



Beam
Initiative

Design for E-beam: Getting the Best Wafers Without the Exploding Mask Cost

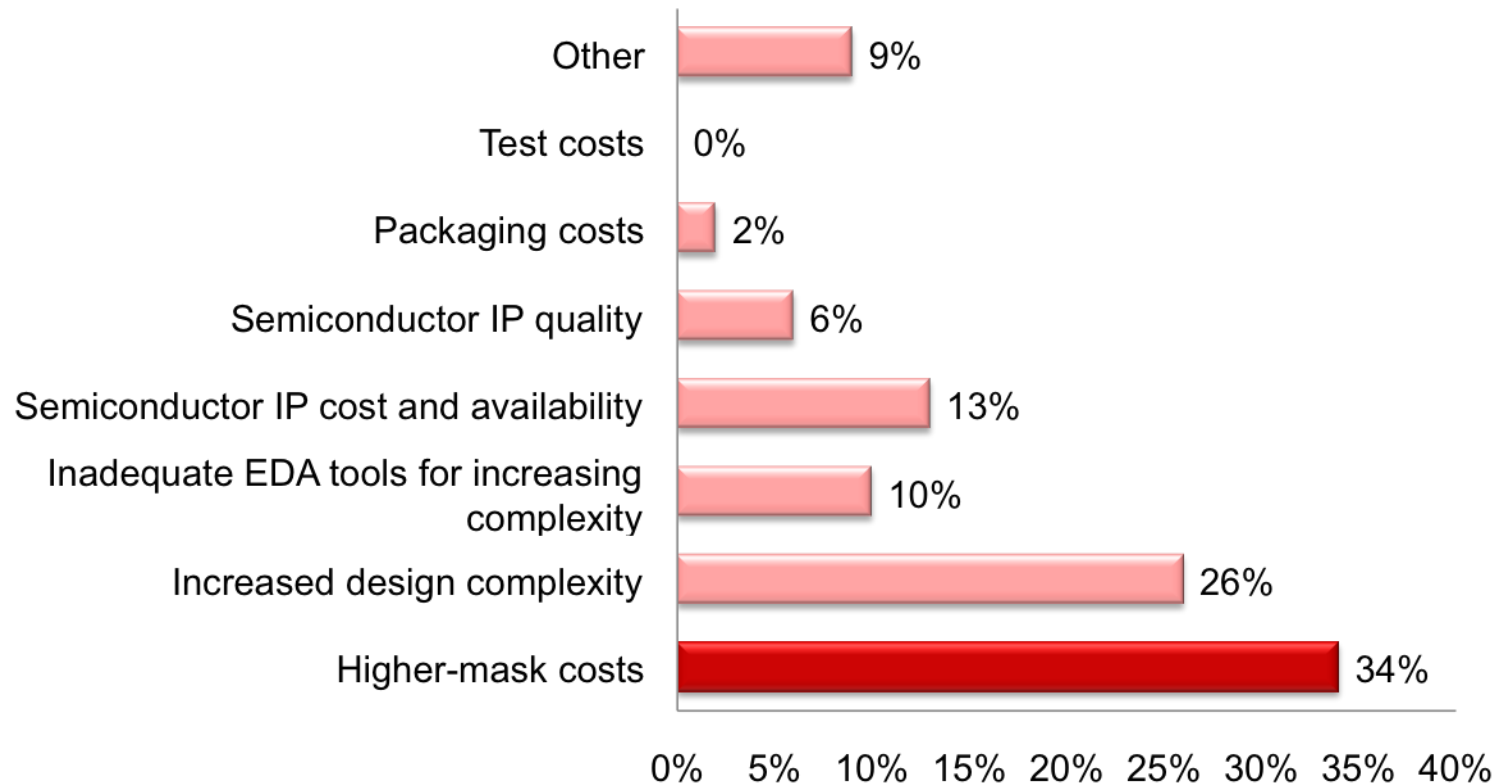
Aki Fujimura
CEO, D2S, Inc.
Managing Sponsor, eBeam Initiative

Higher Mask Cost : the Greatest Concern for Designers

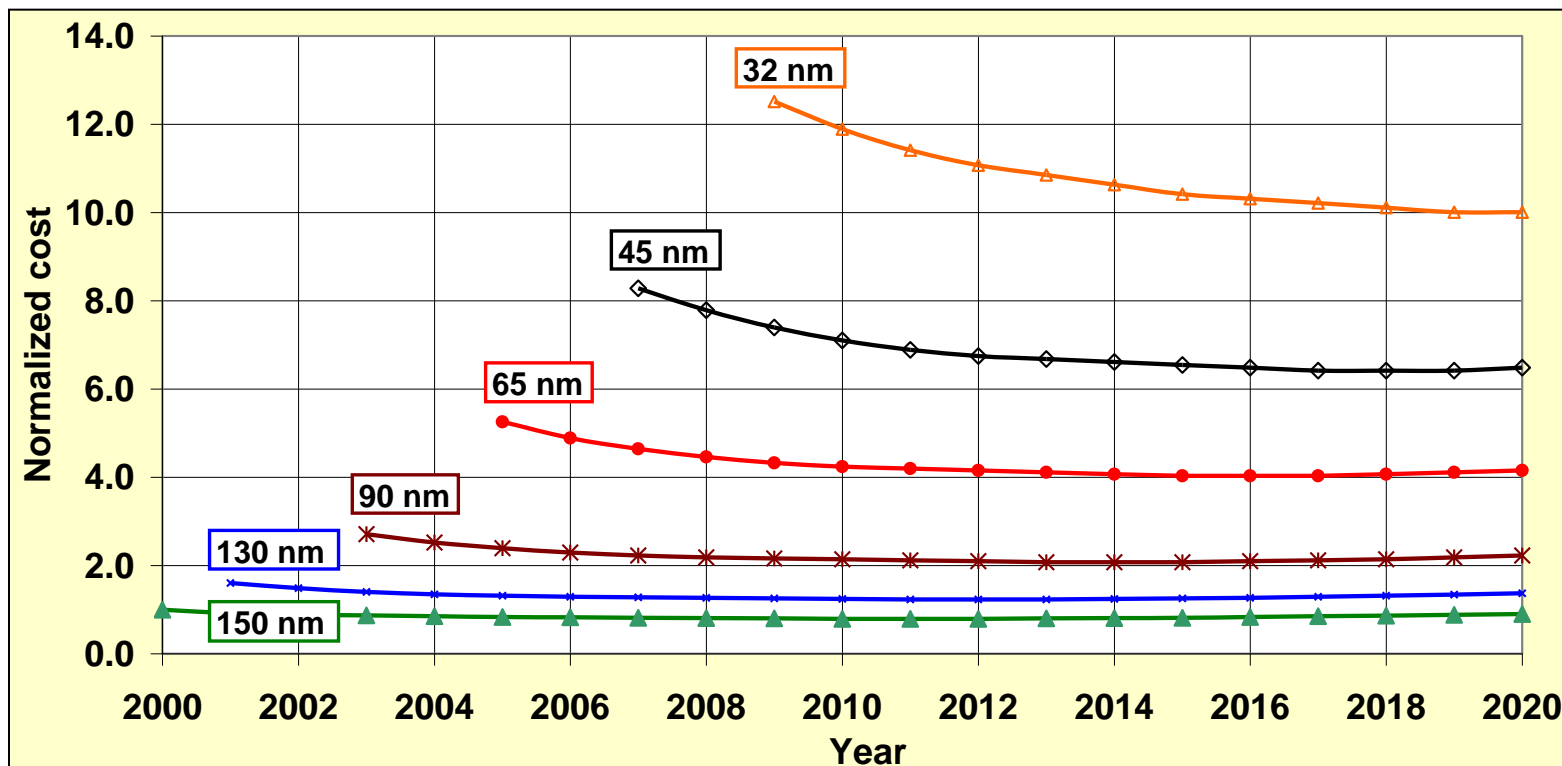


Global Semiconductor Alliance 12/6/2007:

What is the biggest challenge to overcome as your company moves from one process node to the next?



