

Real Time Control Of Suspended Masses In Advanced VIRGO Laser Interferometer

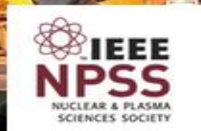
Alberto Gennai
for the VIRGO Collaboration



<http://www.virgo-gw.eu/>



20th Real Time Conference 5-10 June 2016 Padova, Italy

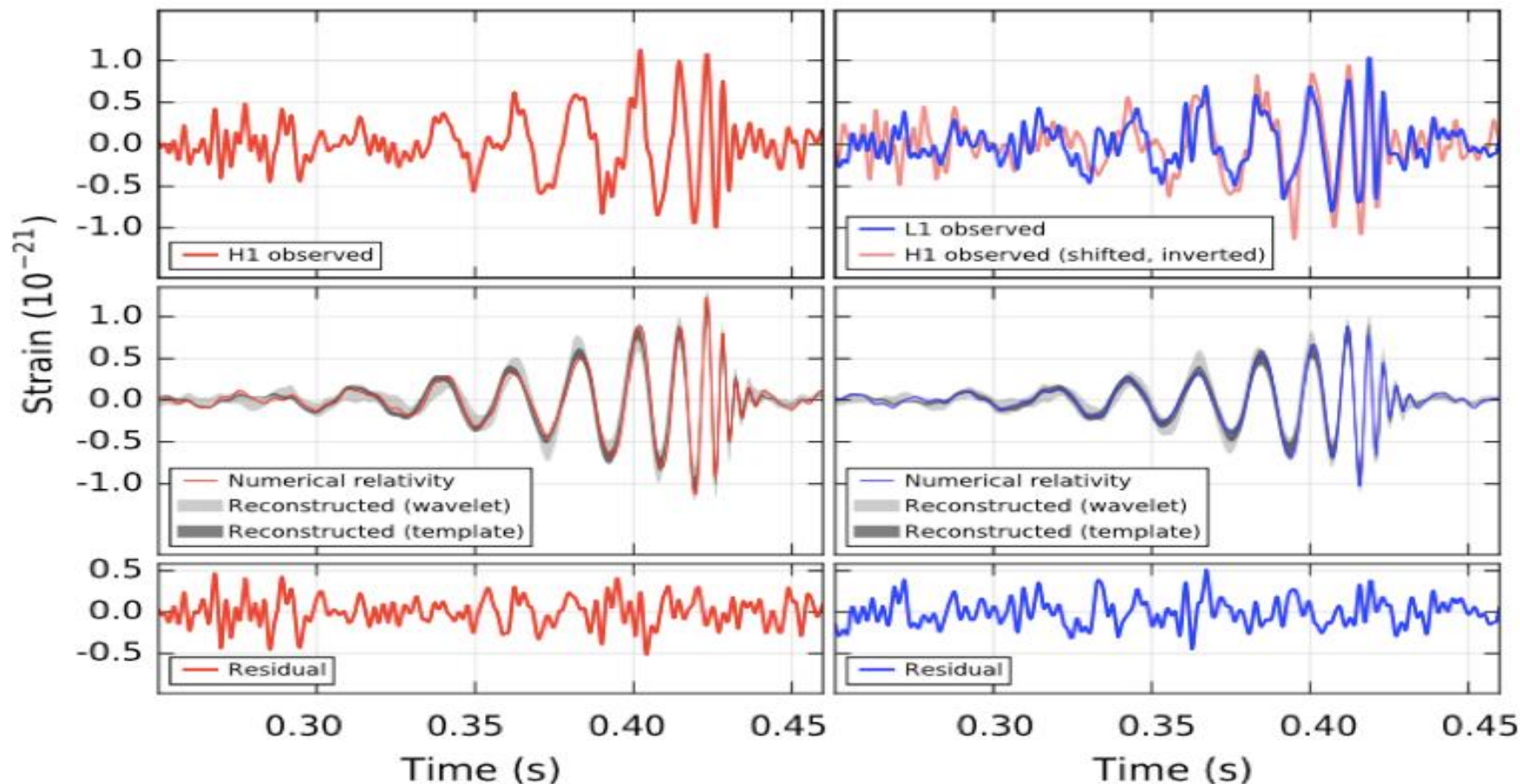


Virgo is a laser interferometer designed to detect and observe gravitational waves. It is operated in Cascina, near Pisa on the site managed by the consortium European Gravitational Observatory (EGO), by an international collaboration of scientists from France, Italy, the Netherlands, Poland, and Hungary



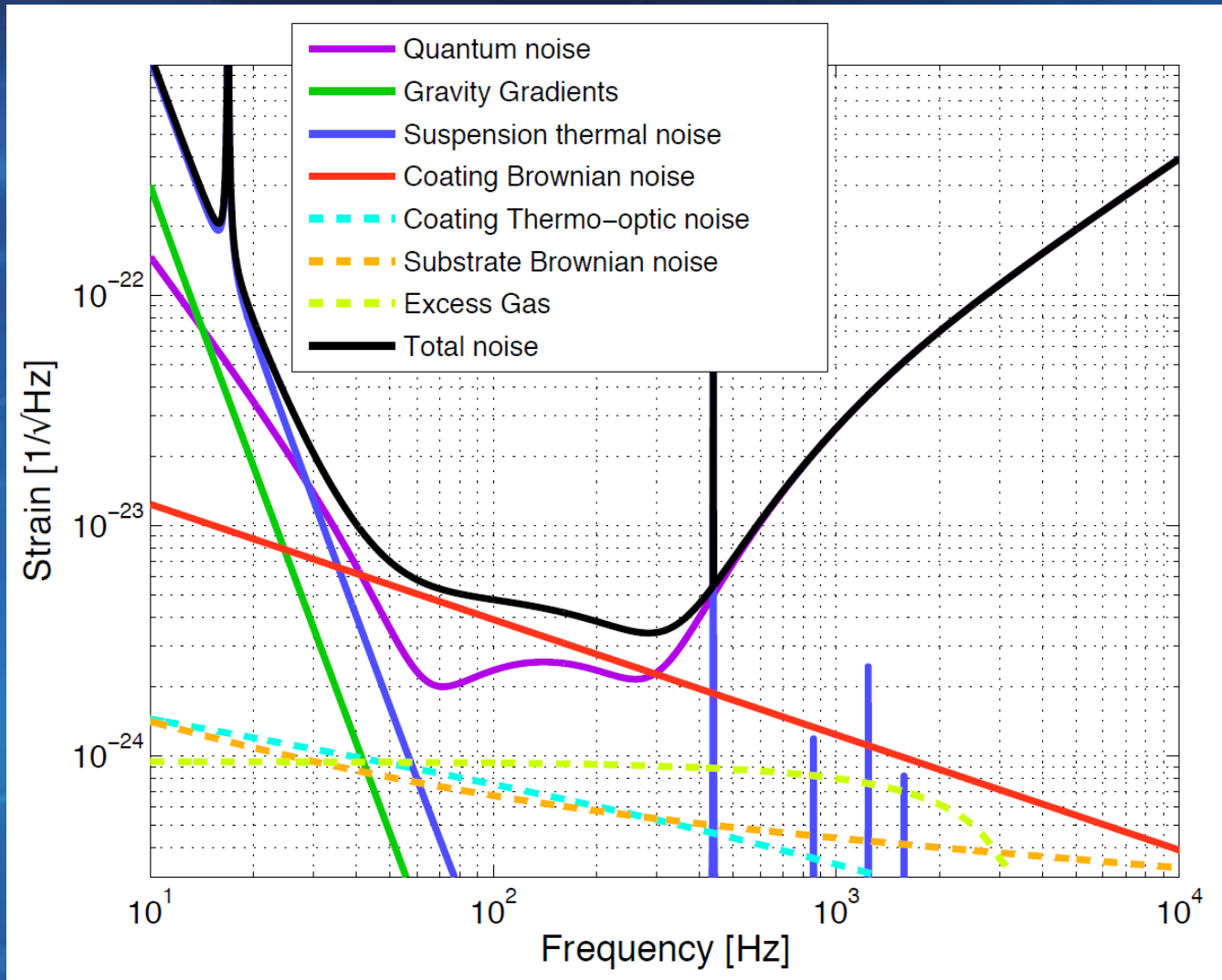
Gravitational Waves

- GW Signal is incredibly small: actual relative displacement is in the order of $6-8 \times 10^{-18}$ m (peak-to-peak)

