

Tests of DHH firmware for gated-mode operation

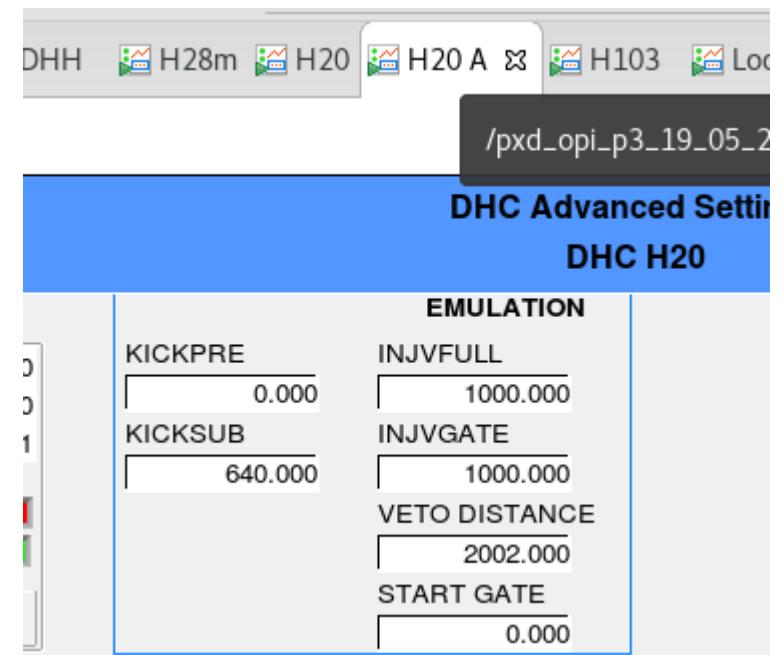
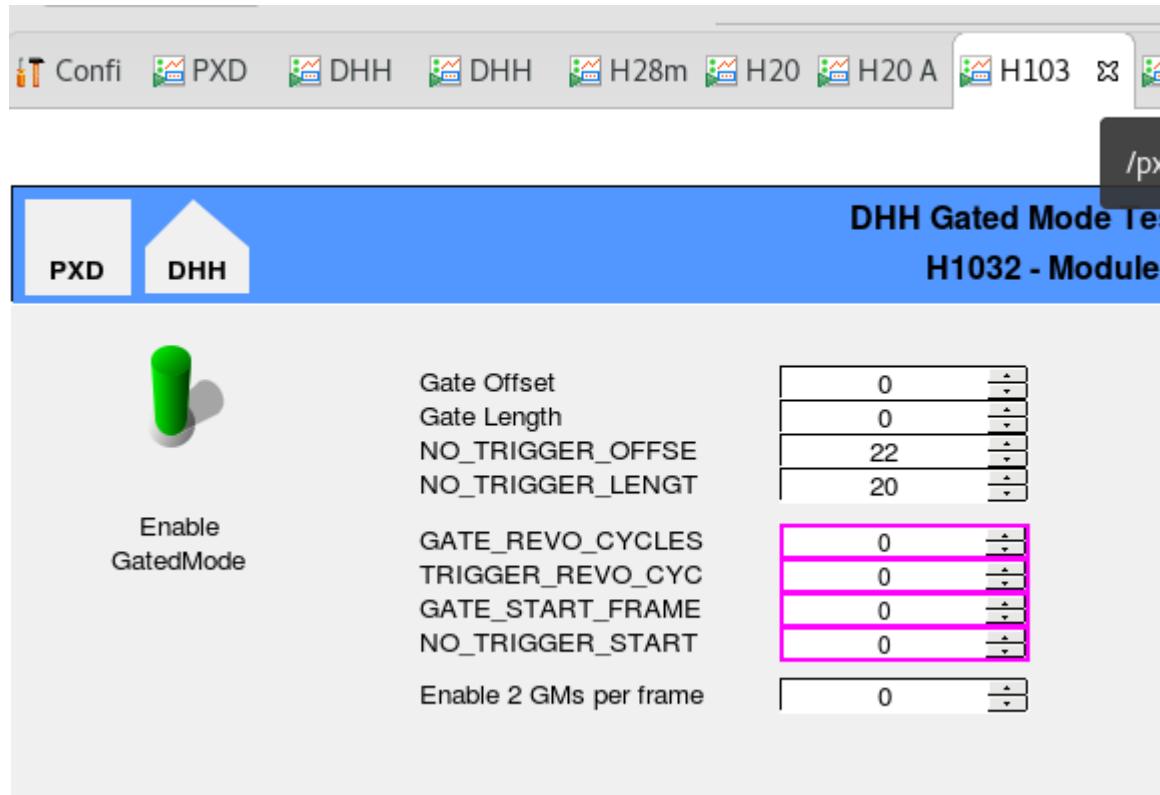
Varghese Babu, Stefan Huber

Performed for firmware versions:

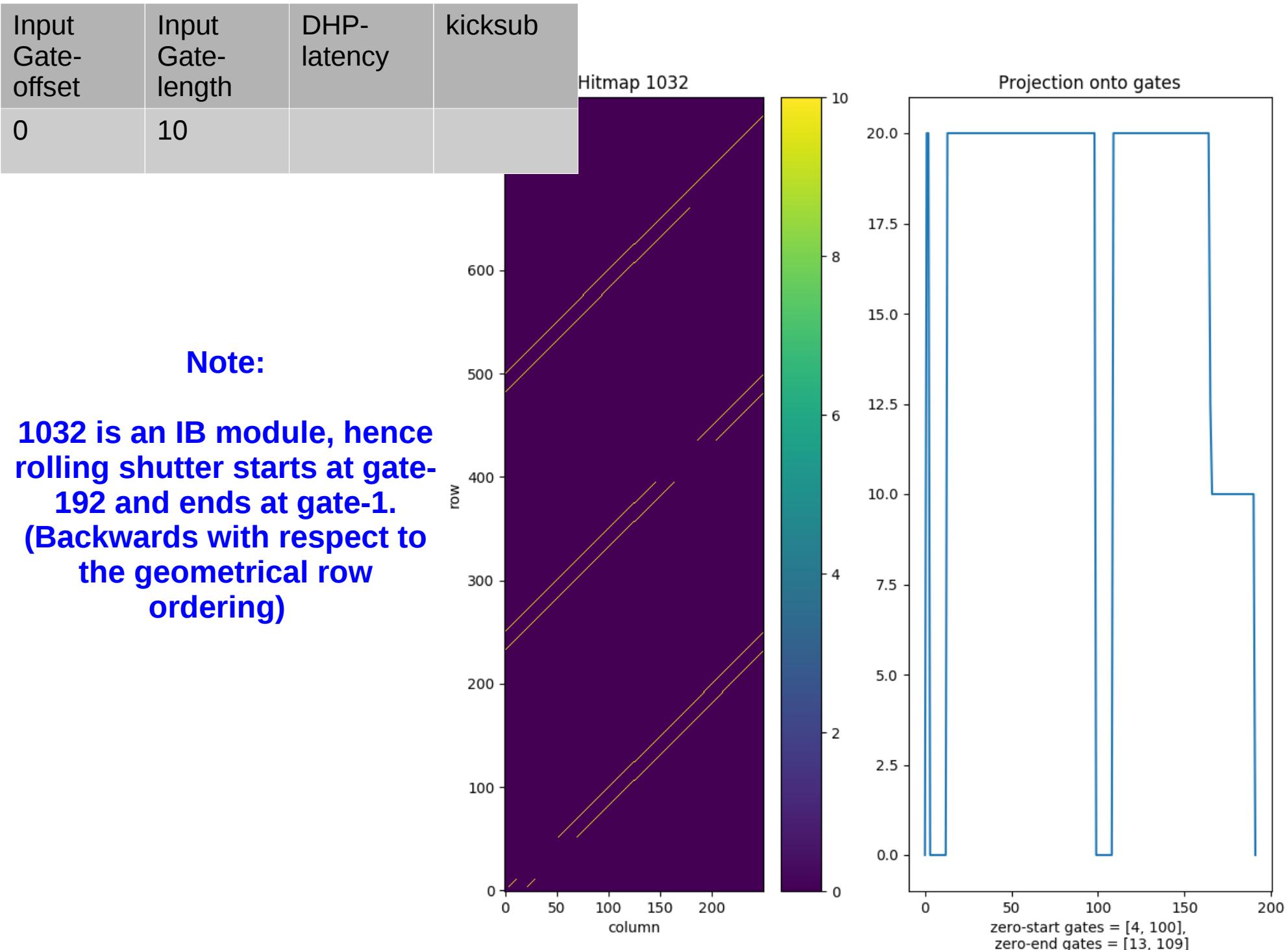
DHI: 20190525_0948

DHC: 20190531_2114

DHE: 20190511_1446



- **Test 1 : Test of no-trigger-veto**
- Power H1032 to STANDBY and upload test pattern
- Change parameters no-trigger-offset and no-trigger-length and look changed settings are reflected in data.
- Data recorded with internal triggers and DHC emulated inj-kick signal.



Input Gate-offset	Input Gate-length	Input DHP-latency	Input kicksub	First no-trig window seen in data	Second no-trig window seen in data	No-trigger length seen in data	
No-trig-length = 10	0	10	5	0	4-13	100-109	10
	20	10	5	0	80-89	176-185	10
	40	10	5	0	60-69	156-165	10
	60	10	5	0	40-49	136-145	10
	80	10	5	0	20-29	116-125	10
1-GM per frame	0	20	5	0	90-109	186-13	20
	20	20	5	0	70-89	166-185	20
	40	20	5	0	50-69	146-165	20
	60	20	5	0	30-49	126-145	20
	80	20	5	0	10-29	106-125	20
	22	10	5	0	78-87	174-183	10
	22	10	10	0	83-92	179-188	10
	22	20	10	0	169-188		20
	22	20	10	640	121-140		20

	Input No-trig-offset	Input No-trig-length	Input DHP-latency	Input kicksub	First no-trig window seen in data	Second no-trig window seen in data	No-trigger length seen in data
No-trig-length = 20	0	10	5	0	4-13	100-109	10
	20	10	5	0	80-89	176-185	10
	40	10	5	0	60-69	156-165	10
	60	10	5	0	40-49	136-145	10
	80	10	5	0	20-29	116-125	10
	0	20	5	0	90-109	186-13	20
	20	20	5	0	70-89	166-185	20
	40	20	5	0	50-69	146-165	20
	60	20	5	0	30-49	126-145	20
	80	20	5	0	10-29	106-125	20
1-GM per frame	22	10	5	0	78-87	174-183	10
	22	10	10	0	83-92	179-188	10
	22	20	10	0	169-188		20
	22	20	10	640	121-140		20

DHP-latency
Produces
1:1
change
in no-
trig-
offset

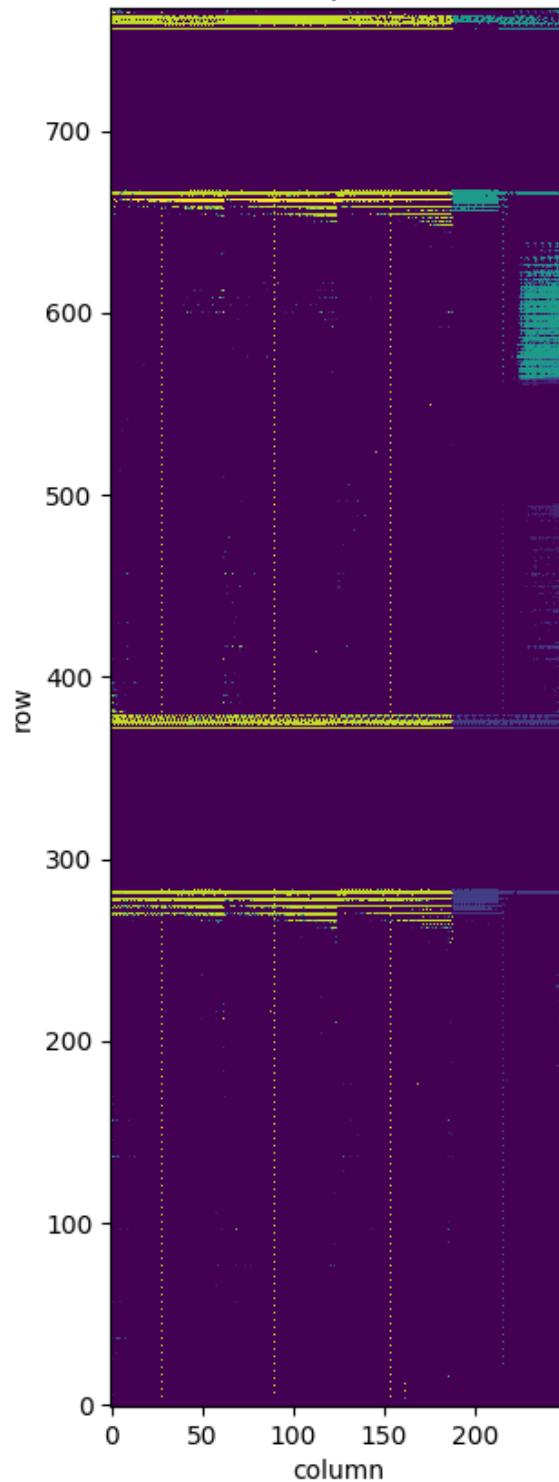
1-GM
per frame

Input Gate-offset	Input Gate-length	Input DHP-latency	Input kicksub	First no-trig window seen in data	Second no-trig window seen in data	No-trigger length seen in data
0	10	5	0	4-13	100-109	10
20	10	5	0	80-89	176-185	10
40	10	5	0	60-69	156-165	10
60	10	5	0	40-49	136-145	10
80	10	5	0	20-29	116-125	10
0	20	5	0	90-109	186-13	20
20	20	5	0	70-89	166-185	20
40	20	5	0	50-69	146-165	20
60	20	5	0	30-49	126-145	20
80	20	5	0	10-29	106-125	20
22	10	5	0	78-87	174-183	10
22	10	10	0	83-92	179-188	10
22	20	10	0	169-188		20
22	20	10	640	121-140		20

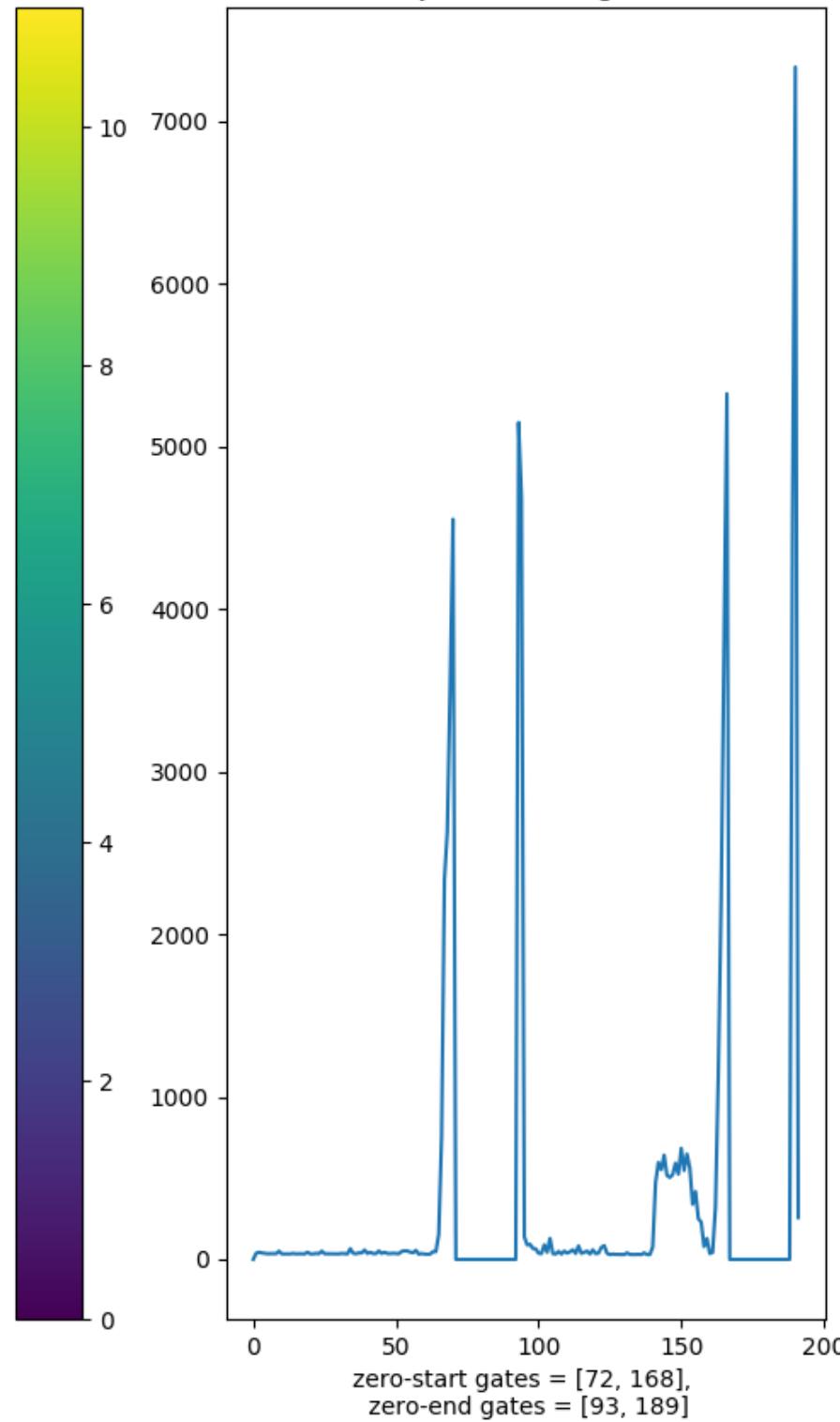
	Input Gate-offset	Input Gate-length	Input DHP-latency	Input kicksub	First no-trig window seen in data	Second no-trig window seen in data	No-trigger length seen in data
Kicksub = 640 leads to a change of 48 gates for the no-trig-offset	0	10	5	0	4-13	100-109	10
	20	10	5	0	80-89	176-185	10
	40	10	5	0	60-69	156-165	10
	60	10	5	0	40-49	136-145	10
	80	10	5	0	20-29	116-125	10
	0	20	5	0	90-109	186-13	20
	20	20	5	0	70-89	166-185	20
	40	20	5	0	50-69	146-165	20
	60	20	5	0	30-49	126-145	20
	80	20	5	0	10-29	106-125	20
1-GM per frame	22	10	5	0	78-87	174-183	10
	22	10	10	0	83-92	179-188	10
	22	20	10	0	169-188		20
	22	20	10	640	121-140		20

- **Test 2** : Test of no-trigger-veto and gating
 - Power H1032 to PEAK, upload pedestals to DHP with constantly-firing-pixels (1 per gate for each ASIC pair)
 - Change parameters no-trigger-offset, no-trigger-length, gate-offset and gate-length and look changed settings are reflected in data.
 - Data recorded with internal triggers and DHC emulated inj-kick signal.

