

**Video Processing Chain VPC2**  
**SpaceWire Networking Protocol Meeting 4**  
**19-20-21 July 2005**

## Summary

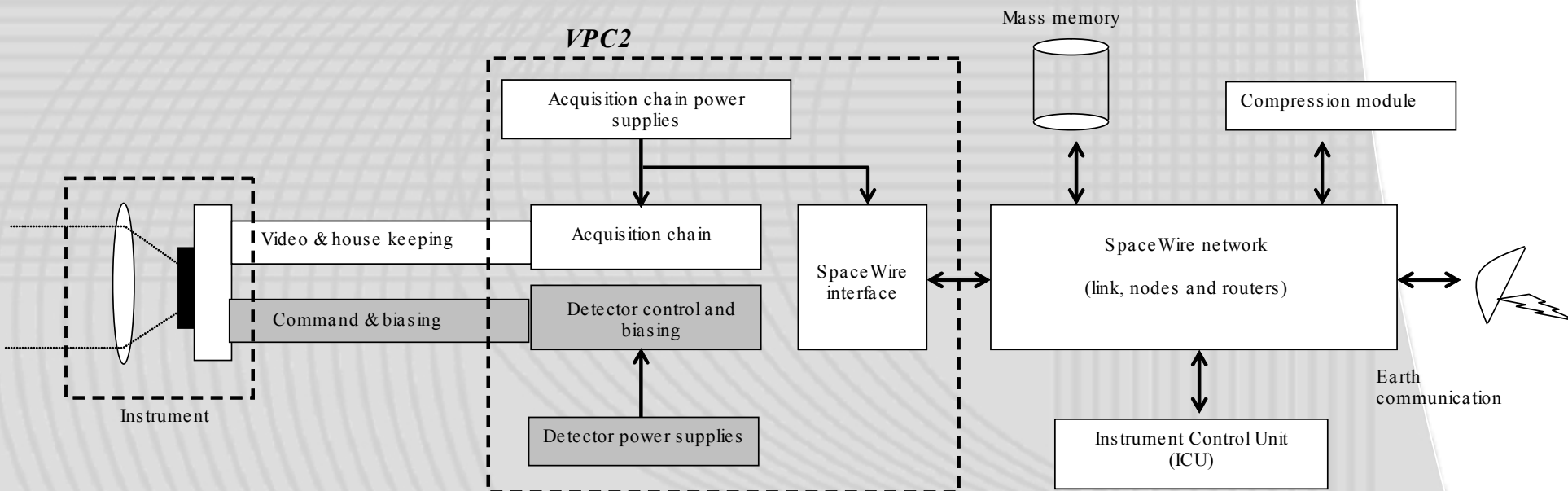
- VPC2 and SPADA\_RT Activity
- VPC2 Architecture Data Exchange
- VPC2 RMAP
- Implementation Issue
- FPGA Implementation Issue
- Expected Performances Issues

## VPC2 Activity

- The VPC2 is dedicated to earth observation science mission.
- It shall provide fully characterized and standardized ready to use functions to interface electro-optical detector in one end and a standardized SpaceWire network on the other end.
- Main motivation of the VPC2 development is to reduce development effort following the mission requirement without impacting performances:
  - Analog treatment supported by a general ASIC (SPADA\_RT).
  - External ADC and DAC.
  - Fully autonomous running during image acquisition.
  - Fully standard network and protocol (SpaceWire / RMAP)