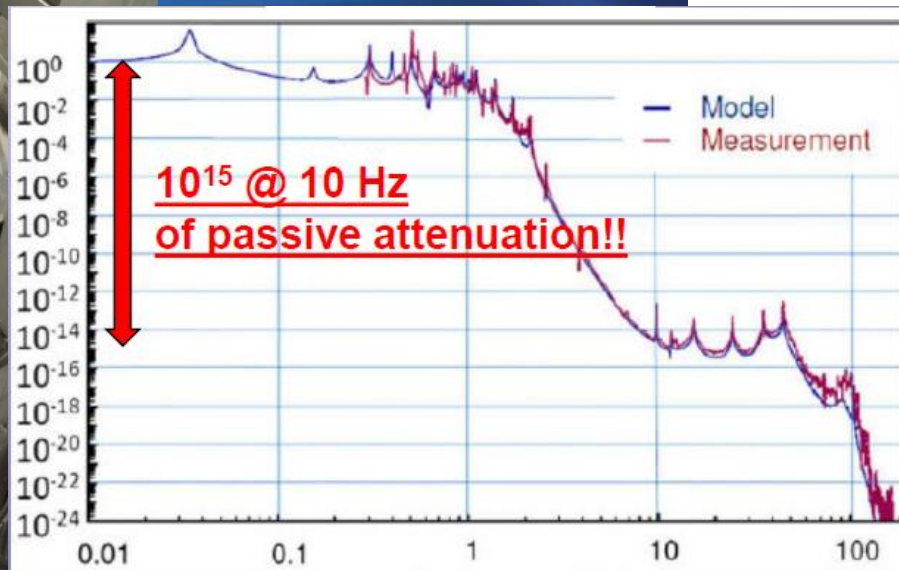
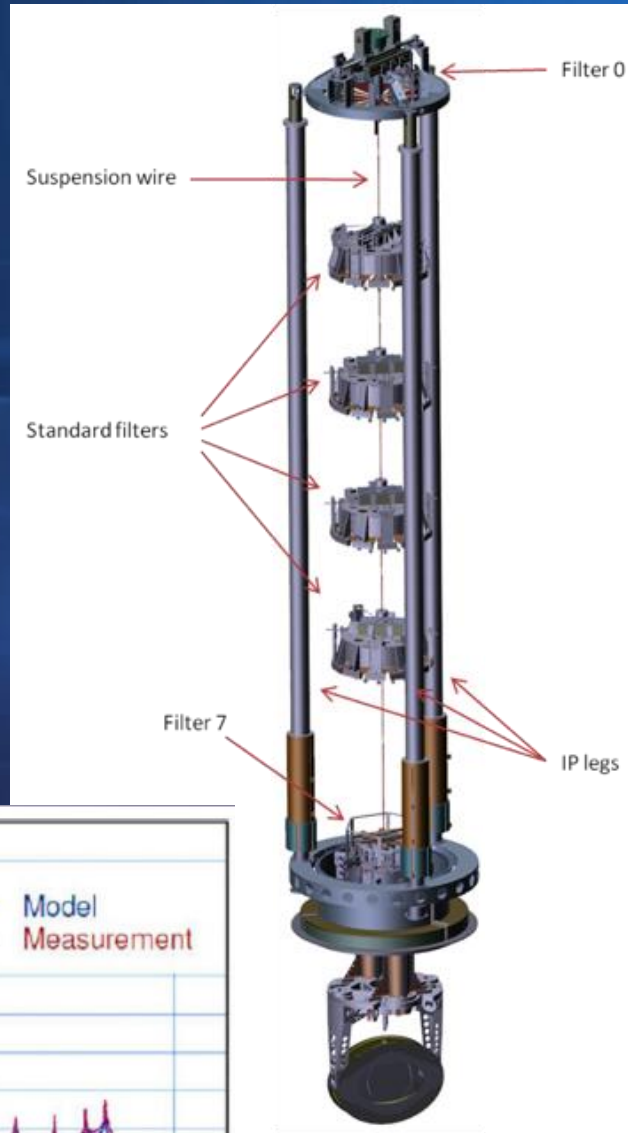
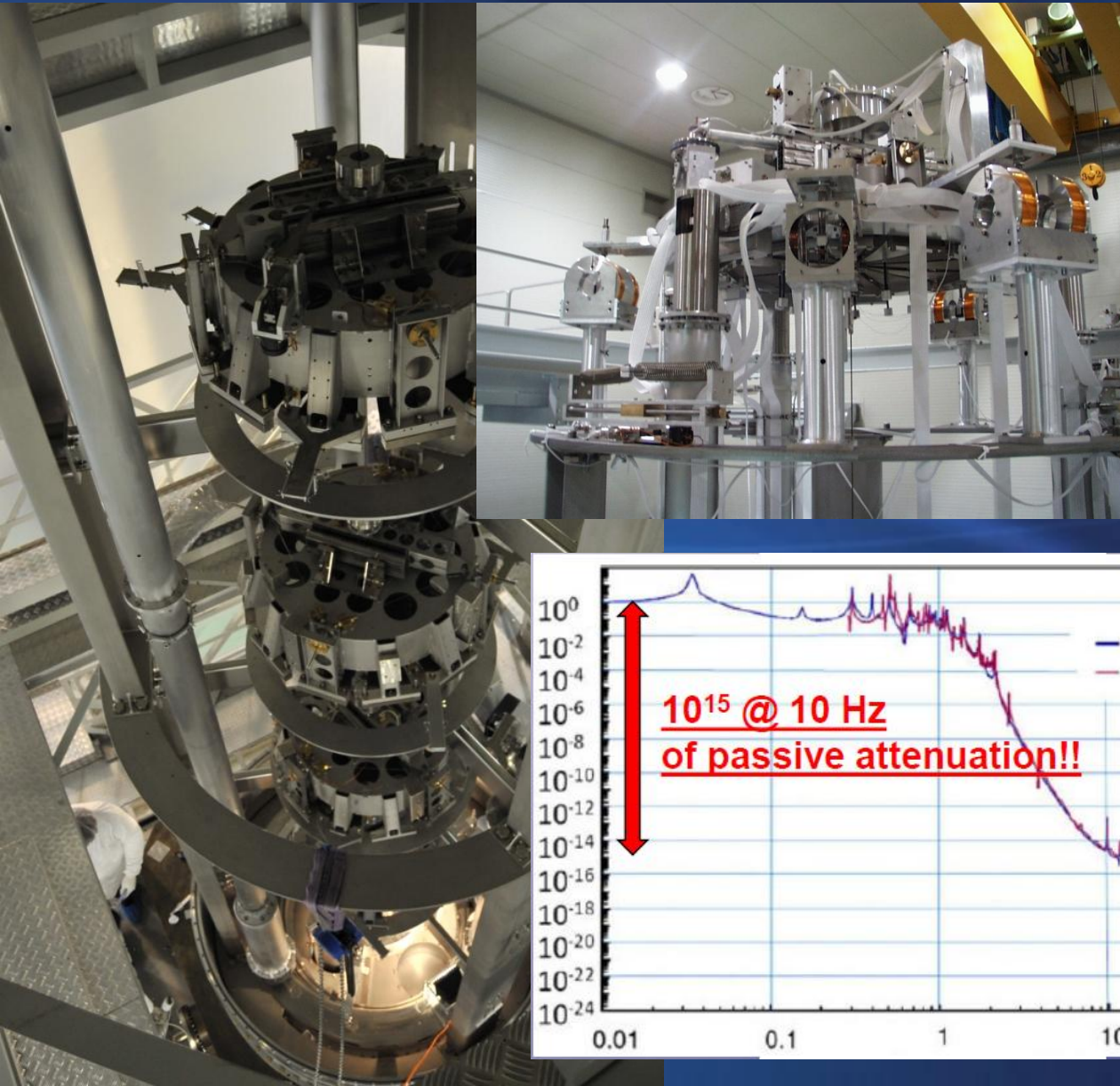


LIGO Hanford & Livingston data: first direct detection

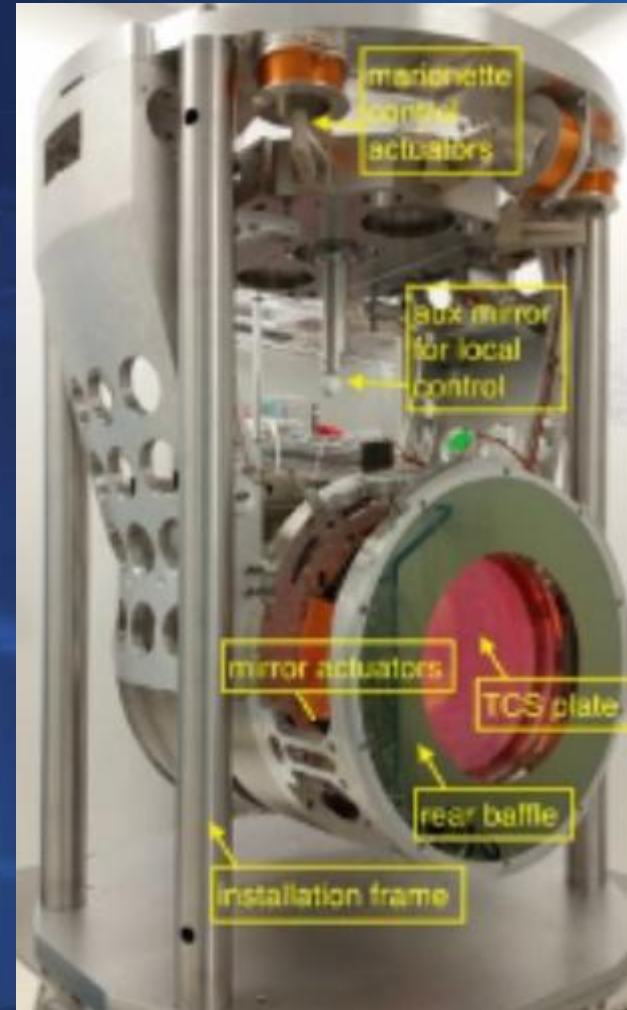
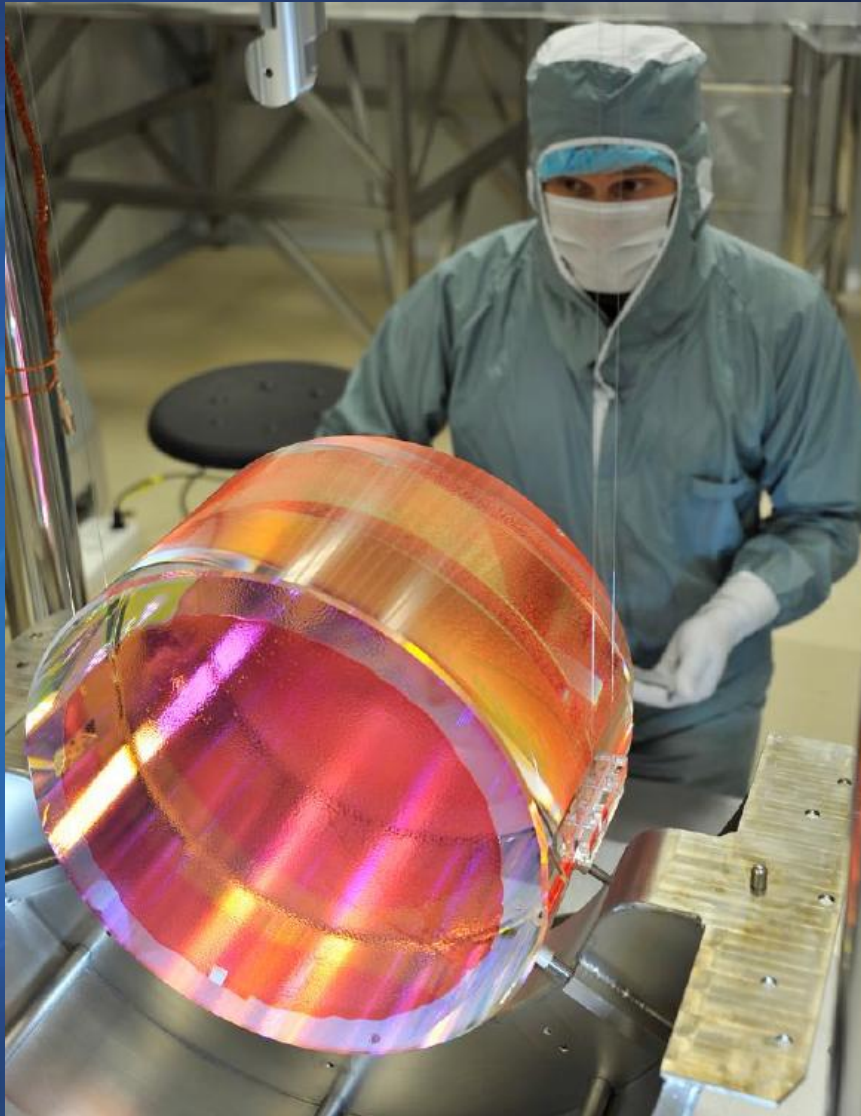
Adv VIRGO Design Sensitivity



