

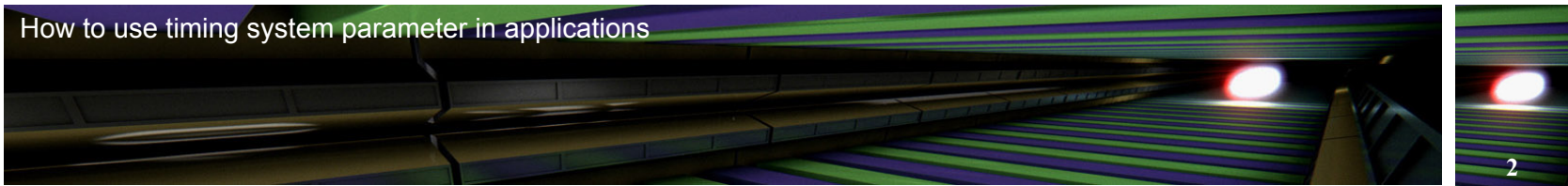


How to use timing system parameter in applications

3rd Collaboration Meeting of the European XFEL,
Hamburg, 7-9 April 2014

Olaf Hensler DESY – MCS
WP28

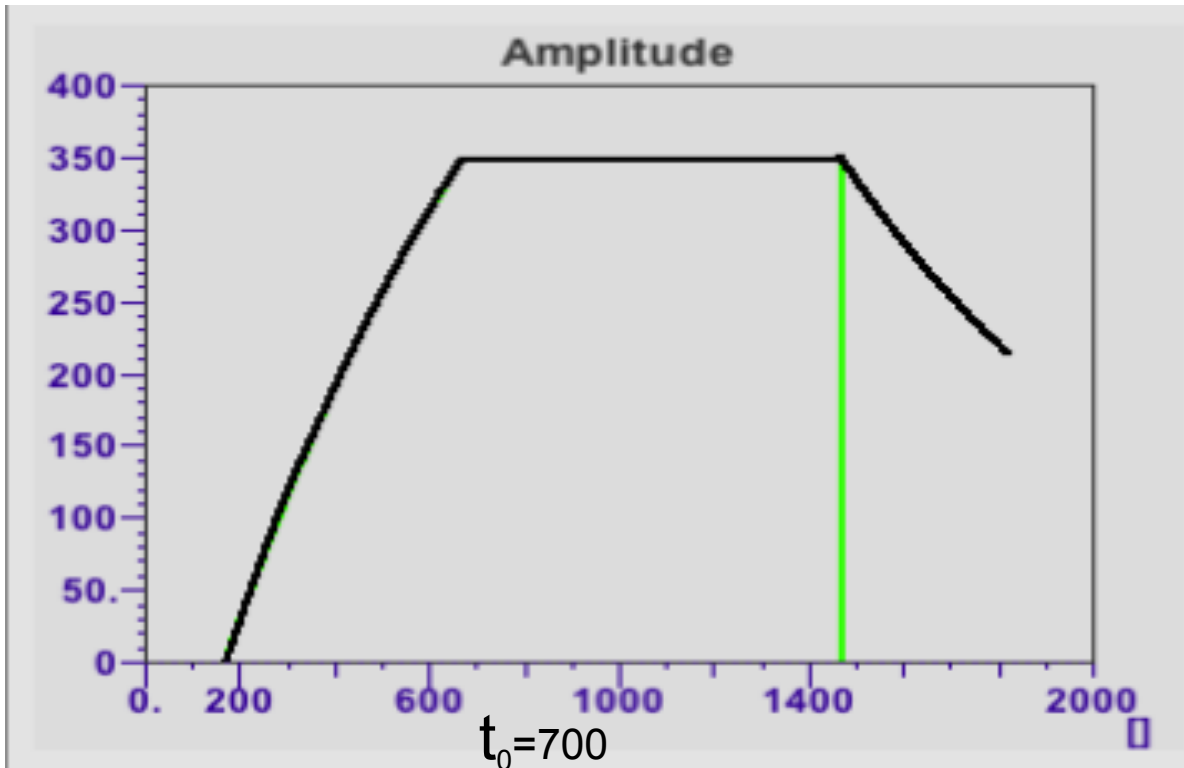




- Outline
 - Old times
 - Many sampling frequencies and bigger buffer
 - More then one accelerator (beamline)

