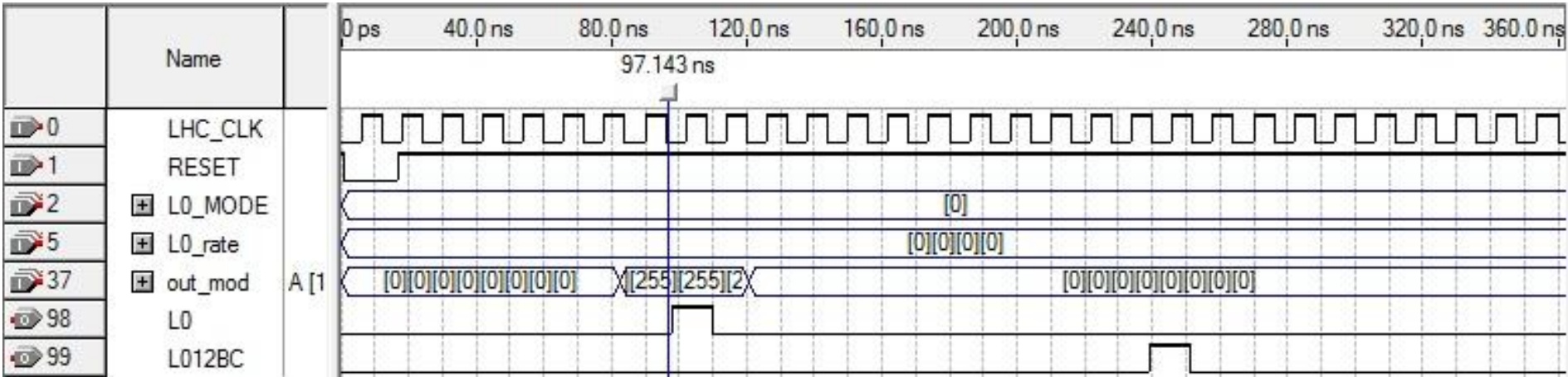


Reporte de Actividades

Guillermo Tejeda Muñoz

8-06-2012

Delay



Delay de 12 BC

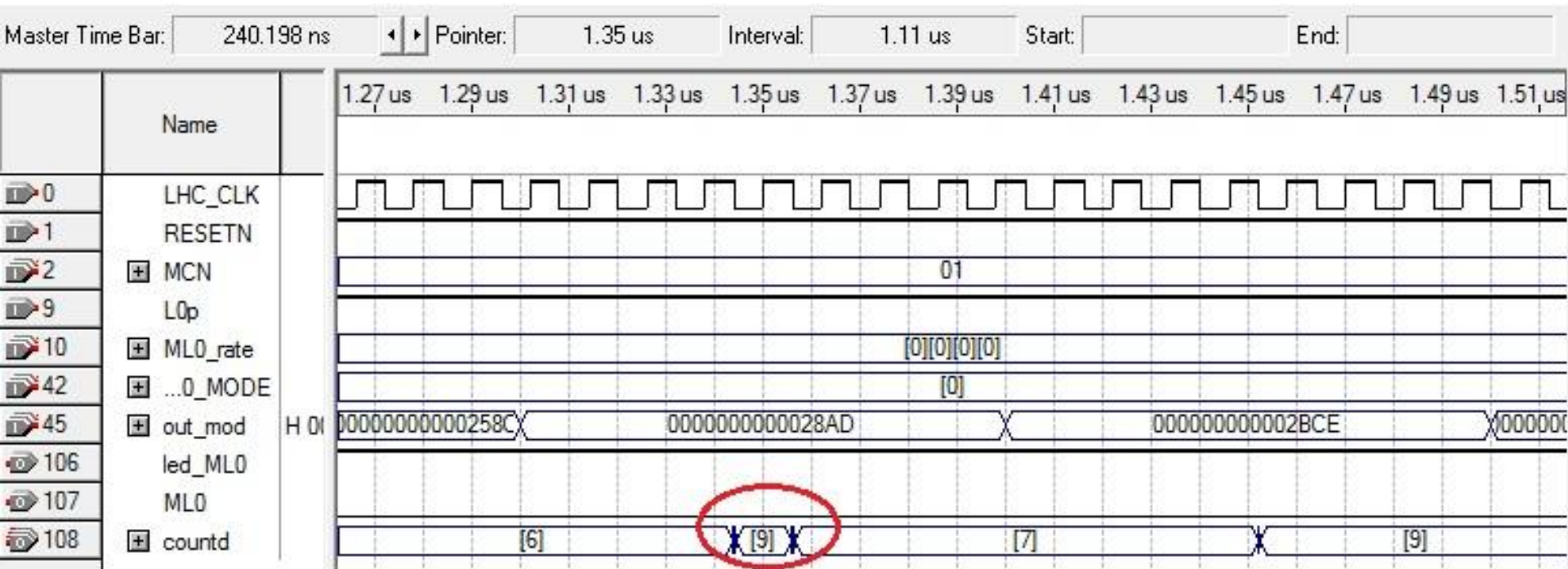
Funciones:

- 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

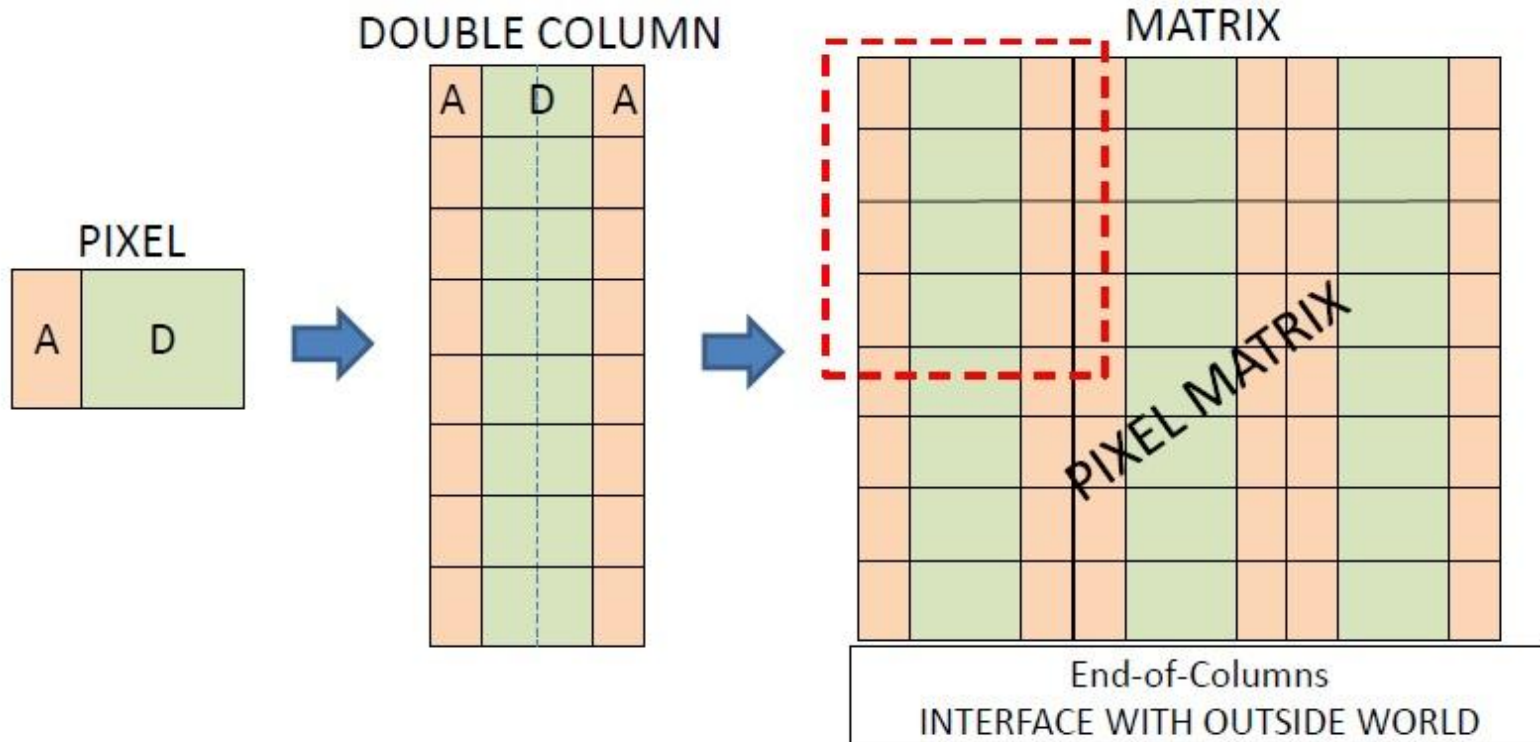
- Generados a partir de dos bloques de datos diferentes.
- Cada bloque tiene diferentes restricciones de tiempos (Reset).
- Si:
 - MLO = trigger, L0 sin función.

