

# Epics device driver for MRF VME-EVG-230

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## 1 The Source

VCS Checkout

```
$ git clone https://github.com/epics-modules/mrfioc2.git
```

Currently the driver only supports VME-EVG-230.

## 2 IOC Deployment

This section outlines a general strategy for adding an VME-EVG to an IOC.

The VME bus based EVGs are configured using the `mrmEvgSetupVME()` IOC shell function.

```
mrmEvgSetupVME (  
  
    const char* id, // EVG card ID  
    epicsInt32 slot, // VME slot  
    epicsUInt32 vmeAddress, // Desired VME address in A24 space  
    epicsInt32 irqLevel // IRQ Level  
    epicsInt32 irqVector, // Desired interrupt vector number  
  
)
```

```
mrmEvgSetupVME(EVG1, 5, 0x20000000, 3, 0x26)
```

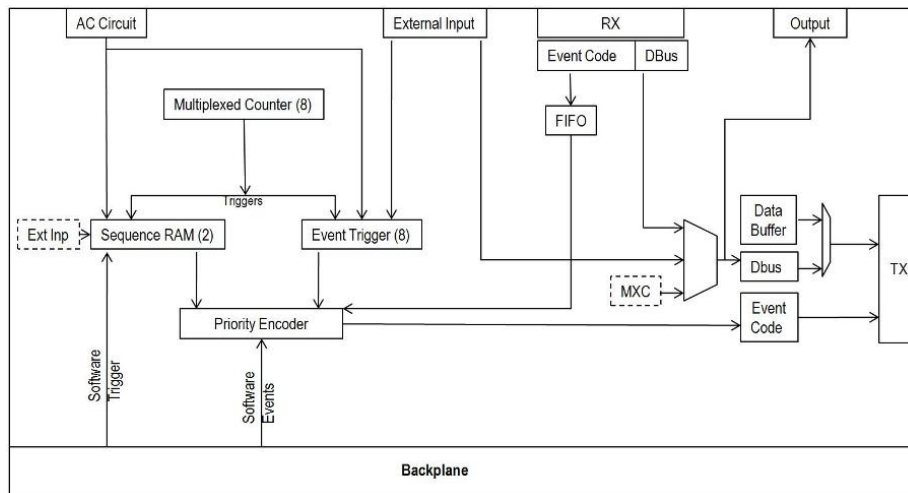
In this example EVG1 is defined to be the VME card in slot 5 on VME crate. It is given the A32 base address of 0x20000000 and configured to interrupt on level 3 with vector 0x26.

You can look at example startup script(st.cmd file) for EVG in `./mrfioc2/iocBoot/iocevgmrm` directory.

**Note:** VME64x allows for jumpless configuration of the card, but not automatically assignment of resources. Selection of an unused address range and IRQ level/vector is necessarily left to the user.

**Note:** Before setup is done the VME64 identifier fields are verified so that specifying an incorrect slot number is detected and setup will safely abort.

### 3 Classes/Sub-Component



#### 3.1 EVG

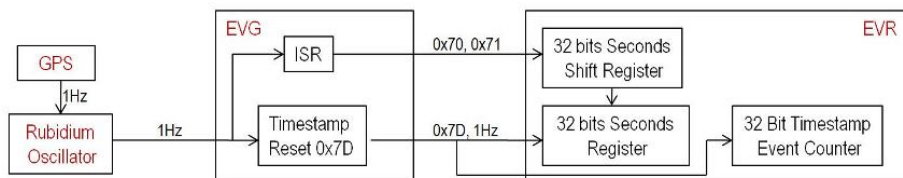
##### 3.1.1 Global EVG Options:

- *Enable* (bo/bi): EVG enable and disable.

##### 3.1.2 Timestamping

The Event System provides a global timebase to attach timestamps to all collected data and performed actions at EVR. The time stamping system consists of 32-bit timestamp event counter and a 32-bit seconds counter.

This driver provides you an option of doing timestamping calculations in software as compared to the dedicated hardware as used at few places.



Following are the EVR requirements for accurate timestamping:

- At the start of every second, receive the event code 0x7D which would load the 32-bit seconds count from shift register into the seconds register of EVR and reset the timestamp event counter.
- Have the next 32-bit seconds count shifted in the shift register of EVR before the end of the current second. The shift register is updated serially by loading zeros and ones on receipt of event code 0x70 and 0x71 respectively.

Timestamping at EVG:

For timestamp EVG needs a pulse from the time source at the start of every second. EVG used this 1 pulse per second input to address both requirements of EVR timestamping.

