

The New Generation of Intelligent FPGA-based DAQ Architectures

Igor Konorov

Institute for Hadronic Structure and Fundamental Symmetries (E18)

Technical University of Munich

Department of Physics

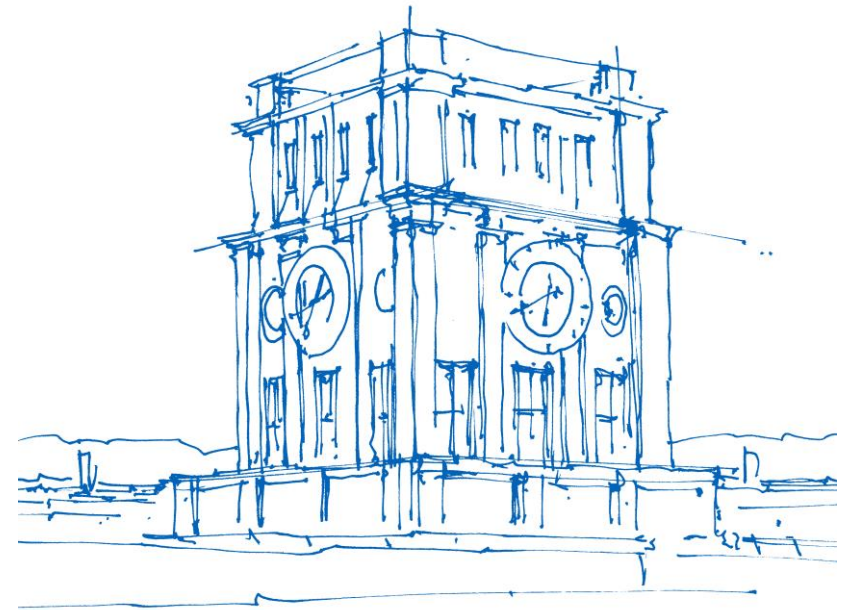
Joint ICTP-IAEA School on FPGA-based SoC

and its Applications for

Nuclear and Related

Instrumentation

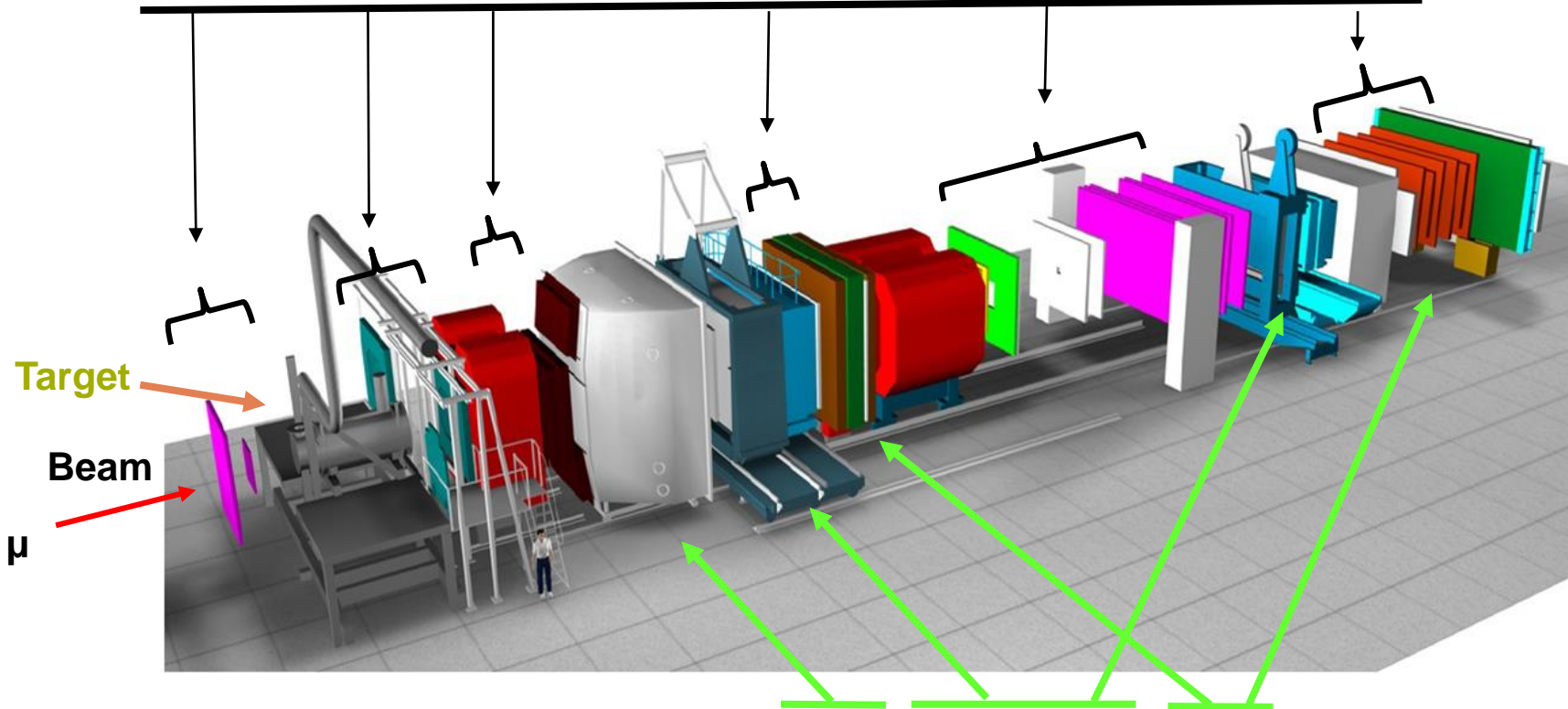
25 January – 19 February



Uhrenturm der TUM

Particle Physics Experiment (COMPASS)

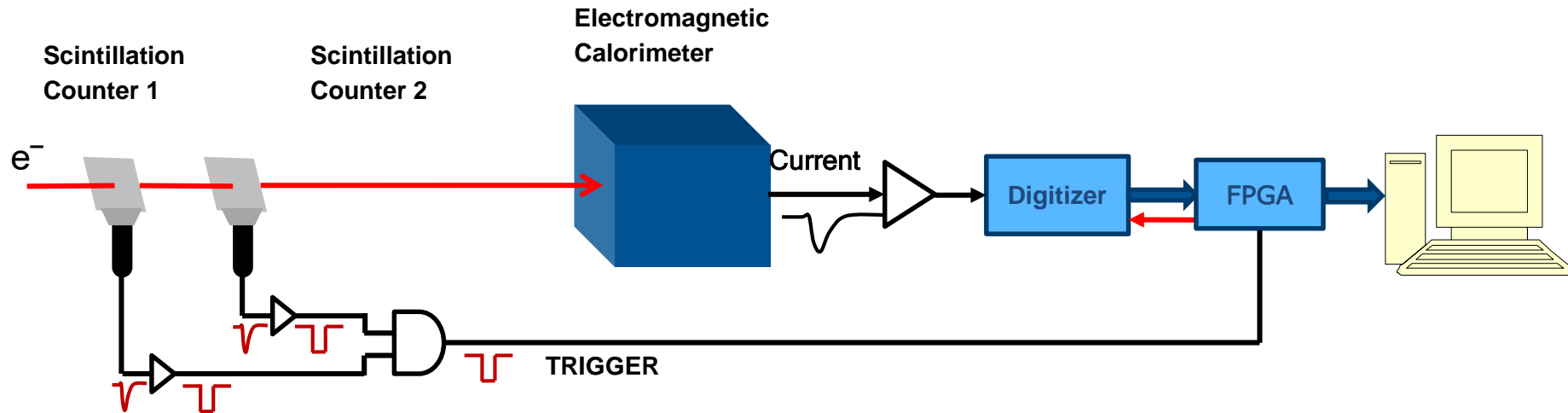
Tracking detectors : coordinates of charge particles => particle trajectories



Particle identification detectors : RICH, Calorimeters, Muon Detectors

300 000 detector channels

Experiment : Electron Energy Measurement



TRIGGER – define time when detector signal to be measured

Why read only when trigger and not continuously ?

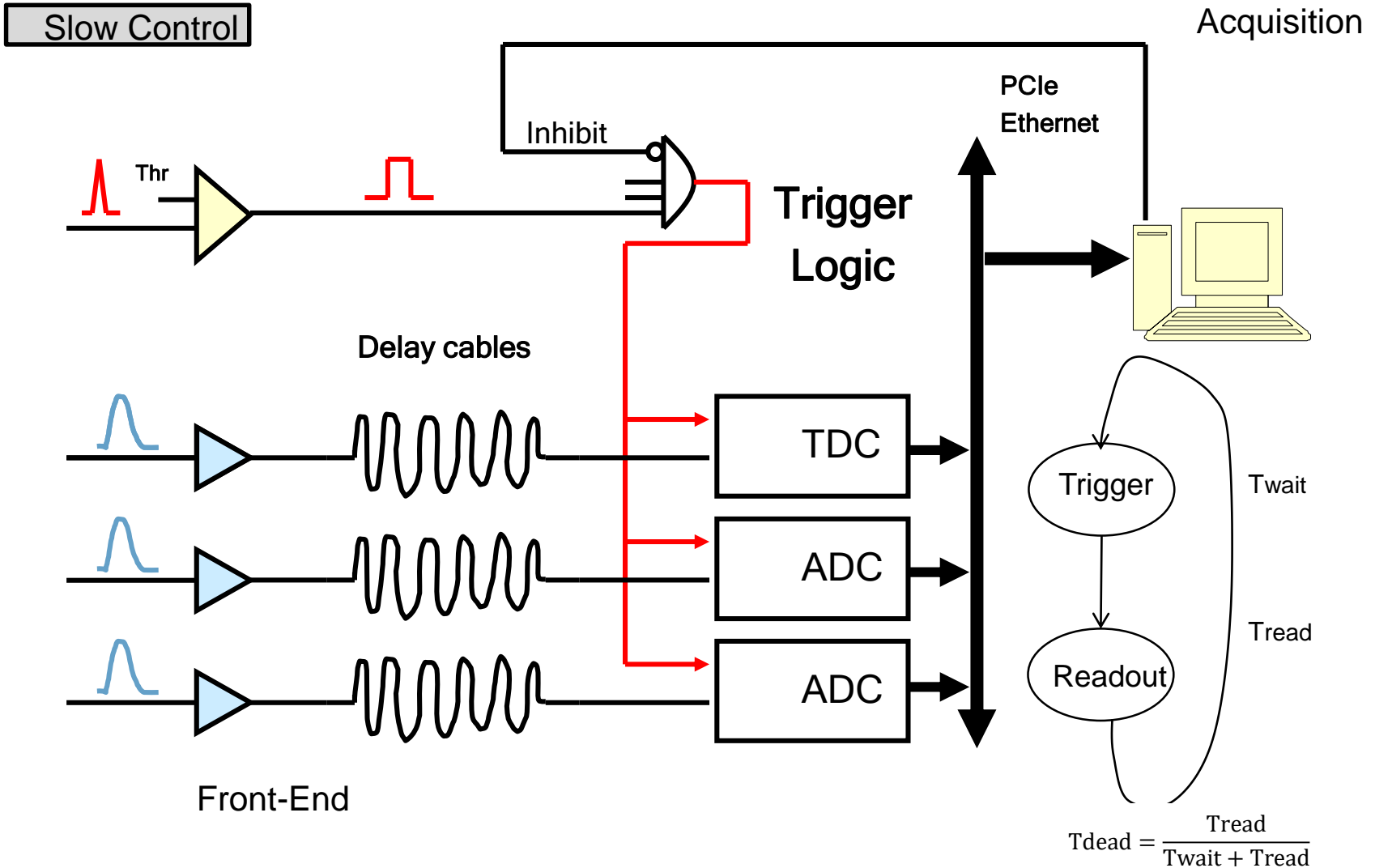
- Not feasible to measure continuous data flow
- Not feasible to transmit such amount of data
- Not feasible to store such amount of data



