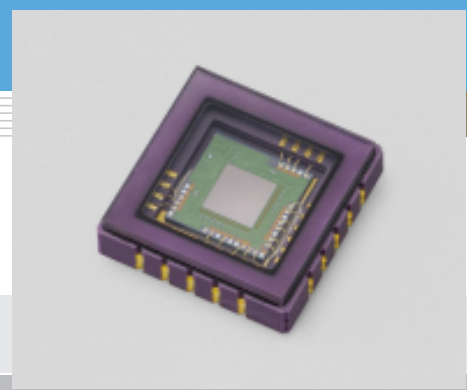


# Profile sensor S9132

High-speed frame rate sensor capable of acquiring two-dimensional projection data



The profile sensor S9132 is a high-performance CMOS area sensor particularly intended to acquire projection data. A projection profile in the X and Y directions has very small amounts of data compared to normal area sensors and therefore allows high-speed position detection and moving object detection. S9132 also has advantages over conventional 2D PSDs (Position Sensitive Detectors) that the output linearity is improved, multiple light spots can be detected and external circuits are simplified. A timing generator, bias voltage generator and 10-bit AD converter circuits are all integrated on the same chip, allowing operations with a very simple external driver circuit and external signal processing circuit.

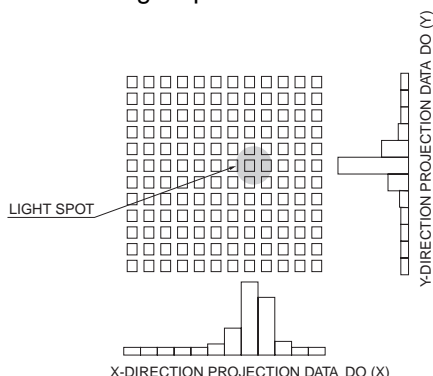
## Features

- Sensor for acquiring 2D projection data
- High-speed frame rate: 3200 frames/s Max. (8-bit)  
1600 frames/s Max. (10-bit)
- Low power consumption
- Digital video output
- 10-bit/8-bit switchable ADC

## Applications

- Light spot position detection (printers, FA inspection equipment, amusement machines)
- Moving object detection (FA inspection equipment, amusement machines)
- 3D measurement (FA inspection equipment, medical measurement)

### ■ Conceptual view of light spot detection



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### ■ Absolute maximum ratings

Parameter	Symbol	Value	Unit
Analog supply voltage	Vdd (A)	-0.3 to +6	V
Digital supply voltage	Vdd (D)	-0.3 to +6	V
Gain selection terminal voltage	Vg	-0.3 to +6	V
AD mode selection voltage	Vsel	-0.3 to +6	V
Clock pulse voltage	V (CLK)	-0.3 to +6	V
Start pulse voltage	V (ST)	-0.3 to +6	V
Operating temperature *1	Topr	-5 to +65	°C
Storage temperature	Tstg	-10 to +85	°C

\*1: No condensation

### ■ Shape specifications

Parameter	Value	Unit
Number of pixels	256 × 256	-
Pixel pitch	7.8	μm
Active area	1.9968 × 1.9968	mm
Package	20-pin LCC package	-
Package size	7.6 × 7.6	mm

**Recommended terminal voltage**

Parameter	Symbol	Min.	Typ.	Max.	Unit
Analog supply voltage	Vdd (A)	4.75	5	5.25	V
Digital supply voltage *2	Vdd (D)	3	5	Vdd (A)	V
Gain selection terminal voltage	High gain	0	-	0.4	V
	Low gain	Vdd (A) -0.25	Vdd (A)	Vdd (A) +0.25	
AD mode selection voltage	10-bit MODE	Vdd (A) -0.25	Vdd (A)	Vdd (A) +0.25	V
	8-bit MODE	0	-	0.4	
Clock pulse voltage	High level	Vdd (D) -0.25	Vdd (D)	Vdd (D) +0.25	V
	Low level	0	-	0.4	
Start pulse voltage	High level	Vdd (D) -0.25	Vdd (D)	Vdd (D) +0.25	V
	Low level	0	-	0.4	

\*2: When the latter-stage digital processing circuit is a 3.3 V family, the high level of digital output signal is 3.3 V when operated at Vdd (A)=5 V, Vdd (D)=3.3 V.

