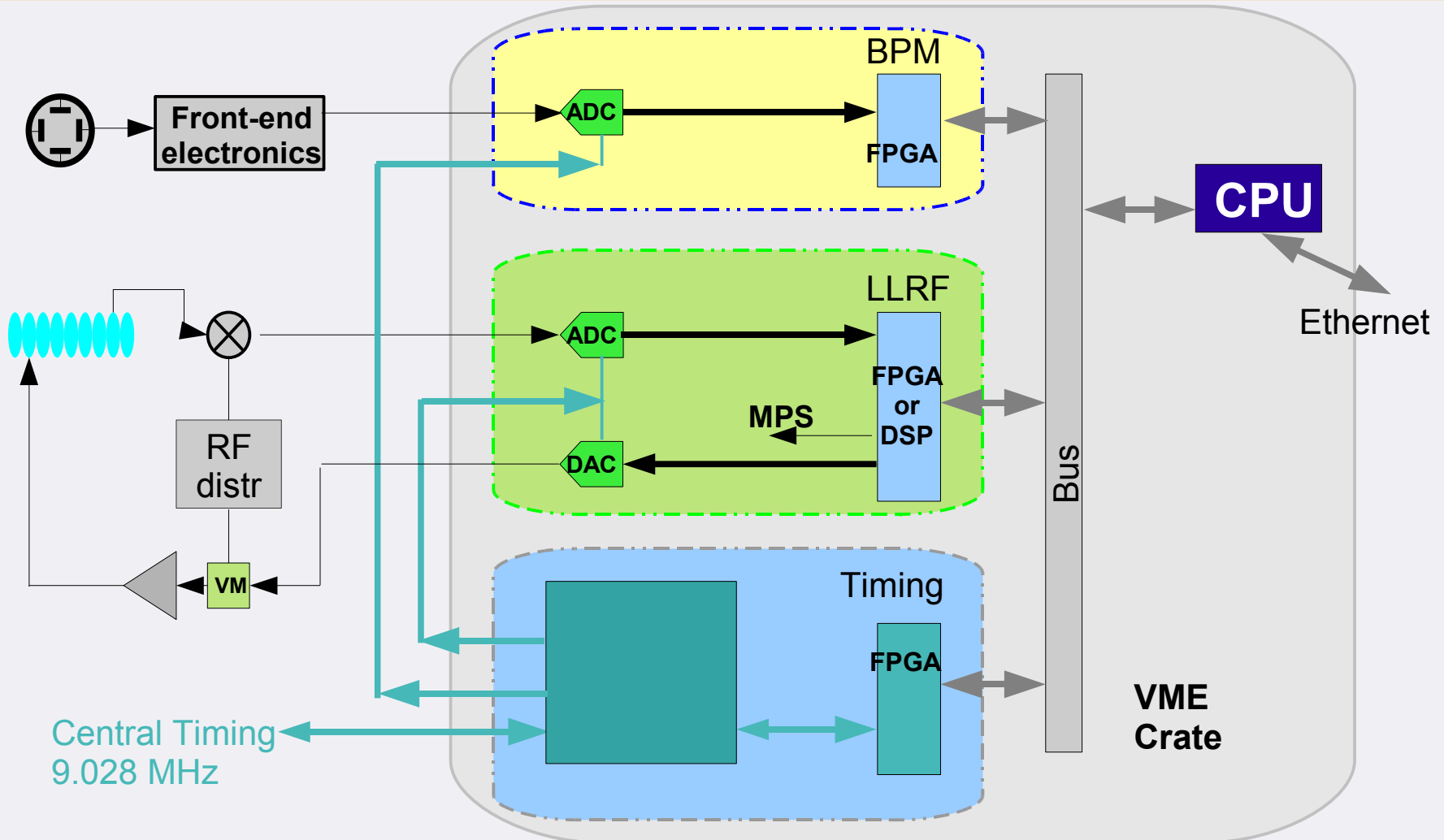


XFEL Timing System

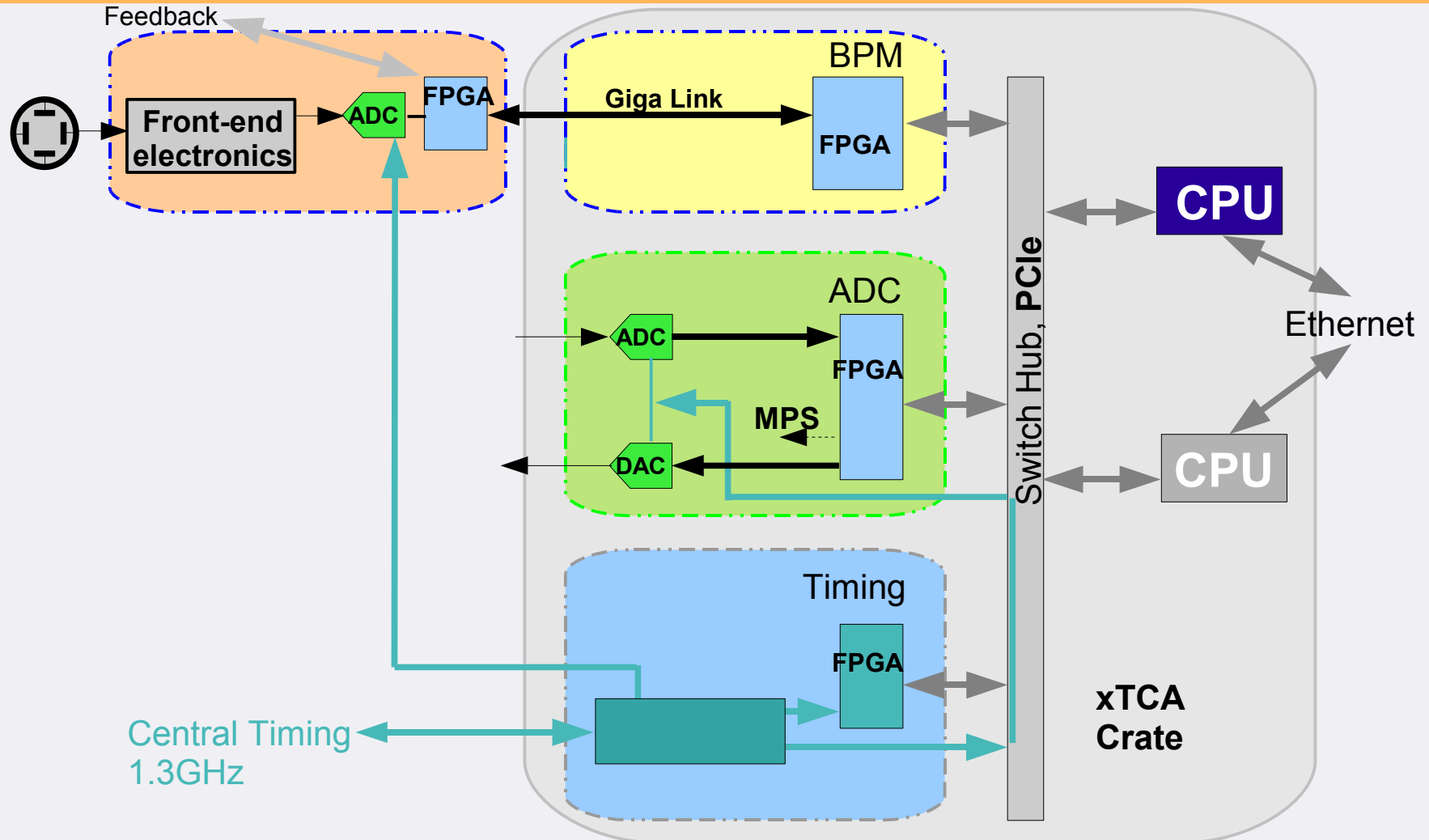
Status 7.2008

Attila Hidvégi
Patrick Geßler
Kay Rehlich

