



# Double injection scan results for the RD53A

Thanks to Maurice Garcia-Sciveres, Timon Heim and Magne Lauritzen

Presented by Simon K. Huiberts

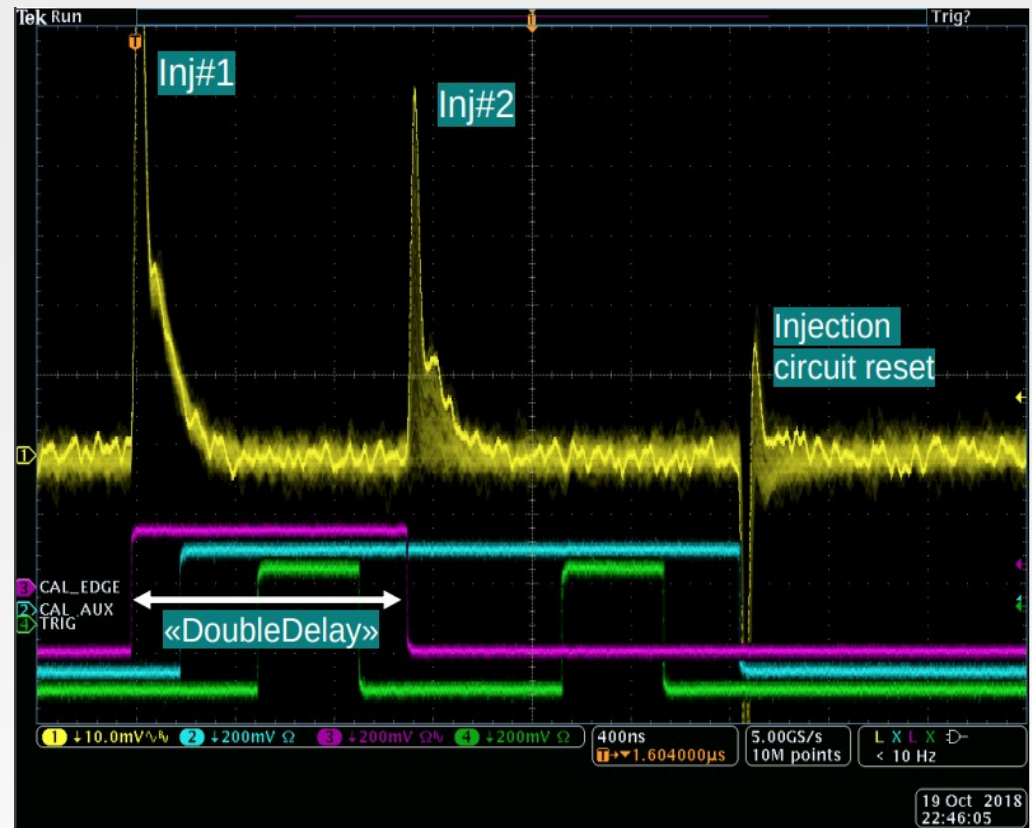


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## Introduction

- The purpose of the **double injection scan** is to study the behavior of the Front-end (FE) during charge injections and data readout
- E.g. study how the measured pixel threshold is **affected** by a **preceding injection**
- The **double injection scan** can inject **two consecutive charge injections** into each pixel
  - Done via Cal commands which control the capacitor injections for a selected pixel
- How it's done:
  - First injecting a constant charge into the selected pixel (**Inj#1**)
  - Wait a set period (**DoubleDelay**)
  - Injecting a second charge of varying magnitude into the same pixel (**Inj#2**)
  - Send triggers to read out the data



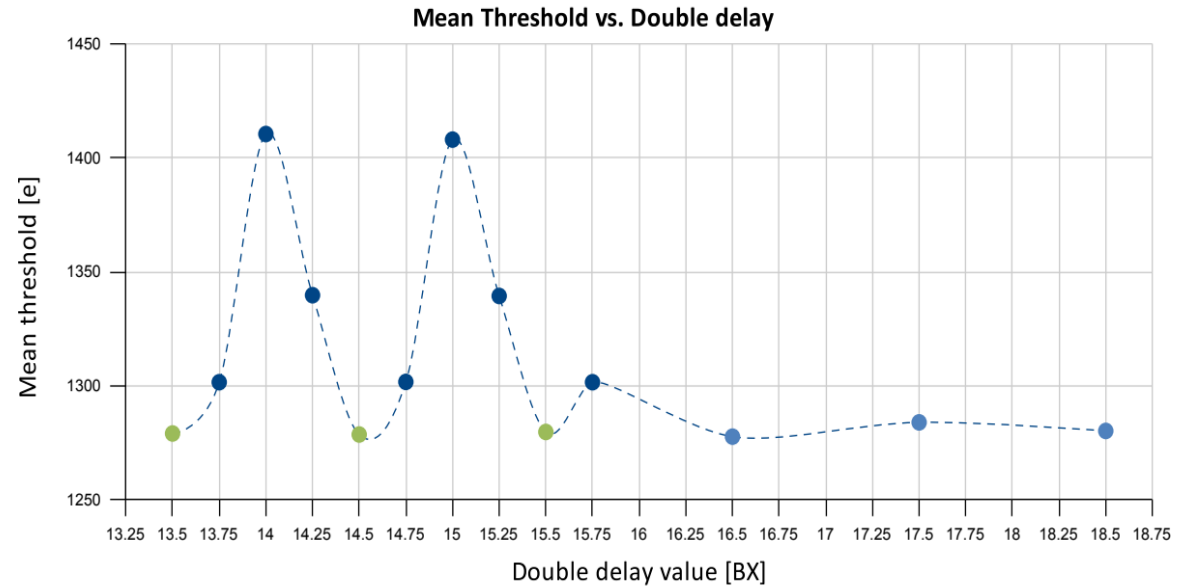
Double injection scan taken by an oscilloscope. Figure by Magne Lauritzen

- 1) Purple line is the CAL\_EDGE signal
- 2) Light blue line is the CAL\_AUX signal
- 3) Green line is the trigger signal



## Last presentation (04.09.2020)

- Observed an issue where the injections were sent out of phase w.r.t the clock edge resulting in an artificially high measured threshold
- This was fixed by selecting half values for the double delay parameter such that the injections happen in the same phase (green points)
- After fix:** Study the linear and the differential FE with the correct double delay values

