

# Simulation of Chucked Wafer Flatness

G. Schmöller, R. Johannes  
immersive SIM engineering

P. Wagner, H. Gerber  
Wacker Siltronic



# Content

- motivation
- Finite Element Analysis (FEA) with Si wafers
- used FE models
- influence of
  - pin distance
  - backside contour
  - vacuum force
- effects near solid chuck edge
- summary and outlook

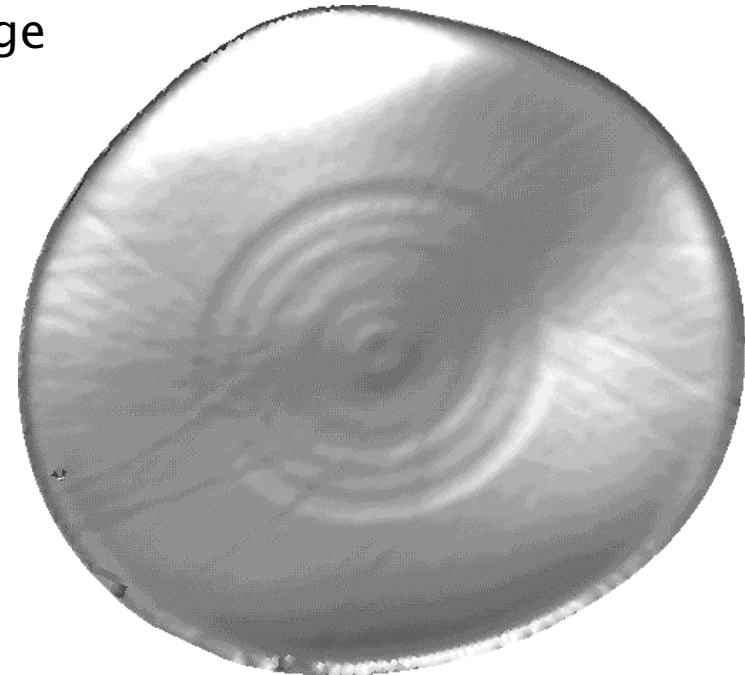
# Motivation

- to predict surface flatness of wafers clamped on litho-chucks
- to avoid usage of chucks for flatness measurement in production environments

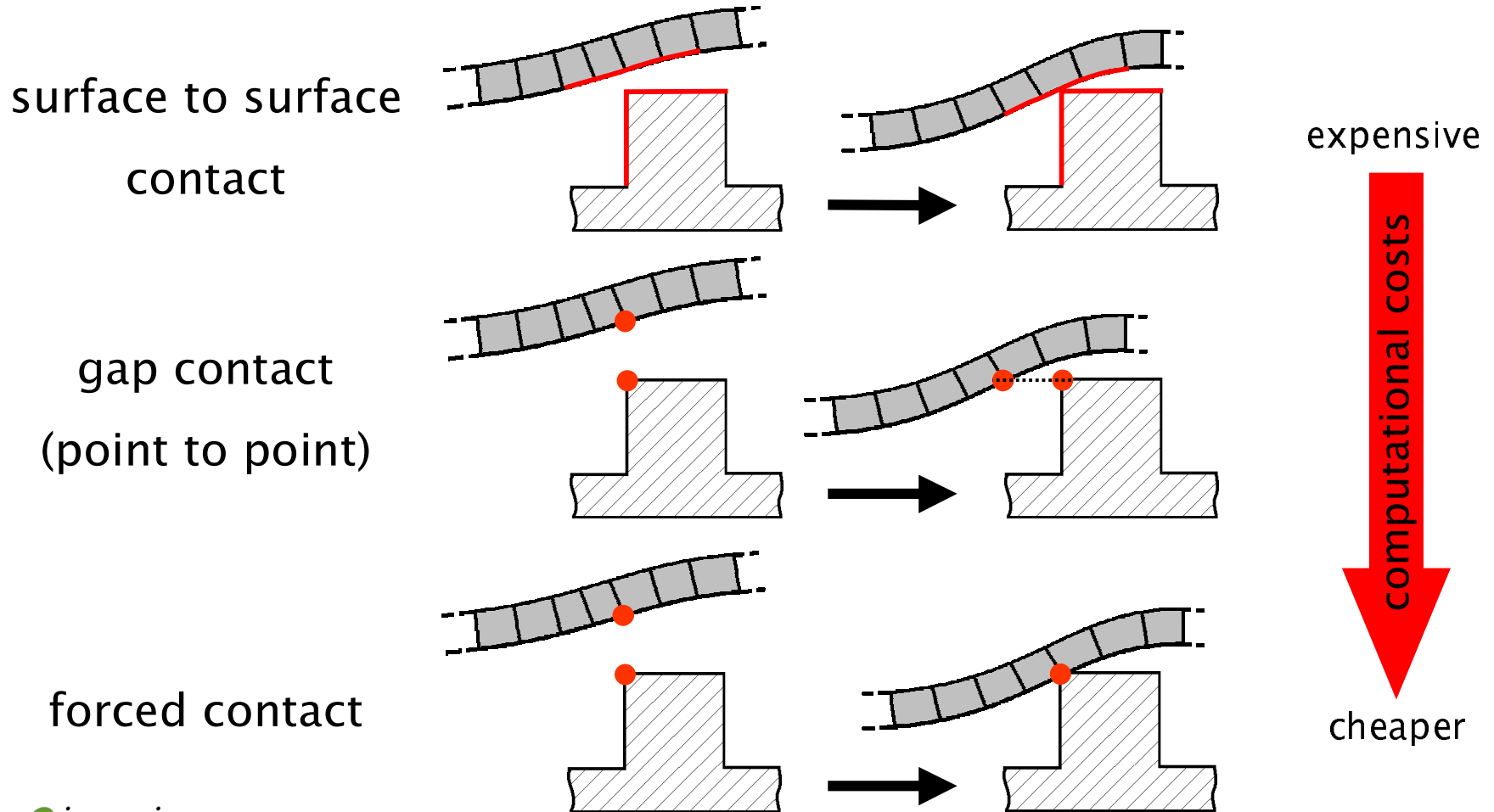


## FEA with Si Wafers

- extreme differences in dimensions  
( $\varnothing$  200 mm  $\rightarrow$  2 nm flatness deviation: factor  $10^8$ )
- required mesh density results in a large number of elements
- expensive contact simulation with many iteration steps
- generates convergence problems with common FEA solvers
- bending of a circular plate
- no simplification possible without neglecting important influences