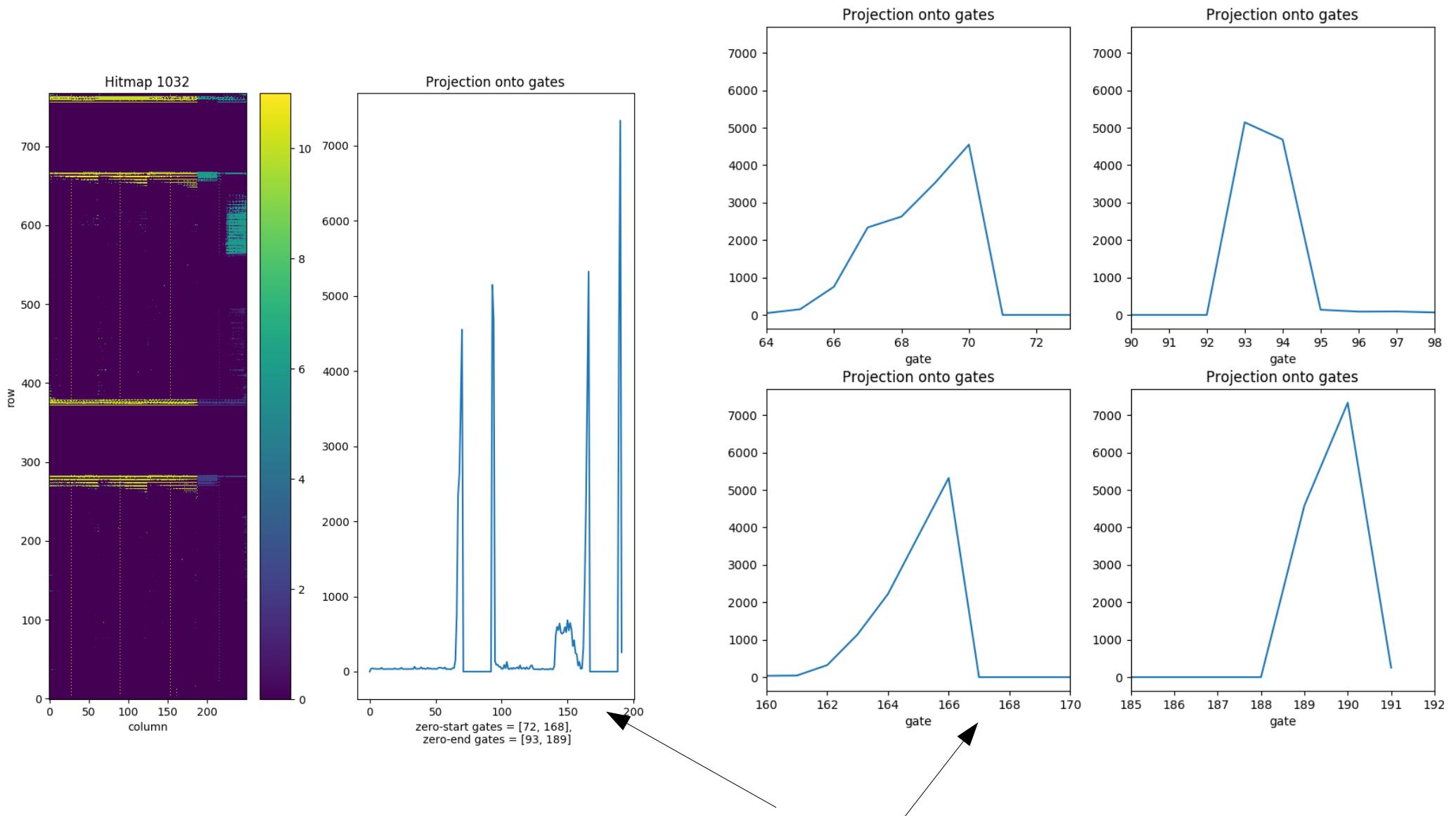
Hitmap 1032



Projection onto gates



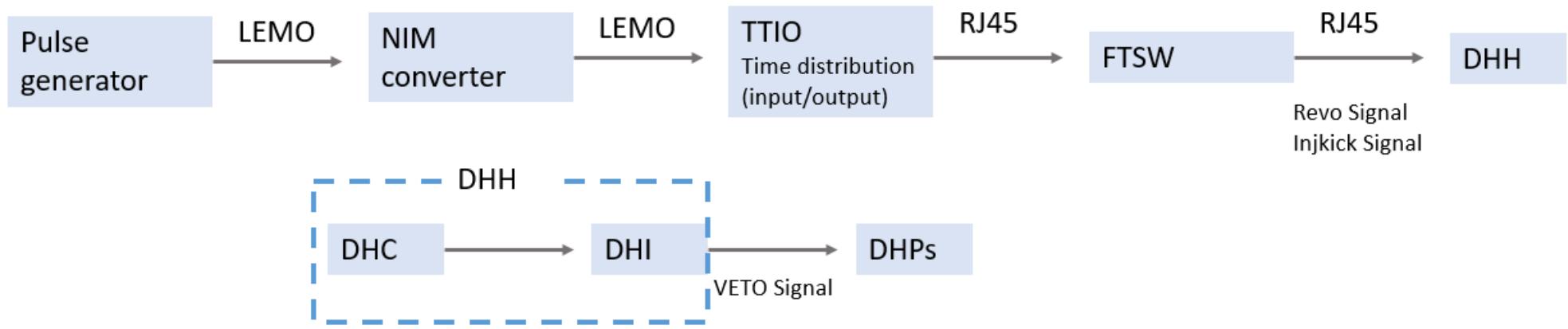
Gate lenght cannot be verified by looking at noisy pixels in data. Assuming gate-length is set correctly, we can estimate oscillation period.



Actually x-axis is (gate-1)

Input Gate-offset	Input Gate-length	Input No-trigger-offset	Input No-trigger-length	Start of no trigger seen in	No-trigger length seen in data	Start of gating	Estimated oscillation period (gates)
0	10	12	12	189, 93	12	191, 95	~11, 10 (?)
30	10	42	12				
60	10	72	12				
90	10	102	12				
90	10	6	12				
0	20	12	22				
30	20	42	22				
60	20	72	22				
90	20	102	22				
90	20	6	22				
10	10	18	12				
10	10	19	12				
10	10	20	12				
10	10	21	12				
10	10	22	12				
10	10	23	12				

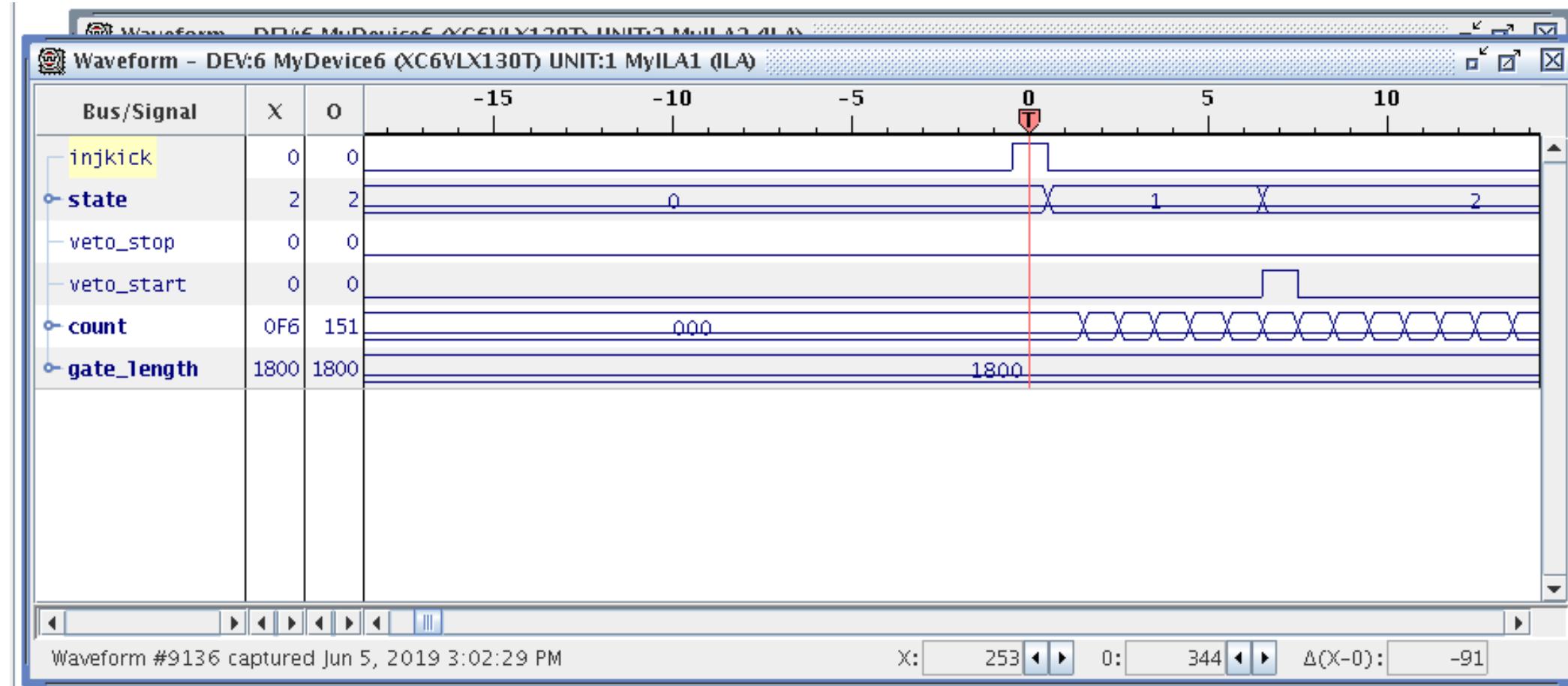
- **Test 3 :** Supply inj-kick signal externally to DHH via FTSW to mimic real inj-kick signal from Machine group



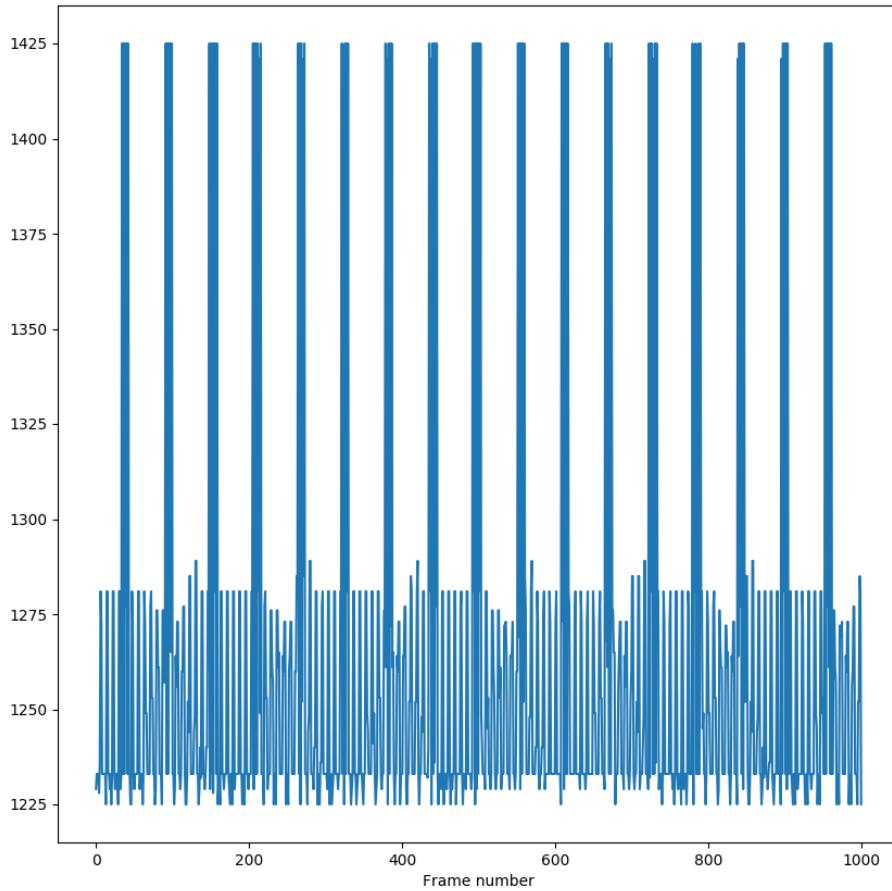
- Look at signal wave form using chipscope-software
- Power module 1032 to STANDBY, upload test-pattern.
- Vary inj-kick signal frequency: 50Hz, 25 Hz
Trigger frequency: 100 Hz (internal) and apply no-trigger veto

Chipscope view

In this case $\text{INJVFULL} = 1000$ and $\text{INJVGATE} = 800$
So total gate-length = 1800 revolution cycles



Inj-Kick frequency = 50 Hz, trigger = 100 Hz

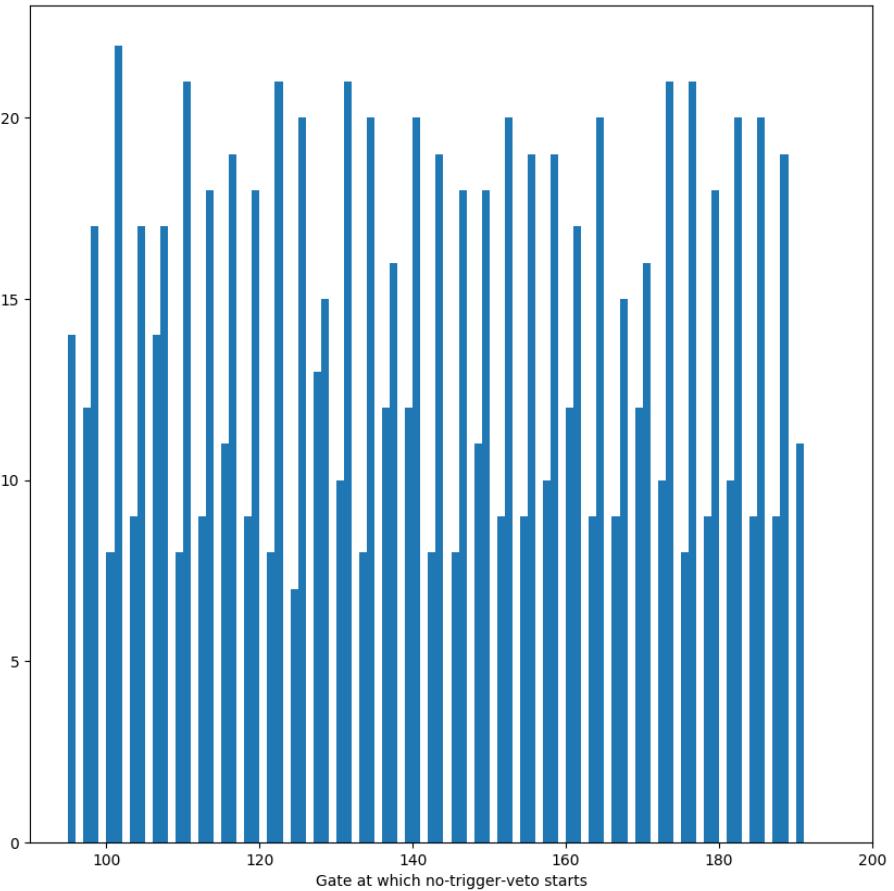


Number of hits vs frame number
(1000 frames)

Number of frames in gated-mode: 909

Number of frames not in gated mode: 91

Probability of frame to be in gated mode: ~91%

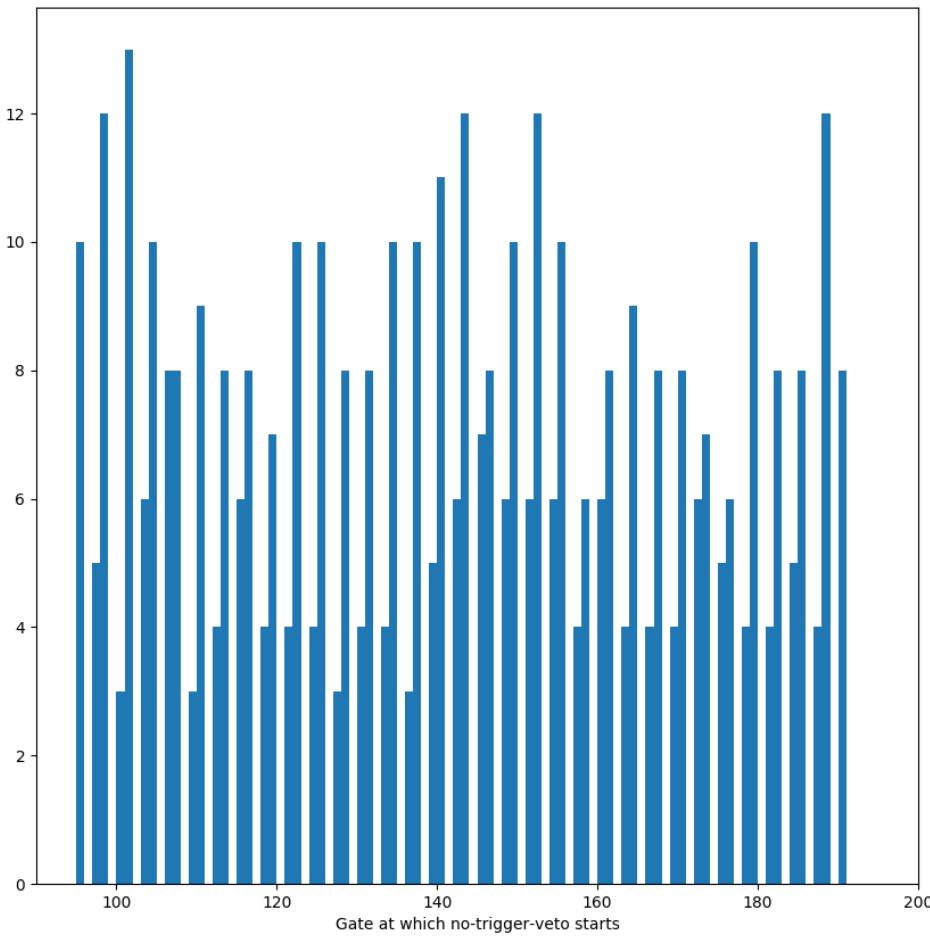
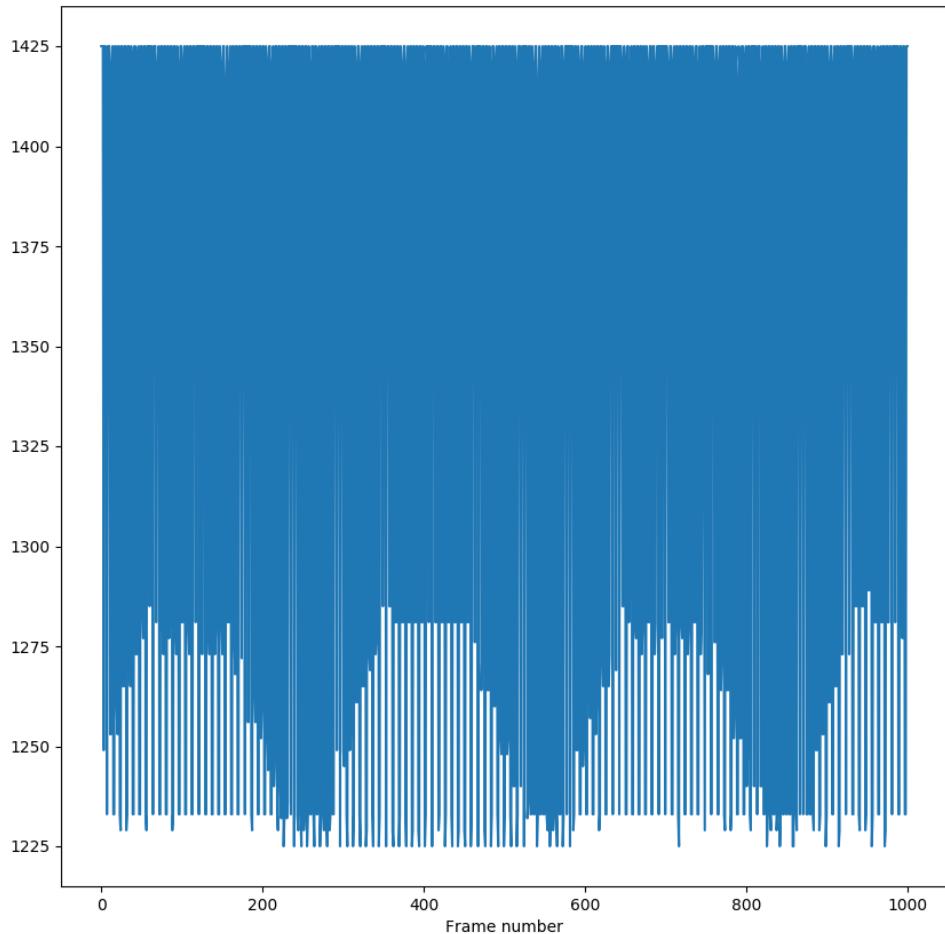


