

# Laser Lithography

レーザー露光装置による3Dグレイスケール及び  
2Dマスク露光用データ補正とシミュレーションの紹介

GenISys株式会社 清水 諭

## GenISys offers software solutions for optimization of micro and nano fabrication processes

Company:

- Founded in 2005
- Headquartered in Munich, Germany
  - Expert team for lithography software development
- Subsidiaries in USA-California, **Japan-Yokohama**
- Global Technical Support
- Fast, Flexible, Responsive



## Electron and Laser Beam Direct Write Software

- Market leader for Gaussian beam direct write systems
- Installed at most major nano-fabrication centers worldwide
- Has become a MUST for advanced e-beam lithography



## Monte Carlo simulation software

- MC- Simulation of electron distribution for e-beam lithography modeling and correction
- Process Calibration, PSF visualization, extraction and management



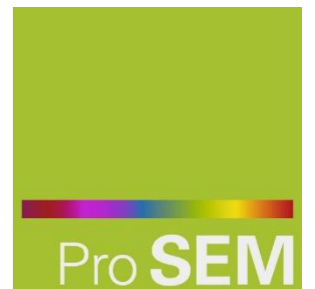
## 3D lithography simulation & OPC software

- Proximity Lithography (mask aligner) & Projection Lithography (stepper / scanner)
- Electron Beam Lithography
- Laser Beam Lithography (Heidelberg Instruments laser systems)



## SEM Image Analysis & Metrology

- Metrology software for SEM



## > 500 commercial licenses in World Wide

- > 230 BEAMER (83 EU, 80 APAC, 70 US/CA)
- 140 TRACER
- 65 LAB
- 30 ProSEM



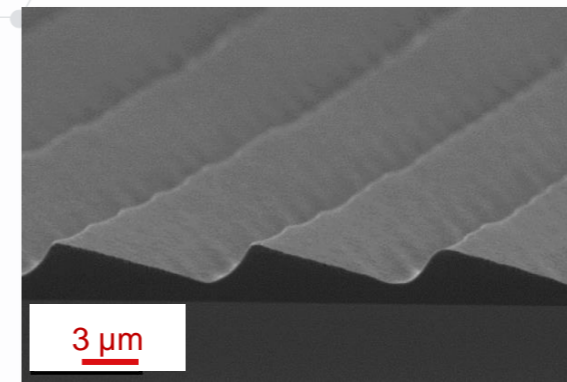
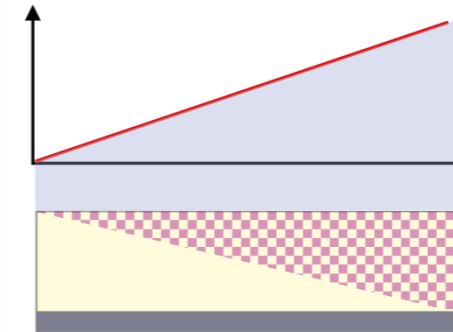
- **Major nanofabrication center worldwide**
  - Universities, Research Center
- **Industrial R&D and special production**
  - Advanced FPD manufacturer

- バイナリ露光における近接効果と、現像による形状への影響
- Rule OPC と Model OPC 補正のご紹介
- グレイスケール露光における補正
- LAB によるシミュレーション
- まとめ

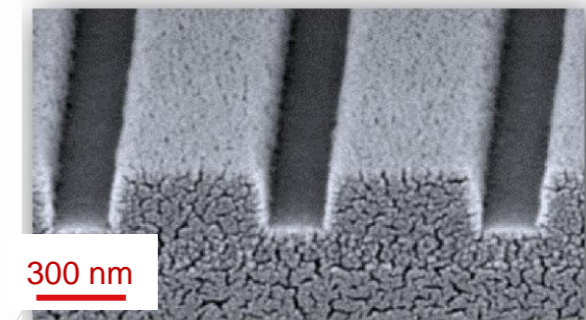
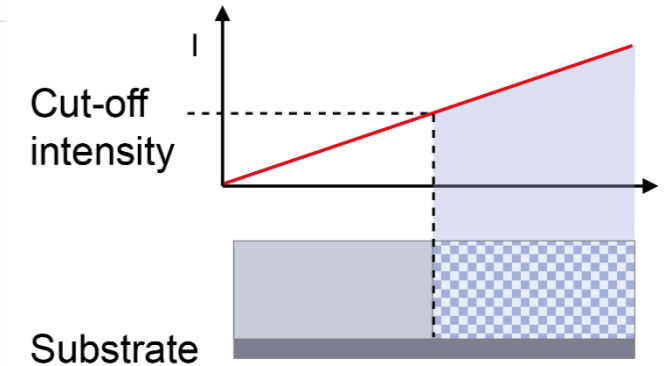
# Greyscale vs. Binary

- Standard binary laser lithography sounds rather „simple“ (compared to greyscale)
  - Increase the intensity above dose to clear of the resist
  - Resist will be cleared in exposed area, remain on unexposed area (for positive resist)

## Greyscale Lithography

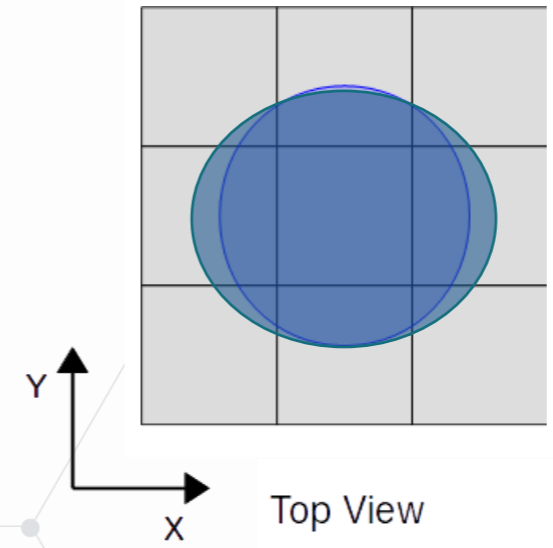


## 'Standard' Binary Lithography

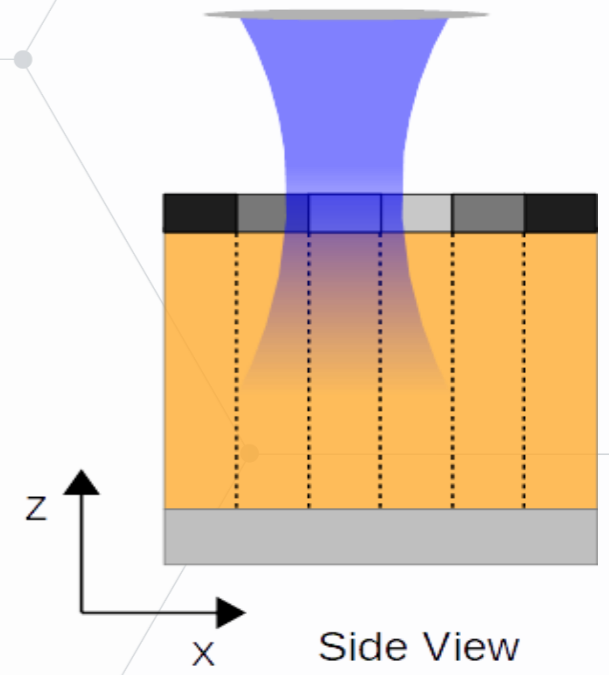


# Proximity & Process Effects

- Unfortunately nothing is binary in lithography
  - Beam has a „blur“ (shape) which spreads the intensity radially, not necessarily radial-symmetric
  - Exposure is on a pixel grid, typically much smaller than the beam
  - x/y dependency by scan / step
  - Beam is focused to one plane, depth of focus is NA dependent (write head)
  - Resist is not fully transparent, mostly bleaching, leading to depth dependent intensity

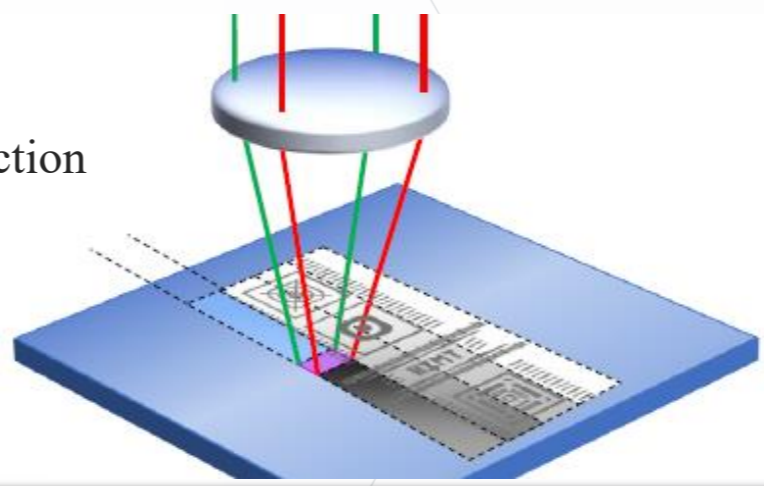


- ...larger than the pixel size  
x-y may be different  
(not to scale!)

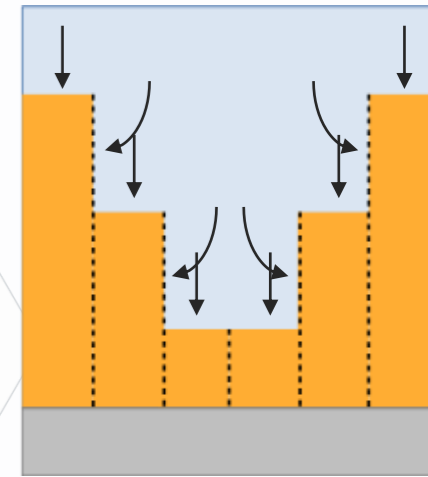
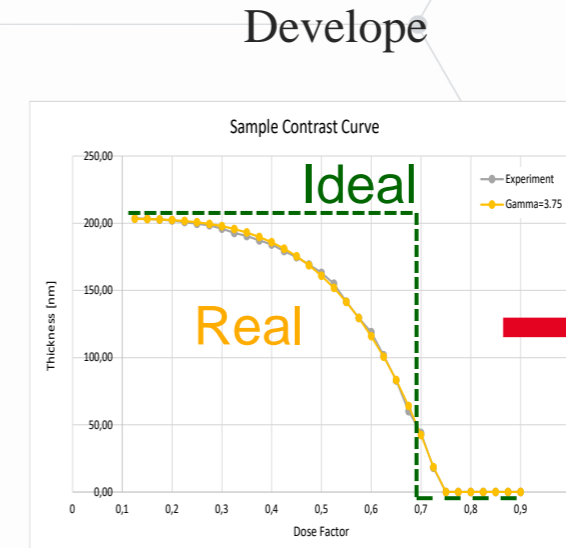
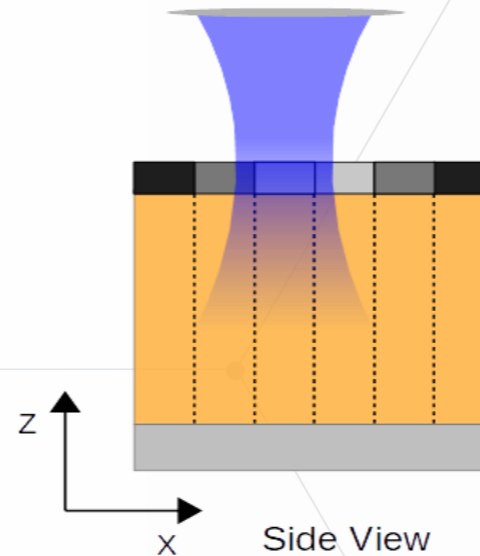


- ...not constant along z-axis

- ...Scan direction dependency



- Unfortunately nothing is binary in lithography
  - Resist is not „digital“, most laser resists are quite low contrast
  - Dissolution rate depends on local intensity (3D!)
    - Lateral development
    - Depth dependent development time
  - Resist development loading effects
    - Macro-loading (very large area)
    - Micro-loading (very small area)



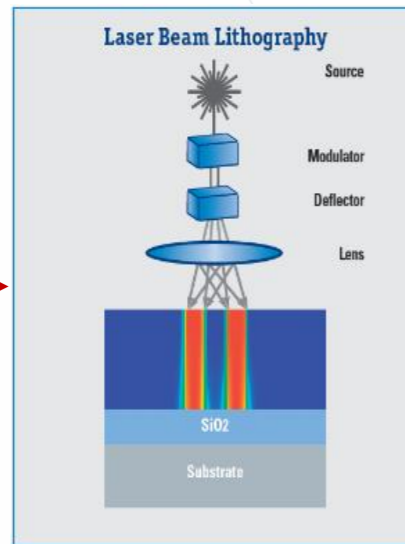
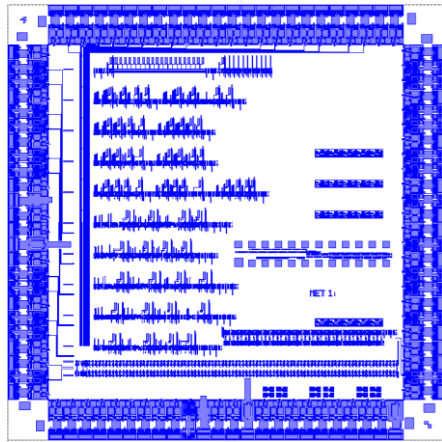
- Developer front moving to all directions – lateral development

**Exposure result:**  
**Dimension (CD), feature fidelity (e.g. corner rounding), profile (sidewall angle)**  
 depends on **target layout** and both **tool** and **process parameters**

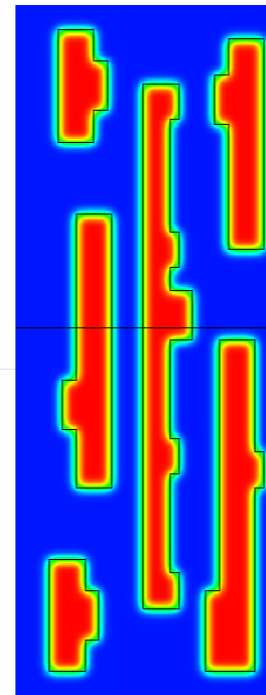


# Analysis using 3D Laser Simulation

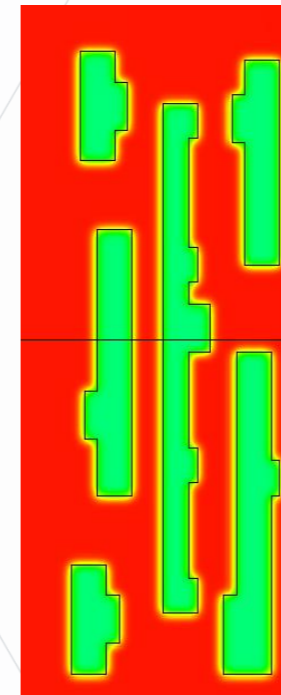
Layout



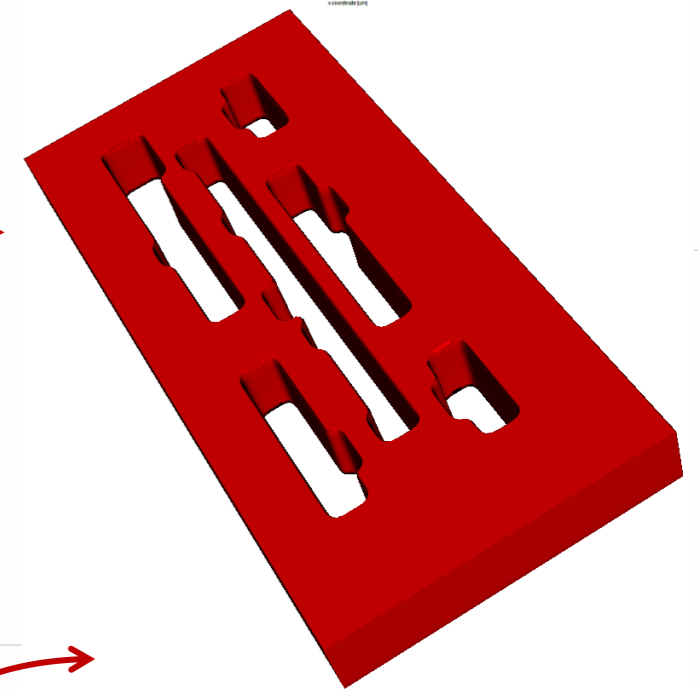
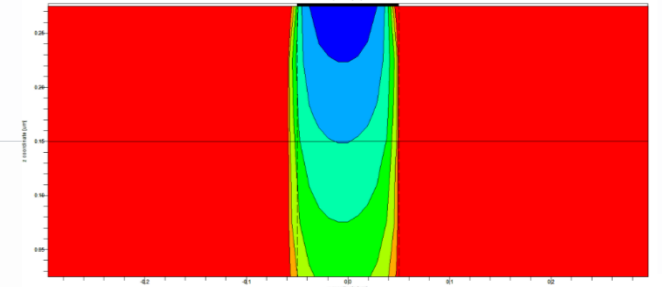
Laser Exposure



3D Bulk Intensity



3D Concentration

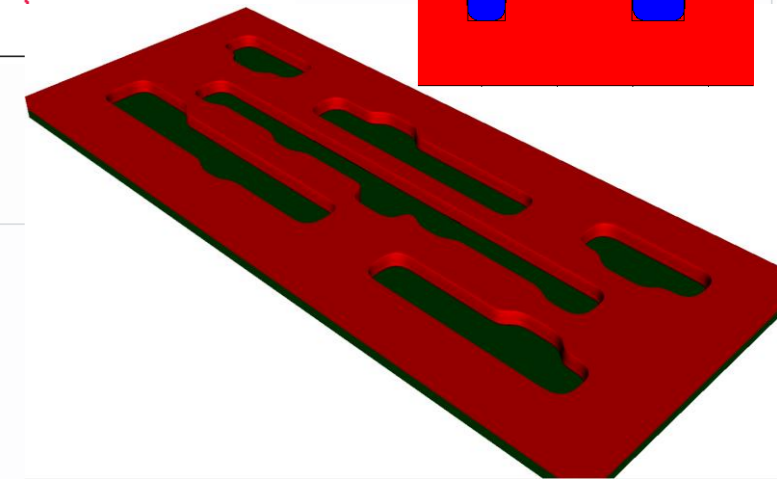
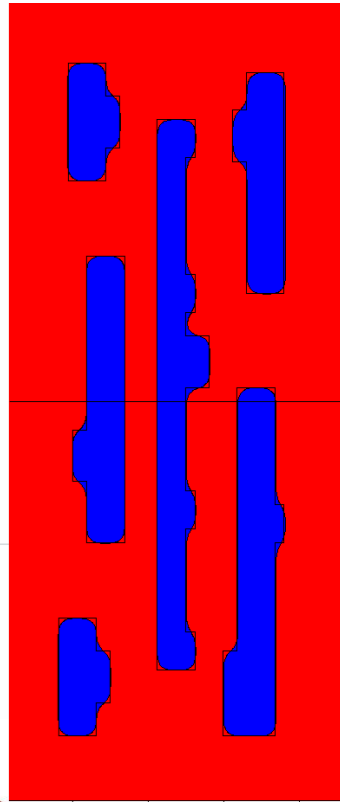
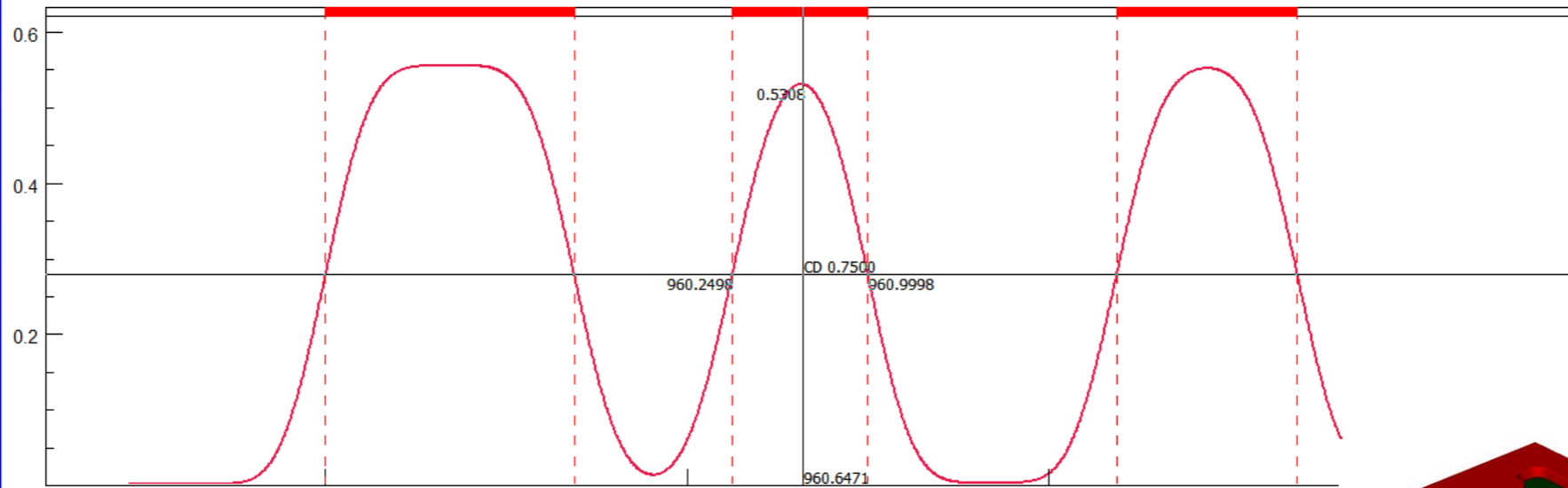
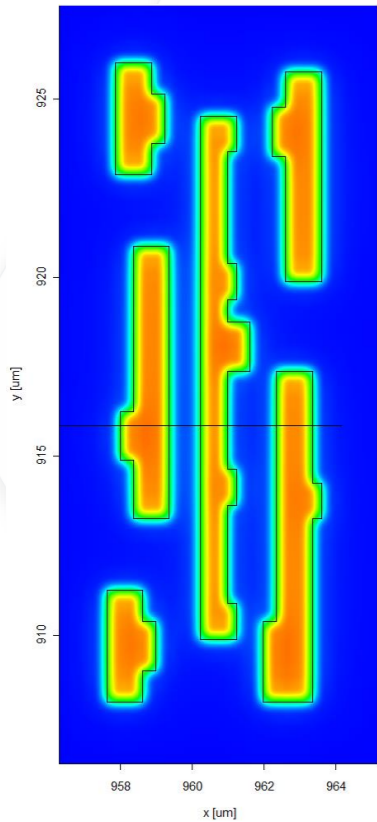


3D Resist

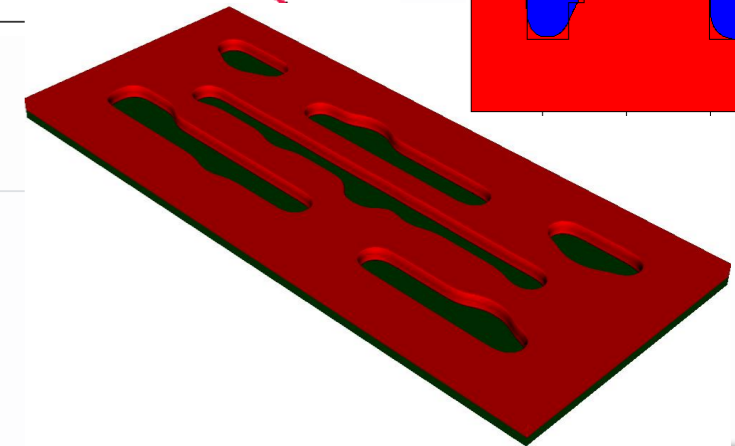
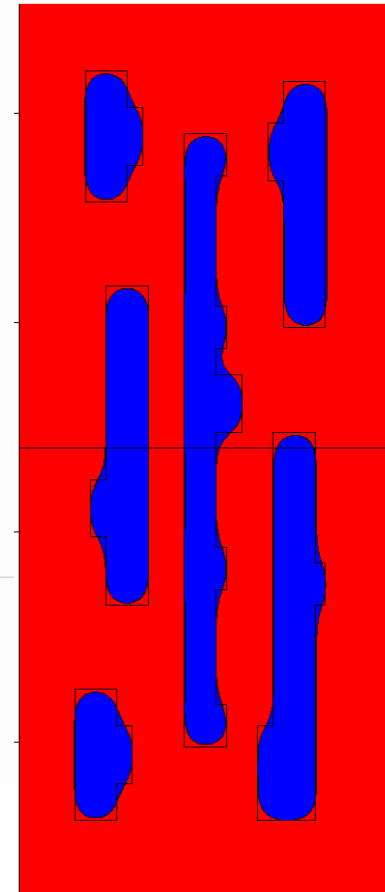
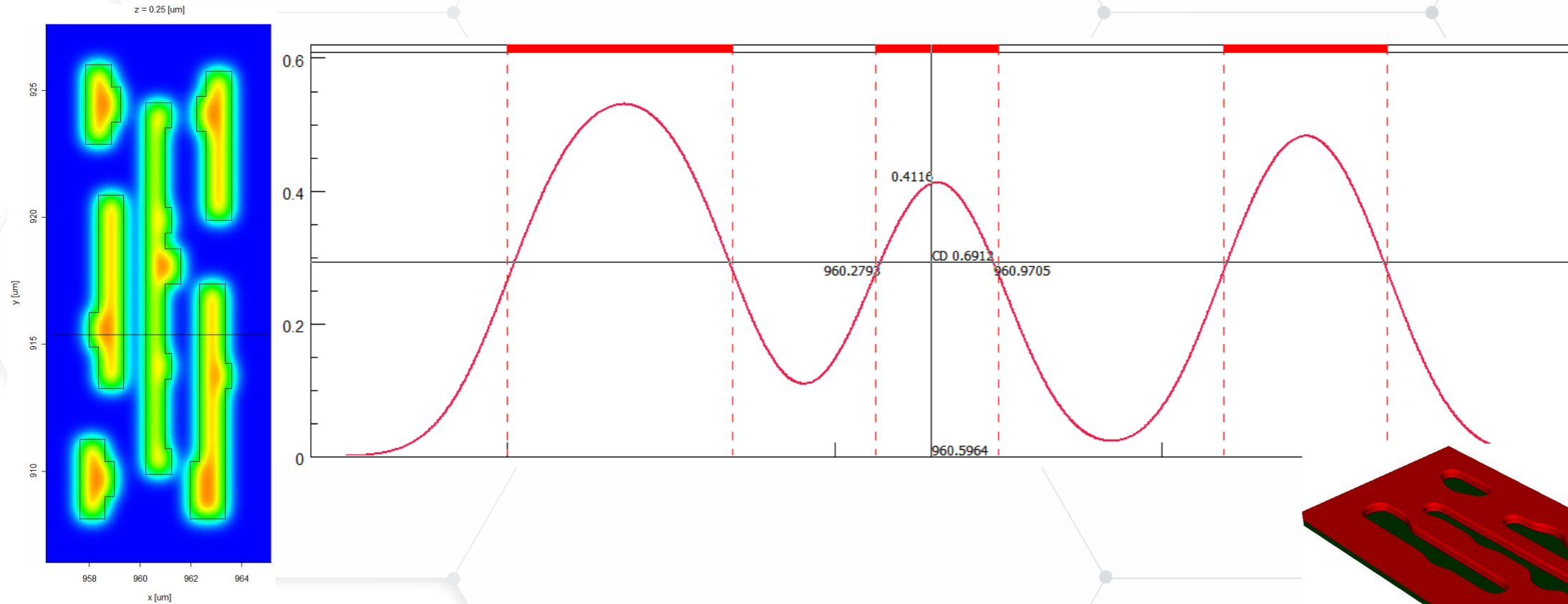


# Optical Proximity Effects

- Small Beam Size ( $0.4\ \mu\text{m}$ )

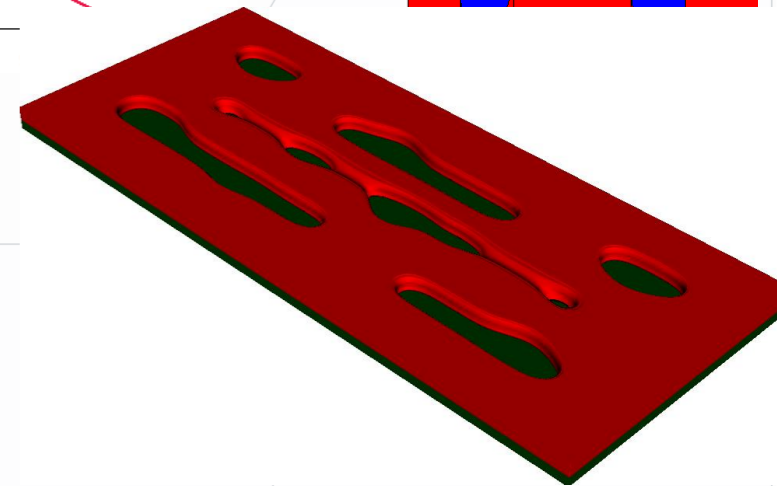
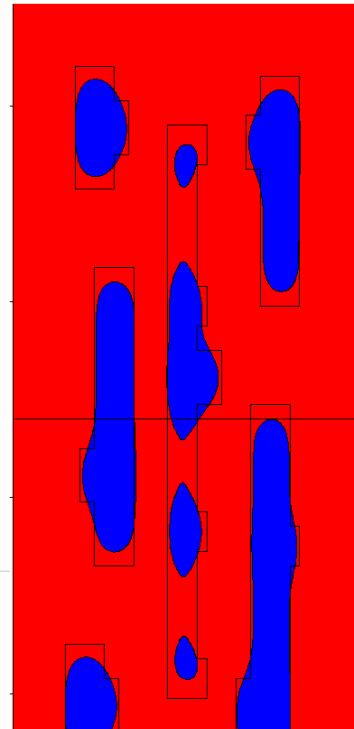
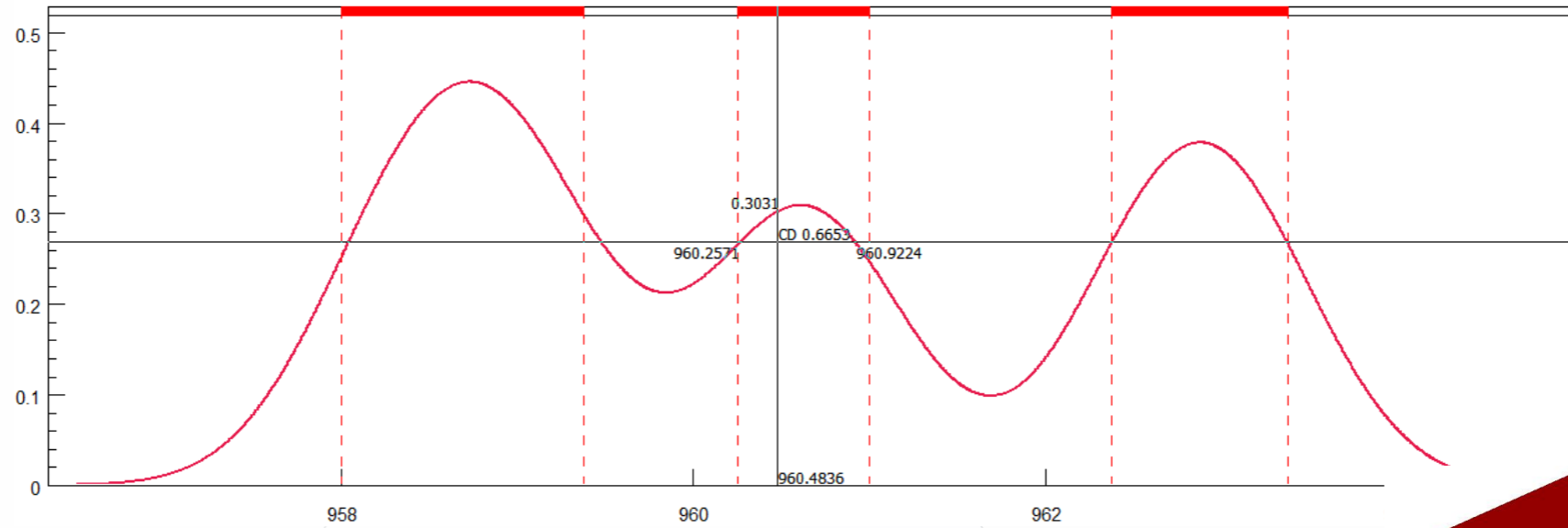
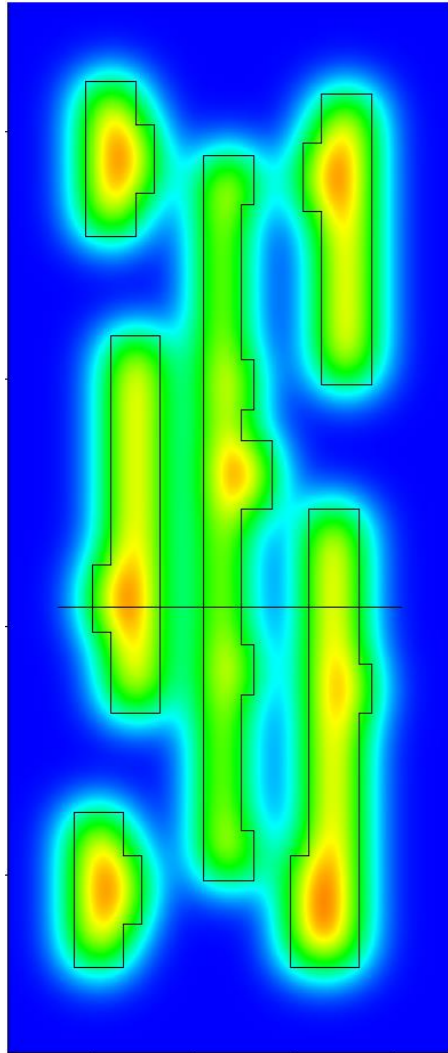


