Calibration Structures Status

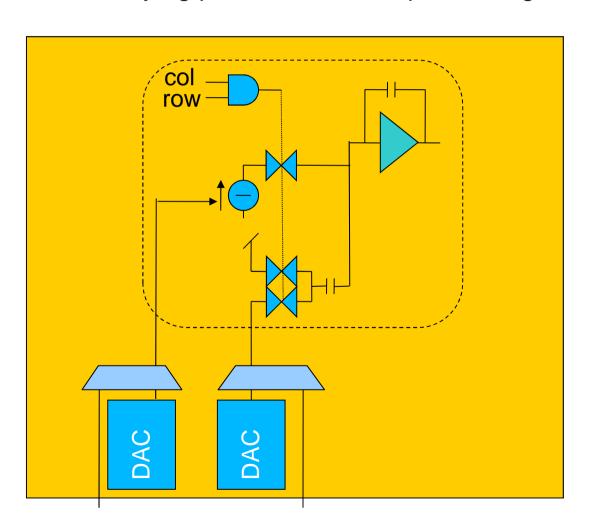
AGIPD meeting Sept. 2012

A. Marras

Calibration structures

AGIPD ASIC Review 18/19.1.2012 – Reviewer Comments

"Add several injection schemes in the pixel, with enable signals: [...] injection capacitor, local current source, global bus to access all pixels externally. [...] The injection voltage step could be external, to start with, or chopped inside of the pixel with a static external voltage. This will allow studying performance and performing cross calibration."



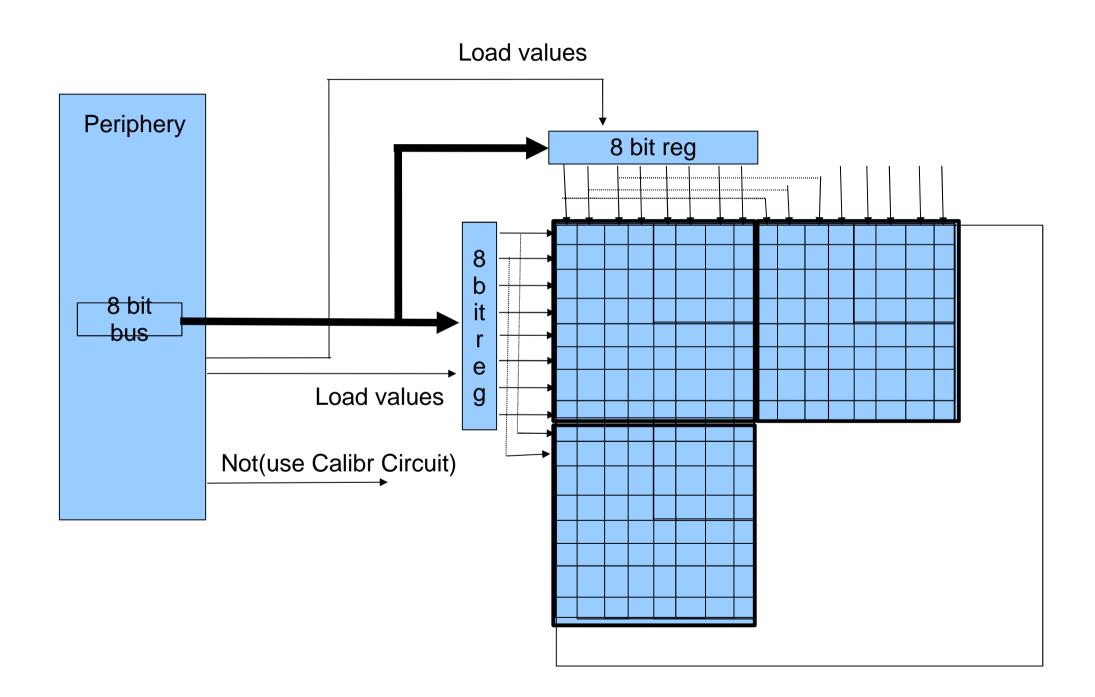
Pulsed Capacitor

target: 1-200 photons High-Med Gain ranges

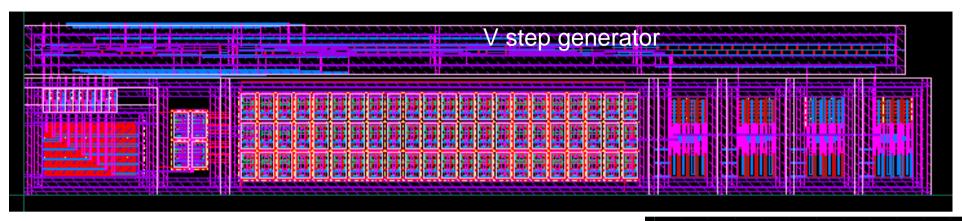
Internal Current Source target: 180-10000 photons Med-Low Gain ranges

