



VDIF2

Addressing VDIF limitations

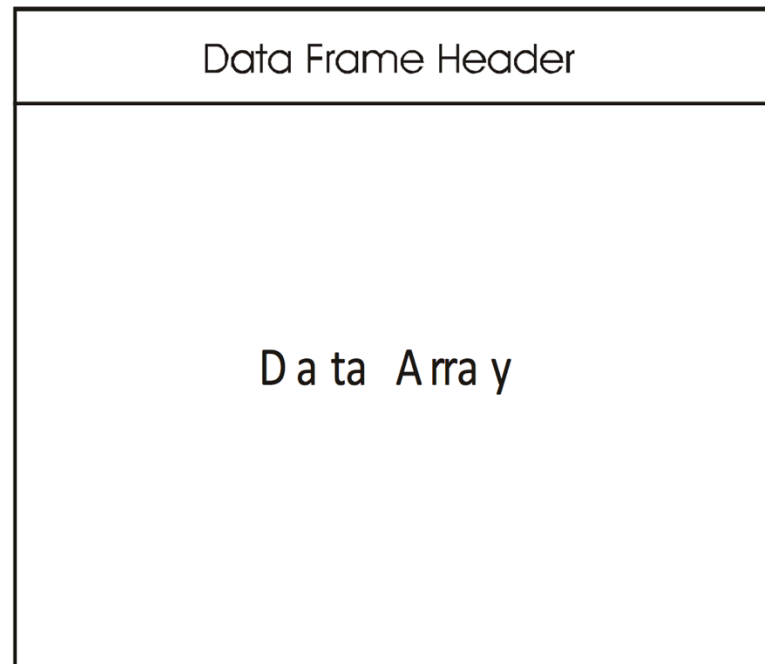
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VDIF

- Developed in 2009 as a “unified” VLBI data format
 - Suitable for disk and eVLBI
 - Ratified 26 June 2009 8th International eVLBI workshop (Madrid)



VDIF - Header

	Byte 3		Byte 2		Byte 1		Byte 0
	Bit 31 (MSB)						Bit 0 (LSB)
Word 0	I_1	L_1	Seconds from reference epoch ₃₀				
Word 1	Un-assigned ₂		Ref Epoch ₆		Data Frame # within second ₂₄		
Word 2	V_3		$\log_2(\#chns)_5$		Data Frame length (units of 8 bytes) ₂₄		
Word 3	C_1	bits/sample-1 ₅		Thread ID ₁₀		Station ID ₁₆	
Word 4	EDV ₈			Extended User Data ₂₄			
Word 5	Extended User Data ₃₂						
Word 6	Extended User Data ₃₂						
Word 7	Extended User Data ₃₂						

VDIF Limitations

- Must be an integral number of frames per second
 - Implies integral number of samples/sec
- Must be 2^n channels/thread
- All channels must fit within single frame
 - Limited # channels for network based transport
- Poor efficiency packing non-power 2 bits
 - *Do we really care?*
- Does not support multibeam instruments

Real word examples

ASKAP

- Sampling rate of 32/27 MHz
 - 18% oversampling to reduce baseline ripple with multi-stage filterbanks
 - Effelsberg/Parkes PAF same formatting

