



# Future Lithography Techniques - Special Reference to Intel's EUVL

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# Organization

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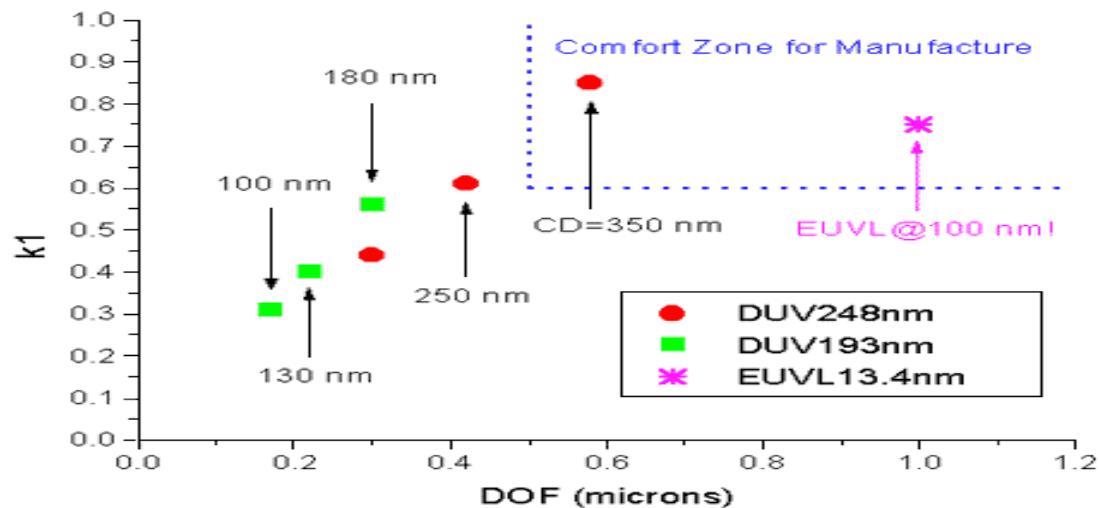
- Introduction and present status
- Motivation- Need for future lithography techniques
- EUV Lithography
  - ❑ Required components
  - ❑ Experimental results
- Conclusion

# Introduction and Present status of Lithography

## ➤ Lithography

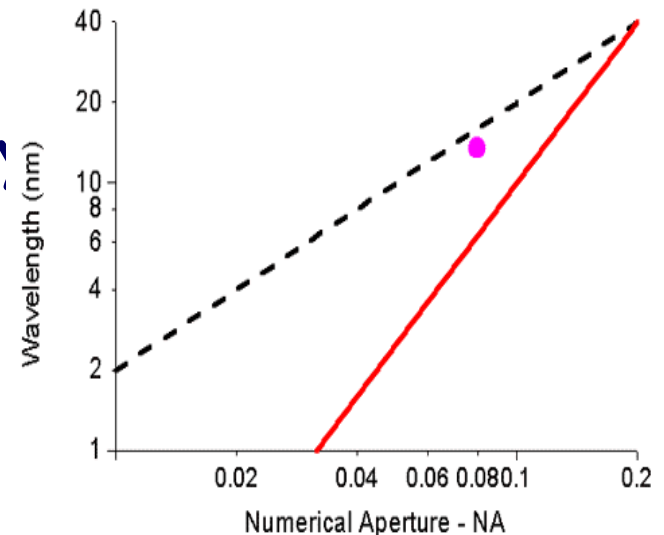
❑ Resolution:  $R = \frac{k_1 \lambda}{NA}$

❑ Depth of focus:  $\sigma = \frac{k_2 \lambda}{(NA)^2}$



# Motivation

- For  $R=100\text{nm}$  :  $\lambda = 200 \text{ nm} * NA$
- For  $\text{DOF}=0.5\mu\text{m}$ :  $\sigma = (NA)^2 \times 10^{-6}$
- Proposed NG Lithography
  - ❑ Extreme Ultraviolet Lithography (EUVL)
  - ❑ X-ray Lithography
  - ❑ Electron-beam Lithography
  - ❑ Ion-beam Lithography



