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# **Analog Front End for the fiber tracker in Dzero**



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I can tell you about the Dzero electronics, but I do not know what you want and/or need.

**THIS IS NOT A LECTURE**

**LETS TALK**



# AFEII-t

## Outline

- What
- How
- Why
- Lessons learned



5/22/2010

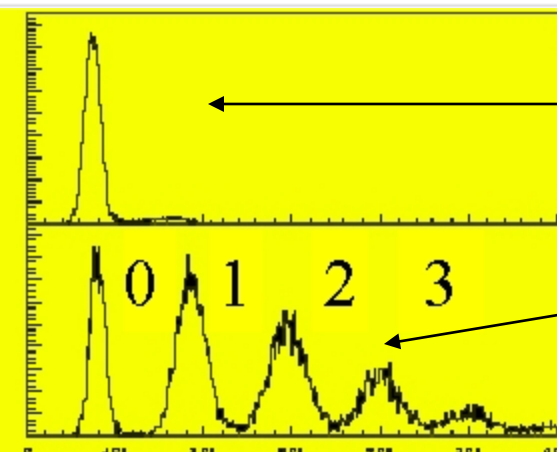
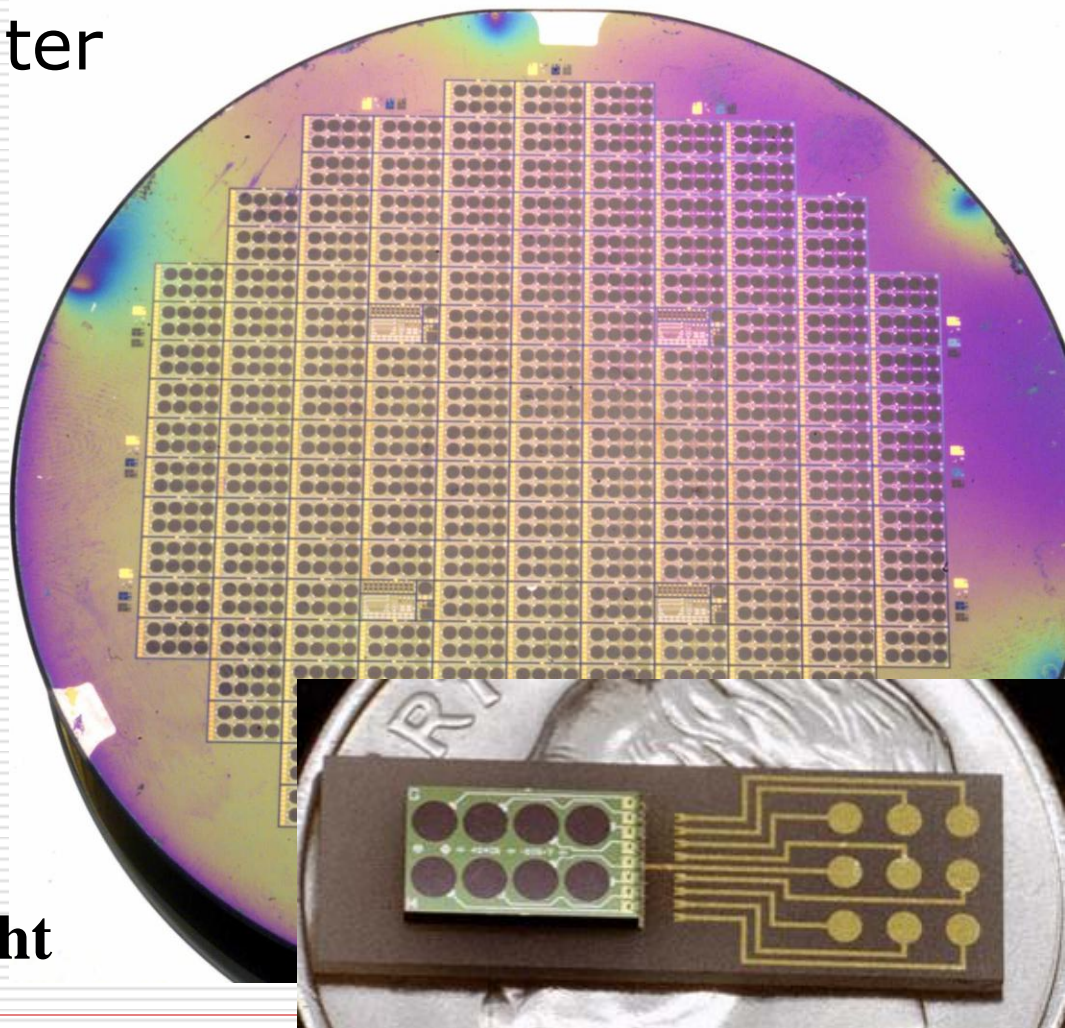


# VLPC

## VisibleLightPhotonCounter

- very high QE
- good gain
- low noise

**makes fiber tracker possible!**



no light

a little light

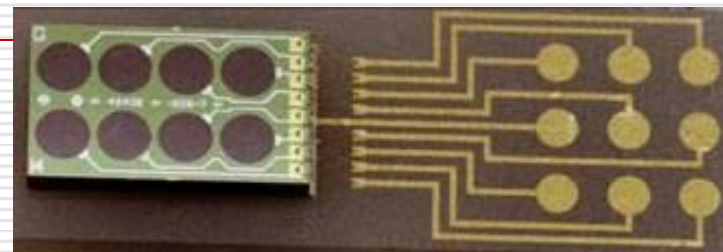




# Analog Front End (AFE)

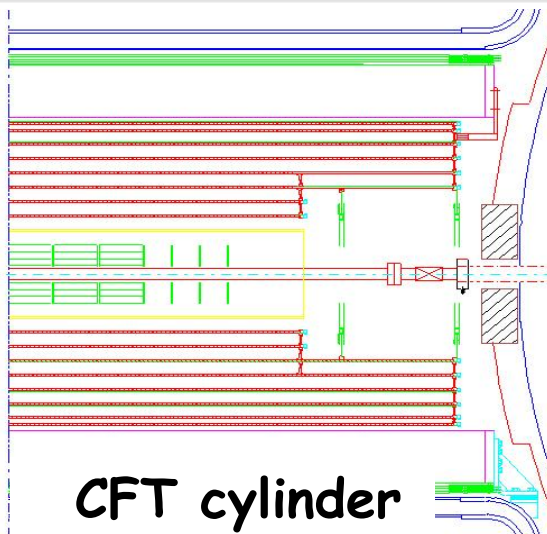
VLPC

~8 photons  
from fiber



~50 fC to AFE

200 brds ~ 100K ch  
total in Dzero



CFT cylinder

Discriminator  
output every 396  
nsec for L1

Amplitude signal  
readout for L3  
and offline

DISCR

ADC

AFE (512 ch)

