

A breadboard for real-time image processing on board Gaia

Shan Mignot
Gilles Fasola & Philippe Laporte



Outline

I. Gaia

user requirements

II. Image analysis

algorithmic framework

III. VHDL pipeline

the logic behind the scenes

IV. The demonstrator: a case study

some solutions to some problems

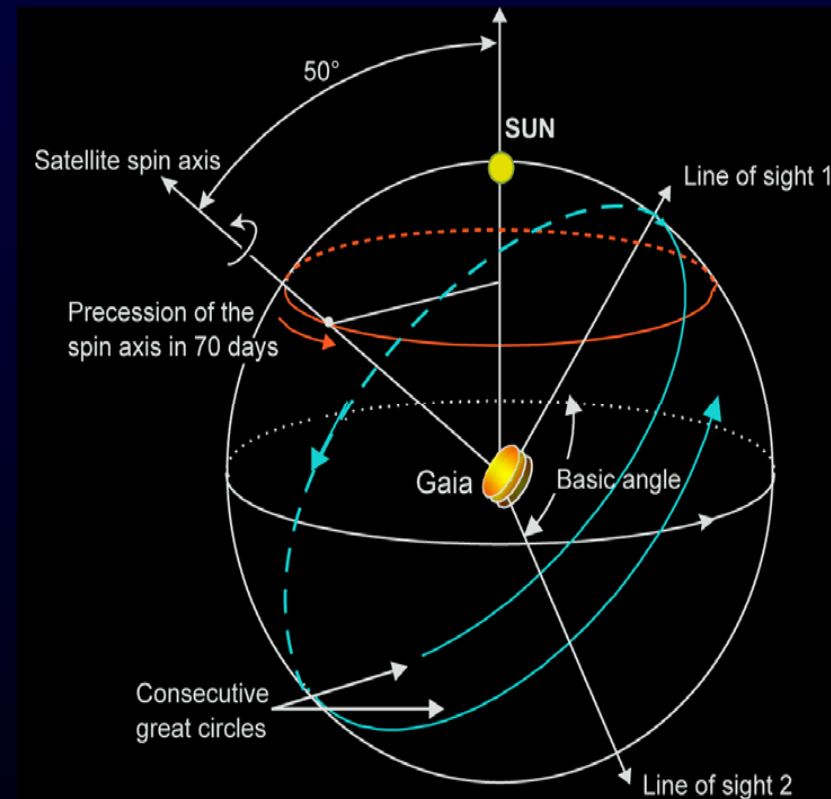
V. Conclusion



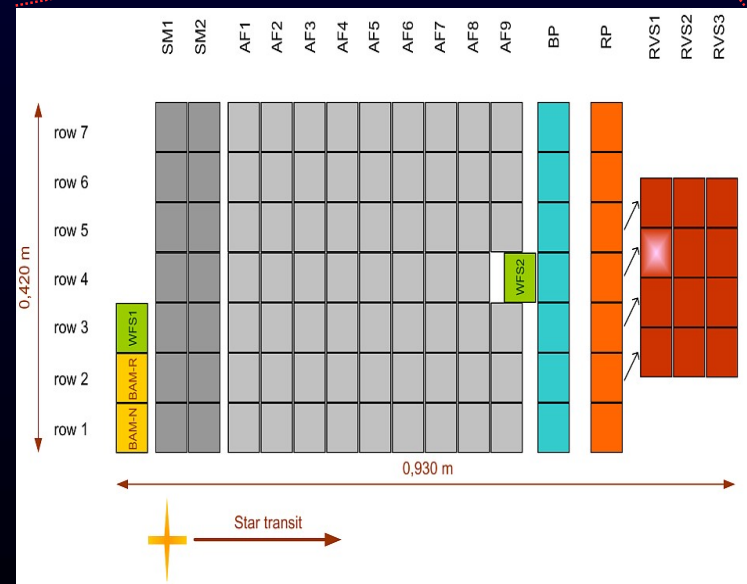
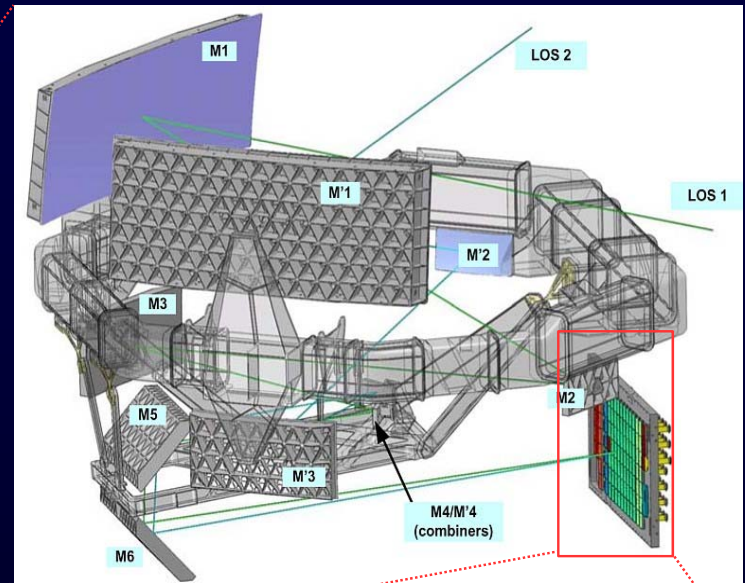
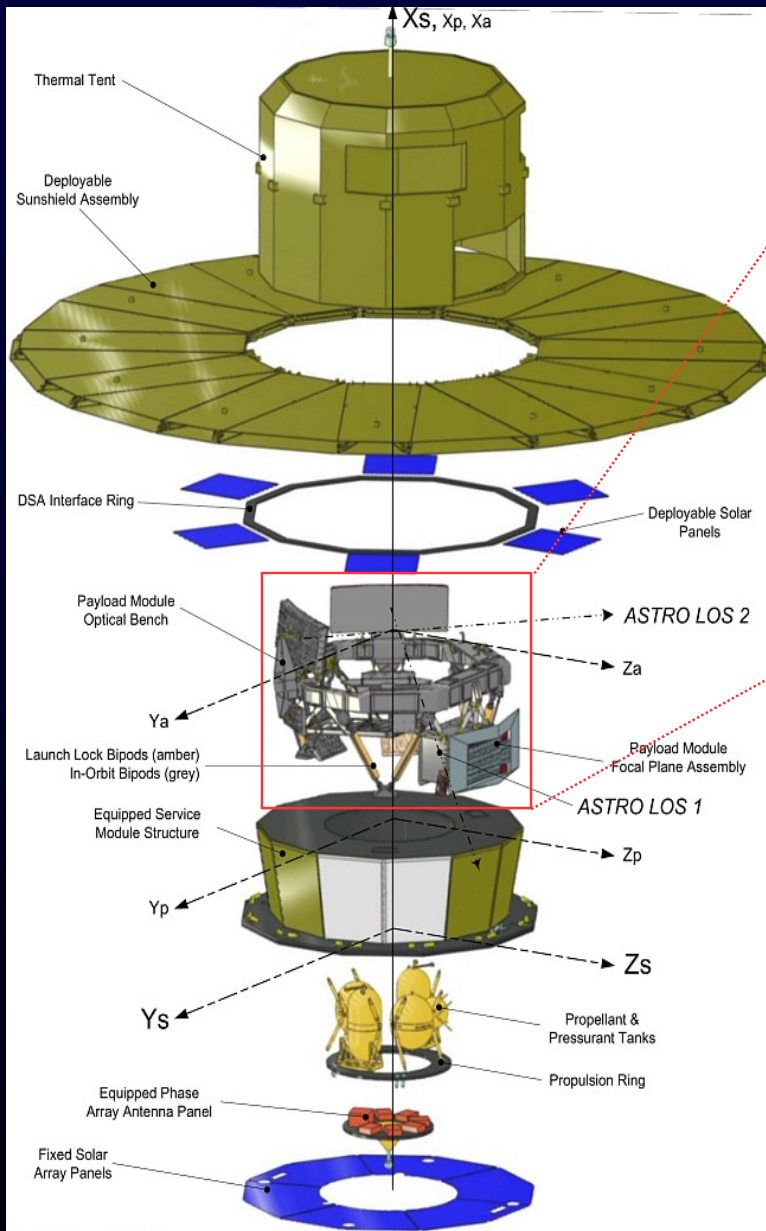
I. Gaia

