

The ALMA Correlator LTA (Long Term Accumulator) Function

1 Introduction **** PRELIMINARY****

We will provide a Long Term Accumulation (LTA) function on the ALMA Correlator Cards, with a minimum of 1 msec integration for SELF products and a minimum of 16 msec for CROSS products. Additionally, we will provide the capability of high speed readout, with every result read out every 1 msec, where no Long Term Accumulation function is provided. This is intended to be an option for possible use at a later time.

All references to 1 msec specifically refer to 1.048576 msec, the fundamental blanking cycle in the system, and 16 msec is 16 times 1.048576 msec. The blanking cycle is 131,072 system clock cycles (8 nsec per cycle), of which 256 clock cycles are blanked and 130,816 cycles perform correlation.

The approximate maximum data rate available from one correlator array (see below) is 308 MByte/sec in the system proposed in these notes (1.2 GByte/sec from the total of four arrays).

The following discussion is based on a 64 antenna ALMA system.

2 Correlator Arrays

The ALMA correlator will contain four arrays of correlator cards, one array per baseband pair. Each array consists of 32 planes, and each plane consists of 4 correlator cards, as shown below (one of four arrays shown, 128 cards per array). Each plane correlates contiguous blocks of samples, provided by the memory cards. There are 32 parallel planes in order to handle the 32 parallel output paths from the sampler. The memory cards re-package the samples to drive the correlator planes.

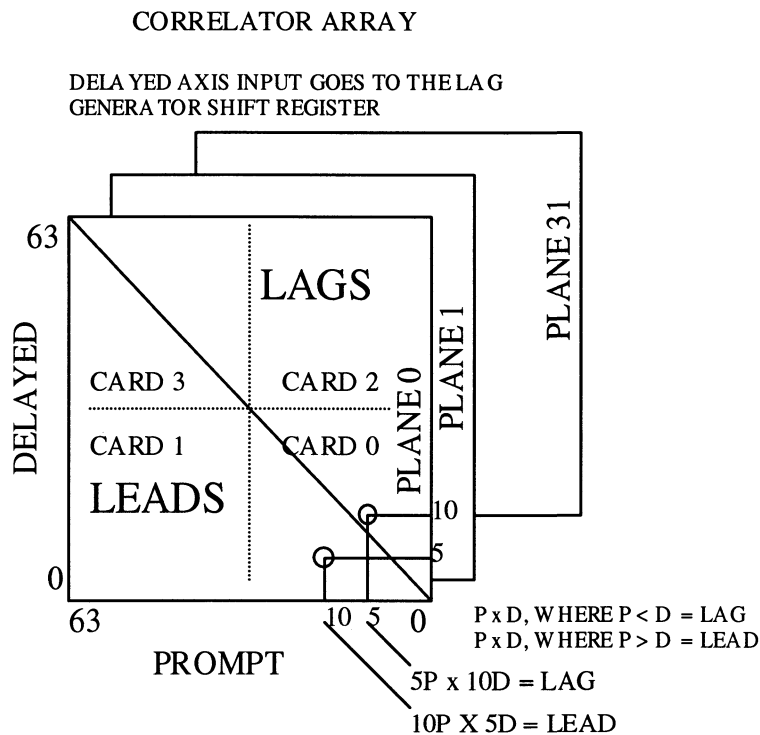


Figure 1, MMA Correlator Array

Each individual correlator card has 1,024 correlator blocks (32 x 32), and each block produces 256 sixteen bit wide results every integration period. This is a total of 262,144 results per card. These correlator blocks will be referred to as hardware baselines or just as baselines. On the diagonal cards (0 and 3), there are $32 \times 256 = 8,192$ self product results on each card. This leaves 253,952 non-self products on each of these cards, where half (126,976) are LEADs and the other half are LAGs.

There are a total of 16,384 self products, 516,096 LEADs and 516,096 LAGs per plane. The total number of results in one card, one plane, one array and in the complete system of four arrays are:

PRODUCT	ONE NON-DIAG CARD	ONE DIAG CARD	ONE PLANE	ONE ARRAY	FOUR ARRAYS
SELF	0	8,192	16,384	524,288	2,097,152
CROSS	262,144	253,952	1,032,192	33,030,144	132,120,576
TOTAL	262,144	262,144	1,048,576	33,554,432	134,217,728

(Total ram storage for 134,217,728 results at 4 bytes per result = 536,870,912 bytes; if double buffered, this produces a total of 1,073,741,824 bytes = 1 Gbyte total.)

