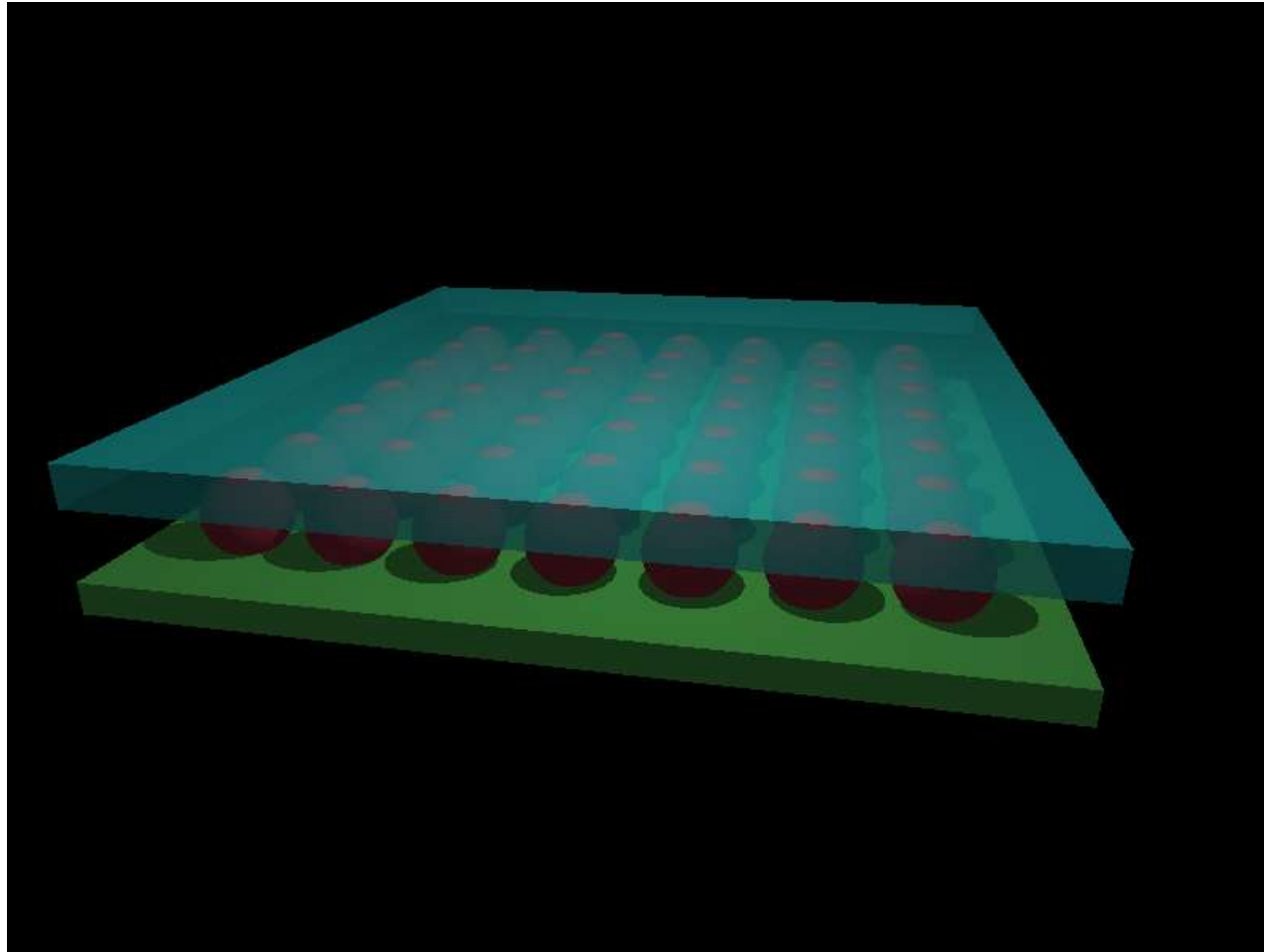




# Pixel Array Detector for Single Particle Scattering

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# Outline

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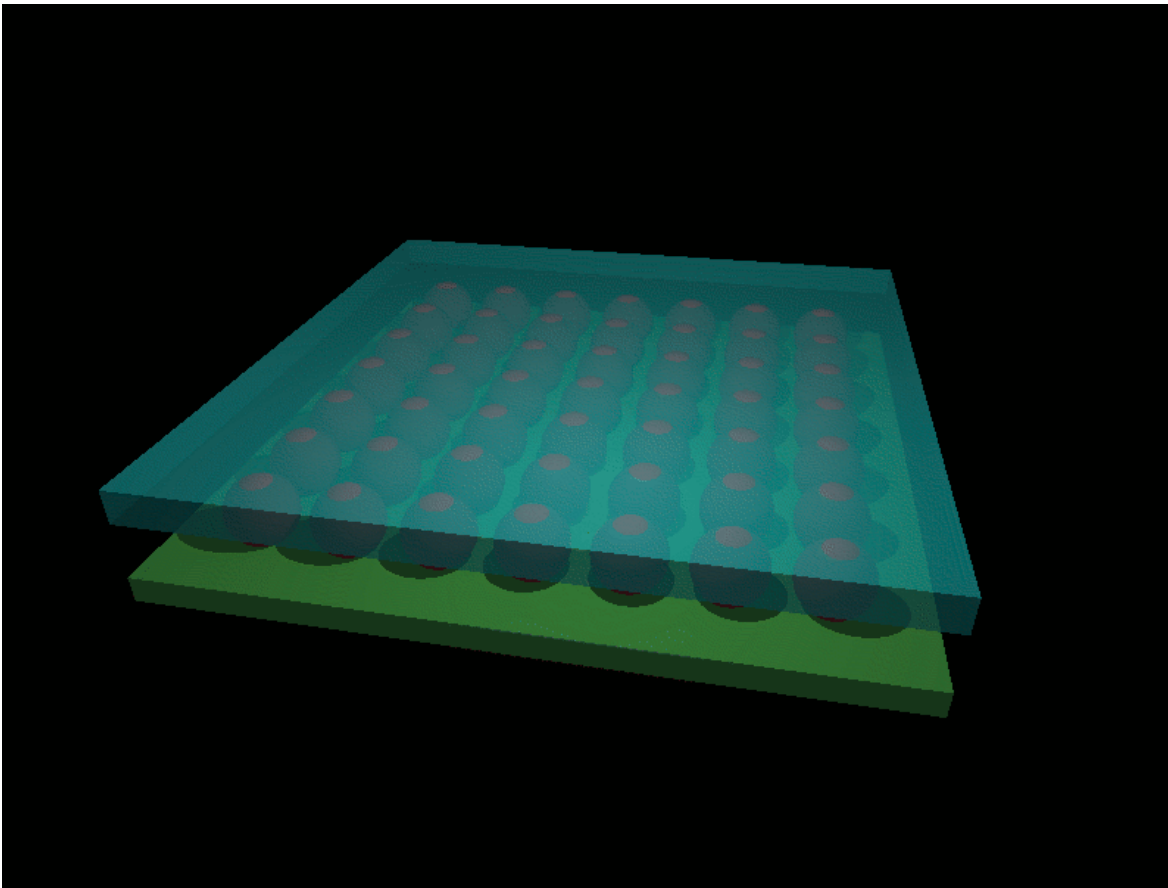
- Pixel Array Detectors: General Background.
  - Basic structure, diode, ASIC, bump-bonding.
- Specific requirements for LCLS PAD detector.
  - Noise, frame rate, efficiency, RAD hardness.
- Approach used in the first prototype.
  - front-end and pixel architecture.
- Test results from first prototype.
- Plans for next submission (second prototype).
- Conclusions and future.



# Pixel Array Detectors

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- Basic structure

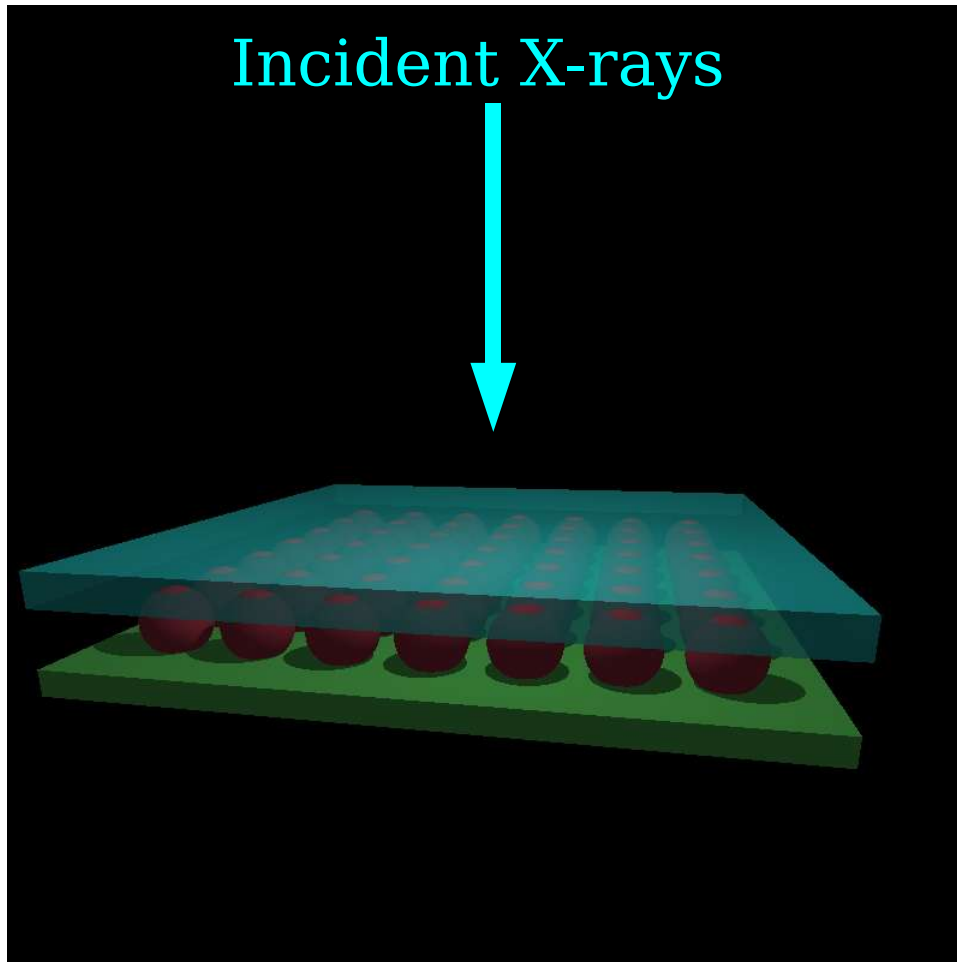


- High resistivity Si diode for direct x-ray conversion.
- Solder or indium bump-bonding connection to CMOS ASIC.
- CMOS ASIC uses high-quality commercial mixed-mode process 0.25  $\mu\text{m}$  process.

