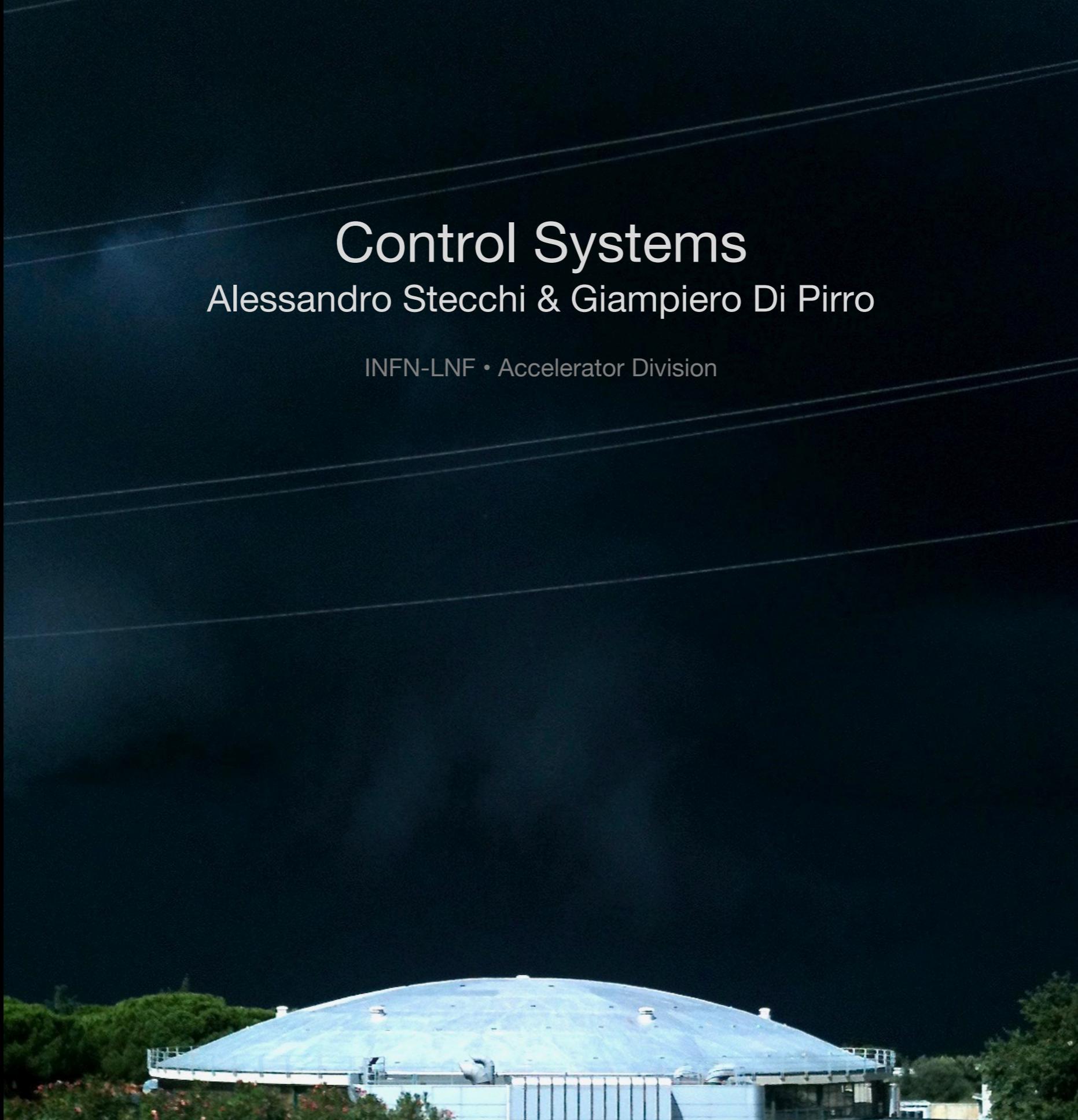


# Control Systems

Alessandro Stecchi & Giampiero Di Pirro

INFN-LNF • Accelerator Division

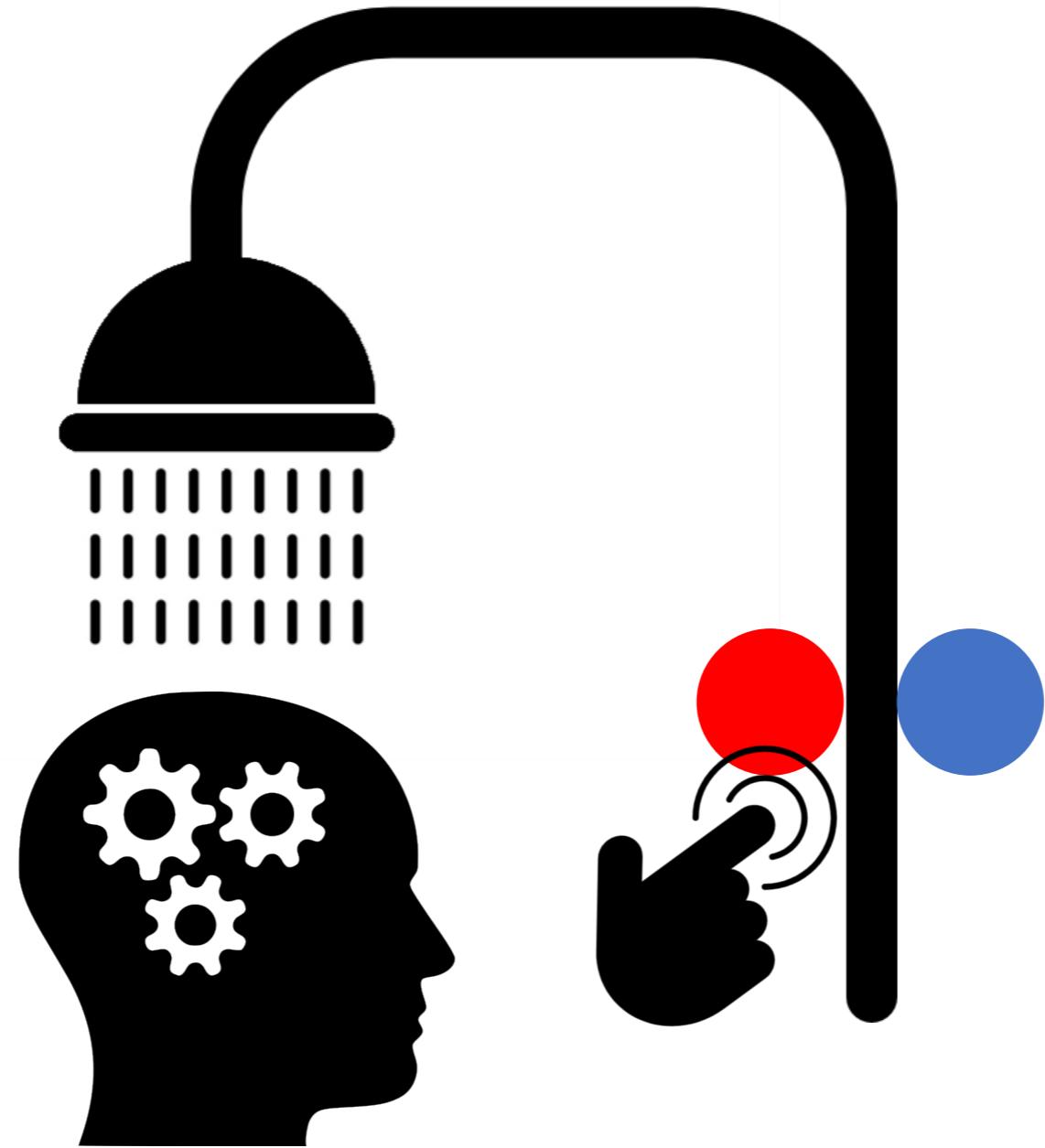




Video courtesy of SpaceX



A Control System is a system that allows the **output variables** of a **process** to be varied (or kept constant) according to **predetermined laws**.