**Electrical characteristics (Ta=25 °C)**

Parameter	Symbol	Min.	Typ.	Max.	Unit
Clock pulse frequency *3	10-bit MODE	500	-	5 M	Hz
	8-bit MODE	500	-	10 M	
Start pulse intervals	T (ST)	3101/f (CLK)	-	-	s
Video data rate	VR	-	f (CLK)/12	-	Hz
Digital output voltage	High level	Vdd (D)-0.15	-	-	V
	Low level	-	-	0.15	
Digital output rise time (10 to 90 %)*4	CL=10 pF	-	-	30	ns
	CL=30 pF	-	-	60	
Digital output fall time (10 to 90 %)*4	CL=10 pF	-	-	30	ns
	CL=30 pF	-	-	60	
Power consumption *5	P	-	75	-	mW

\*3: Vdd (A)=Vdd (D)=5 V, V (CLK)=V (ST)=5 V, Vg=5 V (Low gain)

\*4: CL: Load capacitance of digital output terminal

\*5: Vdd (A)=Vdd (D)=5 V, V (CLK)=V (ST)=5 V, f (CLK)=5 MHz, f (ST)=1.5 kHz

**Electrical and optical characteristics [Ta=25 °C, Vdd (A)=Vdd (D)=5 V, V (CLK)=V (ST)=5 V]**

Parameter	Symbol	Min.	Typ.	Max.	Unit
Spectral response range	$\lambda$	380 to 1000			nm
Peak sensitivity wavelength	$\lambda_p$	-	500	-	nm
Photo sensitivity *6	High gain	-	40	-	V/nJ
	Low gain	-	8	-	
Dark current	I <sub>D</sub>	-	0.2	0.6	pA
Saturation charge	Q <sub>sat</sub>	-	8	-	pC
Feedback capacitance of charge amplifier *7	High gain	-	0.2	-	pF
	Low gain	-	1	-	
Dark output voltage *8	High gain	-	100	300	mV
	Low gain	-	20	60	
Saturation output voltage	High gain	2.5	3.5	-	V
	Low gain	2.5	3	-	
Photo response non-uniformity *9	PRNU	-	-	±10	%

\*6: Vg=5 V (Low gain), Vg=0 V (High gain)

\*7:  $\lambda=780$  nm

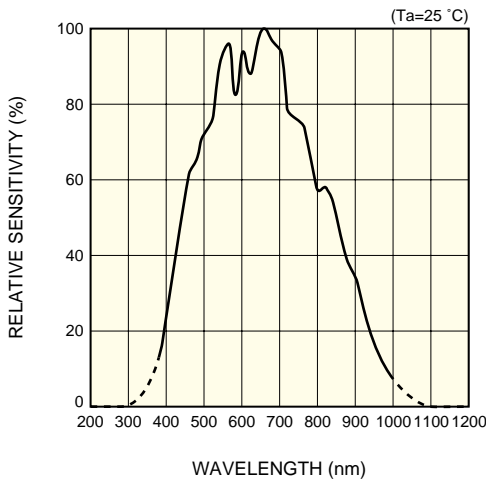
\*8: Storage time Ts=100 ms

\*9: Uniformity is defined under the condition that the device is uniformly illuminated by light which is 50 % of the saturation exposure level and using 254 pixels excluding both ends pixels as follows:

$$\text{PRNU} = \Delta V / V \times 100 (\%)$$

X: the average output of all pixels,  $\Delta X$ : the difference from the maximum or minimum output and X

■ Spectral response (typical example)



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■ A/D converter characteristics (Ta=25 °C)

Parameter	Symbol	Value	Unit
Digital output format		Serial output	
Resolution *10	10-bit MODE	10	bit
	8-bit MODE	8	
Conversion time	tCON	12/f (CLK)	s/ch
Frame readout time	FR	3100/f (CLK)	s/f
Conversion voltage range *11		0 to 3.8	V

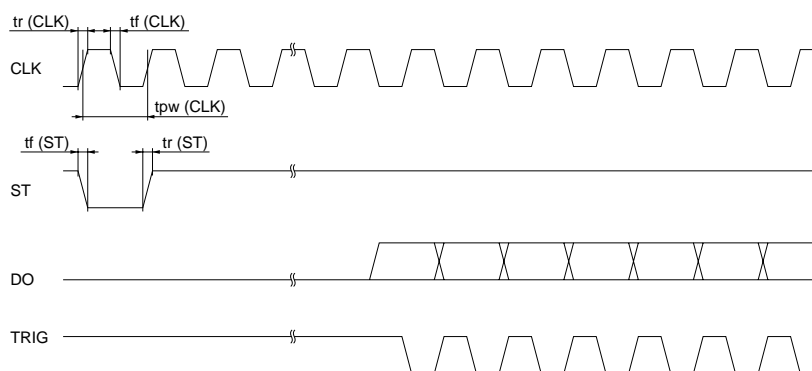
\*10: Vsel=5 V (10-bit mode), Vsel=0 V (8-bit mode)

\*11: Digital output is available from MSB as serial output.

