



# Laser Interferometer Gravitational-Wave Observatory (LIGO)

Science Run 2. (first half...)

## Detector Timing

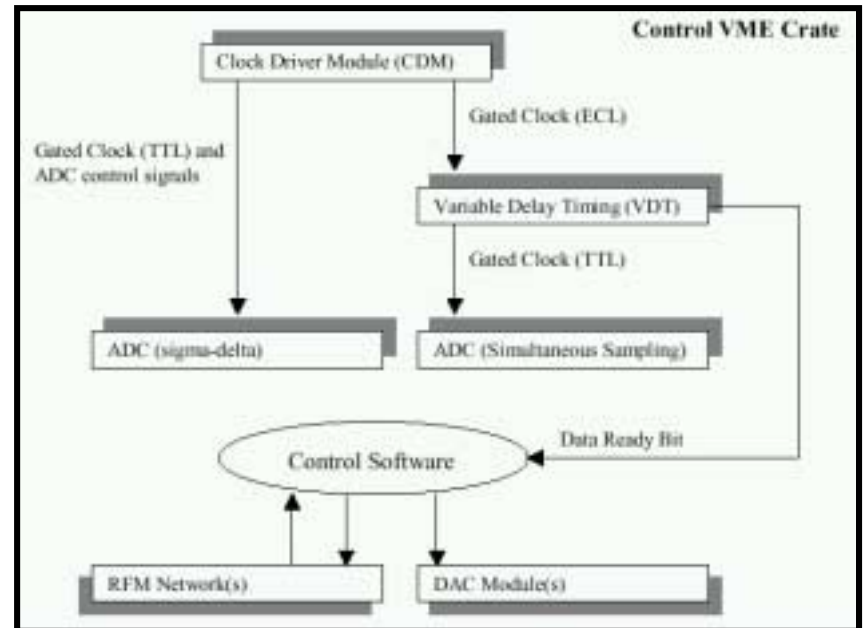
*LSC 2003 Spring Meeting*  
*LIGO Livingston Observatory*

