

# Design of a 16 Channel 40 GS/sec 10 mW/Channel Waveform Sampling ASIC in 65 nm CMOS

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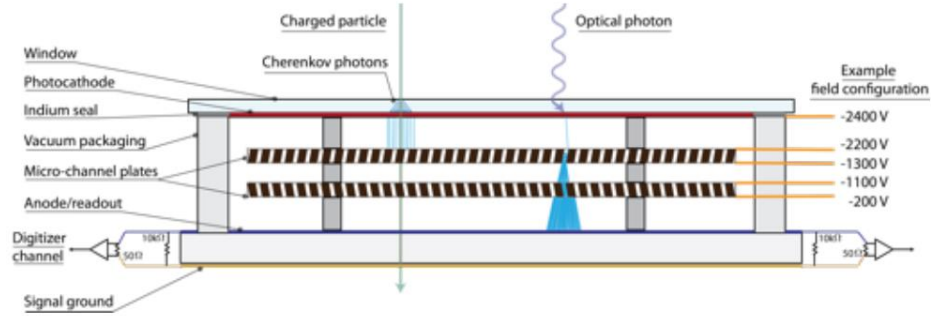
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T. England<sup>1</sup>, H. J. Frisch<sup>2</sup>, M. Heintz<sup>2</sup>, E. Oberla<sup>2</sup>, C. Poe<sup>2</sup>, Y. R. Yeung<sup>2</sup>,

C. Ertley<sup>3</sup>, N. Sullivan<sup>4</sup>,

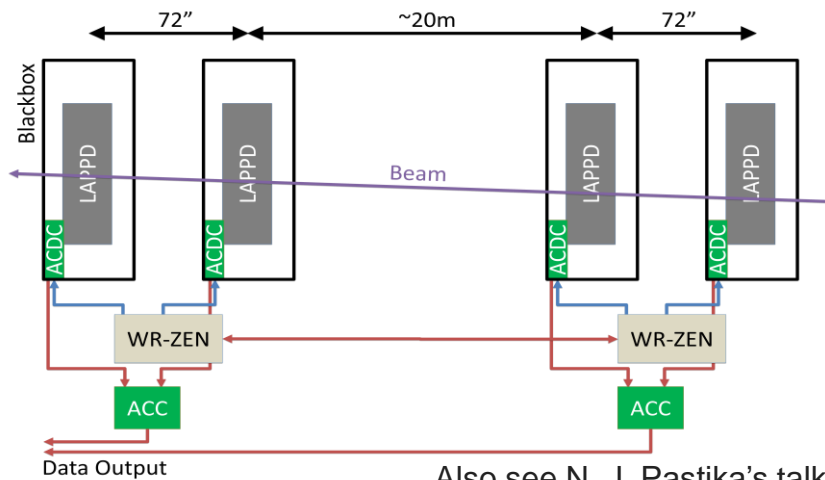
E. Angelico<sup>5</sup>,

Hector Rico-Aniles<sup>6</sup>

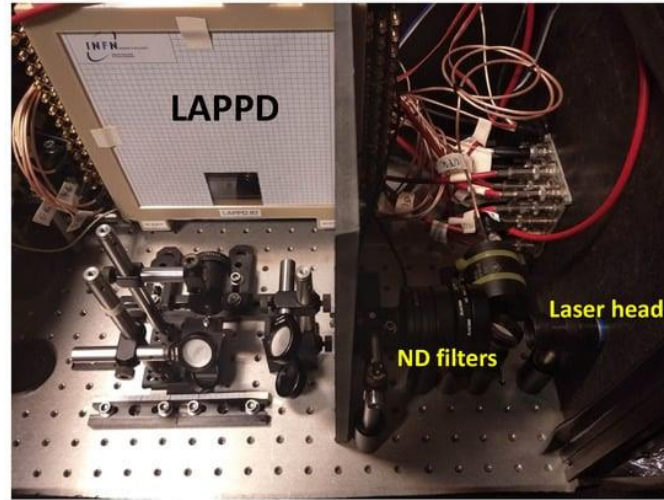
# Motivation: Detectors with ps resolution



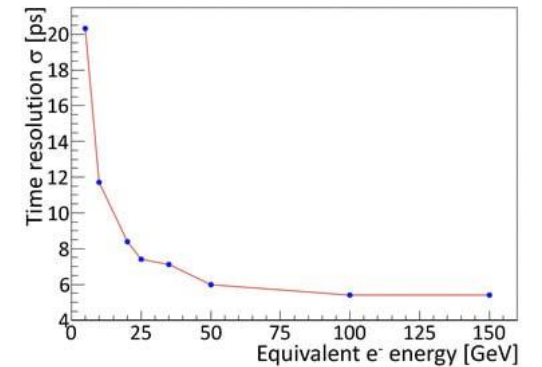
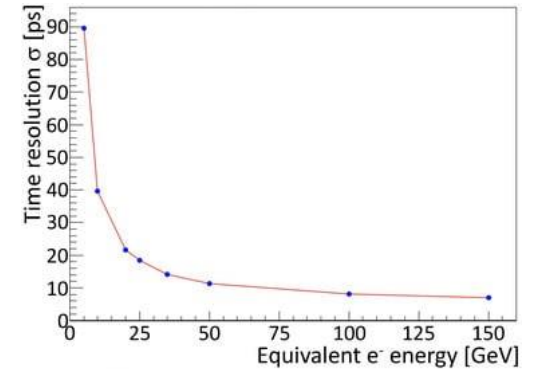
LAPPD™, psec.uchicago.edu



Also see N. J. Pastika's talk



Perazzini S, Ferrari F, Vagnoni VM, on behalf of the LHCb ECAL Upgrade-2 R&D Group. Development of an MCP-Based Timing Layer for the LHCb ECAL Upgrade-2