The Front-end: **FLASH** Example

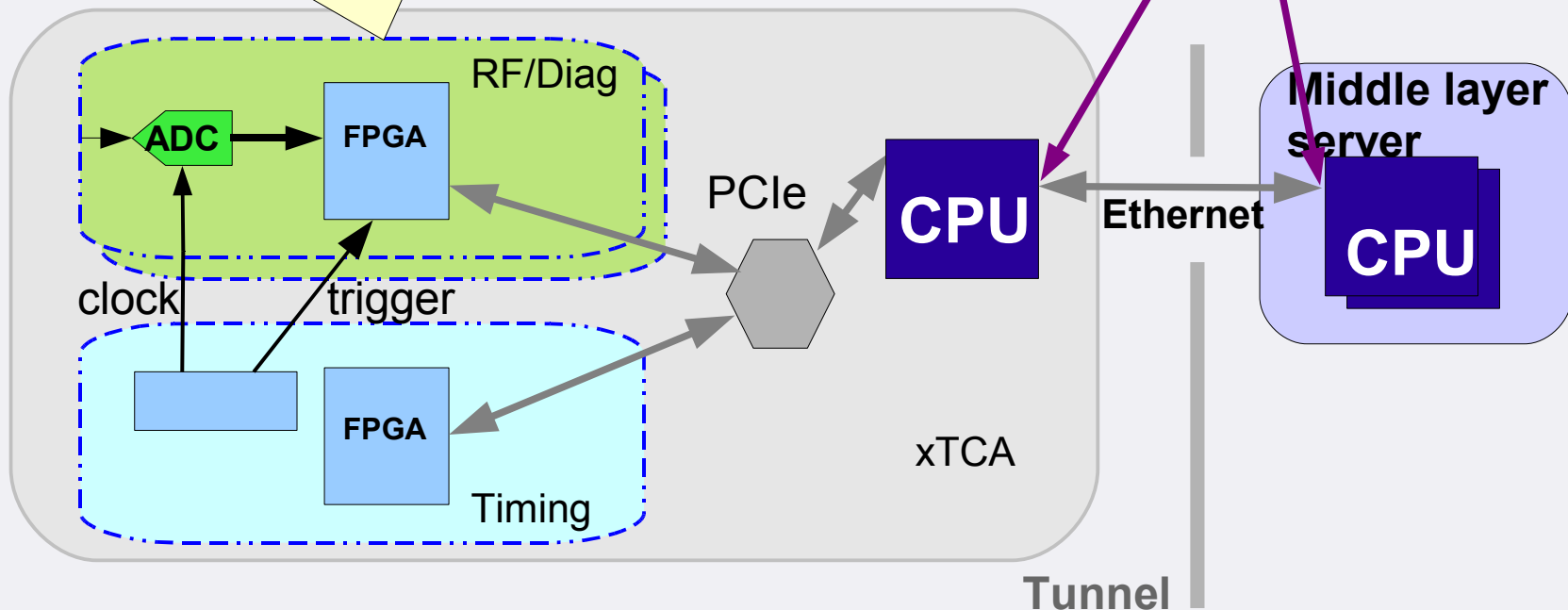


The Front-end: **XFEL** Examples



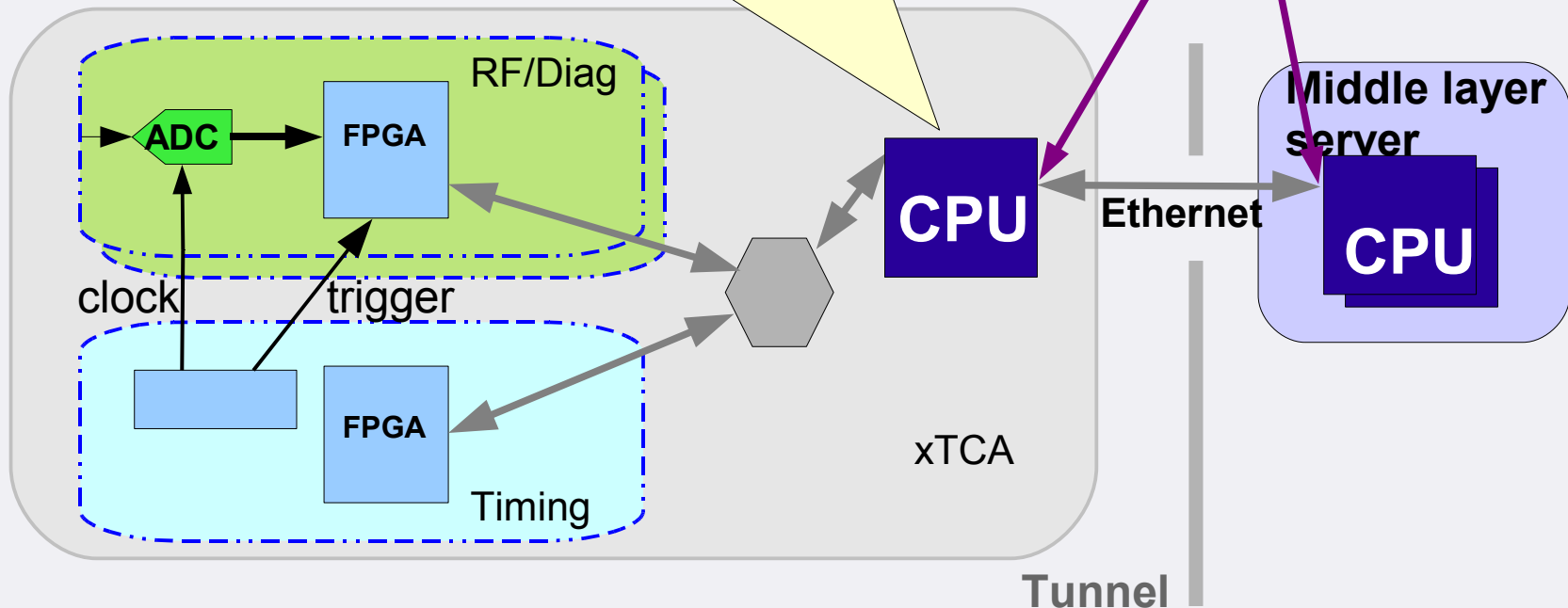
Data Acquisition

Hardware:
receives clocks or patterns, triggers
to synchronize the bunches (ps stability)



Data Acquisition

CPU:
receives event numbers, interrupts, modes
to synchronize the macro pulses for DAQ