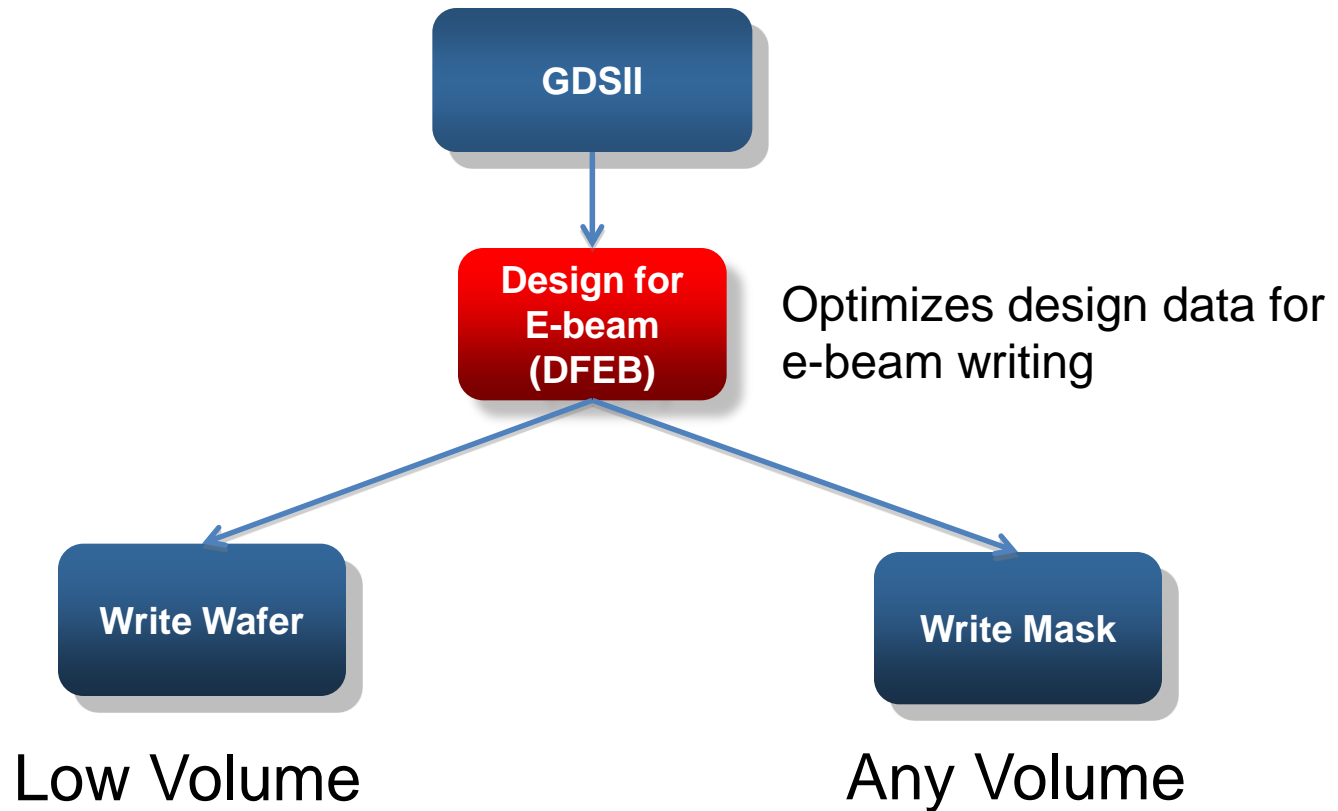
The Challenge: Mask Economics Must Work!



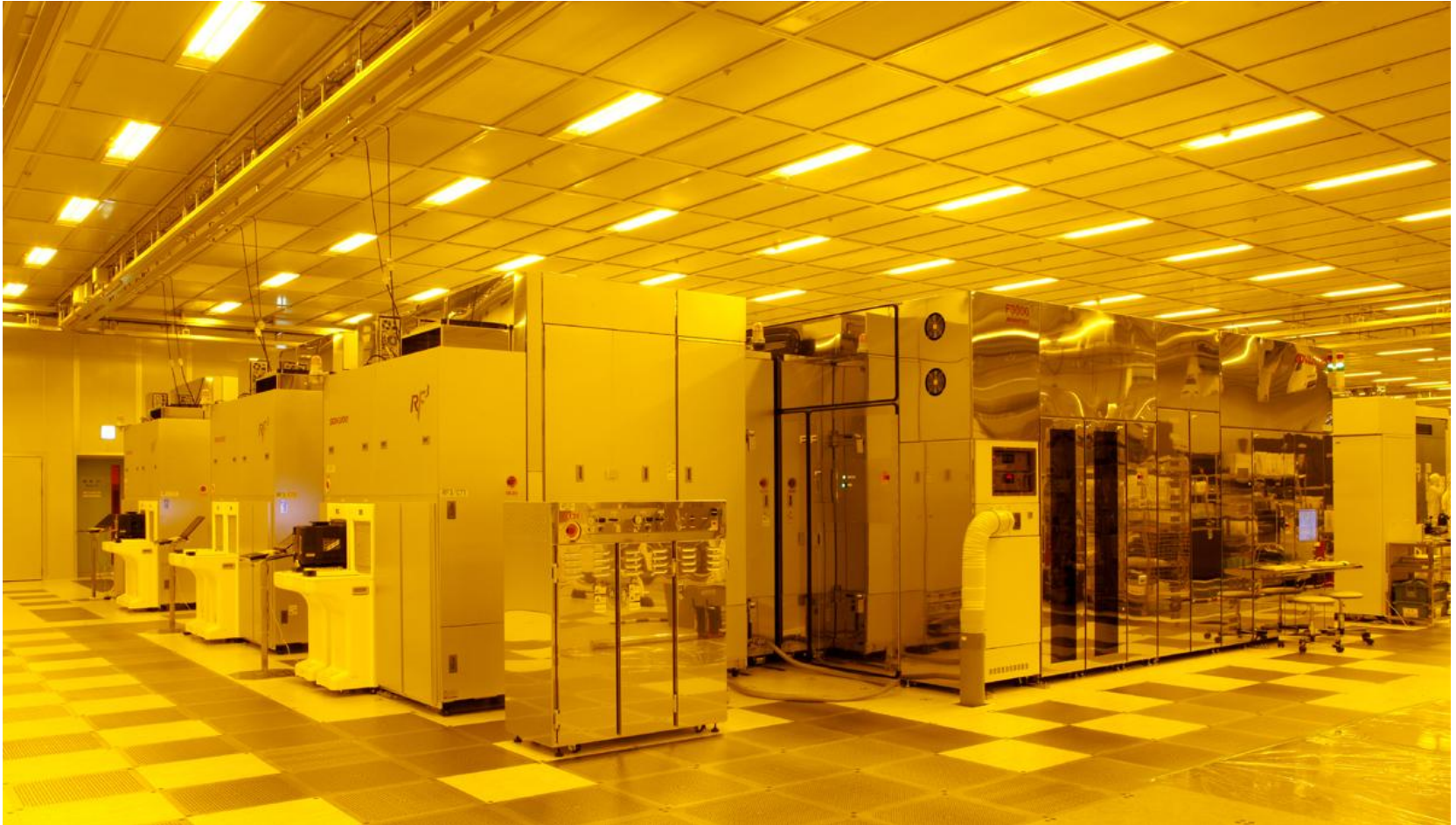
Normalized Mask Set Costs Over Time

Direct-Write or Mask?

Either Way, E-beam Writes All Chips!

