

# **CMS Pixel Detector: Performance and Prospects towards SLHC**

Hans-Christian Kästli, PSI

VI<sup>th</sup> International Meeting on Front End Electronics for High Resolution Tracking  
for High Energy, Nuclear, Medical and Space Applications

Perugia, 17. May 2006

# Outline

- Brief introduction to CMS pixel architecture
- Brief review of architecture inherent data loss mechanisms
- Compare expectations to actual measurements in high rate beam and X-ray box
- Show limitations for very high particle fluences, beyond LHC
- Sketch possible extensions of pixel front end on different levels of complexity according to different levels of particle fluence

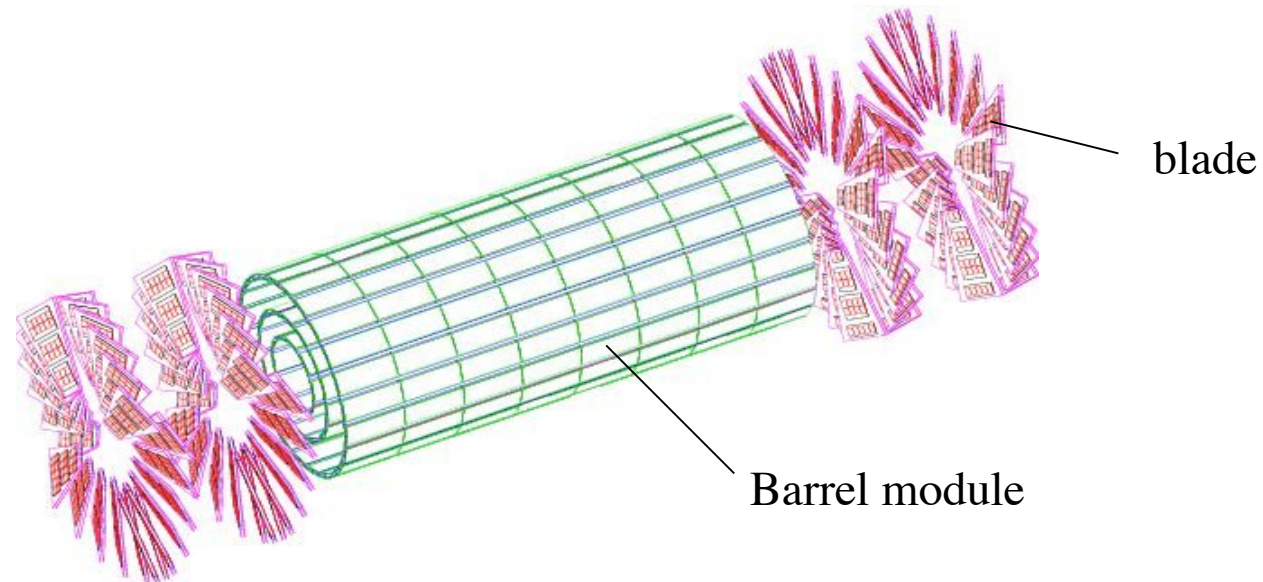
## Context for this presentation

It is not yet known how the upgraded CMS tracker will look like. Different ideas are around  
Will need to replace most of the strip tracker through some kind of pixelated detectors  
,Soft' upgrade scenario conceivable (personal believe). LHC probably will not increase  
luminosity by one order of magnitude in one go. There could be a time with 2-3 times LHC  
luminosity

Have to replace existent pixel layers due to radiation damage anyway. Can possibly replace  
by same modules with improved or extended readout chips (very little extra effort)

Improved readout chips could be used as is for outer layers, as a guide to make new  
architectures or not at all...

# CMS Pixel Detector



2 endcap disks:  $z = \pm 34.5$  cm and  $\pm 46.5$  cm

total area:  $0.28\text{m}^2$

3 barrel layers:  $r \approx 4.3, 7.2$  and  $11$  cm

total area:  $0.78\text{m}^2$

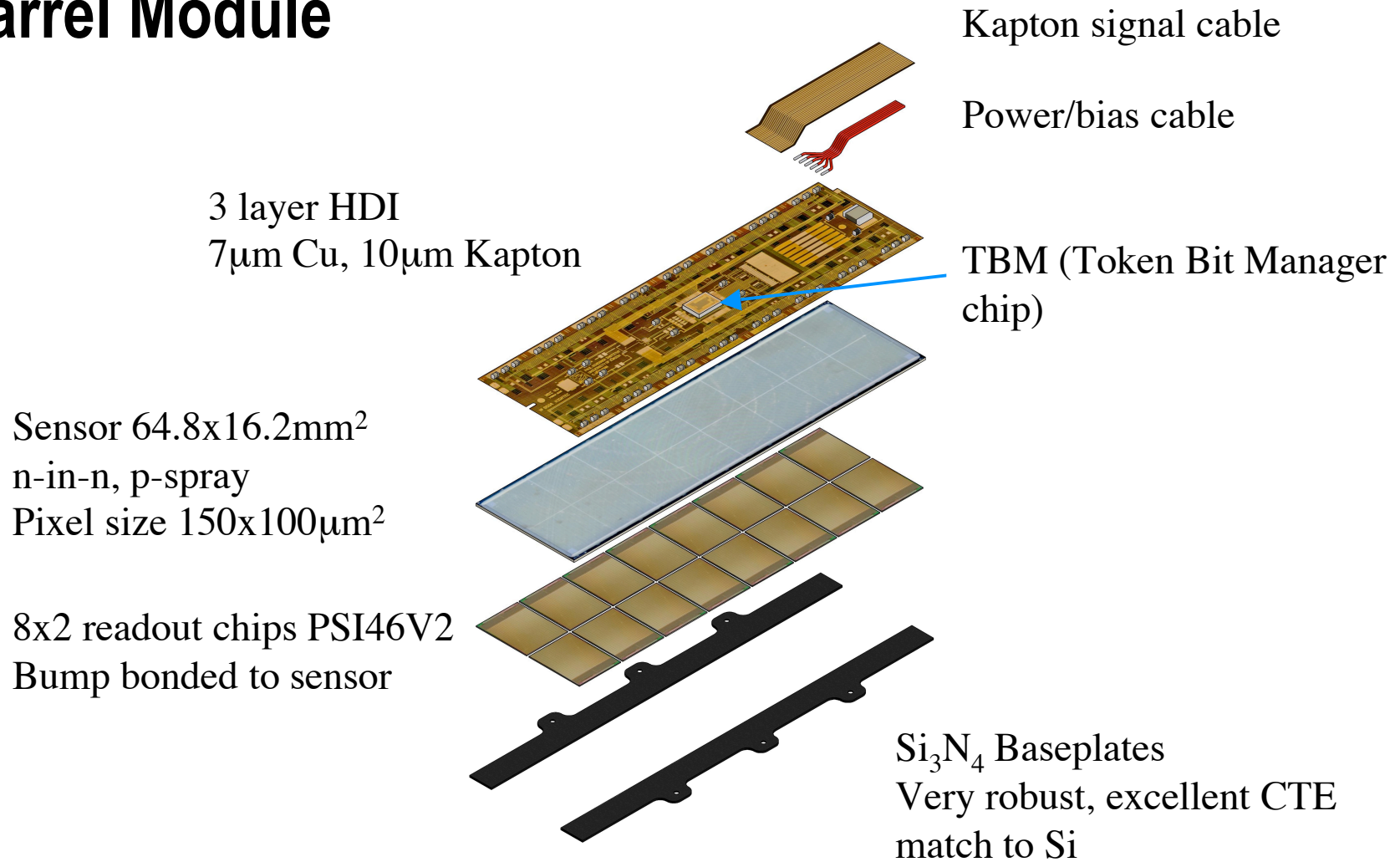
Mean pixel fluence for inner disks:

$31\text{MHz/cm}^2$

for 4cm barrel layer:

$115\text{MHz/cm}^2$

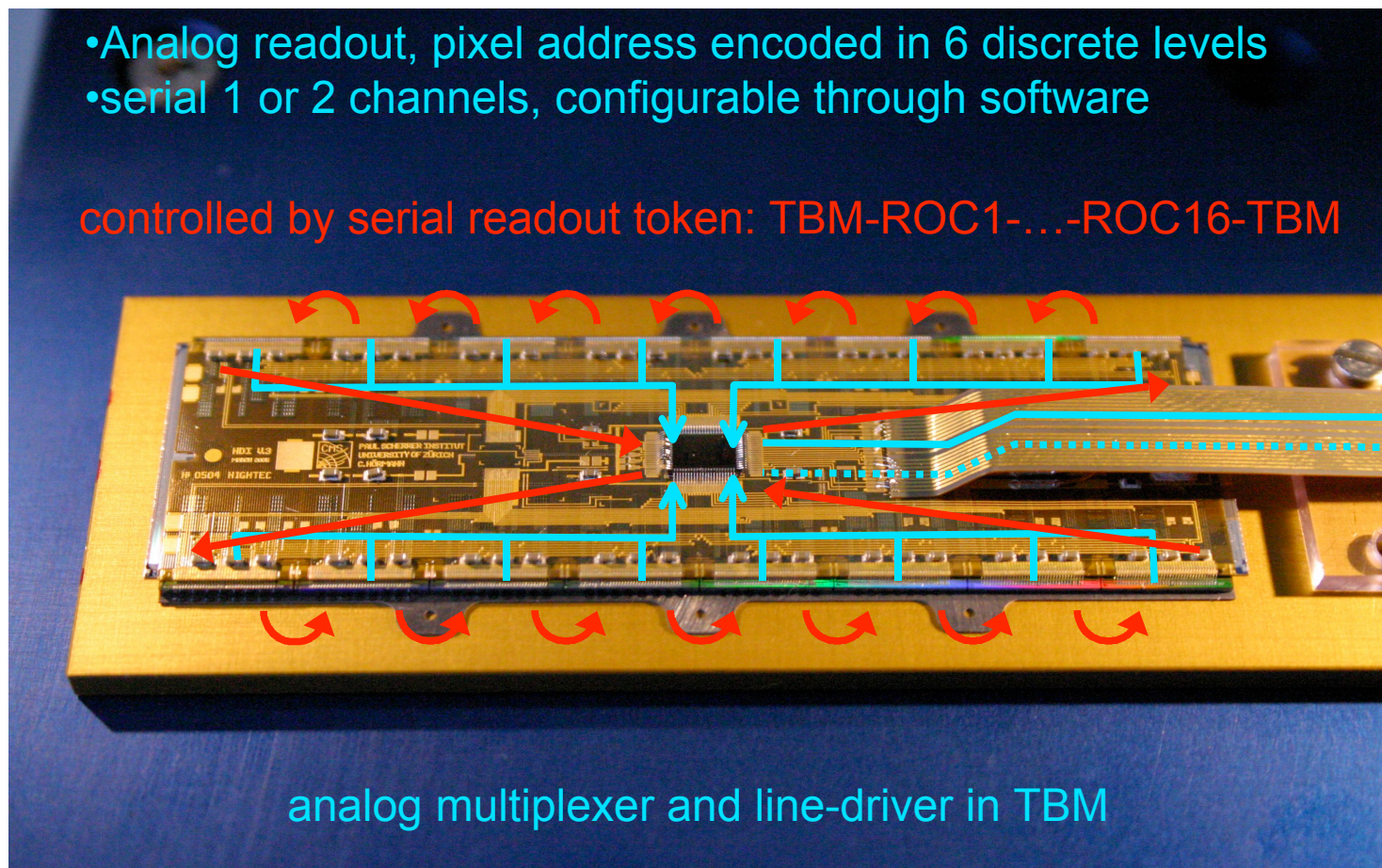
# Barrel Module



# Module readout scheme

- Analog readout, pixel address encoded in 6 discrete levels
- serial 1 or 2 channels, configurable through software

