

# Brazilian Tunable Filter Imager (BTFI)

## Detector & Controller

Version 0.1

USP-IAG Universidade de São Paulo  
24-25th September 2007

# Original Detector Specifications

- A E2V CCD44-82 2K x 4K full-frame CCD was originally considered

DETECTOR SUB-SYSTEM	
Detector Controller	Commercial CCD camera system. Based on SDSU.
Detector Format	2048 <sup>2</sup> x4096 <sup>2</sup> , 2048 <sup>2</sup> pixels focal plane area each with 20482 blanked 20482 frame transfer area, possible L3CCD
Detector Pixels	13.5 microns (could also be 15 micron pixels)
Number detectors	Two Cameras, therefore 2 x 2048 <sup>2</sup> x4096 <sup>2</sup> CCDs
Detector Channels	Diffracted channel to have best CCD detector. Zero-order straight-through CCD detector will operate excess photons and will be used only to acquire, guide and monitor PSF.

# The E2V CCD 44-82

## TYPICAL PERFORMANCE (at 173 K)

Pixel readout frequency . . . . .	20 - 1000	kHz
Output amplifier sensitivity . . . . .	6.0	$\mu\text{V}/\text{e}^-$
Peak signal . . . . .	200	$\text{ke}^-/\text{pixel}$
Spectral range . . . . .	200 - 1060	nm
Readout noise (at 20 kHz) . . . . .	2.5	$\text{e}^- \text{ rms}$
QE at 500 nm . . . . .	90	%
Charge transfer efficiency . . . . .	99.9995	%

