

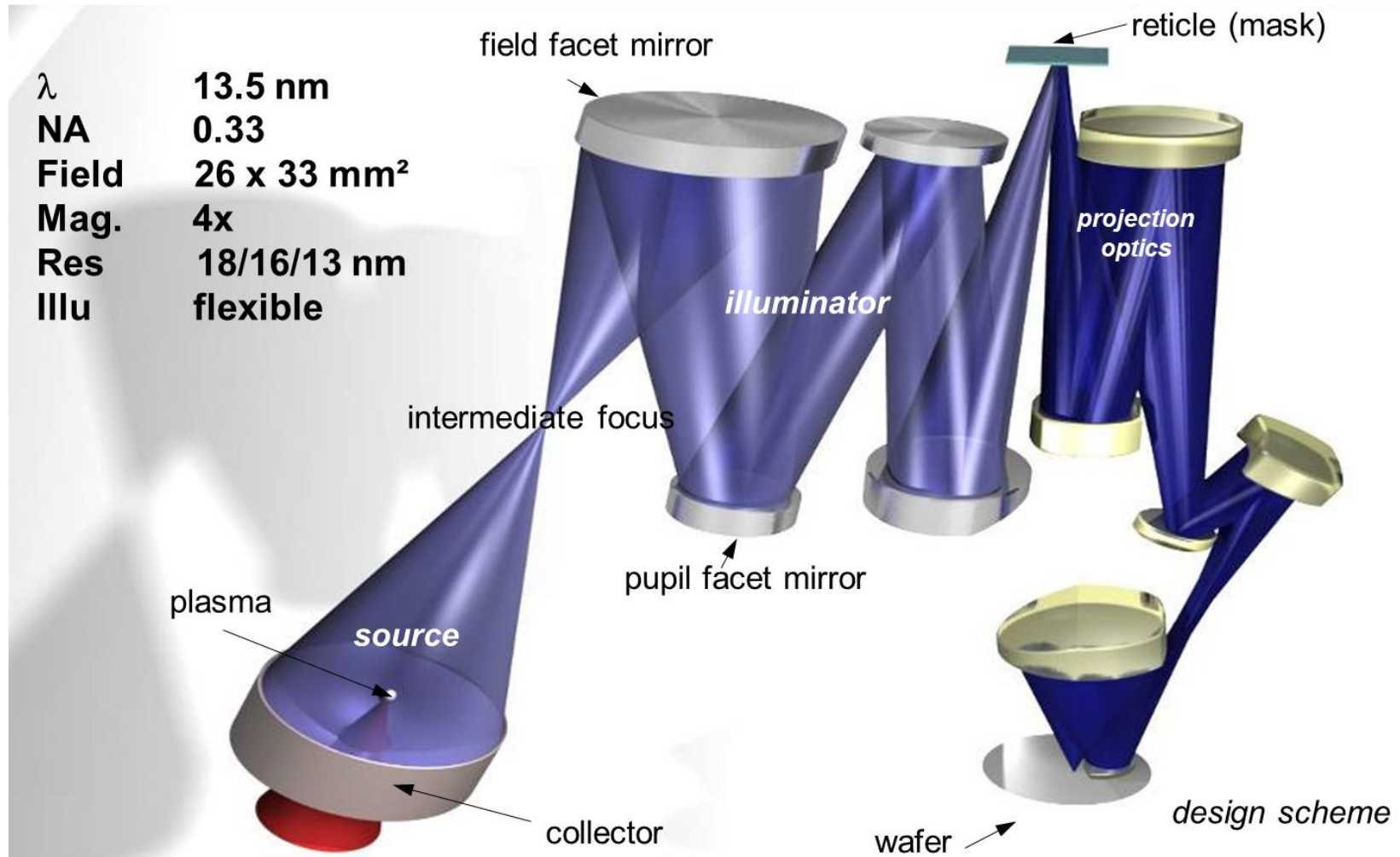
# Latest developments in EUV optics



**Jack Liddle (Zeiss), Joerg Zimmermann (Zeiss), Jens Timo Neumann (Zeiss), Matthias Roesch (Zeiss), Ralf Gehrke (Zeiss), Bernhard Kneer (Zeiss).**

**Eelco van Setten (ASML), Jan van Schoot (ASML), Mark van de Kerkhof (ASML)**

# Starlith® 3300/3350/3400 optical train

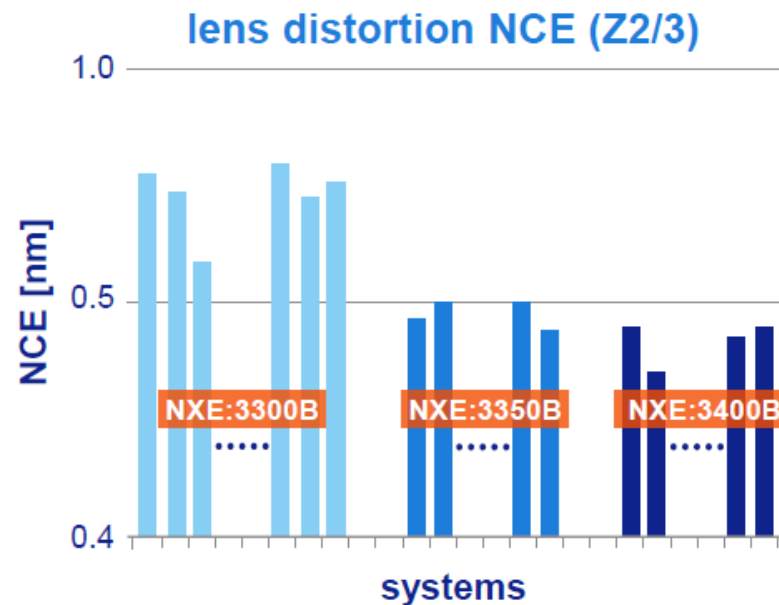
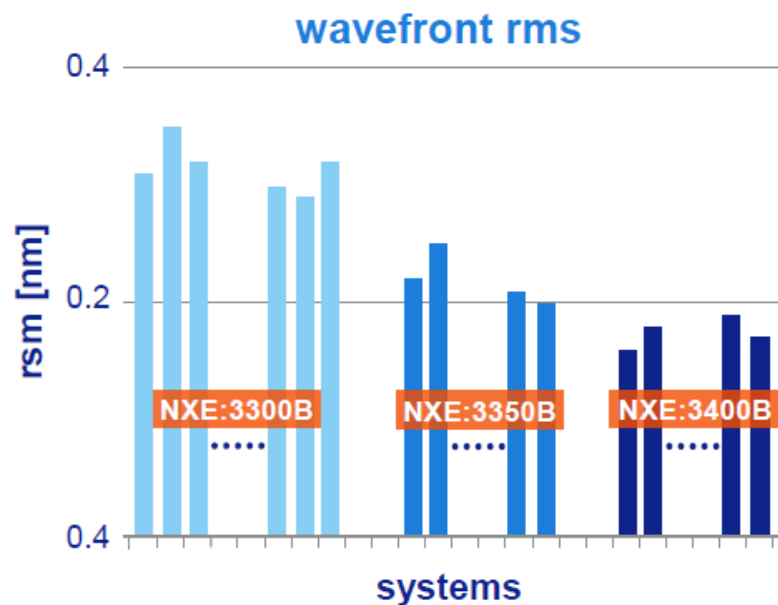


