



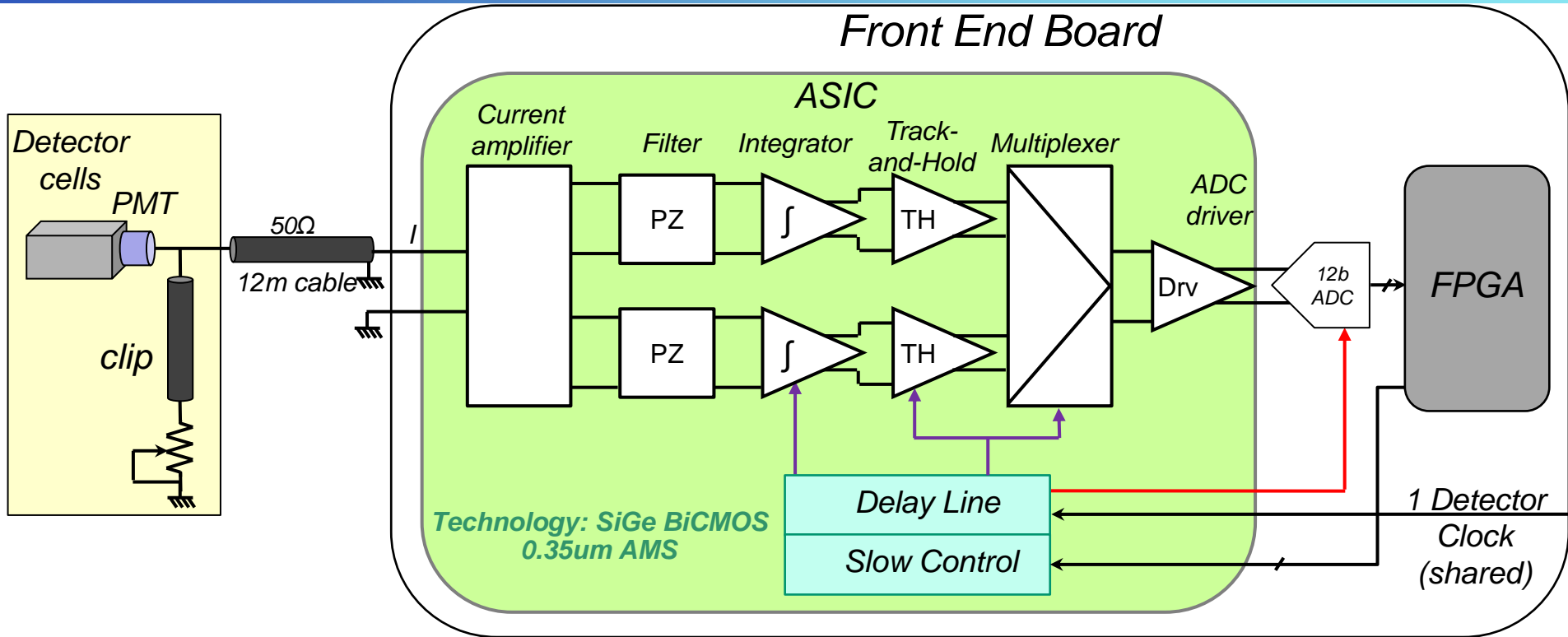
Analog Electronics

Update on ICECAL3 and delay unit

J. Mauricio, E. Picatoste

Universitat de Barcelona
Institut de Ciències del Cosmos ICC-UB

Calorimeter Upgrade Meeting – October 16th 2013