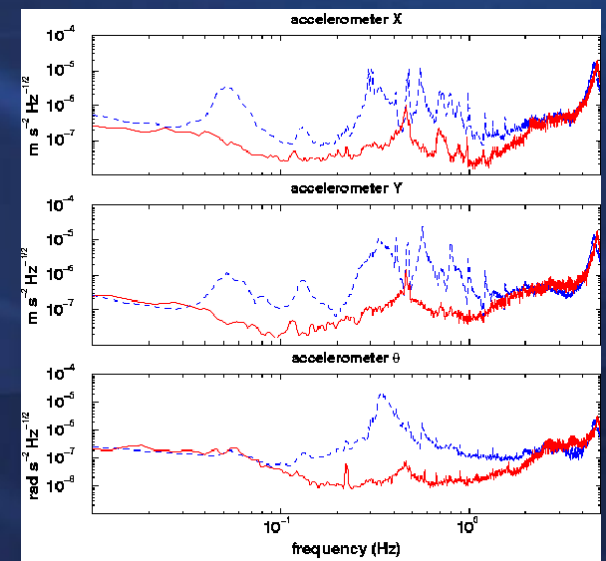
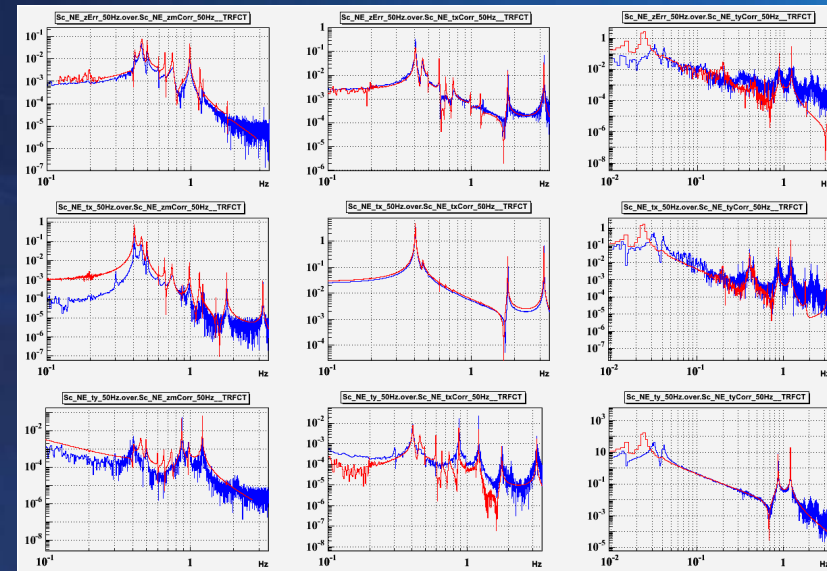
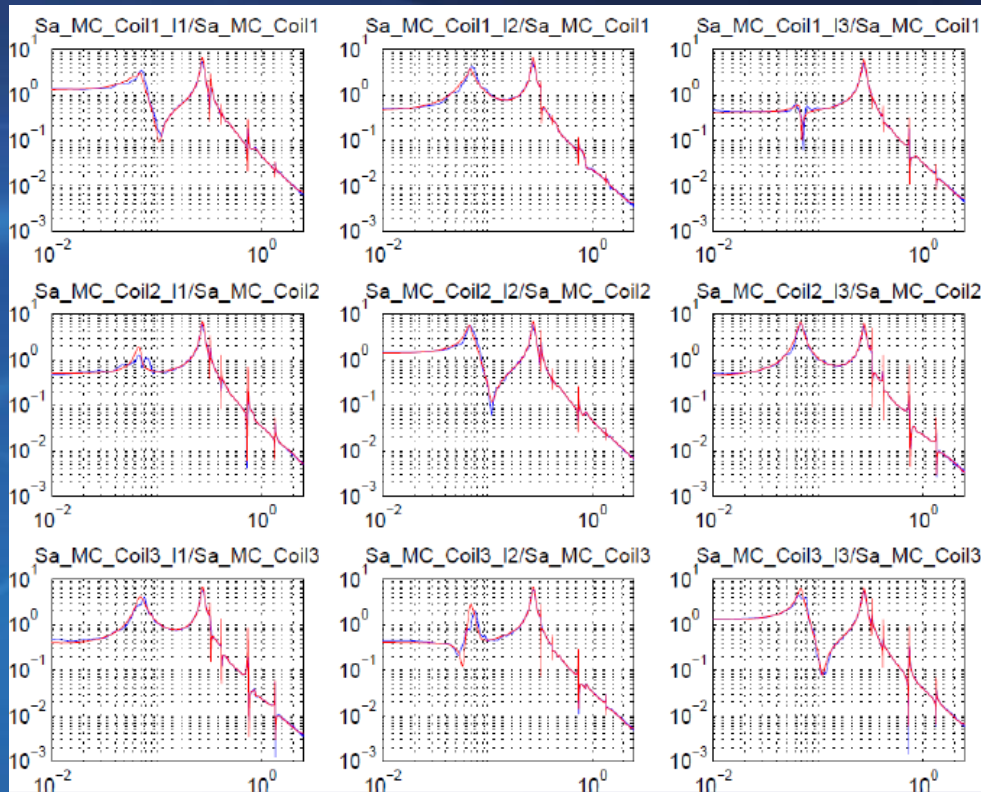
Seismic Isolation



Mirrors



Control



Each of 10 seismic isolation systems is equipped inertial sensors (accelerometers), displacement sensors (LVDT and optical levers), stepping motors and magnet-coil actuators

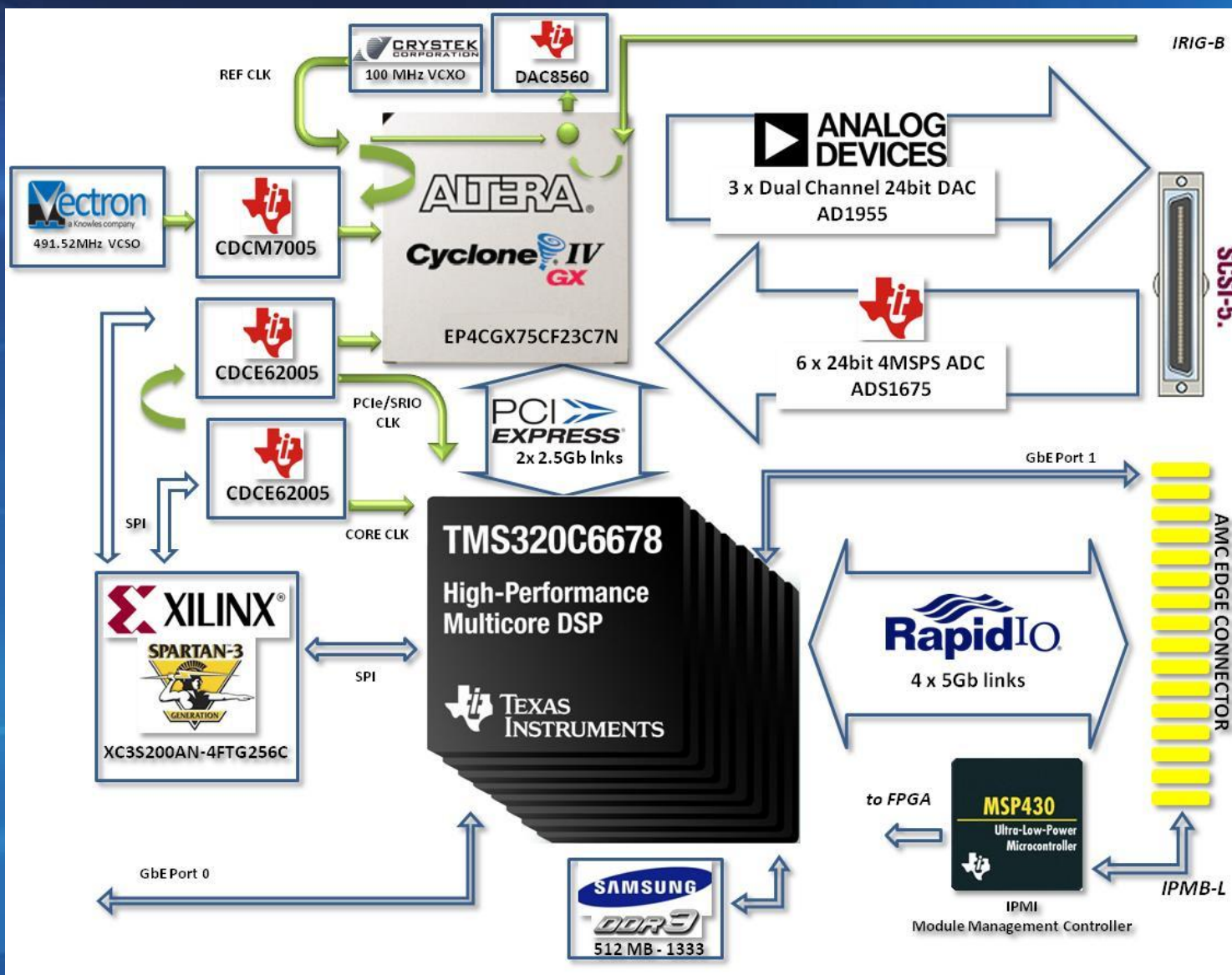
New Control System: Design Drivers

- Move out of VME standard (limiting board-to-board communication bandwidth)
- Eliminate physical gap between analog-front end and data converters (in average we had more than 40 meters STP cabling, multiplied by about 100 signals for each of the 10 suspensions)
- Get out of rigid single sampling frequency operation (usually 10 kHz) and move on a more performing and flexible multi-rate system
- Further increase of locally available computation power to increase data quality analysis capabilities and properly assist control design and implementation mainly for the last stage of suspension and new payloads

