



# Lithography Roadmap for CMOS manufacturing

S.Tedesco CEA-LETI

- Introduction
  - Limits of optical lithography ?
- How to improve resolution?
  - k1 factor : OPC, OAI, Double Exposure
  - NA : immersion
  - $\lambda$  : EUV
- Economics factor : CoO solutions
  - Maskless
  - Nanoimprint
- Conclusion
  - Roadmap

# Lithography requirements : 2005 ITRS roadmap

<i>Year of Production</i>	<i>2014</i>	<i>2015</i>	<i>2016</i>	<i>2017</i>	<i>2018</i>	<i>2019</i>	<i>2020</i>
<i>DRAM % pitch (nm) (contacted)</i>	28	25	22	20	18	16	14
<b>DRAM and Flash</b>							
<i>DRAM % pitch (nm)</i>	28	25	22	20	18	16	14
<i>Flash % pitch (nm) (un-contacted poly)</i>	25	23	20	18	16	14	13
<i>Contact in resist (nm)</i>	31	28	25	22	20	18	16
<i>Contact after etch (nm)</i>	28	25	23	20	18	16	14
<i>Overlay [A] (3 sigma) (nm)</i>	5.1	4.5	4.0	3.6	3.2	2.8	2.5
<i>CD control (3 sigma) (nm) [B]</i>	3.0	2.6	2.3	2.1	1.9	1.7	1.5
<b>MPU</b>							
<i>MPU/ASIC Metal 1 (M1) % pitch (nm)</i>	28	25	23	20	18	16	14
<i>MPU gate in resist (nm)</i>	19	17	15	13	12	11	9
<i>MPU physical gate length (nm) *</i>	11	10	9	8	7	6	6
<i>Contact in resist (nm)</i>	35	31	28	25	22	20	18
<i>Contact after etch (nm)</i>	32	28	25	23	20	18	16
<i>Gate CD control (3 sigma) (nm) [B]</i>	1.2	1.0	0.9	0.8	0.7	0.7	0.6
<i>MPU/ASIC Metal 1 (M1) % pitch (nm)</i>	28	25	23	20	18	16	14
<b>Chip size (mm<sup>2</sup>)</b>							
<i>Maximum exposure field height (mm)</i>	26	26	26	26	26	26	26
<i>Maximum exposure field length (mm)</i>	33	33	33	33	33	33	33
<i>Maximum field area printed by exposure tool (mm<sup>2</sup>)</i>	858	858	858	858	858	858	858
<i>Number of mask levels MPU</i>	37	37	39	39	39	39	39
<i>Number of mask levels DRAM</i>	26	26	26	26	26	26	26
<i>Wafer size (diameter, mm)</i>	450	450	450	450	450	450	450

# The microelectronics success story

*A cost reduction unique in the industry history*

## PRIZE EVOLUTION OF 1 Million transistors

76 000 €



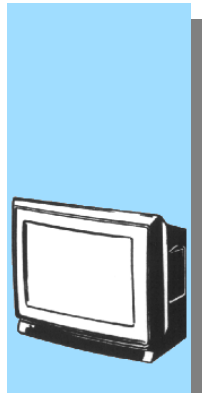
1973

6100 €



1977

460 €



1981

120 €



1984

30 €



1987

5 €



1990

45 Cents



1995



6 Cents

2000

Post-it Note!

0.5 Cents

2005

- **Rayleigh criteria :**

$$R = k_1 \times \frac{\lambda}{NA} \quad \text{with} \quad NA = n \times \sin(\theta) < n$$

$$DOF = k_2 \frac{\lambda}{NA^2}$$

**→ To improve resolution we need to:**

- Decrease  $k_1$**
- Increase NA**
- Decrease  $\lambda$**

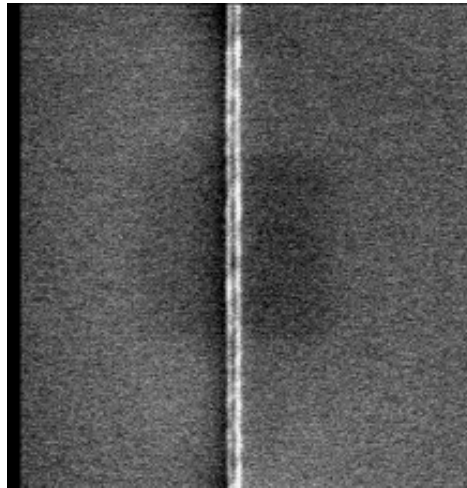
- **$k_1$  decrease is made through:**
  - Resist improvement
  - OPC and PSM masks
  - Off axis illumination or polarization
  - Double exposure/Double patterning

# Chemically Amplified Resist

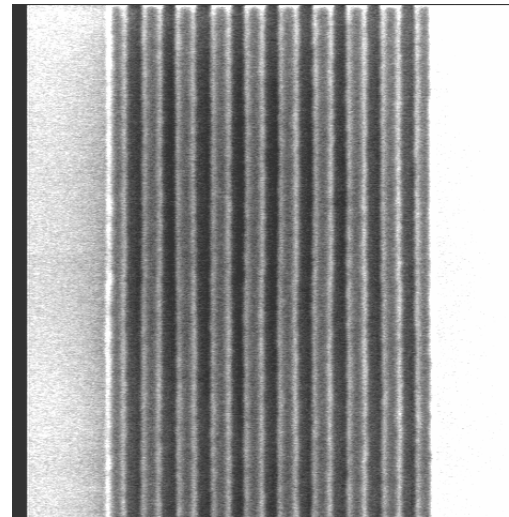
## Positive resists :



## Negative resists :



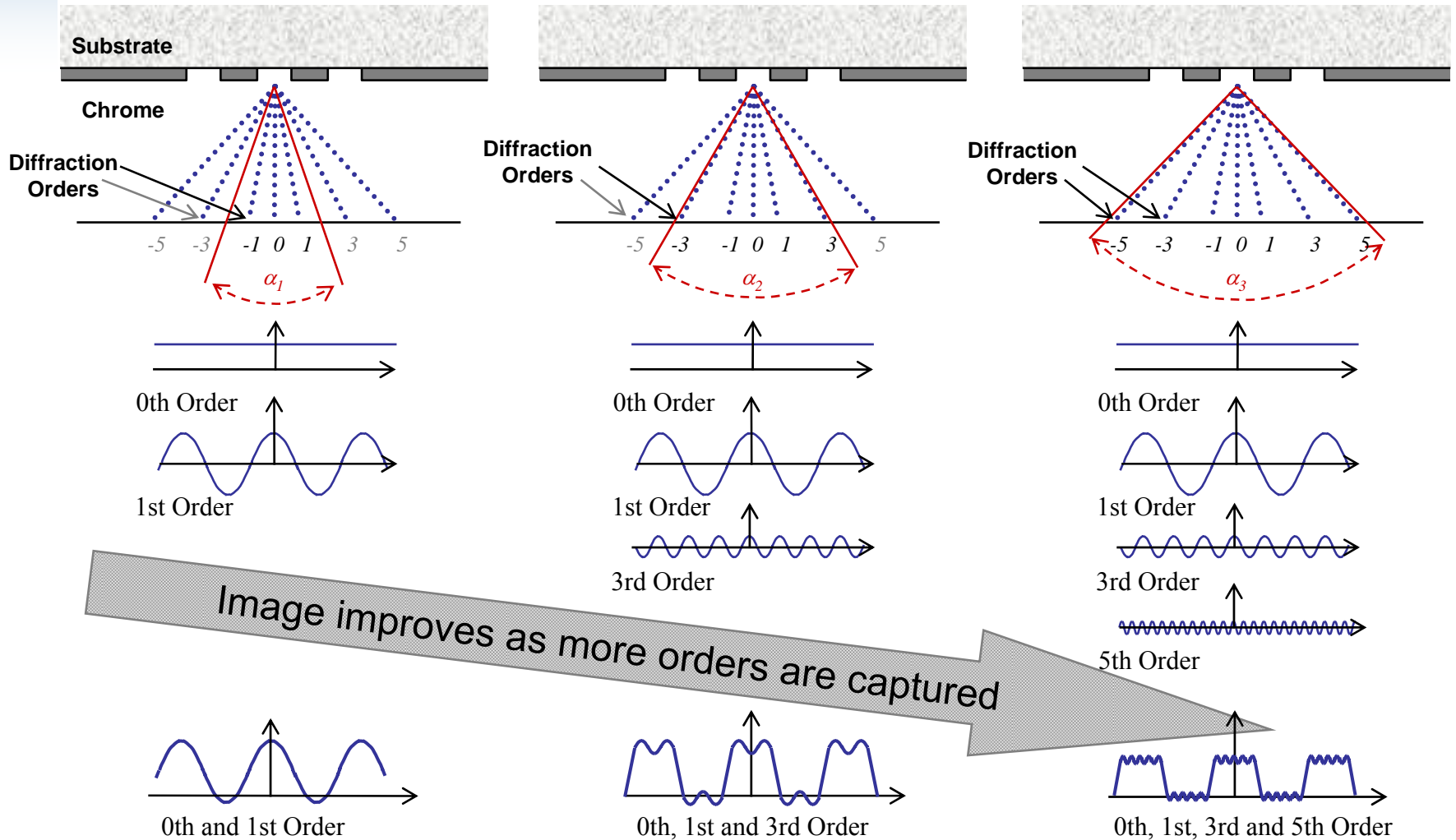
20 nm isolated line



40 nm lines and spaces

e-beam exposure at 100 kV.

