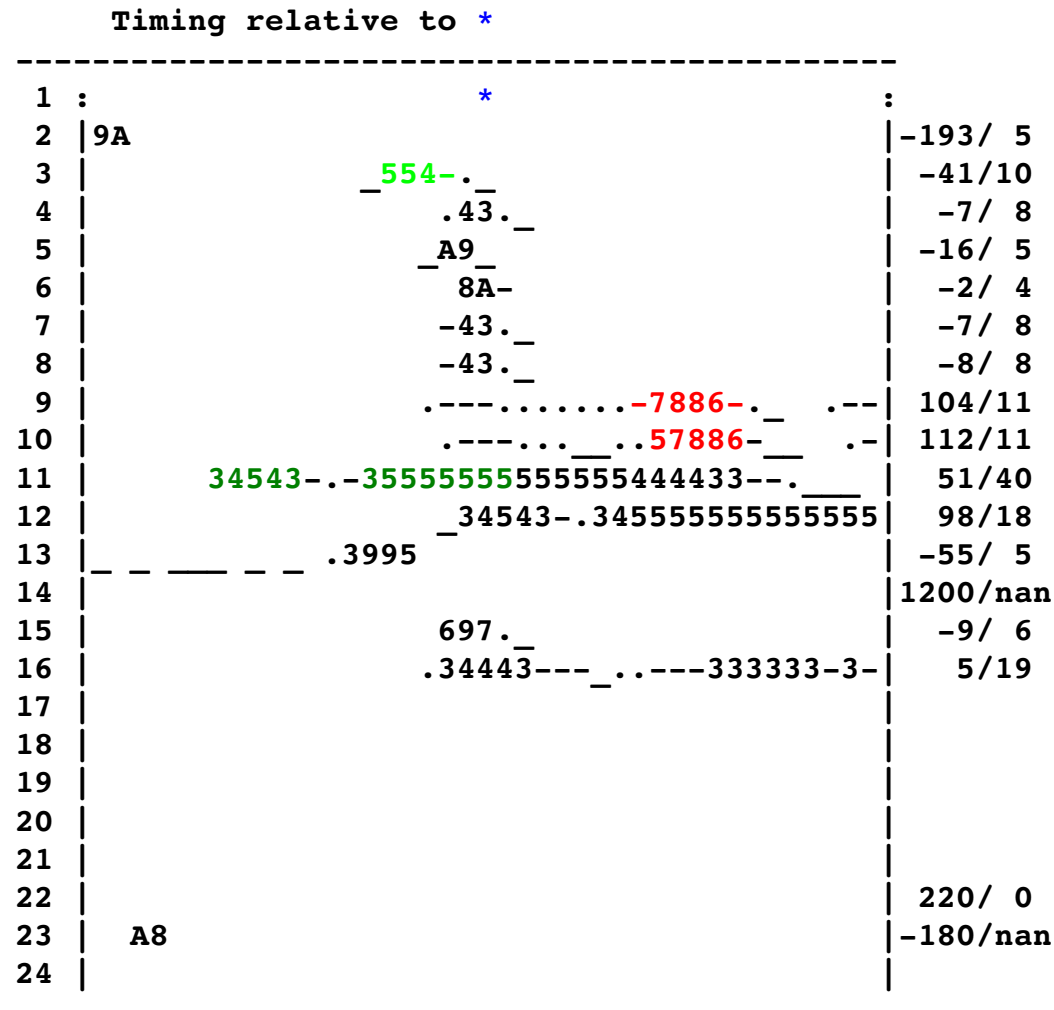


# TRLO II – flexible FPGA trigger control

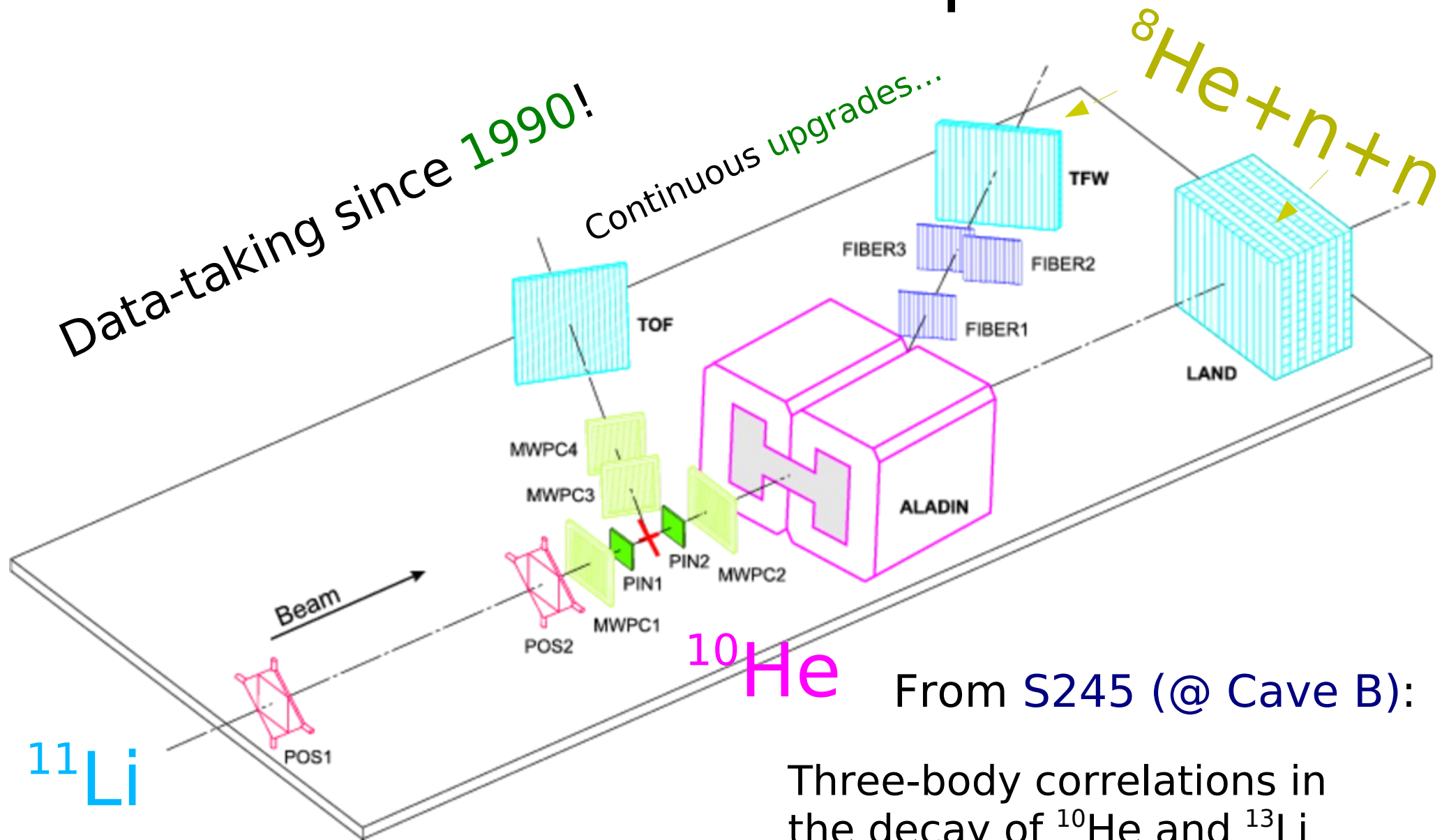


Håkan T. Johansson, Chalmers, Göteborg

With Ana Henriques, Lisbon

GSI, February 2011

# ALADiN-LAND setup → $R^3B$



From S245 (@ Cave B):

Three-body correlations in the decay of  $^{10}\text{He}$  and  $^{13}\text{Li}$

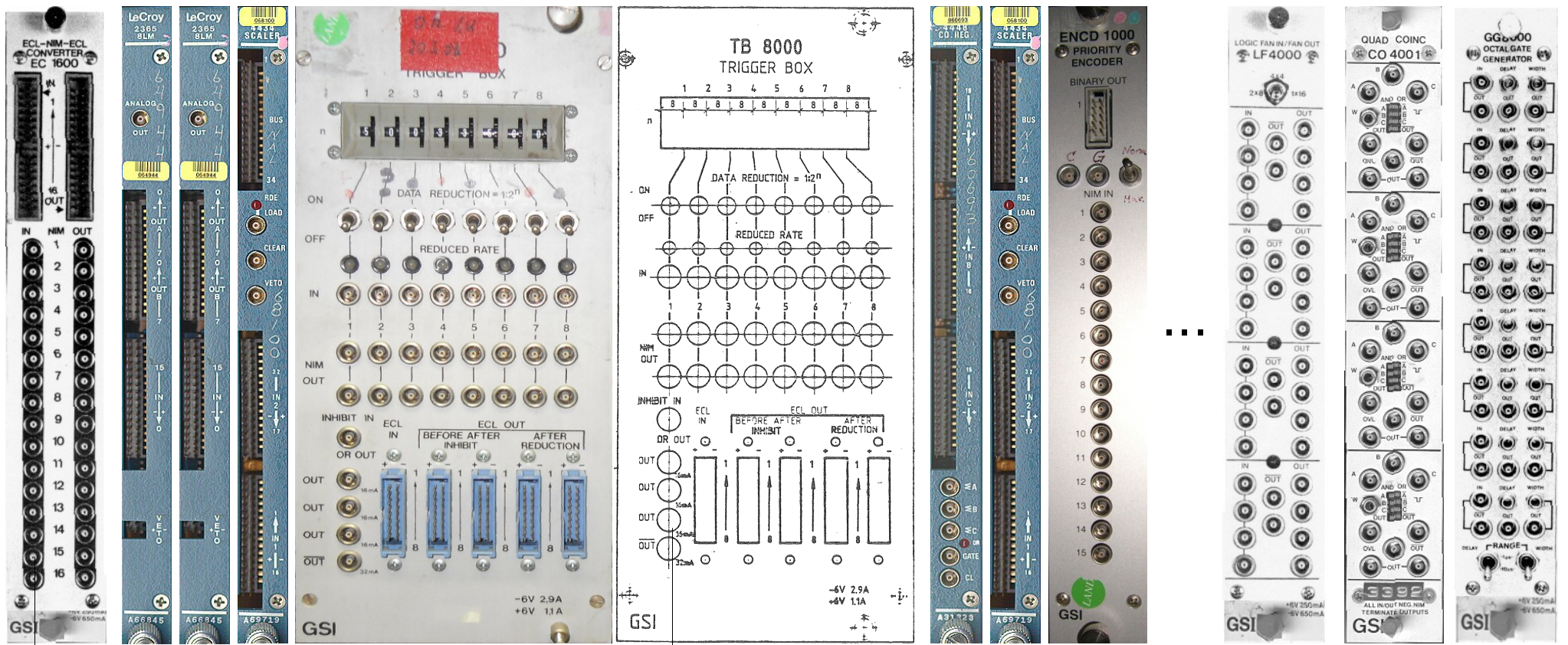
H.T. Johansson, Yu. Aksyutina, et. al.  
Nuclear Physics A, Vol 847 (2010) pp. 66-88

# The trigger has to be *fast*...

Detector signals  
 Logic matrix  
 → coincidences  
 Scaler

Trigger boxes:  
 deadtime veto  
 downscale

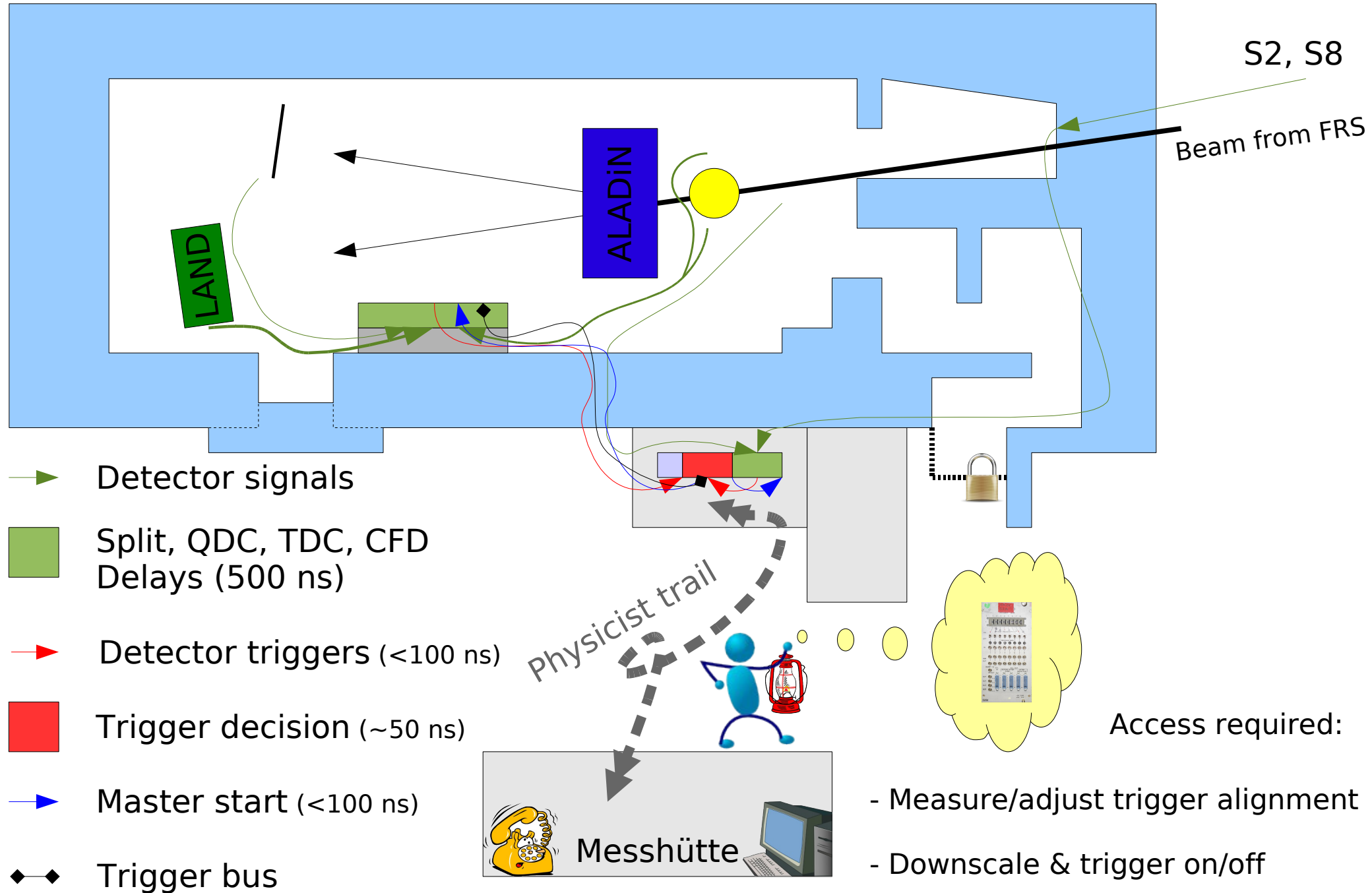
Pattern unit  
 Scaler  
 Priority encoder