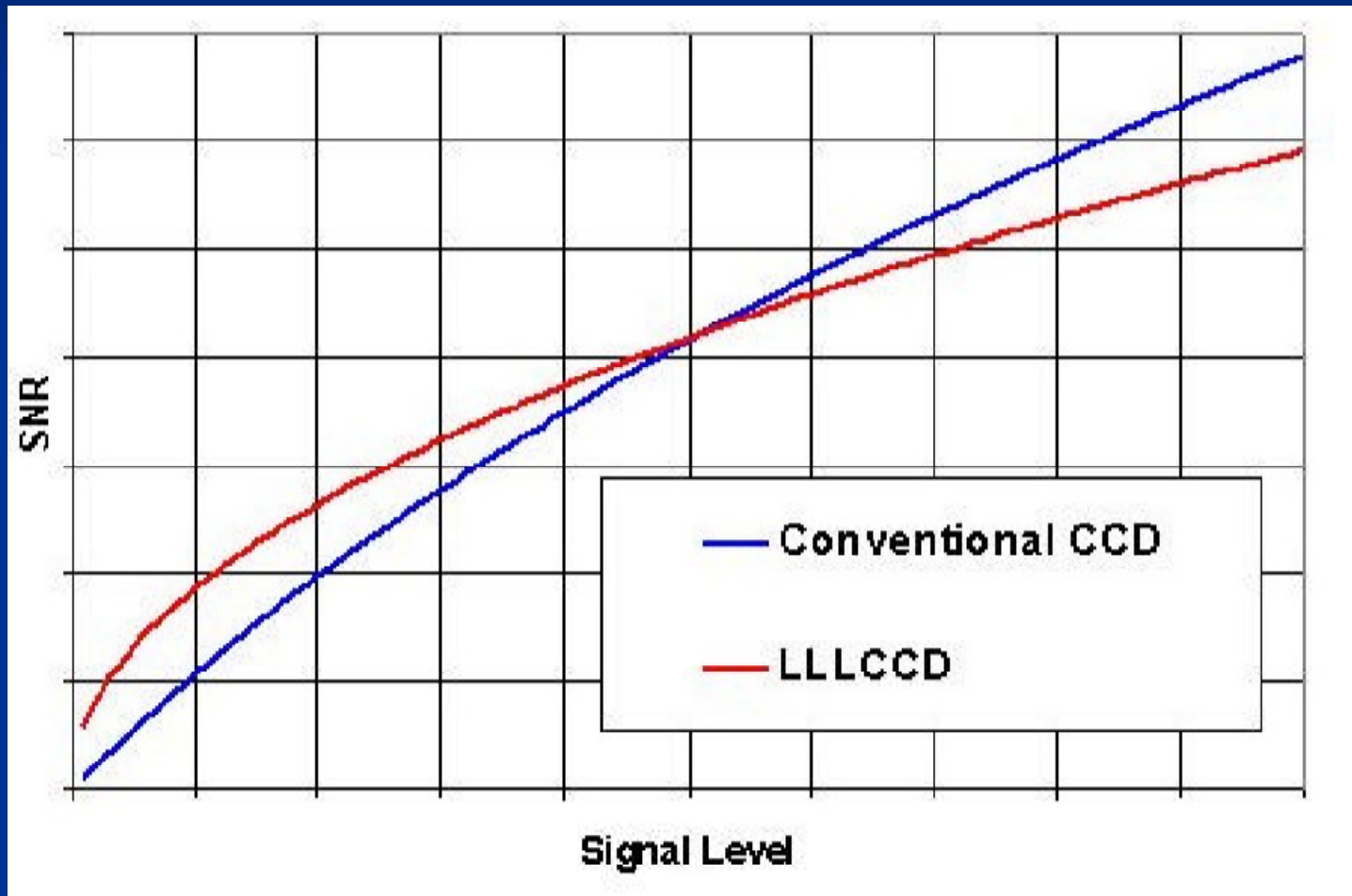
## GENERAL DATA

### Format

Image area . . . . .	30.7 x 61.4	mm
Active pixels (H) . . . . .	2048	
(V) . . . . .	4096 + 6	
Pixel size . . . . .	15 x 15	$\mu\text{m}$
Number of output amplifiers . . . . .	2	
Number of underscan (serial) pixels . . . . .	50	

The device has a 100% fill factor.

# The L3CCD Advantage



# L3CCD - General Description

- Conventional CCD + longer serial register
- Serial register with 1 high voltage (HV) clock
