

A 3D wireframe illustration of a racetrack, showing the track's curves and the surrounding grandstands. The track is the central focus, with a smaller, more detailed wireframe of a building or structure in the background.

HitDetection – Current Activities

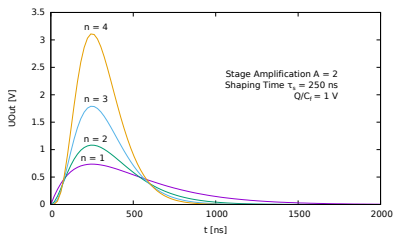
Holger Flemming

November 2018

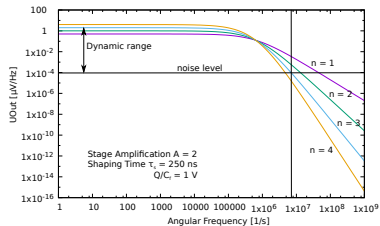
Outline

- 1 Simulation and Data Analysis
 - Motivation
 - Full Chip Simulation
- 2 Chip Design Activities
- 3 Summary and Outlook

In May FEE workshop: Motivation of Analogue transients parameter:



PASA output signal



PASA output spectrum

- 99.9 % of signal in the spectrum below 3.17 MHz
 - ⇒ Sampling frequency: 8 MS/s
 - ⇒ 8 samples to cover full pulse
 - ⇒ 16 sample traces

Are these traces really sufficient for feature extraction?

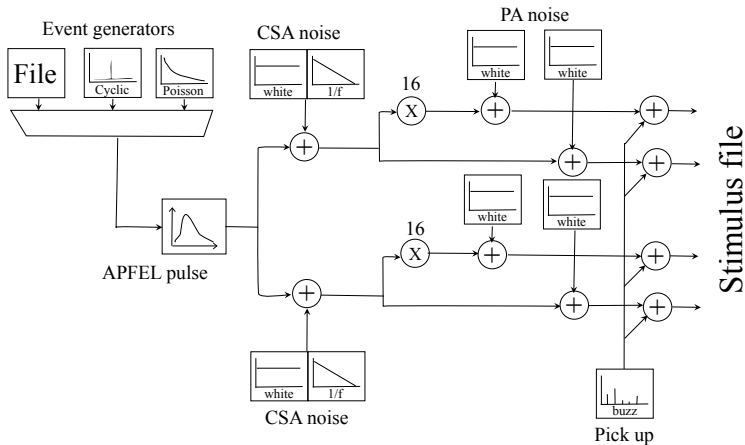
Different algorithms for time and amplitude extraction have been tested

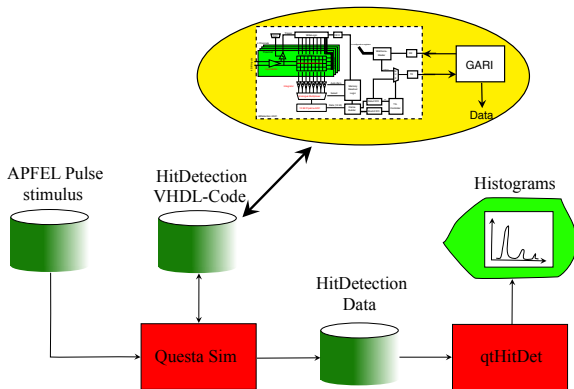
As the latest HitDetection prototype ASIC has a bug in digital readout simulated HitDetection data was used

- Time
 - Zero crossing of derivation
- Amplitude
 - Maximum value
 - Integral
 - Window integral
 - Parabolic interpolation
 - Linear regression of transient and standardised pulse shape

