Preliminary design of the readout architecture of the CEPC Vertex detector

Wei Wei

On behalf of the CEPC MOST2 Vertex detector design team

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Outline

- **Motivation of the MOST2 Vertex detector design**
- **Specification**
- **Preliminary design**

CEPC Vertex Detector Design

Detector Requirements

- Efficient tagging of heavy quarks (b/c) and τ leptons

  ⟶ impact parameter resolution

$$\sigma_{r\phi} = 5 \oplus \frac{10}{p(GeV)\sin^{3/2}\theta}\,(\mu m)$$

- Detector system requirements:
  - σ_{SP} near the IP: *<3 μm* ⟶ ~16μm pixel pitch
  - material budget: *≤ 0.15%X $_0$/layer* ⟶ power consumption < 50mW/cm^2 , if air cooling used
  - first layer located at a radius: *~1.6 cm*
  - pixel occupancy: *≤ 1 %* ⟶ ~ μs level readout

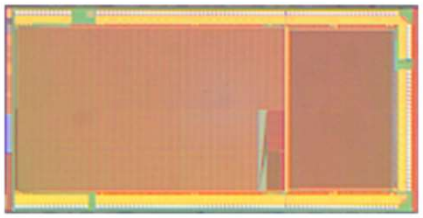
Target: fine pitch, low power, fast pixel sensor + light structure

Nov.7th , 2017 Status of CEPC vertex detector R&D in China 4

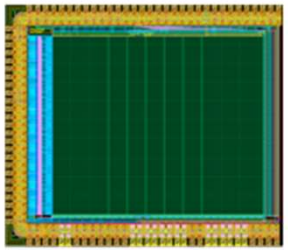
- **Ref: Status of vertex detector, Q. Ouyang, International workshop on CEPC, Nov. 7th 2017**

Previous CMOS pixel sensor prototypes

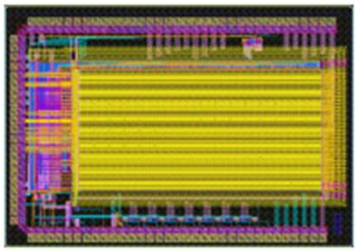
Prototype	Pixel pitch (μm^2)	Collection diode bias (V)	In-pixel circuit	Matrix size	R/O architecture	Status
JadePix1	33 × 33 16 × 16	< 1.8	SF/amplifer	96 × 160 192 × 128	Rolling shutter	In measurement
JadePix2	22 × 22	< 10 V	amp., discriminator	128 × 64	Rolling shutter	In measurement
MIC4	25 × 25	reverse bias	amp., discriminator	112 × 96	Asynchronous	In measurement



JadePix1 (IHEP)
3.9 × 7.9 mm^2



JadePix2 (IHEP)
3 × 3.3 mm^2



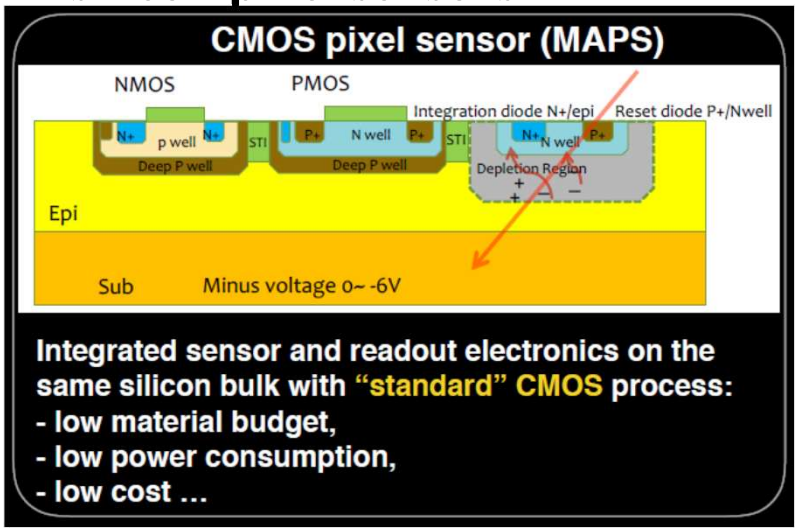
MIC4 (CCNU & IHEP)
3.2 × 3.7 mm^2

All prototypes in TowerJazz 180 nm process

- **Slides from Y. Zhang: "IHEP CMOS pixel sensor activities for CEPC", 2018.3**
- **Find more details in Y.P. Lu's presentation: "Pixel design and prototype characterization in China" this morning**

