

# Three-Dimensionnal Pixel Sensors for an ILC Micro-Vertex Detector

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▷ More information on ILC Web site: <http://www.linearcollider.org/cms/>

## OUTLINE

- Requirements for a Vertex Detector at ILC

- ⊕ Constraints from physics goals

- ⊕ Example of vertex detector geometry

- ⊕ Constraints and Benefits from running conditions

- ⊕ Pixel technologies under development

- Expected evolution triggered by 3DIT

- ⊕ Signal processing fonctionnalités

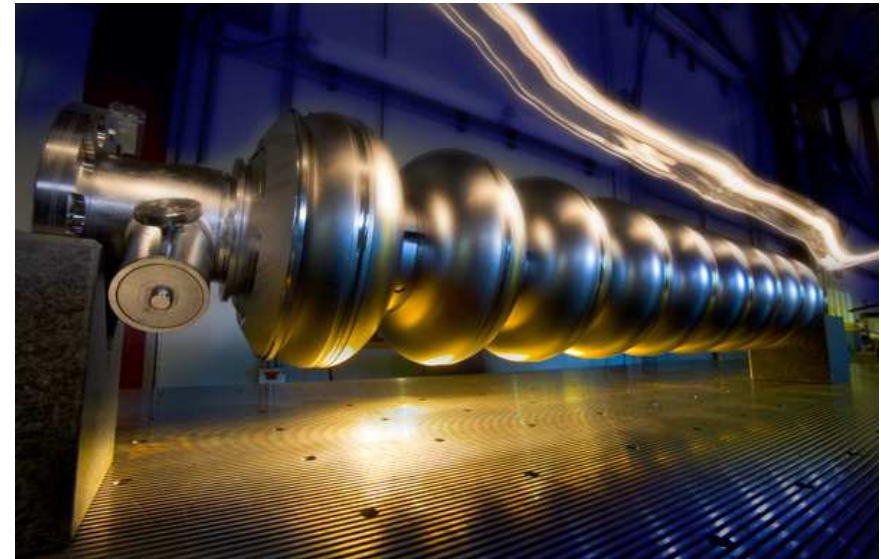
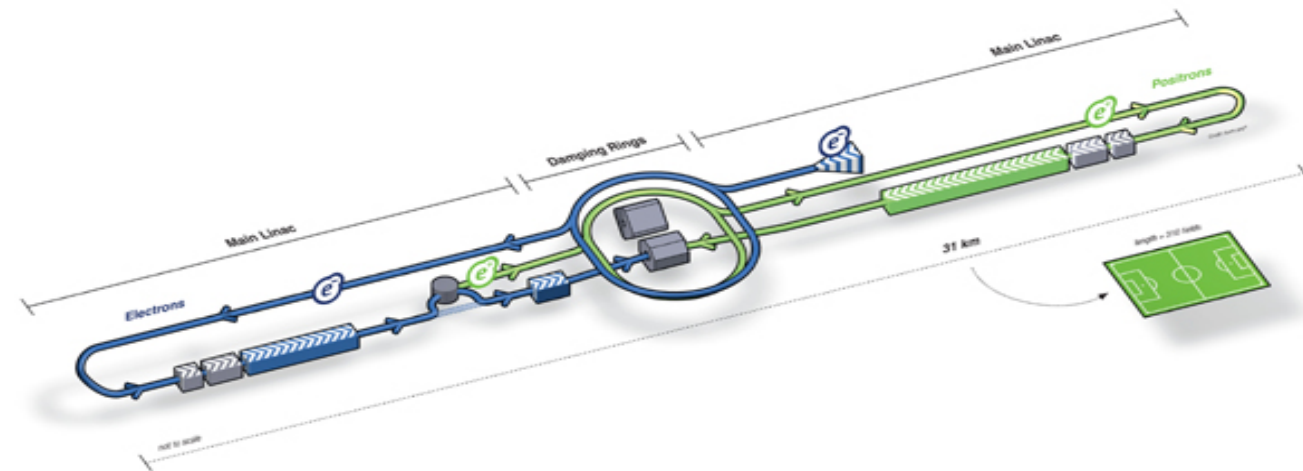
- ⊕ Material budget

- ⊕ Concerns : power consumption, material budget

- ⊕ Common and complementary activities with sLHC

- Summary

- **ILC**  $\equiv$  next large scale accelerator after LHC  $\triangleright\triangleright\triangleright$  **Physics**  $\gtrsim$  2020
  - $\triangleright$  *it is an electron - positron linear collider : c.m. energy up to  $\sim 1$  TeV ; 31 km long site;*
  - $\triangleright$  *it will deepen discoveries made at LHC and extend the experimental sensitivity to new phenomena underlying the history of Universe (laws of Nature) and its present mysteries (Dark Matter, Dark Energy)*



