

G The tunnel effect, a quantum phenomenon

Quantum physics predicts unexpected behaviour that defies ordinary intuition. The **tunnel effect** is an example. Take the case of a marble that rolls over a bump. Classical physics predicts that unless the marble has enough kinetic energy it will not reach the top of the bump, and will roll back towards its starting point. In quantum physics, a particle (**proton, electron**) can get past the bump even if its initial energy is insufficient, by “tunnelling” through. The tunnel effect makes it possible for two protons to overcome their mutual electrical repulsion at lower relative velocities than those predicted by classical calculations.

Tunnel effect microscopy is based on the fact that there is a finite probability that a particle with energy lower than the height of a potential barrier (the bump)

can still jump over it. The particles are electrons travelling through the space between two **electrodes**. These electrodes are a fine metal tip terminating in a single **atom**, and the metal or **semiconductor** surface of the sample. In classical physics a solid surface is considered as a well-defined boundary with electrons confined inside the solid. By contrast, in quantum physics each electron has wave properties that make its location uncertain. It can be visualized as an electron cloud located close to the surface. The density of this cloud falls off exponentially with increasing distance from the solid surface. There is thus a certain probability that an electron will be located “outside” the solid at a given time. When the fine metal tip is brought near the surface at a distance of less than a **nanometre**, the **wave function** asso-

ciated with the electron is non-null on the other side of the potential barrier and so electrons can travel from the surface to the tip, and *vice versa*, by the tunnel effect. The potential barrier crossed by the electron is called the **tunnel barrier**. When a low potential is applied between the tip and the surface, a **tunnel current** can be detected. The tip and the surface being studied together form a local **tunnel junction**. The tunnel effect is also at work in **Josephson junctions** where a direct current can flow through a narrow discontinuity between two **superconductors**.

In a **transistor**, an unwanted tunnel effect can appear when the insulator or **grid** is very thin (nanometre scale). Conversely, the effect is put to use in novel devices such as **Schottky barrier tunnel transistors** and **carbon nanotube** assemblies.

A From the macroscopic to the nanoworld, and vice versa...

In order to gain a better idea of the size of microscopic and nanoscopic* objects, it is useful to make comparisons, usually by aligning different scales, *i.e.* matching the natural world, from molecules to man, to engineered or fabricated objects (Figure). Hence, comparing the “artificial” with the “natural” shows that artificially-produced **nanoparticles** are in fact smaller than red blood cells.

Another advantage of juxtaposing the two is that it provides a good illustration of the two main ways of developing nanoscale systems or objects: **top-down** and **bottom-up**. In fact, there are two ways

* From the Greek *nano* meaning

“very small”, which is also used as a prefix meaning a billionth (10^{-9}) of a unit.

In fact, the **nanometre** ($1 \text{ nm} = 10^{-9}$ metres, or a billionth of a metre), is the master unit for nanosciences and nanotechnologies.

into the nanoworld: molecular manufacturing, involving the control of single **atoms** and the building from the ground up, and extreme miniaturization, generating progressively smaller systems. Top-down technology is based on the artificial, using macroscopic materials that we chip away using our hands and our tools: for decades now, electronics has been applied using **silicon** as a substrate and what are called “**wafers**” as workpieces. In fact, microelectronics is also where the “top-down” synthesis approach gets its name from. However, we have reached a stage where, over and above simply adapting the miniaturization of silicon, we also

300-mm silicon wafer produced by the Crolles2 Alliance, an illustration of current capabilities using top-down microelectronics.

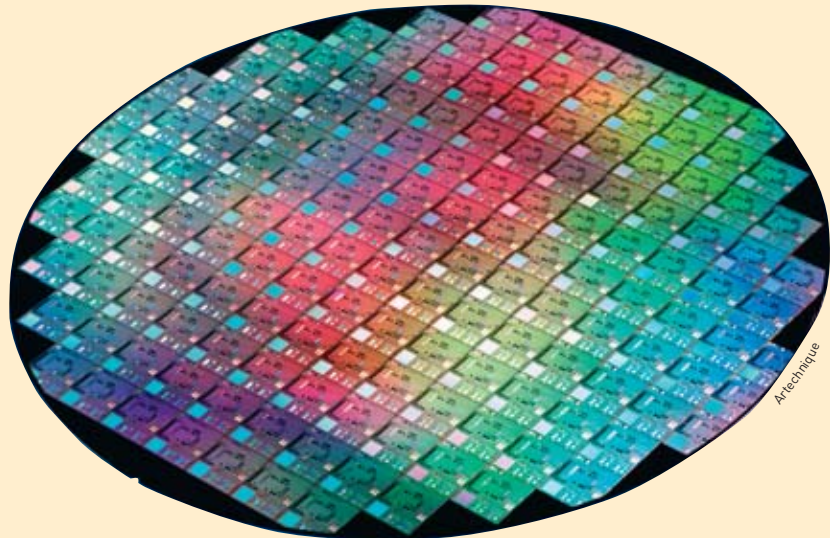
have to take on or use certain physical phenomena, particularly from **quantum** physics, that operate when working at the nanoscale.

