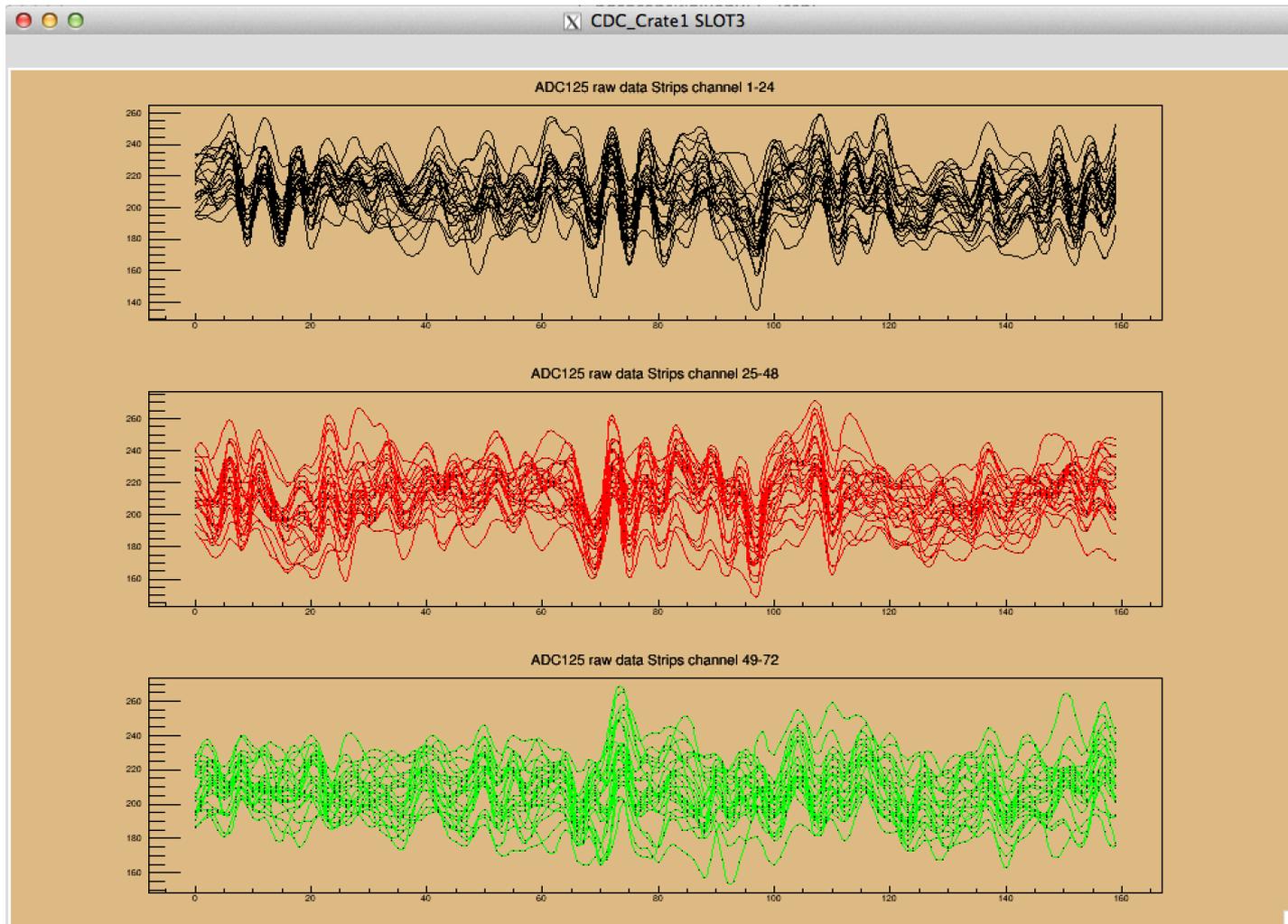


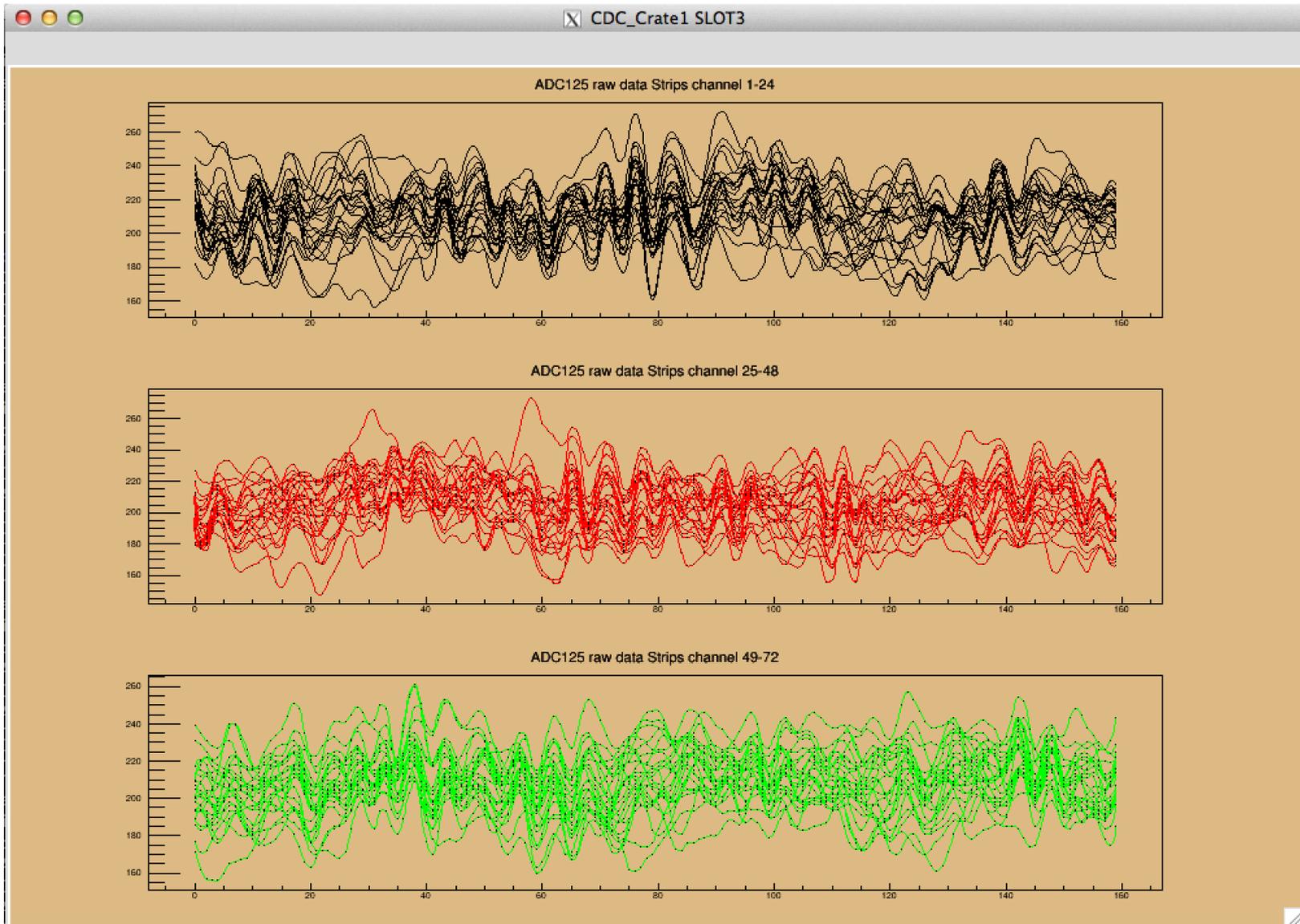
# CDC Noise

# Run 178 - All HV on

