



# Adventures with Image Sensors

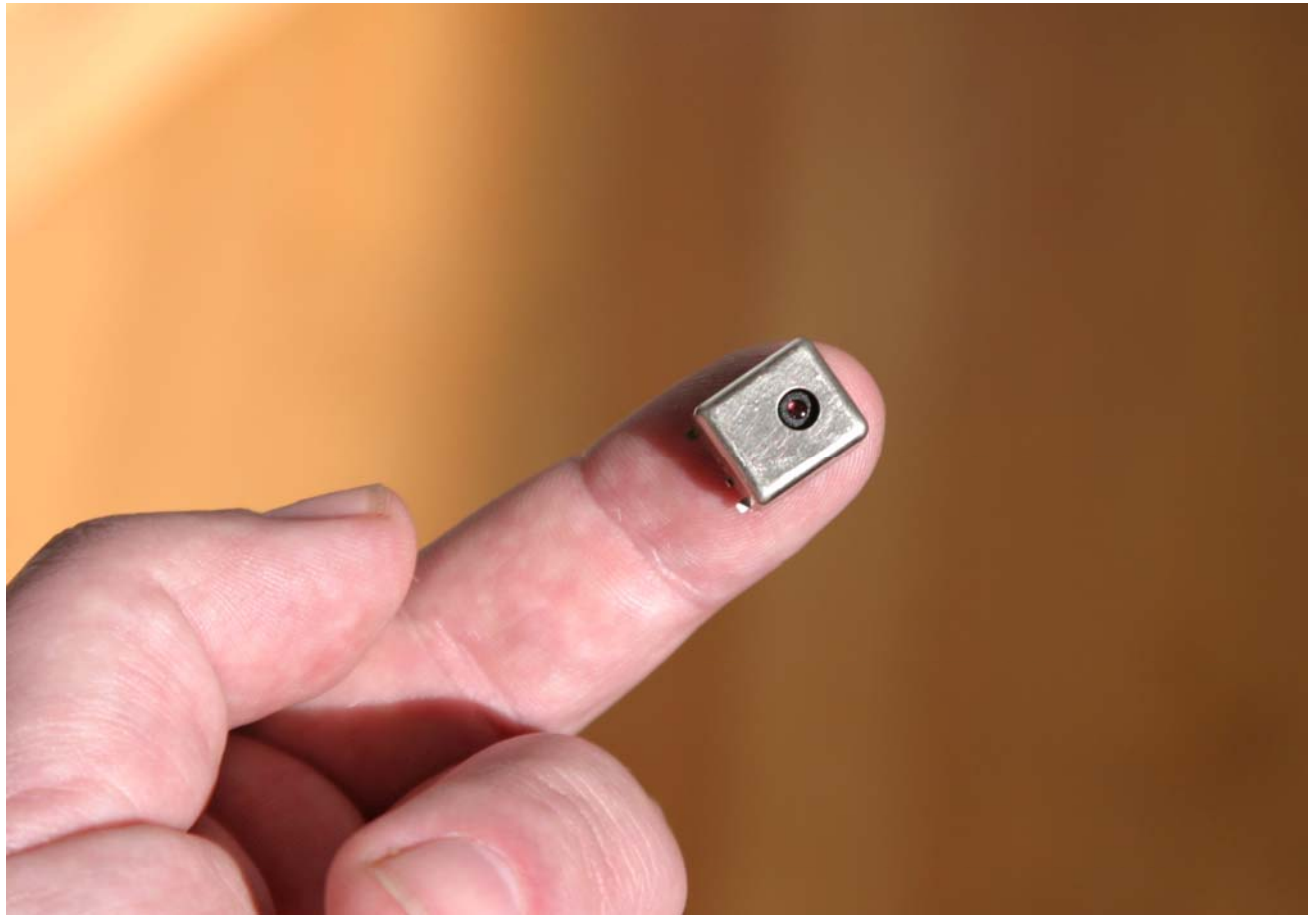
Dr. Eric R. Fossum

Chairman and Chief Executive Officer

Adjunct Professor of Electrical Engineering, USC

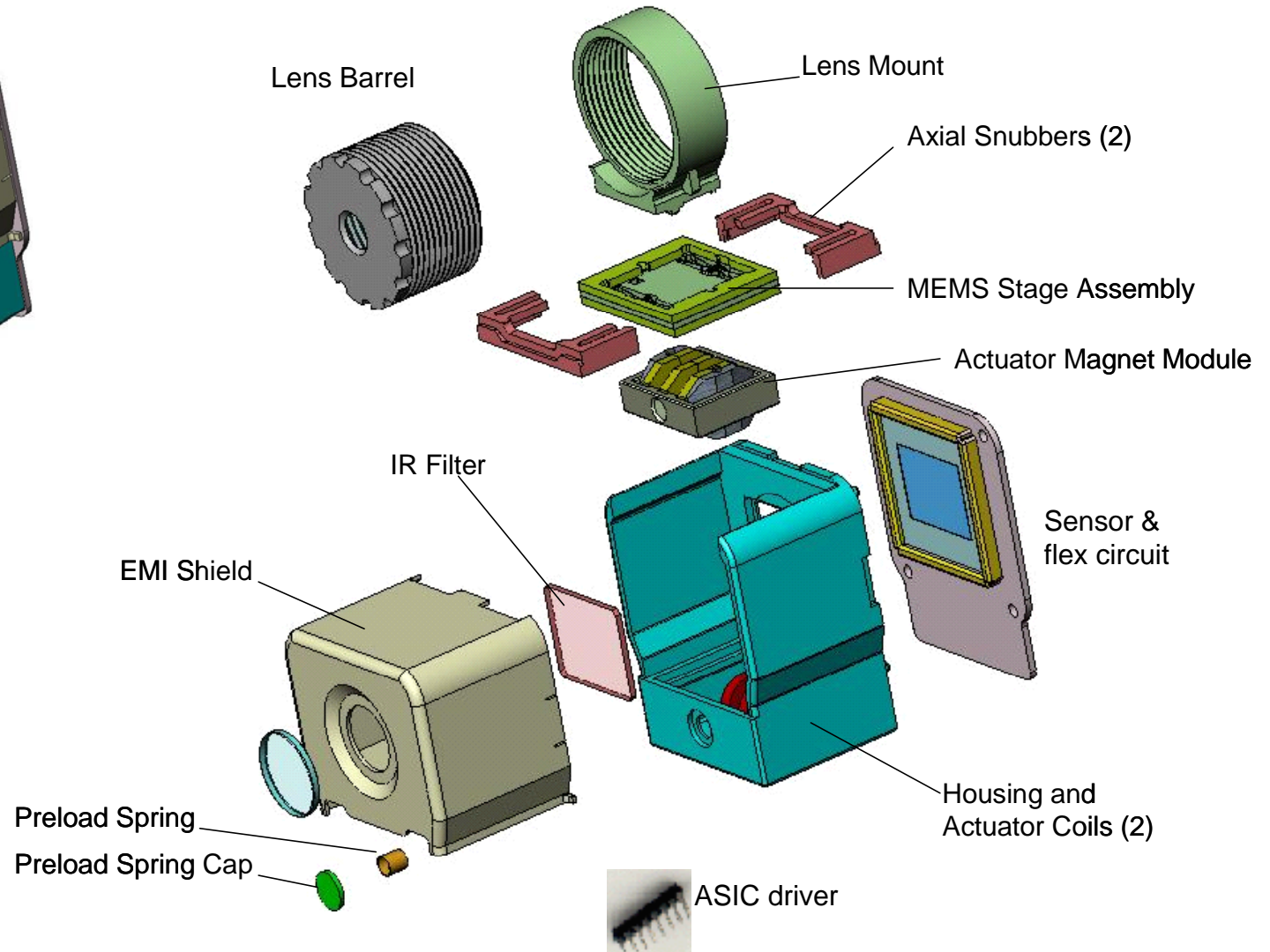
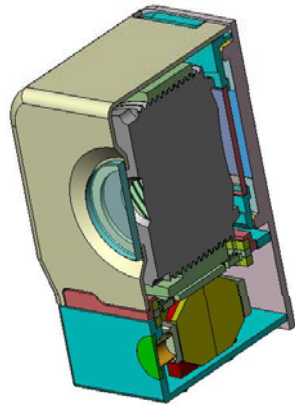
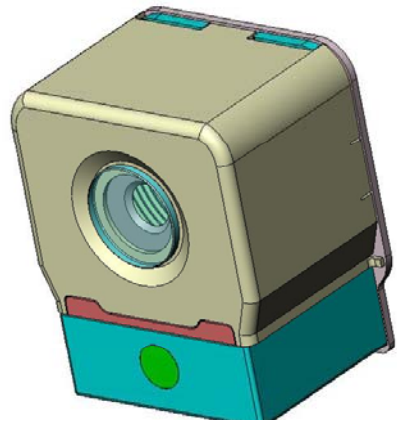


