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Design of the Pixel Analog

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30 April 2019, Chip design review on CEPC Vertex Detector of MOST2 project

Schematic of Front-end

- Operating principle derived from ALPIDE front end

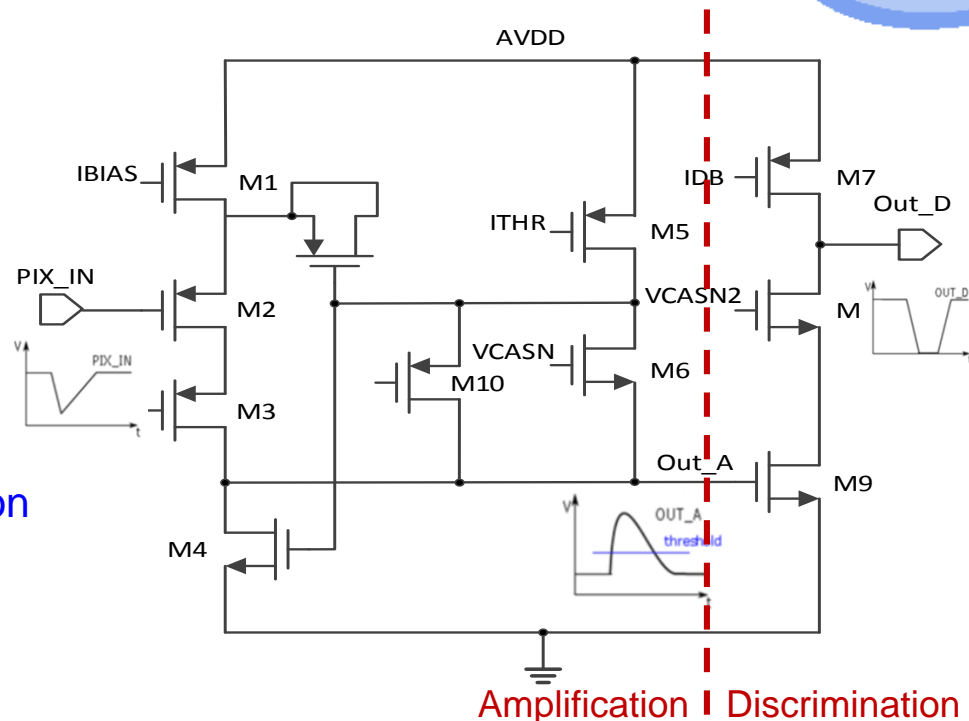
D. Kim et al. DOI 10.1088/1748-0221/11/02/C02042

- Modification for fast timing response

➤ at the cost of power consumption

- Reduction on layout area

- Low threshold disp.

