

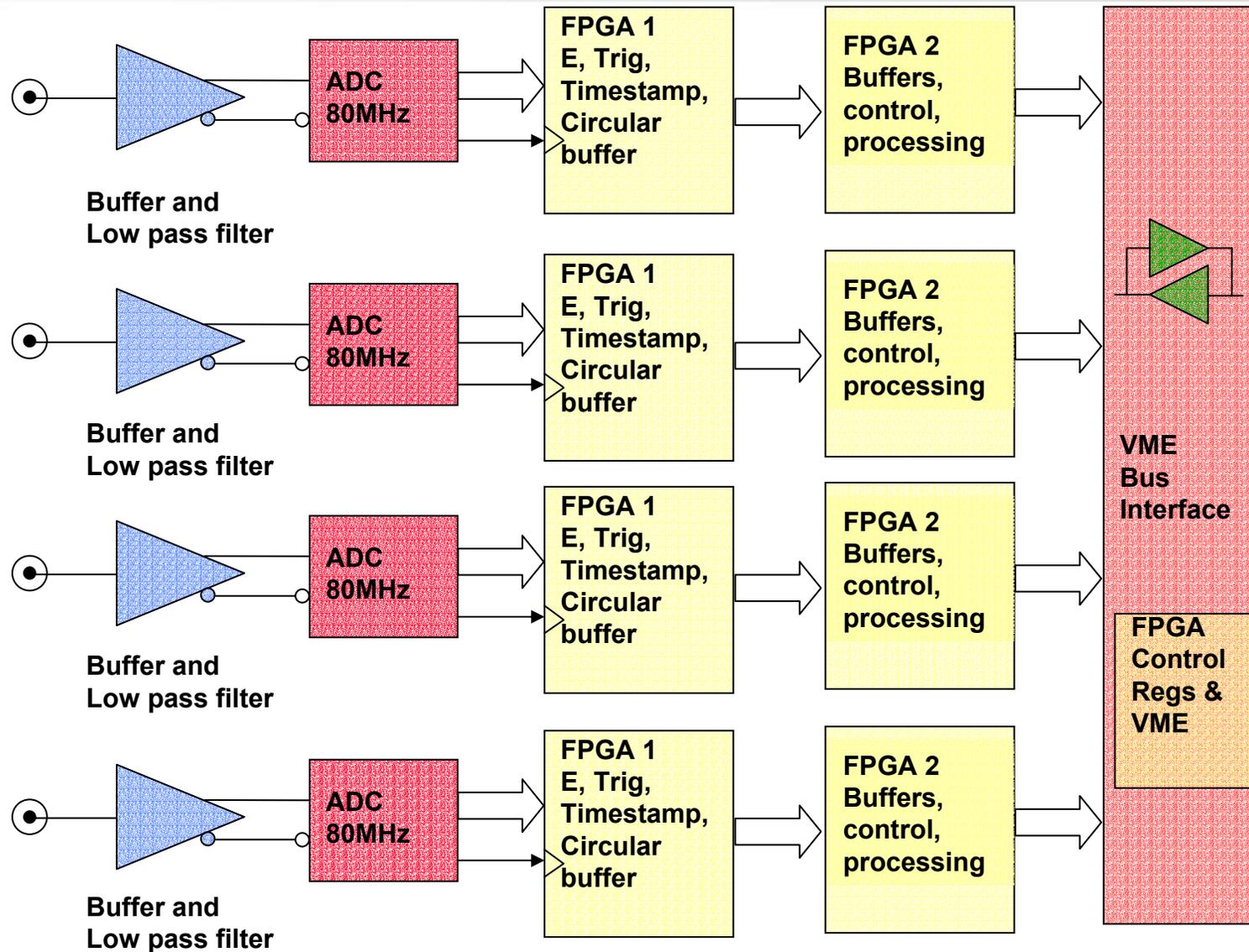
Outline

- Why we built the GRT4
- What's in the GRT4
- GRT4 system used in Cologne (Feb 2003)
- MWD implementation (Martin Lauer)
- Advantages and disadvantages of the GRT4
- Outlook- what next?