# 2Mpixel Camera with Autofocus





# Components



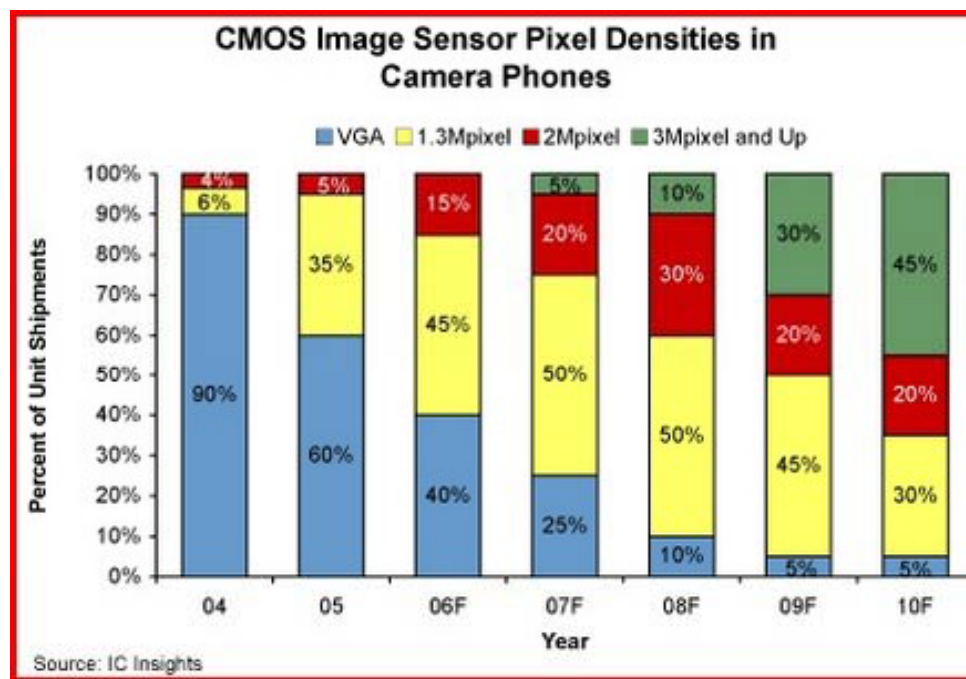


# The Team



November 2005

# Market Opportunity

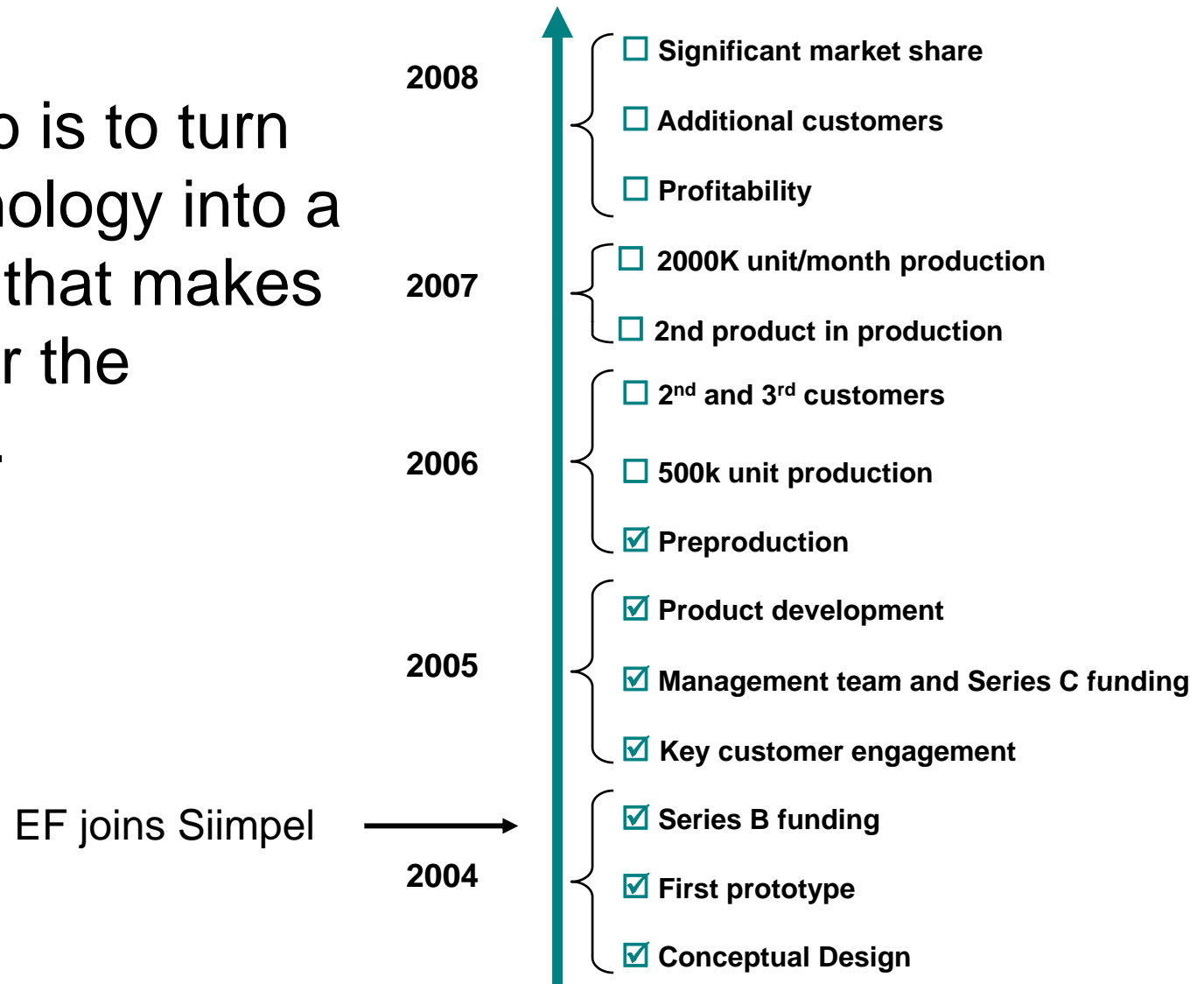


- Camera phone market forecasted growth from over 600 million units in 2006 approaching 900 million units by 2009
- Camera phone with resolutions of 2Mp+ projected to grow to more than 50% of total units during the same period
- Cameras with 2Mp+ resolution desire Auto Focus capability for good image quality



# Fossum's Job

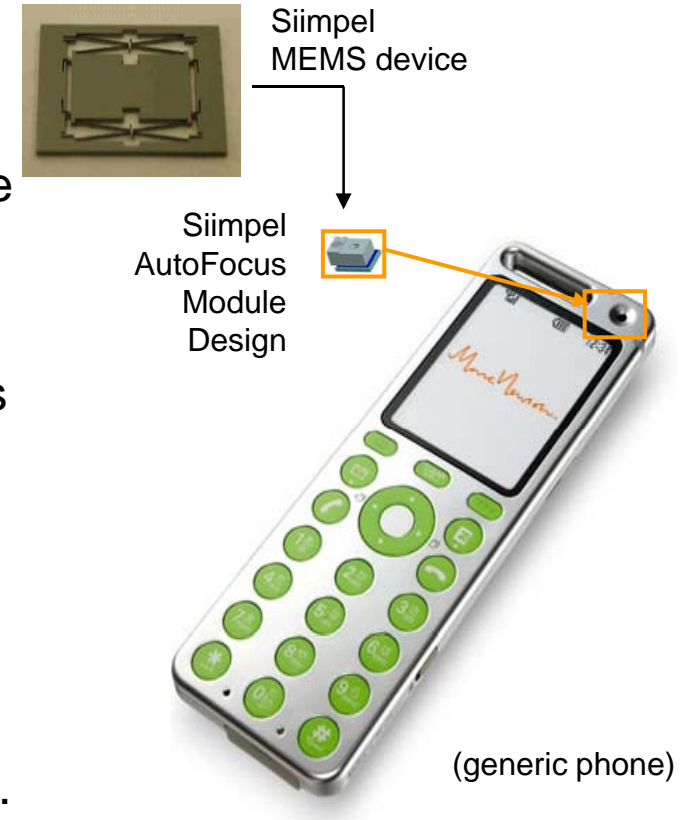
- CEO's job is to turn this technology into a business that makes a profit for the investors.



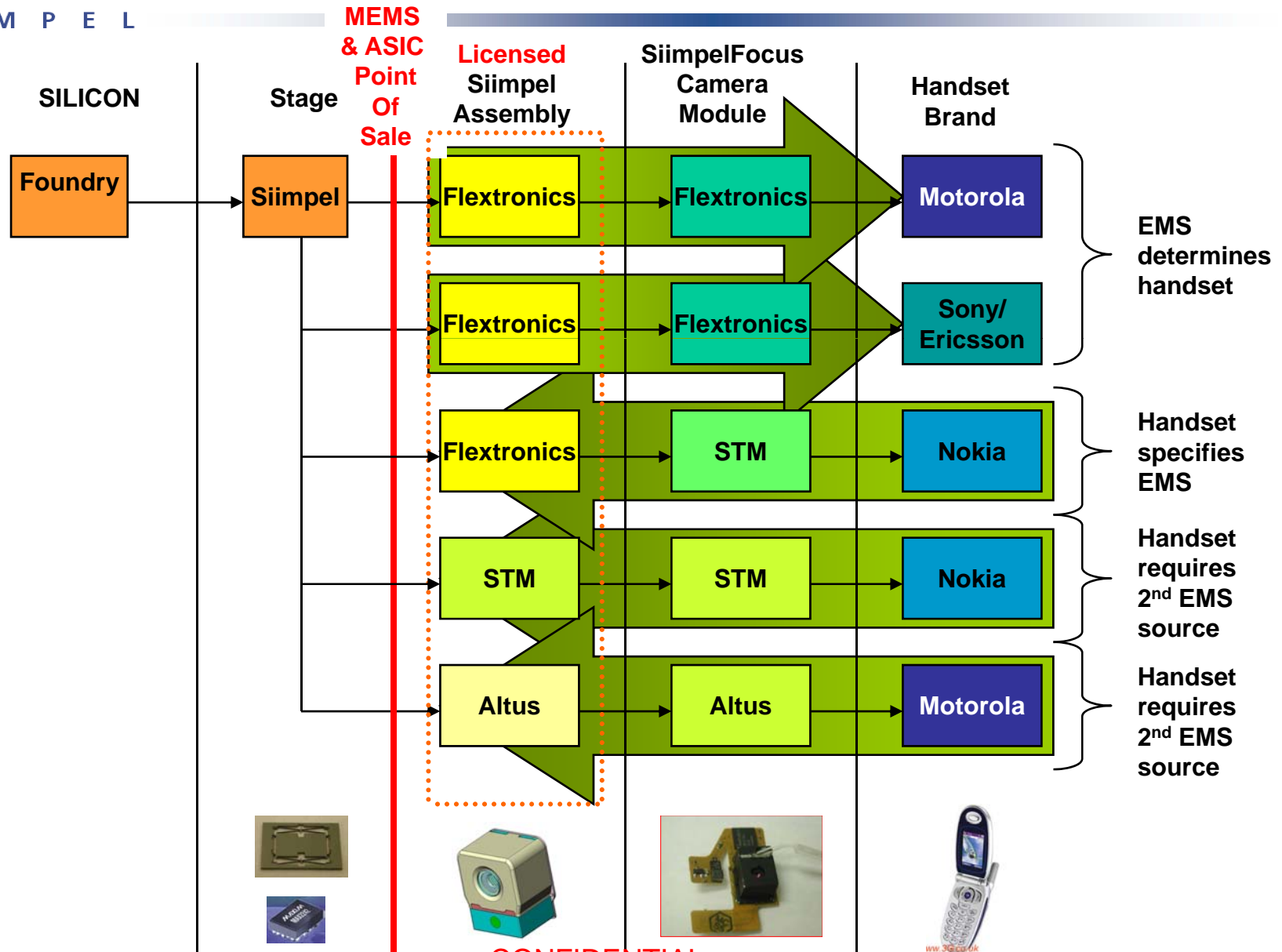


# Business Thesis

- MEMS enables high precision integrated optical microsystems for high volume consumer products
- Handset applications:
  - Move to higher resolution (megapixel) camera phones requires AF, zoom, shutters to produce acceptable image quality
  - Higher quality photo/video capability and improved user experience of handset cameras increases customer usage and ROI for carriers
  - MEMS best meets handset requirements related to size, power, cost, performance and reliability
- Strategy is to sell or license high-margin camera module components such as MEMS AF actuator, MEMS shutter, MEMS zoom, ASIC driver, lens, etc.



# Camera Phone Business Model



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# Autofocus Actuator Competition

	Voicecoil Magnetic	Stepper Motor	Helimorph Piezo- electric	Varioptic Liquid Lens	Konica- Minolta Ultrasonic	Siimpel MEMS
Size	Good	Poor	Poor	OK	OK	Good
Cost	Very Good	OK	OK	OK	OK	OK
Optical Perform- ance	OK	Good	OK	OK low res	OK	Good
Power	Poor	Poor	Good	Good	OK	Good
Reliability	Poor	Unknown	Very Poor	Unknown	Unknown	Good
Scalable platform	Poor	Poor	OK	Poor	Poor	Good
Precision/ Repeat- ability	Poor	Good	Poor	OK low res	Needs feedback	Excellent

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# Competitive Barriers

- First to market with MEMS AF technology
- AF module design complexity requires well rounded multi-disciplinary engineering team in critical areas of electro-magnetic, electro-optical and mechanical design which impact power, speed, shock specs
- Rapid pace of handset design changes and size and power constraints require 'nimble' engineering team and fast product development
- Building strong relationships with 'Tier 1' module and handset manufacturers
- Primary focus on high value MEMS device designs with module component manufacturing outsourced to low cost manufacturers
- Strong IP and patent position



# Some Of The Risks

- Miss insertion window due to series of “small” technical problems
- Large scale manufacturability not yet proven (tolerances/yield -> cost)
- AF camera phone market does not emerge
- Competitors overcome their limitations faster/cheaper than expected



# Business Development Status

- World's largest camera module maker is investor and first customer
- World's 2<sup>nd</sup> largest camera module maker is enthusiastically evaluating technology
- We are one of only 2 approved AF solutions for Motorola. Samsung to begin evaluation
- We are fulfilling a 500k unit early production order
- Working towards design in and design win for several handset opportunities
- Manufacturing capacity on ramp up from 10k units/week to 125k units/week to 500k units/week



# Fossum's Headaches

- Customer wants us to ramp to 2M-4M/month asap!
- Capital Equipment \$
  - It costs about \$10 in capex to increase capacity by 1 unit per month. (e.g., \$10M for 1M/month capacity)
- Facility
  - It takes about 12,000 sq ft of space for 1M/month capacity
- People
  - It takes about 60 operators to build 1M/month
  - It takes a strong staff of engineers for manufacturing, new product development, and application support
- Where is a good 8" MEMS foundry when you need it??