Observing principle

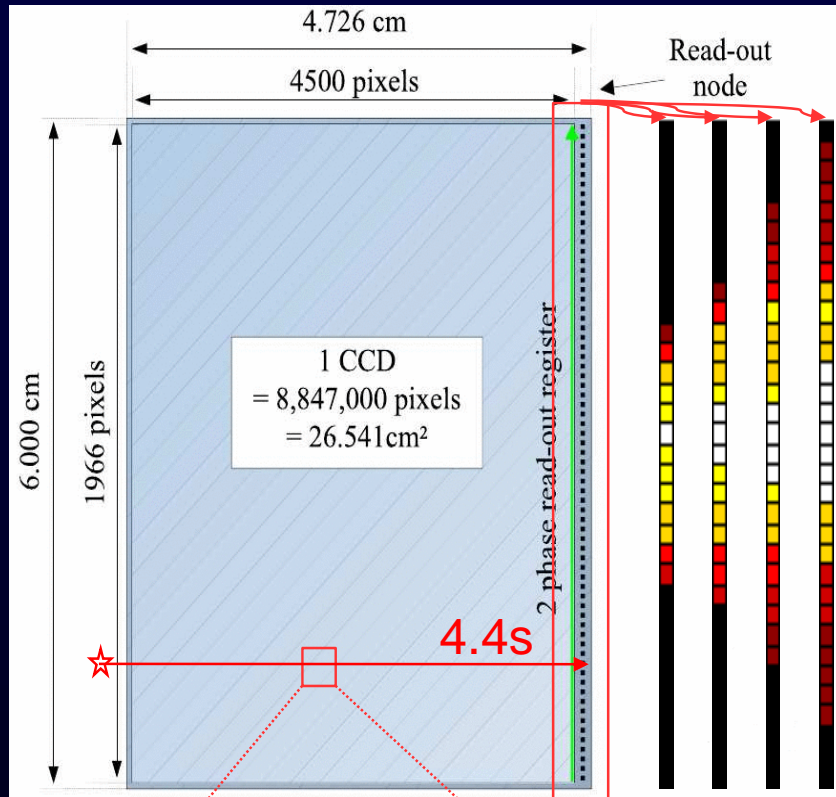
- **Global astrometry survey**
 - **2 telescopes with combined focal planes**
 - **spin & precession motions**
 - on-the-fly data acquisition
 - attitude & orbit control
 - **106 CCDs & L2 orbit**
 - selective data acquisition
 - autonomous data management
 - **survey: no star catalogue selection biases**
 - on-board object detection



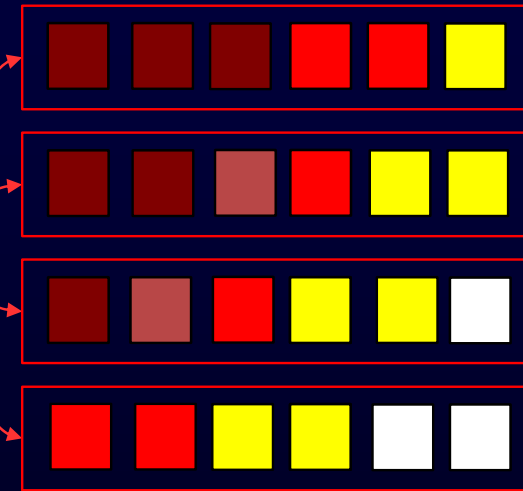
Payload



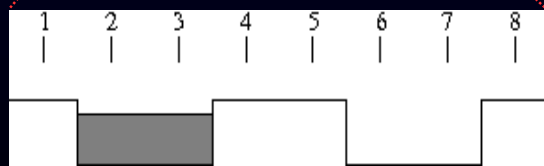
Time-delay integration (TDI)



column per column read-out
(every 0.9828 ms)



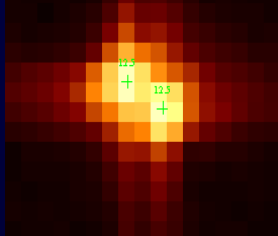
pixel packets sent to
Video Processing Unit
(SpaceWire interface)



