

PCB-level modularity exemplified by the Serenity-S1 ATCA board

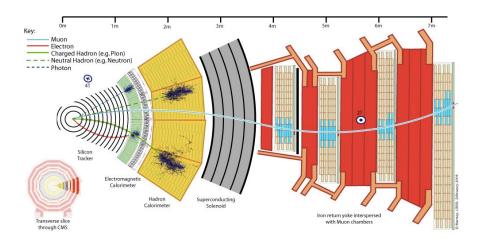
Torben Mehner on behalf of the Serenity collaboration

SEI Tagung 2023, KIT

High Luminosity LHC – CMS



- HL-LHC operation will start in 2029 with 5-7 times increased luminosity
- Two-level trigger
 - 40 MHz bunch crossing
 - 750 kHz after L1-trigger
 - 7.5 kHz after High Level Trigger (HLT)
- Necessary to include tracking information at first level of triggering



CMS Level-1 Trigger in HL-LHC

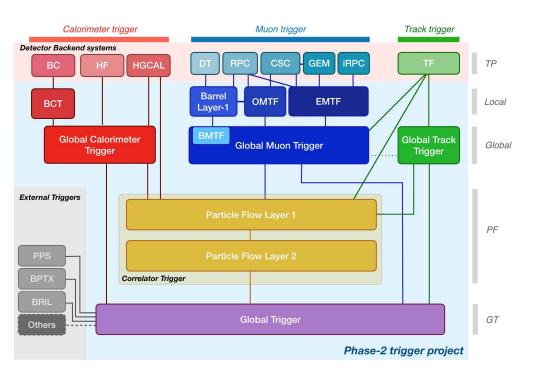


4 complementary trigger types

- Calorimeter Trigger
- Muon Trigger
- Track Trigger
- Particle Flow Trigger

Serenity boards intended to be used in

- HGCAL
- DTC, GTT
- Correlator L1, Correlator L2
- GT
- MTD, BRIL



Serenity Evaluation Cards

Generic data processing card for various CMS applications

Advanced Telecommunications Computing Architecture (ATCA) form factor

- Up to 16 cards in a shelf with dual-star topology
 - 2 hub cards (DTH)
 - 14 node cards (DTC)
- Backplane access to
 - LHC clocks
 - Trigger and Timing Control and Distribution System for Phase-2 (TCDS2)
 - Ethernet
- Intelligent Platform Management Controller (IPMC) for communication between card and shelf





Serenity Evaluation Cards

Serenity-A

- Single FPGA Virtex Ultrascale+ VU9P or VU13P
- Up to 120 optical links with up to 25 Gbps

Serenity-Z

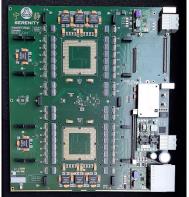
- Dual FPGA Kintex Ultrascale+ KU15P or Virtex Ultrascale+ VU7P, VU9P or VU13P
- Up to 96 optical links per FPGA with up to 25 Gbps

Objectives

- Develop production-ready cards from common infrastructure
- Improve maintainability by reducing variations