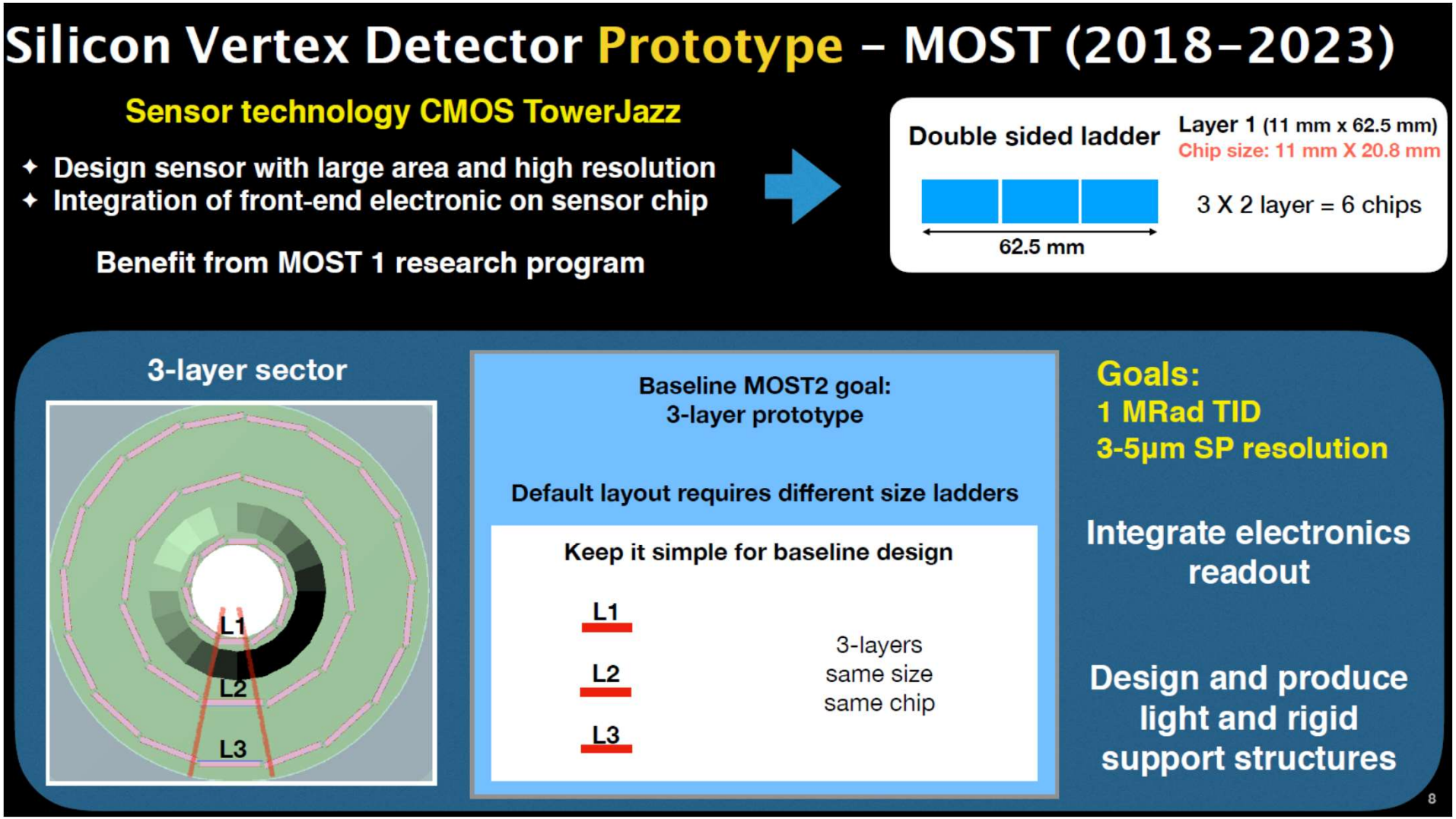
From vertex detector MOST1 projects towards MOST2