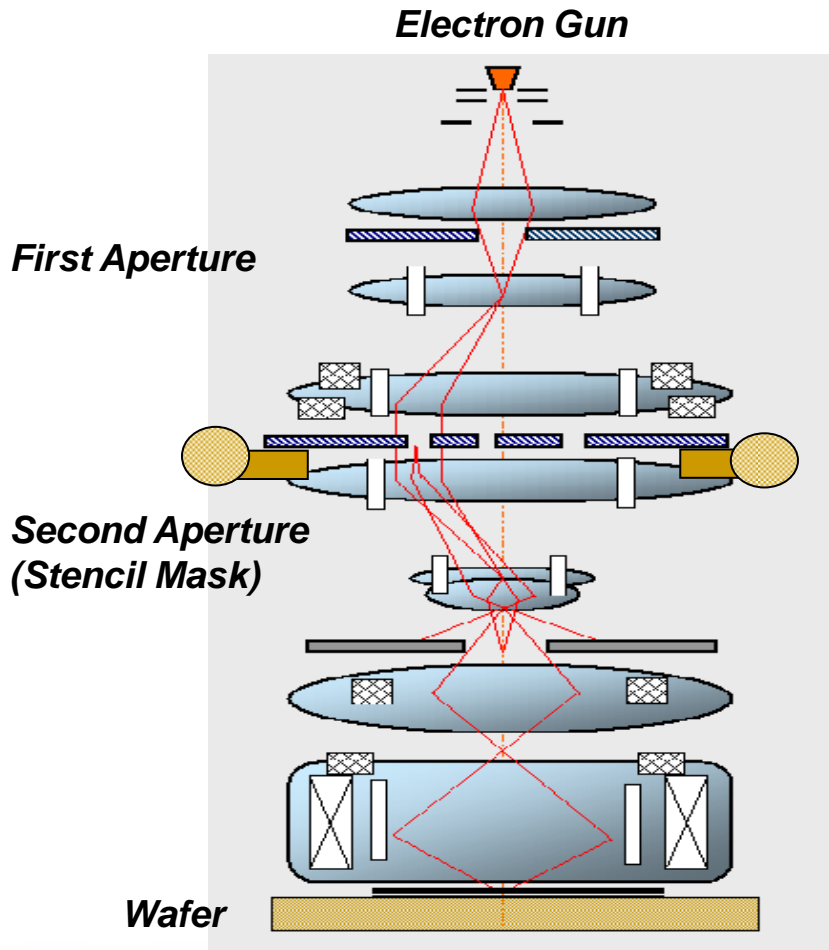


Direct-Write Character Projection Production Use at e-Shuttle



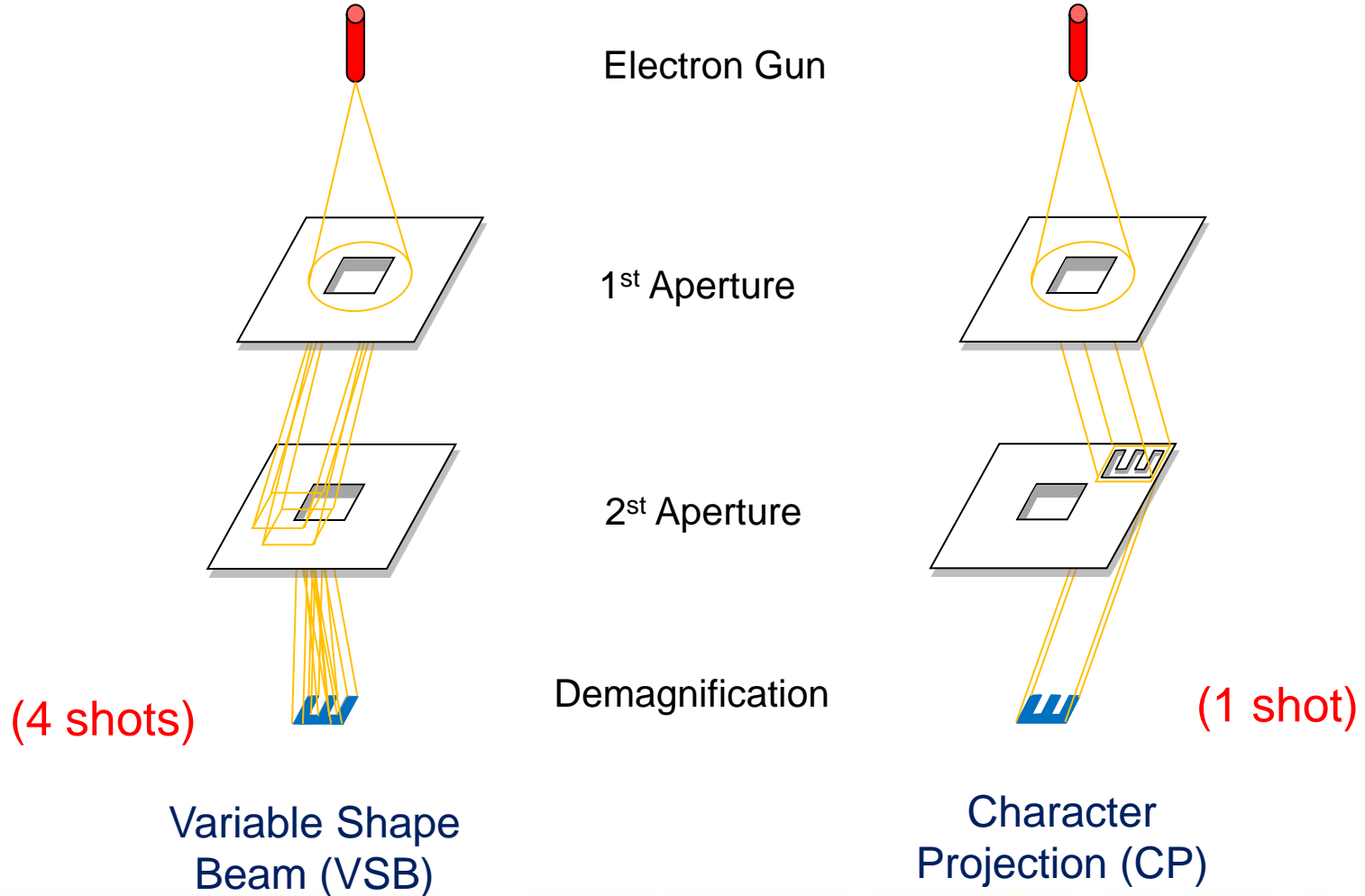
Picture Courtesy of e-Shuttle, Inc.

Today's E-beam Lithography



- 50kV E-beam drills great holes!
- E-beam doesn't have depth of focus (DOF) problems like light
- E-beam is very accurate compared to light
- Write time is the challenge

Character Projection Lowers Shot Count



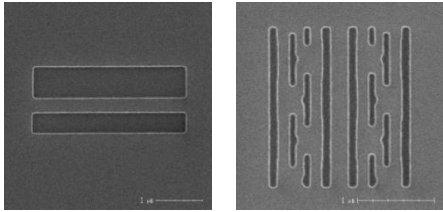
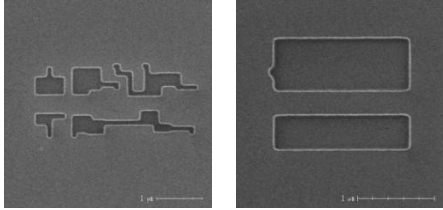
DFEB Character Exposure Results

All images obtained by one CP shot

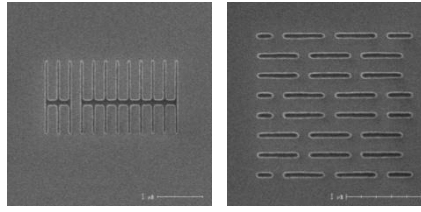
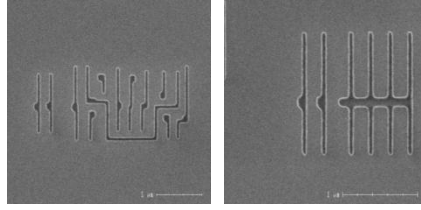