controlled by serial readout token: TBM-ROC1-...-ROC16-TBM



# Readout Chip PSI46V2

0.25 mm technology

Pixel size  $100 \times 150 \mu\text{m}^2$

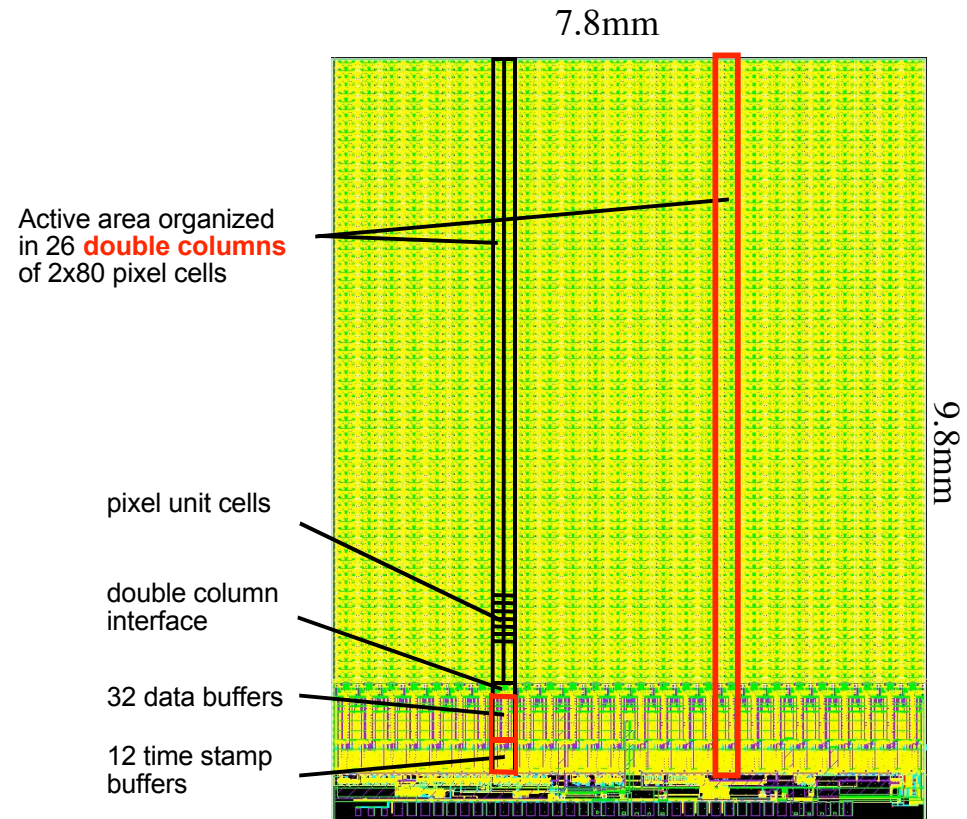
4160 pixels in array of  $52 \times 80$

Pixels organized in double columns.

Column drain architecture

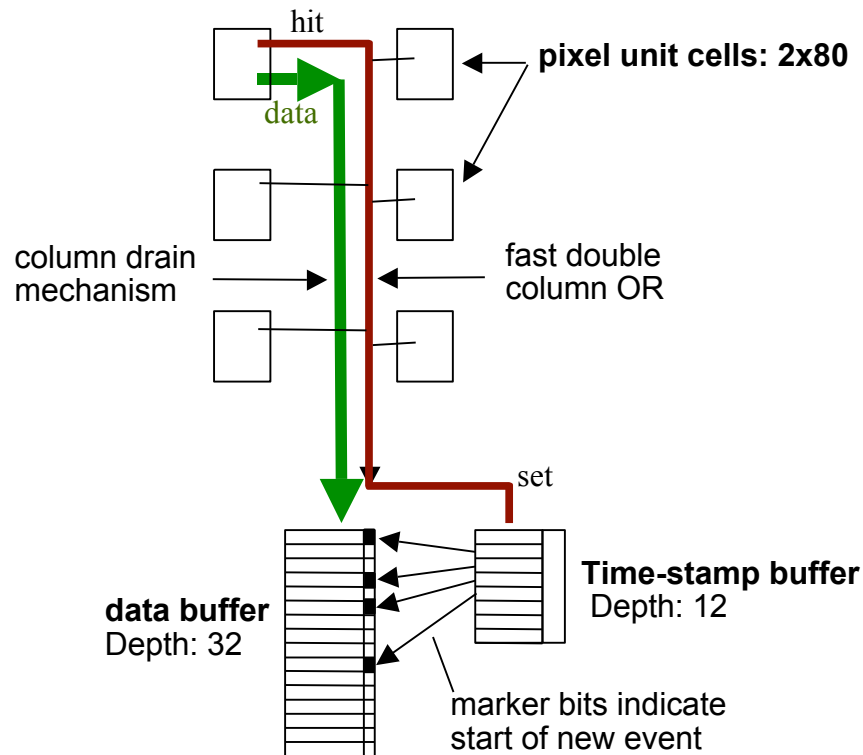
Size of double column periphery:  
 $900 \mu\text{m}$ . **Mainly due to time stamp and data buffers ( $800 \mu\text{m}$ )**

Chip periphery contains voltage regulators, fast I<sup>2</sup>C interface, 28 DACs for chip settings



# Column drain architecture

sketch of a double column



- Zero suppression in pixel cell
- Pixel hit information transferred to time stamp and data buffers
- Kept there during L1 trigger latency
- Double column stops data acquisition when confirmed L1 trigger
  - ⇒ dead time
- Double column resets after readout
  - ⇒ losing history (trigger latency)
- Serial readout: Controlled through readout token passing from chip to chip and double column to double column. Chips daisy chained 8 (16) ROCs.



# Data loss mechanisms

**Pixel busy:**

0.04% / 0.08% / 0.21%

pixel insensitiv until hit transferred to data buffer (column drain mechanism)

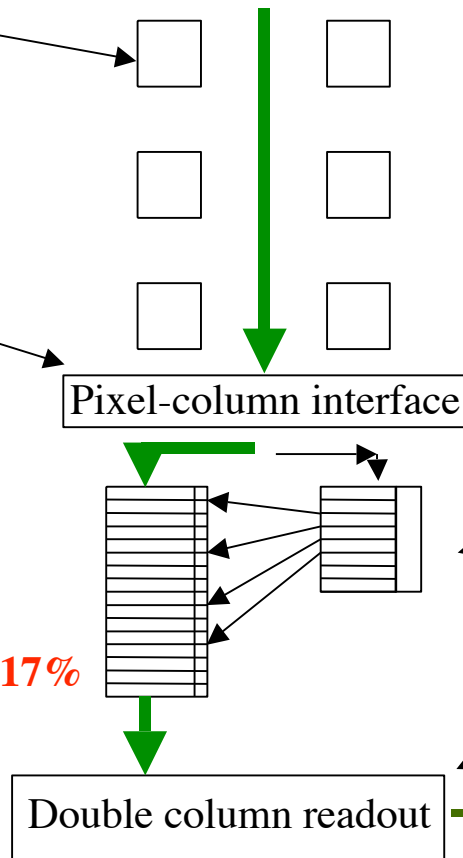
**Double column busy:**

0.004% / 0.02% / 0.25%

Column drain transfers hits from pixels to data buffer. Maximum 3 pending column drain requests accepted