The bottom-up approach can get around these physical limits and also cut manufacturing costs, which it does by using component **self-assembly**. This is the approach that follows nature by assembling molecules to create **proteins**, which are a series of amino acids that the super-molecules, *i.e.* **nucleic acids** (**DNA**, **RNA**), are able to produce within cells to form functional structures that can reproduce in more complex patterns. Bottom-up synthesis aims at structuring the material using

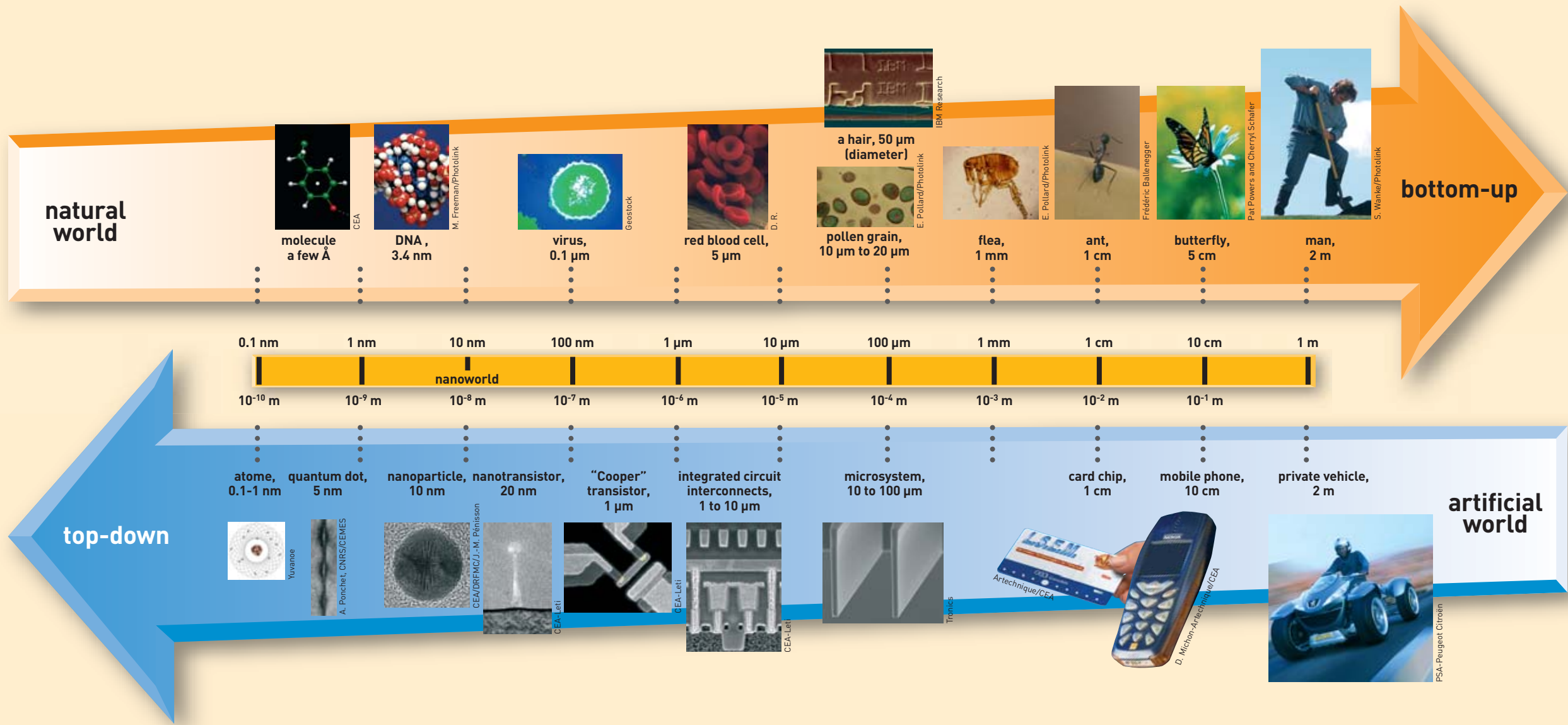
“building blocks”, including atoms themselves, as is the case with living objects in nature. Nanoelectronics seeks to follow this assembly approach to make functional structures at lower manufacturing cost.