- Medium Beam Size ( $0.8\mu\text{m}$ )



# Optical Proximity Effects

- Large Beam Size (1.2 $\mu\text{m}$ )

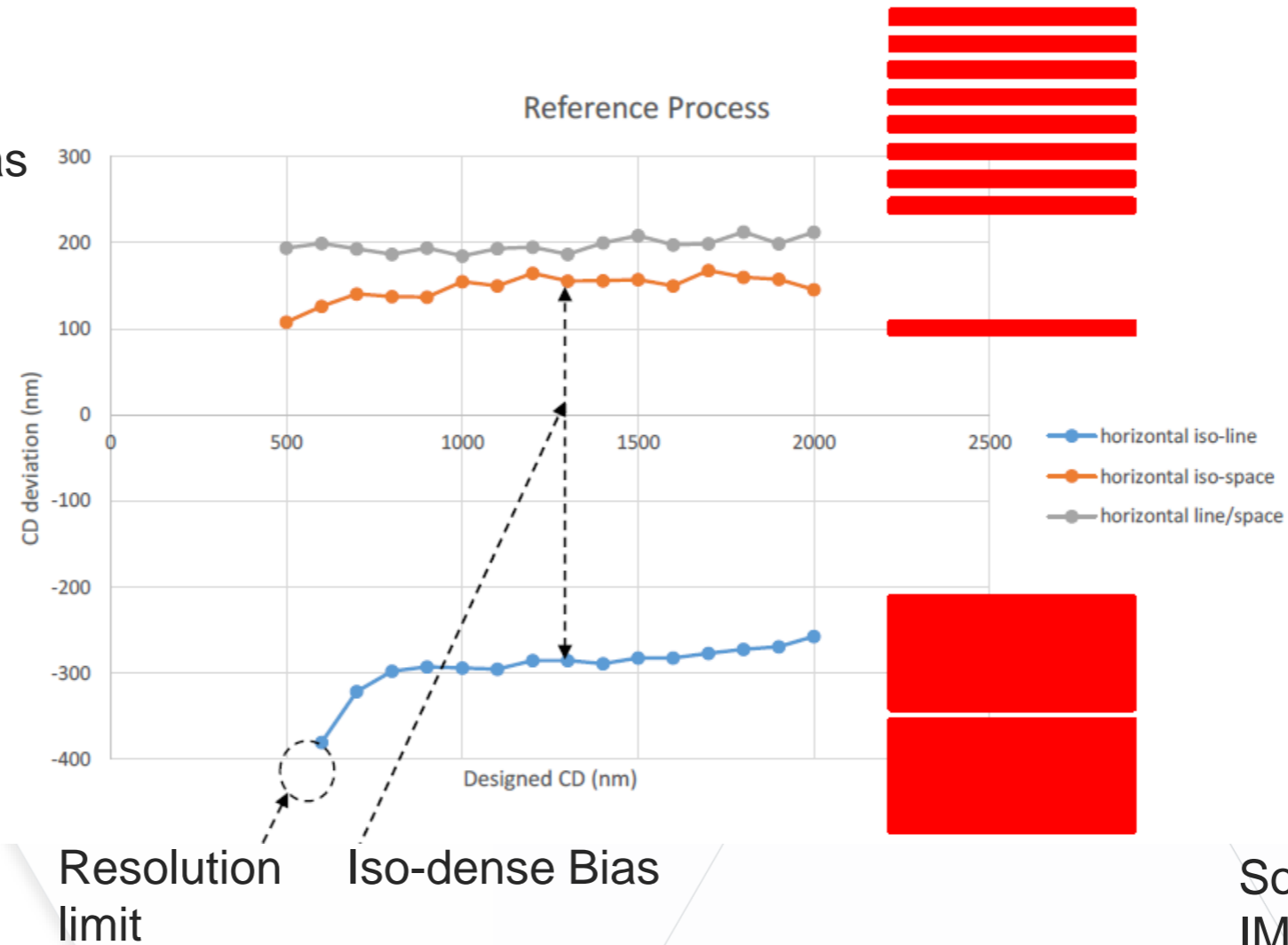


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- Rule OPC と Model OPC 補正のご紹介
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# Laser Binary Exposure & Process Distorsion

## CD variation

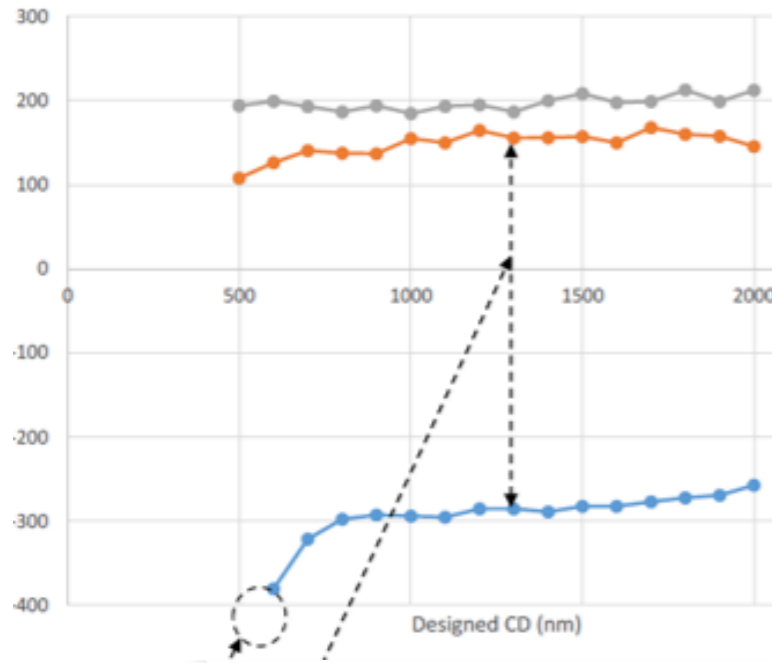
- Size → CD linearity
- Density → Iso-dense bias
- X-, Y- direction
- Angle dependent



Source:  
IMS Chips Stuttgart

# Rule Based OPC

Reference Process



**Action**

- Bias
- Bias
- Serif
- Hammerhead
- Bar

Rule based Process Correction

General | Signal Definitions | Label/Comment

Edge Size [um] 0.050000 Min Segment Size [um] 0.1000

Corner Size [um] 0.150000

Condition	Dependence Param	Scenario	Co
	CD	AnySegment	true
	CD		
	Density		
	Space		
	Angle		

Edit...

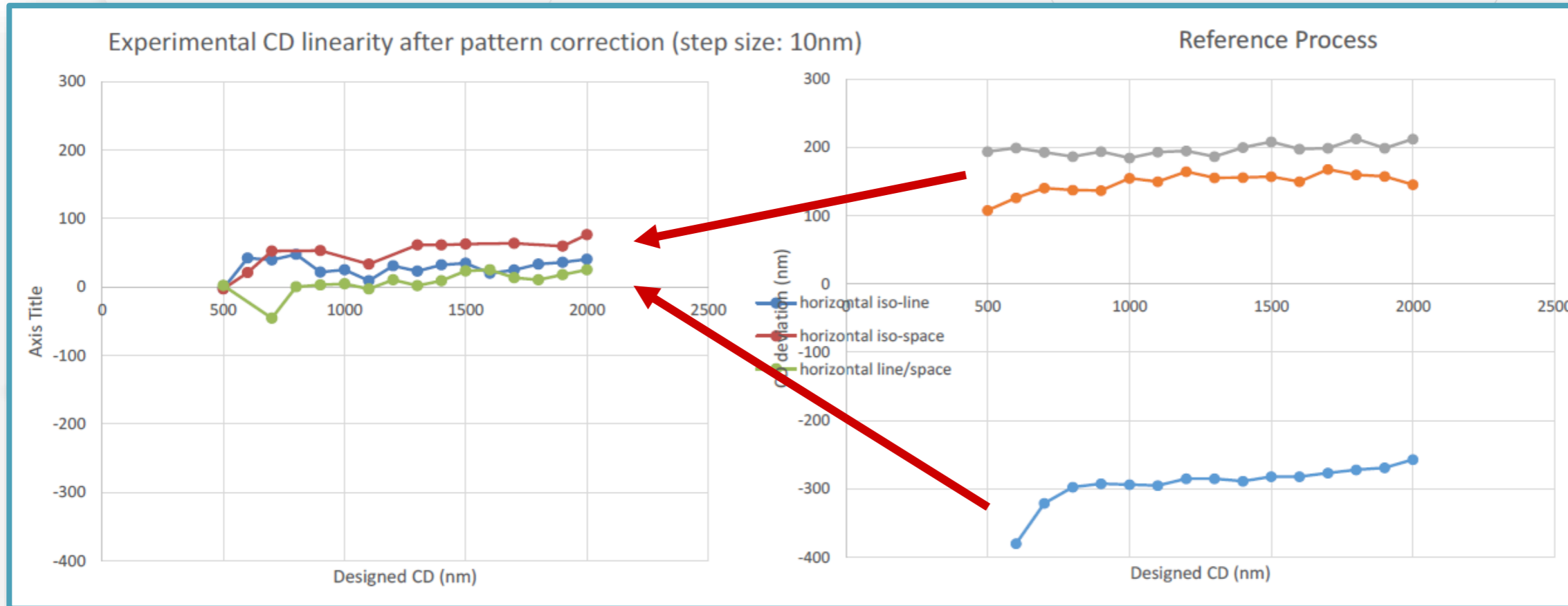
CD [um]	Bias [um]
2	0.000000
1	0.05
0.5	0.1
0.1	0.15

Bias

OK Cancel Help

LineEnd	true
AnySegment	true
Corner	true
AnySegment	true
LongSegment	
Corner	
Line/Space End	
SmallFigure	
InnerCorner	
OuterCorner	
LineEnd	
SpaceEnd	
SmallHole	
SmallDot	
AnySegment	





## After correction

- CD linearity is improved, especially for iso
- Iso-dense bias is largely corrected
- Resolution limit is improved to print 500nm

Source:  
IMS Chips Stuttgart



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# Rule-OPC process

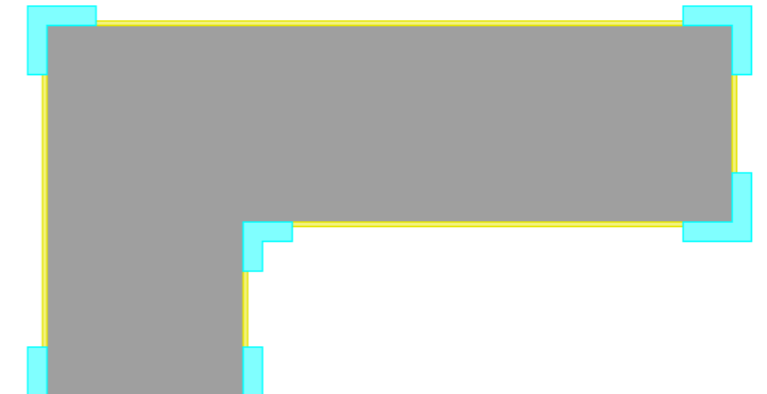
Layout



Segmentation



Applying rules



LongSegment  
Corner

1<sup>st</sup> section of parameters used to split layout to segments

Layer(s)   Hierarchical Processing

Min Free Edge Size [um]  Min Segment Size [um]

Min Corner Size [um]

Softframe [um]

2<sup>nd</sup> section of parameters – table of rules determines changes for each segment

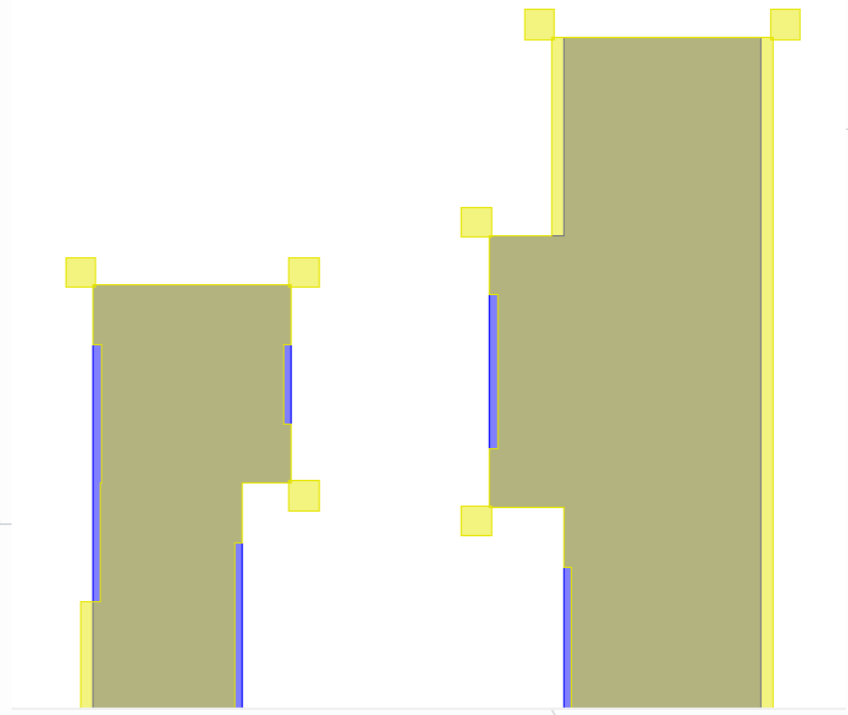
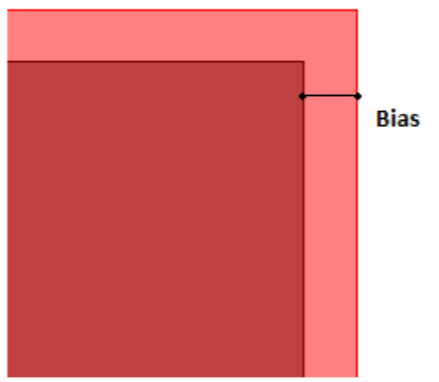
Action	Dependence Param	Scenario	Condition	
Bias	CD	AnySegment	true	<input type="button" value="Insert"/>
Serif	-	Corner	true	<input type="button" value="Delete"/>
Bar	-	AnySegment	true	<input type="button" value="Up"/>
				<input type="button" value="Down"/>

Action	Dependence Param	Scenario	Condition
Bias	CD	LongSegment	$\text{distIn}/(\text{distIn} + \text{distOut}) < 0.25$ and $((\text{absangle} > 90 \text{ and } \text{absangle} < 270) \text{ or } \text{absangle} < 45)$
Bias	CD	Corner	$\text{distIn}/(\text{distIn} + \text{distOut}) < 0.25$ and $((\text{absangle} > 90 \text{ and } \text{absangle} < 270) \text{ or } \text{absangle} < 45)$
Bias	CD	LongSegment	$\text{distIn}/(\text{distIn} + \text{distOut}) > 0.3$ and $((\text{absangle} > 90 \text{ and } \text{absangle} < 270) \text{ or } \text{absangle} < 45)$
Serif	-	OuterCorner	true

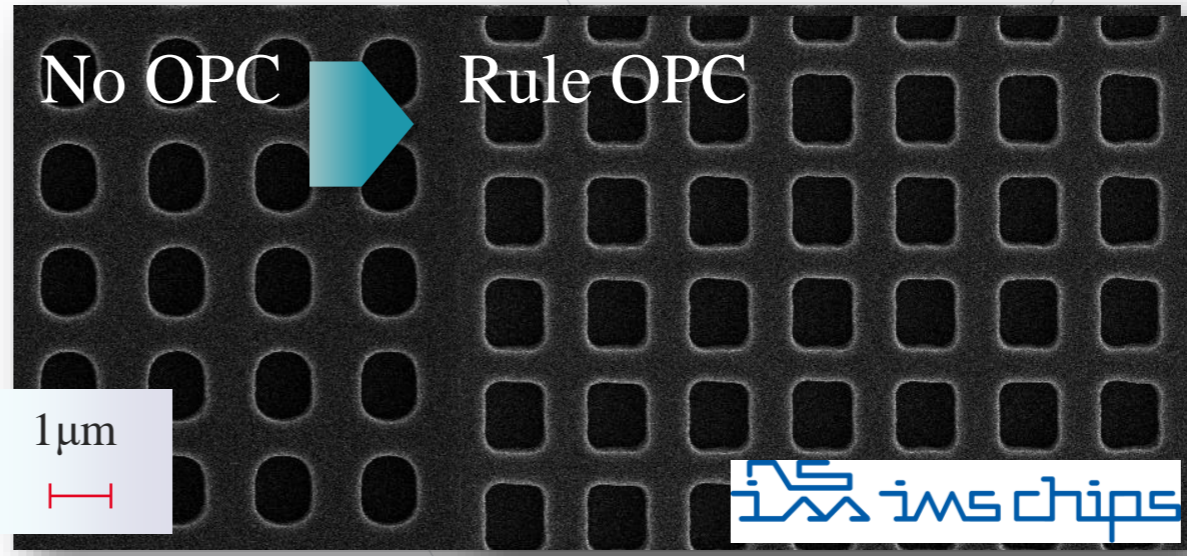
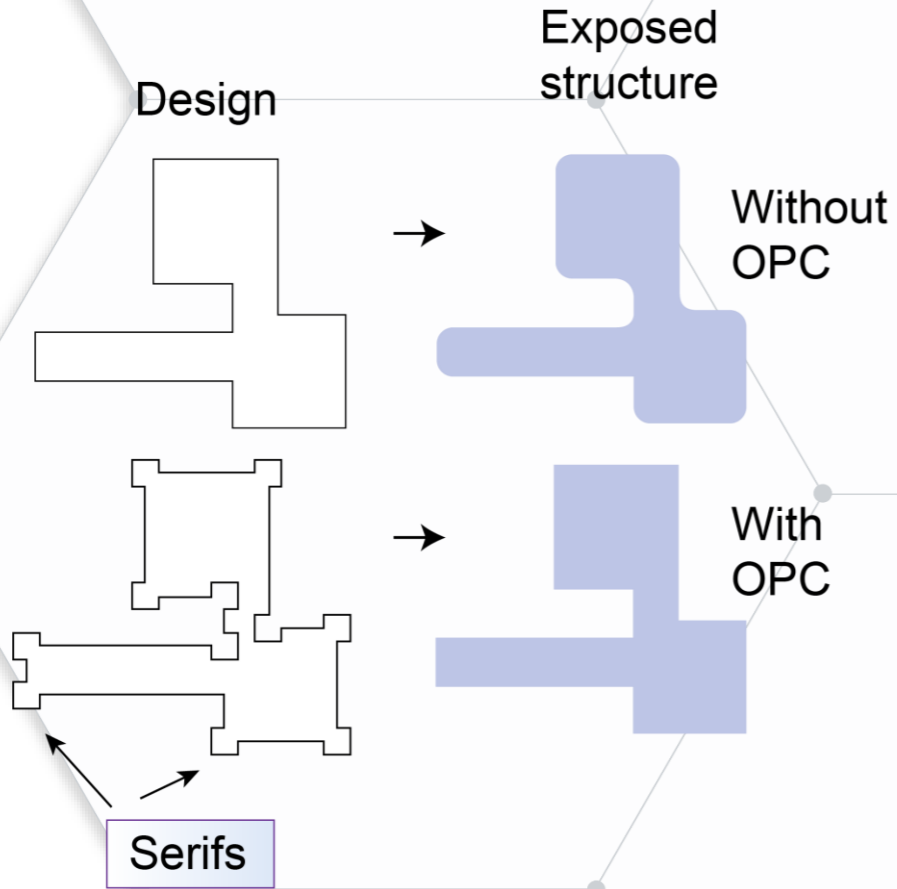
- Vertical lines iso
- Vertical lines with smaller distance to neighbor
- Serifs added for outer corners

Condition  $\text{distIn}/(\text{distIn} + \text{distOut}) < 0.25$  and  $((\text{absangle} > 90 \text{ and } \text{absangle} < 270) \text{ or } \text{absangle} < 45)$

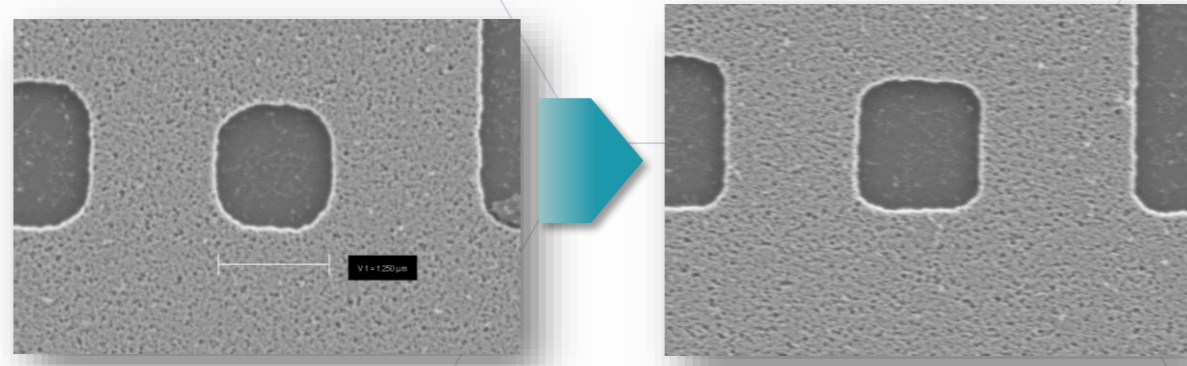
CD [um]	Bias [um]
0.250000	0.074351
0.350000	0.073052
0.500000	0.068322
0.575000	0.068919
0.650000	0.066311



# Corner Enhancement Example



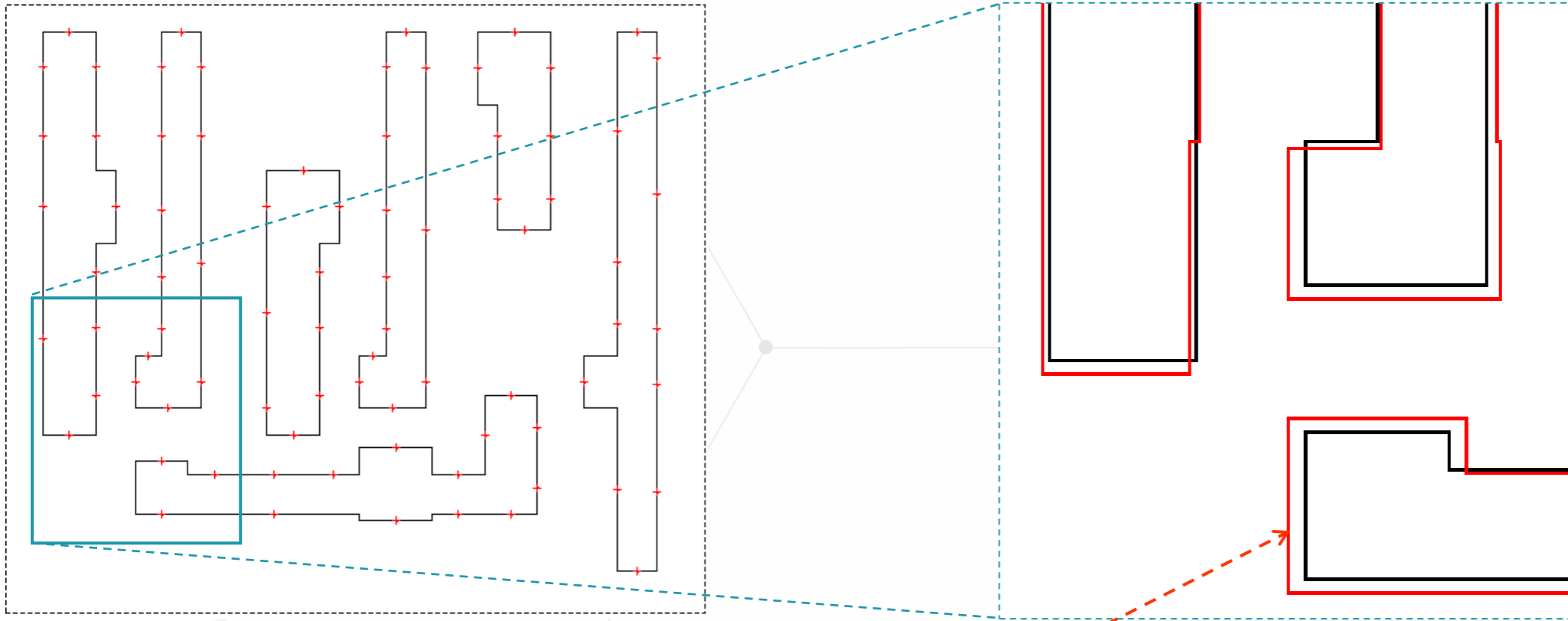
0.9  $\mu$ m Squares



1  $\mu$ m Squares

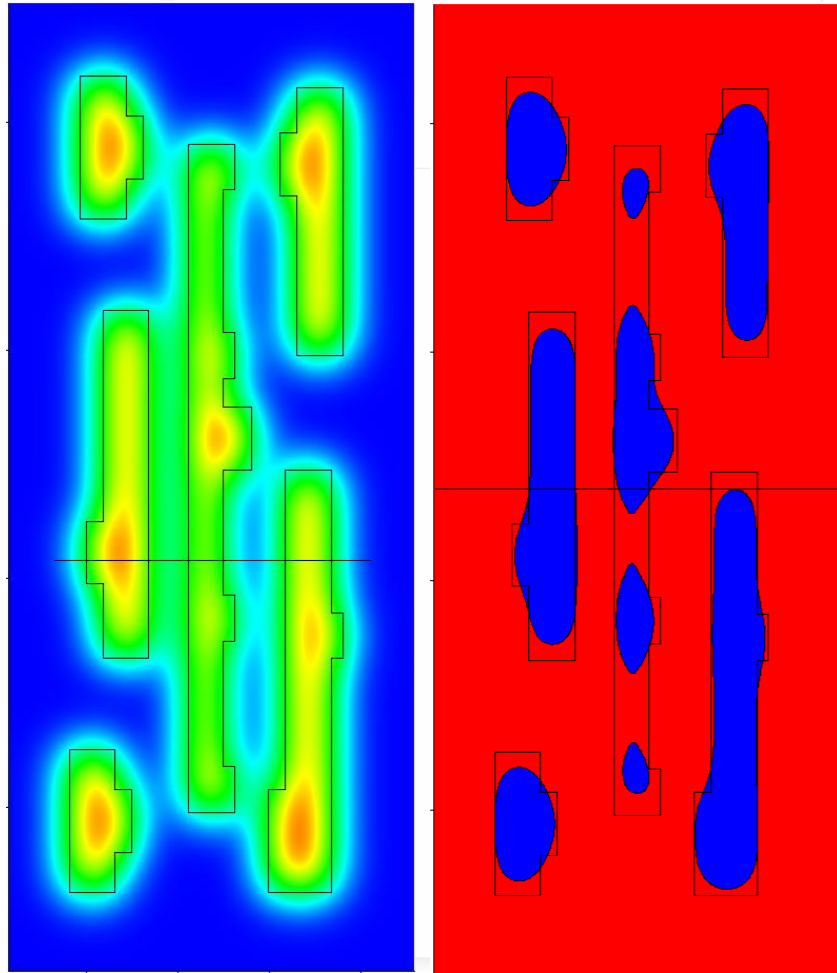
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# Self consistent edge equalization method

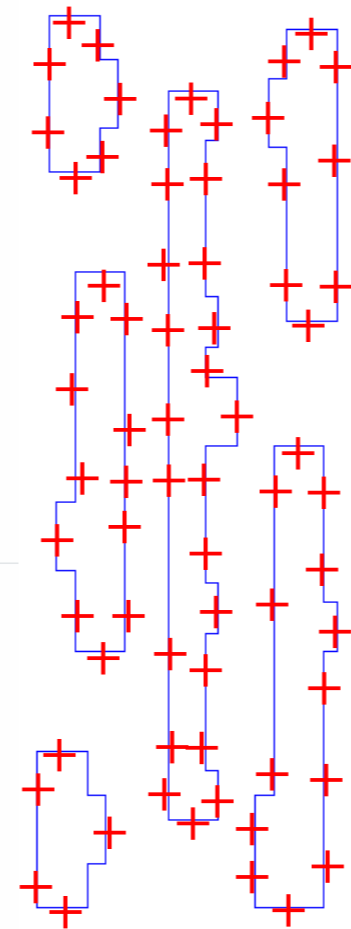


Each bias adds or subtracts exposed area :  
energy at the evaluation point is changed until  
a self consistent solution has been found.

