

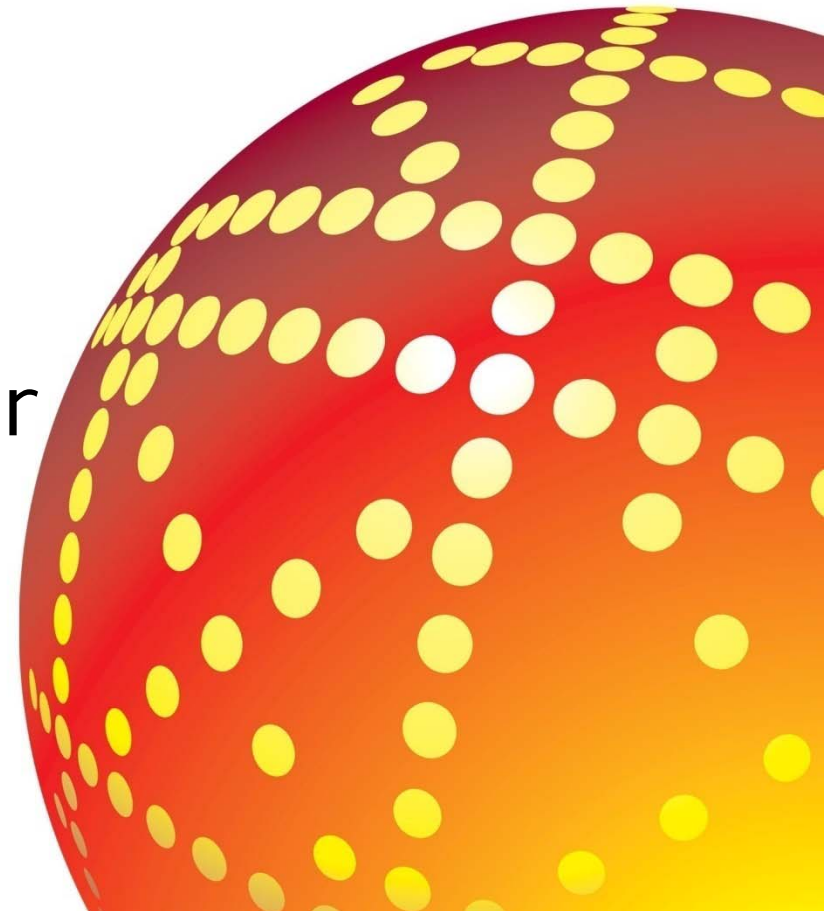
# Extreme Patterning Solutions

Luigi Capodieci, Ph.D.

R&D Fellow, DFM Director



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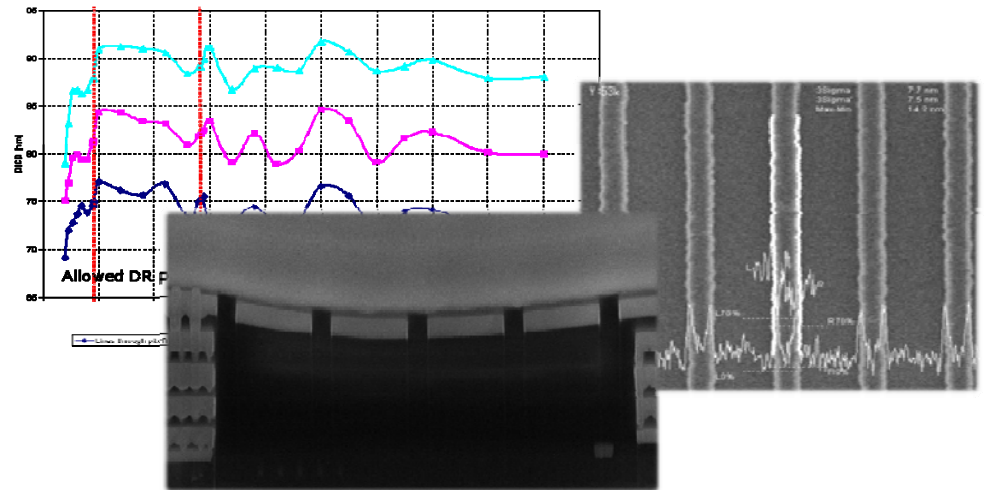
# Outline

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- Patterning in *perspective*:
  - **Variability** in Lithographic Processes
  - Manufacturing **Costs and Trends**
- Patterning and Physical Design
  - The case for DFM (Design for Manufacturing)
- Advanced Patterning at 22nm and below
  - Systematic approaches to **managed variability**
  - Source Mask/Design Optimization and “*pixelated*” OPC
- Extreme Patterning Solutions at 20nm and below:
  - Dual Mask (and Multi-Mask) Patterning Schemes
  - Novel Process Integration Schemes
  - EUV: good progress, but timing risk
- Analysis and Conclusion: “State” of Patterning

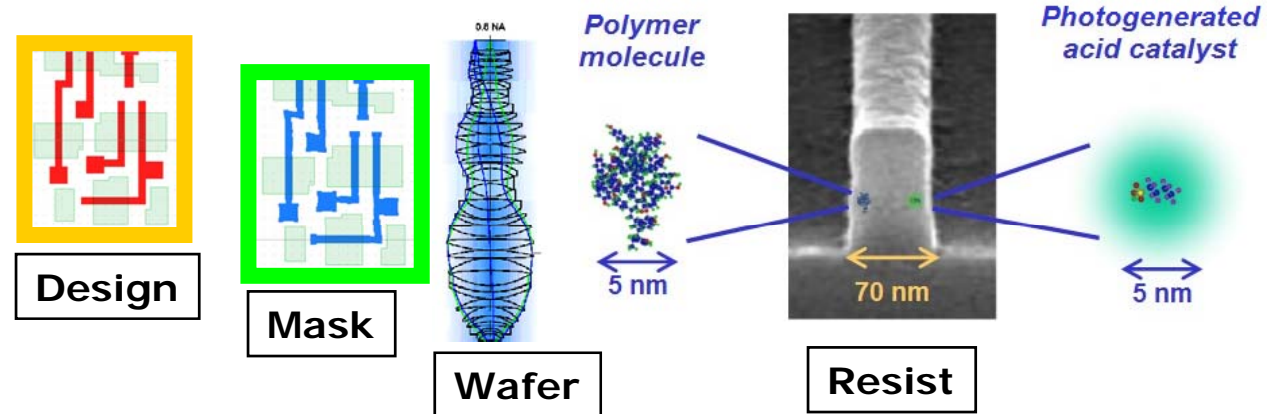
# Variability: key to patterning

- At the limits of the “geometric scaling roadmap”: **variability** as a percentage of feature size increases:
  - atoms don’t scale
  - $kt/q$  doesn’t scale
  - photons don’t scale
- Main factors:
  - Intrinsic process variability
  - Environmental effects
  - Physical limits
- Variability affects Yield, Performance, and Power
- Variability can be classified as “random” and “systematic”
  - Physical limits cause “random” variations (e.g. dopant fluctuations)



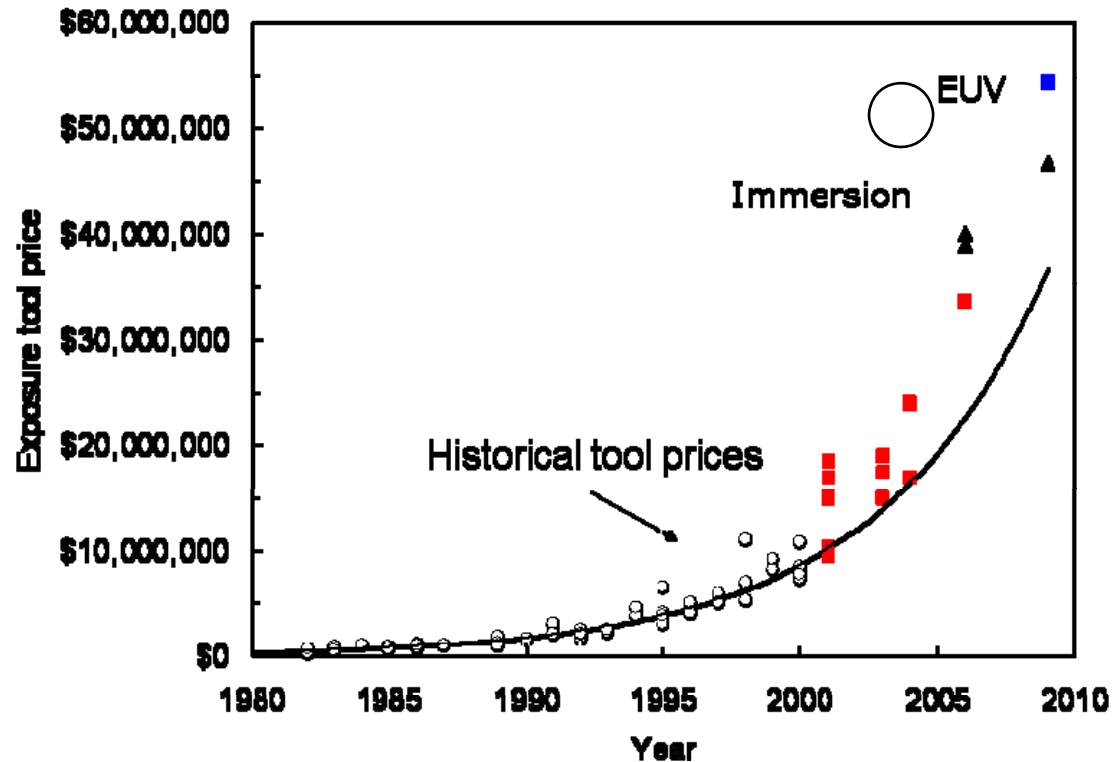
# Variability: length scale

- Variability occurs at different length scales
  - Across a single transistor (or wire)
  - Transistor to transistor
  - Across Die
  - Across Wafer
  - Wafer to Wafer
  - Lot to Lot