UDSPT Board

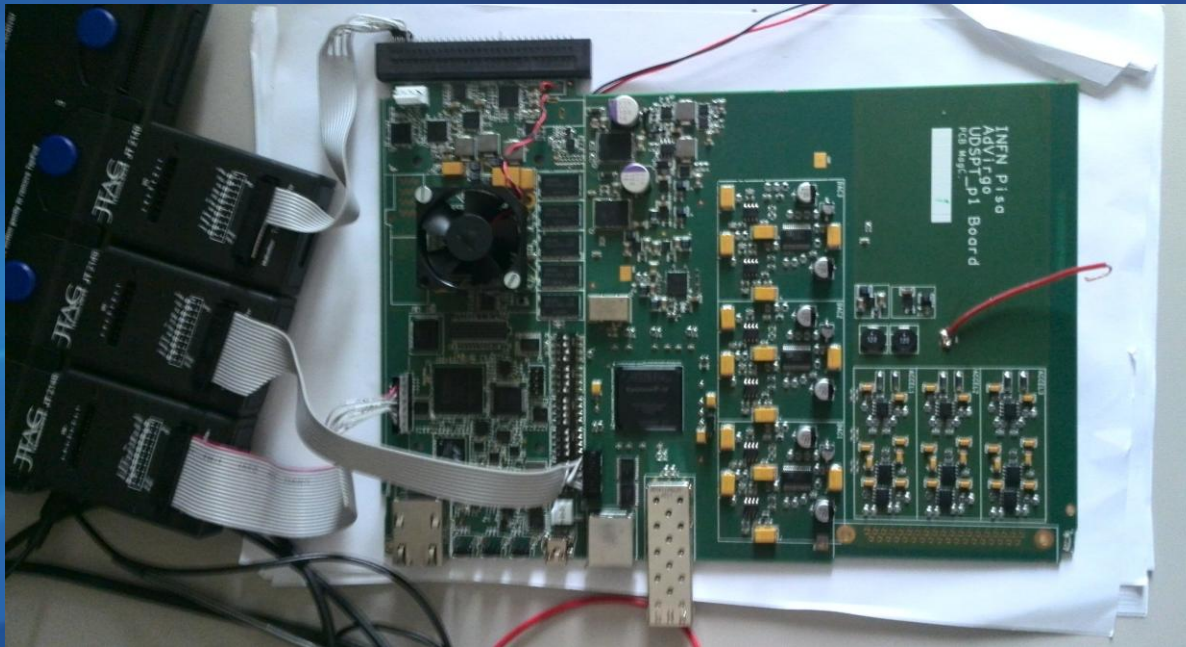
- Result of design effort is a high performance signal conditioning, signal conversion and processing platform that enables users to implement state of the art hard real time control system. Board can be operated in standalone mode or in cooperation with other boards.
- Form factor is a variation of a Double Compact Module PICMG® AMC.0 R2.0 AdvancedMC module (variation consists in a wider board than what specified for a Double Module)
- Key features of the UDSPT board include:
 - Texas Instruments' multi-core DSP – TMS320C6678
 - 512 Mbytes of DDR3-1333 Memory
 - Two Gigabit Ethernet ports supporting 10/100/1000 Mbps data-rate
 - 170 pin B+ style AMC Interface containing SRIO and Gigabit Ethernet
 - IRIG-B input
 - Module Management Controller (MMC) for Intelligent Platform Management Interface (IPMI)
 - Powered by DC power-brick adaptor (12V/3.0A) or AMC Carrier backplane
 - Two on board FPGA: one Xilinx Spartan3 dedicated to processing unit and one Altera Cyclone IV interfacing data converters
 - 6 x 24b 3.84 MHz ADC converters
 - 3 x 24b 320 kHz DAC stereo converters (6 channels individually addressable)
 - Converters sampling frequency DSP IRQs synchronous with IRIG-B signal
 - Fully differential input channels and balanced output channels

UDSPT Board



UDSPT Board

- Board complexity (250 different parts, a total of 2500 components) was compensated by a modular design. Processing, data converters and front-end occupy pre-defined areas. Strong effort in interfaces design



Performances

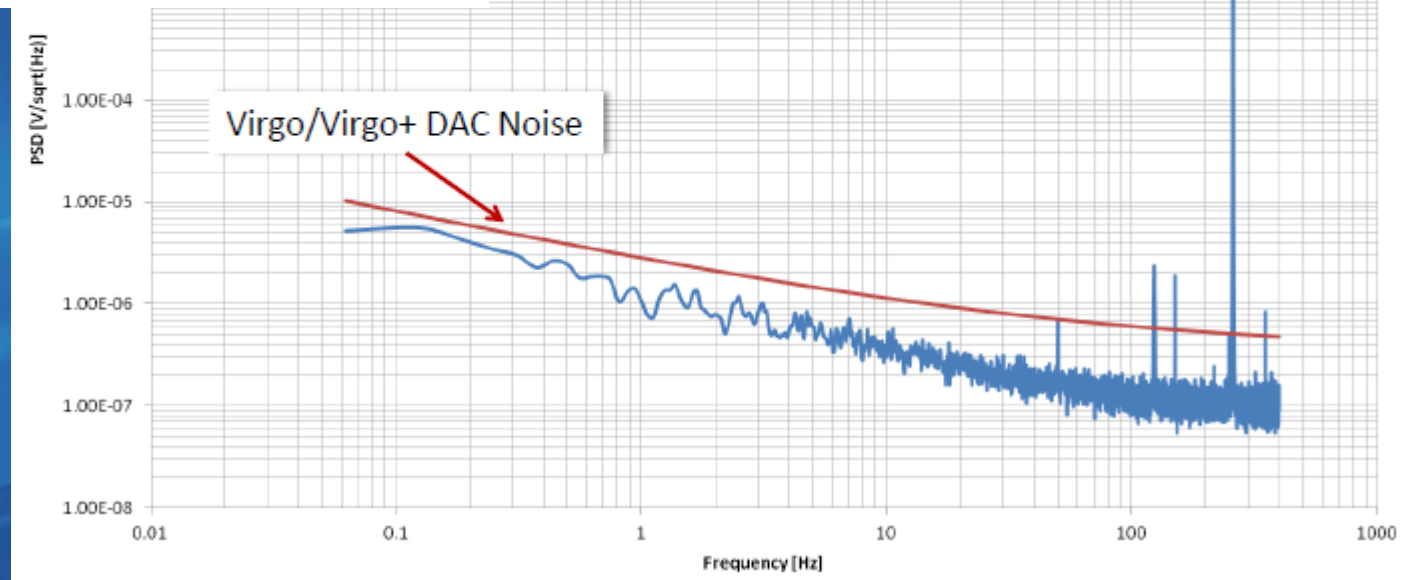
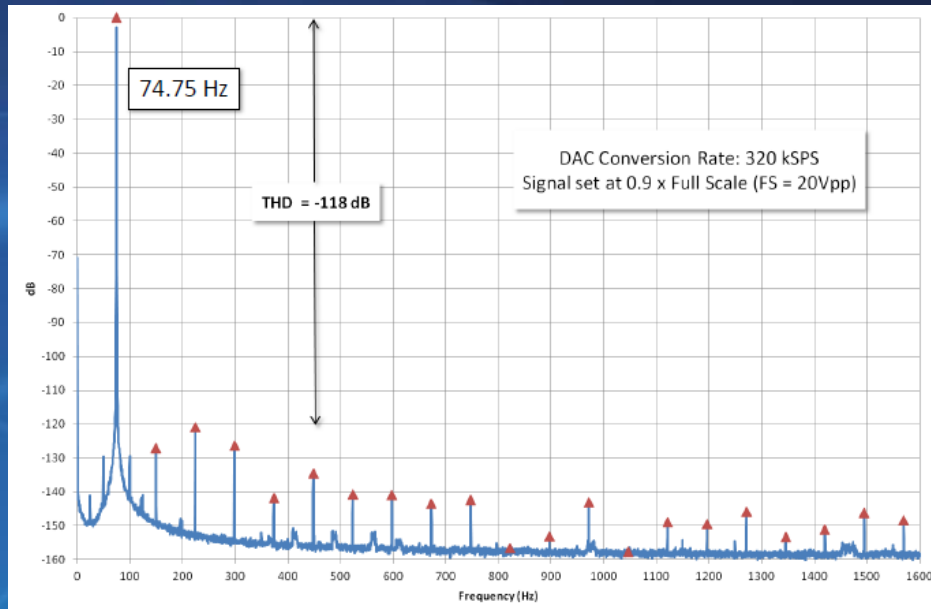
- Digital I/O

- Gb Ethernet Board- Rest of The World communication
- PCIe (2 x 2.5 Gbps) On-Board communication
- SRIO (4 x 5 Gbps) Board-to-board communication

