TriggerPrimitive Generation: Progress Update

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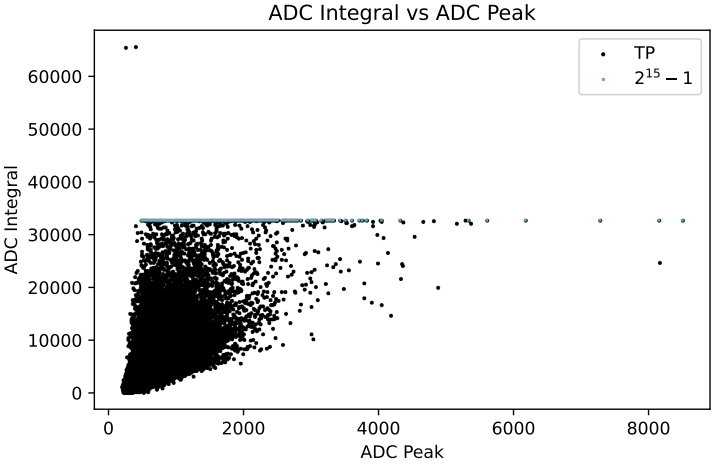
What's been happening?

- NP04 starts running.
  - ⇒ RS ADC data parameters redefined:
    - ADC Integral, ADC Peak, and Peak Time.
  - ⇒ Configure RunningSum (RS) algorithms by plane.
  - ⇒ (***WIP***) TPHandler by plane.
- Documentation:
  - Frame expansion.
  - (***WIP***) TPG Algorithms.
- AVX2 vs Naive:
  - Consistent!
  - ⇒ Usable naive implementation in emulation & simulation.

RS ADC Redefinition

Previously struggled with negative values and centering to 0 ADC.

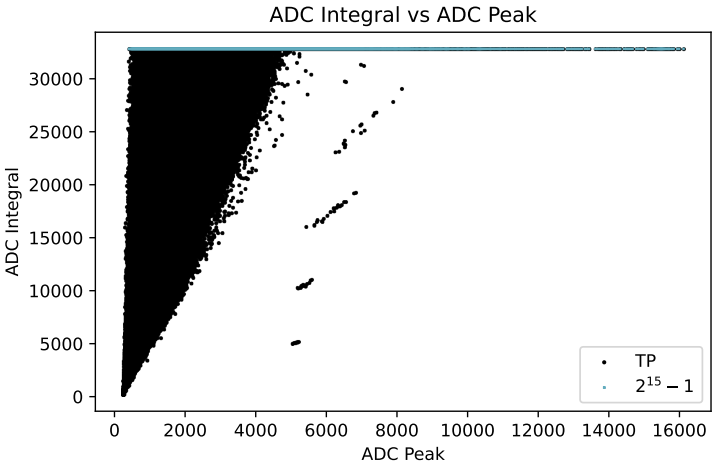
Old SRS



RS ADC Redefinition

No longer struggles!

New SRS



Plane Refactoring

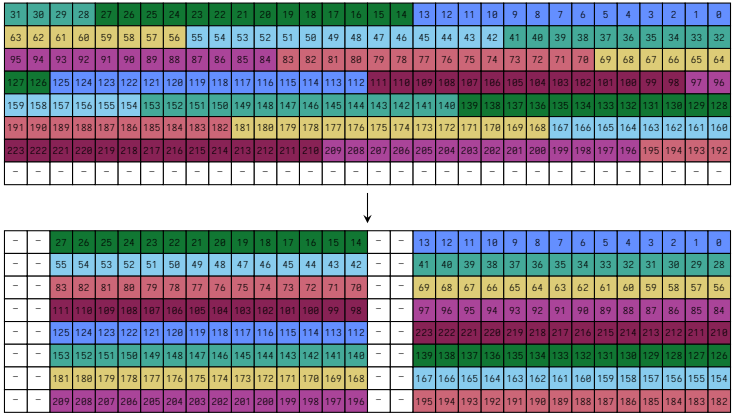
TPG by plane is a clear refactor point:

- Thresholding, RS configuring, and TPHandler identities are all by plane.
- Code duplication happened in a rush.
- Prompts a new configuration schema (*OKS*).

$\Rightarrow$ *Targets v5*.

Documentation

Diagrams of frame expansion: 14-bit to 16-bit.



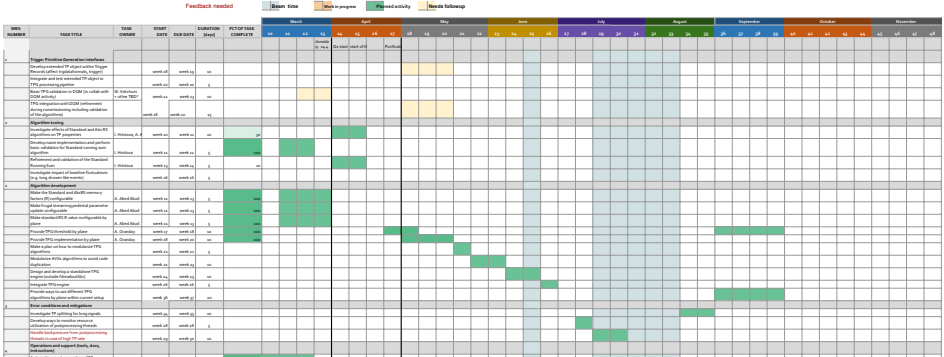
Documentation

Continue documentation for TPG algorithms.

- No complex register manipulation; less diagrams.
- Some AVX2 rule-bending; more math.

```
// Perform the division of __m256i with a const int
inline __m256i _mm256_div_epi16(const __m256i va, const int b)
{
    __m256i vb = _mm256_set1_epi16(32768 / b);
    return _mm256_mulhrs_epi16(va, vb);
}
```

TPG Gantt



TPG Progress

Points to Ponder

- RS:
  - AbsRS is overflow prone.
    - Add an overflow guard after division? For reference, $(|\texttt{sample}| * \texttt{scale})/10$.
    - Apply the same guard to SRS?
  - Does SRS become the standard instead of ST?
- `uint16_t` $\rightarrow$ `uint32_t`?