Timing resolution ~5ps

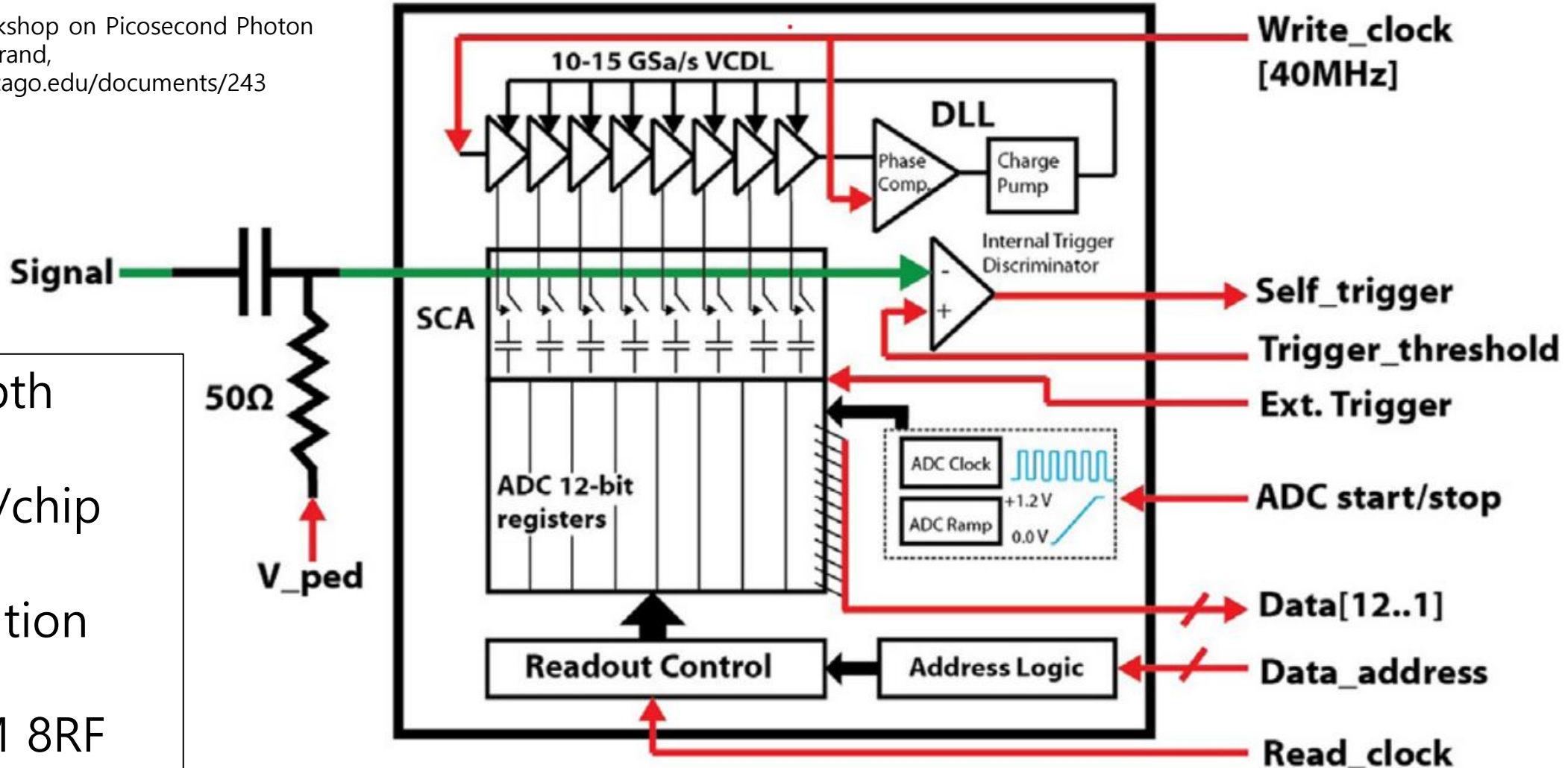
## ...WE ALSO NEED SUB-PS RESOLUTION FE ELECTRONICS!