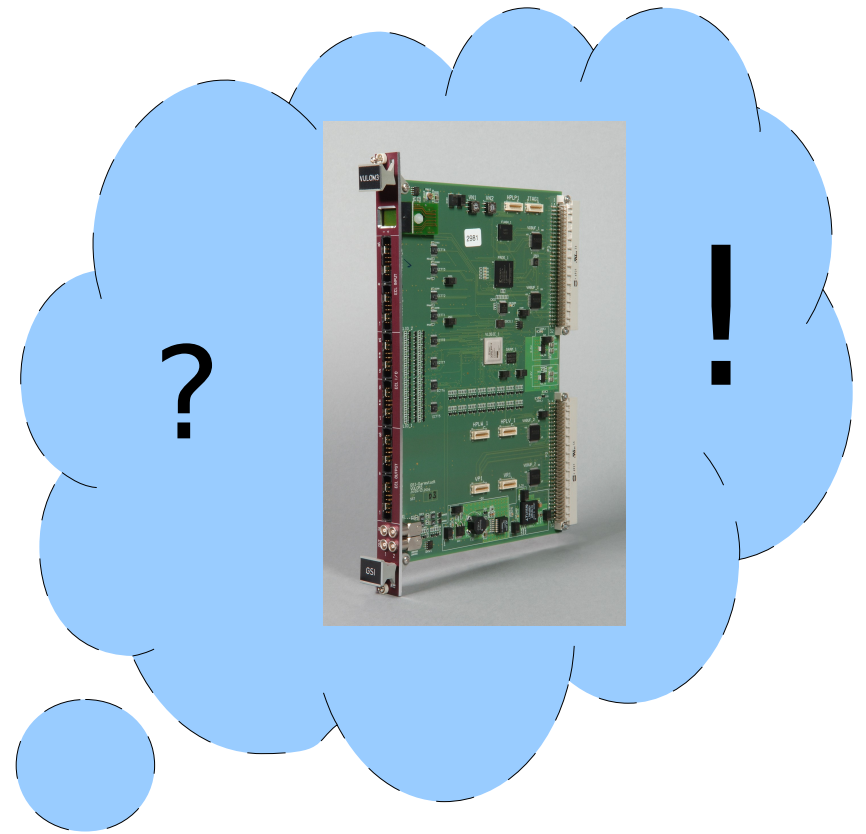
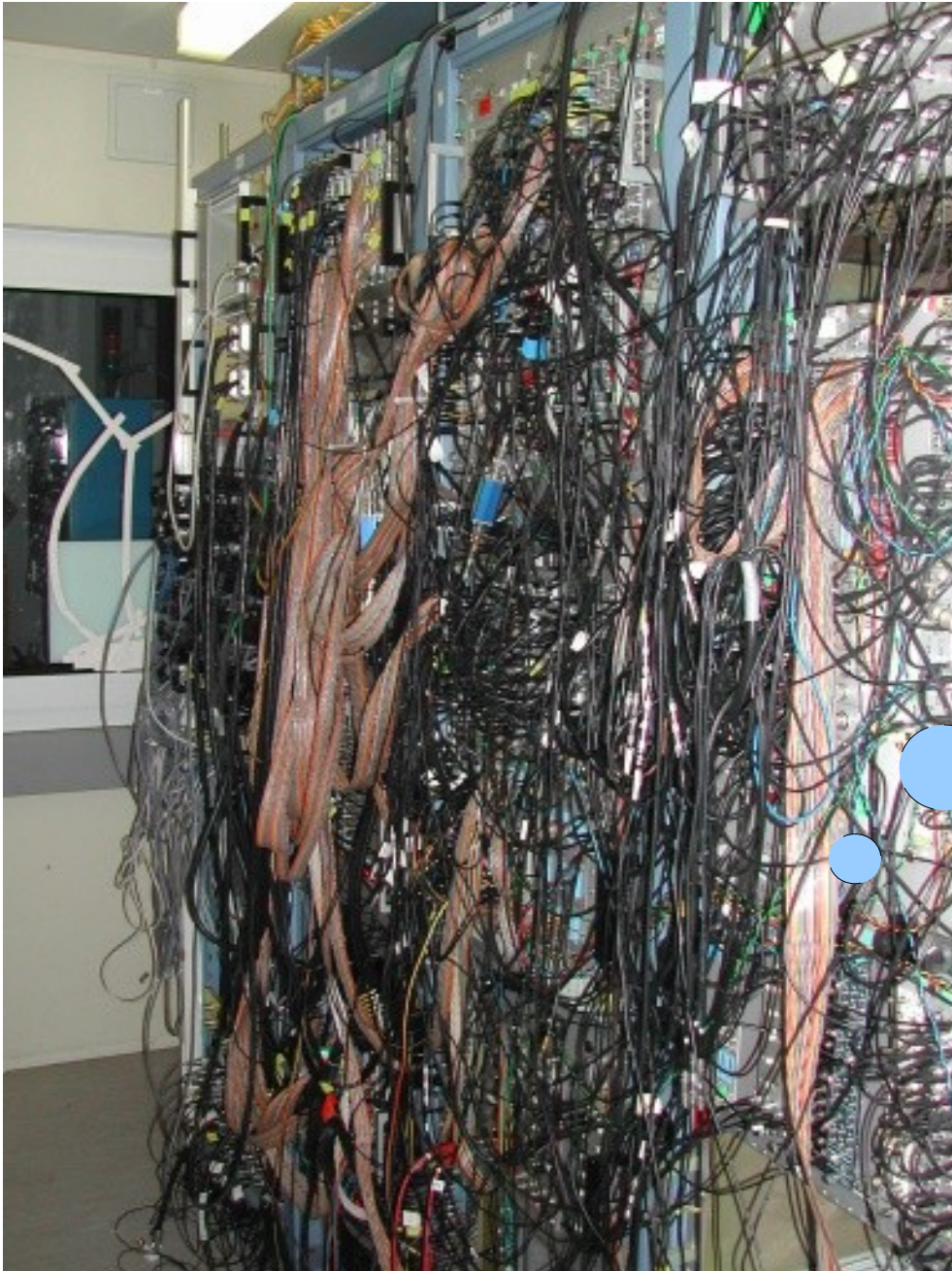


Master start in 45 ns

# Cave C trigger (2004-)

(Analog to LAND@ Cave B -2004)





**VULOM**

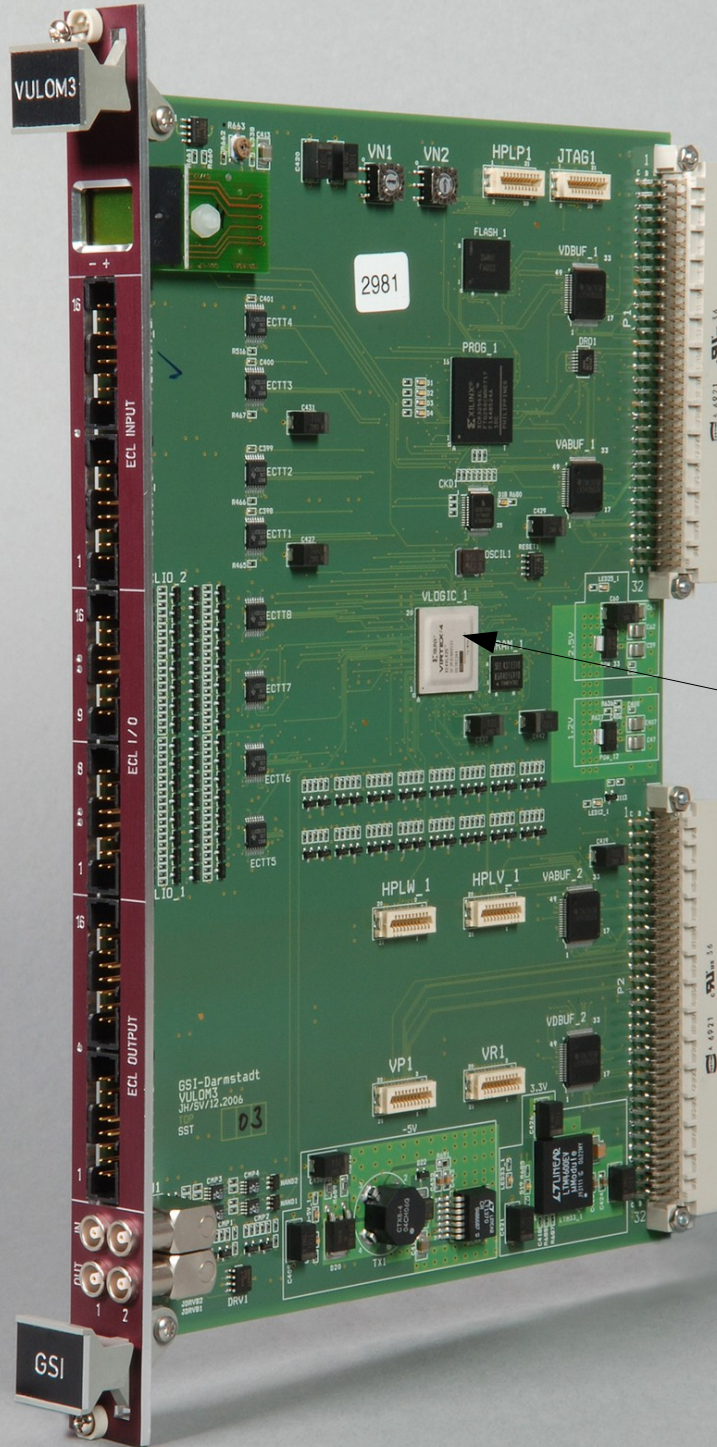
(VME universal logic module)

by J. Hoffmann, **GSI**

Original TRLO firmware  
by J. Frühauf, **GSI**

Inputs

Outputs

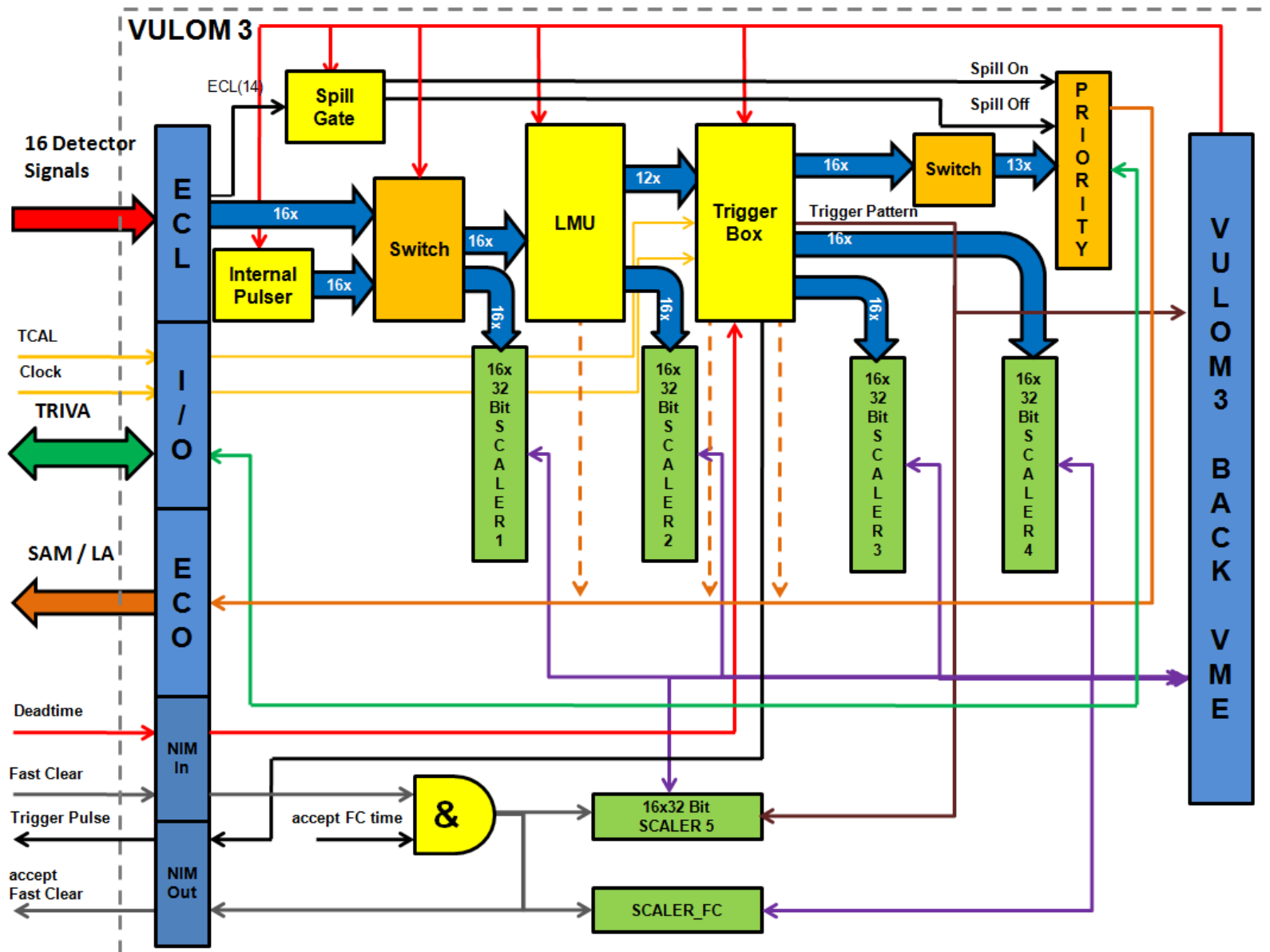


VME

FPGA

# Original TRLO schematic

(J. Frühauf)



# Fast-path: detector signals → master start

Timing-critical  
trigger decision

All logics: 100 MHz (10 ns)

Decision in 2 **clock cycles**:

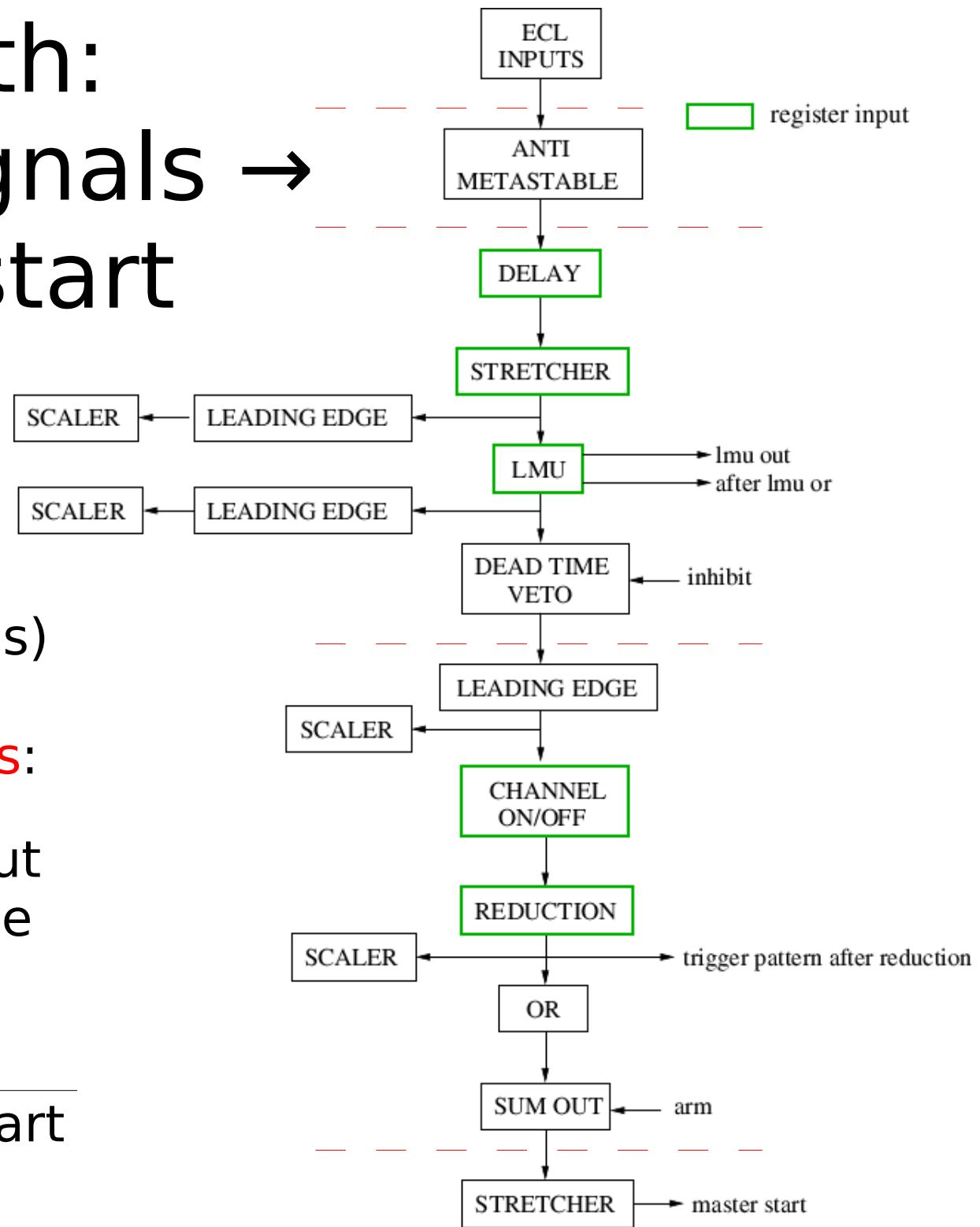
18 ns: module in + out

5 ns: anti-metastable

20 ns: decision

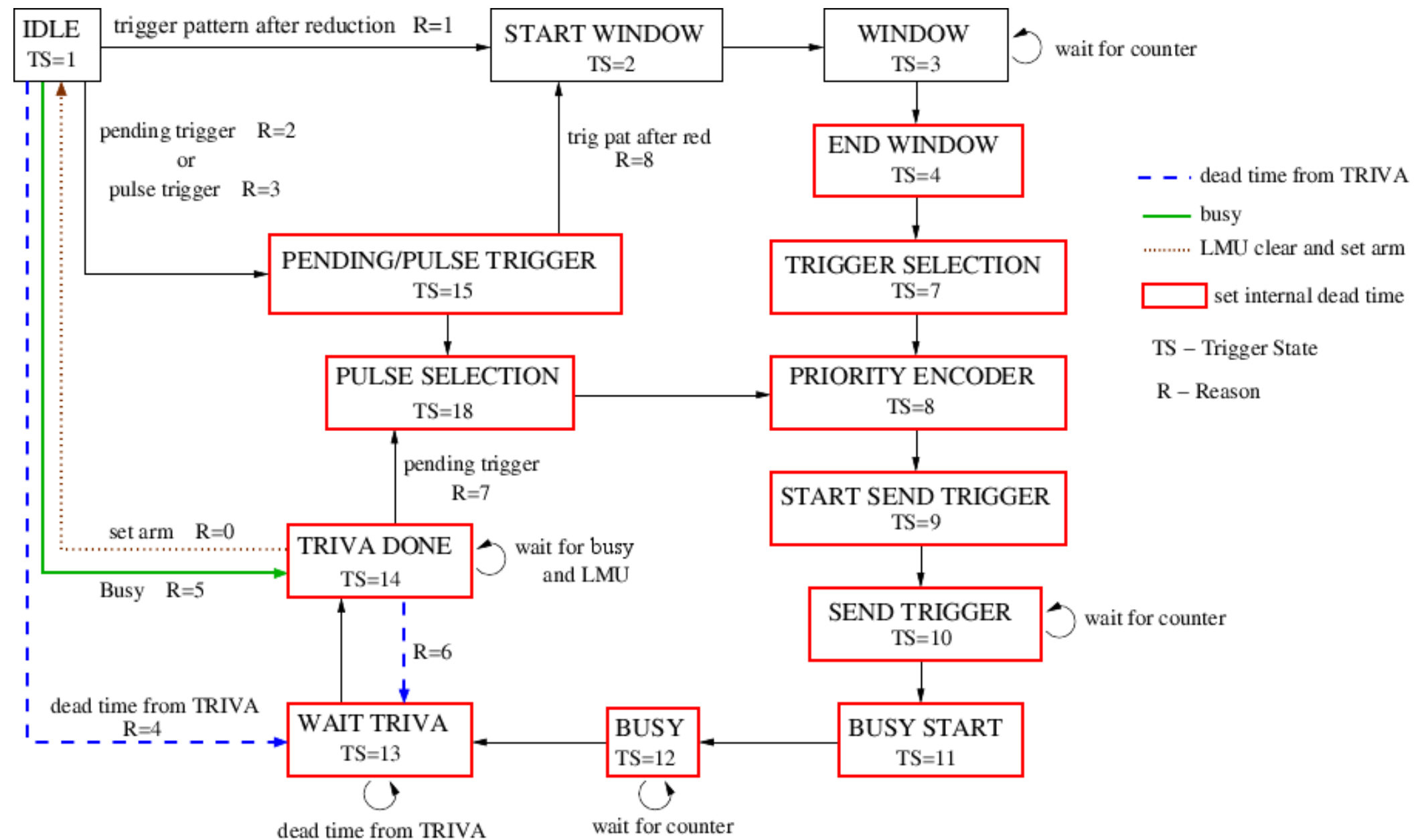
10 ns: clock jitter

45-55 ns: in → master start

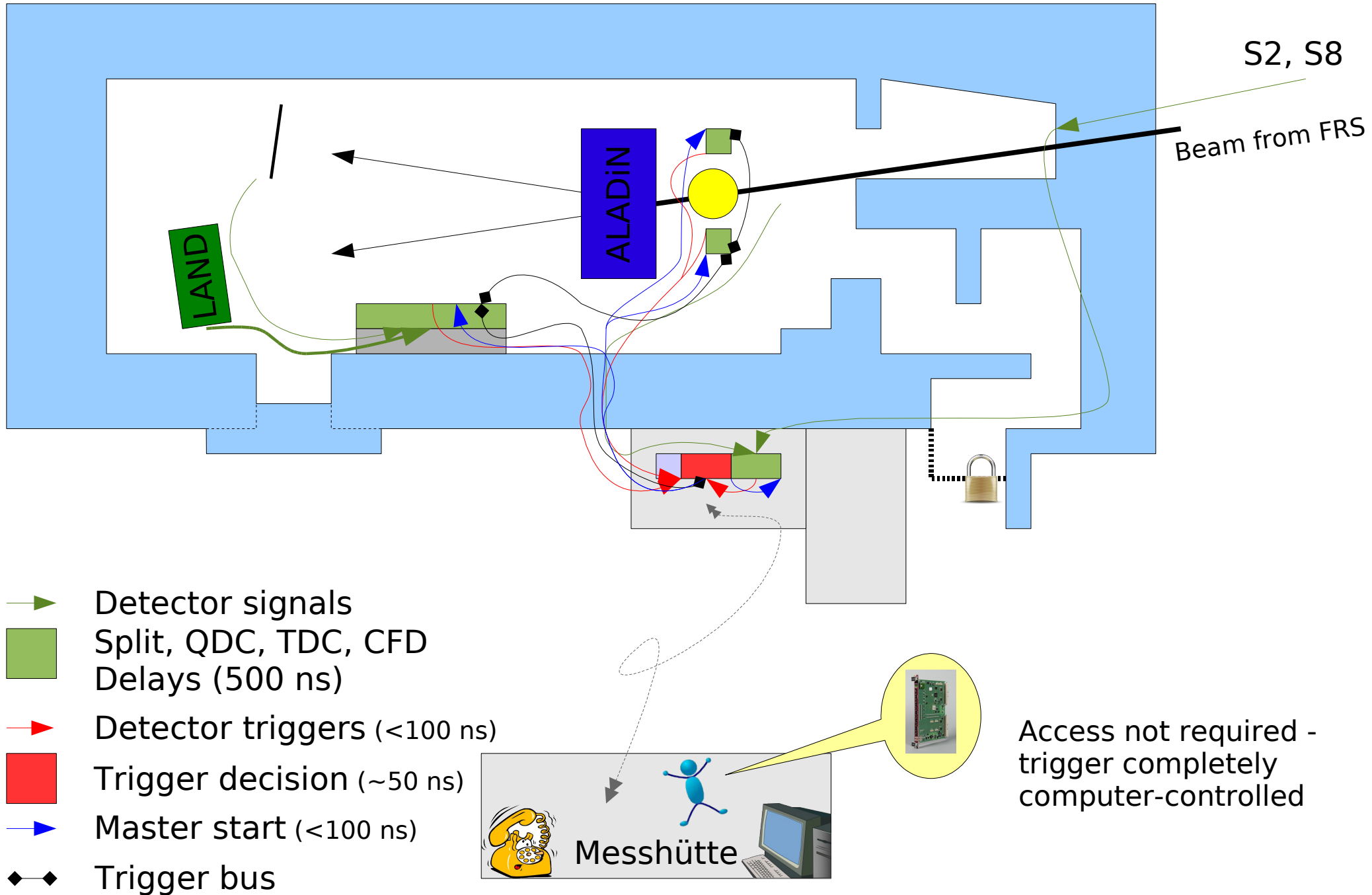




# Trigger state machine



# Cave C trigger (2010-)



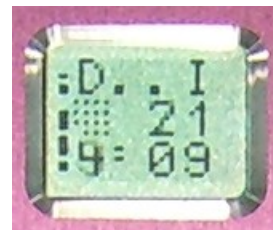


# General logic

- **Pulsers** (programmable frequency).
- **PRNG** (pseudo-random sequence).
- **LMU** (not the same as in fast-path).
- **Downscale**.
- **Delay** and **stretch** (a.k.a. gate-and-delay).
- **Edge-to-gate** conversion (e.g. spill mimic).
- **Fan-in** (masked all-or).
- **Coincidence**.

# Monitoring

- **Scalers**. Latched 32-bit with selectable input.  
Hybrid **flip-flop** / **block RAM** -> **few resources**. (25 ff/ch)
- **Timer latches** (latch global timer on a signal edge).
- **Multi-entry buffer** for the **timer-latches**.  
Block **RAM fifo**.
- **Self-triggering soft-scope**.  
Block **RAM circular recording**. Block **RAM multi-trace fifo**.
- Input **pattern latch**.
- Front-panel **LEDs**.
- Front-panel **display**.



# Multiplex everything!

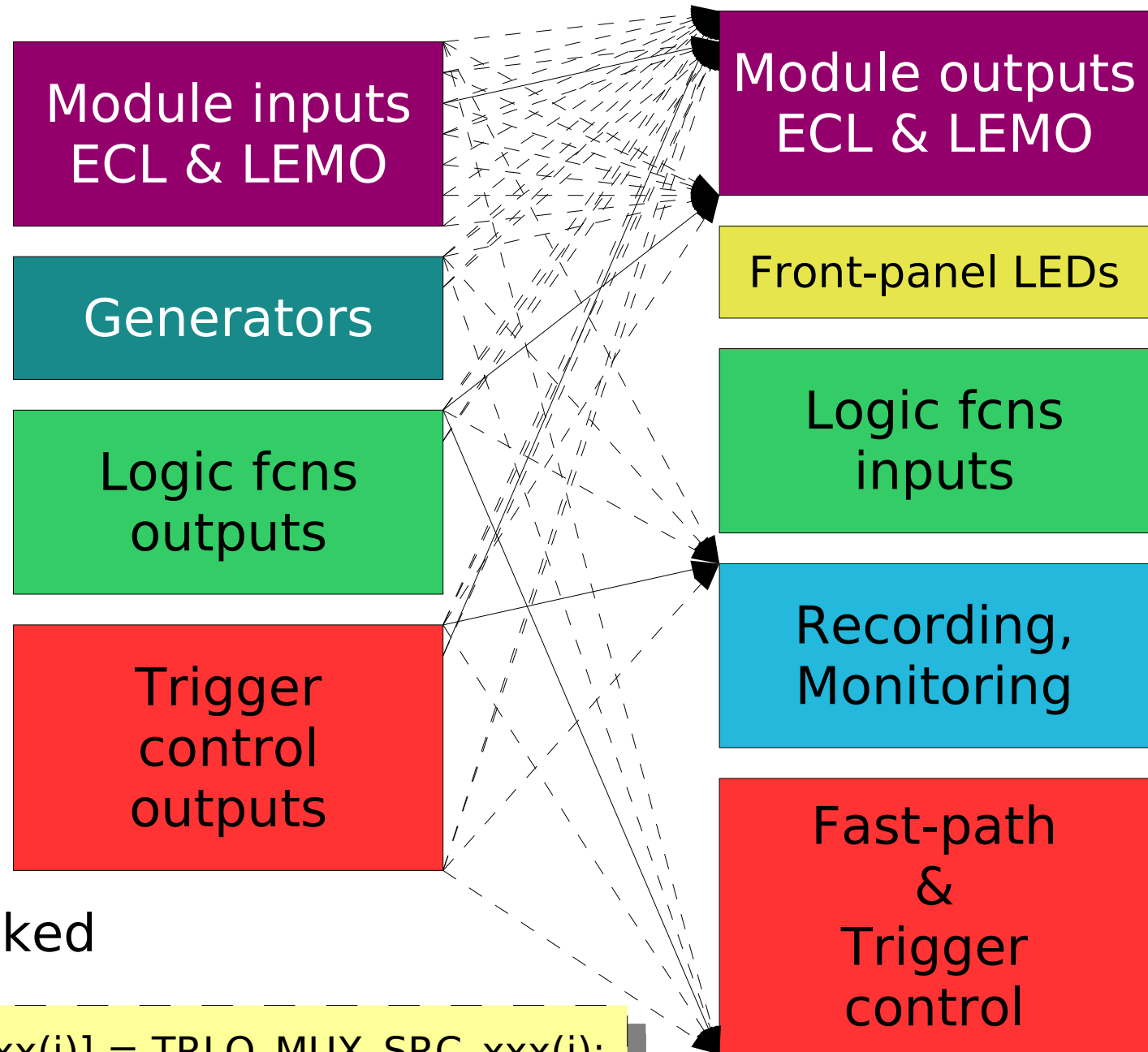
Any signal destination can use any source.

Routing cost:  
2 cycles = 20 ns

Exceptions for timing-critical fast-path:

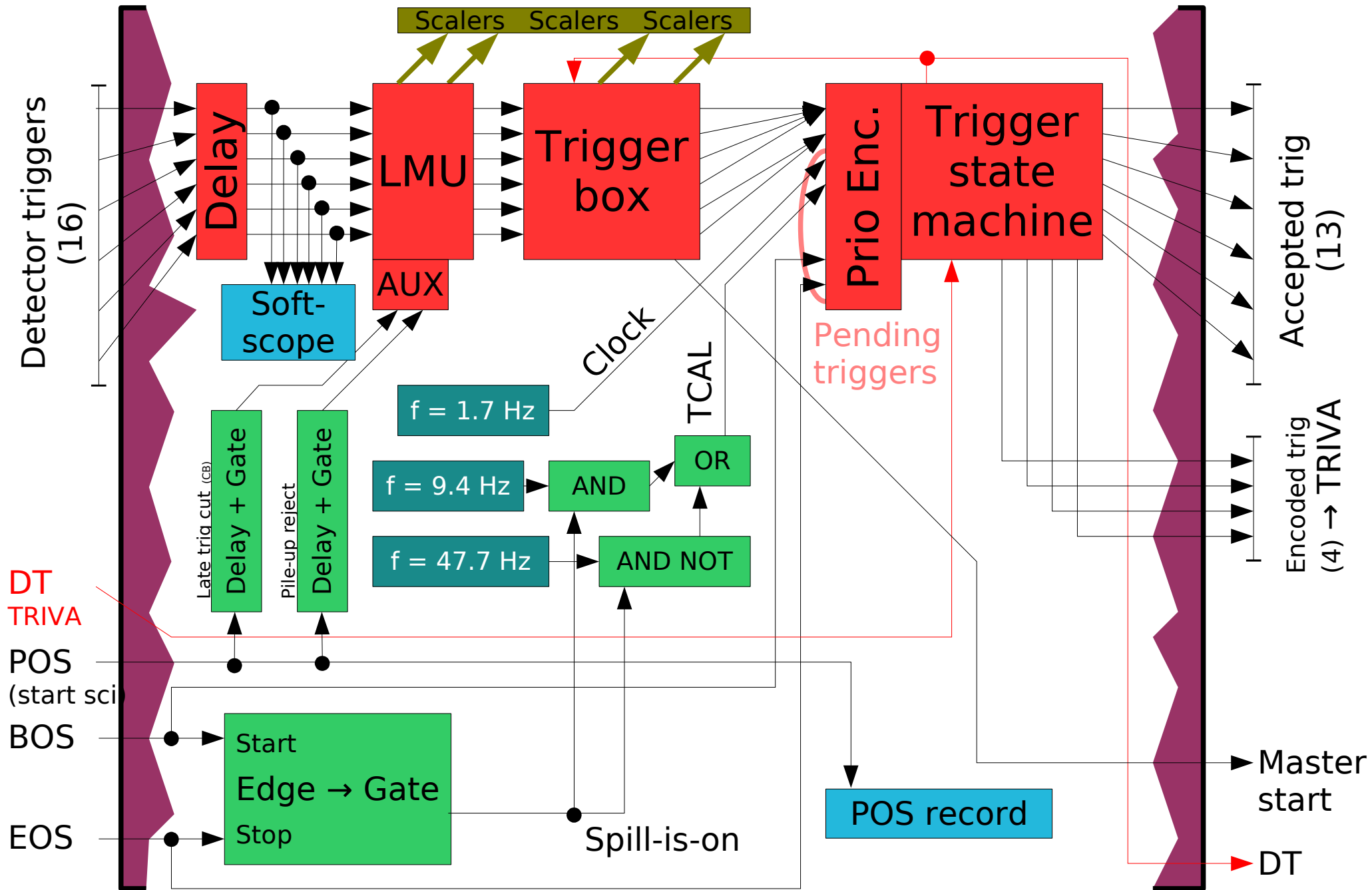
use fixed **ECL in**

master-start to any **output**, bitmasked

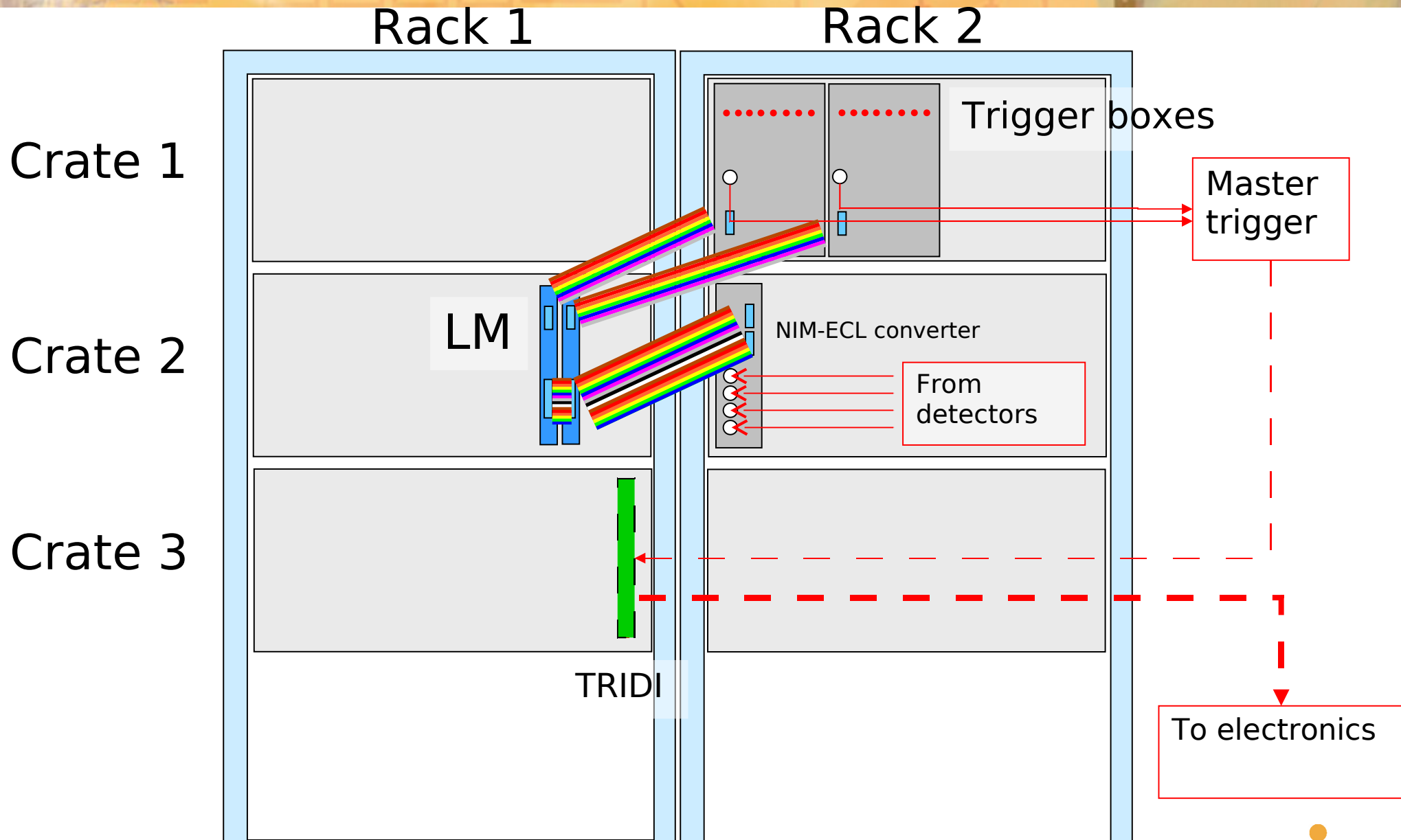


```
mux[TRLO_MUX_DEST_XXX(j)] = TRLO_MUX_SRC_XXX(i);
```