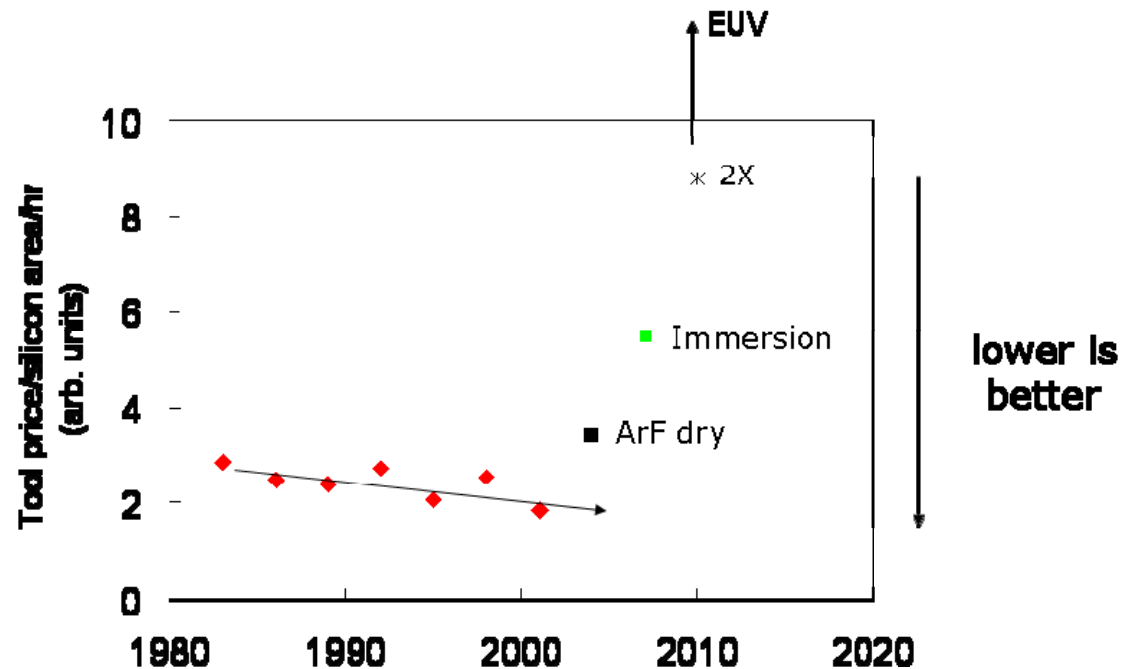
- Often systematic effects are considered random only because it is difficult (or impossible) to characterize them

# Lithography Process Costs



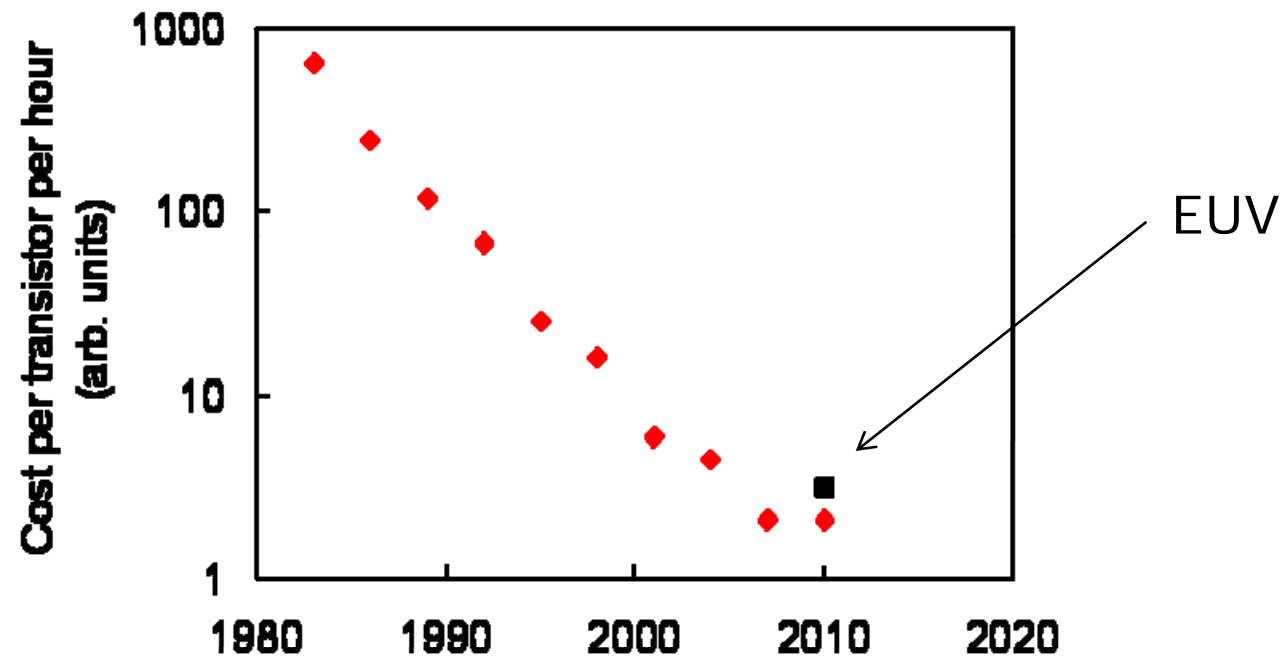
- Costs of Single tool increasing by ~3x every 5 years
- Scanner for 45nm node costs \$40m

# Lithography Costs Per Unit Area

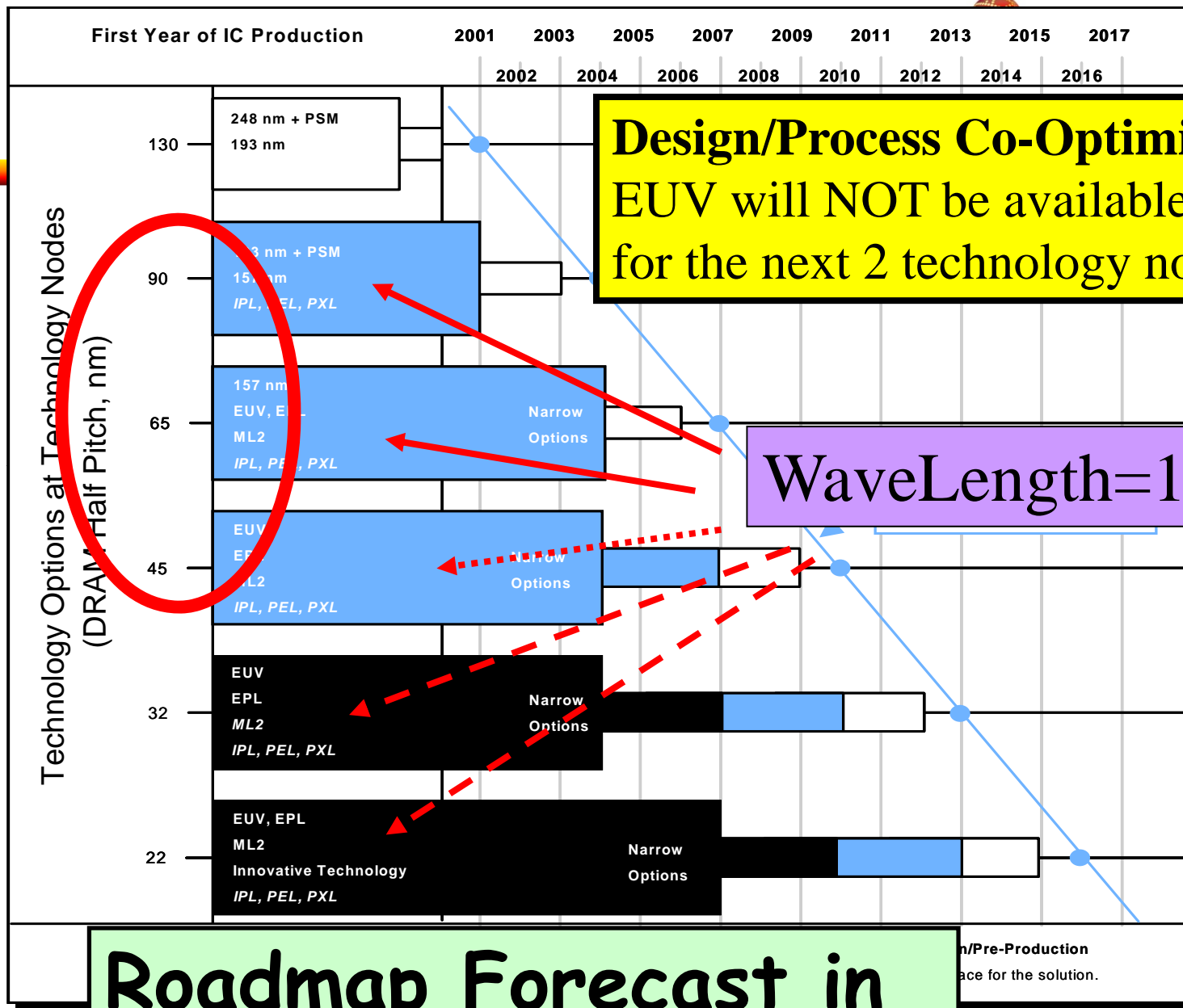


- Wafer Size increases
- Scanner Throughput (wafers per hour) increases
- Net: cost per unit area declined down to 65nm node
  - **Increasing for 45 and 32nm nodes**
- Supports relatively constant cost per chip

# Lithography costs – Per Transistor



- Rapidly decreasing cost per transistor fuels semiconductor device and product innovation