# PSEC4 ASIC(2014)

E. Oberla , H. Frisch, K. Nishimura, G. Varner, arxiv.org/abs/1309.4397

E. Oberla, Talk at Workshop on Picosecond Photon Sensors, Clermont-Ferrand, <http://lappdocs.uchicago.edu/documents/243>

- 12-bit depth
- 6 channel/chip
- 5ps resolution
- 130ns IBM 8RF



# Performance Measurement

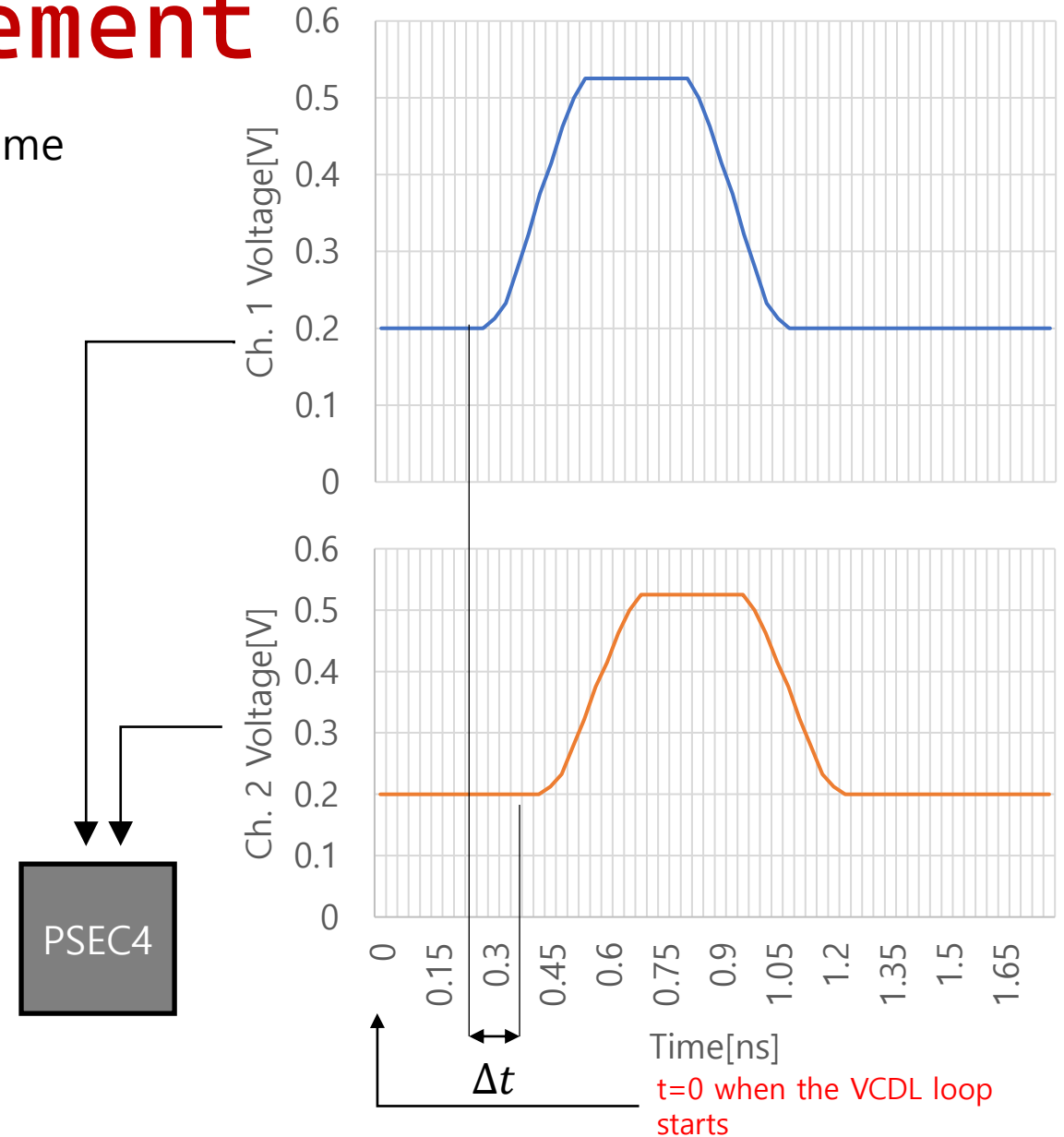
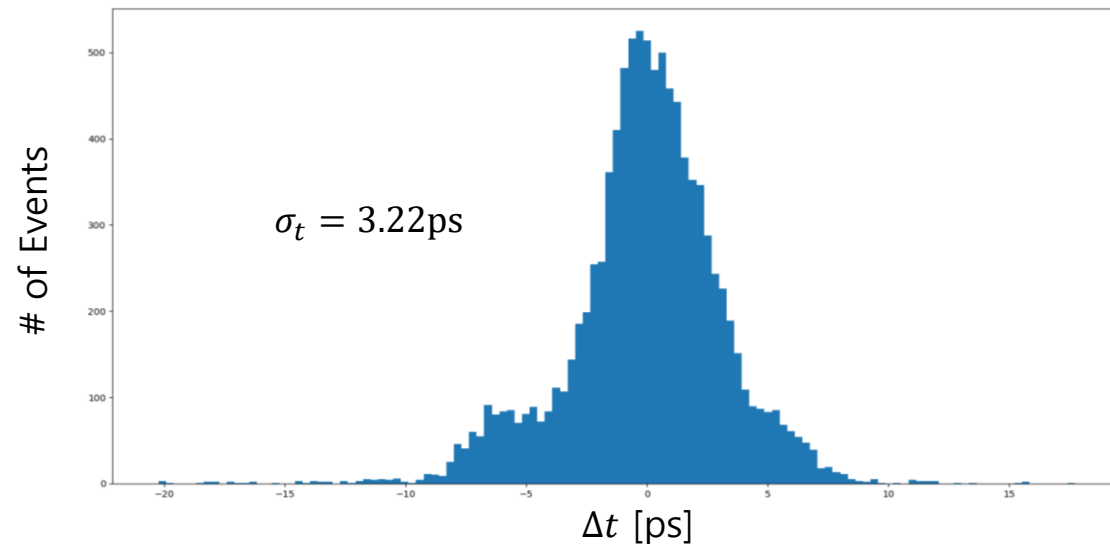
Same signal fed into two different channels of the same readout board.

1.  $\Delta t$  measured for many events.
2. Distribution of  $\Delta t$  acquired.

Depends on the source

- Sin
- Pulse/square

Depends on algorithm determining  $\Delta t$ .

