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# A Source for EUV Lithography

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# Outline of Presentation

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- Importance of EUV Source Development to EUV Lithography
- Critical Performance Characteristics of Source Defined
- Relation Between Characteristics of Source and Lithography Tool
- How We Define Source Characteristics
  - Table of Definitions
  - A Definition of EUV Source Power Meaningful to Us
- How Source Characteristics Affect Litho-Performance
  - Repetition Rate Drives CD Control
  - Good Imaging Requires a Spectrally Pure EUV Source
- Our Requirements for an EUV Source
- Timing for Source Development (Our Roadmap)

# Importance of EUV Source Development to EUV Lithography

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- The most critical challenges in the development of a commercial EUV lithography system concern the source of EUV light.
  - All four business drivers are directly affected by choice of source technology chosen for the tool:
    - Resolution (CD/Imaging)
    - Overlay
    - Productivity
    - Product Value
- Length of EUV source development cycle will ultimately make or break success of EUV lithography.

# How We Define Source Characteristics

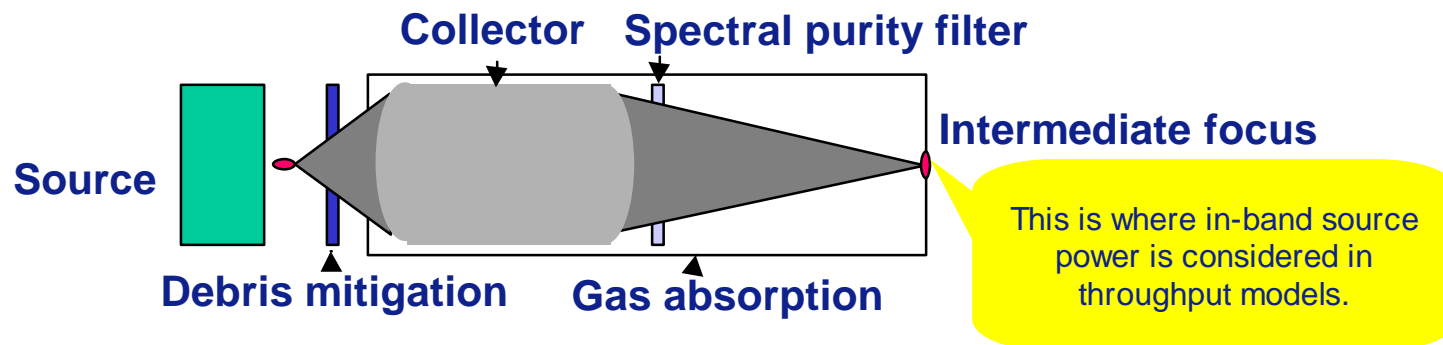
## DESIGN PARAMETER

## DESCRIPTION

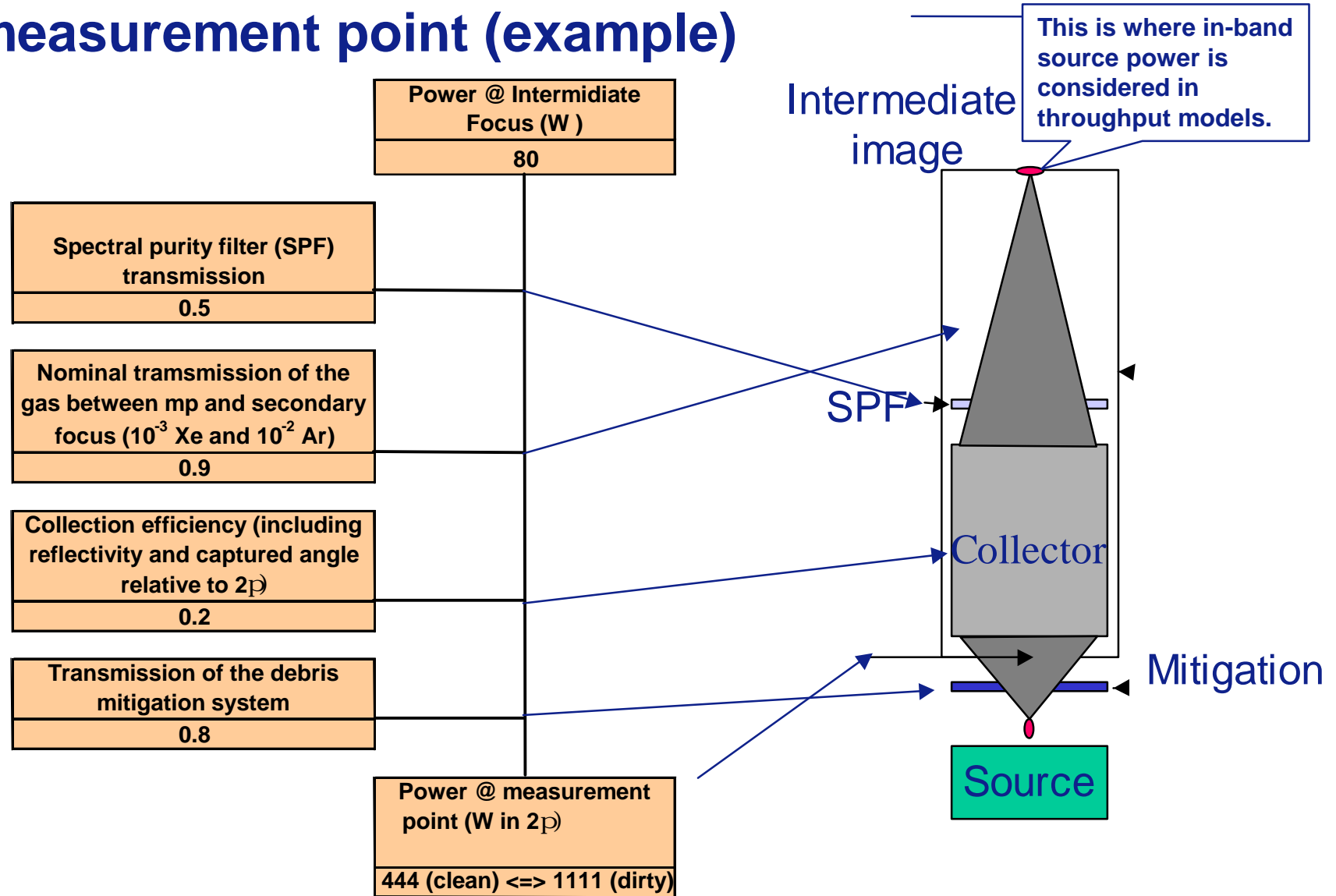
