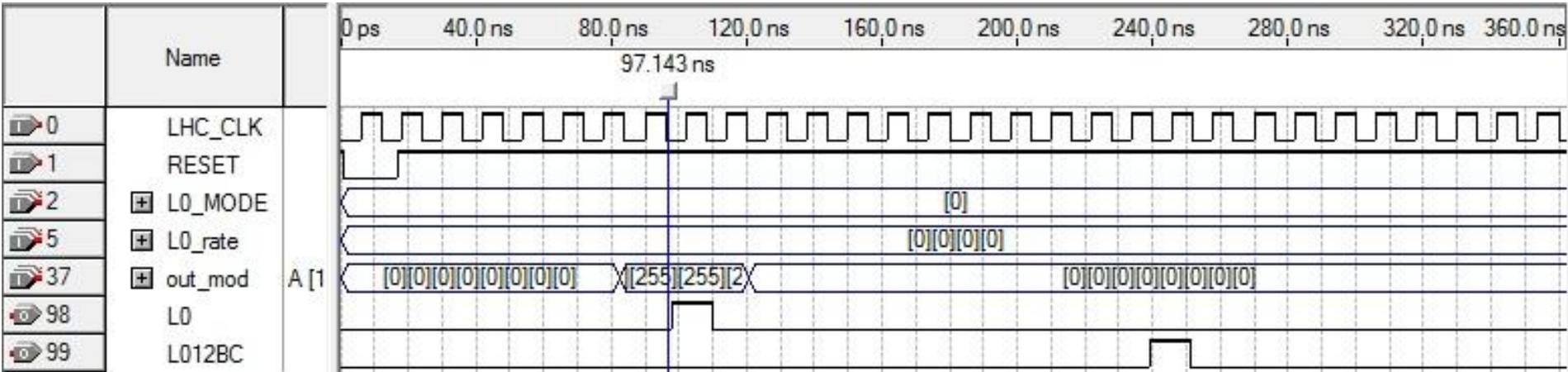


# Reporte de Actividades

Guillermo Tejeda Muñoz

8-06-2012

# Delay



Delay de 12 BC

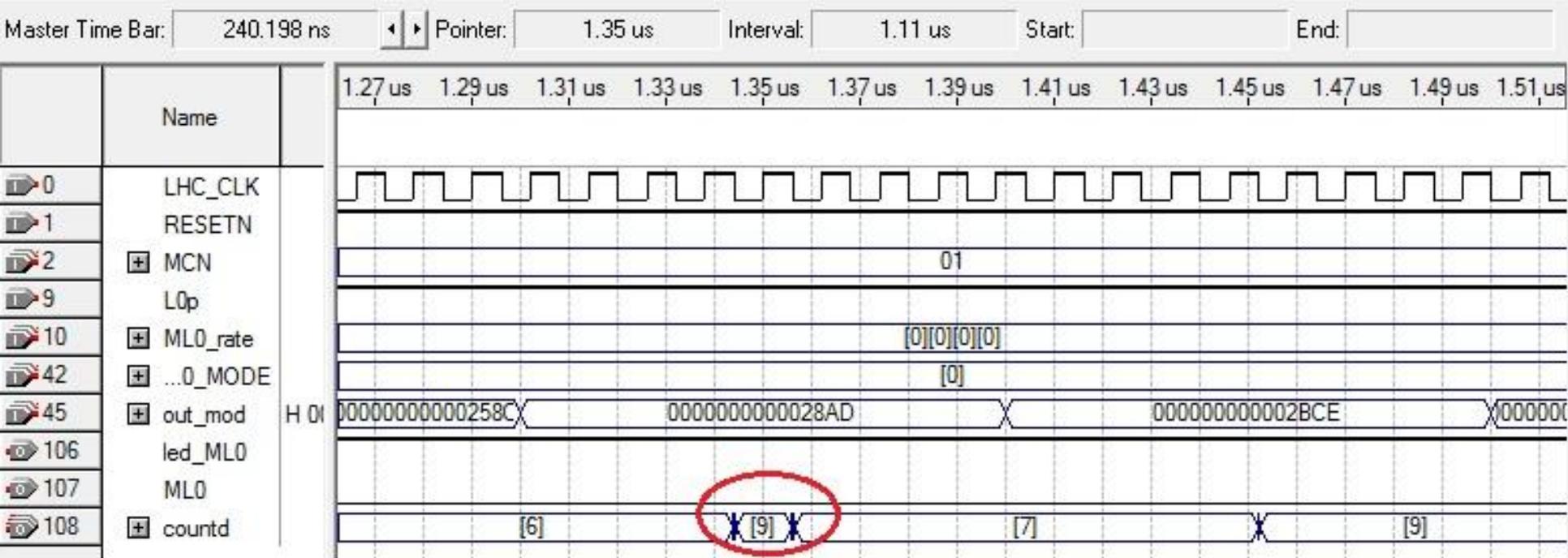
Funciones:

