

Section 5: Thin Film Deposition
part 1 : sputtering and evaporation

Jaeger Chapter 6

Vacuum Basics

1. Units

- 1 atmosphere = 760 torr = 1.013×10^5 Pa
- 1 bar = 10^5 Pa = 750 torr
- 1 torr = 1 mm Hg
- 1 mtorr = 1 micron Hg
- 1 Pa = 7.5 mtorr = 1 newton/m²
- 1 torr = 133.3 Pa

2. Ideal Gas Law: $PV = NkT$

- $k = 1.38 \text{E-}23$ Joules/K
= $1.37 \text{E-}22$ atm cm³/K
- N = # of molecules (*note the typo in your book*)
- T = absolute temperature in K

3. Dalton's Law of Partial Pressure

For mixture of non-reactive gases in a common vessel, each gas exerts its pressure independent of others.

$$P_{\text{total}} = P_1 + P_2 + \dots + P_N \quad (\text{Total } P = \text{Sum of partial pressure})$$

$$N_{\text{total}} = N_1 + N_2 + \dots + N_N$$

$$P_1 V = N_1 kT$$

$$P_2 V = N_2 kT$$

.....

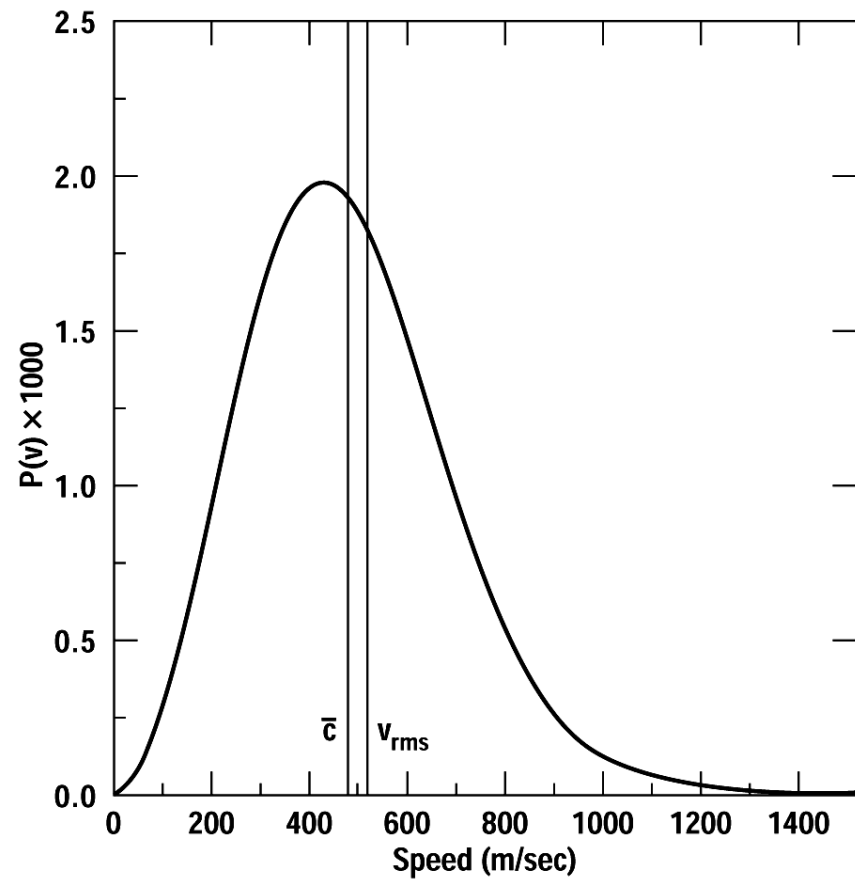
$$P_N V = N_N kT$$

4. Average Molecular Velocity

Assumes Maxwell-Boltzman
Velocity Distribution

$$\bar{v} = (8kT/\pi m)^{1/2}$$

where m = molecular weight of
gas molecule



5. Mean Free Path between collisions

$$\lambda = \frac{kT}{\sqrt{2} \pi d^2 P}$$

where n = molecular density = N/V ,

d = molecular diameter

[Note] For air at 300 °K, $\lambda = \frac{6.6}{P(\text{in Pa})} = \frac{0.05}{P(\text{in torr})}$