The **nanosciences** can be defined as the body of research into the physical, chemical or biological properties of nano-objects, how to manufacture them, and how they self-assemble by auto-organization.

Nanotechnologies cover all the methods that can be used to work at molecular scale to reorganize matter into objects and materials, even progressing to the macroscopic scale.



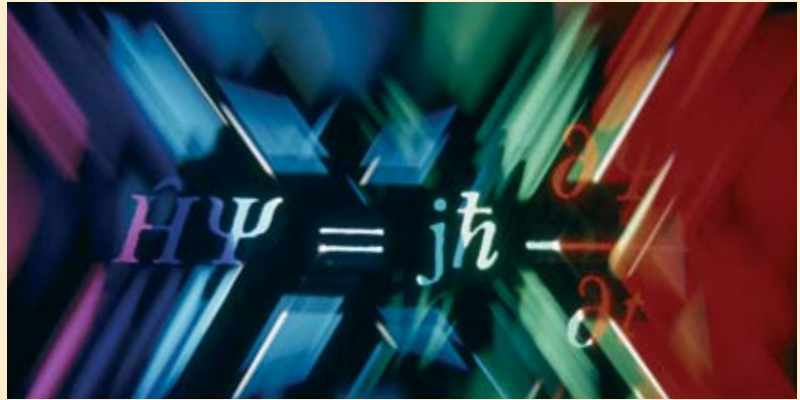
A (next)



B A guide to quantum physics

Quantum physics (historically known as quantum mechanics) covers a set of physical laws that apply at microscopic scale. While fundamentally different from the majority of laws that appear to apply at our own scale, the laws of quantum physics nevertheless underpin the general basis of physics at all scales. That said, on the macroscopic scale, quantum physics in action appears to behave particularly strangely, except for a certain number of phenomena that were already curious, such as **superconductivity** or superfluidity, which in fact can only be explained by the laws of quantum physics. Furthermore, the transition from the validating the paradoxes of quantum physics to the laws of classical physics, which we find easier to comprehend, can be explained in a very general way, as will be mentioned later.

Quantum physics gets its name from the fundamental characteristics of quantum objects: characteristics such as the angular momentum (**spin**) of **discrete** or discontinuous particles called **quanta**, which can only take values multiplied by an elementary *quantum*. There is also a **quantum of action** (product of a unit of energy multiplied by time) called **Planck's cons-**



D. Sarrault/CEA

An "artist's impression" of the Schrödinger equation.

tant (symbolized as h) which has a value of 6.626×10^{-34} joule-second. While classical physics separates *waves* from *particles*, quantum physics somehow covers both these concepts in a third group, which goes beyond the simple wave-particle duality that Louis de Broglie imagined. When we attempt to comprehend it, it sometimes seems closer to waves, and sometimes to particles. A quantum object cannot be separated from how it is observed, and has no fixed attributes. This applies equally to a particle - which in no way can be likened to a tiny little bead following some kind of trajectory - of light (**photon**)

or matter (**electron, proton, neutron, atom**, etc.).

This is the underlying feature behind the **Heisenberg uncertainty principle**, which is another cornerstone of quantum physics. According to this principle (which is more *indeterminacy* than *uncertainty*), the position and the velocity of a particle cannot be measured *simultaneously* at a given point in time. Measurement remains possible, but can never be more accurate than h , Planck's constant. Given that these approximations have no intrinsically real value outside the observation process, this simultaneous determination of both position and velocity becomes simply impossible.