- L0
- Random
- Toogle
- Signature

# Firmware

- Salidas para Tarjeta en Caverna:
  - L0
  - MLO
  - MLO
  - BUSY
  - MLO
  - MLO
- **TERMINADO** (Todas las funciones)

# Pruebas de generación de MLO



Algunas partes de la suma tienen un estado incorrecto.

# L0 y MLO

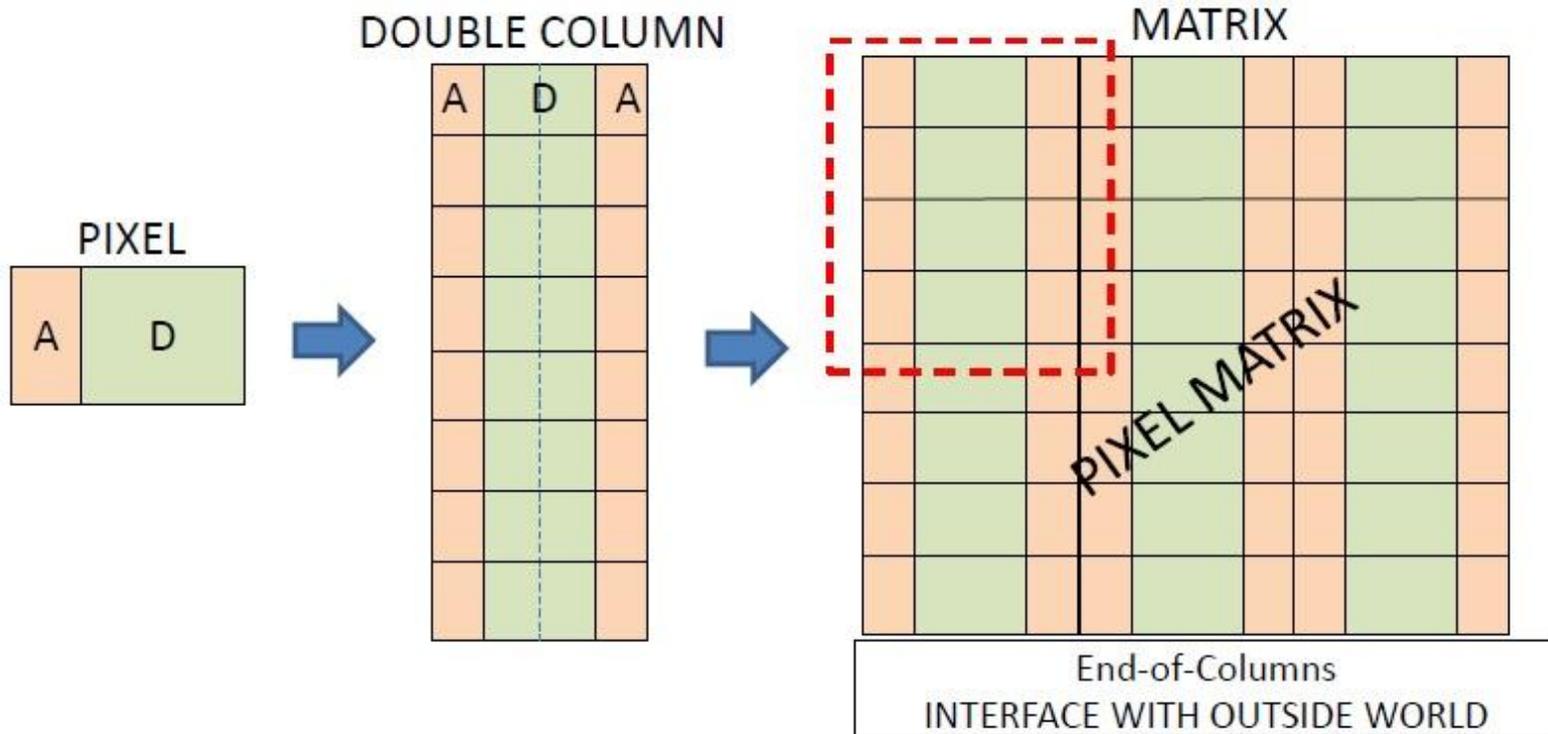
- Generados a partir de dos bloques de datos diferentes.
- Cada bloque tiene diferentes restricciones de tiempos (Reset).
- Si:
  - MLO = trigger, L0 sin función.

