## Bunch to Bucket Lite<sup>[1]</sup>

**Dietrich Beck, Dieter Lens - GSI** 



Need: Message Format

[1] "Light (... manchmal auch *lite*) ist eine verbreitete Zusatzbezeichnung... Je nach Produkt steht *light* für einen reduzierten Gehalt an Bestandteilen...", siehe https://de.wikipedia.org/wiki/Light-Produkt



### B<sub>2</sub>B



- transfer 'ring ring' ('ring target')
- requires RF phase matching
- old control system: 'timing generator' + long cables
- new control system: distributed solution
- 1. RF control loop(s) off
- 2. frequency and phase measurement(s) in RF supply rooms
- 3. data transfer to central unit
- 4. calculation by central unit
- 5. 'frequency beating' or 'phase shift'
- 6. data transfer to kicker room(s)
- 7. fire kickers(s)
- requirement: dφ ~ 0.5°
- example: SIS18,  $f \approx 1.5 \text{ MHz} \Rightarrow d\phi \approx 1 \text{ns}$



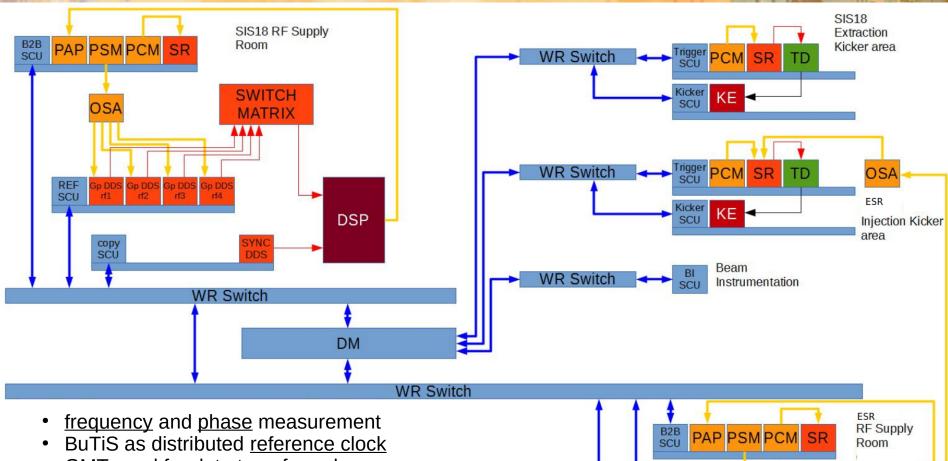
## What Happened Since 2014



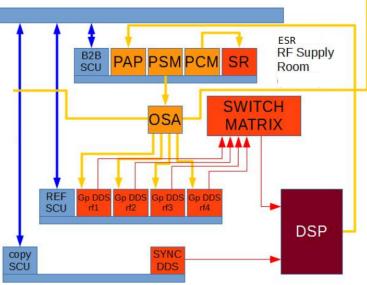
- 2014, 2015: Kick-Off, conceptual work
- 2016: Technical Concept
- 2017: Technical Concept approved, new work package 'B2B', WP12 development of MHU required, but ...
- 2017, spring: activities frozen (no personnel, operation existing facility, ...)
- 2018: frozen ...
- 2019: B2B-lite (plan 'B')



### **B2B 2017**



• GMT used for data transfer only



## **B2B Lite: Background and Idea**

- Group DDS signals corrected in phase and frequency by different sources corrections in general unknown to LSA (especially those from real-time loops)
- calibration: phase shift
- beam phase control: phase shift he same reference clock
- K.O. (slow) extraction: frequency shift
- radial loop (might come in future): frequency shift
- assumption: B2B transfer is not used with K.O. extraction other frequency shifts are set to zero during B2B transfer ⇒ **B2B Lite**
- a White Rabbit Timing Receiver is good enough
- 'Frequency Beating' can be done without hardware development!
- 'Phase Shift' requires development at RRF

[1] subtle differences in terms of 'phase noise' or 'frequency drift' are on the 1-digit-picosecond-scale and irrelevant here



