



Vertex Tracker Detector

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On behalf of the study group

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CEPC Physics and Detector CDR International Review

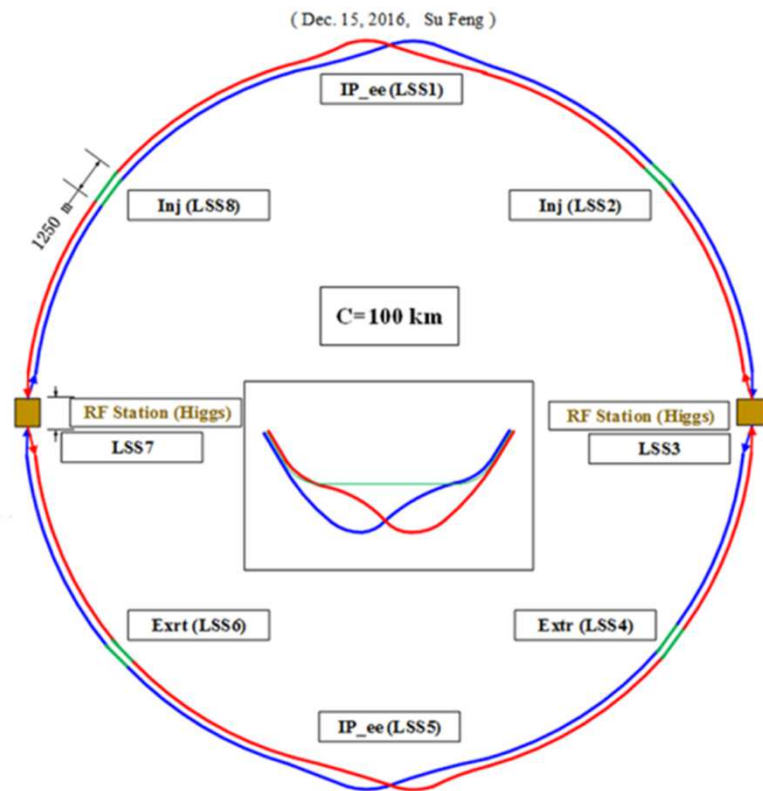
Outline:

- *Requirements and challenges*
- *Baseline design and performance studies*
- *Sensor technology options*
- *Mechanics and Integration*
- *R&D activities*
- *Summary*

Reminder: CEPC Beam Timing

Circular e^+e^- Higgs (Z) factory **two detectors, 1M ZH events in 10yrs**

$E_{\text{cm}} \approx 240\text{GeV}$, luminosity $\sim 2 \times 10^{34} \text{ cm}^{-2}\text{s}^{-1}$, **$(1.6 \times 10^{35} \text{ cm}^{-2}\text{s}^{-1} \text{ at the Z-pole})$**



Bunch spacing 0.68 μs @ H(240)

0.21 μs @ W(160)

25 ns @ Z(91)

Fully Partial Double Ring - 100Km

Vertex Detector Requirements

- Efficient tagging of heavy quarks (b/c) and τ leptons
→ impact parameter resolution

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

- Detector system requirements:
 - σ_{SP} near the interaction point: $< 3 \mu\text{m}$ → $\sim 16 \mu\text{m}$ pixel pitch
 - material budget: $\leq 0.15\% X_0/\text{layer}$ → power consumption $< 50 \text{mW}/\text{cm}^2$, if air cooling used
 - first layer located at a radius: $\sim 1.6 \text{ cm}$
 - pixel occupancy: $\leq 1 \%$ → $\sim \mu\text{s}$ level readout

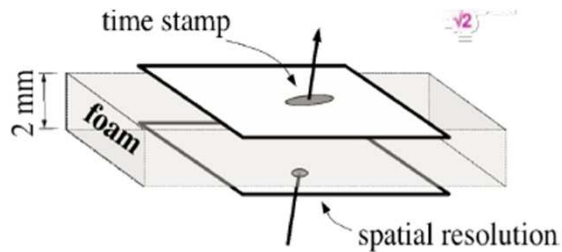
* **Radiation tolerance:** see slide 8

* **Time stamp:** needed for short bunch spacing

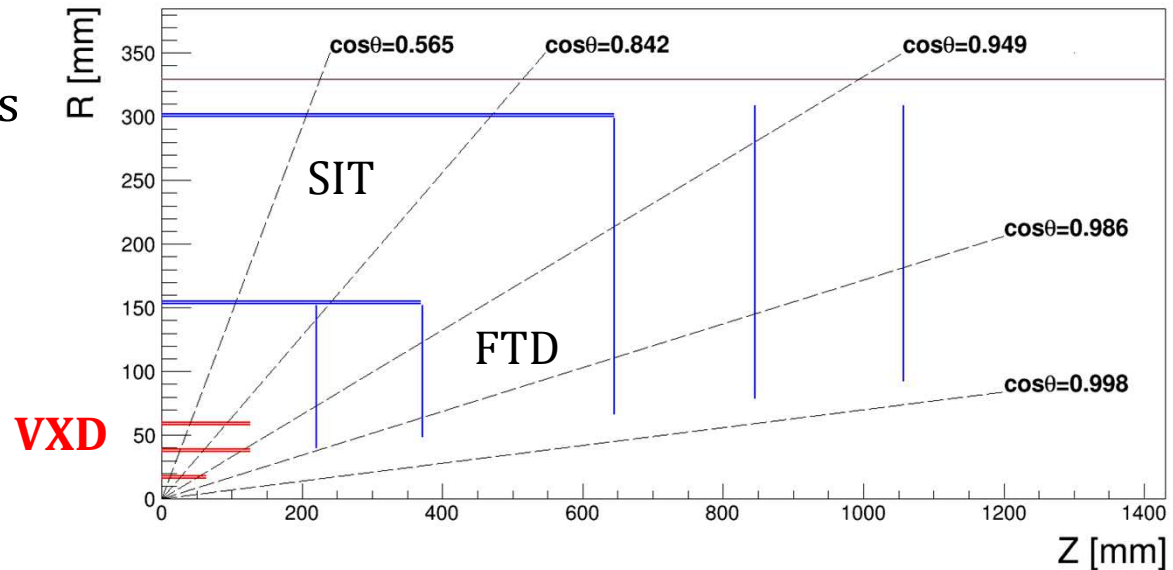
Baseline Vertex Detector Layout

VXD: $B=3T$

- 3 layers of double-sided pixels
- $\sigma_{SP}=2.8\mu\text{m}$ in L1
- Faster pixel sensor in L2, to provide time-stamp
- Polar angle $\theta \sim 15$ degrees



