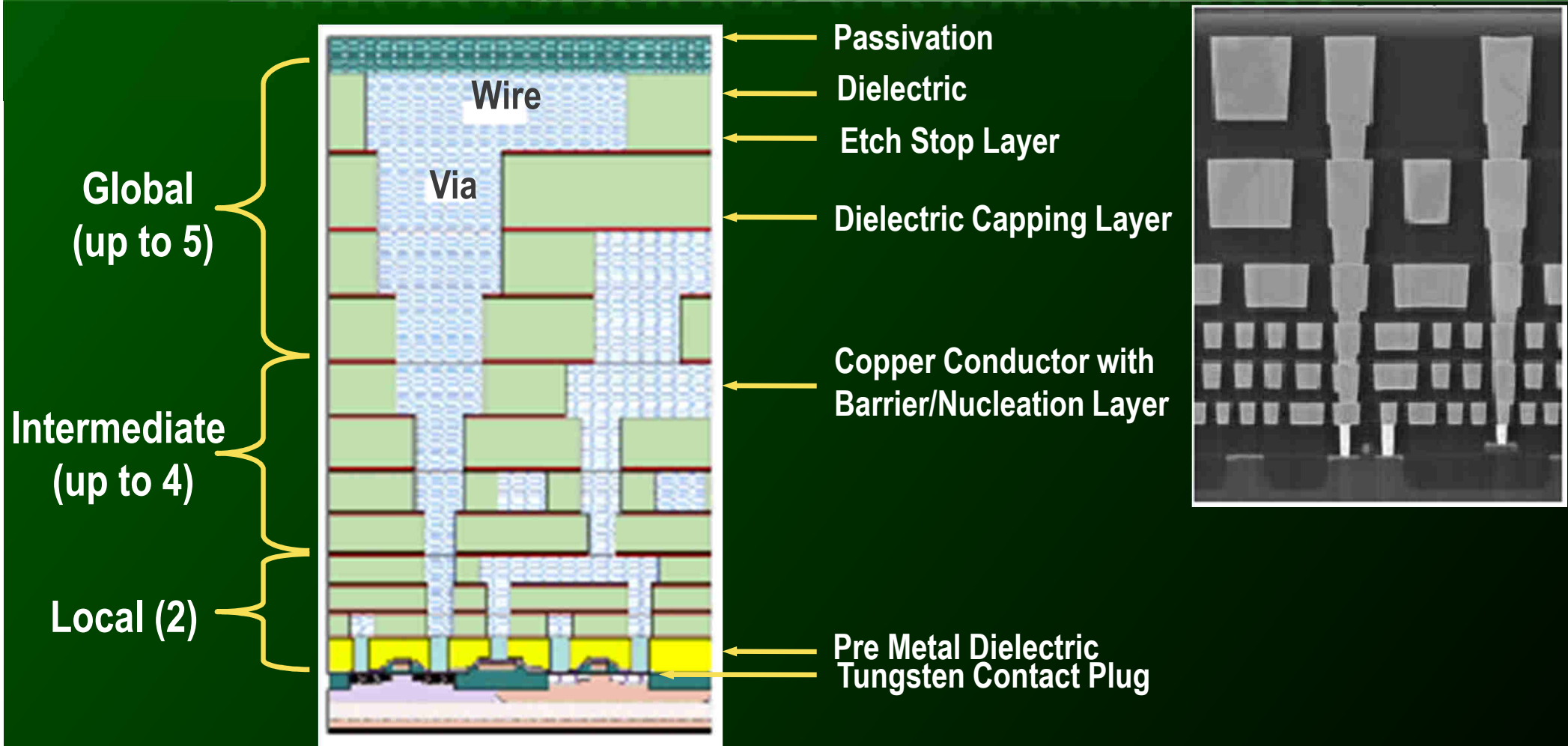


<http://www.itrs.net/reports.html>

“Prediction is very difficult, especially if it's about the future”
Niels Bohr

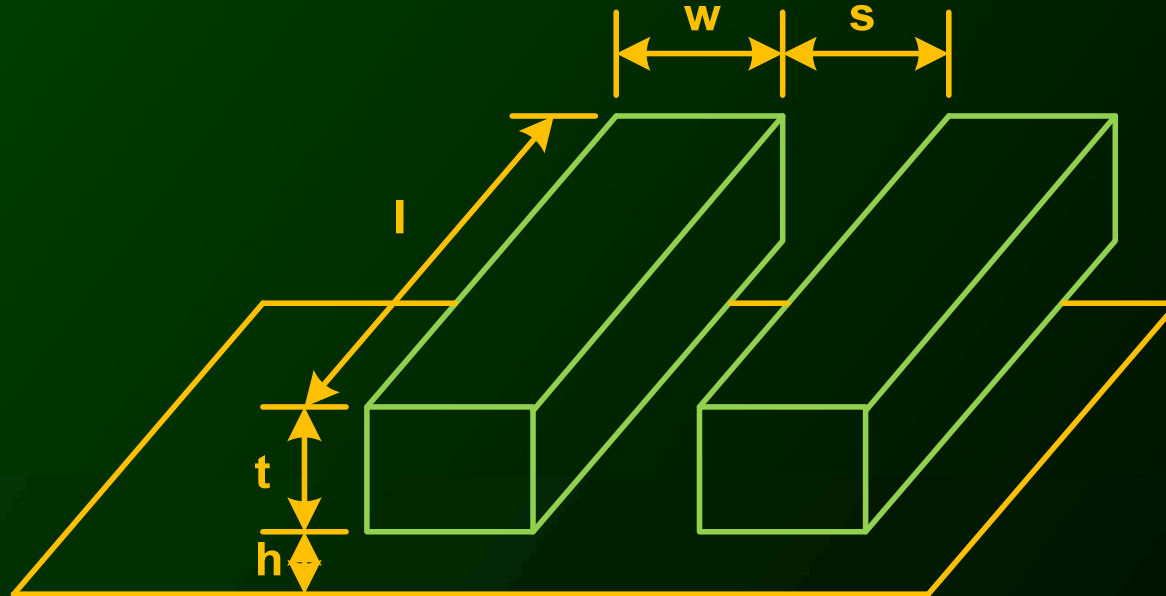


Interconnect Architecture



Wire Geometry

- Pitch = $w + s$
- Aspect ratio: $AR = t/w$
 - Old processes had $AR \ll 1$
 - Modern processes have $AR \approx 2$
 - Pack in many skinny wires



