

Double Patterning - lithography & cost considerations

Chris Sparkes



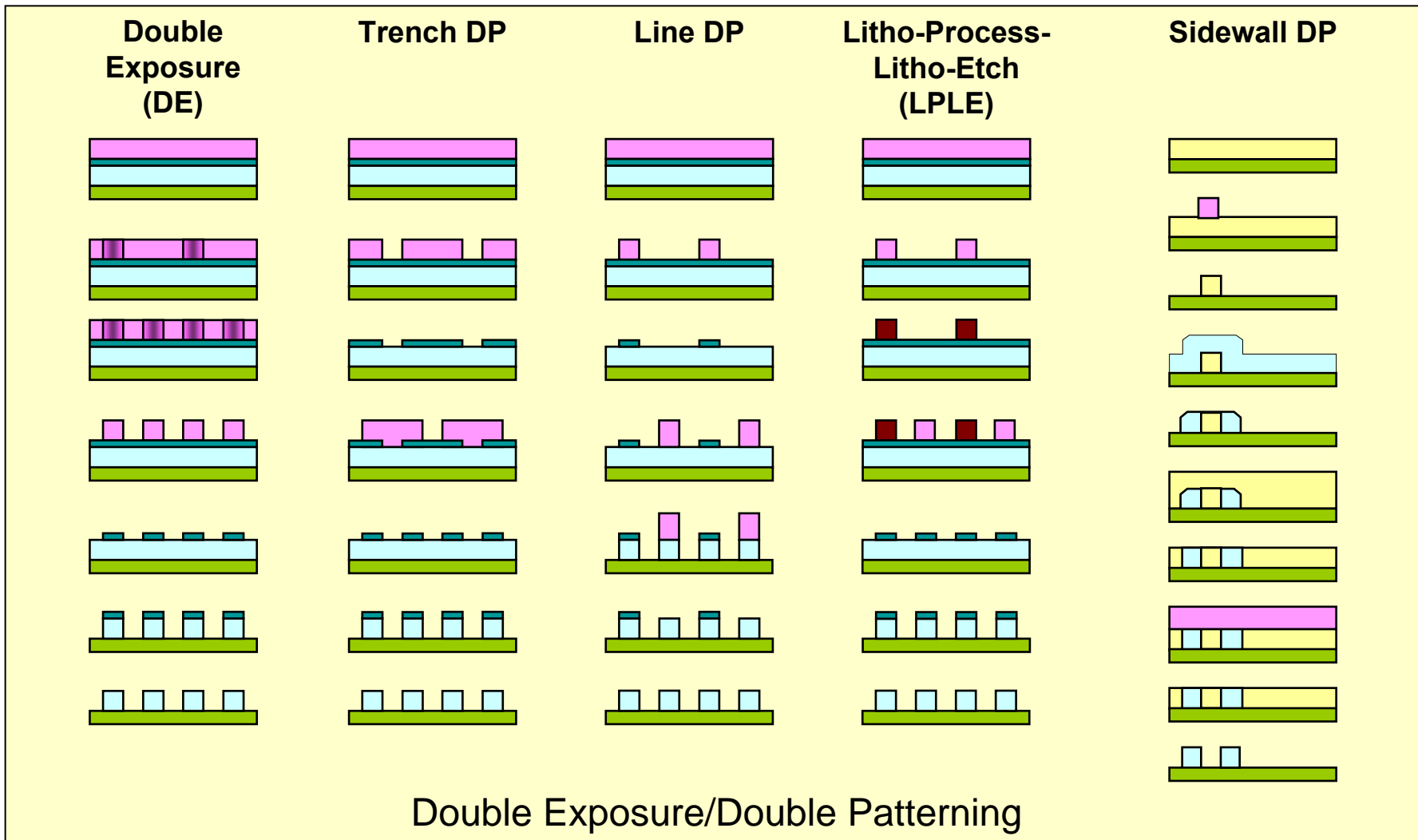
Sokudo Breakfast

Semicon, 2008

Outline

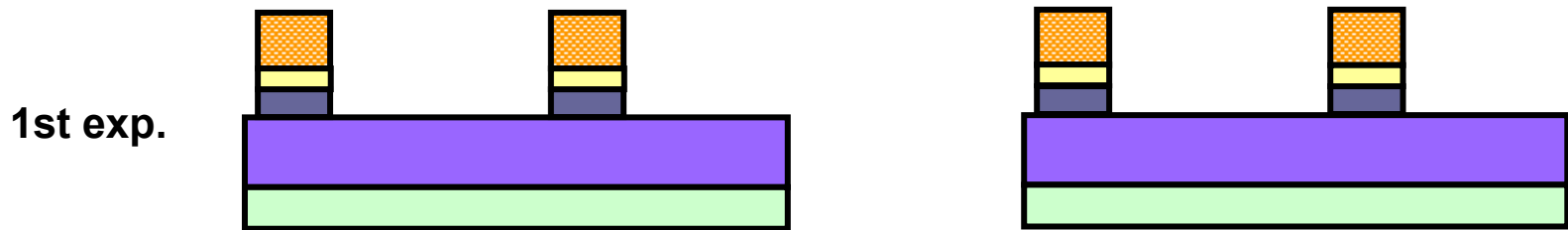
- Double patterning techniques
- CD & overlay for double patterning
 - What do we need?
 - Where are we now?
- Lithography process window considerations
- Cost of ownership for double patterning
 - Scanner throughput
 - Mask & volume considerations
- Summary

Candidate technologies – 32nm HP



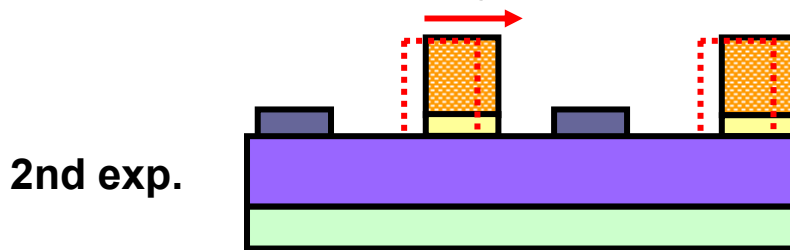
The above description is an example only and should not be taken as an instruction for using our device in particular manner.