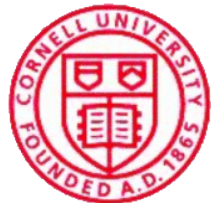


# Detector Diode - Basics

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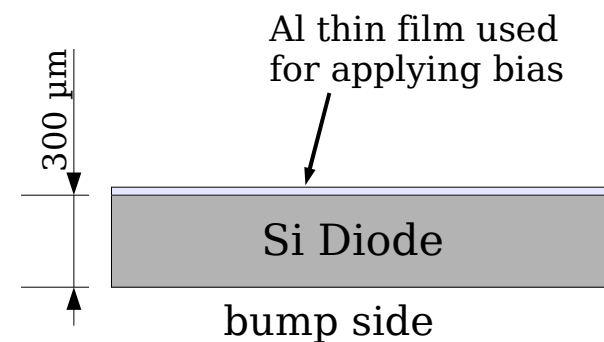
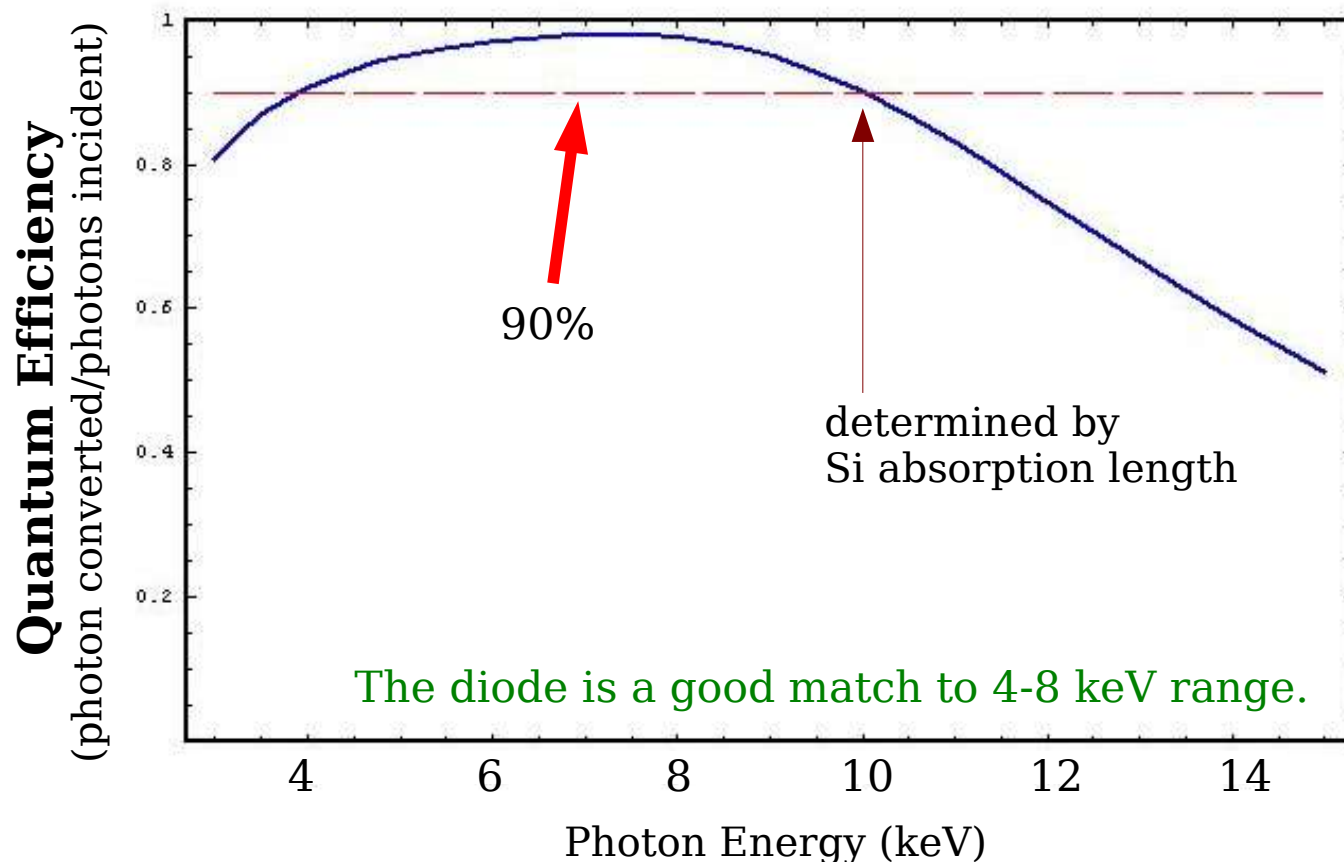


- Diode: direct conversion of x-rays.
- 300  $\mu\text{m}$  thick silicon.
- Reverse biased for full depletion.
- $\sim 2200$  e-/hole pairs per 8 keV x-ray.
- Conversion noise dictated by Fano factor.

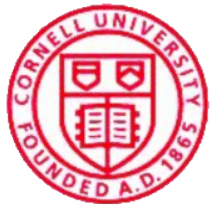


# Diode Efficiency

- Calculated quantum efficiency of diode detector using conservative assumptions.



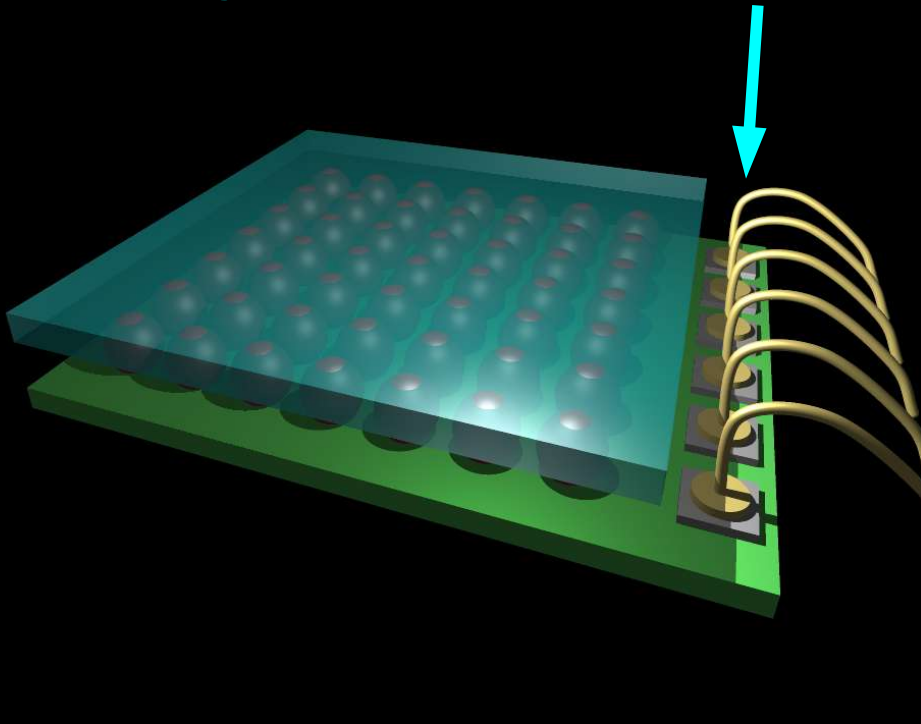
Values calculated for x-rays with normal incidence.



# ASIC basics

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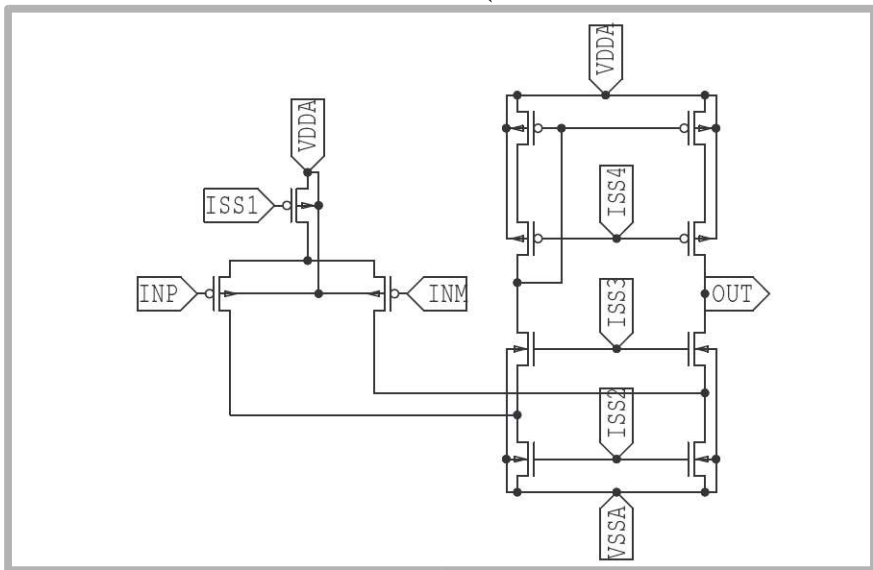
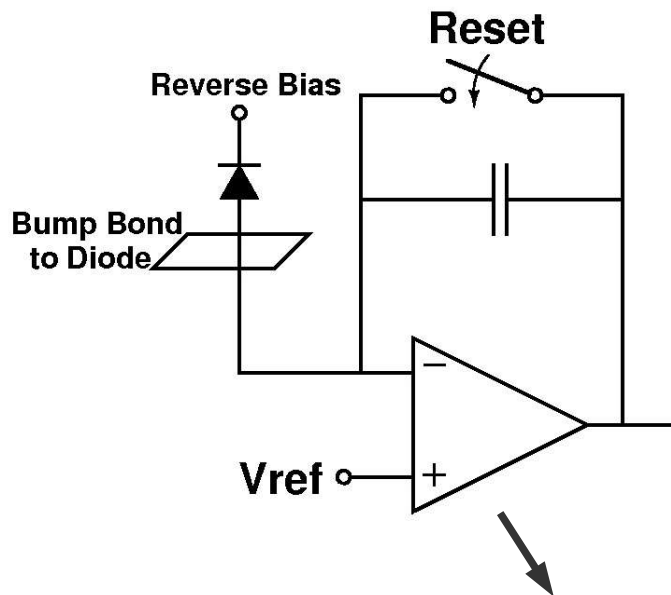
Bonding Pads for I/O & power.



- CMOS based.
- Pixels between 100 and 200  $\mu\text{m}$  square in previous detectors.
- Commercial Process (TSMC 0.25  $\mu\text{m}$ ).
- Limit on size: 21mm square – single FOV.
- Top side PAD connections for I/O, power, and bumping to diode.
- 3-side buttable.

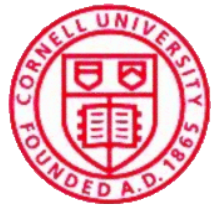


# ASIC – pixel front-end



- Analog PAD's integrate charge.
- Charge is well defined per unit x-ray.
- Good at handling split events between pixel.
- AND – Needed for high flux measurements!!  
( i.e. when photons come faster than you can count! )

First LCLS-prototype single-stage folded cascode front-end op-amp.