2.1 Correlator Plane

Figure 2, One Correlator Plane, shows a set of four correlator cards, forming a single plane (1 of 32) of a correlator array, with the diagonal correlator chips highlighted. Each chip contains 16 baselines (a baseline produces 256 product results), and in each diagonal chip four of the baselines are SELF products (the baselines on the chip diagonal). Each card contains 64 chips, labeled 0-63 in the figure.

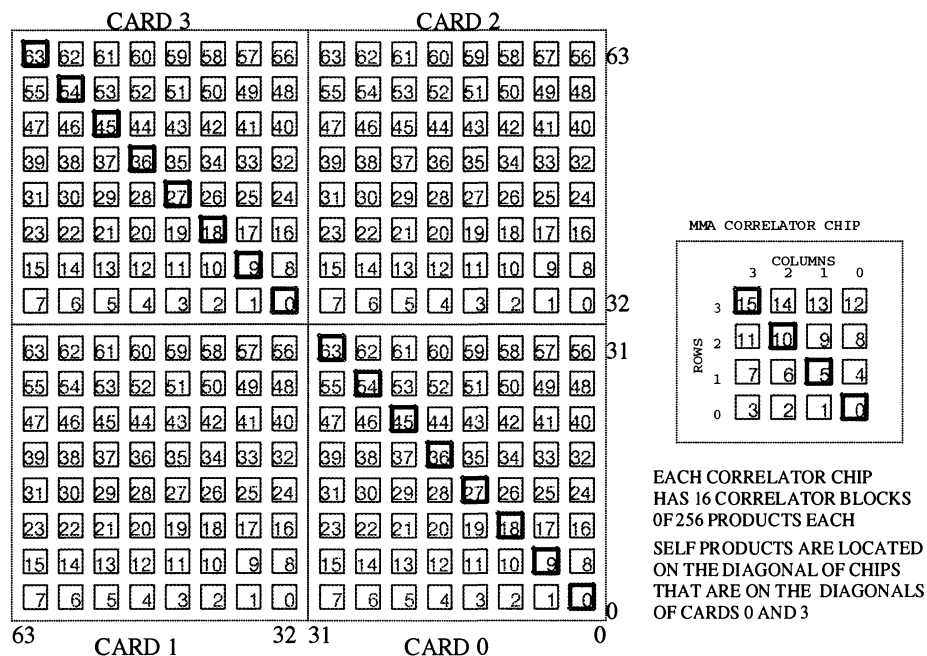


Figure 2, One Correlator Plane

The defined numbering order for hardware baselines in a correlator plane is given in Appendix I, Baseline Map.

3 Initial LTA Goals

Two basic operating modes for the correlator card are planned:

- 1) Low Speed Mode: Read correlator chip SELF products every 1 msec, and CROSS products every 16 msec. Provide Long Term Accumulation locally (on the Correlator card) in multiples of 1 msec for SELF and multiples of 16 msec for CROSS results.

All results are transferred out of the correlator card on a single output data link, at a rate of 32 nsec per result. Results are 32 bit unsigned integers.

- 2) High Speed Mode: Read all correlator chip products (SELF and CROSS), every 1 msec. No Long Term Accumulation is provided. Results are transferred out of the correlator card on 8 parallel output data links, at a rate of 16 nsec per result on each of the 8 links. Results are 16 bit unsigned integers.

3.1 LTA Implementation

There are 64 correlator chips on a correlator card. The chips are grouped in 8 groups of eight. Each group of 8 chips connects to a LTA. In Low Speed Mode, results from four LTA are multiplexed together, producing two output streams that are further multiplexed into one final output data link at the card output. In High Speed Mode, each group of 8 chips drives a separate output data link.

Within each group of 8 chips, pairs of chips are tri-stated together, so there are four tri-state buses feeding each LTA. Each bus is 16 bits wide. The tri-state buses are restricted to being driven by only two chips in order to accommodate the High Speed Mode, where each chip access must be completed in 64 nsec. This is on the conservative side. All 8 chips on one tri-state bus would require 16 nsec accesses in High Speed Mode. Four chips per bus would probably be reasonable, but this still requires two 16 bit buses into the LTA, and pin counts will probably require that we use a separate CPLD to multiplex the chip buses into a single 16 pin bus to the LTA. The LTA will consist of a 240 pin plastic quad flat pack FPGA and a static ram. A 144 pin PQFP CPLD will be used to multiplex the four chip buses into the FPGA.

The output data links will pass data that is 16 bits wide. The 32 bit data width from the LTA will be passed in two 16 bit words. Present plans call for investigating the use of the National or TI LVDS serial links, using the serializers that handle 21 bits of parallel data. The link requires 4 twisted pairs. Present plans also call for investigating the use of 2 mm Hard Metric connectors, where a single backplane cable connector consists of a wafer with two twinaxial differential pairs, so a cable assembly of two cable wafers is required for the Low Speed Mode output data link.

