

Pixel detectors for linear collider

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- Monolithic Pixel Detectors
- 3D pixel detectors
- Hybrid Pixel Detectors
- Radiation Hardness

Physics benefits of better vertex resolution
(apart from the obvious improvement in $\sigma_{\Delta z}$)

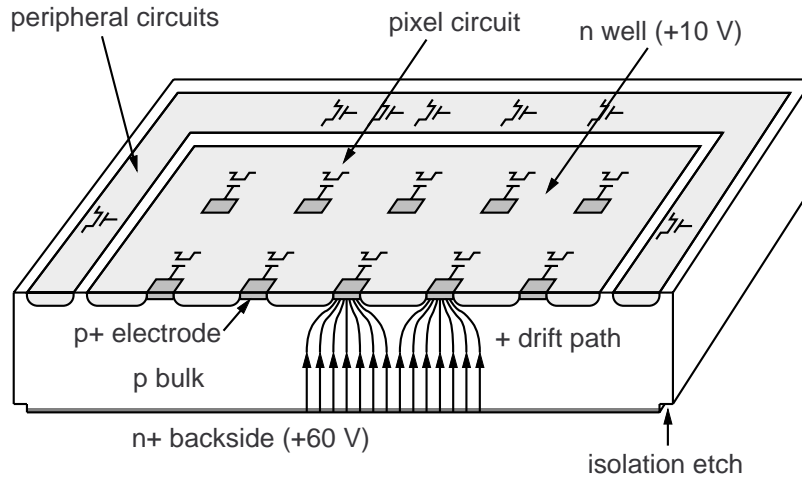
- Combinatorics
 - Inclusive (e.g. $K^{*0} \rightarrow K^- \pi^+$) ♠
 - $B \rightarrow D^0 D^-, D^+ D^-, D^0 K^-$ etc. ♠
- Charm vertex \rightarrow tag-side z resolution. ♠
- Vertical B travel: $\rightarrow \Delta z \rightarrow \Delta t$

Currently, the correction makes the resolution worse (crude calculation). ♠

- Continuum suppression by Δz ♠

Monolithic Pixel Detector

Readout electronics and sensor on the same chip



Hawaii-Stanford monolithic pixel detectors
Fabricated at CIS, Stanford

- Thickness $300\mu\text{m}$
 - Collection electrode: p^+ (i.e. collects holes)
- Bulk: p
- Backside: n^+ -diffusion
- One PMOS readout circuit in n -well for each pixel.
- Operated with full depletion at $\sim 60\text{ V}$.

Two versions of monolithic pixel detector
successfully tested:

- V1.** 1993. Pitch $34 \times 125 \mu\text{m}^2$
1.02mm \times 1.02mm active area
Full readout
Tested at Fermilab (muon beam)
 $\rightarrow \sigma = 2.0 \mu\text{m}$ ($34 \mu\text{m}$ pitch direction)

- V2.** 1996. Pitch $65 \times 67 \mu\text{m}^2$
32 \times 32 array ($\sim 1\text{mm}^2$ active area)
Sparse readout
Tested by ^{241}Am

Monolithic Pixel Detector Test Setup.

^{241}Am 60 keV γ
(MIP \sim 100 keV)