with λ in mm

6. Impingement Rate

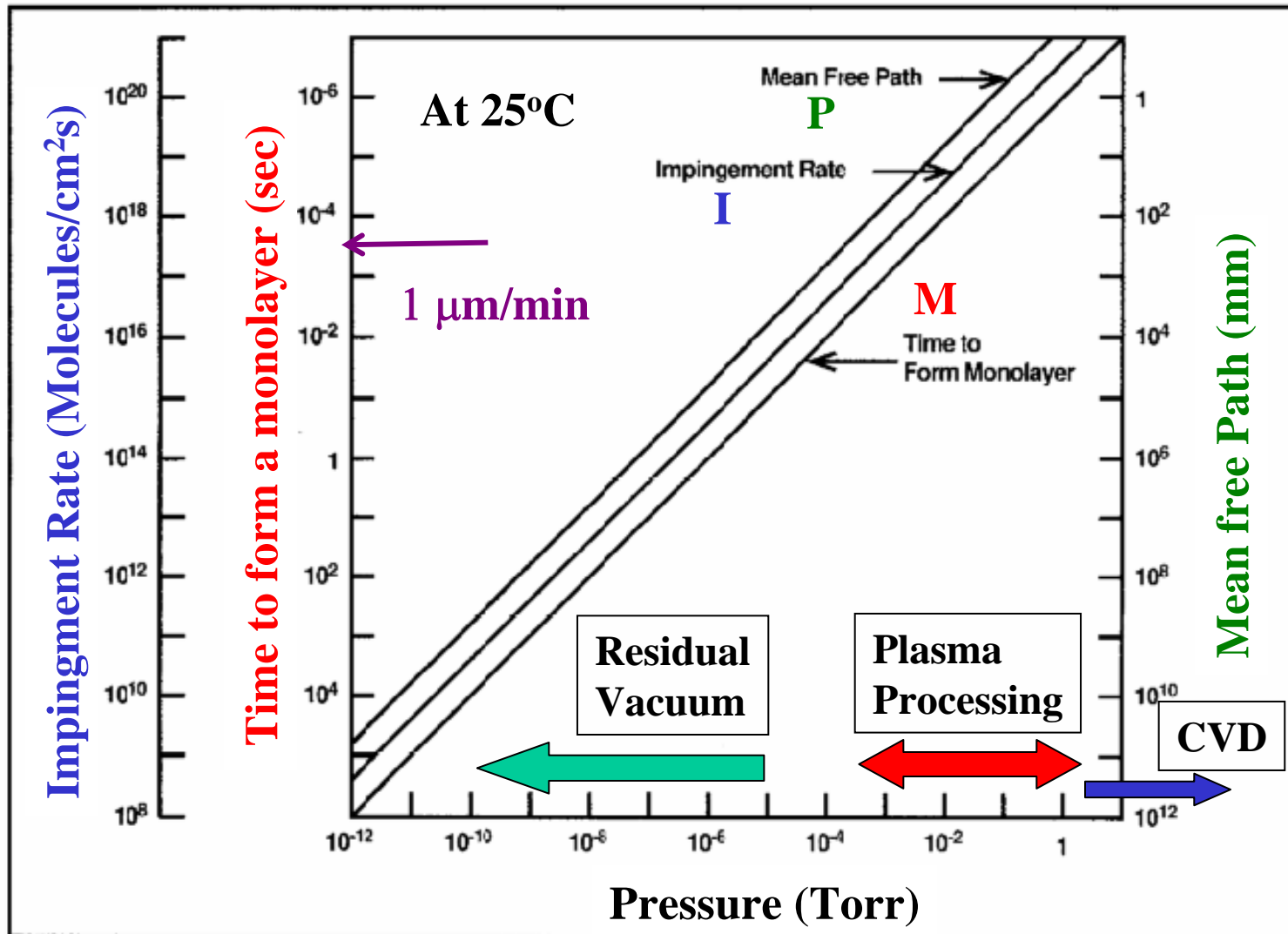
Φ = # of molecules striking unit surface /unit time.

$$= 3.5 \times 10^{22} \times \frac{P}{\sqrt{MT}} \quad \begin{array}{l} \text{in \#/cm}^2\text{-sec} \\ \text{with } P \text{ in torr, } M \text{ is the} \\ \text{molecular weight} \end{array}$$

Question

How long does it take to form a monolayer of gas on the surface of a substrate?

Vacuum Basics (Cont.)



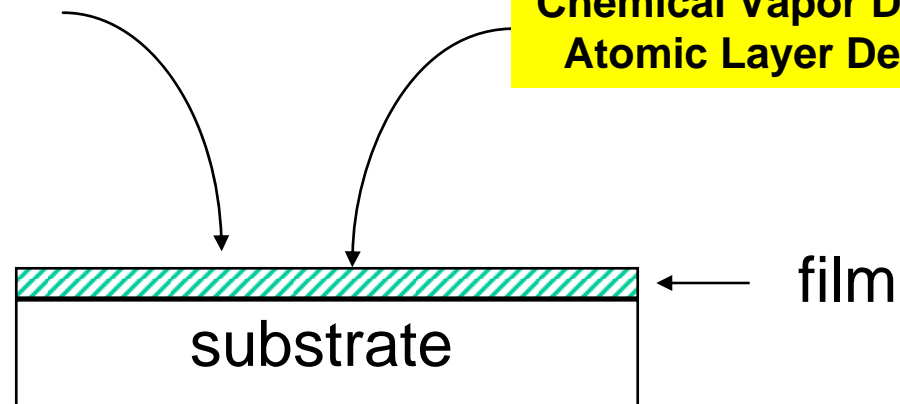
Thin Film Deposition

Physical Methods

Evaporation
Sputtering

Chemical Methods

Chemical Vapor Deposition (CVD)
Atomic Layer Deposition (ALD)



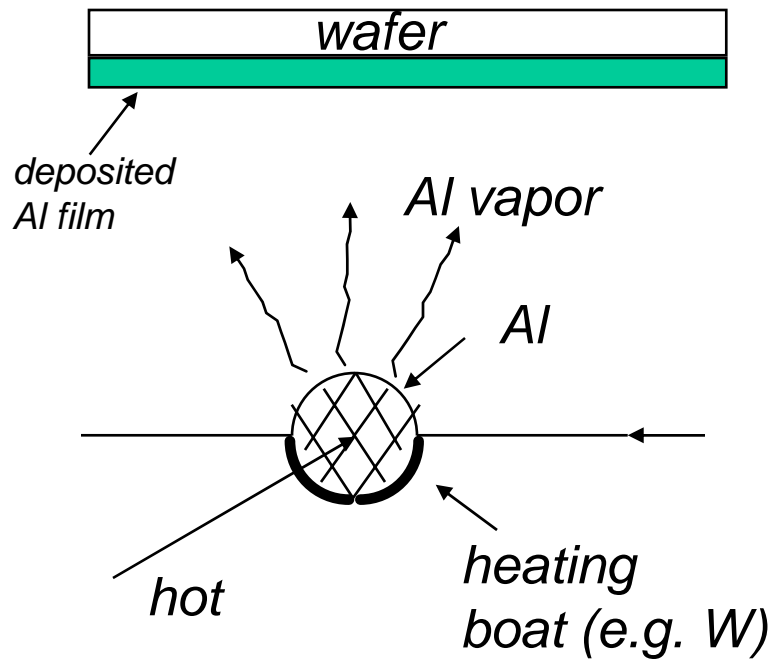
Applications:

Metalization (e.g. Al, TiN, W, silicide)

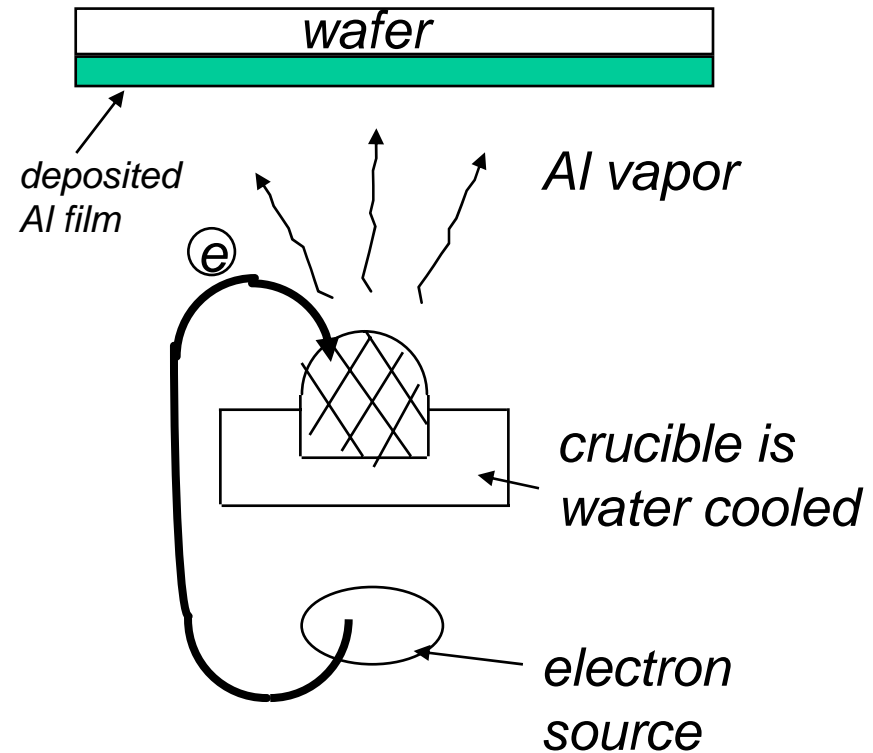
Poly-Si

dielectric layers; surface passivation.

Evaporation



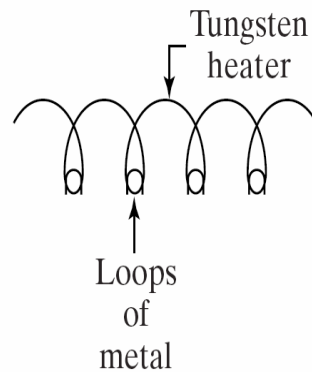
Thermal Evaporation



Electron Beam Evaporation

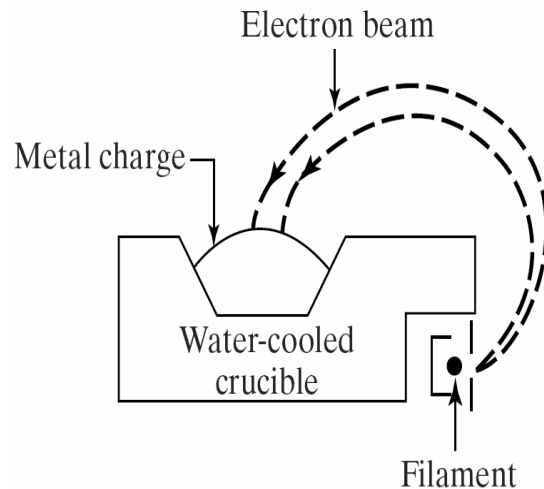
Gas Pressure: $< 10^{-5}$ Torr

Evaporation: Filament & Electron Beam



(a)