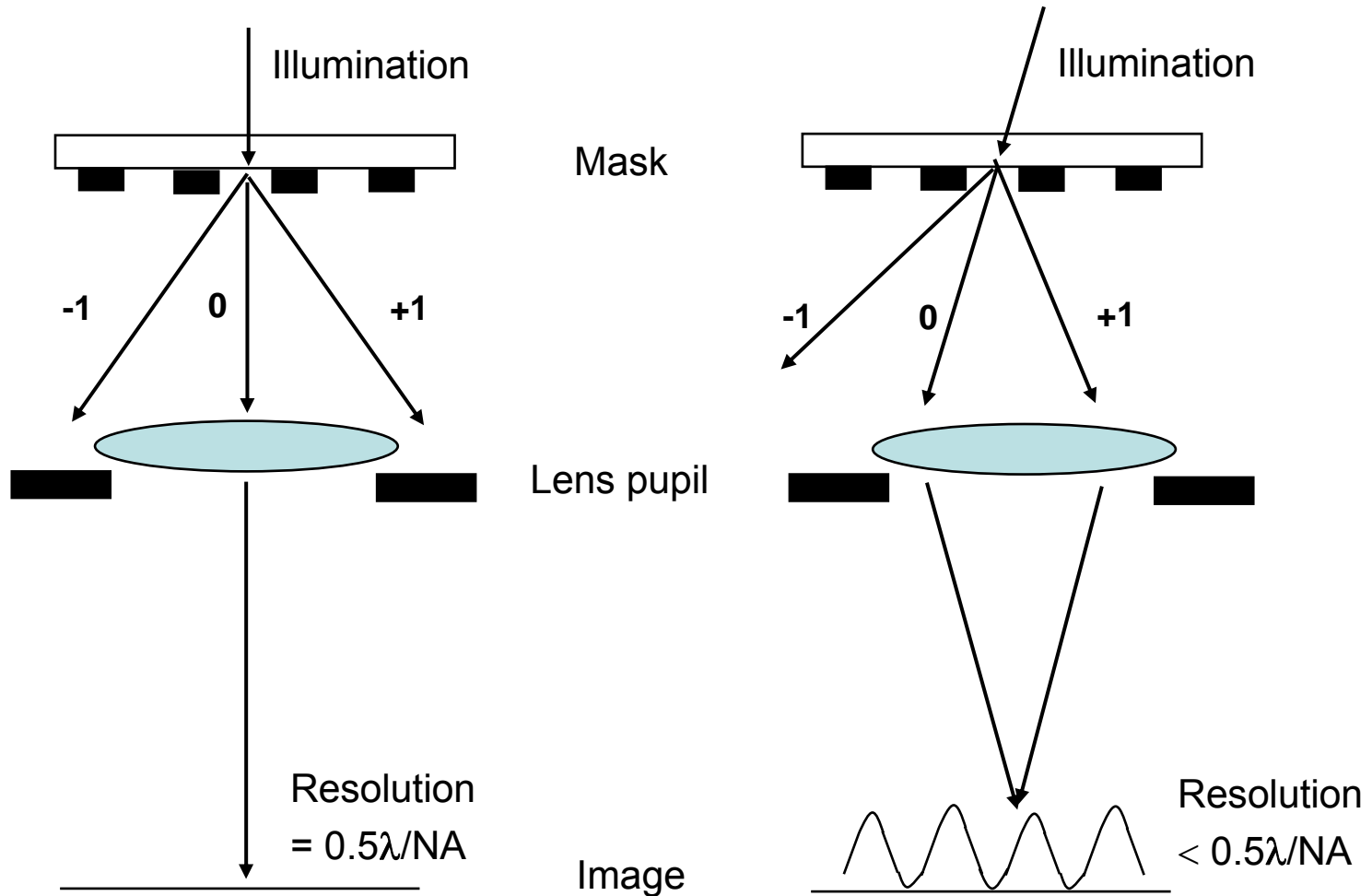
# Image Capture





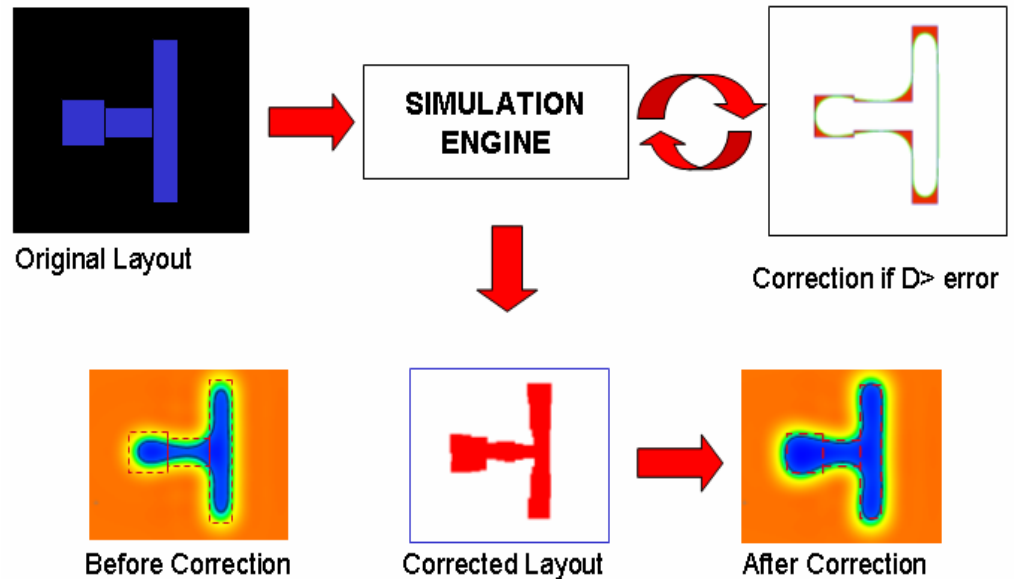
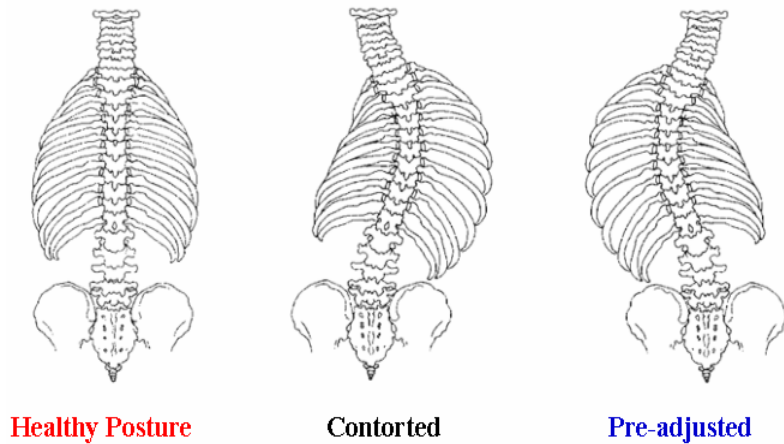
# Off-Axis Illumination (OAI)

- Primarily used for improving resolution/DOF of dense features



# Optical Proximity Correction (OPC)

**OPC : precorrect the mask to have the silicon result as close as possible to the original design**



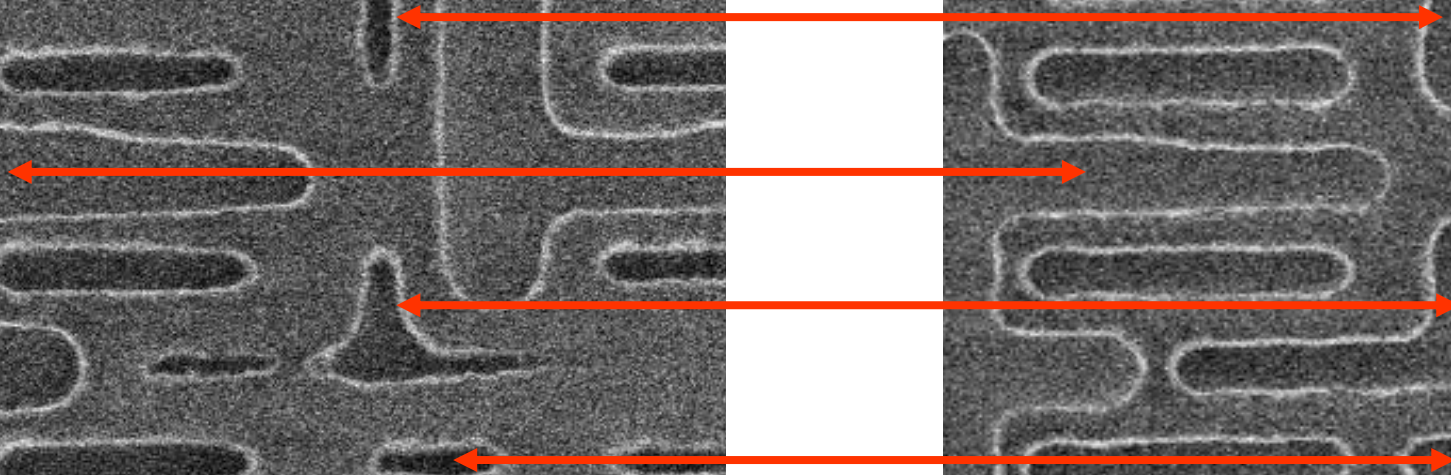
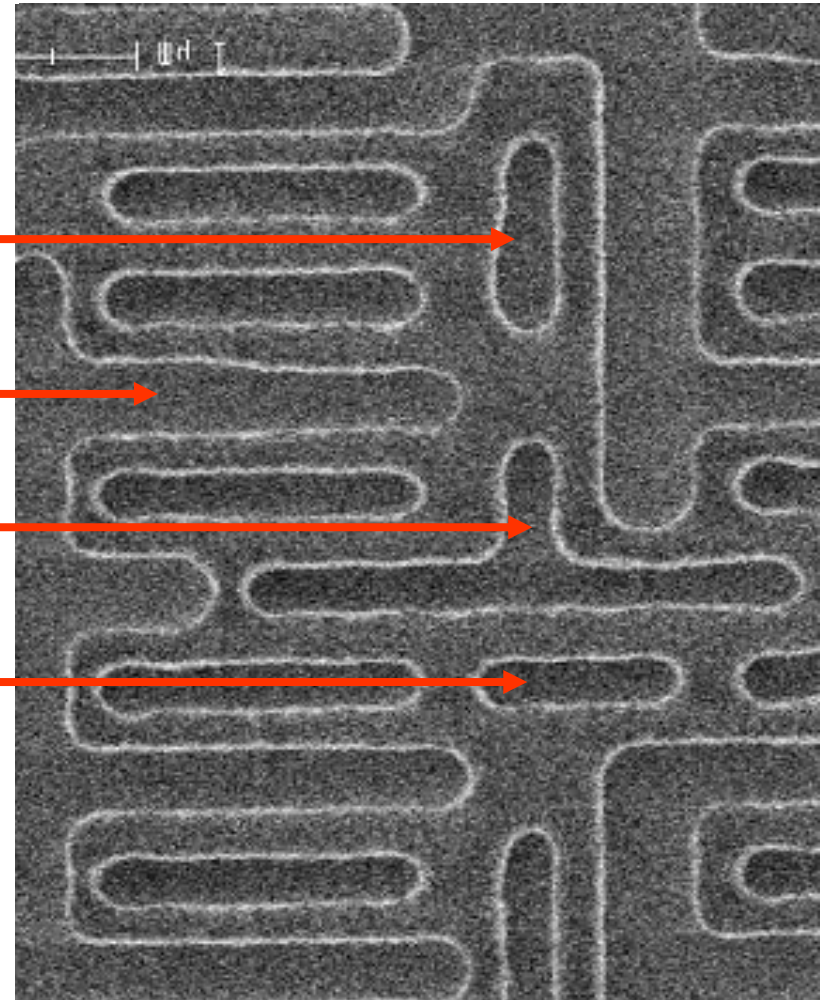
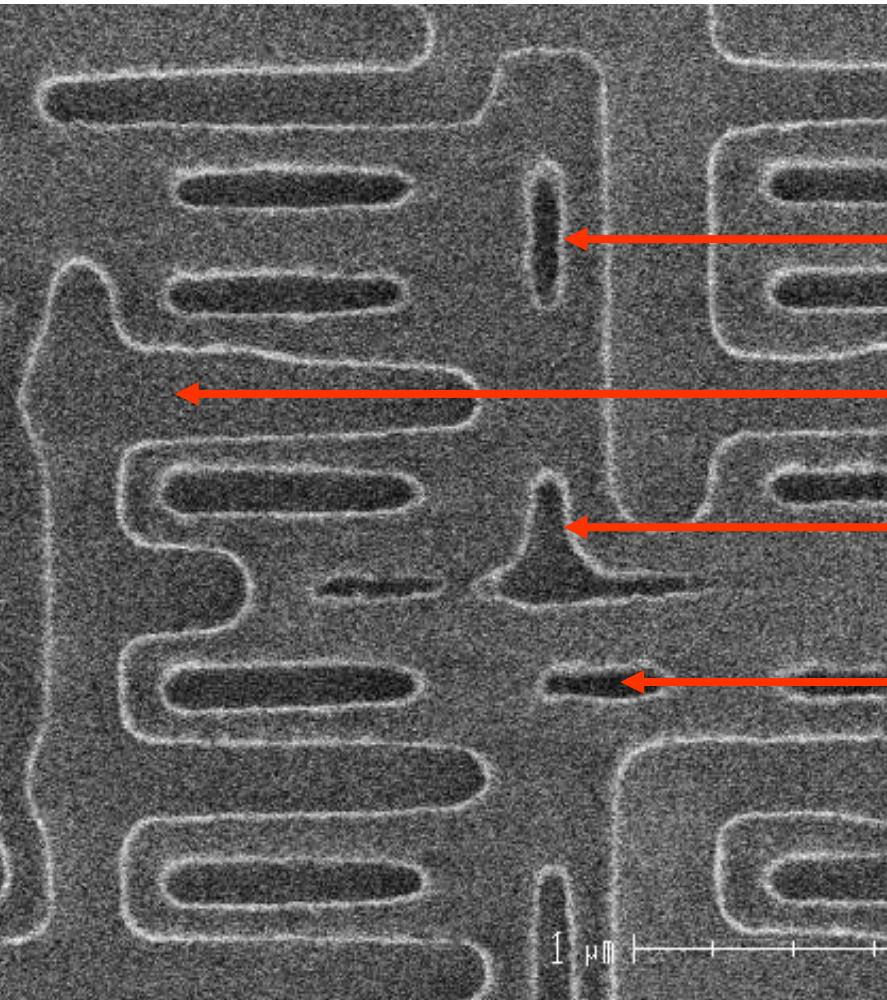
*Courtesy of Y. Trouiller*