Possible Bunch Patterns



Max: 5 Mhz, 3000 bunches



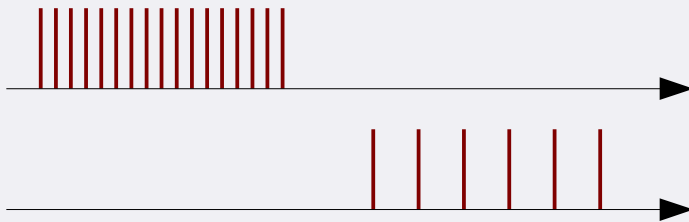
Pre bunch



1 Mhz or lower frequencies



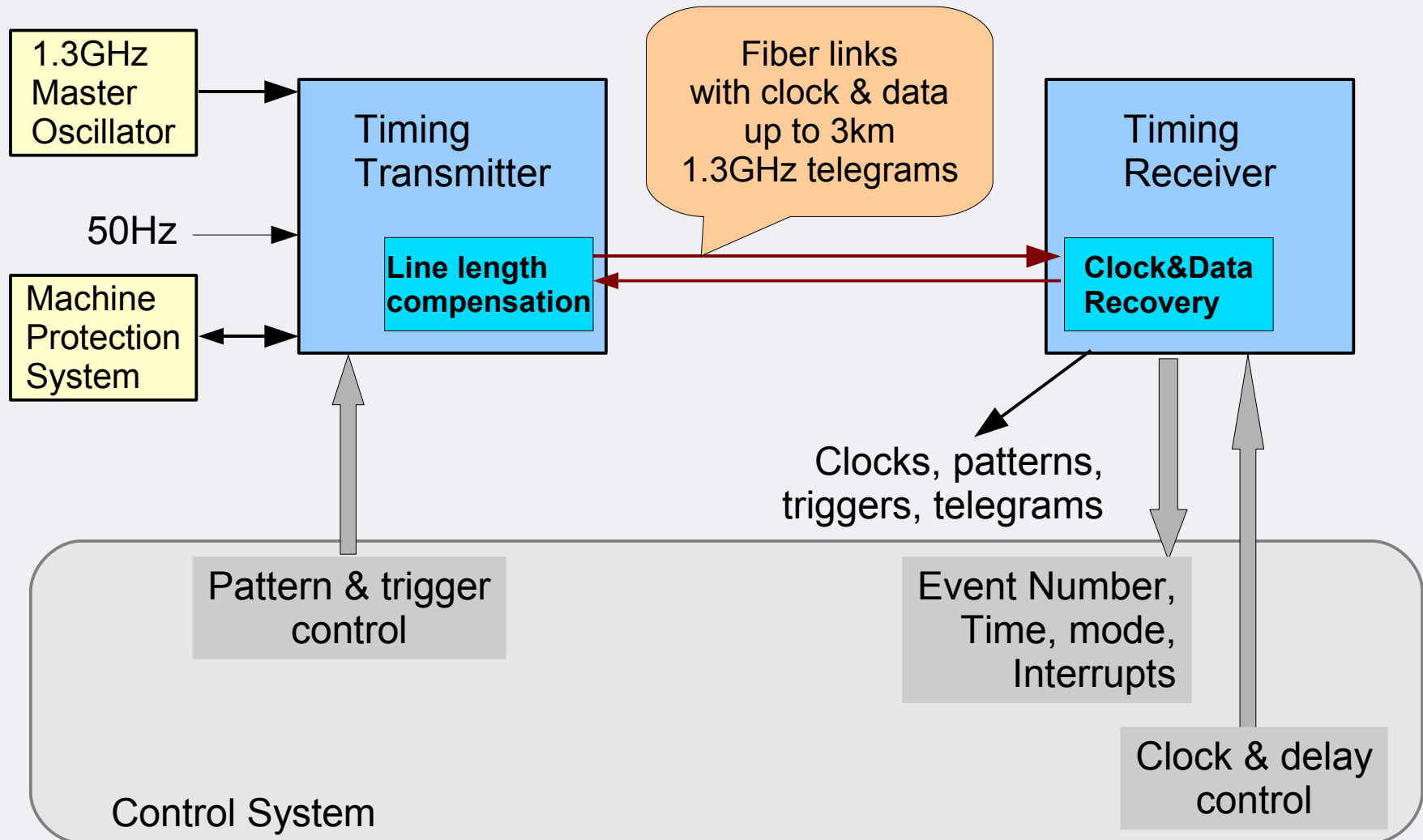
Arbitrary patterns



} Different patterns @ different beamlines
