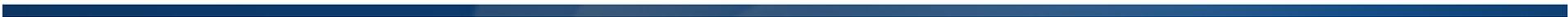




**Beam**

**Initiative**



# Beyond Light: The Growing Importance of E-beam

**Design for E-beam (DFEB) is Central to DFM**

**Aki Fujimura**  
**eBeam Initiative**

# Mask Cost Explodes at 22 nm

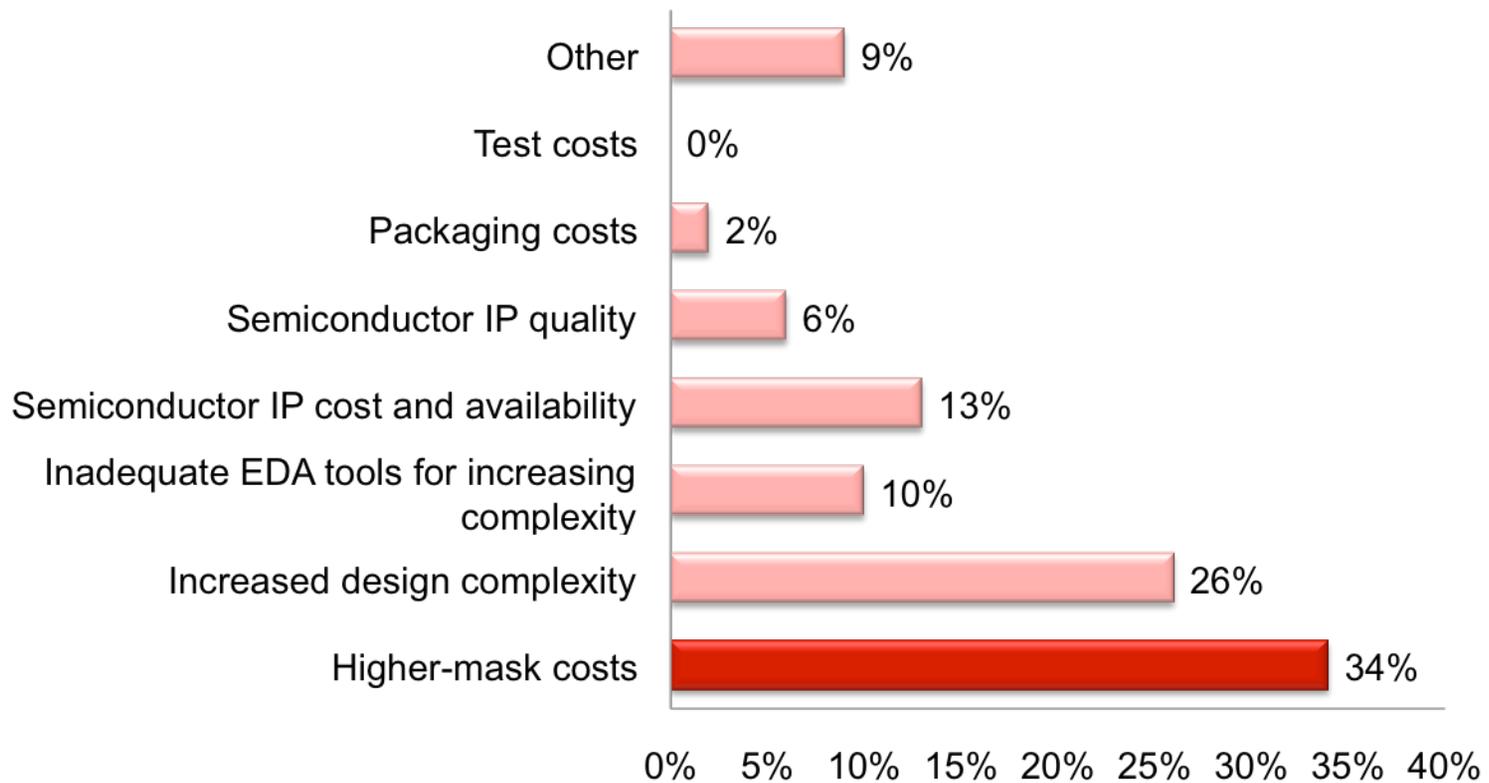


193i Lithography at 22nm is one reason!

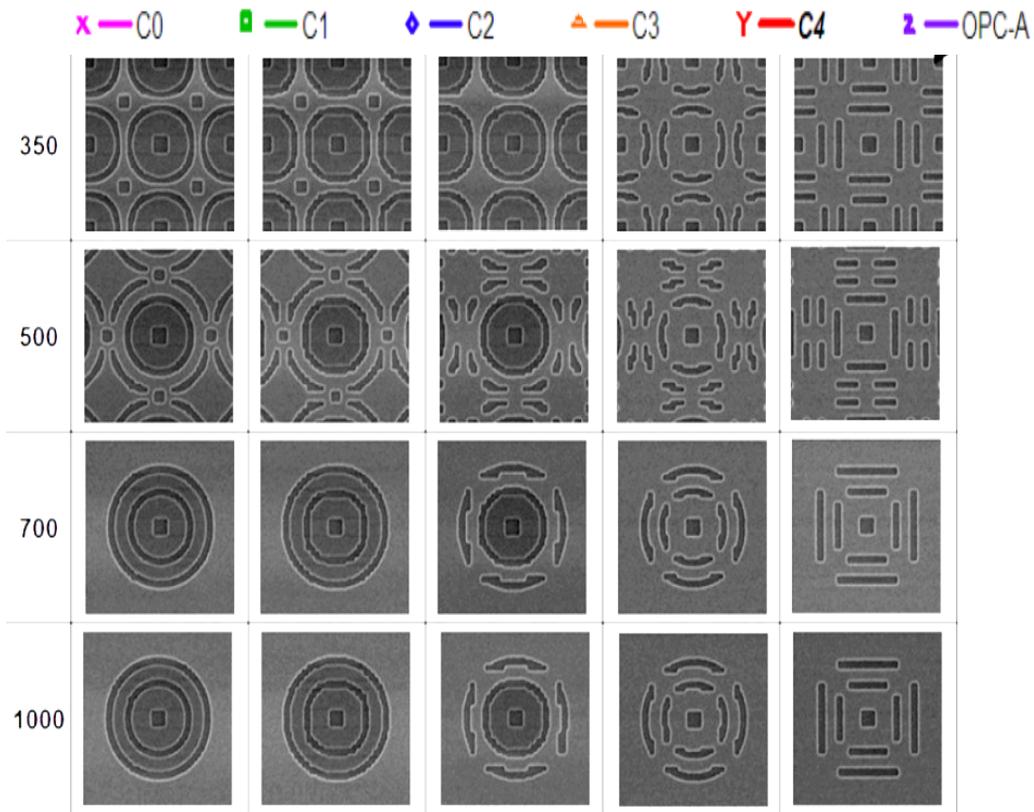
# Higher Mask Cost : the Greatest Concern for Designers



