

ChimeraTK: a control system independent software framework.



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Overview on ChimeraTK

ControlSystemAdapter

Support multiple control systems without changing source code!

DOOCS



DeviceAccess

Access to hardware and other control system applications

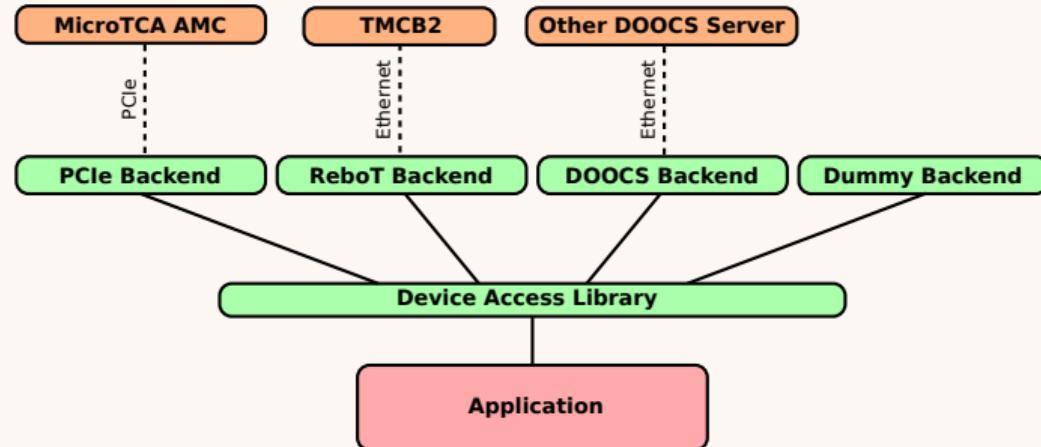


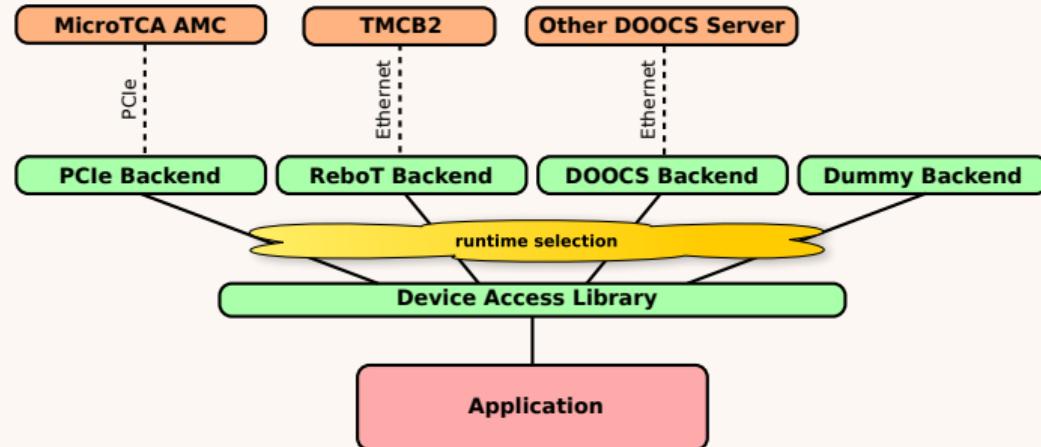
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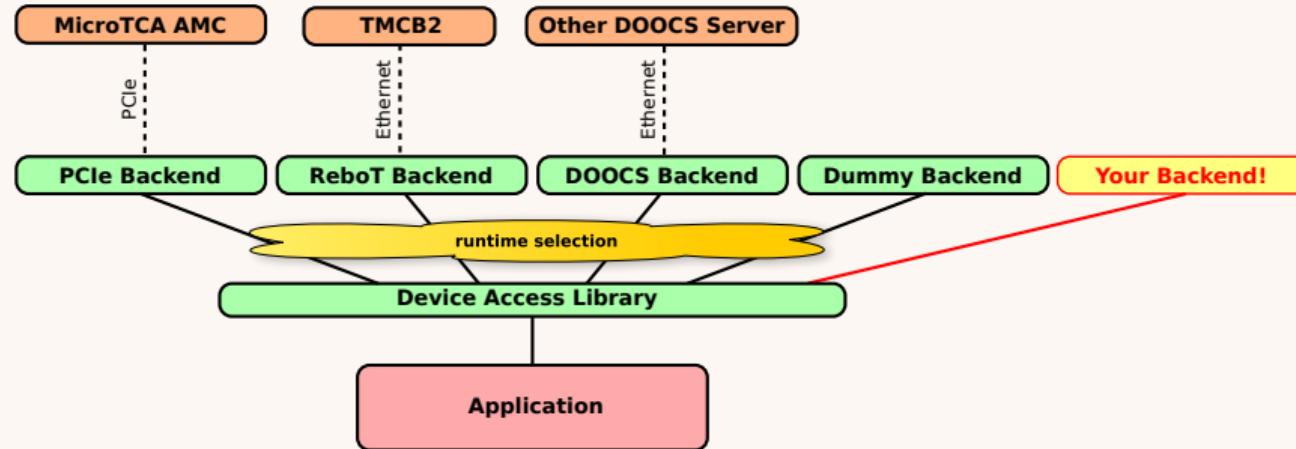


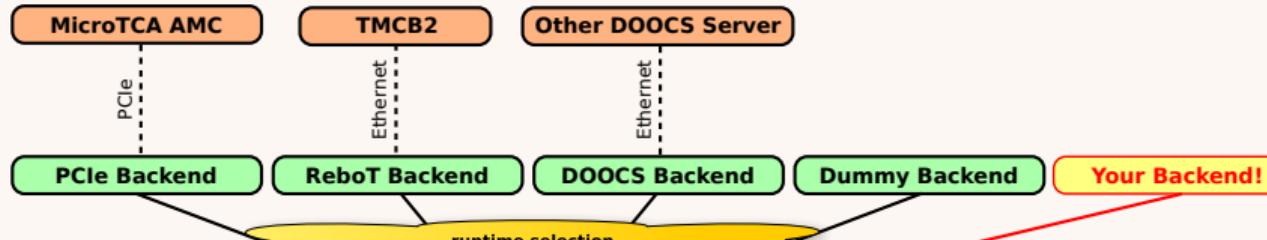
ApplicationCore

- ▶ Modular framework for control applications
- ▶ Unifies ControlSystemAdapter and DeviceAccess
- ▶ Helps writing applications which integrate well in different control systems











Special emphasis on easy-to-use C++ API:

```
ChimeraTK::setDMapFilePath("devices.dmap");
ChimeraTK::Device dev;
dev.open("MyDevice");

auto current = dev.getScalarRegisterAccessor<double>("CURRENT");

current.read();
std::cout << current << std::endl;
current = 42;
current.write();
```



Special emphasis on easy-to-use C++ API:

# Alias	Device URI	MAP file (if needed)
MyDevice	sdm://./dummy=dummy.map	dummy.map
OtherDevice	sdm://./pci:pcieunis4	realDevice.map

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The DeviceAccess C++ API



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PCIe Backend ReboT Backend DOOCS Backend Dummy Backend

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CURRENT	1	0	4	0
VOLTAGE	2	4	8	0

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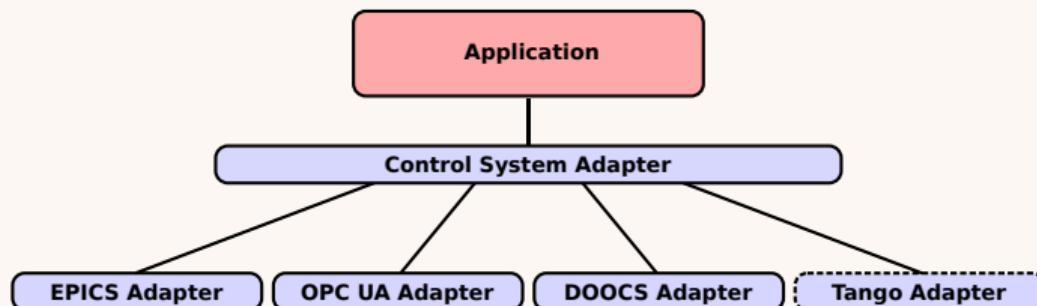
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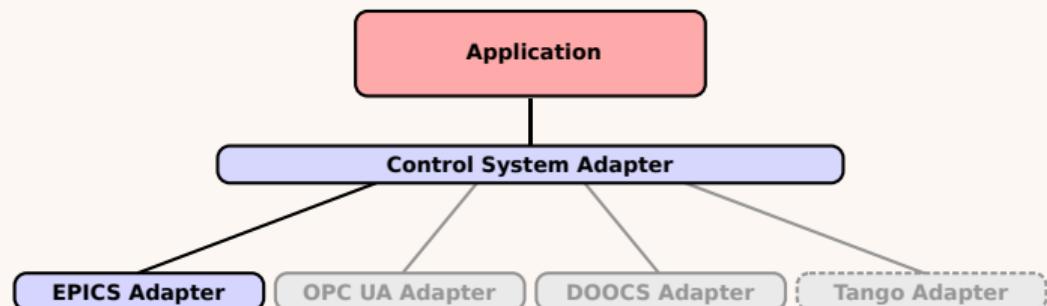
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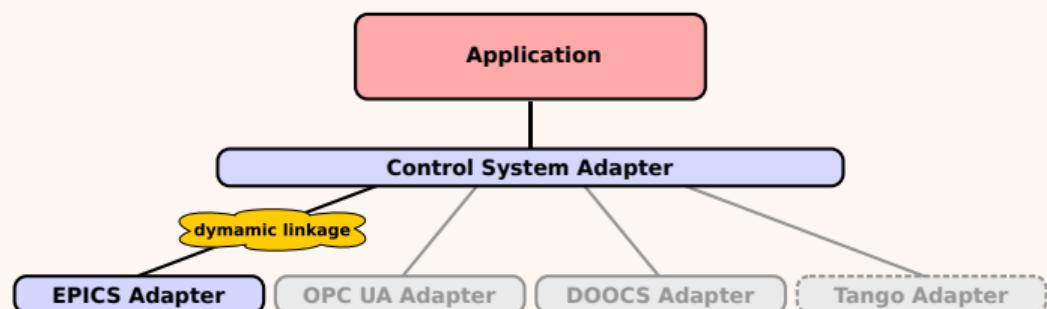
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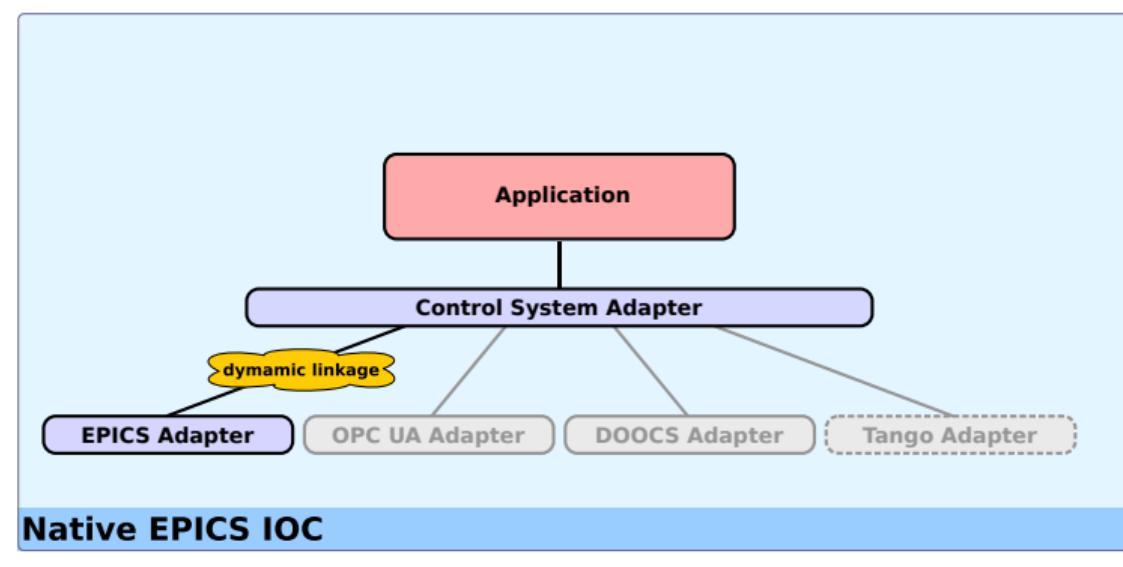
Abstraction