# VPC2 Activity : General block diagram

→ **Separate detector dependent and independent parts.**



White blocks: re-used whatever the mission

Grey blocks: Optimized following the mission

# VPC2 Activity : Performances



Parameter	Objective	Remark
Pixel frequency	100KHz / 3MHz	100KHz of granularity
Accuracy	14 bits	
ENOB	$\geq 12$	At maximum gain
Missing codes	None	
Differential non linearity	$\pm 0.5\text{LSB}$ of 12bits	
Integral non linearity	$\pm 1\text{LSB}$ of 12bits	
Basic video signal processing	<ul style="list-style-type: none"> <li>Differential input.</li> <li>DC restore (CCD case) or direct coupling (APS &amp; HgCdTe)</li> <li>CDS (CCD detector) or single sampling (HgCdTe detector)</li> <li>Programmable gain.</li> <li>Offset correction.</li> </ul>	
Gain span	From 1V/V to 8V/V	
Gain granularity	1V/V	
Number of detector input	$\geq 2$ (3 as objective)	Each input is read sequentially
Number of house keeping signals	4	
I/O control	Space wire	
Input dynamic	$\geq 2\text{V}$	
Gain error	$<1\%$	
Gain stability	$<400\text{ppm}$	On the complete thermal range
Offset error	$<125\text{ppm}$	Defined for the maximum output range
Offset stability	$<125\text{ppm}$	On the complete thermal range
Power consumption	1.7W	Detector independent part
Operational temperature range	$0^{\circ}\text{C} / 30^{\circ}\text{C}$	
TID	30KRad	
Latch-up threshold	$>70\text{Mev/mg.cm}^2$	
Effective LET	$<1\text{E-7}$	At saturation level

