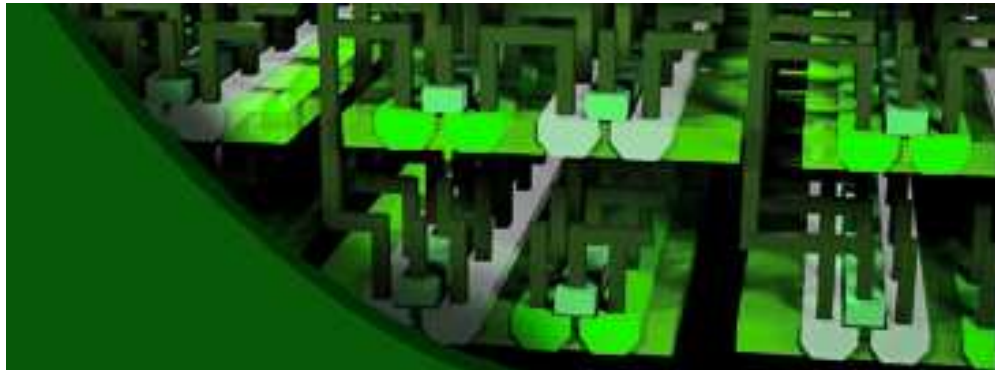

The Short, Medium and Long-Term Path to the 3D Ecosystem

Panel Discussion at EDPS



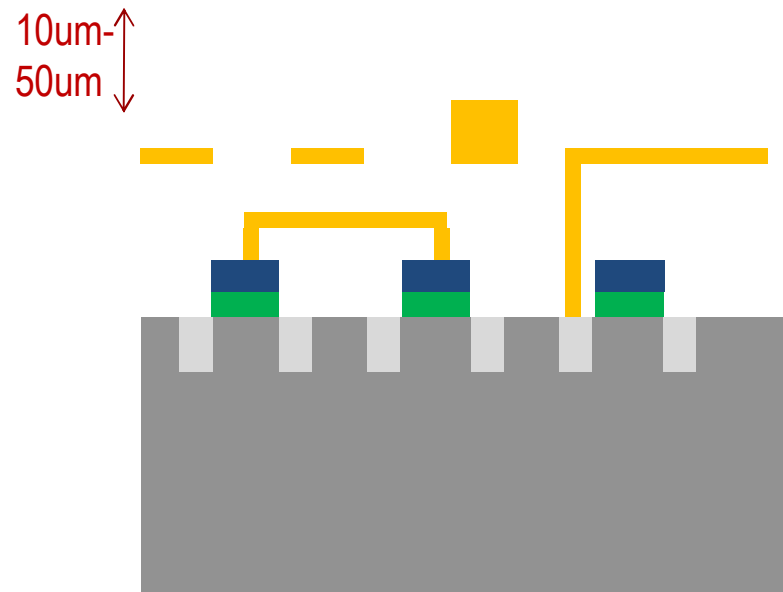
A Monolithic 3D-IC Perspective

Deepak C. Sekar
Rambus Inc.

Two Types of 3D Technology

3D-TSV

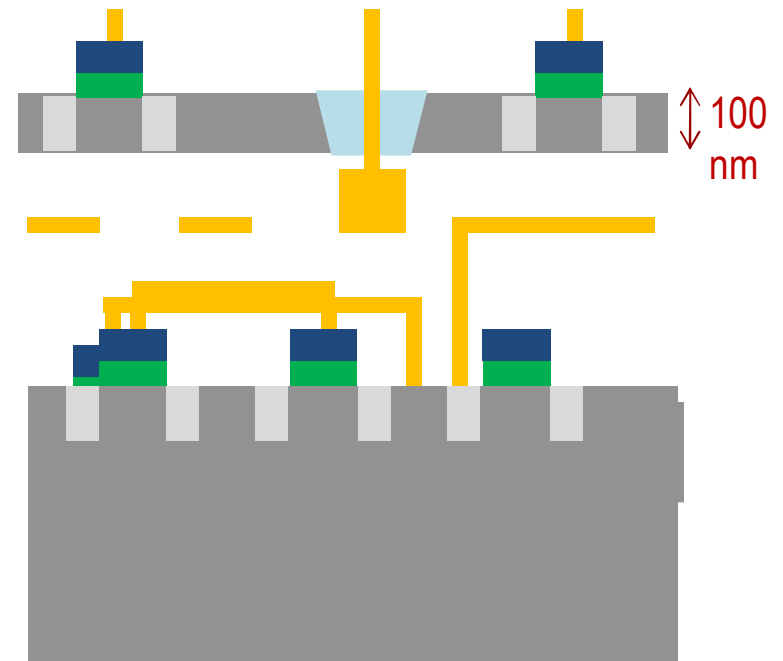
Transistors made on separate wafer @ high temperature, then thin + align + bond



