



IM FLASH TECHNOLOGIES

*Making the Memory that Makes the World Mobile*

## » Multi-Layer Resist

Equipment Engineering

### What is MLR?

- MLR is an advanced photoresist process technique using a photosensitive top layer and an organic underlayer with good planarization properties, instead of a single layer of PR.

#### General Advantages -

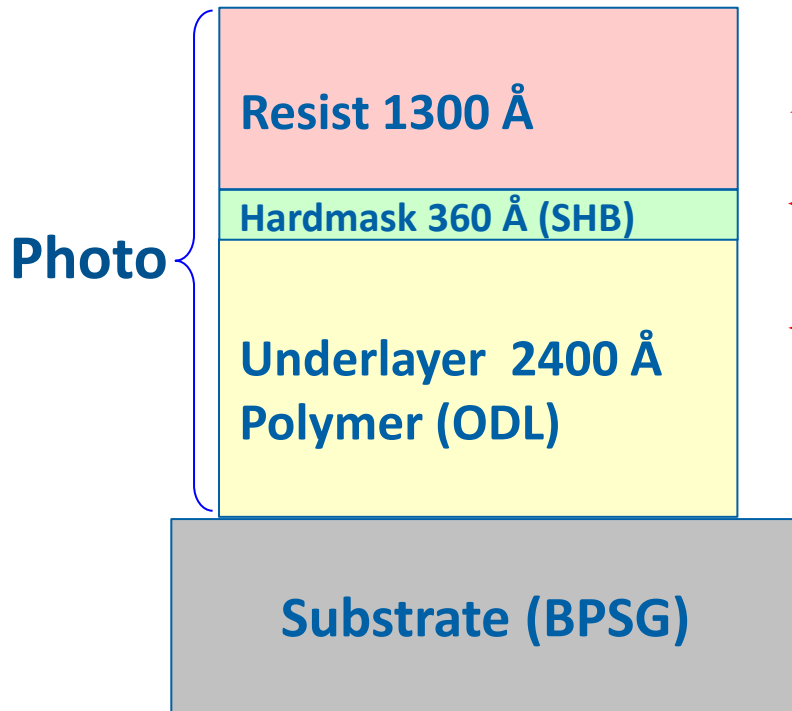
- Improved Planarization increases DOF
  - Imaging and Planarization are separate
- Reduced Standing Wave issues
  - Anti-Reflective Properties Enhanced
- Some Higher Aspect Ratio etching