**Design/Process Co-Optimization:**  
 EUV will NOT be available  
 for the next 2 technology nodes

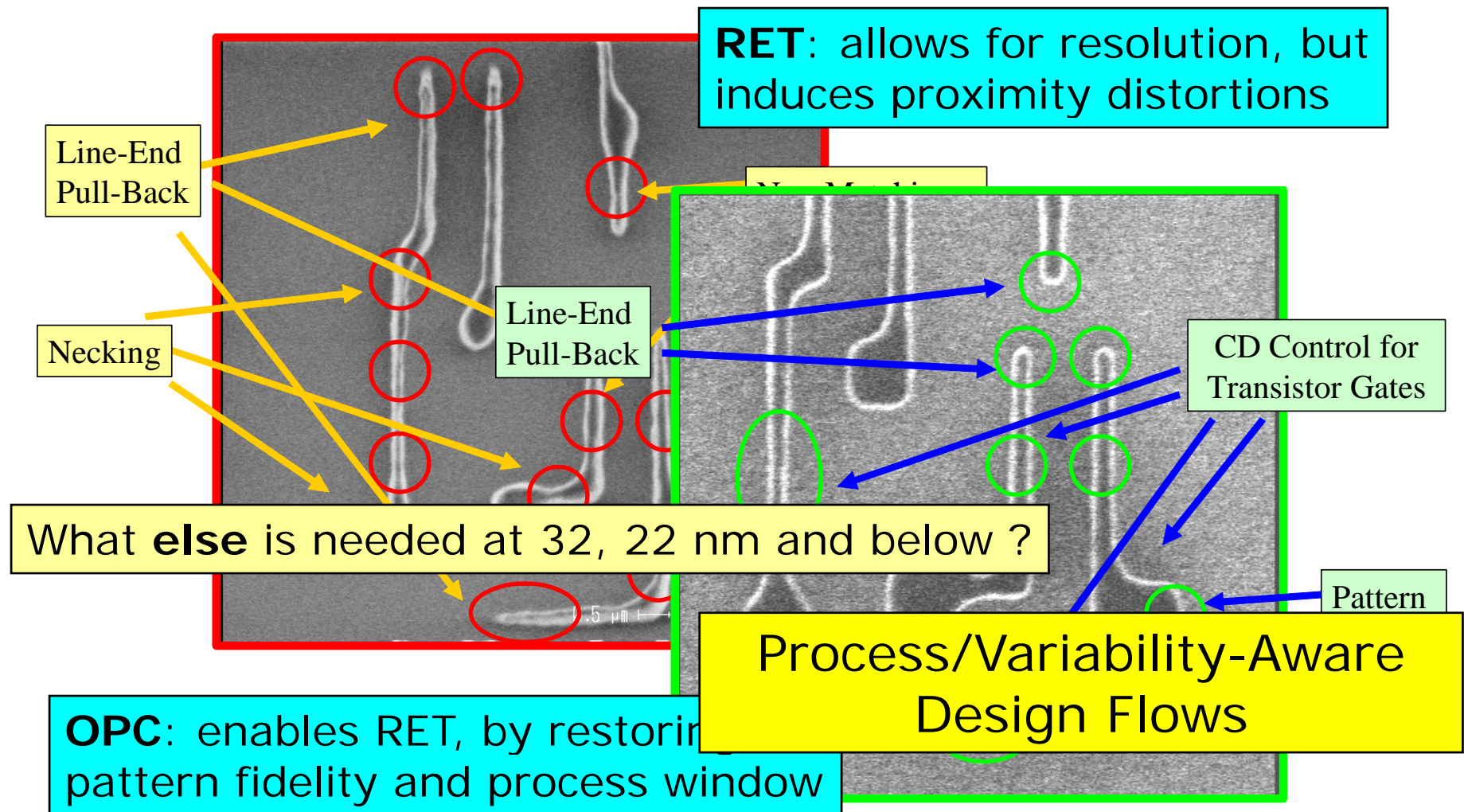
WaveLength=193nm

Roadmap Forecast in

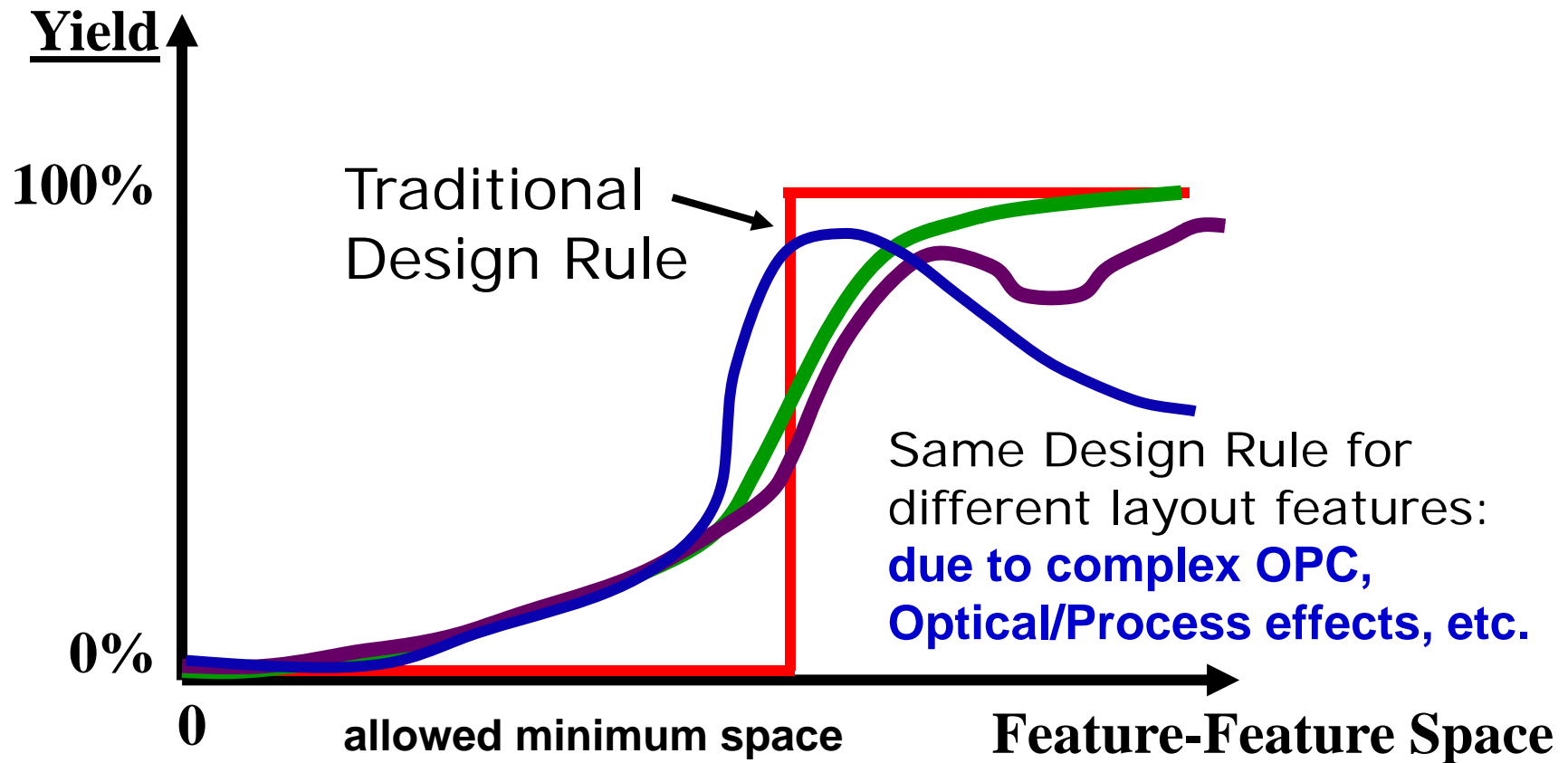
2001



# Patterning and Physical Design at 45nm

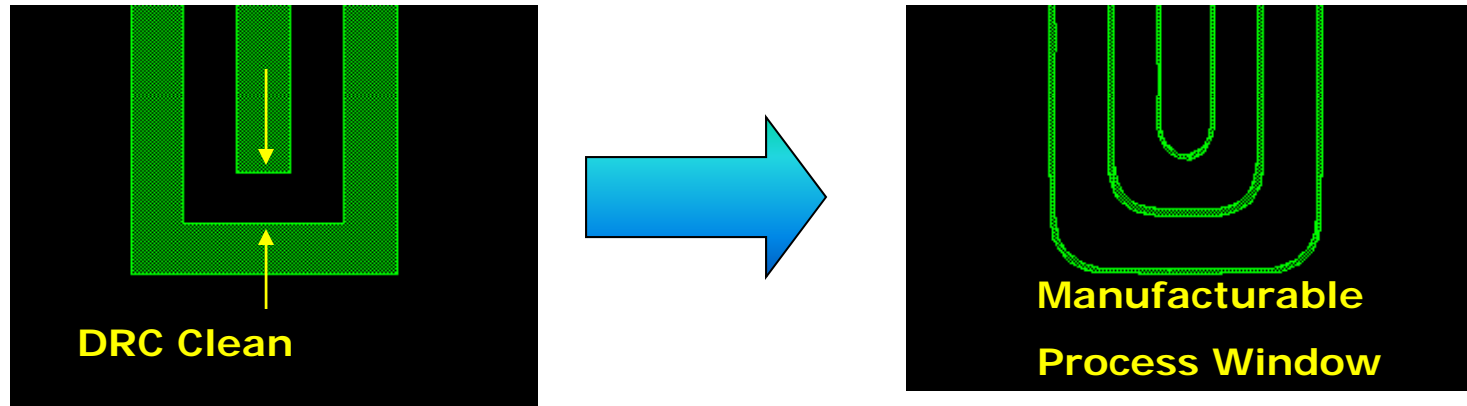


# Layout dependent Yield

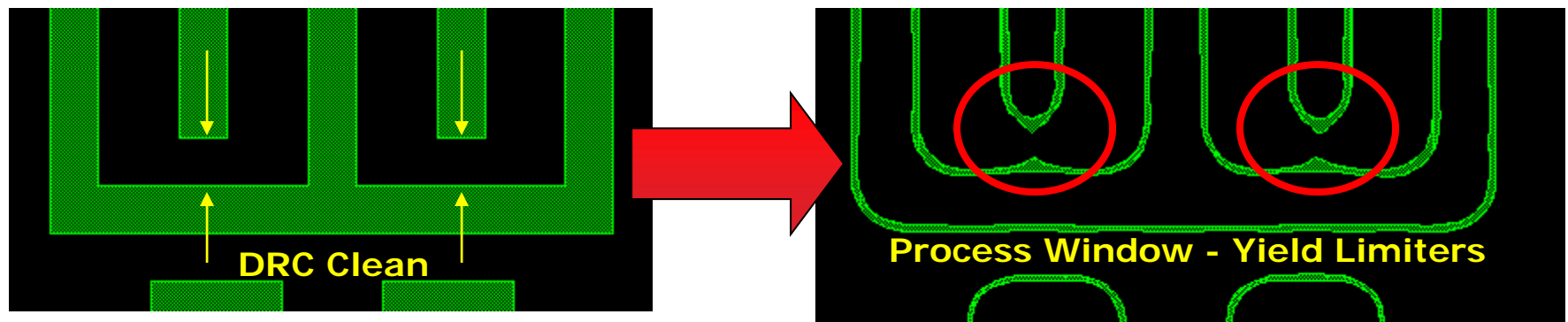


Courtesy of Kevin Lucas (Freescale, Synopsys)

# Yield vs. Design Rules at 32,28 and 22 nm

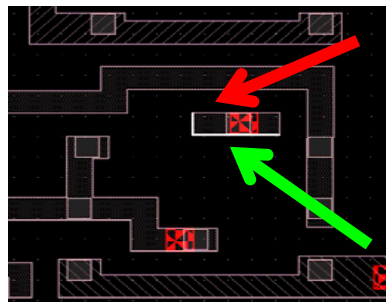
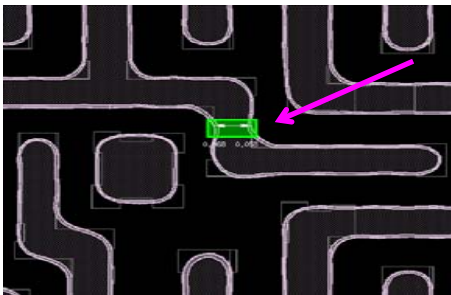
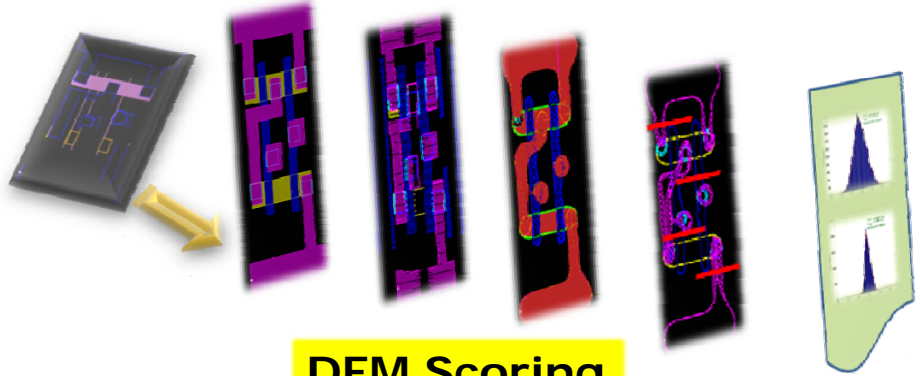
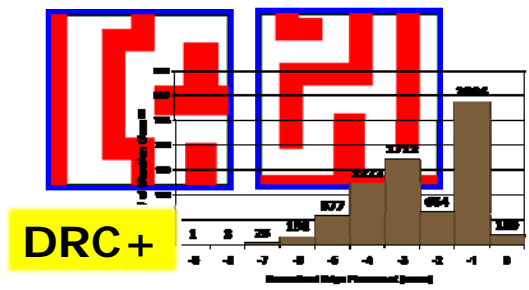