- The first requirement is addressed by using Trigger Events of EVG. We can configure one of the trigger events to send out event code 0x7D when it receives a pulse from the 1PPS source.
- For addressing second requirement EVG uses software events. When timestamping starts the EVG driver obtains the current time from epics-GeneralTime interface(which inturn is synced to a accurate time source) and stores it locally. Now the driver uses the 1 pulse per second output from the time source to update the seconds count of the locally stored time and then sends out next second using event codes 0x70 and 0x71 via software events.

Driver handles different error scenarios:

- EVG uses timer with 1PPS input signal. If it does not detect the signal in some '1 + delta' second the timer goes off and it raises an major alarm and timestamping stops. Once EVG receives the pulse from the 1PPS source it starts the timer again and if the timer does not go off for 5 consecutive pulses then the EVG starts sending timestamps again.
- Before sending out the timestamps to EVR (i.e. the 32-bit seconds count), EVG compares the *stored time*(updated by 1 PPS) with the *current time*(obtained from epicsGeneralTime). If they do not match an minor alarm is raised but the stored time is sent as the current time to EVR.

Advantages:

- Using minimum number of EVG inputs for the timestamping purpose.

Records associated with EVG time stamping:

- *Synchronize Timestamp* (bo): Sync the current time with the NTP server.
- *1PPS source* for Timestamping:
  - *Timestamp Input* (mbbo/mbbi):
    - \* None : Stop timestamping
    - \* Front : Front Panel Input
    - \* Univ : Universal Input
    - \* Rear : Rear Transitional Input

### 3.2 Event Clock

All the operations on EVG are synchronized to the event clock. Which is derived from either externally provided RF clock or from an on-board fractional synthesizer.

- *Source* (bo/bi): The event clock may be derived from external RF clock signal or from an on-board fractional synthesizer.
- *RF reference frequency* (ao/ai): Set the RF Input frequency in MHz. Frequency can range from 50 to 1600.
- *RF Divider* (longout/longin): Divider to derive desired event clock from RF reference frequency.
- *Fractional Synthesizer frequency* (ao/ai): This frequency could be used to derive event clock.
- *Event Clock Frequency Readback* (ai): Gets the current event clock frequency in MHz.

### 3.3 Software Events

Software event is used to send out an event code by writing that event to a particular register in EVG.

- *Enable* (bo/bi): Enable/Disable the transmission of Software Events.
- *Event Code* (longout/longin): Sends out the event code onto the event stream. Event code can range form 0 to 255.

### 3.4 Trigger Events

There are currently 8 trigger event sources. Trigger events are used to send out event code into the event streams, every time a trigger is received. The stimulus could be a rising edge on an external input signal or a multiplexed counter output or the ac signal.

- *Enable* (bo/bi): Enable/Disable the transmission of Trigger Events.
- *Event Code* (longout/longin): Sets the event code to be sent out, whenever a trigger is received. Event Code can range form 0 to 255.
- *Trigger Source* (mbbo): The trigger could come from one or multiple sources. It could come from any of the external inputs and/or any multiplexed counter output and/or from ac signal. If multiple trigger sources are selected then those signal are OR'ed together and the resulting signal works as the trigger.

### 3.5 Distributed bus

The distributed bus allows transmission of eight simultaneous signals with the event clock rate.

- *Signal Source/Map* (mbbo): The bits of the distributed bus can be driven by selecting one of the following sources.
  - Ext Inp : Sampling of the external input signals at event rate.
  - MXC : Sampling of the corresponding multiplexed counter output at event rate.
  - Upstream EVG : Forwarding the state of distributed bus bit of upstream EVG.
- *Selecting the input* (bo): When the source for the distributed bus signals is external input signal, we need to specify which input signal needs to be mapped onto the distributed bus. If multiple inputs are mapped onto a single distributed bus bit then those signals are logically OR'ed together and the resulting signal is used to drive the distributed bus bit.

### 3.6 Multiplexed Counter

There are 8 32-bit multiplexed counters that generate clock signals with programmable frequencies from event clock/ $2^{32-1}$  to event clock/2. The counter outputs may be programmed to trigger events, drive distributed bus signals and trigger sequence RAMs.

- *Polarity* (bo/bi): Set the Multiplex Counter(Mxc) output polarity.
- *Frequency* (ao/ai): Request a signal with a particular frequency.
- *Prescaler* (longout/longin): Used as counter to produce a signal with a particular frequency.
- *Reset*: Reset all the multiplexed counters. After reset all the counters are in phase/sync with each other.

### 3.7 Input

VME-EVG-230 has 2 Front panel, 4 Universal and 16 Transitional Inputs.