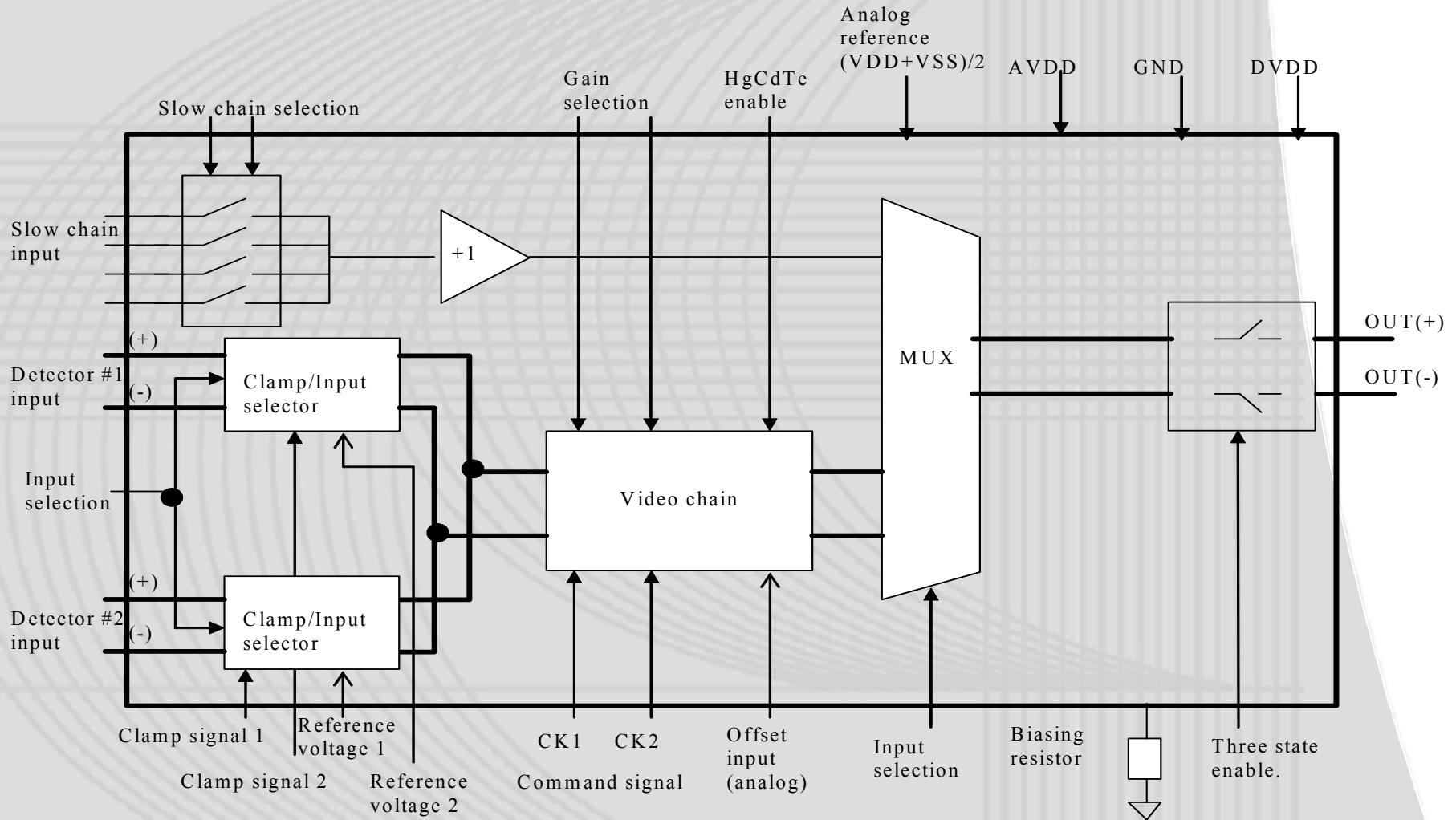
## SPADA\_RT

- The SPADA\_RT (Signal Processing ASIC for Detector Array Radiation Tolerant) ASIC is an analog front end, dedicated to CCD or APS detector.
- This project has been initiated after a first VPC contract during which a first SPADA ASIC was developed but not manufactured due to technology disappearance (DMILL). Several performances have been improved.
- Technology chosen shall be a commercial European one. Thus the SPADA\_RT development includes hardening tasks.

## SPADA\_RT functional specifications

- The SPADA\_RT ASIC contains all facilities to:
  - Performs analog treatment needed by CCD or APS detector (2 inputs):
    - CDS or single sampling.
    - DC restore (CLAMP at line frequency)
    - Offset injection.
    - Sample and hold.
    - Variable gain (from 1V/V to 8V/V)
  - Ensure buffering of 4 house keeping signals.
  - Be inserted in a multiplexing architecture (analog three state).
- The SPADA\_RT is optimized to be used within the VPC2 chain, SpaceWire detector module.

# SPADA\_RT preliminary block diagram





## VPC2 Architecture Data Exchange

- Data organization reflect the hardware one: three independent sequencing level:
  - SpaceWire sequencer.
  - VPC2 sequencer.
  - Detector sequencer.
- Once again, our approach is to propose modules, ready to use and easy to modify without impacting the others.
- All inputs and outputs data uses the same SpaceWire link.

## VPC2 Architecture Data Exchange: Characteristics

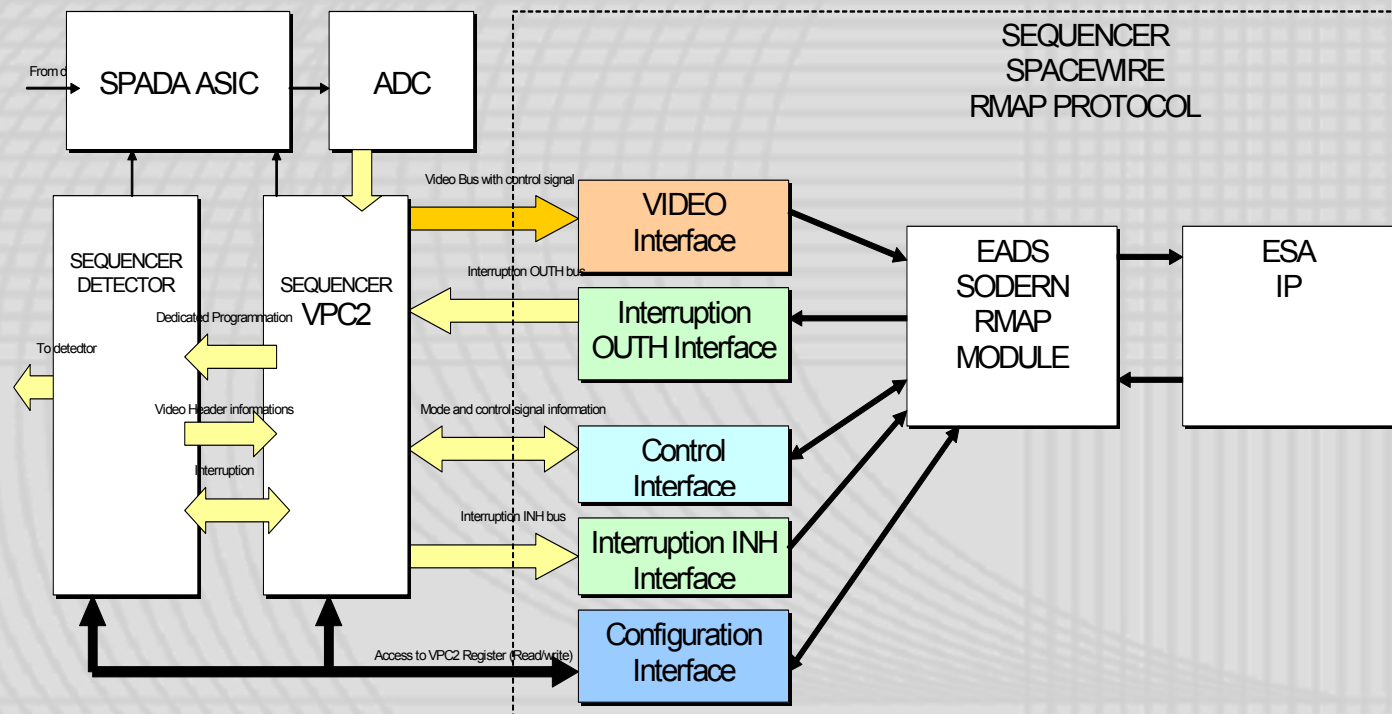
- Spacewire ECSS-E-50-12A
- ESA IP core (UoD)
- RMAP protocol
- Spacewire and VPC2 baseline 100 Mbits/s (up to 200 Mbits/s)
- Configuration of VPC2 registers
- Store video samples in memory (ICU Test bench)
- No embedded processor