Resúmenes (22 Junio)

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

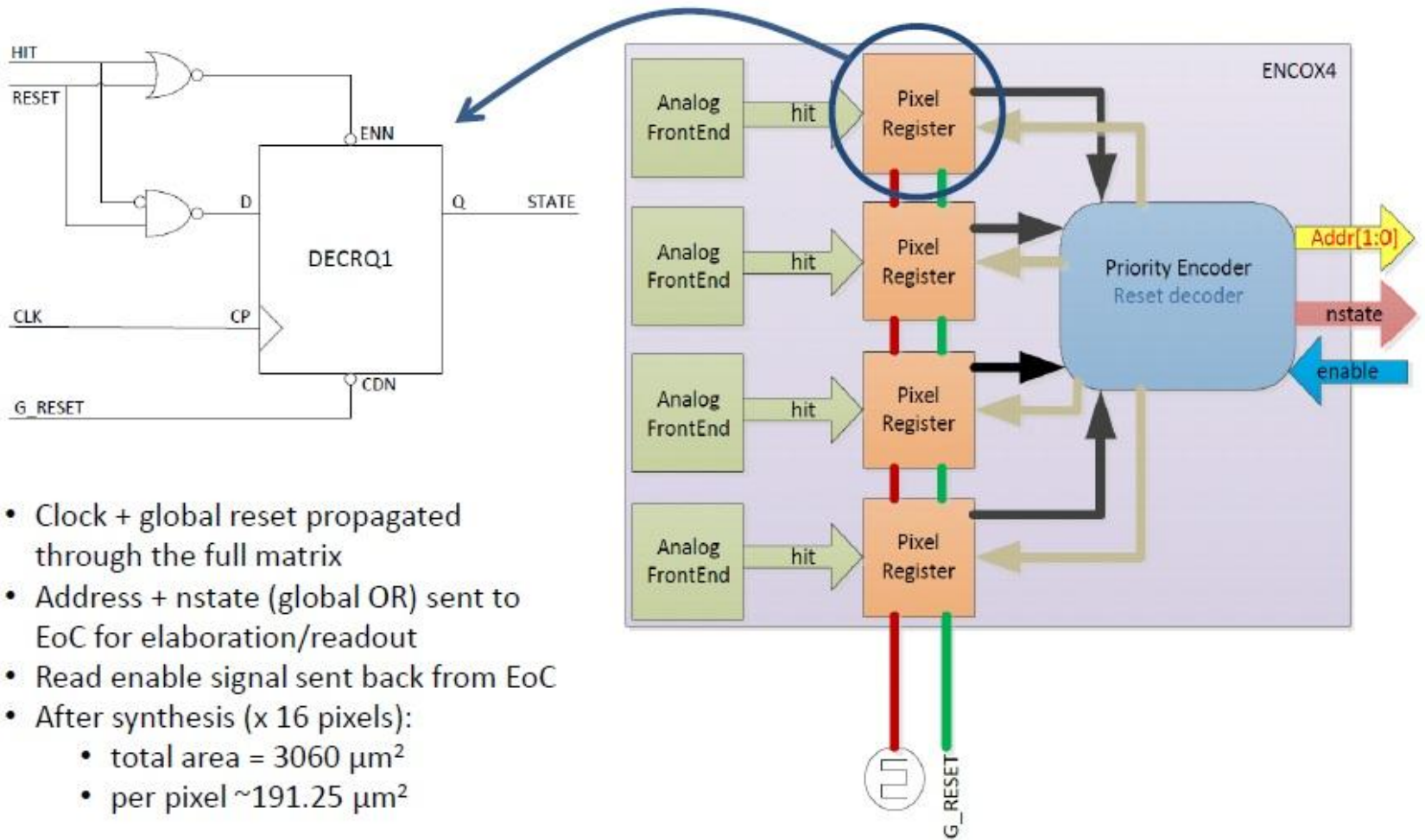
ITS Upgrade

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