# Optical Proximity Correction (OPC)

No OPC

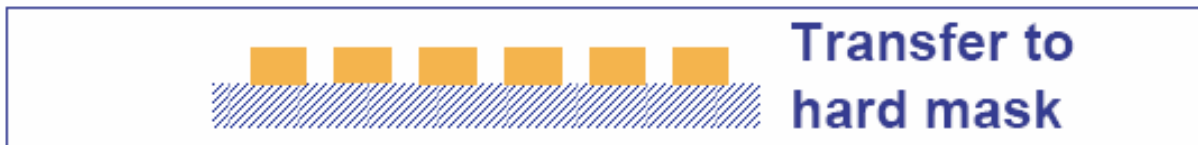
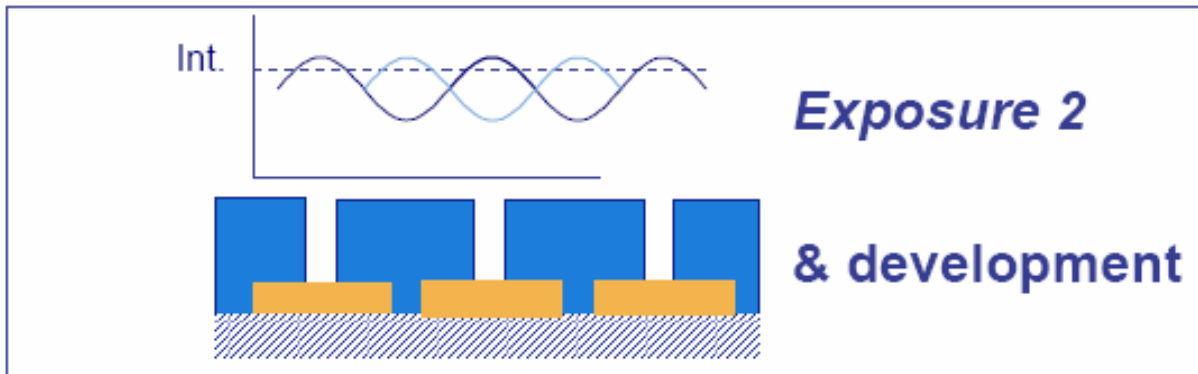
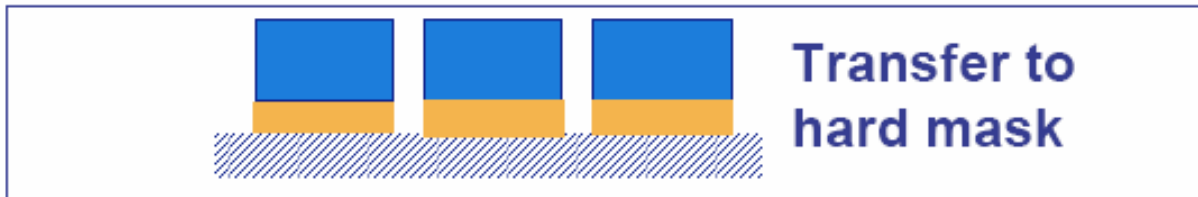
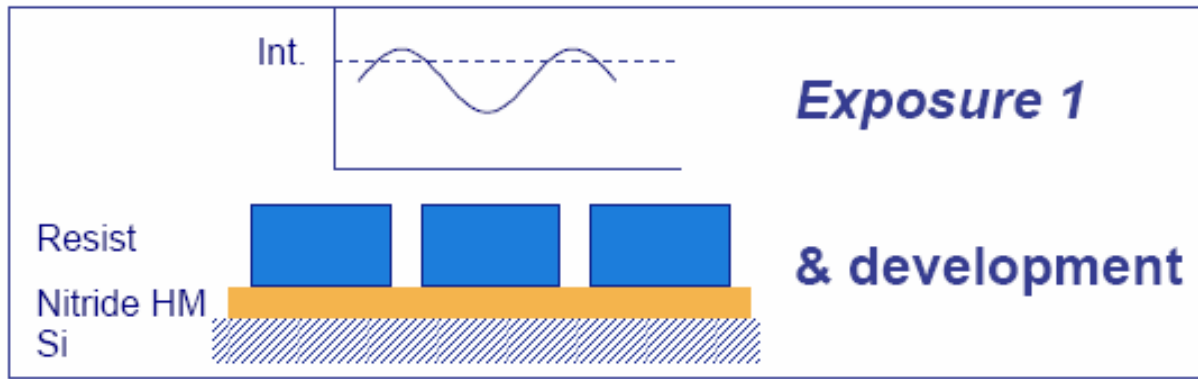
C065 Metall

OPC



*Courtesy of Y. Trouiller*

# Double exposure/ Double patterning



Overlay bu  
Process co  
CoO (throu

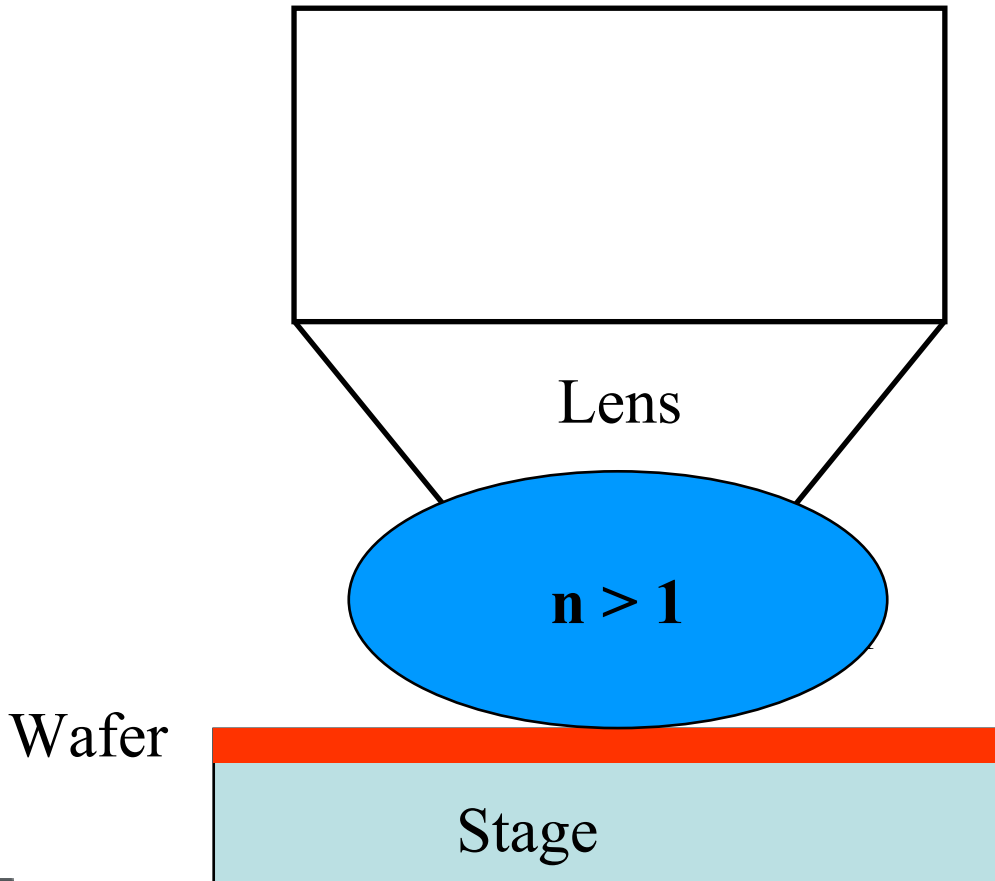


- K1 factor was 0.6-0.7 in production environment
  - Today most aggressive k1 in production is 0.3
    - Physical limit for single exposure is 0.25
  - Using DE/DP k1 could be pushed down to 0.22
- ➔ This will allow to print features less than  $\frac{1}{4}$  of the exposure wavelength