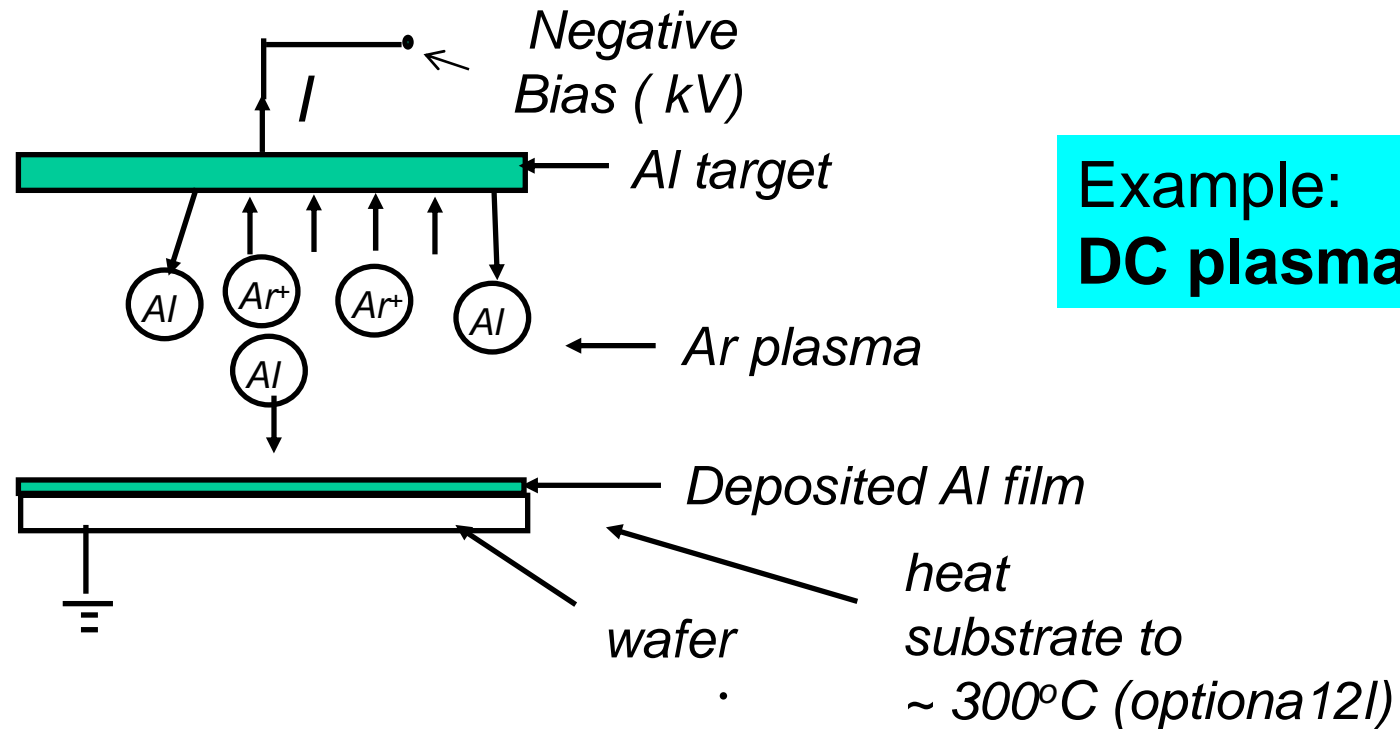
(a) Filament Evaporation with Loops of Wire Hanging from a Heated Filament



(b)