- ▶ make source code independent of hardware details
- ▶ Code is more readable and more generic

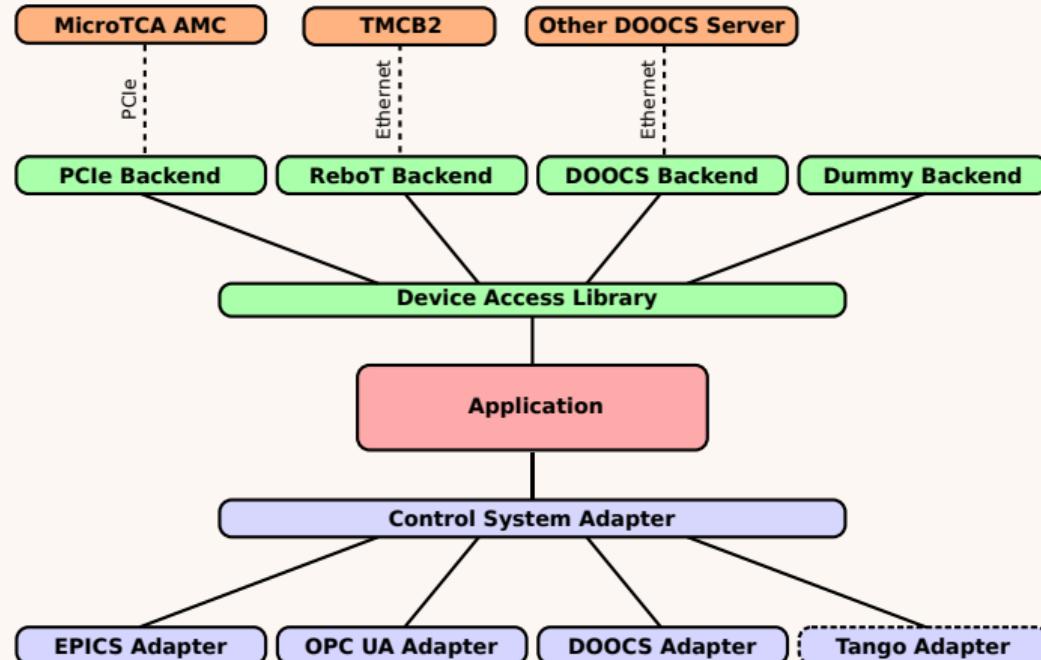




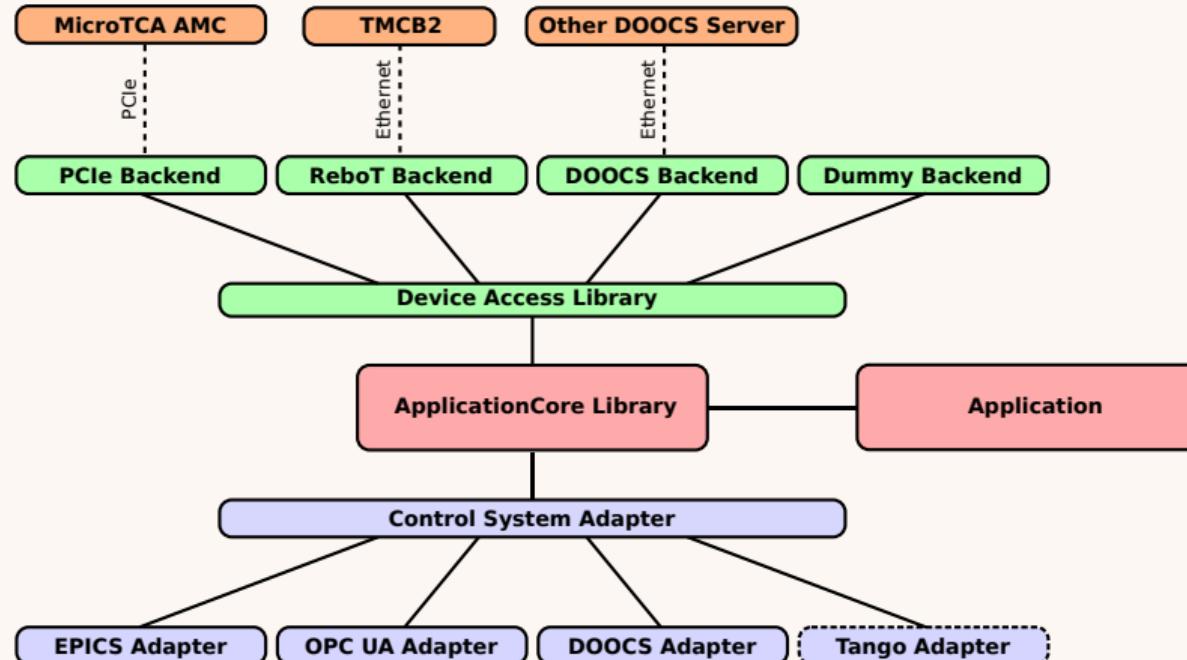




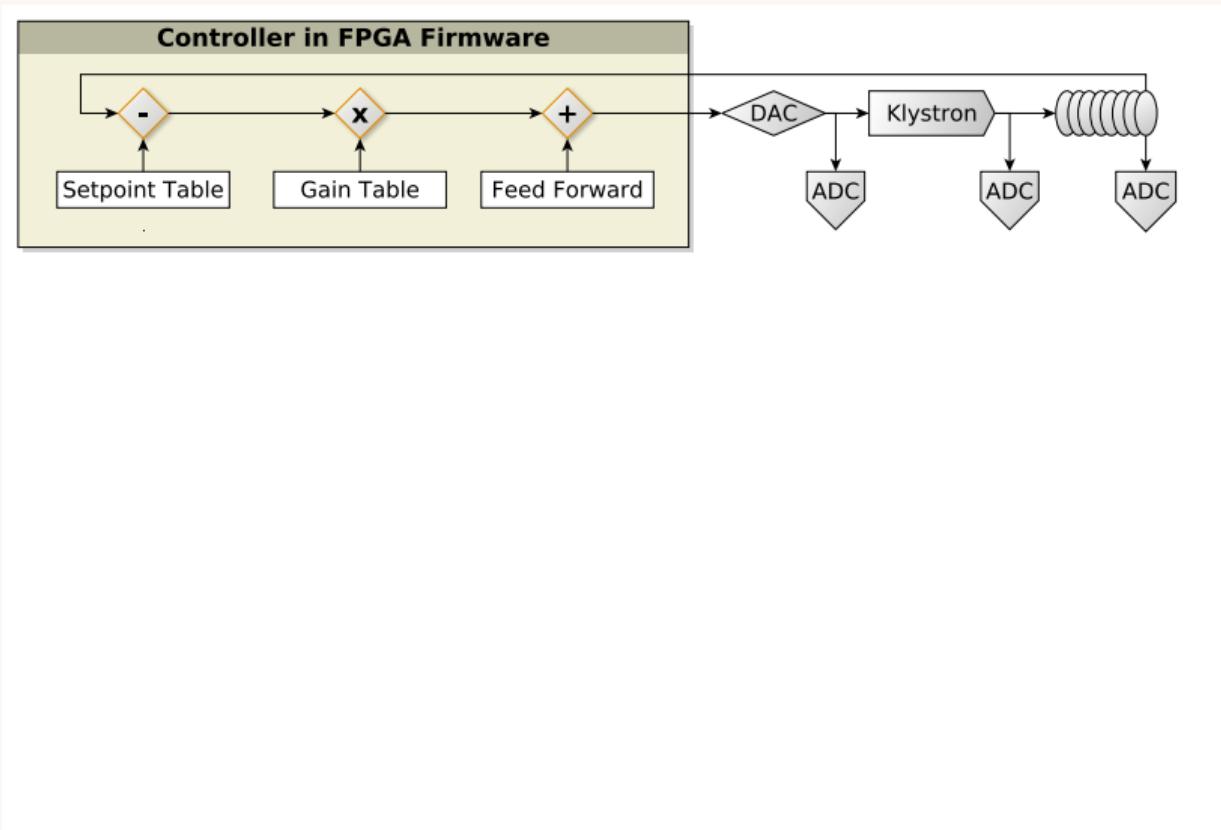
Introducing ApplicationCore



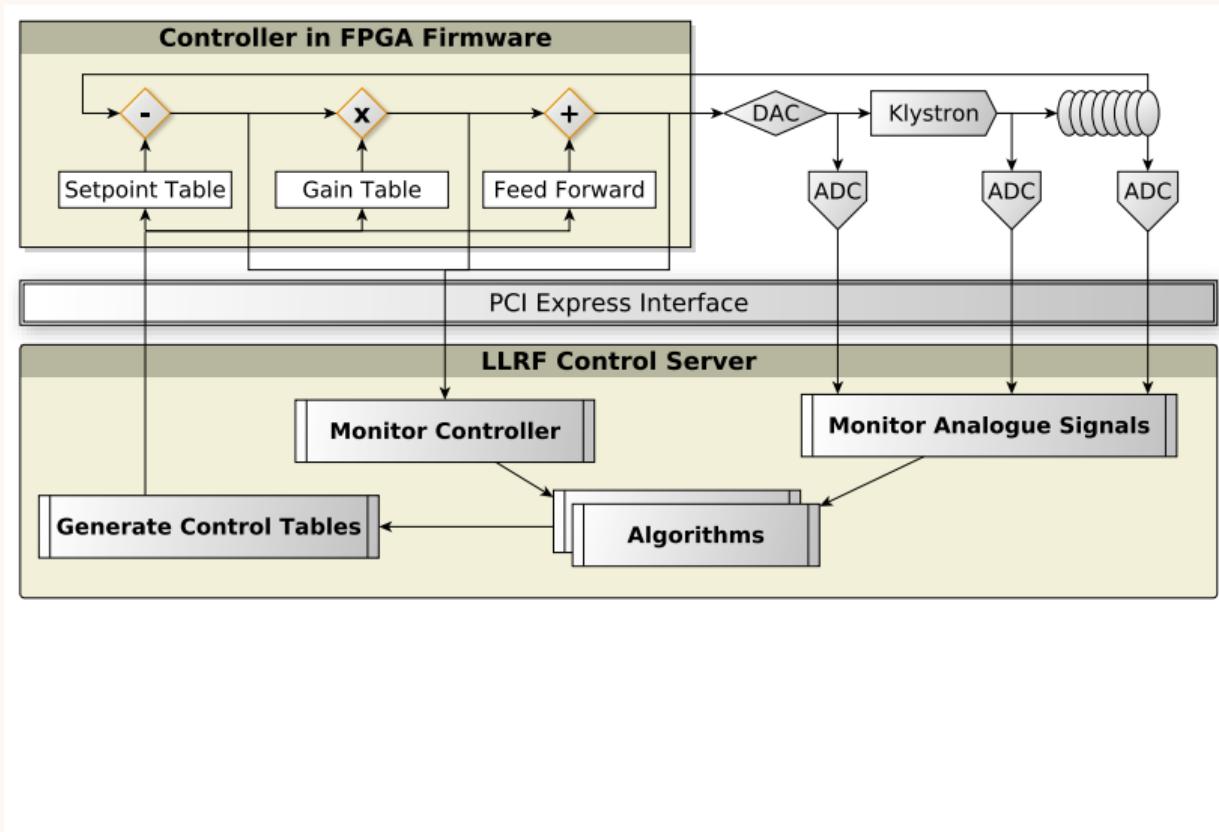
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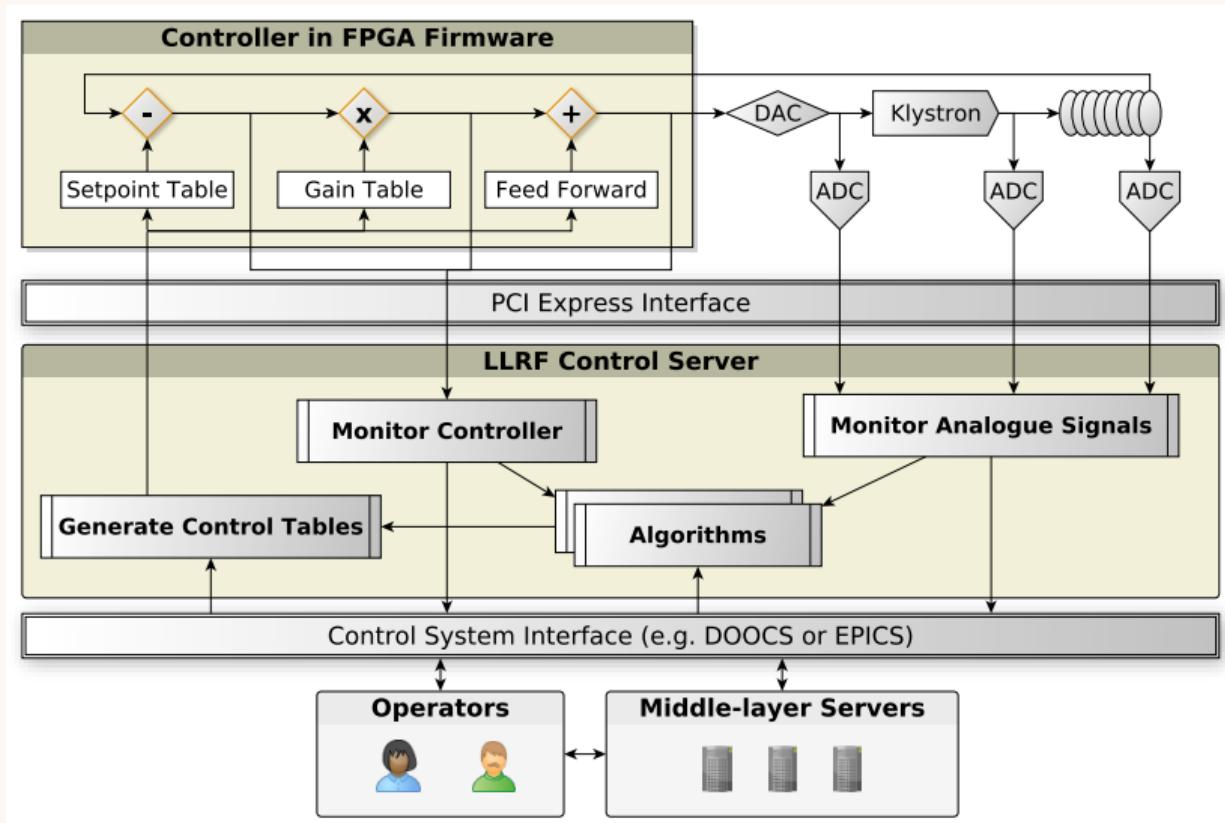