# Evolutionary improvements in EUV optics

## Enabling 7 nm and 5 nm nodes for imaging, focus and overlay

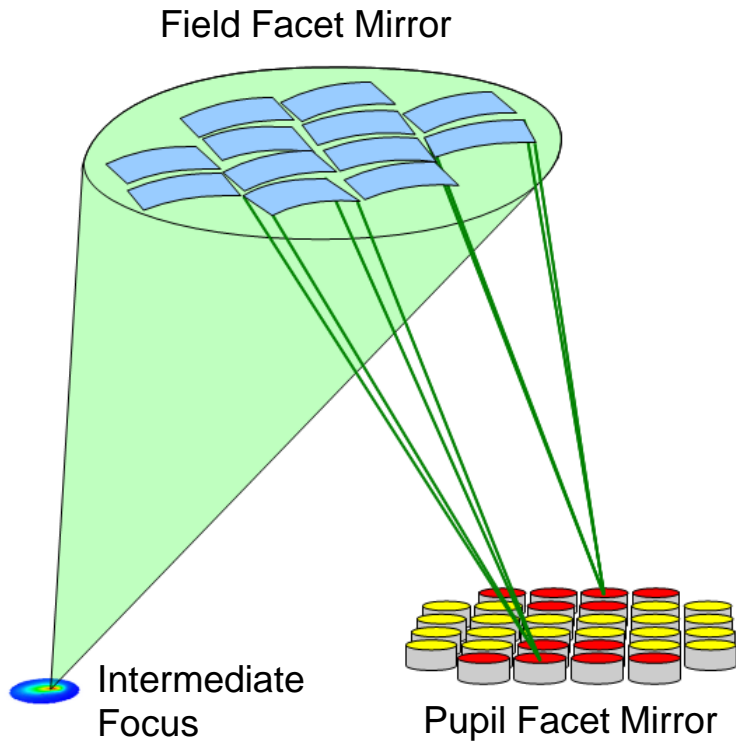


Population shows wavefront improvements towards NXE:3400

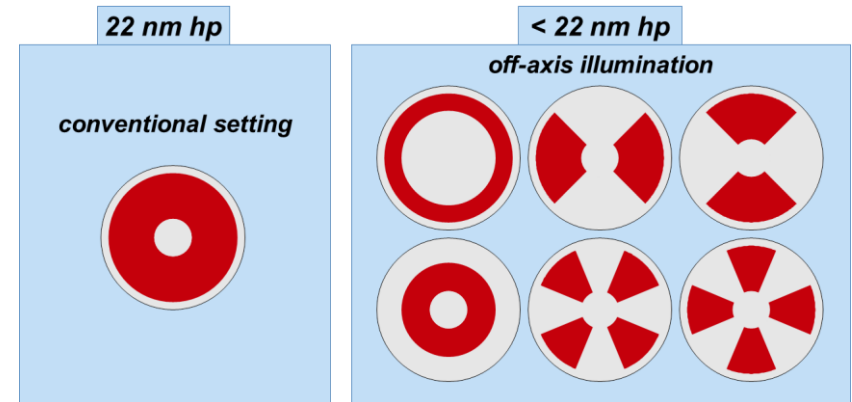


# Starlith® 3300 illuminator

Actuated fly's eye unit enables lossless setting changes



## Standard pupil shapes



# Starlith® 3400 decreases resolution limit

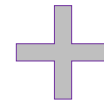
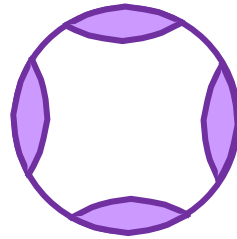
## Decrease pupil filling

Starlith® 3350

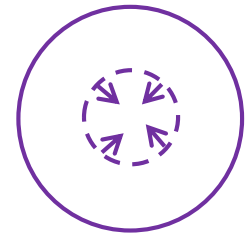
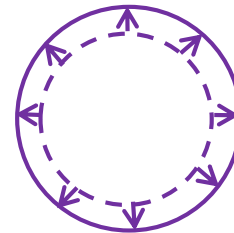
- 2 pupil facets per field facet

