

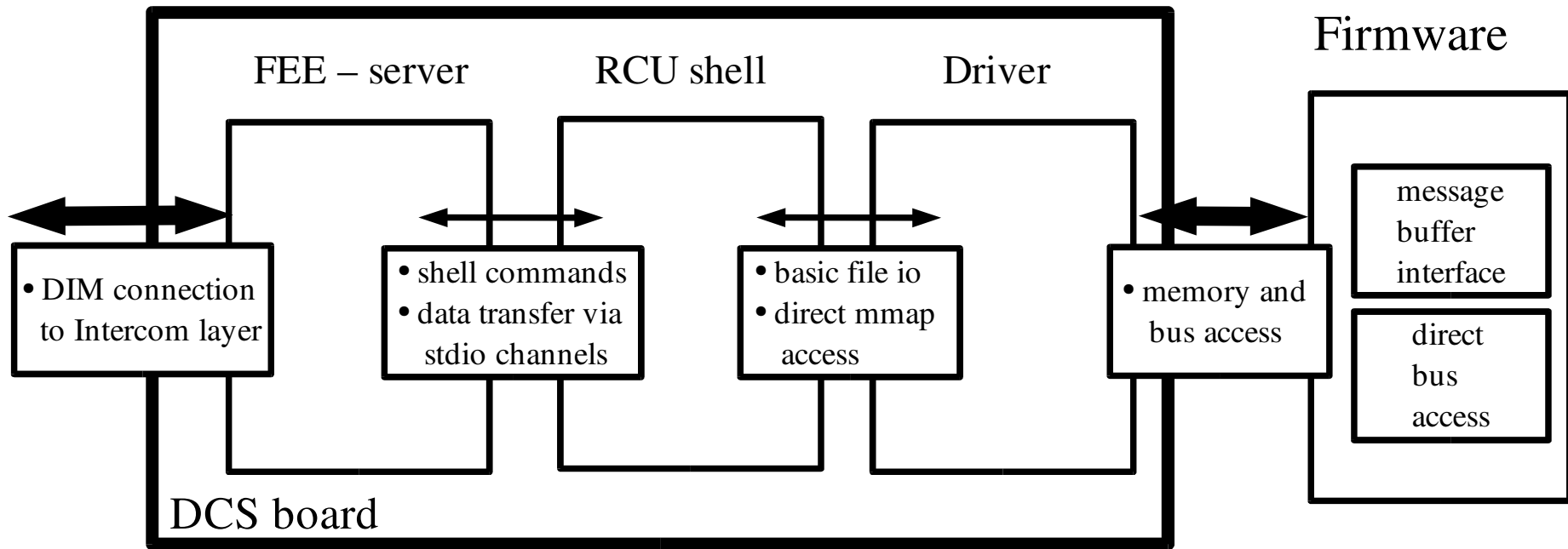
# DCS board software status and concept

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# Components



- modularized: 3 components which communicate through well defined interfaces
- from the software's point of view the firmware appears as a memory mapped interface, the driver translates this into a “user friendly address space”
- changing the firmware requires adjustment of driver, all other components unchanged

# Driver

- communication interface to RCU memory: DCS message buffer interface
- RCU FPGA/Flash configuration: direct bus access