**Data Buffer full:**

0.07% / 0.08% / 0.17%



- 1xLHC:  $10^{34} \text{cm}^{-2} \text{s}^{-1}$
- 11 cm / 7 cm / 4 cm layer
- total data loss @ 100kHz L1A:
  - 0.8%
  - 1.2%
  - 3.8%

**Timestamp Buffer full:**

0 / 0.001% / 0.17%

**Readout losses:**

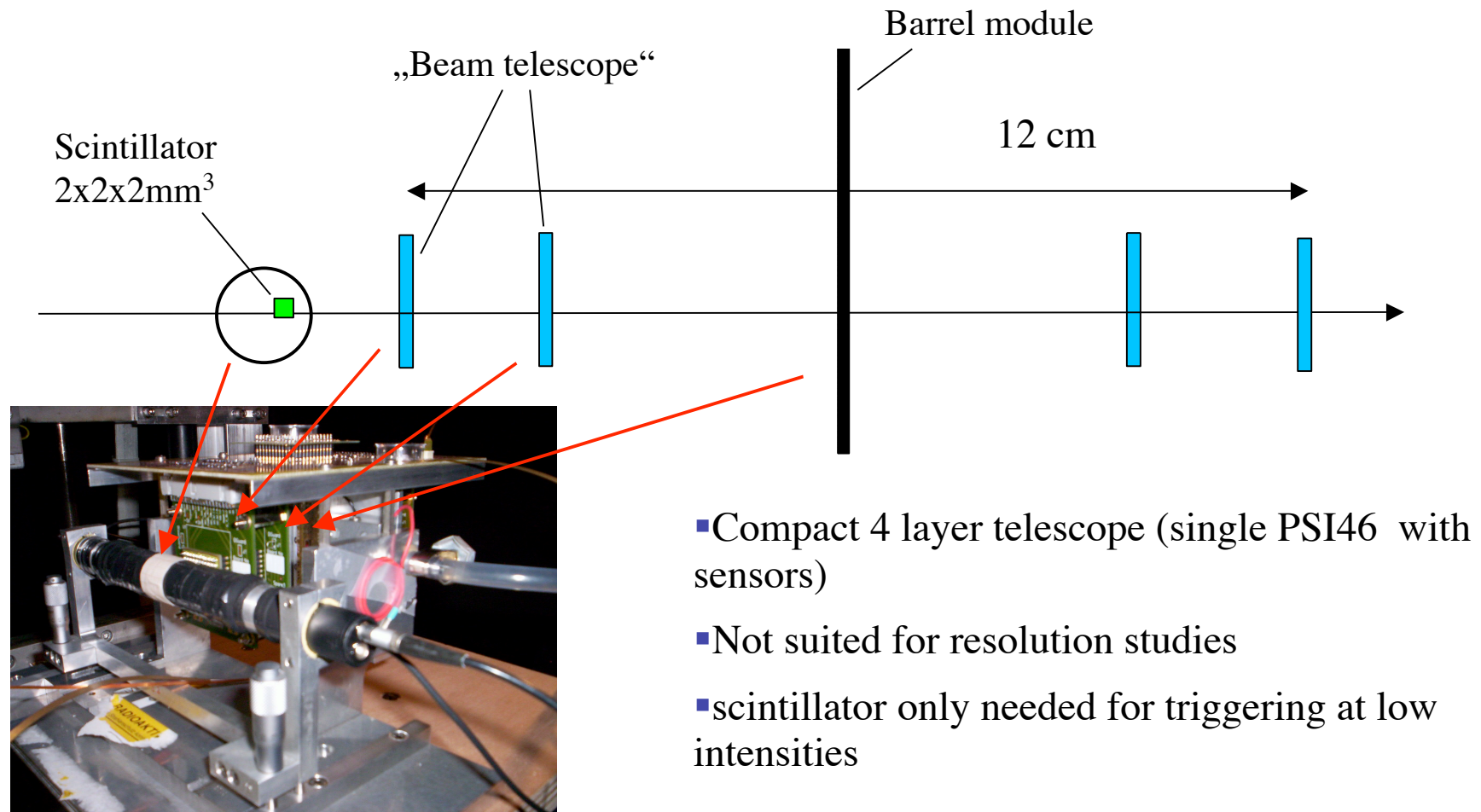
0.7% / 1% / 3.0%

for 100kHz L1 trigger rate  
Column is blocked after L1A and reset when read out

# Testbeam measurements @ PSI

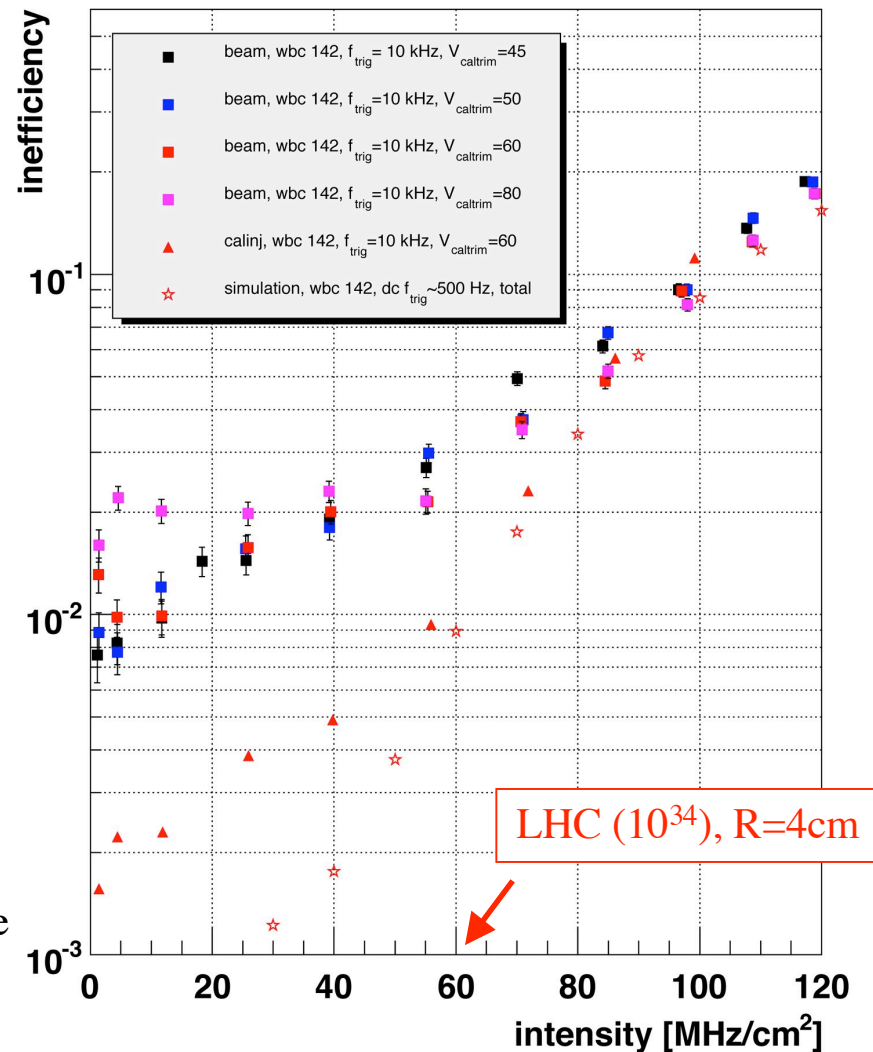
- $300 \text{ MeV}/c \pi^+$   $\sim$  MIPs,  
but too much multiple scattering for resolution studies
- variable intensity, up to  $100 \text{ MHz}/\text{cm}^2$   
illumination of a **full module**
- $50 \text{ MHz}$  beam structure (close enough to LHC)
  - chips could run at  $50 \text{ MHz}$ , but peaking time not adequate
  - operate module on synchronized  $40 \text{ MHz}$  clock
  - allow triggers only every 4<sup>th</sup> bunch (CMS:  $\geq 3$  separation)