(b) Electron Beam is Focused on Metal Charge by a Magnetic Field

Sputtering



Example:
DC plasma

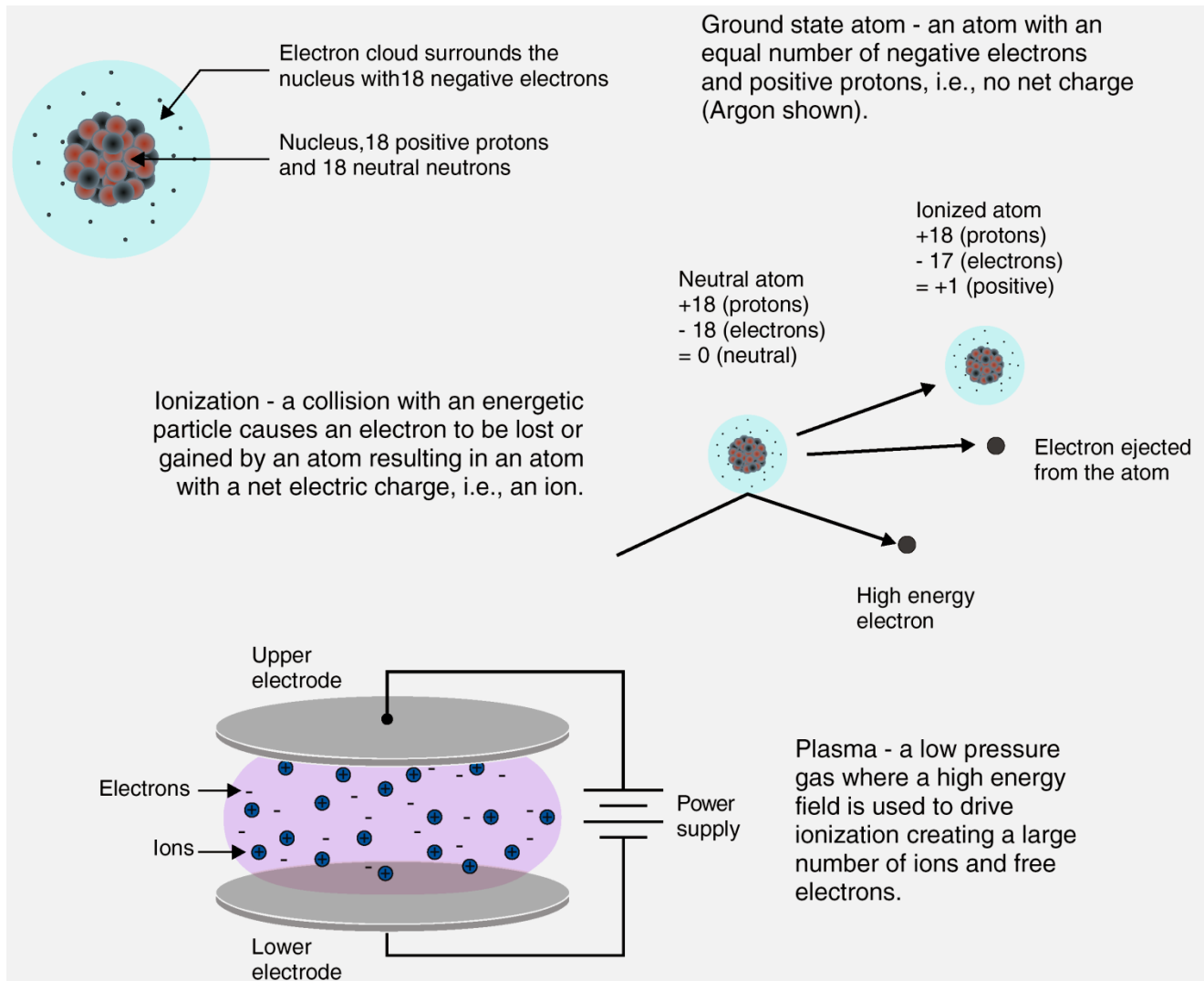
Gas Pressure $\cong 1-10$ m Torr

Deposition rate = $constant \cdot I \cdot S$

↑
ion current

← sputtering yield

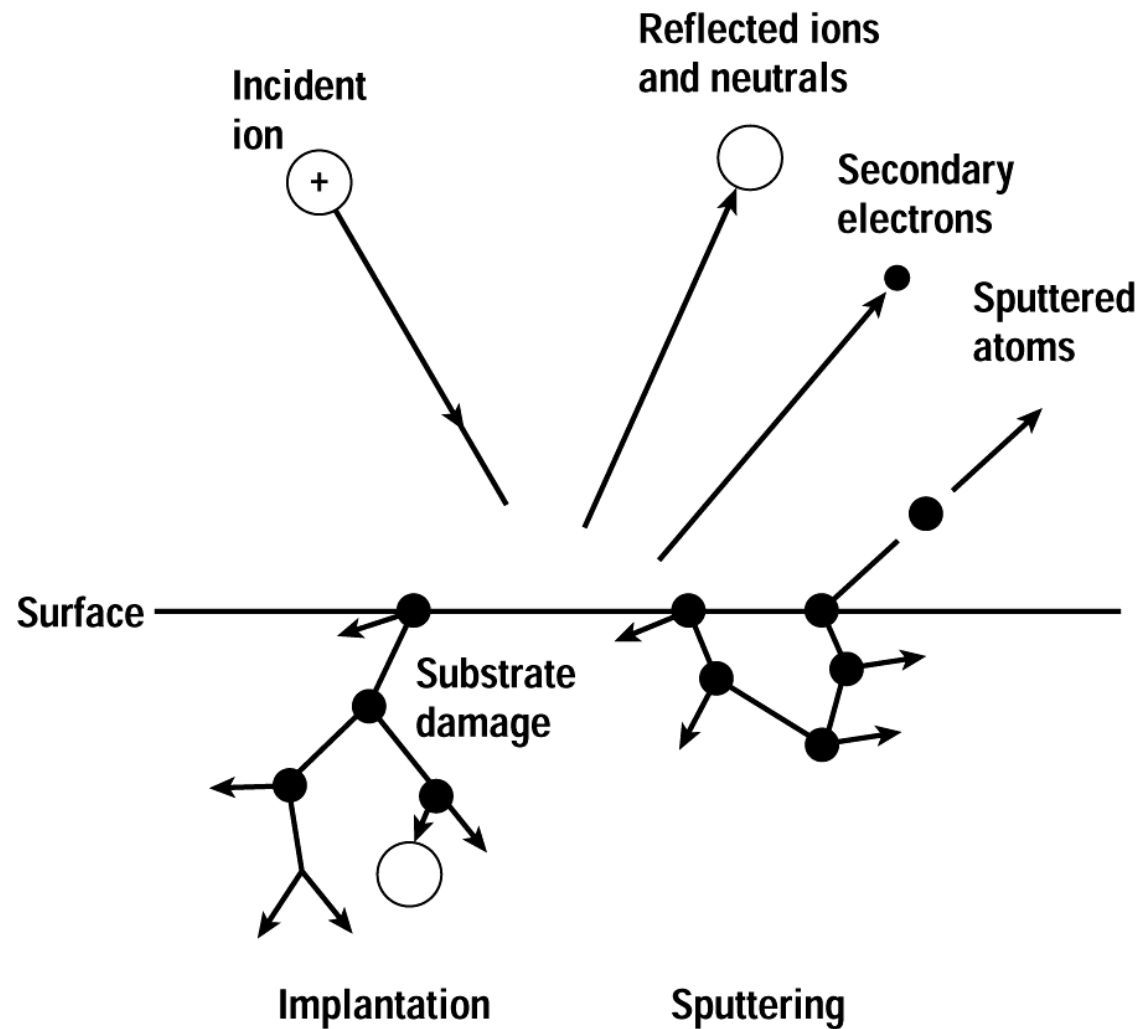
Plasma Basics



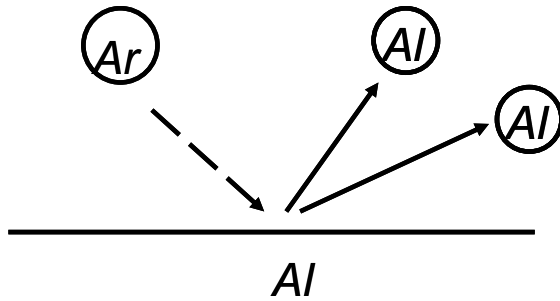
Basic Properties of Plasma

- The bulk of plasma contains equal concentrations of ions and electrons.
- Electric potential is \approx constant inside bulk of plasma. The voltage drop is mostly across the sheath regions.
- Plasma used in IC processing is a “weak” plasma, containing mostly neutral atoms/molecules. Degree of ionization is $\approx 10^{-3}$ to 10^{-6} .

