### Modeling Radiation Damage to Pixel Sensors in the ATLAS Detector

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## **ATLAS Pixel Detector**

Pixel detector is the innermost layer of the ATLAS detector: High flux of particles! 4 Barrel layers + 6 Disk Layers (3 at each end) with different geometry and technology n + in n sensors technology  $\int R = 1082mn$ 



### **ATLAS Pixel Detector Performance**

High flux of particles means high radiation dose on the sensor

Radiation damage effects in the sensor already visible! See also Hongtao Yang talk! Only for IBL



Correct Monte Carlo prediction that accounts for radiation damage is essential for physics

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## **ATLAS Pixel Detector Digitizer**

Digitization: the conversion from energy depositions of charged particles to digital signals sent from module front ends to the detector readout system Develop digitizer that models inside effects of radiation damage "Chunks" of charges are drifted to the electrodes. Digitizer accounts for:

- Charges drift
- E/B Field simulations from **TCAD**
- Lorentz Angle (function of E/B fields and distance in the detector)
- Trapping probability
- Ramo potential to account for induced charge
- Charge conversion to ToT



Digitizer for planar sensors! (3D in back up)

### Fluence

Leakage current ratio at 20°C [%]

#### Fluence prediction taken from FLUKA + Pythia

FLUKA prediction validated with leakage current and Hamburg model:

Assign 15% uncertainties in the central region ( $|z| \sim 0$ )

Pixel Preliminar



### **ATLAS Pixel Detector Digitizer: E-field**



## **Electric Field simulations**

Radiation damage produces defects in the sensor that change the effective doping concentration  $4 c \times 10^3$ 

- Depletion voltage and Electric Field profile depends on:
  - Fluence
  - Type of irradiation
  - Temperature during and after irradiation (annealing)
- Electric Field is simulated with **TCAD** technology
  - more information in <u>Marco Bomben</u> <u>talk</u>
  - TCAD first step on which build the simulations
- Typical double junction effect well described → "U" shaped E-Field

15 × 10<sup>3</sup> Electric Field [V/cm] **ATLAS** Pixel Preliminary 200 µm n-on-n Planar Sensor, 80 V, Chiochia Rad. Model fluence [1 MeV n<sub>ed</sub>/cm<sup>2</sup>] -010 - • 2 -- 5 5 0 50 150 100 200 Depth in the sensor [µm]

Radiation Damage model from: V. Chiochia et al., Nucl. Instr. and Meth A 568 (2006) 51-55

## Annealing

TCAD simulation doesn't account for thermal history: no annealing effects included Use Hamburg Model to model annealing

- Set the average charge
  distribution in the sensor to
  match the N<sub>eff</sub> concentration
  predicted by Hamburg model
- No 1-1 correspondence between
  TCAD and Hamburg model
  - We only match the total effective concentration



#### **ATLAS Pixel Detector Digitizer: Lorentz Angle**



## Lorentz angle



$$\tan \theta_L^{integrated}(z_{ini}$$

- Intrinsic dependence on the E field
- Radiation damage modifies E field shape and therefore  $\theta_{L}$ 
  - depends on final and initial positions
  - integrate over path





Lorenzo Rossini - INFN and Università di Milano - Trento Workshop 11

Hall scattering factor

#### **ATLAS Pixel Detector Digitizer: Trapping Probability**



## Trapping probability

Defects form in the silicon and are sites for charge trapping

Charges are trapped if the time to reach the electrode is larger than a trapping time  $\tau$ 

- τ is a random variable exponentially
  distributed with mean value 1/(β<sub>h/e</sub>φ)
  φ is the fluence
  B<sub>b</sub>/<sub>e</sub> is the trapping constant: different
  - β<sub>h/e</sub> is the trapping constant: different for electrons and holes
  - ▷  $\beta_e = 4.5 \pm 1.0 \ 10^{-16} \ cm^2/ns$
  - ▷  $\beta_h = 6.5 \pm 1.5 \ 10^{-16} \ cm^2/ns$
  - Average of neutron and proton irradiation studies
- Trapped charges induce a partial signal on the electrode, given by:
  - ► -q(R<sub>f</sub>-R<sub>i</sub>):
- R<sub>f</sub> and R<sub>i</sub> are the Ramo potential in final and initial positions



TCAD model of an ATLAS IBL module

## Trapping probability

Different trapping constant for electrons and holes

- Trapping probability depends on time of annealing
- Different results for type of irradiation (protons vs neutrons) and temperature
- Two main sources for these values
  - G. Kramberger et al., NIM A481 (2002) 297. Plot: trapping constant as a function of annealing time
  - O. Krasel et al., IEEE Trans. Nuc. Sci. 51 (2004) 3055. Plot: mean half life for φ=4·10<sup>14</sup>n<sub>eq</sub>/cm<sup>2</sup>
- In simulation use average of two values
- Errors account for:
  - differences between two groups
  - annealing effects
  - measures uncertainties



### **Model Prediction and Data Comparison**

Charge Collection Efficiency as a function of Luminosity for IBL with data from Run 2

- Simulation points error bars
  1 x: 15 % on fluence-to-luminosity conversion
  x: radiation damage parameter
  - (2) y: radiation damage parameter variations
- Data points error bars
  - 1 x: 2% on luminosity
  - 2 y: ToT-charge calibration drift



#### Good agreement with data!

Essential to understand what operational condition to use in the future

### **Model Prediction and Data Comparison**

#### Lorentz Angle depends on the fluence



Lorentz angle as a function of integrated Luminosity

#### Mean cluster size as a function of particle incident angle

### Conclusions

- A new digitizer for the ATLAS pixel detector has been presented
  - Many features that account for most of the effects involving radiation damage
  - Based on TCAD maps for E-fields
- We produced simulations that are in good agreement with Run 2 data, in terms of
  - Charge collection efficiency
  - Lorentz angle
- Predictions useful for:
  - Decide pixel detector operation condition
  - Improve our modeling of data for physics analysis
- We are now prepared to model the radiation degradation for Run 2+3 and for HL-LHC



# **BACK UP**

## **ATLAS 3D Detector Digitizer**



- Similar approach of digitizer
- nilar approach of digitizer
- Charge collection efficiency
  - Only simulation results
  - higher fluences than IBL results



2.5 10<sup>1</sup>