- Electron multiplication (EM) is produced due to the avalanche effect, driven by the HV clock
- Gain per pixel  $R \sim 1\%$ , total gain  $G \sim 10000$   $G = (1 + R)^n$
- EM gain is adjusted by HV level
- Capable of running quieter and faster:
  - Classic CCD44-82:  $2.5e^-$  @ 100KHz;  $8e^-$  @ 2MHz
  - EM CCD201:  $<1e^-$  @ 15 MHz

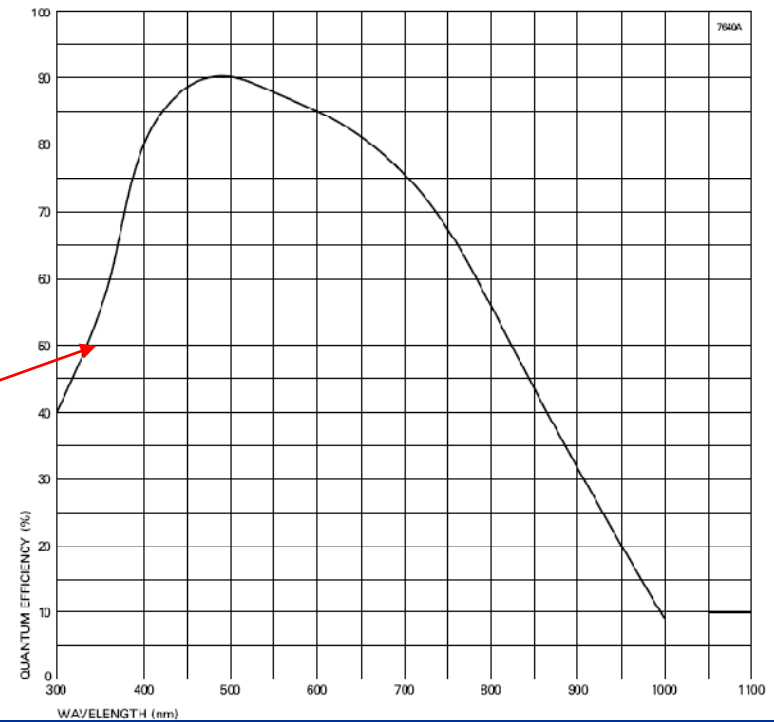
Figure 3: TYPICAL SPECTRAL RESPONSE (At  $-20^{\circ}\text{C}$ , no window, midband coating)