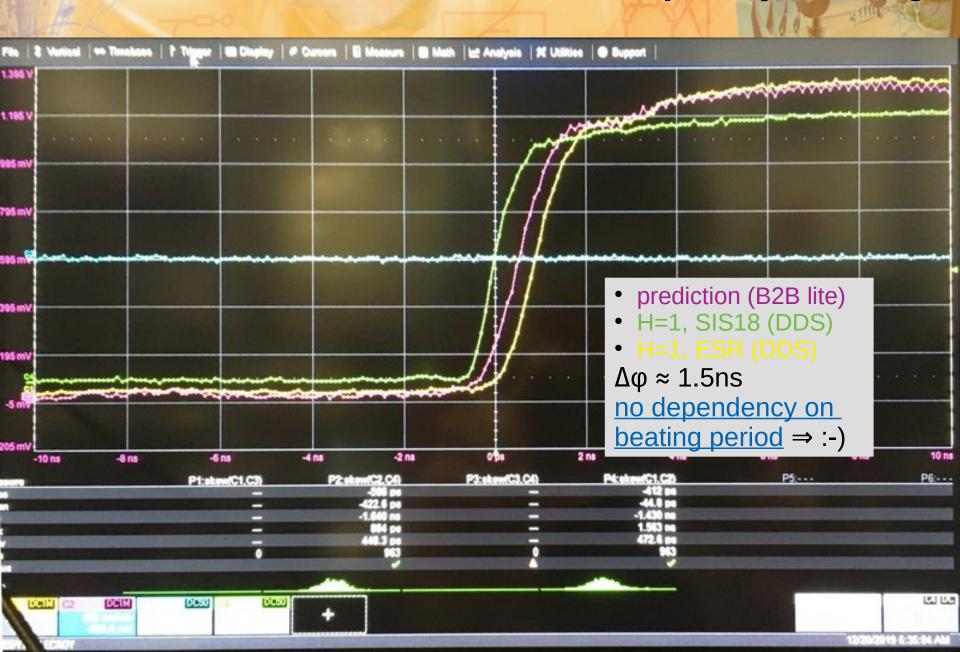
## **B2B Lite: Background and Idea**

- with control loops off, DDS frequencies match known LSA values
- no frequency measurement required
- White Rabbit and BuTiS share the same reference clock
- identical propagation of time
- it does not matter where and how we measure/reproduce signals<sup>[1]</sup>
- $d\phi \approx 1$ ns requirement:
- a White Rabbit Timing Receiver is good enough
- 'Frequency Beating' can be done without hardware development!
- 'Phase Shift' requires development at RRF

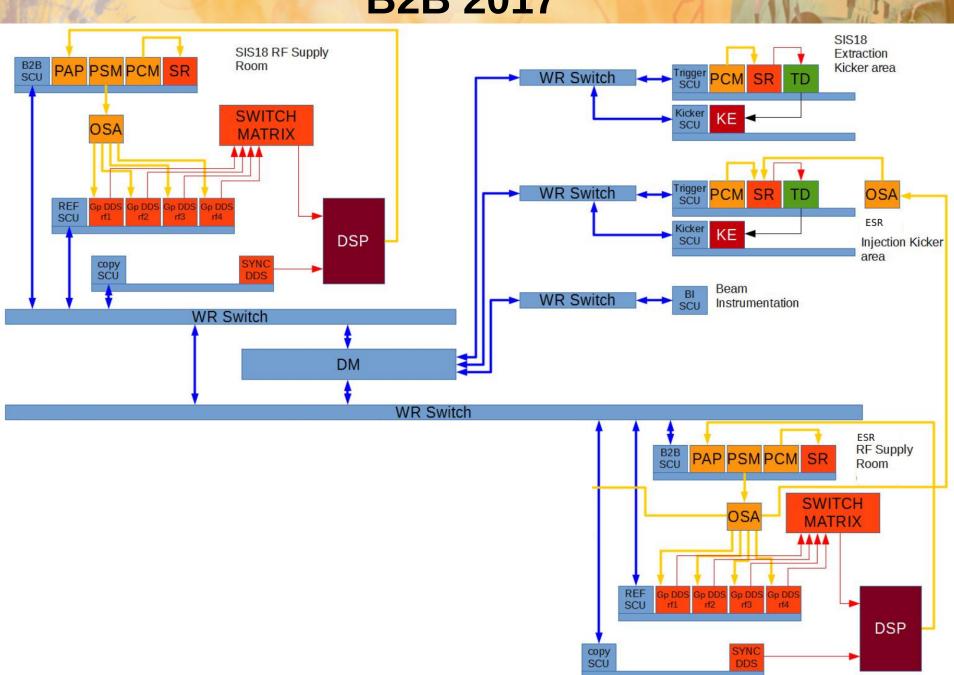
[1] subtle differences in terms of 'phase noise' or 'frequency drift' are on the 1-digit-picosecond-scale and irrelevant here