Gate at start of no-trigger-veto

Inject-kick signal every 20ms or ~2000 revolution cycles

Period in gater mode = INJVFULL + INJVGATE = 1000 + 800 = 1800 revolution cycles

Inj-Kick frequency = 25 Hz, trigger = 100 Hz



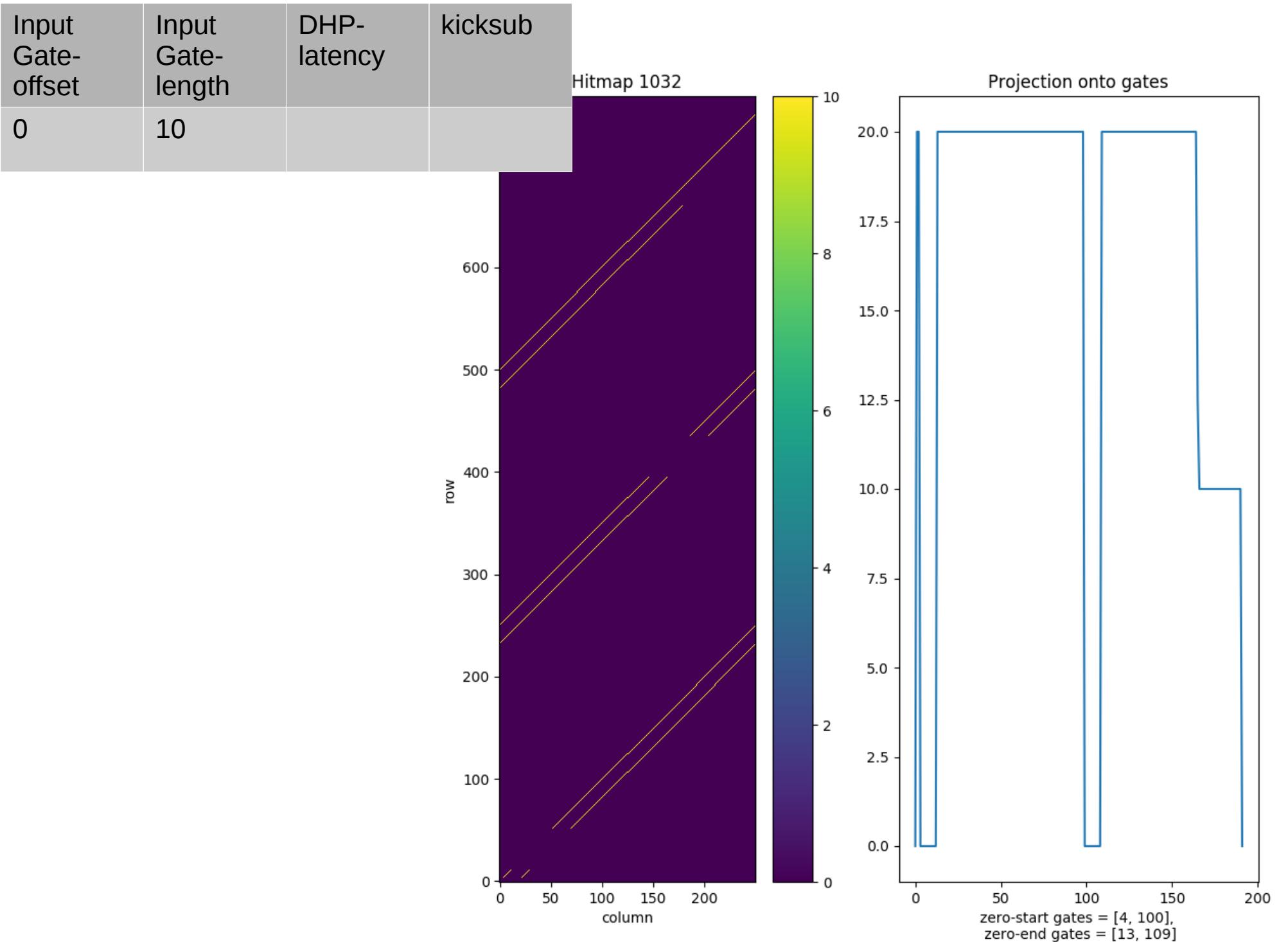
Number of frames in gated-mode: 450
Number of frames not in gated mode: 550
Probability of frame to be in gated mode: ~45%

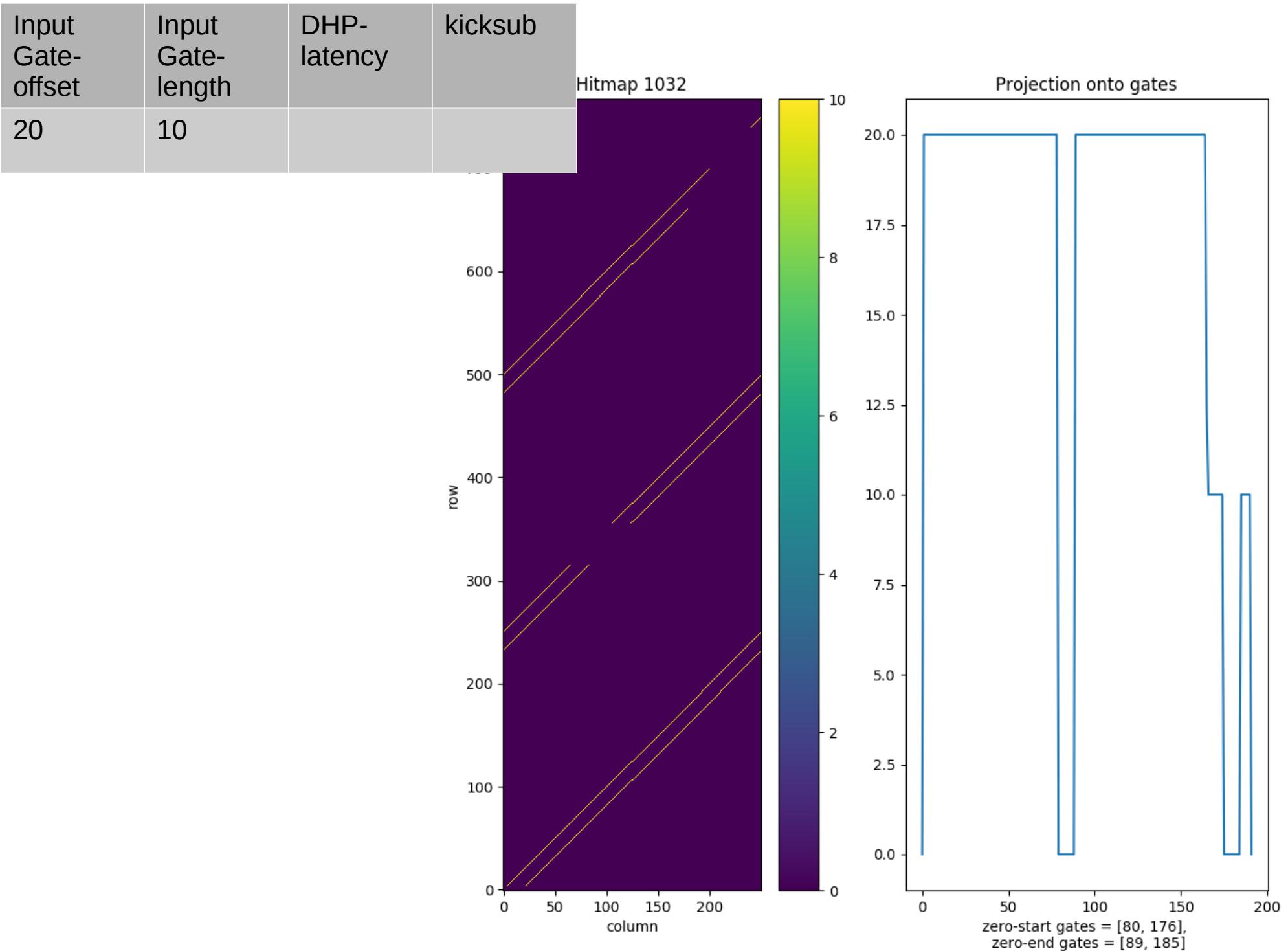
Inject-kick signal every 40ms or ~4000 revolution cycles

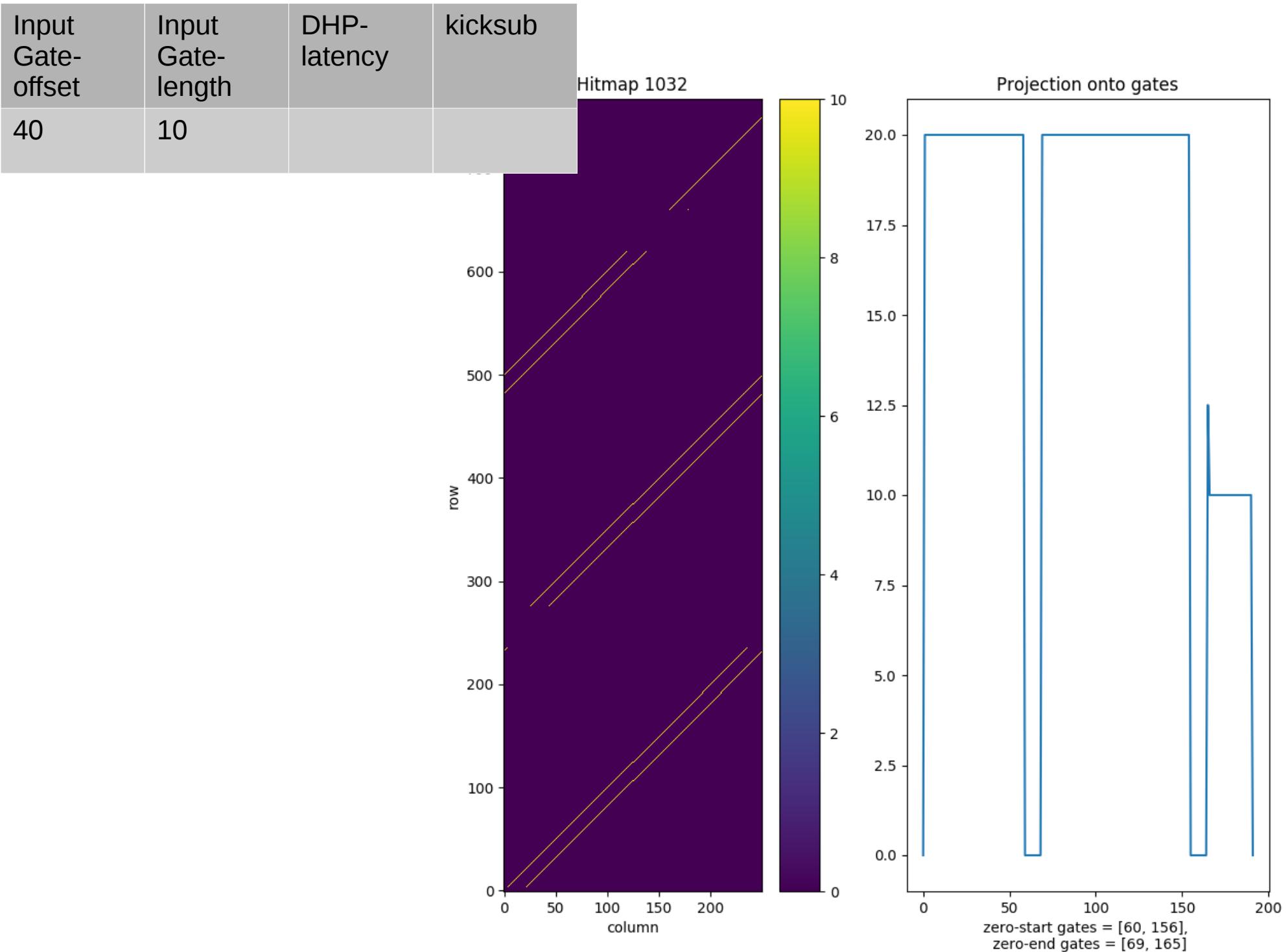
Period in gated mode = INJVFULL + INJVGATE = 1000 + 800 = 1800 revolution cycles