The High Speed Mode output links will require 8 output cable assemblies, or a total of 16 cable wafers.

The two modes will not co-exist. Different FPGA personalities will be required for the two modes. High Speed Mode will require a completely different LTA path, external to the correlator card. No further consideration will be given to this mode in the following discussion.

The on card LTA functions will be followed by subsequent LTA stages, to further combine results from individual planes as necessary.

4 Readout Cycle

A single correlator chip can be considered to contain 16 baselines of 256 results each. For purposes of reading results from the chips, we do not need to know what the 256 results represent. (The results could be four sets of 64 lags from polarization pairs for example.) Most chips in the system will be producing only CROSS products, while some chips will produce both CROSS and SELF products. The chip will dump to storage for the SELF products every blanking cycle (the 1.048576 msec cycle), and dump to storage for the CROSS products every 16 blanking cycles.

The LTA must read all SELF products every 1 msec and all CROSS products every 16 msec. Thus it is required that on average, we read all the SELF products and 1/16 of the CROSS products every 1 msec.

The readout of SELF products will require 0.262144 msec (1/4 of the blanking cycle). This will be referred to as TIME SLOT 0. Readout of CROSS products will require 0.524288 msec (1/2 of the blanking cycle). This will be referred to as TIME SLOT 1. The final 1/4 of the blanking cycle provides time for housekeeping chores if needed.

5 Data Rates

Looking at the maximum data rate available from a single plane of one correlator array, we have 16,384 SELF results per 1 msec or 15,600,000 results per second, plus 1,032,192 CROSS results per 16 msec or 61,523,437 results per second. This is a total of approximately 77 million results per second. At four bytes per result, this is 308 MByte/sec data rate capacity from a single plane, 9.9 GByte /sec total from one array of 32 planes, and 39.4 GByte/sec total from all four arrays.

On a per card basis, there are 262,144 CROSS results per 16 msec from a non-diagonal card, and 253,952 CROSS results from a diagonal card, plus 8192 SELF results per 1 msec from a diagonal card. The data rate from a non-diagonal card is thus 15,625,000 results per second, or 62.5 MByte/sec. From a diagonal card the rate is 91.8 MByte/sec. The total for the four cards in one plane is thus approximately 308 MByte/sec. (These are the rates if all results are transferred from the cards using the shortest accumulation times of 1 msec for SELF and 16 msec for CROSS.)

We need to determine how we will throttle back on the data in the subsequent stages of the LTA (the stages that follow the correlator card LTA). The scheme proposed below will cut the maximum data rate by a factor of 32, so that the 308 MByte/sec from each of 32 planes in an array is cut back to 308 MByte/sec total from one array.

We presently propose to use a pipelined adder tree following the 32 planes of a correlator array. At one extreme (2 GHz bandwidth), this adder tree will add together the results from 32 planes. At the other extreme (2 GHz/32 bandwidth), the adder tree will provide a path by which the results from 32 planes are multiplexed out to the final link to the VME system.

At full bandwidth (2 GHz), all 32 planes can be summed together, producing 256 spectral channel results per baseline in each of the four arrays, with minimum integration times of 1 msec and 16 msec for SELF and CROSS results respectively. At minimum bandwidth (62.5 MHz), all 32 planes contain distinct lags, producing 8192 spectral channel results per baseline in each of the four arrays. But in order to multiplex all 32 planes to the output instead of adding the 32 planes, the minimum integration time must be increased by a factor of 32.

Table 1, Integration Times, tabulates the total number of spectral channels produced across all four arrays, for each bandwidth from 2 GHz to 62.5 MHz, where the minimum integration times are increased by factors of 2 for each factor of 2 increase in the number of available spectral channels. The number of spectral channels from each array could be for a single baseband, or split between the two basebands in a pair, or split into full polarization mode (RR, RL, LR, LL).

BANDWIDTH EACH BB	SPEC CHANS EACH ARRAY	SPEC CHANS TOTAL	MIN SELF INT	MIN CROSS INT
2 GHz	256	1024	1 msec	16 msec
1 GHz	512	2048	2 msec	32 msec
500 MHz	1024	4096	4 msec	64 msec
250 MHz	2048	8192	8 msec	128 msec
125 MHz	4096	16384	16 msec	256 msec
62.5 MHz	8192	32768	32 msec	512 msec

Table 1, Integration Times

Table 1, Integration Times, presents integration times for cases where maximum spectral resolution is required at each bandwidth. It should be possible to trade spectral resolution for integration time. At the more narrow bandwidths, if it is not required to retain the full spectral resolution, then the integration times can be decreased proportional to the decrease in resolution. If we discard the additional spectral resolution, so that we develop only 1024 spectral channels (across all 4 arrays), then the minimum integration times remain at 1 msec for SELF and 16 msec for CROSS.