Starlith® 3400

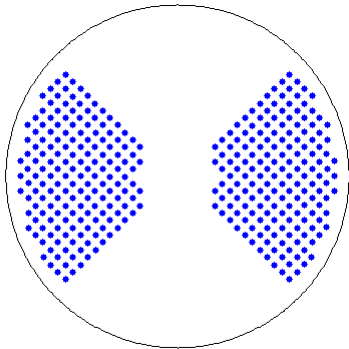
- many pupil facets per field facet



## Extend sigma range

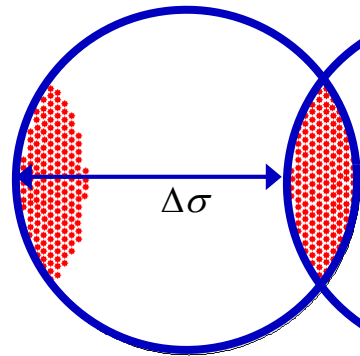


## Starlith® 3350

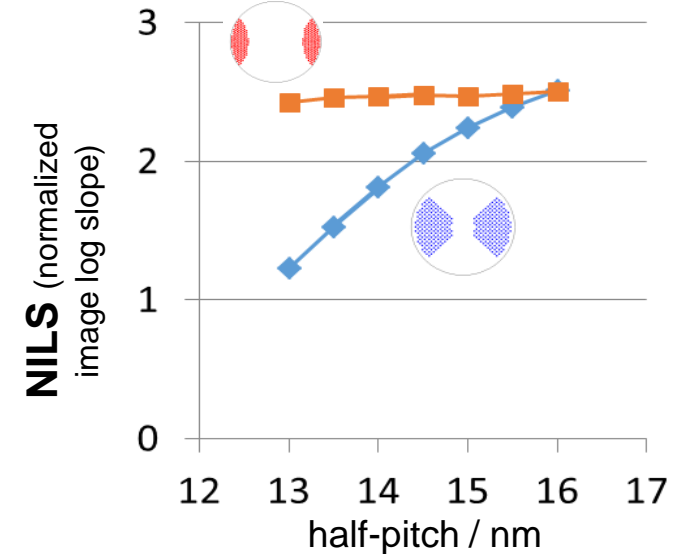


≈ 40% pupil fill ratio

## Starlith® 3400



≈ 20% pupil fill ratio

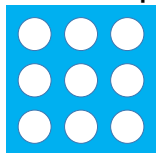


13 nm resolution at full throughput

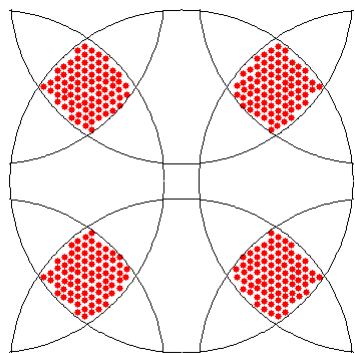
# New application specific pupil types

## Quasar

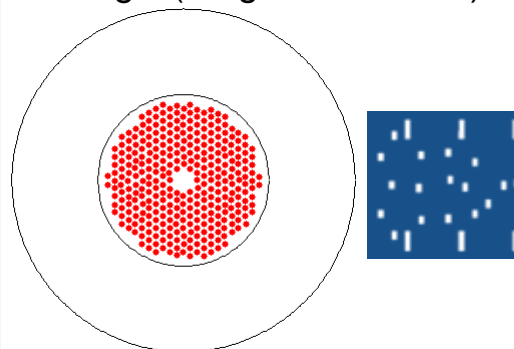
Contact Hole array  
18 nm half-pitch



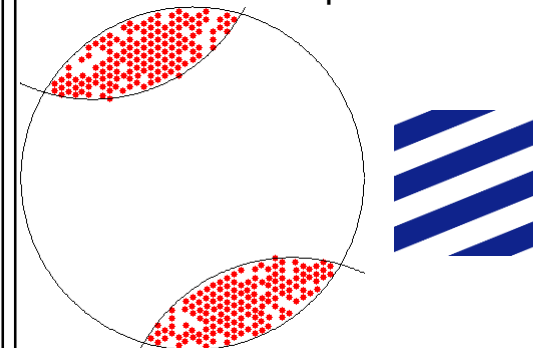
H&V Lines&Spaces  
18 nm half-pitch



## Small conventional Logic (irregular contacts)



## Rotated Dipoles 22° 13 nm hp SE

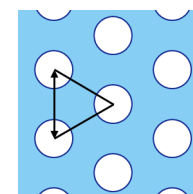
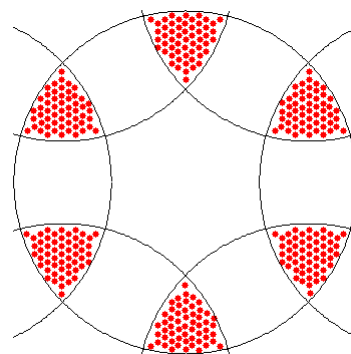
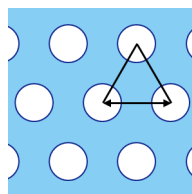
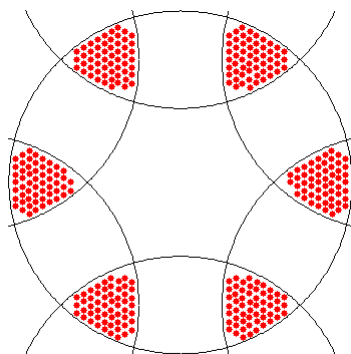


for DRAM active area

## Hexapoles

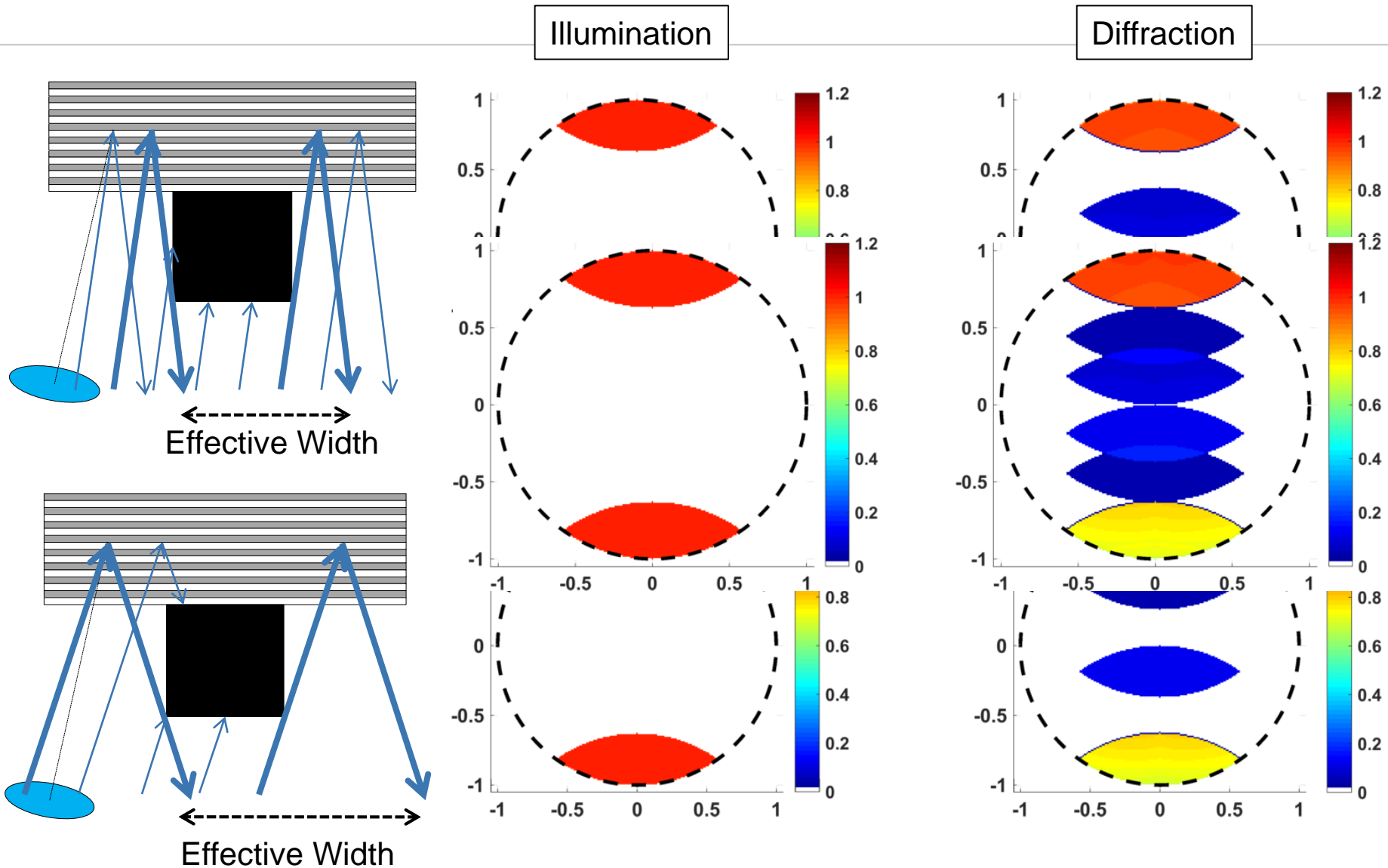
for DRAM storage node (hexagonal contact hole array)

16.5 nm half-pitch Single Exposure



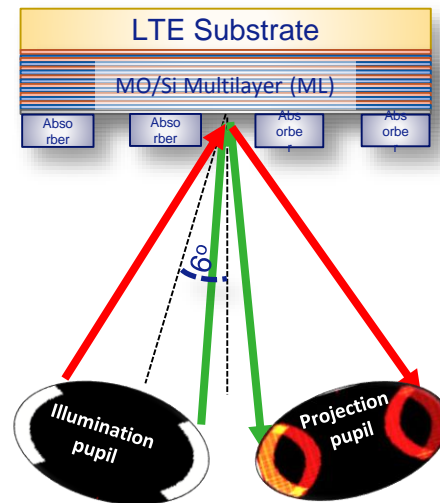
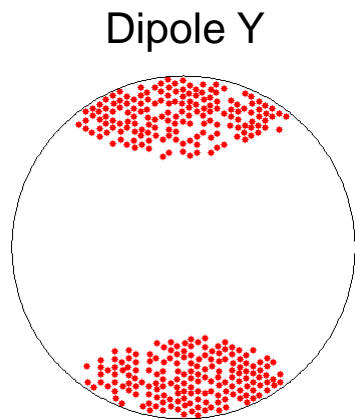
# 3D mask induced pattern shift through focus