Old times

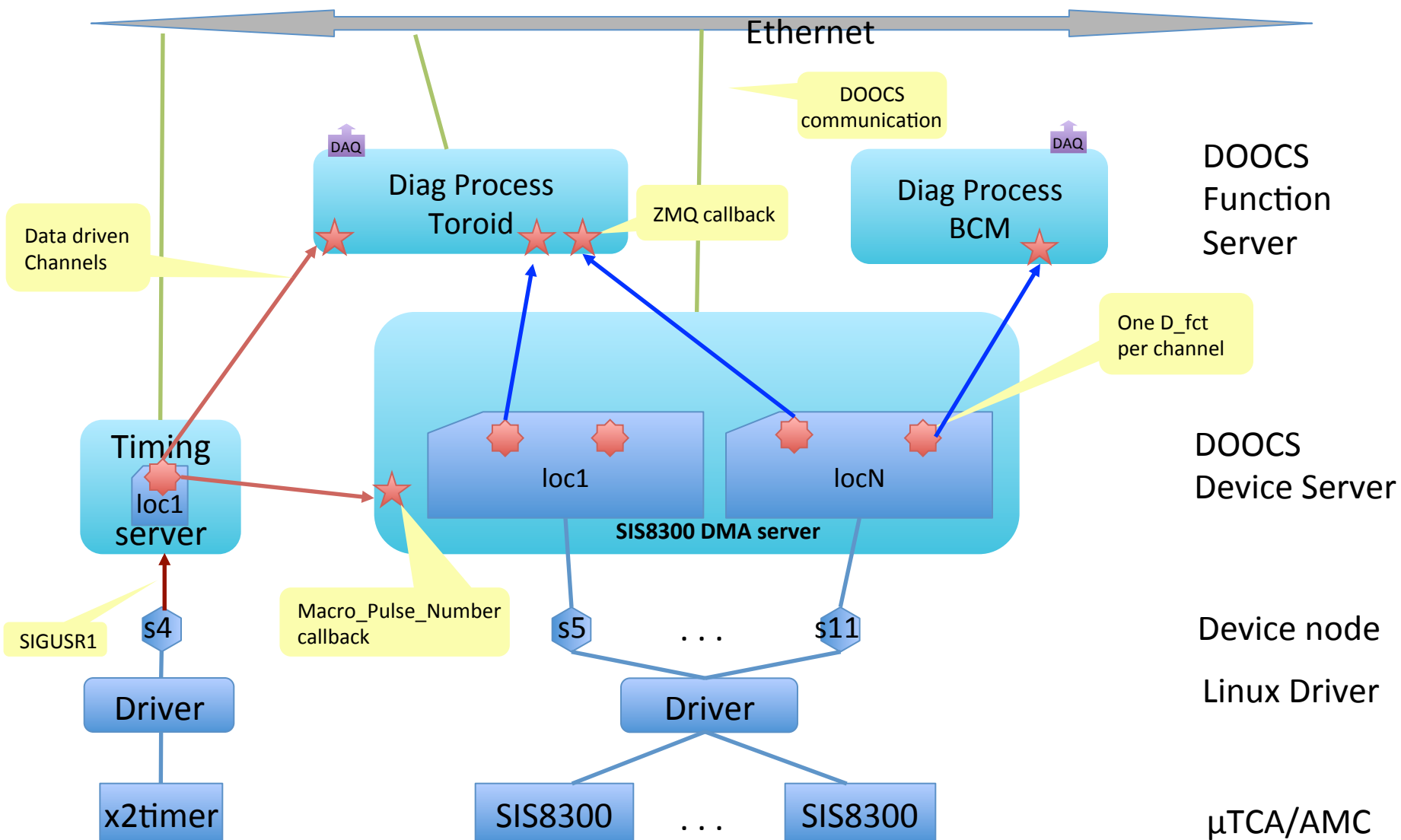
Good old TTF times ..



