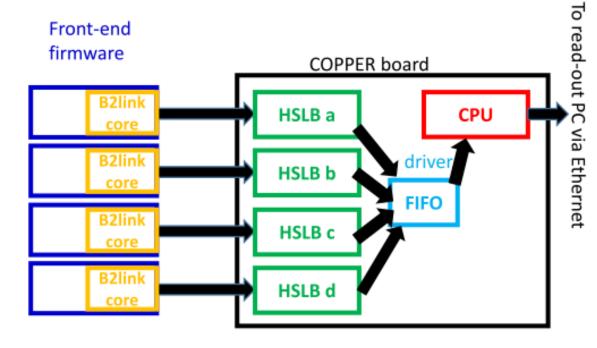
# RawCOPPER data format

Sep. 26, 2014 (svn rev. 13065) Satoru Yamada

## 1, Overview of RawCOPPER format (one data block from a COPPER board)

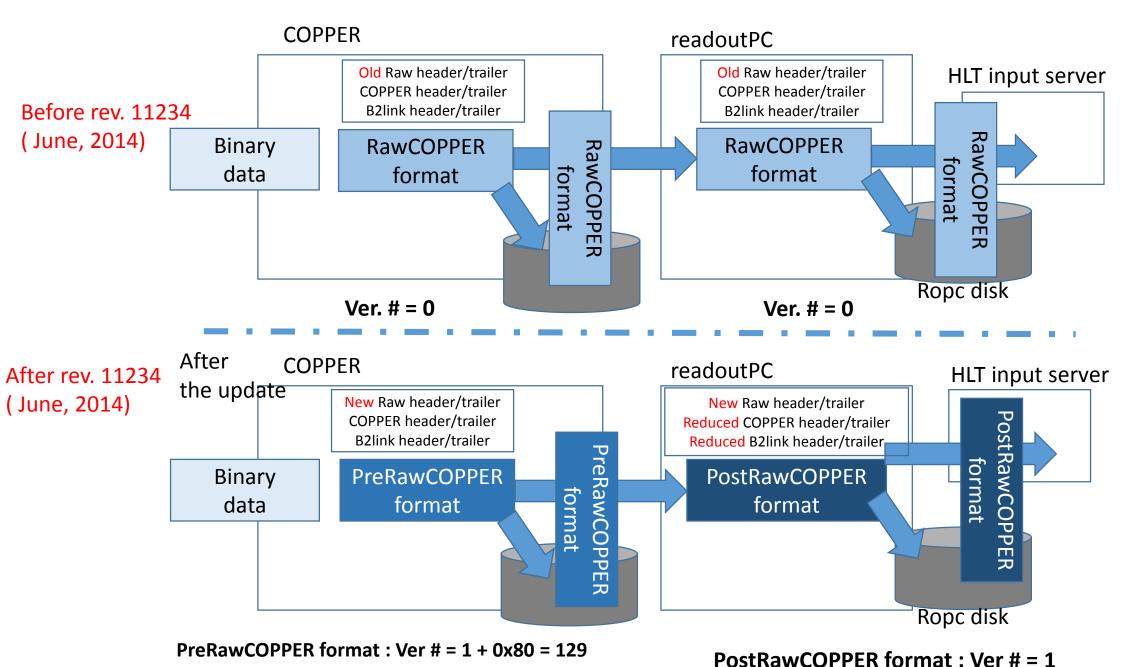




- RawCOPPER header
  - COPPER header
    - B2link HSLB header (slot A FINNESSE)
      - B2link FEE header(slot A FINNESSE)
        - Data contents(Detector buffer) (slot A FINNESSE)
      - B2link FEE trailer (slot A FINNESSE)
    - B2link HSLB trailer (slot A FINNESSE)
    - B2link HSLB header (slot B FINNESSE)
      - B2link FEE header(slot B FINNESSE)
        - Data contents(Detector buffer) (slot B FINNESSE)
      - B2link FEE trailer (slot B FINNESSE)
    - B2link HSLB trailer (slot B FINNESSE)
    - B2link HSLB header (slot C FINNESSE)
      - B2link FEE header(slot C FINNESSE)
        - Data contents(Detector buffer) (slot C FINNESSE)
      - B2link FEE trailer (slot C FINNESSE)
    - B2link HSLB trailer (slot C FINNESSE)
    - B2link HSLB header (slot D FINNESSE)
      - B2link FEE header(slot D FINNESSE)
