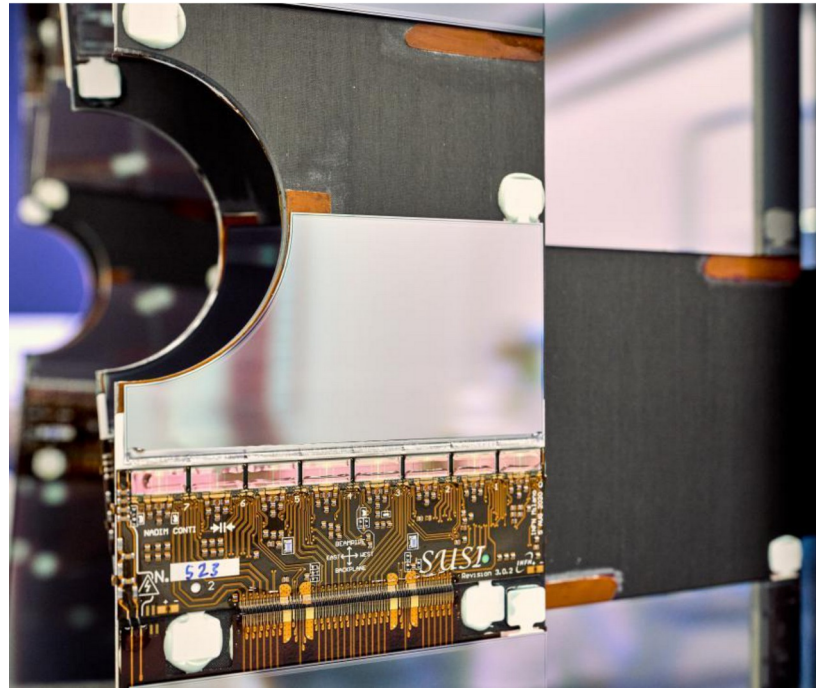
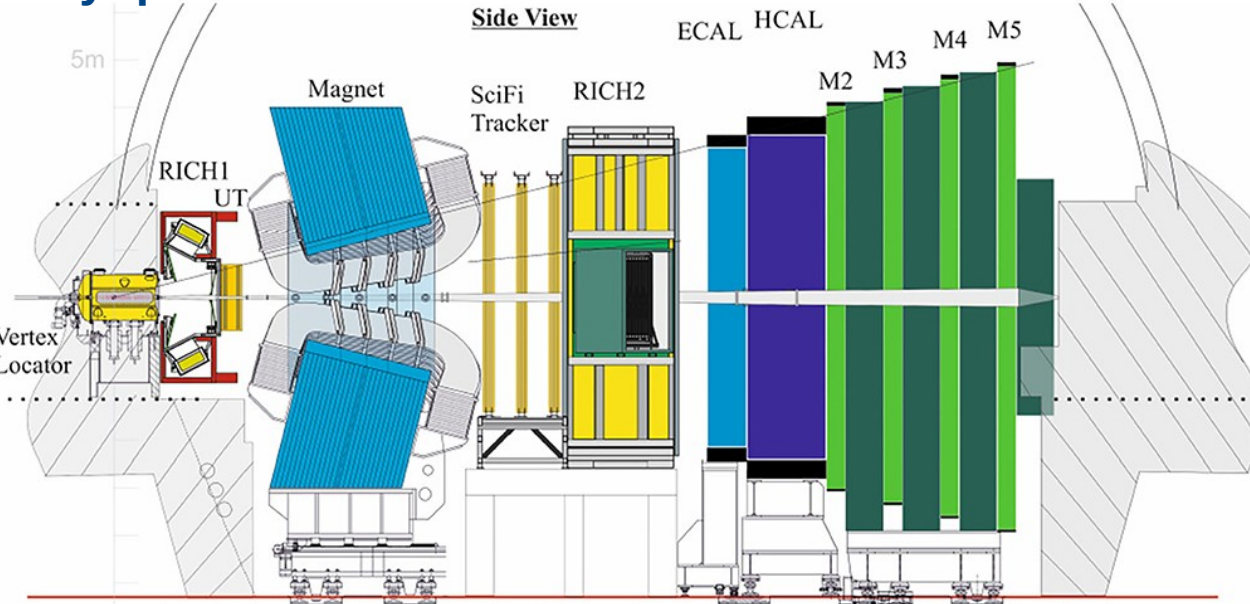
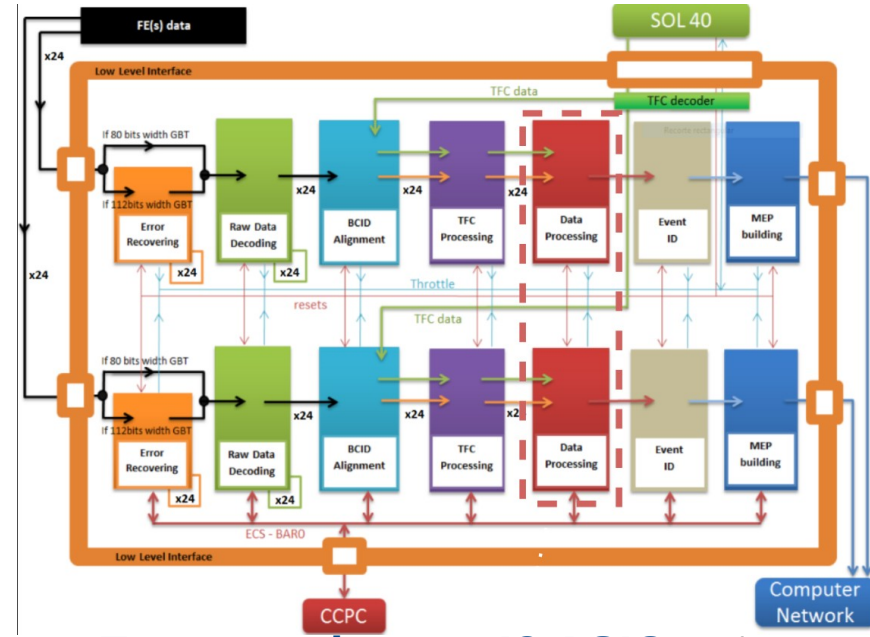