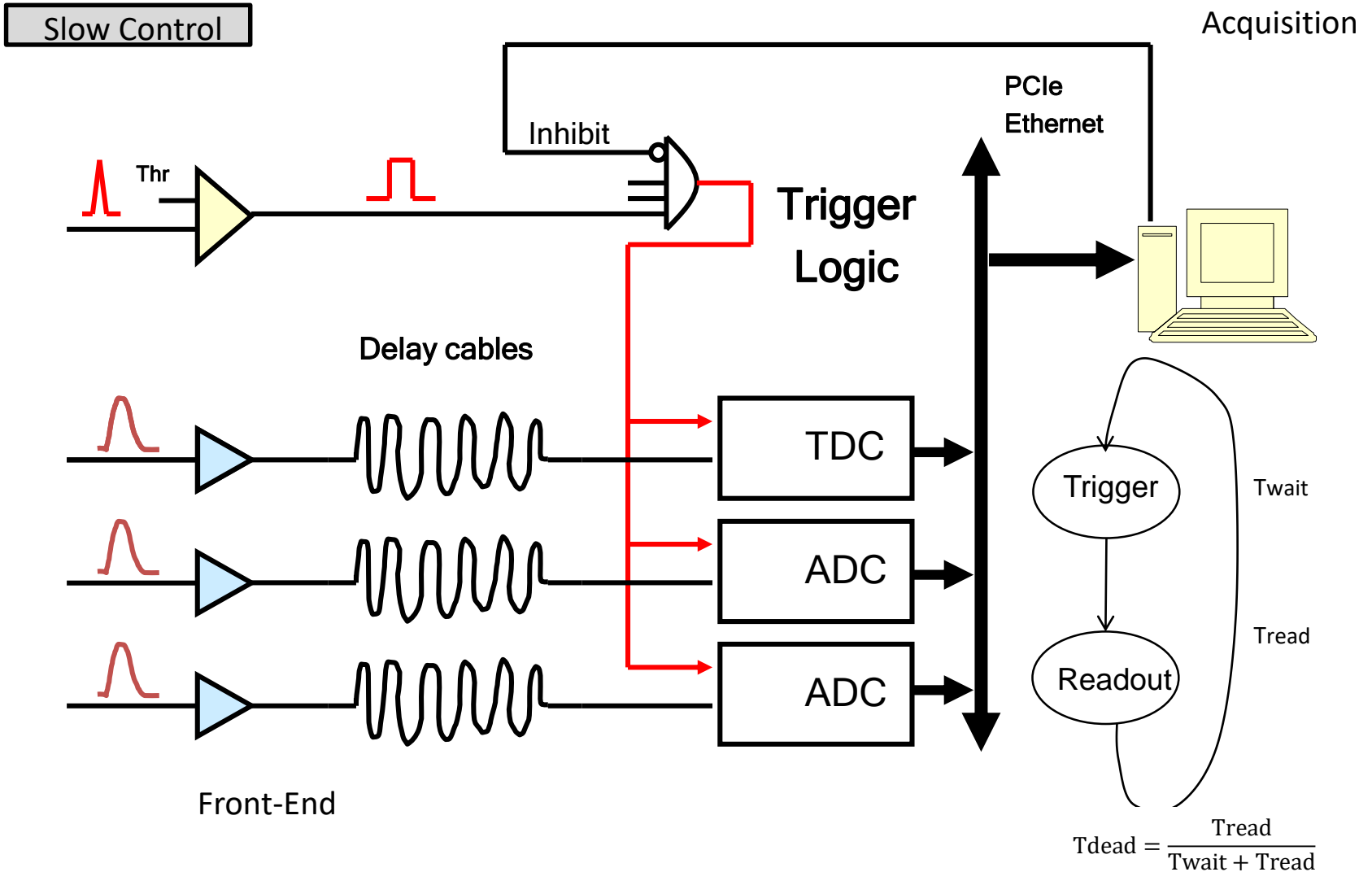
DAQ Tasks

- Time reference system ; system CLOCK, Trigger together with event ID
- Acquire data from detectors – readout by Front-Ends
- Collect data and Event Building if multiple FEE cards
- Data storage
- Configuration and Monitoring. Is everything OK?

DAQ Architecture in Particle Physics



DAQ Architecture in Particle Physics



Data Taking Efficiency

Probability for uncorrelated events described by Poisson distribution

$$q(t) = e^{-t/\lambda}$$

λ – average time between events

A rule of thumb:

$$\text{Dead Time} = \frac{T_{\text{busy}}}{\lambda}$$

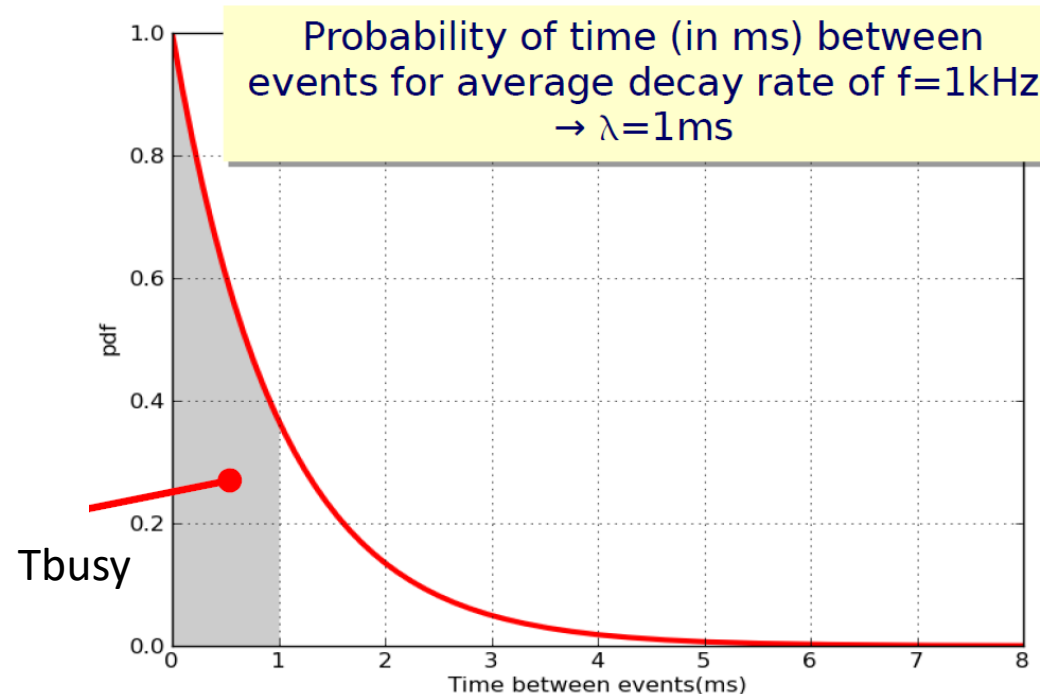
T_{busy} – DAQ busy time

Example:

1kHz $\Rightarrow \lambda = 1\text{ms}$

$T_{\text{busy}} = 50\text{ useconds}$

DeadTime = $0.05/1 = 0.05$ or 5%



Data Taking Efficiency

Probability for uncorrelated events described by Poisson distribution

$$q(t) = e^{-t/\lambda}$$

λ – average time between events

A rule of thumb:

$$\text{Dead Time} = \frac{T_{\text{busy}}}{\lambda}$$

T_{busy} – DAQ busy time

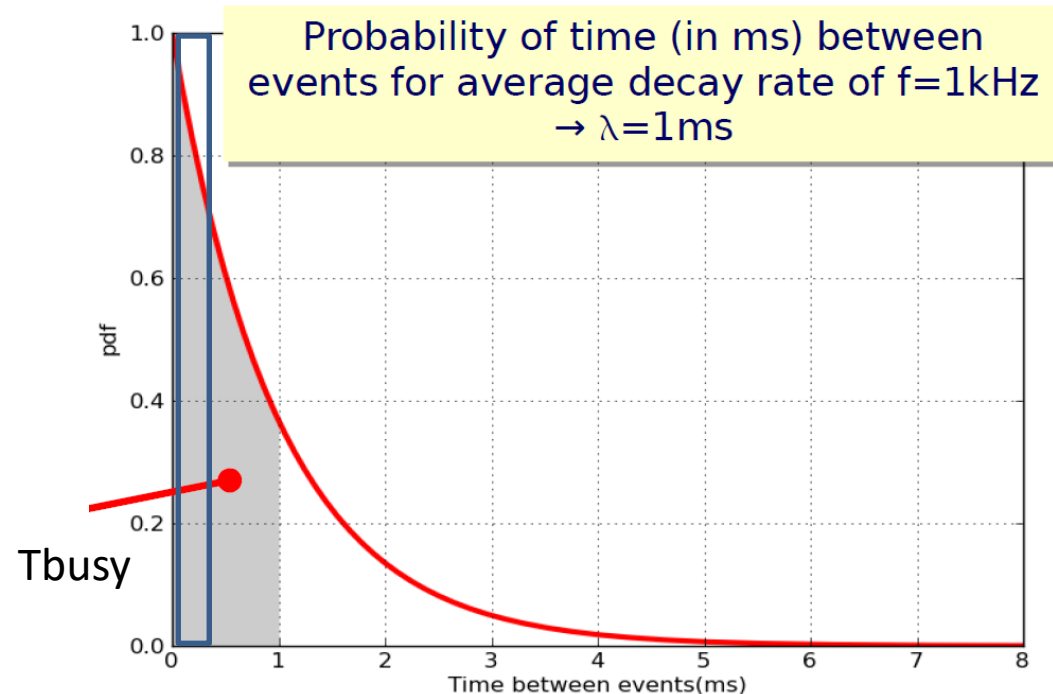
Example:

1kHz $\Rightarrow \lambda = 1\text{ms}$

$T_{\text{busy}} = 100\text{ useconds}$

DeadTime = $0.2/1 = 0.2$ or 20%

20% of events are lost !!!



Data Taking Efficiency

Probability for uncorrelated events described by Poisson distribution

$$q(t) = e^{-t/\lambda}$$

λ – average time between events

A rule of thumb:

$$\text{Dead Time} = \frac{T_{\text{busy}}}{\lambda}$$

T_{busy} – DAQ busy time

Example:

1kHz $\Rightarrow \lambda = 1\text{ms}$

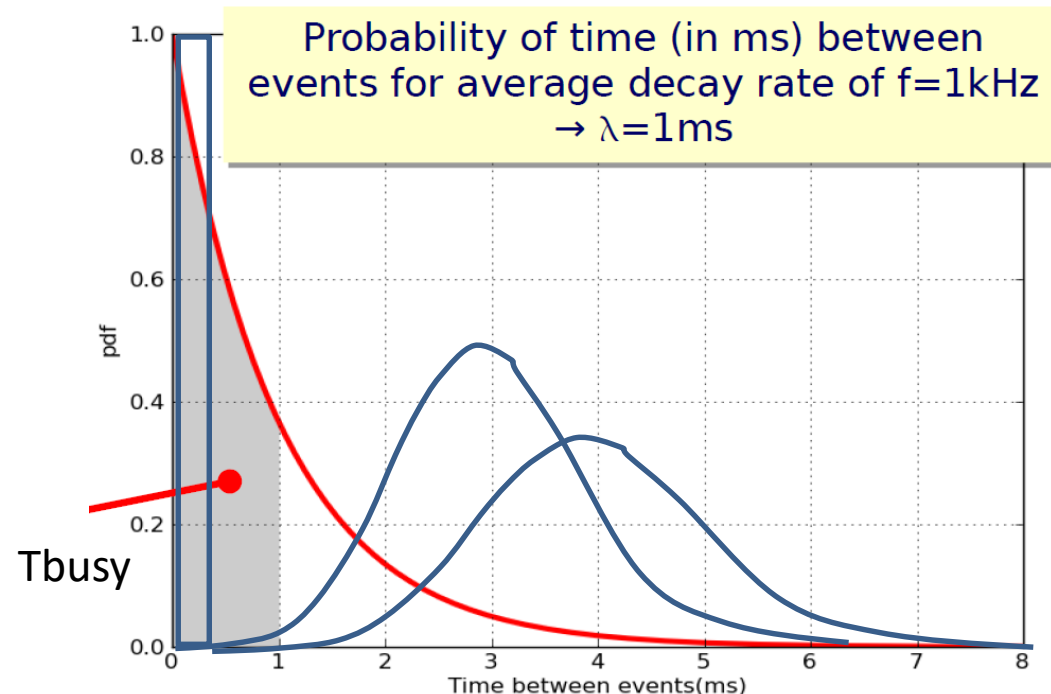
$T_{\text{busy}} = 100\text{ useconds}$

DeadTime = $0.2/1 = 0.2$ or 20%

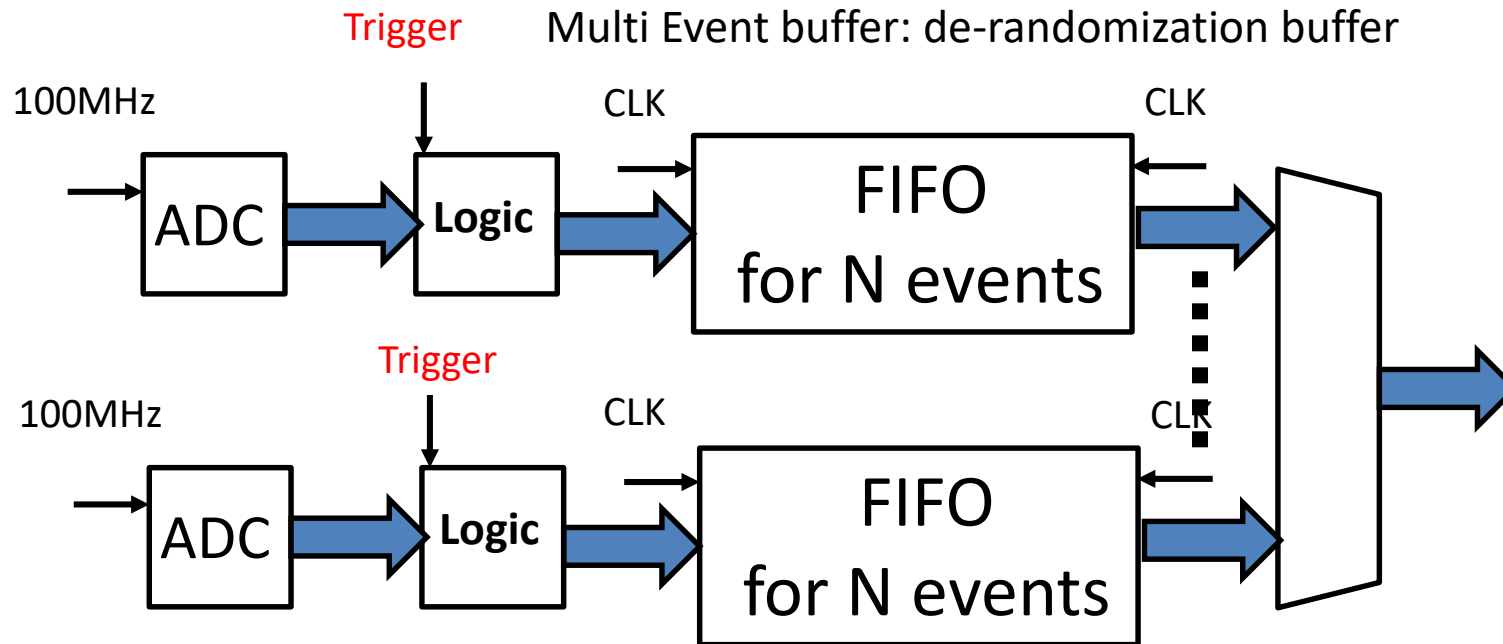
20% of events are lost !!!

Solution:

Store N events before Readout



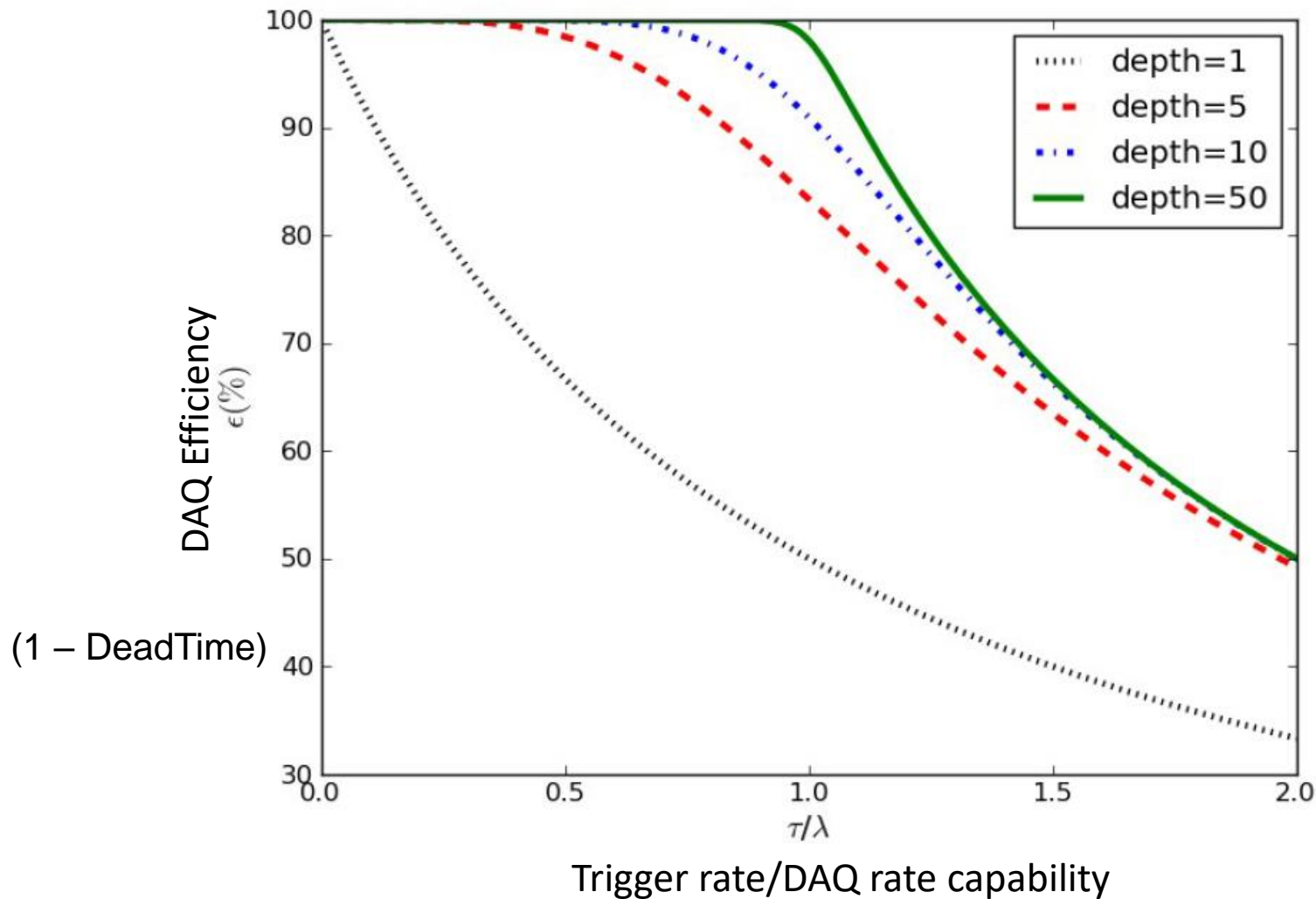
Pipe Line Front Ends



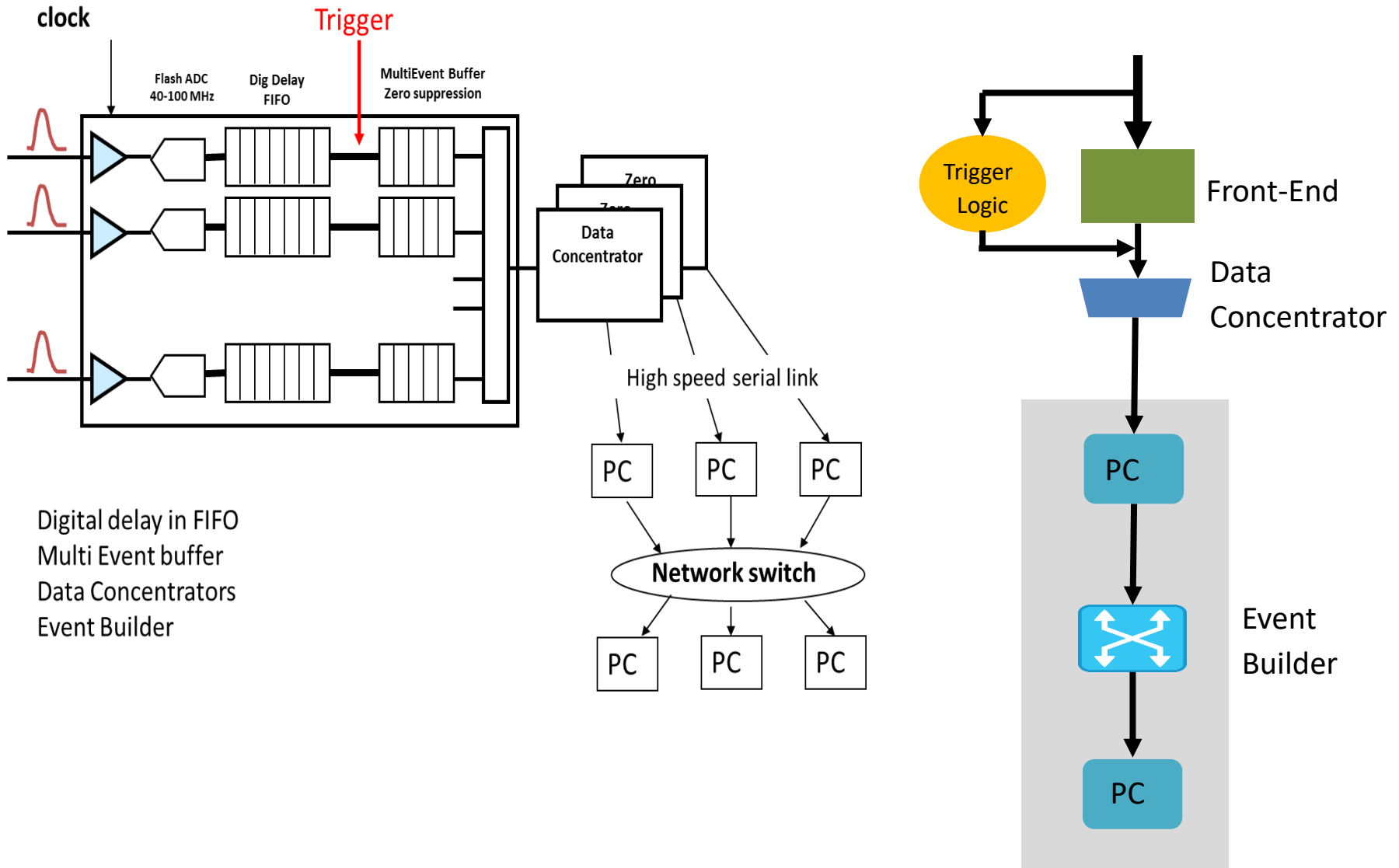
Input : Poisson distribution

Output : more like a Gaussian centered
around average value

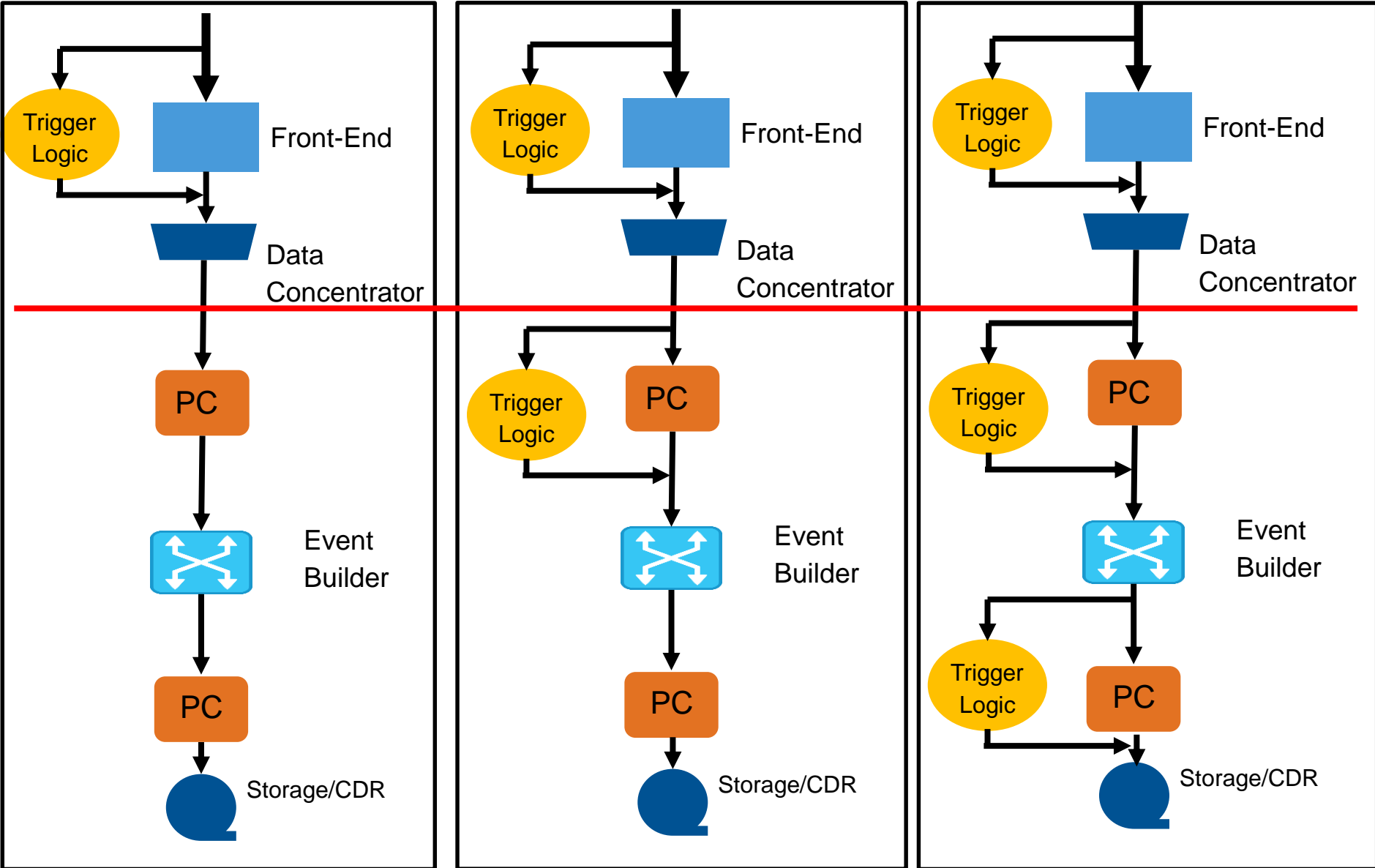
DAQ efficiency vs FIFO Depth



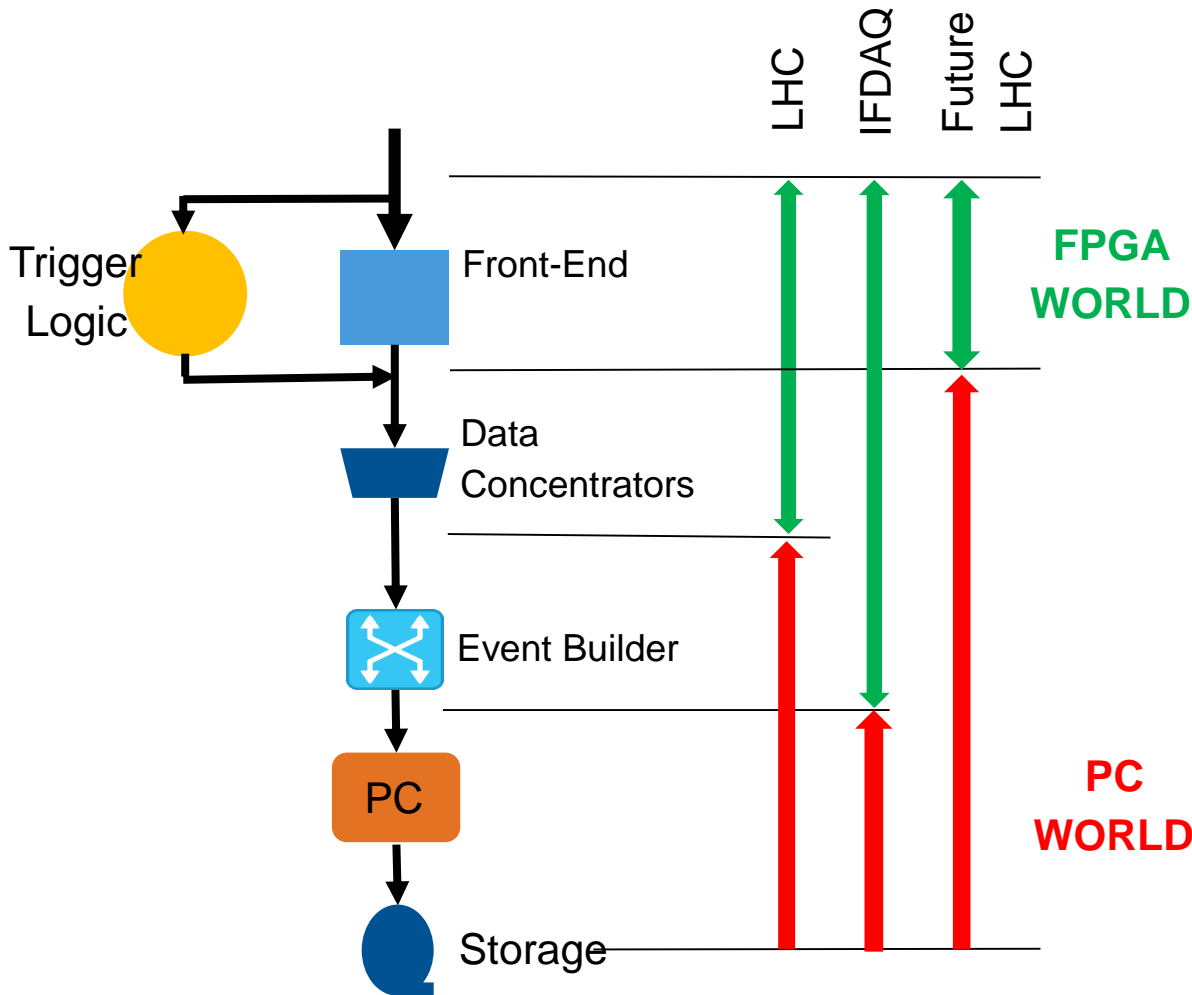
Multi Channel Data Flow



Multiple Trigger Levels



DAQ Architectures



Concept of iFDAQ

- Minimize amount of real-time software processes and implement Event Builder in FPGA

iFDAQ Frame work

