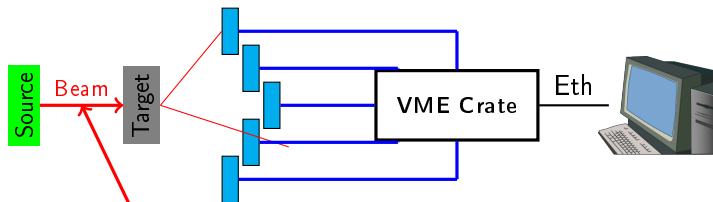


ANSiP 2011 - Narval framework

Xavier Grave

On behalf of Narval team
CSNSM - GANIL - **IPNO**

24th November 2011



- ▶ Beam
 - ▶ electrons, protons, ions, molecules (C_{60} , ...)

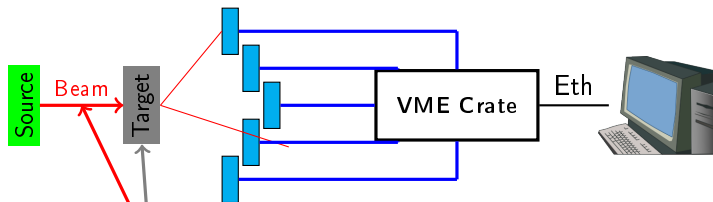
History

Narval Bases

C actors

Ada actors

Narval Development



- ▶ Beam
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 - ▶ liquid hydrogen, lead, gold, ...

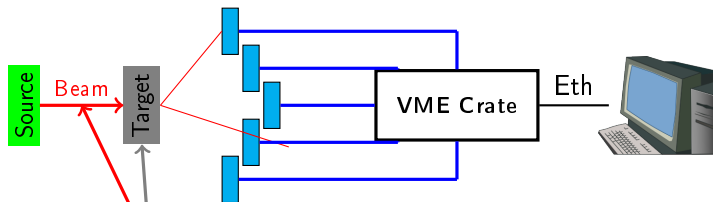
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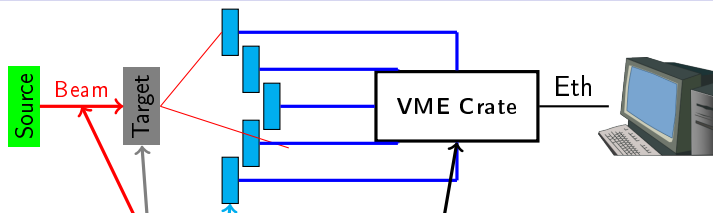
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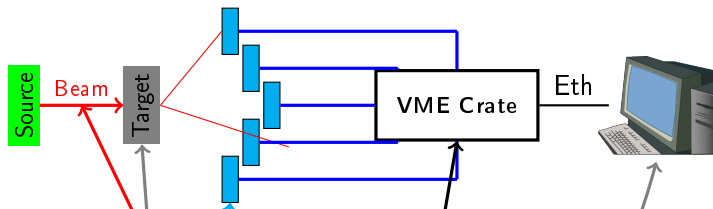
History

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- ▶ **Data acquisition**

History

Narval Bases

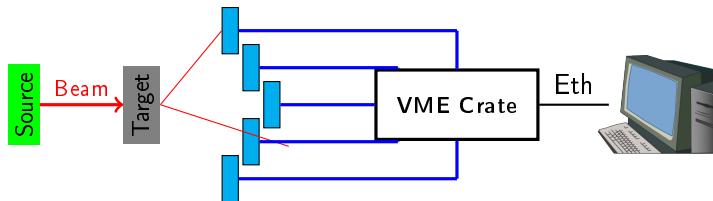
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OASIS was a monobloc system based on the client/server paradigm :

- ▶ Embedded client in mostly VME crates under vxWorks



History

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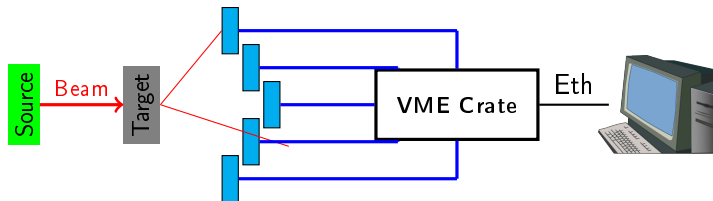
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History