- no B-field
  - smaller clusters, no 1:1 translation of intensities btw beam and LHC

# Testbeam measurements @ PSI



# Measured inefficiency

- Plot shows
  - Simulation
  - Beam measurements for different thresholds (~2200-4200 electrons)
  - Measurements with calibration pulse injection on top of beam induced activity
- Good agreement for high intensities
- For low intensities: pions show 1-2% more inefficiency than expected from simulation
- Cal injects agree fairly well O(0.1%)
- Sensor effects?
  - Radiation damage? (module has seen  $0.5 \times 10^{14}$  pions)
  - Bump yield ?
  - Ongoing measurements with new module indicate ~0.2% inefficiency at low intensity ( $2 \text{ MHz/cm}^2$ )



## Beyond LHC: measurement in X-ray box

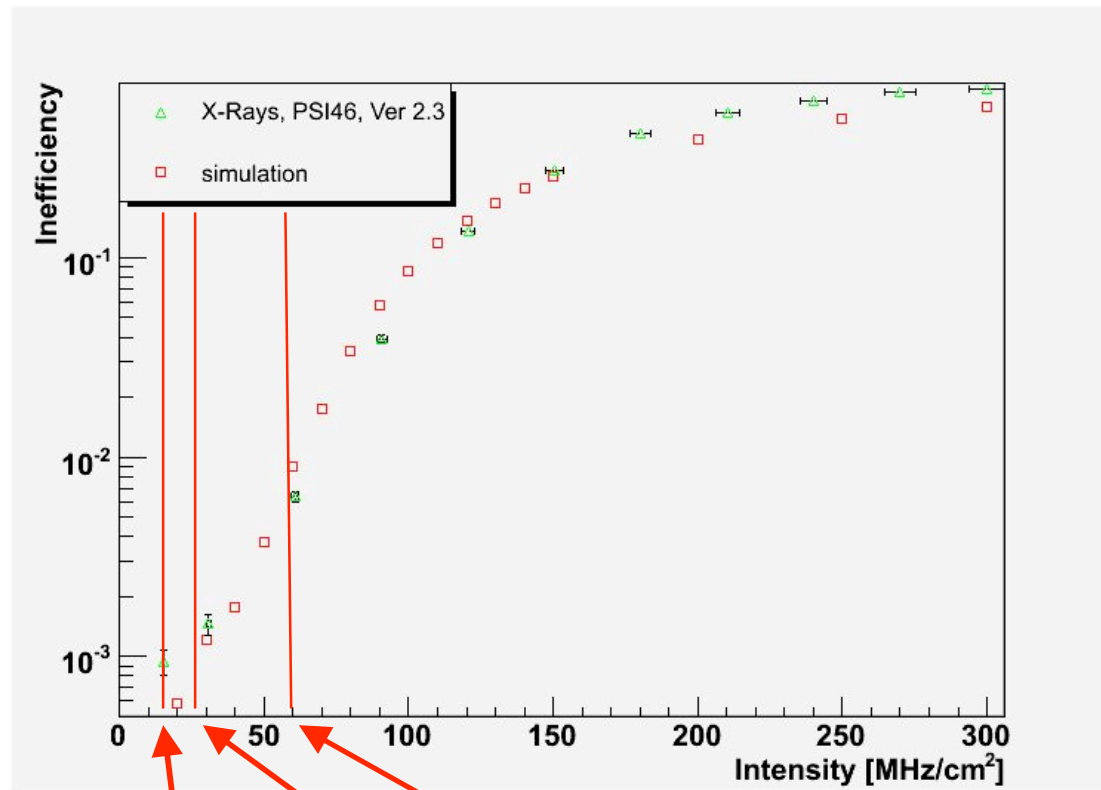
- Very high photon fluence up to 300 MHz/cm<sup>2</sup>

- Single chip sensor

- No TBM

-> short readout times,  
readout losses negligible (see  
later)

