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Alarm System & Phoebus Upgrade

CS | studio

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Trigger/DAQ Workshop

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Migration to Phoebus
Overview

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What is this about?

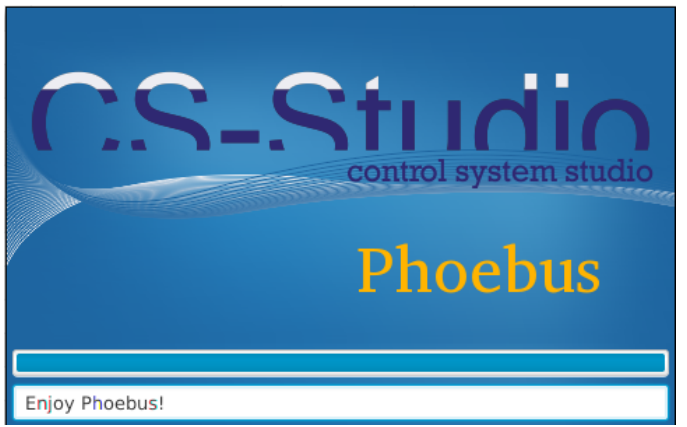
- CSS was based on the Eclipse toolkit. Dependency management and esp. the build process were painful.
- Phoebus' UI has been rewritten based on JavaFX. Building is now trivial. OPI display performance has been greatly improved.

Why do we care?

- Upstream CSS is more or less in bugfix-only mode.
- New development mostly takes place in the Phoebus branch.

How to upgrade?

- Two steps:
  1) Get the software up and running.
  2) Port our content (OPIs).



Migration to Phoebus
Applications

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- All important CSS applications from upstream have been ported to Phoebus.
  Look & feel very similar.
- The new OPI display is called „Display Builder“; OPIs are now called BOBs.

PXD / Belle-specific applications:

- ConfigDB interface: Port to JFX-based UI quite advanced. Funtionality is there.
- ES Log Display: Port to JFX-based UI ongoing. Message display is working.
- UNICOS-specific widgets (for IBBelle): Not started, yet.
- NSM Data Source: To be ported to new data source plugin format. (Based on RxJava Flowable.)

⇒ Having a fully usable Phoebus setup „soon“ is realistic.

Migration to Phoebus

OPI to BOB Upgrade Path

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- Display Builder can seamlessly open OPI files.
- Most actually do look quite good already at this stage.
  ⇒ Conversion can be spread out in time. OPIs and BOBs will just mix.
- In the ideal case, open all OPIs once in the editor and save the resulting BOBs.

- Display rules are usually compatible.
- Many scripts need to be manually adapted.

BEAST Alarm System
The Lifecycle of an Alarm

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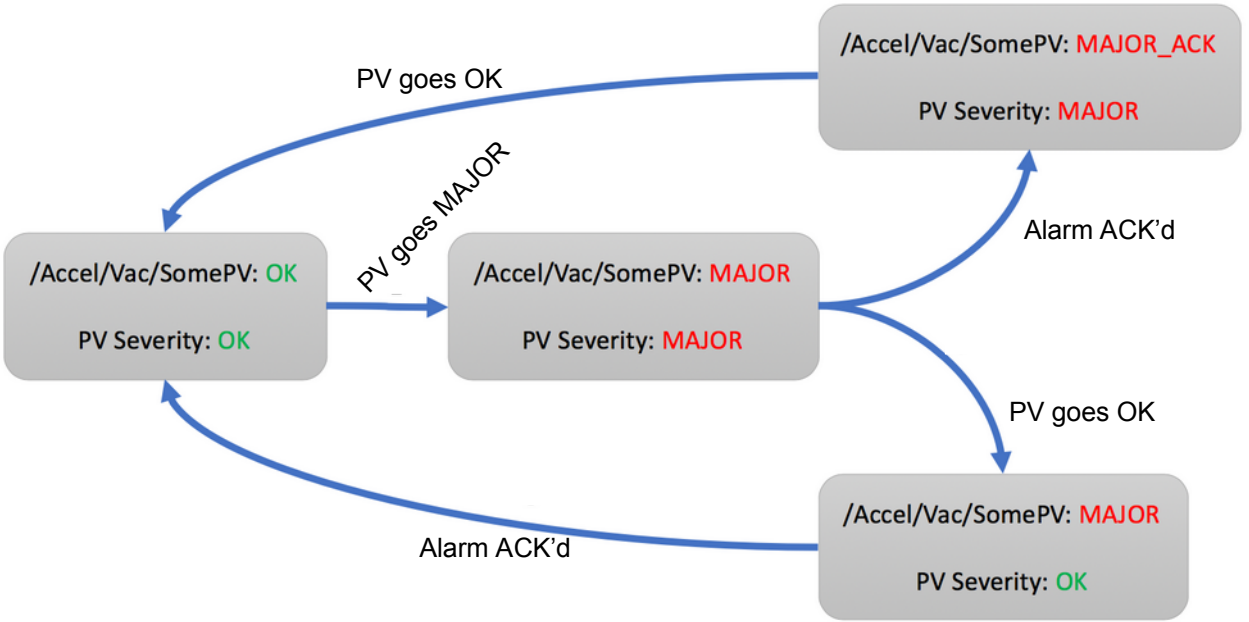
For latched alarms (the typical case):

