

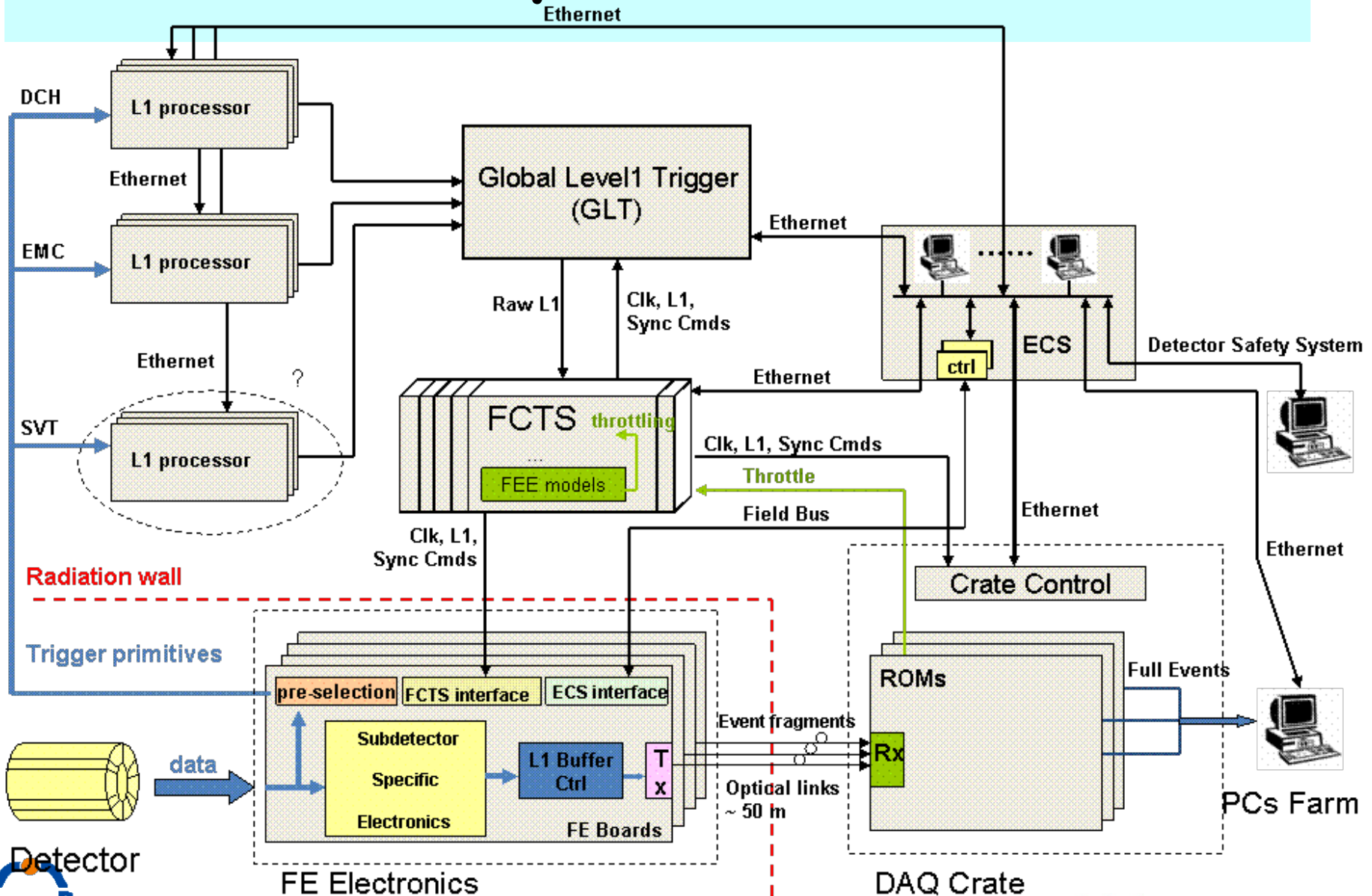


PROPOSAL FOR FTCS CRATE IMPLEMENTATION

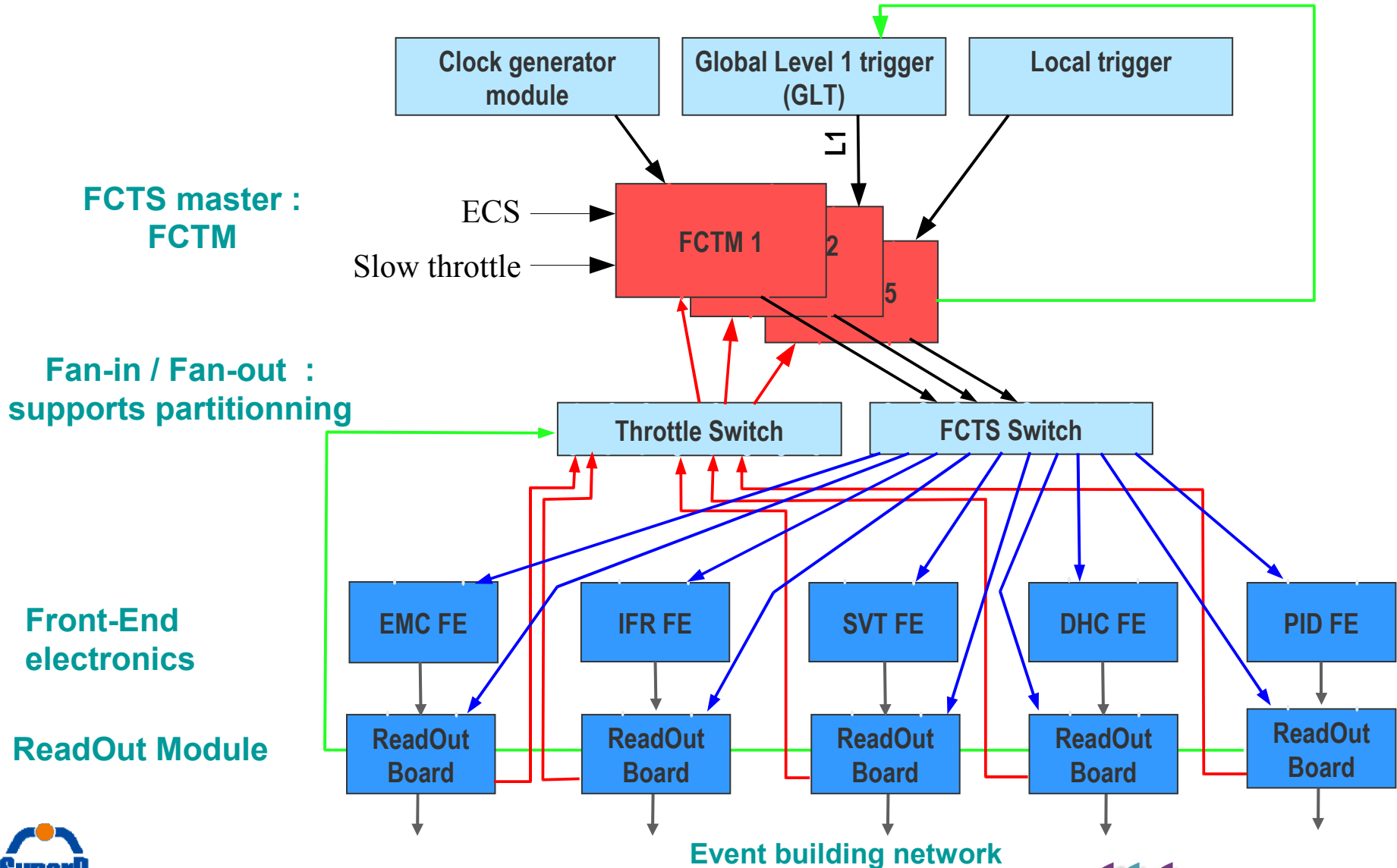
FCTS requirements

- Synchronizing the experiment with the machine.
- Delivering and buffering the clock to the experiment.
- Dealing with the raw L1 trigger decision.
- Throttling the latter.
- Permits the partitioning the system into independent subsystems or groups of subsystems.
- Generating programmable local trigger for calibration and commissioning.
- Generating different commands (calibration pulse, reset, BxID and event ID).
- Managing the stack of IP addresses for PC farm.
- Keeping trace of all event-linked data to put in the event readout