Example: Low-level RF controller server



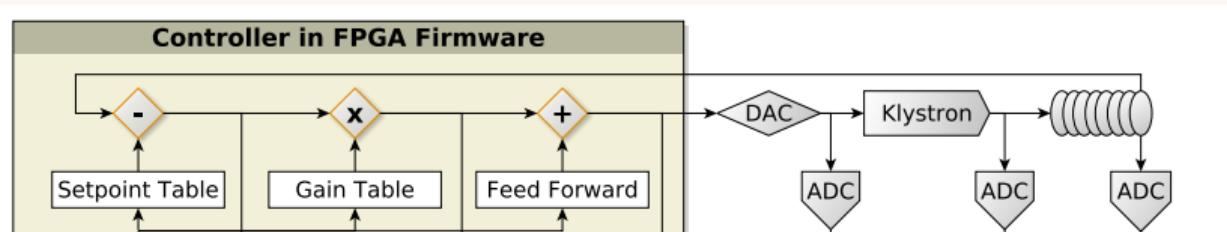
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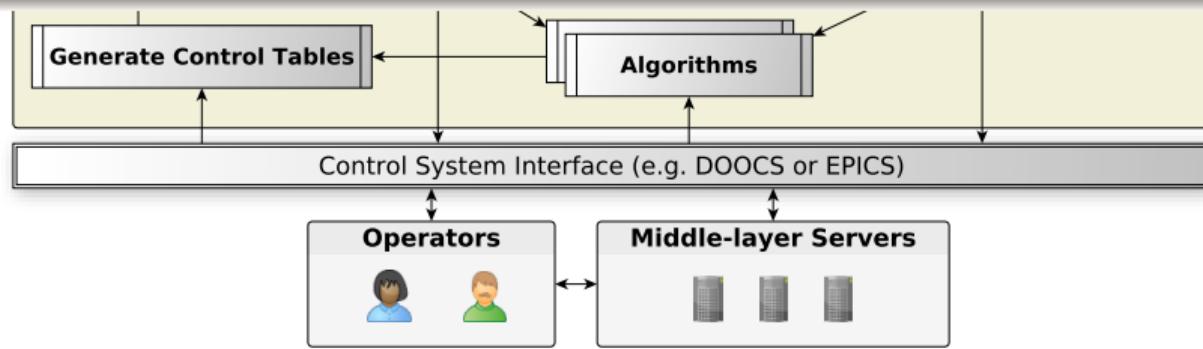


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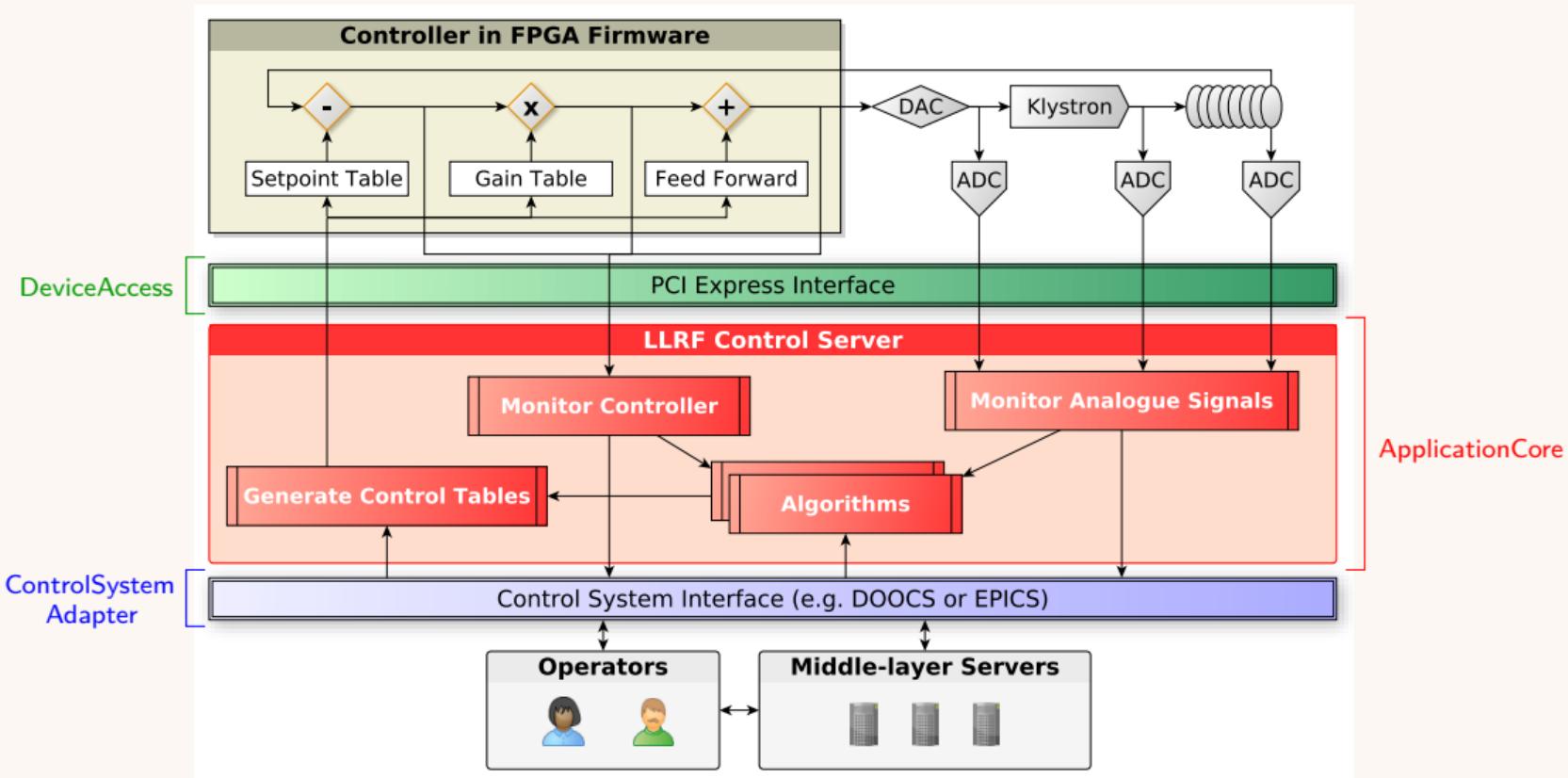


This is just an example!