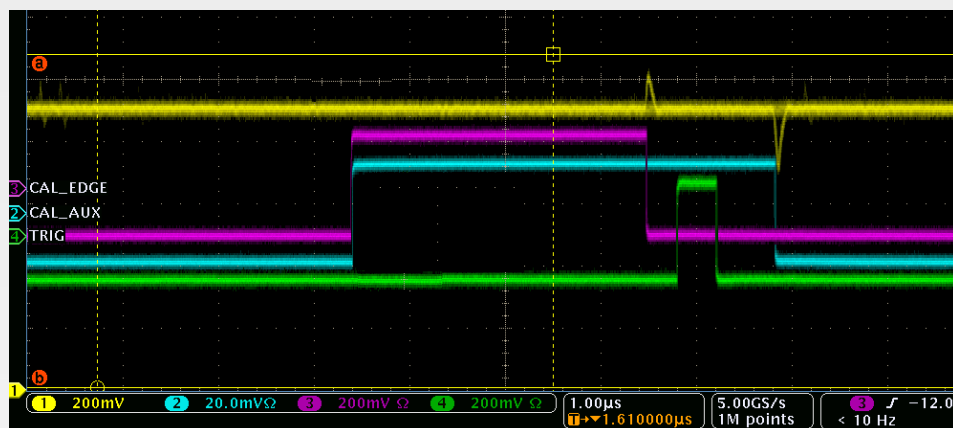




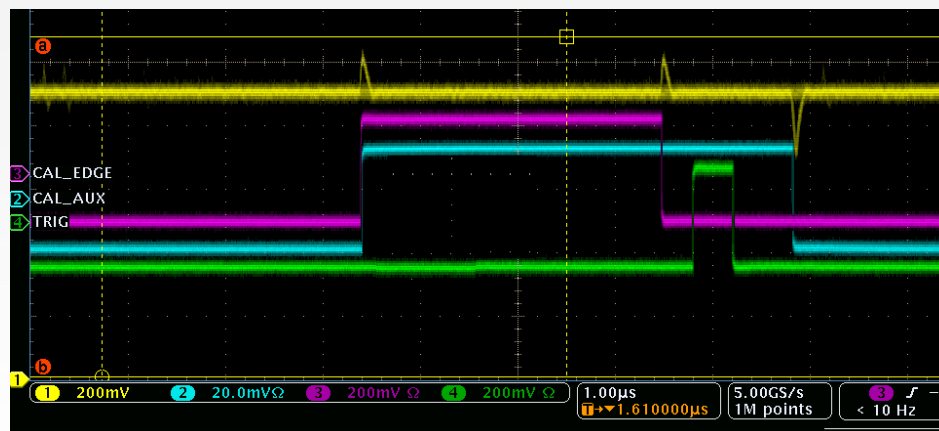
## First method

- Test the effect that a preceding charge injection has on the measured pixel threshold
- For each value of the double delay, perform:
  - A double injection scan with **#Inj1 set to 0e** (Upper figure)
    - Gives a **baseline** used for comparison
  - A double injection scan with **#Inj1 = 2000e** (Bottom figure)
    - **#Inj1** crosses the pixel threshold
- **Probe** the effect that the **#Inj1 = 2000e** has on the measured pixel threshold obtain by **#Inj2**

**Baseline** (Only have the second charge of varying magnitude)



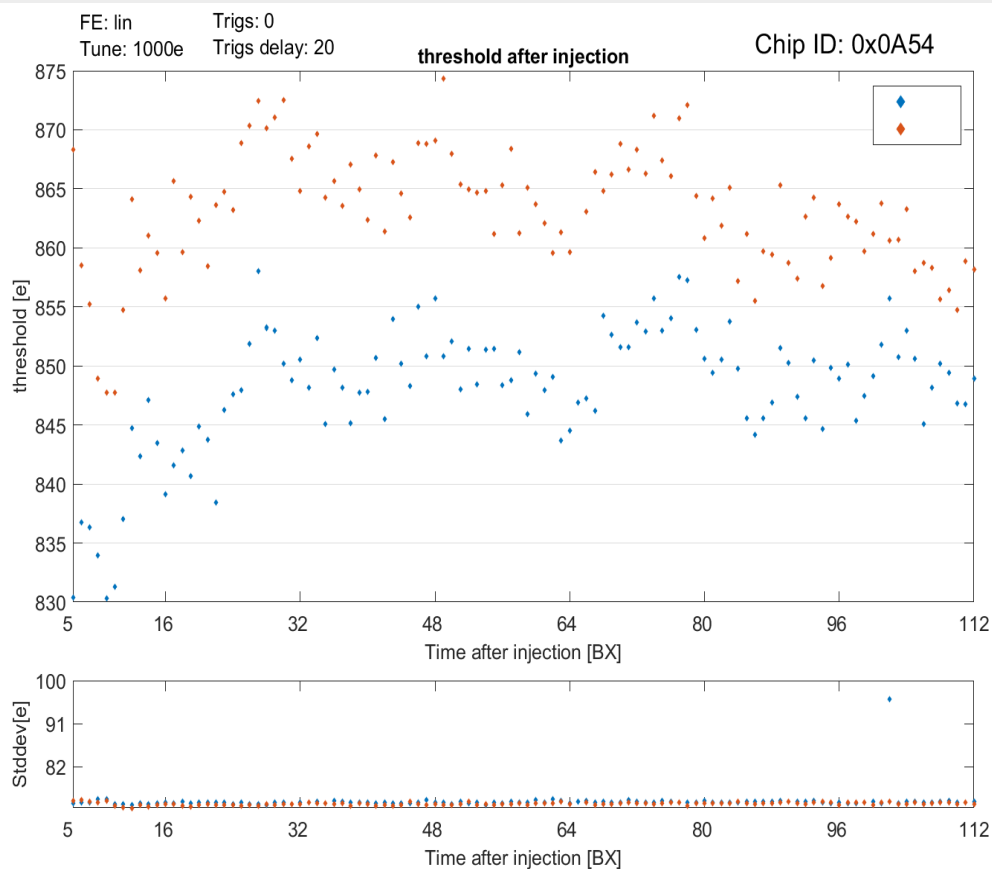
**Inject 2000e** and then inject a second charge of varying magnitude





## Lin FE: Mean Threshold vs. double delay

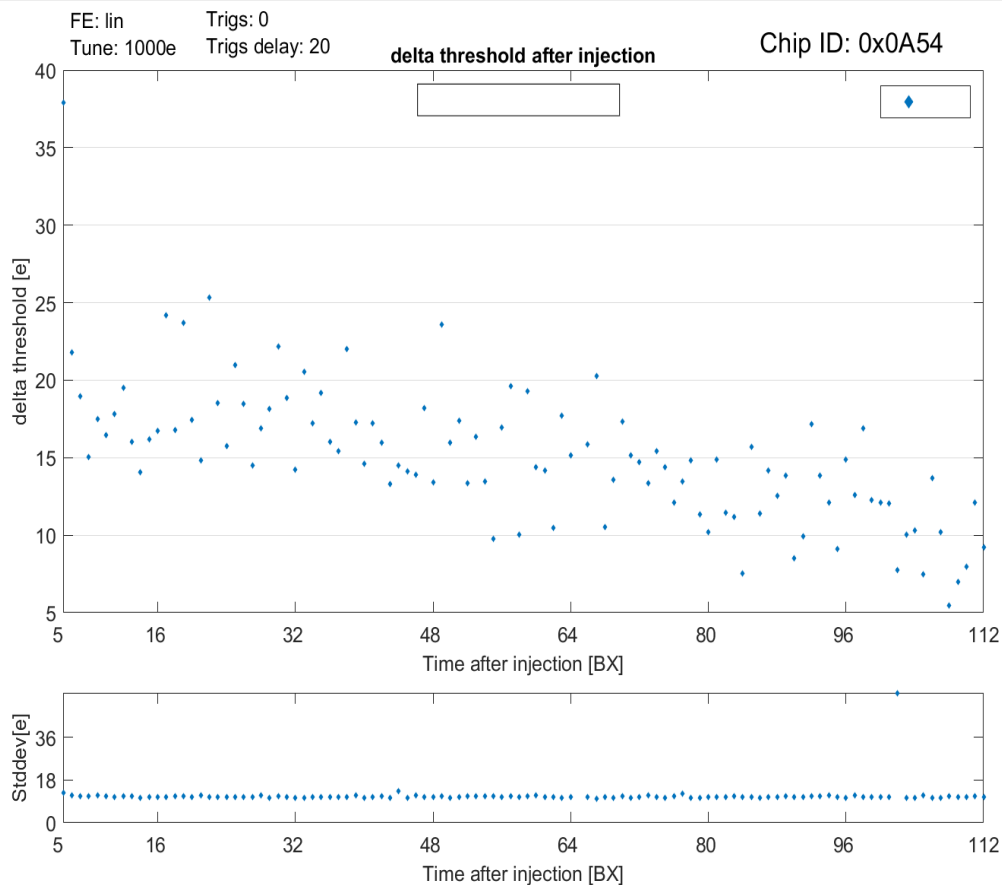
- Linear FE tuned to 1000e
- **Red points:** 2000e injection
- **Blue points:** Baseline (No injection)
- Configuration LinKrumCurr: 36
- Sets the Krummenacher feedback bias current - > Controls the discharge rate and therefore the effect on the #Inj1





