



POLITECNICO
MILANO 1863

Light sensors

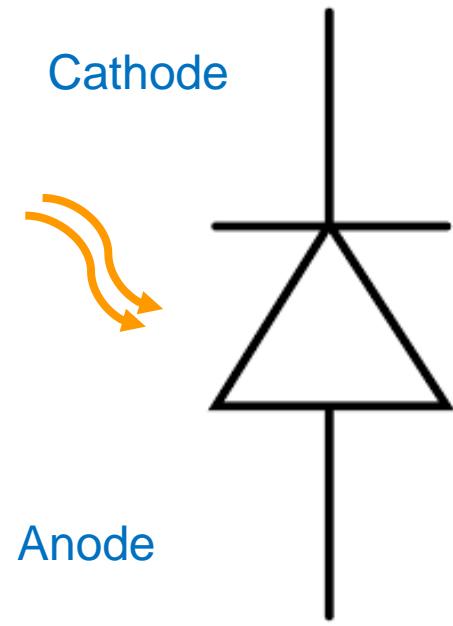
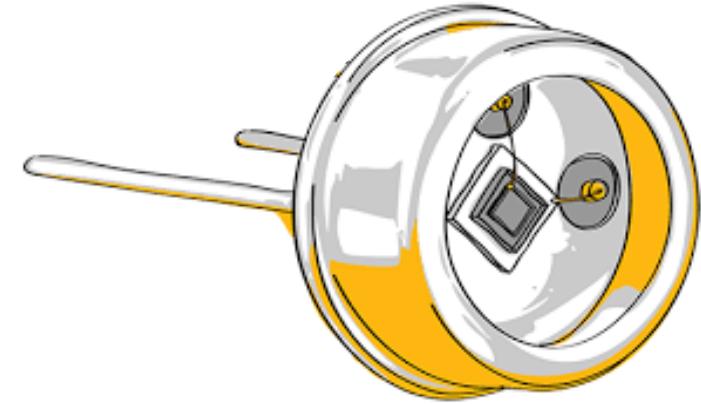
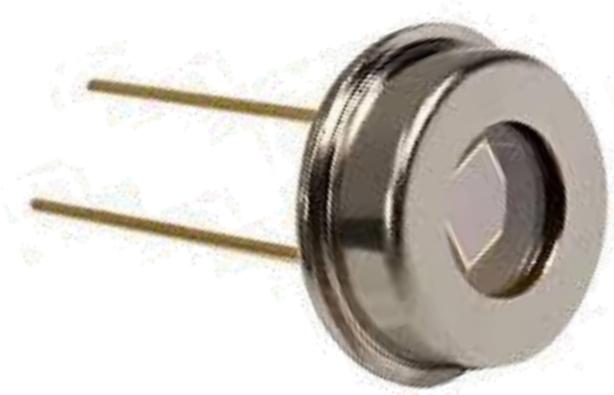
SENSOR SYSTEMS

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- Photodiode
- APD, SPAD and SiPM
- Light Dependent Resistor (LDR)

Photodiode

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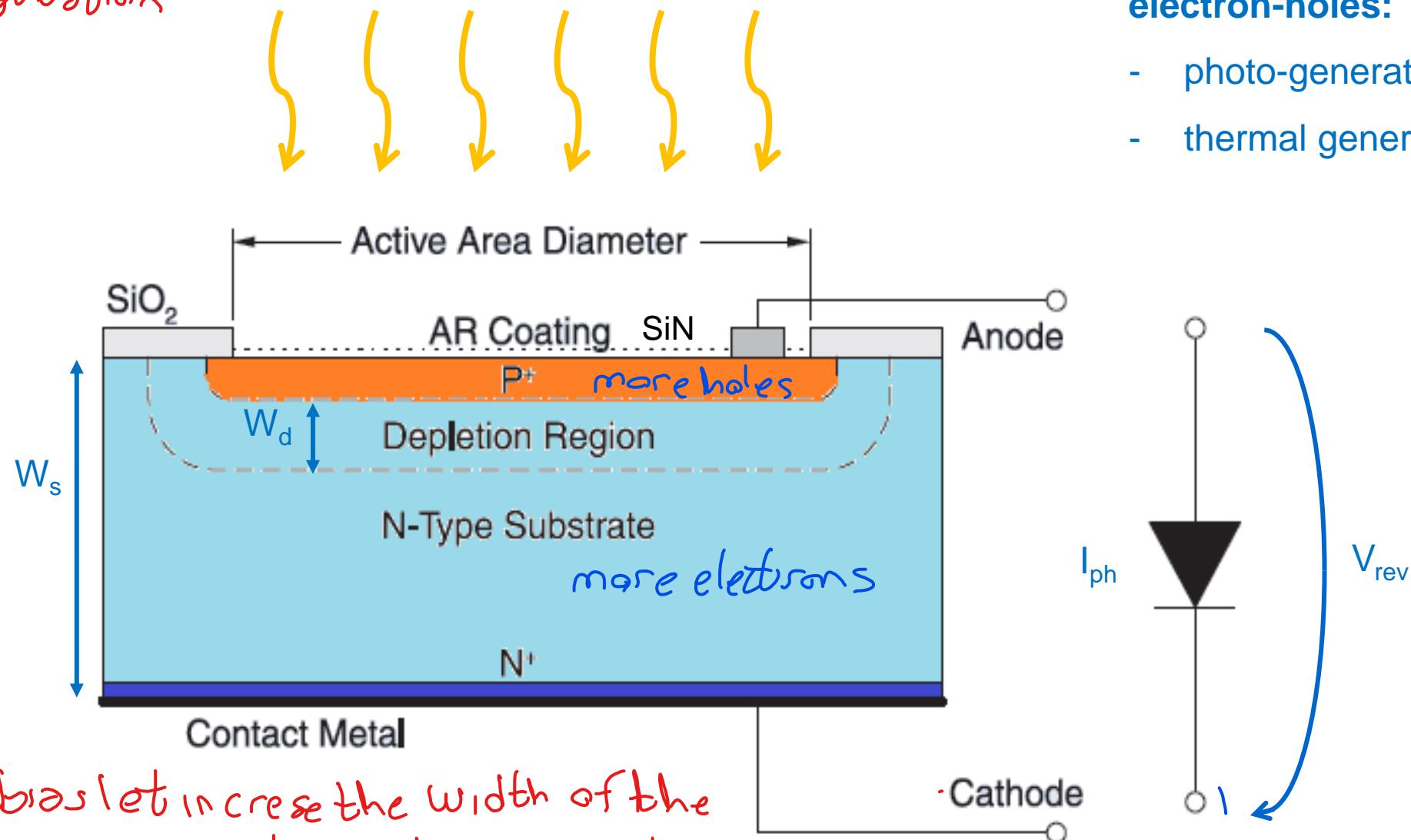


WeBeep: 05 - Photodiode

Silicon Photodiode cross-section

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noise: thermal generation



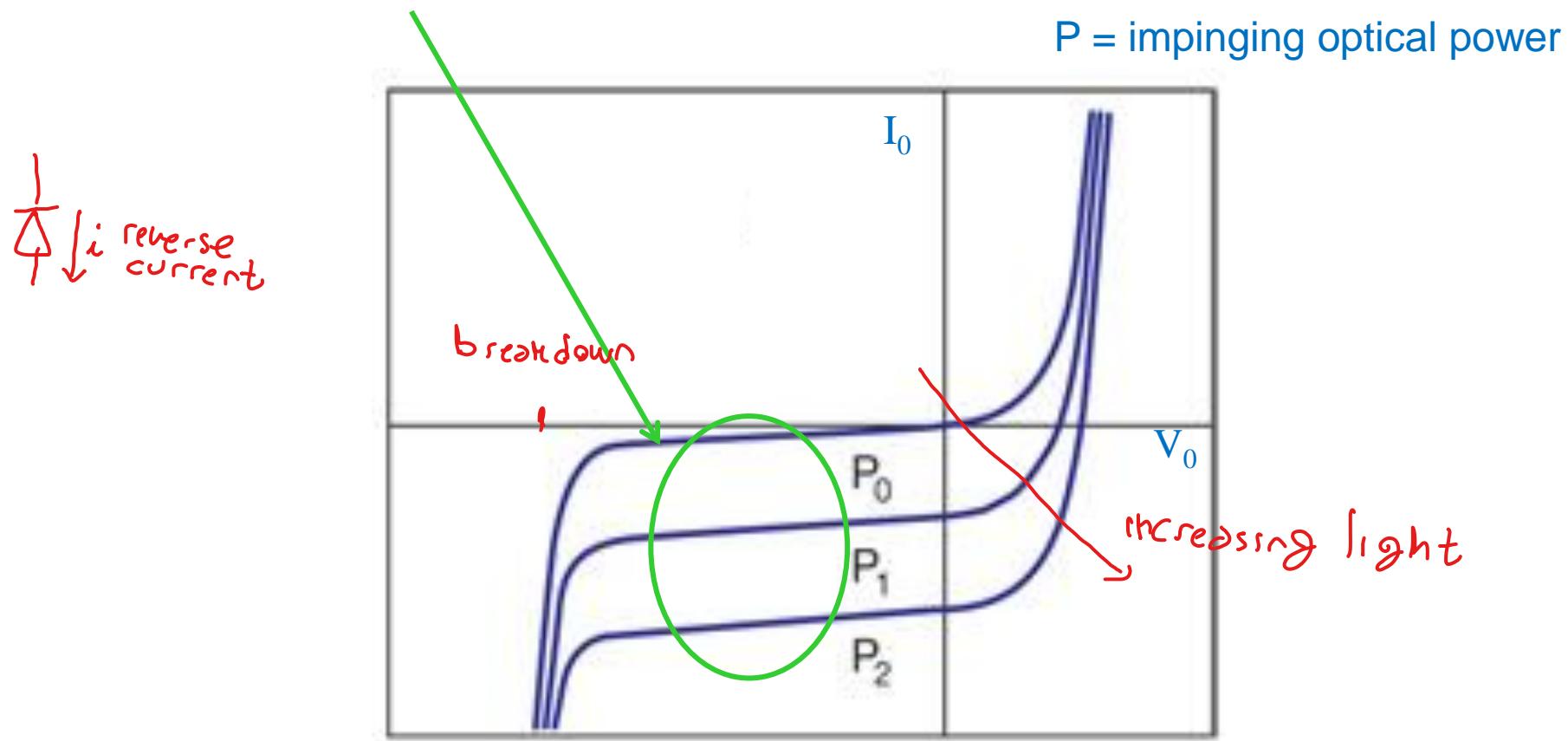
electron-holes:

- photo-generation
- thermal generation

Reverse bias let increase the width of the depletion region and absorbs more photons

Photoconductive linear mode:

- Reverse bias
- Below break-down voltage

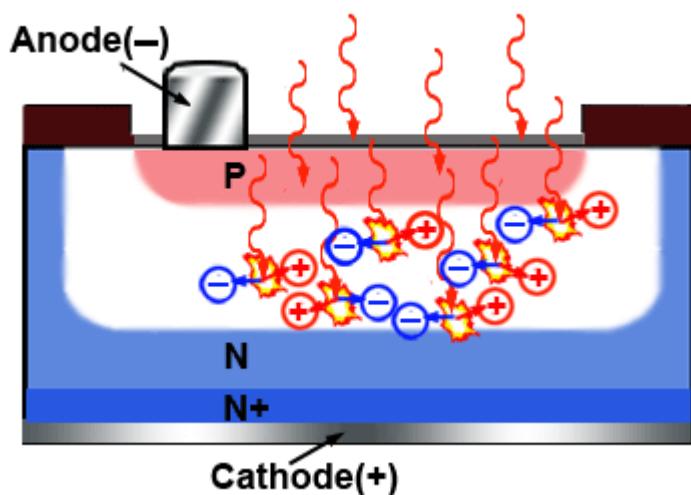


Photodiode Operation

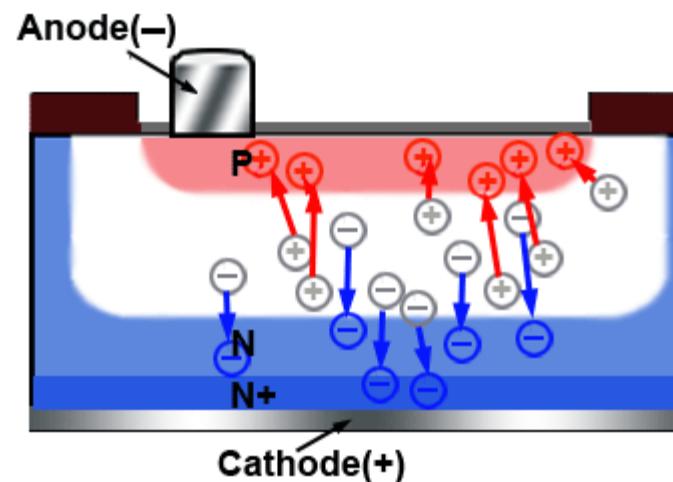
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reverse bias
↑

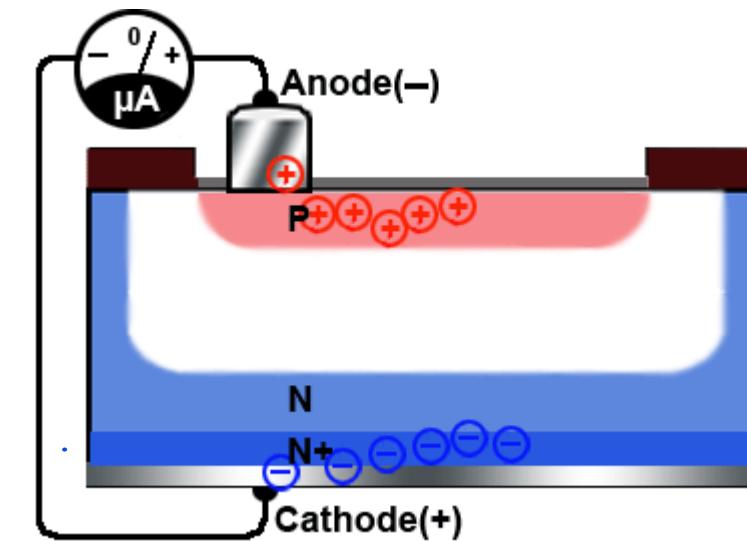
charges
separation of currents \Rightarrow current



1 - Electron/Hole pairs generation

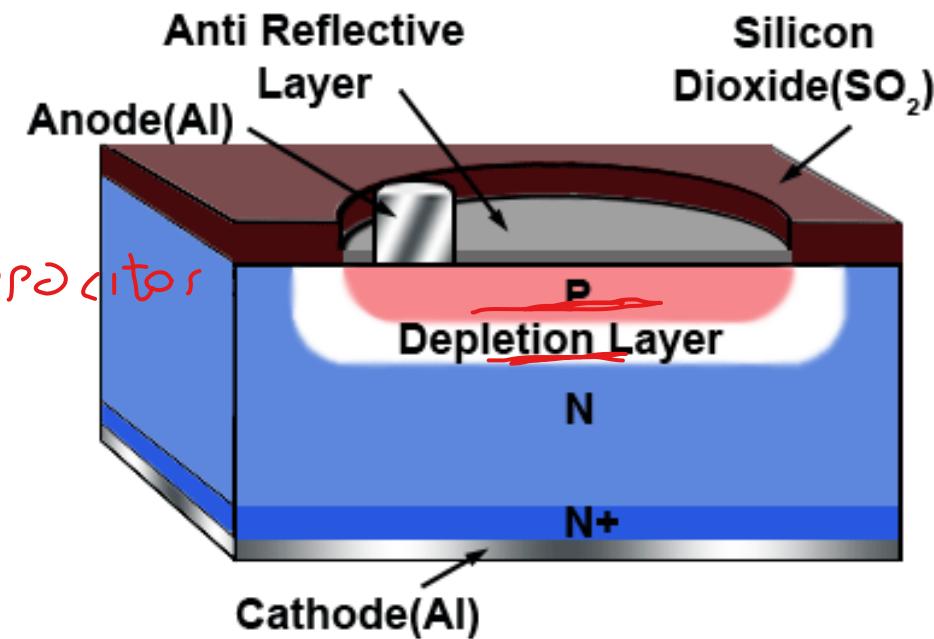


2 - Carriers are attracted by reverse bias

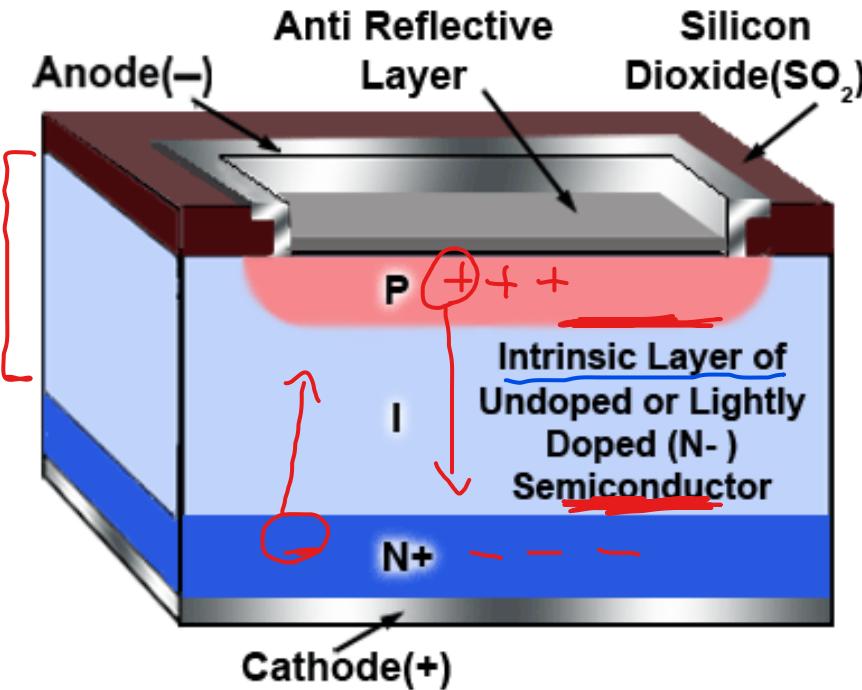


3 - Carriers form a photoelectric current

if light absorbed on N region, + and - generates but they can recombine



Slightly open
 N free e^- or p^+
 depleted
 Region is wide



p-i-n photodiode

- It's nice because:
- high probability to detect photon
- higher capacitance, higher instability.
- In pIN is more stable

p-i-n photodiode has larger depletion region
 → reduced capacitance
 → responsivity in a wider spectrum
 ↗ Probab. to detect Photons

Penetration depth = depth at which the intensity of the radiation inside the material falls to $1/e$ (about 37%) of its original value at the surface.