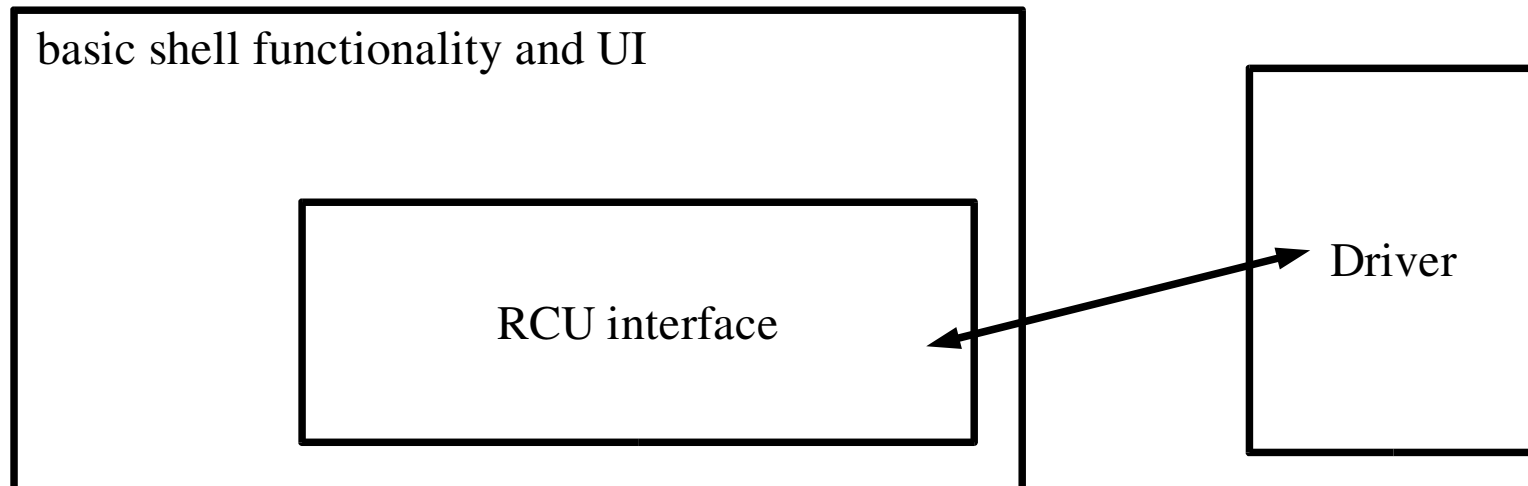
Devices:

|                 |                             |
|-----------------|-----------------------------|
| /dev/rcu/msgbuf | message buffer interface    |
| /dev/rcu/fpga   | fpga configuration          |
| /dev/rcu/flash  | general flash memory access |
| /dev/rcu/flash0 | flash memory bank 0         |
| /dev/rcu/flash1 | flash memory bank 1         |
| /dev/rcu/flash2 | flash memory bank 2         |
| /dev/rcu/flash3 | flash memory bank 3         |

everything covered by one driver/kernel module with driver lock facility  
→ handling of concurrenting processes