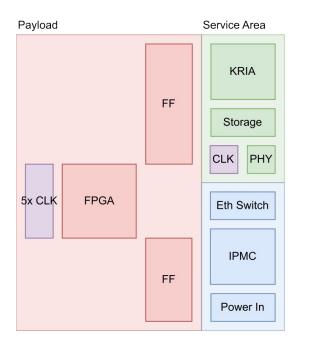




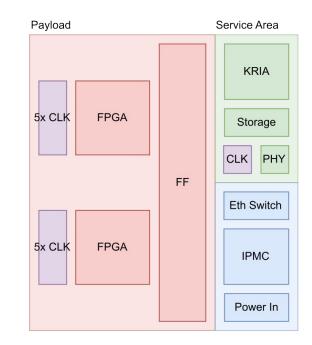
Serenity Cards in the CMS Experiment



Serenity-S1



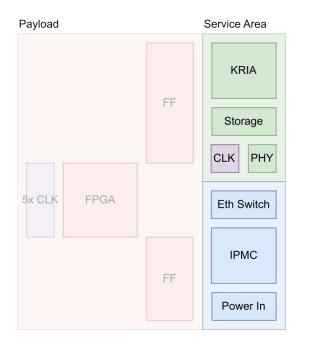
Serenity-D1



Partitioning of Serenity Cards



Serenity-S1



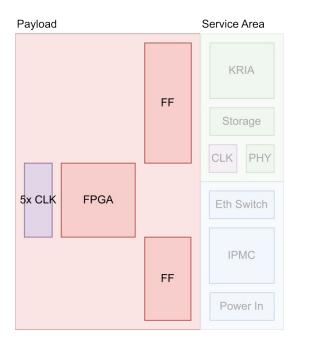
- Board Infrastructure
 - Xilinx KRIA SoM
 - Zynq Ultrascale+ SoC on off-the-shelf module
 - Clock, power, PHY
 - SD, SSD
- ATCA Infrastructure
 - Backplane connectors
 - IPMC (OpenIPMC DIMM module)
 - Power input
 - Ethernet switch

ZynqMP board management: <u>https://iopscience.iop.org/article/10.1088/1748-0221/17/03/C03009</u> OpenIPMC: <u>https://cds.cern.ch/record/2744530?In=de</u>

Partitioning of Serenity Cards



Serenity-S1



Payload

•

- Firefly + power supplies
- FPGA + power supplies
 - Virtex Ultrascale+ VU9P or VU13P

• Clocks

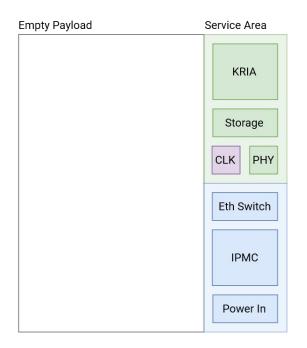
Microchip ZL30274

Modularity in Serenity-S1



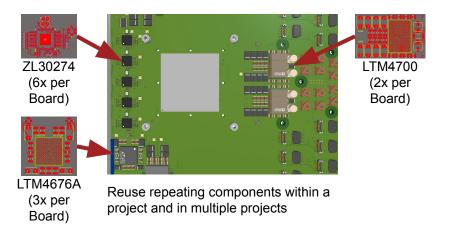
Serenity-Platform

• Large module fulfils repeating task in ATCA cards



Reuse Blocks

• Repeating small modules used across the board

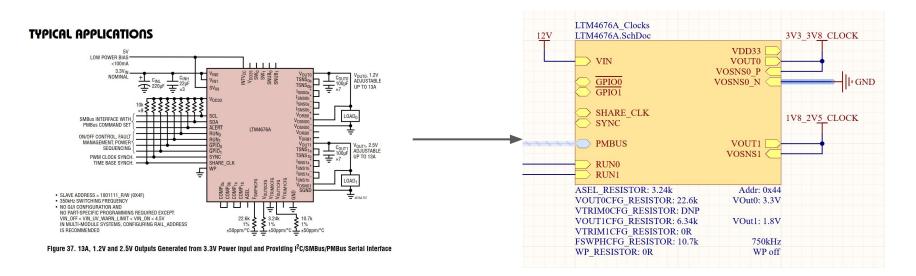


What is a Module?



