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Alarm System & Phoebus Upgrade

CS | studio

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Trigger/DAQ Workshop
2022-12-01

Migration to Phoebus

Overview



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What is this about?

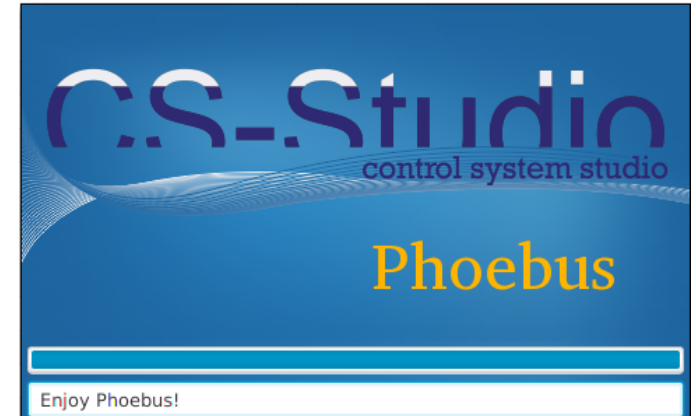
- CSS was based on the Eclipse toolkit. Dependency management and esp. the build process were painful.
- Phoebus' UI has been rewritten based on JavaFX. Building is now trivial. OPI display performance has been greatly improved.

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

- 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

- 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

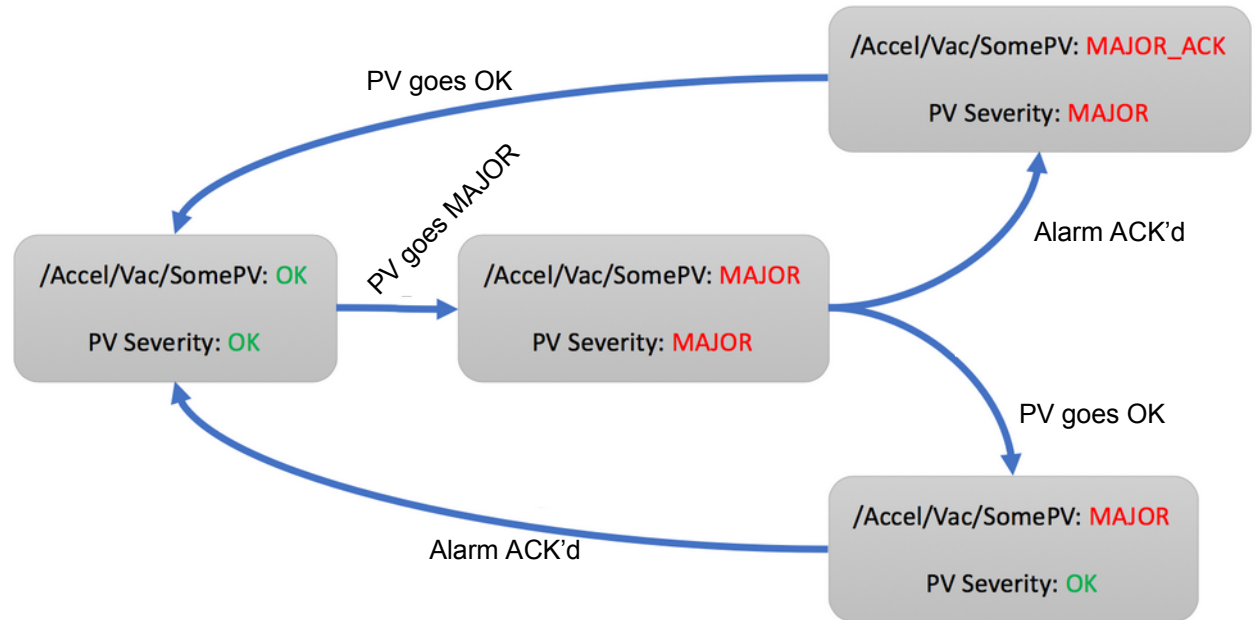
For latched alarms (the typical case):

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.



BEAST Alarm System

UI Components: Alarm Tree and Alarm Table



The screenshot displays the BEAST Alarm System interface, divided into two main panels: the Alarm Tree on the left and the Alarm Table on the right.

