

**Course: EE3013 Semiconductor Devices and Processing**  
**School: School of Electrical and Electronic Engineering**  
**Lithography – Advanced Lithography**

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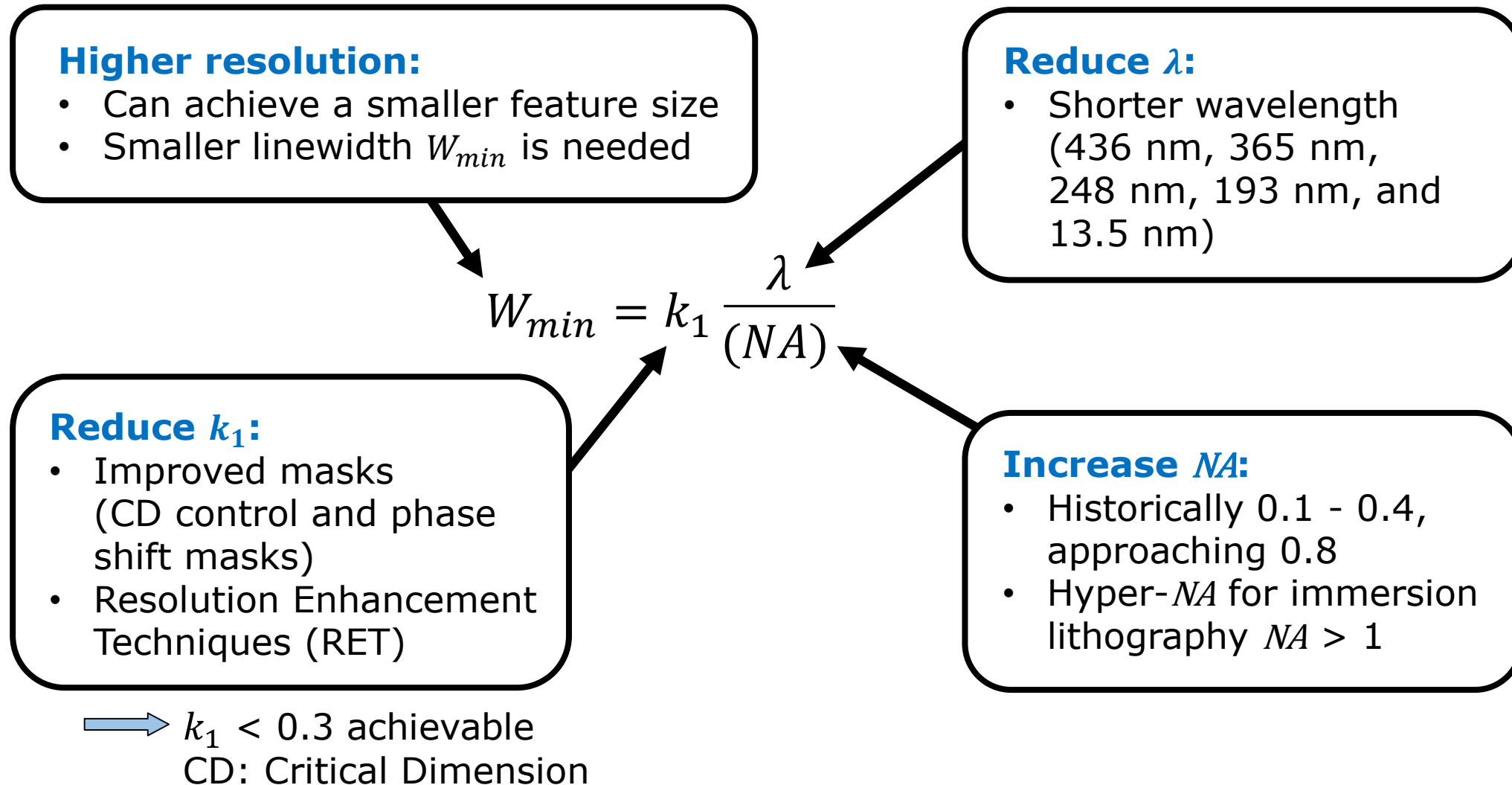
## **Advanced lithography:**

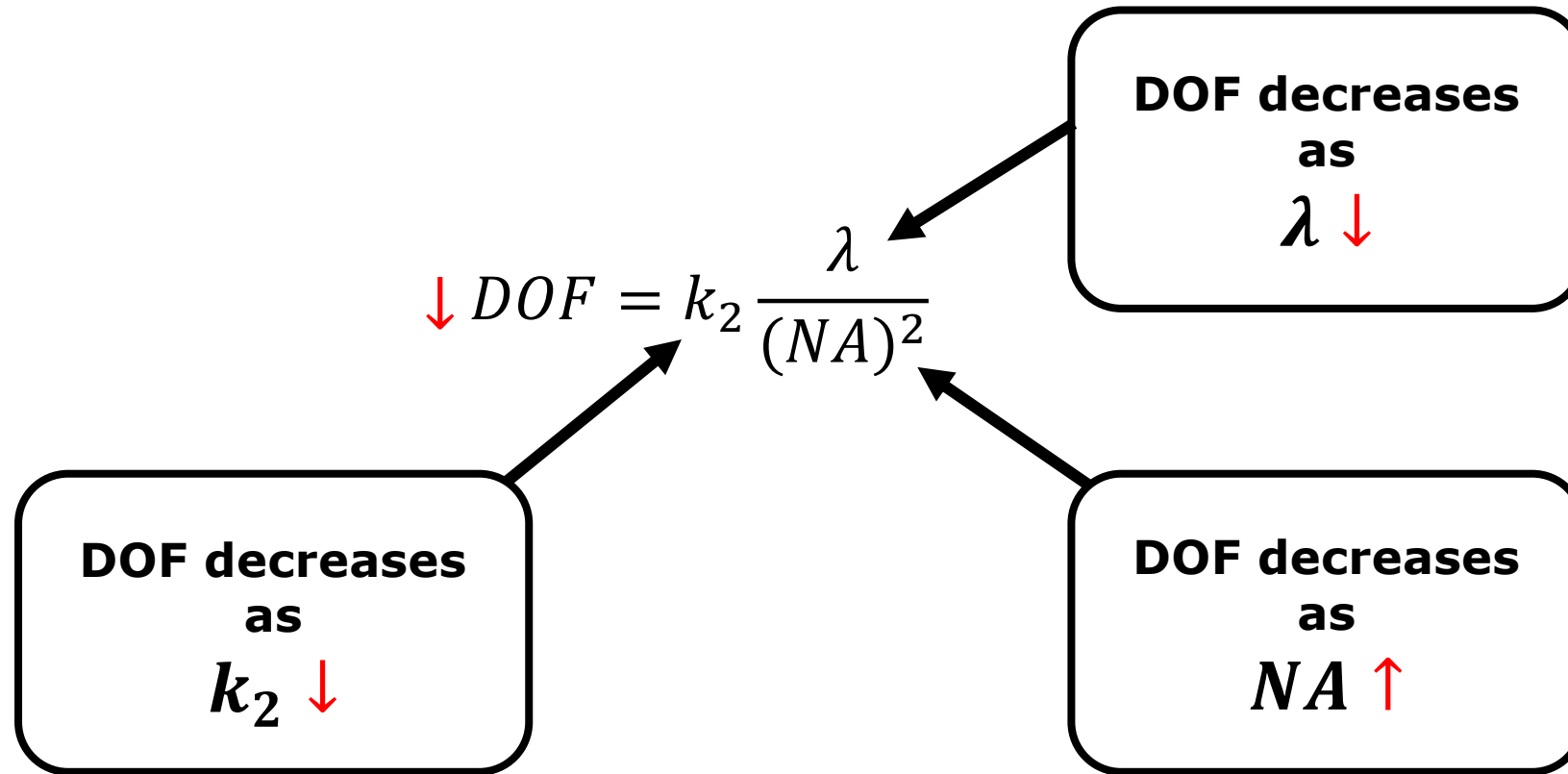
- Optical enhancement techniques
- Immersion lithography
- X-ray lithography
- E-beam and SCALPEL lithography

