

Signal resolution and dynamic range

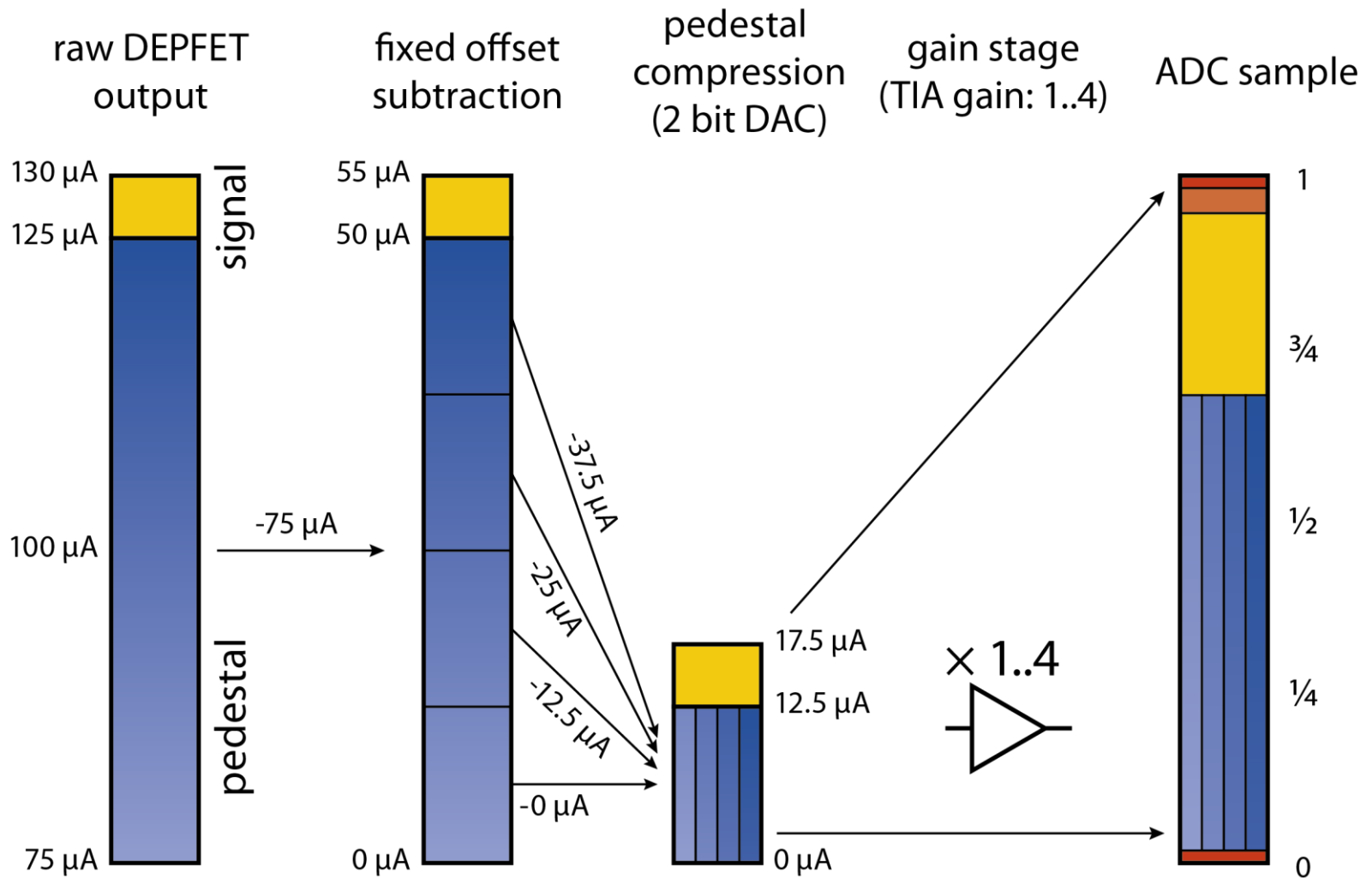
# A SHORT REMINDER...