CD and overlay errors with DP



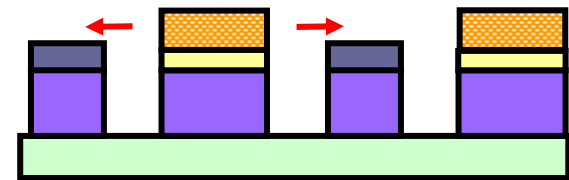
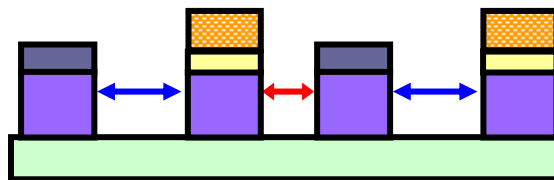
Overlay error

CD error



CD error

Position error



Overlay error
 → **Space CD error**

CD error
 → **Space position error**

ΔCD and overlay for pitch splitting

	Budget Spec	Line CDU	Space CDU
$\overline{L_1 - L_2}$	0.5 nm	2.6 nm	3.3 nm
ΔCD	2.5 nm		
$\overline{m_{SO}}$	0.5 nm		
ΔOL_{Line}	2.3 nm		

Δ CD requirements

ITRS Budget for
32 nm node (2013) :
3.3 nm

	Budget Spec	ΔOL_{Line}
$\overline{m_{SO}}$	0.5 nm	
ΔOL_{SO}	1.8 nm	2.3 nm
$\Delta OL_{reticle}$	1.0 nm	
$\Delta OL_{process}$	1.0 nm	
$\overline{m_{SO}} + \Delta OL_{Line}$	2.8 nm	

Overlay requirements

ITRS Budget for 32 nm
node: 6.4 nm →
4.5 nm for tool
Requirement for CDU :
2.8 nm

All of these numbers are challenging



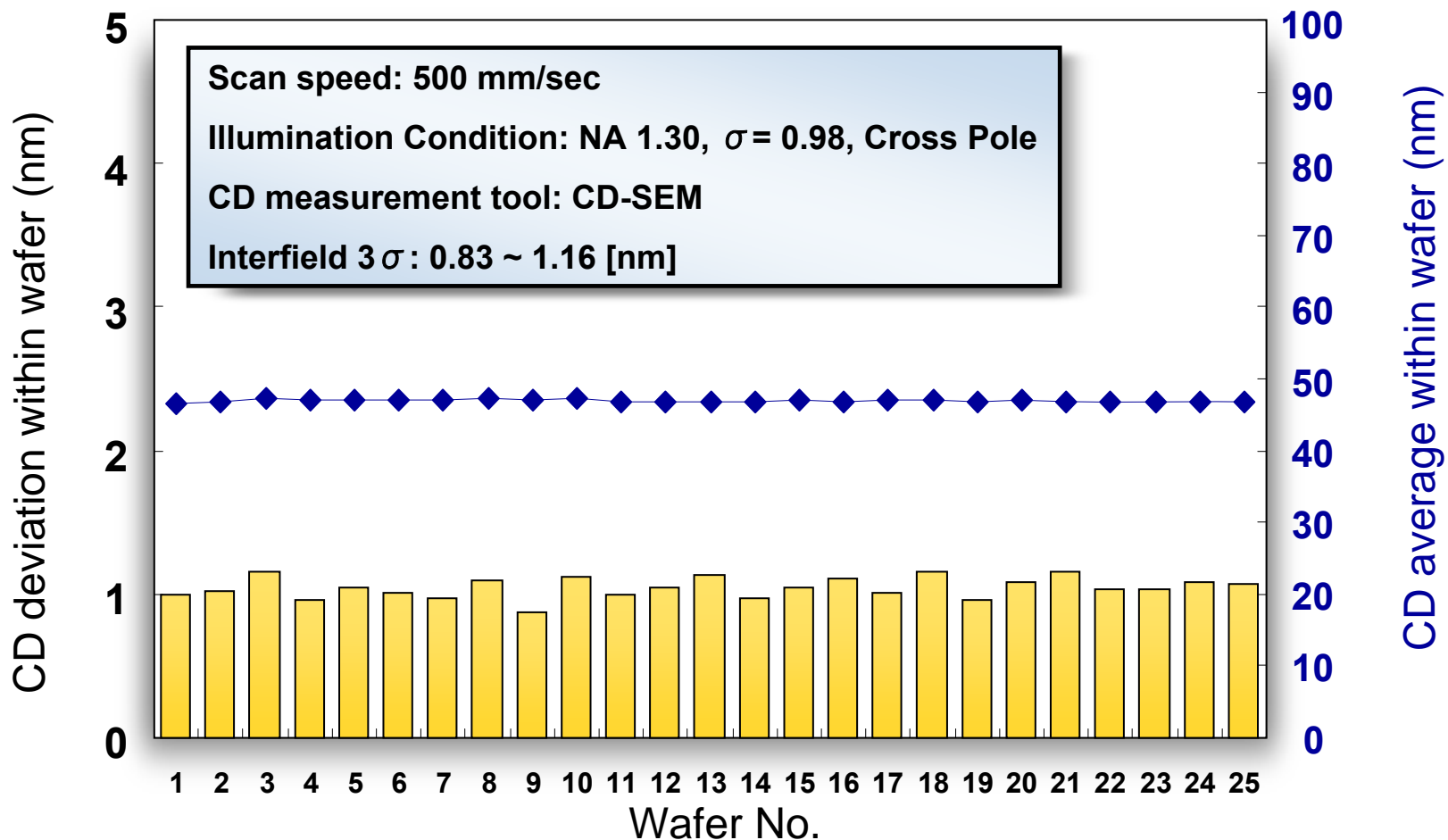
S610C System Performance

	S610C
Maximum NA	1.30
Resolution	≤ 45 nm
Single Machine Overlay	≤ 6.5 nm
Throughput (300mm wafer)	≥ 130 WPH