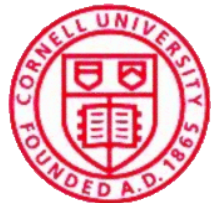
# ASIC

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## Mixed Mode

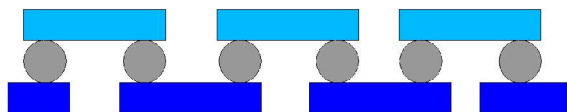
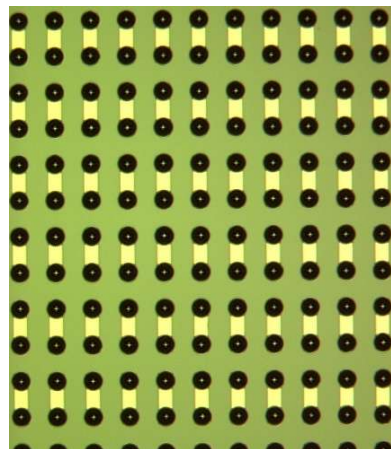
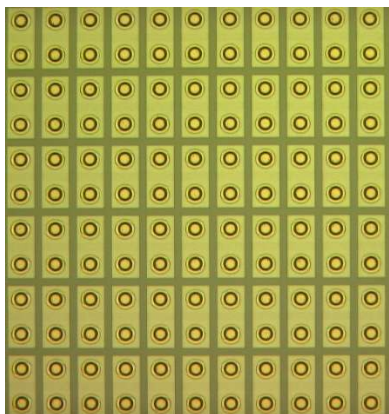
- Mixed mode CMOS process
  - TSMC 0.25  $\mu\text{m}$  process used in mobile phones.
- Allows monolithic combination of analog and digital circuits.
  - essentially by including high-quality metal-oxide-metal capacitors in the process.
- Some inherent radiation hardness.





# Bump-bonding

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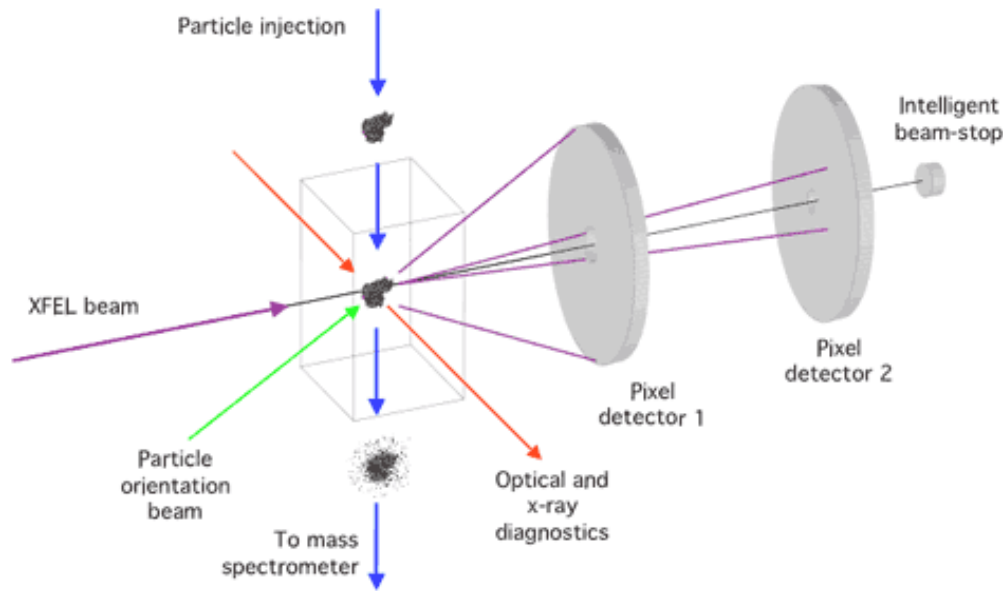


Above: Bumping test structures.

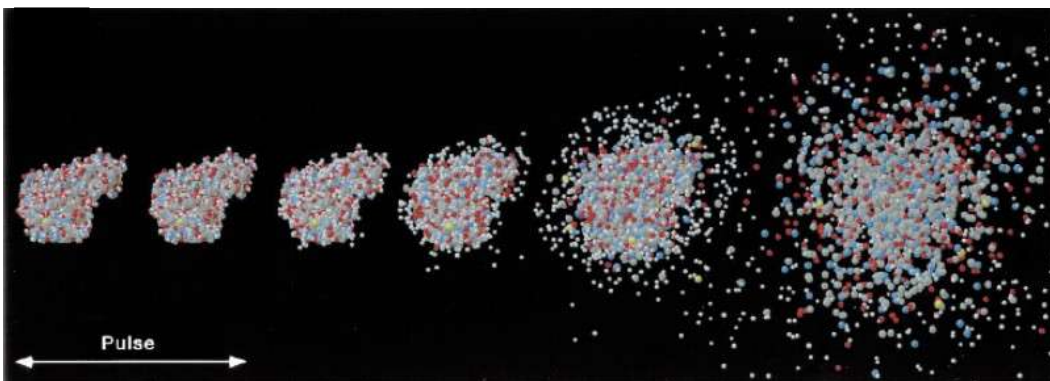
- Typically solder or indium bumping.
- Critical step for the detector.
- There are standard processes used in industry.
- Difficult for small volume research to do it for reasonable cost.



# Single Particle Scattering



- Intense femtosecond pulses.
- 120 Hz frame rate.
- Single photon sensitivity.





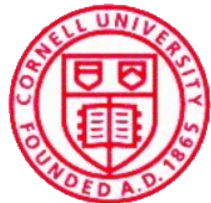
# LCLS Detector Requirements

---

Parameter	Requirement
Energy Range	4-8 keV
Well-depth/pixel	$10^3$
Readout frame rate	120 Hz
Signal/Noise	>3 for single 8 keV photon
DQE	> 90% at 8 keV
Pixel size	100-200 $\mu\text{m}$
Detector area	> 500x500 pixels

The question:

- Given these specs, how do we get the performance we want in a PAD?
- 
- Some are addressed by the diode: DQE, Energy range.
  - 500x500 means tiling is necessary.



# LCLS Detector Requirements

Parameter	Requirement
Energy Range	4-8 keV → diode
Well-depth/pixel	$10^3$ → set by int. cap.*
Readout frame rate	120 Hz
Signal/Noise	>3 for single 8 keV photon
DQE	> 90% at 8 keV
Pixel size	100-200 $\mu\text{m}$ → enough for electronics to fit in.
Detector area	> 500x500 pixels → Requires tiling

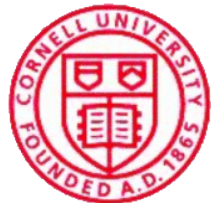
The question:

- Given these specs, how do we get the performance we want in a PAD?

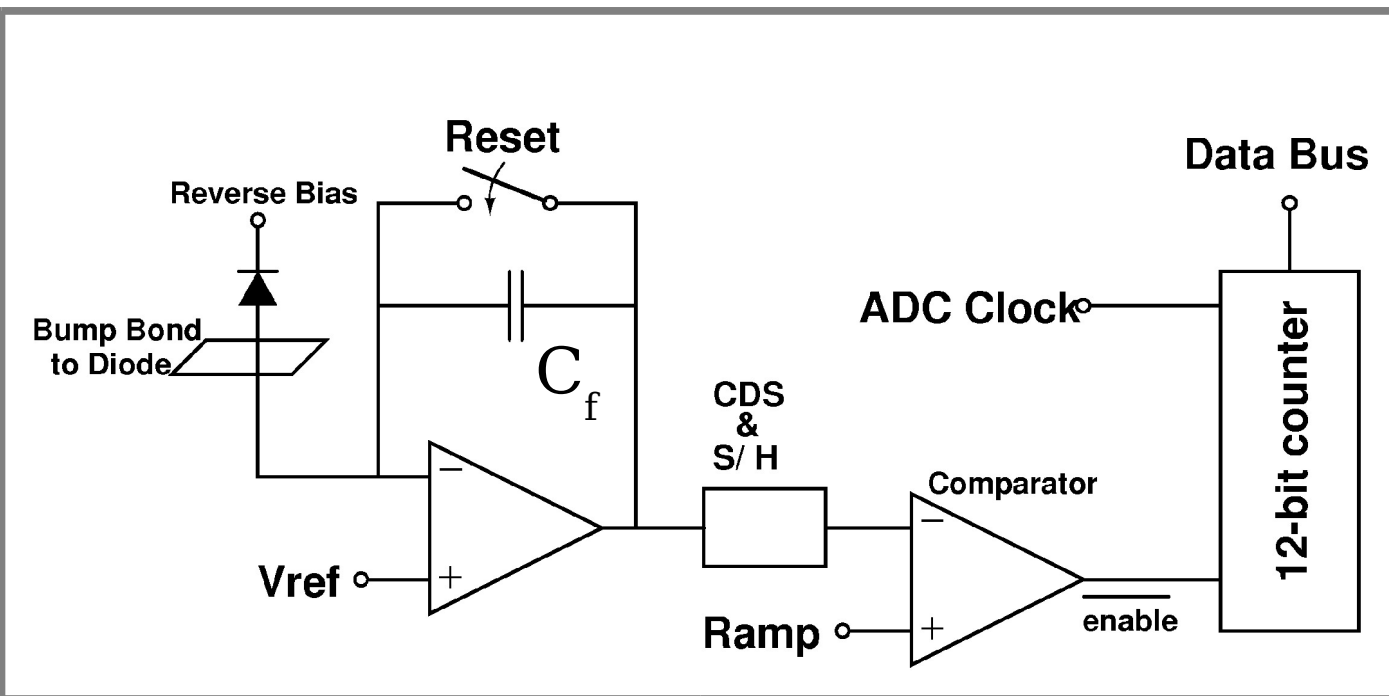
$$\begin{aligned}
 * C &= \frac{dQ}{dV} \\
 &= \frac{N_p \left( 2200 \frac{e^-}{\text{photon}} \right) (1.602 \cdot 10^{-19})}{2.2 V} \\
 &\approx 160 \text{ fF}
 \end{aligned}$$

for  $N_p$  = number of photons = 1000

- Some are addressed by the diode: DQE, Energy range.
- 500x500 means tiling is necessary.