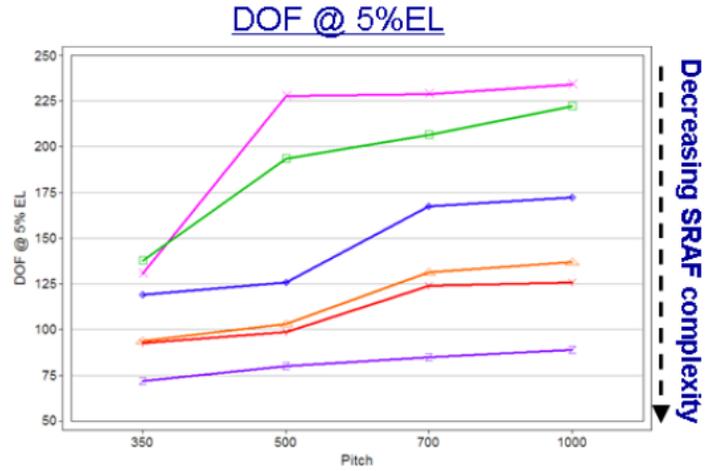
Global Semiconductor Alliance 12/6/2007:  
What is the biggest challenge to overcome as your company moves from one process node to the next?



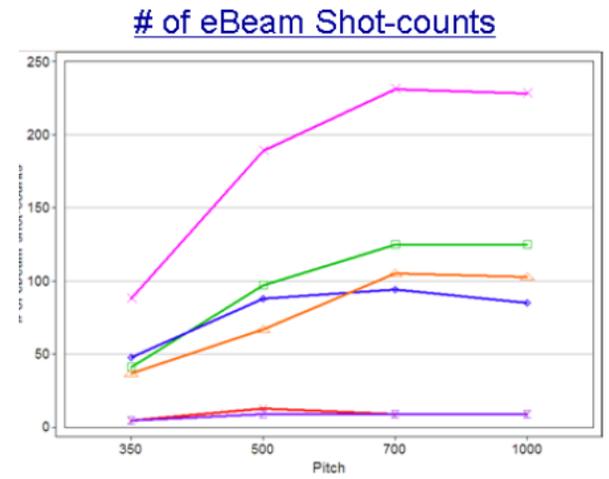
# At 22nm 193i Good Wafers = High Mask Cost