## Origins

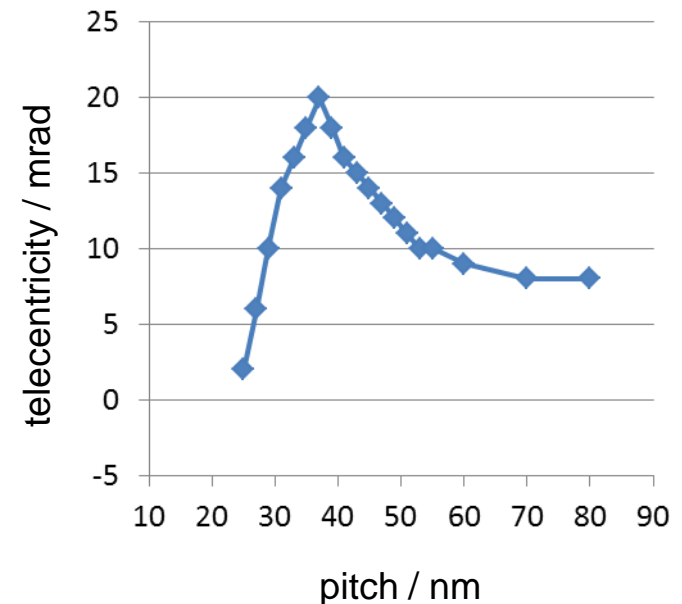


# 3D mask induced pattern shift through focus Consequences

Due to oblique incidence on mask,  
3D mask effect can induce imaging telecentricity  
(placement error divided by defocus)



Pattern shift through focus



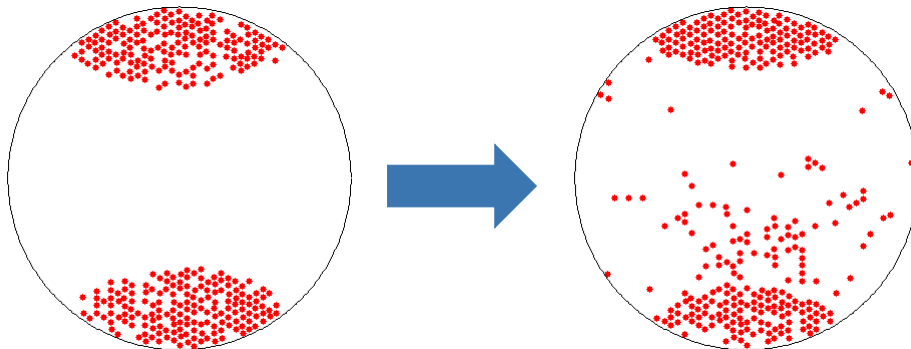


# Pupil tuning can compensate for 3D mask induced pattern shift through focus

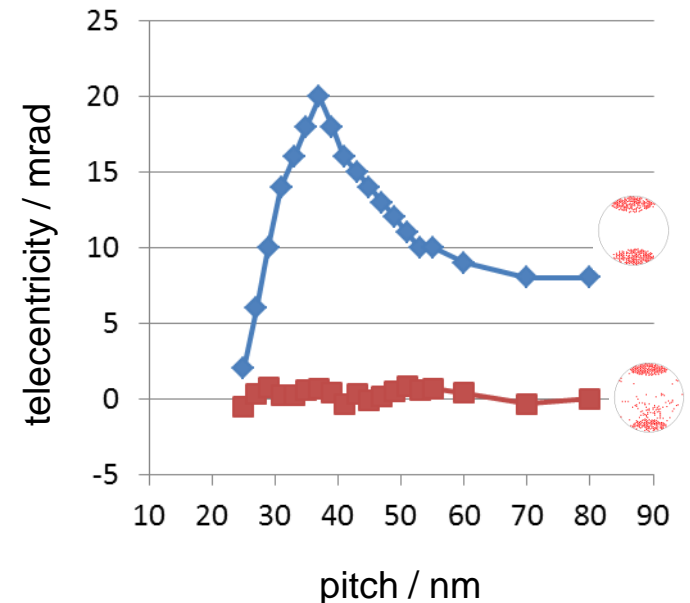
Adjust the pupil (induce a pupil imbalance) to compensate for the 3D mask induced telecentricity through pitch (while maintaining the proximity behavior)