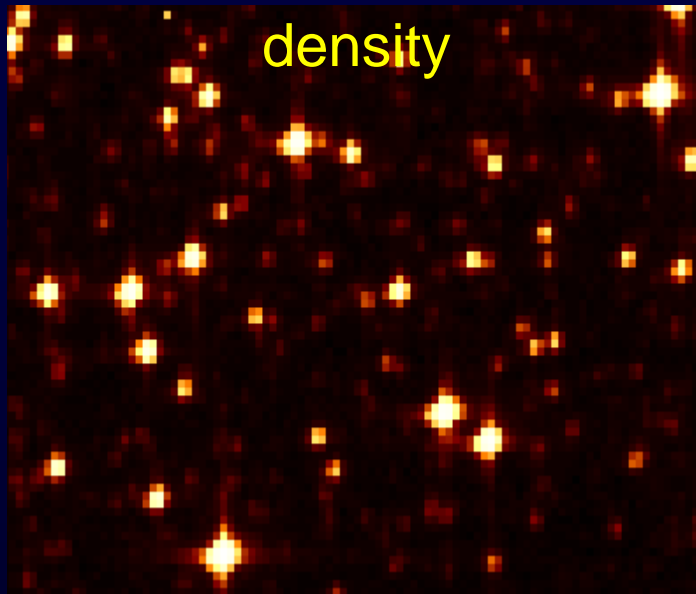
4 phase charge transfer

Some cases of interest

double stars



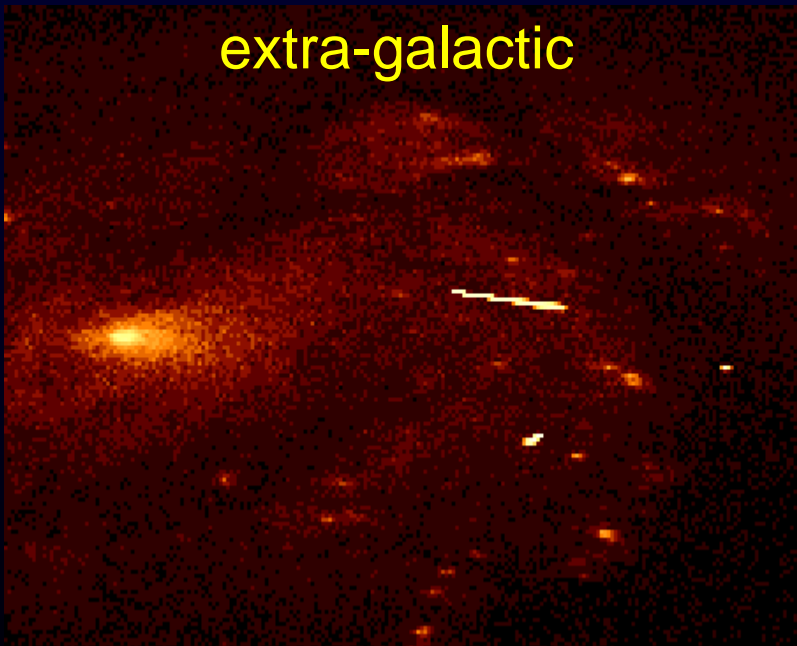
density



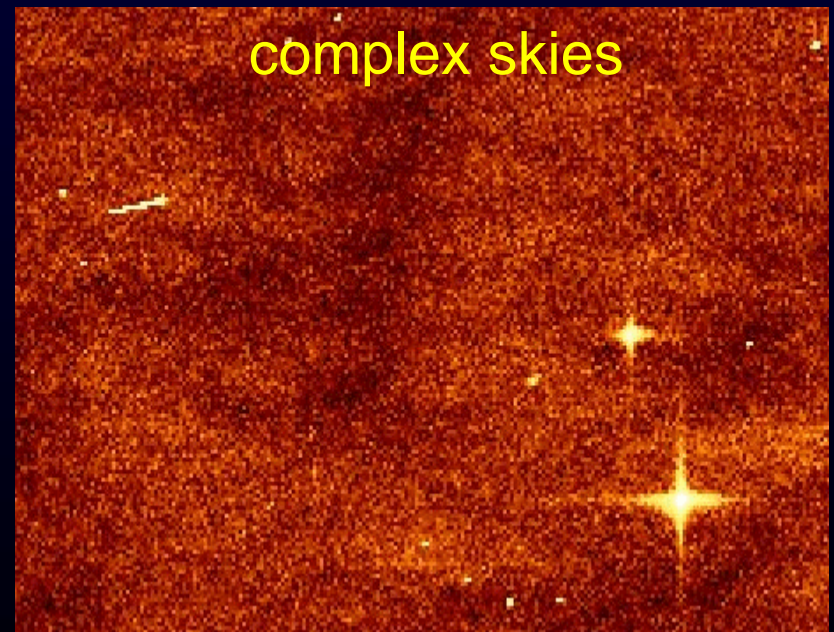
prompt particle events



extra-galactic

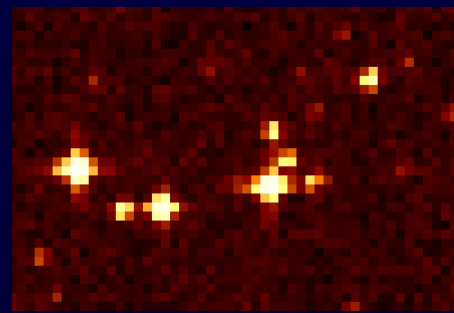


complex skies

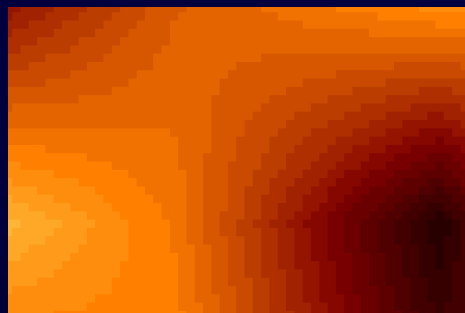


II. Image analysis

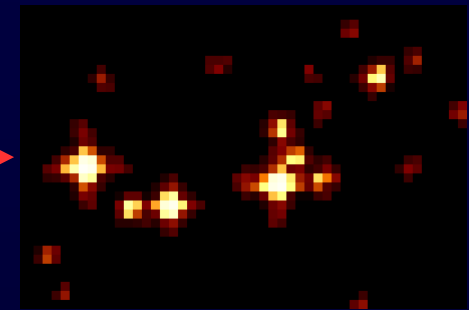
Functional architecture



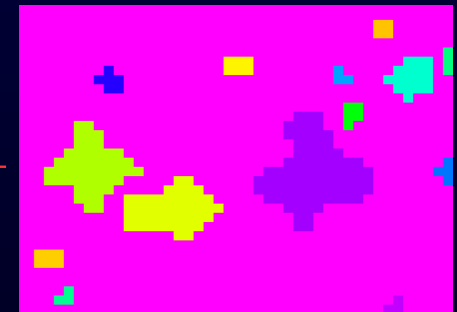
raw data



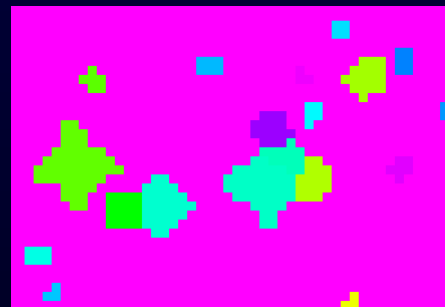
background map



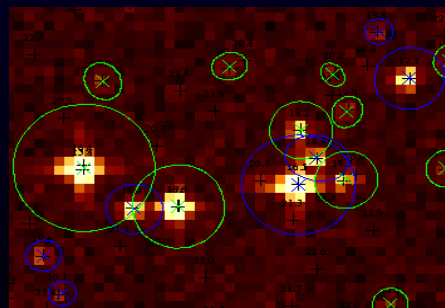
thresholded



connected components



segmentation



measurements

pixel level



object level



Image analysis

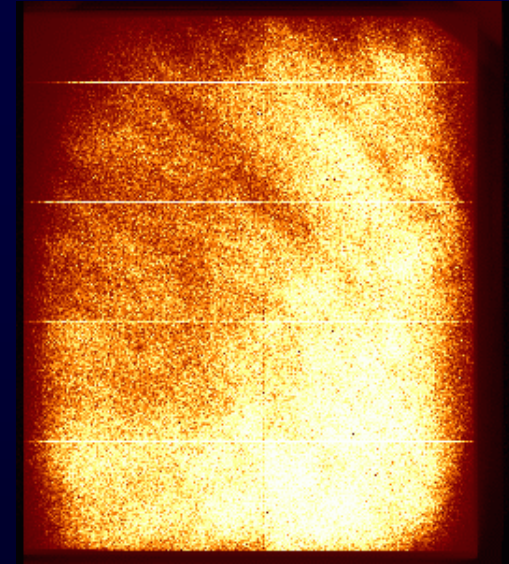
Pre-calibration

Needs

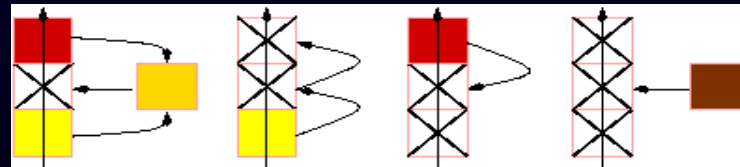
- **control the selection function**
- **avoid false detections**
- **graceful degradation of performance in time**

Method

- **linear transform (generalises flat-field & dark)**
- **replacement mechanism**
- **fixed-point arithmetics**



(VIMOS CCD)



Background

Needs

- **control the selection function: estimate the total noise**
- **control false detections**