S610Cs began shipping in early 2007

Current S610C CD uniformity stability

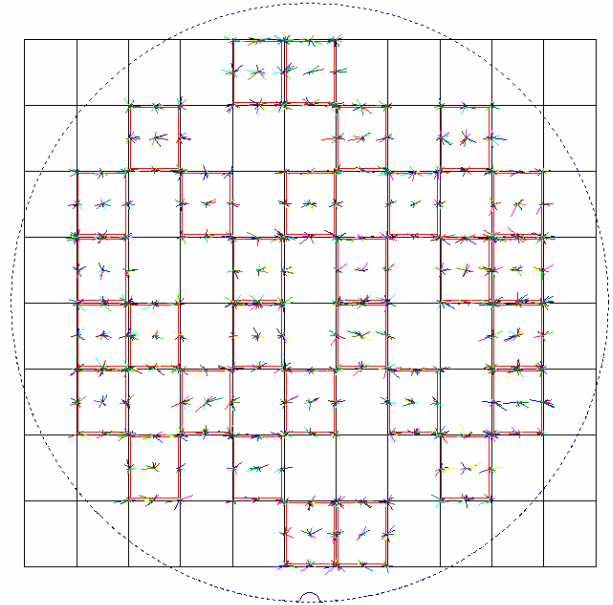
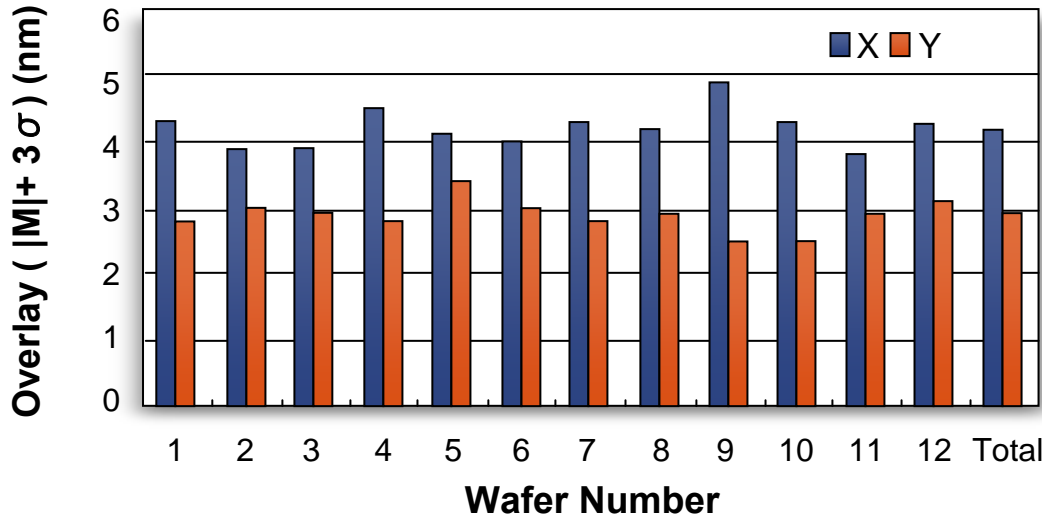


