AZImuthal INTegration for fast X-ray area detectors on FPGAs







Carl and Brian – both NBI, Carl is a phd student in X-ray imaging applications for food industry project and Brian is an e-Science professor at NBI





Artur – physics, CERN, MAX IV network and infrastructure team

Kenneth – expert in FPGA languages, 'inventor' of SME^{*}, assistant prof. at NBI former eSSENCE postdoc at MAX IV



Zdenek – MAX IV scientific sw, x-ray scattering data processing

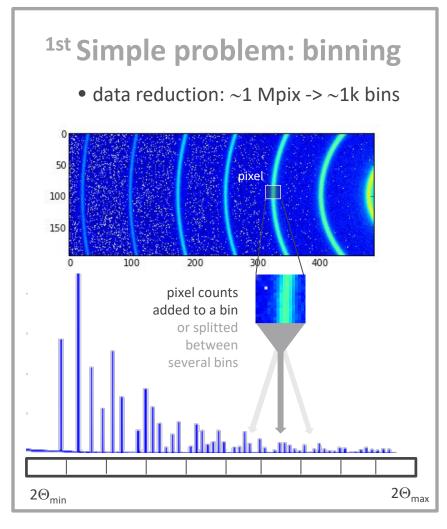


*SME: Synchronous Message Excange: https://sme-hdl.org



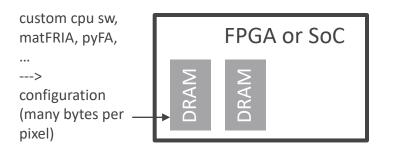
Azimuthal integration

why on FPGA ?



^{2nd} Scientific part can be separeted

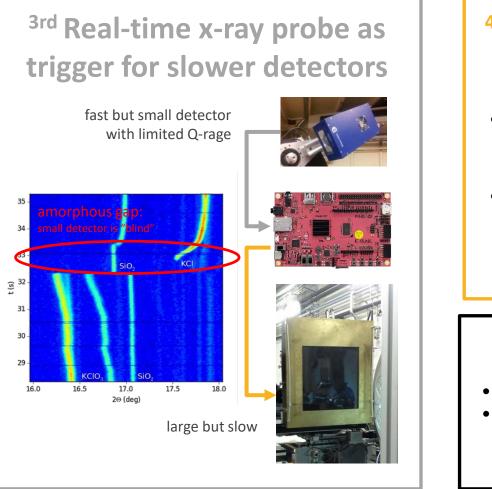
- easy for "static" detectors
- non-integer arithmetic needed for scientific accuracy
- pixel-bin "routing/mapping" as well as real value weights and pixel corrections can be calculated in advance and stored in device memory (high throughput -> requirements on dev-mem)





Azimuthal integration

on FPGA ?!



^{4th} binning/histograming/AZINT – important algorithms

- crystallography:
 - background estimation
 - ice-ring removal

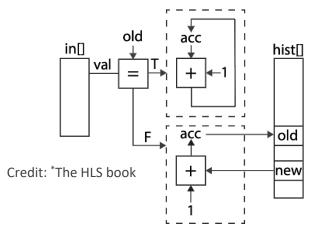
^{n-th} non-synchrotron

- portable instruments
- space applications:
 - limitted bandwidth for data transfer
 - energy efficiency



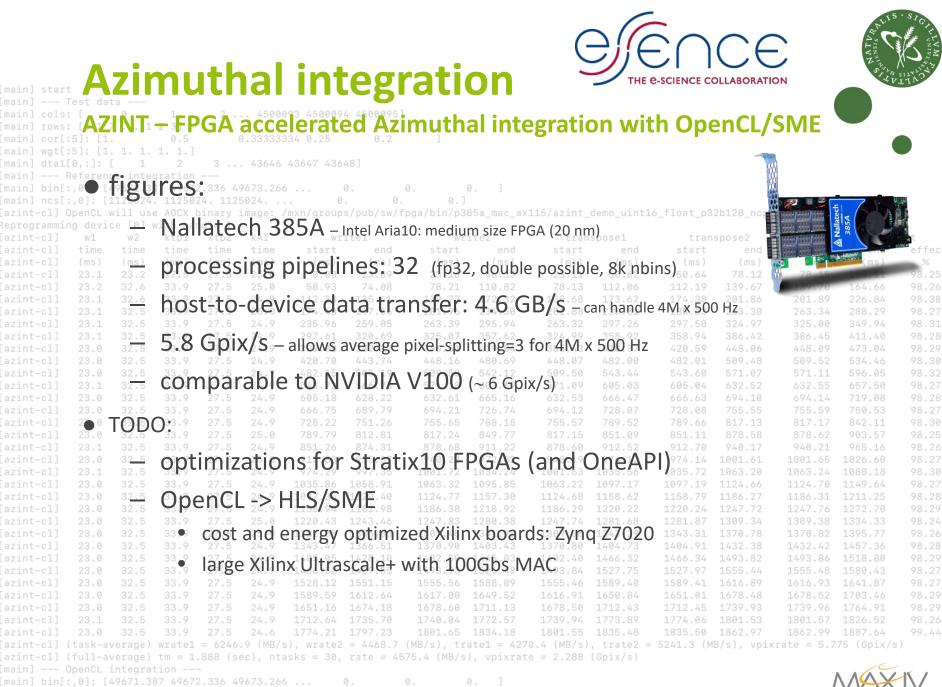
Azimuthal integration

FPGA implementation



- a simple 3 stage pipeline at FPGA
 - ref: PREFIX SUM AND HISTOGRAM in Kastner, Matai, Neuendorffer: *Parallel* **Programming for FPGAs - the HLS book*, <u>http://kastner.ucsd.edu/hlsbook/</u>
- in HLS can be fully pipelined
- initial implementation in SME: <u>github.com/bh107/SME-Binning</u>
 - Xilinx Zynq Z7020 at 100 MHz: 1 Gpix/s (10% util. per processing unit)
 - Xilinx Kintex Ultrascale+ xcku5p at 590 MHz: 20 Gpix/s (3% util. per unit)
- floating point:
 - single loop with HLS + bitonic-merge
 - with OpenCL: <u>gitlab.maxiv.lu.se/compute-fpgas</u>
- note: result stored in BRAM, often high *nbins* (~10k) required which can be also limiting factor





[main] ncs[:,0]: [1125024. 1125024. 1125024. ...

[main] Test passed: True