**Design-Rules Compliance does NOT guarantee Yield due to:  
Non-Linearity Effects Induced by Sub-Wavelength Fabrication.  
Furthermore OPC **cannot fix** all Yield Limiters configurations**

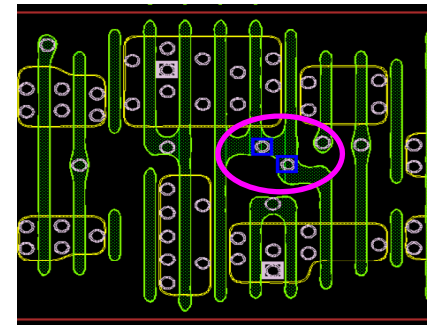
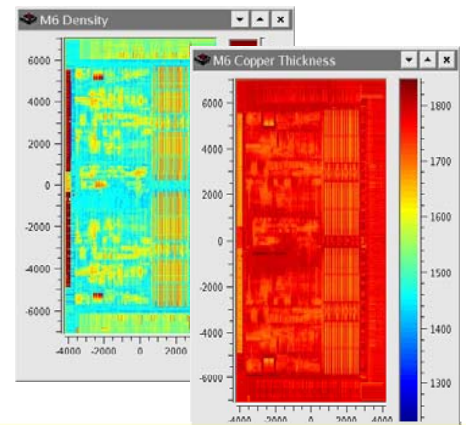


# DFM – Enabling First-Silicon-Success

**DFM Solutions @GLOBALFOUNDRIES**  
*A superior portfolio of TOOLS and SERVICES*



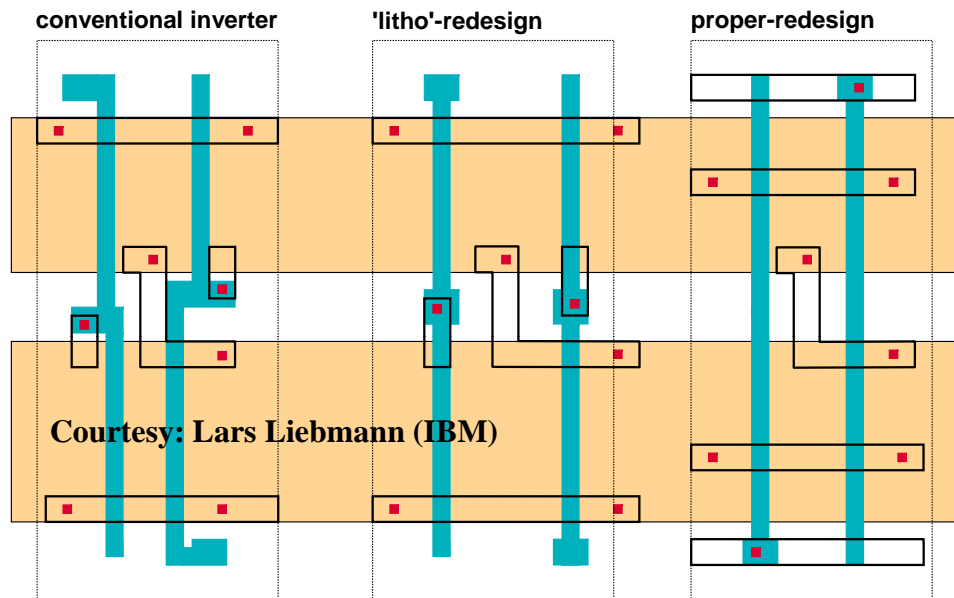
**YRC - Rule-Based DFM**



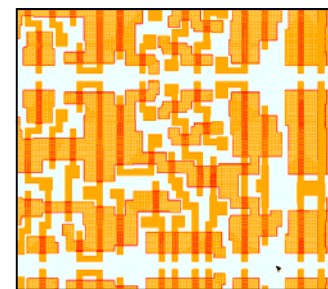
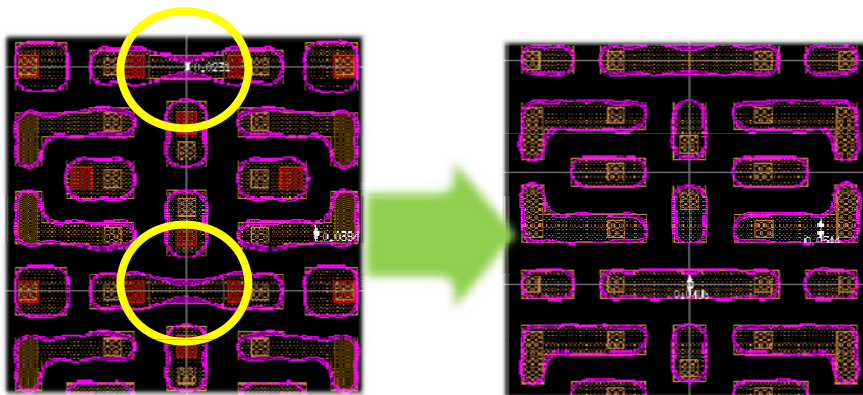
**Hotspot Verification**

10/20/2009

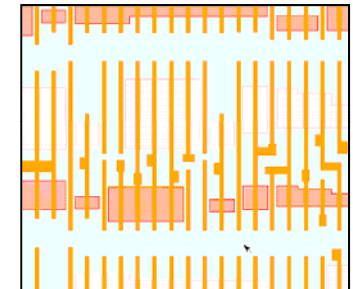
# Physical Layout Re-Design (32,28nm)



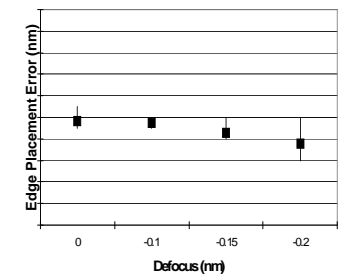
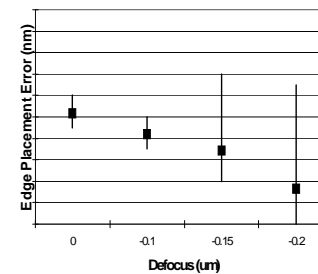
Courtesy: Lars Liebmann (IBM)



Conventional Layout



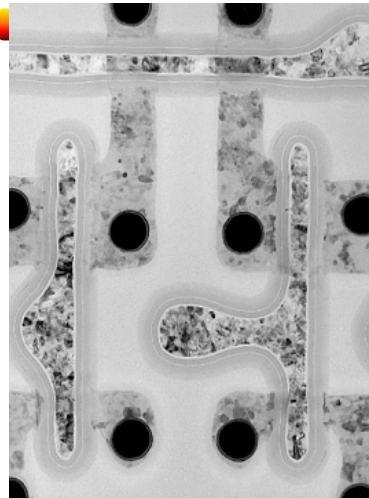
Restricted Design Rules



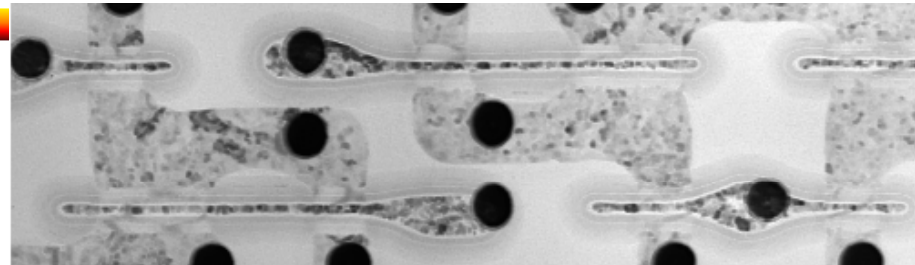
**CD Variation Post-OPC: 10,000 gates simulated**



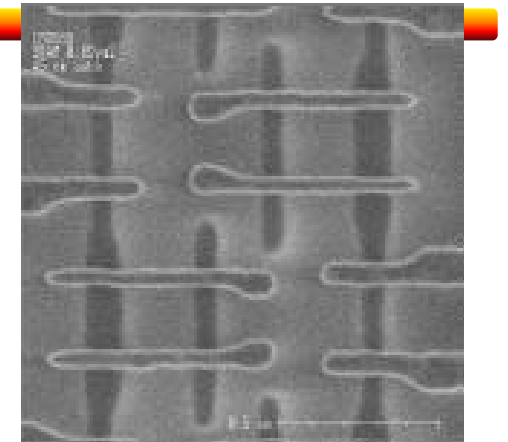
# Long History of Lithography and Layout Co-Optimization