Frequent calibrations ensure optimal CD uniformity and stability



Current S610C champion overlay

Single Machine Overlay

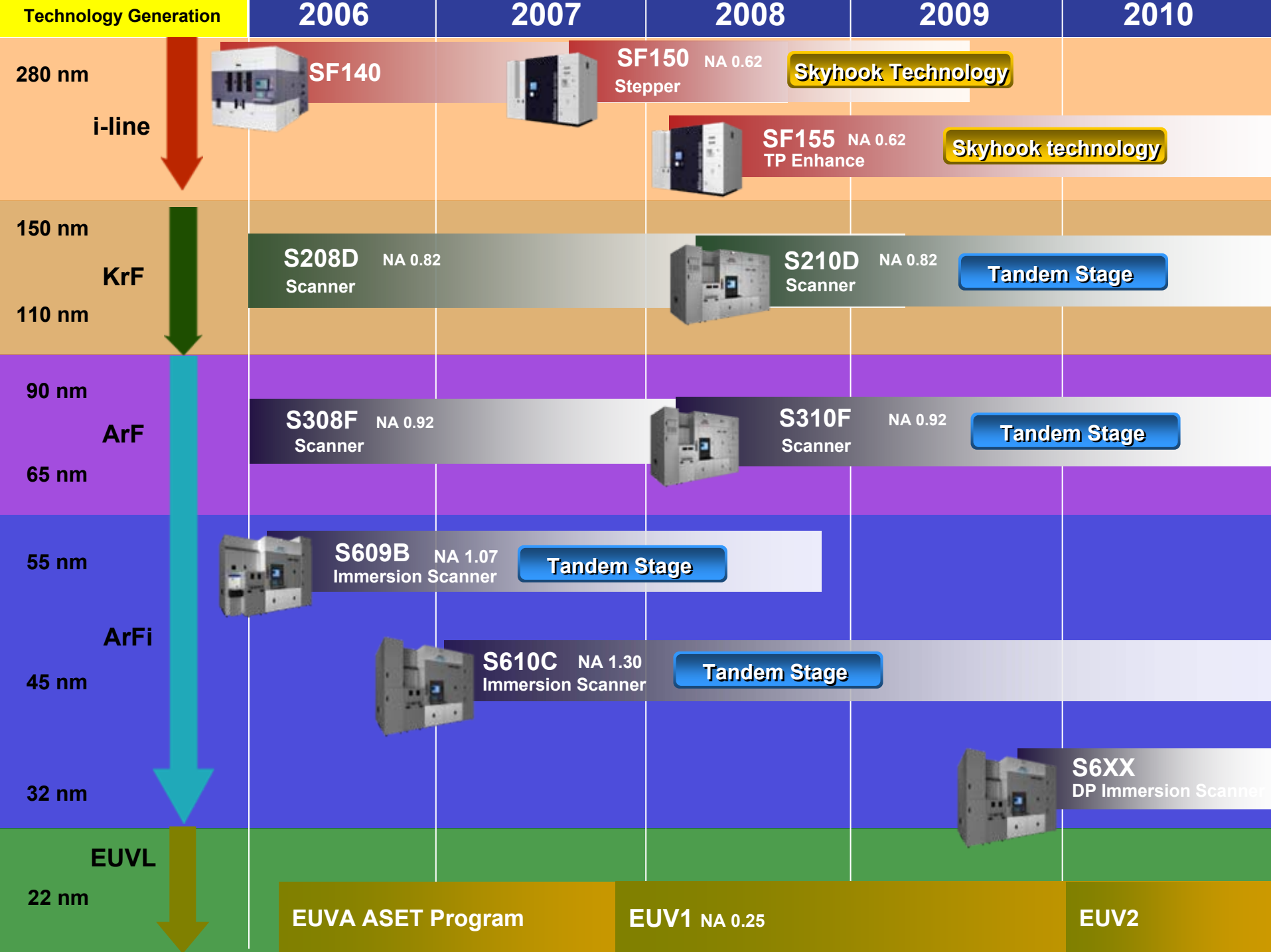


	X (nm)	Y (nm)
Overlay ($ M + 3\sigma$)	4.2	2.9

* standard performance 6.5 nm

**Exceeds performance needed for 45 nm,
and is close to meeting DP requirements**





Technology Generation

2006

2007

2008

2009

2010

280 nm

i-line



SF140



SF150
Stepper NA 0.62

Skyhook Technology



SF155 NA 0.62
TP Enhance

Skyhook technology

150 nm

KrF

S208D
Scanner NA 0.82



S210D
Scanner NA 0.82

Tandem Stage

110 nm

90 nm

ArF

S308F
Scanner NA 0.92



S310F
Scanner NA 0.92

Tandem Stage

65 nm

55 nm

ArFi



S609B
Immersion Scanner NA 1.07

Tandem Stage

45 nm



S610C
Immersion Scanner NA 1.30

Tandem Stage

32 nm



S6XX
DP Immersion Scanner

22 nm

EUVL

EUVA ASET Program

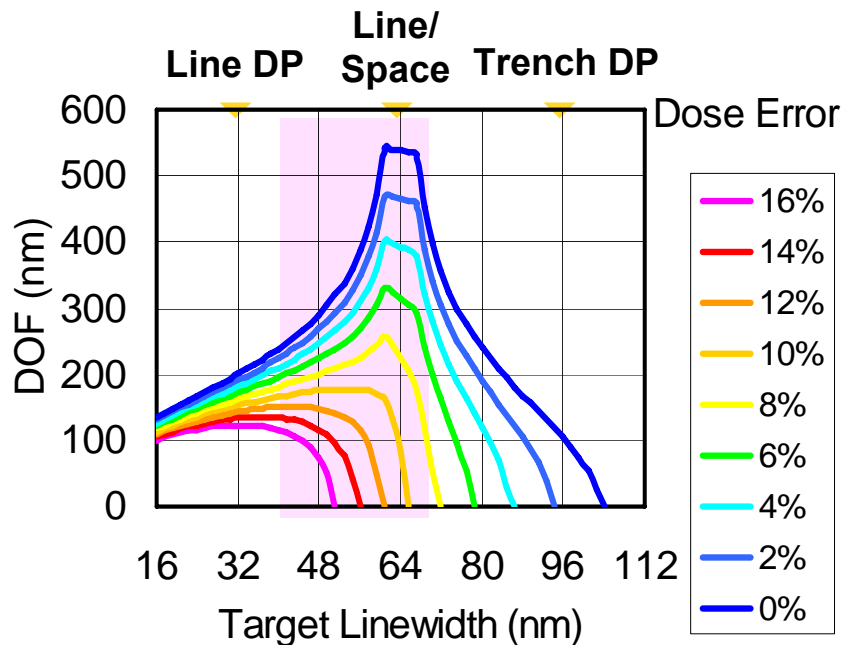
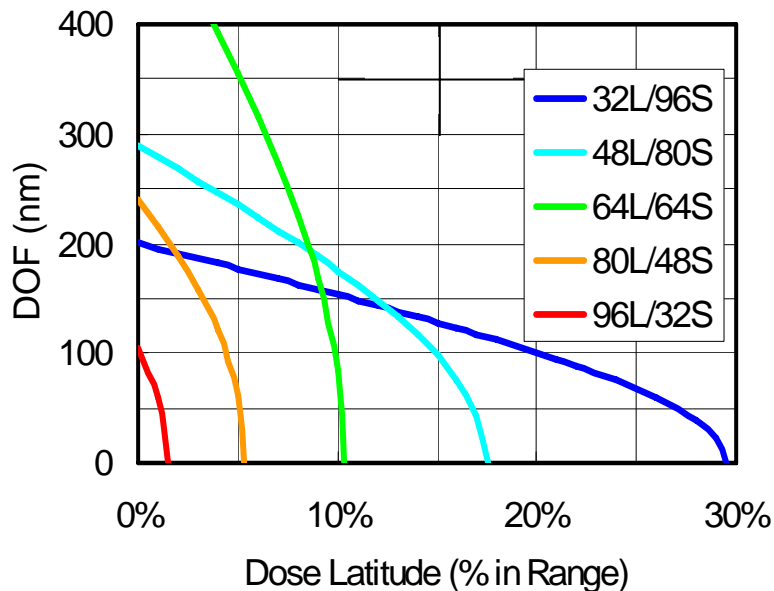
EUV1 NA 0.25