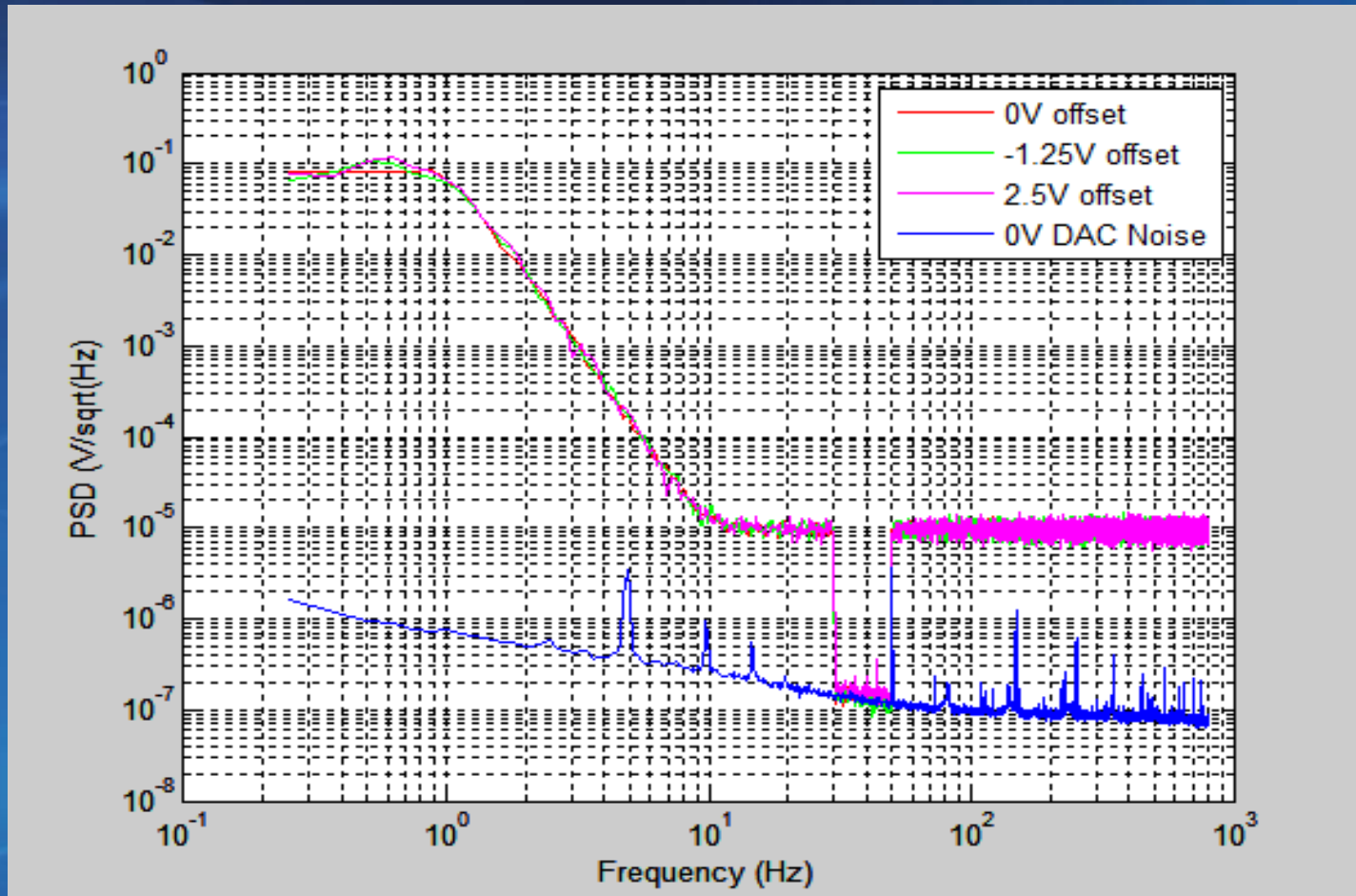
- DSP Software

- Operation up to 320 kHz sampling rate (3.125 usec interrupt request repetition cycle)
- $\text{Matrix}(n,m) * \text{Vector}(m,1)$ double precision multiplication requires $0.5 * nm + n + m$ nanoseconds:
 - State space with 3 inputs, 3 outputs and 12 states requires less than 200 nsec

DAC Performances

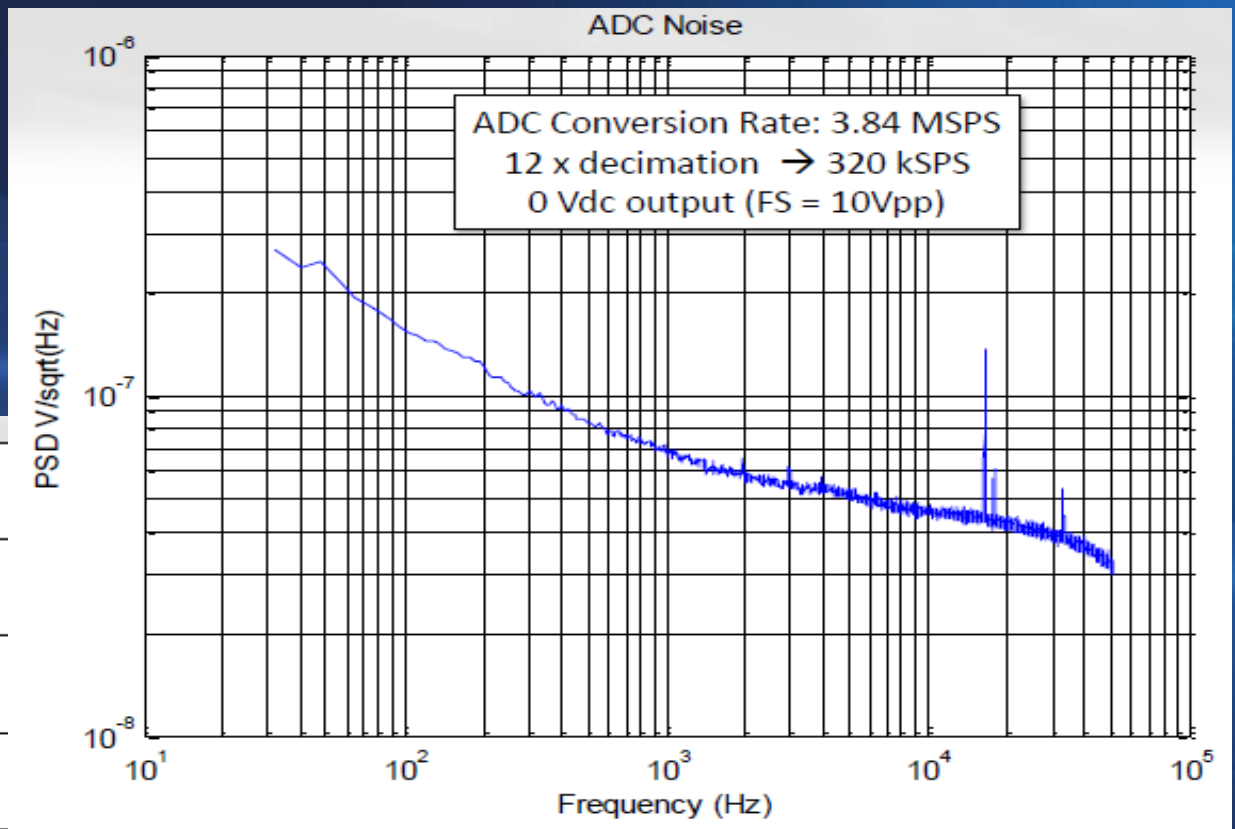
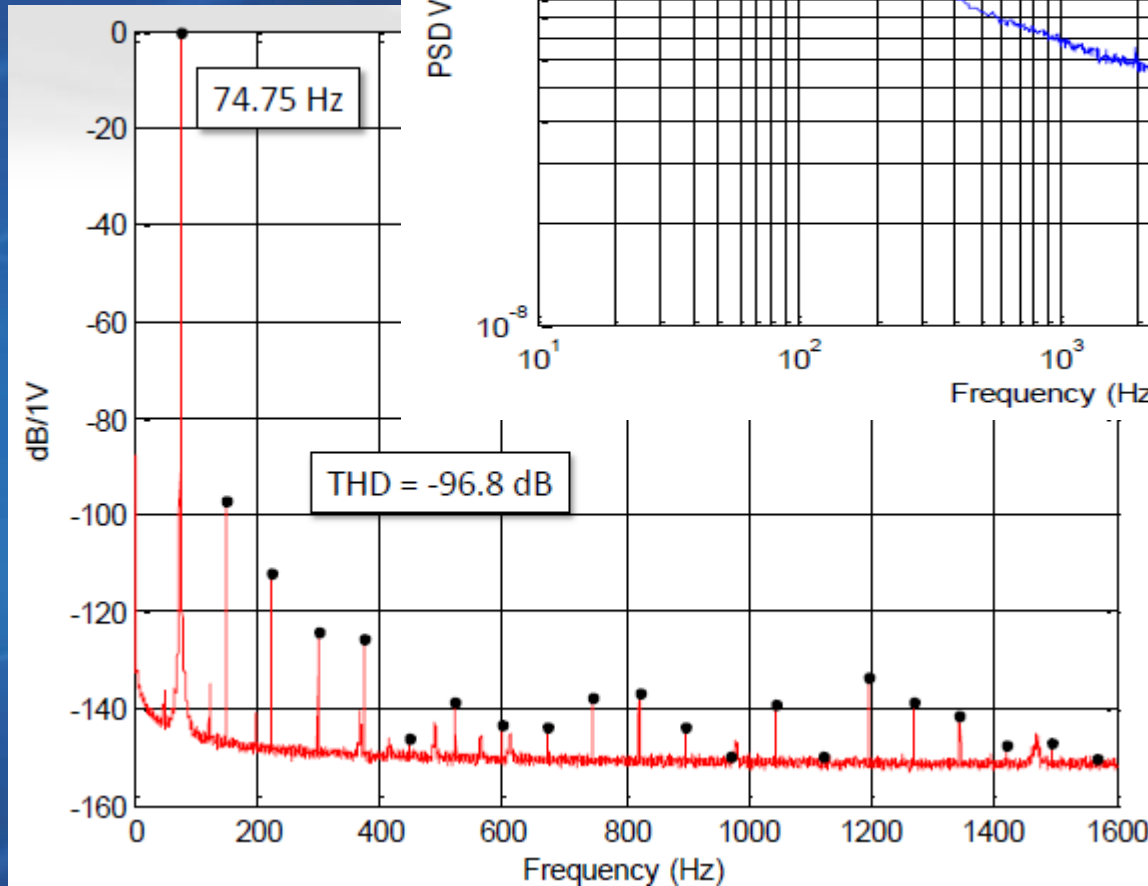