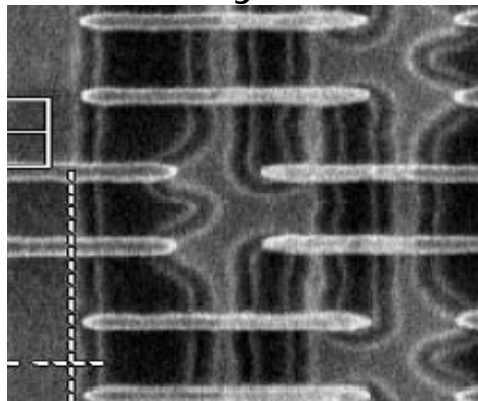
130nm SRAM  
 Traditional layout



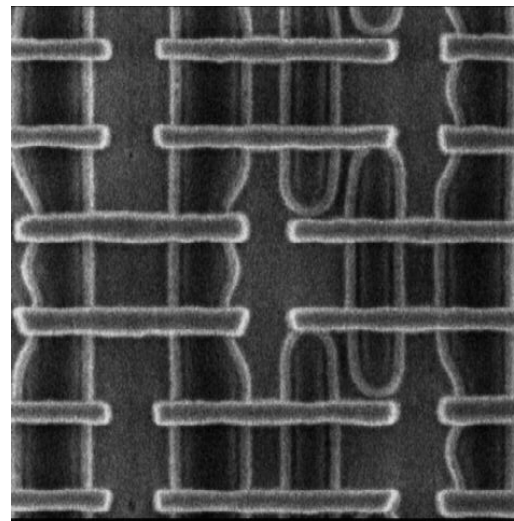
90nm SRAM  
 Uni-directional poly



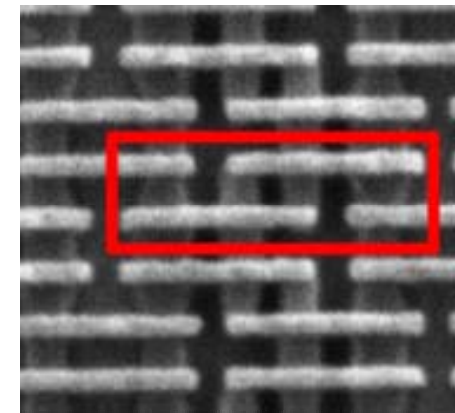
65nm SRAM  
 Uni-directional active



45nm SRAM



32nm SRAM



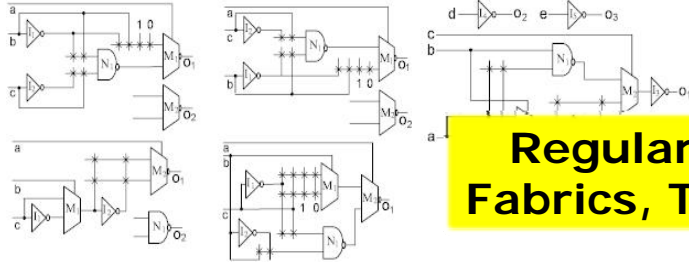
22nm SRAM

Immersion, uniform poly CD

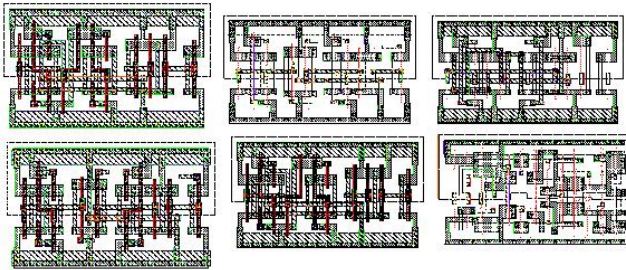
Double patterning

Higher NA immersion

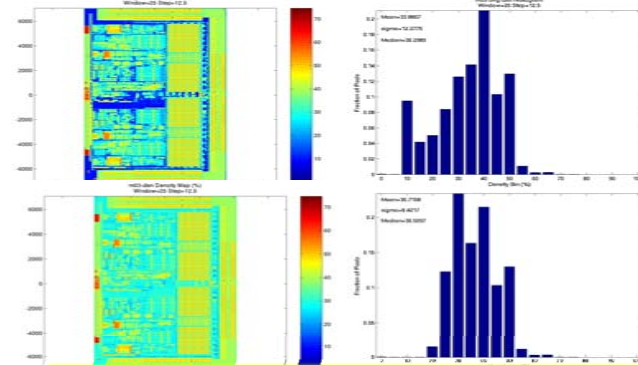
# Bridge to 22nm: Process-Aware Design



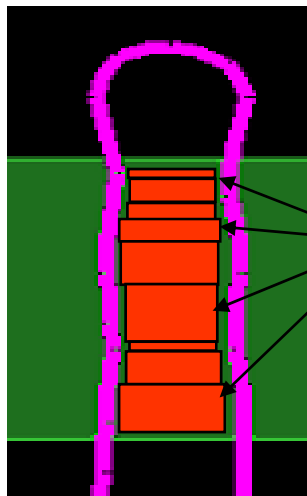
**Regular Layout  
Fabrics, Templates**



**Design/Process  
Co-Optimization**

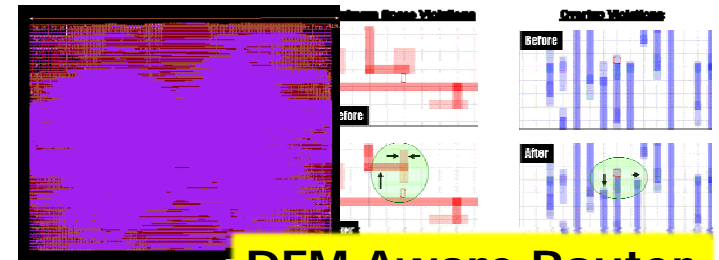
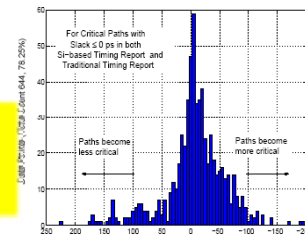
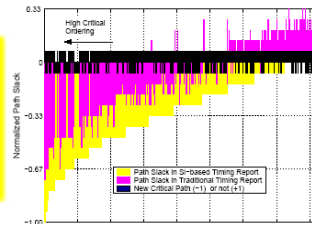


**Smart Fill/CMP Modeling**

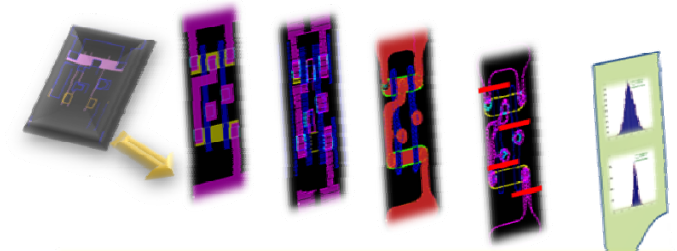


**Non-Rectangular  
Transistor  
Modeling**

**Si-Based  
Timing Analysis**

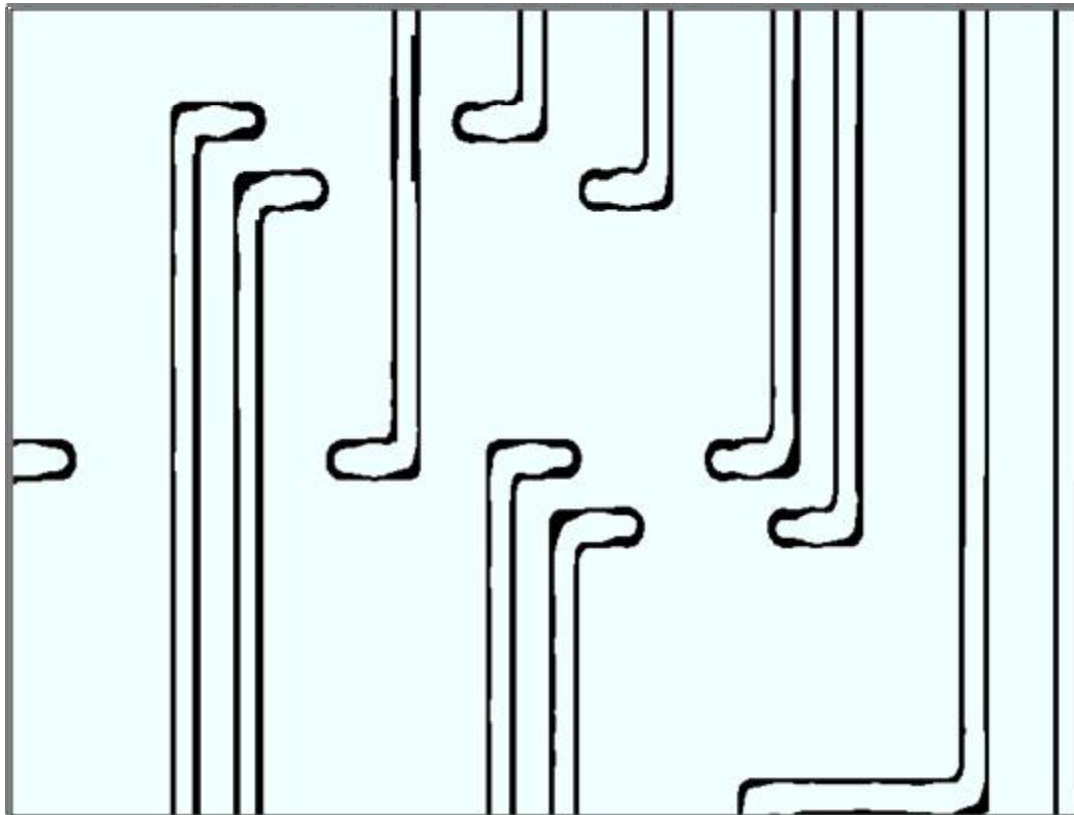


**DFM Aware Router**



**DFM Scoring (CAA/CFA)**

# Mask Optimization (MO): Inverse Lithography Model-Based Assist Features



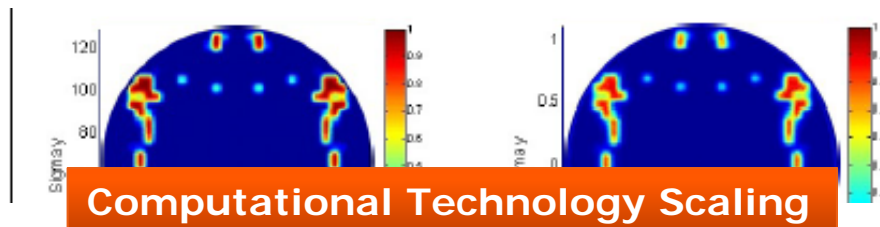
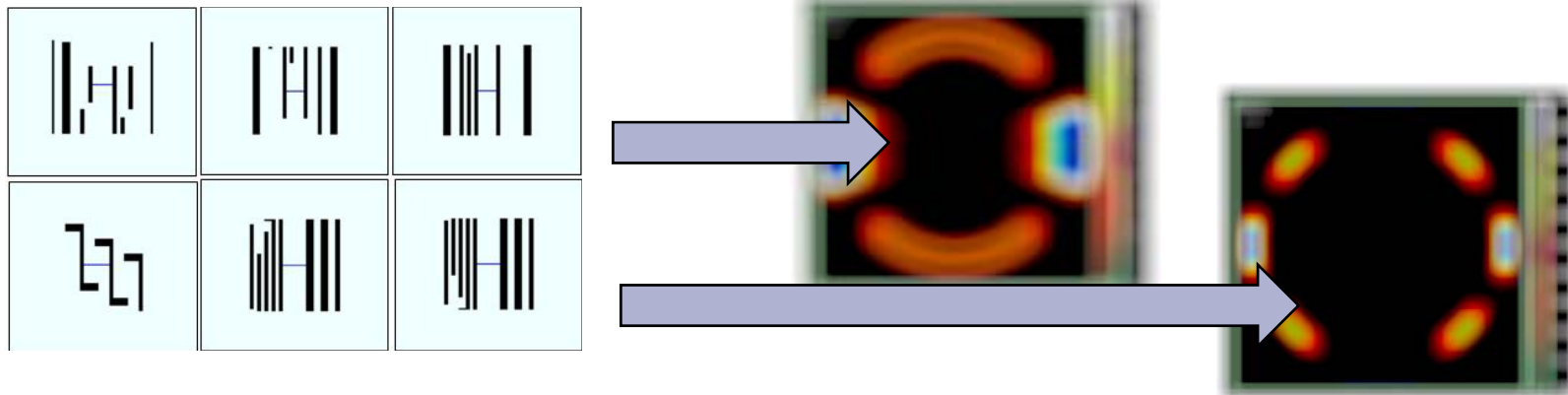
**Process Variation Band**

