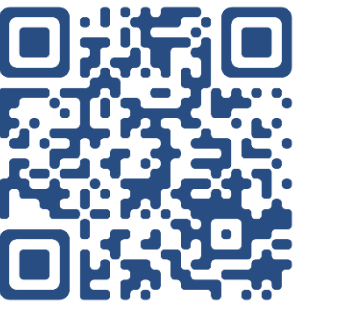


A versatile and fast pixel matrix read-out architecture for MAPS

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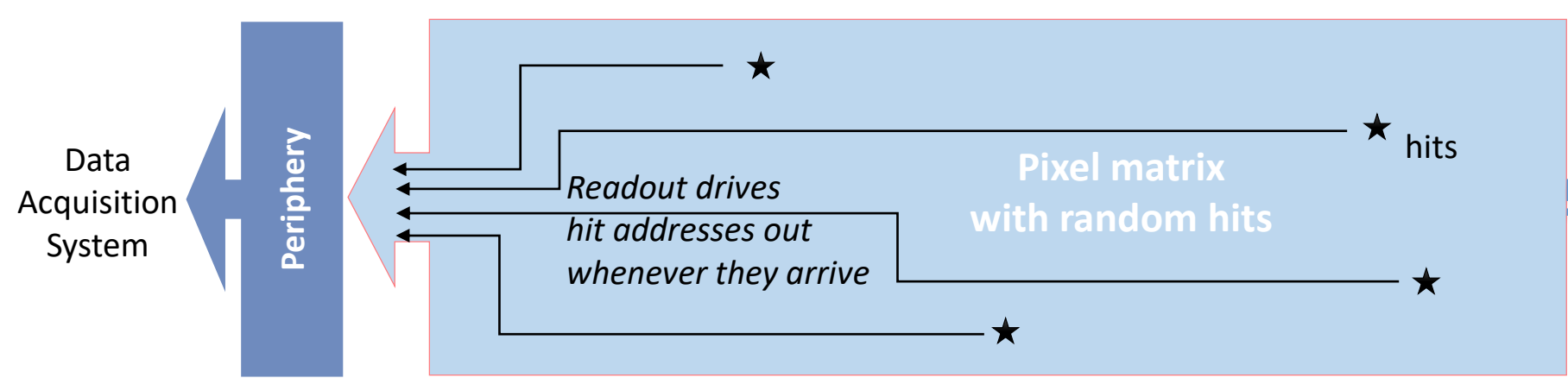
Goals:

Implementation of an asynchronous architecture for monolithic pixel matrix readout
Initial step to improve consumption and reading speed
Timestamping at the end of column with a nano second resolution



