Ten years after introduction of SOI into a production as a competitor to bulk-CMOS, both technologies continue to co-exist in some of the application domains, such as microprocessors and gaming. On the other hand, mainstream SoC’s exclusively use bulk-CMOS. A panel similar to this one 10 years ago has concluded that SOI has a performance advantage over bulk, and the cost will be its main barrier for wide adoption. Has anything changed and will it change in the next decade? Will SOI penetrate more market segments or disappear? Does further technology scaling require the migration to fully-depleted SOI?

Panelists:
M. Bohr, Intel       R. Mahnkopf, Infineon
G. Shahidi, IBM      C. Mazure, SOITEC
E. Suzuki, AIST      D. Scott, TSMC
A. Kameyama, Toshiba M. Usami, Hitachi