

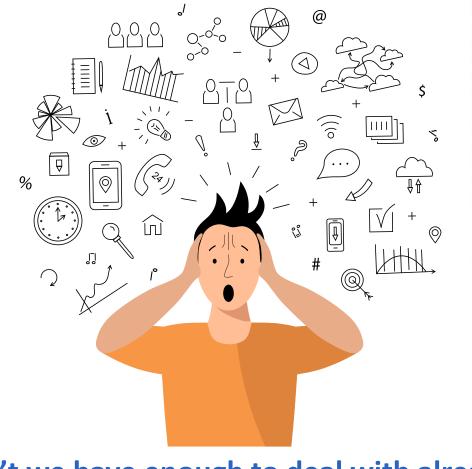
Sept. 30, 2021 | AKI FUJIMURA, CEO, D<sub>2</sub>S, Inc.

#### **Curvilinear masks: an overview**

Yohan Choi, Abhishek Shendre, Aki Fujimura

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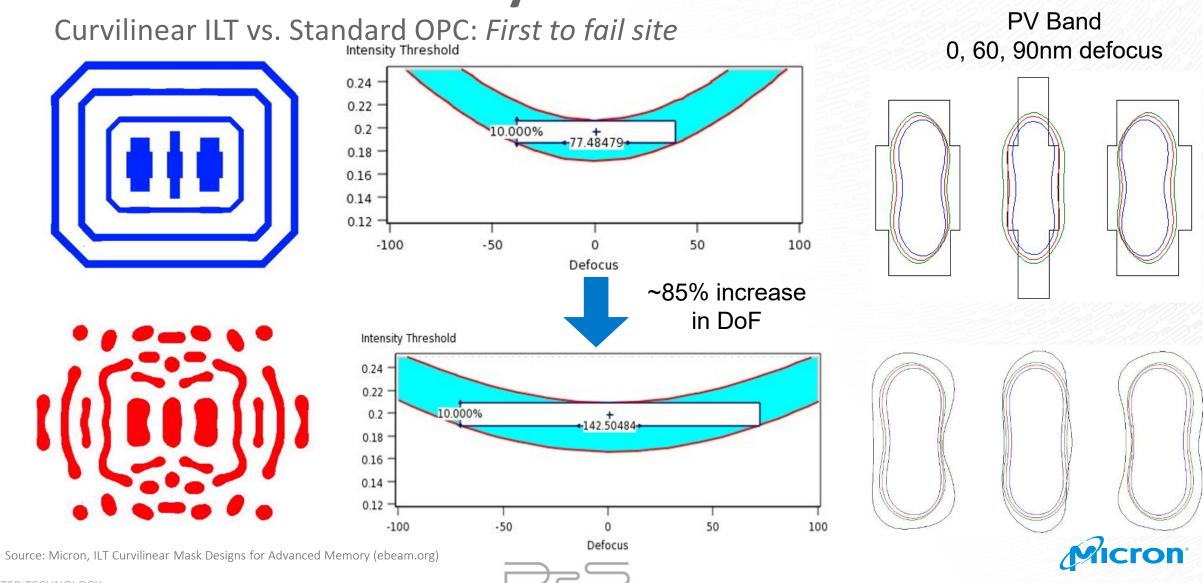
# Why Bother with Curvilinear Masks?



Don't we have enough to deal with already?