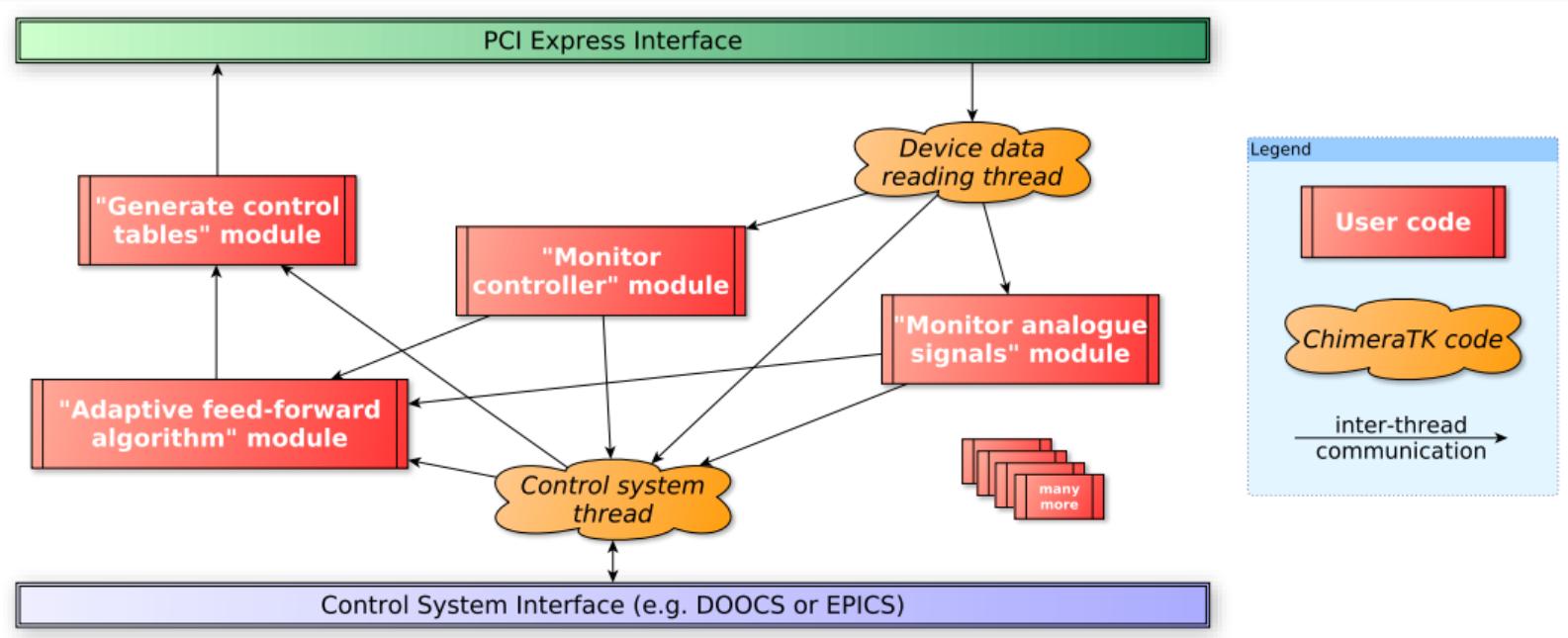
- ▶ ChimeraTK is not limited to LLRF, not even to accelerators!
- ▶ It can be used for any type of control system application



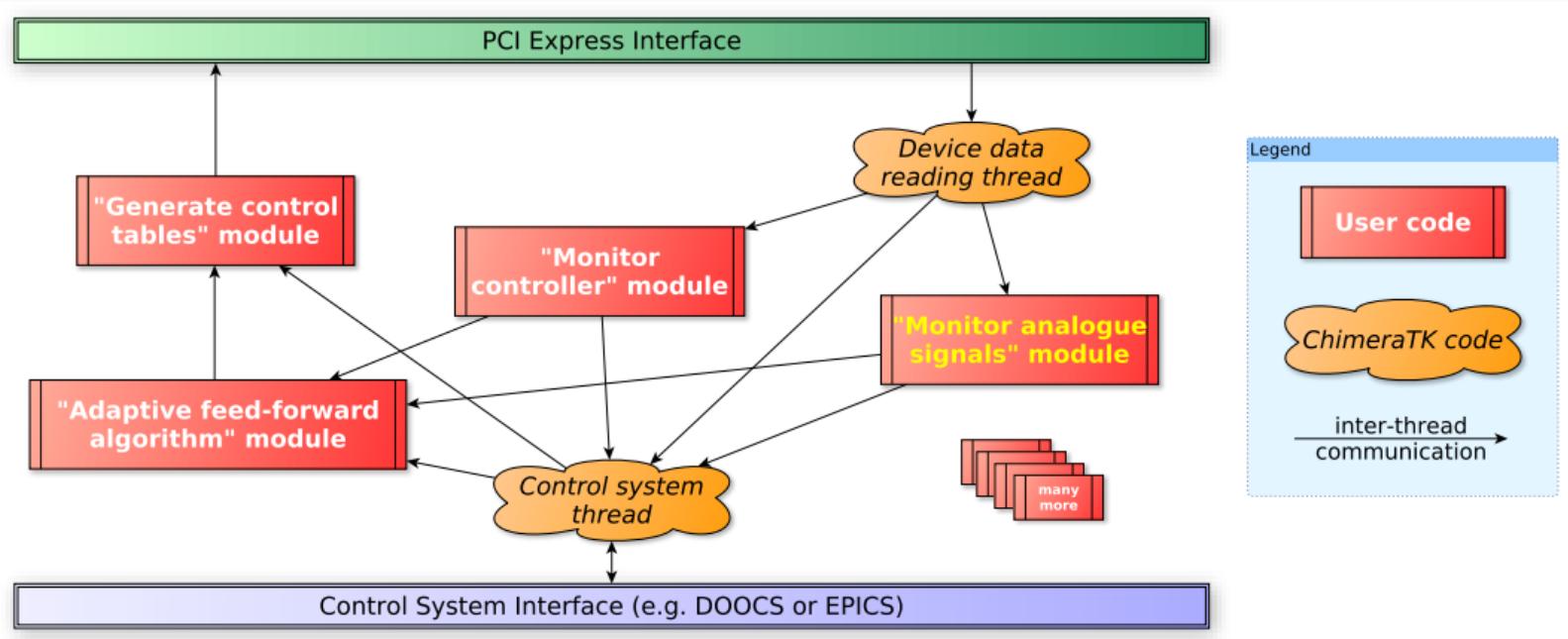
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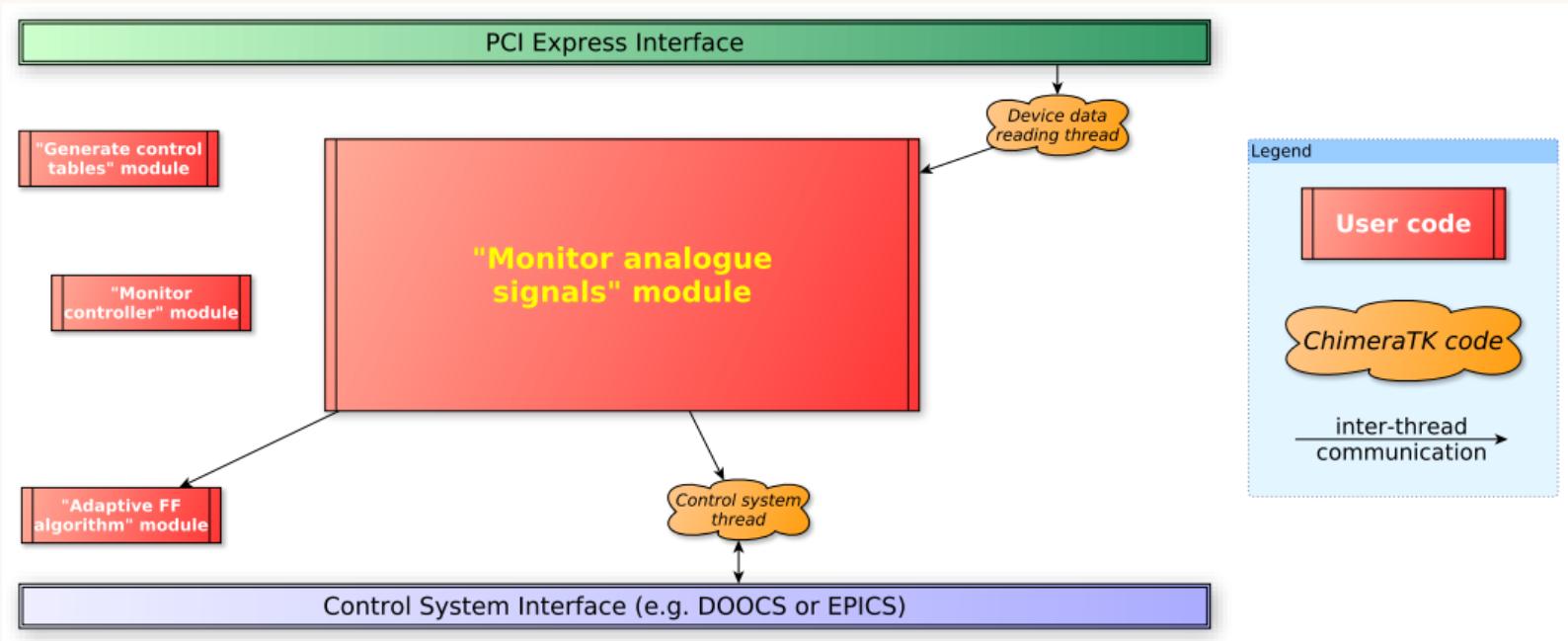
ApplicationCore modularity and multi-threading