DAC Performances

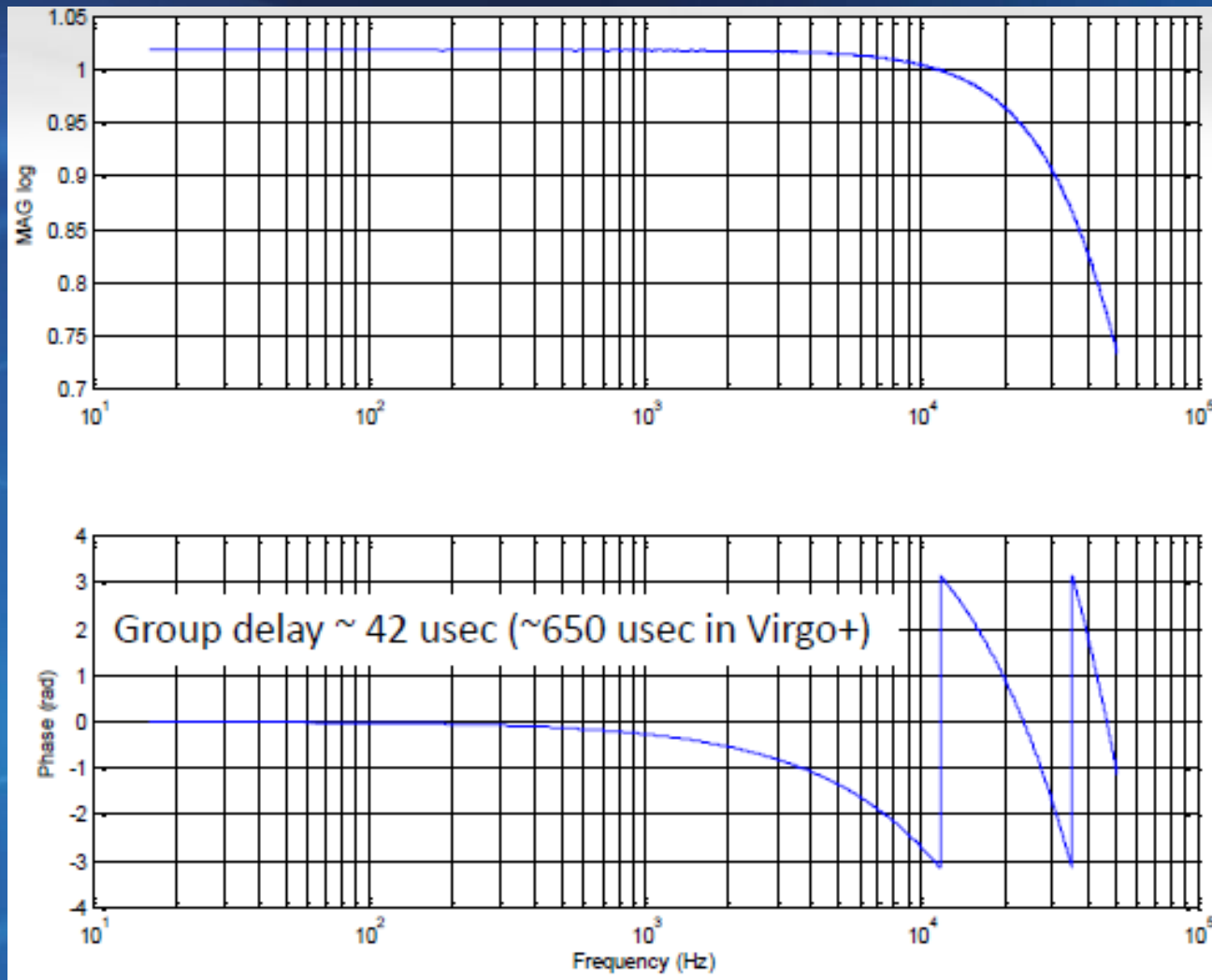


- DAC output spectrum when converting a white spectrum signal low pass filtered (4 poles @ 1Hz + 4 zeroes @ 10 Hz) and stopband (30-50 Hz, Bessel 12th order, 0.1dB ripple, -60 dB stopband). Signal amplitude was set to 0.6Vpp

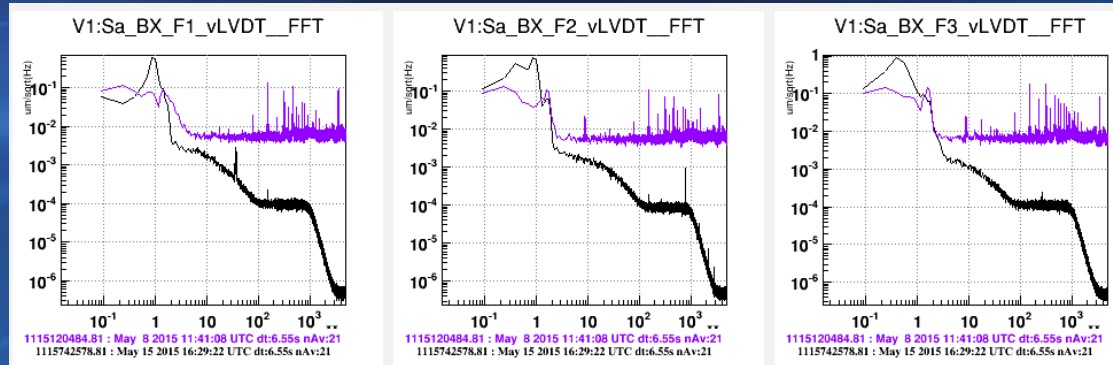
ADC



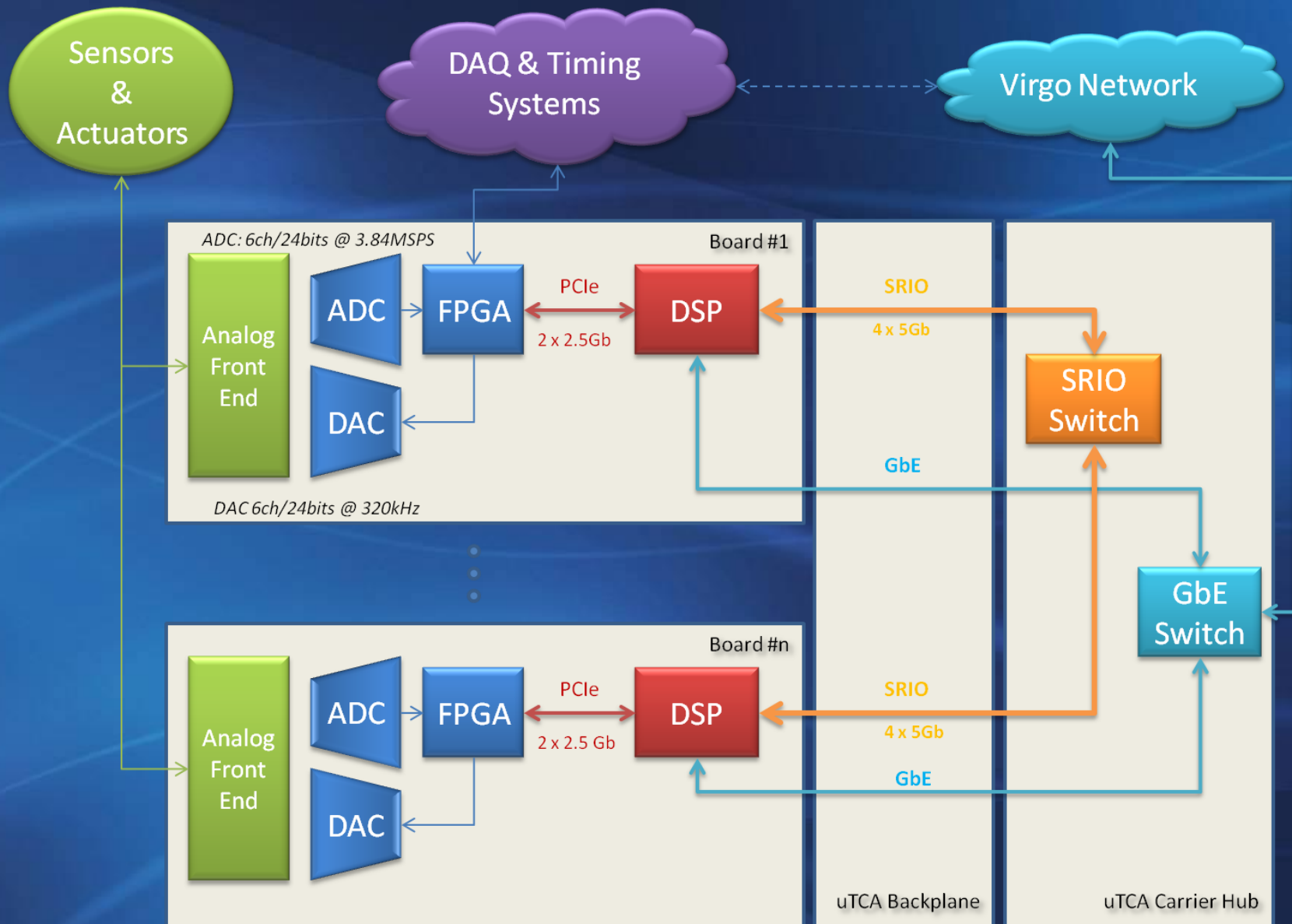
DAC-DSP-ADS Transfer Function



Performances: ADC Noise & EMI



- Performances tests on suspensions went beyond our expectation. Placing converters at front-end electronics level, together with introduction of digital demodulation, drastically improved noise immunity. Following picture shows improvement in vertical position sensors readout.



