

Time walk, timestamp precision, Integration time, Occupancy

- Method
 - Requirement
 - Parameter estimation
-



■ 确定像素Q分布

- 探测效率、cluster size等考虑
- Threshold 取值 (100~150e-)

■ 设置不同功耗工作点

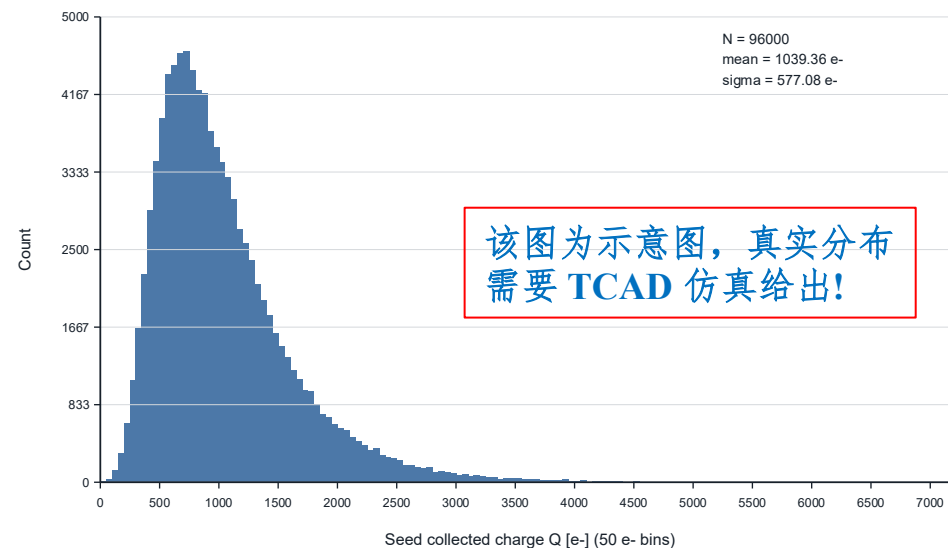
- 理想值 $10 \text{ mW}/1.26 = 7.9 \text{ mW}/\text{cm}^2$
- 设计范围 $\sim 14.6 \text{ mW}/\text{cm}^2$

■ time walk分布 (timestamp precision <100ns)

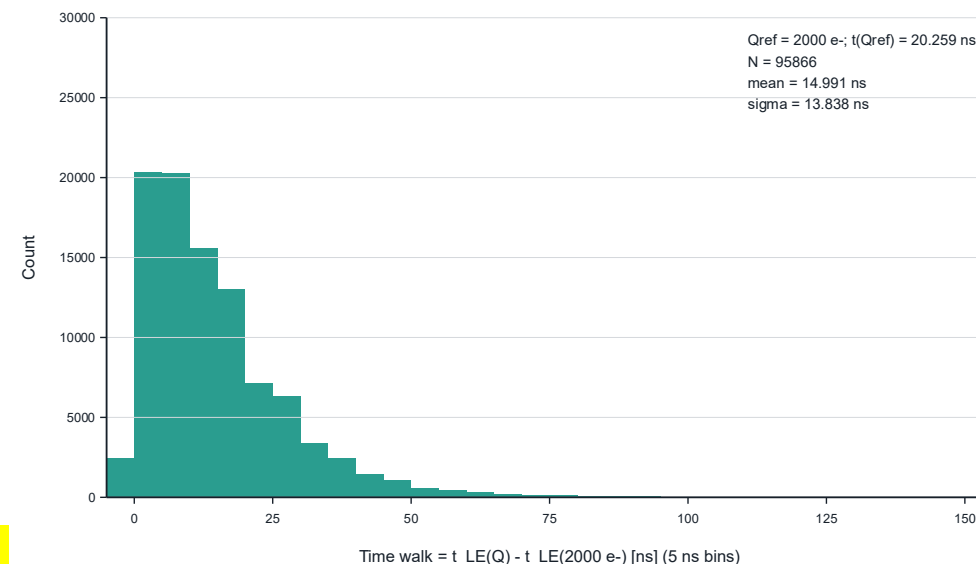
- 时间标记精度值 $\sigma_{\text{walk}} = 14 \text{ ns}$ (数值仅作参考)
- time walk 的大小不直接决定 timestamp precision