Alarm Tree (Left Panel): Shows a hierarchical view of the system. The selected area is **Area: DTL (INVALID/READ)**, which includes the following systems:

- System: ICS (OK/OK)
- System: Vac (OK/OK)
- System: RCCS (INVALID/READ)**
 - PV: DTL_RCCS:PV0:Value (INVALID/READ)**
 - PV: DTL_RCCS:PV1:Value (OK/OK)
 - PV: DTL_RCCS:PV2:Value (OK/OK)

BEAST Alarm System

New Generation Components



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Compared to the „old“ system

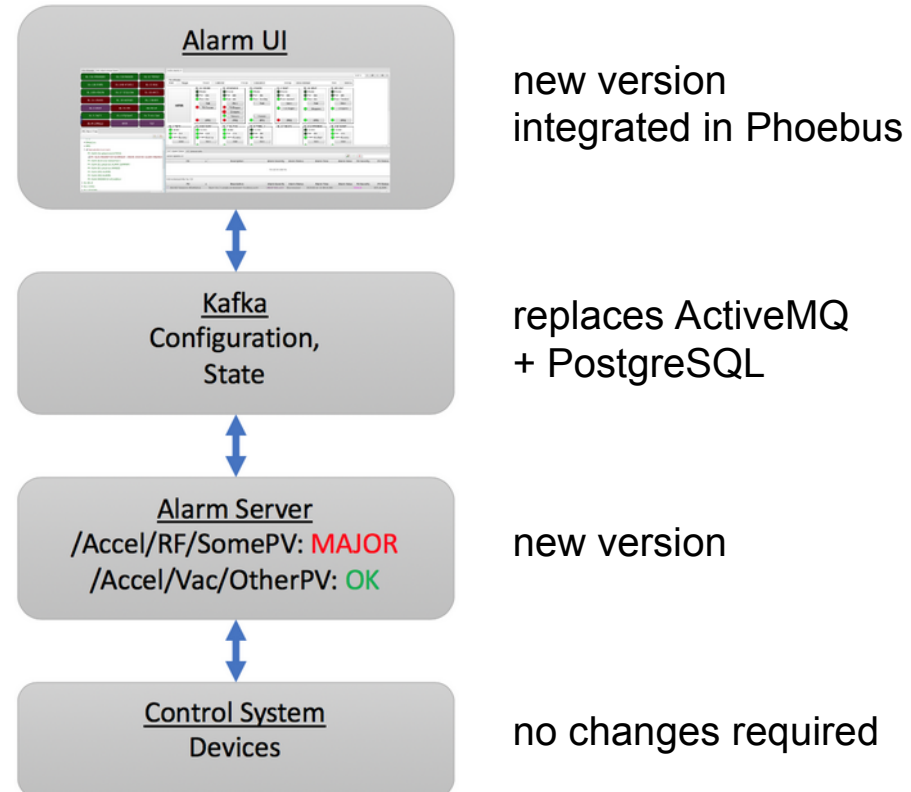
- All concepts remain unchanged.
- No changes on the IOC level are required.

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.



