

# The Langmuir Feature Model

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November 16, 2020

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## Abstract

In this document, a feature scale model is developed and used for recipe tuning. The detailed physical mechanisms and numerical algorithms are introduced and discussed.

## 1 Introduction

The Langmuir Feature Model uses particle-based Monte Carlo methods to simulate the evolution of etch features when exposed to plasma discharges. The model uses pseudo-particles to represent the incoming species, including electron, ions and neutral particles. All these pseudo-particles are tracked for their trajectories and interactions with materials. The materials in the model are represented by a structured mesh of voxels or cubes. Each voxel or cube represents a macro solid material, which consists of hundreds of atoms or molecules. The mesh can be initialized in an arbitrary shape with surface conditions, which may include multiple materials and features within the each domain. This allows the simulation of complex structures and steps in the fabrication process, such as finFET structure.

A pseudo-particle is also a macro particle, which consists of atoms or molecules with the same number as in the materials. The pseudo-particles are launched with specified flux, angle and energy, which are often derived from a reactor scale model, which is, within the Langmuir Model, the Langmuir Reactor Model. Without the reactor model, the Langmuir Feature Model can also self generate

generic functions of flux, angle and energy. The coupling of feature scale model to reactor scale model allows the Langmuir Model to explore the process recipe with the etch result, or to be used to study fundamental physics. This versatility makes the Langmuir Model a strong tool for recipe tuning and optimization, as well as new physics investigation.

## 2 Mesh

The mesh in Langmuir Feature Model is constructed in 2D space, in which  $(x, z)$  are used to represent the 2D coordinates and infinity is assumed in  $y$  direction. The model discretizes the 2D space into a rectangular computational cells. The cell center is marked as a node, which determines the location  $(x, z)$  of the cell. Each cell has a volume of  $\Delta x \times \Delta z$ , where  $\Delta x$  and  $\Delta z$  are the resolutions in  $x$  and  $z$  directions, respectively. Usually, square cells, where  $\Delta x = \Delta z$ , are used. Non-square cells, which are used for high aspect ratio domain for memory saving, need future test and validation. The computational complexity increases with reducing resolution as approximately  $O(n^3)$ , where  $n$  is the number of cells per side in the simulation domain. The choice of resolution also affects the time weighting of each pseudo-particle, which will be described later.

Each cell, representing a solid material, is assigned a material property. The most commonly used materials, Such as  $Si$  and  $SiO_2$ , in the Langmuir Feature Model are pre-defined in the database coming along with the model. If not found in the database, the materials can be defined by the user. The materials are used for the chemical reactions. It is important to respect stoichiometry, and most materials are defined as elements or compounds to facilitate this, but there is no inherent limitation on the material properties in the model. It means that arbitrary materials can be built upon simulation request. In that case, the user is responsible for the validity of the physics and chemistry represented by the model. An example of an arbitrary material definition is “*Photo Resist*”, which is commonly used as a etching mask. “*Photo Resist*” is a polymer with multiple elements and complicated structures, where a long chain of molecules could surpass the cell size. It is okay for these resists to have varying chemistries and properties, and it is not always possible or necessary to capture their stoichiometry accurately.

The basic element in the mesh is a cell, which is assigned a single material and

not dividable. Each solid cell in the mesh is assumed to have the same atomic density,  $\rho \text{ cm}^{-3}$ , which is typically  $5.0 \times 10^{22} \text{ cm}^{-3}$  for *Si* and  $2.3 \times 10^{22} \text{ cm}^{-3}$  for *SiO<sub>2</sub>*. This density is a user input and used to calculate number of atoms per cell,

$$N_{cell} = \Delta x \times \Delta z \times \rho$$

Because all cells contain a single (usually stoichiometric) material, but are represented as having the same volume and density, it is important to keep in mind that all materials in the Langmuir Feature Model represent average behaviors of their respective compounds. The Langmuir Feature Model is designed to address the nano-scale feature during the fabrication process, but not able to resolve the inter-atomic interactions. To apply the model within the valid window, the user should make sure that  $N_{cell} \gg 1$ , which will not be automatically checked in the model.