# TRLO II @ Cave C / LAND-setup

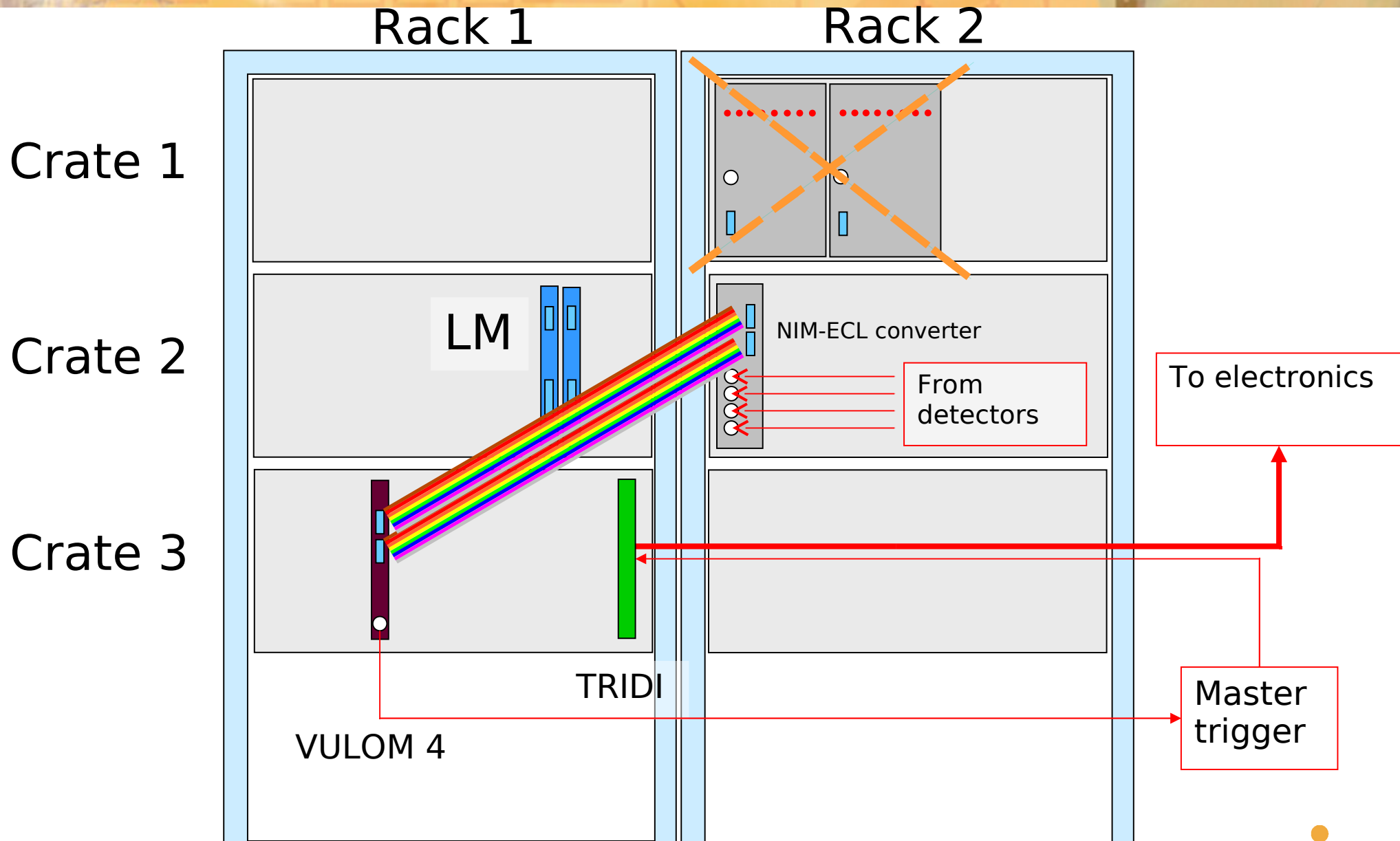


# Old trigger logic





# New trigger logic



# matr.dat

- matr.dat used for determination of trigger type
- located in active DAQ directory, e.g., /lynx.landexp/apr2010

Trigger bit

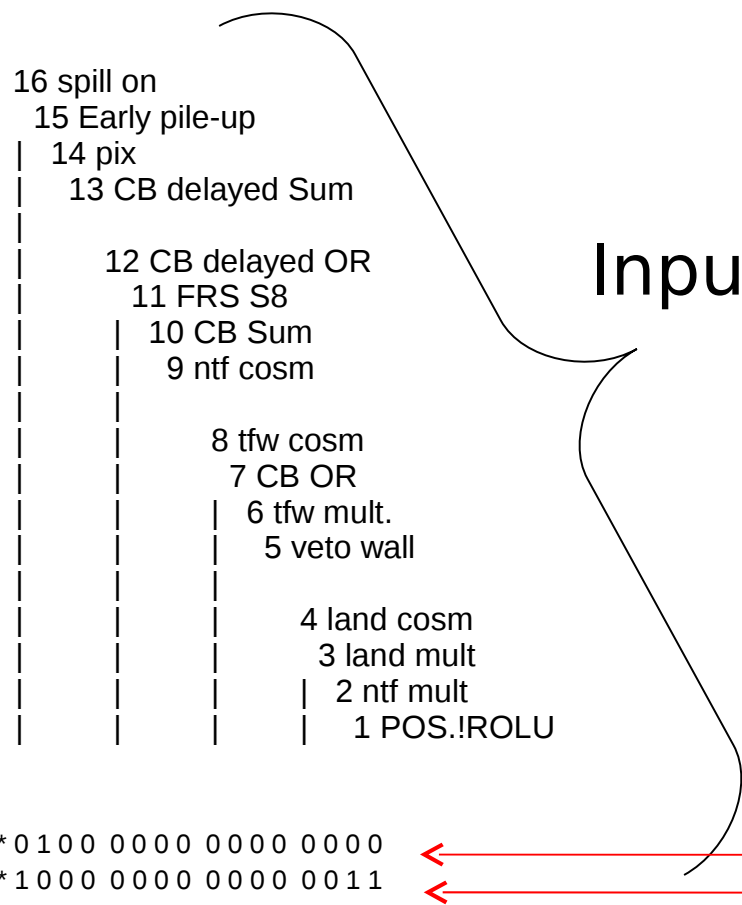
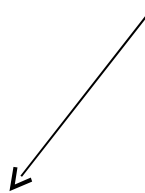
Output triggers

2 Fragment(NTF)

```
*0100 0000 0000 0000  
*1000 0000 0000 0011
```

Input NIM trigger signals

NIM-ECL converter  
(rack 2, crate 2, slot 1)



- 16 spill on
- 15 Early pile-up
- 14 pix
- 13 CB delayed Sum
- 12 CB delayed OR
- 11 FRS S8
- 10 CB Sum
- 9 ntf cosm
- 8 tfw cosm
- 7 CB OR
- 6 tfw mult.
- 5 veto wall
- 4 land cosm
- 3 land mult
- 2 ntf mult
- 1 POS.!ROLU

anti-coincidence  
coincidence

# Trigger logic control

- No more blinking lights on trigger boxes: how can I see which triggers are switched on and at which rate?
- Use the `udp_reader`:
  - `ssh land@lxgs08`
  - `type udp_reader --trig`

```
Shell - Konsole <2>
Session Edit View Bookmarks Settings Help
-----
Spill: 83      TrigType: 12      Mon Jul  5 18:48:09 2010
#      ID      Raw | #      ID      B. DT  A. DT  A. Red  FC effDT  Red 2^n
1:Min. bias 20052 # 1:Good Beam  0      0      0      -      -      -
2:  NTF      0 # 2:  GP+NTF   0      0      0      -      -      -
3:  LAND    911 # 3:  GP+CB OR  0      0      0      -      -      -
4: LANDcosm 911 # 4:GB+CB Sum  0      0      0      -      -      -
5:  VETO     0 # 5:  GP+TFW   0      0      0      -      -      -
6:  TFW     -96 # 6:GB-pileup  0      0      0      -      -      -
7:  CB OR   564 # 7:  PIX      0      0      0      -      -      -
8: TFW cosm  0 # 8:  GP+LAND  0      0      0      -      -      -
9: NTF cosm  0 # 9:  CB muon  12     6      6      0% 50.0% 1.0  0
10: CB Sum  96 # 10: LANDcosm 911    713    356  0% 21.7% 2.0  1
11: FRS S8  0 # 11: TFW cosm 564    352    352  0% 37.6% 1.0  0
12: CB dlyOR -96 # 12: CB gamma -96     0      0     -100.0% -      -
13:CB dlySum 12 # 13:  Clock   0      0      0      -      -      -
14:  PIX     0 # 14:  TCAL   0      0      0      -      -      -
15: !pileup  0 # 15:  BOS    0      0      0      -      -      -
16: Spill ON  1 # 16:  EOS    0      0      0      -      -      -

Accepted physics:  0      0.0 Hz (  0 us)      Duration: 2005 ms
offspill/calib: 709 353.6 Hz ( 544 us)      Ticks: 2005 ms
clock: 5      2.5 Hz (7338 us)
tcal: 96     47.9 Hz ( 758 us)      DT: 24.75% avg: 612 us
other: 1      0.5 Hz (1156 us)

0      cur ( exp )
0 within 2 us: nan (0.000)      Within pileup reject: -
0 within 4 us: nan (0.000)
0 within 10 us: nan (0.000)
0 within DT: nan (0.000)
```

Input NIM trigger signals

Trigger types

Clock + tcal triggers  
(internal triggers)

# Trigger logic control

- The trigger I want to use is not switched on or does not come with the correct rate!
- Use the trigger logic control routine:
  - `ssh land@[some_machine]` (the following `rsh` is easier if you are already land)
  - `rsh r3-15` (main DAQ processor; change if necessary)
  - your present location: `/land/usr/land`
  - `cd landexp/apr2010/west` (apr2010 is the current DAQ; change if necessary)
  - `./trloctrl --[option]`

```
Shell - Konsole <2>
Session Edit View Bookmarks Settings Help
-----
Spill: 83      TrigType: 12      Mon Jul  5 18:48:09 2010
#      ID      Raw | #      ID      B. DT  A. DT  A. Red  FC effDT  Red 2^n
1:Min. bias 20052 # 1:Good Beam  0      0      0      -      -      -
2:      NTF      0 # 2:  GP+NTF  0      0      0      -      -      -
3:      LAND     911 # 3:  GP+CB OR  0      0      0      -      -      -
4: LANDcosm 911 # 4:GB+CB Sum  0      0      0      -      -      -
5:      VETO      0 # 5:  GP+TFW  0      0      0      -      -      -
6:      TFW      0 # 6:GB-pileup  0      0      0      -      -      -
7:      CB OR    -96 # 7:  PIX      0      0      0      -      -      -
8: TFW cosm  564 # 8:  GP+LAND  0      0      0      -      -      -
9: NTF cosm   0 # 9:  CB muon  12     6      6      0% 50.0%  1.0  0
10: CB Sum   96 # 10: LANDcosm 911    713   356  0% 21.7%  2.0  1
11: FRS S8   0 # 11: TFW cosm 564    352   352  0% 37.6%  1.0  0
12: CB dlyOR -96 # 12: CB gamma -96     0      0     -100.0%  -      -
13:CB dlySum 12 # 13:  Clock  0      0      0      -      -      -
14:      PIX      0 # 14:  TCAL    0      0      0      -      -      -
15: !pileup  0 # 15:  BOS      0      0      0      -      -      -
16: Spill ON  1 # 16:  EOS      0      0      0      -      -      -

Accepted physics:      0      0.0 Hz (  0 us)      Duration: 2005 ms
offspill/calib:    709  353.6 Hz ( 544 us)      Ticks: 2005 ms
  clock:           5      2.5 Hz (7338 us)
  tcal:           96     47.9 Hz ( 758 us)      DT: 24.75% avg: 612 us
  other:           1      0.5 Hz (1156 us)
  0
  0 within 2 us:      nan (0.000)      Within pileup reject: -
  0 within 4 us:      nan (0.000)
  0 within 10 us:     nan (0.000)
  0 within DT:       nan (0.000)
```

# trloctrl

```
R3-15:/land/usr/land/landexp/apr2010/west 3$ ./trloctrl --help
TRL0 II control program (for the LAND DAQ).
```

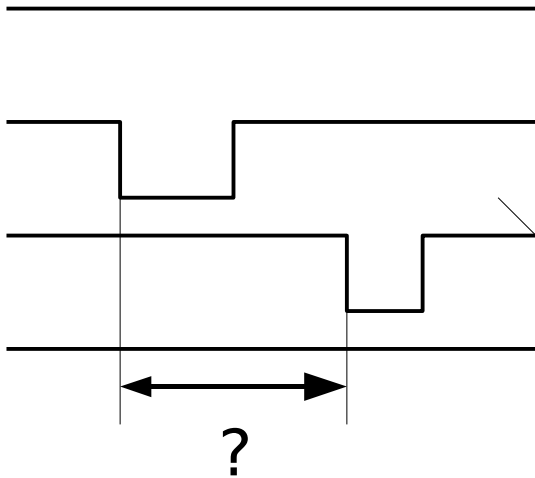
```
Usage: ./trloctrl <options>
```

```
--reduction=TPAT=RED    REDuction factor for TPAT (LMU out).
--tpat-enable=0xBITMASK Mask of TPATs to enable.
--tpat-enable=A,B,C     List of TPATs to enable.
--tcal=on|off           Switch TCAL trigger on/off.
--clock=on|off          Switch CLOCK trigger on/off.
--spill-mimic=on|off    Enable/disable the spill mimic.
                        Also issues an EOS signal on 'off'.
--spill-on              Issues a BOS input signal.
--spill-off             Issues an EOS input signal.
--silent-input          Clear TRL0 input settings.
```

- `--reduction=TPAT=RED:`
  - down-scales trigger TPAT by  $2^{\text{RED}}$
  - e.g.: `./trloctrl --reduction=10=2`  
down-scales the LAND cosmic trigger by a factor 4 (c.f. previous slide)
  - tcal and clock triggers can also be reduced
- `--tpat-enable=0xBITMASK:`
  - must first calculate BITMASK to be activated
  - in order to deactivate all triggers, use:  
`--tpat-enable=0x0`

- `--tpat-enable=A, B, C:`
  - enables only specified TPATs and switches all others off
  - in order to deactivate all triggers, use:  
`--tpat-enable=`
- `--spill-mimic=on|off:`
  - switch off spill-mimic for most calibration runs
  - make sure it is switched on for beam!