Narval Bases

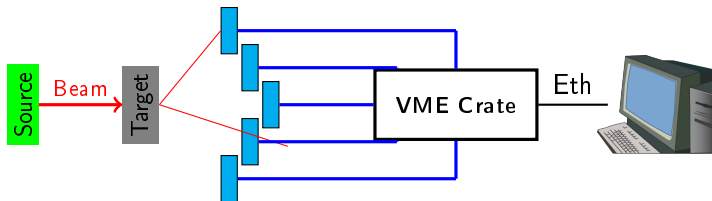
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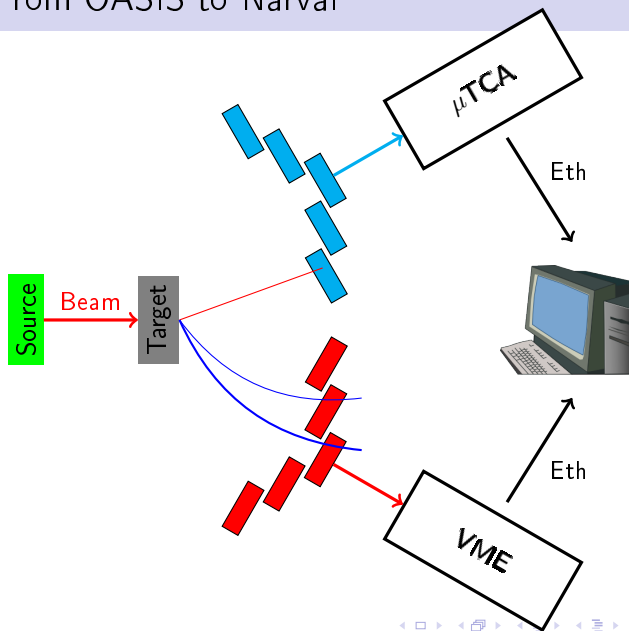
- ▶ Embedded client in mostly VME crates under vxWorks
- ▶ Server on Solaris Sun hardware
- ▶ Communication done using
 - ▶ RPC protocol for configuration and walking through the state machine
 - ▶ TCP/IP for high speed data transfer



From OASIS to Narval

ANSiP 2011 - Narval
framework

Xavier Grave



History

Narval Bases

C actors

Ada actors

Narval Development



Xavier Grave

Narval stands for :

Nouvelle Acquisition temps Réel Version 1.14.2 Avec Linux

History

Narval Bases

C actors

Ada actors

Narval Development

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Narval Bases

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History

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 - ▶ **Debian** packages available since Squeeze release

History

Narval Bases

C actors

Ada actors

Narval Development

Since 2001 Narval is used at (not an exhaustive list) :

- ▶ ALTO / IPN Orsay
- ▶ Scanning table / CSNSM
- ▶ Data Flow manager for some GANIL experiments (soon for SPIRAL2 experiments)
- ▶ AGATA Detector / Legnaro (soon GSI)
- ▶ Chaco VME transportable system / CEA B3
- ▶ LAG64 (VME TDC) in a few labs (Germany, USA)
- ▶ LPNHE for some electronic test bench (ILC)
- ▶ ...

Narval is developed in Ada 2005 :

- ▶ Strong typing (enhance code stability)

History

Narval Bases

C actors

Ada actors

Narval Development

Narval is developed in Ada 2005 :

- ▶ Strong typing (enhance code stability)
- ▶ Native tasking (no need for multi threading libraries)
 - ▶ Rendez Vous mechanisms
 - ▶ Protected Objects

[History](#)

[Narval Bases](#)

[C actors](#)

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[History](#)

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- ▶ Distributed Application System (Annex E)
 - ▶ provides one distributed application across network and architectures

History

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[History](#)

[Narval Bases](#)

[C actors](#)

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- ▶ ISO Standard since 1983
 - ▶ new standard version in 1995
 - ▶ addendum in 2005

History

Narval Bases

C actors

Ada actors

Narval Development

A three layers framework

Narval Naming Services

AWS Shell

Central Log

permanent layer

Sub System Coordinator1

Sub System Coordinator2

coordination layer

Producer1

Consumer1

Producer2

Intermediary2

Consumer21

Consumer22

acquisition layer

History

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History

Narval Bases

C actors

Ada actors

Narval Development

- ▶ `narval_naming_services`

- ▶ register and list all sub systems (Name \Leftrightarrow fat pointer)
- ▶ “Annex E” Remote Call Interface (a library promoted on the network)

