

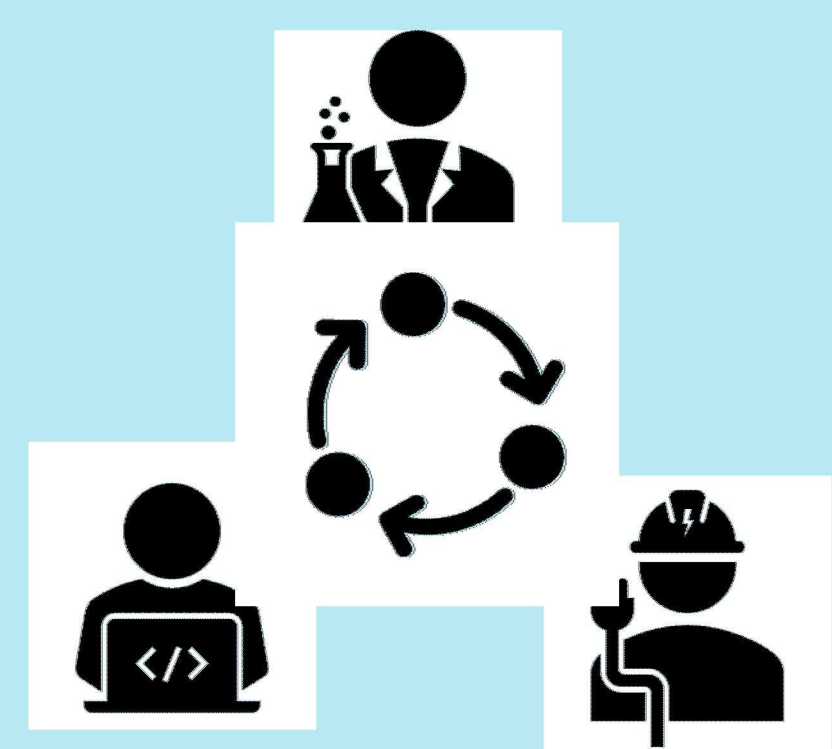


# Flexible & Maintainable Control Systems with a Small Team

## Aaron Lombrozo

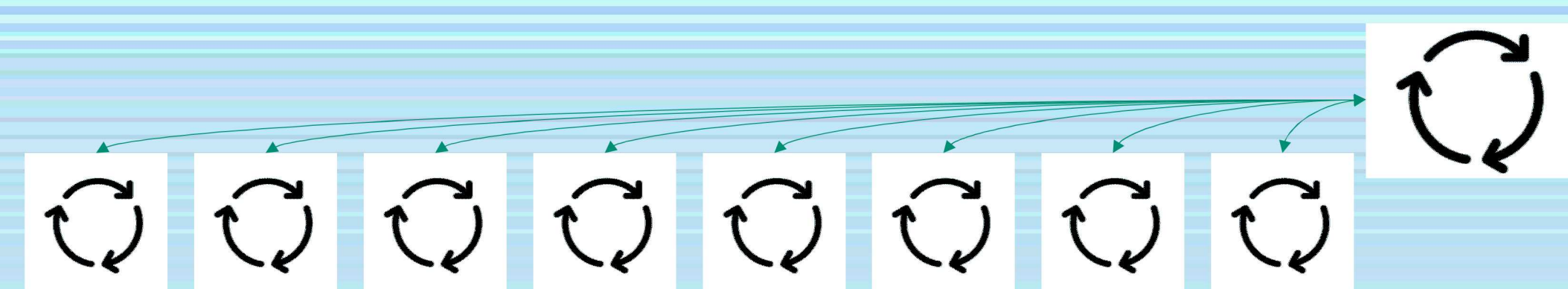
### Introduction

Large research facilities contain a variety of distributed systems that need to be coordinated properly to successfully perform experiments. In most facilities, this coordination requires a large team of programmers and engineers to build, maintain, and expand the interconnected control systems. Using a combination of **flexible tools** and **adaptive strategies**, we have managed to reverse-engineer, rebuild, maintain, and even expand our facility's control systems to include **four pulsed power machines** that can be fired in various combinations with each other. This was managed with a **small controls team** (three programmer/electrical engineers and a mechanical engineer) that were also supporting other projects at other facilities.



