



ПРОЕКТИРАНЕ НА MEMC, ИЗПОЛЗВАЙКИ MEMS XPLOER И SKILL

НИКОЛАЙ ДЕЛИБОЗОВ, РОСЕН РАДОНОВ, МАРИН ХРИСТОВ

Резюме: Харви С. Натансон е американски електроинженер, който е изобретил първото MEMC устройство. От 80-те години в изследователските лаборатории са се разработвали MEMC устройства. MEMC (Микро Електро-Механични Системи) са миниатюрни устройства, конструирани чрез комбиниране на механични части и електронни вериги, обикновено върху полупроводников чип с размери от десети до няколко хиляди микрометра. MEMC са използвани за правенето на сензори за налягане; температура; вибрации и химични сензори. В края на 90-те повечето от MEMC устройствата с различна чувствителност или задвижващи механизми са били произведени, използвайки микрообработена подложка от силиций, чрез повърхностно микрообработване и литографски; галваноформиращи и (ЛИГА) процеси за формиране.

Ключови думи: SKILL, технологичен файл, MEMC

MEMS DESIGN USING MEMS XPLOER AND SKILL

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Abstract: Harvey C. Nathanson is an American electrical engineer who invented the first MEMS device. Since 1980s in the research labs have been developed MEMS devices. MEMS (Micro Electro Mechanical Systems) are miniature devices formed by combining mechanical parts and electronic circuits, typically on a semiconductor chip, with dimensions from tens to a few hundred micrometres. MEMS are used to make pressure, temperature, chemical and vibration sensors. At the end of 1990s, most of MEMS devices with various sensing or actuating mechanisms were fabricated using silicon bulk micromachining, surface micromachining, and lithography, galvanofforming, moulding (LIGA) processes.

Key words: SKILL, technology file, MEMS

1. Introduction

MEMS are not for any one application or device, nor are defined by a single fabrication process or limited to a few materials [1]. Their fabrication encompasses the advantages of miniaturization, multiple components, and microelectronics to design and construct integrated electromechanical systems. The three characteristic

features of MEMS fabrication technologies are miniaturization, multiplicity, and microelectronics. Miniaturization enables the fabrication of compact, quick-response devices. Multiplicity refers to the batch fabrication inherent in semiconductor processing, which allows thousands or millions of components to be easily and concurrently fabricated. Microelectronics provides the intelligence to MEMS and allows the monolithic

merger of sensors, actuators, and logic to build closed-loop feedback components and systems. There are several methods for MEMS to be designed. In this paper is presented method using Cadence design environment, SKILL program language as well as MEMS Xplorer of the SoftMEMS software.

2. MEMS design technology

MEMS components can be classified into six individual categories [2]. These categories of MEMS components are based on their application. These categories include:

- Sensors
Sensors can be chemical, motion, inertial, thermal, and optical.
- Actuators
MEMS actuators can provide power using either an electrostatic or thermal stimulus.
- RF MEMS
RF MEMS are devices used to switch, transmit, filter, and manipulate radio frequency (RF) signals (fig.1).



Fig. 1. RF MEMS switch

- Optical MEMS
Optical MEMS include optical switches and reflectors (fig.2).

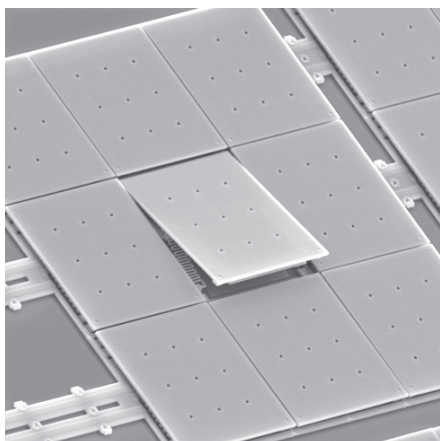


Fig. 2. 3x3 micromirror array with the center mirror actuated to 15° tilt position

- Microfluidic MEMS
Microfluidic MEMS are designed to interact with fluid-based systems.

- Bio MEMS
Bio MEMS are designed to interact with proteins, biological cells, medical reagents, etc.

MEMS Xplorer provides a set of libraries containing 34 components from which complete MEMS devices can be built (fig.3).

