

Asyst Vision for EUV Reticle Handling System

1. Start-to-Finish Automated Clean Handling
2. Comprehensive Environmental Control
3. Eliminate Relative Motion
4. Built on existing standards
5. Optimize Reticle Inspections

1. Start-to-Finish Automated Handling

- “Sand hill to Landfill” lifecycle must be considered
 - In order to approach zero particles in the life of the reticle on every EUV reticle
- Comprehensive automated handling
 - Pods throughout mask shop, shipping, & fab use
 - AMHS of pods throughout Fab
 - Minimized handling steps
 - Minimum vibration & shock in transport

2. Comprehensive Environmental Control

- Active Environmental Control in the carrier
 - Monitoring
 - Active Control
 - Parameters may include Temp, RH, Particles, Light, AMC, electrostatic charge, oxygen, pressure, carrier ID
 - Vibration monitoring during shipment
 - Space is provided for control devices to exist *and interface*
- Pod External ambient always class 1
 - Even during shipment
 - Pod within a Pod!
 - For External Cleanliness
 - For Shock Absorption

3. Eliminate Relative Motion

- Eliminate Relative Motion between contact points
 - Precise placement by robot
 - Use reticle fiducials to orient prior to gripping
 - Use Carrier fiducials to orient prior to placement
 - Charge-neutral transfers
 - No sliding required to retain reticle in carrier
- Well-defined, Well-Designed Contact points
 - Specific contact points for “Pick” and for “Nest”
 - Specific contact points for grounding(?)
 - Specific exclusion volumes for Pick and Nest
- Slow-Speed Reticle Motion
- Zero Human Handling
 - No Human movement of the Pod in the fab
 - One Reticle – One Carrier. For Life.
 - Eliminate variations from pod to pod for that reticle

4. Built on Existing Standards

- Built on, but not limited to, existing standards
- 200mm SMIF SEMI E19 for Mask Shop
- EUV Carrier
 - 150 or 200mm SEMI E19?
 - A larger carrier enables more space for active monitoring and control systems

5. Reticle Inspections Optimized

- A combination of Pre-process and Post-process inspections
 - Every reticle is assured to be defect free prior to exposure of production wafers
 - Some direct reticle inspections prior to exposure
 - Some exposure of test wafers and inspection of test wafers prior to exposure of production wafers
 - Integrated metrology in exposure tools in some

Backup

Preferred surface: standard EUV mask finishes, extended to sidewall

- Fewest added processes (no additional depositions or removals)
- Place burden of non-particulation on end effectors
- Ease of cleaning from different films?
- Sidewall should be front or backside material?
- Sufficient electrical conductivity?

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Presented to ISTM EUV Mask Technology Workshop

Asyst Comments on ASML presentation on contact points

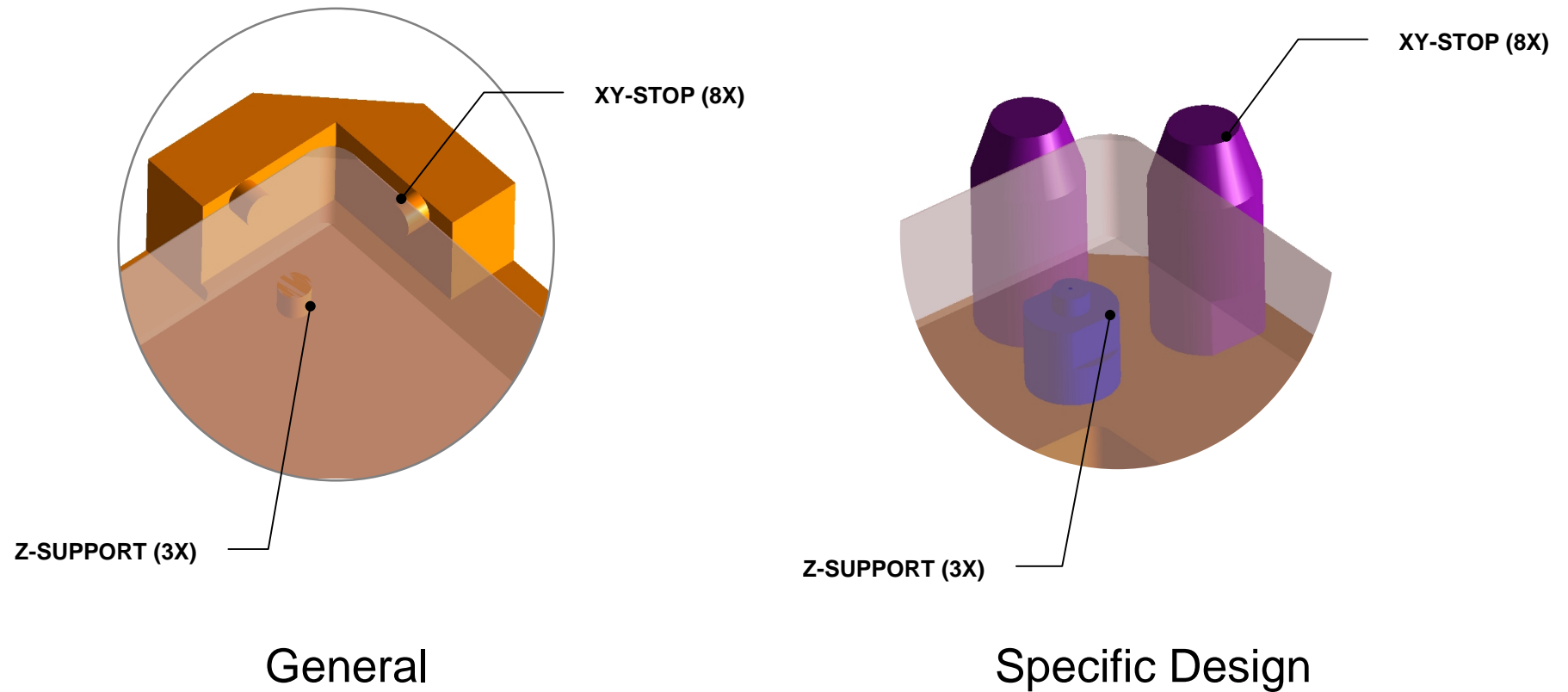
- Generally a sound concept
- No mention made for top contact
 - This focus is on fab carrier, not shipper
- Concept sketches still would allow relative motion
 - The system must enable *elimination* of relative motion between reticle and the nest contact points
- Contact points must be specified as reserved for robot “Pick” or reserved for carrier or tool “Nest” (P or N contact points)
- Proposal needed for standard fiducials
 - On the reticle, near contact points
 - On the carrier, near contact points
- Consider real estate for active particle control devices
 - Localized exhaust ports close to contact points

