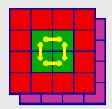


ATLAS Level-1 Calorimeter Trigger



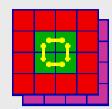
Modules and Sub Modules

Dividing the Parts

Bruce.M. Barnett, Rutherford Appleton Laboratory ATLAS Level-1 Calorimeter Trigger Collaboration Meeting. November 7-10, 2001



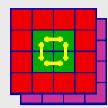
Overview



- A Basic Definition
- Functional Units
- A Hardware Definition Language
- On Two World Views
- Relationships
- Convergence



A Basic Definition



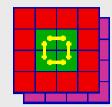
- module / n.
 - a standardized part or independent unit used in construction, esp. of furniture, a building, or an electronic system.
 - an independent self-contained unit of a spacecraft (lunar module).
 - a unit or period of training or education.
 - a a standard or unit of measurement. b Archit. a unit of length for expressing proportions, e.g. the semidiameter of a column at the base.
 - [French module or Latin modulus: see modulus]

• modulus / n. (pl. moduli /) Math.

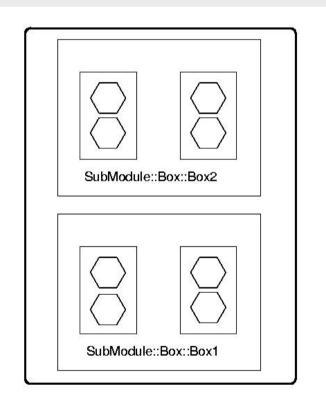
- a the magnitude of a real number without regard to its sign. b the positive square root of the sum of the squares of the real and imaginary parts of a complex number.
- a constant factor or ratio.
- (in number theory) a number used as a divisor for considering numbers in sets giving the same remainder when divided by it.
- a constant indicating the relation between a physical effect and the force producing it.
- [Latin, = measure, diminutive of modus]



Functional Units



- Functional units
 - Contain other
 Functional Units
 - And are each an instance
 - of a given class
- SubModule
 - of type RoundedBox has
 - 2 Submodules of type box
 - Box1 and Box2
 - Box1

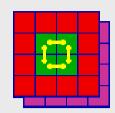


Module::RoundedBox:ThisRoundedBox

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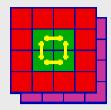
A Hardware Definition Language



- Parts Files:
 - Define how some Module named ThisRoundedBox (without specifying that Module is a RoundedBox) contains Register Hexagon Hexagon1 (without specifying that Hexagon is contained in a Submodule of class Box named Box1)
 - Define hardware relationship (offset/address) of Hexagon1 from base of ThisRoundedBox
 - even though we're interested in the offset relative to Box1
- Conf Files:
 - Define details of how the smallest piece is mapped into its atomic consitituents (bits)



On Two World Views

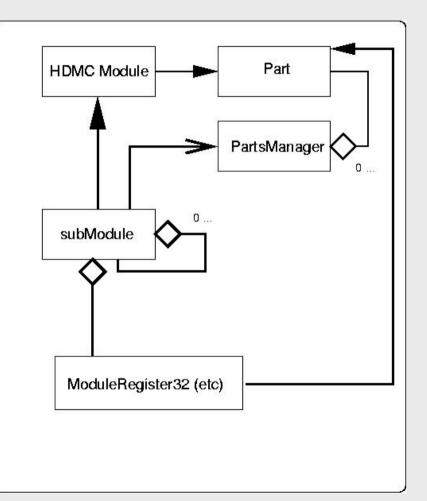


- Diagnostic View
 - Philosophy: scripting, database.
 - Uses file based hardware definition to create a system out of modules.
 - GUI Based
 - Should be able to represent all levels of abstraction that are relevant to the system (... and we're not)

- DAQ View
 - Philosophy: Compiled, dynamic library.
 - Should use the same hardware definition to create BASIC C++ system components.
 - Regbuild (conf files)
 - modbuild (parts files)
 - Actual (Module Services) methods for these can be filled in later and associated with the basic components.



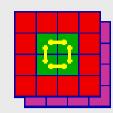
 But the relationships between the pieces (classes) are the same in both world views



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Convergence (Digital or Otherwise)



- Rationalisation of database approach:
 - Parts files ... XML
 - There are Parts files and Parts files:
 - Some need to contain basic crate/bus definitions.
 - Others need to contain specification of what submodules each specific module contain.
- Submodule code generator
 - syntax and implementation