Before tuning

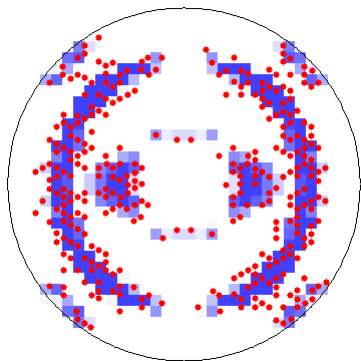
After pupil tuning



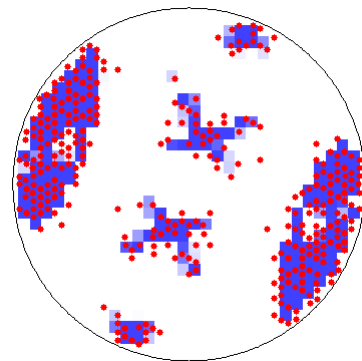
Pattern shift through focus



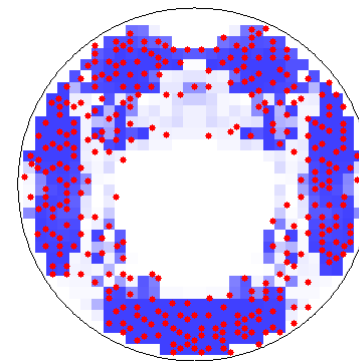
**SMO pupil**  
for logic cut mask



**rotated pupil shape**  
for DRAM brickwalls



**y-asymmetric**  
3D mask compensation



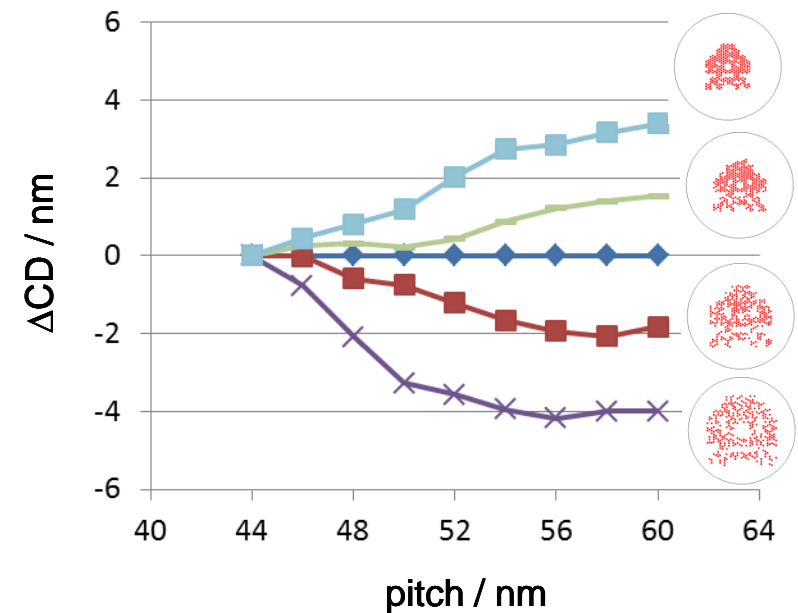
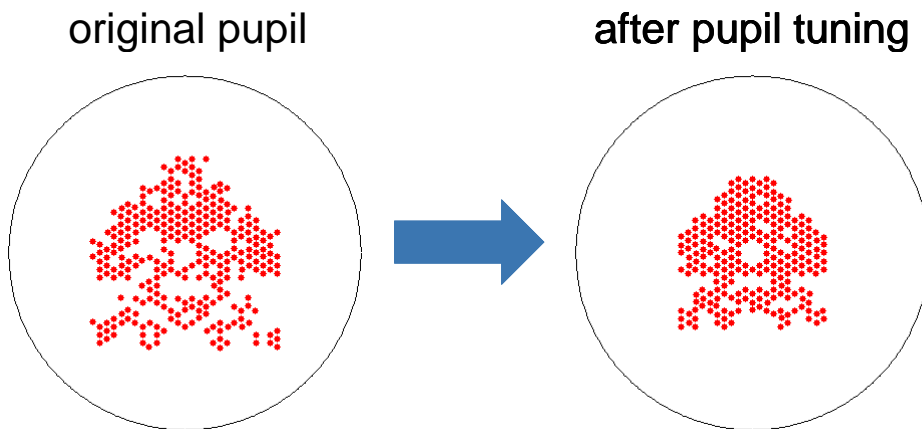
■ target shape  
● EUV pupil

all examples without light loss (100% illuminator efficiency) on Starlith® 3400 illumination system

# Pupil tuning can adjust proximity bias

After mask tape-out, tweak the process to adjust the proximity curve, i.e. iso-dense bias?

→ adjust the pupil by switching a few pupil spots



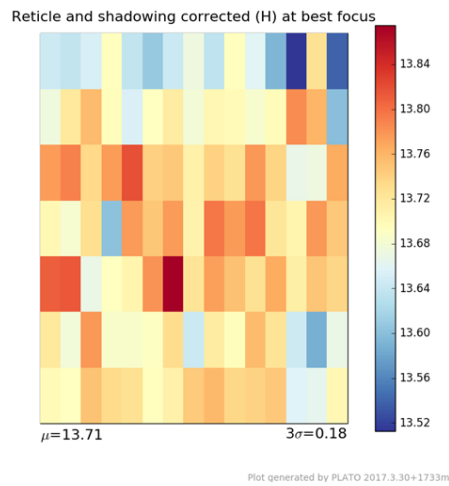
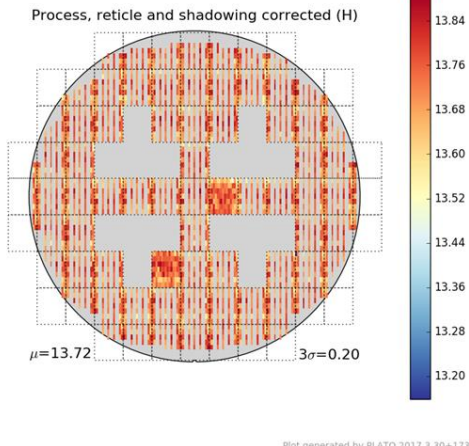
# NXE:3400 ready for 5nm logic

## Full-wafer CDU 0.2nm

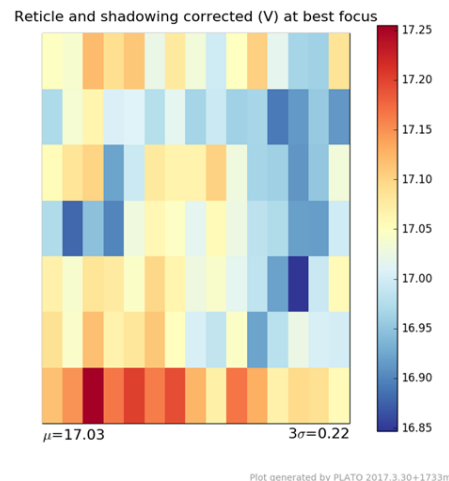
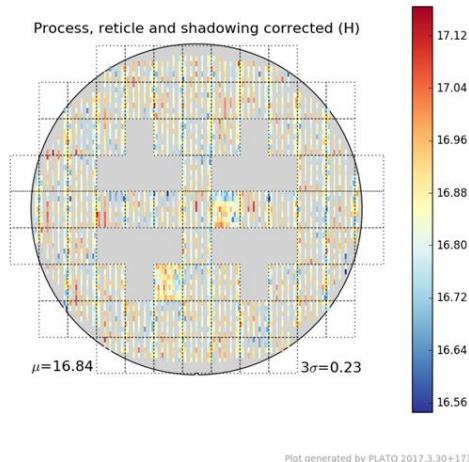
Full wafer plot (H)

Intrafield plot (H)

13m dense lines



16m isolines



Imaging 16nm isolated spaces CDU - H

Test item	Unit	Actual
Full wafer at nominal focus	nm	0.2
Intrafield at best focus	nm	0.2
Intrafield at ±30 nm off focus	nm	0.2

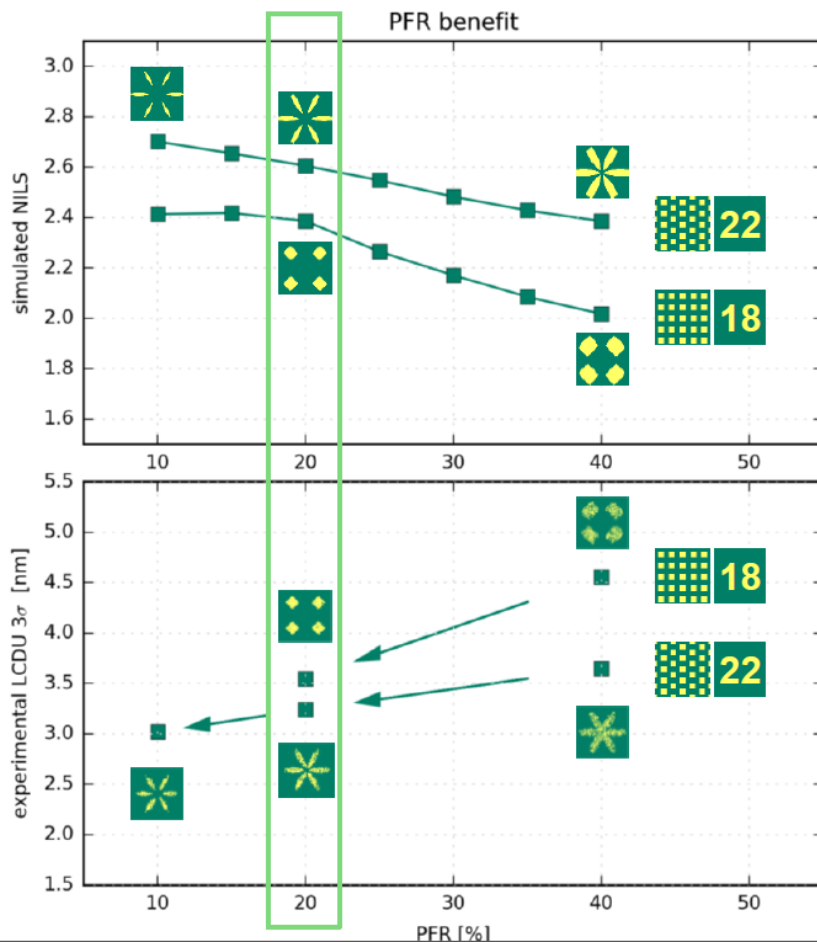
Imaging 16nm isolated spaces CDU - H

Test item	Unit	Actual
Full wafer at nominal focus	nm	0.2
Intrafield at best focus	nm	0.2
Intrafield at ±30 nm off focus	nm	0.3