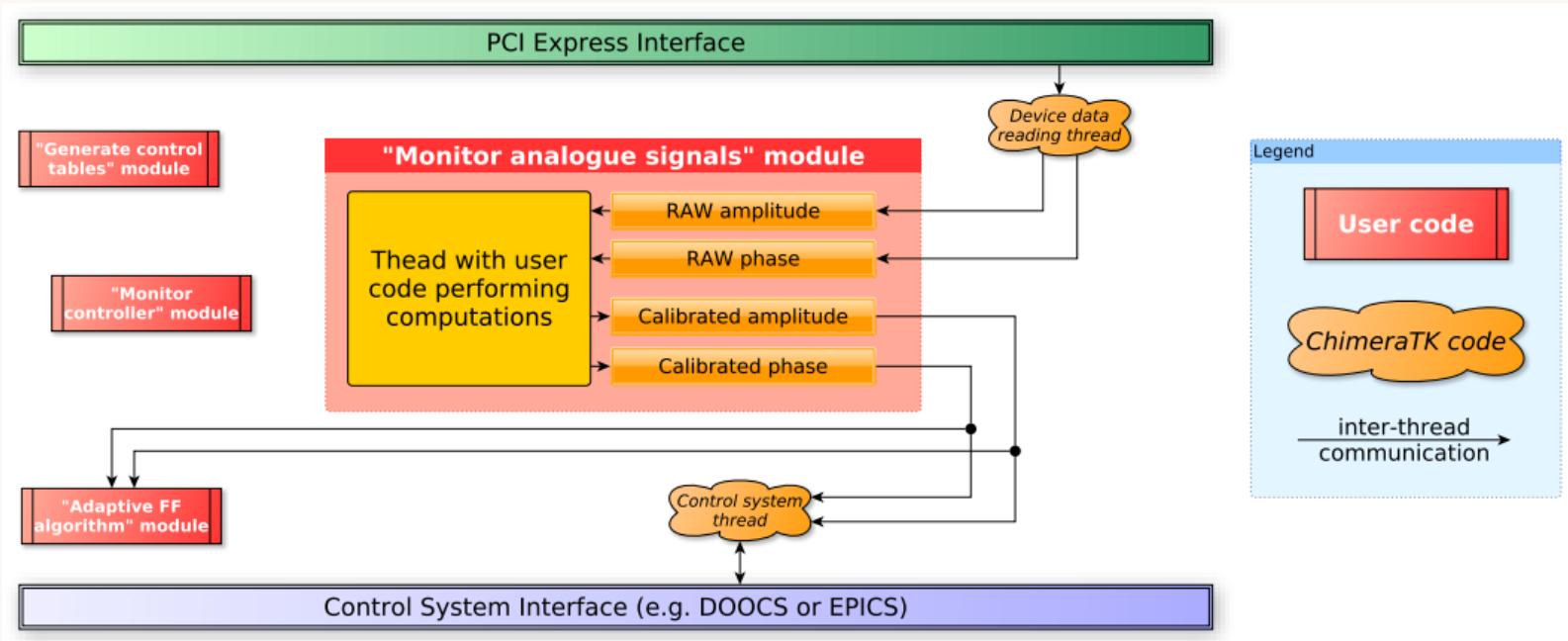
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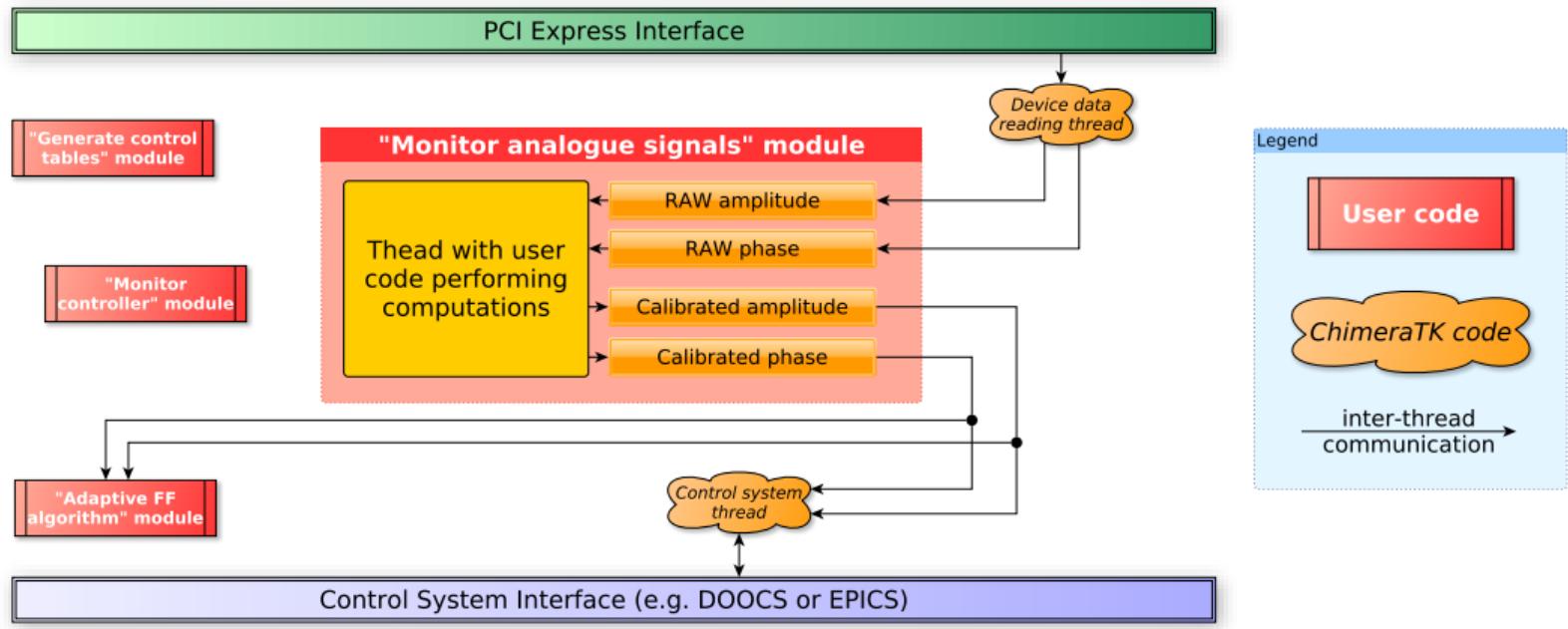
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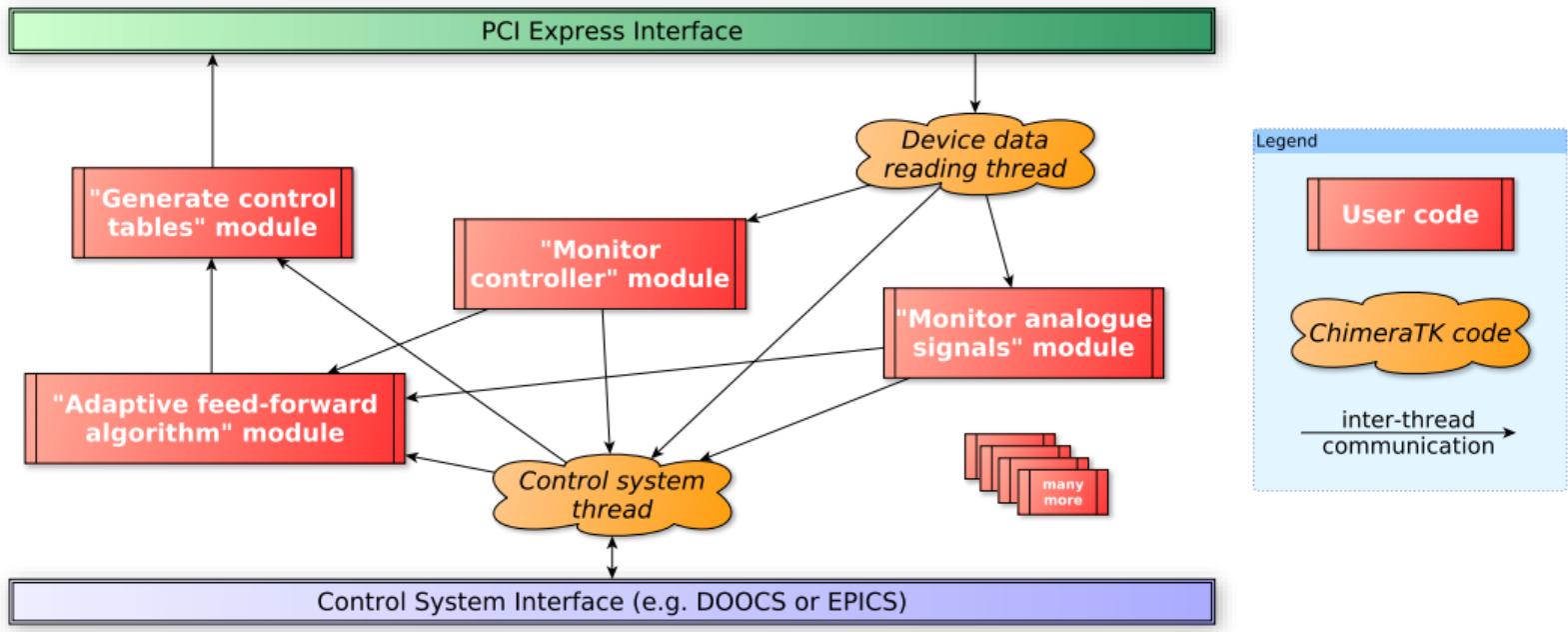
Instantiate and connect modules



