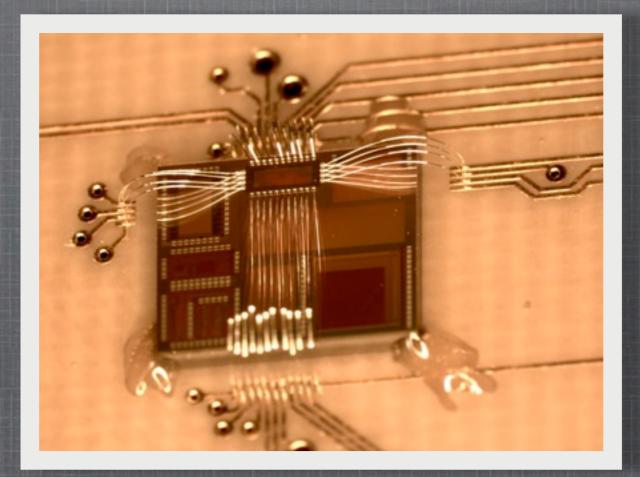
ADVANCES IN THE DEVELOPMENT OF PIXEL DETECTOR FOR THE SUPERB SILICON VERTEX TRACKER



*Eugenio Paoloni* (INFN & Università di Pisa) on behalf of the SVT-SuperB group

# Talk Outline

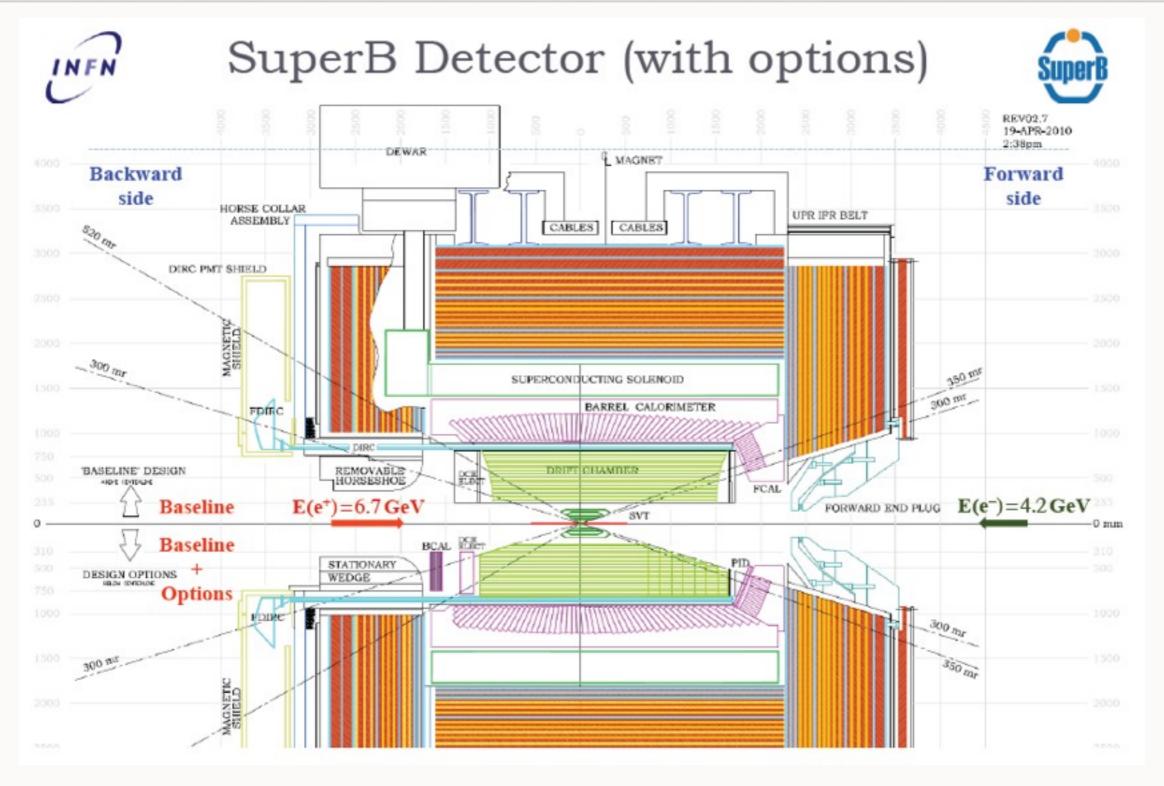
- Super*B: quick* outlook of the detector & machine
  - Main parameters, constraints for the detector, backgrounds
- Requirements for the Super*B* SVT layer0
- Detector options for the SVT layer0
  - CMOS Monolithic Active PixelS (MAPS)
  - ✤ INMAPS
  - ✤ 3D CMOS MAPS

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Pixel 20

# The SuperB Detector



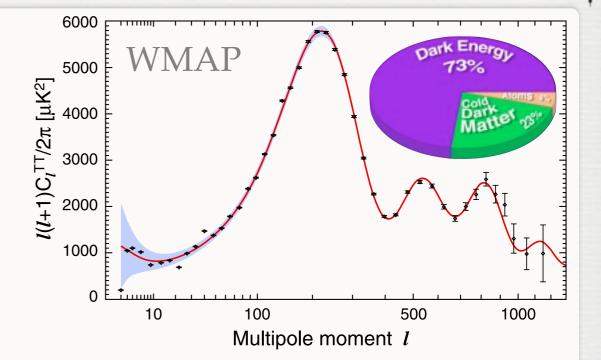
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# The SuperB Research Program

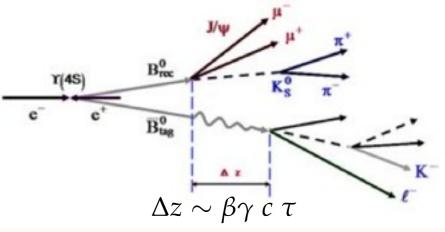
- Cosmological observations are providing us sound evidence of Physics beyond the Standard Model
  - General consensus that the SM CP violation cannot explain the matter-anti matter asymmetry of the universe
  - Micro wave background anisotropy points to non SM matter + Dark energy



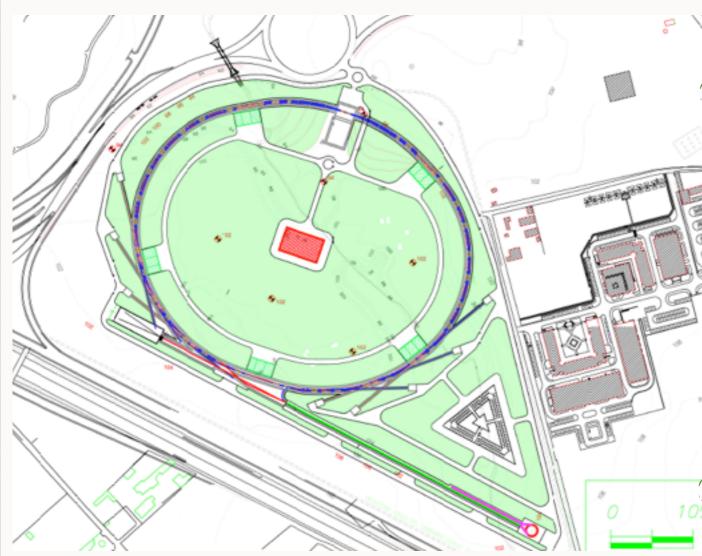
- BaBar and Belle *confirmed* the SM and posed *tight constraints* on the energy scale and flavor structure of the Physics beyond the SM
- Super*B* and Belle-2 research plan is complementary to the LHC one
  - The New Physics structure can be (hopefully) inferred by the behavior of Nature at low energy looking for discrepancies among the SM predictions and the actual world
  - A crucial piece of this program relies on the spatial resolution of the vertex detector