# Different Levels of Wafer/Chuck Contact



- *immersive*
- *sim*
- *engineering*
- 



## Model Data

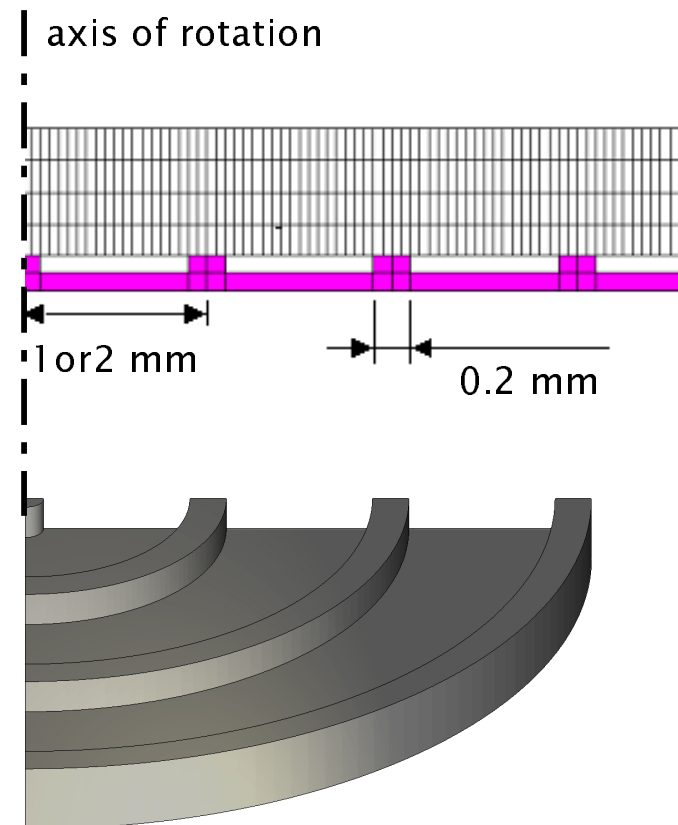
- Si wafer radius  $r = 100$  mm (8" – wafer)
- constant thickness of 0.725 mm
- chuck is assumed rigid
- pin chuck with 0.2 mm pin diameter and solid edge above  $r = 97$  mm
- vacuum force applied only inside chuck edge
- Si wafer material parameters:
  - elastic modulus  $E = 148000$  MPa
  - Poisson's ratio  $\mu = 0.22$
  - isotropic

# FE Models

- axisymmetric
- 3D-shell
  - ideally flat
  - according to measured height variation

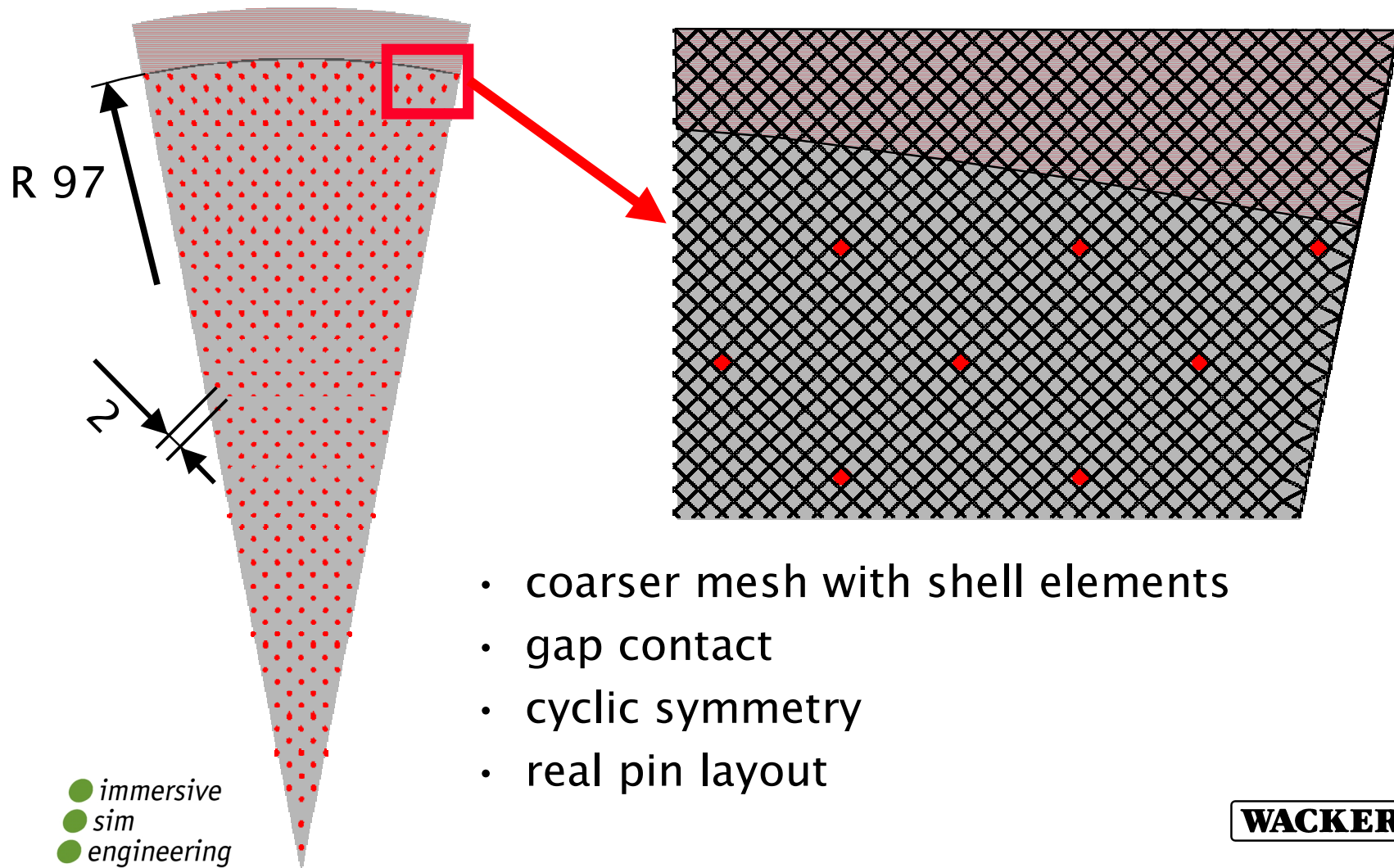
# Axisymmetric Model

- fine resolution
- considers behavior of a circular plate
- surface to surface contact
- corresponds with a “ring” chuck
- allows different profiles on front- and backside