Asynchronous readout

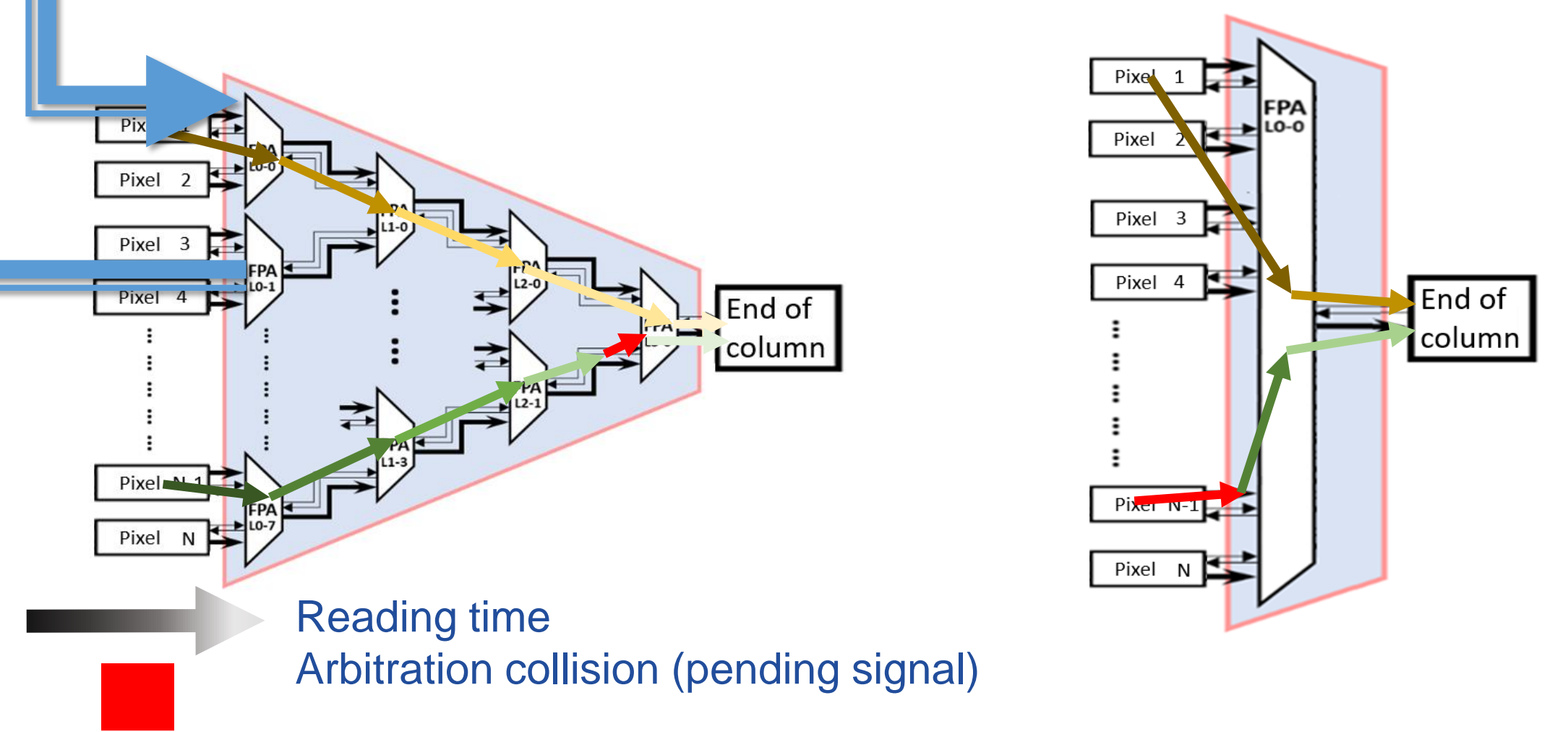
Matrix readout within MAPS



Architecture made of cascade of arbiters

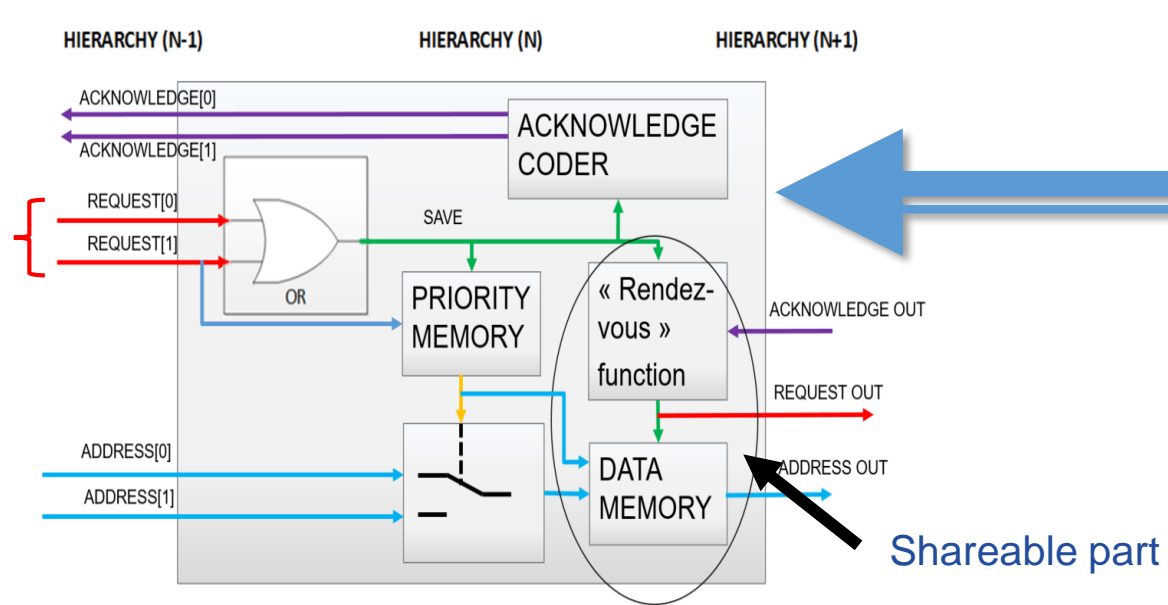
2 to 1 arbiters (bandwidth optimized)