## What is MLR at IMFT?

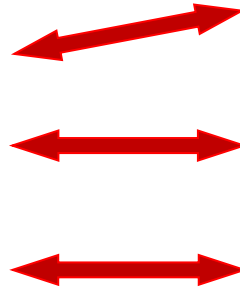
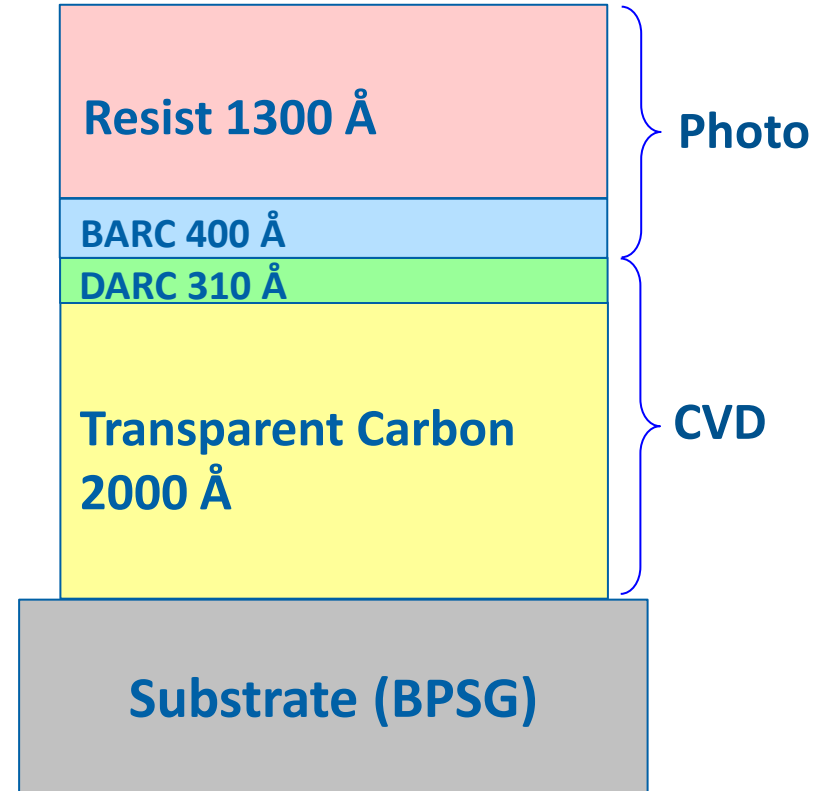
- MLR is the alternative hardmask process to CDBR  
(old IMFT process – Transparent Carbon, DARC, BARC, PR)  
which includes the following 2 films:
  - Underlayer - Replacement for Carbon (TC or AC)
    - Called ODL, spin-on polymer similar to I-line PR
    - No photoactive compounds
  - Hardmask - Replacement for DARC
    - Called SBH, spin-on Si-containing material (SSQ)
    - Intermediate layer between ODL and PR