- **To build a prototype ladder mounted with silicon pixel sensors**
  - **Spatial resolution 3-5 μm**
  - **TID 1 Mrad**
- **Compared with MOST1 project target:**
  - **Pixel sensor prototype design**
  - **Spatial resolution 3-5 μm**
  - **Power consumption <100 mW/cm2**
  - **Integration time 100 μs**



- **MOST1 focused on key performance, however we should focus more on a full function chip that can work in a prototype system**
- **Baseline design for MOST2:**
  - **Reuse the pixel design from MOST1, with necessary modification**
  - **Focus on full chip readout architecture design, esp. fast readout and full data readout chain**

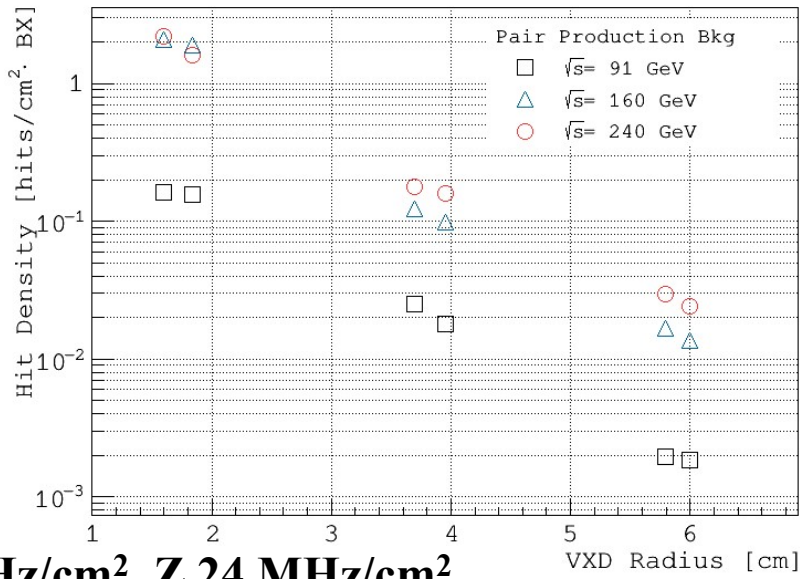
Ladder Prototype



- Ref: Introduction to the Pixel MOST2 Project, Joao Costa, 2018.6

Main Specs of MOST2 chip

From pre-CDR



- **Bunch spacing**
  - **Higgs: 680ns; W: 210ns; Z: 25ns**
  - **Meaning 40M/s bunches (same as the ATLAS Vertex)**
- **Hit density**
  - **2.5hits/bunch/cm^2 for Higgs/W; 0.2hits/bunch/cm^2 for Z**
- **Cluster size: 3pixels/hit**
- **The hit rate: Higgs 11 MHz/cm^2, W 36MHz/cm^2, Z 24 MHz/cm^2**
- **The chip should be capable with 36MHz/cm^2 hit rate**
- **Suppose the pixel array size is 512rows*1024cols (ALPIDE), 25um*25um pixel size, and 1.28cm*2.56cm pixel array area**
- **→ Hit rate: 120MHz/chip, or 225Hz/pixel (average), 120kHz/col (ave)**
  - **Meaning every 8.3us, the column will be hit, however, very unlikely to be at the same pixel**
- **In order to readout without data loss, time stamp has to be added for every hit**
  - **According to the readout speed of MOST1(10~100us), it is not capable for this large hit rate**
  - **Also MOST1 chip design (MIC4) is currently base on ALPIDE readout architecture, which is still more or less frame-based, not fully capable with trigger readout**