Stimulus generator

- Generating noisy APFEL pulses for Full Chip Simulation

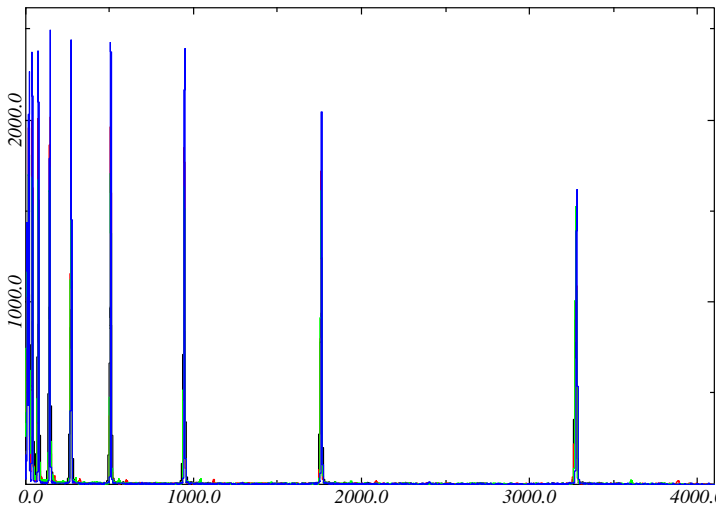




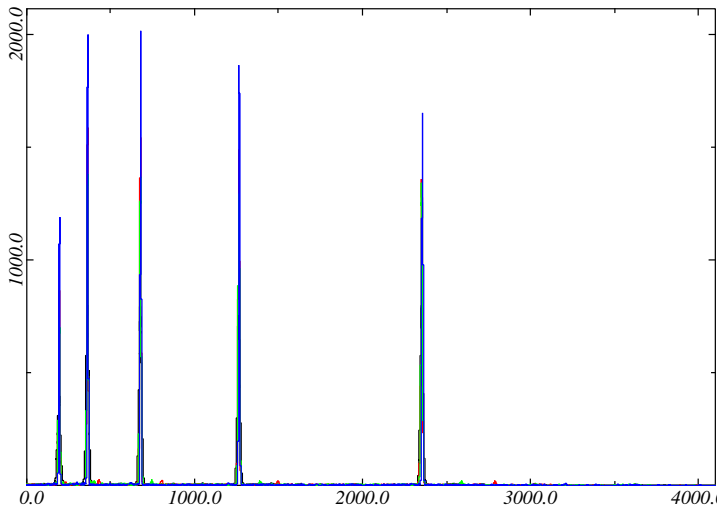
- Feeding Stimulus data into QuestaSim simulation of HitDetection VHDL code
- HitDetection data output is written into file
- Data is analysed with described feature extraction algorithms

- Poisson distributed pulses, 50 kHz rate
- 10 discrete amplitudes 6 mV ... 1.6 V
- Logarithmic steps
- CSA white noise: 0.1 mV / 0.5 mV
- No CSA 1/f noise
- PA white noise: 2 mV / 5 mV
- No Pick up / 20 mV 50 Hz + 5 mV 100 Hz