Yi Zou,  
L. Capodieci, C. Tabery  
SPIE XII - 2009

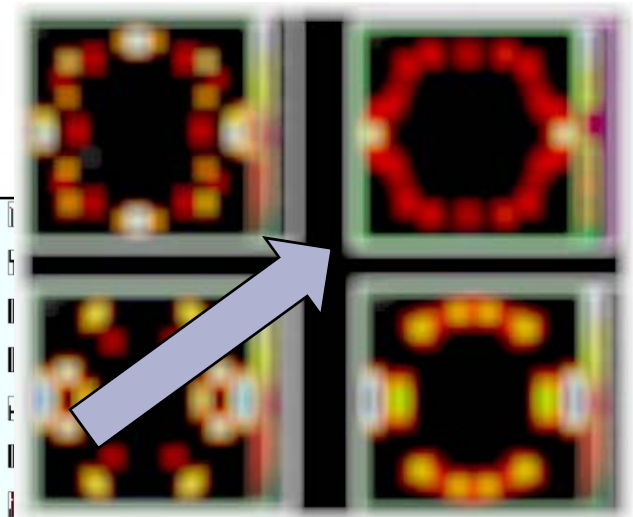
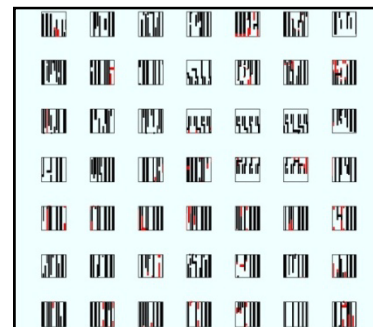
- Various inverse lithography methods for model-based AF insertion have been proposed
- Given a pixel-based objective function, inverse lithography synthesizes mask shapes, based on optical image analysis
- The mask synthesis process generates “corrected” shapes surrounded by AF shapes, both positive and negative



# Source Optimization (SO)



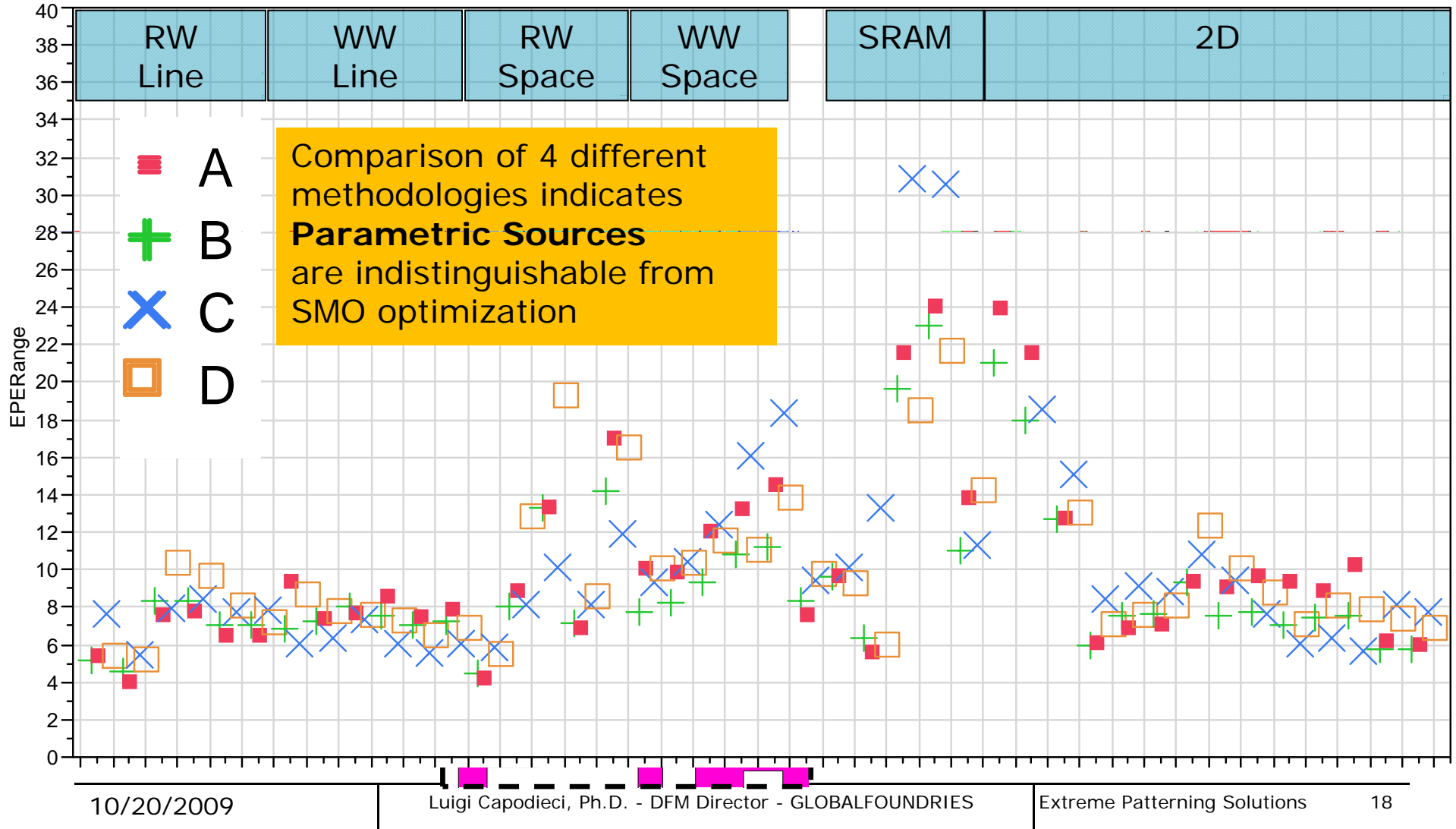
- Algorithm:
  - Optimize illumination source **parameters** based on a library of layout features (1D, 1.5D, 2D)



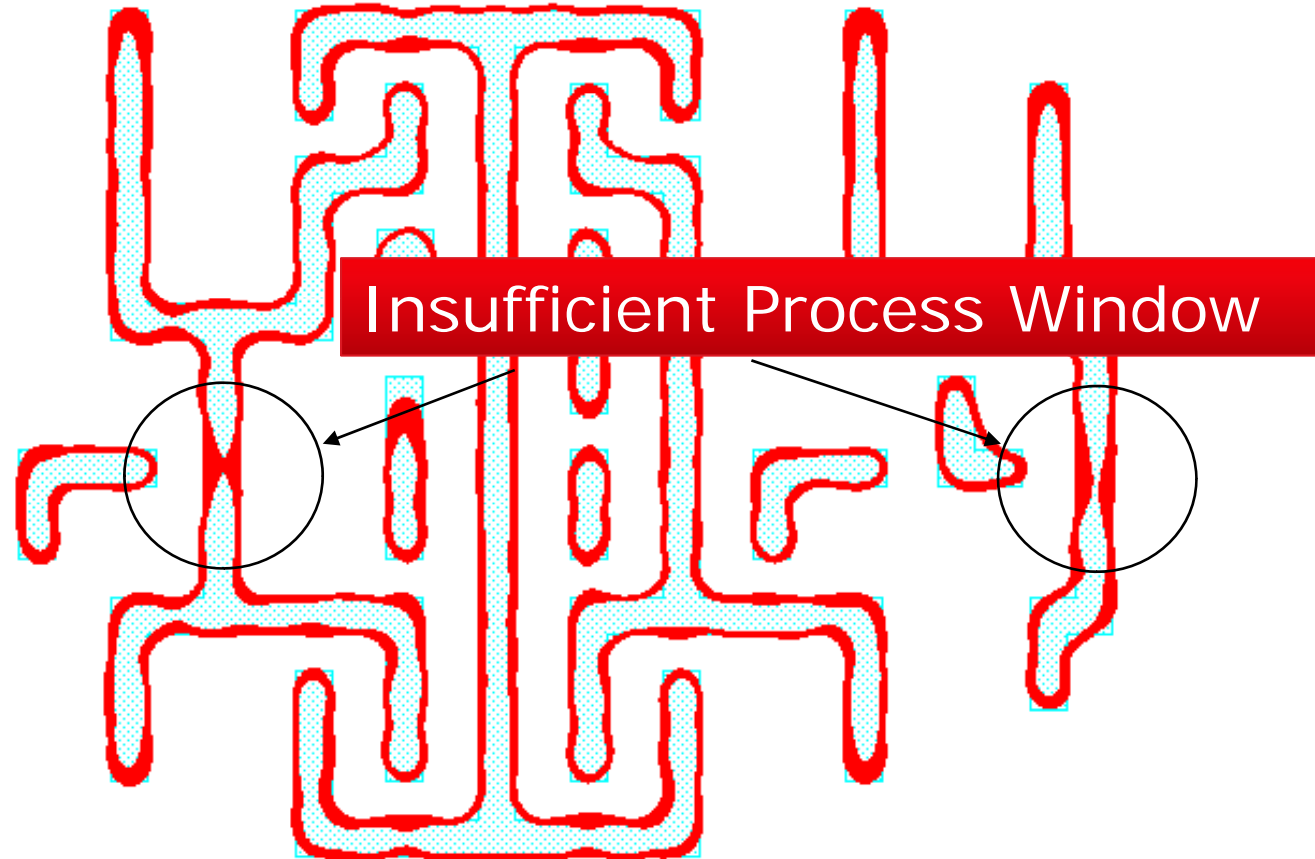


# Simultaneous Source Mask Optimization

## SMO: Theory and Reality



# Limitations of RET and SMO at 22nm

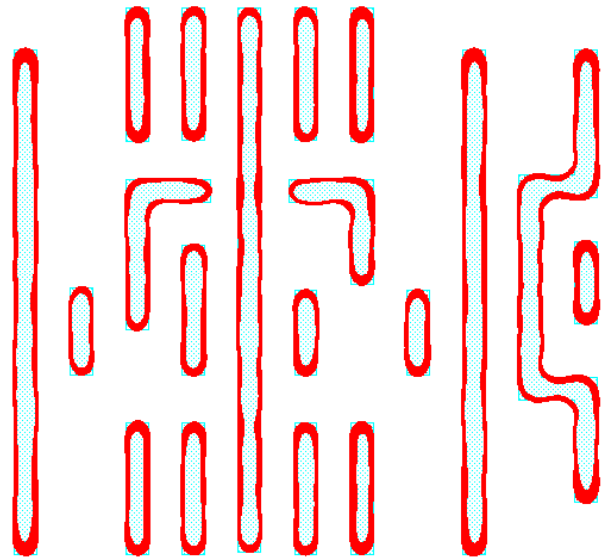


$k_1 \sim 0.35$

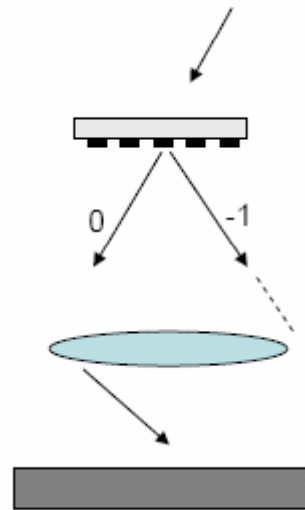
Dr. Jongwook Kye  
Strategic Lithography  
GLOBALFOUNDRIES