ITRS Interconnect Technology Requirement

Short Term

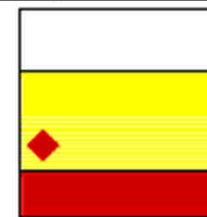
Year of Production	2005	2006	2007	2008	2009	2010	2011	2012	2013
DRAM ½ Pitch (nm) (contacted)	80	70	65	57	50	45	40	36	32
MPU/ASIC Metal 1 ½ Pitch (nm)(contacted)	90	78	68	59	52	45	40	36	32
MPU Physical Gate Length (nm)	32	28	25	22	20	18	16	14	13
Number of metal levels	11	11	11	12	12	12	12	12	13
Number of optional levels – ground planes/capacitors	4	4	4	4	4	4	4	4	4
Total interconnect length (m/cm ²) – Metal 1 and five intermediate levels, active wiring only [1]	1019	1212	1439	1712	2000	2222	2500	2857	3125
FITs/m length/cm ² × 10 ⁻³ excluding global levels [2]	4.9	4.1	3.5	2.9	2.5	2.3	2	1.8	1.6
J _{max} (A/cm ²) – intermediate wire (at 105°C)	8.91E+05	1.37E+06	2.08E+06	3.08E+06	3.88E+06	5.15E+06	6.18E+06	6.46E+06	8.08E+06
Metal 1 wiring pitch (nm)	180	156	136	118	104	90	80	72	64
Metal 1 A/R (for Cu)	1.7	1.7	1.7	1.8	1.8	1.8	1.8	1.8	1.9

Manufacturable solutions exist, and are being optimized

Manufacturable solutions are known

Interim solutions are known

Manufacturable solutions are NOT known



ITRS Interconnect Technology Requirement

Long Term

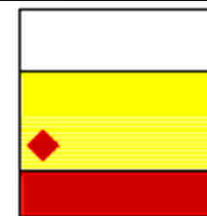
Year of Production	2014	2015	2016	2017	2018	2019	2020
DRAM ½ Pitch (nm) (contacted)	28	25	22	20	18	16	14
MPU/ASIC Metal 1 ½ Pitch (nm)(contacted)	28	25	22	20	18	16	14
MPU Physical Gate Length (nm)	11	10	9	8	7	6	6
Number of metal levels	13	13	13	14	14	14	14
Number of optional levels – ground planes/capacitors	4	4	4	4	4	4	4
Total interconnect length (m/cm ²) – Metal 1 and five intermediate levels, active wiring only [1]	3571	4000	4545	5000	5555	6250	7143
FITs/m length/cm ² × 10 ⁻³ excluding global levels [2]	1.4	1.3	1.1	1	0.9	0.8	0.7
J _{max} (A/cm ²) – intermediate wire (at 105°C)	1.06E+07	1.14E+07	1.47E+07	1.54E+07	1.80E+07	2.23E+07	2.74E+07
Metal 1 wiring pitch (nm)	56	50	44	40	36	32	28
Metal 1 A/R (for Cu)	1.9	1.9	2	2	2	2	2

Manufacturable solutions exist, and are being optimized

Manufacturable solutions are known

Interim solutions are known

Manufacturable solutions are NOT known



VLSI Industry

semiconductor industry(2006): revenues of ~200 billion US \$ annually

Computer:

Volatile Memories

static random access memory (SRAM)

dynamic random access memory (DRAM). They are fast but need Non

Volatile Memories:

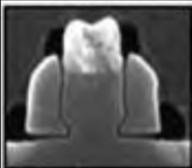


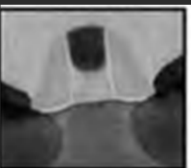
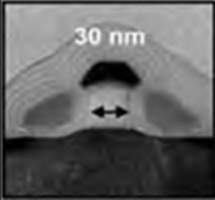
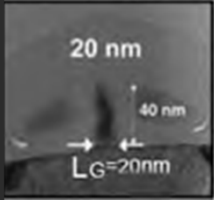
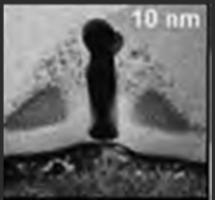

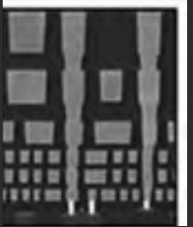


hard disc drive (HDD). (six orders of magnitude slower than SRAM)

Moore's law: the density of transistors on a silicon-based integrated circuit (IC), and so the attainable computing power, doubles about every 18 months,

	1980	2007
time	2 day	10ms
x		20,000,000
Hardware x		4,000

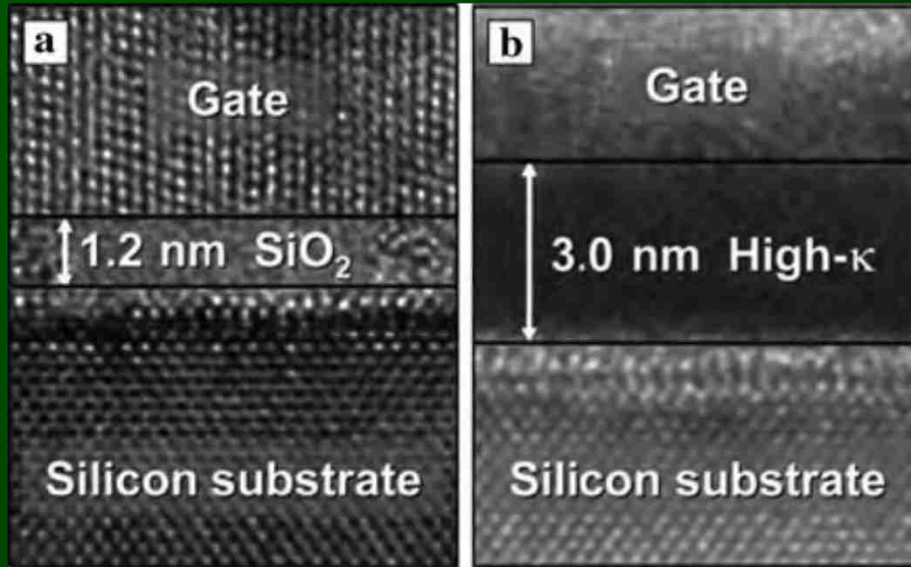


Moore's Law!

