#### Digital design and readout architecture for CEPC Vertex pixel chip

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- Introduction on CEPC Vertex detector
- MOST2 Chip structure
- Analog front end pixel
- Digital pixel logic
- Status of pixel design
- Peripheral readout Architecture
- Summary and Outlook



#### **CEPC vertex detector concept**





First prototype we aim for :

- > Ultimate spatial resolution near the interaction point  $3^{-5} \mu m$ 
  - --> Prototype with small *pixel size* (25µm x 25µm)
- Material budget < 0.15% X<sub>0</sub>/layer
  - --> monolithic pixel sensors
  - -->low power consumption (<50mW/cm2 if air cooling)
- Bunch spacing : Higgs: 680ns; W: 210ns; Z: 25ns
  - --> Edge detection within 25ns
- Radiation tolerance(Pre.) : Total Ionizing dose ~ 1MRad/yr

Non-ionization energy loss ~ 2x10<sup>12</sup> neq/cm<sup>2</sup>/yr

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## **CMOS** pixel sensor



*P.Yang et al. JINST 10 C03030,2015* 

Integrated sensor and readout electronics on the same silicon bulk with "standard" CMOS process : low material budget, low power consumption, low cost ...

eg. Ultimate (Mimosa 28) installed for STAR PXL, ALPIDE for ALICE ITS Upgrade

> Selected TowerJazz 0.18 μm CIS technology for CEPC R&D, featuring:

- Quadruple well process: deep PWELL shields NWELL of PMOS
- Thick (18-40  $\mu$ m) and high resistivity ( $\geq 1 k\Omega \bullet cm$ ) epitaxial layer
- Thin gate oxide (< 4 nm): robust to total ionizing dose
- 6 metal layers: increase the area utilization ratio



# **Block diagram of MOST2 chip**



- Similar to the ATLAS pixel readout
- Column-drain readout with priority data
- Time stamp is added at EOC
- Asynchronous data-driven readout prototype
- Dead time is 2 clk for each pixel
  - 2-level FIFO architecture

From W. Wei for the group meeting



#### **Analog Front-end**



- Operating principle derived from ALPIDE front end D. Kim et al. DOI 10.1088/1748-0221/11/02/C02042
- M1 acts as a source follower and M2 is a cascode transistor to increase the gain on the output node
- Signal charge creates negative voltage step at input node(PIX\_IN)



#### **Front-end simulation**

Simulation condition: Cd = 2.5 fF, IBIAS = 440 nA



Delay of leading edge vs. input charge

- Simulation: Time walk of 36 ns corresponds to 2600 e-
- Biasing current has to be increased, in order to achieve a peaking time of ~25ns

 Power dissipation increased: bias@440nA with peaking time 29ns, but 138mW/cm<sup>2</sup> for analog

From Y. Zhang for the group meeting



### **Pixel logic based on ALPIDE**





### **Pixel logic based on FE-I3**



- Column average hit period: 8.3us; cluster size: 3 pixels; clk :40MHz
- More or less FE-I3 like, but simplified
- Priority mask and arbitrary by the busy-bus (fastor)
- Request for 2 latches, One to latch the HIT, one to latch the priority token



#### Status of pixel design

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- 25x25um2 pixel pitch
- The area of Analog pixel : ?
- The area of digital logic : ?
- The area of address encoder: ?

## Peripheral readout architecture

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#### Summary

- Time stamp added at the EOC ,and trigger coincidence will use the time stamp for arbitration.
- Ultimate readout design satisfies every 25ns bunch crossing.
- Pixel analog modified for faster peaking time and satisfy the requirement.

#### Outlook

• CEPC aims for 2.8 µm spatial resolution (pixel size < 16µm \*16µm), therefore, based on the previous design and study, we may choose other smaller technology and for further design in the future.



# Thanks for your attention.