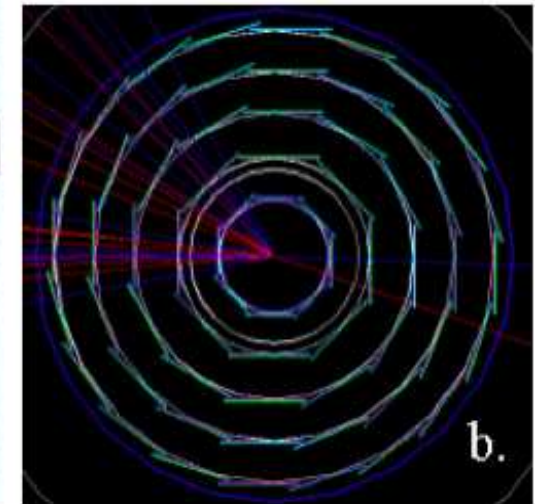
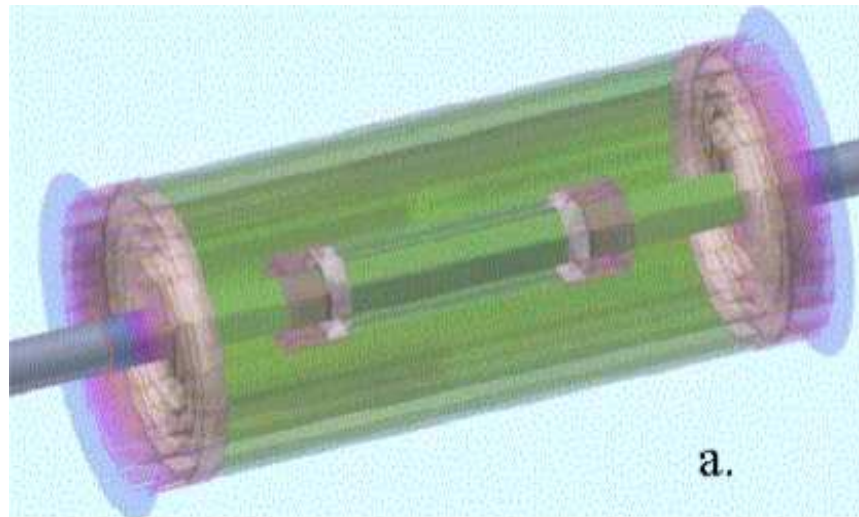
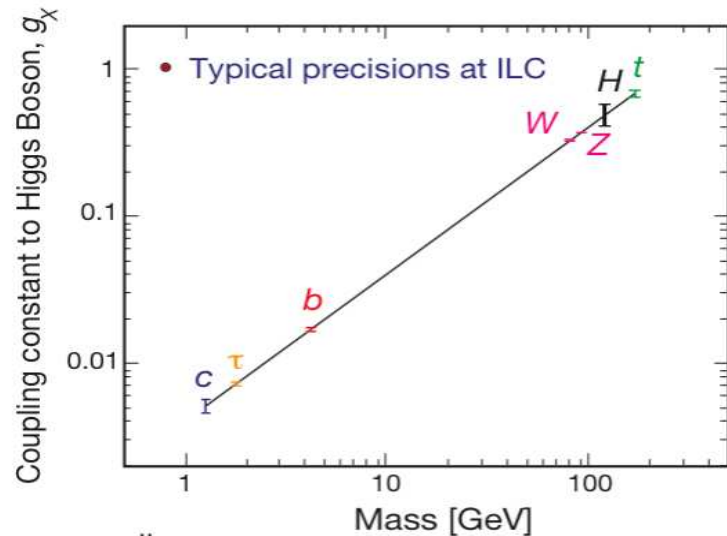
- ILC design expected to be technically ready for construction  $\gtrsim$  2012 (... R&D started  $\gtrsim$  10 years ago ...)
  - $\hookrightarrow$  **Detector concept should mature synchronously** (time scale less tight as LHC)

- ILC is a high precision machine :

- ▷ *electron - positron collisions are relatively (compared to LHC) background free*
- ▷ *physics conditions of elementary interactions are particularly well defined and tunable*

⇒ **Very high precision/sensitivity studies accessible if detectors are extremely sensitive**