TSV pitch $> 1\mu m^*$

Monolithic 3D

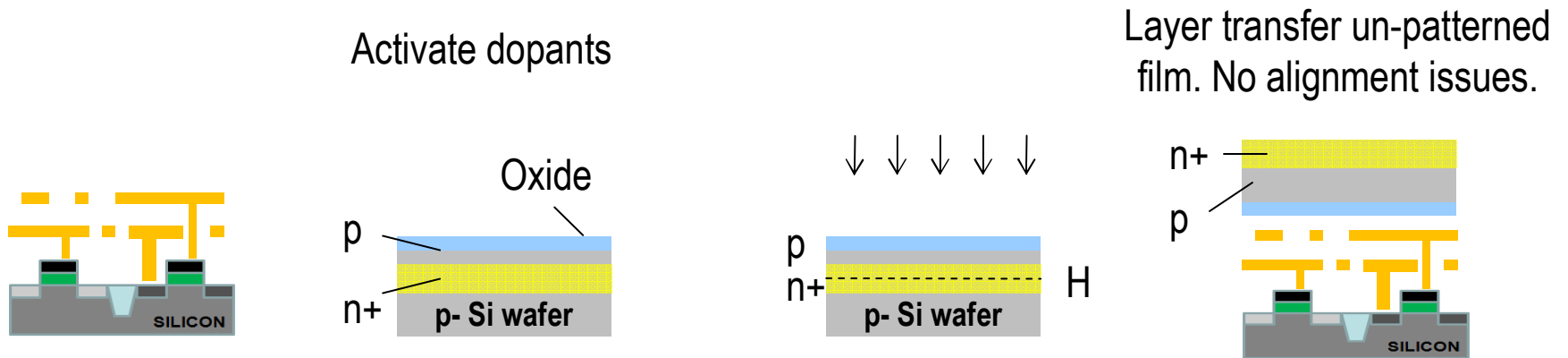
Transistors made monolithically atop wiring (@ sub-400°C for logic)



TSV pitch $\sim 50-100nm$

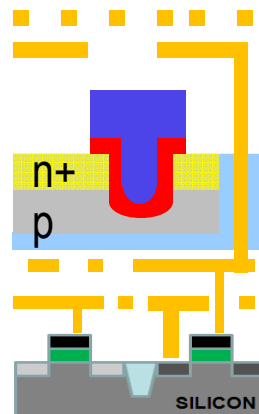
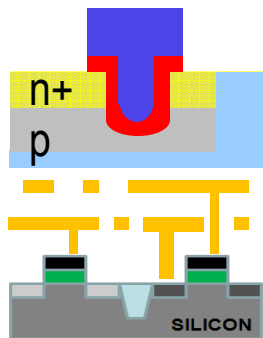
* [Reference: P. Franzon: Tutorial at IEEE 3D-IC Conference 2011]

A Process Flow for Monolithic 3D: Recessed Channel Transistors with Activation before Layer Transfer



Well-aligned sub-400C
RCATs Si thickness < 100nm

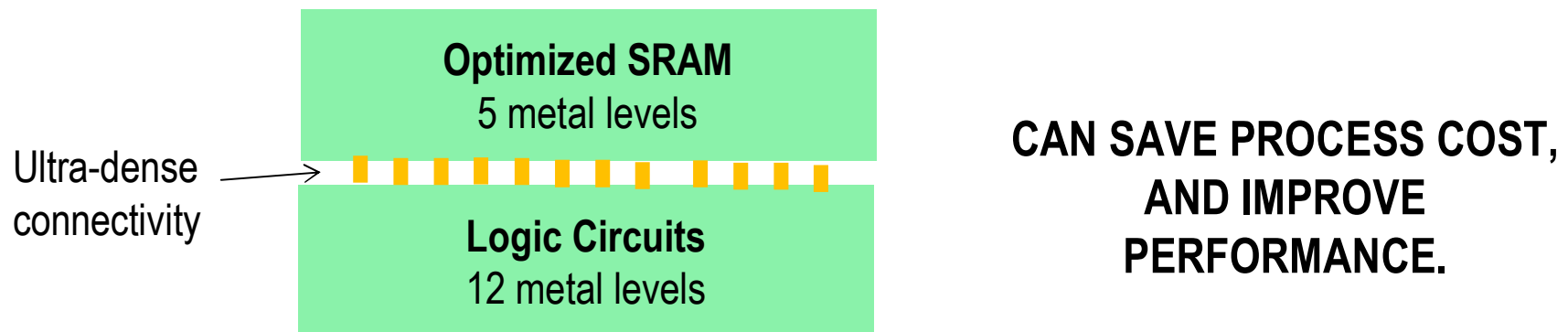
Min. feature size TSVs since low Si
thickness, no misalignment issues