In Silicon

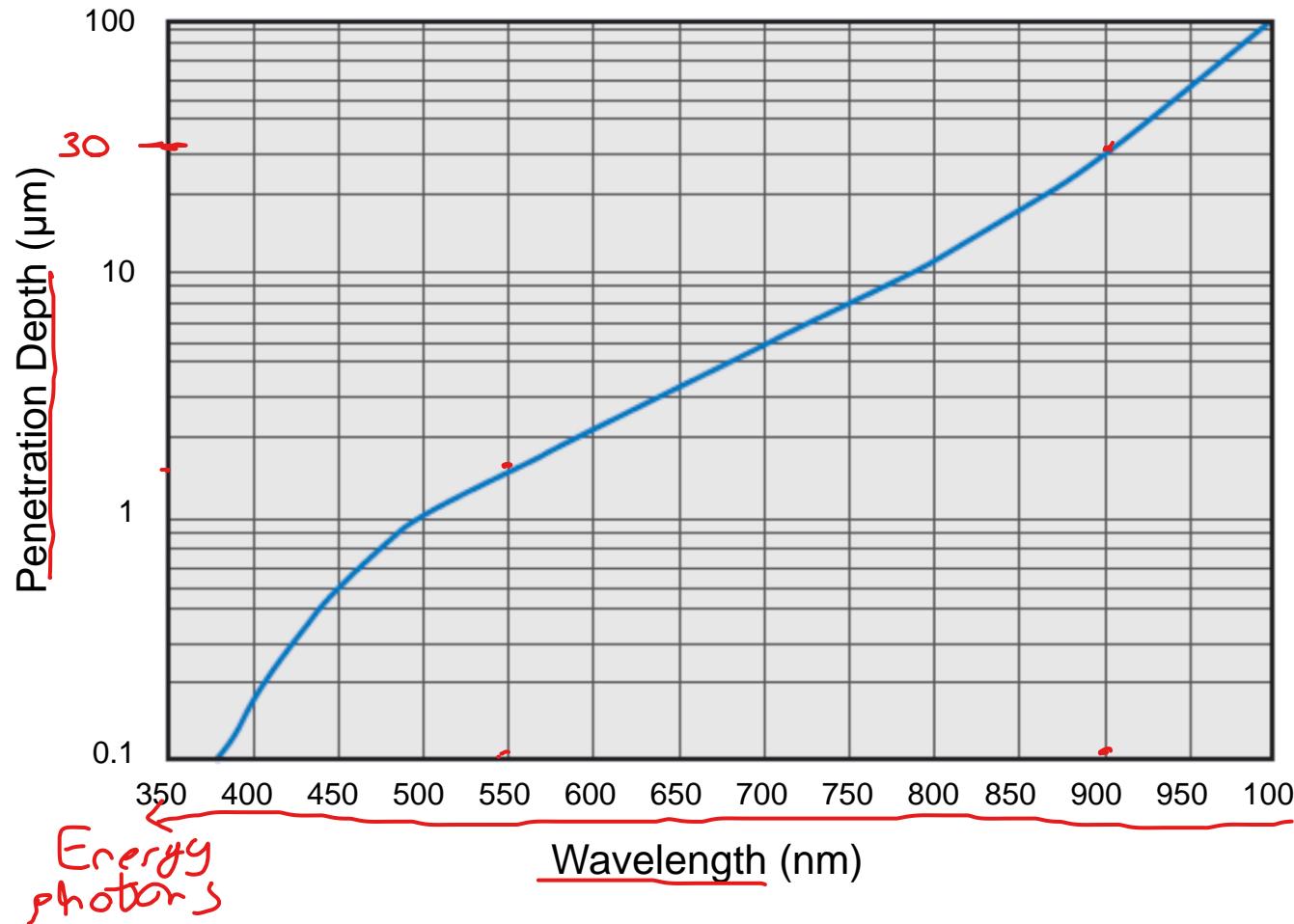


Photo-generation:

$$E_{\text{ph}} > E_g$$

$$(\text{Si: } E_g = 1.12 \text{ eV})$$

Energy gap: energy to provide to the photons to go ~~to~~ from the valence to the energy gap

Photodiode Responsivity

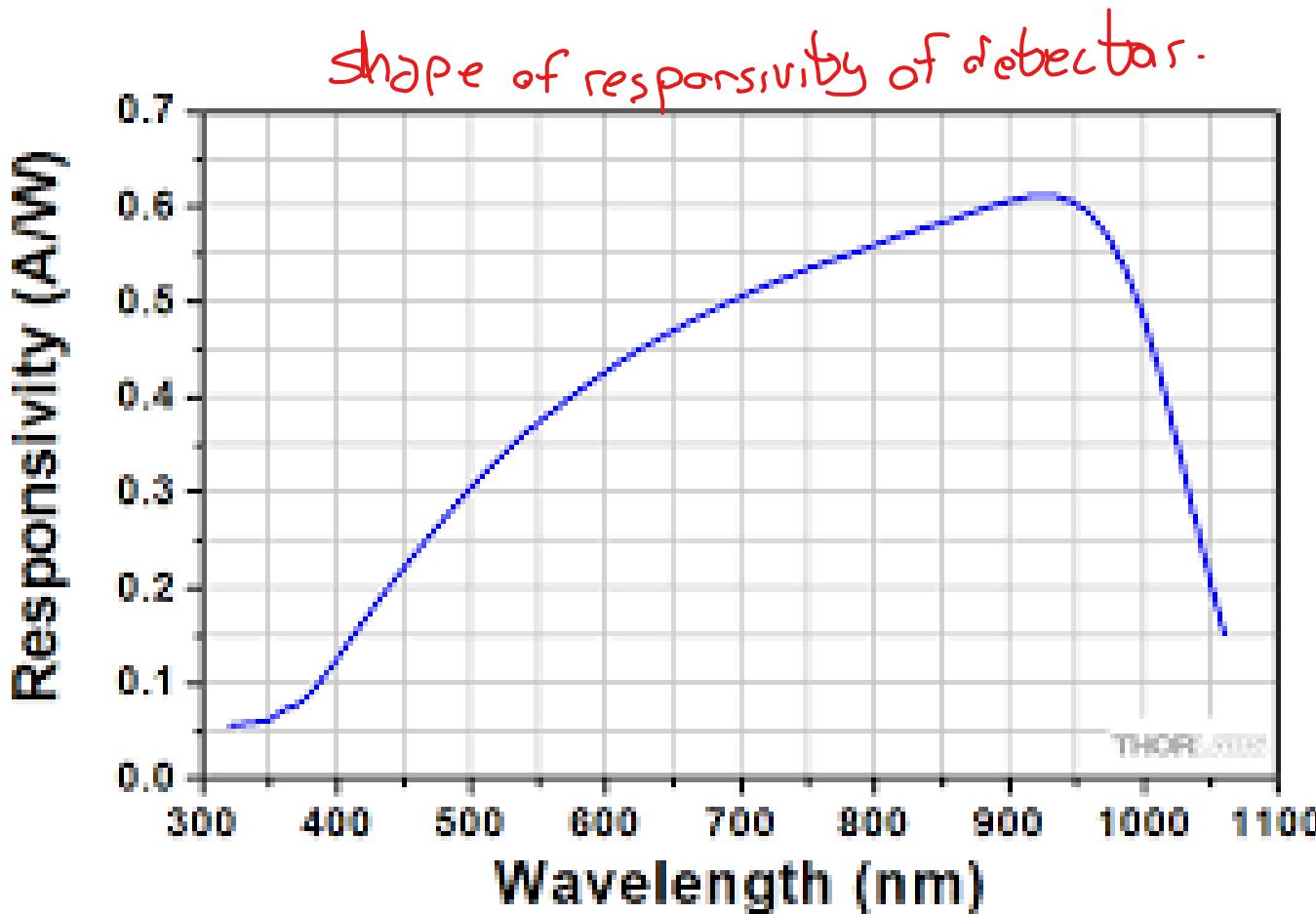
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Photodiode Responsivity (sensitivity) =

ratio of the photocurrent I_{ph} to the incident light power P at a given wavelength:

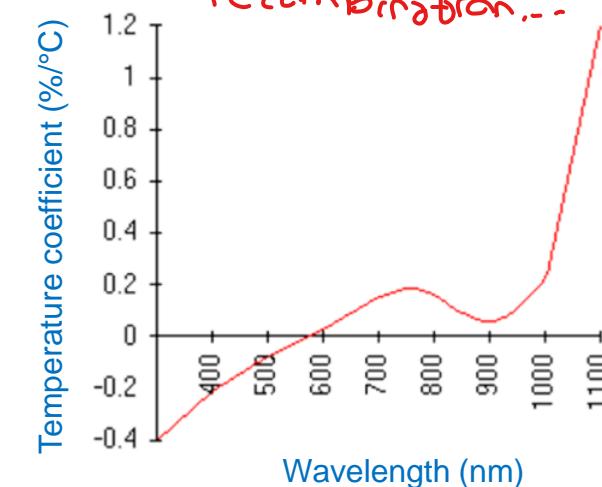
photocurrent generated
power

$$R_\lambda = \frac{I_{ph}}{P}$$

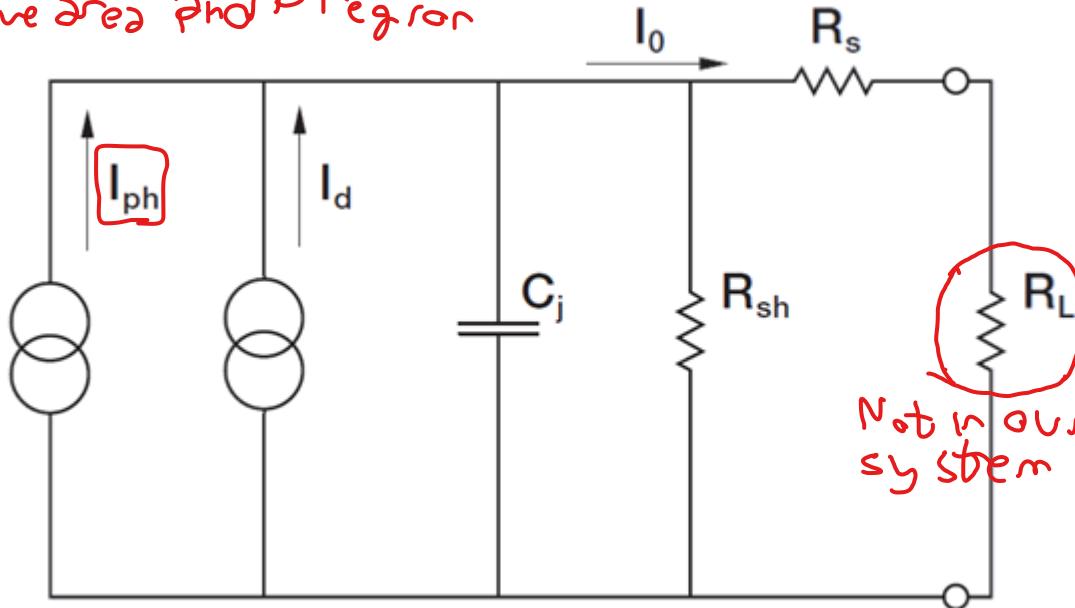
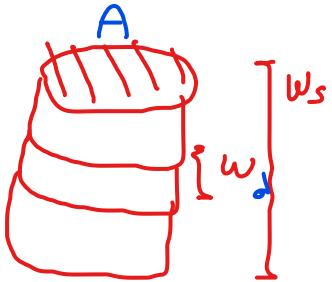


R_λ depends on:

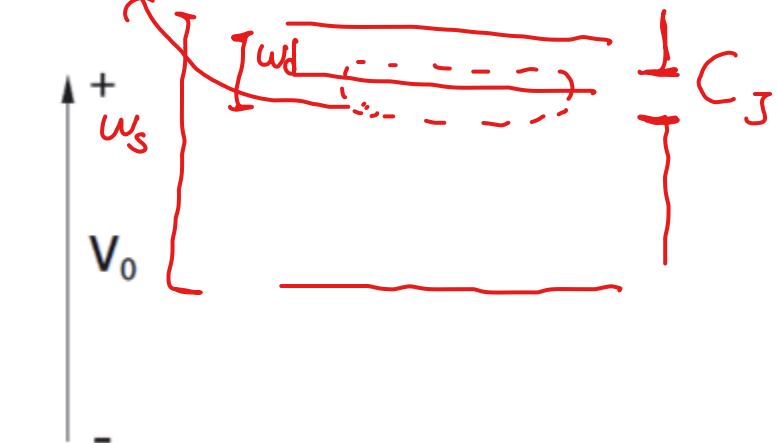
- Incident light wavelength
- Applied V_{rev}
- Temperature (not straight forward)
(impact on depletion region, recombination...)