□ time walk 取 250~300 ns, 考虑低功耗 (Threshold 100~150e-)

Seed collected-charge distribution



Time-walk distribution at 14.6 mW/cm2

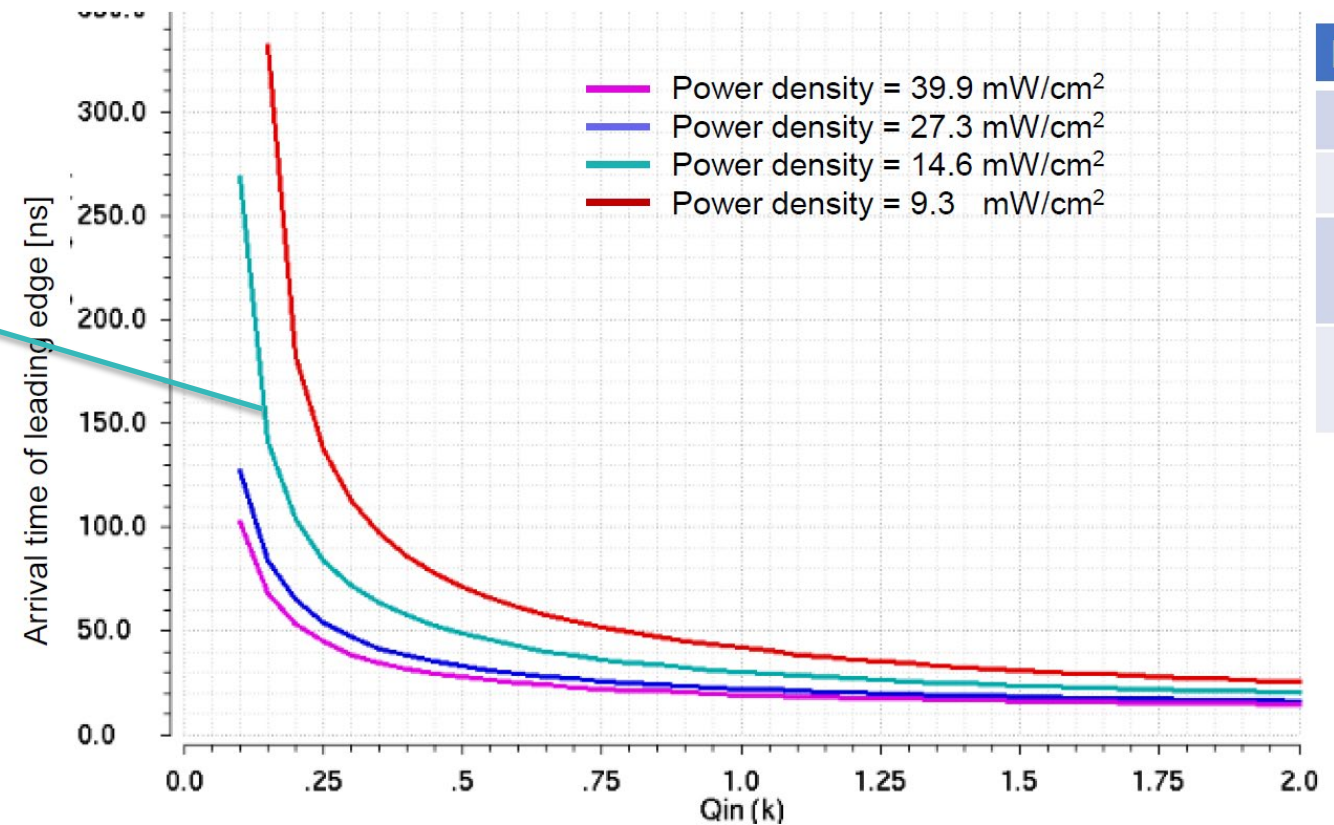




Front-end design

Simulation of leading edge vs. charge

Q分布 —— time walk分布





■ EOC模块接收 fastor 信号后延迟 t_{del} 发送 freeze

- 一次事件所有 hit 产生时刻受 time walk 影响有时间差
- $t_{hit-EOC} + t_{del} + t_{EOC-freeze} > t_{walk}$

■ Integration time $< 1\mu s$ ($t_{int} = t_{timestamp} - t_{Real}$)