### 3 Pseudo-Particle

#### 3.1 Definition of the pseudo-particle

Simulating a single ion or radical coming to the feature is not practical due to the huge computational cost. During a typical etching process, the ion flux coming to the wafer is of  $10^{16} \text{ cm}^{-2}\text{s}^{-1}$ , while radical flux of  $10^{18} \text{ cm}^{-2}\text{s}^{-1}$ . In a feature domain of  $100\text{nm} \times 100\text{nm}$  for a process of  $10\text{s}$ , there are  $10^7$  ions and  $10^9$  radicals needed to be launched and tracked, which is clearly beyond the capability of any existing computer or cluster. Instead of a single particle, a macro-particle called pseudo-particle and designed like the material cell, is used in the Langmuir Feature Model. A pseudo-particle consists of  $N_{cell}$  identical particles, which could be electron, ions, neutrals or even photons. Each pseudo-particle is assigned the properties of a single species and not dividable. The number density of a pseudo-particle matches the material cell so that any reactions occur between them are balanced and act as single-particle reactions.

#### 3.2 Particle Launch

In a time period  $T$ , the total launched pseudo-particles,  $N_{particle} \times N_{cell}$ , needs to match the total fluence,  $Flux \times Area \times T$ , into the domain. In average, each

pseudo-particle occupies a time duration of

$$\Delta t = \frac{N_{cell}}{Flux \times Area}$$

By considering the average velocity of the pseudo-particle and the domain of the feature, the life time of a pseudo-particle is about

$$t_{life} = \frac{L \times N_{reflect}}{V_{particle}}$$

where  $L$  is the characteristic length of the domain,  $L < \sqrt{width^2 + height^2}$ ,  $N_{reflect}$  is the number of reflections experienced by the pseudo-particle,  $N_{reflect} < 10$  for most scenarios,  $V_{particle}$  is the average speed of the pseudo-particle,  $t_{life}$  is the lifetime of a pseudo-particle. Let us put those numbers into an example case.  $L = 100 \text{ nm}$  for a domain of  $100 \text{ nm} \times 100 \text{ nm}$ ,  $N_{reflect} = 10$ , and  $V_{particle} = 500 \text{ m/s} = 500 \text{ nm/ns}$  at room temperature. The resulting  $t_{life} = 2 \text{ ns}$  is far smaller than typical  $\Delta t = 100 \text{ ns}$ . It means that a pseudo-particle is launched and gets dead before next pseudo-particle is launched, which indicates that no interaction of pseudo-particles is necessary to be taken into account. The only interacting object of a pseudo-particle is the material cell. The summary of the important assumptions can be seen as below:

- Pseudo-particles uniformly enter the feature. This indicates that each pseudo-particle occupies exact  $\Delta t$ , defined as above.
- A pseudo-particle entering the feature is a rare event. This implies that each pseudo-particle event is instantaneous compared to the time between incoming pseudo-particle. Pseudo-particles do not interact with each other.
- The number of total pseudo-particle entering the feature per area and per time is exactly the same as the flux. This ensures that the overall effects of total pseudo-particles well align with the physics requirements.

The first assumption can be argued as the real entering events could follow Poisson's distribution more than uniform distribution. Even under the assumption of Poisson's distribution, you could find the event of two pseudo-particles entering the feature with overlap in time is rare. Compared to millions of pseudo-particles launched in a simulation, the first two assumptions together still hold.

