



# ASML

## Thermal control challenges in ASML wafer scanners ILO Net Meeting at TU/e-DIFFER, October 07, 2021

Marc van de Wal\* & Dennis Heck\*\*

\*ASML Research, Mechatronics & Control

\*\* ASML Development & Engineering, Thermal Architecture DUV

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# Background 1<sup>st</sup> author Marc van de Wal

- MSc (1993) & PhD (1998) at TU/e, Mechanical Engineering
- 1998—2009: Philips Innovation Services:
  - 90% work for ASML:
    - Motion control research in co-operation with TUD & TU/e
    - First EUV machine for ASML: from research & development to shipment & servicing
- 2009—2021: ASML Research dept., Mechatronics & Control group:
  - 2009—2015: Advanced motion control
  - 2016—2021: Advanced thermal control

⇒ Topic today, with emphasis on recent academic co-operations.

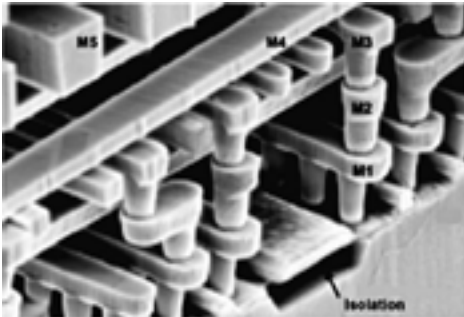


# The reason for ASML's thermal control challenges

# Intro ASML & Thermal control challenges

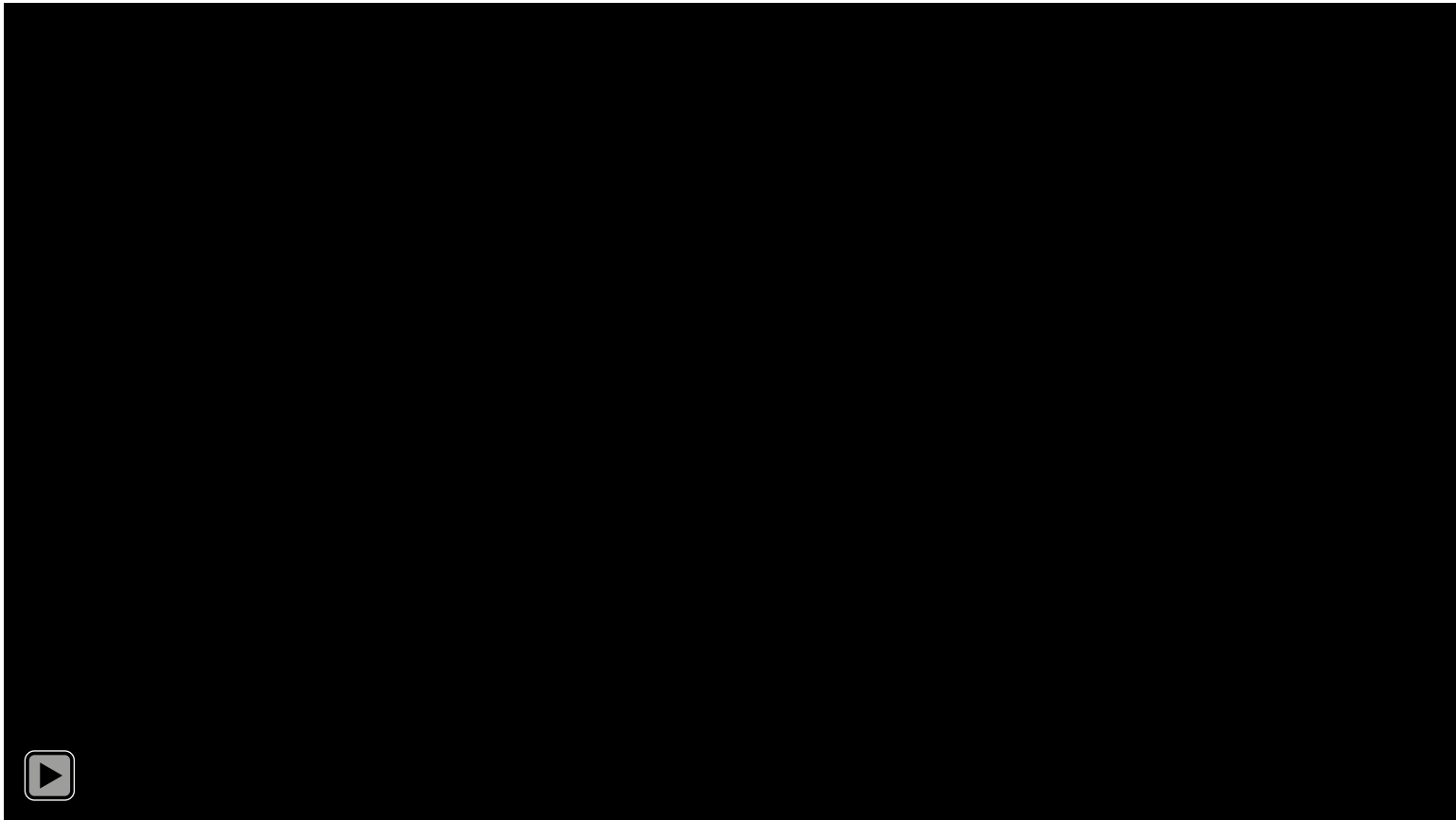
## Lithography as part of IC production process