⇒ **Vertex Detector with unprecedented performances**

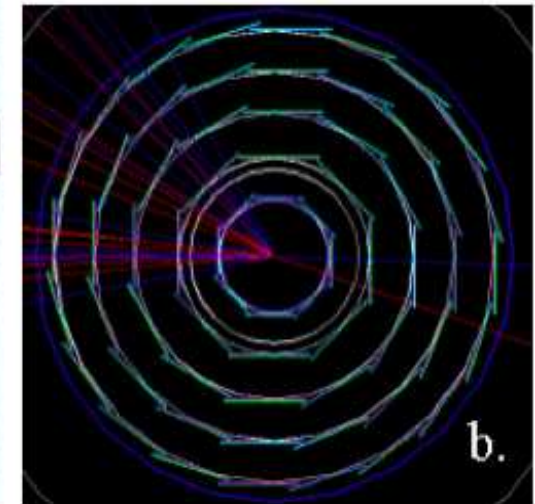
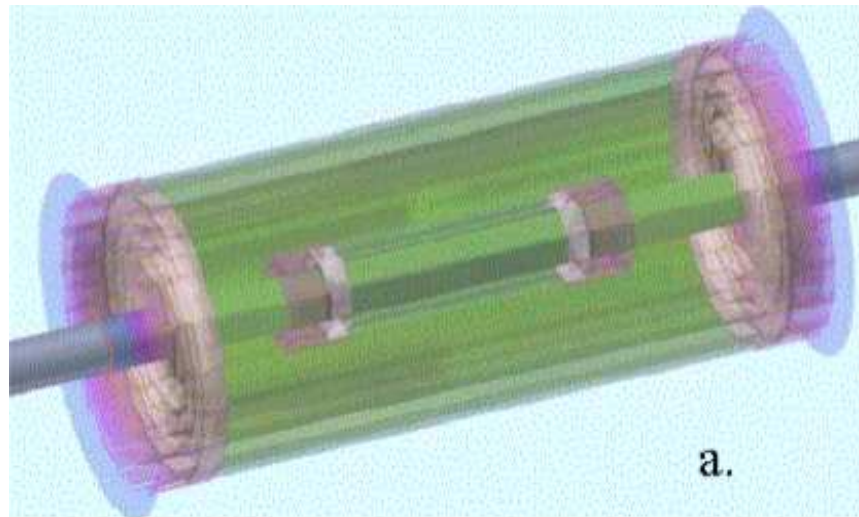
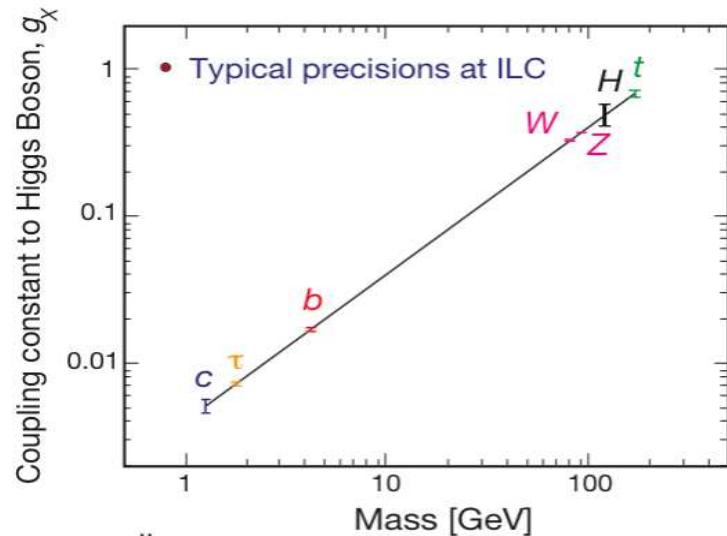


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▶ **3D Integrated Technologies are expected to boost the access to the ultimate limit in precision and sensitivity**

- **Vertex Detector requirements include 2 major antagonistic trends :**

- ⇨ **Physics goals :**

- ▷ *high granularity*  $\rightsquigarrow$  *single point resolution*
    - ▷ *low material budget*  $\rightsquigarrow$  *thin detectors*
    - ▷ *small distance to vertex*  $\rightsquigarrow$  *inner most layer very close to Interaction Point*
    - ▷ *large number of events of interest*  $\rightsquigarrow$  *high interaction rate*  $\rightsquigarrow$  *high beam intensity*

- ⇨ **Running conditions :**

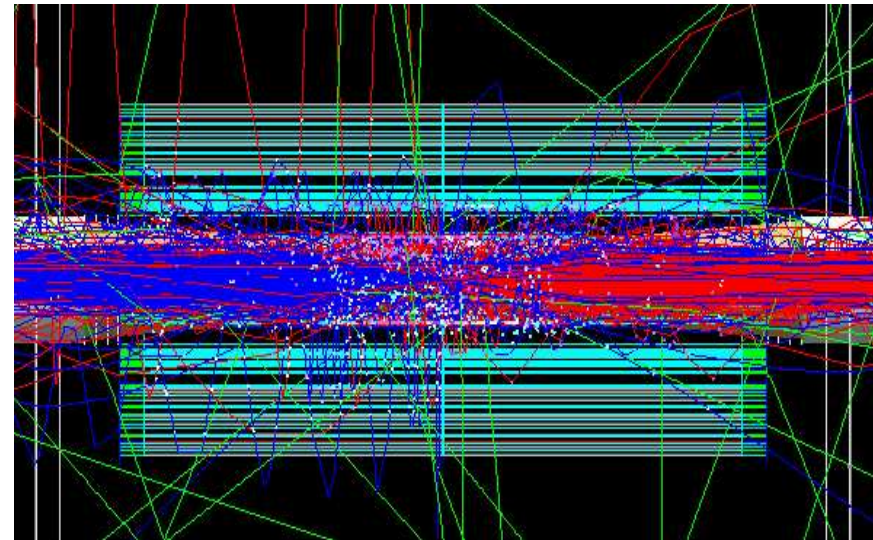
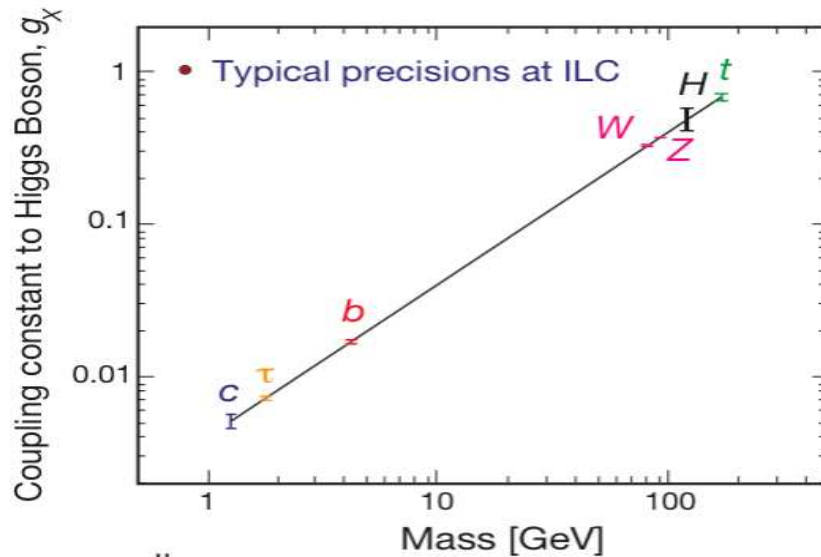
- ▷ *high beam intensity*  $\Rightarrow$  *high particle rate*
    - $\Rightarrow$  *occupancy and radiation dose increase when approaching the IP*
      - $\Rightarrow$  *prevents from approaching the IP as close as desired .....*
    - ▷ *situation will worsen when collision energy*  $\rightsquigarrow$  *1 TeV*
    - $\Rightarrow$  **3DIT are expected to allow reducing the VD inner radius**
      - and keeping high precision vertexing at the highest collision energy**