#### **Curvy is Better**



Standard OPC

Curvilinear ILT

#### 85% say EUV masks with Some Curvilinear Shapes by 2023 According to 2020 Luminaries Survey Predictions



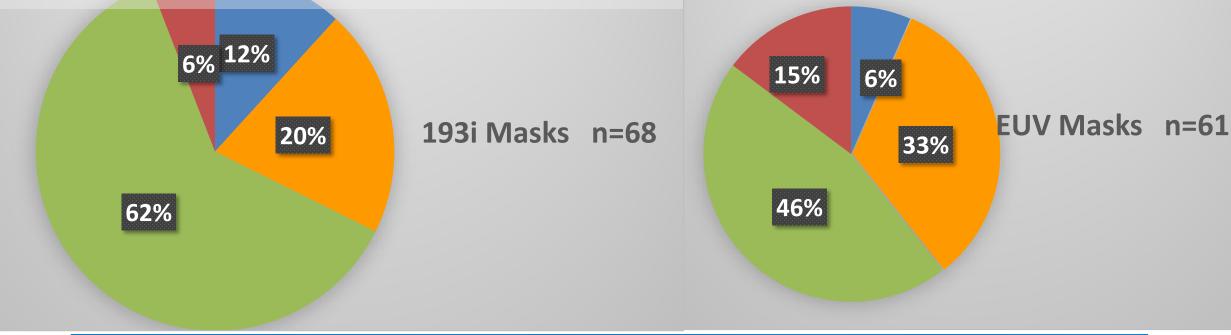
Manufacturing of curvilinear masks is enabled by multi-beam mask writers. How extensively will curvilinear shapes be used for leading-edge (EUV, 193i) masks intended for high volume manufacturing (HVM) by 2023?

entire reticles of curvilinear shapes

a hybrid of mostly curvilinear shapes and some Manhattan shapes

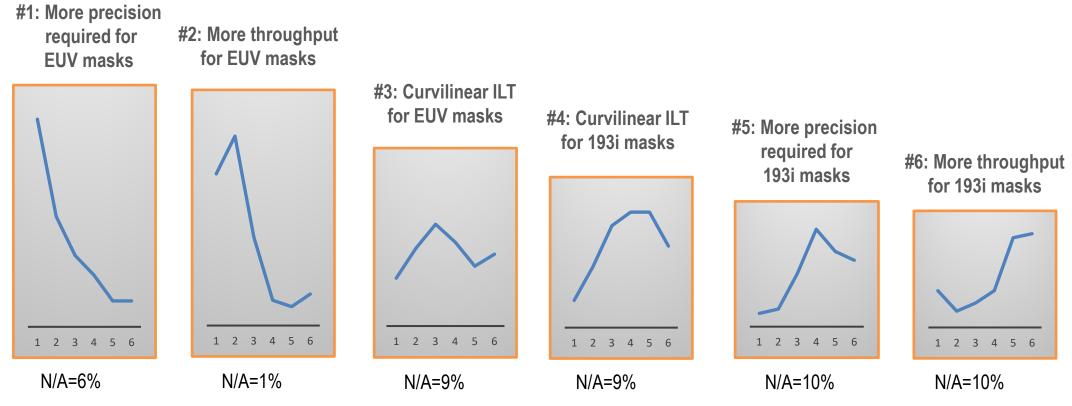
a hybrid of mostly Manhattan shapes with some curvilinear shapes

only Manhattan shapes including 45 degree shapes



#### EUV Remains Top Reason to Buy Multi-Beam Writers EUV precision ranked #1 reason in 2021 Luminaries Survey

Please rank the primary reasons for purchasing multi-beam mask writers. Note in the answers below, precision refers to CD uniformity as well as placement accuracy. n=81

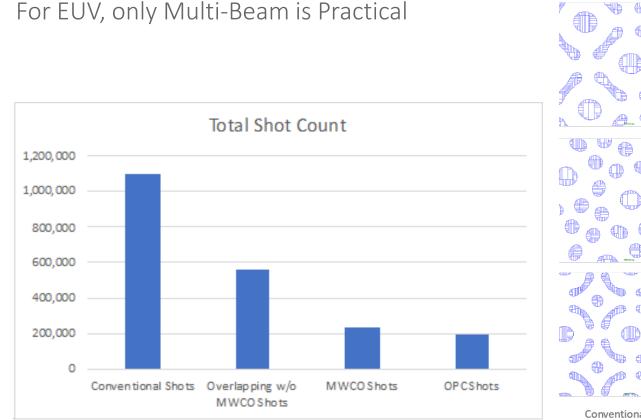


Note: 1-6 on X-axis indicate # of respondents that ranked that question as that ordinal number with 1 = highest.