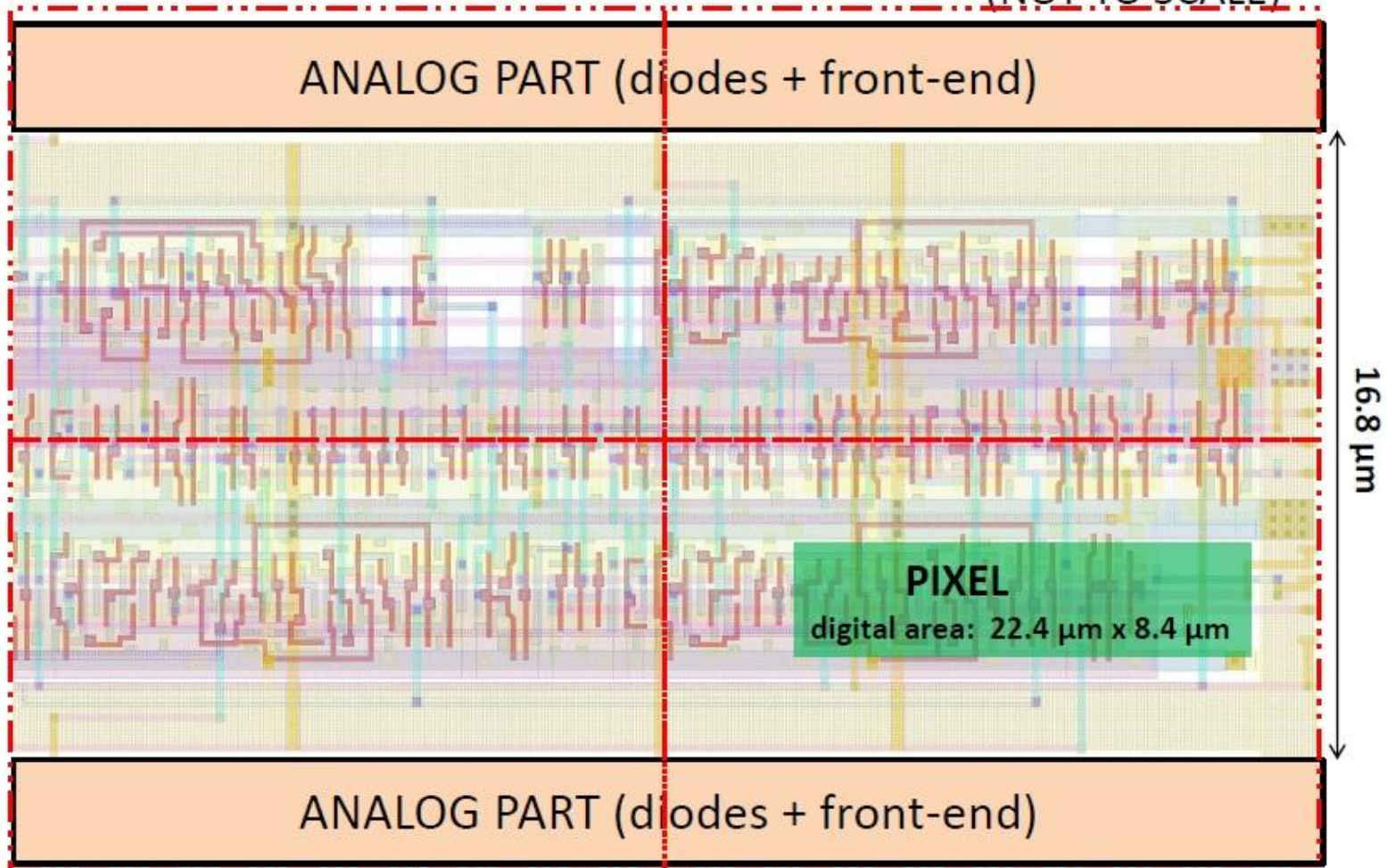
Synchronous readout



- 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 μm^2
 - per pixel $\sim 191.25 \mu\text{m}^2$

