

Layout Compliance for Triple Patterning Lithography: An Iterative Approach

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09/16/2014



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Outline

Introduction

New Challenges in Triple Patterning Lithography (TPL)

Layout Compliance Algorithms

Results and Conclusions

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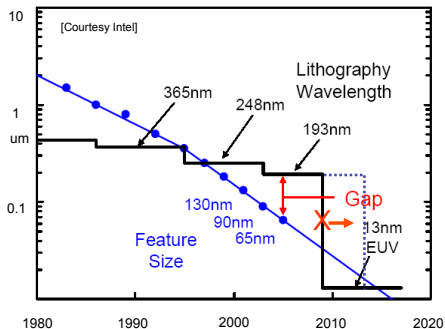
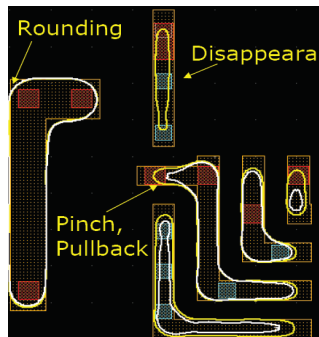
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Lithography Status & Challenges



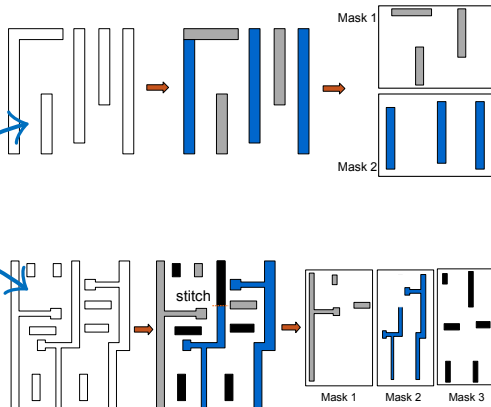
Advanced lithography to extend 193nm lithography

- ▶ Now and near future: double/triple/quadruple patterning
- ▶ Long term future: other advanced lithography

From Double Patterning to Triple Patterning

ITRS roadmap

- 28nm Single Patterning
- 22nm Double Patterning
- 14nm Triple Patterning
- 11nm Quadruple Patterning

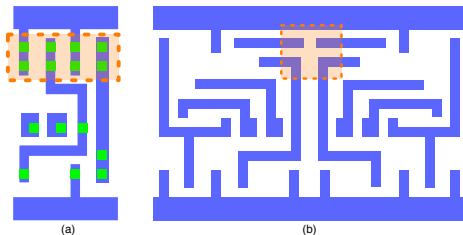


- ▶ Layout decomposition
- ▶ Patterning friendly design

Previous Works in TPL Layout Decomposition

- ▶ ILP or SAT
[Cork+, SPIE'08][Yu+, ICCAD'11][Cork+, SPIE'13]
- ▶ Greedy or Heuristic
[Ghaida+, SPIE'11][Fang+, DAC'12]
[Kuang+, DAC'13][Yu+, DAC'14][Fang+, SPIE'14]
- ▶ SDP or Graph based (trade-off)
[Yu+, ICCAD'11][Chen+, ISQED'13][Yu+, ICCAD'13]

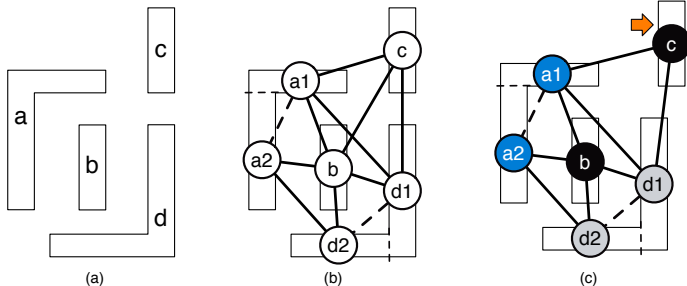
Limitations: can NOT guarantee TPL friendly



Layout Compliance Problem Formulation

Input:

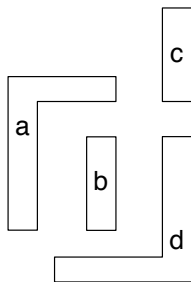
- ▶ Input layout patterns (may not be TPL friendly)
- ▶ Minimum coloring distance min_s



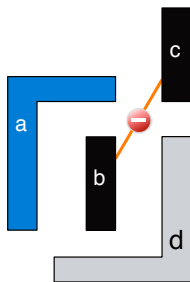
Output:

- ▶ Apply layout decomposition and layout modification
- ▶ Remove all conflicts

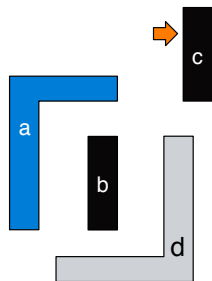
Layout Decomposition v.s. Layout Compliance



(a) Input layout



(b) Layout decomposition



(c) Layout Modification

Layout Compliance

= Layout Decomposition + Layout Modification

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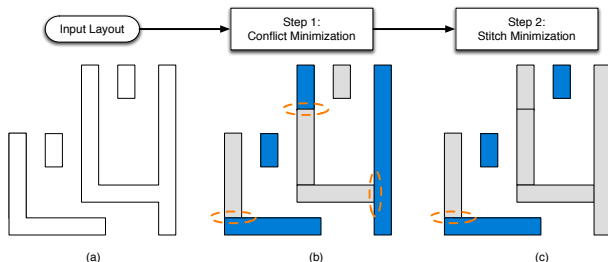
Challenge 1: NO Shortcut in TPL

Complexity

Optimizing conflict & stitch simultaneously is **NP-hard** for DPL/TPL.

Shortcut in DPL:

- ▶ Step by step
- ▶ Each step can be **optimally** solved



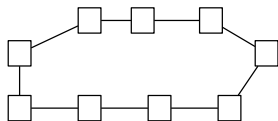
TPL:

- ▶ **NO** such shortcut, as conflict minimization is NP-hard
- ▶ Door closed?

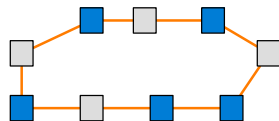
Challenge 2: Where do the conflicts come from?

DPL:

- ▶ Detect odd-cycle
- ▶ Long pattern chains



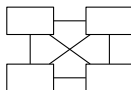
(a)



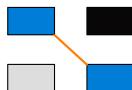
(b)

TPL:

- ▶ NP-hard to detect
- ▶ But mostly local 4-clique



(a)

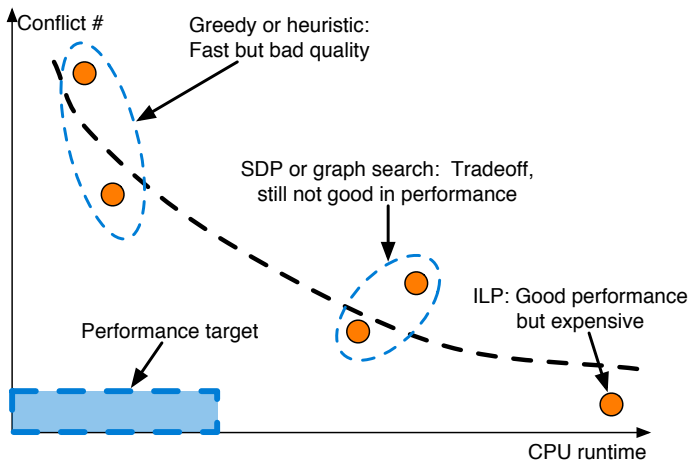


(b)



(c)

Challenge 3: Decomposer – Clutching at Straws



- ▶ Gap
- ▶ Our performance target

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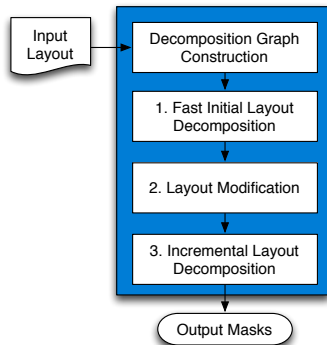
Step 1: Initial Layout Decomposition