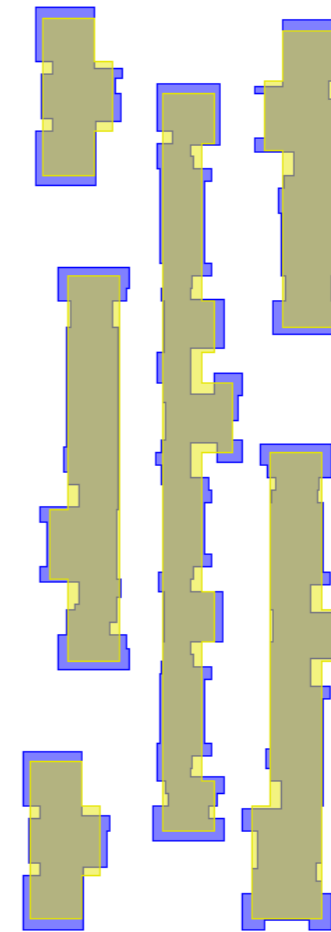
# Shape PEC / Model OPC principle



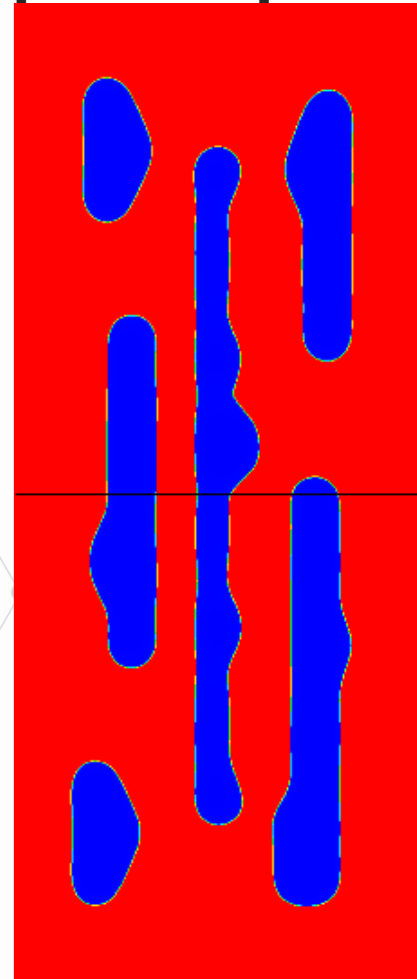
- To solve:
- Intensity at layout edges are not equal
  - resist edge does not match layout edge
  - Move edges locally to get equal intensity



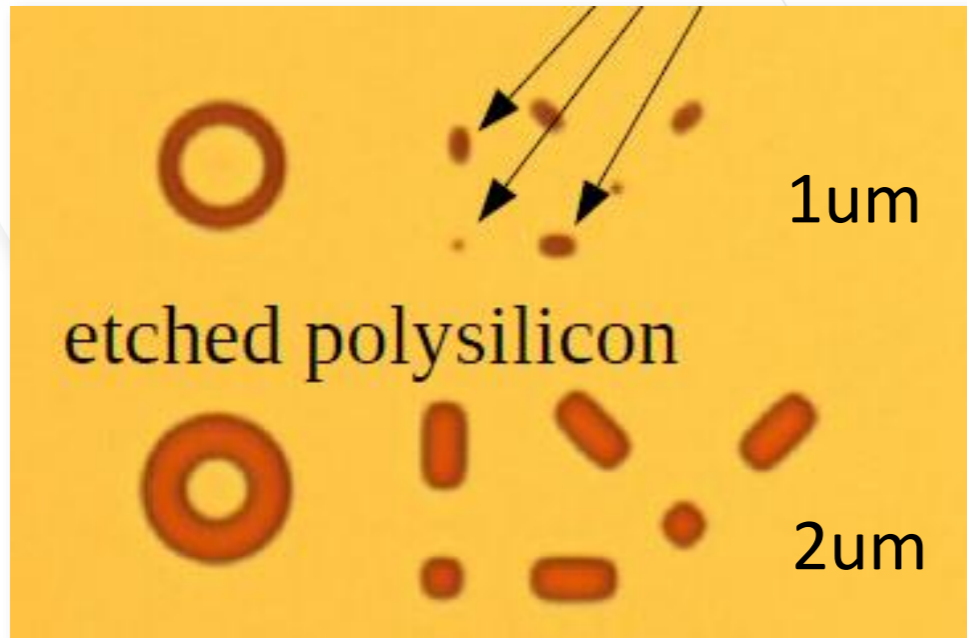
In a DRC step all edge segments are analyzed for the CD and distance to adjacent shapes. A set of representative evaluation points (+) is defined.



All segments with eval points are moved iteratively to adjust intensity at target layout edge to get equal

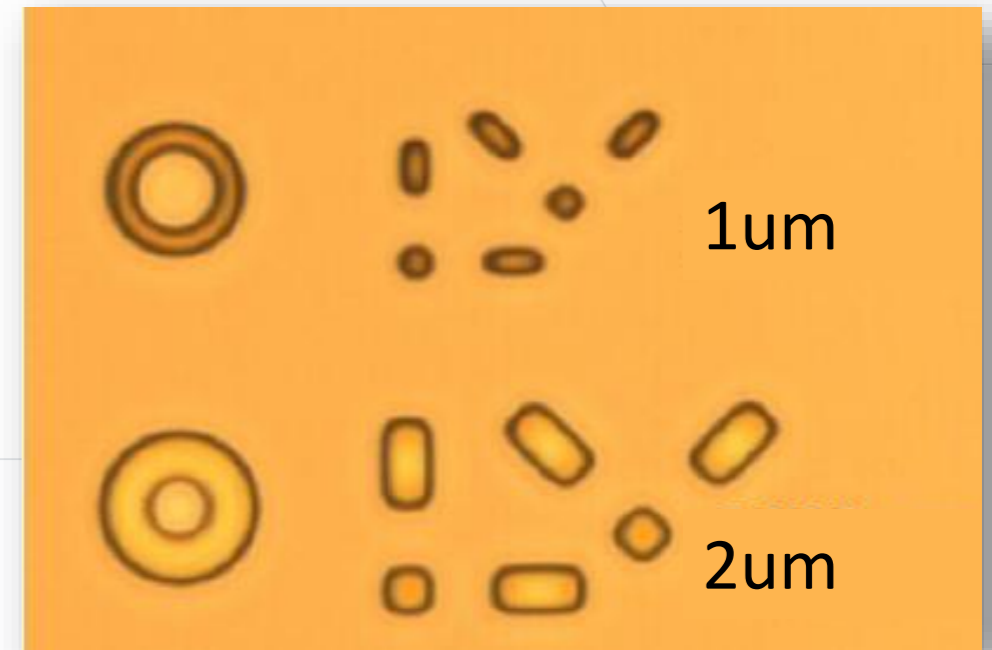


- convolution kernel already corrects for major effects
  - CD-Linearity loss is an indicator for laser spot size
  - Flare is added as a constant background
  - Overdose accounts for out-of-*isofocal* process points (contrast enhancement)
- Other terms that could be easily added
  - Longer-range blur to account for process contributions
  - Elliptical spots to account for X-Y (scan/stepping) differences



## Model-based correction

Exposure on DWL sy  
MPG in Munich - Ge



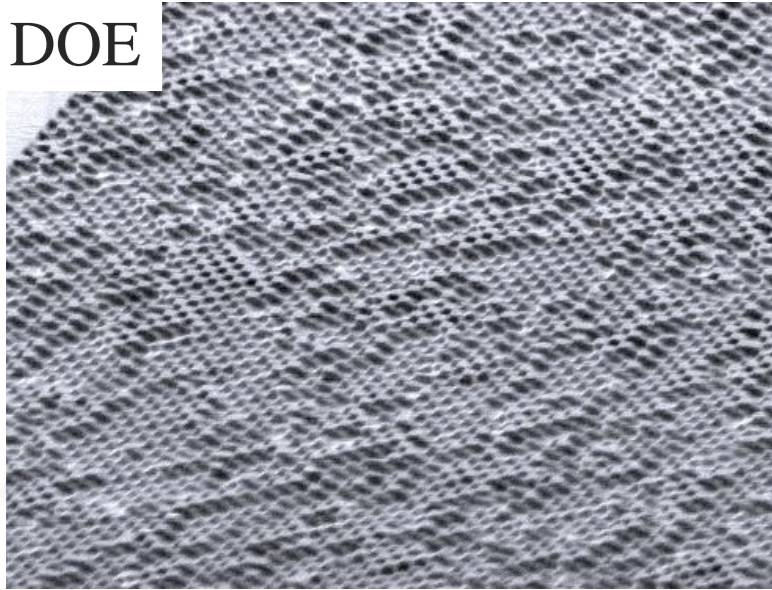


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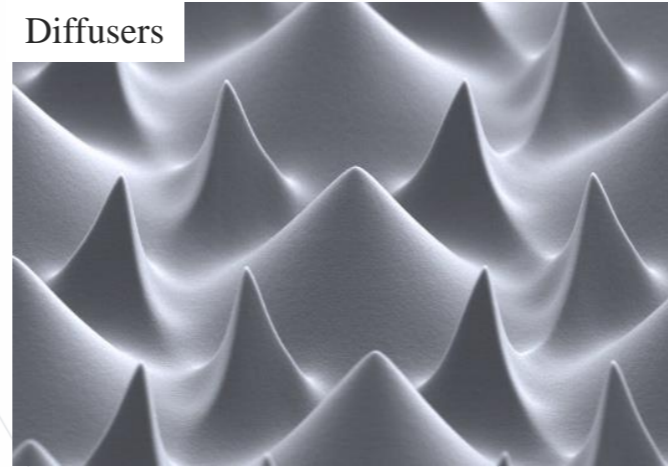
# Laser Gray Scale Application

- Large variety of application need 3D

DOE

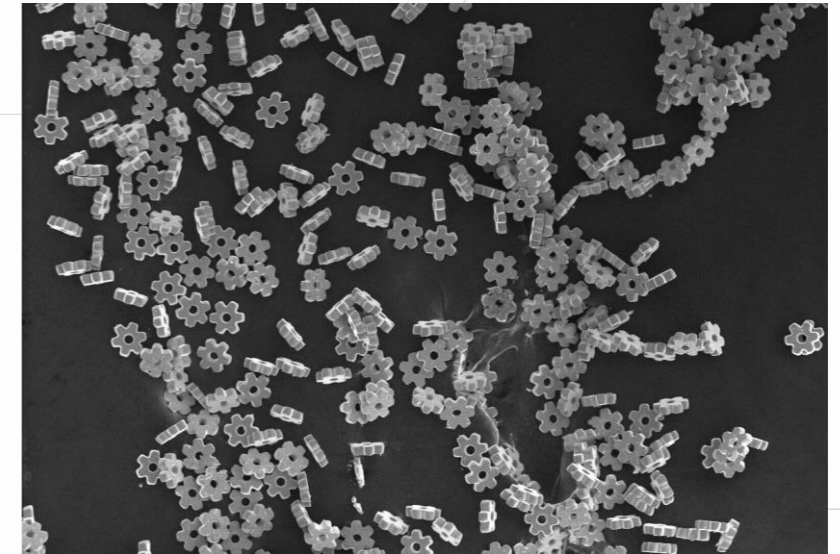


Diffusers



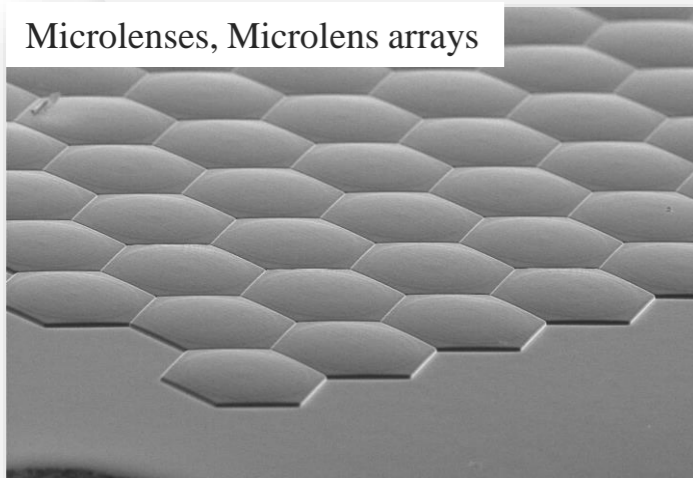
*Courtesy of IGI*

MEMS, MOEMS

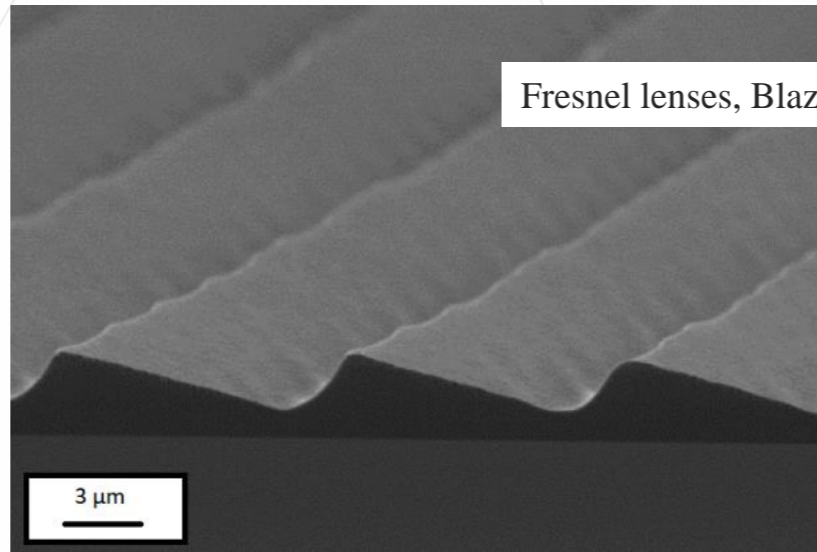


*Courtesy of Kuraray*

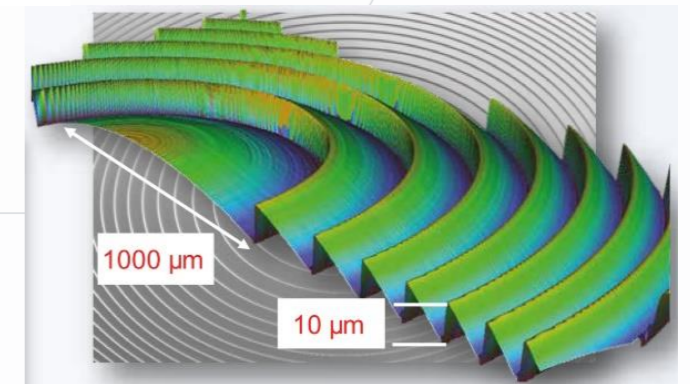
Microlenses, Microlens arrays



Fresnel lenses, Blazed gratings

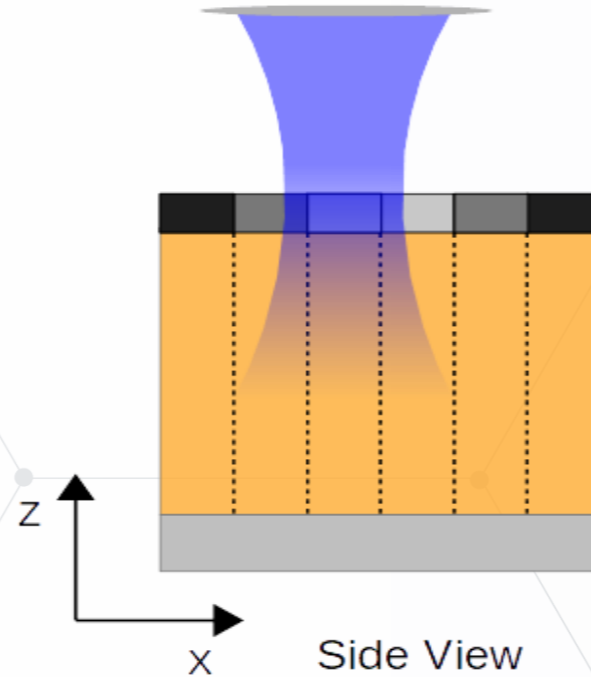
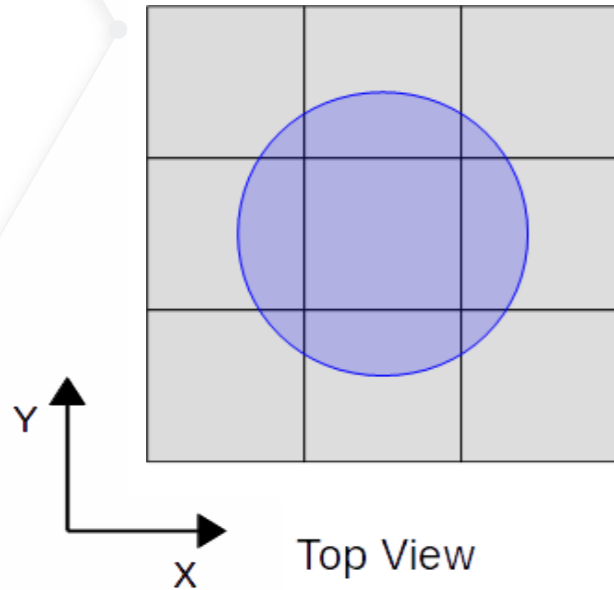


*Courtesy of IMS*

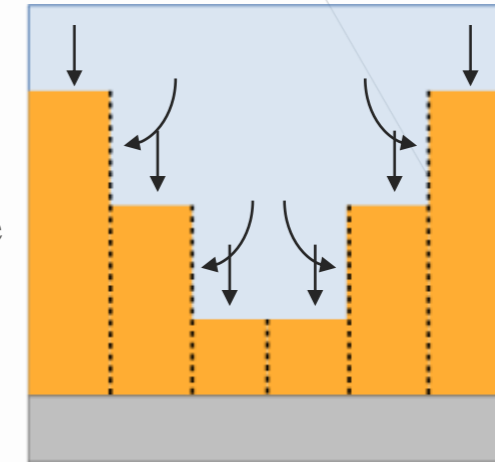


# Proximity & Process Effects

- The beam intensity is



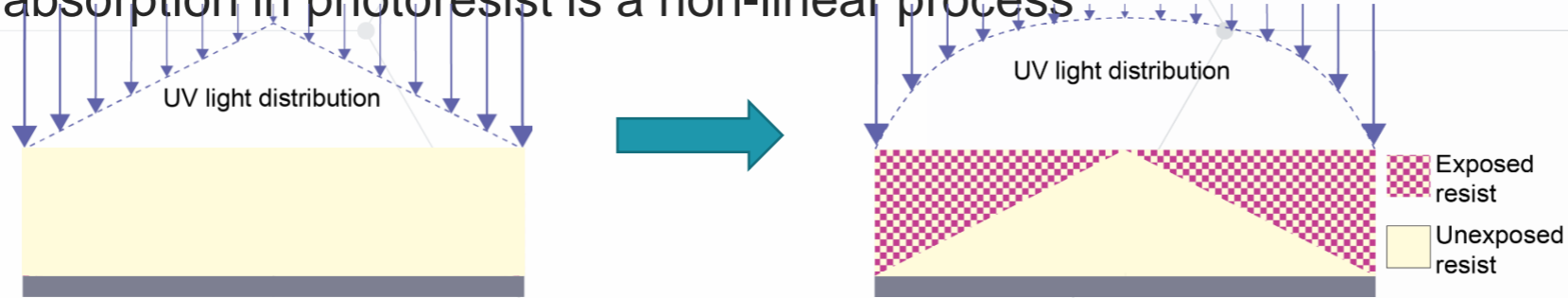
Develop



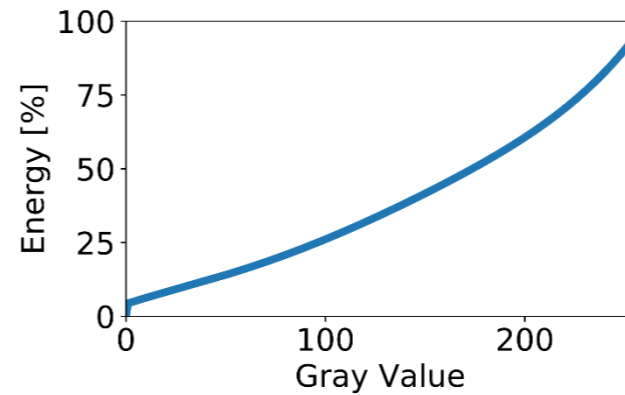
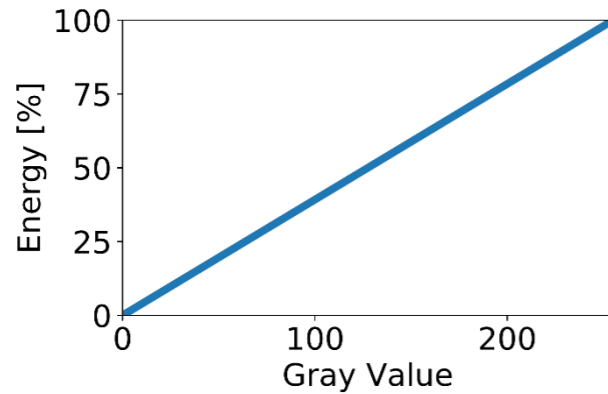
- ...larger than the pixel size (not to scale)
- ...not constant along z-axis
- Developer front moving to all direction – lateral development

**Output topography strongly depends on target geometry and both tool and process parameters**

- Light absorption in photoresist is a non-linear process

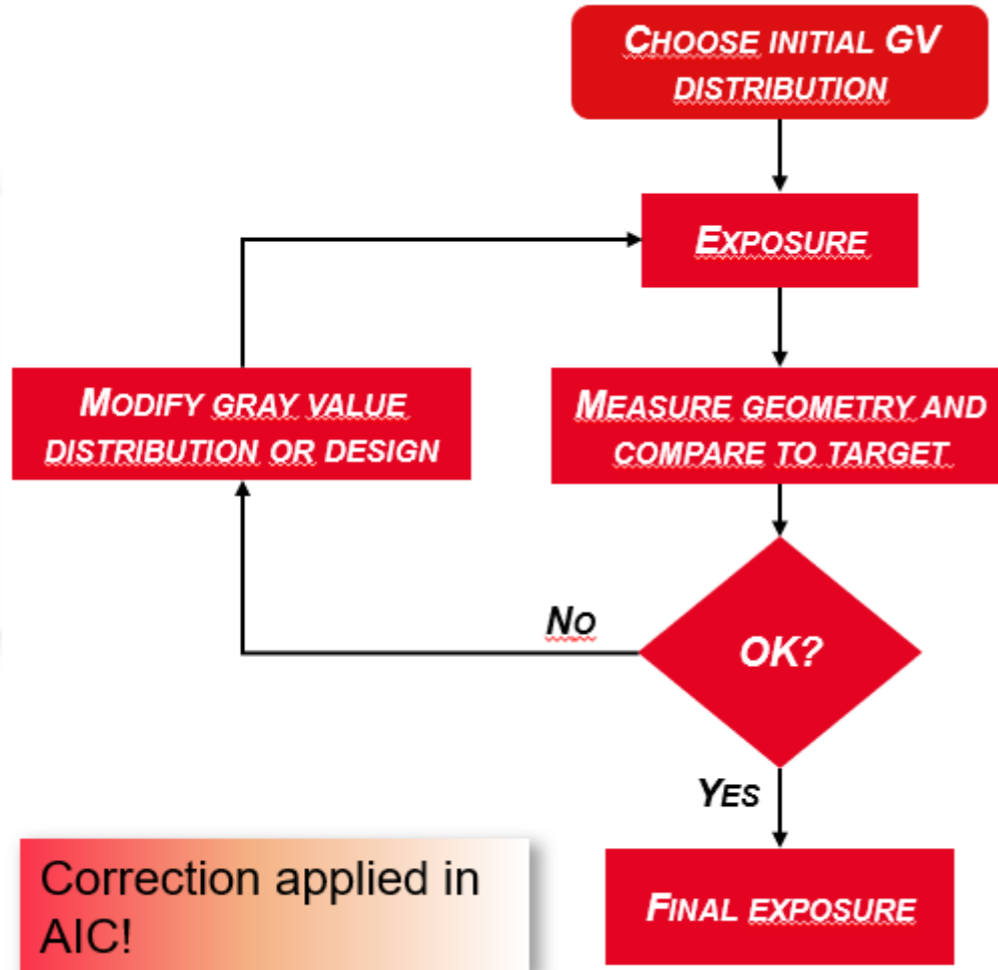


- Modify *how* energy is distributed into gray levels



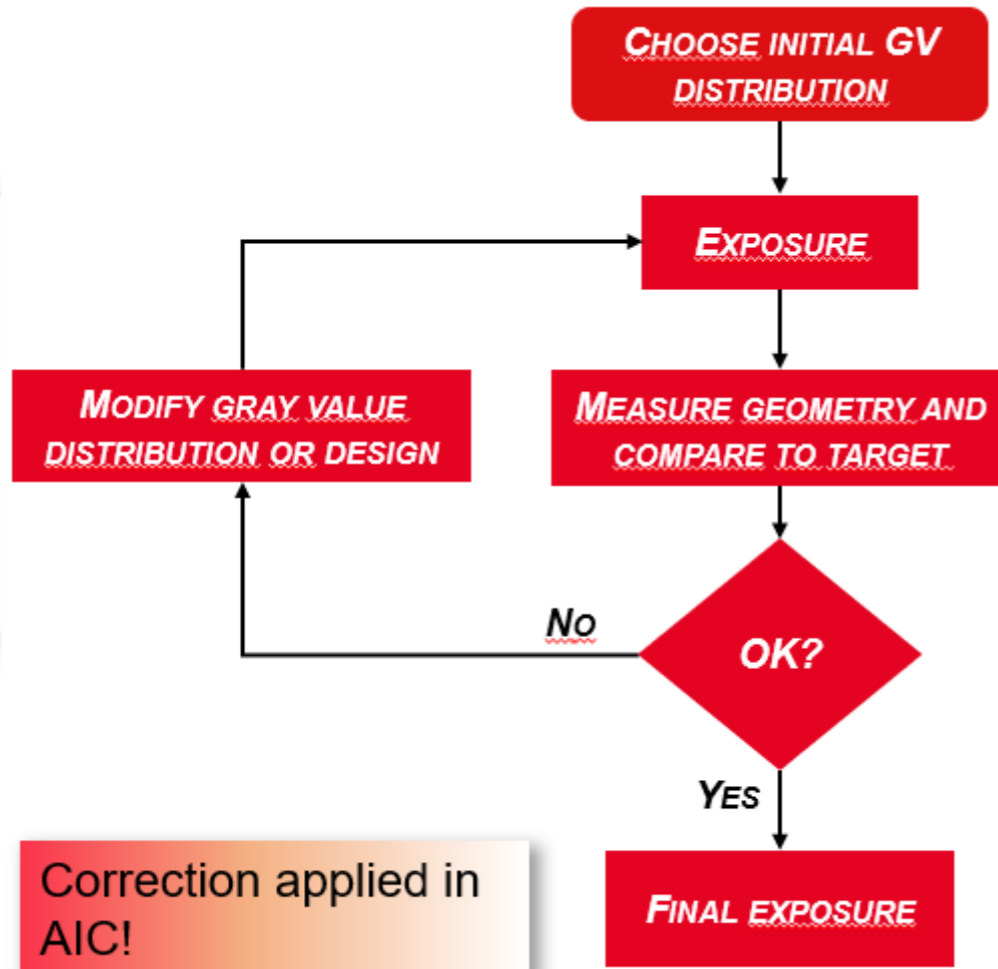
# Laser Grey-Tone Correction

Experimental / iterative approach



# Laser Grey-Tone Correction

Experimental / iterative approach



Correction applied in AIC!