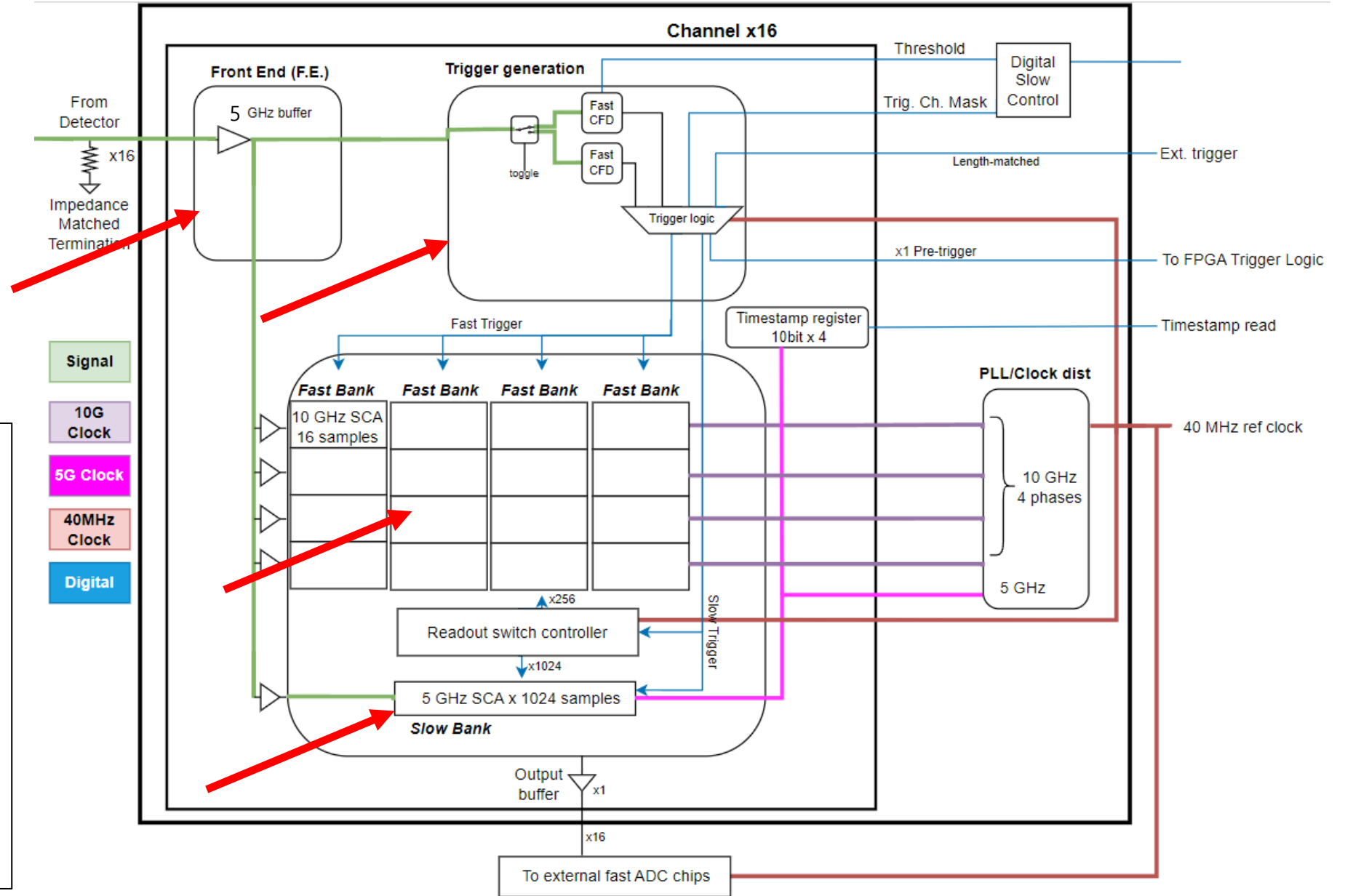


# Primary goal

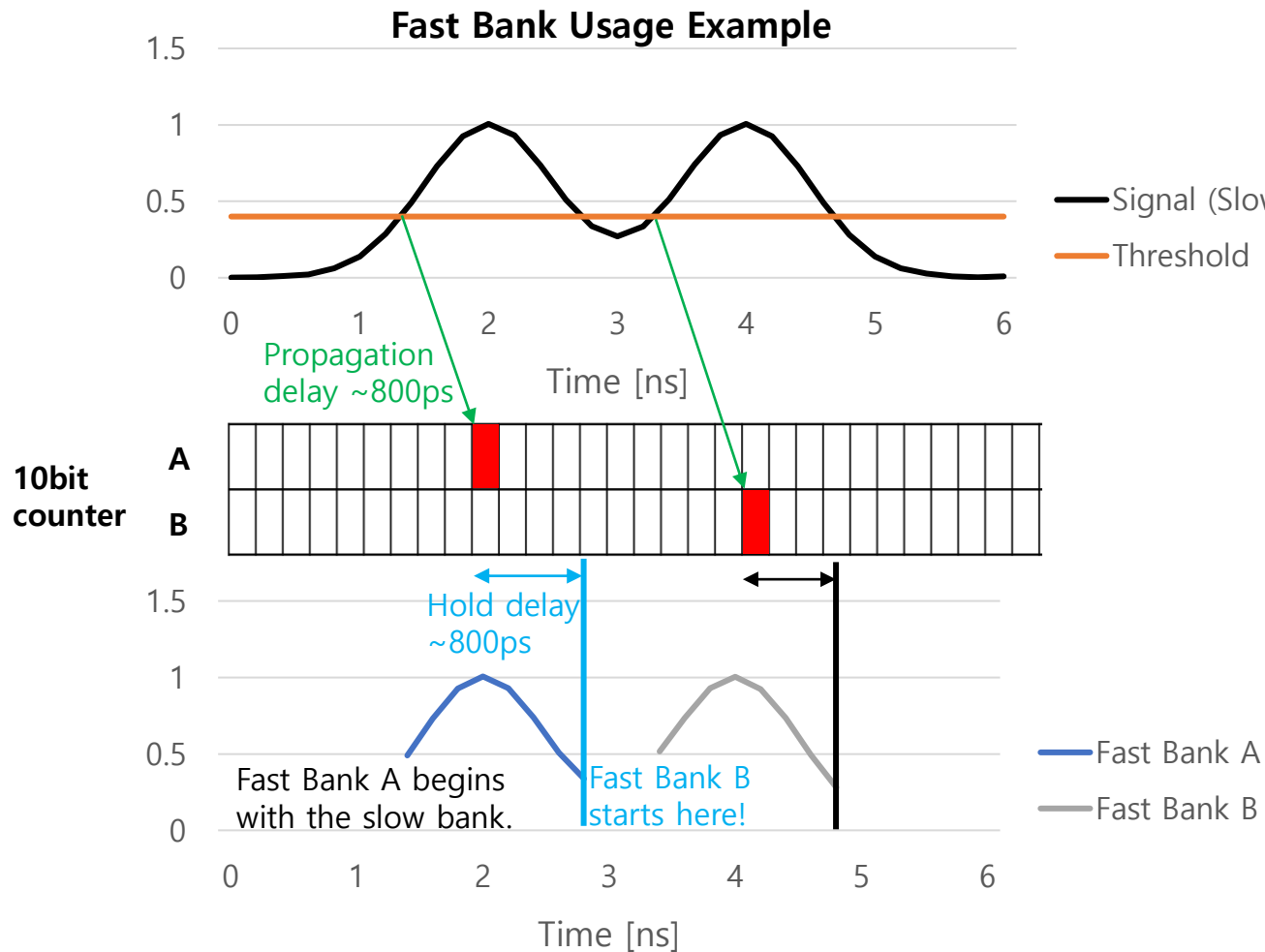
- Achieve **<1ps resolution** in measuring the arrival time of LAPPD pulses.
- But we also aim for a versatile chip, so that it is applicable to other fast-timing applications

# PSEC5

- 65nm TSMC
- 10-bit depth
- 40GSa/s
- 5GHz Analog BW
- 16 channel/chip
- <10mW/ch
- UChicago & Fermilab

