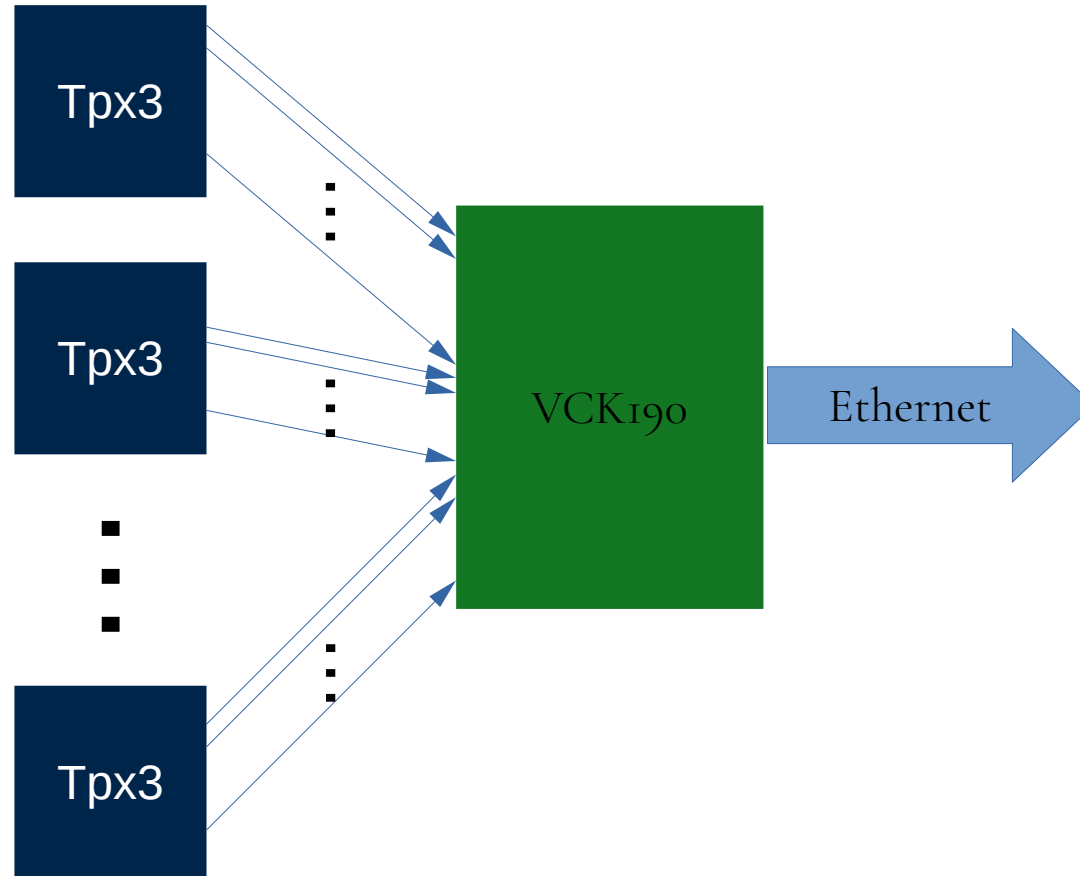


DIES UND DAS ZUM TESTBEAM

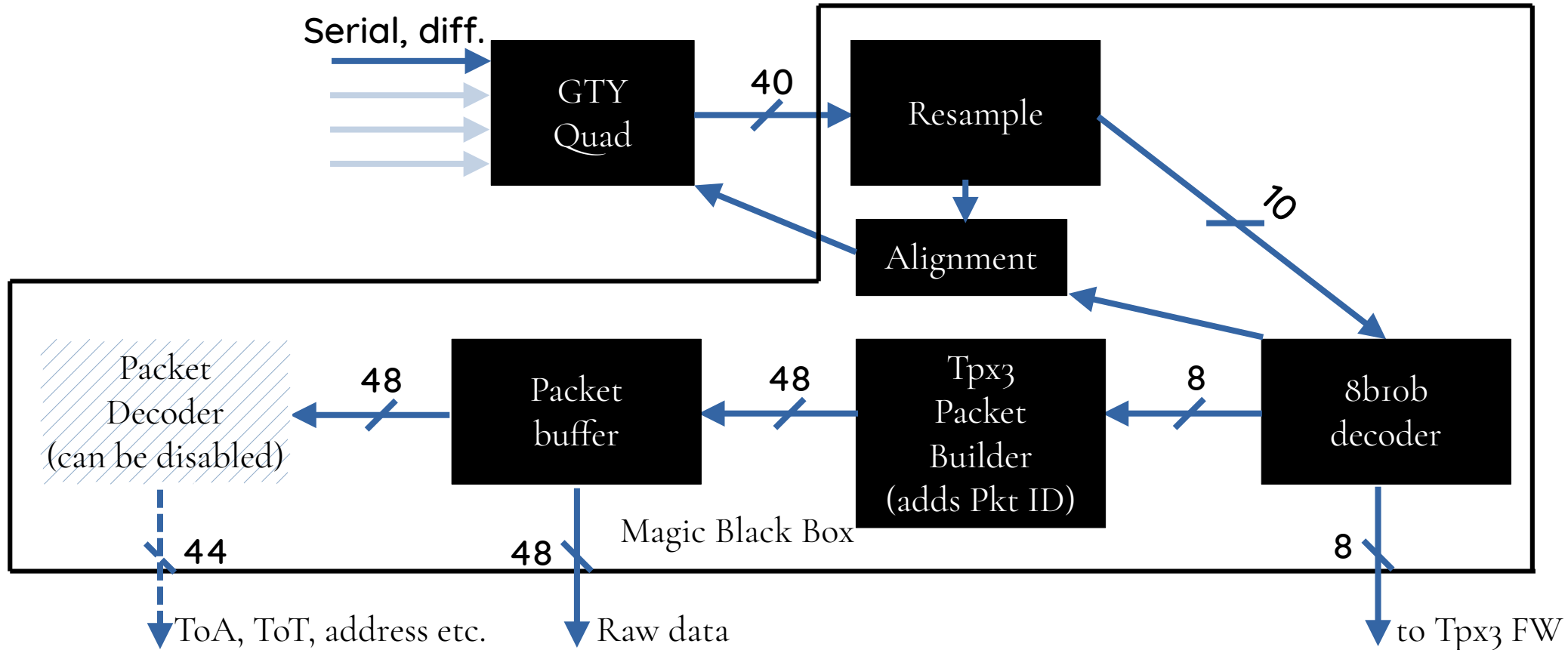
Lohengrin Meeting 24.7.2025



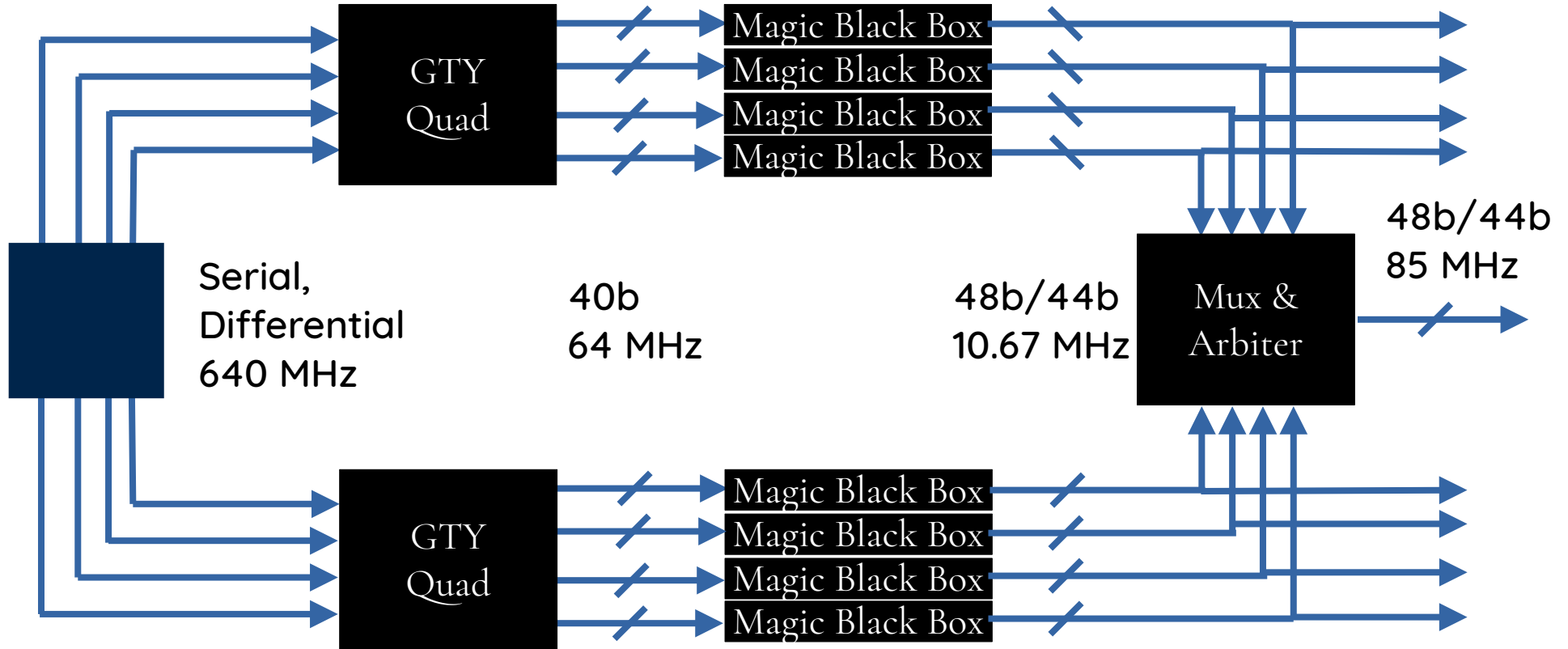
Flexible Readout scheme



Flexible Readout scheme



Flexible Readout scheme



Requirements

Move data via network

Flexible and scalable

Push instead of poll

Multiple sources on FPGA

Flexible data sizes

Check data completeness

Generatable on FPGA

The NAGUA protocol