# DFM + Restricted Design Rules at 22nm

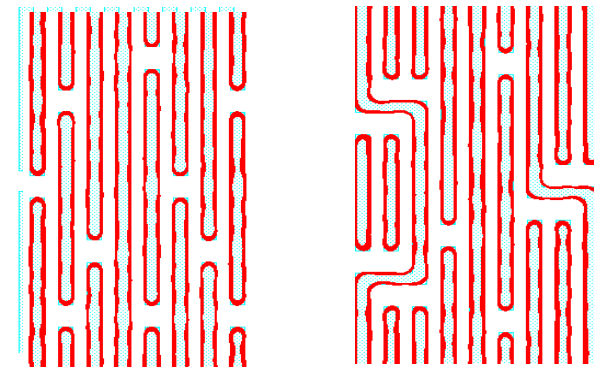


$k_1 \sim 0.35$



... still cannot  
violate physics laws

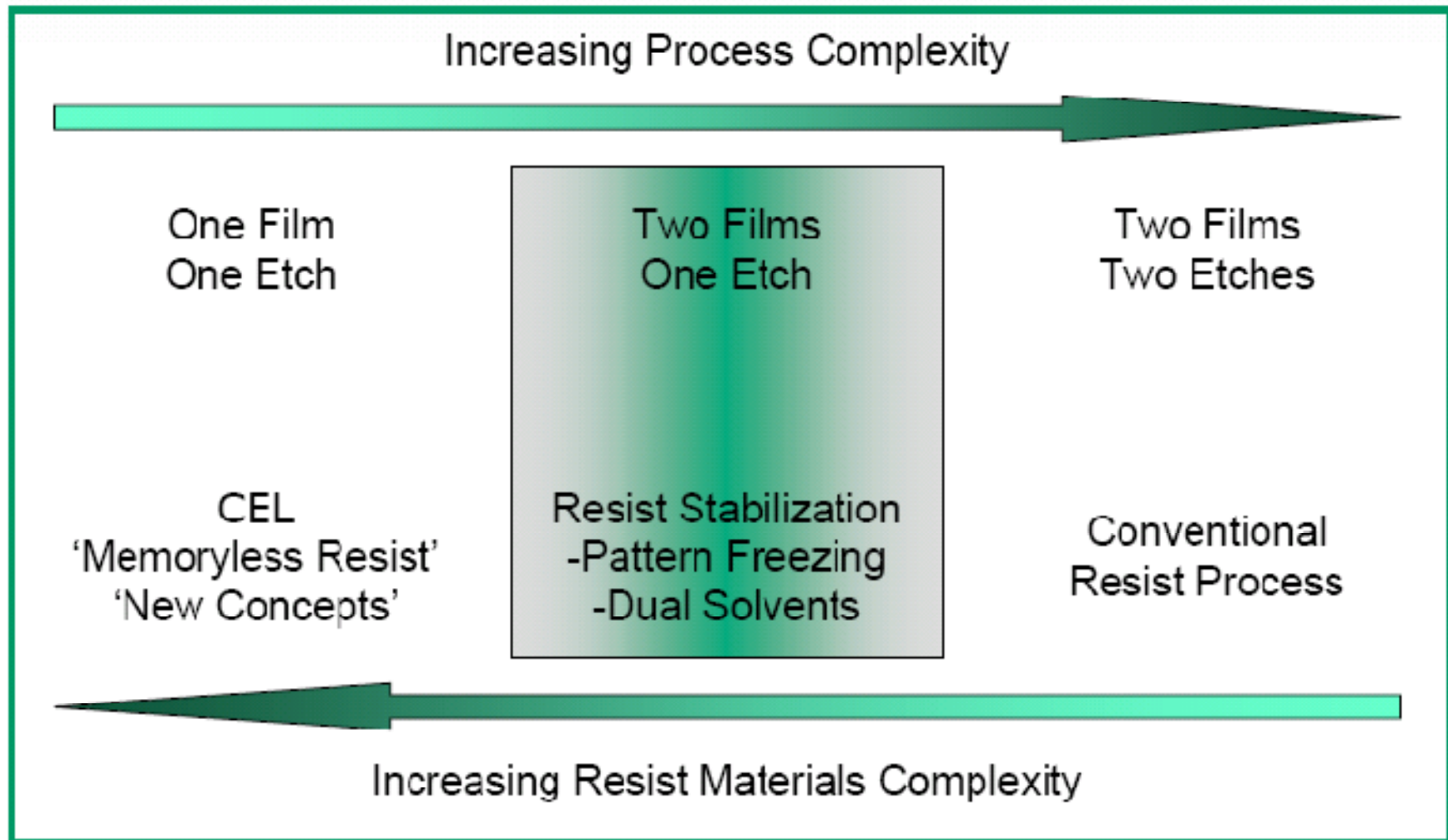
Process/Design  
Co-Optimization  
could postpone  
the introduction of  
double patterning



$k_1 < 0.35$

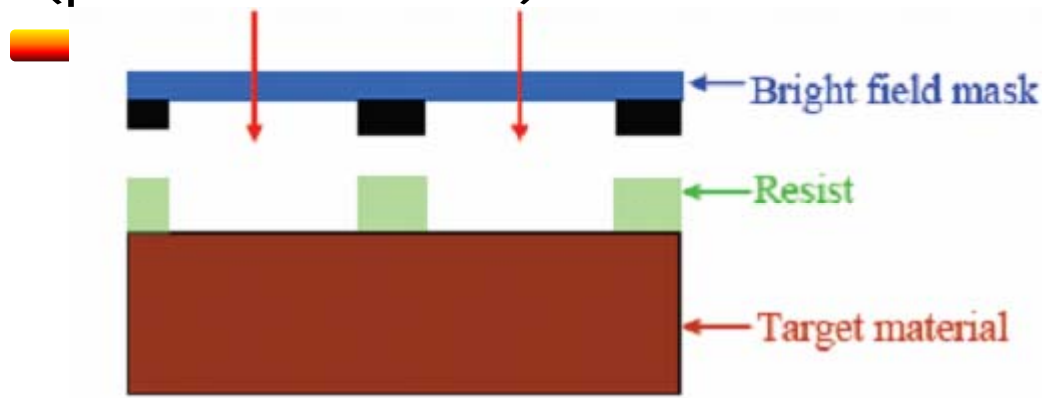


# Double Exposure/Double Patterning at 20nm and below

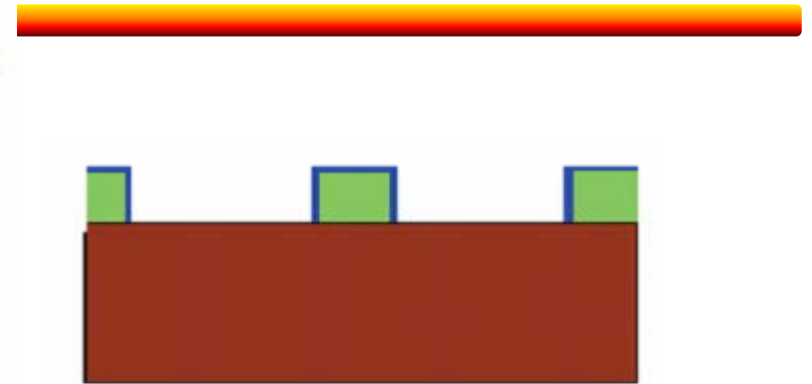




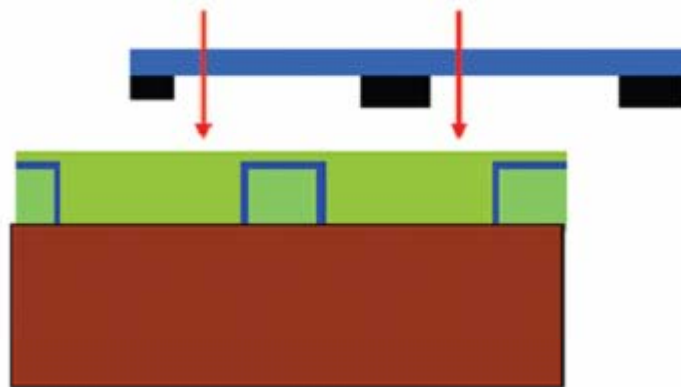
# Double exposure single etch (pattern freeze)



1. Narrow line printing



2. Pattern freeze



3. 2<sup>nd</sup> patterning

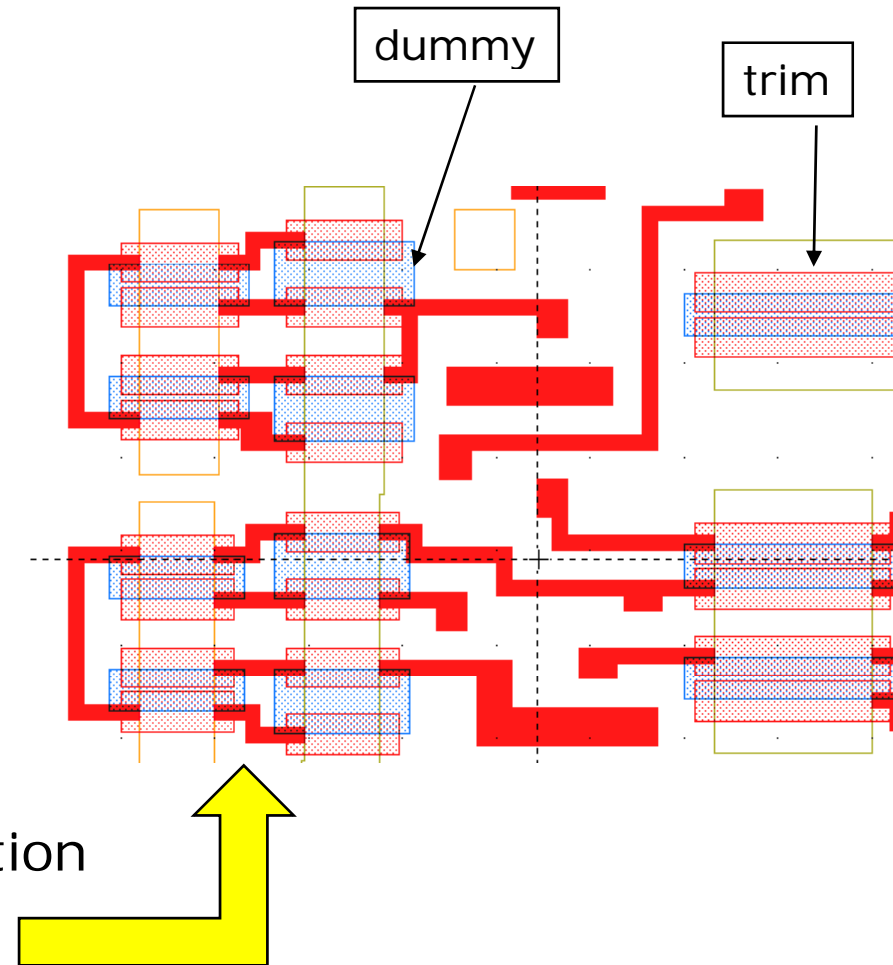
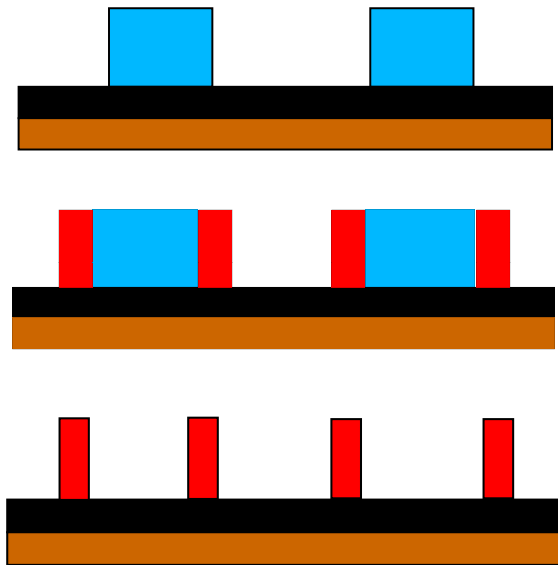