VXD parameters

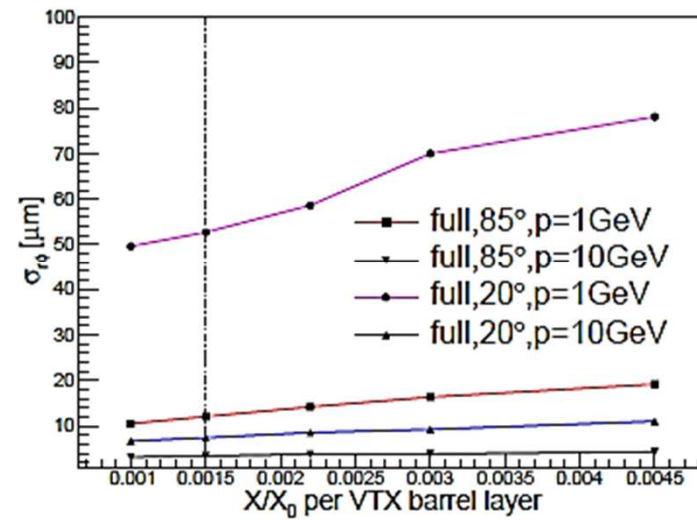
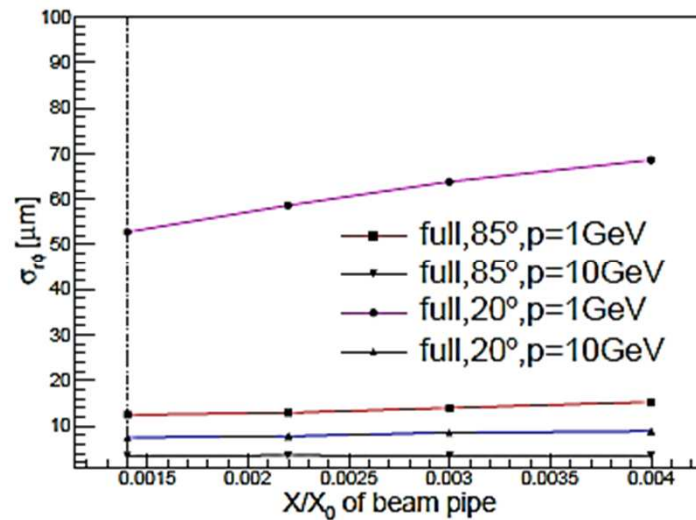
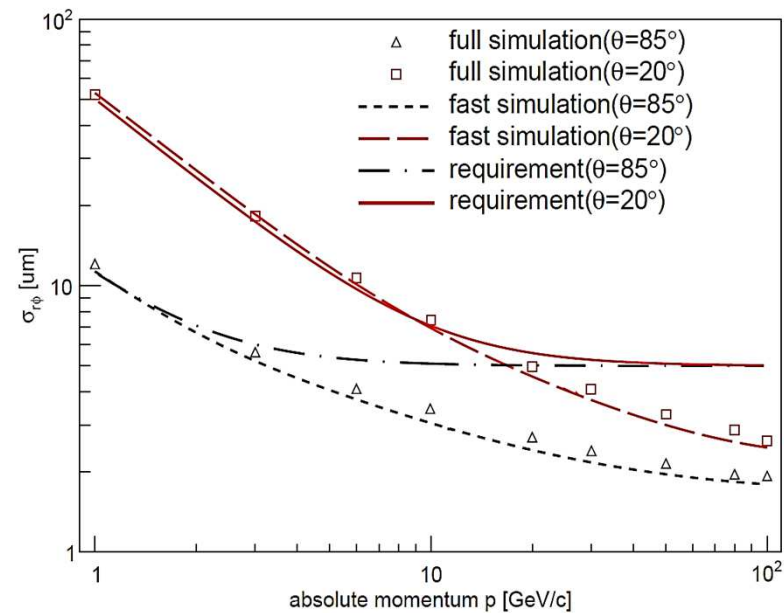


	R (mm)	z (mm)	$ \cos \theta $	$\sigma_{sp} (\mu\text{m})$
Layer 1	16	62.5	0.97	2.8
Layer 2	18	62.5	0.96	6
Layer 3	37	125.0	0.96	4
Layer 4	39	125.0	0.95	4
Layer 5	58	125.0	0.91	4
Layer 6	60	125.0	0.90	4

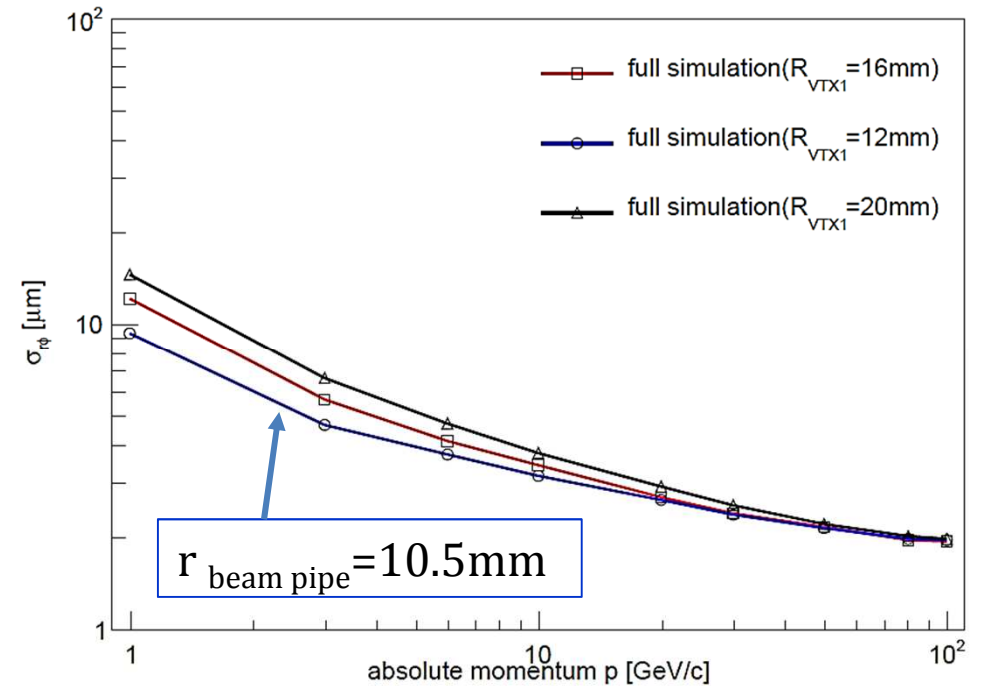
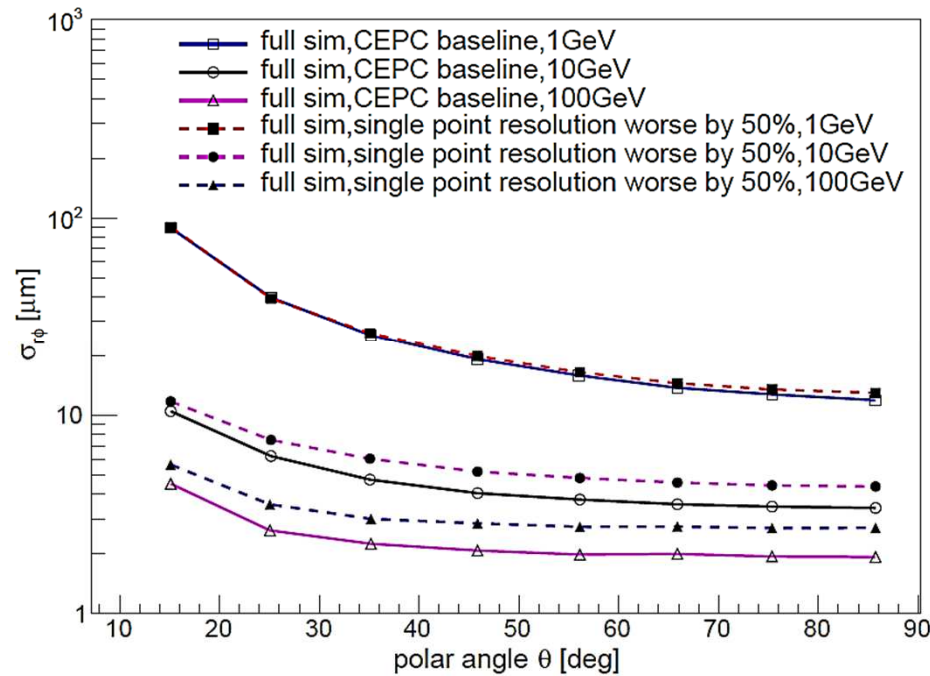
Performance Studies – IP Resolution

