

Digitization in EICRecon for AC-LGAD subsystems



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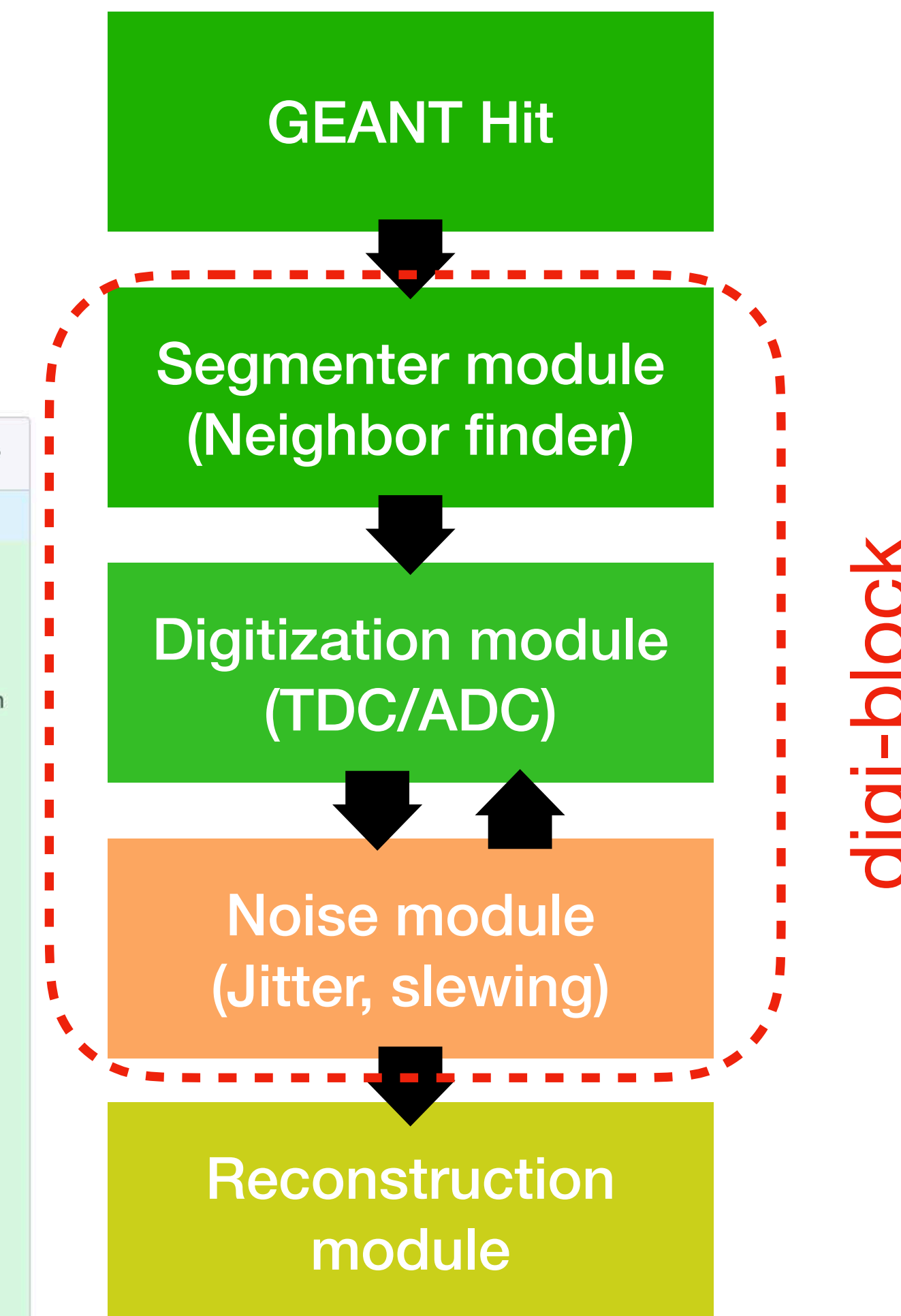
Team: Souvik Paul (SBU/BNL), Tommy Tsang (Kent/BNL), Adam Molnar (SCIPP/UCSC), Honey Khindri (IITM), Priyanshi Sinha (IISERTP), Suresh Karthik (WM), Michael Pitt (KU), Zvi Citron (BGU), Ammara Hussain (BNL-CCI), Branyelis Brito (BNL-CCI)

Join EICUG & ePIC collaboration meeting, Lehigh University, Jul 22–27, 2024

Quick summary of the current status

The screenshot displays a code repository interface for the BTOF detector. The left sidebar shows the file tree with the 'BTOF' directory selected. The main area shows the commit history and a diff for the file 'src/detectors/BTOF/BTOFHitDigi.cc'. The diff shows the following code changes:

```
@@ -0,0 +1,196 @@
1 + // SPDX-License-Identifier: LGPL-3.0-or-later
2 + // Copyright (C) 2024 Souvik Paul, Kolja Kauder,
  Prithwish Tribedy, Chun Yuen Tsang
3 +
4 + // A general digitization for BTOFHit from simulation
5 + // 1. Smear energy deposit with a/sqrt(E/GeV) + b +
  c/E or a/sqrt(E/GeV) (relative value)
6 + // 2. Digitize the energy with dynamic ADC range and
  add pedestal (mean +- sigma)
7 + // 3. Time conversion with smearing resolution
  (absolute value)
8 + // 4. Signal is summed if the SumFields are provided
9 + //
10 + // Author: Souvik Paul, Chun Yuen Tsang
11 + // Date: 18/07/2024
12 +
13 +
14 + #include <bitset>
15 + #include <Evaluator/DD4hepUnits.h>
16 + #include <fmt/format.h>
17 + #include <vector>
18 + #include <TGraph.h>
```



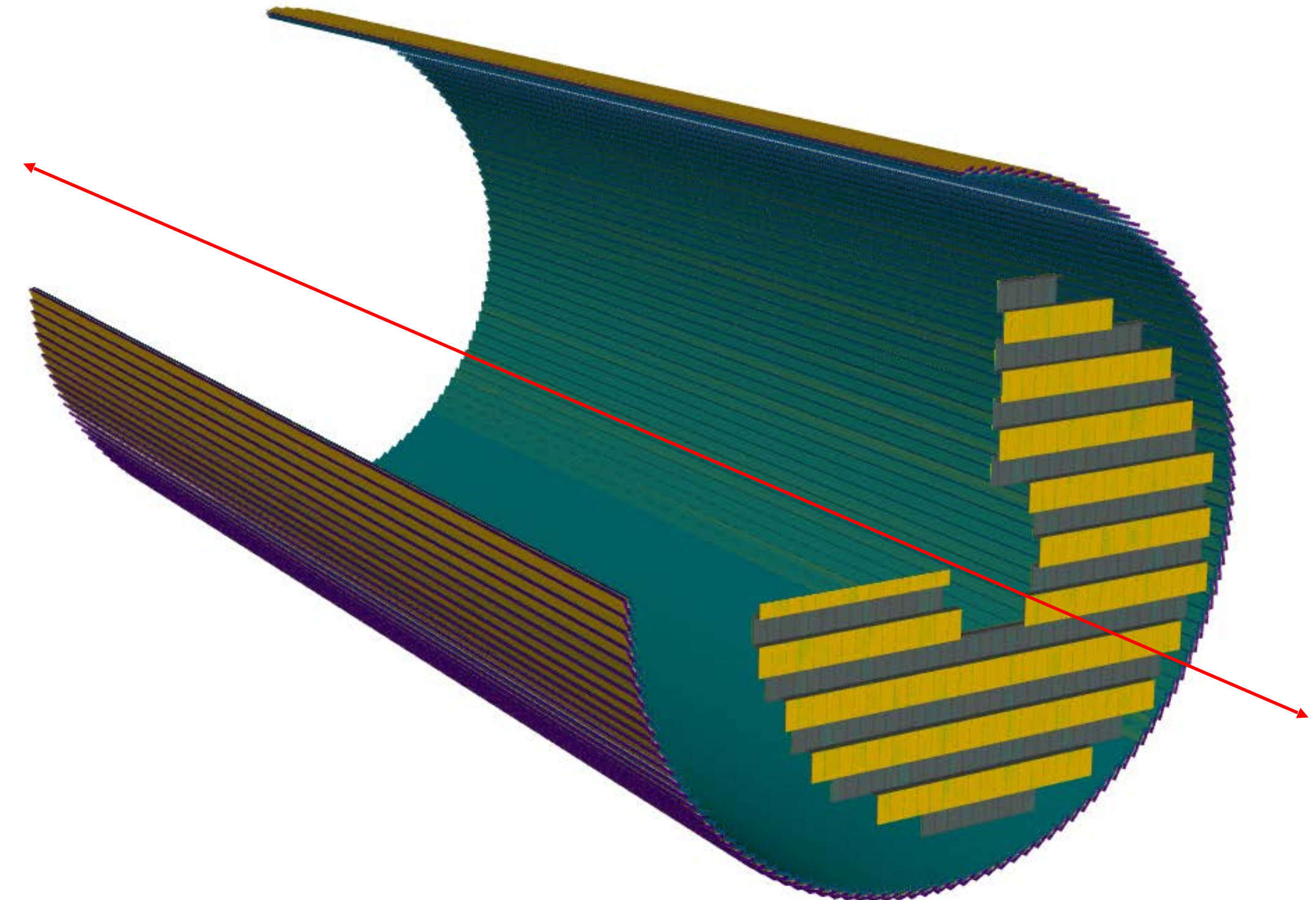
Recently we finished **first implementation of the digitization model** for AC-LGAD-based BTOF — work on other subsystems, FTOF and B0, is ongoing.

The digitization model for AC-LGAD system has step:

- Conversion of GEANT deposited energy into ADC/TDC
- Implementation of a charge-sharing
- Incorporating noise due to full readout chain

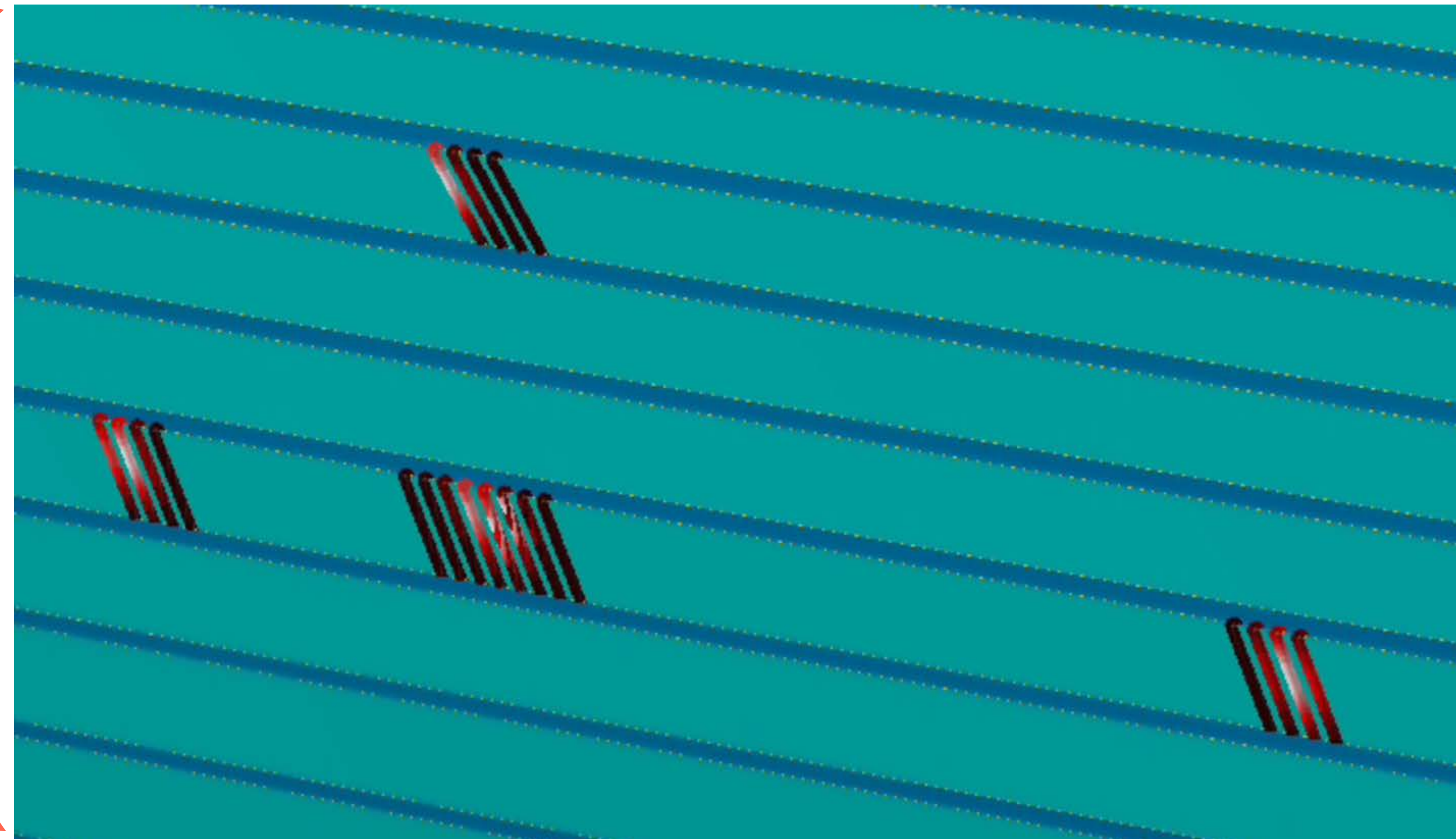
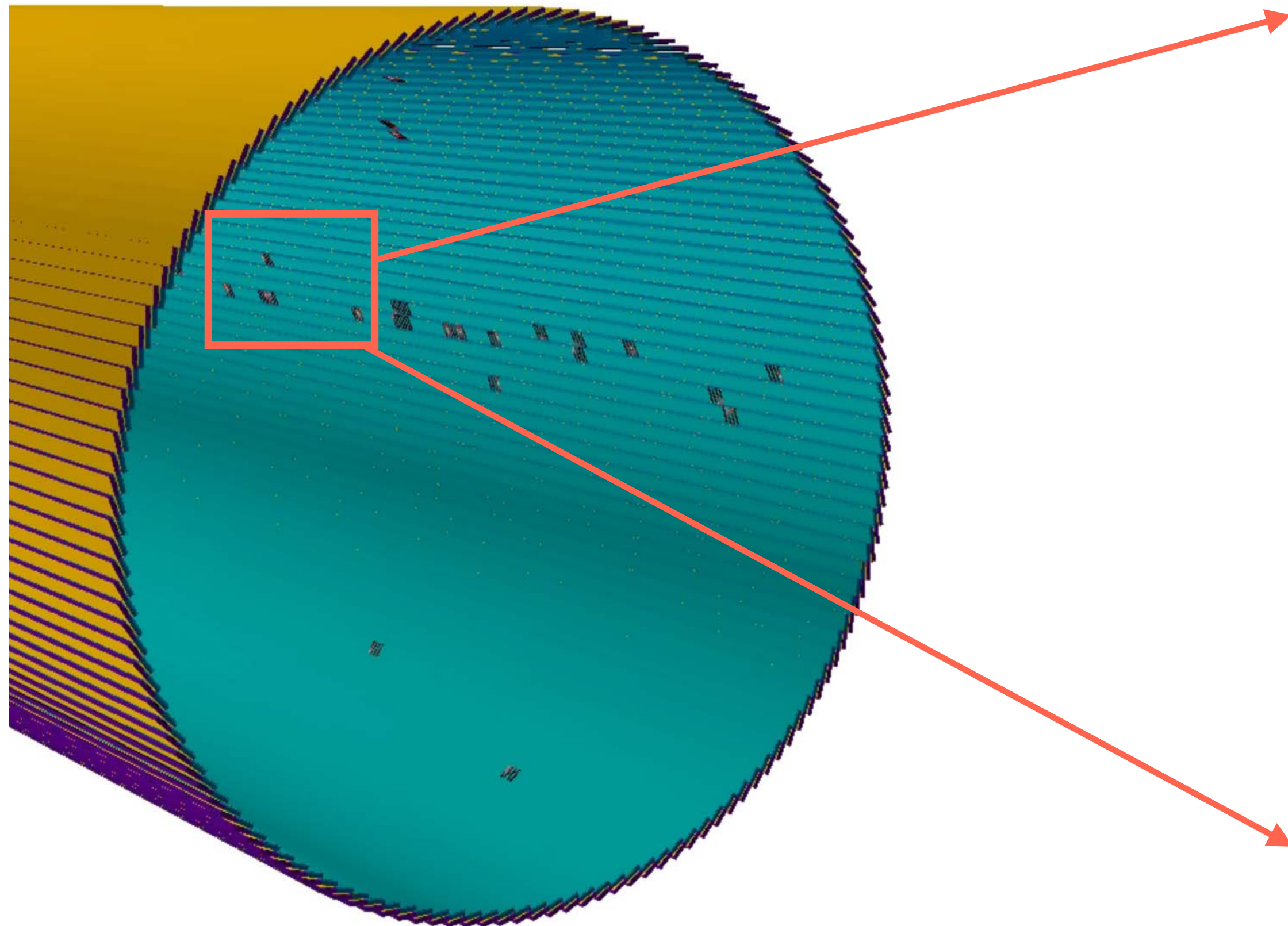
In EICrecon has two modules:

- 1) Segmentation/neighbor finder,
- 2) Digitization/noise



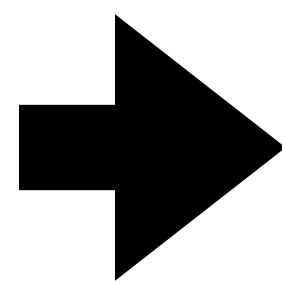
Using BTOF as the reference example for digitization of AC-LGAD systems

Task at hand



GEANT hit

```
TOFBarrelRecHit.cellID = 18425070710973014364  
TOFBarrelRecHit.position.x = 636.281799  
TOFBarrelRecHit.position.y = 32.092369  
TOFBarrelRecHit.position.z = 1077.500000  
TOFBarrelRecHit.time = 4.227000  
TOFBarrelRecHit.edep = 0.000184
```