        - Data contents(Detector buffer) (slot D FINNESSE)
      - B2link FEE trailer (slot D FINNESSE)
    - B2link HSLB trailer (slot D FINNESSE)
  - COPPER trailer
- RawCOPPER trailer

HSLB: High speed link board

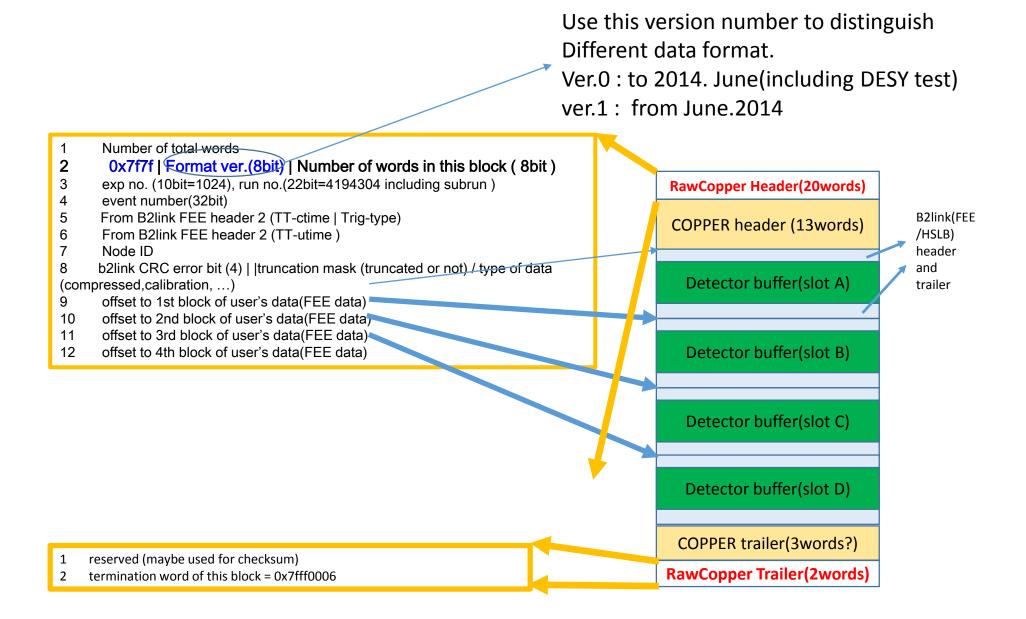
## 1-1, Online header/trailer reduction



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- PreRawCOPPER format
- If you store data by COPPER CPU, then output data will be in Pre(reduction)RawCOPPER format.
- PostRawCOPPER format
- Store the data downstream from readout PC, the output data will be in Post(reduction)RawCOPPERFormat

## 2-1, "RawCOPPER header/trailer" format in PreRawCOPPER format (ver. 1+0x80)



2-2, "RawCOPPER header" and trailer format in PostRawCOPPER format (ver.0x01)

Same as PreRawCOPPER format

## 2-3, tentative format of 32bit subsystem ID (A.K.A. node ID)

#### Format:

```
(31-24) Detector ID: 8bit=256: detector ID
(9-0) lower bits of COPPER ID: 10bit (1024)
```

#### **Detector ID:**

Detector ID (Defined in rawdata/dataobjects/include/RawCOPPERFormat.h)