### **Open loop**

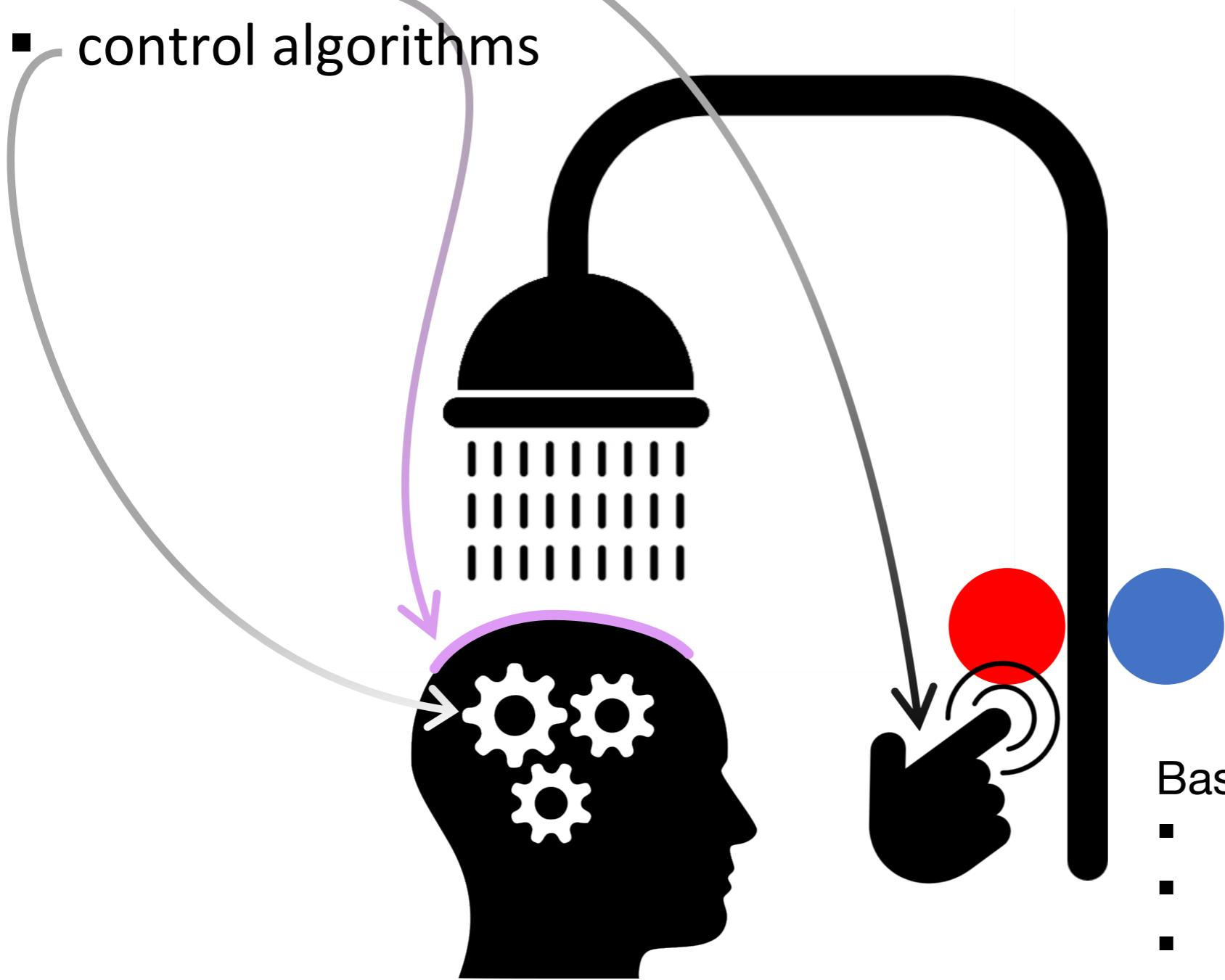
Action is based on an algorithm and initial **static information**.

### **Closed loop**

Action is based on an algorithm and **dynamic information** continuously read back from the controlled system.

## Key elements of a Control System:

- actuators
- sensors
- control algorithms



- Basic functions
- acquisition
  - actuation
  - automatic adjustment

# Fields of application of control systems

## Civil, Social

- home automation
- automotive, aeronautics
- building climate control (ESCO: Energy Service Company)
- agriculture
- medical equipment, radiotherapy, diagnostics
- telecommunications

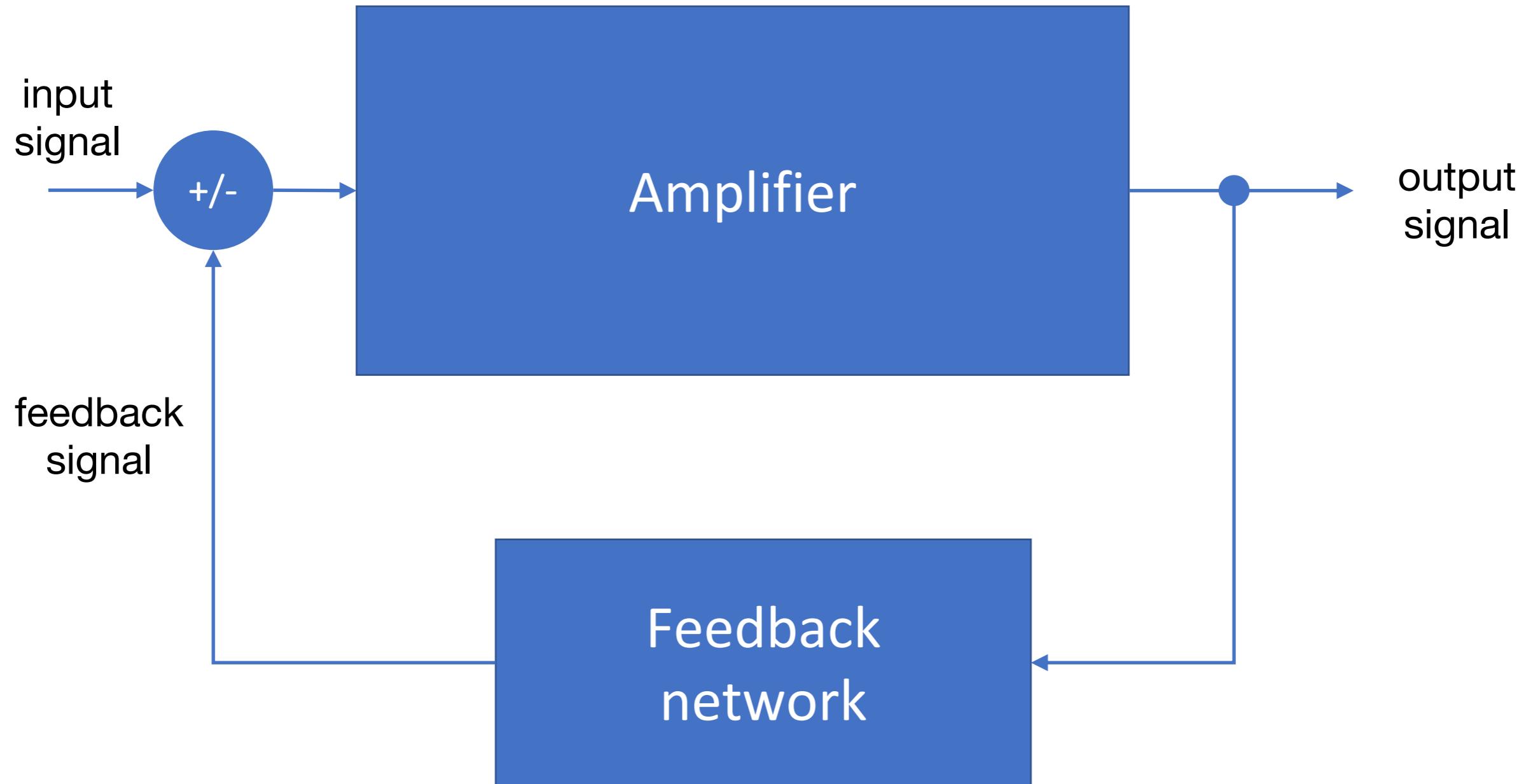
## Industrial

- production lines (robots)
- prognostics
- power plants (thermal, electrical, nuclear)

## Scientific

- unmanaged rovers, space probes
- astronomy
- experimental apparatus, detectors, particle accelerators