**Szabolcs Márka, Daniel Sigg**

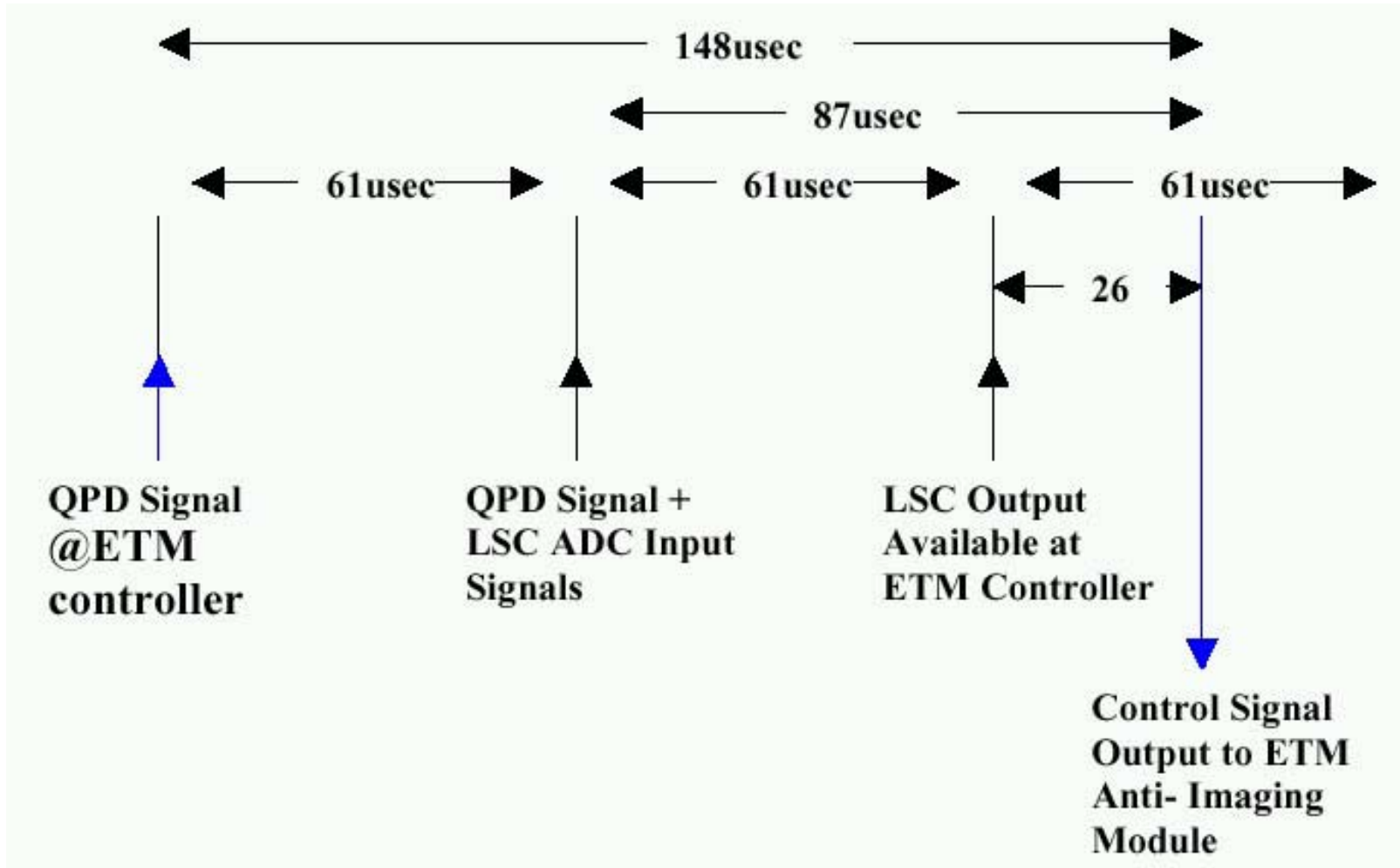
# Real-time Timing

- Initialization
  - » GPS 1 PPS
- Diagnostics
  - » GPS Ramp => absolute
  - » CPU meter overload => lost IO cycles
  - » Polling ADC ready bit => missed ADC samples
  - » Resync counter => missed computing cycles
  - » Cycle count => inter-crate synchronization

- Processing Time @ 16kHz
  - » LSC: 46 $\mu$ s, LVEA LOS: 56 $\mu$ s, ETM: 45 $\mu$ s, MC2: 27 $\mu$ s

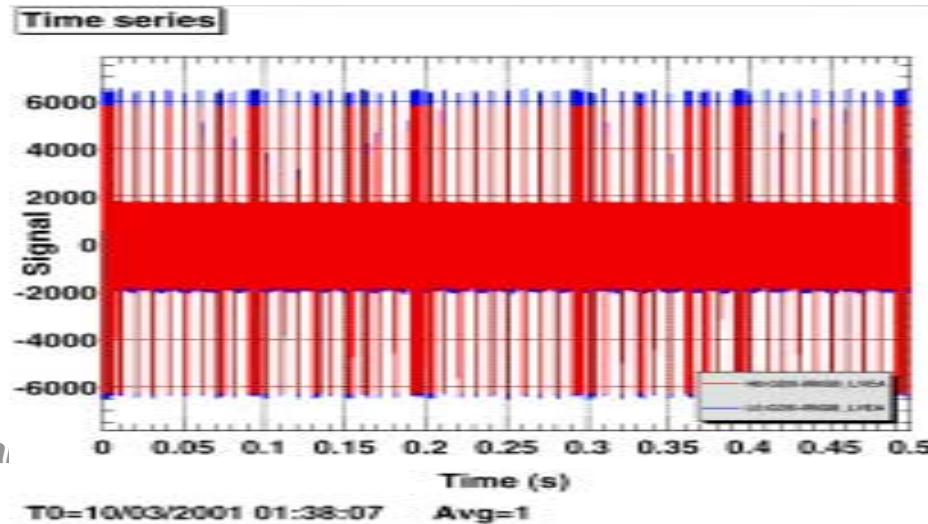
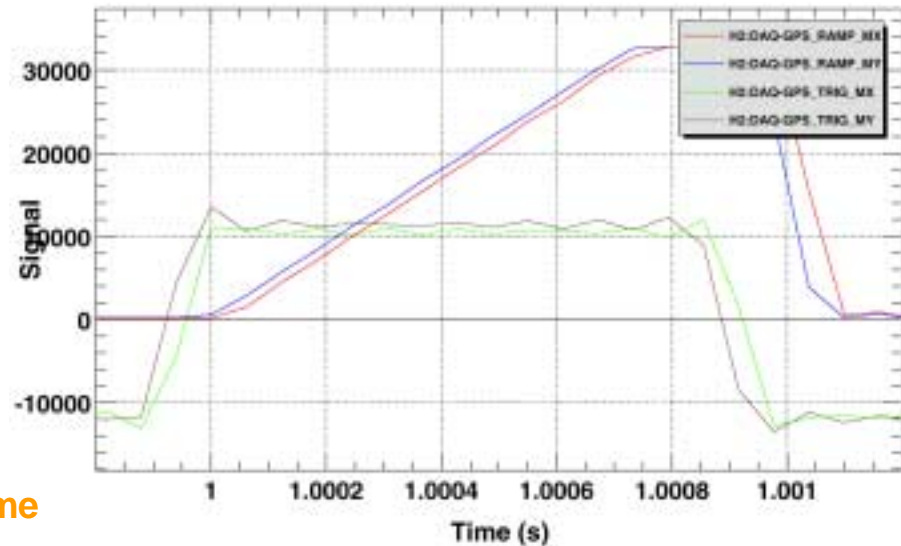