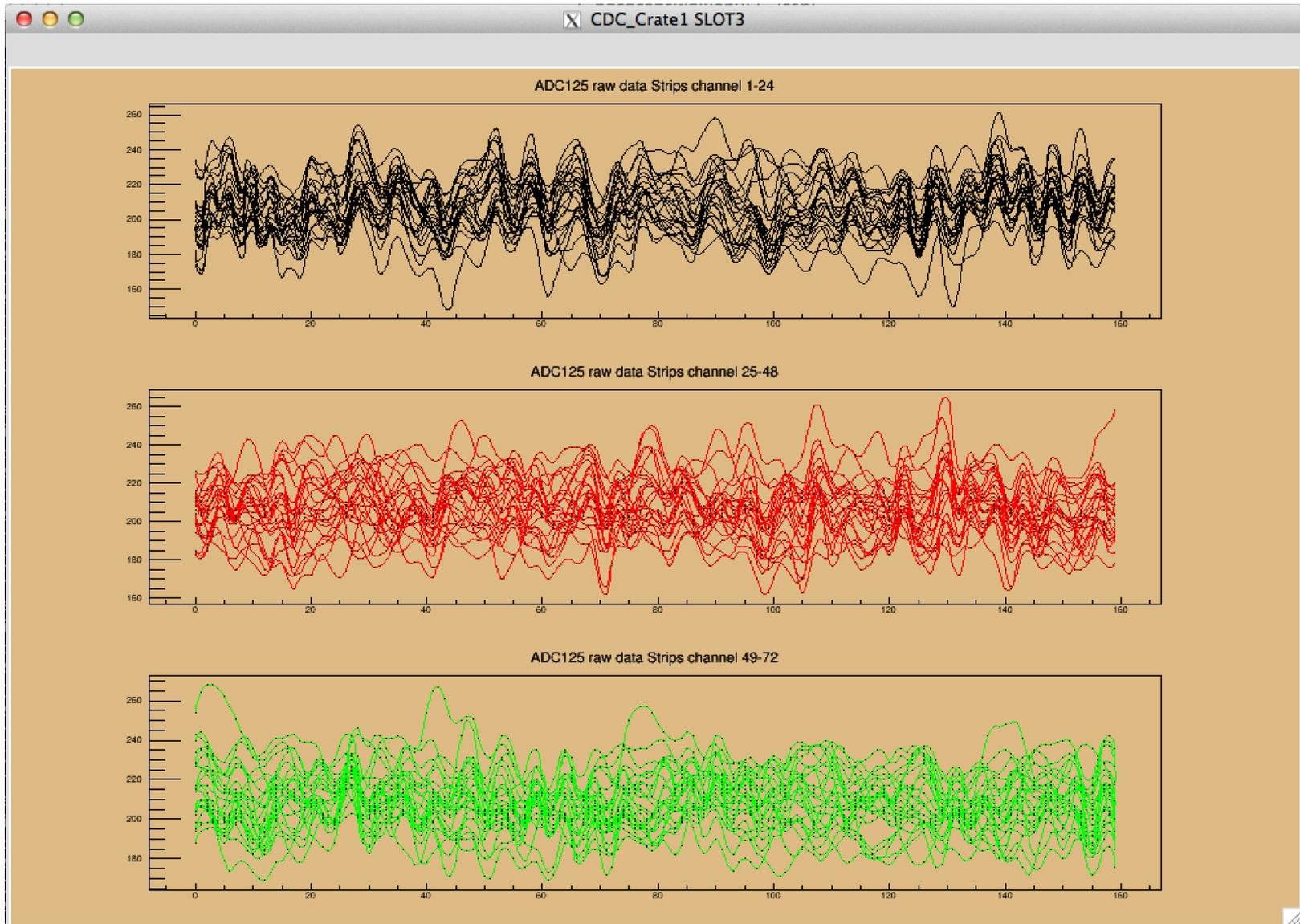


The frequency of this noise is **~ 25 MHz**, not the 200 kHz noise from the scope

