

Lecture 8: Lithography II

• Announcements:

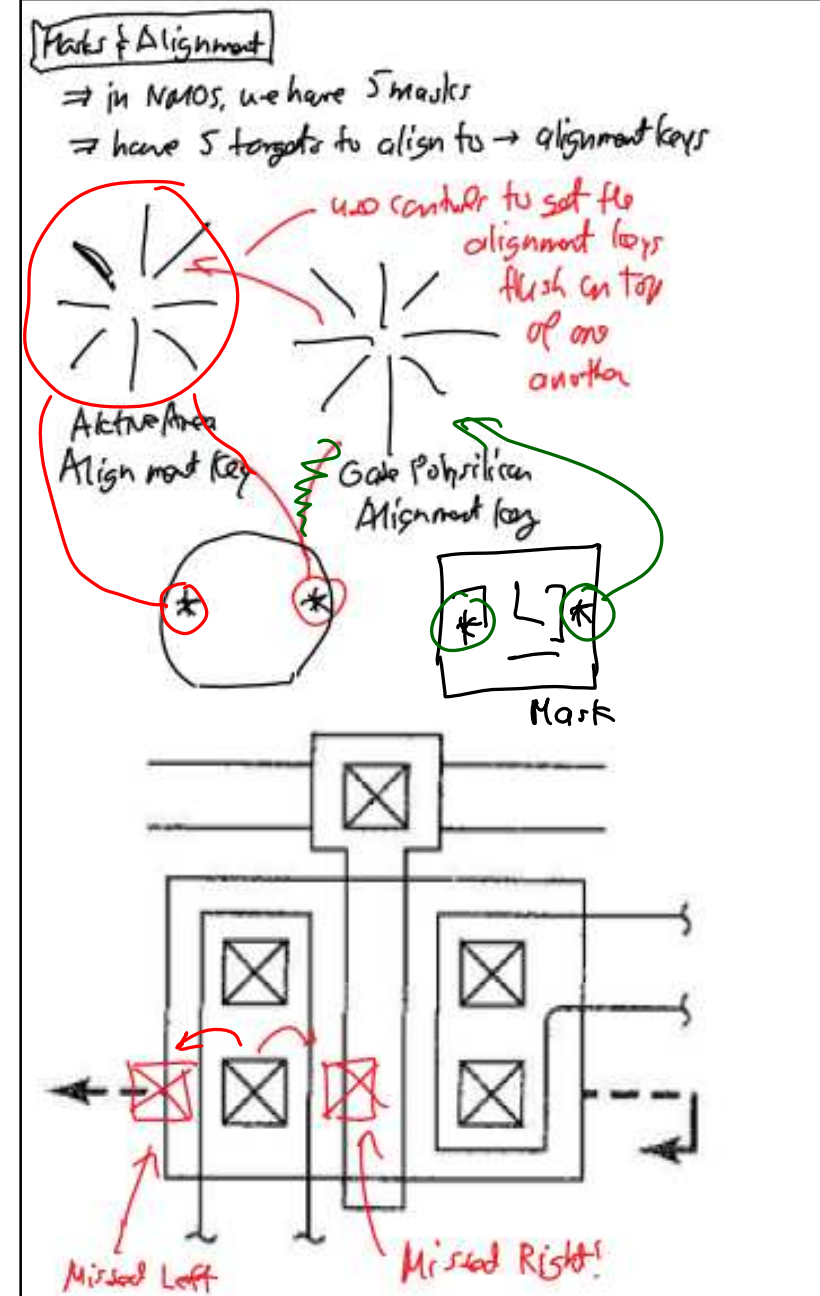
- ⇒ HW#3 due tomorrow
- ⇒ HW#4 online soon
- ⇒ Graded HW#2 coming back