# Numerical Aperture increase

- In air max achievable NA is 1
- Today state of the art dry system achieve NA =0.93

Introduction of immersion lithography allows to reach NA >1

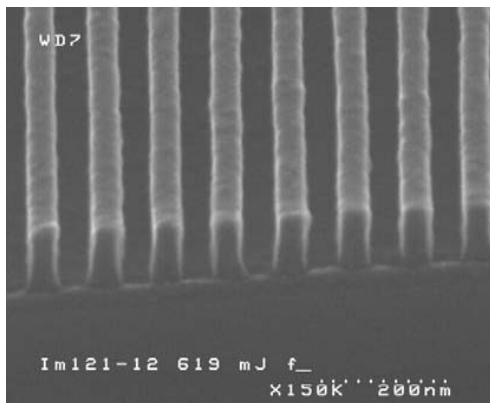
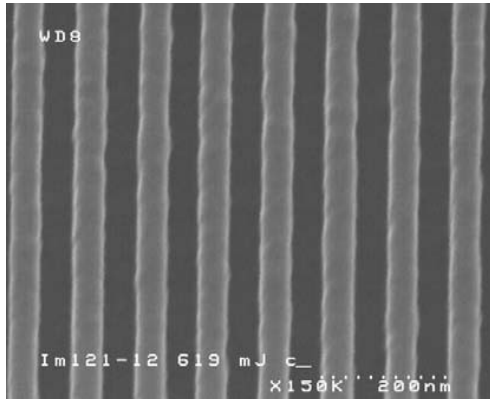


$$NA = n \sin \theta$$

- Today with water ( $n = 1.44$ )  $NA = 1.2 \sim 1.3$  are achievable
  - Still some defect issues to be resolved
- High index fluid are under development
  - $n = 1.6$  could allow  $NA = 1.35 \sim 1.5$
  - $n = 1.8 \sim 2$  could allow  $NA = 1.6 \sim 1.8$
  - Big challenge to develop high index fluid which are stable and with low absorption
  - Going to  $n > 1.5$  will request new lens material and new resist

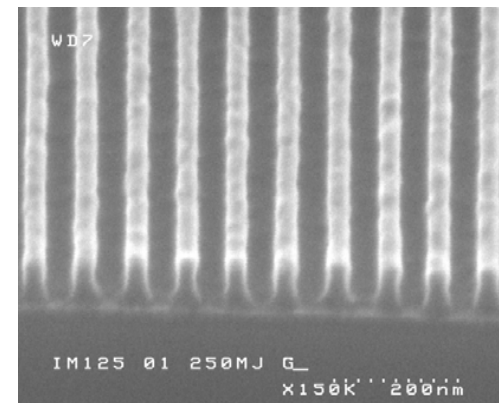
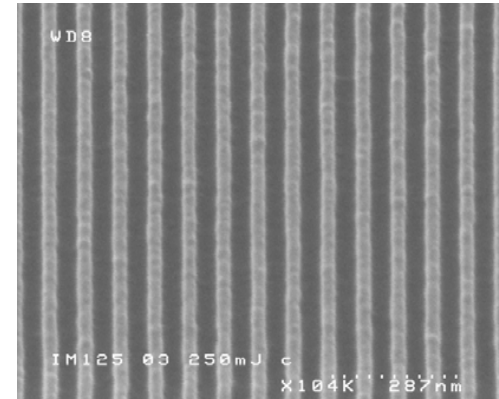
# Immersion lithography with water

55 nm hp imaging NA=0.87



CD = 47 nm

40 nm hp imaging NA=1.2



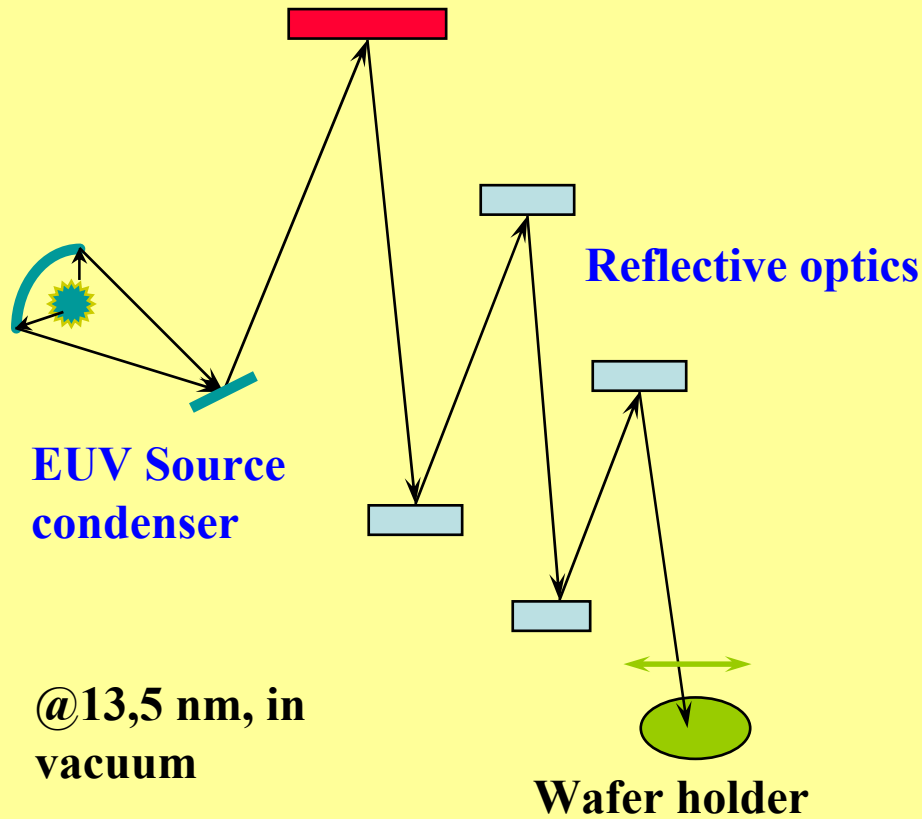
CD = 39 nm

Obtained by interferometer lithography



## The big jump from DUV 193 nm to EUV 13.5 nm

Reflective mask



**Everything absorb EUV light**

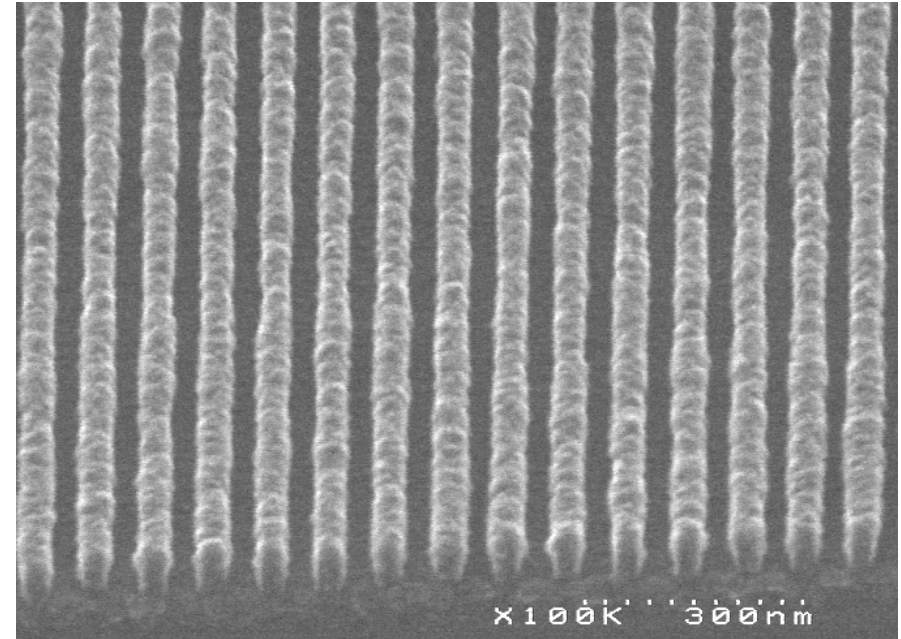
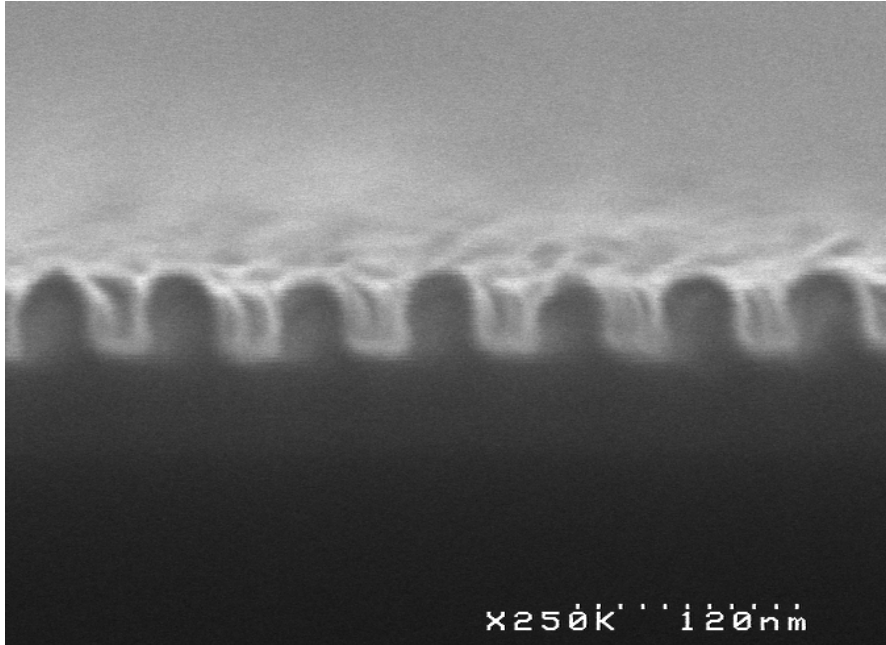
- ✓ Vacuum
- ✓ Reflective masks and optics