# The SuperB Collider In Tor Vergata



- SuperB is a e<sup>+</sup> e<sup>-</sup> collider based on 2 separates storage rings operating at the Y(4S) peak.
- The luminosity leap w.r.t to BaBaR (x 100) is obtained by cranking down the vertical size of the beam @ the Interaction Point (35 nm)

2		Units	HER	LER	
Ì	Release	Onito			
C			V12		
Ľ	Circumference	m	1258.4		
N N	Frequency turn	Hz	2.38E+05		
	# bunch		978		
	Frequency collision	Hz	2.33E+08		
1201 1201	Full crossing angle	Rad	0.060		
3	Energy	GeV	6.7	4.18	
66	Energy ratio		1.60		
	βx	cm	2.6	3.2	
	βy	μ <i>m</i>	253	205	
	coupling		0.0025	0.0025	
-	εх	nm	2.07	2.37	
	εγ	pm	5.175	5.925	
	Bunch length	cm	0.5	0.5	
(	Current	А	1.89	2.44	$\mathbf{D}$
	# particles		5.08E+10	6.56E+10	
	σχ	micron	7.34	8.71	
	σу	nm	36.2	34.9	$\mathbf{D}$
	Piwinsky angle		20.45	17.23	
	Horizontal tune shift	%	0.21	0.33	
	Vertical tune shift	%	9.89	9.55	
	Luminosity	Hz/cm^2	1.00E+36		

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# The SuperB Collider In Tor Vergata

> 2007 : Concepțual Design Report, published
> 2010 : Approved by the Italian Government
(250 M€ allocated for the Infrastructures)
> 2011 : Site estáblished: Romá Tor Vergátá
≽ Cabibbo Lab consortium (INFN, Uni Tor Vergata)
management, structure established
> 2012: Accelerator costing review in progress
Detector Technical Design Report

- SuperB is a e<sup>+</sup> e<sup>-</sup> collider based on 2 separates storage rings operating at the Y(4S) peak.
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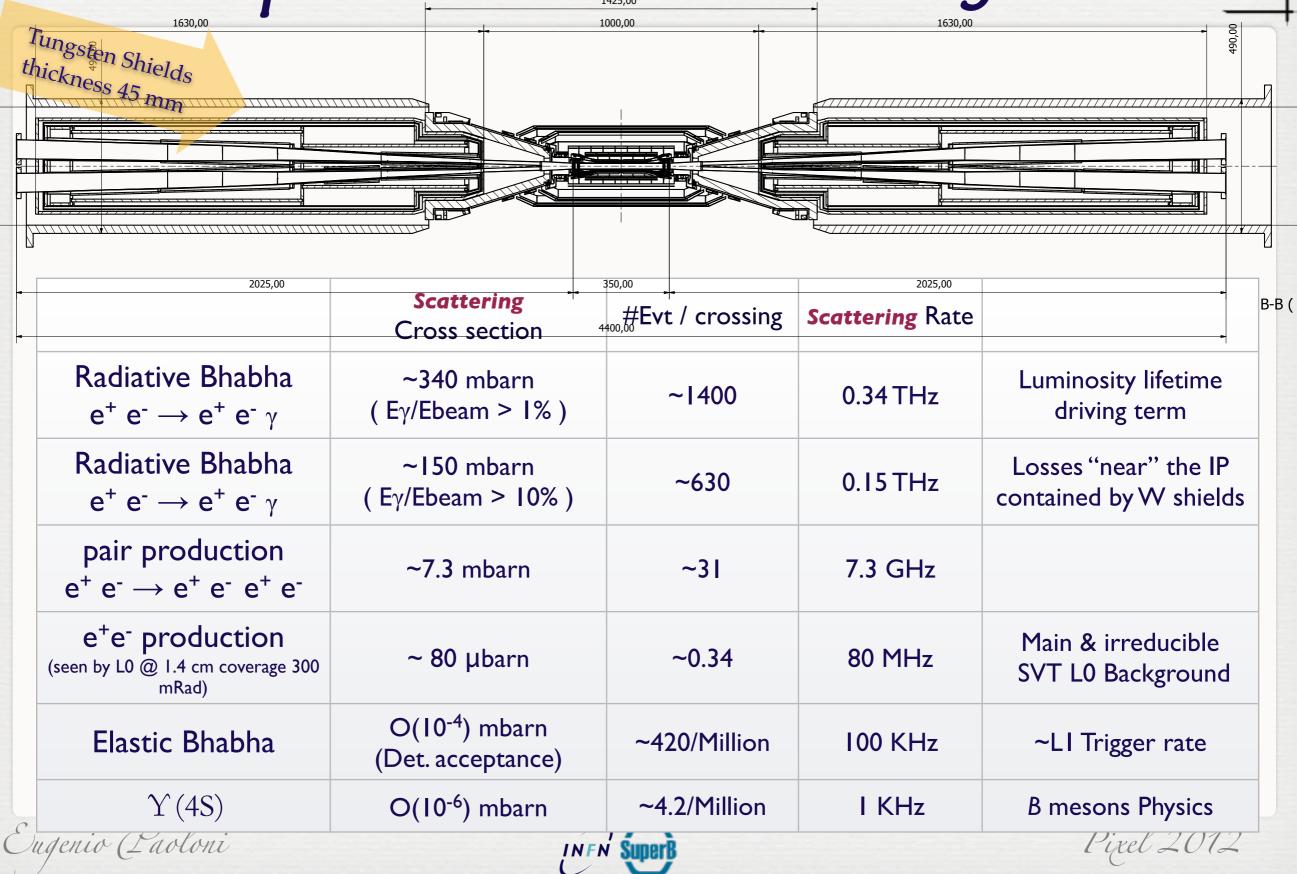
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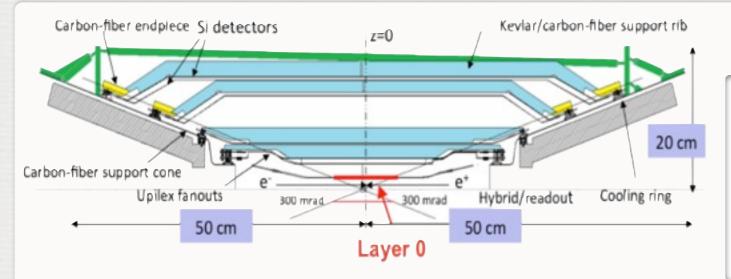


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# The SuperB Machine Backgrounds



## The SuperB Silicon Vertex Tracker

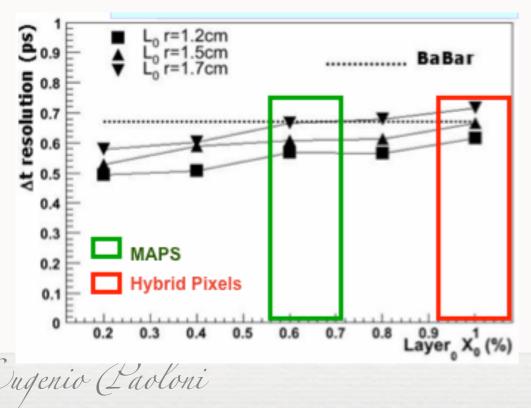


#### Based on the BaBar design

- 5 Layers of double-sided Si strip sensor
- Low material budget. (typical P<sub>t</sub>< 2.7*GeV* )
- Stand-alone tracking for soft particles.