in one macro pulse

or varying patterns from shot to shot

Timing System Blocks



Timing System Requirements

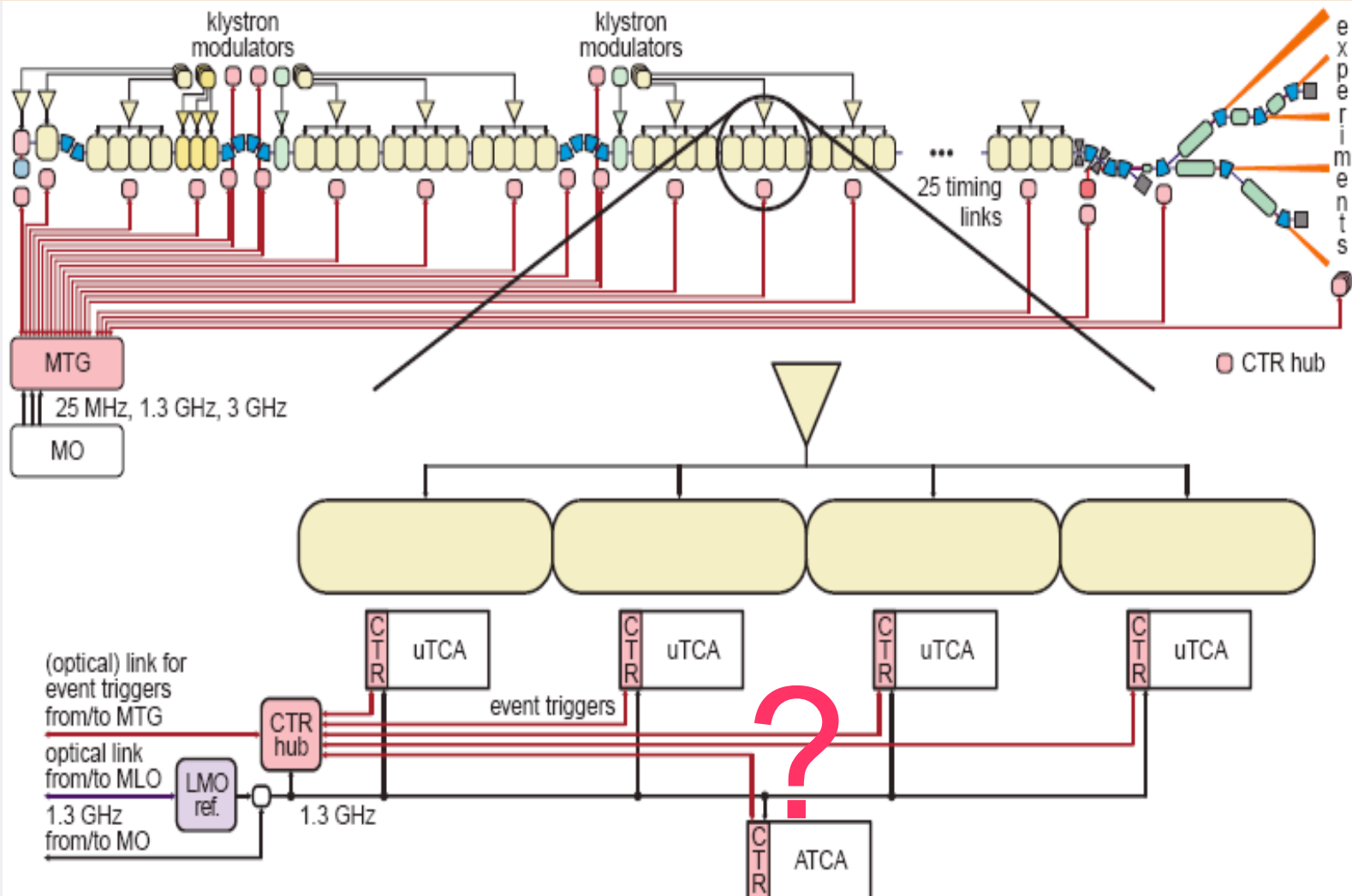
• 1.3GHz telegrams

- ➔ With clock recovery, few ps jitter
