



Software Trigger

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On behalf of the Dev CSNSM Team

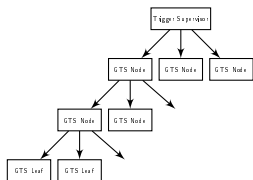
5th October 2016

- ▶ Since our last presentations (November 2014 and January 2015)

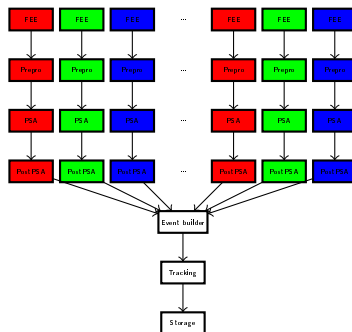
- ▶ Since our last presentations (November 2014 and January 2015)
 - ▶ Started to port NARVAL 1.14 version to DCOD 1.0

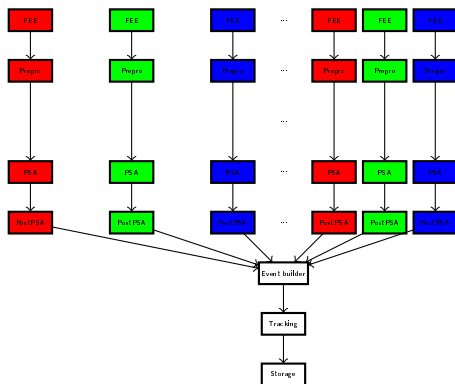
- ▶ Since our last presentations (November 2014 and January 2015)
 - ▶ Started to port NARVAL 1.14 version to DCOD 1.0
- ▶ Do you want a reminder of our trigger software proposal ?

HARDWARE Trigger

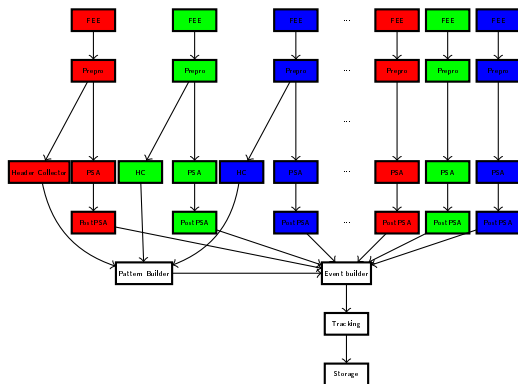


DATA Flow



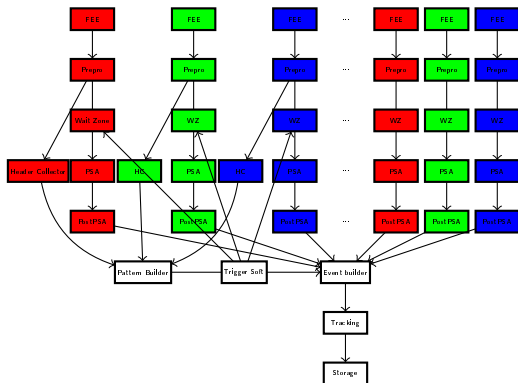


Names are not mandatory, frames need a common clock



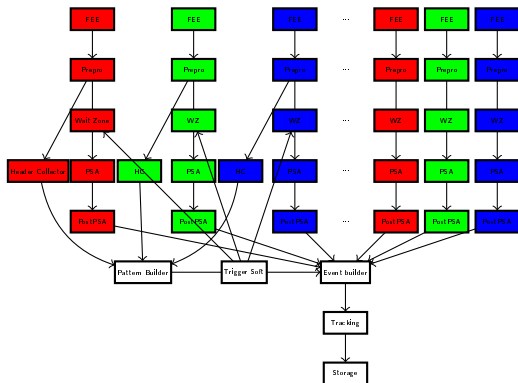
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- ▶ Header Collector : keep only the meta data of frames



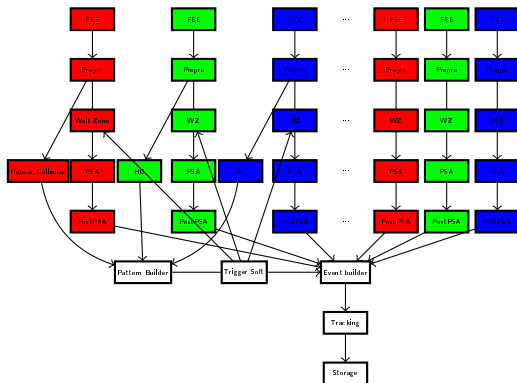
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- ▶ Header Collector : keep only the meta data of frames
- ▶ Wait Zone



Names are not mandatory, frames need a common clock

- ▶ Header Collector : keep only the meta data of frames
- ▶ Wait Zone
 - ▶ Buffering data until the trigger validations arrive



Names are not mandatory, frames need a common clock

- ▶ Header Collector : keep only the meta data of frames
- ▶ Wait Zone
 - ▶ Buffering data until the trigger validations arrive
 - ▶ Select data as function of trigger validations

- ▶ In January 2015
 - ▶ 32 GB of RAM \simeq 300-400 €
 - ▶ 10 Gb/s $\Rightarrow \simeq$ 30 seconds of buffering

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 - ▶ 32 GB of RAM \simeq 300-400 €
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- ▶ In October 2016
 - ▶ 64 GB of RAM \simeq 300-400 €
 - ▶ 10 Gb/s $\Rightarrow \simeq$ 60 seconds of buffering

Questions ?