- EUV Power  
In-Band (13.5 [nm], 2% BW) Power available at intermediate image of source collector module (focus of condenser).
- Repetition Rate  
EUV pulses emitted per second.
- Collectable Angle  
Input solid angle of condenser
- Spatial Stability  
 $\pm 3\sigma$  variation in position expressed as fraction (percent) of nominal source size
- Angular Anisotropy  
%P-V EUV intensity within collect. solid angle
- Pulse-Pulse Repeatability  
 $\pm 3\sigma$  variation in EUV pulse energy
- Source Cleanliness  
Lifetime before replace of component until output decreased to 90% of initial value
- Spectral Purity (DUV & IR)  
 $\text{DUV}/(\text{total in-band EUV}), \text{ IR}/(\text{total in-band EUV})$

# A Definition of EUV Source Power Meaningful to Us

- We consider only in-band (2% @ 13.5 [nm]) EUV at image formed by collector, with following effects already included:
  - solid angle of collection (includes obscuration effects)
  - collector ML reflectivity (with losses from polarization)
  - loss due to spectral purity filter (if one is needed)
  - absorption due to trace amounts of gas along the light path.
  - loss due to debris mitigation system (if required)



# How to recalculate power to the measurement point (example)



# Relation Between Characteristics of Source and Lithography Tool

- Source performance characteristics can be “mapped” to performance of the lithography tool.