The ALPIDE readout architecture

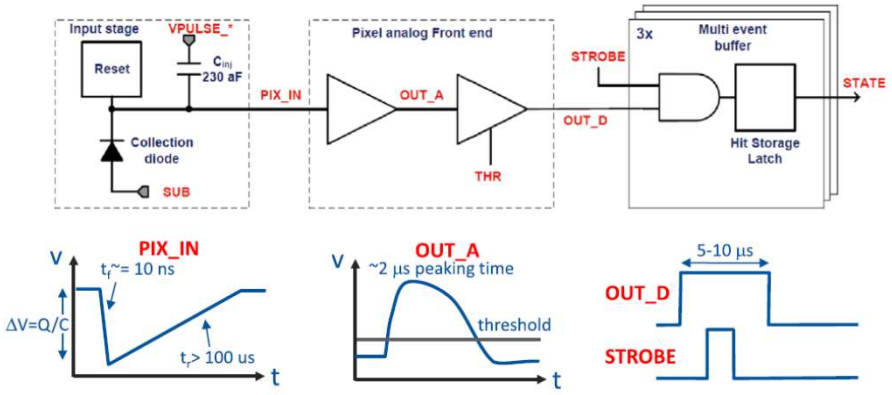


Fig. 2. Block diagram of the ALPIDE pixel cell.

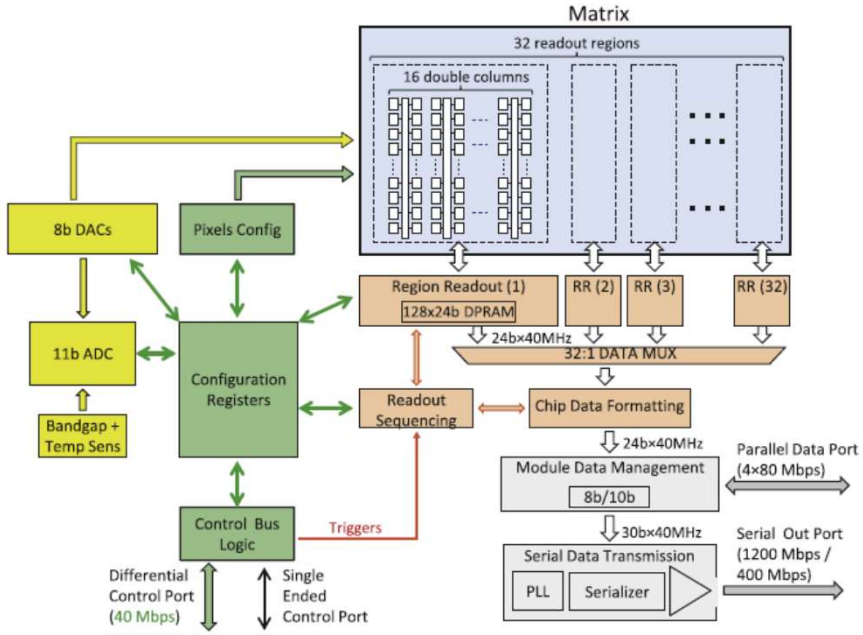


Fig. 3. Block diagram of the ALPIDE chip.

Table 1
General requirements for the pixel sensor chip for the Upgrade of the ALICE Inner Tracking System. In parentheses: ALPIDE performance figure where above requirements.

Parameter	Inner barrel	Outer barrel
Chip dimensions (mm × mm)	15 × 30	
Silicon thickness (µm)	50	100
Spatial resolution (µm)	5	10 (5)
Detection efficiency	>99%	
Fake hit probability (evt^{-1} $pixel^{-1}$)	$<10^{-5}$ ($<< 10^{-5}$)	
Integration time (µs)	<30(10)	
Power density (mW/cm^2)	<300(~ 35)	<100(~ 20)
TID radiation hardness[a] (krad)	2700	100
NIEL radiation hardness[a] (1 MeV n_{eq}/cm^2)	1.7×10^{13}	1×10^{12}
Readout rate, Pb–Pb interactions (kHz)	100	

[a] 10 × the radiation load integrated over the approved program (6 years of operation).