5/22/2010



# Analog Front End (AFE)

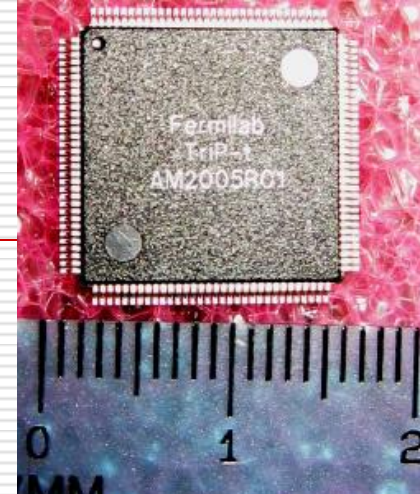
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## 3 main responsibilities

1. Care and feeding of the VLPCs (via slow control)
  - Bias ( $\pm 40\text{mV}$ )
  - Temperature control ( $\pm 0.05\text{K}$ )
2. Hit/no hit decision to the trigger system every crossing, every fiber.
  - Used in forming Level 1 decision
  - 512 ch/board, every BX ( max 485 MB/s)
3. Amplify VLPC signals, digitize to 8 bits, zero suppress and readout every on L1 accept
  - max 40 MB/s
  - Readout via same system as silicon strip vertex detector



# TriP-t



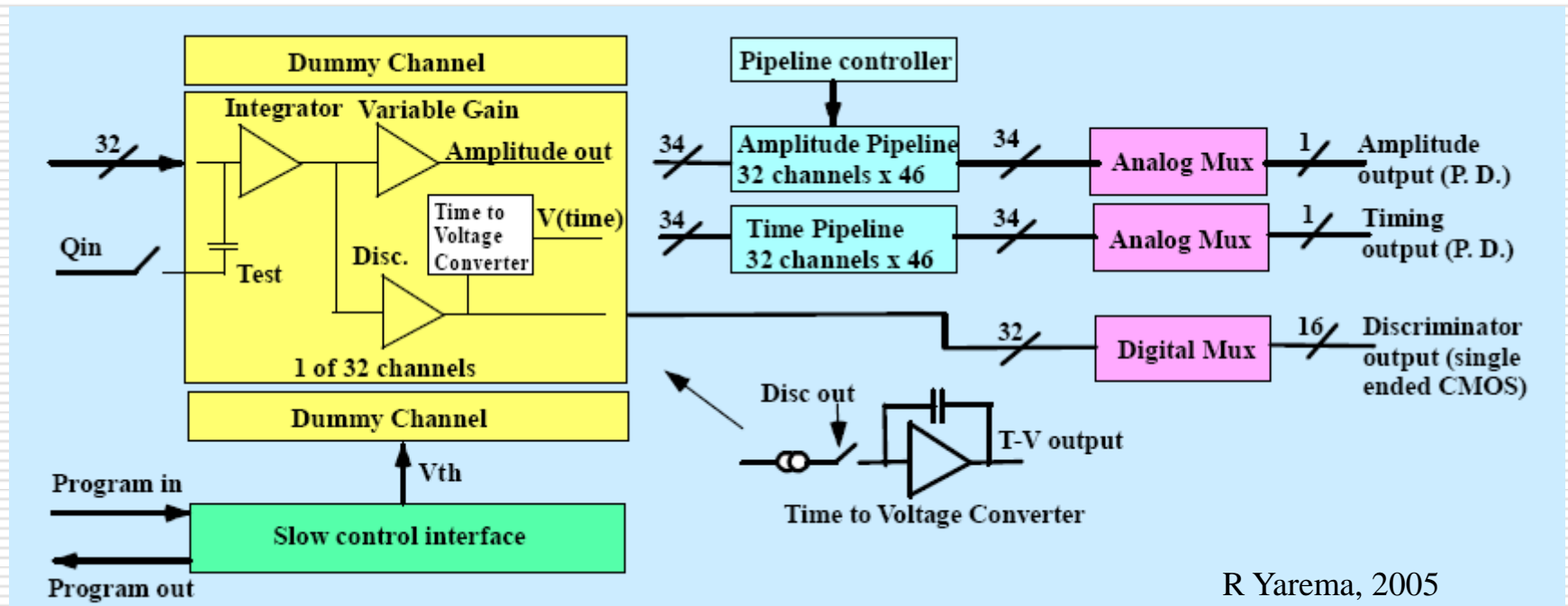
- ❑ AFE is designed around the TriP-t
  - Trigger and Pipeline – with timing
  - 32ch/chip: discr, 48 cell analog pipeline ea.
  - 0.25um CMOS manufactured by TSMC
- ❑ TriP-t ASIC designed specifically for Dzero VLPC based detectors: CFT, CPS, FPS
- ❑ TriP-t designed by Fermilab ASIC group, A. Mekkaoui lead designer
- ❑ Fermilab has a strong ASIC group, lots of experience, wide range of capabilities
  - slow control from FPIX, pipeline from SVX4



# TriP-t Block Diagram



## TriP-t





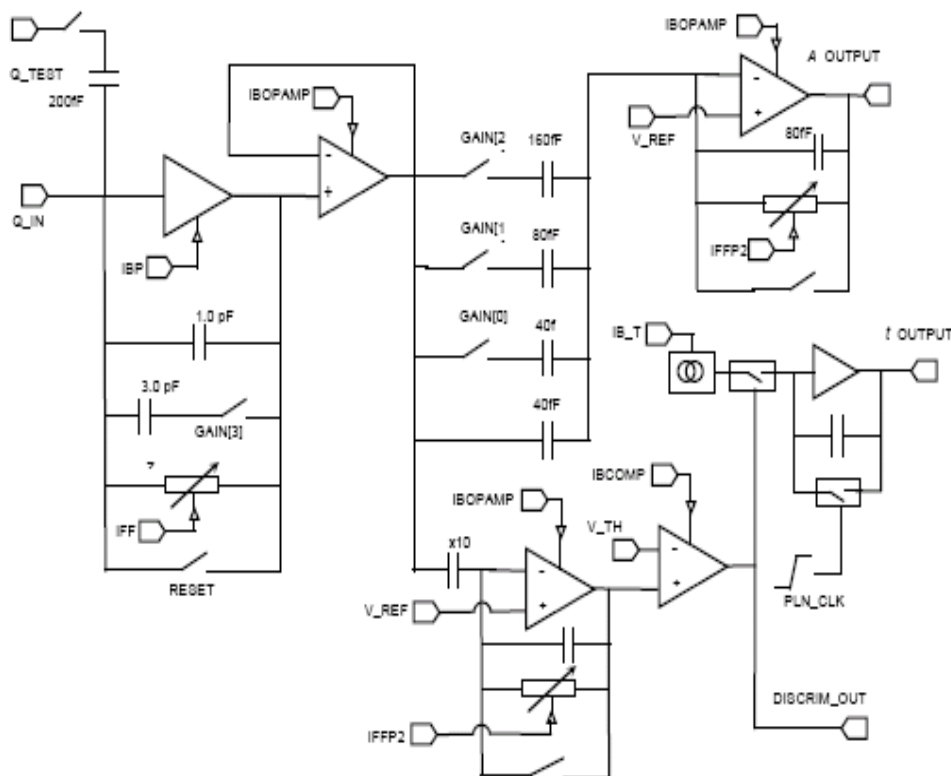


# TriP-t



## TriP-t

### Q sense front end :



DC stable

wide dynamic range

high bandwidth

low noise

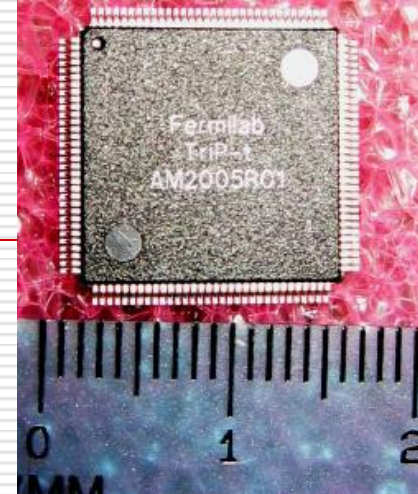
Very flexible:

adjustable gain

adjustable bandwidth



# TriP-t



- ❑ Some parameters
    - integration gate: 50ns to 20us, controlled by external clock
    - gain: 12mv/fC to 0.37mv/fC, switch set
    - pipeline depth 1 to 47, dead-timeless
    - noise:  $\sim 1$ fC for 40pF input capacitance
    - low power: 6.5mW/ch
    - discriminator thresh: 1/chip, 10fC to 300 fC
    - TDC: 1ns resolution
- for more info: [rubinov@fnal.gov](mailto:rubinov@fnal.gov)



# AFE and TriP-t design

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## TriP-t ideas:

- “keep it simple”

- do only what can not be done with commercial ICs
  - ADC is external,
  - zero suppression in external FPGA

- “keep it flexible”

- internal DACs (set via serial interface) can be used to adjust bandwidth, power, gain
  - flexible clocking scheme, driven by FPGA

- “ease of use”

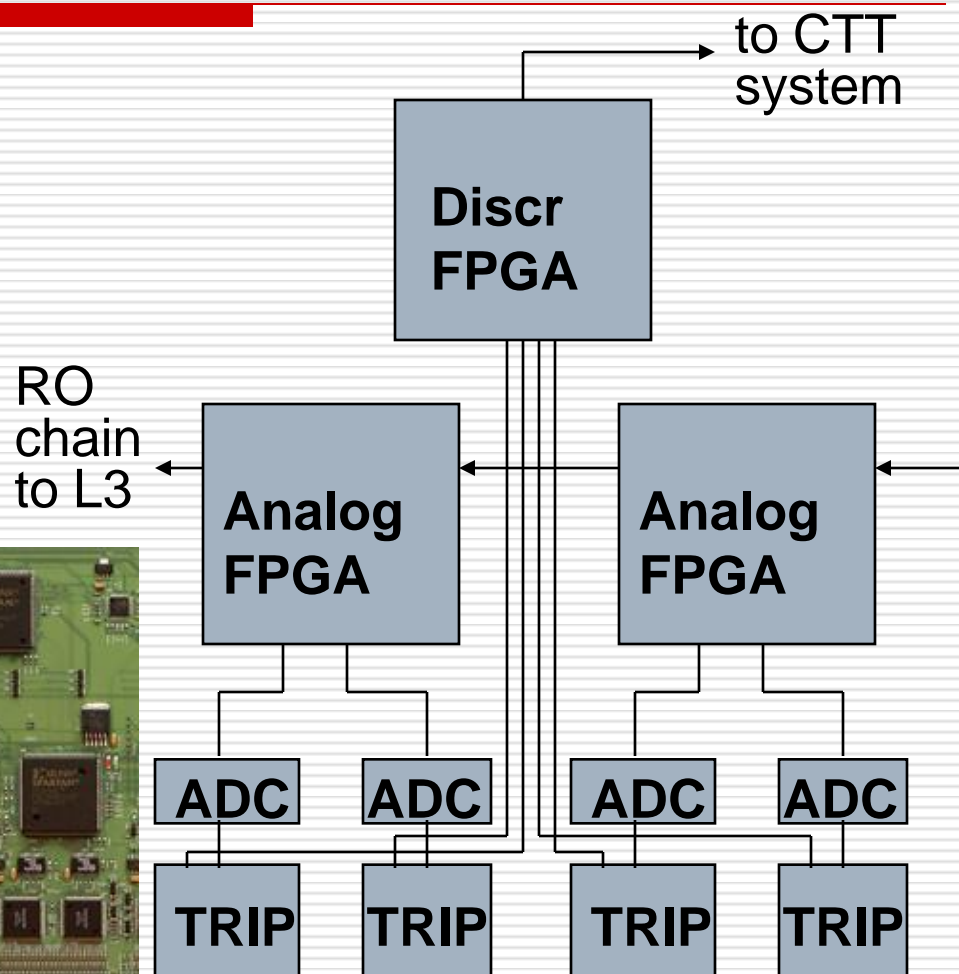
- temperature compensated to first order
  - features to support testing, calibration



# AFE board design

## ❑ Modular design

- Xilinx Spartan2 FPGA to handle discr data
- Xilinx Spartan2 FPGA to handle analog data
- FPGAs format data
- AFPGA used to zs and ped sub
- Every module has its own LDOs
- FPGAs have ident f/w- can download via slow control