- $t_{int} = t_{collect} + t_{cross} + t_{hit-EOC}$
- 一次事件的cluster正确读出概率分布: $t_{int} \approx 450\text{ ns}$

■ 多次事件timestamp错误概率

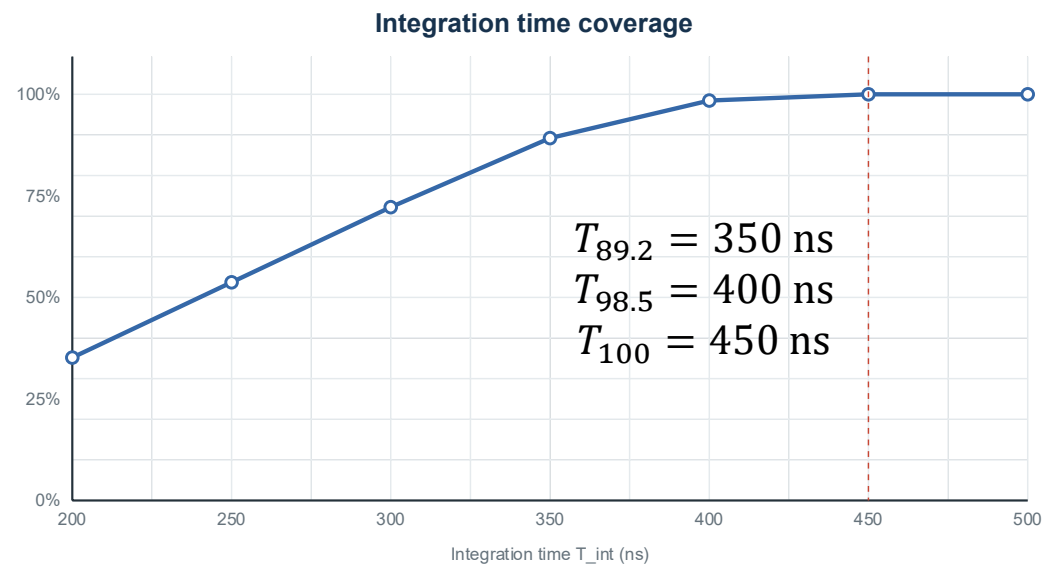
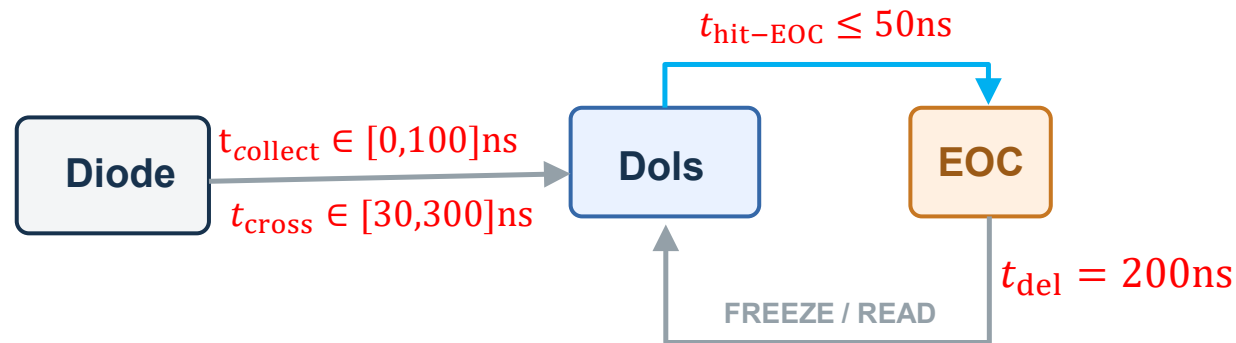
- $P_{erro} \approx 0.1150\% \times 41\% \approx 0.05\%$

■ dead time

- freeze的存在几乎没有死时间 ($P(N \geq 2) = 0.000009\%$)