S I I M P E L

# How Did I Get Here?

*Adopted personal motto: "Have Fun, Make Money, Learn Along the Way"*

- 1981-1983 Summer intern at Hughes Aircraft to work on infrared image sensors
- 1984 Yale Ph.D. dissertation on smart image sensors
- 1984-1990 Columbia EE Assoc Prof. on CCD focal plane image processing and GaAs CCDs
- 1990-1996 NASA Jet Propulsion Laboratory - Imaging Systems
- 1995 Photobit spin off
- 2001 Micron acquisition
- 2003-2005 "Retirement"
- 1999-present USC Adj. Professor
- 2005-present Siimpel



S I I M P E L

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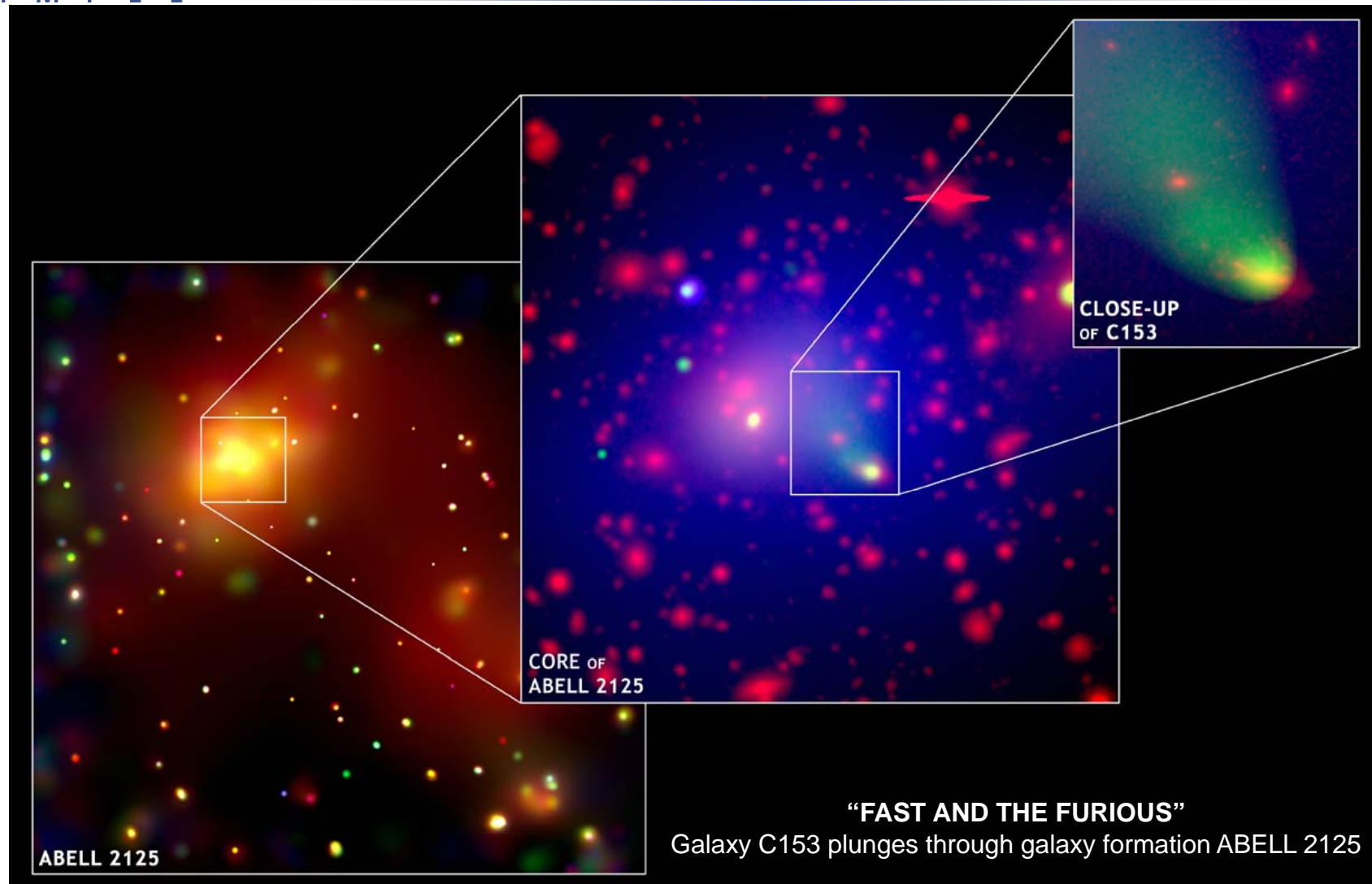
- 16 Megapixel image sensors
- 32 Megapixel UDTV
- What to do with gigapixel sensors



# 16 Megapixel sensor

*From the Ph.D. dissertation research of  
Dr. Suat Ay  
USC and Micron Technology*

# Big sensors for big questions



Credit: D. Wang (UMass) et al., CXC, NASA  
Source : <http://antwrp.gsfc.nasa.gov/apod/ap040906.html>

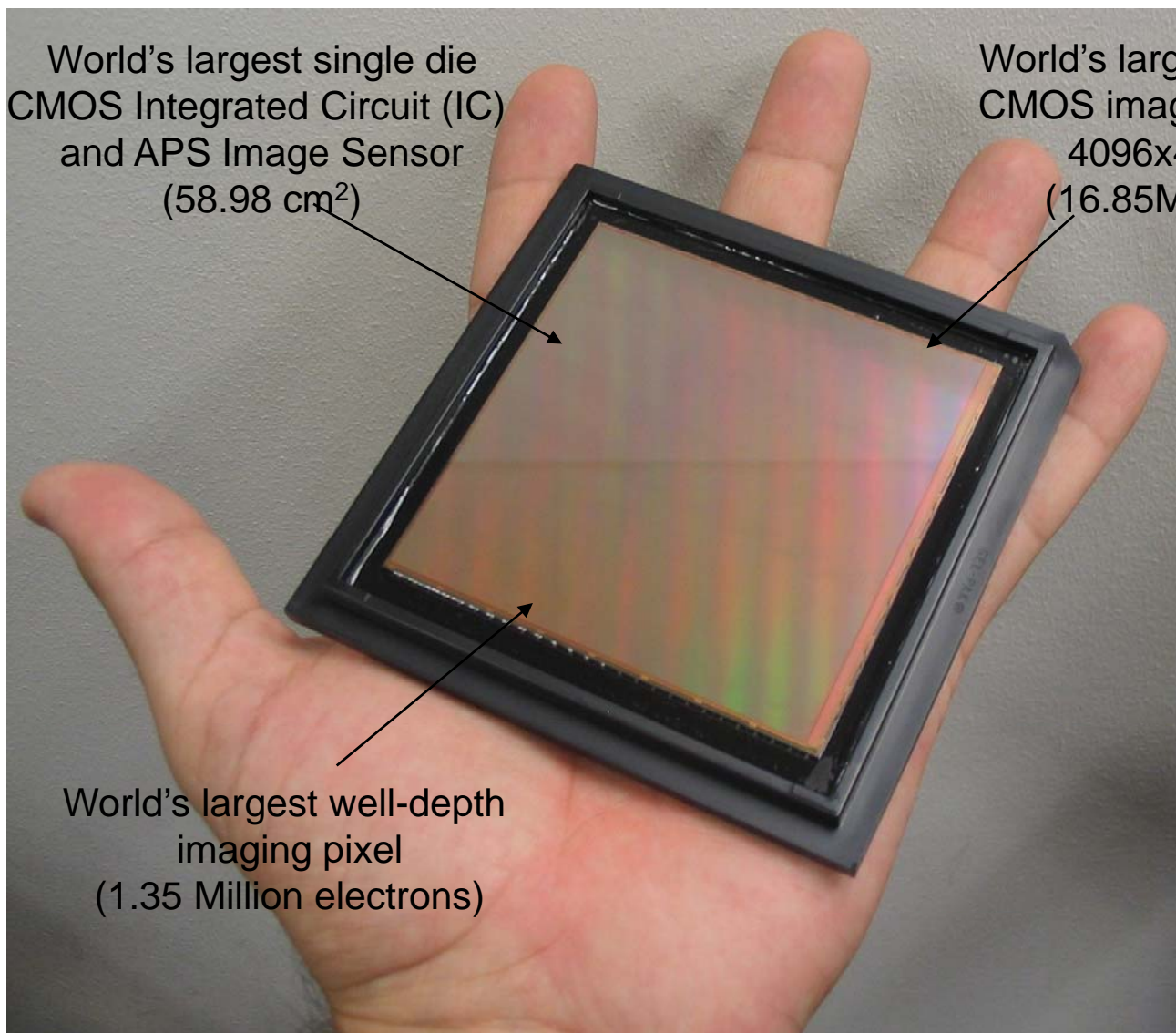


# A big chip

World's largest single die  
CMOS Integrated Circuit (IC)  
and APS Image Sensor  
(58.98 cm<sup>2</sup>)

World's largest array  
CMOS image Sensor  
4096x4114  
(16.85Mpixel)

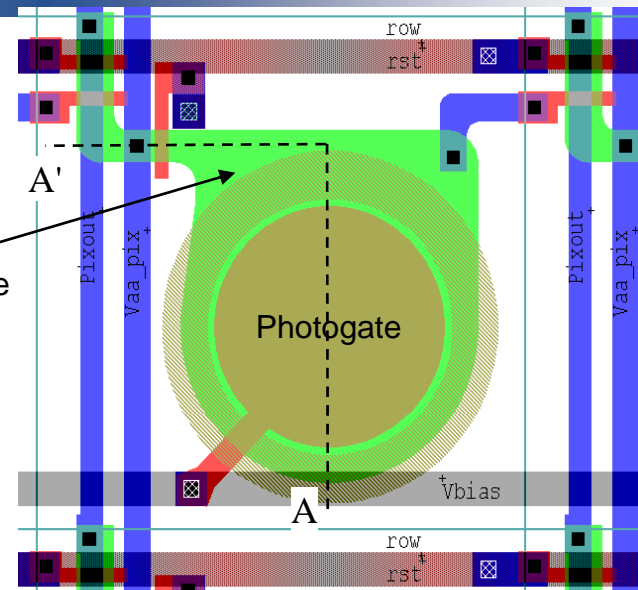
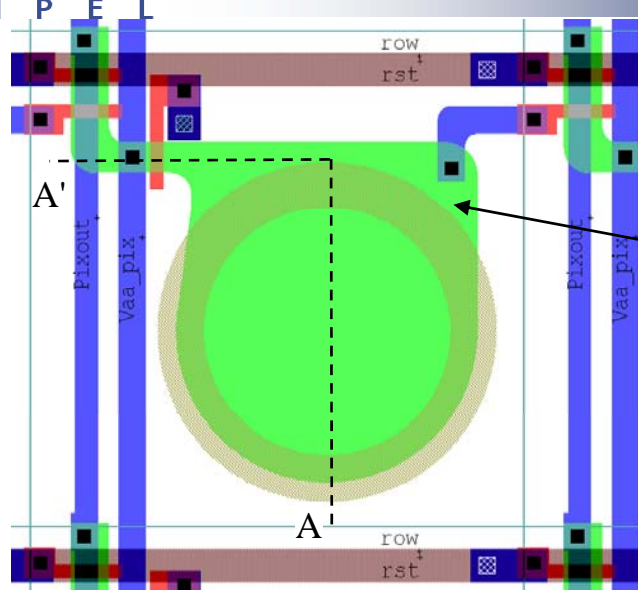
World's largest well-depth  
imaging pixel  
(1.35 Million electrons)