difference between active area and P region



depletion with no charges
(isolates)



current generated by photon absorbed

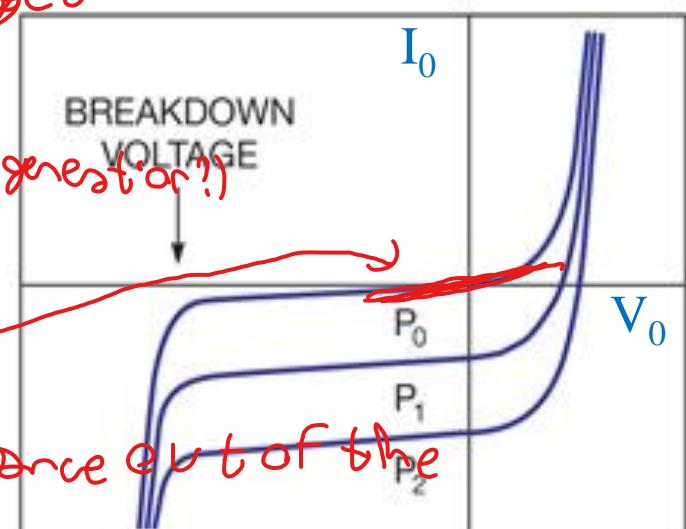
I_{ph} = photo-generated current

I_d = current of the ideal pn-junction (dark current)

C_j = junction capacitance: $C_j = \frac{\epsilon \cdot A}{W_d}$ (from physical resistance) capacitance of depletion region

R_{SH} = shunt resistance: slope at 0V very big

R_s = series resistance: $R_s = \frac{(W_s - W_d) \cdot \rho}{A} + R_c$ (physical) represents resistance out of the very small

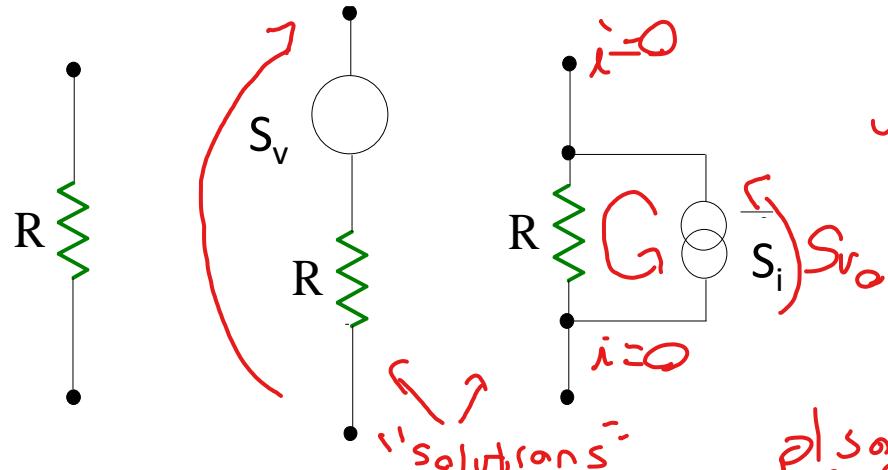


Thermal noise and Shot noise

Sources of noise (Present in additional material)

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Thermal (Johnson) noise \rightarrow Brownian motion of charges



Spectral density

$$S_v = 4KT \cdot R \left[\frac{V^2}{Hz} \right]$$

flat on frequency

In Resistors, nor biased but if you have more e^- in a region, a current could be generated

current spec. dens. \uparrow

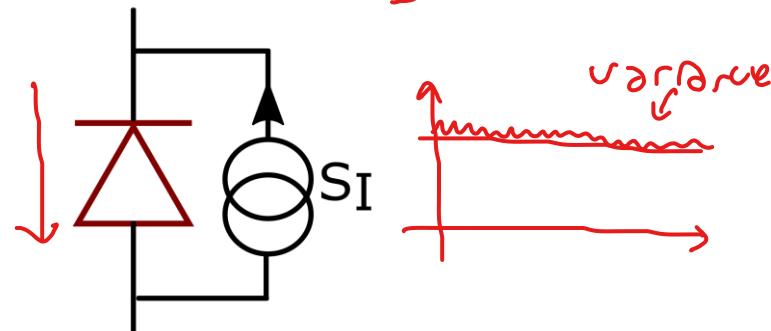
$$S_i = \frac{4KT}{R} \left[\frac{I^2}{Hz} \right]$$

$$V_o = IR \Rightarrow S_{v_o} = S_i (R)^2$$

$4kT = 1.66 \cdot 10^{-20} \frac{V^2}{Hz \cdot \Omega}$
also the transport function have to be squared when working with power

Shot noise \rightarrow "granularity" of charge crossing a junction

\hookrightarrow PN Junctions

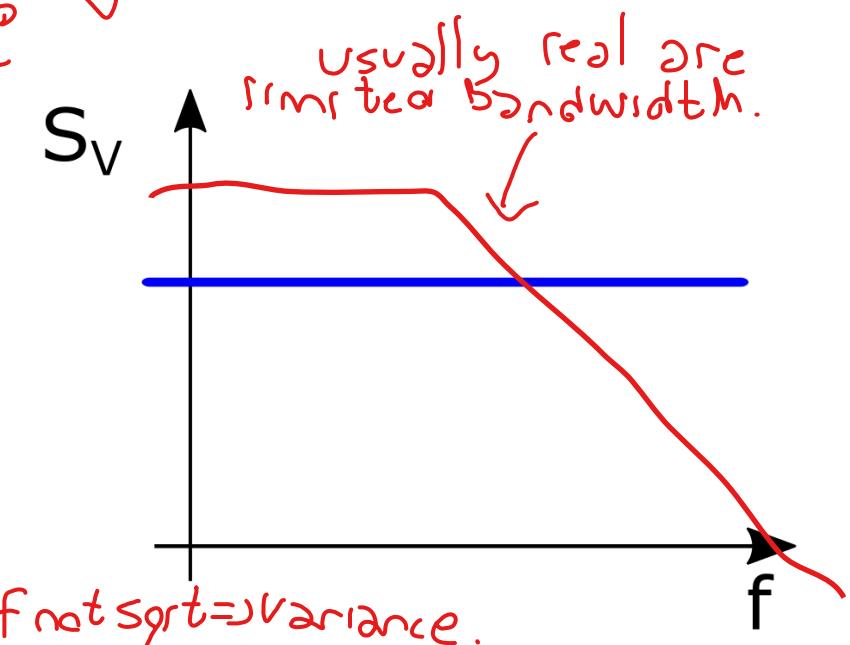


Spectral density

$$S_i = 2q \cdot I$$

flat on frequencies

Noise standard deviation: $V_n = \sqrt{S_v \cdot \Delta f}$ and $I_n = \sqrt{S_i \cdot \Delta f}$



- **Shot noise**

= statistical fluctuation in both the photocurrent and the dark current:

$$I_{sn} = \sqrt{2q(I_{ph} + I_d) \cdot \Delta f}$$



- **Thermal (Johnson) noise**

= thermal generation of the shunt resistance:

$$I_{jn_Rsh} = \sqrt{\frac{4kT\Delta f}{R_{sh}} \cdot \frac{R_{sh}^2}{(R_{sh} + R_s)^2}} \approx \sqrt{\frac{4kT\Delta f}{R_{sh}}}$$

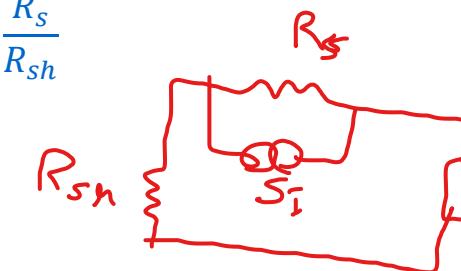
transfer function

Thermal noise of the series resistance is negligible:

Remember $R_s \ll R_{sh}$

$$I_{jn_Rs} = \sqrt{\frac{4kT\Delta f}{R_s} \cdot \frac{R_s^2}{(R_{sh} + R_s)^2}} \approx \sqrt{\frac{4kT\Delta f}{R_{sh}} \cdot \frac{R_s}{R_{sh}}} = I_{jn_{Rsh}} \cdot \sqrt{\frac{R_s}{R_{sh}}}$$

SPICE simulation in additional material



→ **Noise Equivalent Power (NEP)**

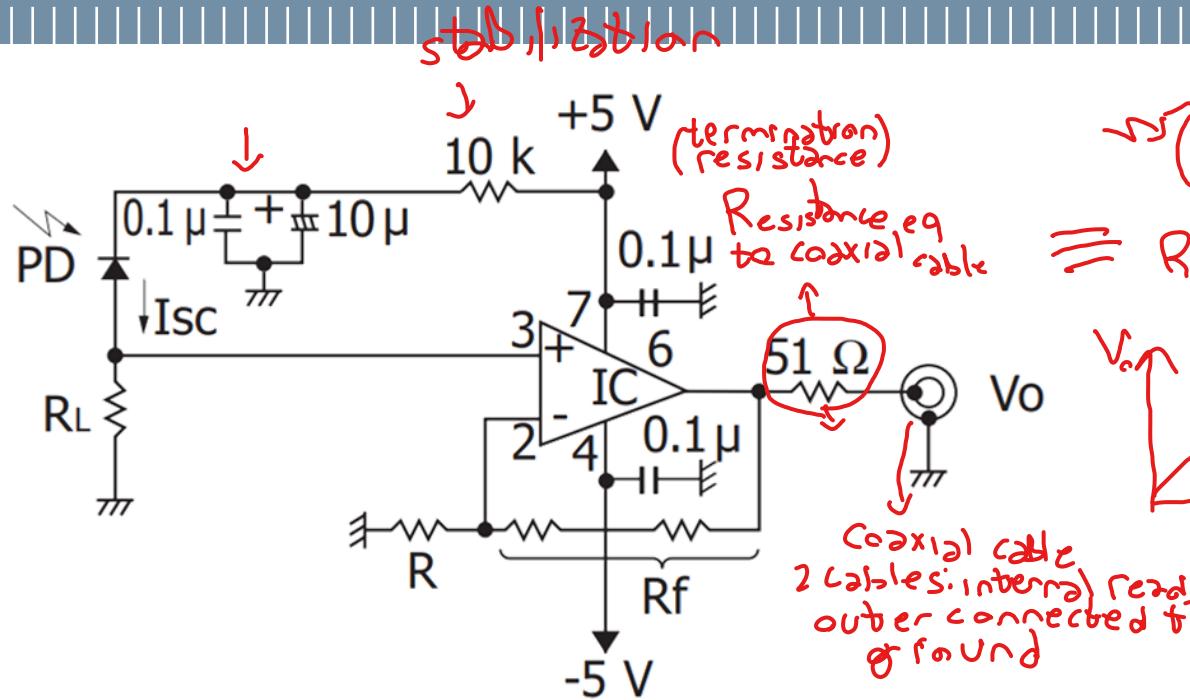
= amount of incident light power on a photodetector, which generates a photocurrent equal to the noise current.