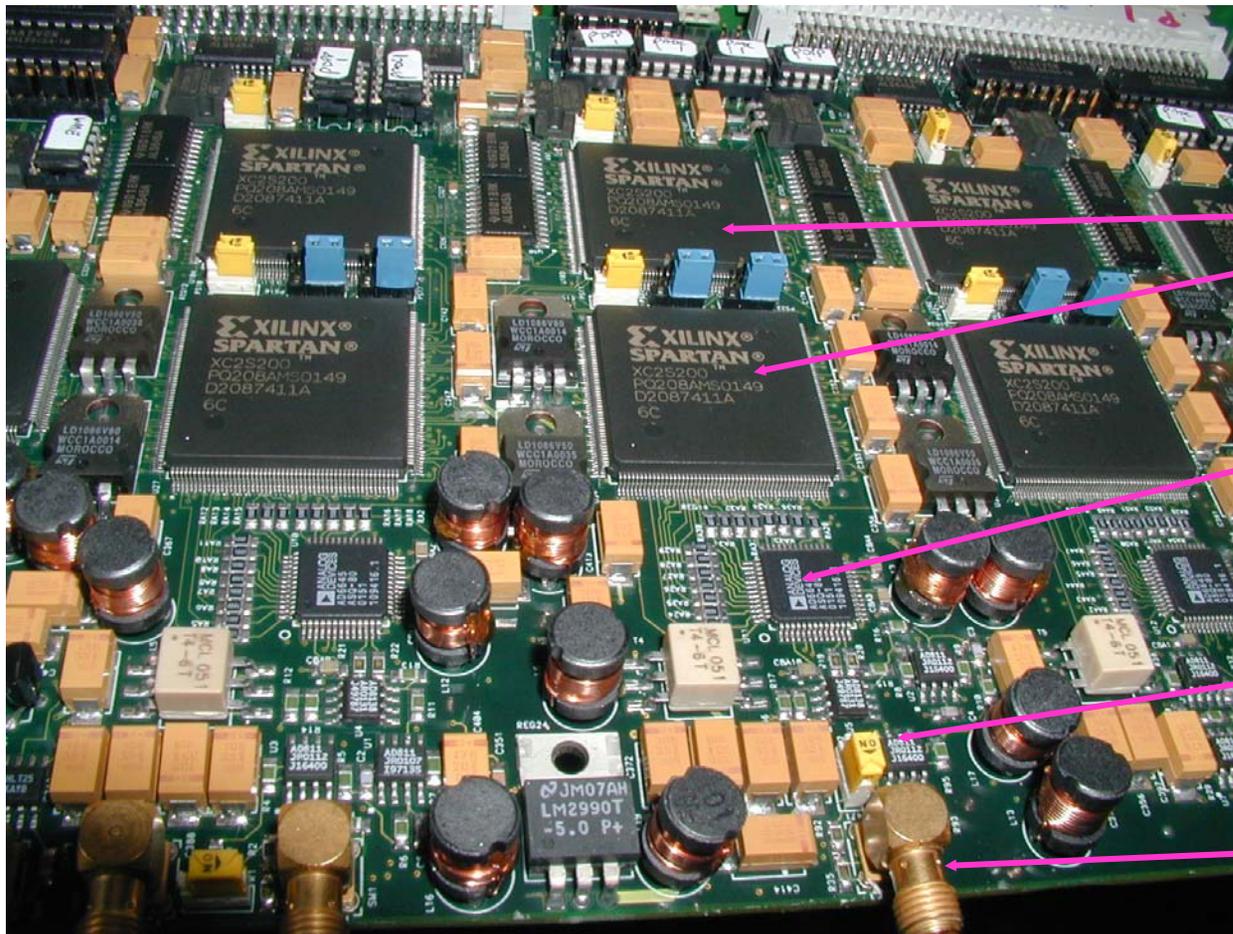
- The motivation came from Gamma Ray Tracking:
 - To characterise segmented Ge detectors
 - To collect high resolution trace data
 - To investigate and develop hardware algorithms
- **Ideal** for scanning table systems (e.g. Liverpool University)
- **Not** intended for high rate multi-channel systems
- Also in use for Medical Imaging project with Ge pixel detectors at UCL.

(Gary Royle et al “*The Development of a Pixellated Germanium Compton Camera for Nuclear Medicine*” presented at 2003 IEEE-MIC)