A possible tradeoff to consider providing is a mode where we take the signals from one baseband pair and process them through the four baseband pair paths of the correlator. In this case, the data could be gated in each array, where only one array is gated on at a time. Each array integrates for $\frac{1}{4}$ of the available time. As an example, at a bandwidth of 500 MHz, we have the capacity to produce 1024 spectral channels in each array, or 4096 spectral channels total, and each array integrates for 4 msec / 64 msec for SELF/CROSS products. The results that are read out of each array every 4 msec / 64 msec contain integrations that actually represent only 1 msec / 16 msec actual integration time due to the gating.

6 Data Readout

Appendix II provides details of the data paths on the correlator card, and gives an example of which chip baselines might be read out in each time slot during a set of sixteen 1 msec intervals, in a set of two LTA. Results are not double buffered in the LTA functions. This requires that the off card adder tree is capable of accepting data when it is presented, rather than being able to request data from the correlator card. Additionally, if the LTA is accumulating for multiple integration times (e.g. four 16 msec intervals), at the end of 64 msec the results will be transferred out of the correlator card in a single 16 msec interval instead of being spread out over a 64 msec interval. Double buffering will be provided at the output of the adder tree, so that the VME system is not forced to take bursts of data in this manner. For example, if the LTA accumulation time is 64 msec, each dump of data will be available for the whole 64 msec interval.

Re-iterating, SELF results always dump from correlator chip to on card LTA every 1 msec. CROSS results always dump from correlator chip to on card LTA every 16 msec. The LTA then accumulates SELF results for multiples of 1 msec and CROSS results for multiples of 16 msec. But the accumulated results dump from the LTA to the adder tree in 1 msec bursts for SELF and 16 msec bursts for CROSS.

LTA accumulation time is controlled on a baseline basis. For every baseline being processed by the LTA, it is necessary to specify if it is time to Clear Accumulator and to transfer the previous accumulated result to the adder tree. When processing SELF products, a LTA reads two baselines at a time, 256 results per baseline, 256 nsec per result, for a total of 65 usec. The LTA thus must be updated every 65 usec with the Clear Accumulator state for two baselines. For CROSS products, the LTA must be updated every 262 usec, with the state for four baselines.

7 Ram Storage Requirements

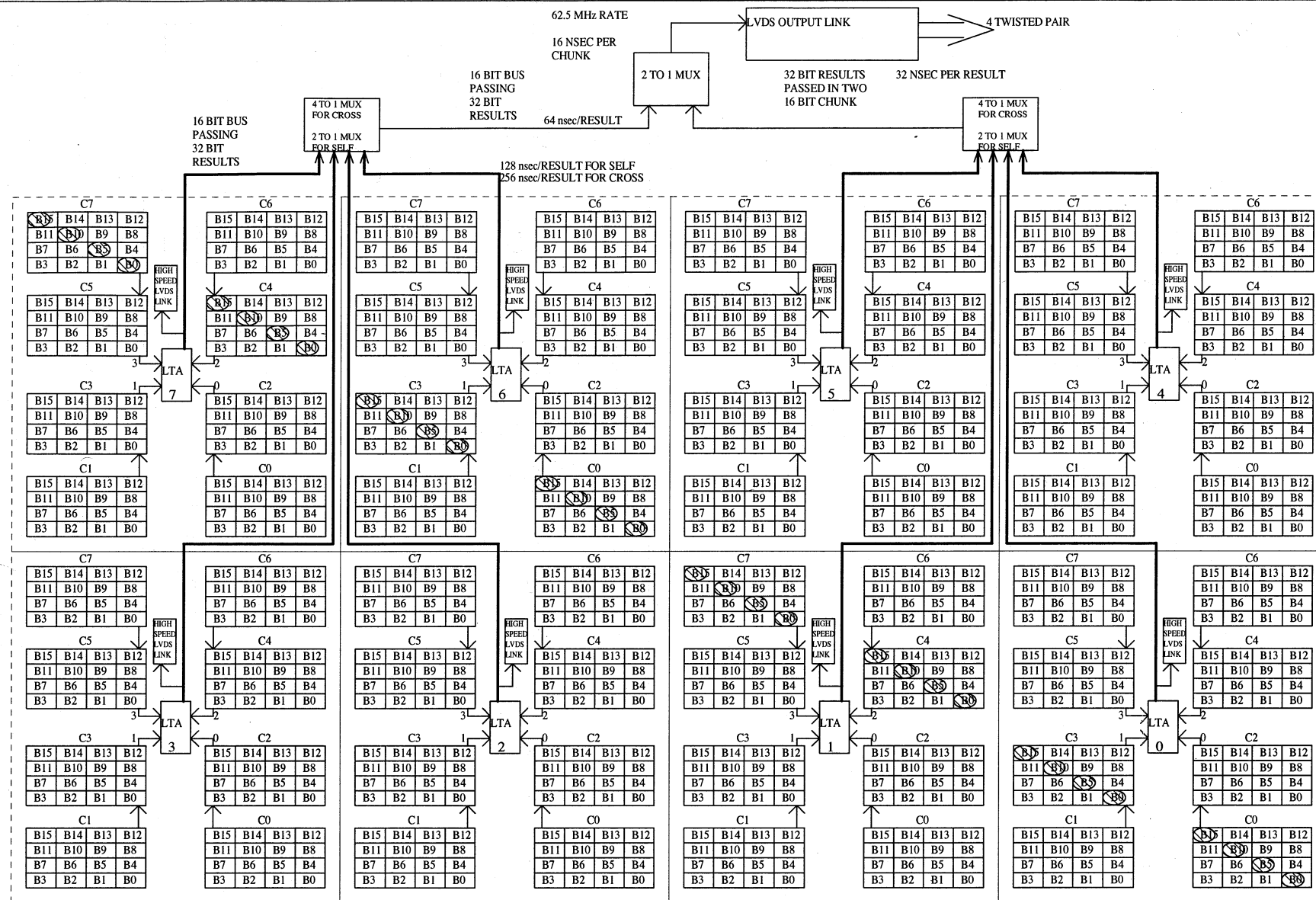
Each local LTA provides storage for 8 correlator chips times 16 baselines times 256 results each = 32,768 results. Each storage location is 4 bytes wide, so this is 128K Bytes total ram per LTA. The total storage on one correlator card is thus 8 times 128K or 1 M Byte total, and the total storage in one correlator plane is 4 M Byte. Thus the first stage of the adder tree must provide 4 M Byte per plane for each of 32 planes, or 128 M Byte total ram storage for one array. Subsequent stages of the adder tree require half as much storage at each stage, with a double buffered output stage, for a total of 256 M Byte storage in the adder tree for one array.