- *External Input Interrupt* (bo): Enable or Disable the External Interrupt. When enabled, an interrupt is received on every rising edge the input signal.

### 3.8 Output

It is used to configure the 4 front panel outputs and 4 four front panel universal outputs.

- *Source* (mbbo/mbbi): The output could be mapped to
  - Any of the eight distributed bus bits
  - Forced logic 1
  - Forced logic 0.

### 3.9 AC Trigger

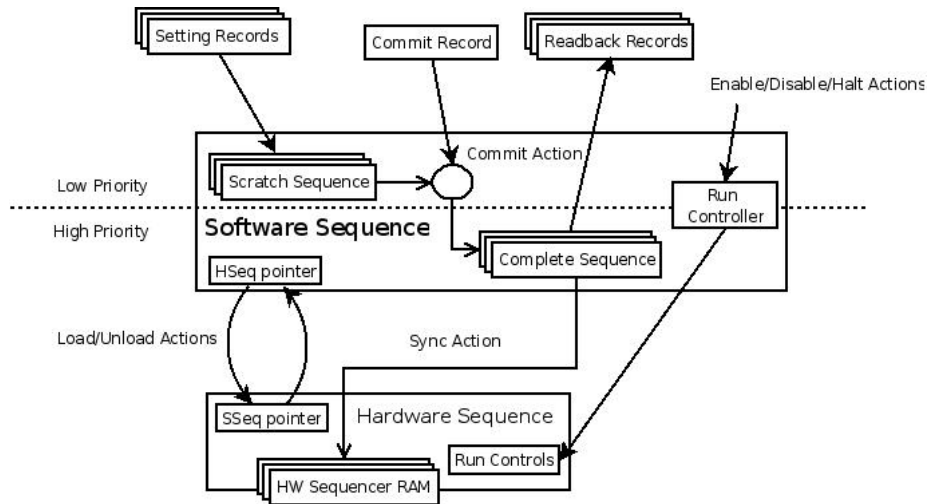
EVG provides synchronization to the mains voltage frequency or another external clock.

- *Divider* (longout/longin): The mains voltage frequency can be divided by an eight bit programmable divider.
- *Phase* (ao/ai): The output of the divider may be delayed by 0 to 25.5 ms by a phase shifter in 0.1ms steps to adjust the triggering position relative to mains voltage phase.
- *AC Bypass* (bo/bi): It is set to bypass the AC divider and phase shifter circuitry.
- *Sync* (bo/bi): The AC Trigger could be synchronized either with event clock or the output of multiplexed counter 7.

### 3.10 Event Sequencer

Event Sequencer provides a method of transmitting or playing back sequences of events stored in random access memory with defined timing. MRF VME-EVG-230 has 2 sequenceRams (sequencers or hard sequence). The sequencer can hold up to 2048 <event code, timeStamp> pair. When the sequencer is triggered, an internal counter starts counting. When the counter value matches the timeStamp of the next event, the attached event code is transmitted.

## Functional block diagram of device support for event sequencer



Device support for sequencer introduces a concept of software sequence (a.k.a. soft sequence). The existence of the software and hardware sequences is an abstraction made to separate the process of assembling a sequence from the process of placing it into hardware. Software sequence maintains a complete ready to run copy of all sequences in the IOC at all times. The IOC is then free to choose which sequence to place into hardware. Since this is a local operation it can be done quickly and efficiently. The IOC can have any number of these soft sequences but at a time the number of these soft sequences that can be loaded into the EVG hardware is restricted by the number of hardware sequences.

As shown in the picture above IOC maintains 2 copies of sequencer data (i.e. Event Code's, Timestamps, Trigger Source and Run Mode). Scratch sequence and complete sequence. Users are allowed to make changes to the scratch sequence directly. Scratch sequence is like the working copy. When user are satisfied with the changes made to the working copy then they can 'commit' the soft sequence which will update the complete sequence with the scratch sequence. If the software sequence has an associated hardware sequence with it then the complete sequence is copied to the hardware on *commit*. This is the Sync operation of sequencer.

Parts of the sequence:

- *Event Code List* (waveform): It is used to set the list of the eventCodes of the soft sequence. These eventCodes are transmitted whenever the timeS-tamp associated with eventCode matches the counter value of sequencer.
- *Timestamp List* (waveform): It is used to set the timeStamps for the events in the soft sequence.
- *Timestamp Input Mode*(bo): There are two mode to enter the timestamping data in the sequencer i.e. EGU and TICKS.