Web Access to Control Screens

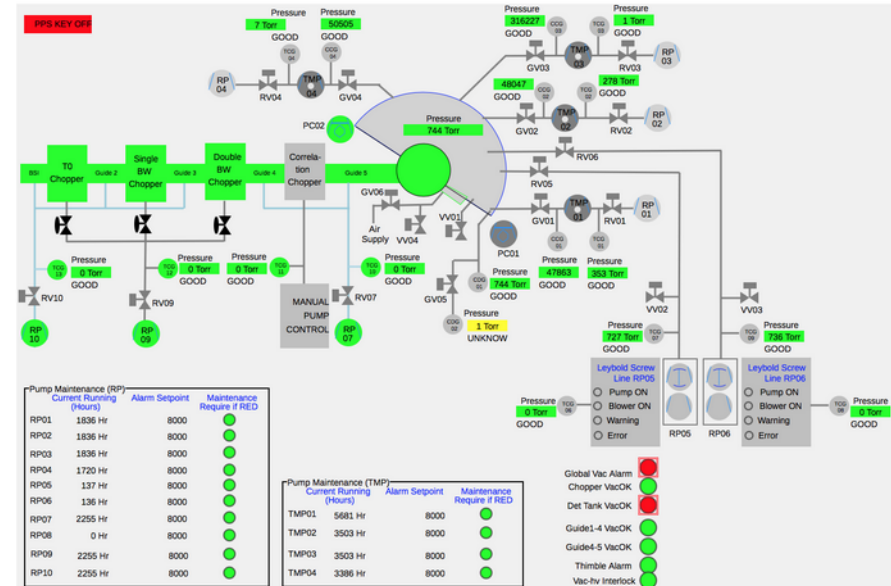


Before: WebOPI. Based on Eclipse RAP.

- 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“ pwws).
 - 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



ENABLED
 CONNECTED
 OVP >
 THERMAL
 UPS
 DHI power 1051

Current State: <PXD:P1051: >

Unit ID: 26
Temp: 21 degC

no manual
adjustments done

| | min. | Set Current | max. | min. | Set Voltage | max. | Reg. | Voltage at Regulator | Voltage at Load | Current | |
|-----------|------|-------------|---------|-----------|-------------|----------|------|----------------------|-----------------|---------|-----------|
| sw-sub | 0 mA | 0 mA | 50 mA | -12000 mV | -200 mV | 0 mV | ■ | -206 mV | -204 mV | 0 mA | sw-sub |
| sw-dvdd | 0 mA | 0 mA | 250 mA | 0 mV | 0 mV | 2000 mV | ■ | 13 mV | 2 mV | 0 mA | sw-dvdd |
| sw-refin | 0 mA | 0 mA | 30 mA | -12000 mV | 0 mV | 0 mV | ■ | -11 mV | -5 mV | 0 mA | sw-refin |
| dcd-amplo | 0 mA | 0 mA | 1400 mA | 0 mV | 0 mV | 500 mV | ■ | 0 mV | 3 mV | -2 mA | dcd-amplo |
| dcd-avdd | 0 mA | 0 mA | 3000 mA | 0 mV | 0 mV | 2000 mV | ■ | 4 mV | 2 mV | 3 mA | dcd-avdd |
| dcd-dvdd | 0 mA | 0 mA | 1000 mA | 0 mV | 0 mV | 2000 mV | ■ | 100 mV | -160 mV | 34 mA | dcd-dvdd |
| dcd-refin | 0 mA | 0 mA | 1000 mA | 0 mV | 0 mV | 1300 mV | ■ | 7 mV | 1 mV | 0 mA | dcd-refin |
| dhp-core | 0 mA | 0 mA | 1000 mA | 0 mV | 0 mV | 1640 mV | ■ | 12 mV | 5 mV | 1 mA | dhp-core |
| dhp-io | 0 mA | 0 mA | 550 mA | 0 mV | 0 mV | 2000 mV | ■ | 16 mV | 1 mV | 1 mA | dhp-io |
| bulk | 0 mA | 0 mA | 30 mA | 0 mV | 0 mV | 10000 mV | ■ | 12 mV | 11 mV | 0 mA | bulk |
| clear-on | 0 mA | 0 mA | 170 mA | 0 mV | 0 mV | 22000 mV | ■ | 10 mV | 18 mV | 0 mA | clear-on |
| clear-off | 0 mA | 0 mA | 170 mA | 0 mV | 0 mV | 20000 mV | ■ | 19 mV | 12 mV | 0 mA | clear-off |
| gate-on1 | 0 mA | 0 mA | 30 mA | -12000 mV | 0 mV | 5000 mV | ■ | -6 mV | -7 mV | 0 mA | gate-on1 |
| gate-on2 | 0 mA | 0 mA | 30 mA | -12000 mV | 0 mV | 5000 mV | ■ | -6 mV | 1 mV | 0 mA | gate-on2 |
| gate-on3 | 0 mA | 0 mA | 30 mA | -12000 mV | 0 mV | 5000 mV | ■ | 1 mV | -6 mV | 0 mA | gate-on3 |