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# Optical Enhanced Techniques

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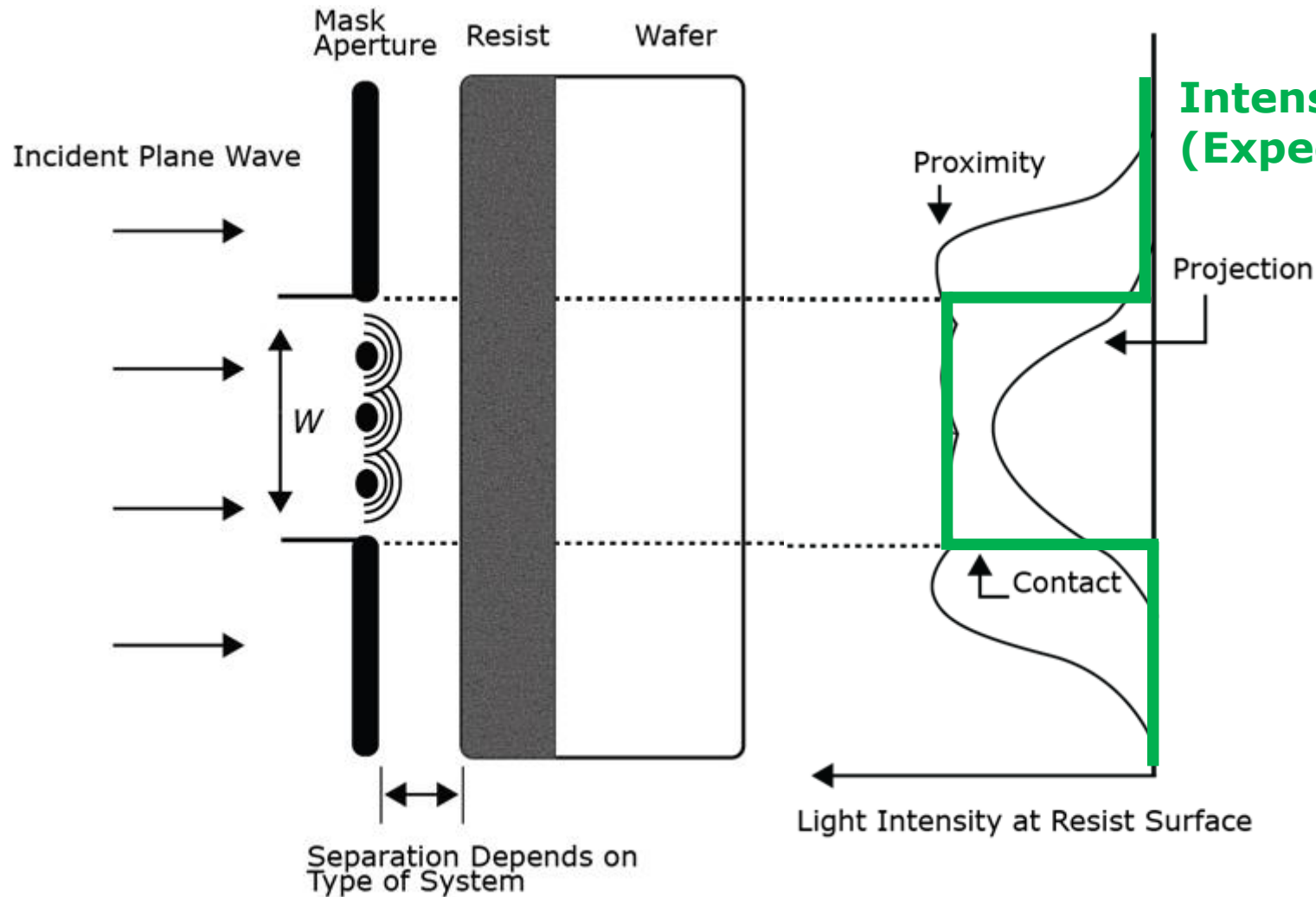
Nevertheless, wafers are made of PLANAR (very flat surface) with Chemical Mechanical Polishing (CMP) which allow the lithography systems to work with smaller DOF, resolving DOF issue.

What is diffraction? Why is it a concern in lithography?

- Diffraction occurs when light passes through a narrow opening or a sharp edge.
- Interference patterns occur along the edge of the opening, causing a fuzzy image rather than the expected sharp edge that occurs between light and shadow.
- Light diffraction is a concern in photolithography because of the extremely small patterns of sharp edges and narrow spaces on reticles. Diffraction patterns rob exposure energy and scatter it, leading to exposure of unwanted areas of the resist.
- We can adopt optical enhancement techniques such as Optical Proximity Correction (OPC), Phase-Shift Masks (PSM) and Off-Axis Illumination (OAI).



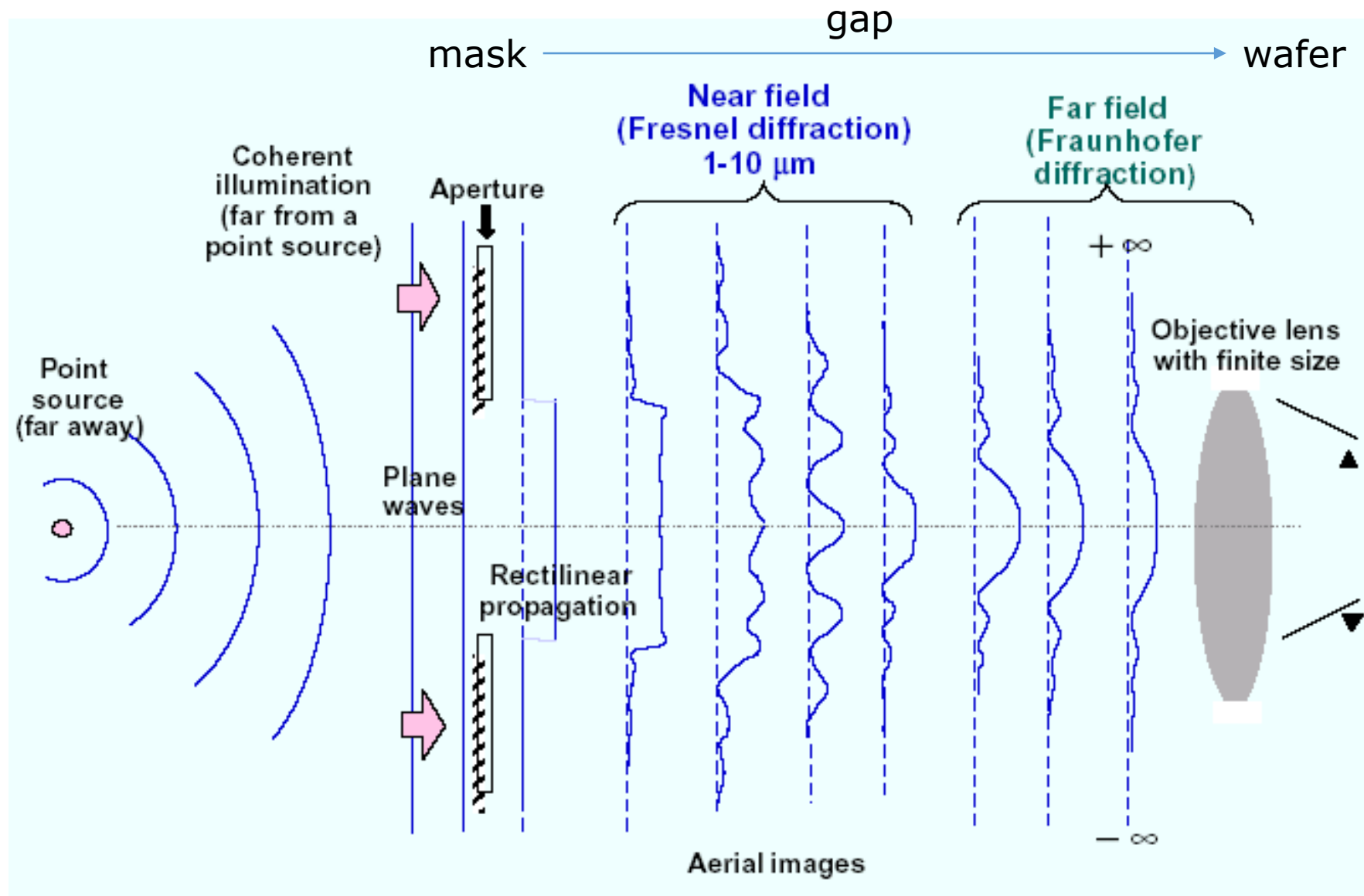
# Diffraction in Lithography (Cont'd.)