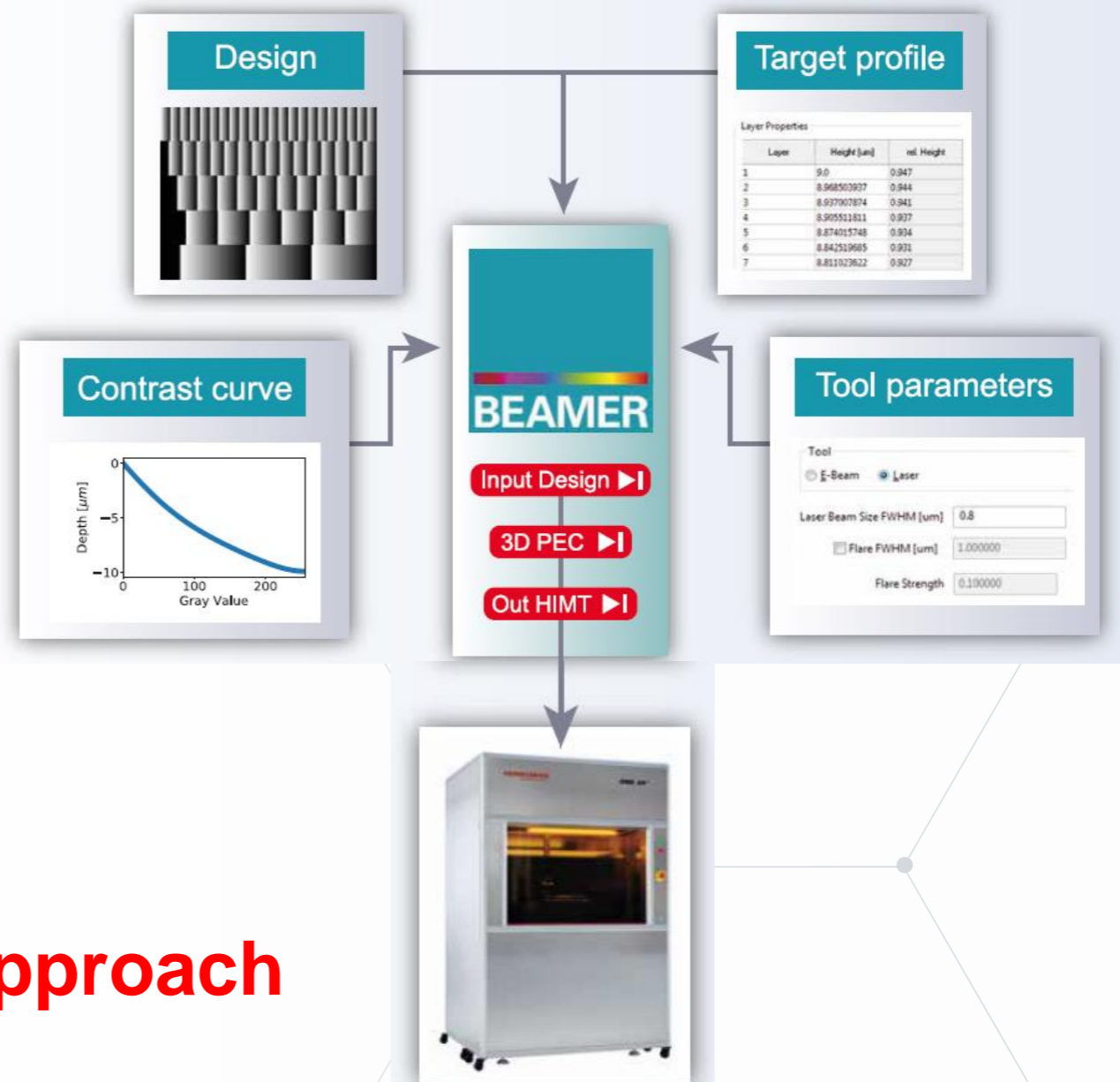
**WORKS QUITE WELL, BUT...**

- ... can be very time consuming

# Laser Grey-Tone Correction

BEAMER offers a streamlined workflow to prepare exposure data for generating 3D resist profiles:

- Import PNG or GDS with target resist heights
- Import resist contrast curve
- Output: Corrected data in native Heidelberg Instruments machine-readable format. No further data preparation required for exposure

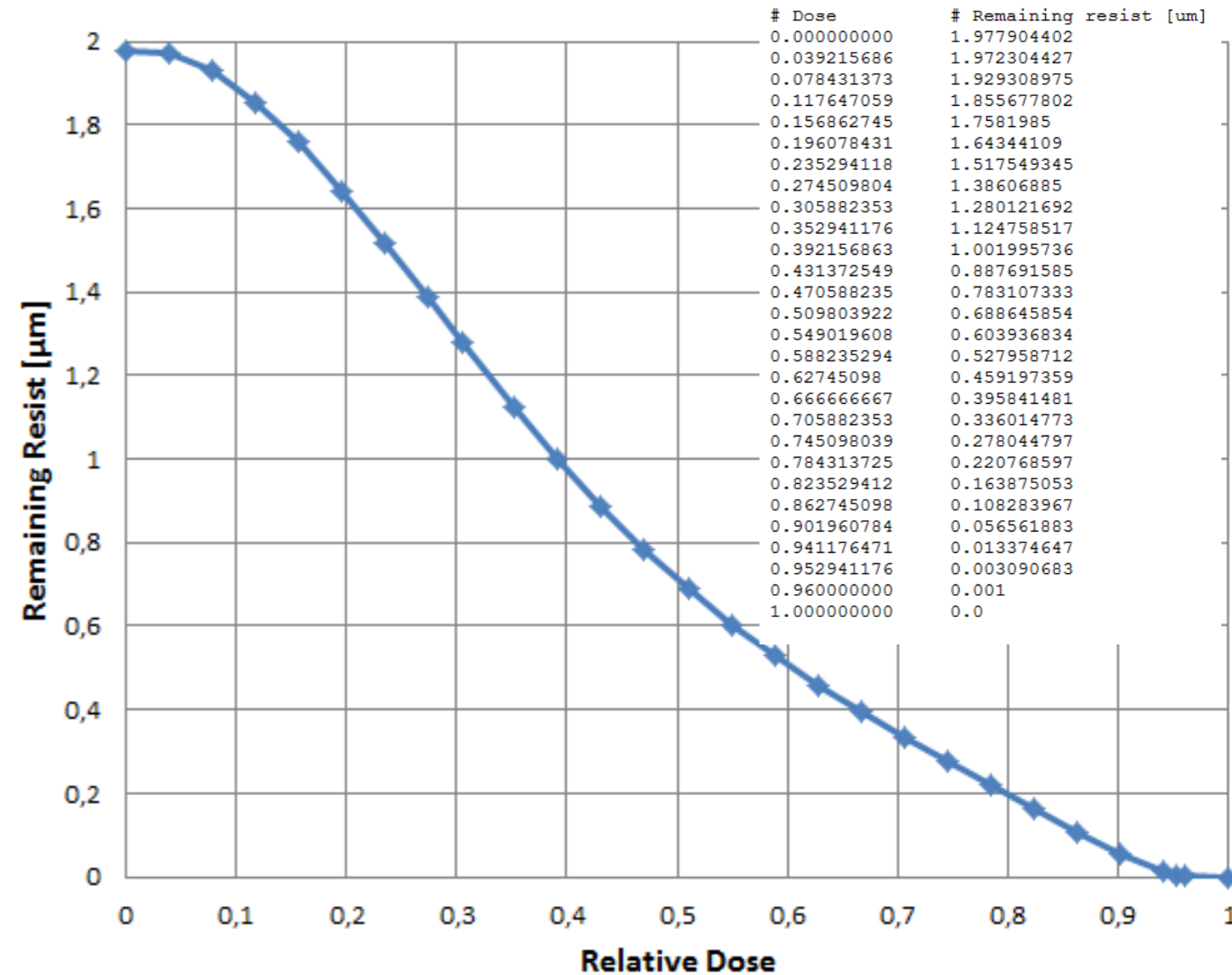


**Model Based Approach**

# Laser Example Process

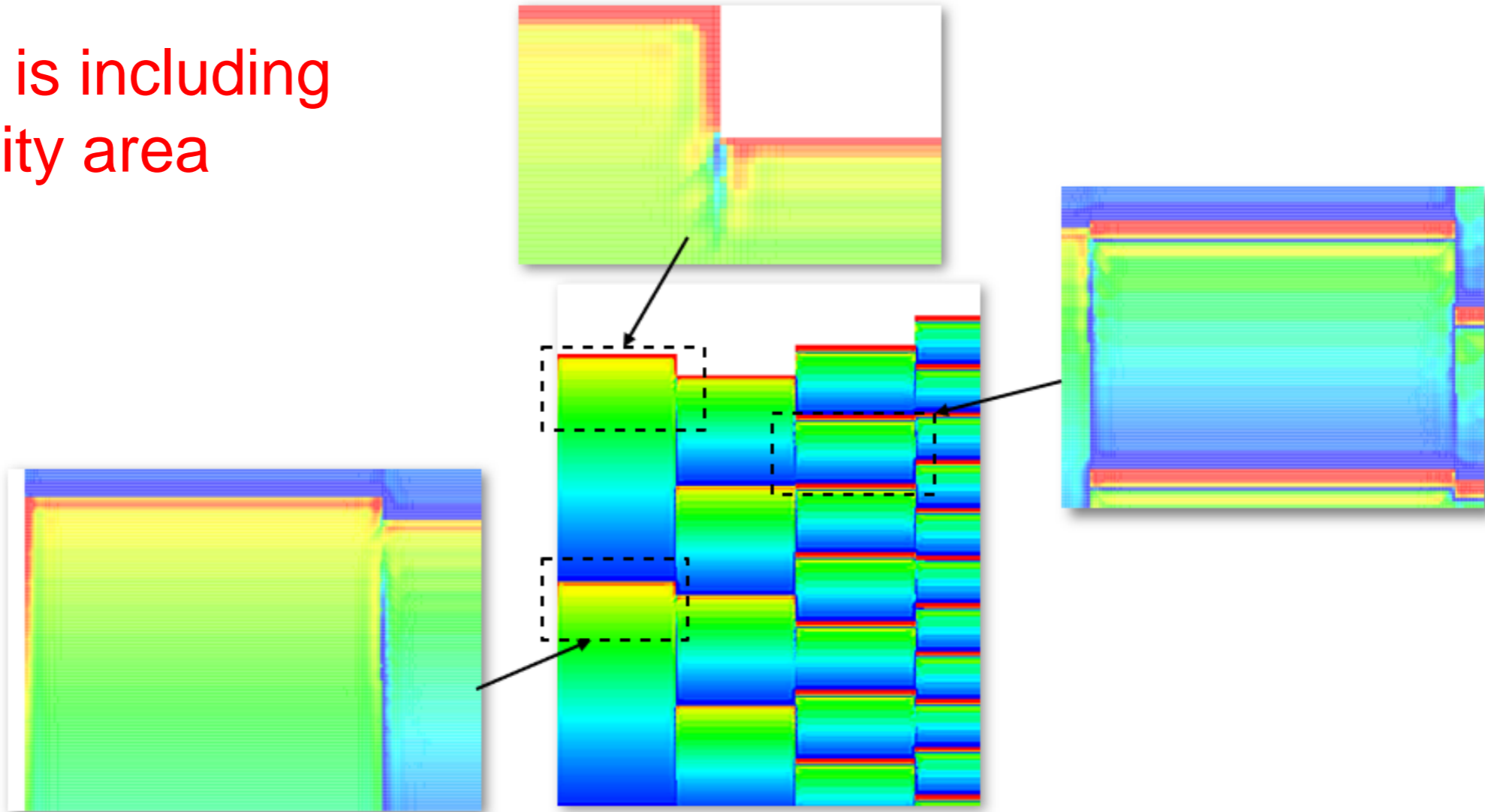
- Wafer stack
  - Substrate: 4" glass plate (soda lime)
  - Resist: 2.2 $\mu\text{m}$  of AZ1512HS
- Exposure
  - DWL66+ Write Mode II and optical aut
  - 1% (filter) of 230mW (405nm diode las
- Development
  - Developed with AZ726MIF 3min. @21
- Measurement
  - confocal microscope (Nanofocus)

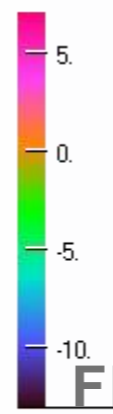
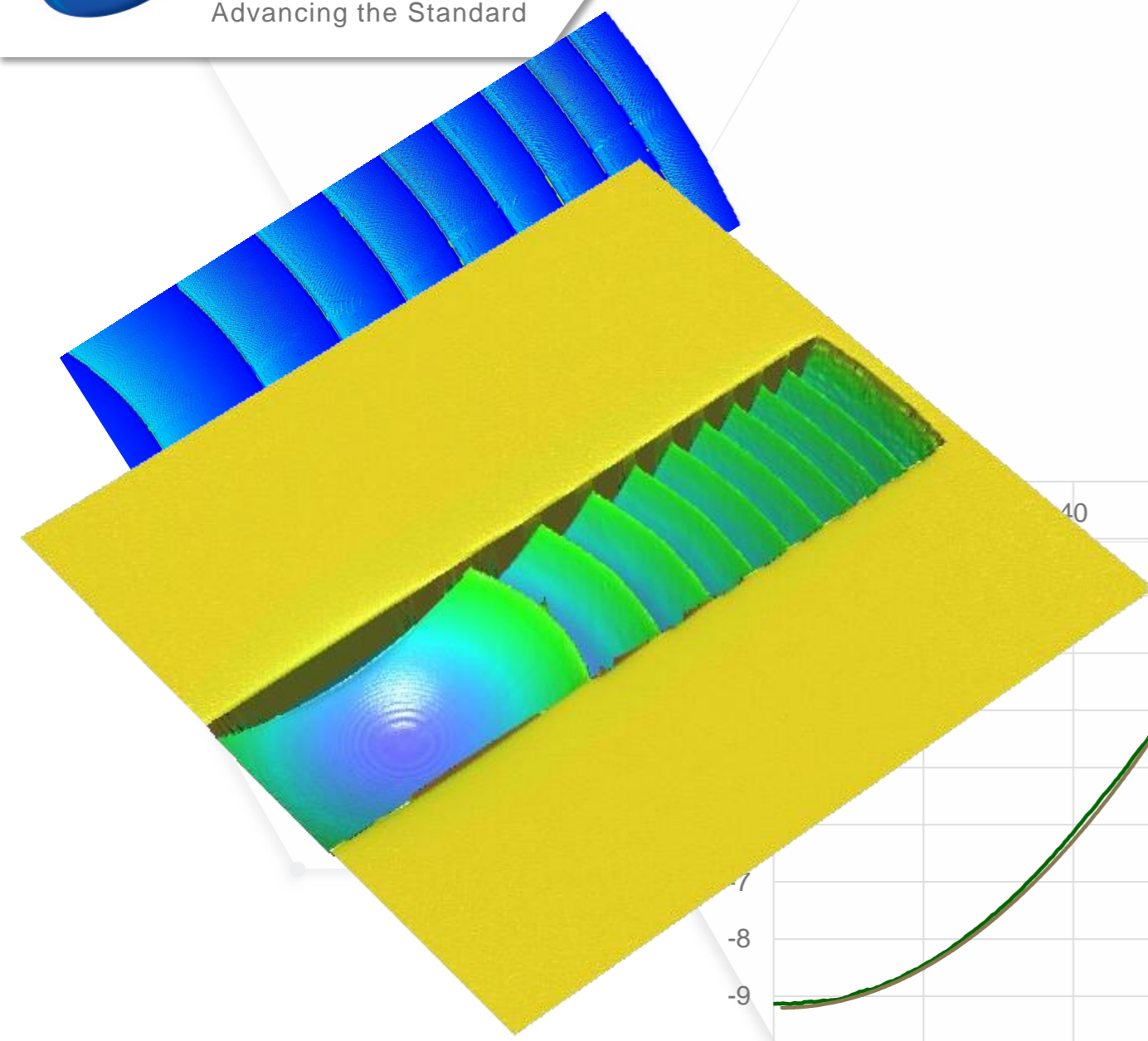
**Contrast Curve**



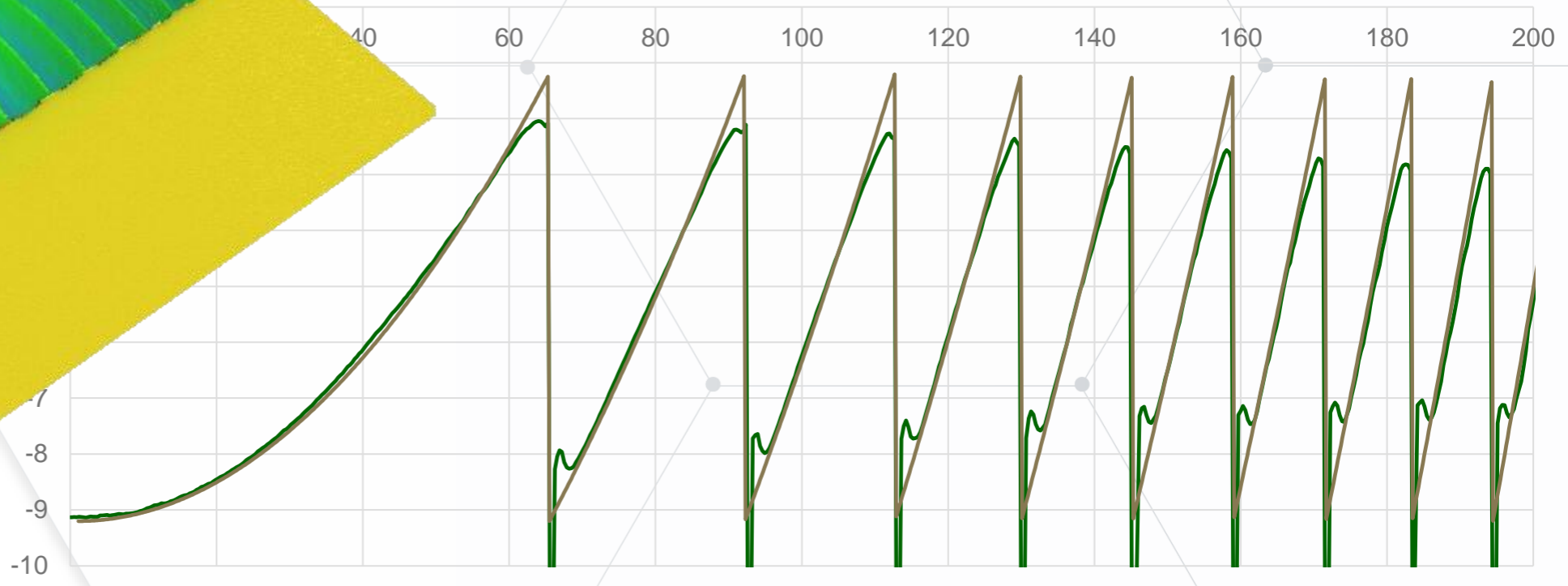


Correction is including the proximity area

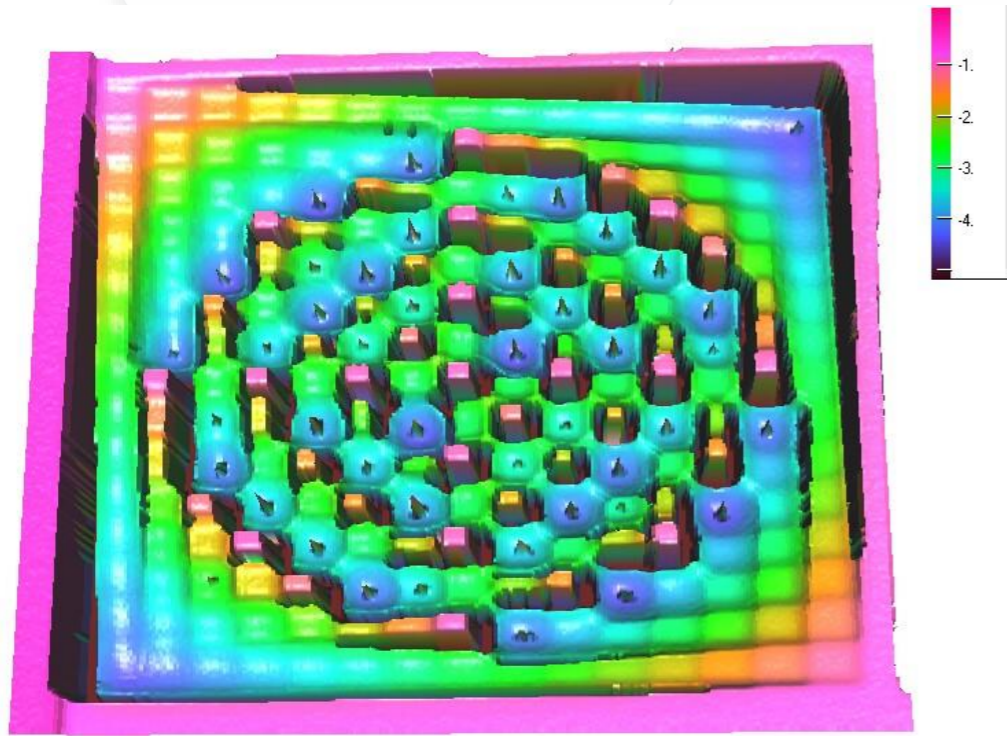




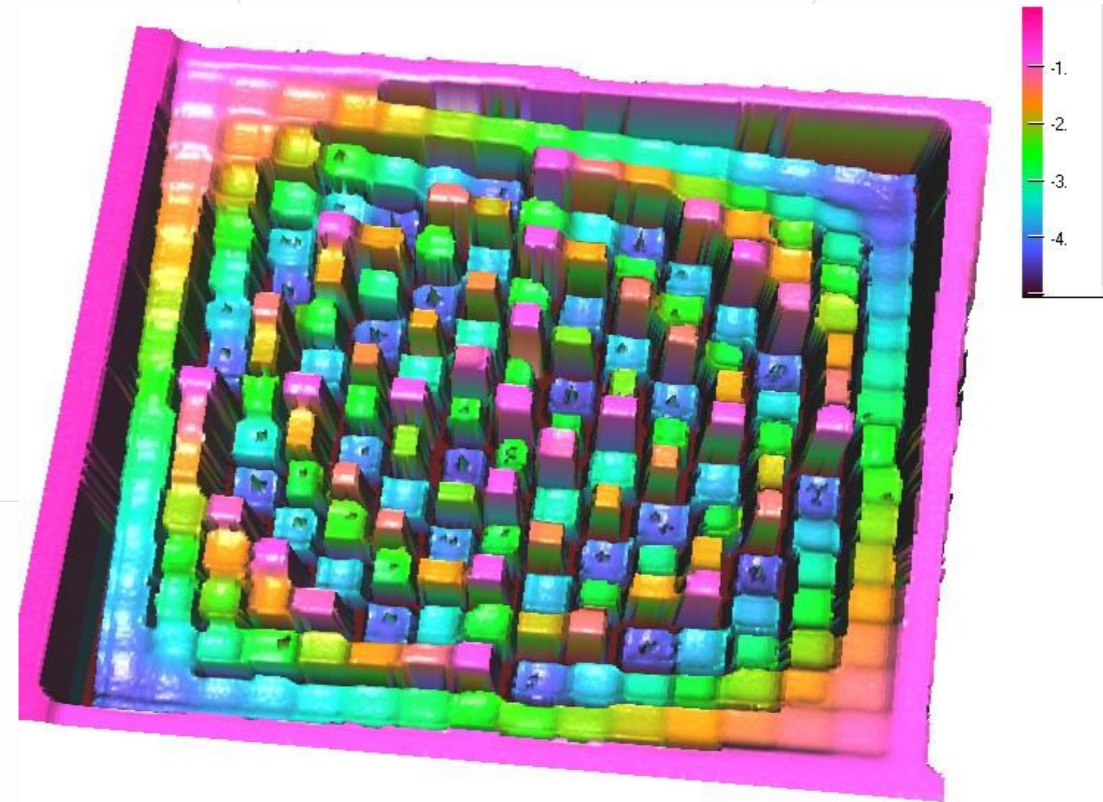
**FRESNEL LENS PROFILE**



# DOE – 3.2 $\mu\text{m}$ Squares/Pixels



HIMT conventional

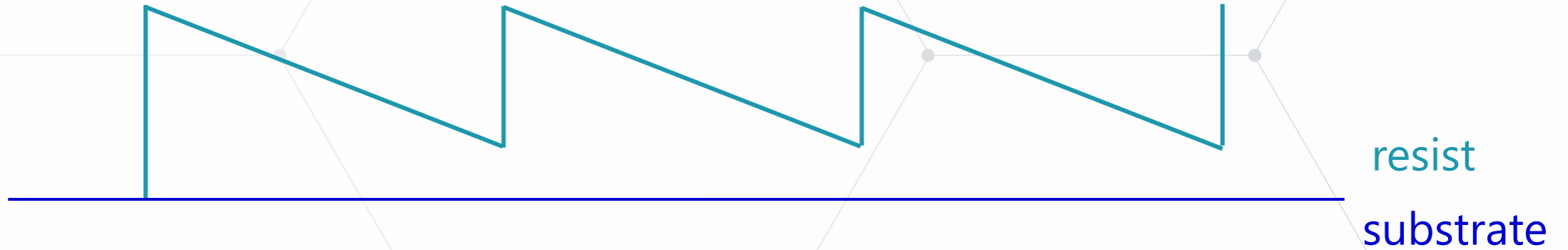


with BEAMER

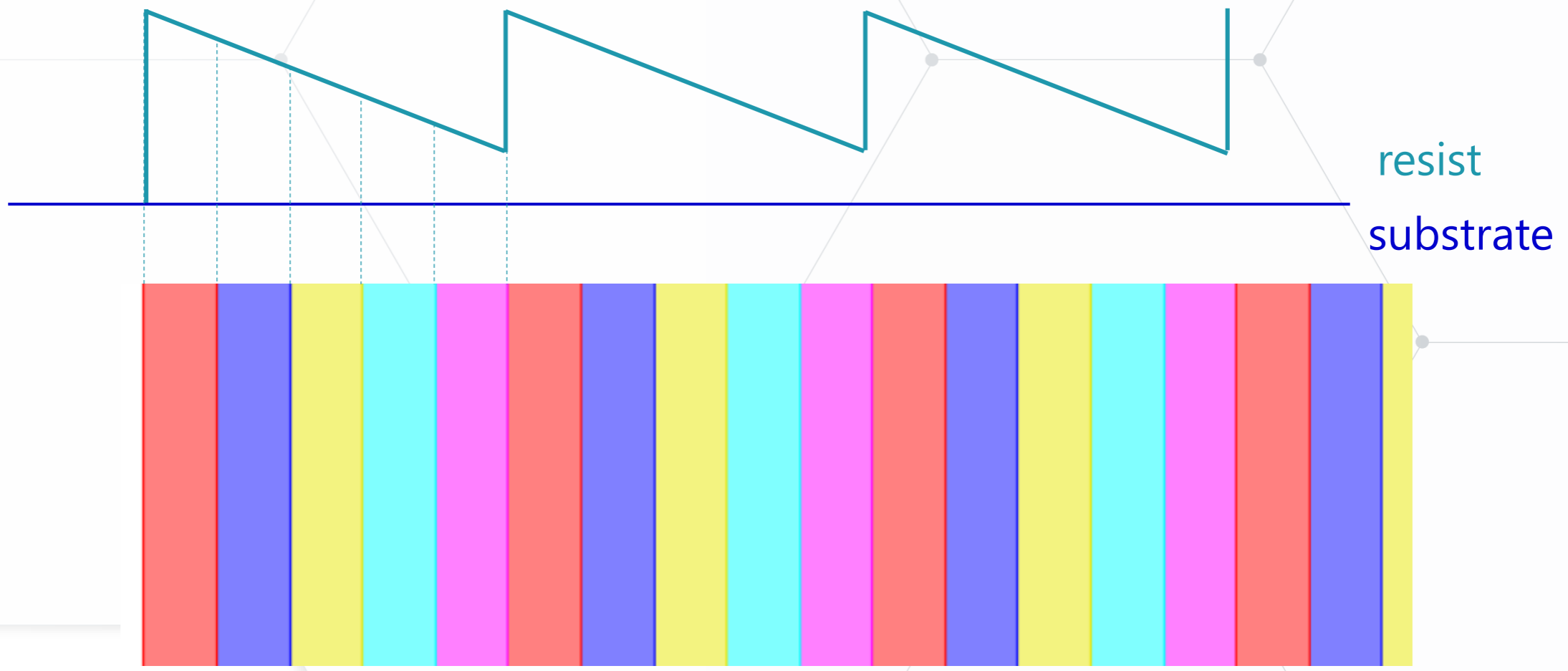
BEAMER is significantly better for the DOE.

- バイナリ露光における近接効果と、現像による形状への影響
- Rule OPC と Model OPC 補正のご紹介
- グレイスケール露光における補正
- LAB によるシミュレーション
  - 3Dシミュレーション
  - 2D OPCシミュレーション
- まとめ

# 3D-PEC : Design Example



# 3D-PEC : Design Example



resist  
substrate

CAD layer  
or Bitmap

1 2 3 4 5 1 2 ...



LAB

File Edit View Help

Cut Copy Paste Up Save Variables Run Run To Cancel Pause Resume Reset Material Database Flow Setup Results Detach

Modules Variables Flow Libraries Examples

Layout & Data Handling

Import Import 3D Edit

Export Export 3D

Simulation

Proximity Projection Laser

E-Beam 3D Resist Etching

Metrology Model-OPC Rule-OPC

Layout Operation

Extract Transform Grid

Heal NOT Bias

Size OR AND

XOR P-XOR MINUS

Filter Mapping

Merge FDA

Control

Split Loop Script

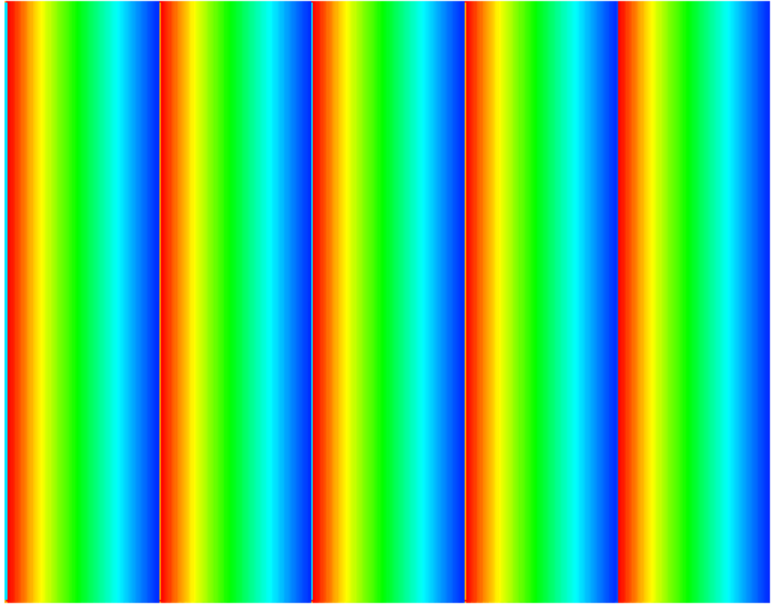
Calibration Optimizer Comment

BG\_simulation\_Lab.lfbt x

In LEDB

Laser

Resist



Module Info Log Info Error/Warnings

Import C:\Users\shimizu\Desktop\Use Files\Laser Lithography\2017-05-18--internal--Heidelberg\_Example-Flow\Flow for LAB\BG\_steps\_3DPEC\_90deg.ldb

File type: LEDB file

Layerset: \*

Exposure

Laser exposure

View Area [um]: -39.314, -9.644; 41.607, 11.708



LAB

File Edit View Help

Cut Copy Paste Up Save Variables Run Run To Cancel Pause Resume Reset Material Database Flow Setup Results Detach

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Calibration Optimizer Comment

BG\_simulation\_Lab.lfbt x

In LEDB

Laser

Resist

View Area [um]: -39.314, -9.644; 41.607, 11.708

Module Info Log Info Error/Warnings

Import C:\Users\shimizu\Desktop\Use Files\Laser Lithography\2017-05-18--internal--Heidelber  
File type: LEDB file  
Layerset: \*

Exposure  
Laser exposure





LAB

File Edit View Help

Cut Copy Paste Up Save Variables Run Run To Cancel Pause Resume Reset Material Database Flow Setup Results Detach

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XOR P-XOR MINUS

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Merge FDA

Control

Split Loop Script

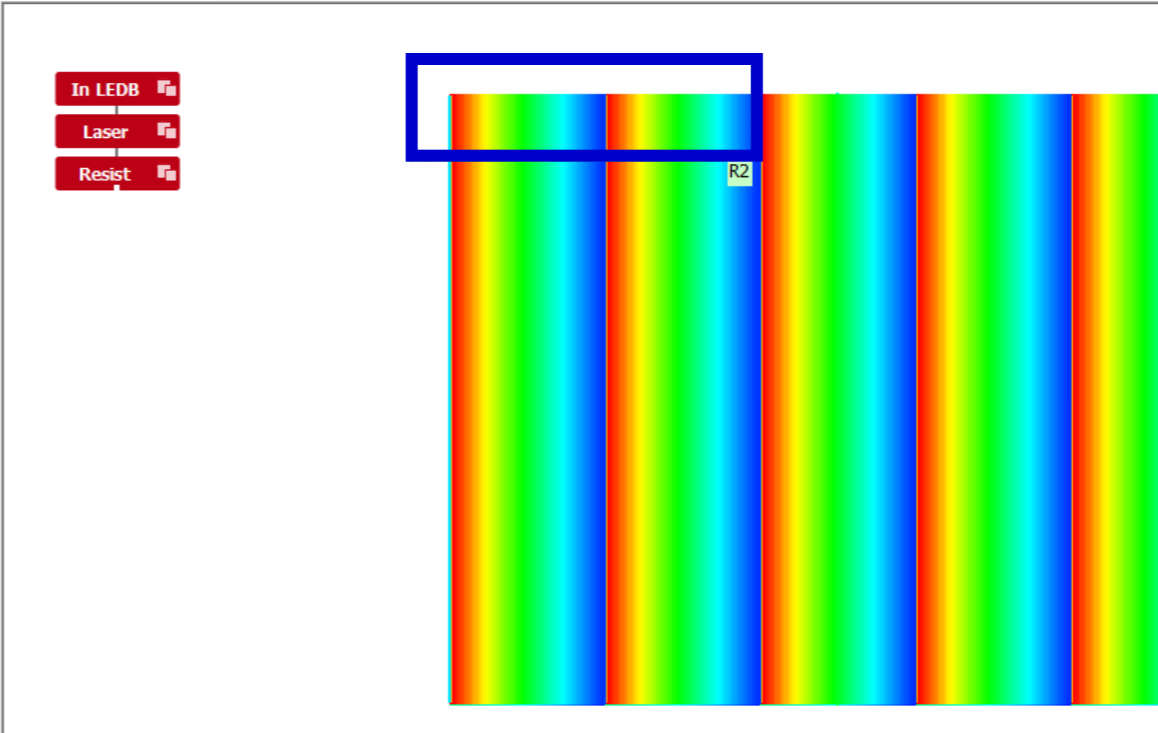
Calibration Optimizer Comment

BG\_simulation\_Lab.lfbt x

In LEDB

Laser

Resist



Module Info Log Info Error/Warnings

Import C:\Users\shimizu\Desktop\Use Files\Laser Lithography\2017-05-18--internal--Heidelberg\_Example-Flow\Flow for LAB\BG\_steps\_3DPEC\_90deg.ldb