65nm LP

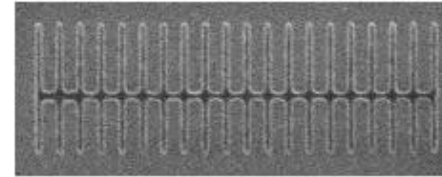
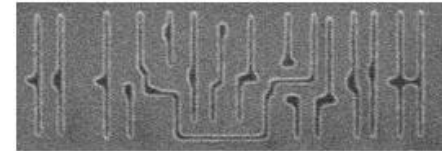
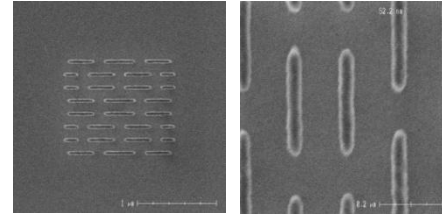
Active



Gate

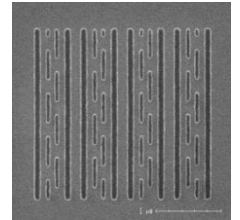


Gate



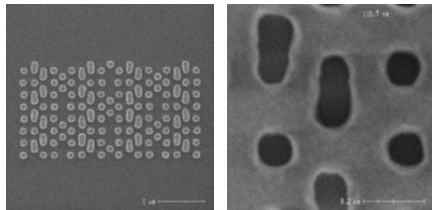
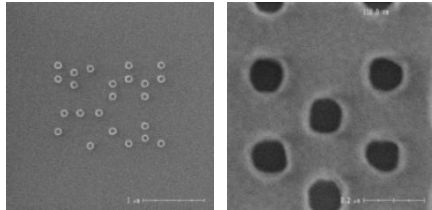
45nm proto

