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# **Silicon VLSI Technology**

## **Fundamentals, Practice and Modeling**

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### 5.2.3.3 Basic Properties and Characterization of Resists

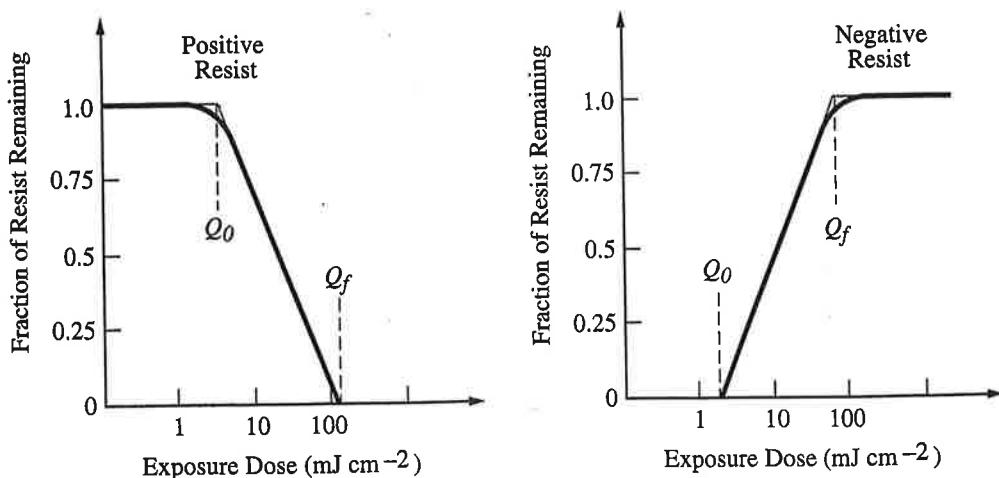
Two basic parameters are often used to describe the properties of photoresists: contrast and the Critical Modulation Transfer Function (*CMTF*). We will define these terms and explain their importance in the following paragraphs. Contrast is really a measure of the resist's ability to distinguish light from dark areas in the aerial image the exposure system produces. As we have seen, diffraction effects and perhaps other imperfections in the exposure system result in an aerial image that does not have abrupt transitions from dark to light. An important question is how the resist responds to the "gray" region at the edges of features in the aerial image.

Contrast is an experimentally determined parameter for each resist and its value is extracted from plots like that shown in Figure 5-20. The data from which these plots can be derived are obtained by exposing resist layers to a variety of exposure doses. Each of the samples is then developed for a fixed period of time and the thickness of the photoresist remaining after developing is measured. For positive resists, samples receiving small exposure doses will not be attacked by the developer to any appreciable extent; those receiving large doses will completely dissolve in the developer. Intermediate doses will result in partial dissolution of the resist. For negative resists, the opposite behavior occurs. Given data like those shown in the figure, the contrast is simply the slope of the steep part of the curve, defined as

$$\gamma = \frac{1}{\log_{10} \frac{Q_f}{Q_o}} \quad (5.13)$$

where  $Q_o$  is the dose at which the exposure first begins to have an effect and  $Q_f$  is the dose at which exposure is complete.

Typical g-line and i-line resists achieve contrasts of 2–3 and  $Q_f$  values of about 100 mJ cm<sup>-2</sup>. DUV resists achieve significantly better contrast and better sensitivities than this.



**Figure 5-20** Idealized contrast curves for positive and negative resists.

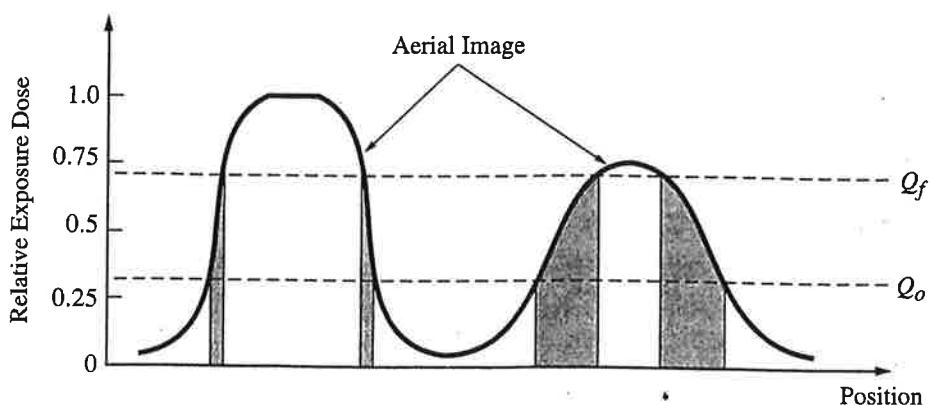
This is basically because the chemical amplification that occurs in DUV resists steepens the transition from the unexposed to the exposed condition. (Once the reaction is begun, the catalytic nature of the process carries it to completion unlike DNQ resists where the *PAC* molecules in the resist must be exposed one by one by incoming photons during the exposure.) Thus DUV resists typically achieve  $\gamma$  values of 5 – 10 and  $Q_f$  values of about  $20\text{--}40 \text{ mJ cm}^{-2}$ .