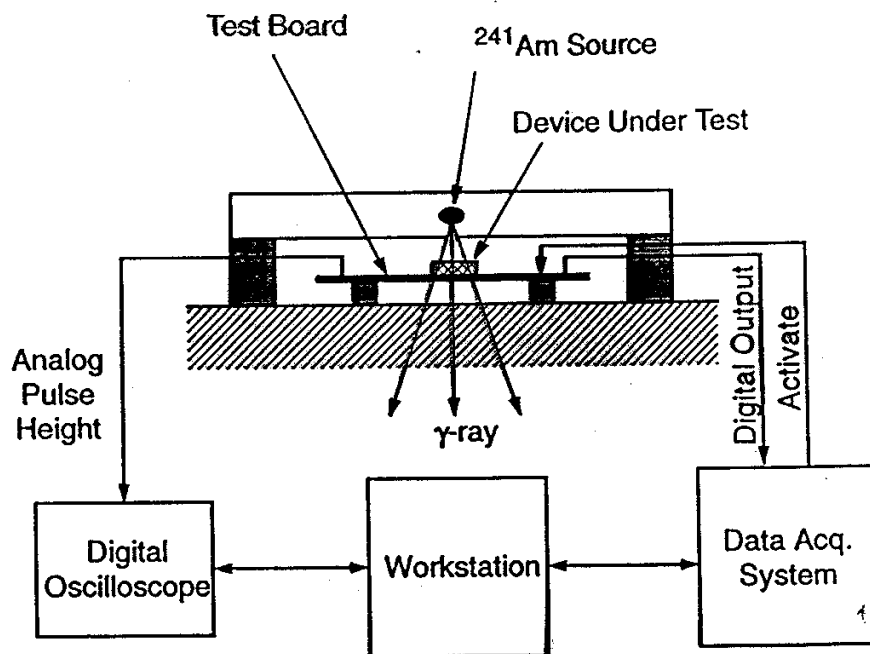
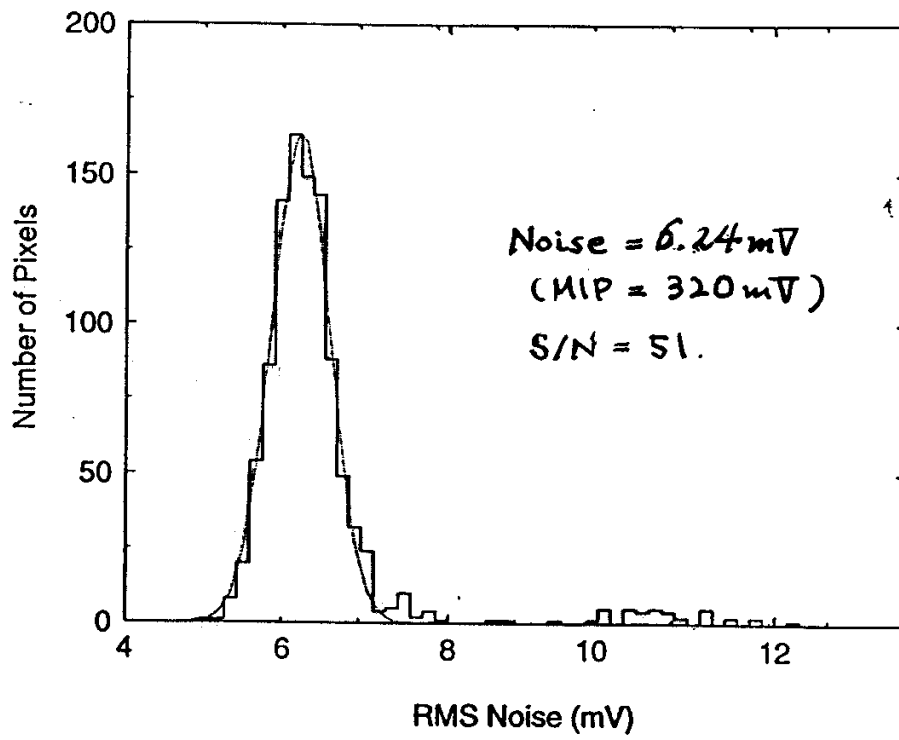
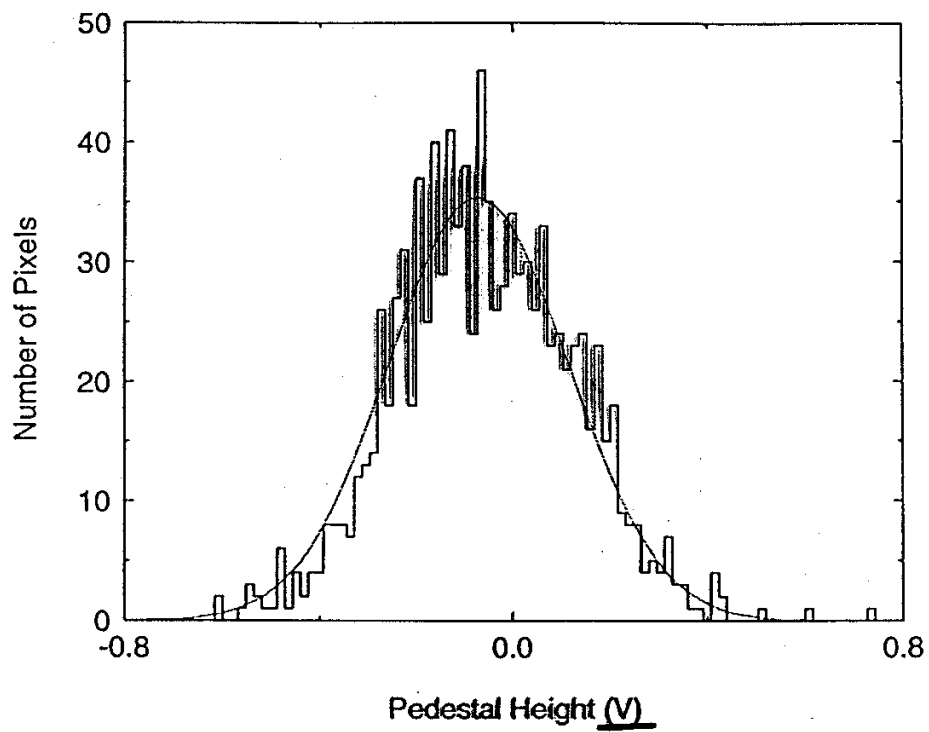