$$NEP = \frac{I_n}{R_\lambda}$$

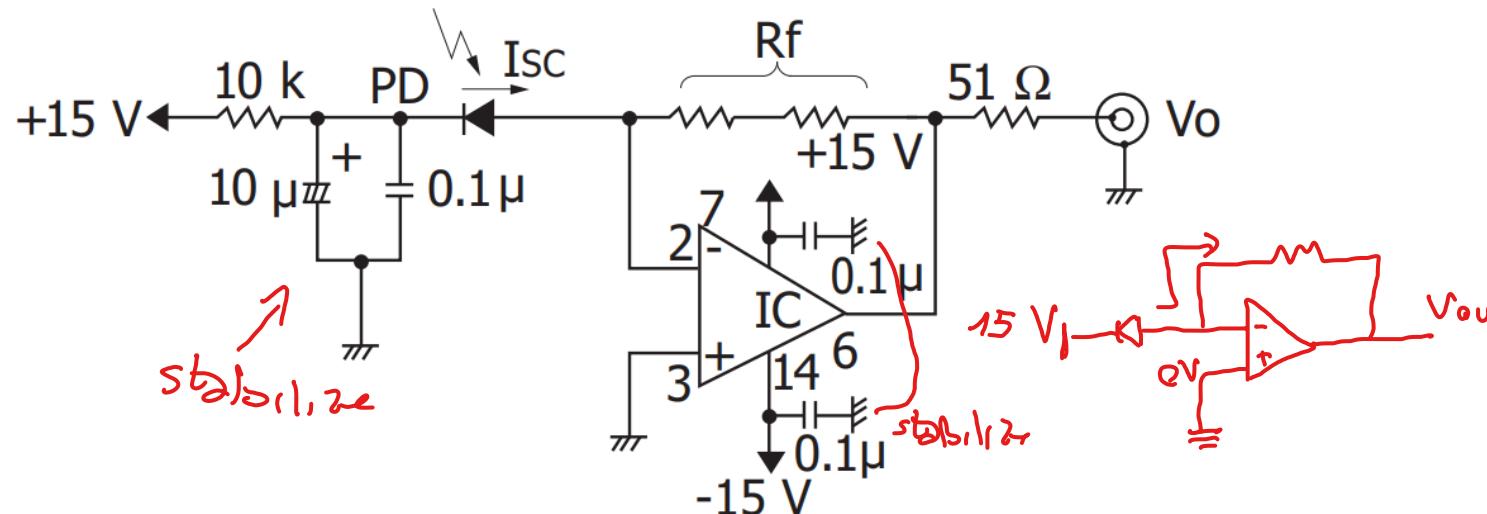
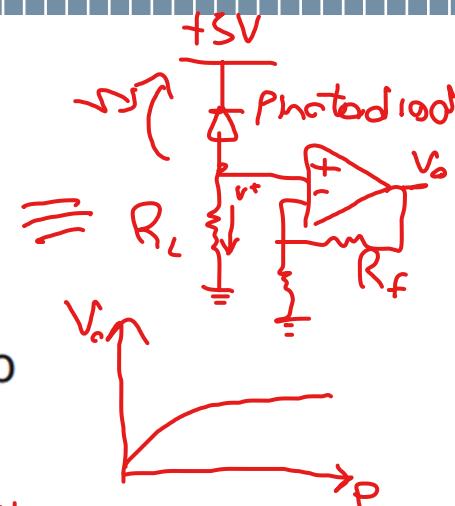
amount of light to have a signal equal to the noise current

Basic Readout Circuits

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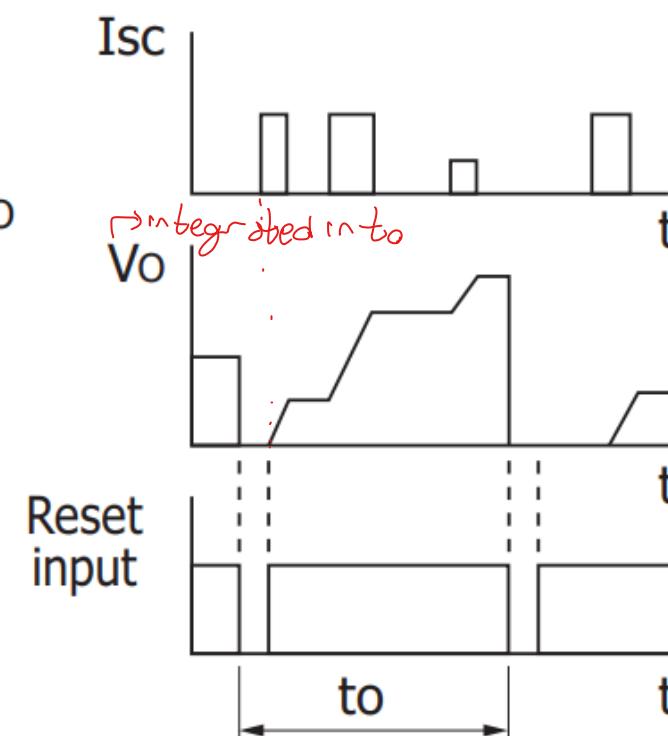
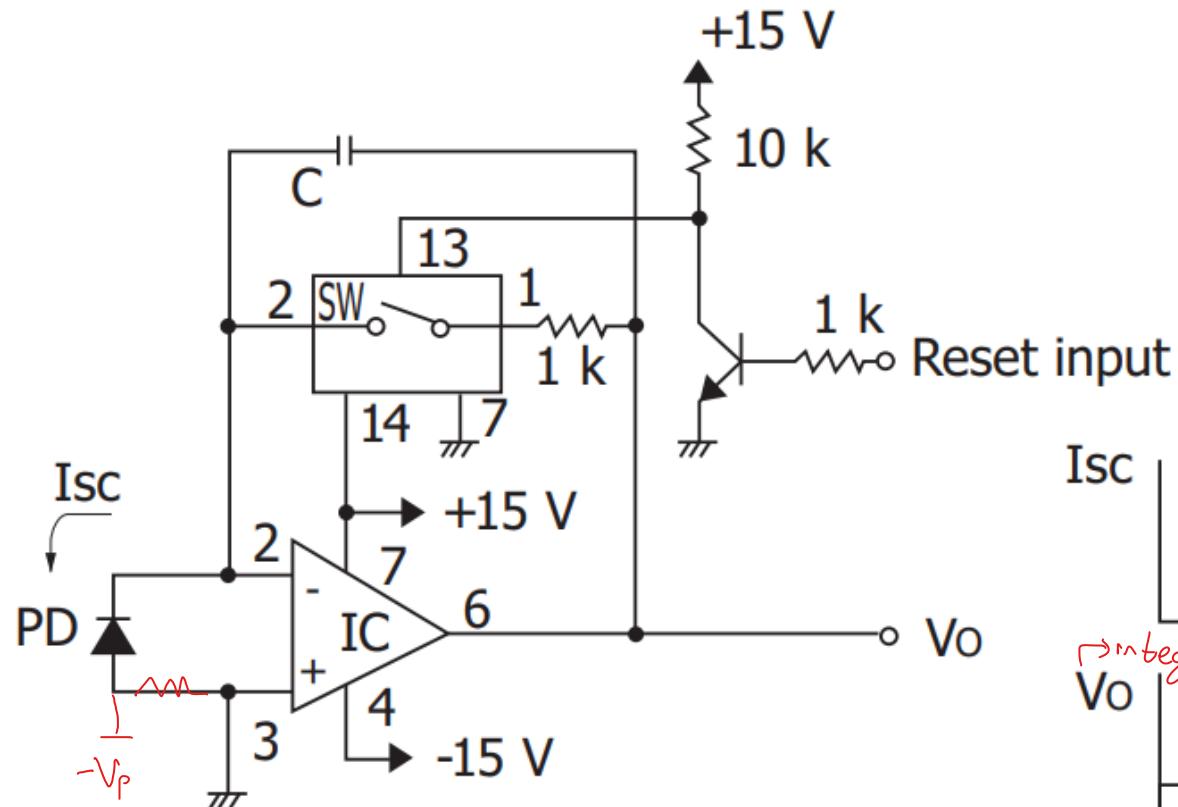
ideal circuit



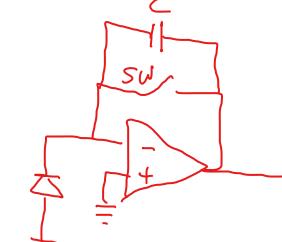
Transimpedance Amplifier

$$V_o = I_{SC} \cdot R_f$$

Typically, must be compensated!



$$V_o = \frac{\overline{I_{sc}} \cdot t_o}{C}$$



closed sw; discharging C

Camera

- Light Meters
- Automatic Shutter Control
- Auto-focus
- Photographic Flash Control

Medical

- X ray Detection
- Pulse Oximeters
- Blood Particle Analyzers

Safety Equipment

- Smoke Detectors
- Flame Monitors
- Security Inspection Equipment
- Intruder Alert - Security System

Automotive

- Twilight Detectors
- Climate Control - Sunlight Detector

Communications

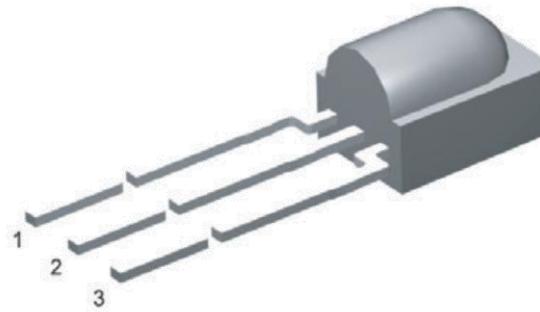
- Fiber Optic Links
- Optical Communications