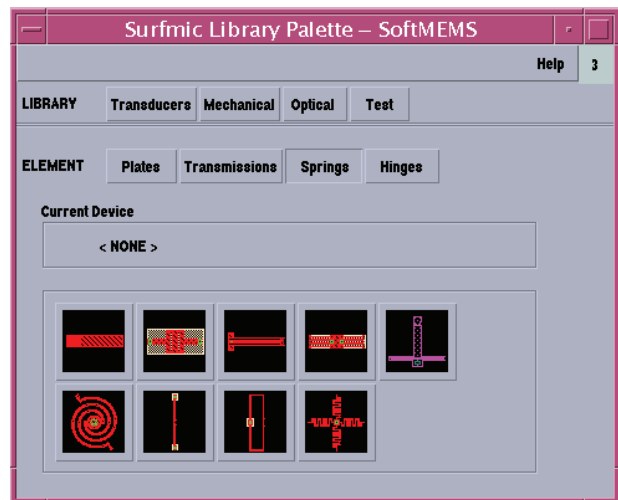


Fig. 3. Library Components Window

You can create your own technology as well. Libraries include basic and advanced device generators for BULK and the SURFACE micromachining technologies. When new technology is made all its features are described by SKILL language. SKILL provides a safe, high-level programming environment that automatically handles many traditional system programming operations. When create own user-defined technology is needed binary (ASCII) file **techfile.cds** so-called technology file and parameter files. Technology file consists of Layer Definitions, Layer Rules and Physical Rules. Each layer in Layer Definition is defined by a layer-purpose pair, which consists of a unique layer name and purpose combination (figs.4 a and b).

```
*****
: LAYER DEFINITION
*****
layerDefinitions(
  techPurposes(
    ( PurposeName          Purpose#  Abbreviation )
    ( ----- )
    ;User-Defined Purposes:
    ;System-Reserved Purposes:
    ( warning              234       wng          )
    ( label1                237       lb1          )
    ( flight                238       flt          )
    ( error                 239       err          )
    ( annotate              240       ant          )
    ( drawing1              241       dr1          )
    ( drawing2              242       dr2          )
  ) ;techPurposes
)
```

Fig. 4a. Layer Definition

```

techLayers(
; { LayerName      Layer#      Abbreviation }
; {-----}
; User-Defined Layers:
; { poly          1          pol      }
; { anchor        2          anc      }
; { dimple        3          dmp      }
; { metal         4          met      }
; { holpoly       5          hpo      }
; { holmetal      6          hme      }
; { contact       7          cnt      }
; System-Reserved Layers:
; { unrouted     200         unrouted }
; { Row          201         Row      }
; { Group        202         Group    }
; { Cannotoccupy 203         Cannotot }
; { canplace     204         canplac  }
; { hardfence    205         hardren  }
; { softfence    206         softfen  }
; }
; techLayers

techLayerPurposePriorities(
; layers are ordered from lowest to highest priority
; { LayerName      Purpose      }
; {-----}
; { background     drawing      }
; { grid           drawing      }
; { grid           drawing1     }
; { axis           drawing      }
; { instance       drawing      }
; { instance       label        }
; { prBoundary     drawing      }
; }
; techLayerPurposePriorities

techDisplays(
; { LayerName      Purpose      Packet      vis sel con2chgly orgEnbl valid }
; {-----}
; { background     drawing      blacksolid_s t nil t nil nil }
; { grid           drawing      slate        t nil t nil nil }
; { grid           drawing1     white       t nil t nil nil }
; { axis           drawing      white       t nil t nil nil }
; { instance       drawing      red         t t t nil }
; { instance       label        red         t t t nil }
; { prBoundary     drawing      purple      t t t nil }
; { prBoundary     boundary     cyan        t t t nil }
; }
; techDisplays

techLayerProperties(
; { PropName      Layer1 [ Layer2 ]      PropValue }
; }
; layerDefinitions

```

Fig. 4b. Layer Definition

The layer name usually indicates a type of manufacturing material. The purpose indicates the use of layer or material. Multiple layers with the same name but different purposes can be created. Layer Rules must be specified to establish the relationships and interactions between layers (fig.5).

```

*****
; LAYER RULES
*****
layerRules(
streamLayers(
; { layer      streamNumber      datatype      translate }
; {-----}
; { ("poly" "drawing")      1          0          0          t      }
; { ("anchor" "drawing")    2          0          0          t      }
; { ("dimple" "drawing")    3          0          0          t      }
; { ("metal" "drawing")     4          0          0          t      }
; { ("holpoly" "drawing")   5          0          0          t      }
; { ("holmetal" "drawing")  6          0          0          t      }
; { ("contact" "drawing")   7          0          0          t      }
; }
; streamLayers
) ; layerRules

```

Fig. 5. Layer Rules

Layer rules define the following:

- Via layers that connect two conducting layers.
- Layers that are physically and electrically equivalent.
- Stream translation data for a layer.

Physical rules must be specified to establish spacing within and between objects in the design and to specify the grid snapping (fig.6).

```

*****
; PHYSICAL RULES
*****
physicalRules(
mfgGridResolution(
; ( 0.100000 )
) ; mfgGridResolution
) ; physicalRules

```

Fig. 6. Physical Rules

Physical rules define the following:

- Spacing information for individual objects, for example, width and notch spacing rules.
- Spacing information for two objects, for example, the minimum distance allowed between objects on the same layer or different layers.
- The amount of space required when one object encloses another.
- The manufacturing grid resolution.