 $\bullet$  Resolution ~15  $\mu m$  at normal incidence

 $B \rightarrow \pi^+ \pi^-$ : resolution on  $\Delta t$  vs L0  $X/X_0$  $\beta \gamma = 0.28$  Beam pipe  $X/X_0 = 0.42\%$ Hit resolution  $10\mu$ m



*The CM boost is reduced by a factor 2:* Super*B*: 6.7 GeV e<sup>+</sup> on 4.18 GeV e<sup>-</sup> BaBar : 9 GeV e<sup>-</sup> on 3.1 GeV e<sup>+</sup>

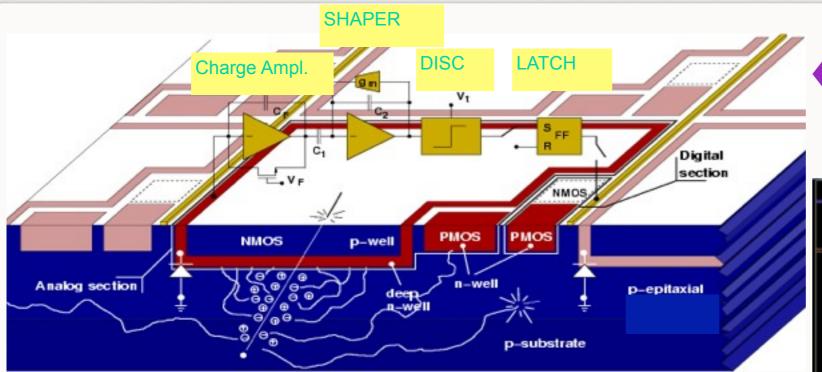
- LayerO closer to the I.P. to reduce the leverage of the multiple Coulomb scattering on the impact parameter
  - Layer O radius ~ 1.2 1.5 cm
  - Very tight material budget < 1% X<sub>0</sub>
  - $\bullet$  Fine granularity 50  $\mu \rm{m}$  x 50  $\mu \rm{m}$
- Very high backgrounds from the process e<sup>+</sup> e<sup>-</sup> to e<sup>+</sup> e<sup>-</sup> e<sup>+</sup> e<sup>-</sup>
  - The rate of this process is a steep function of the
    - LO radius: good resolution <=> High background! : (

#### **Options For The Layer O Detector** Striplets: Baseline for the beginning of the data taking (i.e. low lumi & bkg.) Mature technology, but: Baseline Rates @ $10^{36}$ Hz/cm<sup>2</sup> ~ 20 MHz/cm<sup>2</sup> Upgrade to pixels when the nominal luminosity will be reached Hybrid pixels: viable, but... the material budget is tight $X/X_0 \le 1$ % and the pixel pitch is fine 50 µm Superpix0 - FE prototype chip with 50x50 µm<sup>2</sup> pitch & fast data push readout -Pb Bump Bond (4k pixels, ST 130 nm) successfully tested on the SPS beam **CMOS MAPS:** charming & challenging solution Sensor + readout in a 50 µm thick chip Deep N-well devices $50 \times 50 \mu m^2$ with in-pixel sparsification. & fast readout architecture successfully tested Evolution to quadruple well (INMAPS process) *Thin pixels with vertical integration:* the more appealing and the tougher er bondina Improved performance with higher functional density. Two options are being pursued (VIPIX – INFN Collab.) nalog tier DNW MAPS with 2 tiers Hybrid Pixel: FE chip with 2 tiers + high resistivity sensor



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### Monolithic Active Pixel Sensor Concept



 The classical optimum signal processing chain for capacitive detector can be implemented at pixel level using modern VLSI triple-well processes at 130nm Pixel layout

Satellite Electrodes

50 µm

- Charge-to-Voltage conversion done by a charge amplifier
- The collecting electrode (Deep N-Well) can be extended to obtain higher single pixel collected charge, reducing charge loss into competitive N-wells where Pmos are located.