N to 1 arbiters (area optimized)



Asynchronous arbiter principle (2 to 1)

Fixed Priority Arbiter (FPA) Between 2 pixel inputs



Fixed Priority Arbiter (FPA) implementation

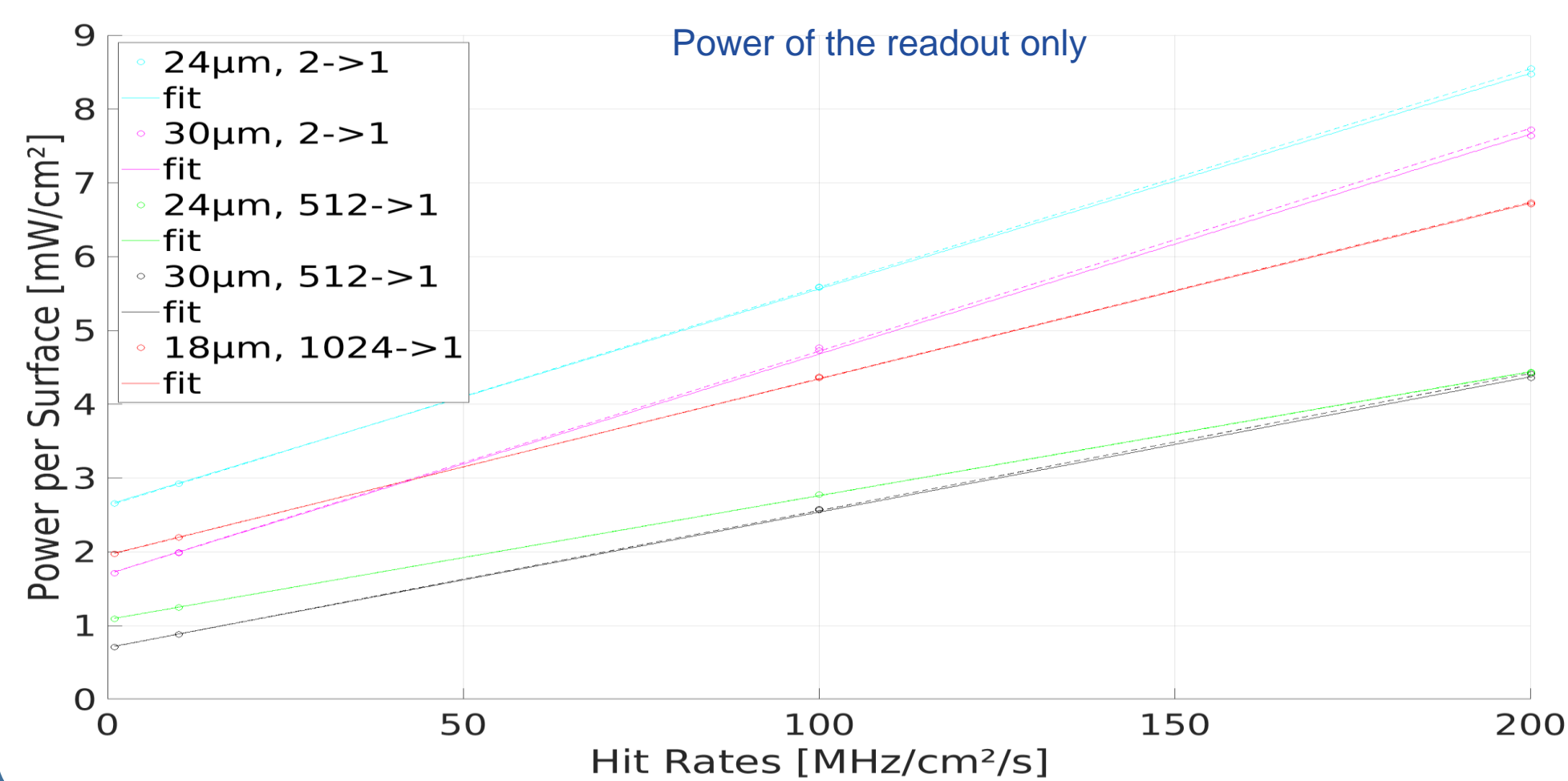
Various complete designs (only readout for a double-column)