# What physicists and engineers usually mean by *Control System*



# Controls adopting "CPUs"



Computers  $t \sim 1\text{-}10 \text{ ms}$

PC



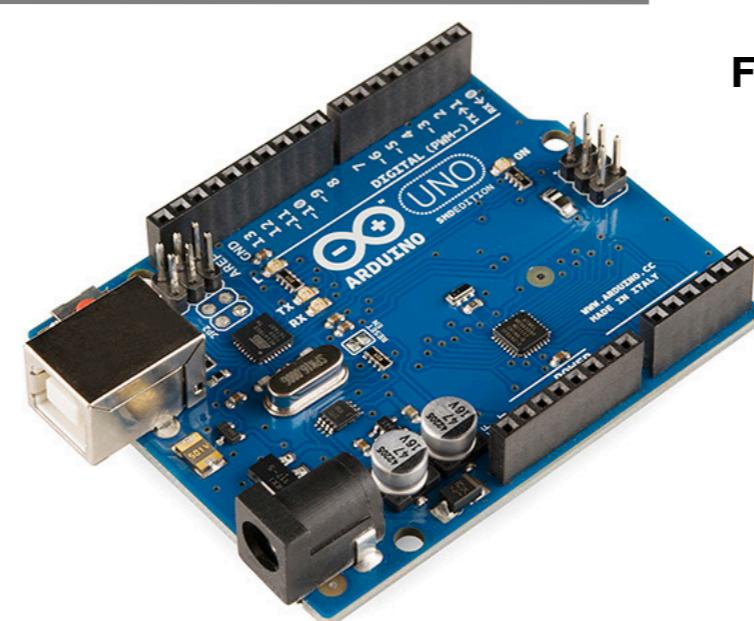
Embedded processor



SBC: Single Board Computer



uP: microprocessor  
 $t \sim 1 \text{ ms}$



FPGA: Field Programmable Gate Array  
 $t \sim \text{ns}$



ASIC: Application-Specific Integrated Circuit



# Fields of application of our control systems

## Civil, Social

- home automation
- automotive, aeronautics
- building climate control (ESCO: Energy Service Company)
- agriculture
- medical equipment, radiotherapy, diagnostics
- telecommunications

## Industrial

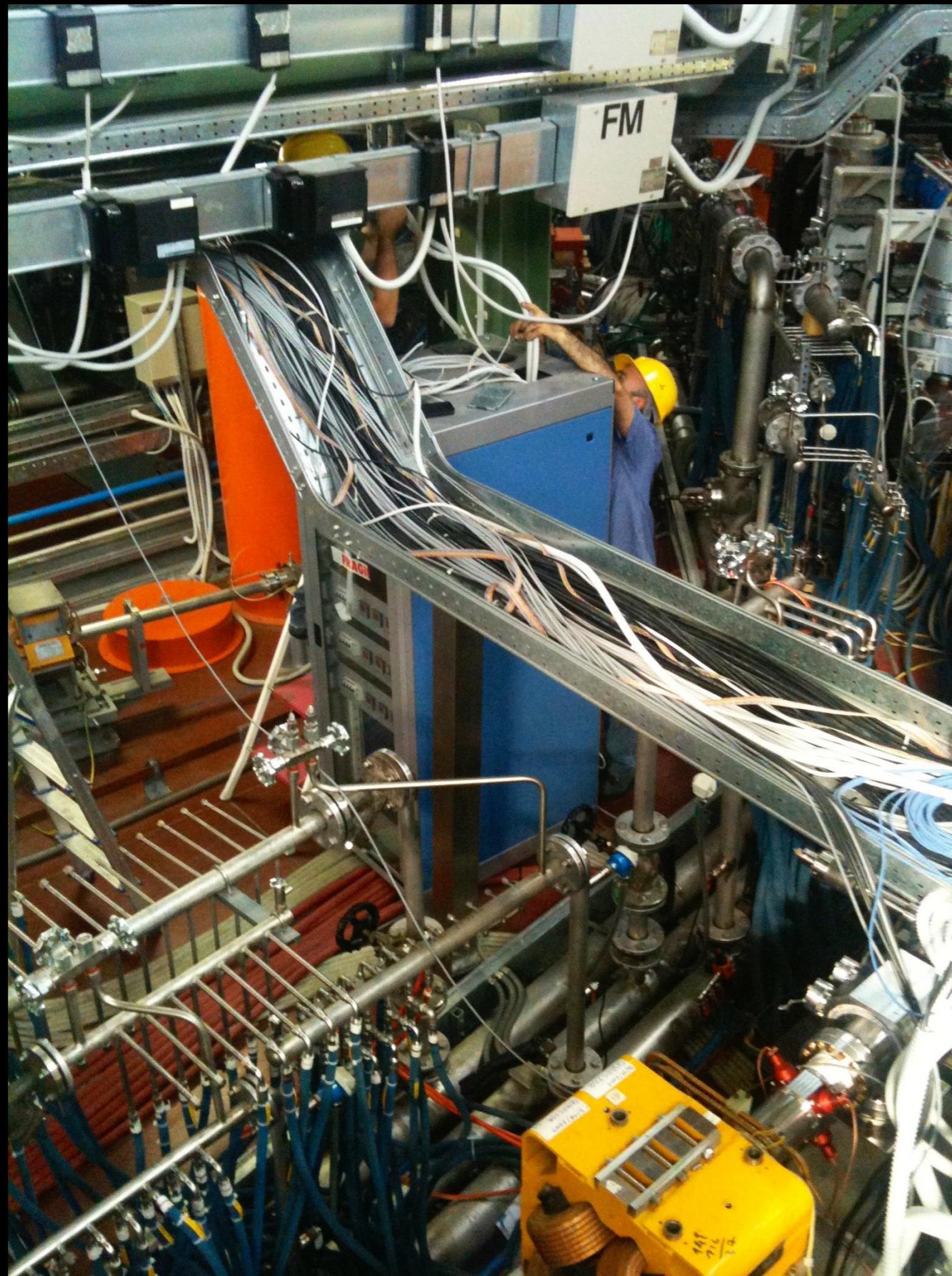
- production lines (robots)
- prognostics
- thermal, electrical, nuclear power plants

## Scientific

- automatic rovers, space probes
- astronomy
- **experimental apparatus, detectors, particle accelerators**

