

# Agenda

- FADC Requirements Overview
- Chip Survey
- Two FADC Models
- FADC Architecture
- Project Guidelines

**F**  
**A**  
**D**  
**C**  
**TYPES & QUANTITIES**

	8-10 bits 250 MSPS	10-12 bits 125 MSPS	8-12 bits 62.5 MSPS
Hall A	~300*		
Hall B	~2,500*		
Hall C	64		
Hall D	4,000	3,240	11,400
<b>Total</b>	<b>6,864</b>	<b>3,240</b>	<b>11,400</b>
Ch/chip	1	1	1, 2, 4, 8
Ch/Module	16	16	16, 32, 48, 64
# Modules	A 19* B 157* C 4 D 250	203	713,357,238,179
# Crates <i>(20 Modules per Crate)</i>	A 1* B 8* C 1 D 13	11	36, 18, 12, 9

\* These quantities are estimates.

**F  
A  
D  
C**  
 TYPES & QUANTITIES

	FADC-250 10 bits, 250 MSPS	FADC-65 8-12 bits, 62.5 MSPS
Hall A	~300*	
Hall B	~2,500*	
Hall C	64	
Hall D	4,000 + 3,240	11,400
<b>Total</b>	<b>10,104</b>	<b>11,400</b>
Ch/chip	1	8
Ch/Module	16	64
# Modules	<i>A 19*</i> <i>B 157*</i> C 4 D 250 + 203	179
# Crates <i>(20 Modules per Crate)</i>	<i>A 1*</i> <i>B 8*</i> C 1 D 13 + 11	9

## ADC Chips – A Brief Market Survey (65, 125 & 250 MSPS)

### 65 MSPS --- 8-12 BITS ( $\geq 2$ Channels/Chip)

Part #	# Bits	# Channels	Rate (MSPS)	Cost (\$)
MAX1198	8	2	100	11
AD9288	8	2	80	7
AD9289	8	8	65	11
MAX1182	10	2	65	12
AD9216-65	10	2	65	DEC2004
ADS5277	10	8	65	40
AD9238-65	12	2	65	29
<b>MAX1127</b>	<b>12</b>	<b>4</b>	<b>65</b>	<b>36</b>
<b>AD9229-65</b>	<b>12</b>	<b>4</b>	<b>65</b>	<b>DEC04</b>
ADS5272	12	8	65	65

## 125 MSPS --- 10-12 BITS

Part #	# Bits	# Channels	Rate (MSPS)	Cost (\$)
MAX1122	10	1	170	37
AD9411	10	1	170	43
LTC2234	10	1	135	28
MAX1213	12	1	170	69
AD9433	12	1	125	76
LTC2224	12	1	135	47

## 250 MSPS --- 8-10 BITS

Part #	# Bits	# Channels	Rate (MSPS)	Cost (\$)
MAX1121	8	1	250	24
AD9480	8	1	250	22
SPT7721	8	1	250	20
<b>MAX1124</b>	<b>10</b>	<b>1</b>	<b>250</b>	<b>50</b>