- **Optimum between physics related requirements and limitations due to running conditions ?**

- $\Rightarrow$  **Substantially different for ILC and LHC: different pixel technologies to develop**  $\rightsquigarrow$  **3DIT**
  - $\hookrightarrow$  **Identify common and complementary ILC-LHC objectives**



- ILC physics requires finding evidence of very short lived particles which decay  $\gtrsim 100 \mu m$  away from the Interaction Point (e.g. Higgs  $\rightarrow$  charmed mesons), inside the vacuum beam pipe ( $R \sim 15 \text{ mm}$ )
  - $\hookrightarrow$  reconstruct trajectories of electrically charged daughter particles with high resolution pixel detectors installed as close as possible to the Interaction Point



- Major requirements :**

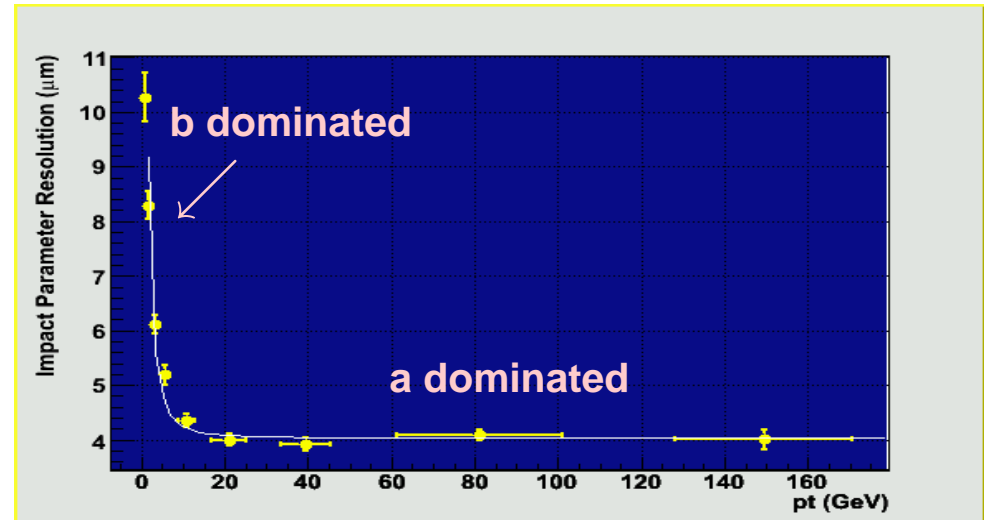
- $\diamond$  Resolution on vertex position  $\sim O(10) \mu m$
- $\diamond$  Ionising radiation :  $O(100) \text{ kRad / yr}$
- $\diamond$   $O(10^3) \text{ pixels / cm}^2 / 10 \mu s$  (inner layer)
- $\diamond$  Non-ionising radiation  $\lesssim O(10^{11}) n_{eq} / \text{cm}^2 / \text{yr}$  from  $e_{BS}^\pm$  and  $\lesssim O(10^{10}) n_{eq} / \text{cm}^2 / \text{yr}$  from neutron gas

- How to achieve high spatial resolution : small pixels (pitch) and reduced material ( $\equiv$  weight)

$\hookrightarrow$  Figure of merit :  $\sigma_{ip} = a \oplus b/p_t \quad \rightsquigarrow$

$b$  governs low momentum ( $\sim 30\%$  particles  $< 1$  GeV/c)  
 $a$  governs high momentum

Accelerator	$a$ ( $\mu m$ )	$b$ ( $\mu m \cdot GeV$ )
LEP	25	70
SLD	8	33
LHC	12	70
RHIC-II	13	19
ILC	$< 5$	$< 10$