**Control Systems – of complex plants – employing computers (*and IT in general*)**

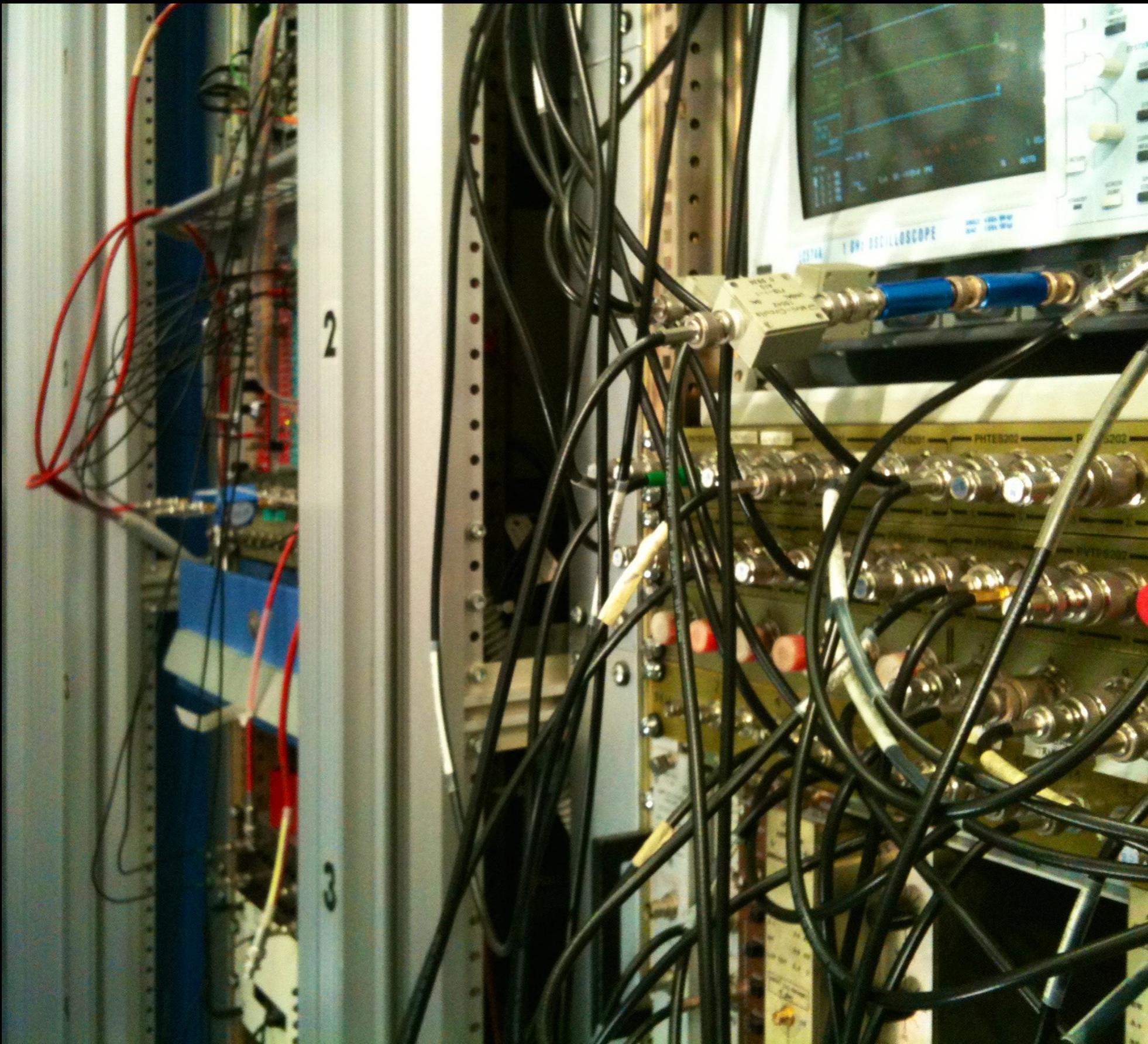
# plant



## plant → sensors/actuators



plant → sensors/actuators → **front-end**



plant → sensors/actuators → front-end → control room



# Design and Implementation

## **Definition of specifications and objectives to achieve**

- performance
- features
- reliability
- assessment of complexity and load estimation (processing power, throughput, latency, storage)

## **System modeling**

- design of the control framework or adoption of an existing one (e.g. EPICS, TANGO,...)

## **Development**

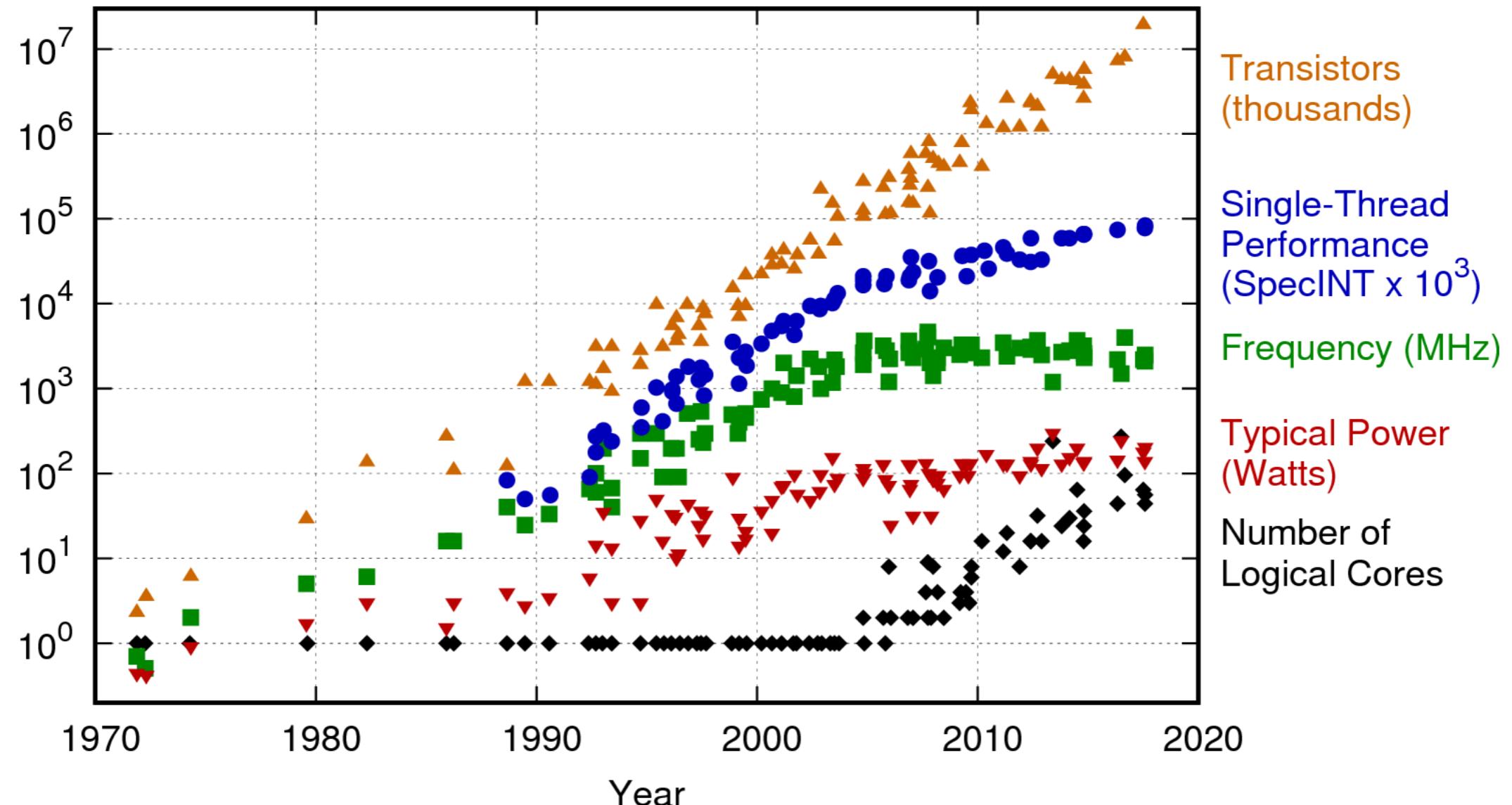
- OOD, OOP (properties, methods)
- software development
- simulation
- engineering
- validation

# General characteristics

- **open** to other systems (experiments, DAQ, machine protection, service plants);
- **easy** for the users (ergonomic UI, data import/export, custom software interfacing);
- **scalable** according to plant size and required performance;
- **reliable** (no SPF, redundancy);
- **flexible** with respect to technological updates.