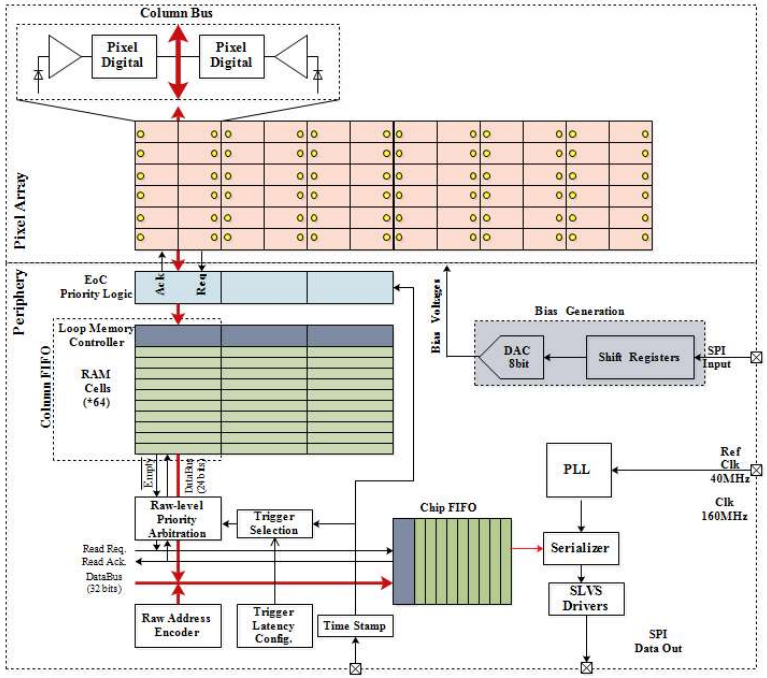
- **The ALPIDE architecture, as MOST1 referenced, uses strobe signal as the "trigger"**
- **However, the readout rate is only ~100kHz, and more like frame readout**

Discussion on ALPIDE – analysis & conclusion

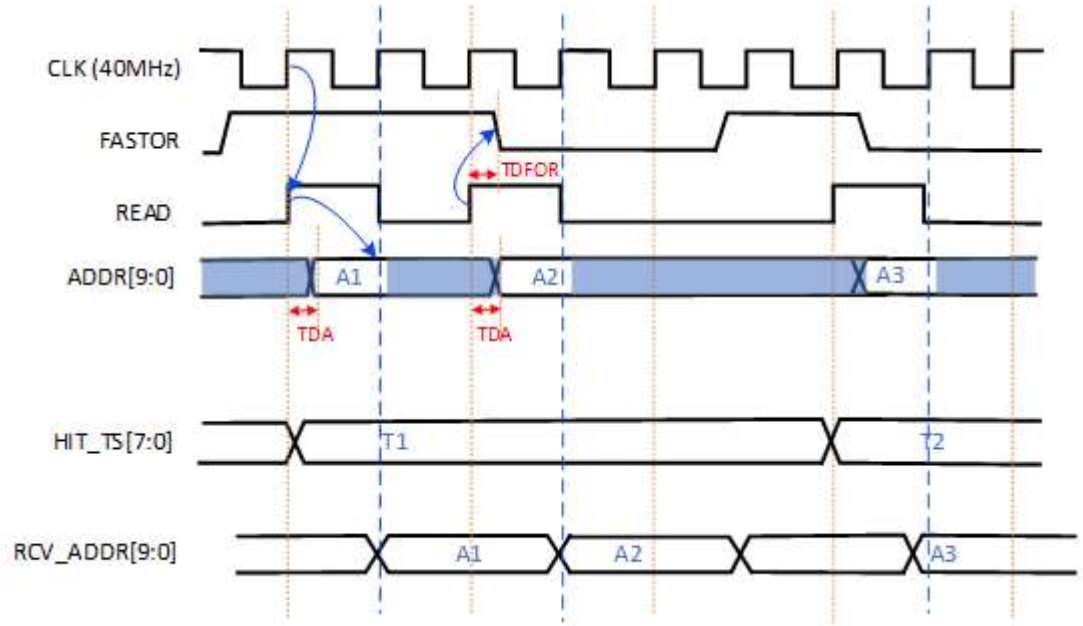
- **ALPIDE is not fully compatible with CEPC vertex & other high hit rate, high bunch crossing applications (like ATLAS)**