- A layer on top of UDP
- Header per UDP packet
- 64 bit segment size
- Each segment can hold a subpacket
- Each subpacket can consist of multiple segments
- Each subpacket can be from a different source on the FPGA

The NAGUA protocol (v.1): header

Octet	0	1	2	3
0	"N"	"A"	"G"	Protocol version: 0x01
4	Packet ID			

The NAGUA protocol (v.1): payload

subpacket structure:

Octet: Bit:	0 6:0	7	1	2	3
0	Source ID	is multiseg.	Num. add. segments or ID	Payload (upper 16 bits)	
4	Payload (lower 32 bits)				

→ 48b of payload (looking at you, Tpx3 packets)

The NAGUA protocol (v.1): payload (multisegment packet)

subpacket structure:

Octet: Bit:	0 6:0	7	1	2	3
0	Source ID	1	No. additional segments	Payload (upper 16 bits)	
4	Payload (lower 32 bits)				

Following subpacket(s):

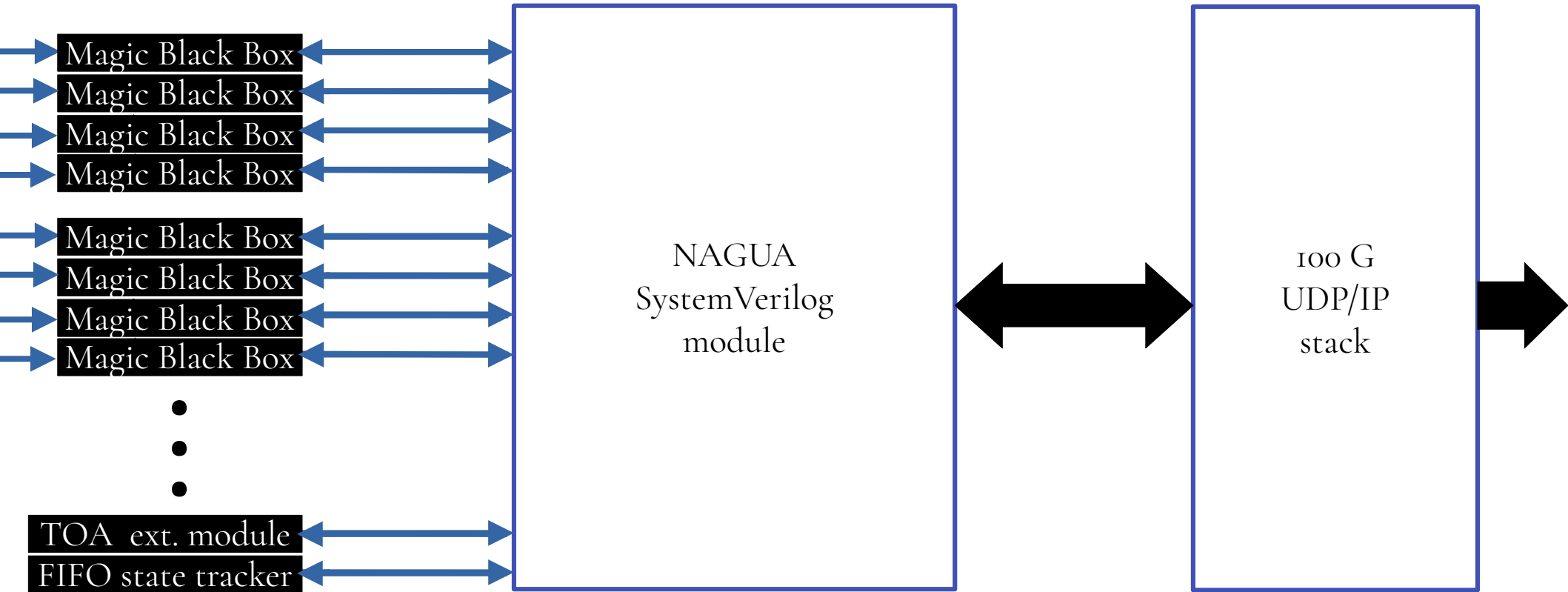
Octet	0	1	2	3
0	64 bit payload (including, ideally, an ID)			
4				