## Lin FE: Mean of the pixel threshold differences vs. double delay

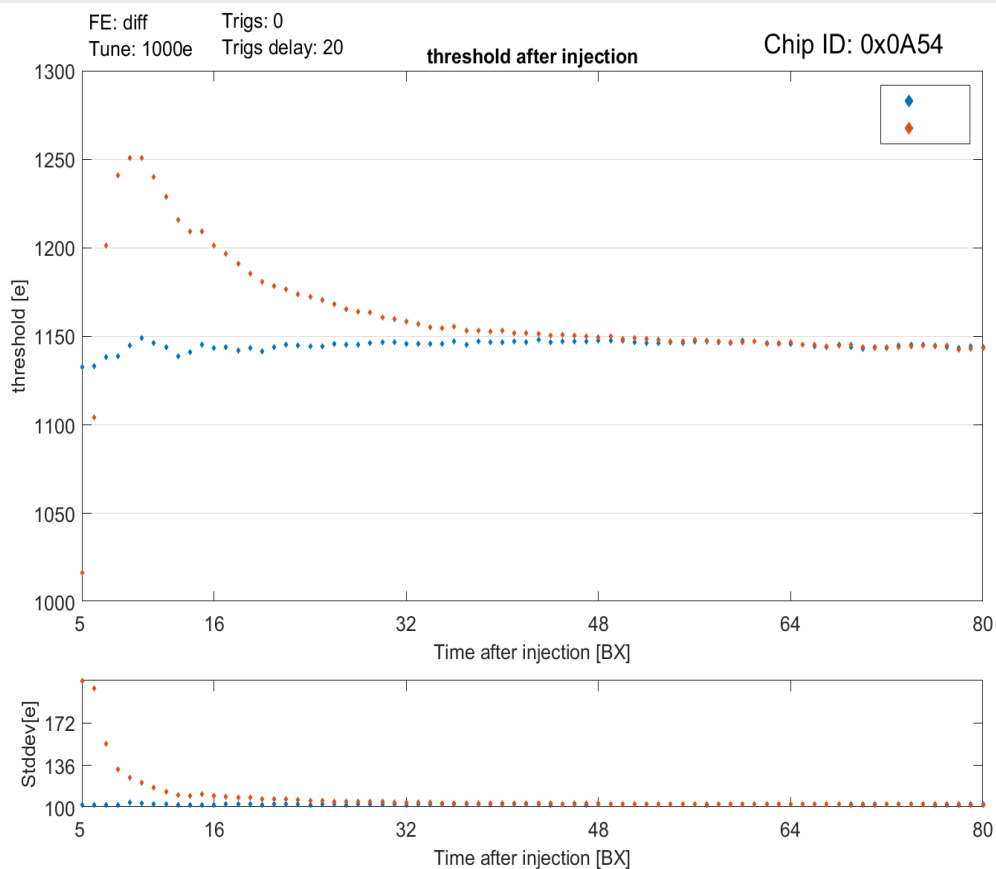
- Linear FE Tuned to 1000e
- **Blue points**: Mean of the pixel threshold difference between the **2000e** injection and **baseline** scan
- Configuration LinKrumCurr: 36
- Small difference ~20e
- The measured difference in the pixel threshold decreases linearly as the double delay increases
- Make sense as the effect of the #Inj1 decreases as the separation of the two injections becomes larger





## Diff FE: Mean Threshold vs. double delay

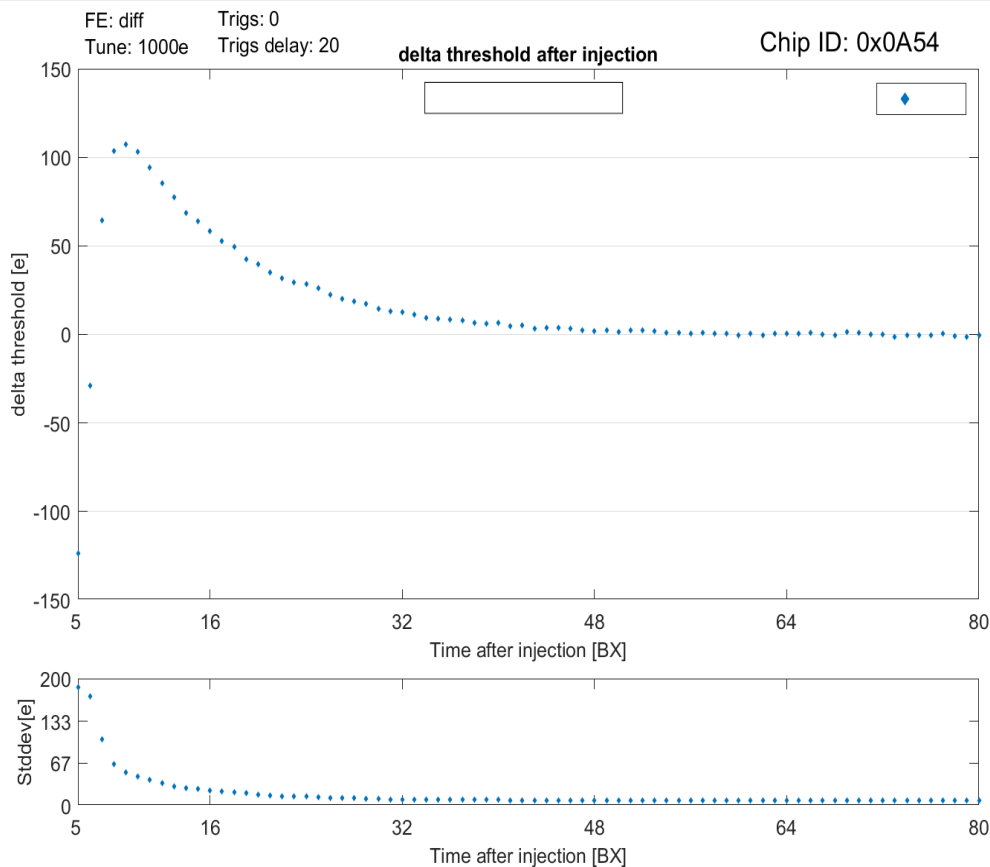
- Differential FE tuned to 1000e
- **Red points:** 2000e injection
- **Blue points:** Baseline (No injection)
- Configuration DiffVff: 76
- Sets the Preamplifier feedback (discharge) current - > Also controls the effect of the #Inj1