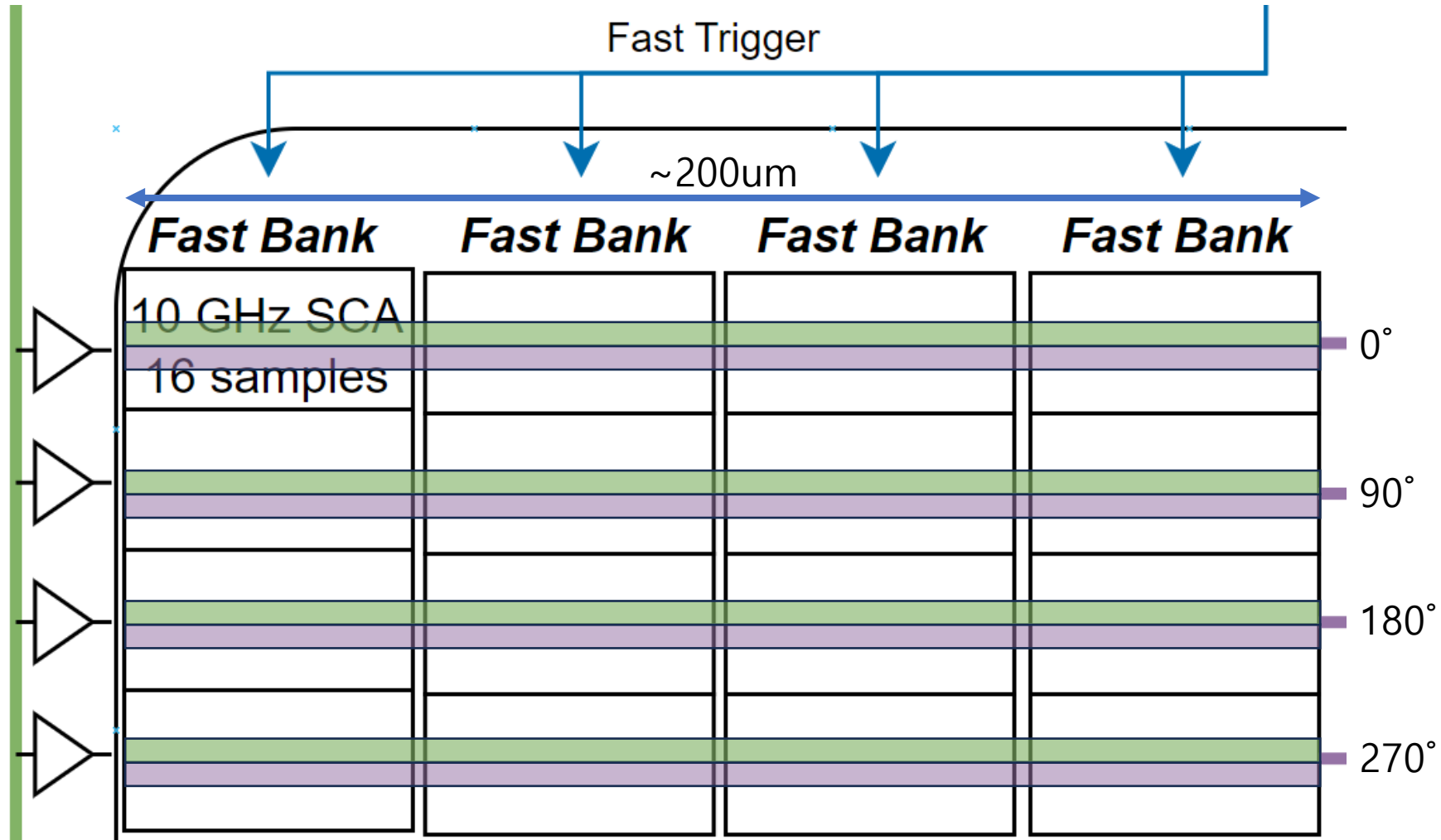


# Point 1. Fast & Slow Banks



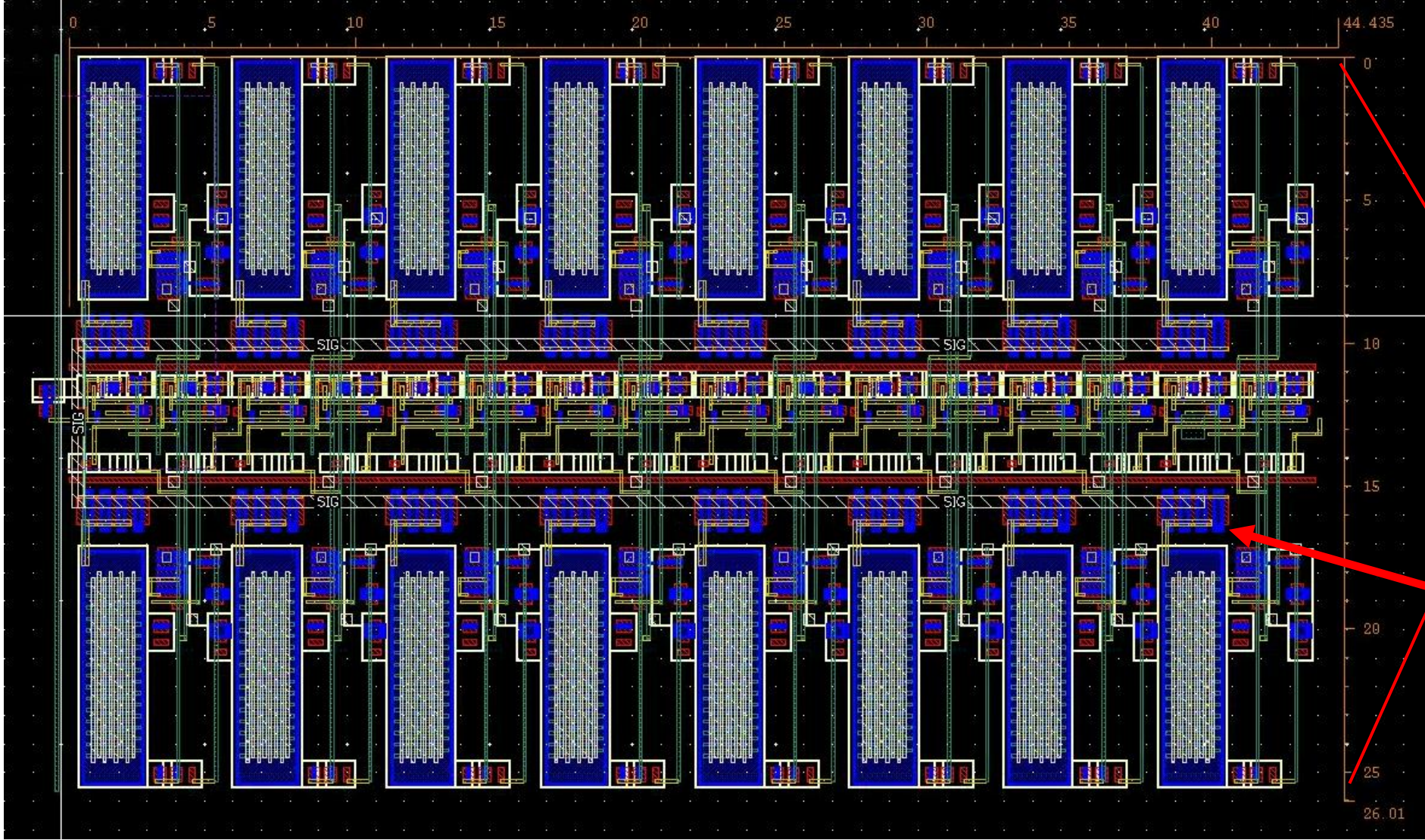
- Fast Bank: 4 of them
  - 64 samples
  - 1.6ns of sampling window
  - High power consumption
  - Run sequentially
- Slow Bank (Timestamp)
  - 1024 samples
  - 204.8ns of sampling window
  - Low power consumption
  - Fast banks are triggered within the sampling window