4. Etch transfer

- Positive resist is advantageous for narrow resist line printing
- Positive resist pattern freeze is challenging



# Sidewall Image Transfer (SIT) Self-Aligned Double Patterning (SADP)



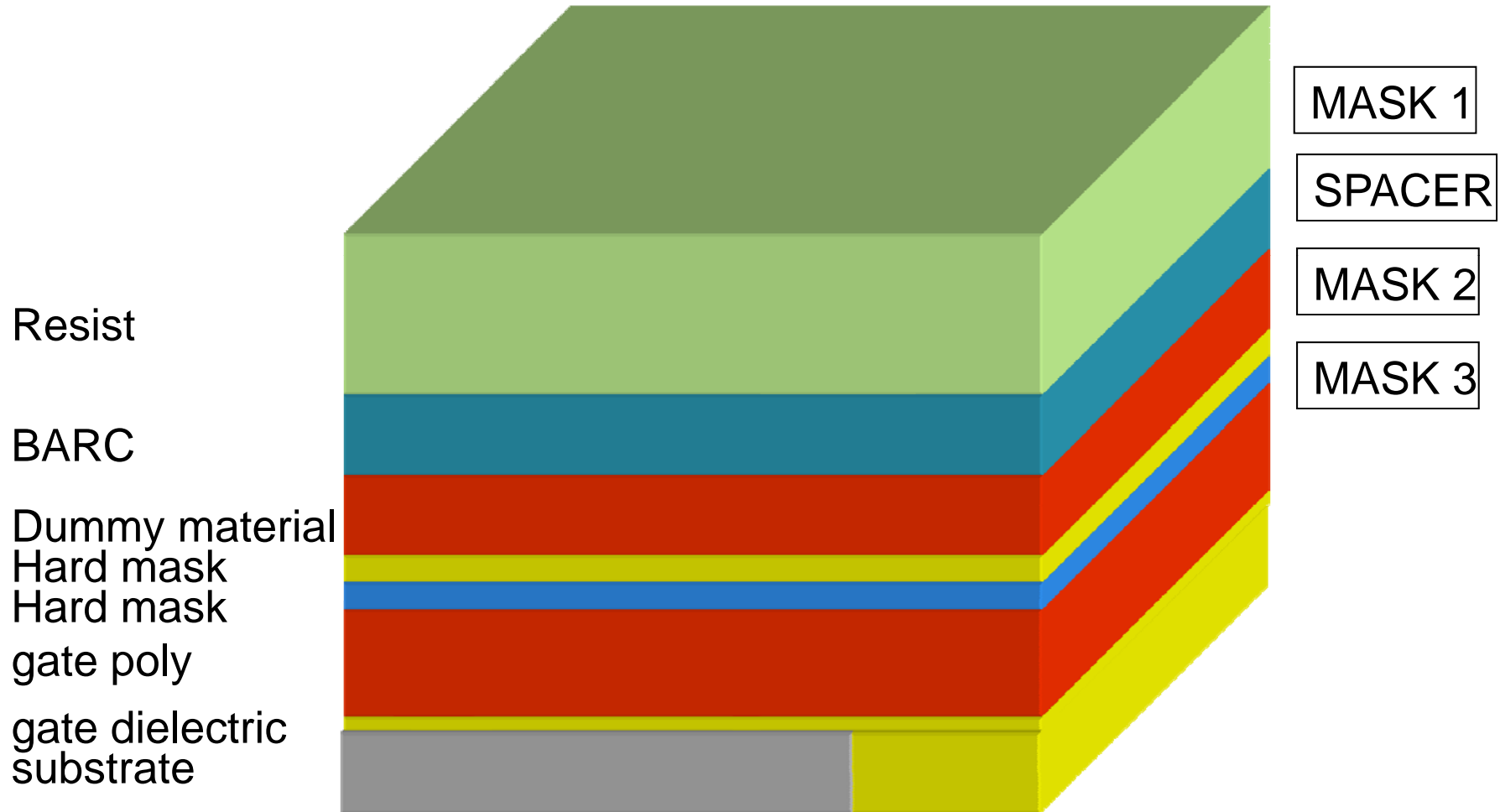
- Straightforward concept in 1D
- For unrestricted 2D layouts:
  - Complex Layout Decomposition
  - Multiple Mask Steps

# Spacer-defined patterning: Complex Process Integration



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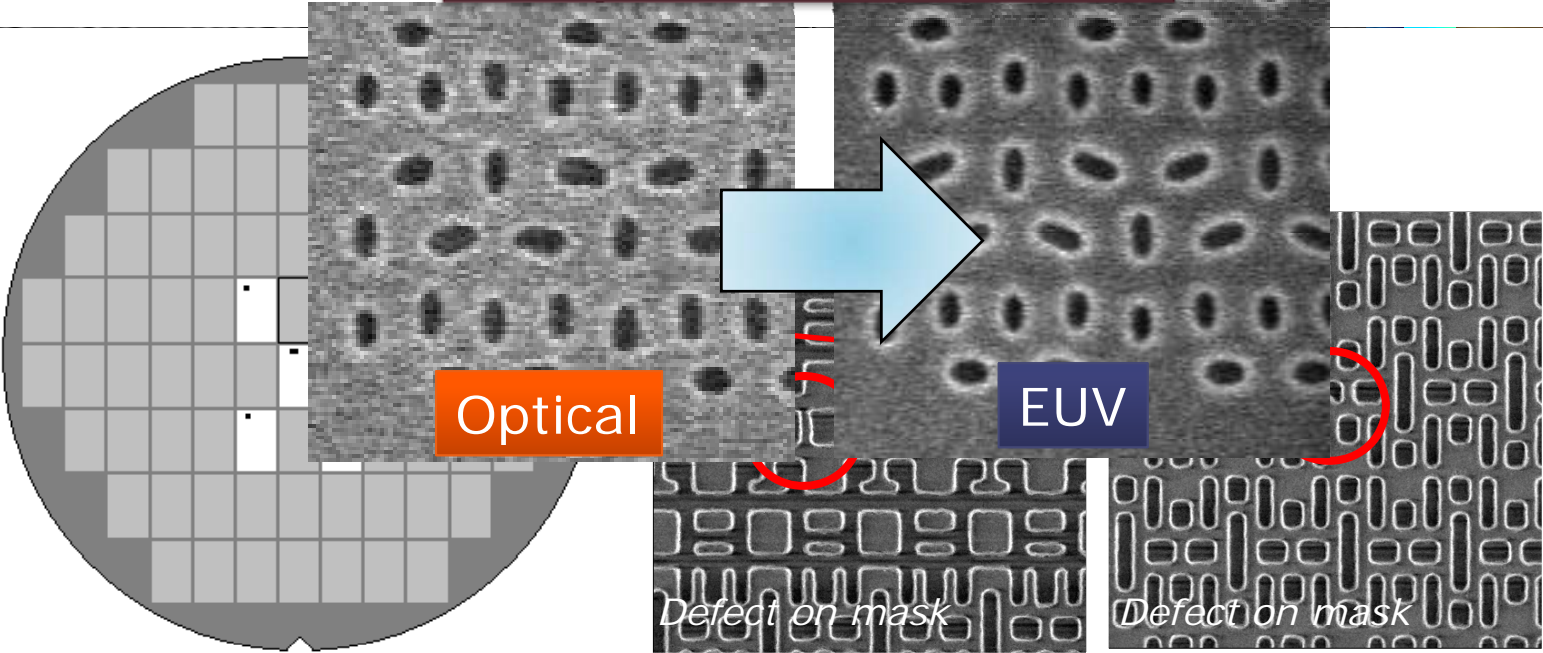




# 1<sup>st</sup> Full-Chip EUV Demo: GF/AMD & IBM

Low defectivity

Only Steady progress, but late for introduction at 20nm on

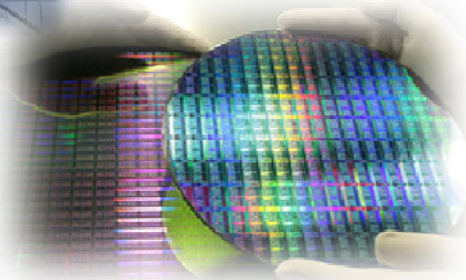
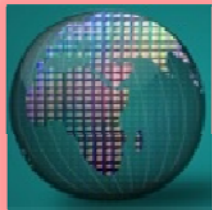
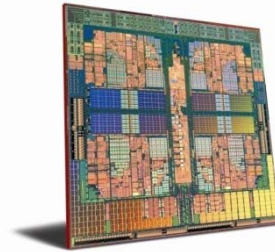


## Summary: Current “State” of Patterning

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- Extreme RET (DFM, SMO, ...)
    - Viable to 22nm
  - Double Patterning (or Multi-Mask Patterning)
    - Needed at 20nm, issues of cost and process complexity
  - EUV:
    - Steady progress, but late for introduction at 20nm
- 
- Nano-Imprint
    - Problems: Defectivity, Overlay, Throughput
  - Directed Self-Assembly
    - Still in “demo” phase. Can DNA scaffolding provide a breakthrough?
  - Maskless
    - Might work for low-volume, issues of low throughput

# Acknowledgments



Jongwook Kye, Ryoung-han Kim,  
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Rich Klein, Norma Rodriguez,  
Marilyn Wright, Rolf Seltmann,  
Cyrus Tabery, Sarah McGowan,  
Carl Babcock, Chris Spence,  
Yi Zou, Jie Yang, Vito Dai, Ethan  
Cohen, Uwe Hahn, Mark Craig,  
JR Zhou,  
Ed Roseboom, Stefan Roling,  
FAB1/A/B, Norman Chen,  
Chidam Kallingal, Jason Cain, ...



... and many, many others at  
GLOBALFOUNDRIES and AMD