



Surface morphology and structure: Experiments, SDTrim-simulations and Surrogate modelling

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06 May 2022





- Local sputter yield Y(x) depends on local impact angle $\alpha(x)$
- 'Local' : O(size of collision cascade)
- BCA-Codes like SDTrimSP-2D, SDTrimSP-3D, TRI3DYN or MD are suited tools





- Simplest approximation : $Y_{total} = \int dx dy Y(\alpha(x, y))$
- ▶ Used since decades : Küstner (1998), ..., Szabo (2022)
- Limits are known : contribution of redposition, shadowing





SDTrim-3D simulations (c.f. Physica Scripta T170, 014056 (2017))

SDTrim-3D later validated using predicitve simulations





General observation : slight roughness decreases net sputter yield



Impact angle good parameter for instantenious sputter yield estimates Clearly insufficient for predictions (with fluence) 'Sigmund ridge' :





Impact angle good parameter for instantenious sputter yield estimates Clearly insufficient for predictions (with fluence): Dynamics Extend model to $Y(\vec{\alpha})$



5 keV Ar \rightarrow Cu



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Fast linear (matrix) predictor in 1-D...extension two 2-D ongoing But do not forget: heterogenous materials...



Does the impact angle describe everything ?

Exposure of polished W/WfW to D and Ne \rightarrow different morphologies and erosion depths

Angle distributions do not explain observed erosion depths!

Experimental observations



Does the impact angle describe everything ? Sputtering yield depends on local atomic structure, i.e. amorphous or crystalline (see PhD Karsten Schlueter, subsequent PRL 2021): 30 keV G_a \rightarrow W



SDTrim not suited for modelling due to its assumption of amorphous atom distribution Requires (too) expensive MD or e.g. MARLOWE (commercial, development stopped around 2000)

Modelling: Crystal-SDTrim

Development of Crystal-SDTrimSP: select next atom according to lattice structure

Lattice structure provided by basis-cell vectors and set of atom positions inside elementary cell



Reproduces experimental observations \rightarrow will be included as option in SDTrimSP 6.08+