



Friedrich-Alexander-Universität
Technische Fakultät



Halbleitertechnik IV- Nanoelectronics

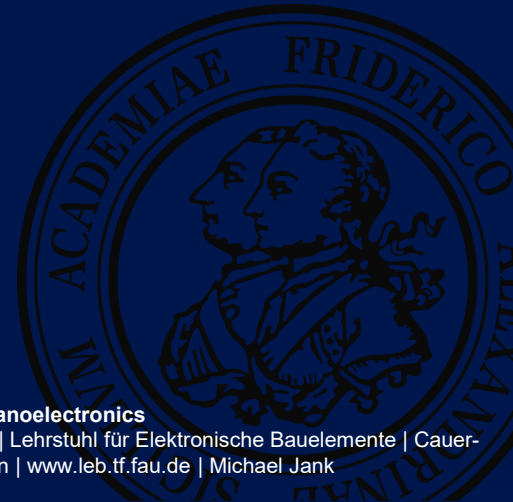
Friedrich-Alexander-Universität Erlangen-Nürnberg | Lehrstuhl für Elektronische Bauelemente | Cauerstraße 6 | 91058 Erlangen | www.leb.tf.fau.de | Michael Jank

Metal-Oxide-Semiconductor Memory Devices



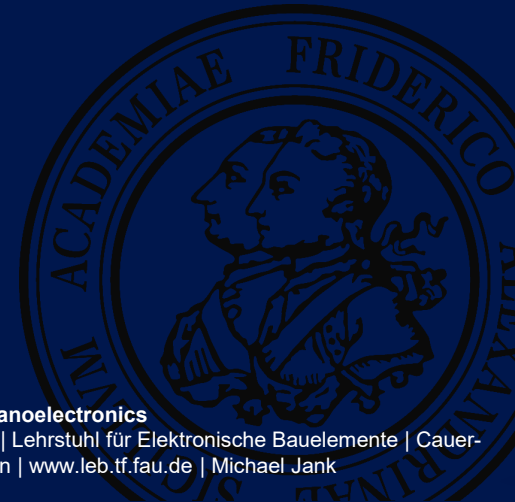
Halbleitertechnik IV - Nanoelectronics

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Objectives of the lecture

Mission and goals?



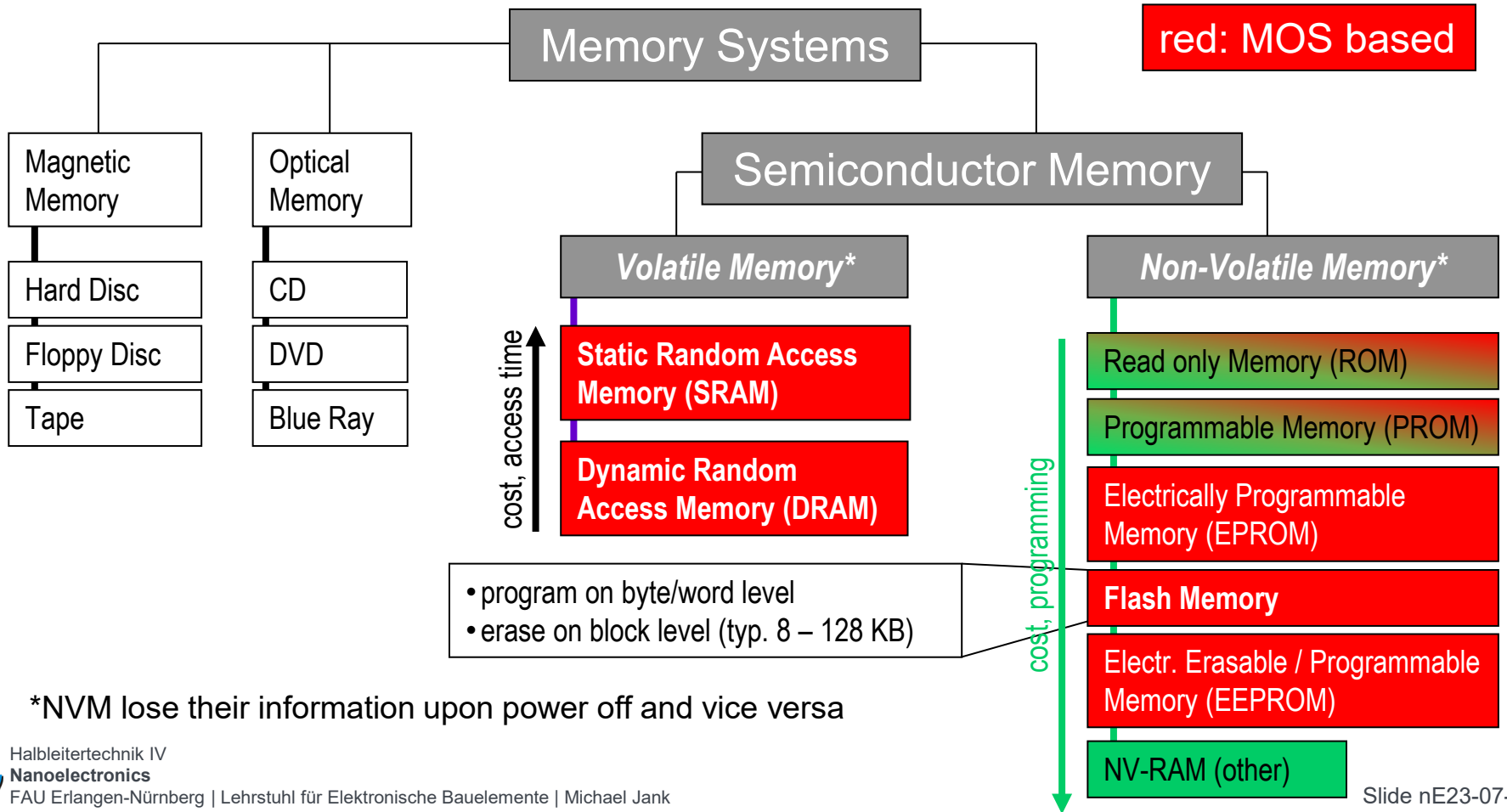
MOS Memory Devices

Objectives

- This lecture introduces the knowledge on the three classes of most-adopted semiconductor-based memory devices
 - *SRAM*
 - *DRAM*
 - *Flash*
- You should be able to
 - *describe the memory architectures and principles of operation*
 - *know about the critical parameters in scaling of DRAMs*
 - *explain problems and solutions in the operation and scaling of Flash memories*
 - *consider measures for maximizing the memory density in Flash- and SONOS memories*

MOS Memory Devices

Overview on information storage systems



MOS Memory Devices

Overview on information storage systems - Abbreviations

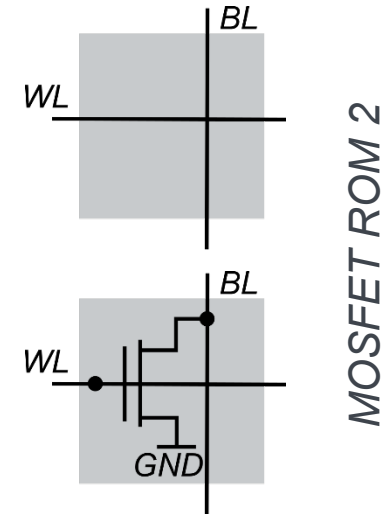
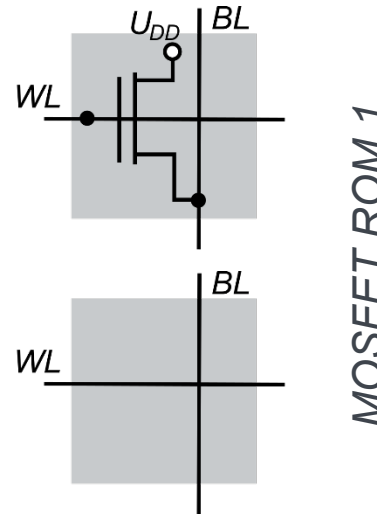
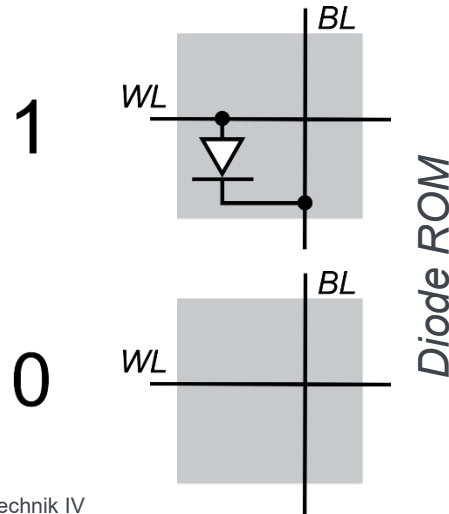
- **ROM** Read Only Memory
- EPROM Electrically Programmable ROM
- OTP-EPROM One-Time Programmable EPROM
- E²PROM Electrically Erasable Programmable ROM

- **RAM** Random Access Memory
- DRAM Dynamic RAM
- SRAM Static RAM
- FRAM Ferroelectric RAM (auch: FeRAM)
- MRAM Magnetic RAM
- CBRAM Conductive Bridging RAM
- RRAM Resistive RAM
- PCRAM Phase Change RAM

MOS Memory Devices

Read-only memory (principle is not MOS based)

- Only one-time programming
 - e.g. by formation or opening of wiring at a via (i.e. cross-point connection between two metal layers) between word and bit line in an array
 - during processing (photo mask) or electrically in the chip (burning)
- Concepts for realization of ROM memories
 - rectifying/switching elements avoid cross-talk between the cells