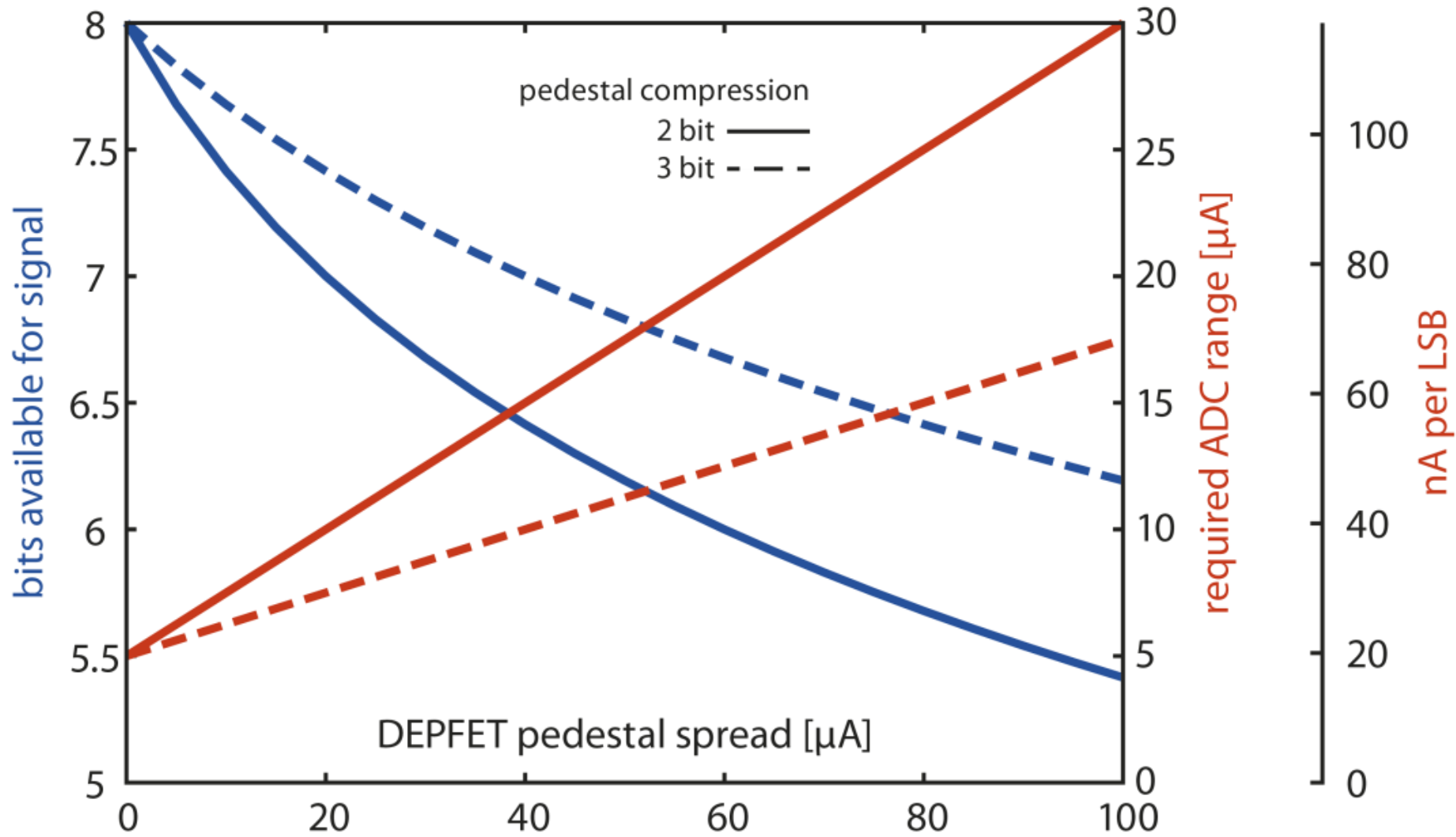
# Signal resolution and dynamic range

- What signal resolution can we expect just from the ASICs?
- Try realistic scenario and include (most) error sources
  - DEPFET pedestal spread
  - DCD nonlinearities
  - Electronic Noise
  - Numerical errors
- We have
  - Signal:  $\approx \max 10000 e^- \rightarrow gq \approx 0.5\text{nA}/e^- \rightarrow 5\mu\text{A}$  maximum Signal
  - Pedestals: @100 $\mu\text{A}$  average; large area, irradiation  
 $\rightarrow 50\mu\text{A}$  variation (+/- 25 $\mu\text{A}$ )
  - DCDB with 2bit DAC for “pedestal range compression”
  - DCD2 ADC range up to 24 $\mu\text{A}$  (from my own measurements)
  - ... multiple sources of errors...