Smallest reusable group of components

- To fulfil a repeating task
- To make a part work ("Copy of" typical application diagram in the datasheet)



Modularity

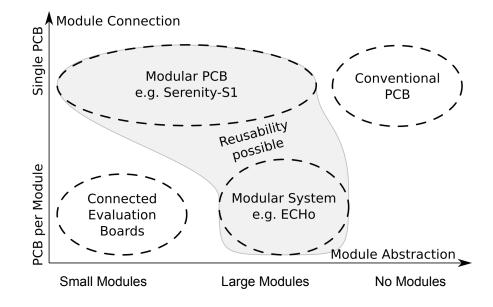


Modular PCB

- Relies on EDA functionality
- Best connections and flexibility
- Large PCBs are harder to fabricate

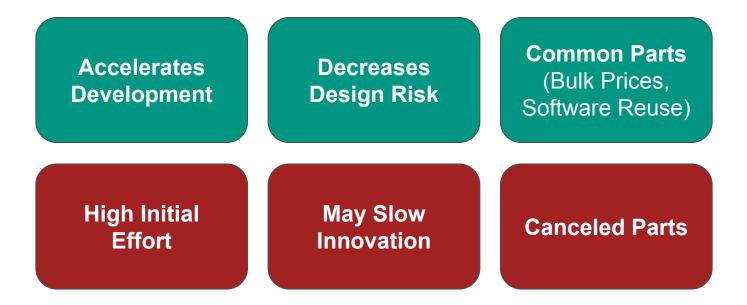
Modular System

- Multiple PCBs with single function
- Signal attenuation and reduced flexibility through connectors
- Design parallelization possible
- Production for off-the-shelf reuse



Reasons for Design Reuse

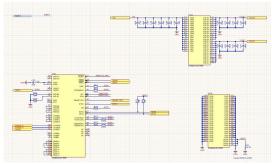




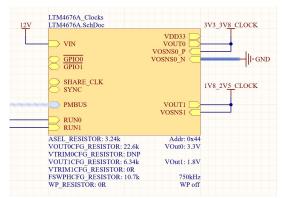
Modularity in other Fields

Karlsruher Institut für Technologie

Why do this?



When you can do this?



Software uses programming languages and IC design uses hardware description languages (HDLs)

- Hierarchy to reduce complexity
- Reuse from libraries

There are PCB-Level HDLs that replace schematic entry, but they tend to be very short lived:

- Polymorphic Blocks (for KiCAD)
- jitX (commercial, for KiCAD, Altium)

Solution:

Use software concepts in hardware design

Guidelines for Modularity in EDA

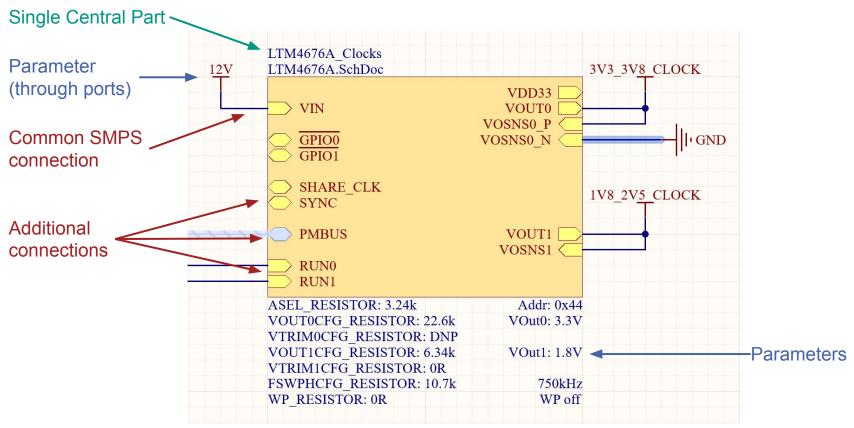


- Hierarchical Design
- SOLID design principles
 - Single Responsibility
 - Single central part or
 - Single functionality by multiple parts
 - Open for additions Closed for changes
 - Simple "Placeholder" module for e.g. LDOs, SMPS
 - Extendable with additional connections
 - Interface Segregation Principle
 - Only have absolutely needed functionality in a module
 - Use parameters for potentially changing values
- GIT integration for collaboration

