

# **Charge-coupled devices**

The most popular image recording technology for 3D photography is the charge-coupled device (CCD).

- Image is readily digitized
- CCD cells respond linearly to irradiance
  But, camera makers often re-map the values to

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correct for TV monitor gamma or to behave like filmAvailable at low cost

Key elements:

- Photodetector
- Charge transfer mechanism

A MOS capacitor can do both of these...

# **MOS capacitor**



### Negative gate voltage:

Majority carriers (holes) plentiful, and the gate behaves like a capacitor that stores positive charge near the oxide.

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## MOS capacitor in deep depletion



### Positive gate voltage:

No minority carriers (electrons) to balance the voltage.

Holes are repelled, leaving negative charged ions in the depletion region.

Voltage drop in the silicon is like an empty bucket waiting to be filled by electrons. Bucket depth is proportional to applied voltage.

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## MOS capacitor in weak inversion



#### Positive gate voltage + new electrons:

Electrons are made available through a process such as photoelectric generation of hole-electron pairs.

Electrons in the depletion region move to the oxide surface.

The addition of electrons is equivalent to filling the bucket.

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### **Photo-conversion**

Depletion regions in semiconductors collecting electrons and holes:



A diode has an inherent depletion region without applying a voltage. Can be used as a **photodiode**.

When a MOS capacitor is biased into depletion, it can collect charge generated by photons.

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# **Charge transfer**

By manipulating voltages of neighboring cells, we can move a bucket of charge one gate to the right.



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# Three-phase clocking system

With three gates, we can move disjoint charge packets along a linear array of CCD's.



Since all charge must be able to fit in one bucket, gate usage withing a cell is 33%.

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# Four-phase clocking system

Four gates requires more space than three, but the charge capacity is greater.



Here, all charge must fit into two buckets, giving a gate usage of 50%.

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# Two-phase clocking system

By varying gate structure, it is possible to use two gates per cell:



The efficiency is down to 25%, but by narrowing horizontal thickness of the blocking portion (left side) of each gate, it is possible to get ~40%.

### Linear array sensors





# Interline transfer (IT) CCD



# Frame interline transfer (FIT) CCD's



### **Q**: What shortcoming(s) does this design have?



# Interlacing (cont'd)



By manipulating gate voltages, we can redefine cells.

In the FT CCD above, positive voltages define the charge collecting regions.

By shifting positive voltages, the cells shift vertically.

# **Spectral response**

Typical spectral response of a linear MOS CCD imager:



Note the strong response in the infrared. An infrared filter ("hot mirror") is typically necessary.

# **Color filters**

Two capture color, different wavelength filters can be placed on the photodectors.



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# Single chip color filters

The filters can be distributed over a chip in several ways.



**Q**: What is a shortcoming of a single chip color filter?

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## 3-chip color cameras



### Limitations of CCD's

Smear vs. aliasing

Blooming

Diffusion

Transfer efficiency

Noise

Dynamic range



ADC

Digital Output

# Dark current and photon shot noise

Electron-hole pairs are generated according to:

 $n_{photon} \sim t_{INT} I$ 

where:

- *I* = irradiance of the light
- t<sub>INT</sub> = integration time

They are also generated due to thermal agitation, yielding a "dark current":

$$n_{dark} \sim t_{INT} T^2 e^{-E_{\Delta}/kT}$$

where:

- T = temperature
- K = Boltzmann's constant
- $E_{\Lambda}$  = energy constant that depends on materials

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## Dark current and photon shot noise

The electron generation process is a discrete counting process with unknown arrival times.

Such processes are described by Poisson statistics.

For a variable X obeying Poisson statistics:

$$\sigma^2 = \mu$$

Q: How should noise vary over an image?

**Q**: What happens to signal-to-noise (SNR) as signal increases?

## Shot noise example



Original image



Variance (x32)

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