Outcomes of Plasma bombardment



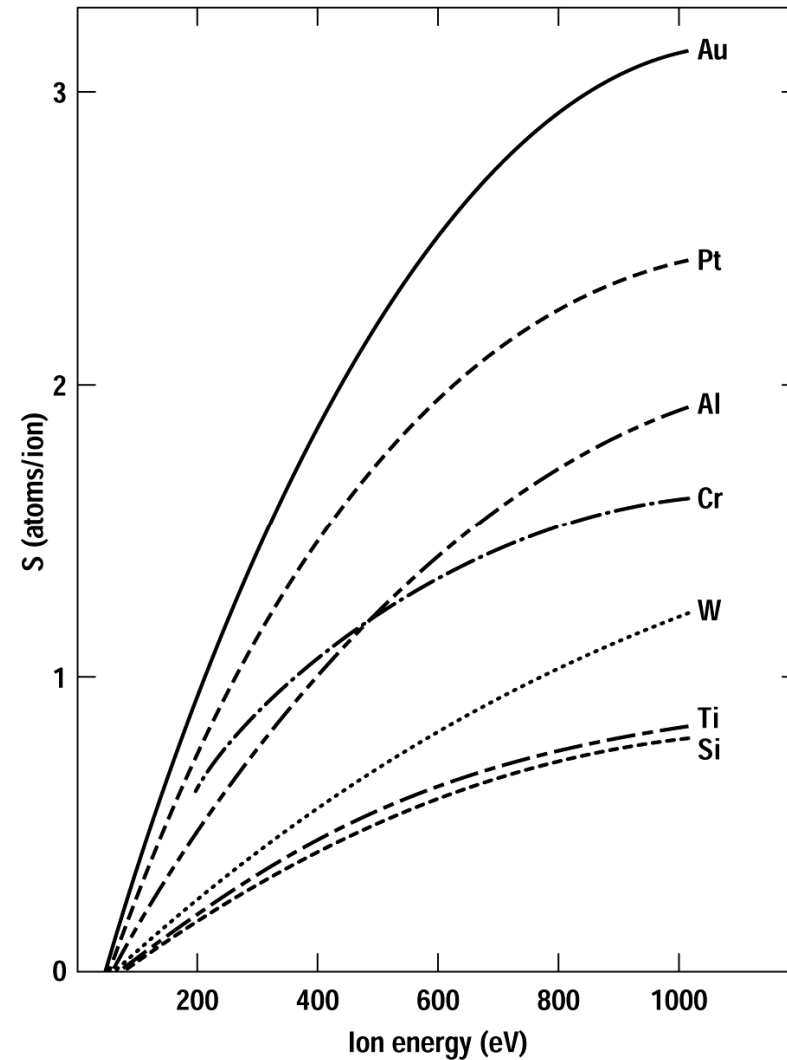
Sputtering Yield



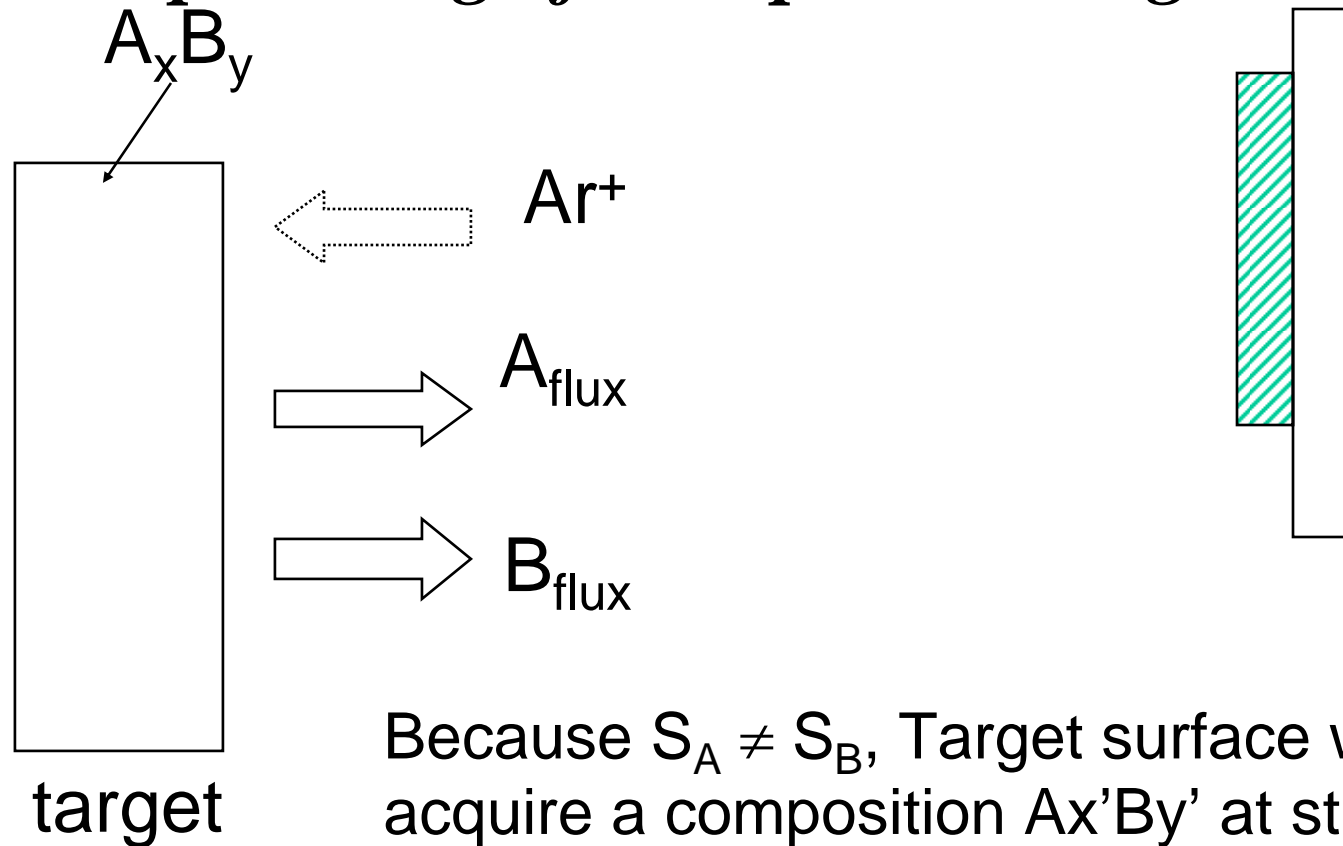
Sputtering Yield S

$$S \equiv \frac{\text{\# of ejected target atoms}}{\text{incoming ion.}}$$

$$0.1 < S < 30$$



Sputtering of Compound Targets



Because $S_A \neq S_B$, Target surface will acquire a composition $A_{x'}B_{y'}$ at steady state.

