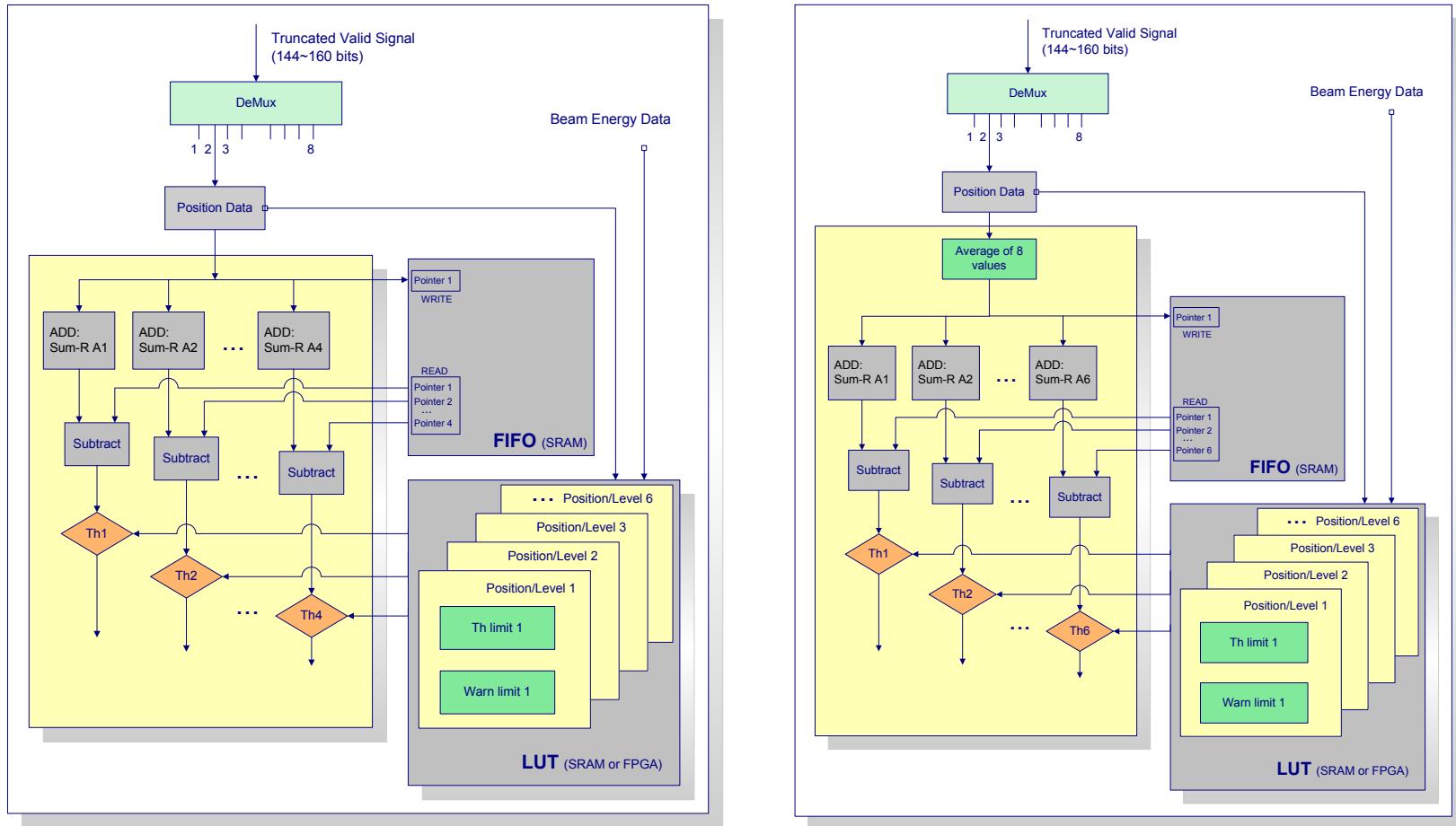


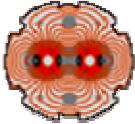
LHC Beam Loss Monitor Threshold Comparator