	1999 180nm	2001 130nm	2003 90nm	2005 65nm	2007 45nm	2009 20nm	2011 10nm
Transistor							
Interconnect							
	$L_G=100\text{nm}$ CoSi ₂	$L_G=70\text{nm}$ CoSi ₂	$L_G=50\text{nm}$ NiSi Strain Si	$L_G=35\text{nm}$ NiSi 2D Strain	$L_G=30\text{nm}$	$L_G=20\text{nm}$	$L_G=10\text{nm}$
	6 Al SiOF	6 Cu SiOF	7 Cu Low-k	8 Cu Low-k			



Gate Tunneling

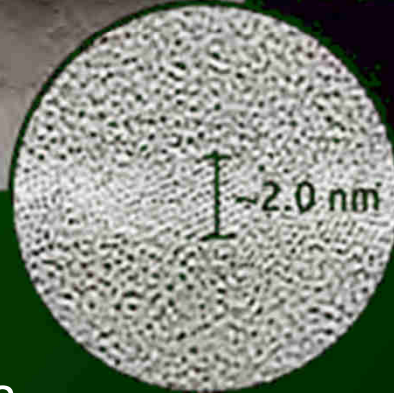
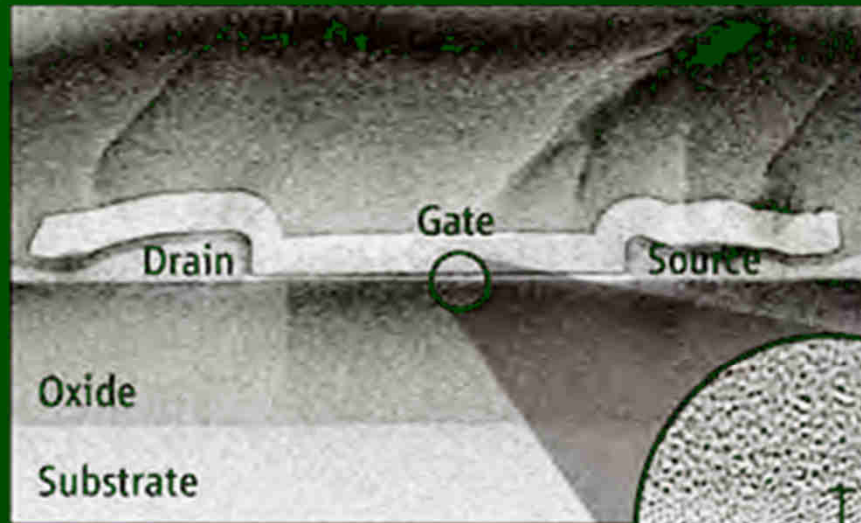


