

'Beginning Of Fragment' marker	'0xB0F0'+S-LINK flags	Module header	001Ptlb××MMMMMMMMSSSSLLLLBBBBBBBB
start of ROD header	'0xEE1234EE'	[Module hit]	100×FFFFTTTTTTTTT×××CCCCRRRRRRRRR
header size	'0×9'	[...]	100×FFFFTTTTTTTTT×××CCCCRRRRRRRRR
format version number	'0×03010000'	[Module errors]	...
source identifier	0xrtssuvvw	Module trailer	010ZHV××××××××××××××××××××××
run number	'0'+31-bit run number	[...]	001Ptlb××MMMMMMMMLLLLLLLLBBBBBBBB
extended Level1 ID	24-bit TTCrx L1ID + 8-bit ROD ECRID	[...]	100×FFFFTTTTTTTTT×××CCCCRRRRRRRRR
bunch crossing ID	12-bit TTCrx BCID	[...]	...
ATLAS Level1 trigger type	8-bit CTP(LTP) L1TT	[...]	010ZHV××××××××××××××××××××××
detector event type: ROD / TIM	DET	[flag type 1 error]	0000FFFF××××××××××11110FFFFEEEE
Module data	...	[...]	0000FFFF××××××××××11110FFFFEEEE
status 1: bit errors	error flags	[flag type 2 error]	0001FFFF×××11111000cdefgqqqqponm
status 2: count of words with errors	error count, ROL status	[...]	0001FFFF×××11111000cdefgqqqqponm
number of status words	'0×2'	[raw data]	011DDDDDDDDDDDDDDDDDDDDDDDDDDDDDD
number of data words	nData	[...]	011DDDDDDDDDDDDDDDDDDDDDDDDDDDDDD
status block pos.: '0' before/'1' after data	'0×1'	[time out data]	00100000000000000100000000000000
'End Of Fragment' marker	'0xE0F0'+S-LINK flags	[...]	00100000000000000100000000000000
[...]	'0xB0F0'+S-LINK flags		
[...]	...		
[...]	'0xE0F0'+S-LINK flags		

ATLAS Pixel

Bytestream Format

ROD header

ROD trailer

Module header

Module trailer

Module hit

Module errors

ROD:

r = reserved

s = sub-detector ID (0x11 - Layer-1 & 2,  
0x12 - endcap A, 0x13 - endcap C,  
0x14 - B-layer)

u = Pixel layer/disk (0x1, 0x2, 0x3)

v = readout crate (0x0...0x9)

w = ROD VME slot (0x05...0x15)

P = pramble error

t = time out error

l = LVL1 error

b = bunch crossing ID error

M = link number

D = raw data

Z = trailer bit error

H = header trailer limit error

V = data overflow error

x = filled by ROD with '0's

MCC:

S = LVL1 skips

L = LVL1 ID

B = bunch crossing ID

c = LVL1ID EoE check failed

d = BCID EoE check failed

e = LVL1ID check failed

f = EoE overflow

g = Hit overflow

FE:

F = FE number

T = time over threshold value

C = Pixel column

R = Pixel row

m = EOC overflow

n = 'Hamming Code' error

o = com./glob. reg. parity

p = hit parity error

q = FE error flag ('1111' = no error/ '1110' = error)

E = FE error code