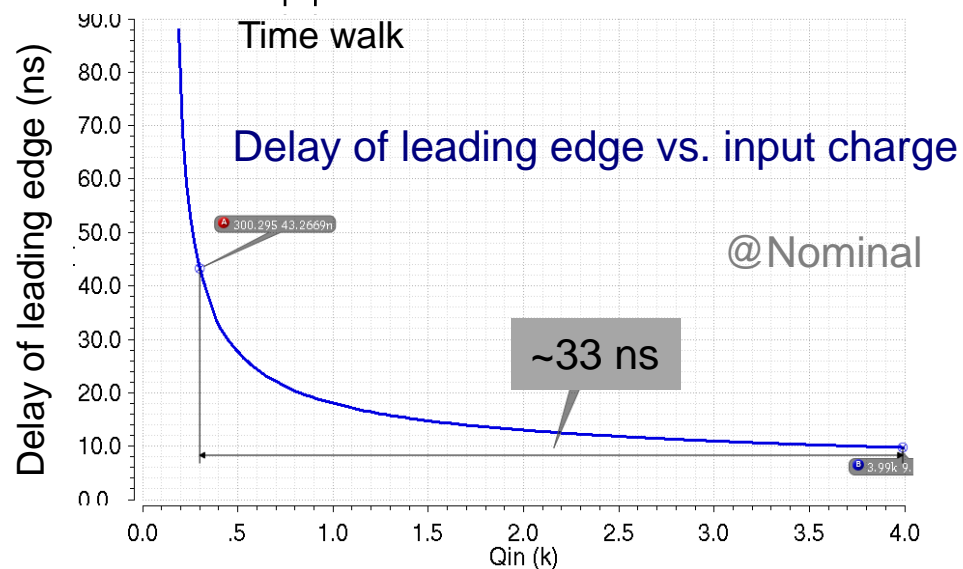
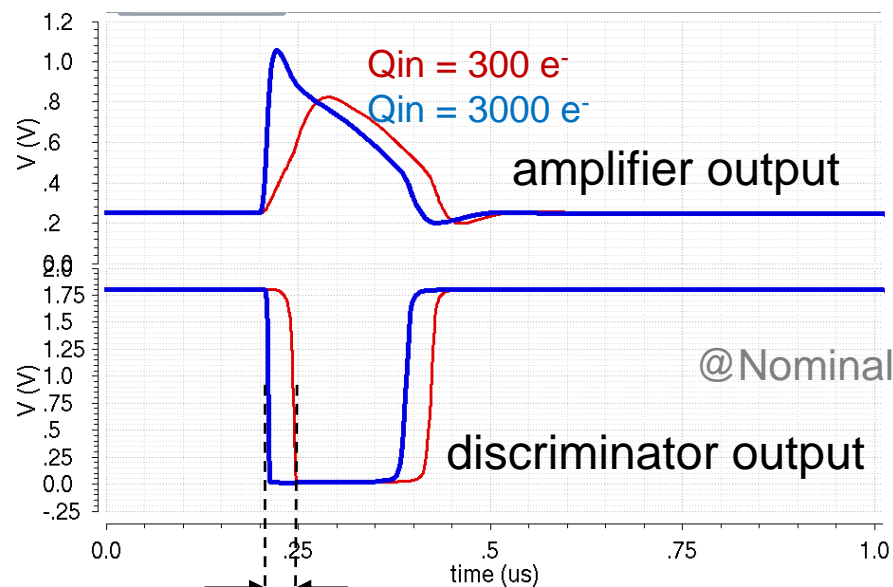


- M2 acts as a source follower to avoid loading the input
- M3 is a cascode transistor to increase the gain on the output node and eliminate the Miller effect for the input node.
- The analog output node is stabilized at low frequencies by active feedback on the transistor M4
- Efficient current usage for the input (the same branch current powers the source follower and the amplification stage)
- M10: clipping of the analog pulse

Front-end simulation result (1)

■ Transient simulation:

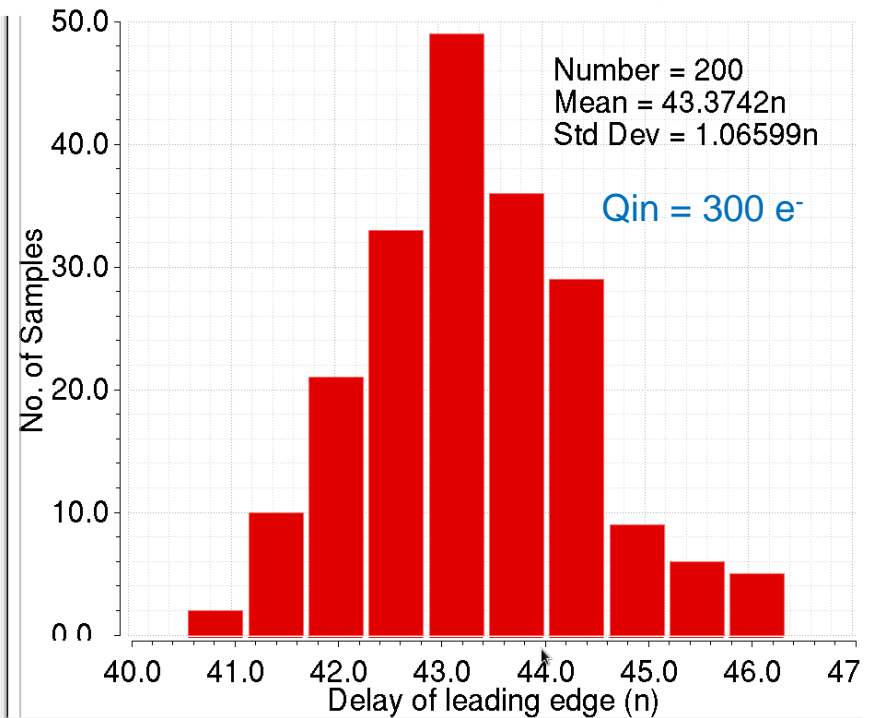
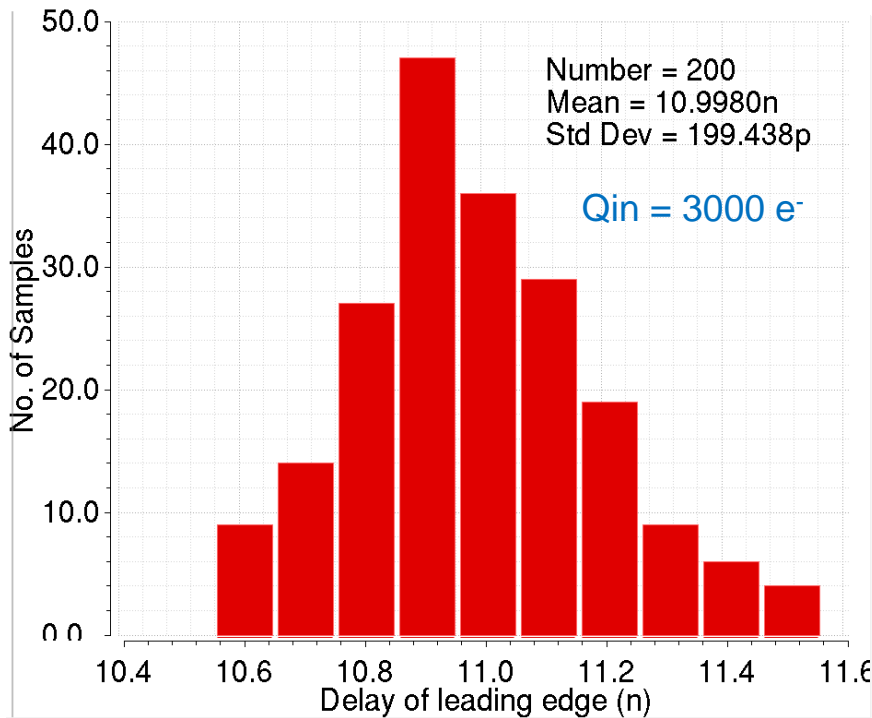
- Post simulation with parasitic RCC of the front-end
- Analog power consumption 130 mW/cm²
- Duration time (discriminator output) < 200 ns
- Time walk: time difference between time over threshold
 - ~33 ns @ 300e – 4 ke-



Front-end simulation result (2)

- Time walk with Monte Carlo mismatch:
 - Time walk: $32.4 \text{ ns} \pm 1.1 \text{ ns} @ 300e - 3 \text{ ke}$