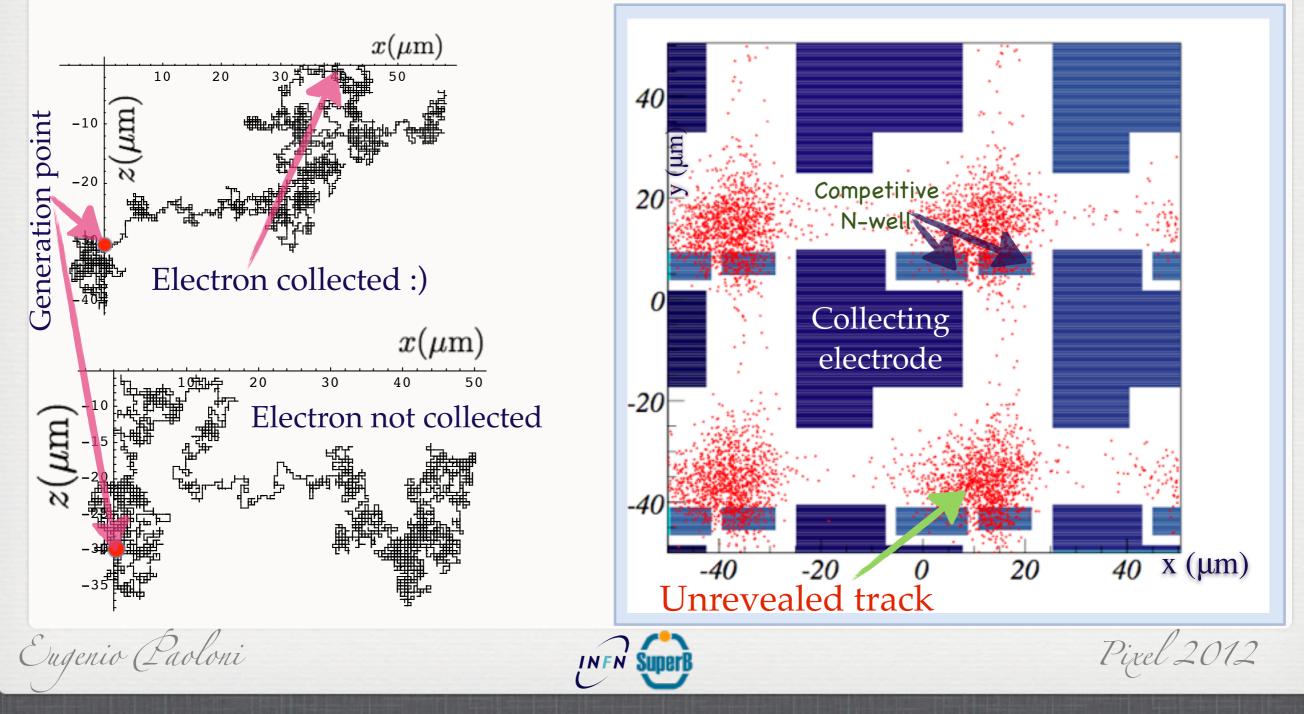
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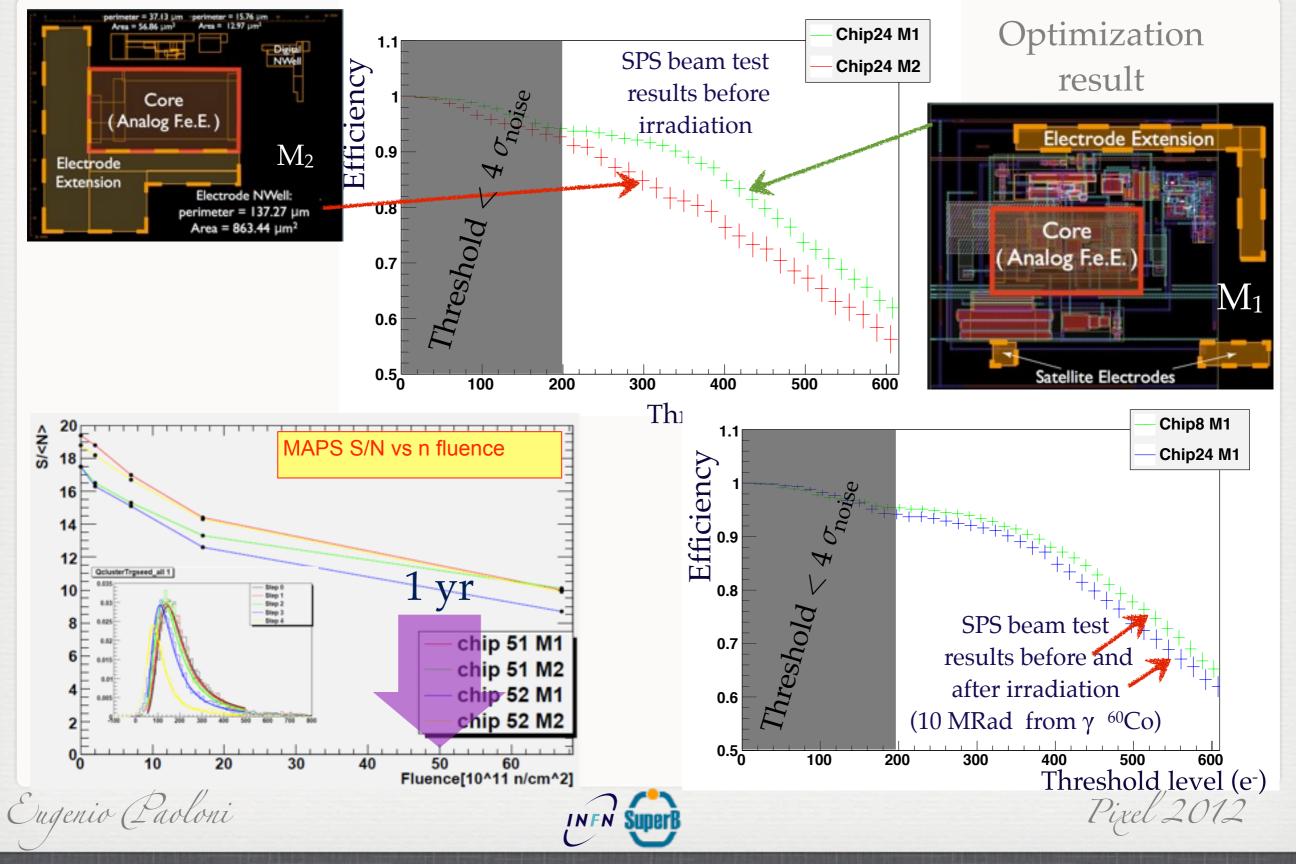
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### Collecting Electrode Geometry Optimization

- A fast simulation tool had been developed to simulate the pairs generation by ionization and the sub sequent diffusion of the electrons
  - ✦ Continuous diffusion approximated with a discrete random walk

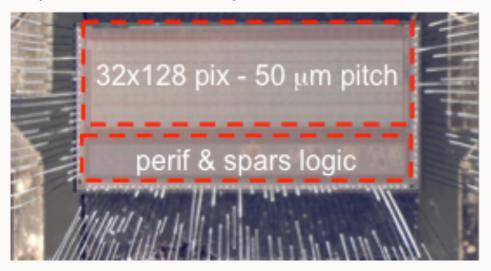


#### Triple Well MAPS Performances & Radiation Hardness



# Beyond The Triple Well MAPS

#### Apsel4D - Triple well MAPS

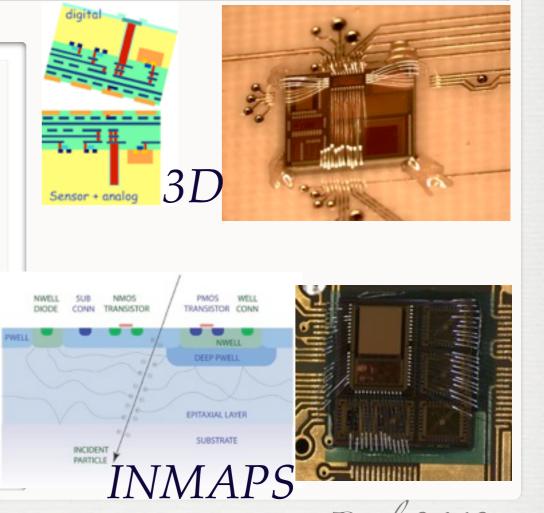


The main limitation of the triple well MAPS for SuperB arise from the charge collection efficiency • The charge collection efficiency is reduced by radiation damage

• The detrimental effects of the competitive N-Well increases with the in pixel logic complexity

#### Two approaches to overcome these limitations

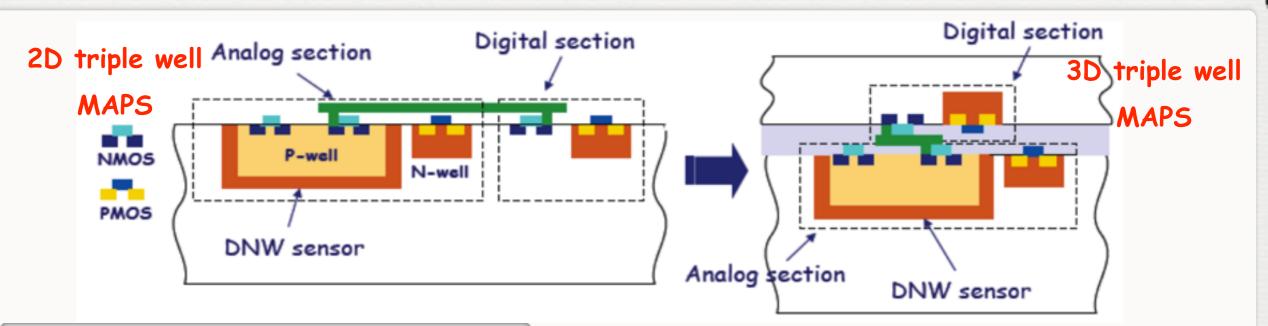
- 3D MAPS with vertical integration
  - 2 tiers (1 for the sensor & analog FE + 1 for digital RO)
  - Limited surface occupied by competitive N-well
  - More space available for in-pixel logic
- 2D MAPS with INMAPS 180 nm
  - competitive N-well detrimental effects neutralized by a deep P-well
  - high resistivity epitaxial layer also available
    - Higher charge collection efficiency and radiation hardness