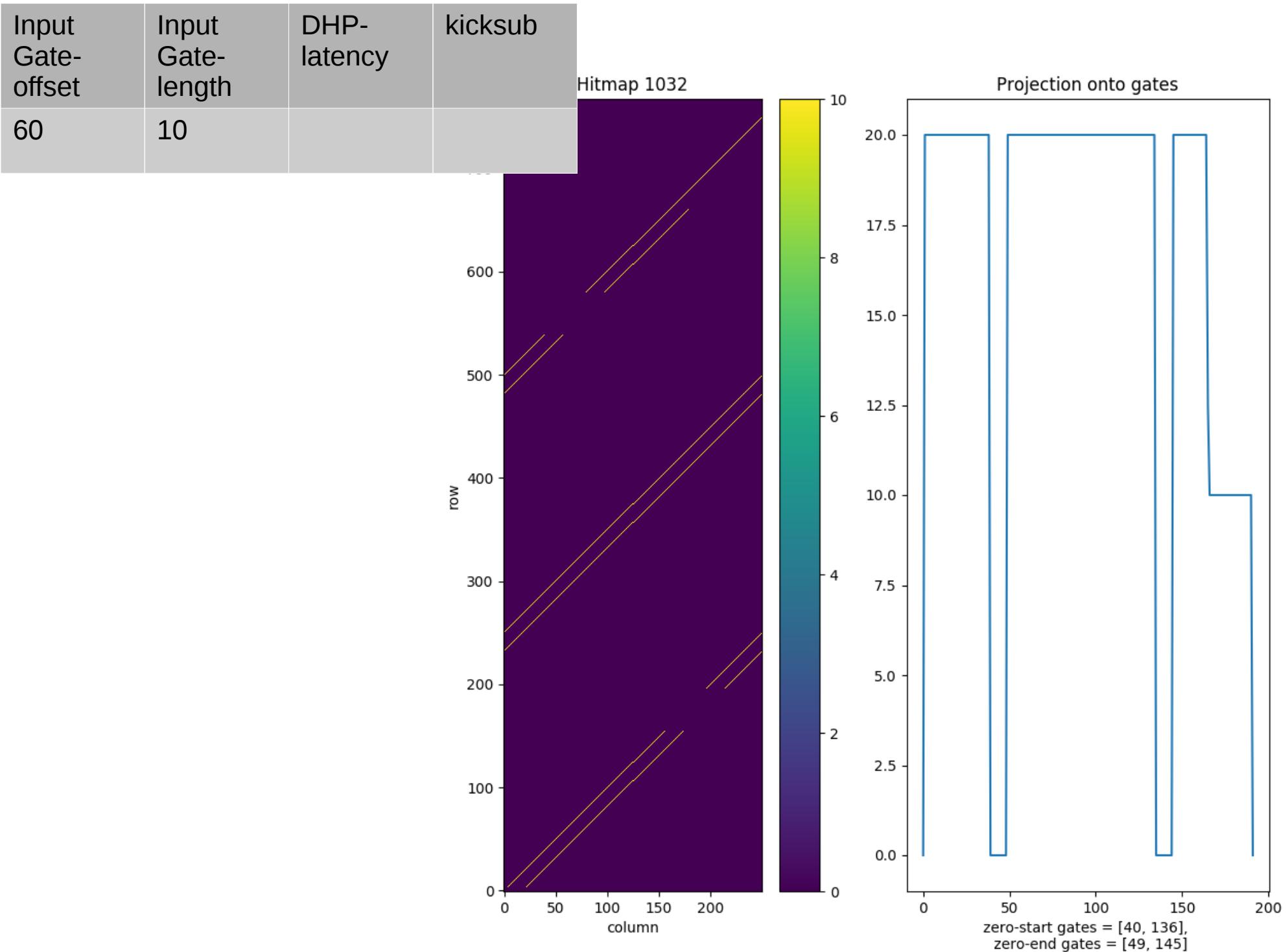
Backup slides

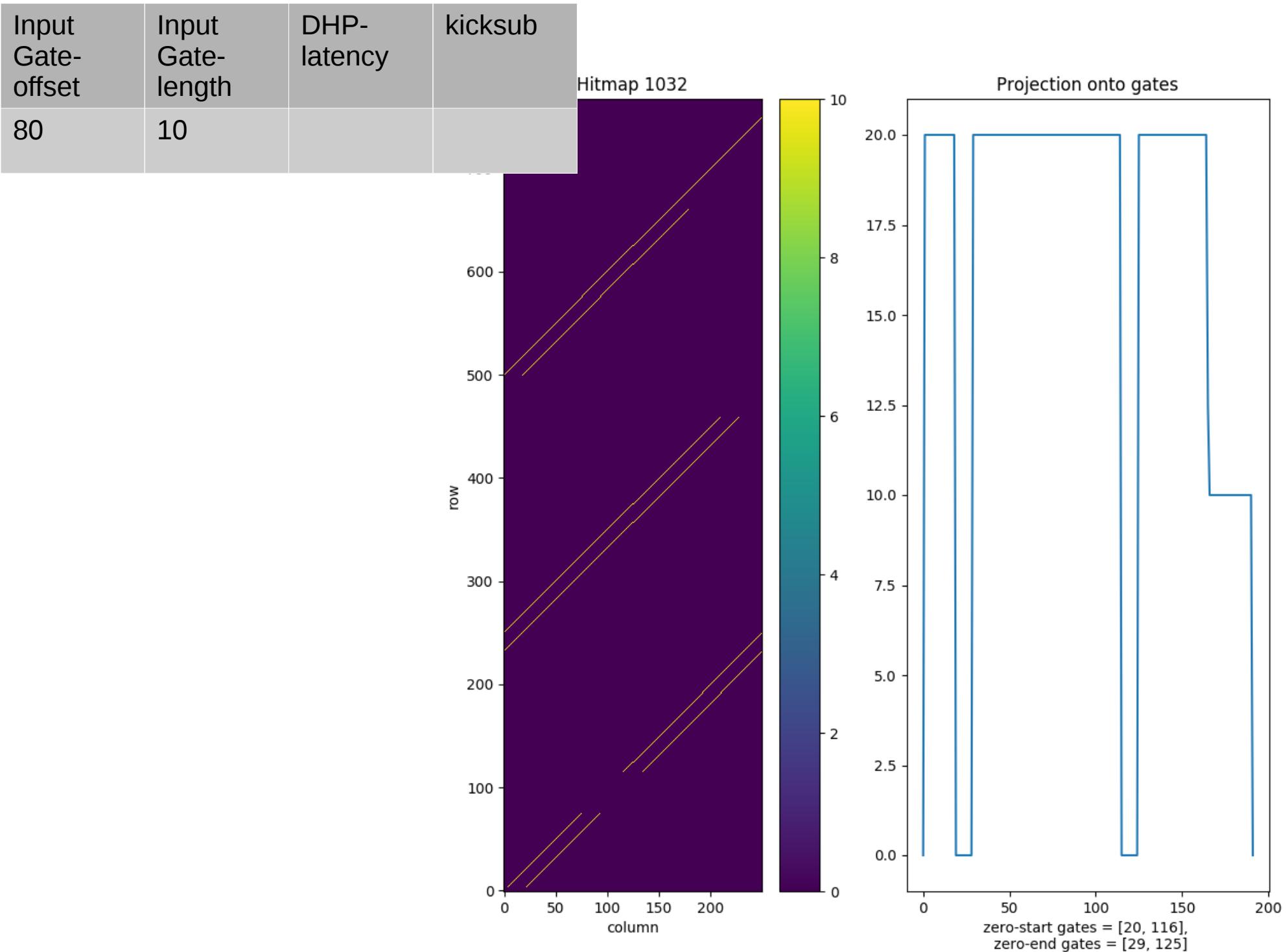
**Test 1 backup
slides**

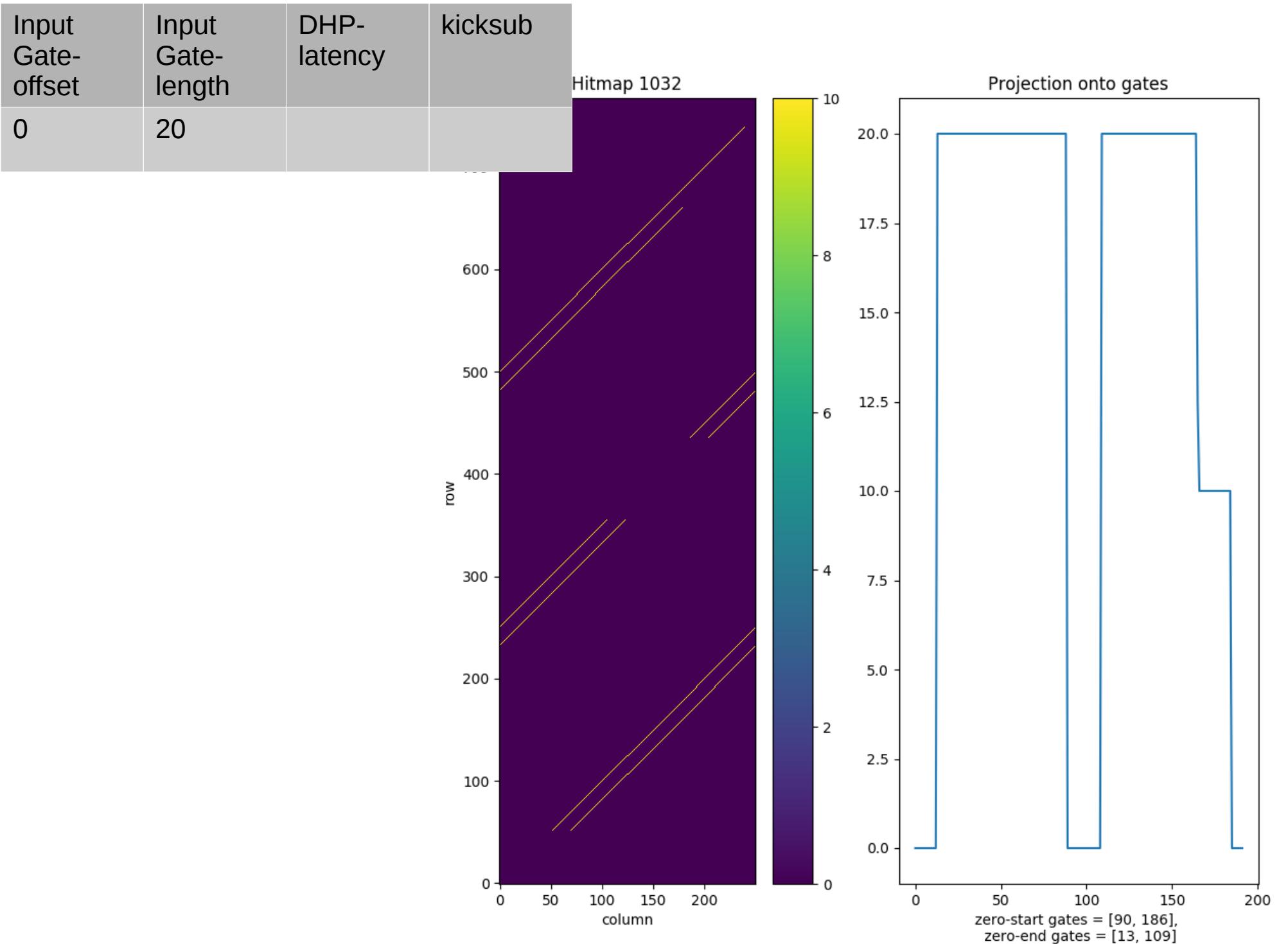


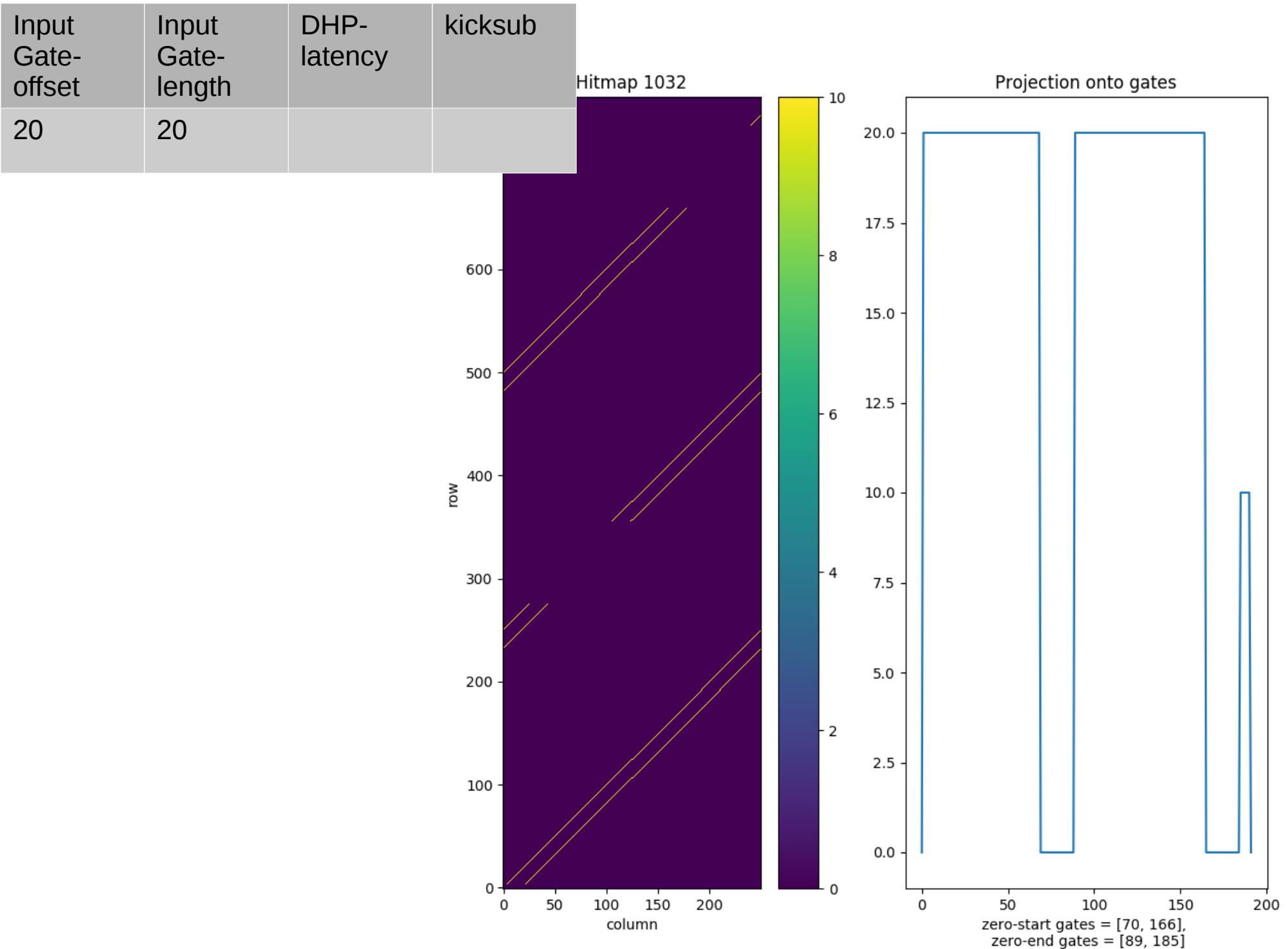


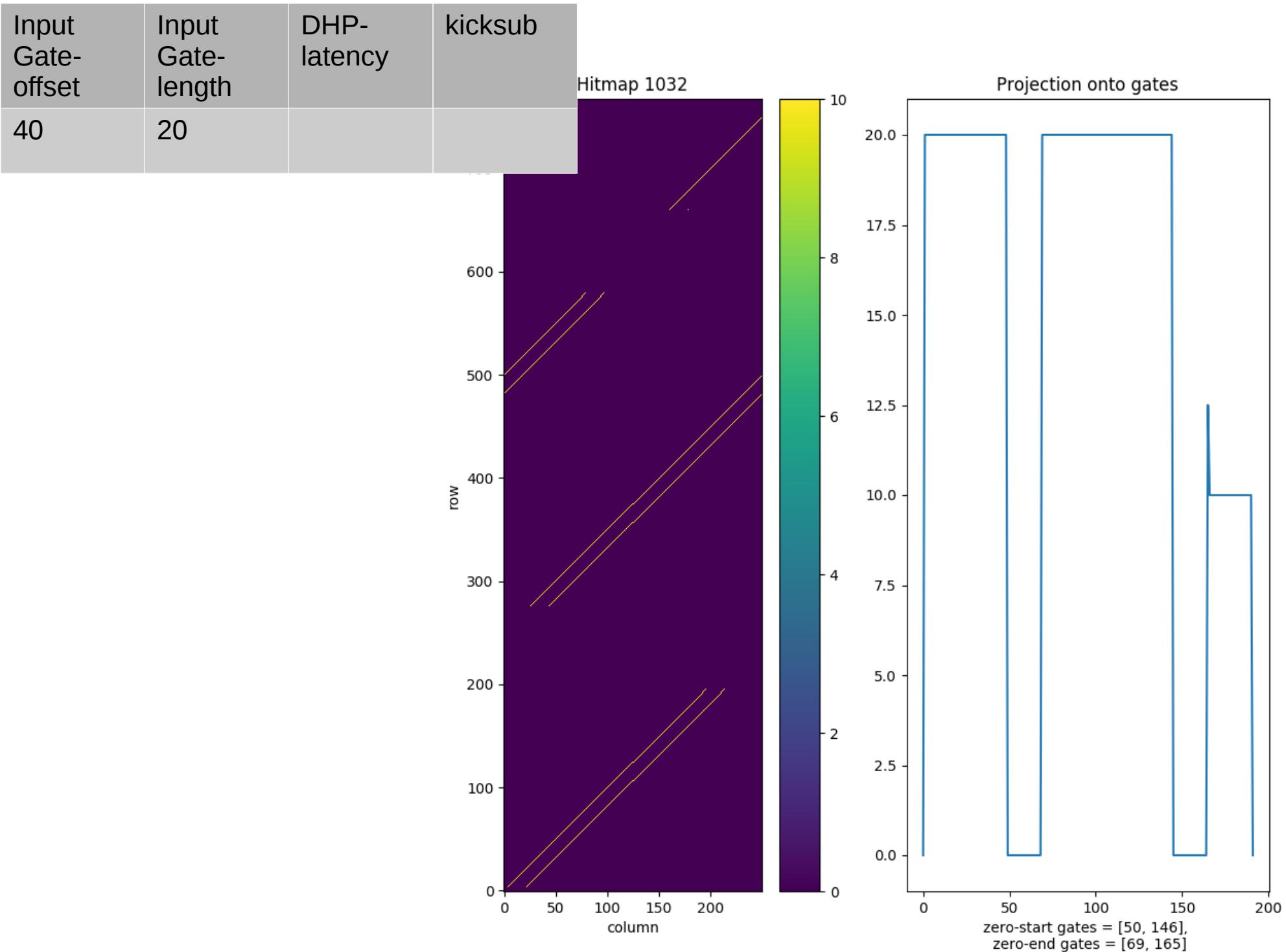


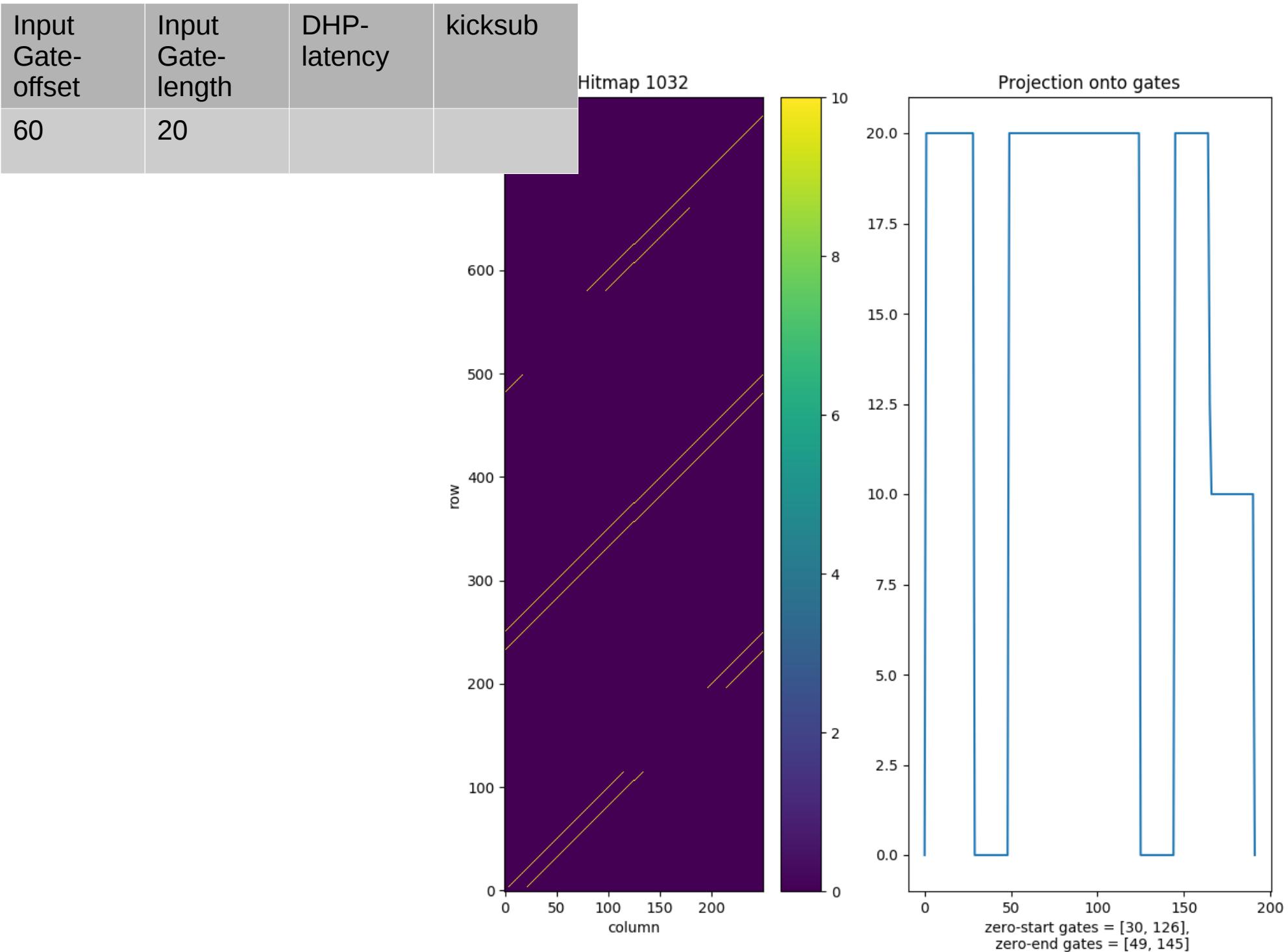


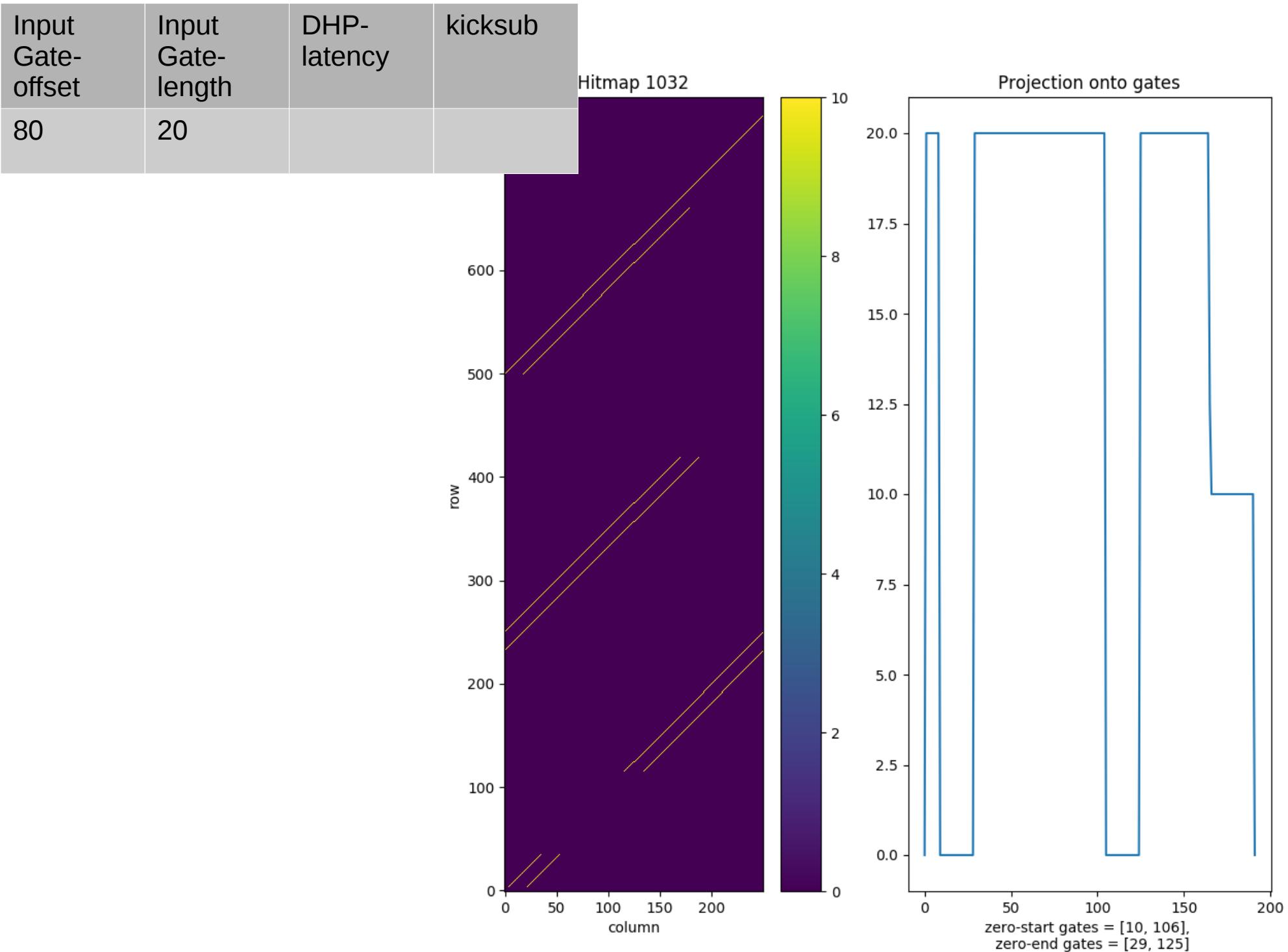


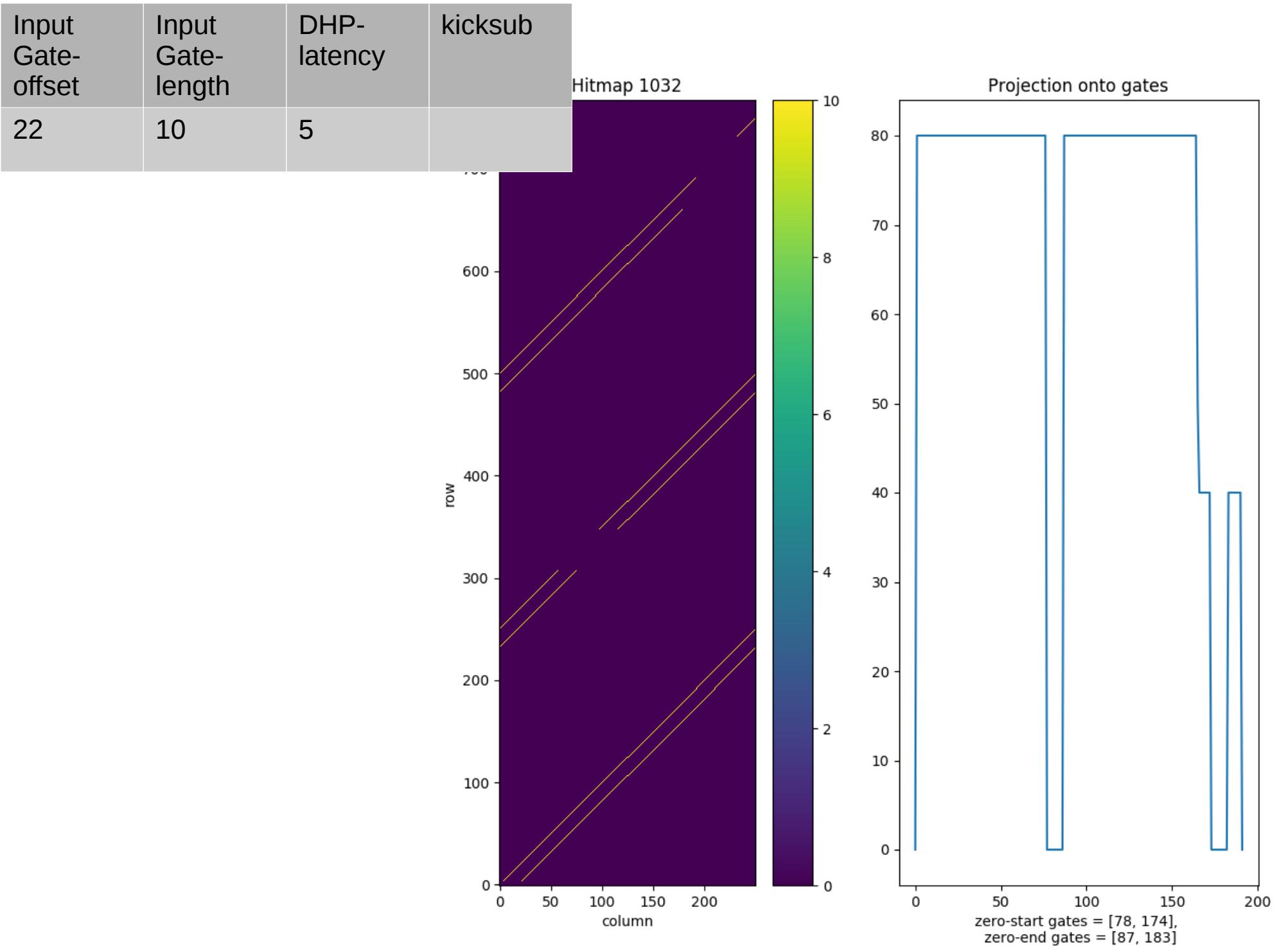