**Sources: based on plasma (Xe,Sn,In) emitting in EUV (13.5 nm)**

- ✓ Laser Produce Plasma (LPP)
- ✓ Discharge Produce Plasma (DPP)

**Specifications very tight**

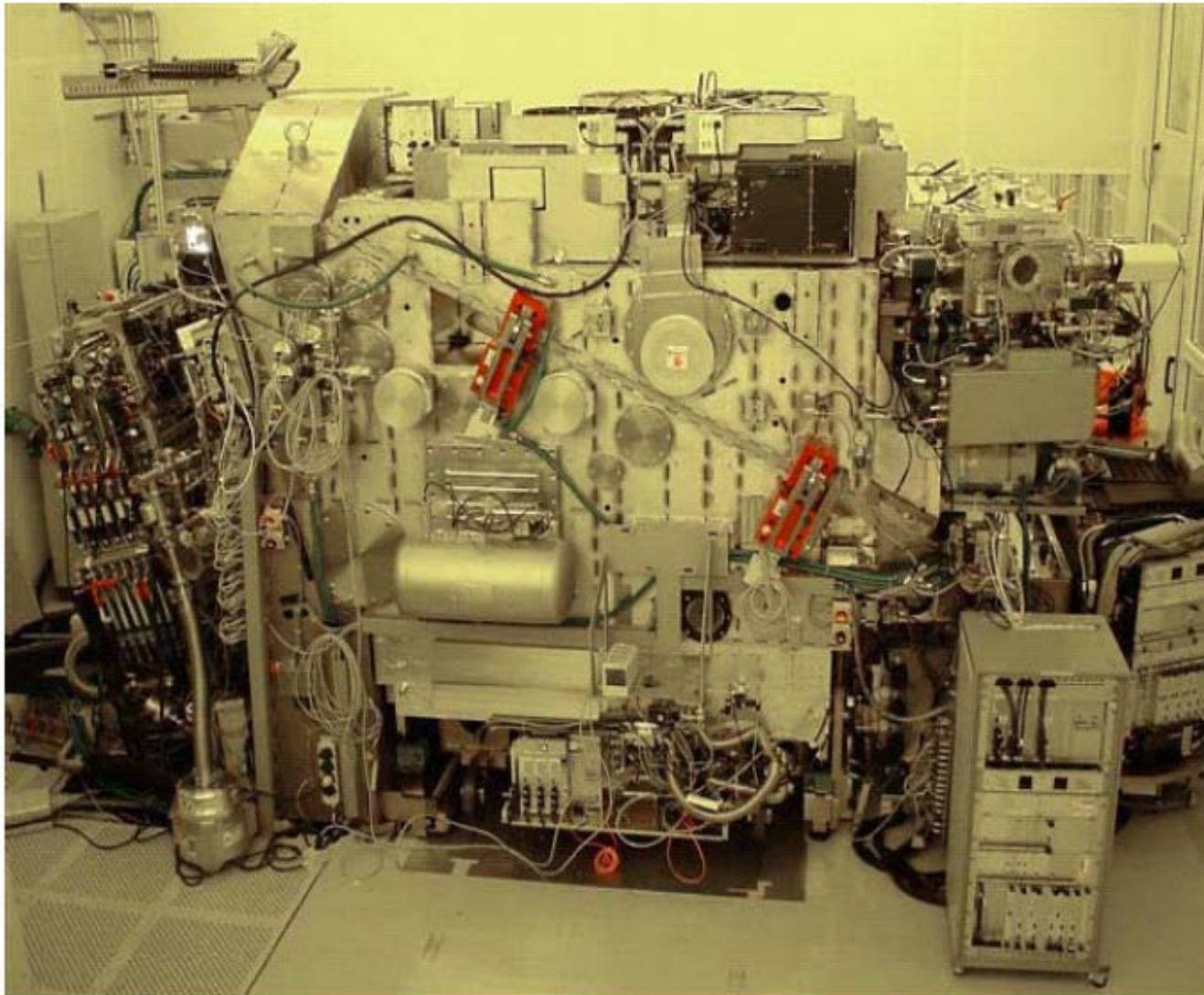
- ✓ ML mirrors: 70% reflectivity
- ✓ Masks: defects <  $10^{-3}$  defects/cm<sup>2</sup>
- ✓ optics: < 0.1 nm roughness
- ✓ sources: 180 W, no debris



**32.5 nm L/S on CAR using IL-EUV at PSI**

Today no CAR meet requirements for resolution, sensitivity and LER

# EUV lithography : ASML alpha tool



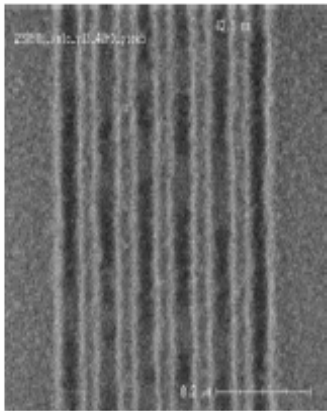
	AD-tool
$\lambda$	13.5 nm
NA range	0.15 – 0.25
Field size	26 x 33 mm <sup>2</sup>
Wafer size	300 mm
Magnification	4x
Flare	16%
Dense L/S	40 nm
Isolated lines	30 nm
Iso/dense contact	55 nm
Overlay	12-15 nm
Throughput	~6-10 wph



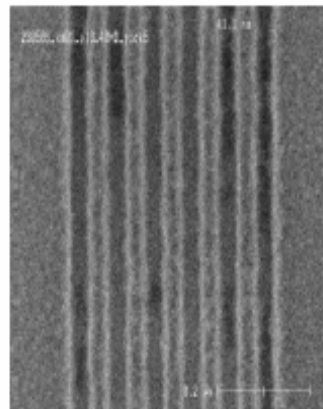
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## 40nm scanning H-lines/spaces 'through slit' from AD-tool

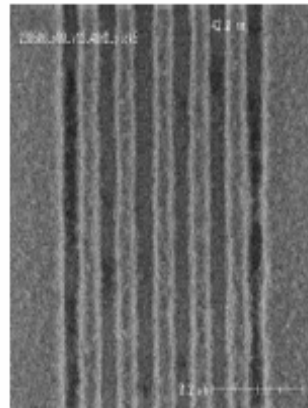
(22-May-'06)



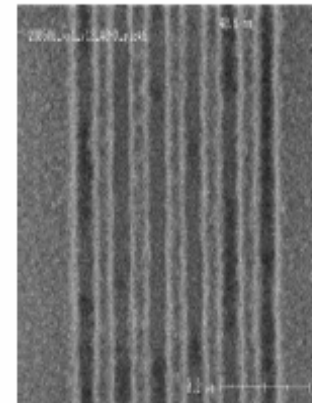
-10.6 mm



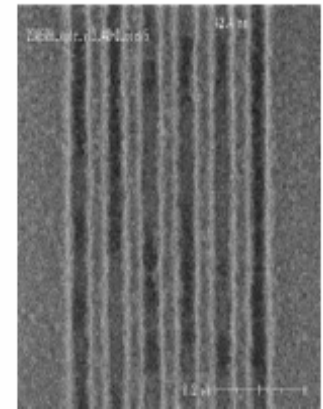
-6.36 mm



0.0 mm



6.36 mm



10.6 mm

*Resist: MET-2D, ~18 mJ/cm<sup>2</sup>*  
*NA=0.25*  
 *$\sigma=0.5$  (conventional illumination)*



## ***Top issues***

- Resist resolution, sensitivity and LER
- Collector lifetime
- Availability of defect free masks
- Source power

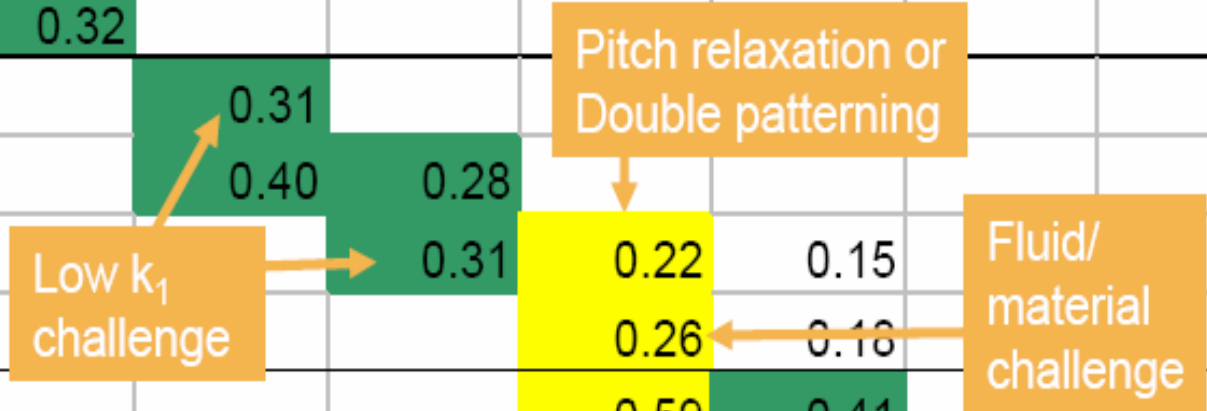
## ***Remaining Critical Issues***

- Reticle protection during storage, handling and use
- Projection and illuminator optics quality and lifetime