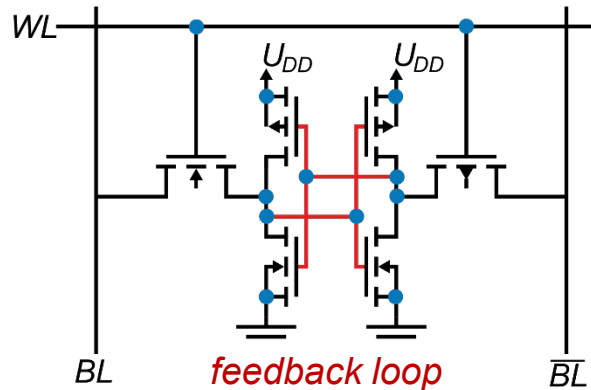


MOS Memory Devices

MOS-based Semiconductor Memories

SRAM

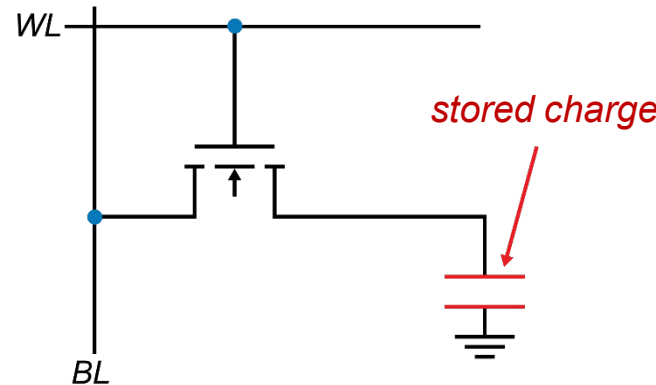
6-transistor cell (6T)



- + very fast
- + CMOS
- + no refresh necessary
- transient
- very large cell

DRAM

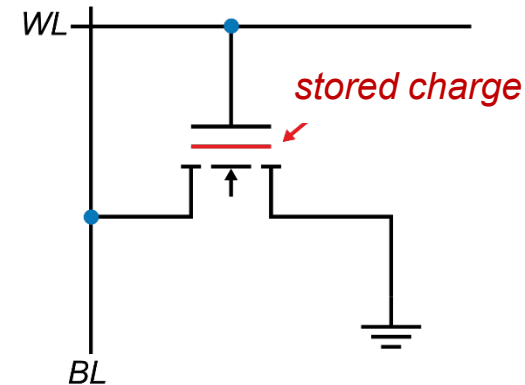
1-transistor/1 capacitor cell (1T1C)



- + fast
- + small cell
- volatile
- refresh
- elaborate technology

Flash

1T



- + non volatile
- + small cell
- + multibit capability
- slow
- erase by block
- limited cycling capability

MOS Memory Devices

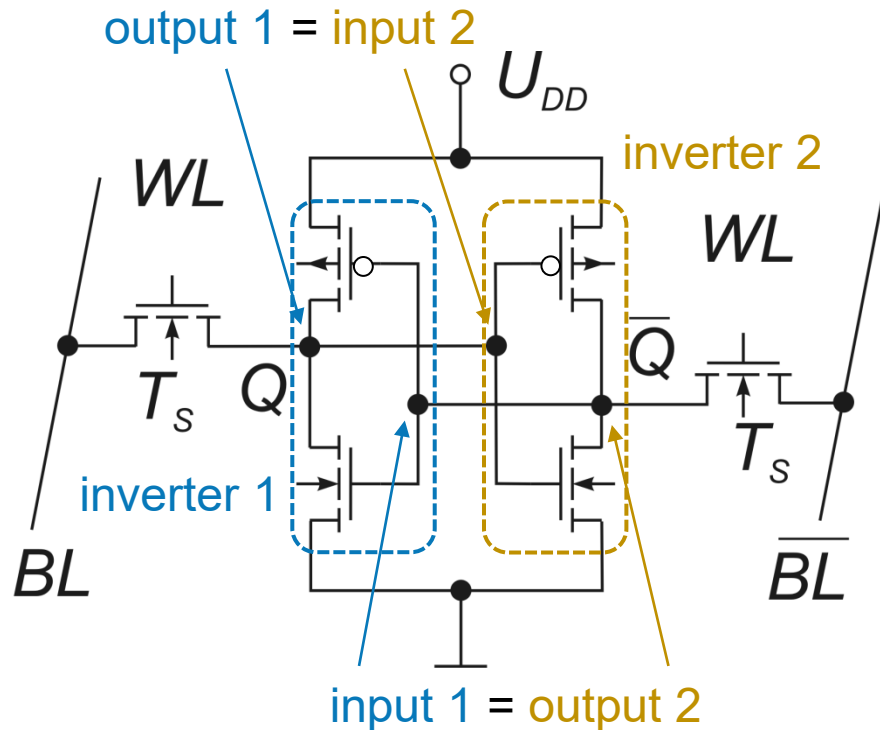
Outline

- Overview on highly-integrated information storage
- Volatile semiconductor memory
 - *Static memory with random access (SRAM)*
 - *Dynamic memory with random access (DRAM)*
- Non-volatile semiconductor memory
 - *Flash memory transistors*
 - *Flash architectures*
 - *SONOS storage stacks*
 - *Nitride-ROM memory (NROM)*

MOS Memory Devices

Volatile Semiconductor Memory

- SRAM (6T): more a circuit concept than a device
 - *two fed-back CMOS inverters that conserve their state*



SRAM: write (high/"1")

- set inverted bitline \overline{BL} to low/L and bitline BL to high/H
- activate wordline WL, nodes Q / \overline{Q} of the flip-flop will be set to H / L
- deactivate wordline => information is stored statically

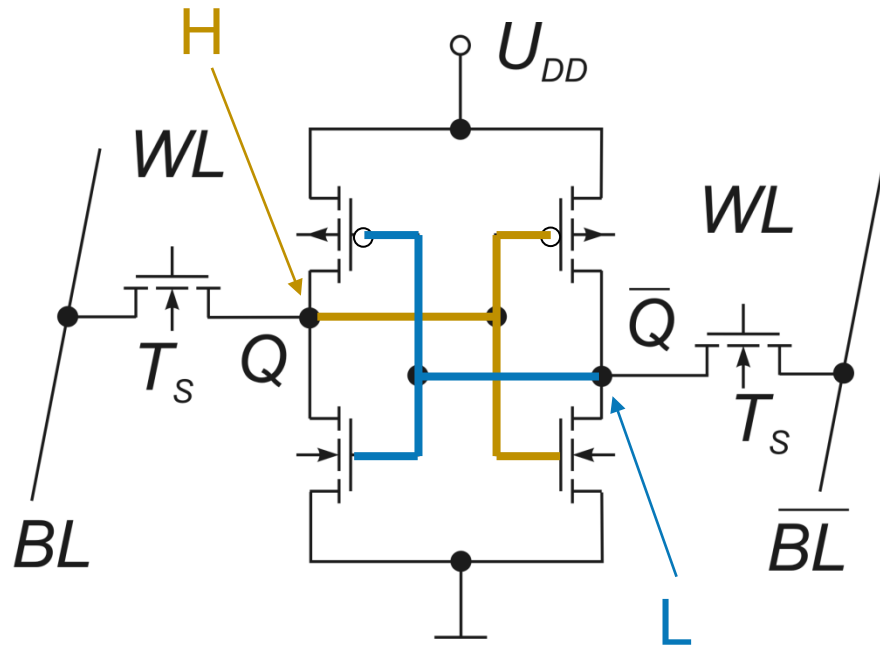
SRAM: read

- activate wordline
- bitline is charged by flip-flop, read result

MOS Memory Devices

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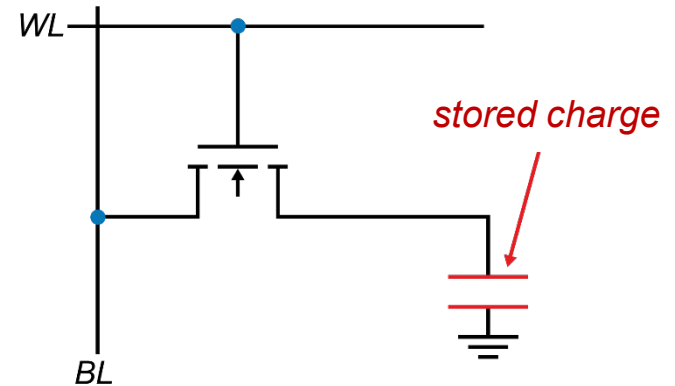
SRAM: read

- activate wordline
- bitline is charged by flip-flop, read result

MOS Memory Devices

Volatile Semiconductor Memory

- DRAM (1T1C): two-device assembly
 - "0" no charge on capacitor
 - "1" charge on capacitor
 - can be realized in CMOS
 - refresh necessary due to leakage
- Concepts:
 - planar cell (formerly)
 - "Trench" cell
 - "Stacked" cell
- Definition of the smallest structure size (F):
 - Diameter of the capacitor/gate electrode
 - "Pitch": Distance between 2 conductor tracks (word/bit lines)