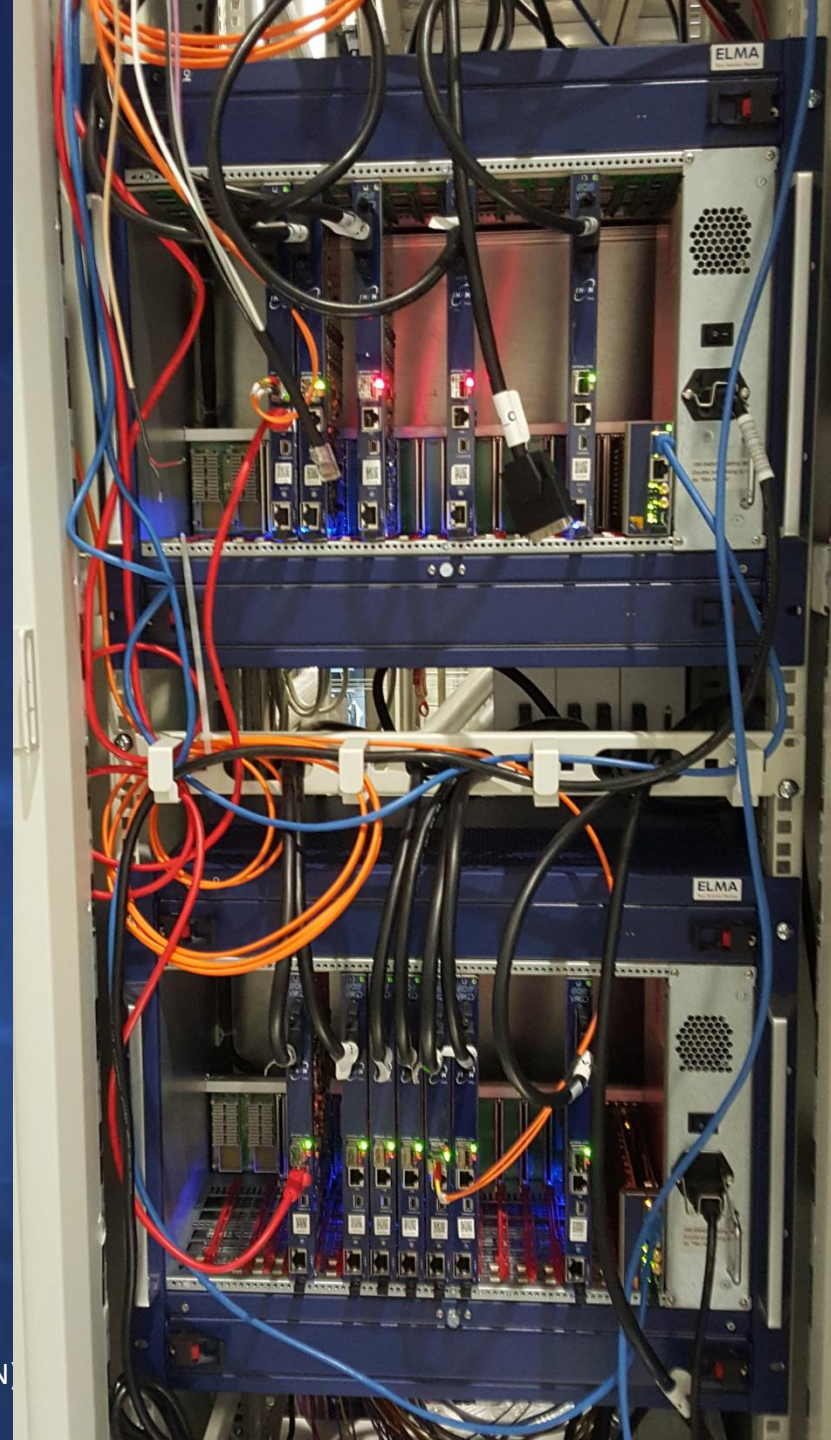
Local Control Unit



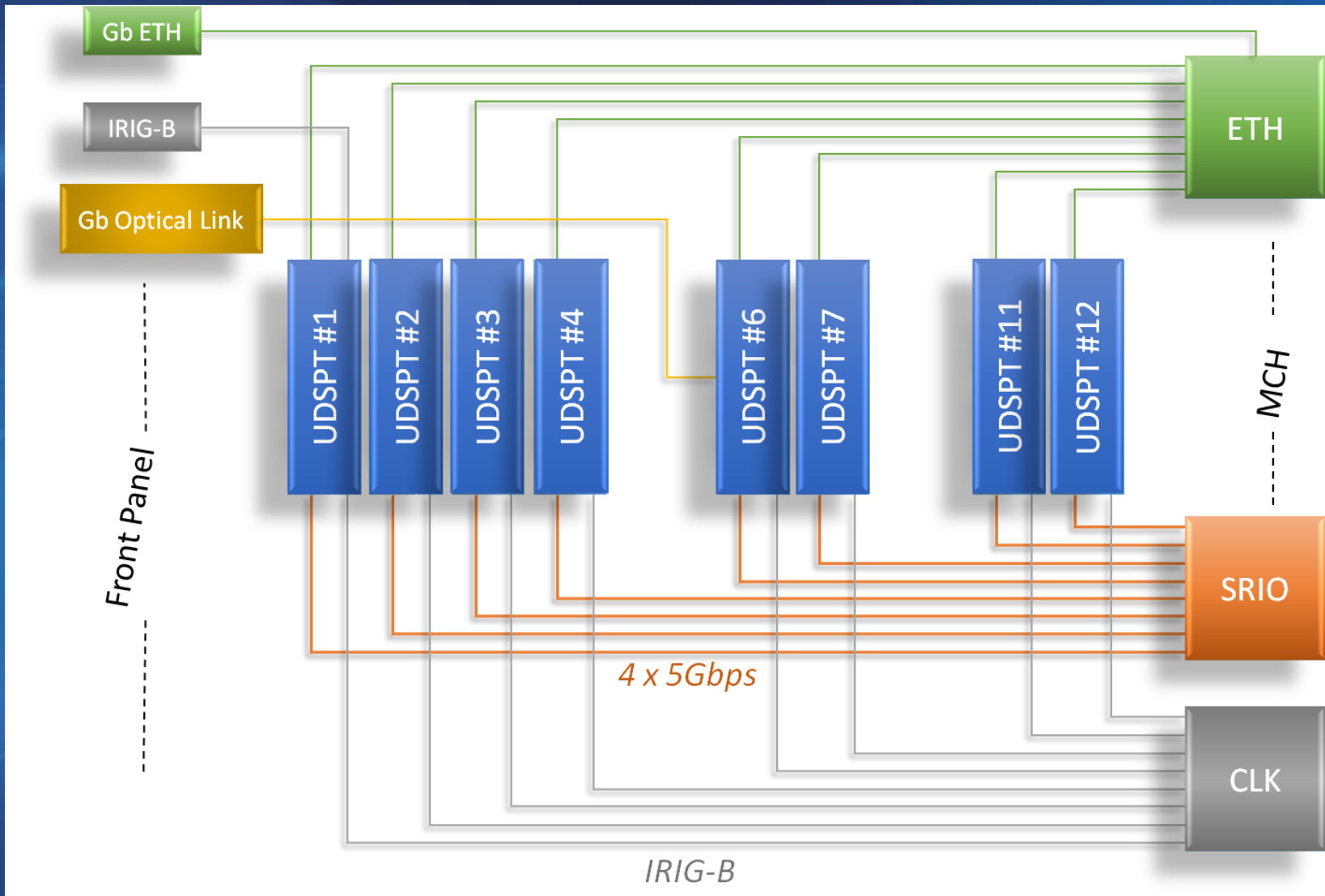
In a single 6U x 19" crate we can concentrate 72 ADC + 72 DAC channels supported by 720 GFLOPs, 12 x 1 Gb Ethernet ports + 12 x 1 Gb Optical Link for digital IO and a total power consumption less than 500 Watts

Deployment

- Recently we completed the installation of 20 Local Control Units for a total of 150 boards, 900 ADC channels and 900 DAC channels