# Trigger alignment - measurement



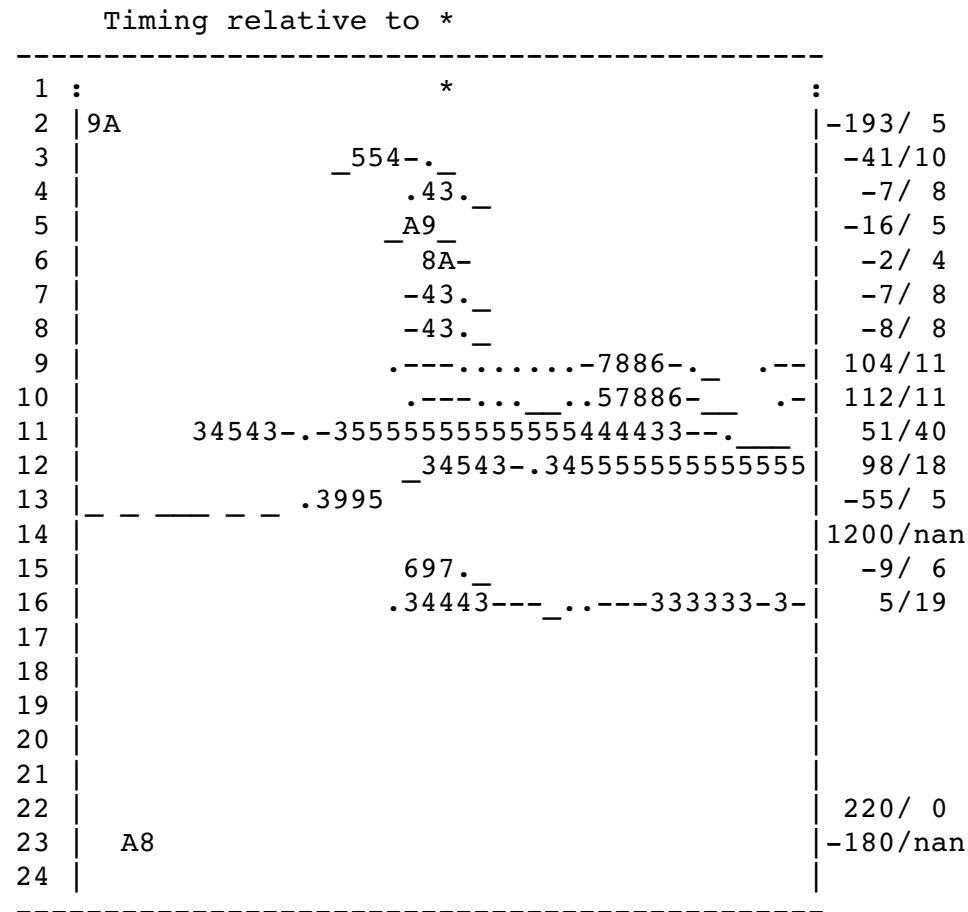
The triggers need to be aligned to make good coincidences

FPGA:  
self-triggered  
multi-event  
softscope

VME readout

Analysis  
(histogramming)

...  
Ch 22: 138-255e  
Ch 23: 98-110  
End  
Start  
Ch 9: 125-142  
Ch 10: 126-143  
Ch 11: 114-131  
Ch 12: 127-144  
Ch 21: 0-255e  
End  
Start  
Ch 9: 125-142  
Ch 10: 126-143  
...



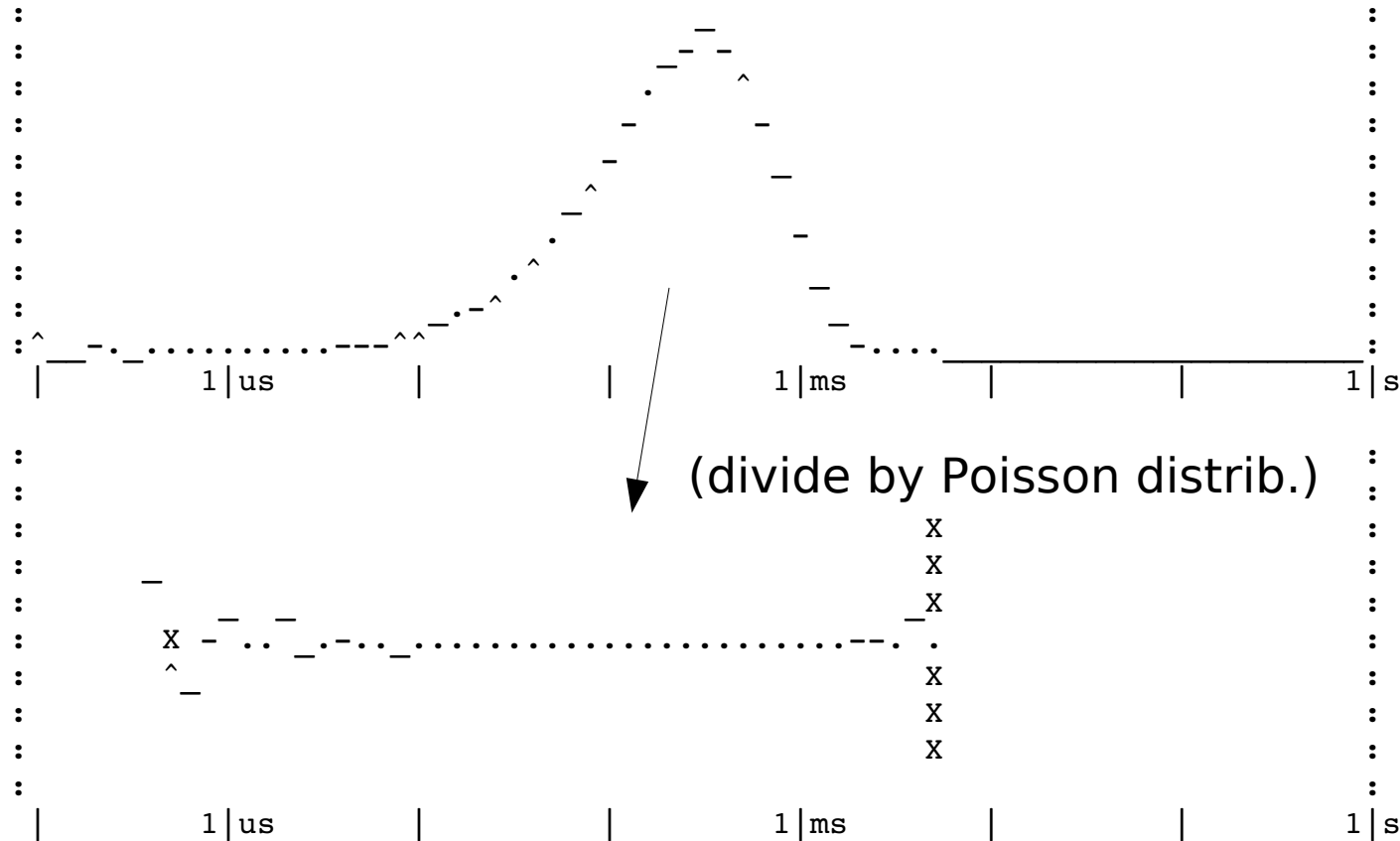
2-log counts/bin ( \_ . - = 0,1,2)

# Pile-up measurements

Record inter-arrival times of signals

Every ion entering the cave → off-line pile-up rejection

Hits: 1482288 Lost: 1 Cut: 70 = 1.000 s Total\_t: 525.246 s Rate: 2822.1 Hz

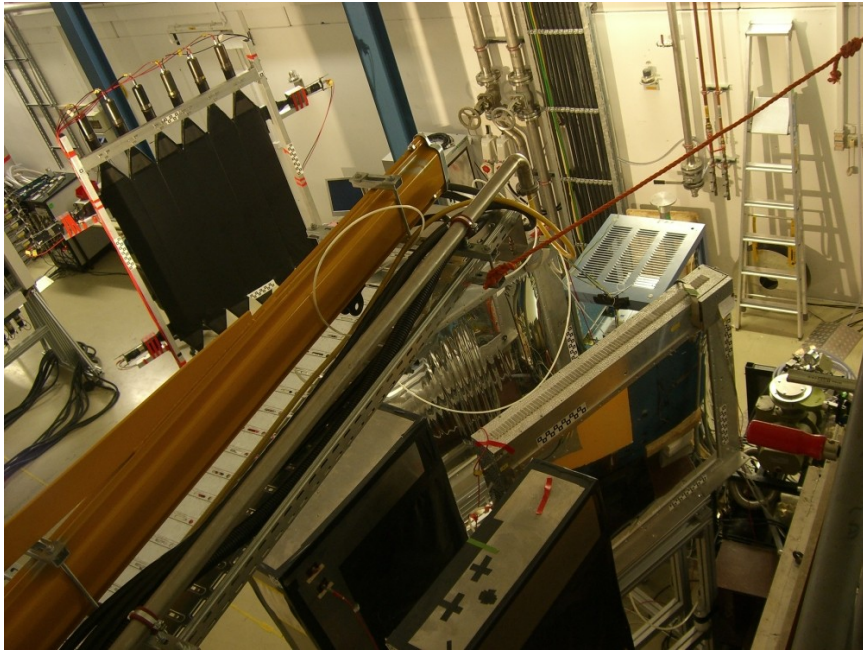


Example: →

almost perfectly  
random detector  
trigger signal  
(cosmics+noise)

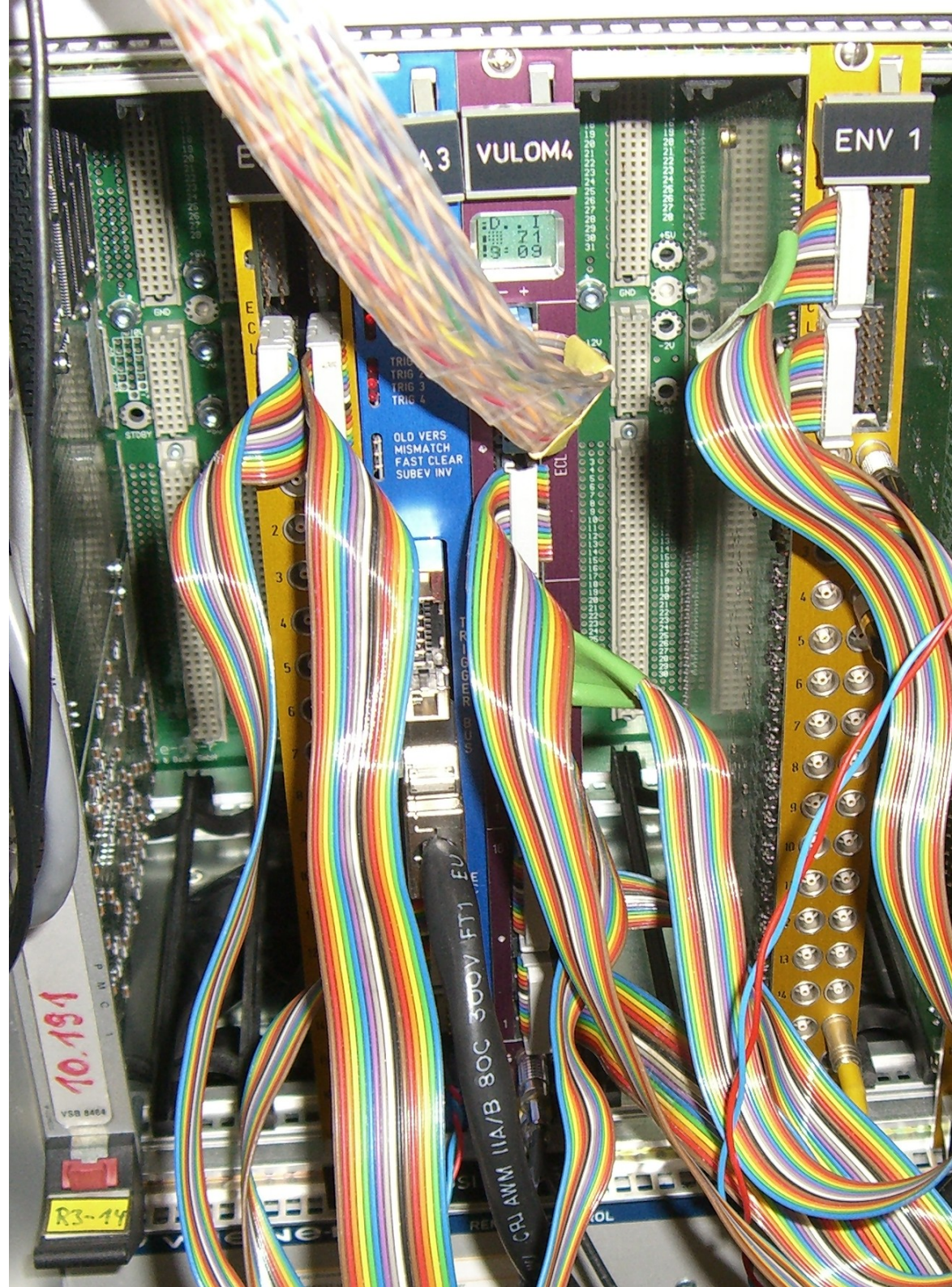
# In operation:

S393 S306b S389



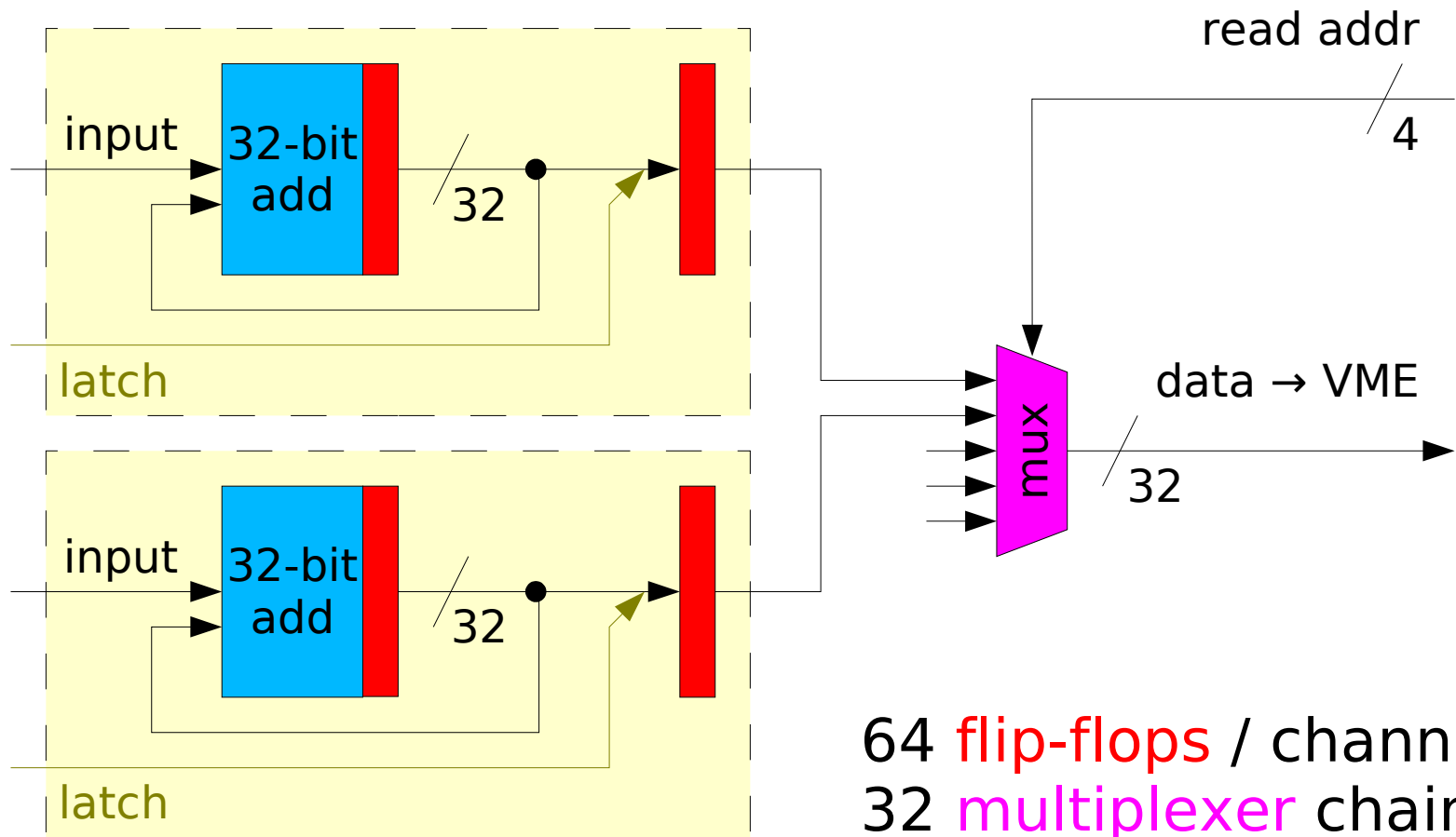
(Aug - Oct 2010)

Preceded by **intense**  
**code** inspection (~300 kB) →  
**0** critical bugs found  
**2** minor bugs found in the wild