# Resúmenes (22 Junio)

- Tesis de Luis (\*)
- APD (\*)
- Contadora (\*)
- PC
- Cubo

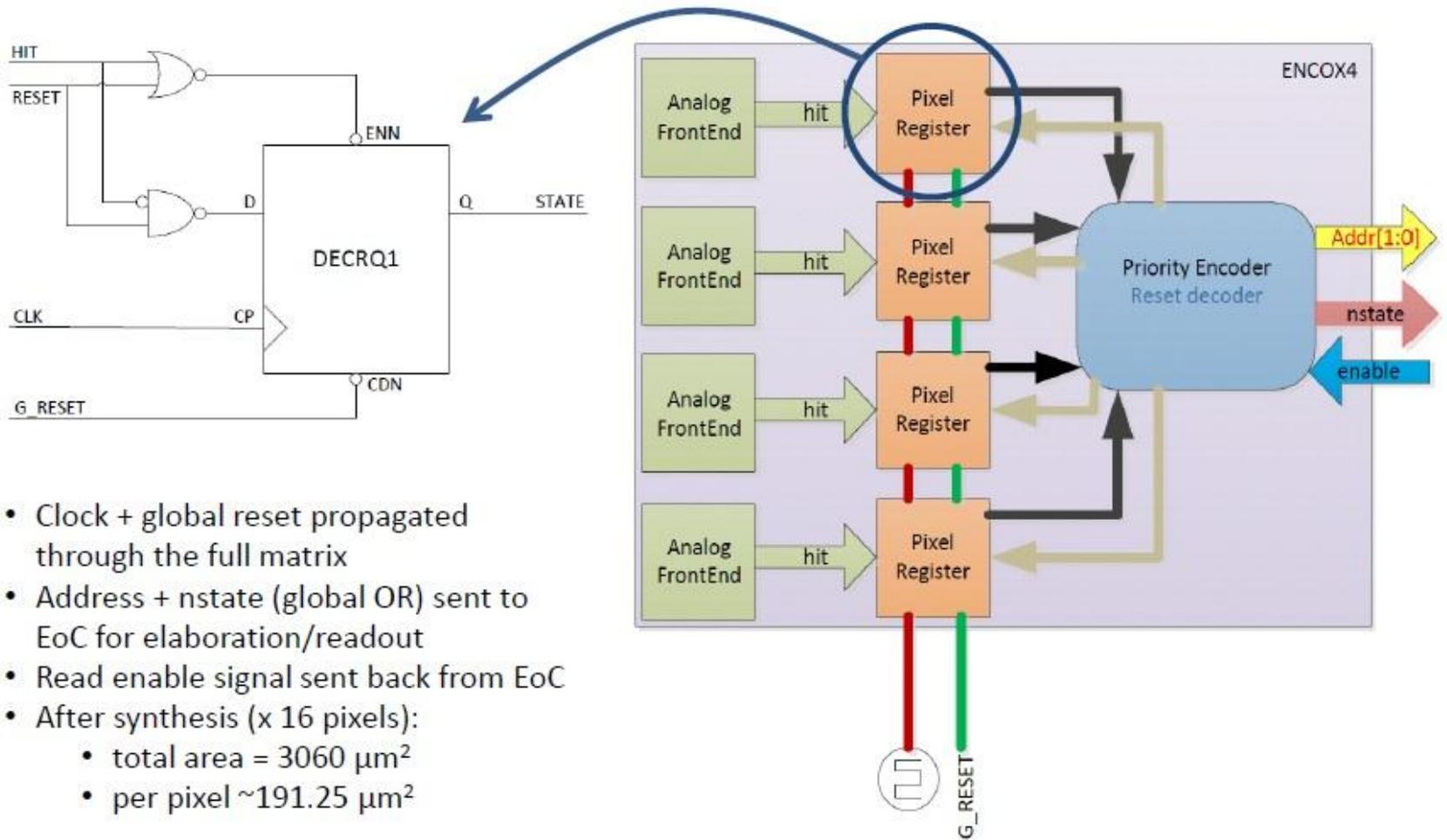
# ITS Upgrade

# ReadOut



- Matrix of pixels arranged in columns: 2 adjacent, mirrored, columns share the same digital area
- **GOAL:** after a trigger, read only the active pixels, and reset them
- Possible readout architecture with priority encoder -> basic cell of 4 pixels, repeated to read larger structures