# Real-time Timing (2)



# How can we measure ...?

- **Special signal to measure DAQ timing**
  - » **GPS TRIG**
    - 1 ms long square wave
  - » **GPS RAMP**
    - 1 ms long steep ramp
  - » **The GPS second tic is aligned with**
    - the rising edge of the square wave
    - the zero crossing of the ramp
  - » **Fit the RAMP and compute the zero crossing**
  - » **Determine delay between GPS tic and DAQ time stamp**
    - Practical experience:  $O(100\text{ns})$  measurements are achievable!
  - » **Similar procedure for the IRIG-B signal**
    - + we extract the date
  - » **DMT monitors do the job**



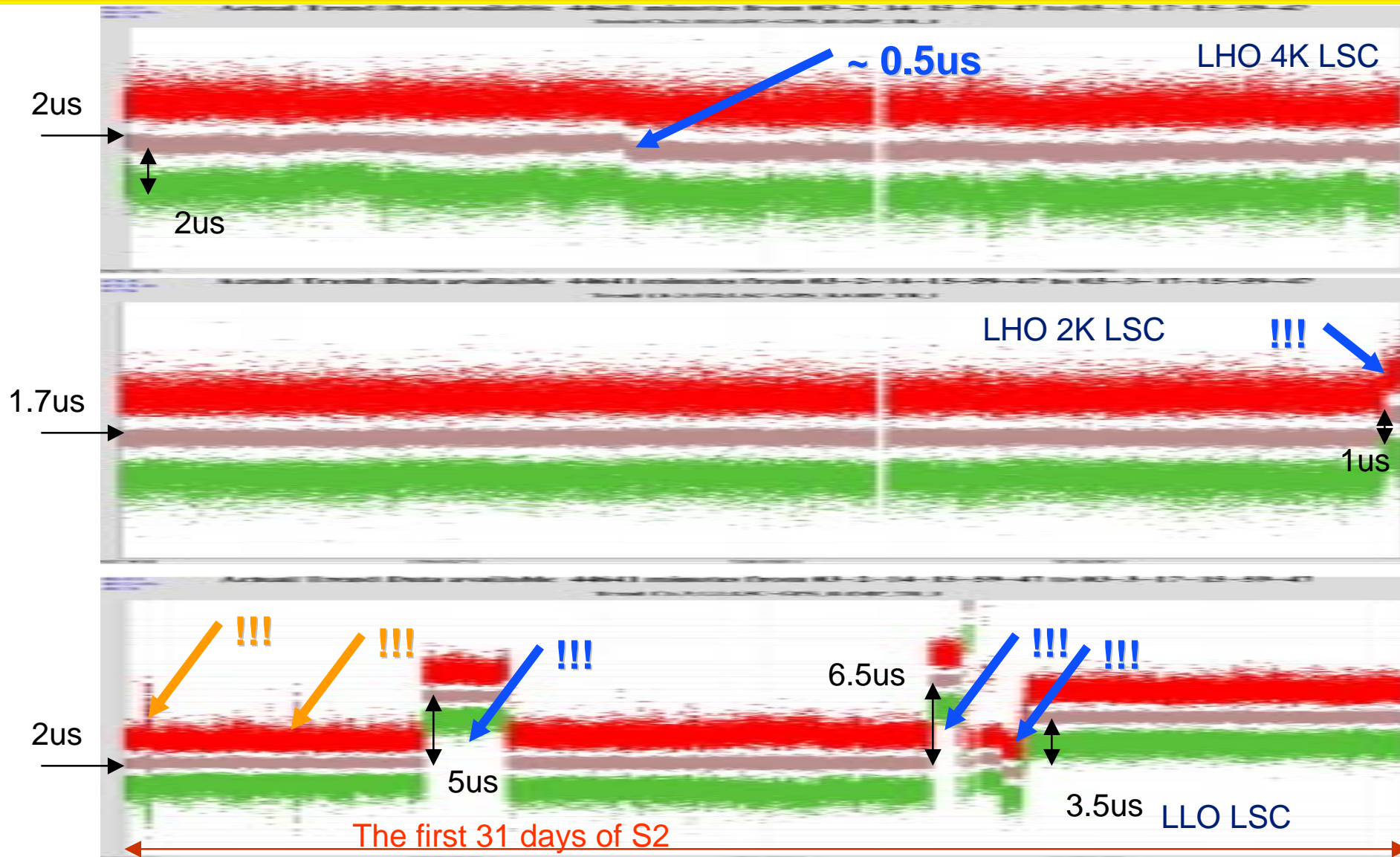


# Timing performance of LIGO LSC systems

Max

Mean

Min





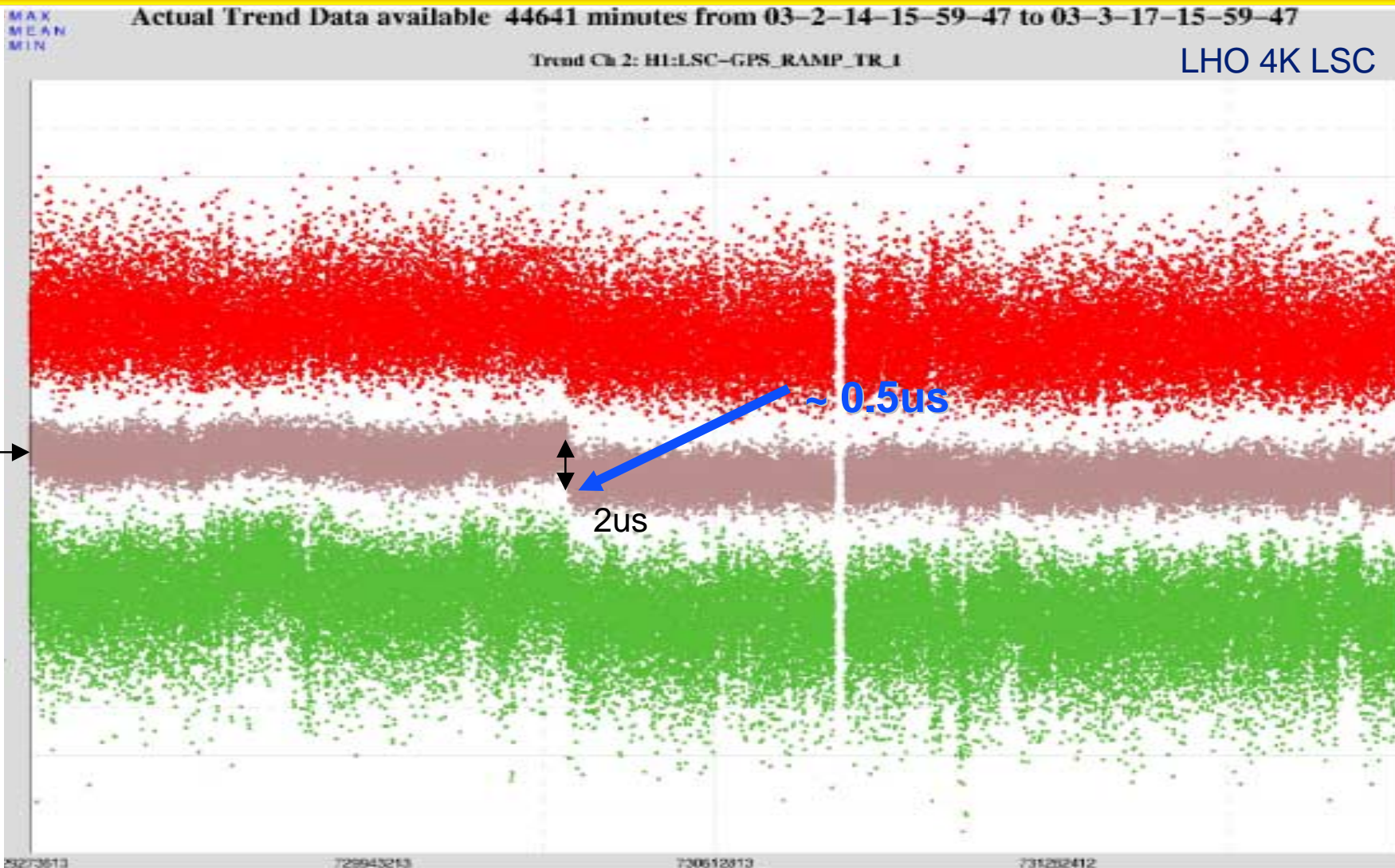
**LIGO**

# Timing performance of LHO 4K LSC systems

Max