- ASML scanners for microchip production.
- Principle: project DUV or EUV\* light through a reticle (=mask), via a system of lenses (DUV) or mirrors (EUV), to expose a 2D image on a wafer (lithography).
  - \*EUV machines trigger the main thermal control challenges for ASML. ⇒ Focus here.
- 3D structures are created by exposing multiple layers:



# Intro ASML & Thermal control challenges

The EUV wafer scanner in action (movie)

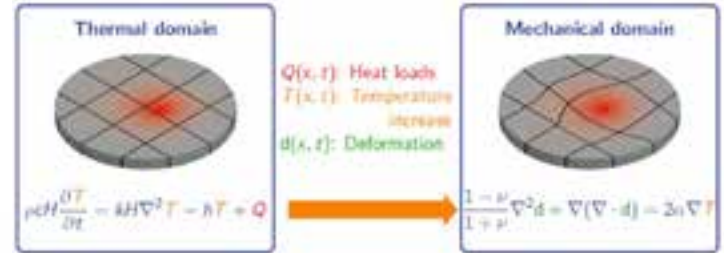


# Intro ASML & Thermal control challenges

## Thermal effects & main technical challenges

- Thermal loads cause thermal gradients, causing structural deformations and distortions in the optical path.
- Overlay error of future machines: <1 [nm], *i.e.*, <1e-9 [m] accuracy specs.
- To meet future demands, ASML needs:
  - mK-level temperature conditioning
  - sub-nm thermal deformations
- This imposes challenges on:
  - Thermal hardware design
  - Thermal measuring & actuation
  - Thermal modeling
  - Thermal controller design

“Thermal control”



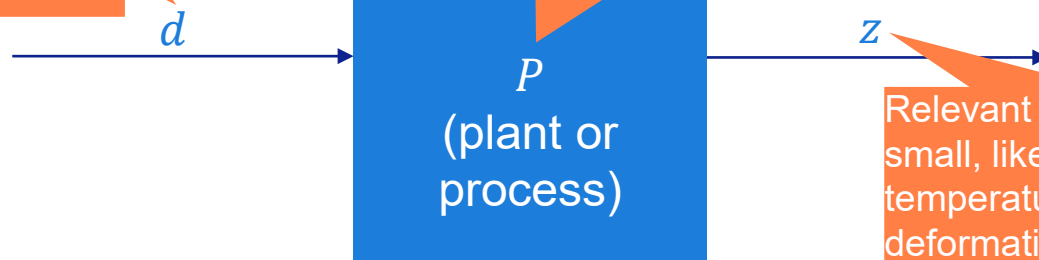
# High-level abstract view on thermal control at ASML

# Abstract view on thermal control

## Passive thermal control

Thermal loads ( $[W]$ ) on  $P$ , like irradiance loads due to exposure light, evaporation loads due to immersion fluid, *etc.*

System subject to thermal loads and specs, like substrate stages & handlers, lenses (DUV), mirrors (EUV), frames, *etc.*



Relevant variables to be kept small, like local or global temperatures ( $[mK]$ ), structural deformations ( $[nm]$ ), optical distortions, *etc.*

**Passive thermal control:** keep effect of thermal loads  $d$  on performance variables  $z$  small, by proper thermal design of hardware in  $P$  (materials, shape/geometry, heat sinks, *etc.*) and minimizing the thermal loads  $d$ :

- Passive thermal control still very important at ASML, but *not sufficient* anymore.
- Also “**active thermal control**” and “**error correction**” needed.  $\Rightarrow$  Next slides.



