Characterization and Mitigation of 3D Mask Effects in EUV Lithography

Andreas Erdmann¹, Dongbo Xu¹, Peter Evanschitzky¹, Vu Luong^{2,3}, Vicky Philipsen², Eric Hendrickx² ¹Fraunhofer IISB, Schottkystr. 10, 91058 Erlangen, Germany ²imec, Kapeldreef 75, B-3001 Leuven, Belgium ³KULeuven, MTM Department, 3001 Leuven, Belgium





Outline

Introduction

- Mask 3D effects in EUV
 - Feature orientation and shadowing
 - Contrast fading
 - Phase deformation and best focus shifts
 - Double images and absorber thickness swings
- Mitigation Strategies
 - Alternative mask stacks (etched multilayers, buried shifters, ...)
 - Absorber material and thickness
 - Asymmetric illumination
- Outlook at larger NA systems
- Conclusions and outlook





Introduction: Mask Models for Lithography



rigorous mask models required to describe state-of-the-art lithography



Introduction: 3D Mask Effects in DUV Lithography



 significant impact on OPC and polarization performance



- transmissive
- absorber features are small and thin compared to wavelength
- large contrast of optical properties (n/k)
- symmetric illumination

mask-induced best focus shifts and aberration like effects





Mask



Introduction: Peculiarities of EUV Masks





- absorber thick compared to wavelength
- small contrast of n/k
- off-axis illumination
- multilayers







Outline

- Introduction
- Mask 3D effects in EUV
 - Feature orientation and shadowing
 - Contrast fading
 - Phase deformation and best focus shifts
 - Double images and absorber thickness swings
- Mitigation Strategies
 - Alternative mask stacks (etched multilayers, buried shifters, ...)
 - Absorber material and thickness
 - Asymmetric illumination
- Outlook at larger NA systems
- Conclusions and outlook





Naming conventions







intensity decays rapidly inside multilayer

asymmetric shadowing for horizontal lines



Reflected near fields



asymmetric shadowing for horizontal lines



Aerial images & process windows



- position shift for horizontal lines
 - \rightarrow can be compensated by vertical shift of the mask or by OPC
- ➢ shift of process windows along threshold/dose axis
 → can be compensated by OPC
- > these effects depend on illumination, slit position, feature size/pitch!





Imaging versus focus: Telecentricity effects





 horizontal features experience telecentricity errors of several nm/micrometer (mrad)



Lithography Simulation

extraction of "footprint"

Contrast Fading

Variation of illumination direction over illumination pupil



right pole experiences more pronounced shadowing





Contrast Fading

0.060

0.030

0.000

Through focus images of a horizontal dense line for a dipole



significant contrast loss



Lithography Simulation

-10

-5

0 x (nm) 5 10 15

defocus (nm)

defocus (nm)

-150

-200-15

Light transmission through chromium absorbers







- DUV: 4×45nm wide 90nm thick absorber
- EUV: 4×16nm wide 60nm thick absorber

- Phase deformation for DUV and EUV
- Impact of polarization for DUV only



Through focus images of horizontal lines



Lithography

Simulation

Local contrast versus focus



significant best focus shift between iso and dense



Impact of feature tone



dark and bright features experience opposite phase deformation and best focus shifts



Impact of feature size: Spaces



- larger features experience more phase deformation
- how about impact on 8x direction in anamorphic systems?

Lithography Simulation



"Double Images" and Absorber Thickness Swings

Near field plots with/without multilayer

Lithography

Simulation





18

"Double Images" and Absorber Thickness Swings



image cross section

process window

top reflection causes contrast inverted image with shifted best focus

Lithography Simulation

with

multilayer

x (nm)

without

multilayer

120 horizontal

reflectivity (%)

0.12

80.0 %) 90.0 %)

ษี 0.04

0.02

0.00 -150



"Double Images" and Absorber Thickness Swings

Lithography metrics versus thickness



coherent superposition of images causes swing of litho-metrics versus absorber thickness





Outline

- Introduction
- Mask 3D effects in EUV
 - Feature orientation and shadowing
 - Contrast fading
 - Phase deformation and best focus shifts
 - Double images and absorber thickness swings
- Mitigation Strategies
 - Alternative mask stacks (etched multilayers, buried shifters, ...)
 - Absorber material and thickness
 - Asymmetric illumination
- Outlook at larger NA systems
- Conclusions and outlook









> reduction of phase deformation for AI ($n \sim 1.0$)





Near field plots for reduced absorber thickness



- Iarger extinction materials, such as Ni enable thinner absorber with high contrast and small phase deformation
- thinner TaBN and AI suffer from pronounced contrast loss

Lithography Simulation



Material characterization by mask diffraction analysis



mask absorber induced deformation of the wavefront can be characterized by few numbers





Material characterization by mask diffraction analysis



Lithography Simulation

60

Material characterization by image analysis

- computation of best focus (BF) versus pitch and absorber thickness
- extraction of range of BF variation versus absorber thickness
- resulting swing-behavior can be correlated with swing-behavior of reflectivity & Zernikes
- identification of optimum absorber thickness for given material properties
- characteristic curves depend also from illumination shape