# Fast sampling - interleaved





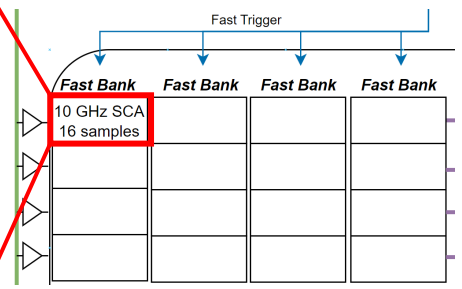
# Layout of a single column (16 cells)



Size:  $45\mu m \times 25\mu m$

Capacitor: 35fF

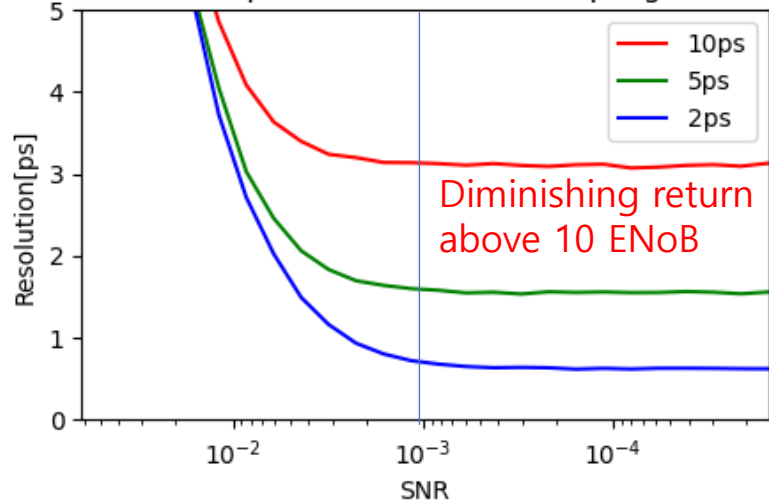
Power: 2mW



Sampling Switch  
2.5V NMOS  
Size:  $4\mu m \times 280nm$

# Point 2. Sampling Jitter

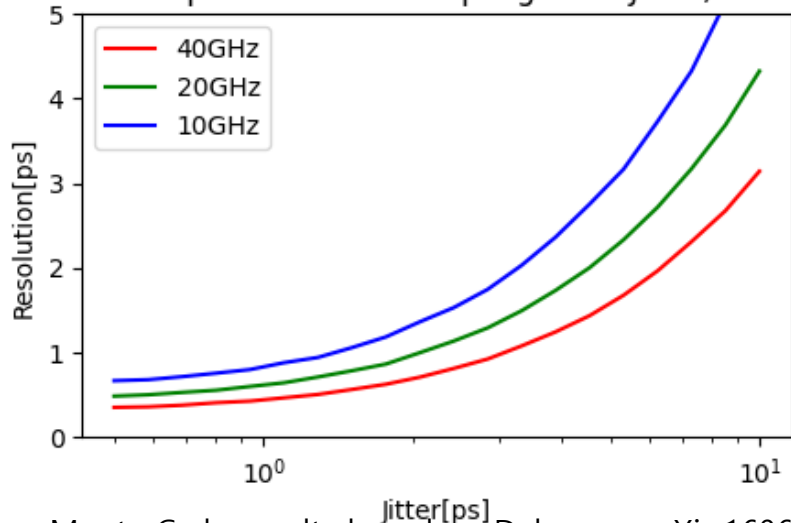
Resolution Dependence on SNR, sampling at 40GHz



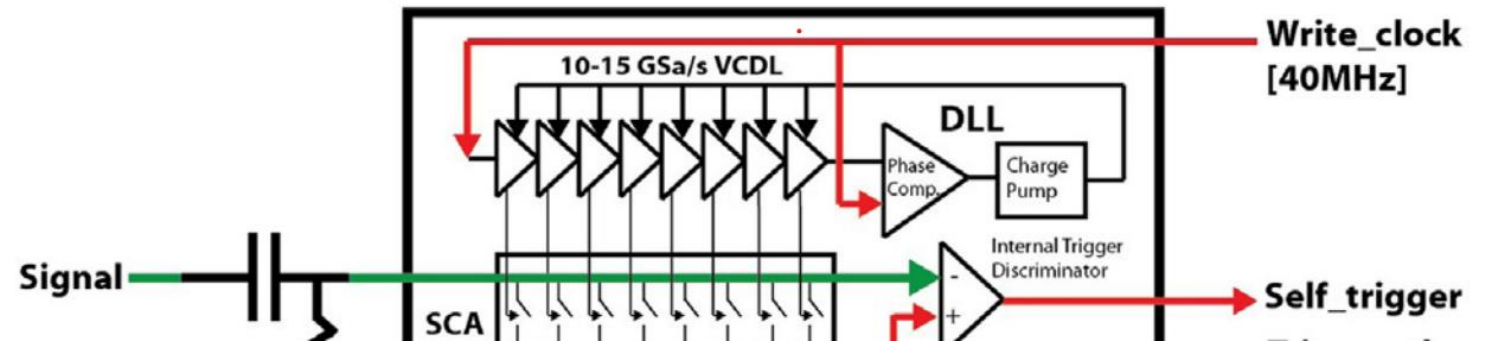
- At <1ps timing resolution region, sampling jitter is a **dominant component** of the overall uncertainty.

- PSEC4 employs Delay Loop Lines (DLL) to control sampling switches.