Once the PV signals an alarm state, two things need to happen to clear the alarm:

- the PV has to go back to OK
- the operator has to acknowledge the alarm

The order is not important.

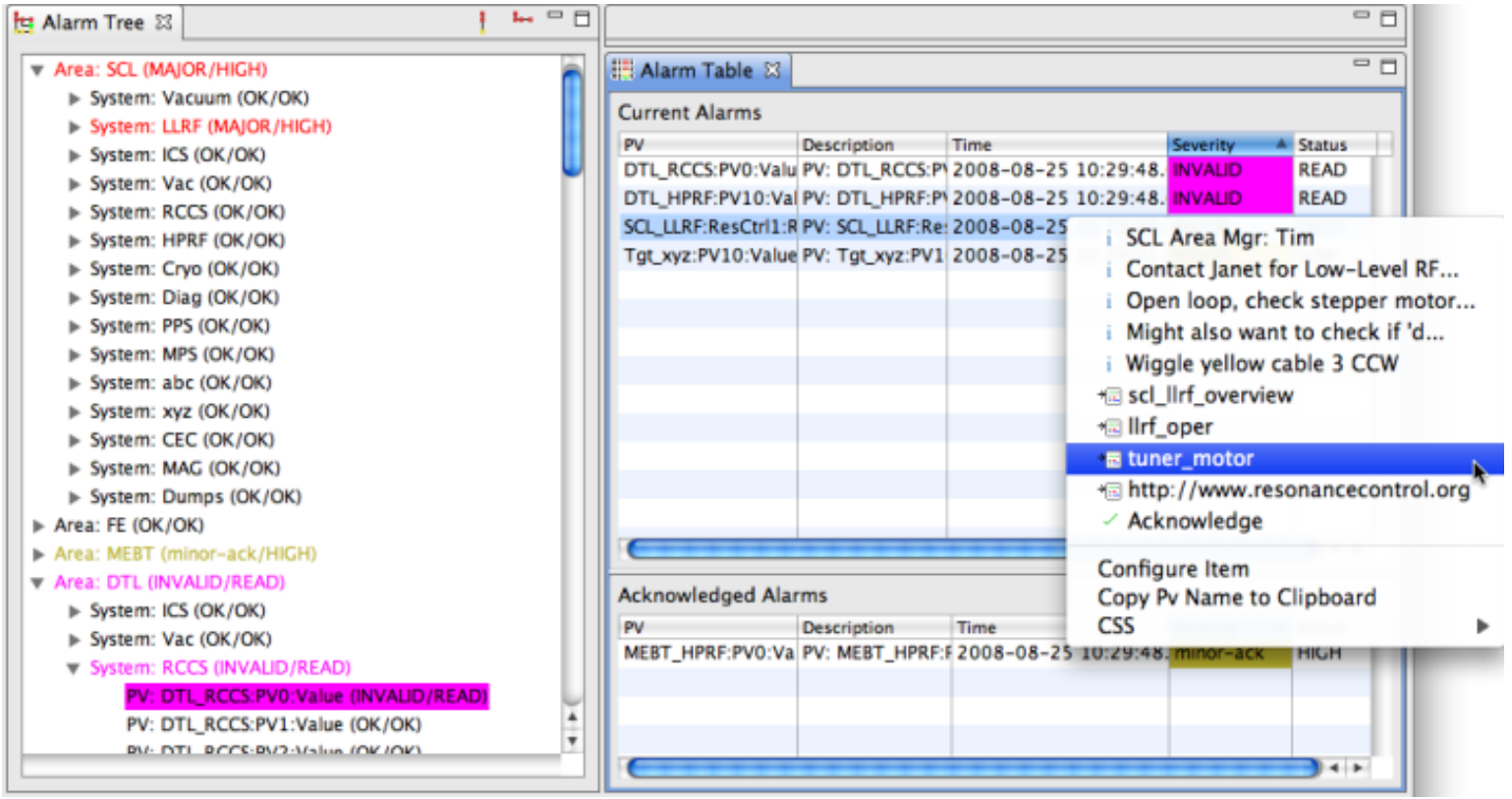
⇒ No alarm condition, however short, can be missed by the operator.