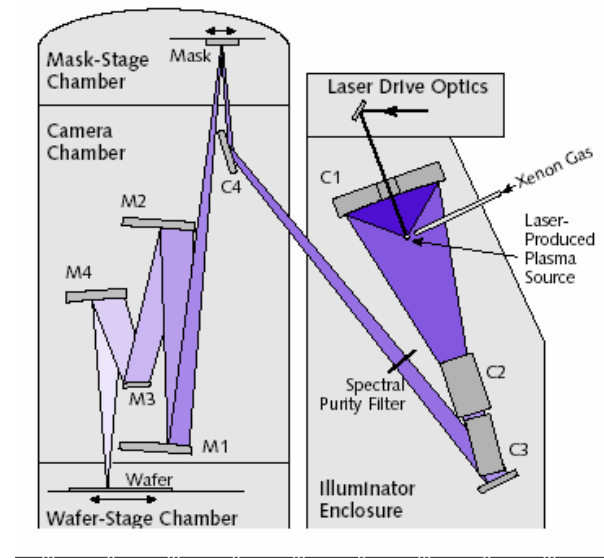
# EUV Lithography

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- Similarity with optical lithography: natural extension of optical lithography at short wavelength radiation.
- Difference: material property at EUV
  - Vacuum Environment
  - Reflective optics
  - Reflective masks

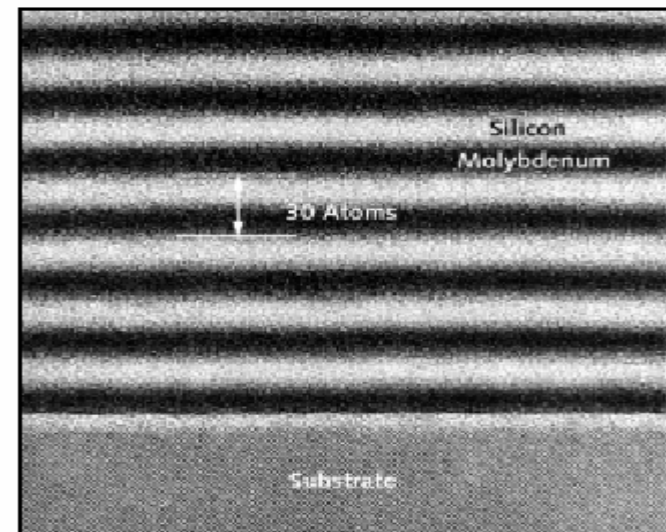
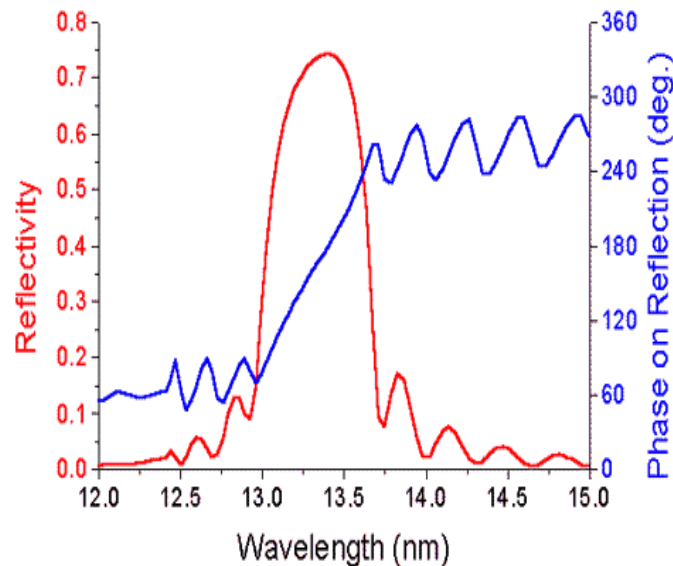
# EUV Lithography (cont.)

- Major subsystems of EUV
  - ❑ Multi-layer Reflectors
  - ❑ EUV Cameras
  - ❑ Masks
  - ❑ EUV Radiation Source
  - ❑ Resists