- ➔ Events and data for triggers, event number, modes, bunch pattern, (bunch charge?), ...
- ➔ Sender compensates cable length, drifts and measures time delay from sender to receiver

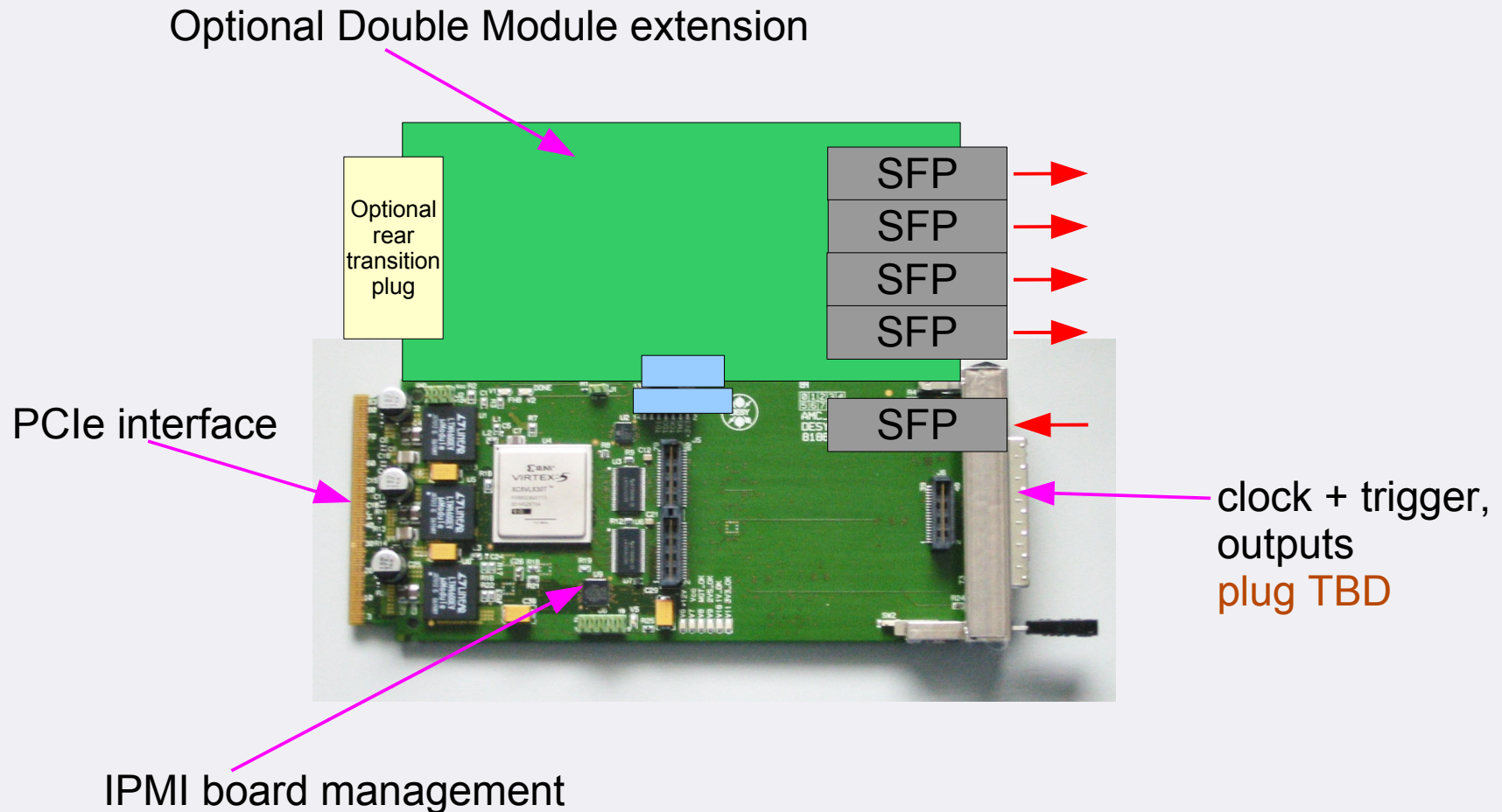
• Timing receiver outputs (hardware)