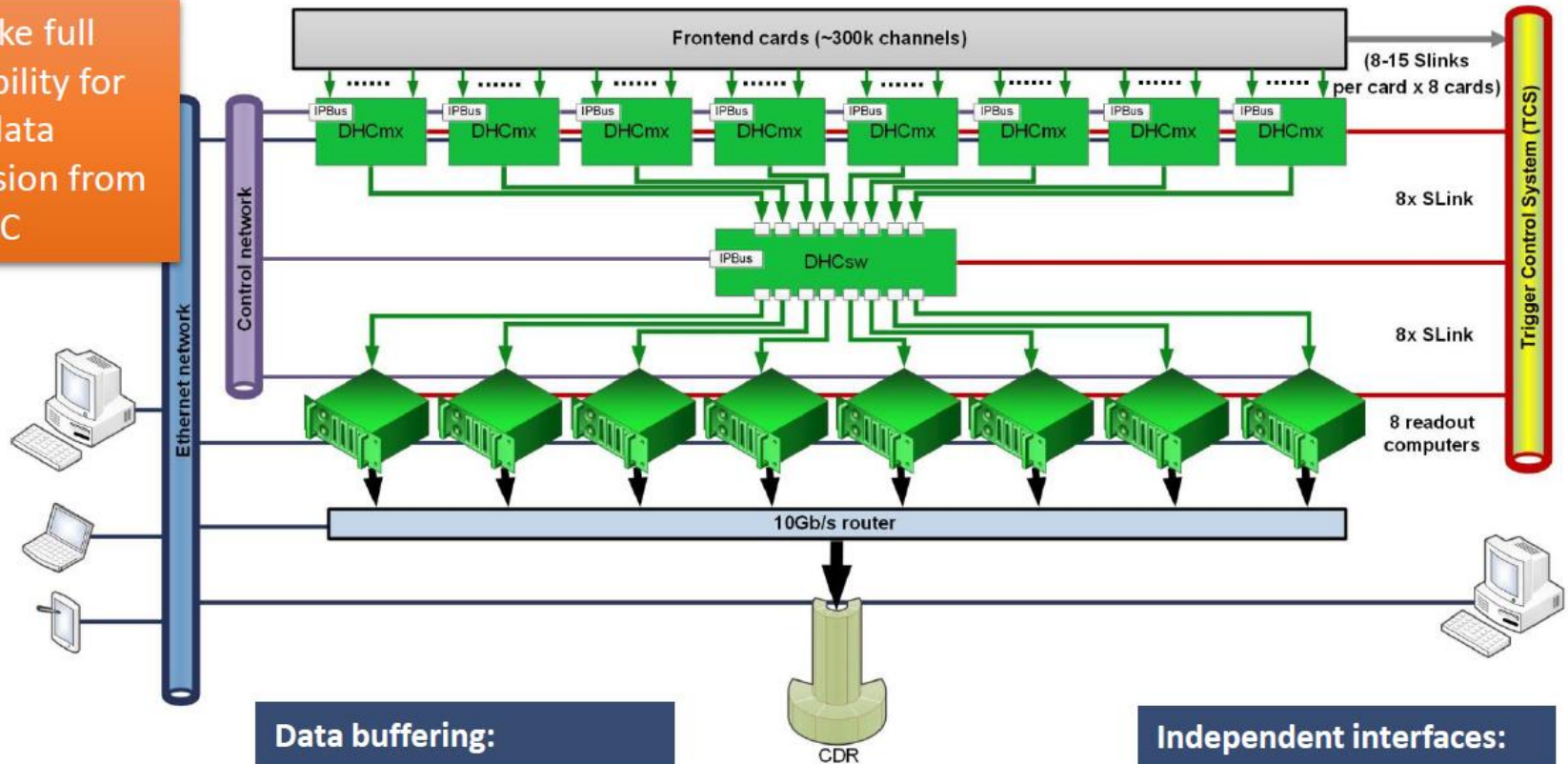
- Implementing congestion free Event Builder in FPGA
- Intelligent data handling
- **Unified Interfaces**
- **Unified IP Cores**
- Integrated Digital Trigger (to be impl.)

Advantages

- Increased compactness
- Increased reliability
- Reduced cost

iFDAQ Architecture

FPGAs take full responsibility for reliable data transmission from FEEs to PC



Data buffering:

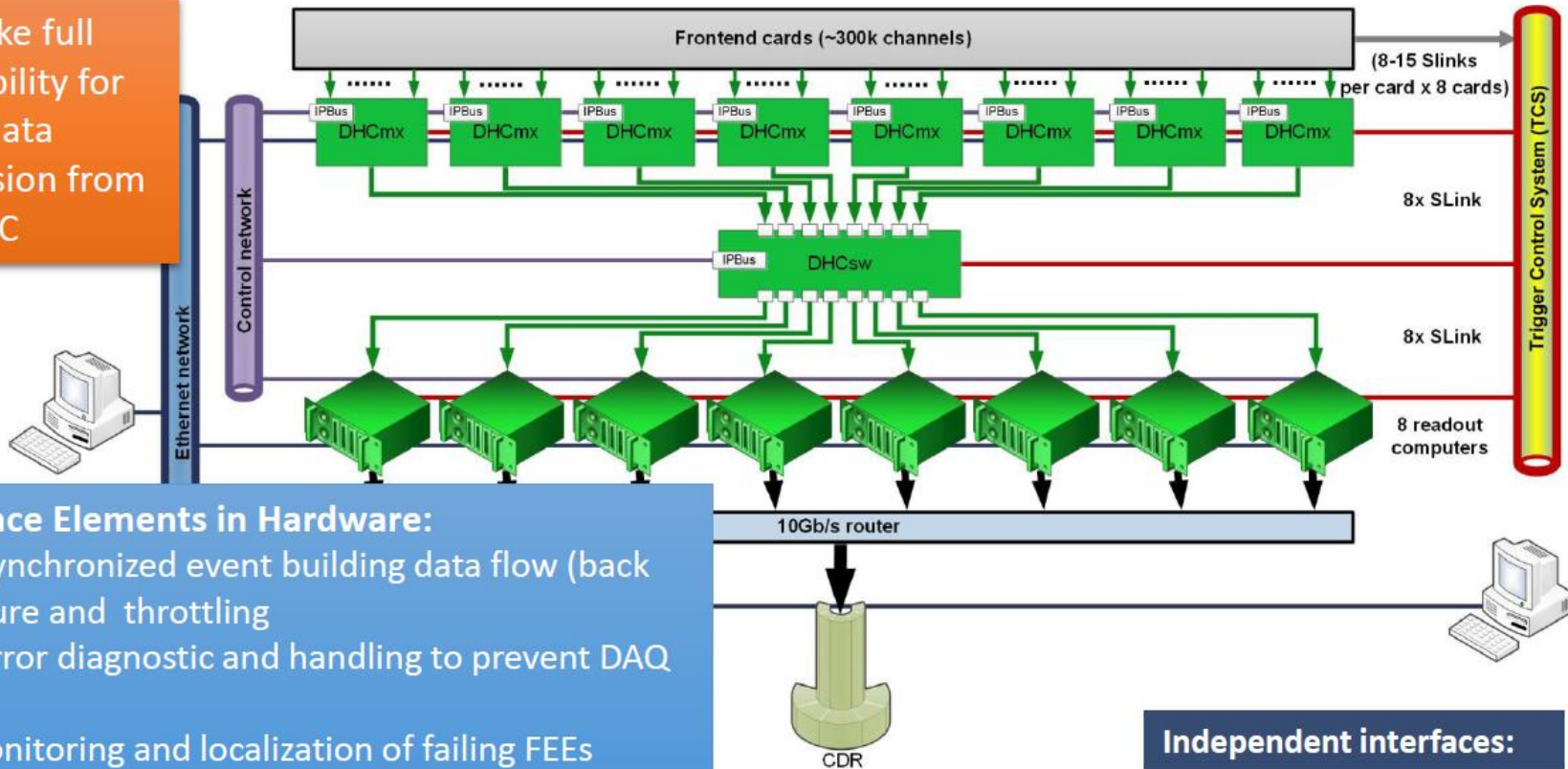
- 4GB RAM on each module => possibility to average data rate over spill cycle
- 1 GB/s sustained rate