Imaging 16nm isolated spaces CDU - V

Test item	Unit	Actual
Full wafer at nominal focus	nm	0.3
Intrafield at best focus	nm	0.2
Intrafield at ±30 nm off focus	nm	0.3

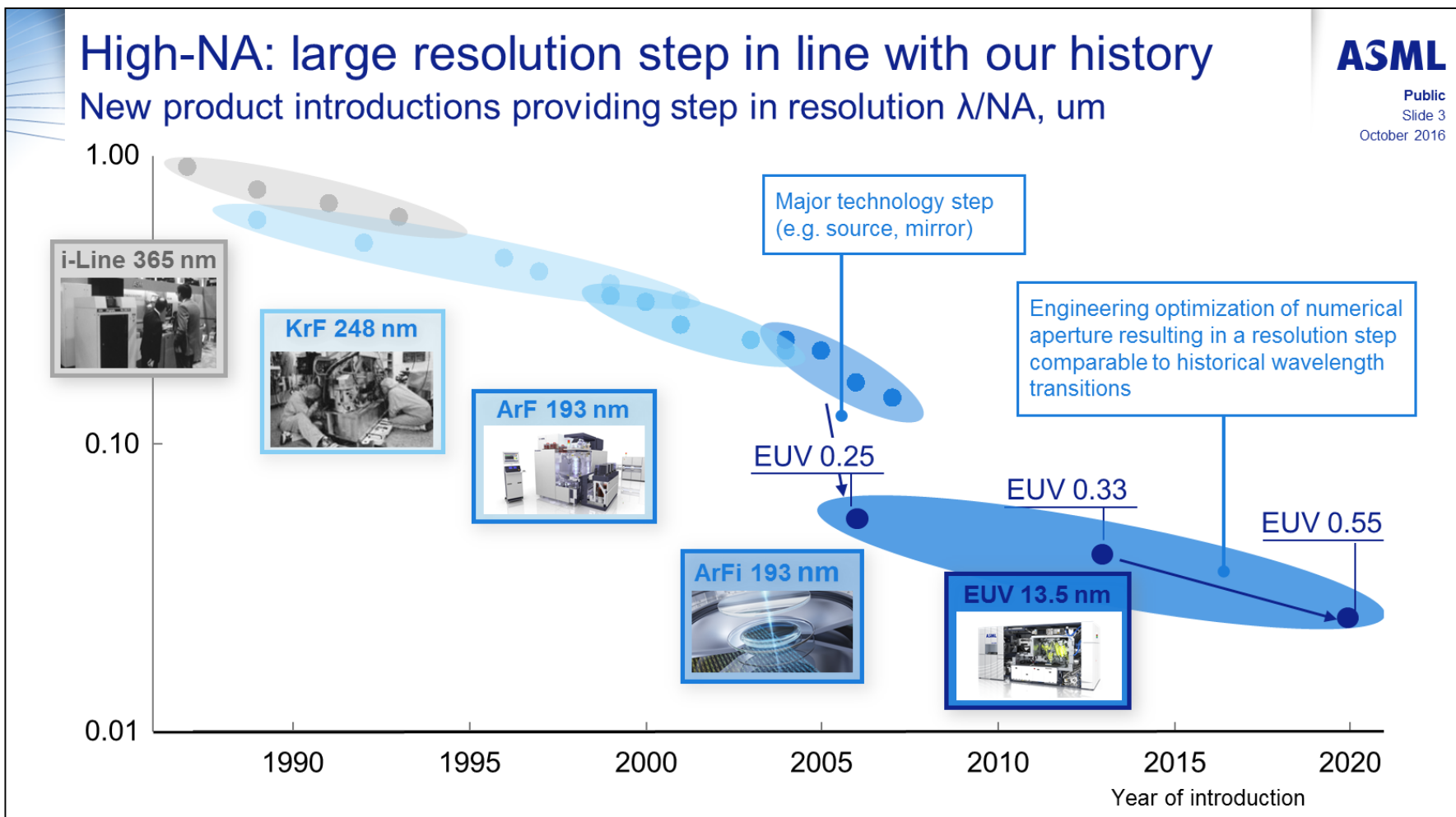
# NXE:3400 illuminator gives proven LCDU gains



- Reduced PFR translates in improved contrast and LCDU, (without loss of light down to 20% PFR)

# Looking to the future...

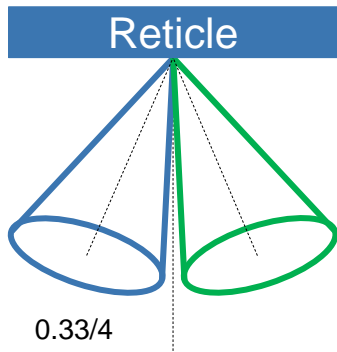
## High-NA anamorphic systems



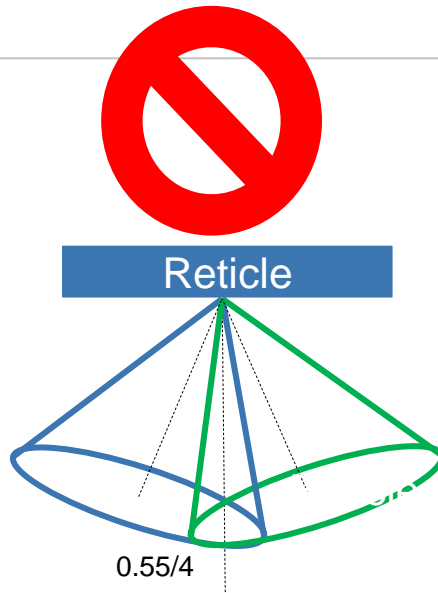
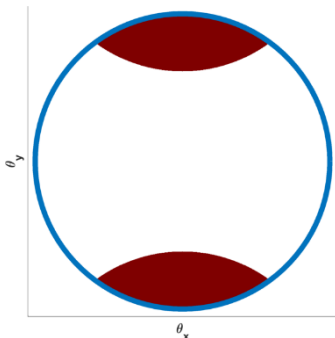
EUVL 2016, “EUV roadmap extension by higher Numerical Aperture”, Jan van Schoot