Results from post-layout implementation

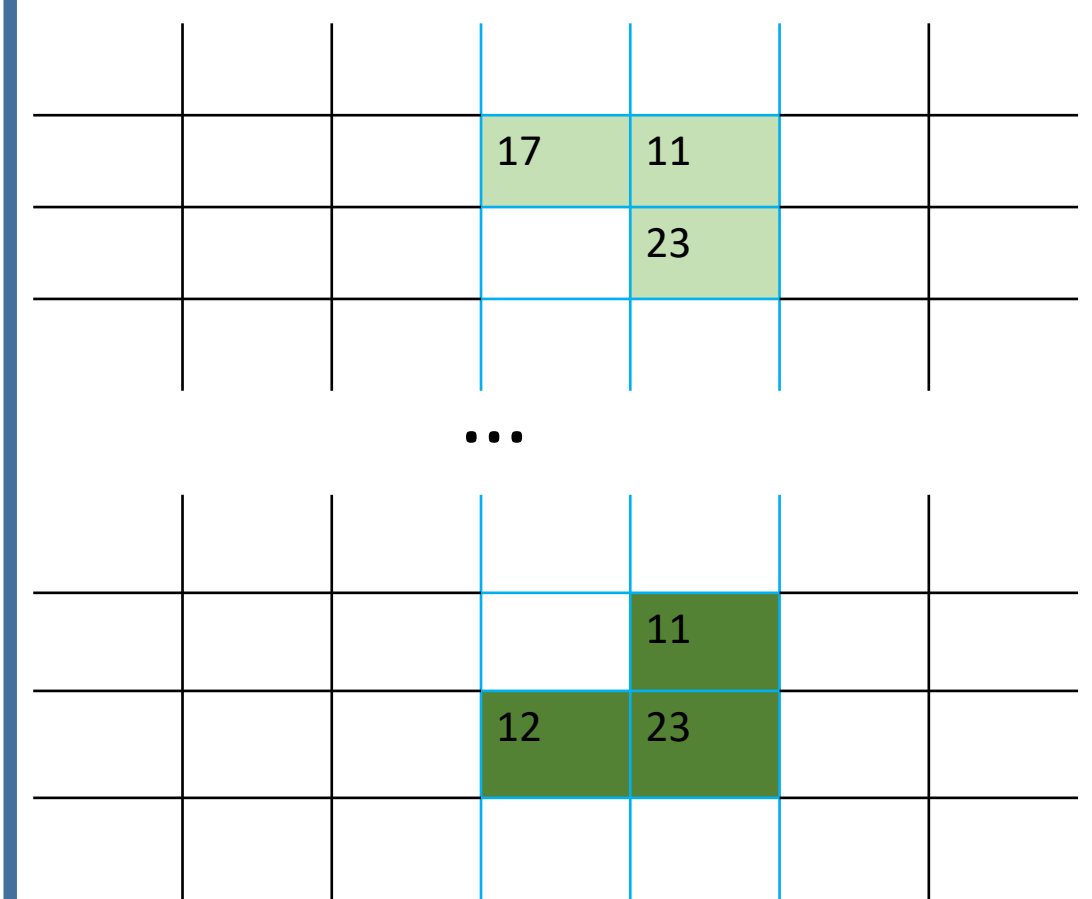
Ctrl size	Pitch μm	Nb of pixels	Cell	Vert. Metal
1024 -> 1	18	1024	35%	18%
2 -> 1	24	512	25%	7%
512 -> 1	24	512	12%	7%
2 -> 1	30	512	14%	5%
512 -> 1	30	512	6%	5%