L3CCD



TYPICAL SPECTRAL RESPONSE  
(At  $-90^{\circ}\text{C}$ , measured with astronomy broadband AR coating)



CCD44-82



# The L3CCD

CCD201 available from E2V now (frame transfer)

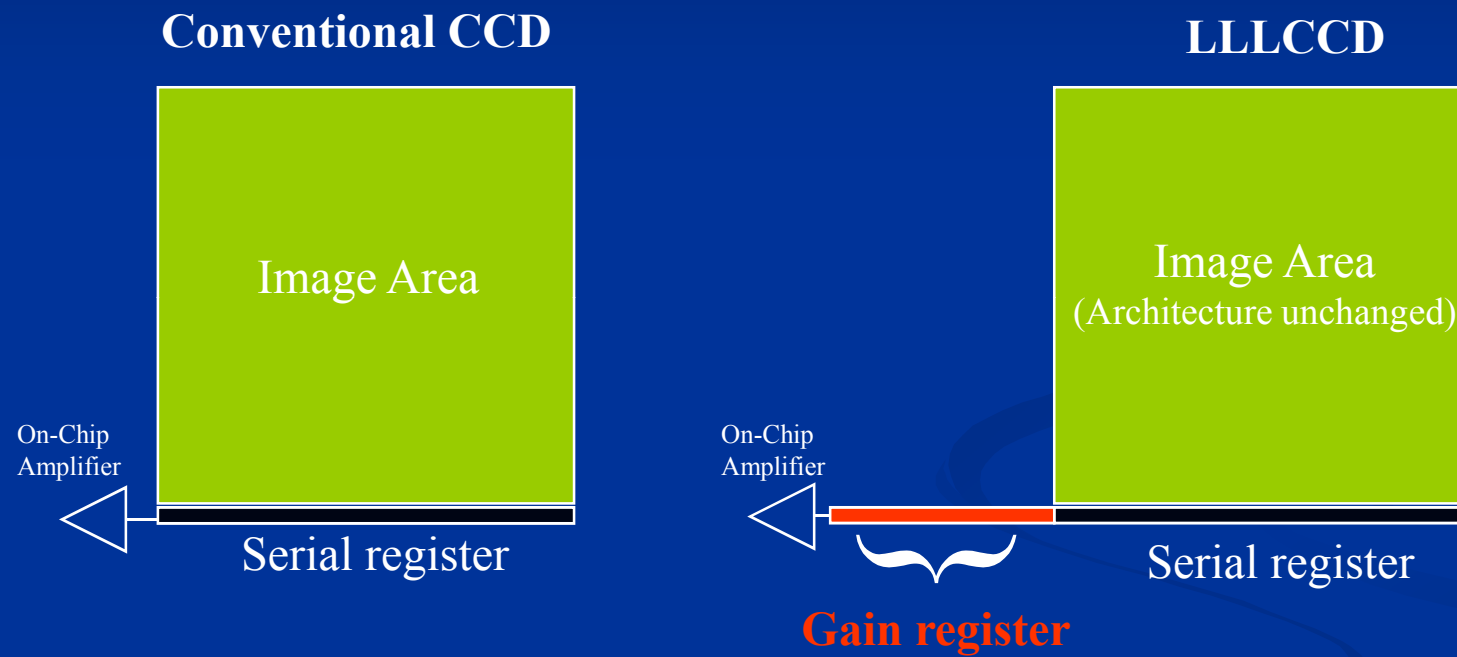
## GENERAL DATA

Active image area . . . . .	13.3 x 13.3 mm
Image section active pixels . . . . .	1024 (H) x 1024 (V)
Image pixel size . . . . .	13 x 13 $\mu\text{m}$
Number of output amplifiers . . . . .	2
Fill factor . . . . .	100%
Additional dark reference columns . . . . .	32
Additional overscan rows . . . . .	8