EUV2

Process window simulations

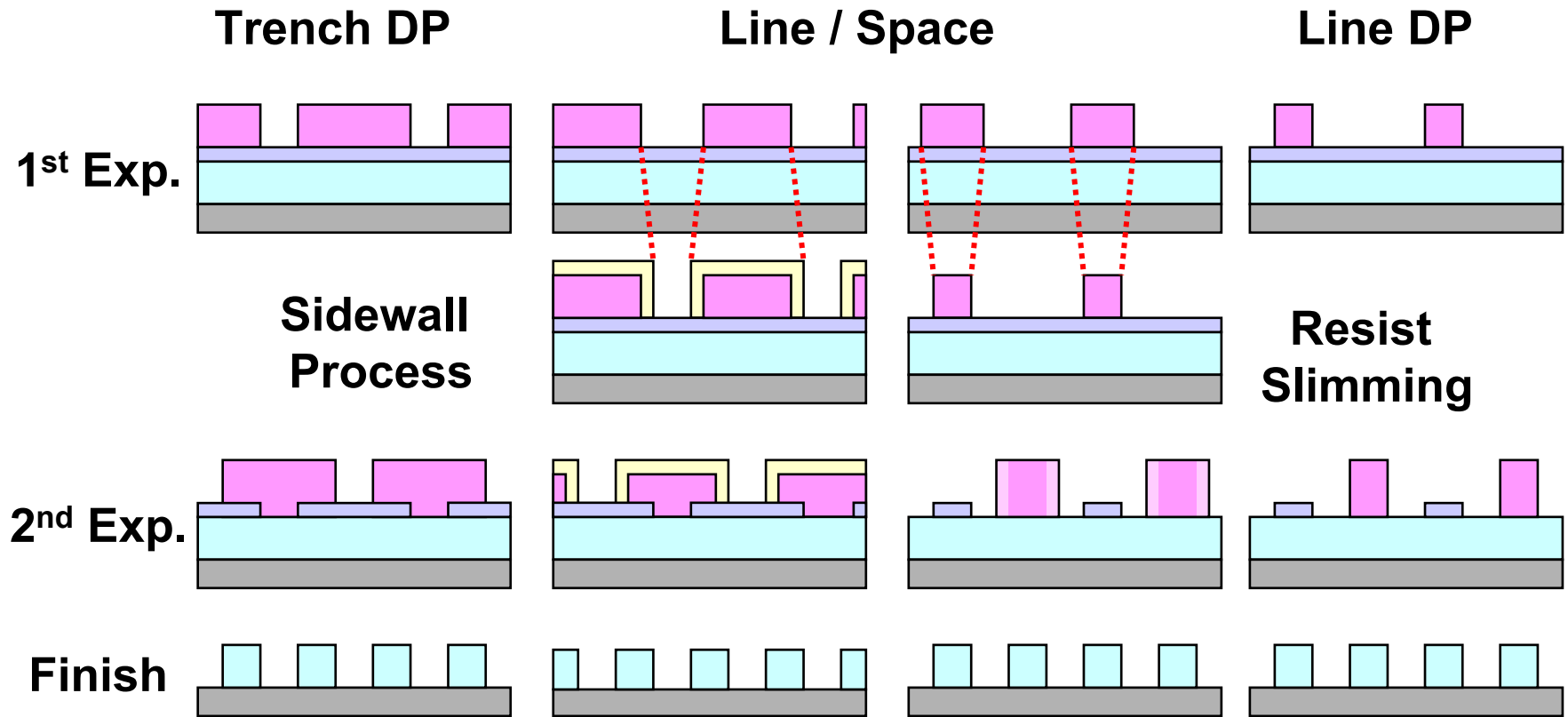
Simulation conditions

- Expose 128 nm Pitch L/S
- Mask Error: $\Delta M = \pm 1 \text{ nm}$
- CD Error: $\Delta CD = \pm 1.6 \text{ nm}$ (5% of 32 nm)
- Process window & DOF dependency on Target size



Imaging performance for Line/Space with process assist is acceptable.

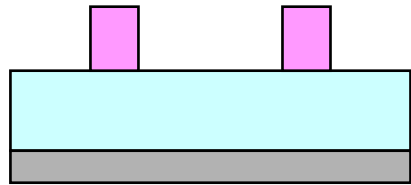
Comparison of DP techniques



Sidewall process

Principle of Sidewall Process

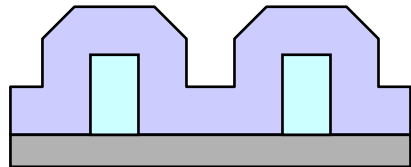
Expose



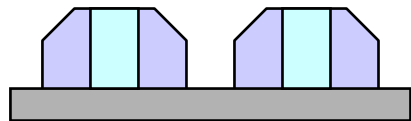
Underlayer Etching



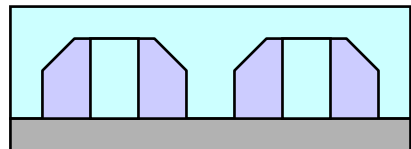
Isotropic CVD Thickness → CD



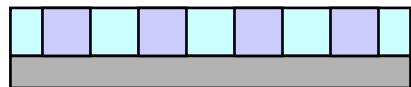
Anisotropic Etching



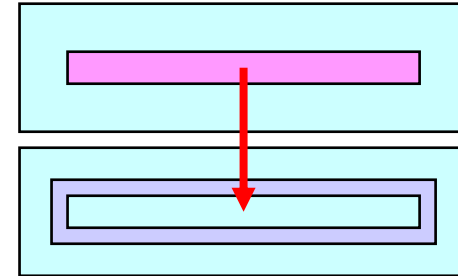
2nd CVD



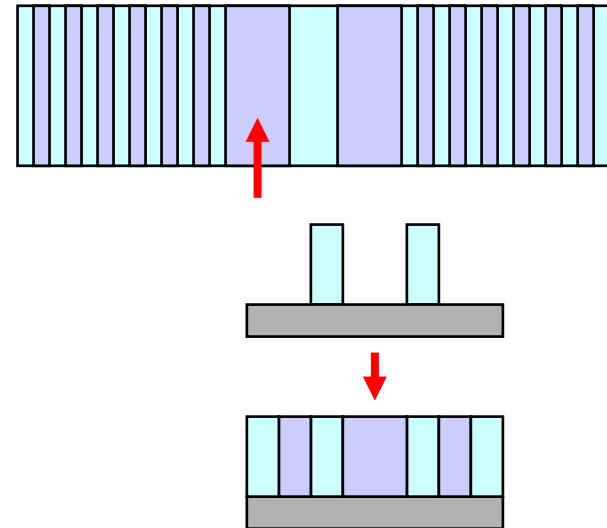
CMP



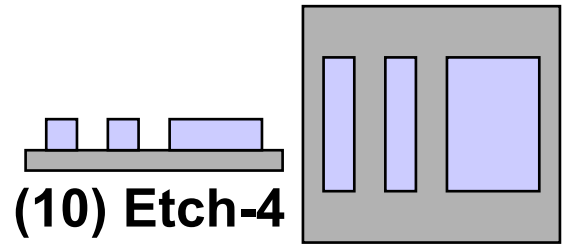
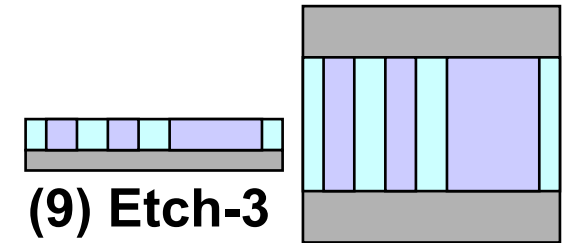
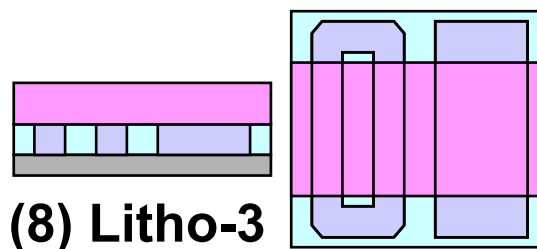
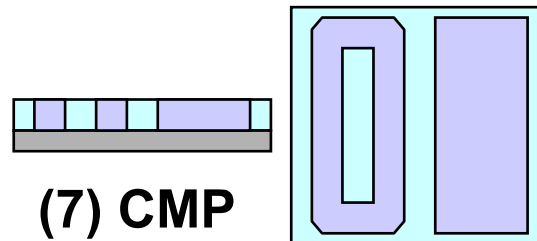
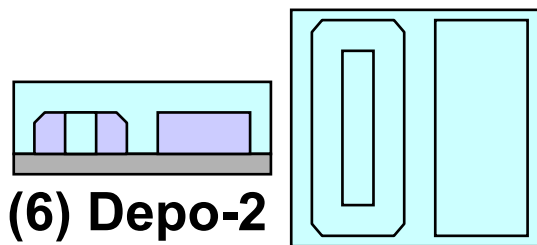
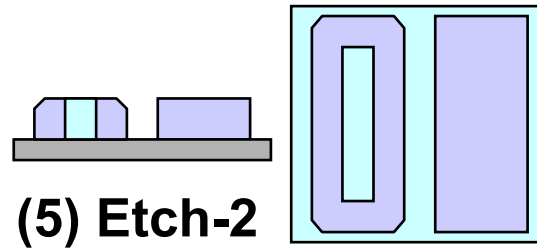
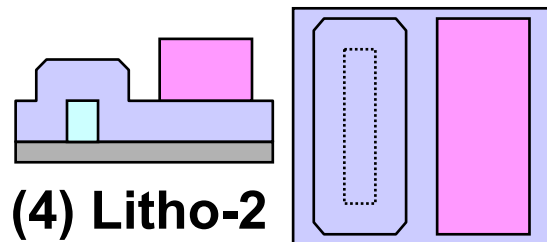
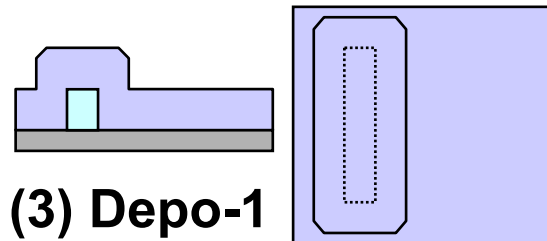
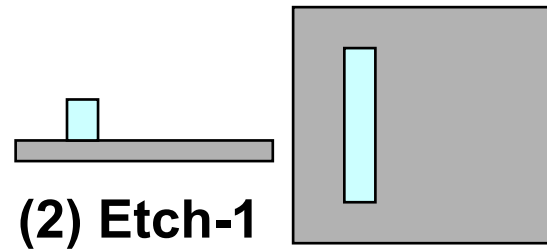
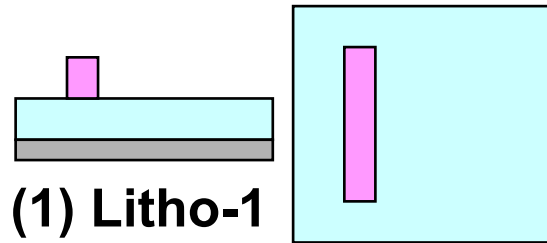
Problem 1 – Print “Open” Pattern