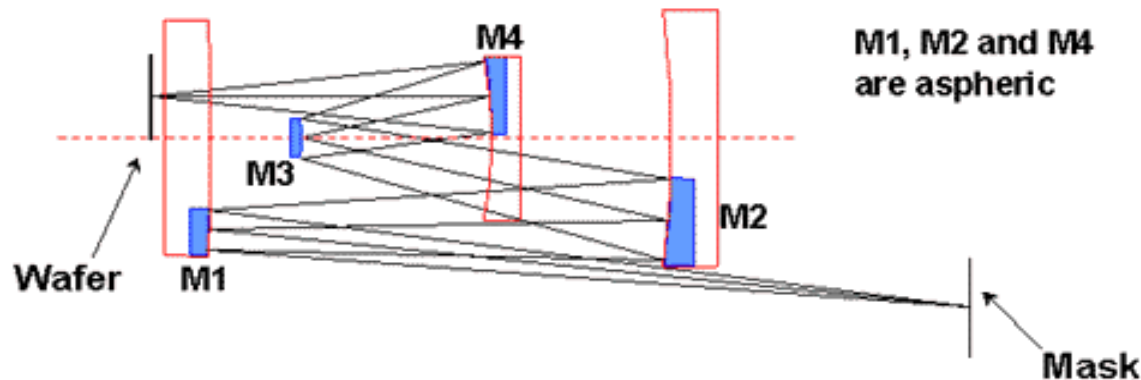
# Multi-layer Reflectors

- Coating of multi-layer thin films (ML's) consisting of large number of alternating layers of materials having dissimilar EUV optical constants
- Alternating layers of Mo and Si : 13 nm



# EUV Cameras

- Reflective optics design more difficult - fewer degree of freedom for mirrors, hence aspheric surfaces
- Four mirror reflective optics



- Important features of camera: better resolution, image with reduction factor of 4, close aspheric structure



# Masks

- EUVL masks are reflective
- Patterned absorber of EUV radiation on top of an ML reflector deposited on a robust and solid substrate (e.g. silicon wafer)
- Reflectance spectrum of the mask must match to that of the ML-coated mirrors of camera
- Anticipated to be fabricated using standard production techniques
- Concerns: ML coating defect repair, pellicles can not be used, hence other methods for protecting EUV masks

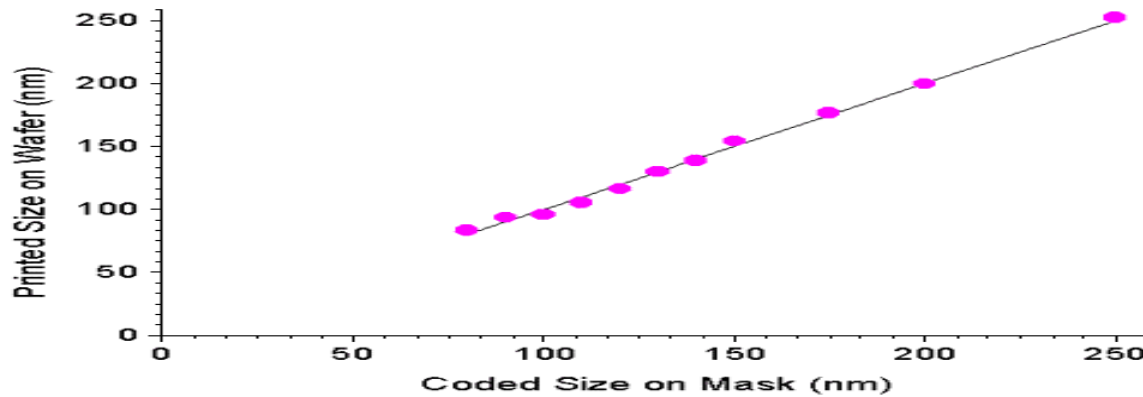
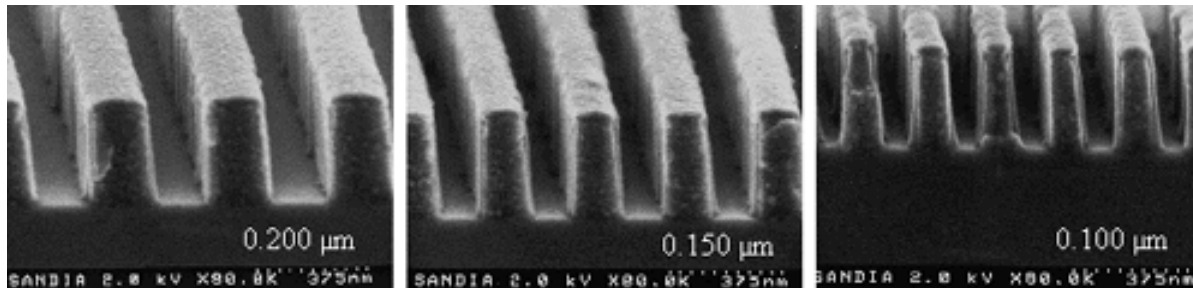
# EUV Radiation Source