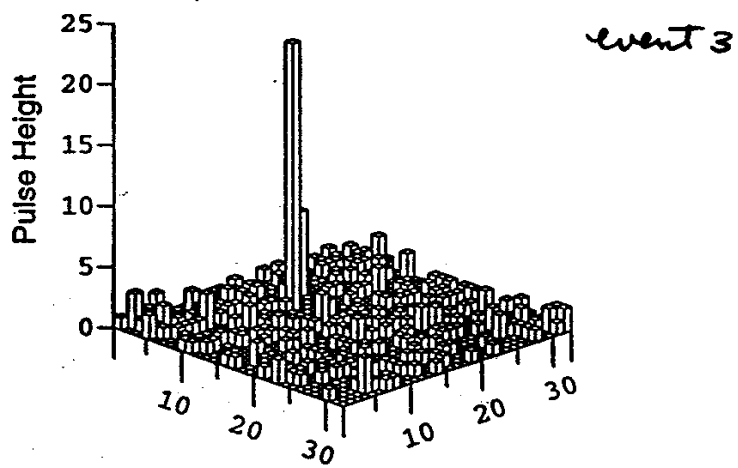
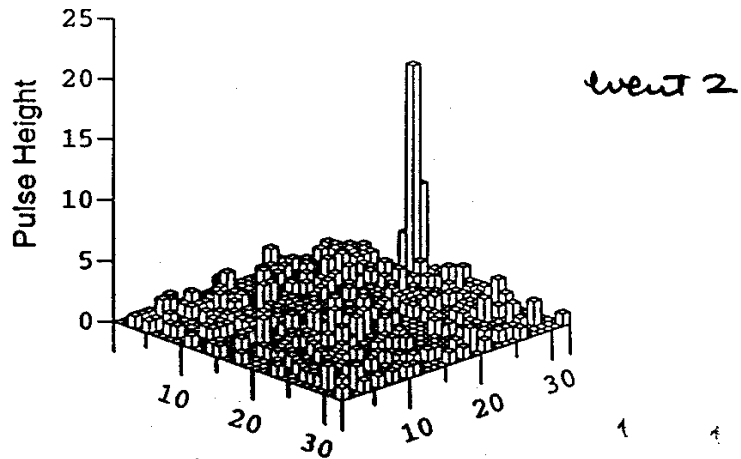
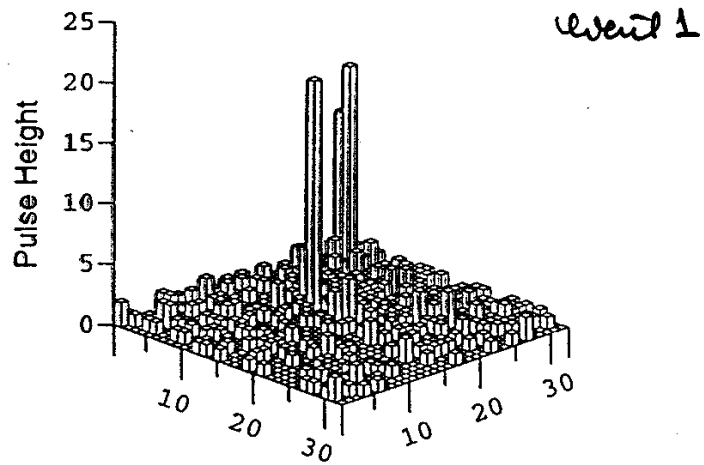


