

HET/EPT Onboard Data Pipeline

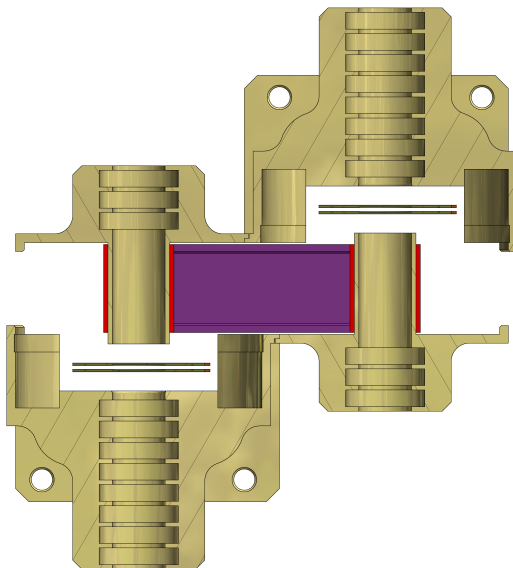
Stephan I. Böttcher

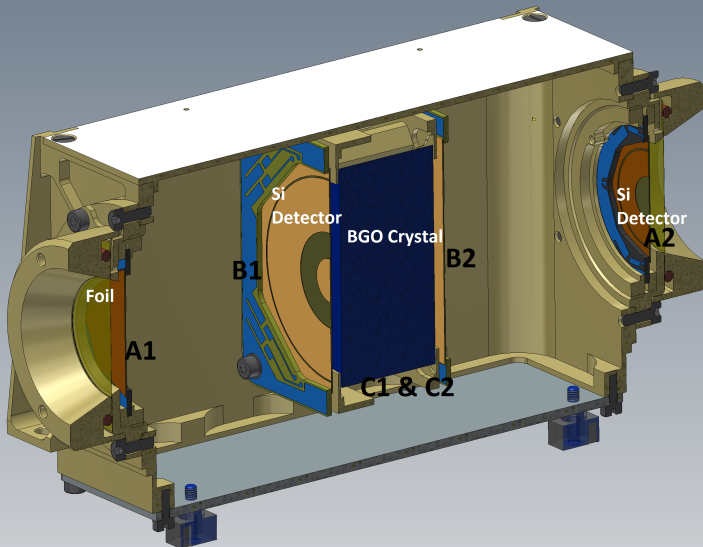
presenting the work of

Sebastian Boden, Shri Kulkarni, Lars Seimetz,
Jan Tammen, Christoph Terasa

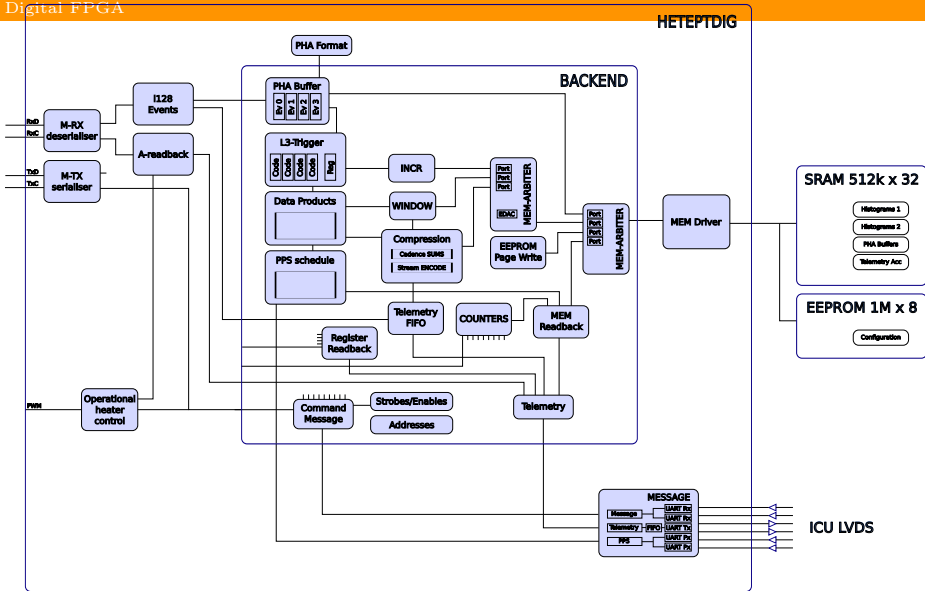
Institut für Experimentelle und Angewandte Physik
Christian Albrechts Universität zu Kiel