Active

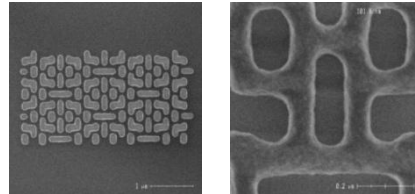


SRAM

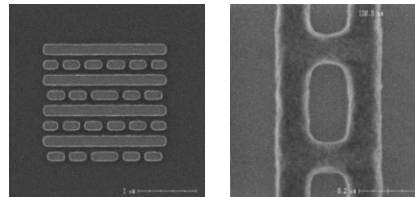
Contact



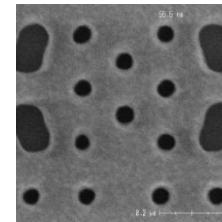
Metal-1



Metal-2

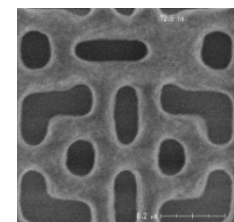


Contact



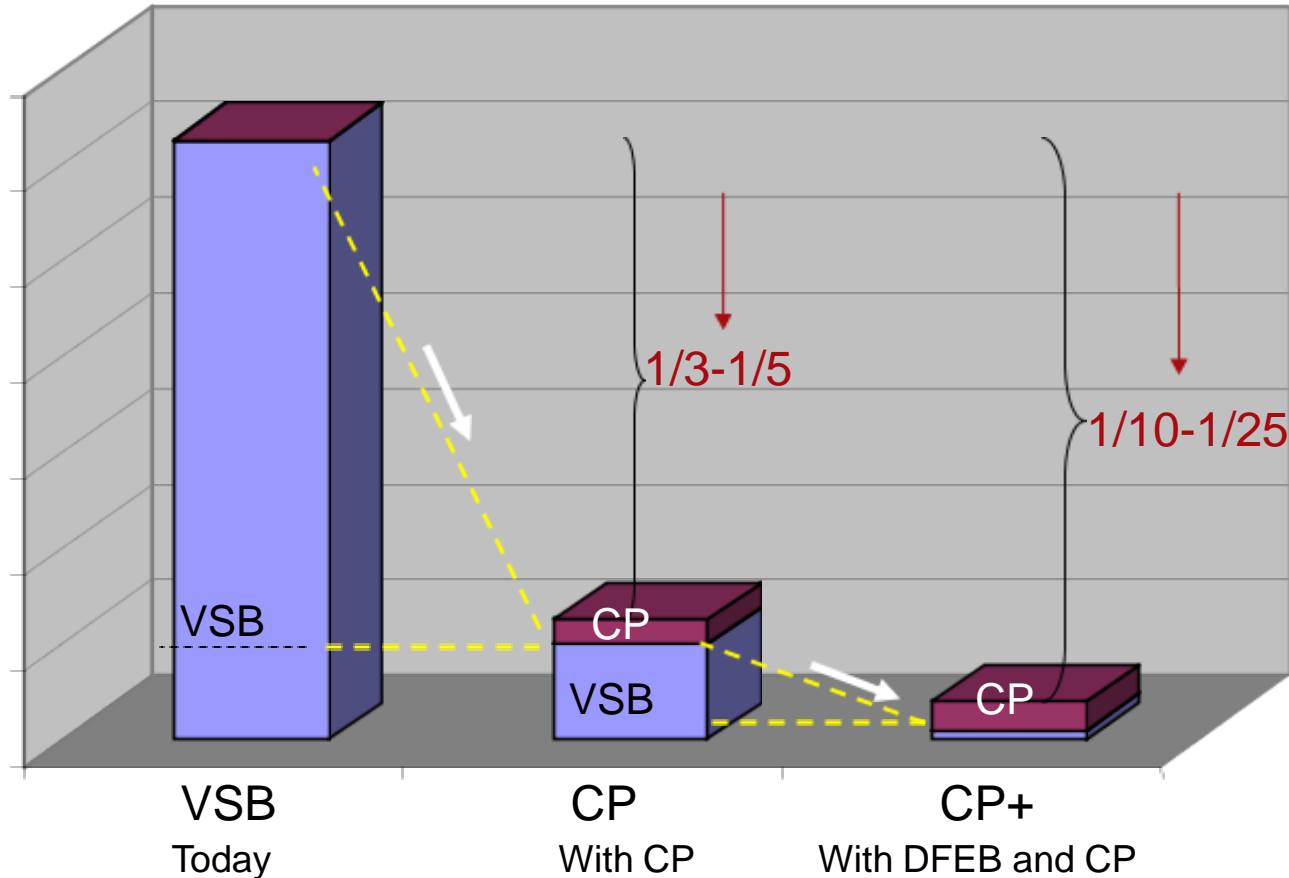
SRAM

Metal-1



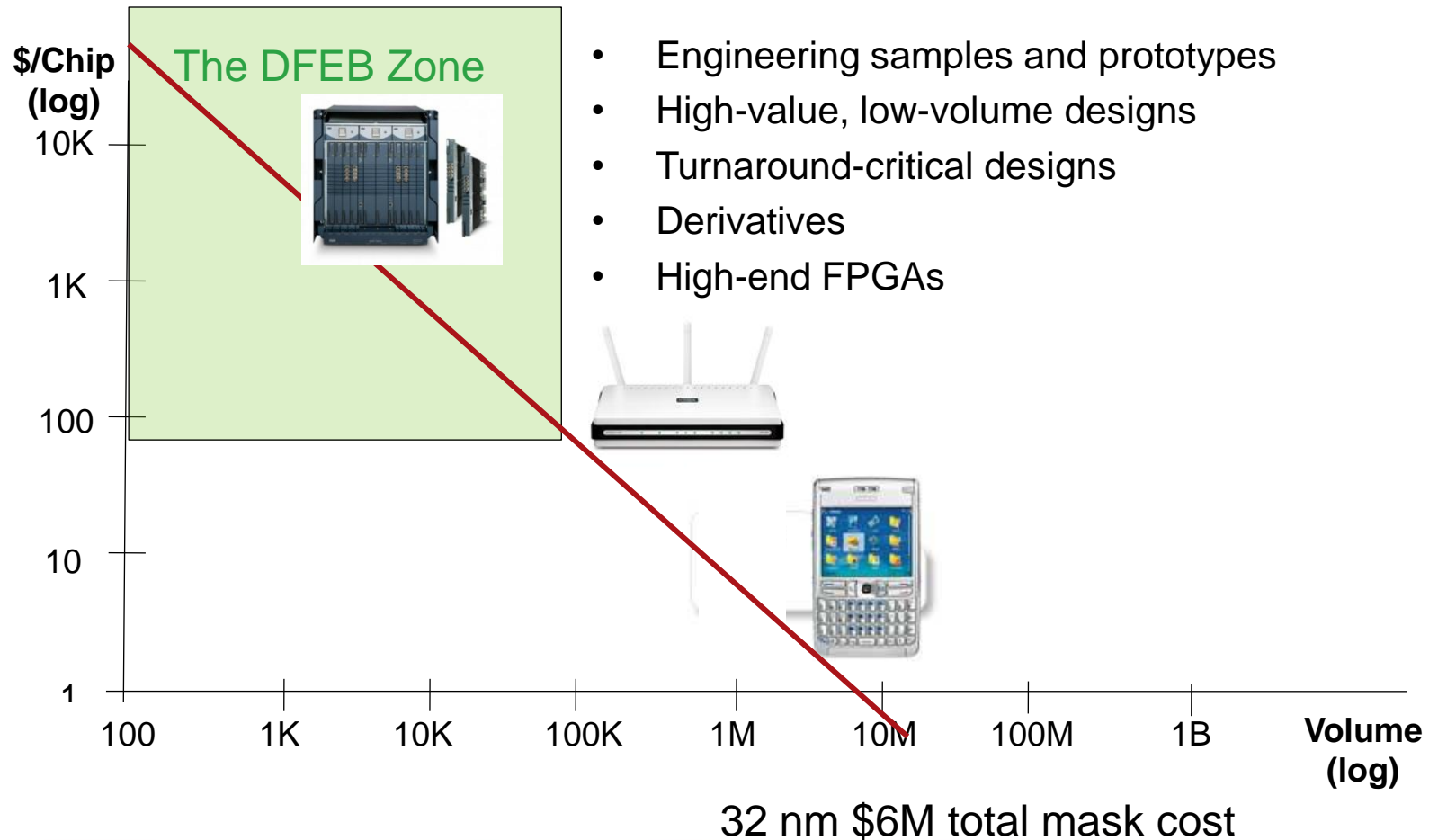
SRAM

DFEB Makes Maskless Low-Volume SoCs Practical



DFEB optimizes for shot count at the design stage to reduce residue VSB to achieve 10-25X reduction

Many High-Priced Designs, More with Uncertain Volumes



Lithography for 22nm and Beyond



- Light
 - Today : 193i w/multiple patterning masks
 - Future : EUV (Extreme Ultra-Violet)
- Nano-imprint
- Electron Beam (E-beam) Lithography
 - Today : Shaped Beam and Character Projection
 - Future:
 - Multiple-beam E-beam
 - Multi-columned, single-beam
 - Multi-shaped beam (MSB)

Multi-Shaped Beam (MSB)



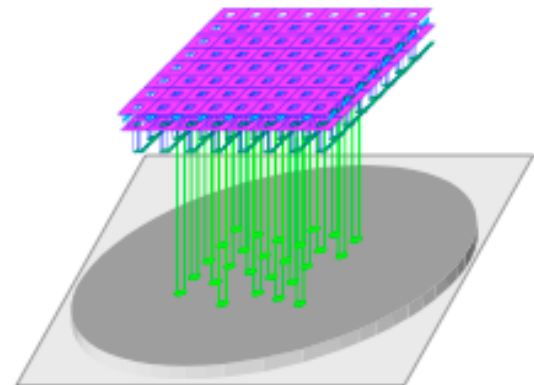
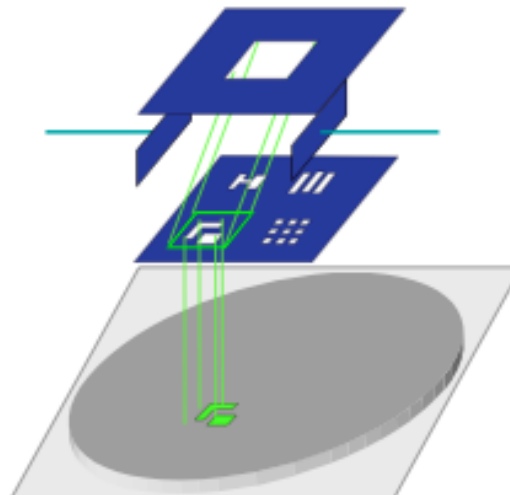
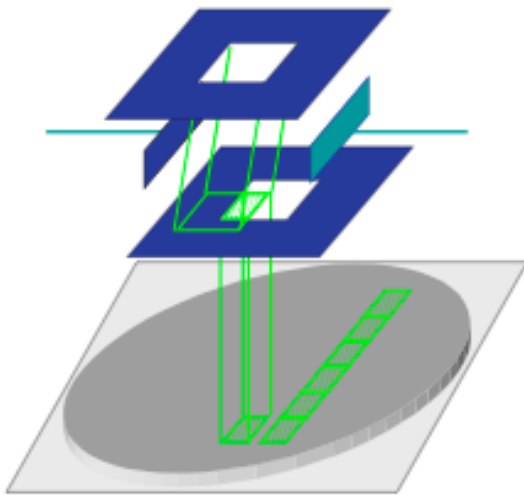
**Single Shaped Beam
(SSB)**



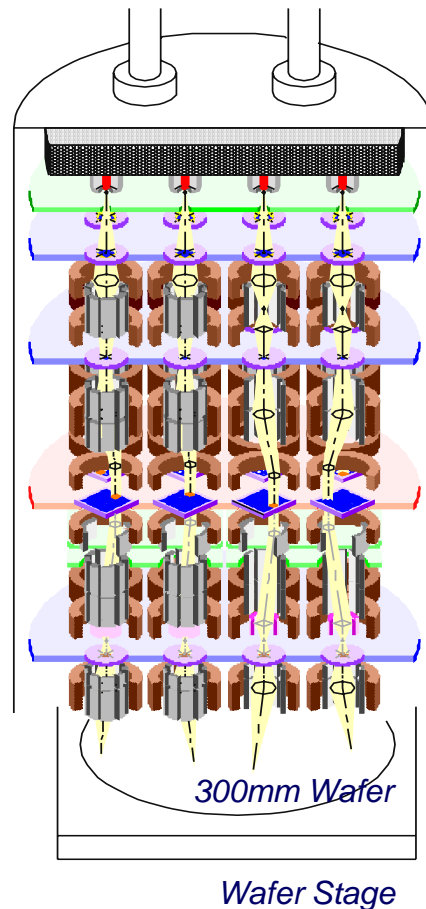
**SB - Cell Projection
(SB - CP)**



**Multi Shaped Beam
(MSB)**



Multi-Source/Single-Column: MCC System with 16CCs



Electron Gun (4x4)

Blanking Deflectors

Rectangular
Apertures (4x4)

Pre. Mask Deflector

CP Aperture Masks
(on separated stage)