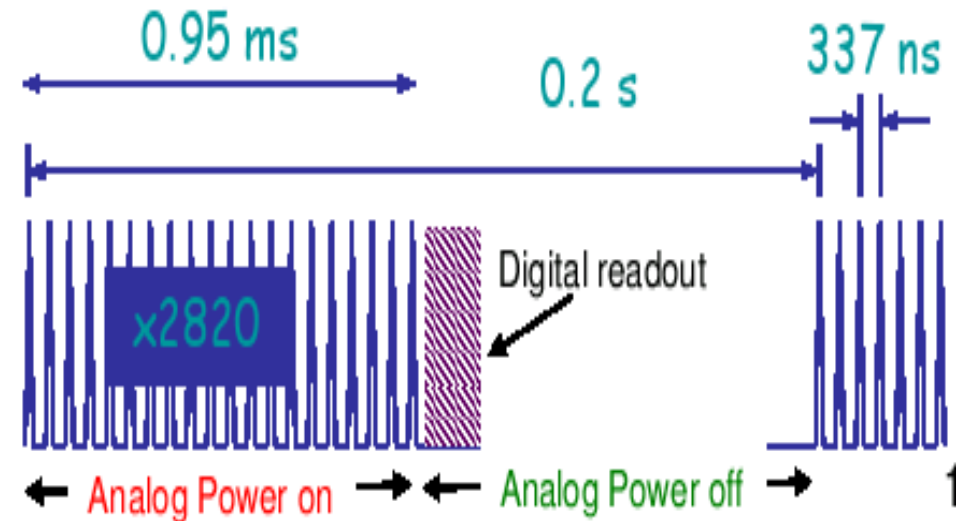
- Expectations from 3DIT :

- ◇ high degree of functionality integration in very small pixels  $\rightsquigarrow a \searrow$
- ◇ thinning and connection technologies allowing very low material budget  $\rightsquigarrow b \searrow$

■ **Beam time structure** :  $\sim 1$  ms train ( $\sim 3000$  BX) every 200 ms  $\Rightarrow$  duty cycle  $\sim 1/200$

▷ 2 consequences :

- 1) Switching off the sensors between trains may allow average power reduction by factor of  $\sim 100$ 
  - $\Rightarrow$  essential for material budget (modest cooling)
  - also: room for high density functionalities integrated inside sensitive area (pixels)
- 2) Only a few BX contain relevant physics info. but all contain large amounts of beam background
  - $\hookrightarrow$  remove irrelevant BX !



■ **Electro-Magnetic Interference from bunch wake field** :

- ◇ beam delivery elements may be source of very short  $\lambda$  EM field
- ◇ specific sensor architecture : store signal during train ( $\sim 1$  ms) and read out after train
  - $\Rightarrow$  large nb of memories  $\Rightarrow$  short time slices  $\Rightarrow$  better background rejection

$\hookrightarrow$  3DIT may allow a big step towards this goal



■ Vertex Detector geometries:

- ▷ *ILD* :  $\geq 5$  (or 3 pairs of) long cylind. layers ( $R = 15\text{--}60$  mm),
- ▷ *SiD*: shorter barrel & fw/bw disks

■ Possibly: room temperature operation

(modest cooling  $\rightarrow$  minimise material)

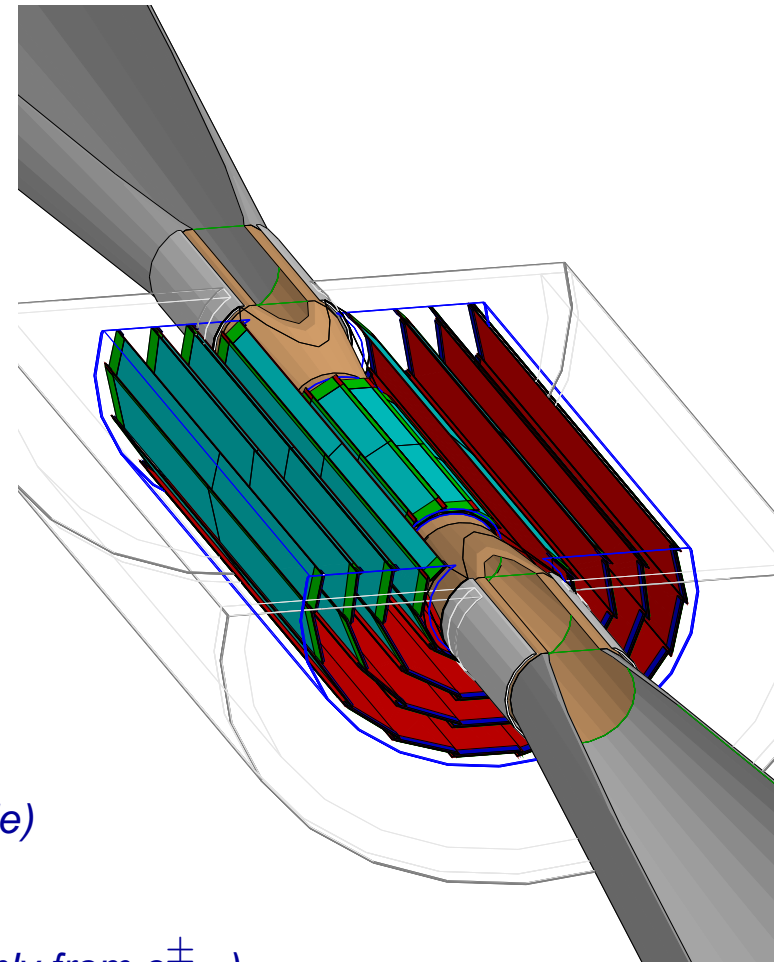
■ Pixel pitch  $\sim 5\text{--}25$   $\mu\text{m}$  (inner layer)