Industry

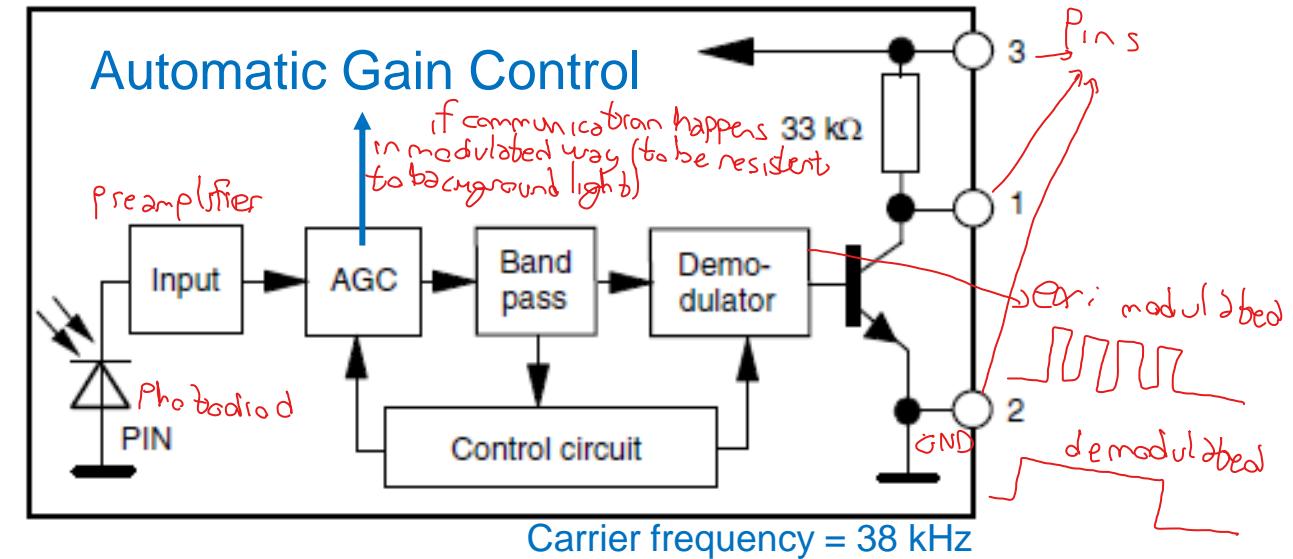
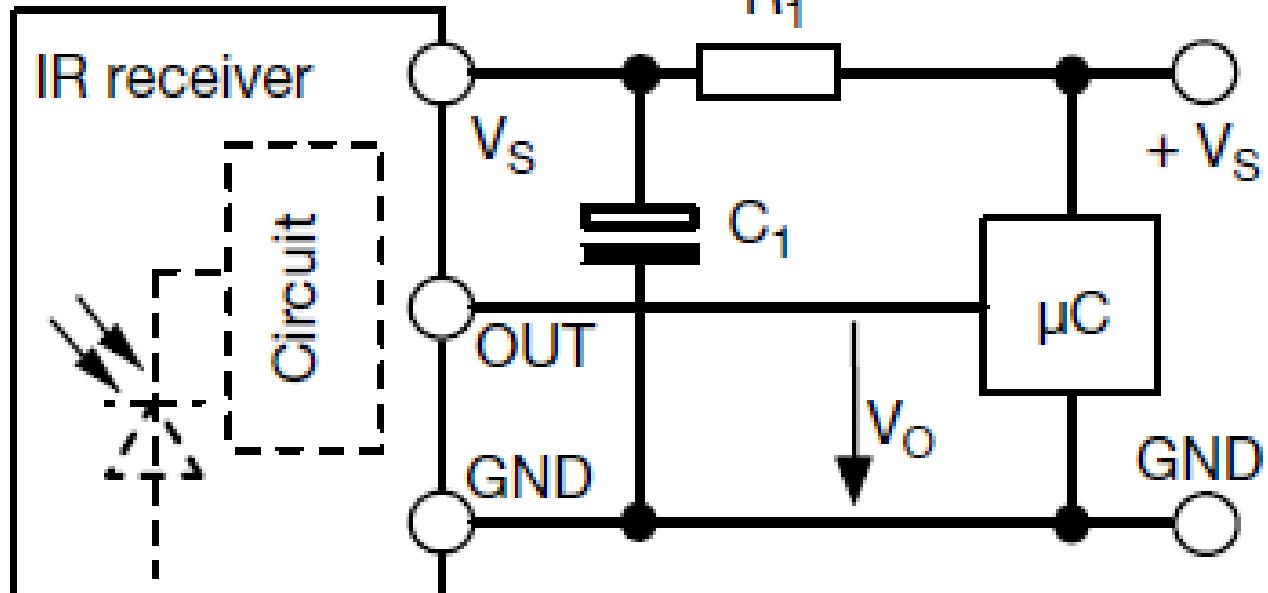
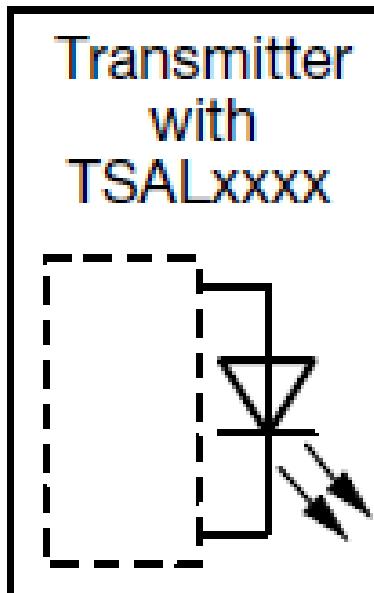
- Bar Code Scanners
- Light Pens
- Brightness Controls
- Rotary Encoders
- Position Sensors
- Surveying Instruments
- Copiers - Density of Toner

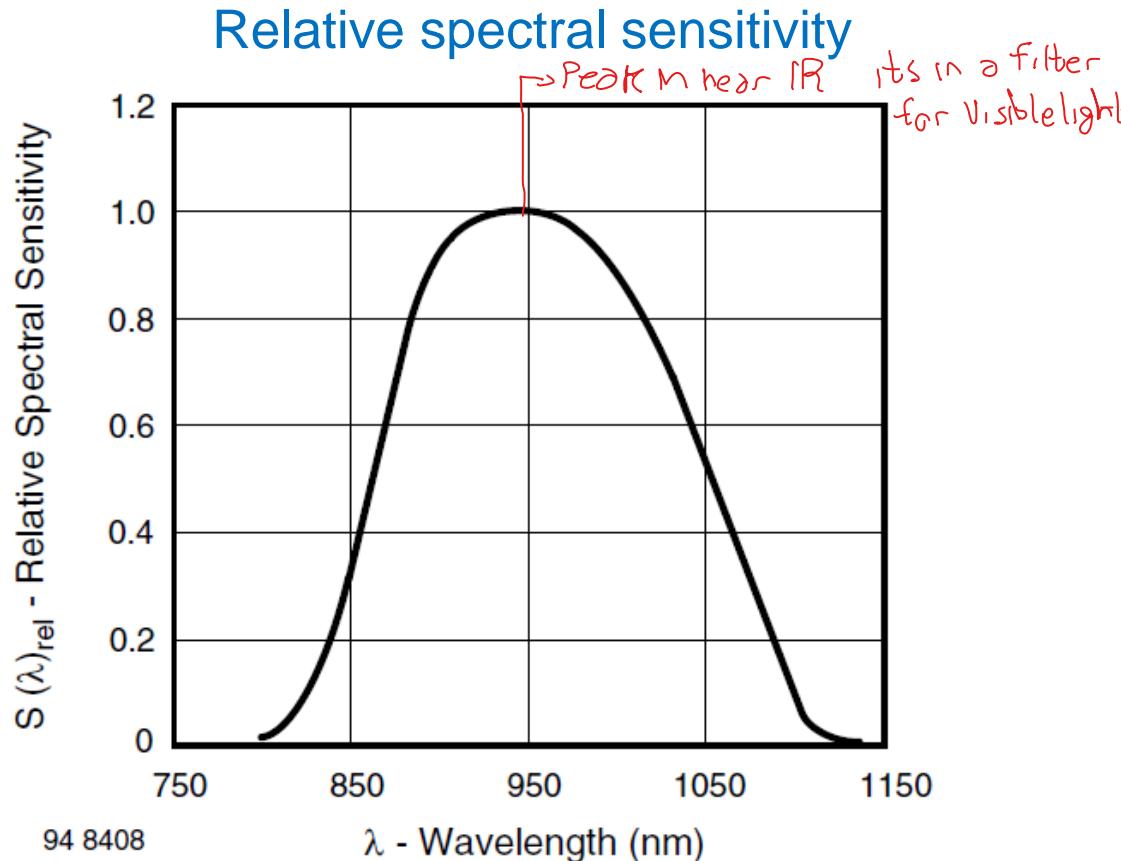
IR Receiver Module: TSOP58238

Used for communication (like for the TV control)



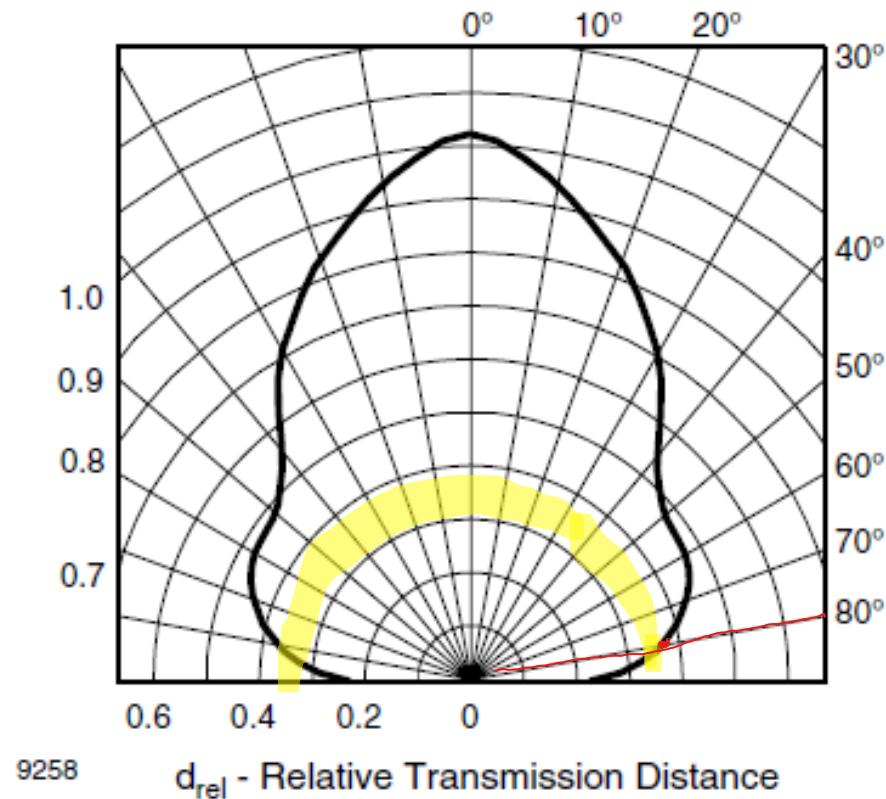
Application circuit





The peak sensitivity is at 950 nm
→ Near Infra-Red (NIR)