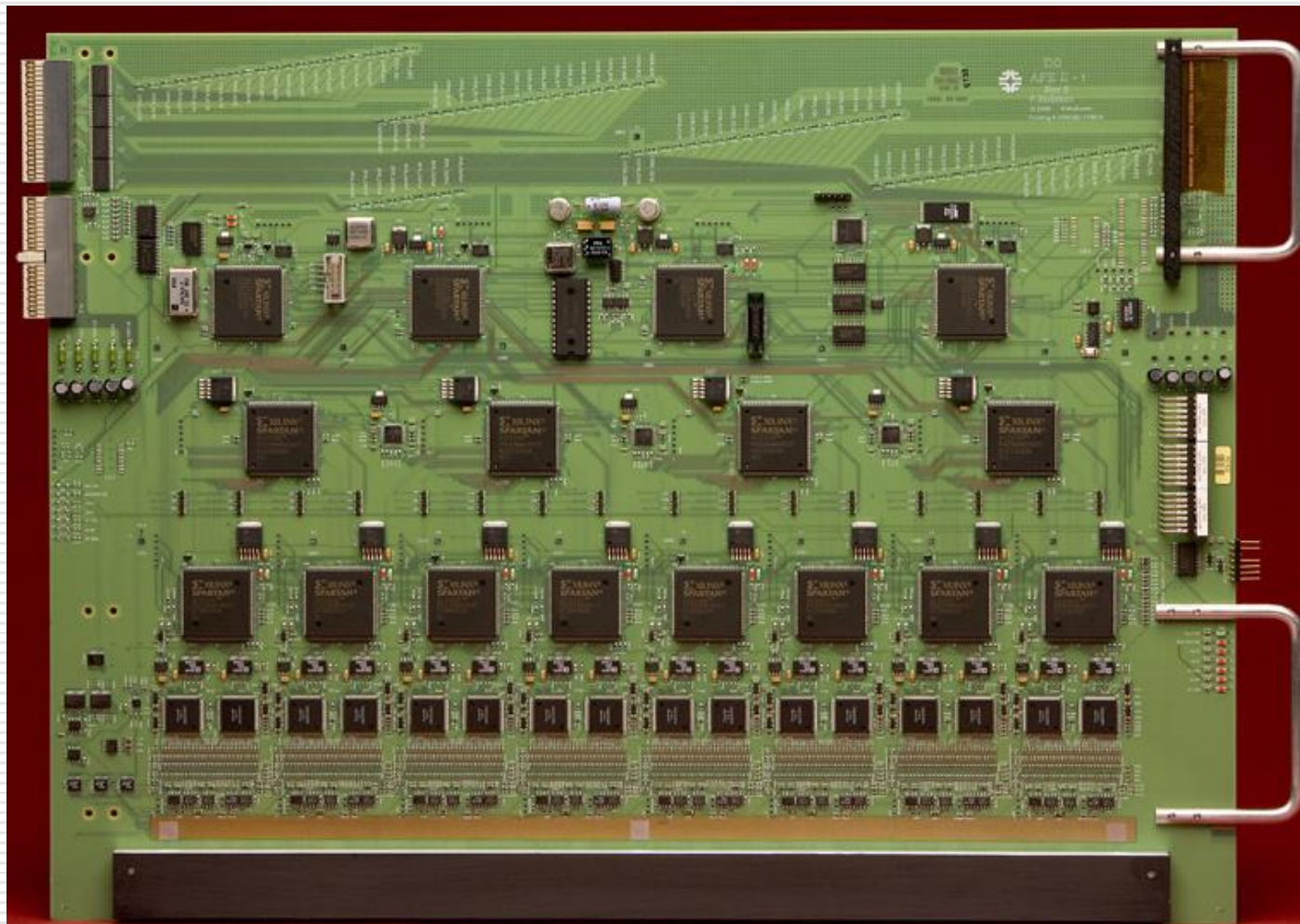
# Data Flow

**LVDS**

4 x 1.1GPBS

8bit @40MHZ

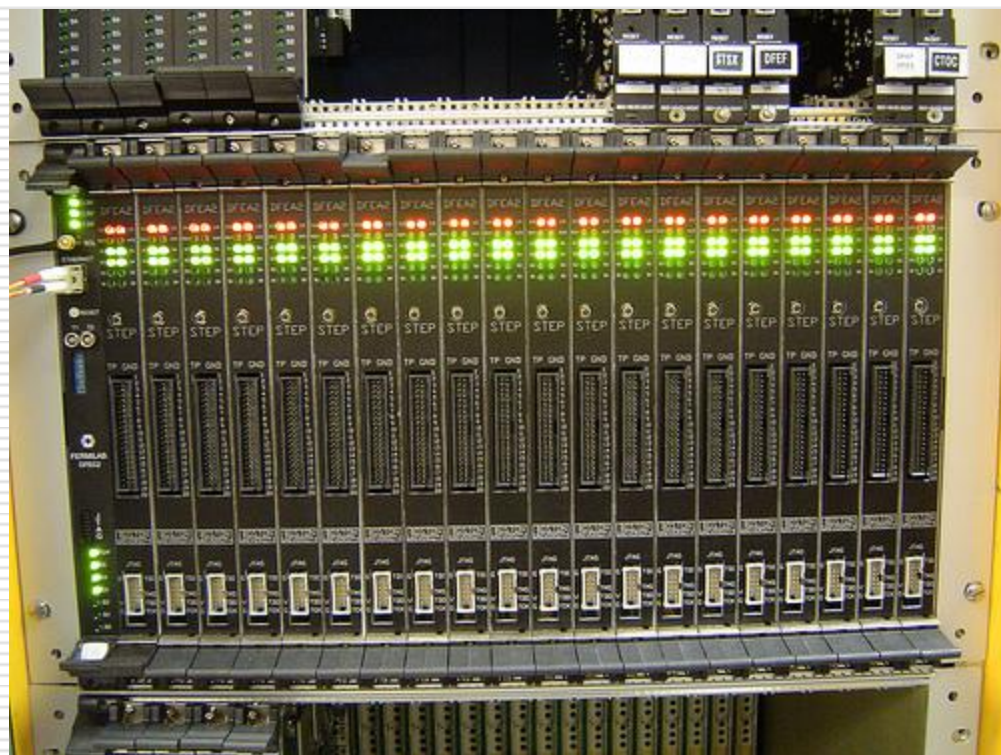
**TTL**





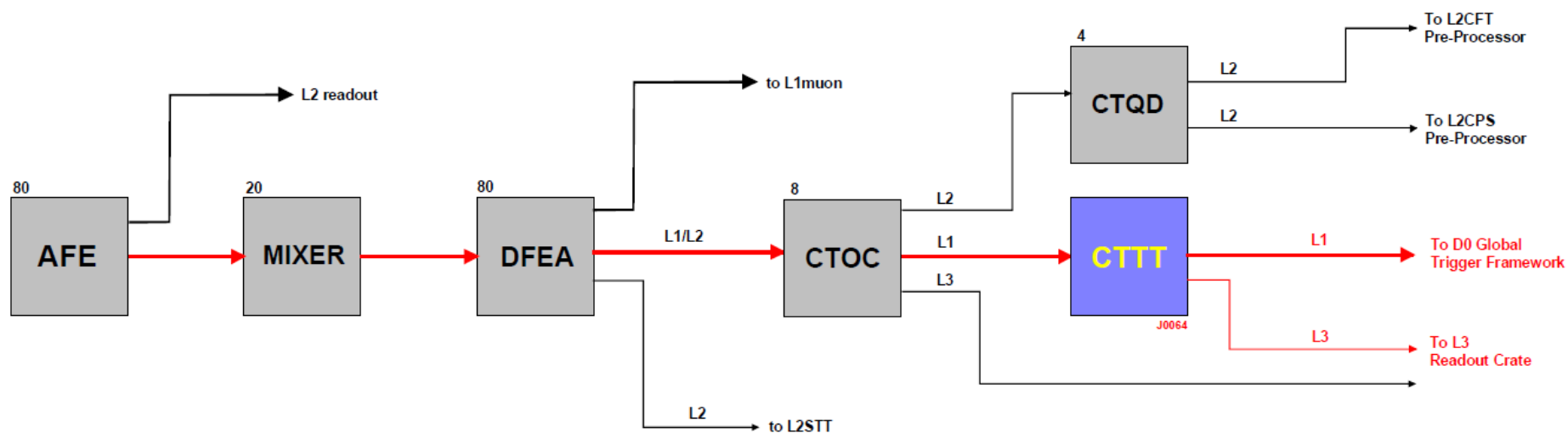
# Central Track Trigger

Based on DFEA2  