LAG BASELINES ABOVE DIAGONAL

CARD 2

CARD 0

__BSLINE 315 LEAD	__BSLINE 315 LAG
10 PROMPT x 5 DLYD	5 PROMPT x 10 DLYD



CORRELATOR CARD (INCLUDES LTA)

SELF AND CROSS ON CARD

"REPRESENTATIVE" READOUT SEQUENCE FOR ONE COLUMN PAIR

LTA 0

1 MSEC NR	TIME SLOT	CHIP BUS 0		CHIP BUS 1		CHIP BUS 2		CHIP BUS 3	
		CHIP	BSLINES	CHIP	BSLINES	CHIP	BSLINES	CHIP	BSLINES
0	SLOT0	0	0.5,10,15	3	0.5,10,15				
1	SLOT0	0	0.5,10,15	3	0.5,10,15				
2	SLOT0	0	0.5,10,15	3	0.5,10,15				
3	SLOT0	0	0.5,10,15	3	0.5,10,15				
4	SLOT0	0	0.5,10,15	3	0.5,10,15				
5	SLOT0	0	0.5,10,15	3	0.5,10,15				
6	SLOT0	0	0.5,10,15	3	0.5,10,15				
7	SLOT0	0	0.5,10,15	3	0.5,10,15				
8	SLOT0	0	0.5,10,15	3	0.5,10,15				
9	SLOT0	0	0.5,10,15	3	0.5,10,15				
10	SLOT0	0	0.5,10,15	3	0.5,10,15				
11	SLOT0	0	0.5,10,15	3	0.5,10,15				
12	SLOT0	0	0.5,10,15	3	0.5,10,15				
13	SLOT0	0	0.5,10,15	3	0.5,10,15				
14	SLOT0	0	0.5,10,15	3	0.5,10,15				
15	SLOT0	0	0.5,10,15	3	0.5,10,15				