Beam

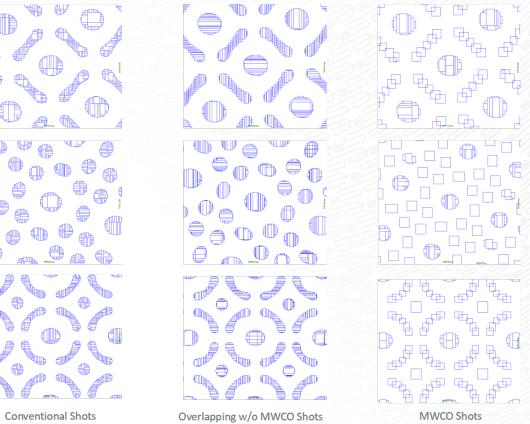
Initiative

# VSB can be Used for 193i Curvy Mask Shapes



#### (a) VSB shot count

Source: TrueMask® ILT MWCO: full-chip curvilinear ILT in a day and full mask multi-beam and VSB writing in 12 hrs for 193i", Pang, et al., Proc. SPIE 11327, Optical Microlithography XXXIII, 113270K (31 March 2020); https://doi.org/10.1117/12.2554867



(b) VSB shot configurations for 3 contact arrays; note POR OPC shot configurations not shown MWCO : Mask-Wafer Co-Optimization



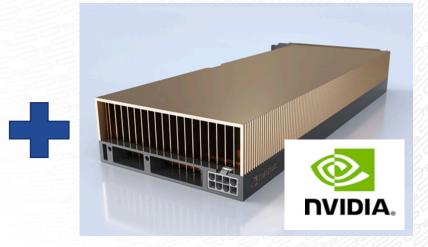
#### **Pixel Manipulation Enables Curvy Masks**