# Abstract view on thermal control

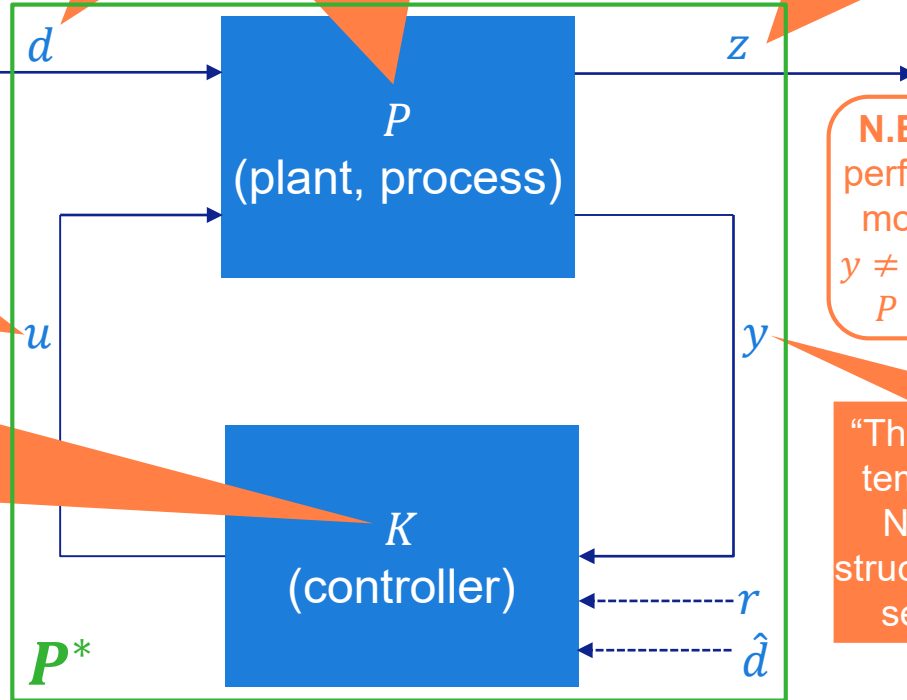
## Active thermal control

**Active thermal control:** keeping effect of  $d$  on  $z$  small by proper closed-loop control system design  $K$ .

Thermal loads

System subject to thermal loads and specs

Relevant performance variables to be kept small



“Thermal actuators”, often heaters, but also Peltier elements (= TEM's [W]) or piezo actuators.

- Controller:
- FeedBack (FB) based on  $y$ .
  - FeedForward (FF), based on measurable or prior known part of loads  $\hat{d}$  or on setpoints  $r$ .
  - Combination of FB & FF.