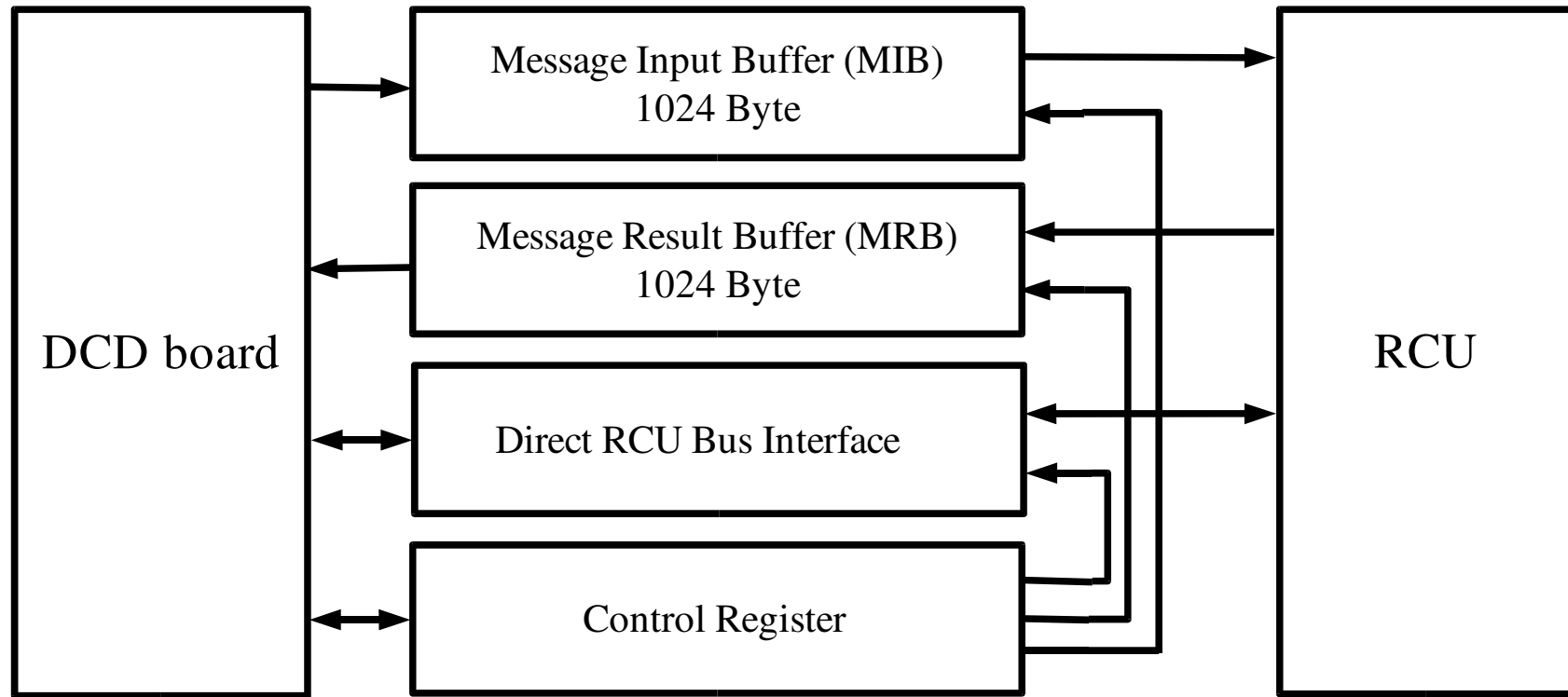
# RCU shell

- sendRCUcommand program
- provides basic read/write access to RCU memory
- batch scripts
- debugging tools
- shell scripts via program arguments



# Interface to RCU

Two interface types: Message Buffer Interface and Direct Bus Access



Control Register: Data Flow Control

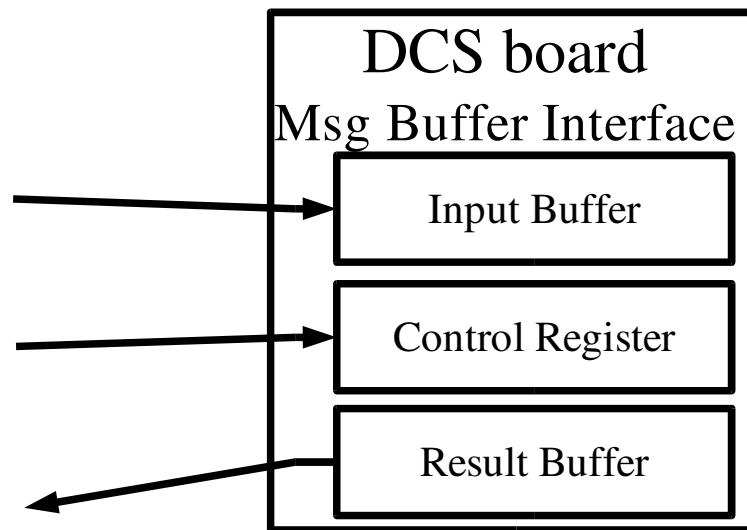
- |       |               |       |                              |
|-------|---------------|-------|------------------------------|
| Bit 7 | Start Command | Bit 6 | MIB multiplexer, read enable |
| Bit 0 | Ready         | Bit 5 | Direct mode select           |

# Message Buffer Interface

- the interface moves some of the complexity to the firmware
- decouples cpu from the communication task
- block by block transfer
- 2 Buffers for communication and one Control Register

## Basic Sequence:

- write command sequence to MIB
- set 'execute' flag
- wait for the 'ready' flag
- read result and status