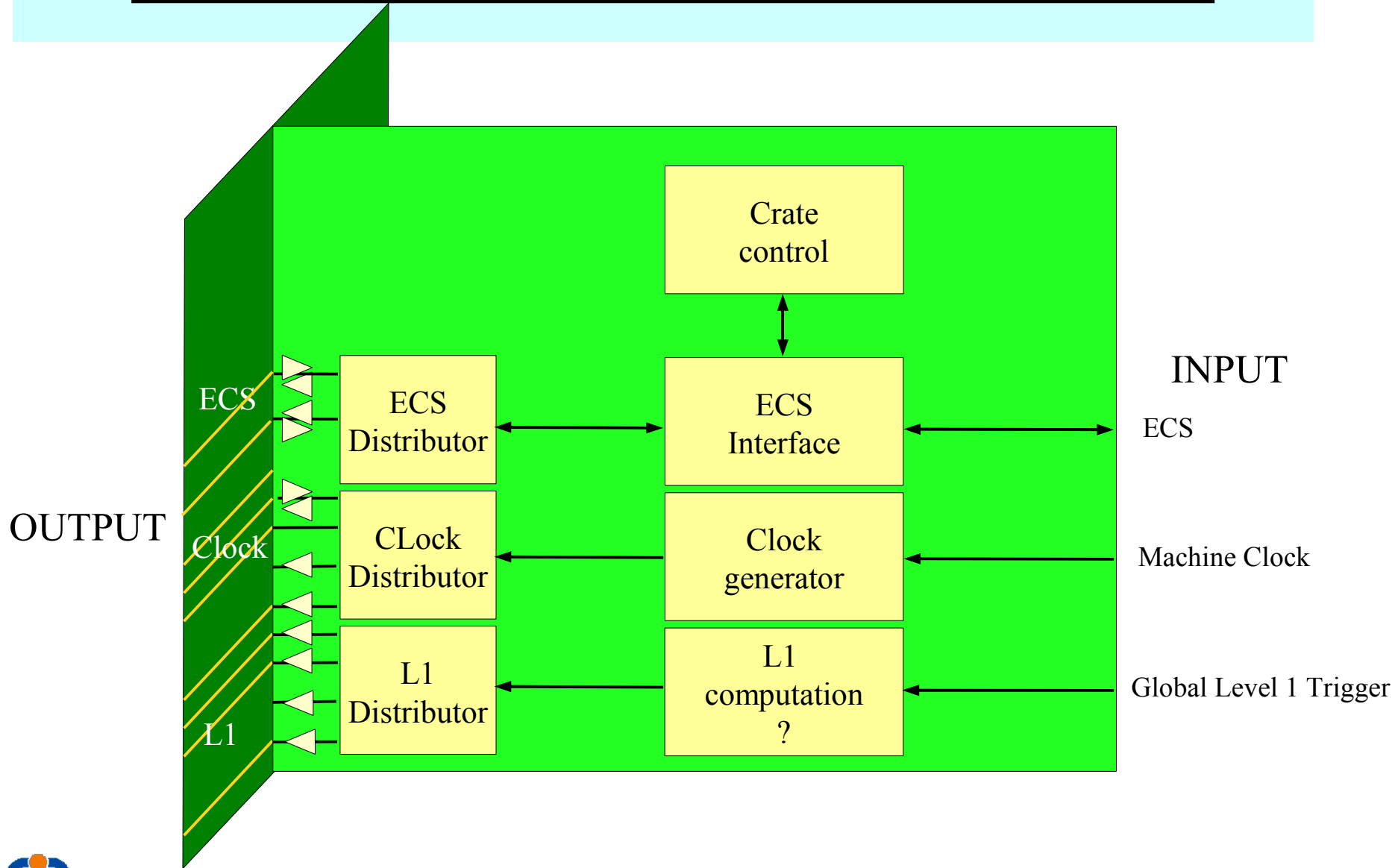
Overall system architecture



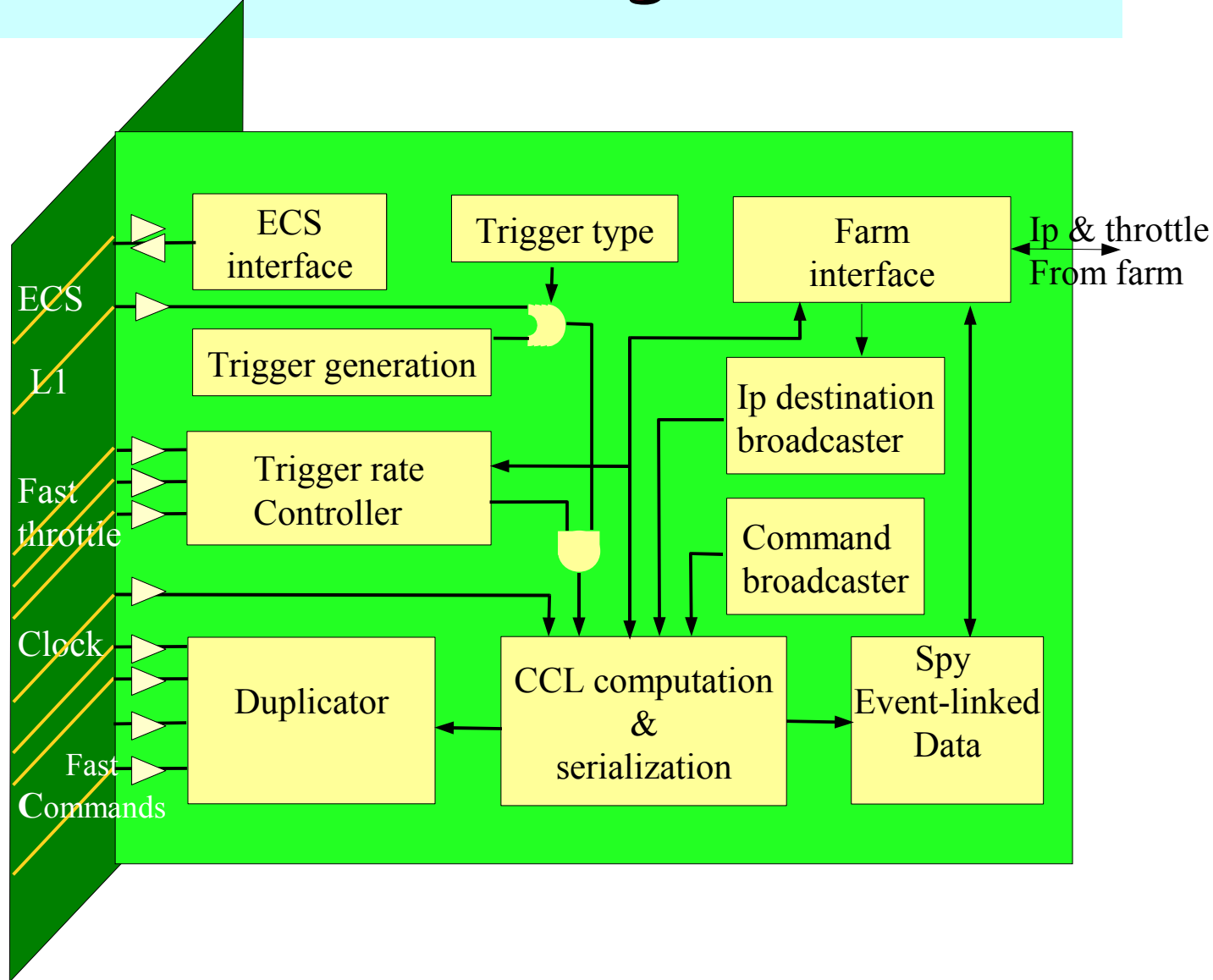
FCTS Architecture



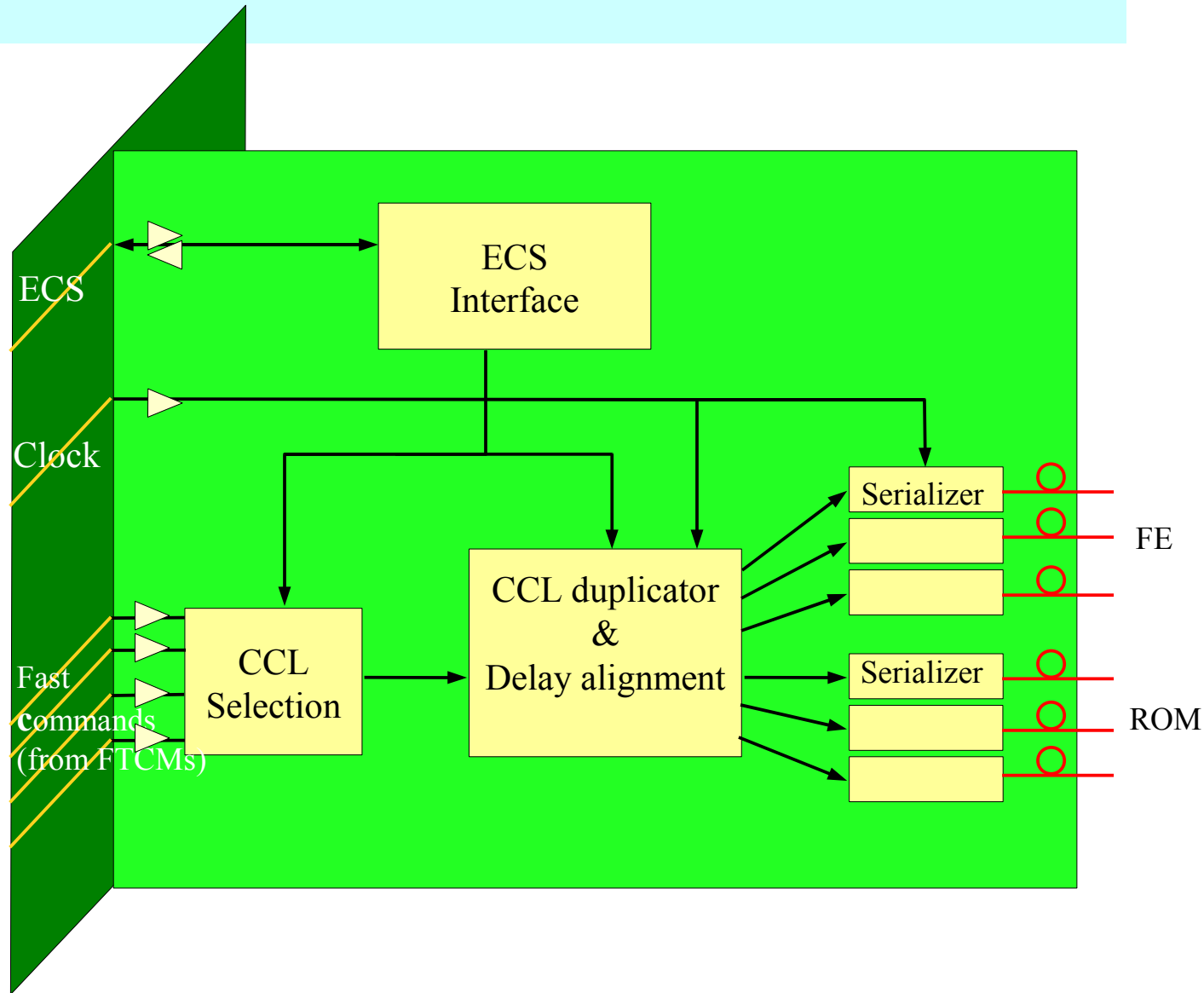