B (next)

At any moment in time, the quantum object presents the characteristic of *superposing* several states, in the same way that one wave can be the *sum* of several others. In quantum theory, the amplitude of a wave (like the peak, for example) is equal to a **probability amplitude** (or probability wave), a complex number-valued function associated with each of the possible states of a system thus described as quantum. Mathematically speaking, a physical state in this kind of system is represented by a **state vector**, a function that can be added to others *via* superposition. In other words, the sum of two possible state vectors of a system is *also* a possible state vector of that system. Also, the product of two vector spaces is also the sum of the vector products, which indicates **entanglement**: as a state vector is generally spread through space, the notion of local objects no longer holds true. For a pair of entangled particles, *i.e.* particles created together or having already interacted, that is, described by the *product* and not the *sum* of the two individual state vectors, the fate of each particle is linked - entangled - with the other, regardless of the distance between the two. This characteristic, also called *quantum state entan-*

glement, has staggering consequences, even before considering the potential applications, such as quantum cryptography or - why not? - teleportation. From this point on, the ability to predict the behaviour of a quantum system is reduced to probabilistic or statistical predictability. It is as if the quantum object is some kind of "juxtaposition of possibilities". Until it has been measured, the measurable size that supposedly quantifies the physical property under study is not strictly defined. Yet as soon as this measurement process is launched, it destroys the **quantum superposition** through the "collapse of the wave-packet" described by Werner Heisenberg in 1927. All the properties of a quantum system can be deduced from the equation that Erwin Schrödinger put forward the previous year. Solving the **Schrödinger equation** made it possible to determine the energy of a system as well as the **wave function**, a notion that tends to be replaced by the probability amplitude.

According to another cornerstone principle of quantum physics, the **Pauli exclusion principle**, two identical half-spin ions (**fermions**, particularly electrons) cannot simultaneously share the same position, spin and velocity (within

the limits imposed by the uncertainty principle), *i.e.* share the same *quantum state*. **Bosons** (especially photons) do not follow this principle, and can exist in the same quantum state.

The coexistence of **superposition states** is what lends **coherence** to a quantum system. This means that the theory of **quantum decoherence** is able to explain why macroscopic objects, atoms and other particles, present "classical" behaviour whereas microscopic objects show quantum behaviour. Far more influence is exerted by the "environment" (air, background radiation, etc.) than an advanced measurement device, as the environment radically removes all *superposition of states* at this scale. The larger the system considered, the more it is coupled to a large number of degrees of freedom in the environment, which means the less "chance" (to stick with a probabilistic logic) it has of maintaining any degree of quantum coherence.

TO FIND OUT MORE:

Étienne Klein, *Petit voyage dans le monde des quanta*, Champs, Flammarion, 2004.

D The transistor, fundamental component of integrated circuits

The first transistor was made in germanium by John Bardeen and Walter H. Brattain, in December 1947. The year after, along with William B. Shockley at Bell Laboratories, they developed the bipolar transistor and the associated theory. During the 1950s, transistors were made with silicon (Si), which to this day remains the most widely-used semiconductor due to the exceptional quality of the interface created by silicon and silicon oxide

(SiO₂), which serves as an insulator. In 1958, Jack Kilby invented the **integrated circuit** by manufacturing 5 components on the same **substrate**. The 1970s saw the advent of the first microprocessor, produced by Intel and incorporating 2,250 transistors, and the first memory. The complexity of integrated circuits has grown exponentially (doubling every 2 to 3 years according to “Moore’s law”) as transistors continue to become increasingly miniaturized.

The transistor, a name derived from *transfer* and *resistor*, is a fundamental component of microelectronic integrated circuits, and is set to remain so with the necessary changes at the nanoelectronics scale: also well-suited to amplification, among other functions, it performs one essential basic function which is to open or close a current as required, like a switching device (Figure). Its basic working principle therefore applies directly to processing binary code (0, the current is blocked, 1 it goes through) in logic circuits (inverters, gates, adders, and memory cells).

The transistor, which is based on the transport of **electrons** in a solid and not in a vacuum, as in the electron tubes of the old **triodes**, comprises three **electrodes** (*anode*, *cathode* and *gate*), two of which serve as an electron *reservoir*: the **source**, which acts as the emitter filament of an electron tube, the **drain**, which acts as the collector plate, with the gate as “controller”. These elements work differently in the two main types of transistor used today: *bipolar junction transistors*, which came first, and *field effect transistors (FET)*.