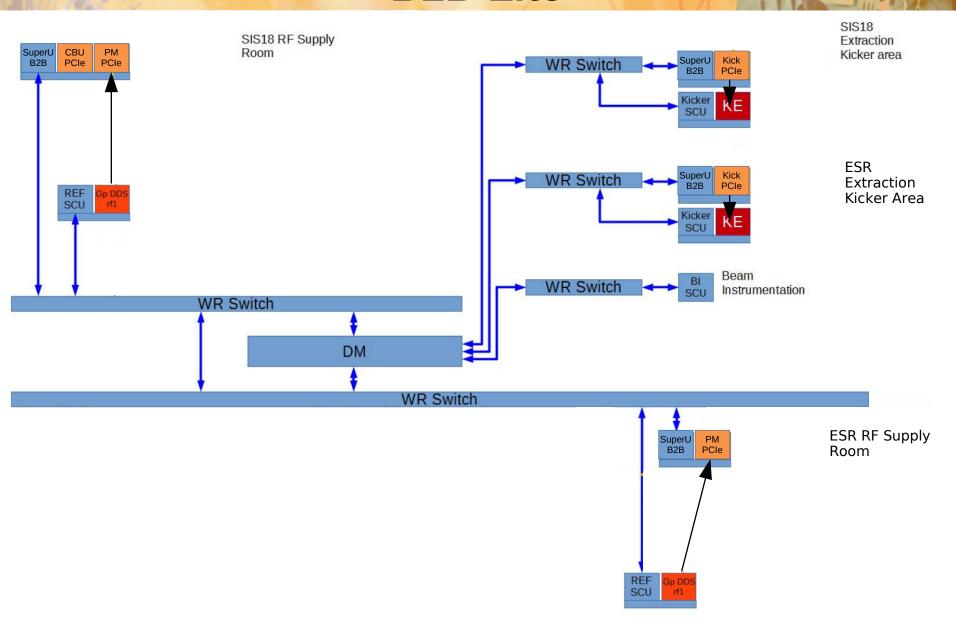
### 23 Dec 2019 - Phase Match via Frequency Beating



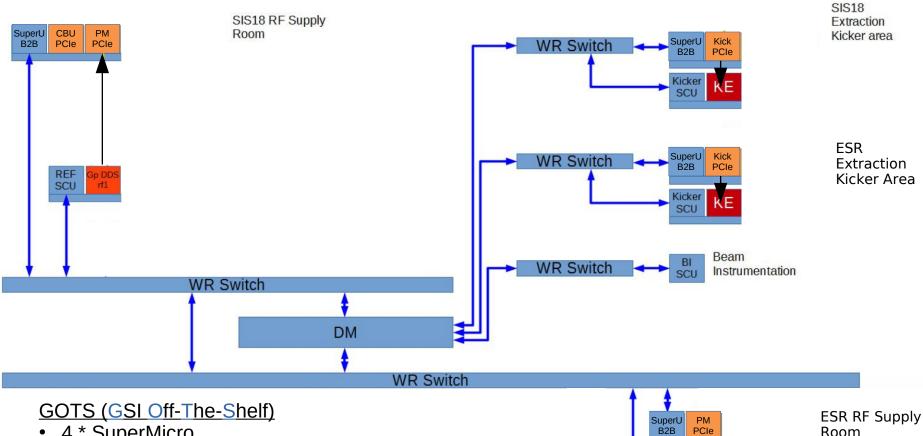
### **B2B 2017**



### **B2B** Lite



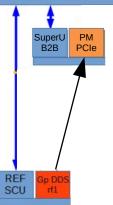
### **B2B** Lite



- 4 \* SuperMicro
- 5 \* PCIe TR
- 2 \* Reference SCU, DDS H=1 signal
- 4 \* LEMO cable (~ 0,5m)