- Steps atop Cu/low k < 400°C
- RCATs used in production DRAM since the 90nm node
→ Adoption easier

SRAM-Logic Stacking

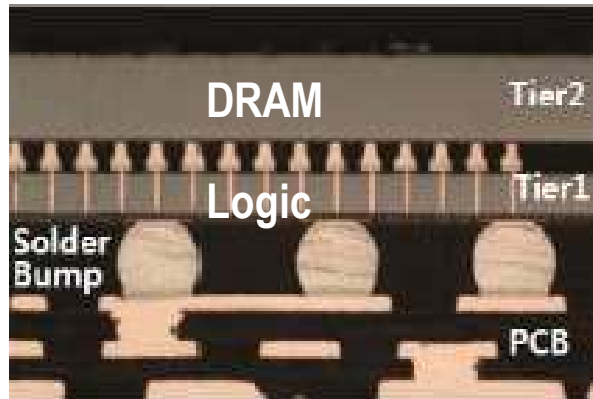
- **SRAM requirements different from logic today.**
Different number of metal levels, V_t , L_{eff} ...
- **Ultra-dense vertical connectivity needed, esp. for small size SRAMs within a logic core** → good fit for Monolithic 3D



EDA need: Tools to partition designs and stack the SRAM

Logic-Logic Stacking with High TSV Density

Today “Pseudo-3D” EDA Tools



- Modify existing 2D tools slightly
- TSVs in whitespace or modify existing layout slightly for TSVs to stacked layer
- OK for today's 5um TSVs (low density)

Needed for Monolithic 3D “Native-3D” EDA Tools

- 3D routing, placement, floorplanning tools that work for TSVs close to min. feature size
- Support for both block-level and gate-level partitioning

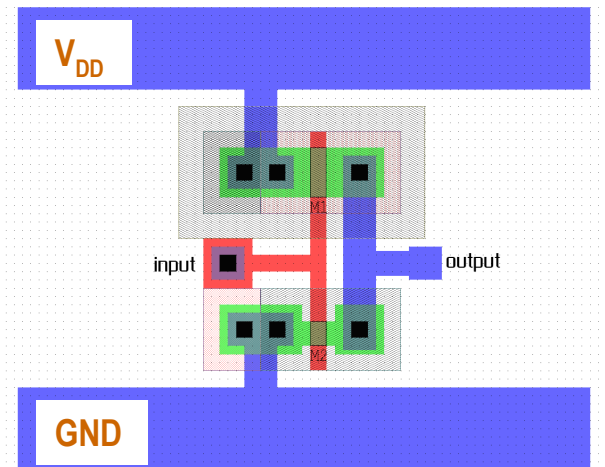
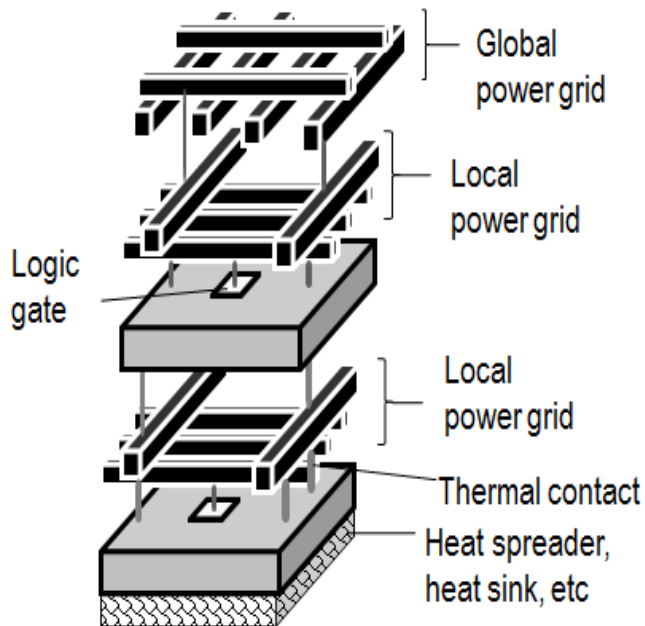
Thermal-Aware Place-and-Route