Figure 5.4: Block diagram of a typical γ -ray experimental set-up.



241 Am test.



Challenges for the monolithic pixel design:

1. Larger array

Using the same sparse readout scheme, 320×320 array (1 cm^2), 0.5% pixel occupancy
→ $\sim 300 \mu\text{s}$ readout.

But, at this size most of the rows are hit (the sparse readout operates on rows) → might as well read all rows (future)

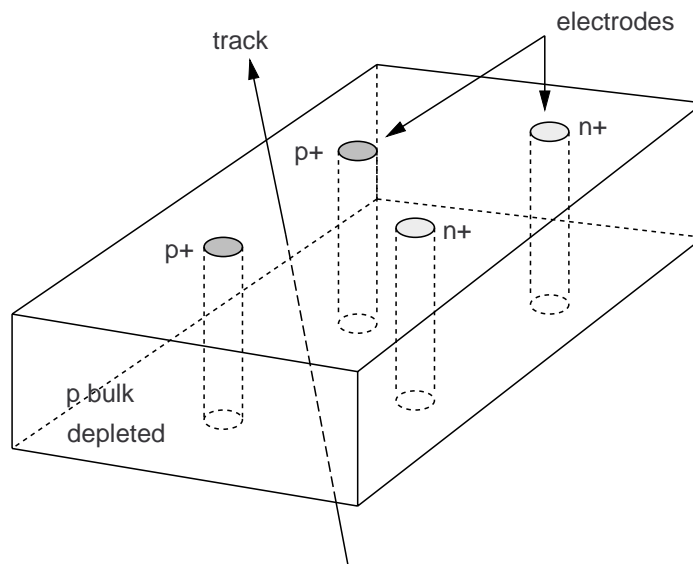
2. Foundry

Difficult to find a foundry who is

- willing to closely collaborate,
- has deep-submicron technology,
- can respond to non-standard fabrications:
rad-hard design, high-purity bulk silicon.

→ keep looking for a foundry,
but pursue hybrid design meanwhile.

3D Pixel Detector



- Low depletion voltage - a few V or less
<math>< 10V</math> even after LHC-level radiation
→ 'rad-hard'
- Fast. Pulse width ~ 1 ns
- Thickness and drift distance are decoupled
- Top potential = bottom potential
→ possibly active to the edge