Independent interfaces:

- synchronization → TCS (Trigger Control System)
- data flow (event building) → SLINK
- configuration and data flow control → IPbus

iFDAQ Architecture

FPGAs take full responsibility for reliable data transmission from FEEs to PC



Intelligence Elements in Hardware:

- Self-synchronized event building data flow (back pressure and throttling)
- FEE error diagnostic and handling to prevent DAQ crash
=> monitoring and localization of failing FEEs
- Automatic resynchronization of FEEs
=> FEEs can be attached/detached at any time
- Back pressure and throttling mechanism
=> prevention from crashes due to high event and data rate

Independent interfaces:

- synchronization → TCS (Trigger Control System)
- data flow (event building) → SLINK
- configuration and data flow control → IPbus

FPGA DAQ Module

FPGA

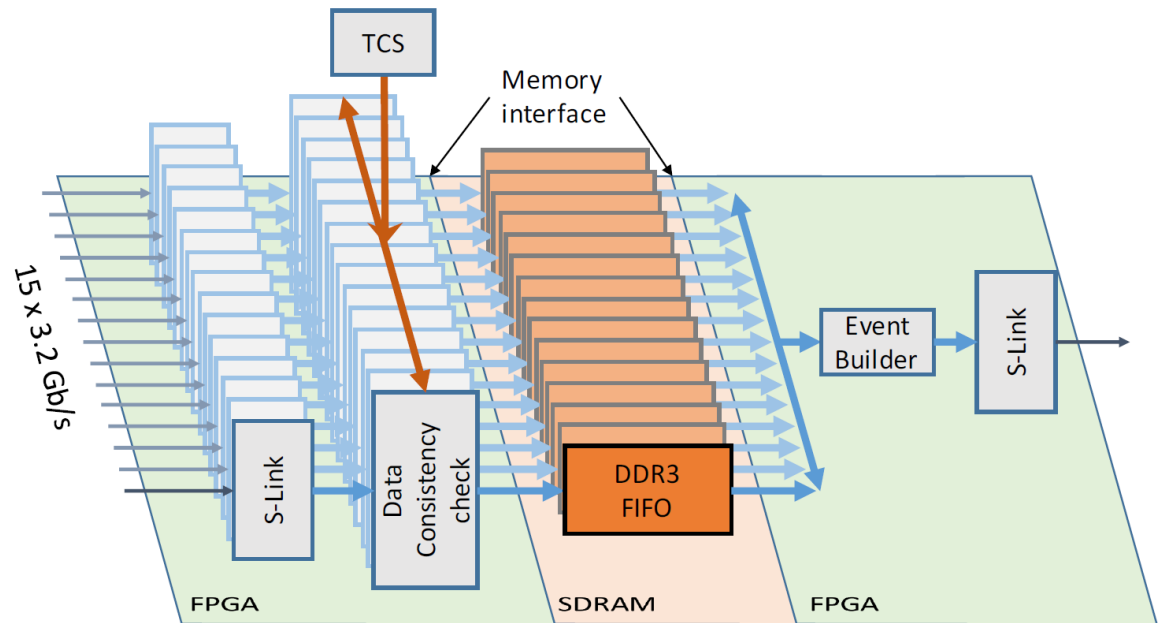
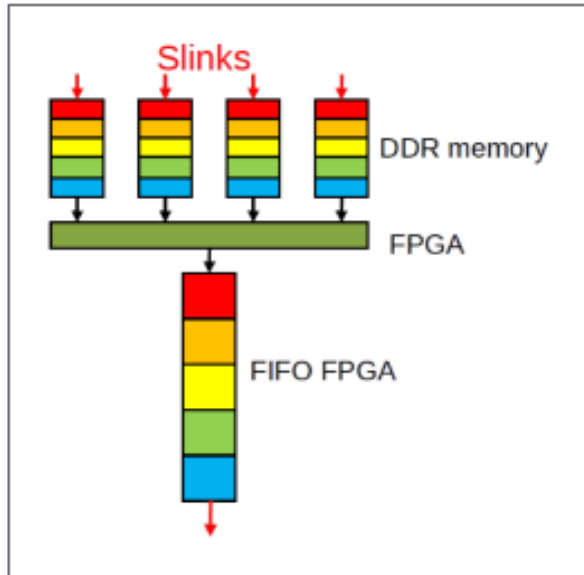
- XC6V130T
- 16 x 6.5 Gbps serial links
- Ethernet UDP
- Time Distribution Input, LVDS