# » Cross-Section Comparison

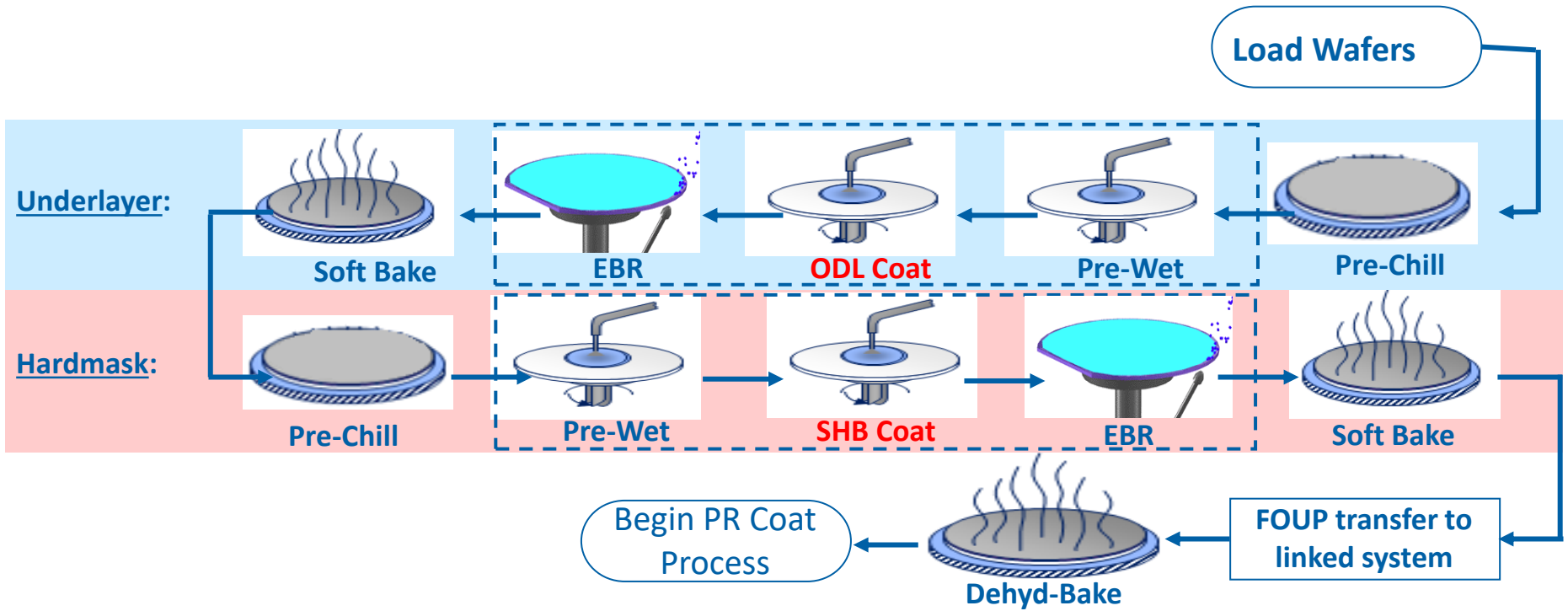
## MLR



## CDBR

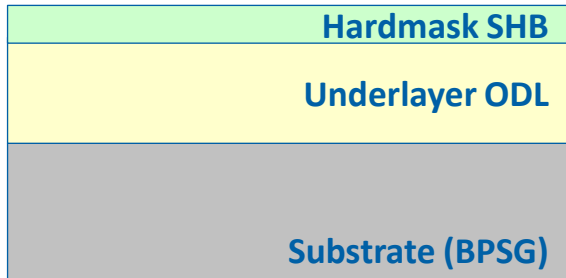


# MLR Track Flow

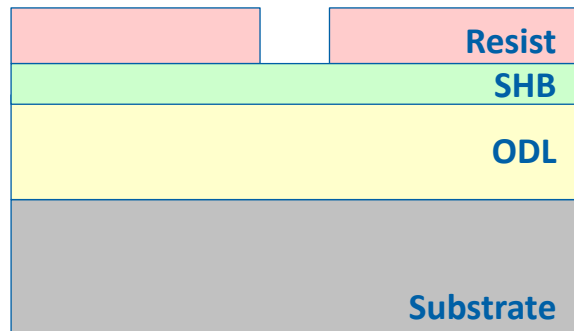


A time delay between MLR coat and PR coat is common so a Dehydration Bake is performed prior to PR coat to drive off any moisture

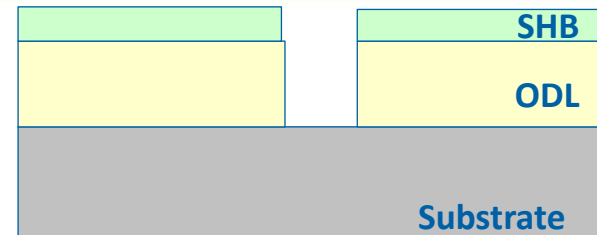
# Photo Process with MLR



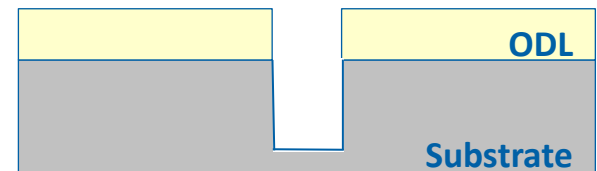
**1. After MLR Coat**  
(Run on Track System)



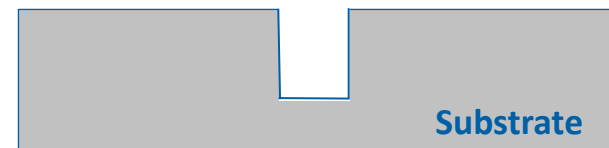
**2. After Photo Pattern**  
(PR Coat, Expose, Develop)



**3. After Dry Develop**  
(Pattern Transferred to MLR, PR Removed)



**4. After Dry Etch**  
(Pattern etched into Substrate,  
some erosion of ODL )



**5. After Dry Strip**  
(O<sub>2</sub> plasma removes remaining ODL)

### • Advantages of MLR over CDBR:

**Cost:** MLR layers all spun on photo track

- TC, DARC both CVD layers, relatively expensive
- One less layer, no BARC needed