Upgraded for RunIIb





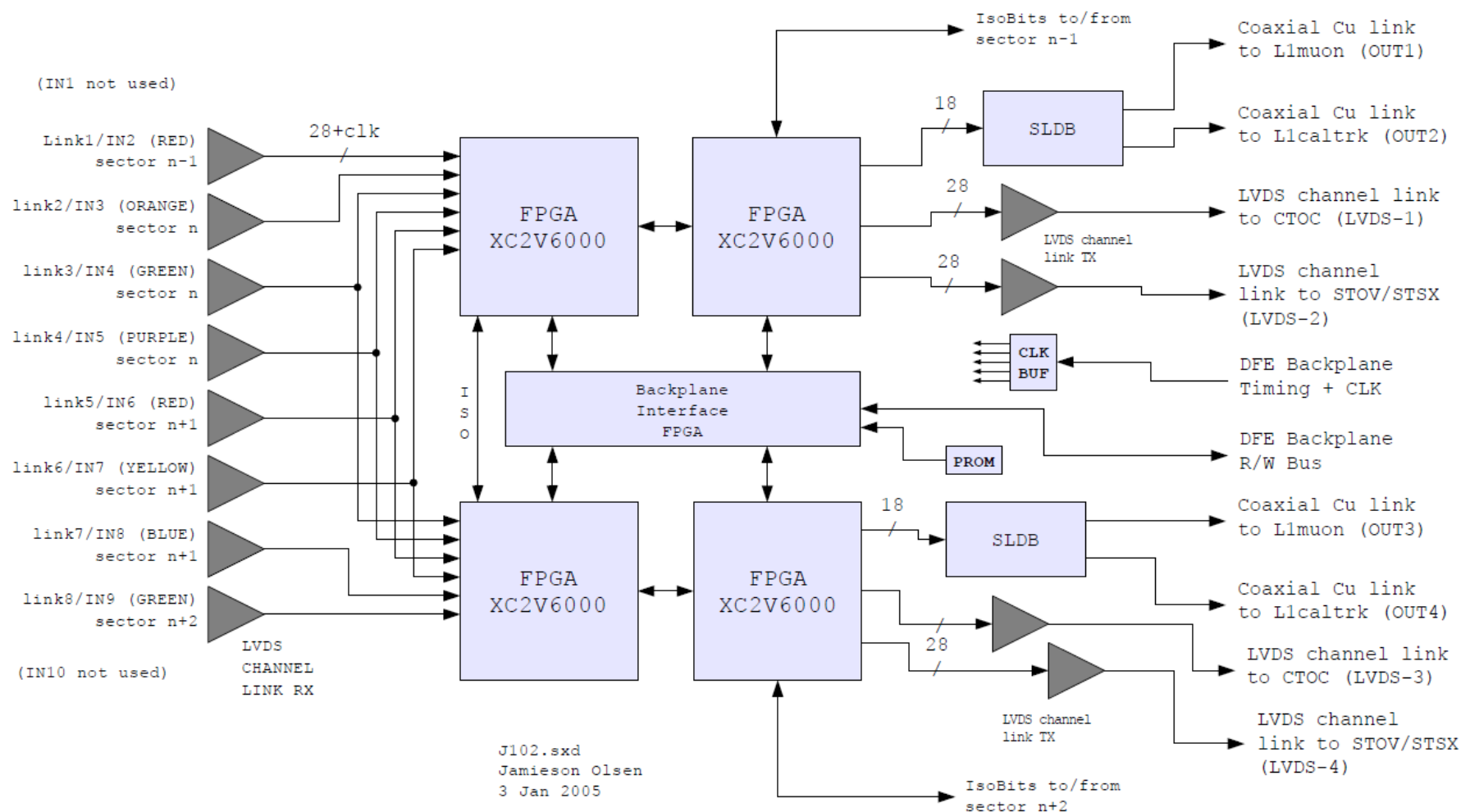
## L1CTT CHAIN DIAGRAM







# DFEA2



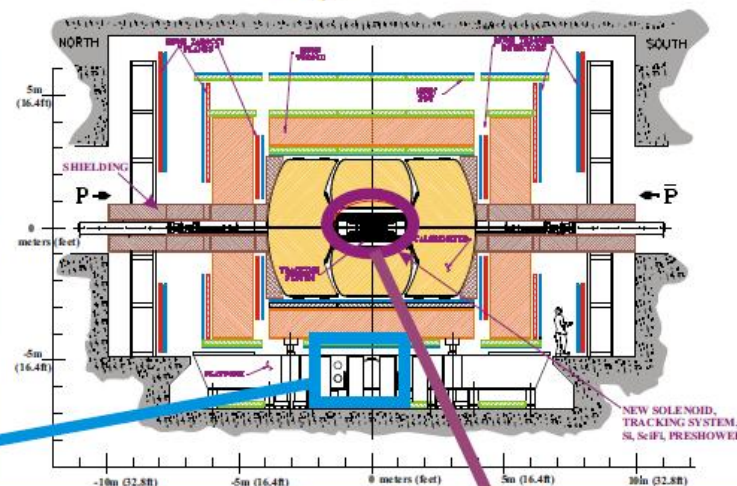
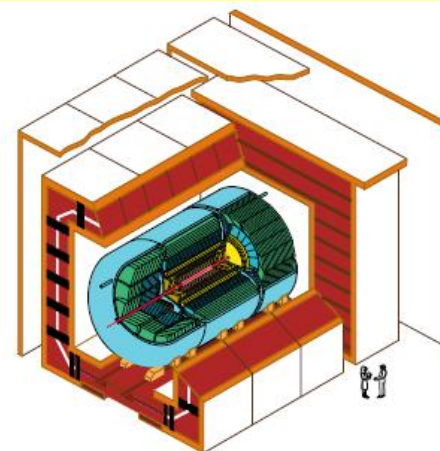
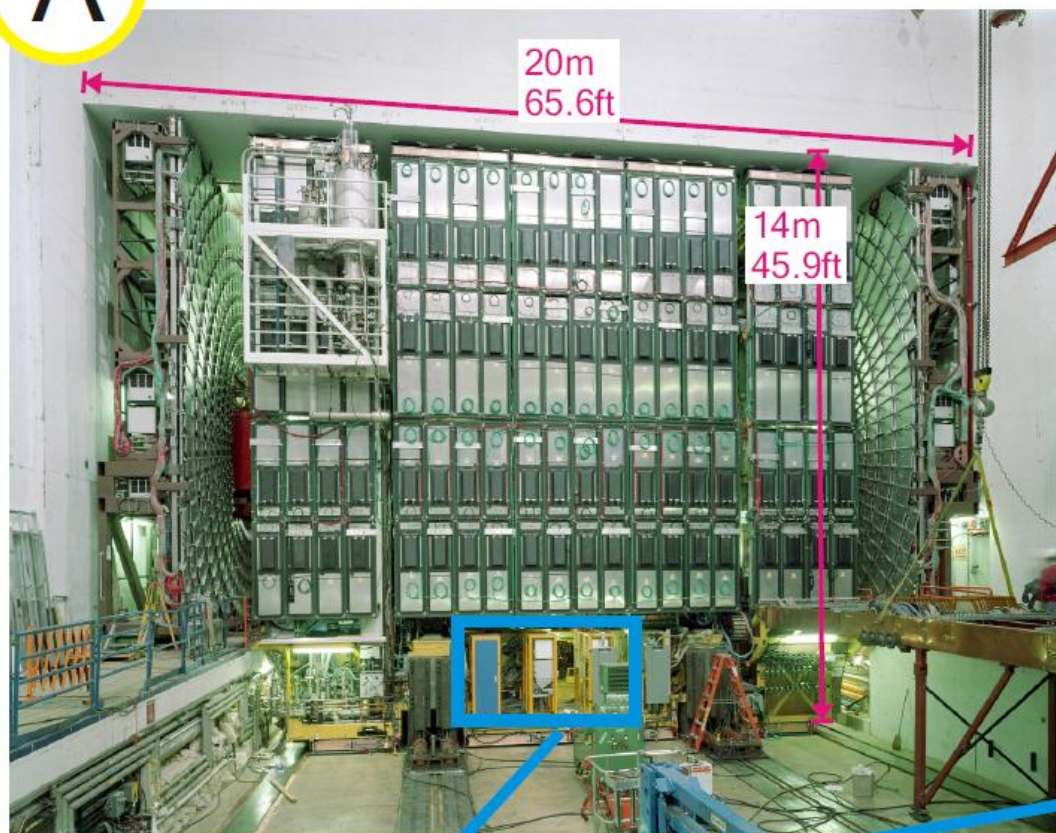