# HPDPG APS Pixel Design

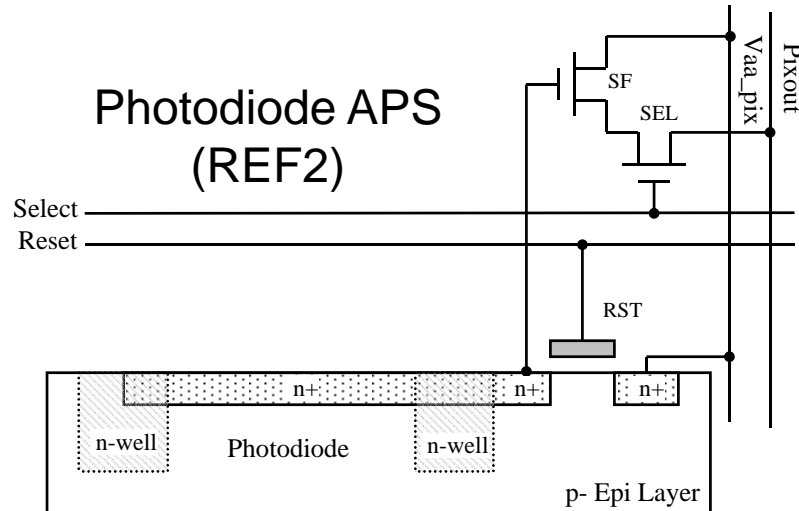
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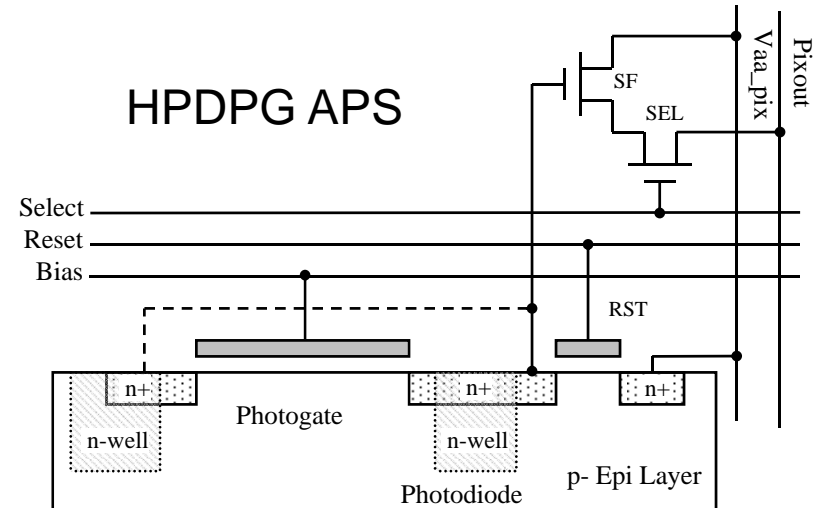
Photodiode

Photogate

### Photodiode APS (REF2)



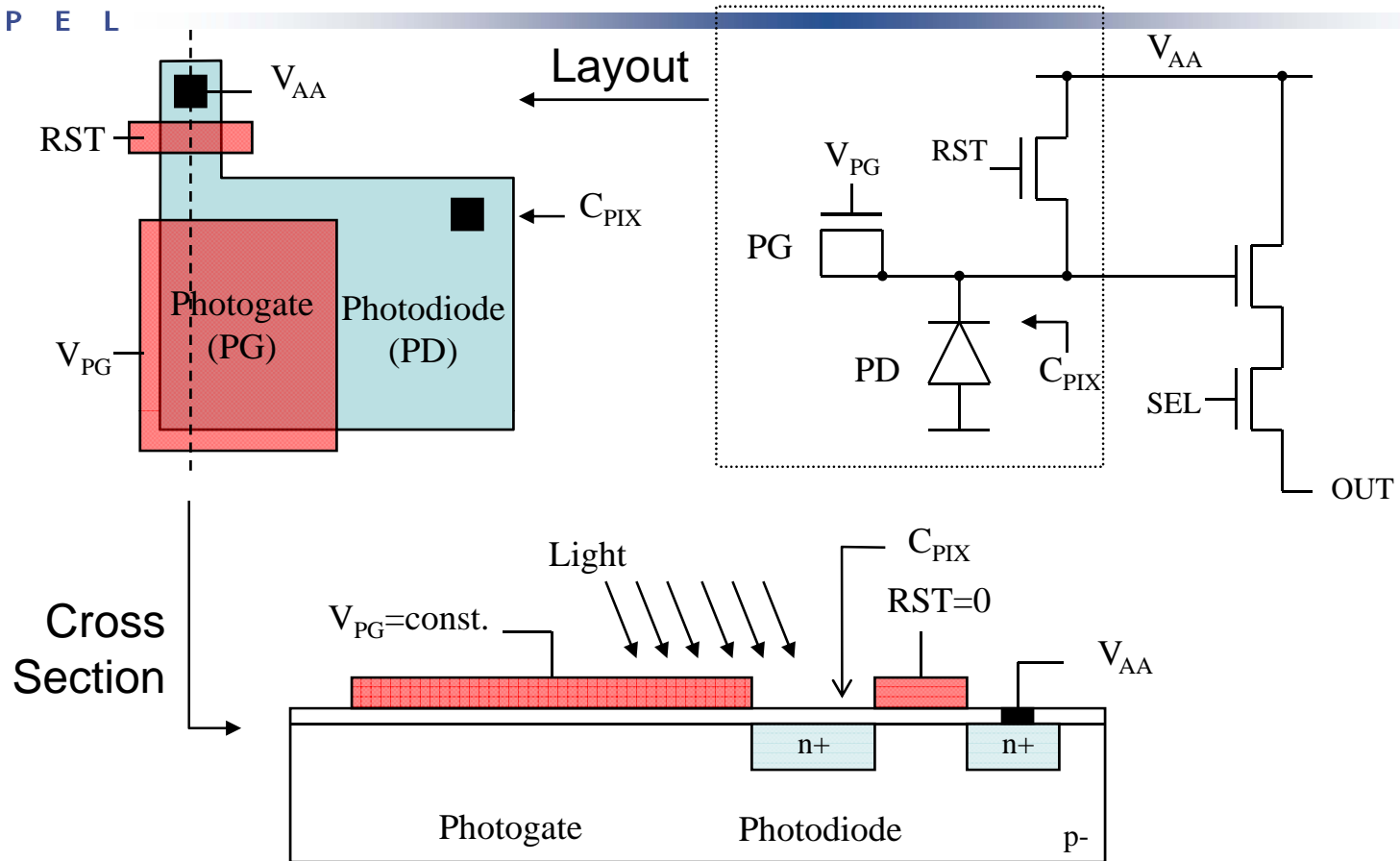
### HPDPG APS





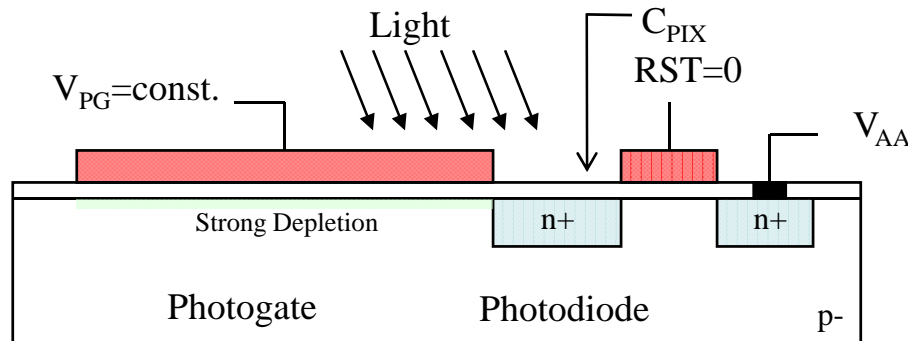
S I I M P E L

# Photodiode-Photogate Pixel

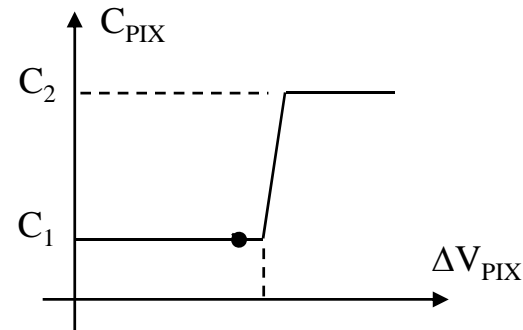
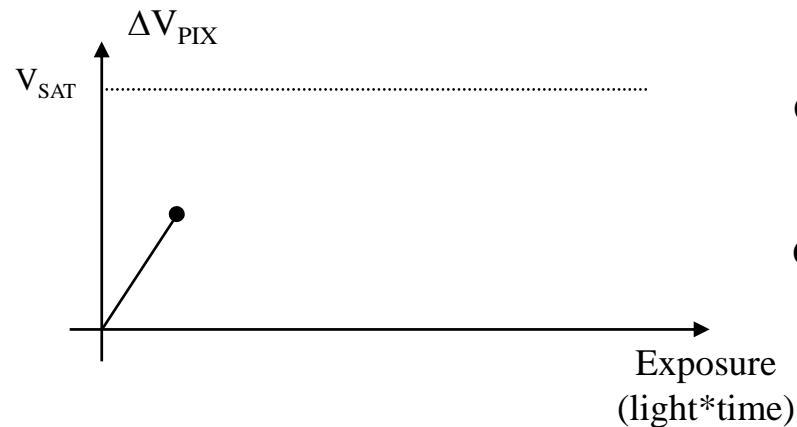
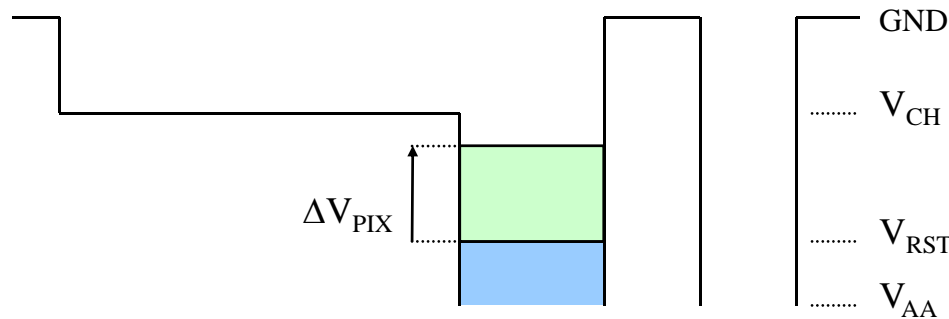


- $C_{PIX} = C_{PD} + C_{PG}$
- $C_{PG} \gg C_{PD}$  and  $C_{PIX} \sim C_{PG}$       Photogate ON
- $C_{PG} \ll C_{PD}$  and  $C_{PIX} \sim C_{PD}$       Photogate OFF

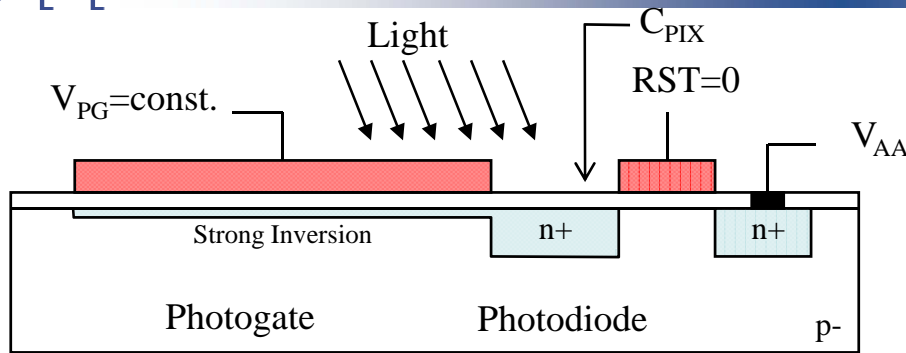
# PDPG Pixel Operation



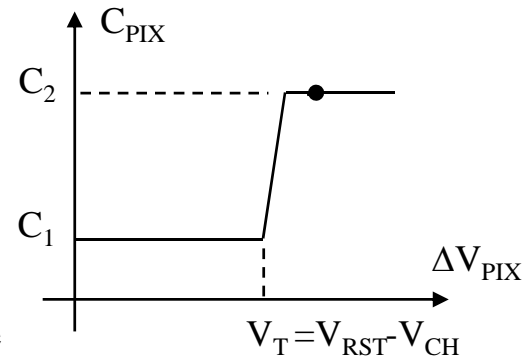
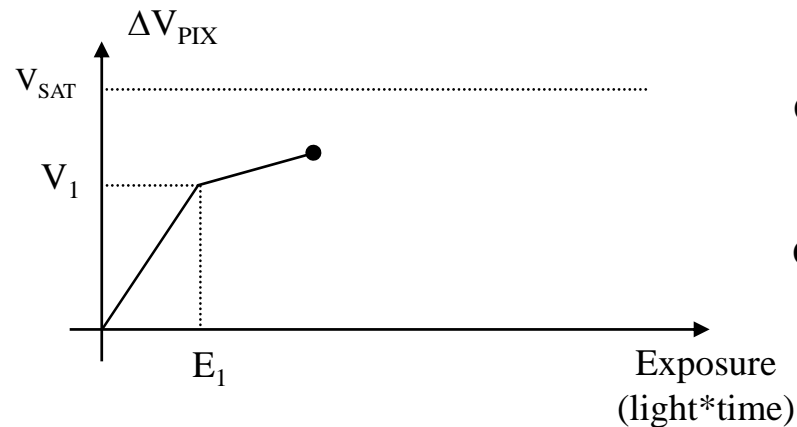
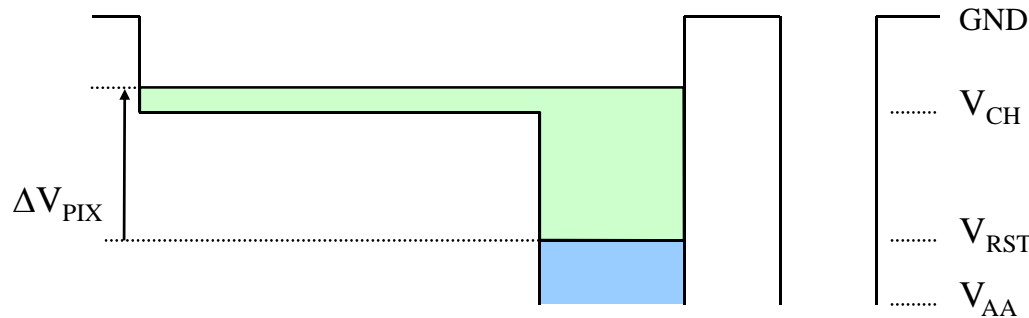
- Initial condition
- Reset the pixel
- Start integrating photons
- Integrating