# Technological growth

42 Years of Microprocessor Trend Data



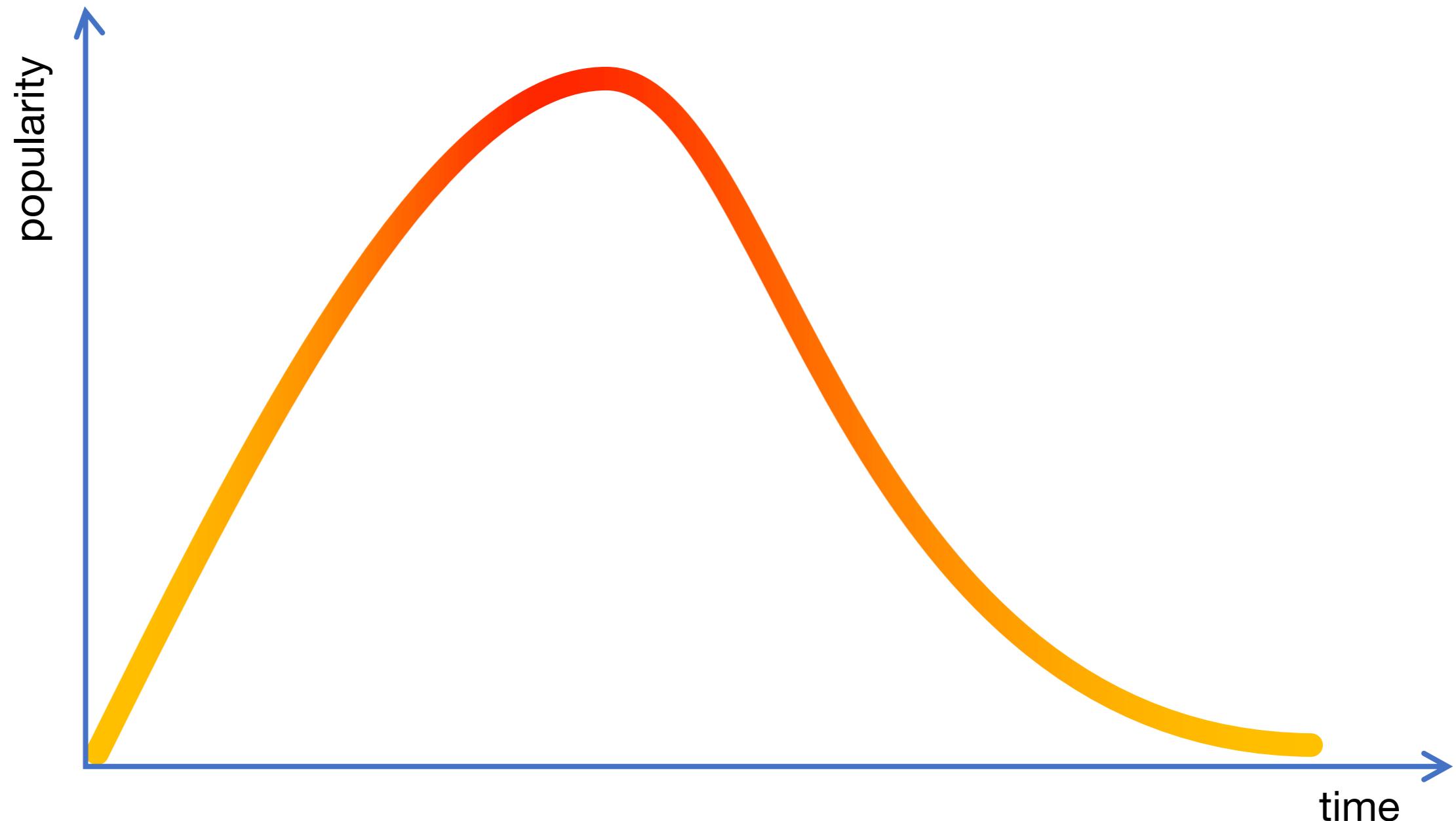
Original data up to the year 2010 collected and plotted by M. Horowitz, F. Labonte, O. Shacham, K. Olukotun, L. Hammond, and C. Batten  
New plot and data collected for 2010-2017 by K. Rupp

## Moore's law

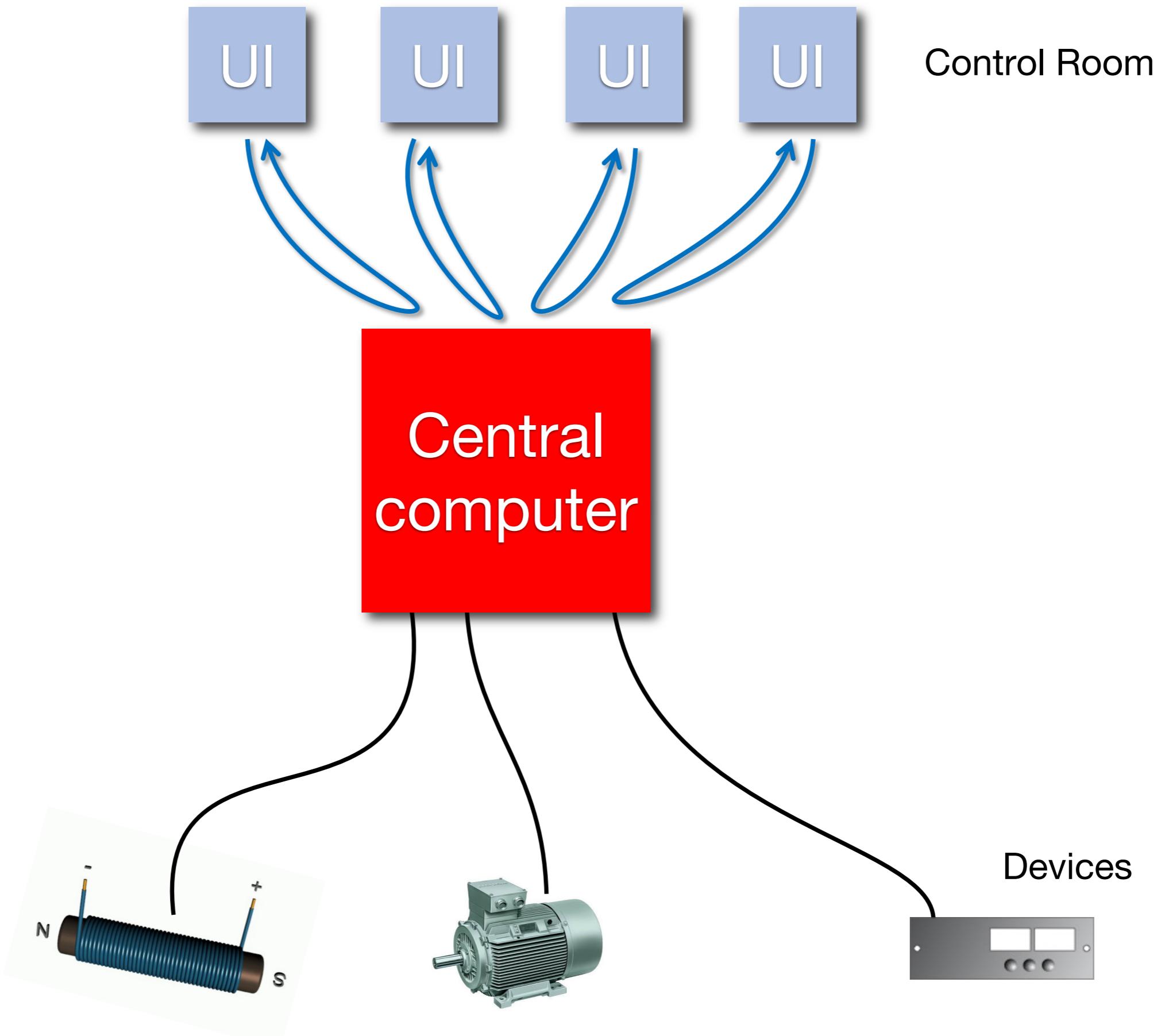
the number of transistors in processors doubles every 18 months