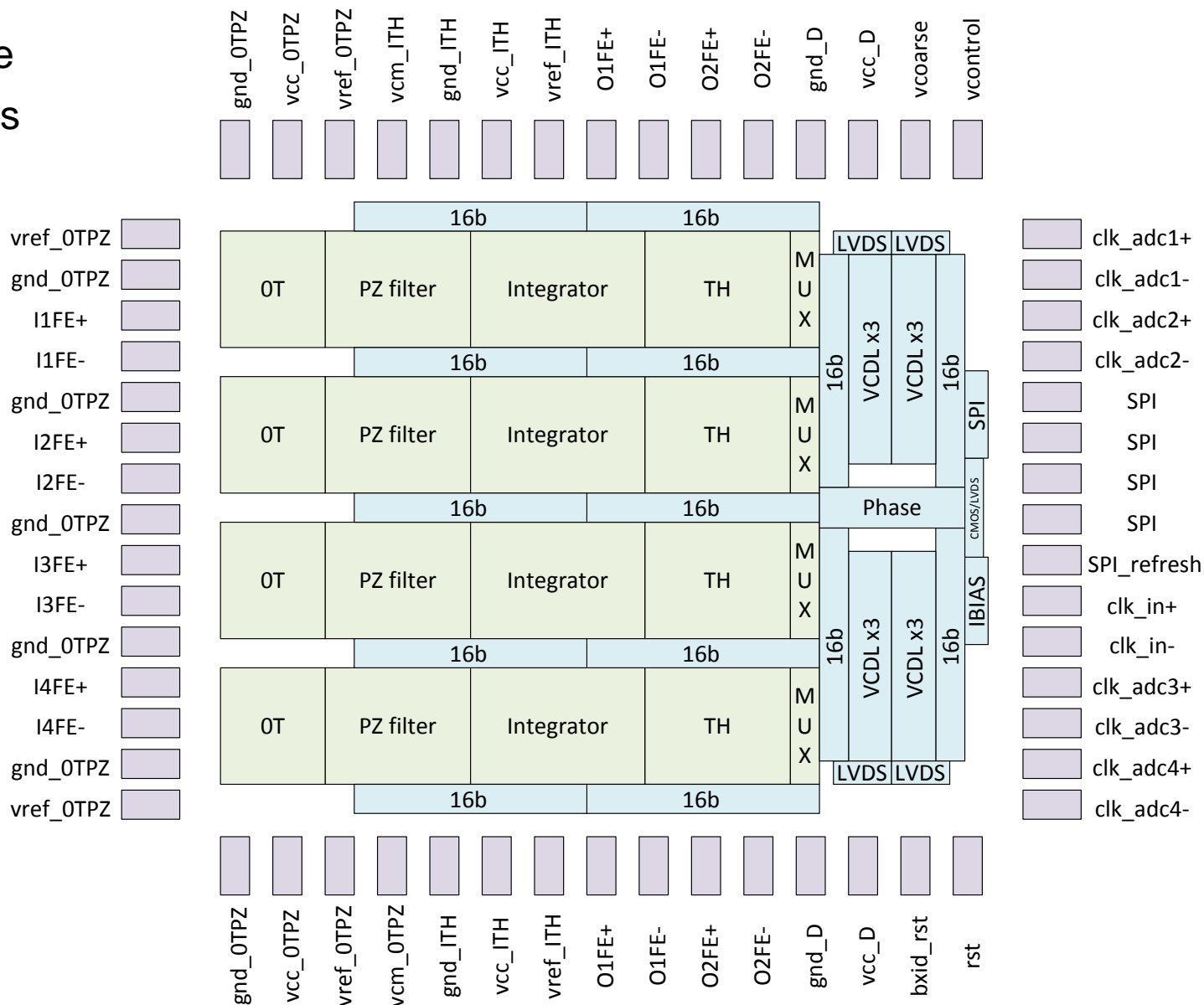


- Full chip for the analog electronics of the Calo Upgrade
 - 4 channel with tuneable parameters
 - Delay lines
 - Digital block
 - Configuration registers
 - SPI