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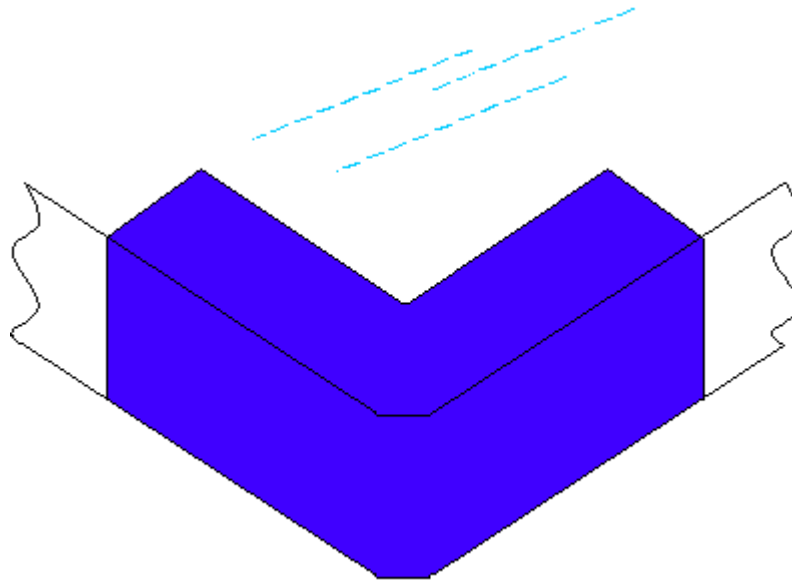
Corner contacting approach




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Corner contacting approach



 Corner handling area – top, sidewalls, back (not shown)
Not to proportion, corner / edge chamfers not drawn

Proposed items for standardization:

- Number of contact areas/zones: 6
- Locations of areas: corners, side centers of non-scan axis
- Shapes of areas: as drawn; top, backside, sidewalls inclusive
- **NOT proposed**: surface finish or film in the areas.