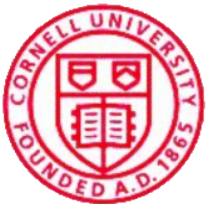
# High-level layout of LCLS pixel



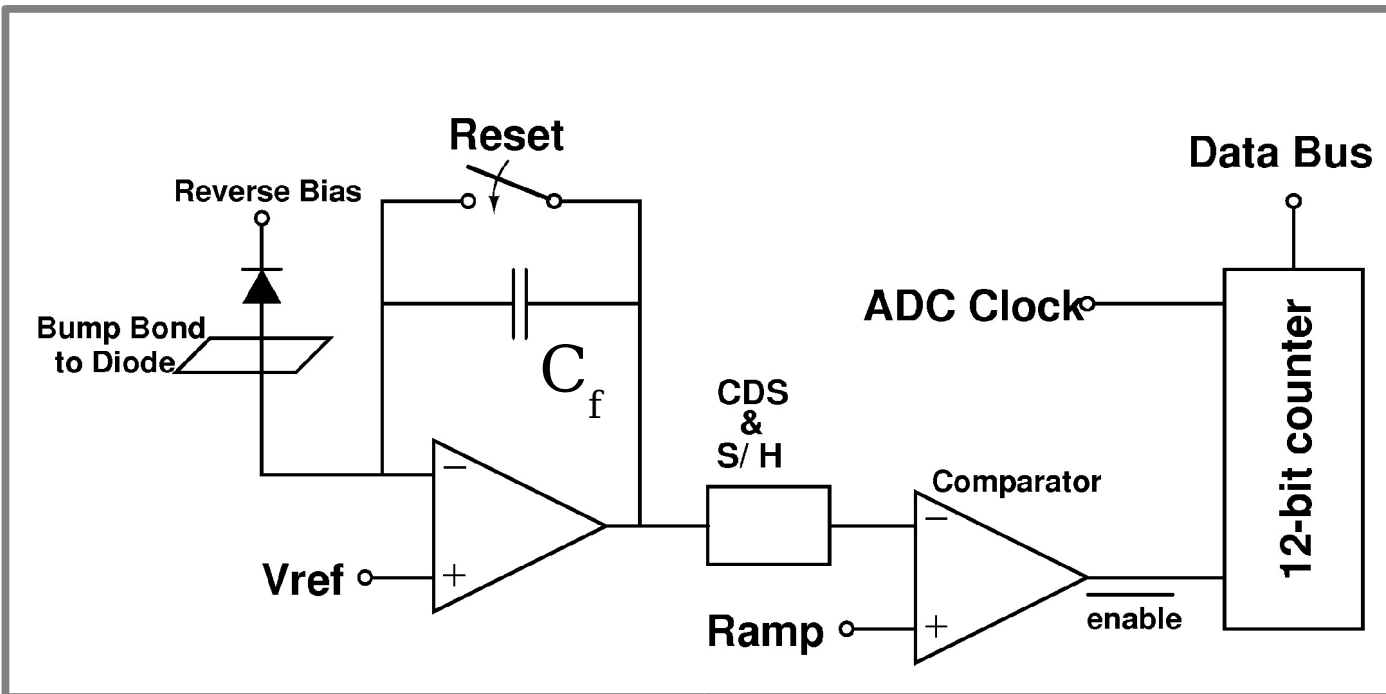
- In-pixel digitization using single-slope ramp (externally supplied).
- Each pixel converts independently and in parallel.
- Eliminates fast analog multiplexing.

Simplified High-level view of proposed pixel

Pixel similar to that in: S. Kleinfelder, S. Lim, X. Liu, and A. Gamal, "A 10000 Frames/s CMOS Digital Pixel Sensor", IEEE J. of Solid-State Circuits, vol. 36, no. 12, Dec. 2001.



# High-level layout of LCLS pixel



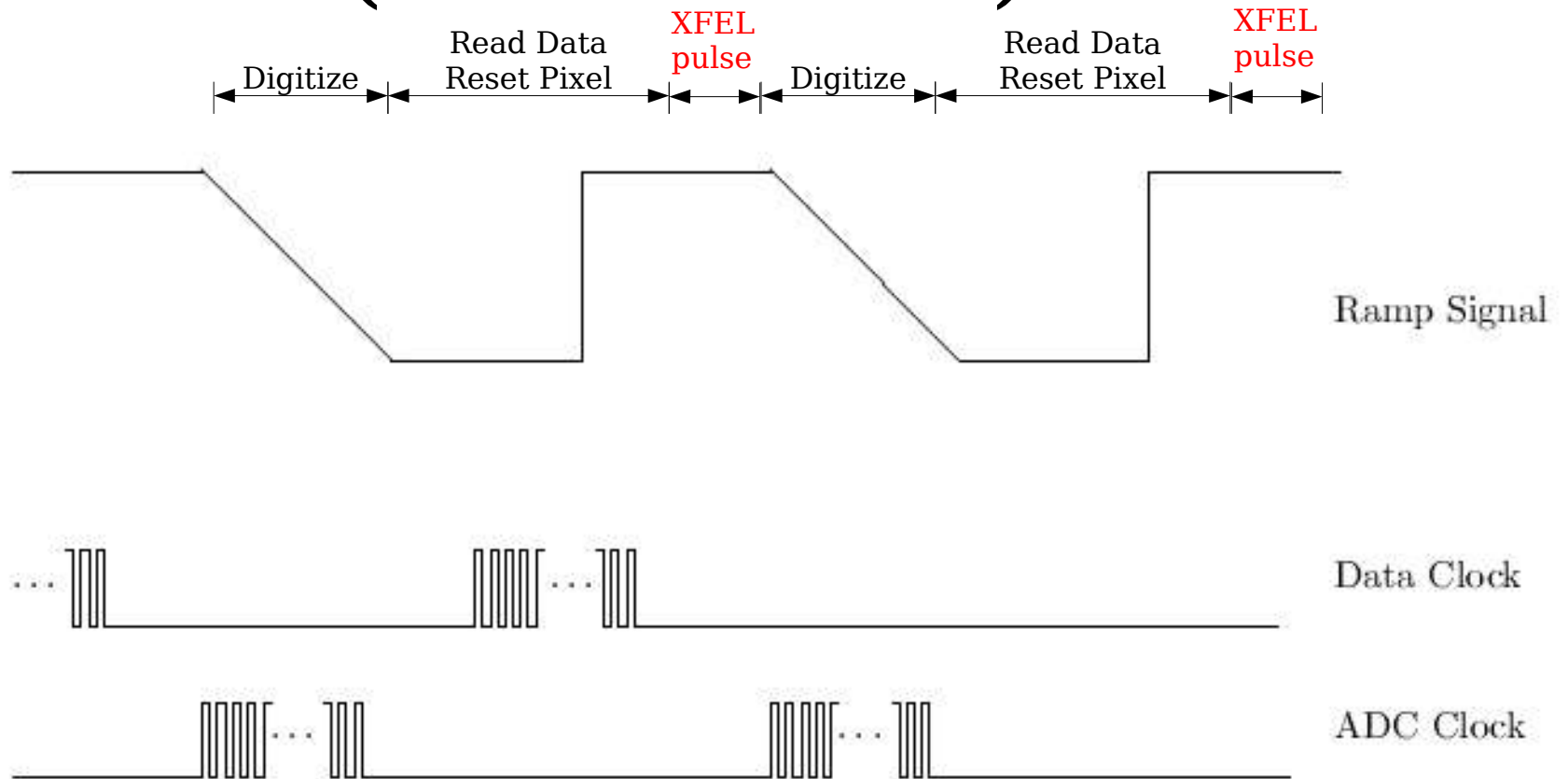
Simplified High-level view of proposed pixel

- Makes slow, low-bandwidth ADC possible.
- Only digital output.
- Keeps pixel level electronics simple.
- Easily adjustable input ramp.
- 120 Hz frame rate.

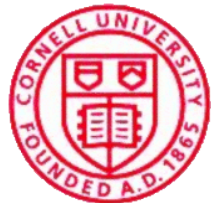
Pixel similar to that in: S. Kleinfelder, S. Lim, X. Liu, and A. Gamal, "A 10000 Frames/s CMOS Digital Pixel Sensor", IEEE J. of Solid-State Circuits, vol. 36, no. 12, Dec. 2001.



# Digitization Scheme (waveforms)



Basic idea: Take on the order of ms to digitize,  
then read out the data as fast as you can.

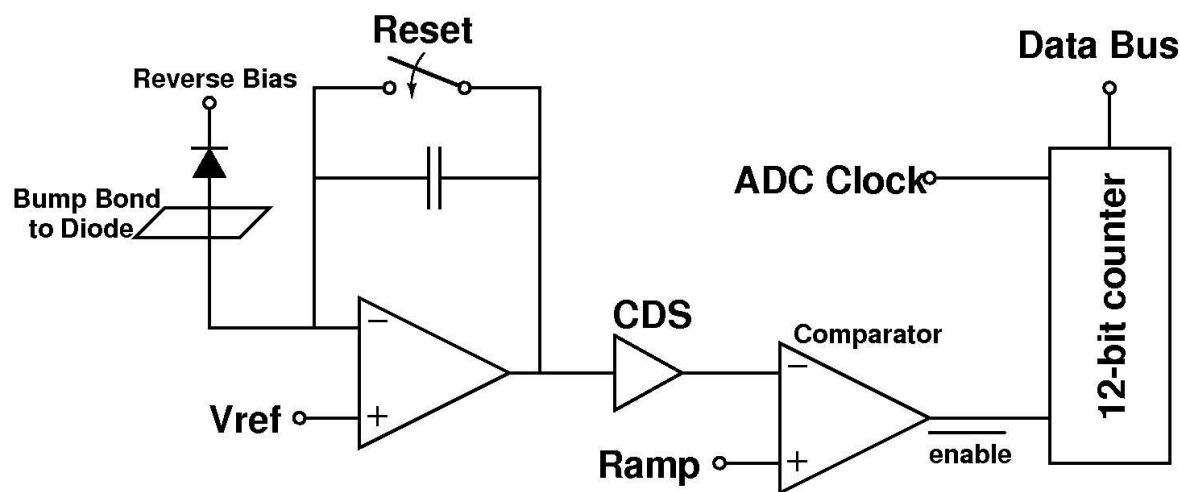


# Pixel Design

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## general comments

- In-pixel single-slope ramp ADC.
- CDS stage has low bandwidth buffer.
- Latched output on the comparator.
- Relatively slow comparator.
- 12-bit counter/ shift-register.
- Parallel conversion of pixels.
- Programmable multiple-gain techniques available.







# Digital Feedthrough Isolation

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and more comments on approach