60% bigger capacitance

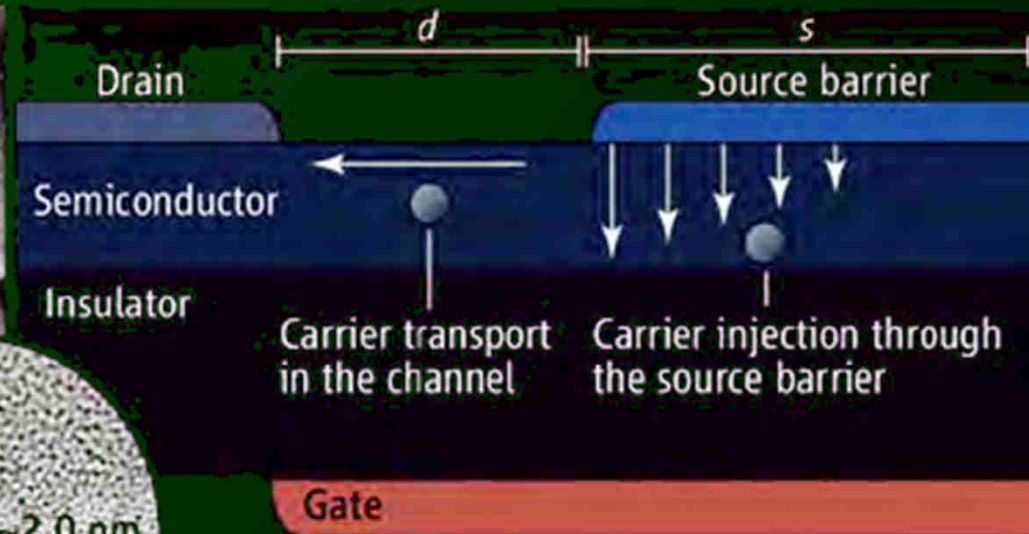
100x reduction in gate leakage



New high-performance transistors



silicon thin film transistors

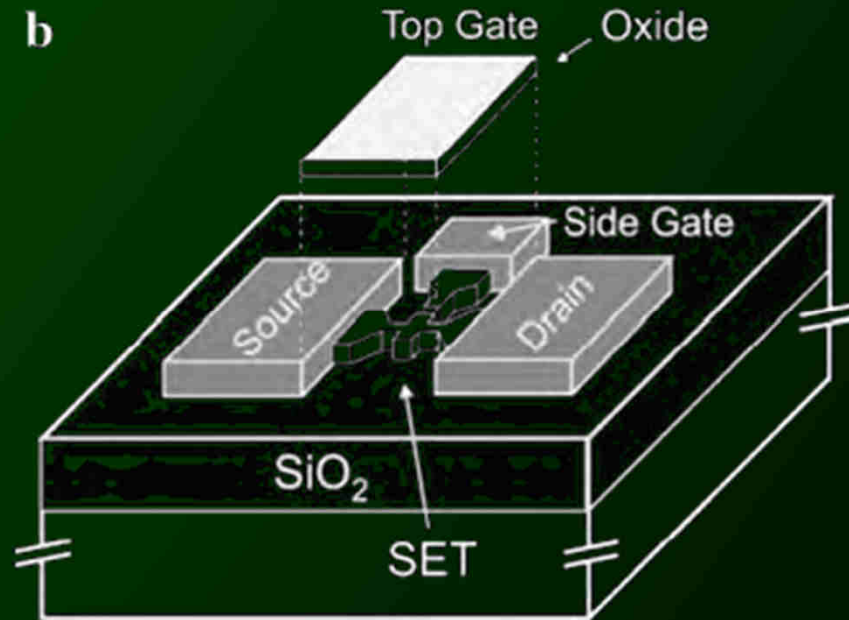
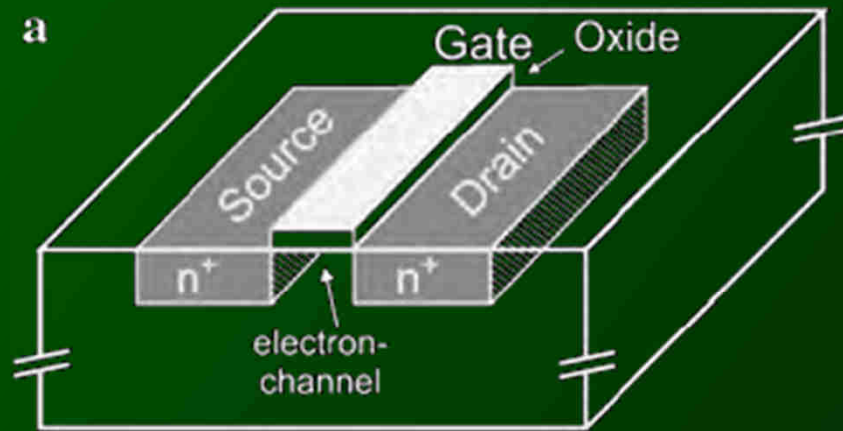


source-gated transistor (SGT)

$$\frac{I_{ON}}{I_{OFF}} > 10^{11}$$



silicon-based single-electron transistor



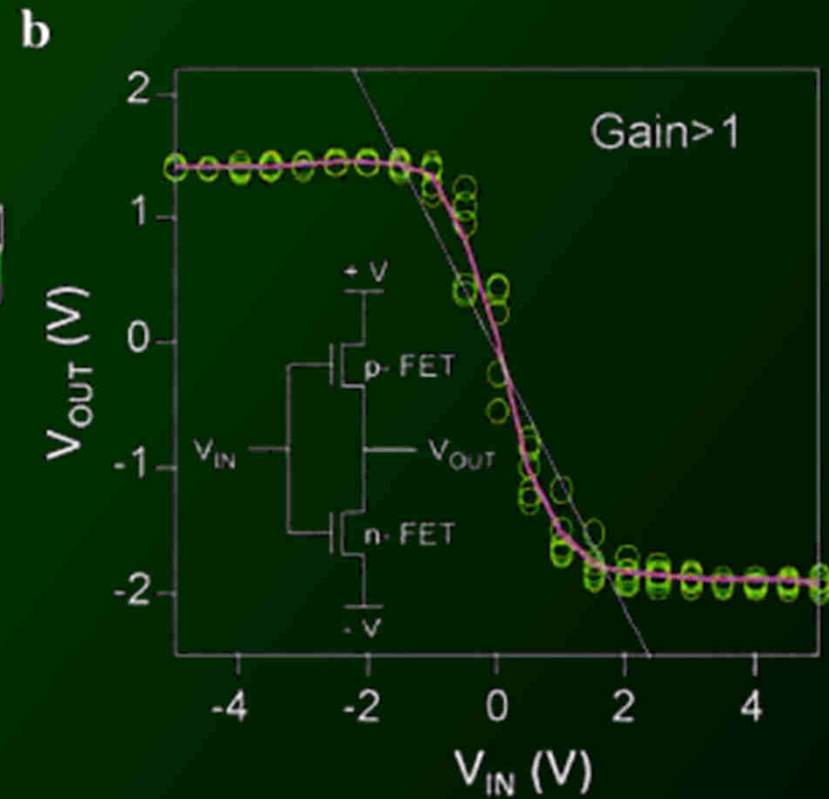
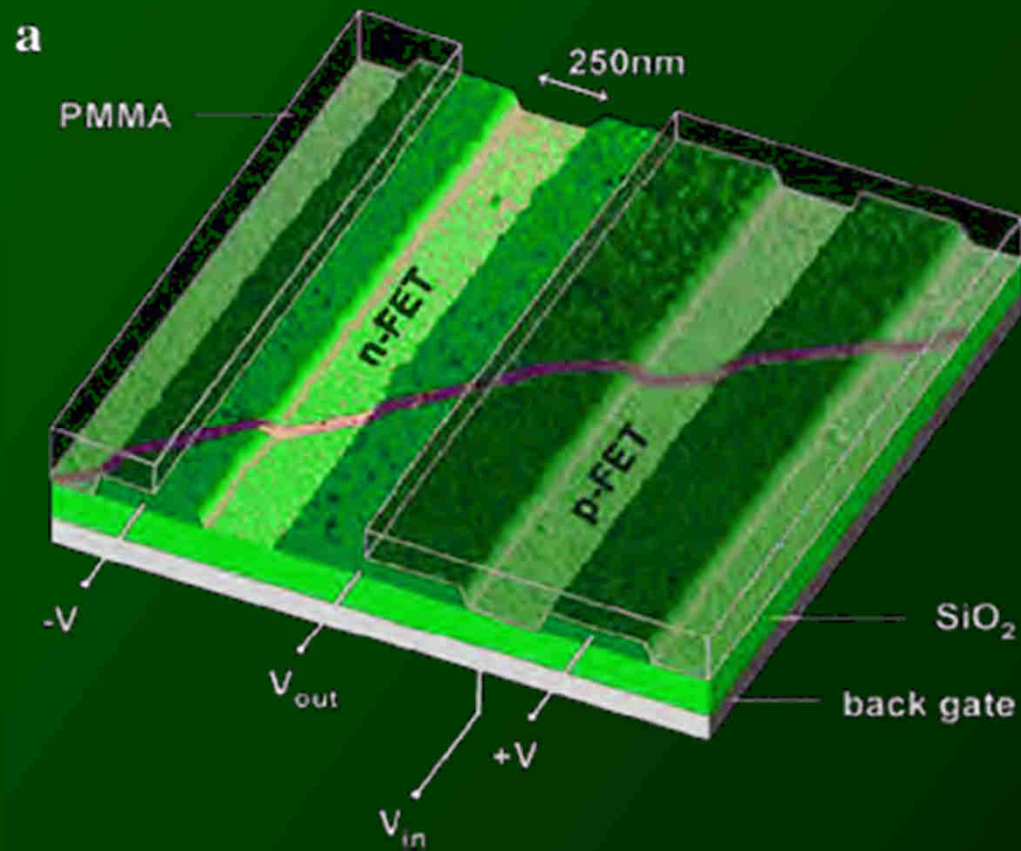
$10^3 - 10^4 e^-$