File type: LEDB file

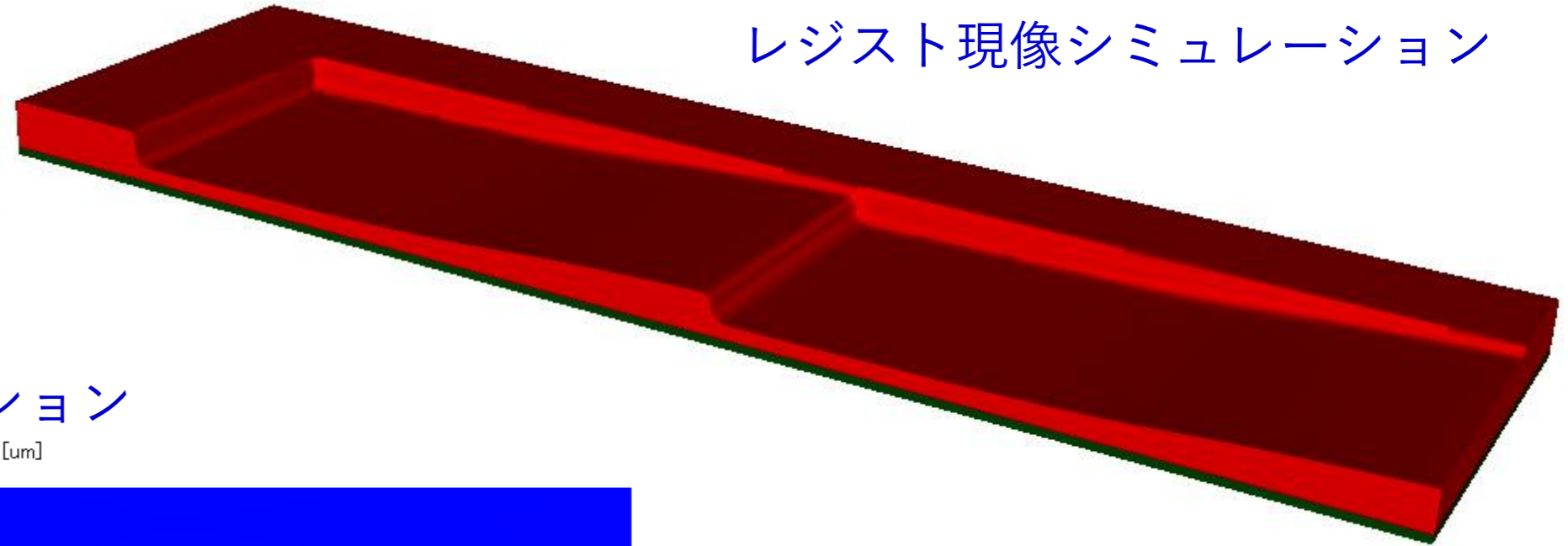
Layerset: \*

Exposure

Laser exposure

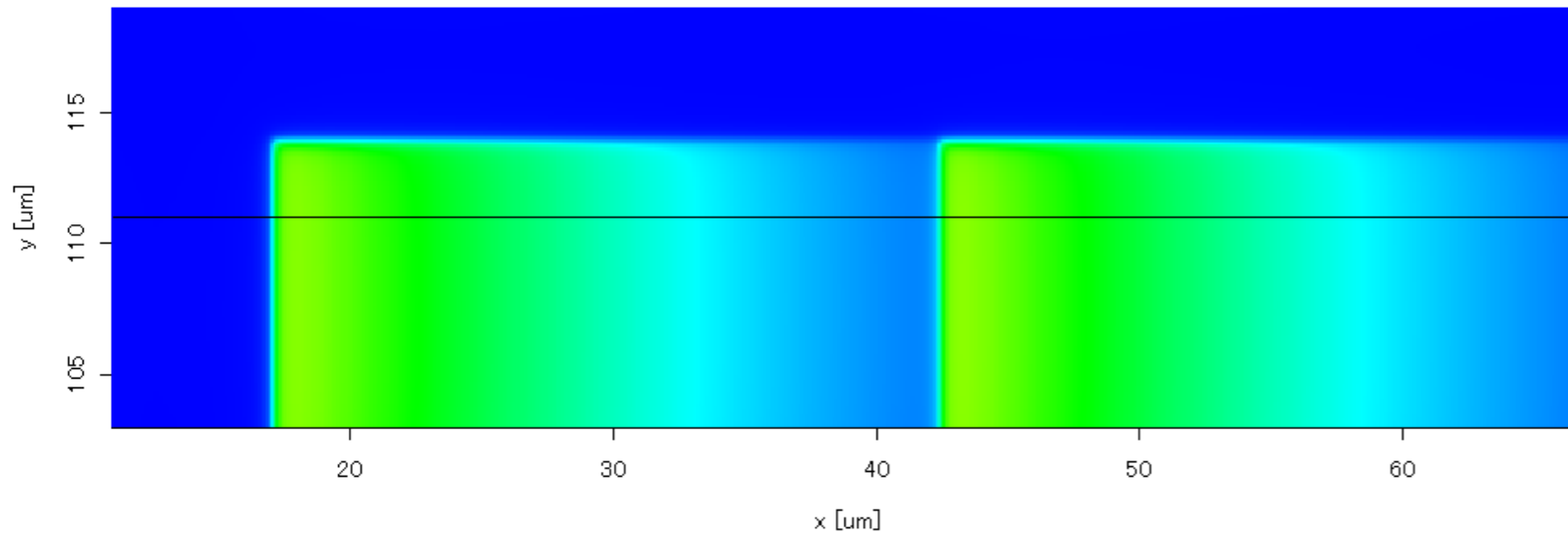
View Area [um]: -39.314, -9.644; 41.607, 11.708

レジスト現像シミュレーション



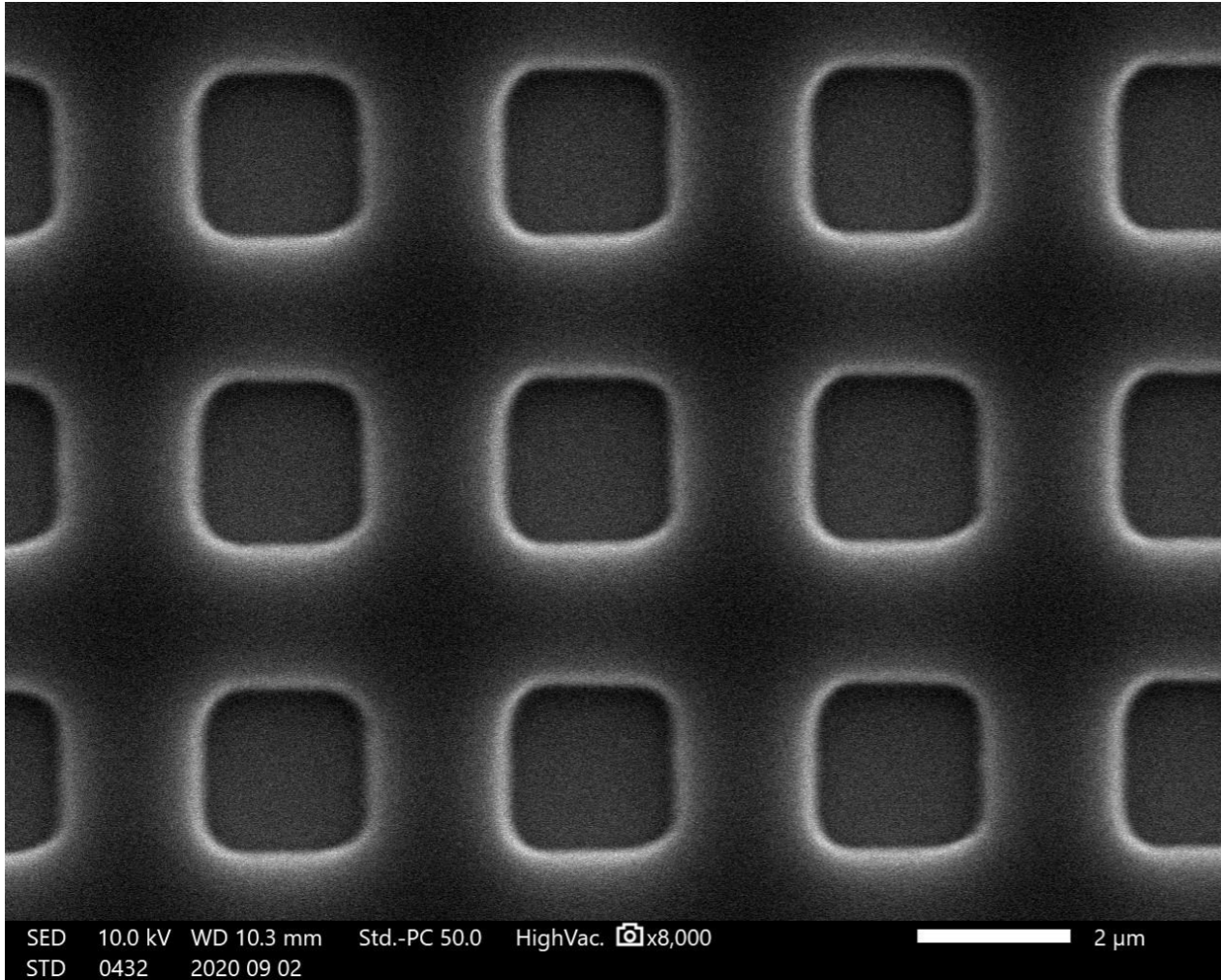
レーザー露光シミュレーション

$z = 1$  [um]



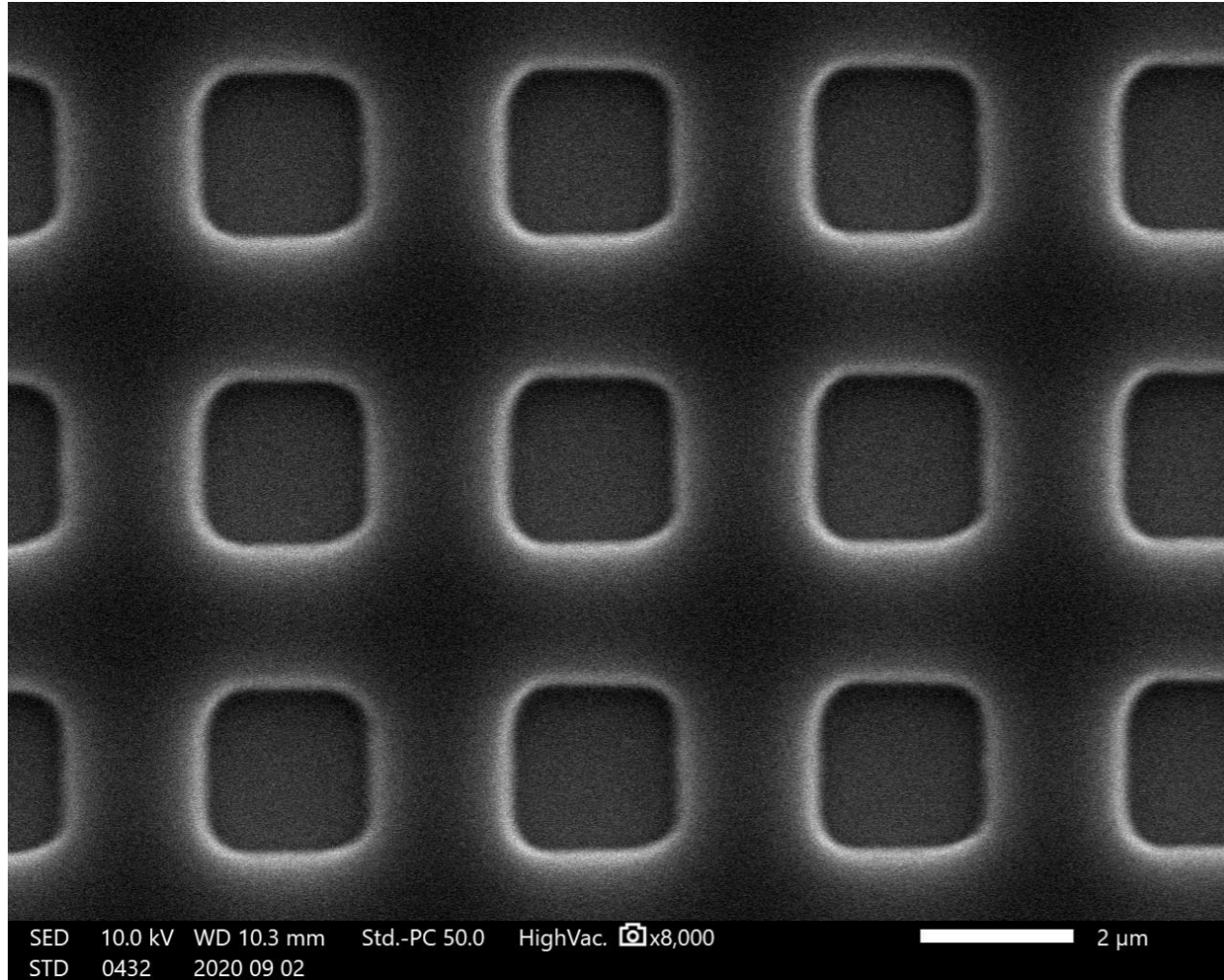
- バイナリ露光における近接効果と、現像による形状への影響
- Rule OPC と Model OPC 補正のご紹介
- グレイスケール露光における補正
- LAB によるシミュレーション
  - 3Dシミュレーション
  - 2D OPCシミュレーション
- まとめ

