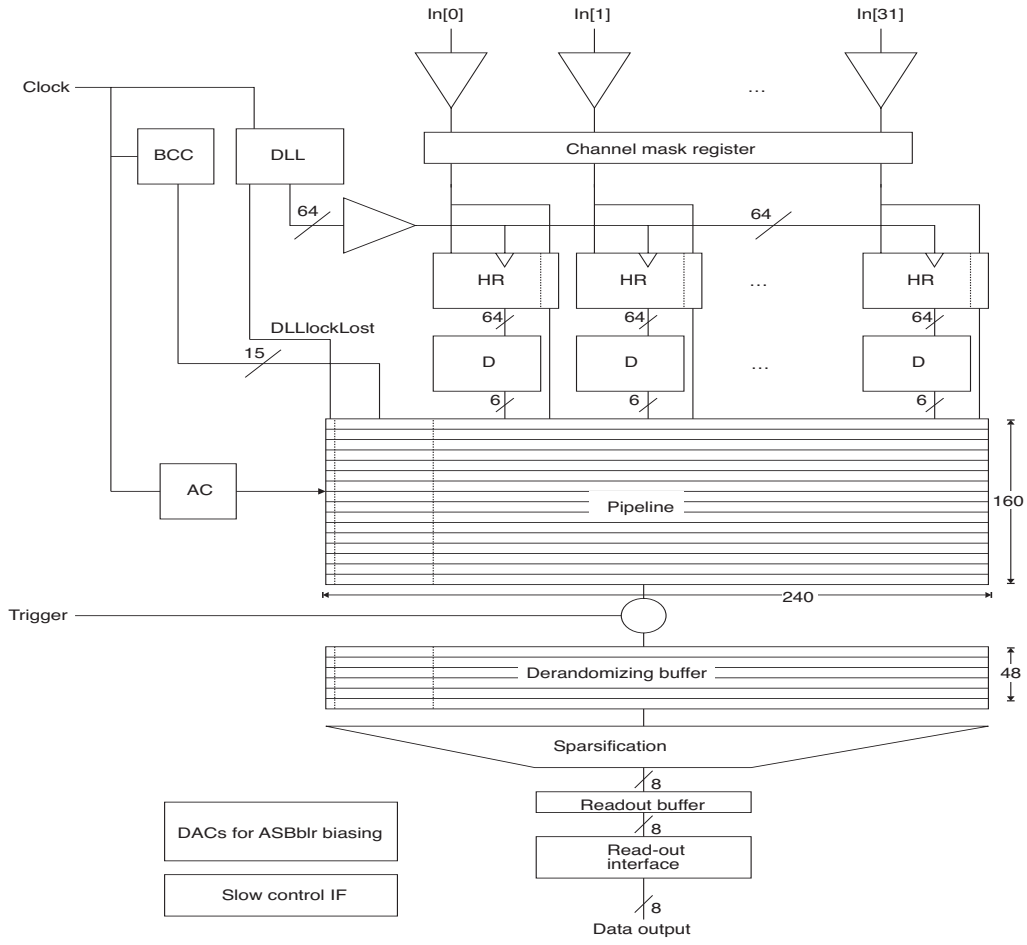
Joint Beetle/OTIS Review
The OTIS Pipeline Control Logic

The pipeline control logic performs the following tasks:

Provide read and write pointer for the pipeline and derandomizing buffer.

Assemble and insert new data words to pipeline.

Copy data word from pipeline to derandomizing buffer upon a trigger.



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Write Pointer:

Points to the pipeline location where new data is written to.

Updates synchronous to LHC clock.