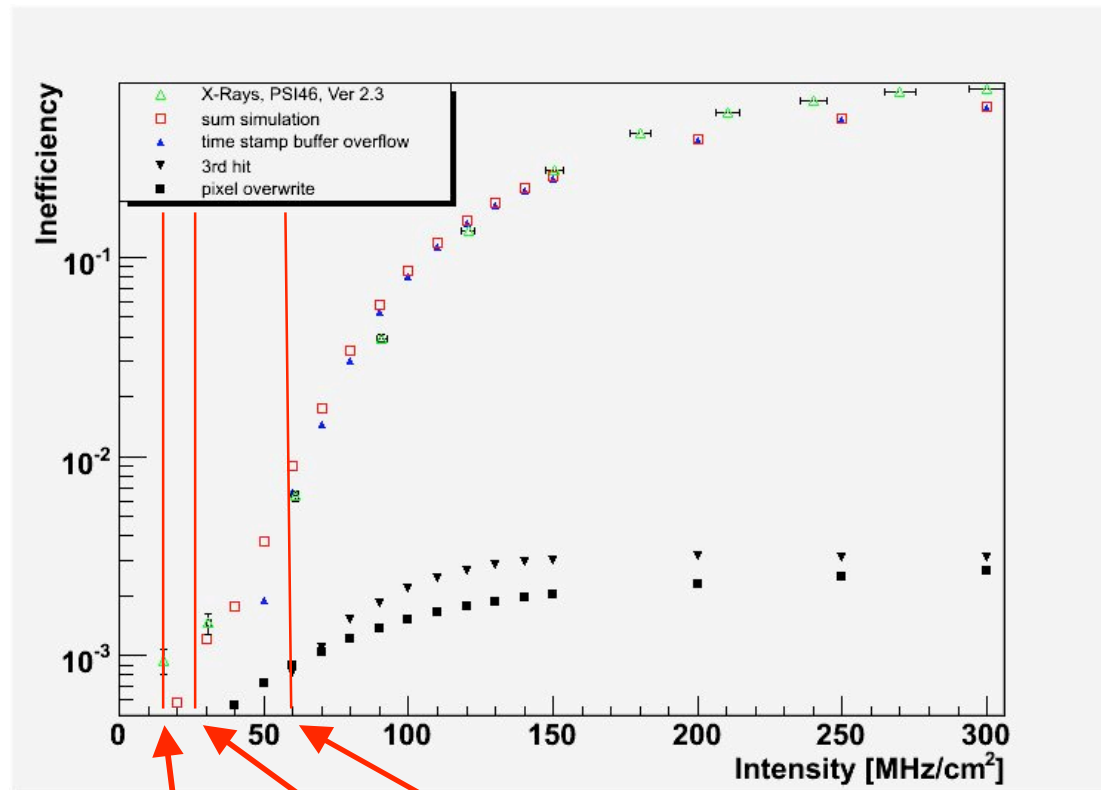
Simulation agrees very well  
with measurement



LHC (10<sup>34</sup>cm<sup>-2</sup>s<sup>-1</sup>): 11cm 7cm 4cm

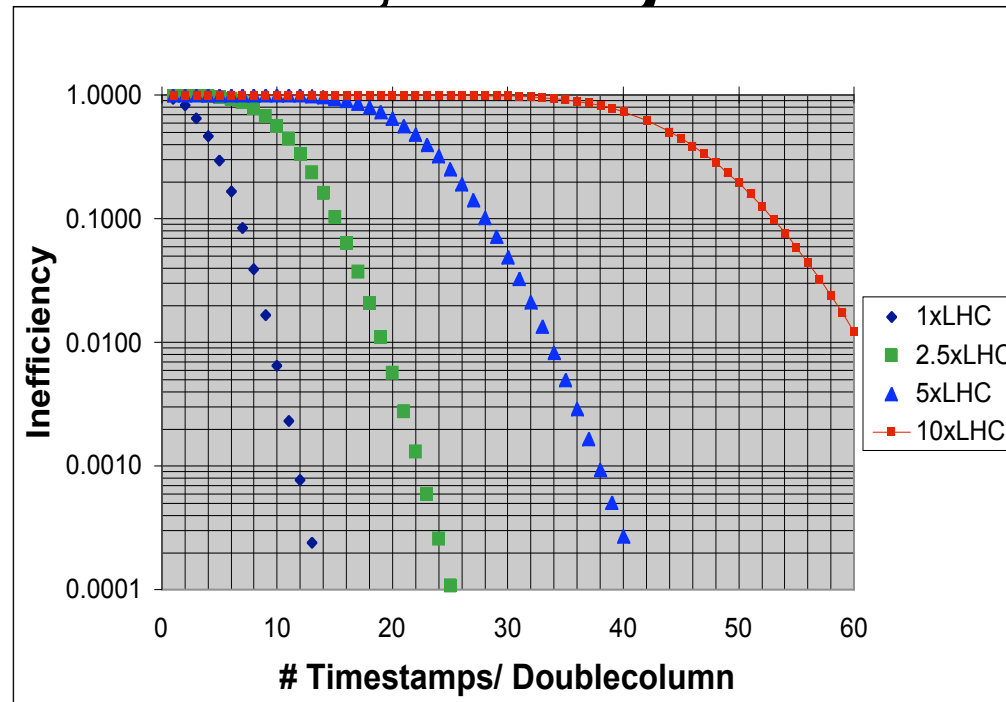
# Contributions to data loss

- Entirely dominated by **timestamp buffer overflows**
- In experiment also data buffer overflow (higher pixel multiplicity)
- Steep rise of inefficiency due to buffer limitations
- Extension of buffer sizes is trivial (no R&D)