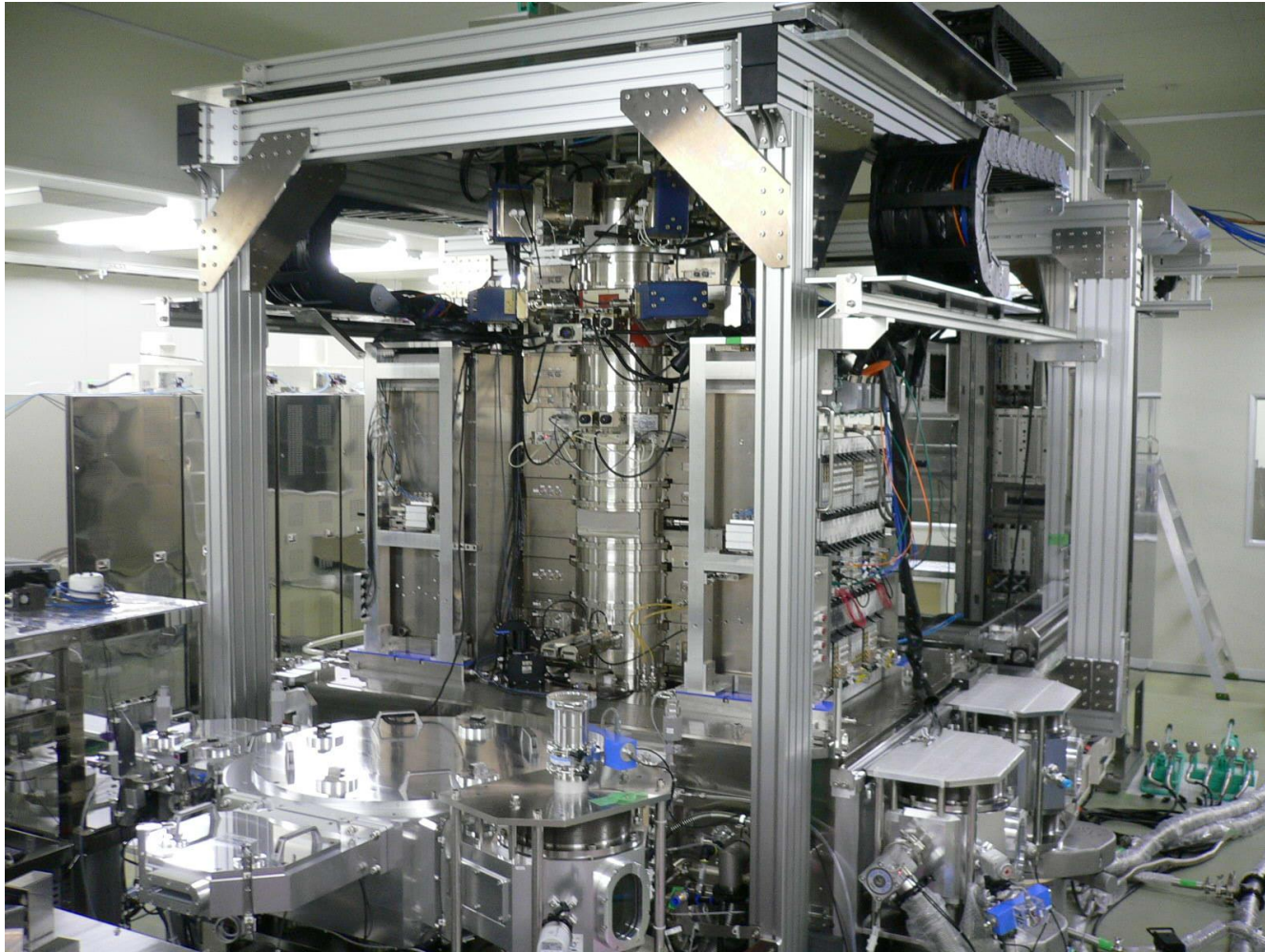
Post Mask Deflectors

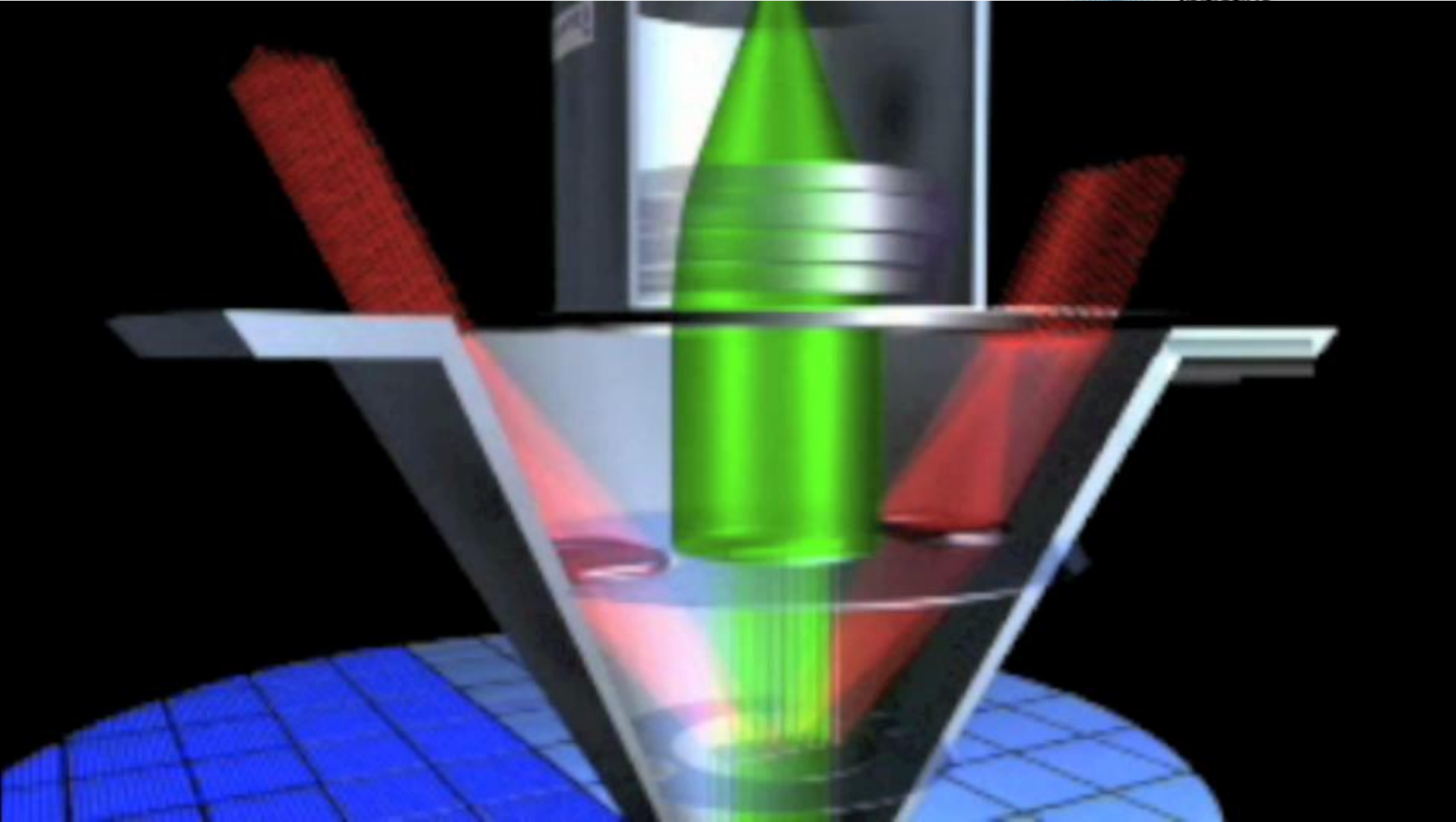
Round Apertures

Major Deflector
(100x100 um)

Minor Deflector
(10x10 um)