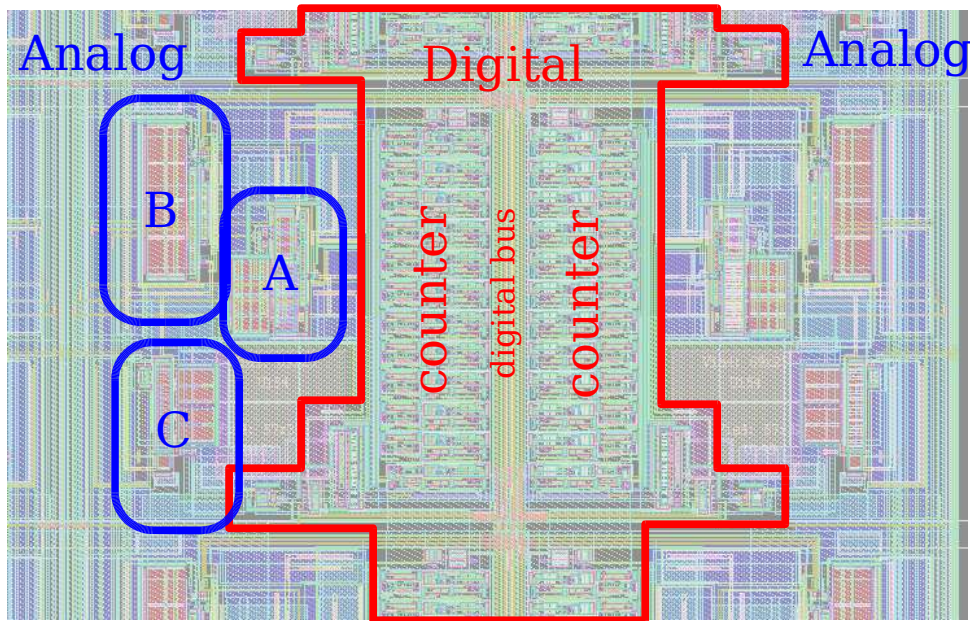
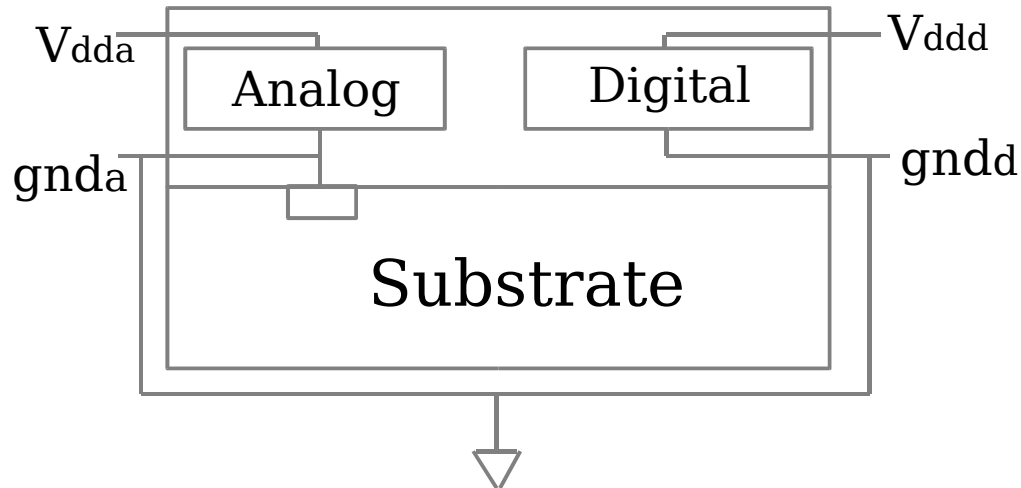
- Noise injection to analog front-end from digital clock.

What we are doing to reduce this:

- Full separation of analog and digital power on chip.
- Low bandwidth buffer input to comparator.
- Highly shielded ramp signal.
- Slow comparator.
- Latched comparator output.



# Power Layout



- Digital and power separated on chip.
- No DC connections between analog and digital power on chip.
- Still AC coupling through substrate.

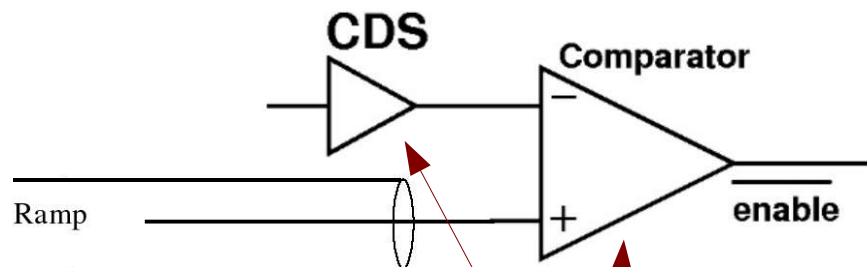
A: Front End Amp.  
B: CDS Buffer.  
C: Comparator.

digital/analog division in adjacent mirrored pixels (LCLS proto-1)



# Buffer, Comparator and Ramp

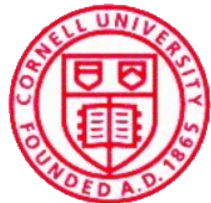
(the heart of the ADC)



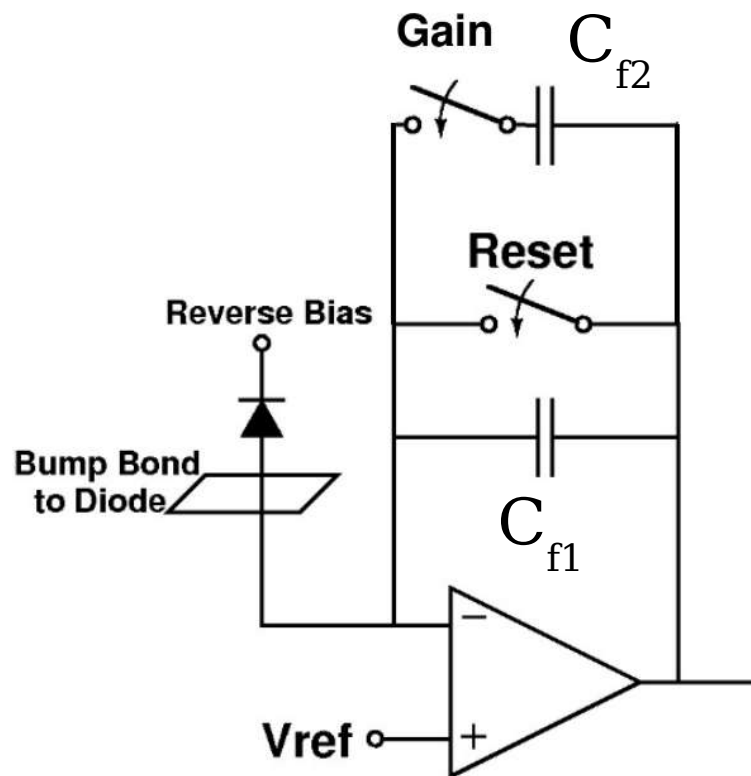
Heavily shielded  
Ramp signal  
(externally supplied and adjustable)

Low bandwidth  
elements

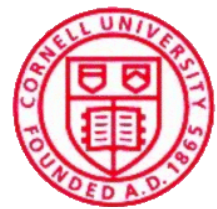
- Low bandwidth elements:
  - Buffer:  $\sim 1$  Mhz  
(unity gain bw)
  - Comparator:  $< 1$  MHz
- Heavily shielded ramp:
  - dedicated shield pads.
  - versatile waveform.



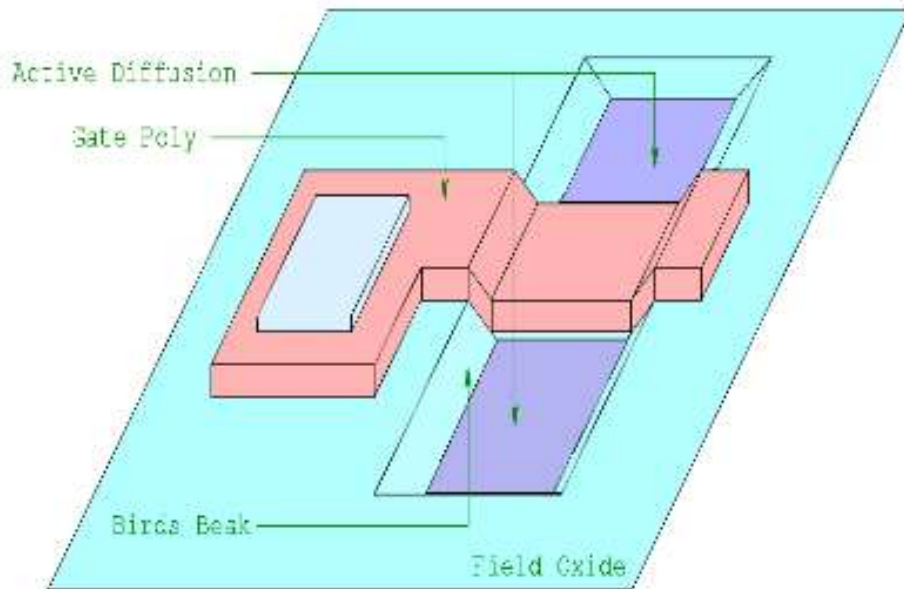
# Well Depth and Multiple Gain



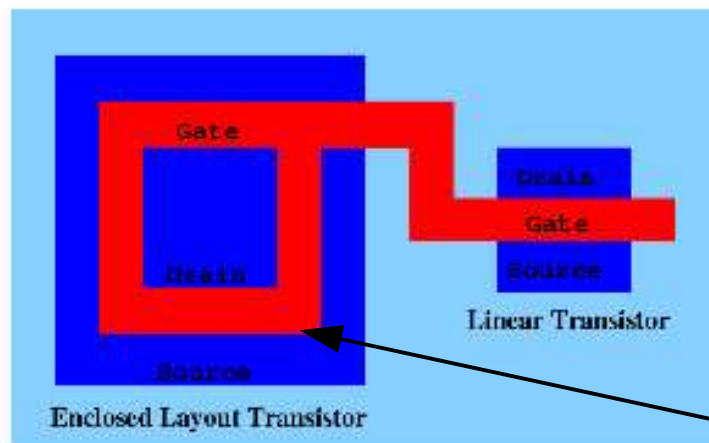
- In-pixel memory to set gain bit.
- $C_{f1}$  – e.g. 50fF.
  - High gain full-well.  
300 x-rays  
7mV/x-ray.
- $C_{f2}$  – e.g. 350 fF
  - low gain full-well  
2.5k x-rays.



# Radiation Hardness



- Two major CMOS effects:
  - leakage currents in NMOS switches.
  - Threshold voltage shifts.
- Thinner oxides in 0.25  $\mu\text{m}$  help.
- Diode damage
  - leakage not a problem with short exposures.