- Aperture will create a diffraction pattern that will divert some of the light from its desired path, thereby decreasing the quality of the image.
- In lithography, there are two limiting cases (depending on the gap between the mask and the wafer): **Near field** image and **far field** image



# Light Diffraction through an Aperture on Mask



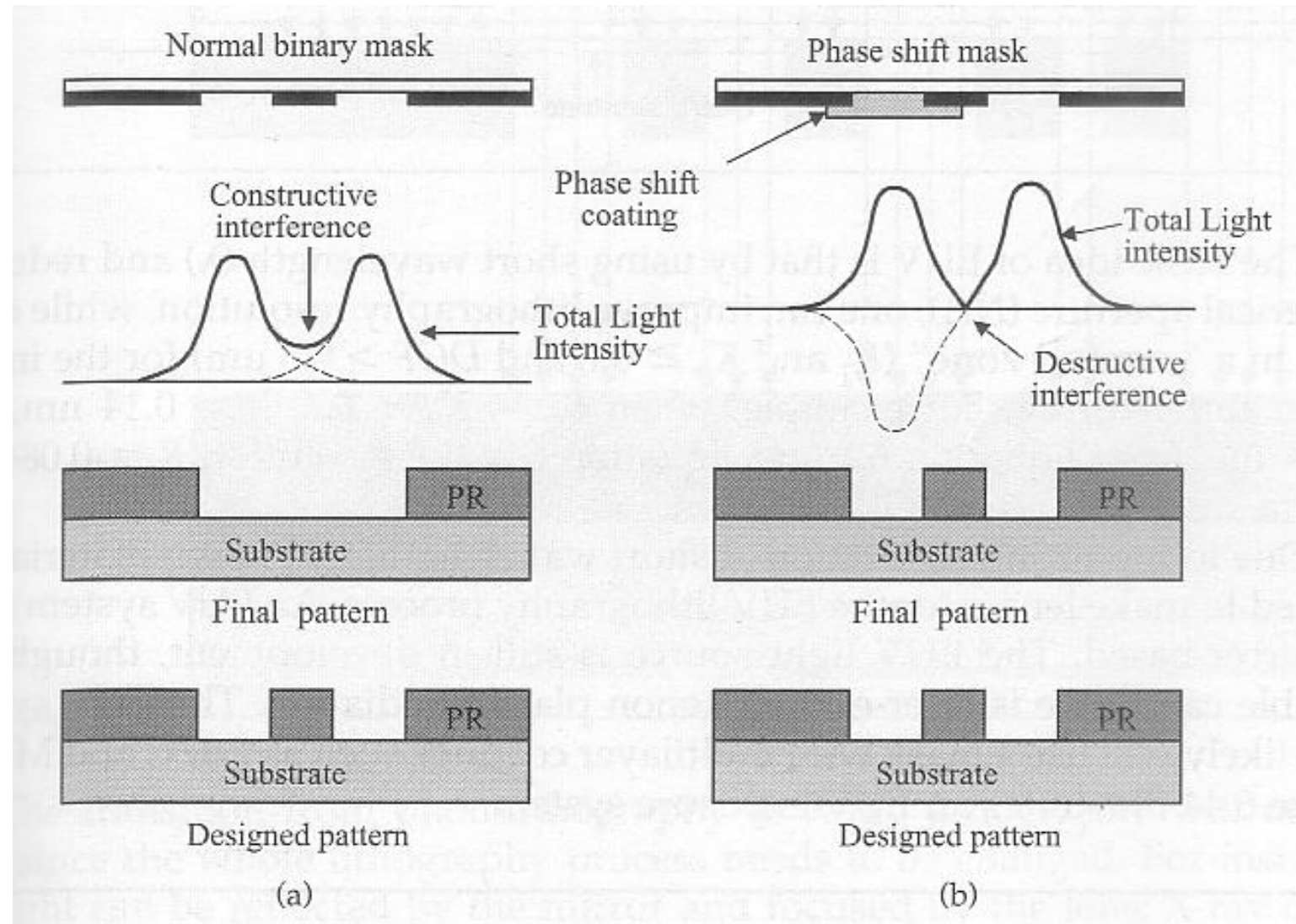
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- **Phase-Shift Mask (PSM)**
- Optical Proximity Correction (OPC)
- Off-Axis Illumination (OAI)

# Phase Shift Mask (PSM)

Phase-Shift Mask (PSM) is a method used to overcome problems associated with light diffraction through small openings patterned on the reticle.

With PSM, the reticle is modified with an additional transparent layer so that alternating clear regions cause the light to be phase-shifted  $180^\circ$ . This causes destructive interference, where light diffracted into the nominally dark area on the left will encounter destructive interference with light diffracted from the right clear area.



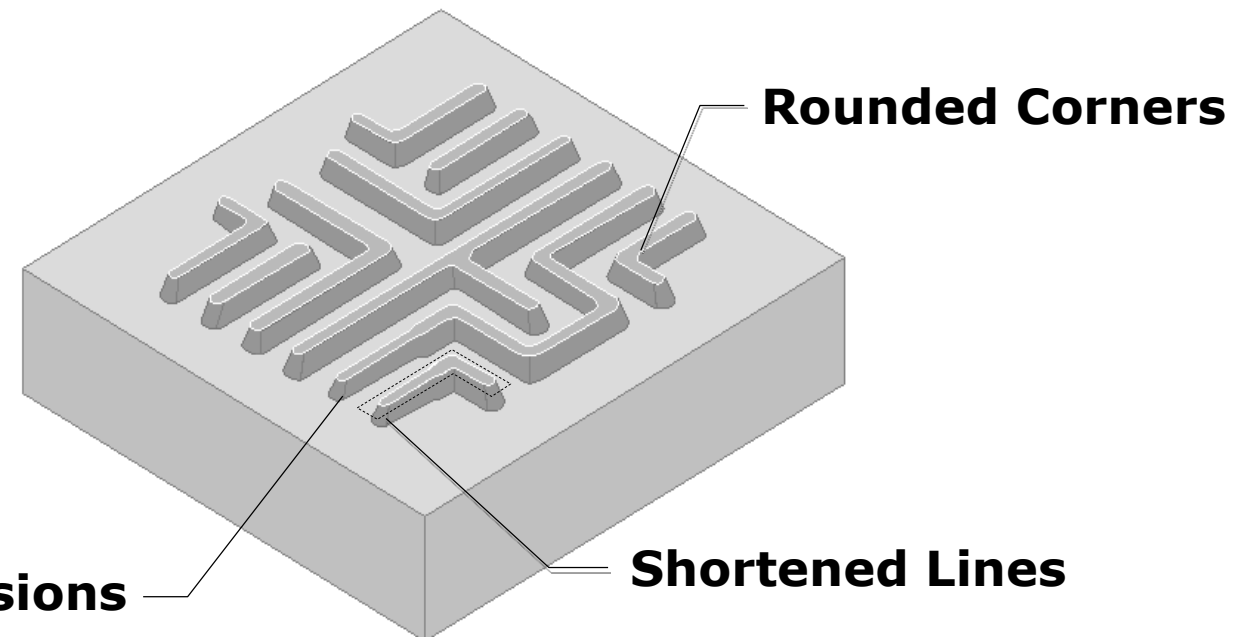
- Phase-Shift Mask (PSM)
- **Optical Proximity Correction (OPC)**
- Off-Axis Illumination (OAI)

High-frequency components of the diffracted light are lost for finite NA of lenses.