- EGU: In EGU mode user can enter the timestamps in units of seconds, milli-seconds, micro-seconds or nano-seconds.
- TICKS: Here user can provide timestamps in terms of Event Clock ticks.
- All the timestamp values are offset from the time the sequencer receives the trigger.
- **Timestamp Resolution(mbbo)** : If the timestamp input mode is EGU user can use this record to give the units to time.
  - Sec - Input/Output sequencer timestamps in seconds
  - mSec - Input/Output sequencer timestamps in micro-seconds
  - uSec - Input/Output sequencer timestamps in milli-seconds
  - nSec - Input/Output sequencer timestamps in nano-seconds
- **Run Mode (mbbo/mbbi)**: Run mode is used determine what will the sequencer do at the end of the sequence. where mode could be any of the following:
  - Single : Disarms the sequencer at the end of the sequence.
  - Automatic : Restarts the sequence immediately after the end of the sequence.
  - Normal : At the end of the sequence, the sequencer rearms and waits for the trigger to restart the sequence.
- **Trigger Source (mbbo/mbbi)**: Trigger Src is used to select the source of the trigger, which starts the sequencer.
  - Mxc : Trigger from MXC0 - MXC7
  - AC : Trigger from AC sync logic
  - Software : Trigger from RAM0/RAM1 software trigger.
  - External : Trigger is received from any external input.

Above records only deal with the scratch copy of the soft sequence. They do not directly interact with the hardware sequence.

A soft sequence could be in different states like LOADED or UNLOADED, COMMITTED or DIRTY, ENABLED or DISABLED.

- **Load (bo)**: If successful, load causes a soft sequence to move from UNLOADED state to LOADED state. In the LOADED state, an hard sequence is assigned to a soft sequence. If the soft sequence is already in LOADED state then load will return with an error message. The operation will fail if all the hard sequences are already assigned. An allocation scheme ensures that at any given time, each hard sequence is connected to only one soft sequence. Load also copies the last committed data to the hardware.



- *Unload* (bo): The unload causes the soft sequence to enter into UNLOADED state. This operation cannot fail. In unloaded state the assignment of a hard sequence to a soft sequence is released.
- *Commit* (bo): Whenever you modify a soft sequence, the scratch copy in the soft sequence is modified (Refer to evg-seq diagram). Commit causes the changes from the 'scratch sequence' to be copied to the 'complete sequence'. If the soft sequence is loaded, commit also initiates sync operation and copies the changes from complete sequence to the hardware. Modifying the sequenceRam while it is running gives undefined behavior hence 'commit' makes sure that the changes are not written to the hardware while it is running. Hence it waits for the current sequence to finish before writing to the hardware sequence.
- *Enable* (bo): It puts the soft sequence in the ENABLED state. In enabled state, a loaded sequence is armed and waits for the trigger. If is already in ENABLED state the record does nothing.
- *Disable* (bo): In DISABLED state the armed sequence is disarmed, so even if the sequencer receives the trigger the sequence is does not run again.
- *Pause* (bo): This stops the currently running sequence(if any) and then disarms it. Pause leaves the sequence in DISABLED state. When the sequence starts running again(Arm + Trigger), it continues the from where it was stopped.
- *Abort* (bo): This causes the currently running sequence(if any) to stop and then disarmed. Abort leaves the sequence in DISABLED state. After disarming it also resets the timestamp and eventCode registers. So when the sequence starts running again(Arm + Trigger), it continues the from the start.

#### Caveats for sequencer

- In the Event Code and Timestamp arrays provided by user are of different lengths then the length of the sequence would be the length of the smaller of the two arrays. The remaining extra elements of the longer array would be ignored.
- Driver by defaults puts the 'End of Sequence (0x7f)' event code at the end of the sequence and it will be sent 'evgEndOfSeqBuf' event clock tick after the last event in the sequence has been sent out. Which currently defaults to five event clock ticks. If user provides 0x7f with a timestamp then that would be used instead of the default one.
- If a soft sequence is uncommitted and running then when the IOC restarts the sequence would be in uncommitted state but wont be running i.e. last committed sequence is lost.

PyQt script. (Front end for Event Code and Timestamp arrays)

- You need to install PyQt4 to run this python script. Debian package is pyqt4-dev-tools.
- You can have timestamp as 'zero' for the first event code in the sequencer. So this will allow the first event code in the sequencer to be sent out immediately after sequencer receives the trigger. But adding 'zero' as timestamp anywhere else(other than for first event code) is an error and the sequence would be truncated as soon as a zero is encountered. e.g. timestamp array: 0x20, 0x30, 0, 0x40 would be truncated to 0x20, 0x30. (Just first two elements before zero.)

## 4 Acknowledgment

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