how much light will be absorbed relative to angle
Relative transmission distance



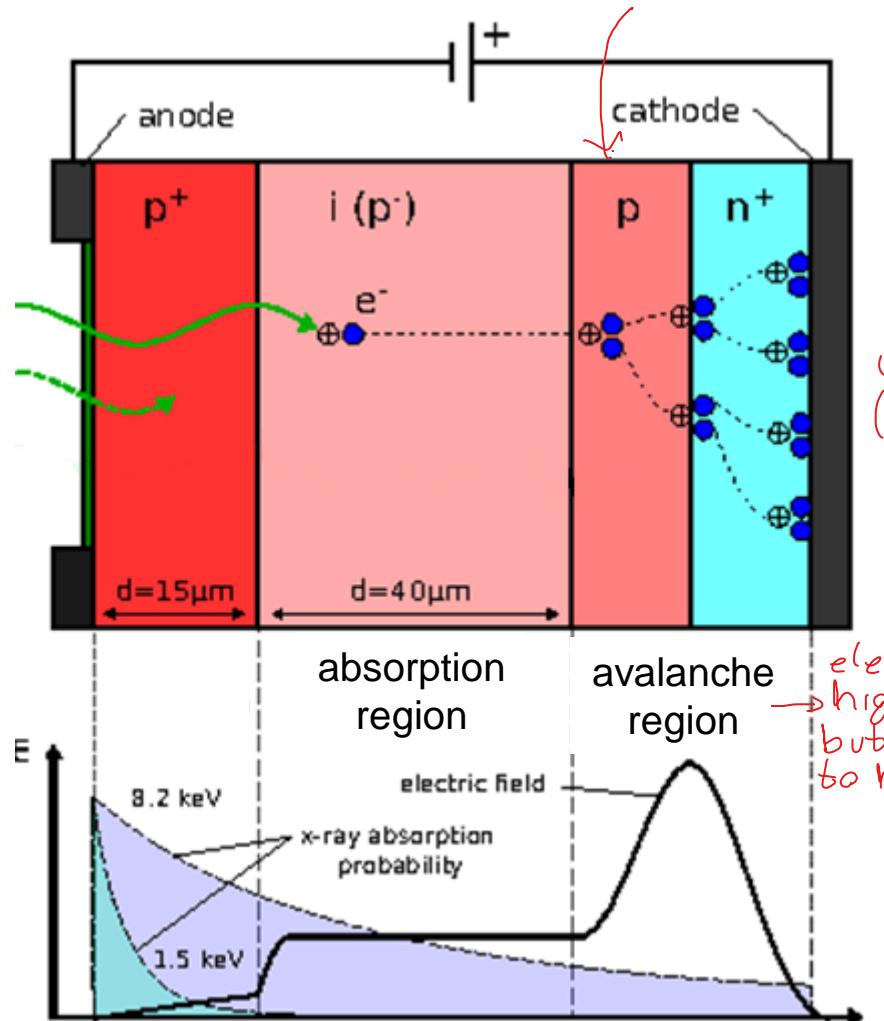
The sensitivity for light beam with 0° angle is the highest

The same sensitivity for a light beam with 80° angle is obtained at 0.35 relative distance.

Avalanche Photodiode (APD)

→ doesn't have advantages on the noise (it is multiplied too)

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e^- fast → for impact ionization another electron-hole pair.

- P-i-N junction
- Bias: below but close to breakdown
- Analog output proportional to incoming light
- Internal multiplication (gain: $M \approx 100$)

Used when there isn't so much light
(5 photons)

→ an e^- usually generates
100 pairs

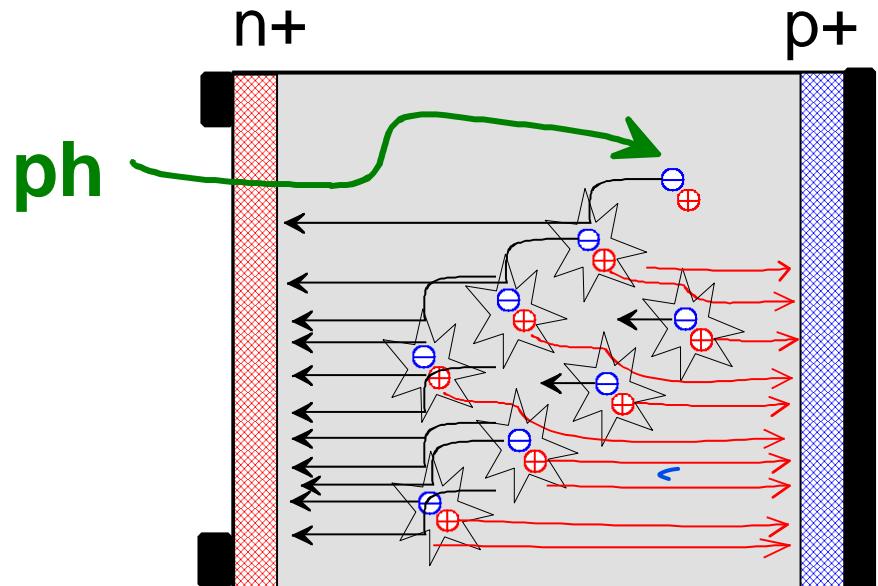
Basic structure:

- absorption region = separate photo-generated holes and electrons
- multiplication region = high electric field to provide internal photo-current gain by impact ionization

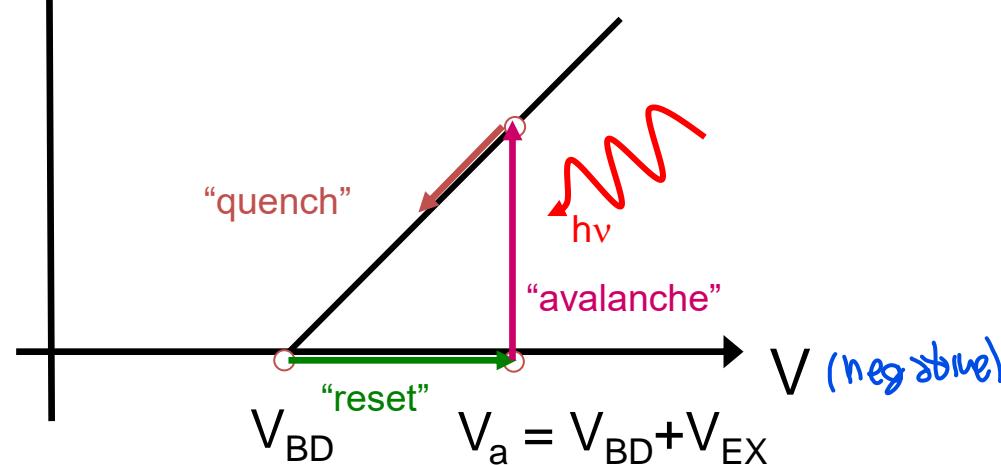
disadvantage: another source of noise (uncertainty of the gain)

Single-Photon Avalanche-Diode (SPAD)

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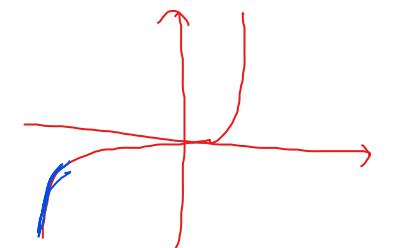


limitation: you don't know how many photons arrives
(Solved by Silicon photo-multipliers)



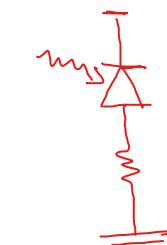
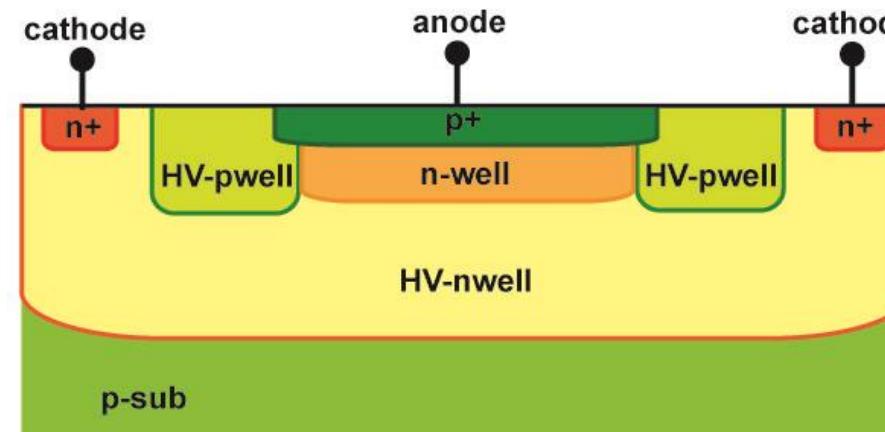
- P-N junction reverse biased
- Bias: well ABOVE breakdown
- **digital output**
- single photon sensitivity
- no read-out noise
- output: $>10\text{mA}$ current for every photon