Delay of leading edge of input 300 e- & 3000 e-



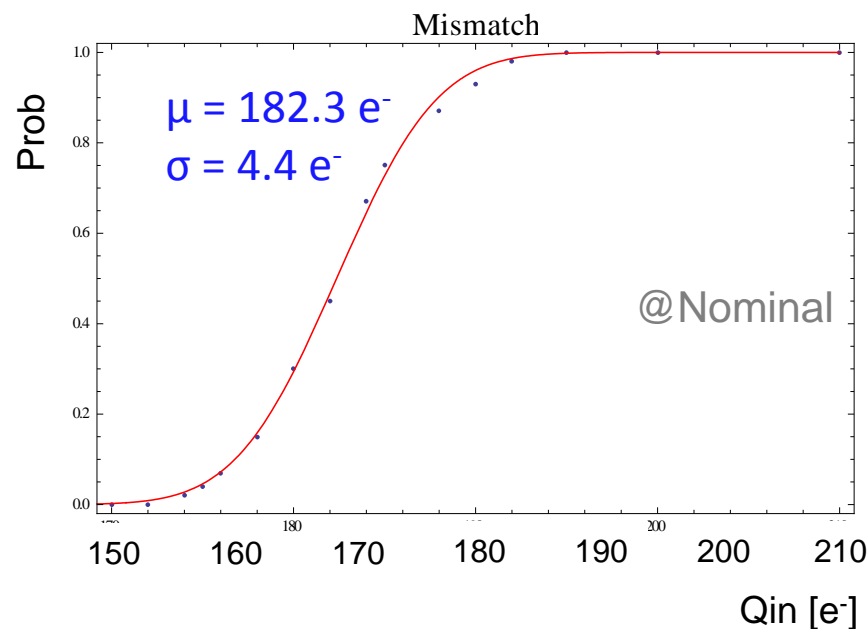
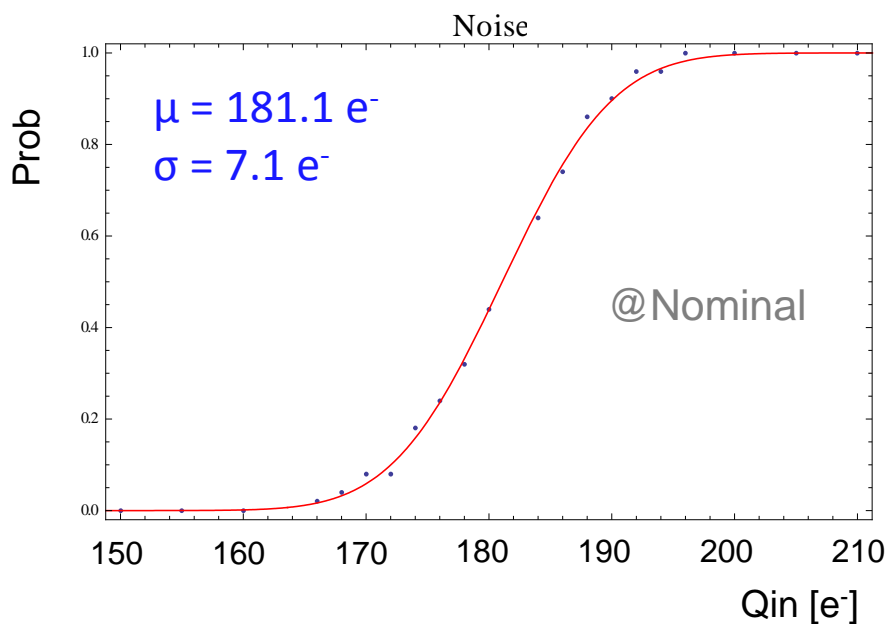
Front-end simulation result (3)

■ Equivalent noise charge and threshold dispersion:

- Transient noise simulation with different input charges, 50 runs for each input, record number of “hit” → “S curve”
- ➔ Charge threshold 181 e⁻, Equivalent noise charge: 7.1 e⁻

■ Threshold dispersion:

- Monte Carlo simulation (mismatch) with different input charges, 100 runs for each input ➔ threshold dispersion 4.4 e⁻