ApplicationCore modularity and multi-threading



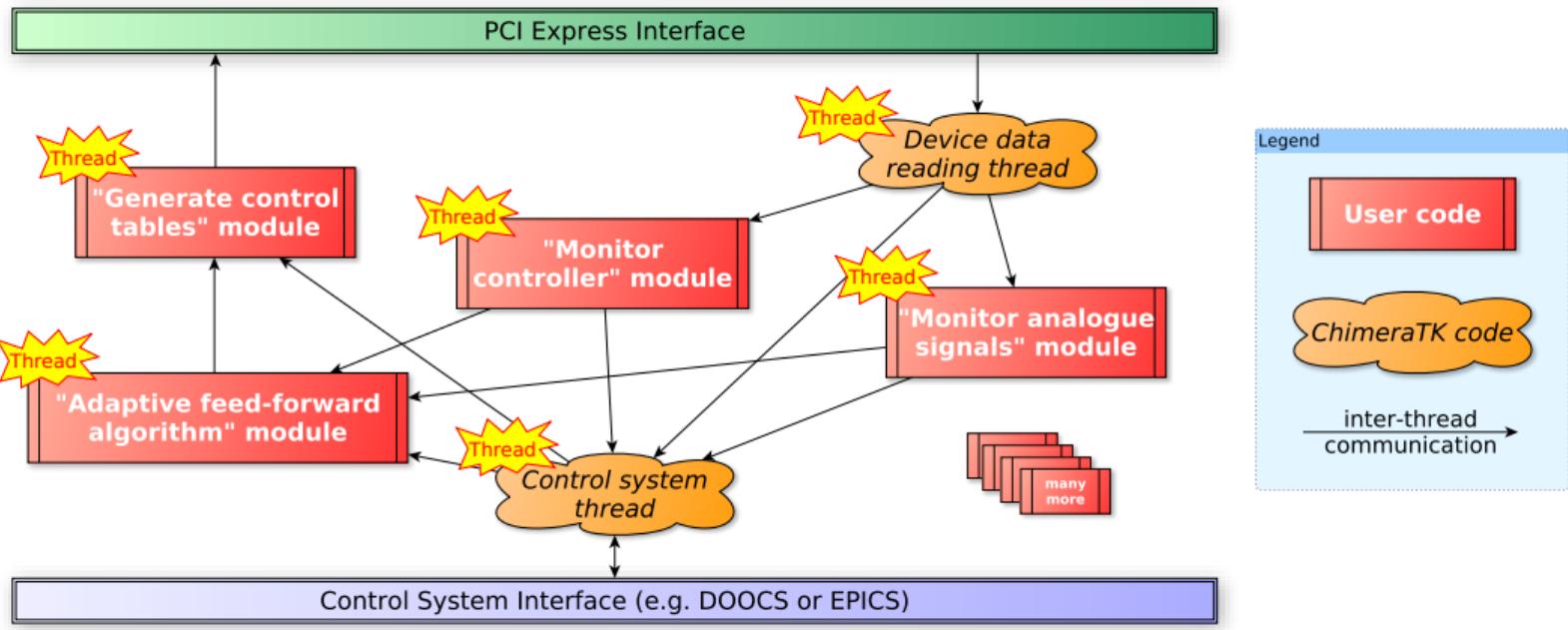
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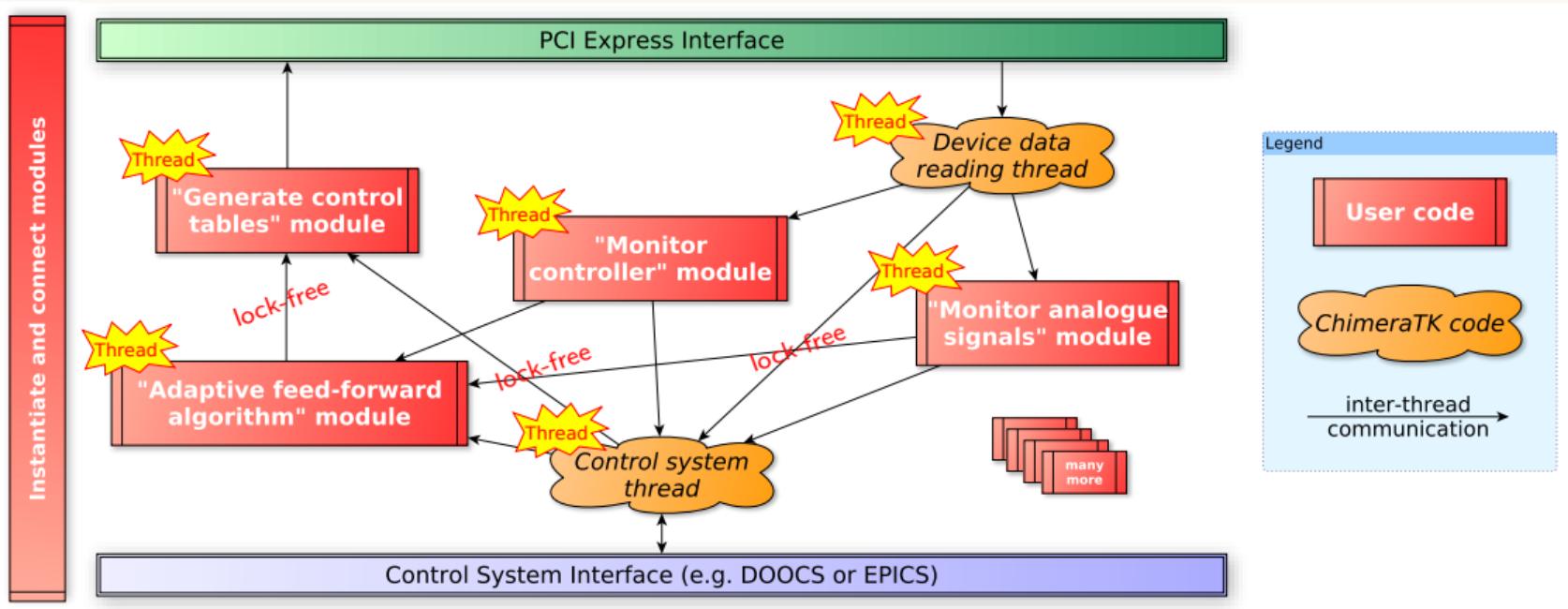
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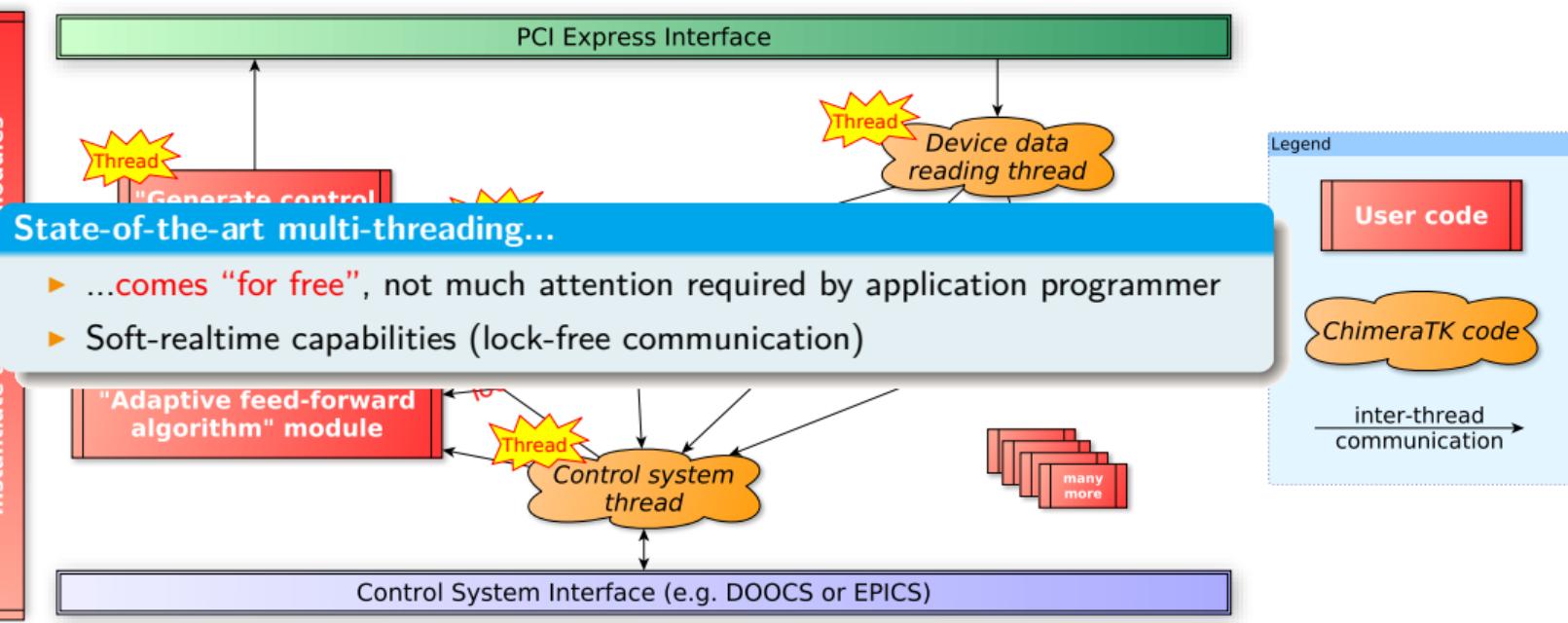


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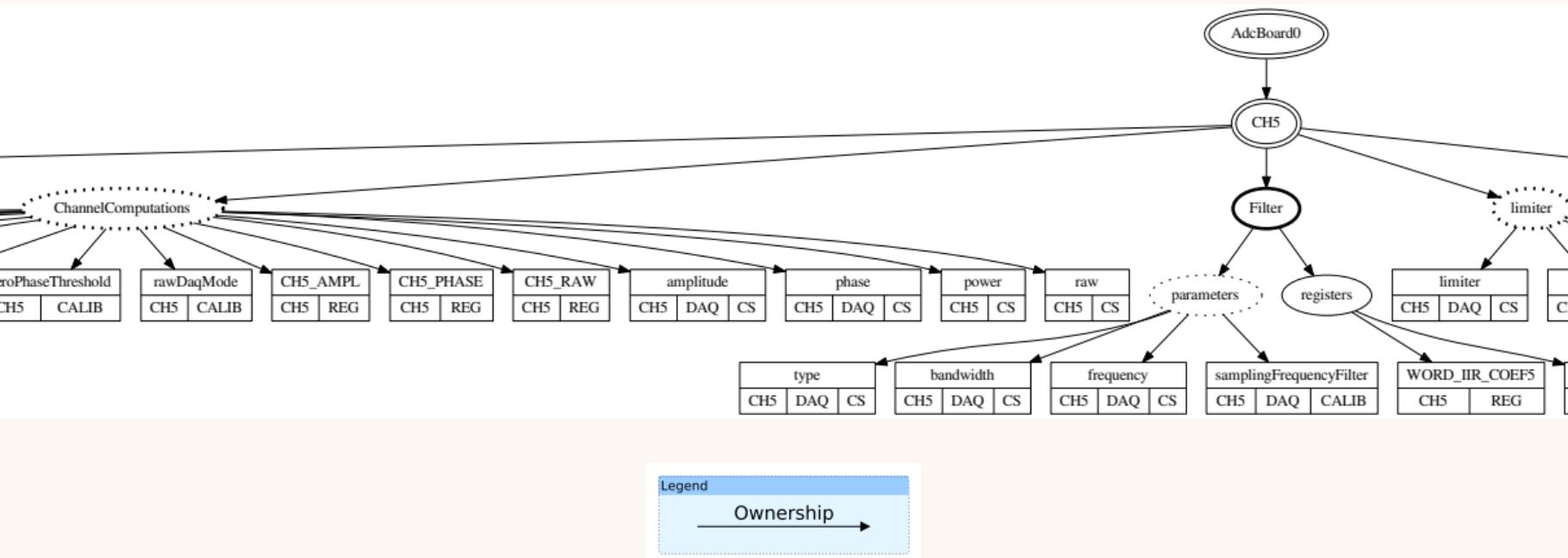


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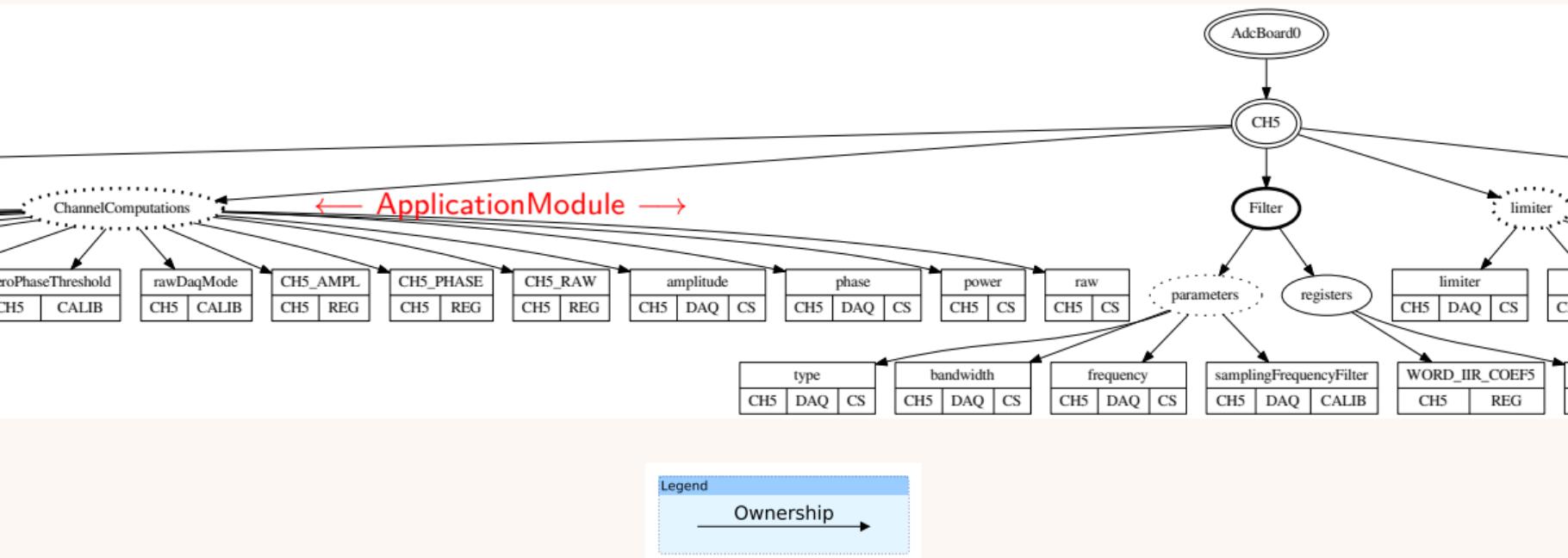