Functional

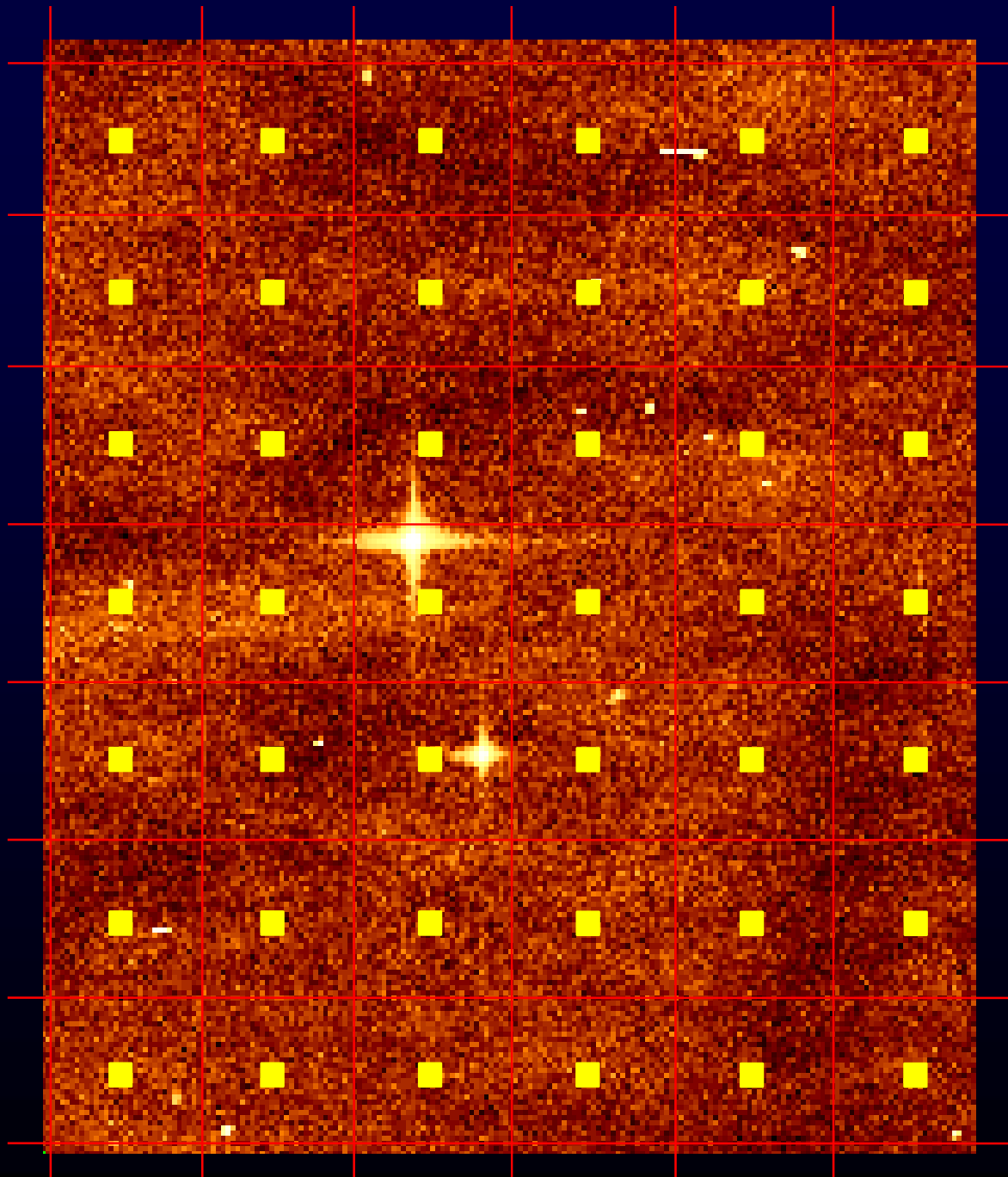
- **latency & resolution trade-off**
- **robust to stellar content**
- **systematic calculation**

Method

- **regional estimates: hyperpixels**
- **histograms: 4 ADU bins**
- **interpolated mode: precise & robust**
- **2D bilinear interpolation**
- **fixed-point arithmetics**

Background II (1)

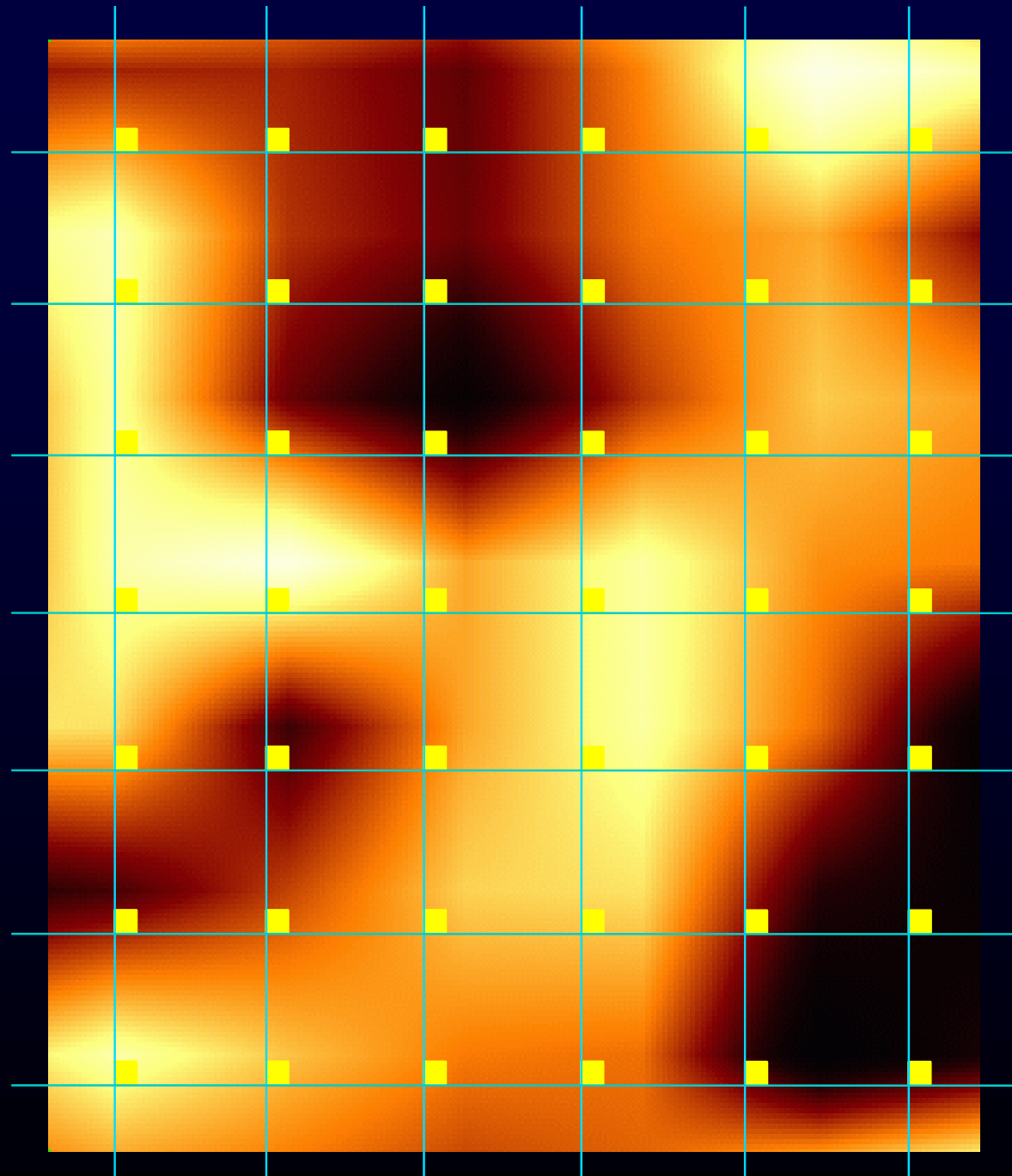
Image analysis



— hyperpixel
■ mode values

Background II (2)

Image analysis



Background II (3)