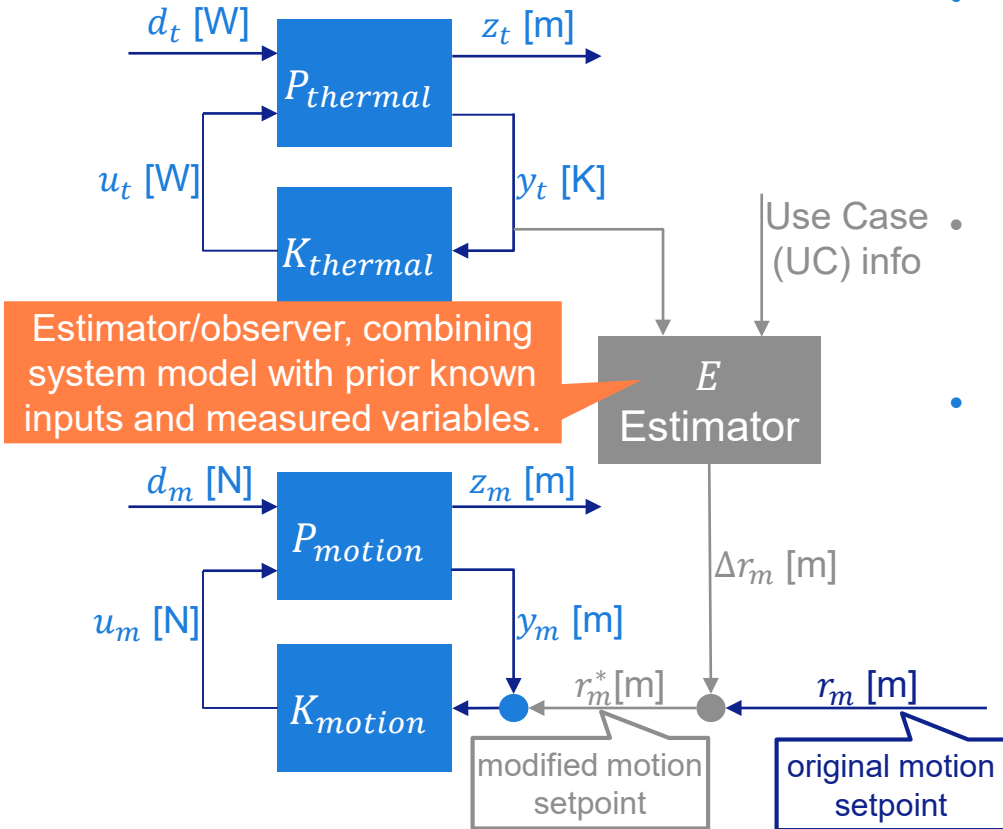
**N.B.:** Directly measuring performance variables  $z$  is mostly not possible, *i.e.*,  $y \neq z$ .  $\Rightarrow$  Often a **model** of  $P$  is required to infer  $z$ .

“Thermal sensors”, mostly temperature sensors like NTC's ([mK]), but also structural sensors like strain sensors ([pico-strain]).

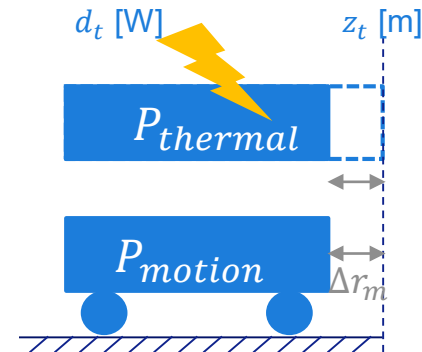
# Abstract view on thermal control

## Error correction

**Error correction:** keeping effect of  $d_t$  on  $z_t$  small by proper *estimator* design.



- **Error correction** combines the slow ([hours]) & relatively ineffective thermal control domain with the fast ([seconds]) & highly effective motion control domain.
- Principle: Thermal-induced structural deformations are *estimated* and corrected in motion control setpoints.
- **Artist impression:**



- Thermal load causing thermal expansion and point-of-interest  $z_t$  at different location.
- $\Rightarrow$  Addressed by setpoint modification in motion system.

# Abstract view on thermal control

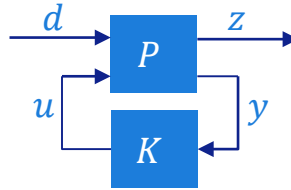
## Overview of main thermal control challenges for ASML

### Passive thermal control:



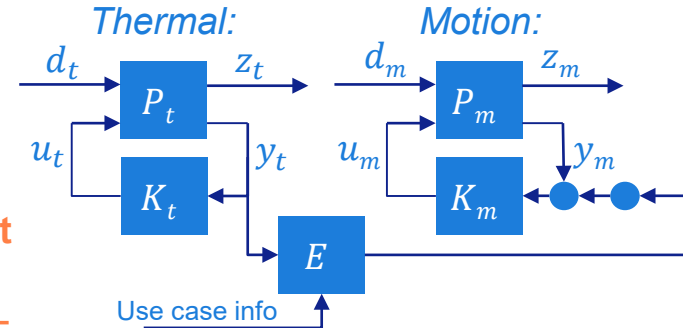
- $d$ : Physical & experimental **disturbance modeling**, e.g., radiation, time-varying disturbances.
- $z$ : Systematic **error budgeting**: quantification of effect of individual disturbances in  $d$  on performance in  $z$ .
- $P$ : Structural design, e.g., **multi-physical topology optimization**, heatsink design, **advanced materials**.