**Planarity:** Imaging and Planarization functions separate

- CVD processes enhance topography
- Track processes minimize topography

**Defects:** Some defect advantage of MLR over CDBR

- Track processes typically cleaner than CVD

**Oxide Compatibility:** TC can pit during rework

- Causes damage to underlying oxide

# »» Why change from CDBR?

## • Disadvantages of MLR

Selectivity: ODL etches faster than TC

- MLR only applicable for shallow, non-aggressive etch
- Too much erosion of MLR during nitride etches
- Slightly more lateral etching with MLR

Toppling:

- MLR more prone than CDBR for similar aspect ratios

Reworks:

- Resist-only reworks if Carbon-DARC left intact with CDBR
- Currently not possible with MLR



## » MLR Levels by Device Type

60s	70s	80s
41L	41L	41L
43L	60L	54L
	91L	60L
		91L

# » Reworks

## Rework Traveler for Resist Only Layers (non MLR)

RWK RESIST DRY STRIP	<ul style="list-style-type: none"><li>• O<sub>2</sub> Plasma</li><li>• Remove Resist</li></ul>
RWK RESIST DRY STRIP CLEAN	<ul style="list-style-type: none"><li>• Piranha 500:1+APM</li><li>• Clean Surf Residue</li></ul>
PHOTO	<ul style="list-style-type: none"><li>• Re-Apply PR</li><li>• Re-Pattern PR</li></ul>

## Rework Traveler for MLR Hardmask Layers

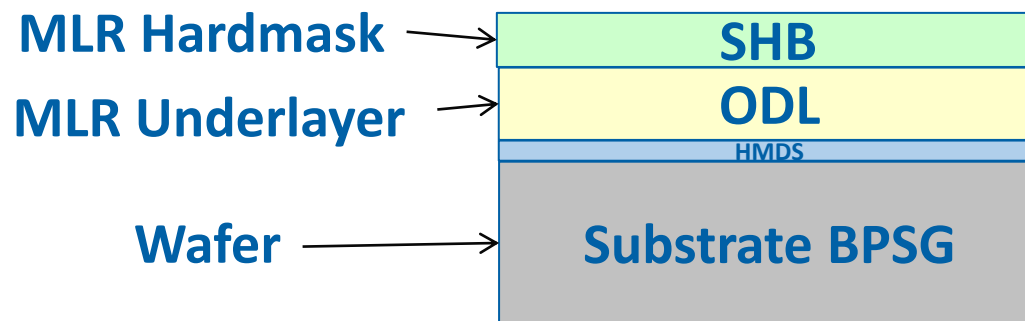
RWK CF4 DRY ETCH	<ul style="list-style-type: none"><li>• CF<sub>4</sub> Plasma</li><li>• Remove MLR, PR</li></ul>
RWK NH3 DRY STRIP	<ul style="list-style-type: none"><li>• O<sub>2</sub>+NH<sub>3</sub> Plasma</li><li>• Remove ODL</li></ul>
RWK MLR WET STRIP CLEAN	<ul style="list-style-type: none"><li>• 500:1 + APM</li><li>• Clean Surf Residue</li></ul>
MLR COAT	<ul style="list-style-type: none"><li>• Re-Apply ODL</li><li>• Re-Apply SHB</li></ul>
PHOTO	<ul style="list-style-type: none"><li>• Re-Apply PR</li><li>• Re-Pattern PR</li></ul>