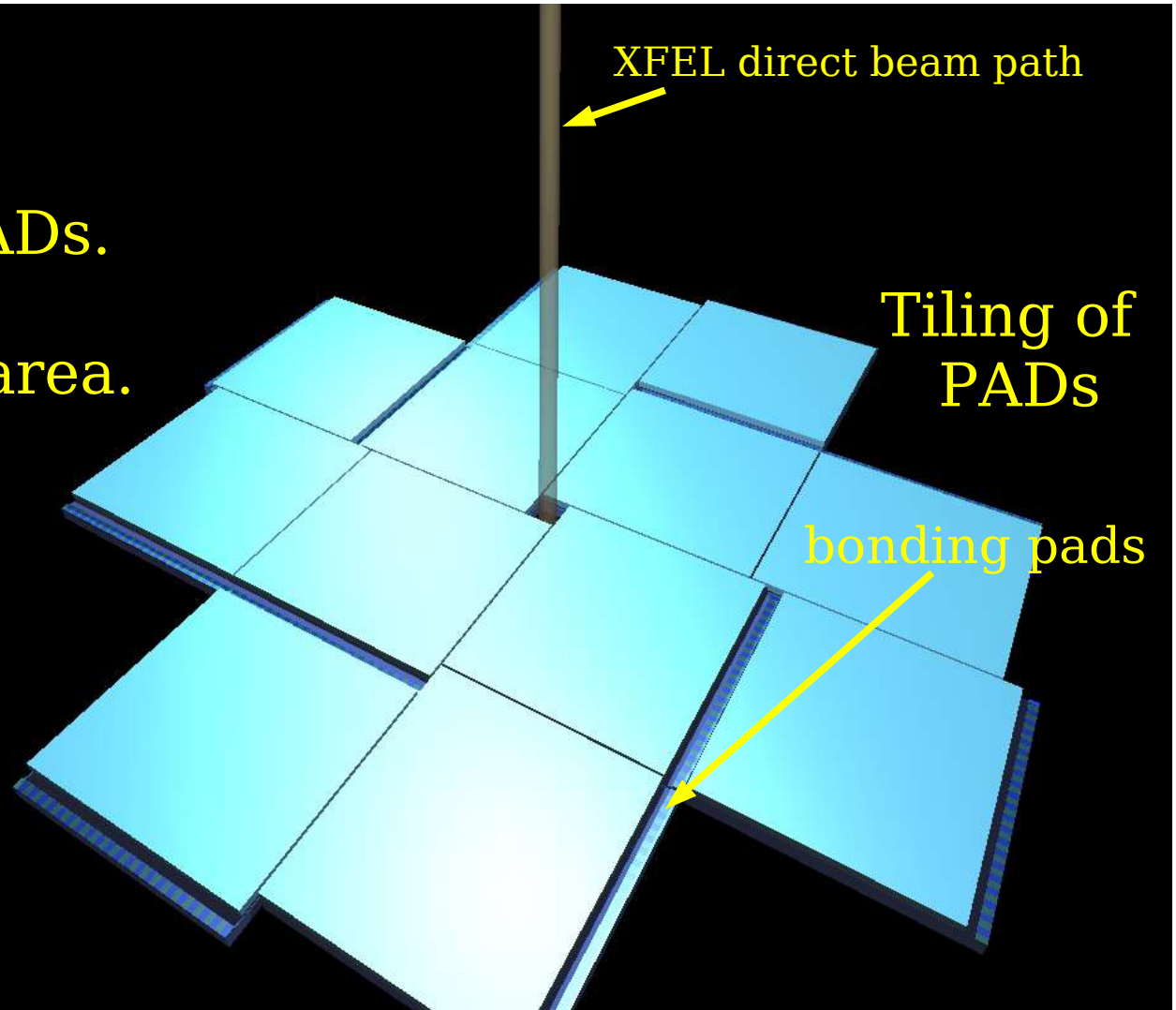


Enclosed Layout Transistor



# Tiling

- Planar tiling of PADs.
- Some non-active area.

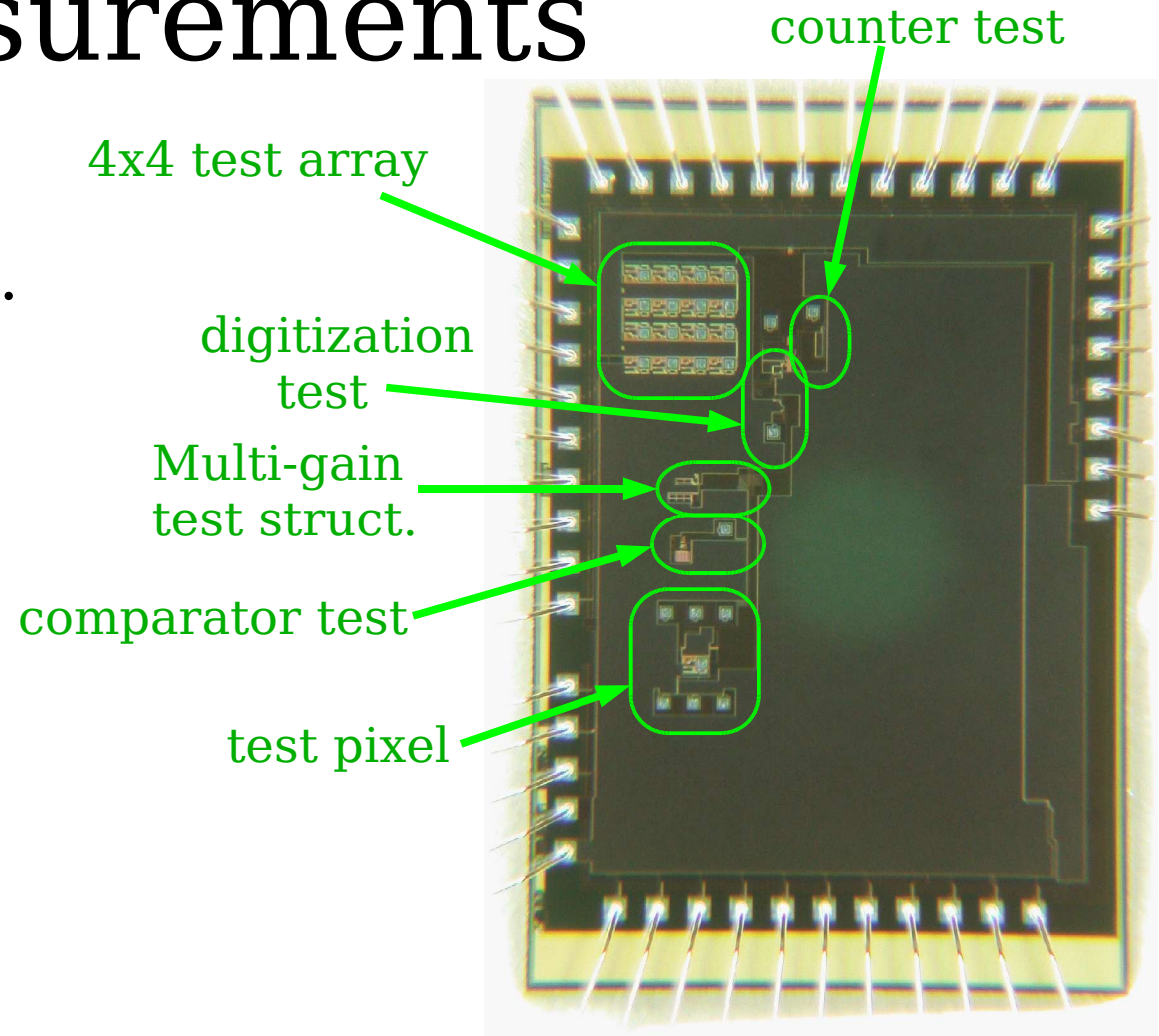


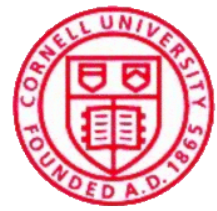
not to scale



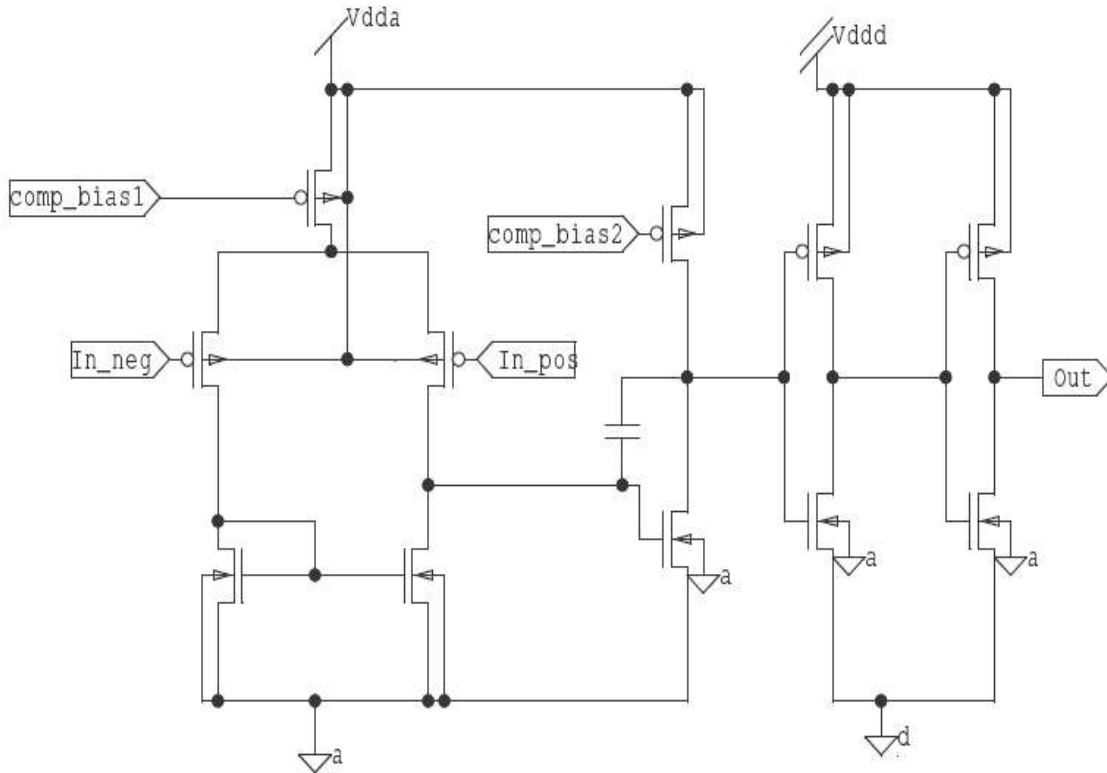
# First Prototype Measurements

- Comparator.
- Front-end amplifier.
- Counter.
- Multiple gain.
- Digitization.



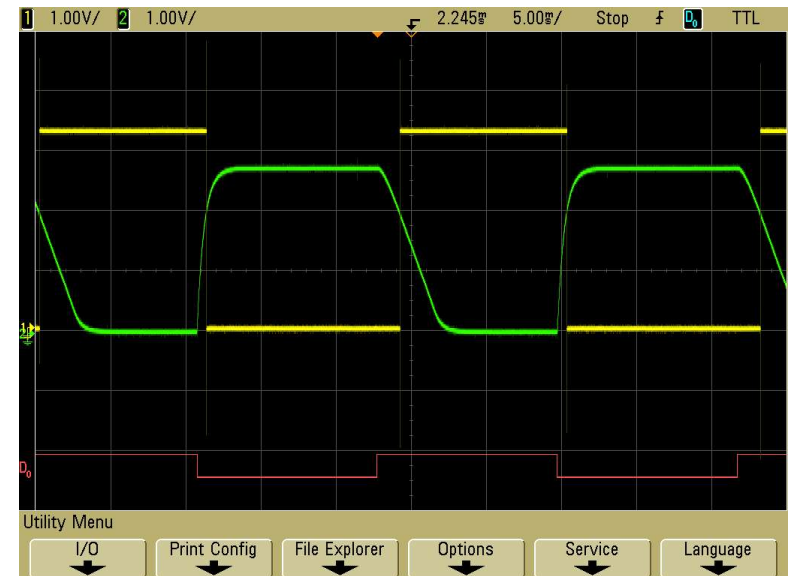


# Comparator (slide 1)



- Two important characteristics:
  - Noise.
  - Switching time proportional to voltage.