The NAGUA protocol (v.1): payload (single segment packet)

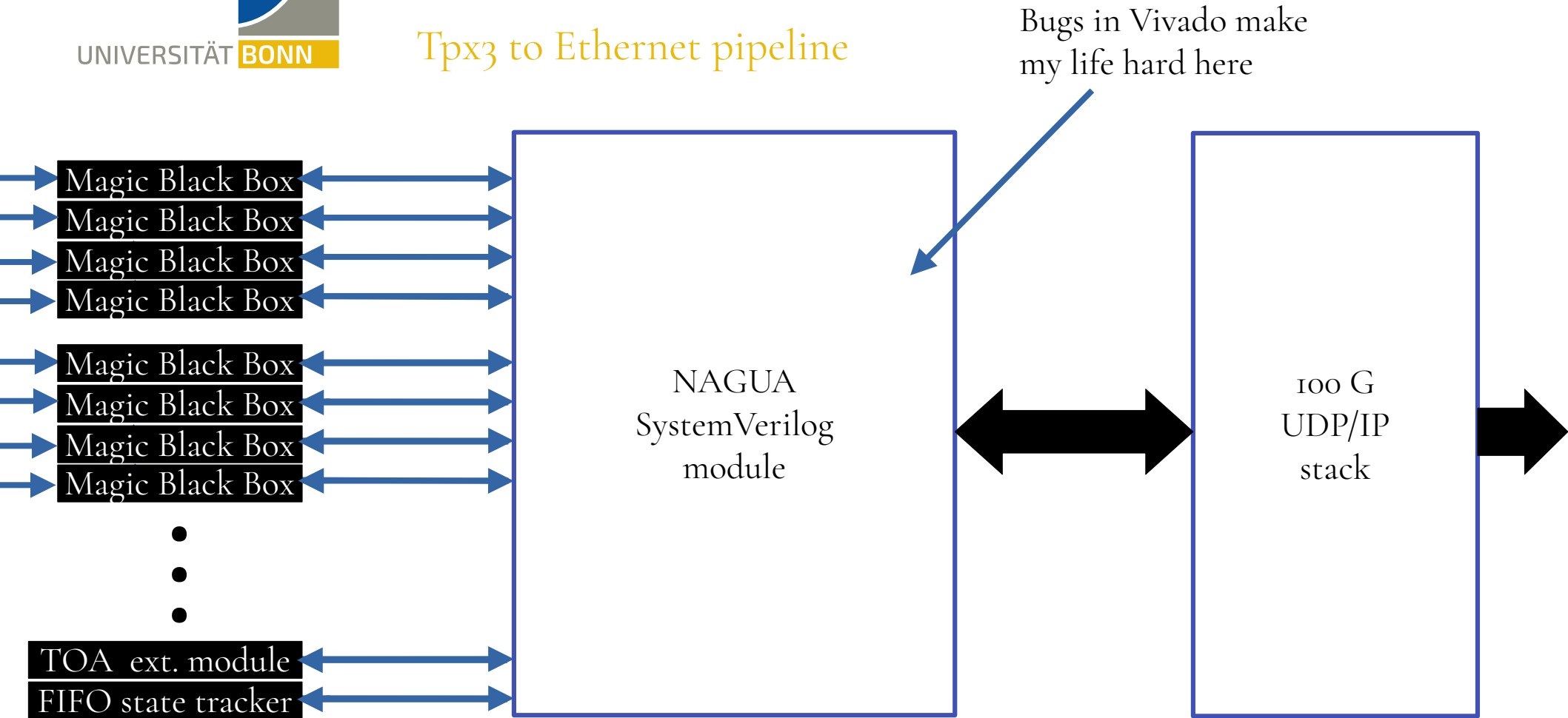
subpacket structure:

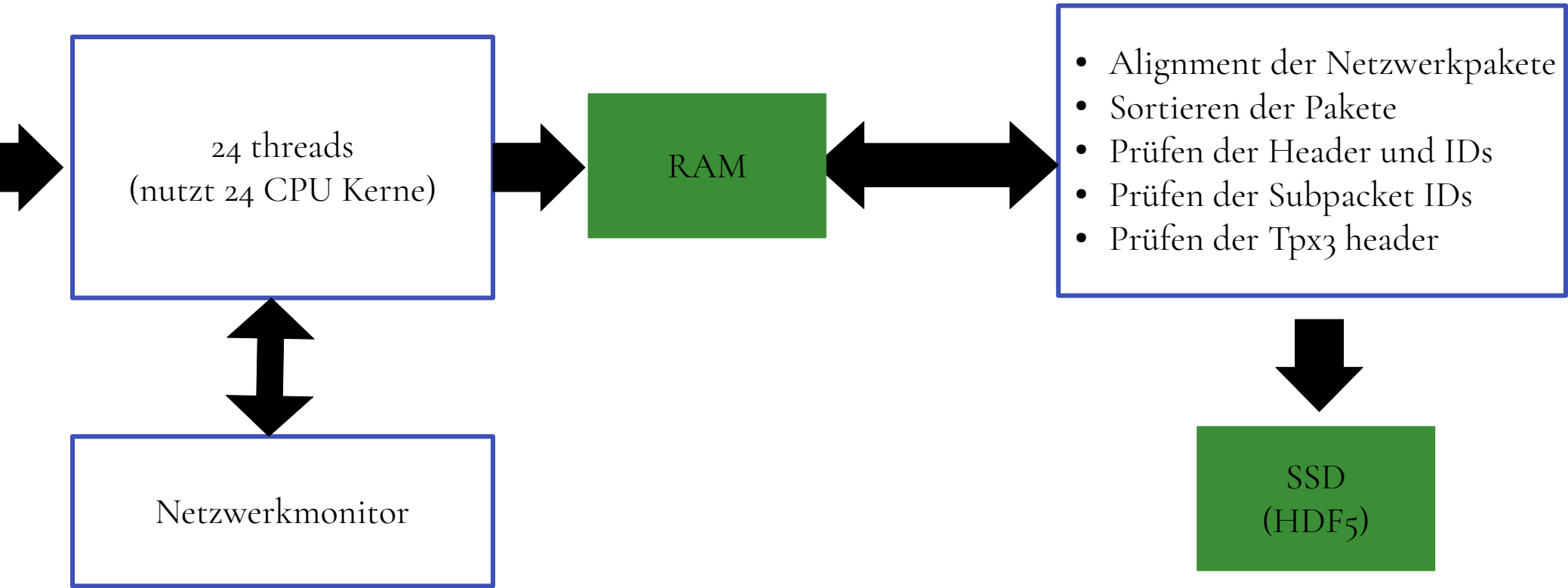
Octet: Bit:	0 6:0	7	1	2	3
0	Source ID	0	Subpacket ID	Payload (upper 16 bits)	
4	Payload (lower 32 bits)				