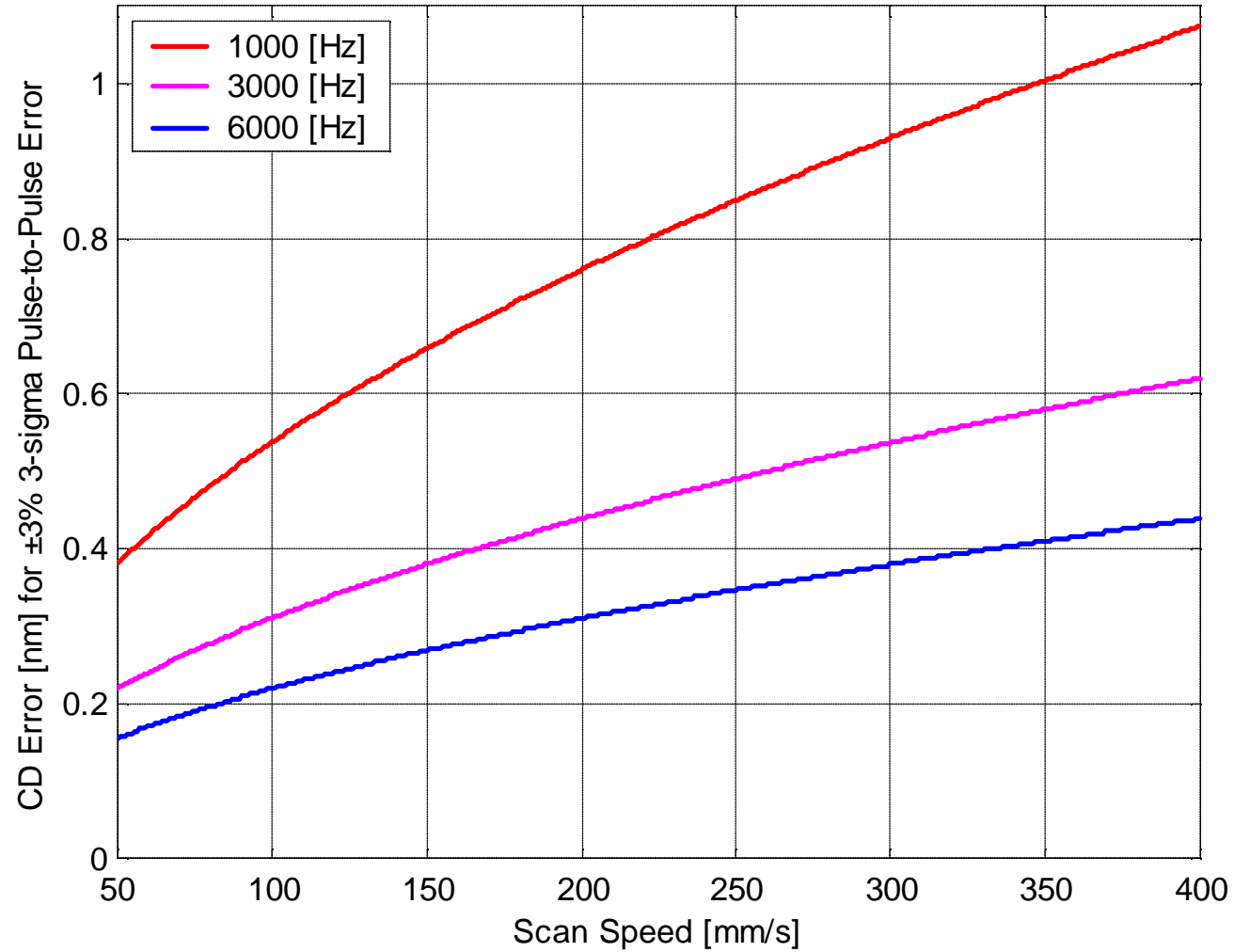
PERFORMANCE PARAMETER	Throughput	Image Quality	Cost of Ownership	Design Complexity
EUV Power	X		X	
Source Size/Collectable Angle	X		X	O
Spectral Purity	X	O	X	O
Repetition Rate		X		
Pulse/Pulse Repeatability		X		
Source Cleanliness			X	
Cost of Consumables			X	
Power Consumption			O	