History

Narval Bases

C actors

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- ▶ [narval_naming_services](#)

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- ▶ [aws_shell](#)

- ▶ bridge between Narval Framework and the world as a Web Services interface (using SOAP protocol)

History

Narval Bases

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- ▶ “Annex E” Remote Call Interface (a library promoted on the network)

▶ `aws_shell`

- ▶ bridge between Narval Framework and the world as a Web Services interface (using SOAP protocol)

▶ `central_log`

- ▶ centralise all logs of the Narval Framework
- ▶ Can redirect them to files, to chainsaw or any log4j compatible system
- ▶ “Annex E” Remote type (an object promoted on the network)

History

Narval Bases

C actors

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Narval Development

Coordination Layer

Narval Naming Services

AWS Shell

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permanent layer

Sub System Coordinator1

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acquisition layer

- ▶ `sub_system_coordinator`
 - ▶ List all actors of a sub system (Name \Leftrightarrow Fat pointer)

- ▶ `sub_system_coordinator`
 - ▶ List all actors of a sub system (Name \Leftrightarrow Fat pointer)
 - ▶ Launch all the actors

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- ▶ “Annex E” Remote Type

Narval Naming Services

AWS Shell

Central Log

permanent layer

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acquisition layer

[History](#)

[Narval Bases](#)

[C actors](#)

[Ada actors](#)

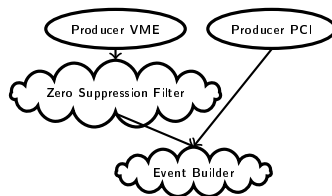
[Narval Development](#)

▶ Producer

- ▶ `generic_producer`
- ▶ `data_rate_producer`
- ▶ `generic_ada_actor`



- ▶ Producer
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 - ▶ `generic_ada_actor`
- ▶ Intermediary
 - ▶ `generic_filter`
 - ▶ `generic_ada_actor`



History

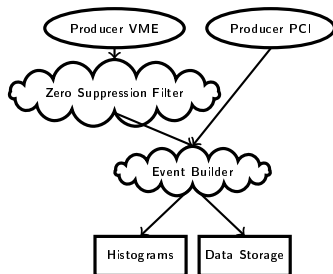
Narval Bases

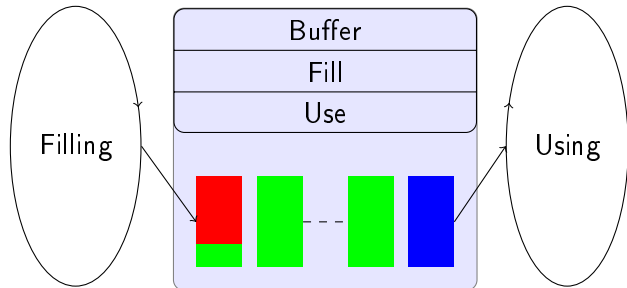
C actors

Ada actors

Narval Development

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 - ▶ `generic_producer`
 - ▶ `data_rate_producer`
 - ▶ `generic_ada_actor`
- ▶ Intermediary
 - ▶ `generic_filter`
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- ▶ Consumer
 - ▶ `generic_consumer`
 - ▶ `data_rate_consumer`
 - ▶ `generic_ada_actor`





Where Filling is :

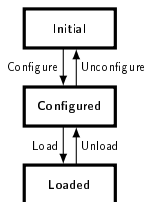
- ▶ Network (consumer)
- ▶ Buffer Handling (producer)

Where Using is :

- ▶ Network (producer)
- ▶ Buffer Handling (consumer)

Actors available actions :

- ▶ Initialise when the actor is loaded



History

Narval Bases

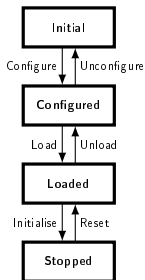
C actors

Ada actors

Narval Development

Actors available actions :

- ▶ Initialise when the actor is loaded
- ▶ On_Initialise
- ▶ On_Reset_Com



History

Narval Bases

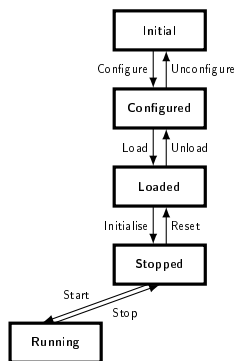
C actors

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Narval Development

Actors available actions :