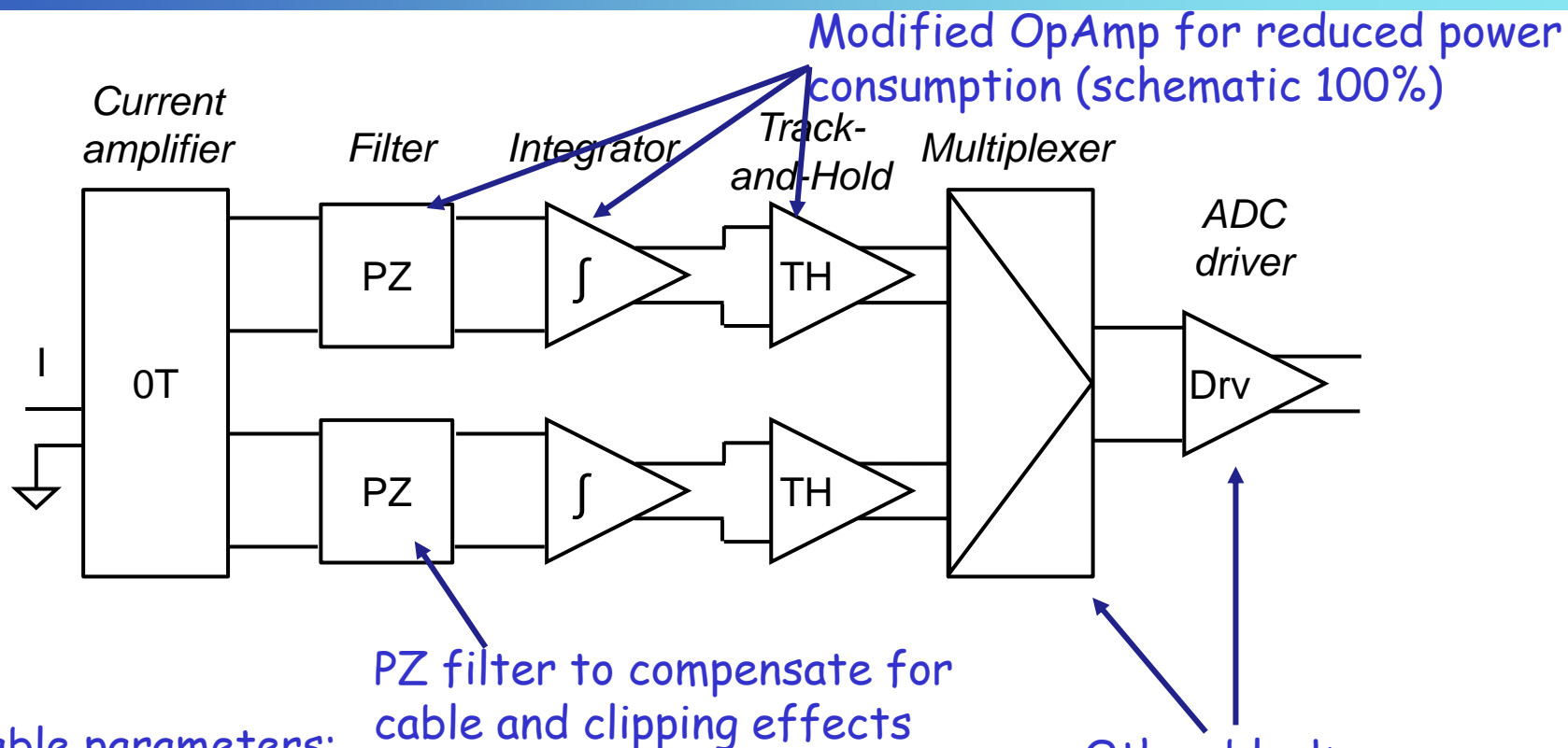
ICECAL3: pinout



15 p/side
 ⇒ 60 pins

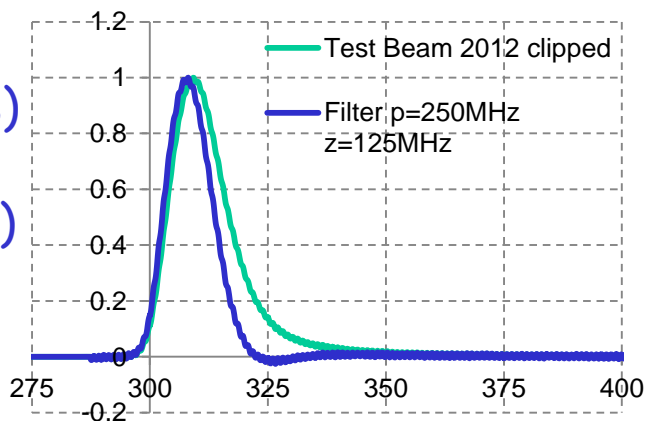


Channel changes for ICECAL3 status



Adjustable parameters:

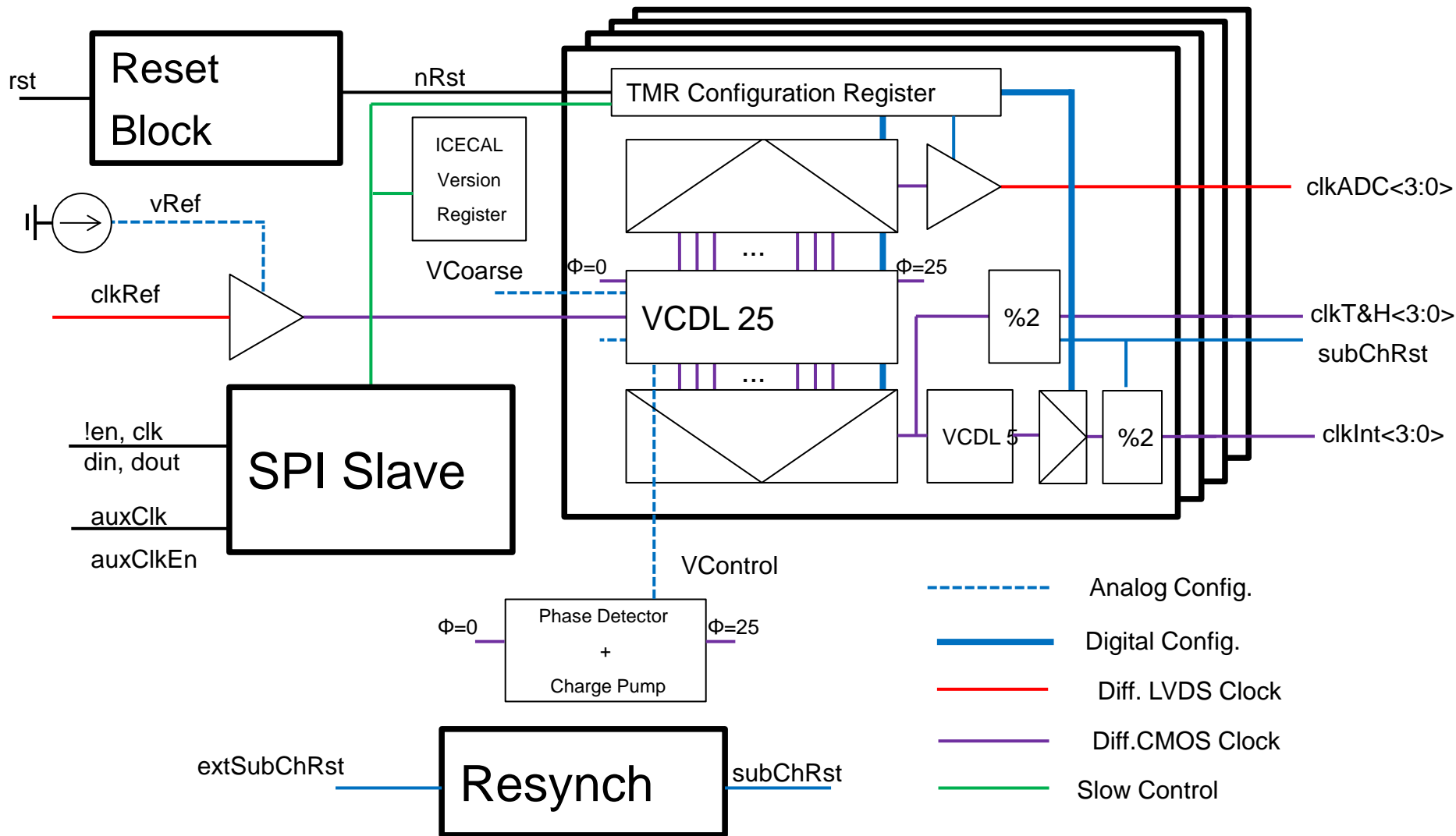
- Zin (to be done)
- Offset (schematic 90%)
- PZ (schematic 100%)
- RC int (schematic 100%)