**→ Significant concern: Timing and cost**

# ASML technology roadmap scenarios

half pitch		100	65	45	32	22	16	11
year		2005	2007	2009	2011	2013	2015	
$\lambda$ [nm]	NA							
248	0.80	0.32						
193	0.93		0.31					
	1.20		0.40	0.28				
	1.35			0.31	0.22	0.15		
	1.55				0.26	0.18		
13.5	0.25				0.59	0.41		
	0.35					0.57	0.41	
	0.45						0.53	0.37



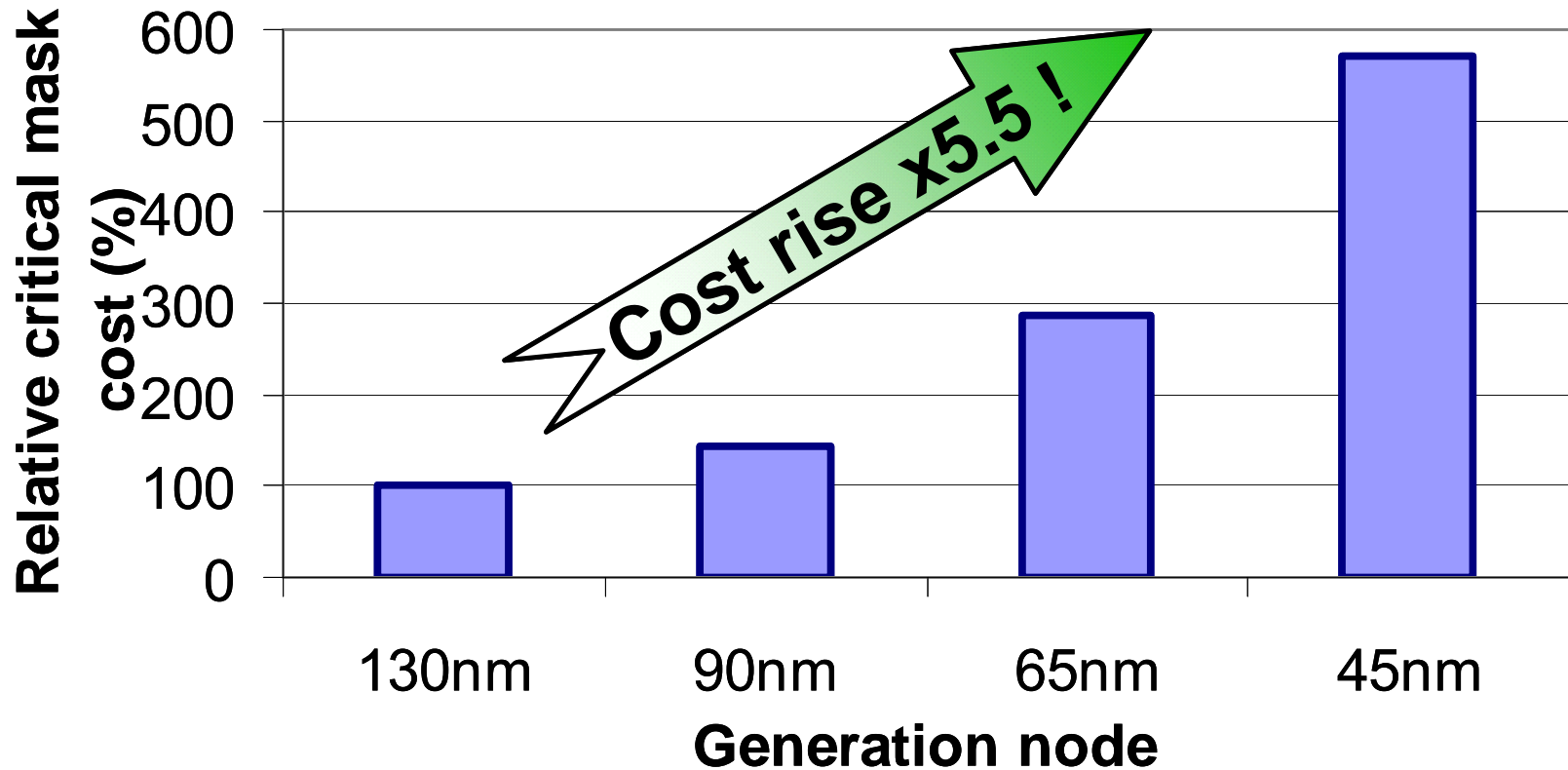
likely

opportunity



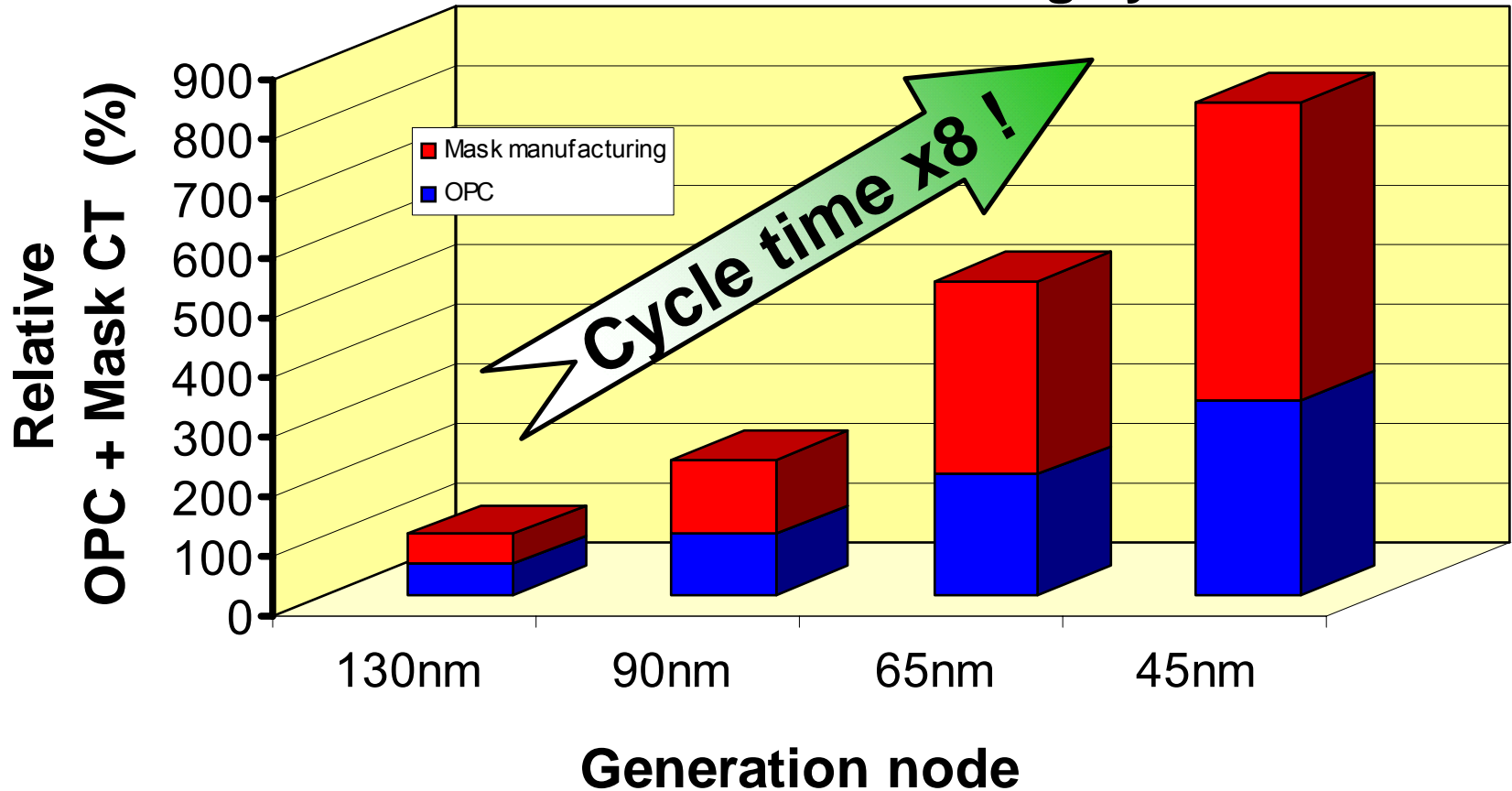
- Resolution improvements are made to the detriment of severe cost increase for masks and tools.**
  
- To overcome these economical issues introduction in the lithography roadmap of:**
  - Maskless solutions foreseen with charged particles (E-beam) or optical (193 nm or EUV wavelength)
  - Nanoimprint technology