OPC A: standard OPC



Decreasing SRAF complexity

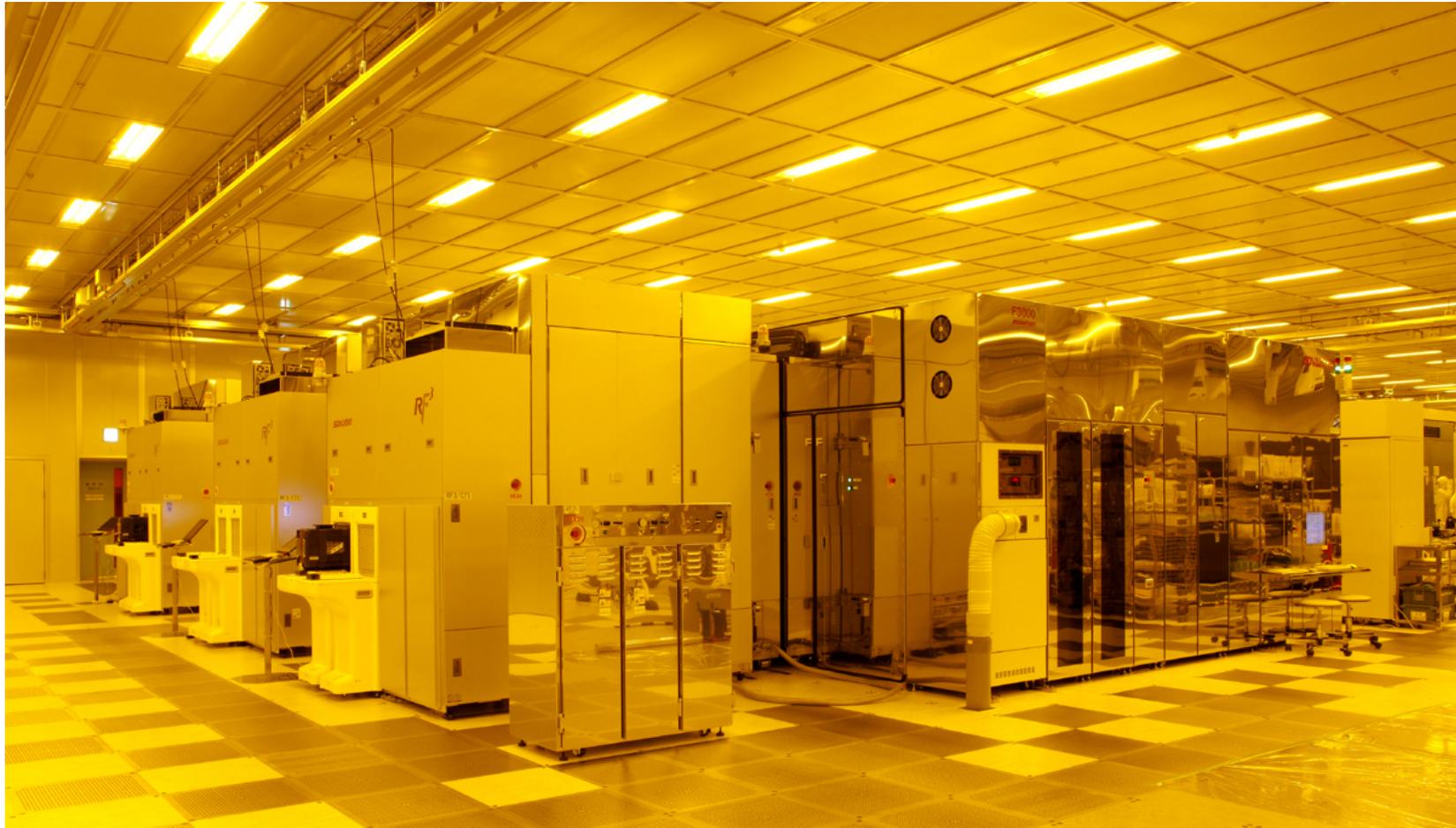


# Next-Generation Lithography: Solving the Mask-Cost Problem



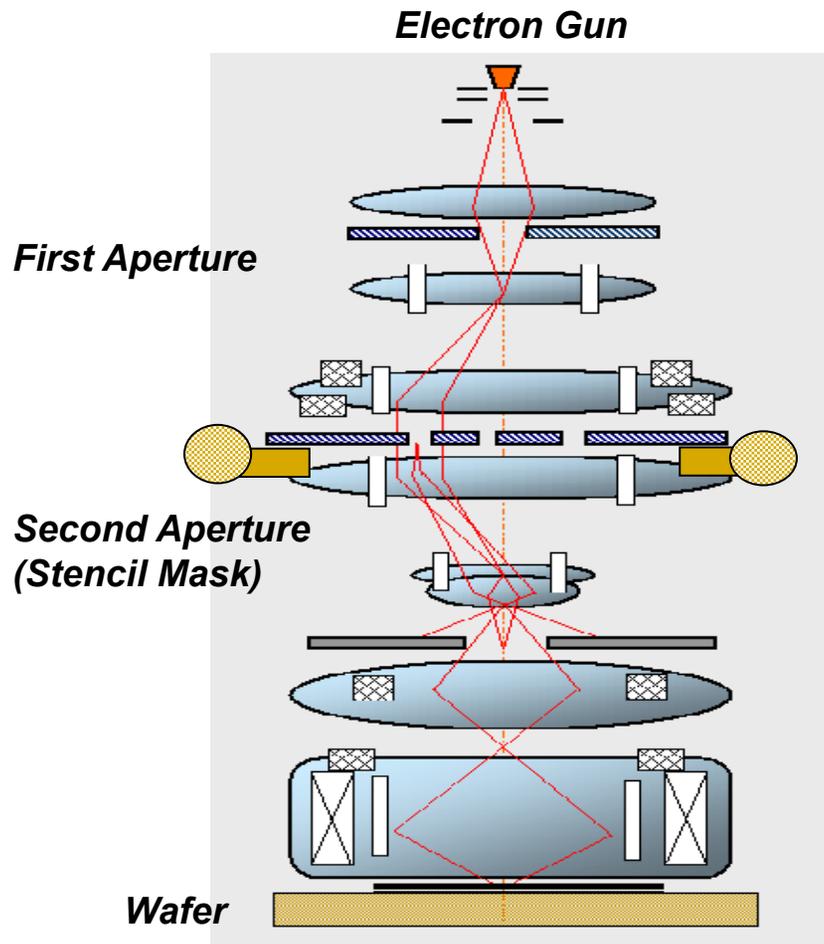
- Light
  - Today : 193i w/multiple patterning masks
  - Future : EUV (Extreme Ultra-Violet)
- Nano-imprint
- Electron Beam (E-beam) Lithography
  - Today : Shaped Beam and Character Projection
  - Future:
    - Multiple-beam E-beam
    - Multi-columned, single-beam
    - Multi-shaped beam (MSB)