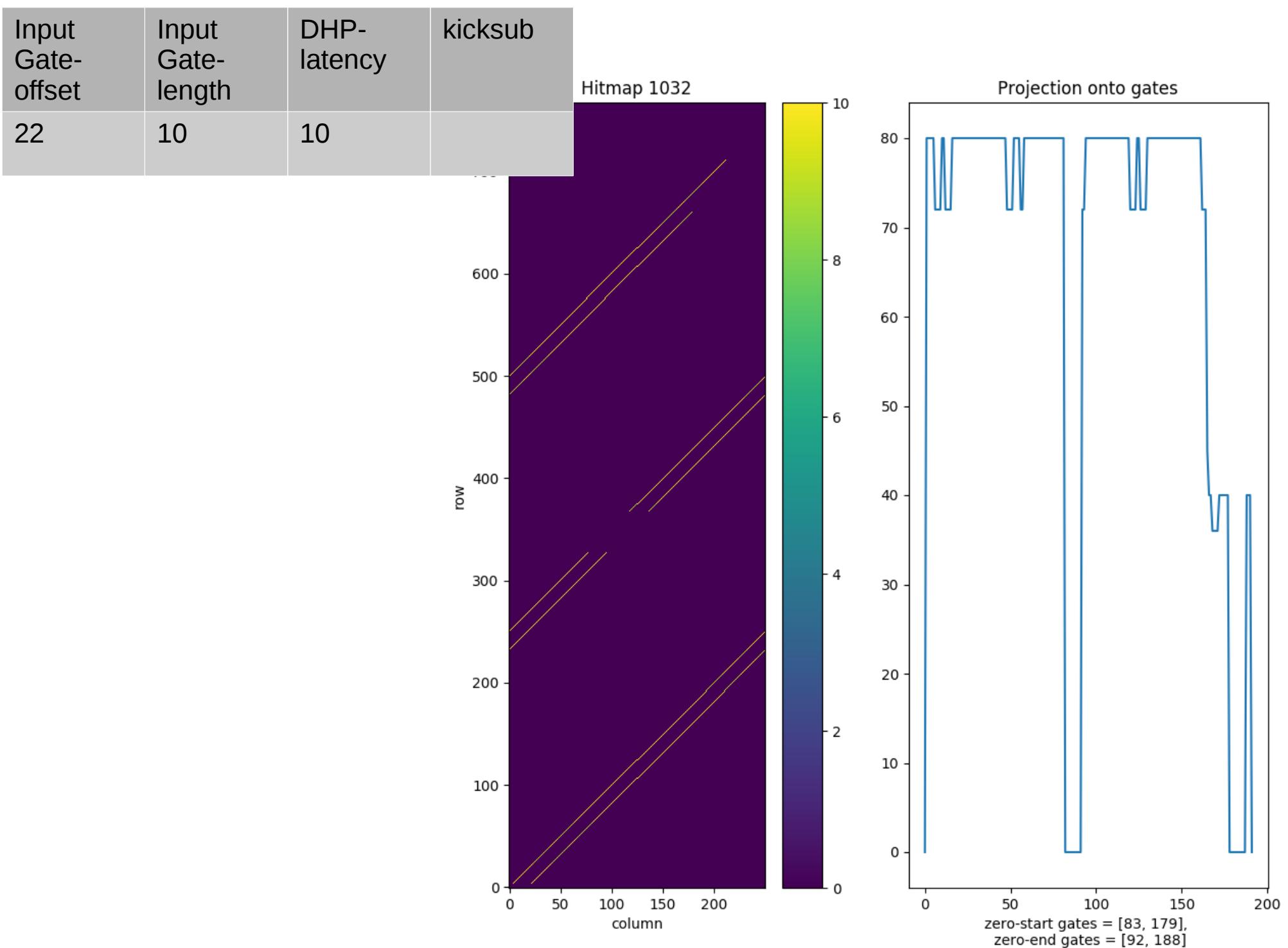


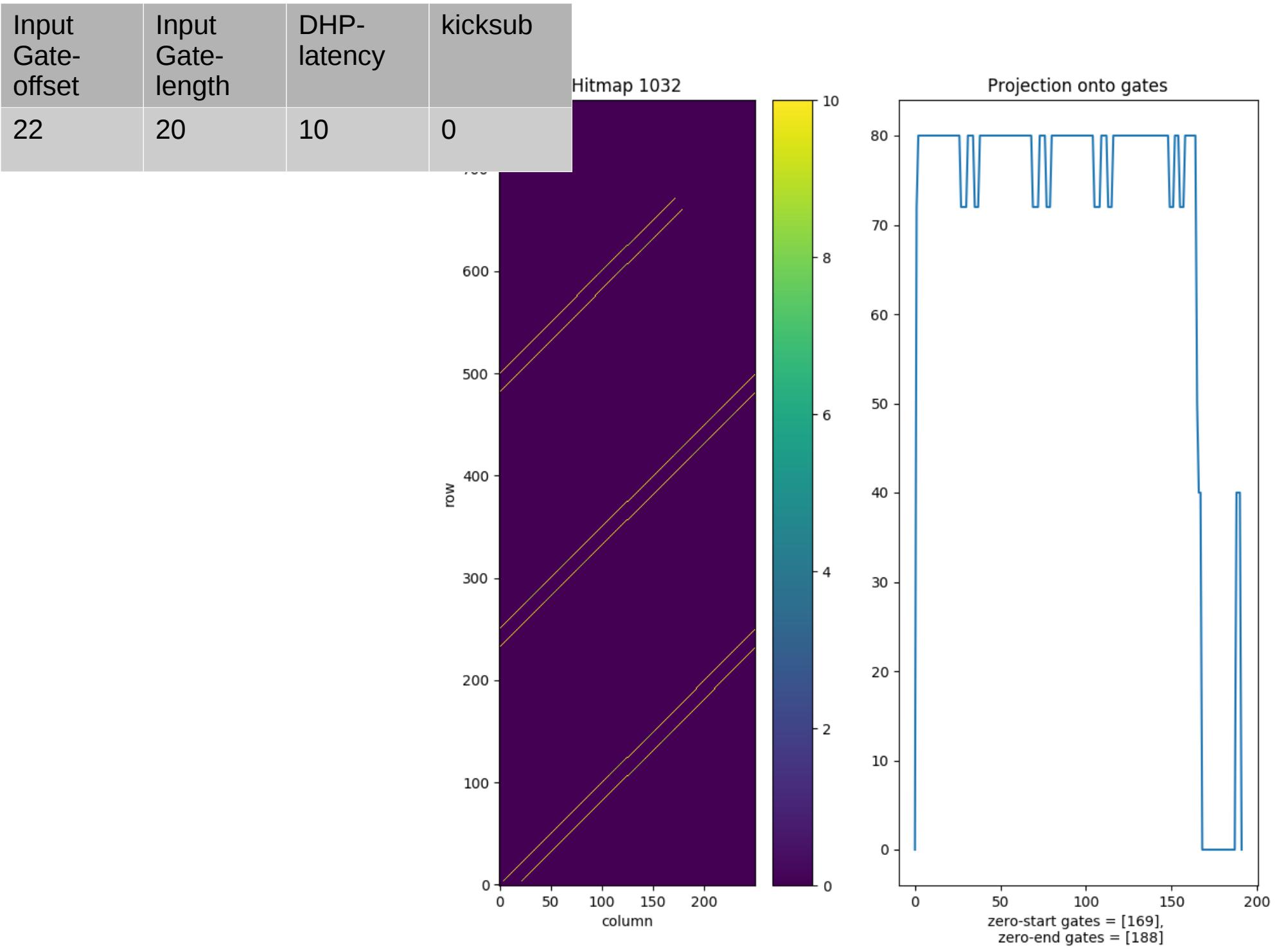


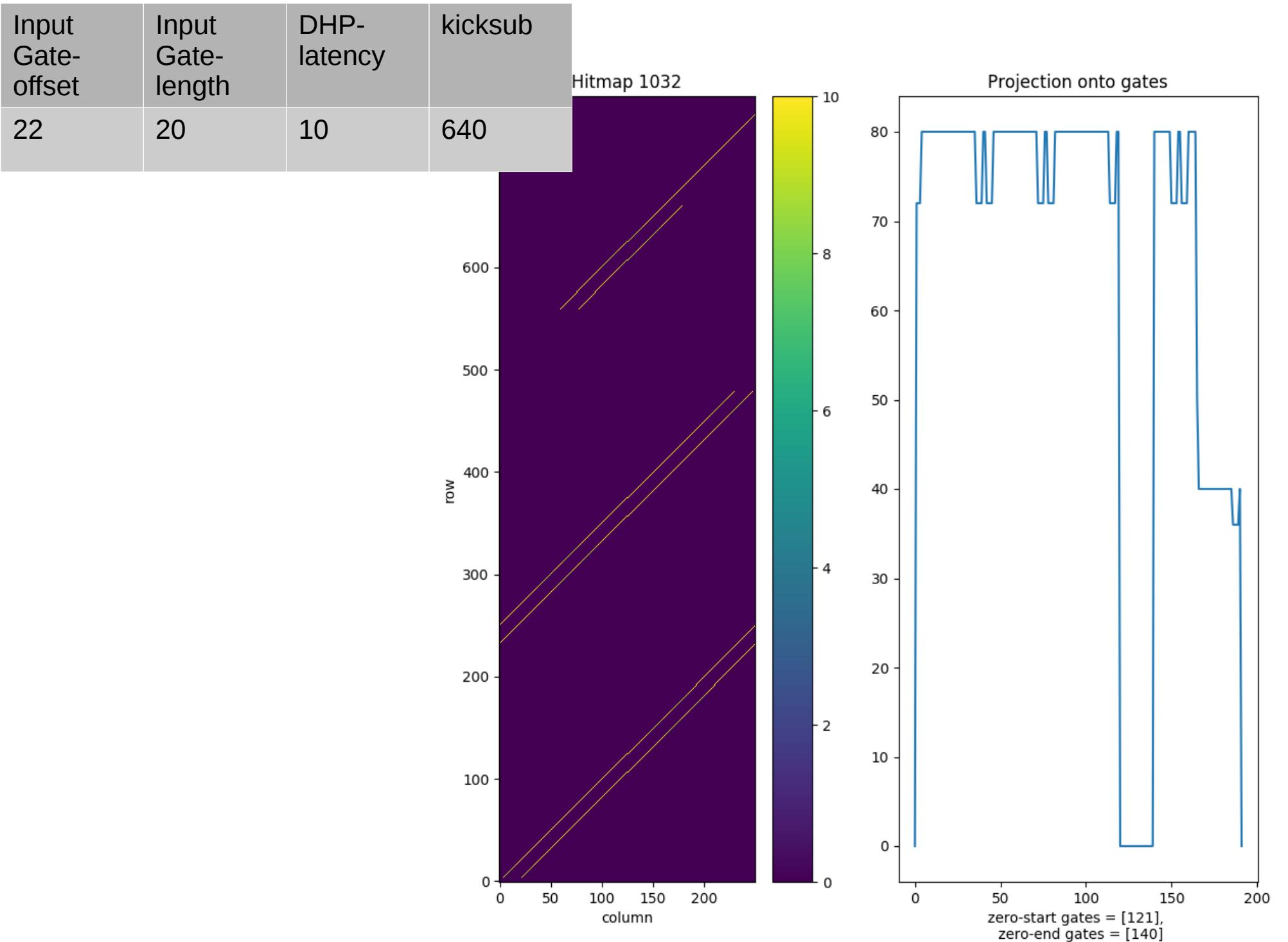




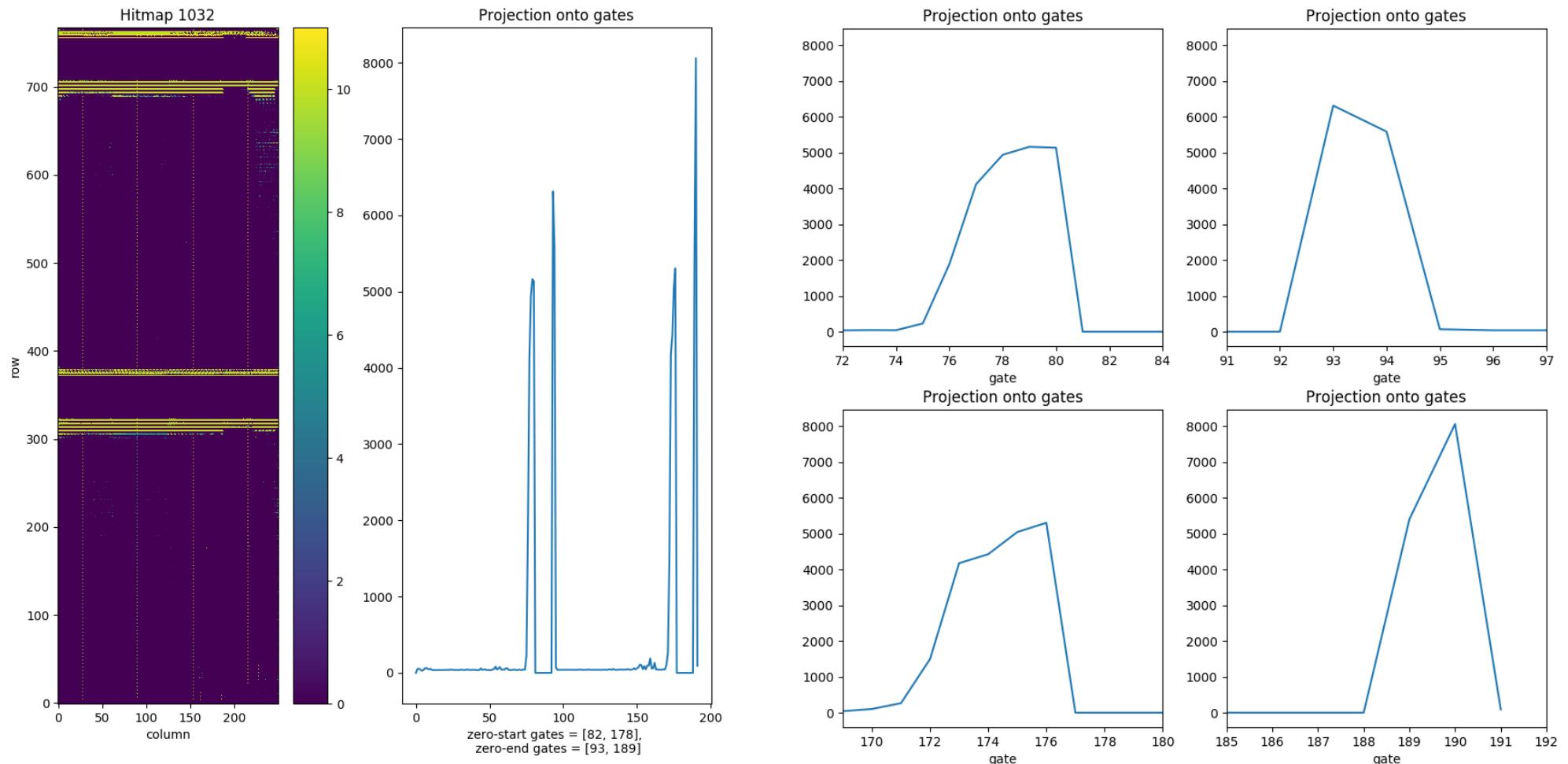




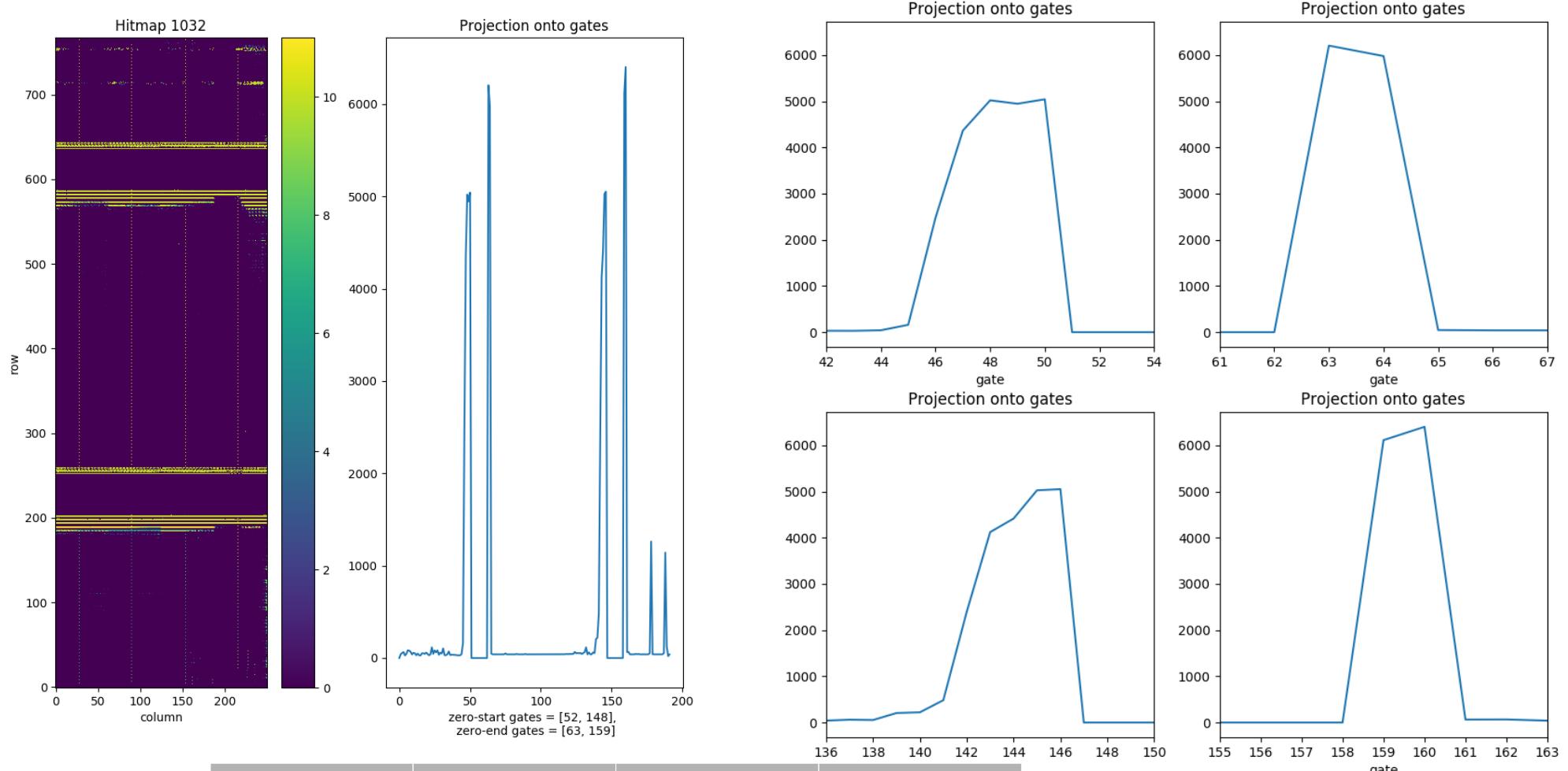




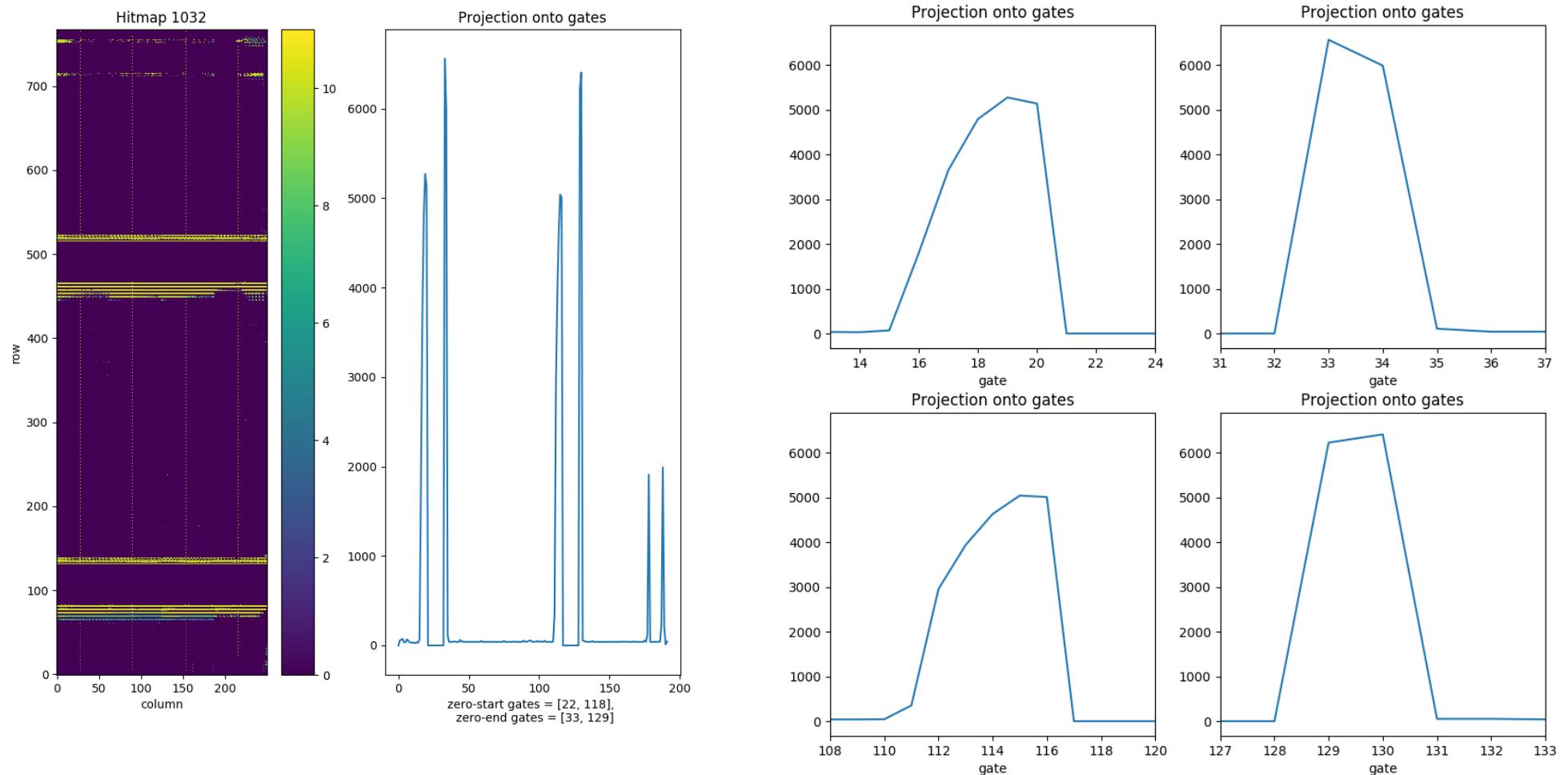
**Test 2 backup
slides**



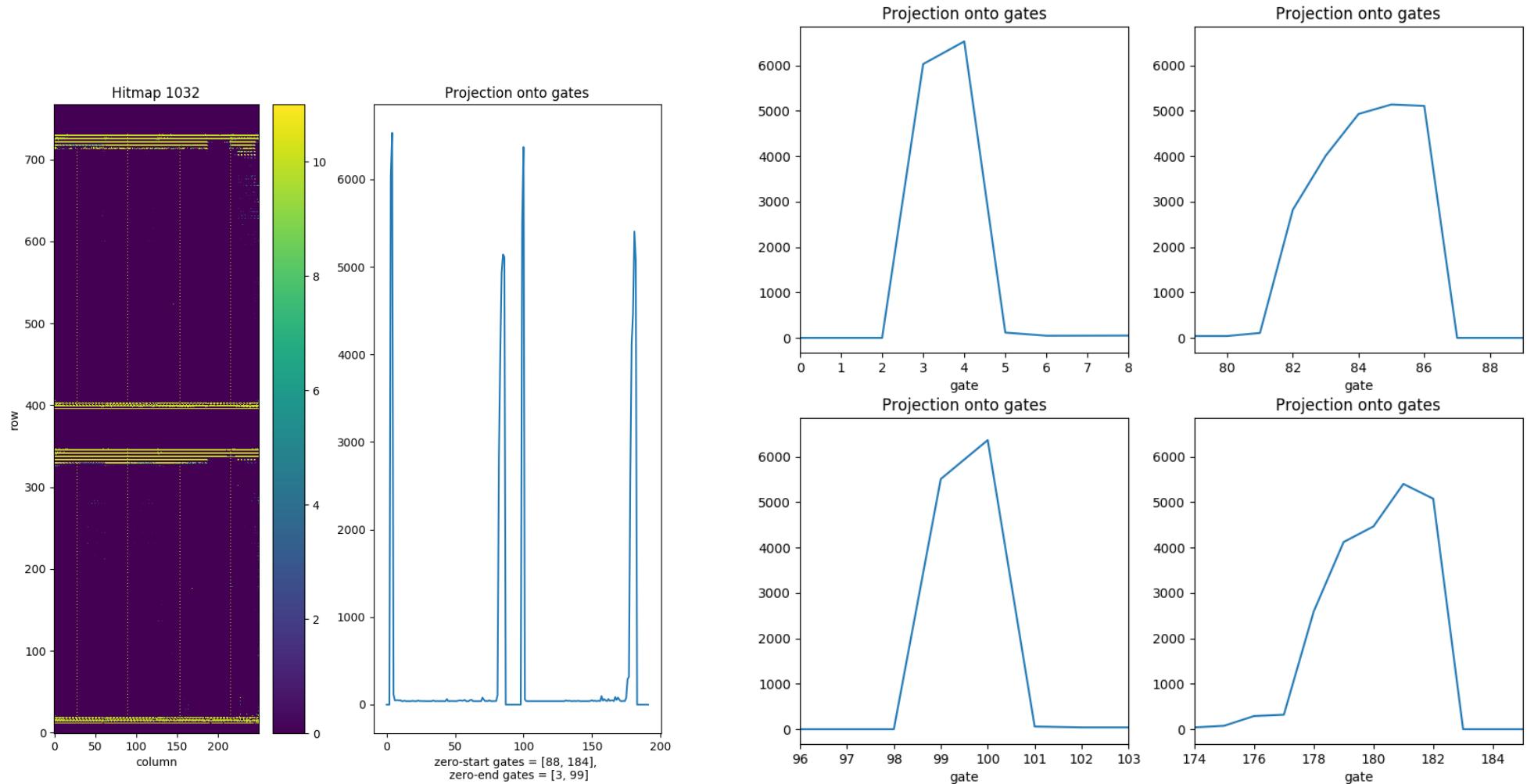