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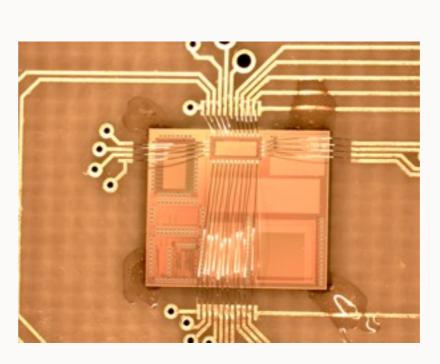


### 3D MAPS: Test Of The Analog FE.

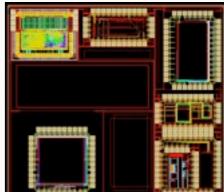


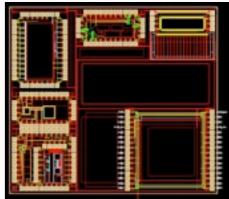
First APSEL-like DNW MAPS (2 tiers) realized within the 3DIC Consortium to explore the 130 nm Chartered/Tezzaron process.

- •Several problems with 3D interconnection (bad alignment ...)
- •While still waiting for good 3D chips:
- → test of the sensor+analog layer confirmed the expected improvement in collection efficiency related to improved fill factor
- → prepare new 3D run Tezzaron/ GlobalFoundries technology (organized by CMP/MOSIS)



#### **Digital layer**





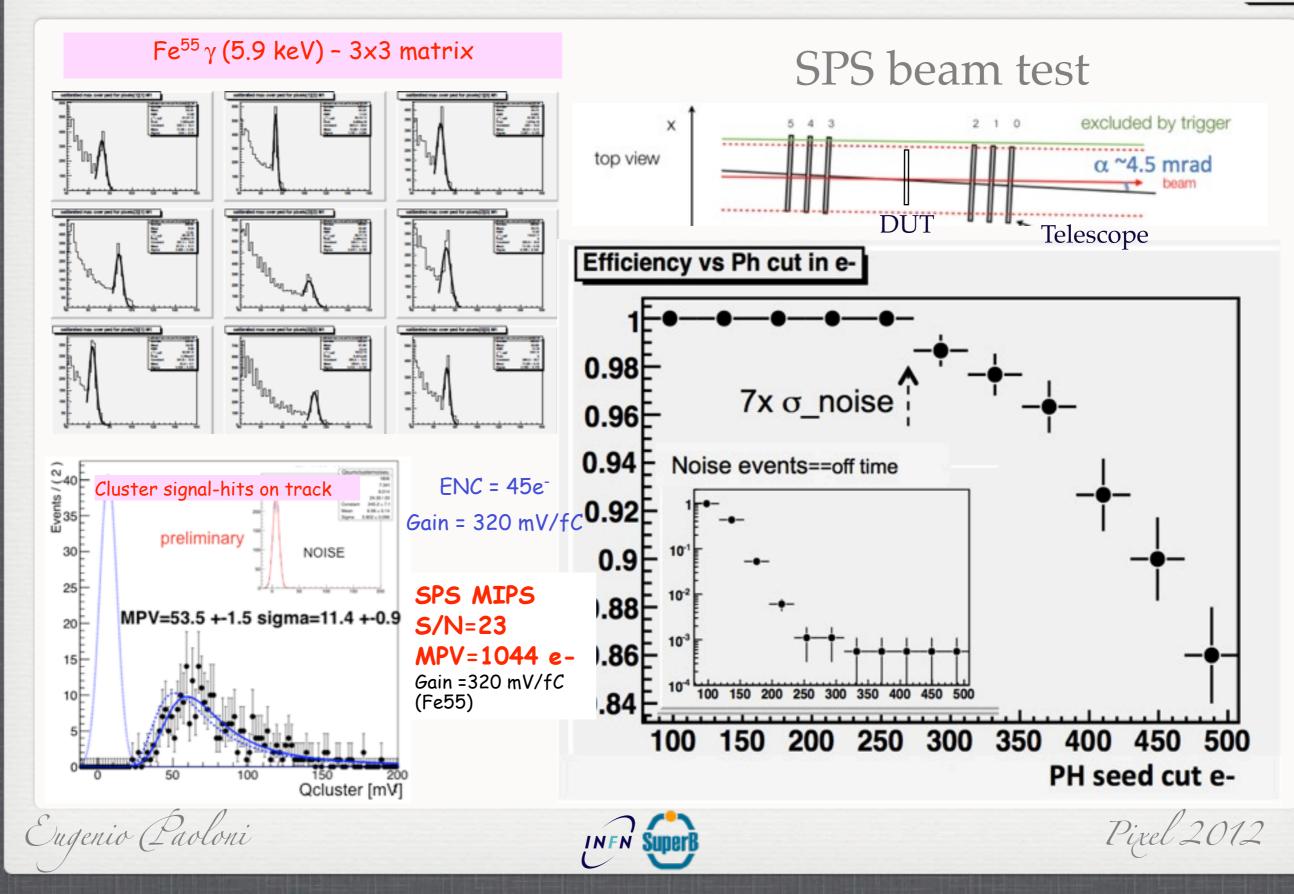
Sensor + analog

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# 3D MAPS Measured Performances



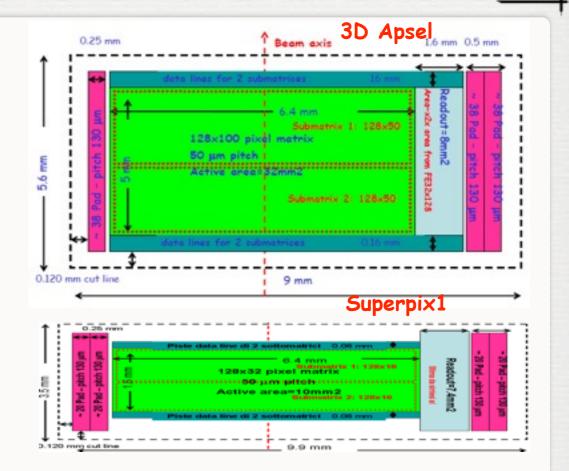
# Next 3D Devices

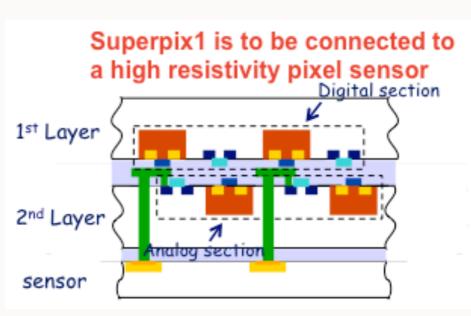
- ★ In the next 3D run (Tezzaron/GlobalFoundries) two pixel chips for SuperB LayerO application:
  - ★ 3D APSEL larger CMOS MAPS matrix (128×100)
  - **Superpix1** FE chip for hybrid det. (128x32)
- ★ Both chips share a new readout architecture: flexible: : data push & triggered version