# Character Projection in Production Use at e-Shuttle



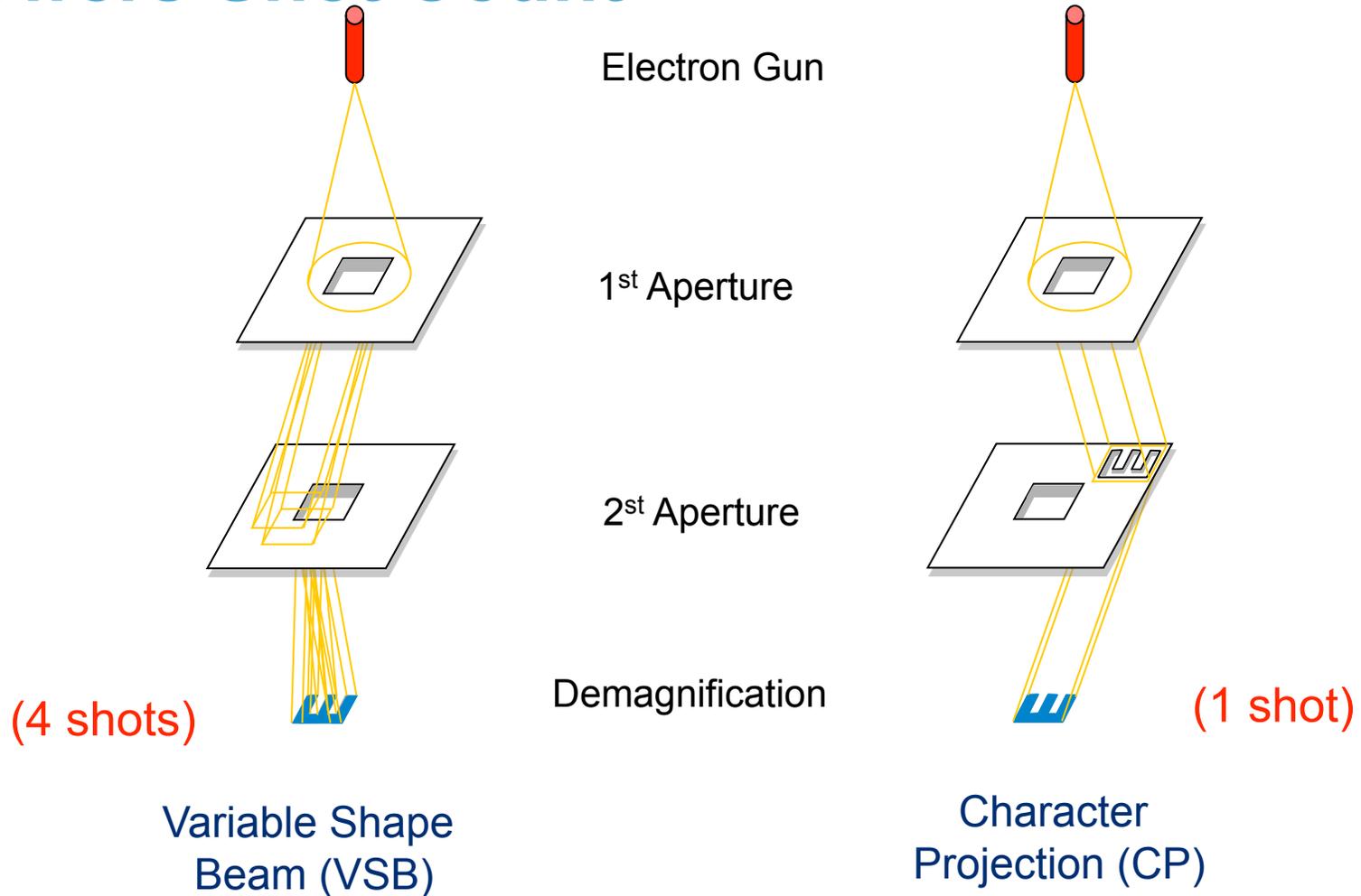
*Picture Courtesy of e-Shuttle, Inc.*

# Today's E-beam Lithography

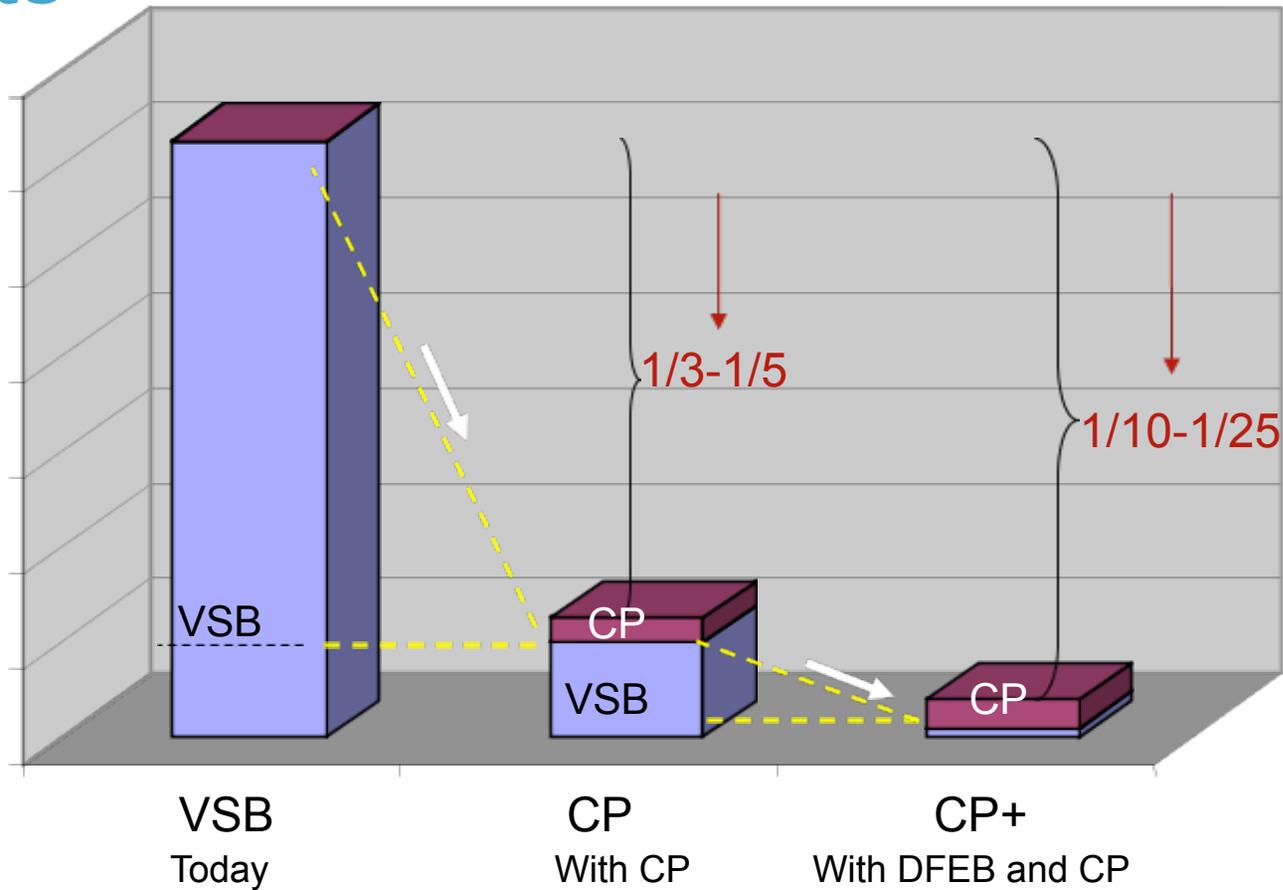


- 50kV E-beam drills great holes!
- E-beam doesn't have depth of focus (DOF) problems like light
- E-beam is very accurate compared to light
- Write time is the challenge

# Character Projection Lowers Shot Count



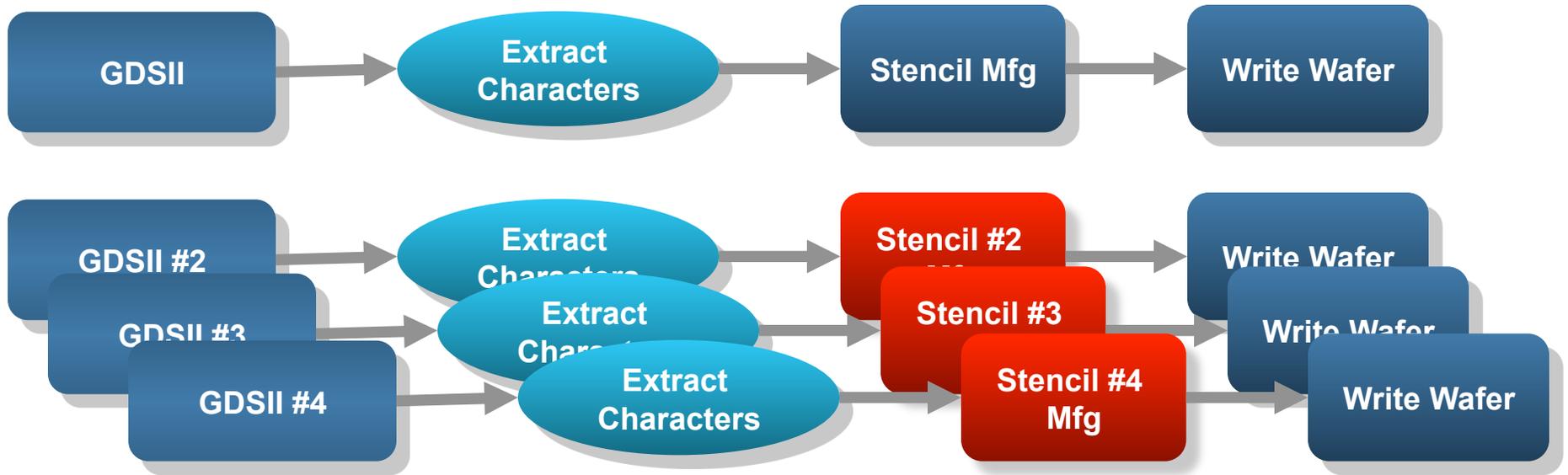
# DFEB Decreases Required Shots



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

*Comparison Source: D2S, Inc. Computer simulation of e-beam write time on a particular test case (speed up is dependent on aperture size and utilization %)*