## Diff FE: Mean of the pixel threshold differences vs. double delay

- Differential FE Tuned to 1000e
- **Blue points:** Mean of the pixel threshold difference between the **2000e** injection and **baseline** scan
- Configuration DiffVff: 76
- The difference reaches right above 100e for double delay = 8-10 [BX]
- The measured difference in the pixel threshold decreases exponentially after
- Make sense as the effect of the #Inj1 decreases as the separation of the two injections becomes larger



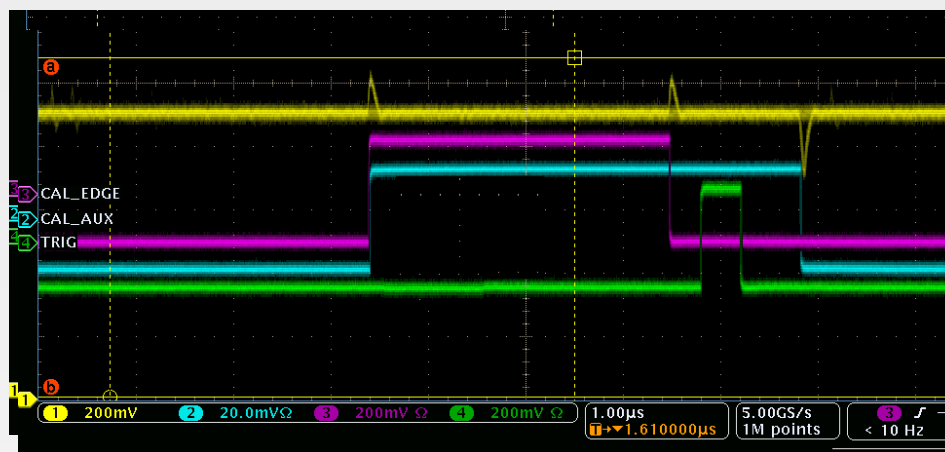




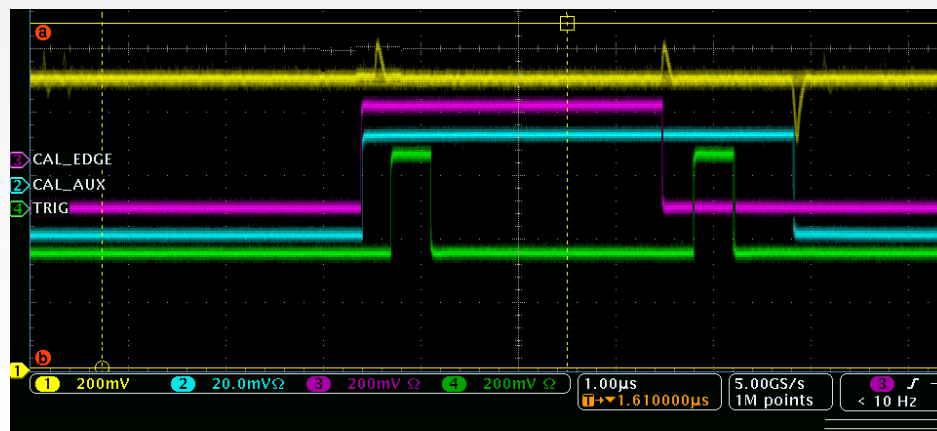
## Second method

- Test the effect that the readout has on measured pixel threshold
- For each value of the double delay, perform:
- A double injection scan with two injections but only the **second trigger** (Upper figure)
  - Gives a **baseline** used for comparison
- A double injection scan (two trigger scan) with two injections and **two triggers** (Bottom figure)
  - **#Inj1** crosses the pixel threshold and is read out
- **Probe** the effect that readout of the first injection has on the threshold distribution

Baseline (Only have the second trigger)



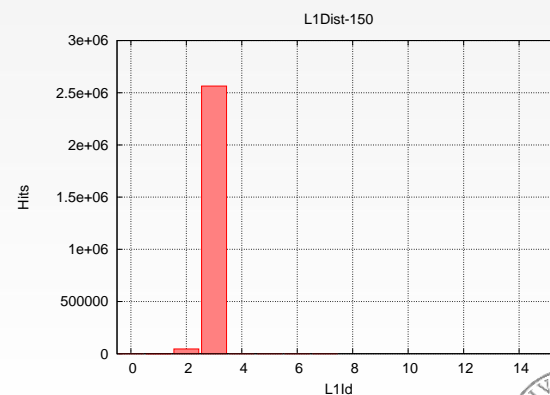
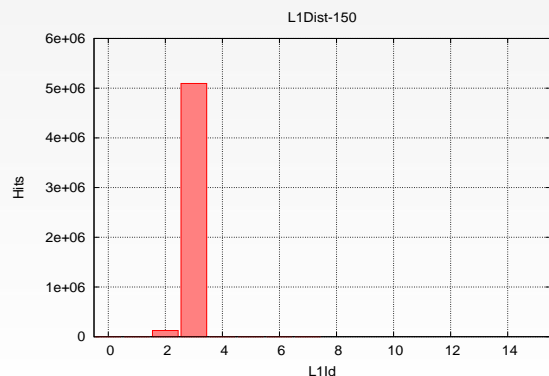
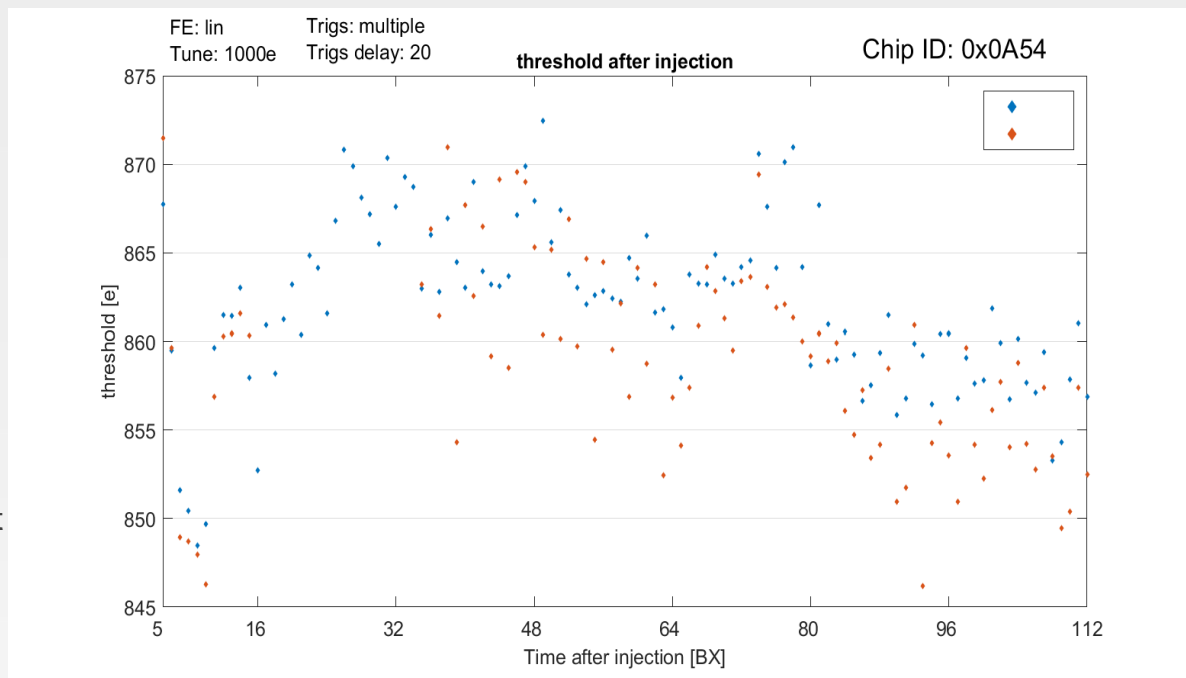
Two Triggers (Have two triggers so both injections are read out)