Performance of the baseline configurations with fast and full simulation

Sensitivity to material budget with full simulation



Performance Studies – IP Resolution



Sensitivity to single-point resolution and innermost radius with full simulation

Beam-Induced Radiation Backgrounds

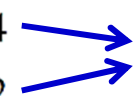
	H (240)	W (160)	Z (91)	
Hit Density [hits/cm ² ·BX]	2.4	2.3	0.25	
TID [MRad/year]	0.93	2.9	3.4	 <div style="border: 1px solid green; padding: 2px; display: inline-block; color: red;">Radiation level</div>
NIEL [10 ¹² 1 MeV n_{eq} /cm ² ·year]	2.1	5.5	6.2	

Table 9.4: Summary of hit density, total ionizing dose (TID) and non-ionizing energy loss (NIEL) with combined contributions from pair production and off-energy beam particles, at the first vertex detector layer ($r = 1.6$ cm) at different machine operation energies of $\sqrt{s} = 240, 160$ and 91 GeV, respectively.

	H(240)	W(160)	Z(91)
Hit density (hits · cm ⁻² · BX ⁻¹)	2.4	2.3	0.25
Bunching spacing (μs)	0.68	0.21	0.025
Occupancy (%)	0.08	0.25	0.23

Table 4.2: Occupancies of the first vertex detector layer at different machine operation energies: 240 GeV for ZH production, 160 GeV near W -pair threshold and 91 GeV for Z -pole.

detector occupancy <1%, assuming 10 μs of readout time for the silicon pixel sensor and an average cluster size of 9 pixels per hit.

Sensor Technology Options

Technology	Examples	Small pixels	Low mass	Low power	Fast timing
Monolithic CMOS MAPS	Mimosa CPS	++	++	++	-
Integrated sensor/amplif. + separate r/o	DEPFET, FPCCD	+ / ++	0	+	-
Monolithic CMOS with depletion	HV-CMOS, HR-CMOS	+	++	0	+
3D integrated	Tezzaron, SOI	++	+	0	++
Hybrid	CLICpix+planar sensor, HV-CMOS hybrid	+	0	+	++

Ref: Recent developments in LC vertex and tracking R&D, Dominik Dannheim, LCWS 2015

Many technologies from ILC/CLIC could be referred.
 BUT, unlike the ILD/CLIC, the CEPC detector will operate in **continuous mode**. → **without power-pulsing**

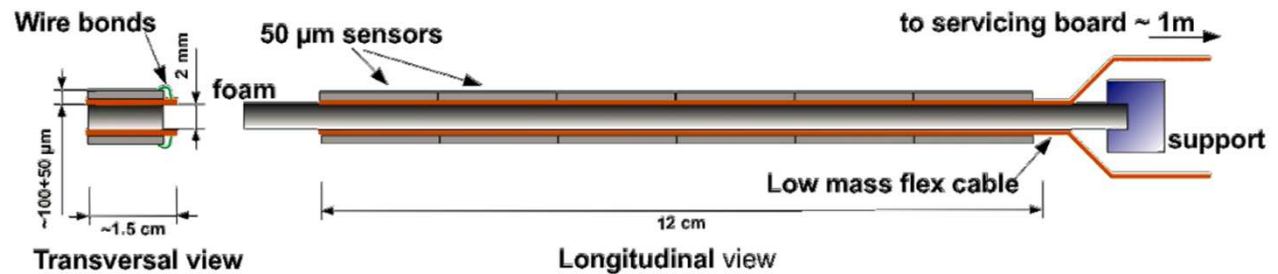
Sensor Technology Options

Possible technologies for CEPC vertex

- **HR-CMOS** sensor with a novel readout structure (ALPIDE @ ALICE-ITS upgrade)
 - relatively mature technology
 - $<50\text{mW}/\text{cm}^2$ expected
 - Capable of readout every $\sim 4\mu\text{s}$
- **SOI** sensor with similar readout structure
 - Fully depleted HR substrate, potential of $16\mu\text{m}$ pixel size design
 - Full CMOS circuit
- **DEPFET**: possible application for inner most vertex layer
 - small material budget, low power consumption in sensitive area
- **3D-IC**: ultimate detector, but not mature enough

Mechanics and Integration

- **Double-sided ladder**
- PLUME design concept
- **Cooling**
- to be considered



Vertex detector	Power dissipation	Cooling method	Material budget requirement/layer
Alice ITS	300 mW/cm ²	water	0.3%
STAR PXL	170 mW/cm ²	air	0.39%
ILD vertex	< 120 mW/cm ² (CPS and DEPFET)	air or N ₂	0.15%
	35 W inside cryostat (FPCCD)	two-phase CO ₂	
BELLE-II PXD	20 W for sensor and SWITCHER	Air	0.2%
	180 W on each end	CO ₂	

Table 4.3: Cooling methods for several vertex detector designs. The chip power dissipation, coolant type and corresponding material budget requirement per sensor layer are indicated. The active CO₂ cooling adds additional material in the forward region, outside the sensitive area. For the ILD FPCCD option, this additional material budget is 0.3% X_0 averaged over the end-plate region, while for the BELLE-II PXD, it is $\sim 0.1 - 0.2\% X_0$ per layer.

R&D Activities in China

Initial sensor R&D targeting on

- Pixel single point resolution $< 3 - 5 \mu\text{m}$
- Power consumption at the current level $< 100 \text{ mW/cm}^2$
- Integration time $10 - 100 \mu\text{s}$

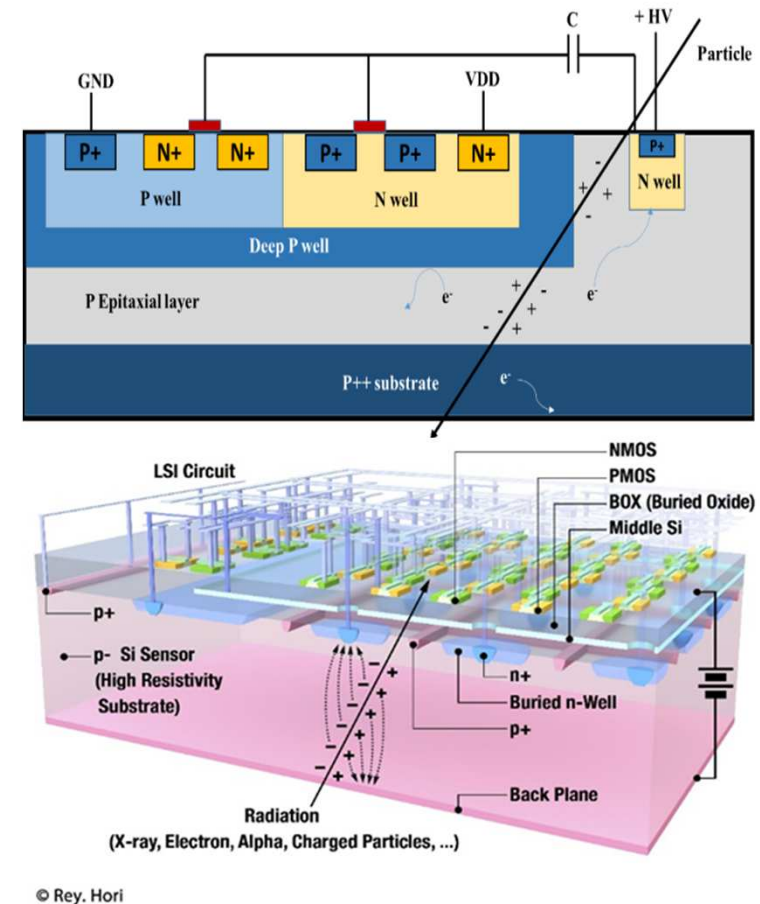
➤ Two monolithic pixel technologies

➤ CMOS pixel sensor (CPS)