September 2016



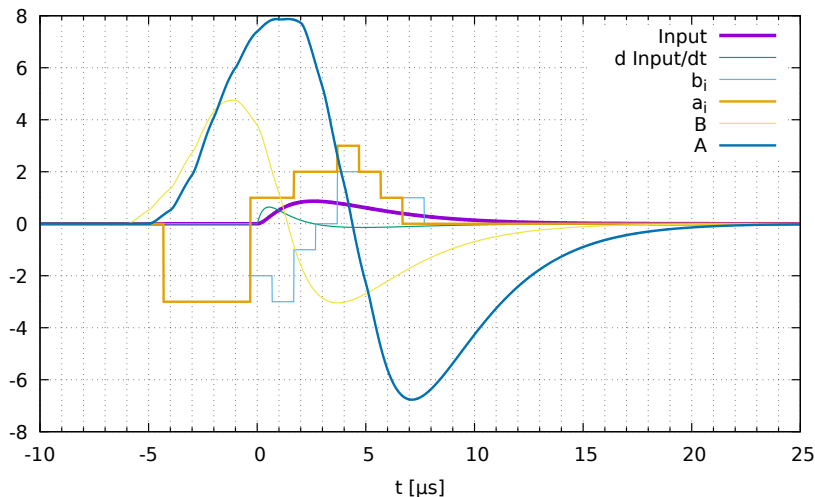


Digital FPGA



Filter coefficients:

0.00385 0.690 7.873 -0.089 0.98 [0, 0, 0, -3, -3, -3, -3, 1, 1, 2, 2, 3, 2, 1, 0, 0]



Nominal L1

Channel	Threshold	9	8	7	6	5	4	3	2	1	0
A1	59.22 keV									x	
A2	59.22 keV									x	
A3	59.22 keV							x			
A4	59.22 keV							x			
C1	24.44 keV										x
C2	24.44 keV										x
C3	24.44 keV								x		
C4	24.44 keV								x		
A11H	48.96 keV				x						
A11L	1980 keV				x						
A12H	48.96 keV				x						
A12L	1980 keV				x						
A21H	48.96 keV		x								
A21L	1980 keV		x								
A22H	48.96 keV		x								
A22L	1980 keV		x								
B11H	48.96 keV			x			x				
B11L	1980 keV			x			x				
B12H	48.96 keV			x			x				
B12L	1980 keV			x			x				
B13G	49.82 keV			x							
B21H	48.96 keV	x				x					
B21L	1980 keV	x				x					
B22H	48.96 keV	x				x					
B22L	1980 keV	x				x					
B23G	49.82 keV	x									
C1H	3989 keV										
C1L	9836 keV										
C2H	3989 keV										
C2L	9836 keV										

Test L1

Channel	Threshold	9	8	7	6	5	4	3	2	1	0
A1	59.22 keV						x			x	
A2	59.22 keV						x			x	
A3	59.22 keV						x	x			
A4	59.22 keV						x	x			
C1	24.44 keV						x				x
C2	24.44 keV						x				x
C3	24.44 keV						x		x		
C4	24.44 keV						x		x		
A11H	48.96 keV				x	x					
A11L	1980 keV				x	x					
A12H	48.96 keV				x	x					
A12L	1980 keV				x	x					
A21H	48.96 keV		x			x					
A21L	1980 keV		x			x					
A22H	48.96 keV		x			x					
A22L	1980 keV		x			x					
B11H	48.96 keV			x		x					
B11L	1980 keV			x		x					
B12H	48.96 keV			x		x					
B12L	1980 keV			x		x					
B13G	49.82 keV			x		x					
B21H	48.96 keV	x				x					
B21L	1980 keV	x				x					
B22H	48.96 keV	x				x					
B22L	1980 keV	x				x					
B23G	49.82 keV	x				x					
C1H	3989 keV					x					
C1L	9836 keV					x					
C2H	3989 keV					x					
C2L	9836 keV					x					

Nominal

	Any	None	All	Readout
0	X	X.		XXXX.....
1	X..	X..		...XXXX.....
2	XXXXXXXXXX	XXXXXXXXXX	XXXXXXXXXX	
3	XXXXXXXXXX	XXXXXXXXXX	XXXXXXXXXX	
4	...X.X....	XX.....		XXXX...XXXXXXXXXXXXXXXXXX
5	...XXX....			XXXXXXXXXXXXXXXXXXXXXXXXXX
6	..X..X....	..XX.....		XXXXXXXXXXXXX..X.XXXXXX
7	..X..XX....			XXXXXXXXXXXXXXXXXXXXXXXXXX