→

$1 e^-$

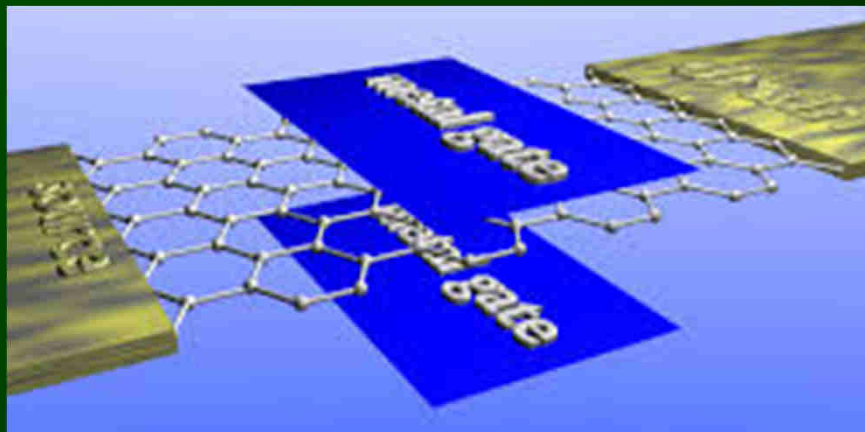
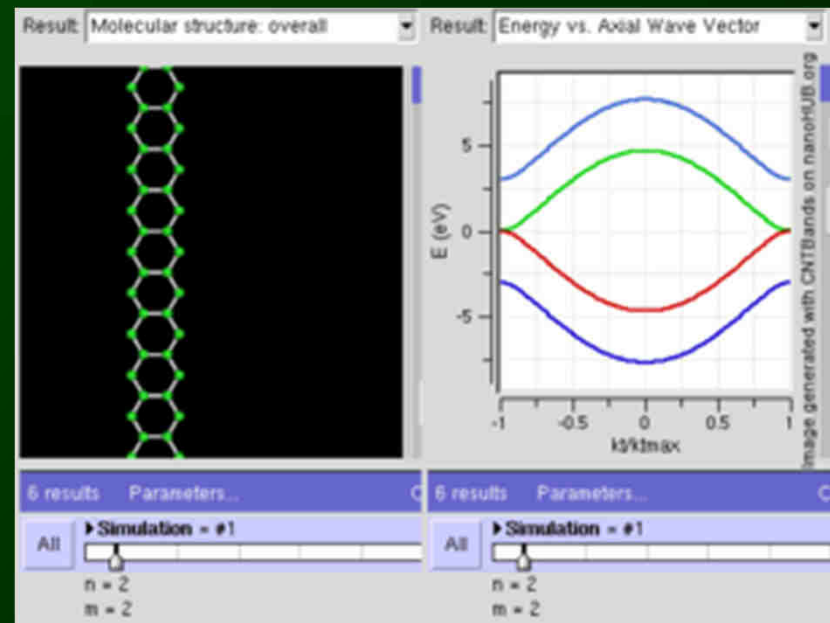
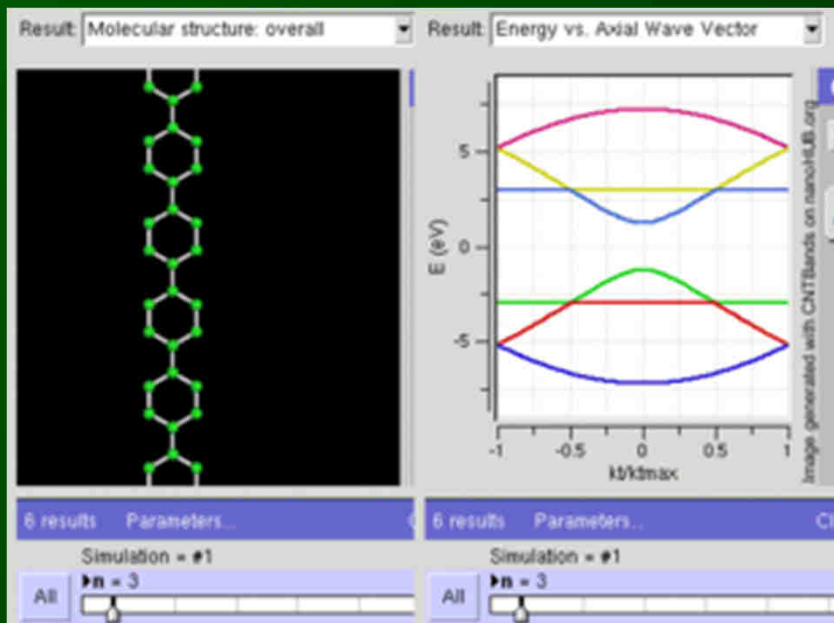


Carbon nanotube electronics



Mobility and mean free path?

