

Improved Stochastic Imaging Properties in Contact Hole Pattern by using PSM for EUVL

Jung Sik Kim,

Seongchul Hong, Jae Uk Lee, Seung Min Lee, and Jinho Ahn*

Hanyang University

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Conclusion



Photon shot noise effect

Fluctuations of the number of photons detected due to their occurrence independent on each other





Magnitude of shot noise increases



Photon shot noise effect in EUVL

Statistical fluctuations between photon and photoresist

- Exposure dose number of quanta
- Photon energy and dose
 - Small number of quanta for shorter wavelength Large shot noise

$$E = hv = \frac{hc}{\lambda} \rightarrow \text{Dose} = \text{N}_{\text{photon}}\text{E} = \frac{\text{N}_{\text{Photon}}\frac{hc}{\lambda}}{\lambda}$$

Light source	Energy (eV)	Wavelength
ArF	6.4	193 nm
EUV	92	13.5 nm
E-beam	50,000	5.5 pm

X Timothy A. Brunner, JVST B Vol. 21, 2632 (2003) Burn J. Lin, SPIE Vol. 7520, 752004 (2009)



Photon shot noise effect in EUVL



Shot noise effect in defocus

Reduction of photon numbers concentrated on the edge of pattern, causes increase of PSN effect at the edge of the pattern





Photon shot noise effect in EUVL

PSN effect deteriorates CER and CDU in contact hole pattern



Mask

Resist

$$CDU (3\sigma) \propto \left(\frac{6}{ILS}\right) \left(\frac{1}{\sqrt{N}}\right)$$

- N = absorbed photons in exposed area
- Increasing # of photons by increasing exposure dose, improves CDU

X Zhih-Yu Pan, SPIE Vol. 6924, 69241K (2008)



Simulation condition



1) BIM = 70 nm TaN absorber layer

2) Attenuated PSM = 26.5 nm TaN absorber layer, 14 nm Mo phase shift layer

> 20, 22, 24 nm 1:1 dense C/H pattern



Simulation condition



NA	0.33
Center sigma	0.7
Pole radius	0.2
AOI	6°
Demagnification	4X

Modeling of illumination condition

Simulator	PROLITH X4 (KLA-Tencor)
Resist	[Adv. CA] EUV generic resist model (offered by KLA-Tencor)

Simulator & Resist model

Material	n	k
TaN	0.9260	0.0436
Si	0.9990	0.0018
Мо	0.9238	0.0064
Ru	0.8864	0.0171

Optical constants of materials at 13.5 nm

<Refractive index (n) = $1-\delta+i\beta$ >





Photon latent image simulation results

Decrease in dose-to-size by using PSM for smaller patterns









Aerial image simulation results

Improvement in image contrast and ILS by using PSM







/ = 0th/1st/2nd order diffraction with BIM
/ / = 0th/1st/2nd order diffraction with PSM

Simulation results of diffraction efficiencies

Diffraction efficiencies (±1st order, ±2nd order, …) of PSM were much higher

Contains information of pattern image





BIM



 Distinct difference in the distributions of absorbed photons

Less diffusion at the edge of the patterns by using PSM

Avg Absorbed Photons per nm3









Stochastic imaging performance simulation results
 Improvement in CDU by adopting PSM

- CDU 48%, 50%, 46% improvement @ 20, 22, 24 nm hp
- CDU \propto (6/ILS) \times (1/ $\sqrt{N^*}$), N^{*} = diffracted photons absorbed in exposed area







Improvement in CER by adopting PSM

CER – 29%, 42%, 37% improvement @ 20, 22, 24 nm hp









※ Yongchan Ban, SPIE Vol. 7641, 76410D (2010)

• If the CER decreases 30% (3 nm \rightarrow 2.1 nm [3 σ]) for 32nm contact hole

- Contact resistance variation: $\pm 16\% \rightarrow \pm 8\%$
- Saturation current variation: $\pm 0.63\% \rightarrow \pm 0.26\%$
- ◆ CER reductions by using PSM = 29%, 42%, 37% for 20, 22, 24 nm contact holes

Reduction of the resistance and current variation will be much larger

Conclusion

- In order to alleviate PSN effect in C/H pattern, we suggested attenuated phase-shift mask concept.
- By using PSM
 - Dose-to-size were reduced
 - Image contrast & ILS of aerial image were increased
 - CDU & CER were improved

comparing with a conventional BIM

PSN effect was effectiviely mitigated with the PSM resulting in the

improvement of stochastic imaging properties and consequently increasing the device performance of contact resistance and saturation current.

Thank you!