Design Considerations

Two Parallel TC Systems

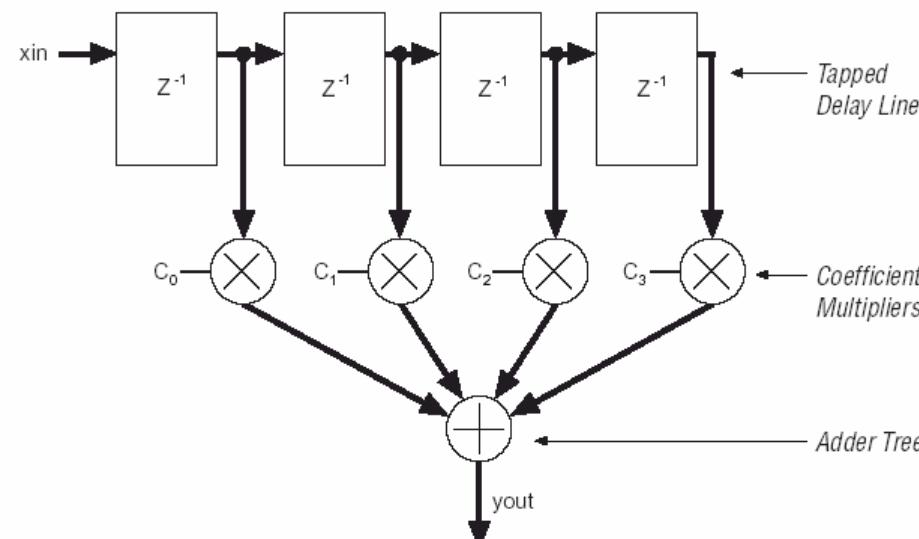


- **40µs – 10ms (step of 40µs)**
- **250 values (total 4,000 values)**
- **4 time windows**
- **10ms – 100s (step of 320µs)**
- **312,500 values (total 5,000,000 values)**
- **6 time windows**