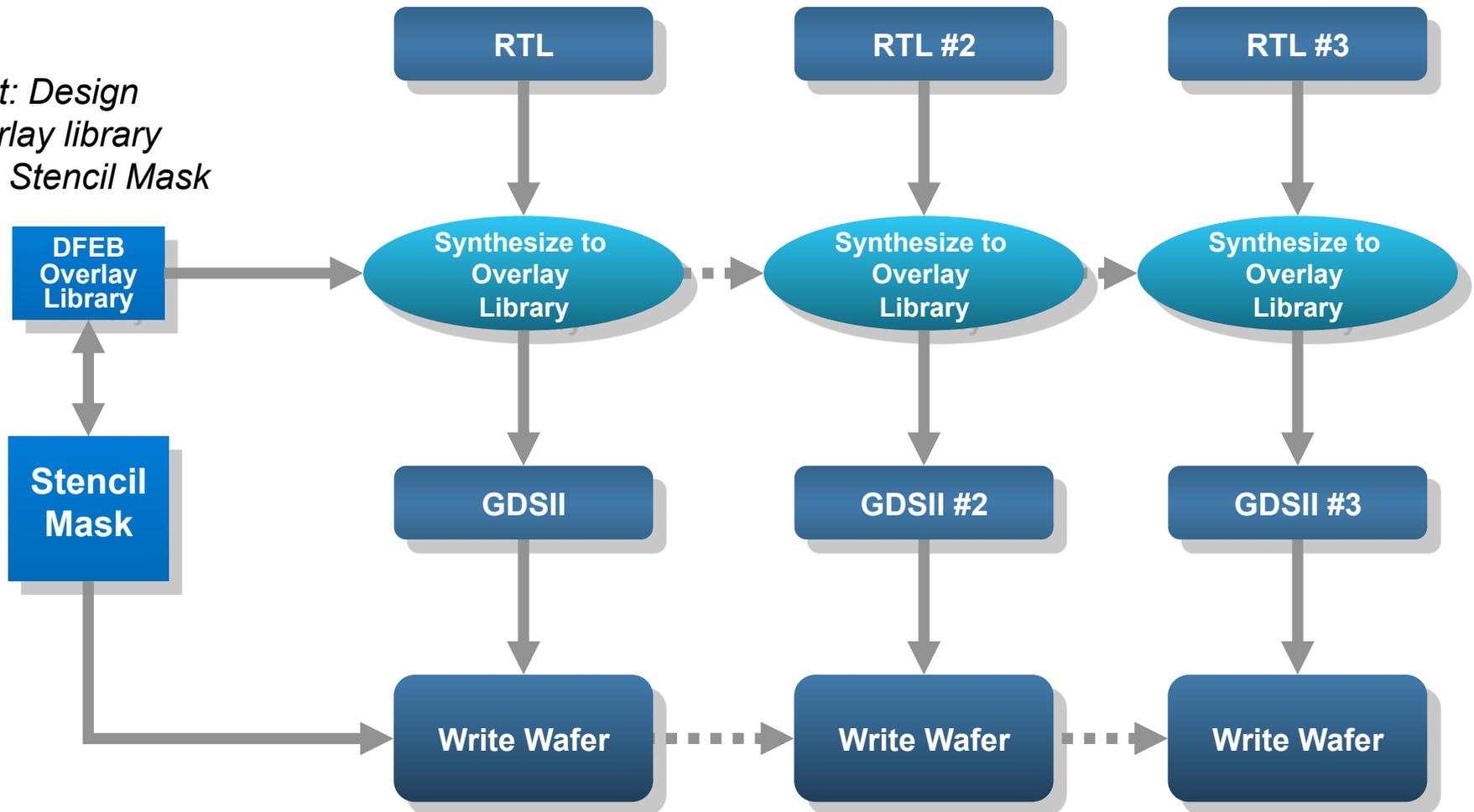
# Conventional Flow with CP



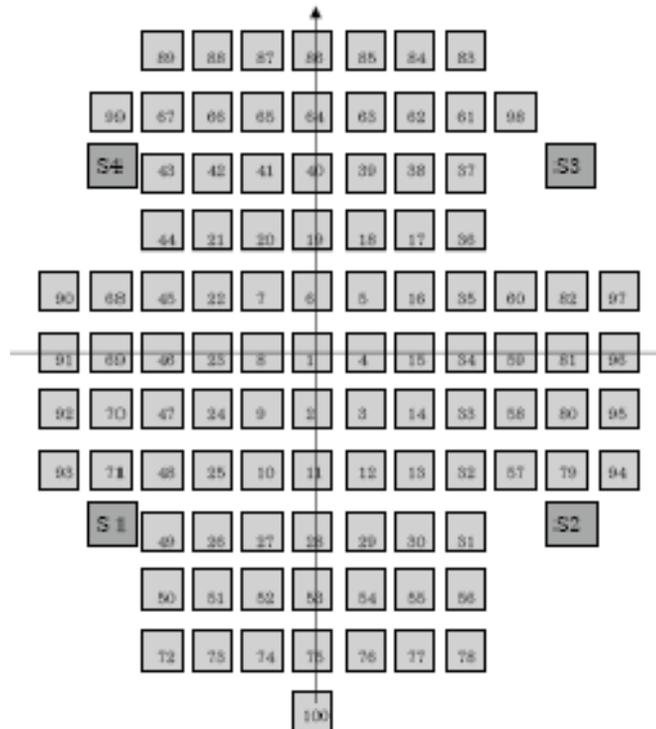
# DFEB Methodology



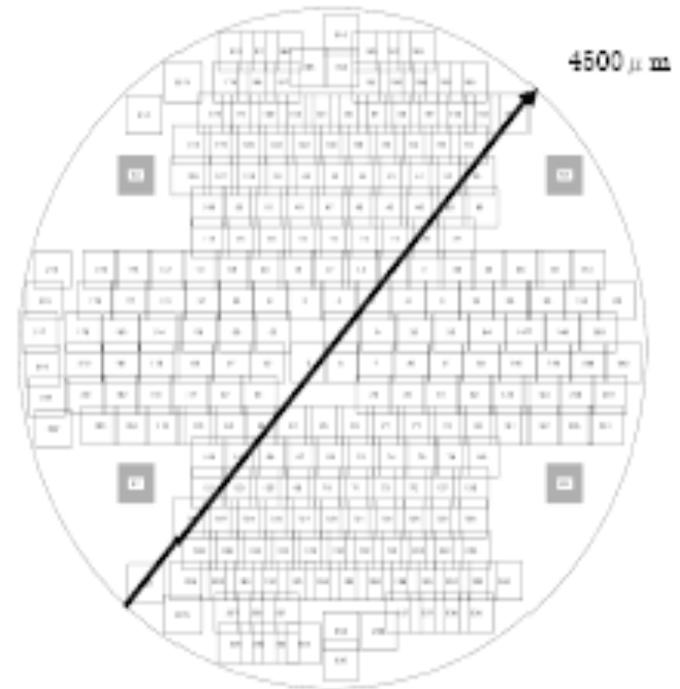
*First: Design overlay library and Stencil Mask*