Reactive Sputtering

Ti Target

Example: Formation of TiN

- Sputter a Ti target with a nitrogen plasma

N_2 plasma

Ti, N_2^+

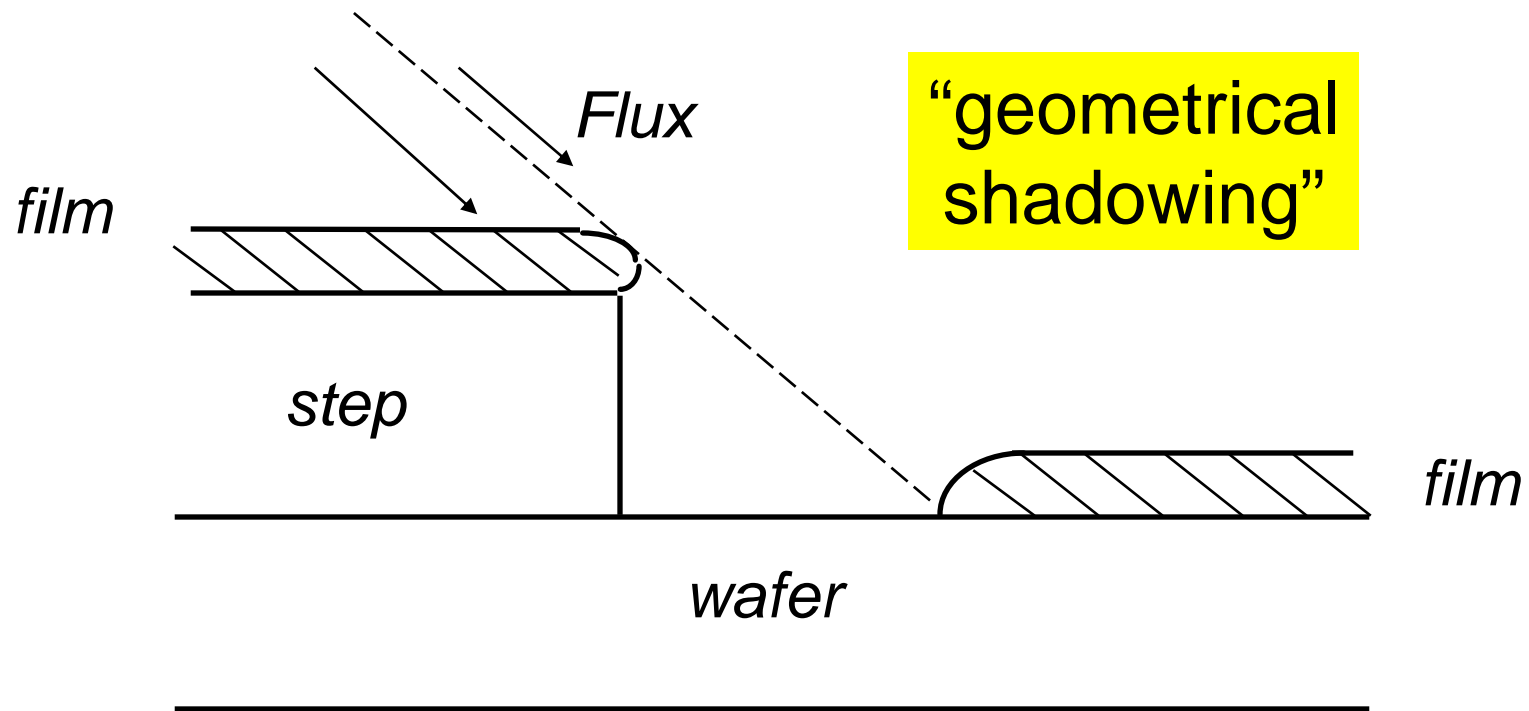
TiN



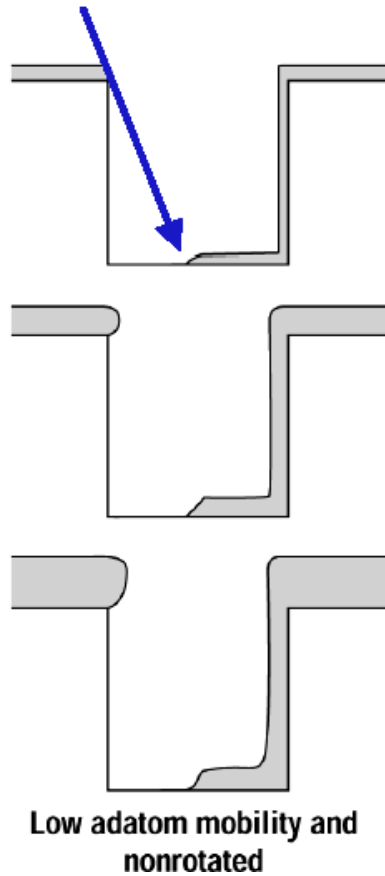
Substrate

Step Coverage Problem with PVD

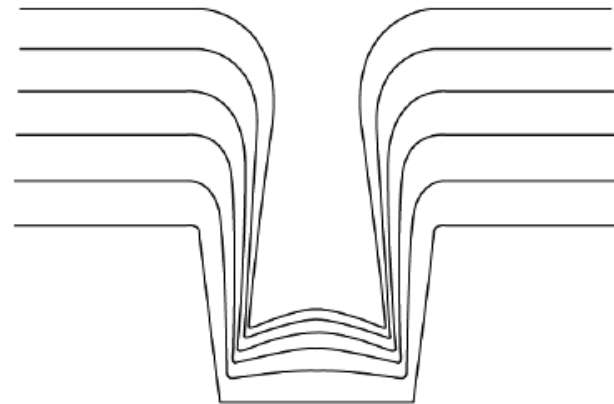
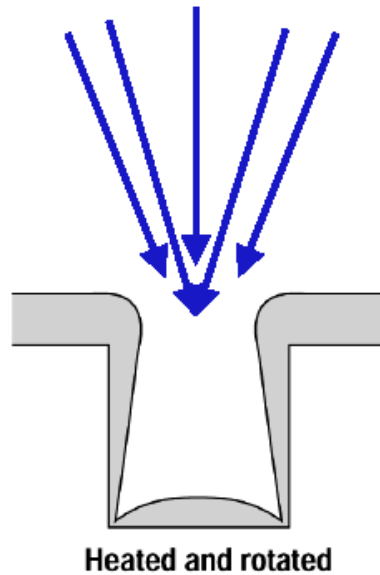
- Both evaporation and sputtering have directional fluxes.



Step Coverage concerns in contacts

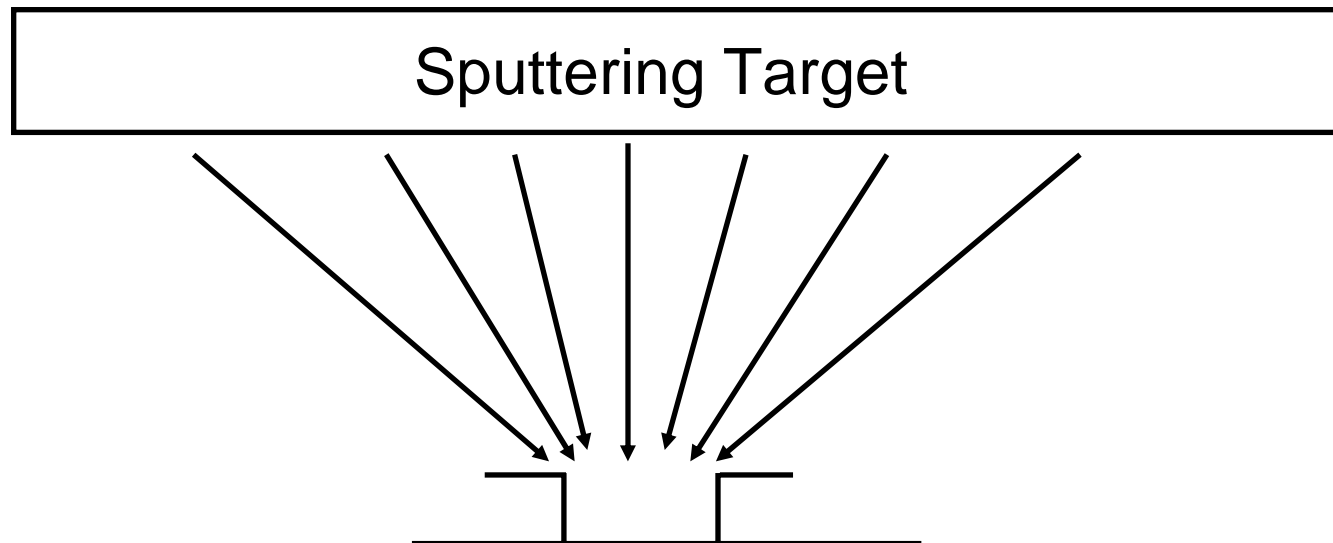


Step Coverage



Methods to Minimize Step Coverage Problems

- Rotate + Tilt substrate during deposition
- Elevate substrate temperature (why?)
- Use large-area deposition source



Advantages of Sputtering over Evaporation

- For multi-component thin films, sputtering gives **better composition control** using compound targets. Evaporation depends on vapor pressure of various vapor components and is difficult to control.
- **Better lateral thickness uniformity** – superposition of multiple point sources