Graphene NanoRibbon Field Effect Transistor



$$\frac{I_{ON}}{I_{OFF}} \sim 10^6$$

$$I_{ON} \sim 2000 \mu A/\mu m,$$

$$\mu \sim 200 \text{ cm}^2/Vs,$$

$$\lambda \sim 10 \text{ nm},$$

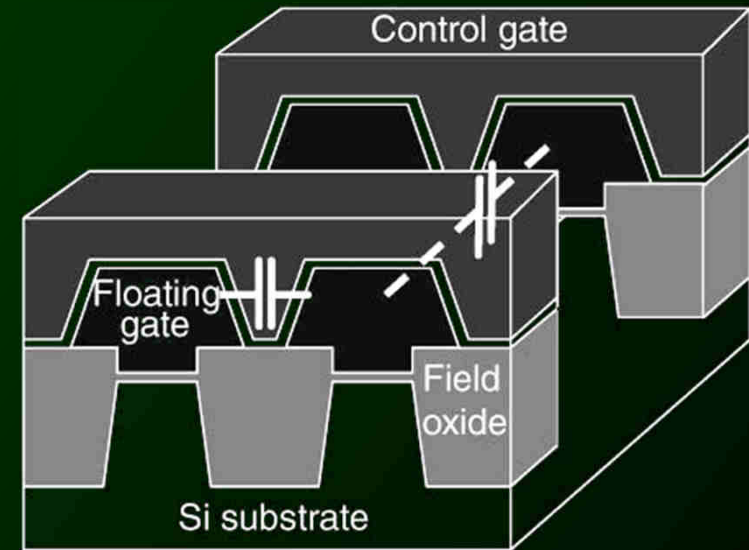
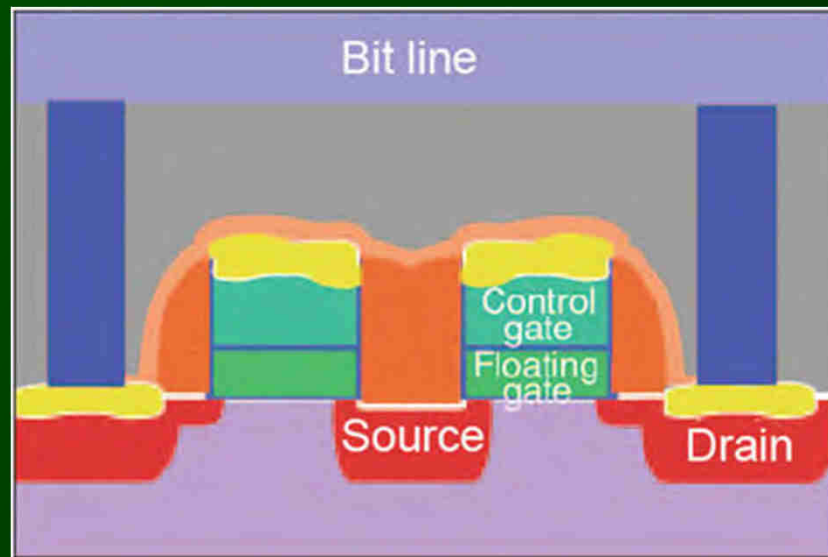


Flash Memory

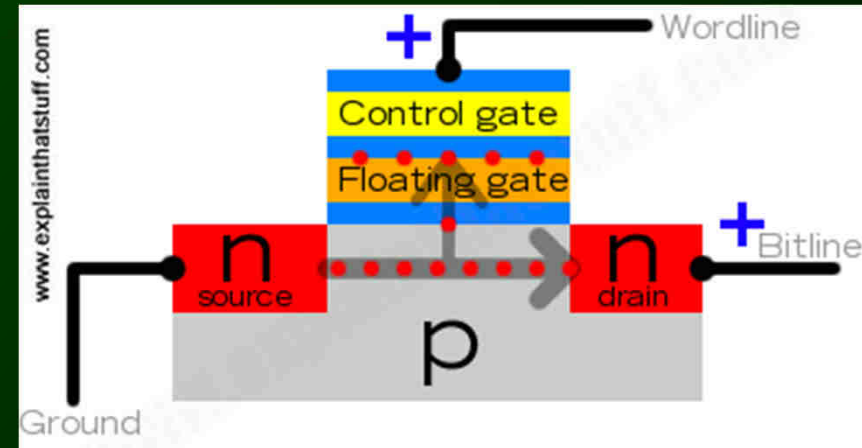
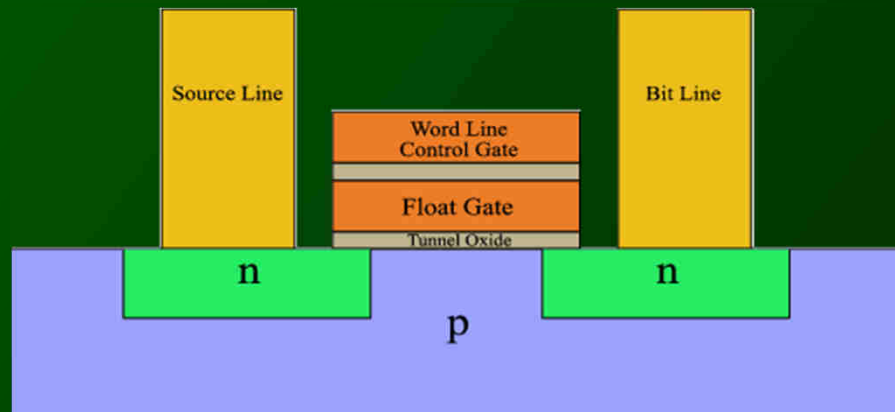
invented by Dr. Fujio Masuoka in 1980 at Toshiba

data stored in multiple memory cells to be erased in a single action (a “flash”)

Issue: crosstalk



Flash Memory



Flash is EEPROM (Electrically Erasable Programmable Read Only Memory)

You may find FLASH in:

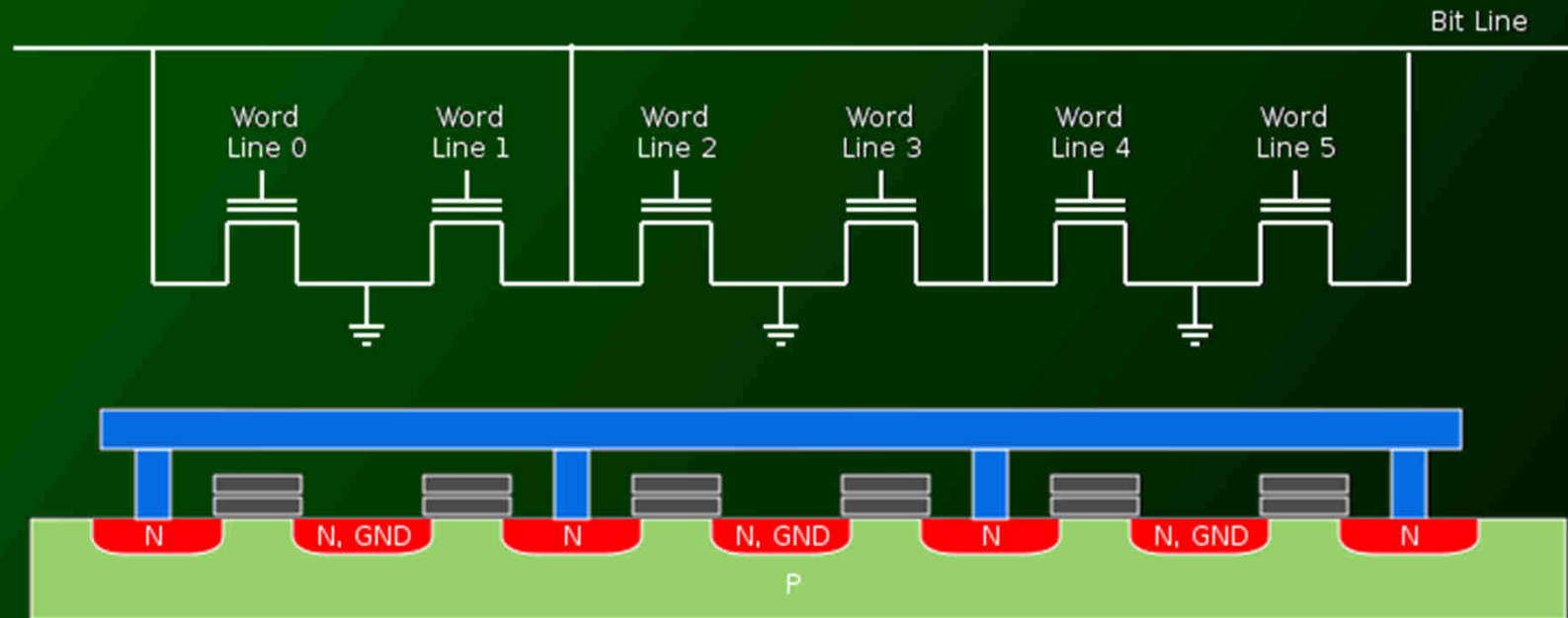
- computer's BIOS chip
- CompactFlash
- Memory Stick

NAND type is primarily used in main memory, memory cards, USB flash drives, solid-state drives (greater storage density and lower cost per bit)

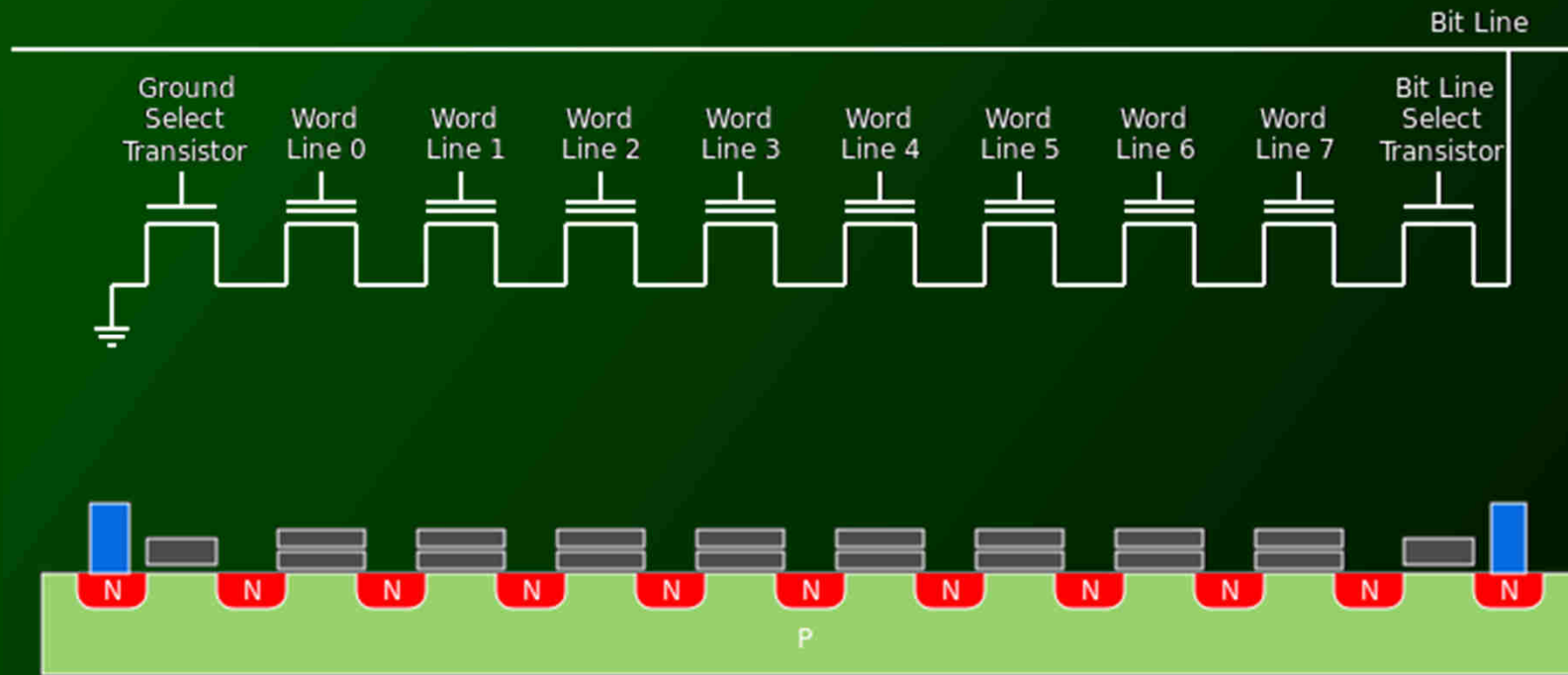
The NOR type, (allows true random access) used as a replacement for the older EPROM