### Active thermal control:



- $P$ : Physical & experimental **plant modeling**, e.g., high-order dynamics, **order reduction**, **multi-physics**, **nonlinearities**.
- $y$ : Sensor development, e.g., **contactless temperature**.
- $u$ : Actuator development: fast, high-power, 2-sided actuation (joint heating & cooling), reliable.
- $y$  &  $u$ : **Optimal sensor & actuator configuration/layout design**.
- $K$ : Control design: **optimal**, multivariable, **constrained**, FB/FF.

### Error correction:



- $E$ : State & parameter **estimator (observer) design**: accurate modeling of  $P_t$  is prerequisite (multi-physical, high-order, nonlinearities).

# Selected thermal control advancements in some PhD projects 2016—2021

# Advanced Thermal Control consortium (ATC)

2016—2021

- Industrially driven consortium on thermal control challenges:
- Industry partners:



- University partners:



- Continuation ATC being discussed

## Three PhD projects:

- 1) Thermal design & **topology optimization** (TUD; Max van der Kolk)
- 2) **Model reduction** for complex systems (TU/e; Daming Lou)
- 3) Advanced **identification & control** (TU/e; Enzo Evers)



- **Topology Optimization (TopOpt):** Optimize the material distribution in a given design domain for given loads and boundary conditions.
- Key ingredients TopOpt:
  - Objective function
  - Constraints
  - Parametric (FEM) models
- **PhD project:** Improve opto/fluid/thermo/mechanical (*i.e.*, multi-physics) transient (*i.s.o.* steady-state) performance, by improving 3D (*i.s.o.* 2D) geometry, placement of cooling channels, and properties & usage of materials.
- **Remaining TopOpt challenges:** manufacturability, computational feasibility, multi-physics, nonlinearities, meta-/multi-materials, multi-component (*e.g.*, in optical path), multi-disciplinary (*e.g.*, joint optimization of hardware  $P$  and controller  $K$  in *active* thermal control).

$$\begin{aligned} & \min_x f(x) \\ & \text{subject to:} \\ & g(x) \leq 0, h(x) = 0 \\ & x \in X \subseteq \mathbb{R}^n, (\underline{x} \leq x \leq \bar{x}) \end{aligned}$$

Example: wafer-stage-like structure (bottom view) obtained with TopOpt & Additive Manufacturing (AM) in IMSYS3D project ([link](#)).



Example: opto-mechanical 3D TopOpt for optical mirror mount, for steady-state vs. transient performance objectives:

1) Steady-state

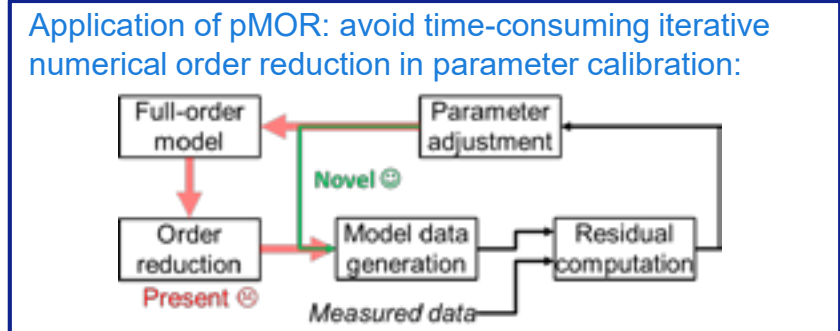
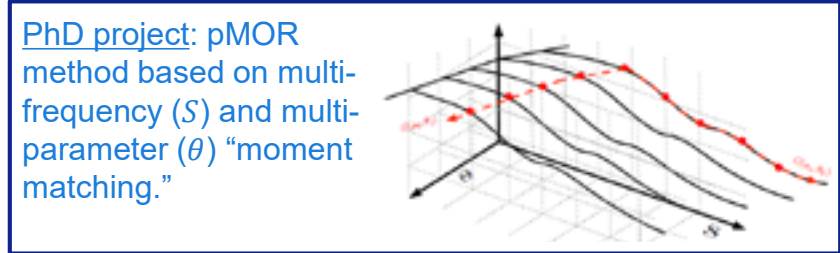
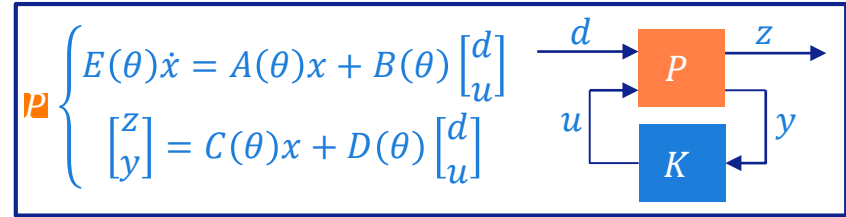