Step 2: Layout Modification

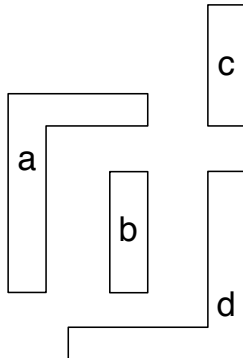
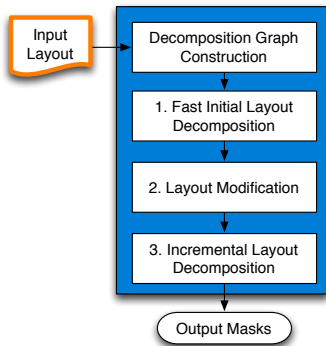
Step 3: Incremental Layout Decomposition

Results and Conclusions

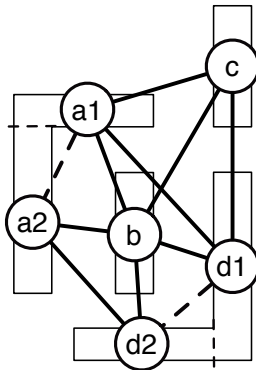
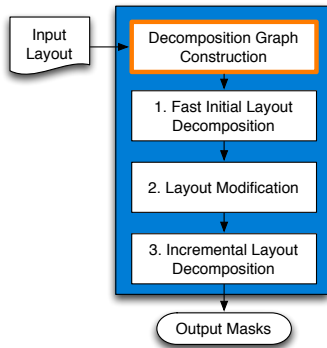
Overall Flow



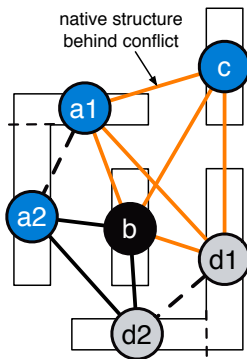
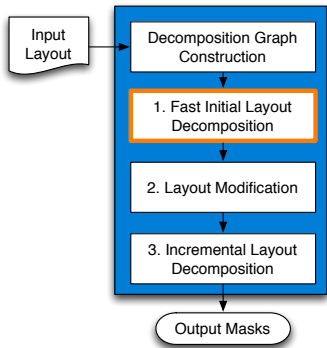
Overall Flow



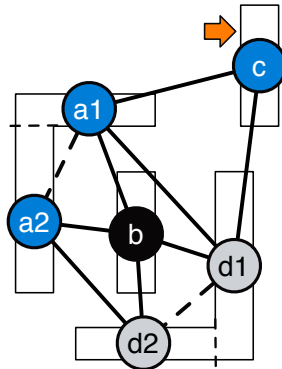
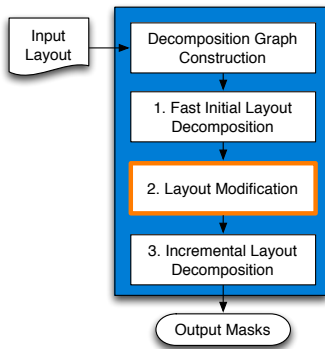
Overall Flow



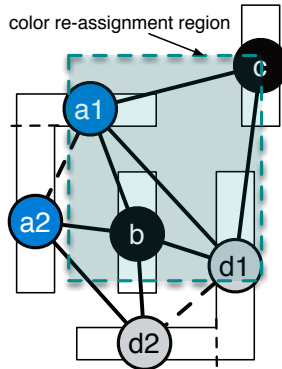
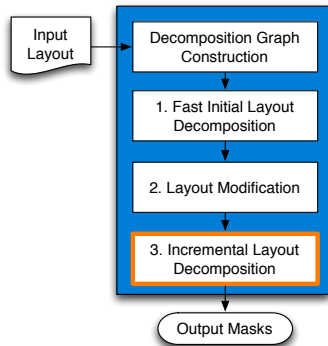
Overall Flow