# DCDb dynamic range concept



Effect of DEPFET pedestal current spread on signal resolution



## To consider...

- common mode noise needs to fit in too!
- ganged pixels? → double range!

## Common mode noise

- ... is mostly a system aspect
- can be avoided/reduced by careful design

- As an example:

← from our previous scenario  
1LSB  $\approx$  70nA

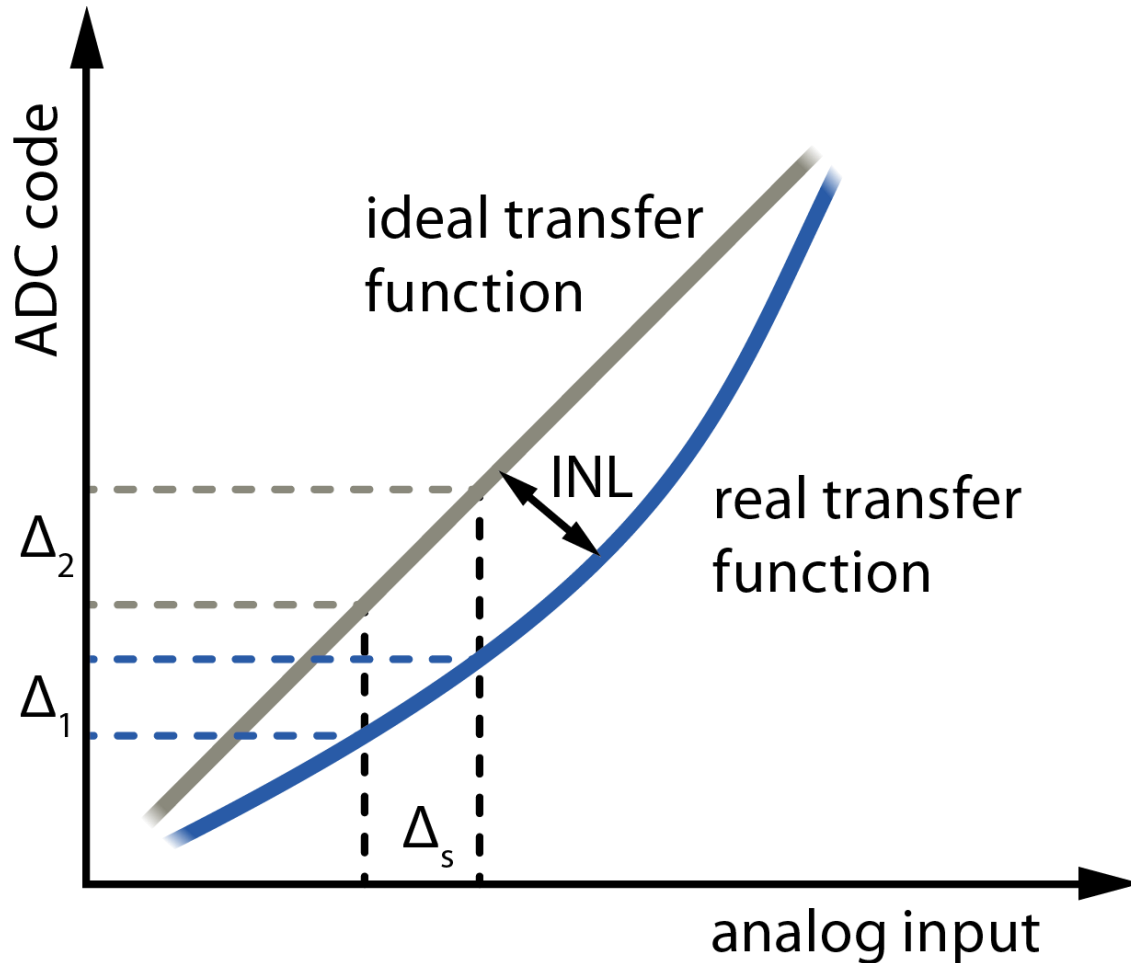
$$\text{DEPFET's } g_m \approx 50\mu\text{S} = \frac{\partial I_{out}}{\partial V_{in}}$$

a change of **1.4mV on Gate-ON** will cause 1LSB of 'common mode'

- ... and that's why we need low output impedance of the PDN ...