GMRT

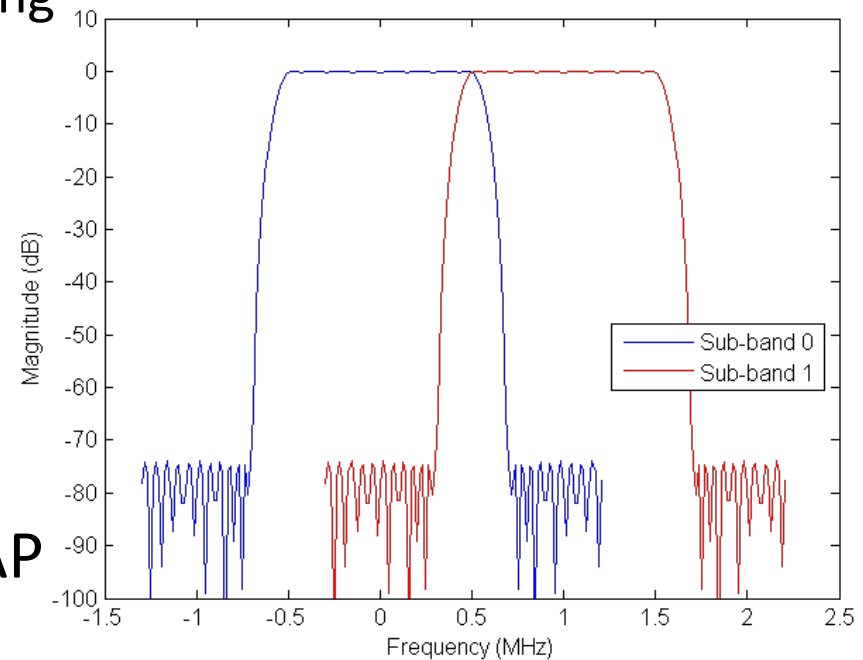
- $16\frac{2}{3}$ MHz bandwidth
 - Phased in frequency domain

MWA

- 10 kHz phase array data

SKA-Low

- Oversampled data rate like ASKAP
- Many beams, many stations



Real word examples (cont)

Parkes PAF

- Sampling rate of 32/27 MHz
- 36 beams
- 48 Threads
 - Cannot encode as 1024 unique threads
- 14 channels/beam
 - Dual pol



VDIF2

- VDIF2 proposed by Alan Whitney 2011
- Reviving as need format for Parkes PAF **now**
- Addresses sampling rate, packing efficiency, large number of channels
- Much more flexible than VDIF.....

	Byte 3	Byte 2	Byte 1	Byte 0
Word 0	I_1	C_1	Seconds from reference epoch at beginning of current Period ₃₀	
Word 1	Data Frame # within current Period ₃₂			
Word 2	V_3	bits/sample ₅	Data Array length-1 (units of 8 bytes) ₂₄	
Word 3	Ref Epoch ₆	R_4	Unassigned ₆	Station ID ₁₆
Word 4	Sample Block length-1 (units of 8 bytes) ₁₆			#chns-1 ₁₆
Word 5	Thread ID ₁₆			Group ID ₁₆
Word 6	Reserved for future use ₁₆			Period-1 (seconds) ₁₆
Word 7	Reserved for future use ₃₂			
Word 8	#Sample Intervals per Period (MSB) ₃₂			
Word 9	#Sample Intervals per Period (LSB) ₃₂			
Word 10	Synchronization word ₃₂			
Word 11	Reserved for VTP use ₃₂			
Word 12	EDV ₈	Extended User Data ₂₄		
Word 13	Extended User Data ₃₂			
Word 14	Extended User Data ₃₂			
Word 15	Extended User Data ₃₂			

VDIF2 sample rate

- Relax requirement of integral # frames/sec
- Introduce frame period
 - Must be integral # frames/period
 - Frame count increases monotonically over period
 - Does not reset every second
- ASKAP 32/27 MHz needs period of 27 seconds
- GMRT 16 $\frac{2}{3}$ MHz needs period of 3 seconds

VDIF2 channel layout

- Pack individual channel samples tightly, regardless of # bits. This forms a “complete sample”.
- Pack 1 or more complete samples into a sample block
 - Samples blocks are an integral # 64bit words.
 - Sample block not necessarily completely filled
- Data array within data frame not constrained by size of sample block
 - Sample block can be larger, the same or smaller than data array size

VDIF2 - Pros

- Encode sample rates which are impossible with VDIF and exist in current or next generation telescopes.
- More efficient for “odd” bit encoding
- Allow larger number of channels

VDIF2 - Cons

- Much, much more complicated
- Introduces yet another data format
- VDIF2 naming introduces expectation that correlators will universally be able to cope with it (and of all types)
- Much more complicated

Options

- Embraced VDIF2 as necessary
 - It's just software, after all
- Reject it as a bad idea
- Suggest different VDIF inspired data format to be used
 - Format exists in parallel with VDIF
 - But how does the VLBI community deal with data which cannot be handled with VDIF1

ATNF have engineers waiting for an answer....

Thank you

Astronomy and Space Science

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