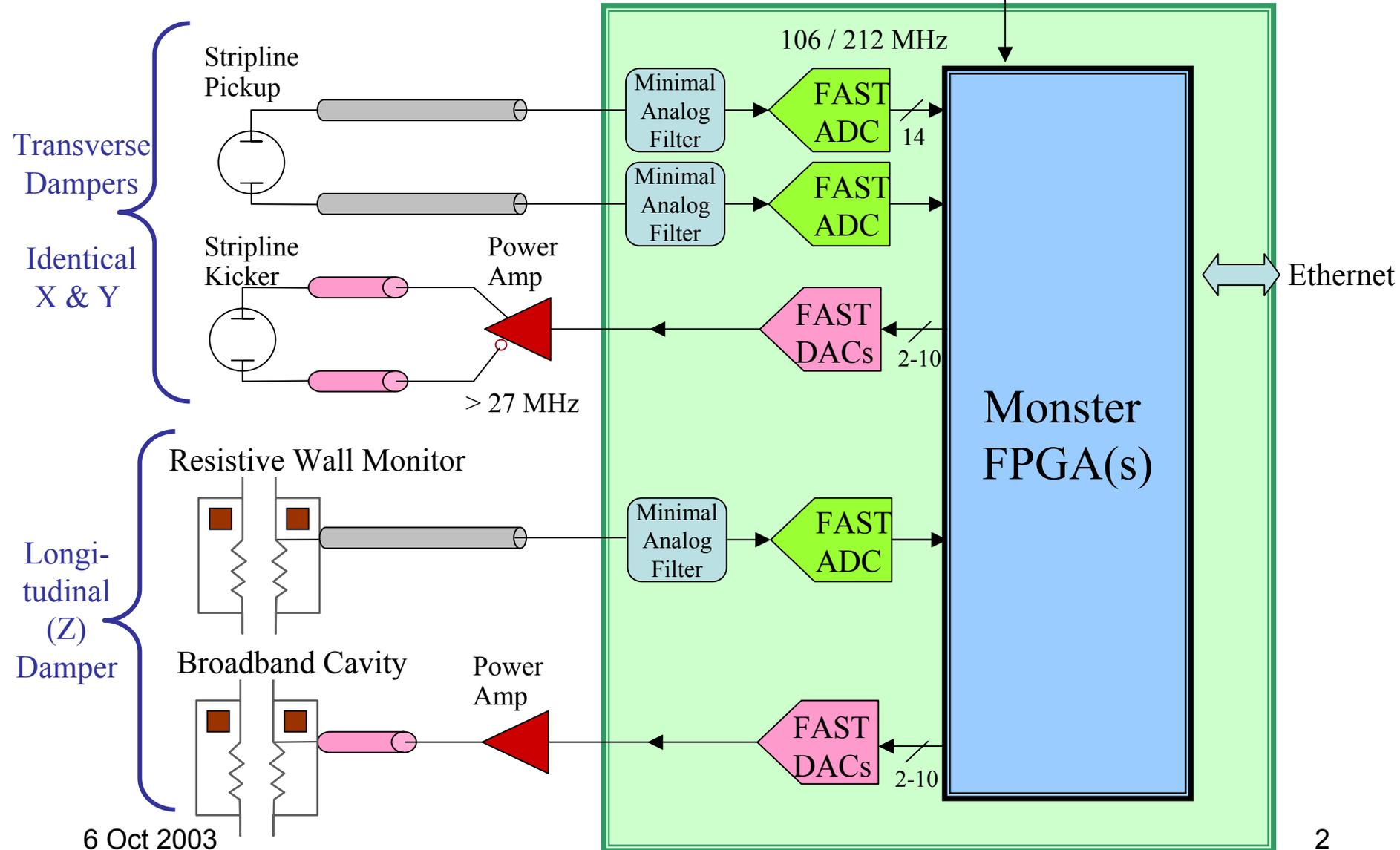


Make a BPM out of a Damper?