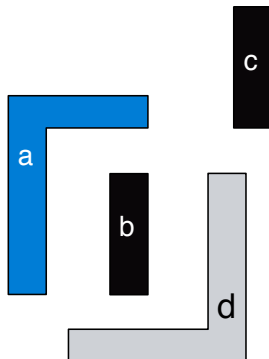
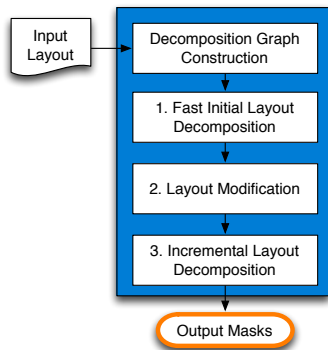
Overall Flow



Overall Flow

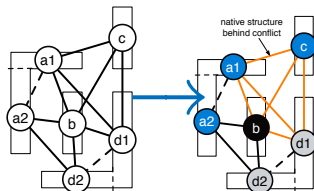


Overall Flow

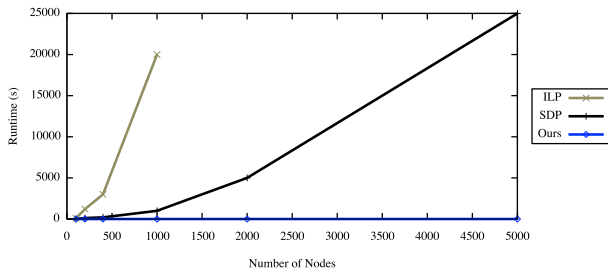


Step 1: Initial Layout Decomposition

- ▶ Our method: linear color assignment
- ▶ Linear runtime complexity [Yu+,DAC'14]
- ▶ May leave some conflicts to Step 2 & 3
- ▶ Much faster than ILP or SDP

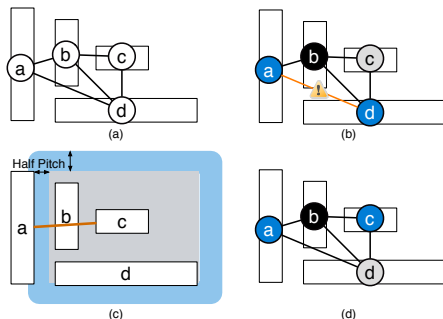


Runtime comparisons:



Step 1: Fast Layout Decomposition (cont.)

- ▶ But, Any coloring order results in **Local Optimality**
- ▶ Example: order a-b-c-d



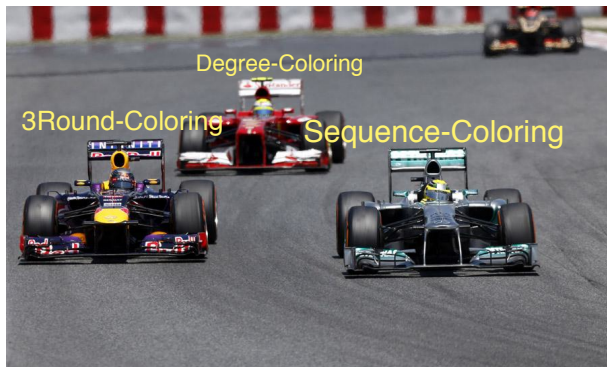
Color-Friendly Rules:

- ▶ a-c tend to be with the same color

Step 1: Fast Layout Decomposition (cont.)

