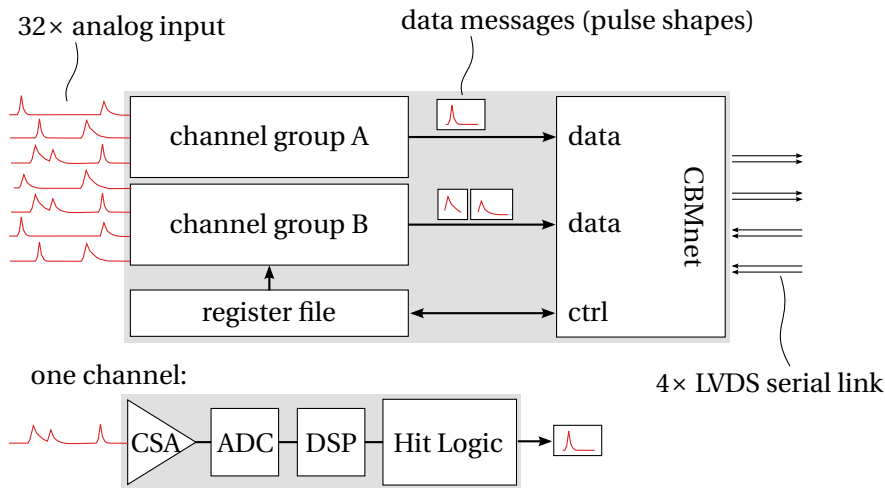


Status of SPADIC 1.0 FEE

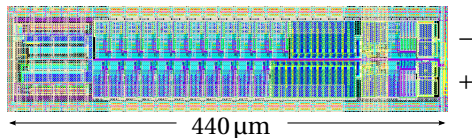
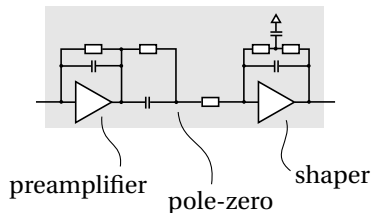
Michael Krieger

23rd CBM Collaboration Meeting
07.04.2014, GSI

Reminder: SPADIC 1.0 architecture



Charge sensitive amplifier



- input range: 75 fC
- $h(t) \propto t \cdot e^{-t/\tau}$
(in: current, out: voltage)
- shaping time: $\tau = 80$ ns

two amplifiers per channel selectable:

- positive polarity (4–5 mW)
- negative polarity (10 mW, not optimized)

layout & schematics: modular, scalable

CSA characterization

- simulation + previous testchips:

$$\text{ENC} = 800 \text{ e}^- @ 30 \text{ pF}$$

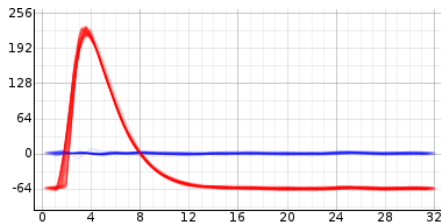
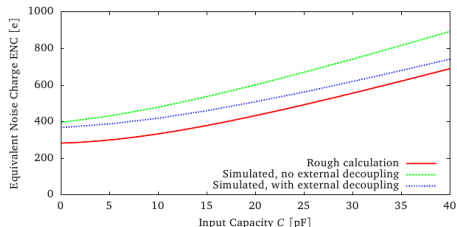
$$(300 \text{ e}^- @ 0 \text{ pF})$$

- tuning of bias settings → local noise minimum

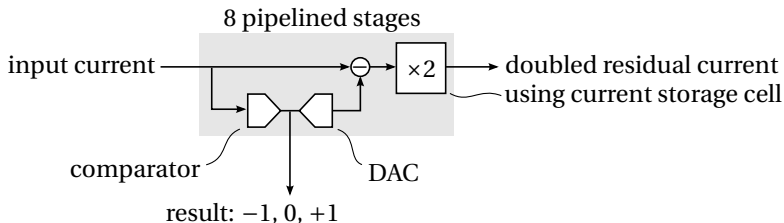
- $\text{ENC} = \frac{q}{S/N(q)} = q \cdot \frac{\sigma}{h(q)}$