# DFEB Packed Stencils (Advantest F3000 with D2S)

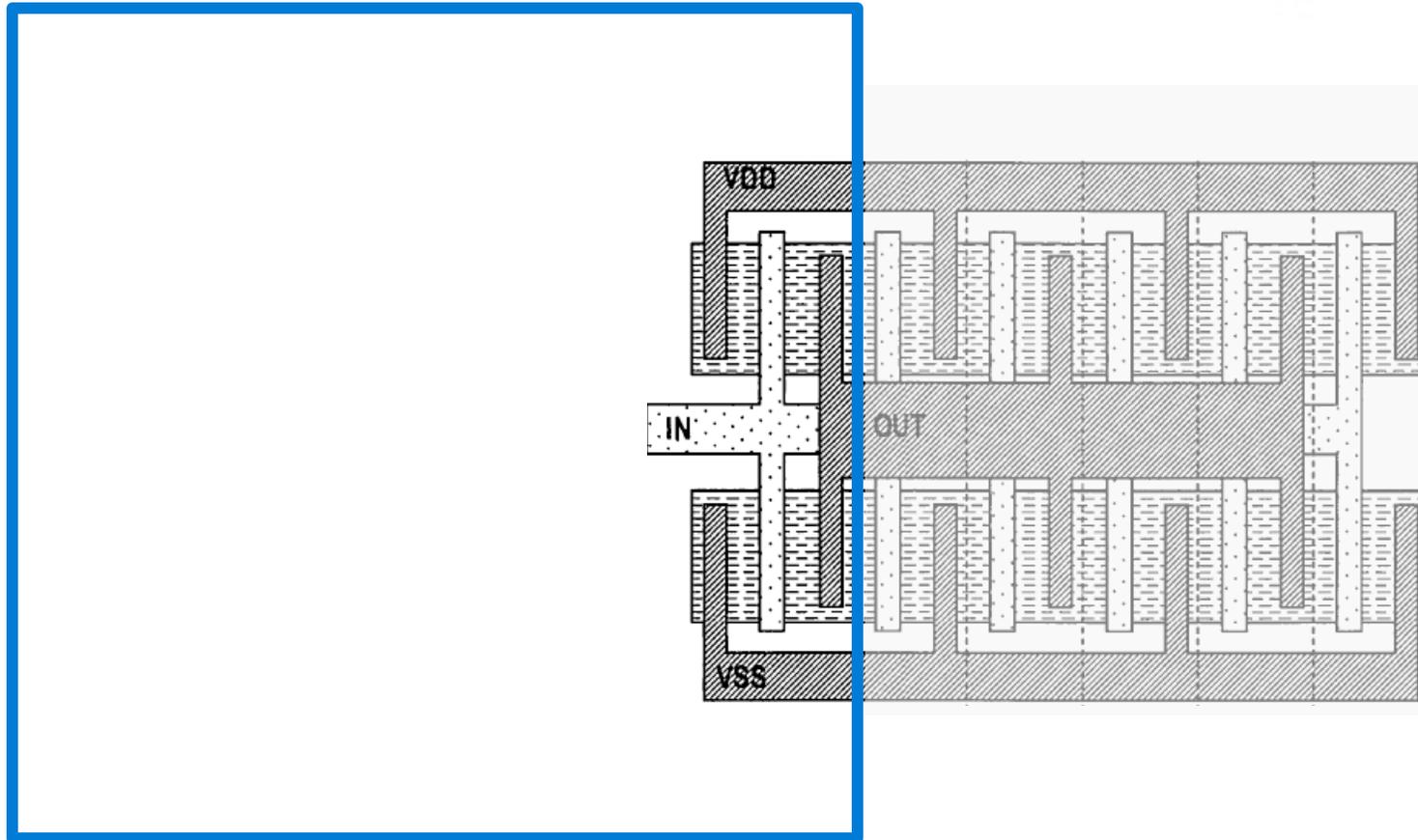


Previous specification of the F3000 character block with 100 characters



The Packed Stencil allows, for example, this packed layout of 220-280 characters

# DFEB Character Sharing



By “cutting” first aperture deflection at various positions, different drives of the cell can be shot from the same character.

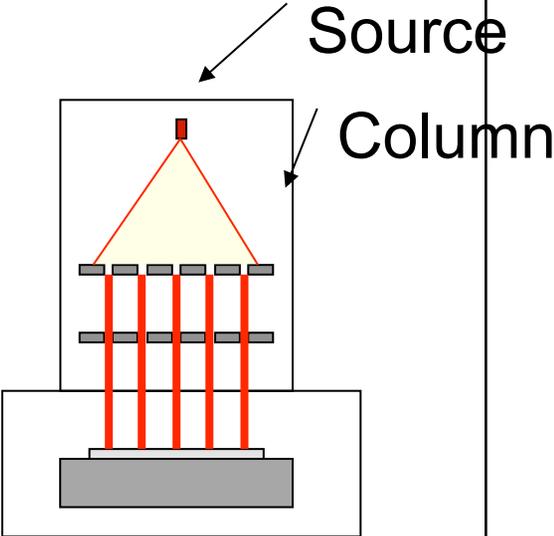
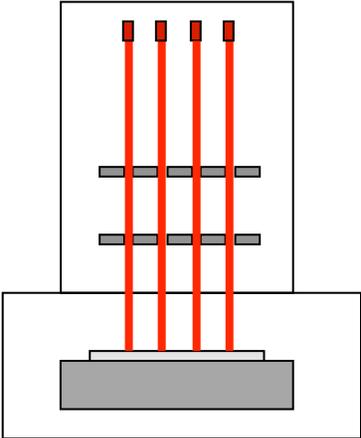
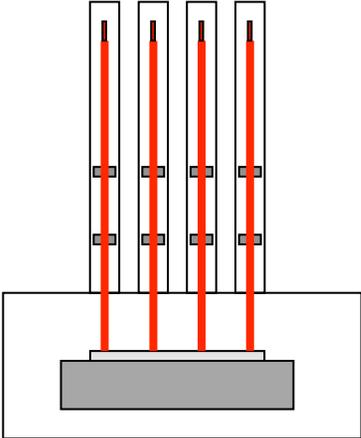
# Next-Generation Lithography: Solving the Mask-Cost Problem



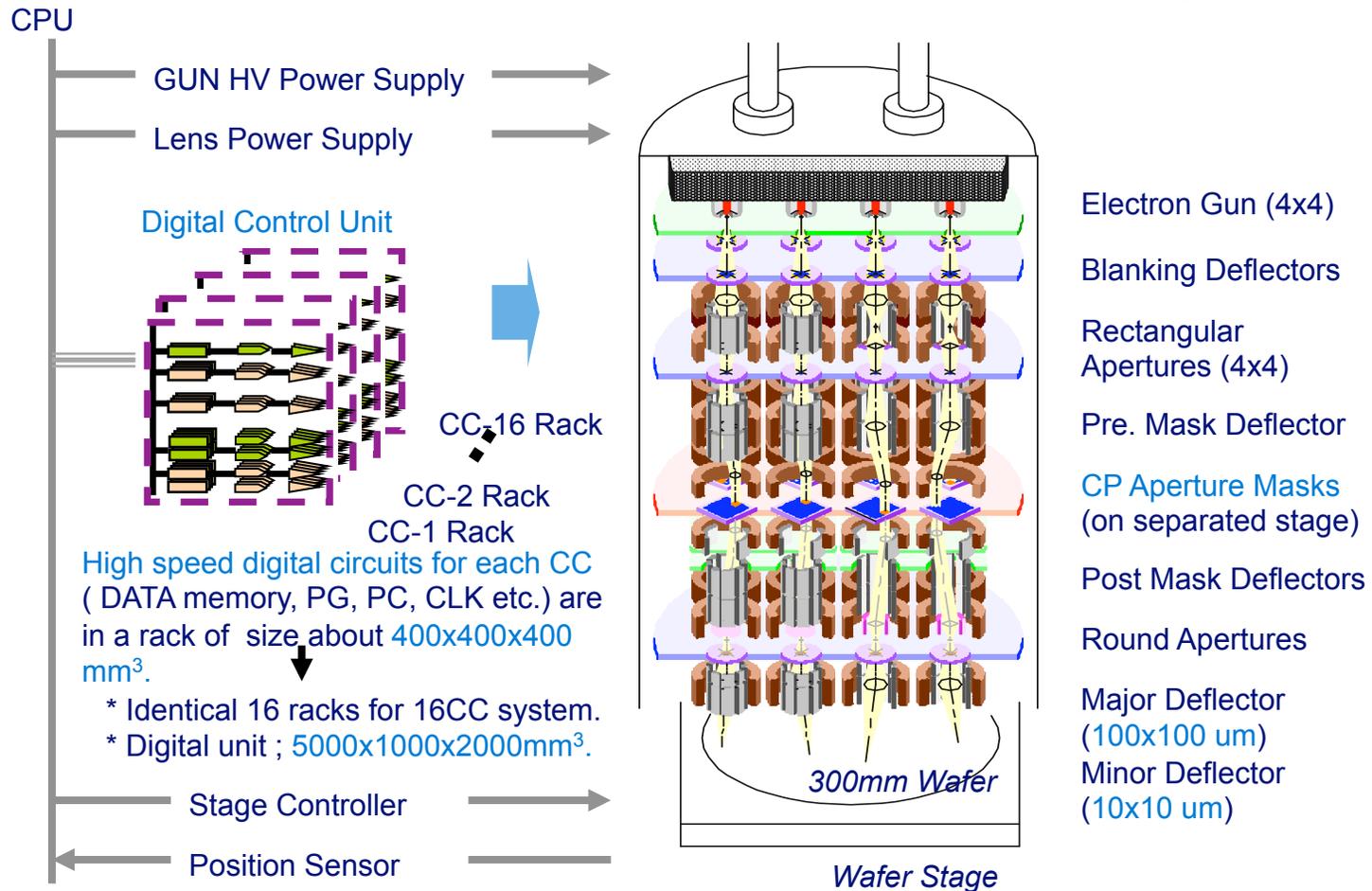
- Light
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# Types of Multi-Beam Machines