- ▶ Initialise when the actor is loaded
- ▶ On_Initialise
- ▶ On_Reset_Com
- ▶ On_Start
- ▶ On_Stop



History

Narval Bases

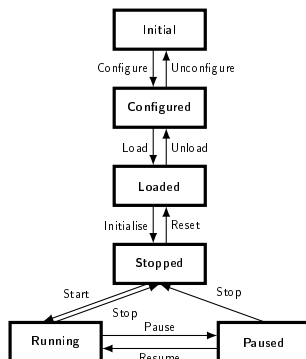
C actors

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- ▶ On_Start
- ▶ On_Stop
- ▶ On_Pause
- ▶ On_Resume



History

Narval Bases

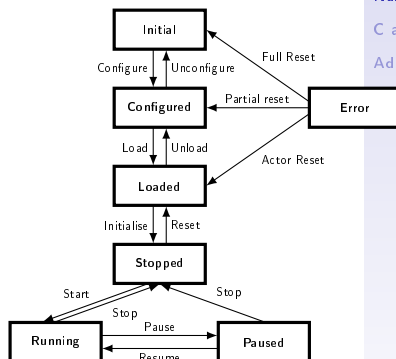
C actors

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Narval Development

Actors available actions :

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- ▶ On_Initialise
- ▶ On_Reset_Com
- ▶ On_Start
- ▶ On_Stop
- ▶ On_Pause
- ▶ On_Resume
- ▶ On_Reset for actor reset



- ▶ `narval_shell`
 - ▶ command line tool to control narval sub systems

History

Narval Bases

C actors

Ada actors

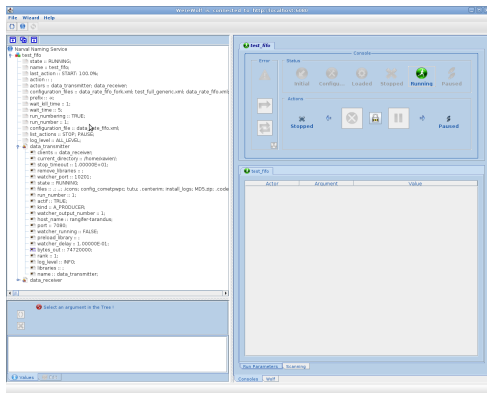
Narval Development

▶ narval_shell

- ▶ command line tool to control narval sub systems

▶ werewolf

- ▶ graphical tool to control narval sub systems
- ▶ command line available in expert mode



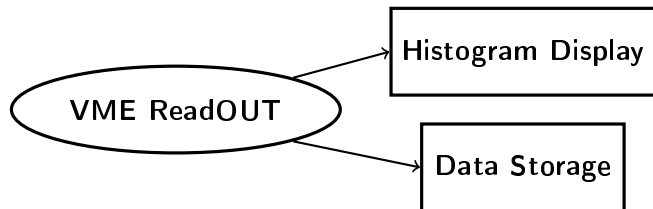
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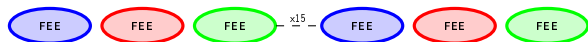
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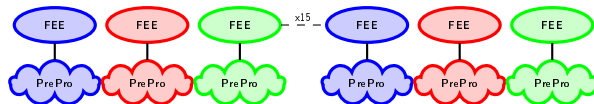
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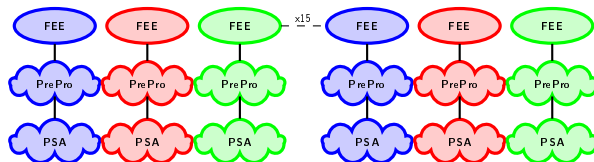
Topologies examples 2/2 : AGATA