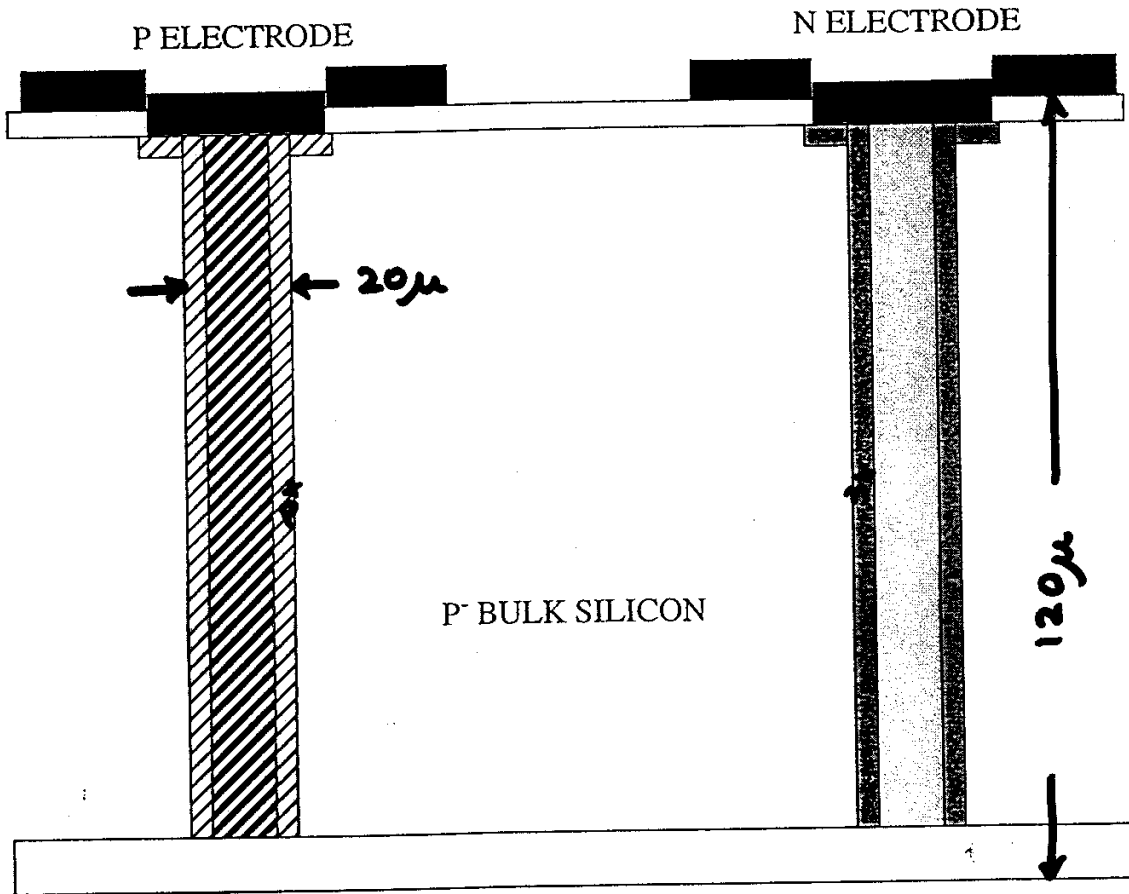
Current status of 3D Pixel Detector

- Plasma etching can make precise vertical holes needed for 3D pixel.
- p/n junction verified
(full depletion @5V for 100μ pitch)
- IR pulse test successful.

Plan

- Wire-bond to existing readout electronics
perform β -ray test and radiation test.
- bump-bond to the ATLAS readout chip.

DEVICE CROSS SECTION



 P-TYPE POLYSILICON

 N-TYPE POLYSILICON

 P-TYPE DIFFUSION

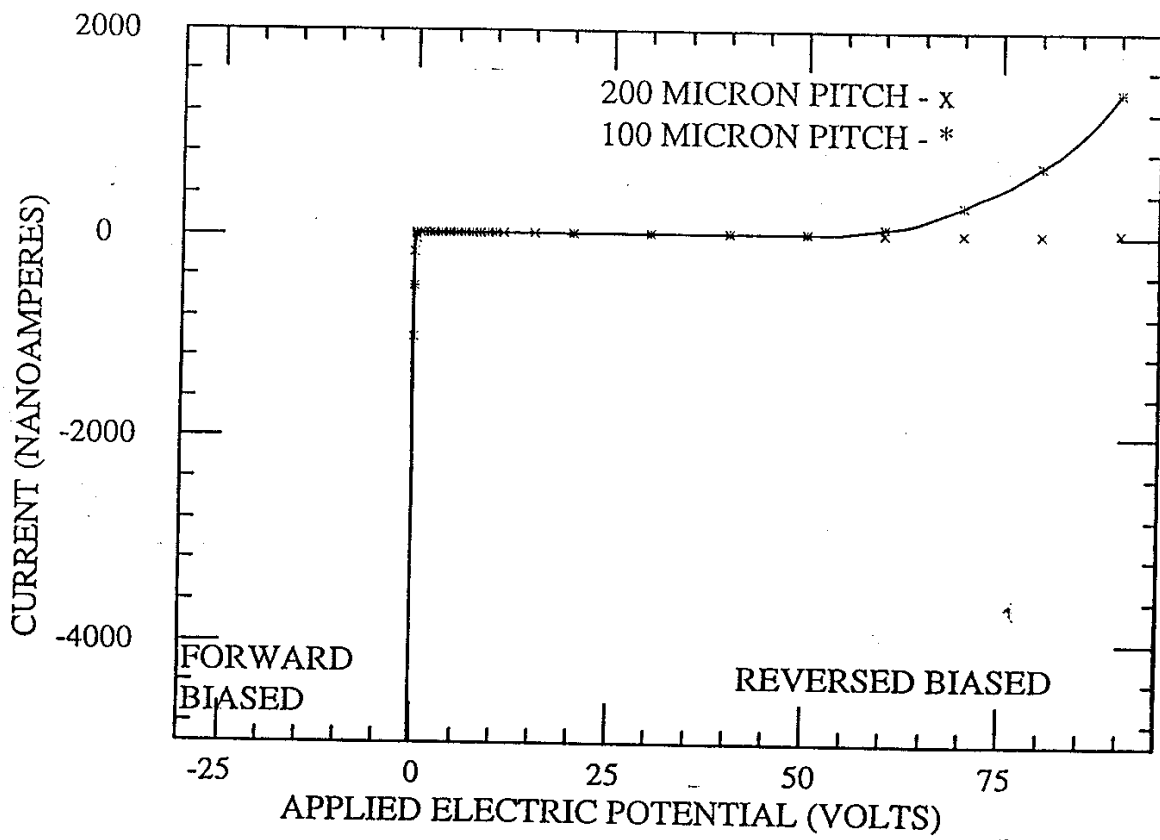
 N-TYPE DIFFUSION

 ALUMINUM

 THERMAL OXIDE

3D Pixel (Hawaii-Stanford)