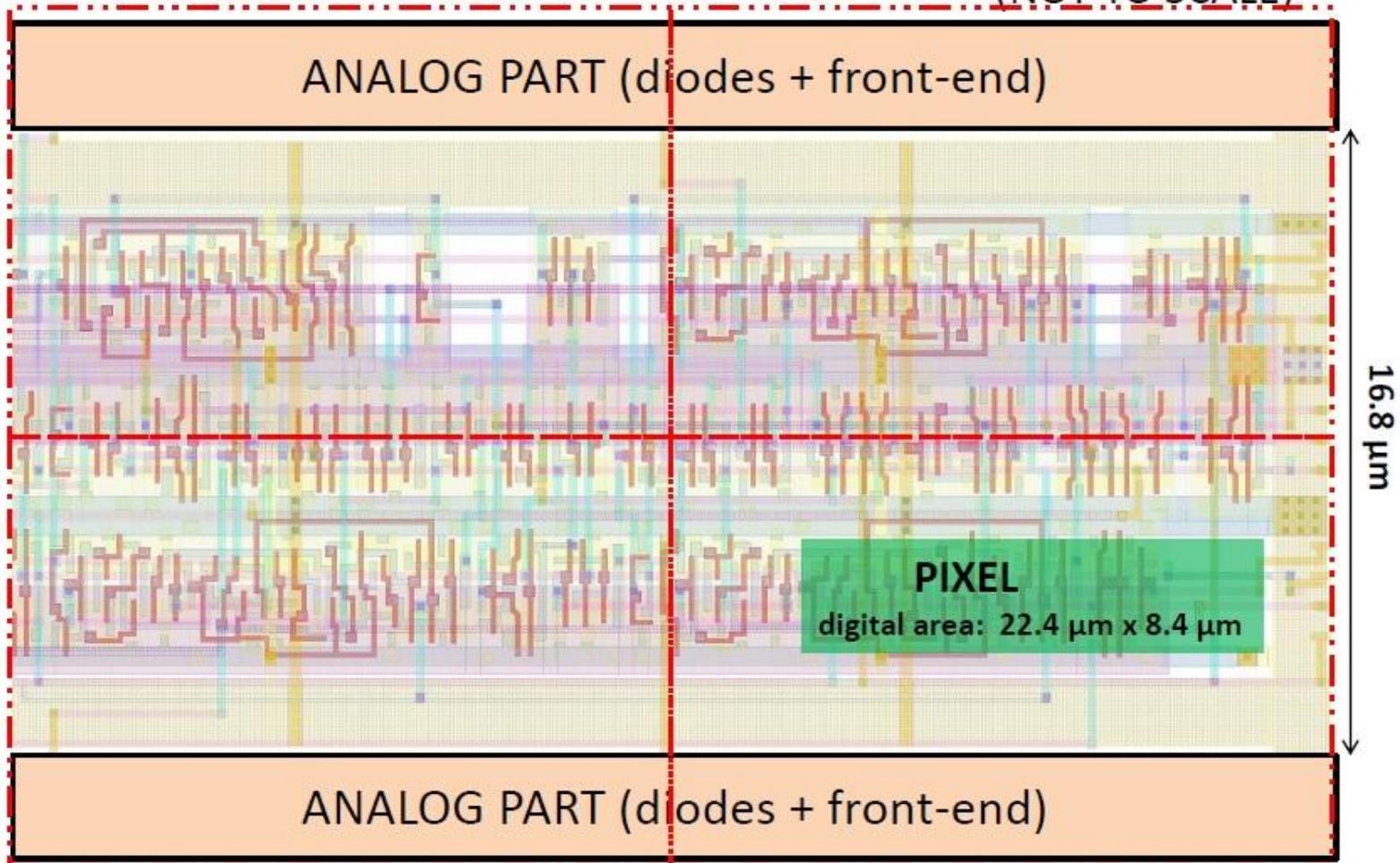
# Synchronous readout



- Clock + global reset propagated through the full matrix
- Address + nstate (global OR) sent to EoC for elaboration/readout
- Read enable signal sent back from EoC
- After synthesis (x 16 pixels):
  - total area = 3060  $\mu\text{m}^2$
  - per pixel  $\sim 191.25 \mu\text{m}^2$