From the Phoebus Documentation

BEAST Alarm System

UI Components: Alarm Tree and Alarm Table



BEAST Alarm System

New Generation Components

Compared to the „old“ system

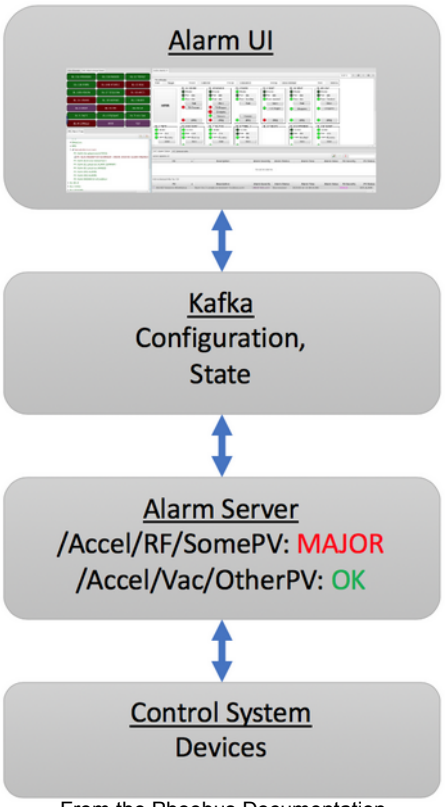
- All concepts remain unchanged.
- No changes on the IOC level are required.

Upgrade steps

- Start the Kafka service.
- Load the alarm tree configuration.
- Start the new alarm server service.
- Use the new UI.

⇒ **Easy upgrade.**

But note: Running both systems in parallel is not useful:
All alarms would have to be ack’d in two screens.



From the Phoebus Documentation

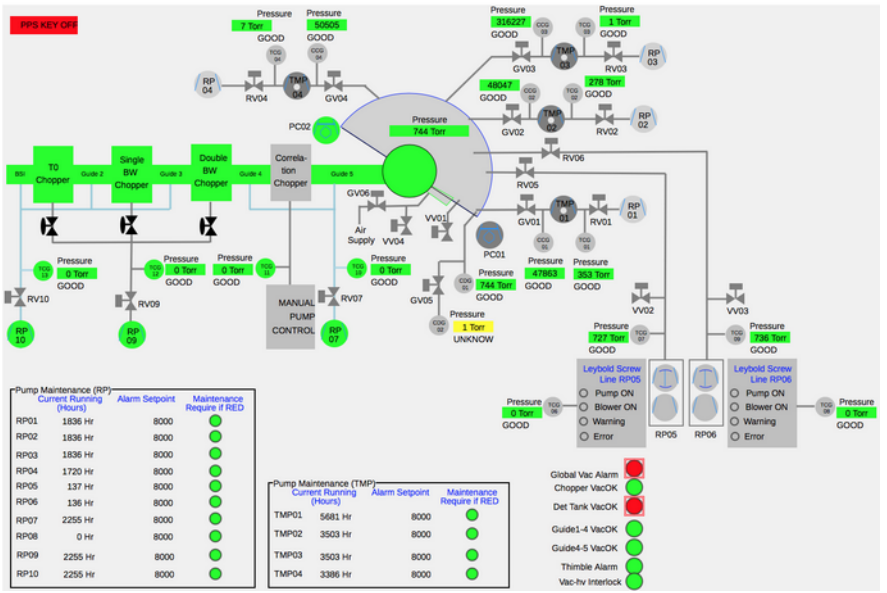
Web Access to Control Screens

Before: WebOPI. Based on Eclipse RAP.

– Complete screens sent from server to client (widgets drawn on server side).

Since: dbwr („Display Builder Web Runtime“).

– Completely new development (together with „PV Web Socket“ pvws).
– Widget drawing moved to client side.
– PV changes communicated from server to client (via JSON).
– ⇒ Better performance, but each widget must also have a client-side implementation to draw it. Available for most widgets.