Test

	Any	None	All	Readout
0	X	X.		XXXX.....
1	X..	X..		...XXXX.....
2	X....			XXXXXXXXX.....
3	...X.X....			XXXXXXXXXXXXXXXXXXXXXXXXXX
4	..XX.....	XX.....		XXXX...XXXXXXXXXXXXXXXXXX
5	X..XX.....			XXXXXXXXXXXXXXXXXXXXXXXXXX
6	XX.....	..XX.....		XXXXXXXXXXXXX..X.XXXXXX
7	XXX.....			XXXXXXXXXXXXXXXXXXXXXXXXXX

Each channel records a *pulse age* between 0 and $15\mu\text{s}$. Age=0 when the pulse height reconstructed is lower than the previous one and no peak was observed. Age=1 when the reconstructed pulse height is rising. Age greater than one means that the considered pulse height is a maximum that was observed that many microseconds ago.

The coincidence window is defined by three configurable pulse age limits: *min/trig/max*. When a pulse age reaches *max*, it is reset to zero. At least one channel of each L3 trigger condition must have reached age *trig*, and all required channels in an *all* trigger must have reached age *min*.

Currently we consider $\text{min/trig/max} = 2/5/8$.

```

ITF 100 0x57ea 0x003ffffff 0x18 0 10513 0 9 -6 0 12 44
0 113 0 18 0 -1 0 6 0 9 -11 0 9 10 6 218 0 0 0 0 0 0
0 0 0 7 3 0 1 2 7 5 0 5 0 2 0 1 0 3 0 0 2 6 3 5 0 0
0 0 0 0 0 0 0 0 -4 0 0 7 0 27 0 3 0 3 0 6 0 -1 1 0 -5
-4 0 34 0 0 0 0 0 0 0 0 0 0

```

```

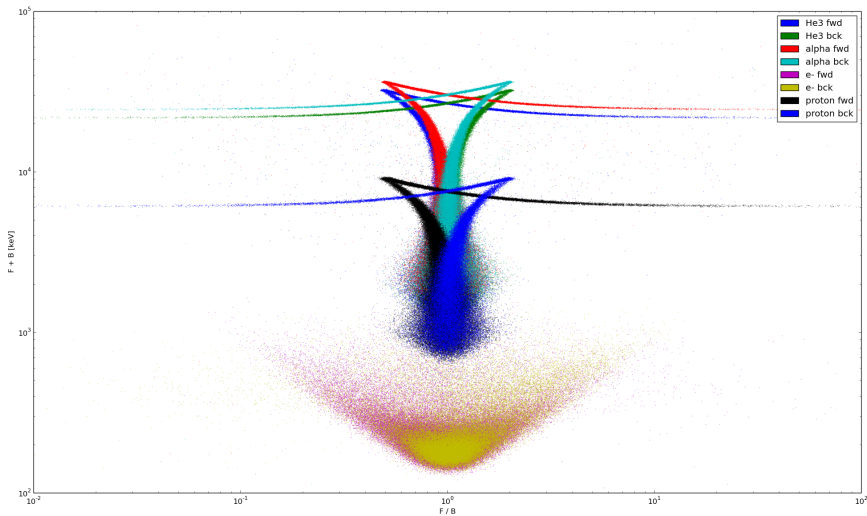
ITF 44 0x57ea 0x3fc00000 0x05 0 31887 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 -4 3 3 5 3 31 1 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 1 0 7 1 4 2 5 2 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 3 0 -4 0 -4
-4 7 -3

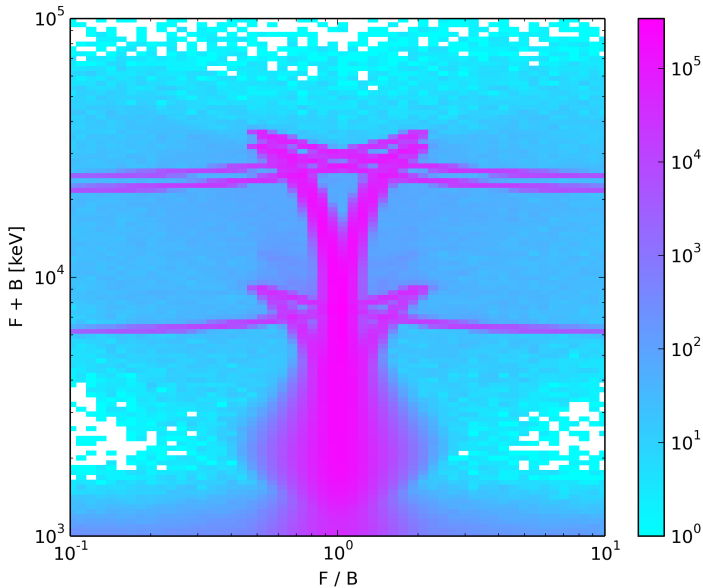
```