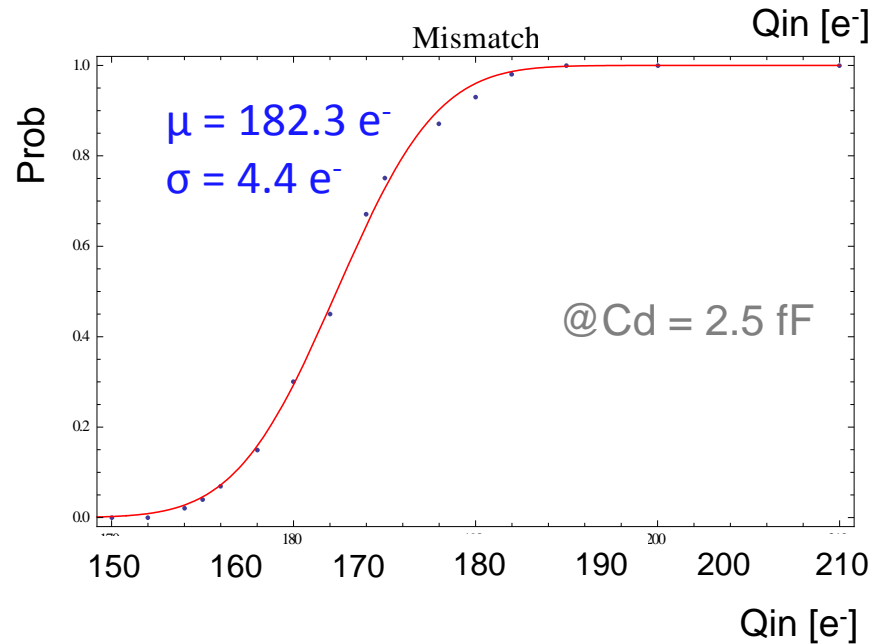
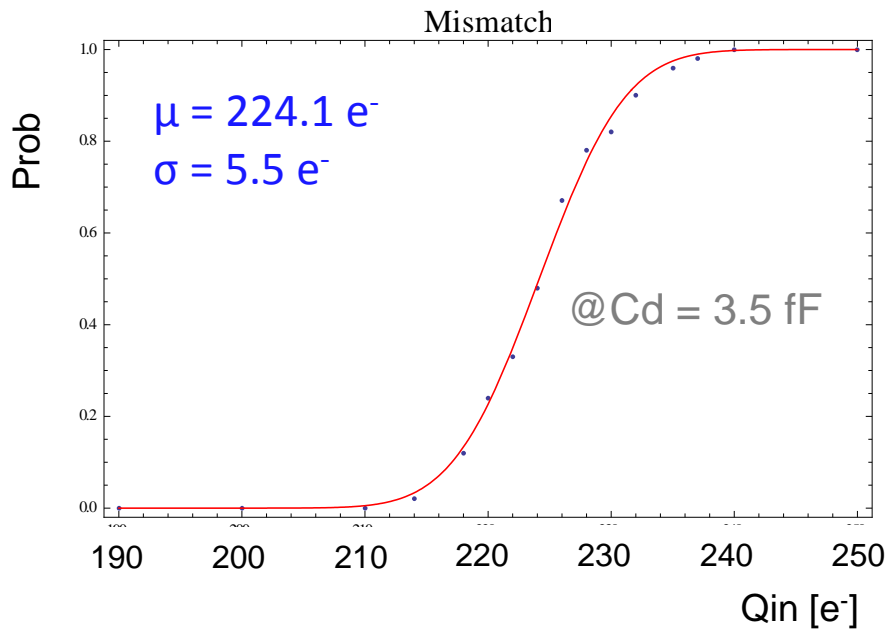
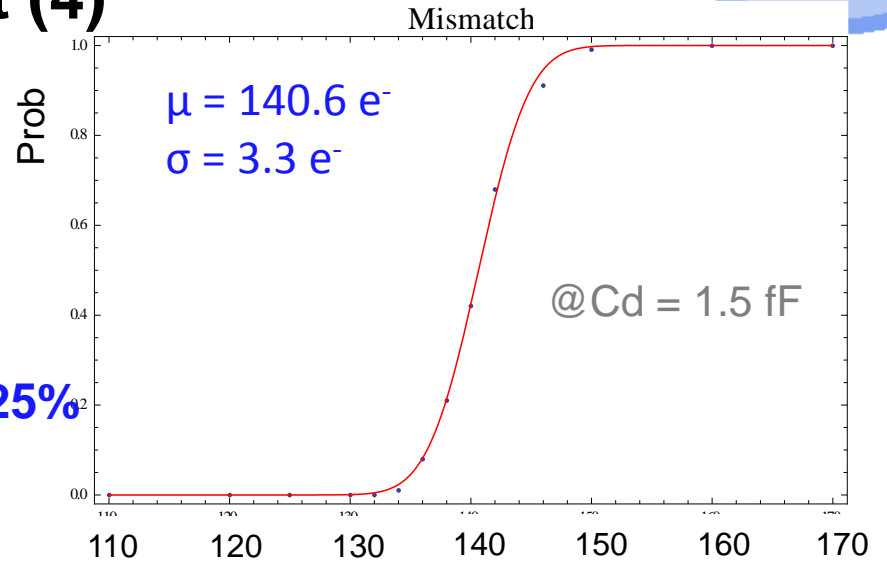


Front-end simulation result (4)