# PDPG Pixel Operation



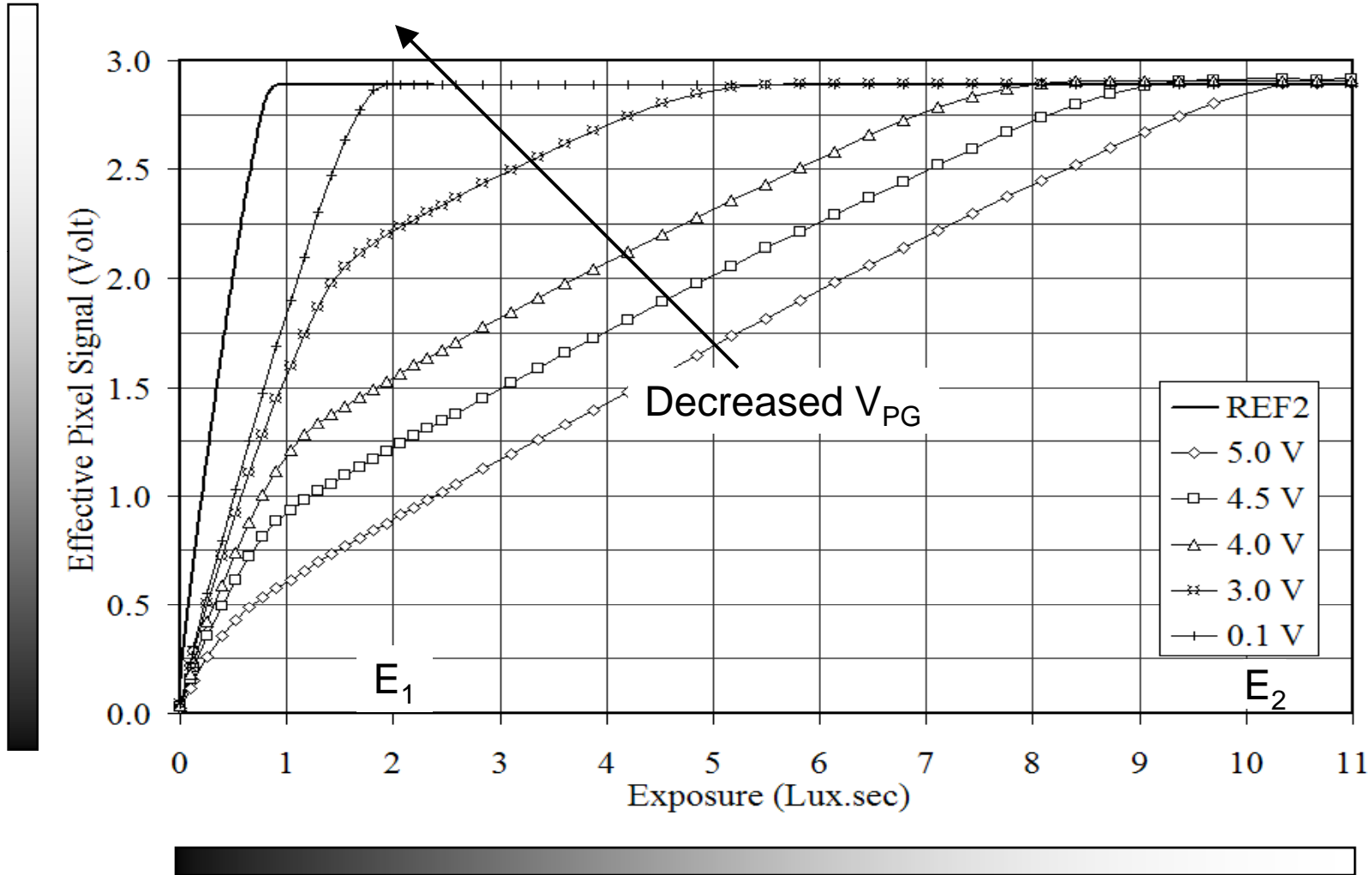
- Initial condition
- Reset the pixel
- Start integrating photons
- Integrating
- Reach "First Knee"
- Slow response





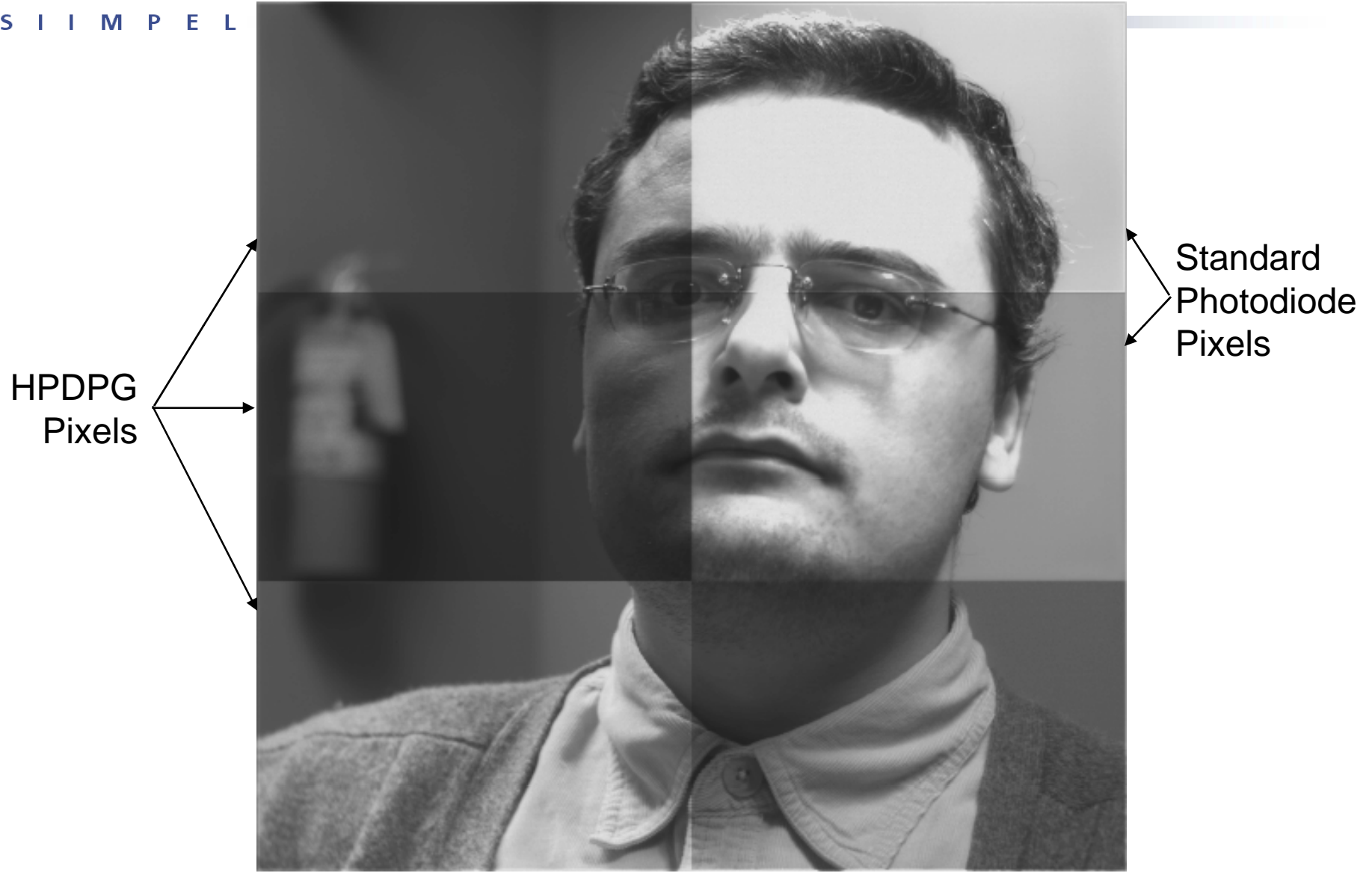
# HPDPG Pixel – Light Sensitivity Measurement Results

5X Exposure enhancement →





# HPDPG Pixels in First Prototype Imager



512x512 Array size, 15  $\mu\text{m}$  pixel, 6-pixel design (PROTO1\_2)



# 4Kx4K Device Architecture Partitioning

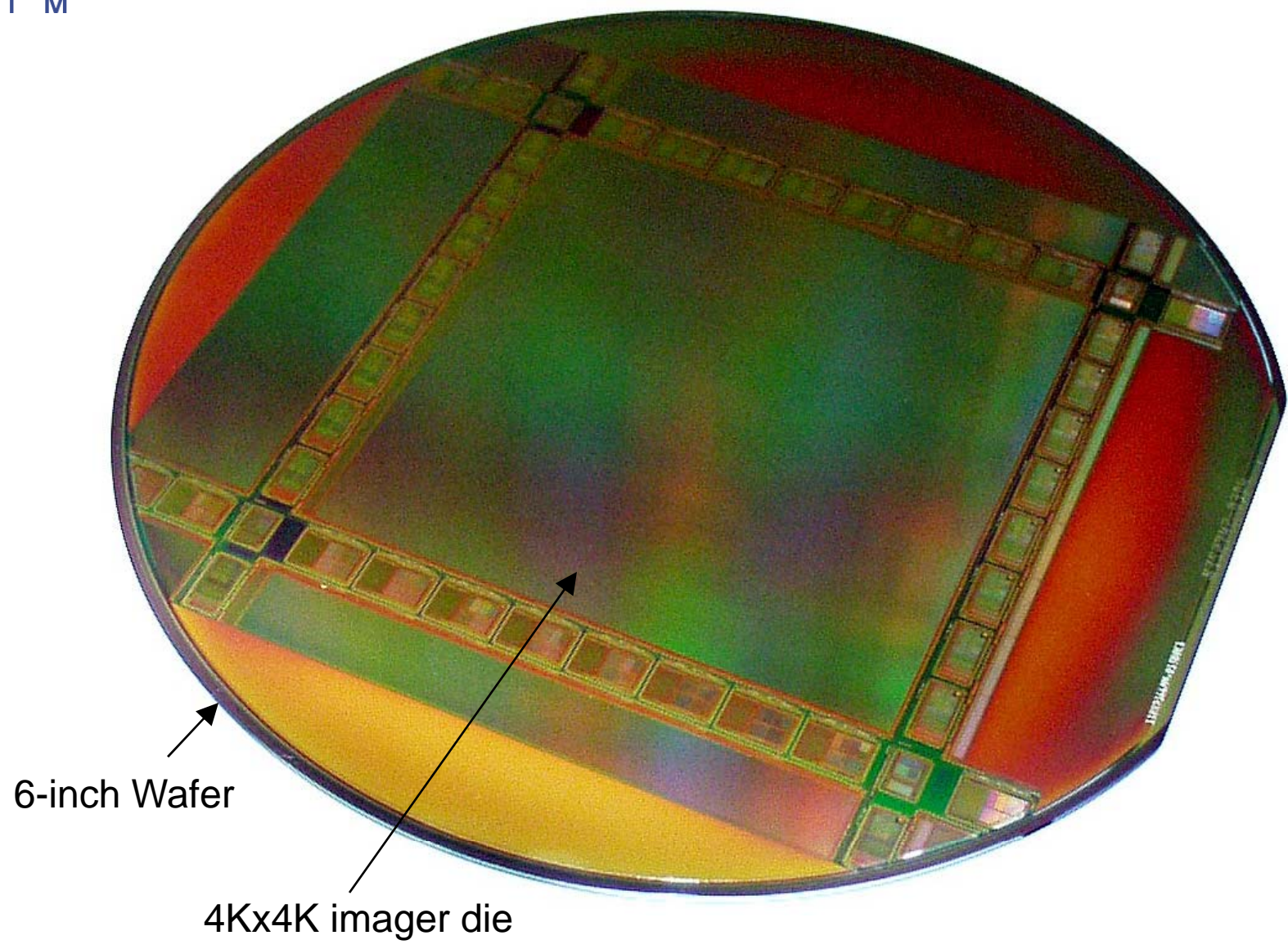
A	B	B	B	B	B	B	B	B	C
D	E	E	E	E	E	E	E	E	F
D	E	E	E	E	E	E	E	E	F
D	E	E	E	E	E	E	E	E	F
D	E	E	E	E	E	E	E	E	F
D	E	E	E	E	E	E	E	E	F
D	E	E	E	E	E	E	E	E	F
D	E	E	E	E	E	E	E	E	F
D	E	E	E	E	E	E	E	E	F
D	E	E	E	E	E	E	E	E	F
G	H	H	H	H	H	H	H	H	I