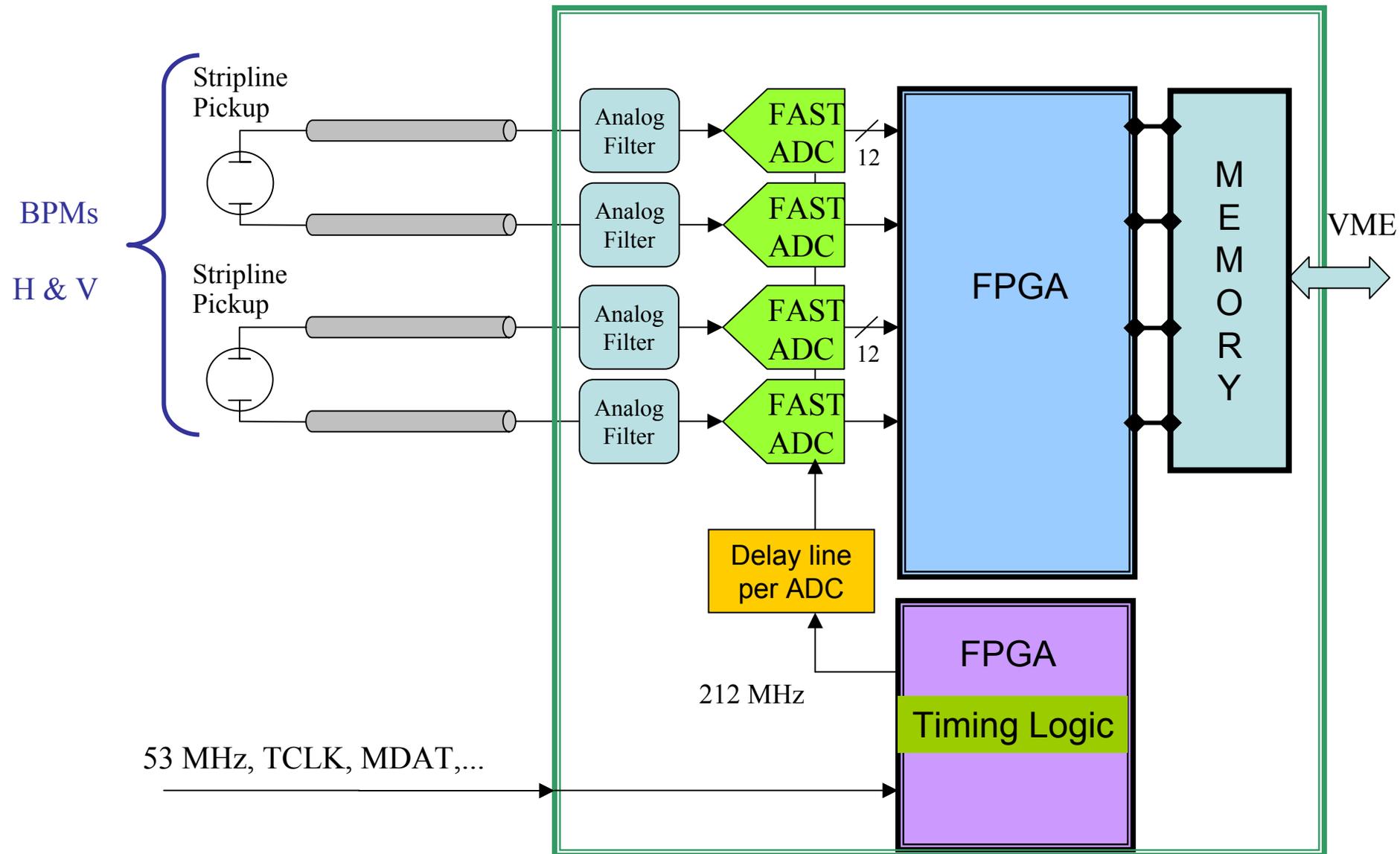
Digital Damper