3D Apsel	Superpix1
850 mV/fC	48 mV/fC
320 ns	260 ns
34 e rms	130 e rms
103/13 e	560/65 e
33 µW/pixel	10 µW/pixel
300 fF	150 fF
128×100	128×32
50 µm	50 µm
	850 mV/fC 320 ns 34 e rms 103/13 e 33 μW/pixel 300 fF 128×100

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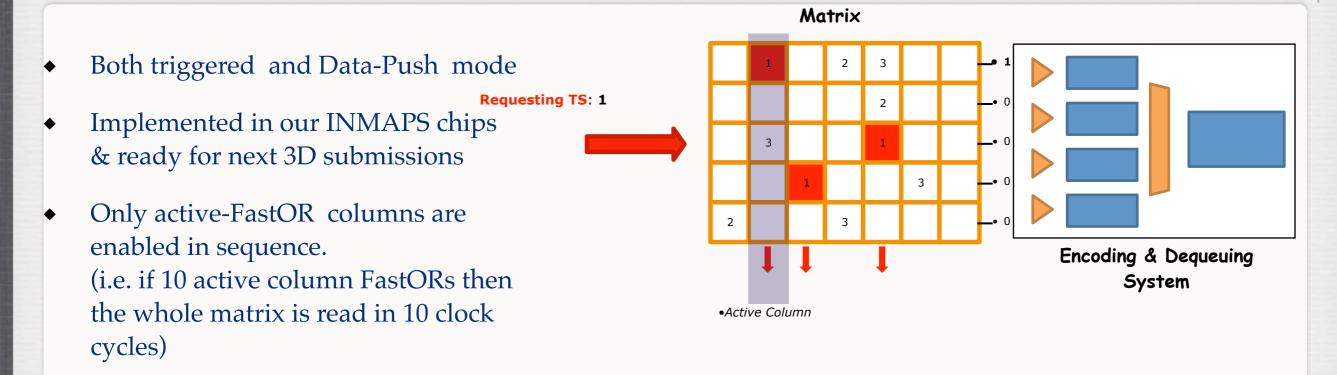


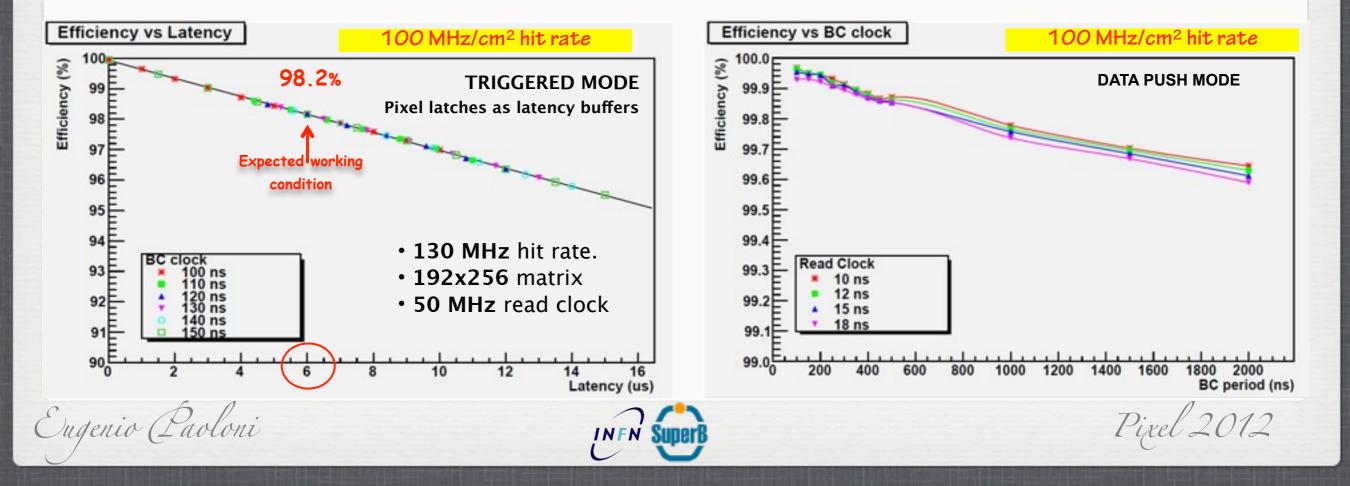
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#### Flexible Read Out Architecture: Data Push <u>Or</u> Triggered

Time stamp broadcast Matrix readout in Triggered mode is to the whole matrix time stamp ordered The time stamp of the hit is stored TSCNT bus HIT OR IN at the pixel level and an HIT-OR-PIXEL BASIC OUT is generated for columns with HIT PATHs LOGIC ColReadEna ColMaskSel TRANSF hits associated to that TS LATCHED HIT LATCH HIT HIT RDout A column is read only if HIT-OR-TRANSI TStamp LATEN OUT=1 Reset RST MASK DATA\_OUT is generated for pixels LatchEna TS in the active columns with hits associated to that TS. MASK TR.LAT/FI MaskWrite Time stamp TSREQ bus/ of the requested hit DATA\_OUT Single Pixel logic LatchEna HIT OR OUT (... ColHitsOR) Eugenio Paoloni Pixel 2012