Problem 2 – Print “Thick” Pattern



Sidewall process flow estimate



Both line-end and thick-line are possible.

Application for more complex patterns could be difficult

Throughput and CoO for DP

- What effects throughput and CoO for DP?
 - Raw throughput
 - Number of process steps
 - Complexity of process steps
 - Number of pieces of equipment
 - Complexity of equipment / # modules

- Plus, long cycle times could be difficult to manage

Potential process steps

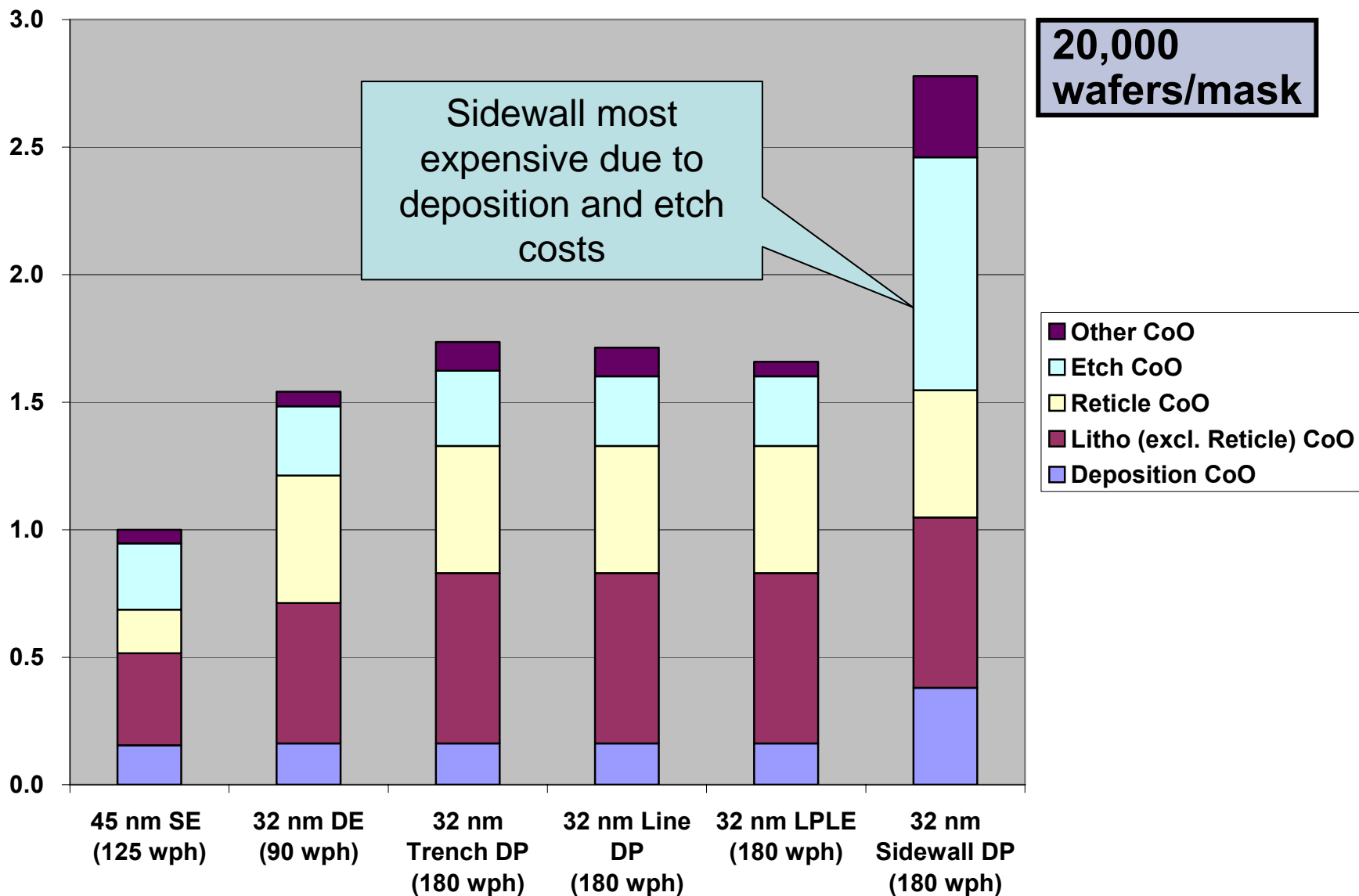
		45nm SE	32nm DE	32nm Trench DP	32nm Line DP	32nm LPLE (Freeze)	32nm sidewall
Deposition	Hard Mask	1	1	1	1	1	0
	Base Layer	1	1	1	1	1	3*
Litho		1	2 (1)	2	2	2	2
Coat / Develop / Bake		1	1	2	2	2	2
Metrology		1	1	2	2	1	2
Etch	Hard Mask	2 (1)	2 (1)	3 (2)	2 (2)	2 (1)	0 (3)
	Base Layer	1	1	1	1	1	4*
Clean		1	1	2	2	1	2
CMP							1