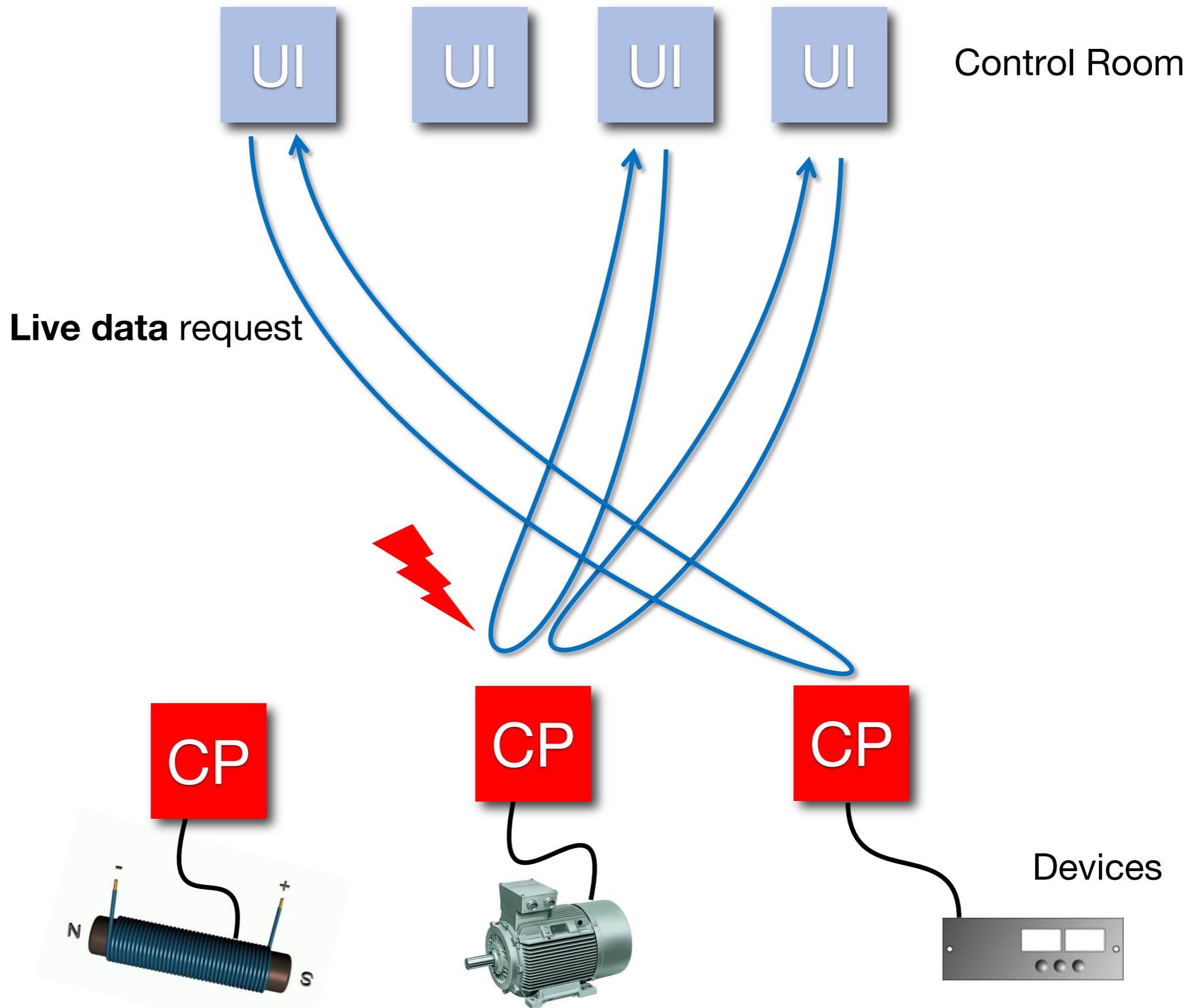
-> limits on reducing the size of transistors below which unwanted 'parasitic' quantum effects would occur in electronic circuits.

