

**Address Pads**

Caleb Fangmeier

Addressing

A Simple Example

Pixel Address Pads

# – SiLab Lecture Series – **Address Pads**

Caleb Fangmeier

University of Nebraska - Lincoln

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## Address Pads

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### Addressing

A Simple Example

Pixel Address Pads

## 1 Addressing

## 2 A Simple Example

## 3 Pixel Address Pads

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Addressing

A Simple Example

Pixel Address Pads

**Problem:**

Many devices must communicate on shared lines.

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**Problem:**

Many devices must communicate on shared lines.

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*Why?*

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## Problem:

Many devices must communicate on shared lines.

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*Why?*

- Limited physical space

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**Problem:**

Many devices must communicate on shared lines.

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*Why?*

- Limited physical space
- Cost

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## Addressing

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**Problem:**

Many devices must communicate on shared lines.

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*Why?*

- Limited physical space
- Cost
- Simplicity of design

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**Solution:**  
Addressing!



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## Solution: Addressing!

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- Devices take turns talking on shared line

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## Addressing

A Simple Example

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## Solution: Addressing!

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- Devices take turns talking on shared line
- Typically controlled by a single “**Master**”

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## Solution: Addressing!

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- Devices take turns talking on shared line
- Typically controlled by a single “**Master**”
- All other devices are “**Slaves**”
- All **Slave** devices have an **address**

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A Simple Example

Pixel Address Pads

1 Addressing

2 A Simple Example

3 Pixel Address Pads

# The “D” Flip-Flop

## Address Pads

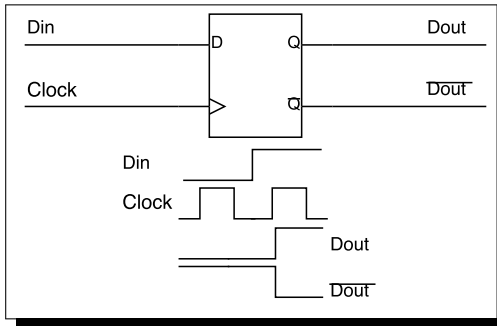
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## Addressing

## A Simple Example

## Pixel Address Pads

- Stores a single bit
- Has a **Data** input and a **Clock** input
- Data updates when clock transitions from low to high



# The “D” Flip-Flop

## Address Pads

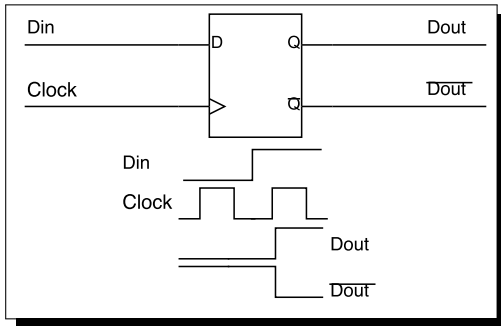
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## Addressing

## A Simple Example

## Pixel Address Pads

- Stores a single bit
- Has a **Data** input and a **Clock** input
- Data updates when clock transitions from low to high



But what if we want to control *multiple* devices with a shared data and clock line?

## Address Pads

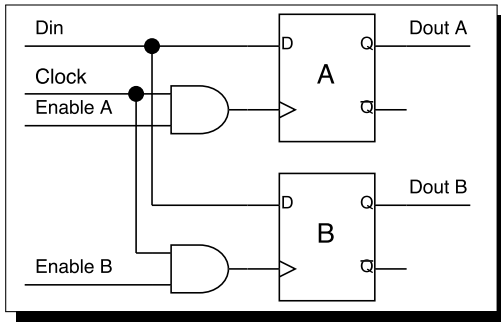
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## Addressing

### A Simple Example

### Pixel Address Pads

- Add an **Enable** line for each device
- Requires  $n + 2$  lines
- Data updates only when the **Enable** line is high





## Address Pads

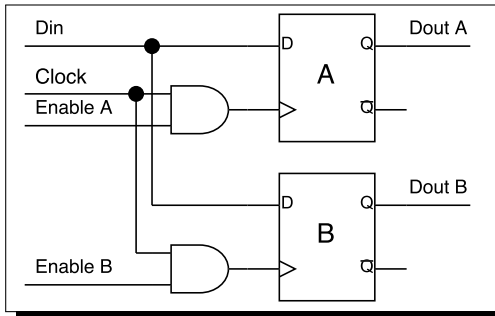
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## Addressing

### A Simple Example

### Pixel Address Pads

- Add an **Enable** line for each device
- Requires  $n + 2$  lines
- Data updates only when the **Enable** line is high



Cool, but is this *optimal*? Short answer: It depends.

## Address Pads

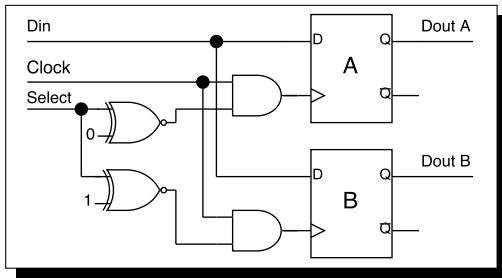
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- Replace individual **Enable** lines with **Select**
- Requires  $\lceil \log_2(n) \rceil + 2$  lines
- In this case **A** has address "0", while **B** has address "1"
- This scheme can be extended to any number of bits



# 2-wire Protocol

## Address Pads

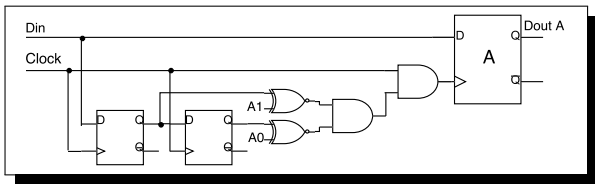
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### A Simple Example

#### Pixel Address Pads

- Address data is now pushed along data line
- Requires only 2 lines
- In this case **A** has a 2-bit address (A1,A0)
- This diagram is incomplete since it doesn't include end-of-write circuitry, but it demonstrates the idea.