- TowerJazz CIS $0.18 \mu\text{m}$ process
- Quadruple well process
- Thick ($\sim 20 \mu\text{m}$) epitaxial layer
- with high resistivity ($\geq 1 \text{ k}\Omega\cdot\text{cm}$)

➤ SOI pixel sensor

- LAPIS $0.2 \mu\text{m}$ process
- High resistive substrate ($\geq 1 \text{ k}\Omega\cdot\text{cm}$)
- Double SOI layers available
- Thinning and backside process

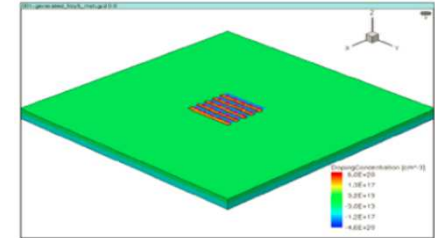


CMOS Pixel Sensor – 1st Design

- **Sensor design & TCAD simulation**

Y.Zhang, et al, NIMA 831(2016)99-104

- Different sensor diode geometries, epitaxial-layer properties and radiation damage



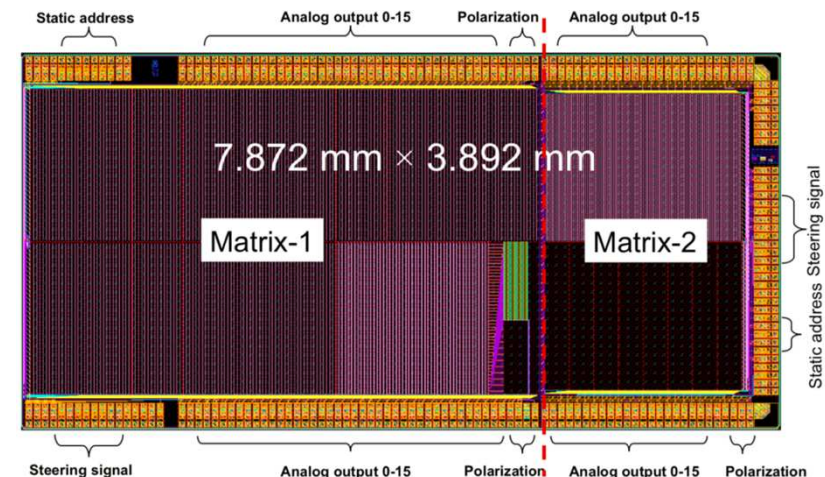
- **JadePix1 submission in Nov. 2015**

Y. Zhang, Y.Zhou, et al (IHEP, SDU)

- Exploratory prototype, analog pixel, rolling shutter readout mode
- **Sensor optimization** and radiation tolerance study
- sensing node AC-coupled to increase biased voltage

- **Sensor characterization**

- Noise level
- Charge collection efficiency
- Irradiation with Neutron
- Test beam in Aug. 2018



CMOS Pixel Sensor – 2nd Design

Design goal: digital readout pixel sensor with

- *Single point resolution better than $5\mu\text{m}$*
- *Power consumption $< 80\text{ mW/cm}^2$*
- *Integration time $< 100\mu\text{s}$*

Technology: TowerJazz CIS $0.18\mu\text{m}$ process

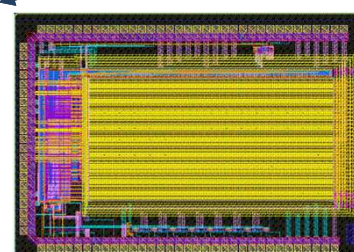
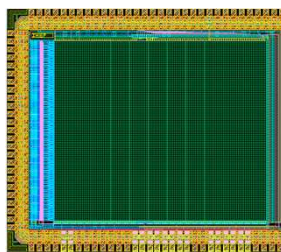
Joint effort of CCNU and IHEP

Design submission in May 2017

- Tow prototypes with **digital pixels** (in-pixel discriminator)
- Tow different readout schemes: **rolling shutter** & **asynchronous**

JadePix2: Y.Zhou (IHEP)

- Pixel size: $22\mu\text{m} \times 22\mu\text{m}$
- Two different pixel version with higher biased voltage
- Test in lab ongoing



MIC4: P.Yang(CCNU)

Y.Zhou (IHEP)

- Pixel size: $25\mu\text{m} \times 25\mu\text{m}$
- Two different pixel front-end with Matrix readout architecture
- Test in lab ongoing

R&D Activities - SOI Pixel Sensor

- **First submission (CPV1) in June 2015**

Y. Lu (IHEP)

- 16*16 μm with in-pixel-discrimination
- Double-SOI process for shielding and radiation enhancement

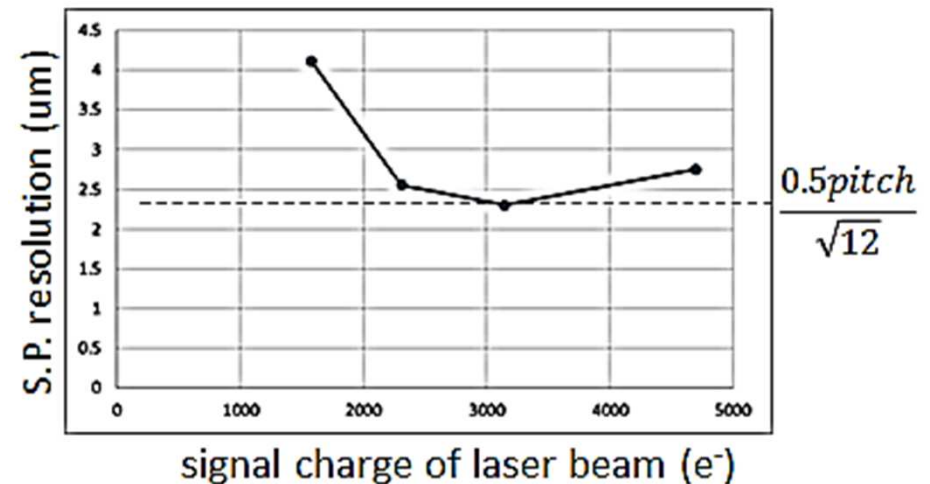
- **Second submission (CPV2) in June 2016**

Y. Lu, Y.Zhou (IHEP)

- In-pixel CDS stage inserted
- To improve RTC and FPN noise
- To replace the charge injection threshold

CPV2 performance

- Thinned down to 75 μm thick
- Temporal noise $\sim 6e^-$
- Threshold dispersion (FPN) $\sim 114e^-$
- Single point resolution measurement under infrared laser beam



Future Plan on R&D

- Further optimization study of vertex system
- Novel readout scheme exploration
- Large area pixel array design
- Radiation hardness and time-stamp sensor design
- Prototype development
- Small ($16\mu\text{m} \times 16\mu\text{m}$) pixel, targeting on $3\mu\text{m}$ single point resolution
 - To explore 3D connection technology by designing the in-pixel digital logic in a separated tier
 - Or to look for any new process

Summary

- CDR finished with baseline design
- Critical technologies listed
- R&D project started along the baseline design specifications
 - *in-pixel electronics, small pixel size*
 - *new asynchronous readout architecture*
- Collaboration with international teams
- Going to TDR for next step
- Expertise demanding

Many thanks to all members of CEPC Physics and Detector working group who made significant efforts to prepare the CDR !