MCC-POC System





Lithography for 22nm and Beyond

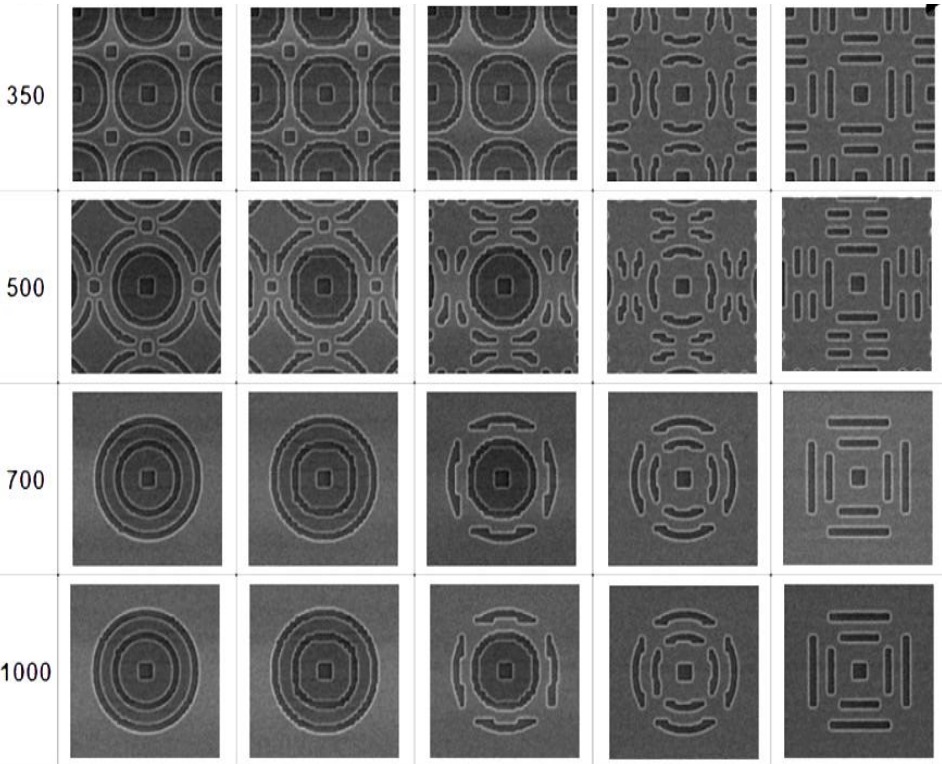


- Light
 - Today : 193i w/multiple patterning masks
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 - Multiple-beam E-beam
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 - Multi-shaped beam (MSB)

At 22nm 193i Good Wafers = High Mask Cost

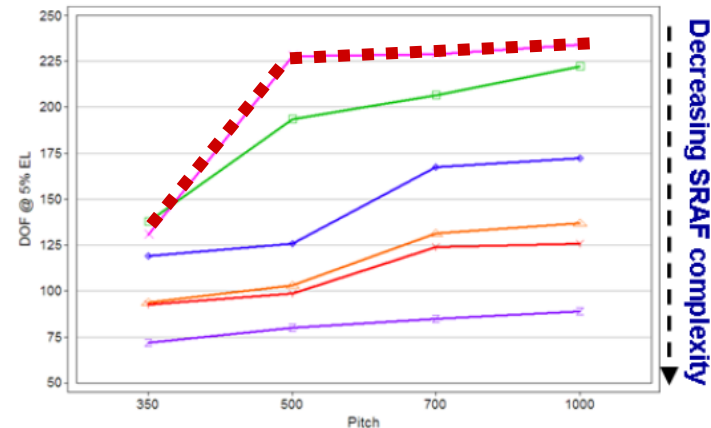


x — C0 □ — C1 ◇ — C2 ▲ — C3 Y — C4 2 — OPC-A



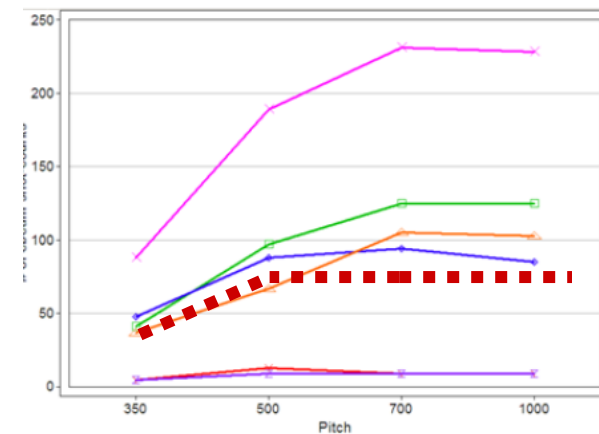
OPC A: standard OPC

DOF @ 5%EL

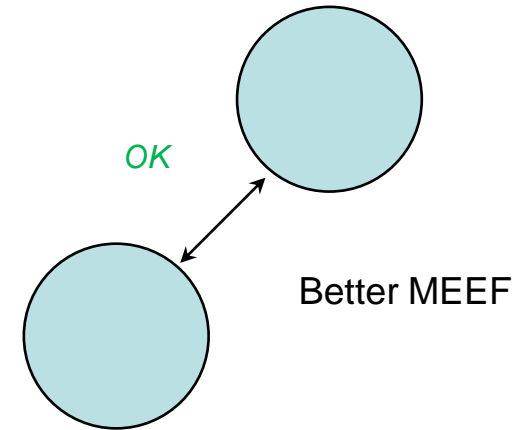
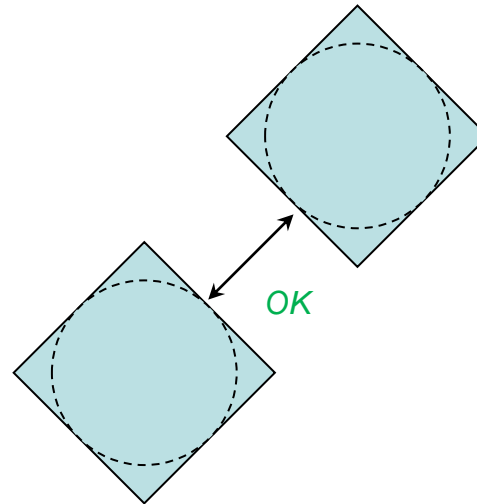
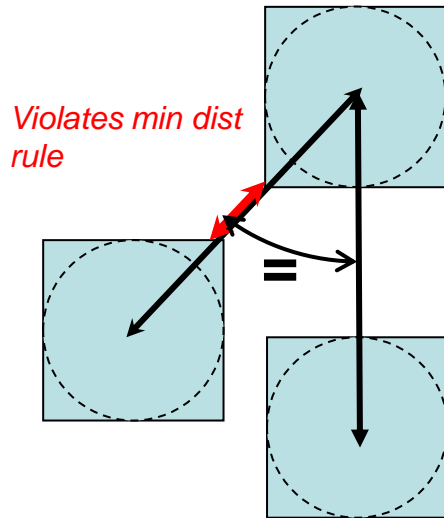


Decreasing SRAF complexity

of eBeam Shot-counts



Circles are Better for Design AND Manufacturing



Printing Circles as Characters



Dose provided:

16.0 $\mu\text{C}/\text{cm}^2$

19.7 $\mu\text{C}/\text{cm}^2$

24.3 $\mu\text{C}/\text{cm}^2$

Shot diameter = 118

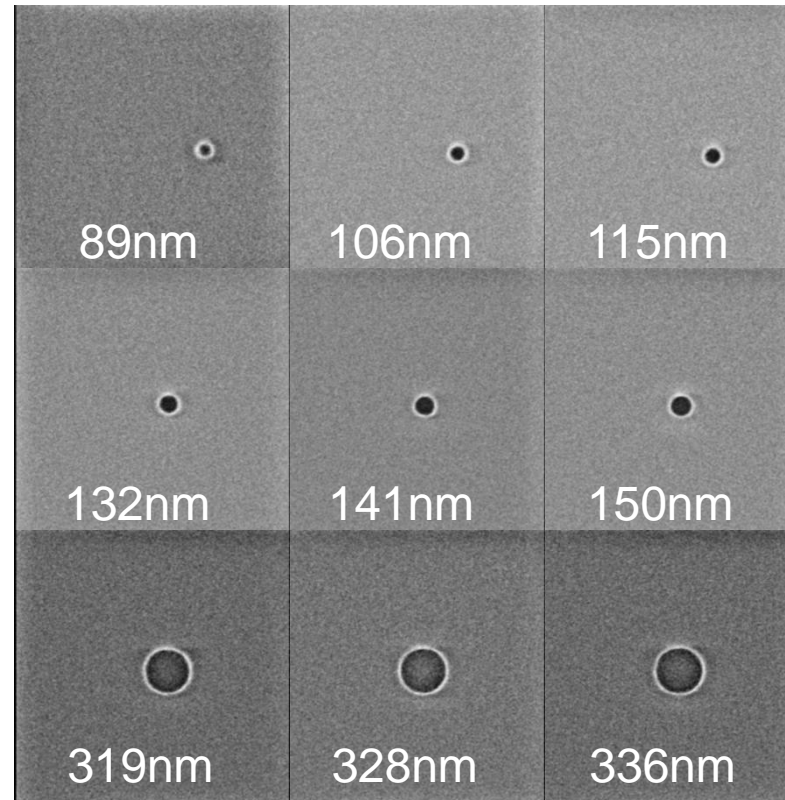
Hole Diameter on mask (measured)