2) Transient



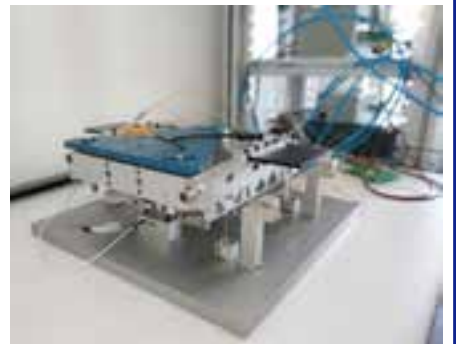
⇒ Clearly different structures for different performance objectives

- parametric Model Order Reduction (pMOR):**  
 Reduce dimension of *state* vector  $x$  and/or physical *parameter* vector  $\theta$  of plant model  $P$ , while maintaining the essence (e.g., input-output behavior) of the model and the physical interpretation of the parameters. Important for:
  - Thermal design:** Fast iteration on system parameters (e.g., material properties), when designing new system.
  - Thermal modeling:** Data-based calibration of parameter values (identification), i.e., “model updating” to better match the hardware.
  - Thermal controller design:** Feasibility of optimal model-based estimator and/or controller design  $\min_K ||M(P, K)||$ .
- PhD project:** Enable practical pMOR for large-scale industrial models ( $n_x \approx 10^6$ ,  $n_\theta \approx 100$ ) in Matlab.
- Remaining pMOR challenges:** Computational feasibility for even larger systems (“digital twins”), nonlinearities, more general classes of parametric entries in system matrices of  $P$ .

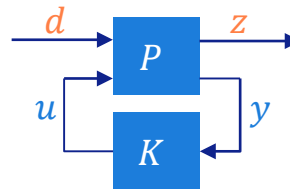
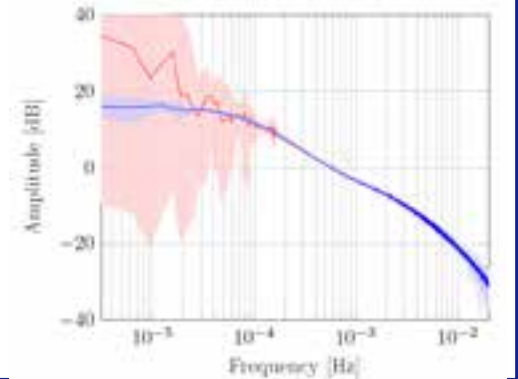


- **Advanced identification:** Develop fast & accurate tools for experimental modeling (identification) of thermo-mechanical dynamics of existing hardware, for high-quality dynamic analysis and model-based controller & estimator design.
- **PhD project:** Handle transient (i.s.o. stationary) data (reducing machine time) & environmental disturbances, Frequency Response Function (FRF) identification (i.s.o. time response, for improved dynamic accuracy), FRF-based parameter calibration & FRF fitting tools to obtain parametric models for Multi-Input Multi-Output (MIMO) systems.
- **Remaining identification challenges:** Exploiting mixture of different data types/sources (e.g., strain & temperature in  $y$ ), optimal identification experiment design, parameter calibration for **partly inaccessible inputs  $d$  & outputs  $z$** .