Power Distribution Network Design

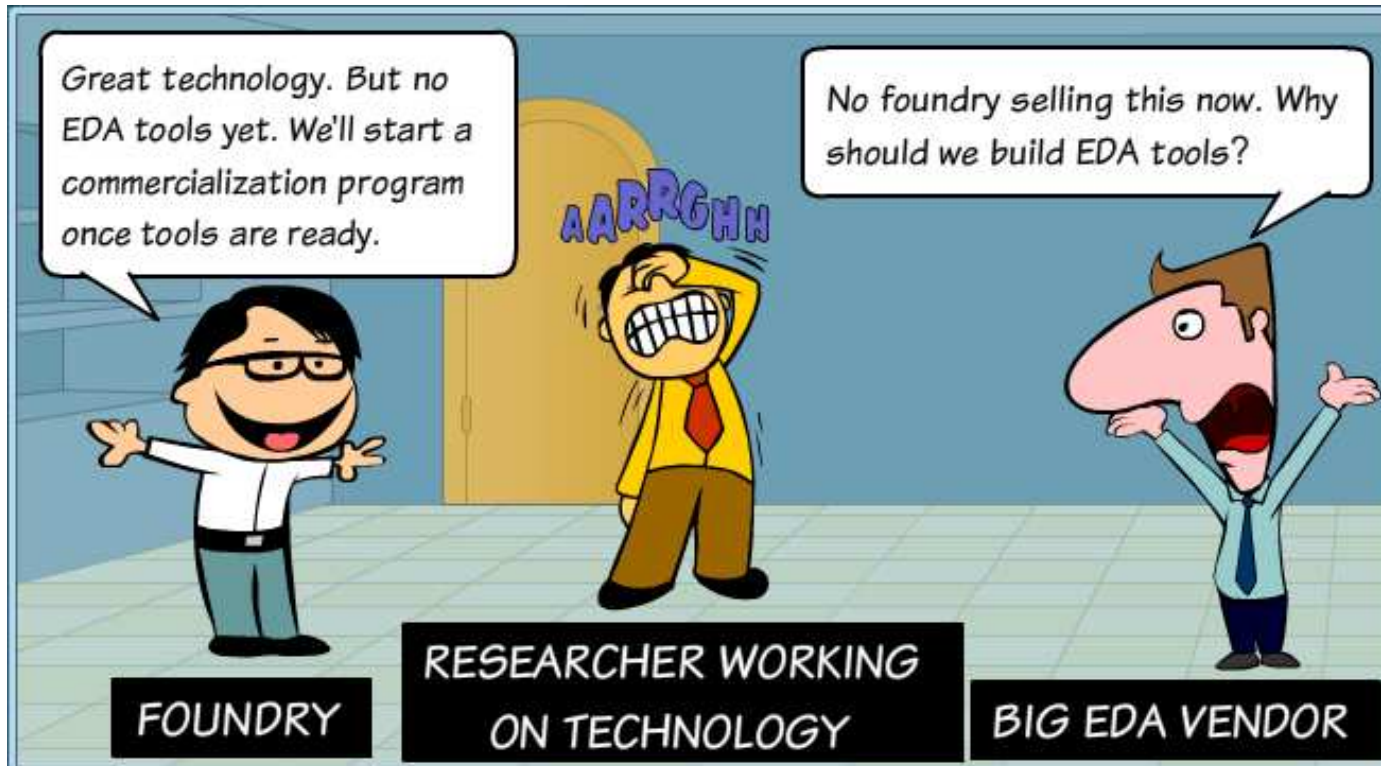
= Good heat removal for monolithic 3D

- Most logic gates have V_{DD} and GND contacts
- Low (thermal) resistance power grids \rightarrow low temp. drop between heat sink and stacked logic gate
- Promising simulation results



EDA need:
Integrate power distribution design with (thermal-aware) place-and-route for monolithic 3D

How will monolithic 3D technology tackle this familiar problem?



Suggestion to the EDA community:

EDA tools for logic-logic stacking starting to be developed for um-scale TSVs.

Make sure your algorithms are scalable to nm-scale TSVs... they may happen sooner than you think!