$\Rightarrow \gtrsim 0.5$  billion pixels equipping  $\gtrsim 0.3$   $\text{m}^2$

■ Ultra thin layers:  $\sim 0.1\text{--}0.2$  %  $X_0$ /layer (*STAR-HFT*:  $\lesssim 0.3$  %  $X_0$ )

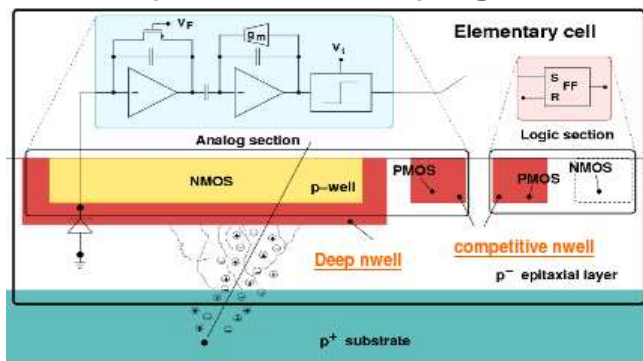
■ Very low  $P_{diss}^{mean}$  :  $\ll 100$  W (exact value depends on duty cycle)

■ Fake hit rate  $\lesssim 10^{-5} \Rightarrow$  whole detector  $\cong$  close to 1 GB/s (mainly from  $e_{BS}^{\pm}$ )

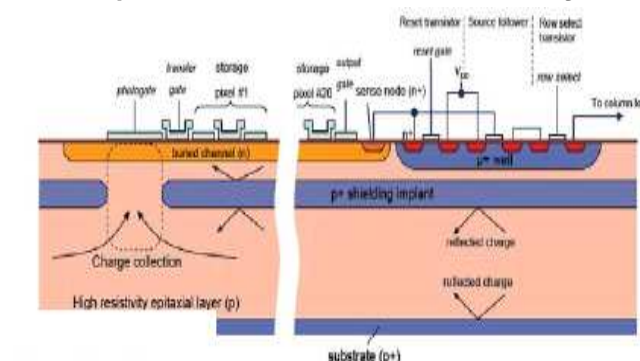


- Mature pixel technologies (e.g. adapted to LHC or to SLD) are not adequate
  - ⇒ several new technologies are being developed since several years
    - ≈ DEPFETs (Germany) : *continuous read-out architecture*
    - ≈ CCDs (UK, Japan) : *continuous and delayed read-out architectures*
    - ≈ CMOS Sensors (France, Italy, USA) : *continuous and delayed read-out architectures*
- Example of pixel architectures with integrated signal processing:

CMOS pixels with shaping + discri.

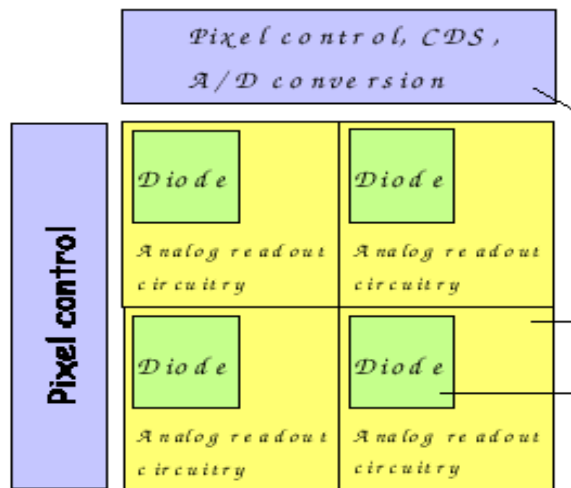


CCD pixels with memo. & delayed r.o.

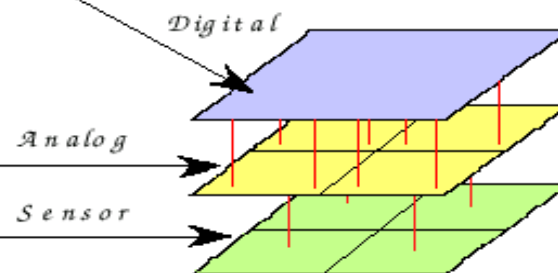


- None of the present designs offers simultaneously desired pixel size, time resolution & data compression
  - ↳ Major motivation to tame 3DIT and exploit their miniaturisation capabilities