### 3.3 Particle Tracking without E-field

In the serial version of Langmuir Feature Model, all pseudo-particles are launched in sequence and particle tracking is only applied to a single particle each time. In the terms of memory management, a memory space is created initially for a single pseudo-particle. When a pseudo-particle dies, a new pseudo-particle can reuse the memory space by updating the particle properties, such as position and velocity. The pseudo-particles are by default launched from the top boundary of the domain. The initial position of pseudo-particle is randomly picked. The velocity vector, consisting of speed and angle w.r.t.  $x = 0^+$ , is chosen randomly from the given distribution. The given distribution could be either generated from the feature model itself, or from the IAEDF generated from the Langmuir Reactor Model.

Without E-field, a pseudo-particle is not accelerated during the flight. It means that the pseudo-particle follows the line-of-sight trajectory. Although the geometry is meshed to grids, the pseudo-particle advances in continuous space. Newton's equations are solved for the trajectory,

$$\vec{r} = \vec{r} + \vec{v} \times dt$$

where  $\vec{v}$  and  $\vec{r}$  are the velocity and position of the pseudo-particle, respectively.  $dt$  is the flight timestep, which is far smaller than the simulation timestep. Instead of integrating over flight timestep  $dt$ , an advancing step,  $\Delta L$ , is used in Langmuir Feature Model,

$$\vec{r} = \vec{r} + \vec{v}_{unit} \times \Delta L$$

where  $\vec{v}_{unit}$  is the normalized unit vector of the velocity and  $\Delta L$  is the advance step. Typical  $\Delta L$  is constant and set to be about the resolution of the mesh. Larger  $\Delta L$  definitely reduces the computing time. A varying  $\Delta L$ , which is determined by the position, can be used and will be discussed separately.

### 3.4 Particle Tracking with E-field

When E-field is taken into account, velocity for charged particles is not constant anymore. Full Newton's equations need to be solved,

$$\vec{v}(t + dt) = \vec{v}(t) + \frac{q\vec{E}}{m}dt$$

$$\vec{r} = \vec{r} + \vec{v} \times dt$$

where  $\vec{E}$  is the E-field,  $q$  is the particle charge, and  $m$  is the particle mass. In the feature model, E-field is a function of position and changes with deposited surface charges. Within the tracking of a single particle, E-field does not change with time. Therefore, Newton's equations can be solved using spacestep instead of timestep,

$$\vec{v}(\vec{r} + d\vec{r}) = \vec{v}(\vec{r}) + \frac{q\vec{E}}{m} \times \frac{\Delta L}{abs(\vec{v})}$$

$$\vec{r} = \vec{r} + d\vec{r}$$

$$d\vec{r} = \vec{v}_{unit} \times \Delta L$$

The chosen of  $\Delta L$  depends on the spatial variation of E-field. In general, if the gradient of E-field is small,  $\Delta L$  can be increased; vice versa. In most cases,  $\Delta L$  should not be larger than the resolution of the mesh.

### 3.5 Ray Tracing

To be added.

## 4 Particle-Materials Interactions

### 4.1 Hit Check

When the particle is tracked by step advance algorithm, particle-material collision needs to be checked. In Langmuir Feature Model, there is no volume assigned to the pseudo-particle, which means that particle trajectory is an 1D line. At a fixed time, the pseudo-particle is a point without any dimensions. When the pseudo-particle gets inside a material cell, the model flags a "Hit". "Inside a cell" means that the position  $(x, z)$  of the particle lies within the boundary

of the cell,

$$C_{left} < x < C_{right}$$

$$C_{bottom} < z < C_{top}$$

where  $C_{left}$ ,  $C_{right}$ ,  $C_{bottom}$  and  $C_{top}$  are the four boundaries for a cell. In the program, in stead of checking the four boundaries, the particle is mapped onto the computational mesh of materials using,

$$i = int(x - 0.5\Delta x)$$

$$j = int(z - 0.5\Delta z)$$

It means that the particle is now within the cell  $C(i, j)$ . If  $C(i, j)$  is vacuum, then the particles continues to advance. Otherwise, the particle is considered to hit the material cell,  $C(i, j)$ .