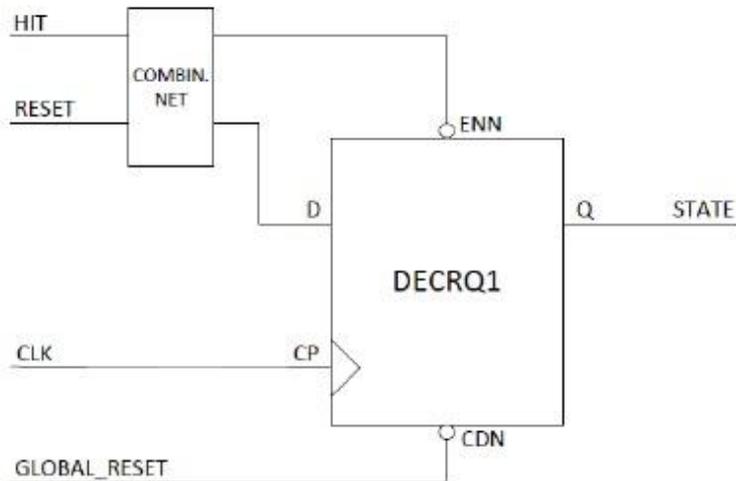
# Layout

(NOT TO SCALE)



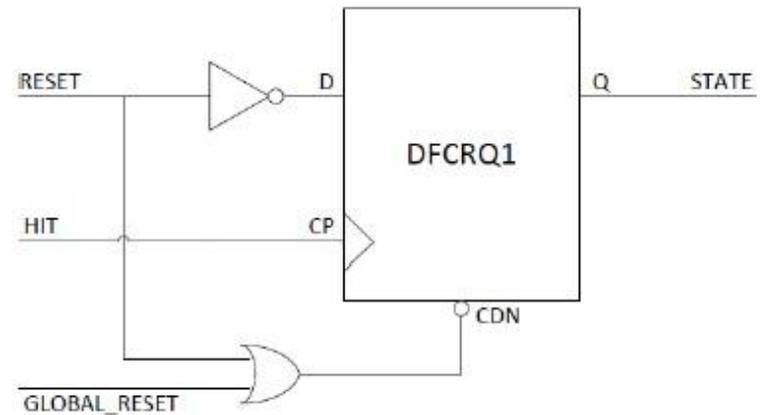
# Hit

## SYNCHRONOUS



- ✓ • easy encoding of synch hit data
- ✓ • few logic and small pixel area (only 1 FF)
- ✗ • necessity to propagate the clock to the full matrix -> switching problems, power consumption

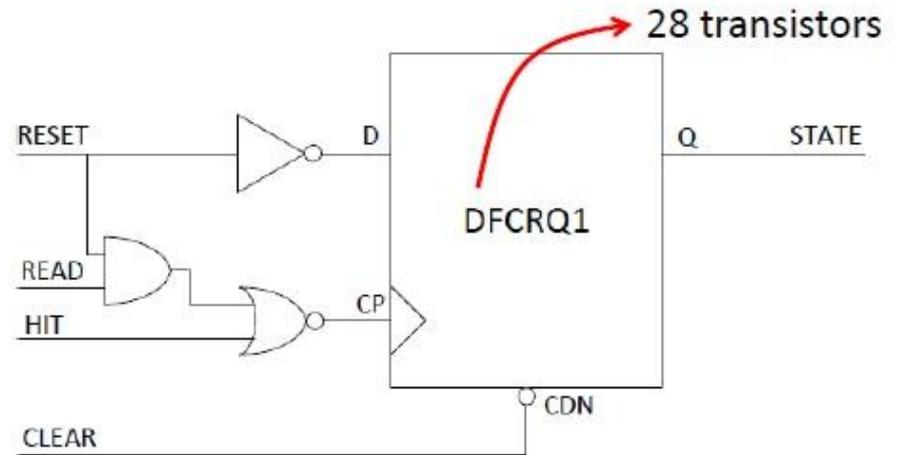
## ASYNCHRONOUS "TOGGLE"



- ✓ • no clock propagation -> lower power consumption
- ✓ • asynch. hit encoding
- ✗ • more logic to ensure proper reset, larger pixel area

# Gated Hit

- The FF is sensible to the edge of RESET signal -> register reset at the end of the reset pulse
- Must ensure that CP variation happens AFTER D variation



- Studies on custom architectures for the flip-flop
  - FF with NAND gates
  - latch with pulse generators