- ➔ Raw telegrams
- ➔ Clock (and gated clocks) on front and backplane
- ➔ triggers
- ➔ Level (LVDS, LVPCL,..) to be defined
- ➔ Connectors to be defined (e.g. infiniband)

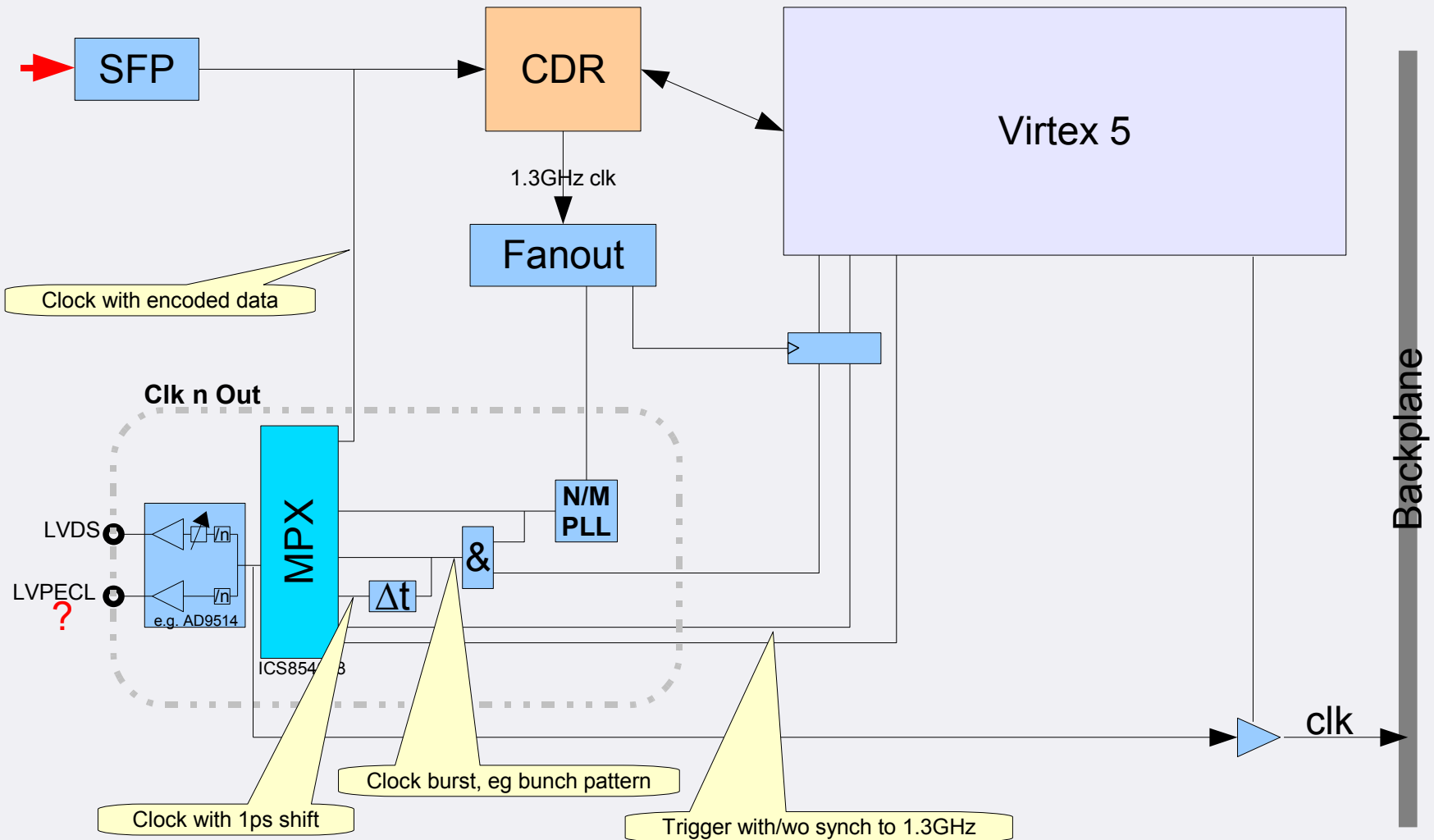
Timing Distribution



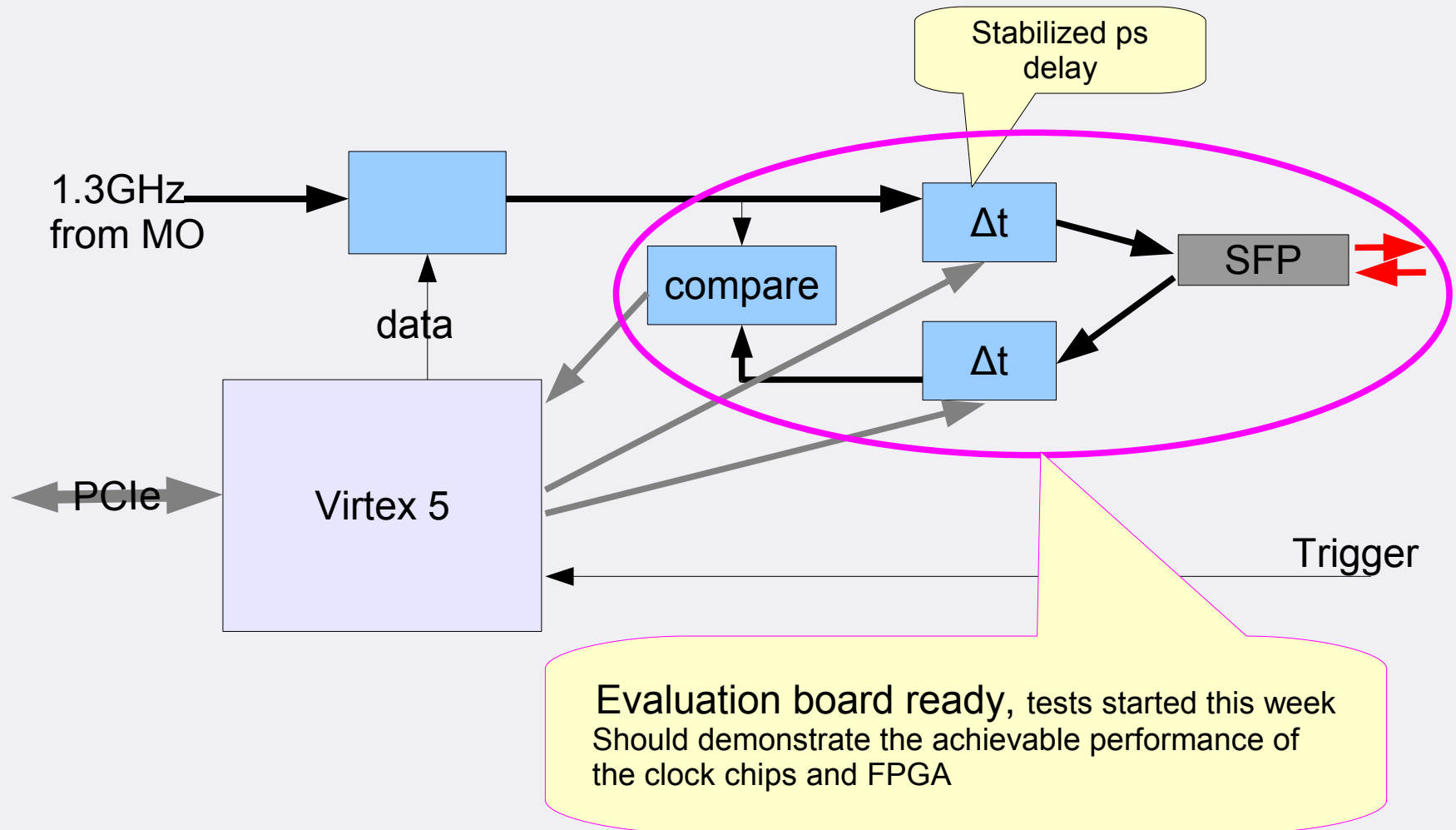
Possible AMC – Timing Receiver Module



Preliminary: output block



Preliminary: sender block



3 Test Boards connected to a Virtex 5

Contains:

- fiber optic IO
- delay chips
- clock data recovery
- phase comparators
- ADCs and DACs
- FPGA interface