Bipolar transistors use two types of **charge carriers**, electrons (negative charge) and **holes** (positive charge), and are comprised of identically **doped** (p or n) semiconductor substrate parts

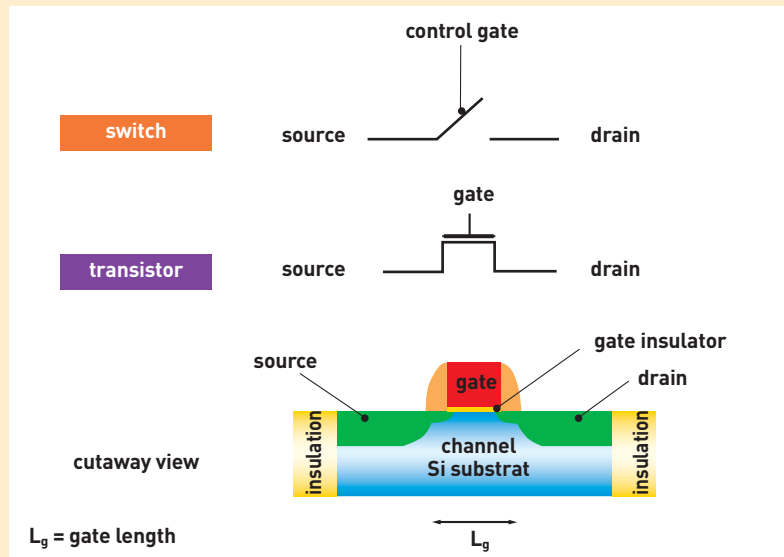


Figure. A MOS transistor is a switching device for controlling the passage of an electric current from the source (S) to the drain (D) via a gate (G) that is electrically insulated from the conducting channel. The silicon substrate is marked B for Bulk.

D (next)

separated by a thin layer of inversely-doped semiconductor. By assembling two semiconductors of opposite types (a p-n junction), the current can be made to pass through in only one direction. Bipolar transistors, whether n-p-n type or p-n-p type, are all basically current amplifier controlled by a gate current⁽¹⁾: thus, in an n-p-n transistor, the voltage applied to the p part controls the flow of current between the two n regions. Logic circuits that use bipolar transistors, which are called TTL (for transistor-transistor logic), consume more energy than field effect transistors which present a zero gate current in off-state and are voltage-controlled.

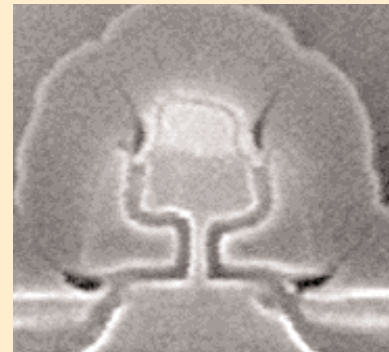
Field effect transistors, most commonly of MOS (metal oxide semiconductor) type, are used in the majority of today's CMOS (C for complementary) logic circuits⁽²⁾. Two n-type regions are created on a p-type silicon crystal by doping the surface. These two regions, also called drain and source, are thus separated by a very narrow p-type space called the **channel**. The effect of a positive current on the control electrode, naturally called the **gate**, positioned over the semiconductor forces the holes to

the surface, where they attract the few mobile electrons of the semiconductor. This forms a conducting channel between source and drain (Figure). When a negative voltage is applied to the gate, which is electrically insulated by an oxide layer, the electrons are forced out of the channel. As the positive voltage increases, the channel resistance decreases, letting progressively more current through. In an integrated circuit, transistors together with the other components (diodes, condensers, resistances) are initially incorporated into a "chip" with more or less complex functions. The circuit is built by "sandwiching" layer upon layer of conducting materials and insulators formed by **lithography** (Box E, *Lithography, the key to miniaturization*). By far the most classic application of this is the microprocessor at the heart of our computers, which contains several hundred million transistors (whose size has been reduced 10,000-fold since the 1960s), soon a billion. This has led to industrial manufacturers splitting the core of the processors into several subunits working in parallel!



Lucent Technologies Inc./Bell Labs

The very first transistor.



STMicroelectronics

8 nanometre transistor developed by the Crolles2 Alliance bringing together STMicroelectronics, Philips and Freescale Semiconductor.

(1) This category includes **Schottky transistors** or **Schottky barrier transistors** which are field effect transistors with a metal/semiconductor control gate that, while more complex, gives improved charge-carrier mobility and response times.

(2) Giving **MOSFET** transistor (for Metal Oxide Semiconductor Field Effect Transistor).