Digitized hit with charge sharing

```
TOFBarrelADCTDC.cellID = 18425352185949725020,  
18425070710973014364, 18424789235996303708,  
18424507761019593052, 18424507782494429532...  
  
TOFBarrelADCTDC.charge = 359, 785, 359, 34, 34 ...  
TOFBarrelADCTDC.timeStamp = 197, 194, 197, 215, 215 ...
```

First challenge: Deciphering the cell ID

Cell ID helps to go to local co-ordinates & group cells together for signal sharing

1. Convert the ID to the 64-bit binary ID

18423381384371622236₍₁₀₎

Cell ID for a strip
in Barrel ToF

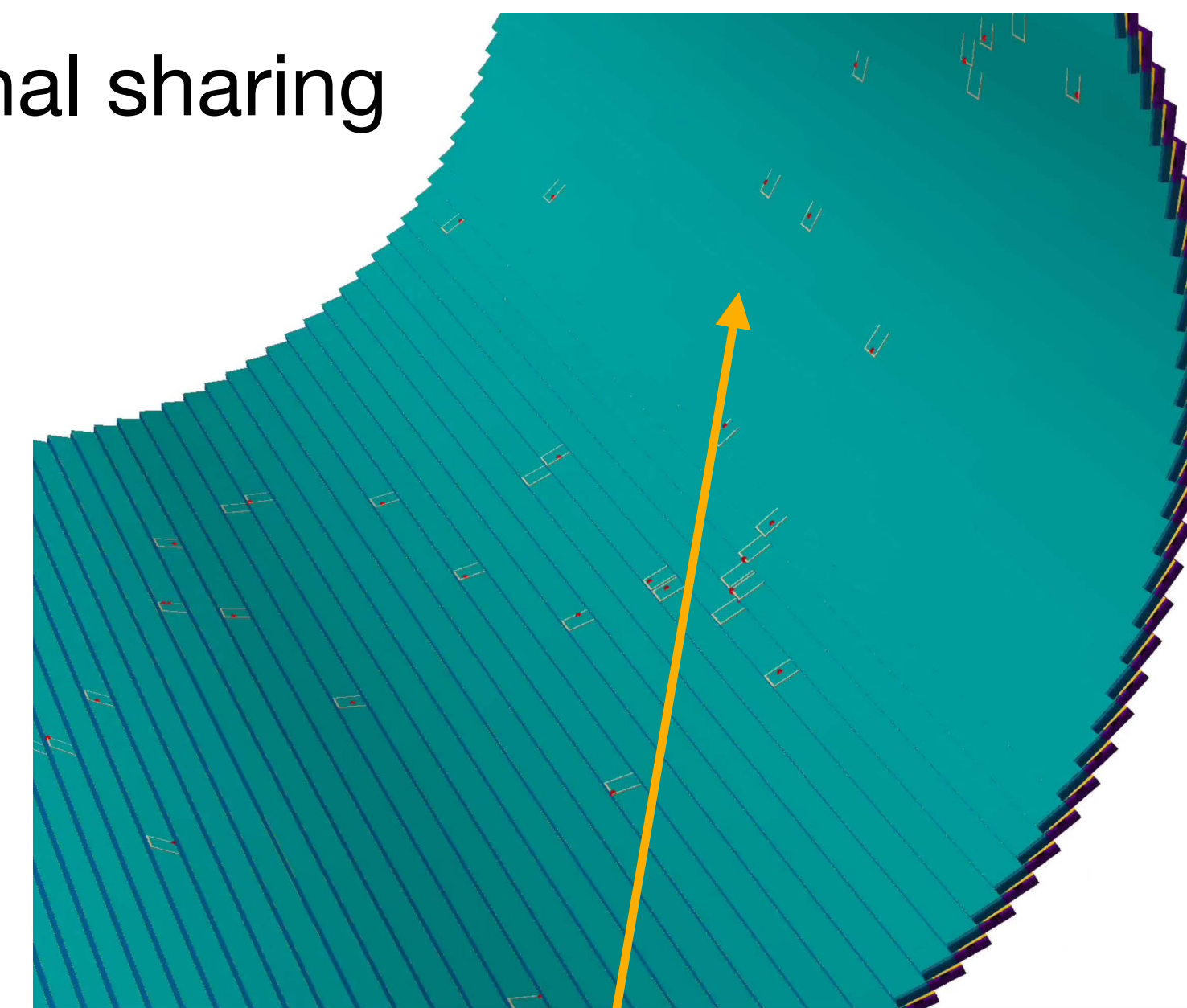
1111111101011001111111110000100000001000000111101000101011100₍₂₎

2. Split the binary ID based on the identifier in the xml code. For Barrel ToF, the identifier is:

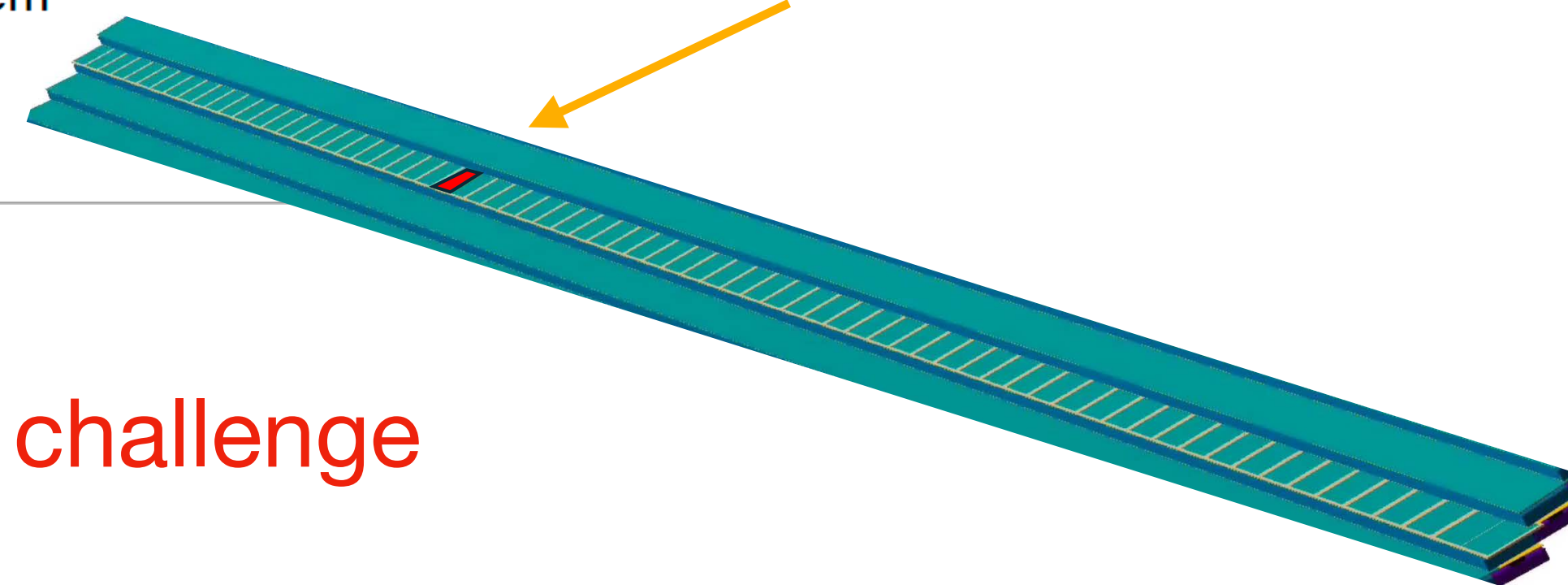
`<id>system:8,layer:4,module:12,sensor:2,x:32:-16,y:-16</id>`

111111 11101011001111111111000010000000 01 000000111101 0001 01011100

y x Sensor Module Layer System



Each GEANT hit deposits energy in a BToF cell at a particular time (TOF)

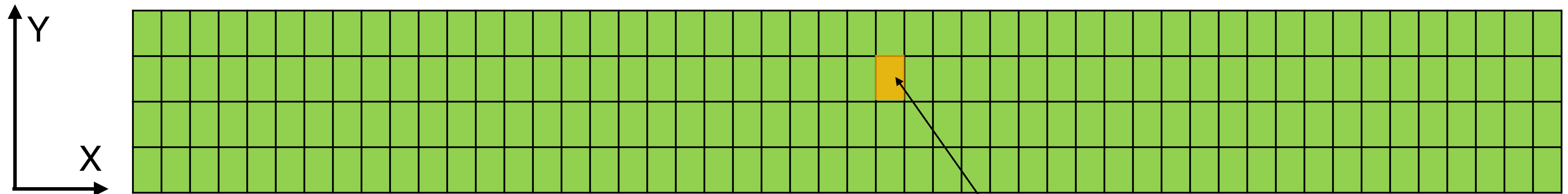


Deciphering the cell-id is the first step & was our major challenge

Put cell in local co-ordinate, find edges & neighbors

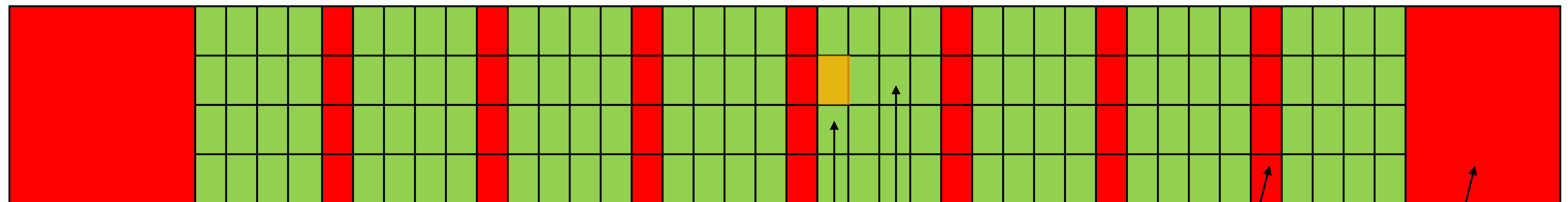
Original EICrecon:

- Pixels (cells) are populated in a regular grid from left edge to the right edge
- Original Y-direction pitch was 100 μm instead of 500 μm , X-direction no dead space



Reality:

- Dead space in the left and right edges.
- Dead space between every nth cell.



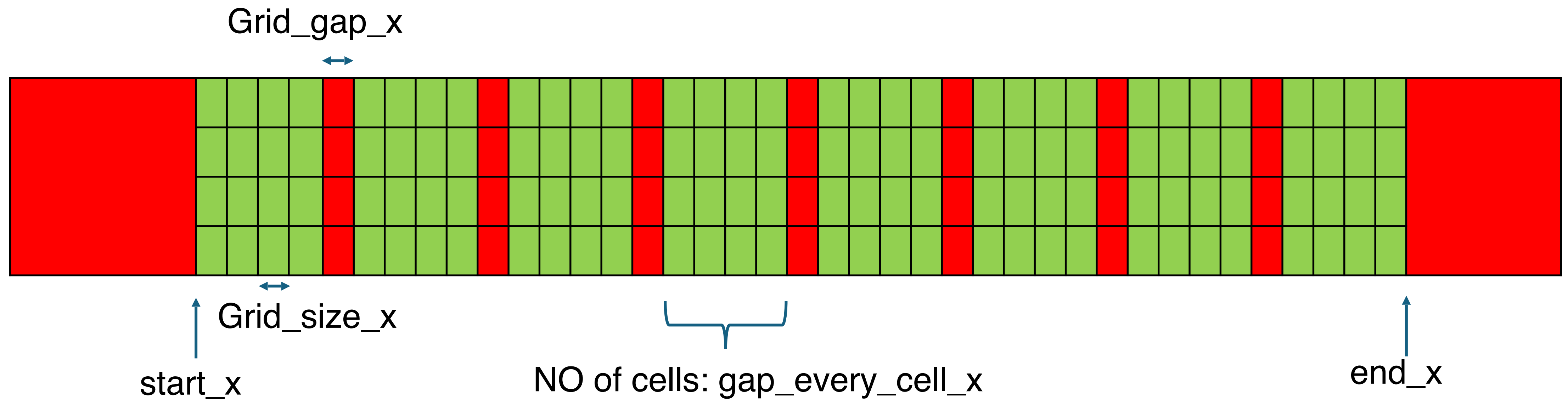
Finding the boundaries are next steps

Neighbors

Sensor boundaries

Dead area

Put pixels in the right place:



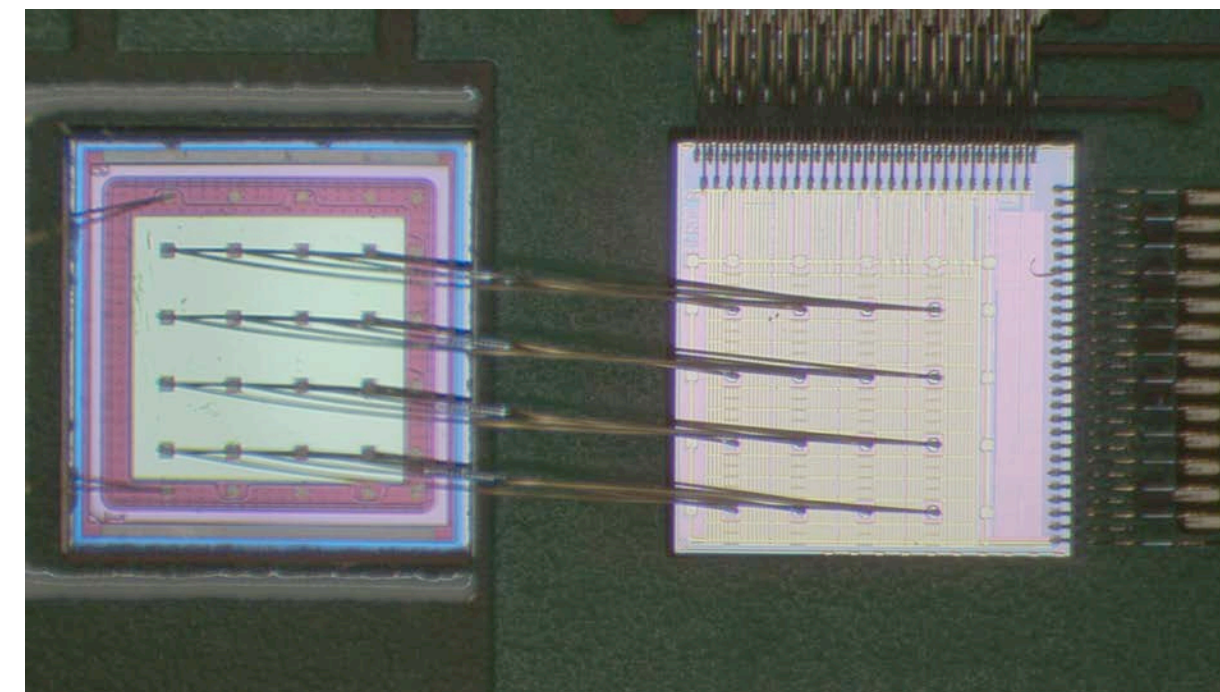
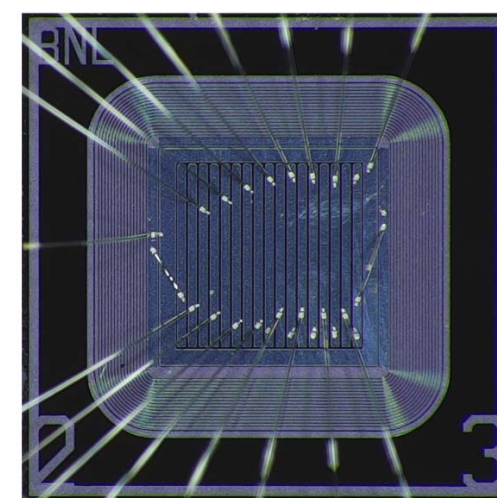
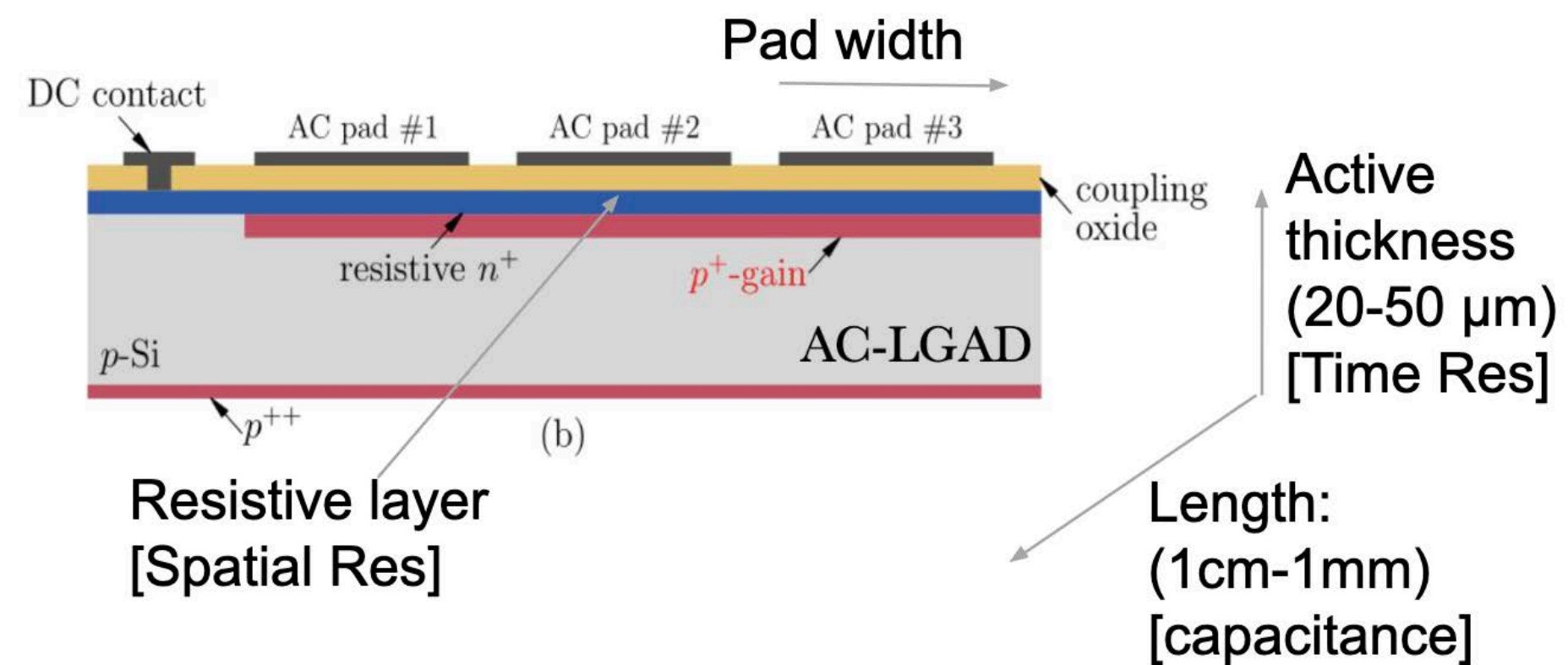
Work in progress: Wrote an “UnevenCartesianGridXY” class to put dead space and pixels in the right place.

