

### TOPICS





AGH

Eidgenössische Technische Hochschule Zürich Swiss Federal Institute of Technology Zurich



AGH University of Science and Technology

Speaker: Richard White, University of Leicester Slides prepared by Arno Gadola, University of Zurich



#### **Properties of FlashCam**

- Simple concept based on commercial available chips
- Trigger decision based on digitized signals
  - ⇒ no separate trigger path necessary
  - ⇒ programmable and flexible

#### **Specifications**

Number of pixels: 900 – 3600 Dynamic range: ~0.2 – 3000 PE Local trigger rate: ~10 kHz Storage of trace

- Low power (<0.5 W/channel) 12 bit FADCs currently only available up to sampling speeds of 250 MS/s
  - ⇒ extensive simulations incl. time jitter, night sky background etc. have shown that trigger performance applying digital trigger options is very competitive with higher (e.g. 2 GS/s) sampling speeds
  - ⇒ resulting data rate (~600 MB/s) allows to transmit the full pixel event information w/o data reduction over standard gigabit ethernet infrastructure (incl. commercial switches)

# terenkov telescope array FlashCam based on simulations for MST



Simulation of 2 GS/s and 250 MS/s digitization

Resolution above 250 MS/s approx. constant

Simulations have shown: 250 MS/s digitization highly competitive

# FlashCam based on simulations for MST



#### Trigger simulations

Time jitter, NSB, and other studies show that 250 MS/s together with digital trigger options is competitive with higher sampling rates

#### Comparison of measurements and simulation

Resolution at 2 GS/s and 250 MS/s with measurements shows that our simulations are OK



## cta therenkov telescope array Camera architecture: Overview

#### Separation of PDP and ADC, Analogue signal over CAT5/RJ45

 $\rightarrow$  allows adaption of various photon detectors and pitches and avoids electronics at the focal plane (weight)

Horizontal integration

→ should reduce costs

#### Data transport via ethernet (ETH)

→ commercial switches

Digital trigger based on FADC data

 $\rightarrow$  flexible and programmable











cta cherenkov telescope array Preamplifier





#### Measured with FlashCam demo board





#### Measured with FlashCam demo board

Digitized signal
Timing signal
Amplitude signals (10 ns width)
Amplitude signals (20 ns width)

Saturation 'mode':

- Amplitude signals no longer useable
- Integrate digitized signal over 200 ns window in FPGA and subtract baseline for amplitude reconstruction (3000 PE signal is ~120 ns)



FlashCam – A fully digital camera for Cherenkov telescopes, SST meeting Meudon, Sept. 2011



Measured with FlashCam demo board



### CTA therenkov telescope array Preamplifier / Time resolution



FlashCam – A fully digital camera for Cherenkov telescopes, SST meeting Meudon, Sept. 2011



Measured with FlashCam demo board



FlashCam – A fully digital camera for Cherenkov telescopes, SST meeting Meudon, Sept. 2011

### cta the FlashCam demo board setup



- **1** PMT pulse generator
- 2 Preamplifier board
- **3** Analogue signal transmission (CAT5)
- 4 ADC driver board

- 5 Analogue pulse before ADC
- 6 Demo board with 8 parallel FADCs and FPGA
- 7 Event transmission via LAN
- 8 Digitized pulse (4 ns / step)



#### Patch triplets, clipped sum







## cta terenkov telescope array Focal plane: The PMT solution



# terenkov telescope array The (possible) needs of an SST camera

#### High energy shower physics

• Handling of high energy showers with long time spread over whole camera (< 100 ns)

#### Using (G)APDs or multi-anode PMTs instead of PMTs

- Change of high voltage supply and stabilization
- Long signal tail, larger dark count, high NSB gives large DC component with (G)APDs
- Smaller pixel-pixel distance

#### Separation of front-end electronics from 'readout' electronics for a lightweight camera

- Separation of detector and digitization
- Transmission of analogue signals over long distances (> 10 m)

#### Number of pixels

• Much smaller or much larger pixel number as MST or LST

# cterenkov telescope array The FlashCam as an SST camera

#### High energy shower physics

- Handling of high energy showers with long time spread over whole camera (< 100 ns)
  - FlashCam can send all pixel information of a 4 µs window with pre- and post-trigger
  - No introduction of dead time

#### Using (G)APDs or multi-anode PMTs instead of PMTs

- Change of high voltage supply and stabilization
  - Front-end electronics is interchangeable and very flexible (HV generation on front-end module)
- Long signal tail, larger dark count, high NSB gives large DC component with (G)APDs
  - FlashCam's electronic is DC coupled and thus can measure NSB and dark count
  - Too large DC levels will reduce useable dynamic range of ADC  $\rightarrow$  change to AC coupling
- Smaller pixel-pixel distance
  - Is limited only by the preamp, HV generation and slow control concept (staggering of PCBs possible)

#### Separation of front-end electronics from 'readout' electronics for a lightweight camera

- Separation of detector and digitization
  - This separation is already implemented in the FlashCam concept with front-end modules containing amplification and HV generation and back-end racks with the digitization and ethernet components
- Transmission of analogue signals over long distances (> 10 m)
  - Tests with up to 32 m CAT5 cables (1.5 2 % crosstalk) were already successfully performed. Longer cables will only introduce larger crosstalk.

#### Number of pixels

- Much smaller or much larger pixel number as MST or LST
  - FlashCam is sizeable with 900 up to 2304 (3600) pixels with the current mechanics using PMTs



- FlashCam's concept includes a separation of the FPI (modules) and the digitization electronics (racks).
- This modularity allows to exchange default photon detectors (PMTs) with other photon-detector types such as SiPMT (APD) or MaPMT with associated power supply and amplifiers.
- The front-end module architecture allows different number of pixels and pixel-pixel pitches while the back-end electronics can be adapted to the number of pixels by 'only' adding or removing ADC cards from the racks.
- The moderate sampling rate of 250 MS/s might well be ideally suited to the sampling and data storage needs especially of an SST.
- Dead time free data taking of long traces (≤ 4 µs buffer) for all pixels. Event trigger can be positioned anywhere within the readout window (pre-, post triggering).





Taking measurements with the Demo Board chain:



**MPIK**