## Mask cost increase concerns

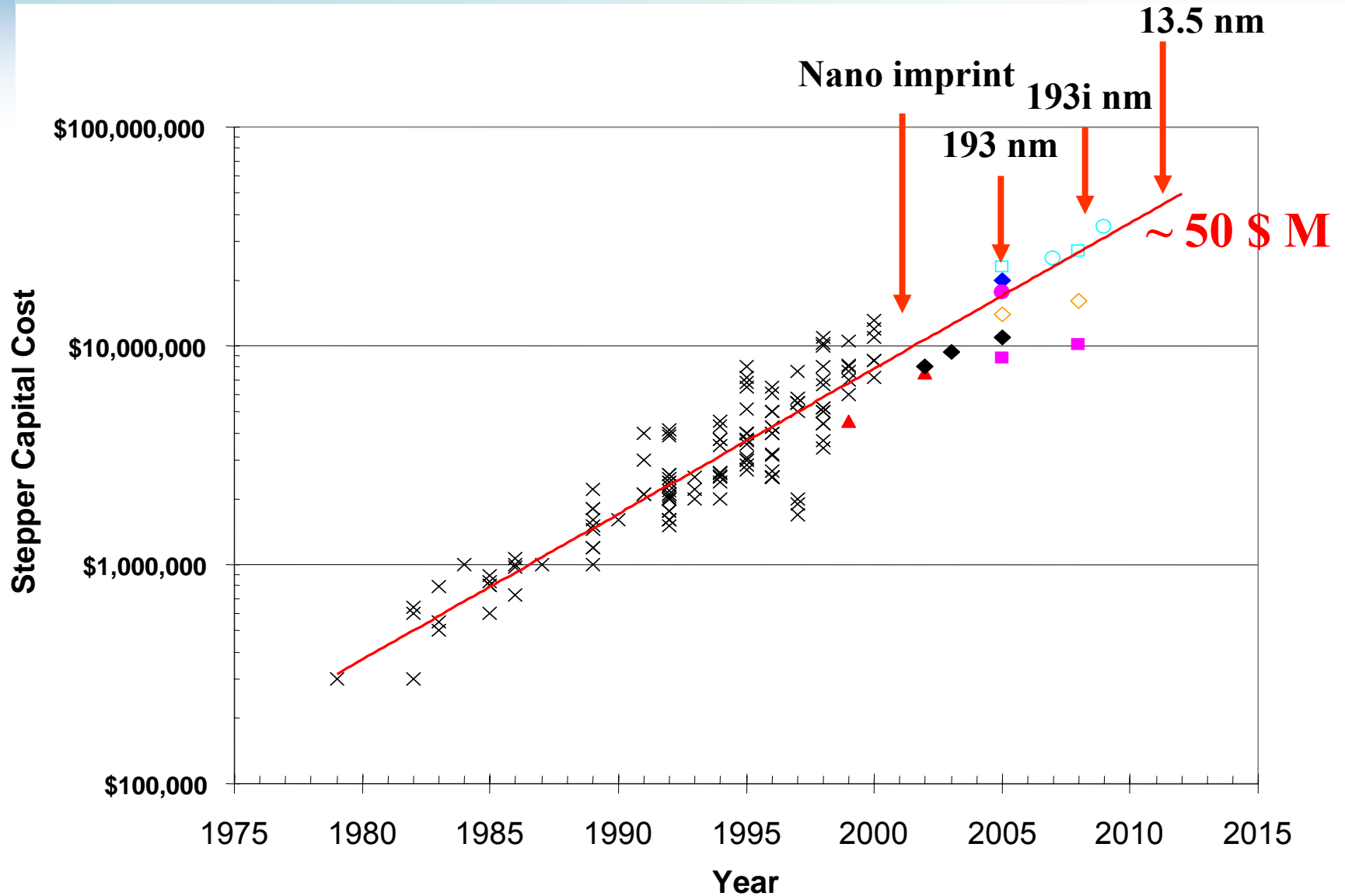




## Critical mask manufacturing cycle time



# Equipment cost



# Crolles 2 Alliance EBDW Litho



CMOS 65

CMOS 45

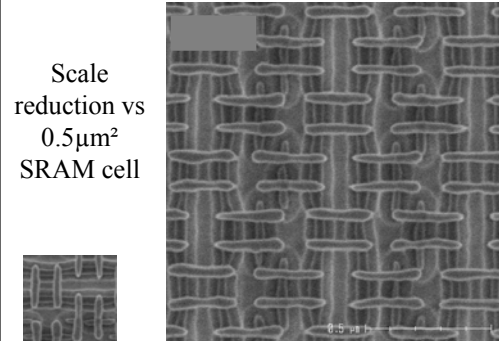
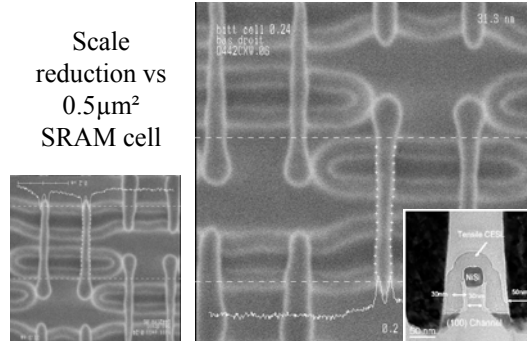
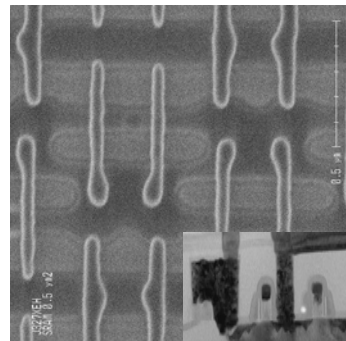
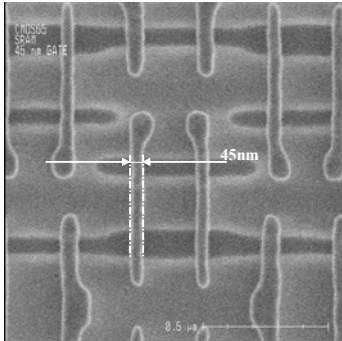
CMOS32

Q4/2002

Q4/2003

Q4/2004

Q4/2005  
1st studies



Scale  
reduction vs  
 $0.5\mu\text{m}^2$   
SRAM cell

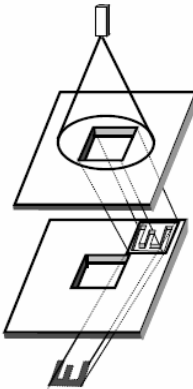
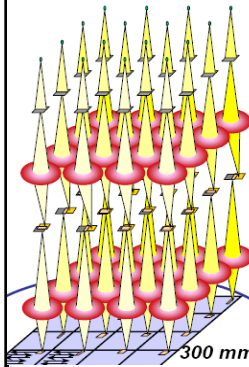
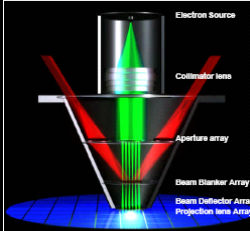
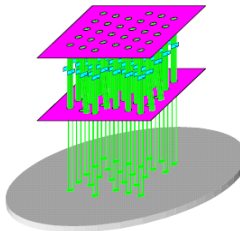
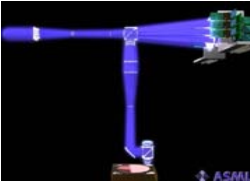
Scale  
reduction vs  
 $0.5\mu\text{m}^2$   
SRAM cell

$0.69\mu\text{m}^2 - 65\text{nm}$

$0.5\mu\text{m}^2 - 65\text{nm}$

$0.248\mu\text{m}^2 - 45\text{nm}$

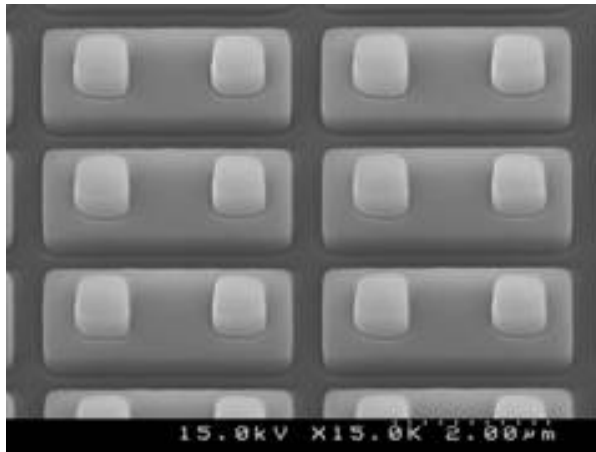
32nm

company name	EBEAM corp	ADVANTEST	MAPPER	VISTEC	ASML
principle	VSB+CP 400 characters	multi columns with shape beam & CP concept 100 characters	multi-beam	multi-beam	multi array
source	electron	electron	electron	electron	photon
Acc voltage	5kV	50kV	5kV	100kV	NA
demagnification number				400	400
beam number	1	16 columns	13000	10000	100Mpixel 26x32mm
spot size	VSB spot	VSB spot	35nm	25nm	40nm
throughput (wph)	1-5	1-10	10-30	5	5
technology node insertion	65hp	65hp	45 hp	45hp	65hp
					

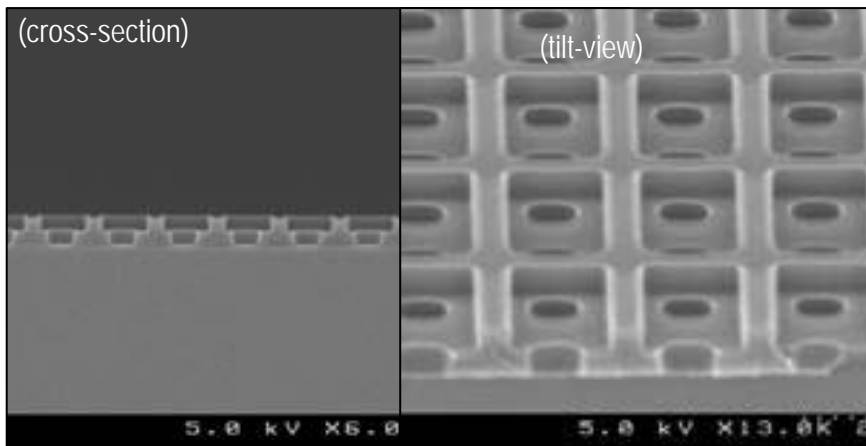
# Nanoimprint as a NGL: Why?

## 3 Dimensional printing

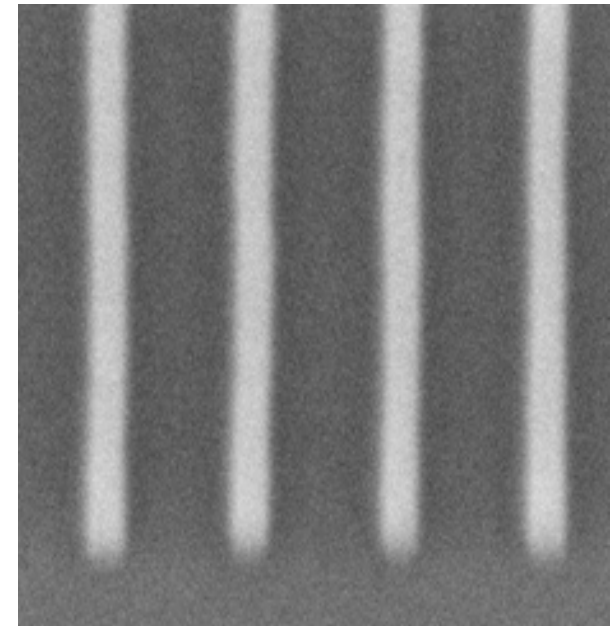
Via chain structure (Via / Metal2)



Imprint into dielectric



Low LER



20nm Replication

*Courtesy of MII*

<i>Template :</i>	<i>Specifications (32 nm node) :</i>
<b>Magnification</b>	<b>1X</b>
<b>Mask nominal image size</b>	<b>18 nm</b>
<b>Image placement</b>	<b>1 nm</b>
<b>Linearity</b>	<b>3.2 nm</b>
<b>Defect impacting CD</b>	<b>3 nm</b>
<b>Trench width roughness</b>	<b>1.4 nm</b>