## Rework Traveler for CDBR Hardmask Layers

RWK RESIST WET STRIP	<ul style="list-style-type: none"><li>• Piranha</li><li>• Remove Resist</li></ul>
RWK RESIST WET STRIP 2	<ul style="list-style-type: none"><li>• 20:1 BOE/Hot Phos</li><li>• Remove DARC</li></ul>
RWK CARBON DRY STRIP	<ul style="list-style-type: none"><li>• O<sub>2</sub> Plasma</li><li>• Remove TC</li></ul>
RWK DRY STRIP CLEAN	<ul style="list-style-type: none"><li>• APM</li><li>• Clean Surf Residue</li></ul>
CARBON DEP	<ul style="list-style-type: none"><li>• Re-Deposit TC</li></ul>
ARC DEP	<ul style="list-style-type: none"><li>• Re-Deposit DARC</li></ul>
PHOTO	<ul style="list-style-type: none"><li>• Re-Apply PR</li><li>• Re-Pattern PR</li></ul>

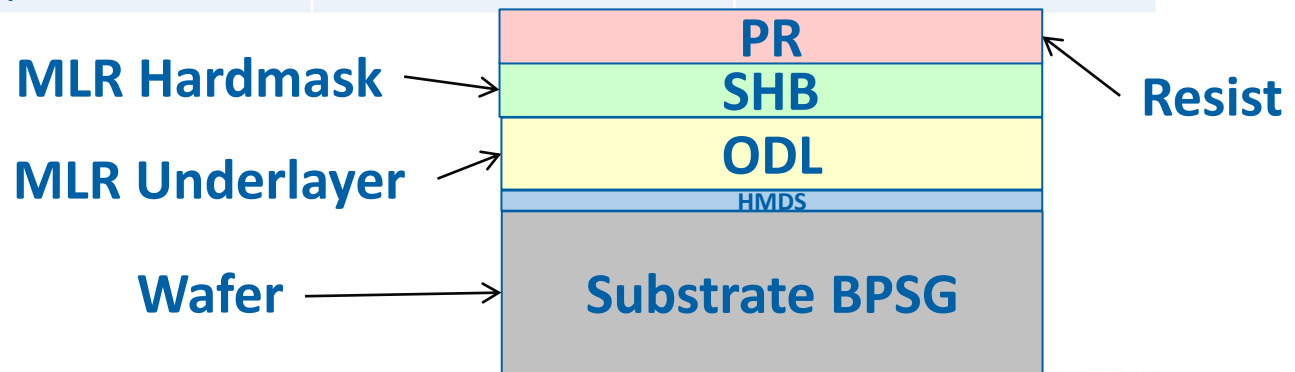
# » MLR Track Recipe Summary (abbreviated 43L)

Process	Module	Recipe
HMDS Coat	ADH	80C_30C_P10S
Cool after ADH	CPL	24C_30S
ODL Coat Underlayer	COT	ODL-83-2400A
Softbake ODL	CLHP	220C_60S_C20S
Cool after Softbake	CPL	24C_30S
SHB Coat Hardmask	COT	SHB1125-360A
Softbake SHB	CLHP	220C_90S_C20S