E2V: CCD207-40 1600\*1600 full-frame L3CCD with 16  $\mu\text{m}$  pixels will be available in 2008 – Received preliminary datasheet

# L3CCD

the gain register



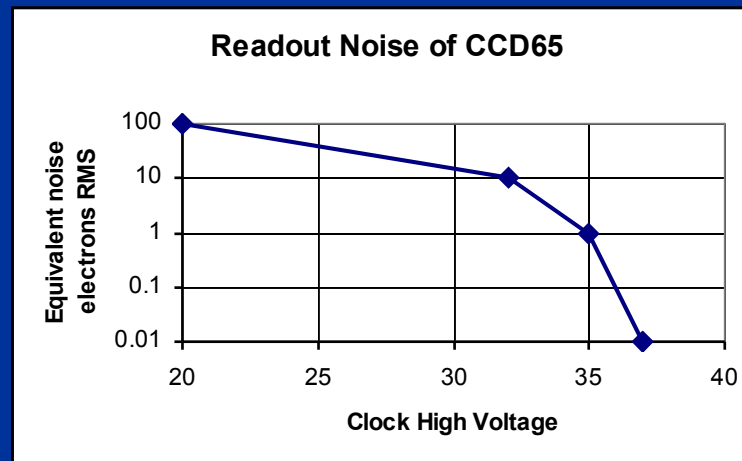
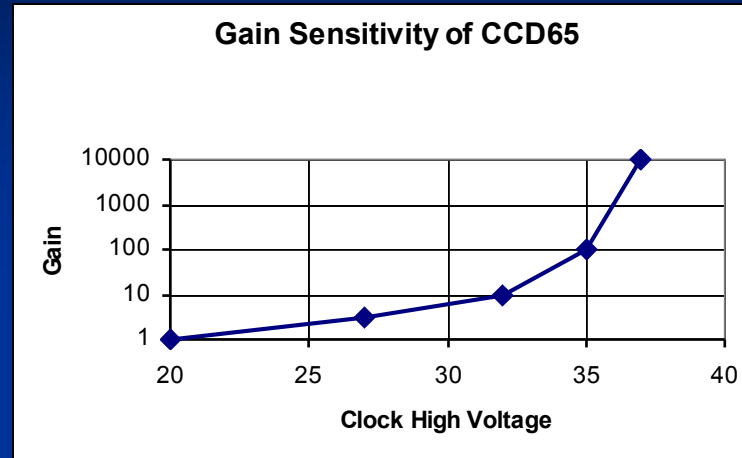
*The Gain Register can be added to any existing design*