Display Builder

Mission Definition¹

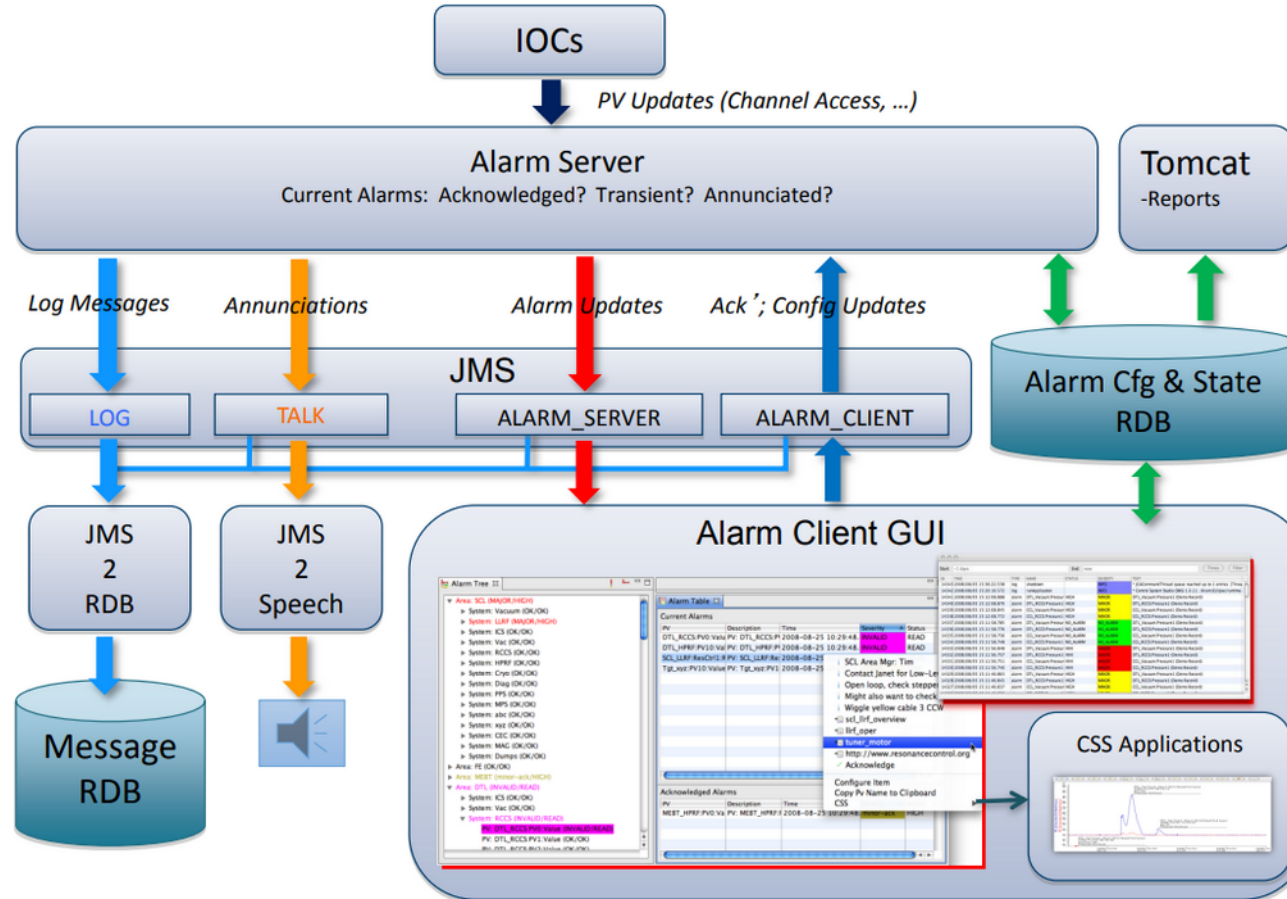
The Display Builder development started in the Eclipse-based version of CS-Studio as an update of CS-Studio 'BOY', i.e. the `org.csstudio.opibuilder.*` code in <https://github.com/ControlSystemStudio/cs-studio>

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



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