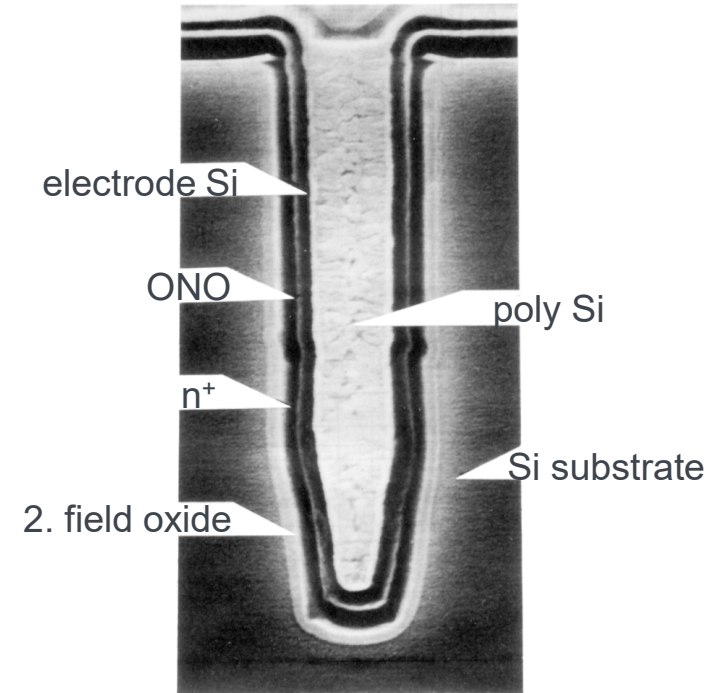
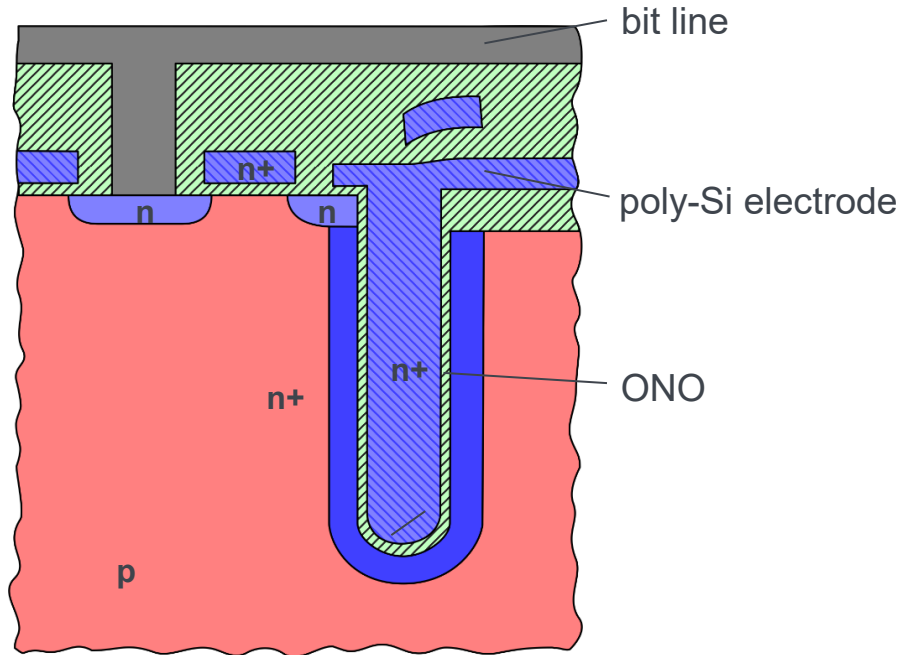
Cell Size $4F^2$

MOS Memory Devices

Volatile Semiconductor Memory

- DRAM Cell Concepts: Trench Cell

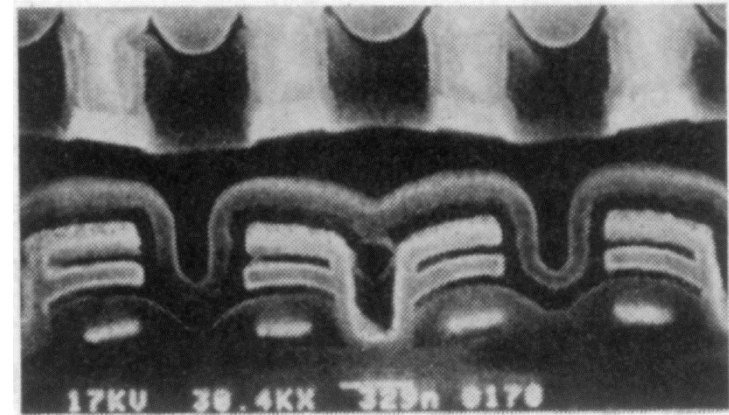
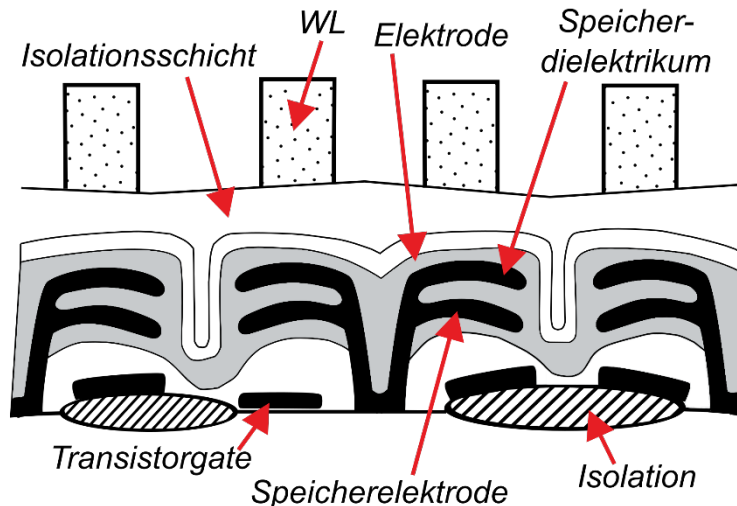
- *The aim is to maximize the area of the storage capacitor to store as much charge as possible*
- *Burying creates large capacitor gate area and consumes only a small amount of chip area*



MOS Memory Devices

Volatile Semiconductor Memory

- DRAM Cell Concepts: Stacked Capacitor
 - *here the capacitor is mounted above the transistors*
 - *generation of a large effective capacitor area with low consumption of chip area*

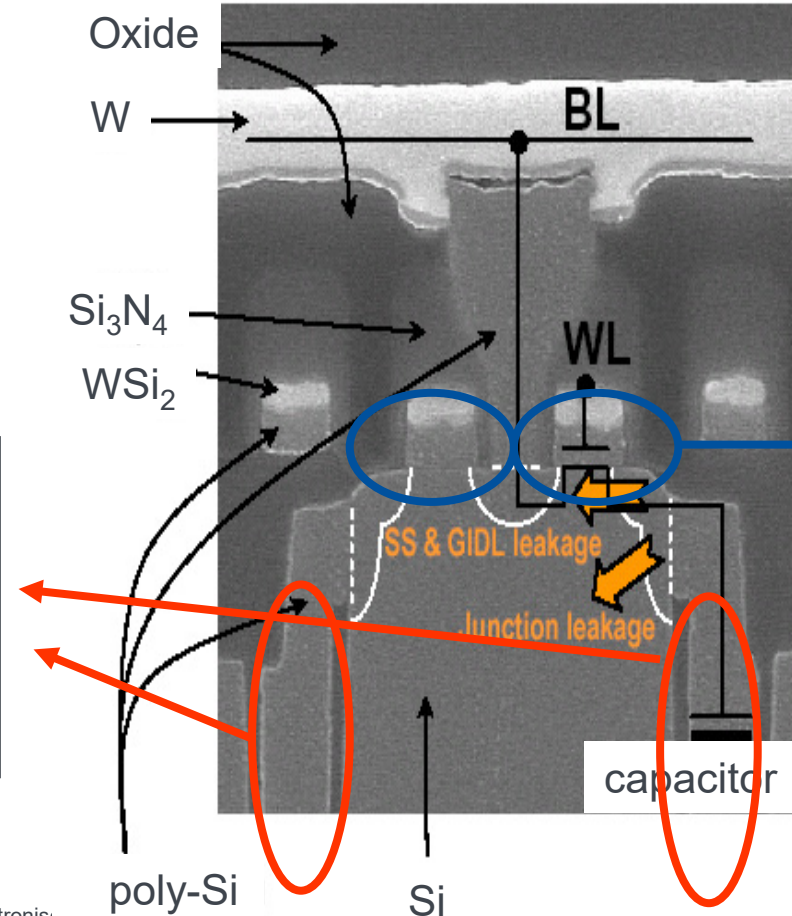


- Both cells (trench/stacked) are very complex to produce
 - *practically, deep trench etching is more difficult to scale (the narrower, the deeper you have to etch and refill!) → Stack capacitor has prevailed*

MOS Memory Devices

Volatile Semiconductor Memory

- DRAM: challenges



capacitor:

minimum
capacity of 30fF
must be
maintained

select transistor:

leakage < 1fA

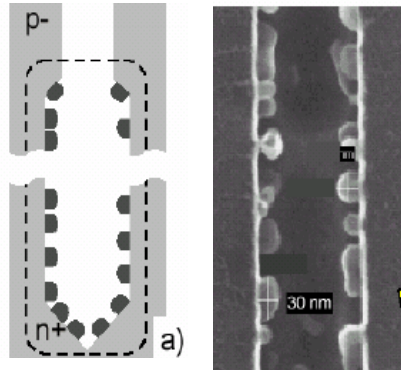
$I_{\text{ON}} > \text{few } \mu\text{A}$

$I_{\text{ON}}/I_{\text{OFF}} > 10^9$

MOS Memory Devices

Volatile Semiconductor Memory

- DRAM: increasing the capacitance
- besides the area enlargement by trench or stacked capacitors there are mainly materials-driven approaches



Increase of surface
by hemispherical Si
grains (HSG)