Input Gate-offset	Input Gate-length	Input No-trigger-offset	Input No-trigger-length
0	10	12	12



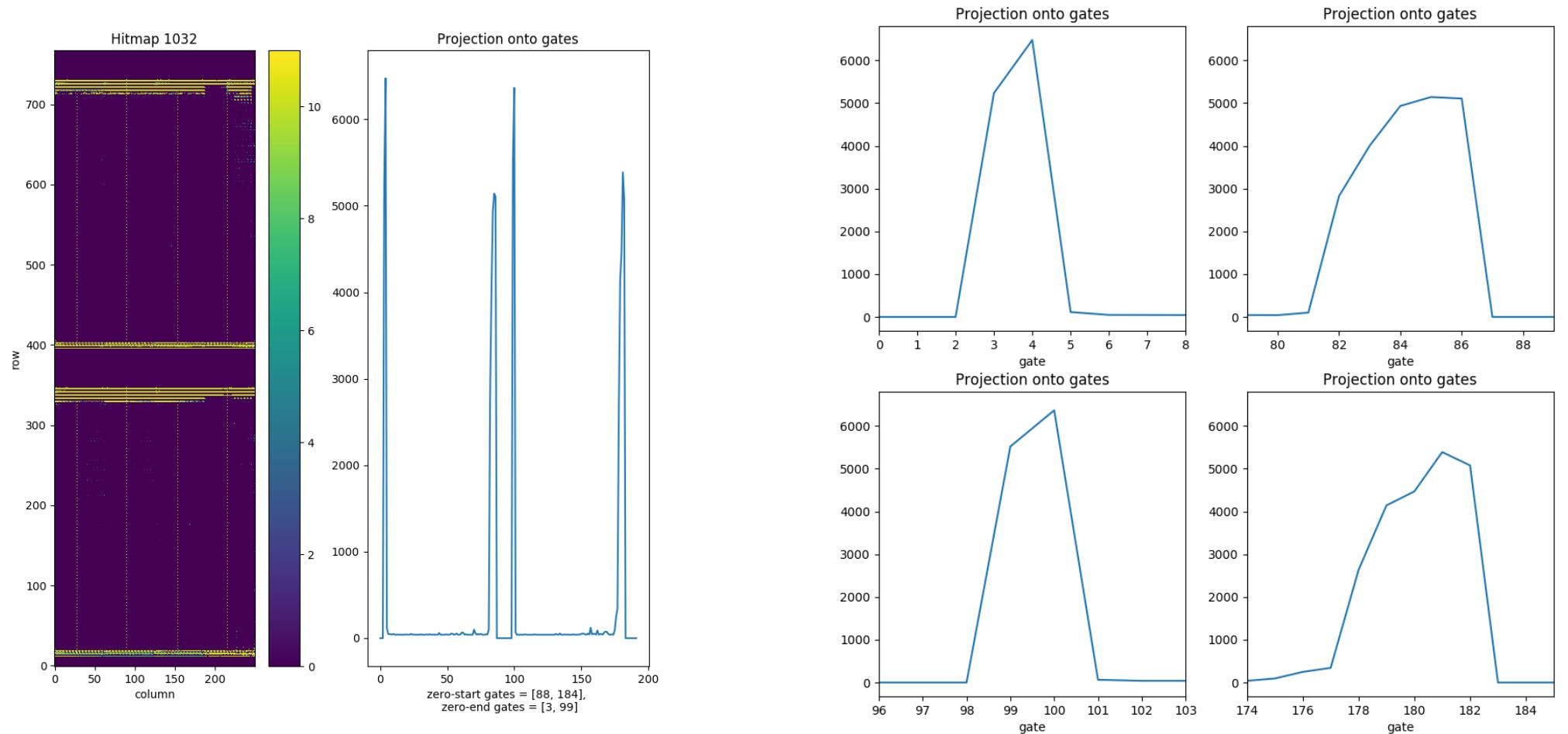
Input Gate-offset	Input Gate-length	Input No-trigger-offset	Input No-trigger-length
30	10	42	12



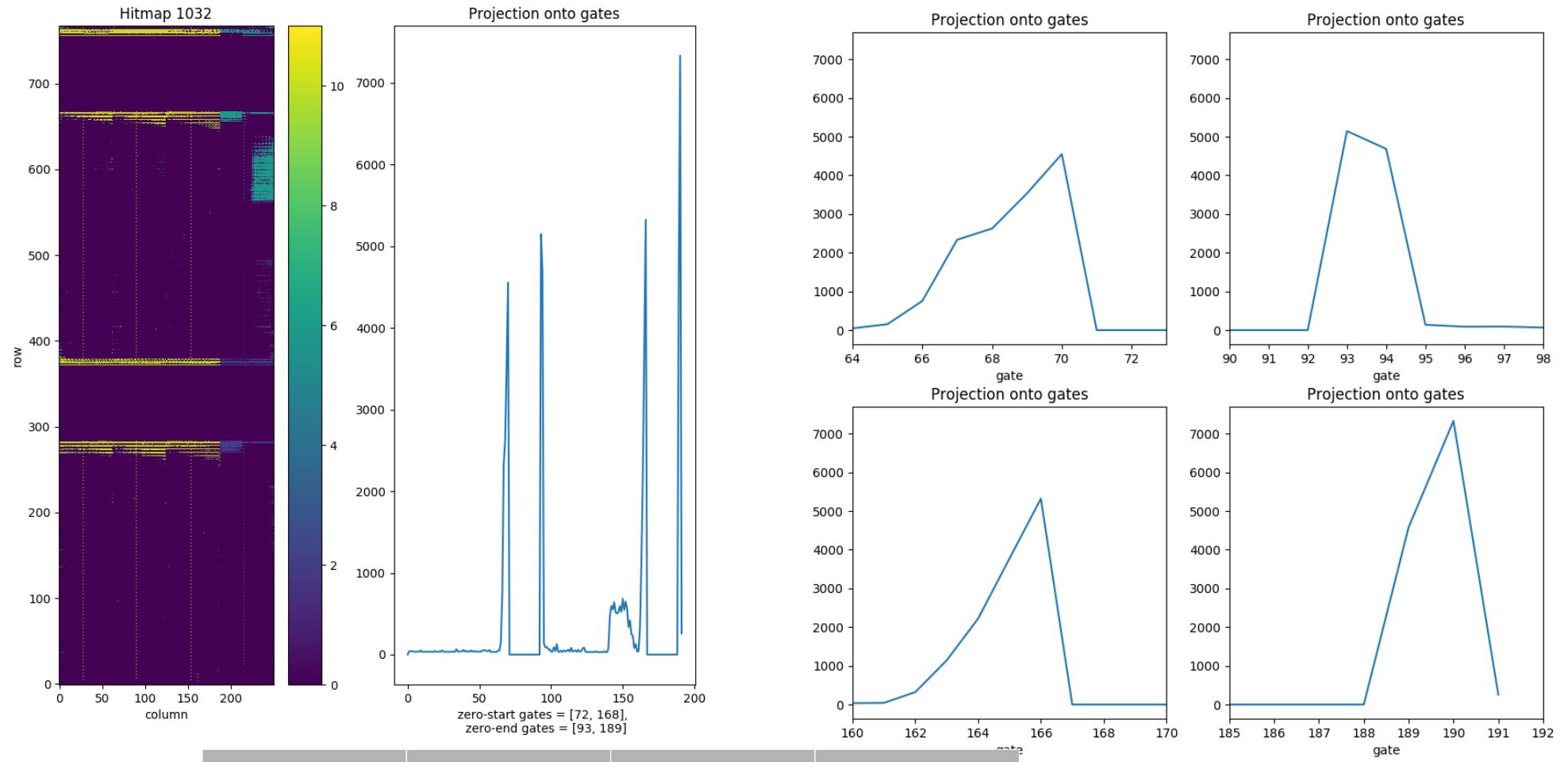
Input Gate-offset	Input Gate-length	Input No-trigger-offset	Input No-trigger-length
60	10	72	12