- #define SVD\_ID 0x01000000 // tentative
- #define CDC ID 0x02000000 // tentative
- #define BPID\_ID 0x03000000 // tentative
- #define EPID ID 0x04000000 // tentative
- #define BECL ID 0x05000000 // tentative
- #define EECL ID 0x06000000 // tentative
- #define BKLM ID 0x07000000 // tentative
- #define EKLM ID 0x08000000 // tentative
- #define TRG ID 0x09000000 // tentative

#### Full COPPER ID:

```
Full COPPER ID can be reconstructed by "( Detector ID >> 24 ) * 1000 + COPEPR ID(12bit) "

e.g. NodeID = 0x0600000a -> COPPER ID = cpr6010

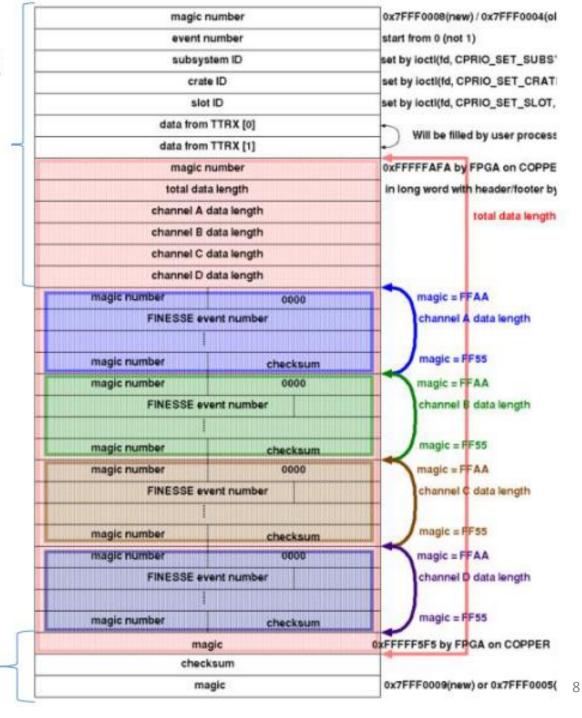
NodeID = 0x0100000a -> COPPER ID = cpr1010

A label of COPPER ID will be attached on the front of a COPPER board
```

Node ID = "TTD" = 0x54544420 and "FTSW" are reserved for VME CPU and FTSW now.

# 3-1, COPPER header and trailer in PreRawCOPPER format (ver. 1 + 0x80)

COPPER header



COPPER Trailer

## 3-2, COPPER header and trailer in PostRawCOPPER format (ver. 0x01)

No COPEPR header and trailer in Post reduction rawcopper format.

## 4-1, B2link FEE header/Trailer, B2link HSLB header/Trailer in

PreRawCOPPERFormat (ver. 0x01 + 0x80)

From Nakao-san's Belle2link User guide (June 10, 2014): You can download from 18 th B2GM indico page

http://kds.kek.jp/getFile.py/access?contribId=132&sessionId=28&resId=0&materialId=0&confId=15329

```
HSL: 0xFFAA(16) -- B2L header | HSLB-tag(16)
                                                  B2link HSLB header
B2L: '0'(1) | TT-ctime(27)
                                | TT-type(4)
B2L: TT-tag(32)
B2L: TT-utime(32)
                                                  B2link FEE header
B2L: TT-exprun(32)
B2L: '0' | B2L-ctime(27)
FEE: Data #0 (32)
FEE: Data #1 (32)
FEE:
     . . . .
FEE: Data #n (32)
B2L: '0'(1) | TT-ctime(27)
                                                   B2link FEE trailer
B2L: TT-tag(16)
                      | CRC error count(16)
                                                  B2link HSLB trailer
```

Figure 5: Data format as read out by the COPPER. The header and trailer words labelled with HSL are attached by HSLB, the words with B2L are attached by the belle2link component, and the words with FEE are those written into the belle2link component by the frontend firmware.