## Lin FE: Mean Threshold vs. double delay

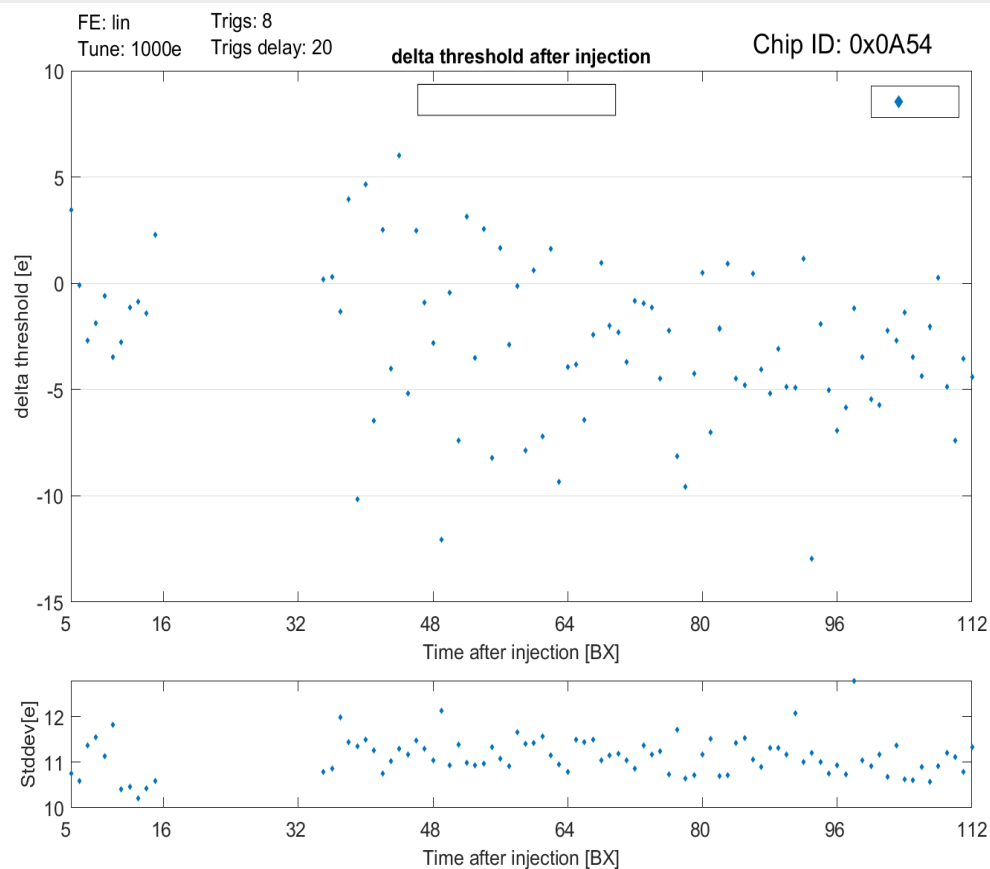
- Linear FE tuned to 1000e
- Red points:** Two triggers
- Blue points:** Baseline (One trigger)
- Level 1 ID (L1ID) distribution at the bottom left is for the two trigger scan showing  $5e+6$  hits having L1ID = 2 and 3
- L1ID distribution to the bottom right is for the baseline scan and it has half as many hits ( $2.5e+6$ ) with same L1ID = 2 and 3
- L1ID is a tag each hits receives based on which time the hit is recorded