possible to enable 1/64 upto all pixels

Calibration Circuit: pixel selection



Pulsed Capacitor

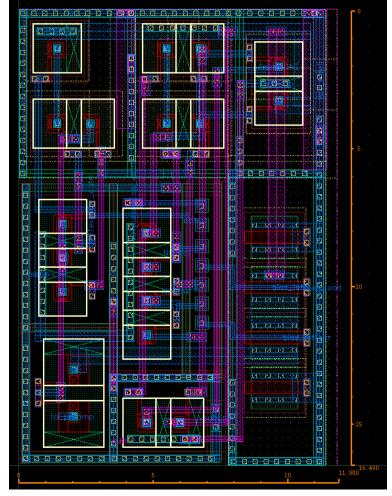


- 10 bits (1024 levels) simulated minimum step 0.3 photons
- simulated able to charge in ~ 150ns

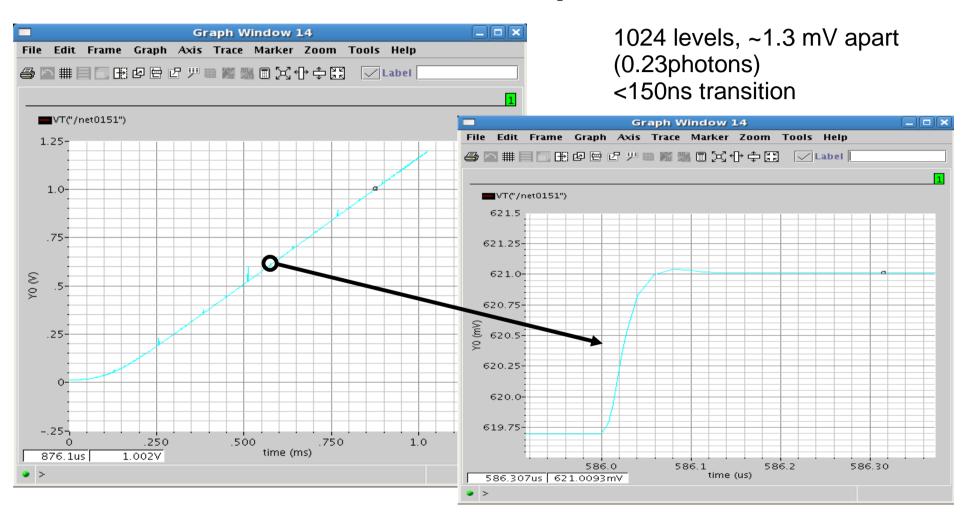
 ¼ of pixels + metal parasitic capacitance

 => 4 per chip





Pulsed Capacitor

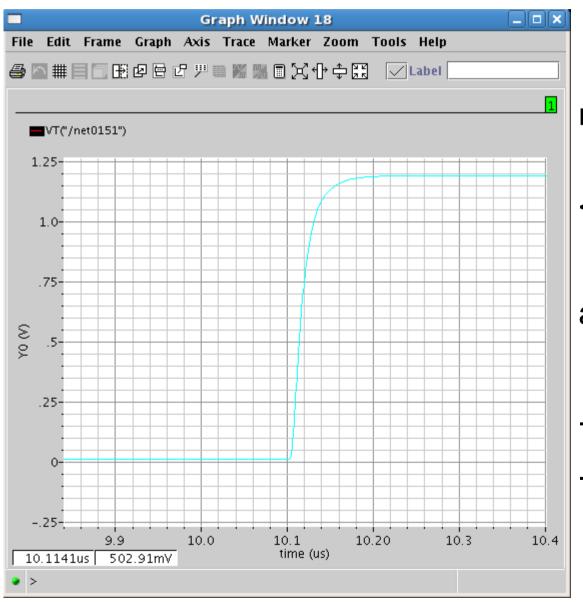


est. parasitic C metal design manual IBM pg 424: Cmetal ~ 0.26fF/um 0.26fF/um * 64[pixel] * 200[um] * (64[hor lines]+64[vert lines]) ~ 0.5nF

- + in-chip switches
- + 100fF (per pixel)

4 of them

Pulsed Capacitor



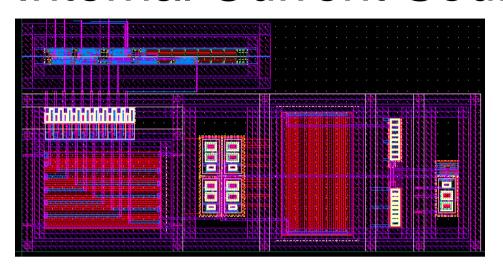
min-max step: 1.18V (215 photons)

<150ns transient

also possible:

- Vss=>Vdd step (272 photons)
- Voltage step from external pad

Internal Current Source

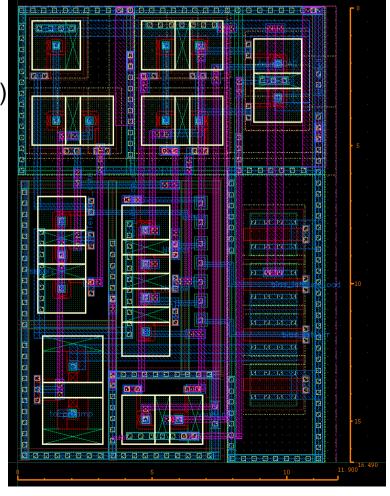


target current ~1uA 1uA was chosen to be able to explore the range 10^2-10^4 photons: integrated for 100ns => 182 photons integrated for 10us => 18200 photons)

8 bits (256 levels) simulated minimum step 18.5nA (3.4 photons in 100ns)

simulated able to charge equivalent of ~180 ph in 100ns equivalent of ~18000 ph in 10us





Internal Current Source: how it behaves

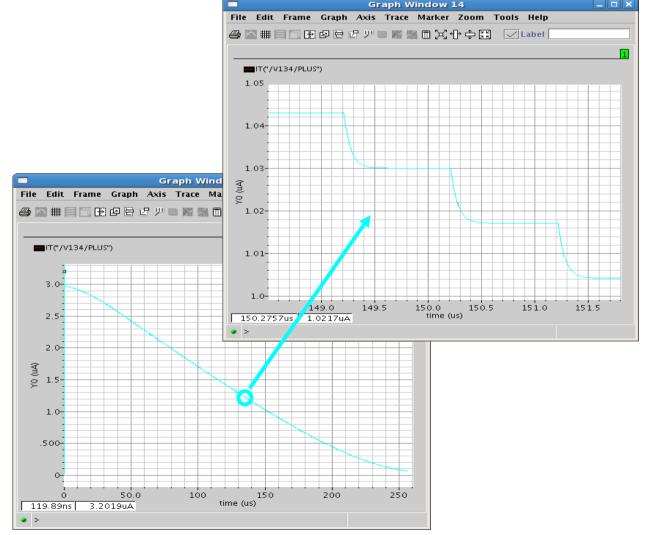
range ~40nA - ~2.5uA

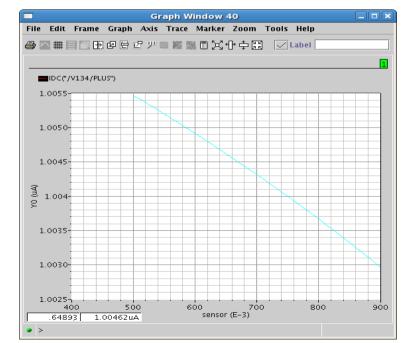
minimum step ~17nA (~3 photons in 100ns)

> 68 Mohm Zout (\Delta I < 0.3% with sensor V varying 0.5-0.7-0.9V)

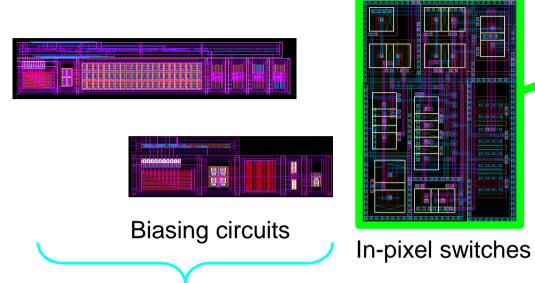
Leakage current ~1pA

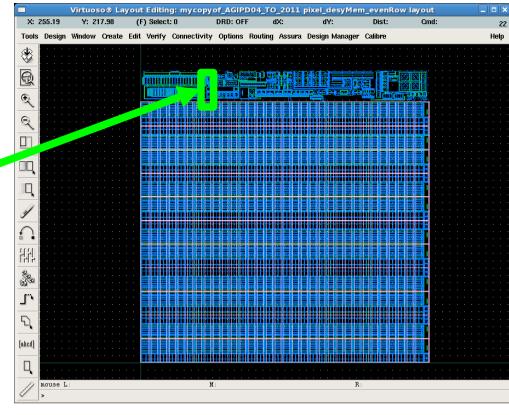
(< 1e in 100ns)

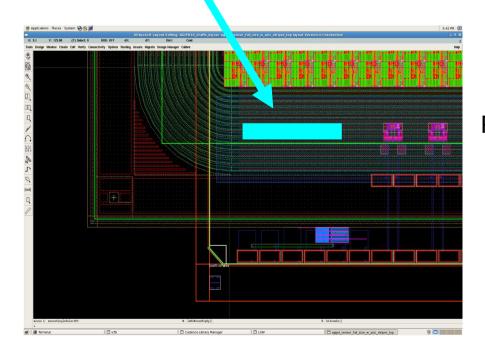




Where to put them







Pulsed C