X = Primary Effect

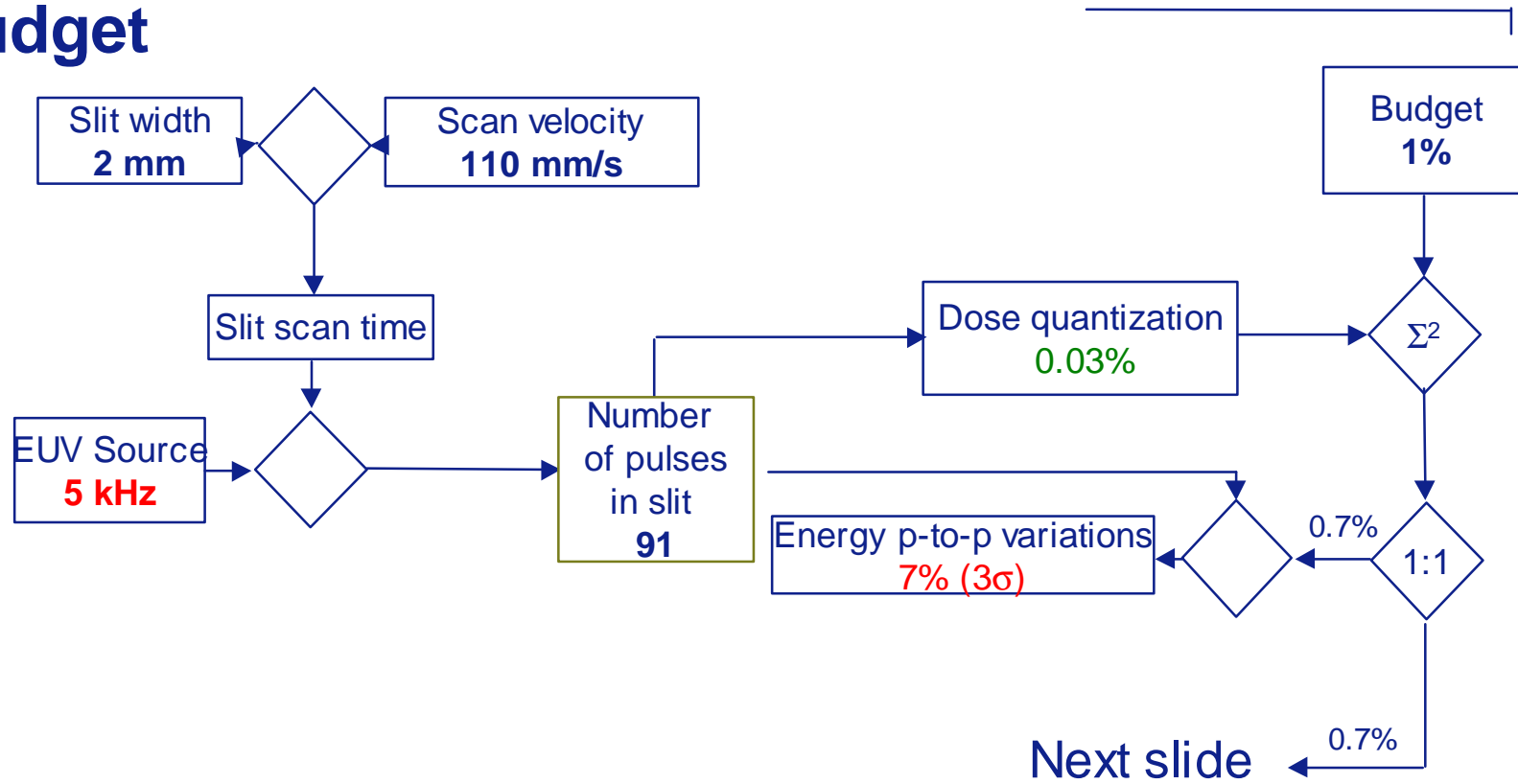
O = Secondary Effect

# Repetition Rate Drives CD Control