Spacing rules specify the distance required between layers and the width of objects and paths.

The parameter file of a device generator is a text file containing all its needed variables declaration (fig.7).

```

; Design Parameters
; Note : all design parameters must be positive.

; ts1_lock_length_min must be > ts1_lock_head_length_min +
; ts1_neck_lock_head_length_min +
; ts1_torsional_beam_width_min

; ts1_lock_head_length_min must be > ts1_step_lock_head_width_min

; ts1_lock_head_width_min must be > ts1_neck_centering_min + ts1_neck_lock_head_width_min

ts1_lock_head_width_min = 5
ts1_lock_head_length_min = 5
ts1_step_lock_head_width_min = 1
ts1_neck_lock_head_length_min = 2
ts1_neck_lock_head_width_min = 2
ts1_neck_centering_min = 0
ts1_lock_length_min = 9
ts1_torsional_beam_length_min = 5
ts1_torsional_beam_width_min = 2
ts1_torsional_beams_separation_min = 2
ts1_connecting_bar_width_min = 2
ts1_anchor_length_min = 13
ts1_anchor_width_min = 13

; Layers
; Note : all layers must exist in your technolib file.
ts1_layer1 = "metal"
ts1_layer2 = "anchor"

; Design Rules
ts1_enc_layer12 = 5

```

Fig. 7. Parameter File

3. Compiling Technology File

When ASCII technology file is ready it is necessary to be compiled in order to create technology library (fig.8).

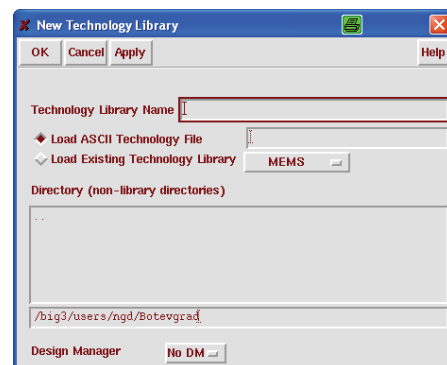


Fig. 8. Import Technology file Window

After compiling of ASCII technology file it is necessary to check the file (fig.9).

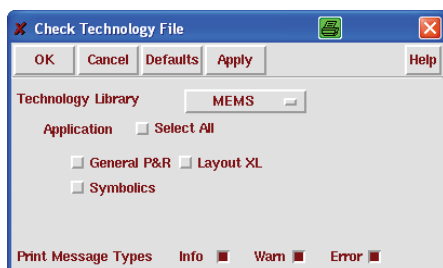


Fig. 9. Check Window

Technology library must be attached to a design library to use it in design process (fig.10).

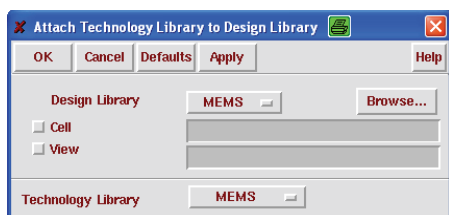
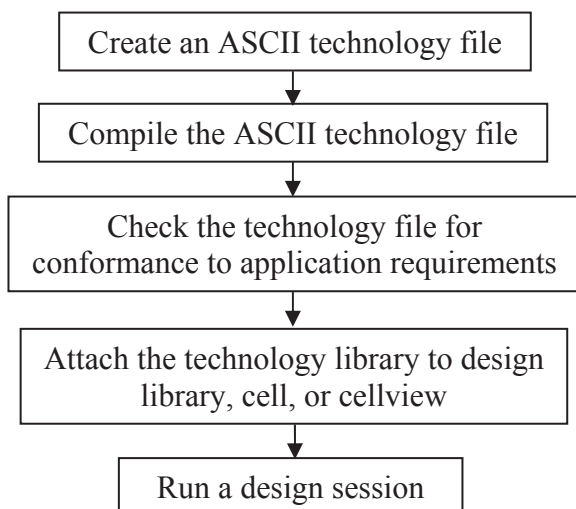


Fig. 10. Attach Window

When a technology library is attached the system updates properties of the design library and updates the technology devices in each cellview to reference the new technology file.

4. Conclusion

As a conclusion it can be said that MEMS can be classified into several categories. Each category consists of several components which help us to build desired MEMS device. When we want to make new MEMS device using different type of technology an own user-defined technology is necessary to be created. When new technology is made all its features are described by SKILL language. When we use own user-defined technology we need a technology file and parameter files. The major steps for technology file are described in the following chart flow:



Every design uses a technology library.

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