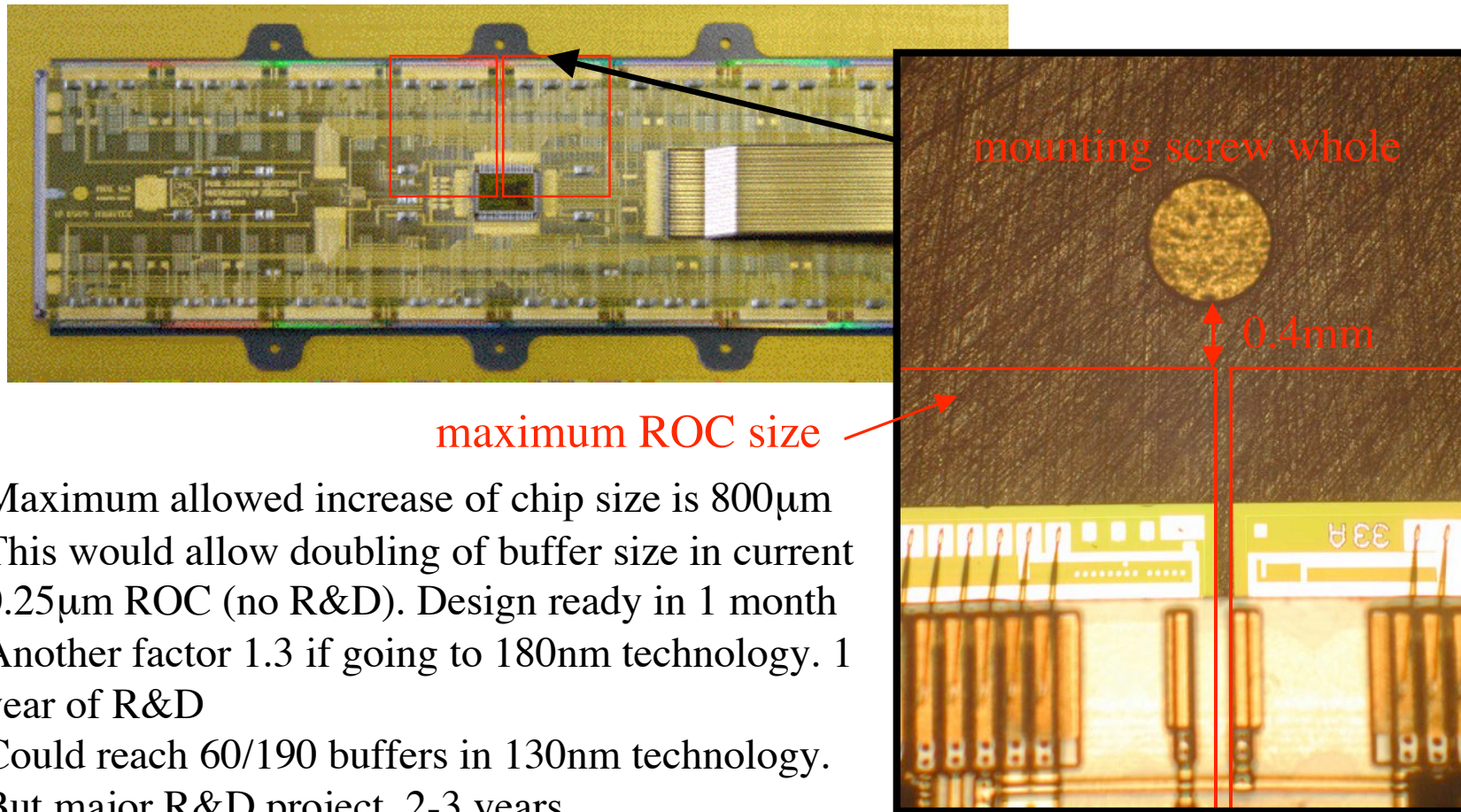
LHC ( $10^{34}\text{cm}^{-2}\text{s}^{-1}$ ): 11cm 7cm 4cm

# Influence of buffer size, 4cm layer



- Present system: 12 time stamp buffers, 32 data buffers. Average pixel multiplicity: 2.2
- For  $2.5 \times 10^{34} \text{cm}^{-2} \text{s}^{-1}$  need to double buffer sizes
- For  $10 \times 10^{34} \text{cm}^{-2} \text{s}^{-1}$  would need 60 timestamp buffers and 190 data buffers (average pixel multiplicity: 2.6).

