Measurements and Simulations of the Brighter-Fatter

## Effect

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October 23, 2015

## Outline

- Introduction
- Forward Modeling of Spot images to measure B-F effect.
- Simulations of B-F effect.
- Measurement - Simulation comparison.
- Modeling Stored Charge Self-Consistently
- What are the Free Parameters?
- How to Model Saturation Effects?
- Conclusions and Next Steps


## LSST Optical Simulator



## Typical Image of 30 micron Spots

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## Forward modeling of Discrete Spots

- Use sextractor to identify a list of spots.
- Typically 1000-2000 in one CCD segment depending on size of window.
- Use sextractor central pixel location, but not size or exact offset within pixel.
- Use a constant window ("postage stamp") for all spots. Using $9 \times 9$ pixels.
- Assume all spots have the same shape, but allow variable peak intensity and offset within central spot.
- Calculate first moment of postage stamp to determine offset within central pixel.
- Assume a 2D Gaussian, calculate expected signal in each pixel
- $\mathrm{I}=\mathrm{I}_{0}\left(\operatorname{erf}\left(\frac{x_{\text {max }}}{\sqrt{2} \sigma_{\mathrm{x}}}\right)-\operatorname{erf}\left(\frac{\mathrm{x}_{\text {min }}}{\sqrt{2} \sigma_{\mathrm{x}}}\right)\right) *\left(\operatorname{erf}\left(\frac{y_{\text {max }}}{\sqrt{2} \sigma_{\mathrm{y}}}\right)-\operatorname{erf}\left(\frac{y_{\text {min }}}{\sqrt{2} \sigma_{\mathrm{y}}}\right)\right)$
- Find $\left(\sigma_{\mathrm{x}}, \sigma_{\mathrm{x}}\right)$ which minimizes:
$\sum_{\text {Nspots }} \sum_{x, y}\left(\text { Measured }_{n, x, y}-\text { Calculated }_{n, x, y}\right)^{2}$


## Checks on Forward modeling





Multiply by 2.5 for electrons.

## Initial B-F measurements

Brighter-Fatter - 30 micron Spots


## Simulations of B-F effect.

- Brief review of Poisson Solver.
- Diffusion model
- Addition of code to simulate B-F effect.


## Typical Simulation $100 \mu \mathrm{~m}$ Cube.



- $100 \mu \mathrm{~m}$ Cube. $-10 \times 10$ pixels in X and Y .
- 32 grid cells per pixel - cell size $=0.31 \mu$.


## Pixel Array Summary Plot



Rho, $z=0.78$


Phi, z = 2.66


## Potentials and Charges - Z-slice at Pixel Center



## Diffusion Model

- Mobility: $\mu(E, T)$ calculated from Jacobini model

- $\mu=1584 \frac{\mathrm{~cm}^{2}}{\mathrm{~V}-\mathrm{sec}}$ at $\mathrm{E}=6000 \frac{\mathrm{~V}}{\mathrm{~cm}}$
- Collision time:
- $\tau=\frac{\mathrm{m}_{\mathrm{e}}^{*}}{\mathrm{q}_{\mathrm{e}}} \mu$
- $\tau$ typically about 0.9 ps.
- $\delta \mathrm{t}$ drawn from exponential distribution with mean of $\tau$
- $\mathrm{V}_{\mathrm{th}}=\sqrt{\frac{3 \mathrm{kT}}{2 \mathrm{~m}_{\mathrm{e}}^{*}}}$
- $\mathrm{V}_{\mathrm{th}} \approx \mu \mathrm{E}$
- Each thermal step in a random direction in 3 dimensions.
- Typically about 1000 steps to propagate to the collecting well.


## Diffusion Model Check-out - Step Function


$10^{8}$ electrons in initial step function - no E-field.


$$
\begin{gathered}
\operatorname{erf}\left(\frac{\mathrm{x}-\mathrm{x}_{1}}{\sqrt{4 \mathrm{D} \tau \mathrm{~N}_{\mathrm{steps}}}}\right)-\operatorname{erf}\left(\frac{\mathrm{x}-\mathrm{x}_{2}}{\sqrt{4 \mathrm{D} \tau \mathrm{~N}_{\mathrm{steps}}}}\right) \\
\mathrm{D}=\frac{\mathrm{kT}}{\mathrm{q}} \mu
\end{gathered}
$$

## Diffusion Model Check-out - Small (0.1 micron) Spot



Electron Paths


Spot size at collection.
$\sigma=\sqrt{2 * \mathrm{D} * \mathrm{~T}_{\text {transit }}}=\sqrt{2 * \frac{\mathrm{kT}}{\mathrm{q}} \mu * \frac{\mathrm{~T}_{\mathrm{Si}}^{2}}{\mu \mathrm{~V}}}=\mathrm{T}_{\mathrm{Si}} \sqrt{\frac{2 \frac{\mathrm{kT}}{\mathrm{q}}}{\mathrm{V}}}=1.95 \mu$
FWHM $=4.6$ microns, in agreement with Fe measurements.