Nucleation and
ripening at etch
defects (crystal
defects)

$$C = A \cdot \frac{\epsilon}{d}$$

increase of capacity by high-k
dielectrics
e.g. Al_2O_3 , Hf_2O , Zr_2O , Ta_2O_5 , BST

reduction of thickness

MOS Memory Devices

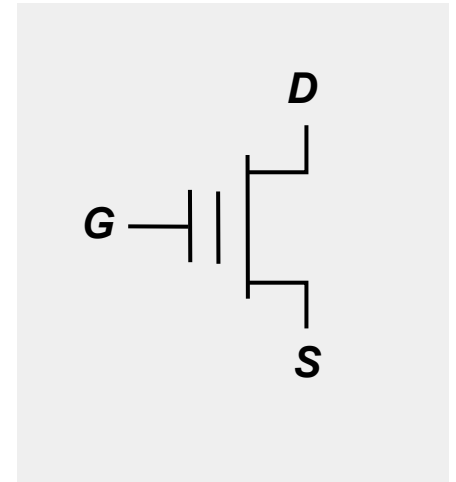
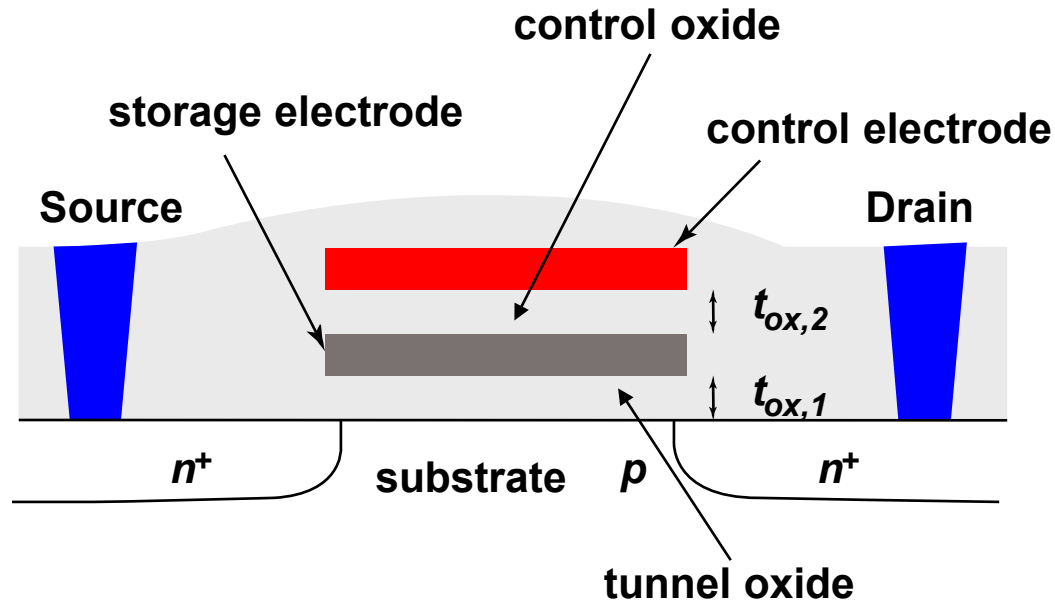
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 - *Flash architectures*
 - *SONOS storage stacks*
 - *Nitride-ROM memory (NROM)*

MOS Memory Devices

Flash Memory Transistors

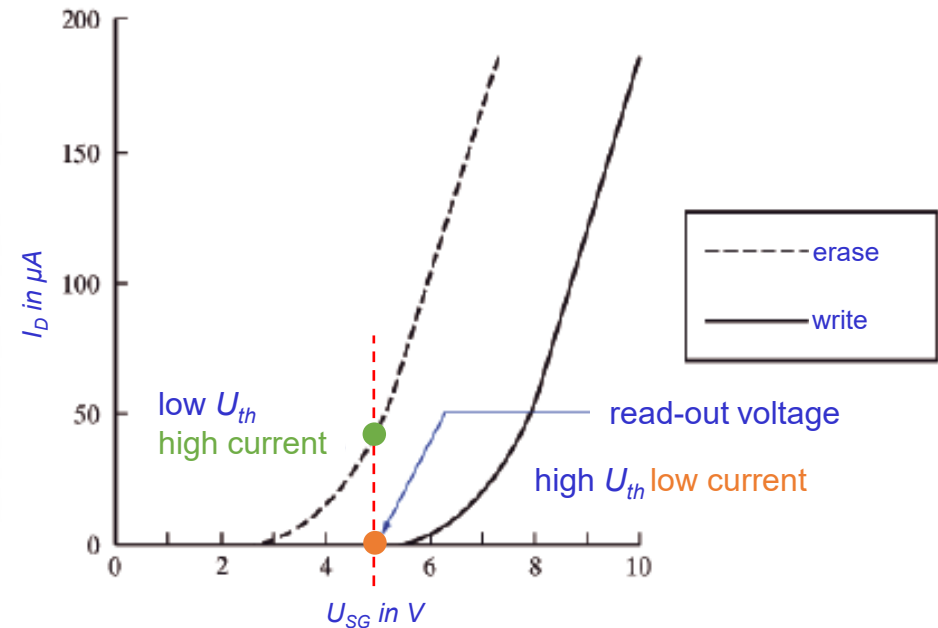
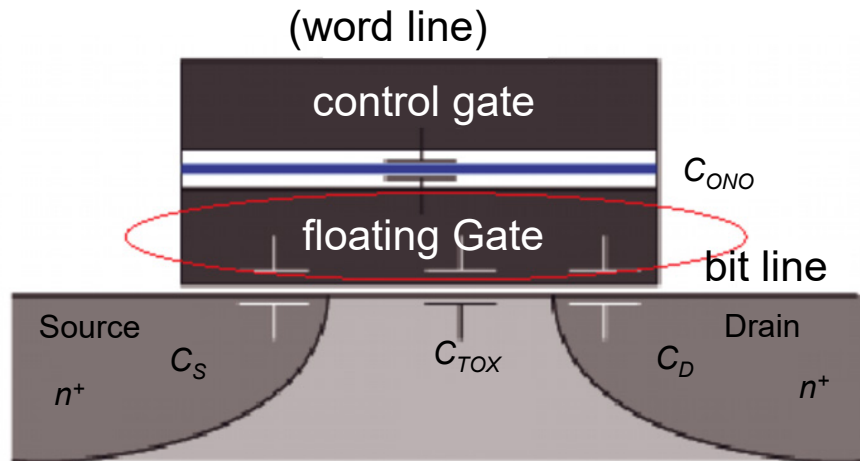
- Combination of storage and control electrode in a single gate stack
 - *electrically programmable and erasable*
 - *1T architecture*
 - *storage electrode is not contacted: floating gate*



MOS Memory Devices

Flash Memory Transistors

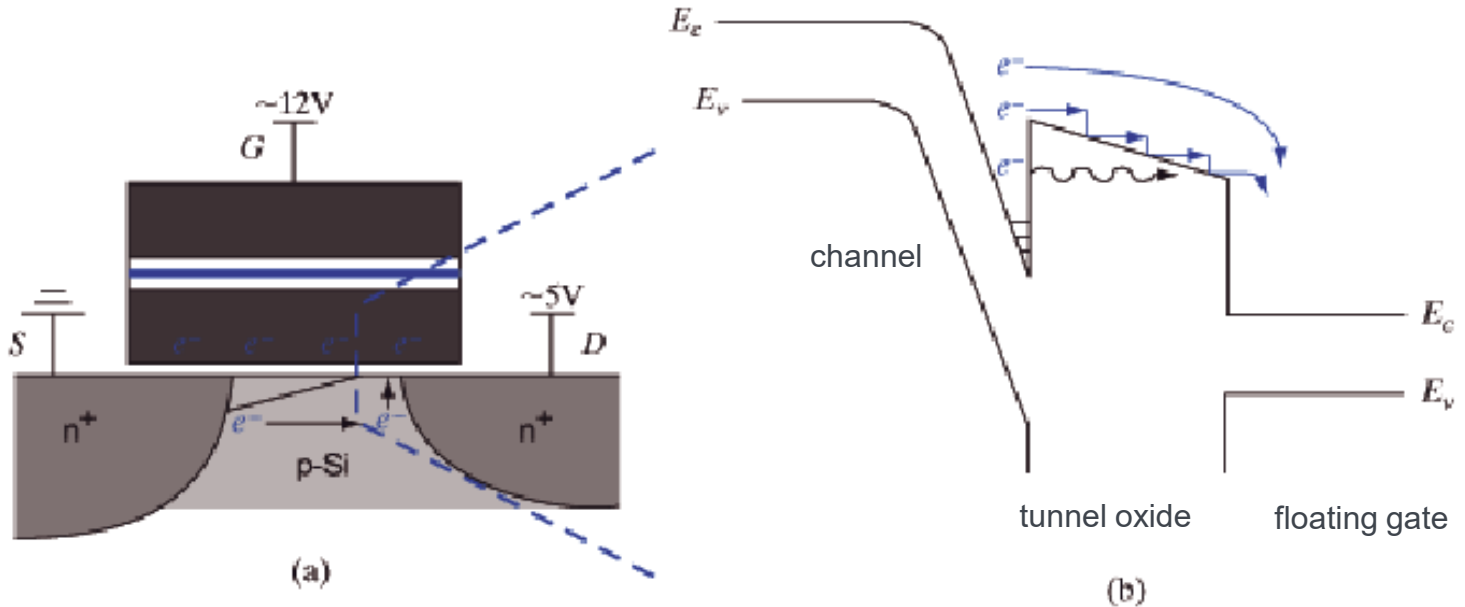
- Readout of Flash memory
 - stored charges (mostly electrons) increase U_{Th} (see lectures on basics or on hot electrons)
 - read-out voltage is selected between lower and upper U_{th} , the associated current is detected



MOS Memory Devices

Flash Memory Transistors

- Programming (writing) of Flash memory
 - *hot electrons generate electron-hole pairs at the drain. Electrons with sufficient energy reach FG directly (if energy is sufficient) or through FOWLER NORDHEIM tunneling*
 - *programming by FOWLER NORDHEIM tunneling*