# VPC2 Architecture Data Exchange : Overview

Test Bench (ICU)



Spacewire Link



## VPC2 SPACEWIRE RMAP:

- Remote Memory Access Protocol : ECSS-E-50-12 Part 2 Draft C 29/03/2005
- ESA IP SPACEWIRE core from UoD
- RMAP core development from EADS SODERN (bridge between Spacewire world and VPC2 world)
- All VPC2 registers and picture acquisition are programmable via SPACEWIRE
- VPC2 writes video samples in RMAP command format directly towards ICU
- RMAP Error management
- All RMAP command supported except Read-Modify-Write

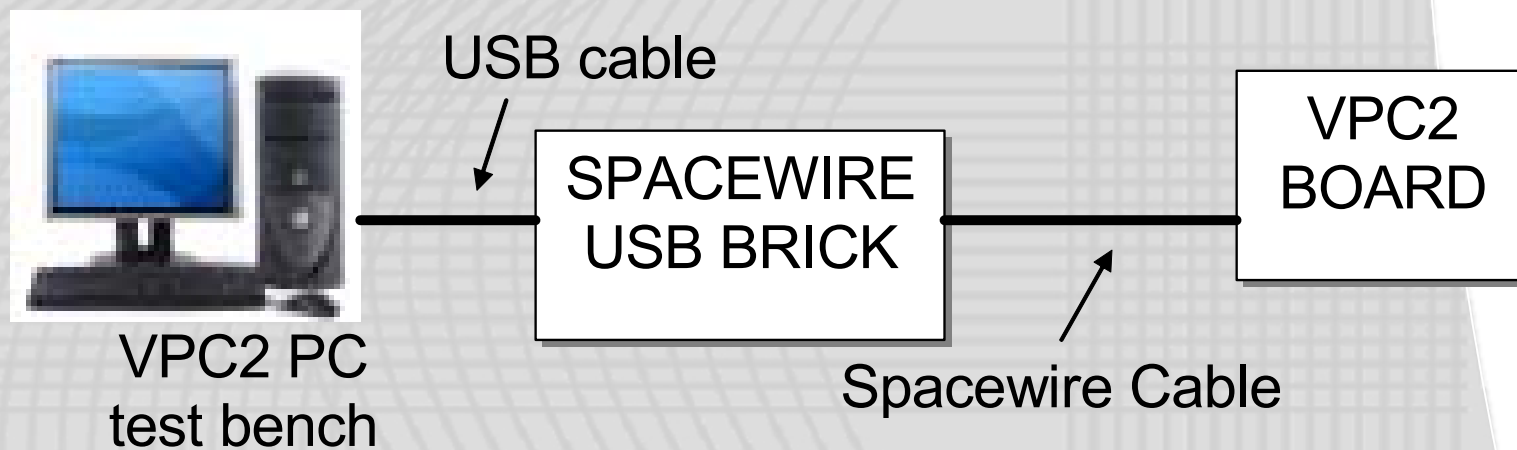
## Implementation Issue : FPGA Choice and Hardware Information