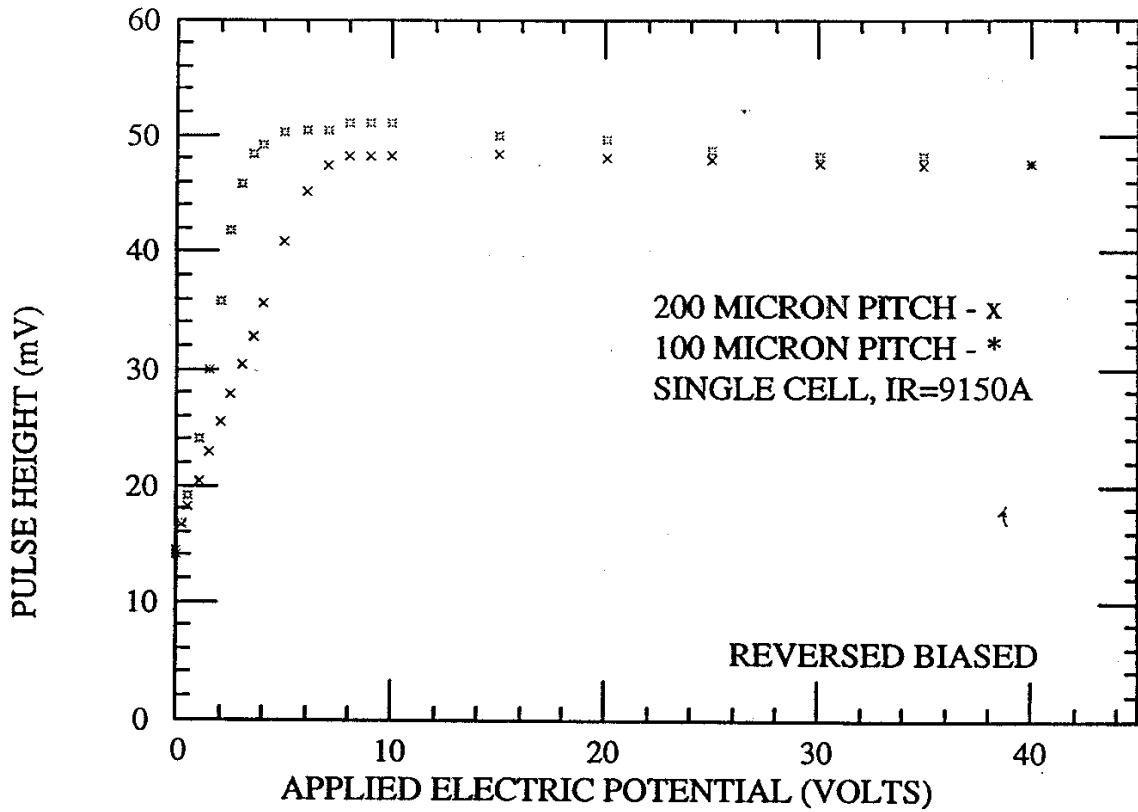
Test of P-N junction



3D Pixel

IR pulse test

o 100µ pitch : fully depleted @ ~5V



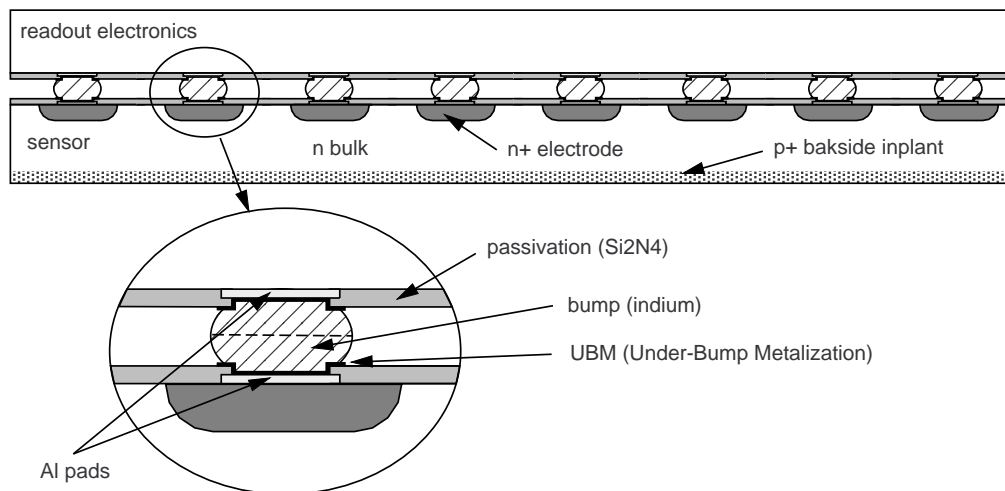
Hybrid Pixel Detectors

Hybrid = Bump-bonded

Sensor: high-resistivity silicon (typically float-zone)

Readout chip: Commercial CMOS OK

→ Fabricate separately and bond them
(flip-chip technology)



Most current and proposed HEP pixel detectors use hybrid design.

(DELPHI, WA97, ATLAS, CMS., ALICE, BTeV...)

	pixel size	# pixel (total)	sensor thickness	heat/cell
DELPHI	$330 \times 330 \mu^2$	1.2 M	300μ	$40 \mu\text{W}$
WA97	$50 \times 500 \mu^2$ $75 \times 500 \mu^2$	1.2 M	300μ	
ATLAS	$50 \times 300 \mu^2$	105 M	$200\text{-}250 \mu$	$50 \mu\text{W}$
CMS	$150 \times 150 \mu^2$	56 M	$200\text{-}250 \mu$	$60 \mu\text{W}$
ALICE	$50 \times 300 \mu^2$	15.7 M	150μ	$30 \mu\text{W}$
BTeV	$50 \times 300 \mu^2$	60 M	300μ	$<40 \mu\text{W}$

Issues for a LC detector:

- (a) Readout electronics (that fits in $35 \times 35 \mu^2$)
- (b) Thinning of sensor and readout chips
- (c) Bump bonding
- (d) Radiation hardening

(a) Proposed readout electronics
(Conceptual design by G. Varner)

- Avoid sending analog signal by digitizing on each pixel.
- V_{ramp} + Comparator and 5-line counting bus.
LVDS driver at the end of sensor.
- $1\text{cm} \times 3\text{cm}$, $50 \times 50 \mu\text{m}^2$ pixel.
2% occupancy \rightarrow $200 \mu\text{s}$ read out time.

Expected heat generation

- Most of the time the MOS transistors do not dissipate heat, namely static.
(much easier situation than LHC)
- Needs a completed design of the circuit,