Clarification:  
Identification is accurate modeling (“black/grey-box”) of existing hardware, different from, e.g., FEM modeling in design phase.



Example: **Initial** and **improved** FRF by accounting for environmental disturbances





# PhD project Daniel Veldman

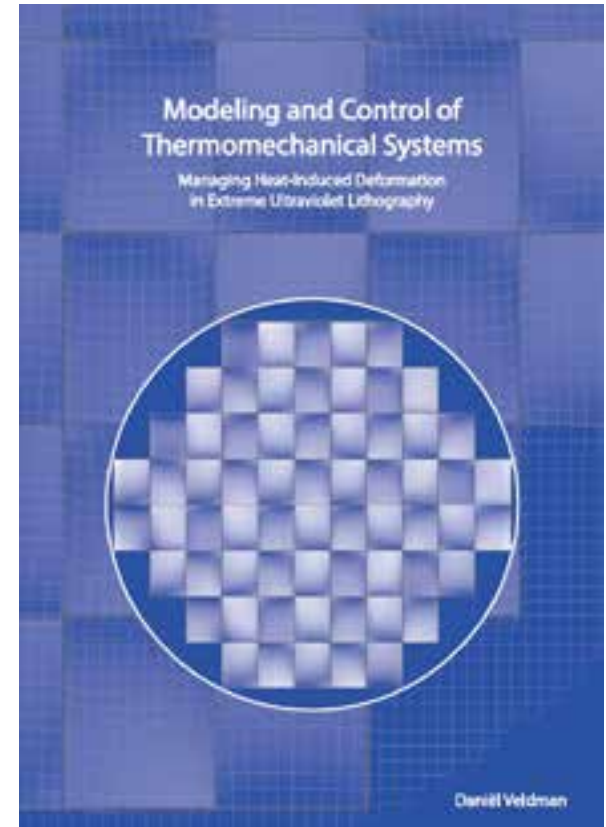
2016—2020

- PhD project financed by ASML.
- Performed at TU/e, Dynamics & Control group.
- Supervision: Henk Nijmeijer, Hans Zwart, Rob Fey.



- **Topics:**

- Modeling of moving heat source problems (*e.g.*, exposure light on reticle and wafer)
- Optimal distributed actuator layout design for feedforward control
- Discrete actuator & sensor placement for feedback control

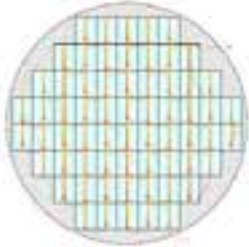


# Modeling of moving heat source problem

Silicon wafer,  
 $\varnothing=300$  [mm]:



Sequential  
exposure of the  
fields (IC's) on  
the wafer  
("meandering"):



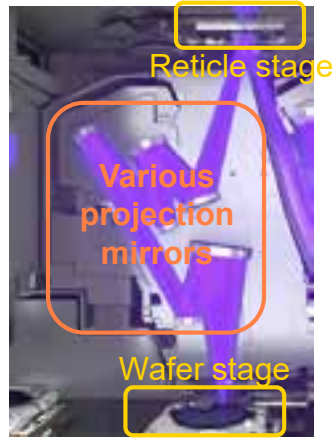
Time-varying wafer temperature  
due to moving exposure light:



- **PhD project:** Develop effective & efficient methods for the modeling and simulation of thermo-elastic dynamics, due to time-varying fast moving heat loads on substrates, for subsequent analysis and design, e.g., of Error Correction (EC) methods (estimators).
- **Remaining challenges:** Modeling realistic systems with complex geometries, nonlinearities (e.g., material properties, surface tribology), modeling uncertainties in heat loads, integrating model order reduction methods.

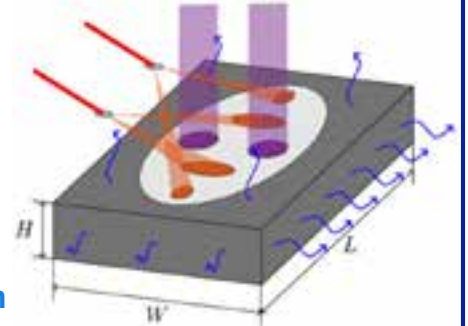
# Optimal distributed actuator layout design

- **PhD project:** Develop a method to design optimal actuation profiles and actuation signals  $u$ , for a given set of irradiance shapes, mirror characteristics, and actuation constraints, where “optimal” is in terms of a steady-state temperature objective.