■ Threshold dispersion vs. Cd

- Cd: 1.5 fF, 2.5 fF, 3.5 fF
- σ : 3.3 e⁻, 4.4 e⁻, 5.5 e⁻

Cd ± 40% → threshold dispersion ± 25%



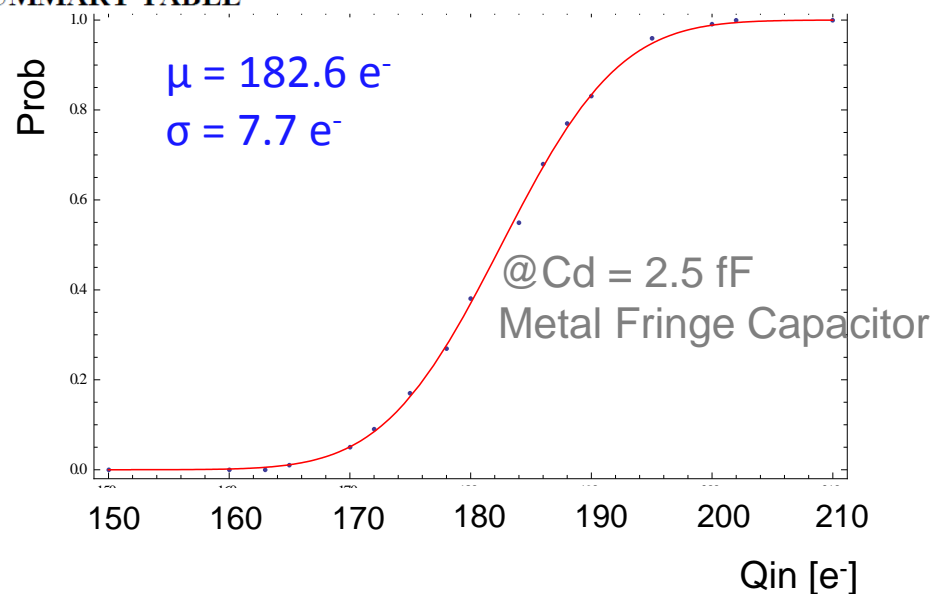
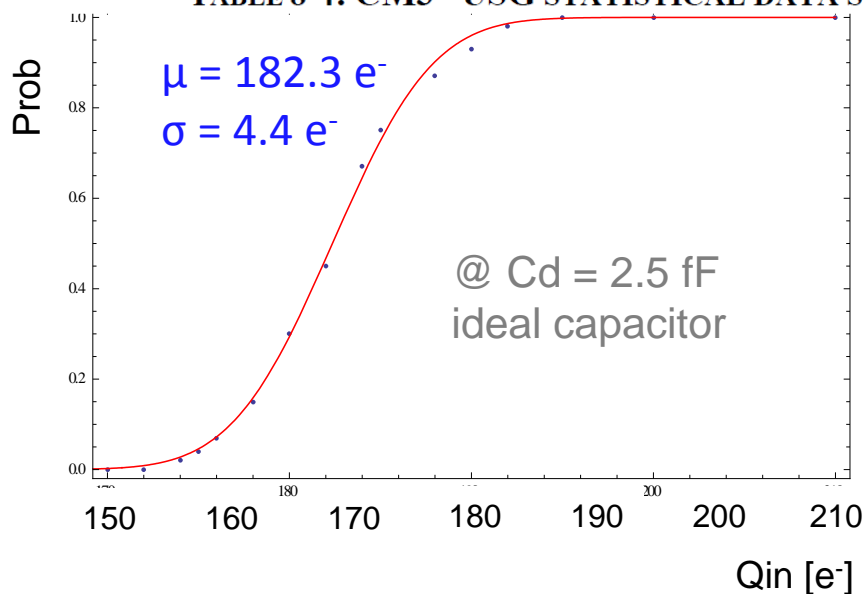
Front-end simulation result (4)

■ Effect of Cd dispersion on the threshold dispersion

➤ Cd: 2.5 fF with ideal capacitor or Metal Fringe Capacitor

Lot, Metal Combo, Type, Wafer, Sites	Min	Avg-3sigma	Avg	Avg+3sigma	Max	Range(%)
T406821.1, 4M1L, USG, W07, 7	0.547	0.534	0.566	0.598	0.579	5.63%
T406821.1, 4M1L, USG, W08, 7	0.547	0.534	0.564	0.593	0.577	5.23%
T406821.1, 4M1L, USG, W09, 7	0.550	0.538	0.569	0.600	0.581	5.39%
T406821.1, 4M1L, USG, W10, 7	0.549	0.536	0.569	0.601	0.582	5.76%
T406821.1, 4M1L, USG, W11, 7	0.551	0.537	0.571	0.604	0.585	5.91%
T406821.1, 4M1L, USG, W12, 7	0.554	0.542	0.571	0.599	0.584	5.23%