It is important to note, however, that  $\gamma$  is not a constant for a particular resist composition. Rather, the experimentally extracted value of  $\gamma$  depends on process parameters like the development chemistry, bake times, temperatures before and after exposure, the wavelength of the exposing light, and the underlying structure of the wafer on which the resist is spun. In general it is desirable to have a resist with a high contrast because this produces better (steeper) edge profiles in the developed resist patterns. (See Figure 5–21.) Intuitively, this arises because a high contrast implies that the resist sharply distinguishes between dark and light areas in the aerial image. Thus resists with high contrast can actually “sharpen up” a poor aerial image.

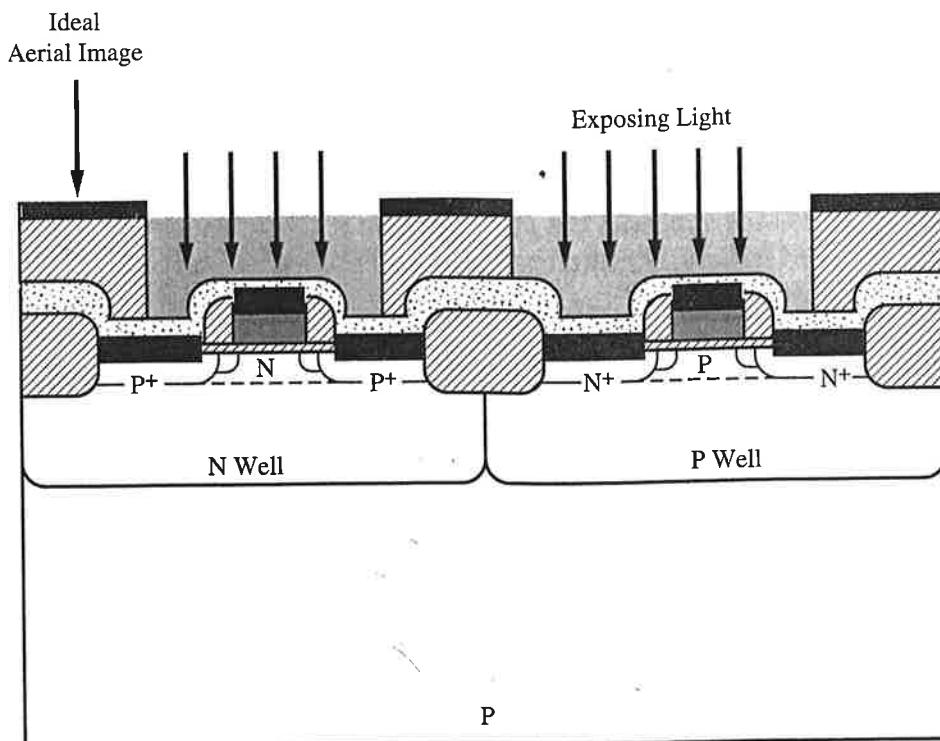
The Modulation Transfer Function (*MTF*) of the aerial image was defined in Eq. (5.9) and in Figure 5–10. The *MTF* is simply a measure of the “dark” versus “light” intensities in the aerial image produced by the exposure system. It is often useful to define a similar quantity for the resist, in this case called the Critical *MTF* or *CMTF*. The *CMTF* is roughly the minimum optical transfer function necessary to resolve a pattern in the resist.

$$CMTF_{resist} = \frac{Q_f - Q_o}{Q_f + Q_o} = \frac{10^{1/\gamma} - 1}{10^{1/\gamma} + 1} \quad (5.14)$$

Typical *CMTF* values for g-line and i-line resists are around 0.4. With their higher  $\gamma$  values, chemically amplified DUV resists achieve significantly smaller *CMTF* values ( $\approx 0.1\text{--}0.2$ ). The significance of this number is that the *CMTF* must be less than the aerial image *MTF* if the resist is going to resolve the aerial image.