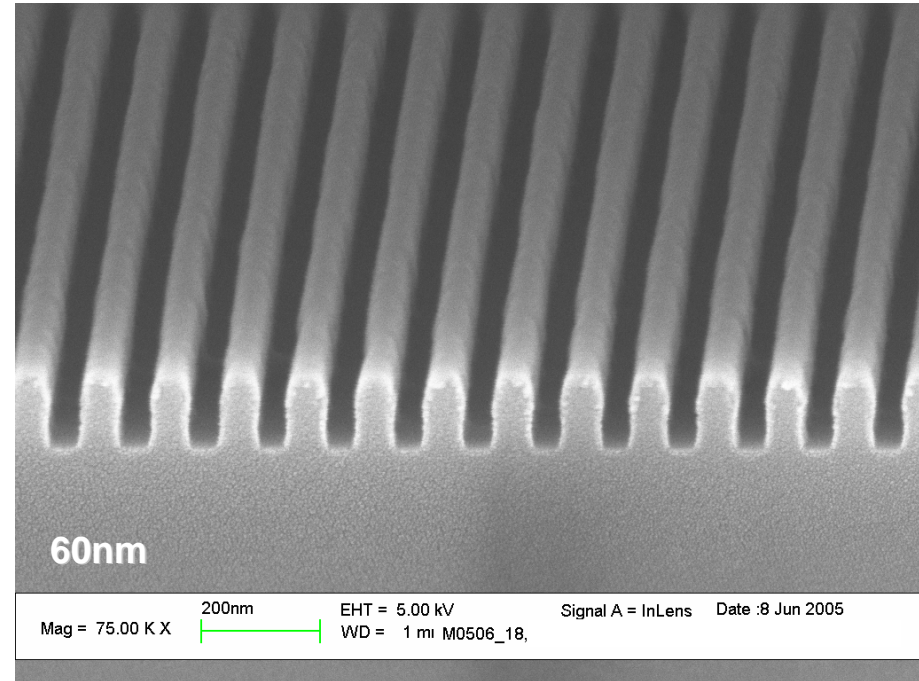
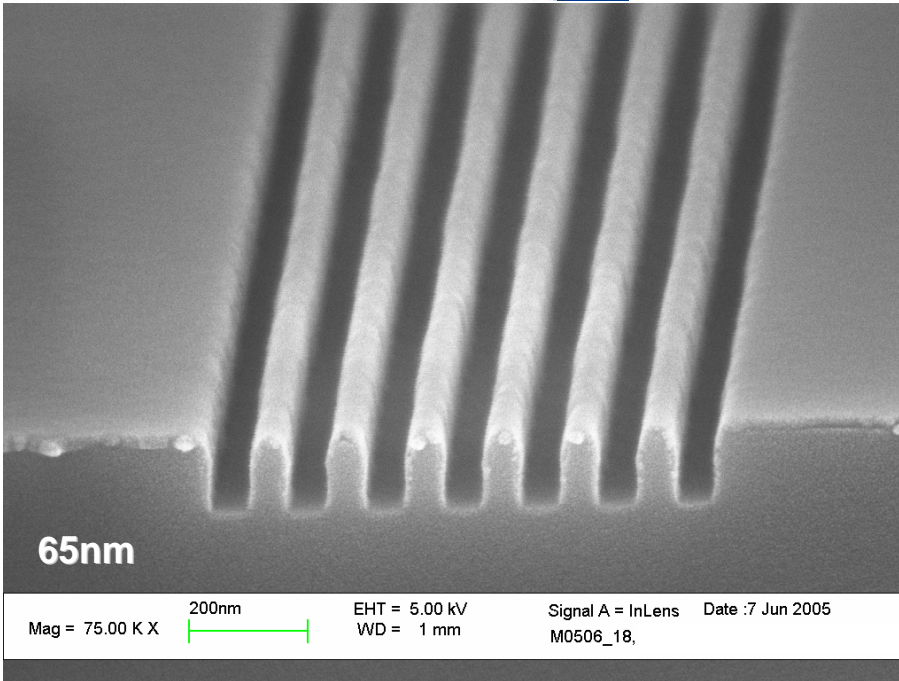
The full infrastructure need to be put in place timely

# 1X template fabrication key issues

- ➔ Compare to 4X requirements 1X roadmap need to fill significant technical gaps:
  - E-beam lithography tools are needed with 1X resolution, Image placement and the necessary throughput
  - CAR resists needed with Low diffusion allowing 32 nm dense and 18 nm isolated lines with necessary CD control
  - Etching process needed with 1X specifications for linearity, profile and depth control
  - E-beam metrology and inspection on insulator
  - Handling/storage: maintaining defect free template what will be the pellicle?
- ➔ 1X mask technology could have difficulties to be accepted by the IC industry
- ➔ Remember: 1X mask have been one of the showstopper for X-Ray lithography!

# 1X template fabrication: state of the art

ims chips



65 and 60nm L/S structures etched in quartz



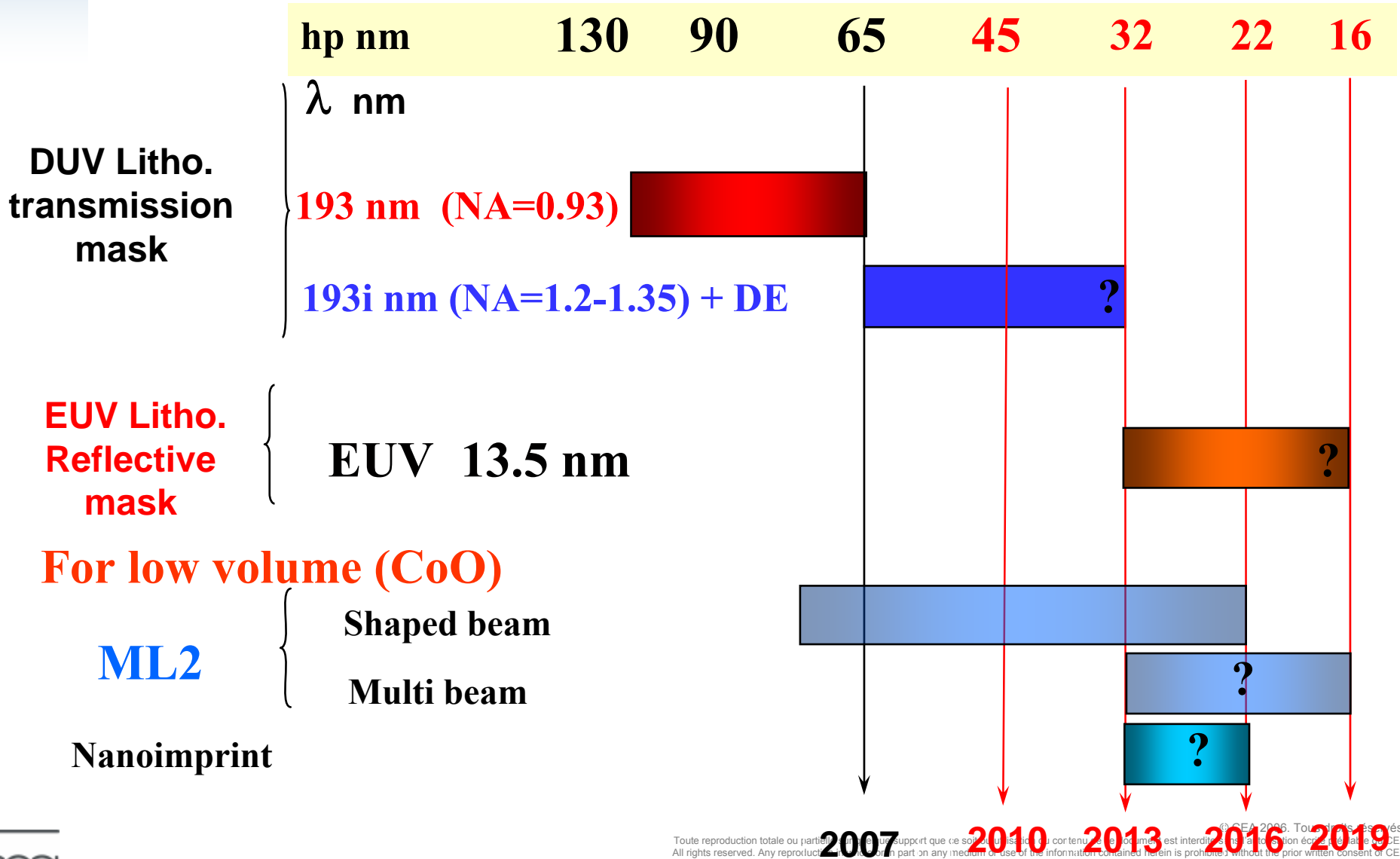
# Tool requirements for IC manufacturing

<b><i>Tool/process :</i></b>	<b><i>Specifications (32 nm node):</i></b>
<b>Wafer min half pitch</b>	<b>32 nm</b>
<b>Wafer min line in resist</b>	<b>18 nm</b>
<b>Wafer min contact hole</b>	<b>30 nm</b>
<b>Overlay accuracy</b>	<b>6 nm</b>
<b>CD uniformity (3<math>\sigma</math>)</b>	<b>3 nm</b>
<b>Throughput (300 mm)</b>	<b>50 wph</b>

But also:

- Magnification/Distortion corrections
- Mix and Match capability
- Defectivity control

# lithography roadmap (2006)



- 193 i with DE/DP will be pushed down to the 32 nm hp
- Today there is no alternative to EUVL for the 22 nm hp
- Actual CAR doesn't meet requirements (LER, resolution and sensitivity) :
  - ➔ **new resist platforms needed for 22 nm hp?**
- For low volume production a cost effective lithography solution is urgently needed :
  - ➔ **ML2 and nanoimprint could be an alternative**
- Can optical lithography be pushed down to the 10 nm range ?
  - ➔ **surface plasmon or evanescent wave could open a multitude of new possibilities for sub-wavelength lithography.**

**Be aware the “optical for ever” lobby  
will never give up!!**

# Acknowledgements

- L.Pain CEA-LETI
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- JY Robic CEA-LETI



Thank you for your attention