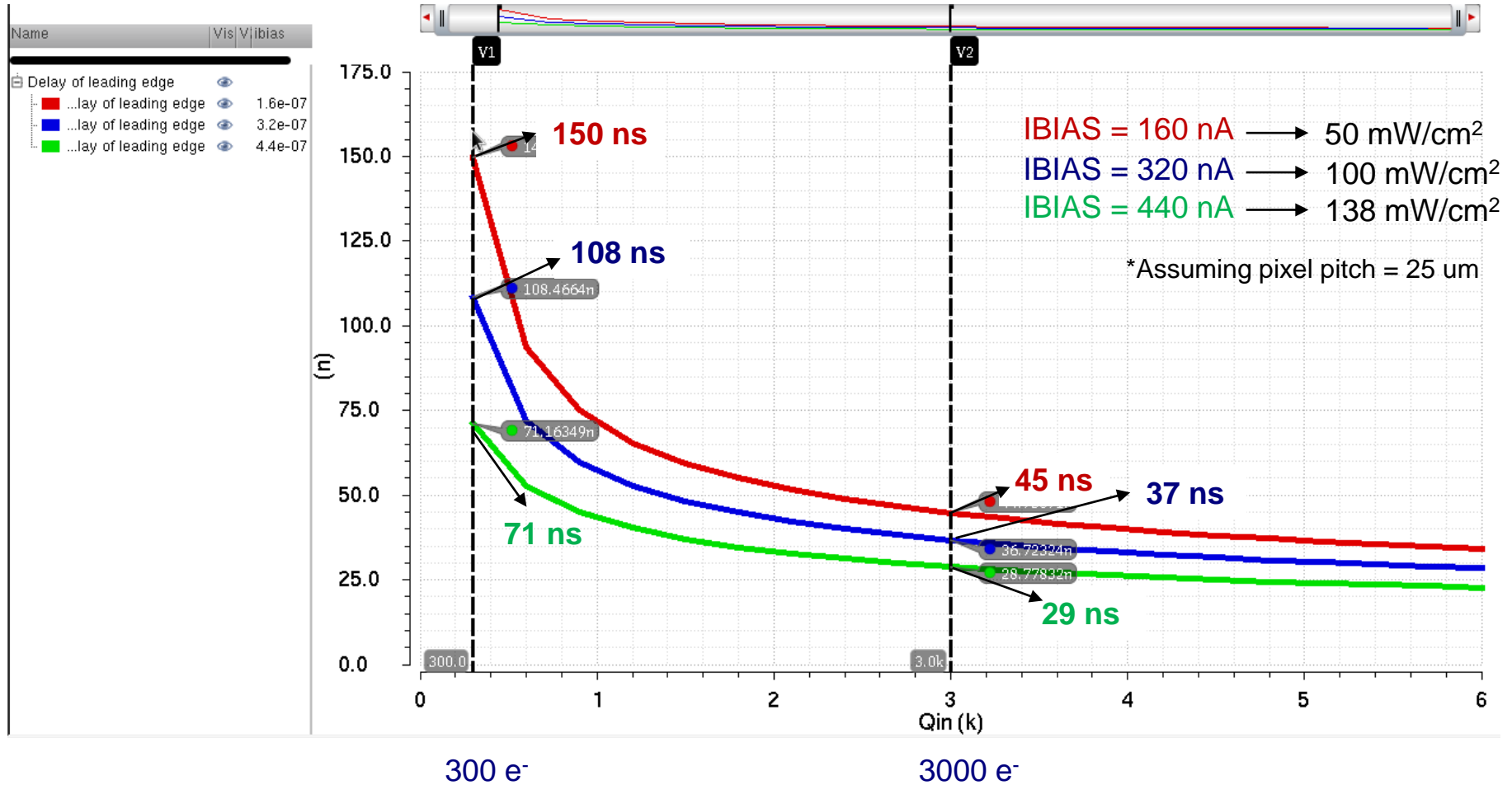
TABLE 8-4: CM3 –USG STATISTICAL DATA SUMMARY TABLE



Thanks for your attention !