Material characterization by image analysis for Dipole



- Ni and Al can reduce best focus shift over the complete pitch range from 32nm-100nm to 20nm
- Al suffers from poor NILS
- selection of thickness is important to reduce BF-shift
- > see presentation of Vicky Philipsen (imec) for further details





Alternative (Etched) Mask Stacks

Selected proposals from literature

P.Y. Yan, Proc. SPIE, 2002, 4889, 1099



S. Han, E. Weisbrod, Q. Xie, P. Mangat, S. Hector, W. Dauksher, W. J.: *Proc. SPIE*, **2003**, *5037*, 314



Y. Deng, B. Fontaine, H. Levinson, A. Neureuther: Proc. SPIE, **2003**, 5037, 30



M. Sugawara, M., A. Chiba, I. Nishiyama: *Proc. SPIE*, **2003**, *5037*, 850





Alternative (Etched) Mask Stacks

Multi-objective optimization of alternative mask-stacks

Objectives:max. NILS, max. reflectivity/threshold, min.
telecentricity error, min best-focus variation through pitch
Wariables:Variables:multilayer stack, absorber thickness, etch depth,
mask bias



etched AttPSM



embedded shifter PSM



binary reference stacks from literature

etched and embedded PSM can provide a better compromise between high contrast and reflectivity/threshold



Alternative (Etched) Mask Stacks

Imaging performance of optimized mask-stacks



- etched AttPSM and embedded AttPSM can provide better imaging performance than standard binary masks
- not considered: mask making and inspection

Lithography

Simulation

A. Erdmann et. al: Proc SPIE 8679 (2013) 86791Q



30

Source Optimization

Application of asymmetric sources to balance diffraction orders and resulting best-focus and contrast of dark field two-bars



T. Last, L. de Winter, P. van Adrichem, J. Finders: EMLC 2016

see presentation of Lieve Van Look (imec) for detailed discussions



Impact of Assist Features



optimized assist features mitigate best-focus shift versus pitch

- > asymmetric assists provide an additional degree of freedom
 - M. Burkhardt et al.: Proc. SPIE, 2015, 9422, 94220X
 - S. Hsu et al.: Proc. SPIE, 2015, 9422, 942211
 - I. Mochi et al.: Proc. SPIE, 2016, 9776, 97761S-97761S-17



Outline

- Introduction
- Mask 3D effects in EUV
 - Feature orientation and shadowing
 - Contrast fading
 - Phase deformation and best focus shifts
 - Double images and absorber thickness swings
- Mitigation Strategies
 - Alternative mask stacks (etched multilayers, buried shifters, ...)
 - Absorber material and thickness
 - Asymmetric illumination
- Outlook at larger NA systems
- Conclusions and outlook





Optical design options for NA > 0.33



Imaging of dense lines/spaces versus rotation angle



theta: azimuthal angle: 0° for vertical, 90° for horizontal

- > significant contrast loss of hor. spaces for 4x/4x
- \rightarrow 4×/8× and 8×/8× show very similar performance





Comparison of lithographic performance for design options

dense line/space patterns



illumination

- λ=13.5nm
- unpolarized
- CRAO: 9° / 6°
- Leafshape pupil
- NA=0.52
- 20% central obscuration mask
- 8 nm lines/spaces
- *stack:* V. Philipsen et al.: Proc. SPIE, **2013**, 8886, 88860B

 \rightarrow 4×/8× and 8×/8× show very similar performance





Comparison of lithographic performance for design options

elbow patterns



illumination

- λ=13.5nm
- unpolarized
- CRAO: 9° / 6°
- Annular

pupil

- NA=0.52
- 20% central obscuration
- mask
 - 10 nm spaces
 - stack: V. Philipsen et al.: Proc. SPIE, **2013**, 8886, 88860B

4x/8x



8×/8×



4x/8x and 8x/8x show very similar performance

Lithography Simulation

y (nm)



Conclusions

- 3D mask effects need to be considered in the design of EUV systems, masks and OPC:
 - Orientation dependence: shadowing and contrast fading
 - Phase deformation: Focus shifts
 - "Double images": absorber thickness swings
- Mitigation strategies
 - Illumination shapes and assists
 - Optimization of absorber material & height
 - Alternative (etched multilayer) stacks
- Anamorphic imaging systems enable larger NA systems with manageable 3D mask effects





Acknowledgements



- This project has received funding from the Electronic Component Systems for European Leadership Undertaking under grant agreement number 662338. This Joint Undertaking receives support from the European Union's Horizon 2020 research and innovation programme and Netherlands, France, Belgium, Germany, Czech Republic, Austria, Hungary, Israel.
- Jens Timo Neumann and Paul Gräupner (Zeiss SMT) for their support and many technical discussions
- Thorsten Last (ASML) for sharing figures on the source impact
- All simulations were performed with the Fraunhofer IISB lithography simulator Dr.LiTHO