4 Gbyte DDR3 Memory



Data Concentrator Firmware

Functionality

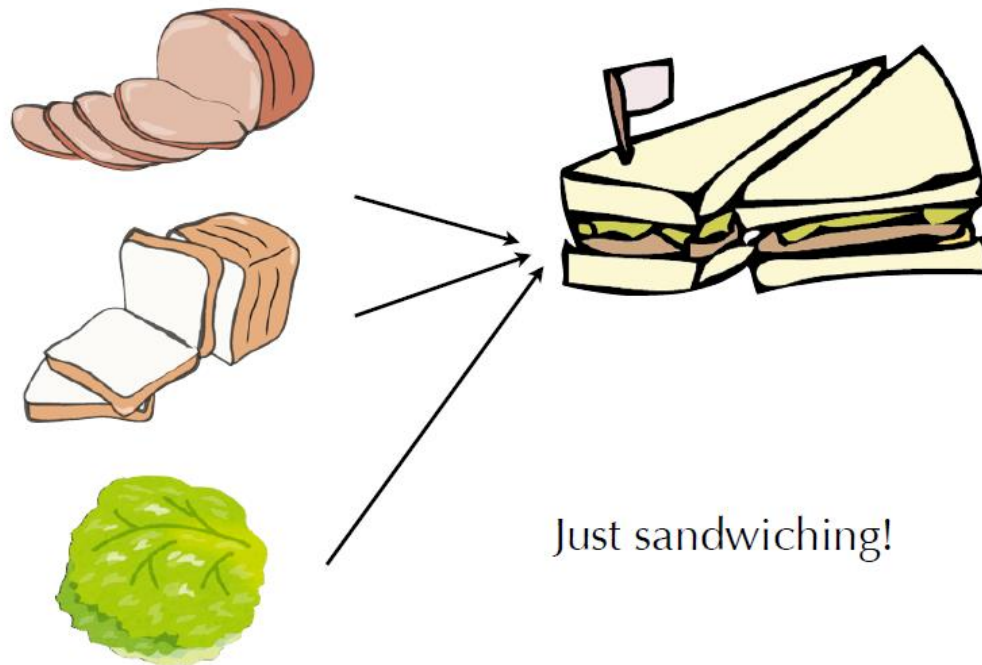


Event Builder

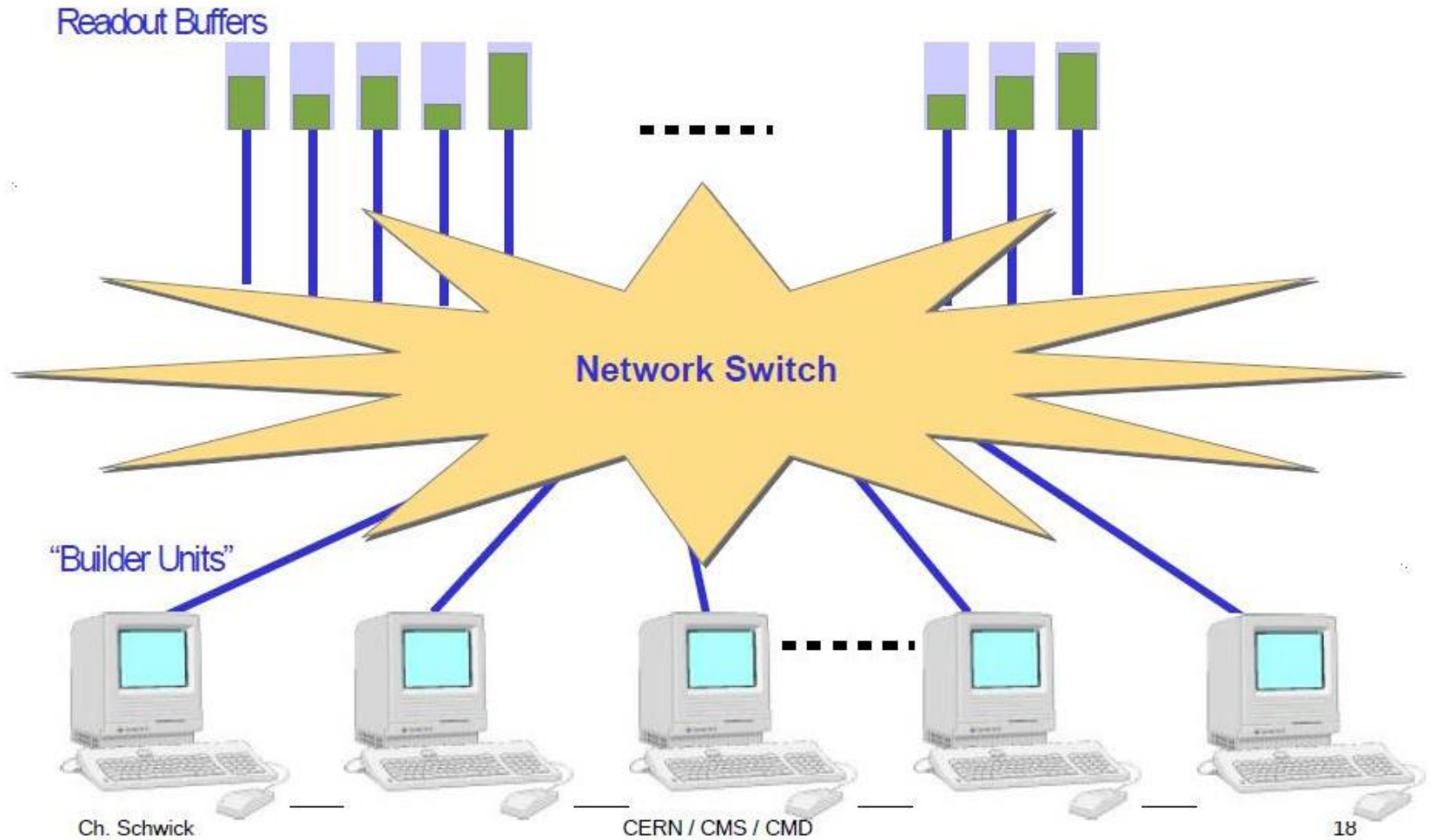
Event Builder,

taken from my KEKB colleague Suzuki-san

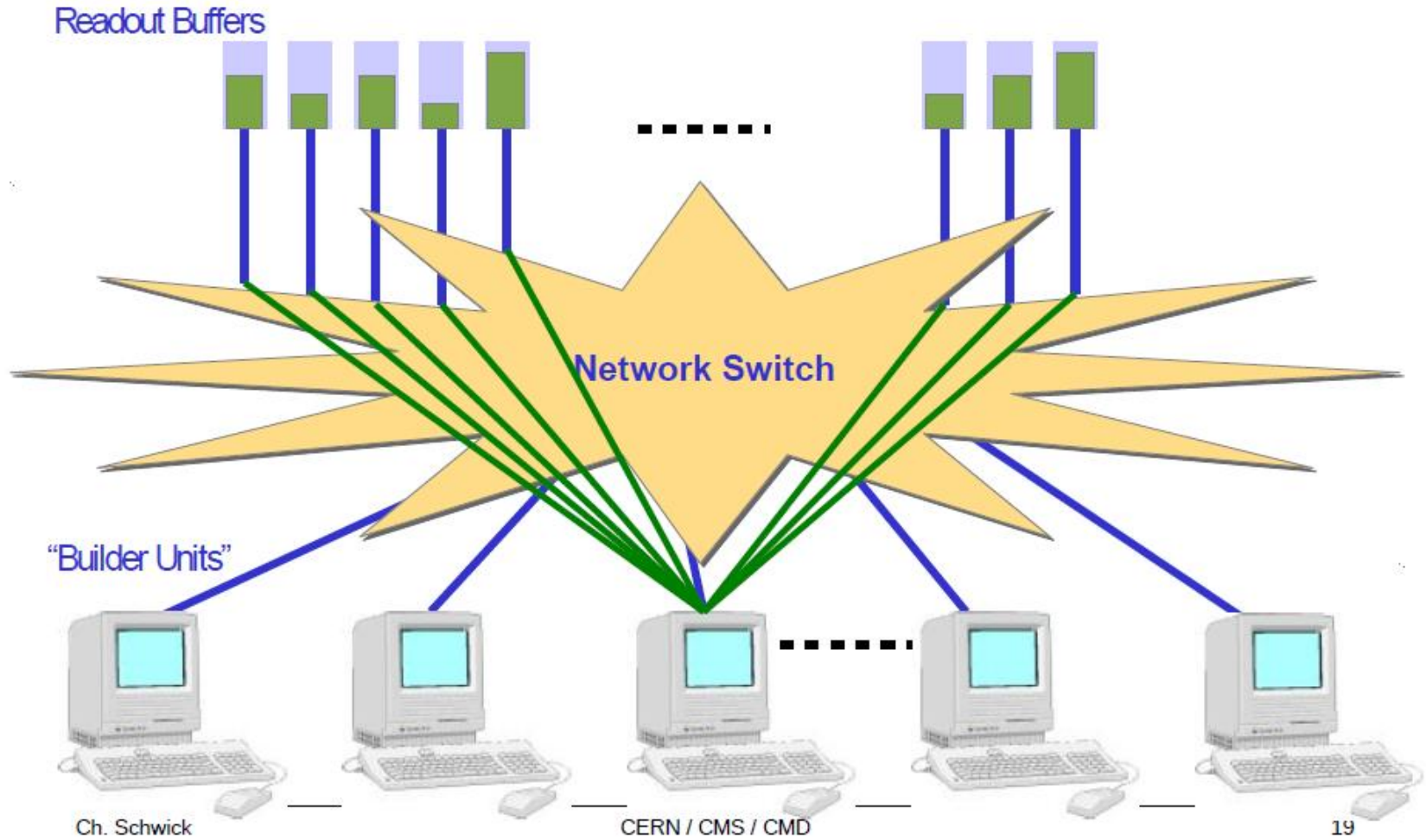
That is,



Event Building Challenges I



Event Building Challenges II



Traffic Pattern Causes Congestion Problem

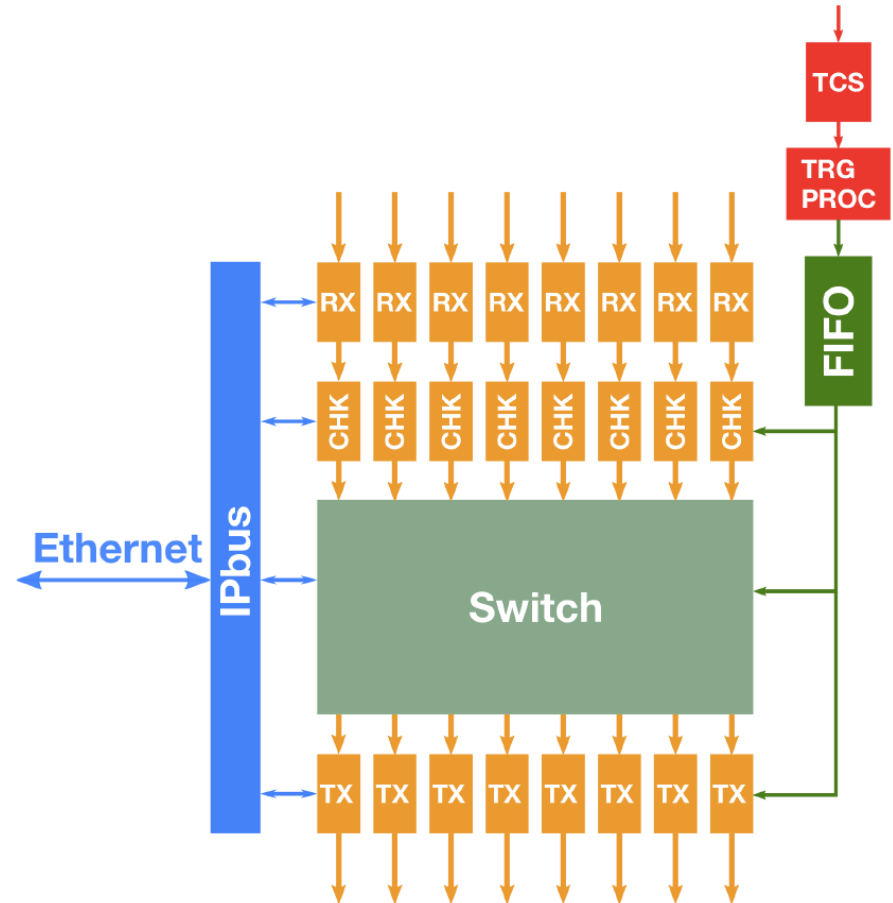


Event Builder Firmware

Control incoming data streams

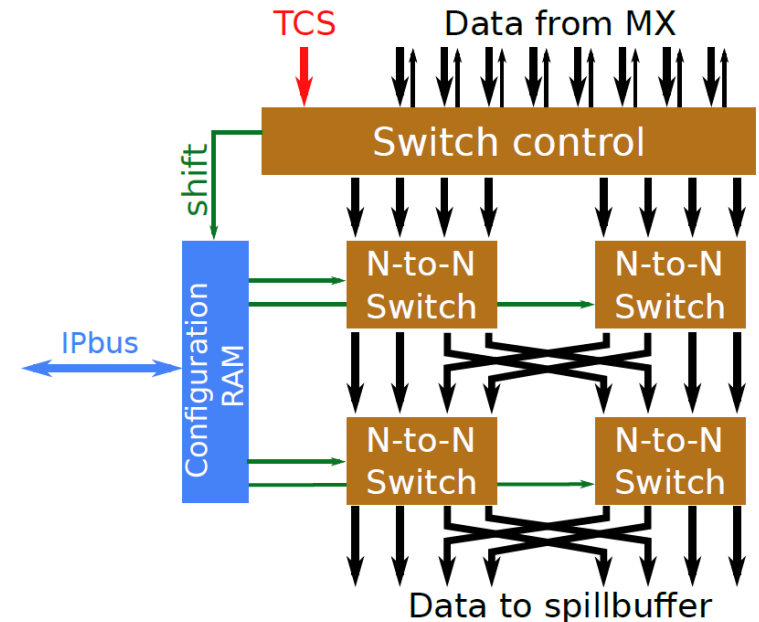
Verification of data consistency

Control of 8 x 8 switch

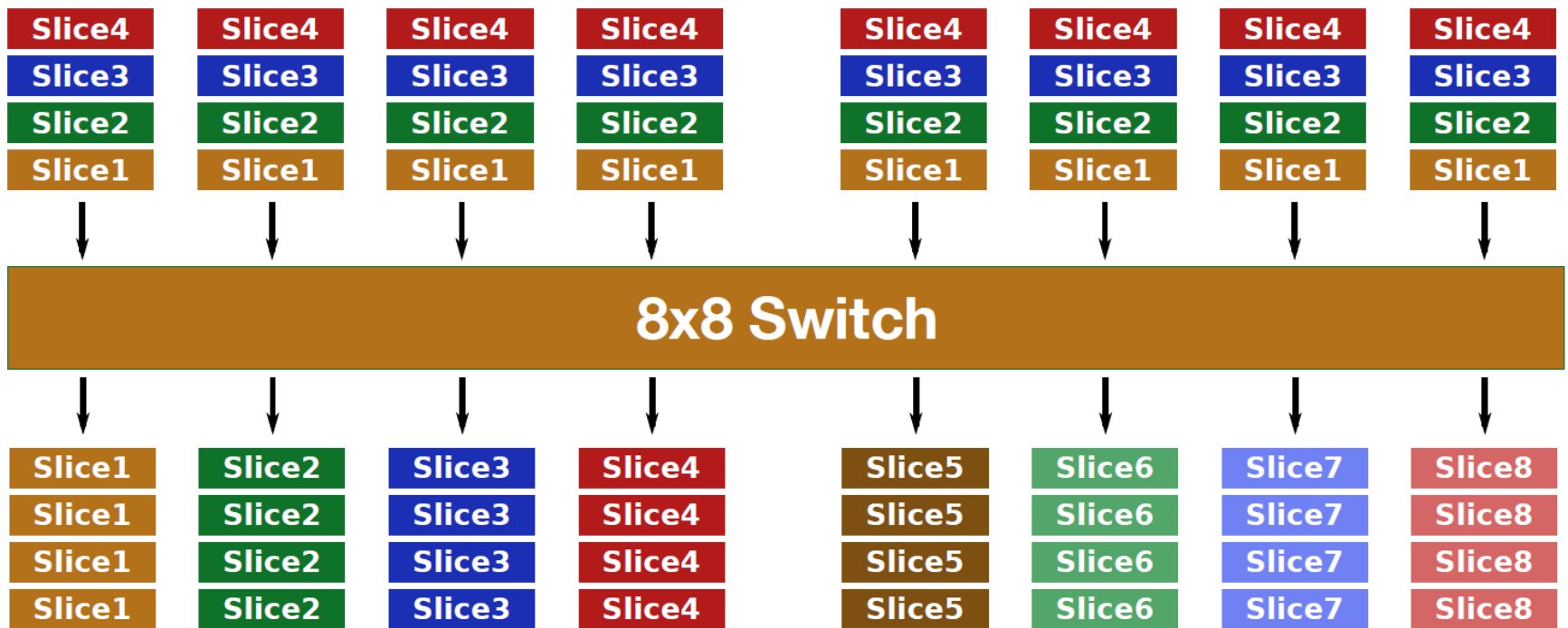


Event Builder Firmware

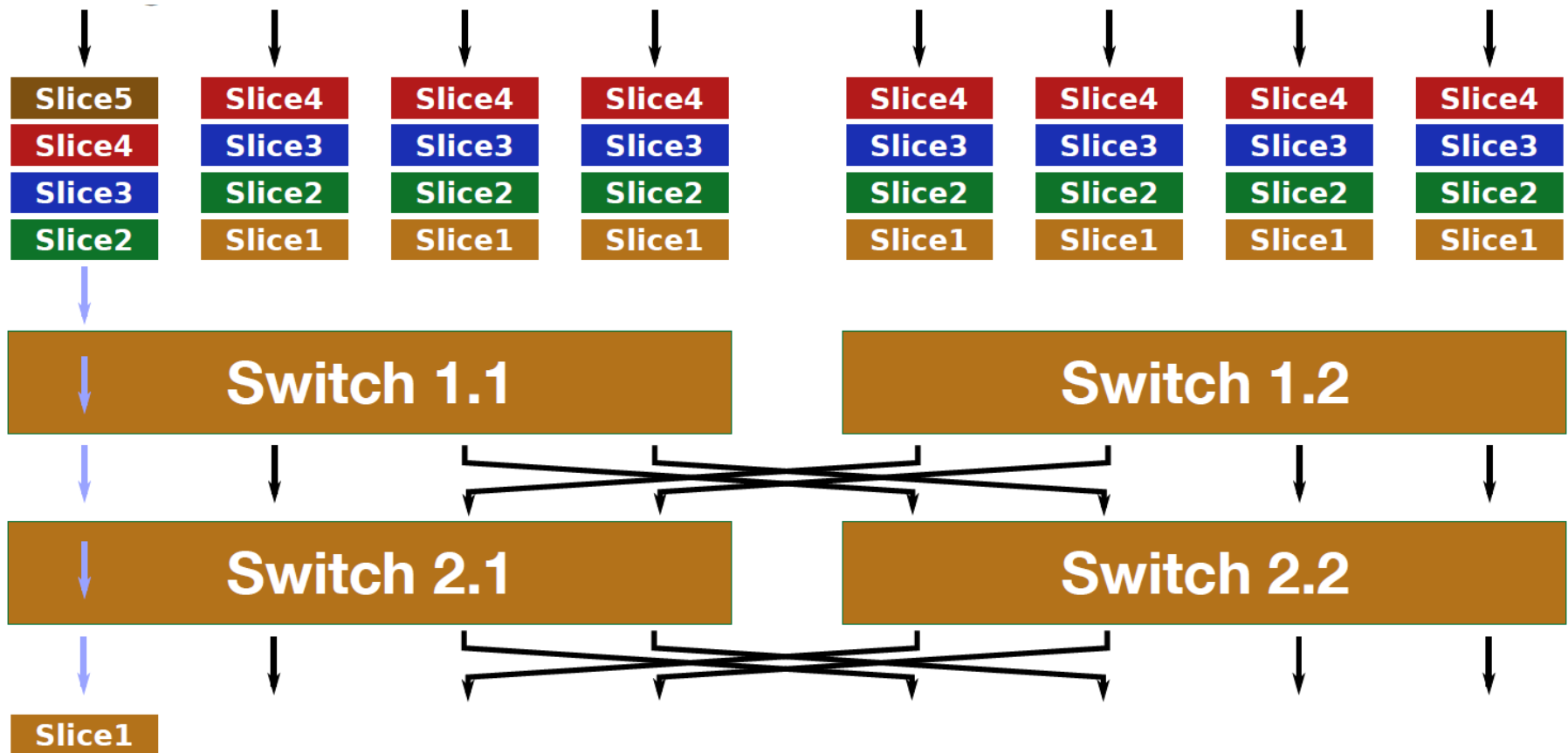
- Switch control
 - Defines switch interconnections
 - Connects one input to one output
 - Combines N consecutive events in one SLICE
 - Average size of SLICES
 - After processing one SLICE changes switch interconnections to the next one
 - Information about different interconnections stored in RAM