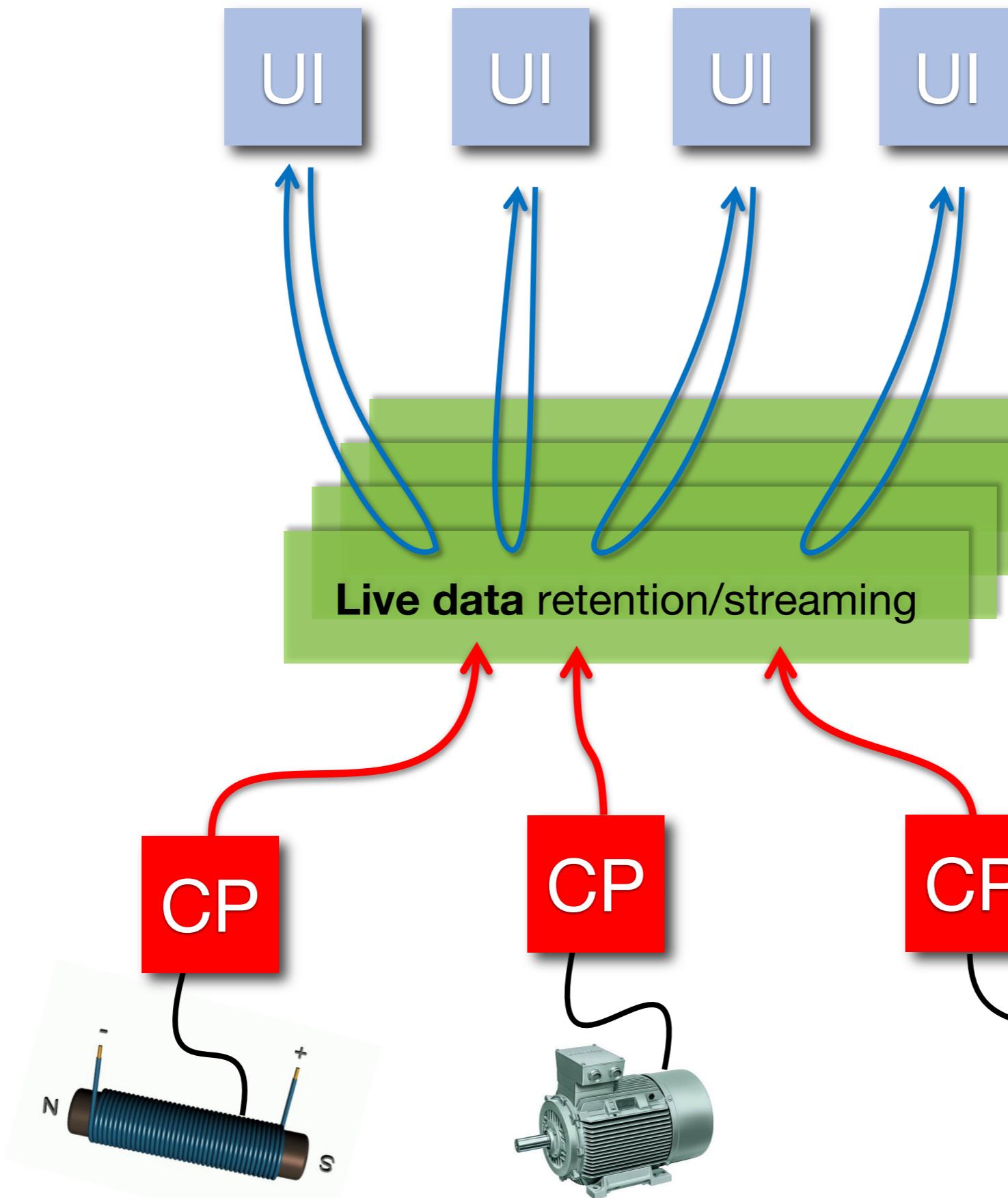
# Obsolescence of standards

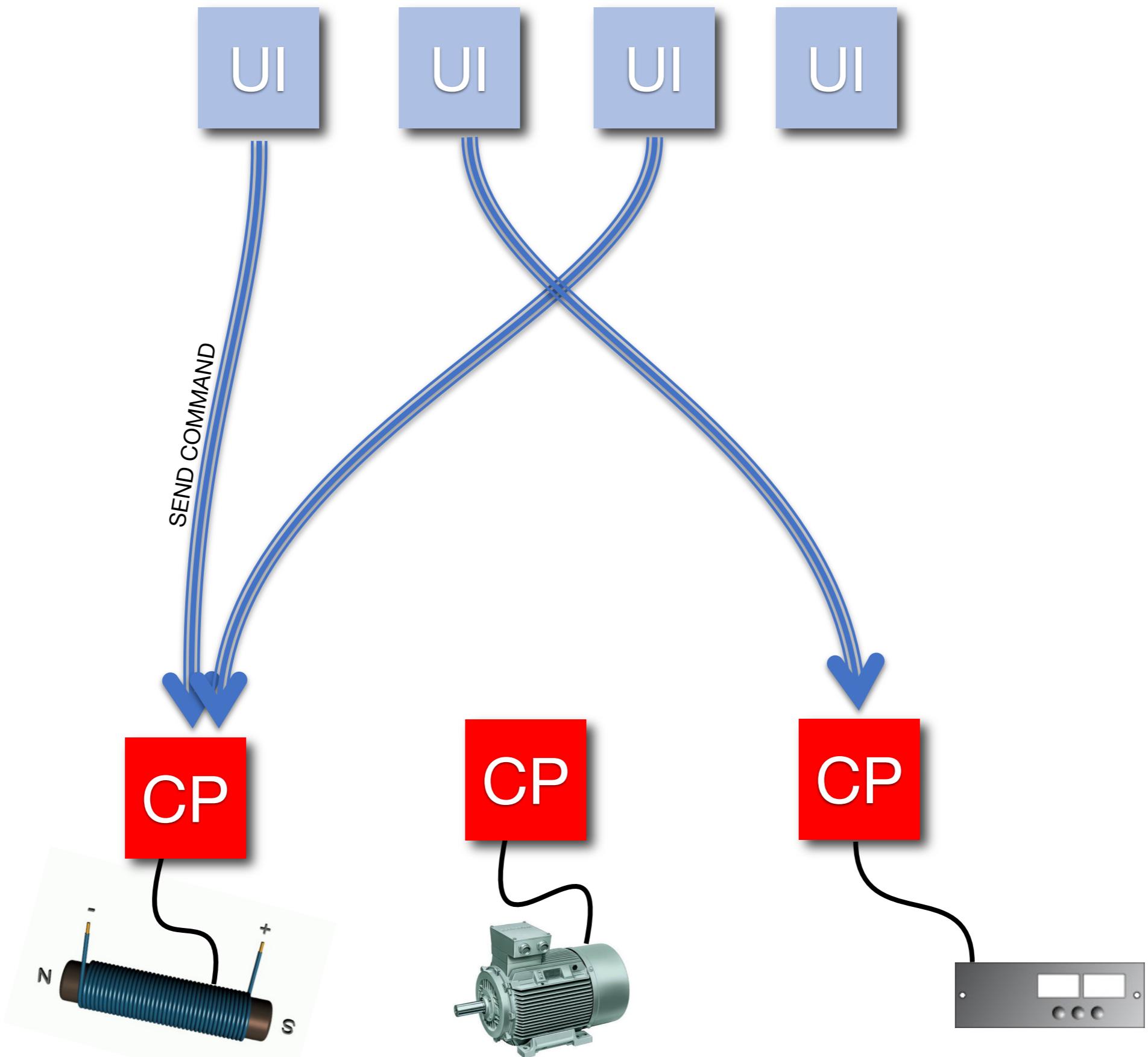


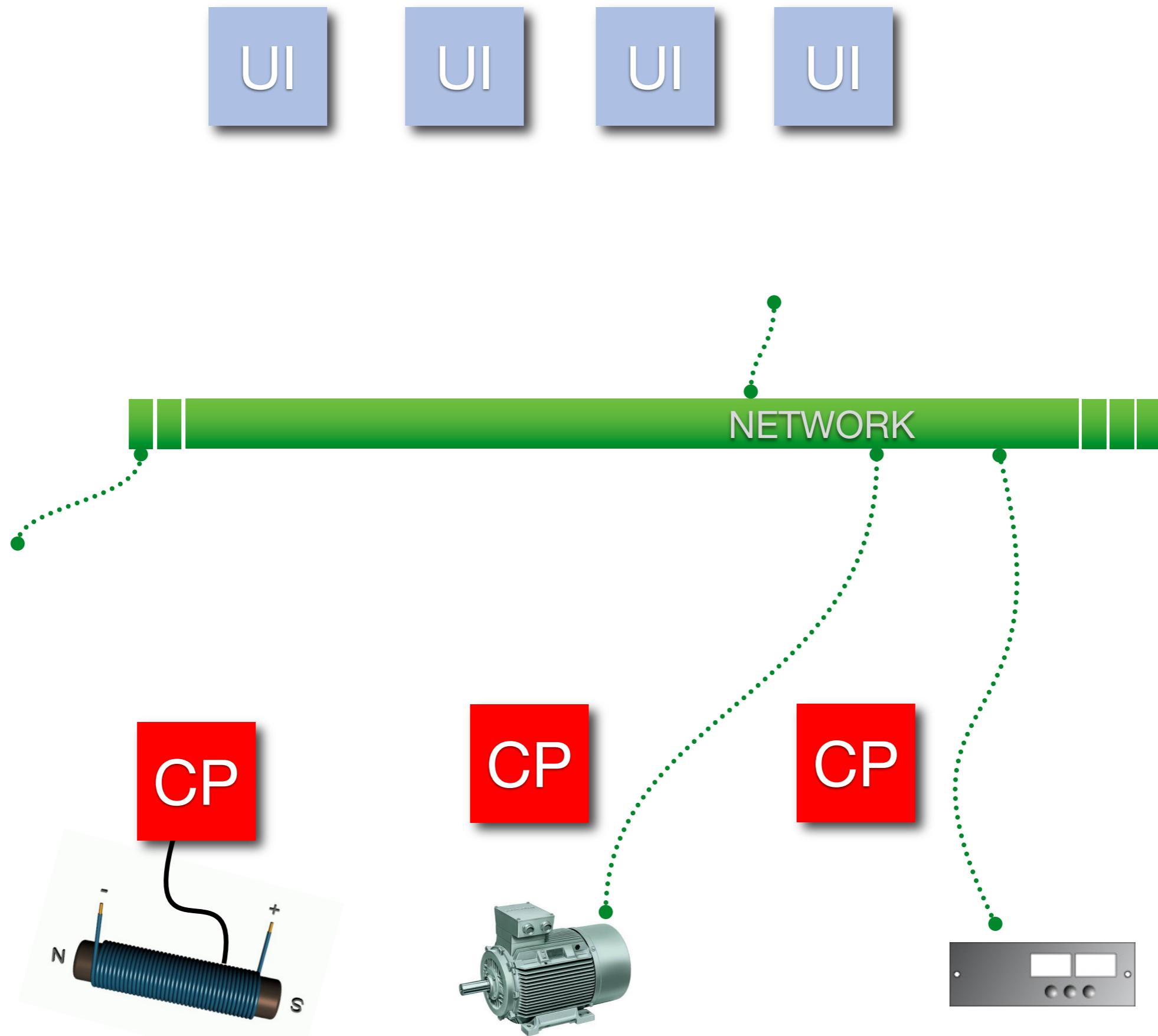
The lesson is: a system has to be as **independent** as possible from hardware standards and specific software products.