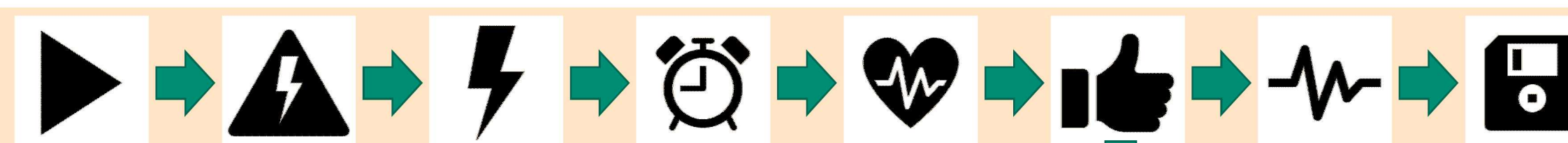
### Communication

Fostering an **open dialog** between the controls team and the operations team is crucial to making efficient use of resources. When **operators understand the system**, they can **fix problems on their own** if provided the **proper interfaces**. Programming tasks that normally take weeks can be replaced with tasks that can take days but require operations to understand more of the system.



### Independent, Parallel Subsystems

Large lasers consists of **many different subsystems** covering things such as high voltage, timing/triggering, environmental monitoring, vacuum, data collection, access control, and more. By running each of these systems independently and in parallel, they can be **independently maintained and tested** with **minimal interference** to shot operations. Additional **subsystems can be added** into the same architecture without affecting existing systems. Failures of unnecessary subsystems won't interfere with experiments.



### Sequence Engine & Watchdog

The sequence engine uses the **selected sequence** to determine what will happen, in what order, and what conditions must be met before continuing. The watchdog's job is to track the **"online" status** of each subsystem. If a required subsystem **becomes unresponsive** before or during a sequence, the **watchdog will abort** the sequence along with an easy to understand error message. The watchdog will also **monitor all of the subsystems** so that the operators can see which systems have problems **before they start operations**.

#### Master Sequence

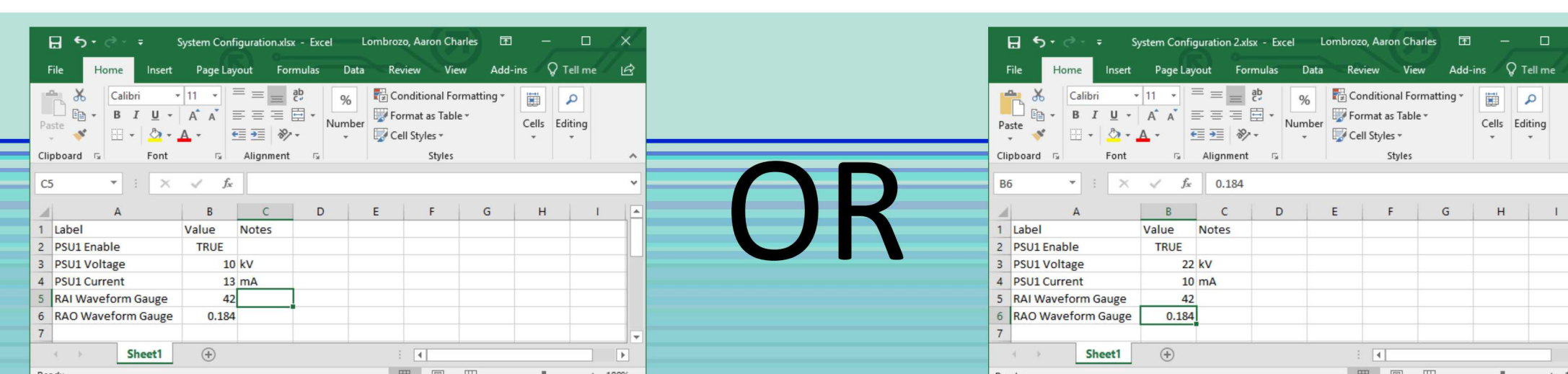
Event	System	Argument	Abort?	Category
Send Command	Subsystem 1	RESET	TRUE	BASLINE
Check Ready	Subsystem 1	TRUE	TRUE	BASLINE
Send Command	Subsystem 2	CHARGE	TRUE	TYPE 1
Send Command	Subsystem 3	ARM	TRUE	TYPE 2
Send Command	Subsystem 1	SAVEDATA	TRUE	BASLINE
Check Ready	Subsystem 2	TRUE	FALSE	TYPE 1
Check Ready	Subsystem 3	TRUE	TRUE	TYPE 2