New “tof_barrel.xml”:

```
<readouts>
  <readout name="TOFBarrelHits">
    <segmentation type="UnevenCartesianGridXY" grid_size_x="0.1*mm" grid_size_y="1*cm" grid_gap_x="0.01*mm" grid_gap_y="0.5*cm" start_x="-1.8*cm" start_y="-128*cm" end_x="1.8*cm" end_y="128*cm" gap_every_cell_x="64" gap_every_cell_y="4"/>
    <id>system:8,layer:4,module:12,sensor:2,x:32:8,y:40:12,sx:52:2,sy:54:10</id>
  </readout>
</readouts>
```

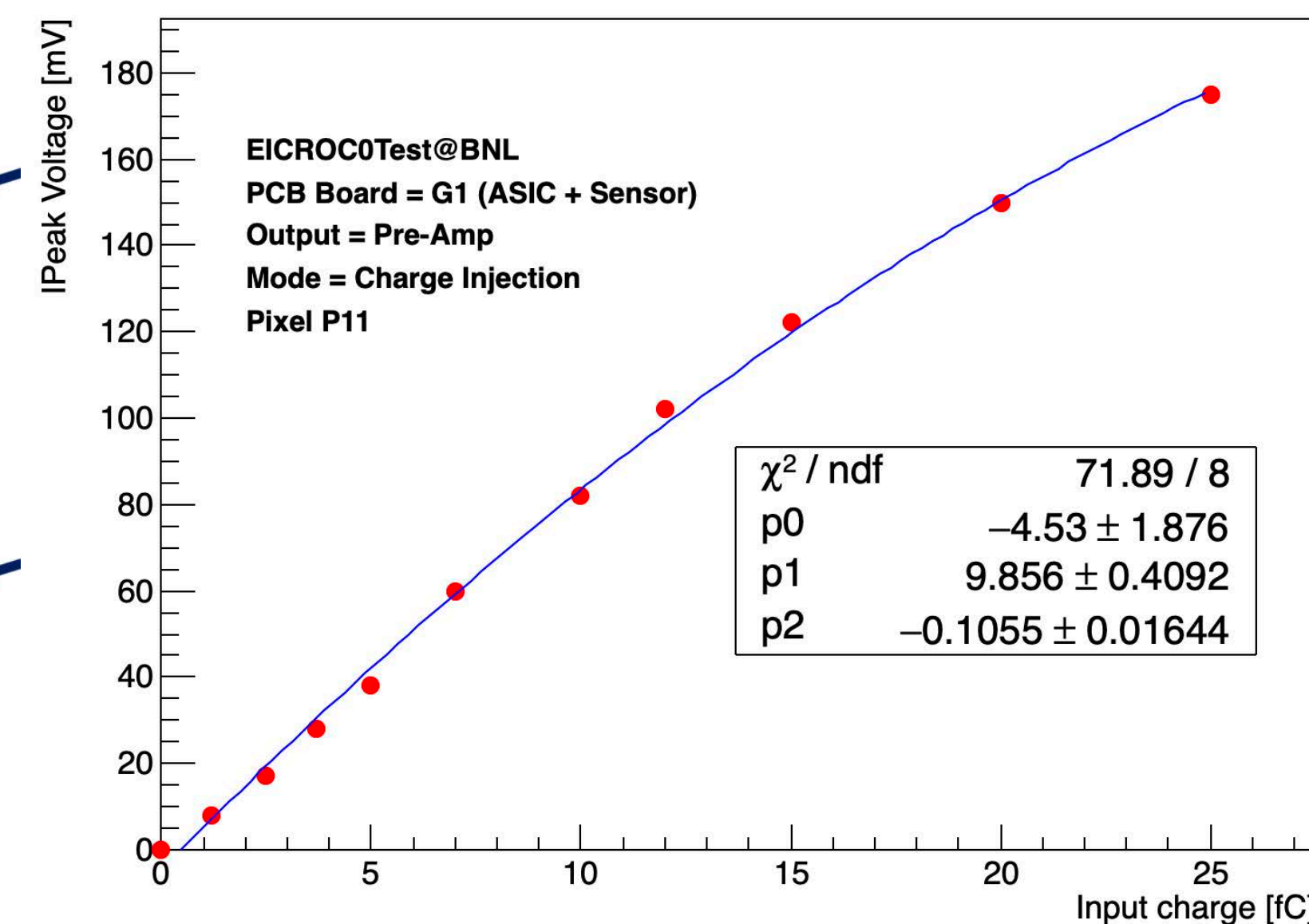
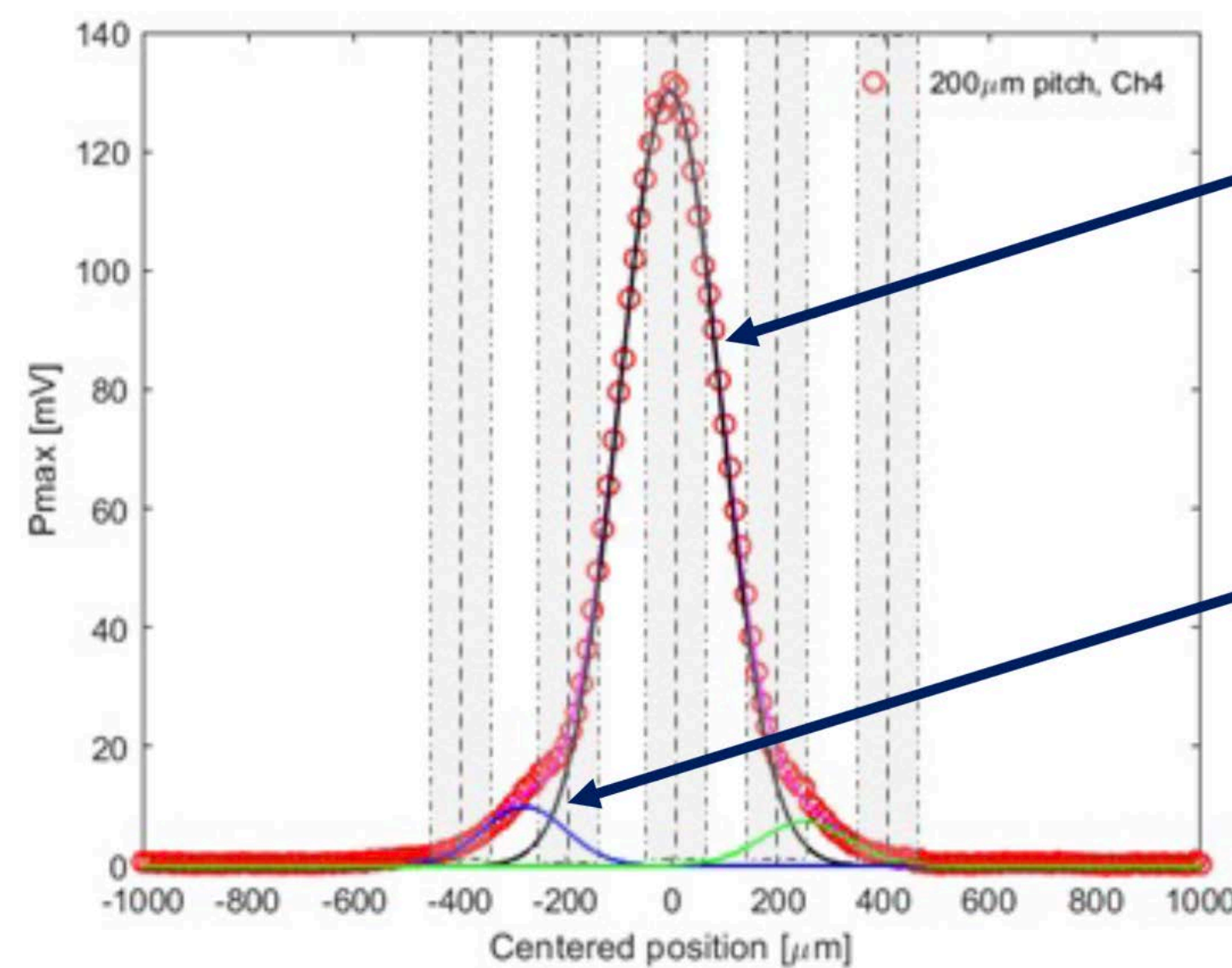
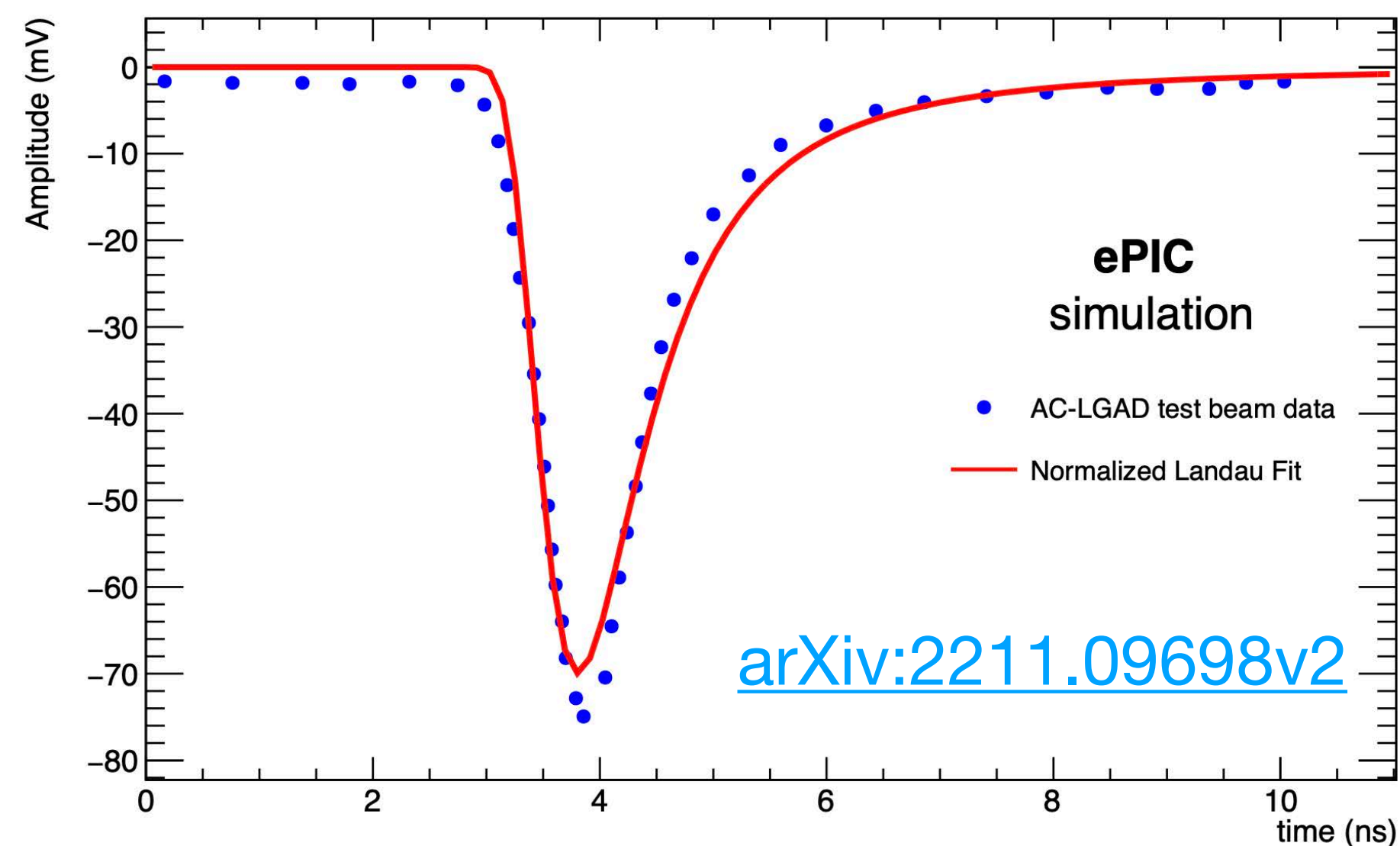
Don't have the accurate numbers, but they are free parameters. Can be adjusted easily.

Input from sensor+asic+RDO



AC-LGAD

EICROC0

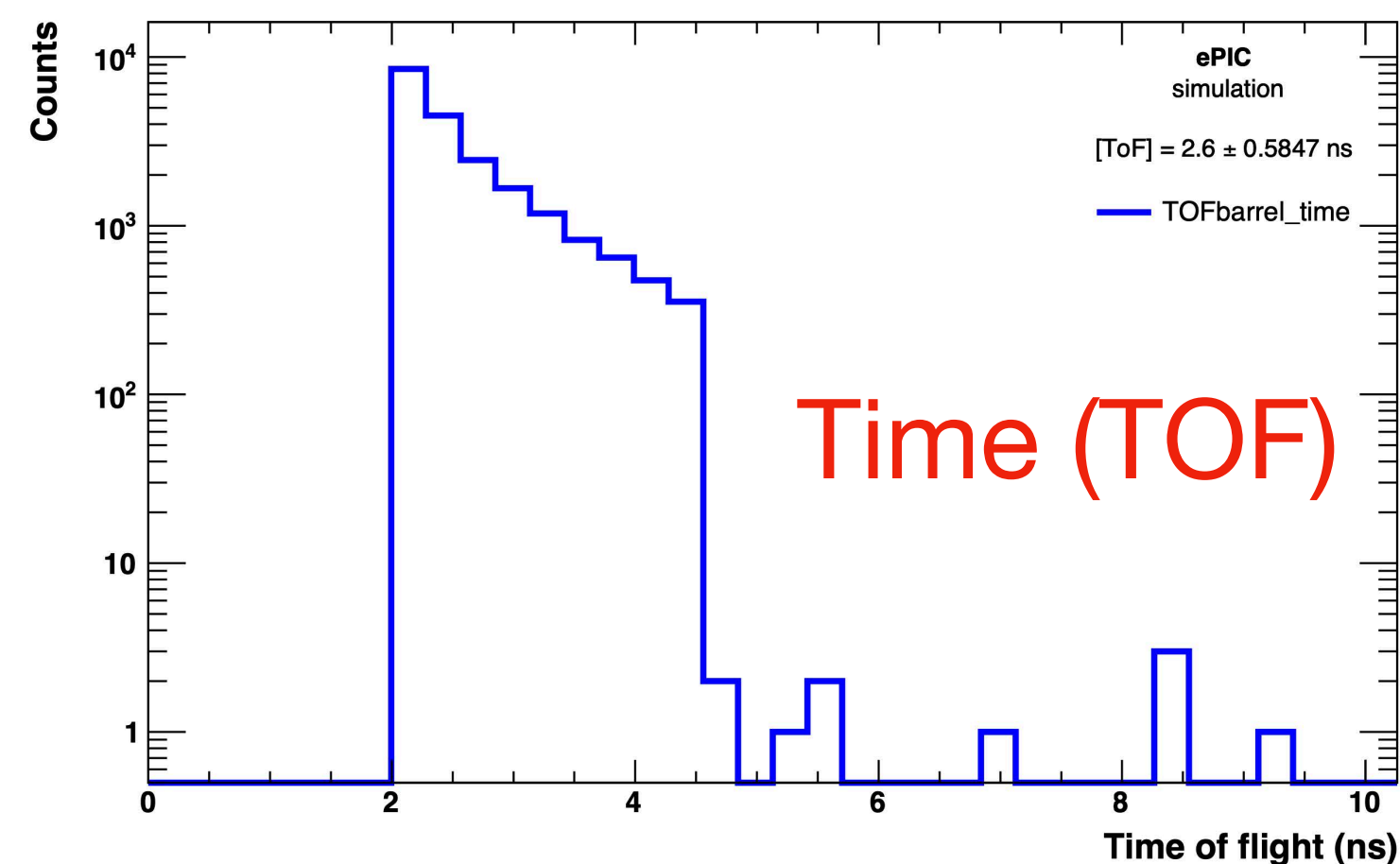
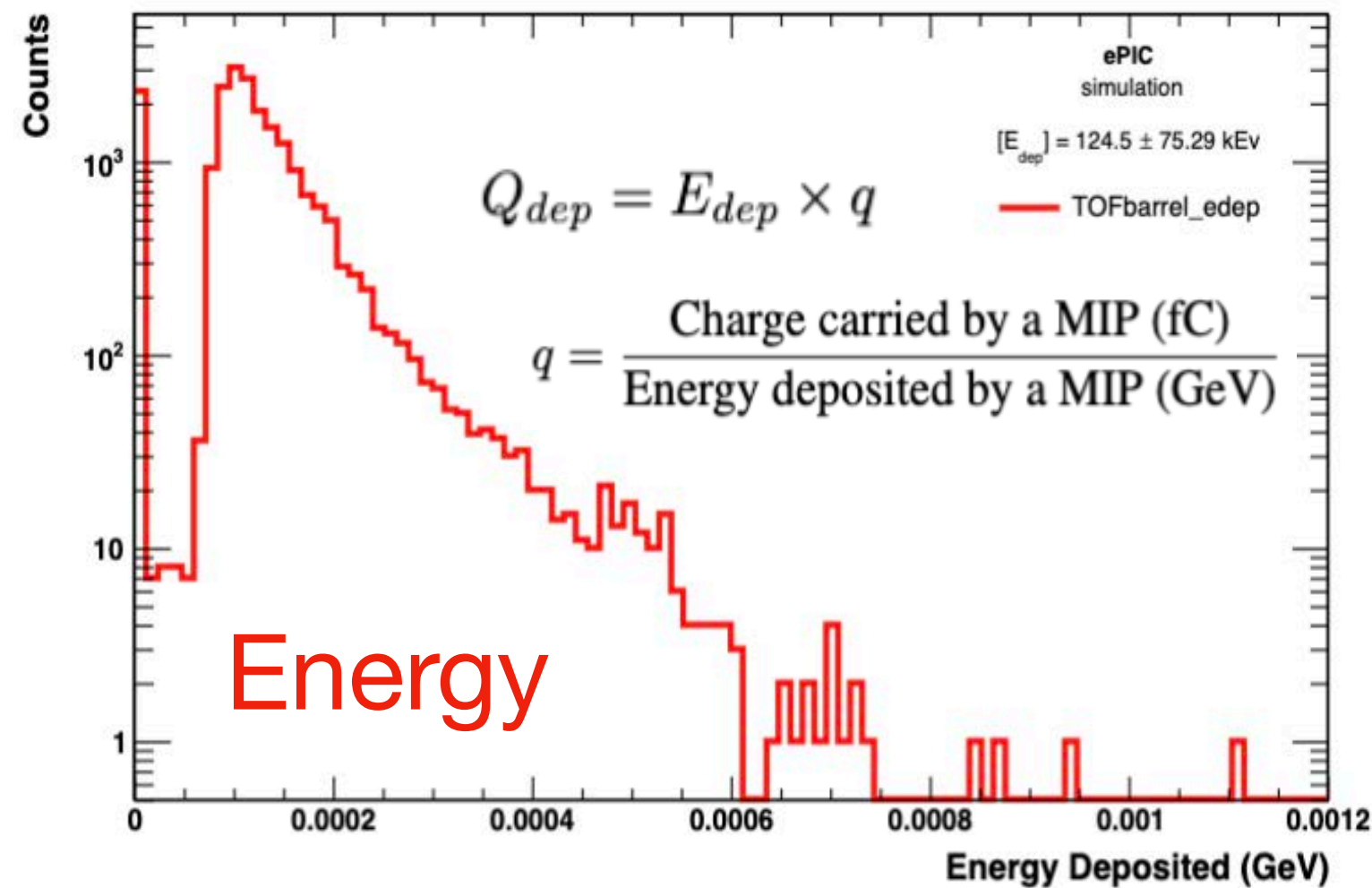