# Data exchange format

|                 |                 |          |            |   |
|-----------------|-----------------|----------|------------|---|
|                 | 16              | 15       | 6          | 0 |
| Block number    | Number of Words |          | Command Id |   |
| Command word #1 |                 |          |            |   |
| Command word #2 |                 |          |            |   |
| Command word #3 |                 |          |            |   |
| Command word #4 |                 |          |            |   |
| ...             |                 |          |            |   |
| ...             |                 |          |            |   |
| ...             |                 |          |            |   |
| Command word #n |                 |          |            |   |
| Marker          |                 | Checksum |            |   |
| Block number    | Number of Words |          | Command Id |   |
| Command word #1 |                 |          |            |   |
| Command word #2 |                 |          |            |   |
| ...             |                 |          |            |   |
| ...             |                 |          |            |   |
| ...             |                 |          |            |   |
| Command word #n |                 |          |            |   |
| Marker          |                 | Checksum |            |   |
| End marker word |                 |          |            |   |

information word:

- Bit 0-5: Command identifier
- Bit 6-15: Number of 32 bit data words in command block, (excluding information word and marker word)
- Bit 16-31: Block number, flags tbs

marker word:

- Bit 0-15: Checksum
- Bit 16-31: Marker word id AA55

end marker word:

- Bit 0-15: not used
- Bit 16-31: Endmarker word id DD33

Command identifiers:

| Identifier | Command        |
|------------|----------------|
| 000001     | Single read    |
| 000010     | Single write   |
| 000011     | Multiple read  |
| 000100     | Multiple write |
| 000101     | Random read    |
| 000110     | Random write   |

# Instruction format

## Instruction format

single read

address word

single write

address word

data

multiple read

address word

number of data words to read

multiple write

address word

number of data words

data word 1

:

data word N

random read

address word 1

address word 2

:

address word N

random write

address word 1

data word 1

address word 2

data word 2

:

address word N

data word N

Examples:

single read from address 0x7000

|            |                               |
|------------|-------------------------------|
| 0x00010041 | Information word              |
| 0x00007000 | address 0x7000                |
| 0xAA550000 | Block marker without Checksum |
| 0xDD330000 | End marker                    |

multiple write

4 words starting at address 0x6800

|            |                               |
|------------|-------------------------------|
| 0x00010184 | Information word              |
| 0x00006800 | address 0x6800                |
| 0x00000004 | 4 words to write              |
| 0x0000AFFE | data word 1                   |
| 0x0000D00F | data word 2                   |
| 0x00001234 | data word 3                   |
| 0x00005678 | data word 4                   |
| 0xAA550000 | Block marker without Checksum |
| 0xDD330000 | End marker                    |