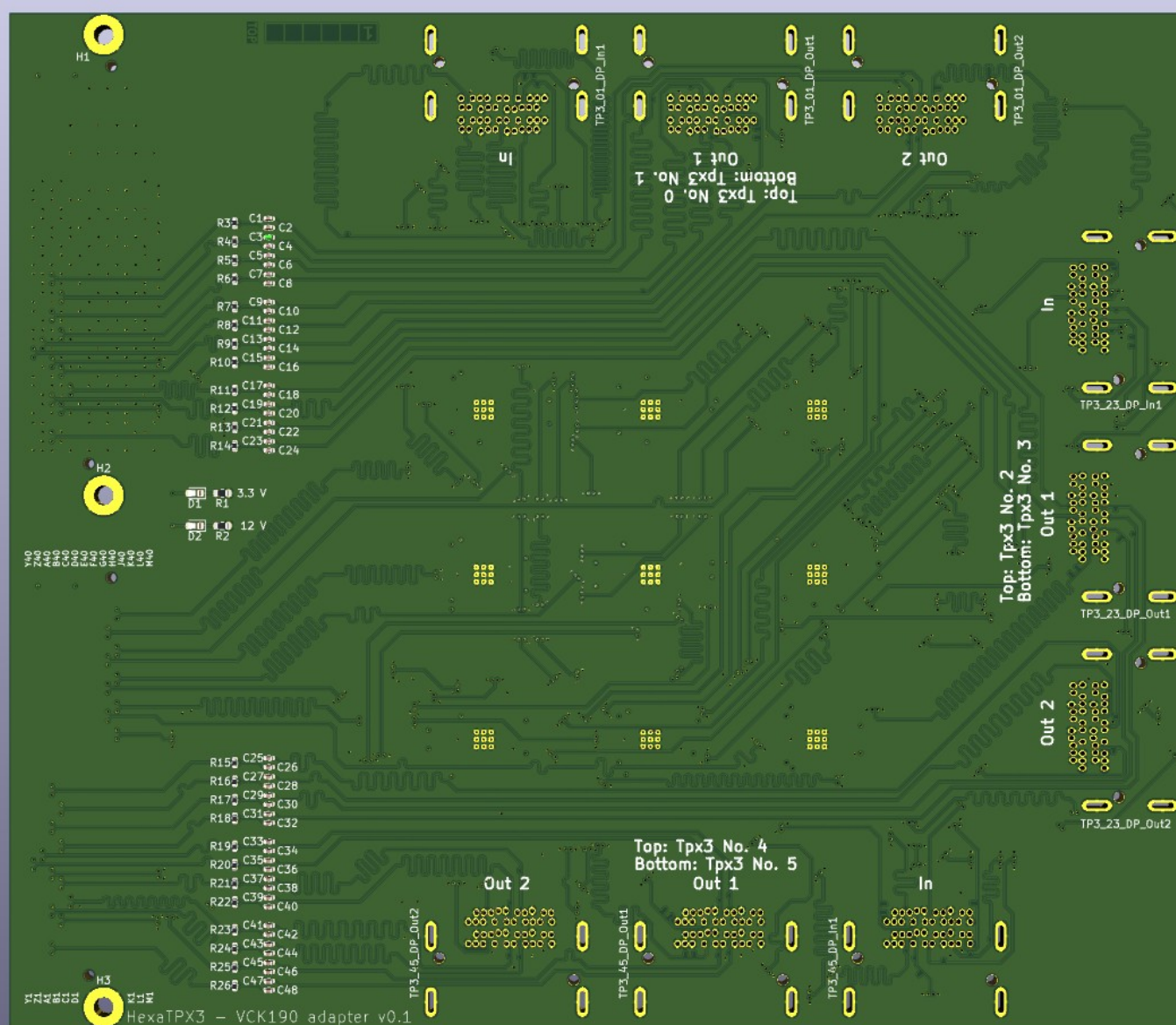
Tpx3 to Ethernet pipeline

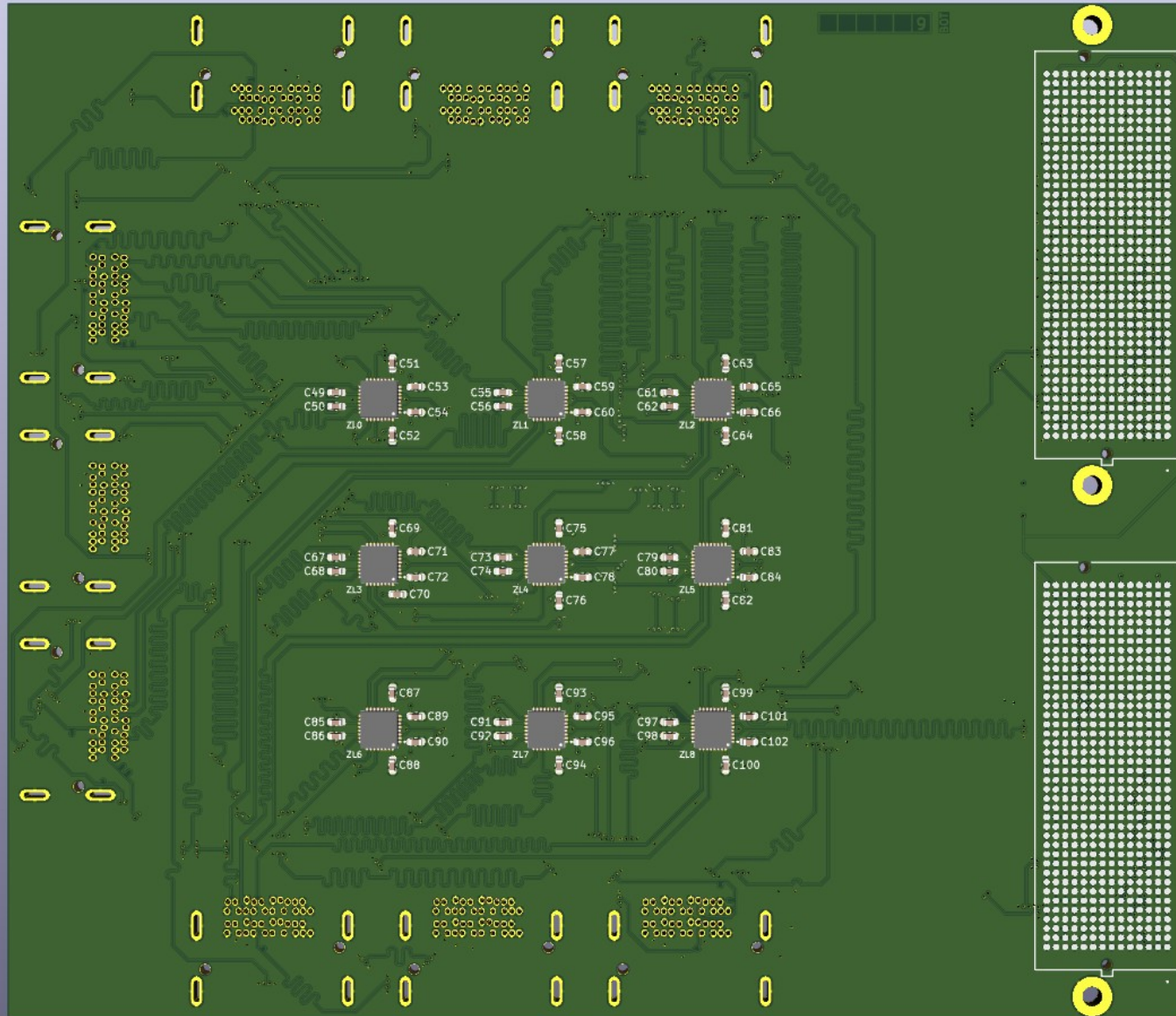


Tpx3 to Ethernet pipeline









Adapter PCB

Was funktioniert:

Multichip FW/SW: ✓

ZL40217 (Input-Fanout): ✓

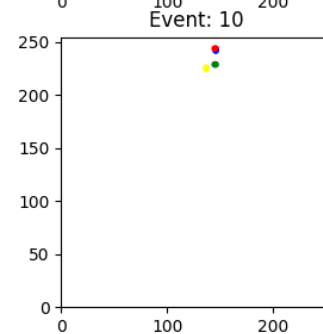
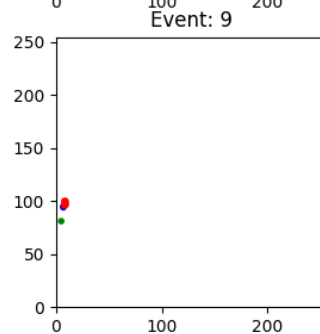
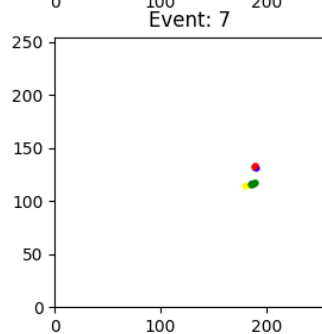