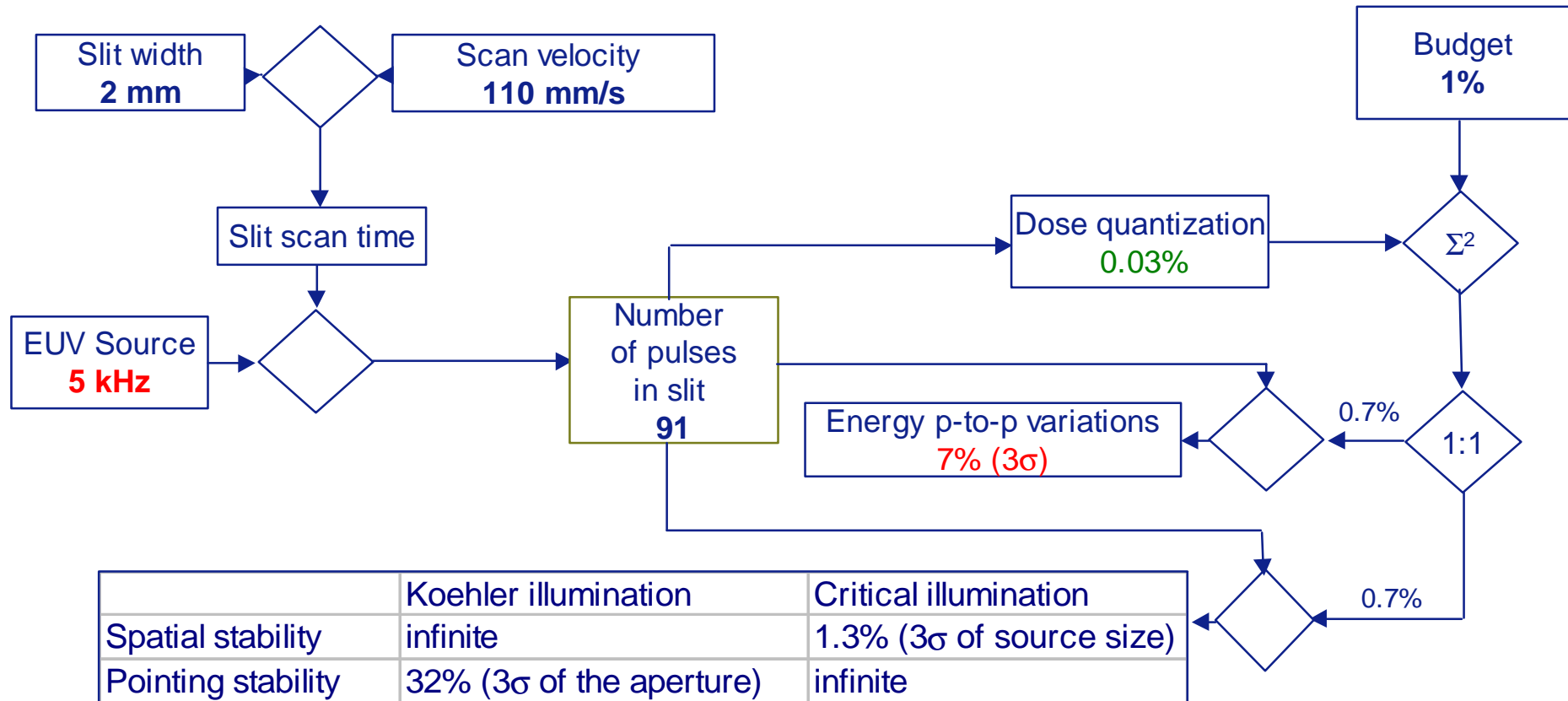
CD Error for 35 [nm] Isolated Line vs. Scan Speed, Source Frequency (Contours)