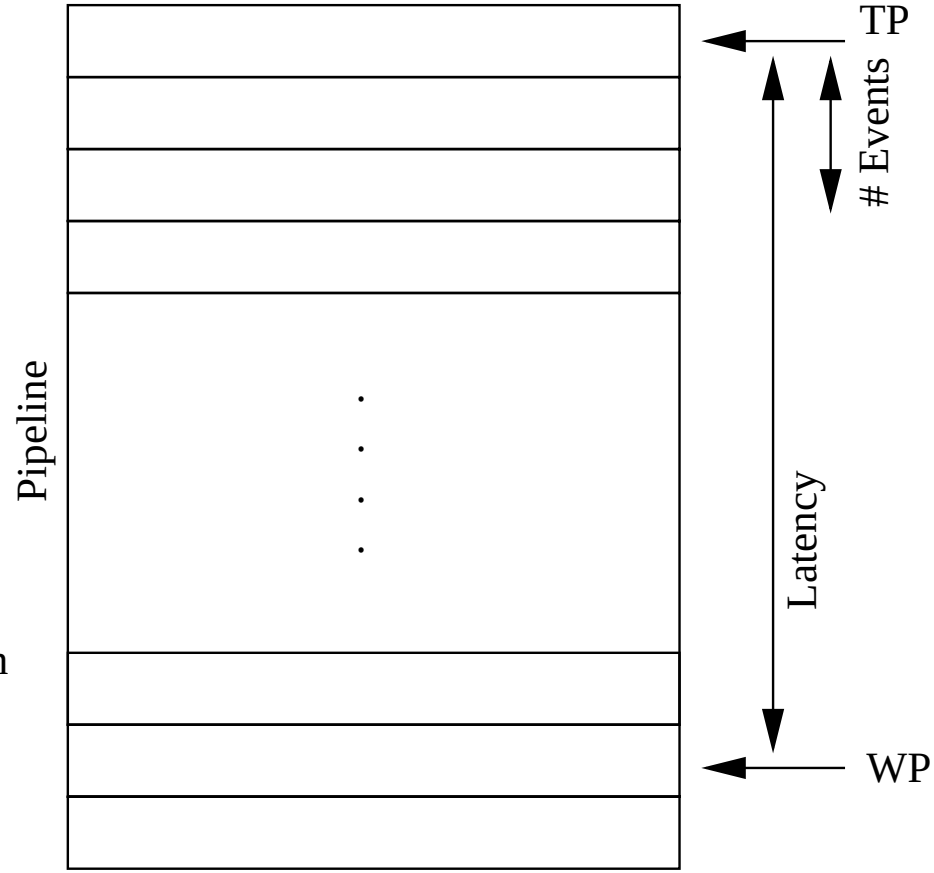
Trigger Pointer:

Points to the pipeline location from where data is copied to DBuf upon a trigger.

Position of TP is a function of WP, latency and pipeline length.

Updates synchronous to LHC clock.

−> guarantees correct distance between TP and WP and correct data (after one complete cycle) if WP had a bit flip.