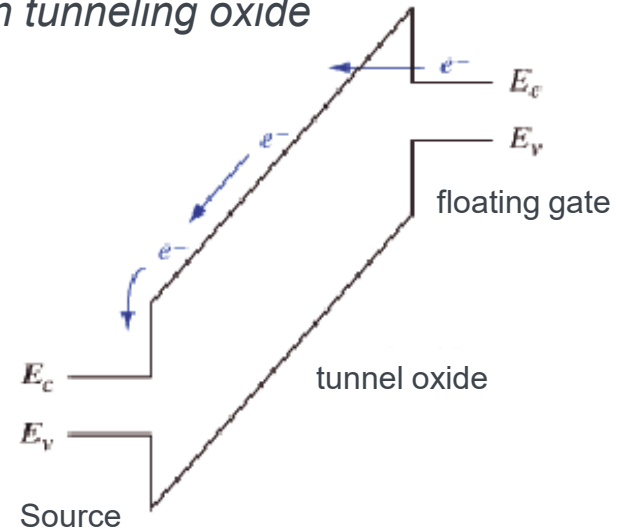
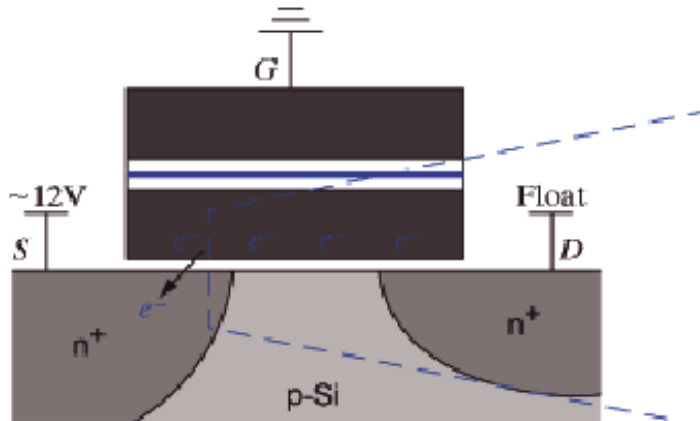
MOS Memory Devices

Flash Memory Transistors

- Erase programming of Flash memory
 - *application of a high voltage between control gate and Source*
 - *FOWLER NORDHEIM tunneling of carriers*

$$J_{FN} \sim A E_{ox}^2 \exp(-B / E_{ox})$$

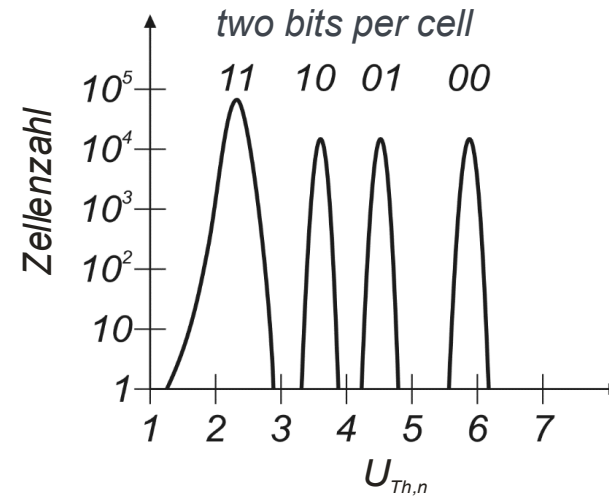
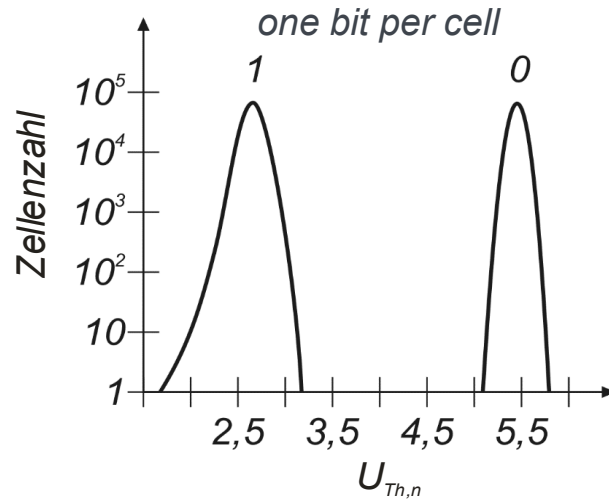
A, B constants
 E_{ox} electric field in tunneling oxide



MOS Memory Devices

Flash Memory Transistors

- Increase of memory capacity by multilevel programming (MLC: MultiLevel Cell)
 - *differentiation of multiple U_{Th} levels in a cell*

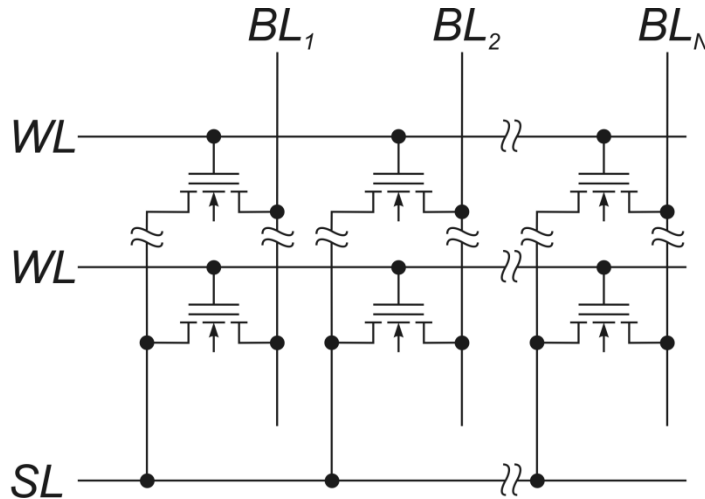


- *precise control of programmed U_{th} s is mandatory*
 - active „post-writing“ / „-erasing“
- *high requirements for retention time*

MOS Memory Devices

Flash Architectures

- NOR architecture (e.g. for code memory in microcontrollers)



cell size $\approx 10F^2$

due to individual addressing capability

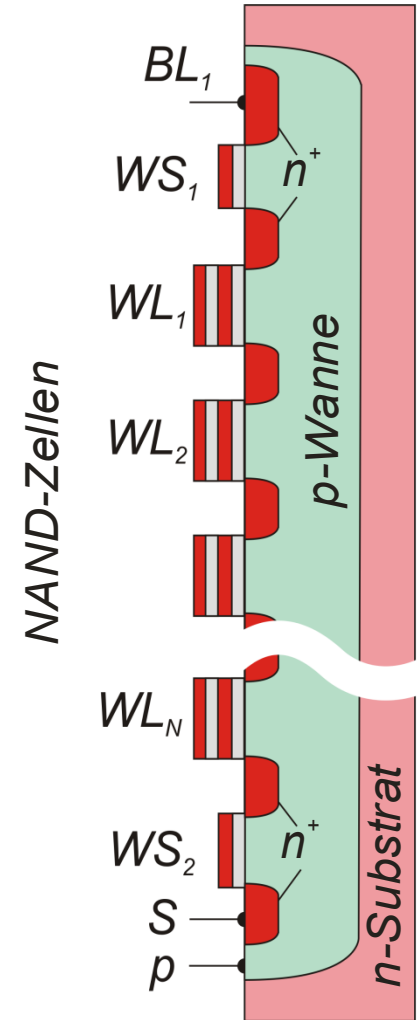
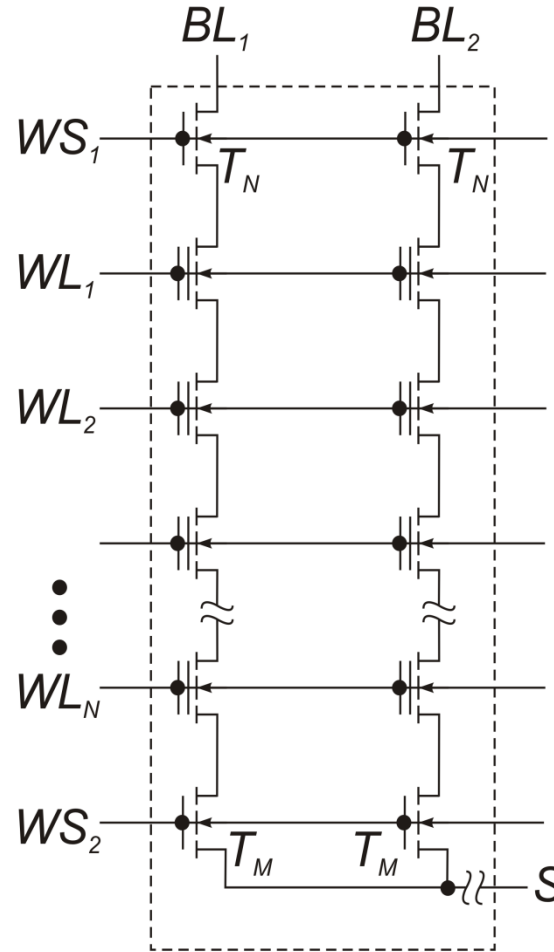
- *fast random access to single bits ($<100\text{ns}$)*
- *fast programming ($1\text{-}10\ \mu\text{s}$) by hot electron injection (high currents limit parallel programming)*
- *erase by FN tunneling (Flash) per block*

MOS Memory Devices

Flash Architectures

- NAND architecture
(e.g. for high volume data storage)
 - *Pros*
 - space-saving design (shared S/D)
 - massively parallel programming (FN)
 - *Cons*
 - random access is very slow ($>10 \mu\text{m}$)
 - programming is very slow ($>100 \mu\text{m}$)