## 3D Model



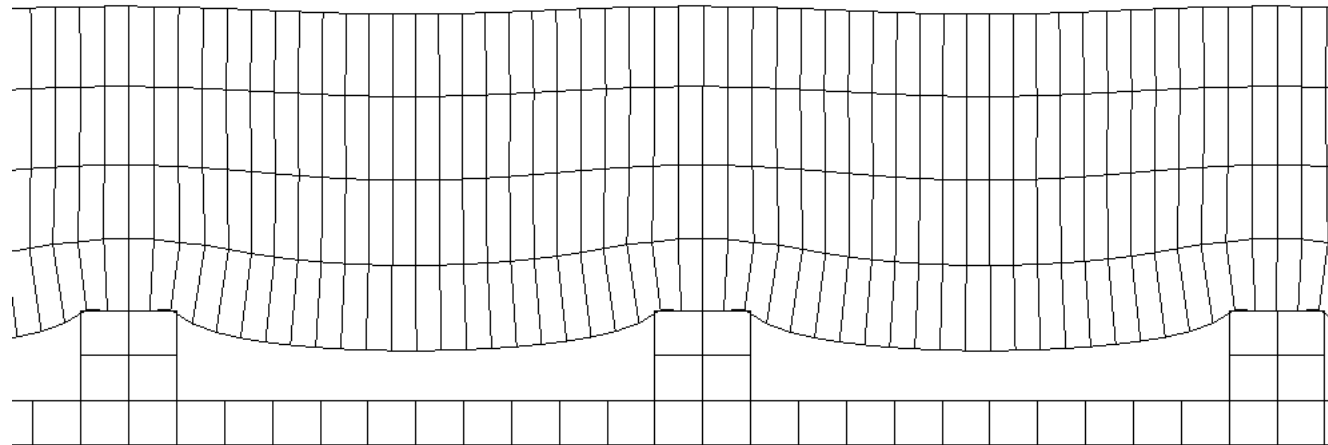
- coarser mesh with shell elements
- gap contact
- cyclic symmetry
- real pin layout

● immersive  
● sim  
● engineering  
●

**WACKER**

# Influence of Chucked Backside Contour on Frontside

$$FS = BS + THK ?$$






this cannot be resolved with shell elements!

- *immersive*
- *sim*
- *engineering*






# Investigated Wafer Profiles

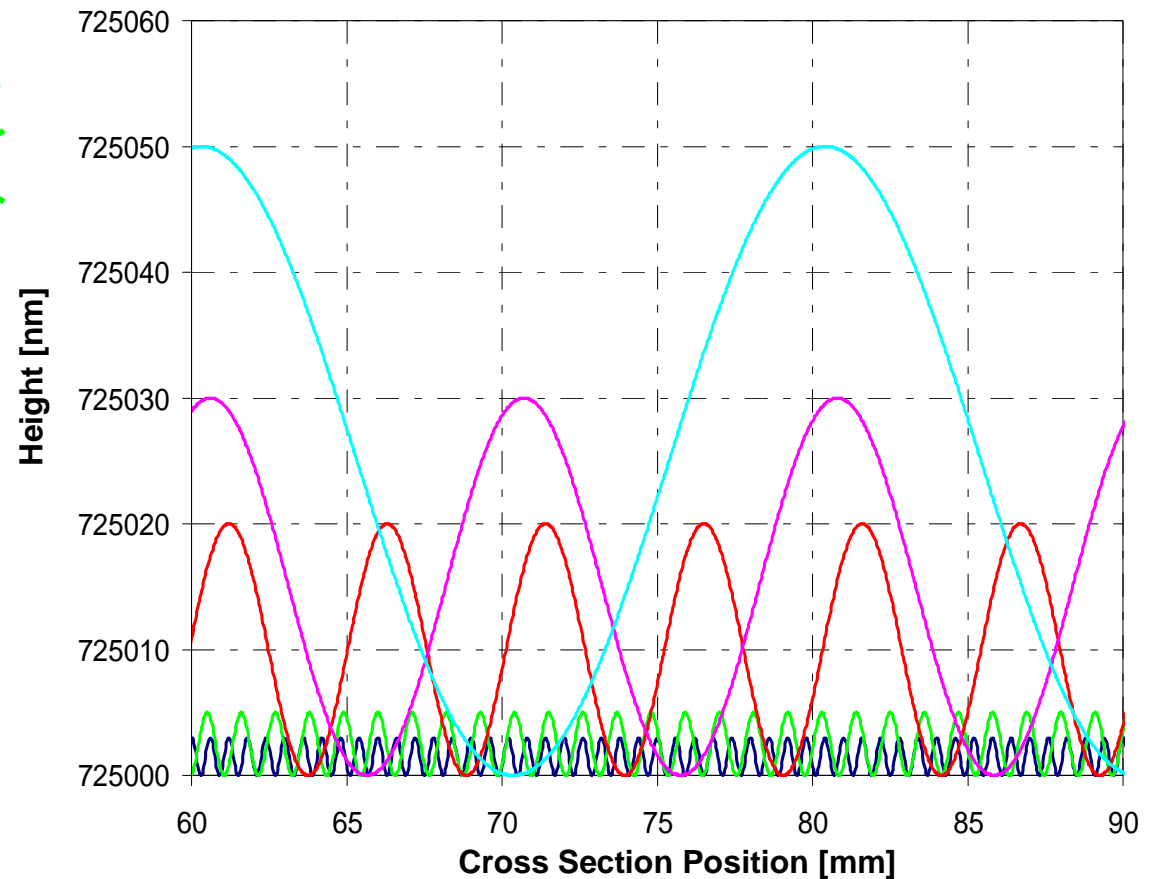
- different global forms:

- without bow 
- negative bow (15  $\mu\text{m}$ ) 
- positive bow (15  $\mu\text{m}$ ) 

- mathematical surface contour (sinusoidal waves with different wavelengths and amplitudes)

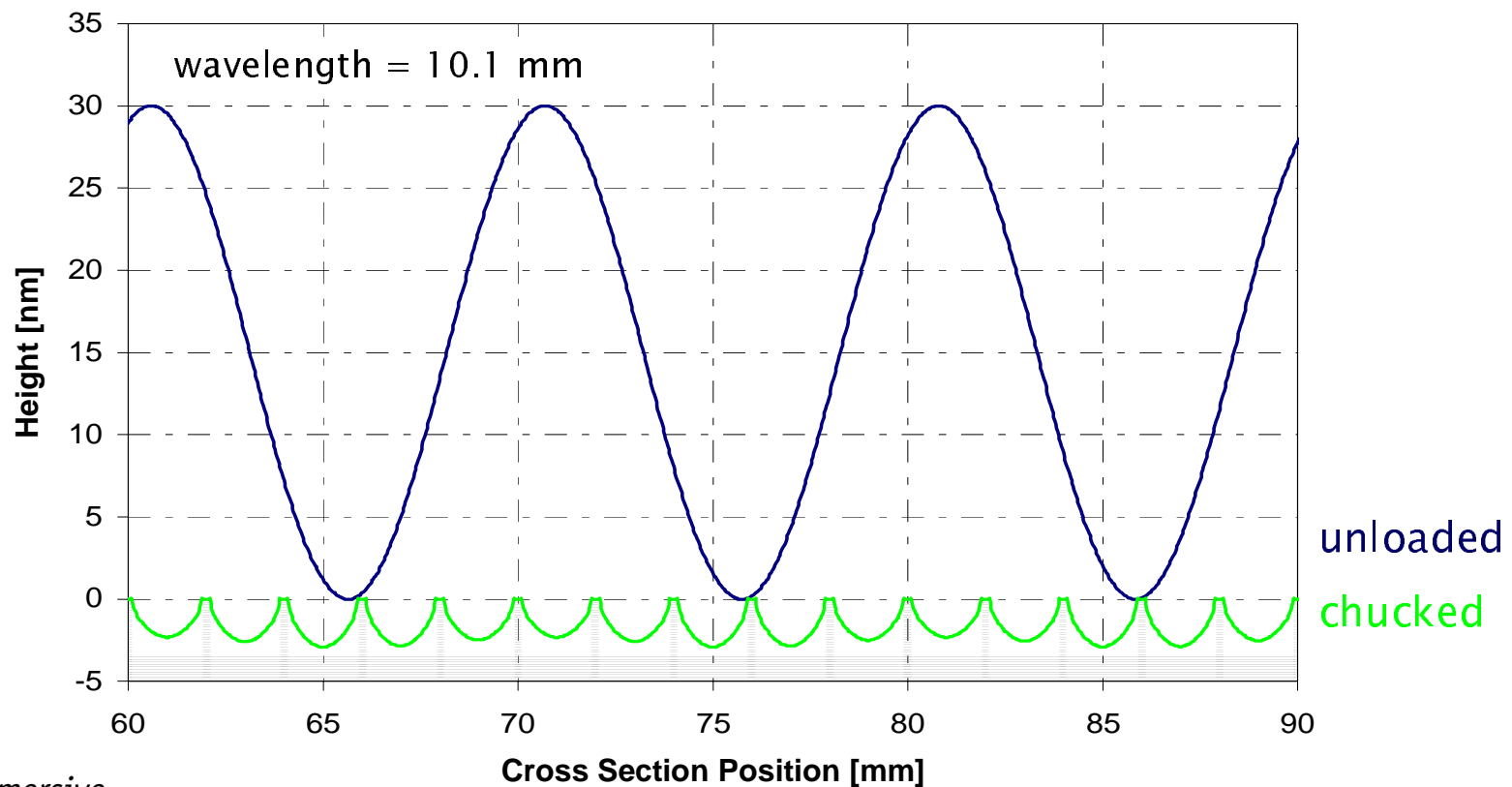
wavelength [mm]	PV [nm]
0,6	3
1,1	5
5,1	20
10,1	30
20,1	50