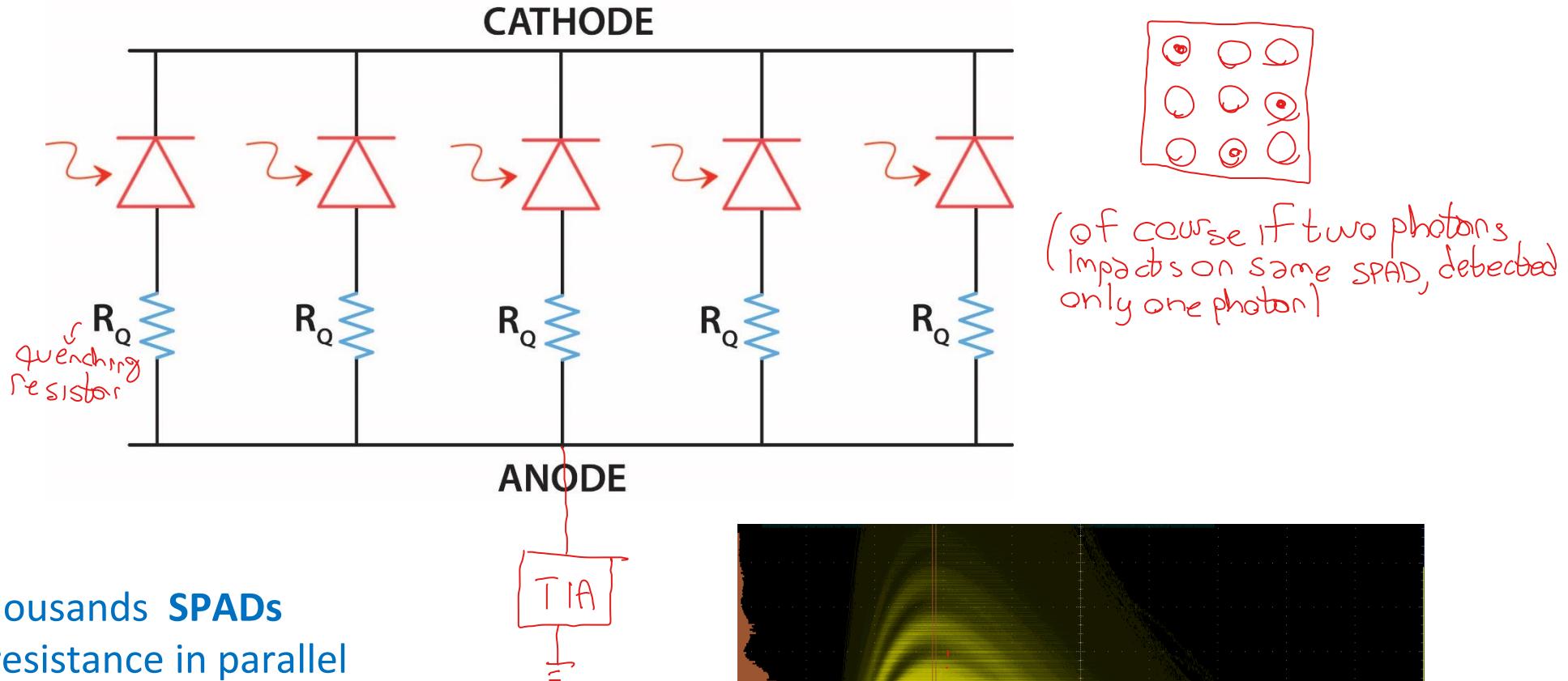
**solid-state device:
can be integrated together
with electronics
(counter & TDC)**



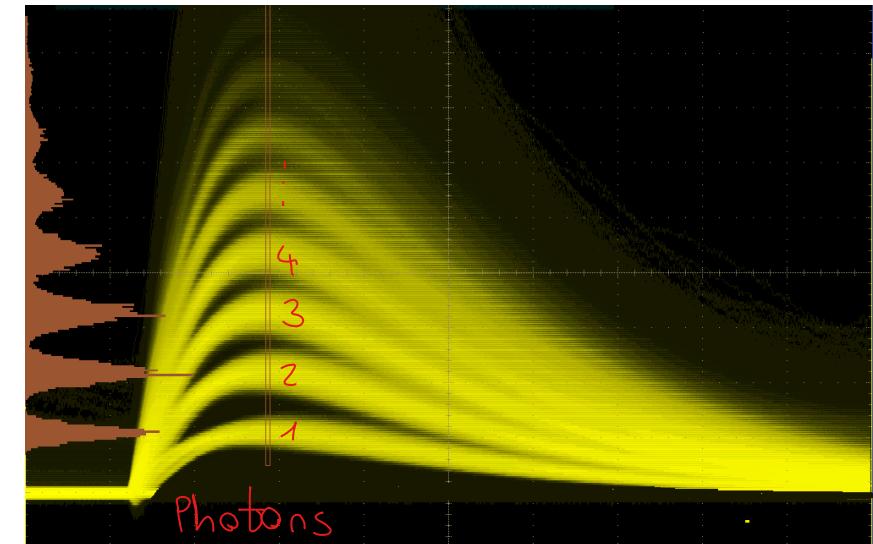
metastable state:
No current but above breakdown.
When photon absorbed,
a positive feedback is initialized and generates current.

Must be stopped with quenching
circuits (like a single resistor)





- ✓ Single photon sensitivity
- ✓ Photon number resolving capability
- ✓ Large active area



Light Dependent Resistor (LDR)

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Used for On/Off switches

In the dark → R very high (up to $1M\Omega$)

Exposed to light → R drops dramatically (few ohms)

light generates carriers within the resistor
So that resistance decreases

Working principle:

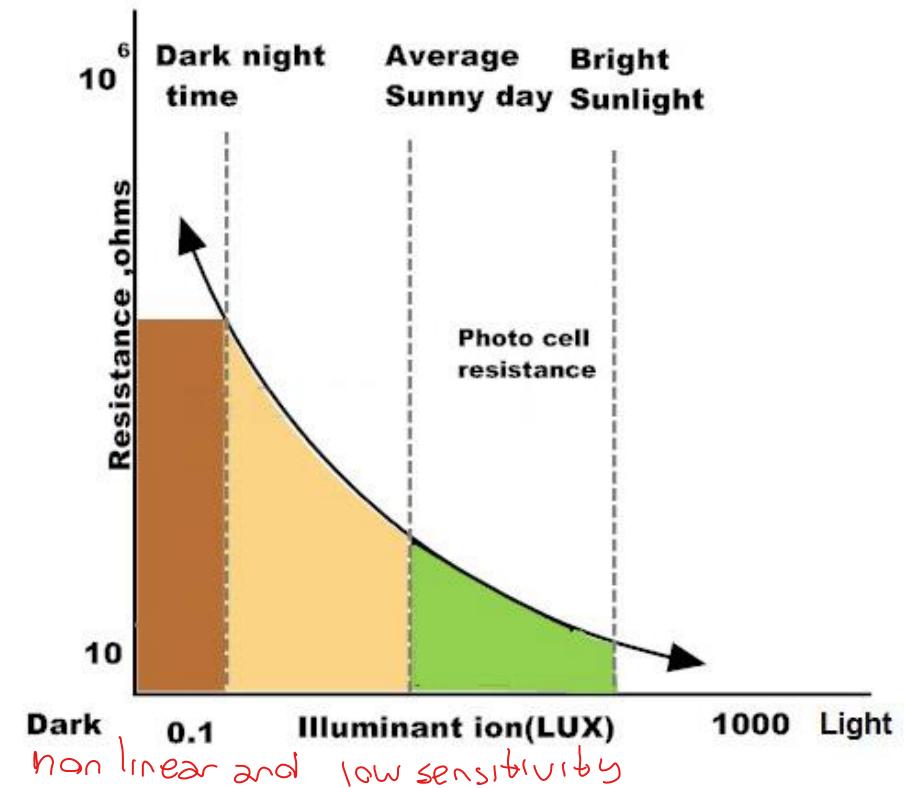
Photons excite electrons from the valence band to the conduction band

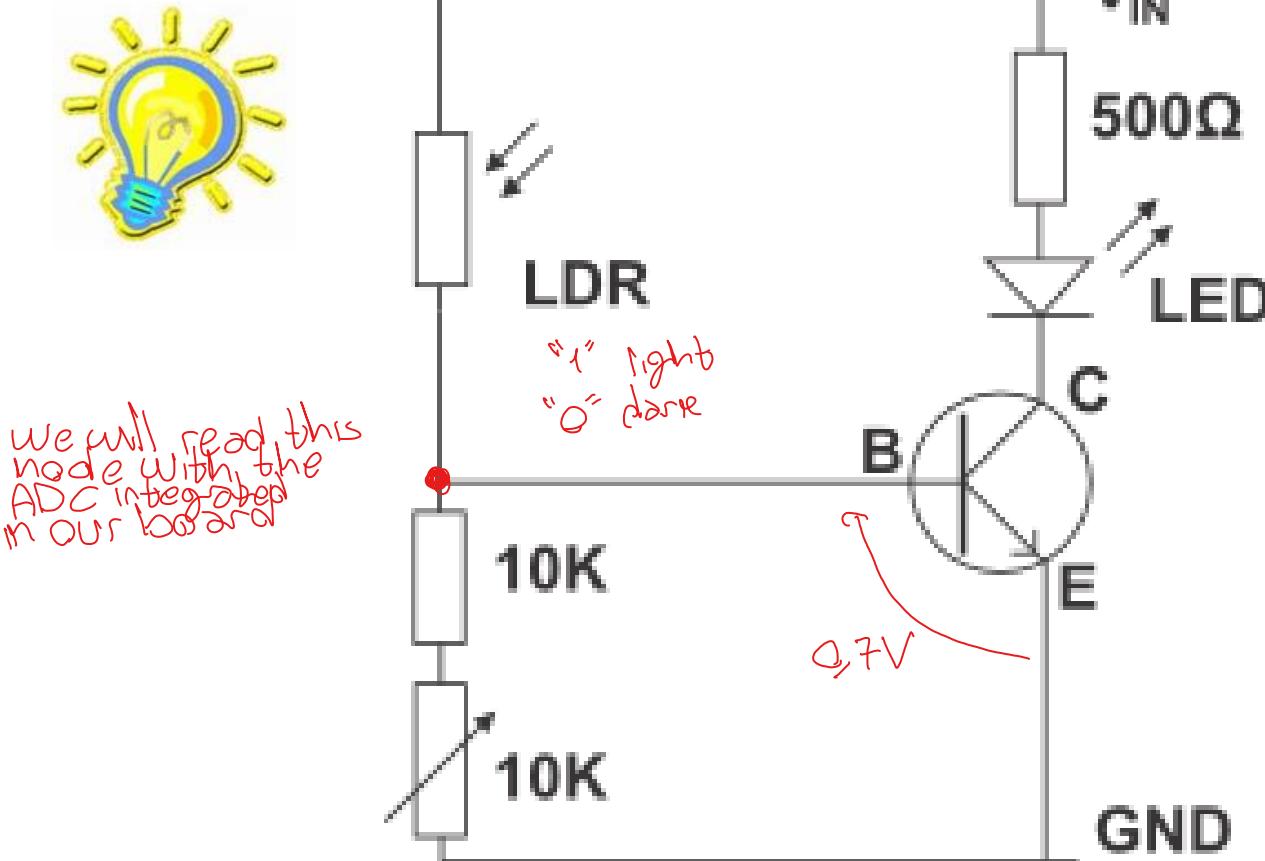
→ more free electrons in the material

→ lower resistance

But...

- low sensitivity
- non-linear characteristic
- sensitive to temperature changes





WITHOUT LIGHT

High LDR

$V_{BE} < 0.7 \rightarrow \text{BJT off}$

$\rightarrow \text{LED off}$

WITH LIGHT

Low LDR

$V_{BE} = 0.7 \rightarrow \text{BJT on}$

$\rightarrow \text{LED on}$