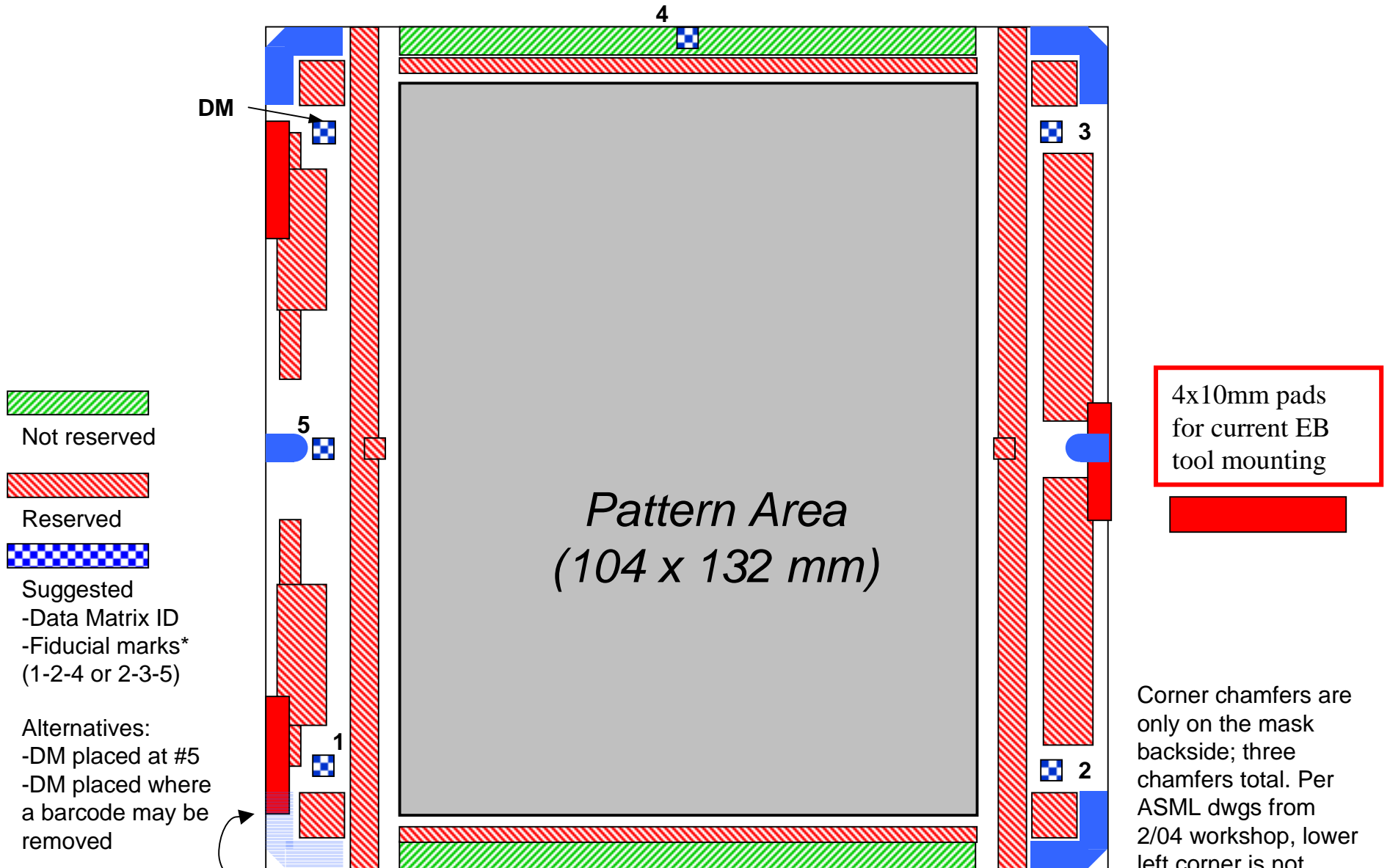
Questions:

- What material should sidewall be – pattern film or backside film?
- If conductivity in these areas is important (conduction may take place elsewhere), is there sufficient electrical conductivity?