→ Ends and bows of narrow lines are not ideal

Use of optical proximity correction in the mask design. This is another approach to design a better mask (e.g. clever mask engineering based on software algorithms) can also improve resolution significantly.

The approach involves adding extra features to the mask, usually at corners where features are sharp, to compensate for the high-frequency information lost due to diffraction effects.

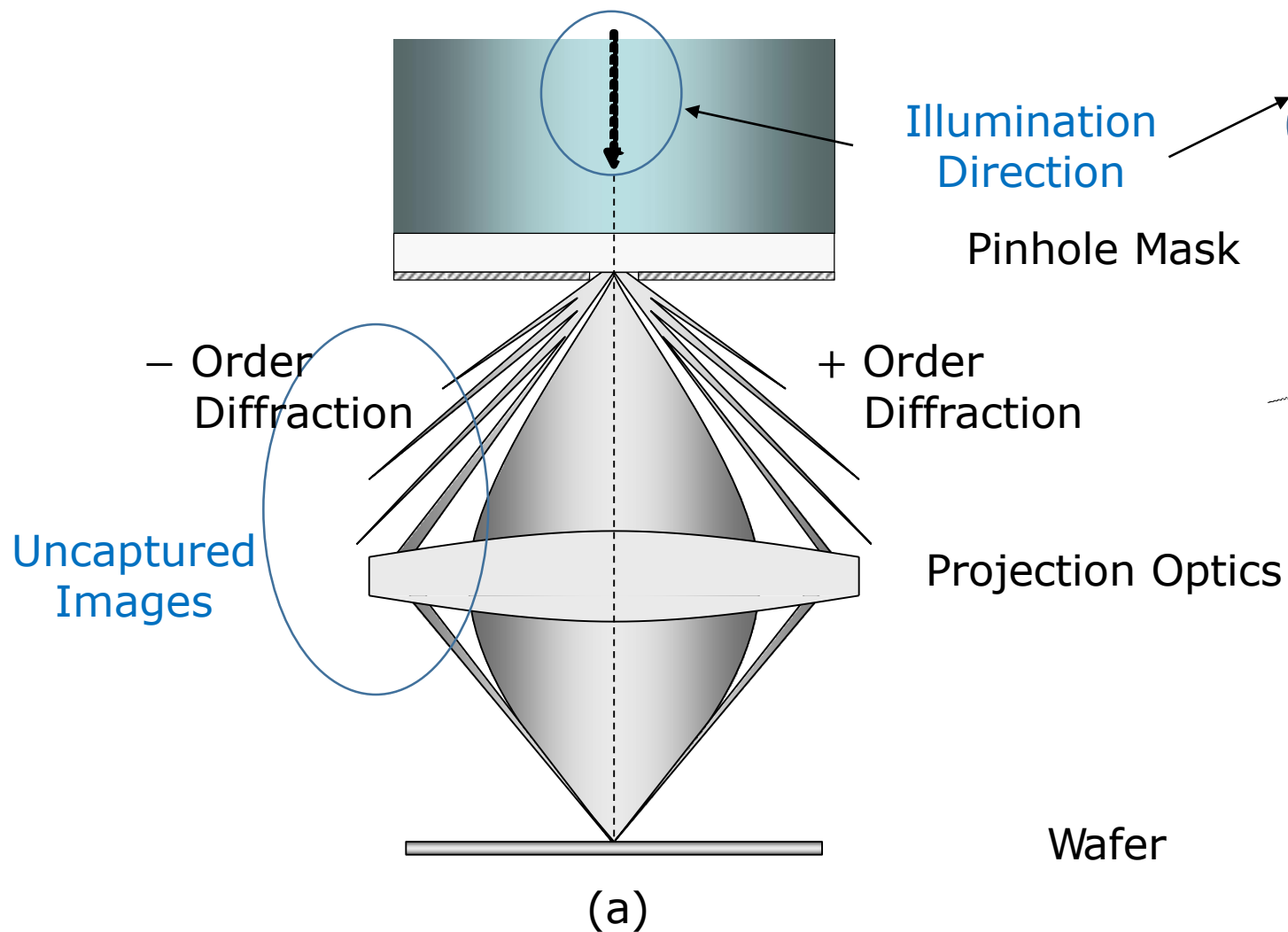


- Phase-Shift Mask (PSM)
- Optical Proximity Correction (OPC)
- **Off-Axis Illumination (OAI):**
  1. This allows the optical system to capture some of the higher order diffracted light, and hence can improve resolution.
  2. OAI has the incident exposure light that strikes the mask at an angle in order to align diffraction fringes with the lens.