Control and distribution module



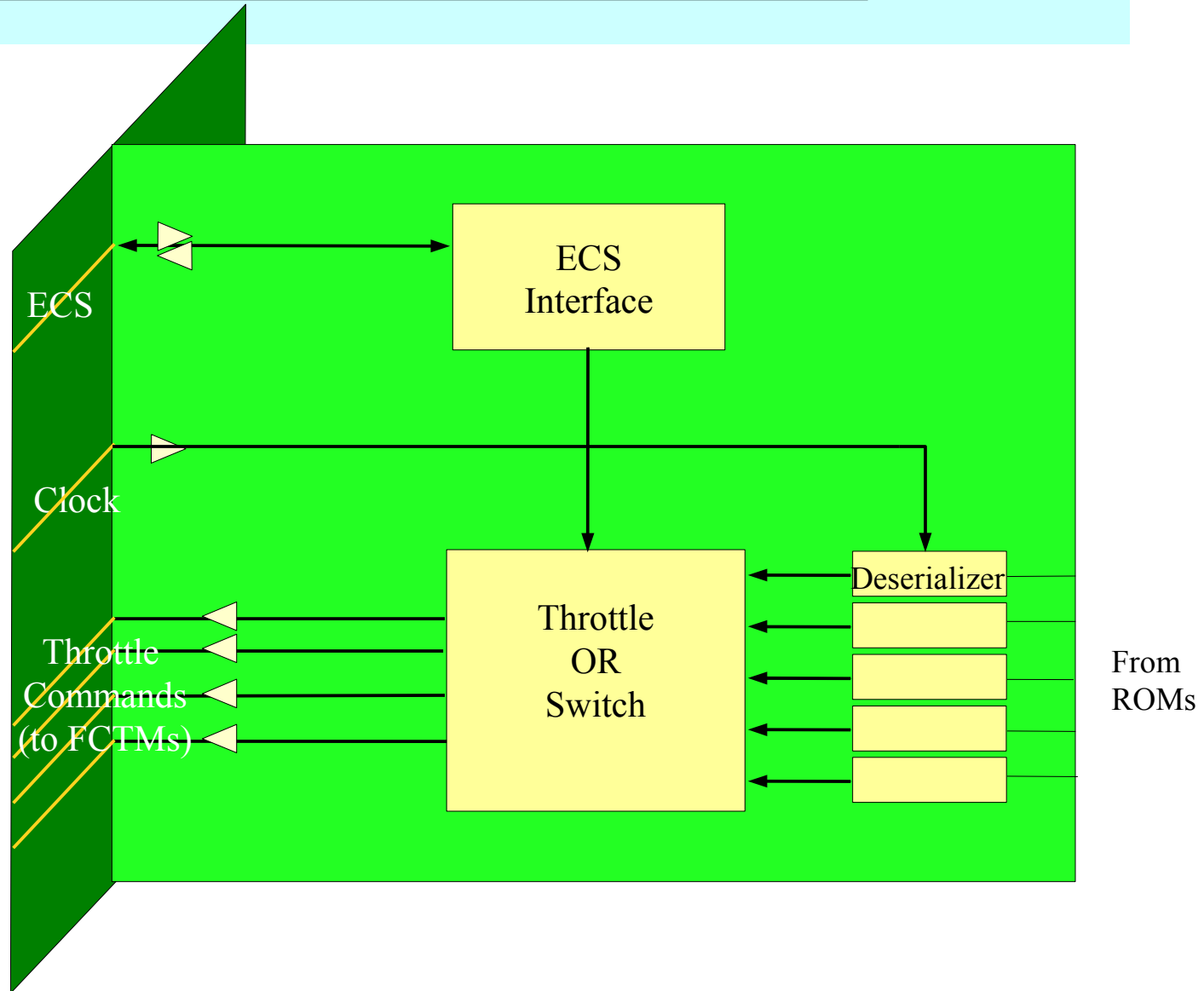
Fast Control & Timing Module



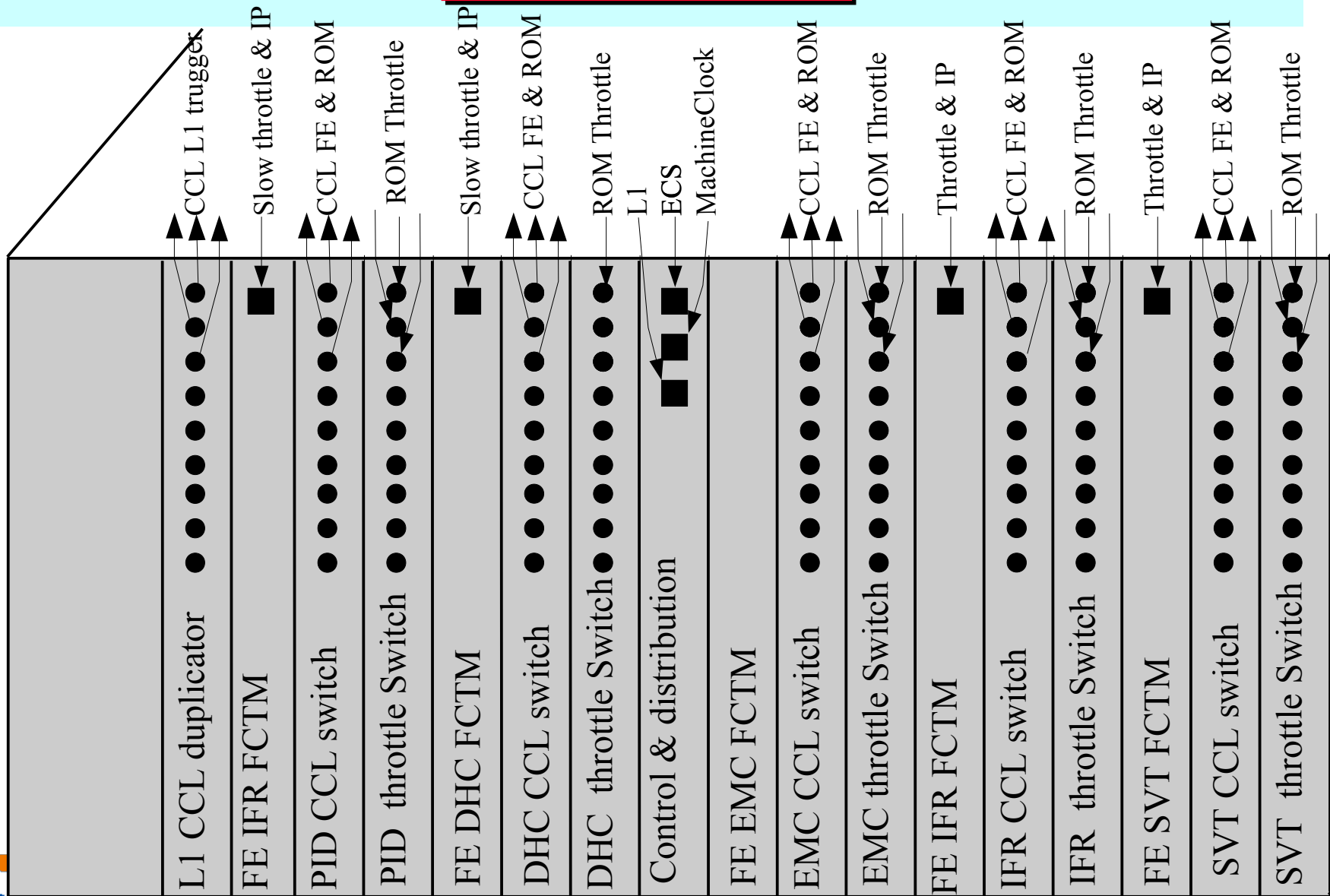
Clock & Control Link Switch Module



Throttle Switch Module



FCTS crate



OPEN QUESTIONS

- Granularity of the detector partitionning:
 - Nb of FCTMs, of switch modules,... → more than one crate
 - => one FTCS crate plus duplicator boards located in other crates.
- Link between FCTS and ROM to be defined (no latency constraints, no radiation constraint)
- Standard crate (AdvancedTCA) or custom one.
- Common mezzanine for ECS & CCL links ?
 - permits delivering the clock without a working FCTS
 - lower price & surface