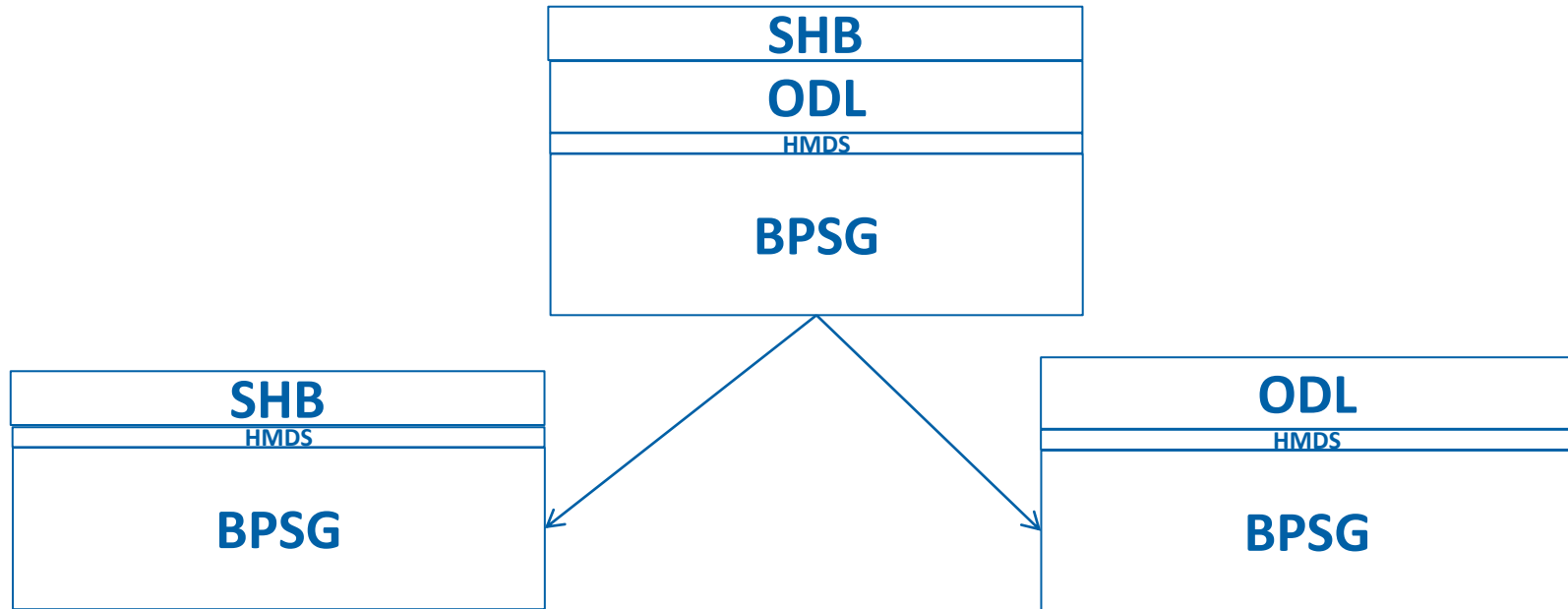


# MLR PR Track Recipe Summary (abbreviated 43L)

Process	Module	Recipe
Dehydration bake	CGHA	185C_60S_C20
Cool after bake	CPL	23C30S
Resist Coat	COT	SX140-LHL-1650
Softbake resist	CLHP	110C_90S_C20S
Expose	Scanner	
Post Exposure Bake	CPHP	110C_90S_C20S
Cool after PEB	CPL	20C30S
Develop	DEV	GP-30S-SUR



# » Possible MLR Track Rework Scenarios



**Result: No MLR underlayer (ODL)**  
**Recovery: No rework available. Scrap wafer / lot and wait for 1<sup>st</sup> to disposition.**

**Result: No MLR hardmask (SHB)**  
**Recovery: (1) Run on SHB coat only recipe and rework or (2) Skip first step on rework traveler**

# » Dry etch selectivity prevents us from reworking w/o ODL (underlayer) being present

- **Dry etch process focuses on removing oxides from wafer.**
- **SHB is a silicon containing material, which after softbake acts like a layer of silicon oxide (essentially glass).**
- **BPSG is boron doped phosphor silicon glass (essentially a layer of oxide)**
- **If the SHB is directly on top of BPSG we have oxide on top of oxide and the dry etch process will remove both because it can't differentiate between the two**
- **Summary:**
  - Any dispense problems on the stand alone tracks must be researched vigorously and reworked cautiously or scrap may ensue.
  - Escalate any issues to the appropriate persons (photo tool owner, shift lead, etc)

## » MLR Review and Quiz

- **In which situations can't MLR be used?**
  - Deep or aggressive etches (such as a gate stack, deep silicon etch, deep contacts) can't use MLR because MLR erodes too much.
- **Which part of the MLR stack has high silicon content?**
  - SBH Hardmask
- **A chosen topcoat must \_\_\_\_\_ in developer and \_\_\_\_\_ in water.**
  - Soluble, Soluble
  - Insoluble, Insoluble
  - Soluble, Insoluble
  - Insoluble, soluble