## Impact of electron diffusion



## Simulation Strategy for B-F effect.

- Solve Poisson's equation for postage stamp with all pixels empty.
- Choose a random location within the central pixel.
- Determine starting locations for N electrons in a 2D Gaussian spot.
- Propagate these electrons down to their collecting gates.
- Re-solve Poisson's equation with these wells now containing the appropriate charge.
- Repeat with N more electrons.
- I have been using 10,000 electrons per step, which places about 1000 electrons in the central pixel, so about 100 iterations are needed to fill the central pixel.
- In practice, repeat for more than one spot (typical 256), each with a different central location.


## Typical Simulation - 256 Spots - Forward modeled with

 same code as measurements.

## B-F Slopes vs VBB, Measurements and Simulations Assumed Charge Location



VBB:-30V - Measured



VBB:-60V - Measured




## Vertical location of collected charge impacts BF slopes





| ${ }_{10}{ }^{\text {Baseline }}$ - Sigmax $=$ Sigmay $=$ |  |  |  |
| :---: | :---: | :---: | :---: |
|  | 10 Simuleted spots <br> $x$ Slope $=1.1$ \% per 50K e. Intercept $=1.012$ <br> Y Slope -1.2 N per Sok e, irtercept -1.009 |  |  |
| 1.08 |  |  |  |
|  |  |  |  |
| 2.06 |  |  |  |
| $\begin{aligned} & \frac{\bar{x}}{1} 1.04 \\ & \frac{1}{2} \end{aligned}$ |  |  |  |
| $1.00$ |  |  |  |
| 0.98 |  |  |  |
| 0.96 |  | 000 | Sigma-x Sigma-y |
| 0 |  |  |  |

Collected Charge at $\mathrm{z}=1.4 \mathrm{um}$ Slopes $=2.2,2.6 \% / 50 \mathrm{ke}$ -



Collected Charge at $z=0.8 \mathrm{um}$ Slopes $=1.1,1.2 \% / 50 \mathrm{k}$ e-

## Self-Consistent Stored Charge Locations

- After propagating electron down to collecting well, we know it's location in three dimensions.
- Continue stepping for some time (100-1000 scattering times) after reaching the collecting well to make sure location has converged.
- Keep this location and use it to calculate the new potentials.


## Movie of Pixel Filling - First 10,000 Electrons



## Movie of Pixel Filling - Two Collecting Phases

Well Filling with Two Collecting Phases


## Movie of Pixel Filling - One Collecting Phase

Well Filling with One Collecting Phase


Y-Z Slice


## B-F Slopes vs VBB, Measurements and Simulations -Self-Consistent Charge Location



VBB:-30V - Measured




VBB:-60V - Measured




## What are the Free Parameters?

- Diffusion Model:
- None - Well established Silicon parameters.
- Potentials at Boundaries:
- None - Applied voltages and geometries are known.
- Charges in Silicon Bulk:
- Total Charge, Depth, and Profile in Channel region
- Total Charge, Depth, and Profile in Channel Stop region
- Is Channel Stop region depleted or are there free holes?
- Can a device simulator like Silvaco help pin these down?
- If not, we will tune them in based on CCD measurements.





## Measured Saturation Effects



As exposure increases, STA3800 shows saturation at $\approx 180,000$ electrons/pixel.


Electrons not just being re-distributed, but being lost!

## Modeling Saturation Effects



- At $\approx 200,000$ electrons, buried channel disappears.
- Potential maximum (where electrons go) contacts the surface.
- Subsequent charge is lost, either through trapping or recombination at the surface.


## Performance Benchmark

- NERSC Edison - 1 core
- $360^{3}$ grid - grid cell $0.31 \mu$
- 10,000 electrons

| Initialize | Poisson Solution | Calculate E Fields | Trace 10,000 electrons |
| :---: | :---: | :---: | :---: |
| 4 sec. | 40 sec. | 3 sec. | 27 sec. |

- So a B-F run with 256 spots, 3 million electrons ( 300,000 in central spot) takes about 6 hours.


