

# Timing Note

Szabolcs Márka

# Large time shifts (as detected by IRIG-B)

H2

#Possible timestamp problem:

Seg#	Start	Stop	Length	Min[ms]	Max[ms]	Ave[ms]	Sig[ms]
310	755028478	755029244	766	0.00	-100.0	-15.38	29.24
311	755029258	755029264	6	2538.46	2538.46	2538.46	0.00
312	756651382	756672742	21360	-1000.00	-1000.00	-1000.00	0.00

H1

435	756641542	756672742	31200	0.00	-1000.00	-727.56	445.16
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L1

124	753155725	753156160	435	-1000.12	-1000.12	-1000.12	0.00
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And a lot more small ones in LL0...

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----- Original Message -----

Subject: Re: fb3 problems;SYNC errors during S3 triple coincidence science mode on Sun Dec 28 2003.

From: **David Barker** <[barker\\_d@apex.ligo-wa.caltech.edu](mailto:barker_d@apex.ligo-wa.caltech.edu)>

I have analyzed the DAQ data for this time period, here is what I found.

On Sunday, 28th Dec.

from 12:34:27 UTC to 18:53:00 UTC (gps 756650080 to 756672784) the DAQ controller was in SYNC fault state.

The vxworks shell stdout was reporting a time difference of 2 seconds between the daq controller internal clock and the GPS time. For historical reasons, when there is a time discrepancy then the internal time is used (there was a time when the GPS was glitchy). When this SYNC error has happened before, we have always immediately reset the DAQ system. It was not done at this time because we were in a triple coincidence state.

I looked at the fast RAMP signals and verified the frames during the SYNC event were aligned to the start of the GPS second (no time slips within the current second).

I then decoded the fast IRIG-B signals, which are the only independent GPS times contained within the frame data. (I will add the slow GPS channels after S3).

We have three IRIG-B signals, all H1, from EX, EY and 4k LVEA.

**During the sync event, all data which passed through the DAQ controller are delayed by one second. This applies to all framed data except those which are acquired by the LVEA ADCU units.**

These ADCUs are directly connected to the frame builders and do not pass through the daq controller, and therefore were not affected by the controller sync error.

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