

Handling Bad Input Data



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Correlating Bad Data

Goals:

- Recover as much data as possible
- Minimize the amount of bad data reaching the PI
 - We all hate flagging!
- Don't slow down correlation

In SFXC we:

- Keeps track of blocks of bad data
- Set samples in these blocks to 0.0 during conversion to floating-point
 - Same mechanism is used to handle data-replacing headers (Mark4)



The Weakest Link?

The Mark5 data recorder problems:

- Not all data makes it onto the disks
- Disks failures
 - Data is replaced by fill pattern

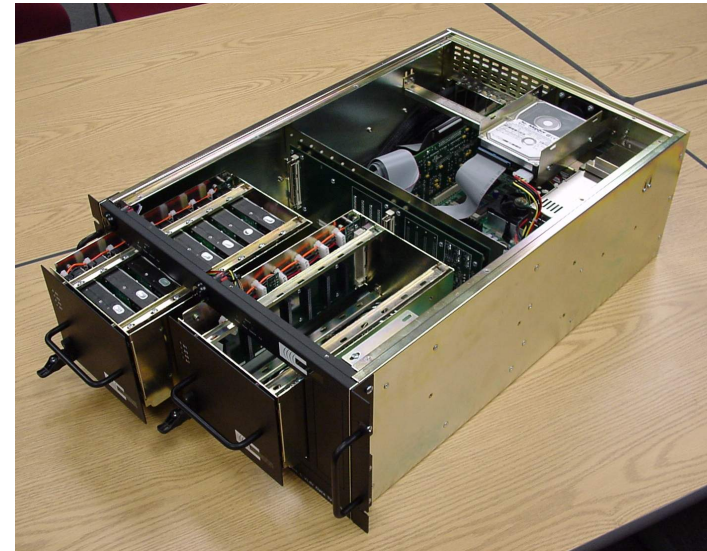
SFXC searches for fill-pattern in input data

Optimized by recognizing fill-pattern blocks are 64k

An annoying problem remains:

- XLRRead sometimes fails instead of return fill pattern
 - Further XLRReads fail as well, even at different byte address
 - Only a full reset of StreamStor hardware fixes this

Problems are disproportionately bad at 1 Gbit/s



Mark5A issues

- Mark4 Formatters develop bad tracks
 - Complicates looking for sync words
 - Bad track means we have to throw away entire subbands
 - Seen something similar with VLBA recently
 - But only once so far
- Incomplete Mark4 frames
 - Easy to detect: sync word not at expected location
 - Expensive to fix: resync data stream
 - SFXC uses Horspool's algorithm



Mark5B Frame# Corruption

	Bit 31		Bit 0
Word 0	Sync word (TBD)		
Word 1	User-specified (16 bits)	T	Frame# within second (starting at 0)
Word 2	VLBA BCD Time Code Word 1 ('JJSSSS')		
Word 3	VLBA BCD Time Code Word 2 ('.SSSS' plus 16-bit CRCC)		

Table 1: Disk Frame Header format

- Frame# supposed to start at 0 at second boundary
 - Sometimes just keeps increasing
 - Sub-second VLBA timestamp still correct
- SFXC switches to using VLBA timestamps if needed
 - Sub-second VLBA timestamp not always accurate enough
 - Use additional heuristic to “fix” timestamps



Questions?

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