## Lin FE: Mean of the pixel threshold differences vs. double delay

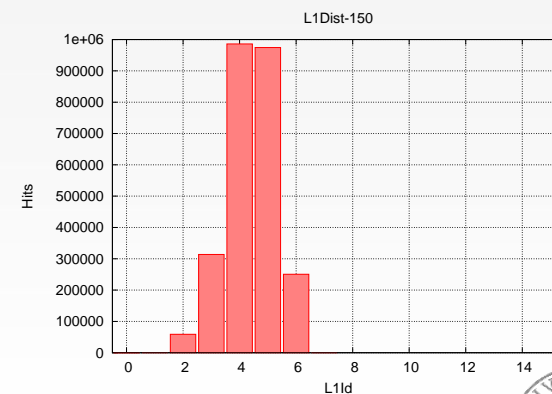
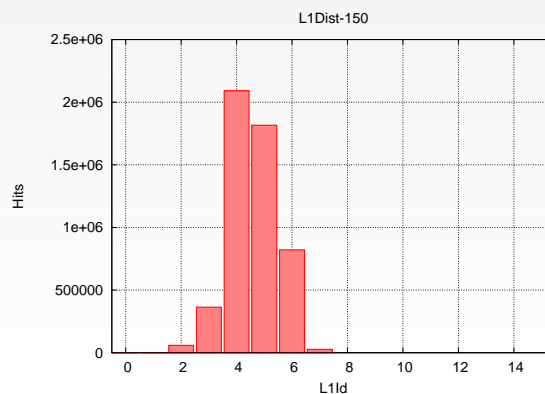
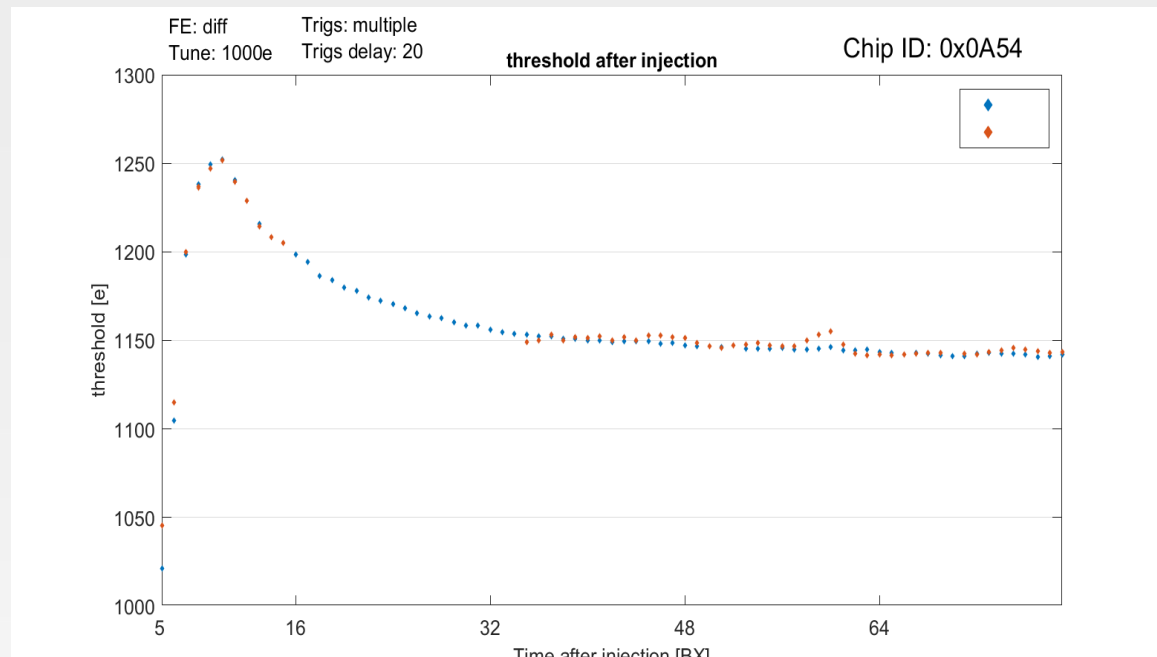
- Linear FE Tuned to 1000e
- **Blue points:** Mean of the pixel threshold difference between the **two trigger** scan and **baseline** scan
- Random small fluctuations around  $\Delta \text{threshold} = 0\text{e}$  - > No difference observed





## Diff FE: Mean Threshold vs. double delay

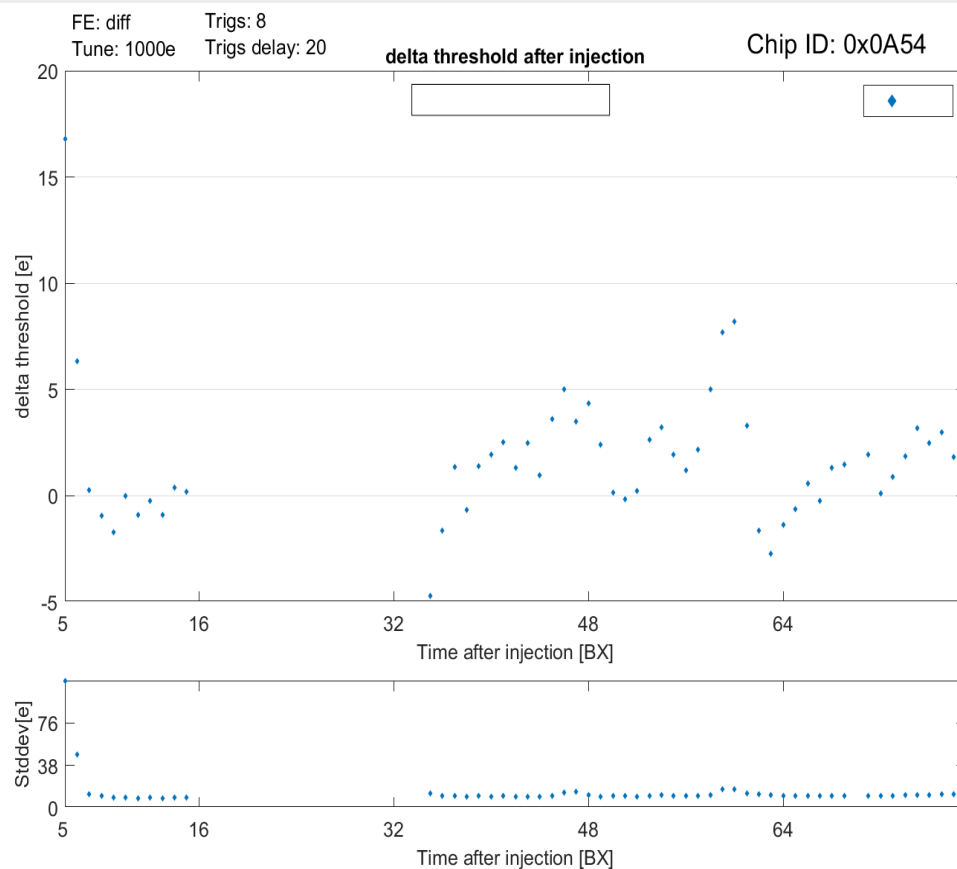
- Differential FE tuned to 1000e
- Red points: Two triggers
- Blue points: Baseline (One trigger)
- Level 1 ID (L1ID) distribution at the bottom left is for the two trigger scan showing  $2e+6$  hits having L1ID between 2 and 7
- L1ID distribution to the bottom right is for the baseline scan and it has half as many hits ( $1e+6$ ) with L1ID between 2 and 6





## Diff FE: Mean of the pixel threshold differences vs. double delay

- Differential FE Tuned to 1000e
- **Blue points:** Mean of the pixel threshold difference between the **two trigger** scan and **baseline** scan
- Random small fluctuations around  $\Delta \text{trehsold} = 0\text{e}$  - > No difference observed
- Good as the digital readout is the same for the linear and differential FE





## Conclusion

- A double injection scan sends out two consecutive charge injections into a single pixel
- Test the effect that a preceding charge injection has on the measured pixel threshold and also test the effect of reading out this signal
- **Results:**
- Linear FE shows a small and linearly decreasing effect as the double delay (separation between the injections) increases
- Differential FE shows a mean pixel difference at  $\sim 100e$  with double delay = 8-10 [BX] and then an exponentially decreasing effect as the double delay increases
- None of the two Front Ends shows an effect of a preceding readout of a signal
- **Future work:**
- Test with changing the magnitude of the #Inj1 and with varying LinkKrumCurr and DiffVff values