## Conclusions and Next Steps

- Conclusions:
- Simulations are reproducing major aspects of B-F measurements:
- Magnitude of slopes.
- Difference between $X$ and $Y$ slopes.
- Change in slopes with Vbb .
- While there are some free parameters, we should be able to narrow these down with more knowledge of the CCD and more measurements.
- Use Silvaco to better determine doping profiles?
- Next Steps
- More measurements and simulations, especially:
- Improve modeling of saturation effects.
- One vs Two collecting phases.
- Impact of parallel gate voltages.
- Different spot sizes.
- Get more people using the code: Latest version (https://github.com/craiglagegit/Poisson_CCD16)


## Back-Up Slides <br> Description of Numerics

## Solving Poisson's Equation on a Grid

$$
\begin{gathered}
\nabla^{2} \varphi=\rho \\
\frac{\partial^{2} \varphi_{\mathrm{i}, \mathrm{j}, \mathrm{k}}}{\partial \mathrm{x}^{2}}=\frac{\left(\varphi_{\mathrm{i}+1, \mathrm{j}, \mathrm{k}}-\varphi_{\mathrm{i}, \mathrm{j}, \mathrm{k}}\right)-\left(\varphi_{\mathrm{i}, \mathrm{j}, \mathrm{k}}-\varphi_{\mathrm{i}-1, \mathrm{j}, \mathrm{k}}\right)}{\mathrm{h}^{2}}
\end{gathered}
$$

$$
\left(\varphi_{\mathrm{i}+1, \mathrm{j}, \mathrm{k}}+\varphi_{\mathrm{i}-1, \mathrm{j}, \mathrm{k}}+\varphi_{\mathrm{i}, \mathrm{j}+1, \mathrm{k}}+\varphi_{\mathrm{i}, \mathrm{j}-1, \mathrm{k}}+\varphi_{\mathrm{i}, \mathrm{j}, \mathrm{k}+1}+\varphi_{\mathrm{i}, \mathrm{j}, \mathrm{k}-1}-6 * \varphi_{\mathrm{i}, \mathrm{j}, \mathrm{k}}\right)=\mathrm{h}^{2} * \rho_{\mathrm{i}, \mathrm{j}, \mathrm{k}}
$$

$$
\varphi_{\mathrm{i}, \mathrm{j}, \mathrm{k}}=\frac{1}{6} *\left(\varphi_{\mathrm{i}+1, \mathrm{j}, \mathrm{k}}+\varphi_{\mathrm{i}-1, \mathrm{j}, \mathrm{k}}+\varphi_{\mathrm{i}, \mathrm{j}+1, \mathrm{k}}+\varphi_{\mathrm{i}, \mathrm{j}-1, \mathrm{k}}+\varphi_{\mathrm{i}, \mathrm{j}, \mathrm{k}+1}+\varphi_{\mathrm{i}, \mathrm{j}, \mathrm{k}-1}-\mathrm{h}^{2} * \rho_{\mathrm{i}, \mathrm{j}, \mathrm{k}}\right)
$$

$$
\varphi_{\mathrm{i}, \mathrm{j}, \mathrm{k}}^{(\mathrm{n}+1)}=\frac{1}{6} *\left(\varphi_{\mathrm{i}+1, \mathrm{j}, \mathrm{k}}^{(\mathrm{n})}+\varphi_{\mathrm{i}-1, \mathrm{j}, \mathrm{k}}^{(\mathrm{n})}+\varphi_{\mathrm{i}, \mathrm{j}+1, \mathrm{k}}^{(\mathrm{n})}+\varphi_{\mathrm{i}, \mathrm{j}-1, \mathrm{k}}^{(\mathrm{n})}+\varphi_{\mathrm{i}, \mathrm{j}, \mathrm{k}+1}^{(\mathrm{n})}+\varphi_{\mathrm{i}, \mathrm{j}, \mathrm{k}-1}^{(\mathrm{n})}-\mathrm{h}^{2} * \rho_{\mathrm{i}, \mathrm{j}, \mathrm{k}}\right)
$$

- Conceptually, we simply iterate until convergence.
- In practice, it converges very slowly - millions of iterations are required.


## Multi-Grid Methods to the Rescue - I



- Long wavelength modes are determined at the coarse grid.
- Iterations at each finer grid only need to be long enough to determine the short wavelength modes.


## Multi-Grid Methods to the Rescue - II



| Finest Grid | Cells/Pixel | Grid Spacing | Time (laptop) |
| :---: | :---: | :---: | :---: |
| $160^{3}$ | 16 | 0.625 micron | 5 sec. |
| $320^{3}$ | 32 | 0.3125 micron | 40 sec. |
| $640^{3}$ | 64 | 0.15625 micron | 5 min. |

- Each successive step down is $\approx 8$ times faster than the next larger grid.
- In practice, I iterate the coarsest grid to machine precision, then 2 X fewer iterations at each finer grid, ending with 128 iterations at the finest grid.