without correction



**Corner Rounding = 0.65 um (av.)**

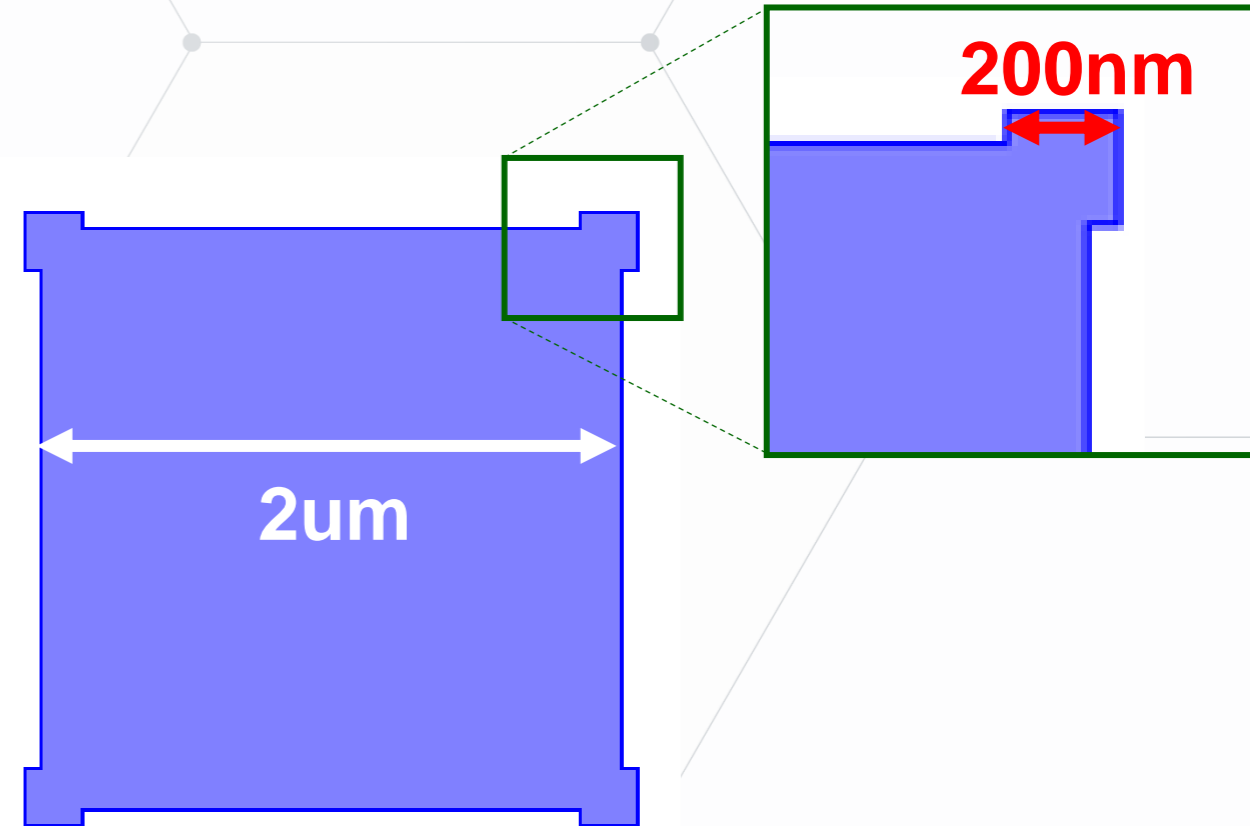
without correction



Corner Rounding = **0.65 μm (av.)**

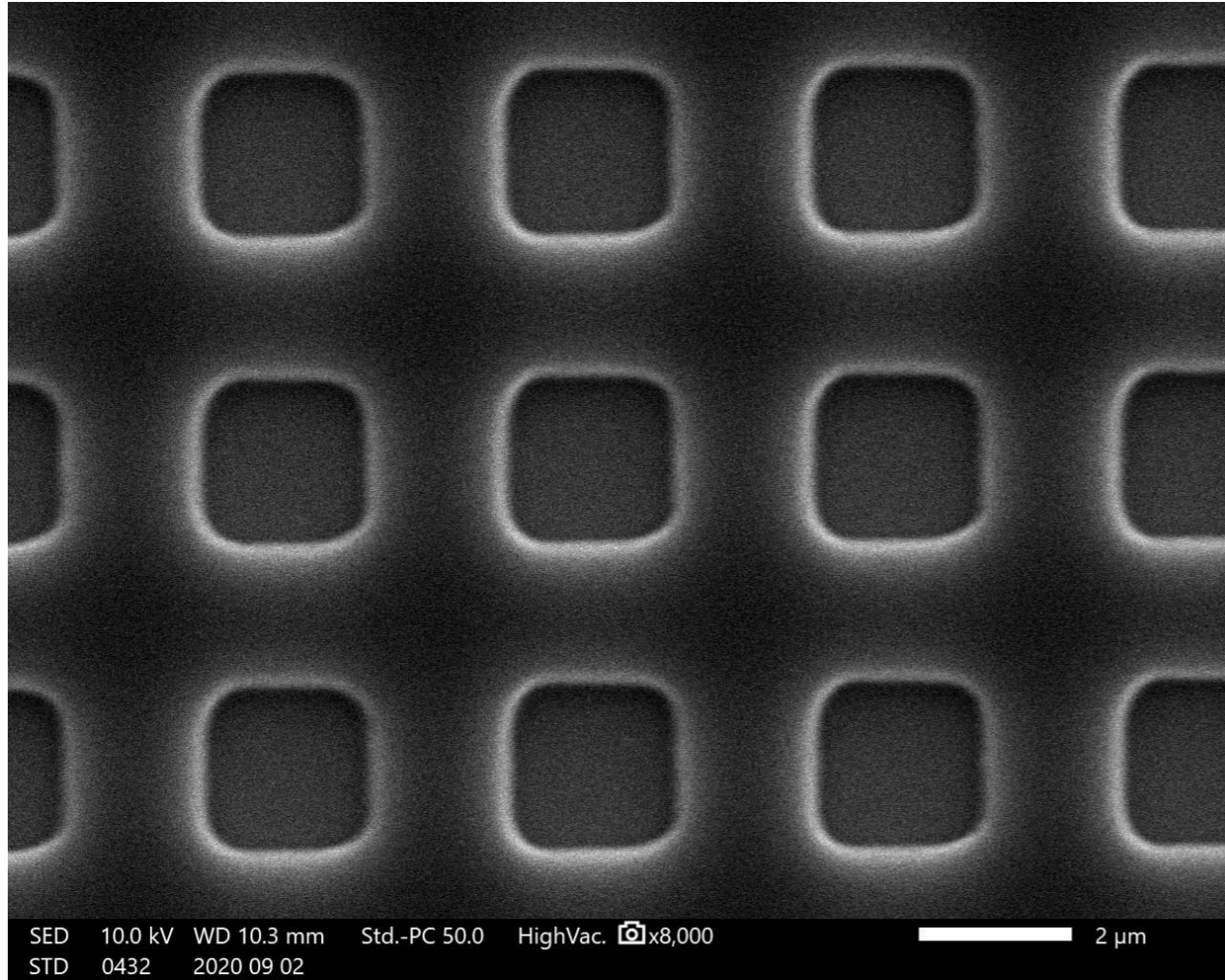
2μm Square Dots

200nm Serif with 70% overlap



**Rule-OPC**

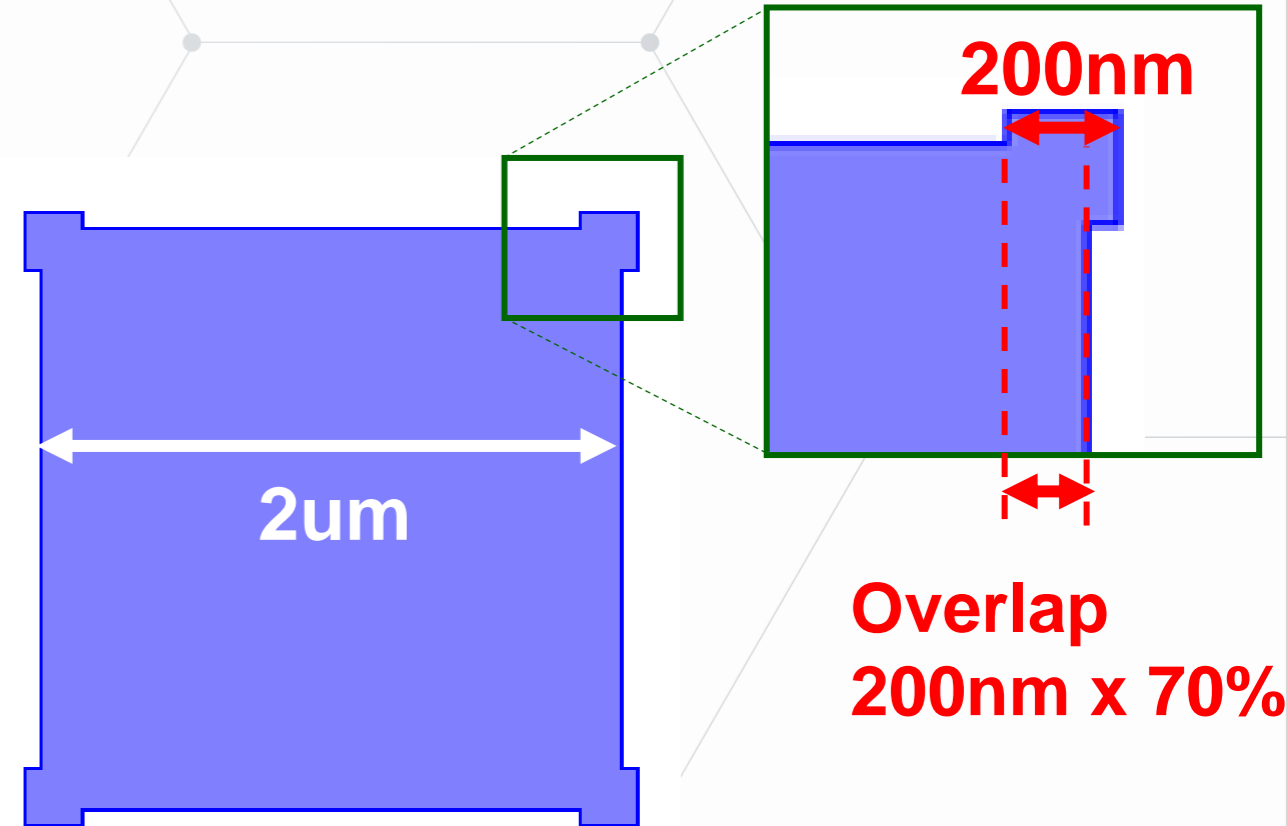
without correction



**Corner Rounding = 0.65 μm (av.)**

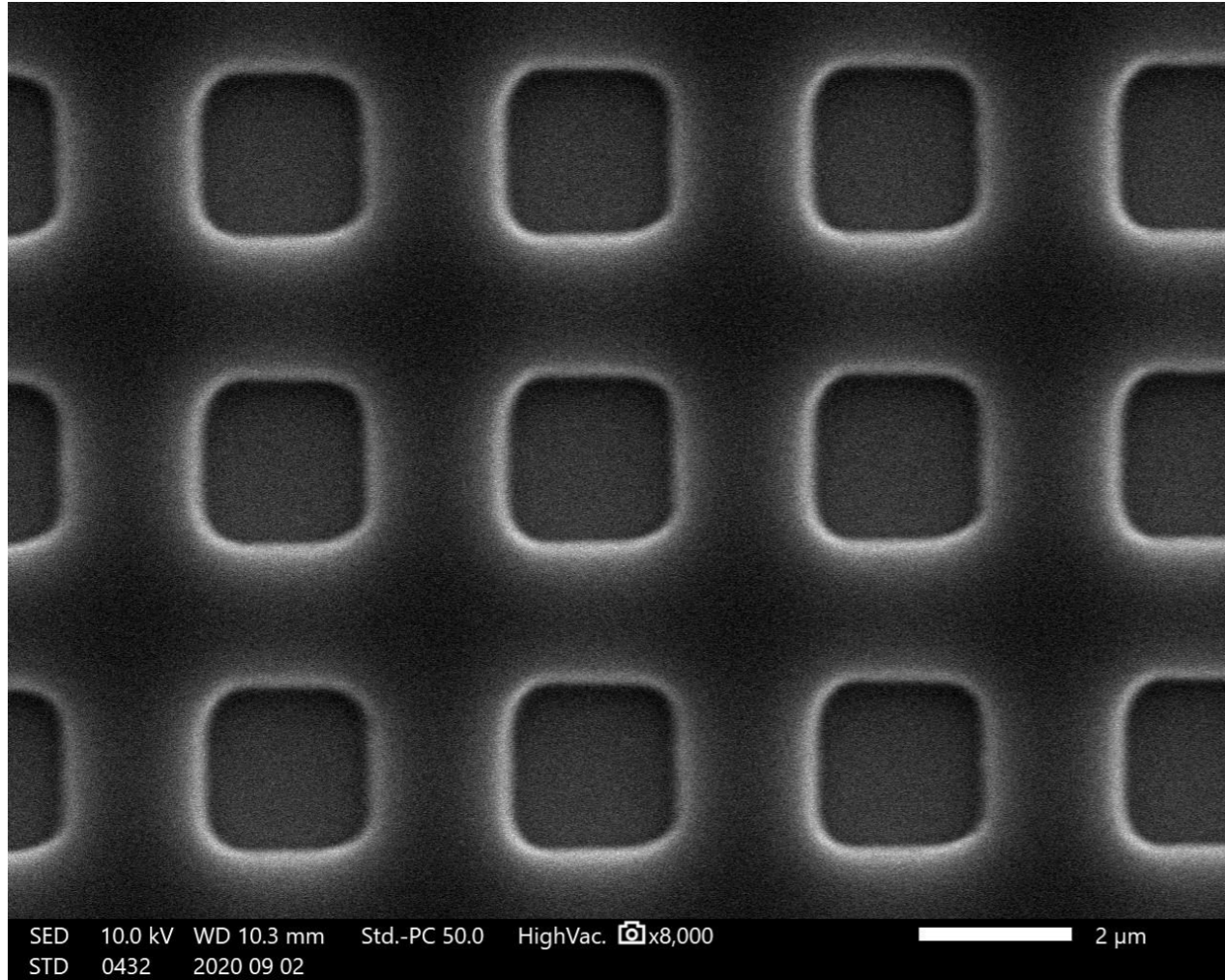
## 2um Square Dots

200nm Serif with 70% overlap



**Rule-OPC**

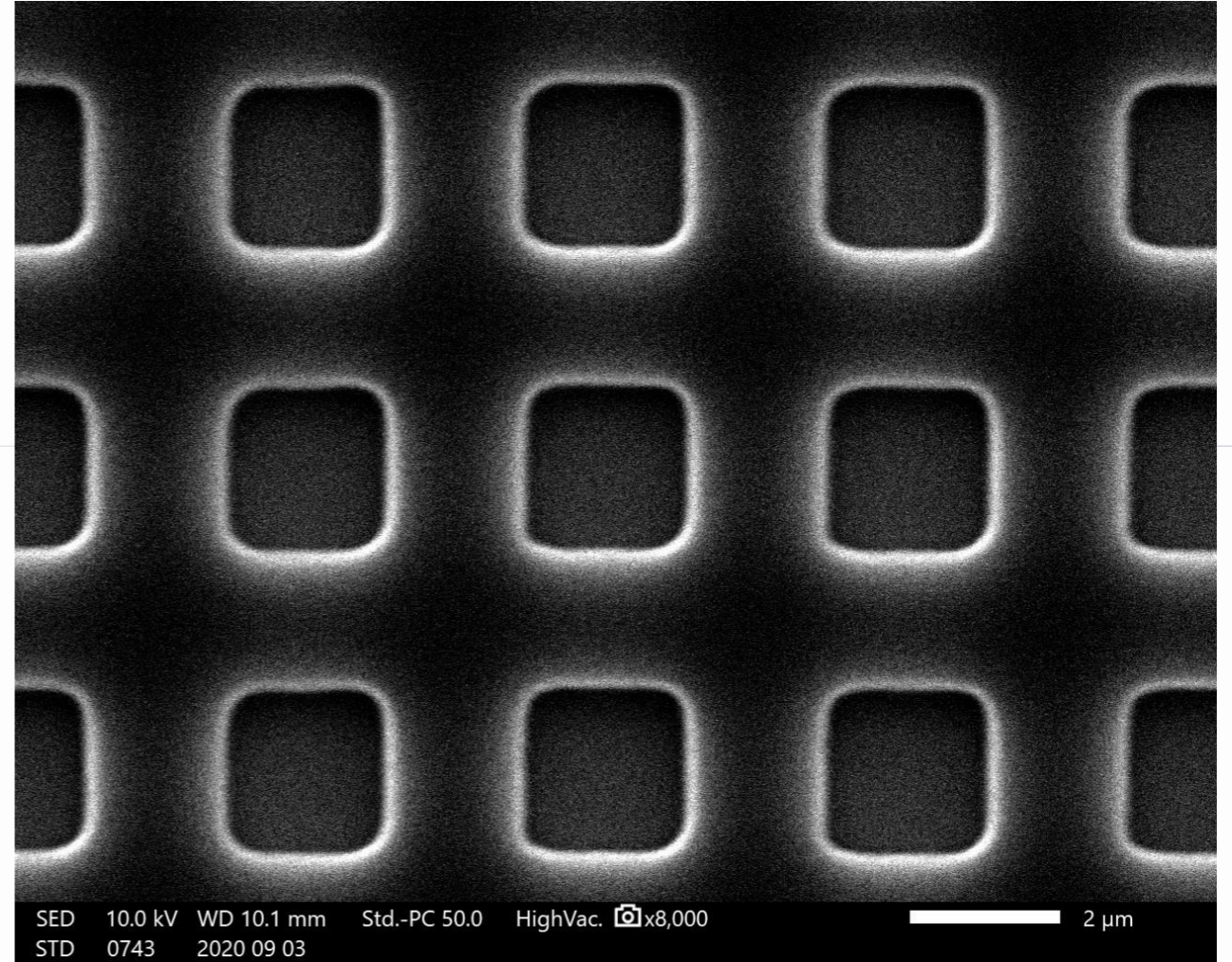
without correction



**Corner Rounding = 0.65 μm (av.)**

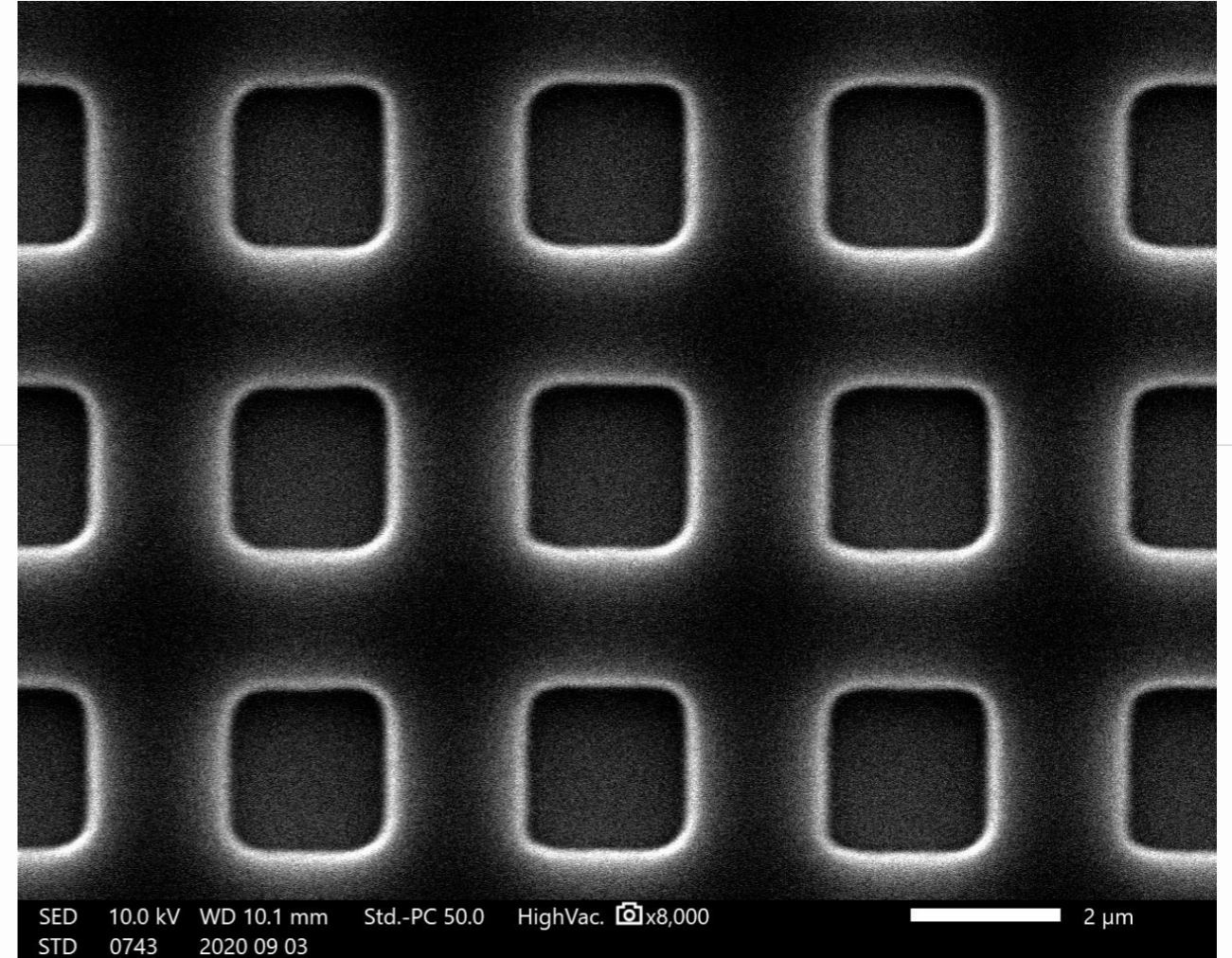
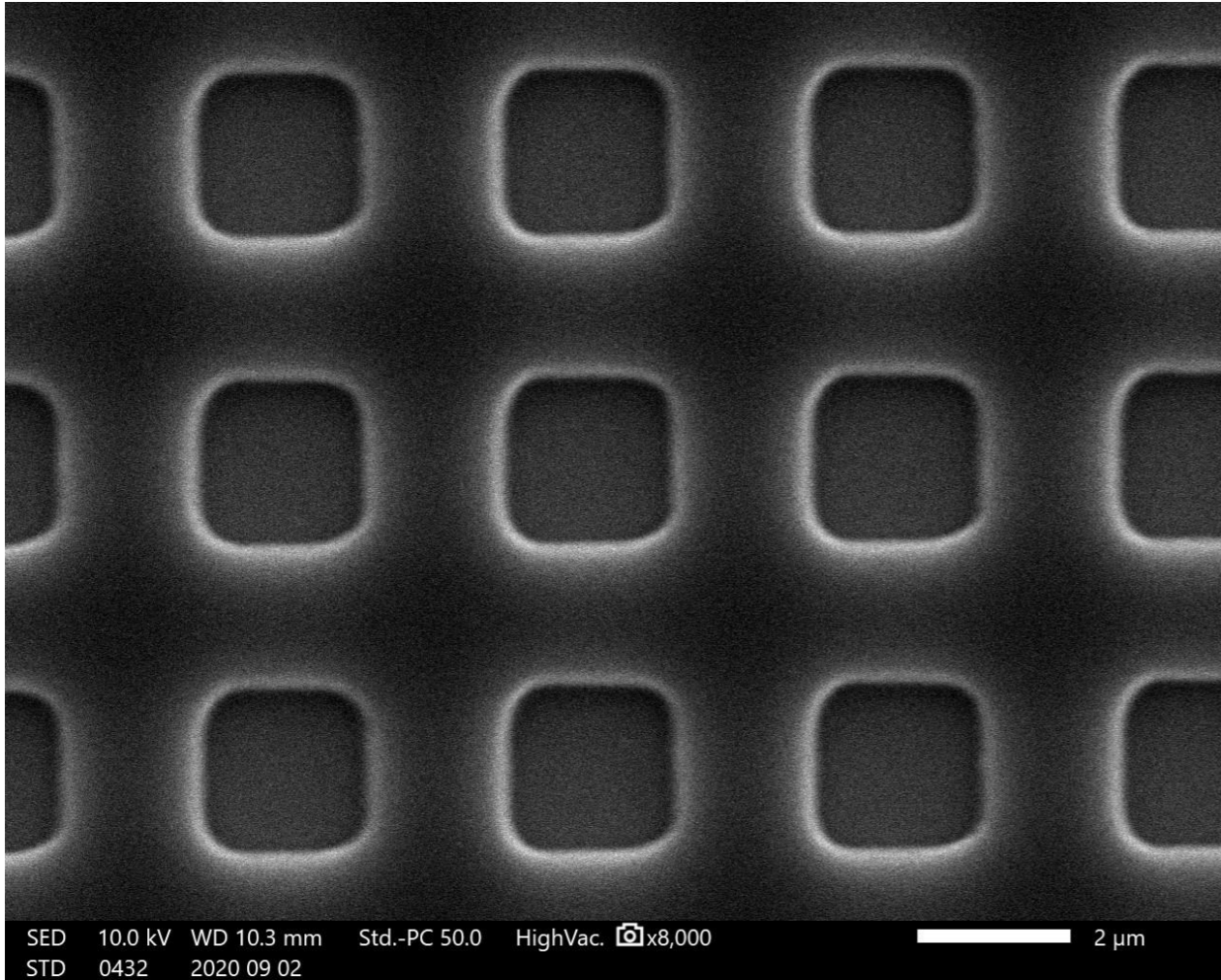
2μm Square Dots