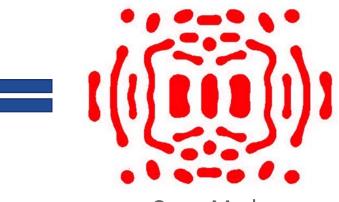


Curvy ILT



**GPU** Acceleration

#### Multi-beam Mask Writer



Curvy Masks

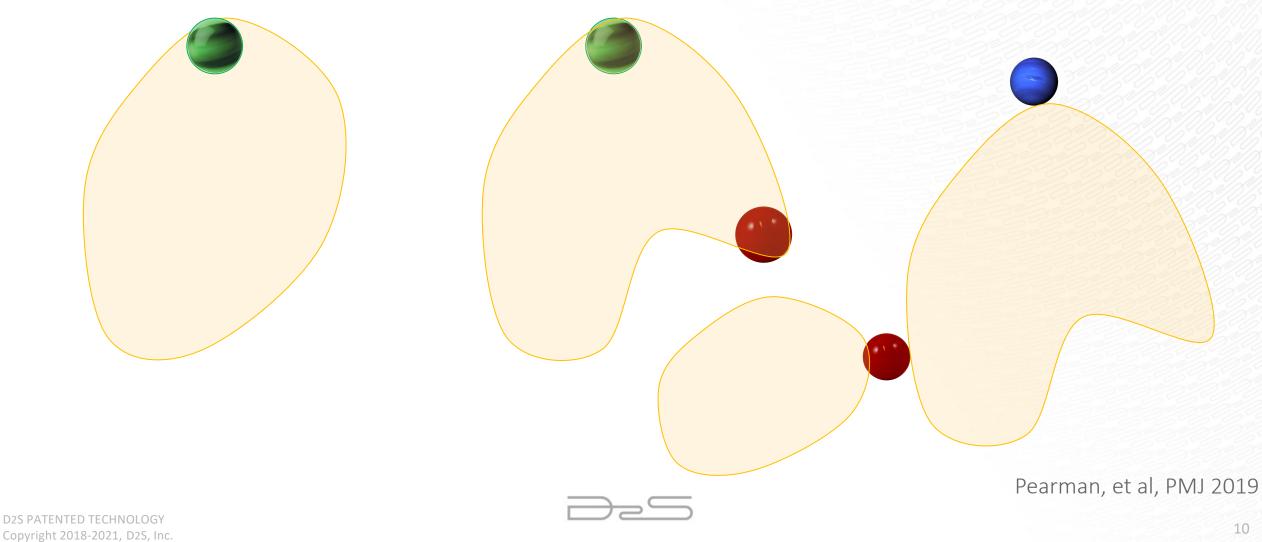


# The Mask Ecosystem is Ready for Curvy ILT

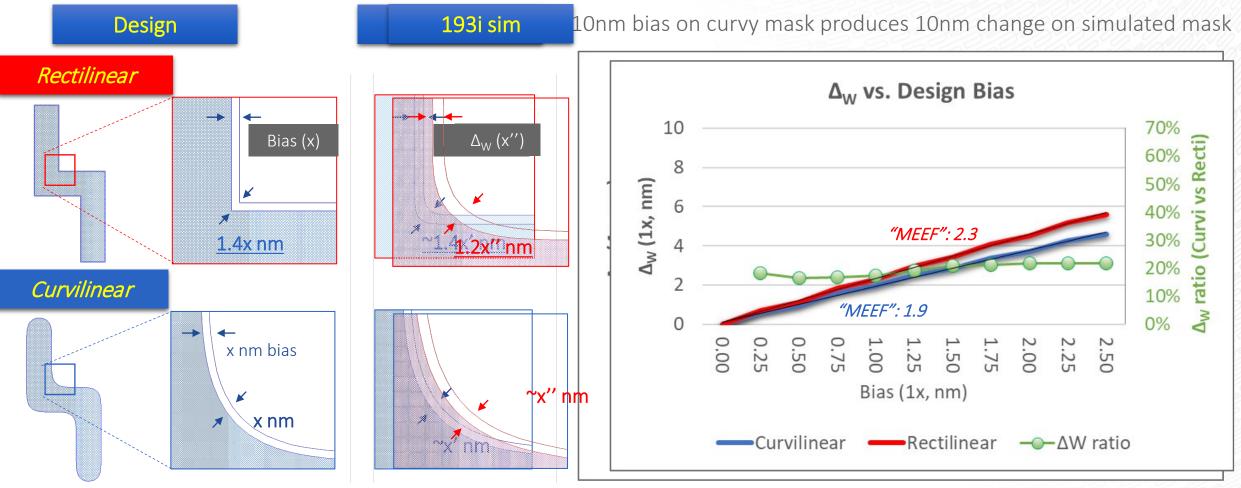


# Mask Rule Checking (MRC) for Curvy is Simpler

Large Curvatures are More Reliably Manufacturable



# **Curvy Masks Bias More Faithfully**

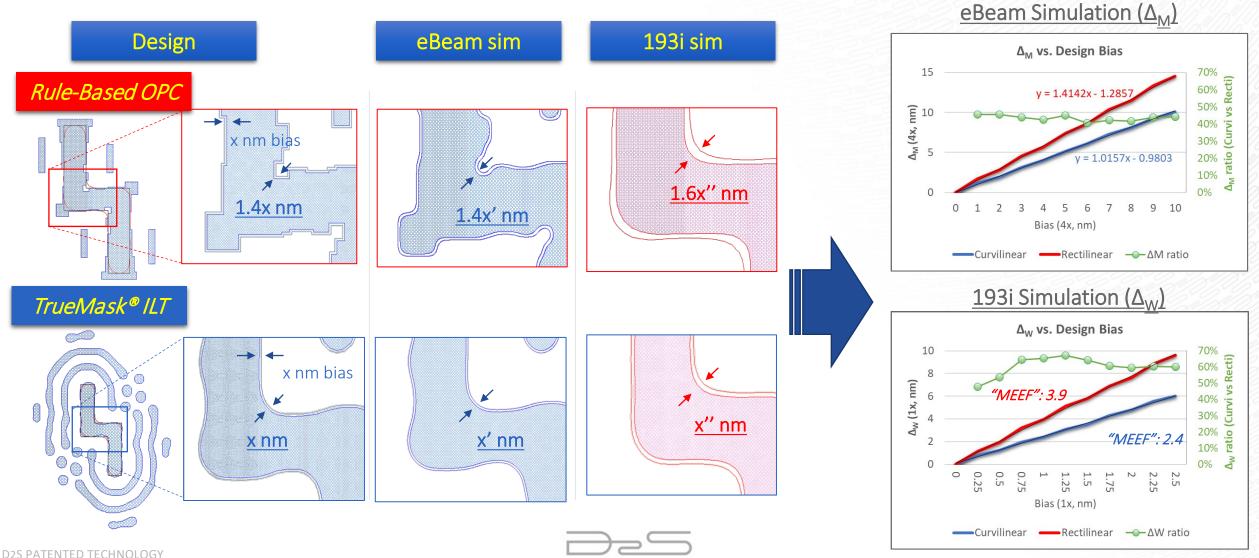


[1]  $\Delta_{\rm M}$ : edge displacement on the mask in nm [2]  $\Delta_{\rm W}$ : edge displacement on the wafer in nm