## Very quick context...

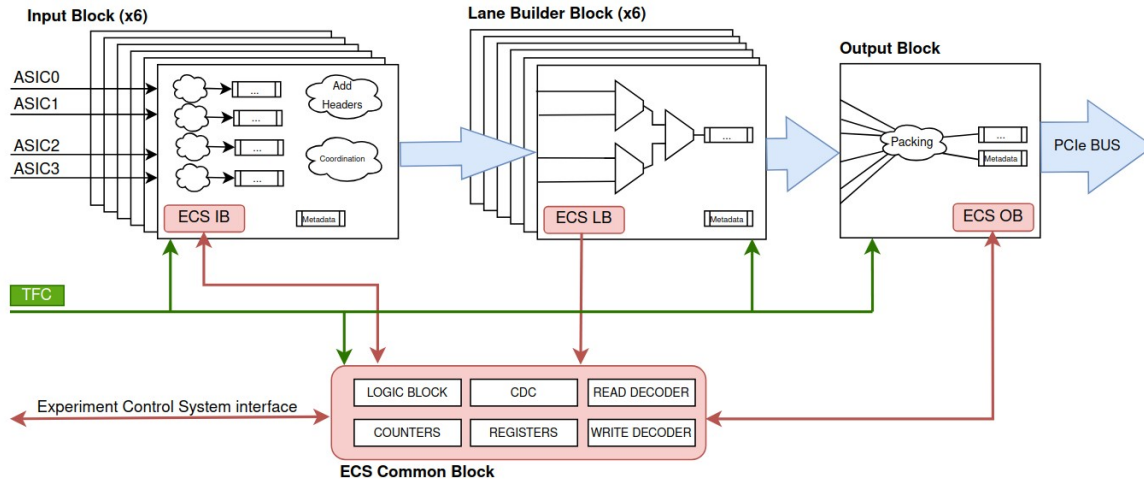


Packet name	Header (12-bit)				Data n-12 bits	Comment
	BXID 4 bits	Parity 1 bit	Flag 1 bit	Length 6 bit		
Idle	0000	1	1	'b11_0000	—	no enough data
BxVeto	<i>bxid_cnt[3:0]</i>	*	1	'b01_0001	—	BxVeto in TFCcmd
HeaderOnly	<i>bxid_cnt[3:0]</i>	*	1	'b01_0010	—	HeaderOnly in TFCcmd
BusyEvent	<i>bxid_cnt[3:0]</i>	*	1	'b01_0011	—	<i>nHits</i> > 63
BufferFull	<i>bxid_cnt[3:0]</i>	*	1	'b01_0100	—	no space in memory
BufferFullN	<i>bxid_cnt[3:0]</i>	*	1	'b01_0101	—	no space in memory
NZS	<i>bxid_cnt[3:0]</i>	*	1	'b00_0110	Values	NZS in TFCcmd
Normal	<i>bxid_cnt[3:0]</i>	*	0	<i>nHits</i>	Hits	Normal event
Sync	<i>bxid_cnt[11:0]</i>			<i>sync_pattern</i>	Synch in TFCcmd	