GRT4 Block Diagram



GRT4 Picture



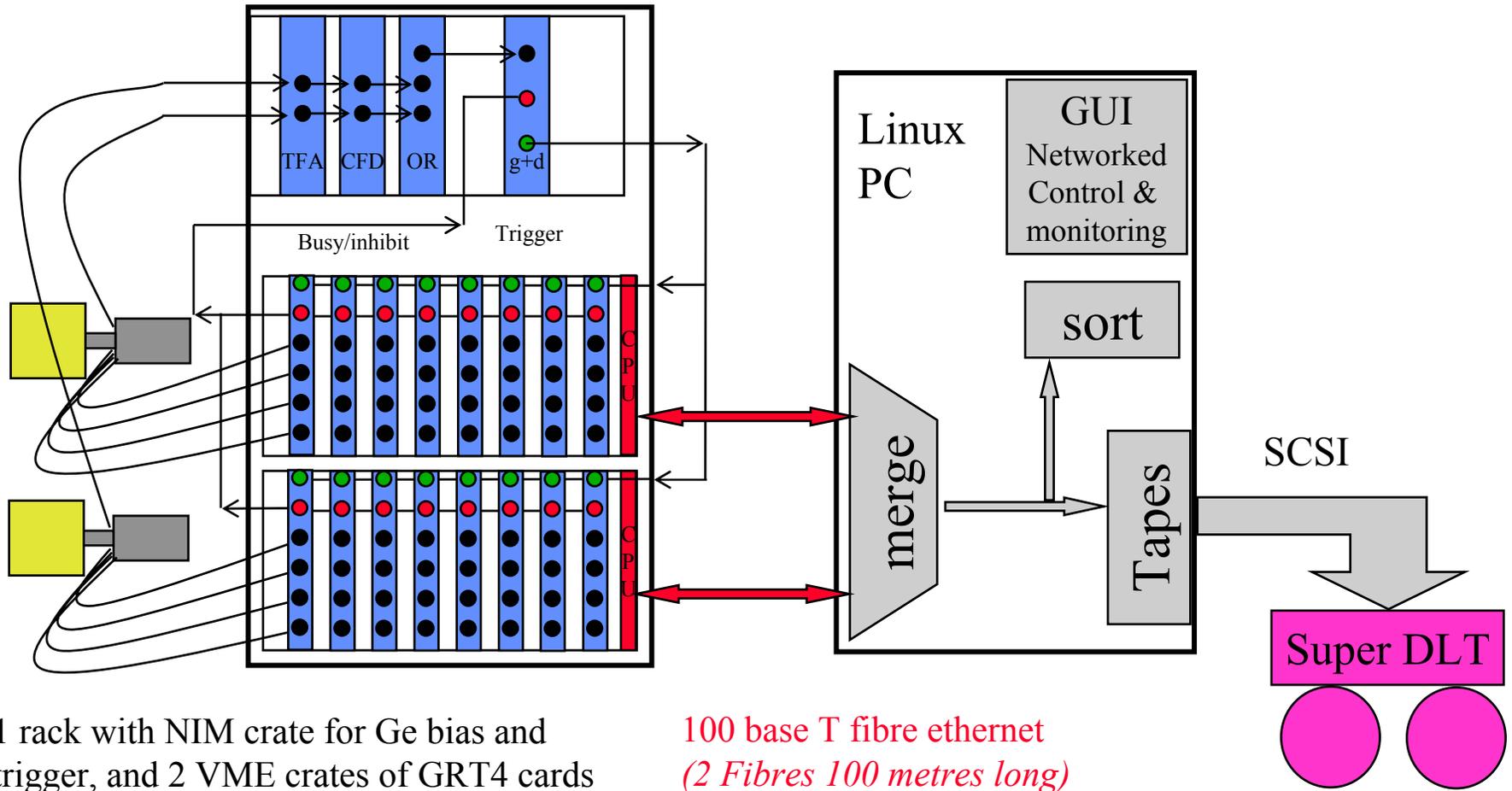
Two FPGAs
Per input (400k
gates)