-  *immersive*
-  *sim*
-  *engineering*


**WACKER**

# Low Frequency Profiles ...

... (wavelength  $\gg$  pin distance) are pulled down to the chuck

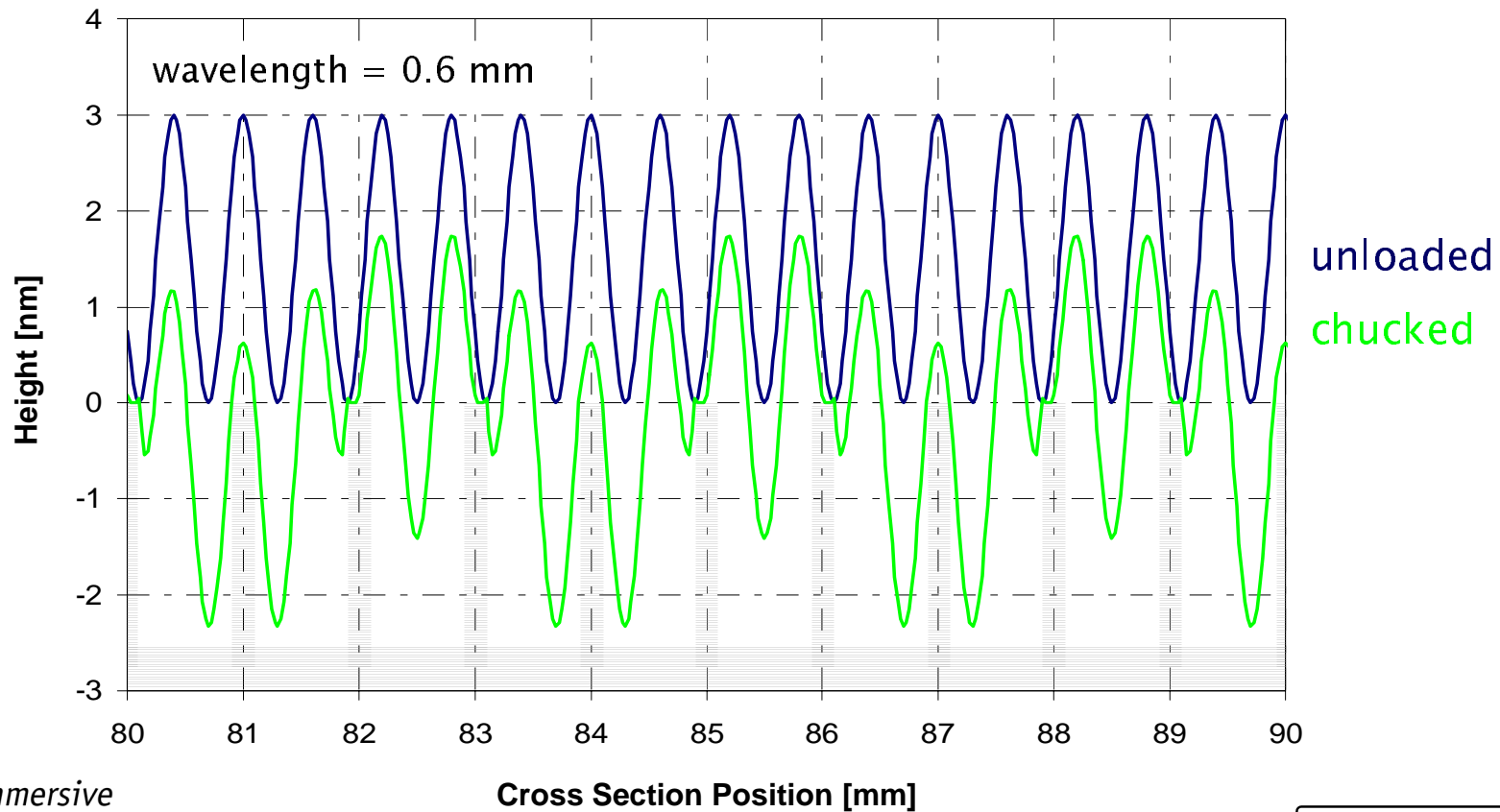


- immersive
- sim
- engineering

**WACKER**

# High Frequency Profiles...

... (wavelength < pin distance) persist