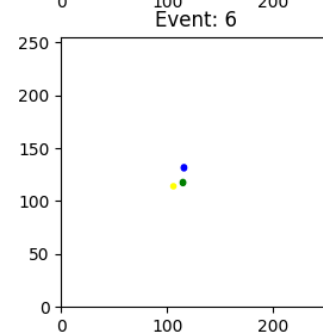
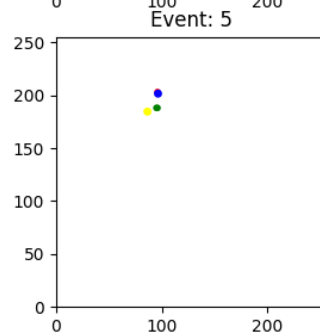
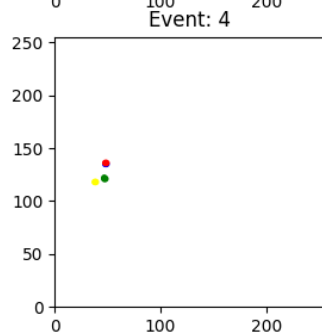
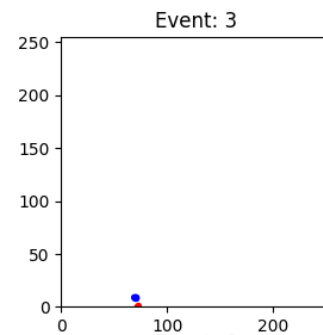
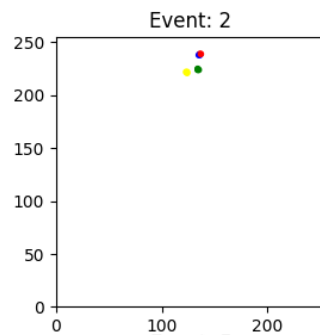
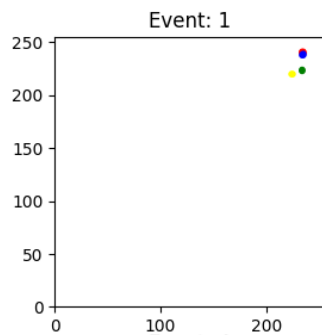
Layout: ✓ (Fehler für Kanal 6 im Layout? PCB? Problem beim Löten?)