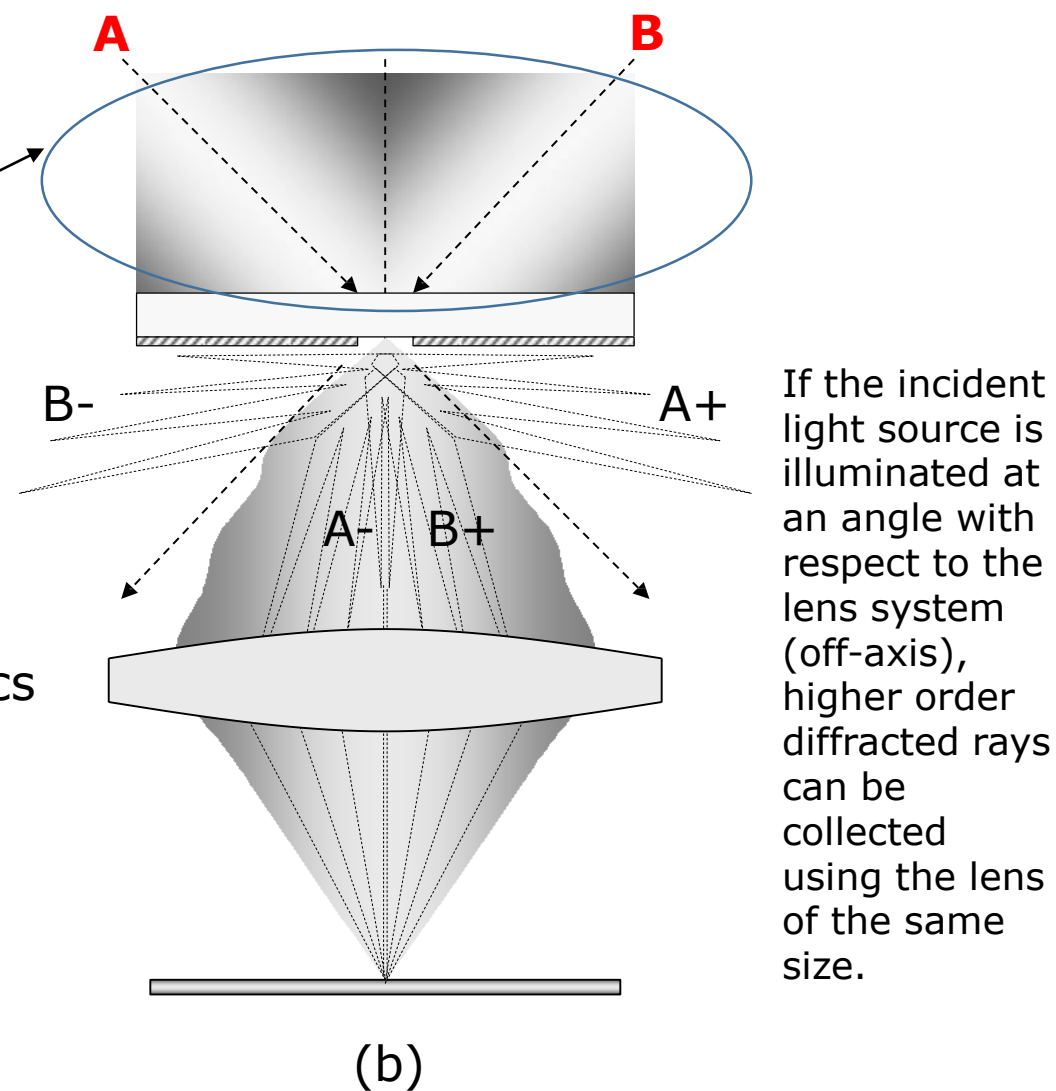


# Off-Axis Illumination

## Conventional Illumination (On-Axis)



## Off-Axis Illumination





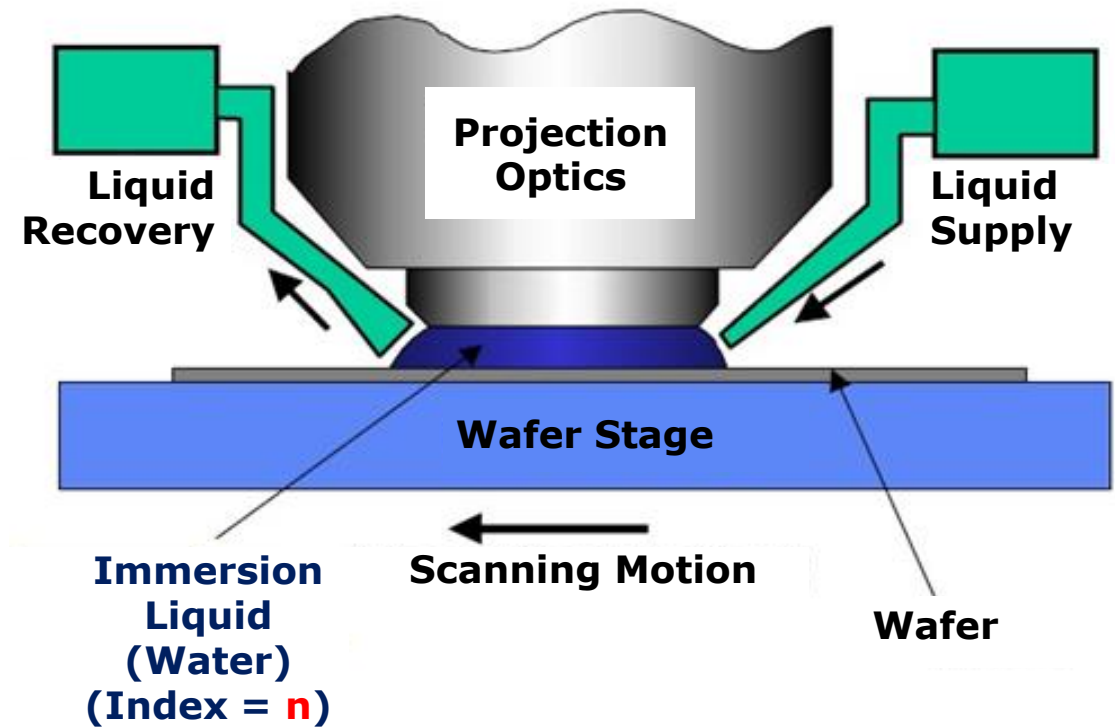
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# Immersion Lithography

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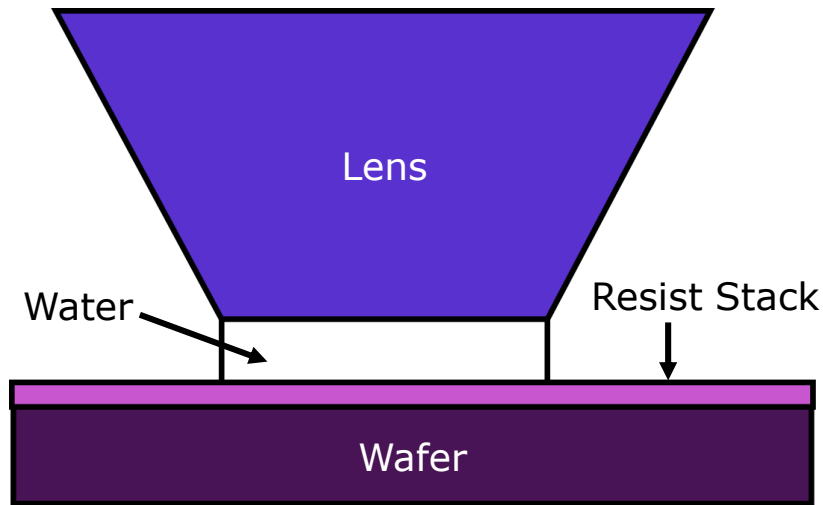
## What is Immersion Lithography (IML)?

- **Approach 1:**
  - Same lens column design
  - Maintain resolution
  - Improve Depth of Focus (DOF)
- **Approach 2:**
  - Modified lens column: Hyper-NA ( $> 1.0$ )
  - Improve resolution
  - Lower DOF

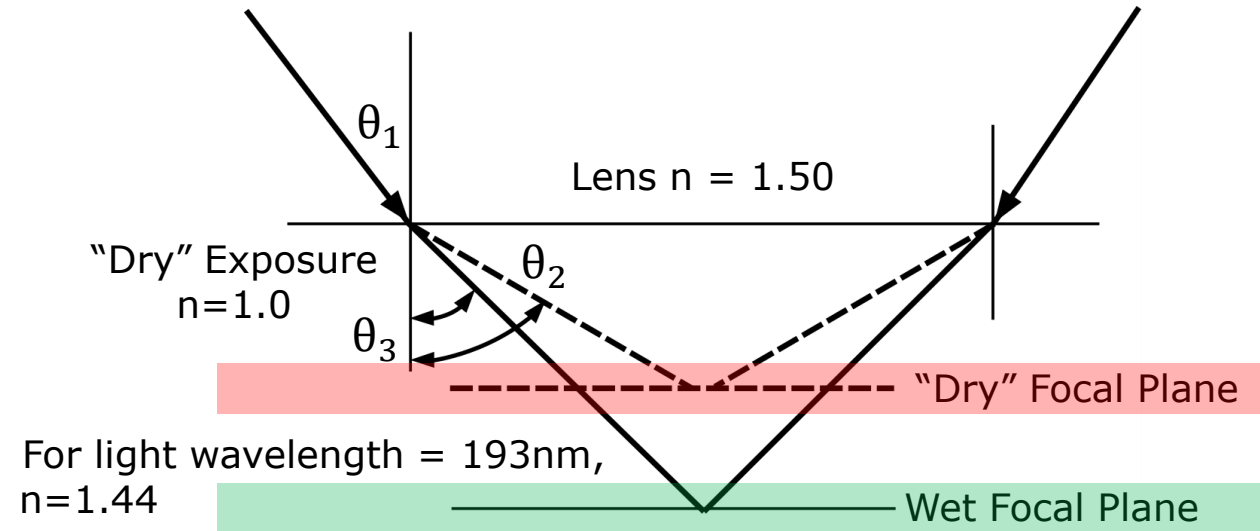


# Immersion Lithography – Depth of Focus

## Approach 1: Lens of same NA as in air



$$W_{min} = k_1 \frac{\lambda}{(NA)} \quad (\text{Maintained})$$



$$NA = \uparrow n \sin \theta \downarrow$$

**Improvement in DOF**

## Approach 2: Modified NA

$\uparrow NA = \uparrow n \sin \theta$  (Exit angle  $\theta$  of the lens for exposure does not change)