GBT frame byte	13	12	11	10	9	8	7	6	5	4	3	2	1	0
4 x 3-ports			24-bit		24-bit		24-bit		24-bit					
2 x 3-ports			24-bit				24-bit							
2 x 4-ports			32-bit				32-bit							
2 x 5-ports			40-bit						40-bit					

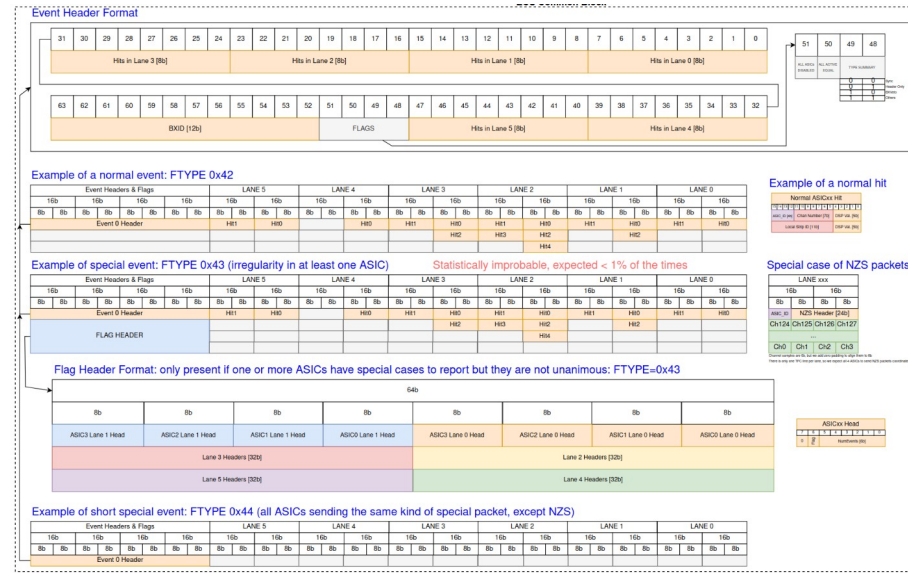


## Architecture overview

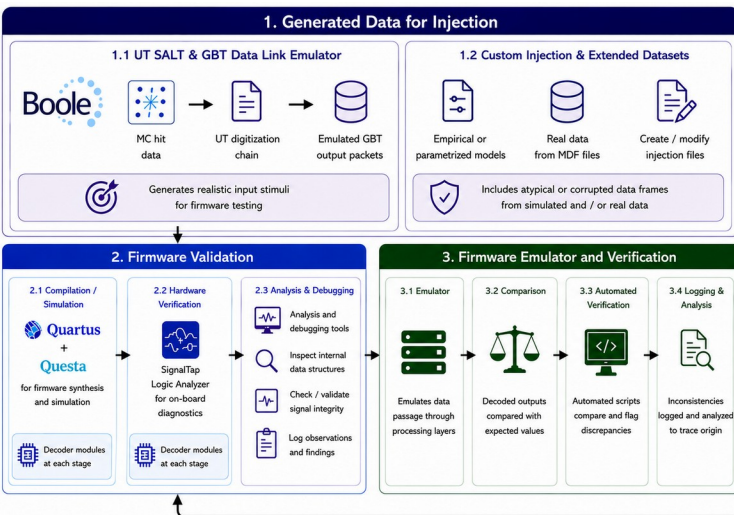


Simple, adapts to all cases, scalable, easy to implement, small ALM footprint, performant...

A lot of effort to simulate, verify, debug, CI, ...



Output data format: simple, 8b aligned, easy to implement, include all cases, have reasonable BW efficiency



Lessons learned: control software, debugging features, important things to consider for FPGA implementation, And many others!