# Plain 32-bit scaler

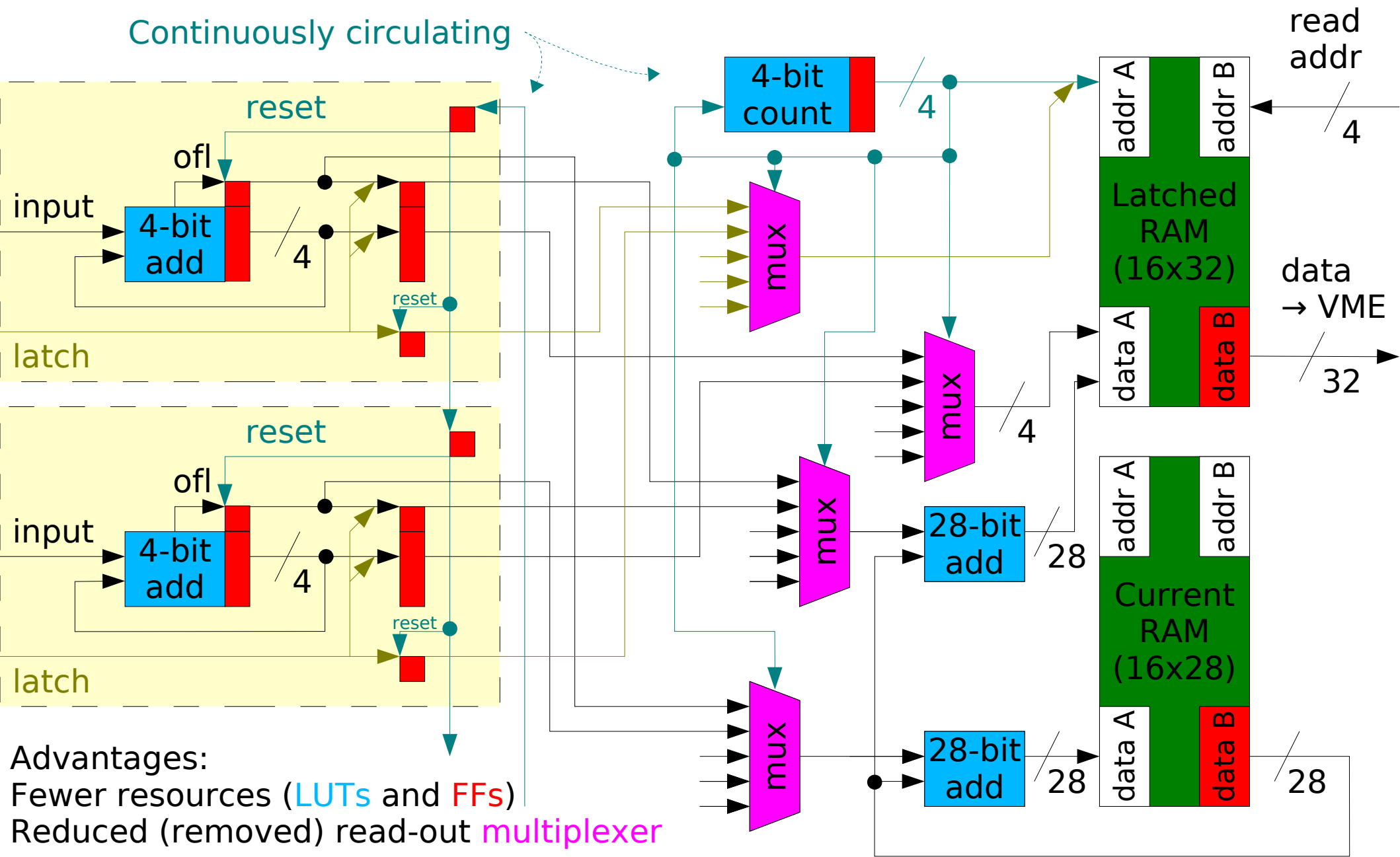


64 flip-flops / channel  
32 multiplexer chains

$4 \times 16 = 64$  trigger scalers  
+ 8 general  
+ 112, for each mux'ed signal  
(DAQ debug)

> 50 % of VULOM4 FPGA  
resources

# Hybrid flip-flop / block RAM scaler



# Stable **VME** interface definition

**VME registers** as **C structure**,  
with **named entries**,  
generated by compilation

**Version number** is **MD5**  
of full VHDL code

**Named constants**

Setup registers in **block**  
**RAM** for readback.

Aggressive **checksumming**  
of output data.

```
#define TRLO_MD5SUM_STAMP                0xccb60dee

// Constants for 'direct_mode':

#define TRLO_DIRECT_MODE_LOGIC          0x0
#define TRLO_DIRECT_MODE_DIRECT        0x1
#define TRLO_DIRECT_MODE_LOGIC_OR_DIRECT 0x2

typedef struct trlo_output_map_t
{
    /* 0 0x0000 */ uint32_t version_md5sum;
    /* 1 0x0004 */ uint32_t compile_time;
    /* 2 0x0008 */ uint32_t timing_tick;
    /* 3 0x000c */ uint32_t deadtime_tick;
}

typedef struct trlo_setup_map_t
{
    /* 0 0x2000 */ uint32_t mux[122];
    /* 122 0x21e8 */ uint32_t direct_mux[26];
    /* 148 0x2250 */ uint32_t direct_mode[26];
    /* 174 0x22b8 */ uint32_t direct_or[3];
    /* 177 0x22c4 */ uint32_t scaler_mode[8];
}

// MUX src indices:

#define TRLO_MUX_SRC_ECL_IN(i)          ( 0+(i))
#define TRLO_MUX_SRC_ECL_IO_IN(i)      (16+(i))
#define TRLO_MUX_SRC_LEMO_IN(i)        (24+(i))
#define TRLO_MUX_SRC_WIRED_ZERO        (32)
```

# Work-in-progress

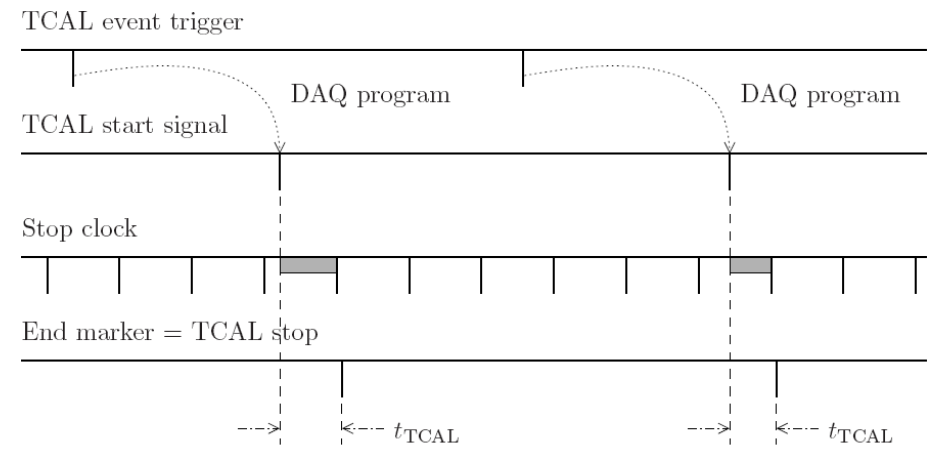
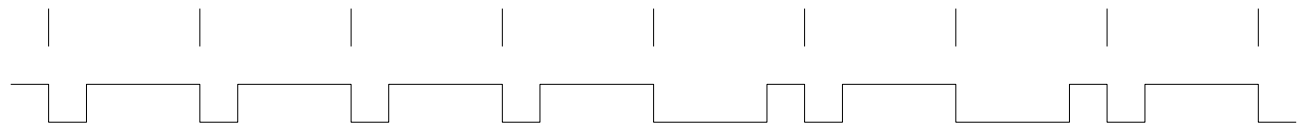


Figure 9.2: At the arrival of a TCAL start pulse, the next clock pulse is used as TCAL stop.

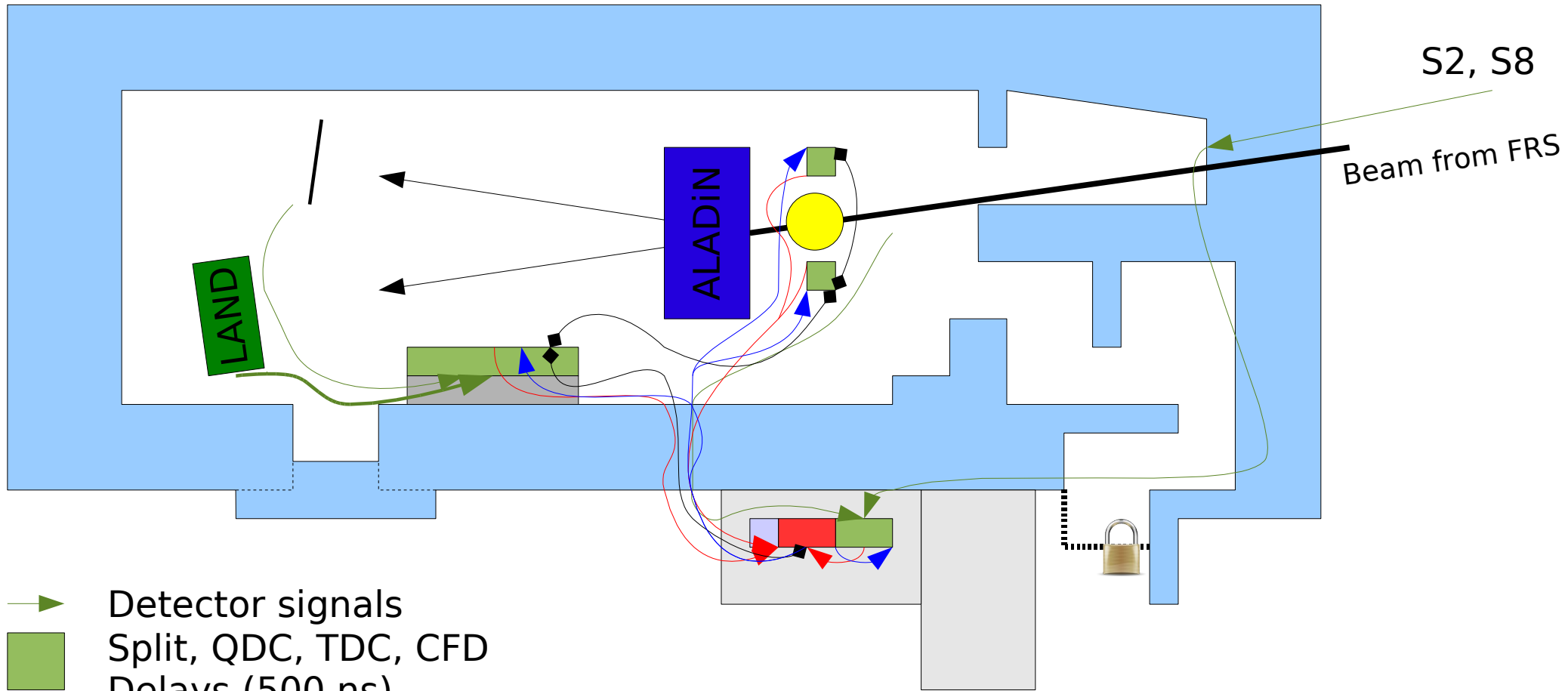
- **Random TCAL**  
(generate and measure semi-random pulses).
- **64-bit** timestamps  
(10 ns resolution, 32 bits wrap after 42.9 s). ✓
- **Serial timestamps send + receive**  
(for event synchronisation between systems over one signal line, 'survive' disconnections). ✓



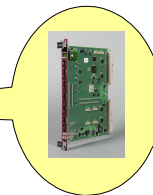
320 ns / 32 cycles

1 message cycle: 82  $\mu$ s

# Reminder: Cave C trigger (2010-)

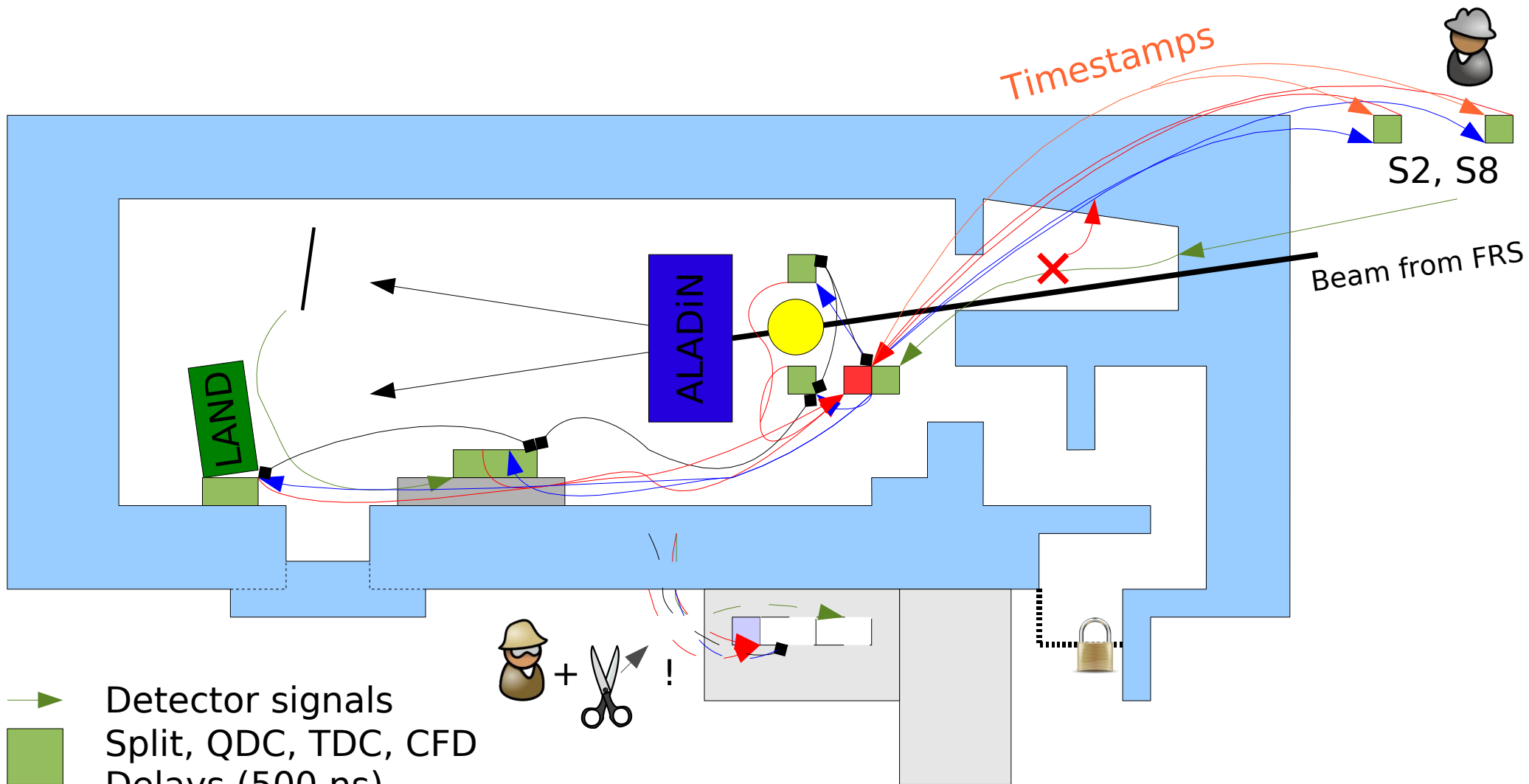


- ➔ Detector signals
- Split, QDC, TDC, CFD  
Delays (500 ns)
- ➔ Detector triggers (<100 ns)
- Trigger decision (~50 ns)
- ➔ Master start (<100 ns)
- ◆◆ Trigger bus

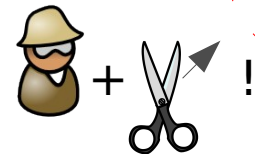


Access not required -  
trigger completely  
computer-controlled

# Cave C trigger (201x-) ?



- Detector signals
- Split, QDC, TDC, CFD  
Delays (500 ns)
- Detector triggers (<100 ns)
- Trigger decision (~50 ns)
- Master start (<100 ns)
- Trigger bus