1. **Bunch crossing too high**
   - **Now bunch crossing at 100~200kHz (i.g. frame rate)**
   - **While CEPC 1.5MHz (Higgs) ~ 40MHz(Z pole)**
     - **Not possible for the chip level frame-like readout, because:**
       - **At least 120MHz clk has to run at periphery-column level (3pixel per hit)**
       - **ALPIDE is "triggerless", no further data reduction, data rate too high (*32bits per hit)**
2. **Pixel analog should be (much) faster**
   - **now 2us peaking, 10us duration**
   - **CEPC: "Hit rate: 120MHz/chip, or 225Hz/pixel (average), 120kHz/col (ave)", Meaning every 8.3us, the column will be hit, however, very unlikely to be at the same pixel**
   - **For CEPC, peaking time should be much faster (25ns level)**
     - **Otherwise leads to too large delay for the arrival time stamp (although can be covered by the configurable trigger match error)**
   - **For CEPC, duration should also be faster**
     - **Better ends earlier than 8.3us, avoiding continuous hit in the same pixel**
   - **Larger power expected than ALPIDE**

Proposed architecture for MOST2



From X.M. Wei for the group meeting

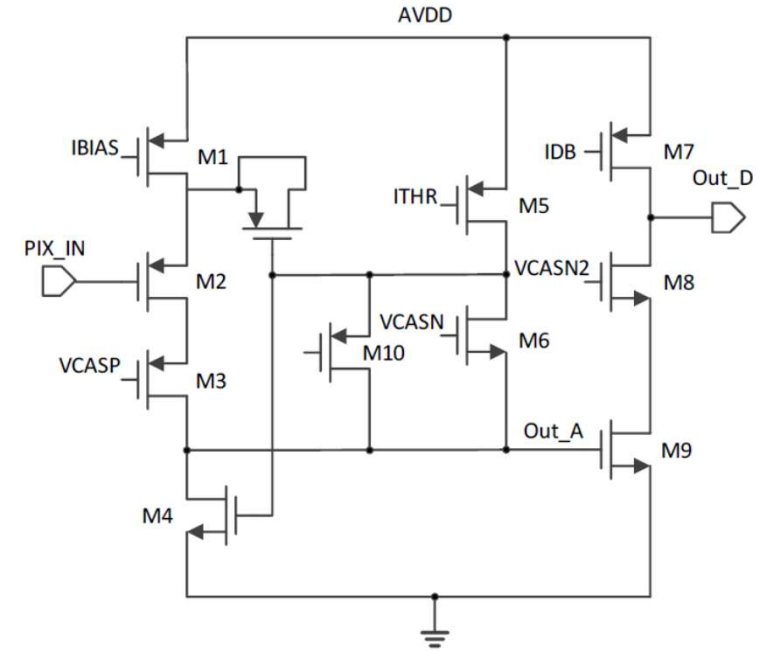


- **Similar to the ATLAS ITK readout architecture: "column-drain" readout**
  - **Priority based data driven readout**
  - **Modification: time stamp is added at EOC whenever a new fast-or busy signal is received**
  - **Dead time: 2 clk for each pixel (50ns @40MHz clk), negligible compared to the average hit rate**
- **2-level FIFO architecture**
  - **L1 FIFO: In column level, to de-randomize the injecting charge**
  - **L2 FIFO: Chip level, to match the in/out data rate between the core and interface**
- **Trigger readout**
  - **Make the data rate in a reasonable range**
  - **Data coincidence by time stamp, only the matched event will be readout**