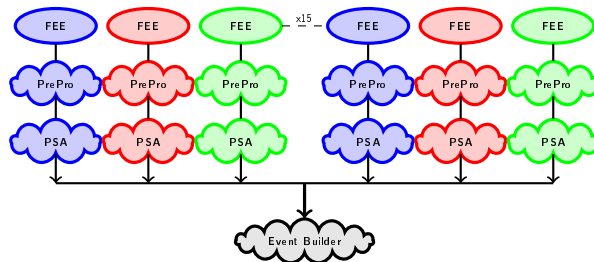
Topologies examples 2/2 : AGATA



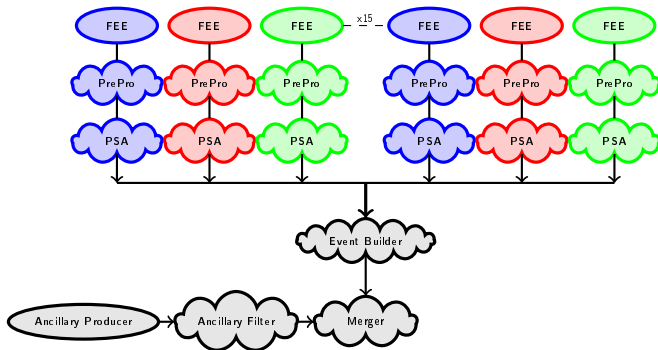
Topologies examples 2/2 : AGATA



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History

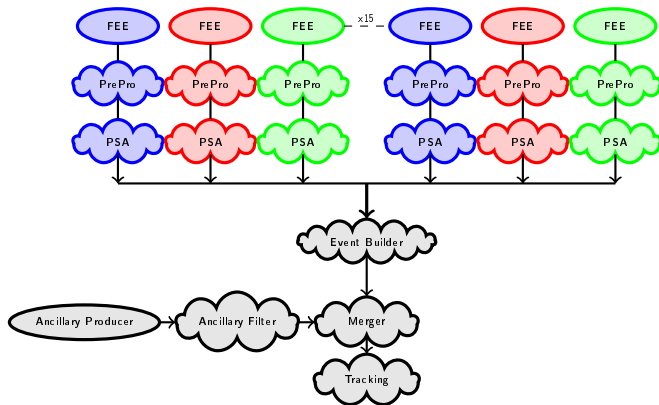
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Topologies examples 2/2 : AGATA



History

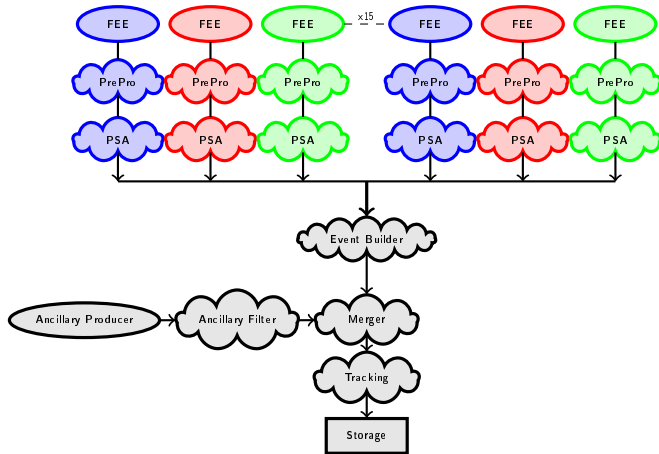
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Topologies examples 2/2 : AGATA



History

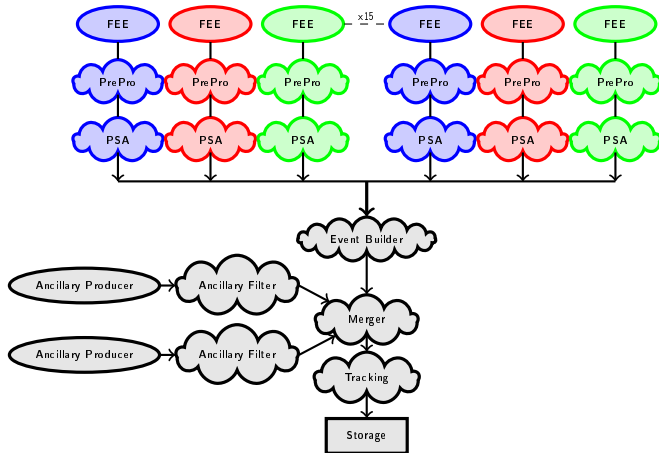
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Topologies examples 2/2 : AGATA



History

Narval Bases

C actors

Ada actors

Narval Development

- ▶ C or C++ shared library

History

Narval Bases

C actors

Ada actors

Narval Development

- ▶ C or C++ shared library
 - ▶ producer : one output

History

Narval Bases

C actors

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- ▶ C or C++ shared library
 - ▶ producer : one output
 - ▶ filter : one input to process and inject the result in one output