#### **NOTICE:**

To produce this format, the b2tt core used in

the FEE firmware should be the latest.

Please see Nakao-san's following e-mails:

[b2link\_ml:0143] Belle2link version 0.01 -

SVN update

And

[b2link\_ml:0144] Re: Belle2link version 0.01 -

SVN update.

# 4-2, B2link FEE header/Trailer, B2link HSLB header/Trailer in PostRawCOPPERFormat (ver. 0x01)

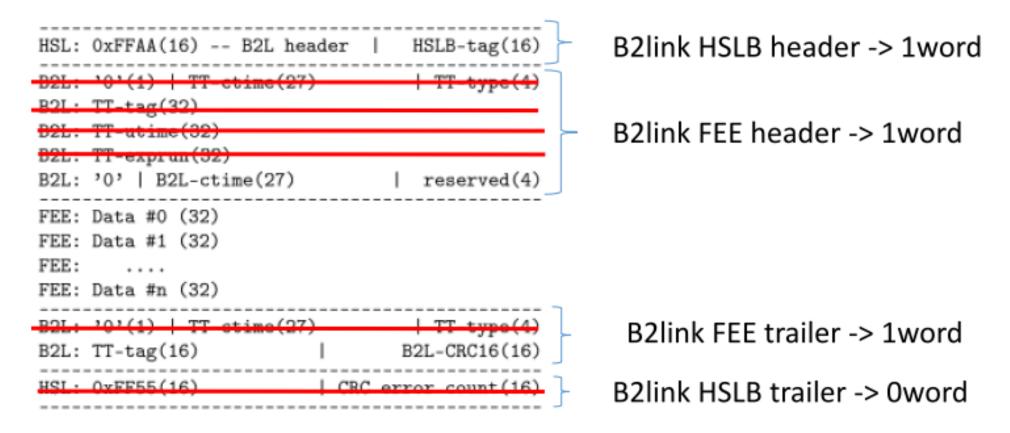


Figure 5: Data format as read out by the COPPER. The header and trailer words labelled with HSL are attached by HSLB, the words with B2L are attached by the belle2link component, and the words with FEE are those written into the belle2link component by the frontend firmware.

## 4-3, Older B2link header/trailer formats

#### At DESY test in January of 2014

#### From Nakao-san's B2GM slides:

http://kds.kek.jp/getFile.py/access?contribId=143&sessionId=38&resId=0&materialId=slides&confId=13911

### Data format (Final?)

#### The format used at the telescope test

```
HSL: 0xFFAA(16) --- B2L header | HSLB-tag(16)

B2L: '0'(1) | TT-ctime(27) | TT-type(4)

B2L: TT-tag(32)

B2L: TT-exprun(32)

B2L: '0' | B2L-ctime(27) | debug-flag(4)

FEE: Data #0 (32)

FEE: Data #1 (32)

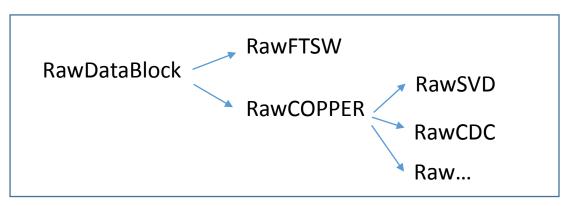
FEE: Data #n (32)

B2L: TT-tag(16) | B2L-checksum(16)

HSL: 0xFF55(16) | HSLB checksum(16)
```

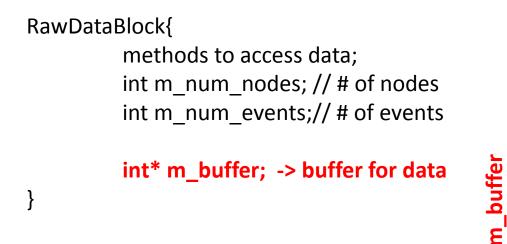
tag (event number) and utime to be increased to 32-bit (done),
 HSLB-checksum, B2L-checksum to be added