#### Selected Sequence

Event	System	Argument	Abort?	Category
Send Command	Subsystem 1	RESET	TRUE	BASLINE
Check Ready	Subsystem 1	TRUE	TRUE	BASLINE
Send Command	Subsystem 3	ARM	TRUE	TYPE 2
Send Command	Subsystem 1	SAVEDATA	TRUE	BASLINE
Check Ready	Subsystem 3	TRUE	TRUE	TYPE 2

### Master Sequence

A Master Sequence File **defines the allowable events** that could occur in the **automation engine**, as well as defining **groupings of events** that are used together to accomplish tasks. A pre-defined recipe is used to select **sets of these groupings** to quickly generate & re-generate Sequence Files that operators select to **execute pre-defined shot sequences**. New subsystems and events can be added to existing sequences without affecting unrelated sequences.



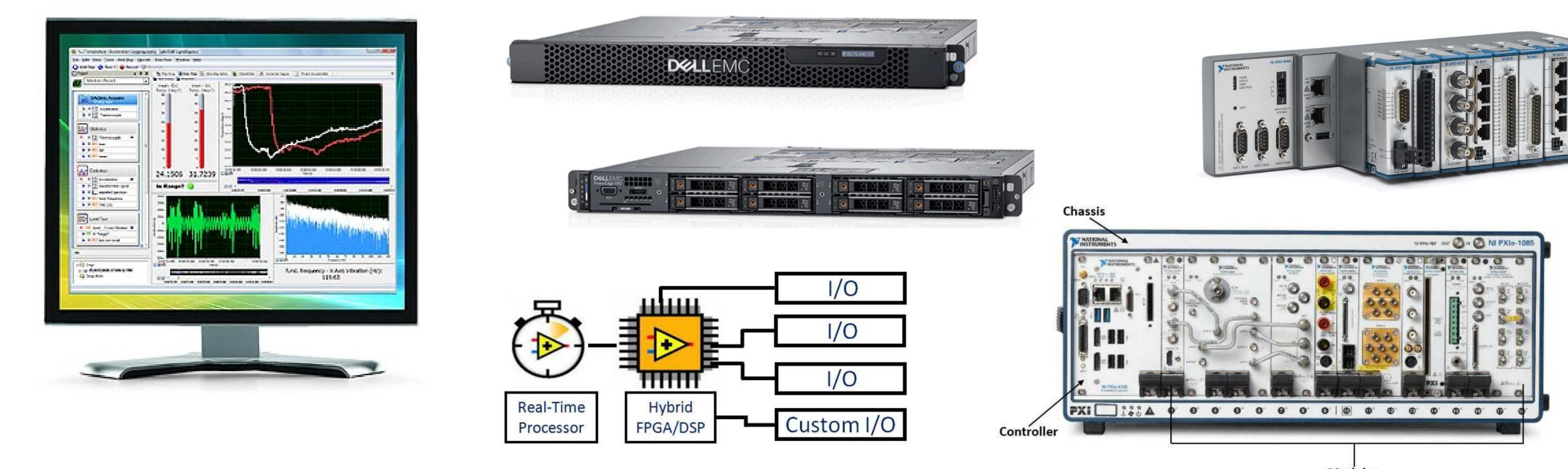
OR

### System Configurations

We use CSV files that **list all of the settings** which define how subsystems perform requested tasks. The configuration files are **saved along with shot data** for every shot. Operators use these files to quickly return the system to previously used configurations. This allows **quick changes to large sets** of configuration settings.