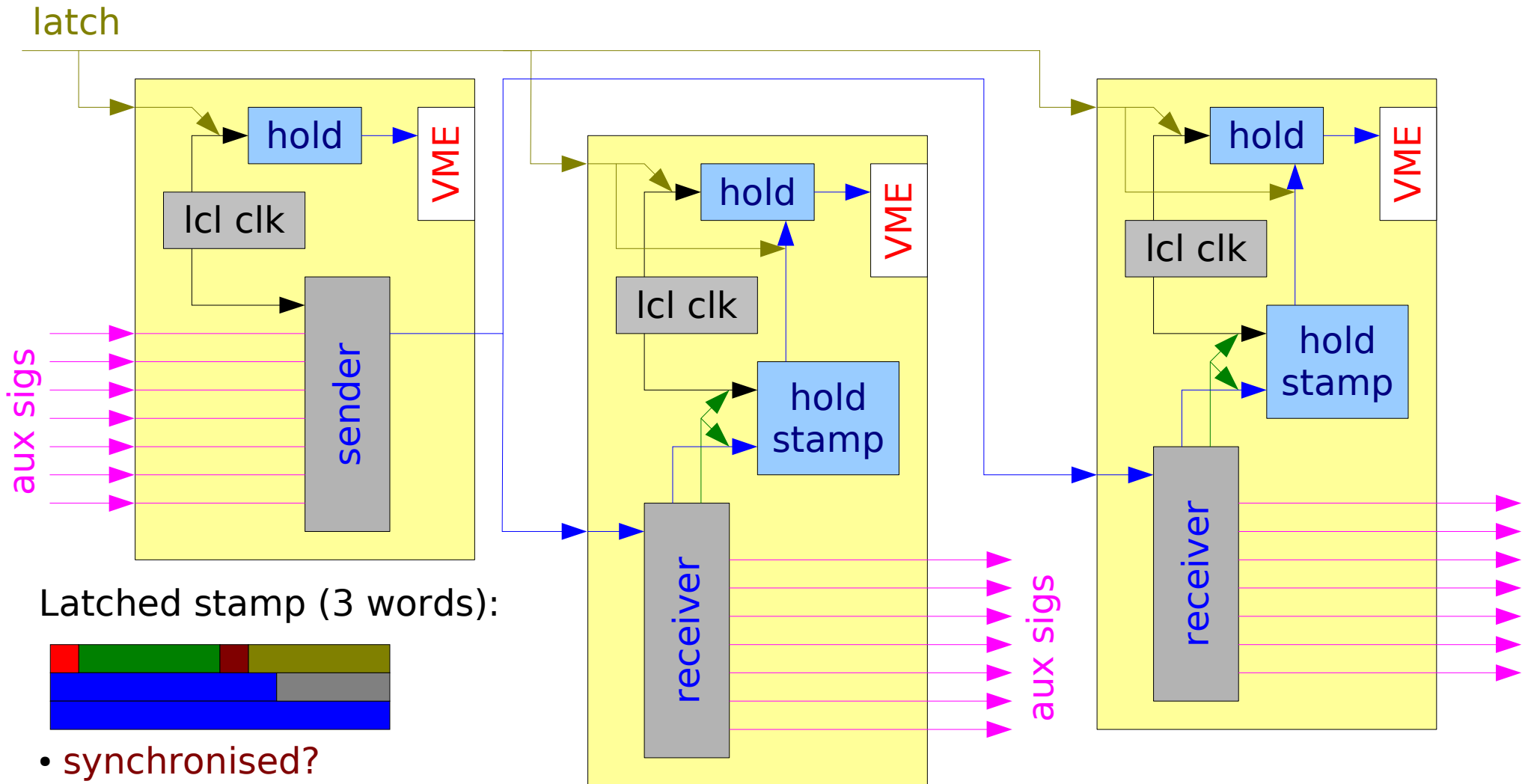
Timestamps

S2, S8

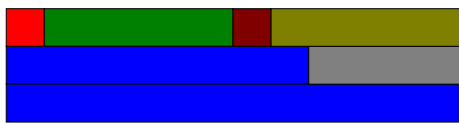
Beam from FRS

Trigger fully  
computer-controlled  
→ move into Cave

# Serial timestamps with mux



Latched stamp (3 words):



- synchronised?
- time of latch
- time of last reception
- last received time
- current drift-correction

$$t = t_{stamp} + (t_{latch} - t_{reception}) + t_{driftcorr}$$

↙ Difference between local and remote clock frequency.

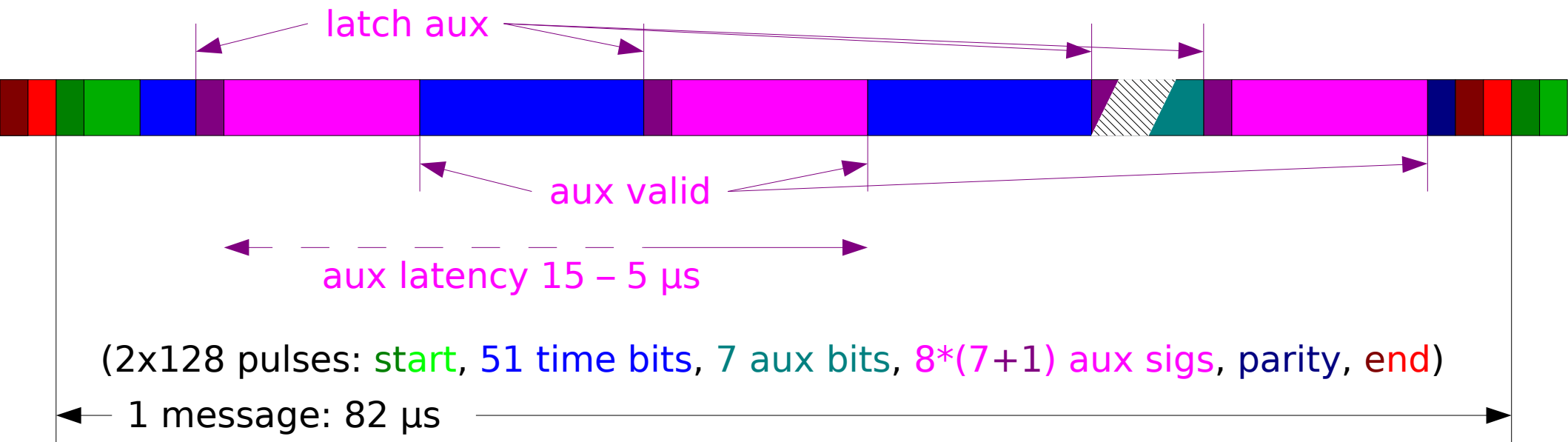
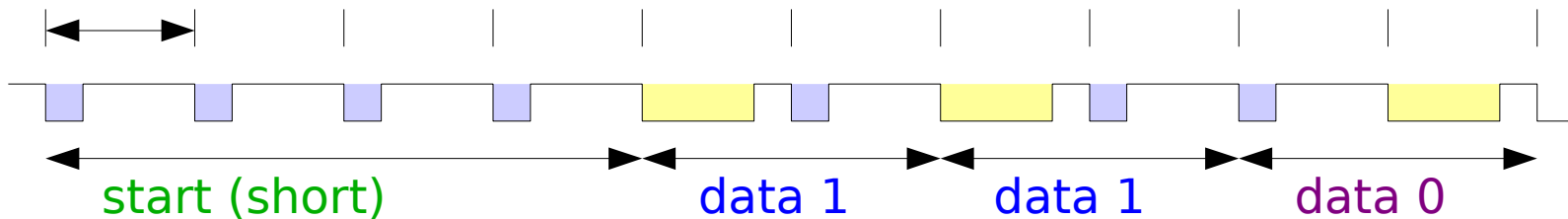
# Serial timestamp protocol

Pulses short ( $\frac{1}{4}$ ) or long ( $\frac{3}{4}$ )

Each payload bit sent as two pulses, second inverted

Pattern of 4 short pulses for start-synchronisation

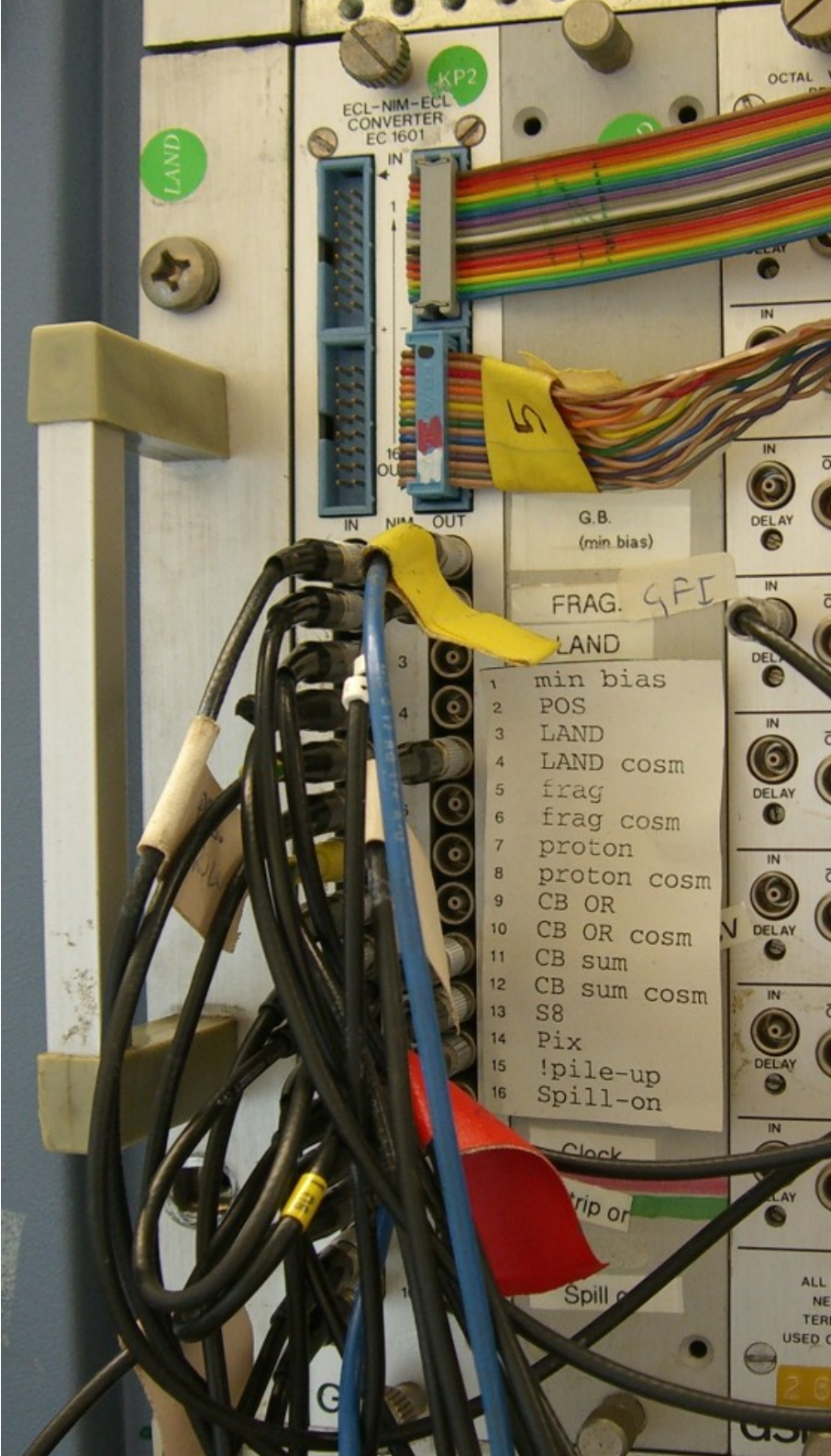
320 ns = 32 clock cycles



(2x128 pulses: start, 51 time bits, 7 aux bits, 8\*(7+1) aux sigs, parity, end)

1 message: 82 μs





# Finale!

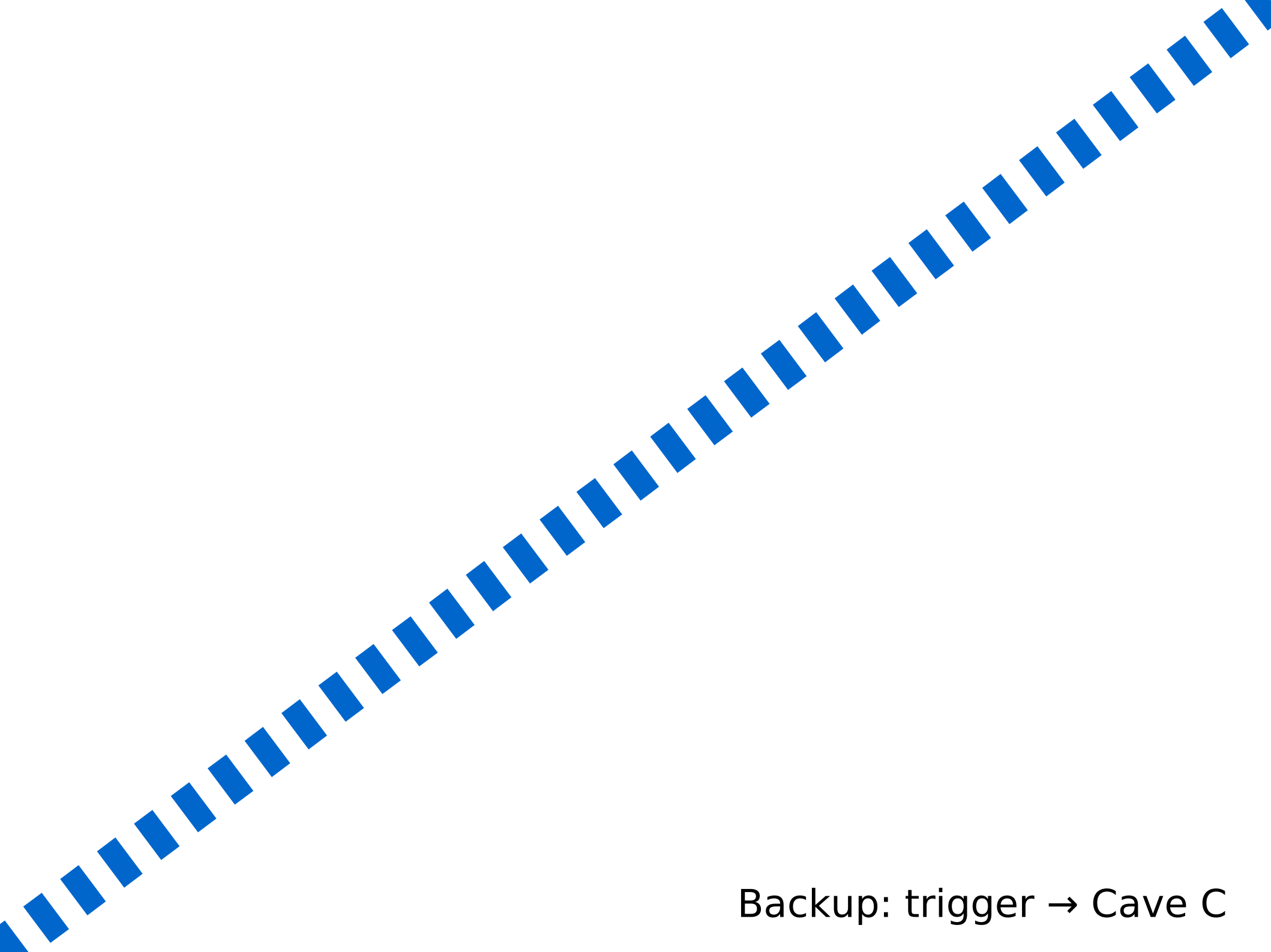
# Thank you!