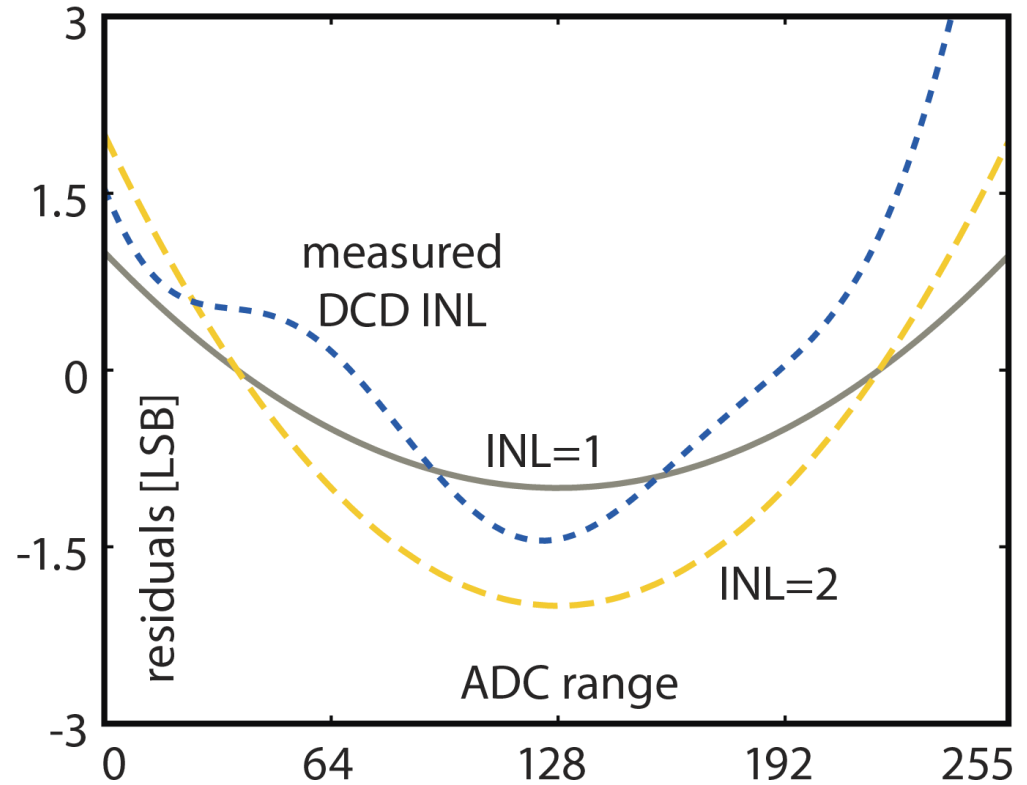
# DCD nonlinearities

- Do we need to correct for these?
- Can we even correct after DHP calculations? Original values needed!

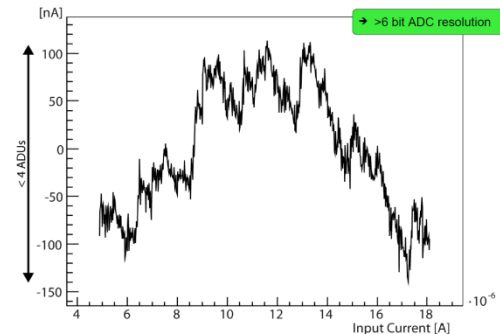


# Nonlinearities...

- Typical picture:
- Measured INL smoothed! (DCD2)



- The real picture (see Jochen's talk)

