

A home developed lithography code to enhance the learning experiences in nanotechnology courses July 28 2020 Presenter: Atilla Ozgur Cakmak, PSU



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Lithography in a nutshell

- In the semiconductor world, lithography is the printing technology used to mass-produce chips like microprocessors, memory and flash that are at the heart of electronic devices.
- Around 30%-40% of the total cost during IC manufacturing

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Lithography in a nutshell



Lithography in a nutshell



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Students at work













Students at work









Students at work



- A free tool to teach students lithography
- A tool to allow students try different parameters, combinations quickly and convincingly
- A tool to allow cases that cannot be realized in the lab due to costs
- A tool to prepare students for the **next level**













One dimensional mask under projection lithography















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History of optics in lithography: Lenses Get Larger, wavelength shrink => NA \uparrow , $\lambda \downarrow$

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Other Possibilities

- Immersion Lithography, defocusing (Depth of Focus) study
- Resist Chemistry (Dill Parameter C exposure kinetics)

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References

- Matlab: <u>https://www.mathworks.com/products/matlab.html</u>
- Octave: <u>https://www.gnu.org/software/octave/</u>
- Matlab Code: <u>https://psu.box.com/s/ss2nfg68xbk1zegz0ln1asoz8nov3b4v</u>
- Chris Mack's Page: <u>http://www.lithoguru.com/</u>
- Fundamental Principles of Optical Lithography: <u>https://www.wiley.com/WileyCDA/WileyTitle/productCd-</u> 0470727306,descCd-buy.html