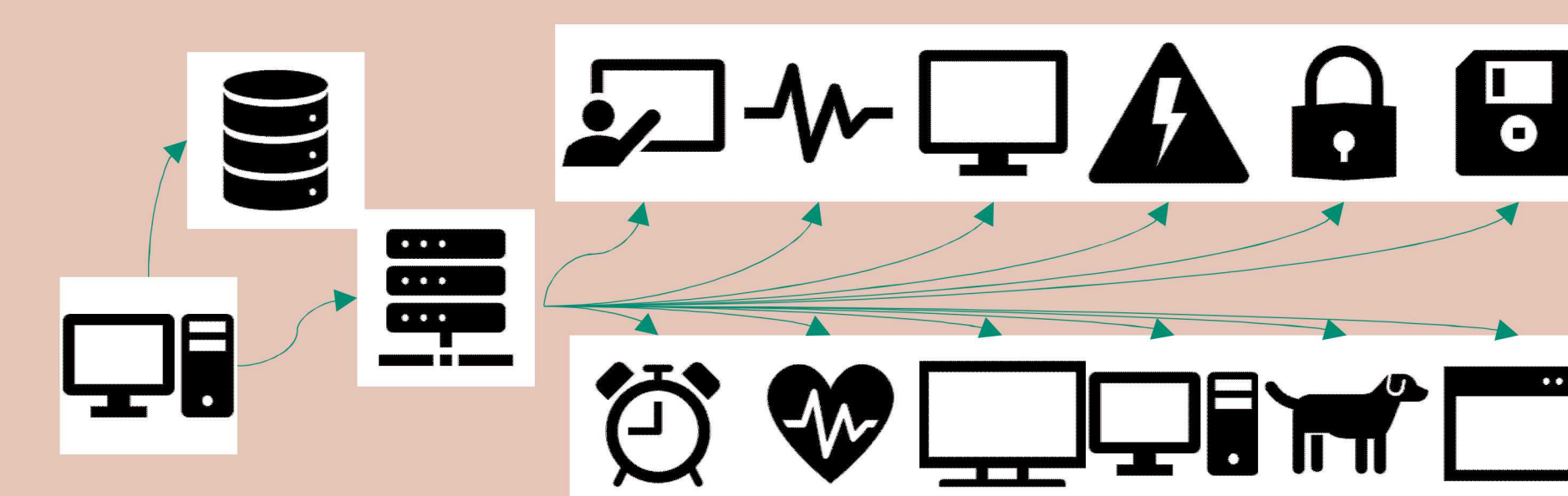
### Event Logging

All events that occur are **centrally logged and saved** along with shot data to enable **easier troubleshooting** after the problem has occurred. Each of the distributed subsystems sends status messages back to the central automation/watchdog/logging server along with local backups in case of network failure.



### Single Language (UI, Server, Realtime, FPGA)

Control system teams typically consist of a variety of programmers that can target different platforms along with the various engineers, technicians, and other subject matter experts. By using **LabVIEW**, each programmer can target Windows PCs, embedded controllers (real-time systems), and FPGAs. **LabVIEW's ease of learning** leads to it often being picked up by engineers and technicians to supplement their existing skillsets.



### Version Control

All code is checked into **source code control**. Executables are **timestamped** when deployed, launchers run the **latest versions** available, and the operator can **easily revert to previous versions** when issues occur. A **launcher system** is used to manage which programs run on which systems.

This strategy **accelerates iterative testing** as part of typical development and troubleshooting tasks.



### Multi-User Interfaces

Shared resources are **easier to manage** when visibility is increased. In our case, many **subsystems are shared** between different pulsed power machines. The **multi-user interface** allows operators in different buildings to easily **observe the status** of subsystems and shot events without interfering with their own shot preparations. Since only one sequence can be executed at a time, the other operators are able to **watch the sequences** proceed and finish before being allowed to start their own.