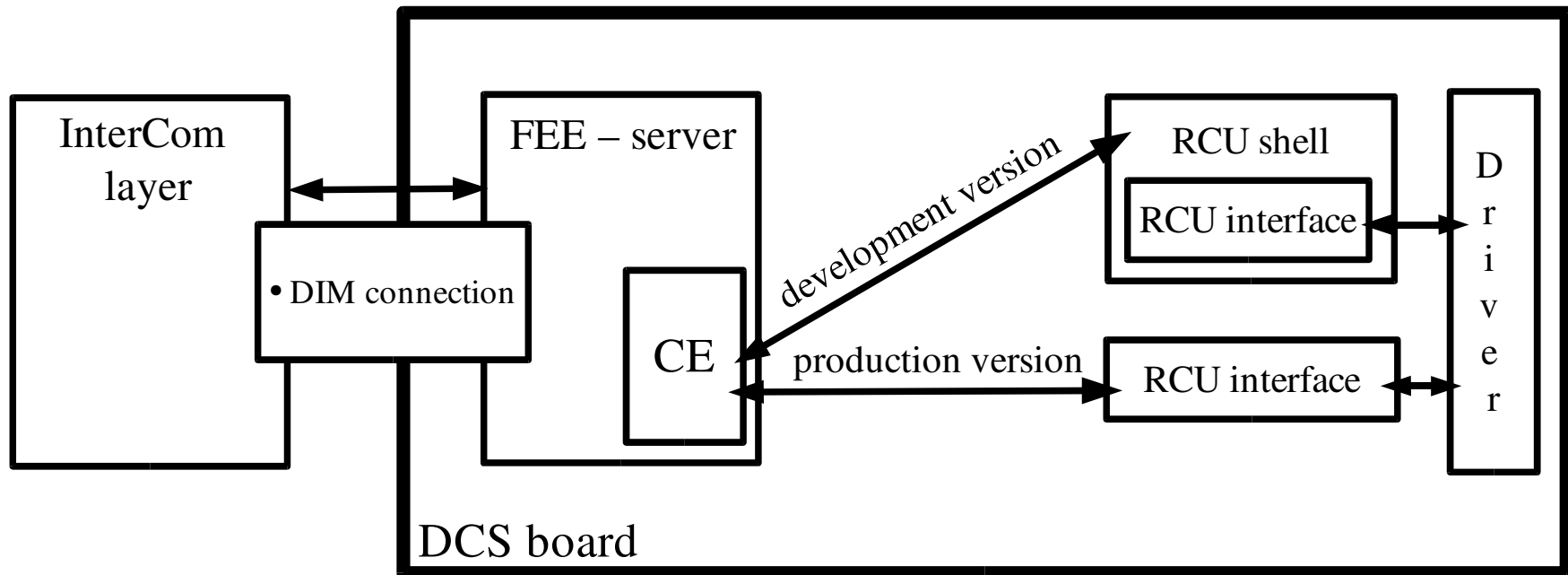
# The FrontEnd Electronic server

The FEE server is the gateway to the central Detector Control System via DIM channels

Main tasks:

- Configuration of FEE
- Monitoring
- Controlling and Publishing of states
- Configuration Watchdog/Selftest

# Connection to FEE-server



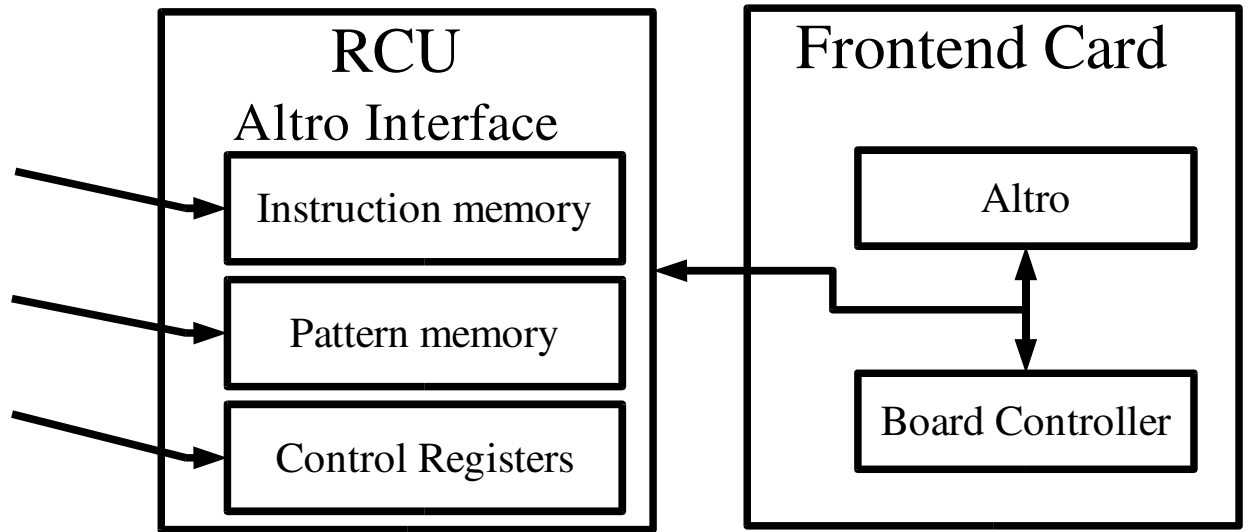
## Control Engine (CE)

- development version invokes RCU shell to access RCU memory
- production version implements RCU interface directly
- controls specific daemons and watchdogs
- reads monitoring values from the Slow Control