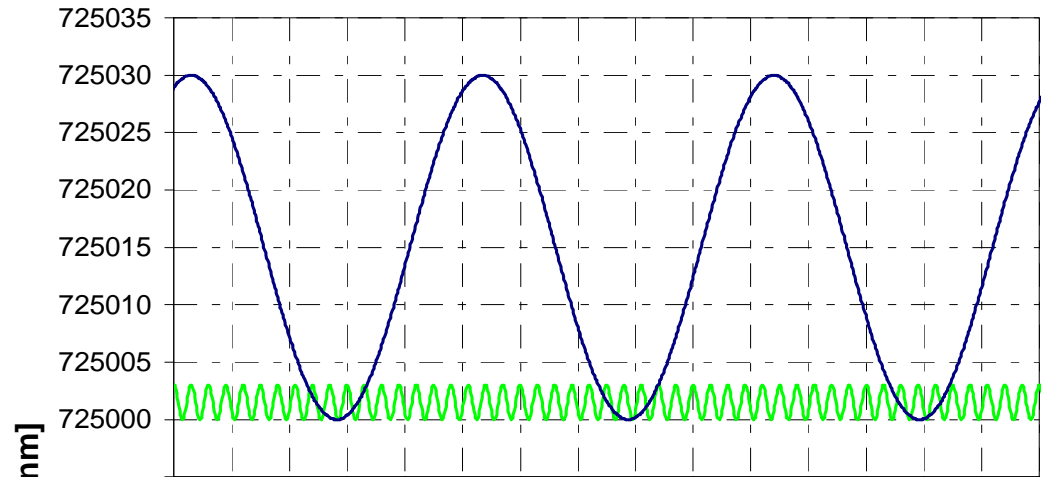


- immersive
- sim
- engineering
- 



# Influence on Frontside

unloaded

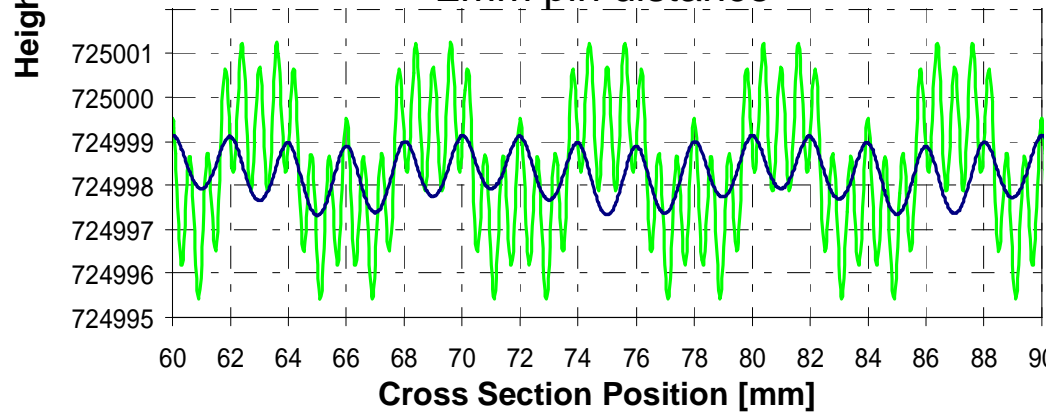


10.1 mm / 30nm

2mm pin distance

0.6mm / 3nm

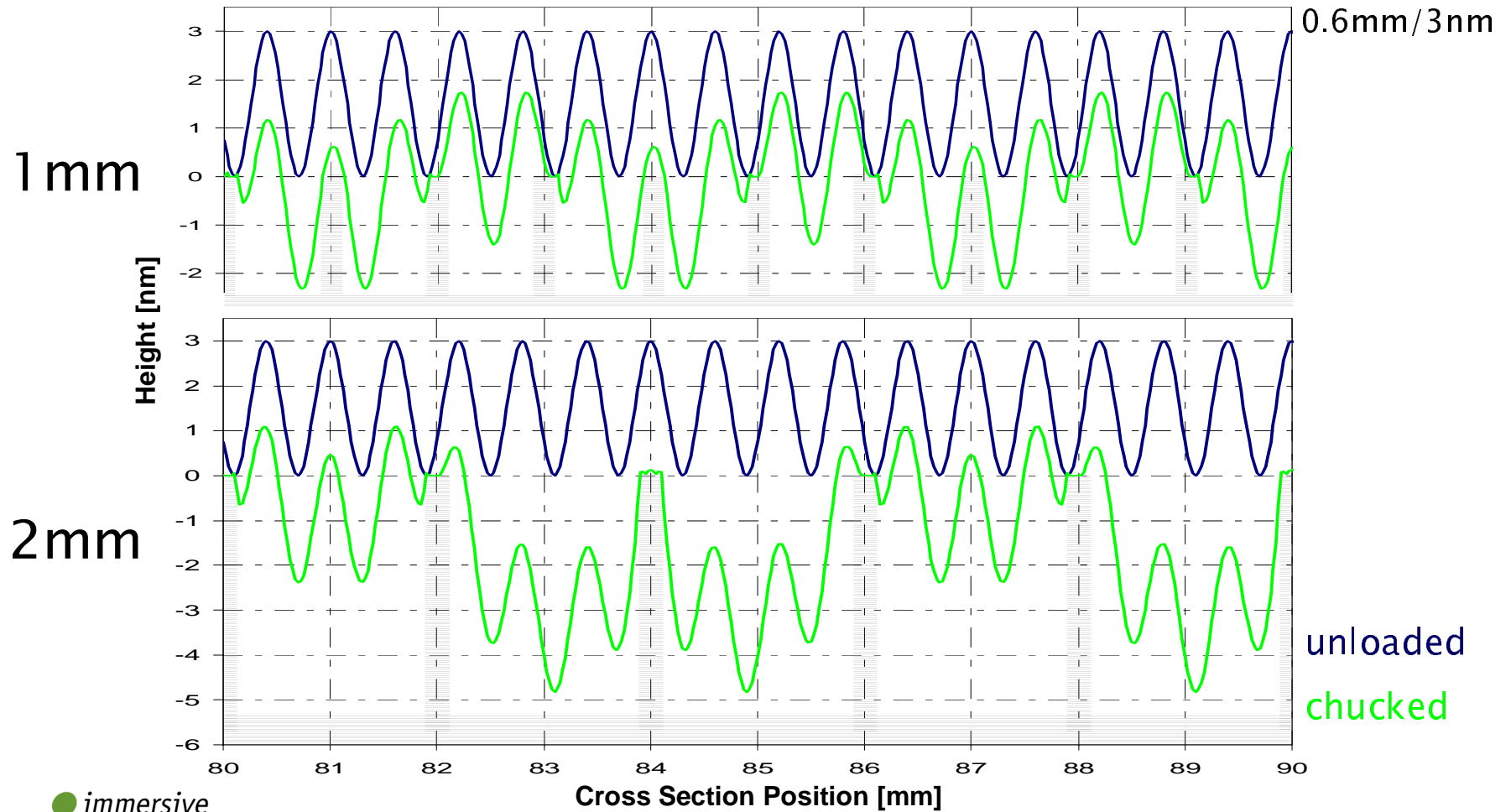
chucked



- immersive
- sim
- engineering
- 



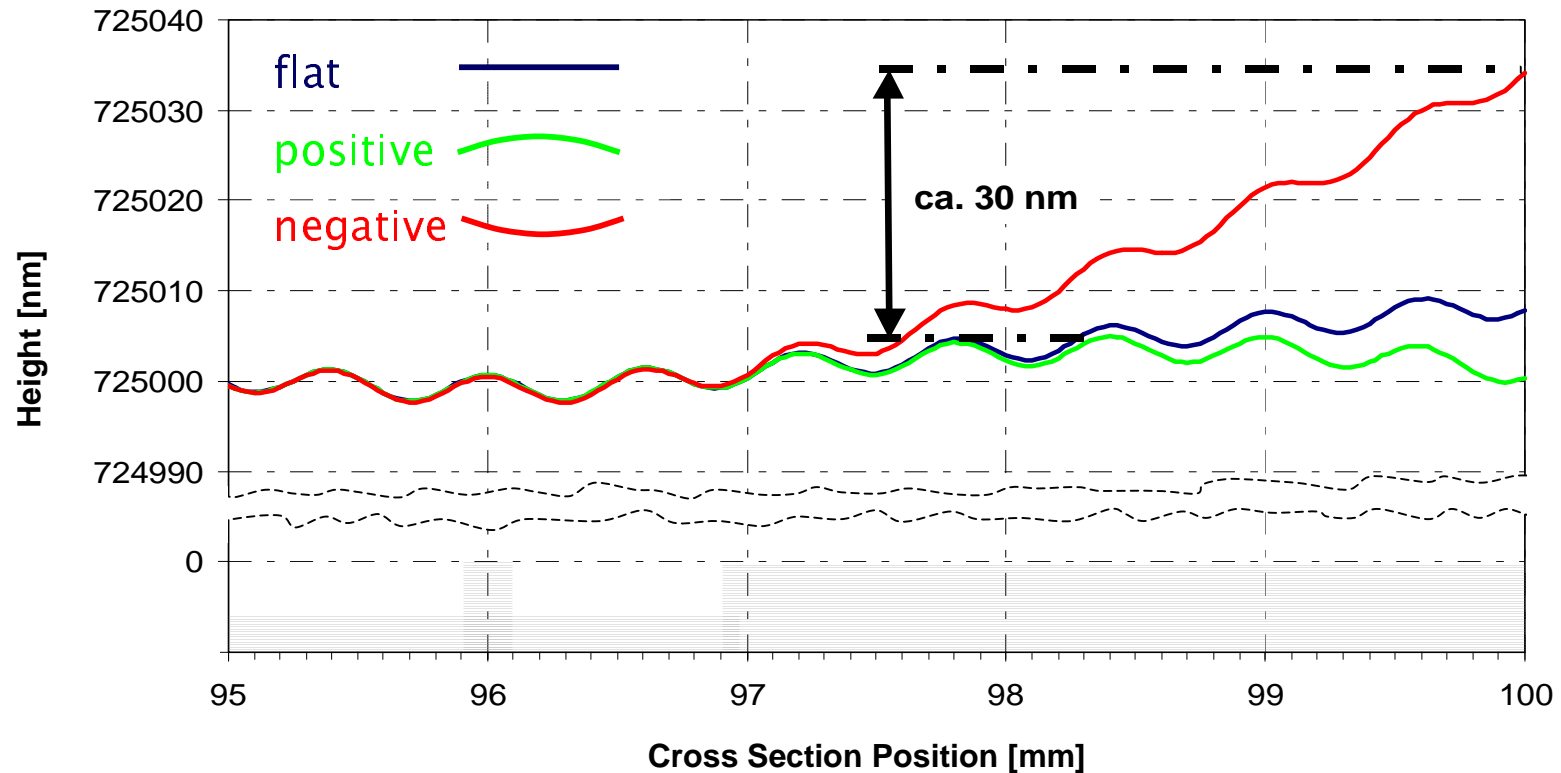