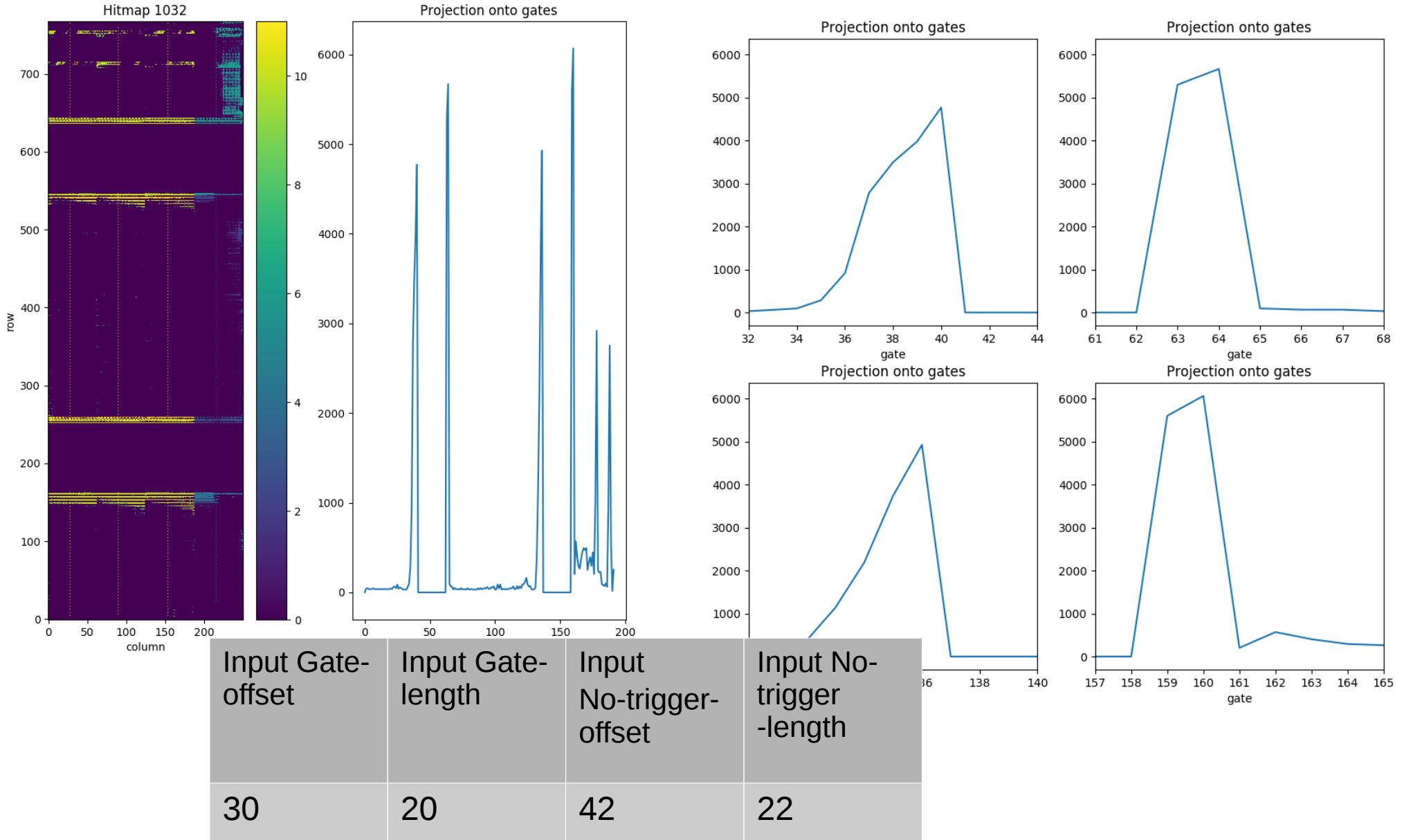
Input Gate-offset	Input Gate-length	Input No-trigger-offset	Input No-trigger-length
90	10	102	12

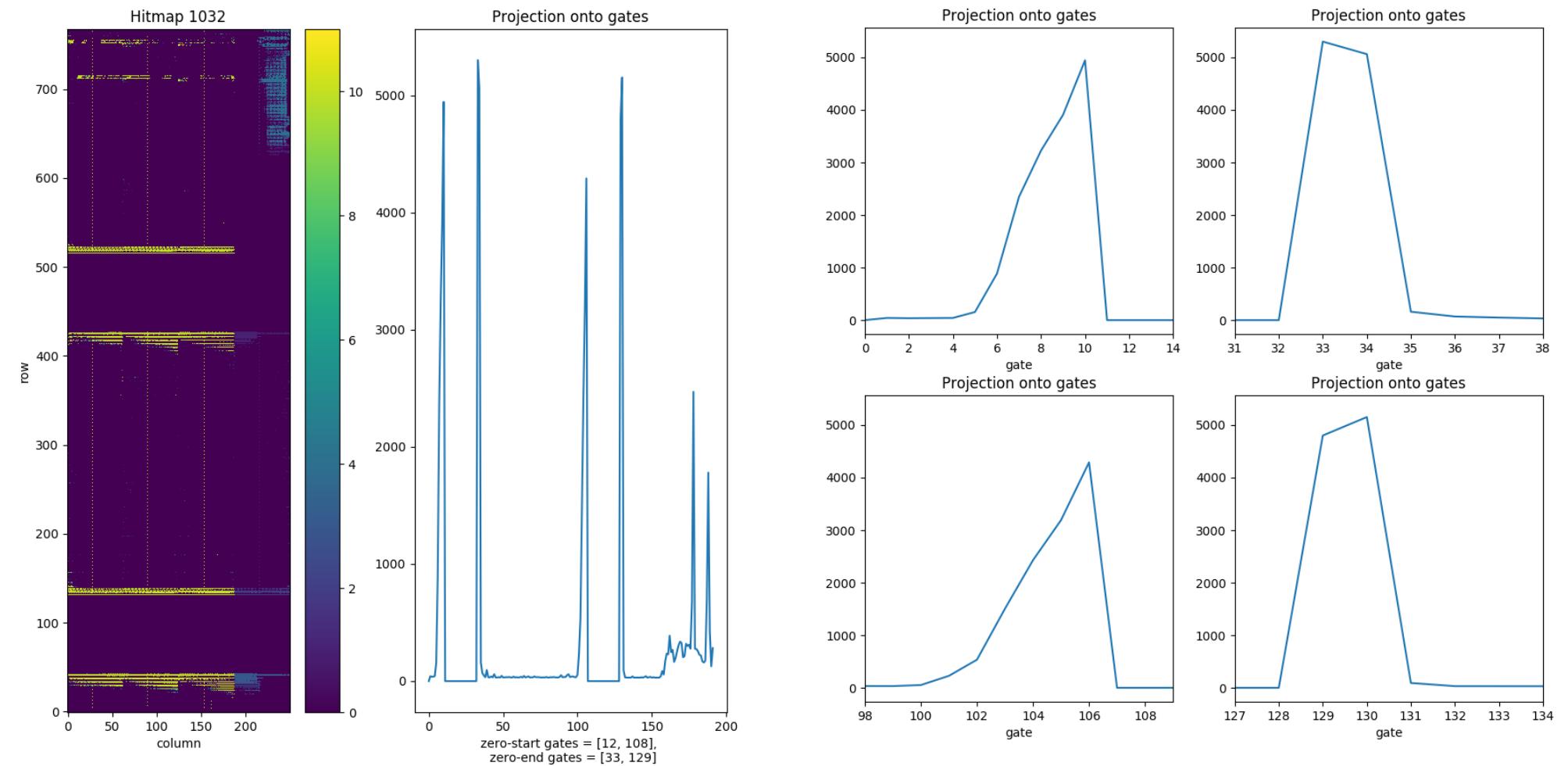


Input Gate-offset	Input Gate-length	Input No-trigger-offset	Input No-trigger-length
90	10	6	12



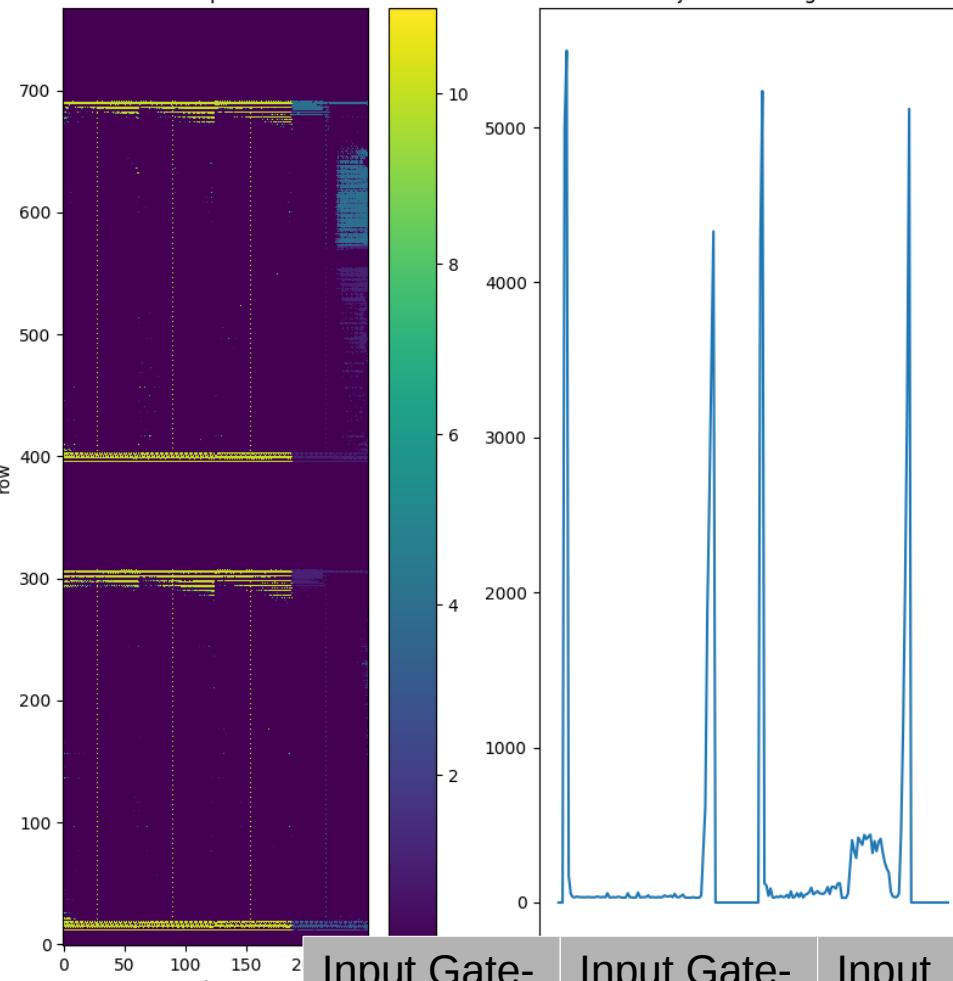
Input Gate-offset	Input Gate-length	Input No-trigger-offset	Input No-trigger-length
0	20	12	22



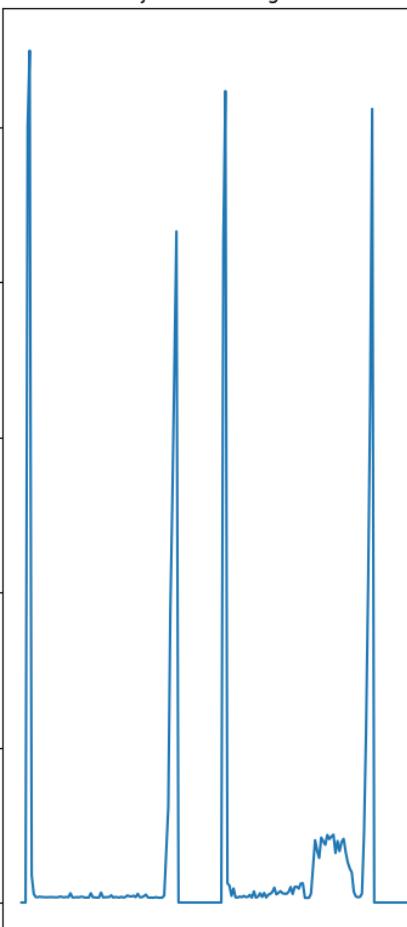


Input Gate-offset	Input Gate-length	Input No-trigger-offset	Input No-trigger-length
60	20	72	22

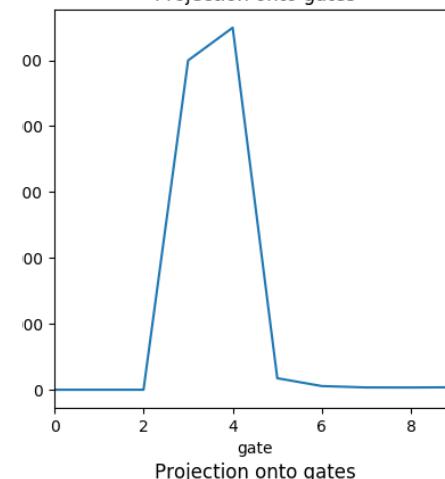
Hitmap 1032



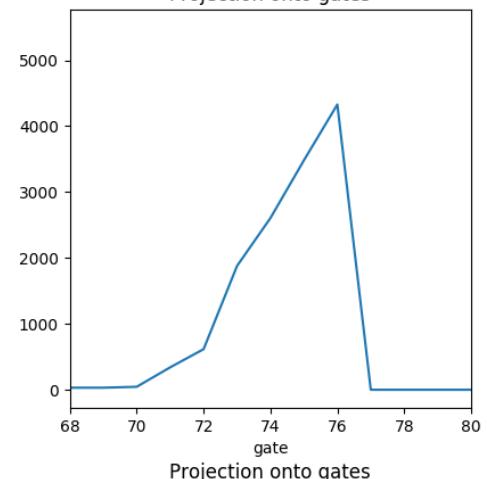
Projection onto gates



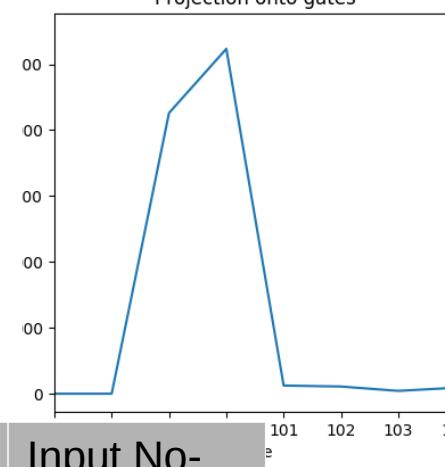
Projection onto gates



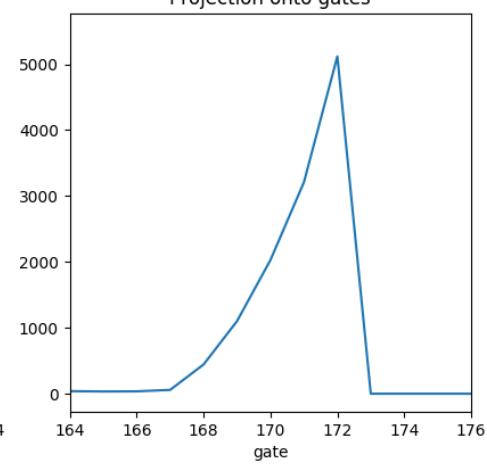
Projection onto gates



Projection onto gates



Projection onto gates



Input Gate-offset

90

Input Gate-length

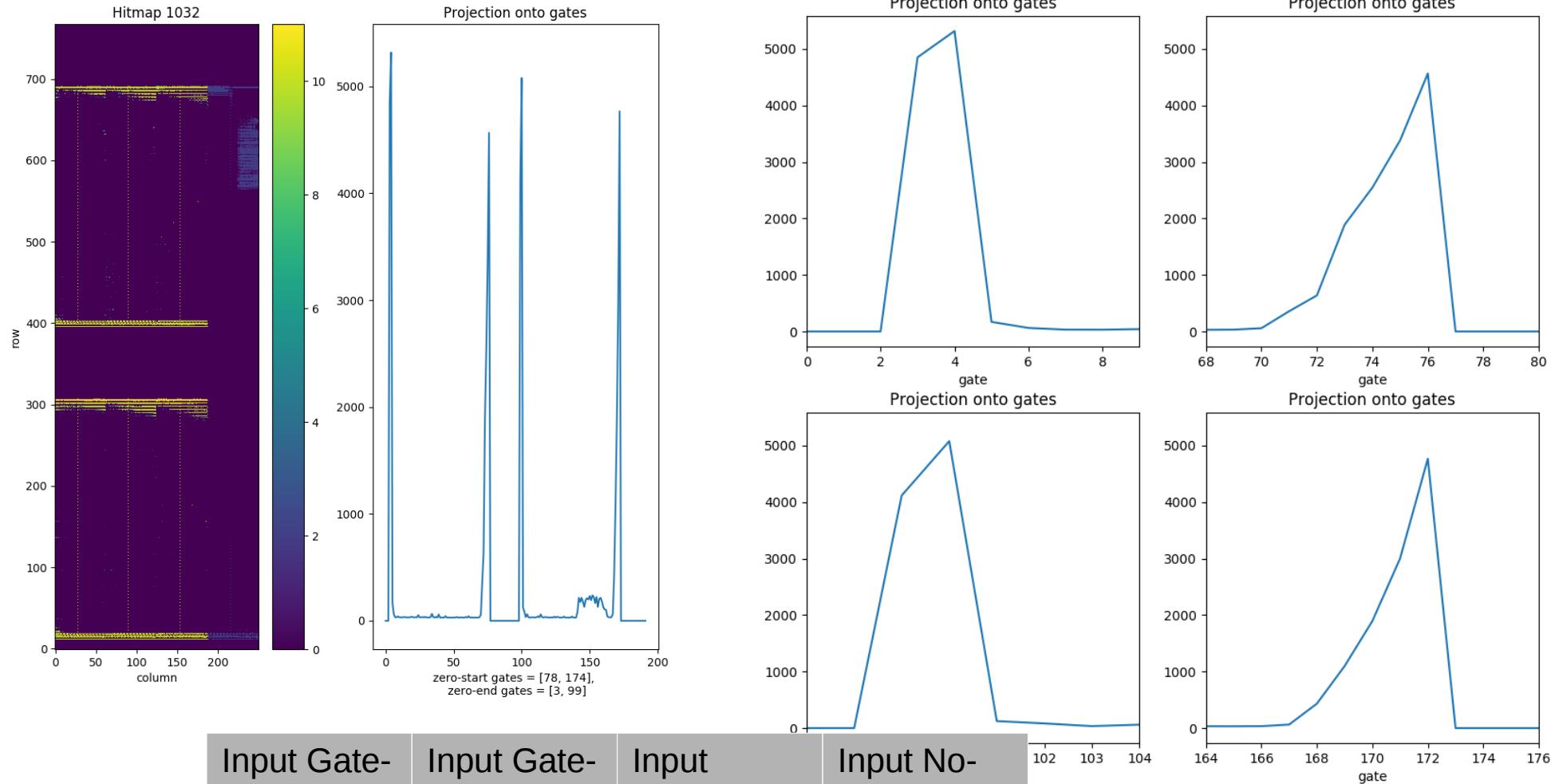
20

Input No-trigger-offset

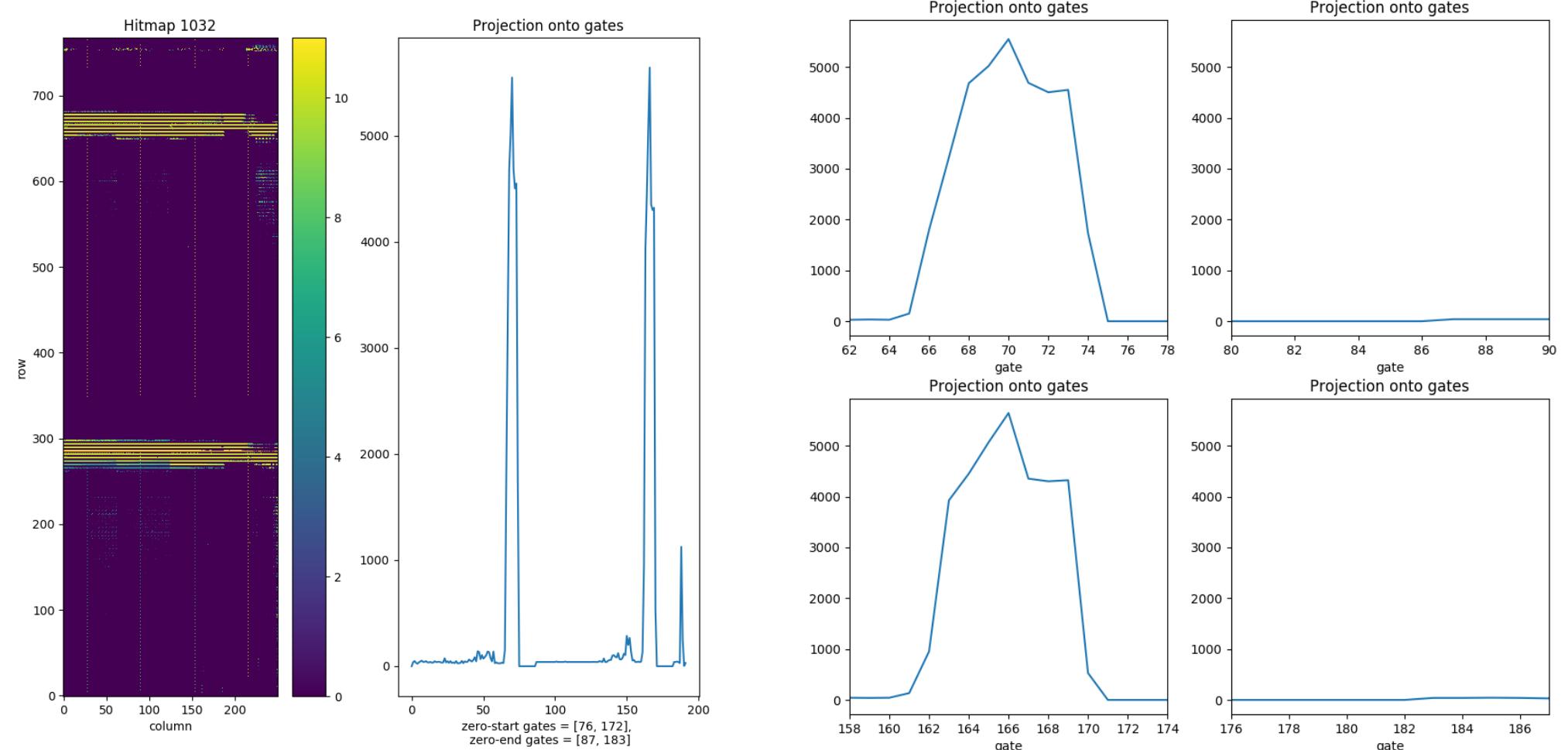
102

Input No-trigger-length

22



Input Gate-offset	Input Gate-length	Input No-trigger-offset	Input No-trigger-length
90	20	6	22