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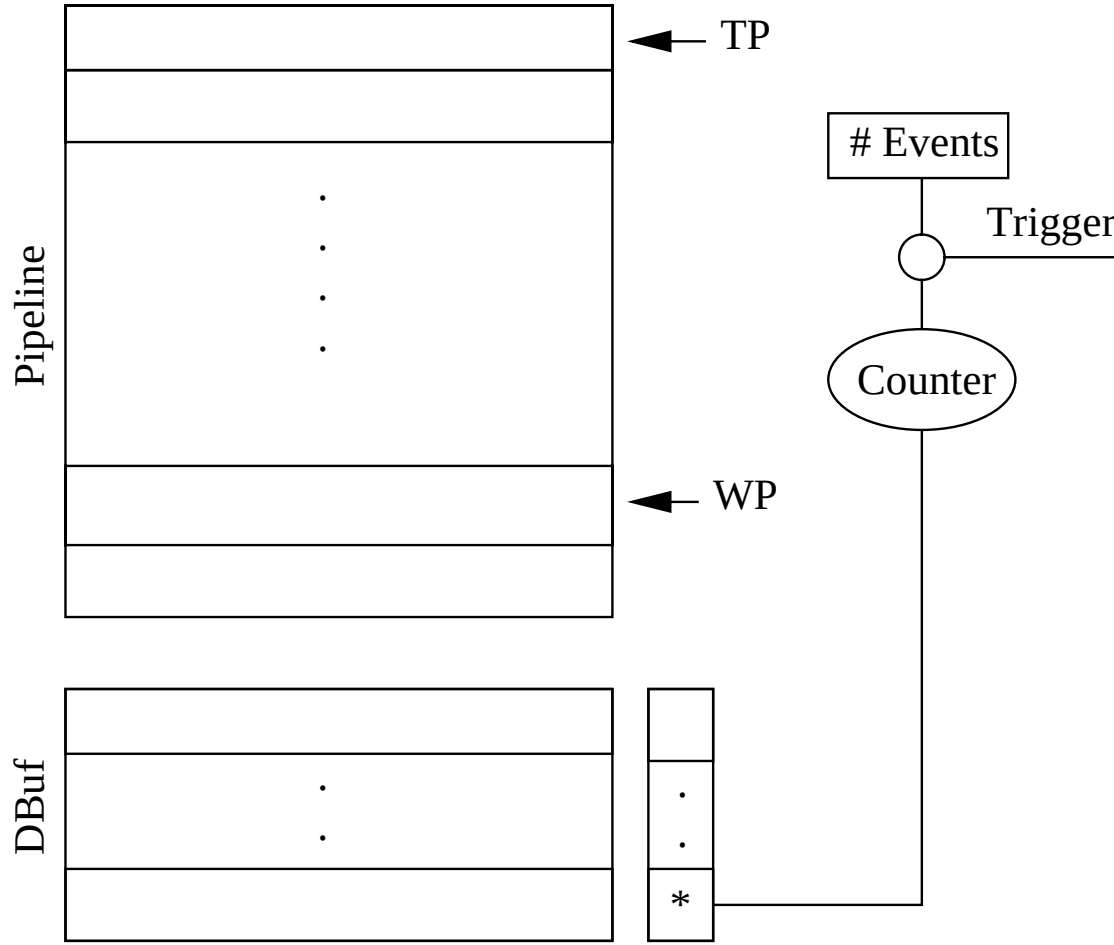
The control logic behaves equal for each read mode. It has to copy up to three data words per trigger from the pipeline to the derandomizing buffer.

Therefore a preloaded (with the number of events to read out) counter starts to count down to one if a trigger occurs.

A one−bit register assigned to each data word marks the beginning of a read out sequence.

The following example explains the use of counter and marker bit:



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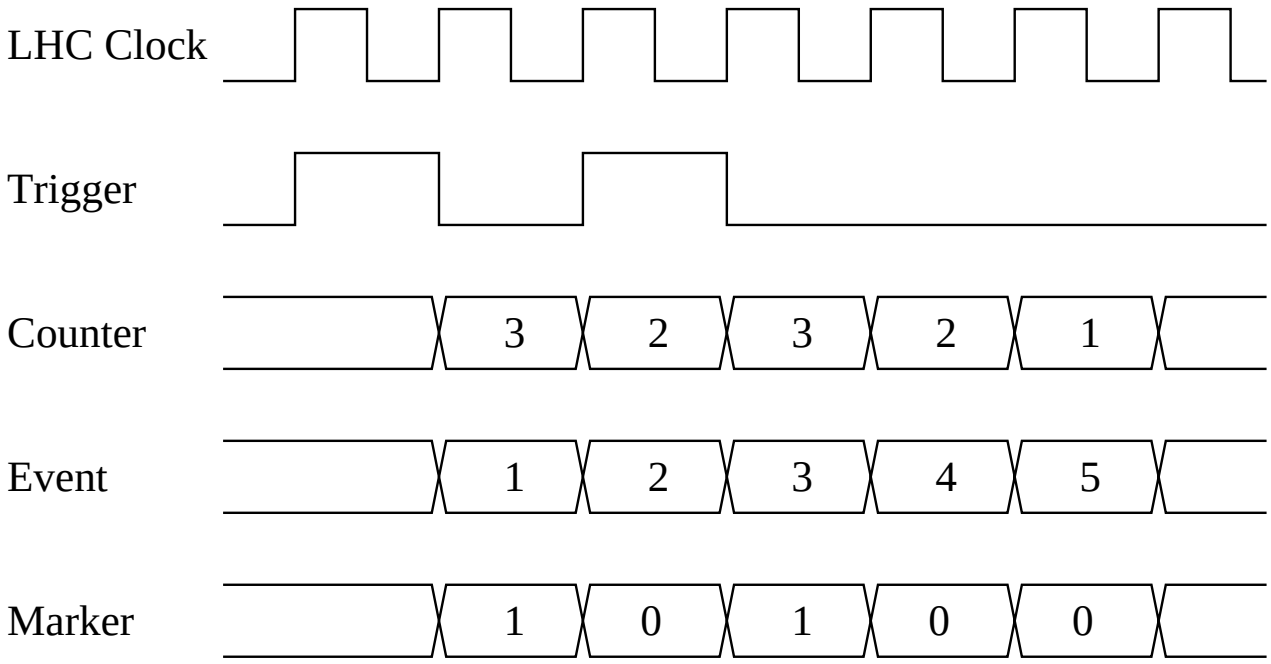
Timing diagram:



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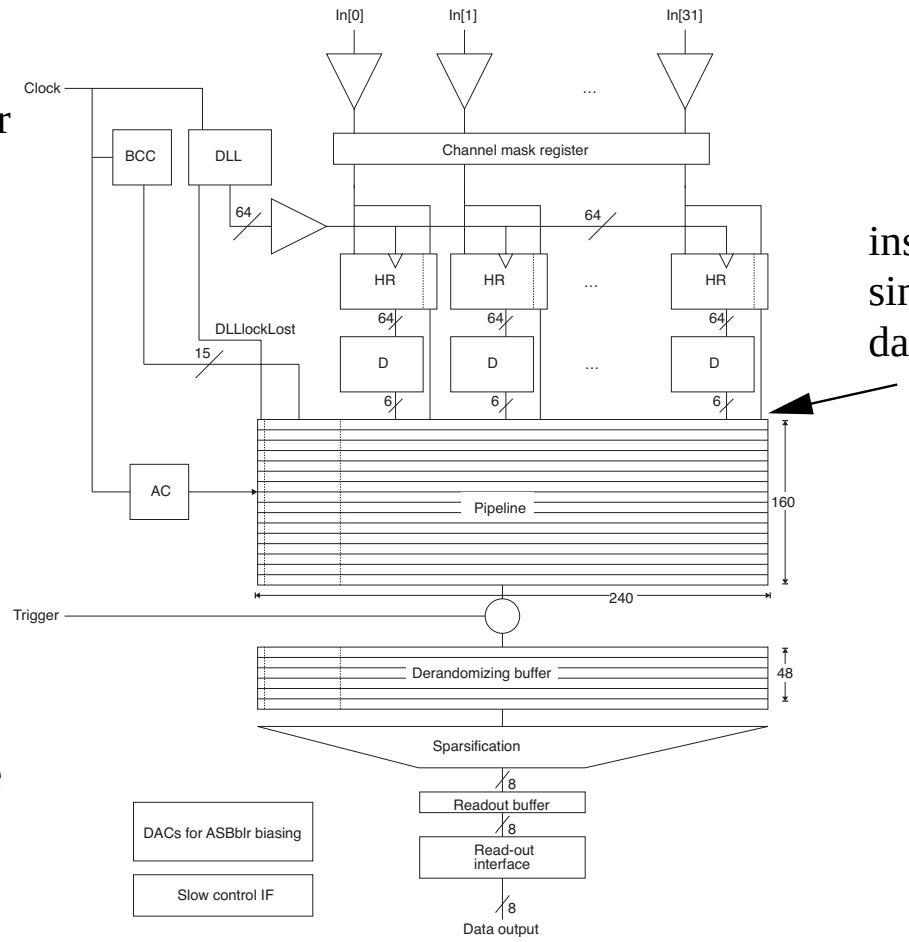
Testenvironment:

Verilog model of SRAM to take count for setup and hold times.

"Off line" calculation of random hits and drifttimes with parameterised
- ASDblr dead time (20ns),
- number of channels (32),
- maximum drift time (50ns),
- occupancy (10%).

Hits of neighbored channels are not yet correlated.

Simulation data gets inserted direct to the pipeline (clock synchronous).



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Next Steps:

- Finish programming and simulation of the pipeline control logic.
- Synthesis, implementation and test of control logic on an FPGA.
- Start programming of read out logic.