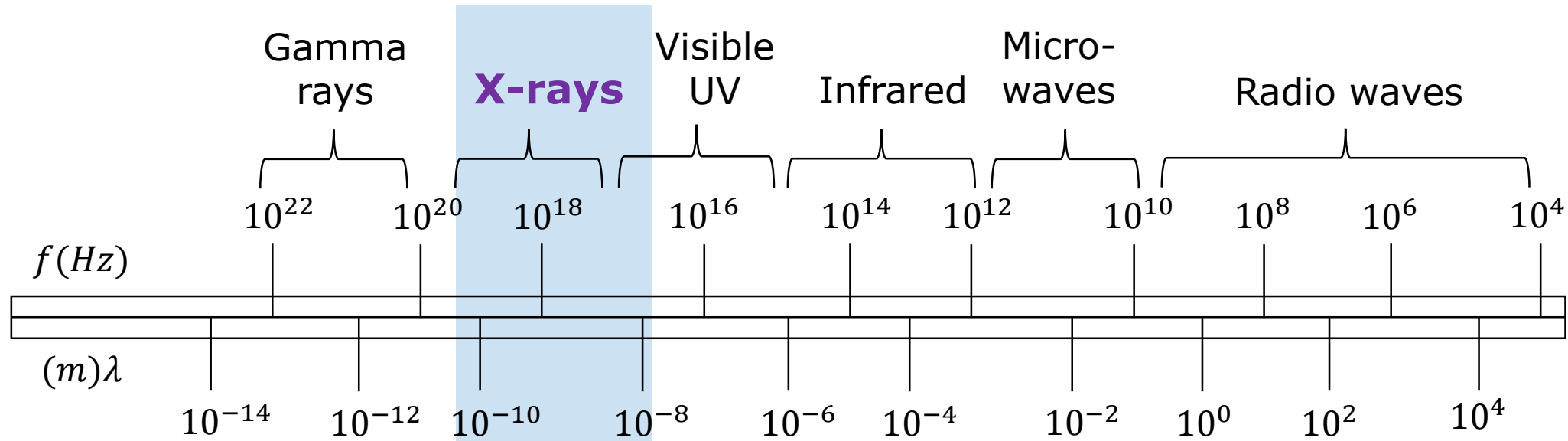
**Higher resolution:**  $W_{min} = \frac{k_1 \lambda}{NA} = \frac{k_1 \lambda}{n \sin \theta}$

**Lower DOF:**  $DOF = k_2 \frac{\lambda}{(NA)^2}$

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# **X-Ray Lithography**

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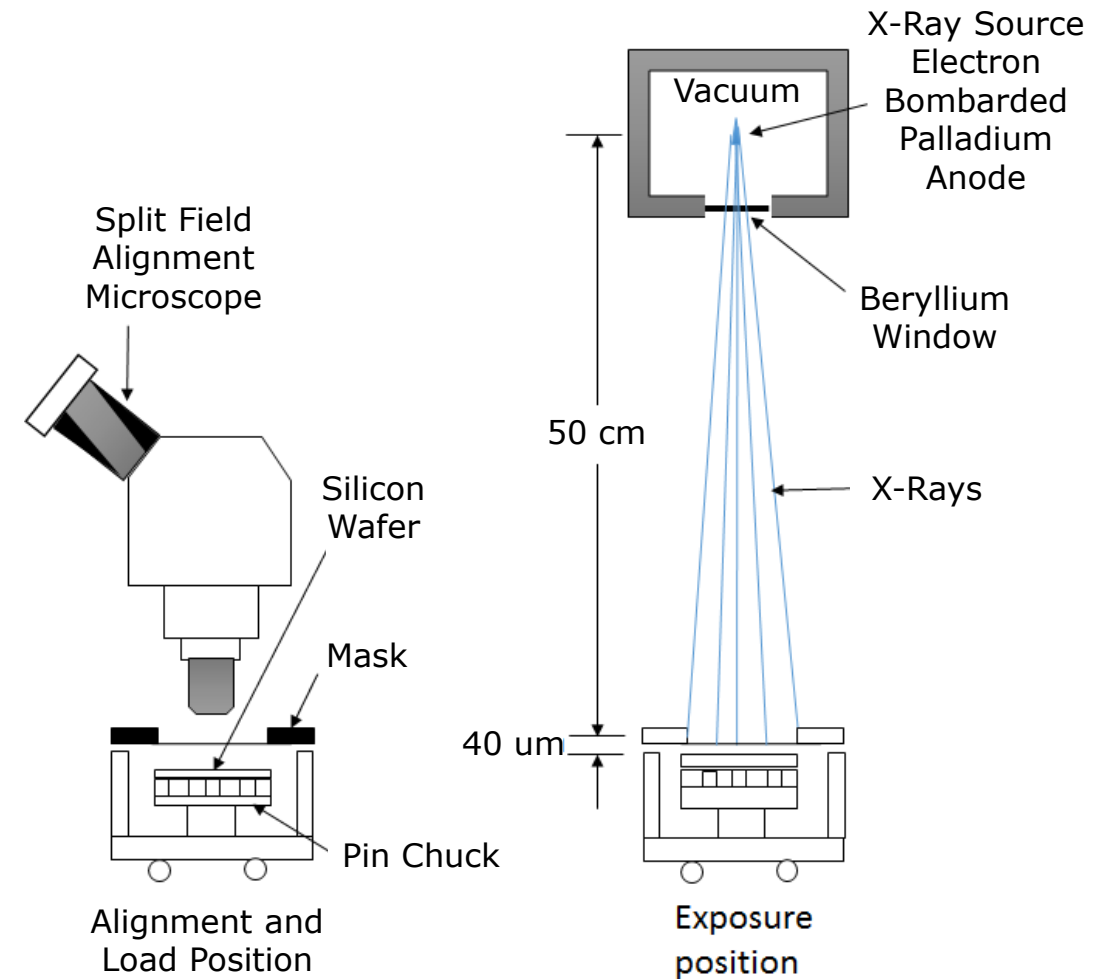


$$W_{min} \approx k \frac{\lambda}{NA}$$

Smaller wavelength  
achieving a smaller  
feature size

# Schematic of an X-Ray Lithography System

- $\lambda \sim 1$  nm (extremely short wavelength for high resolution)
- X-rays are produced by synchrotron radiation in a high energy electron storage ring.
- Contamination becomes less of a concern because X-rays will penetrate most dust particles (low atomic number).
- No need for vacuum (little absorption of X-ray by air)
- No lens (transmission or reflection), because for X-ray, refractive index  $n=1$ ; thus only proximity printing
- Proximity printing can still achieve high resolution ( $< 30$ nm) due to small  $\lambda$ .