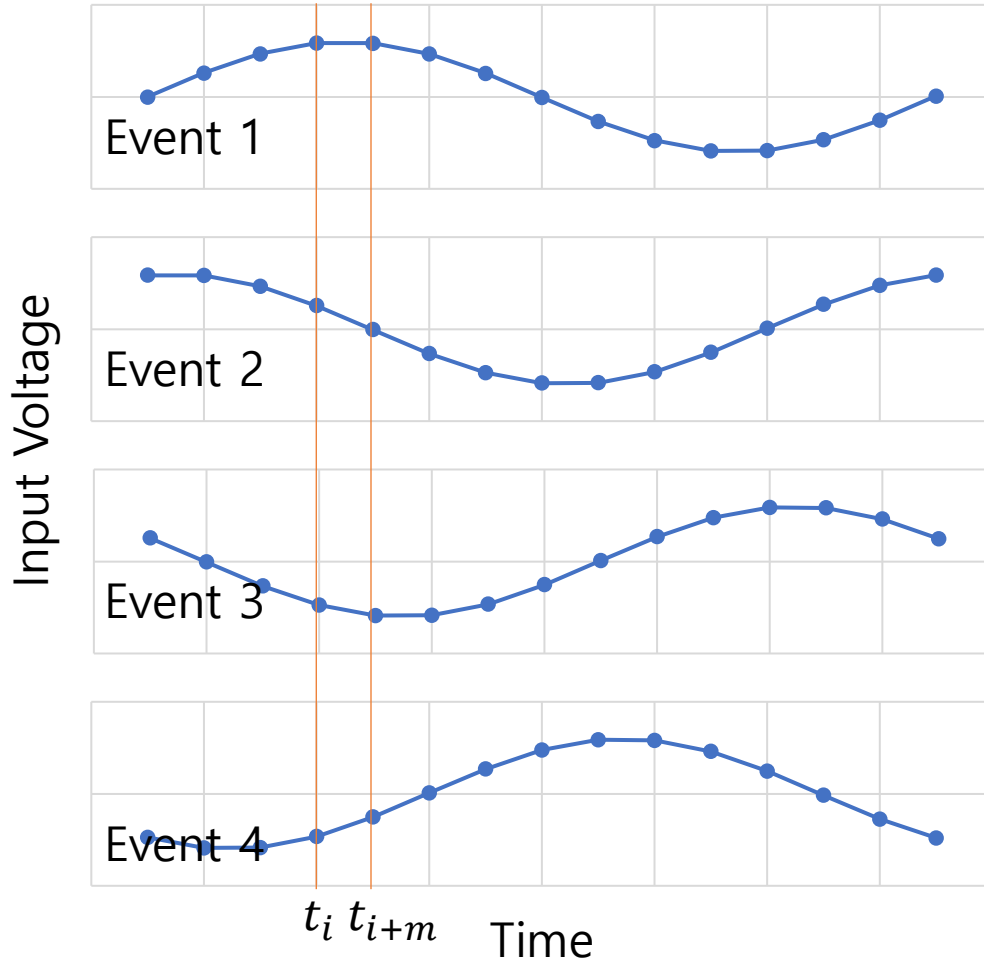
Resolution Dependence on Sampling Time Jitter, SNR = 1e-3



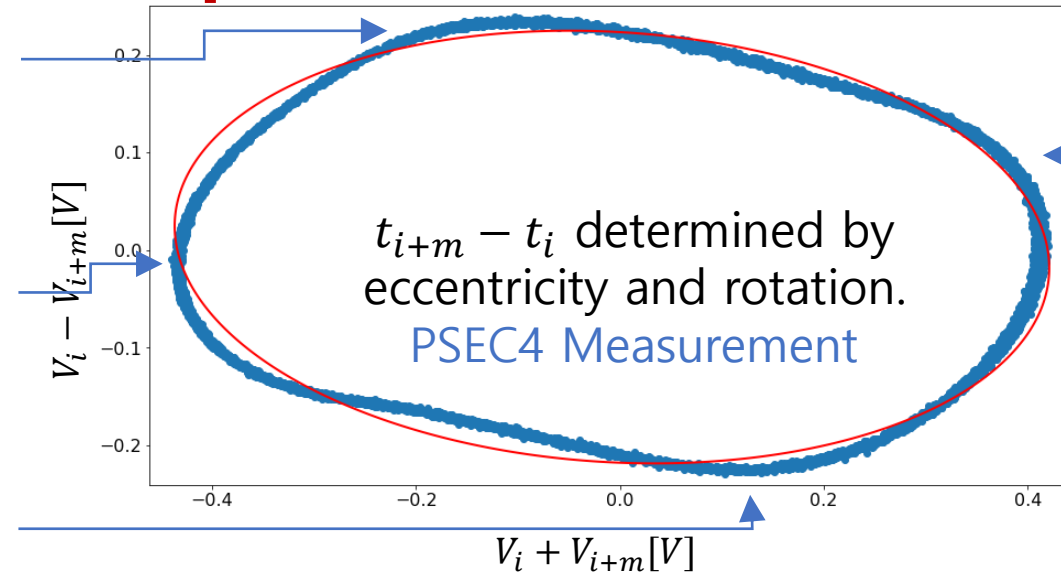
Monte Carlo results based on Delagnes, arXiv:1606.05541



1. Measure many events of a sine wave.
2. Sum vs. Difference of two adjacent samples, over all events, form an ellipse.
3. Time offset can be determined from the coefficients.



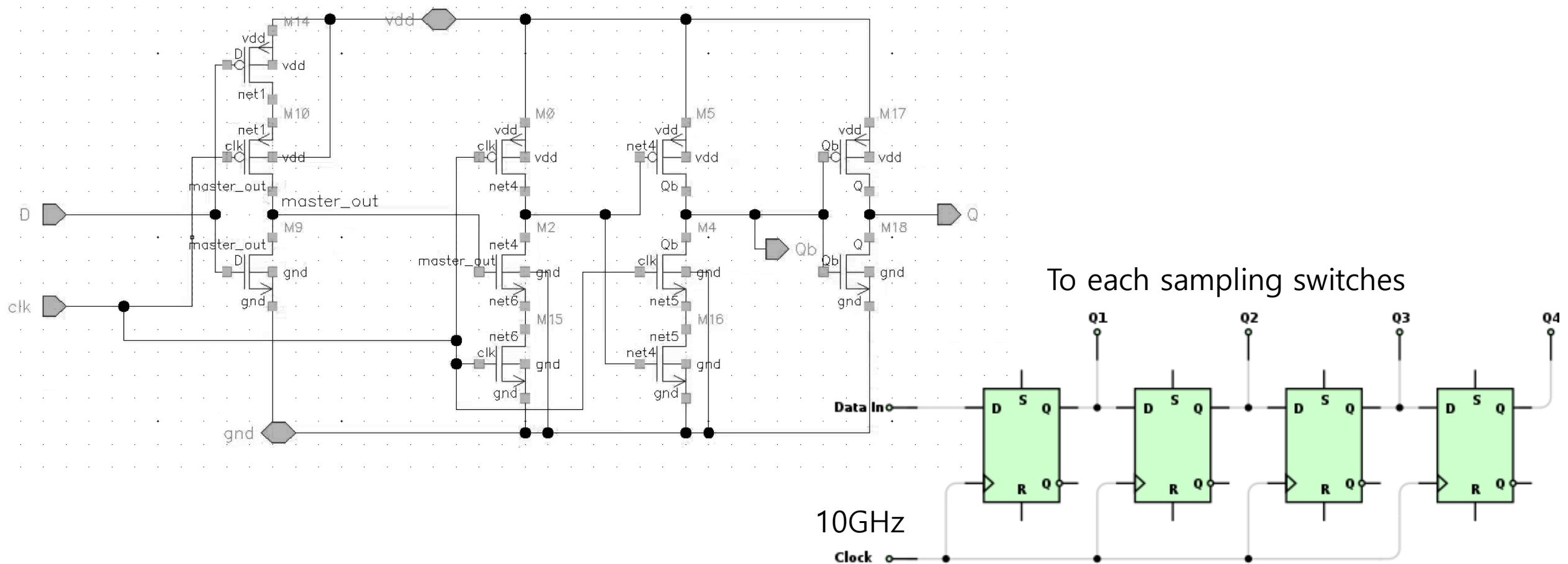
**Bandwidth affects sample time uncertainty!**