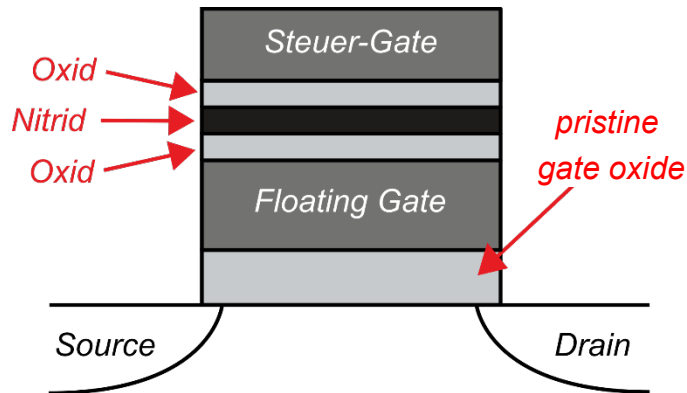
cell size $\approx 5F^2$



MOS Memory Devices

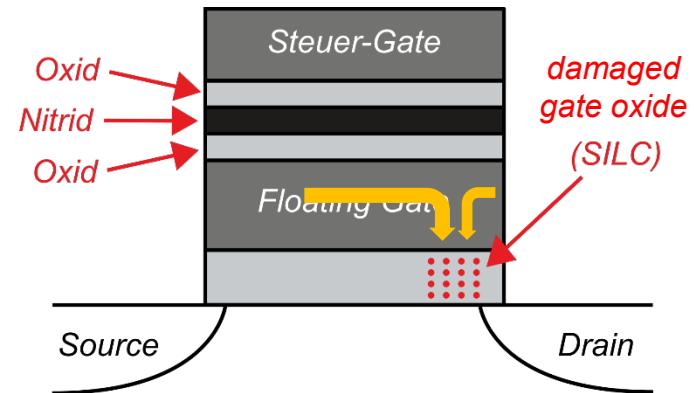
SONOS Memory stacks

- Flash memory: problems
 - Retention: charge loss*
 - write/erase cycling degrades gate and tunnel oxide
 - SILC: Stress Induced Leakage Currents over defect cascades
 - Endurance: allowed number of cycles*
 - U_{Th} shift by defects (traps) in tunnel oxide



before P/E cycling

retention approx. 100 yrs.



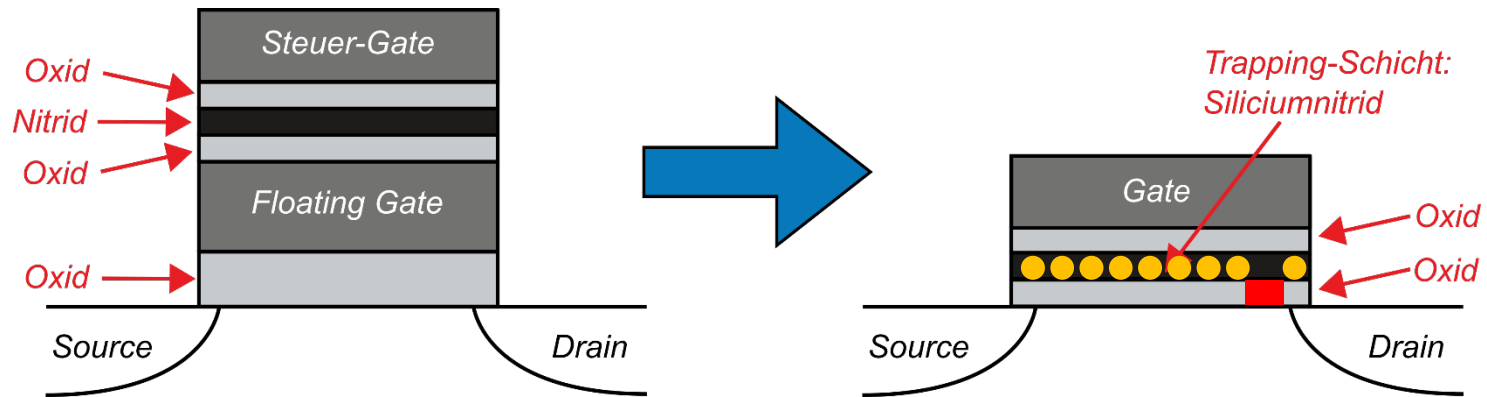
after 10^5 P/E cycles

retention approx. 10 yrs.

MOS Memory Devices

SONOS Storage Stacks

- Solution: Flash memories with storage layer from silicon nitride
 - *dielectric ONO stack (already known from reinforcement of control oxide)*

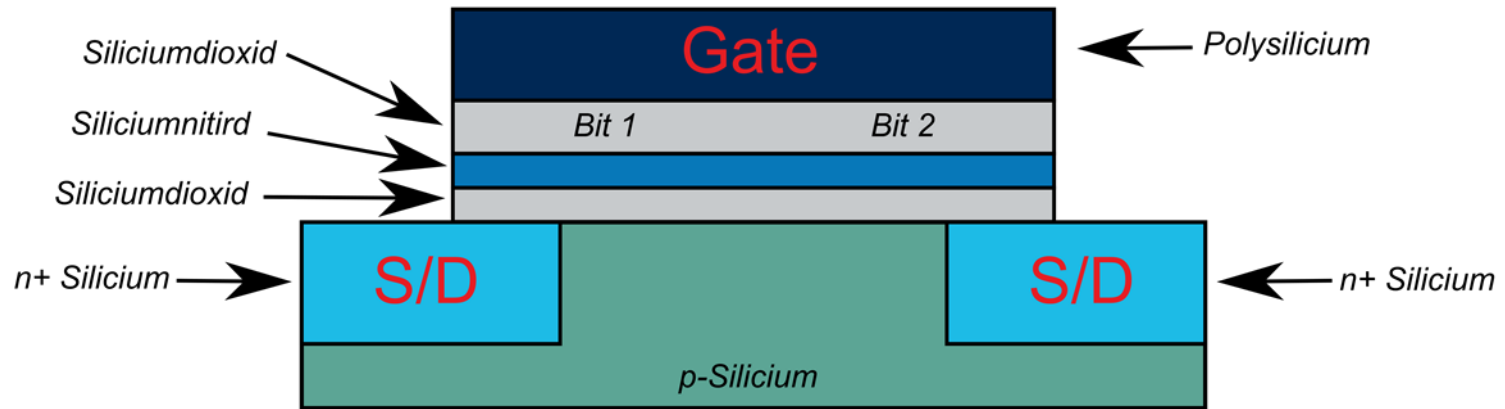


- *Stationary charge storage in adhesion points of silicon nitride*
 - Better integration (lower vertical layer thickness)
 - Only local, no full charge loss if tunnel oxide is locally damaged

MOS Memory Devices

Nitride ROM Memory

- NROM memory based on ONO layer stack
 - *dedicated operation mode of SONOS memories (preferably in NAND architecture)*
 - *device is symmetrical, as any „normal“ MOSFET*

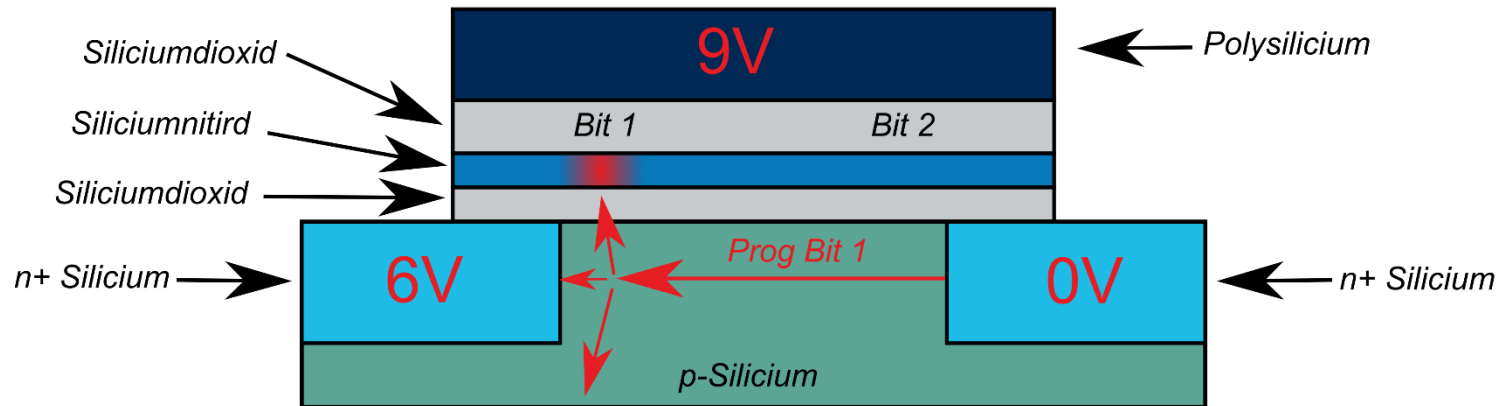


- *Brand names*
 - TWIN Flash, Mirror Bit,

MOS Memory Devices

Nitride ROM Memory

- NROM memory based on ONO layer stack
 - *programming*
 - injection of hot channel electrons (high current)
 - local storage of electrons in silicon nitride close to drain area

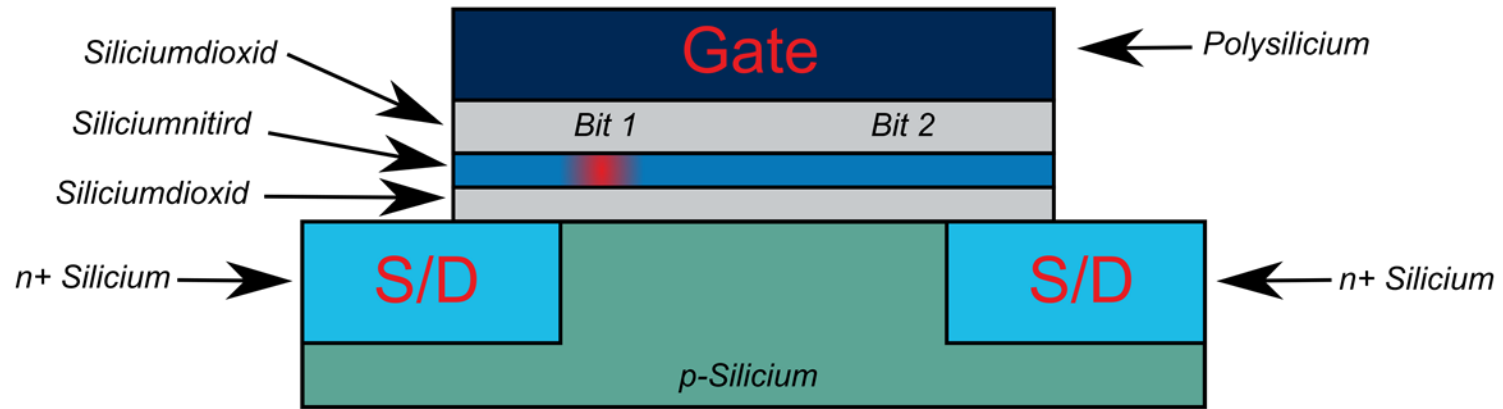


- *the individual assignment of the contacts as source or drain is done by voltage polarity*