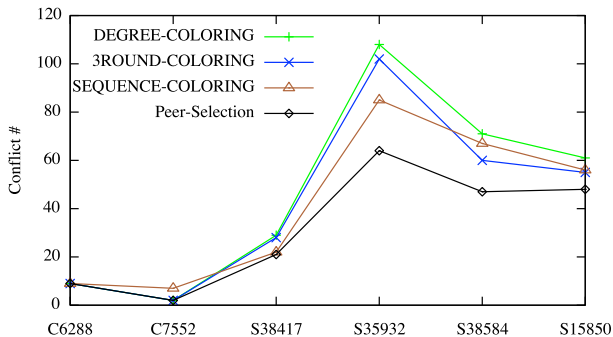
Peer Selection:

- ▶ Three orders would be processed simultaneously
- ▶ Best solution would be selected
- ▶ Still **Linear** runtime complexity



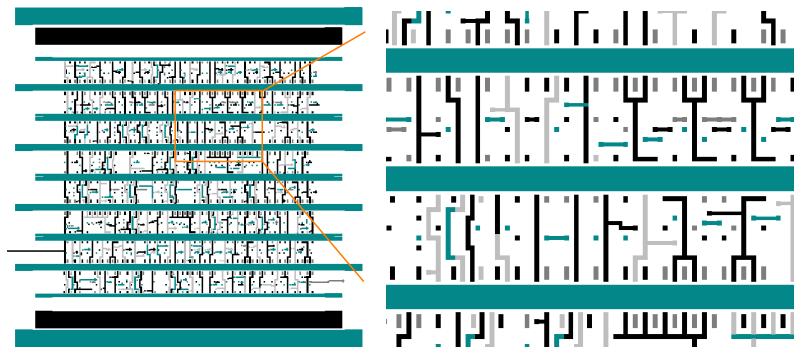
Step 1: Fast Layout Decomposition (cont.)

Peer Selection:



- ▶ Whole problem → a set of components
- ▶ Different components have different dominant orders
- ▶ Overall better results than any single order

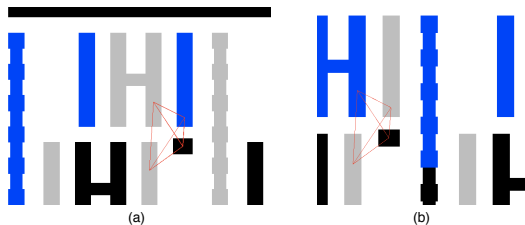
Fast Layout Decomposition Result Example



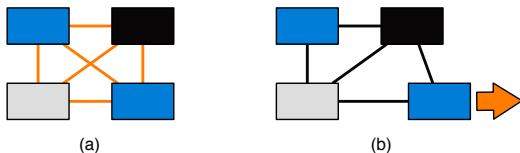
- ▶ Row by row
- ▶ Resolved in 0.1 second

Step 2: Layout Modification

Initial layout decomposition output: native conflict is labeled:

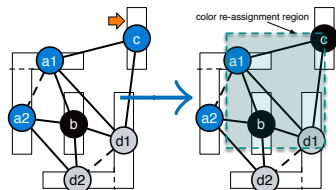


Layout modification to break down each four-clique:

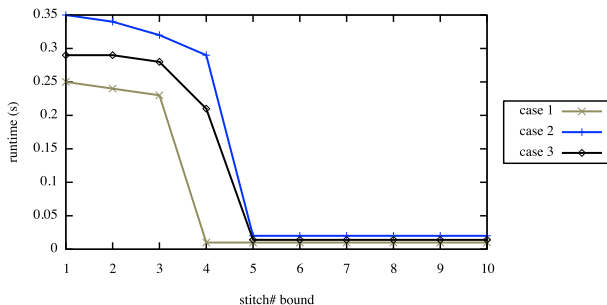


Step 3: Incremental Layout Decomposition

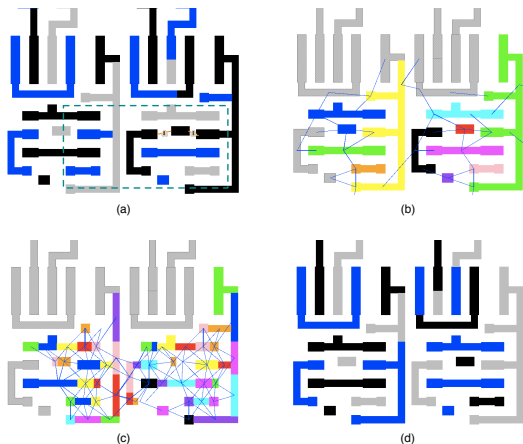
- ▶ **Input:** One layout region & stitch# bound
- ▶ **Output:** color re-assignment in the region
- ▶ **Method:** branch-and-bound
- ▶ Early return if satisfy stitch# bound