LTA 4

CHIP BUS 0		CHIP BUS 1		CHIP BUS 2		CHIP BUS 3	
CHIP	BSLINES	CHIP	BSLINES	CHIP	BSLINES	CHIP	BSLINES

NO RESULTS READ FROM
THESE CHIP BUSES
DURING TIME SLOT 0

TIME SLOT 0 = SELF

TIME SLOT 1 = CROSS

1 MSEC NR	TIME SLOT	CHIP BUS 0		CHIP BUS 1		CHIP BUS 2		CHIP BUS 3	
		CHIP	BSLINES	CHIP	BSLINES	CHIP	BSLINES	CHIP	BSLINES
0	SLOT1	2	0.1	1	0.1	6	0.1	5	0.1
1	SLOT1	2	2.3	1	2.3	6	2.3	5	2.3
2	SLOT1	2	4.5	1	4.5	6	4.5	5	4.5
3	SLOT1	2	6.7	1	6.7	6	6.7	5	6.7
4	SLOT1	2	8.9	1	8.9	6	8.9	5	8.9
5	SLOT1	2	10.11	1	10.11	6	10.11	5	10.11
6	SLOT1	2	12.13	1	12.13	6	12.13	5	12.13
7	SLOT1	2	14.15	1	14.15	6	14.15	5	14.15
8	SLOT1	0	1.2	3	1.2	4	1.2	7	1.2
9	SLOT1	0	3.4	3	3.4	4	3.4	7	3.4
10	SLOT1	0	6.7	3	6.7	4	6.7	7	6.7
11	SLOT1	0	8.9	3	8.9	4	8.9	7	8.9
12	SLOT1	0	11.12	3	11.12	4	11.12	7	11.12
13	SLOT1	0	13.14	3	13.14	4	13.14	7	13.14
14	SLOT1					4	0.5	7	0.5
15	SLOT1					4	10.15	7	10.15

LOW SPEED MODE: 1 MSEC MIN SELF 16 MSEC MIN CROSS

TIME SLOT 0 TOTAL TIME = 0.262144 msec
(1/4 OF THE BLANKING INTERVAL)

TIME SLOT 1 TOTAL TIME = 0.524288 msec
(1/2 OF THE BLANKING INTERVAL)

32 SELF BASELINES, 8192 SELF RESULTS TOTAL
READ OUT EACH BLANKING INTERVAL

64 CROSS BASELINES, 16,384 CROSS RESULTS TOTAL READ OUT EACH BLANKING INTERVAL
(TRUE FOR 1 MSEC # 0 - 13; ONLY 48 CROSS BASELINES, 12,288 CROSS RESULTS IN #14 AND
#15) (16,384x14 PLUS 12,288x2 = 253,952 TOTAL CROSS RESULTS)

8192 SELF + 253,952 CROSS TOTAL PER CARD

LTA FUNCTION ONLY
AVAILABLE
IN LOW SPEED MODE

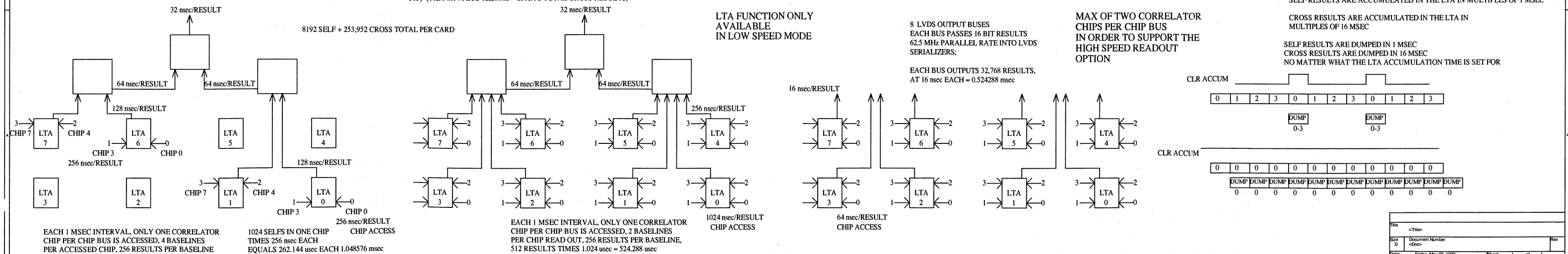
HIGH SPEED MODE: 1MSEC FOR SELF AND CROSS

CARD DRAINED IN 1/2 THE BLANKING INTERVAL

SELF RESULTS ARE ACCUMULATED IN THE LTA IN MULTIPLES OF 1 MSEC

CROSS RESULTS ARE ACCUMULATED IN THE LTA IN
MULTIPLES OF 16 MSEC

SELF RESULTS ARE DUMPED IN 1 MSEC
CROSS RESULTS ARE DUMPED IN 16 MSEC
NO MATTER WHAT THE LTA ACCUMULATION TIME IS SET FOR



EACH 1 MSEC INTERVAL, ONLY ONE CORRELATOR
CHIP PER CHIP BUS IS ACCESSED, 4 BASELINES
PER ACCESSED CHIP, 256 RESULTS PER BASELINE