Merge the double injection scan into YARR



# Thank you for your attention!



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# Backup



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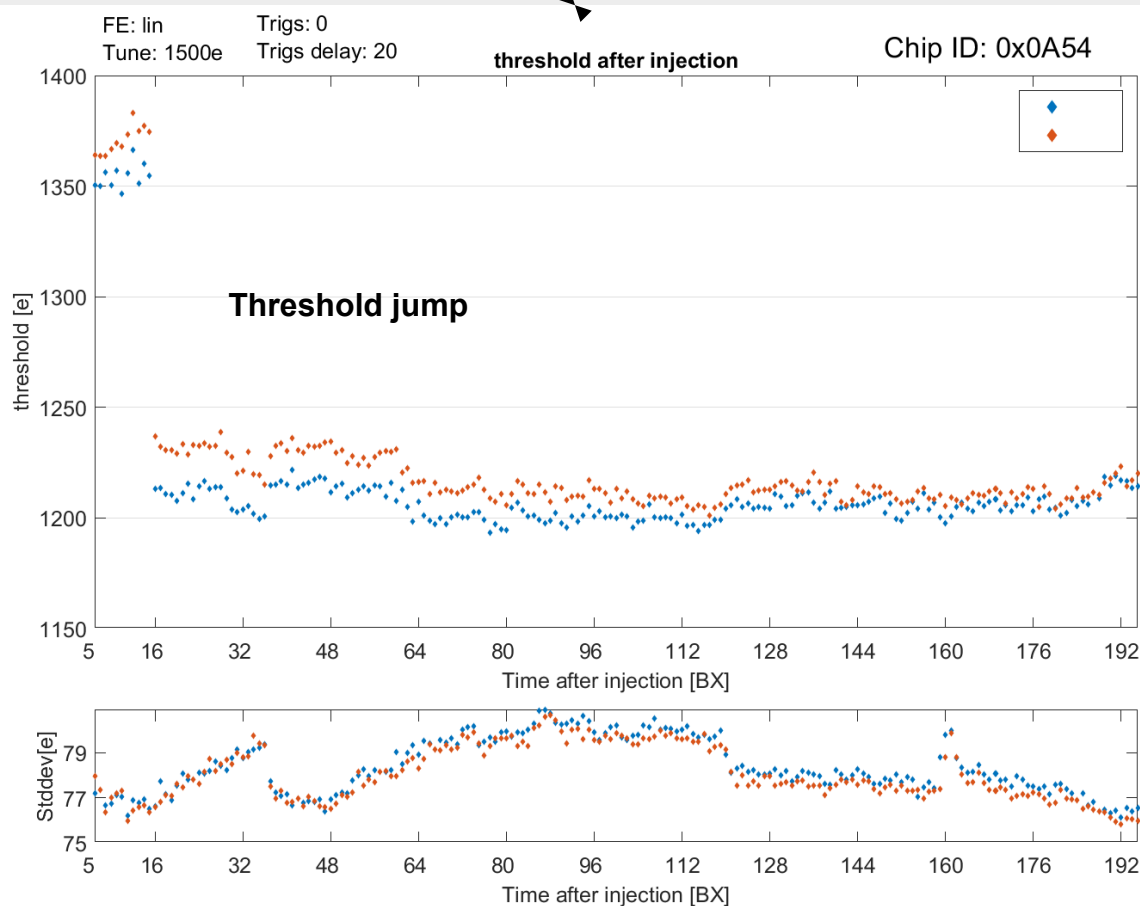






## Threshold mean vs. double delay (Linear FE)

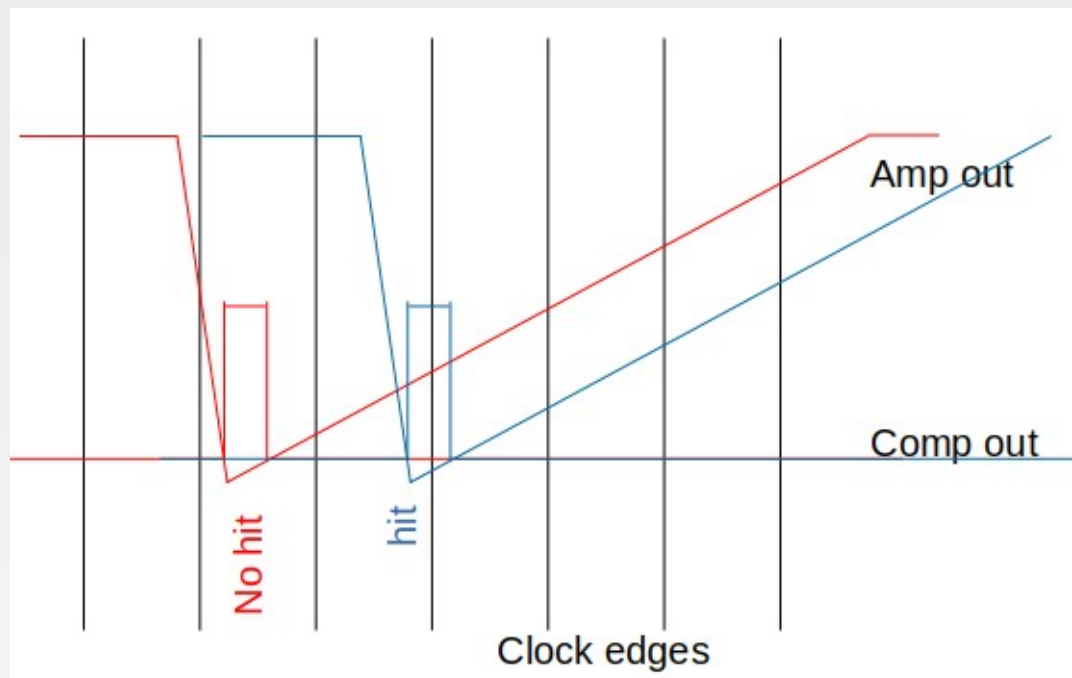
- **Blue points:** Baseline (One have one injection)
- **Red points:** **Inject 2000e** (Two consecutive injections)
- X-axis shows the time between the two injections (double delay)
- **Observed issue:** High threshold jump going from double delay value of **15 [BX]** to **16 [BX]**
  - Two different injection commands are used here
  - As the **single Cal command** allowed for **quarters bunch crossing delays** to be used
  - Suspected that this threshold jump came from the injected **signals being out of phase** relatively to the clock edge





## Phase shift and Comparator output

- In RD53A, a signal is only **recorded** as a hit if the **output** of the **comparator** is **high** during a rising **clock edge**
- Comparator is high when the injected signal is above the analogue threshold
- Clock edge has a period of one bunch crossing ( $BX = 25$  ns units)
- This means that depending on the phase of the injection the **output pulse** of the comparator **may or may not be recorded**
- E.g. the **red line** in figure shows an injection that reaches above threshold but as the injection is not in the same phase as the clock edge, the hit is not recorded
- While injecting the same amount of charge in the correct phase (**blue**) will result in a recorded hit as the comparator output matches the rising clock edge