Instructions

STOP		cc00 0000 0---	----	----	----	----	----
NOP		cc00 0000 10--	----	----	----	----	----
GOTO	u_{10}	cc00 0000 11--	--uu	uuuu	uuuu	----	----
LOG	R_x	cc00 0001	----	----	----	xxxx	xxxx
POKE	$R_d = R_x$	cc00 0010	----	----	dddd	dddd	xxxx
BITC	$R_x \{u_5\}$	cc00 0011 n0SC	----	---	uuuu	xxxx	xxxx
BITS	$R_x \{u_5\}$	cc00 0011 n1SC	----	---	uuuu	xxxx	xxxx
BRNG	$R_x \{v_5 : u_5\}$	cc00 0100	----	--vv	vvvv	uuuu	xxxx
TRIM	R_x, u_8, v_8	cc00 0101	vvvv	vvvv	uuuu	uuuu	xxxx
MULI	$R_x * m_{12} \gg e_4$	cc00 0110	eeee	mmmm	mmmm	mmmm	xxxx
PHA	$R_x + u_{16}$	cc00 0111	uuuu	uuuu	uuuu	uuuu	xxxx
ADD	$R_x \gg i_4 + R_y \gg j_4$	cc00 1000	yyyy	yyyy	jjjj	iiii	xxxx
SUB	$R_x \gg i_4 - R_y \gg j_4$	cc00 1001	yyyy	yyyy	jjjj	iiii	xxxx
HIST	$R_x \gg i_4 + R_y \gg j_4$	cc00 1100	yyyy	yyyy	jjjj	iiii	xxxx
HIST	$R_x \gg i_4 - R_y \gg j_4$	cc00 1101	yyyy	yyyy	jjjj	iiii	xxxx
CMP	$R_x + u_8 <=> R_y$	cc01 0ooo	yyyy	yyyy	uuuu	uuuu	xxxx
CMP	$R_x <=> R_y + u_8$	cc01 1ooo	yyyy	yyyy	uuuu	uuuu	xxxx
ADDI	$R_x + i_{21}$	cc1i	iiii	iiii	iiii	iiii	xxxx

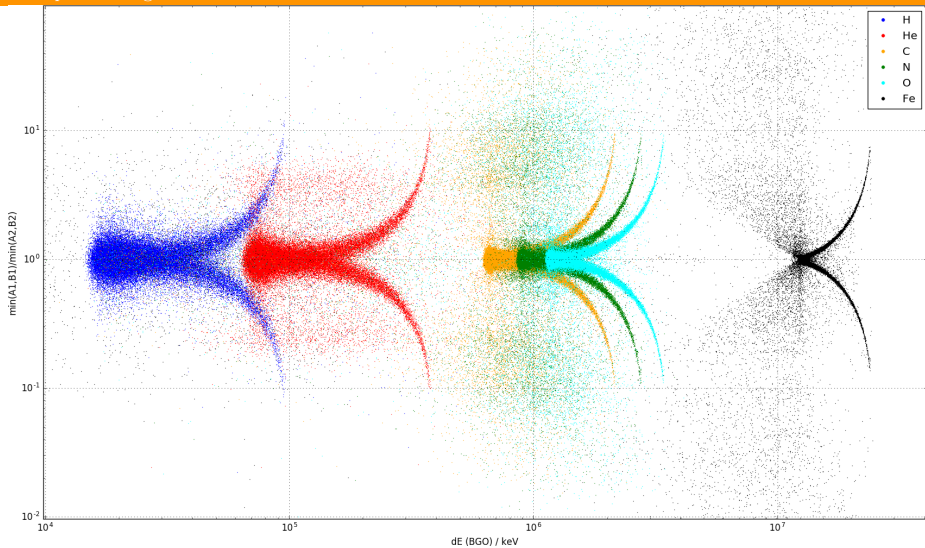
- ▶ Stopping EPT: four histograms.
256 bins from 2 keV, 16 bins/octave.
- ▶ Penetrating EPT: $\log_2(F + B)$ vs $\log_2(F/B)$.
 $F + B$: 128 bins from 1 MeV, 16 bins/octave.
 F/B : 64 bins from 1/4 to 4.