■ Pixel Occupancy

时间窗口	450ns @ 252MHz/chip
Average pixel hit	113 @ 262144
Pixel Occupancy	0.043%



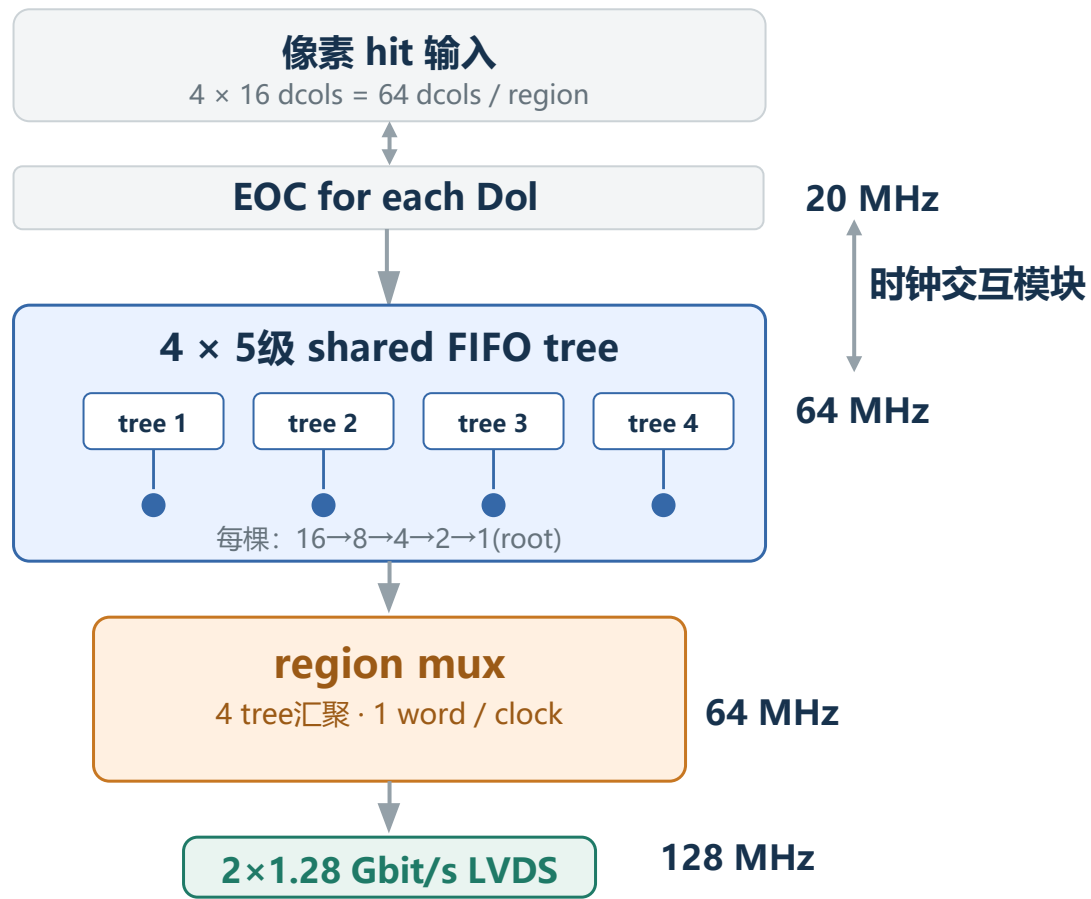
$t_{int} \approx 450\text{ ns @ 1cluster 100\% coverde}$
 $P_{erro} \approx 0.05\% @ \text{cluster} \geq 2$



一个region覆盖64个双列; 200 Mhit/s/cm²

数据路径

4棵独立FIFO tree并行产生数据, 最终由单个region mux汇聚后送入LVDS



时钟 / 线速 (两个数值代表有无数据压缩)

4 x FIFO tree

f_{min} 与 region mux 读出时钟匹配

region mux (4棵树汇聚)

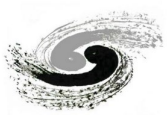
$f_{min} \geq 62.91 MHz$

$f_{min} > 31.46 MHz$

LVDS (2 x 1.28 Gbit/s)

最低线速: 2.52 / 1.26 Gbit/s

具体模块所需时钟待讨论确定



指标评估	
像素部分Q分布	待仿真
Threshold	100~150e-
time walk	250~300 ns
pixel Occupancy	0.043% @ 450ns
Integration time	450 ns @ 1cluster 100% covered
P_{erro}	0.05% @ cluster ≥ 2
Dead time	0
各模块时钟	