Input from hardware on signal shape, charge spread, pre-Amp output

Energy & time to Peak (ADC) & TOA (TDC)

Event Generation & Transport:

- 250k μ^- particles
- $0 \text{ GeV} \leq p \leq 30 \text{ GeV}$
- $0^\circ \leq \Theta \leq 180^\circ$



GEANT input:

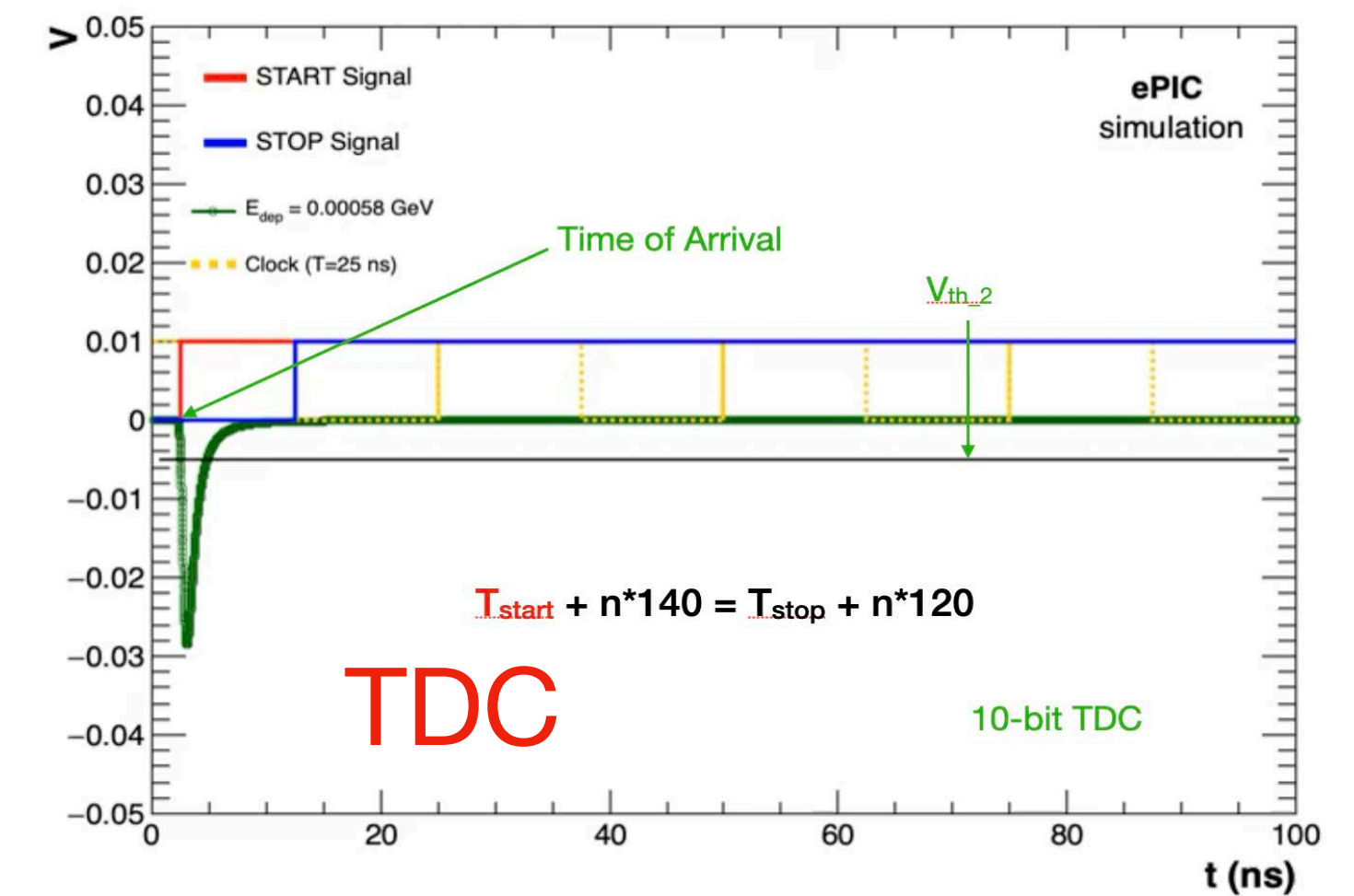
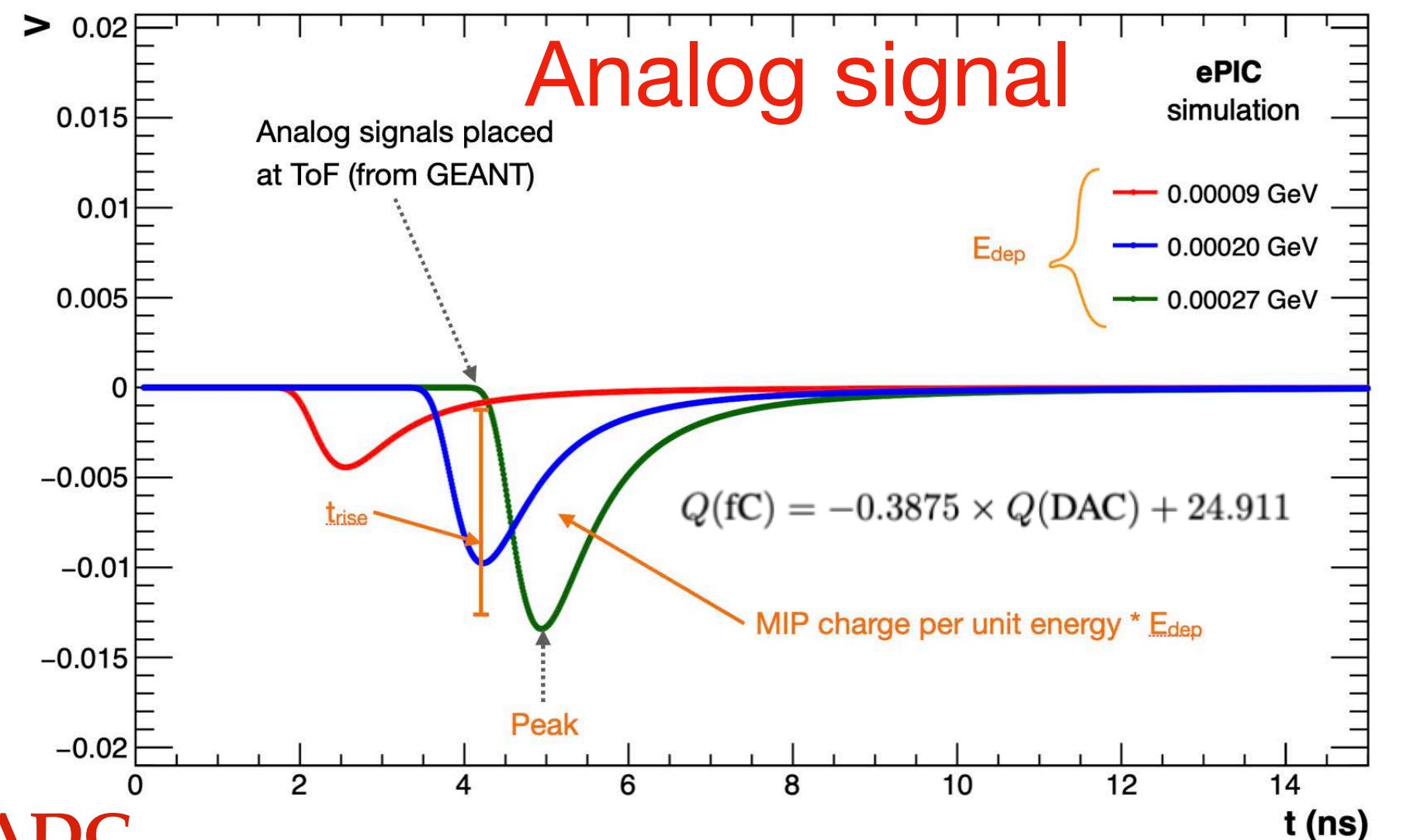
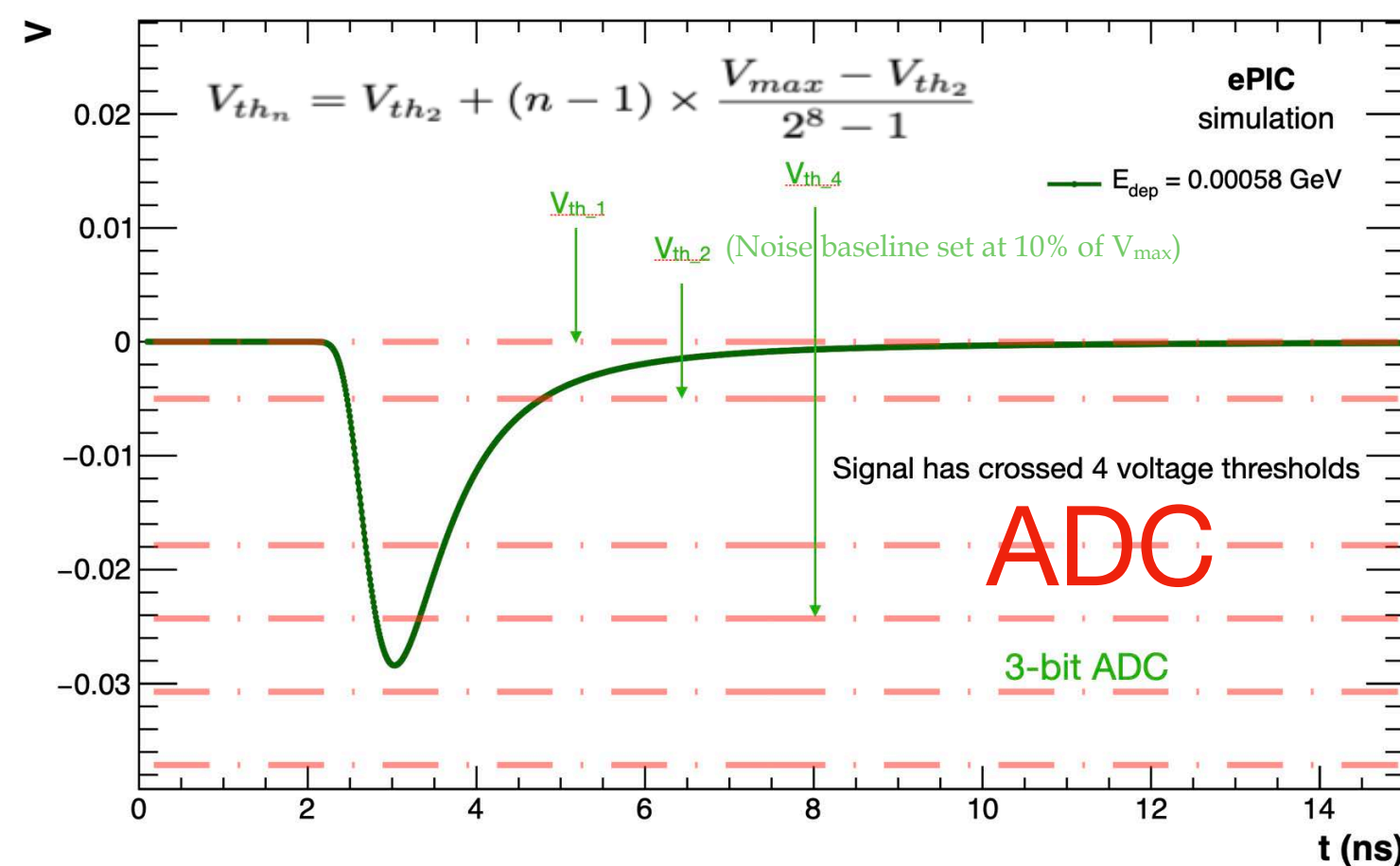
- Q_{dep} : Area under analog signal
- Analog signals placed at ToF

Data-driven input:

- Analog signal parameterized by Landau distribution
- Risetime $\sim 450 \text{ ps}$
- Shape width $\sim 294 \text{ ps}$.

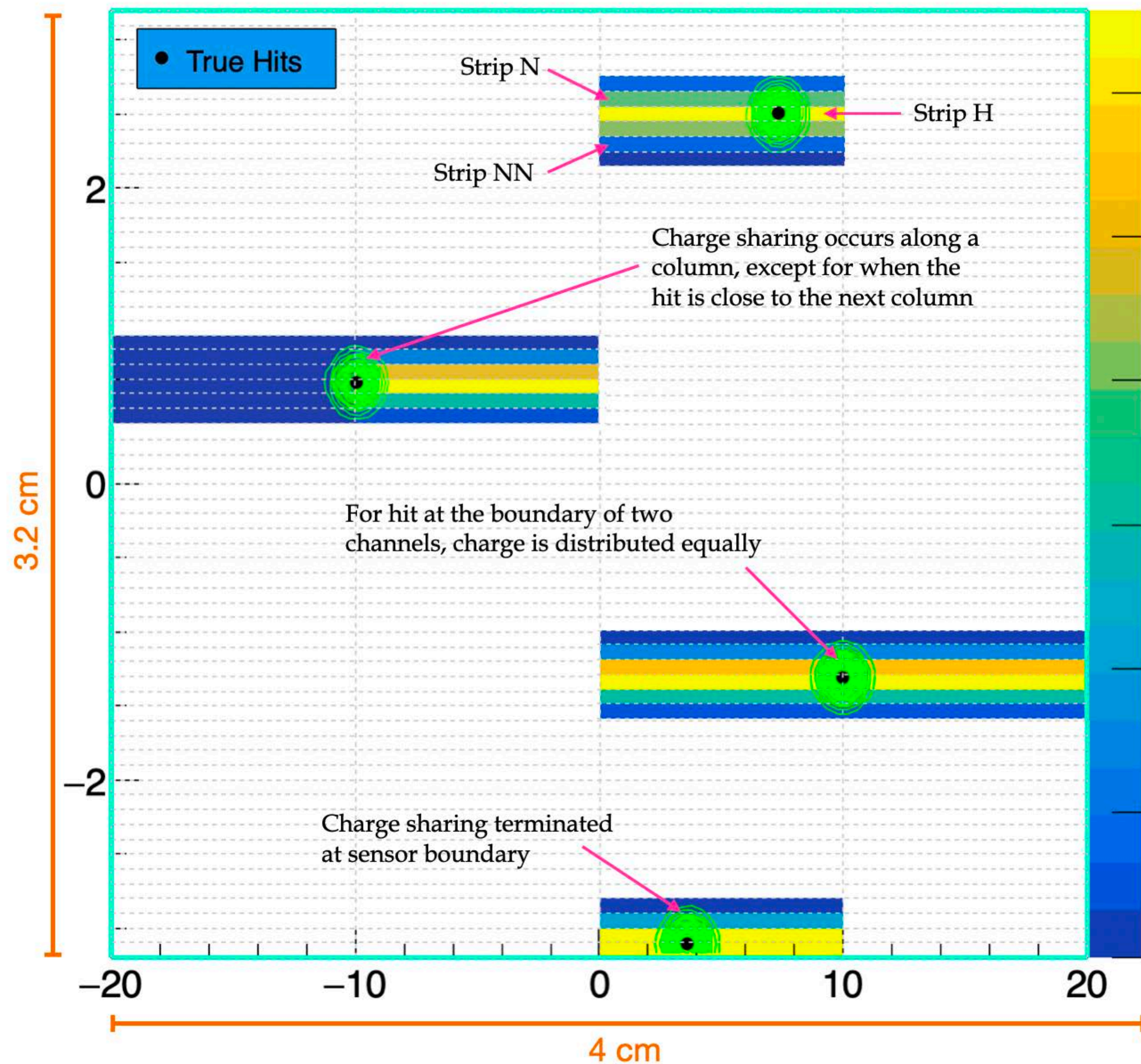
Voltage thresholds \longrightarrow 8-bit ADC