# Readout Architecture

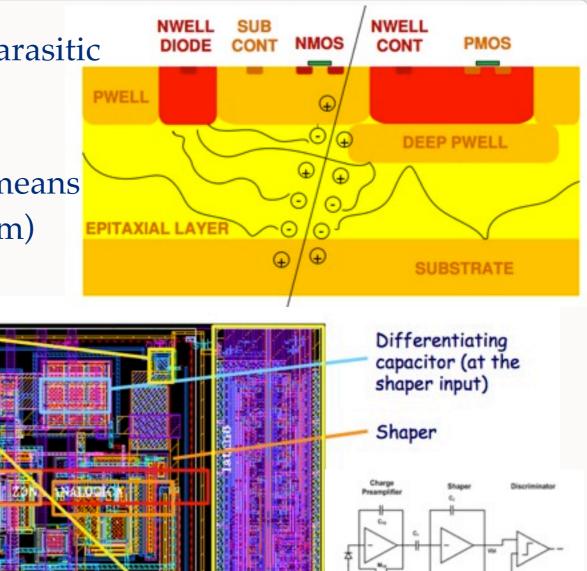


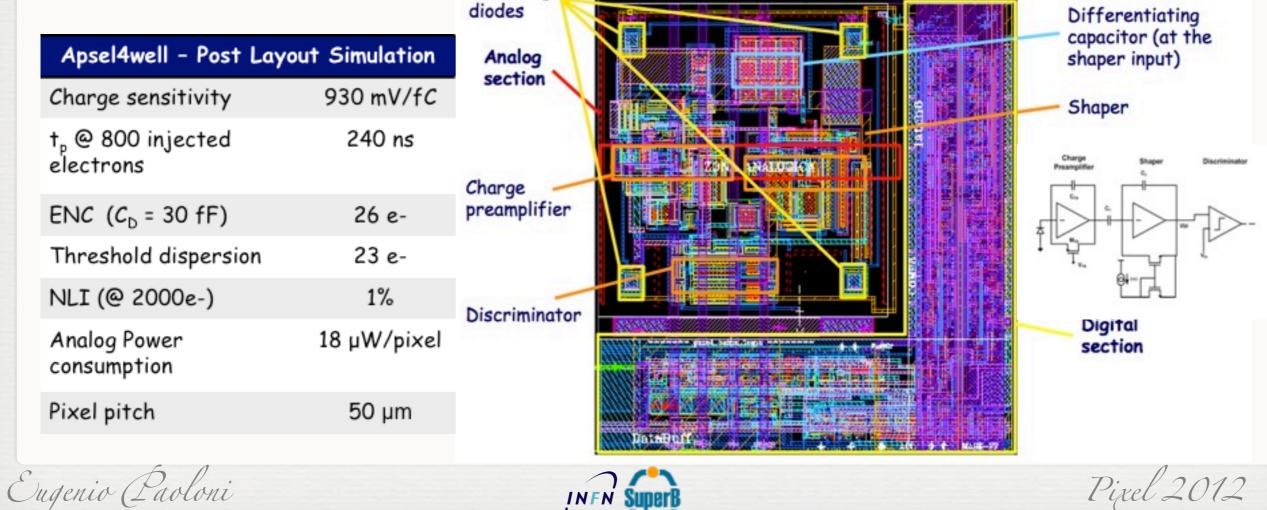


# INMAPS Developments

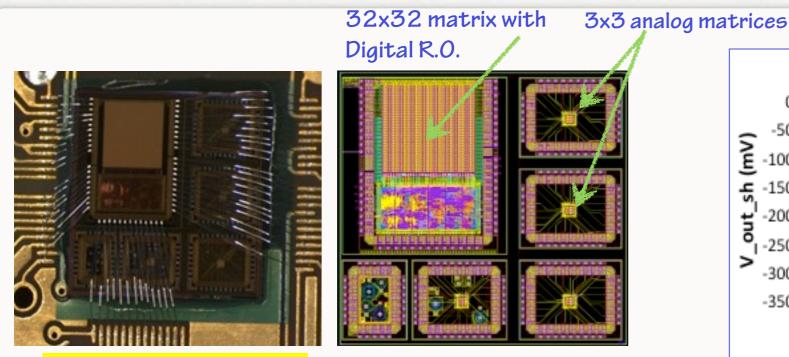
- Prevents the electrons to be collected by parasitic
  N-well by enclosing it in a deep P-well
- Improved charge collection efficiency by means of high resistivity epitaxial layer (~1 kΩ cm)

Collecting





## INMAPS Performances (3x3 Matrix)



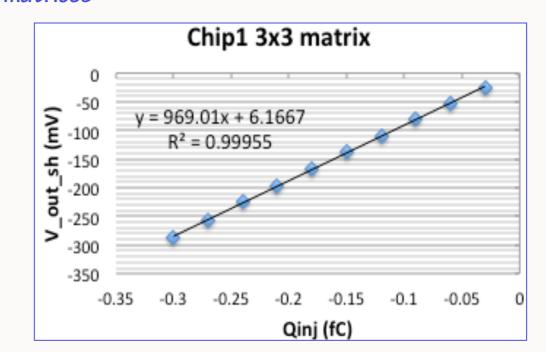
First chips under test now

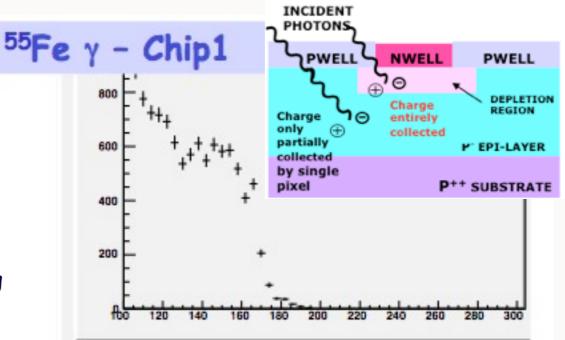
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Noise and gain measured in 3x3 analog matrix in good agreement with PLS:

- $\geq$  ENC = 30 e- (~20% dispersion)
- Gain=920 mV/fC (~10% dispersion)
- > <sup>55</sup>Fe  $\gamma$ : 5.9keV foto peak hardly visible due to very small diode area.

 The charge is totally collected only for the γ interacting in the small depleted volume below the diode.
 End point (5.9 keV + 3 σ noise) used for gain evaluation (agreement within 10% with Cinj)