# The whole picture

A

D0 Detector



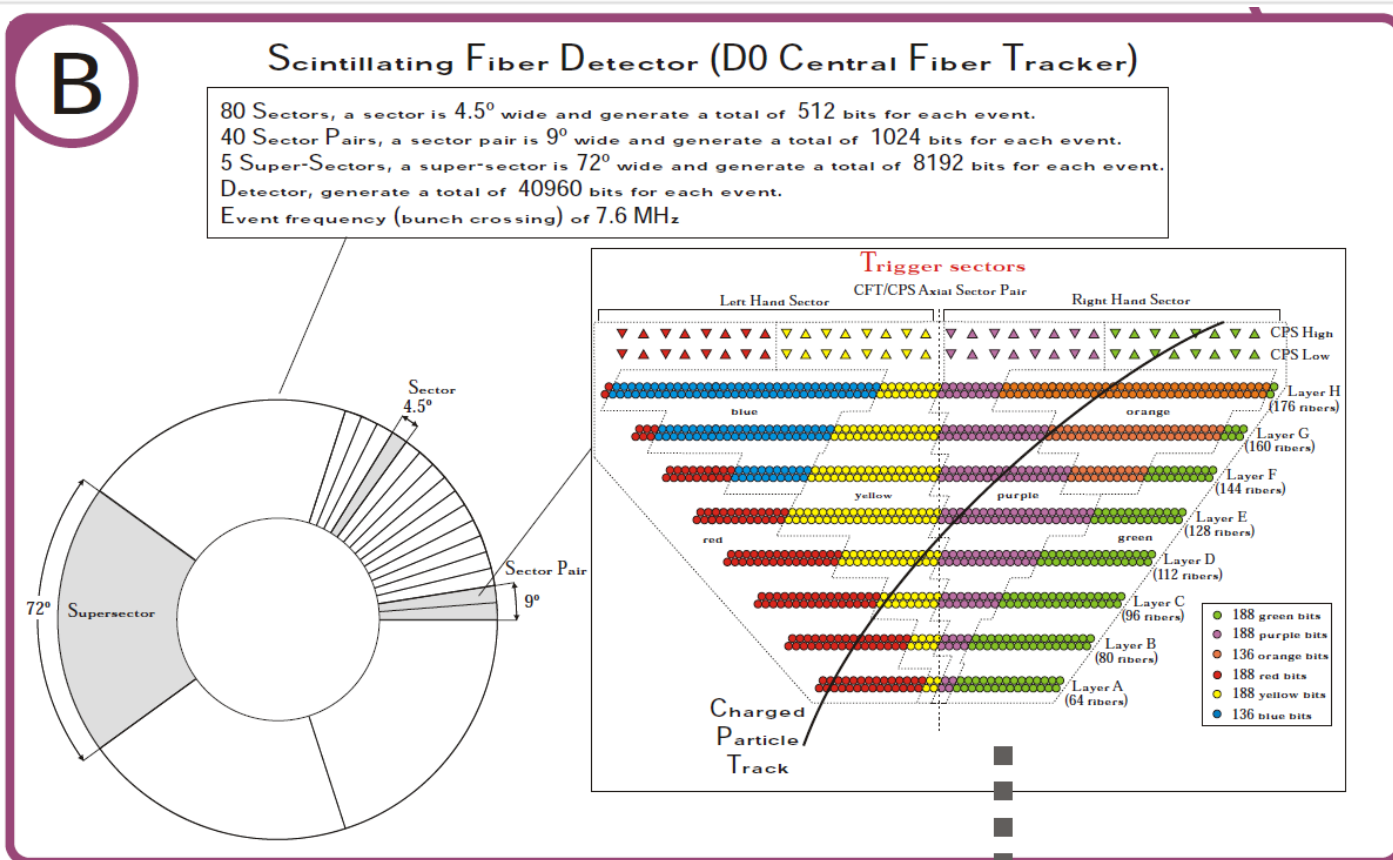
Central Fiber Tracker Electronics



# Mixer

## ❑ Horrible mapping problem:

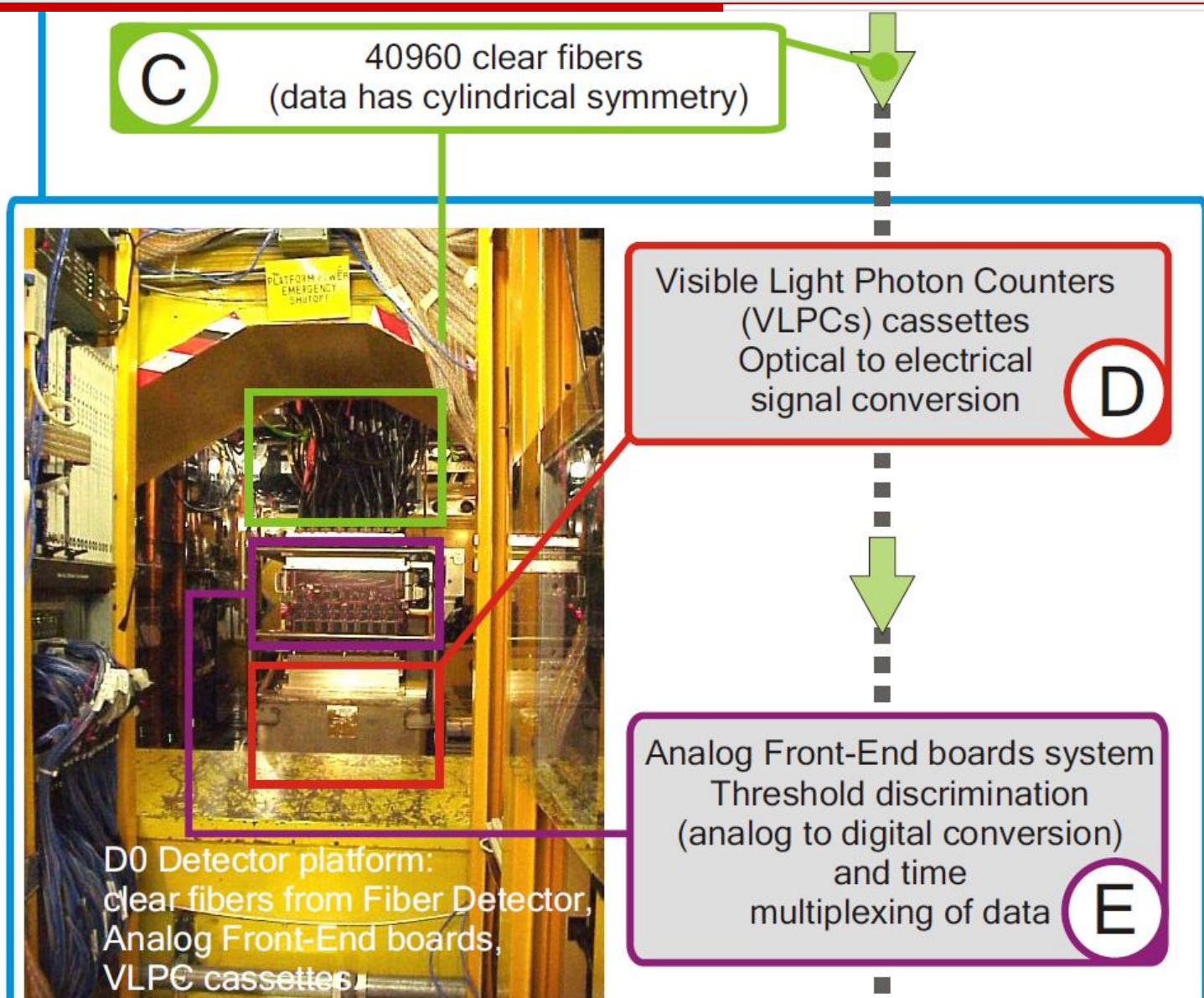
Fiber ribbons (and AFE) are organized in cylinders  
Trigger needs to work in wedges