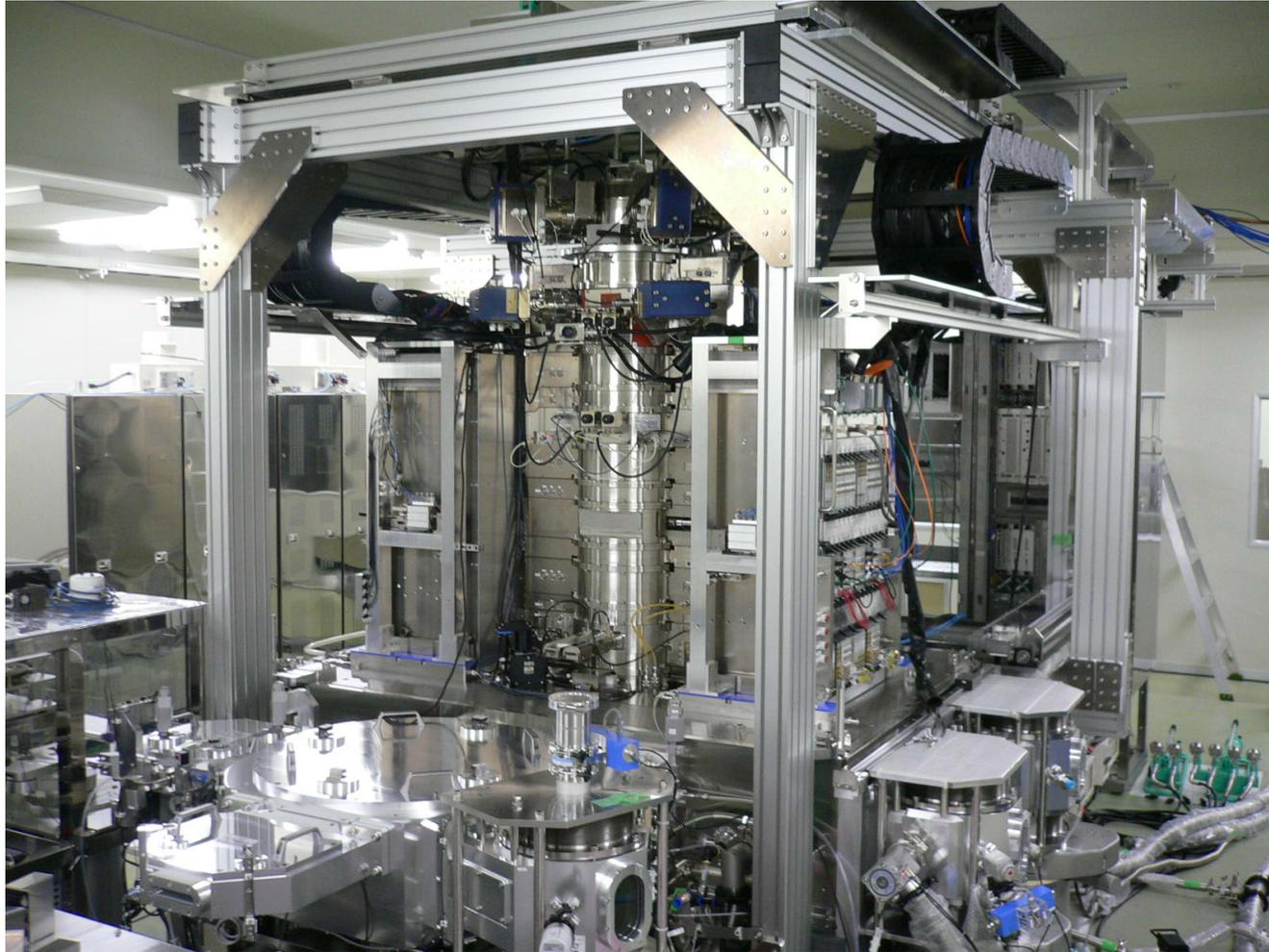
Single source/ Single column	Multi source/ Single column	Multi source/ Multi column
 <p>Source</p> <p>Column</p>		
<b>PML2, MAPPER, BLA</b>	<b>MCC</b>	<b>Multibeam, others</b>