# Influence of Pin Distance



- immersive
- sim
- engineering
- 



# Influence of Bow on Frontside

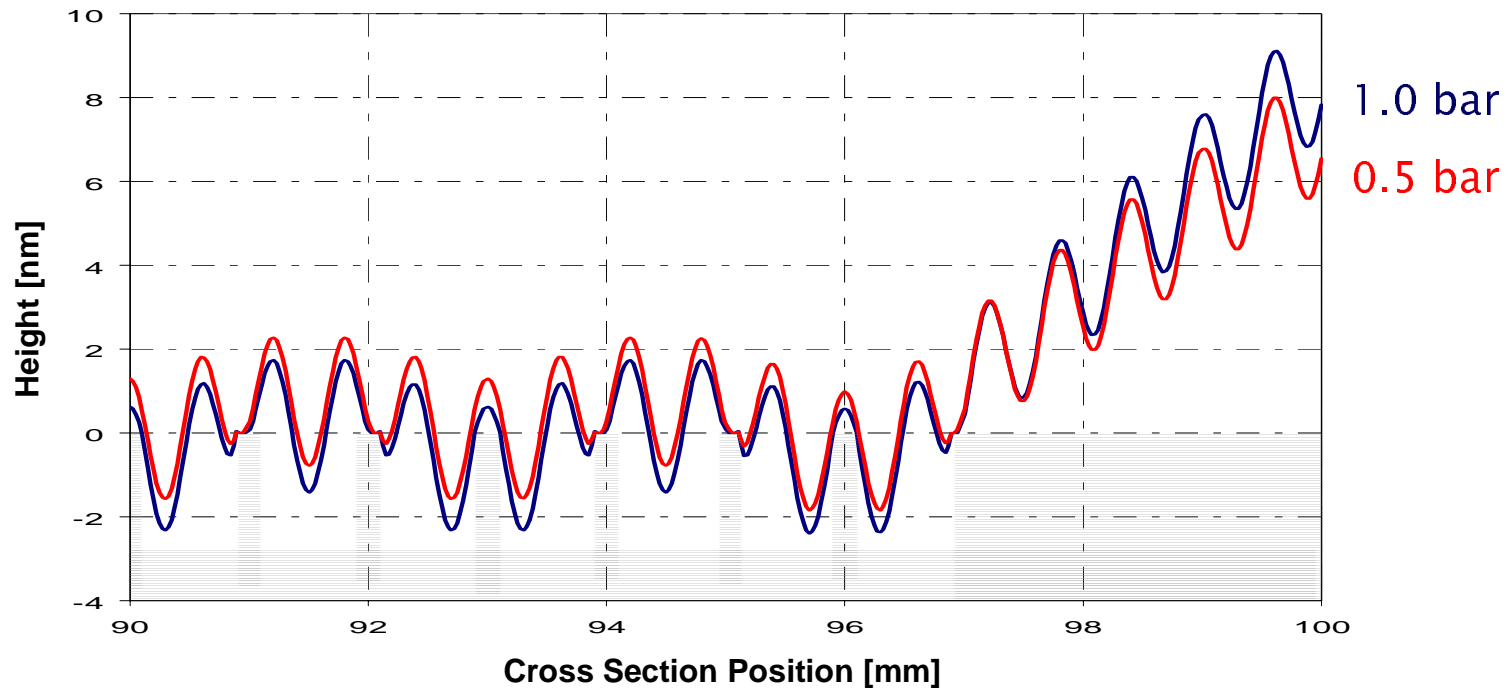


- immersive
- sim
- engineering





# Influence of Applied Vacuum Force



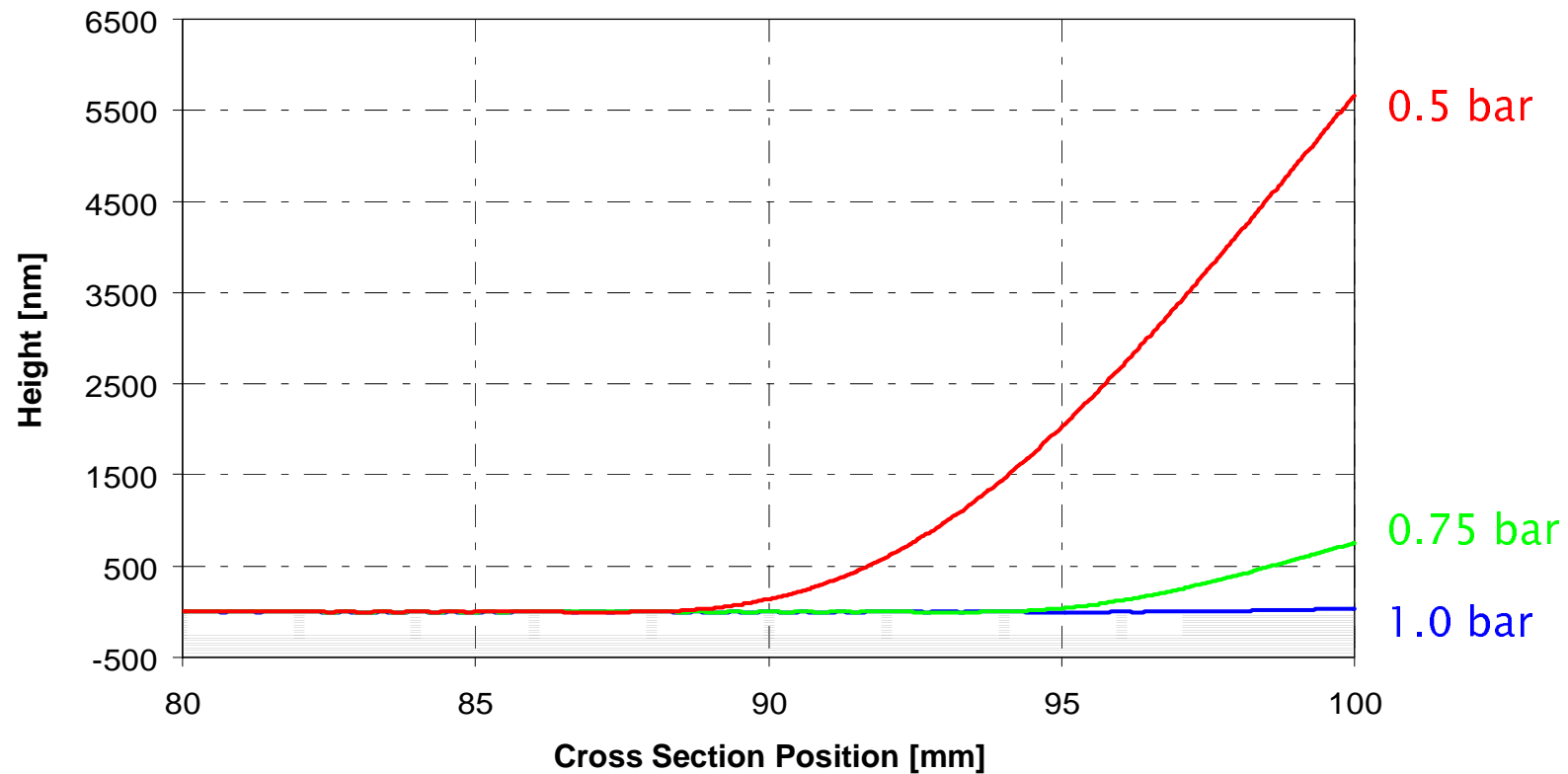
reducing applied vacuum force may minimize wafer deformation and edge effects ...