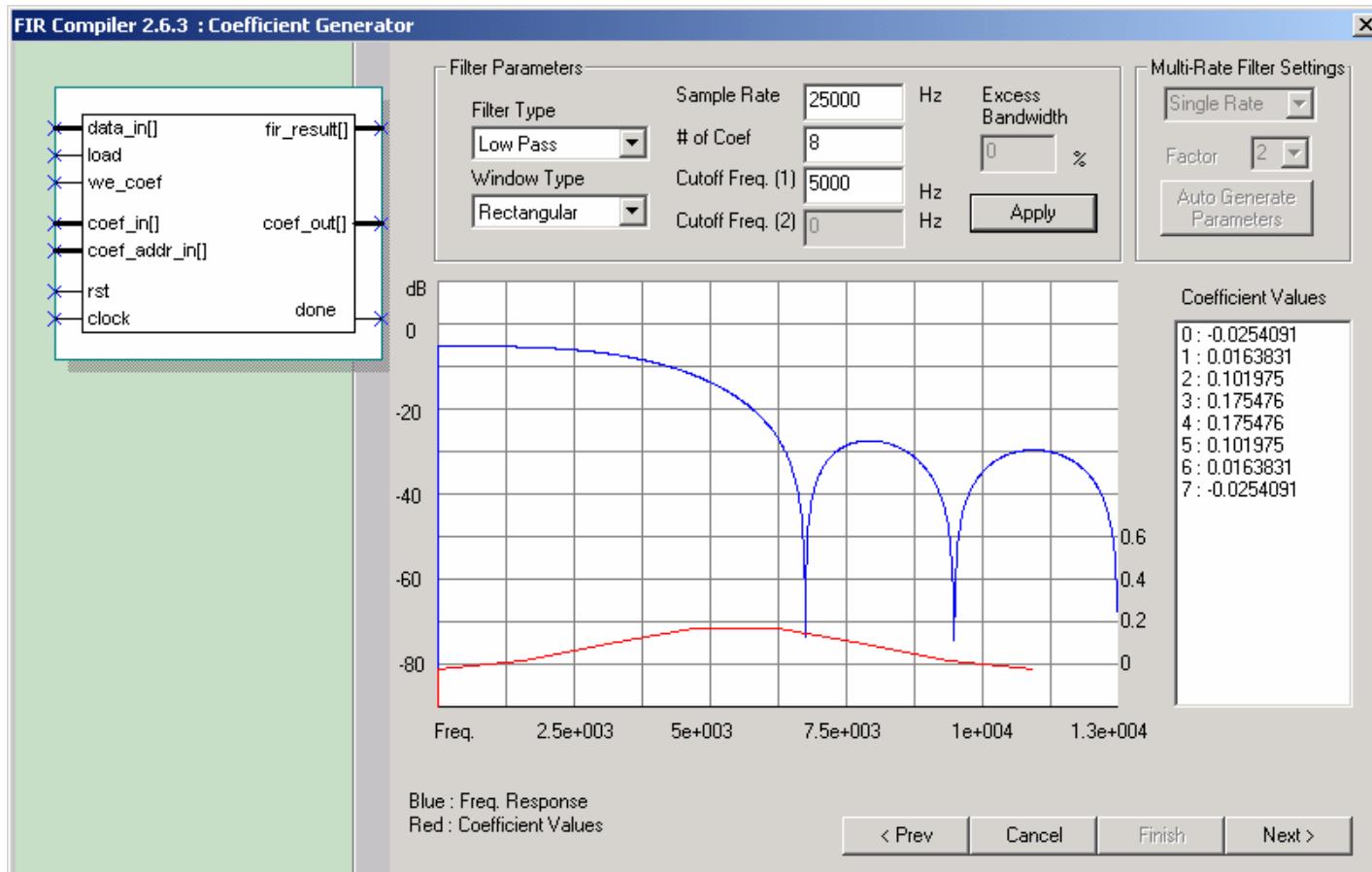
Averaging Over 8 Values

- The 8 value average can be easily done by using a digital Low-Pass filter
- In a single DSP block a 9-bit 8-tap FIR filter is possible
- The EP1S20 has 10 DSP blocks available.
- The coefficient values can be created and analysed either by MATLAB or by QUARTUS II

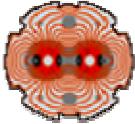


Basic FIR Filter

FIR Compiler



- If $c_n = 0.125$ then the output value will be an average of the 8 values
- By changing the coefficient values other types of averages can be made



Memory Requirements

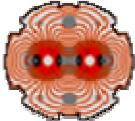
| Time | Memory for 16 Ionisation Chambers | |
|-------|-----------------------------------|------------|
| | Complete | Averaged* |
| 100 s | 39062 KB | 4768.37 KB |
| 1 ms | 400 Bytes | 50 Bytes |
| | | |
| 40 µs | 16 Bytes | 2 Bytes |

*Every 8 incoming values an averaged one is kept

| SRAM* usage for 100s Data | Memory for 16 Ionisation Chambers | |
|---------------------------|-----------------------------------|----------|
| | Complete | Averaged |
| (%) | 476.84 | 58.21 |

*Using one of the 2048Kbx36b memory chip

| | Time | Memory per Ionisation Chamber | Memory for 16 Ionisation Chambers |
|-----------------|---------------|----------------------------------|--------------------------------------|
| Complete | (up to) 10 ms | 250 Bytes | 4000 Bytes |
| Averaged | (up to) 100 s | 312500 Bytes | 5000000 Bytes |
| Total | | 312750 Bytes | 5004000 Bytes (=4.77 MB) |



Universal Table (LUT for *Th* & *W*)

The values needed to approximate both 3D LUTs that hold the *Th* & *W* levels are:

$$2(\text{Th} \& \text{W}) \times 6(\text{Position Levels}) \times 8(\text{Energy Levels}) \times 10(\text{TimeWindows}) = 960 \text{ values}$$

Advantages of a universal table:

- One table for all monitors
- Can thoroughly be prepared and checked before it is uploaded.
- Quick and easy upgraded on all systems when it is needed.
- Less computation in each system. Read vs. Calculated (Note that $10 \times 16 \times 2 = 320$ comparisons on each card)
- Small enough to be kept internally on an M-RAM block (4Kx144bits).