10-bit mode: D9 to D0

8-bit mode: D7 to D0

■ Timing chart



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Parameter	Symbol	Min.	Typ.	Max.	Unit
Clock pulse width	tpw (CLK)	40	-	-	ns
Clock pulse rise and fall time	tr (CLK), tf (CLK)	0	20	30	ns
Start pulse width	tpw (ST)	90	-	-	ns
Start pulse rise and fall time	tr (ST), tr (ST)	0	20	30	ns

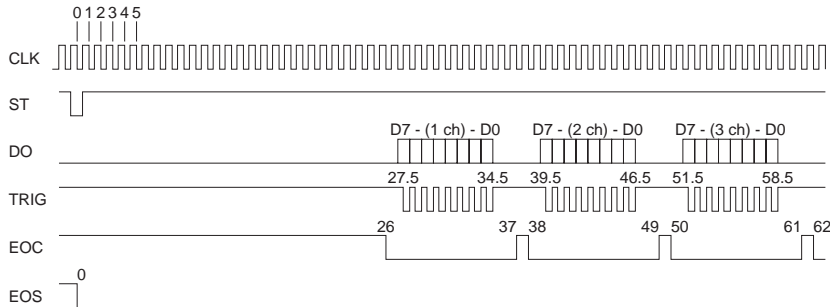
NOTE) Operation in the X and Y directions can be performed independently.

The internal timing circuit starts operating at the fall timing of the clock pulse immediately after the start pulse goes "low". It doesn't matter how many times the clock pulse goes "low" during the "Low" period of the start pulse.

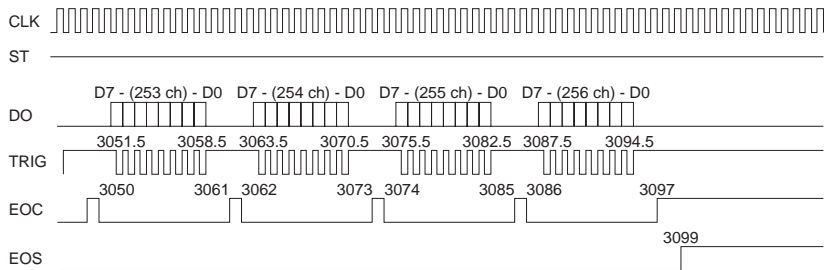
The storage time is determined by the start pulse intervals. However, since the charge storage of each pixel is carried out between the signal readout of that pixel and the next signal readout of the same pixel, the start time of charge storage differs depending on each pixel. In addition, the next start pulse cannot be input until signal readout from all pixels is completed.

**8-bit mode**

In the neighborhood of start pixel



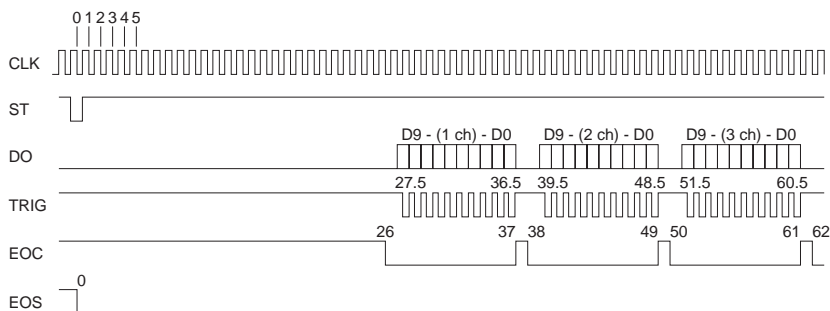
In the neighborhood of last pixel



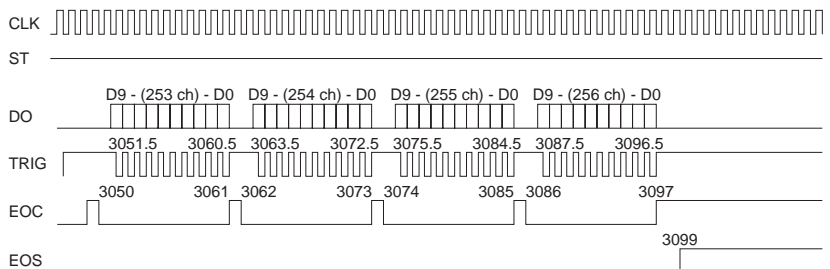
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**10-bit mode**