- $q \stackrel{?}{=} 1.8 \text{ V} \cdot 15(?) \text{ fF}$

- $S/N \leq 180 \text{ (CSA + ADC)}$



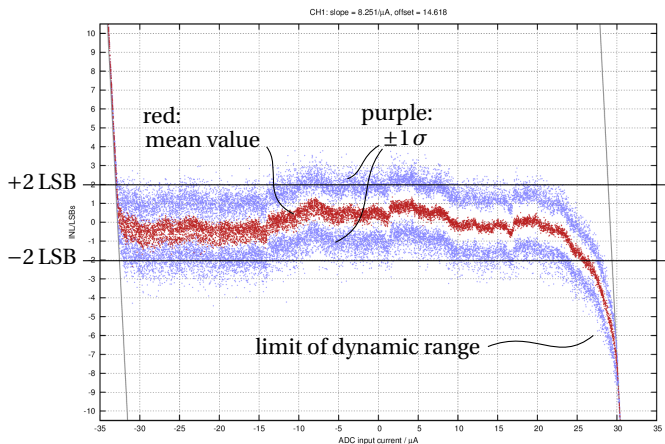
ADC



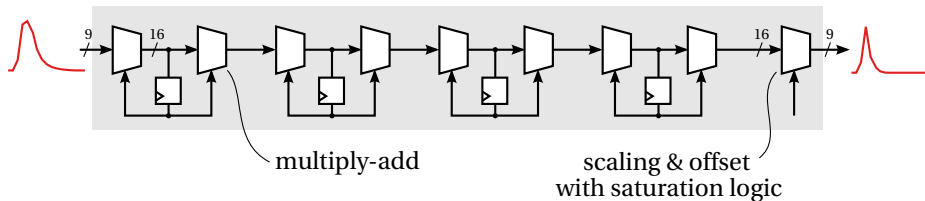
- current mode pipelined design
- 25 MHz sample rate, continuously running
- 9 bit nominal output (2's complement)
- resolution ≈ 8 bits
- 4.8 mW, rad-hard layout, $400 \times 300 \mu\text{m}^2$

ADC measurements

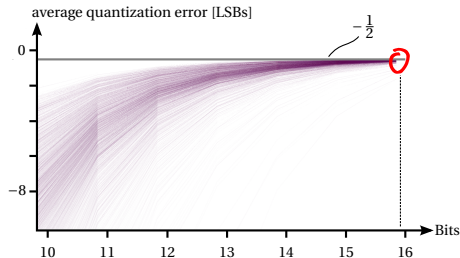
INL + noise: taken at 20 MHz sample rate, preliminary bias settings



Digital signal processing



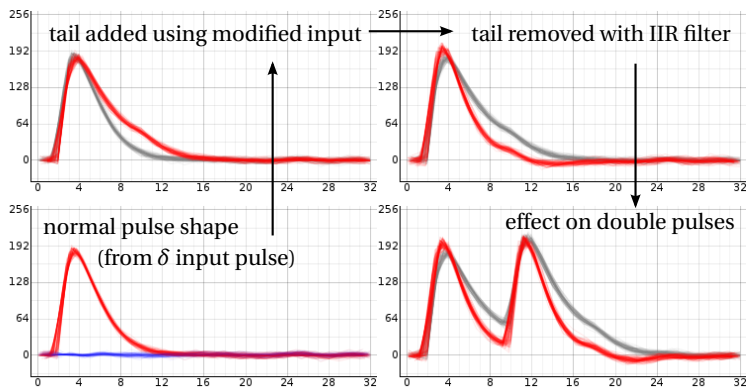
- IIR filter with 4 first order stages
- 16 bit internal resolution
- 6 bit coefficients
- freely programmable $(-\frac{32}{32}, \dots, +\frac{31}{32})$



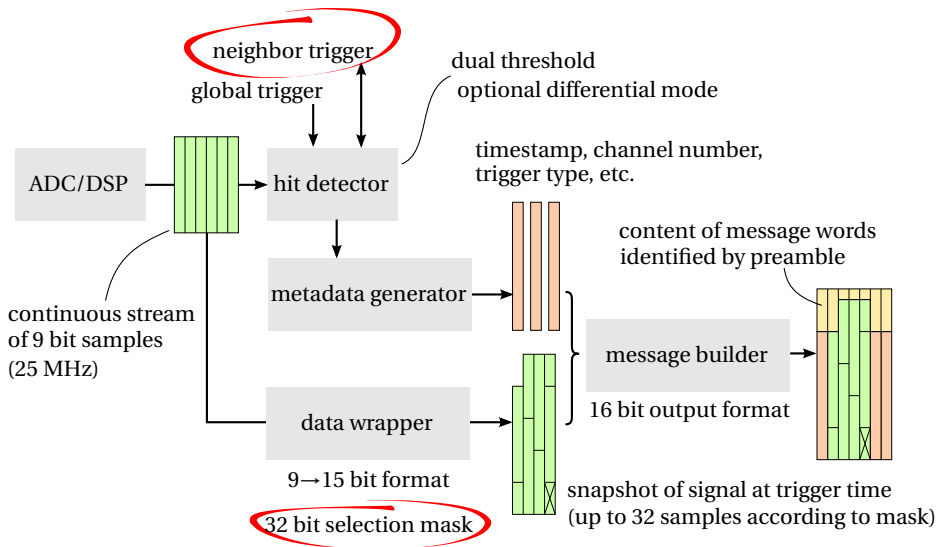
Digital signal processing

purpose: “ion tail” cancellation

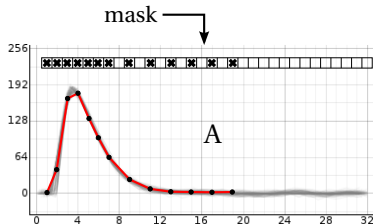
shorten pulses → reduce pileup/help hit logic