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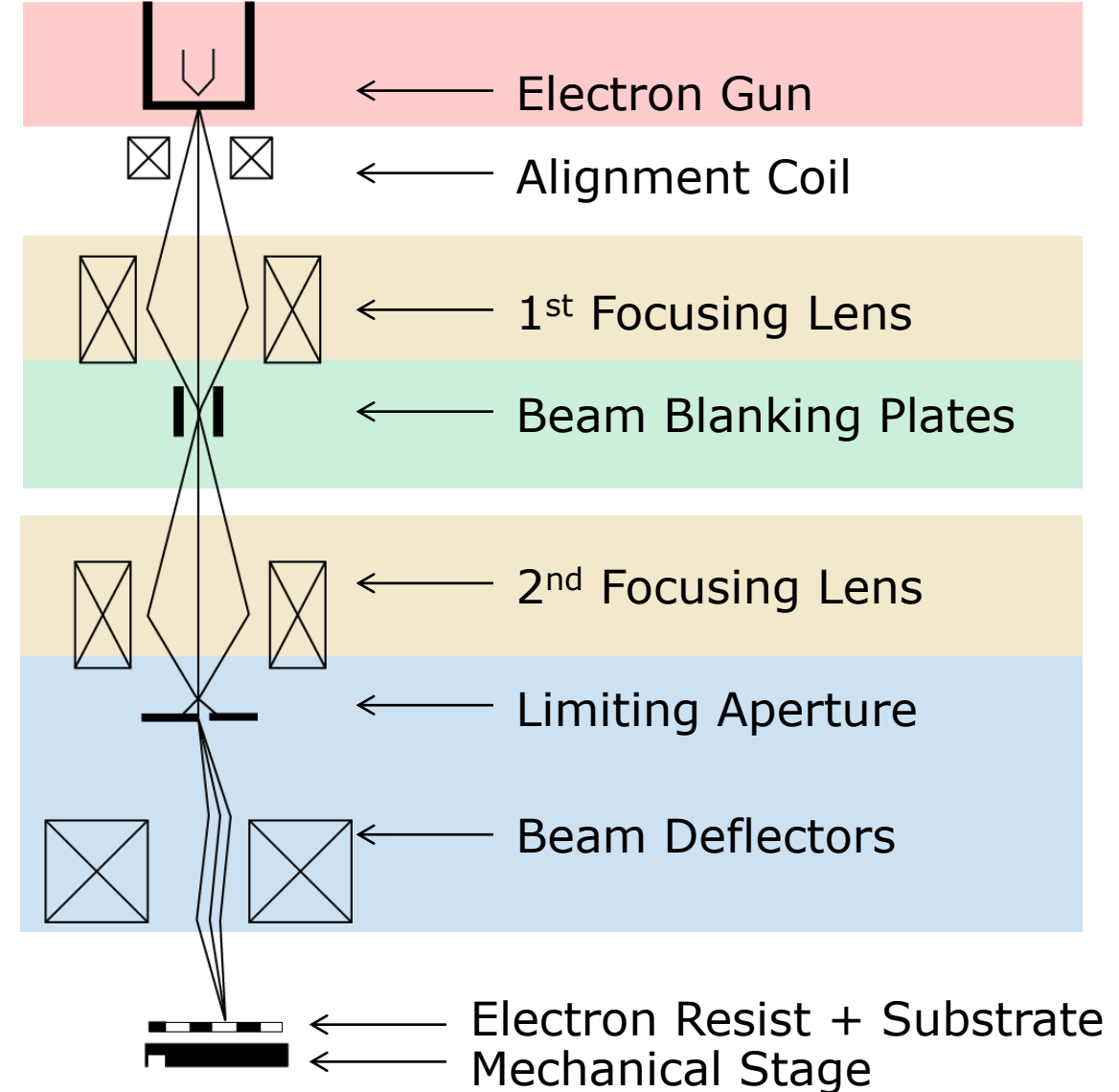
# **E-Beam and SCALPEL Lithography**

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# Schematic of an Electron Beam Lithography System

## System:

- Electron gun (or e-source)
- Focusing lens
- Beam blanking plates
- Beam deflectors (scan coils that direct beam horizontally and vertically)

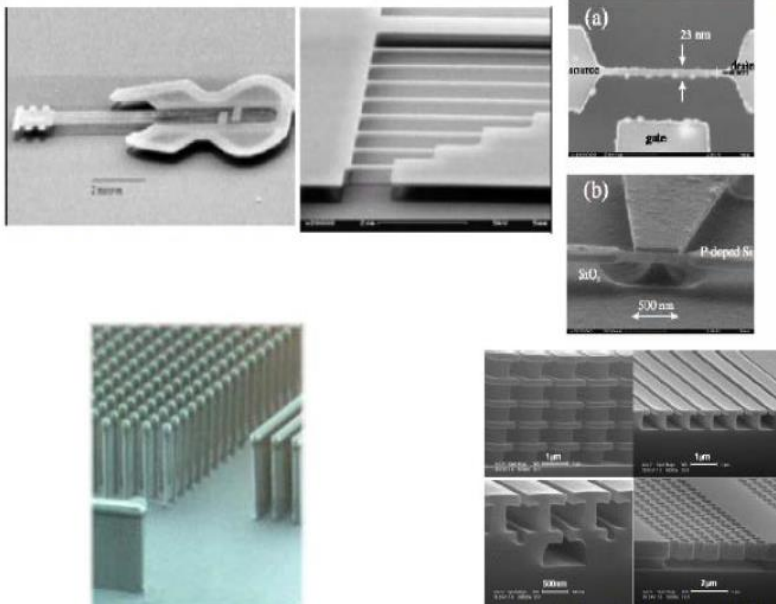


- The electron beam has a wavelength so small that diffraction is insignificant.
- The tool is just like an SEM with on-off capability controlled by a “beam blanker”.
- Accurate positioning (alignment): “see” the substrate first, then expose
- Beam spot diameter of 2 nm can be achieved, at a typical acceleration voltage of >20 keV.
- However, typical resolution ~15 nm (>> beam diameter), limited by proximity effect and lateral diffusion of secondary electrons.

## De Broglie wavelength of electrons

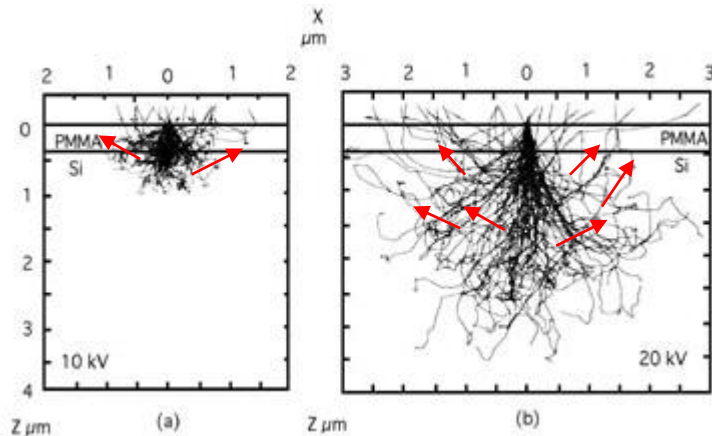
$$\lambda = \frac{h}{\sqrt{2meV}}$$

Where  $m$  is the mass of electron,  $e$  is electronic charge,  $h$  is Plank's constant.