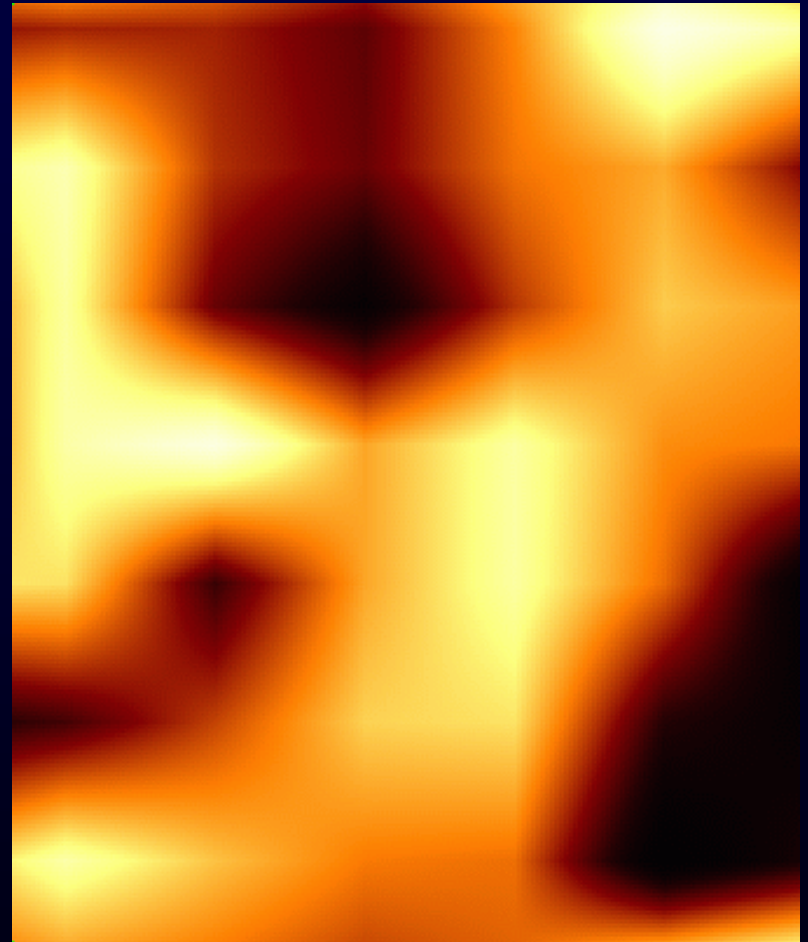
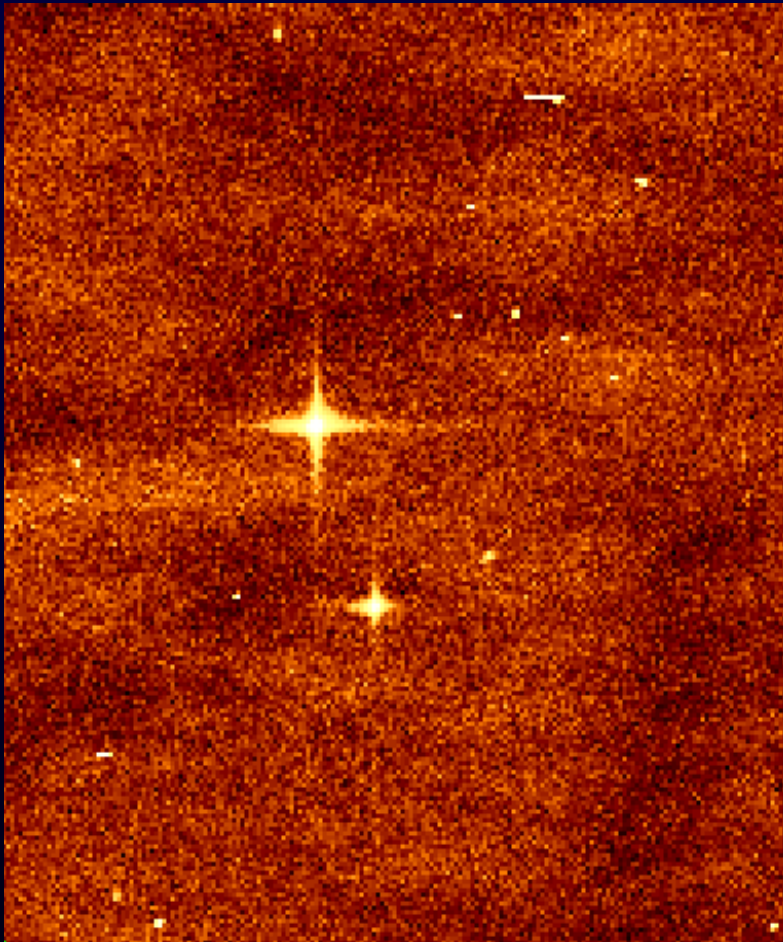


Image analysis

Pixel selection

Needs

- **save resources**
 - **discard background pixels**
- **control false detections**
 - **robustness to noise**
 - **filter faint stars**

Method

- **signal to noise threshold**
- **signal: subtract estimated background**
- **fixed-point arithmetics**

III. VHDL pipeline

Design

• Pipeline

- **pre-calibration → buffer_pix → background → pixel selection**
- **data driven & exploiting the available latency**
- **target slow operation (timing constraints, power consumption, resource sharing)**

• Clocks

- **DCLK: data clock** → **pipeline control (~1 MHz)**
- **SCLK: SRAM clock** → **sequential optimisations (~32 MHz)**
- **CLK: main clock** → **SRAM interface (125 MHz)**

• Design for test

- **interchangeable processing core & debug core**
- **conditional instantiation** → **modular for unit validation**
→ **increasing complexity**

Pixel selection (1)

Tasks

- on demand background interpolation → optimise storage
- signal to noise threshold → fixed-point arithmetics
- output stream of selected pixels → ~90% data reduction prior to software

Pipeline

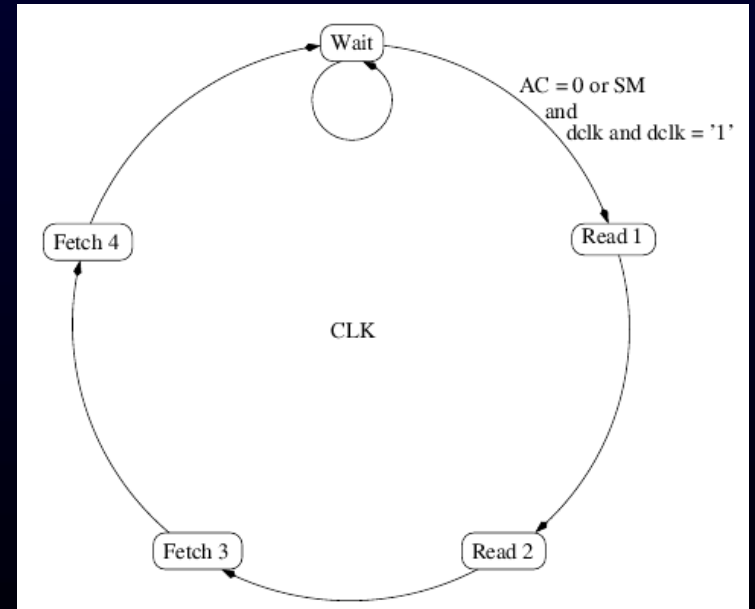
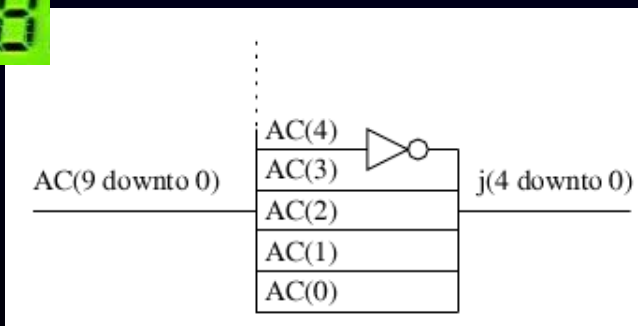
DCLK



mode addresses (x4)
AL & AC coordinates



interpolation coefficients
read modes (x4)