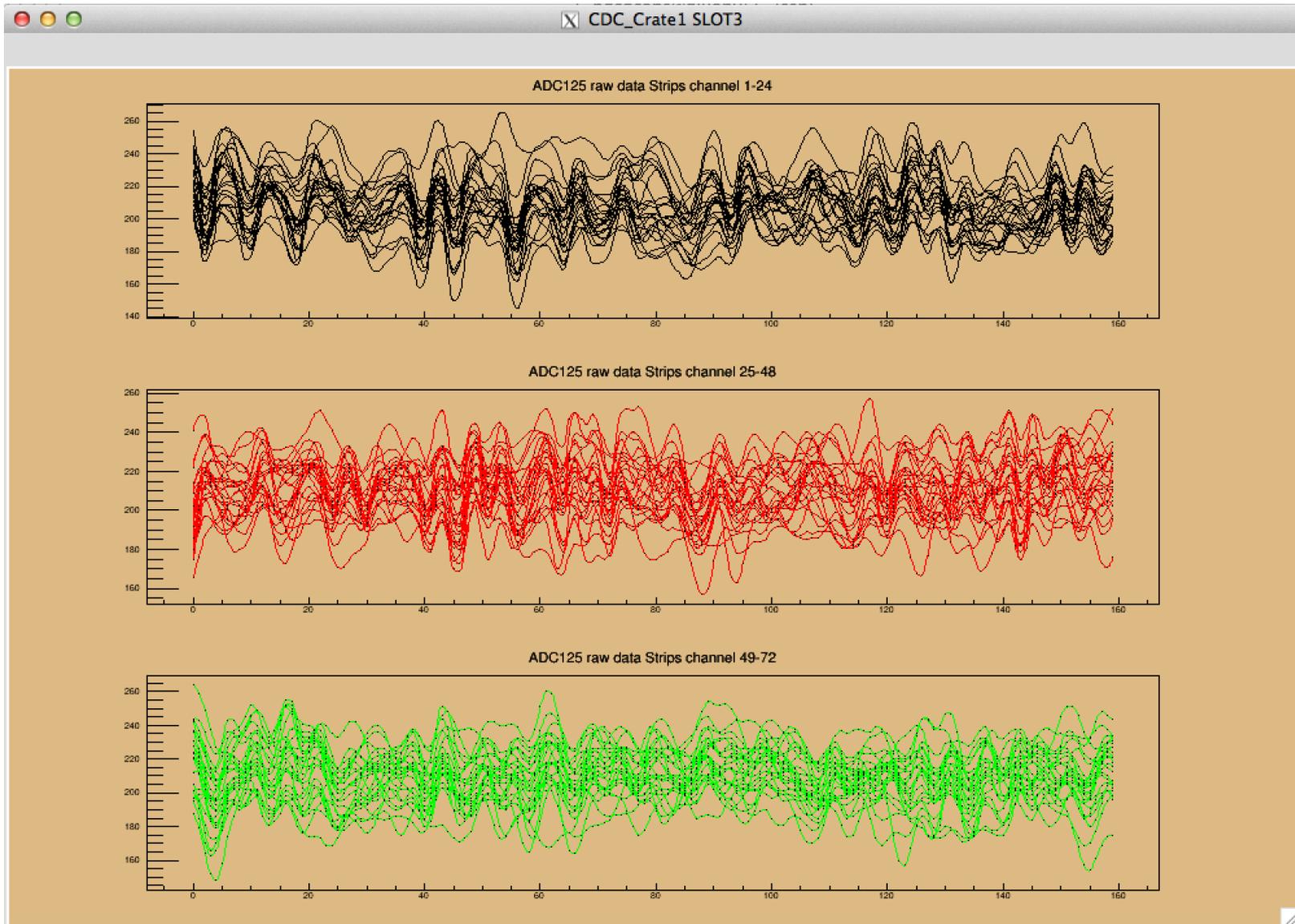
# Run 180 – Sector 1 ON



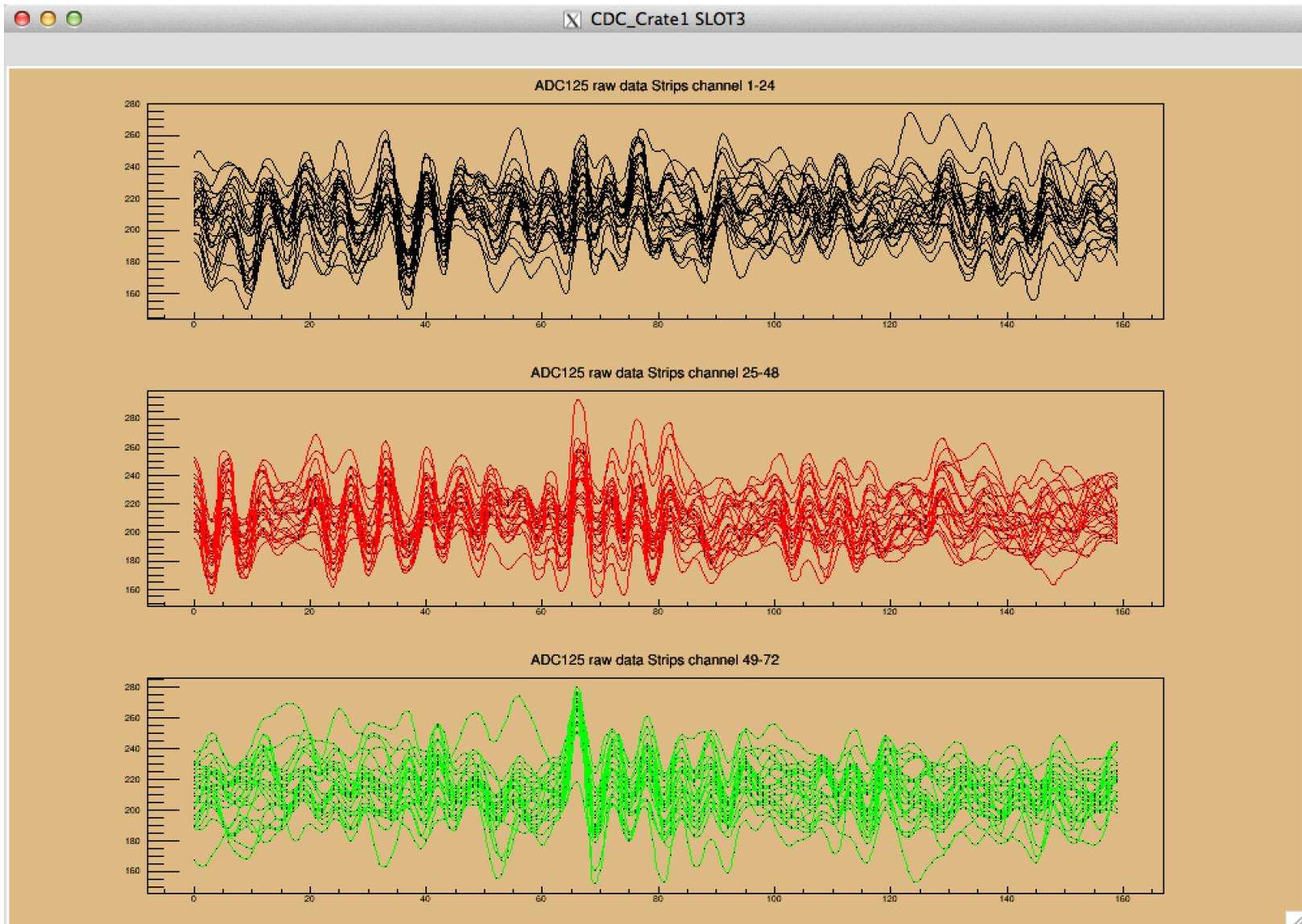
# Run 182 – Sector 2 ON



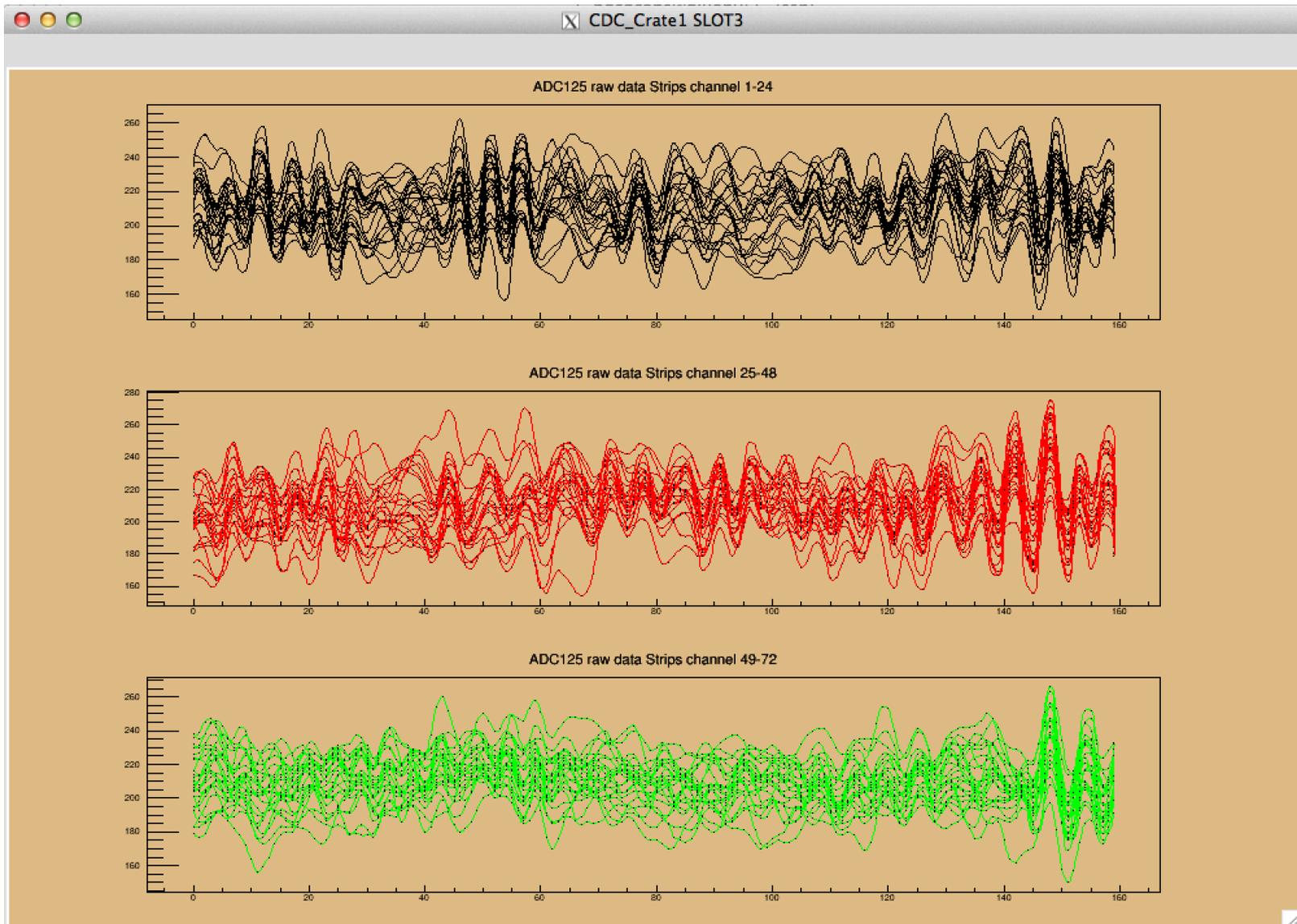
# Run 184 – Sector 3 ON



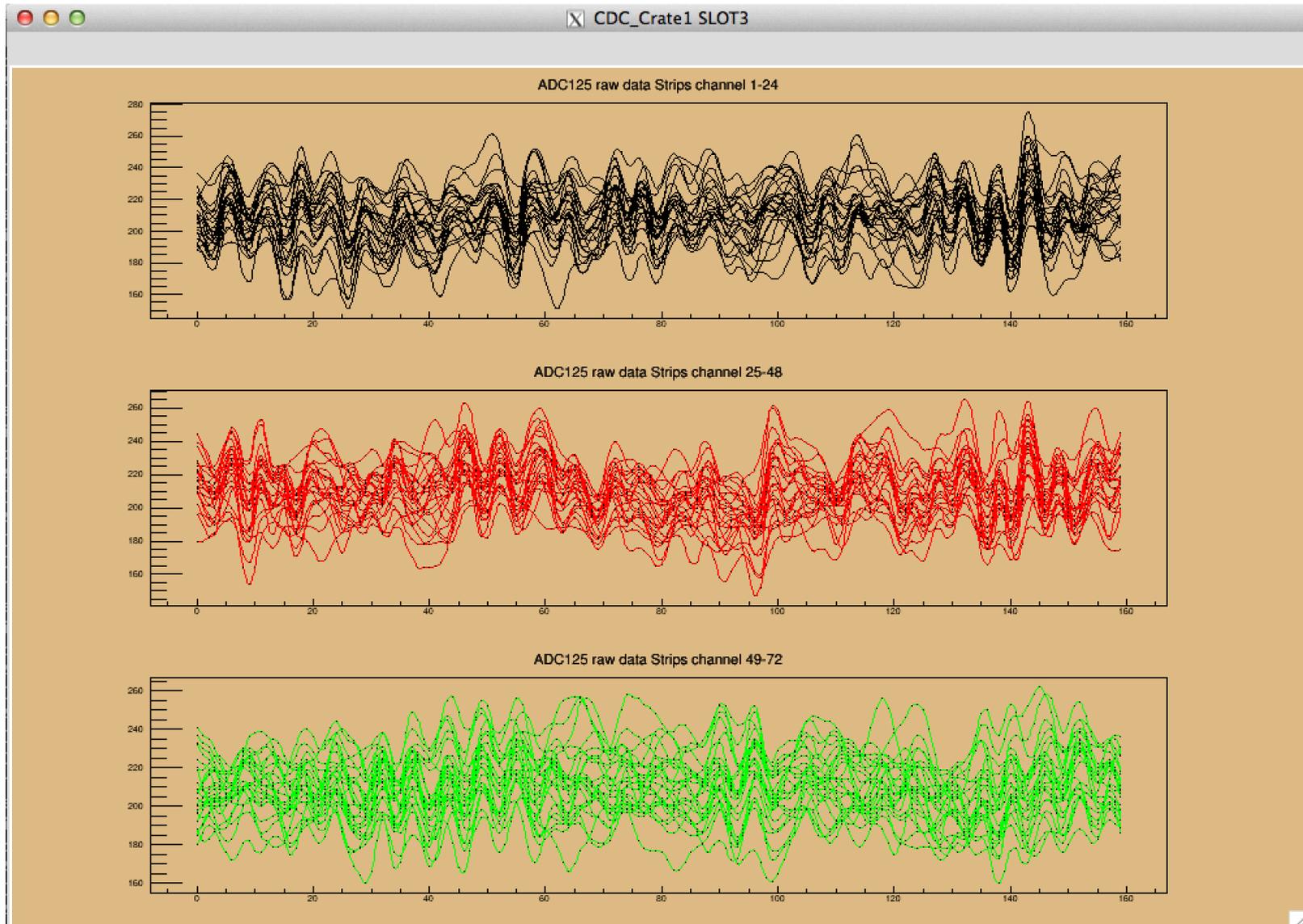
# Run 187 – Sector 4 ON



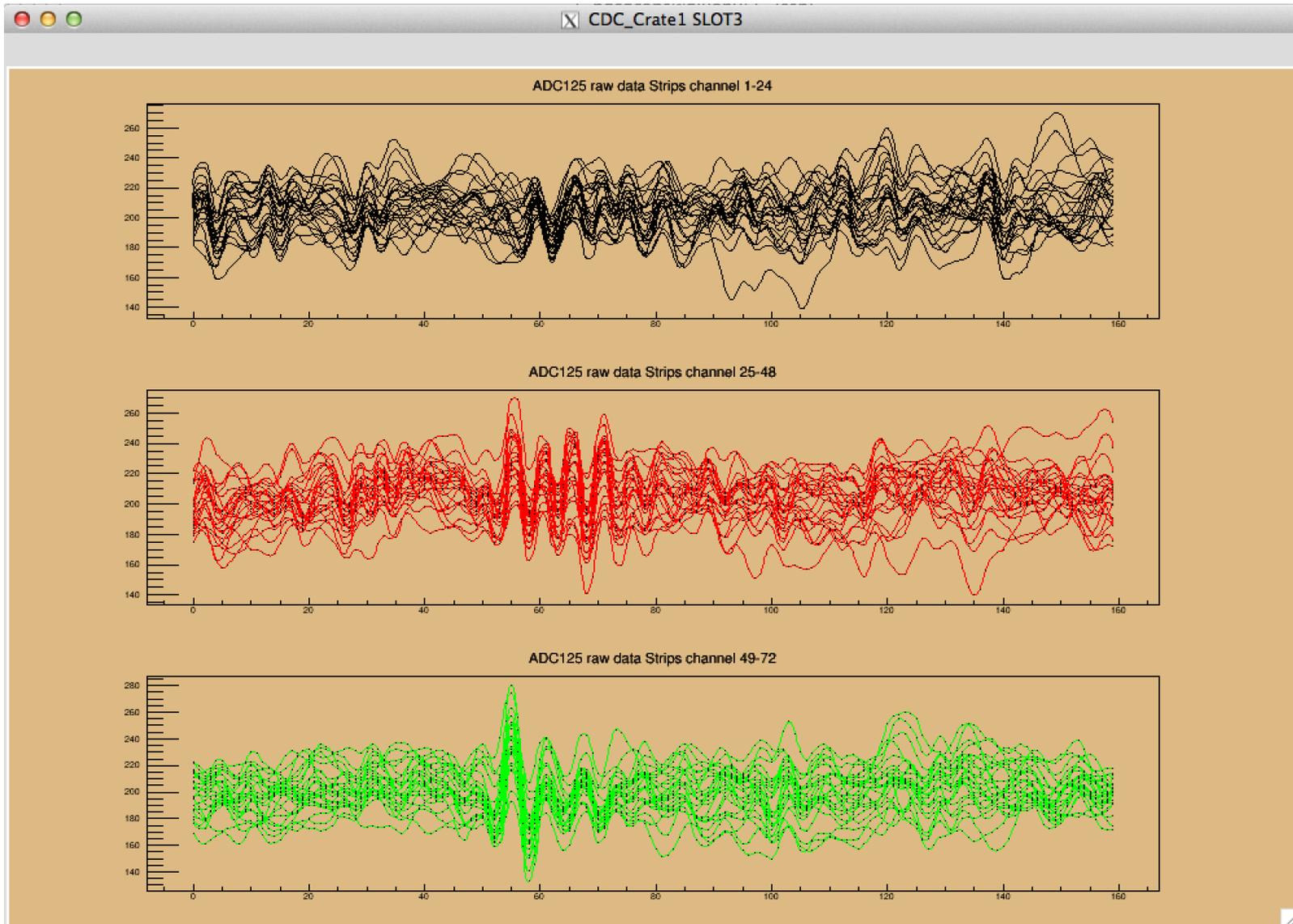
# Run 188 – Sector 5 ON



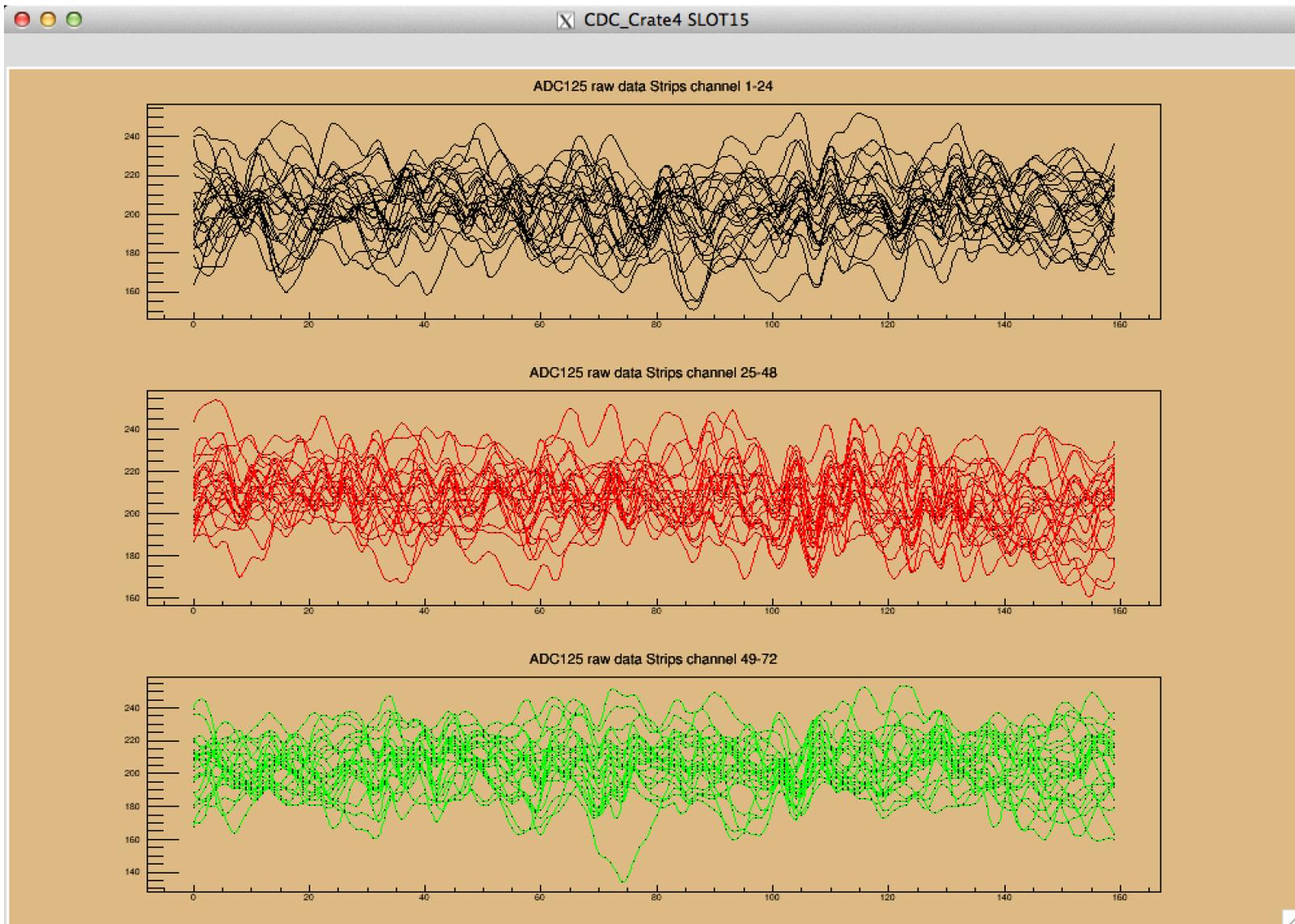
# Run 189 – Sector 6 ON



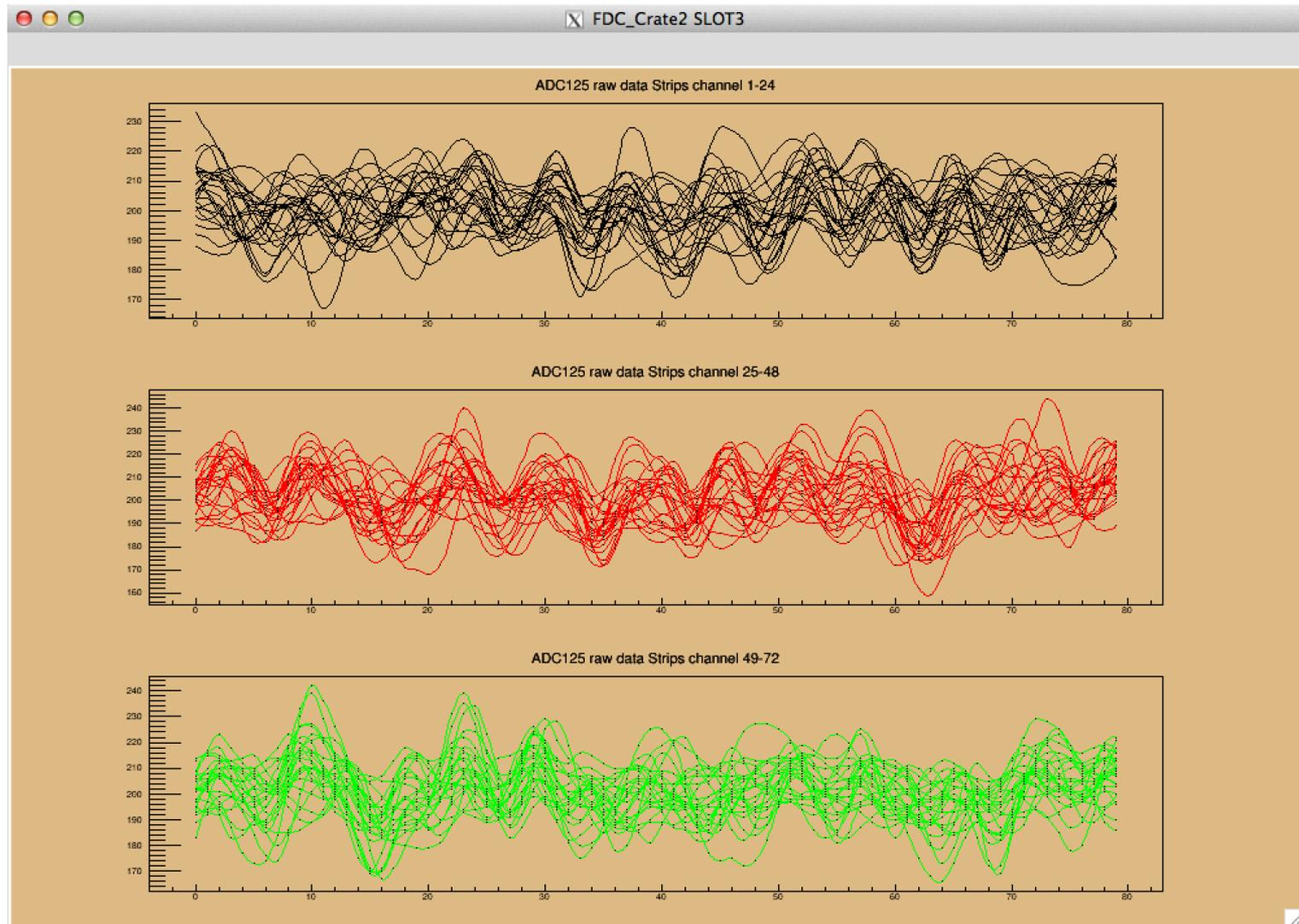