## Enlarging the chip periphery

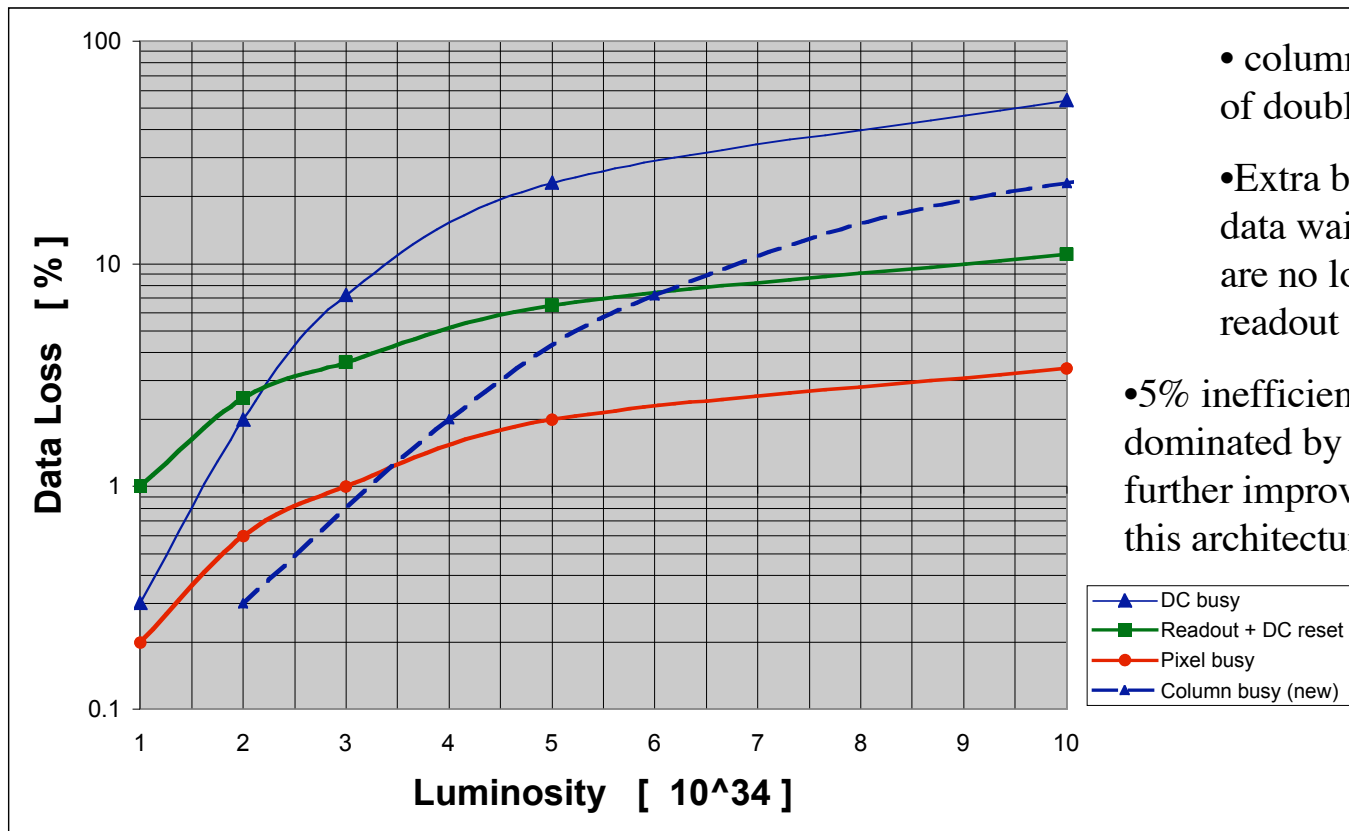


Maximum allowed increase of chip size is  $800\mu\text{m}$   
This would allow doubling of buffer size in current  $0.25\mu\text{m}$  ROC (no R&D). Design ready in 1 month  
Another factor 1.3 if going to 180nm technology. 1 year of R&D  
Could reach 60/190 buffers in 130nm technology.  
But major R&D project. 2-3 years



# Other inefficiencies for 4cm layer

Simulations without buffer limitations



- Inefficiency  $< 7\%$  up to  $2.5 \times 10^{34} \text{cm}^{-2}\text{s}^{-1}$  (as before)

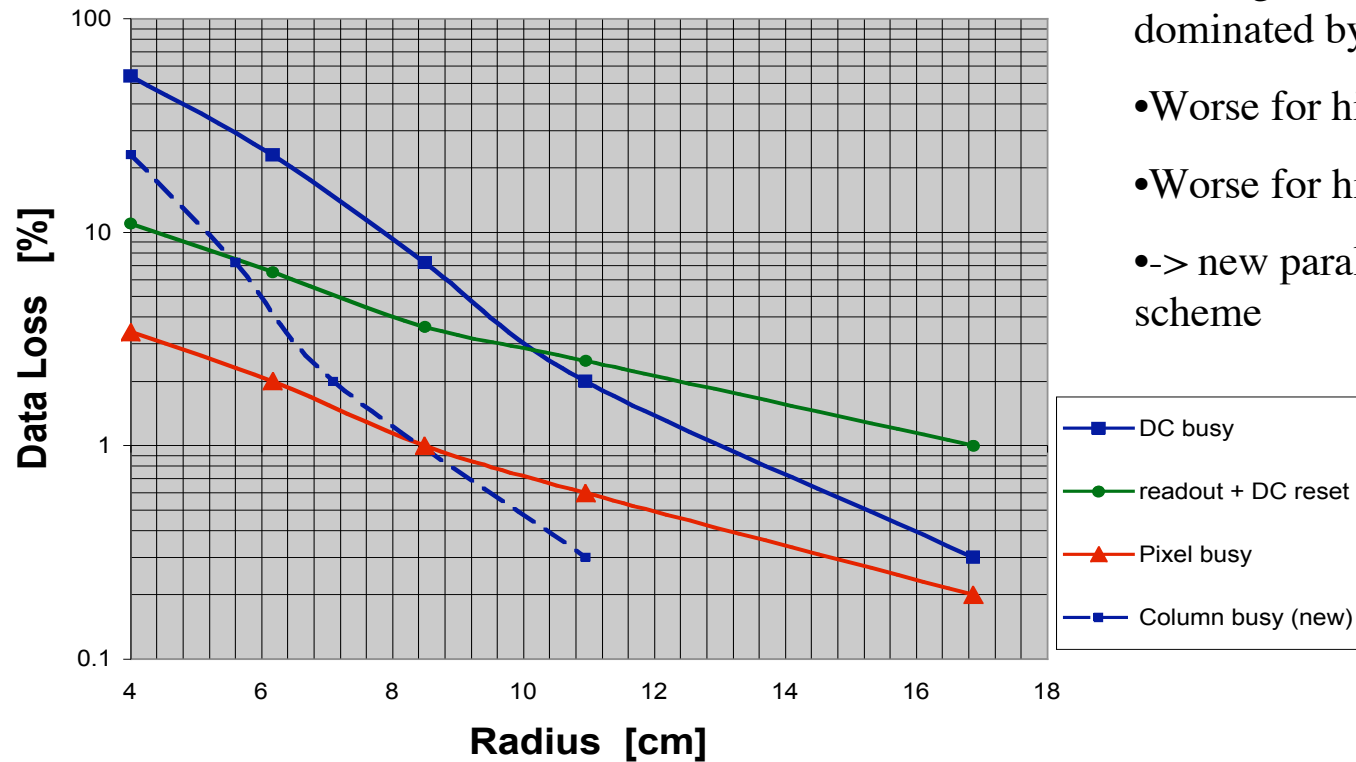
- In 180nm technology possible:

- column drain per column (instead of double columns) -> dashed line

- Extra buffer stage for L1 validated data waiting for readout -> columns are no longer blocked. Negligible readout and reset losses

- 5% inefficiency at  $5 \times 10^{34} \text{cm}^{-2}\text{s}^{-1}$  dominated by busy column drain: no further improvement possible based on this architecture

# Inefficiency vs radius for $10 \times 10^{34} \text{ cm}^{-2} \text{ s}^{-1}$



- Cannot operate < 7cm
- For higher radii data loss dominated by readout losses
- Worse for higher L1 trigger rates
- Worse for higher trigger latencies
- -> new parallel module readout scheme

# Conclusions

- Expected data loss in present pixel system agrees well with measurements up to very high track rates
- Main source of data loss beyond  $10^{34}\text{cm}^{-2}\text{s}^{-1}$  are buffer overflows
- Different 'soft' upgrade stages considered:
  - Doubling buffer sizes in present  $0.25\mu\text{m}$  ROCs possible. This allows moderate upgrade up to  $\sim 2 \times 10^{34}\text{cm}^{-2}\text{s}^{-1}$  @ 4cm (1 month R&D)
  - For higher rates need to go to 180nm technology (1 year R&D)
  - Cannot handle 10xLHC rate @ 4cm. Minimum is  $r \approx 7\text{cm}$  or  $5 \times 10^{34}\text{cm}^{-2}\text{s}^{-1}$  @ 4cm with ineff. < 5%
- This assumes the trigger latency stays about the same ( $3.2\mu\text{s}$ ). If it gets larger, need larger buffers  $\rightarrow$  130nm technology (major R&D project, 2-3 years)