**Figure 5–21** Example of how the quality of the aerial image and the resist contrast combine to produce the resist edge profile. The left side shows a sharp aerial image and steep resist edges (gray area). The example on the right shows a poorer aerial image and the resulting gradual edges on the resist profile.



**Figure 5-22** Exposure process associated with Figures 2-36 and 2-37 in the CMOS process in Chapter 2. The black bars in the aerial image represent areas on the mask that are opaque and hence ideally no photons strike the resist in these areas.

To this point in our discussion of resists we have effectively treated them as having uniform thickness and we have also treated the exposure process as occurring simultaneously throughout the volume of the resist material. In fact, neither of these is a very good assumption in many cases. Figure 5-22 illustrates some of these issues. Notice in that figure that the resist thickness tends to be nonuniform across the wafer because it is spun on as a liquid and therefore tends to fill in the “hills and valleys” of the underlying topography. The exposure process therefore often has to contend with exposing different regions with different thicknesses of resist. Effectively the resist is thinner on top of high structures and thicker over low lying structures. This may be a particular problem at the edges of underlying thin films where the resist thickness can change abruptly. The result of these effects is that the resist can be effectively underexposed where it is thicker and overexposed where it is thinner. This can result in linewidth variations, particularly where the photoresist features cross steps in the underlying structures.

A second issue is that the light absorption by the resist varies with depth below the surface of the resist and it also changes with time during the exposure process. Again imagine in connection with Figure 5-22 that the exposure process has just begun. The *PAC* concentration is assumed uniform throughout the resist. As *PAC* molecules near the resist surface absorb light photons, those photons are not available for exposing the deeper layers of the resist. Thus the light concentration falls off with depth. We will model this more carefully in Section 5.5, but to first order, the light intensity falls off exponentially with distance into the resist.

$$I = I_0 e^{-\alpha z} \quad (5.15)$$

where  $z$  is the depth below the surface,  $I_0$  is the intensity at the surface, and  $\alpha$  is the optical absorption coefficient in the resist. Thus the resist is first exposed near the top surface.

Fortunately a process known as “bleaching” occurs in g-line and i-line DNQ resists. As the resist is exposed, the *PAC* is altered, absorbing less and less light, and therefore it becomes more and more transparent. Thus as the top layers of the resist are exposed, they transmit more of the light to the deeper layers which are subsequently exposed. This results in a more uniform exposure. The bleaching process is not surprising since as the *PAC* component of these resists reacts and converts to carboxylic acid, more of the light will pass through to the deeper layers. Detailed modeling of these effects also has to include the light absorption by the novolac base component of the resist, as we will see in Section 5.5. Bleaching typically does not occur in DUV resists. This is a problem with these materials because the light can reflect off surfaces below the resist during the entire exposure. This can be mitigated by using antireflection coatings below the DUV resist (see below) and dyes in the resist itself to minimize reflections.

If there are highly reflective layers below the photoresist, light which passes all the way through the resist without being absorbed will be reflected by these underlying layers and pass back up through the resist again. While this may speed up the exposure process, it also has the potential for setting up standing wave light patterns in the resist because of constructive and destructive interference between the incoming and outgoing waves. Furthermore, if the light is scattered sideways, image resolution can be degraded. Figures 5–23 and 5–24 illustrate these issues. In some cases an Antireflective Coating (ARC) is deposited on the wafer prior to spinning on the resist. This can greatly help in minimizing standing wave effects, but of course increases process complexity. Another approach that is often used in g-line and i-line resists is to add dyes to the resist, which absorb light and minimize reflections.

The “scalloped edges” illustrated in Figure 5–24 are also strongly affected by post-baking of the resist after exposure but before development, since this heat treatment allows diffusion of the *PAC* in g-line and i-line resists or the *PAG* in DUV resists on a limited basis. This smoothes out the standing wave pattern. It is quite possible to model these standing wave effects and to predict the resulting resist edge patterns that result. We will consider these issues more carefully in Section 5.5.

#### 5.2.4 Mask Engineering—Optical Proximity Correction and Phase Shifting

In our discussion to this point, we have considered the mask to be simply a digital device. That is, it has clear areas and dark areas and the patterns of these areas represent exactly the pattern that we wish to print in the resist on the wafer. It is actually possible to do better than this in designing the mask if the objective is to produce the highest quality aerial image. We will briefly discuss two approaches to doing this: Optical Proximity Correction (OPC) and Phase Shift Masks (PSMs). These approaches might be considered “mask engineering.” These methods are also sometimes called “wavefront engineering” [5.12].