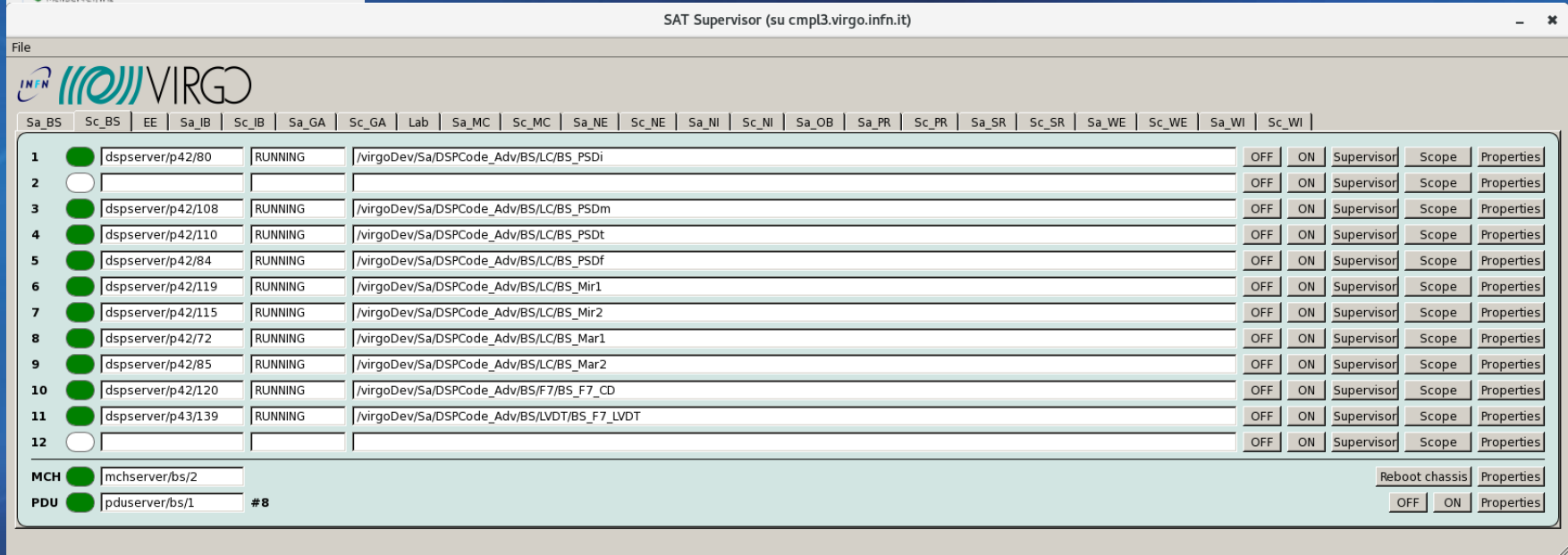


Digital Signals Path



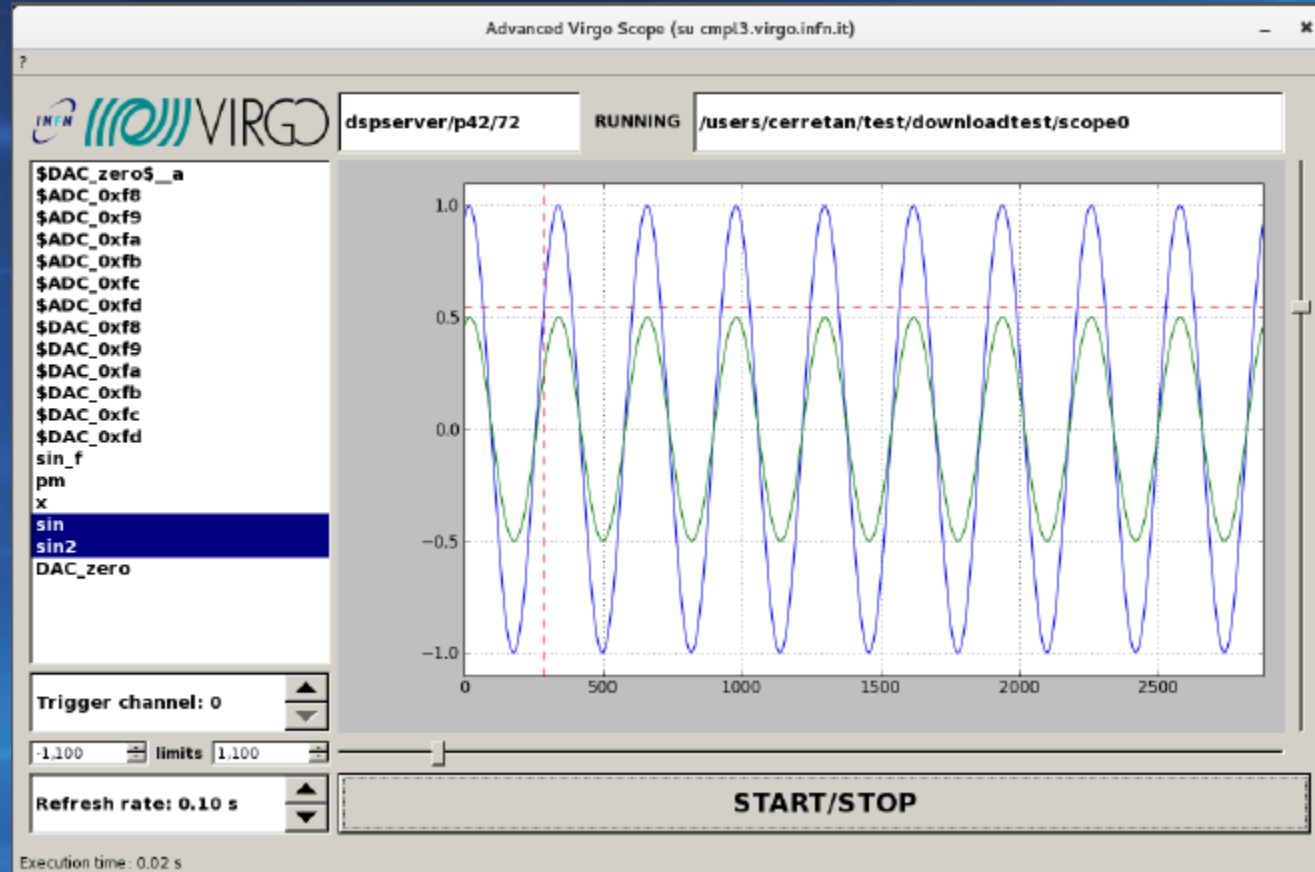
Software Supervisor

- For initial AdV, software shall support about 150 boards. At system startup each board loads boot code via tfpt from a dedicated boot server. This code is actually a sort of basic OS. In a second phase software supervisor (based on software toolkit Tango Controls) downloads in each processor the hard real-time code.



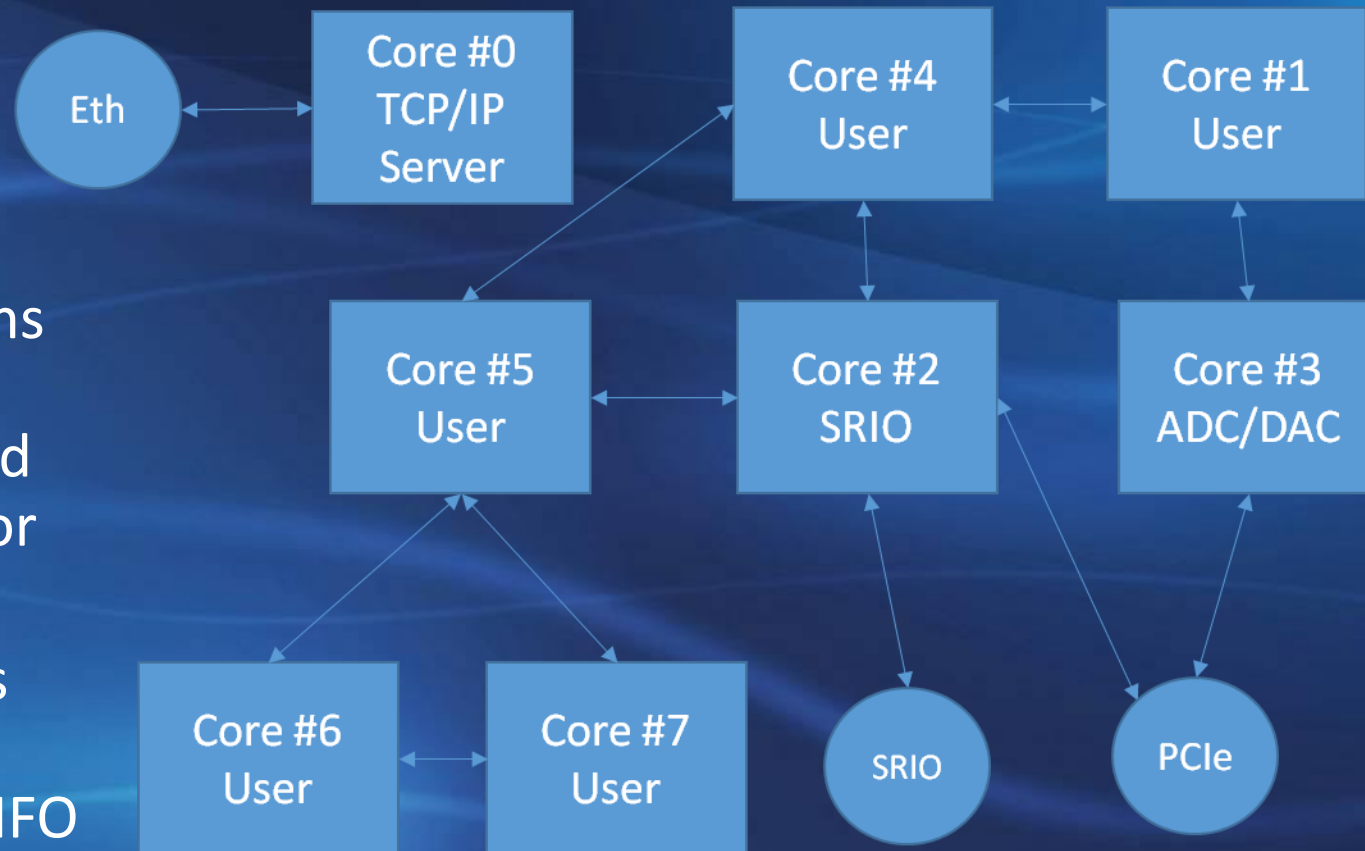
Real Time Scope

A nice tool for system debugging is a real-time scope that can access any single variable declared into the source code. Work is in progress to provide real-time fft and few more functionalities



DSP Cpre

- Each DSP core, excluding C#0, runs a single task activated at a fixed frequency lower or equal to 320 kHz
- Communication is memory mapped using a 2 stages FIFO (ping-pong table)
- 5 out of the 8 cores available are user programmable



DSP Code

```
1 #include <asm/header.net>
2 NETLIST {
3
4   START {
5     SAMPLING_FREQ = 10000;
6     OVER_SAMPLING = 1;
7     USE_ADC = 1;
8     DOWN_SAMPLING = 1;
9     W_COEFF = internal;
10    SOURCE = parent;
11    DOL_ADDR = f94c0000;
12    GRD_ADDR = Guard4_to_Core0;
13    DICT_NAME = Sc_NI;
14    KEEP_VALUES = no;
15    DECAY_TIME = 0x00000000;
16
17    TOLM_OUT_N = 1;
18    TOLM_OUT = {
19      {
20        PAGE = 0x00000000;
21        NAME = PRB;
22        ROUTING = 0xf94c0000;
23        TOLM = TOLM1;
24      }
25    }
26  }
27
28  ASM_START {}
29
30  DAC_SETUP {
31    NDAC = 6;
32    OUT = ($DAC_0xf8, $DAC_0xf9, $DAC_0xfa, $DAC_0xfb,
33          $DAC_0xfc, $DAC_0xfd);
34  }
35
36  ASM_CONTINUE {}
37
38  CALL {
39    NAME = NI_F7_LVDT_Demod.hrd;
40    COMM = " ";
41    NINP = 0;
42    NOUT = 9;
43    OUT = (lvdt1, lvdt2, lvdt3, vlvd1, vlvd2, vlvd3, ratio_11, ratio_12,
44          ratio_13);
45  }
```

```
1 .tab 6
2 DAQ_header1 .equ 00055045h
3 DAQ_header2 .equ 00055046h
4 DMA7_chain .equ 000517e8h
5 tolm_in_dpm_buffer .equ 14831a00h
6 tolm_in_ser_buffer .equ 14831c00h
7 tolm_in_glb_buffer .equ 14831800h
8 tolm1_out_buffer .equ 00058300h
9 tolm2_out_buffer .equ 00058700h
10 Guard1_to_Core0 .equ 1087f000h
11 Guard4_to_Core0 .equ 1483c400h
12
13 .sect .textasm ; program section
14
15 SP .set b15
16
17 .global dsp_irq
18 .global i_list
19 .global c_list
20 .global w_list
21 .global noise_table
22 .global cosine_table
23 .global input_list
24 .global output_list
25 .global Guard4_to_Core0
26 dsp_irq:
27 .asmfunc
28
29 mvc CSR, B2 ; save old interrupt status
30 || add -8, SP, SP
31
32 DINT ; disable interrupts
33 stdw A11:A10, *SP--[1] ; a10 = call_in
34 stdw A13:A12, *SP--[1] ; a12 = tolm_out_address
35 stdw A15:A14, *SP--[1]
36 stdw B11:B10, *SP--[1] ; b10 = call_out
37 stdw B13:B12, *SP--[1] ; b12 = tolm_in_address
38 stdw B9:B8, *SP--[1] ; b8 = From_Slot buffer address
39 stdw B3:B2, *SP--[1]
40
41 stw A8, *SP--[1] ; save To_Slot buffer address
42 stw B6, *SP--[1] ; save signals buffer address
43 stw A6, *SP--[1] ; save probe buffer address
44 stw B4, *SP--[1] ; save DAC address
```

- From a source code written in a simple object-oriented language we generate asm code for the cross-compiler that produces DSP binary code

Conclusions

- A new system to control suspensions and mirrors was developed and installation is now completed.
- Extensive use of supervising software, mysql databases and third parties tools will simplify operation and maintenance
- Simple user interfaces allow writing real-time DSP code without having specific training