Block	Width (μm)	Height (μm)
A	7766	1000
B	9216	1000
C	1000	1000
D	1351	9216
E	9216	9216
F	1000	9216
G	1351	2825
H	9216	2825
I	1000	2825

Stitching-Block Name	Block Functional Definition
A	<ul style="list-style-type: none"> <li>Digital Power Routing</li> <li>Covered/Open Pixels</li> </ul>
B	<ul style="list-style-type: none"> <li>Pixel Power Supply Pads</li> <li>Pixel Power Routing</li> <li>Covered/Open Pixels</li> </ul>
C	<ul style="list-style-type: none"> <li>Pixel Power Routing</li> <li>Covered/Open Pixels</li> </ul>
D	<ul style="list-style-type: none"> <li>Row Decoder/Drivers</li> <li>Digital Input Pads</li> <li>Digital Power Pads</li> <li>Covered/Open Pixels</li> <li>Signal/Digital Power Routing</li> </ul>
E	<ul style="list-style-type: none"> <li>512 x 512 Pixel Array</li> </ul>
F	<ul style="list-style-type: none"> <li>Analog Power Pads</li> <li>Power Routing</li> <li>Covered/Open Pixels</li> </ul>
G	<ul style="list-style-type: none"> <li>Analog/Digital Power Pads</li> <li>Analog Signal Pads</li> <li>Digital/Analog buffers</li> <li>Row Clock Generator</li> <li>Power/Signal Routing</li> <li>Covered/Open Pixels</li> </ul>
H	<ul style="list-style-type: none"> <li>Analog/Digital Input/Output Pads</li> <li>Analog Signal Chain (ASC)</li> <li>Column Decoder/Driver</li> <li>Global Amplifiers</li> <li>Column Timing and Control Logics</li> <li>Analog/Digital Power Pads</li> <li>Signal/Power Routing</li> <li>Covered/Open Pixels</li> </ul>
I	<ul style="list-style-type: none"> <li>Analog Input Pads</li> <li>Analog/Digital Power Pads</li> <li>Power routing</li> <li>Covered/Open Pixels</li> </ul>



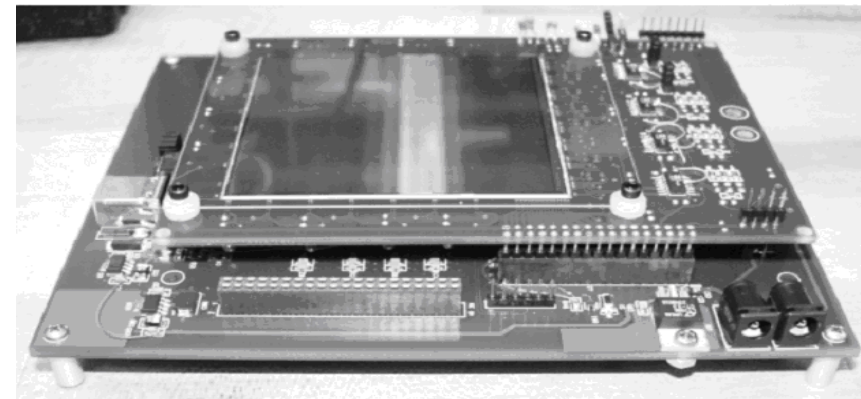
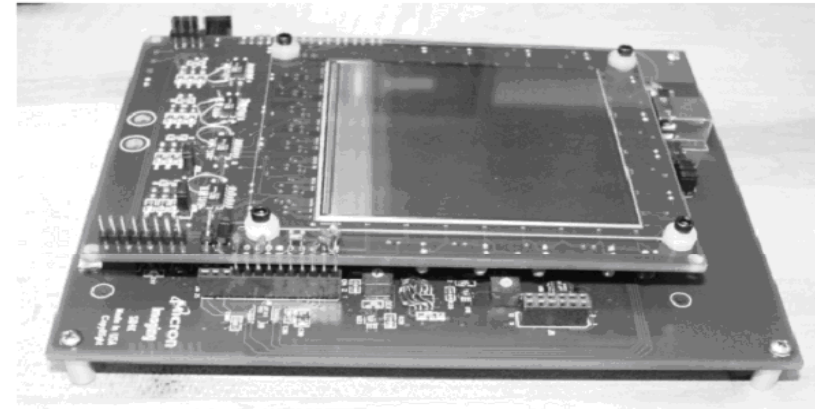
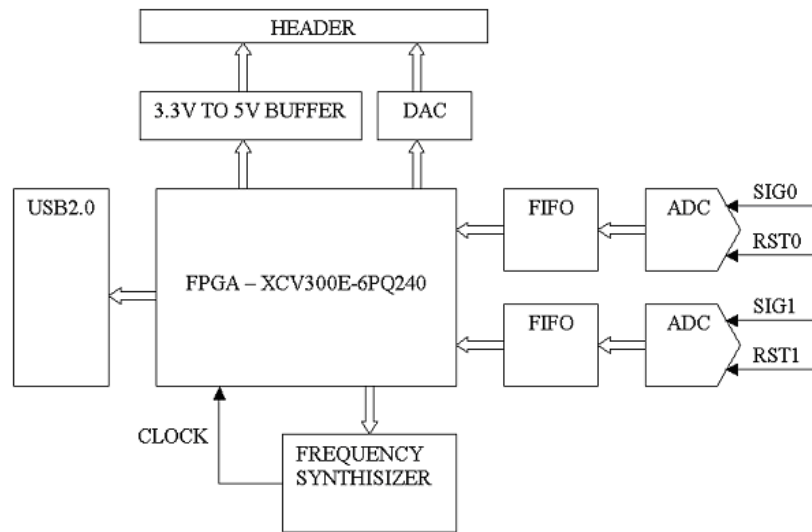
# 4Kx4K Imager after fabrication (before dicing)





S I

## Controller and Demonstration System Solution



- Packaging PCB plugs onto the controller PCB,
- Controller does all the interface, ADC, DAC, timing, FIFO, bias generation.
- Two ADC for channel readout,
- Xilinx FPGA as main controller.
- Analog frame grabber from packaging PCB for analysis,



S I I M P E

# Reproduced 4Kx4K image



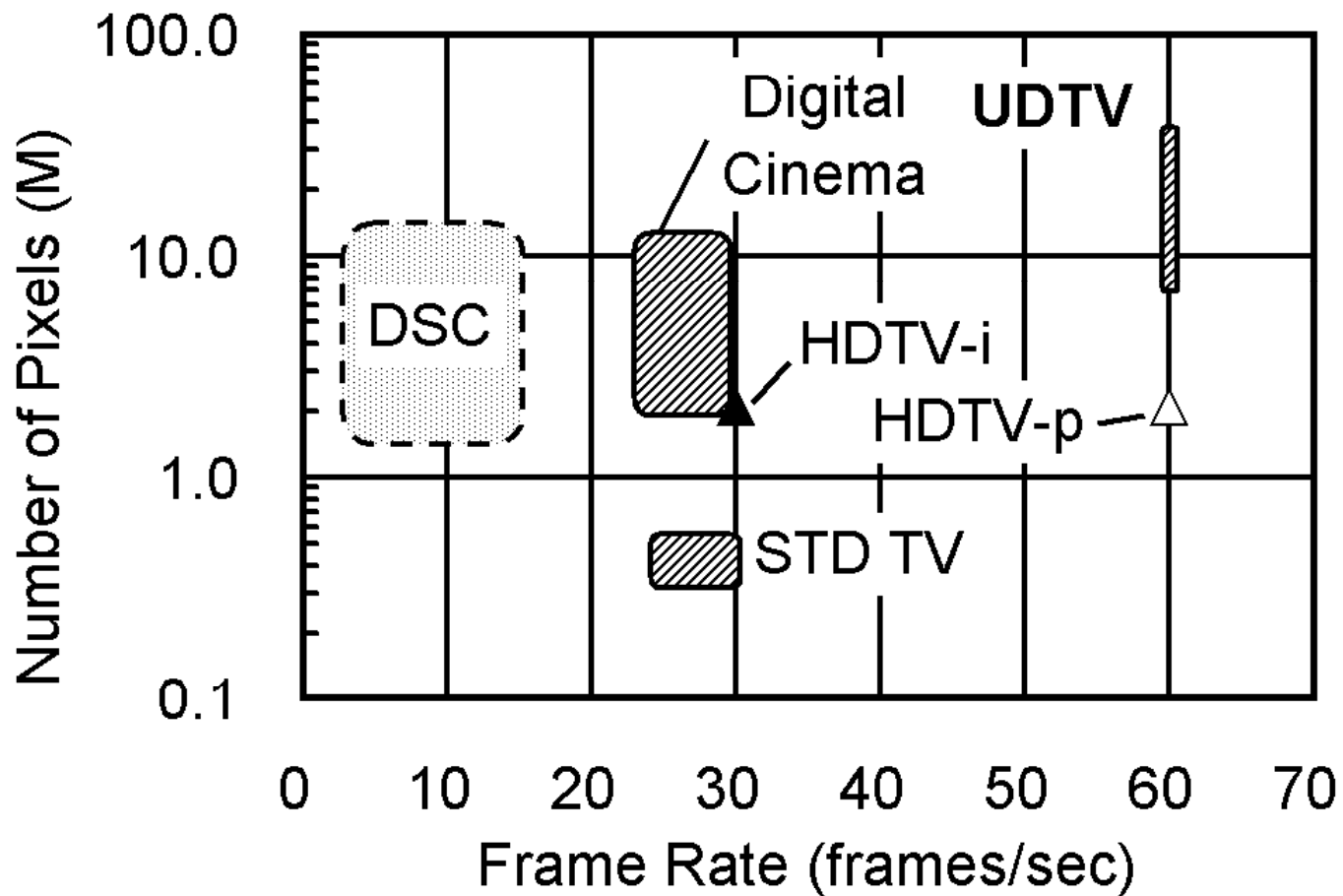


# 32 Megapixel UDTV

*From a collaboration between  
Photobit Technology Corporation (now Micron)  
And  
NHK Laboratories, Tokyo*