Hit logic



Selection mask examples

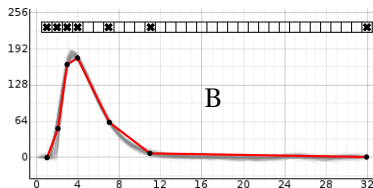


message data (hex)

```

801F
9082
AEEF
5AFF
3FDF
73E1
2840
007E
0F77
47E2
B350
  
```

} 13 samples contained



```

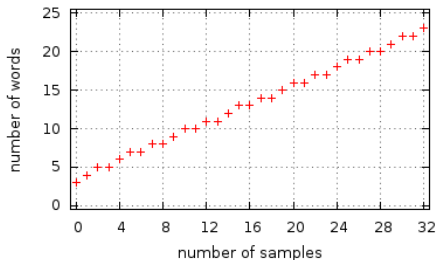
801F
9E4D
AF0F
52FF
3FCA
404F
4200
B1D0
  
```

} 7 samples contained

→ allows tradeoff between quality of signal reconstruction and data volume

Message size (selection mask)

- $n_{\text{words}} = 3 + \left\lceil \frac{9 \times n_{\text{samples}} + 3}{15} \right\rceil$ for $1 \leq n_{\text{samples}} \leq 32$
- $n_{\text{words}} = 3$ for $n_{\text{samples}} = 0$
- minimal message: 3 words (no samples, only metadata)

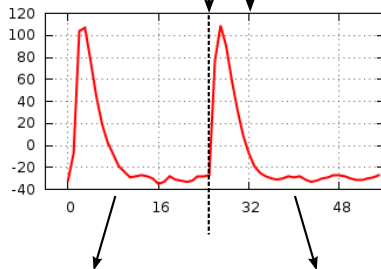


Multi hits

What happens when a channel is triggered again, before the current message is completed?

first message would end here

new trigger

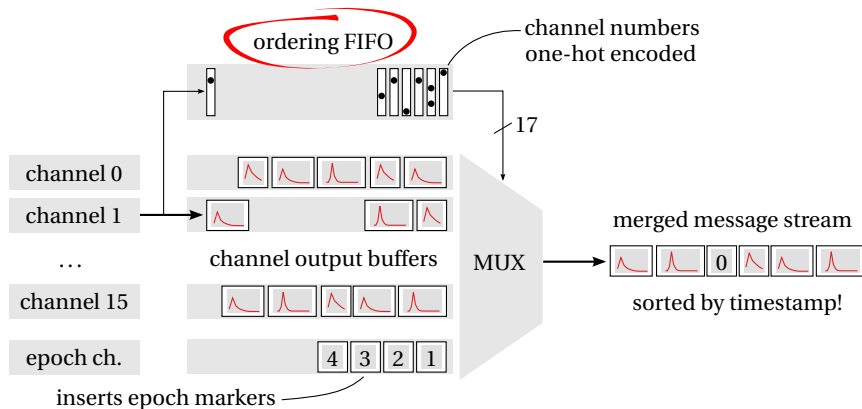


first message is gracefully aborted

selection mask is restarted
(in this example, all bits are selected...)

timestamp: 3031	→ +24 →	timestamp: 3055
data (24 values): -30, ..., -35		data (32 values): -31, ..., -32
hit type: self triggered		hit type: self triggered
stop type: multi hit		stop type: normal end of message