- 1 MHz sampling (1.00308 MHz)
- to at 700 after A6 trigger
=> 1.Bunch at 700
- 1 MHz max. bunch rate
- Index of 1.Bunch at 700
- Increment of 1
- One flattop of 800
- Data block length always 2048 samples

Front-end Architecture: Example Toroid

4



Many frequencies

5

- Many different sampling frequencies
 - LLRF : 81.25 MHz internal and 9.027 MHz for displays
 - Diagnostics : 108.3333 MHz raw data
 - BLMs : 36,1111 MHz
 - XGM : 3.6 GS (12 bit)
- Much higher data rates
 - LLRF : 18432 samples (float) for ~2ms
 - Diagnostics : 90000 samples (16 bit) for ~800µs
- Higher bunch frequencies possible
 - 3 MHz at FLASH
 - 4.5 MHz at XFEL

Definitions

6

- Base frequency is 9.027777 MHz
- t_0 is at 700 μ s
- No bunches before t_0
- Time Domain (.TD) plots are now in μ s
- Bunch pattern in 9 MHz steps
integer type to be used as indexes
- BUNCH_FIRST_INDEX.* Structure (4 integer)
 - l1 : first bunch 0 = 700 μ s
 - l2 : Duration
 - l3 : Increment
 - l4 : Number of Bunches
- PRE_BUNCH_TIME in μ s before t_0
- 9MHZ_DIV from 9 MHz base frequency, could be 1,2,3,9
=> to configure the display frequency
- SAMPLE.FLASH* structure for reduced data + PRE_SAMPLES offset

BUNCH_FIRST_INDEX.1 Definition

Example:

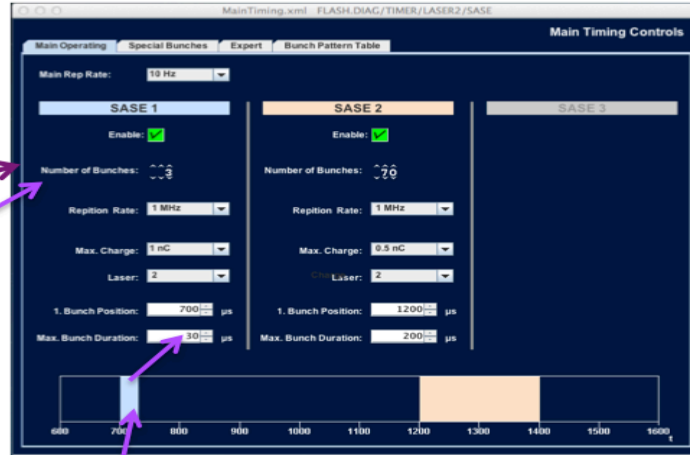
1. Bunch

Max duration

Increment

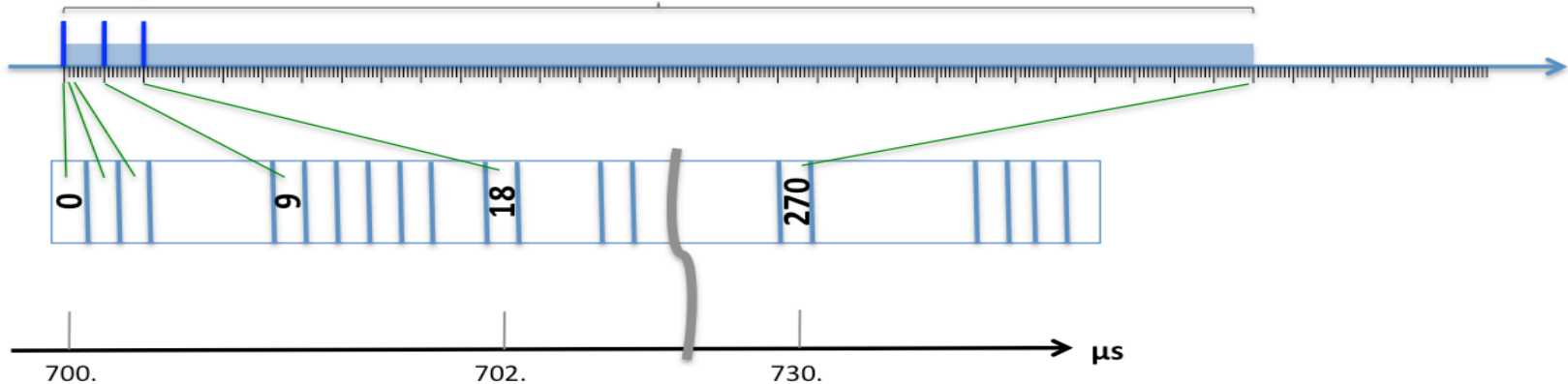
Number of bunches

0 270 9 3



3 bunches

30 μs bunches max allowed = 270 indexes

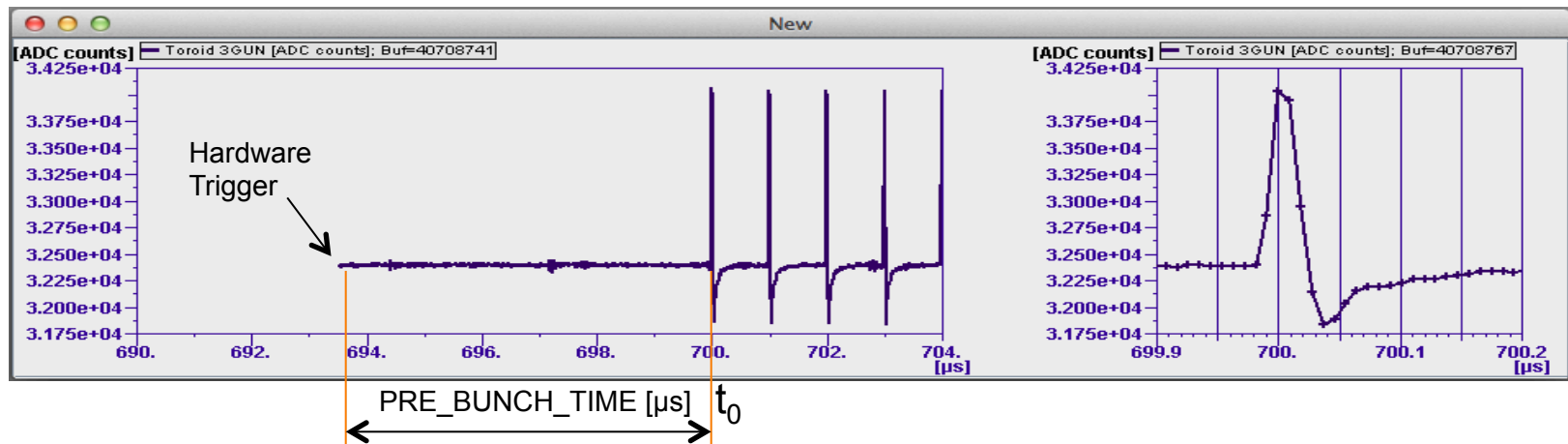


Get 1. bunch to 700 μ s (t_0)

Steps to do :

1. Define PRE_BUNCH_TIME
2. Set SAMPLE_FREQ
3. View Raw Data Signal
4. Adjust trigger delay at the timing card
5. Adjust SAMPLE.SHIFT (for different cable length)