Low SNR  $\rightarrow$  fainter, more spread curve.  
Nonlinearity  $\rightarrow$  distorted curve

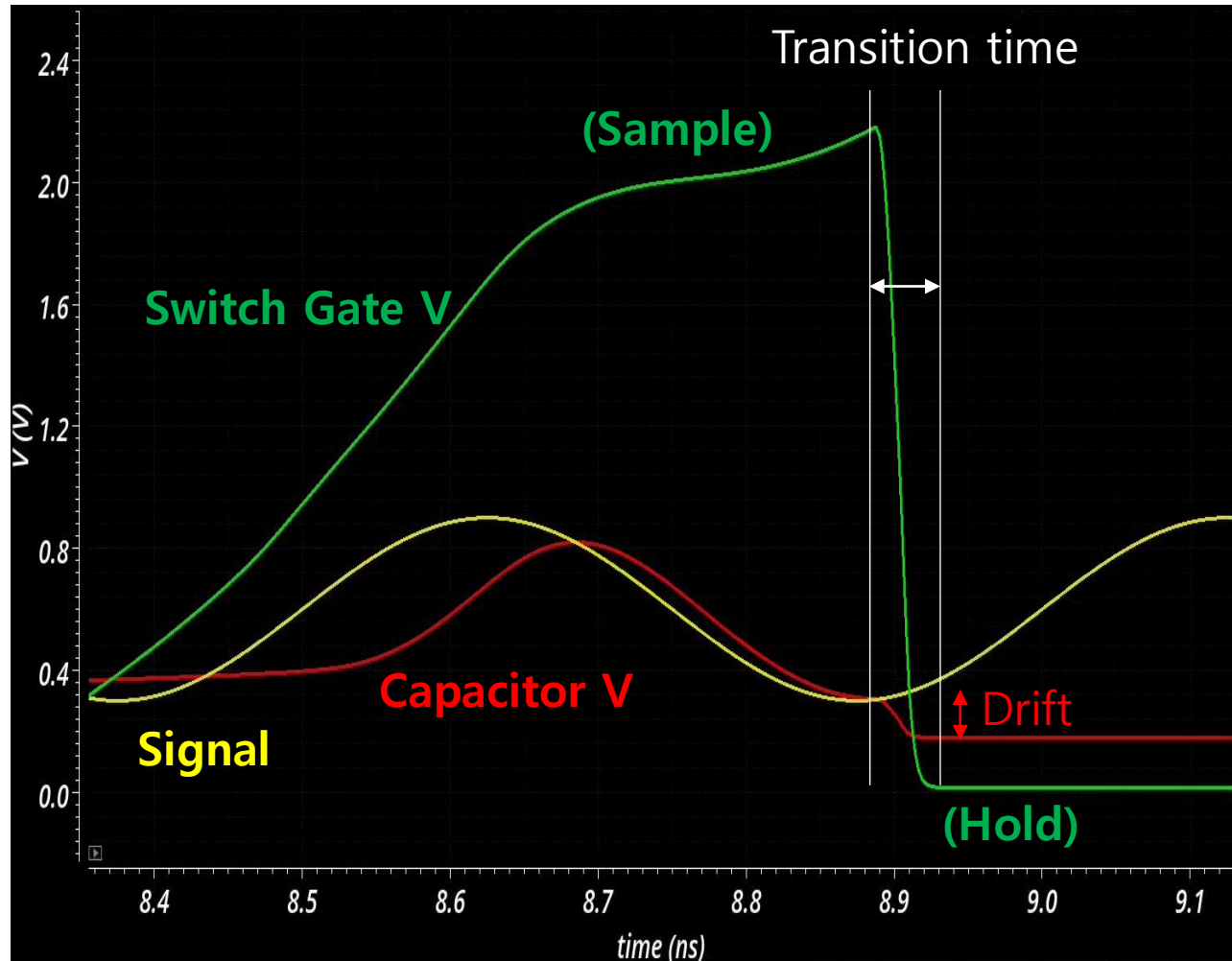


# 10GHz True Single Phase Clock D Flip Flop



- Still, we expect to use similar calibration technique as PSEC4

# Switching Drift



- The value of a capacitor **drifts while it switches off** from the signal line.
- Drift consists of **switch gate charge injection**, which is a fixed value and is calibratable, and **resistive drift**, which is dependent on signal V.
- It is essential to keep the **[Sample → Hold]** transition time low.

→NMOS instead of CMOS for the sampling switch!

# Summary

- MCP-based detectors can reach excellent timing resolution, and for a working ToF system with it, we want **<1ps timing resolution** of the front-end electronics.
- We think a **waveform sampling** ASIC is the most reliable, reusable, and cost-efficient solution.
  - Lower power consumption and dead time
  - Avails various methods of external calibration
  - **High channel count** per chip
- The **fast-slow architecture** of the chip makes it relatively versatile
  - Long time window per event
  - While also achieving high timing resolution on regions of interest
  - Using **D Flip Flops** instead of Delay Line improves sampling time jitter
  - **Discriminator/Trigger logic with low propagation delay** is the key
- 65nm is an adequate technology for this
  - **Faster sampling speed**, due to dynamic flip flops, compared to coarser technologies
  - High voltage transistors available compared to smaller technologies, can achieve a high V **dynamic range**