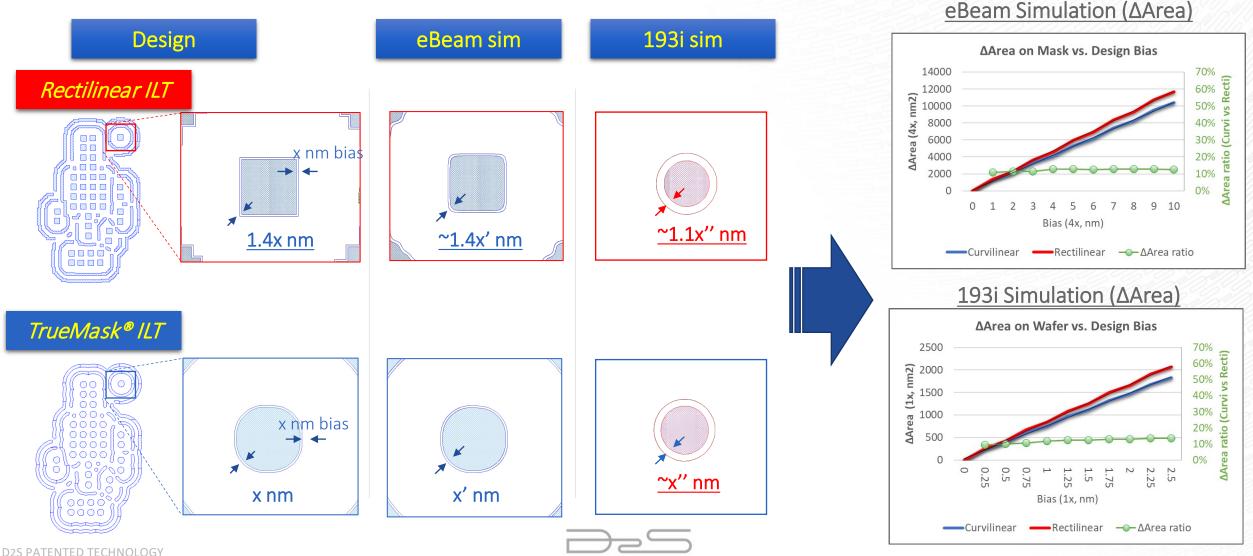
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# Mask Bias Translates Better to Wafer with Curvy



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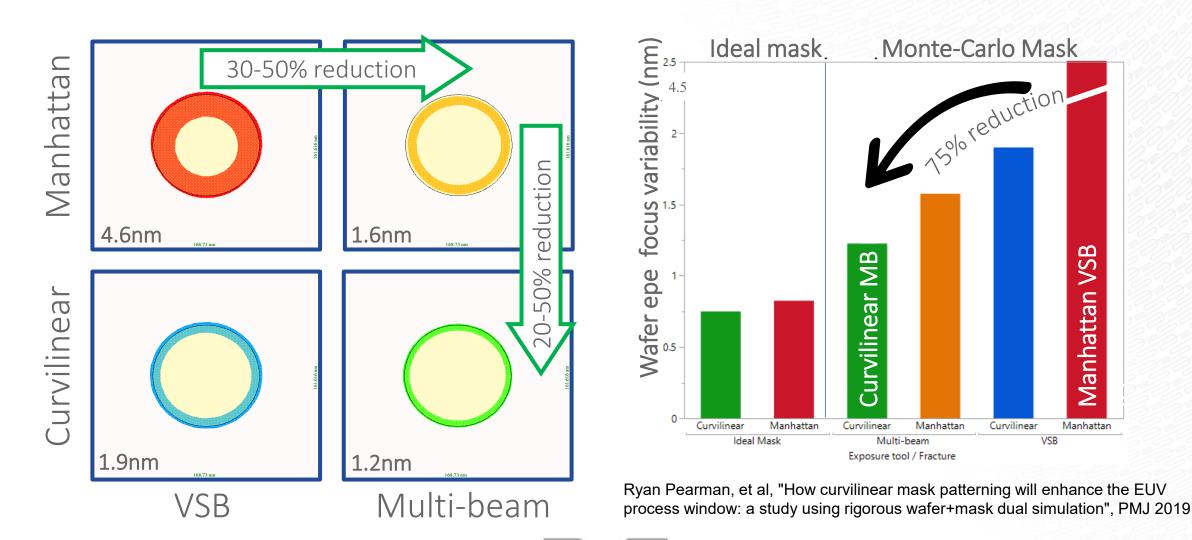
# Curvy is 10% More Faithful to Mask Bias in **A**Area