14 bit 80MHz
AD6645 ADCs

Switchable
differentiation

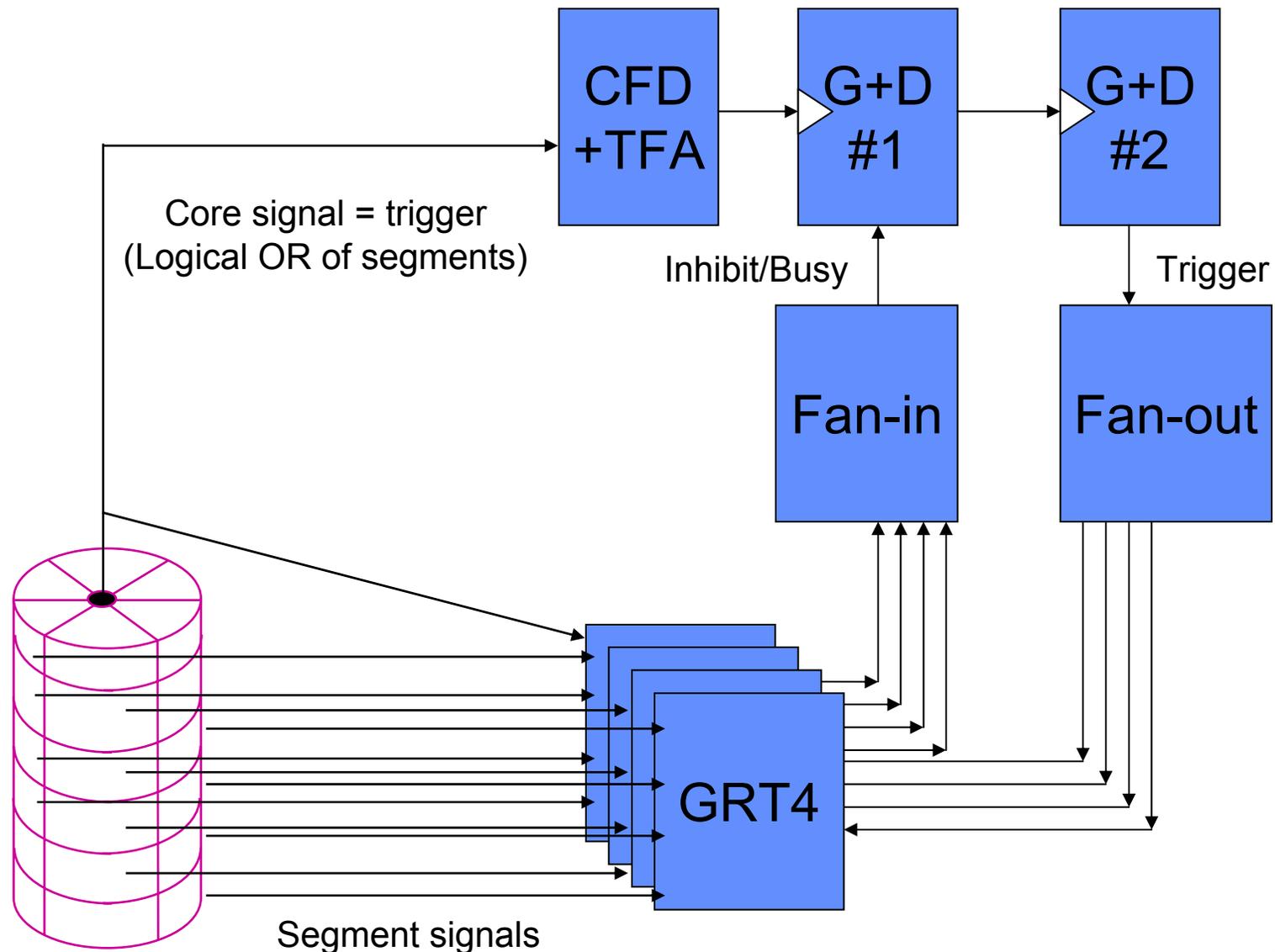
SMA 50ohm
Inputs (4)

- 4 inputs: 0-550mV into 50ohms Gain is x2
- Between input and ADC are a 40MHz bandwidth low pass filter and optional differentiator (Full scale = 15mV/ns slew.)
- ADCs are 14 bits, 80 MHz
- Trigger Input (Fast NIM)
- Busy Out (can be changed under s/w control to be used as Trigger output (Fast NIM))
- Gate In (can be used either as trigger gate or else to synchronise timestamps) (Fast NIM)



1 rack with NIM crate for Ge bias and trigger, and 2 VME crates of GRT4 cards

100 base T fibre ethernet
(2 Fibres 100 metres long)



MWD Implementation Highlights

GRT4 features (per channel):

- 2 XILINX Spartan2 XC2S200: 1 x preprocessing & 1 x pulse processing
- AD6645 14 bit/80 Mhz flash ADC
- more information: http://nnsa.dl.ac.uk/GRT/grt4_brochure.pdf

MWD features:

a) shaping:

- Spartan2 DLL: CLK DIVIDER [1.5, 16] → CLK and DATA decimation
- Spartan2 Block Memory: 14 dual ported memory units each 16 x 256
- possible shaping times: **CLKDIV 4 → 50 ns ... 12.8 μs**
CLKDIV 16 → 200 ns ... 51.2 μs

