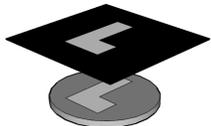


I: Examples

1. Lithography

Going from mask to features: how do we determine the polarity of the features?

Mask (dark-field)	Expose photoresist	Develop photoresist (positive)
		

What if we want a feature with the opposite polarity? (remove all PR *except* in the L-shaped area)?

Use a *clear-field* mask (dark feature on a clear background).

Negative PR is also possible, but more difficult.

2. Doping: limited-source diffusion

Say we have a bare silicon wafer with a certain dose  $Q$  of boron predeposited on the surface.

We diffuse it with a diffusion constant =  $10^{-11} \frac{\text{cm}^2}{\text{s}}$  for time : **17 min = 1000 s** . (How would we find the diffusion constant?) **How deep does it go?**

As an approximate measure, find the characteristic diffusion length:

$$l_c = 2\sqrt{Dt} = 2 \mu\text{m}$$

But what's the actual junction depth? This is a limited-source diffusion (Gaussian profile).

First, we need the surface concentration . We would find it by setting the integral of the the Gaussian distribution equal to the dose. Let's say we've found that =  $10^{16} \text{ cm}^{-3}$  . Now, we know that:

$$x_j = 2\sqrt{Dt \ln N_0/N_B}$$

Try some numbers:

$$N_B = 10^{15} \text{ cm}^{-2} \rightarrow x_j = 3 \mu\text{m}$$

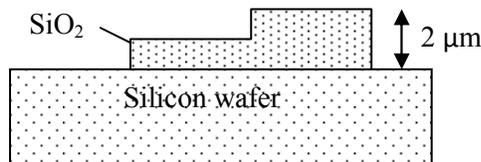
$$N_B = 10^{13} \text{ cm}^{-2} \rightarrow x_j = 5.25 \mu\text{m}$$

Sidenote: when calculating the sheet resistance, need to keep track of the electrical activity limit

3. Etching: anisotropic etch

Perfectly anisotropic etch. SiO<sub>2</sub>: 1 μm/min; Si: 0.5 μm/min

Initial profile:

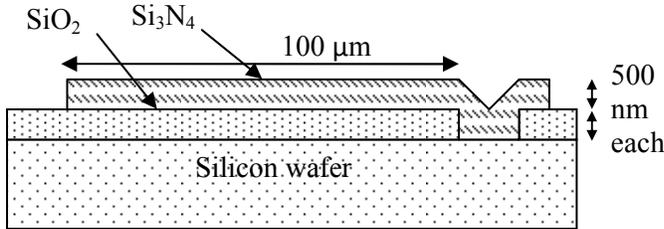


Final profile:

#### 4. Etching: isotropic release etch

Perfectly isotropic etch (HF).  $\text{SiO}_2$ :  $1 \mu\text{m}/\text{min}$ ;  $\text{Si}_3\text{N}_4$ :  $1 \text{nm}/\text{min}$

Initial profile:



Final profile:

## II: Tradeoffs in fabrication

### 1. Lithography

Benefits	Technology choice	Benefits
Depth of focus	<b>Exposure system</b> Contact ↔ Projection Proximity	Resolution Quality of alignment Die-to-die uniformity Avoids mask contamination
Depth of focus Behavior in developer Resolution Easier to work with	<b>Photoresist</b> Thin (< $2 \mu\text{m}$ ) ↔ Thick ( $\sim 10 \mu\text{m}$ possible)	Topography coverage Uniform exposure over topography Ability to etch thick layers

### 2. Etching

Benefits	Technology choice	Benefits
Selectivity Etch rate Throughput	<b>Etch type</b> Wet ↔ Dry	Uniformity Anisotropy possible Repeatability
Allows lower selectivities to underlying layer and PR Avoids PR “burning”	<b>Overetch</b> Short ↔ Long	Removal of stringers Mitigates nonuniformity
Process simplicity	<b>Masking layer</b> Photoresist only ↔ PR + “hardmask”	Allows lower selectivity to photoresist Vertical sidewalls