Thank you for your attention!

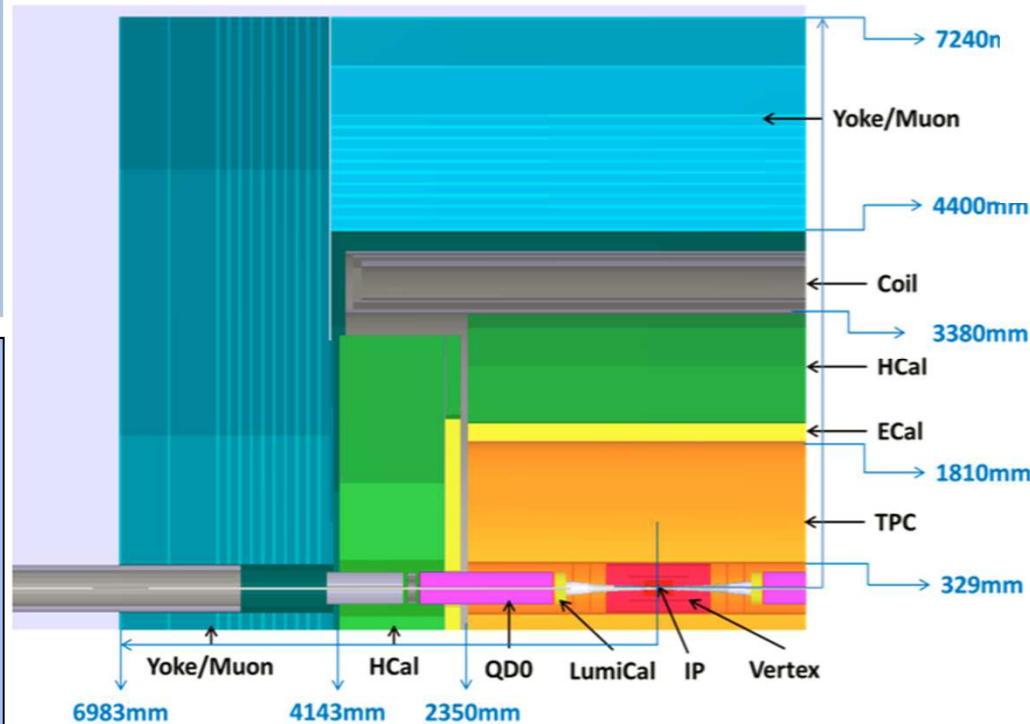
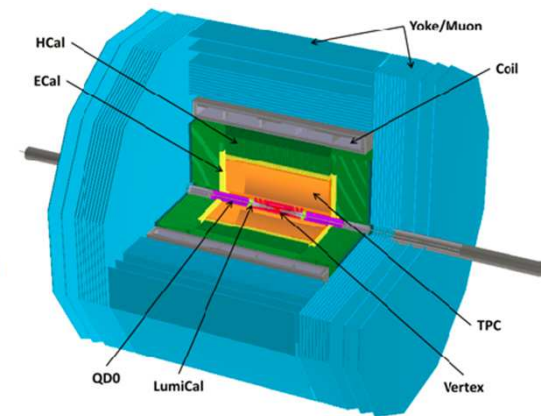
CEPC CDR Parameters

D. Wang

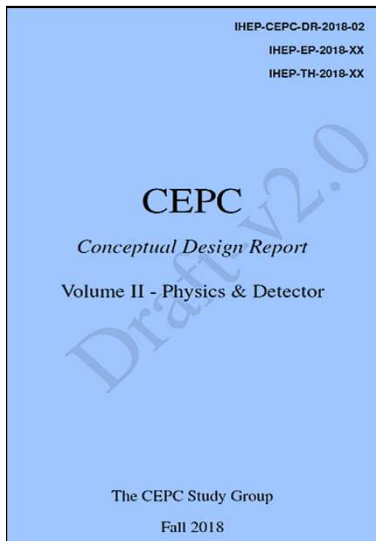
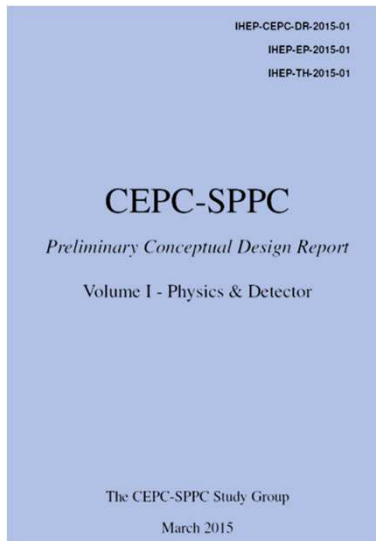
	<i>Higgs</i>	<i>W</i>	<i>Z (3T)</i>	<i>Z (2T)</i>
Number of IPs	2			
Beam energy (GeV)	120	80	45.5	
Circumference (km)	100			
Synchrotron radiation loss/turn (GeV)	1.73	0.34	0.036	
Crossing angle at IP (mrad)	16.5×2			
Piwinski angle	2.58	7.0	23.8	
Number of particles/bunch N_e (10^{10})	15.0	12.0	8.0	
Bunch number (bunch spacing)	242 (0.68 μ s)	1524 (0.21 μ s)	12000 (25ns+10%gap)	
Beam current (mA)	17.4	87.9	461.0	
Synchrotron radiation power /beam (MW)	30	30	16.5	
Bending radius (km)	10.7			
Momentum compact (10^{-5})	1.11			
β function at IP β_x^*/β_y^* (m)	0.36/0.0015	0.36/0.0015	0.2/0.0015	0.2/0.001
Emittance $\varepsilon_x/\varepsilon_y$ (nm)	1.21/0.0031	0.54/0.0016	0.18/0.004	0.18/0.0016
Beam size at IP σ_x/σ_y (μ m)	20.9/0.068	13.9/0.049	6.0/0.078	6.0/0.04
Beam-beam parameters ξ_x/ξ_y	0.031/0.109	0.013/0.106	0.0041/0.056	0.0041/0.072
RF voltage V_{RF} (GV)	2.17	0.47	0.10	
RF frequency f_{RF} (MHz) (harmonic)	650 (216816)			
Natural bunch length σ_z (mm)	2.72	2.98	2.42	
Bunch length σ_z (mm)	3.26	5.9	8.5	
Betatron tune ν_x/ν_y	363.10 / 365.22			
Synchrotron tune ν_s	0.065	0.0395	0.028	
HOM power/cavity (2 cell) (kw)	0.54	0.75	1.94	
Natural energy spread (%)	0.1	0.066	0.038	
Energy acceptance requirement (%)	1.35	0.4	0.23	
Energy acceptance by RF (%)	2.06	1.47	1.7	
Photon number due to beamstrahlung	0.29	0.35	0.55	
Lifetime simulation (min)	100			
Lifetime (hour)	0.67	1.4	4.0	2.1
F (hour glass)	0.89	0.94	0.99	
Luminosity/IP L ($10^{34}\text{cm}^{-2}\text{s}^{-1}$)	2.93	10.1	16.6	32.1