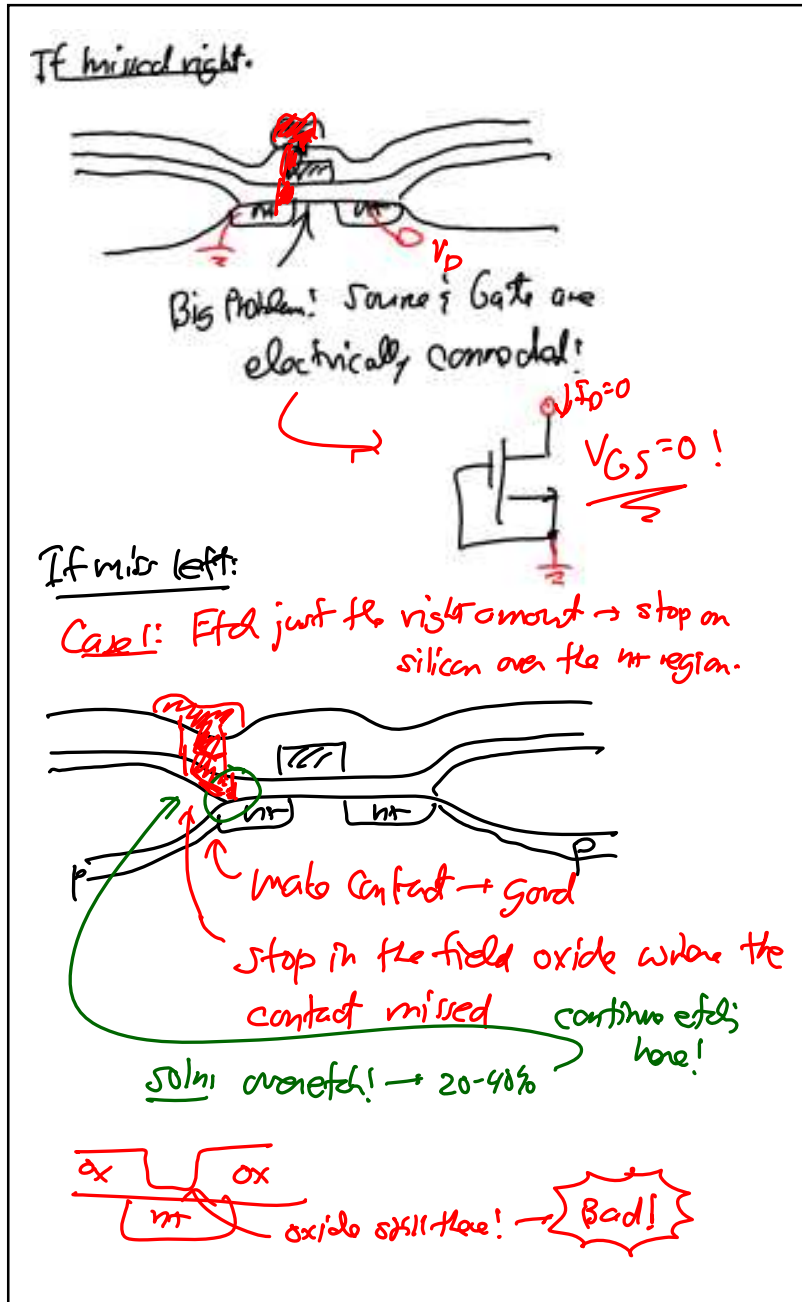
• Lecture Topics:

- ⇒ Masks & alignment
- ⇒ Lambda design rules
- ⇒ Four main components of lithography
 - Radiation source
 - Mask
 - Photoresist
 - Exposure system
- ⇒ Resolution
- ⇒ Linewidth control
- ⇒ Alignment accuracy

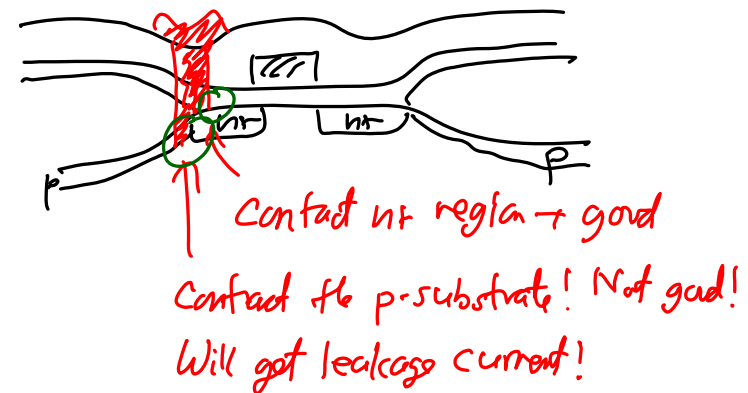
• Last Time:

- Went through Module 1 on Lithography
- Finish this up now ...
- ... then get back to Masks & Alignment, which we were doing before my computer problems





Case 2: Overetch to make sure the contact goes all the way to the nt region \rightarrow this is usually what one would do



To reduce the probability that the above happen, we use design rules!

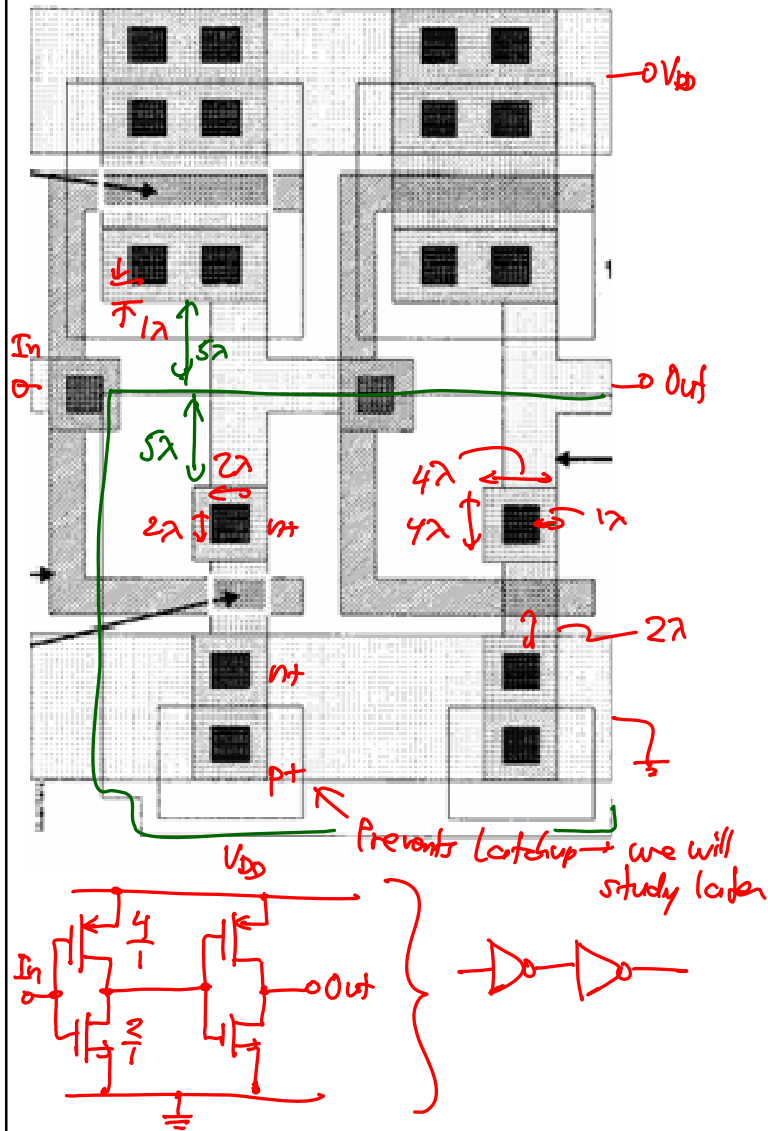
Definition. Design Rule

A set of rules that set a lower limit on:

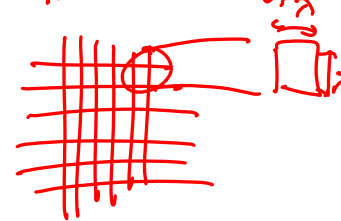
- ① The dimension of a pattern.
- ② Separation between patterns of the same or different layers.
- ③ Extension of a pattern (of one layer) beyond another pattern (of another layer).