Input Gate-offset

10

Input Gate-length

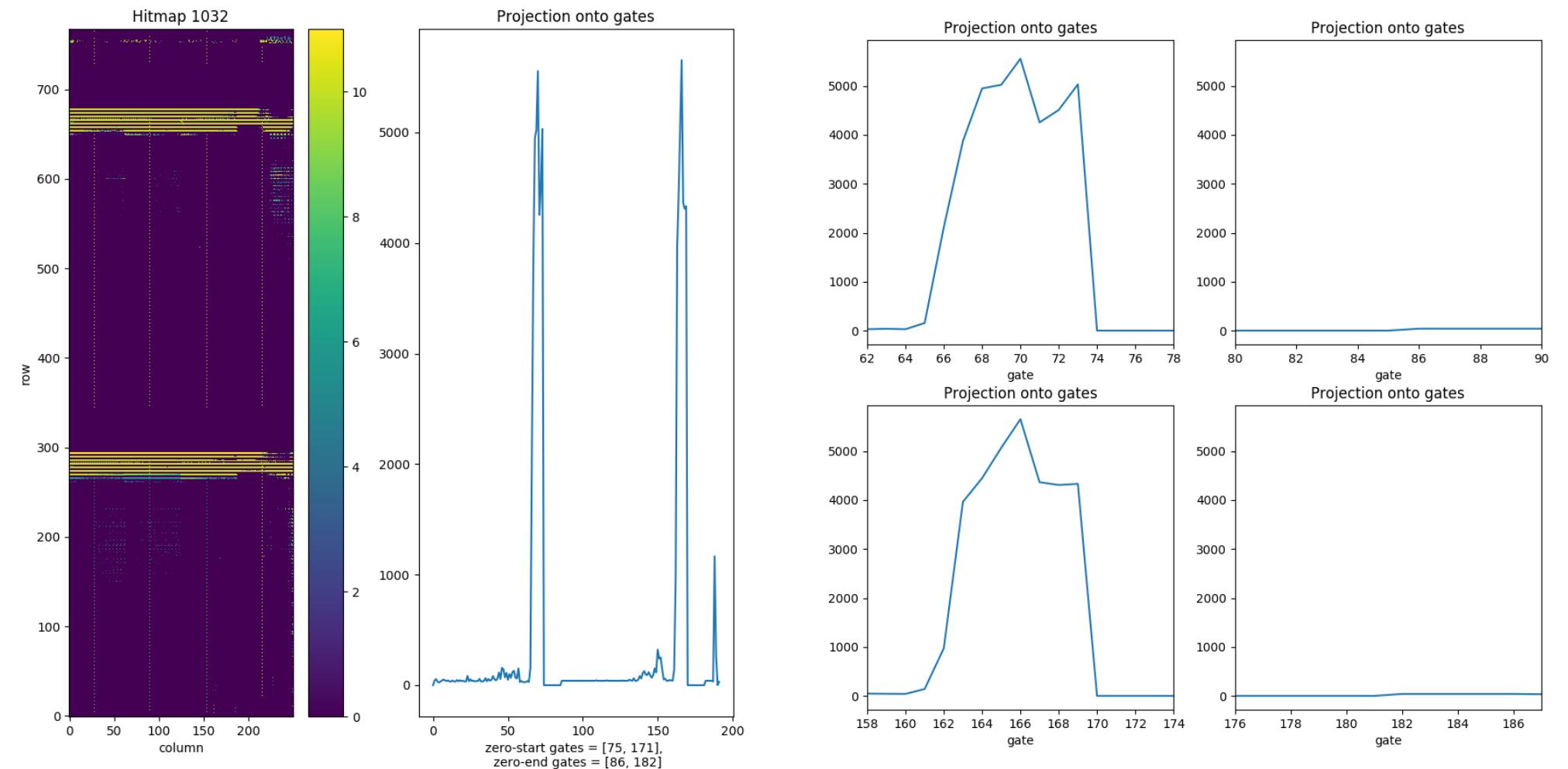
10

Input No-trigger-offset

18

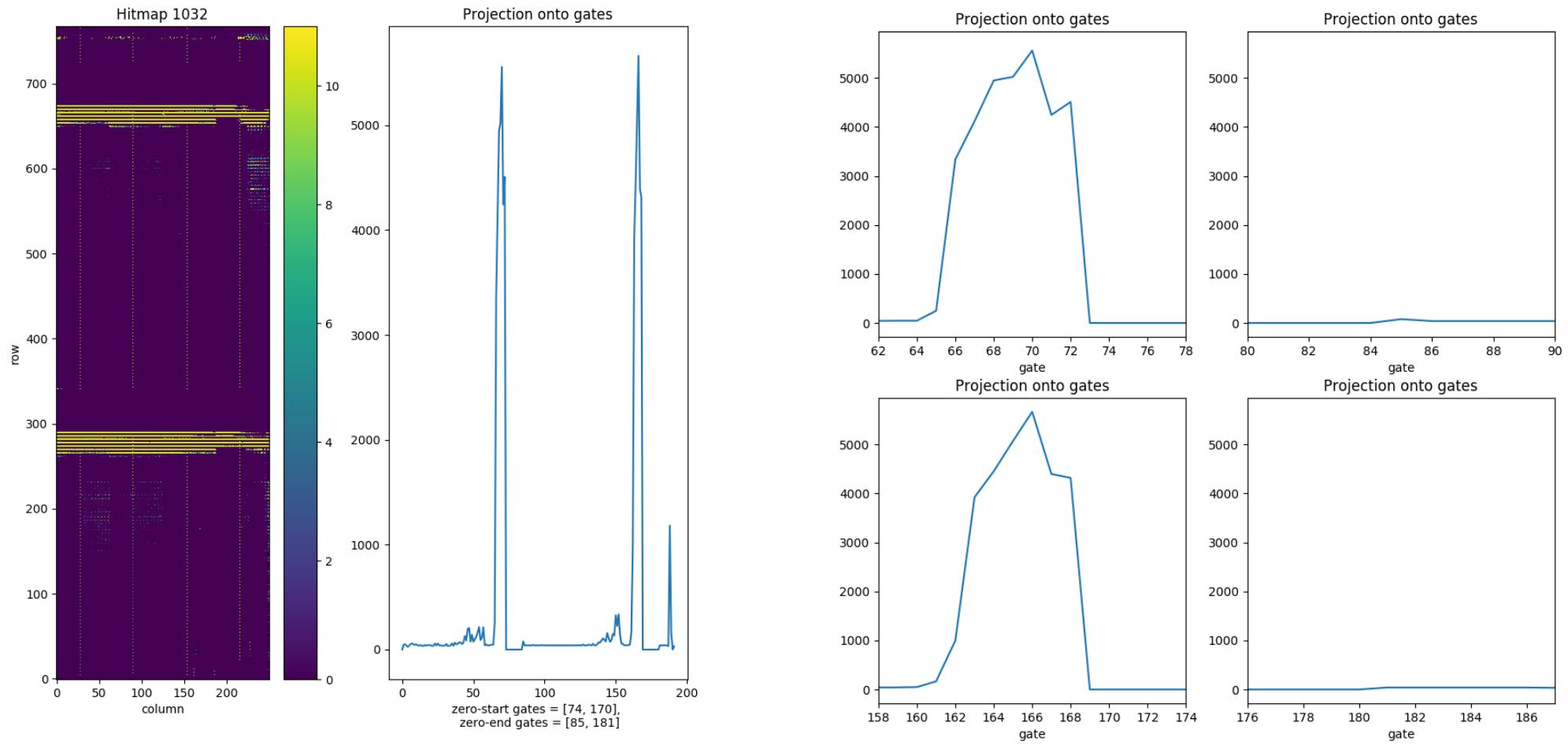
Input No-trigger-length

12

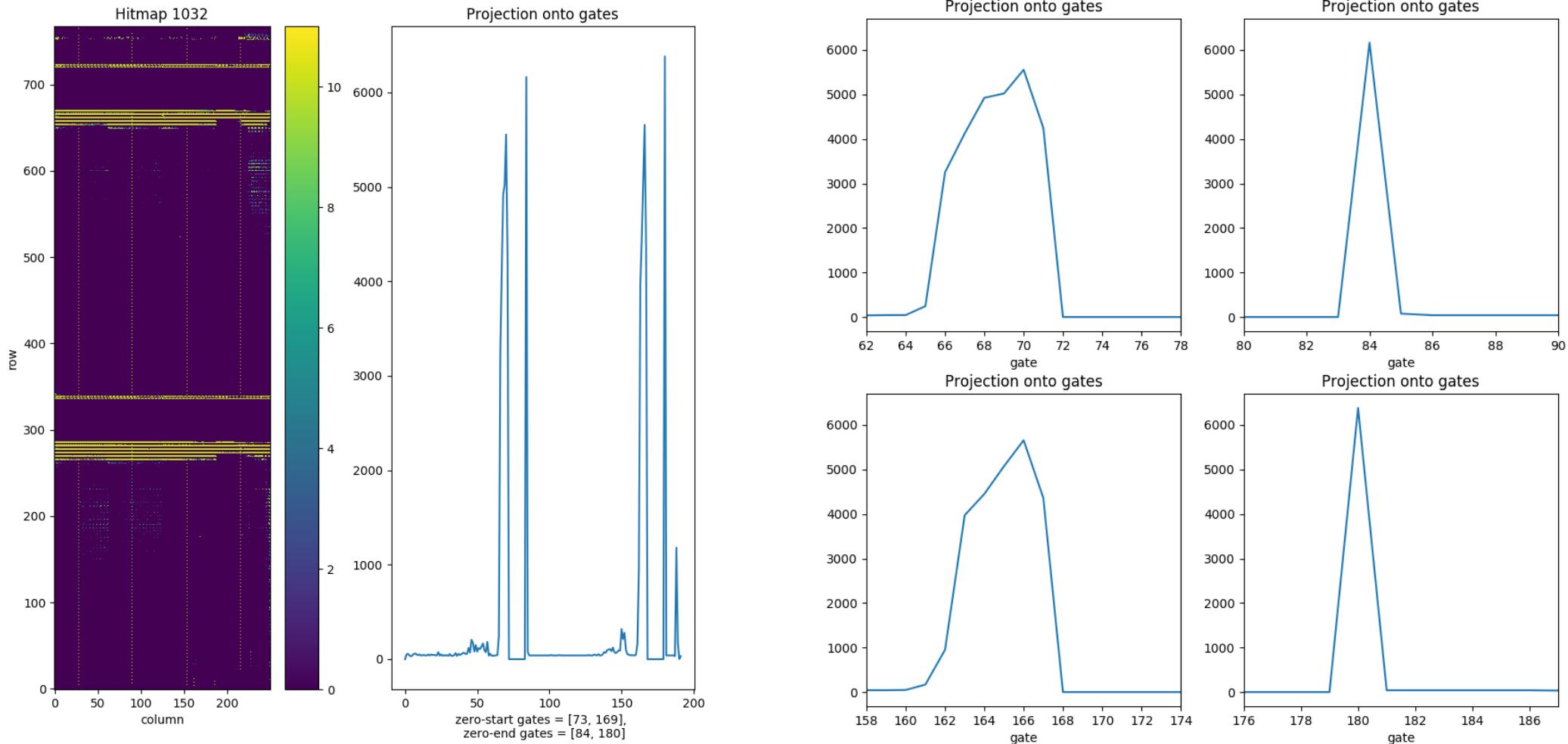


Input Gate-offset	Input Gate-length	Input No-trigger-offset	Input No-trigger-length
10	10	19	12

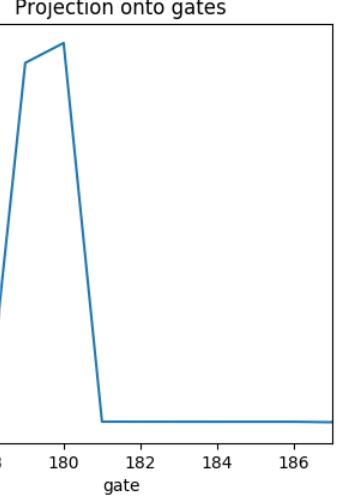
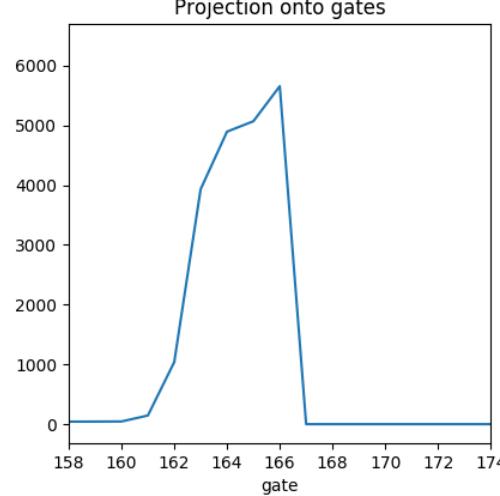
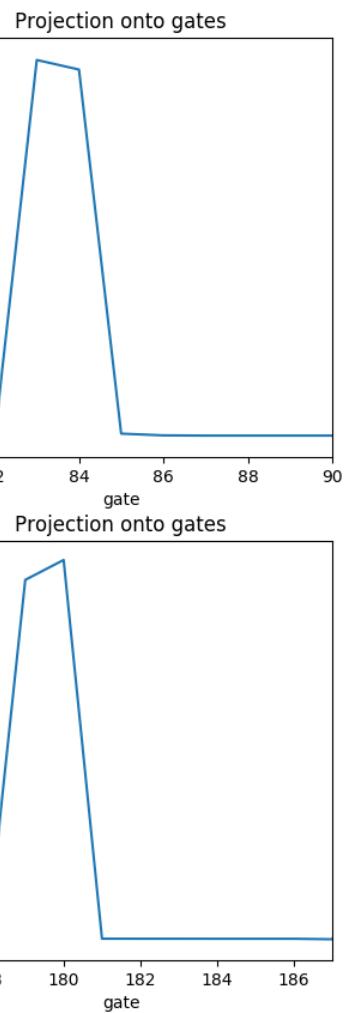
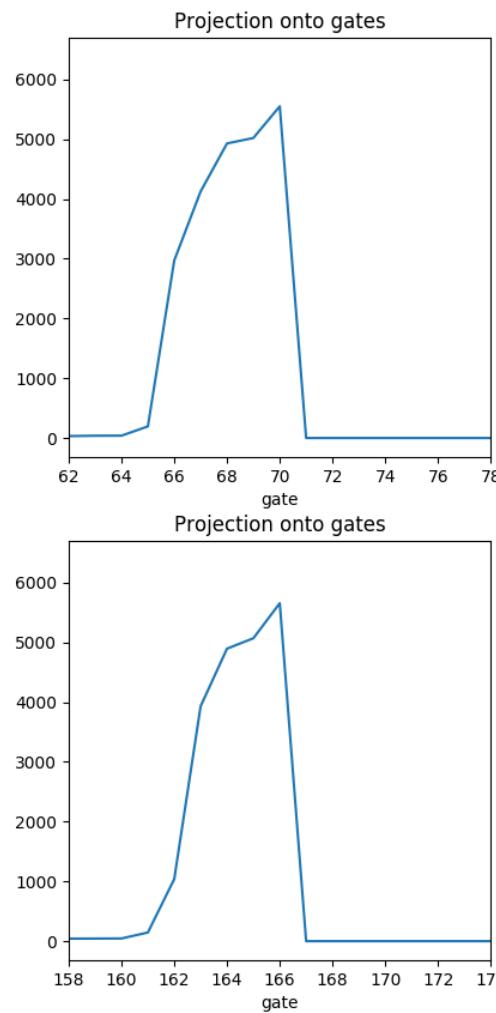
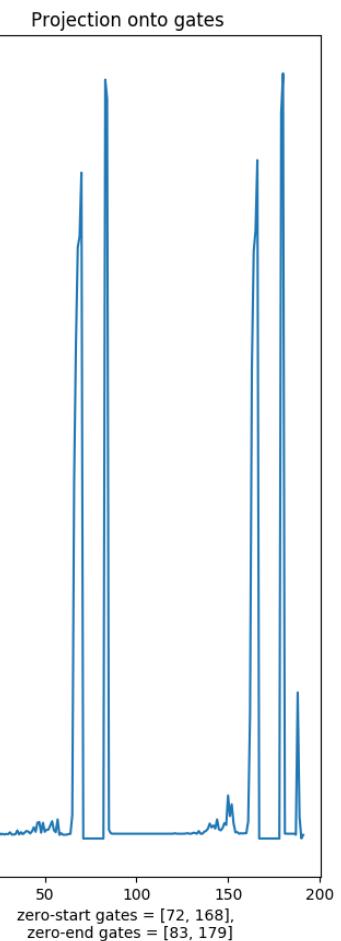
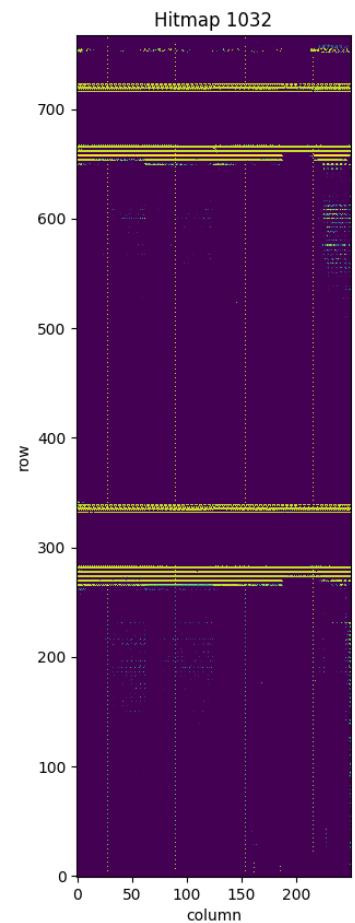
Input Gate-offset	Input Gate-length	Input No-trigger-offset	Input No-trigger-length
10	10	20	12



Input Gate-offset	Input Gate-length	Input No-trigger-offset	Input No-trigger-length
10	10	21	12



Input Gate-offset	Input Gate-length	Input No-trigger-offset	Input No-trigger-length
10	10	22	12



Input Gate-offset	Input Gate-length	Input No-trigger-offset	Input No-trigger-length
10	10	23	12