In the neighborhood of start pixel

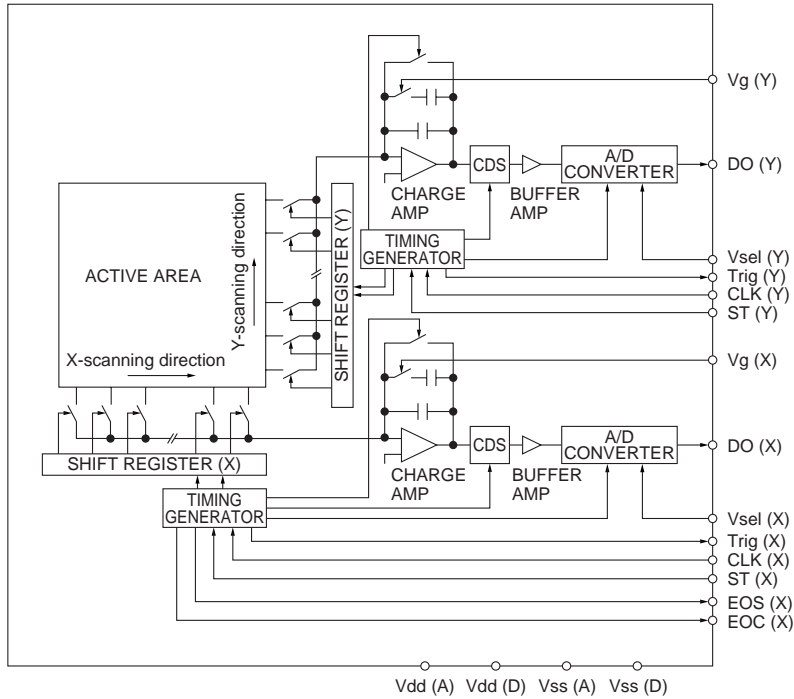


In the neighborhood of last pixel



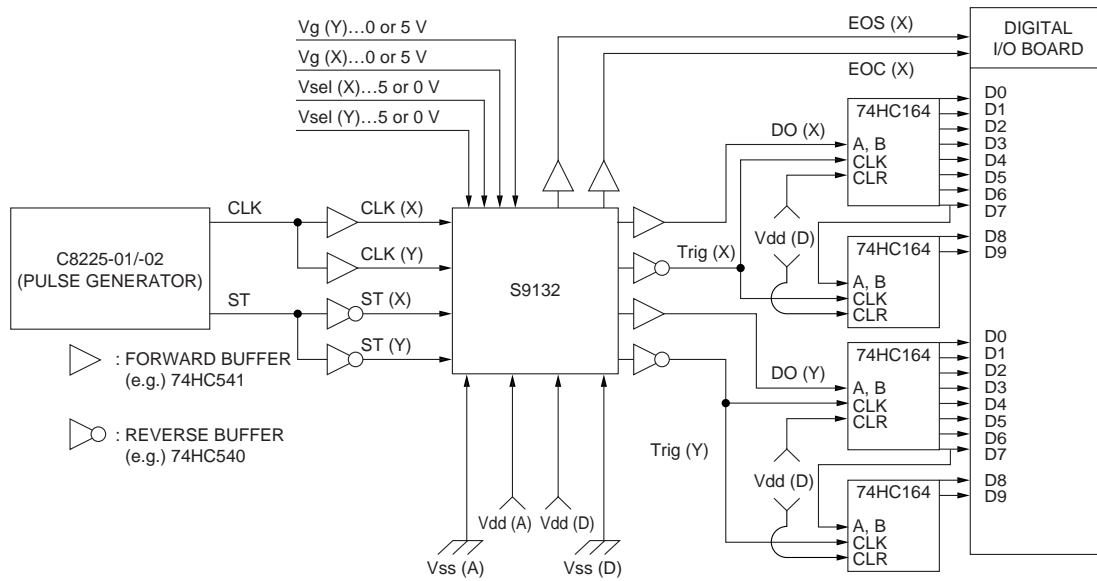
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■ Block diagram



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■ Connection examples



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