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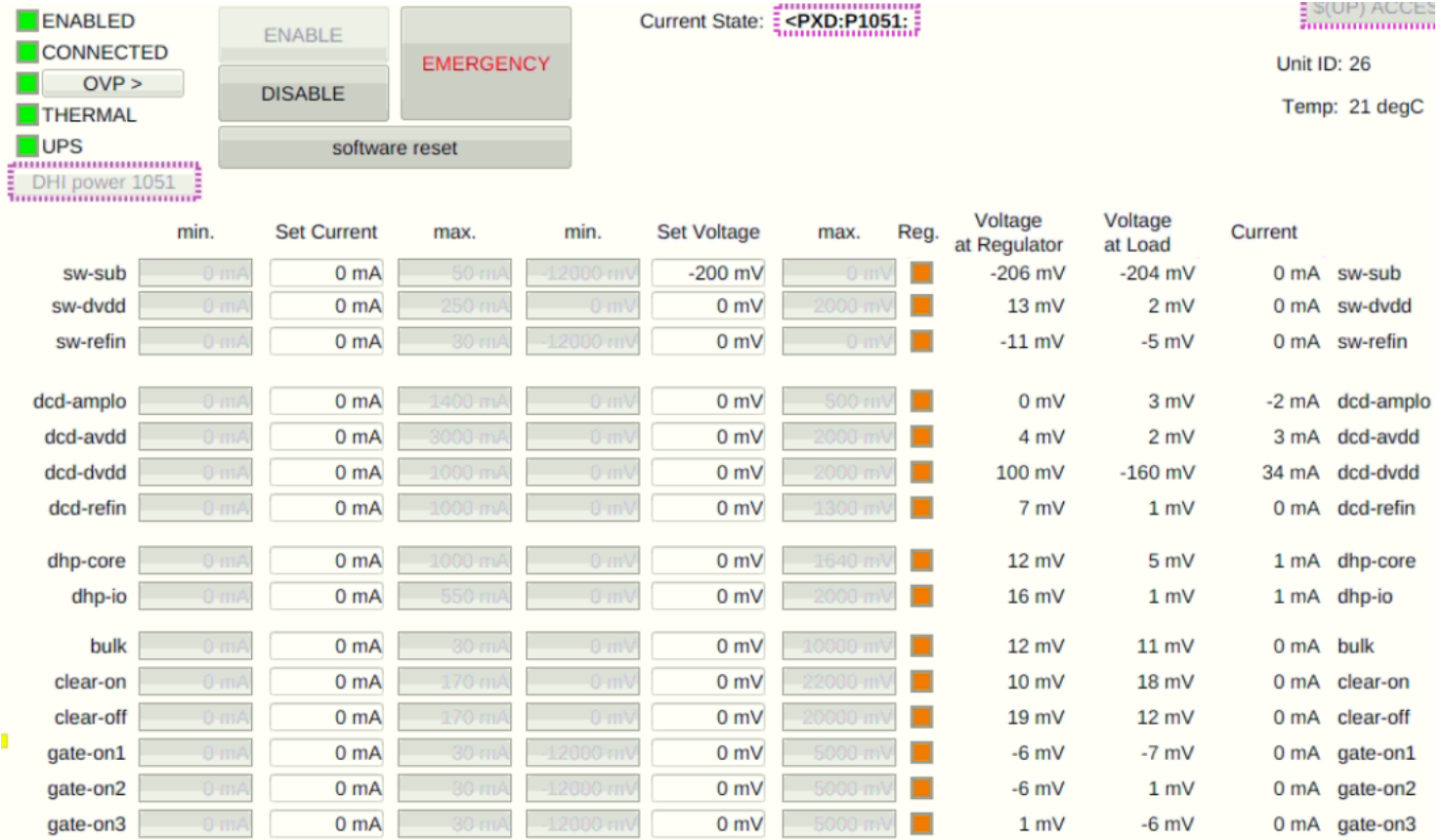
Thank you!