Physics & Detector CDR

- Pre-CDR published in March 2015
- CDR to be published in Oct. 2018

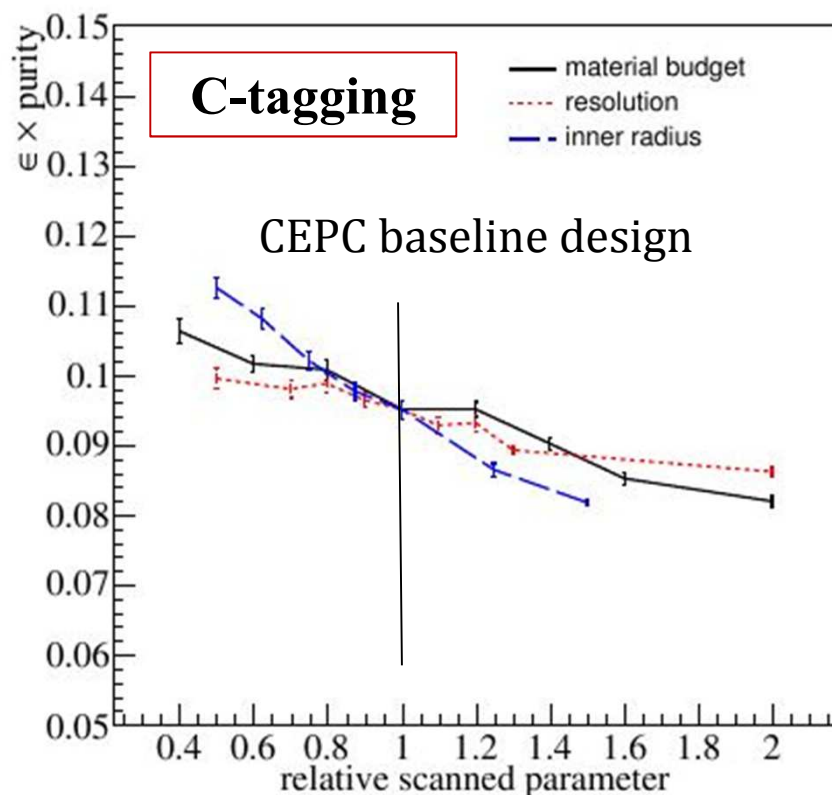


- * **Baseline detector** - 3 Tesla— changed from pre-CDR
- L^* increased to 2.2 m)
- * **ILD-like (similar to pre-CDR)**



Performance Studies – Flavour Tagging

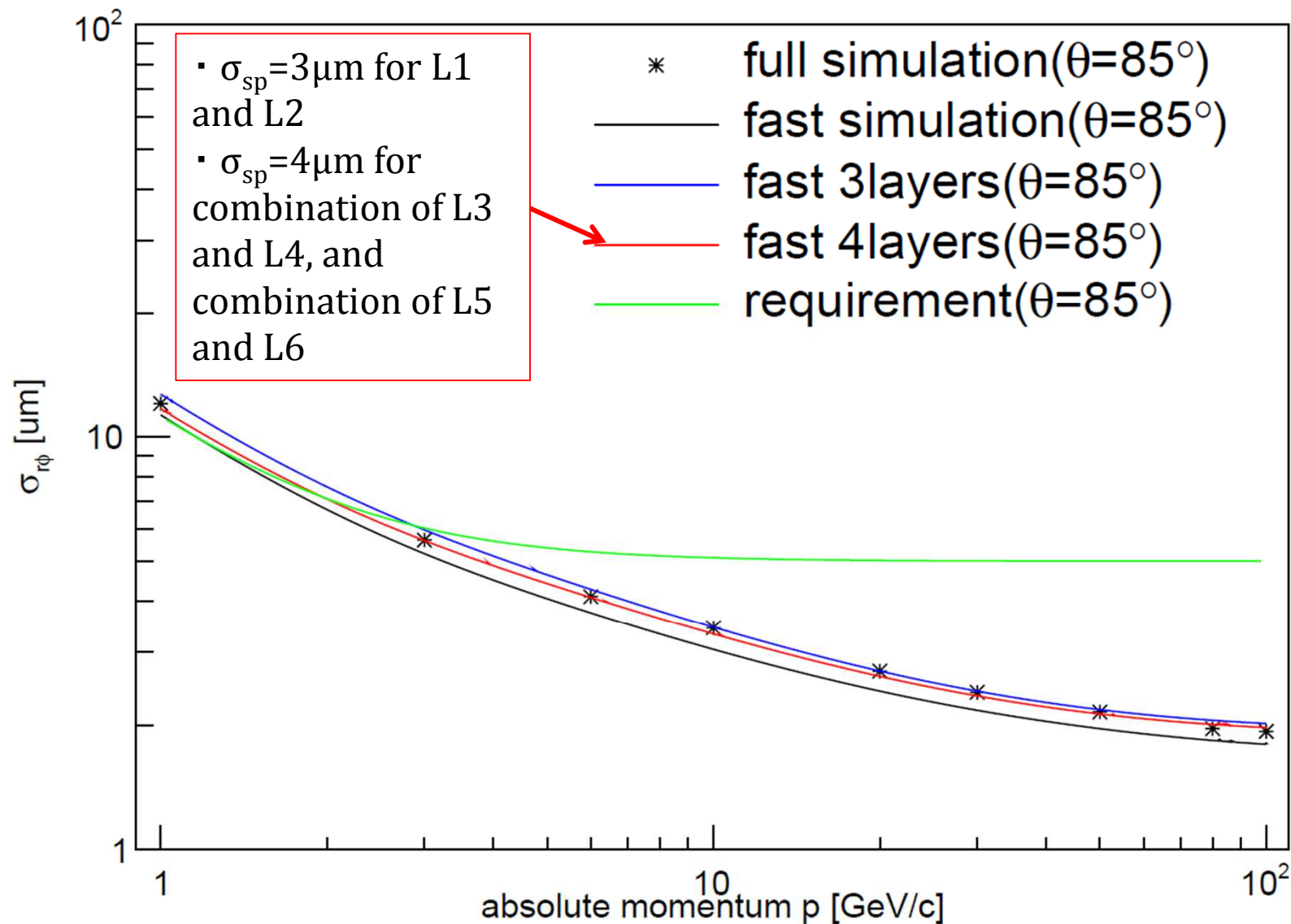
b-tagging	situations	best	baseline	worst
	$\epsilon \cdot \text{purity}$	0.925 ± 0.001	0.914 ± 0.001	0.900 ± 0.001
c-tagging	$\epsilon \cdot \text{purity}$	best	baseline	worst
	simulation	0.133 ± 0.002	0.095 ± 0.001	0.078 ± 0.001