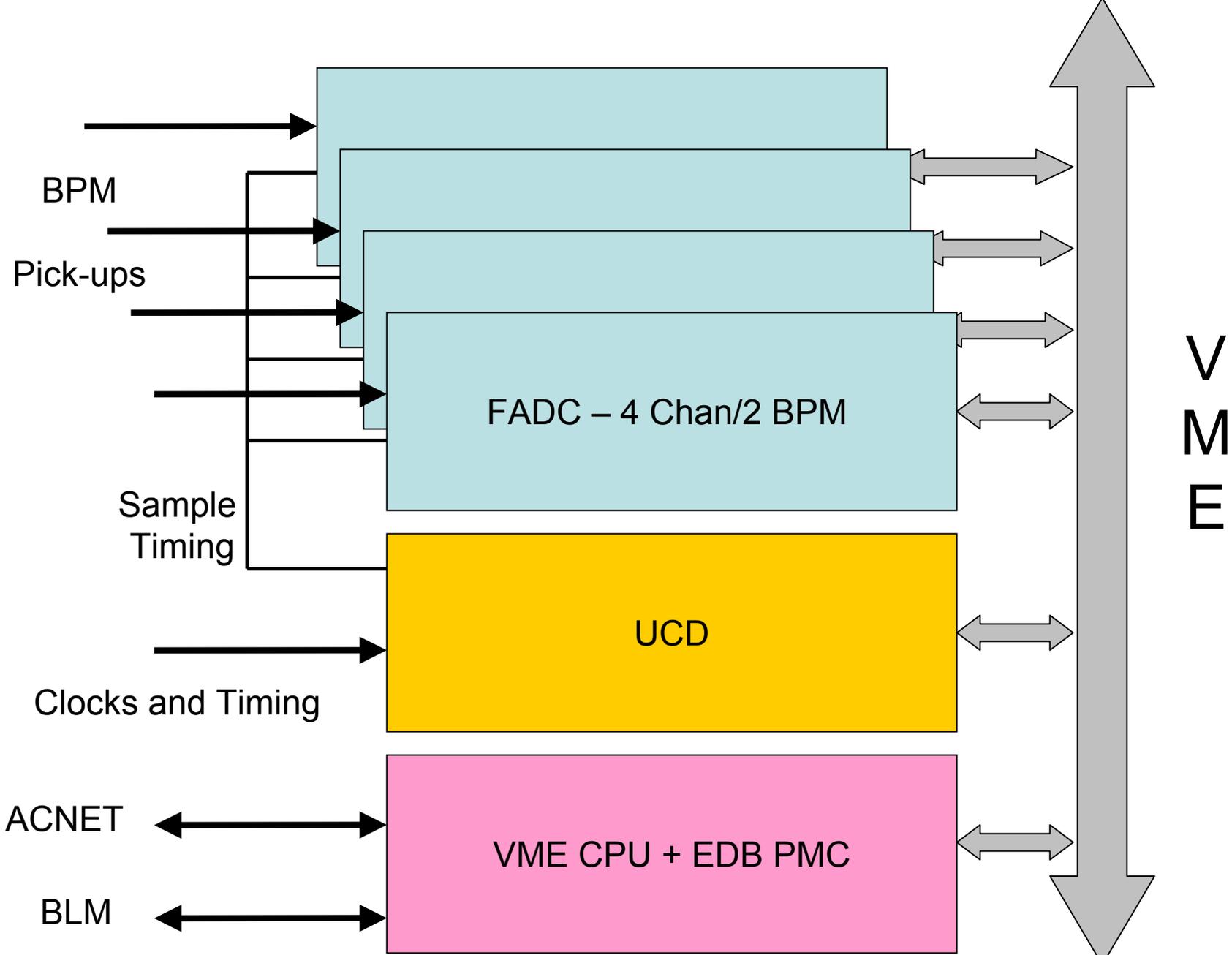
53 MHz, TCLK, MDAT,...