FPGAs are **FUN!**



<http://fy.chalmers.se/~f96hajo/trloii/>

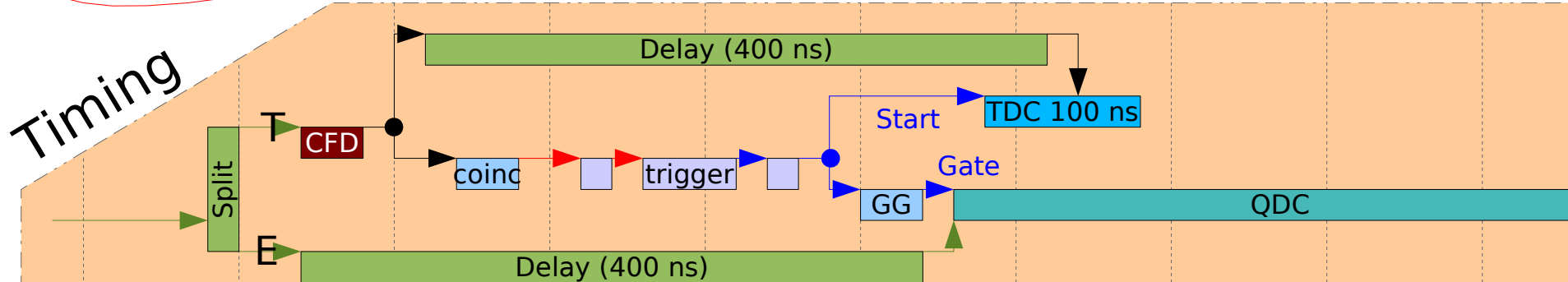
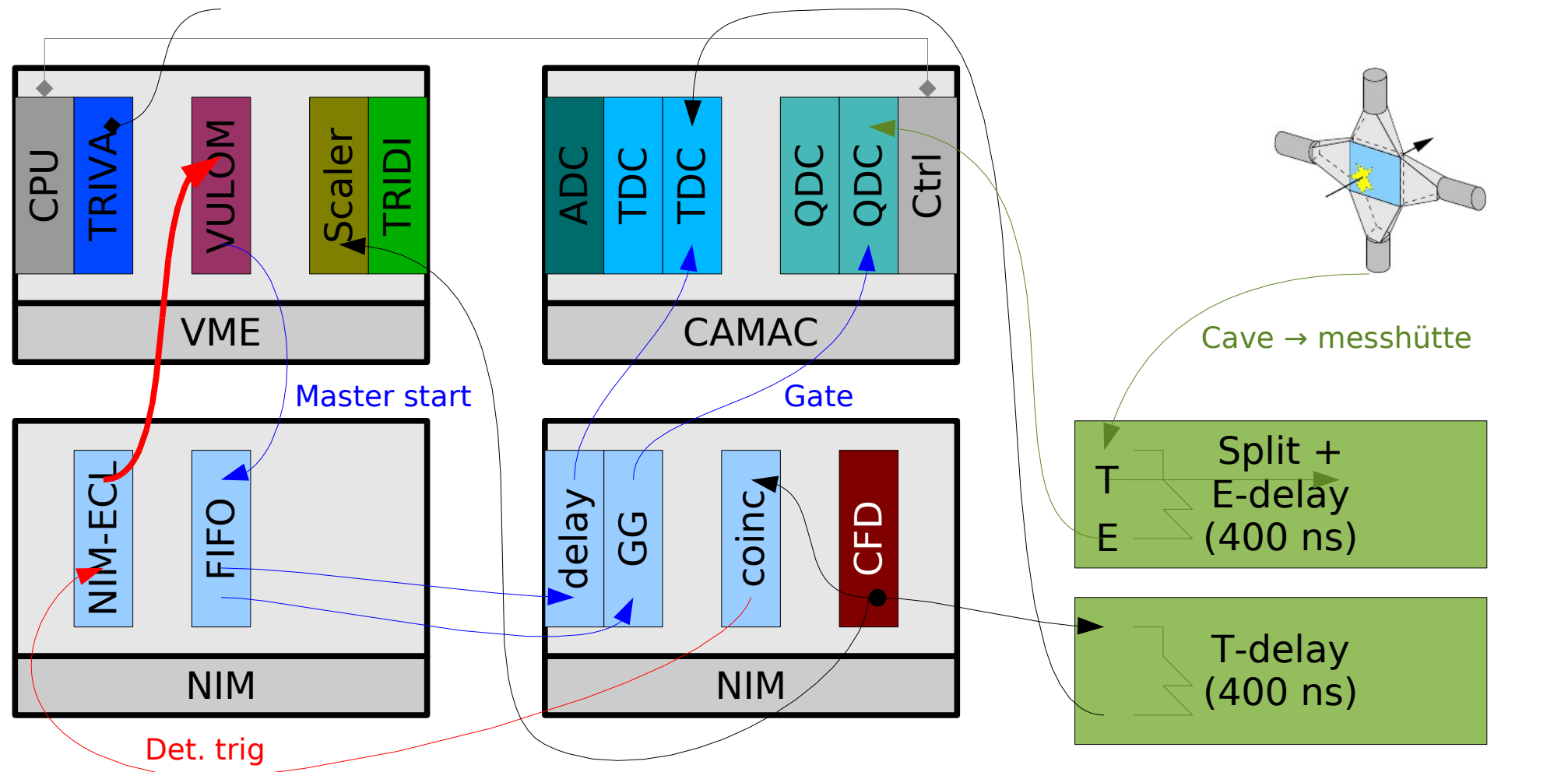
Live by the compiler timing messages!



Backup: trigger → Cave C

# Now: Beam detectors (Messcontainer)

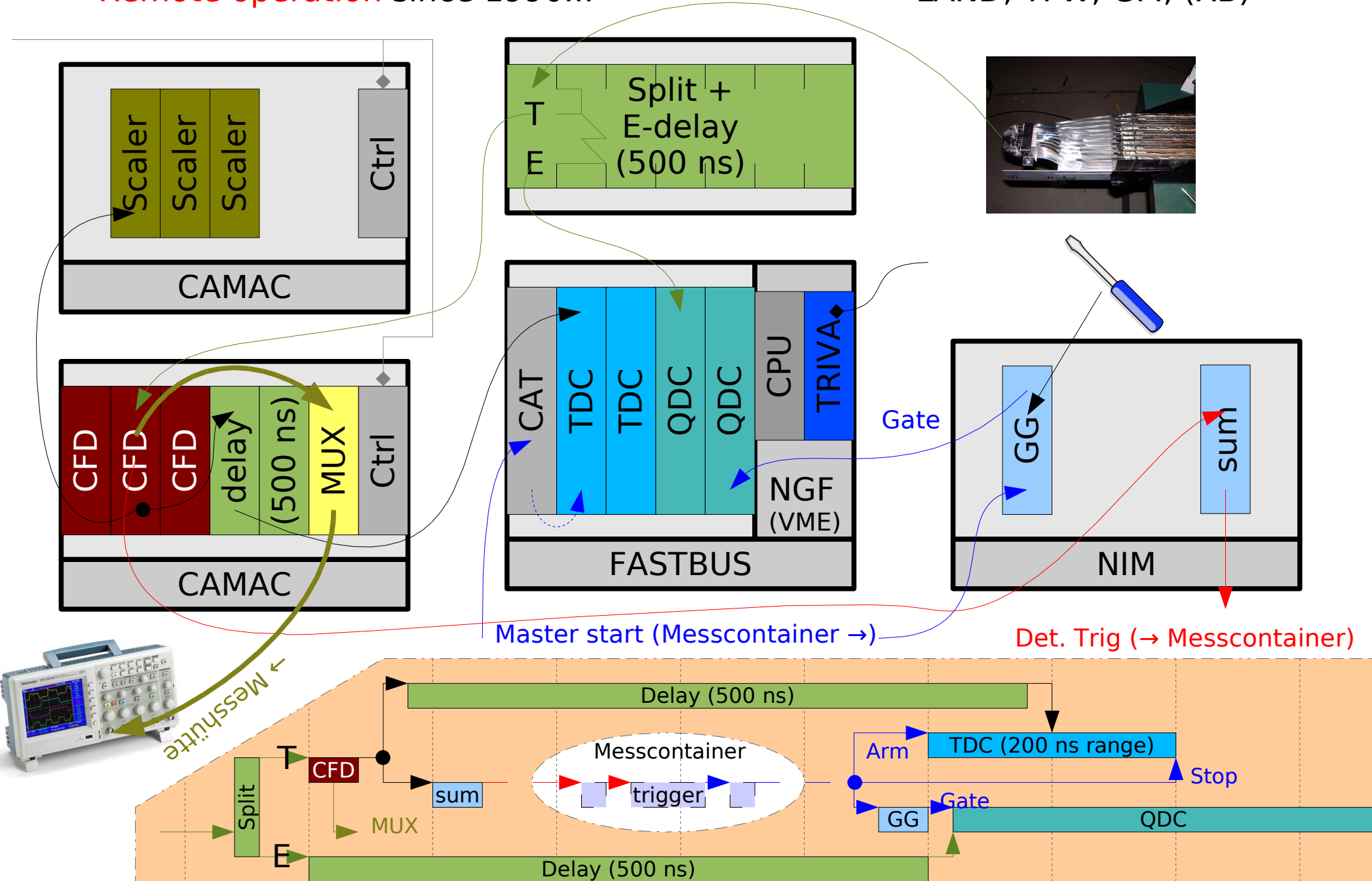
POS, PIX, PSP, SCI (S2,S8), ZST (MWPC)



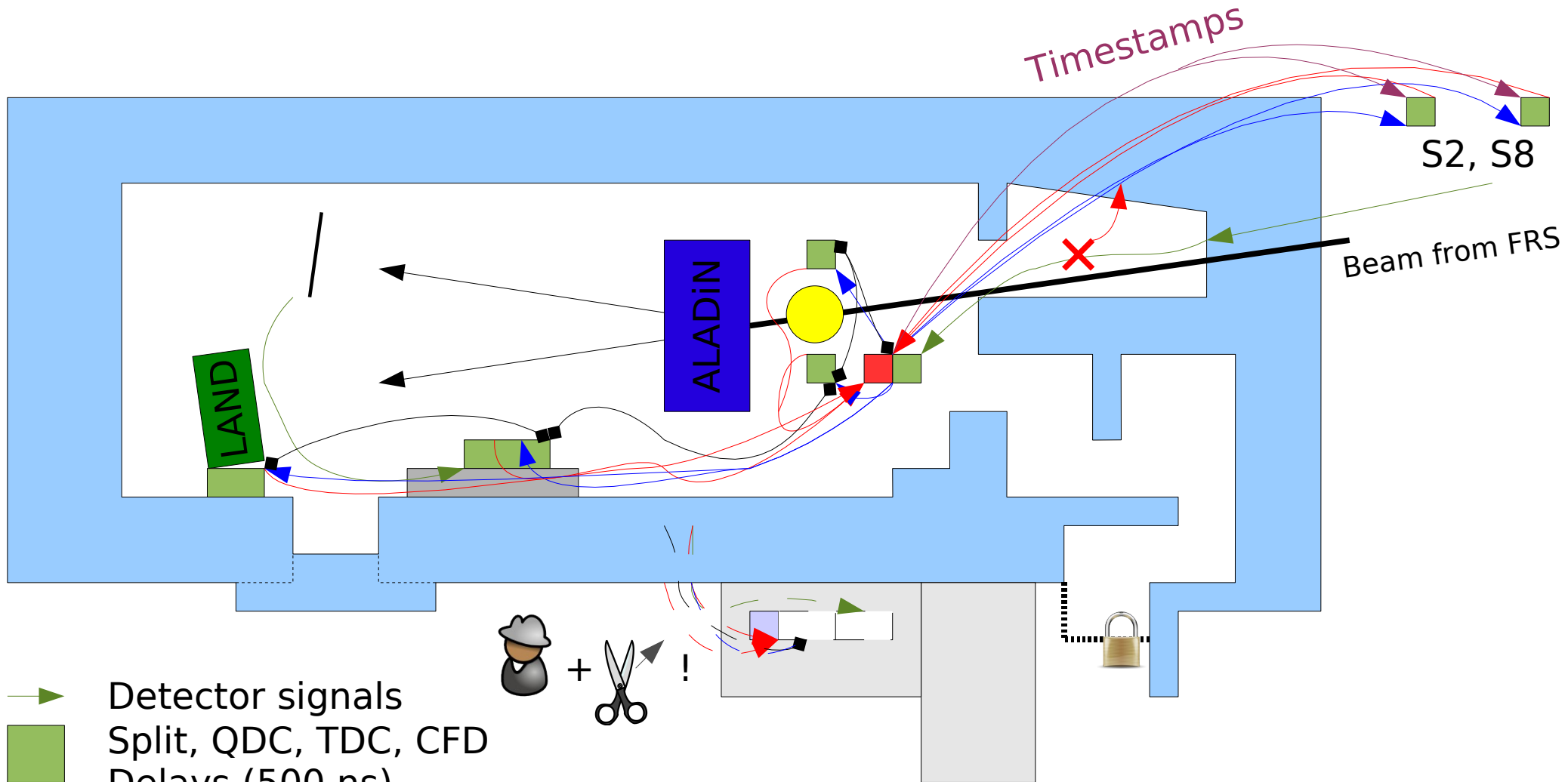
# Now/Recent: CAMAC + FABU (Cave)

Remote operation since 1990...

LAND, TFW, GFI, (XB)



# (Again): Cave C trigger (201x-) ?



- Detector signals
- Split, QDC, TDC, CFD  
Delays (500 ns)
- Detector triggers (<100 ns)
- Trigger decision (~50 ns)
- Master start (<100 ns)
- ◆ Trigger bus



Trigger fully computer-controlled  
→ move into Cave

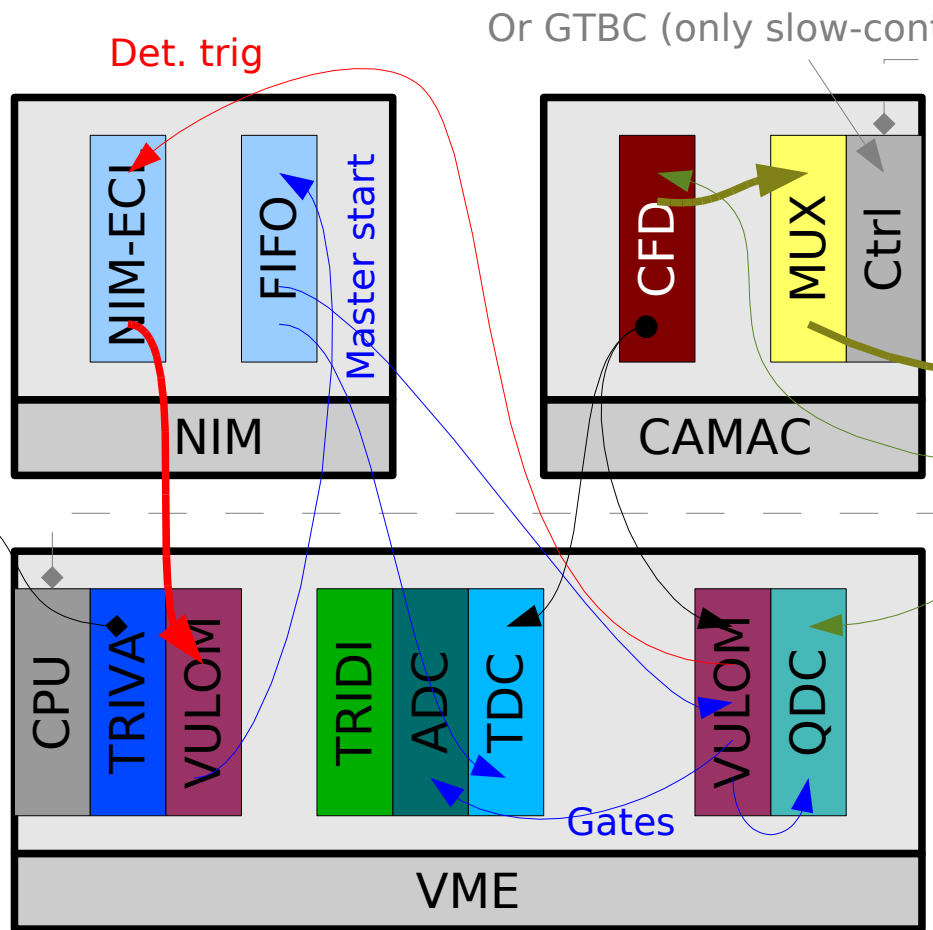
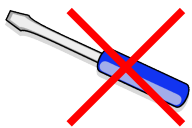
# Master + Beam detectors in Cave ?

Multi-multi TDC  
 → no delay adj.

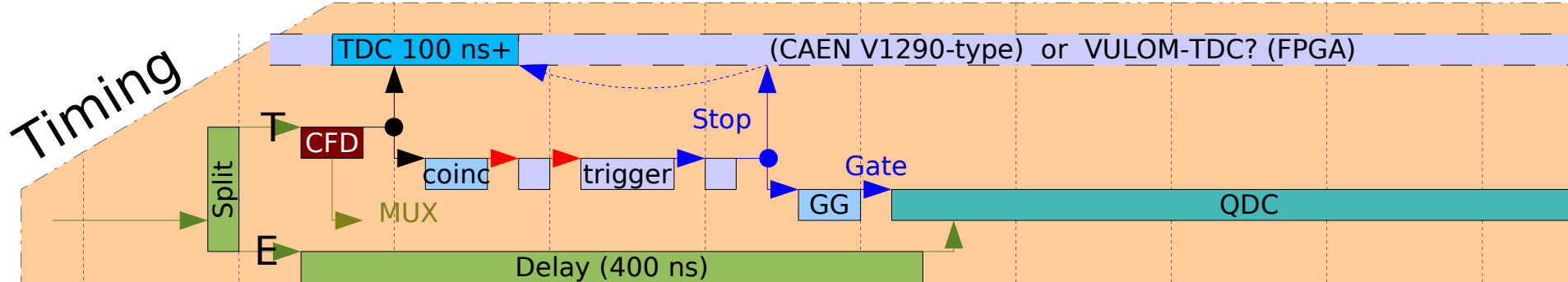
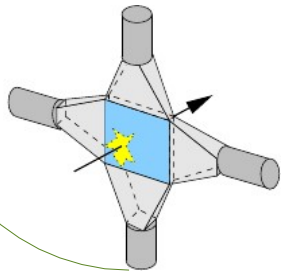
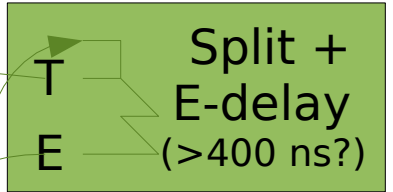
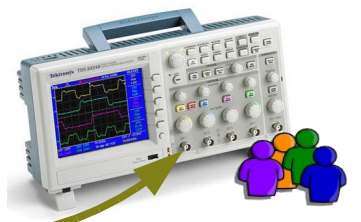
1 trigger VULOM  
 (due to master, many inputs)

1 local VULOM  
 (coinc + gates)

CF810x + MUX  
 (for multiplexing)



Or GTBC (only slow-control) POS, PIX, PSP



# S2- & S8-electronics @ S2 & S8 ?

Reduced copy of cave beam/master

1 local **VULOM**  
(coinc + **gates**)  
(local **trigger**-capability)

**Time-stamped**  
(no trigger-bus)