# Two FADC Models

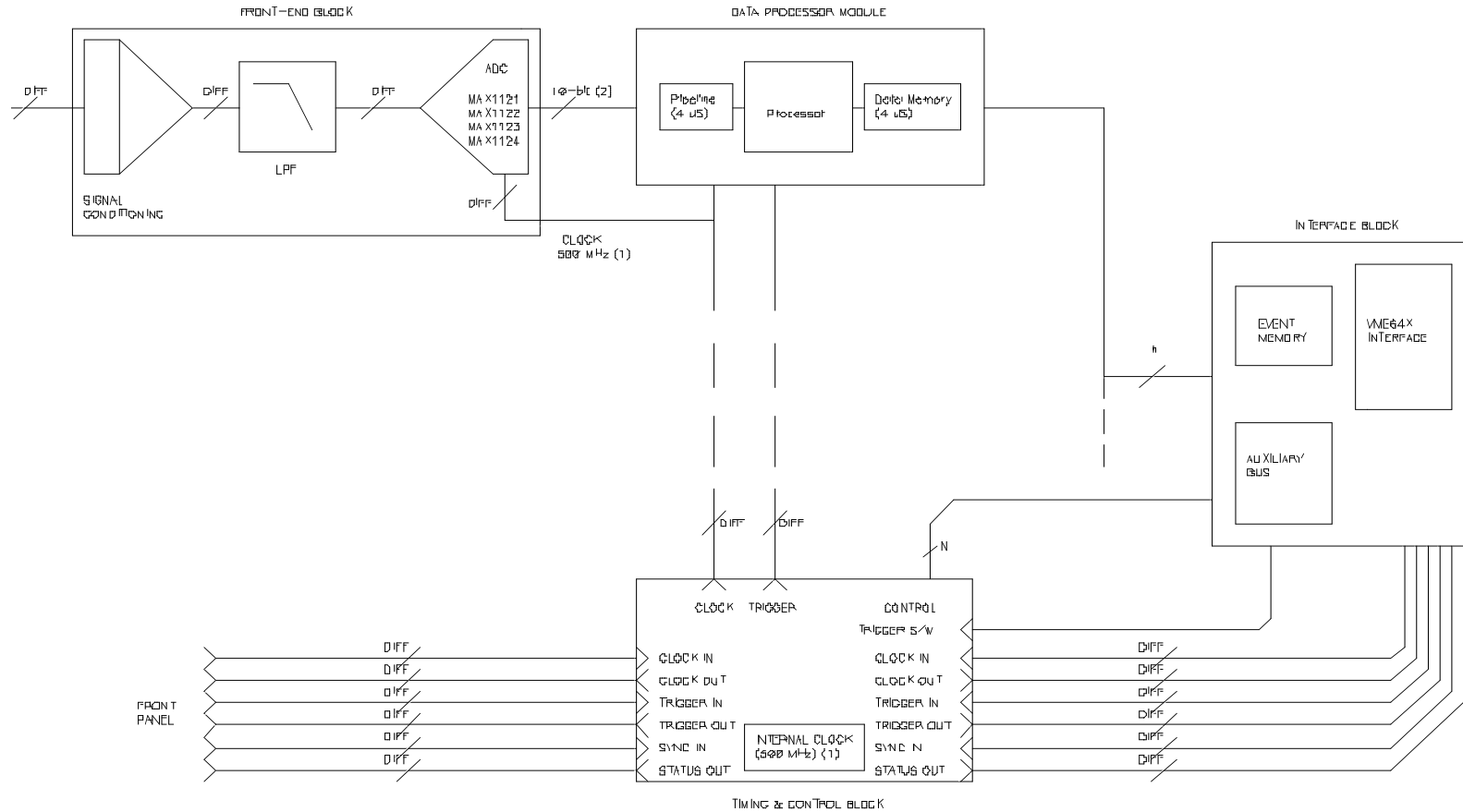
- Developing one generic model platform is attractive because of limited resources:
  - FADC-250  
250 MSPS, 1 ch/chip ► 16 Channel Module
    - > Covers Both 250 and 125 MSPS Requirements
    - > Plug-in Boards for Custom Data Processing Fulfills Users' Requirements.
- Higher Channel Density = Cost & Space Savings
  - FADC-65  
65 MSPS – 8 ch/chip ► 64 Channel Module.
- One Design Architecture for Both Versions.
- Total System Cost is Lowered Considerably!

# VME64x Flash ADC Modules...FADC-250 & FADC-65

Preliminary Specifications - Values in [ ] refer to FADC-65

<b>Signal Inputs</b>	Number	16 [64], Differential
<b>Clock</b>	Sampling Source	250 [62.5] MSPS, Differential Internal and External
<b>Control Inputs/Outputs</b>	Clock In Trigger Sync In Trigger SW Status Out	IN, OUT - Differential (Front Panel & Backplane) IN, OUT - Differential (Front Panel & Backplane) Differential (Front Panel & Backplane) Software Strobe
<b>Conversion Characteristics</b>	Resolution INL DNL SNR	10 [12] bit $\pm 0.8$ [0.6] LSB $\pm 0.5$ [0.3] LSB 56.8 dB @ 100 MHz [70.5 dB @ 51 MHz] Input
<b>Trigger Latency</b>		8 $\mu$ S
<b>Data Memory</b>		8 $\mu$ S
<b>Data Processing</b>	Sparcification Windowing Energy & Value (Pedestal, Peak) Time (Threshold, Rise, Fall, relative to trigger) Operation (Arithmetic, Logical, Single & Multi-channel) Output Bus (Front Panel, Backplane, Bus)	
<b>Interface</b>		VME64x – 2eVME Data Transfer Cycles (40, 80, 160 & 320MB/sec)
<b>Packaging &amp; Power</b>		6U VME64x / +3.3V, +5V, +12V, -12V

# FADC Architecture



on these ADCs:

1. The 500 MHz clock is internally divided by two, yielding 250 MSPS.
2. 8-bit or 10-bit ADCs may be used.

FJB 12/13/2004 – FADC\_ELECTRONICS\_WORKSHOP

FADC – A VME64X FLASH ADC  
FUNCTIONAL BLOCK DIAGRAM  
FJB, JLAG, 5 OCTOBER 2004  
PRELIMINARY

FADC\_BLOCK.SCH



# Project Guidelines

- **Concept & Specifications**
  - Finalize Requirements With Users
  - Data Processing Algorithms Need To Be Specified & Tested
  - Data Structure and Format Need To Be Specified
- **Resource Identification, Allocation & Scheduling**
  - Who's going to do what and when?

# Project Guidelines (cont.)

- Design & Layout - FJB, EJ, JP, PS
  - Module
  - Backplane
  - Timing & Control
- Test – Two Parallel Developments:
  - Labview – Closely Coupled to Design and Development – JP, EJ, TC, TT ??
  - Coda – Based on End-User Requirements – EJ, DA, Users
- Production Cycle – FJB, EJ, JP, PS
  - Procurement
  - Test
  - QC
  - Installation