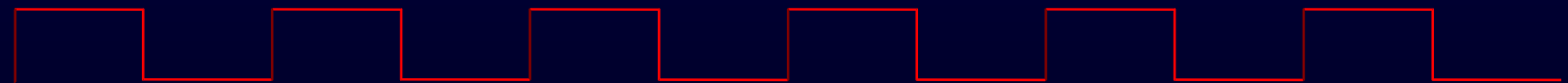


Pixel selection (2)

Tasks

- on demand background interpolation → optimise storage
- signal to noise threshold → fixed-point arithmetics
- output stream of selected pixels → ~90% data reduction prior to software

Pipeline



↑ mode addresses (x4)
AL & AC coordinates

↑ signal

↑ interpolation coefficients
read modes (x4)

↑ signal²
threshold

↑ contributions (x4)

↑ test
output

↑ sum

$$\underbrace{mode_{0,0}}_{0.11.11} \times 2^{10} - mode_{0,0} \underbrace{(i+j)}_{0.0.6} \times 2^5 + mode_{0,0} \times \underbrace{i \times j}_{0.0.10} + \dots$$

VHDL pipeline

Synthesis (1)

VHDL

ESA standard (except for testing: verification & validation)

I if:

$$\begin{aligned} & \overline{WE}_{LZWE}^1 \cdot (\overline{WE}_{OHA}^0 \cdot (\overbrace{A_{OHA}^0 \cdot \overline{WE}^0}^4 + \overbrace{A_{OHA}^1 \cdot \overline{WE}^1 \cdot A_{AA}^0}^{20}) \\ & + \overline{WE}_{OHA}^1 \cdot (A_{AA}^1 \cdot (\overbrace{\overline{WE}_{HZWE}^0 \cdot \overline{WE}^0}^9 + \overbrace{\overline{WE}_{RC}^0 \cdot \overline{WE}^1}^{24 \ 27}) \\ & + A_{AA}^0 \cdot (\overline{WE}^0 \cdot (\overbrace{A_{OHA}^0}^7 \cdot \overbrace{A_{OHA}^1}^{10 \ 13} + A_{OHA}^1 \cdot (\overbrace{\overline{WE}_{HZWE}^0}^8 + \overbrace{\overline{WE}_{RC}^1}^{14}) + \overbrace{\overline{WE}^1 \cdot A_{OHA}^1}^{23 \ 26 \ 29}))))) \end{aligned}$$

II if:

$$\overline{WE}^0 \cdot (\overbrace{\overline{WE}_{LZWE}^0 \cdot A_{OHA}^0}^1 + \overbrace{\overline{WE}_{OHA}^0 \cdot A_{OHA}^1}^{2 \ 3 \ 5 \ 6}) + \overline{WE}^1 \cdot \overline{WE}_{RC}^1 \cdot (\overbrace{A_{OHA}^0}^{28} + \overbrace{A_{AA}^1}^{30})$$

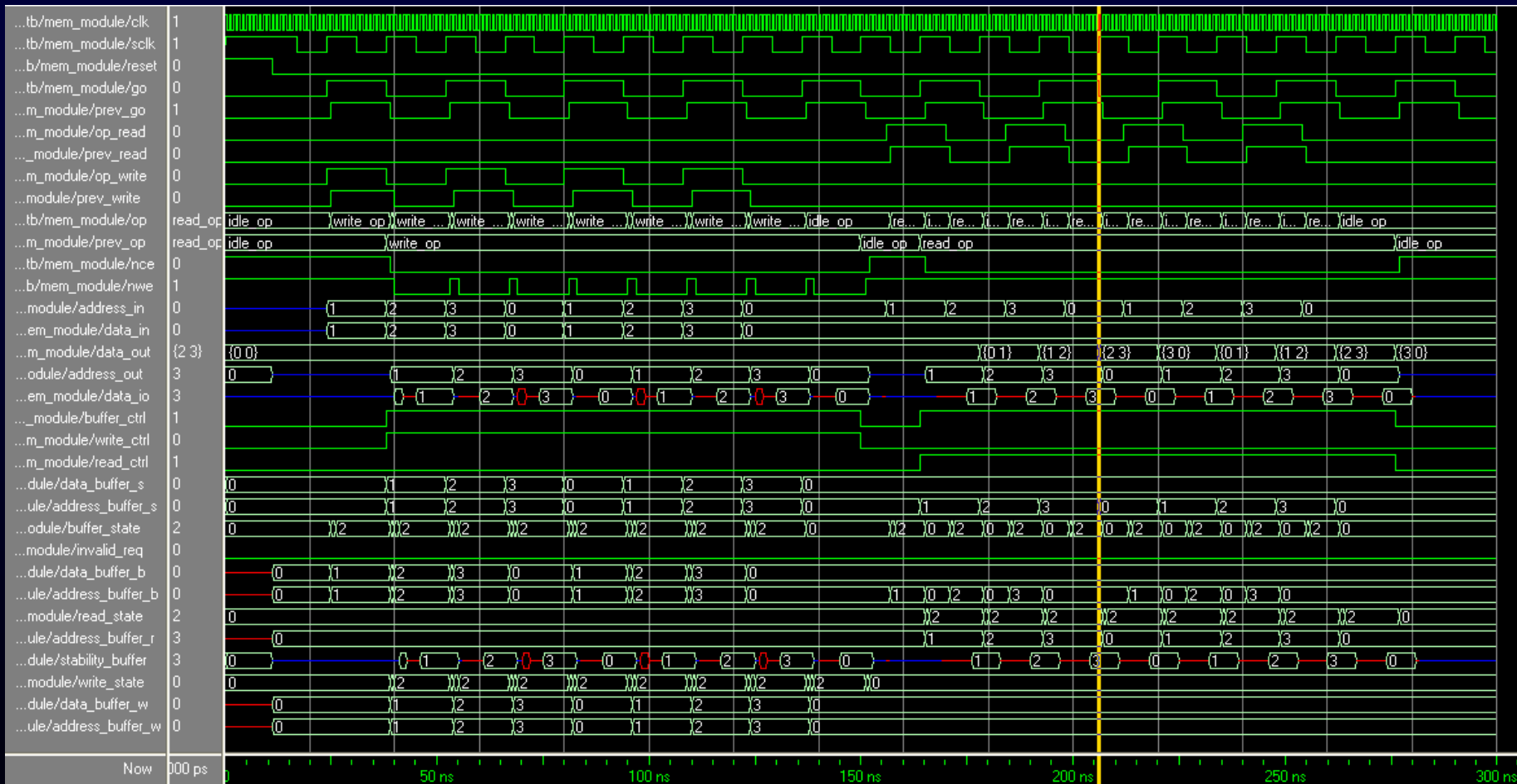
III if:

$$\begin{aligned} & \overbrace{\overline{WE}_{RC}^1 \cdot \overline{WE}^0 \cdot A_{AA}^1}^{15} \\ & + \overline{WE}_{RC}^0 \cdot (\overline{WE}_{HZWE}^1 \cdot (\overbrace{A_{AA}^1 \cdot \overline{WE}^0}^{12} + \overbrace{A_{OHA}^0 \cdot \overline{WE}^1}^{25} + \overbrace{A_{OHA}^1 \cdot \overline{WE}^0}^{11}) \\ & + \overline{WE}_{HZWE}^0 \cdot (\overbrace{\overline{WE}_{OHA}^1 \cdot \overline{WE}^1 \cdot A_{OHA}^0}^{22} \\ & + \overline{WE}_{OHA}^0 \cdot \overline{WE}^1 \cdot (\overbrace{\overline{WE}_{LZWE}^0}^{16 \ 17 \ 18} + \overline{WE}_{LZWE}^1 \cdot (\overbrace{A_{OHA}^0}^{19} + \overbrace{A_{AA}^1}^{21})))) \end{aligned}$$