In the 90's, we had λ design rules:

λ a standard dimension

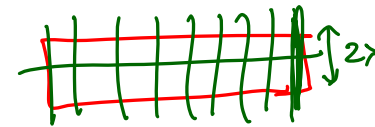


Usually, 2λ = technology resolution (e.g., 0.18 μm , 14nm)

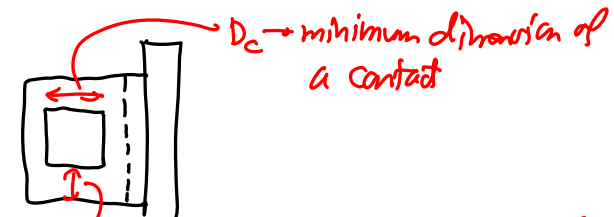


2λ
 $\lambda = 90\text{nm}$
 $\lambda = 7\text{nm}$

e.g., minimum size gate:

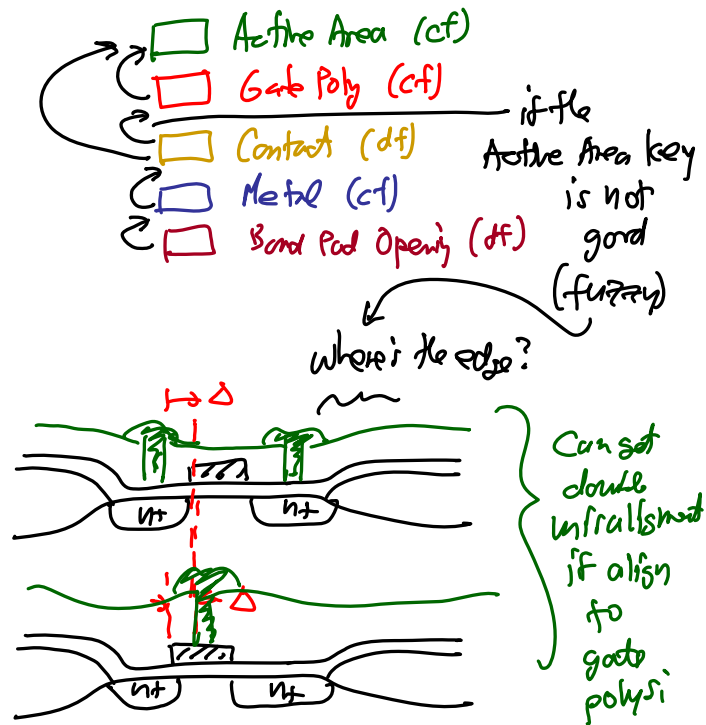


What determines these rules?



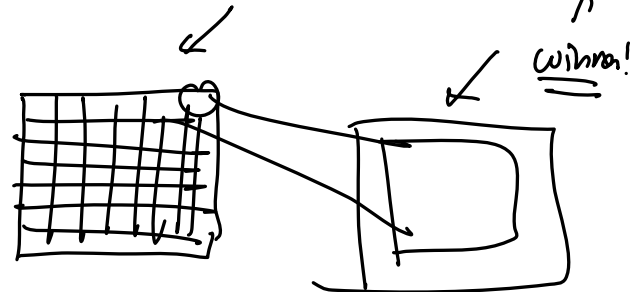
D_c -> limited by resolution of photolithography
 E_{Ac} -> Alignment Error (layer-to-layer)
+ Undercutting of the Contact Hole (or size variation) + Encroachment on the Active Region (by the field oxide)

Which aligned key to align to?



Exposure Tool Comparison

	Contact	Proximity	Projection
Tool Cost	cheap	more expensive	very expensive
Maintenance Cost	low	low	high
Resolution	excellent	not too good	very good
Throughput	high	high	lower
Mask Cost	high	high	lower



Resolution (for projection lithography)