## Advantages

- Precise control of energy and dose
- Critical Dimension  $\sim 10$  nm
- Beam focusing achieved using large electrostatic and magnetic field lenses
- Ability to register accurately over small areas
- Low defect densities

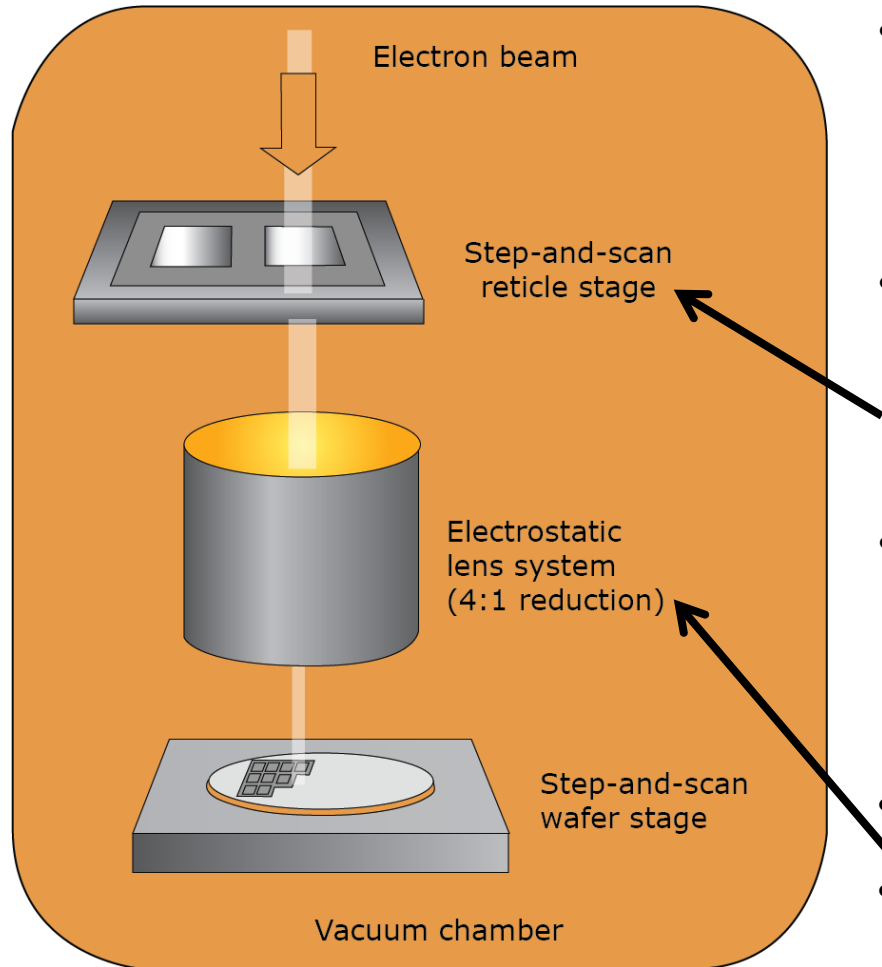


## Disadvantages

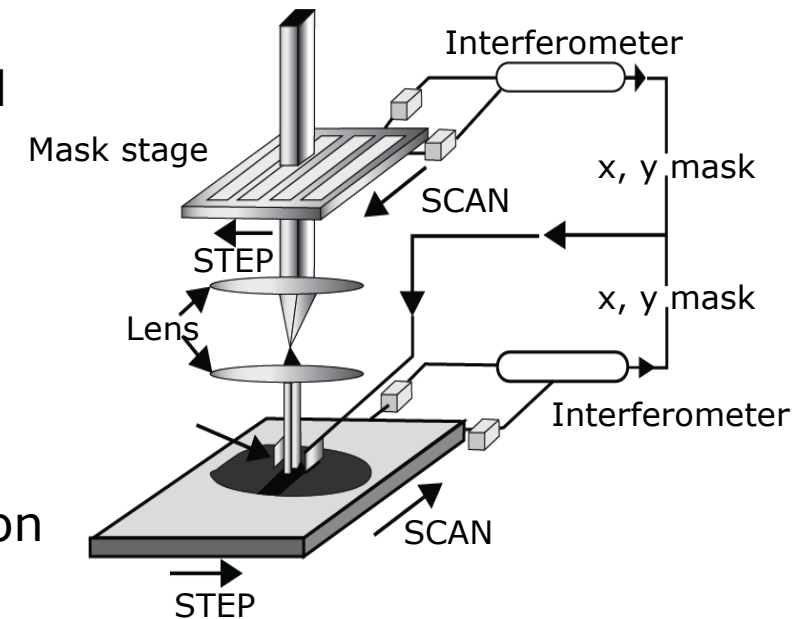
- Requires ultra-high vacuum system to drive electrons effectively
- Very sensitive to electronic and mechanical noise
- • Proximity effect - resolution degrades due to backscattering of electrons within the resist surface

# SCALPEL: Basic Concept

- **SC**attering with **A**ngular **L**imitation **P**rojection **E**lectron beam **L**ithography - *Developed at Bell's lab*



- Combine all the benefits of step-and-repeat imaging, size reduction, and the narrow beam resolution of e-beam lithography.
- Mask: Silicon nitride membrane (100 nm) patterned with 25 nm of W
- Thickness coupled with the atomic mass of W provides sufficient scattering contrast
- Step-and-scan with 4X reduction
- Decrease exposure time



## **Advanced lithography:**

- Optical enhancement techniques in UV lithography include phase shift mask, optical proximity correction, and off-axis illumination.
- Immersion lithography improves the resolution and depth of focus by performing UV light exposure in an immersion liquid.
- X-ray lithography uses X-ray as its exposure source, whereas e-beam lithography uses electron beam as its exposure source.
- SCALPEL combines all the benefits of step-and-repeat imaging, size reduction, and the narrow beam resolution of e-beam lithography to improve resolution and decrease exposure time.

# Practice Question 1

Which of the following is not considered a viable lithography method for the next generation lithography?

- a) Optical lithography
- b) Extreme UV (EUV)
- c) SCALPEL
- d) X-ray lithography



**Pause and  
try out this  
question**



# Practice Question 2

A lithography exposure system deploys an Hg arc lamp with three available wavelengths – 436nm (g-line), 405nm (h-line) and 365nm (i-line) respectively. Assume the process dependent factor,  $k = 1$ .



**Pause and  
try out this  
question**

- a) Determine the smallest feature size that is possible with this system for an allowable proximity gap of 0.6 $\mu$ m.
- b) If the g- line of the lamp is being deployed, determine the maximum allowable proximity gap for the system to print a feature size of 1.5 $\mu$ m.

Answers:

a) For smallest feature size, use 365nm (i-line),  $W_{min} = \sqrt{k\lambda g} = \sqrt{365 \times 10^{-9} \times 0.6 \times 10^{-6}} = 4.68 \times 10^{-7} m$

b) If 436nm (g-line) is used,  $g = \frac{(W_{min})^2}{k\lambda} = \frac{(1.5 \times 10^{-6})^2}{436 \times 10^{-9}} = 5.16 \times 10^{-6} m$

# Practice Question 3

Discuss the implication to the maximum allowable proximity gap of the exposure system mentioned in previous question (Q1) if

- a) The optical source is changed to X-ray as opposed to Hg arc lamp used in the earlier case.
- b) Phase shift masks are used in the exposure.



**Pause and  
try out this  
question**

Answers:

- a) If the optical source is changed to X-ray as opposed to Hg arc lamp used in the earlier case,  $\lambda$  is smaller, larger  $g$  (max allowable proximity)
- b) If the phase shift masks are used in the exposure,  $k$  is smaller, larger  $g$  (max allowable proximity)

What are the advantages and disadvantages for X-ray?

## **Advantages of X-ray lithography**

- High resolution
- Reduced diffraction effect

## **Disadvantages of X-ray lithography**

- Expensive X-ray source
- Absorption problem (mask)
- Shadowing errors
- Non-monochromatic X-ray source
- Low throughput



**Pause and  
try out this  
question**