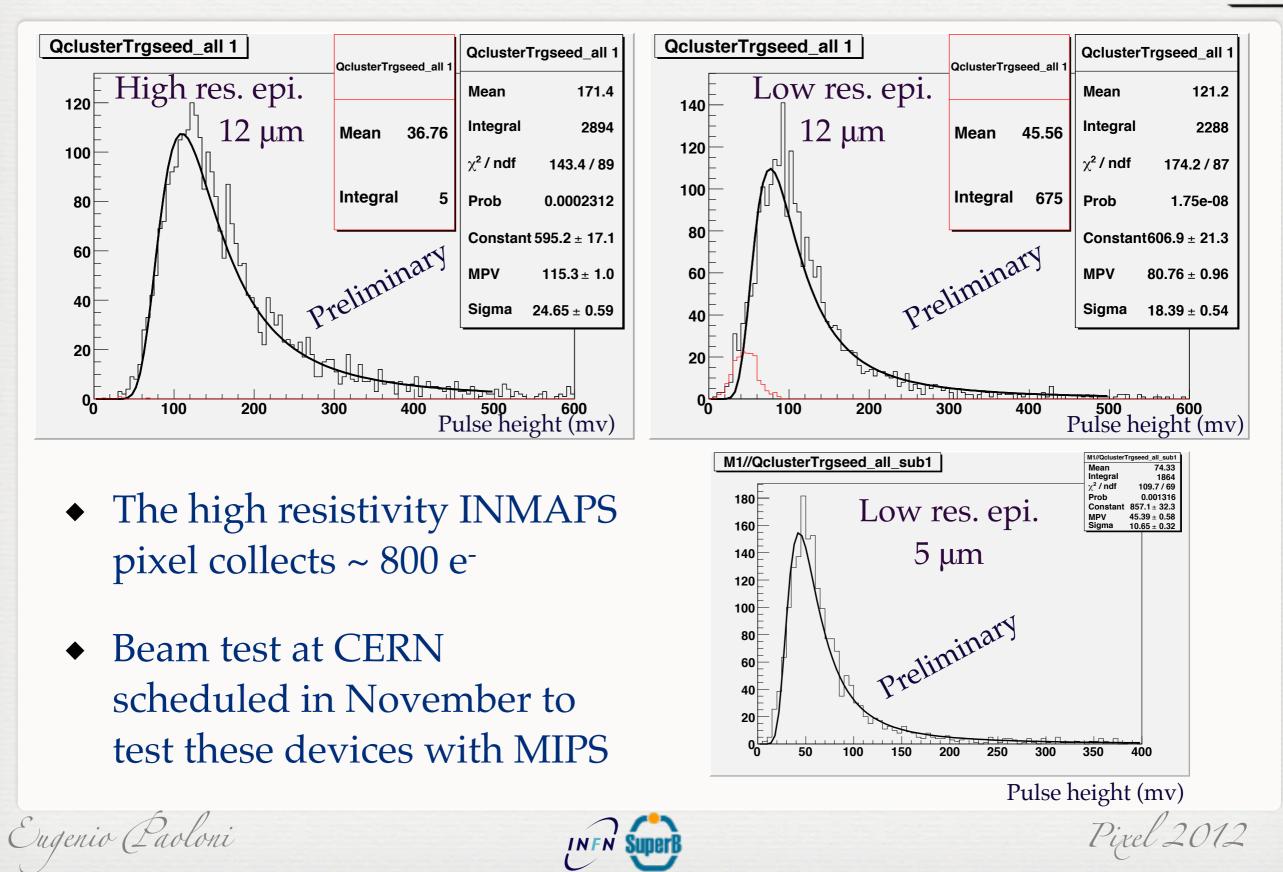




Pixel signal (mV)

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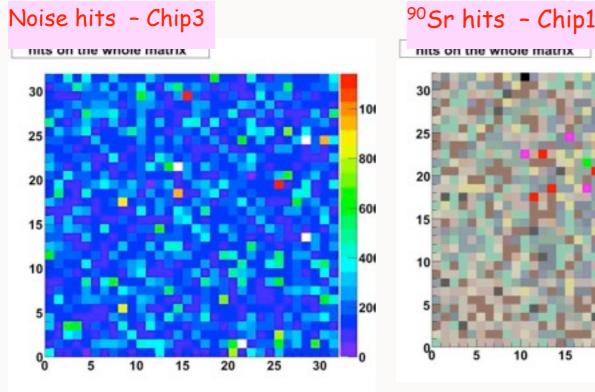
## INMAPS <sup>90</sup>Sr Test Results



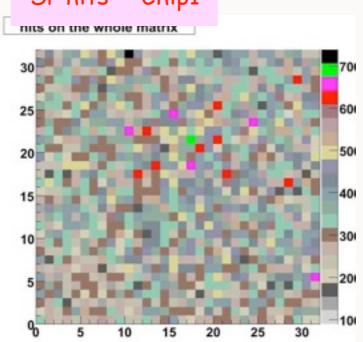
## INMAPS 32x32 Digital R.O. Matrix

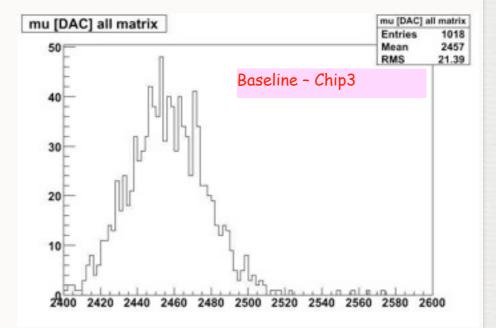
- Few dead pixels: ~ 0.3% (on 3 chips 32x32)
- Threshold and noise dispersion inside matrix measured with noise scans (occupancy vs discriminator threshold)
  - Threshold dispersion = 7mV (~  $2x\sigma$ \_noise)
  - Noise (+gain) dispersion ~ 35-40%
  - Further tests to evaluate the gain dispersion with the <sup>55</sup>Fe end point are ongoing.





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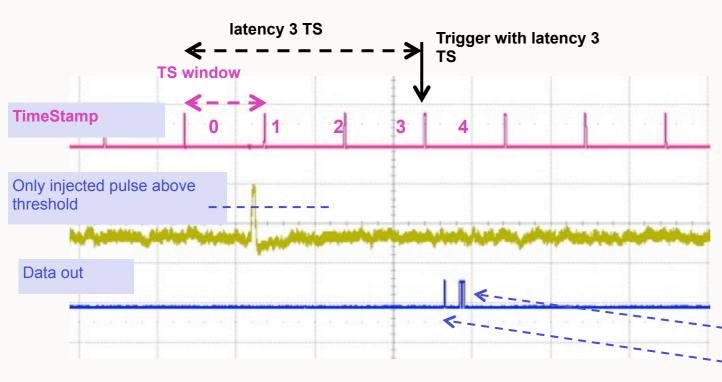


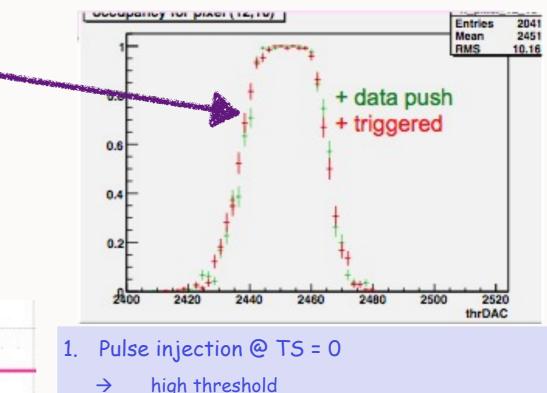


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### First Test Of The New Readout Architecture

- Standard functionality of new readout architecture verified in the two operation modes available on chip: data push (all TS readout) and triggered (only selected TS readout).
  - 1. Threshold scans almost identical in both operation modes
  - 2. Triggered mode also verified with specific test retrieving data injected at selected TS.





- $\rightarrow$  no noise hits above threshold
- Trigger arrives @ TS = 2 with trigger latency setting = 3 TS
  - $\rightarrow$  triggered event TS = 0
  - <u>L\_Data out stream info:</u>
    - > TS =0:1 fired pixel in submatrix1
    - $\stackrel{\sim}{>}$  TS =0: 0 pixels in submatrix0

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# Conclusions

- The Super*B* project is proceeding together with the Cabibbo Lab to finalize both the Detector and Machine design
- The challenging requirements set on the SVT Layer 0 by physics measurements and background conditions can be met by the baseline option (striplets) but a more performant detector is highly desirable
  - tight material budget, read-out speed, radiation hardness
  - hybrid or CMOS MAPS are our present best candidates
- CMOS MAPS with triple-well process successfully realized and tested, but the overall efficiency and radiation hardness demonstrated to be marginal for SuperB
- The needed charge collection efficiency & readout performances improvements
  - ◆ 3D MAPS: good results on sensor+analog layer chips BUT can we access this technology in a reliable and stable way for the SuperB timeline?
  - 2D INMAPS devices can solve main limitations of DNW MAPS (collection efficiency and rad. hardness) with a reasonable R&D timeline for SuperB: ... more test with beams and irradiations in next months!

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# **APPENDICES/BACK UP**

Pairs Production

 $\sigma \sim \frac{\alpha^2 r_e^2}{\pi} \left( \frac{28}{27} \ln^3 \frac{s}{m^2} - 6.59 \ln^2 \frac{s}{m^2} - 11.8 \ln^2 \frac{s}{m^2} + 104 \right)$ 

- In this scattering event there is:
  - ♦ 1 track that hits the L0
  - this track fires 2 clusters in the L0
  - each cluster will be composed by one or more hits

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