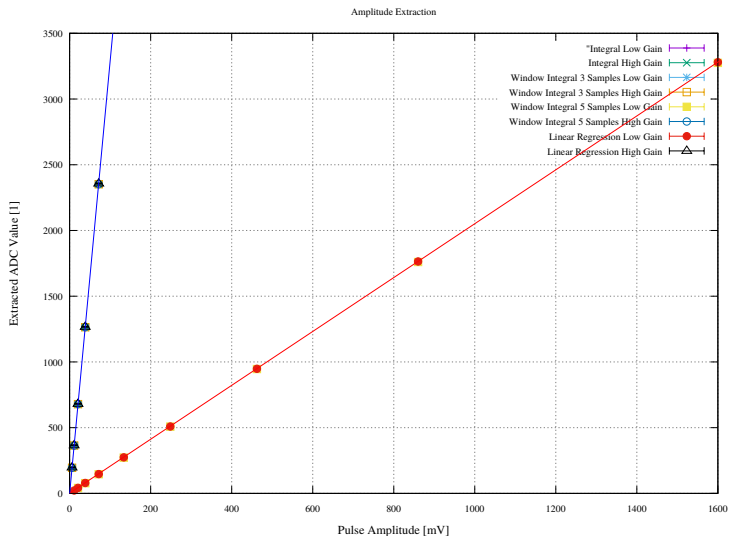
Low Gain Amplitude Spectrum



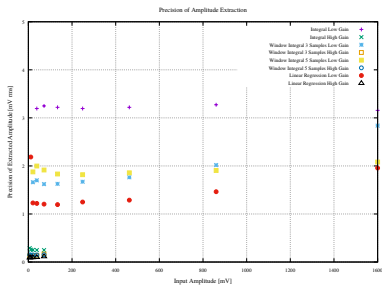
High Gain Amplitude Spectrum



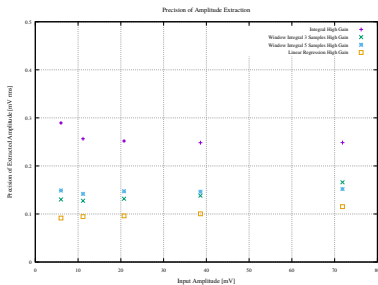
Amplitude Extraction



Precision of Amplitude Extraction



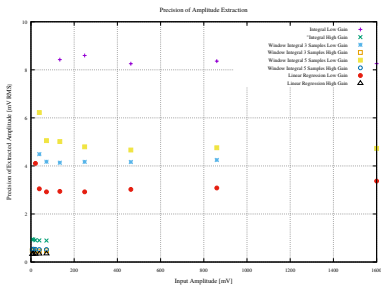
Low and high gain



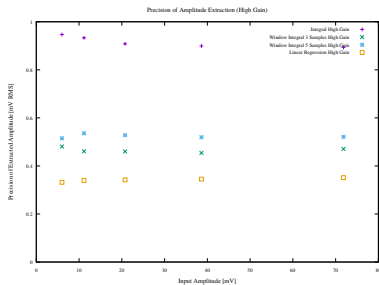
High gain

- CSA white noise: 0.1 mV
- No CSA 1/f noise
- PA white noise: 2 mV
- No Pick up

Precision of Amplitude Extraction



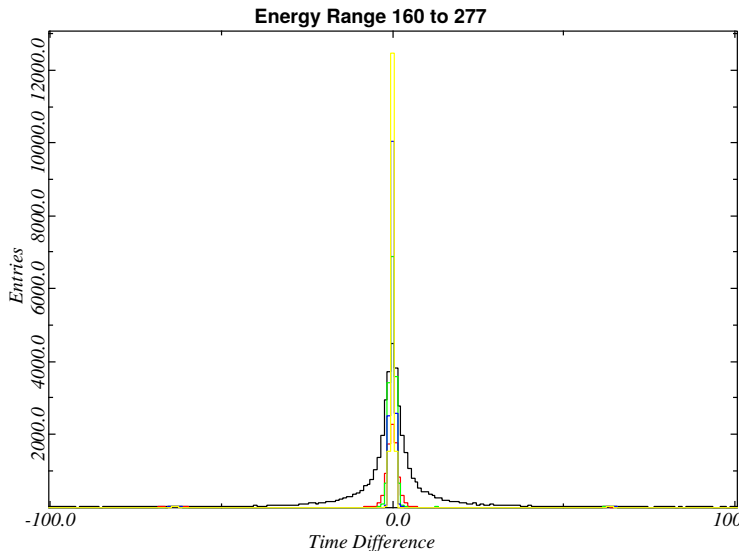
Low and high gain



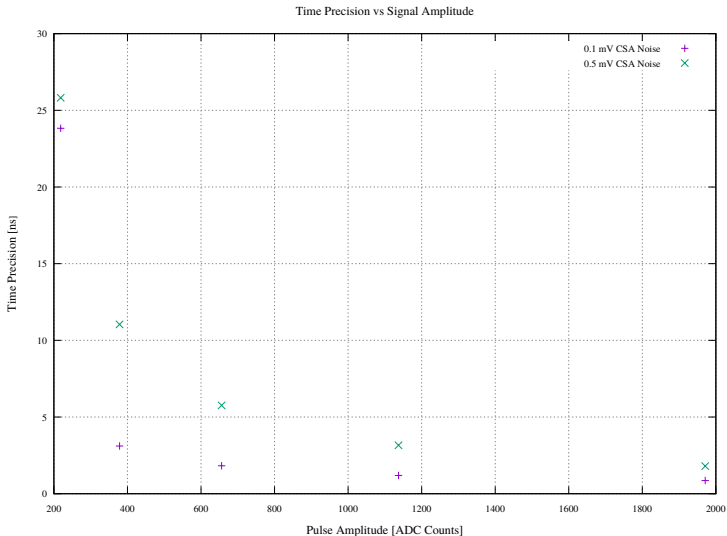
High gain

- CSA white noise: 0.5 mV
- No CSA 1/f noise
- PA white noise: 5 mV
- Pick up: 20 mV 50 Hz + 5 mV 100 Hz

Time Extraction



Precision of Time Extraction



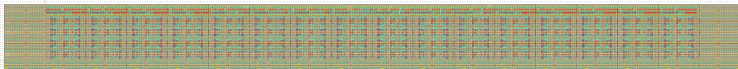
Outline

- 1 Simulation and Data Analysis
- 2 **Chip Design Activities**
 - Analogue Memory
 - Input Buffer and Discriminator
 - Floor Planning
- 3 Summary and Outlook