- Must be of sufficient intensity
- Must start out extremely small
- A Laser-Produced Plasma (LPP) source
- A powerful 1.06 $\mu$ m laser excite a continuous jet of xenon gas
- Challenges of building the light source
- Main condenser mirror subject to distortion, deterioration of C1's surface, mechanical instability

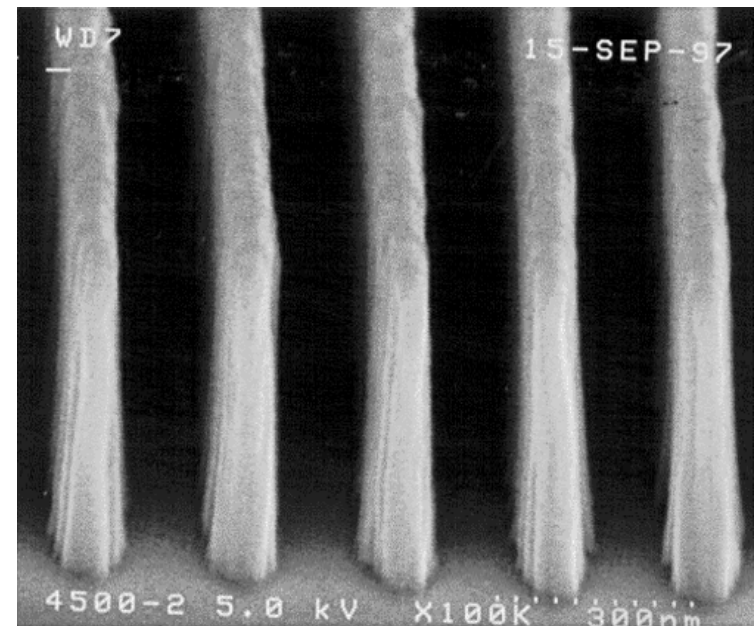
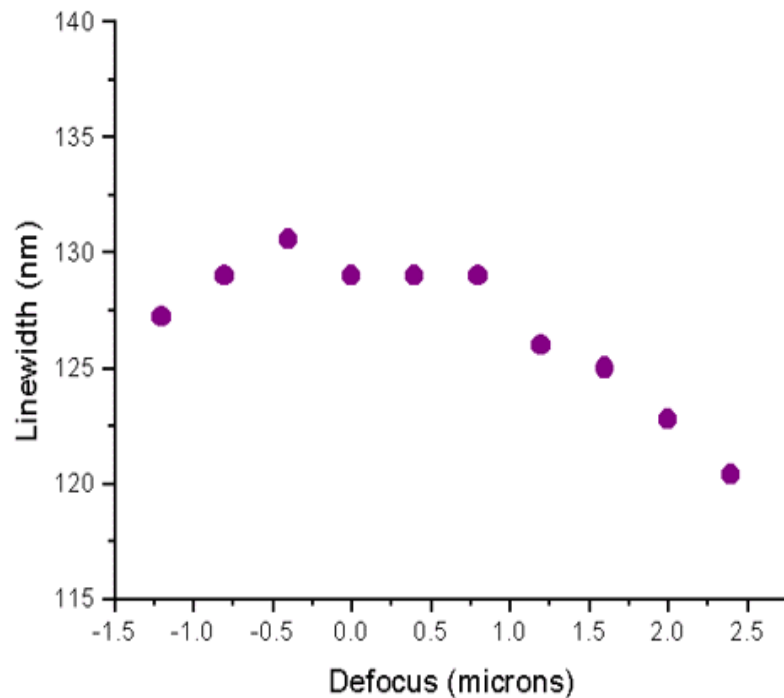
# Resists

- Problem in developing a satisfactory photo resist because of absorption of EUV by all materials
- Printing should occur in a very thin imaging layer at the surface of the resist
- Must have excellent etch resistance
- Resist types worked on
  - ❑ Silylated single-layer
  - ❑ Refractory bi-layer
  - ❑ Refractory tri-layer

# Experimental results



# Experimental results (cont.)



# Conclusion

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## ➤ Open Research Issues

- ☐ Methods for protecting EUV masks
- ☐ Mask distortion due to EUV heating
- ☐ Condenser ( C1) lifetime
- ☐ New tool for measurement of optical devices
- ☐ Laser source
- ☐ Defect free mirror and mask production

**In spite of al these issues there has been significant advancement in EUVL, hence looks promising for Future**



# Thanks