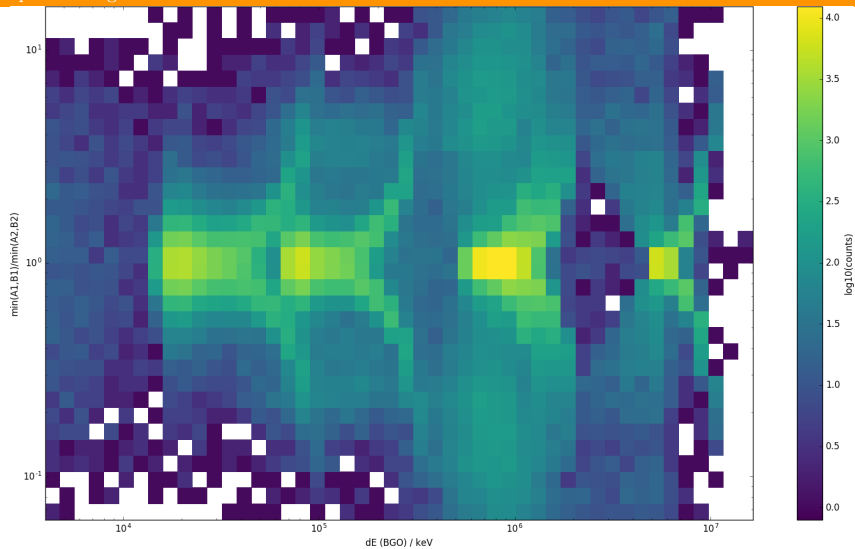


- ▶ Require coincidence $ABBA$.
- ▶ $A_1 = \max(A_{11}, A_{12}), \dots$
- ▶ $LET_1 = \min(A_1, B_1), \dots$
- ▶ Histogram: $\log_2 \left(\frac{LET_1}{LET_2} \right)$ vs $\log_2(C)$.
- ▶ C : 48 bins from 4 MeV, 4 bins/octave.
- ▶ LET_1/LET_2 : 32 bins from 1/16 to 16.