worst case: with parameters of
ALICE ITS upgrade

- material budget: 0.3% X_0 /layer
- resolution: 5 μm
- inner radius: 23 mm

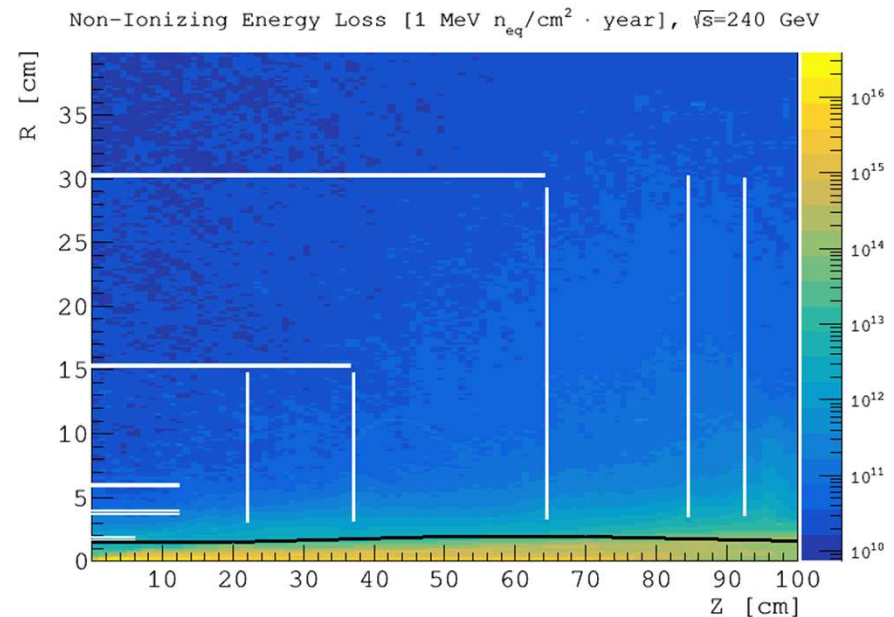
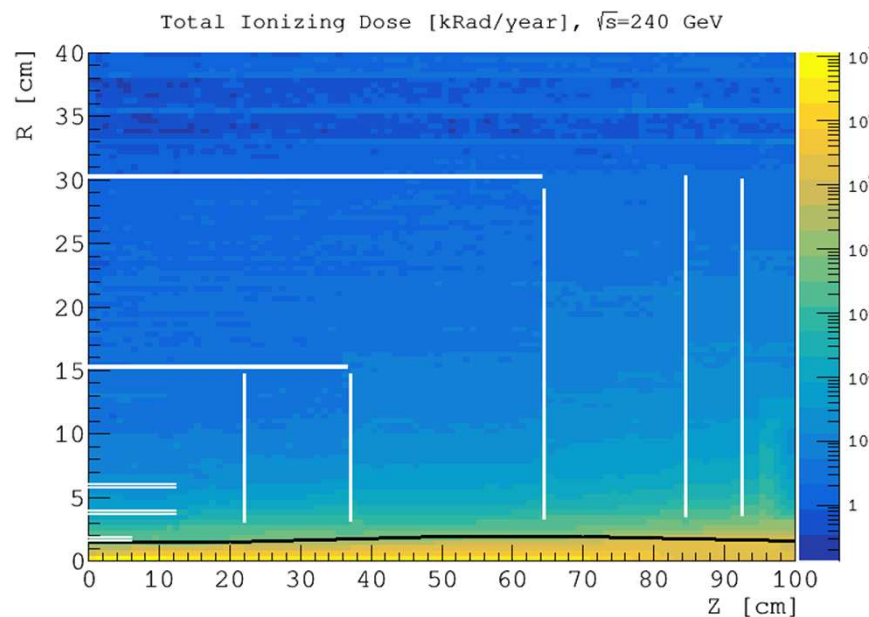
Performance Studies – IP Resolution



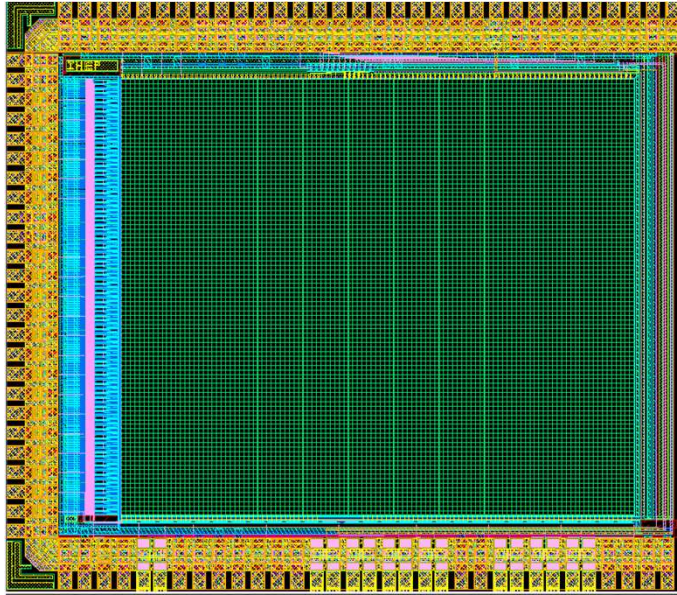
Radiation Background Levels

H. Zhu, CEPC Workshop Rome May 24-26 2018

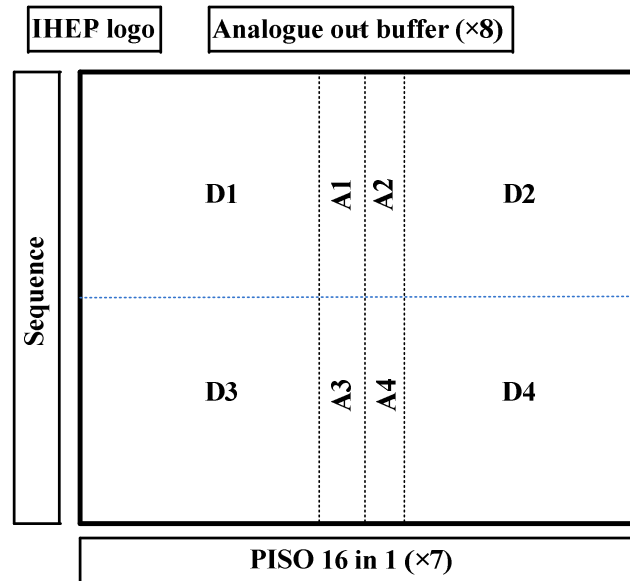
- Using hit density, total ionizing dose (TID) and non-ionizing energy loss (NIEL) to quantify the radiation background levels
- Adopted the calculation method used for the ATLAS background estimation (ATL-GEN-2005-001), safety factor of $\times 10$ applied