Flash Memory



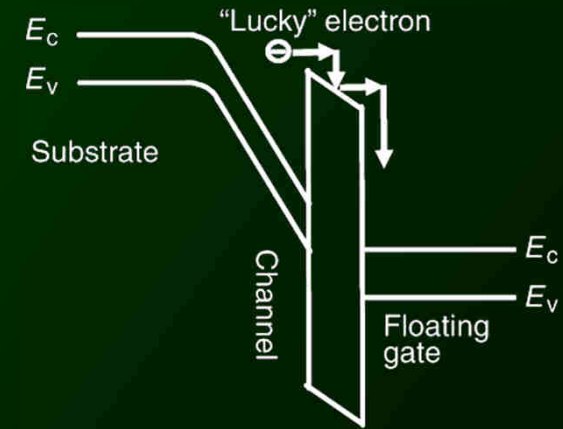
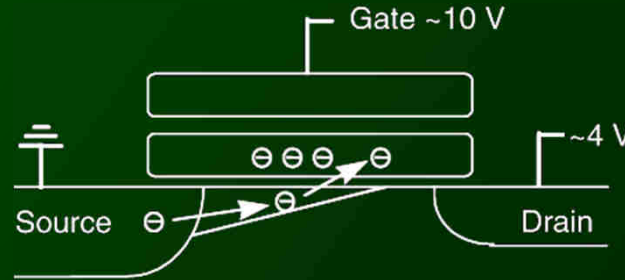
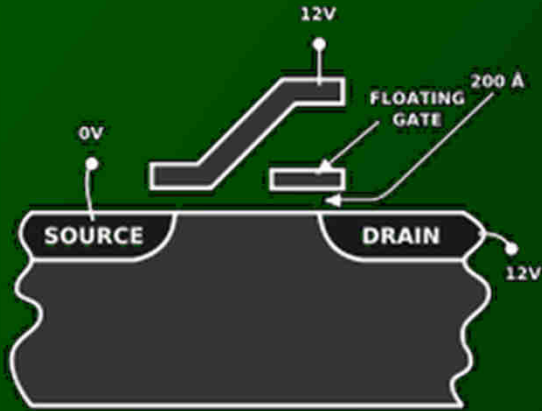
Flash Memory



Flash Memory

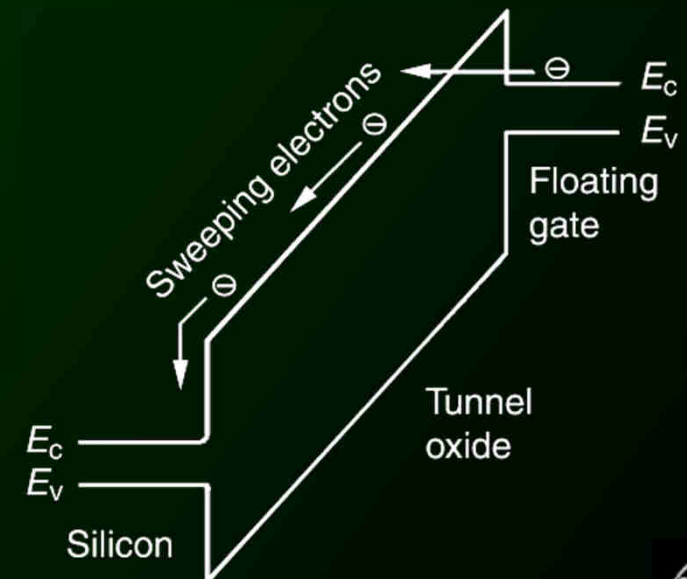
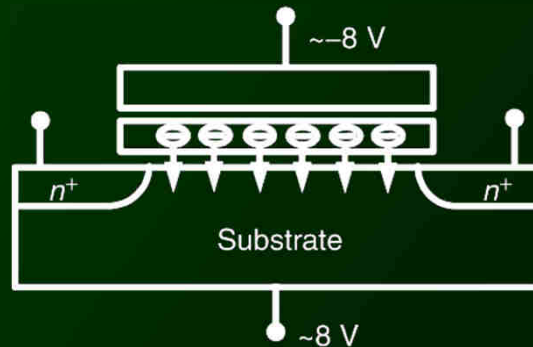
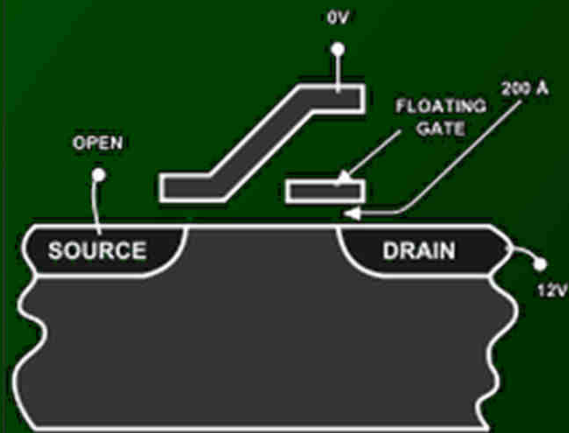
Programming a NOR memory cell (setting it to logical 0), via hot-electron injection

Programming Via Hot Electron Injection



Erasing a NOR memory cell (setting it to logical 1), via quantum tunneling

Erasure Via Tunneling



Memory Technologies

Parameter	Conventional technologies			Emerging technologies			Prototypes
	SRAM	DRAM	Flash	PRAM	MRAM	FeRAM	NRAM
Read speed	Fastest	Medium	Fast	Fast	Fast	Fast	Fast
Write speed	Fastest	Medium	Slow	Fast	Fast	Med.	Fast
Cell density	Low	High	Medium	High	High	Med.	High
Process technology, nm	130	80	56	90	130	130	22
Nonvolatility	No	No	Yes	Yes	Yes	Yes	Yes
Future scalability	Good	Limited	Limited	Excell.	Good	Limited	Scalable

Magnetoresistive random-access memory

Phase-change memory

Ferroelectric RAM

Nano-RAM



Flash Memory