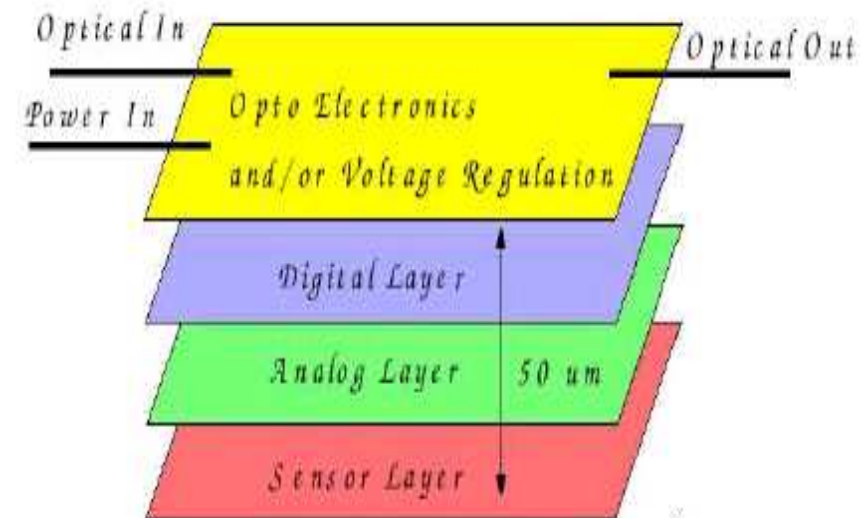
- 3DIT are expected to be particularly beneficial for CMOS sensors :
  - combine different fab. processes
  - alleviate constraints on transistor type inside pixel
- Split signal collection and processing functionalities :
  - Tier-1: charge collection system
  - Tier-2: analog signal processing
  - Tier-3: mixed and digital signal processing
  - Tier-4: data formatting (electro-optical conversion ?)
- Use best suited technology for each Tier :
  - Tier-1: epitaxy, deep N-well ?
  - Tier-2: analog, low leakage current, process (nb of metal layers)
  - Tier-3 & -4 : digital process (nb of metal layers), feature size  $\rightarrow$  fast laser (VOCSEL) driver, etc.



Conventional MAPS 4 Pixel Layout



3D 4 Pixel Layout



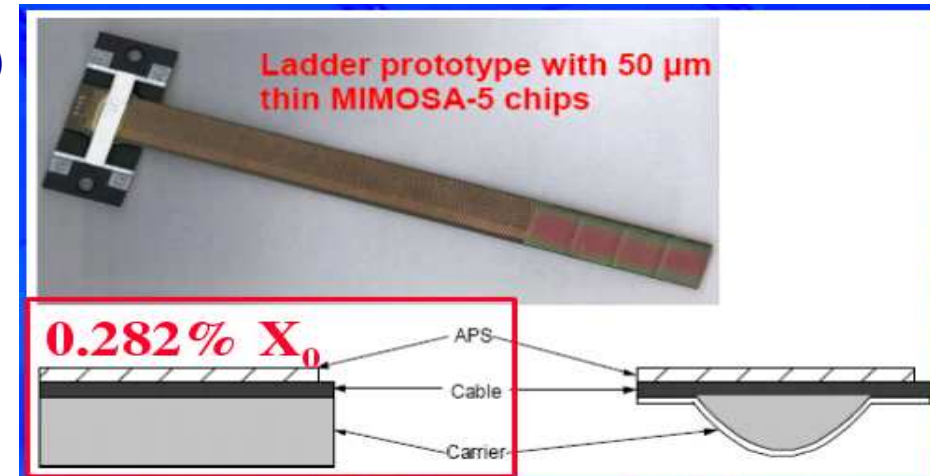
- Minimise multiple scattering inside detector material wherever possible (b ↘)
  - ↳ *thickness, amount and choice of material for mechanical support, gluing, electrical connexions, thermal conductivity, power dissipation (avoid active cooling), ...*
- Goal :  $< 0.2\%$  radiation length / layer (including chip + support + services) ( $\Leftrightarrow < 200\ \mu\text{m}$  of silicon)

- Presently  $\lesssim 0.3\%$  seems achievable (*STAR vertex detector*)

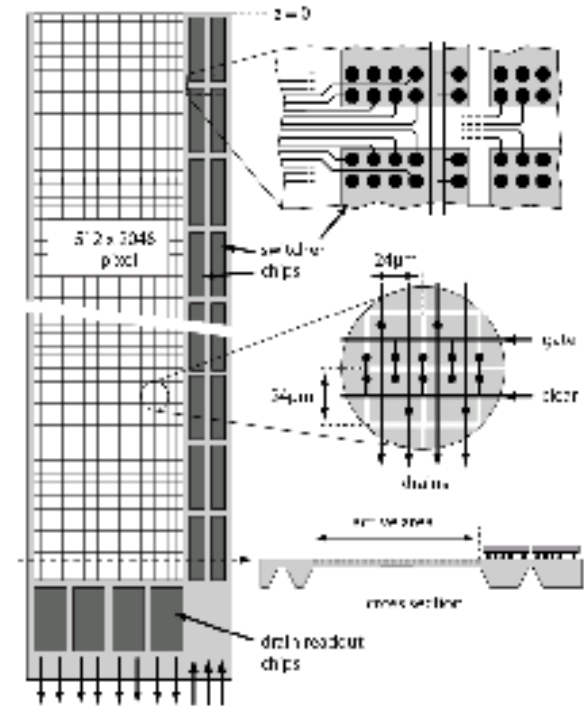
- STAR ladder : kapton cable contributes with  $\sim 0.1\%$  and carrier with  $\sim 0.1\%$  of radiation length

⇒ replace them with aluminised CVD diamond ?