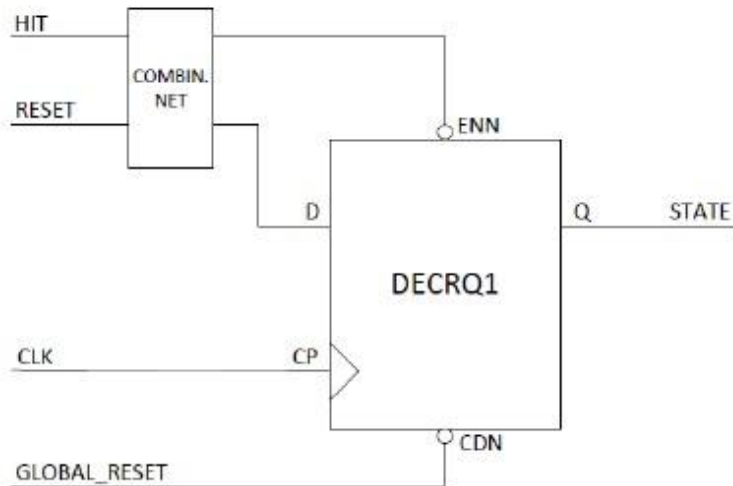
Layout

(NOT TO SCALE)



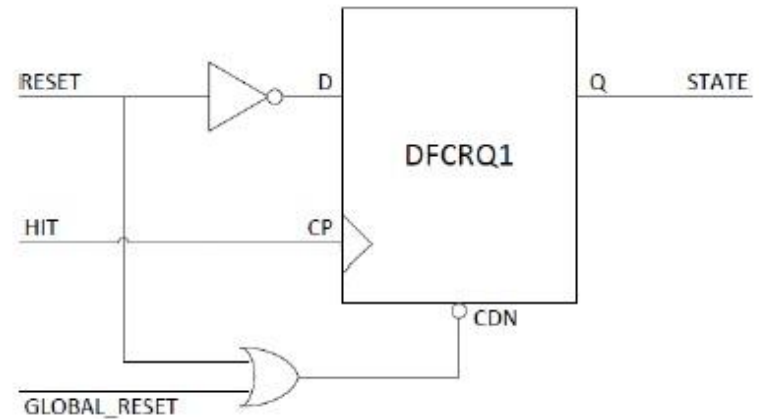
Hit

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

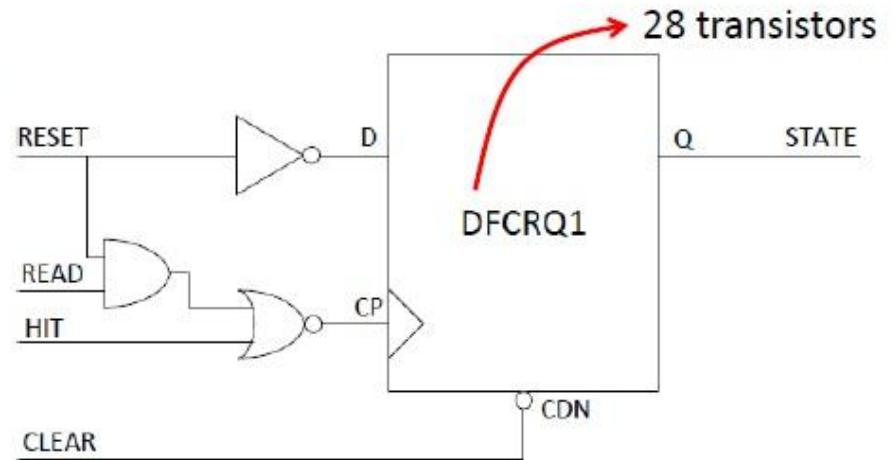
ASYNCHRONOUS "TOGGLE"



- ✓ • 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