but roughly, $\sim 0.4\mu\text{W}/\text{pixel}$
 $\rightarrow \Delta T \sim 0.1^\circ\text{K}$ (side cooling)
- LVDS driver generates lots of heat, but it is at the end of sensor.

(b) Thinning of the sensor and readout chip

- Wafer thinning is a routine commercial process (for heat dissipation)

{ Grinding-polishing-etching
{ Plasma etching

- Readout electronics:
Thinned after fabrication using a commercial process (e.g. MOSIS).
- Sensors may be thinned first.
(needs a dedicated foundry)
Or, thinned after fabrication
(still needs some processing of the thinned side)
- Thin before or after the bump bonding?
If thinned after bonding, the read-out electronics may be made quite thin ($\sim 20\mu?$).
→ **more R& D needed.**

(c) Bump bonding

- Bump bonding defects $< 10^{-4}$ (dummy tests).
But some problems reported for the real ATLAS detector.
- Bump diameter can be $< 10\mu$,
pitch can be $< 20\mu$
(e.g. GEC Marconi)

Two types of bumps

	Indium	Solder
UBM *	simple	complicated
bump deposition	both sides	one side
connection	pressure	fused
Strength (4K bumps) (tension& sheer)	2.5 lb	10-14 lb (strong)
alignment required	1-2 μ	$\sim 10\mu$ (self-aligning)
resistance/bump	1-2 Ω (poor)	2-3 $\mu\Omega$ (good)

* UBM = Under Bump Metalization

(d) Radiation Hardening

Radition damage effects

- a) Effective dopant creation
- b) Leakage current increase
- c) Threshold shift of MOS transistors

a) Effective dopant creation

Mostly p type

- Change in $V_{\text{depletion}}$ (e.g. increase)
→ high voltage breakdown, partial depletion
- Type conversion ($n \rightarrow p$) at high dose
(OK for Belle)