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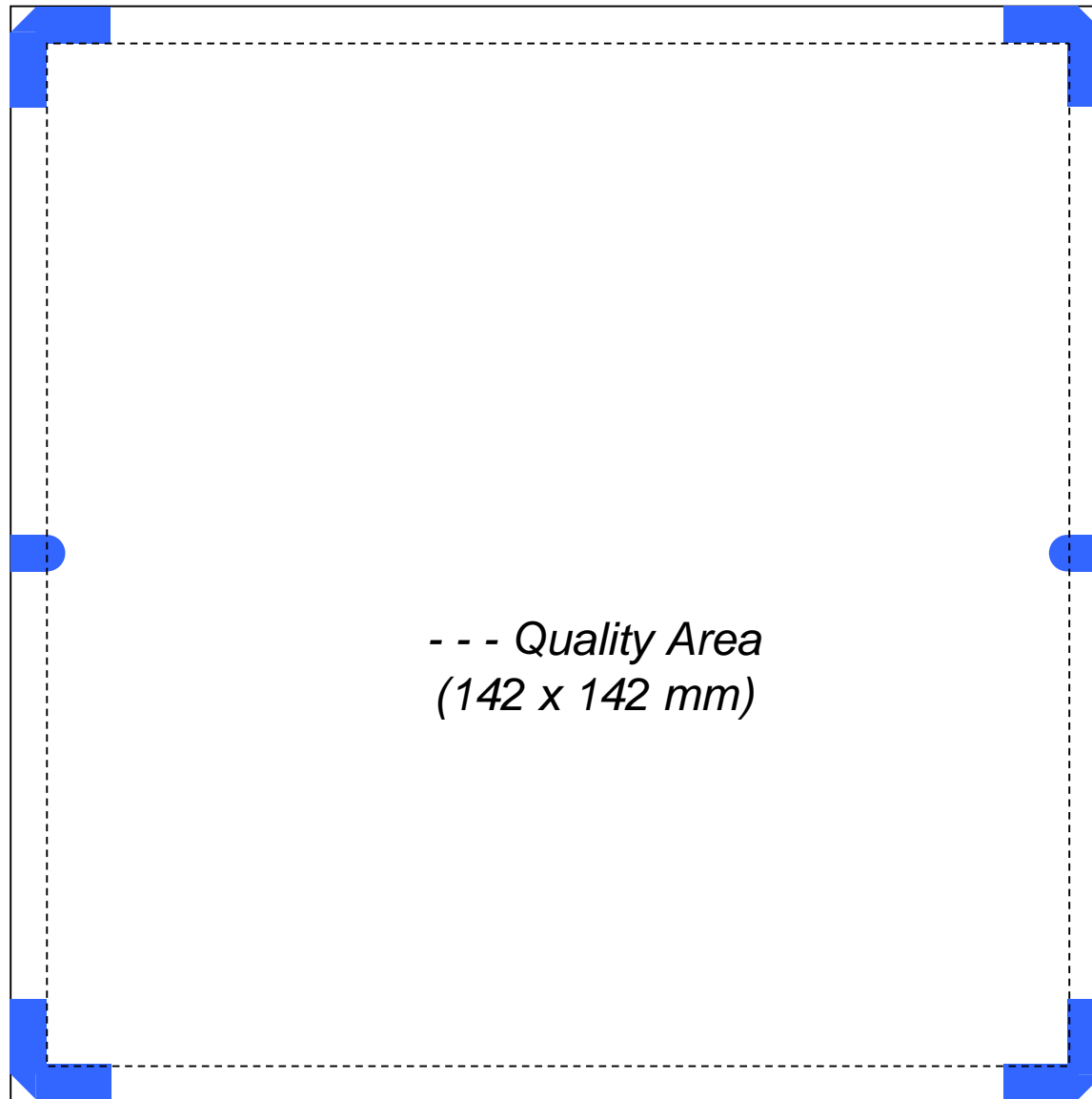
EUV Mask Layout (area reservations for exposure tools, some writers) (work in progress)



*Not to scale
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Note overlap.

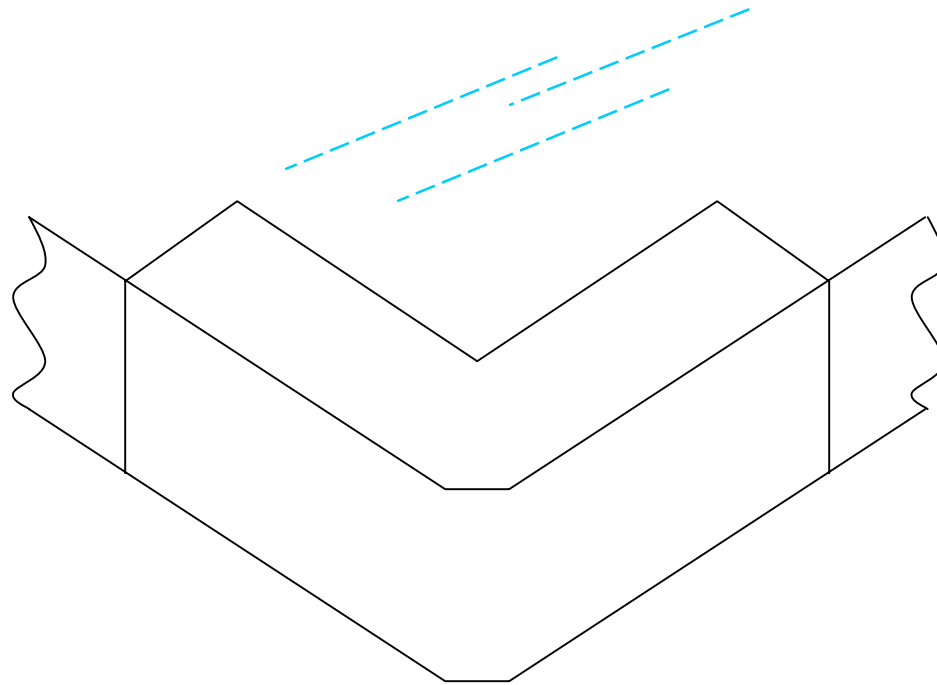
EUV Mask Backside Layout



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ASML Proposed Handling Areas (6)
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Corner contacting approach



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