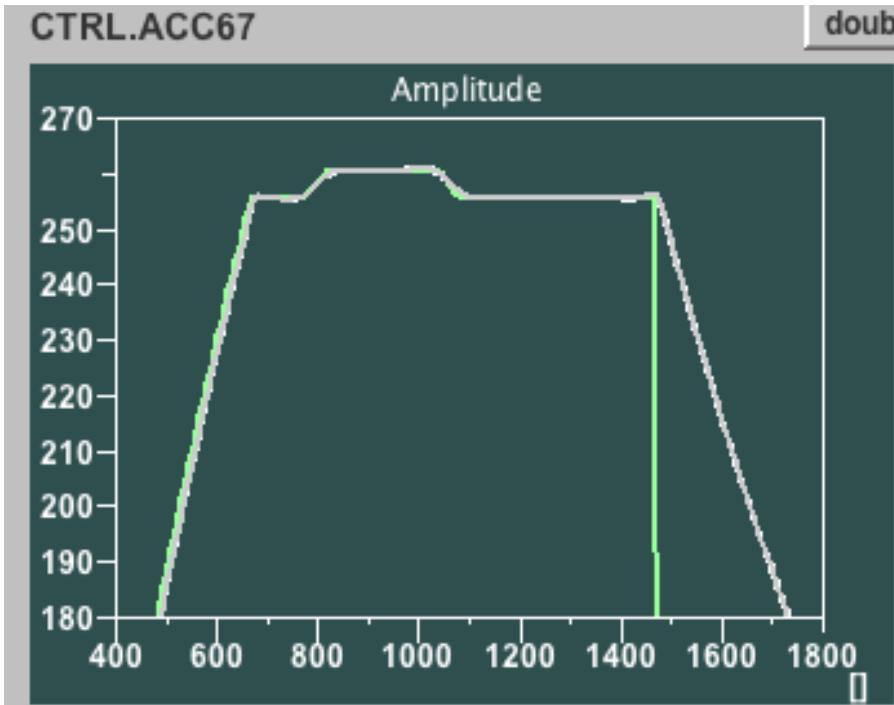
Software needed to do it ?



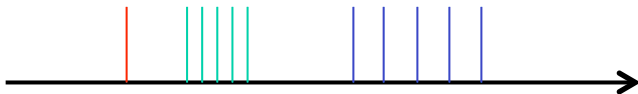
$$\text{PRE_SAMPLES} = \text{PRE_BUNCH_TIME} * \text{SAMPLE_FREQ}$$