↳ *bonus in thermal transport*



- **Minimise insensitive areas inside fiducial volume and extend the sensitive area to small polar angles**
  - ◇ CMOS sensors: mixed and digital  $\mu$ circuits at sensor edge
  - ◇ DEPFETs: steering chips bonded along ladder
  - ◇ End of ladder electronics



- **(CMOS) Sensor fabrication yield is a concern**
  - ⇒ diced sensors preferred to stitched sets of 5–10 sensors
  - ↪ inactive zones (twice  $\gtrsim 40 \mu m$  wide) at sensor edge from dicing
  - ⇒ can these zones be reduced to  $\lesssim$  few  $\mu m$  with plasma etching?





- **Effects of vias on material budget:**

◇ *Ex:  $20 \times 20 \mu\text{m}^2$  pitch  $\rightarrow$  250,000 pixels/cm<sup>2</sup>      ◇ 2 vias/pixel ( $\emptyset = 2 \mu\text{m}$ ,  $L = 20 \mu\text{m}$ )*

$\Rightarrow$  *0.01 % if made of tungsten  $\cong$  10 % of full ladder material budget !!! (concern for ILC mainly)*

$\Rightarrow$  **Sensor architecture should be guided by the necessity to minimise :**

$\hat{=}$  *pixel density*

$\hat{=}$  *via density*

$\hat{=}$  *number of tiers*

- **Effect of highly integrated signal processing functionalities:**

◇ *Ex (CMOS sensors) : present col. // design features  $P(\text{pixel}) \sim 200 \mu\text{W}$  &  $P(\text{discr}) \sim 300 \mu\text{W}$*

▷ *If this would propagate to 250,000 pixels/cm<sup>2</sup>  $\Rightarrow$   $P(\text{chip}) \gtrsim 100 \text{ W/cm}^2$  during train !!!*

$\Rightarrow$   *$\sim O(1) \text{ W/cm}^2$  in average (chip off between trains)       $\Rightarrow$  several kW fro the full detector !!!!*

$\Rightarrow$  **Sensor architecture should be guided by the necessity to minimise power consumption:**

$\hat{=}$  *pixel and signal processing architecture*

$\hat{=}$  *power cycling capability (essential for ILC)*

- **2008 : explore, and exploit some of the, possibilities offered by industry and semi-academic labs**
  - ◇ *Commercial multi-tier chip design and packaging, e.g. 2-tier device for sensing & signal proc. (see R. Y.)*
    - ↪ *Learn designing in CMOS technologies involved ↪ "new" fab. processes (e.g. IBM 130 nm)*
    - Concern: substrate characteristics (sensitive volume)*
  - ◇ *Investigate technology : via characteristics, parasitic couplings, radiation tolerance, power cycling, ...*
  - ◇ *Investigate system integration aspects : edgeless dicing, CMOS sensors / diamond, sensor thinning, ...*
  - ◇ *Explore possibilities to combine wafers from different fab. processes (e.g. AMS-0.35 OPTO with IBM-0.13 )*
  - ◇ *Others ???*
  
- **2009: start developing architectures adapted to ILC vertex detector**
  - ◇ *Step 1: combine tier adapted to charged particle detection with tier hosting signal processing  $\mu$ circuits*
  - ◇ *Step 2: design a 2-tier chip with integrated signal storage (1 ms) and delayed (low power) read-out*
  - ◇ *Step 3: design a 3-tier chip with integrated data formatting*
  - ◇ *Develop system integration aspects for an ILC ladder*
  - ◇ *Investigate radiation tolerance and power cycling*

- **ILC vertex detector provides a very demanding framework for pixel detector R&D**
  - ⇒ *unprecedented performances ambitionned* → *diferent from sLHC target values and time line*
- **The R&D addresses two areas: Pixel array & System integration performances**
- **Natural choice for ILC sensor architecture exploits beam time structure** → **power saving, no EMI :**
  - ▷ *thin sensitive volume* → *Tier-1*
  - ▷ *signal storage during 1 ms with 10  $\mu$ s resolution* → *Tier-2*
  - ▷ *delayed read-out and data formatting* → *Tier-3 (+ 4 ?)*
- **ILC specific concerns:**
  - ▷ *power cycling* → *reduce (time averaged) power by factor of  $O(100)$*  → *mechanical stress* ????
  - ▷ *material budget* → *full ladder  $\cong 0.1-0.2 \% X_0$  (nb of vias ...)*
- **Several common issues with sLHC** ⇒ **common or complementary actions:**
  - ▷ *3D technological aspects: via characteristics, parasitic couplings, rad. tolerance, design tricks/rules/kits*
  - ▷ *design in dedicated CMOS fab. technologies : e.g. IBM-0.13* → *"building blocks" ???*
  - ▷ *explore the (fast moving) "3DIT landscape"* → *network for common knowledge building*

⇒ *Optimise complementarity against redundancy*