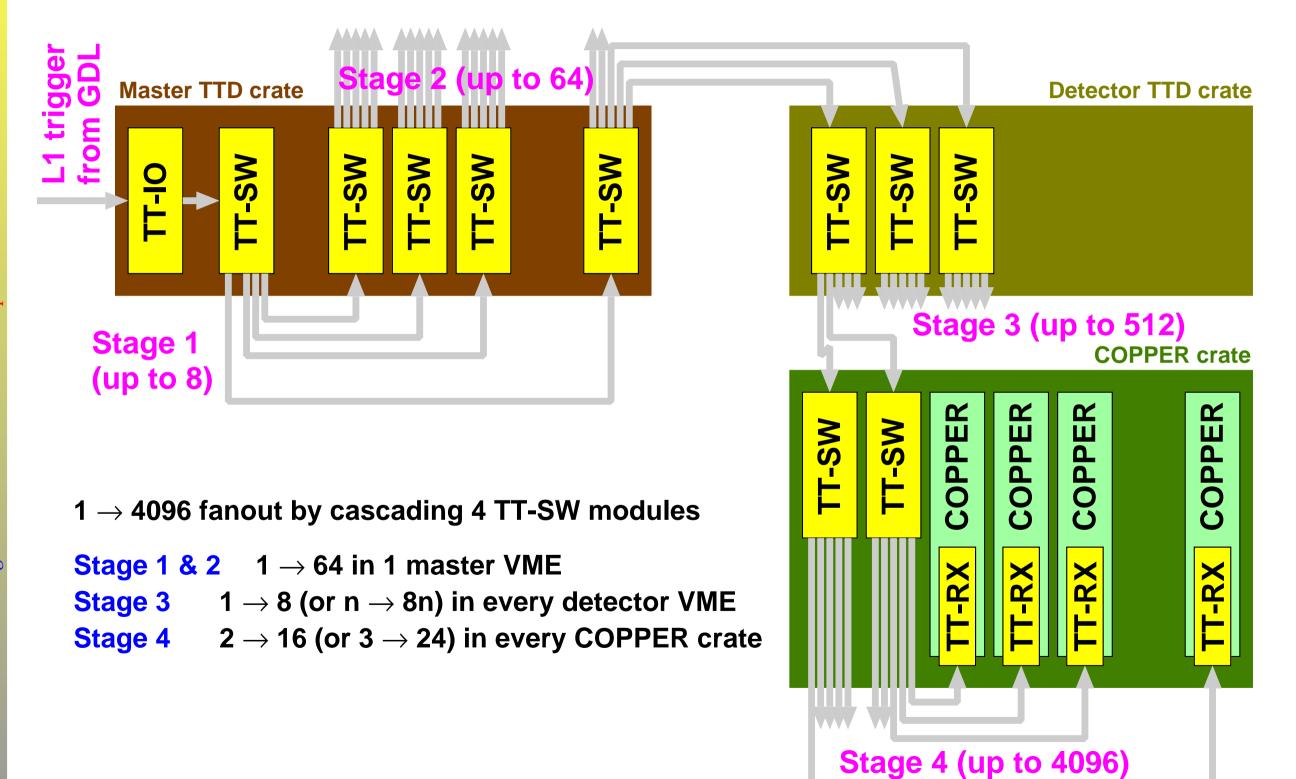
# Common readout and timing distribution

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### **Baseline design**

- Capable at 30 kHz trigger rate (nominal maximum)
- Event-by-event trigger-busy handshake,  $\sim 1\mu$ s deadtime is okay, but the current busy collection scheme already requires  $\sim 1\mu$ s
  - No extra time to hold busy by the readout system, so the readout system should have a large enough buffer in order to avoid a long busy time
- Pipelined digitization, timing w.r.t. the system clock
  - Most detectors do not care a clock jitter of O(100ps)
  - TOP detector requires O(10ps) time resolution

# **Timing to COPPER**



Q-to-T + FASTBUS TDC was an excellent technology in 1995

- Problems: deadtime, old and decaying, and availability
- Solution: COPPER?