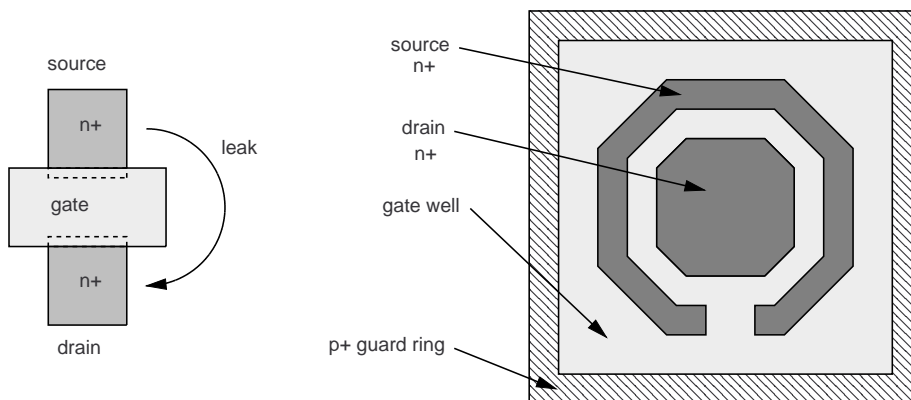
→ Design the detector such that it can stand high voltage
(e.g. guard rings at the edges of sensor)

b) Leakage current

1. source-drain leakage
2. inter-transistor leakage
3. detector bulk leakage current

Strategy:

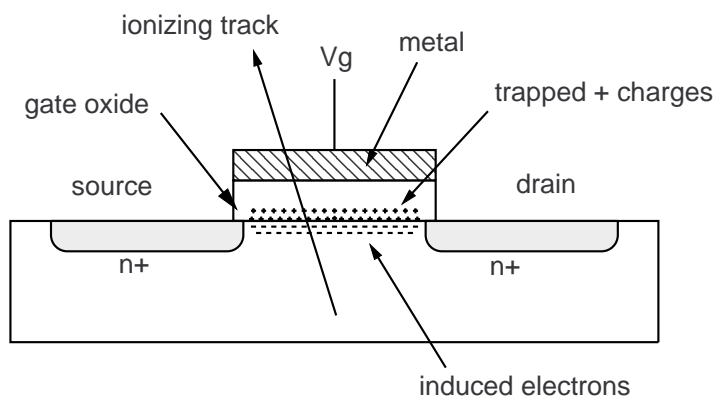
- Rad-hard design rules
 - * Surround-gate design
 - * *p*-stop around NMOS transistor



- current compensation for detector leakage (read-out electronics design)

c) Threshold shift of MOS transistor

Trapped positive ionization charges at gate-oxide
→ induces electrons just below the gate.



$$\Delta V_{th} \propto \begin{cases} t^2 & (t < 10 \text{ nm}) \\ t^3 & (t < 10 \text{ nm}) \end{cases}$$

t : gate thickness

Make the gate oxide thin:

← natural result of small scale processes.

(e.g. commercial IBM 0.25 μ process)

Pixel detector status summary:

1. Monolithic pixel proven to work (32×32 array).

- larger detector
- Challenges: ● rad-hardness
- **foundry !!**

→ try hybrid design.

2. Hybrid pixel design

- heat $< 50\mu\text{W}/\text{pixel}$ for LHC.
Less for Belle → probably not a problem.
- thickness $< 250\mu$ (sensor & read-out)
being tested. 150μ total seems feasible.
- bump bonding
yield $> 99.99\%$:dummy test
(some problems with real detectors)
pad size can be $< 10\mu$, pitch can be $< 20\mu$
- Rad-hardness of readout chip
Deep sub μ + rad.hard rules →
30 MRad : IBM 0.25μ (ALICE)
(Barely fits in $50 \times 300\mu^2$)

R& D Items Summary:

1. Readout electronics that fits in pixel and rad-hard.
2. Thinning of sensor ($\sim 100\mu$) and readout chip ($\sim 50\mu$).
3. Bump bonding for our specifics.

On-going efforts:

Prototype design

2mm \times 2mm

pixel: $50\mu \times 100\mu$

- Readout electronics design by G. Varner. MOSIS submission in a few months.
- Sensor design by S. Parker and C. Kenney. To be fabricated at CIS in the same time scale.
- Bump-bonding test: in contact with GEC Marconi. Other companies are to be tested.