# Why anamorphic?

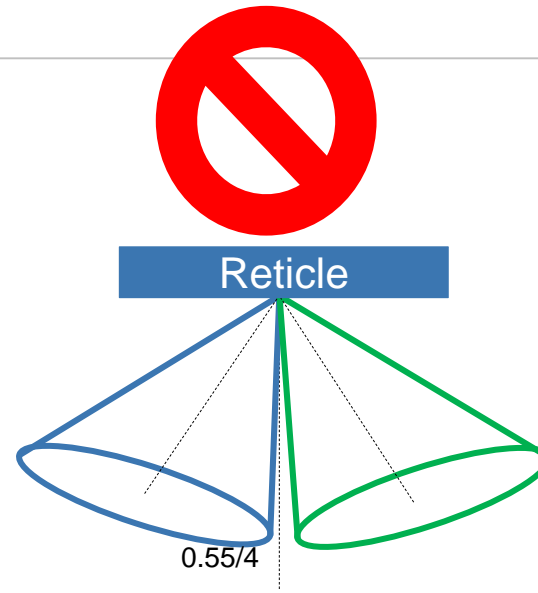
Separate light cones while preserving the angles on the mask



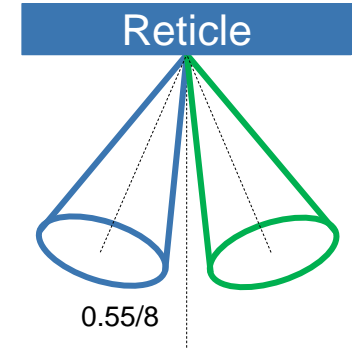
NA 0.33  
4x4 Isomorphic  
CRA ~ 6°



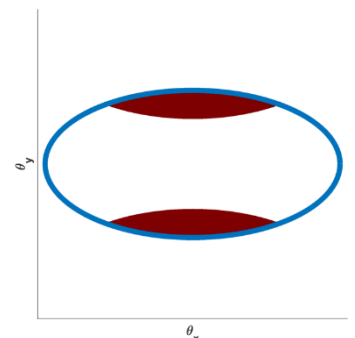
NA 0.55  
4x4 Isomorphic  
CRA ~ 6°



NA 0.55  
4x4 Isomorphic  
CRA > 6°



NA 0.55  
4x8 Anamorphic  
CRA ~ 6°

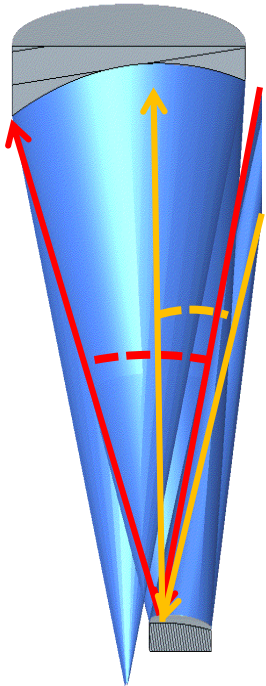




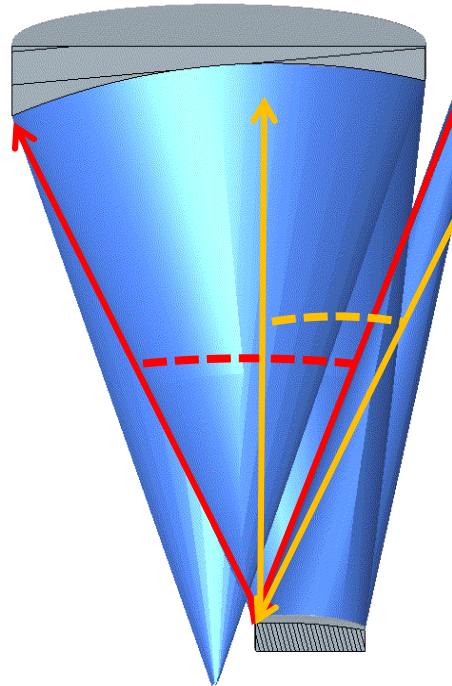
# Why is there an obscuration?