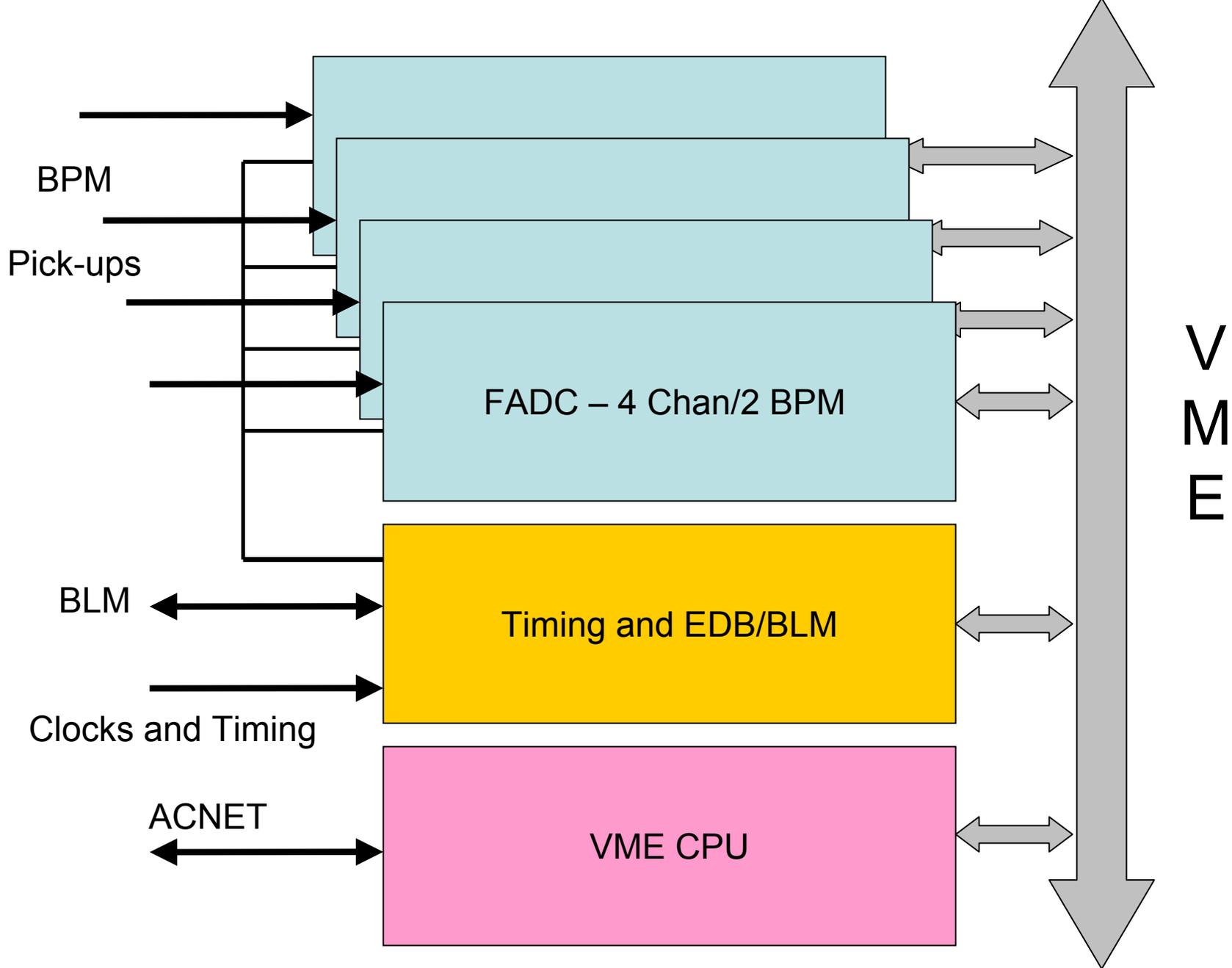


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Damper -> BPM



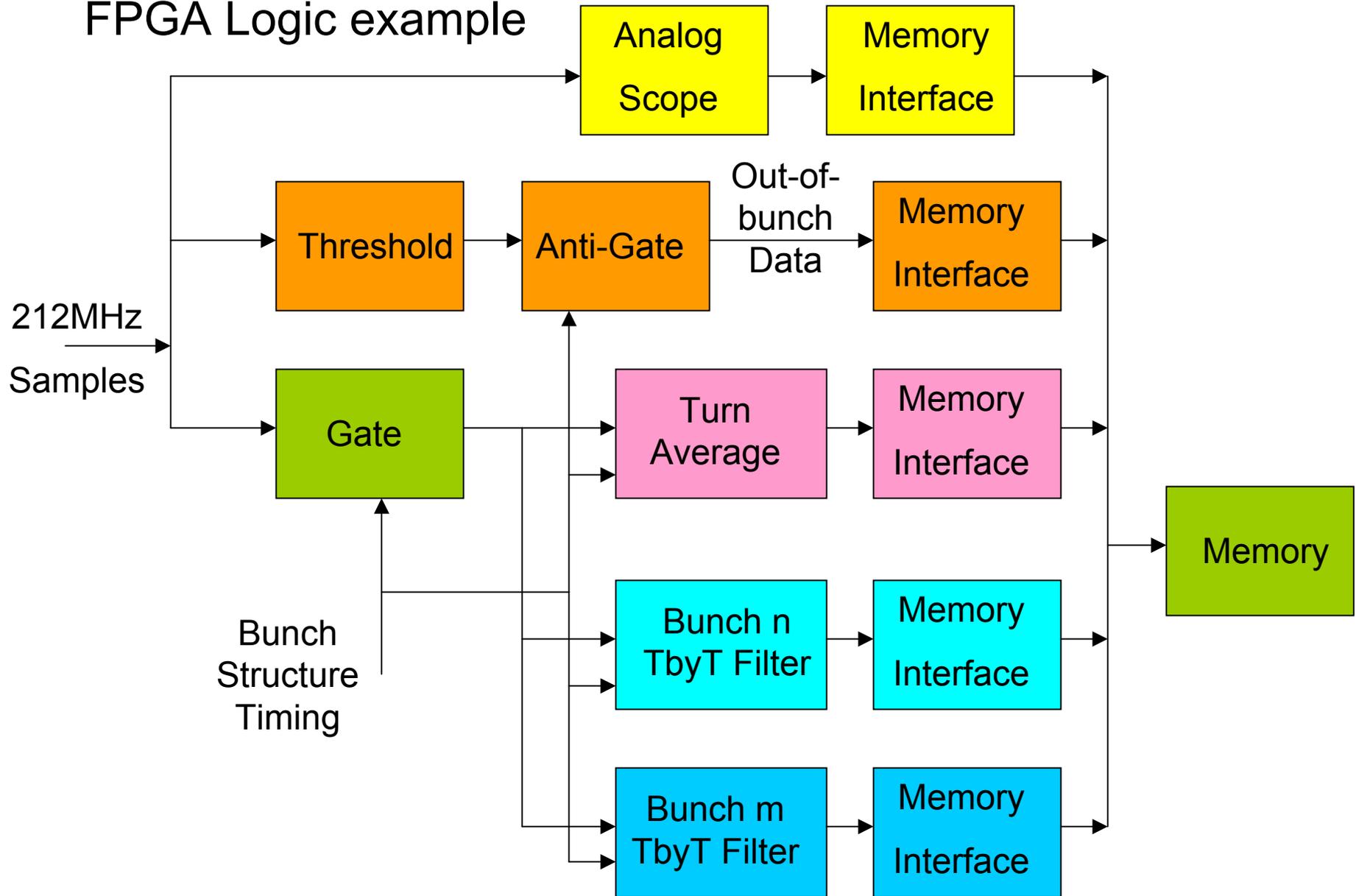




So What Do We Get?

- Minimum: A Sample every bucket, allowing filtering and averaging everything with everything. Multiple data streams.
- Synchronous sampling and phasing can be beam triggered.
- Sampling based on the beam structure, i.e the FPGA data rate is proportional to the beam structure.
- We can time-separate the proton signal from the antiProton signal.

FPGA Logic example



What is the bad news?

- It isn't a perfect fit to our problem but the core design is close enough that we should be able to use it.
- It isn't a production board just a good core design we can build upon.
- It is complete over-kill but it costs \$400-\$500 per channel **today**, quantity one.

What needs to be done?

- Determine the Analog Filter to use:
 - Nothing??
 - Low Pass Filter only?
 - Switchable Bandpass Filter to spread the pulse width on uncoalesced bunches?
- Determine functionality of current board and stuff another one for our testing.
- Soon, channel # decision. Then layout new board and simulation of VHDL logic.

Webber Questions

- are there parallel, simultaneous position processing issues in the new requirements that the FDB architecture can/cannot satisfy?
 - Nope
- what are the requirements for switching between modes in a short time?
 - Run several modes in parallel
- is the FDB pipeline/FIFO processing architecture limiting in any significant way relative to TeV requirements?
 - No FIFO, FPGA pipeline runs faster than data rate.
- are implied VME backplane data rates acceptable?
 - VME rates are ACNET request dependent. Boards can buffer data.
- what might be possibility of excessive loading on VME CPU?
 - Programmer dependent.
- what are the triggering implications and requirements on external timing/triggering system?
 - Noticeable, timing must sync to accelerator clock.