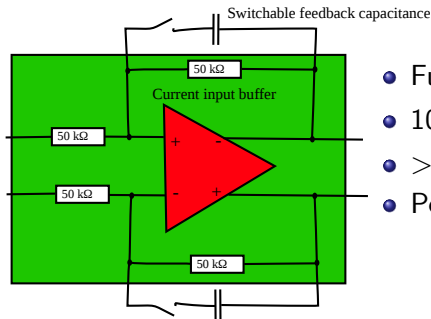
Chip design activities towards a 16 channel prototype for barrel readout are ongoing

- Scaling analogue memory
- Input buffer and discriminator
- Floor planning

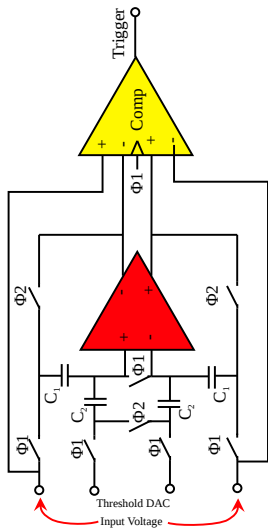
Analogue Memory Scaling



- Current analogue memory has four rows per channel with 8 columns
- Number of columns is increased to 16
- Schematic and layout design is finished
- Currently owing:
 - Simulation of parasitic extraction
 - Matching with read out integrators



- Fully differential, gain 1
- $100\text{ k}\Omega$ differential input resistor
- $> 50\text{ MHz}$ bandwidth
- Possible modification:
 - Low pass characteristic by switchable feedback capacitances
 - Anti aliasing
 - Suppression of high frequency pick-up
 - Noise reduction
 - First simulations very promising

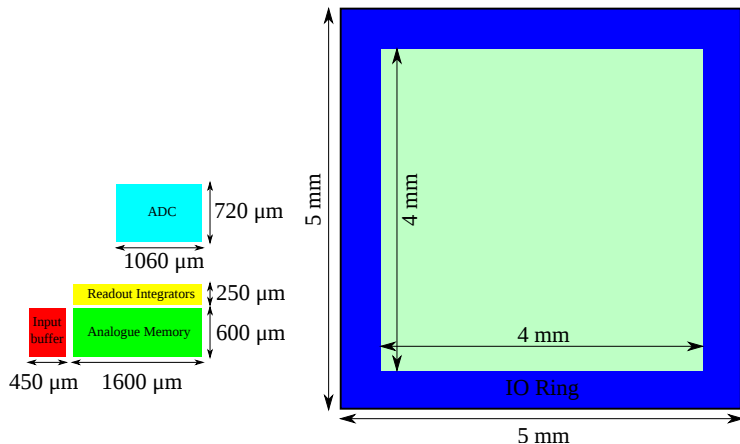


- Φ_1
 - Storing input voltage in C_1
 - Storing threshold Voltage in C_2
- Φ_2
 - Switching C_1 into feedback
 - Transferring charge from C_2 to C_1
 - Output voltage:

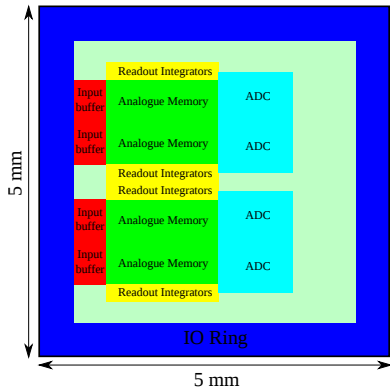
$$U_{in} - C_2/C_1 U_{thres}$$
 - Used as comparator threshold
- Leading edge of Φ_1
 - Taking comparator decision

$$U_{in}(t) > U_{in}(t - \Delta t) - \frac{C_2}{C_1} U_{Thres}$$

$$\Rightarrow \frac{\Delta U_{in}}{\Delta t} < \frac{C_2}{C_1} U_{Thres}$$



- For MPW prototype runs the design has to fit into 5 by 5 mm² blocks
- approx. 15 kEuro / block



- 9.58 mm² for full custom blocks will fit into 1 5 × 5 mm² block
- 6.42 mm² for power routing and digital logic
Sufficient area??