CLK + START/STOP \longrightarrow 10-bit TDC



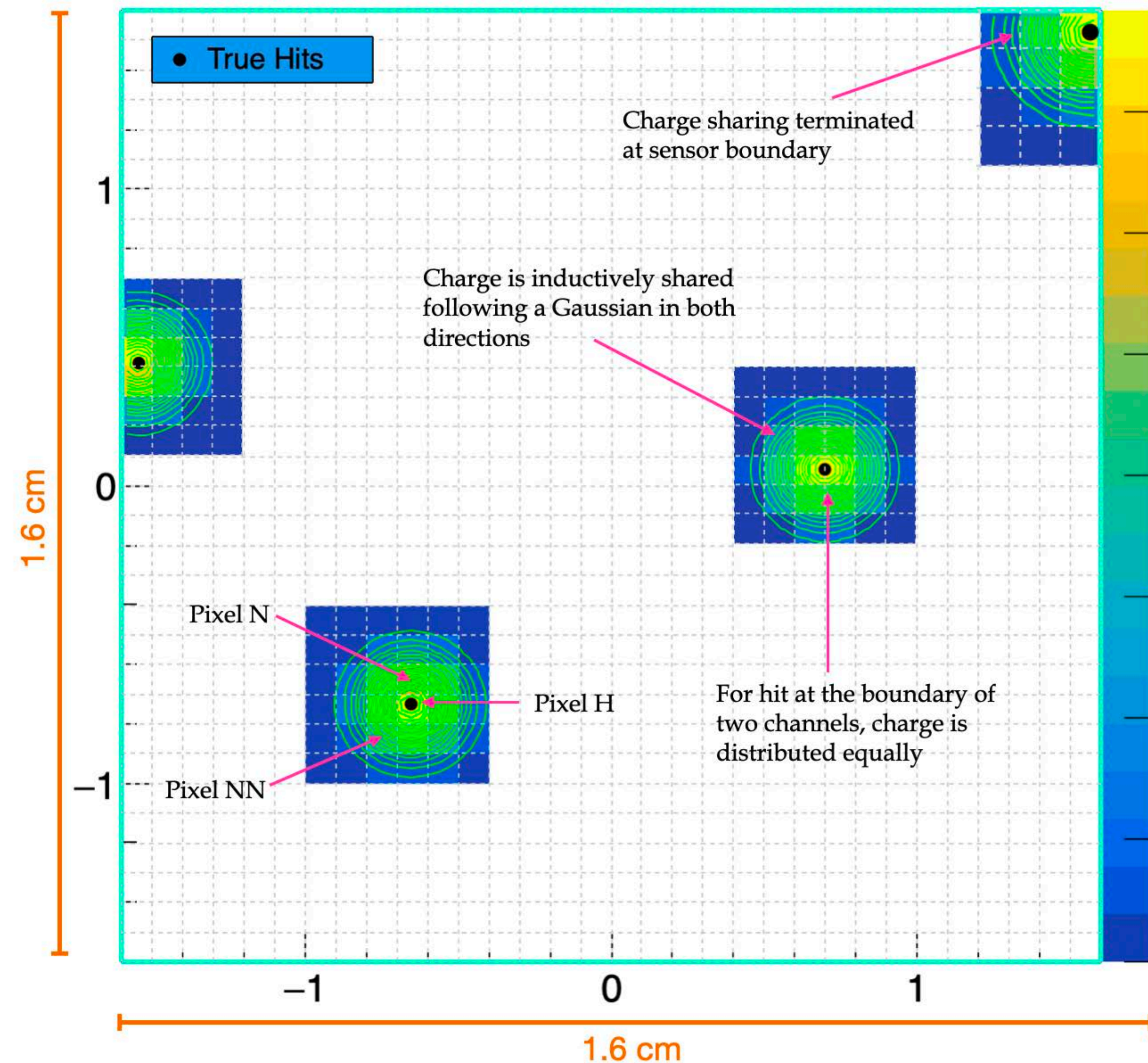
Energy Deposited \longrightarrow Charge \longrightarrow Peak of Signal \longrightarrow ADC
 Time of Flight \oplus Rise Time \longrightarrow Time of Arrival \longrightarrow TDC

Charge sharing: Strip geometry



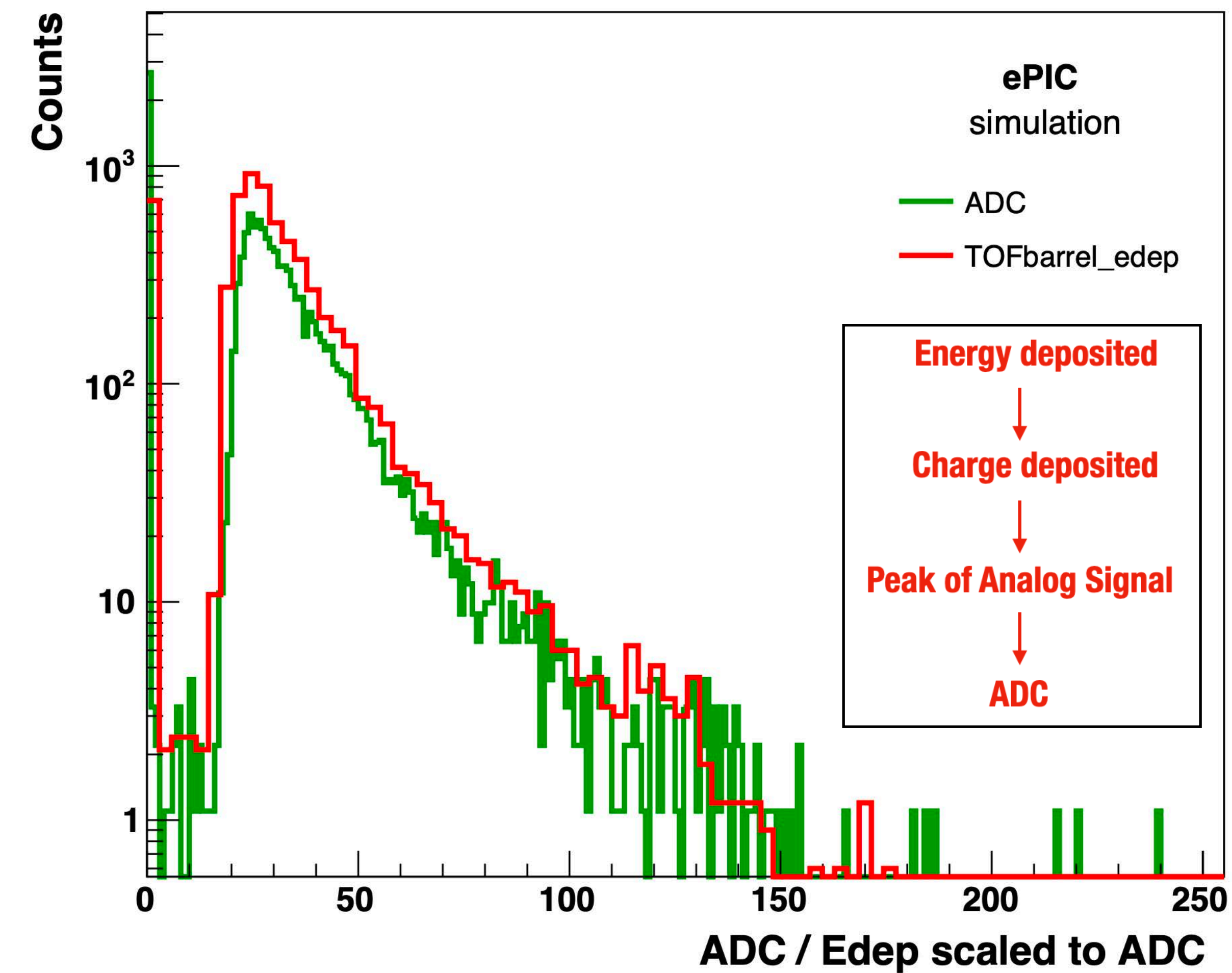
- A hit in Strip H has a Gaussian-like distribution of charge vs distance (Charge shared inductively in sensor).
- The Gaussian peaks at the center of Strip H, and has a standard deviation in X and Y, that can be tuned (Property of AC-LGAD).
- The maximum distance to which Pixel H can induce charge can also be optimized.

Charge sharing: Pixel geometry

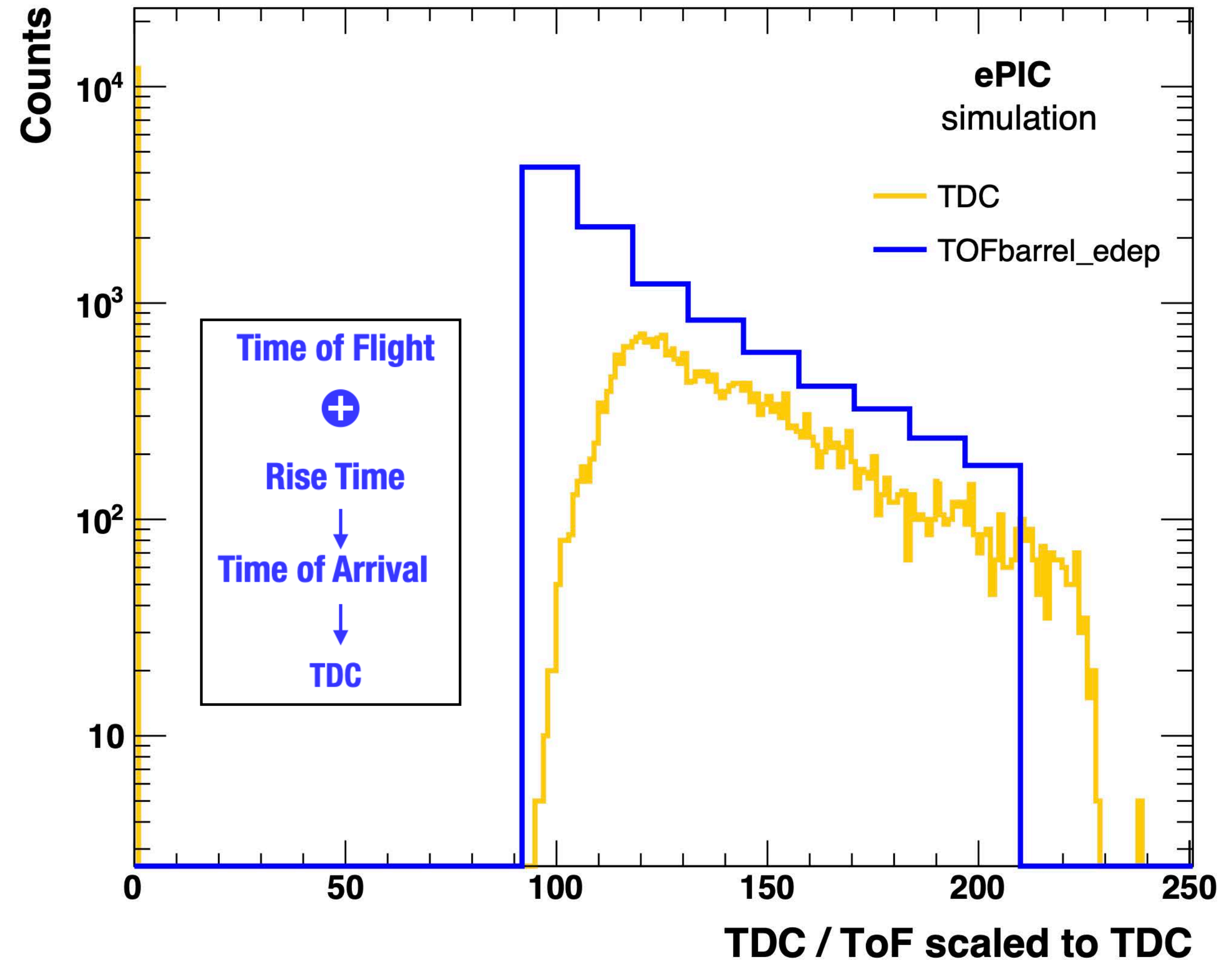


- A hit in Pixel H has a Gaussian-like distribution of charge vs distance (Charge shared inductively in sensor).
- The Gaussian peaks at the center of Pixel H, and has a standard deviation in X and Y, that can be tuned (Property of AC-LGAD).
- The maximum distance to which Pixel H can induce charge can also be optimized.

ADC and E_{dep} comparion

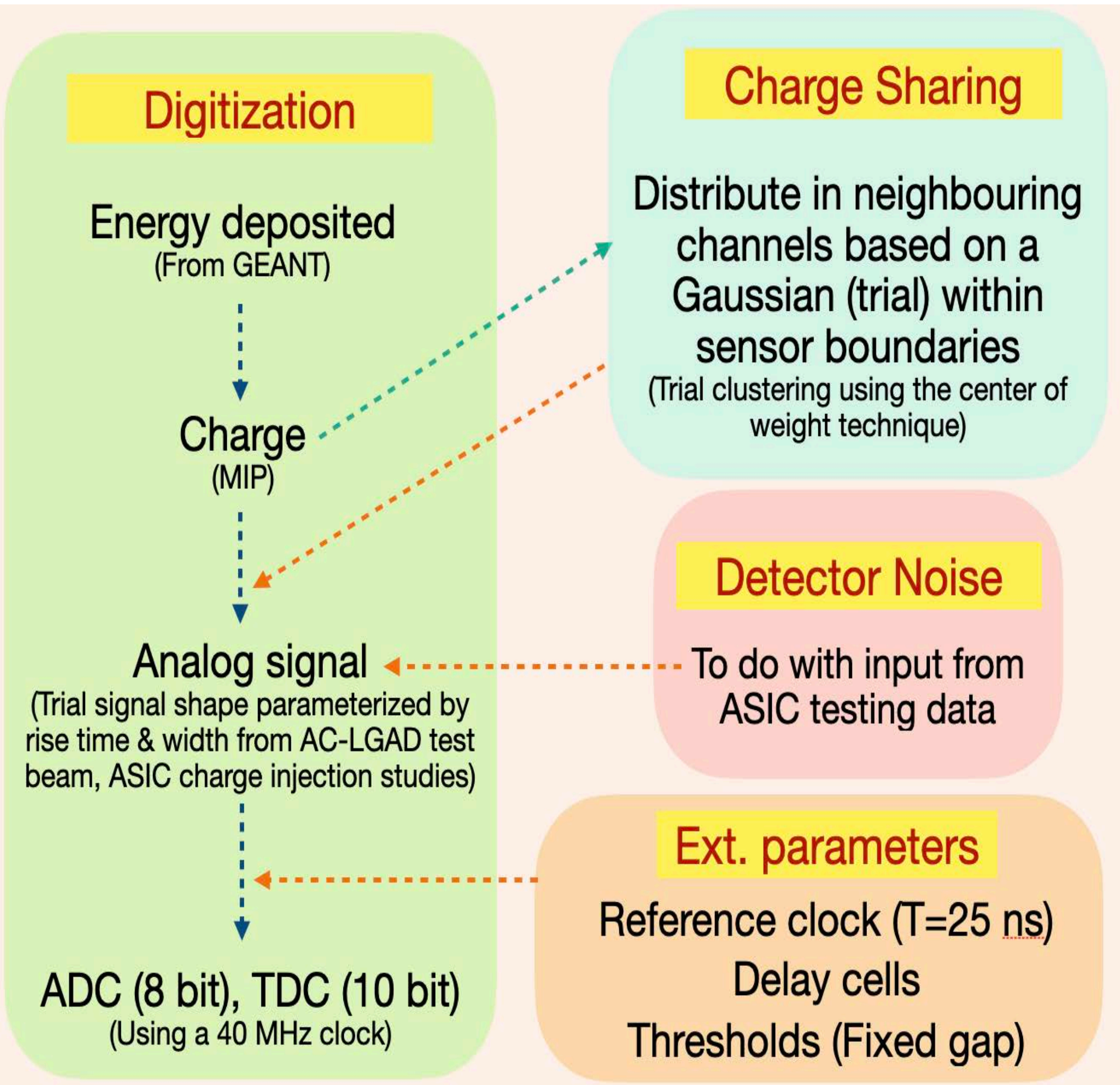
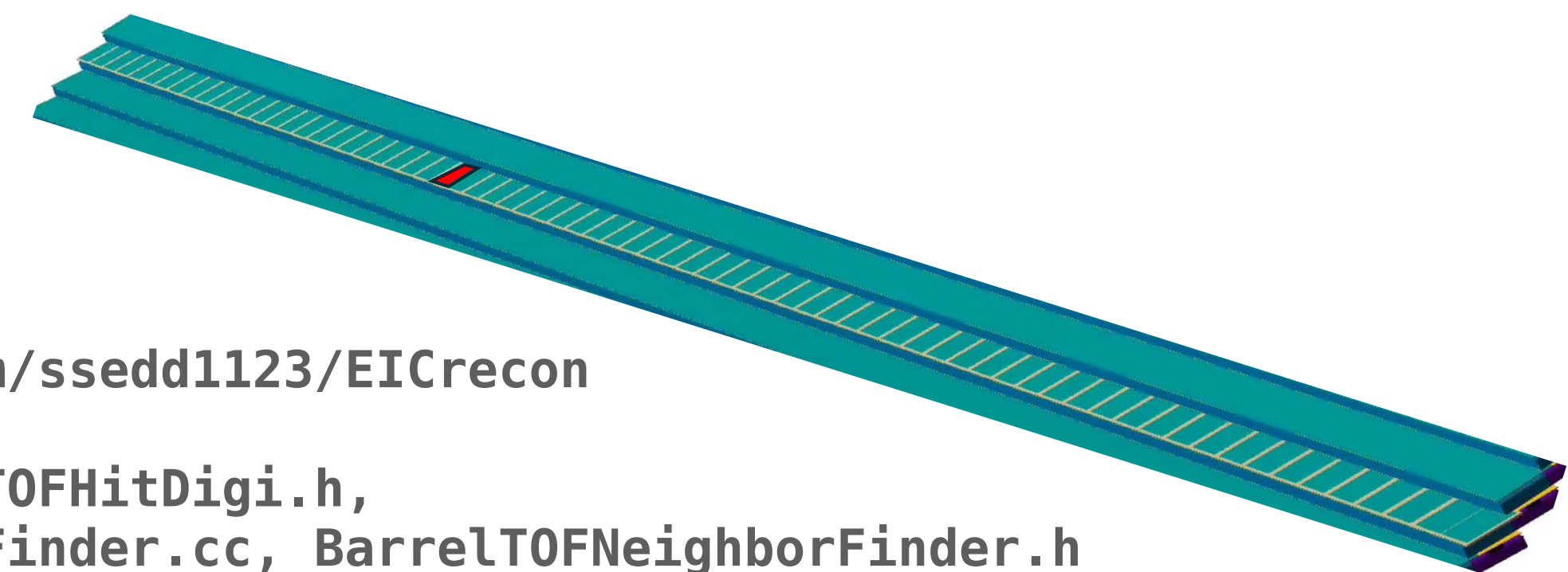