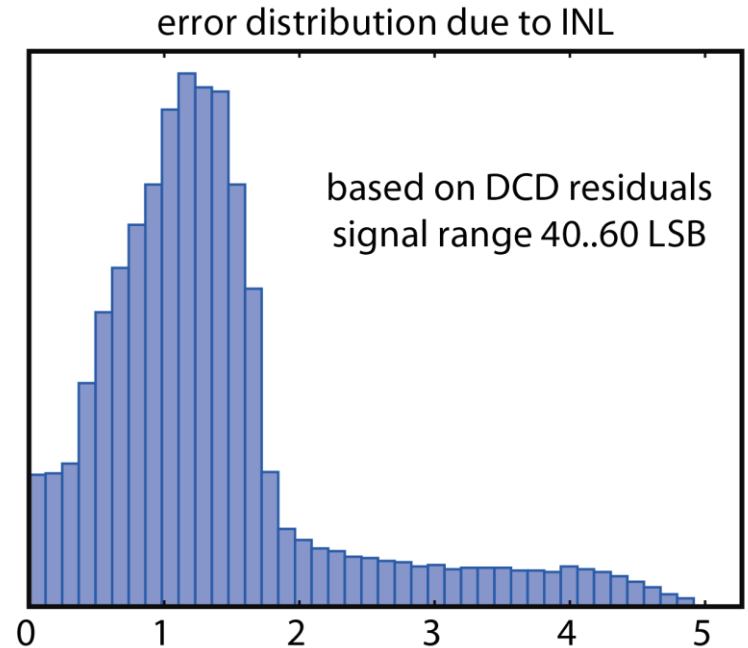
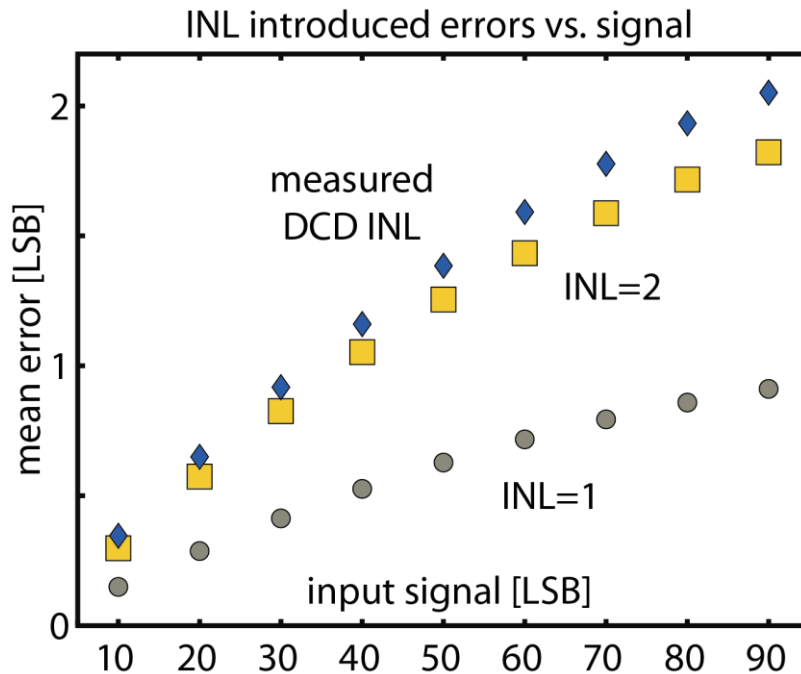




# Nonlinearities...

## ... and their effect

- Introduced errors depend on INL shape and signal range



- Expect 1LSB of additional systematic error
- Correctable?  
Only if you calibrate and common mode is low

## To summarize...

- We effectively digitize signals with 6bit resolution
- Minus...  $\left[ \begin{array}{l} (\text{electronic noise} \approx 0.7 \text{ LSB})^2 + \\ (\text{nonlinearities} \approx 1 \text{ LSB})^2 + \\ (\text{DHP numerical errors} \approx 0.14 \dots 0.28 \dots 0.5 \text{ LSB})^2 \\ \end{array} \right]^{1/2}$
- **This leaves us 4.5 bits of real information!**