Percentage used by the circuit in the given pitch

Linear power density over hit-rates



Time-stamping (consecutive hit clusters)

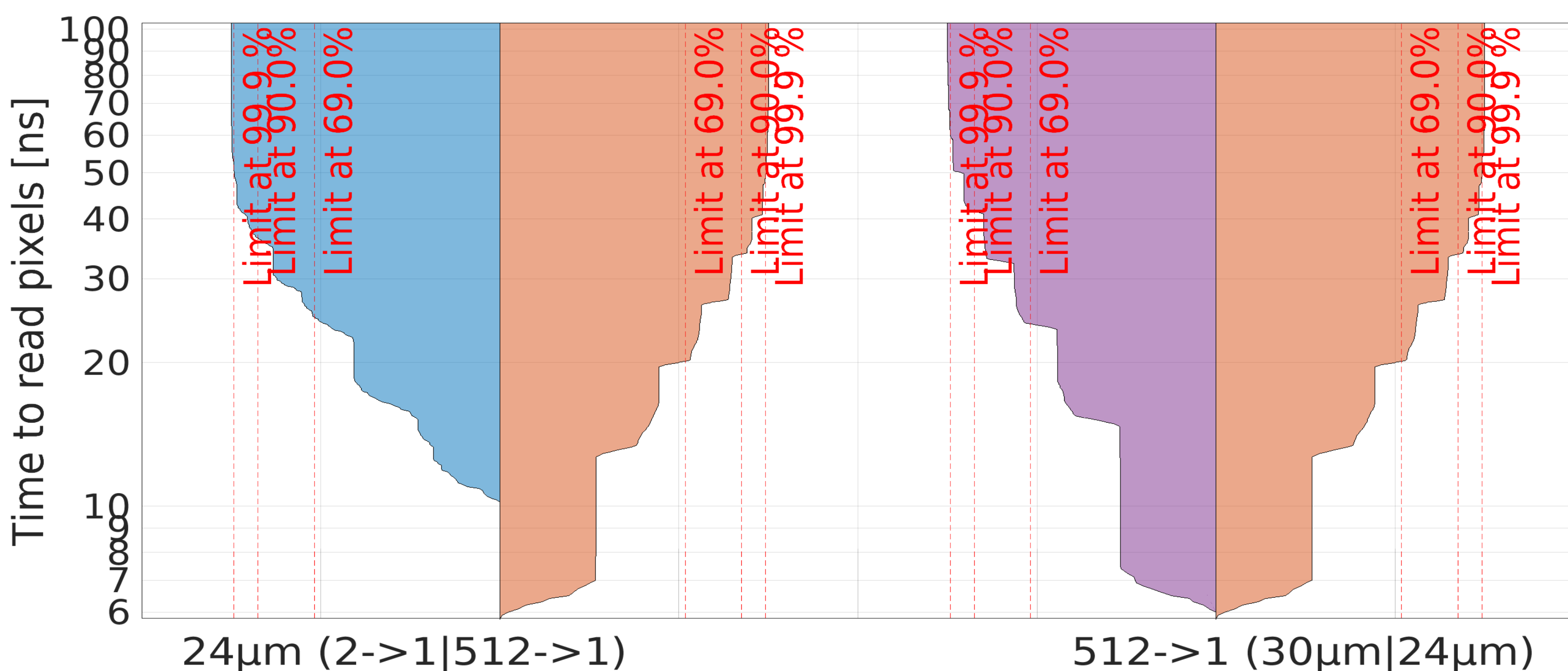


Matrix of pixels with readout time (ns)

- Bunch crossing 1 (0-25ns)
- Bunch crossing 2 (25-50ns)

Readout time performance

Matrix stimulated with random hits (with physical shapes) at 100 MHz/cm²



Summary

- Reading speed:**
 - Mean time per pixel around 20ns at 100MHz/cm²
 - 99,9% of pixels read within 100ns
 - Rates close to 5 Gparticles/cm²/s accessible
- Power consumption:**
 - Below 10mW/cm²
 - Linear per hit (asynchronous behaviour)
- Time stamping:**
 - Possibility to timestamp hit at 2ns, assuming:
 - Fast clock only at periphery
 - Time-walk corrected