TDC and ToF



ADC and TDC distribution are final output consistent with GEANT input

Summary of the package



<https://github.com/ssedd1123/EICrecon>

`BT0FHitDigi.cc`, `BT0FHitDigi.h`,
`BarrelTOFNeighborFinder.cc`, `BarrelTOFNeighborFinder.h`
in `EICrecon/src/detectors/BTOF`

`BT0FHitDigi_factory.h` in `EICrecon/src/factories/digi`

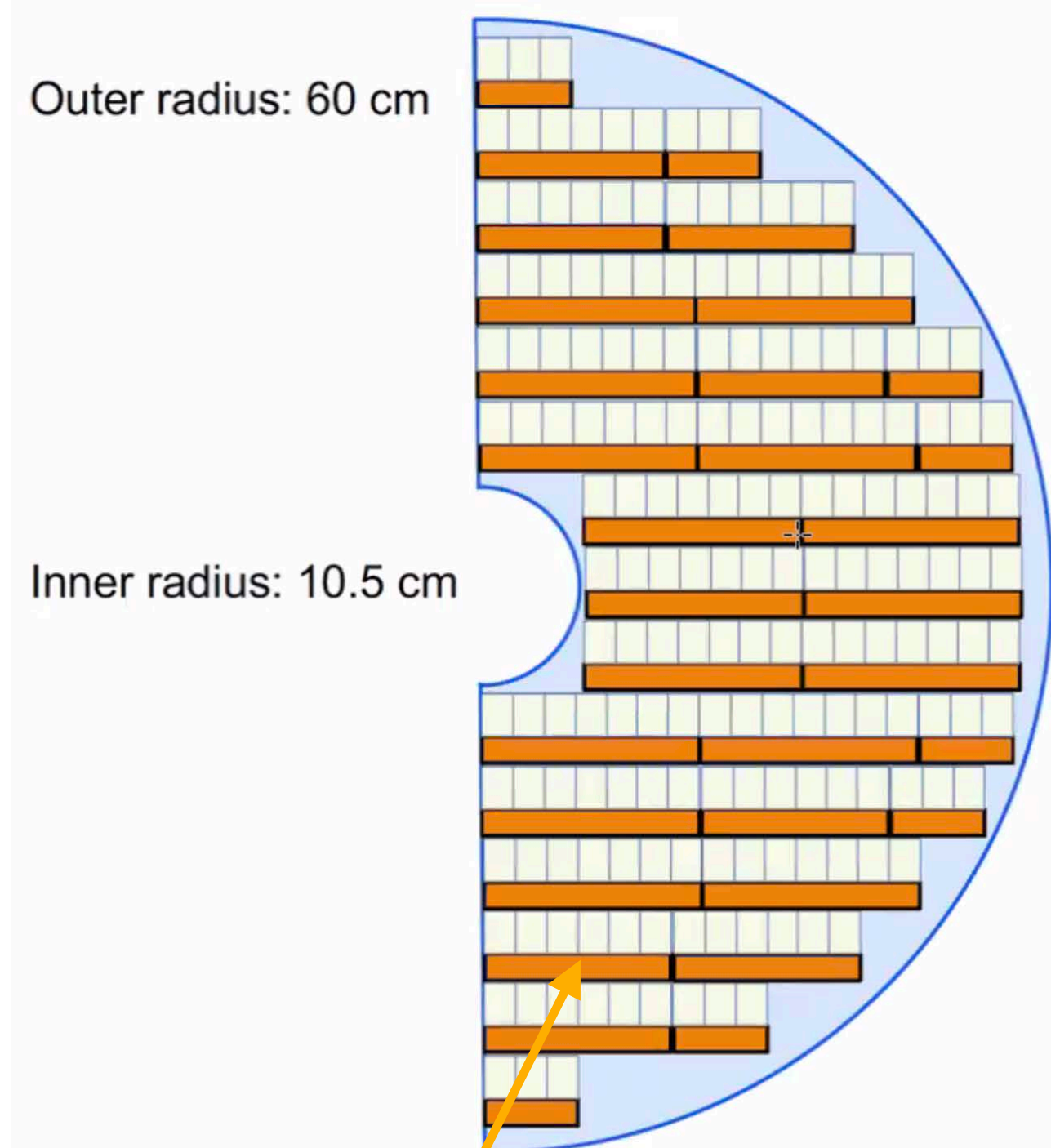
`BT0FHitDigiConfig.h` in `EICrecon/src/algorithms/digi`

Parameter	Value
Rise time (Landau MPV)	0.45 ns
Shape Width (Landau) = FWHM/2	0.293951 ns
Amplitude (Landau)	-113.766 V
MIP charge/energy	190000 fC.GeV ⁻¹
Time period (Reference clock)	25 ns
Std. Dev. in X, Y (Gaussian for charge sharing)	0.5 mm, 0.5 mm
ToF Quantization time	0.02 ns

<https://github.com/ssedd1123/EICrecon/tree/main/src/detectors/BTOF>

Other AC-LGAD systems

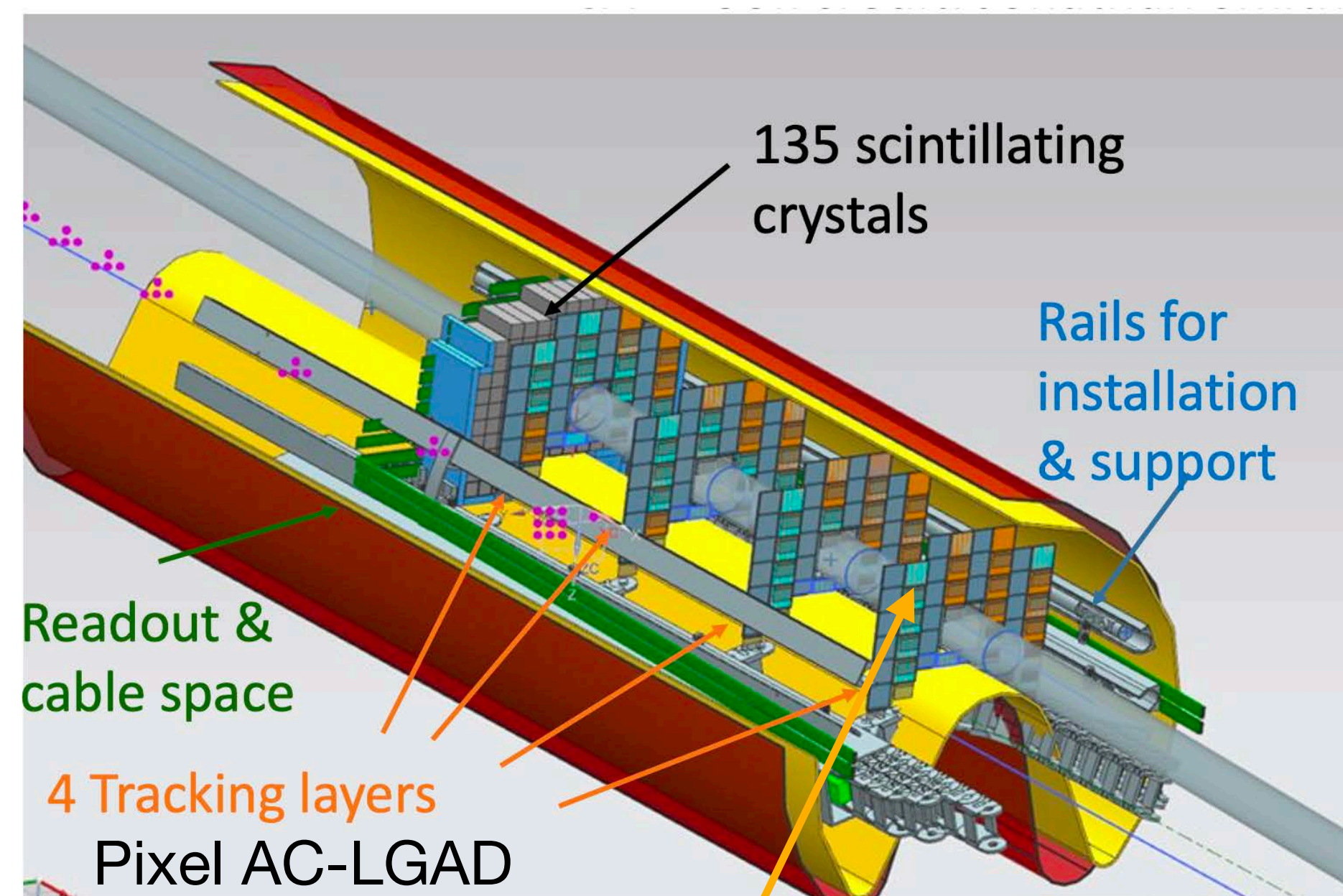
FTOF Layout (x-y view): Scenario 2



Row	modules	RB3	RB6	RB7	All RBs
1	3	1	0	0	1
2	9	1	1	0	2
3	12	0	2	0	2
4	14	0	0	2	2
5	16	1	1	1	3
6	17	1	0	2	3
7	14	0	0	2	2
8	14	0	0	2	2
9	14	0	0	2	2
10	17	1	0	2	3
11	16	1	1	1	3
12	14	0	0	2	2
13	12	0	2	0	2
14	9	1	1	0	2
15	3	1	0	0	1
Sum	184	8	8	16	32

Total number of modules: $184 \times 4 = 736$
 Total number of service hybrids: $32 \times 4 = 128$

One square is four sensors
 Pixel AC-LGAD

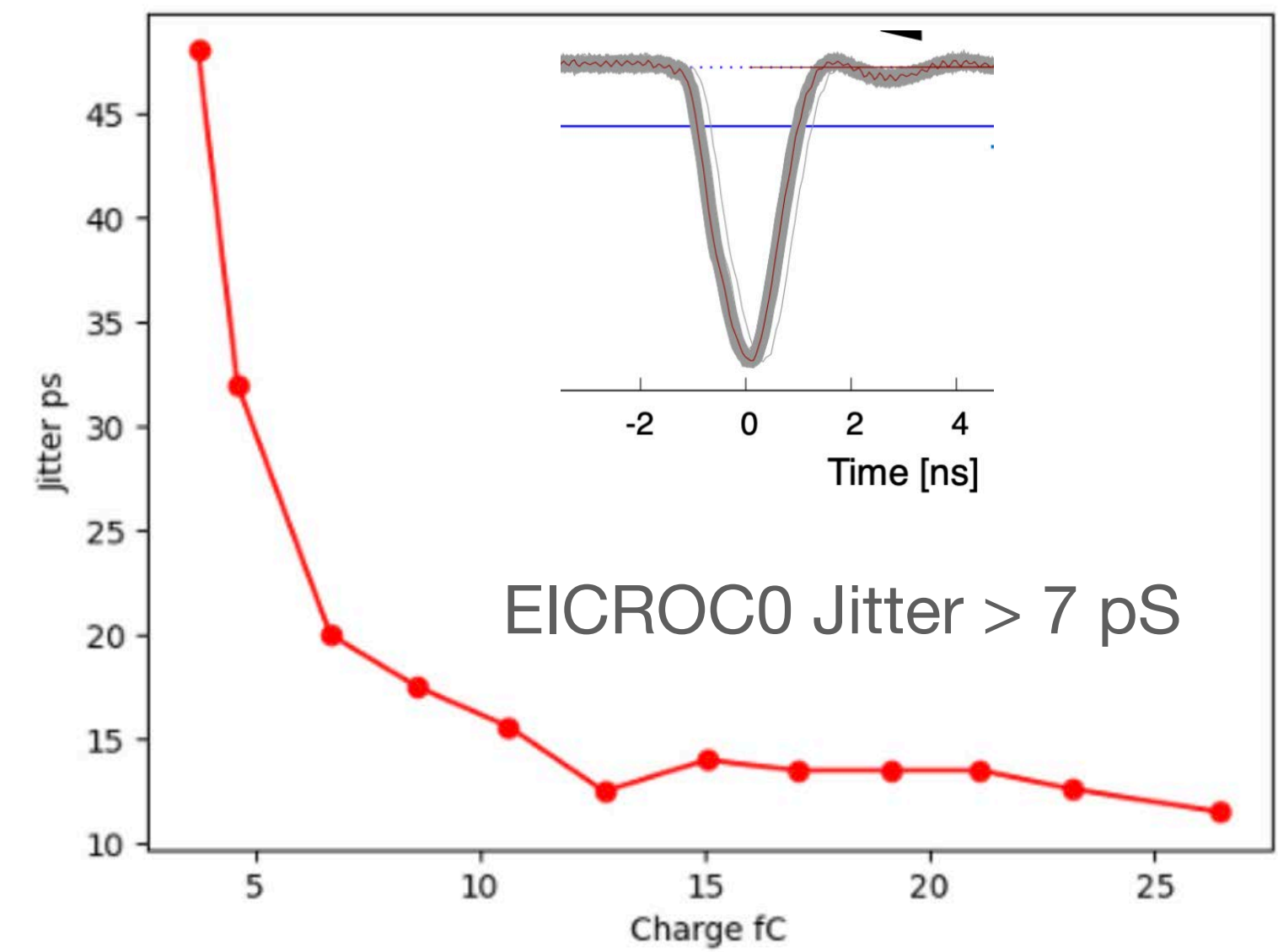
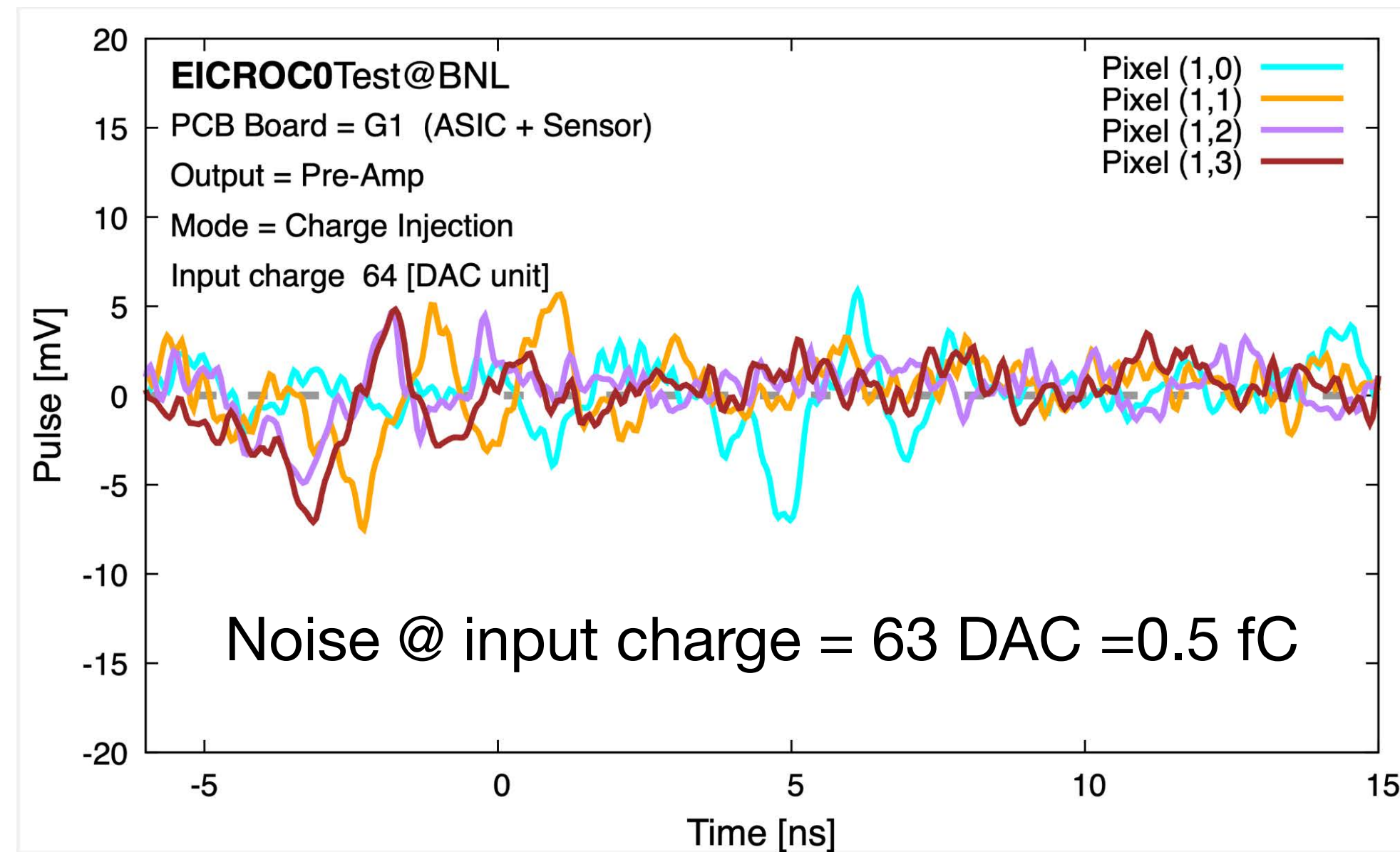
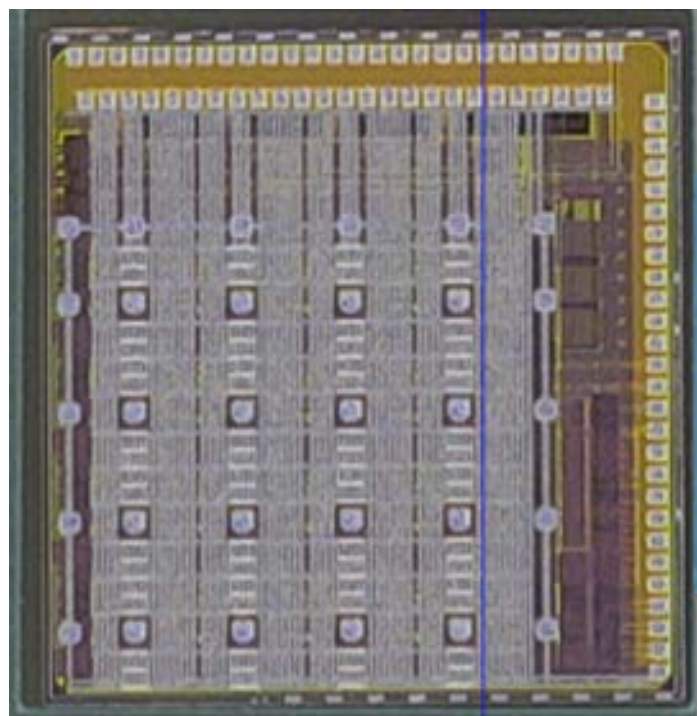