More then one beamline

9

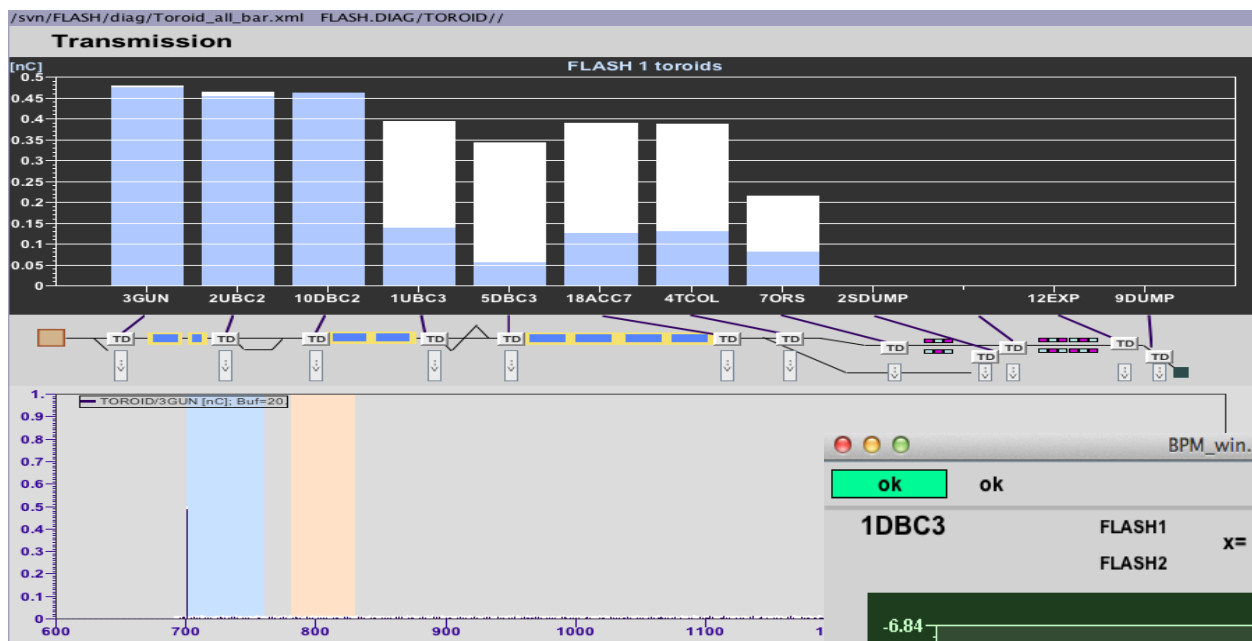


- Several flattops possible
- Start and duration of every flattop needed
- Properties for every beamline needed, CHARGE.FLASH1 and CHARGE.FLASH2
- Histories for every beamline needed, e.g. CHARGE.FLASH1.HIST or CHARGE.FLASH2.HIST
- Laser order may swap
- 1. Bunch maybe later then t_0 (700 μ s)
- Different bunch pattern possible

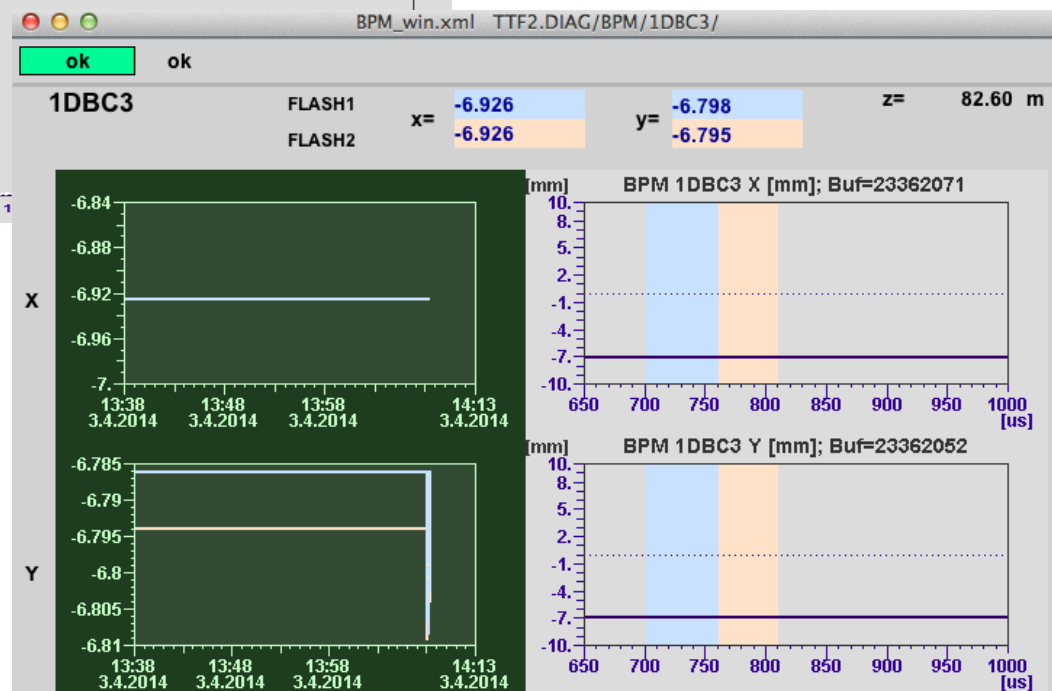


Colour code with jDDD

10



- Provide colour code per beamline
- Indicate the Time Domain of every beamline
- Properties and Histories per beamline





Toroid Middle-layer Server provides :

- Desired Bunch Pattern
- Actual PulsePattern at every toroid location
- NUMBER_OF_BUNCHES.* for every beamline
- CHARGE and CHARGE.HIST for every beamline at every toroid
- Feeds the Shared Memory of the DAQ
- FLASH.DIAG/TOROID.ML

Summary

- Front-end software is ready
- High complexity is handled by DOOCS C++ libraries
- Under test at FLASH now
- Timing Parameter available inside DAQ Shared Memory
 - But not used yet in all DAQ server