PXD PS Overview in Phoebus



no manual adjustments done

Display Builder
Mission Definition[1]

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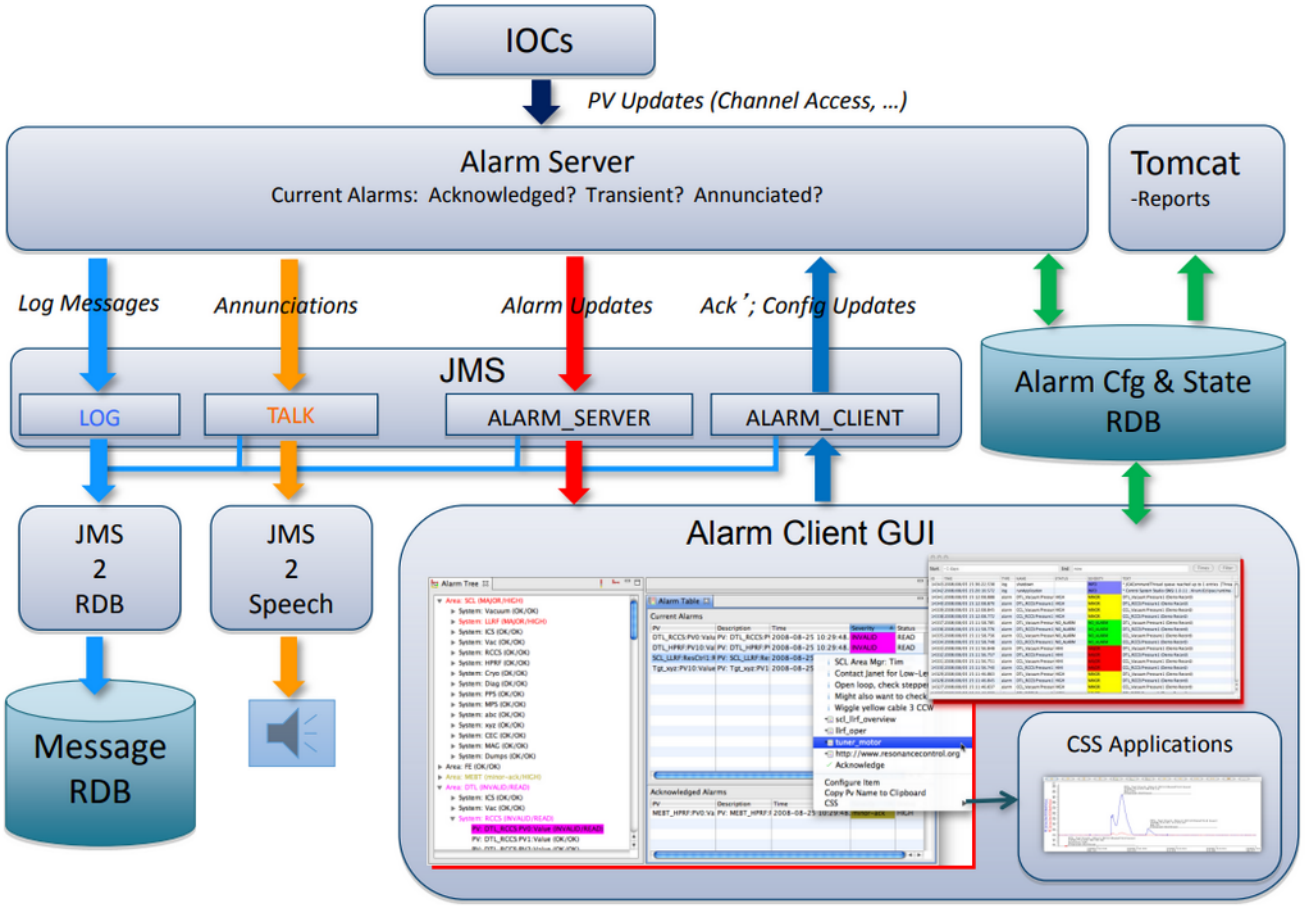
The Display Builder development started in the Eclipse-based version of CS-Studio as an update of CS-Studio 'BOY', i.e. the org.csstudio.opibuilder.* code in https://github.com/ControlSystemStudio/cs-studio

It aims for similar functionality and "look", including the ability to read most existing *.opi files, while adding these improvements:

- Model loads in background threads. Opening a new display will avoid user interface freeze when the display startup is delayed because of embedded displays or slow display file access over http.
- Separation of Model, Representation, Runtime and Editor to facilitate long term maintainability.
- Model without reference to details of the Representation (SWT/GEF, color, dimensions, ..) to allow each to be developed and optimized in parallel.
- Representation could be SWT, AWT, .., JavaFX, favoring the latter because it currently promises best performance and long term Java support.
- Runtime handles PV updates and scripts in background threads, again lessening the likelihood of user interface freezeups.

Alarm System Architecture

CSS Generation



Alarm System Architecture

Phoebus Generation