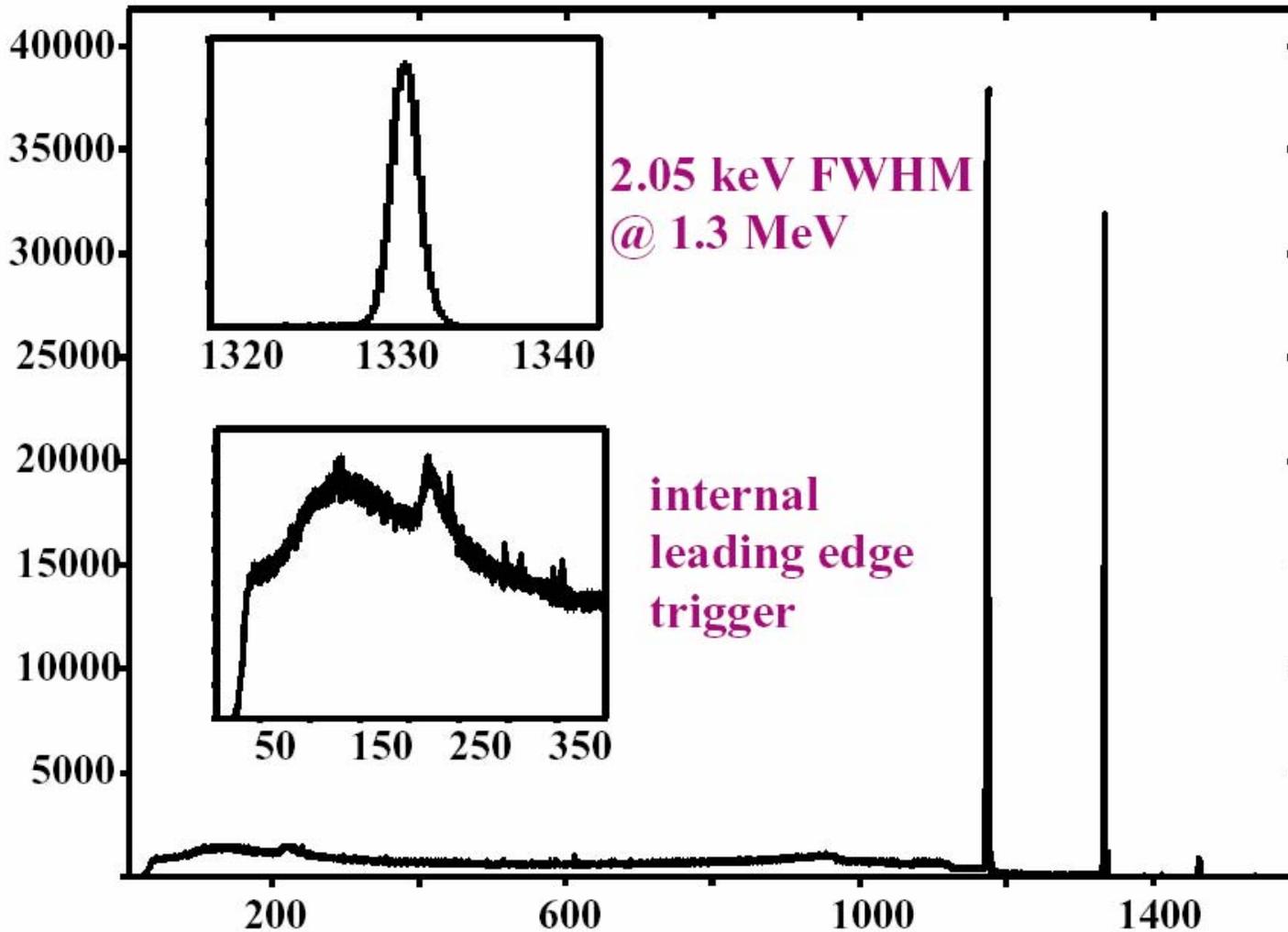
b) deconvolution:

- 24 x 24 fixed point multiplier, LUT based, not pipelined

c) Baseline Average: recursive filter or moving average filter

d) **100 MHz** compliant !