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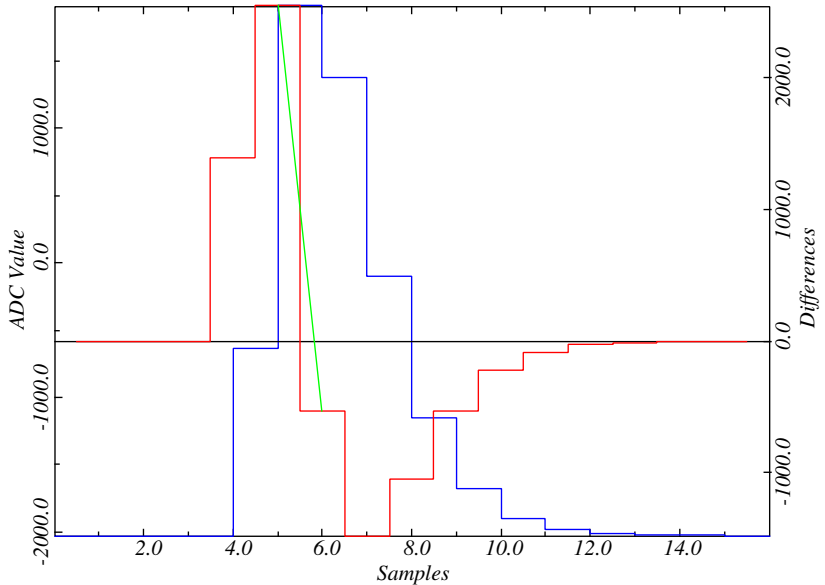
Summary and Outlook

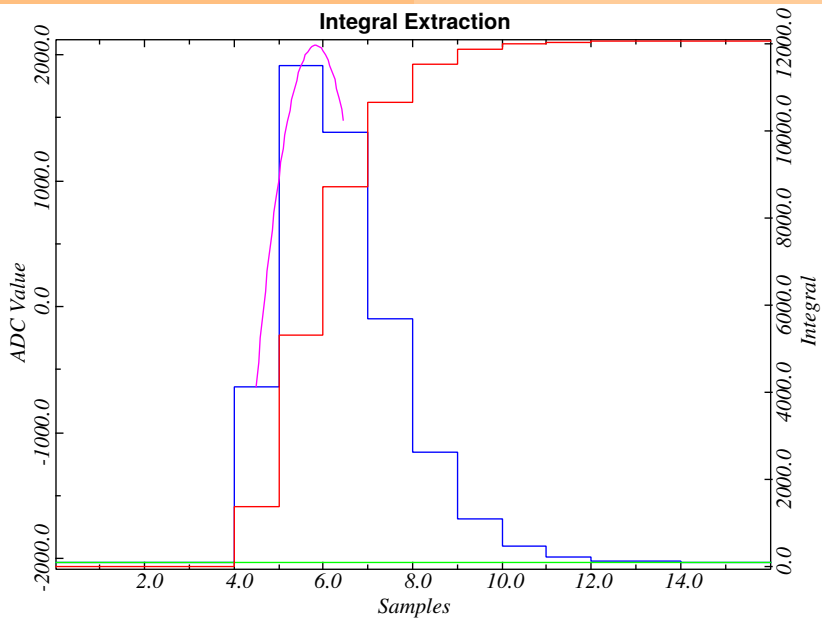
- Different feature extraction algorithms have been tested with simulated HitDetection data
- Time as well as amplitude extraction works very well
- Extraction quality depends on numerical effort
- High quality feature extraction from 16 sample traces is feasible!
- Analyses have to be checked with measured data. Corrected HitDetection prototype is expected this month.
- Design work towards a 16 channel prototype for barrel readout is ongoing

Thank you for your attention

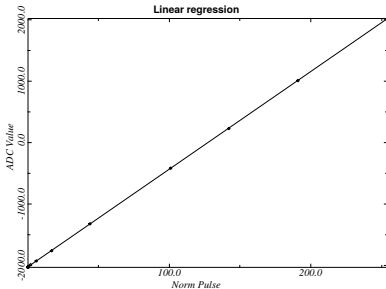
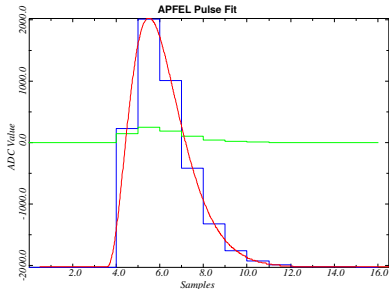
Backup

Time Extraction





Linear regression of transient and standardised pulse shape



- Based on extracted time a standardised APFEL pulse is generated (green)
 - For each sample: Standard APFEL pulse value and transient ADC value
 - Linear regression (right side) \Rightarrow baseline, amplitude
- \Rightarrow reconstructed APFEL pulse (red)