One square is one sensors

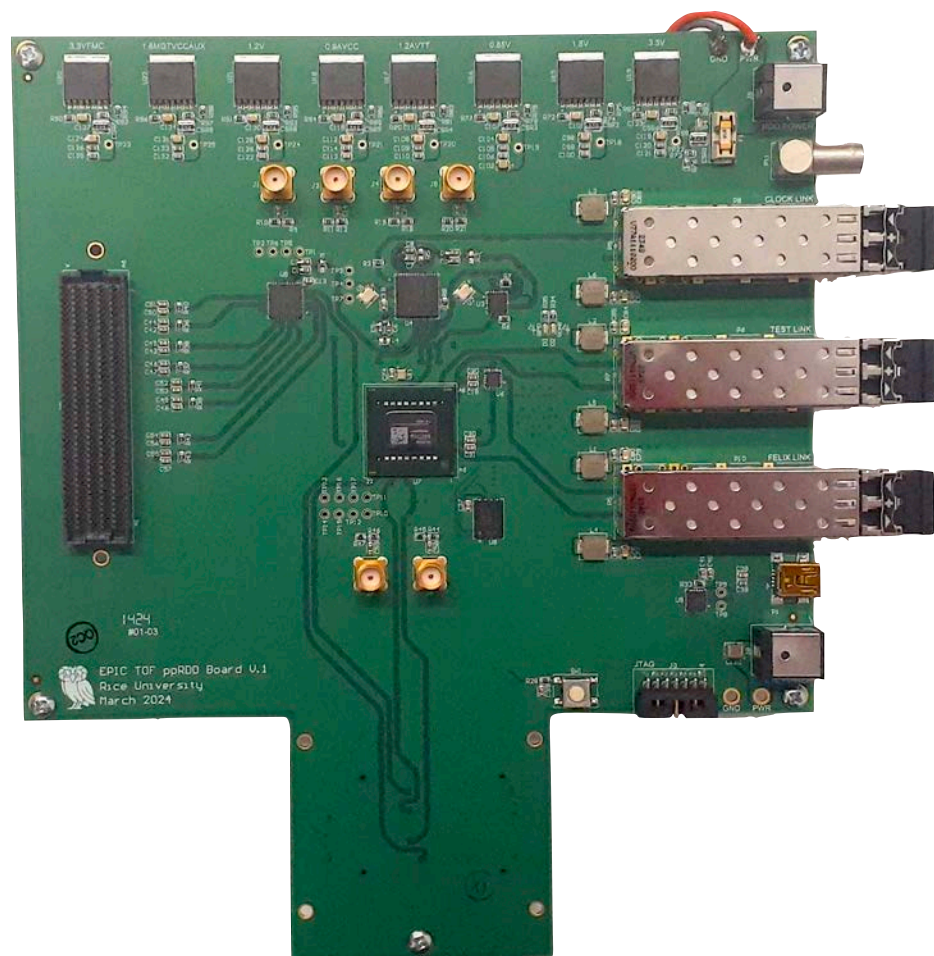
FTOF and B0 digitization in progress

Noise implementation

EICROC0 ASIC



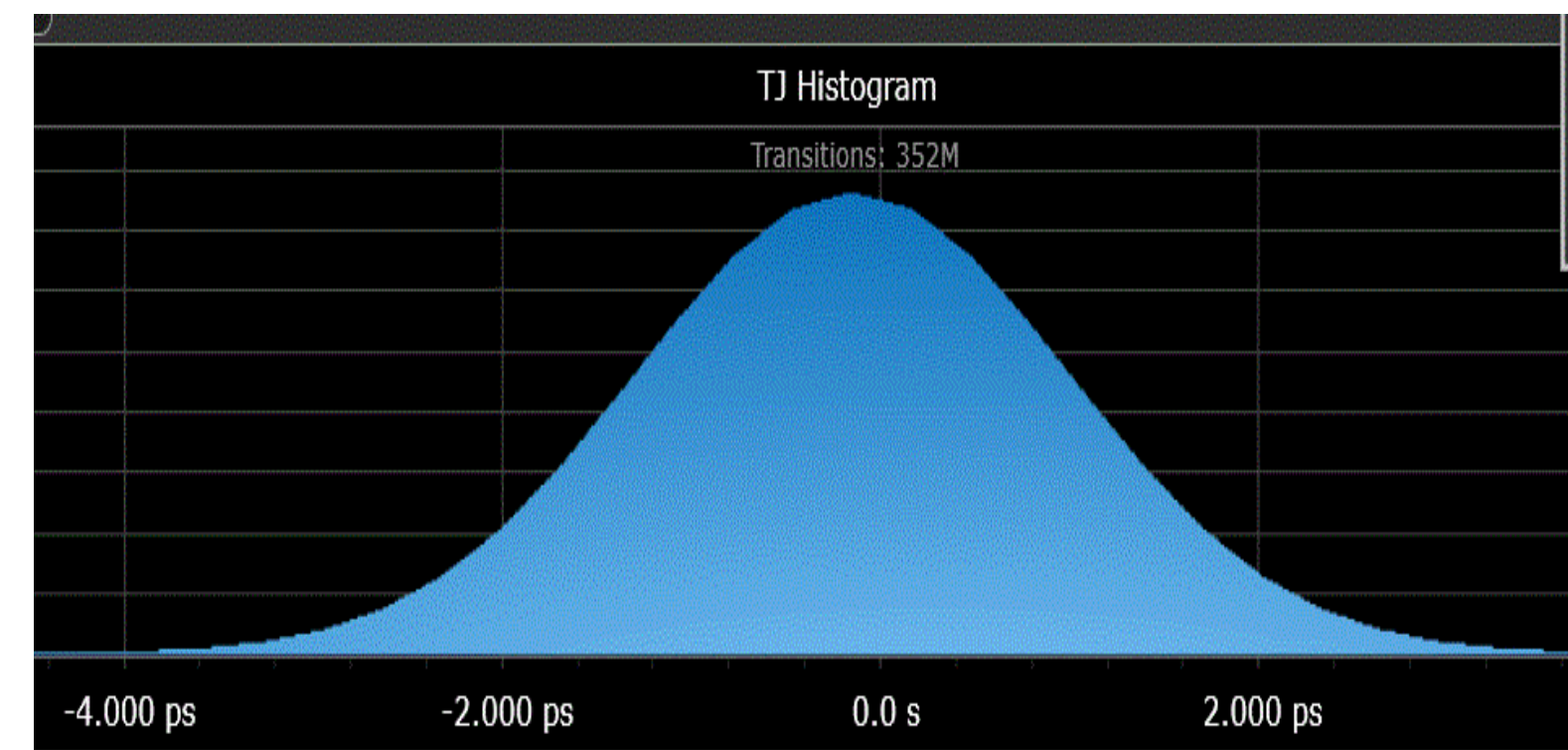
AC-LGAD ppRDO



PLL output 98.5 MHz clock distribution



Clock jitter ~1.12 pS



Noise implementation in progress...

Summary of Digitization in EICRecon

Importance:

- Crucial for realistic simulations driven by hardware parameters

Current Progress:

- Digitization efforts for BTOF (first AC-LGAD), FTOF, and B0 are underway
- Package divided into two modules:
 - 1.Segmentation**
 - 2.Digitization**

Segmentation Module:

- Implementation of boundaries and gaps in sensors
- Ongoing understanding of geometry, gaps, and segmentation for FTOF and B0

Digitization Module:

- Charge sharing model based on published sensor data is implemented (with room for adjustments)
- Noise implementation strategy developed, awaiting execution

Next Steps:

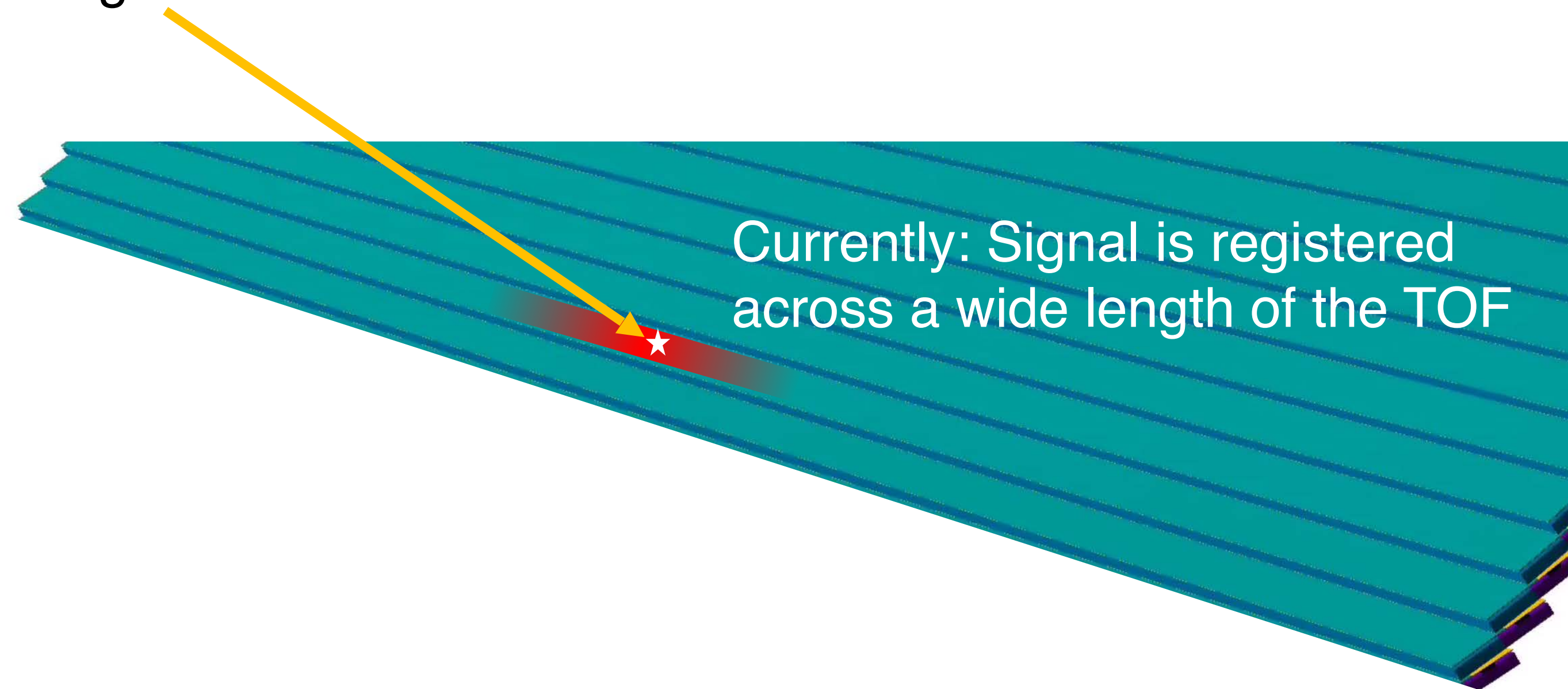
- Assemble a team for reconstruction with digitized info. (including charge sharing and TDC with clock)

Thank you

Calculate energy for each pixel.

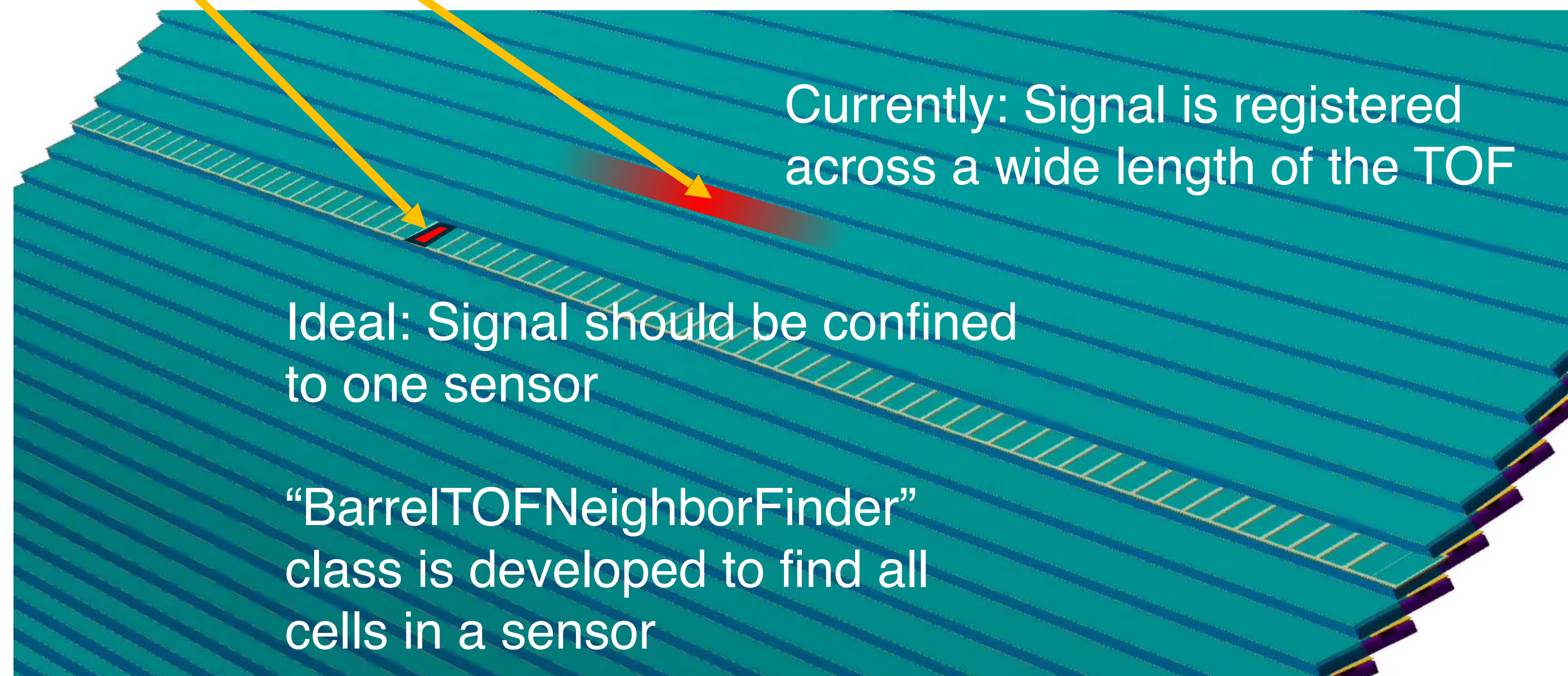
- Currently in GEANT, each stave of TOF is one entire unit.

Particles arriving at TOF

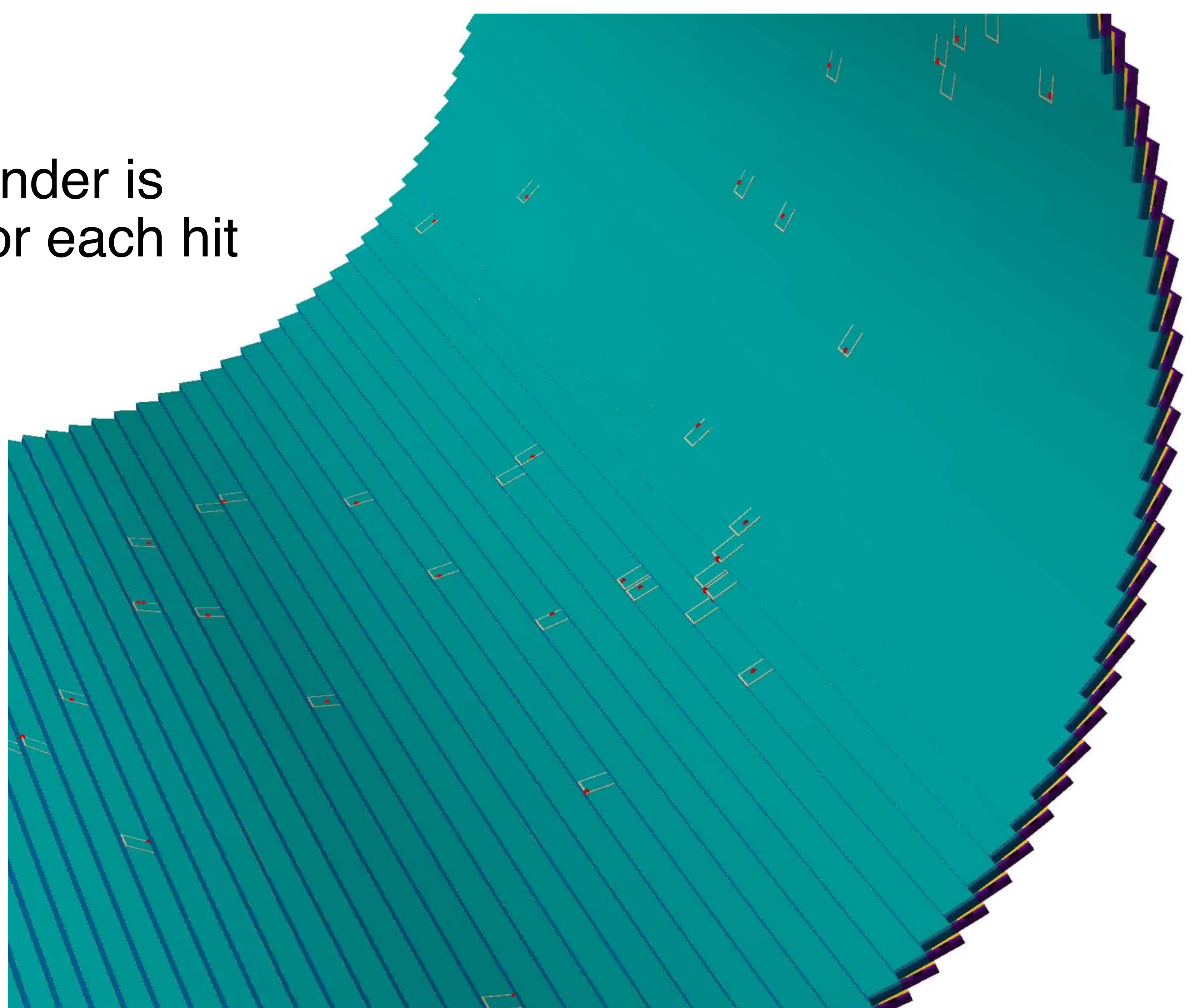


Solution: Write a class that interface with UnevenCartesianGridXY to get cell boundaries