JadePix2: Rolling - shutter Mode



Details in Yang Zhou's presentation



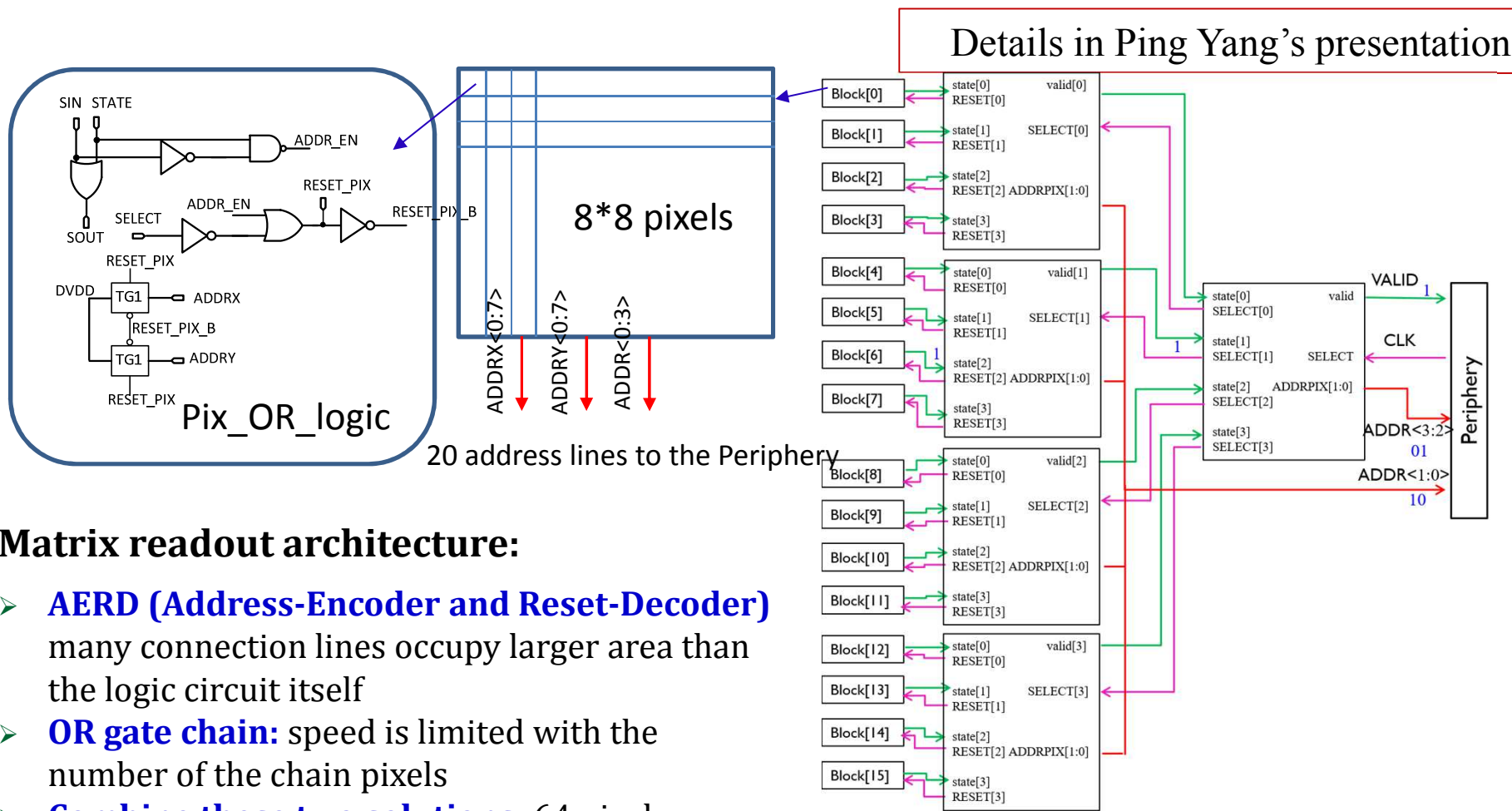
Two different pixel versions:

- Pixel size: $22\mu\text{m} \times 22\mu\text{m}$
- Same amount of transistors;
- Offset cancellation technique;
- Version 2 has higher signal gain, but suffers “more” from “Latch” input voltage distortion.

Chip features:

- $3 \times 3.3 \text{ mm}^2$
- 96×112 pixels with 8 sub-matrix
- Processing speed: $11.2\mu\text{s}/\text{frame}$ with 100 ns/row
- Output data speed: 160 MHz
- Power: $3.7\mu\text{A}/\text{pixel}$ ($14.4 \text{ mW}/\text{cm}^2$ @pixel matrix)

MIC4 Design: Asynchronous Mode



Matrix readout architecture:

- **AERD (Address-Encoder and Reset-Decoder)** many connection lines occupy larger area than the logic circuit itself
- **OR gate chain:** speed is limited with the number of the chain pixels
- **Combine these two solutions:** 64 pixels as a group using OR gate chain, groups using AERD structure to readout

front-end I: ALPIDE structure P. Yang (CCNU)
front-end II: CSA based front-end circuit
 Y. Zhang (IHEP)

MIC4 Submission: Asynchronous Mode

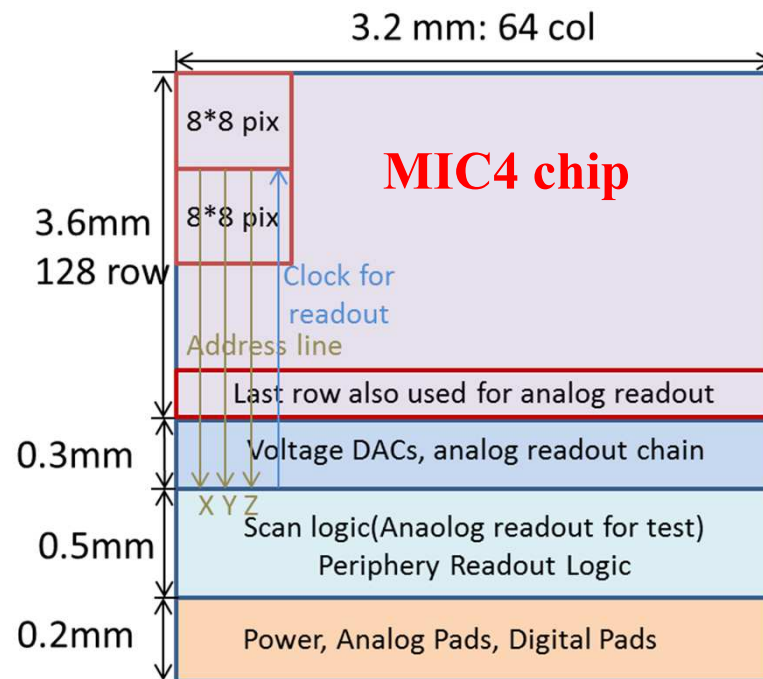
Y. Zhang (IHEP) & P. Yang (CCNU)

front-end I: Same structure as ALPIDE chip

- ENC: $8 e^-$
- Power cons.: 61 nA/pixel
- Threshold: $140 e^-$
- Peaking time $< 1 \mu s$
- Pulse duration $< 3 \mu s$

front-end II: CSA based front-end circuit

- Pixel size: $25 \times 25 \mu m^2$
- ENC: $24 e^-$
- Power cons.: 50 nW/pixel ($8 mW/cm^2$ @pixel matrix)
- Threshold: $170 e^-$
- Peaking time $< 500 ns$ @ $Q_{in} < 1.5 ke^-$
- Pulse duration $< 9.4 \mu s$ @ $Q_{in} < 1.5 ke^-$



- $3.2 \times 3.7 mm^2$
- 128×64 pixels
- Integration time: $< 5 \mu s/10 \mu s$
- Power consumption: $< 80 mW/cm^2$
- Chip periphery
 - Band gap
 - Voltage DAC
 - Current DAC
 - Matrix configuration
 - LVDS
 - Custom designed PADs