EUV light causes mirror heating & deformation, counteracted by thermal actuator profiles.

Problem: Huge variety of irradiance shapes  $B_d \Rightarrow$   
**How to design actuation profile(s)  $B_u$  and actuation signal(s)  $u$ ?**



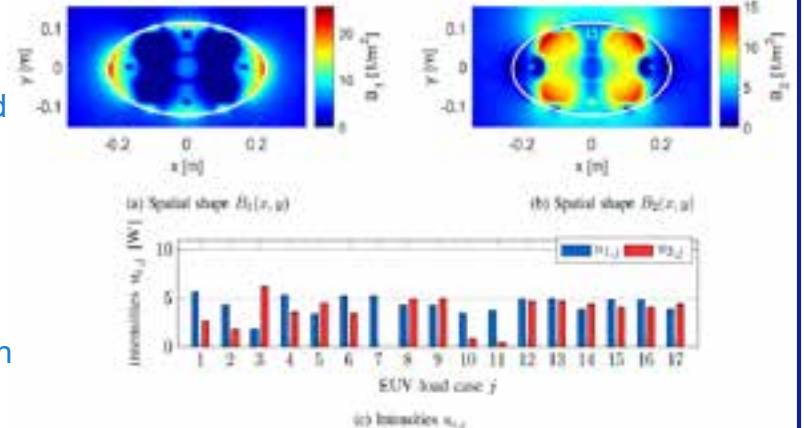
$$\dot{x} = Ax + B_d(x, y)d + B_u(x, y)u$$

- **Remaining challenges:** Optimizing for transient performance, designing for minimal deformation & wavefront errors, addressing multiple mirrors (i.s.o. single mirror), addressing robustness against uncertainty in irradiance shapes.

Optimal design for 17 irradiance shapes in  $B_d$  and 2 thermal actuators in  $B_u$ .

Top: actuation profiles  $B_{u_{1,2}}$ .

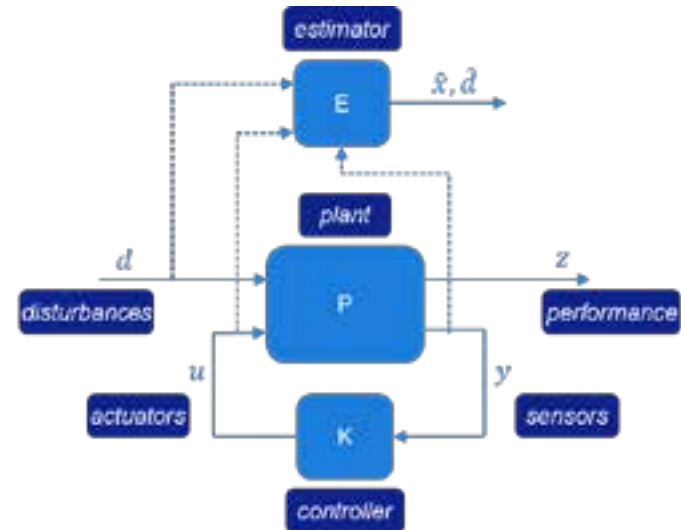
Bottom: actuation intensities  $u_{1,2}$



# Summary

# Summary

- Counteracting thermal effects in ASML wafer scanners increasingly important to meet  $<1$  [nm] overlay specs.
- In particular crucial for EUV machines, mainly due to the EUV exposure light itself, causing heating & deformation of the reticle, projection mirrors, and wafer.
- Numerous challenges on “thermal control” in a broad sense, developed internally at ASML *plus* in co-operation with academia:
  - Thermal hardware design
  - Thermal measuring & actuation
  - Thermal modeling
  - Thermal controller design



The image features the ASML logo in a bold, dark blue font on the left side. The background is a light blue gradient with several abstract, white, wavy lines that sweep across the frame from the bottom left towards the right. The overall aesthetic is clean and modern.

**ASML**

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