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 - ▶ producer : one output
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- ▶ C or C++ shared library
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- ▶ loaded by the Narval shell command :
 - ▶ `set library libMy_C_Code.so subsys actor`

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- ▶ one can preload others shared libraries
 - ▶ ROOT libs, GRU (Ganil Root Utilities), etc...
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- ▶ **No event builder possibilities**

History

Narval Bases

C actors

Ada actors

Narval Development

- ▶ Principal interest : access to full narval API
 - ▶ Buffers

History

Narval Bases

C actors

Ada actors

Narval Development

- ▶ Principal interest : access to full narval API
 - ▶ Buffers
 - ▶ Tasking

History

Narval Bases

C actors

Ada actors

Narval Development

- ▶ Principal interest : access to full narval API
 - ▶ Buffers
 - ▶ Tasking
 - ▶ Network

History

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Narval Development

- ▶ Principal interest : access to full narval API
 - ▶ Buffers
 - ▶ Tasking
 - ▶ Network
 - ▶ Parameters

History

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- ▶ Principal interest : access to full narval API
 - ▶ Buffers
 - ▶ Tasking
 - ▶ Network
 - ▶ Parameters
 - ▶ Log4Ada

History

Narval Bases

C actors

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Narval Development

- ▶ Principal interest : access to full narval API
 - ▶ Buffers
 - ▶ Tasking
 - ▶ Network
 - ▶ Parameters
 - ▶ Log4Ada
- ▶ Inherit from `Active_Actor_Type` tagged record (\simeq C++ class)
- ▶ Must override `Buffer_handling`

History

Narval Bases

C actors

Ada actors

Narval Development

- ▶ Principal interest : access to full narval API
 - ▶ Buffers
 - ▶ Tasking
 - ▶ Network
 - ▶ Parameters
 - ▶ Log4Ada
- ▶ Inherit from `Active_Actor_Type` tagged record (\simeq C++ class)
- ▶ Must override `Buffer_handling`
- ▶ Should override (priority order) :
 - ▶ `On_Start`, `On_Stop`
 - ▶ `On_Initialise`, `On_Reset_Com`
 - ▶ `On_Pause`, `On_Resume`
 - ▶ `On_Reset`

History

Narval Bases

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Narval Development

- ▶ Principal interest : easy to compile (doesn't need full narval development environment)

History

Narval Bases

C actors

Ada actors

Narval Development

- ▶ Principal interest : easy to compile (doesn't need full narval development environment)
- ▶ Partial access to narval API
 - ▶ Buffers
 - ▶ Parameters
 - ▶ Log4Ada

History

Narval Bases

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Narval Development

- ▶ Principal interest : easy to compile (doesn't need full narval development environment)
- ▶ Partial access to narval API
 - ▶ Buffers
 - ▶ Parameters
 - ▶ Log4Ada
- ▶ Inherit from `Actor_Interface` and must override/provide all the Interface API

History

Narval Bases

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Narval Development

- ▶ Principal interest : easy to compile (doesn't need full narval development environment)
- ▶ Partial access to narval API
 - ▶ Buffers
 - ▶ Parameters
 - ▶ Log4Ada
- ▶ Inherit from `Actor_Interface` and must override/provide all the Interface API
- ▶ State Machine
 - ▶ `Buffer_handling`, `On_Start`, `On_Stop`,
`On_Initialise`, `On_Reset_Com`, `On_Pause`,
`On_Resume`, `On_Reset`, `On_Unload`
- ▶ IOs
 - ▶ `Add_Input`, `Add_Output`, `Clear_IO`,
`Append_Parameters`, `Set_Logger`

History

Narval Bases

C actors

Ada actors

Narval Development

- ▶ Narval School

- ▶ first one 17th – 21th of October 2011
- ▶ end user dedicated certainly during next spring

History

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- ▶ <http://forge.in2p3.fr/projects/narval>

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- ▶ <http://narval.in2p3.fr>

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- ▶ Narval School
 - ▶ first one 17th – 21th of October 2011
 - ▶ end user dedicated certainly during next spring
- ▶ <http://forge.in2p3.fr/projects/narval>
- ▶ <http://narval.in2p3.fr>
- ▶ Under Debian Squeeze or Ubuntu :
 - ▶ `apt-get install narval-doc`
 - ▶ `apt-get install narval-servers`
`narval-utils narval-generic-actors`

Xavier Grave

History

Narval Bases

C actors

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Narval Development

Thanks for your attention
Questions ?