# Ultra-Definition Television



# Our Goal

## Future TV System with Greater Sensation of Reality



### Effects

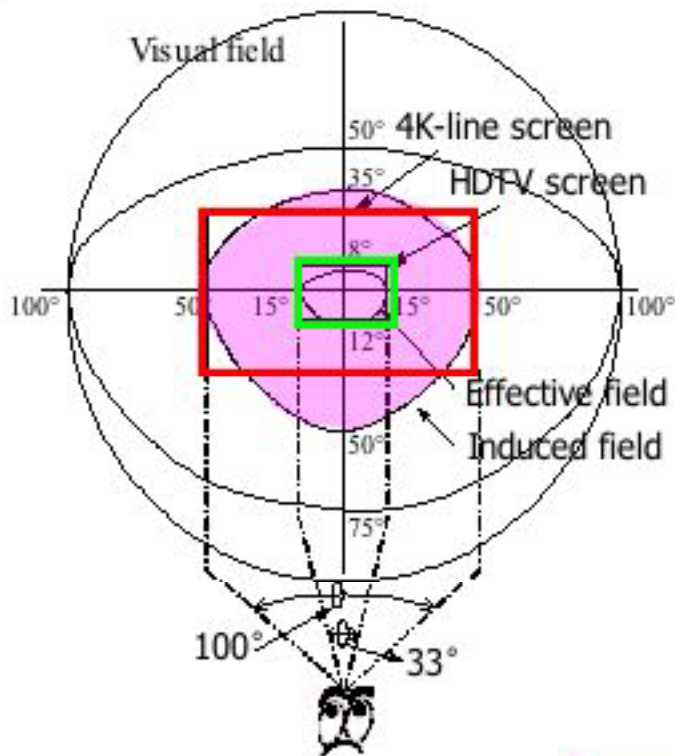
- High sensation of reality as if we are there
- More exciting in live TV programs

### Our objectives

- Examine physical and psychological effects
- Enhance sensation for future TV system



# Why 8k?



Viewing angles of displays for **HDTV** and **8k x 4k pixel** image system

- The sensation of reality increases with the viewing angle and saturates at around 100 deg. Horizontally\*1
- The spatial resolution of Human vision perceives 60 pixels per deg.\*2



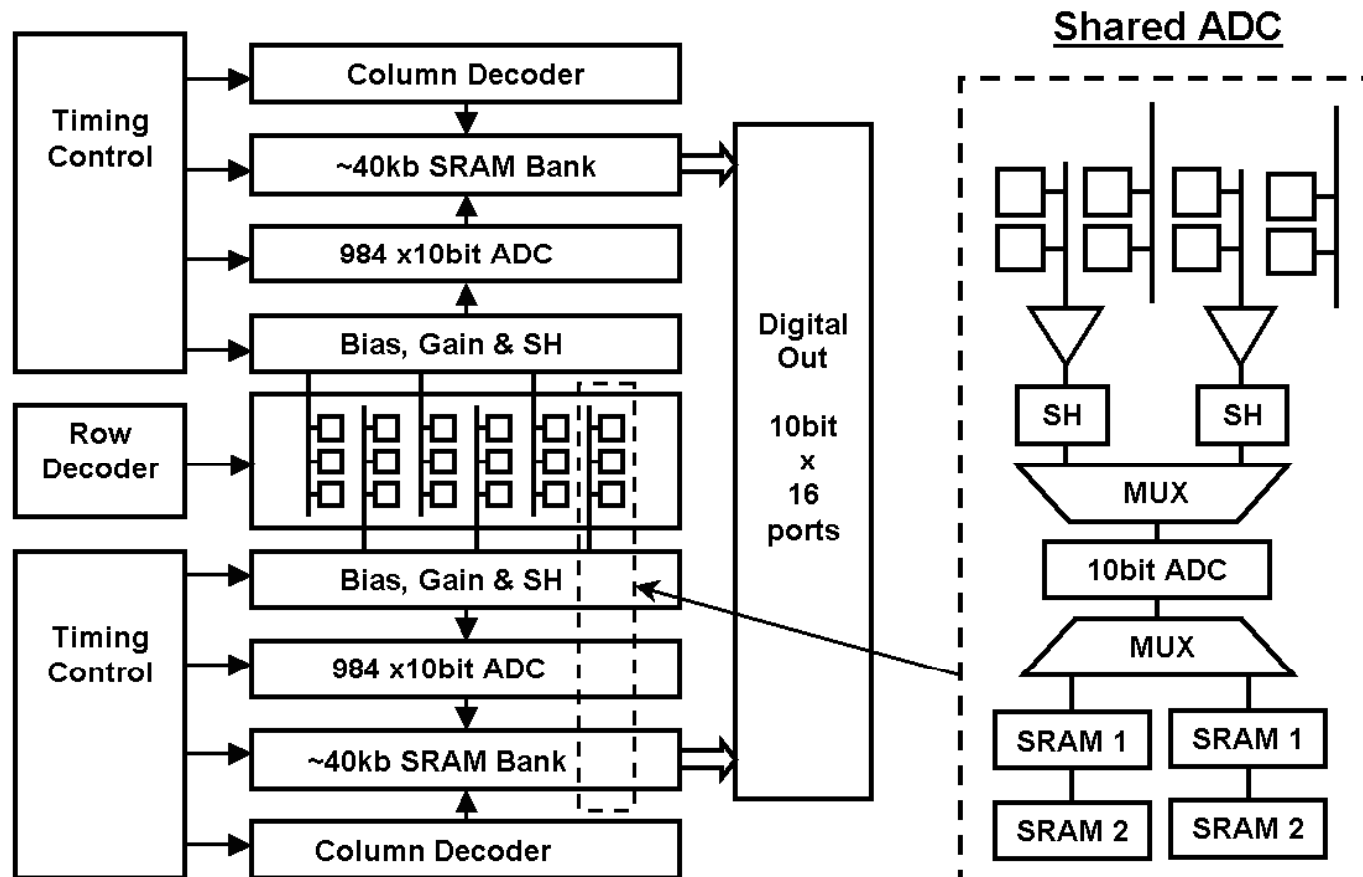
**Requirement of 8k pixels in the horizontal direction**

\*1:T. Hatada, et al., "Psychophysical Analysis of the Sensation of Reality Induce by a Visual Wide-Field Display," SMPTE Journal, Vol.89, pp.560-569, 1980

\*2:High-Definition Television, p.6 Van Nostrand Reinhold, New York, 1992



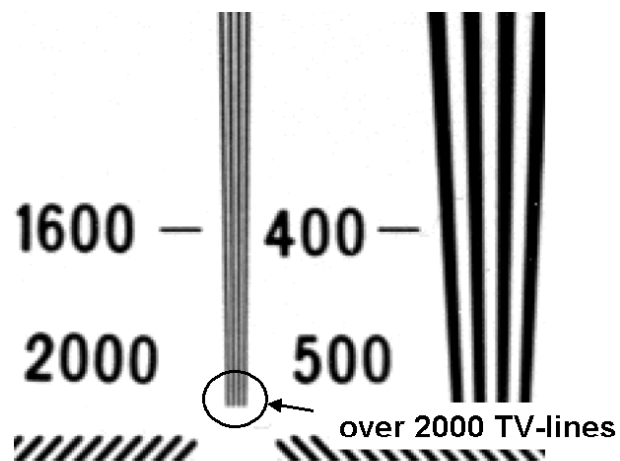
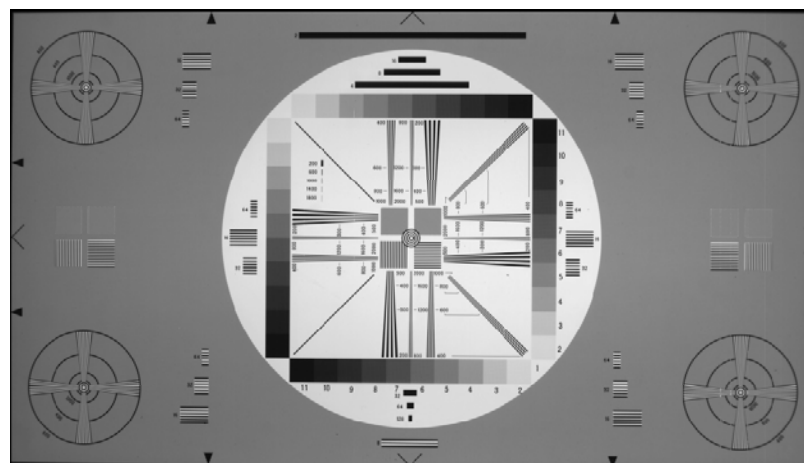
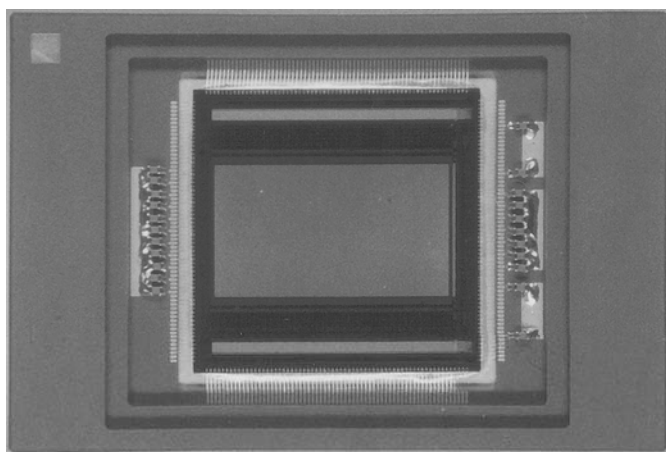
# 8 Mpixel UDTV Sensor





# 8 Mpixel image (60 fps)

Chip Photo

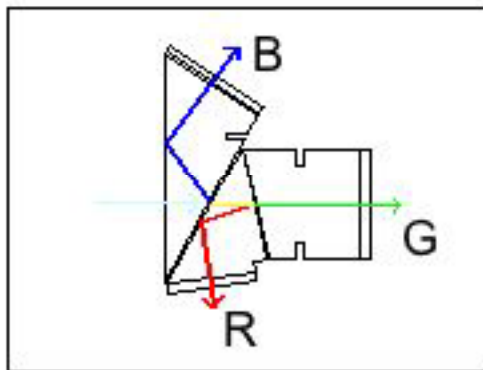
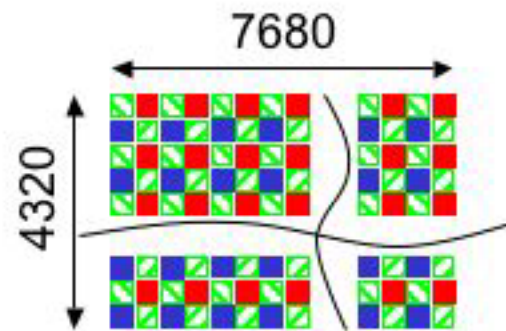
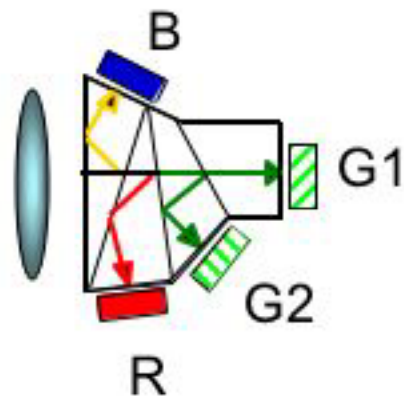




# UDTV Sensor Performance

Parameter	Value	Comments
Number of total pixels	3936 (H) × 2196 (V)	
Number of effective pixels	3840 (H) × 2160 (V)	8.3 M-pixels; 4 times the HDTV resolution
Pixel size	4.2 μm × 4.2 μm	NW/P-sub photodiode APS with on-chip microlens
Optical format	1.25-inch	Aspect ratio; 16:9
Die size	19.7 mm (H) × 19.1 mm (V)	No stitching is used
Conversion gain	0.06 LSB/electron	Output referred
	43 μV/electrons	at pixel sense node
Full well capacity	25,000 electrons	@ADC input range of 750 mV
Noise floor	42 electrons	
Dynamic range	55.0 dB	
Sensitivity	4200 bits/lux-sec	Output refereed 2700K light source, IR filter with cut-off wavelength of 650 nm
	3.0 V/lux-sec	at ADC input
Scanning	Progressive	
Frame rate	60 fps	
Output signal	10-bit digital 16 parallel output ports	
Output frequency	49.5 MHz	792 MHz (6.3 Gbps) total throughput
Electronic shutter	Electronic rolling shutter	
Process technology	0.25 μm double-poly, triple metal CMOS	
Supply voltage	3.3V	
Power consumption	597 mW	at dark
Package	262 pin PGA	