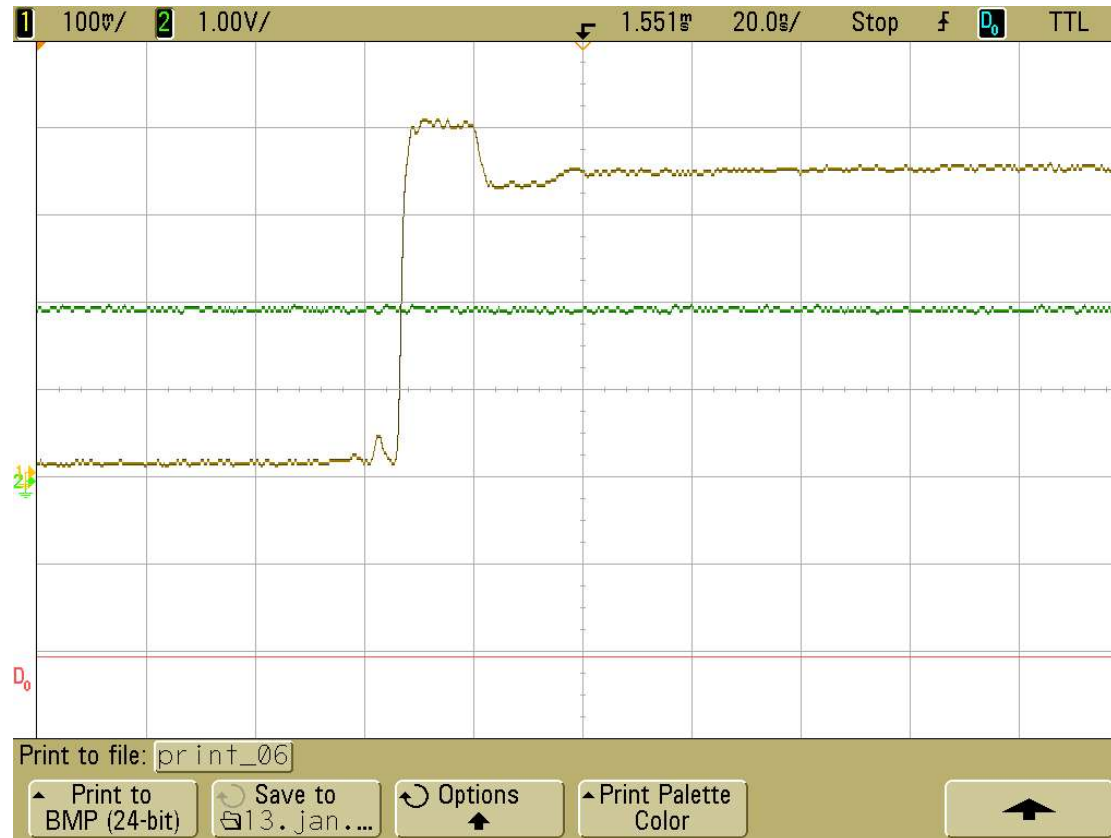
shown working with over filtered ramp signal (ramp time  $\sim 4\text{ms}$  here)



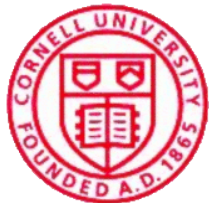




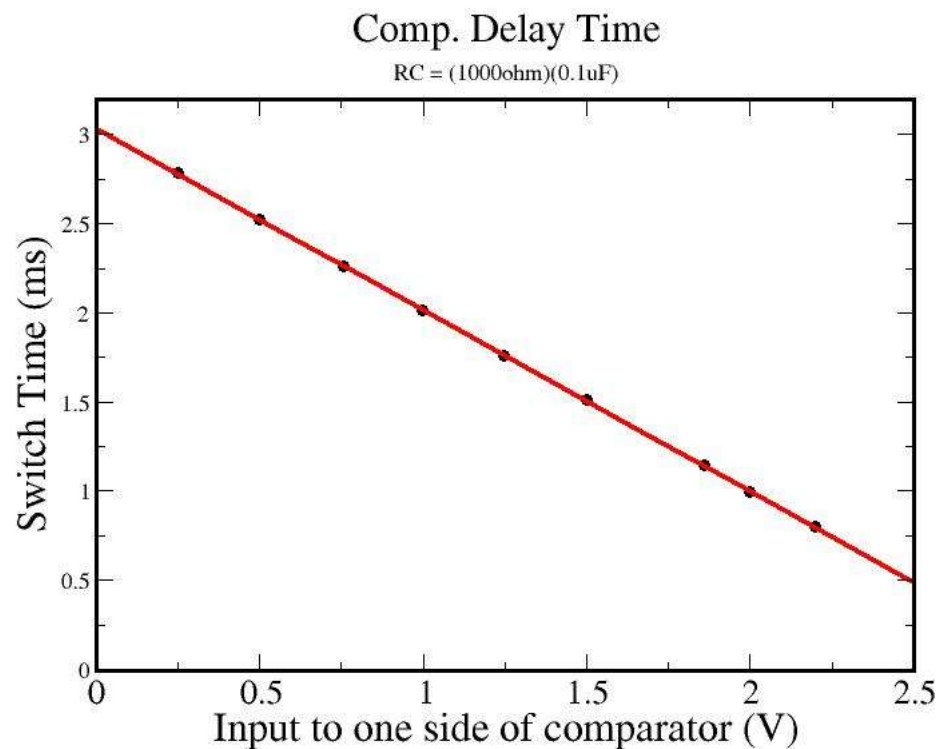
# Comparator (slide 2) flipping...



20ns scaling, sharp rise time.

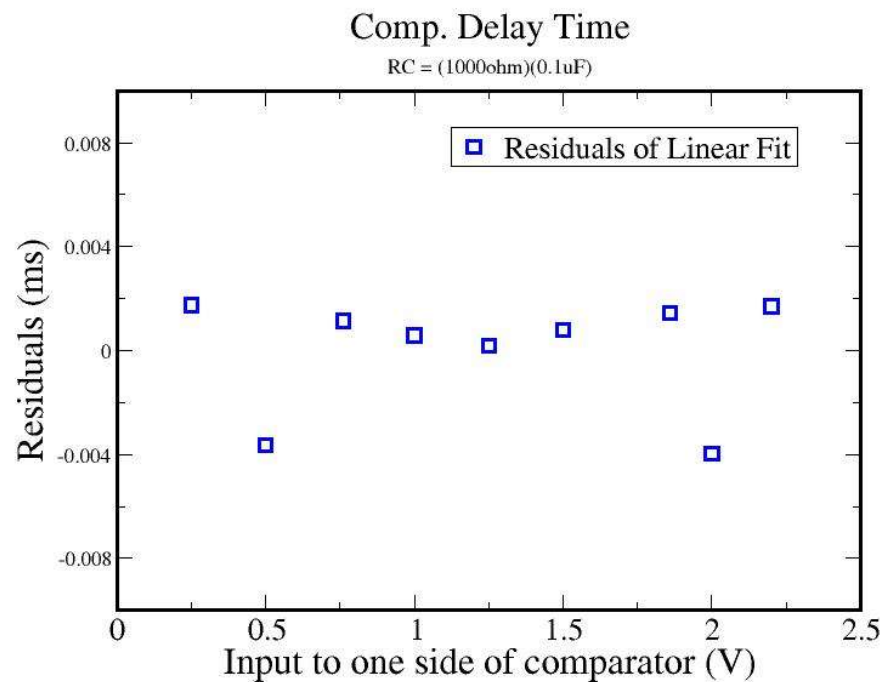


# Comparator (slide 3)



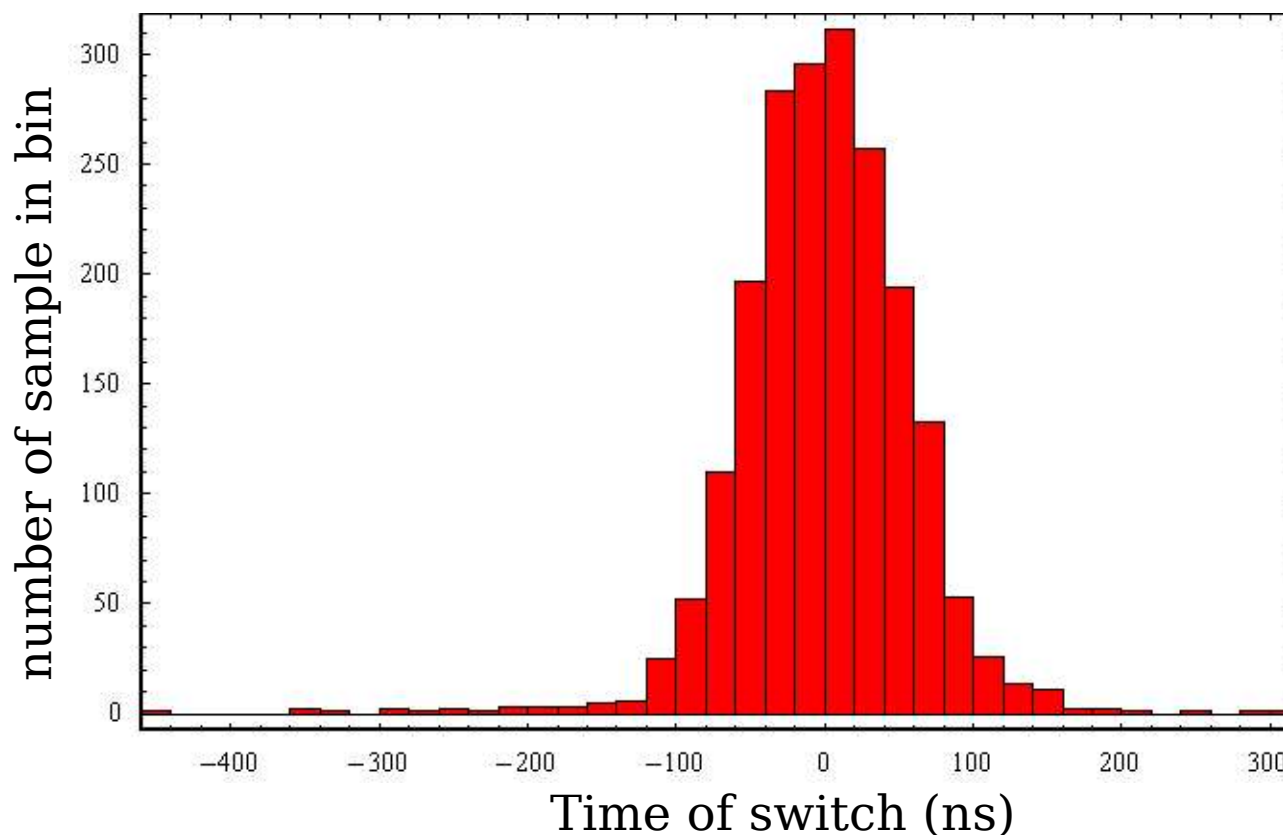
Linear to resolution of voltage  
source – voltage range 0.25-2.25

- Linearity test – time of transition vs. input voltage

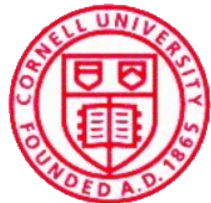




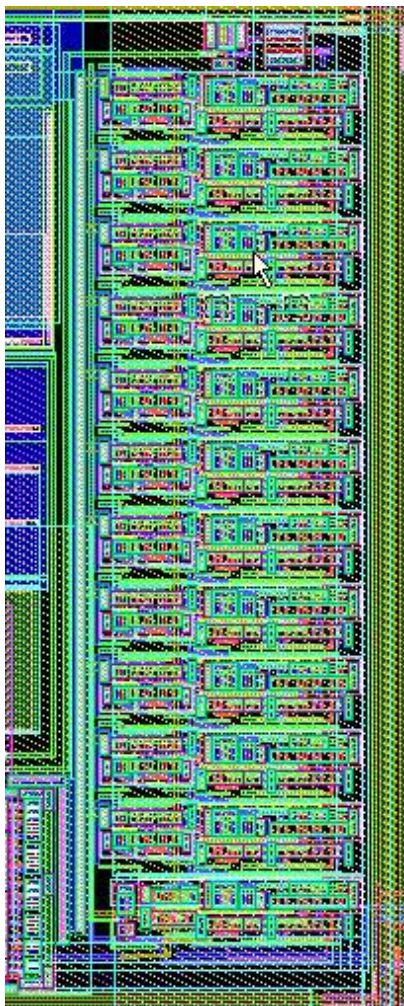
# Comparator jitter (slide 4)



for 3 ms ramp  $\rightarrow \sigma_{\text{time}} = 57 \text{ ns}$  or  $\sim 60 \mu\text{V}$