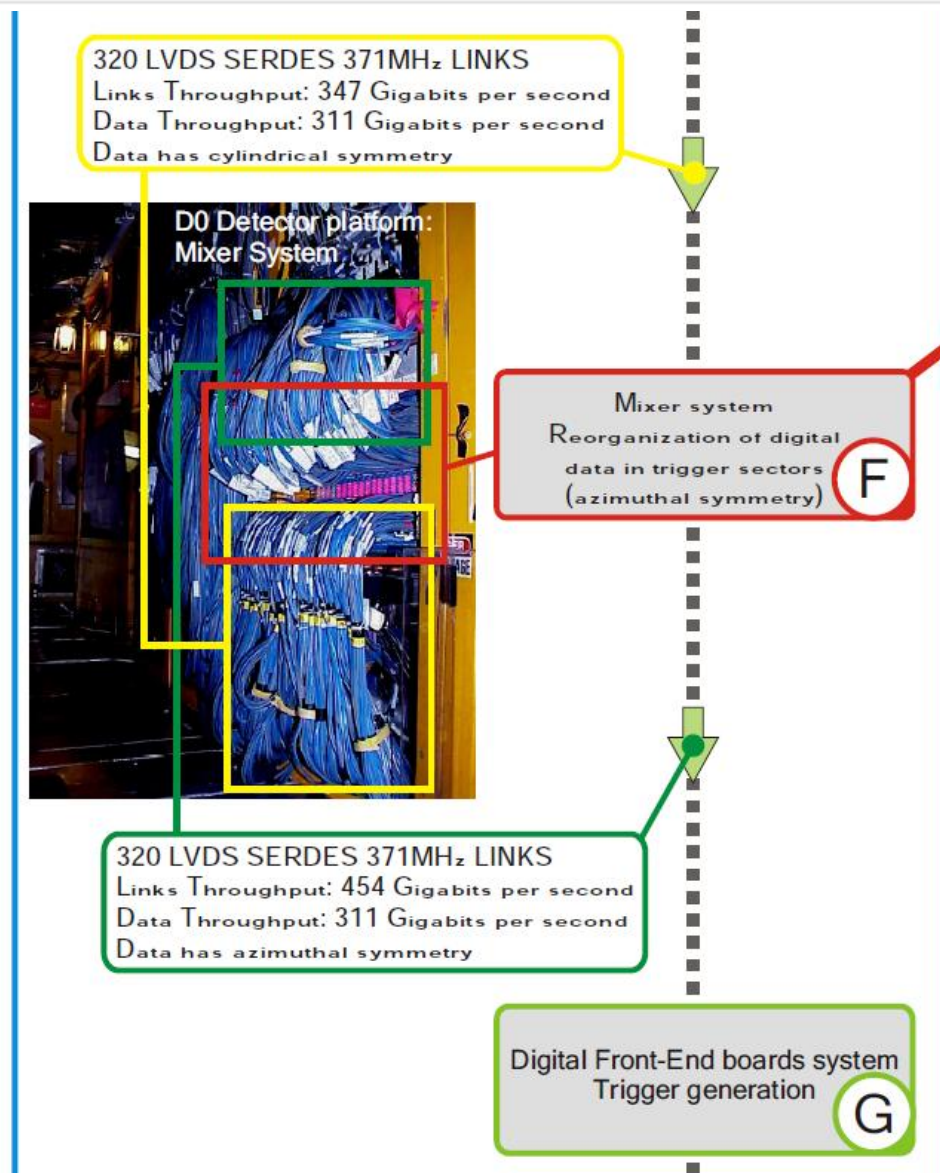


# Overview (cont)





# Overview (cont)

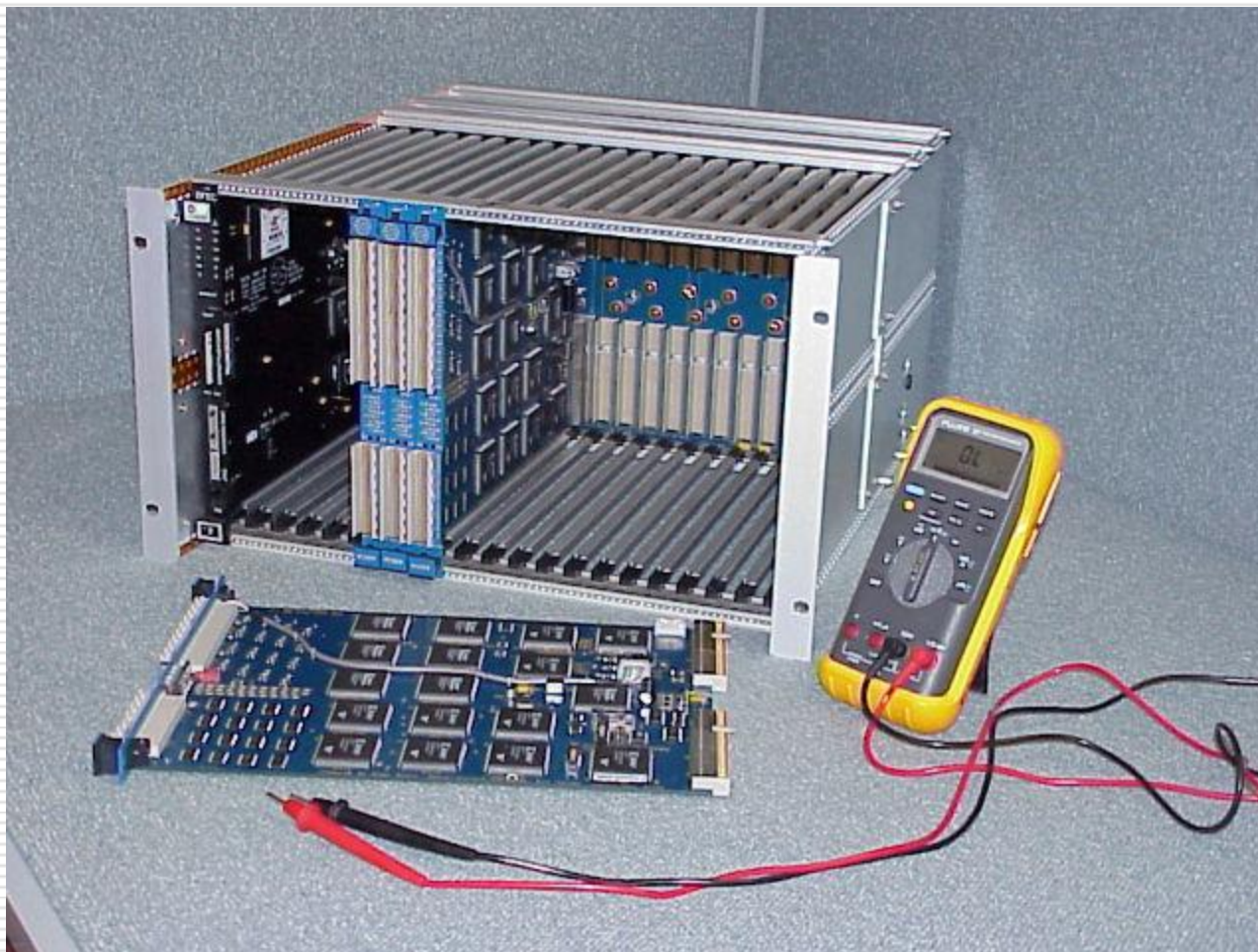






# Overview (cont)

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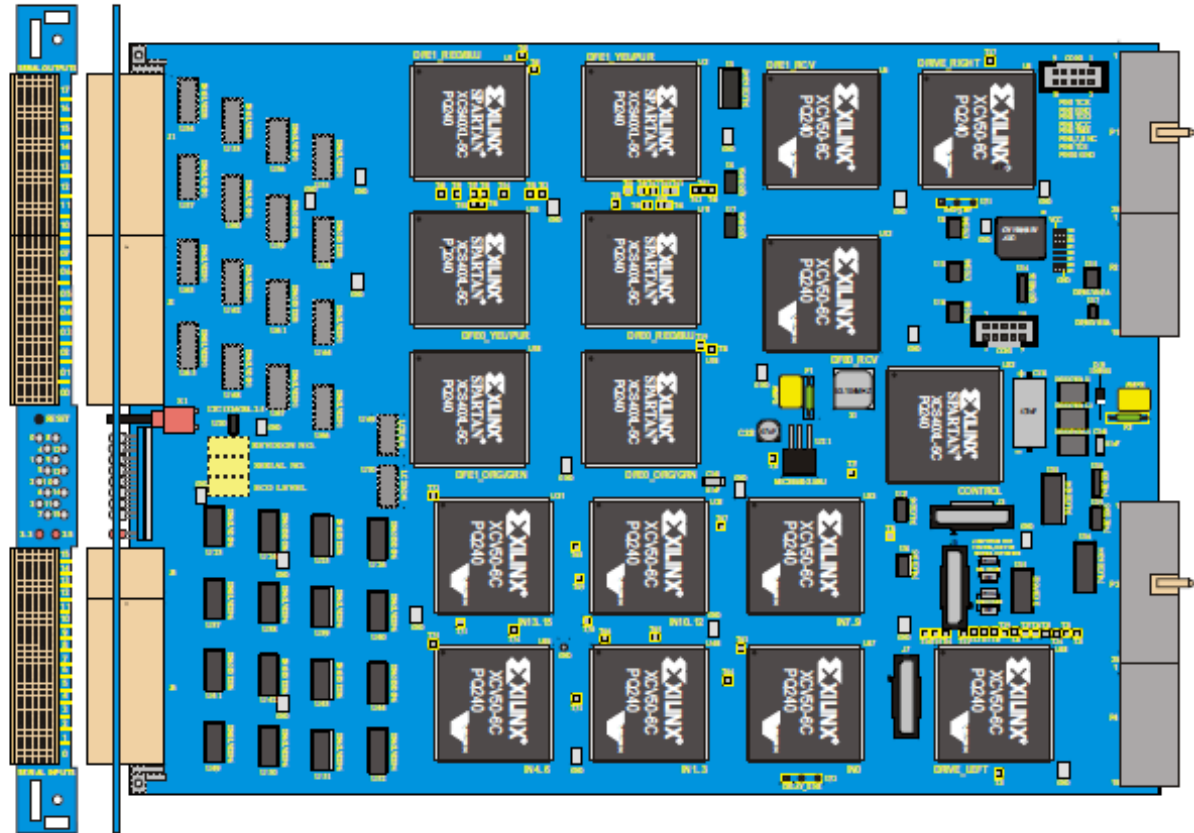


# Mixer

The MIXER is a brilliant bit of engineering

But its getting a bit long in the tooth

It's the only part of the system that is not version II





# Summary

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- ❑ Dzero is a complex system
  - ❑ some parts are easy to repurpose
  - ❑ some parts are not
- ❑ The largest investment, BY FAR, is intellectual
  - ❑ hardware is a drop in the bucket by comparison
- You can probably reuse much of the hardware
- Don't underestimate the re-engineering required



**SPARE SLIDES AFTER THIS  
POINT**

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