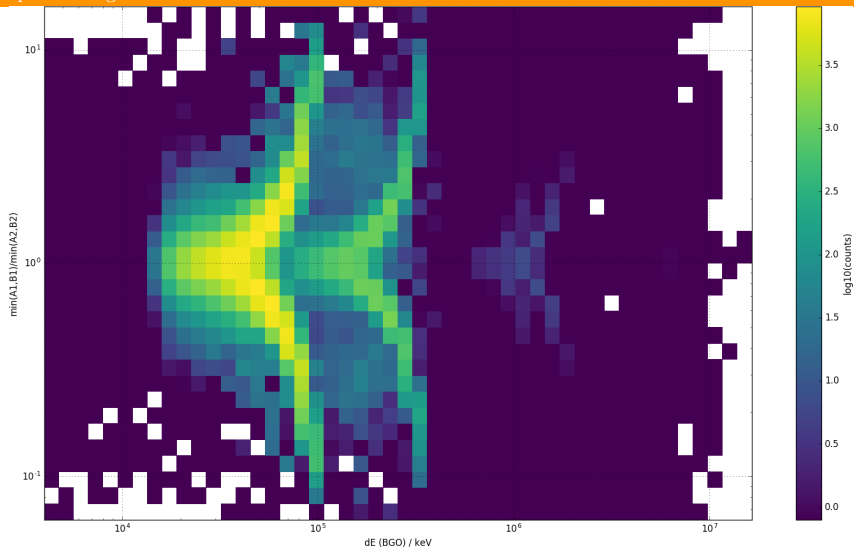
HET penetrating



HET penetrating



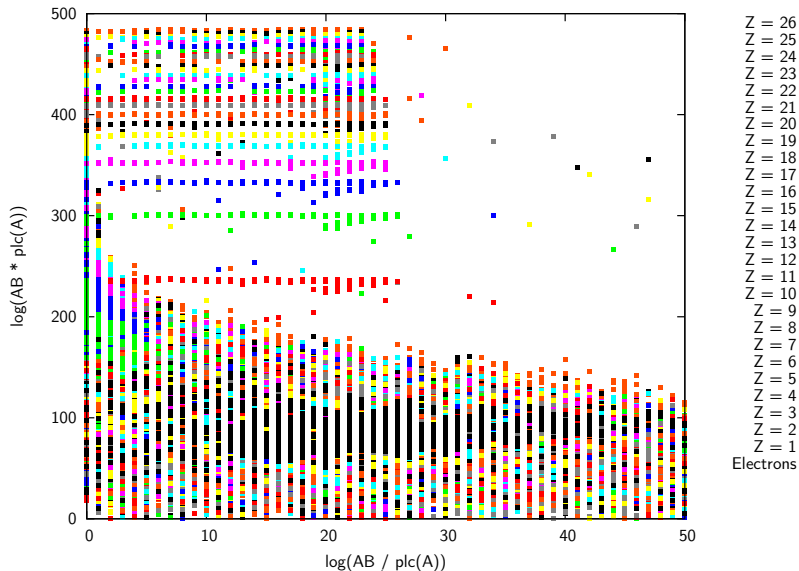
HET penetrating



- ▶ Stopping in B:
Histogram $\log_2(A(A+B))$ vs $\log_2(\frac{A+B}{A})$.
- ▶ Stopping in C:
Histogram $\log_2(\min(A, B)(A+B+C))$ vs $\log_2(\frac{A+B+C}{\min(A, B)})$.

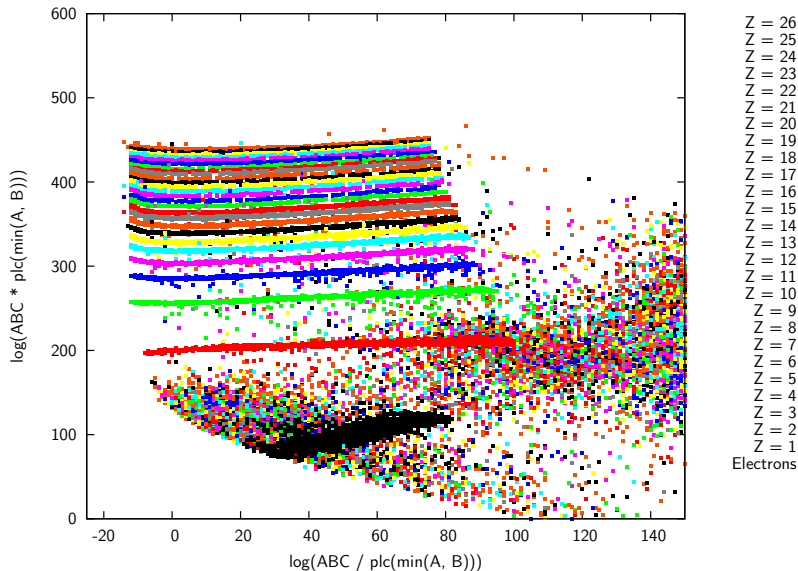
HET stopping

AB !C Coincidence

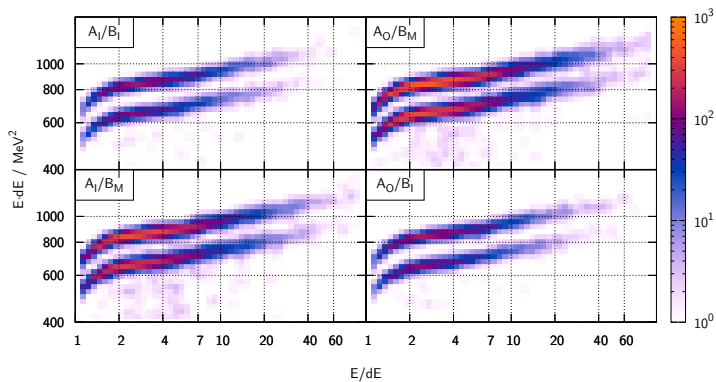


HET stopping

ABC Coincidence



HET stopping



DPS



y stride ₁₆	Address offset between rows	
y size ₈	Number of rows	1...256
x size ₈	Number of Columns	1...256
res ₃	Reset cadence	= sum ₃
enc ₃	Encoding cycle cadence	
sum ₃	Summing cadence	
flg ₃	<i>Add, Clear, Send</i> flags	
co ₂	Compression format	
addr ₁₈	Memory address	

TODO