Mean

Min



The first 31 days of S2



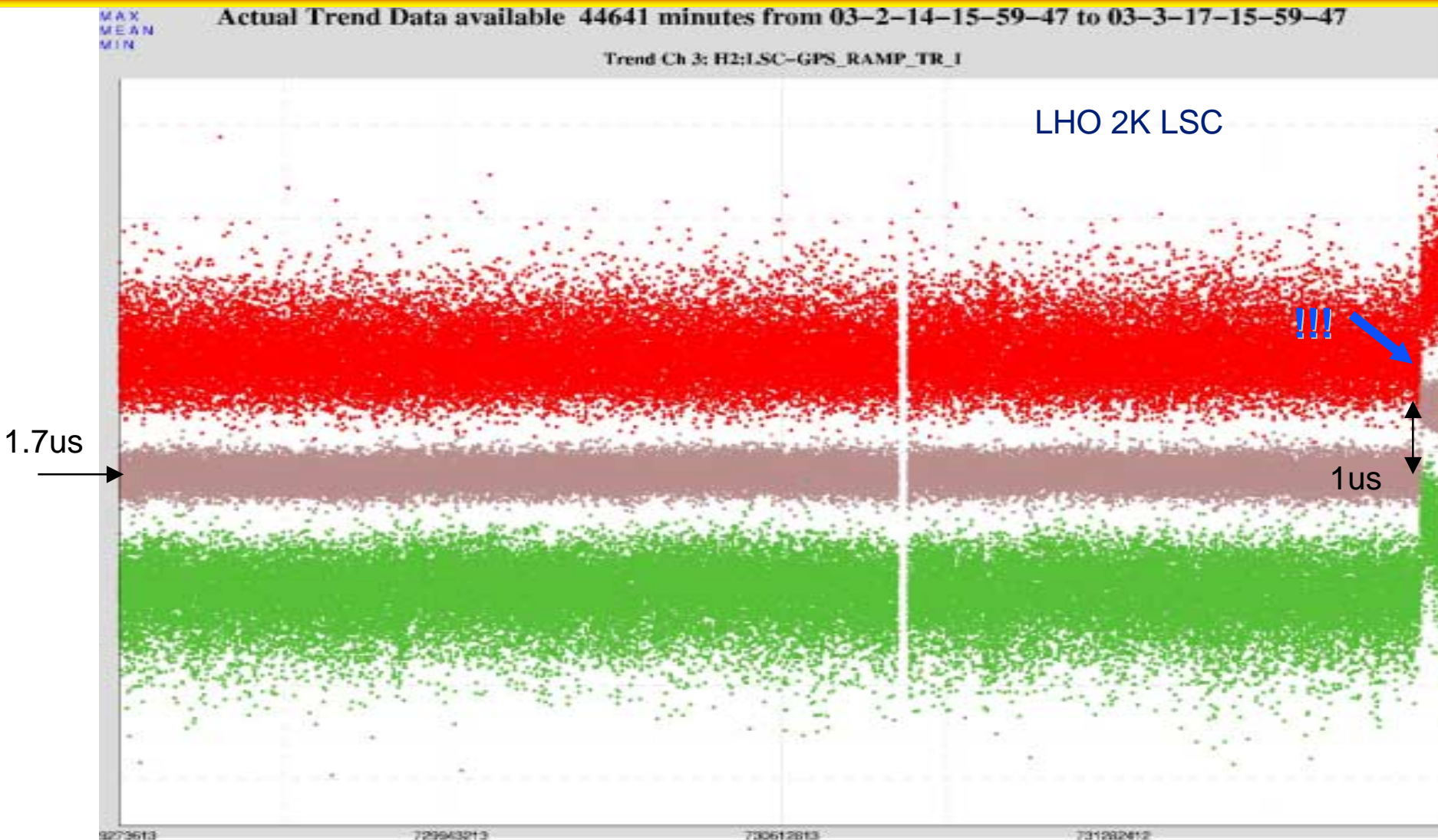


# Timing performance of LHO 2K LSC systems

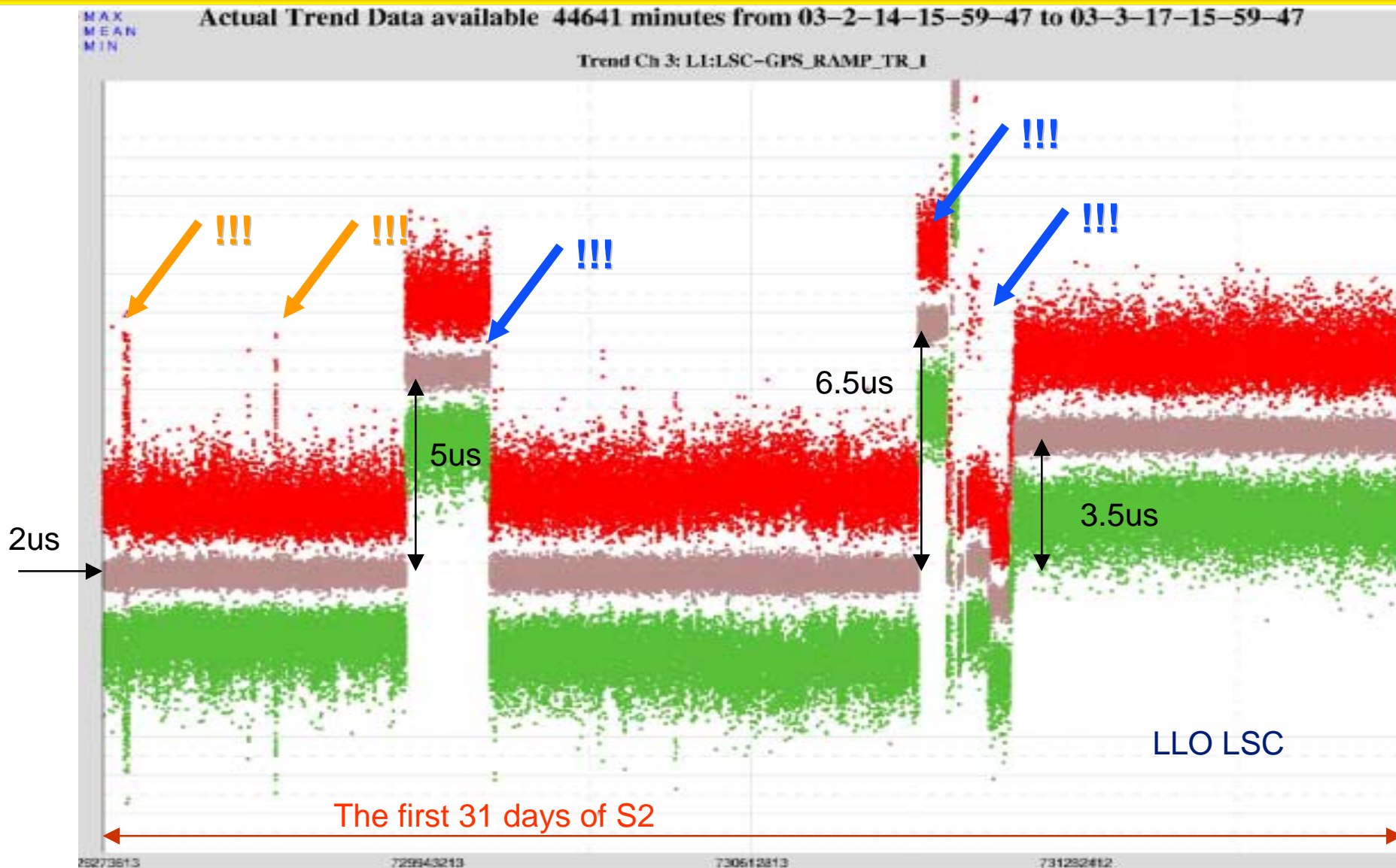
Max

Mean

Min



The first 31 days of S2





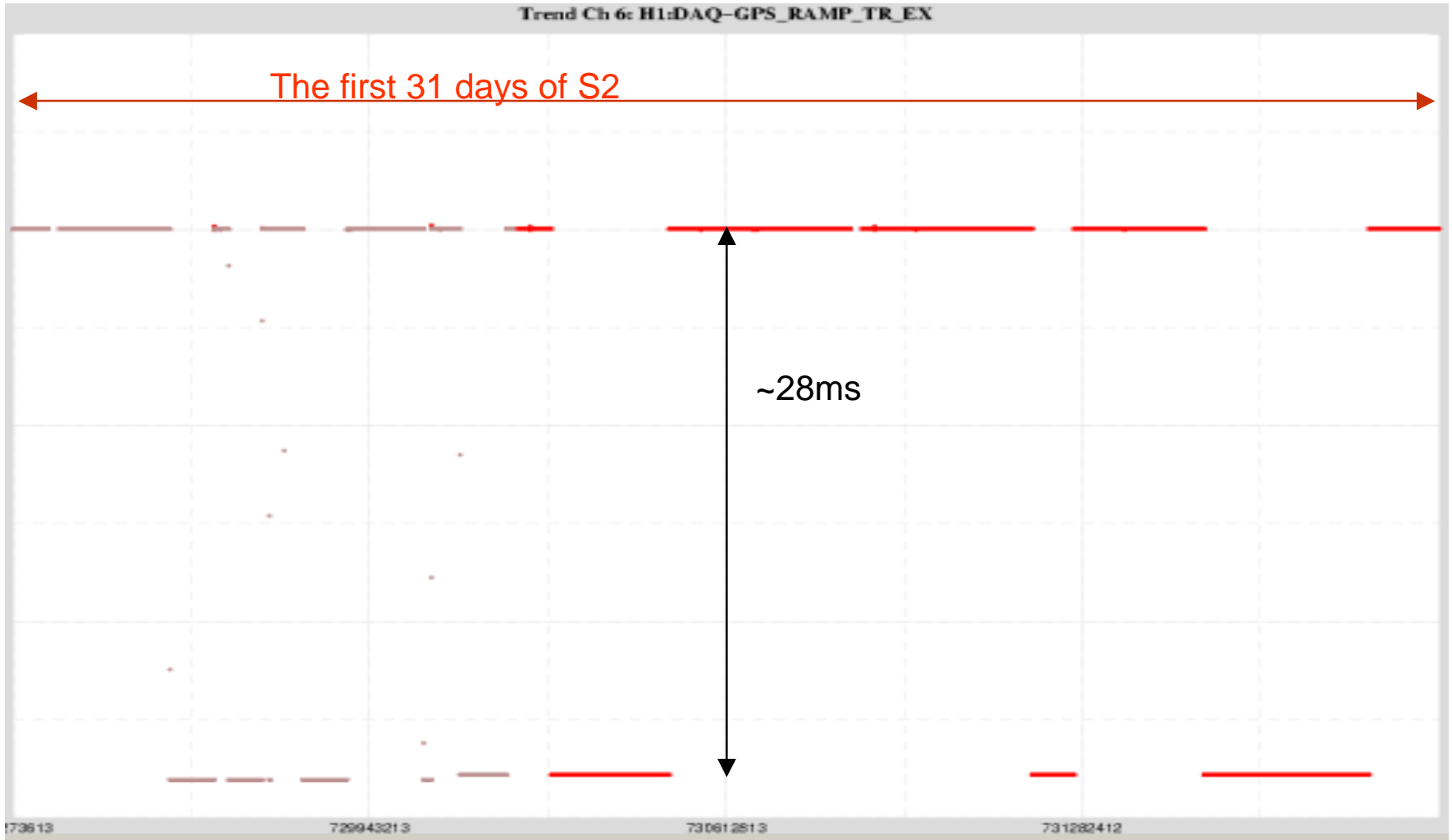