- VPC2 requirements :
  - Military or space components => ACTEL
  - Reprogrammable => ACTEL PROASIC  
(Roadmap ACTEL on Rad Tolerant PROASIC3E RTPA3/E)
- Area Sparing : No configuration Prom
- ESA IP with ACTEL PROASIC : 100 Mhz on TX clock  
(limited by ESA IP TX state machine complexity and Actel PROASIC Architecture)
- Driver LVDS : High bandwidth (from AEROFLEX)
- Clocks : Internal PLL used or external AEROFLEX RADCLOCK
- VHDL development

## Implementation Issue : Test Bench

- Operating system : Windows XP
- Testbench SpW adapter : SPACEWIRE/USB brick from Star Dundee
- Protocol : SPACEWIRE RMAP
- Mission : validate the digital part of VPC2 board, ICU emulator
- Store Video sample and generate result files
- Housekeeping data storage (temperatures, voltages)
- Error checking
- Time code handling

## Implementation Issue : Test Bench Overview





**STAR-Dundee**

**SpaceWire-USB Brick.**

The SpaceWire-USB Brick is a small USB 2.0 box which provides an interface between a host PC and SpaceWire. It is powered from the host PC via the USB cable. The SpaceWire-USB Brick provides two SpaceWire interfaces each operating at up to 200 Mbits/s. Drivers for Linux and Windows are available. The linux driver supports TCP/IP over SpaceWire. These units have been designed for simple interfacing of host PCs to a SpaceWire network and to support high, continuous data rates into PC user memory.

Currently available, CE/FCC certified.



## FPGA Implementation Issue : Logic Gates

- IP ESA + RMAP in different technology \*:
  - ACTEL ProaASIC3E A3PE600 : 2987 tiles (30 %)
  - ACTEL ProaAsic Plus APA300 : 4613 tiles (56%)

\*: synthesis result with Leonardo Spectrum



## FPGA Implementation Issue : CRC

- CRC implemented in Hardware
- Based on : IEEE A symbol Base Algorithm for Hardware Implementation of Cyclic Redundancy Check (CRC) Rajesh Nair, Gerry Ryan and

Farivar Farzaneh

- Results :
- ACTEL PROASIC plus APA300 : 82 gates (167 Mhz)
- ACTEL RTAX1000 : 93 gates (116 Mhz)

## Expected Performances Issues : Network Load

Full Acquisition					
Useful pixels	<b>12000</b>	12000	12000	12000	12000
ADC Conversion time, Pixel period (ns)	<b>MAX SPEED 330</b>	660	1000	5000	10000
Header RMAP size (bytes)	<b>16</b>	16	16	16	16
Video data Paquet size (bytes)	<b>256</b>	256	256	256	256
SpaceWire coding(bits)	<b>10</b>	10	10	10	10
End of paquet (bits)	<b>4</b>	4	4	4	4
SpaceWire Link (Mbit/s)	<b>100</b>	100	100	100	100
total bits to send	<b>5284</b>	5284	5284	5284	5284
Nb of paquets by second	<b>18925</b>	18925	18925	18925,	18925,
Pixel rate (Msample/s)	<b>4,84</b>	4,84	4,84	4,84	4,84
VPC2 Complete Useful acquisition in (ms)	<b>3,96</b>	7,92	12	60	120
paquet duration (without RMAP header) in us	<b>84,48</b>	168,96	256	1280	2560
video data Paquet duration on SSpaceWIRE in us	<b>52,84</b>	52,84	52,84	52,84	52,84
<b>SpaceWire Network charge (%)</b>	<b>62,54*</b>	<b>31,27</b>	<b>20,64</b>	<b>4,12</b>	<b>2,06</b>

\* : at 200Mbits/S the Network Load becomes 31.2%

## Expected Performances Issues : Frequencies

- IP ESA + RMAP in different technology \*:

	Sys	Rx	Tx
• <b>ACTEL ProaASIC3E A3PE600</b>	: 135	347	143
• <b>ACTEL ProaAsic Plus APA300</b>	: 57	120	115
• ACTEL RTAX1000	: 54	170	105

\*: synthesis result in MHz, SDR

## Conclusion

- VPC2 is a very versatile video chain with a specific analog Rad tolerant ASIC
- SpaceWire RMAP gives secure and adaptable data exchange for video processing chain
- SpaceWire RMAP is easy to implement in Hardware with no need of using embedded processor.