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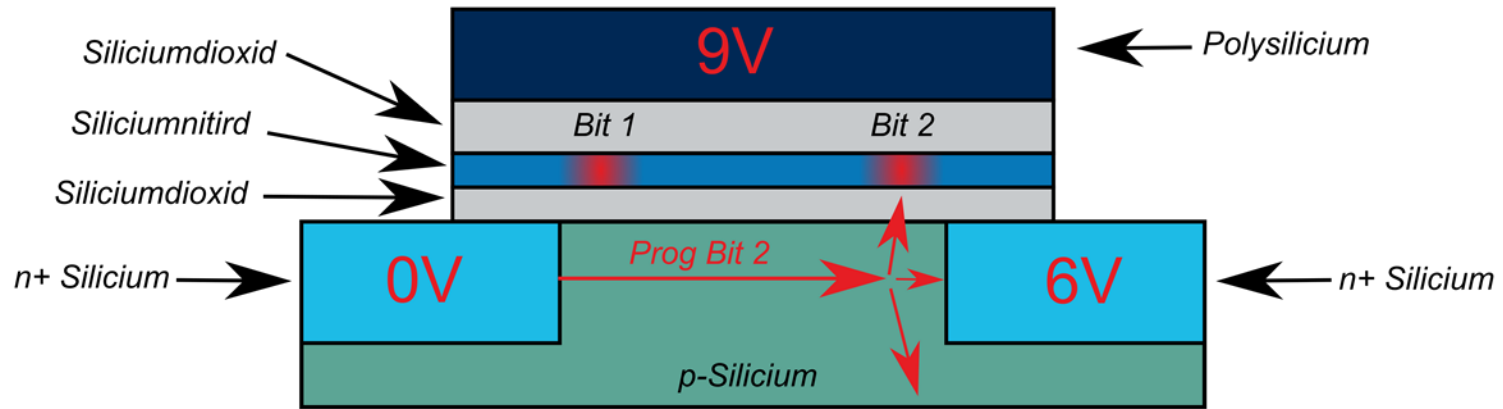


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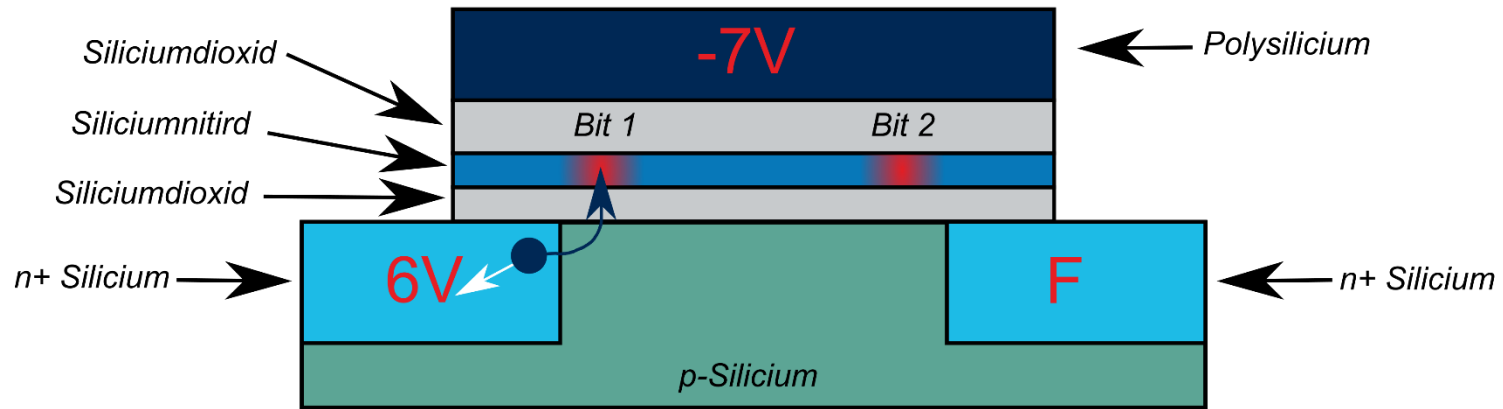


- *a second bit can be addressed by changing source and drain*
 - 2-bit storage, doubling the memory capacity

MOS Memory Devices

Nitride ROM Memory

- NROM memory based on ONO layer stack
 - *erasing*
 - local injection of hot holes from drain into nitride layer
 - recombination of injected holes with trapped electrons

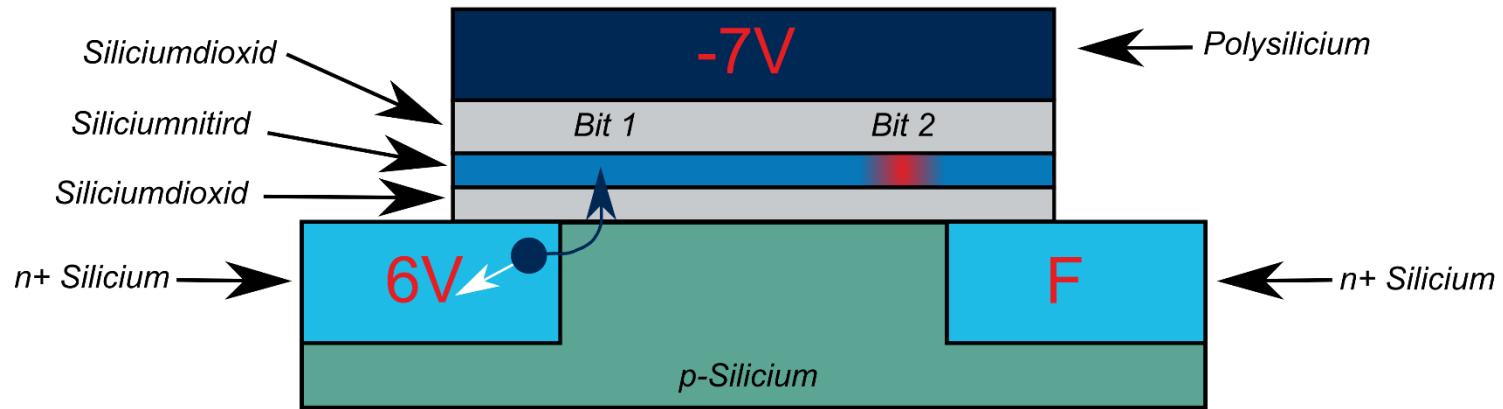


- *disadvantages*
 - high current consumption due to low ratio of trapped vs. injected carriers
 - limitation of lateral scaling by charge packet extension and misalignment of electron and hole packets

MOS Memory Devices

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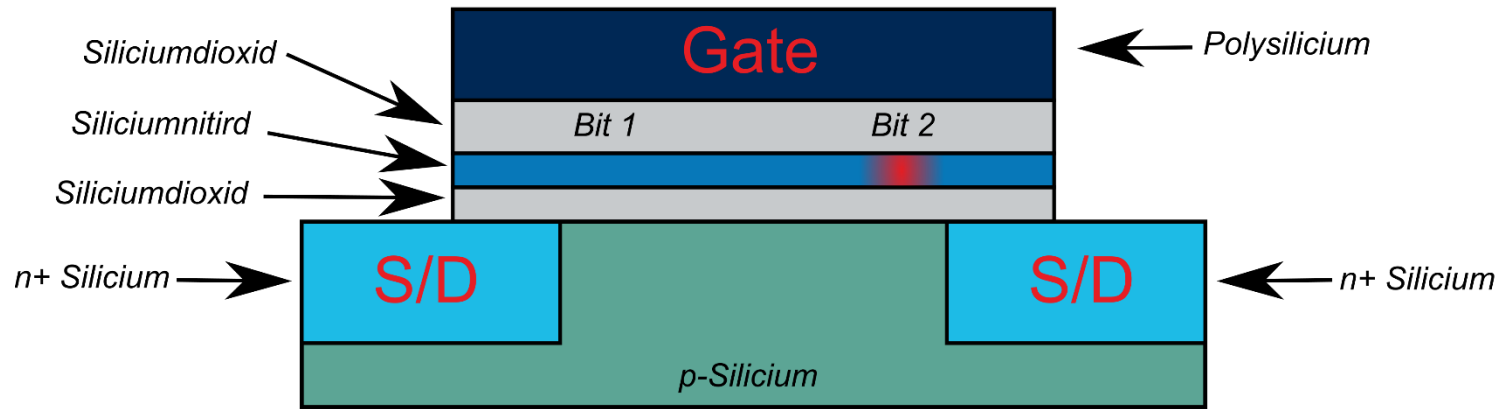