Runtime & stitch# bound trade-off:



Step 3: Incremental Layout Decomposition— Example



- a Decomposed result after initial layout decomposition.
- b All layout patterns to be re-assigned colors are labeled.
- c The constructed local decomposition graph.
- d The result of incremental layout decomposition.

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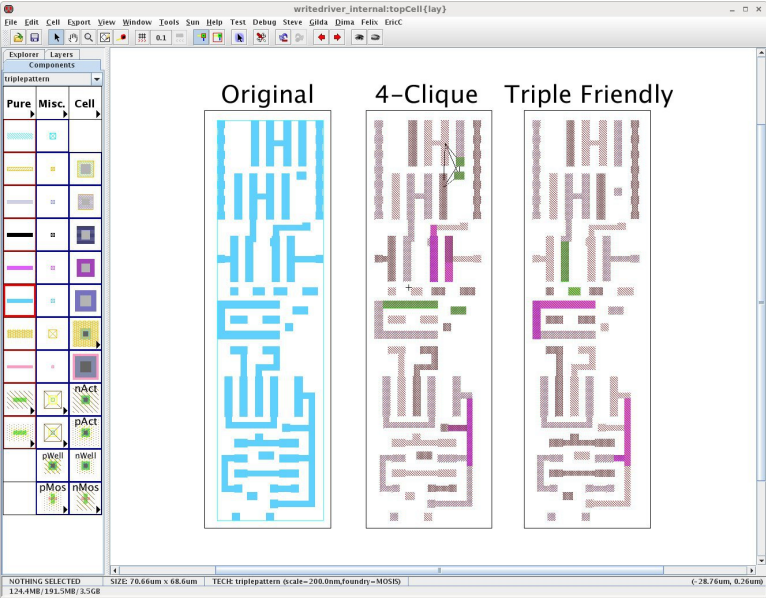
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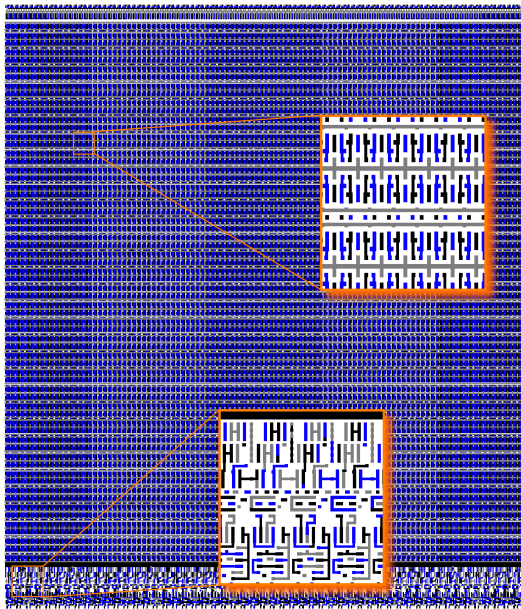
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Interfaced with open source tool **Electric**

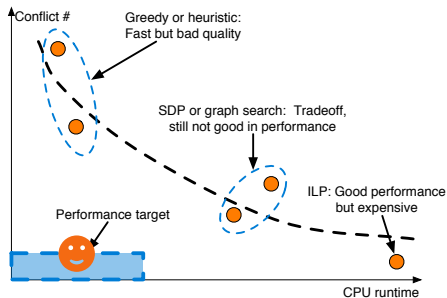


Layout Compliance Results



Conclusions

- ▶ First attempt for TPL layout compliance
- ▶ Facilitating the advancement of patterning technique



Future works

- ▶ Timing issue
- ▶ Smarter automatically layout modification



Thank You !