200nm Serif with 70% overlap



without correction

200nm Serif with 70% overlap



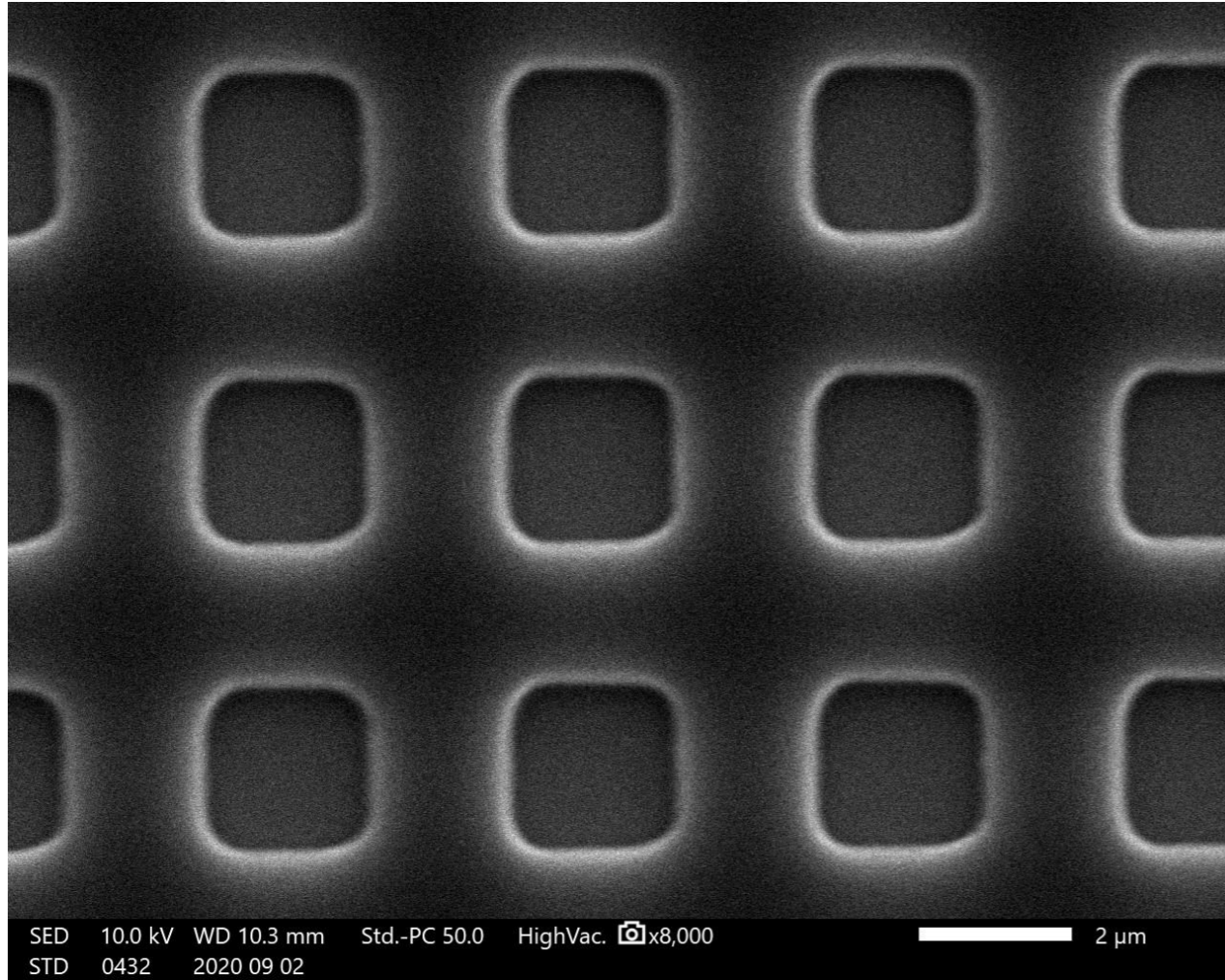
Corner Rounding = **0.65 um (av.)**



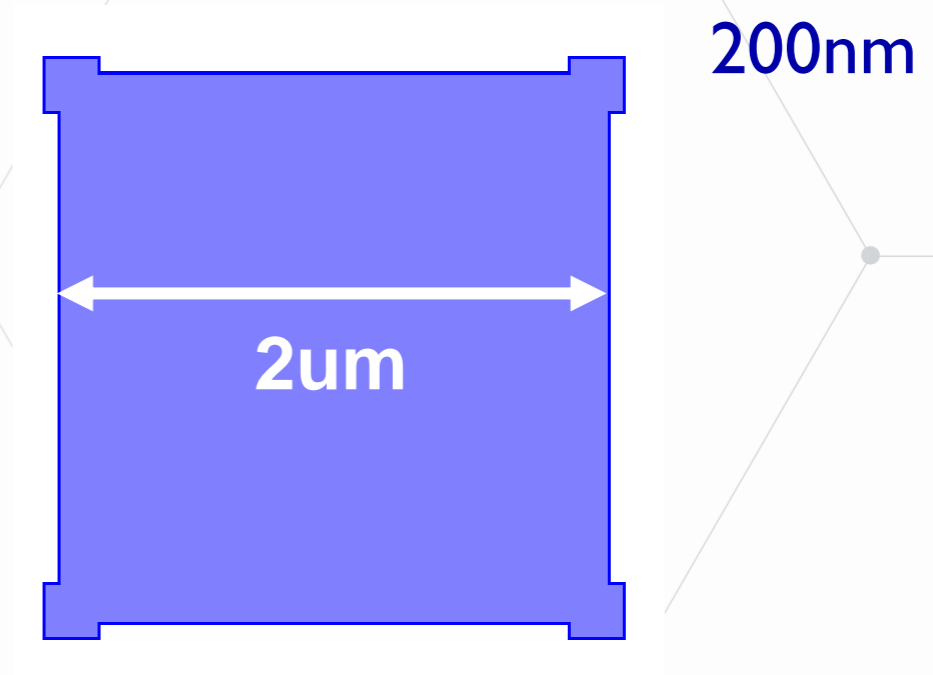
Corner Rounding = **0.56 um (av.)**



without correction

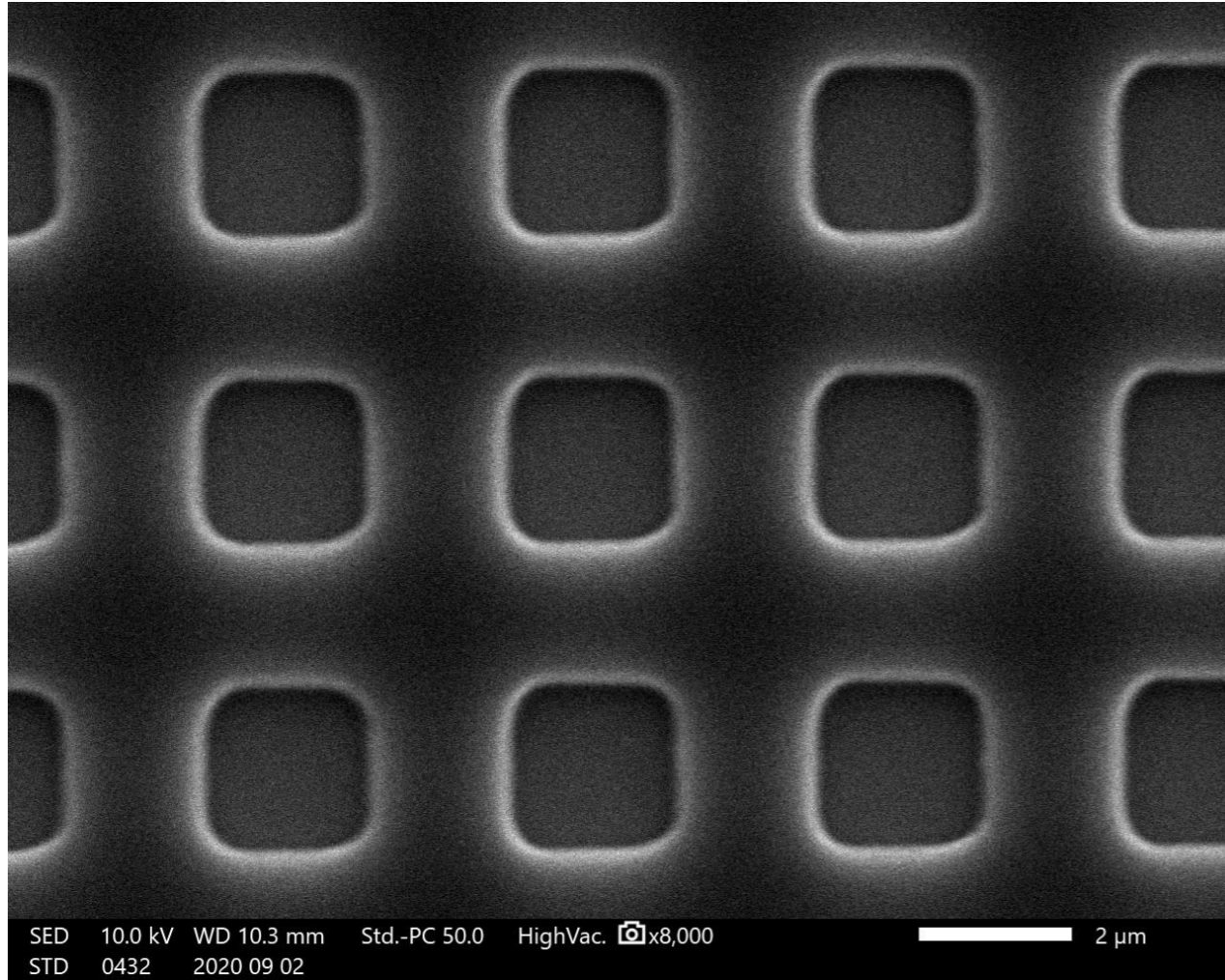


## 2um Square Dots

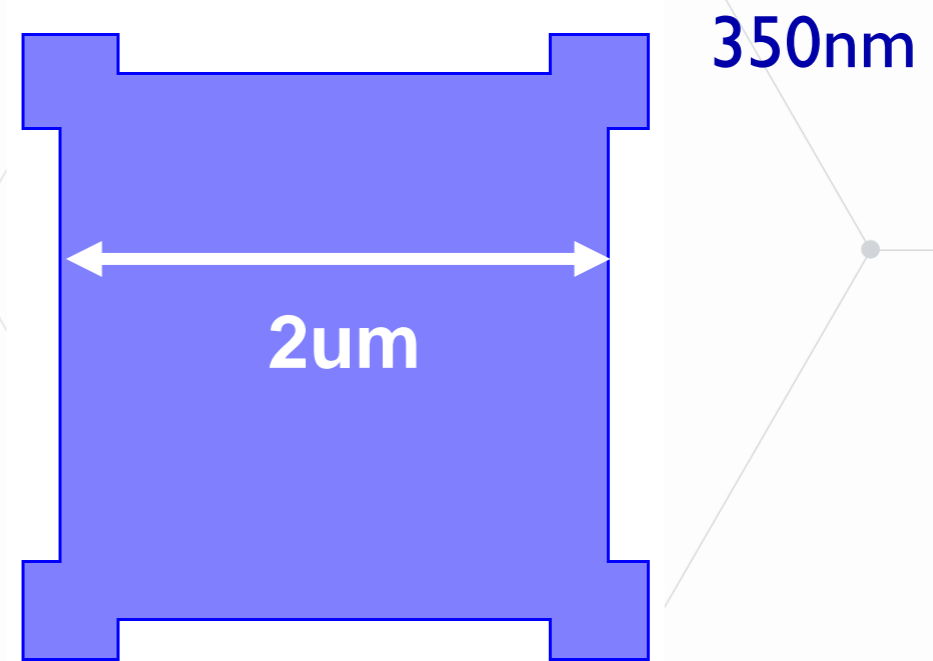


**Rule-OPC**

without correction

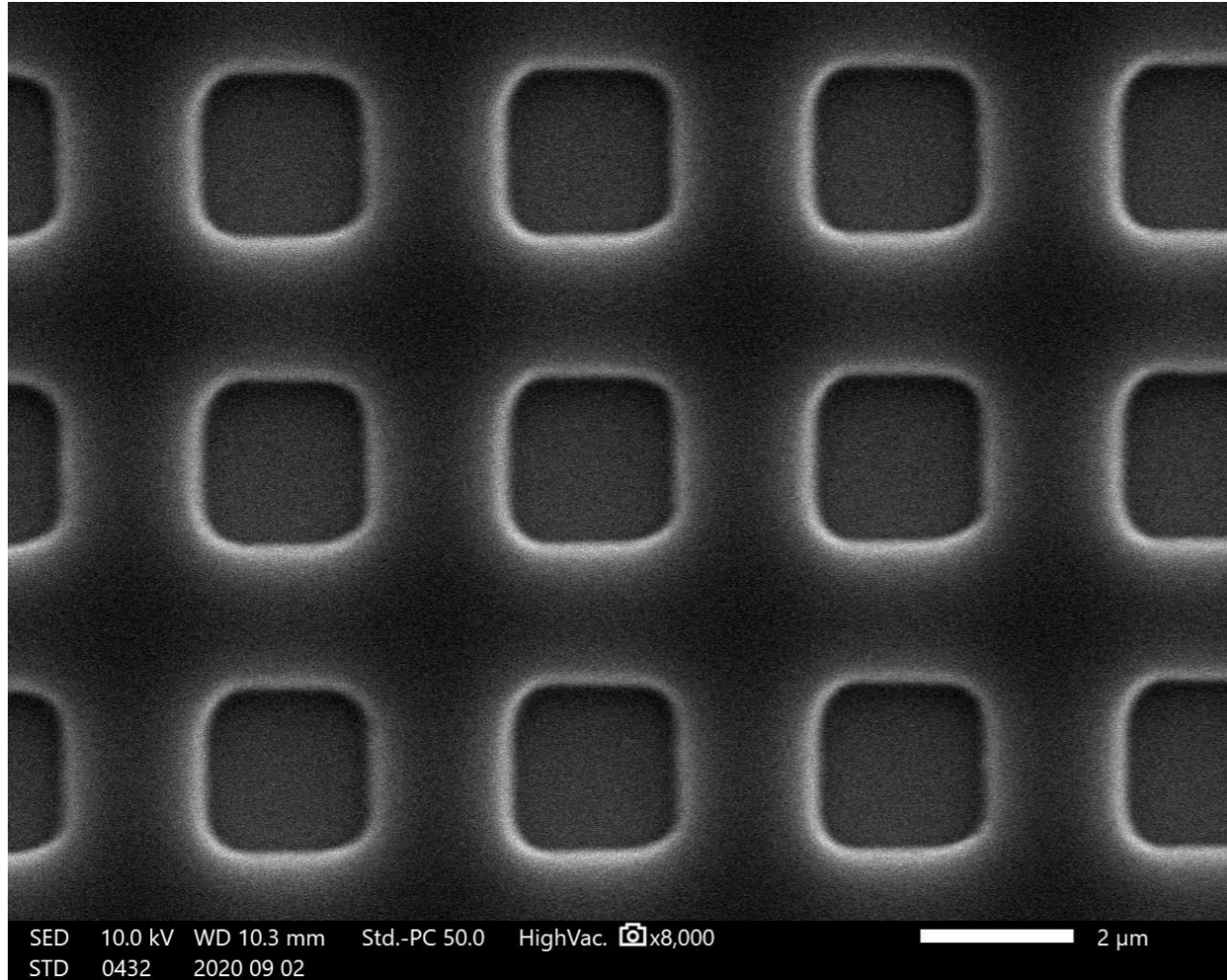


## 2um Square Dots



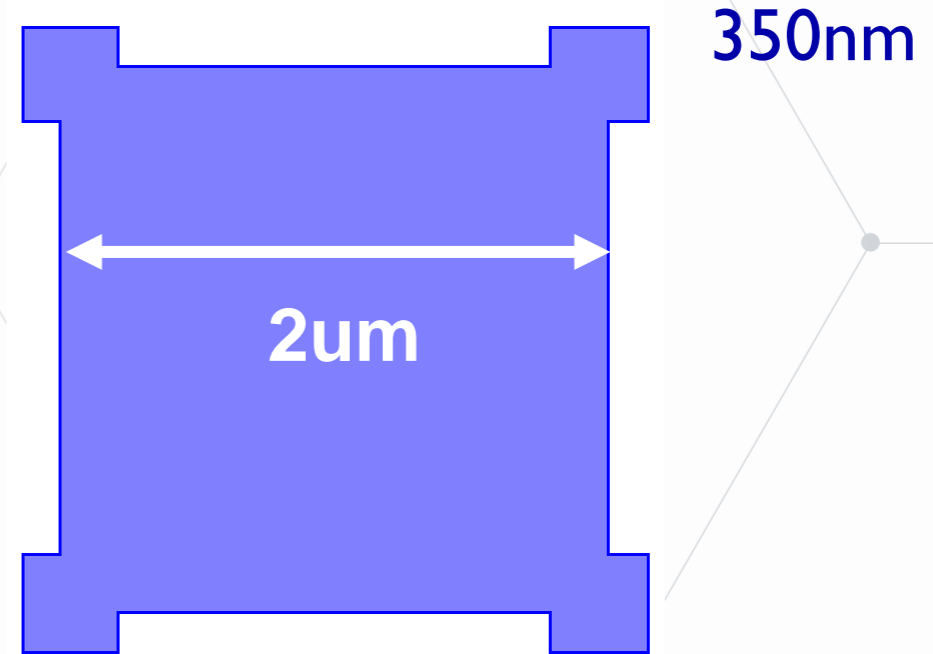
**Rule-OPC**

without correction



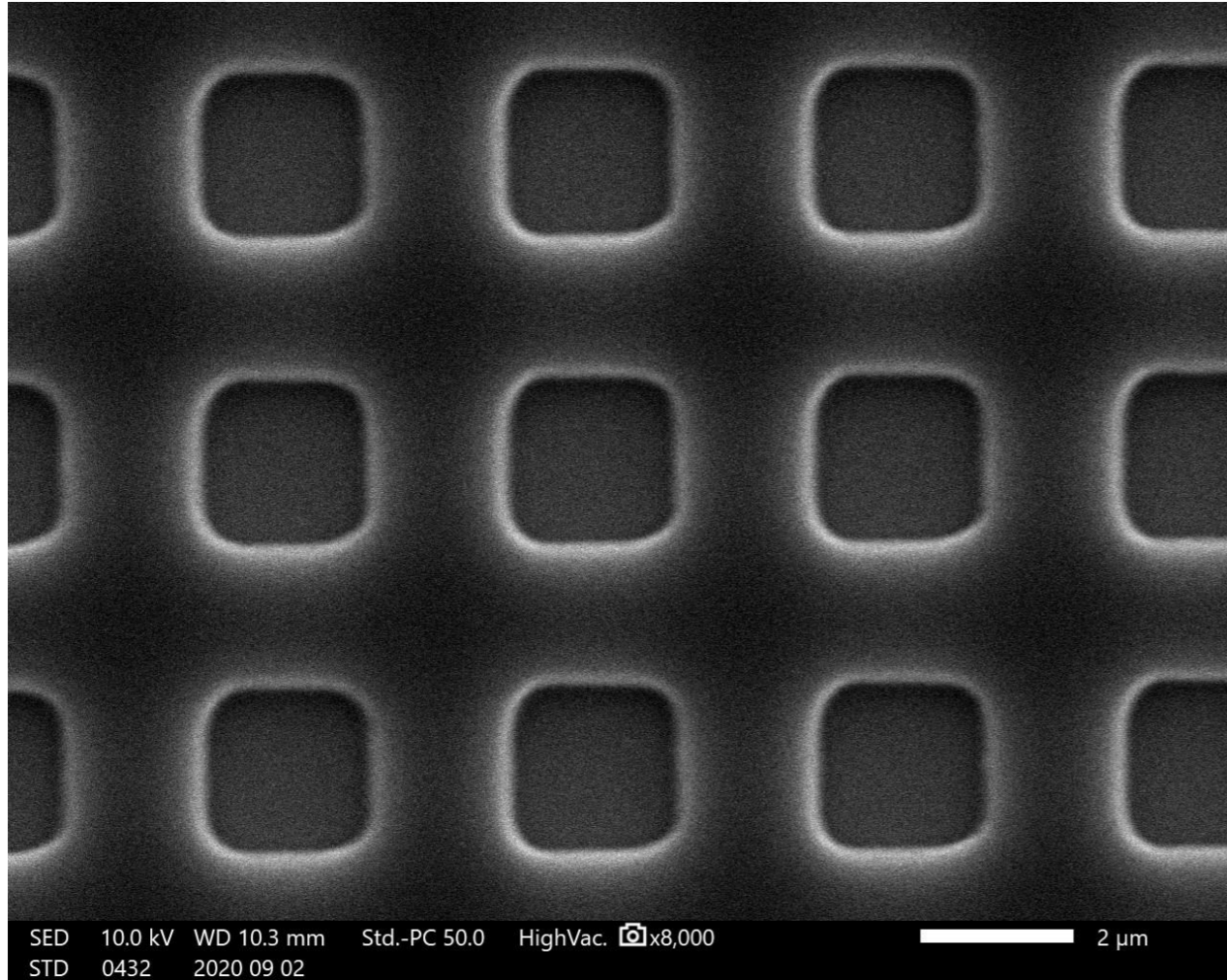
## 2um Square Dots

Aim is to see serif size & overlap influences by experiment



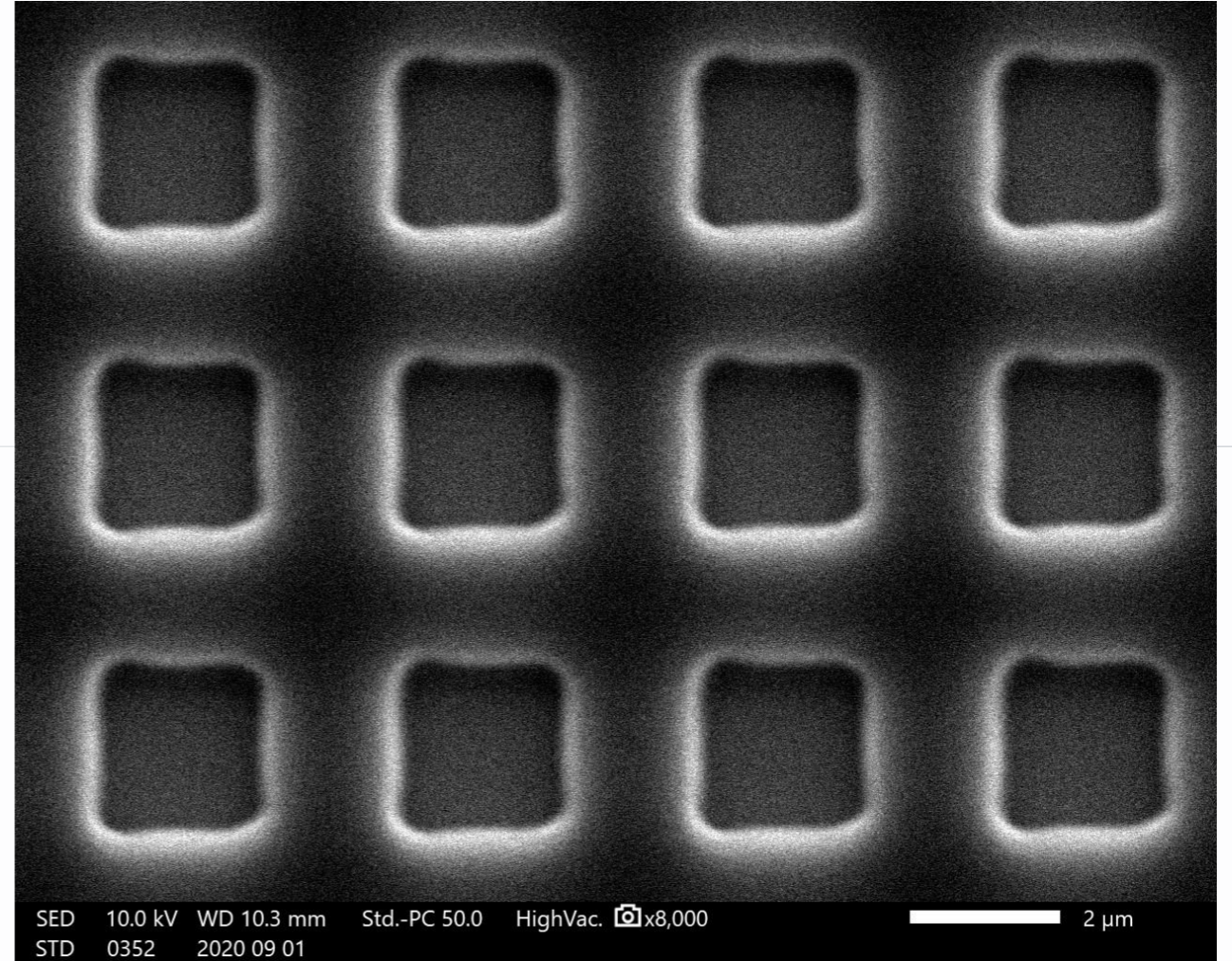
**Rule-OPC**

without correction

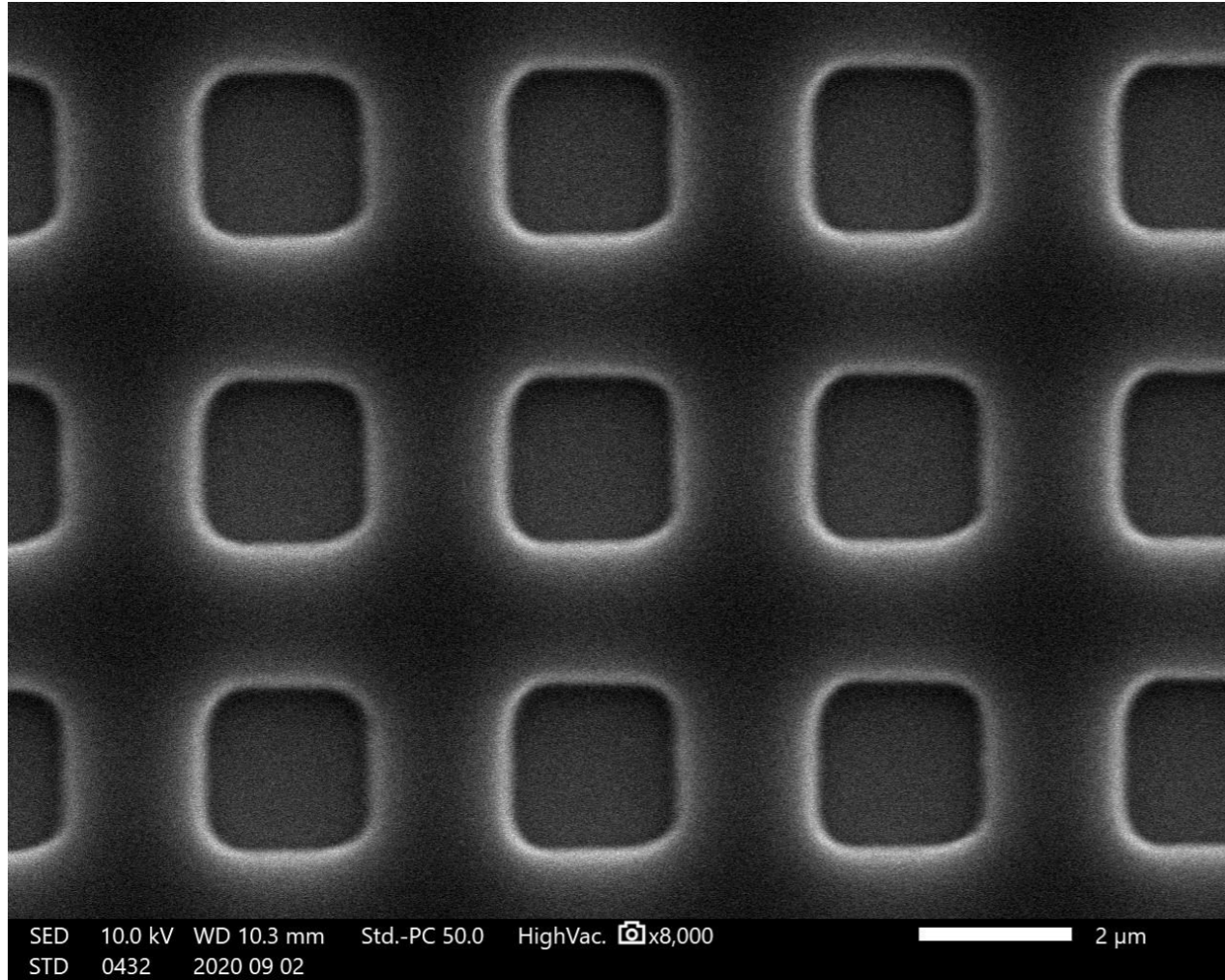


2um Square Dots

350nm Serif with 60% overlap

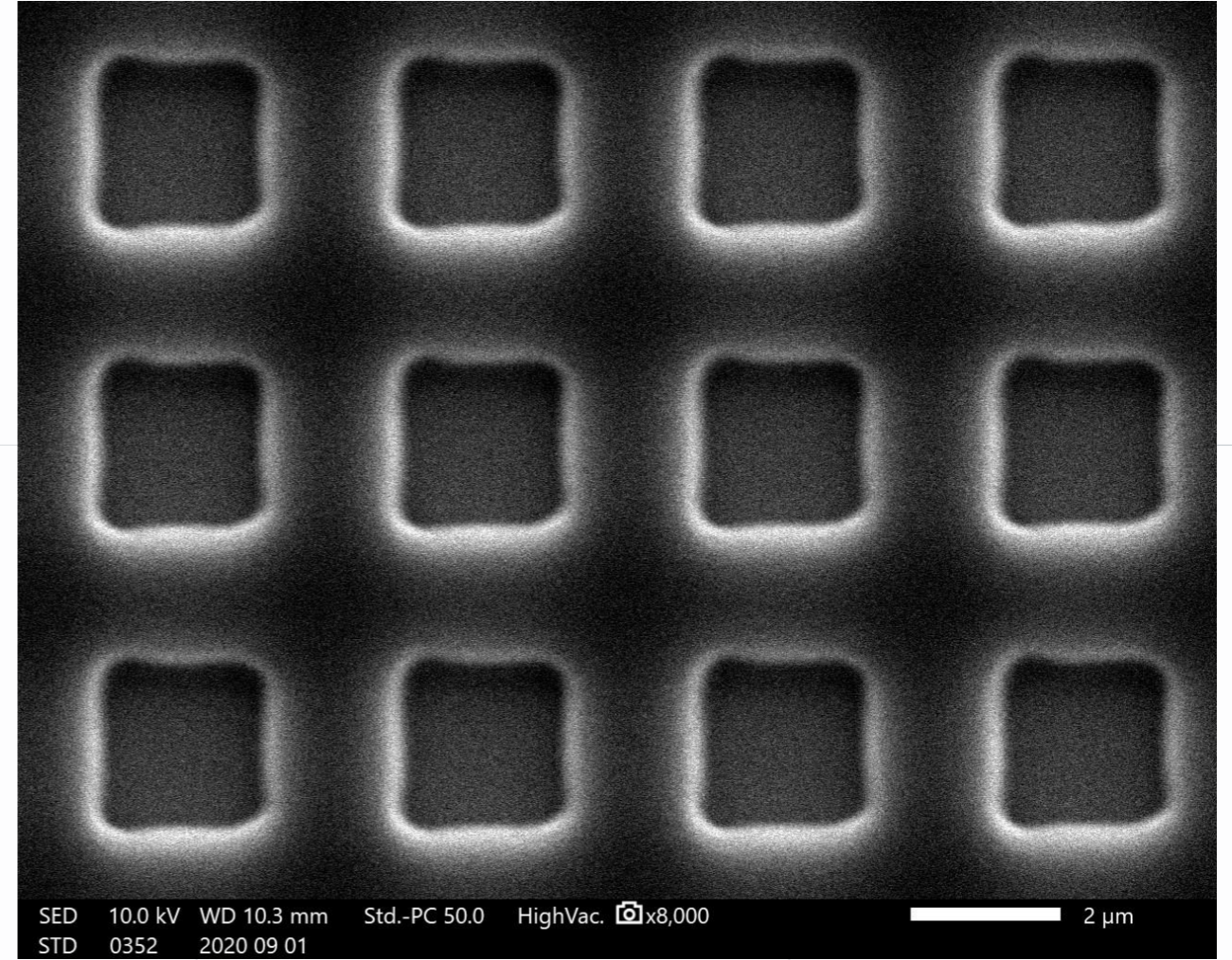


without correction



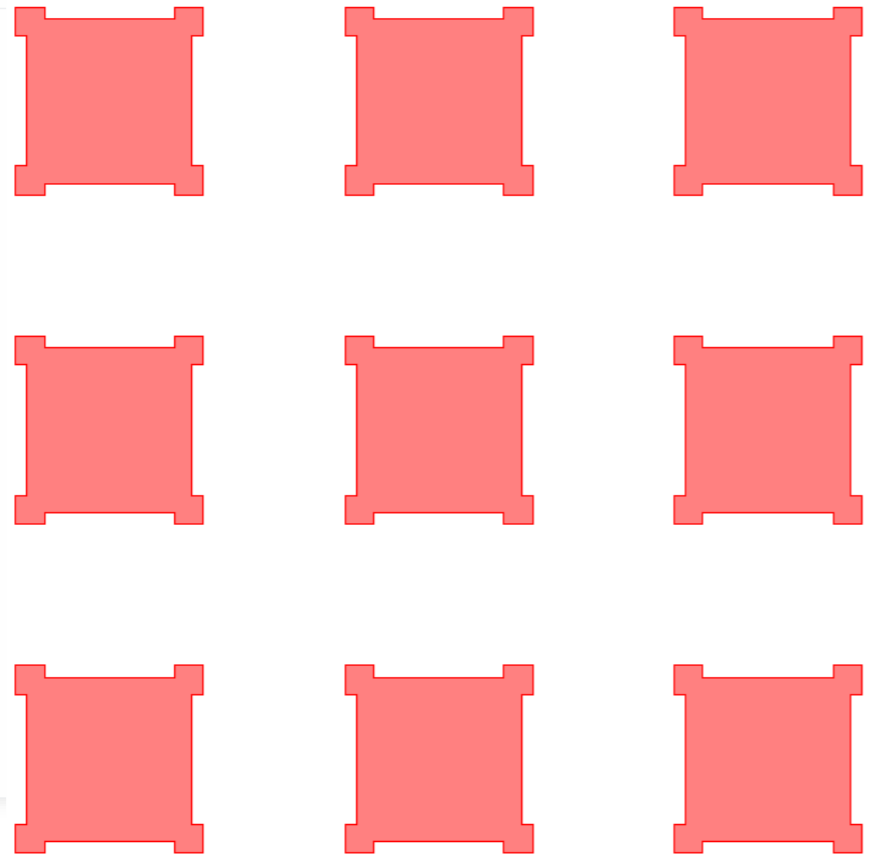
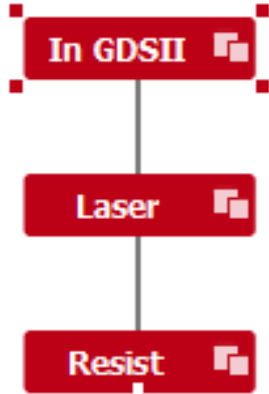
2um Square Dots

350nm Serif with 60% overlap

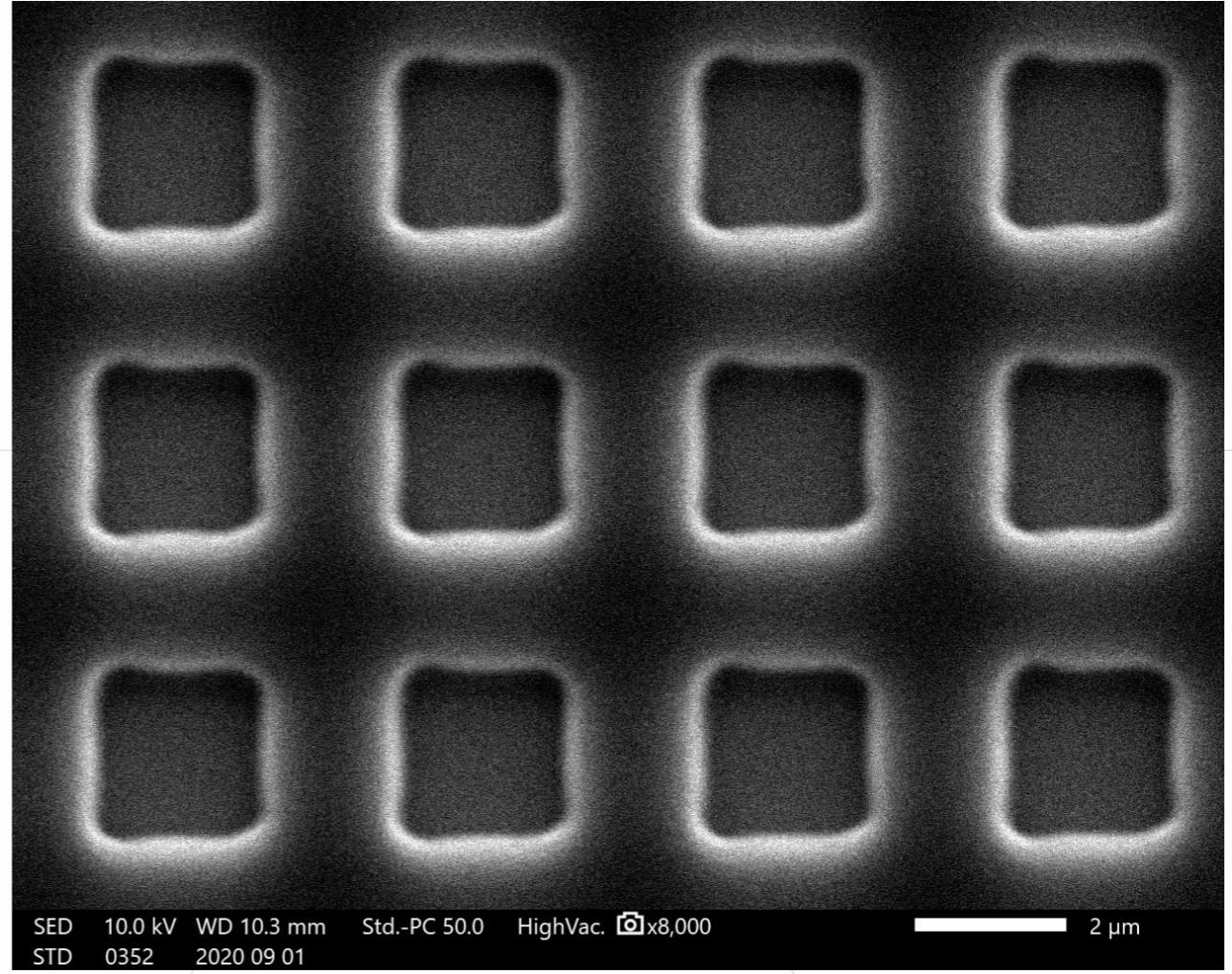


Overshooting correction

## Pattern with Corner Serifs



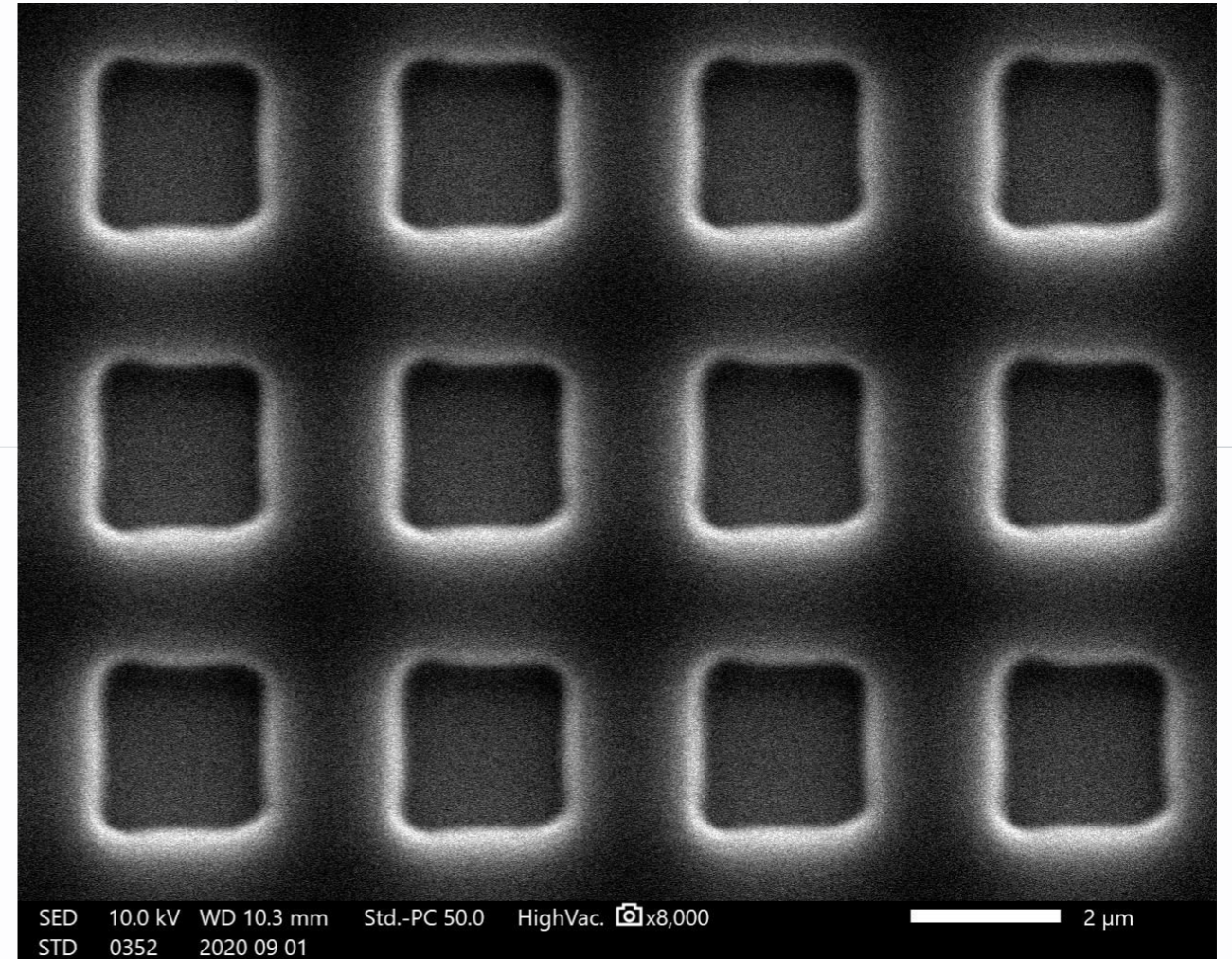
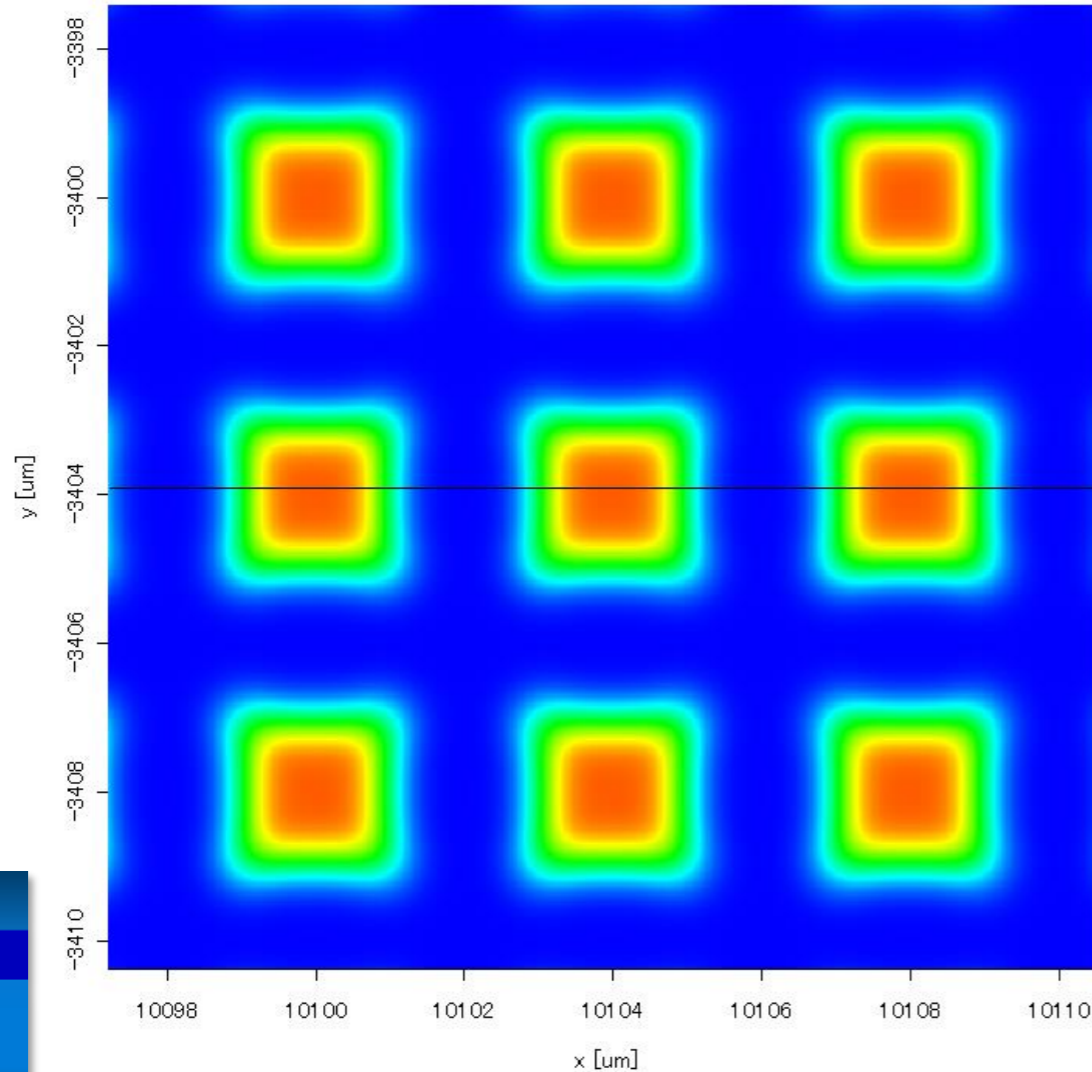
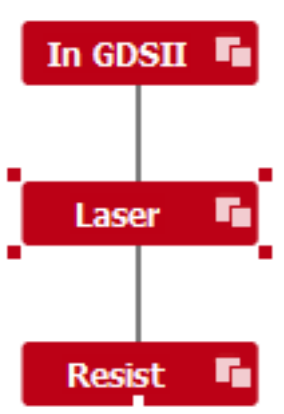
## LAB Simulation : 2um Square Dots 350nm Serif with 60% overlap



**Overshooting correction**

# LAB Simulation : 2um Square Dots 350nm Serif with 60% overlap

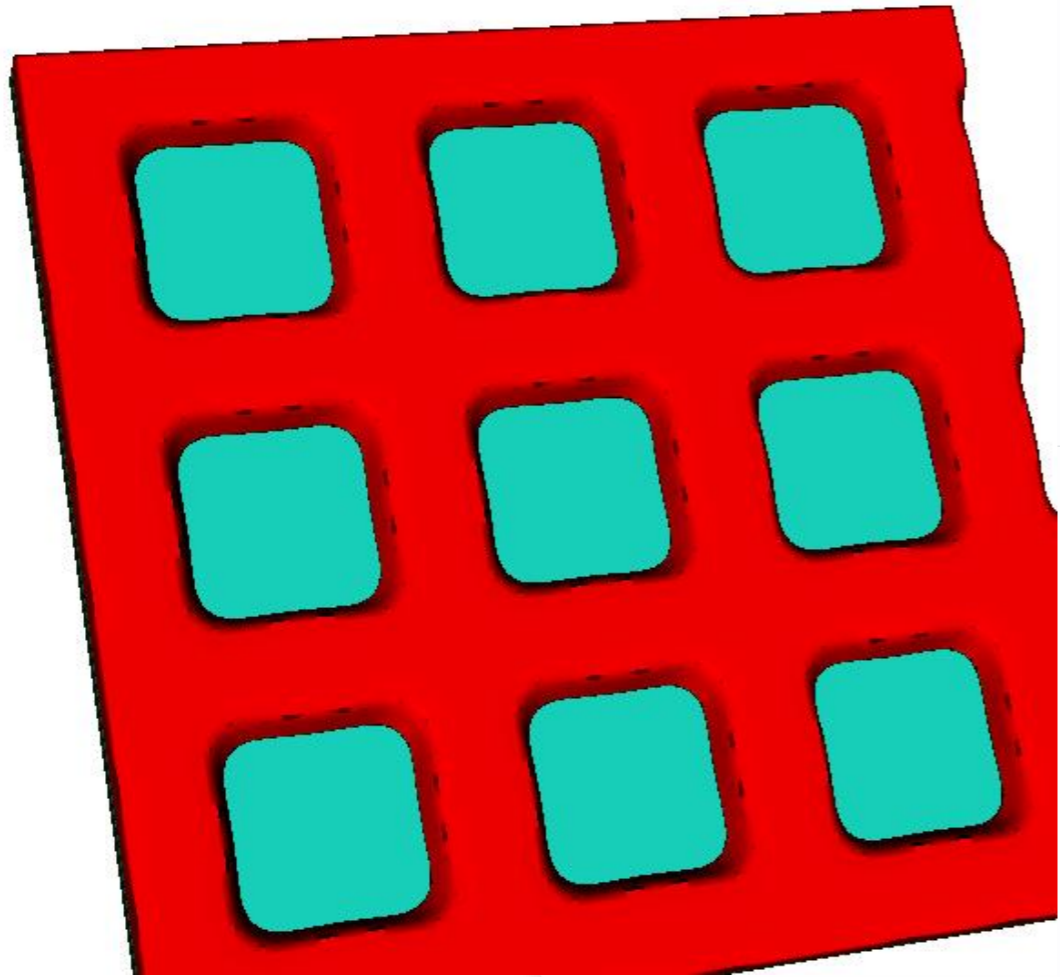
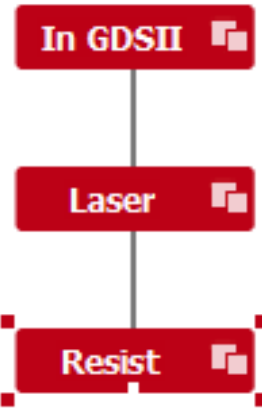
## Absorbed Energy (405nm)