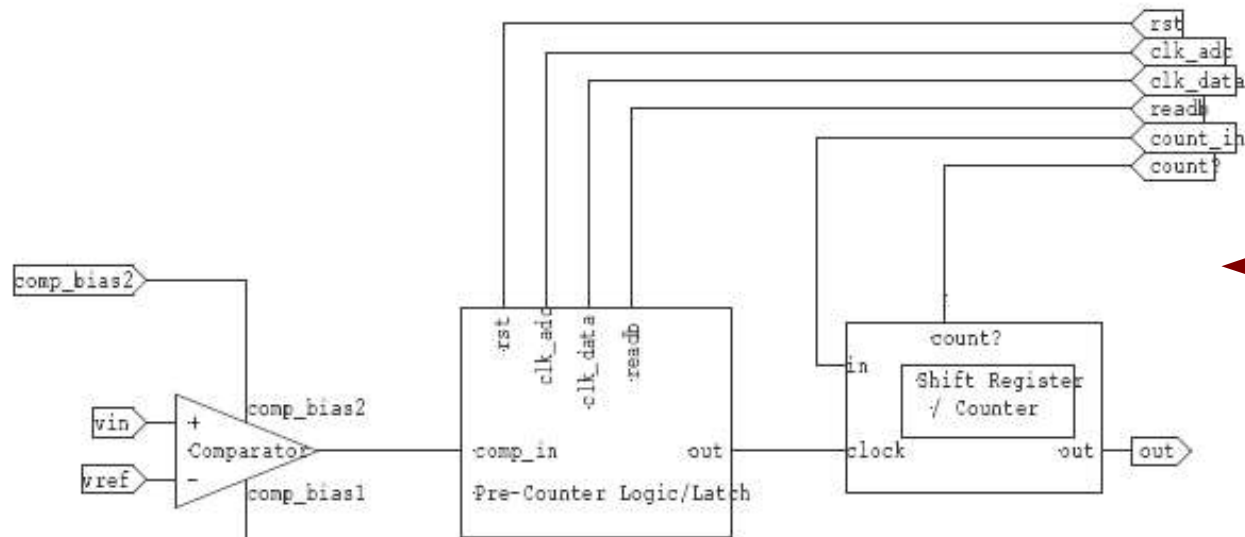
# Counter



- 12-bit in-pixel.
- it counts!
- it shifts data out!
  - tested to 30 MHz (max. freq. of sig. generator)
  - Should go much faster (100's MHz)



# Digitization test (slide 1)



← Test Circuit

comparator

logic

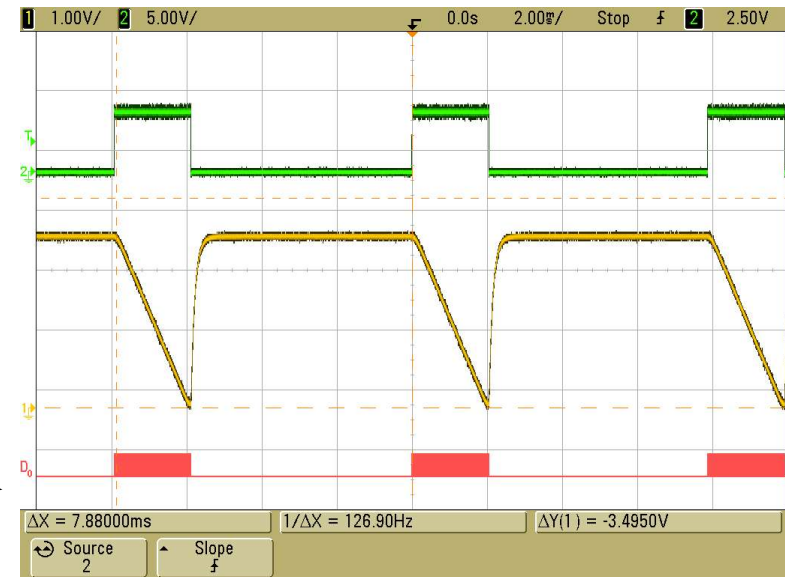
counter

waveforms  
at ~125Hz,  
2ms ramp

ramp ctl. →

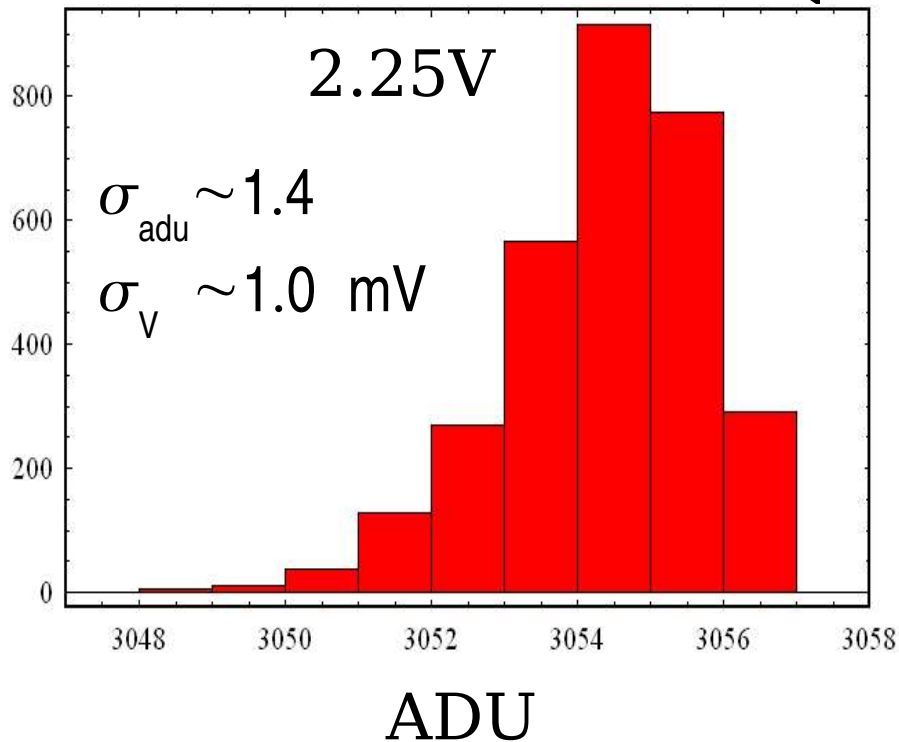
ramp →

$2^{12}$  pulses →

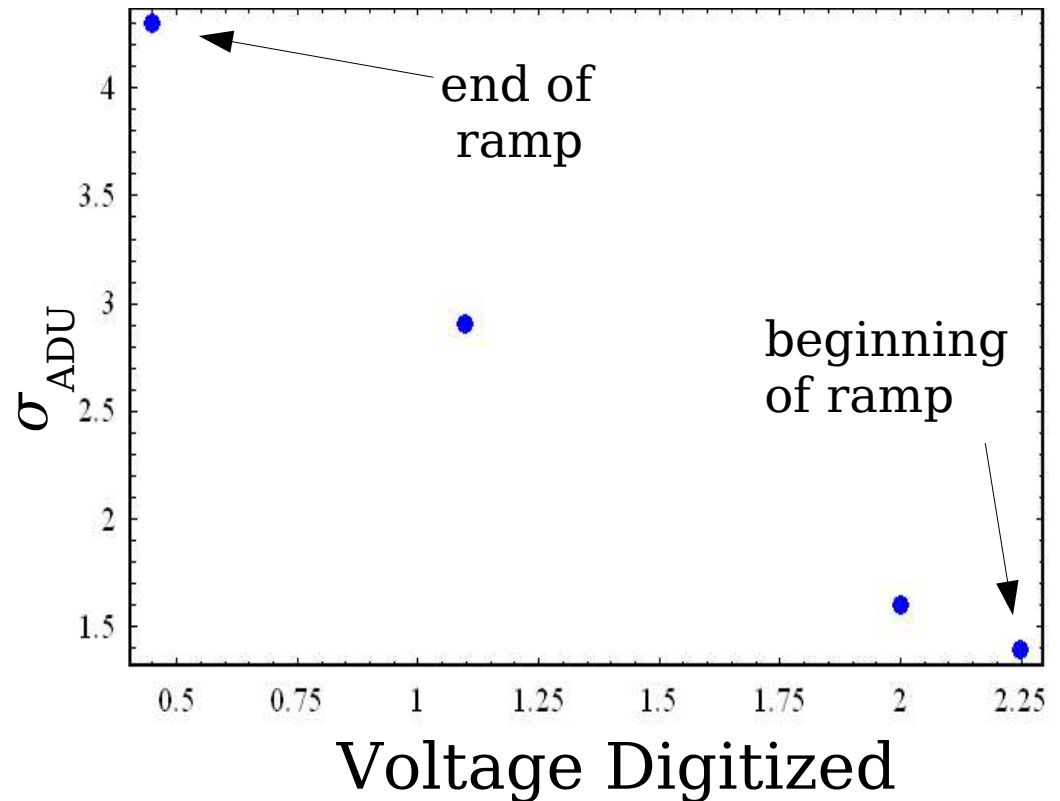




# Digitization test (slide 2)



(note- 2 ms conversion ramp time)



Digitization looks promising at 12-bits. More work to be done - possibly stabilizing ramp.

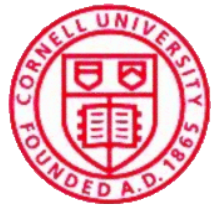


# Next Submission

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## (preliminary plans)

- Add enclosed layout transistors.
- Have a test structure to test correlated double sampling.
- Build larger array (e.g. 10 x 10).
- Refine pixel read out circuitry.
- Pixel addressing logic.
- Incorporate multiple gain into test pixel.



# Conclusions

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- A pixel architecture has been defined for in-pixel digitization.
- The first prototype has indicated that the general approach is workable.
- The scalability of the method (i.e. massively parallel conversion) must be tested.
- Tiling of the array detectors is being examined.
- Solutions for bump-bonding being pursued.
  
- Generally: Things are looking good. No “brick walls” yet.





# Thanks

---

- This work has been built upon a foundation of many years of development of PAD detectors in the Gruner Group. The present PAD group includes:
  - Sol M. Gruner
  - Mark W. Tate
  - Lucas J. Koerner →
  - Daniel R. Schuette
  - Alper Ercan
  - Darol Chamberlain
  - Darren Southworth
  - Thomas Caswell
  - and ... Hugh Philipp ...