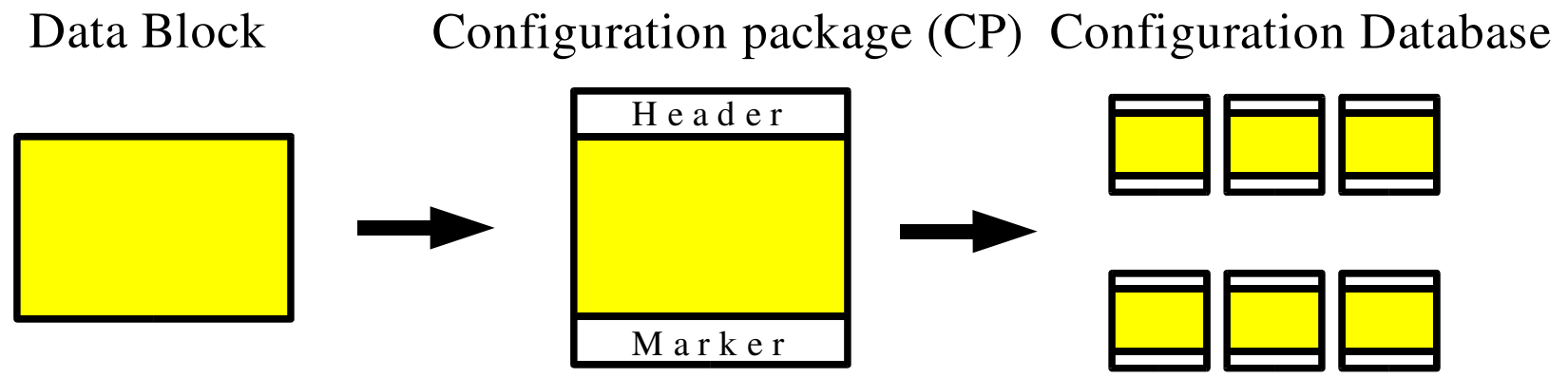
# FEE Configuration

## Basic Sequence:

- write command sequence to instruction memory
- write extra data to pattern memory
- issue 'execute command'
- read result and status



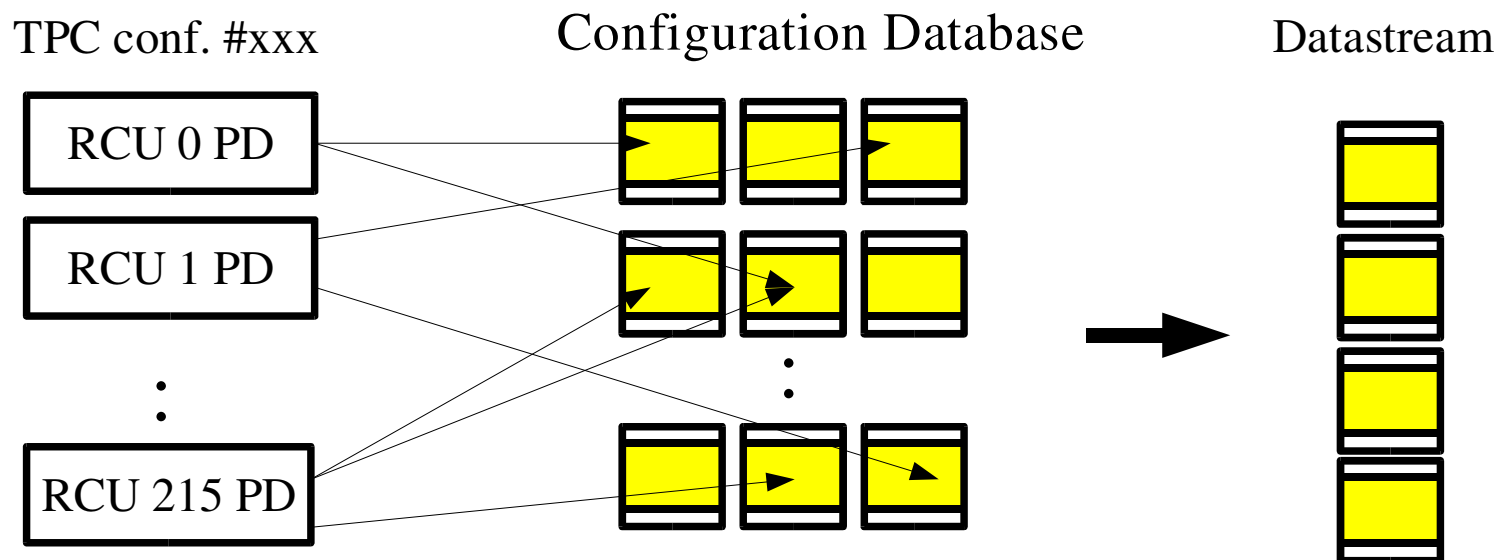
## Creation of configuration data:



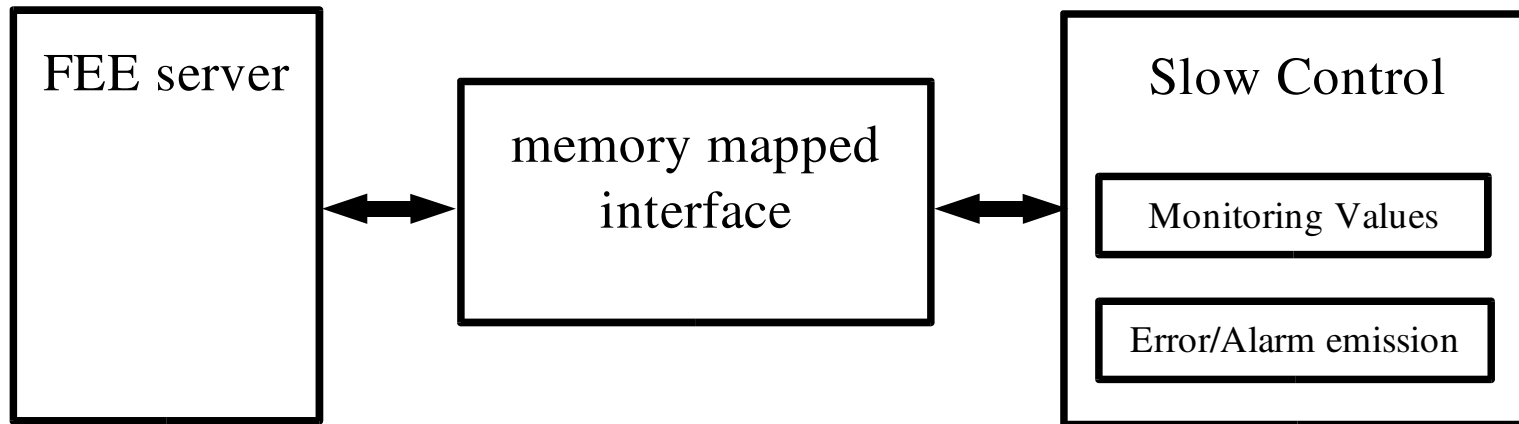
- Configuration package is stored in message buffer data format

# Archiving of Configuration Data

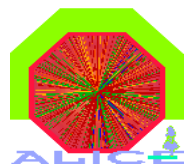
- The data is organized in programming blocks, the Configuration Database archives them and builds a index list
- an RCU configuration is defined by the Package Descriptor (PD), which is a list or sequence of Configuration Packages (CP)
- a whole TPC configuration is a list of PDs for each RCU
- InterCom layer gets a full sequence from the Configuration Database/File structure and sends it to the DCS board



# Monitoring and slow control



- access to slow control via memory mapped interface, by writing the right magic numbers to the interface the FEE server can get the desired values
- FEE server polls the monitoring values und publishes them to the DCS
- critical alarms are handled as close as possible to the source, i.e. on the RCU/FEC; a notification or error message is sent to the central DCS
- possible errors/alarms: temperature, high voltage, low voltage, HV current, LV current, missing clock, missing triggers, corrupted FEC configuration



# Status and outlook

- all modules full functional and have to be connected
- code optimization: direct memory access
- driver lock has to be fully implemented
- specification for 'Slow control' tasks on the DCS board have to be discussed