Other blocks:

- Multiplexer (schematic 100%)
- ADC driver (to be done)

ICECALv3 Delay Chip Block Overview

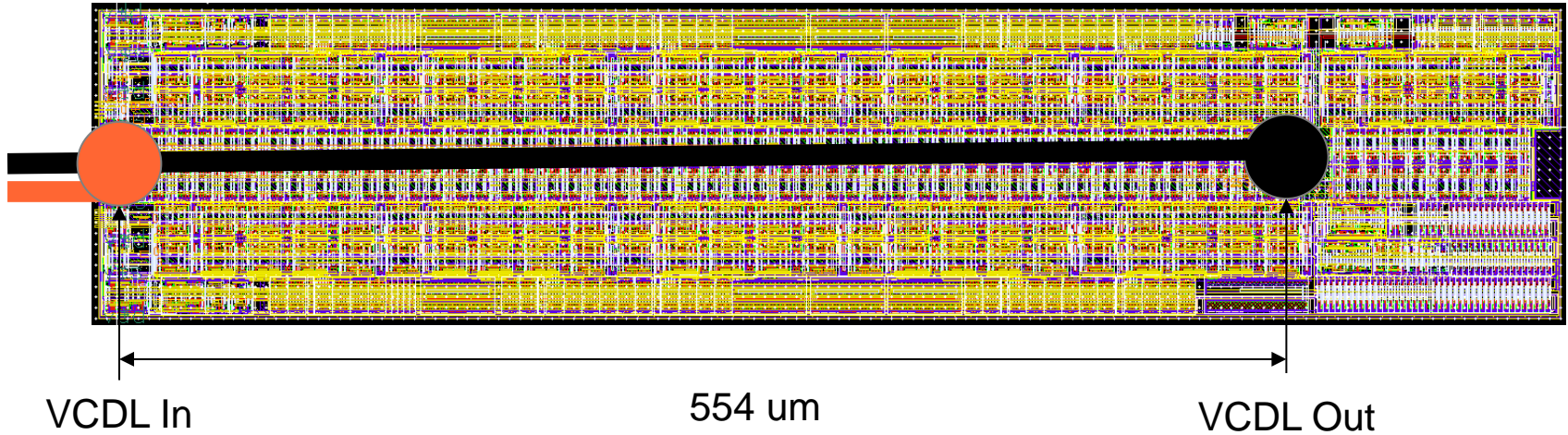


- Schematic: 100% done
- Layout: 100% done.
- Also the Faraday chamber.
 - 25um of M1-M2-M3-M4 shielding.
- Functional models:
 - VCDL 3 channels.
 - SPI Slave.
 - TMR Registers.
 - ICECAL Version Register.
 - CMOS 2 LVDS.