#### ToDo

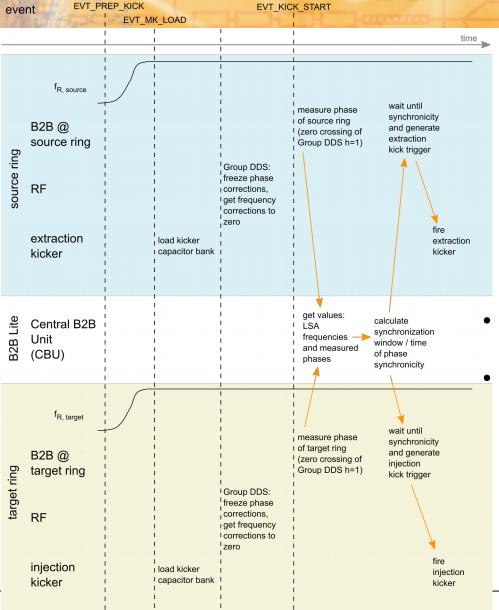
- SuperU: get SuperMicro IPC
- CBU: Central B2B Unit, LM32 Firmware
- PM: Phase Measurement, LM32 Firmware
- Kick: Kicker Trigger, LM32 Firmware (?)







missing event!



B2B Lite: changes happen only 'under the hood' replacement for 'timing generator' we will swap 1 Lemo cable in each kicker room

- model and LSA: no change for 2021 later: CBU data supply
- Data Master: no change kicker control: no change



## **Communication in Hard Real-Time**

#### **B2B 2017**

- VLANs
- unicast Ethernet
- re-sending of messages via Data Master

#### White Rabbit Switch is not an IT Switch

- VLANs; recommended, but they are implemented and used differently
- unicast Ethernet; uuuhhh, don't use!
- Zitat MA@INN: "Ich bin immer wieder beeindruckt wie man bestehende (IT) Standards ignorieren kann."

### **B2B Lite**

- ~6 messages per transfer (+ optional verbosity)
- proposal: no dedicated VLAN (traffic volume shall be considered by DM/LSA anyhow)
- only the **ECA** shall be used as broadcast target
- which message format shall be used by B2B?



FID (4) GID (12) EVTNO (12) Flags (4) SID (12) BPID (14) Reserved (6)

## **Message Format Options**

(Priority in Brackets)

### <u>Identical Treatment as Other Equipment (-1)</u>

- pro: fits LSA/model concept
- con: internal communication not part of model or LSA make rules
- B2B similar to DM; components not linked to equipment like magnets

### **Dedicated Format ID (1)**

- pro: parts of 64bit Evtld can be recycled to increase payload
- con: 0x2..0xf: reduces remaining number of future formats by 1
- (0x0: 'burnt' anyhow)
- con: its less straight-forward for others to subscribe to these data (just in case)

### **Internal GID und EvtNo (2)**

- GID 0x400-0xfff and EvtNo 0xfa0-0xfff reserved for GMT internal stuff
- pro: GMT internal business
- con: its less straight-forward for others to subscribe to these data (just in case)

### **Dedicated GID and EvtNo (1)**

- GID: s.th. like SIS18\_B2B\_ESR
- EvtNo: s.th. like CMD\_B2B\_COM\_01..32 (similar to CMD\_RF\_SWITCH\_01..32)
- pro: straight-forward for others to subscribe to these data (just in case)
- con: might trigger lengthy discussions



# Backup Slides...



## **Trigger Decision Module**



#### B2B 2017

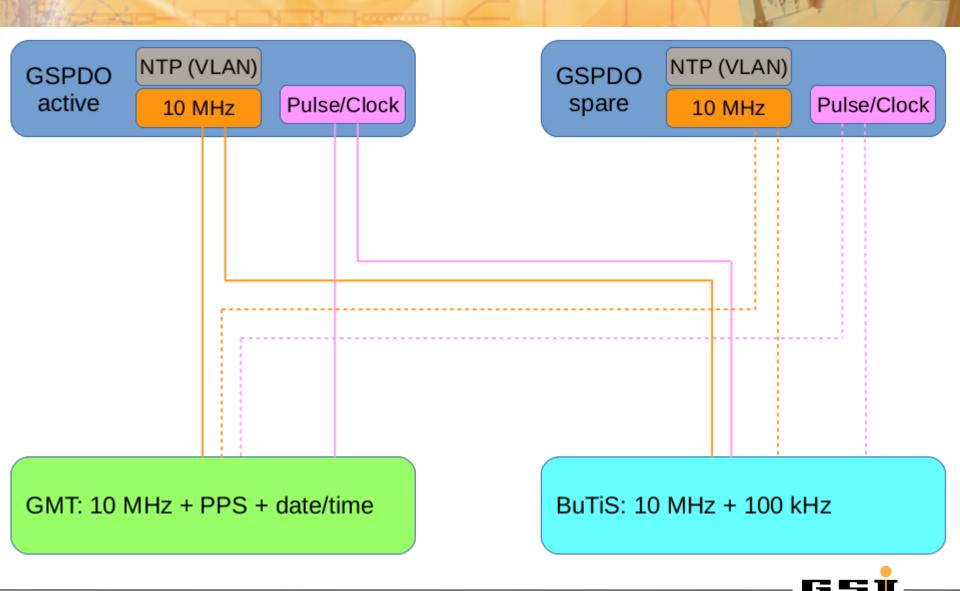
- B2B only requests to fire the kicker to TDM
- TDM fires the kicker
- a) upon request of B2B
- b) upon request of MPS
- requirements of MPS and B2B are tightly coupled