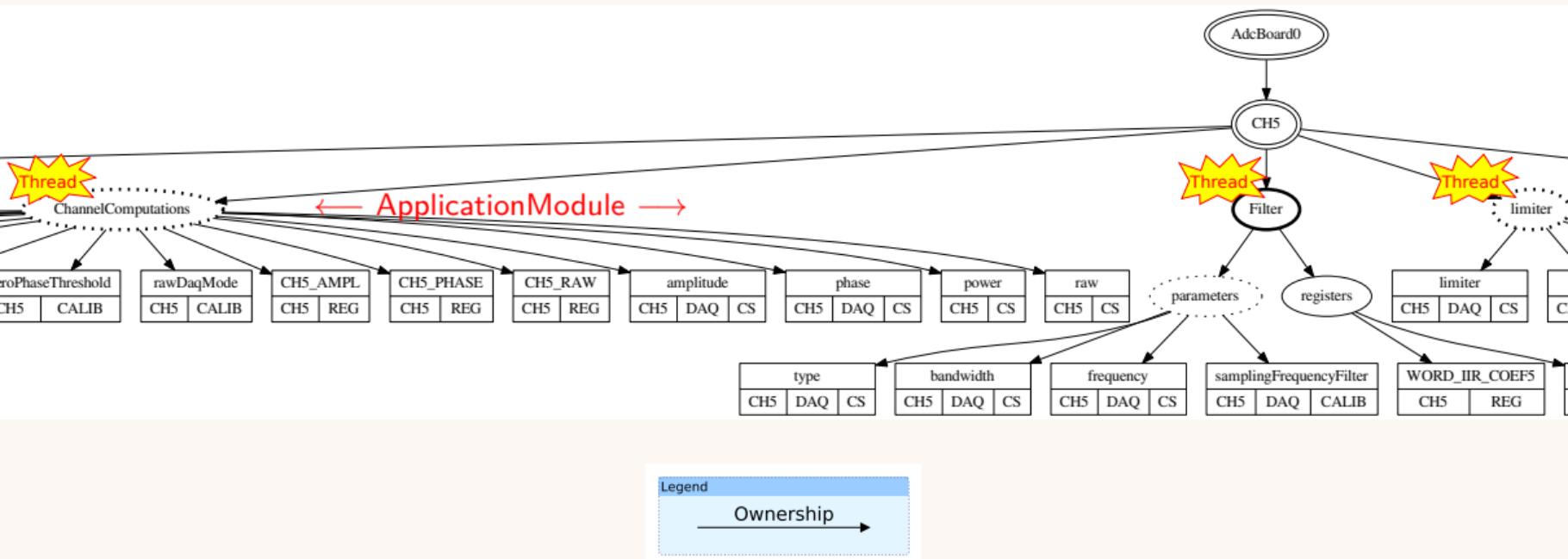
Example: “Monitor analogue signals” module for channel 5 of the ADC board in the LLRF system



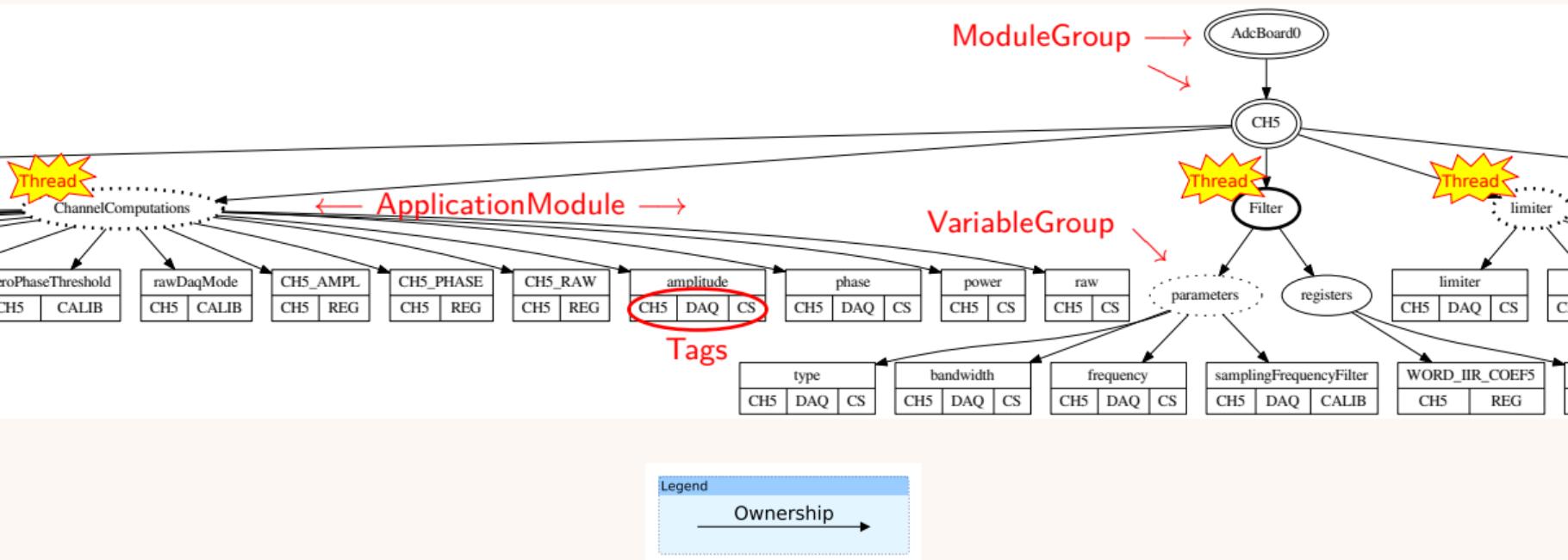
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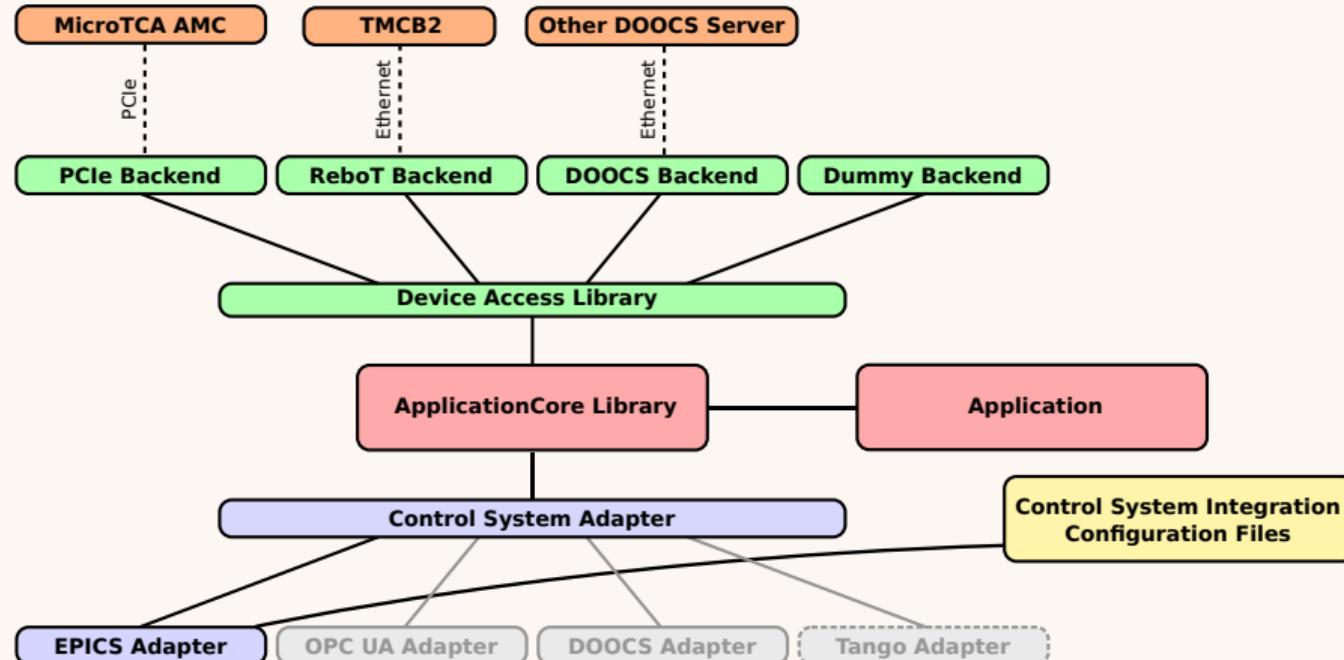
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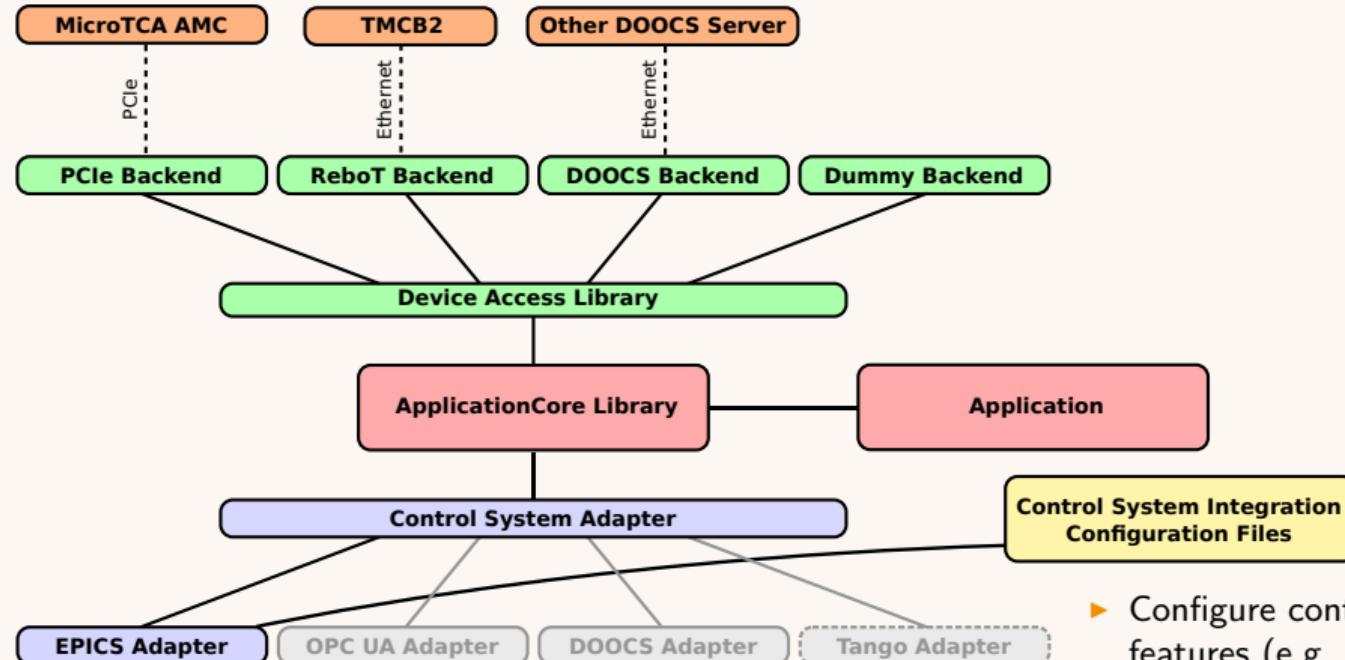
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System Integration