Particles arriving at TOF

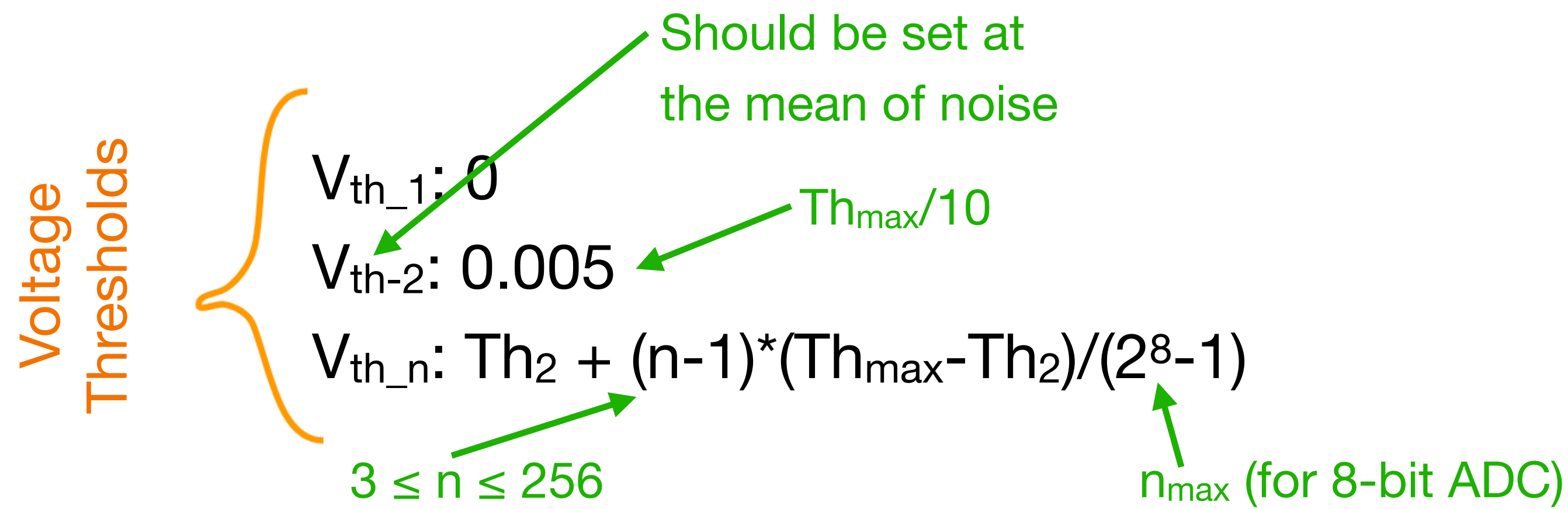
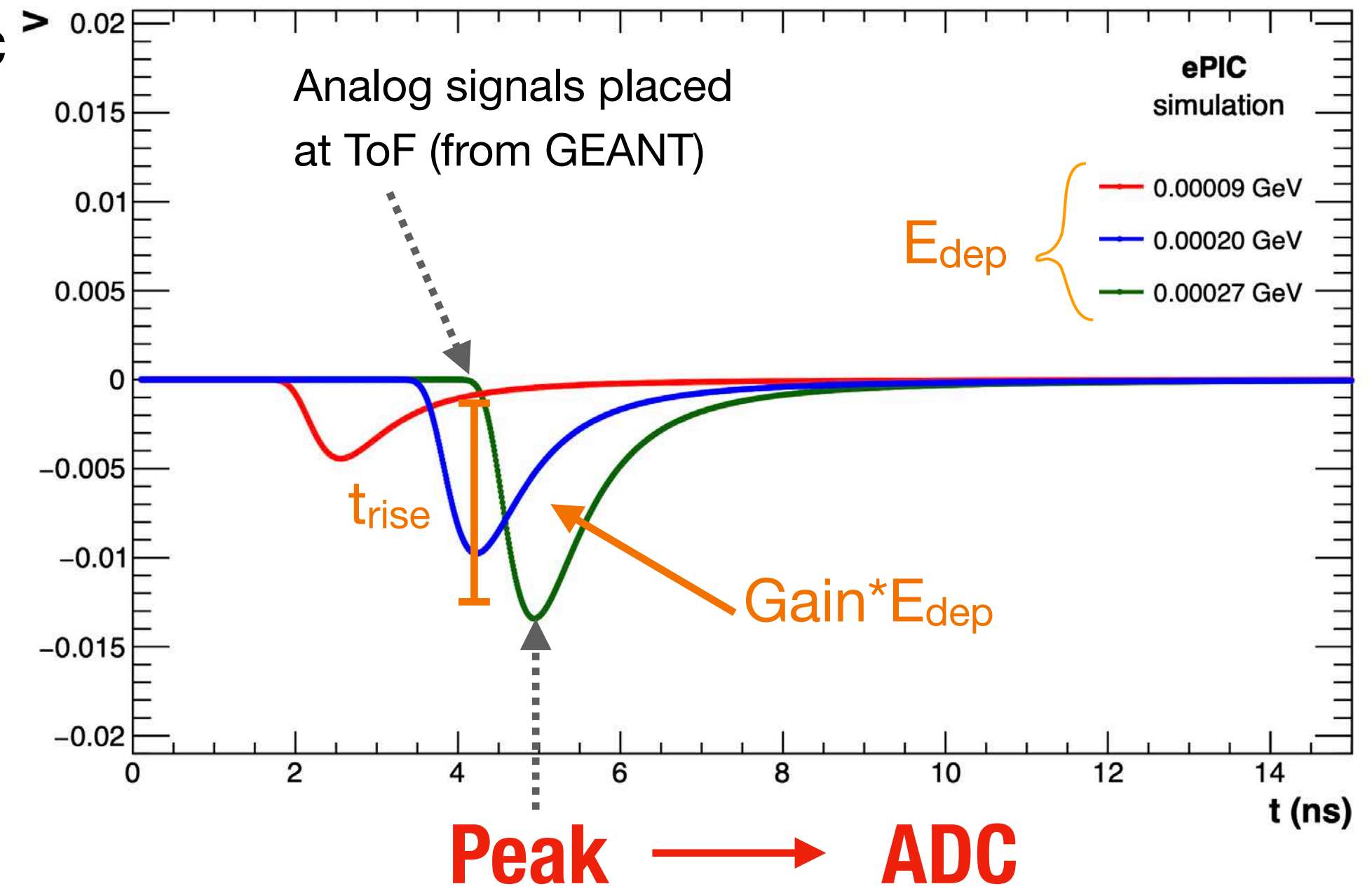


Simulation results:
BarrelTOFNeighborFinder is
able to find sensors for each hit

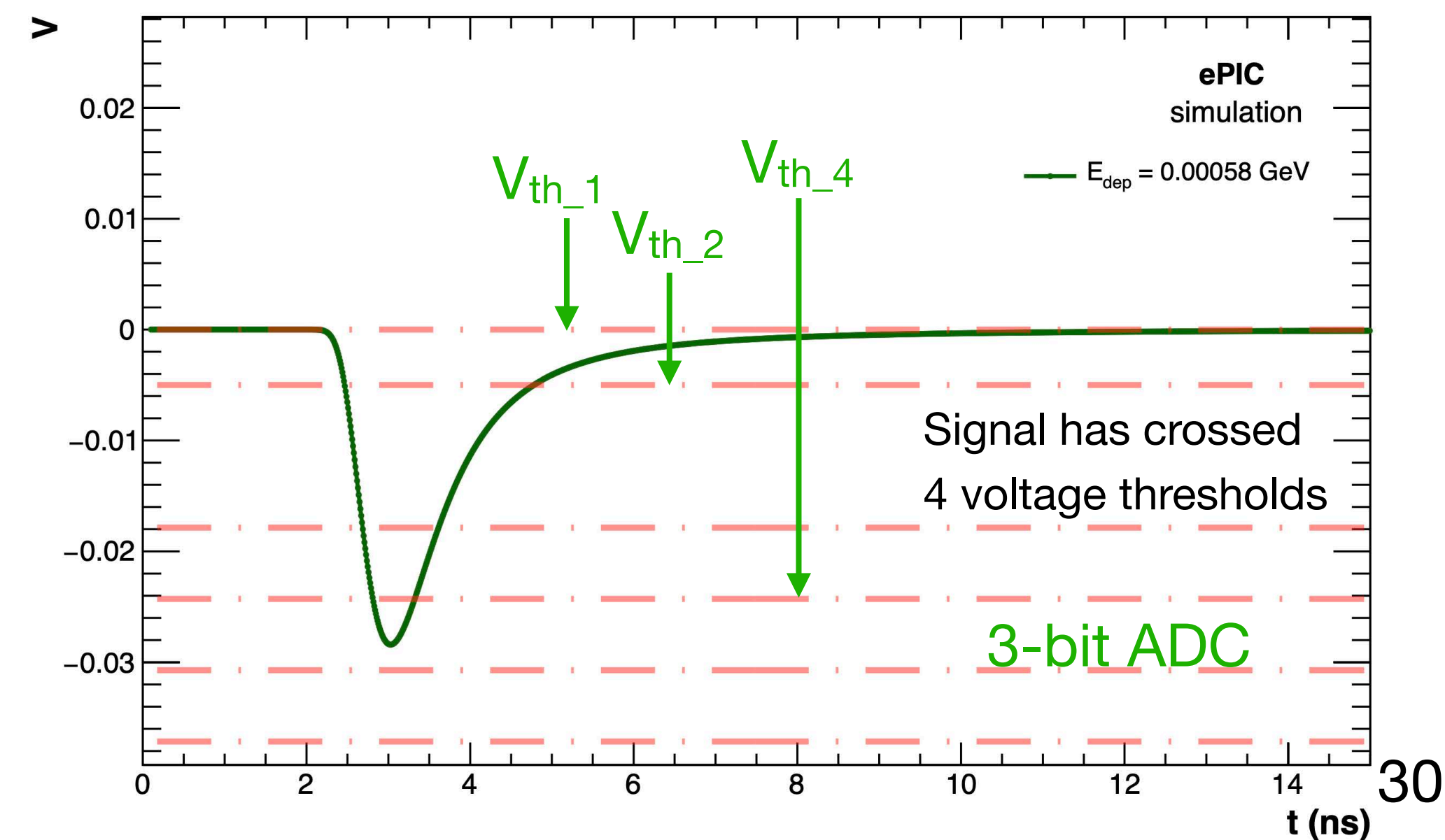


Analog Signal, Voltage Threshold & ADC

- Energy deposited (**E_{dep}** from GEANT) is multiplied by the realistic AC-LGAD **gain** (~80) to give the **area** of the analog signal.
- The **t_{rise}** (~450 ps) and the **standard deviation** (~294 ps) of a real AC-LGAD signal (obtained from ASIC charge injection studies), and the **area** (calculated from E_{dep}) are used to parameterize a **Landau-like** analog signal.



- The number of voltage thresholds crossed by the analog signal ($1 \leq n \leq 256$) is converted to a 8-bit ADC code.
- Will be updated according to latest EICROC results.

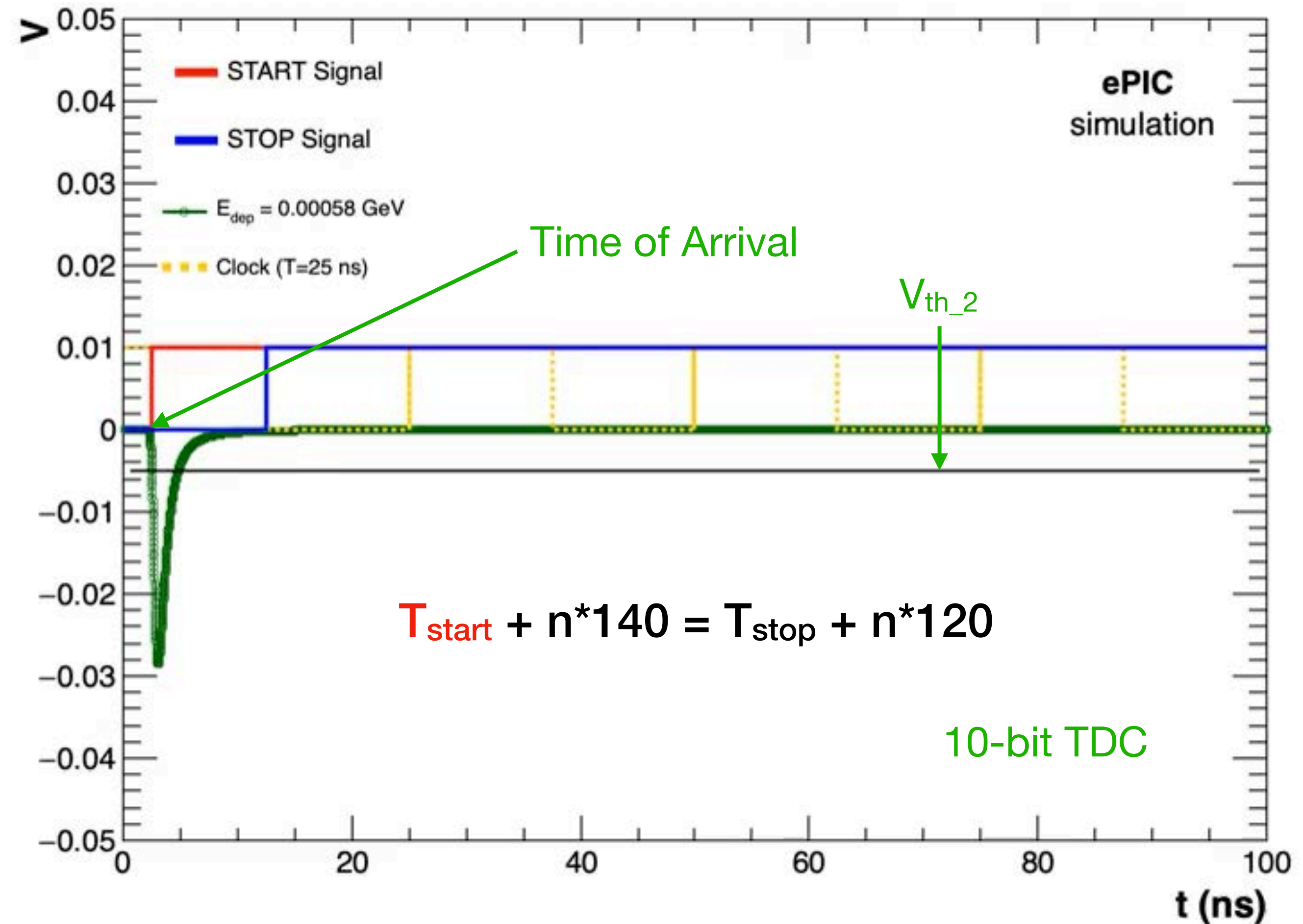


Analog Signal & TDC

- Almost all hits occur in the 1st half-period of the clock ($f = 40\text{MHz}$). When the analog signal crosses V_{th_2} (Time of Arrival), the **START** signal flips from 0 to 1. When the clock cycle flips from the 1st to the 2nd half-period, the **STOP** signal flips from 0 to 1.
- Consecutive delay cells propagate the START signal (140 ps delay) and the STOP signal (120 ps delay) in parallel until the START signal crosses the STOP signal (Mathematically, **|START-STOP| < 20 ps**).

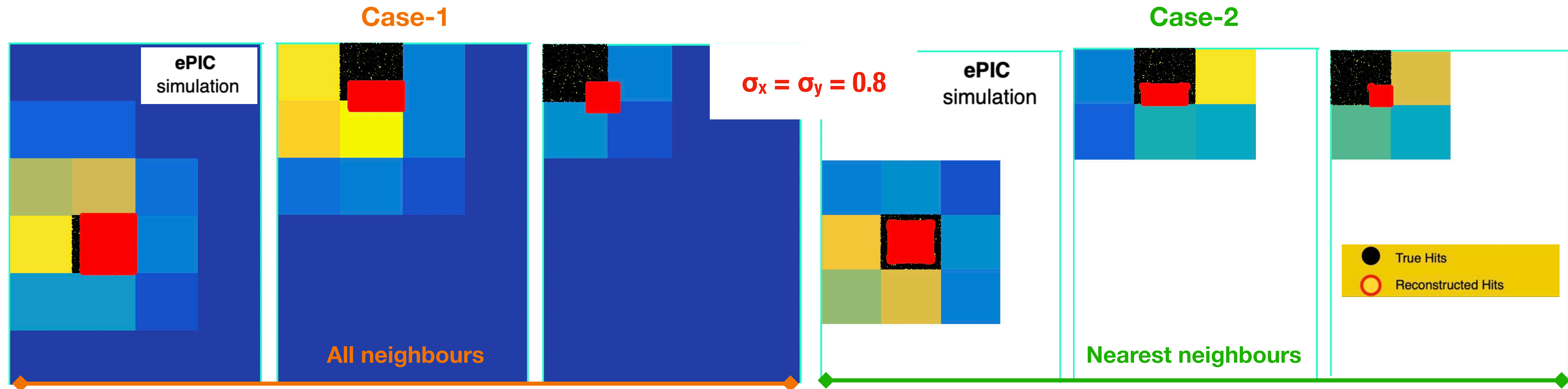
Quantization time of
ePIC ToF detector

Time of Arrival \longrightarrow TDC



- The number of times the signals move ($1 \leq n \leq 1024$) is converted to a 10-bit TDC code.

Charge Sharing (Geometric effects)



- The position of the hit pixel and the number of charge-sharing neighbours has an effect on the reconstruction accuracy of the hits.
- Reconstruction accuracy decreases as the pixel hit position changes from central to corner.
- Central pixel has 8 nearest neighbours, edge pixel has 5 nearest neighbours and corner pixel has 3 nearest neighbours.
- Reconstruction accuracy for **Case-2** is **greater** than that for **Case-1**.

Charge Sharing (More geometric effects)