# Timing performance of LHO EX system

Max

Mean

Min



4/9/2003

LIGO/CalTech

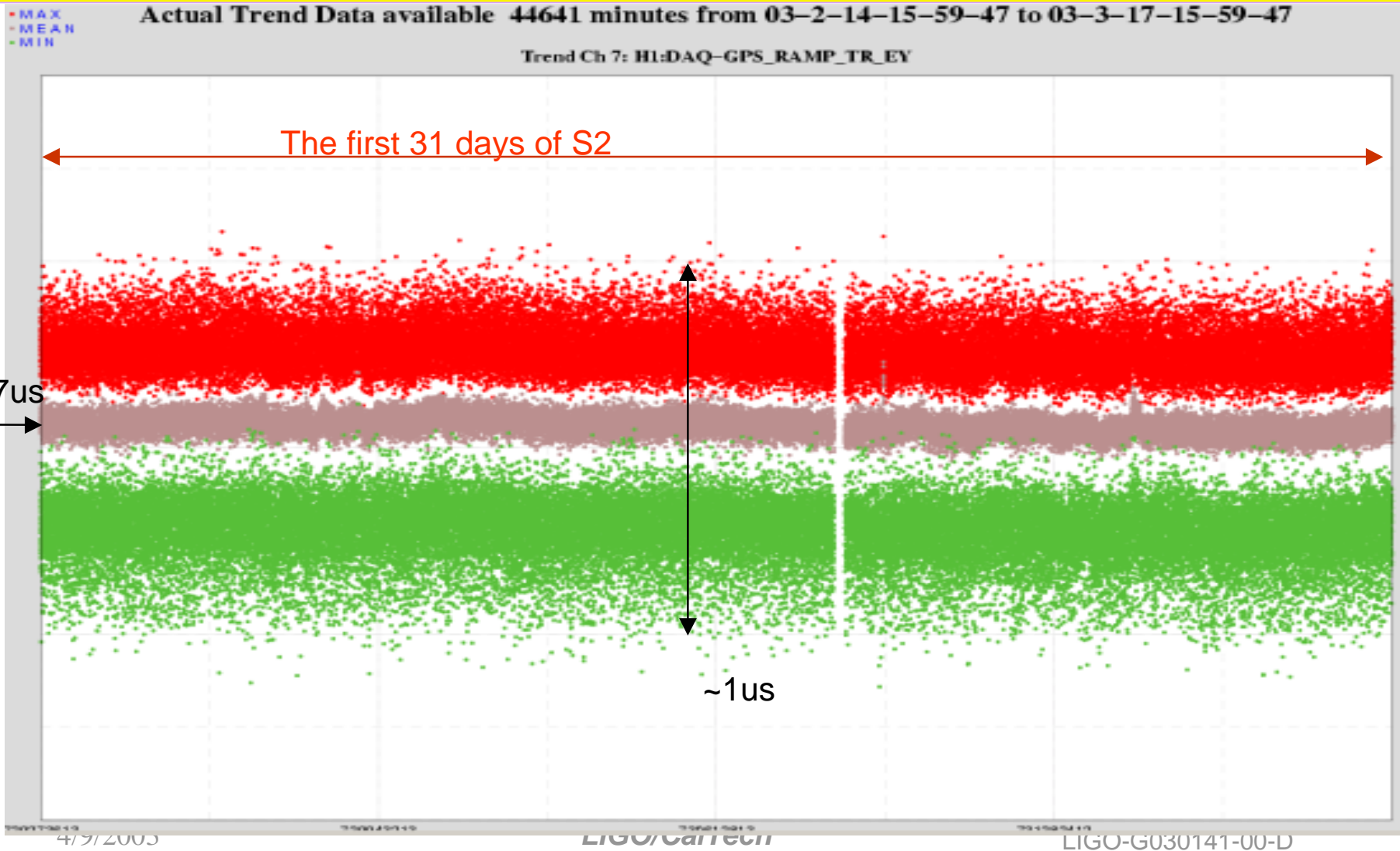
LIGO-G030141-00-D

# Timing performance of LHO EY system

Max

Mean

Min



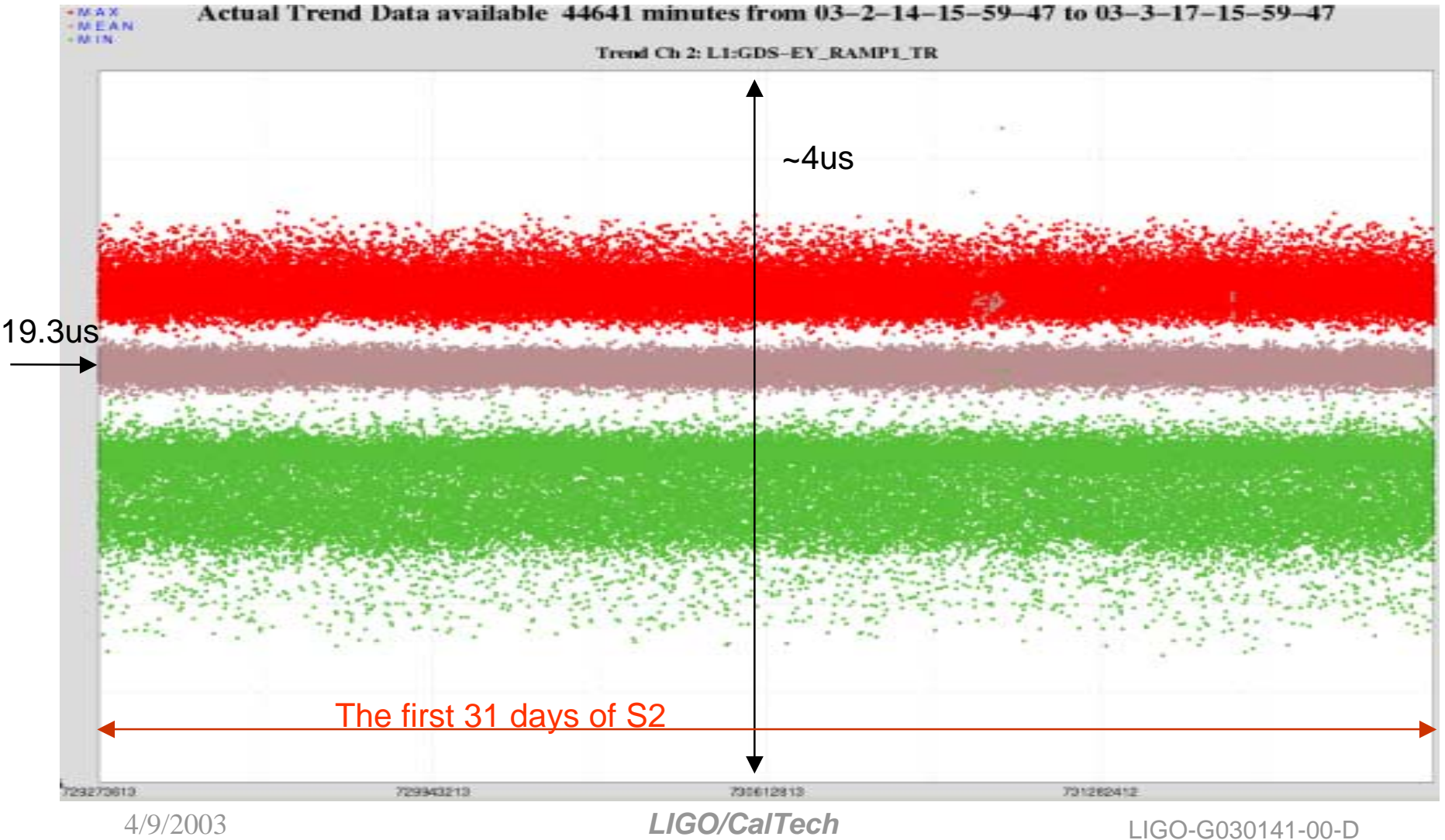


# Timing performance of LLO EY system

Max

Mean

Min



# Summary

- **We have not seen major problems with LSC timing**
  - » Small jumps of  $\sim 5\mu\text{s}$  are observed
- **There are problems with LHO EX**
  - » Timing problems are also good indicators of “channel hopping”