Message output multiplexing

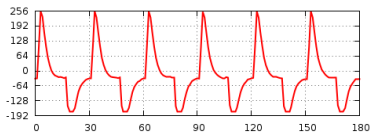


Error handling

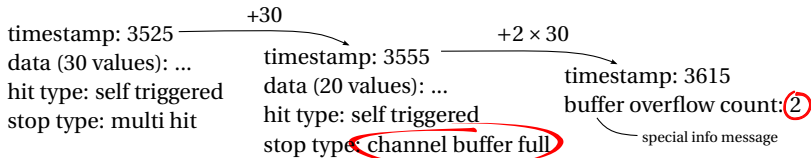
What happens when a channel output buffer is full? Test case:

input signal: square wave, period = 30 time bins (>600 kHz hit rate)

reconstructed output signal: no problem with only one channel active

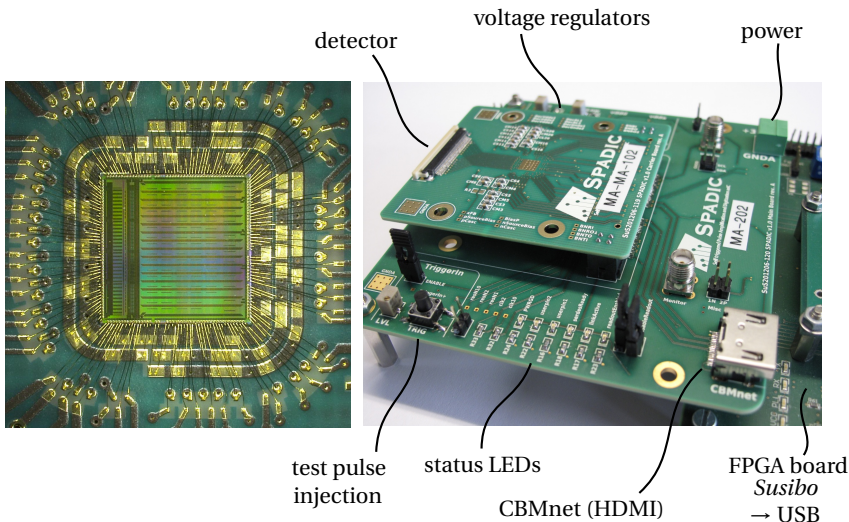


force buffer overflow with neighbor trigger → MUX can't read fast enough

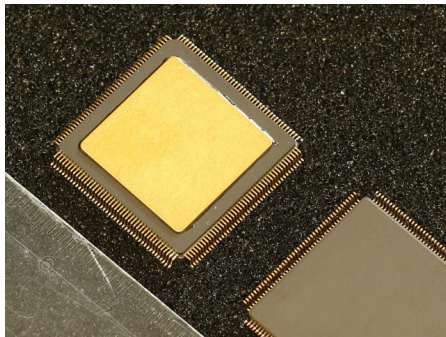
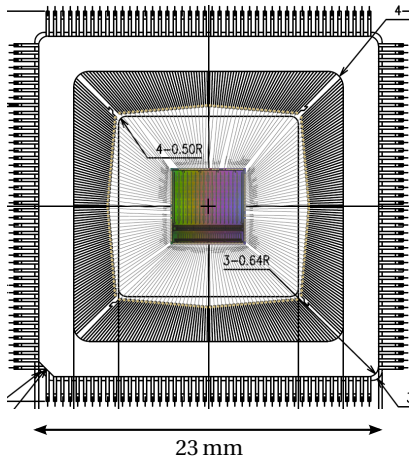


→ Similarly for ordering FIFO, incl. handling of flipped bits (SEU).

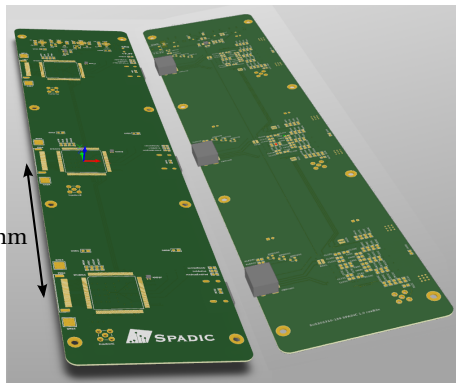
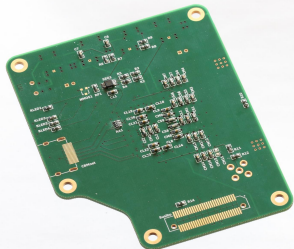
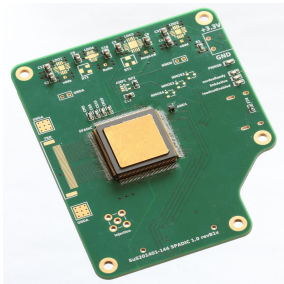
Current test setup: FEB rev. A + Susibo



Packaging: QFP176



New FEB rev. B (using QFP176, 1x and 3x versions)



3x version with HDMI only

1x version with Susibo+HDMI

Next steps

- finish assembly of first rev.B1x FEB
- test it using Susibo readout
- port Susibo firmware → Syscore3
- verify SPADIC/Syscore3 connection (using USB)
- merge into “official” Syscore3 firmware (using optical FLIB readout)
- produce rev.B3x FEBs once 1x is tested

The End.