- *immersive*
- *sim*
- *engineering*

**WACKER**

# Influence of Applied Vacuum Force

... but wafer still has to be safely chucked in the whole area



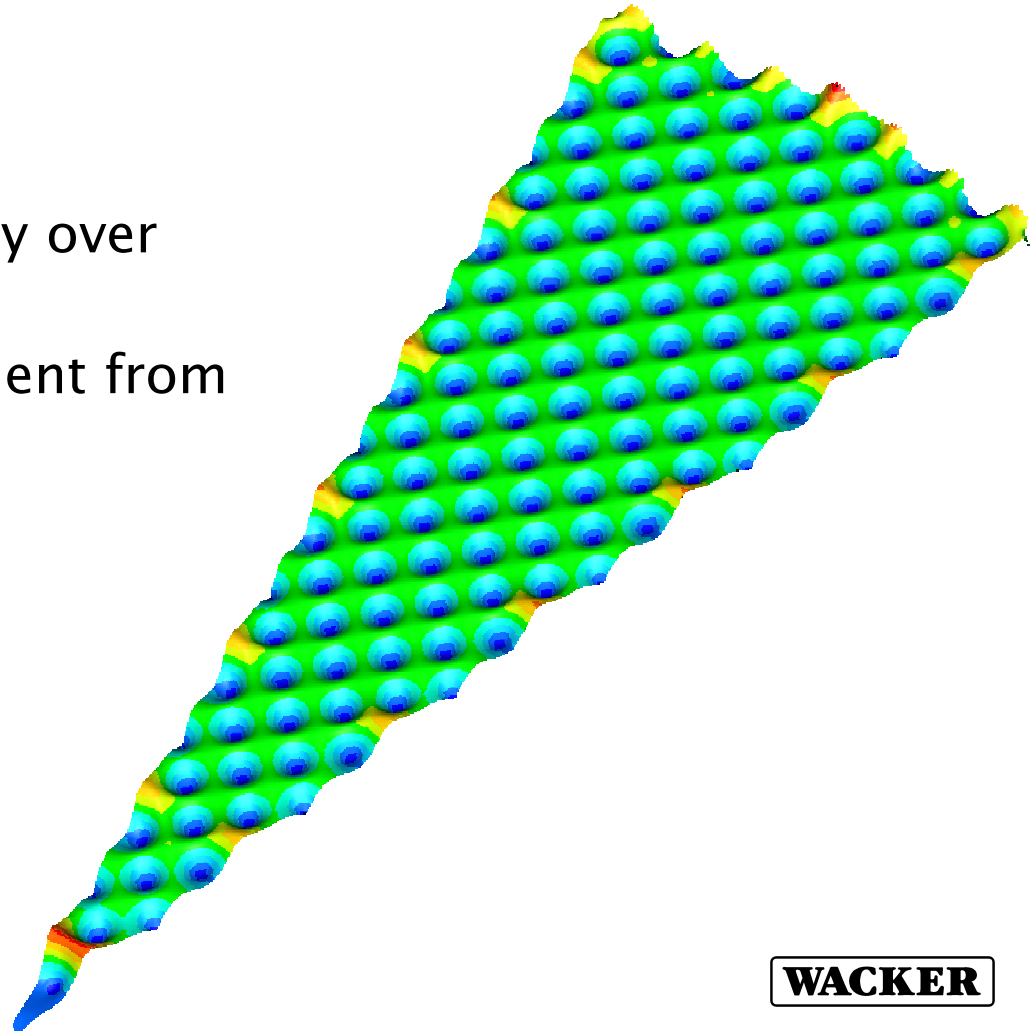
- *immersive*
- *sim*
- *engineering*

**WACKER**

## 3D Model Ideally Flat

To be learned:

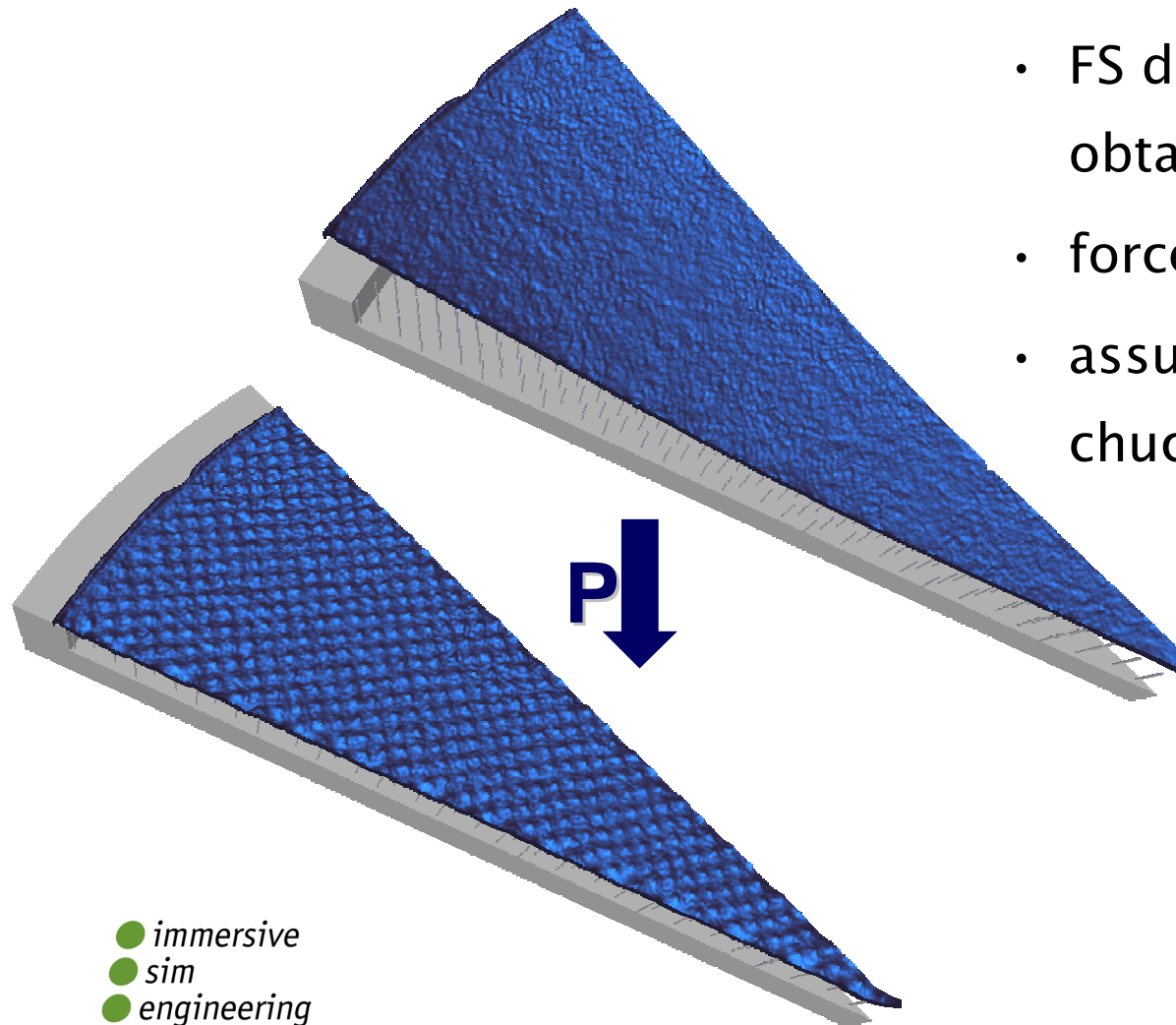
- boundary effects decay over short distance
- deformation independent from radial position
- Contact on all pins !



- *immersive*
- *sim*
- *engineering*
- 

**WACKER**

## 3D Model with Measured Profile



- FS data of a SSP wafer obtained with interferometer
- forced contact
- assumption: wafer contacts chuck on all pins

● *immersive*  
● *sim*  
● *engineering*  
●

**WACKER**

# Summary

FE simulations were performed to study various influences on wafer surface topology when clamping the wafer on a stepper pin chuck

- bow and warp are drawn flat with exception of the outer margin, where the wafer profile highly depends on bow
- so do low frequency profiles
- “bad” wafers are getting better whereas “good” wafers are getting worse
- separation of true wafer topology and effects caused by clamping is not possible
- no optimal pin layout which fits for all wafers

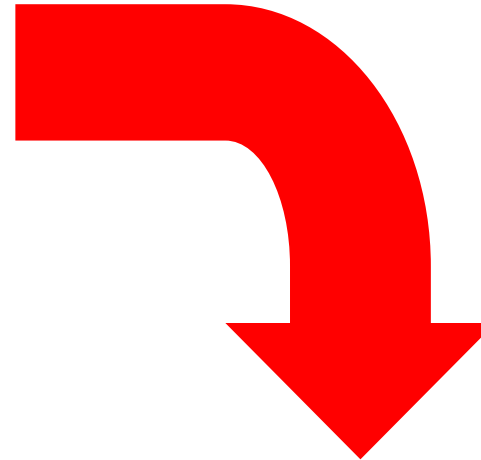
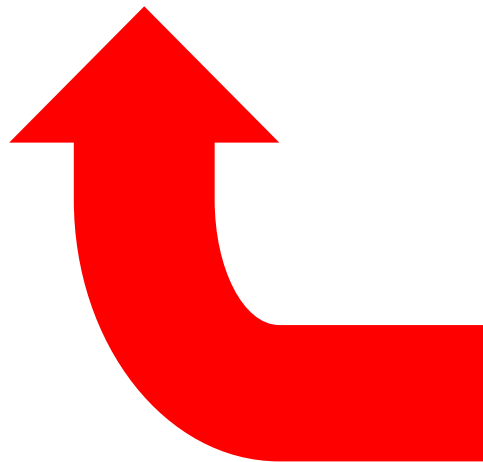
# Outlook

- further improvement of FEA models
- experimental verification of simulation results
- ...
- ...
- online simulation



# Afterthought

simulation helps  
building better wafers  
and processors



better processors help  
to improve simulation

- *immersive*
- *sim*
- *engineering*