① : number of passes through tool

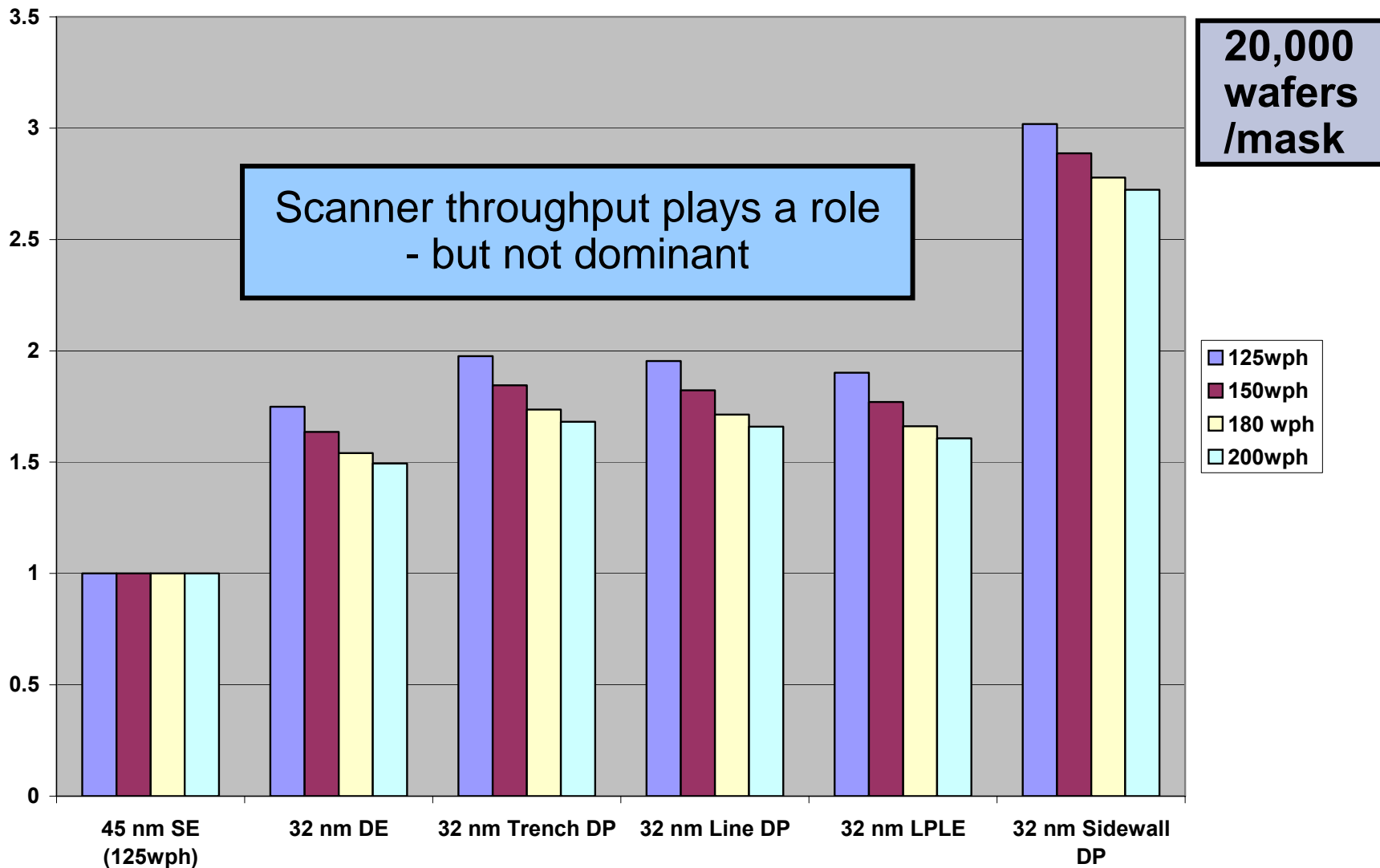
* : includes sacrificial layer



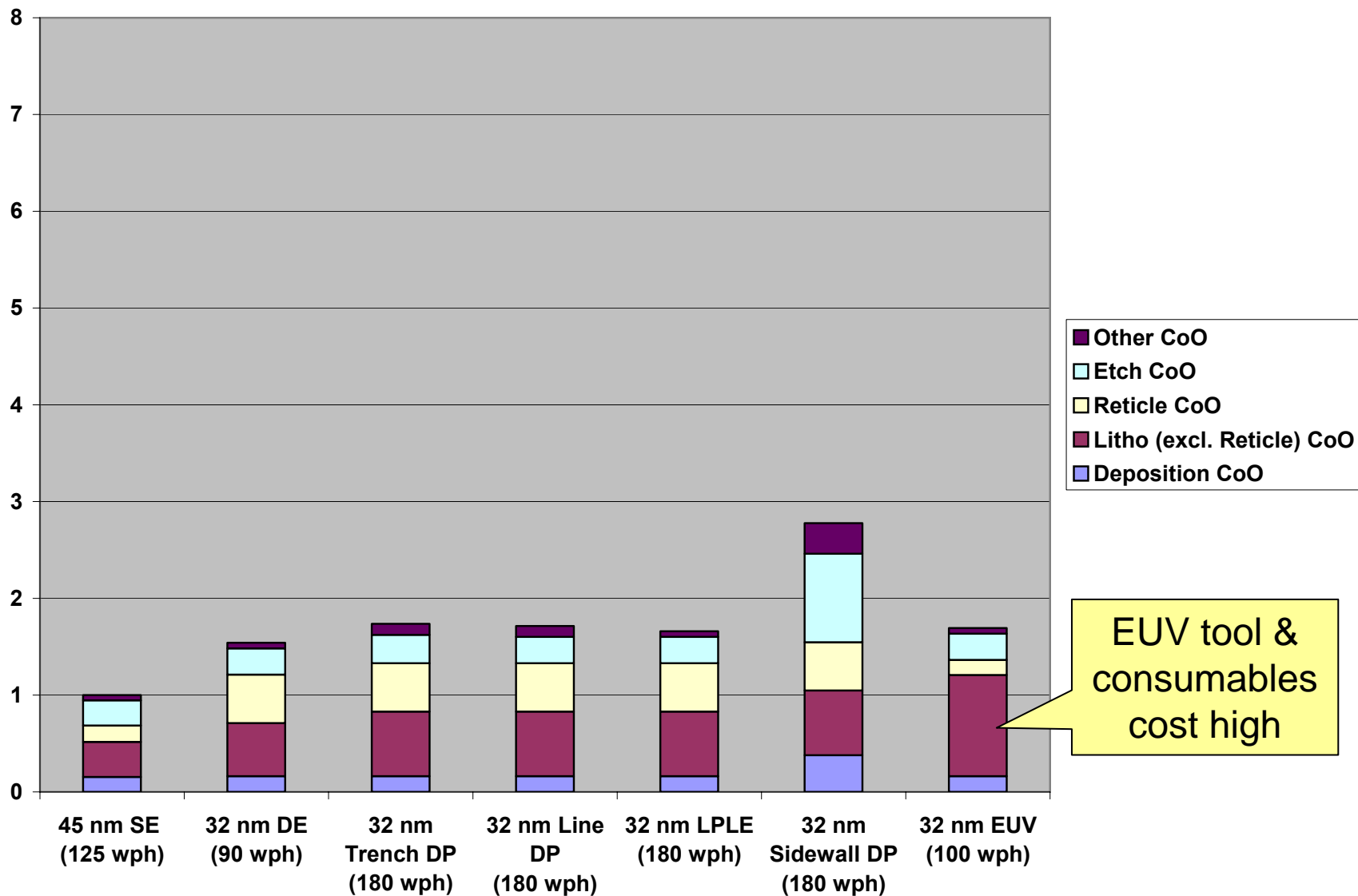
32nm DP cost comparison



Scanner throughput & total CoO



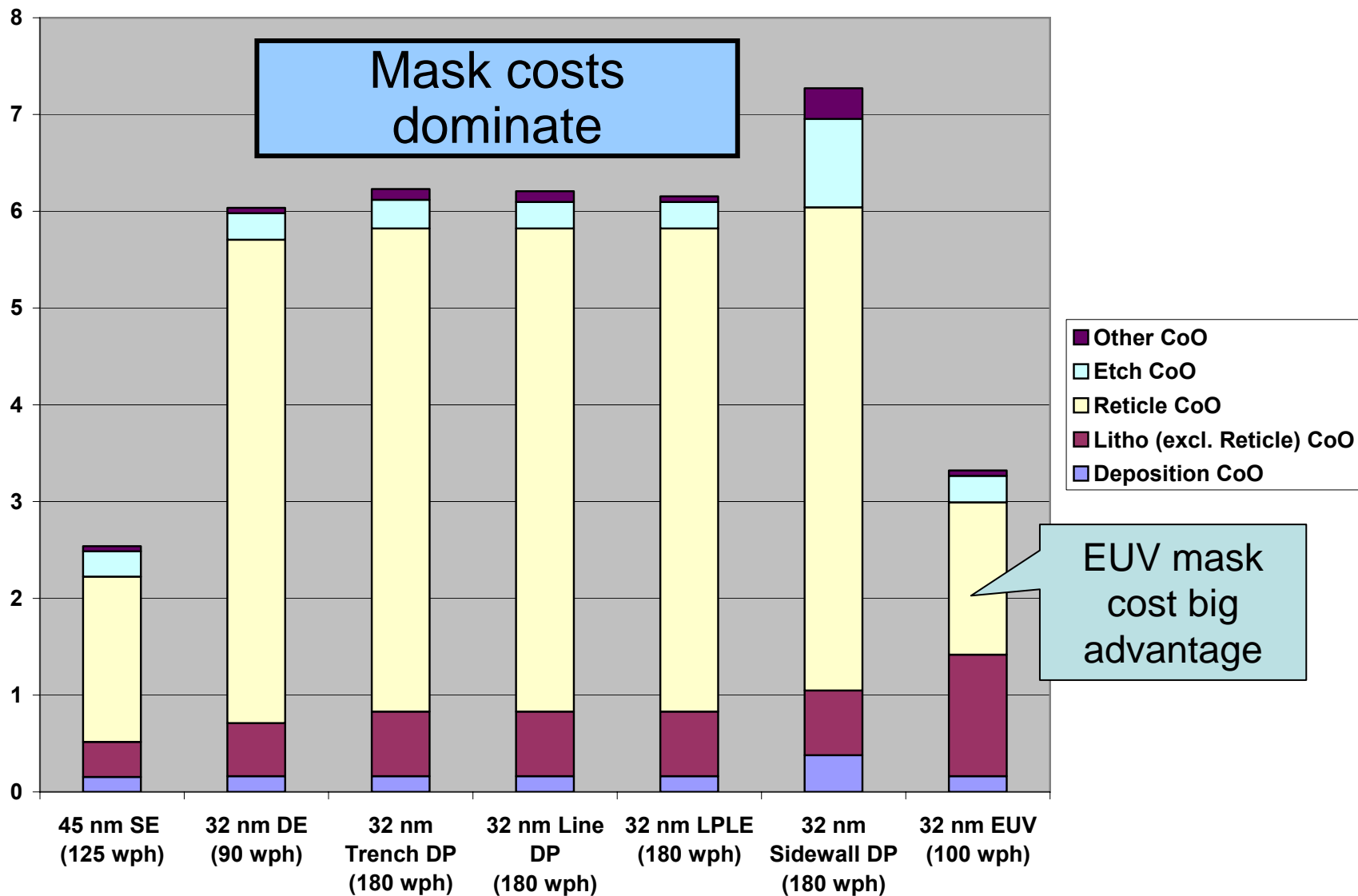
32nm DP costs – 20,000 wafers/mask



EUV tool & consumables cost high



32nm DP costs – 2,000 wafers/mask



Summary

- Double patterning is the most likely candidate for 32 nm HP dense features
- Requirements on the lithography process will be severe, but are within reach
- Device makers will likely use alternative technologies to avoid the most severe requirements
- Cost of ownership for DP is dependent on process complexity and volume
- Nikon is developing exposure tools to satisfy double patterning and alternate methods

Acknowledgements

- Andy Hazelton
- Bernie Wood

and of course, our hosts :

SOKUDO

Thank You