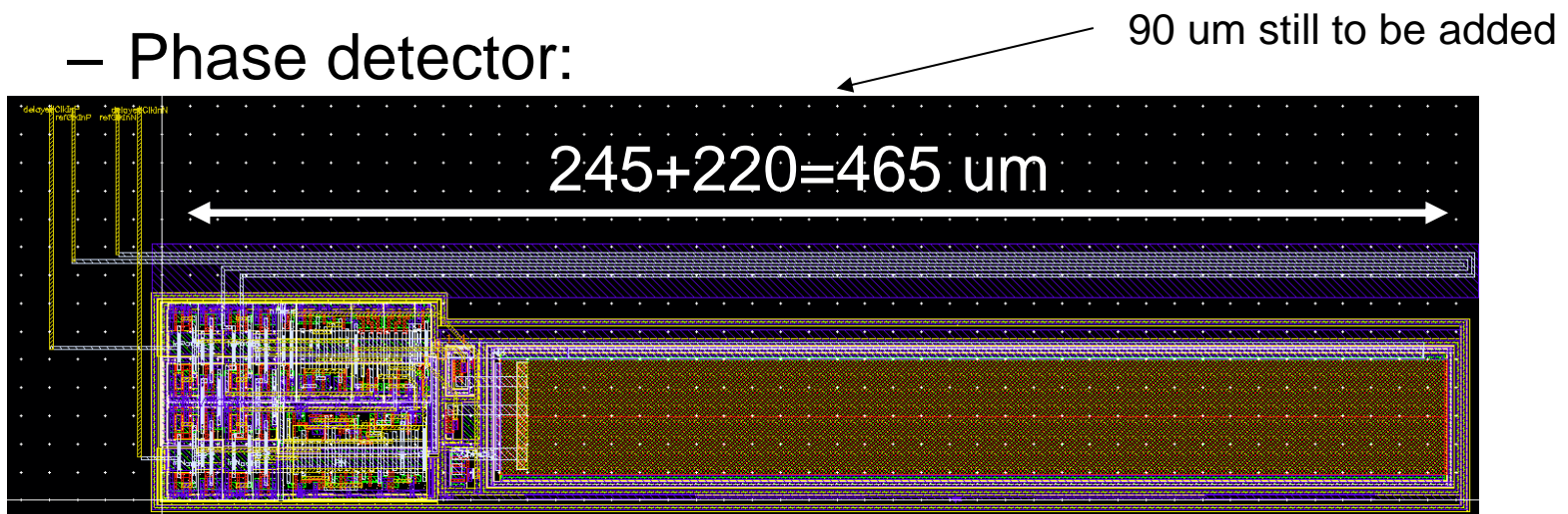
- Slow Control:
- Functional models:
 - SPI works nice at even more than 20 Mbps.
 - SPI is now "standard".
- Delay Line:
 - Works as expected.
 - VCDL to Phase detector signal track compensation:
 - Current delay per stage (when DLL is locked): 996 ps.
 - To be compensated...

VCDL to Phase detector signal track compensation

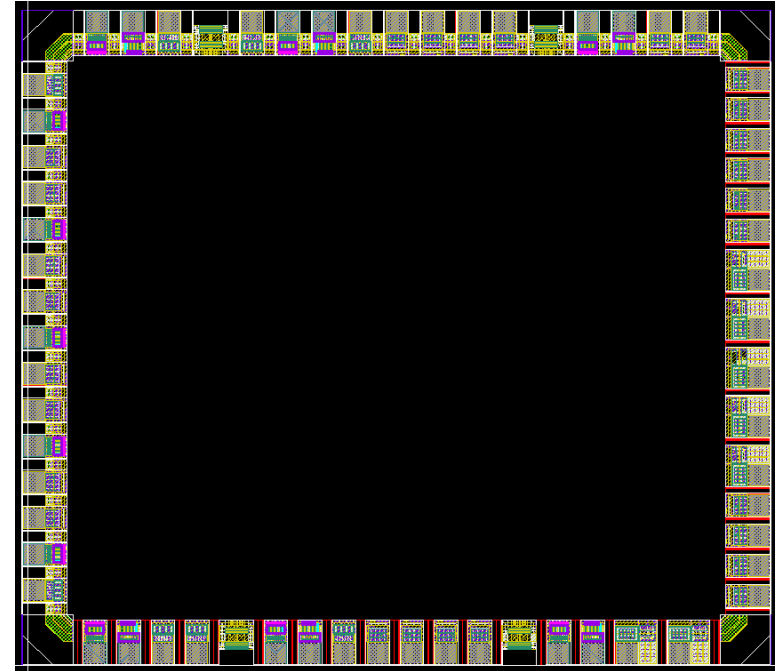
– VCDL:



– Phase detector:



- Digital block is done.
- Pad ring is done.
- Analog channels under construction...
- Extracted simulations expected to start before Christmas.
- Chip to be submitted on February 2014



- ASIC

- Analog channel $\sim 40\text{mA} \times 4$ (at 3.3V) $\rightarrow \sim 530\text{mW}$
 - A $V_{\text{ref}} = 1.65\text{V}$ is also needed, but
 - Low power (160mA) \Rightarrow no DCDC needed
- Digital+DLL block $\leq 50\text{mW}$
- 1 DCDC