# L3CCD – Theory of Operation

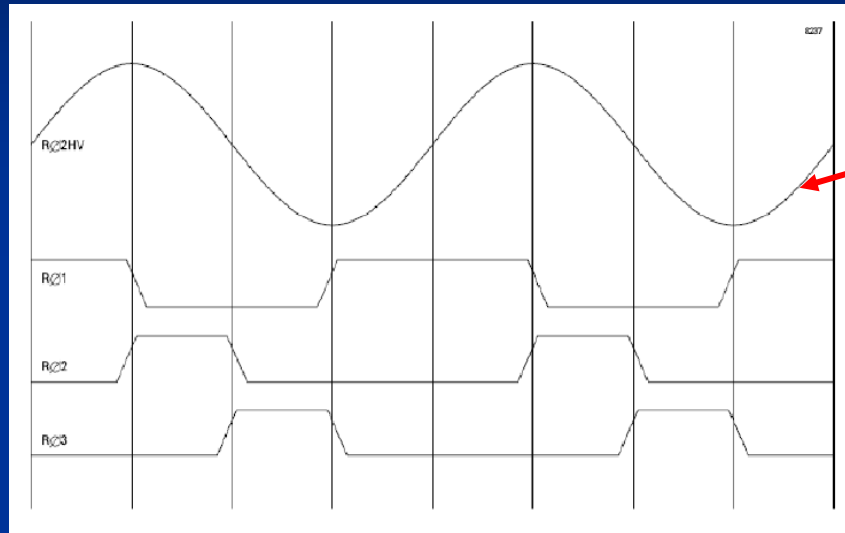
- Gain electrode energized. Charge packets accelerated strongly into deep potential well.
- Energetic electrons loose energy through creation of more charge carriers (analogous to multiplication effects in the dynodes of a photo-multiplier) .
- Clocking continues but each time the charge packets pass through the gain electrode, further amplification is produced. Gain per stage is low,  $<1.015$ , however the number of stages is high so the total gain can easily exceed 10,00
- Readout noise is decoupled from readout speed

# L3CCD – Clock Voltage & Gain

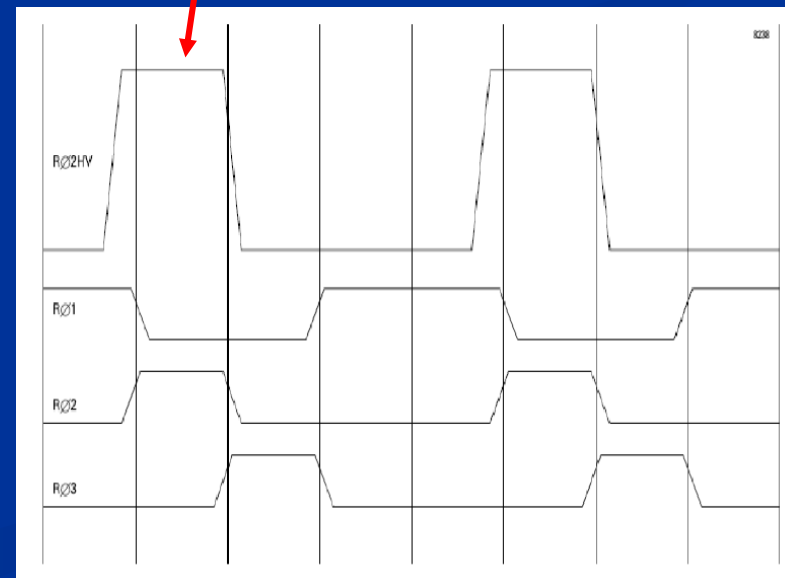


The Multiplication Register has a gain strongly dependant on the clock voltage

# L3CCD - Clock Waveforms



High voltage waveform can be trapezoidal or sinusoidal, each of them with pros/cons



# L3CCD - Noise Sources

- CIC
  - a.k.a. “spurious charge”; produced in image area
  - Most significant noise source in EMCCDs, not in CCDs
  - Reduced when using “non-inverted mode”
  - $0.005 \text{ (E2V)} < \text{CIC} < 0.02 \text{ (WHT)}$  expected for our detector
- Multiplication noise
  - Produced in multiplication register
  - Seen in a photon transfer curve as  $\text{variance} = 2 \times \text{mean}$
  - Implication in noise:  $\sigma_{\text{EMCCD}} = \sigma_{\text{CCD}} \times \sqrt{2}$ , or half QE
- Dark current depends on mode of operation
  - Low when exposing, e.g. using “inverted mode”
  - High when reading out, e.g. in non-inverted mode

# L3CCD and Photon Counting

- In Photon Counting mode the pixel values are thresholded and represent one photon-electron a pre-determined value is exceeded. Readout rates can be as high as 35MHz. This mode will only work at low illumination levels (around 0.1 counts per frame per pixel) or loss of QE and linearity will occur due to coincidence.