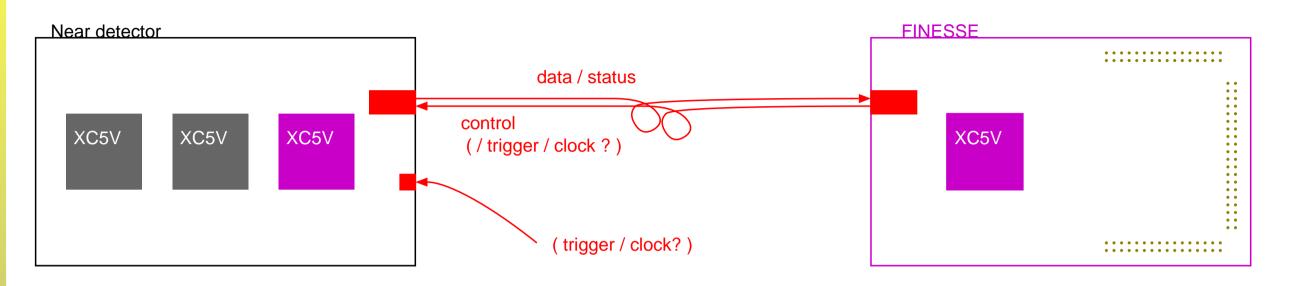
*Q-to-T modules were different for each detector, so could be the FINESSE module?* 

It turns out that many of the detector people are willing to digitize data near the detector — this makes COPPER just a digital-to-network converter.



- New questions
  - Could the digital transfer link (and FINESSE) be common?
  - How to deliver timing signals to near-detector sites

## **Remote FINESSE**



- Extend the FINESSE function over an optical link + timing line
- Need a very simple interface similar to FINESSE/COPPER interface at the remote card
- Colored part could be standardized
- O(25ch) (or O(50ch)) per such a card?
  - 600 (or 300) links for a 15k ch CDC (150 or 75 COPPERs)

### **Technology choice**

- Xilinx RocketlO at both ends
- RocketIO GTP (up to 3.75 Gbps) or GTX (up to 6.5 Gbps)?
   GTP is good enough (FINESSE doesn't have such a bandwidth)
- Optical tranceivers 2.5 Gbps SFP tranceivers?
  - 2.5 Gbps  $\Rightarrow$  ¥30,000.-
  - 4 Gbps  $\Rightarrow$  ¥50,000.-
  - 10 Gbps  $\Rightarrow$  >¥200,000.-
- FPGA choice Virtex5 LX30T? (¥35,000 / chip)
  - already >¥100,000 /link, faster options are unrealistic

## Protocol

#### Minimum requirements

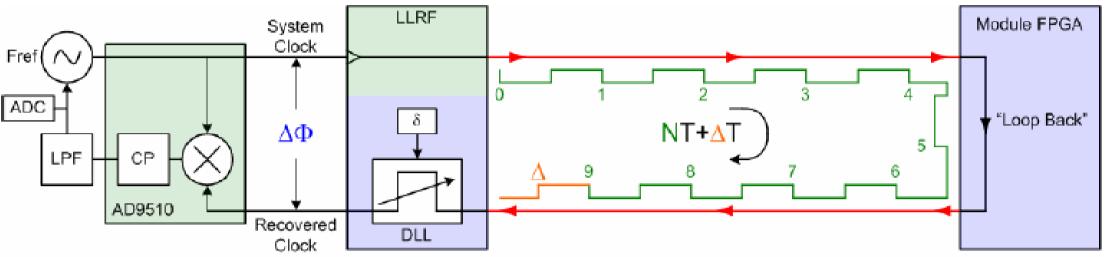
- Simple protocol to encapsulate a variable-length data
- Link establishing scheme
- Error detection
- Recovery from error without stopping data taking
- Predictable latency
- Command / status embedding between the data packets
- Desirable
  - Clock recovery
- Not needed
  - Error correction and retransmission

## **Timing distribution to detector**

- An extra set of signals to the detector

   trigger, clock, clock-return, reduced-clock
   (4 pairs of COPPER cables, i.e., standard STP cable is suitable)
- Need only one cable from Ehut to a site
   A new timing distribution module has to be developed
- Clock issues
  - Correction for the clock phase drift (clock-return  $\Rightarrow$  PLL)
  - Can't we just receive the KEKB clock at the detector?
  - No good measurement tool in hand
- Trigger issues
  - Trigger timing is better distributed through a dedicated line, unless SERDES latency is tolerable
  - Need another path to send the trigger id