# Run 191 – All CDC HV off



They aren't all that bad – Or at least the noise is different.



# Noise in the FDC (HV on)



X scales are different (160 CDC samples vs 80 FDC samples)

# Maybe clock noise?

## Crystal oscillator frequencies

From Wikipedia, the free encyclopedia

Frequency (MHz) ↕	comm ↕	UART ↕	AV ↕	RTC ↕	Primary uses ↕
23.104	GPS				Reference clock for some <a href="#">GPS</a> systems. Available as TCXO. <sup>[13]</sup>
23.9616		115200			<a href="#">UART</a> clock; allows integer division to common <a href="#">baud rates</a> . (208×115200 baud or 208×96×1,200 baud)
24	USB				full-speed USB (24 MHz * 20 = 480Mbit/s); LCD monitor some MCU
24.5535	GPS				Reference clock for some <a href="#">GPS</a> systems. Available as TCXO. <sup>[13]</sup> Almost 24 times the 1.023 MHz C/A code chipping rate.
24.576	Firewire		audio		Digital audio systems - <a href="#">DAT</a> , <a href="#">MiniDisc</a> , <a href="#">AC'97</a> , <a href="#">sound cards</a> ; 512×48 kHz (2 <sup>9</sup> ×48 kHz); also used as bus reference clock in <a href="#">Firewire</a> systems (with accuracy of 100 ppm). 49.1520 MHz (2x 24.576) also used.
24.704	DS1				16x 1.544, the bit clock for <a href="#">DS1</a> systems (+-32 ppm, ANSI T1.102). Available as TCXO and OCXO.
25.000	Ethernet				<a href="#">Fast Ethernet MII</a> clock (100 Mbit/s/4-bit <a href="#">nibble</a> ) (with accuracy of 100 ppm); also multiplied by 5 to 125 MHz <a href="#">Gigabit Ethernet GMII</a> GTXCLK clock, <a href="#">FDDI</a> clock; used as input for 100 MHz <a href="#">PCI Express</a> clock generators <sup>[14]</sup>
25.175			VGA		Common <a href="#">Video Graphics Array</a> pixel clock (i.e., 640x350@70 Hz, 640x400@70 Hz, 640x480@60 Hz) <sup>[15]</sup>
25.8048		115200			<a href="#">UART</a> clock; allows integer division to common <a href="#">baud rates</a> . (224×115200 baud or 224×96×1,200 baud)
26.000	GSM/UMTS		DVB		Commonly used as a reference clock for <a href="#">GSM</a> and <a href="#">UMTS/3G</a> handsets. (26 MHz is exactly 96 times the GSM bit rate). Commonly available as TCXO and OCXO. <sup>[11]</sup> Also used in some <a href="#">DVB</a> receiver chipsets. Reference clock of some consumer <a href="#">GPS</a> receivers. <sup>[10]</sup>