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



Drawing Courtesy of Advantest

# MCC-POC System

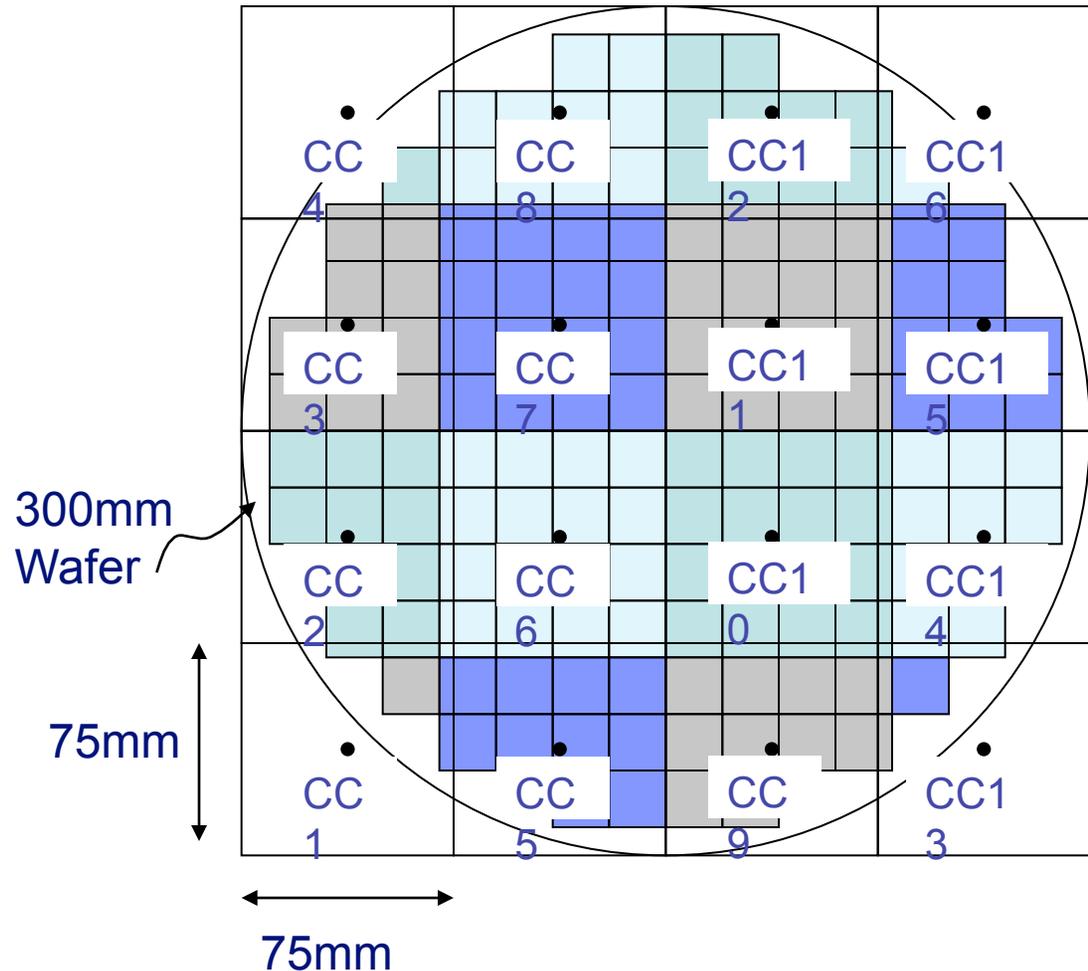


*Courtesy of Advantest*

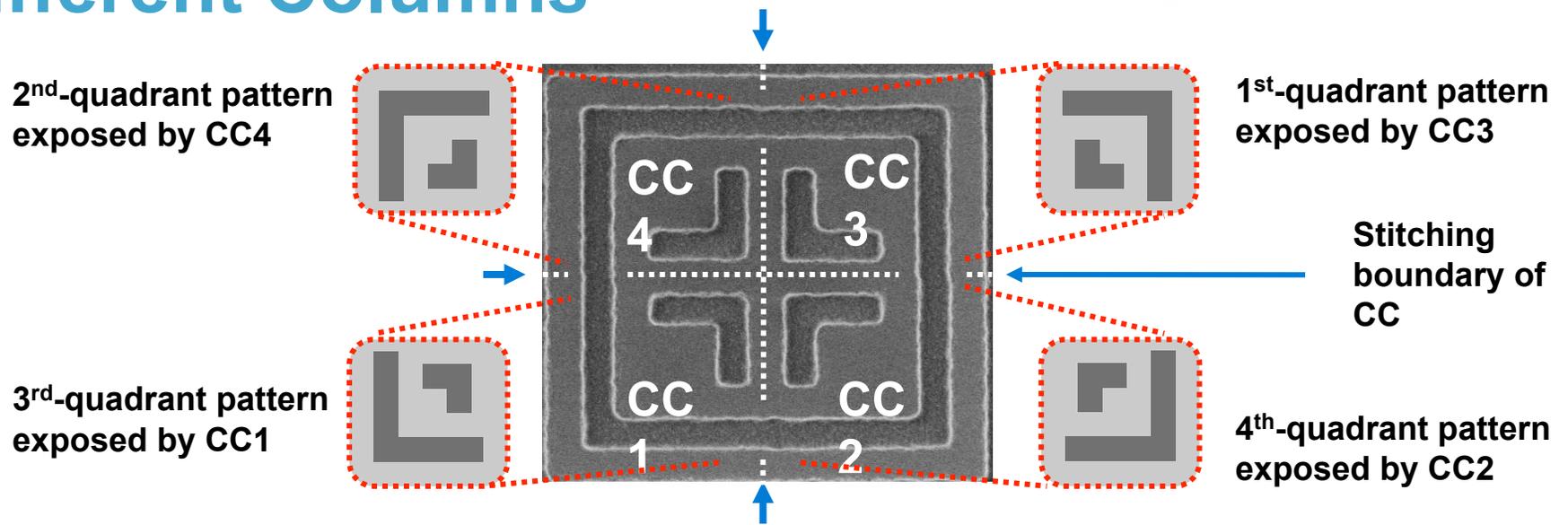
# Exposing 300mm Wafer with 16CCs



- Chip Size: 20x20mm on 300mm Wafer
- Each CCn (n=1,,16) exposes the chips, whose centers are in the 75x75mm region of the CCn
- The chips of the same colors are exposed with the same corresponding CCn

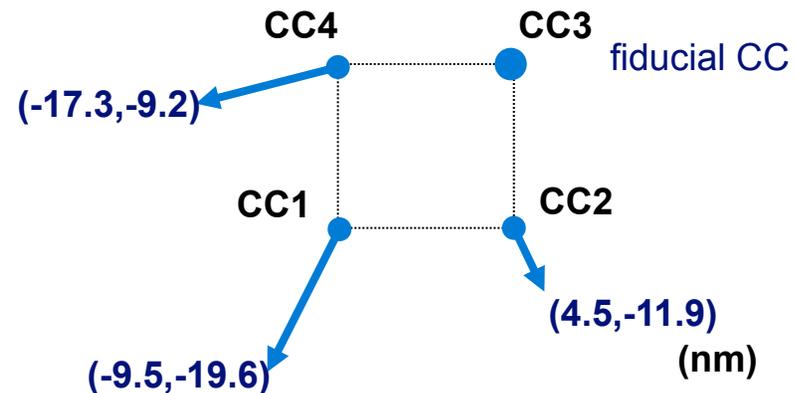


# Preliminary Stitching Between Different Columns



CC	X (nm)	Y (nm)
CC1-2	14.0	7.7
CC2-3	-4.5	11.9
CC3-4	-17.3	-9.2
CC1-4	-10.1	11.5

CC<sub>m</sub>-<sub>n</sub> ; Stitching errors between CC<sub>m</sub> and CC<sub>n</sub>. ( m,n = 1, 2, 3, 4 )



# The Future of Lithography? Think Beyond Light!



- E-beam is important now, critical at 22nm
- Even with light, the mask is made with E-beam!
- DFEB is central to DFM

## Member Companies & Advisors



**ADVANTEST**



**cādence**



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D. E. Shaw  
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**DNP**  
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