

Status of SPADIC development Part I

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CBM Collaboration Meeting, GSI, 11.04.2016



- SPADIC 1.1 has been produced
 - "Bugfix" version of SPADIC 1.0
 - Improved synthesis scripts \rightarrow easier to reuse for SPADIC 2.0
 - Submitted November 2015
 - Available since March 2016 (50 chips now, more in 2-3 months)
 - Testing has just started, but conflicts with...
- SPADIC 2.0 is now under development
 - Major change: CBMnet will be replaced
 DBP over E-Link ("GBTX") instead
 - Reuses & builds upon protocol designed for STS-XYTER
 - Submission is soon[™] (engineering run together with other CBM ASICs → C.J. Schmidt, Thursday 11:30 FEE/DAQ Coordination)







- Updated CBMnet version (no retransmission)
- "Glitch" removal
- Comparator bug fixed
- Amplifier instability (see Part II of this presentation) cured

SPADIC 1.1 — First results

- The chip fundamentally works
 - Can initialize CBMnet link with SPADIC 1.0 firmware
 - Can exchange low-level communication (used for analysing the Glitch)
 - Can read/write registers
 - Have seen hit messages (random, at power-on)
- Problem not yet understood
 - After resetting the chip, exactly 28 register read/write operations work. Subsequent read/write requests fail.
 - Glitch behaviour currently studied by new student
 - Need more time to investigate (which I do not have a.t.m. due to SPADIC 2.0)

Unfortunately, (a lot) more than 28 register writes are required to do something useful with the chip :(

Fix of the comparator bug

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- Positive signals do not compare "greater than" negative thresholds in SPADIC 1.0
- Was e.g. responsible for behaviour like triggering on the tail of a pulse instead of its rising edge:



 I'm quite sure I fixed it, but cannot prove it yet (because of the 28 register writing limit)



DEVELOPMENT OF SPADIC 2.0

What's new in SPADIC 2.0?

- Replace CBMnet by (unnamed) interface to the DBP over E-Links (via GBTX)
- Due to GBTX clock frequency restrictions, reduce the ADC sampling rate from 25 to 16 MHz
- Adjust the amplifier shaping time from 80 ns to 250 ns
- Important: finish the design to catch the engineering run
 - Will not be "polished"
 - First prove that the E-Link interface works
 - There will most likely be another version 2.1 with refinements and more complex changes in the logic
- Some simpler adjustments can be done already
 - Send epoch markers unconditionally (was required to trigger them with DLMs, not applicable anymore)
 - Increase the number of "pre-samples" (before the rising edge of a pulse)

Some basics of the E-Link interface

- GBTX is transparent:
 SPADIC communicates directly with DPB
- A protocol for STS-XYTER ↔ DPB communication has already been devised; it will also be used for SPADIC 2.0
 - This has saved me a huge amount of design effort
- An implementation of this protocol is largely done and available to me HDL code
 - **Thanks** to the STS-XYTER team (R. Szczygiel et al.)! This has been extremely helpful to me
- Necessary adjustments

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- Remove parts specific to STS-XYTER
- Integrate generic parts with existing SPADIC logic
- There are simulation test benches which help me check that I do
 not break anything

CBMnet in SPADIC 1.x



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Inserting the STS-XYTER DPB interface (1)



SPADIC Status

Inserting the STS-XYTER DPB interface (2)





Status of SPADIC development Part II: Analysis of 'hang up' Problem in SPADIC 1.0

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 In Spadic1.0, the analogue channels sometimes go to a 'hang up' mode (named 'BAD' here) from which they are hard to recover.

Some observations:

- 1. BAD occurs only in the frontend for *positive* input pulses
- 2. BAD is triggered by high DAC settings of nFBP (low nFBP) or pSourceBias
- 3. When BAD, shaper output shows high positive voltage (i.e. a 'high' signal)
- 4. When BAD, control voltage nFBP drops from nominal ~1.5V to ~0.4V
- 5. When BAD, supply current for *one* channel increases from 2-3mA to 10mA
- 6. Triggering of BAD does not depend on nSourceBias
- 7. BAD is stopped when pSourceBias is turned off
- 8. BAD occurs sooner, if more channels are enabled
- 9. There is hysteresis, i.e. it requires very low settings to stop BAD
- 10. Input characteristic of one channel (see later) is different if other channels are enabled.

Diagram of Relevant Circuit Elements



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Diagram of Relevant Circuit Elements



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Diagram of Relevant Circuit Elements



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- The NMOS devices used in the feedback M1-M5 are triple well devices BPW with a cross section as shown.
- Design bug: NWELL is connected to gnd! (instead of vdd!)
- The error state is reached when the SF pulls net out high
 - This leads to a high current in the TWELL-NMOS diode D1
 - The high potential at the TWELL opens up the vertical (parasitic) npn-s which pull all n+ implants of the BPWs towards ground: The base-emitter current is very high (10mA) so that even a very low β provides significant collector current in the n+ implants
 - Node nFBP which goes low via M2, so that the feedback in the amplifier is lost.
 - The input is also pulled low (via M1) as well so that the output (SF) goes high. This locks the state.
 - Net insha is also pulled low so that output goes high

Confirmation

- Basically all observations can be understood theoretically
- In addition a new 'prediction' could be confirmed (Setting nCasc to 0 triggers BAD because *out* goes high)

Simulation is not (easily) possible because the parasitic device is not modelled!

How could this happen? - Design Kit Issue

- The error is NOT seen in simulation because the N_BPW devices have NO NWELL terminal in the schematics!
- In the layout, the NWELL can be connected ANYWHERE! Everything is correct as there is no guideline from the schematic!
- This is a serious risk occurring because the UMC design kit implements the '5-terminal' BPWs as 4 terminal MOS!

• All designers be aware of this issue!!!!



Issue was fixed in SPADIC1.1 by connecting the NWELL correctly to vdd!





EXTRA SLIDES



The Glitch explained (1)



- clock edge must occur inside green area (while the signal is stable)
- to ensure this, the FPGA can shift the input signal



The Glitch explained (2)



- clock edge must occur inside green area (while the signal is stable)
- to ensure this, the FPGA can shift the input signal
- with the Glitch, the FPGA needs to aim more precisely