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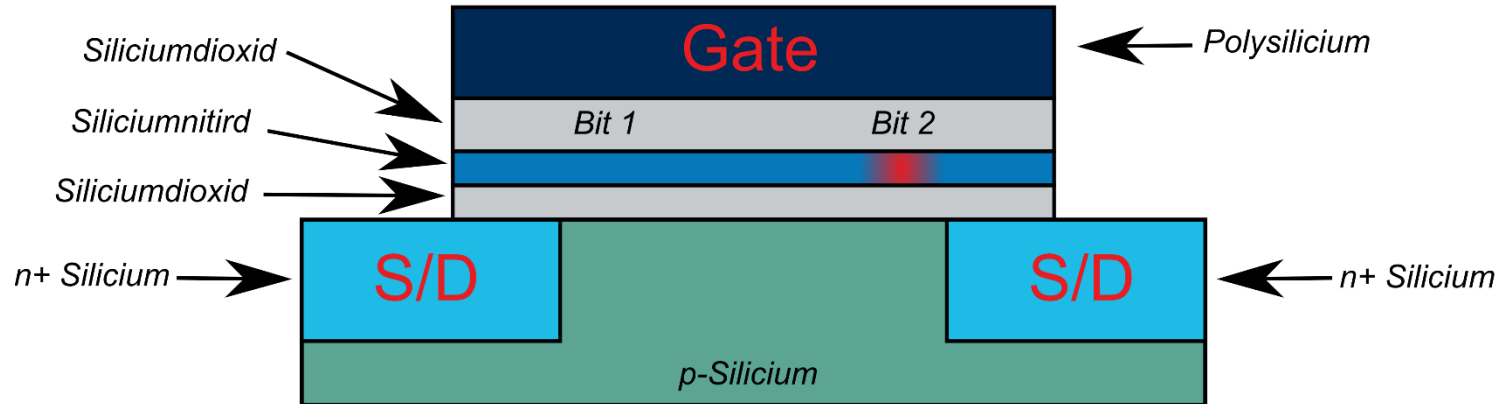
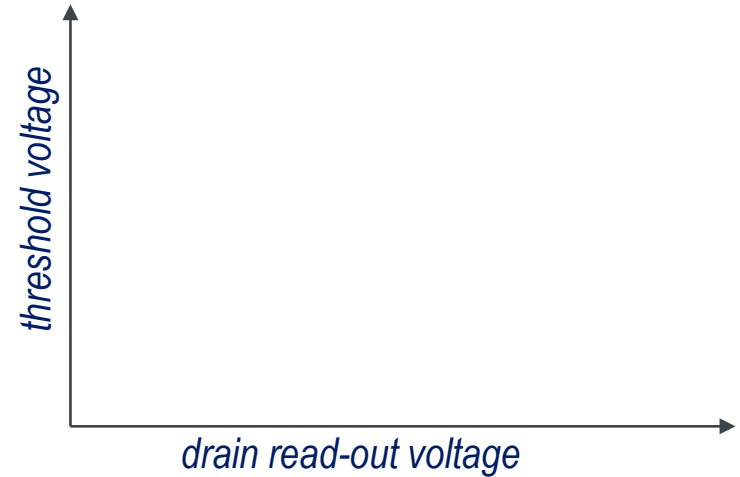


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MOS Memory Devices

Nitride ROM Memory

- NROM memory based on ONO layer stack
 - *reading*
 - operation in saturation mode
$$V_{DS} \geq V_{GS} - V_{TH}$$
 - charge at source side defines V_{TH}
 - V_{TH} is increasing with (electron) charge



MOS Memory Devices

Nitride ROM Memory

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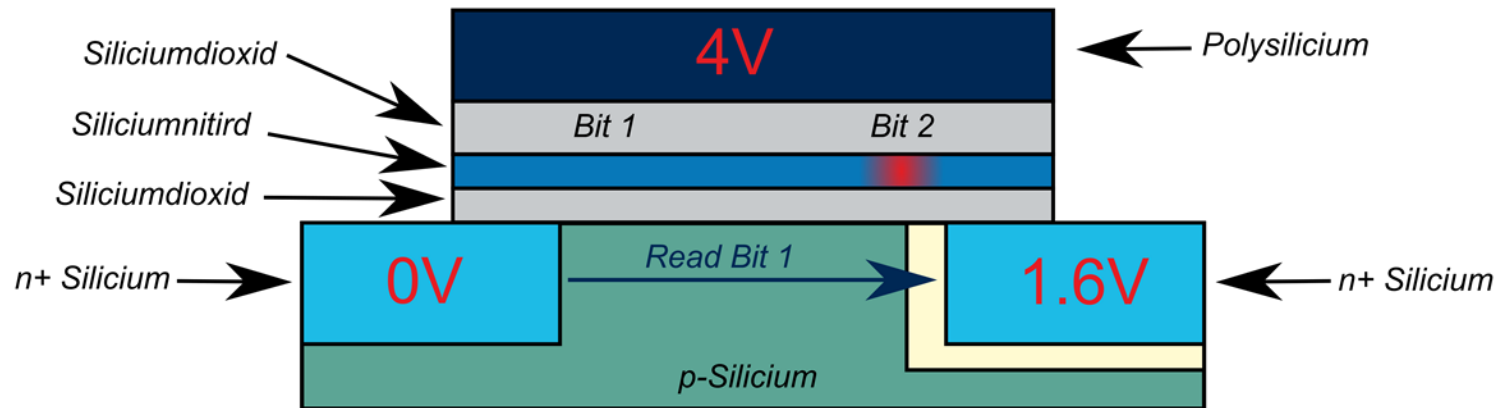
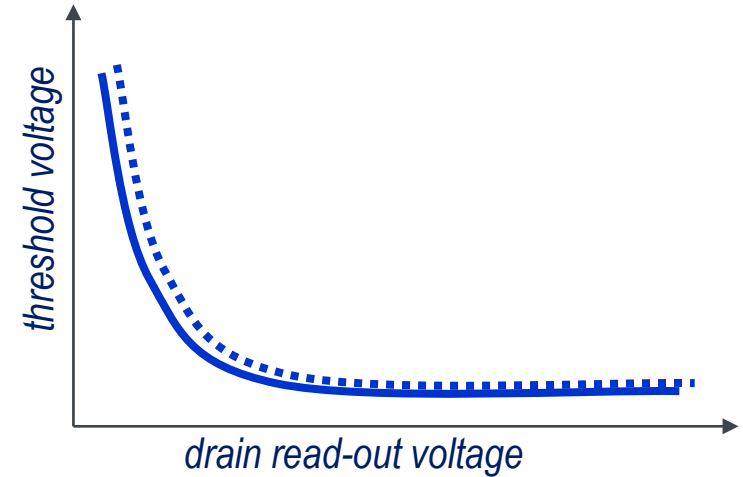
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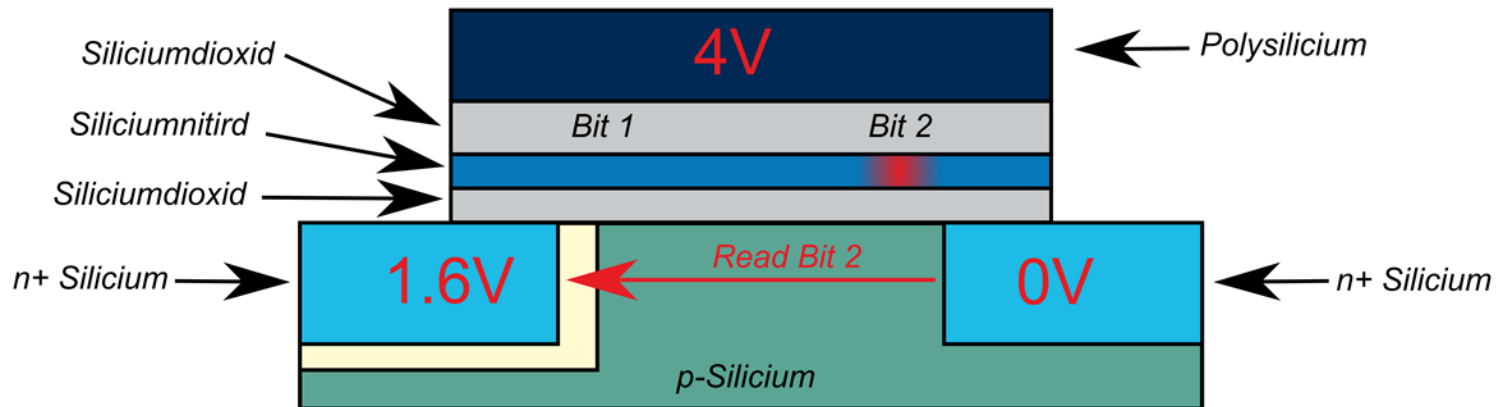
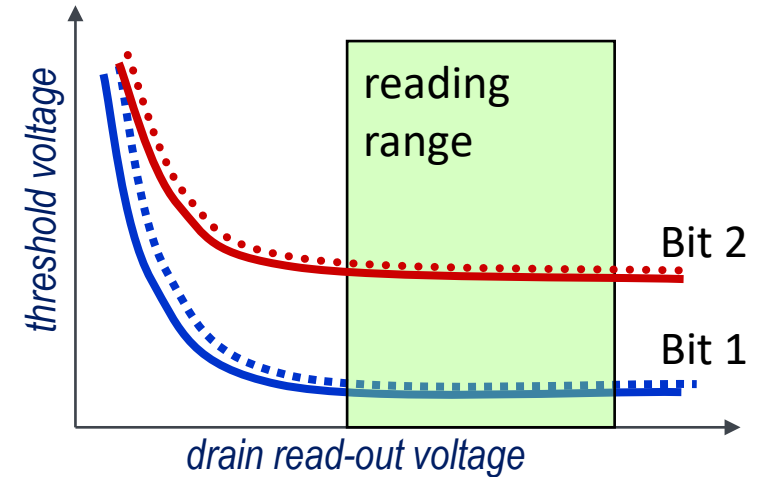
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put

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