Time walk vs. power consumption

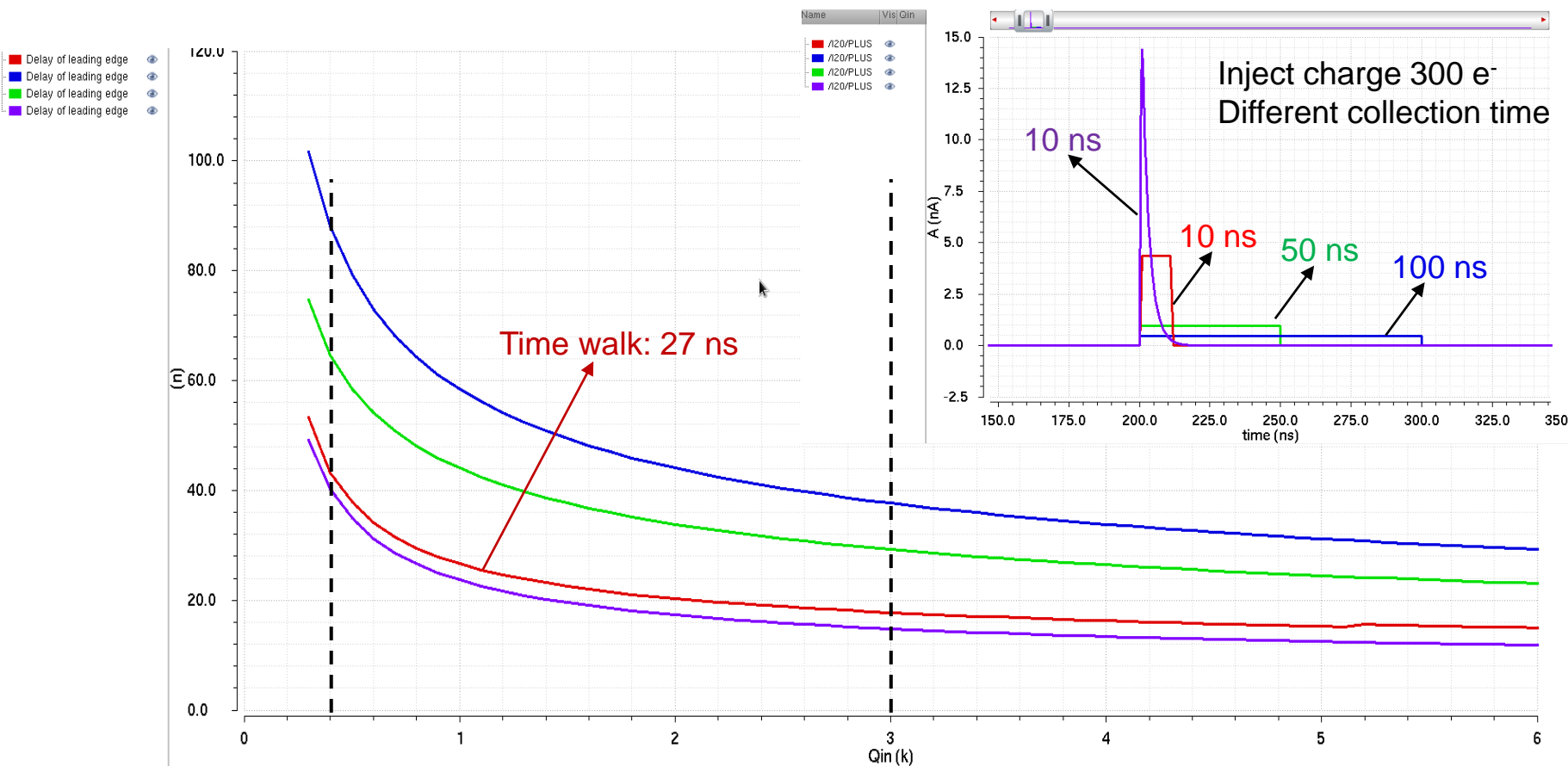
Delay of leading edge vs. input charge



Front-end simulation

Simulation condition: $C_d = 2.5 \text{ fF}$, $I_{BIAS} = 440 \text{ nA}$

Delay of leading edge vs. input charge vs. charge collection time



Time walk increases with collection time