# Four-pickup Imaging



Usual Three-pickup Imaging

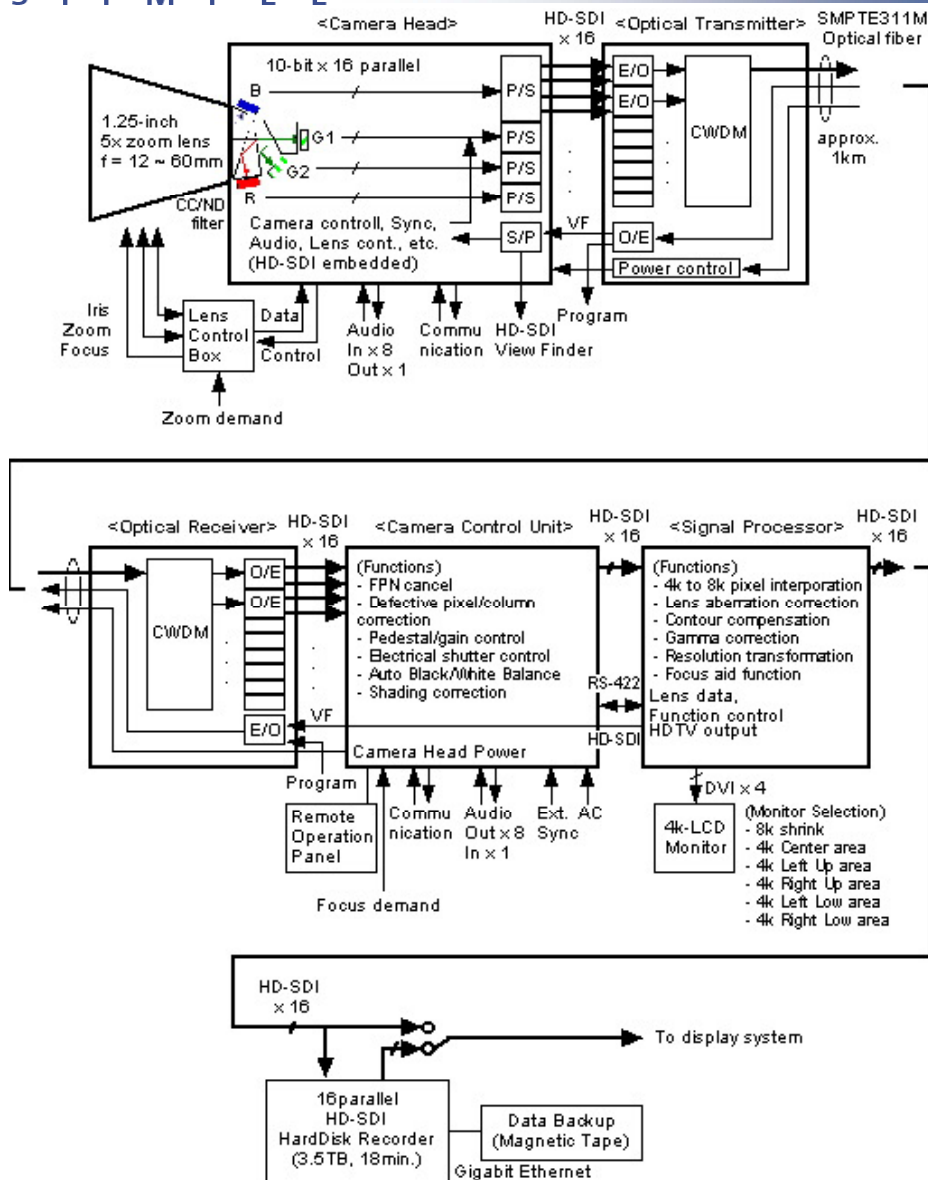
- Two imagers for Green channel
- Diagonal Pixel Offset between G1, G2, R, B channel Imagers
- Total Pixel Count of 7680 x 4320 (Similar to 32M-pixel Single-Chip Color Device)



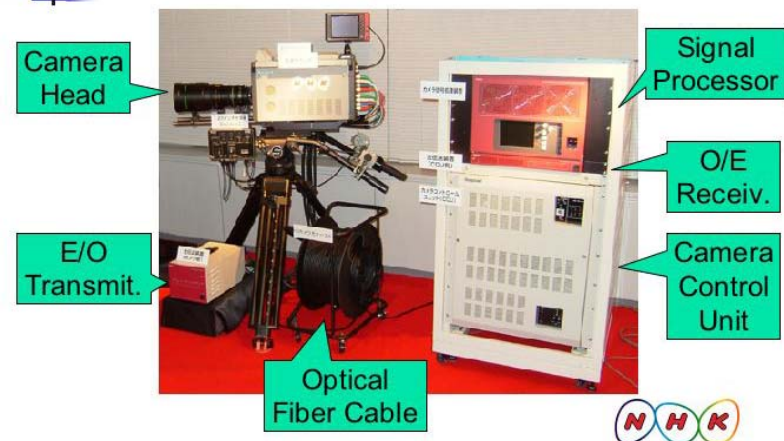


SIIMPEL

# Camera System



## Camera System (outline)





# UDTV Camera



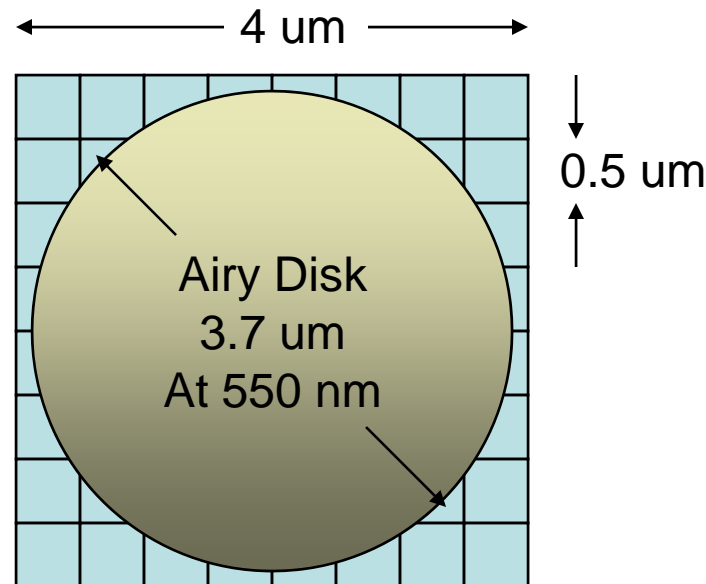


# What to do with gigapixel sensors?

*Or how I spent part of my retirement*

## Sub-Diffraction Limit (SDL) Pixels

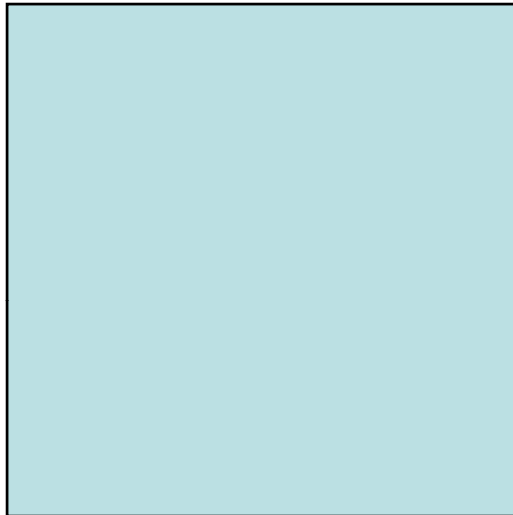
- Consider a pixel 0.5 microns x 0.5 microns
- A sensor of 24 mm x 12 mm is 48,000 x 24,000 pixels or 1.152 gigapixels.





# Same F#, Scene, Exposure

4 um pixel



5000 e-/exposure  
Shot noise SNR = 71:1  
Capacity 20,000 e-  
5 e- read noise  
Dynamic range = 72 dB

0.5 um pixel



78 e-/exposure  
Shot noise SNR = 8.8:1  
Capacity 312 e-  
5 e- read noise  
Dynamic range = 36 dB



## SDL Pixels Hardly Make Sense

- Can't collect much light or charge
- Can't hold much charge
- Can't image details at pixel resolution
- Uniformity questionable



# What to do with SDL Pixels?

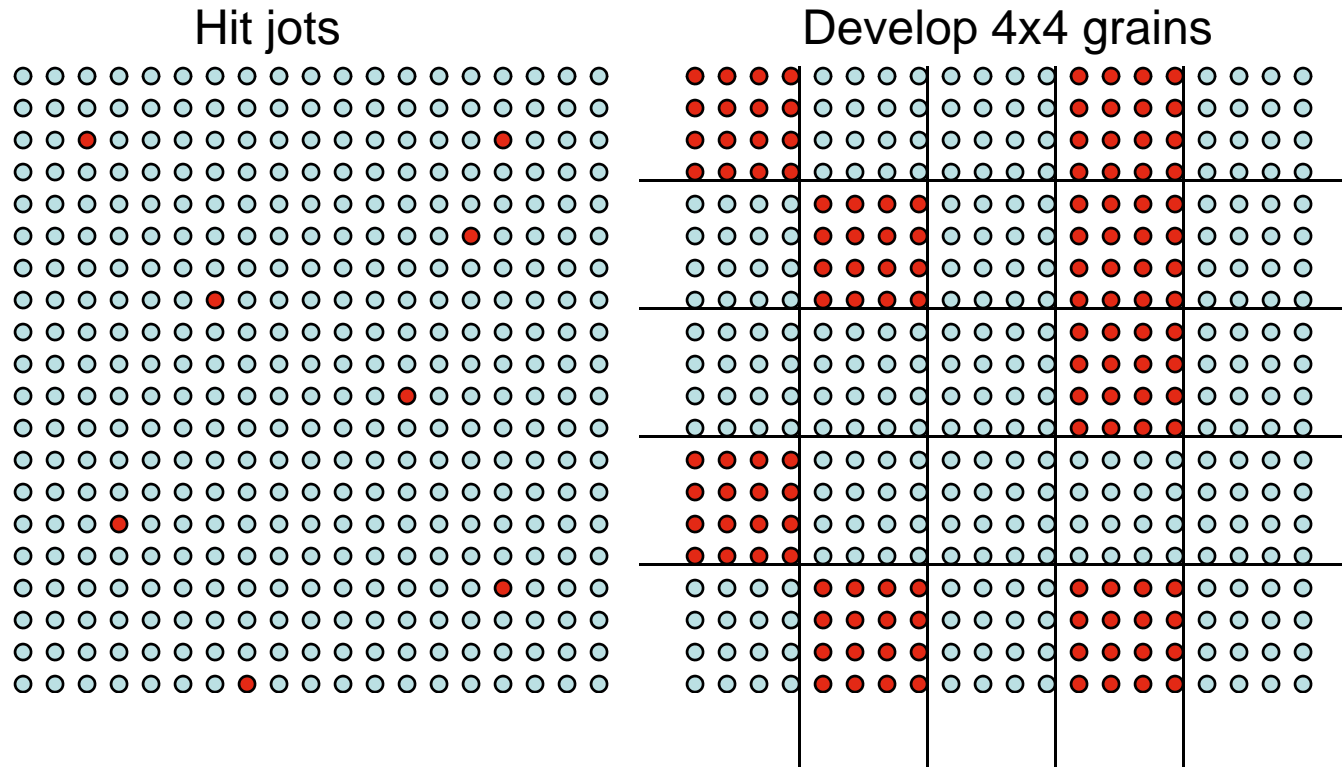
- Oversampling of spatial and color information?



S I I M P E L

# Digital Film

- Each pixel could act like a binary detector (photon hit or not) – call it a “jot”
- Jot doesn't need any capacity or much uniformity
- Trade off grain size (resolution) and “film speed”
- D-Log H exposure behavior



1 gigajots → 72M binary pixels → ~1M pixel



# Making Nano-scale Pixels

- Pixels need not be silicon PN-junction-like – just need to be able to “flip” if hit by photon
- Quantum dots?
- Molecular pixels?
- a-Si:H or organic pixels?
- Probably still need silicon readout.