Synthesis (2)

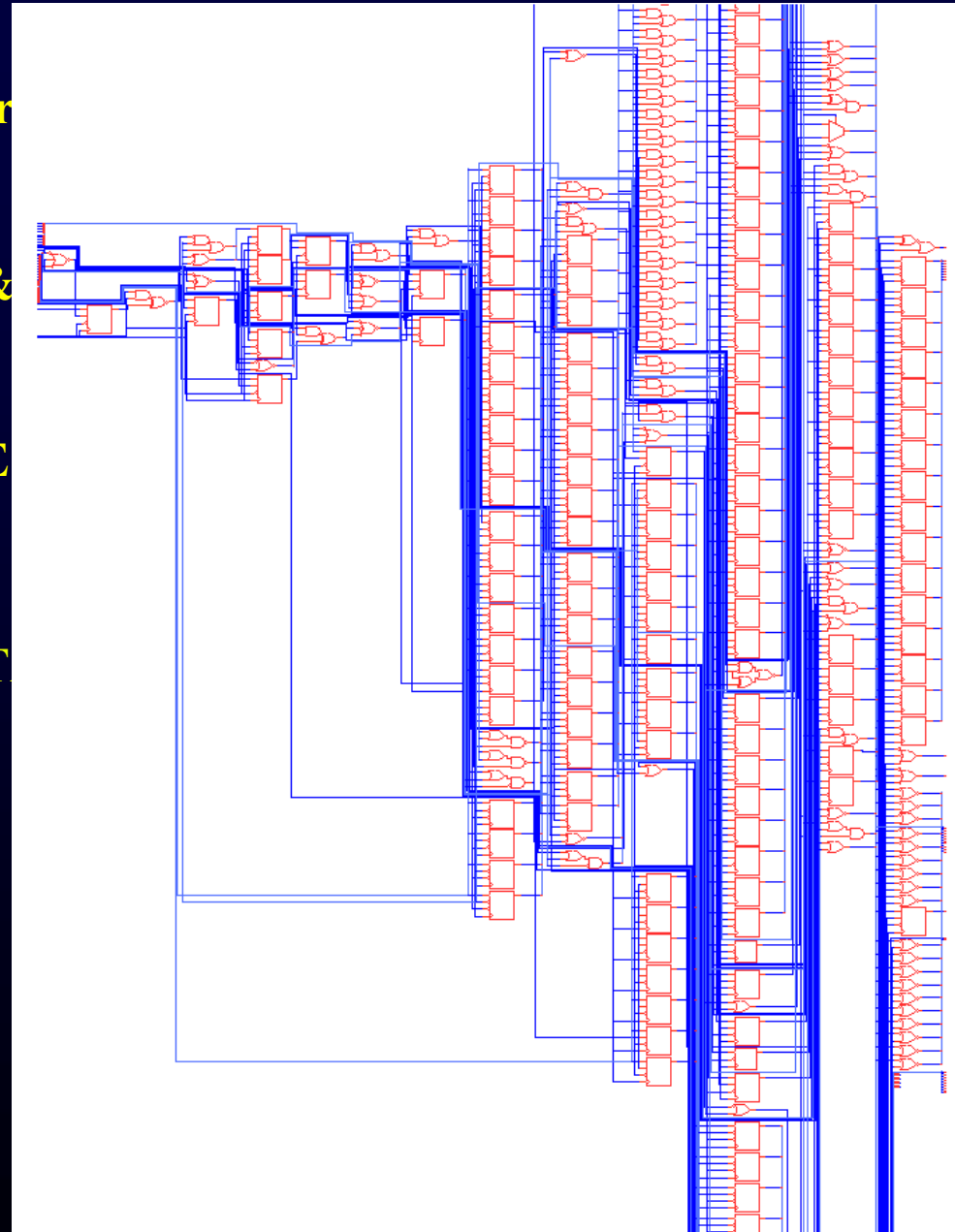
- VHDL
- **ESA standard (except for testing: verification & validation)**
- Simulation

VHDL pipeline



Synthesis (3)

- VHDL
 - ESA standard (except for
- Simulation
 - validated pre-synthesis &
- Synthesis
 - 14722 cells > ProASIC3E margin)
 - slow routing
 - target: RTAX-S 1000 (IT



Synthesis (4)

- **VHDL**
 - **ESA standard (except for testing: verification & validation)**
- **Simulation**
 - **validated pre-synthesis & post-synthesis**
- **Synthesis**
 - **14722 cells > ProASIC3E 600 → ProASIC3E 1500 (100% margin)**
 - **slow routing**
 - **target: RTAX-S 1000 (ITAR)**

Architecture		Processing core	
Component	Cells	Component	Cells
Framework	137	General	106
Handshake manager	329	Scheduler	327
Debug core	233	Precalibration	1844
Processing core	11970	Buffering	210
Controllers	2 × 599	Histogram	4140
Switch	137	Mode	1533
CLK division	35	Pixel	3900
Total	14722		11970

IV. The demonstrator: a case study

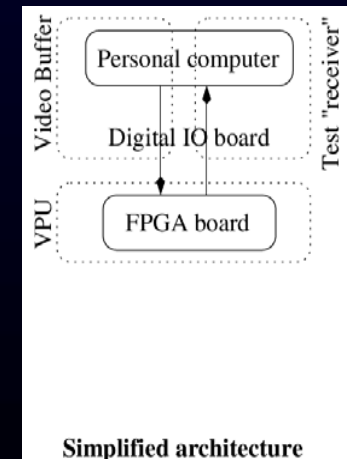
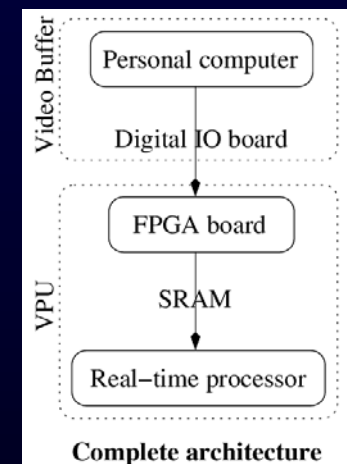
Architecture

Interfaces

- input: CCDs via serial SpaceWire link
 - video buffer: PC with IO board (handshake)
- output → hard/soft interface: dual-port asynchronous SRAM
- storage → 2 asynchronous SRAMs