## Limiting angle on the mirror

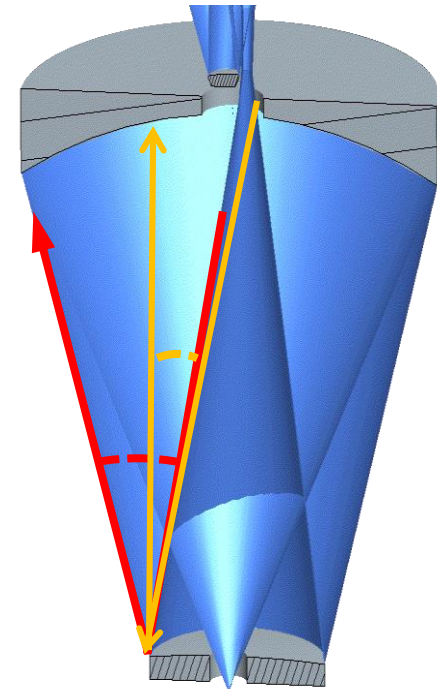
Medium NA



High-NA



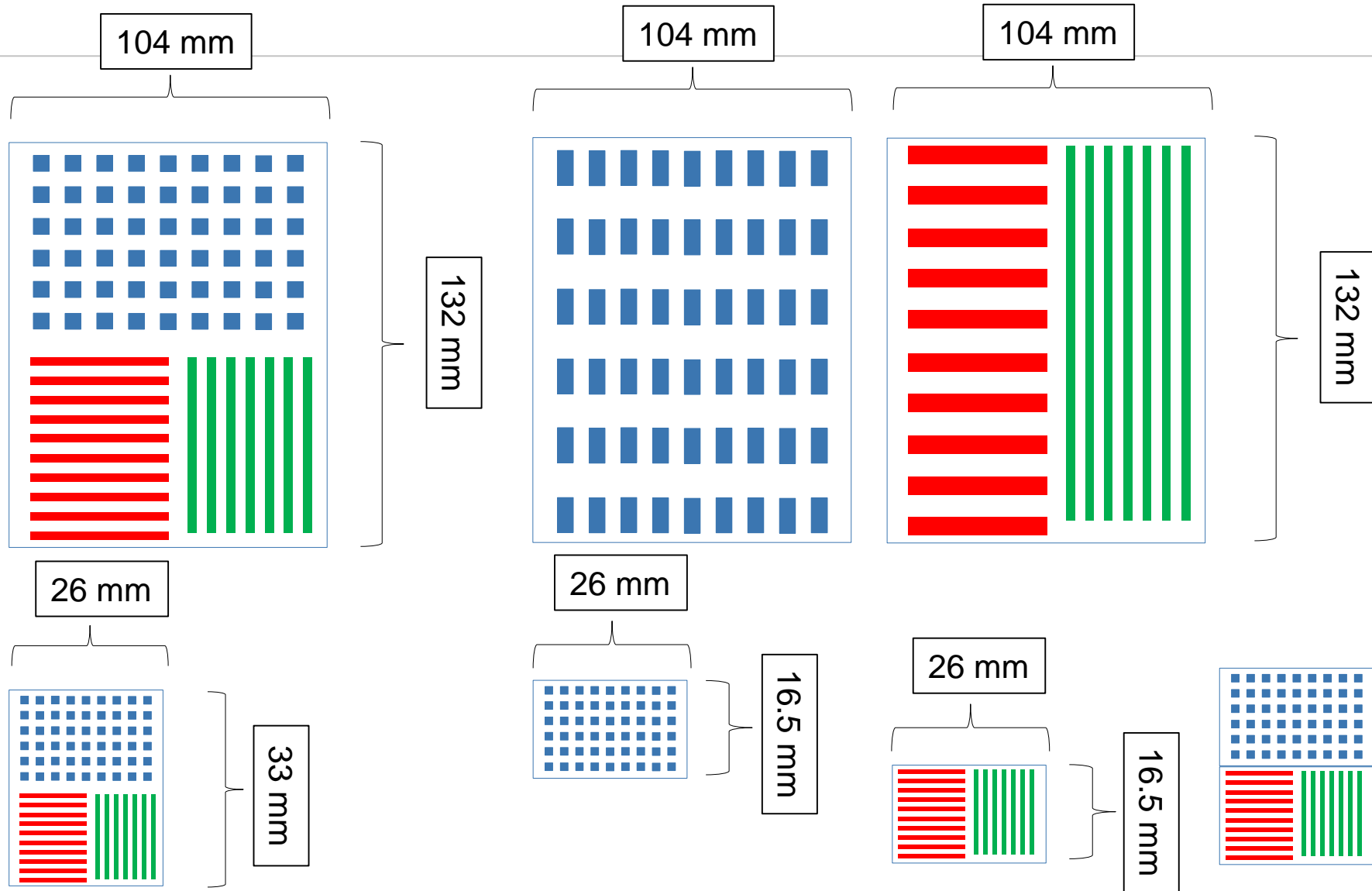
High-NA  
With obscuration



Standard EUV coatings are not able to reflect the combination of large angles and large angular spread needed for high-NA.

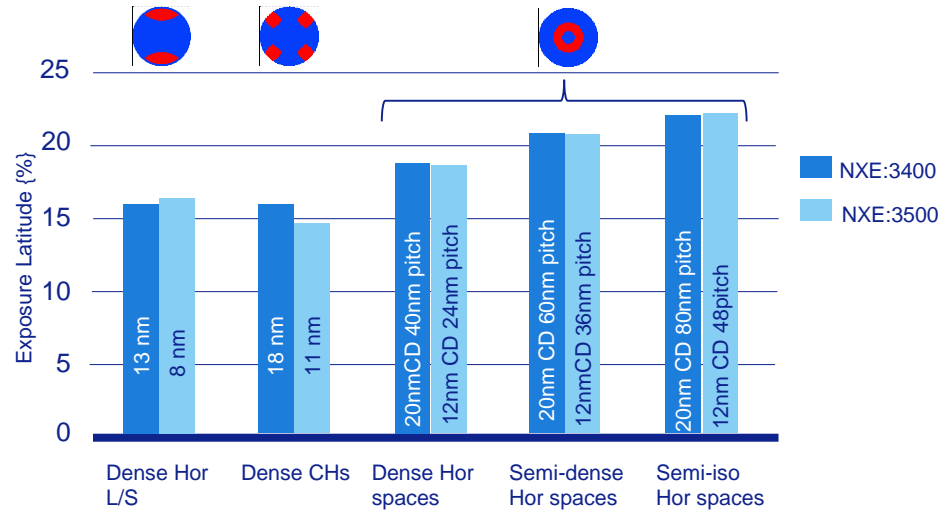
# Anamorphic imaging

Prints a half-field using a current 6 inch mask

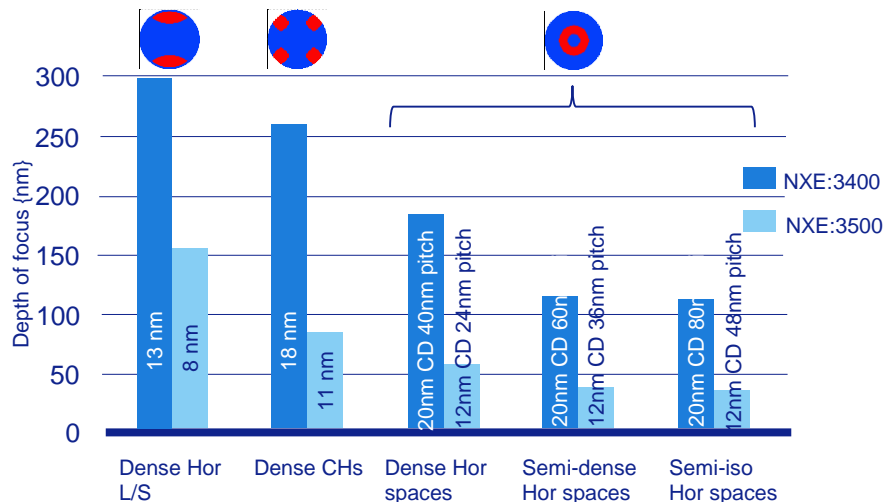


# Imaging evaluation of key lithographic structures:

Comparable performance as 0.33 NA at ~40% lower resolution

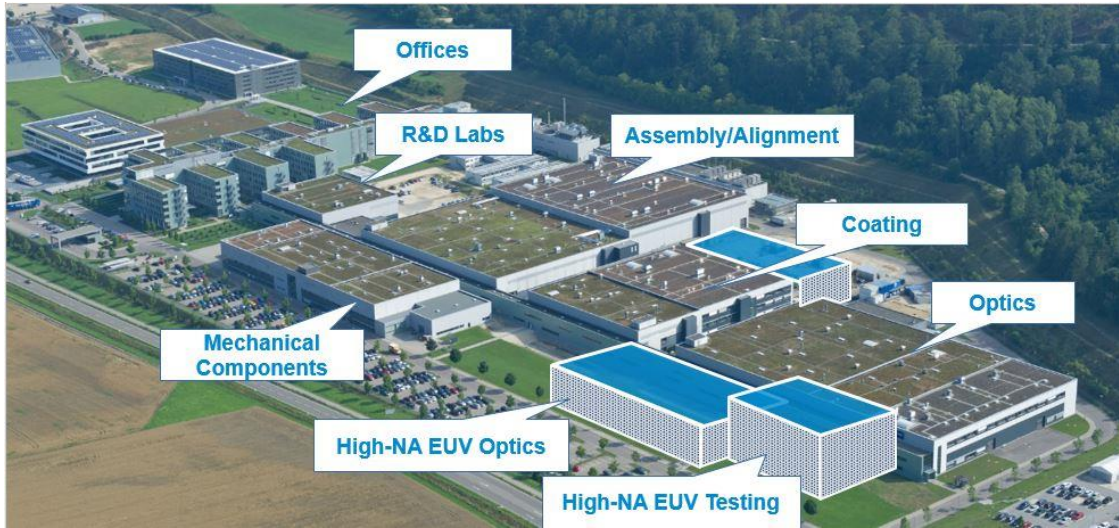


Comparable Exposure Latitude at 40% lower resolution



DOF at equivalent k1 factor  
Follows NA scaling  $\rightarrow \left(\frac{0.33}{0.55}\right)^2$

# Infrastructure currently under construction by Zeiss



# Lead time critical components on order



## Starlith 3400

- Better POB
- Flexibility in illuminator
- Improved imaging
- Ready for 7nm and 5nm nodes

## High-NA Anamorphic

- Novel design concept
- Anamorphic design. Limits incident angles on mask, enables high contrast
- Obscuration. Limits incident angles on mirrors, enables higher transmission.
- Infrastructure currently under construction