# Example of the energy reproducibility budget



# Example of the spatial/ pointing stability budget (dose driven)



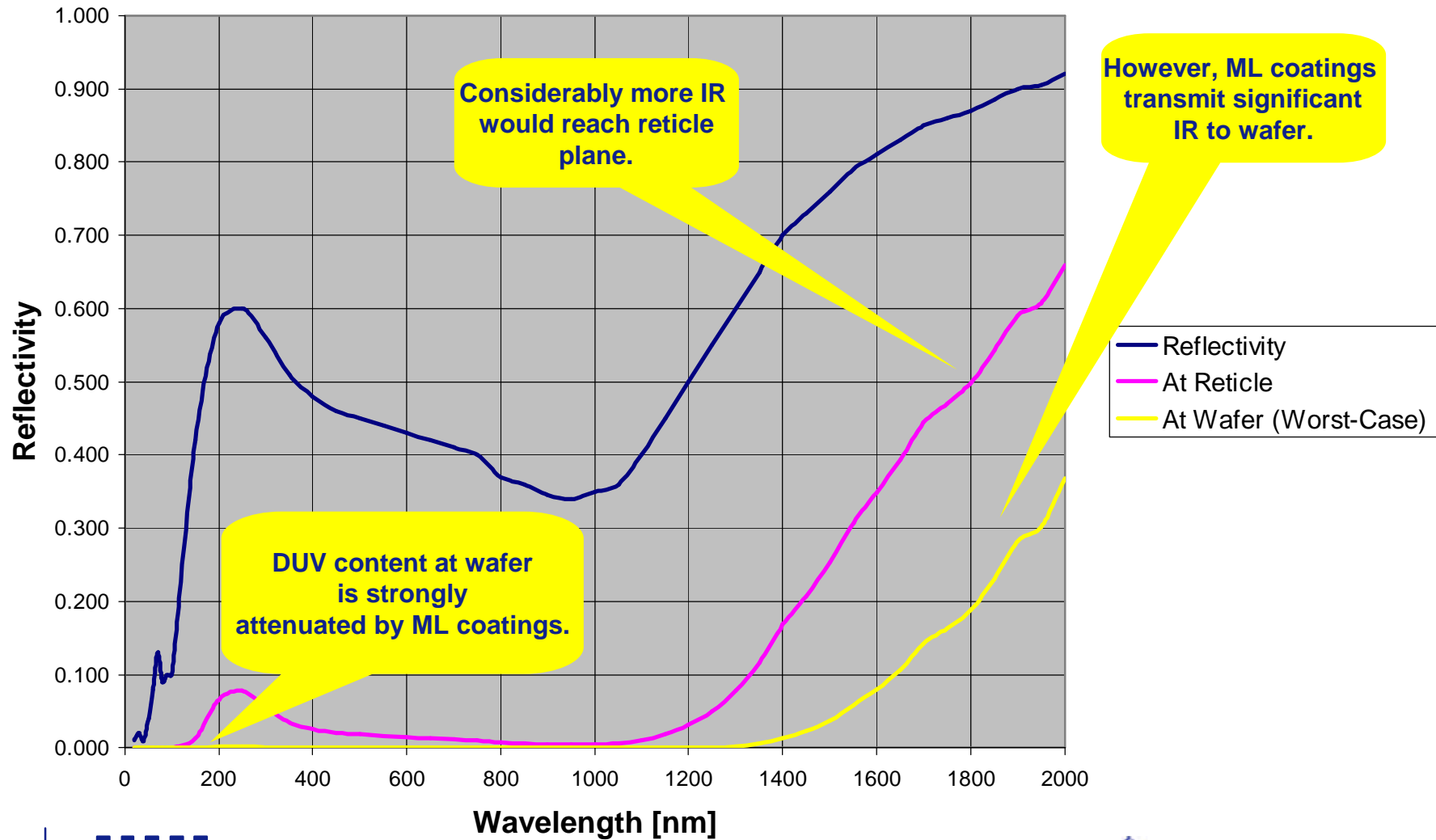
For more information please refer to Banine et al at SPIE 2000

# Good Imaging Requires a Spectrally Pure EUV Source

- Two areas of source out-of-band spectrum must be minimized:
  - Deep Ultraviolet (DUV), 130 [nm - 300 [nm]
    - Imaging at wafer can be ruined by DUV, since EUV resists are sensitive to this wavelength region.
    - Fortunately, DUV is strongly attenuated by ML coating reflectance. Ultimately, the tool will tolerate a DUV spectral purity of <5%.
  - Infrared (IR), > 1000 [nm]
    - Mo/Si EUV multilayer coatings reflect strongly in the IR region.
    - Resulting heat load reaching reticle or wafer will overtax thermal management system of lithography tool.
- Preferable solution: Use source of inherently good spectral purity.
- Alternative: Add spectral filter to illuminator design.
  - Some technical challenges involved:
    - Loss of about 50% EUV power at wafer.
    - High thermal load on filter

# Multilayer Reflectance

## Reflectivity of 40 Layer Mo/Si Coating



# Our Requirements for an EUV Source

## MAIN SOURCE CHARACTERISTIC

## ULTIMATE REQUIREMENTS

- EUV Power (in-band) 80 [W]
- Repetition Frequency > 5000 [Hz]
- Collection Angle  $\geq 2$  [sr], min.,  $\pi$  [sr] max.
- Spatial Stability 2% of nominal source size
- Pulse-Pulse Repeatability 3%,  $3\sigma$
- Angular Anisotropy  $\leq 10\%$
- Source Cleanliness  $\geq 5000$  hours
- DUV Spectral Purity  $\leq 5\%$

# Timing for Source Development (Our Roadmap)

1997 1998 1999 2000 2001 2002 2003 2004 2005 2006 2007

Alpha tool

Few Watts

Beta / pilot production tools

Few ten's of Watts

Volume production tools

Many ten's of Watts