- ADCs

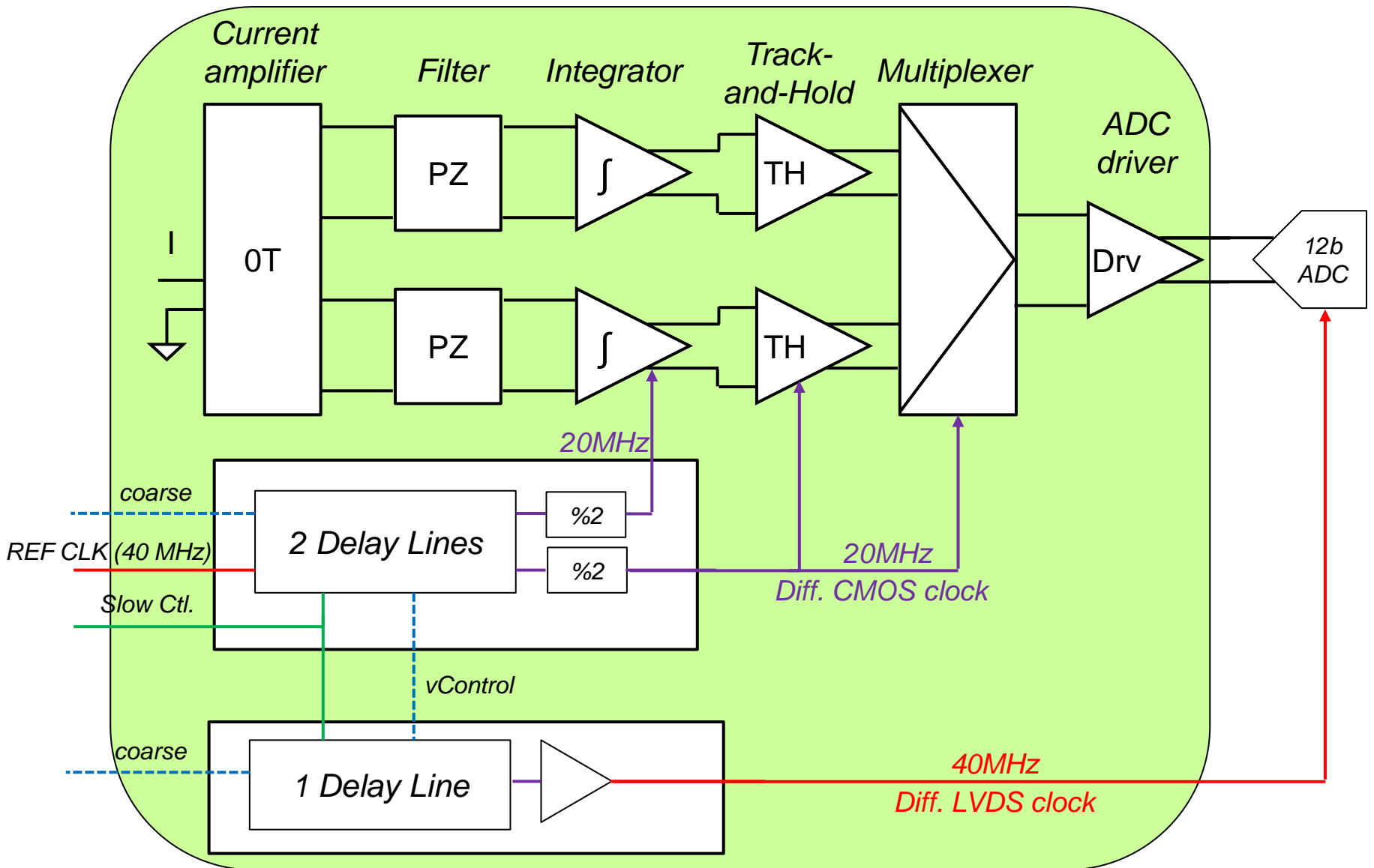
- $V = 3.3\text{V}$, $I_{\text{load}} = 1.9\text{A} \rightarrow 1 \text{ DCDC}$

- At least 2 DCDC prototypes at Barcelona (3.3V)

Backup



Clock generation



Delay Chip Standalone Overview