# CCDs and SNR

## Conventional CCD SNR Equation

$$\text{SNR} = Q \cdot I \cdot t \cdot [Q \cdot t \cdot (I + B_{\text{SKY}}) + N_r^2]^{-0.5}$$

**Q** = Quantum Efficiency

**I** = Photons per pixel per second

**t** = Integration time in seconds

**B<sub>SKY</sub>** = Sky background in photons per pixel per second

**N<sub>r</sub>** = Amplifier (read-out) noise in electrons RMS

Very hard to get **N<sub>r</sub>** < 3e, and then only by slowing down the readout significantly. At TV frame rates, noise > 50e

## LLLCCD SNR Equation

$$\text{SNR} = Q \cdot I \cdot t \cdot F_n \cdot [Q \cdot t \cdot F_n \cdot (I + B_{\text{SKY}}) + (N_r/G)^2]^{-0.5}$$

**G** = Gain of the Gain Register

**F<sub>n</sub>** = Multiplication Noise factor = 0.5

With G set sufficiently high, this term goes to zero, even at TV frame rates.

Unfortunately, the problem of multiplication noise is introduced

In Photon Counting Mode:  $\text{SNR} = Q \cdot I \cdot t \cdot [Q \cdot t \cdot (I + B_{\text{SKY}})]^{-0.5}$

# L3CCD – Operational Regimes

## 1) Unity Gain Mode.

The CCD operates normally with the SNR dictated by the photon shot noise added in quadrature with the amplifier read noise. In general a slow readout is required (300KPix/second) to obtain low read noise (4 electrons would be typical). Higher readout speeds possible but there will be a trade-off with the read-noise.

## 2) High Gain Mode.

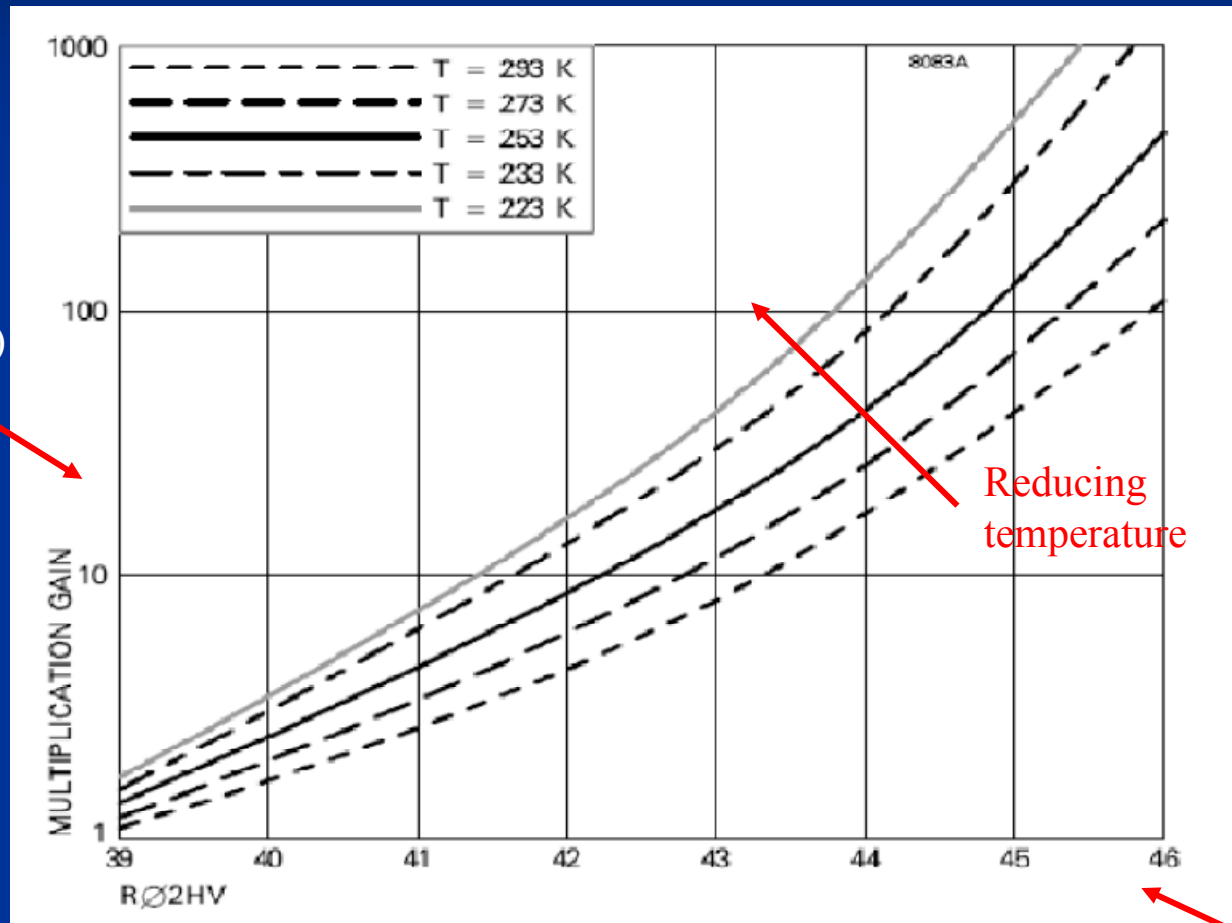
Gain set sufficiently high to make noise in the readout amplifier of the CCD negligible. The drawback is the introduction of Multiplication Noise that reduces the SNR by a factor of 1.4. Read noise is de-coupled from read-out speed. Very high speed readout possible, up to 11MPixels per second, although in practice the frame rate will probably be limited by factors external to the CCD.