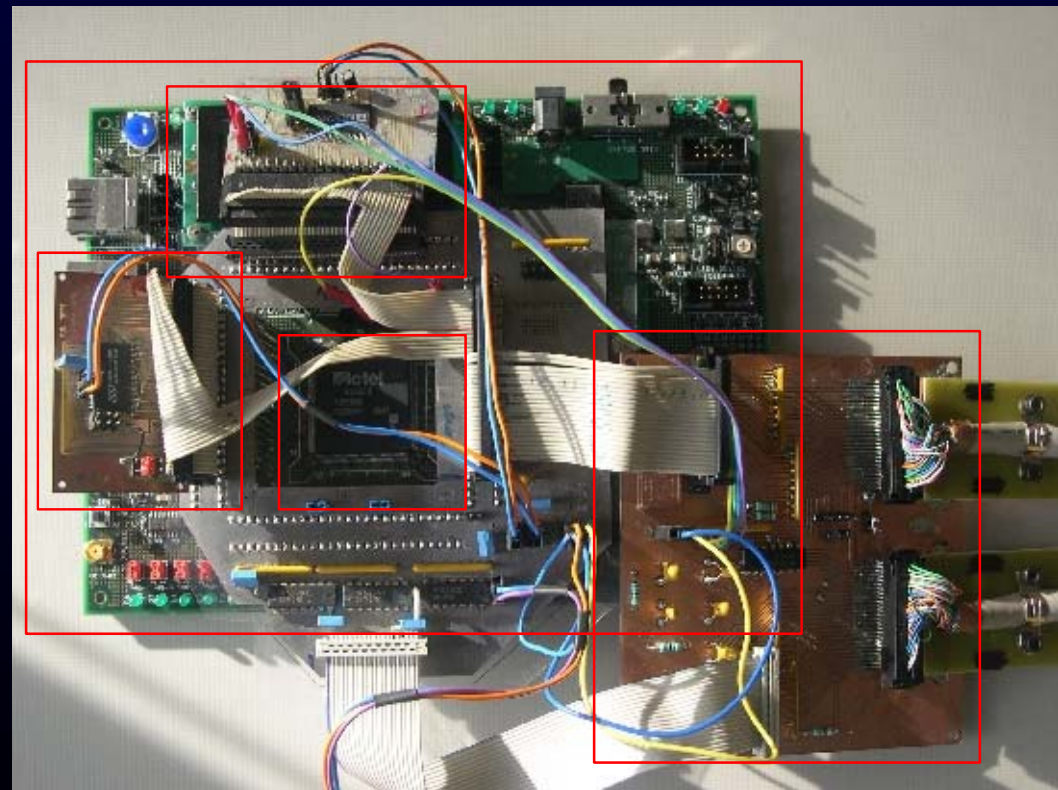
Simplified

- FPGA board developments
 - no real-time processor
- design simplifications
 - no connected component labelling
 - no management of software interface
- inspectable design
 - conditional module instantiation
 - output data stored in PC
 - free pins



Platform

- Part
 - Actel: ProASIC3E instead of RTAX-S
 - reprogrammable: flash-based instead of anti-fuse
 - slower (interconnections)
 - less dense
- Development Kit
 - ProASIC3E 600
- SRAMs
 - ISSI ISI61LV51216
 - static
 - asynchronous
 - 16-bit data
 - 19-bit address
- PC interface
 - handshake
 - 16-bit data



IOs: Experimental observation

• Logic

- **protocol timing failures: need to adjust timing to IO board**
- **idle cycles: disrupted logic**

• Analogic

- **noise**
- **glitches**
- **overshoots**
- **ground noise**

→ **Functional for 60% of the maximum load (16 SSOs)**

Signal integrity problems

- Fast transitions (~1 ns)
 - **current rush**
 - **harmonics**
- Impedance issues
 - **inadequate line transmission**
 - **improper routing (common impedances, long paths)**
- Power supply design
 - **poor ground reference**
 - **ineffective decoupling**
 - **multiple power supplies**

Solutions

- IO characteristics & routing

- driver's strength reduced
- driver's capacitance increased
- schmitt triggers added on inputs
- insertion of strong quiet outputs between sensitive signals
- delay buffers to avoid SSO

- Boards modified

- impedance
 - line terminations when possible
 - diversion of the current paths
- power supply
 - passive solutions preferred (terminations & level adaptation)
 - kept one power supply only
 - improvement of ground routing
 - decoupling capacitors
 - use of ferrite beads

→ **Functional at the maximum load (occasional perturbations)**

V. Conclusion

Conclusion

Science

- **designed in collaboration with scientists**
- **satisfactory: completeness, false detection rate, special objects (binary stars, textured backgrounds etc.)**

Feasibility

- **meets user requirements & system-level constraints (data flow)**
- **representative demonstrator (technology & logic): portable to RTAX**
- **multiple clock synchronous design: data driven timing, relaxed constraints, power consumption**
- **test platform for testing & validation (& improvement !)**

Lessons learnt

- **logic design: resource sharing, scheduling, fixed-point arithmetics etc.**
- **signal integrity is a key issue (even for slow designs due to transitions)**
- **need for careful design of the ground reference !**

Perspectives

- **Towards a 2nd demonstrator**
 - **improvements**
 - **multi-layer PCB**
 - **compact design**
 - **power supply design**
 - **impedances**
 - **extensions**
 - **interface to software: dual-port asynchronous SRAM**
 - **EEPROM & initialisation**
 - **real-time software engine (PPC750FX)**
- **Testing & validation**
 - **ECSS: verification (correctness) & validation (intended use)**
 - **compare to industrial system (Astrium SAS)**

More details, discussion etc.

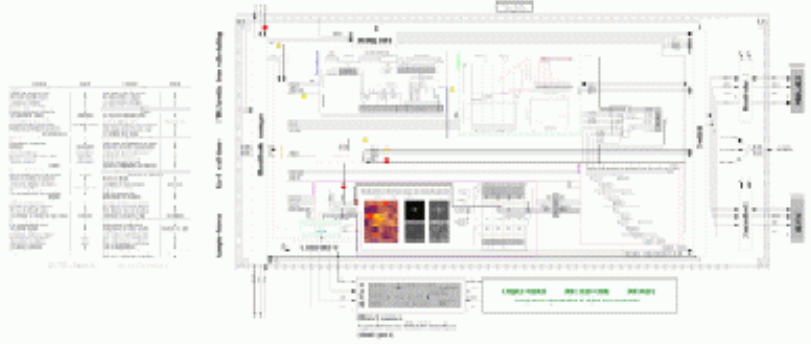
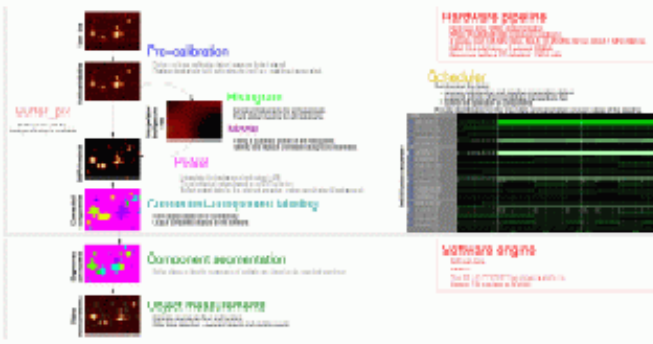
A BREADBOARD FOR REAL-TIME IMAGE PROCESSING ON BOARD GAIA

Introduction: GAIA is the first astronomical imager to be equipped with a real-time image processing system. The real-time image processing system is a key element of the GAIA mission. It is responsible for the real-time processing of the raw data from the CCDs and for the generation of the science data. The real-time image processing system is a key element of the GAIA mission. It is responsible for the real-time processing of the raw data from the CCDs and for the generation of the science data.

- The real-time image processing system is a key element of the GAIA mission.
- It is responsible for the real-time processing of the raw data from the CCDs and for the generation of the science data.
- The real-time image processing system is a key element of the GAIA mission.
- It is responsible for the real-time processing of the raw data from the CCDs and for the generation of the science data.

The real-time image processing system is a key element of the GAIA mission. It is responsible for the real-time processing of the raw data from the CCDs and for the generation of the science data. The real-time image processing system is a key element of the GAIA mission. It is responsible for the real-time processing of the raw data from the CCDs and for the generation of the science data.

The real-time image processing system is a key element of the GAIA mission. It is responsible for the real-time processing of the raw data from the CCDs and for the generation of the science data. The real-time image processing system is a key element of the GAIA mission. It is responsible for the real-time processing of the raw data from the CCDs and for the generation of the science data.



Poster !