FPGA based image processing system for electron beam welding facility

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BINP Electron beam welding facility

Features:

- 4.5m long
- 0.98m diameter
- 60 kV accelerating voltage
- Up to 1A beam current
- 2D coordinate table
- 2D magnetic corrector
- Secondary emission detector



BINP Electron beam welding facility

- Long samples (up to 2m)
- Steel, copper, tantalum

So, we can weld vacuum chambers inside vacuum (e.g. for FAIR HEBT project)



BINP Electron beam welding facility

And engrave...





Problem statement

- Evaporated metal in chamber (=>difficult to use cameras)
- Thermal deformations
- Mechanical vibrations
- Precision of joint position estimation
- No interrupts
- Coordinate table and electron gun synchronization





Hardware (FPGA + CPU) DE1-SoC/DE10-Nano





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Hard processor system:

- Standard Arm 1GHz CPU, 1Gb Ram
- Can run Linux
- Has Ethernet
- Lots of standard Linux tools/compilers available (C++,Python,Java ...)
- No need to standalone development
- Good for high-level systems development

Hardware (FPGA + CPU) DE1-SoC/DE10-Nano

FPGA:

- ~100k LUT run in parallel with 50MHz
- DSP blocks
- Internal FPGA memory 1Mbit
- Has standard **memory-mapped interface** to CPU



User interface





Automatic correction system

- Continuously scans surface while welding
- Must be real time
- Synchronous to correctors/coordinate table/scanline generator

Beam profiling system

- Measures beam spatial energy distribution
- Used to minimise beam diameter
- Must be real time
- Synchronises secondary emission, magnetic correctors and pinhole beam detector



Real time system (in our case)

- Field gate programmable arrays
 - Can be real time
 - True parallelism
 - Constructing pipelines (high throughput, but have latency)
 - Low level coding (VHDL/Verilog), gate level

Other options have difficulties combining computational performance and low latency

In general RT systems are **difficult** to implement & debug

Caph

- Domain specific language
- Uses dataflow / functional paradigm (actors and nets)
- Has logical and clockwise simulators (used to fast debugging of algorithms)
- Translates code to VHDL

Results

- Enhances image by applying filters
- Calculates offset within 2ms (that is scanline period + latency)
- Latency is less that 20 FPGA cycles (400ns)
- System is limited by other pieces of hardware
 - Magnetic correctors
 - ADC and DAC curcuits



Conclusions

- 1. FPGA provide means to implement RT image processing system
- 2. Hybrid CPU/FPGA processors ease interaction between high and low level code by standard protocols/libraries
- 3. DSL usage speeds up development of RT system

Thank you for your attention!