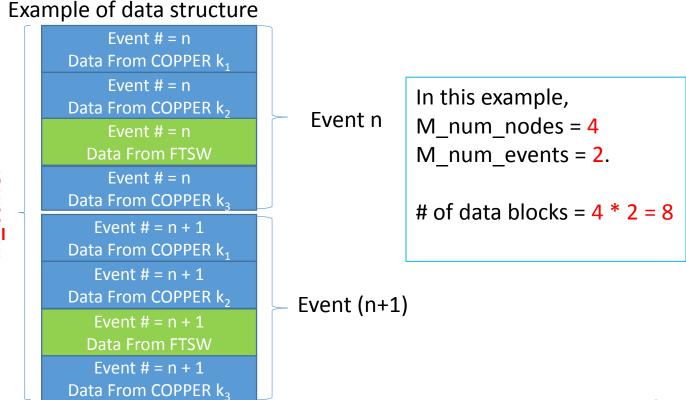
## 5-1, RawDataBlock object (to handle Raw data from COPPER board)



Source code:

https://belle2.cc.kek.jp/svn/trunk/software/rawdata/dataobjects/



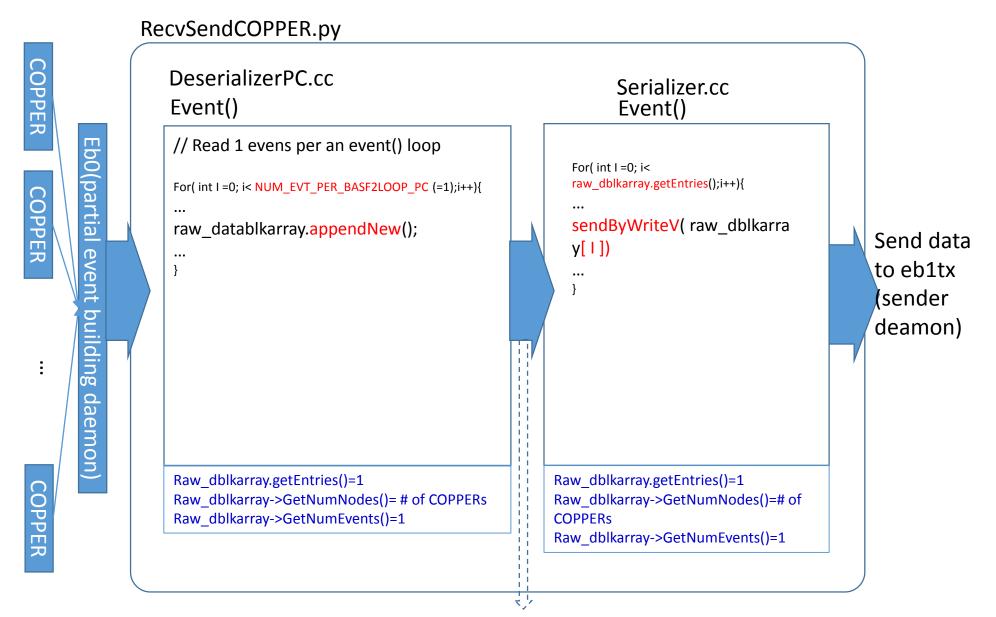


#### Example of Data handling on COPPER (as of rev.12453)

#### RecvSendCOPPER.py

```
DeSerializerCOPPER.cc
                                                                           Serializer.cc
                 Event()
                                                                           Event()
                 // Read 50 evens per an event() loop
                                                                     // Send each
                                                                     raw_dblkarray[i] event
                 For( int I =0; i<
                                                                     separately.
                 NUM_EVT_PER_BASF2LOOP_COPPER(=50);i++){
                                                                     For( int I =0; i<
                 Num_event = 1; num_nodes = 1;
                                                                                                                    Send data
                                                                     raw_dblkarray.getEntries();i++){
                 temp_rawdblk =
                                                                                                                    to a readout
From
                 raw dblkarray.appendNew();
                                                                     sendByWriteV( raw dblkarra
FEE
                                                                                                                    PC
                   temp_rawdblk->SetBuffer(temp_buf,
                                                                     y[ | ])
                 m size word, delete flag, num events,
                 num_nodes)
                 Raw dblkarray.getEntries()=50
                                                                  Raw dblkarray.getEntries()=50
                 Raw dblkarray->GetNumNodes()=1
                                                                  Raw dblkarray->GetNumNodes()=1
                 Raw dblkarray->GetNumEvents()=1
                                                                  Raw dblkarray->GetNumEvents()=1
```

#### Example of Data handling on a readout PC (as of rev.12453)



### Example:

# of event and node in one RawDataBock object:
Output by RecvStream1.py and 3 RecvSendCOPPER.py processes