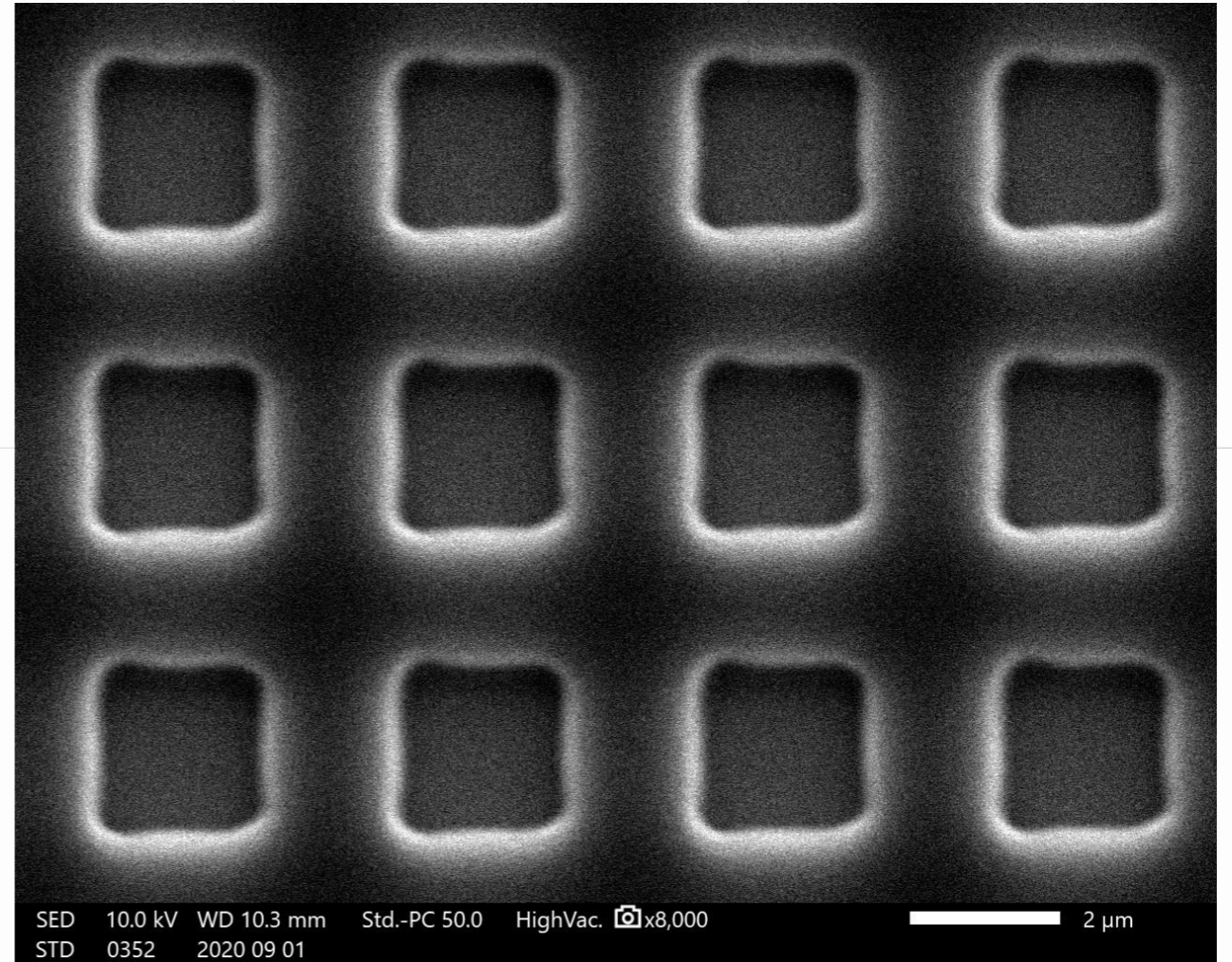
**Overshooting correction**



## 3D Resist View



## LAB Simulation : 2um Square Dots 350nm Serif with 60% overlap



**Overshooting correction**

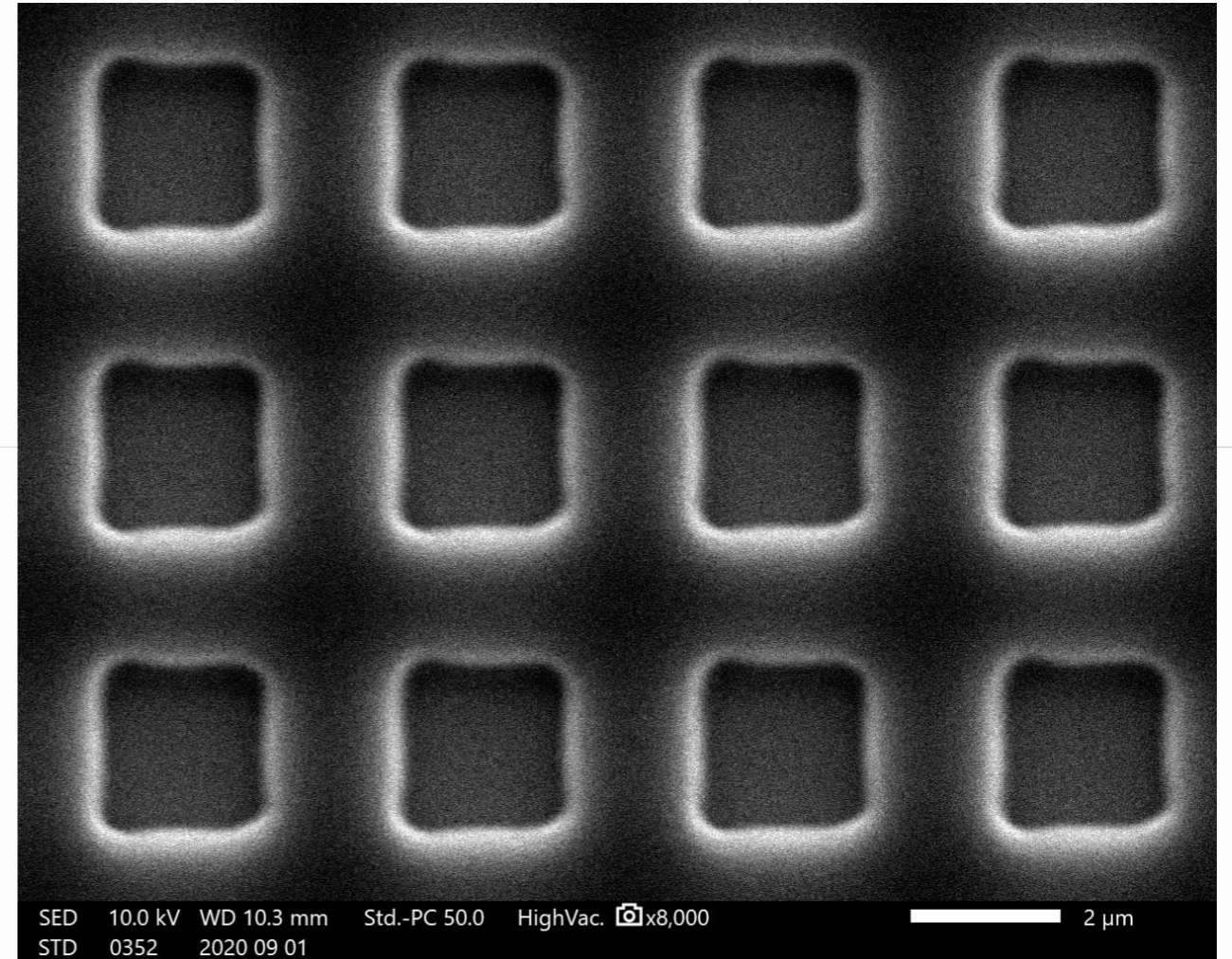
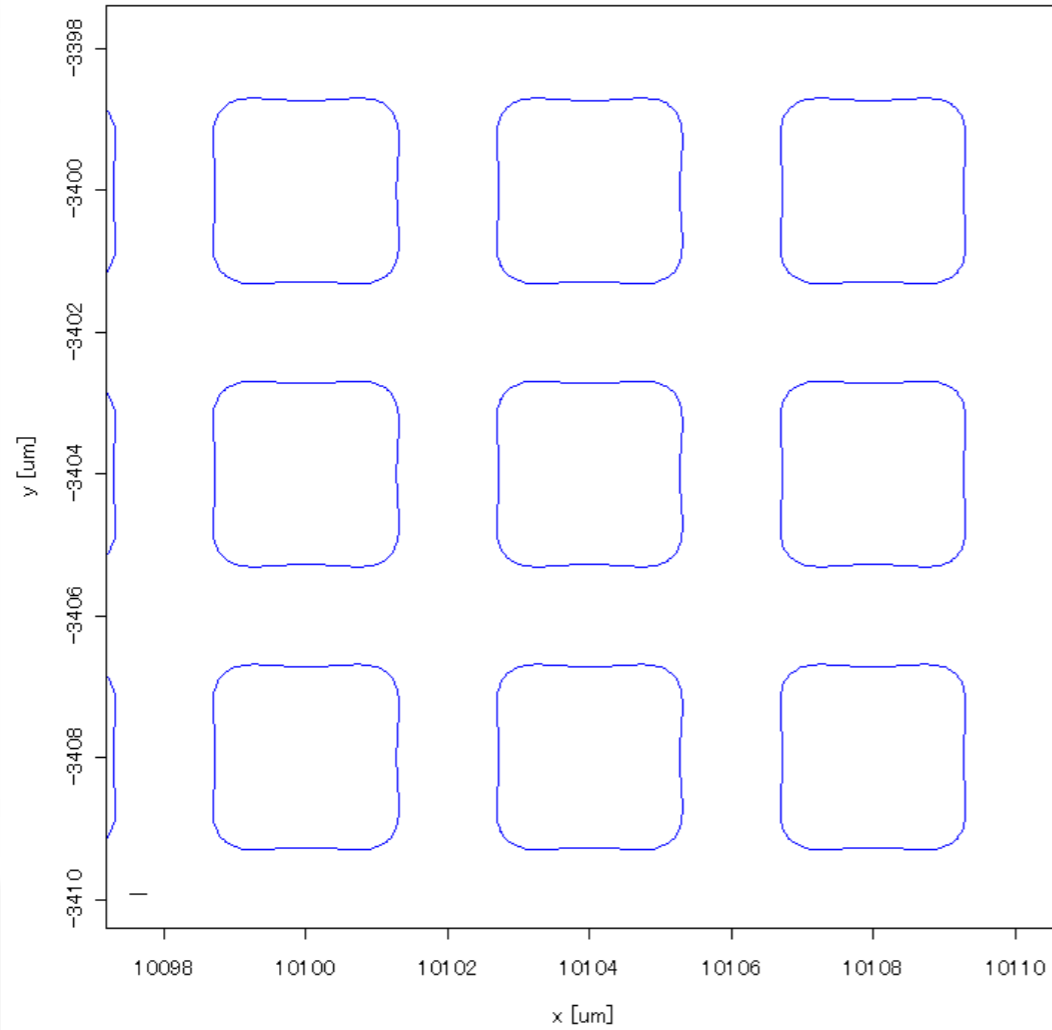


# LAB Simulation : 2um Square Dots

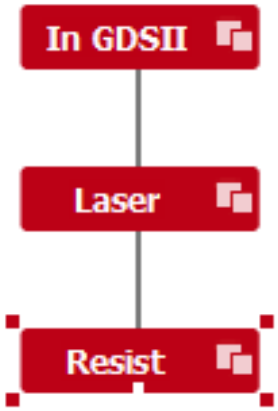
## 350nm Serif with 60% overlap

### Resist Contour

$z = 0.45$  [um]



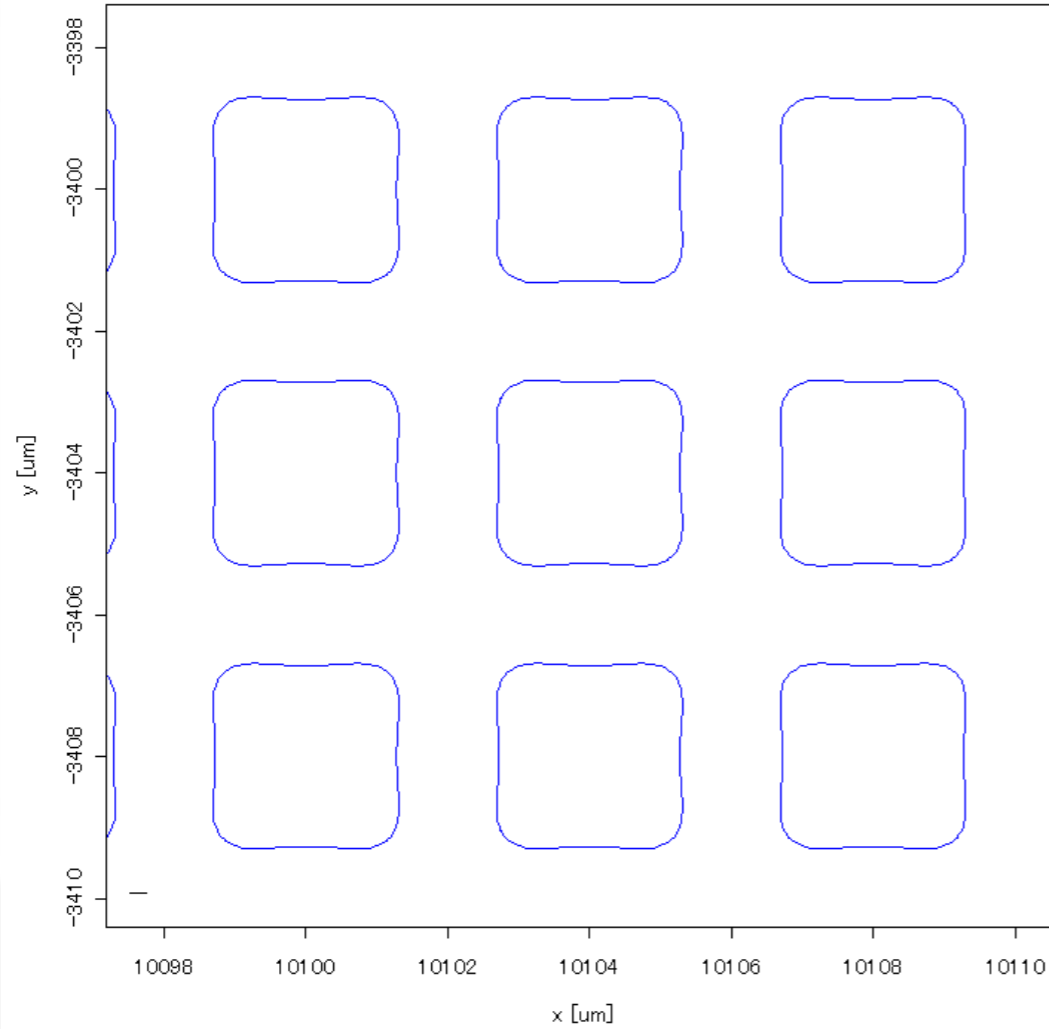
**Overshooting correction**



# LAB Simulation : 2um Square Dots

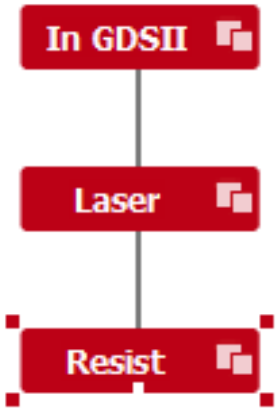
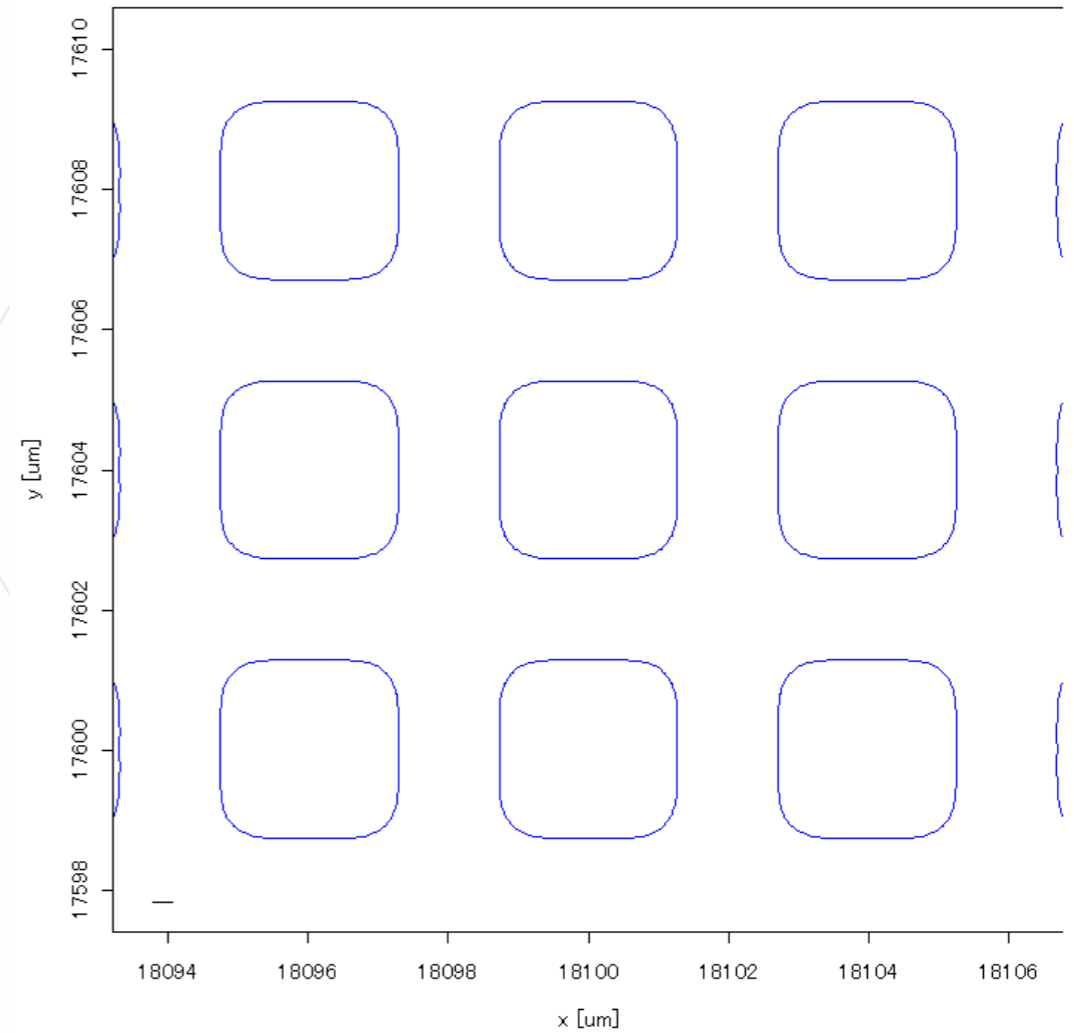
**350nm Serif** with 60% overlap

$z = 0.45$  [um]



**200nm Serif** with 70% overlap

$z = 0.45$  [um]



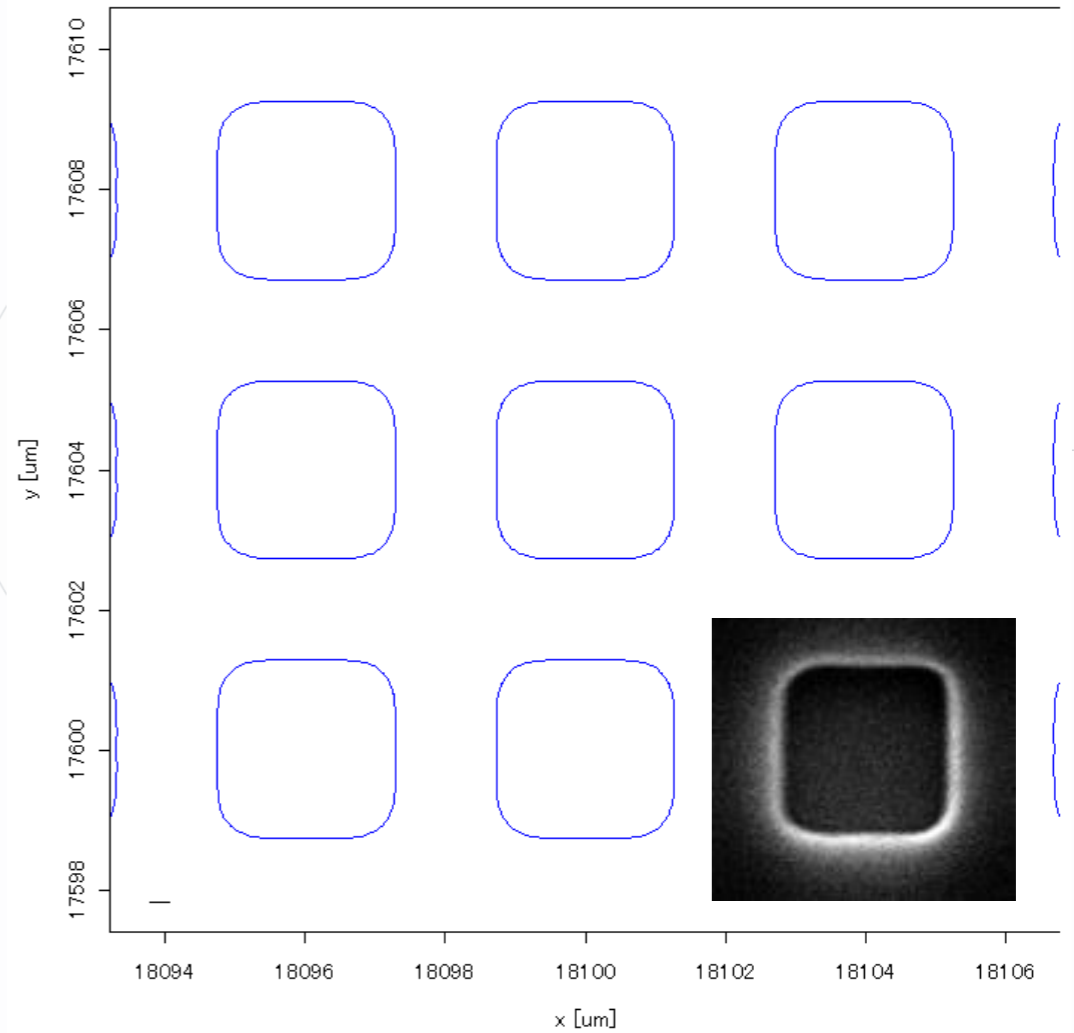
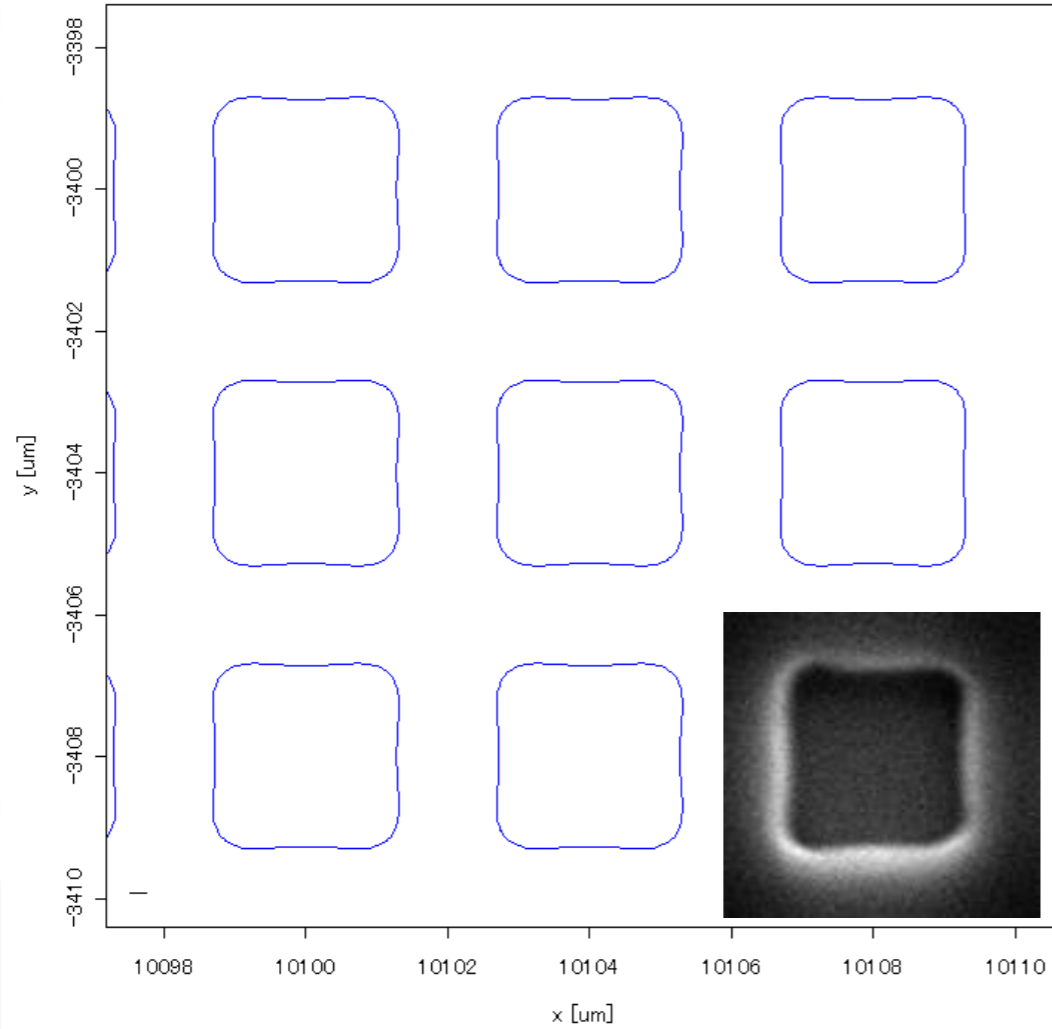
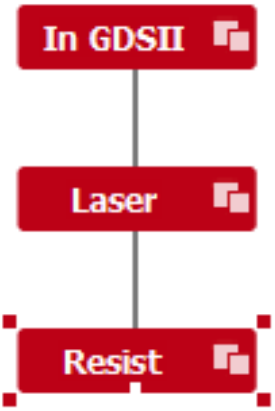
# LAB Simulation : 2um Square Dots

**350nm Serif** with 60% overlap

$z = 0.45$  [um]

**200nm Serif** with 70% overlap

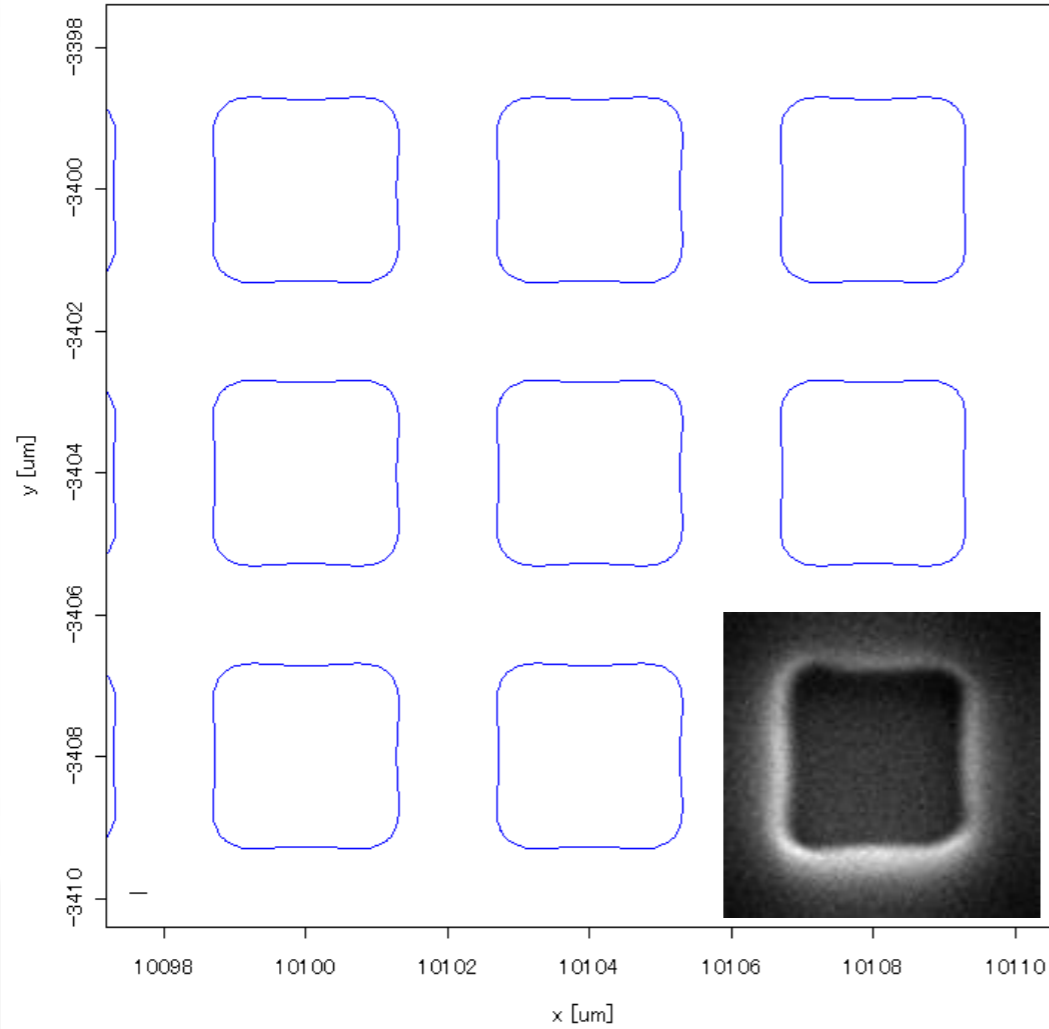
$z = 0.45$  [um]



# LAB Simulation : 2um Square Dots

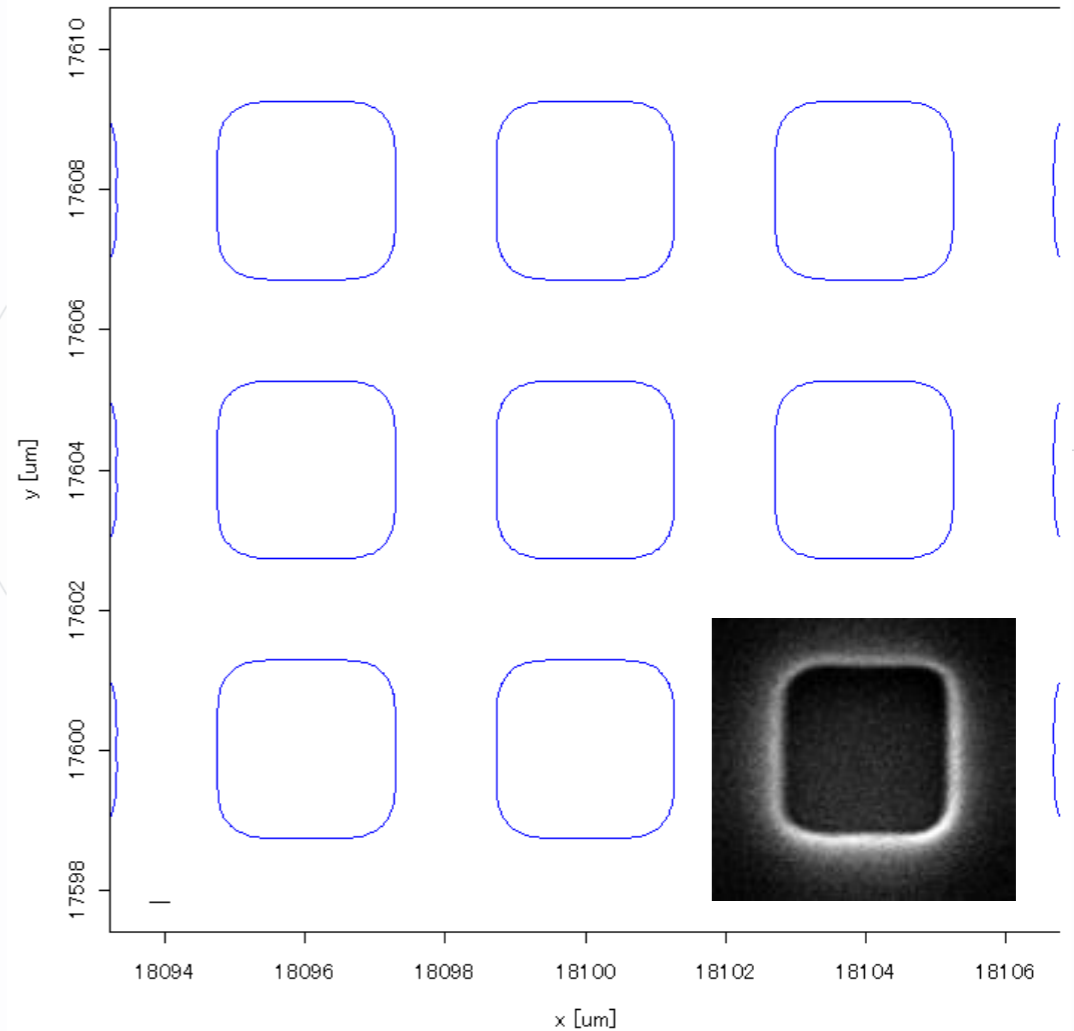
**350nm Serif** with 60% overlap

$z = 0.45 \text{ [um]}$



**200nm Serif** with 70% overlap

$z = 0.45 \text{ [um]}$



Simulation is able to predict proper serif size in advance

- バイナリ露光における近接効果と、現像による形状への影響
- Rule OPC と Model OPC 補正のご紹介
- グレイスケール露光における補正
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- レーザー描画において、レーザー光による近接効果や現像の影響（横方向現像等）は仕上がり形状に影響を与えるため、補正が必要となる。
- サイズ形状補正を行う Rule-OPC や、物理露光モデルをベースとした Model-OPC といった自動補正ツールを用いて、形状の線形性やコーナー補正が可能。
- グレイスケール露光では、CADを読み込み後、BEAMERによる自動計算アルゴリズムにより設計値に対する適切な露光量が簡便に求められる。応用例：マイクロレンズ、フレネルレンズ、DOE
- LAB によるレジスト計算を用いて、2Dや3D形状の事前予測が可能。結果を見ながら露光パラメータの選択範囲を実験前に絞り込むことが出来る。

# Thank You!

[support@genisys-gmbh.com](mailto:support@genisys-gmbh.com)



## Headquarters

GenISys GmbH  
Eschenstr. 66  
D-82024 Taufkirchen (Munich)  
GERMANY

☎ +49-(0)89-3309197-60

✉ [info@genisys-gmbh.com](mailto:info@genisys-gmbh.com)

## USA Office

GenISys Inc.  
P.O. Box 410956  
San Francisco, CA 94141-0956, USA

☎ +1 (408) 353-3951

✉ [usa@genisys-gmbh.com](mailto:usa@genisys-gmbh.com)

## Japan / Asia Pacific Office

GenISys K.K.  
German Industry Park  
1-18-2 Hakusan Midori-ku  
Yokohama 226-0006- JAPAN

☎ +81 (0)45 530 3306

✉ [apsales@genisys-gmbh.com](mailto:apsales@genisys-gmbh.com)