http://indico.cern.ch/conferenceDisplay.py?confId=28233



**Requirements at Receiver:** 

- FPGA with high speed serial I/O
- External PLL with good VCO

**Requirements at Master:** 

FPGA with multiple high speed serial I/O's

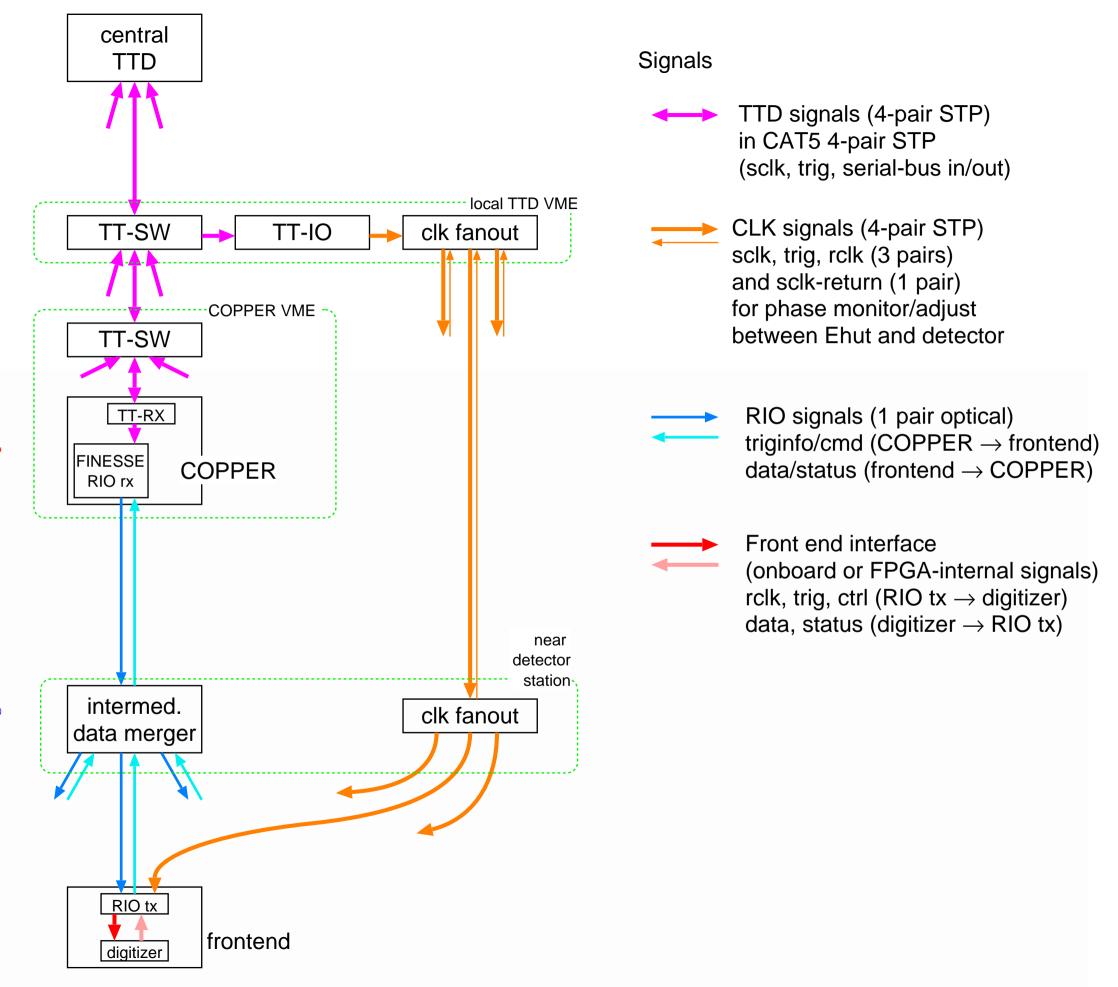
What you get:

- Frequency Recovery (at noise quality of VCO)
- Line length drift compensation
- Multiple FPGA clocks aligned to 1/256 of a cycle (16 ps @ 240 MHz)
- Time accurate to 1/256 of a cycle (for stamping and event scheduling)

- It is possible to recover a 240MHz clock from a 2.4Gbps rocketIO (no need of external link?)
- Maybe we can consider running RocketIO at KEKB RFx4 (2.032 Gbps)

### Intermediate merger?

- We may want an event building at the RocketlO level, to reduce number of fibres from the detector to COPPER
- A-RICH would need such a system
- No detail has been discussed



### Plans

#### RocketIO tests

- A Virtex2Pro test board is in hand (with a test firmware)
- TT-IO module has a SFP port for RocketIO so far, not successfully tested ⇒ a good example to further understand RocketIO
- Buy a Virtex5 test board if needed
- Built a Virtex5 test board
- Need to collect detector requirements
  - Number of channels, typical data size, latency
  - Digitization clock
  - Required time jitter
- Need to decide the buffer size for deadtime free data link