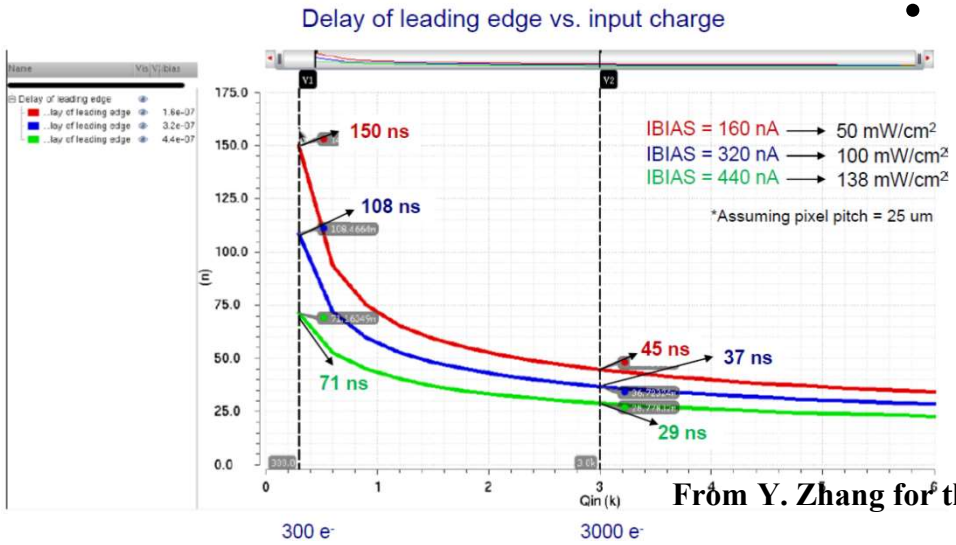
Increased data rate as for the real CEPC

- Every hit has 27~32bits (async): col addr 9bits (512), row addr 10bits (1024), time stamp ~8bits (suppose 40MHz clock, covers 6.4us time region)
- If triggerless, all the raw hit data should be sent off chip
  - The data rate: ~32bits*120MHz= 3.84Gbps, possible, but risk too high in the current stage
- If trigger, on-chip buffer should be designed
  - Suppose trigger latency 3us. Trigger rate was said 20kHz~50kHz
  - Triggered data rate:
    - 2.5/hits/bunch/cm^2*3pixels/hit*1.28cm*2.56cm*32bit=786bit/bunch/chip
    - W@20kHz trigger rate -> 15.7Mbps/chip as the triggered data rate
  - In order to cover any trigger error(mismatch of the edge in different column, time walk of the hit peaking…)
    - A trigger window can be set, so that the data within the ±σ of the trigger time stamp can all be read out
    - In this way, the readout data rate will be (suppose trigger window of ±3LSB time stamp):
      - 15.7Mbps * 7 ~ 110Mbps
      - Can still be read out by a single LVDS interface

Other necessary modification for the pixel cell



Simulation condition: Cd = 2.5 fF, Qin = 50 e⁻ – 6k e⁻, 3 different IBIAS



- **Pixel analog in the same architecture as ALPIDE (and benefit from MIC4 for MOST1) but with different parameters**
  - **Aiming especially for fast readout**
- **Biasing current has to be increased, in order to achieve a peaking time of ~25ns**
  - **Otherwise there will be timing error for the event, and has to open a trigger window in this case**
  - **Now in MOST1 ~2us peaking time was designed, which is too slow for 40MHz BX**
- **Consequence:**
  - **Power dissipation increased:**
    - **bias@440nA with peaking time 29ns, but 138mW/cm² for analog**
    - **Total power density may exceed 200mW/cm²**
  - **Modified TJ process for ATLAS has to be used**
    - **With faster charge collection time, otherwise only fast electronics is of no meaning**

From Y. Zhang for the group meeting

Summary

- **MOST2 Vertex detector sensor design will be benefit from existing MOST1 designs, with further development on fast readout**
- **Readout architecture modified from "strobed-trigger" readout into "column-drain" readout**
  - **Based on priority readout and data driven**
  - **Two level FIFOs designed with negligible dead time**
- **Time stamp added for each hit cluster**
  - **trigger coincidence will use the time stamp for arbitration**
- **Pixel analog modified for faster peaking time**
  - **Aiming for ~25ns peaking time**
  - **Power dissipation increased consequently**
  - **modified TJ process is necessary for faster charge collection time**

Thank you !