#### **B2B Lite**

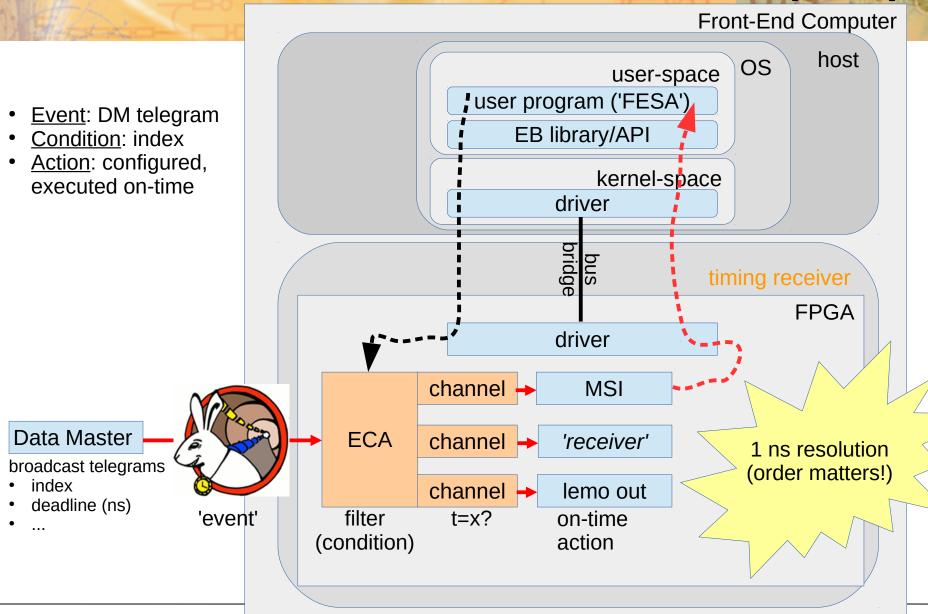
- TDM as specified by 'B2B 2017'
  OR (to be discussed)
- B2B fires the kicker directly. Here, TDM only passes the B2B trigger signals through with a fixed, known delay.
  - Pro: i) better separation of functions, TDM under responsibility of MPS
    - ii) for B2B, SIS100 is treated like all the other machines



## **GMT: Linked to GPS and RF Clock System BuTiS**



## **Primer: Event Condition Action Unit (ECA)**



## **B2B 2017**

#### Frequency beating method Step 4 Calculate synchronization window for both synchrotrons and DM Reproduce the signal of the target RF RF frequency Step 3 revolution frequency at the source synchrotron Gather data from two synchrotrons Step 2 Collect data locally Step 5 Step 6 Step 1 Generate the Fire trigger injection/extraction Begin signals kickers synchronization Freeze **Synchronization** stabilization window Flattop : ↓ ↓ $f + \Delta f$ f Frequency Phase shift detune The emergency kickers can be triggered at any time by MPS time Step 1 Step 5 Step 6 Begin Generate the synchronization trigger Fire signals Freeze injection/extraction stabilization kickers Step 2 Step 4 Collect data locally Calculate synchronization window for both synchrotrons and DM at the source Step 3 synchrotron Gather data from two Reproduce the signal of the target RF revolution frequency at the source synchrotrons synchrotron Shift the RF phase