## 3) Photon Counting Mode.

Gain is again set high but the video waveform is passed through a comparator. Each trigger of the comparator is then treated as a single photo-electron of equal weight. Multiplication noise is thus eliminated. Risk of coincidence losses at higher illumination levels.

# EMCCD - Peculiarities

Multiplication  
Gain (log scale)



High voltage and temperature stability are important for constant multiplication gain

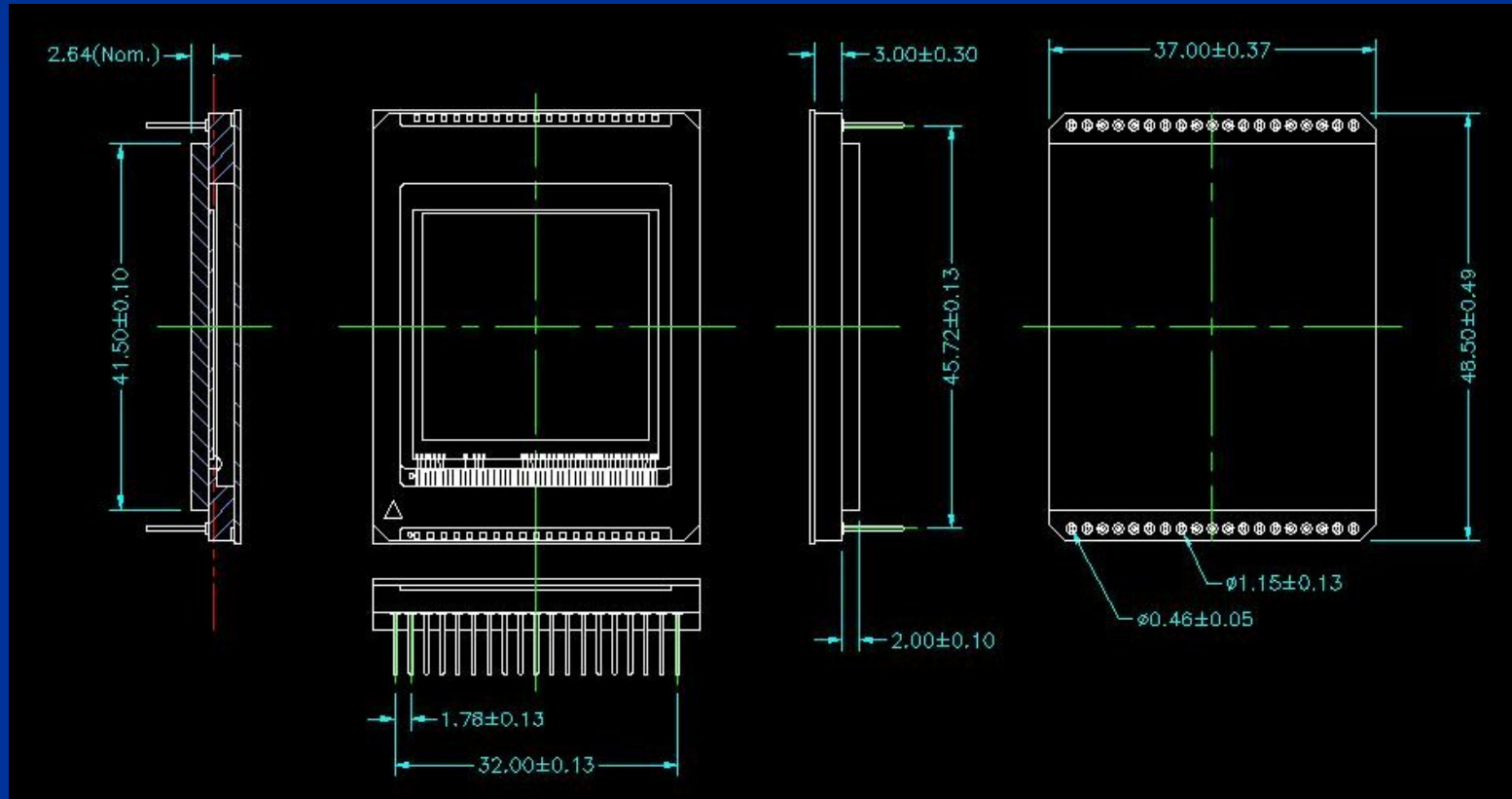
BTFI CoDR - 24 Sept 2007

High  
voltage  
level 16



# EMCCD package

- Ceramic package makes accurate temperature control difficult



# EMCCD - Beware of

- There will be a compromise when dealing with CIC and dark current, regarding temperature, inverted mode
- It seems conservative to use other groups' numbers for now, but it is required to go through a detailed detector characterization phase in order to understand detector limitations that will affect instrument performance
- We need good control of:
  - Temperature ( $<1^{\circ}\text{C}$ )
  - High voltage clock stability ( $<1\%$ )

# Key Areas for Controller Selection

- Goal for now: identify detector areas that are key in deciding controller specs
- 2 controller available:
  - SDSU + HV clock board
  - Daigle's controller
- HV clock waveform options: sine or trapezoidal
  - Trapezoidal (SDSU) is better for linearity in conventional mode
  - Sine (Daigle's) is better for reducing thermal effects, important when in high gain mode
- Readout speed requirements for photon counting
  - Limited readout speed (SDSU) can be sufficient for low fluxes
  - Daigle's can achieve much faster readout than SDSU

# SDSU Controller for L3CCD

- Most SOAR instruments use SDSU-2 controllers. We have the option of using a similar controller for maintenance purposes. SDSU-3 with the new Motorola DSP 56303 is similar to SDSU-2 but faster (12,5Mpixel/s). Given L3CCD only has one output amplifier, we will be limited by ADC sampling frequency (~2 MHz @ 16bits)
- The high voltage multiplication clock needs to be added, but ATC is willing to supply such board