#### RecvStream1.py on a readout PC

event k : Ser len 135 numeve 1 node 3 event k : Des len 132 numeve 1 node 3 event k+1 : Ser len 132 numeve 1 node 3 event k+1 : Des len 129 numeve 1 node 3

#### RecvSendCOPPER.py on COPPER1

event l : Ser len 66 numeve 1 node 1 event l+1:Ser len 84 numeve 1 node 1

#### RecvSendCOPPER.py on COPPER2

event m : Ser len 78 numeve 1 node 1 event m+1 : Ser len 77 numeve 1 node 1

#### RecvSendCOPPER.py on COPPER3

event n : Ser len 84 numeve 1 node 1 event n+1 : Ser len 64 numeve 1 node 1

## 2-2, Rawdata Unpacker for new and old data formats

Data taken at the DESY beam test(old format) can be read with the latest rawdata package -> by checking data ver. In header.

#### New RawCOPPER class

- ➤ No change in style of the member functions -> No effect on derived class
- > Does not have a format information in itself
  - > Format class contains format information
    - > RawCOPPERformat.cc -> the latest format
      - RawHeader.cc
    - RawCOPPERformat\_v0.cc -> an old format
      - RawHeader\_v0.cc
  - Assgin a format class to m\_access in CheckVersionSetBuffer()
  - Use m\_access to access buffer contents

```
inline int RawCOPPER::GetExpNo(int n)
{
   CheckVersionSetBuffer();
   return m_access->GetExpNo(n);
}
inline int RawCOPPER::GetRunNo(int n)
{
   CheckVersionSetBuffer();
   return m_access->GetRunNo(n);
}
```

#### Notice:

- RawCOPPER class supports both formats for a while (0.5-1 year after the format becomes stable?).
- In that case, the latest RawCOPPER class cannot be used to read old format
- Of course, you can use old rawdata repository to read old format
- For ver.0 format, use rawdata repository before 11228

## Revision History of this document

- Jan.5, 2014 rev. 8376 : Add definition of tentative subsysID format
- Dec. 16, 2013 rev.7974 :
  - Add B2linkFEE header format
  - Add comments about handling StoreArray when unpacking Raw\*\*\* data.
- Oct.21, 2013 :rev.7133
  - Add instruction about Rawdata unpacking program
- Oct. 18, 2013 :rev. 7095
  - 1 st draft
- Jun. 23, 2014 : rev. 11234
  - Online (header/trailer) reduction scheme on readout PC is introduced
    - RawHeader format is changed
    - COPPER header/trailer format is changed
  - Nakao-san updated B2LFEE/HSLB header/trailer format
    - See [b2link\_ml:0144] Re: Belle2link version 0.01 SVN update
- Aug. 23, 2014: rev. 12453
  - Add a description of how RawDataBLock objects are handled by the actual DAQ program.
- Sep. 26, 2014 : rev.13065
  - Add TRG ID definition (0x09000000)