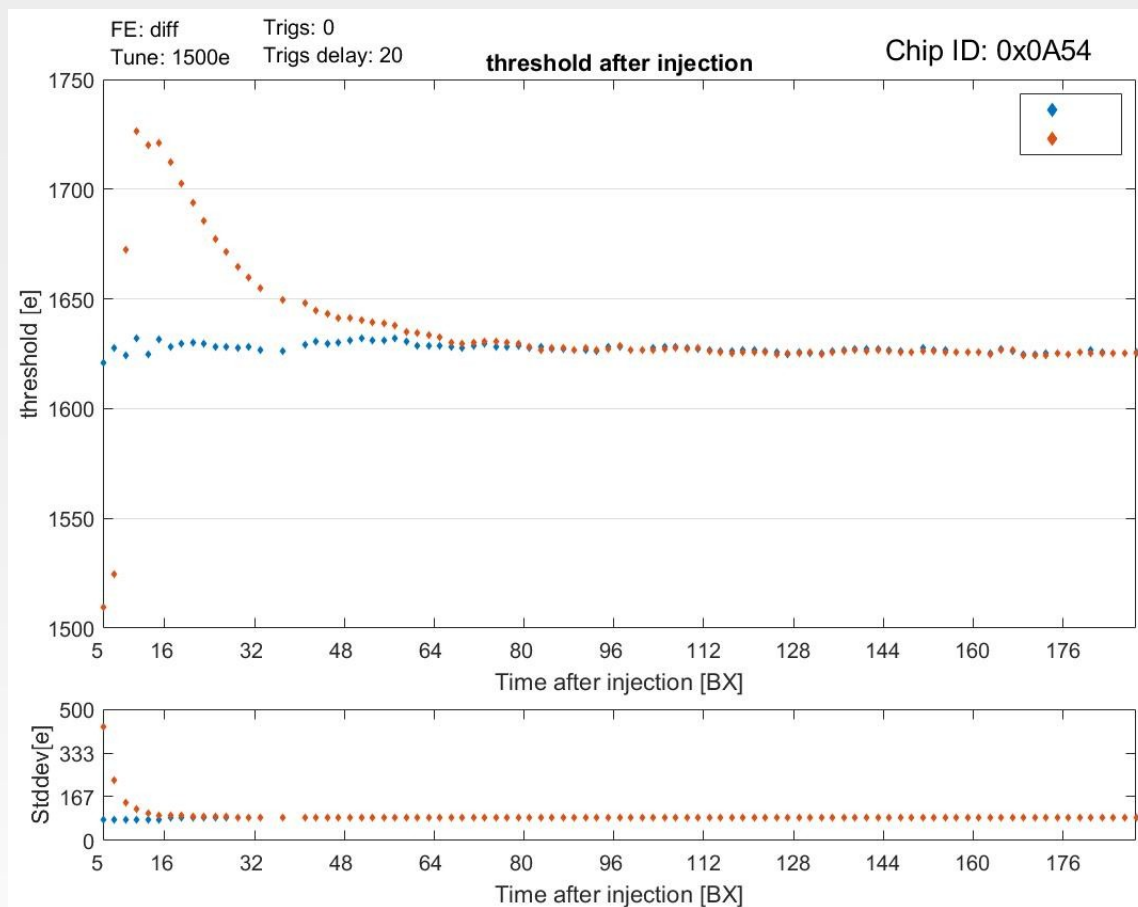


Comparator output for injections at different phases. Figure by Maurice Garcia-Sciveres



## Threshold mean vs. Double delay (Differential FE)

- Diff FE: Tuned to 1500e
- **Blue points: Baseline** (Only have the second charge of varying magnitude)
- **Red points: Inject 2000e** and then inject a second charge of varying magnitude
- X-axis shows the time between the two injections (double delay)
- When the double delay is small - > the mean of threshold increases when having a first injection of 2000e (**Red points**)
- Most likely caused by the disturbance of the first analog injection or the readout

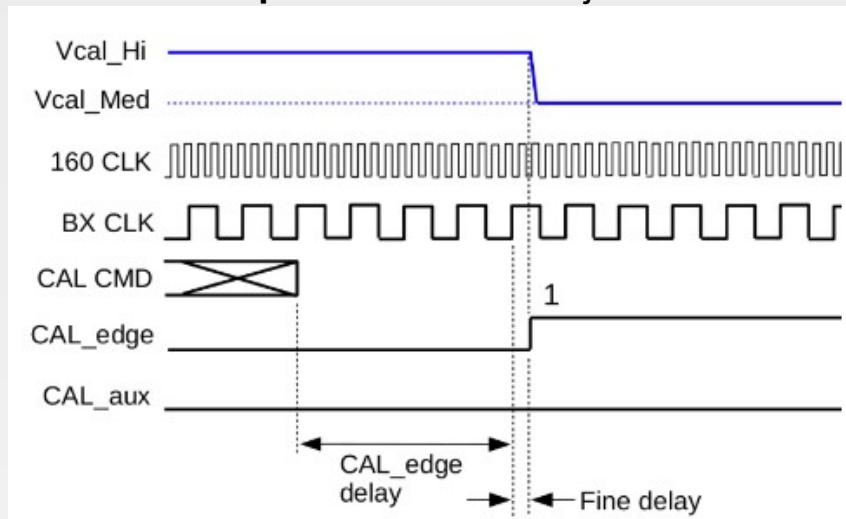




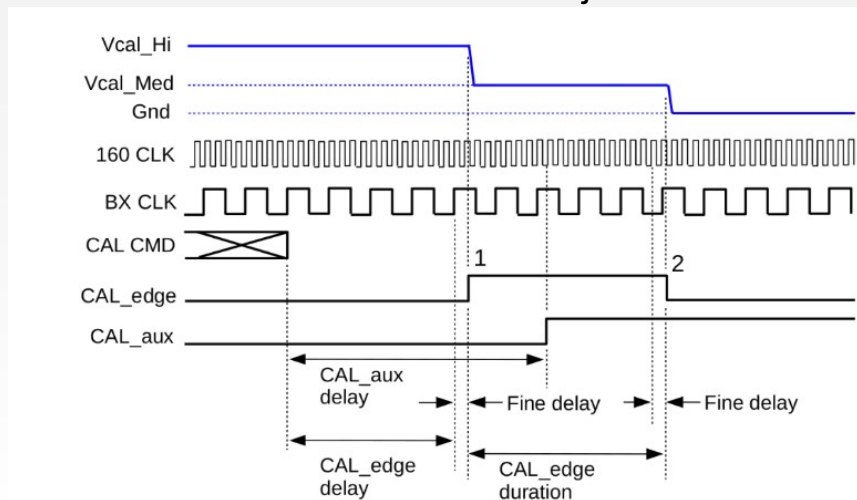
## Cal command

- The **Cal command** controls the generation of two internal signals **CAL\_edge** and **CAL\_aux**
- Injecting charge into the pixel is done when these internal signals are changed
  - Top figure: The CAL command changes CAL\_edge from **low to high**
- Inject charge from **Vcal\_Hi** to **Vcal\_Med**
- CAL\_edge can either be be set to a **single step mode** (top figure) or a **pulse mode** (bottom figure)
  - In **step mode** CAL\_edge it will **stay up**
  - In **pulse mode** it will **stay up** only for a given time and **then go low** again
  - Inject **twice** with only one **CAL command**

### Step mode with one injection



### Pulse mode with two injections





## Scan sequence in original code (now fixed)

- Due to a bug in the RD53A chip, the cal edge would go low (if high) after receiving a CAL CMD.
- This would cause a second injection to interfere with the threshold scan injection as show in the figure