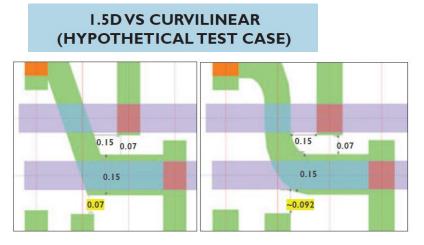
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# **Curvy Masks are More Reliably Manufacturable**



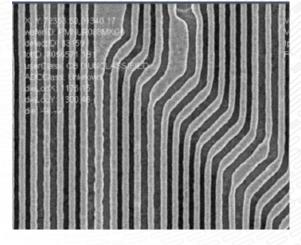
#### **Curvy Masks Enable Curvy Designs** Curvy Designs are More Reliably Manufacturable, too



Source: imec poster at Photomask Technology 2019

#### Curvy Designs :

- Better Yield
- Less power
- Faster
- Smaller

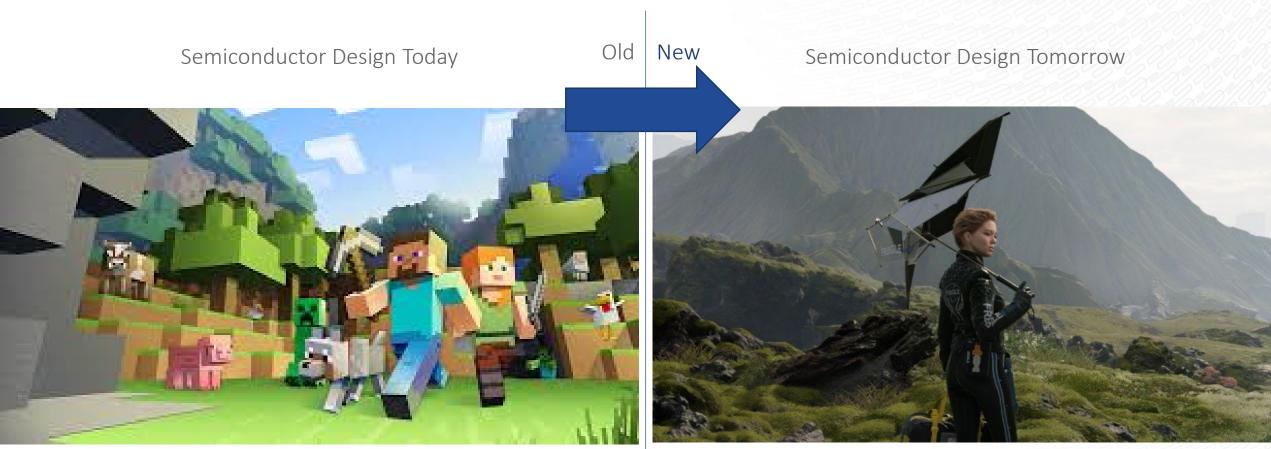


Source: Micron presentation at eBeam Initiative lunch SPIE-AL 2020





#### **Curvy Design?**



Minecraft, Mojang (Microsoft)

Death Stranding, Kojima Productions

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