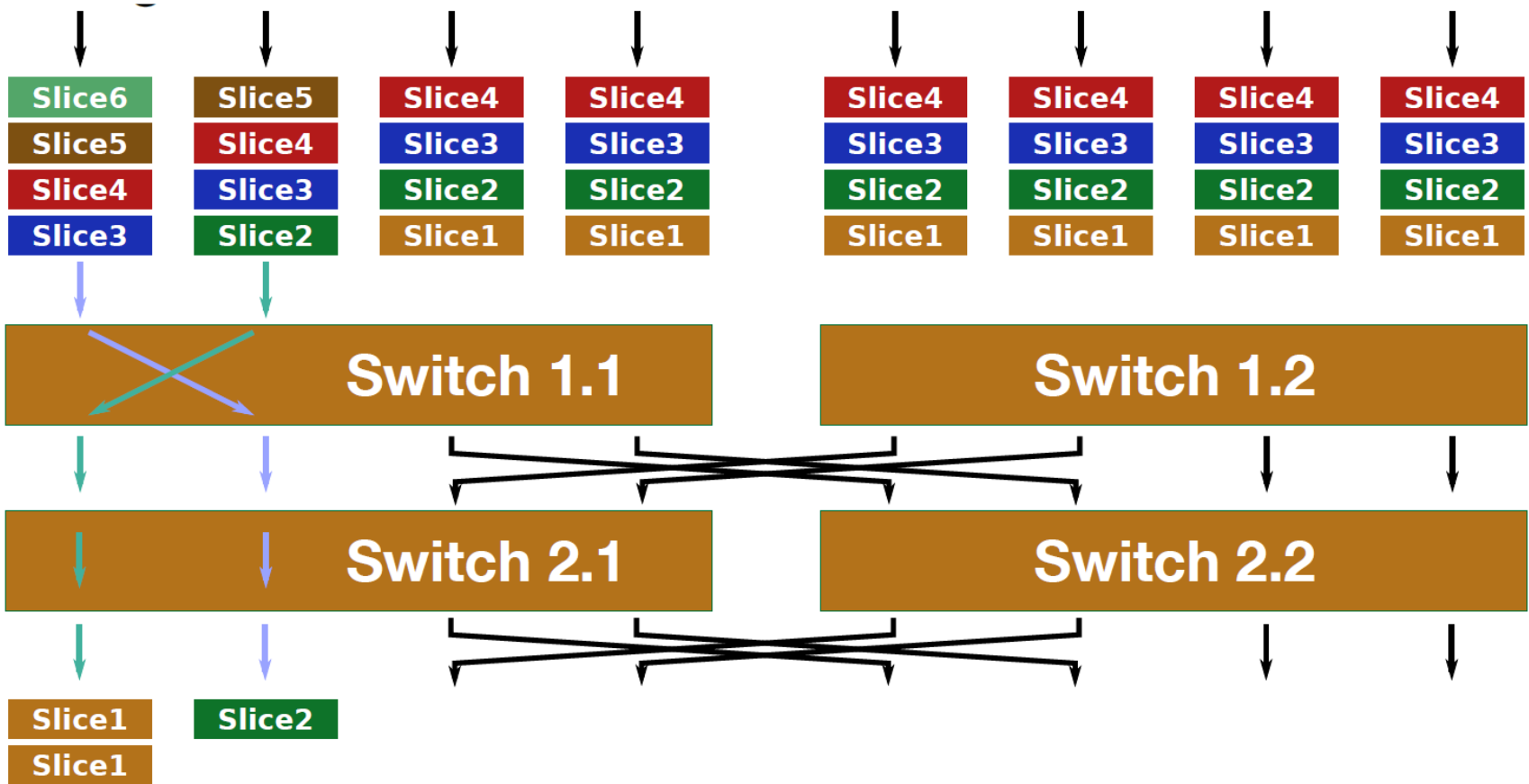


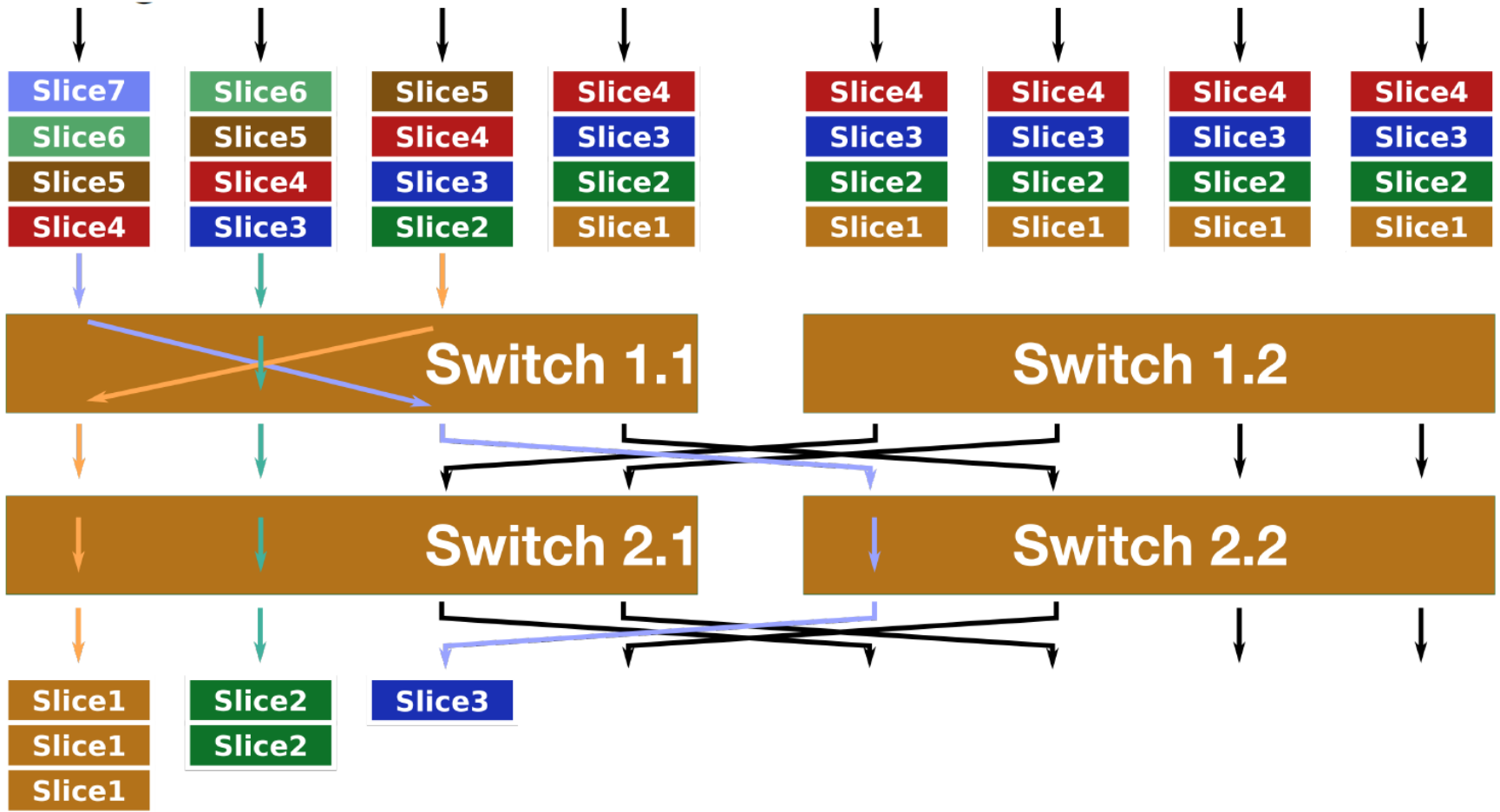
Switch Operation

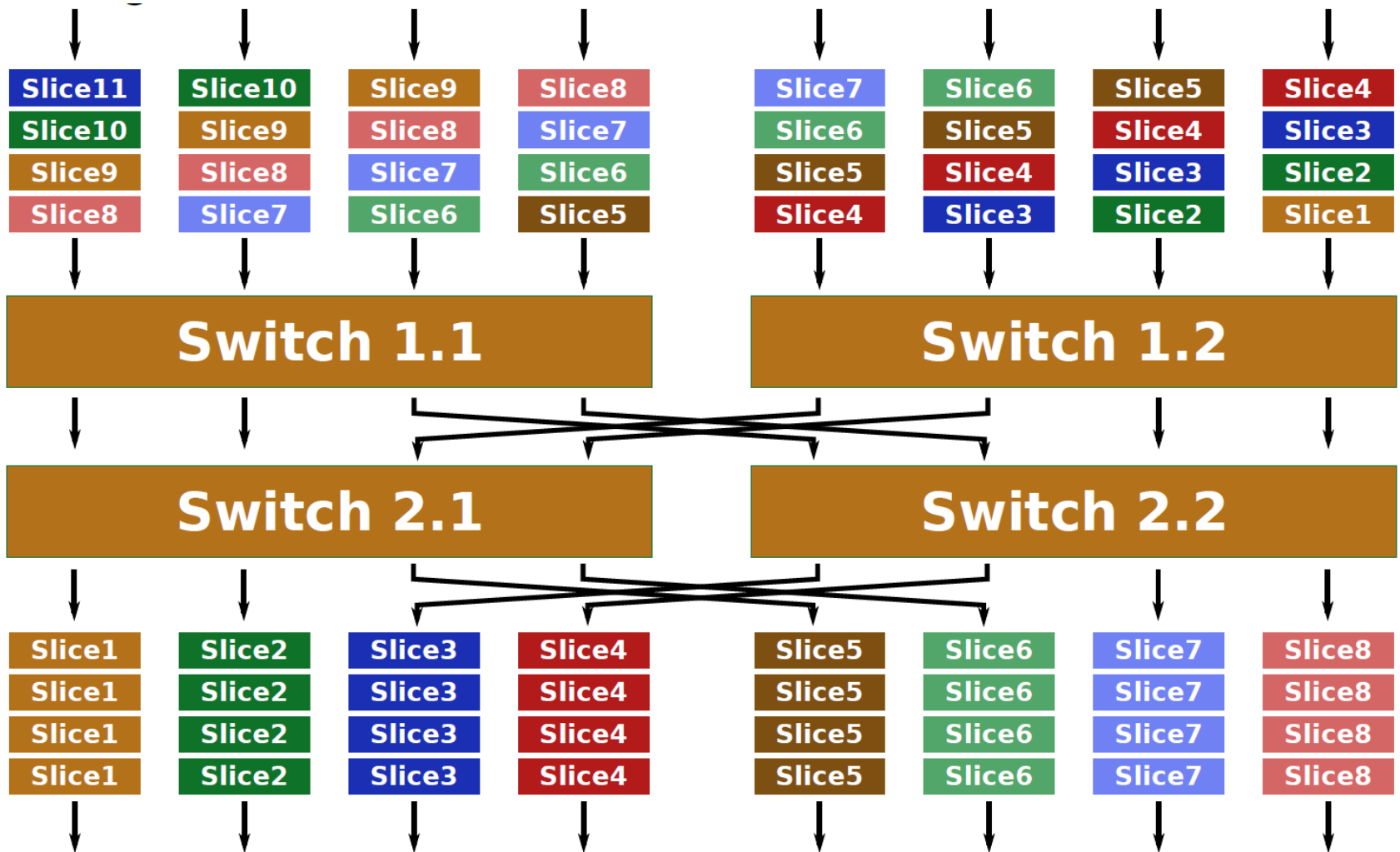


Switch Operation





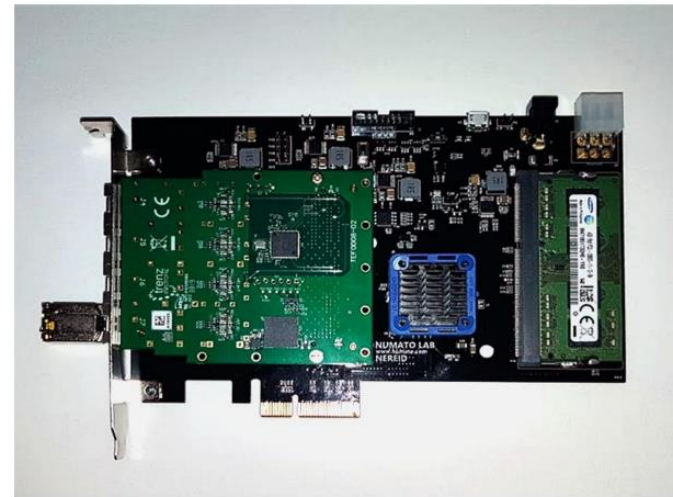




Spill Buffer PCIE Card

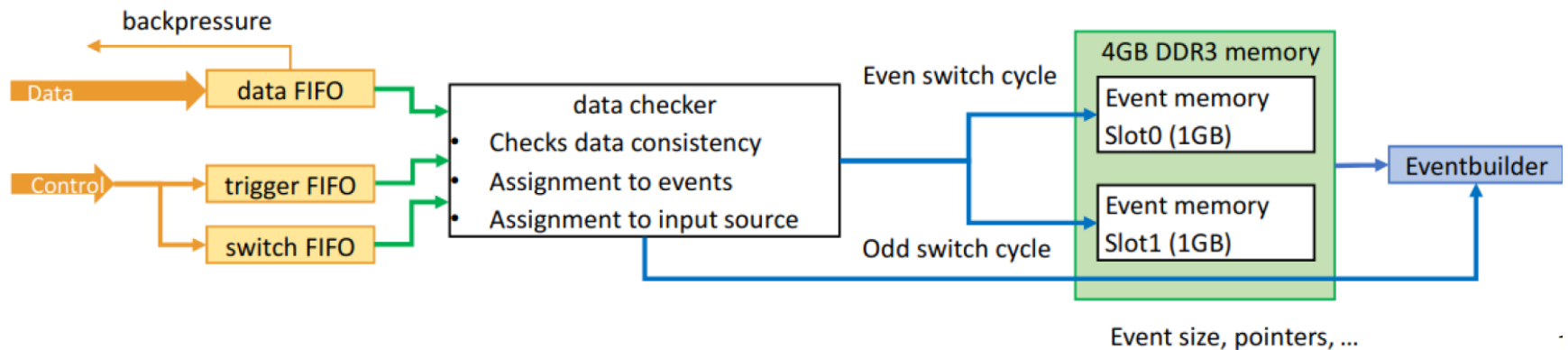
Commercial hardware

- Nereid Kintex 7 PCI Express
- Kintex 7 XC7K160T FPGA
- 4 x PCIe-Gen2 Interface
- 4 GB DDR3 memory

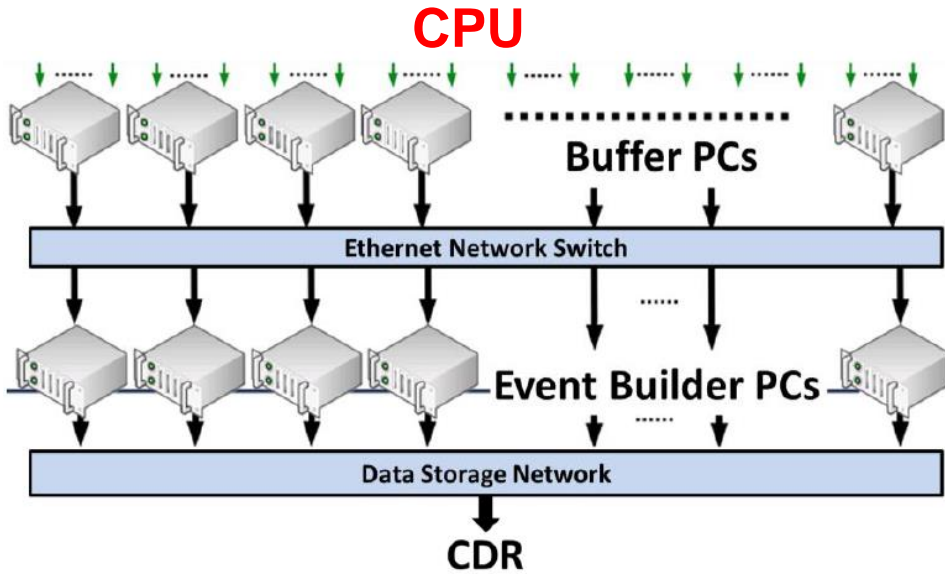


Spill Buffer Firmware

- Single 6.25 Gb/s 8b/10b Aurora interface
 - Data
 - Trigger information
 - Switch configuration
- Events stored in DDR3 memory
- Combination of events according to
 - event number
 - switch configuration
- Built events pushed to PCIe
- Internal bandwidth 3 GB/s



Event Building CPU vs FPGA

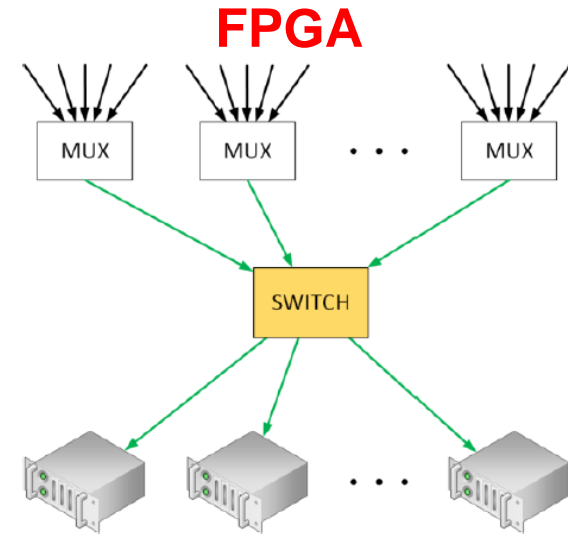


Advantages:

- Uses mass-produced components
- Easy integration of redundancy elements
- Availability of libraries and templates

Disadvantages:

- Throughput limited by EB network
- Performance of sequential execution strongly depends on algorithm complexity
- Recovery of crashed processes takes significant time



Advantages:

- Only FPGA allows to build real real-time system
- High scalability
- High reliability
- Low cost

Disadvantages:

- Long firmware development progress: high level simulation tools like System Verilog and OSVVM

⇒ Motivation

- Minimize real time SW processes
- Development of highly automatized and reliable DAQ

iFDAQ

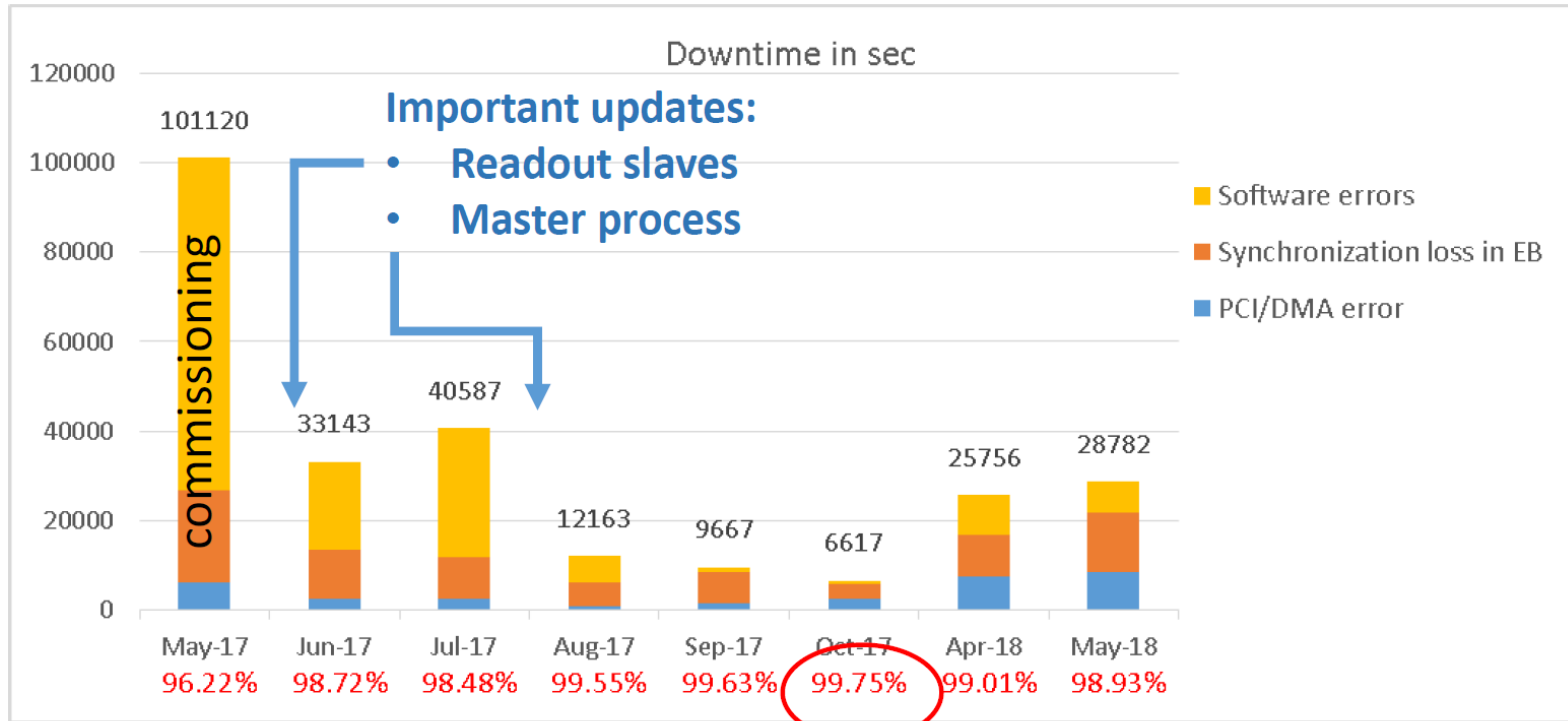
Compact : **Before** : 30 online PCs

Now : one VME 6U crate +
1 rack (8 computers)

Hardware Event Builder



Performance : Up Time in 2017



Highly reliable