



## **Tennant's Law**



• For direct-write technologies, we observe empirically that:

 $A_t \sim R^5$ 

Circa 1995:  $A_t = 4.3R^5$ 

 $A_t$  = Areal Throughput (nm<sup>2</sup>/s) R = Resolution (nm)

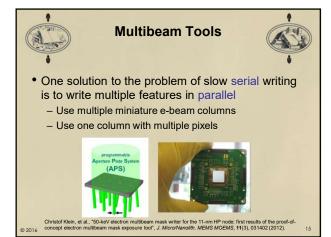
- Where does the power of 5 come from?
  - Pixel size =  $R^2$
  - Shot noise requires a minimum number of electrons per pixel, so this adds another  $R^2$  for constant current density



## **Mask Writing Times**



- Up till about 2010, most high-end masks could be written in about 6 hours
  - Increases in number of pixels or shots was accompanied by increases in writer pixel throughput
- Lately, mask writers have not been keeping up
  - OPC complexity increases the number of shots faster than the number of resolution pixels
  - Since 2011, write times have increased by 25% a year
  - Masks today typically take 15 20 hours to write (and up to 50 hours), a problem for cost & write tool stability





## Maskwriting - the Big Ideas



- All high-end masks today are written with 50 keV variable-shape writers
  - Laser writers can be used for lower-resolution applications
- Mask writing speed goes down as the resolution of the writer goes up (Tennant's Law)
  - Today, high end masks take too long to write
- In the near future, multiple-beam e-beam writers may be used for mask making