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A Simple Example

Pixel Address Pads

1 Addressing

2 A Simple Example

3 Pixel Address Pads

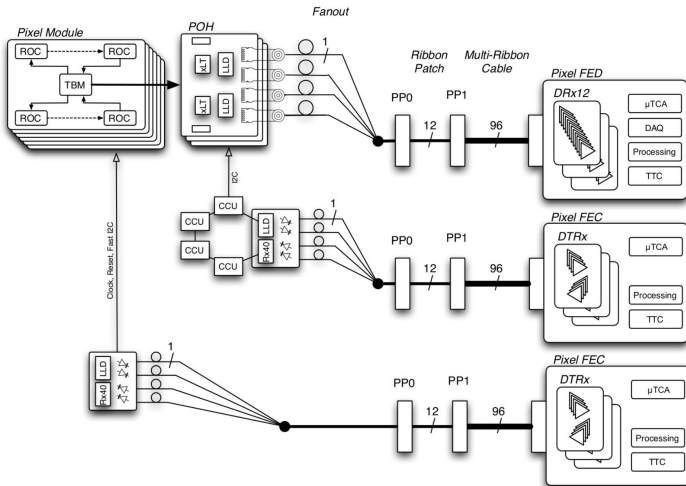
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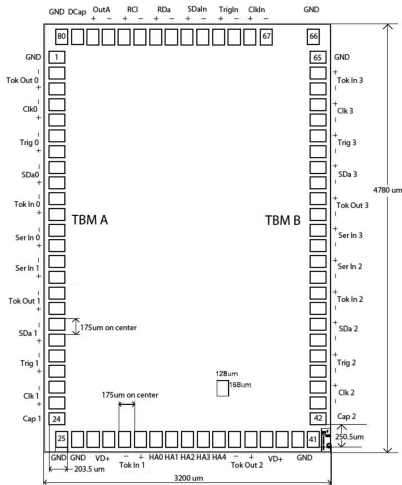
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HA*	Hub Address Pads Internally pulled down
ClkIn	Serial Clock Input
SDaIn	Serial Data Input
RCL	Return Serial Clock
RDa	Return Serial Data

Note: The **data** readout does *not* happen on these lines. That is on OutA.



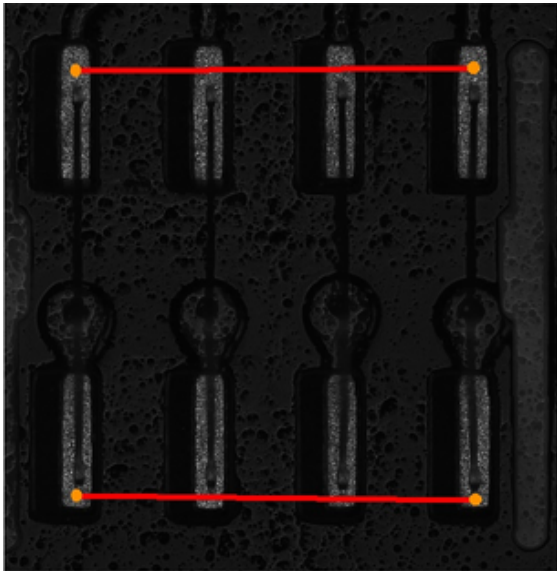
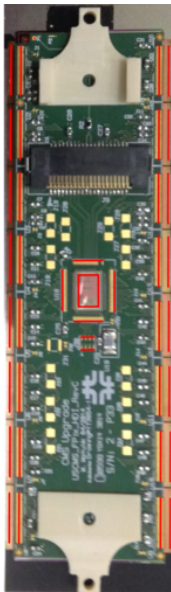
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# Serial Command Protocol

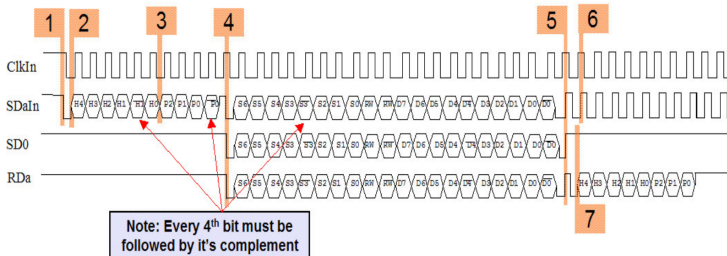
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- 1) Start Signal For Hub
- 2) Hub Address (H4, H3, H2, H1 H0)
- 3) Port Address (P2, P1, P0)
- 4) Start Signal for Readout Chip or Token Bit Manager. Note: Complimentary Bits Must Continue to be Sent During Command to ROC/TBM
- 5) Stop Signal to End Command to Hub
- 6) When inactive, Hub Should Continuously Receive Stops
- 7) Hub, and Port Address are Returned on RDa Line (Note: Complimentary Bits are not returned for Hub Address).



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*Token Bit Manager 08 Chip Documentation.*

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CMS Technical Design Report for the Pixel Detector Upgrade.

Technical Report CERN-LHCC-2012-016. CMS-TDR-11, CERN, Geneva, Sep 2012.