SOLID design principles: https://en.wikipedia.org/wiki/SOLID



Guidelines for Modularity in EDA



Conclusion

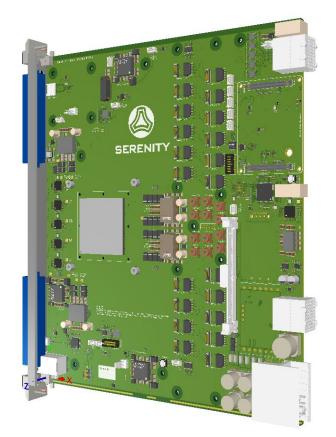
Conclusion

- Serenity production cards converge to common, unified structure with little variation
- Modularity can increase development speed of both hardware and software by using principles from software engineering

Outlook

- First 12 Serenity-S1 boards are now being fabricated
- Results are expected in September
- Modularity can ease the design of new systems by providing a framework and reusable common modules

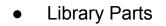




Backup slide section

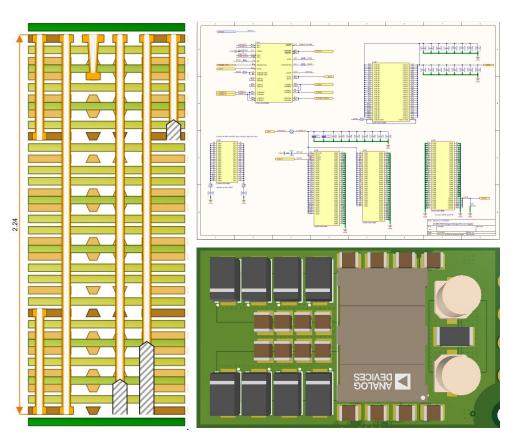
Reusable Assets





• Schematics

- Frame Template
- Project Rules
- Modules
- Layout
 - Stack-Up & Design Rules
 - Modules
 - Outlines (e.g. PCIe, ATCA)



Serenity Platform

Partitioning leads to a platform framework with interchangeable payload area

Benefits

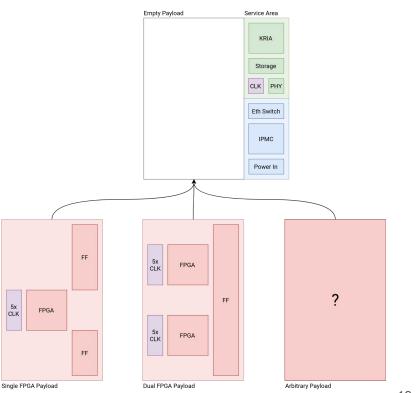
- Reuse service area to accelerate development of ATCA card with different payloads (hardware & software)
- No connectors and therefore no restrictions or attenuation from connectors

Drawbacks

- Initial design effort is higher
- IO-limits due to platform framework (limited to node usage in dual-star backplane)



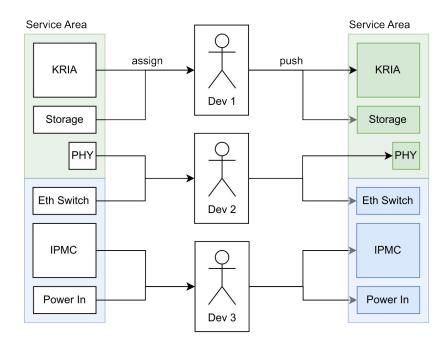
Serenity-Platform



Cooperative Schematic Design Process



Cooperative Schematic Design Process



- Initial design
 - Build empty "skeleton" with interfaces
- In-Depth design
 - Distribute design sheets to multiple engineers or reuse sheets
 - Each engineer can work independently on sheets
 - Have steady chat and weekly meetups to be able to change structure if necessary
- Review

Cooperative Layout Design Process



Cooperative layout design process with single git-controlled layout file

- 1. Assign work packets
- 2. Get local copy
- 3. Work on local, self-contained design area
- 4. Update main branch
 - a. Pull latest version from repository
 - b. Copy progress from local copy to main branch
 - c. Push main branch

Cooperative Layout Design Process