Shot Diameter = 142

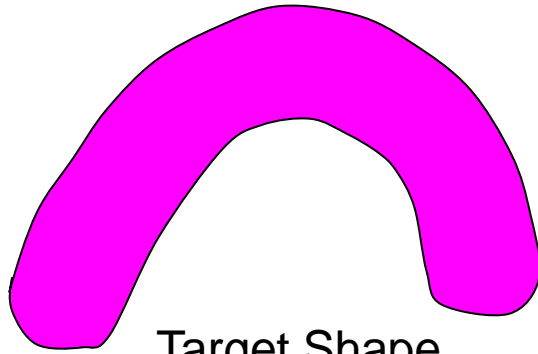
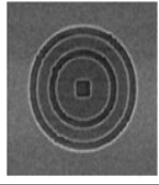
Hole Diameter on mask (measured)

Shot Diameter = 334

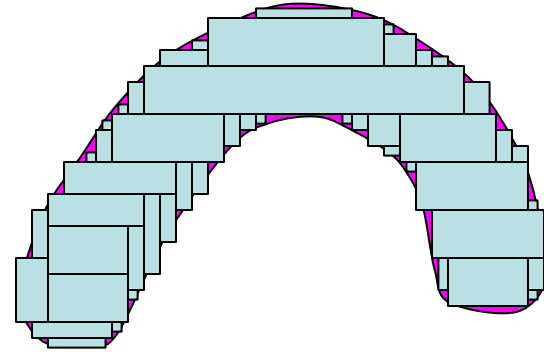
Hole Diameter on mask (measured)



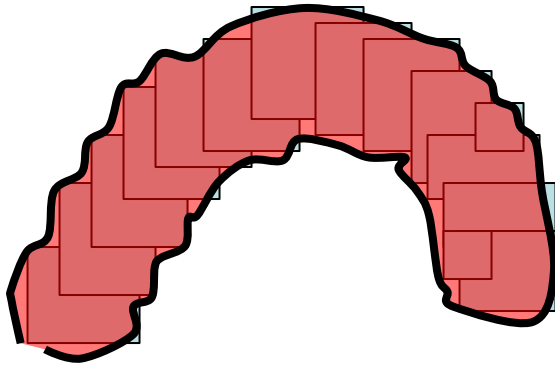
Overlapping Circles = Smooth Curvilinear Features with Fewer Shots



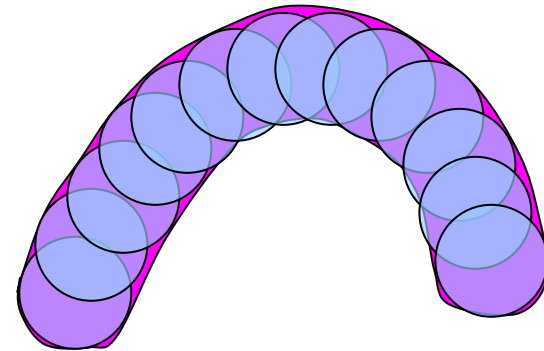
Target Shape



40 Conventional VSB Shots

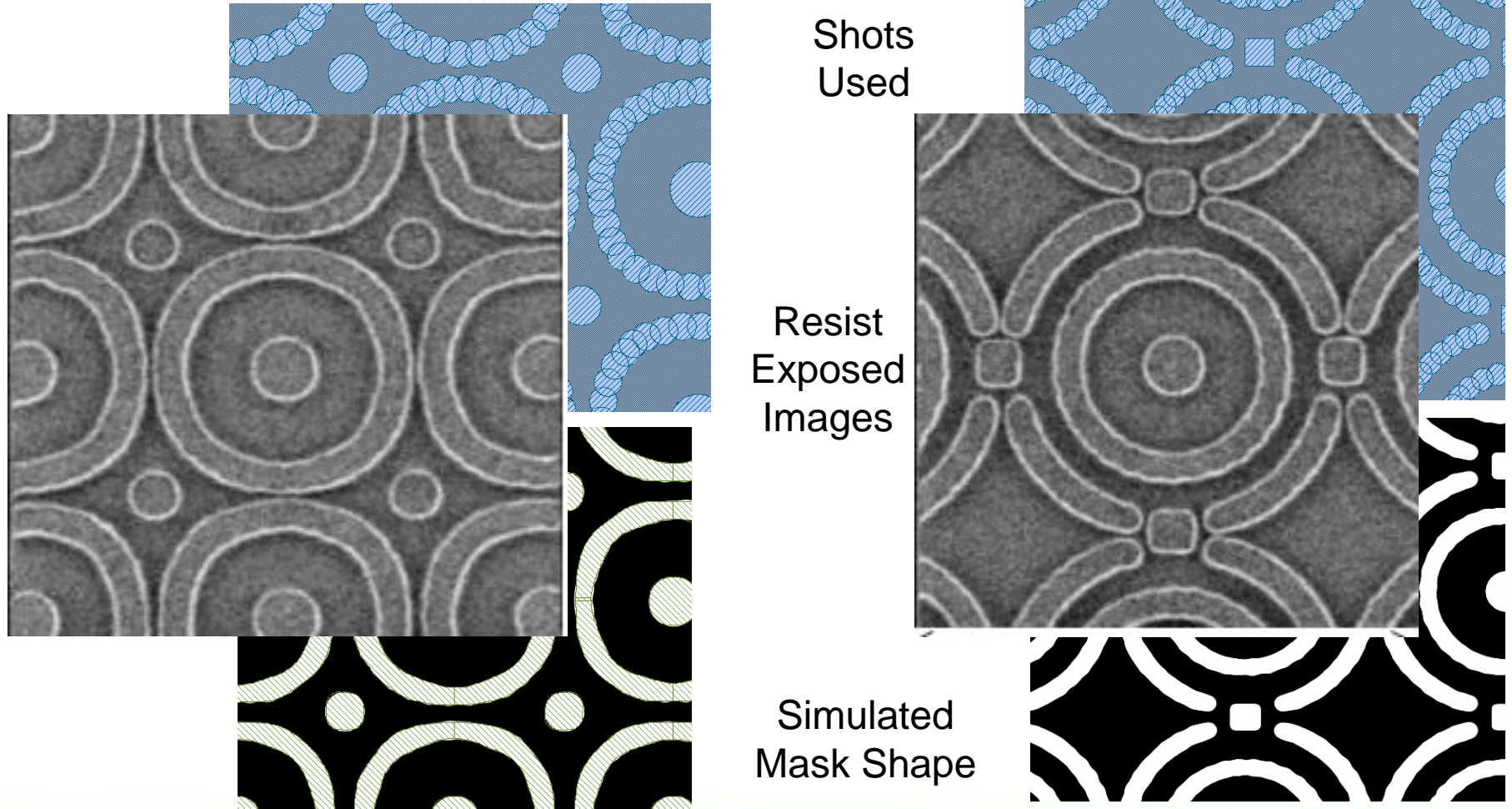


15 Overlapping VSB Shots



13 Overlapping Circles

Smooth Curves with Practical Write Times through DFEB





Member Companies & Advisors



Marty Deneroff
Consultant



Jack Harding
eSilicon



Colin Harris
PMC-Sierra



Riko Radojic
Qualcomm



Jean-Pierre
Geronimi
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Beam
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