1024 SELFS IN ONE CHIP
TIMES 256 nsec EACH
EQUALS 262,144 nsec 1.048576 msec

EACH 1 MSEC INTERVAL, ONLY ONE CORRELATOR
CHIP PER CHIP BUS IS ACCESSED, 2 BASELINES
PER CHIP READ OUT, 256 RESULTS PER BASELINE,
512 RESULTS TIMES 1.024 nsec = 524,288 nsec

1024 nsec/RESULT
CHIP ACCESS

64 nsec/RESULT
CHIP ACCESS

8 LVDS OUTPUT BUSES
EACH BUS PASSES 16 BIT RESULTS
62.5 MHz PARALLEL RATE INTO LVDS
SERIALIZERS;

EACH BUS OUTPUTS 32,768 RESULTS,
AT 16 nsec EACH = 0.524288 msec

MAX OF TWO CORRELATOR
CHIPS PER CHIP BUS
IN ORDER TO SUPPORT THE
HIGH SPEED READOUT
OPTION

CLR ACCUM

0 1 2 3 0 1 2 3 0 1 2 3

DUMP
0-3

DUMP
0-3

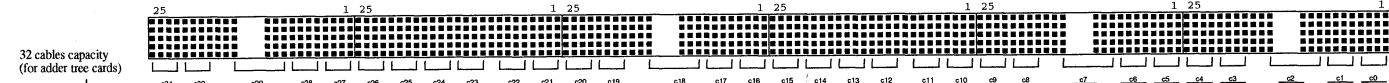
CLR ACCUM

0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

DUMP DUMP DUMP DUMP DUMP DUMP DUMP DUMP DUMP DUMP DUMP DUMP

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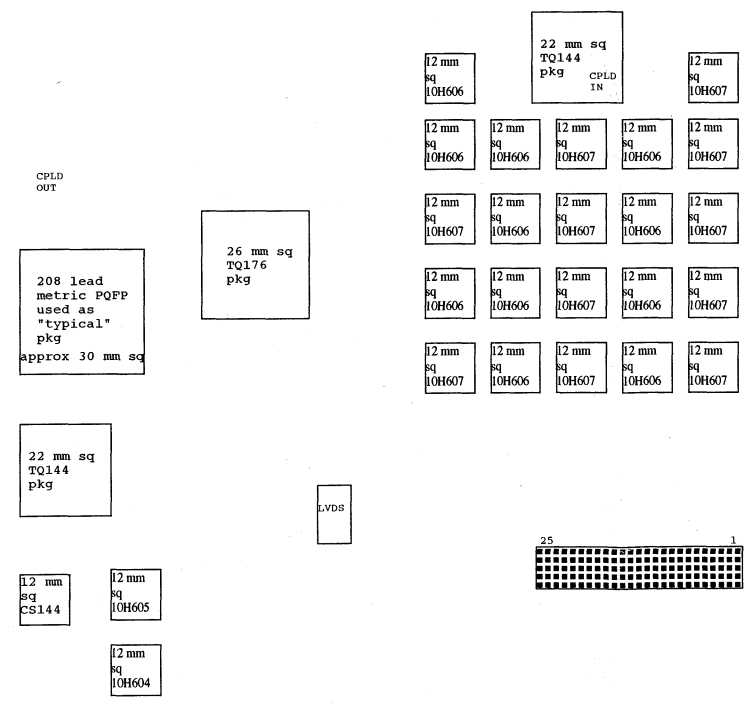
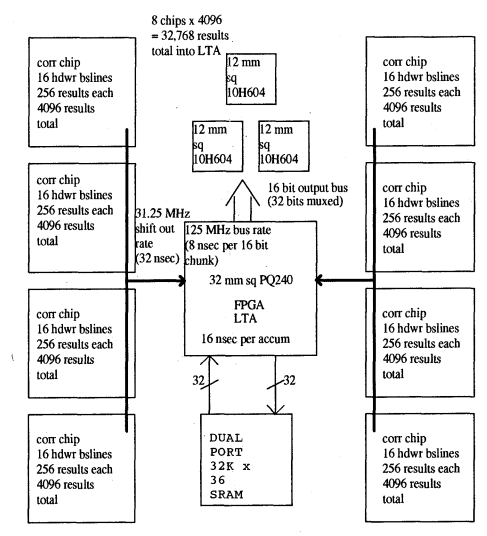
Each output bus is 16 bits, 4 wafers, 4 coax per wafer

