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LIGO-G030043-00-D



First pass on analysis of triggers:

some of the more obvious patterns, Feb 17 – Mar 8

- Glitches not caused by seismic disturbance
- Glitches following seismic disturbances, snr < 10
- Glitches following seismic disturbances, snr > 100

Different channels serve as markers for AS_Q in each scenario

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Glitches not following seismic disturbance:

best marker usually DARM_CTRL

• DARM_CTRL glitches within 0.1 s of AS_Q: 79 % additional glitches within 2 s : 10 %

• POB_I and POB_Q glitches nearest neighbors to AS_Q: 10%,

|∆t| <~ 0.2s

• No other glitch close in time: 5% [AS_Q glitches include loss/acquisition of lock :-(]

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AS_Q glitches following low (4-10) snr seismic glitches

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LVEA \rightarrow POB_I & POB_Q, AS_Q Time after seismic glitch 0.5-2 s,
or ~5-6 s
PSL accelerometers (3.5 s)
MC_F/MC_L
AS Q, REFL I/Q (4-7 s)
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Note: Both paths may be followed

DARM_CTRL? May be within 2-3 s of AS_Q, may not be around

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Low seismic noise at end stations

•When EX or EY → POB_I & POB_Q,
 AS_Q usually within 0.5 - 2 s of POB_I
 may glitch close to DARM_CTRL

•Chains: Revolving sequences of seismic and IFO glitches, including AS_Q (5 glitches each), lasting 1-2 minutes. AS_Q may or may not coincide with another IFO glitch. AS_Q glitches appear to decrease steadily in amplitude.

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High seismic snr (>100) – LVEA only

Usually set triggers on all channels, including DARM_CTRL and POB_I & POB_Q and REFL_Q |∆t| (AS_Q - seismic channel) ~ 3-5 s |∆t| (AS_Q - IFO channel) < 0.1 s

These can also start a revolving chain,

with high snr (~35-45) for first AS_Q glitch

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Example of an AS_Q glitch found by PTmon coincident with POB_I & POB_Q following LVEA_SEISX/Y/Z



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Summary

Choosing veto channels may be more efficient if surrounding channels are considered

e.g. if a block of seismic signals is observed, look for PSL/MC/REFL_Q signals within the next 5-7 s, and POB_I & POB_Q within 2 s

If a DARM_CTRL is found, look back 5 s.

Good marker for AS_Q if no seismic signal found

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