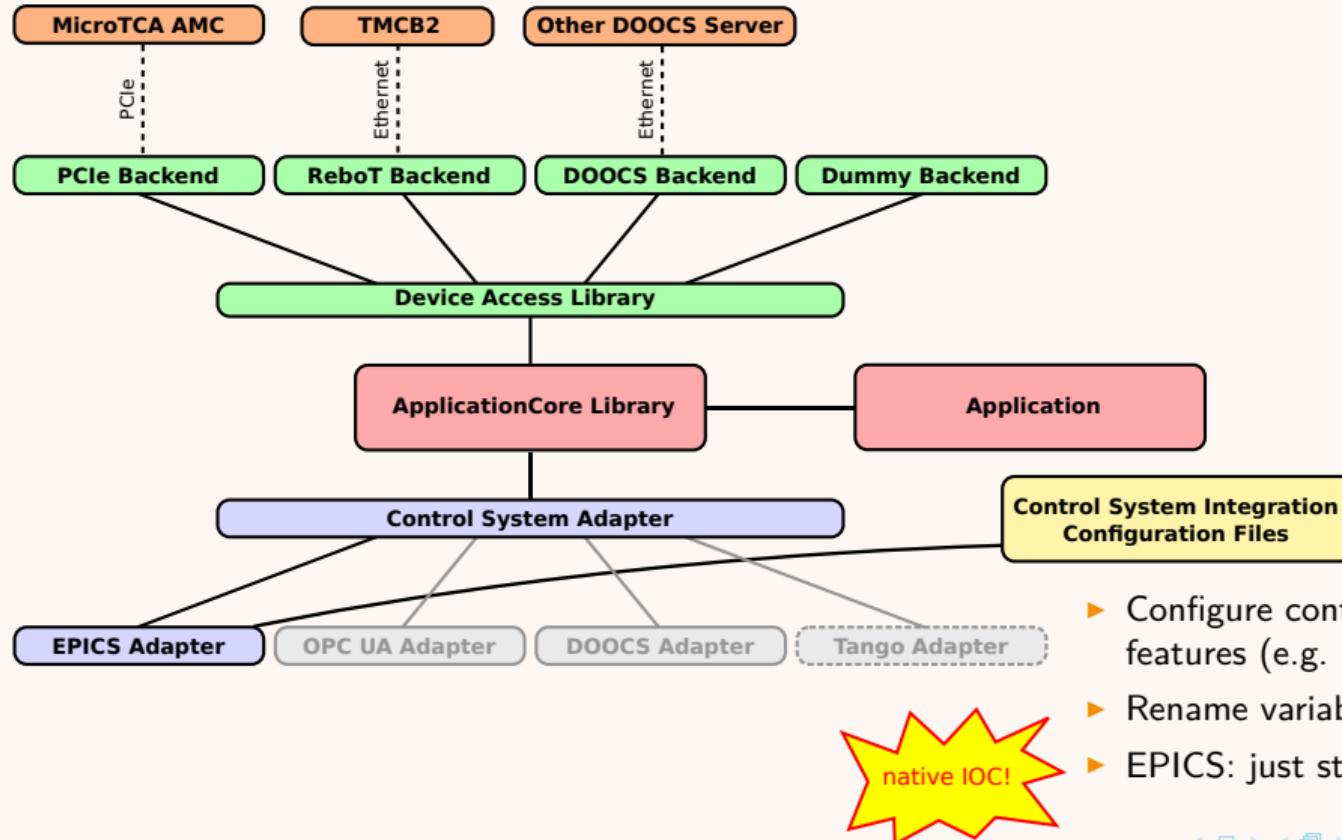


System Integration



- ▶ Configure control system specific features (e.g. history logging)
- ▶ Rename variables
- ▶ EPICS: just st.cmd and db files

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- ▶ Rename variables
- ▶ EPICS: just st.cmd and db files

- ▶ ChimeraTK core libraries: DeviceAccess, ControlSystemAdapter, ApplicationCore
- ▶ Control system independent LLRF server in use at multiple facilities:
 - ▶ REGAE at DESY (with DOOCS)
 - ▶ ELBE at HZDR (with OPC UA / Siemens WinCC)
 - ▶ FLUTE at KIT (for now DOOCS, soon with EPICS)
 - ▶ TARLA at Ankara University (under construction, EPICS)
 - ▶ soon: bERLinPro at HZB (EPICS)
- ▶ Other (also non-LLRF) applications in development

Outlook:

- ▶ DeviceAccess: More backends, e.g. EPICS channel access client
- ▶ ControlSystemAdapter: More adapters, e.g. Tango
- ▶ ApplicationCore: Automatic exception handling (e.g. connection broken)

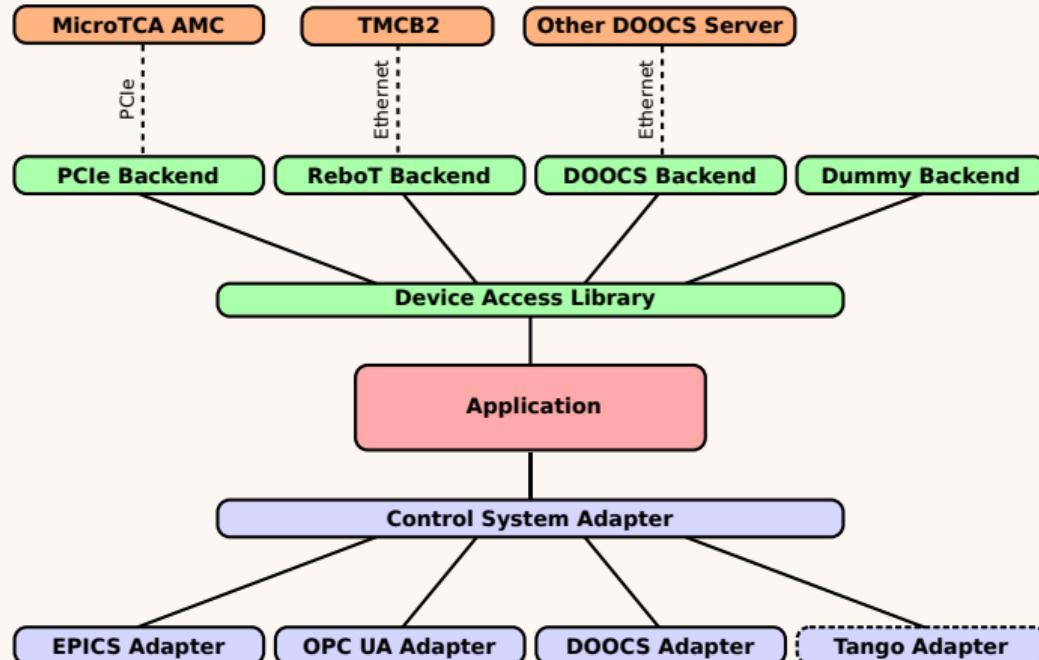
Conclusions and outlook

- ▶ ChimeraTK core libraries: DeviceAccess, ControlSystemAdapter, ApplicationCore
- ▶ Control system independent LLRF server in use at multiple facilities:
 - ▶ REGA (PSI, DESY, CERN, DCO, CERN)
 - ▶ ELBE
 - ▶ FLUTTER (CERN)
 - ▶ TARL (CERN)
 - ▶ soon: **Availability**
 - ▶ Open source under LGPL: <https://github.com/ChimeraTK>
 - ▶ Documentation, tutorials and support:
<https://chimeratk.github.io>
 - ▶ Ubuntu 16.04 binary packages available
- ▶ Other (also)

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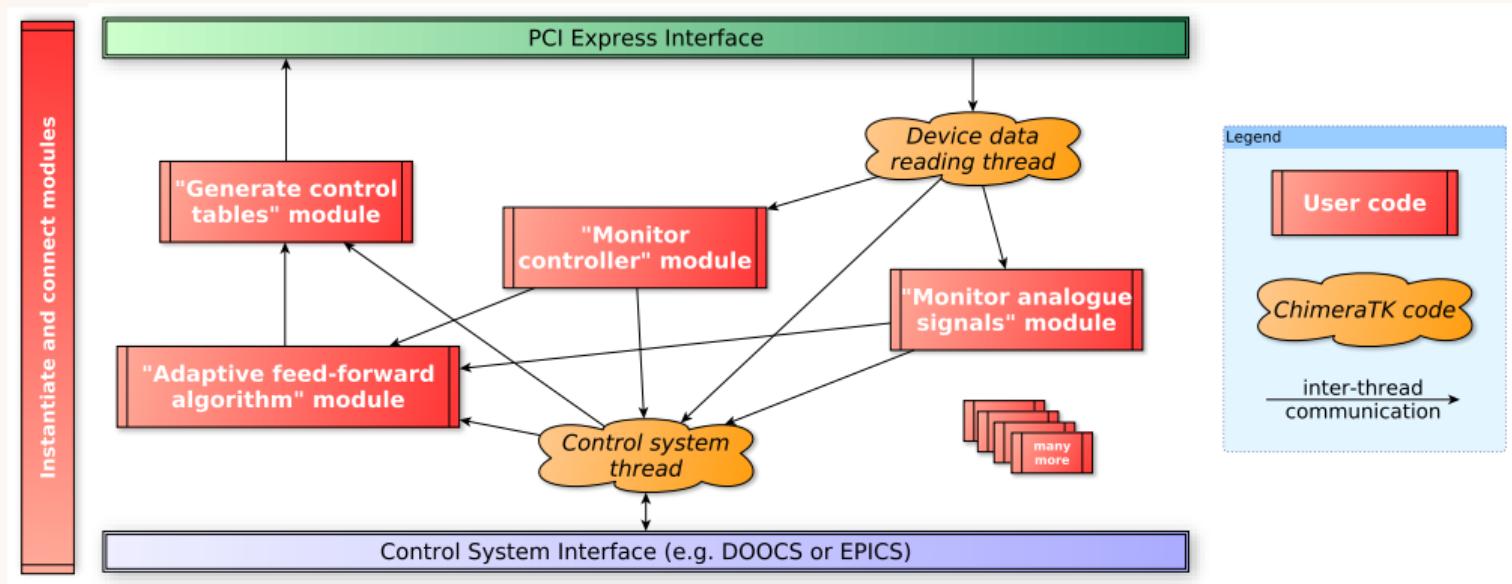
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- ▶ ControlSystemAdapter: More adapters, e.g. Tango
- ▶ ApplicationCore: Automatic exception handling (e.g. connection broken)

(backup)



- ▶ Build application against ControlSystemAdapter to make it independent from control system middleware
- ▶ Just linking against e.g. EPICS adapter makes the application a **native EPICS IOC**
- ▶ No source code change necessary
- ▶ Works also for future adapters

ApplicationCore modularity and multi-threading



- One permanent thread per module
- Modern and efficient synchronisation with lockfree mechanism
- No dynamic memory allocation (soft realtime)
- Efficient multi-threading comes “for free”, not much attention required by application programmer