400 mm deep
15.7 inches

280 mm deep
11.024 inches

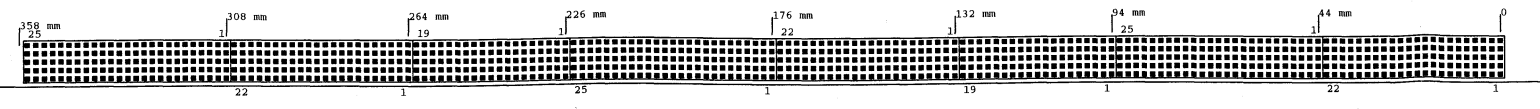
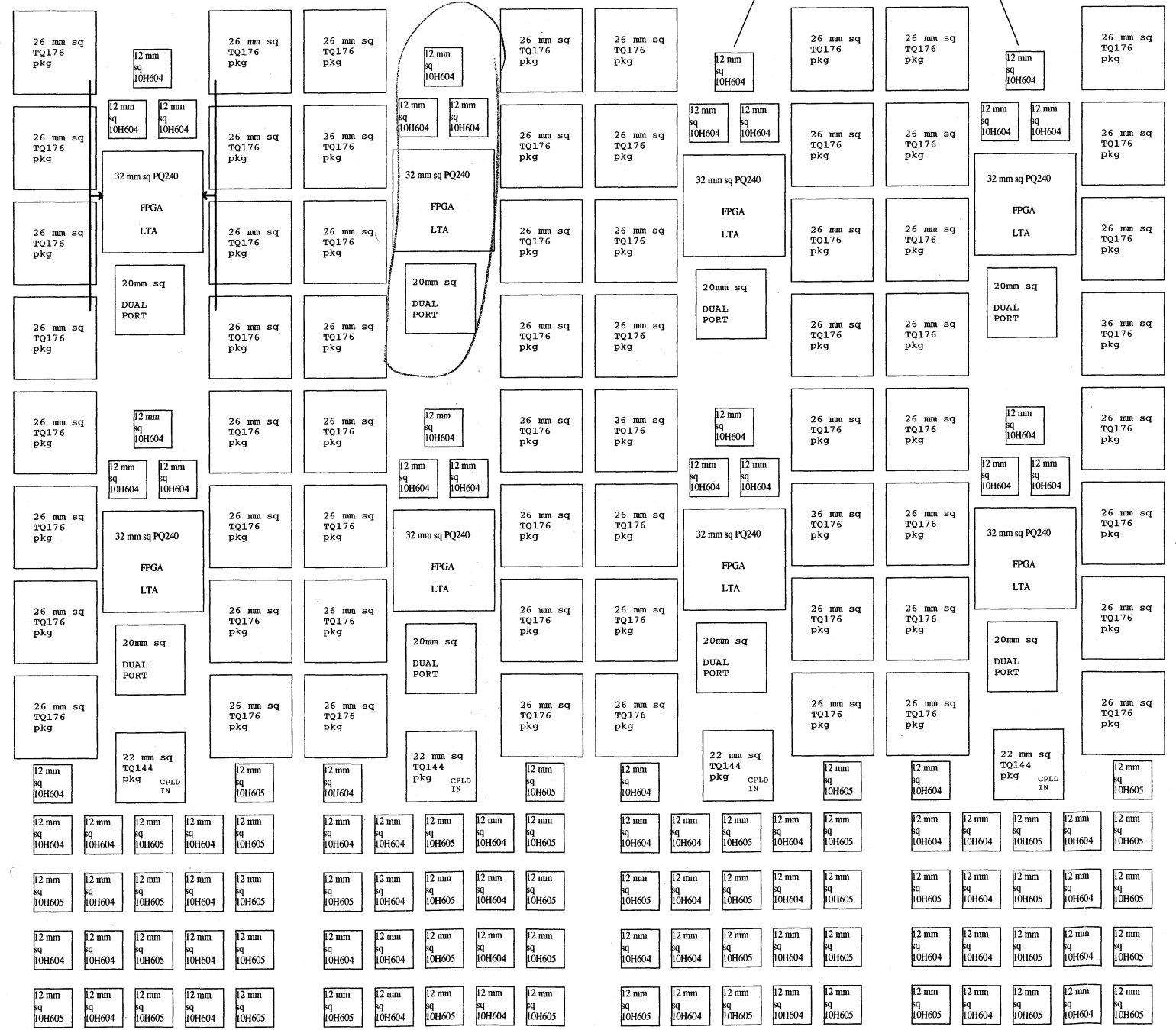
Corr chip may be more than 144 pins???

Joe estimates approx 164 pins at present



There are 2 bits from each of 2 memory cards for each of 4 ants, and both the MAIN and AUX sets of ants = 2x2x4x2=32 signals per column, 64 signals for a pair of columns

64 divided by 6 = 11 pairs of HEX rcvr/driver IC packages for a pair of columns



9U (367 mm tall)
14.4 inches

128 total I/O signals at card edge, per column