GRT4 + MWD: First Results



- ⁶⁰Co source
- HPGe Detector:
Ortec 33 % eff.
- 1.23keV FWHM
for the 122keV
peak in the ¹⁵²Eu
spectrum.
- Count rate 800Hz
in both cases



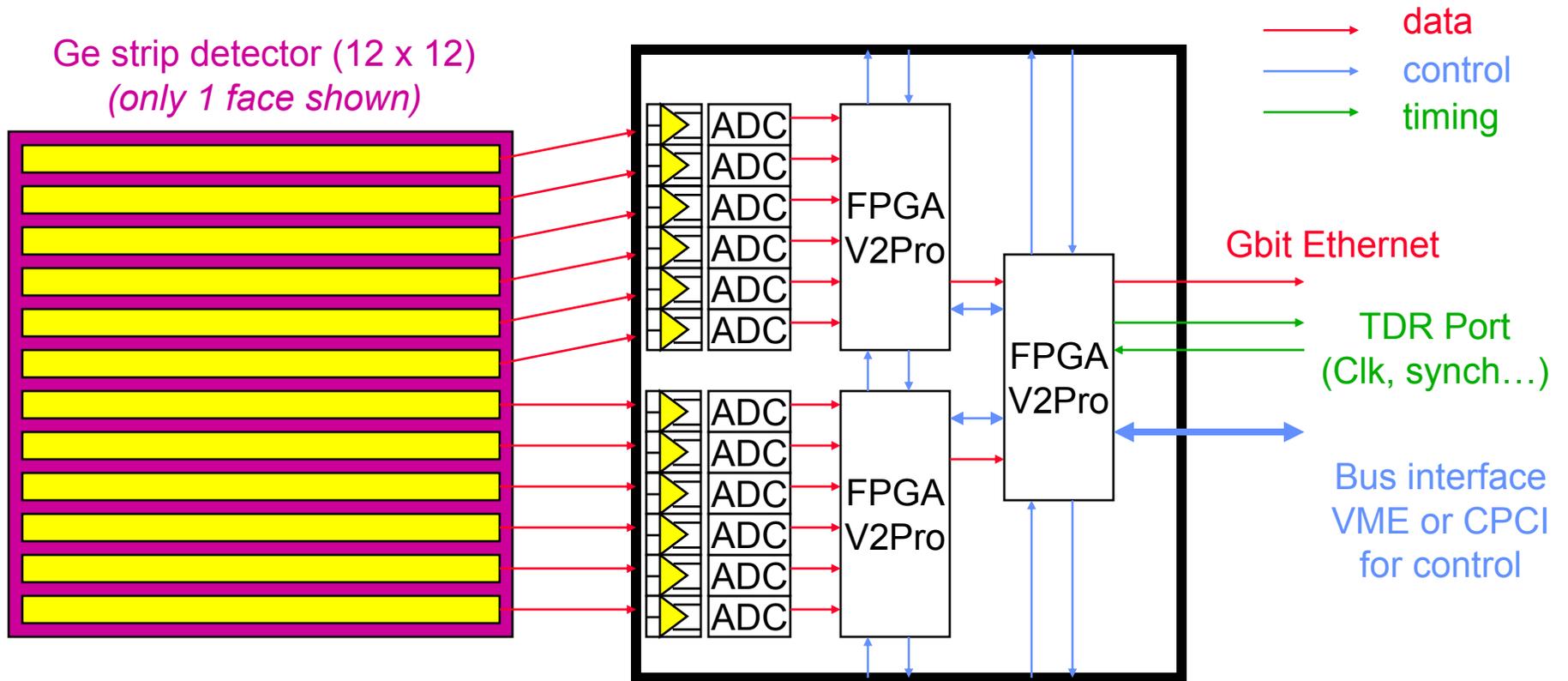
- **Positive**

- Fast enough
- Resolution good (
- Processing power ok
- Cheap (not commercial)
- Optional hardware differentiation
- Exists and works.
- 4ch per single width VME

- **Negative**

- Uses 16 bit transfers over shared VME bus (*max 3.8MB/sec/crate e.g. 4kHz for 64ch, 8 words/ch*)
- No communication with neighbour cards for position
- No common clock
- 4 channels per single width VME

What next?



- Analogue input buffer stage with gain adjust, level shift, Nyquist filter, differential output
- ADC: 14 bits 100MHz (AD6645 or ADS5500 or ...?)
- FPGA: Virtex 2 Pro (e.g. 30k logic cells XC2VP30-5FG676C)
- Links to send hit patterns, trace or computed data to:
 - adjacent strips (same card or another card)
 - opposite face
 - opposite detector (PET)
- Gbit Ethernet output port: up to 100Mbytes/sec over Cat 5 twisted pair (= up to 150bytes/ADC @50kHz)
- TDR Port for synchronised counter system using Metronome:
 - Clock (100MHz or less) (in)
 - Synch pulse (in)
 - Reset (in)
 - Error (out)