To do:

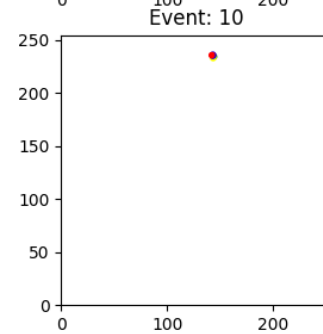
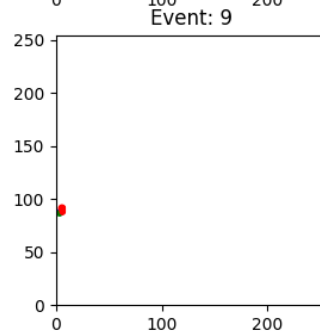
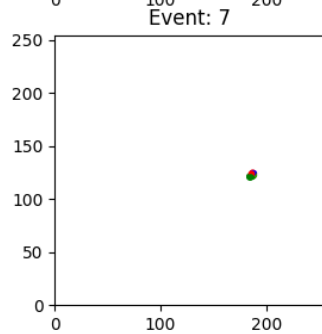
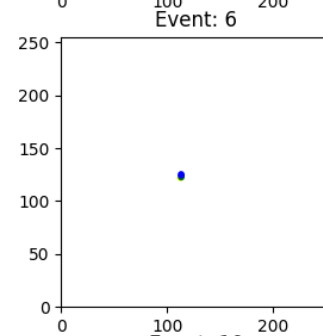
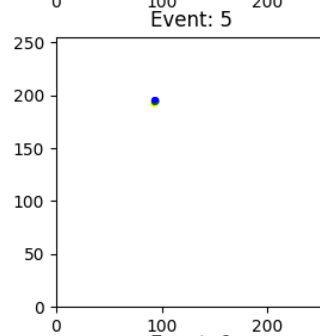
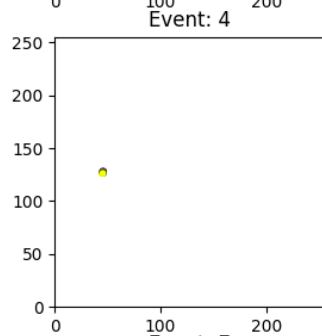
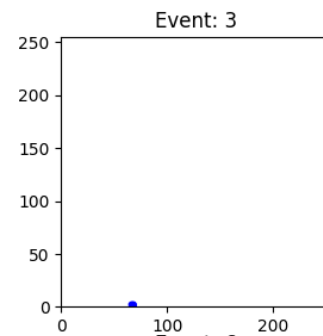
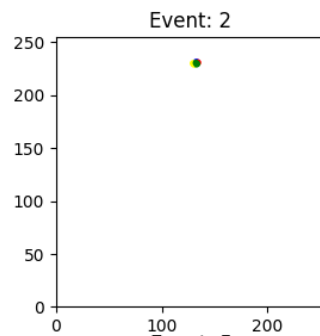
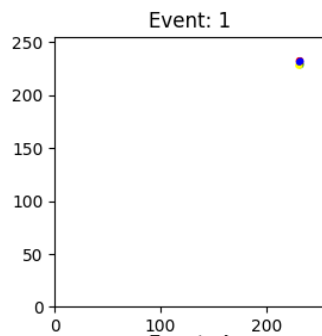
Weitere PCBs bestellen und bestücken lassen bis eins funktioniert ;-)

- ToA/FToA Korrekturen (analog zu Markus' Analyse Skript)
- ToA extension und zugehörige Hits matchen (ermöglicht sortieren)
- Events Plane-übergreifend suchen (DBSCAN clustering von ToA und X/Y)
- Plane offsets berechnen und korrigieren

L



L



- 1) ToA bleiben wohl synchron
- 2) Plane 5 verhält sich merkwürdig (ToA und ToT scheinen falsch, X/Y wohl korrekt)