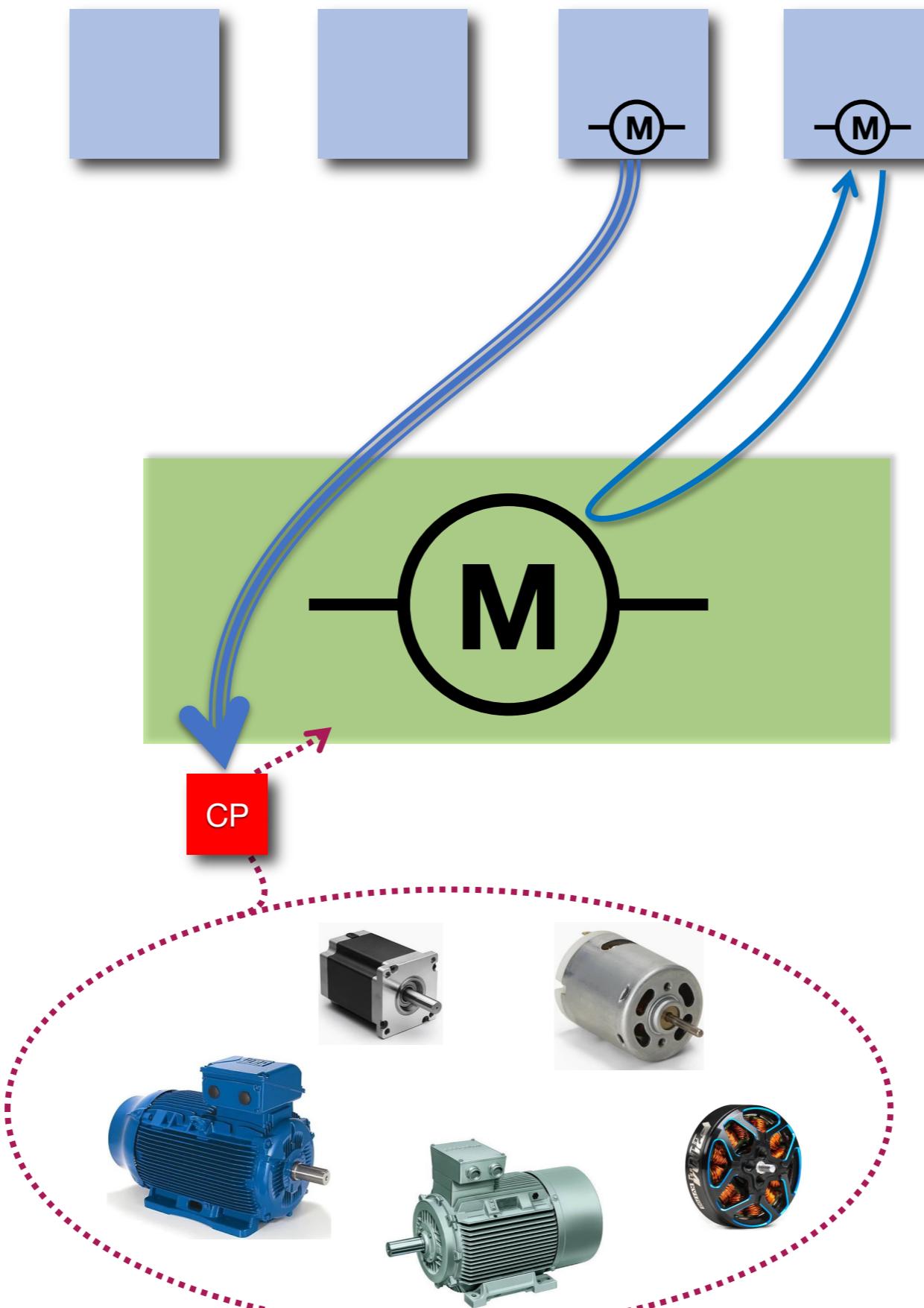




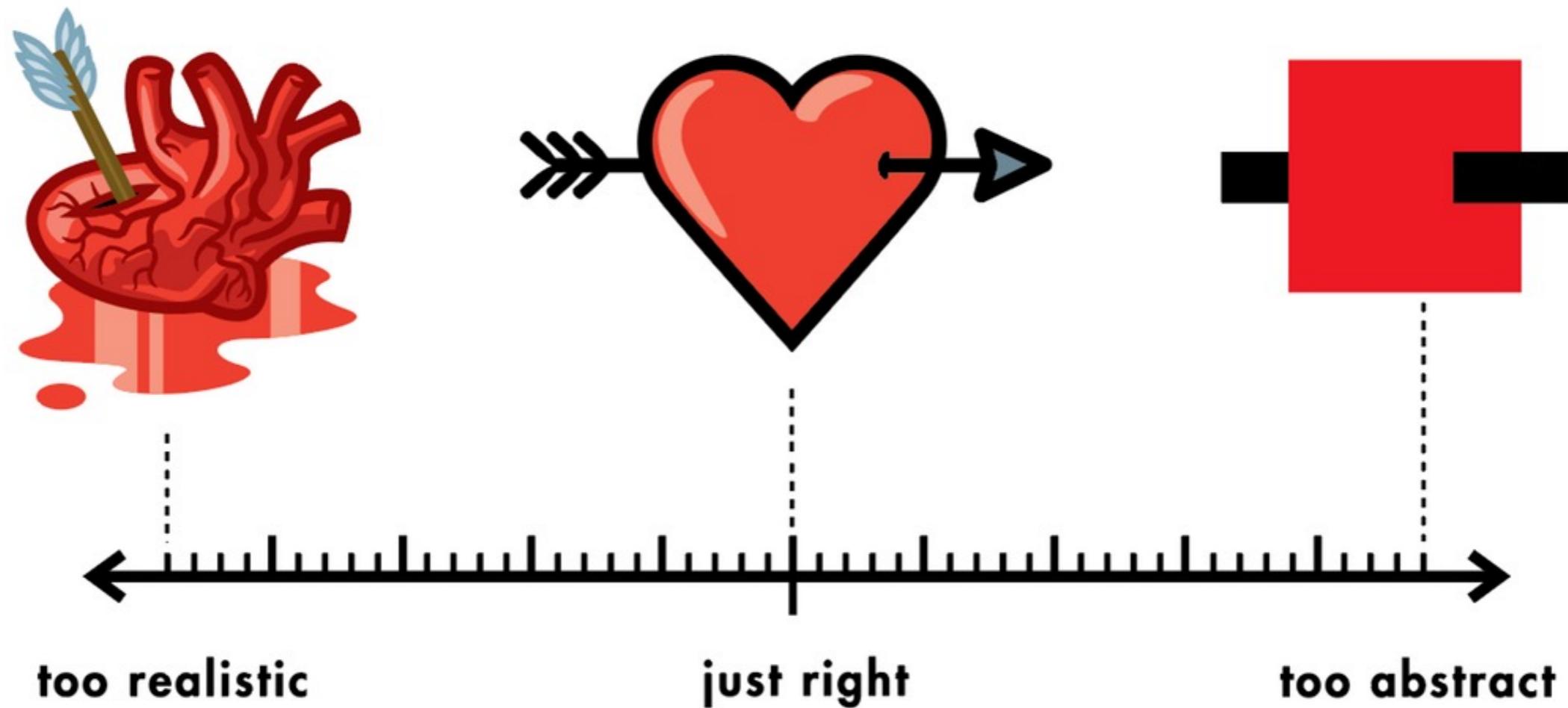


# Abstraction





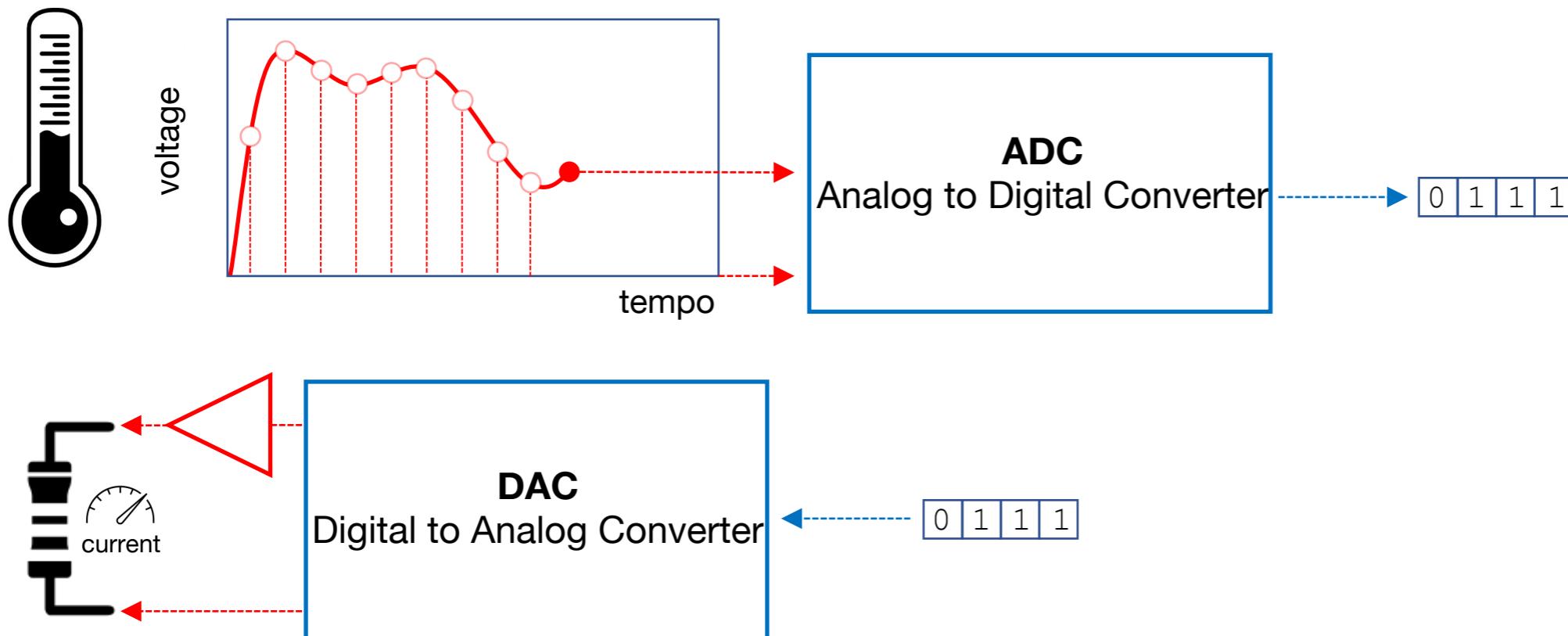
# THE ABSTRACT-O-METER



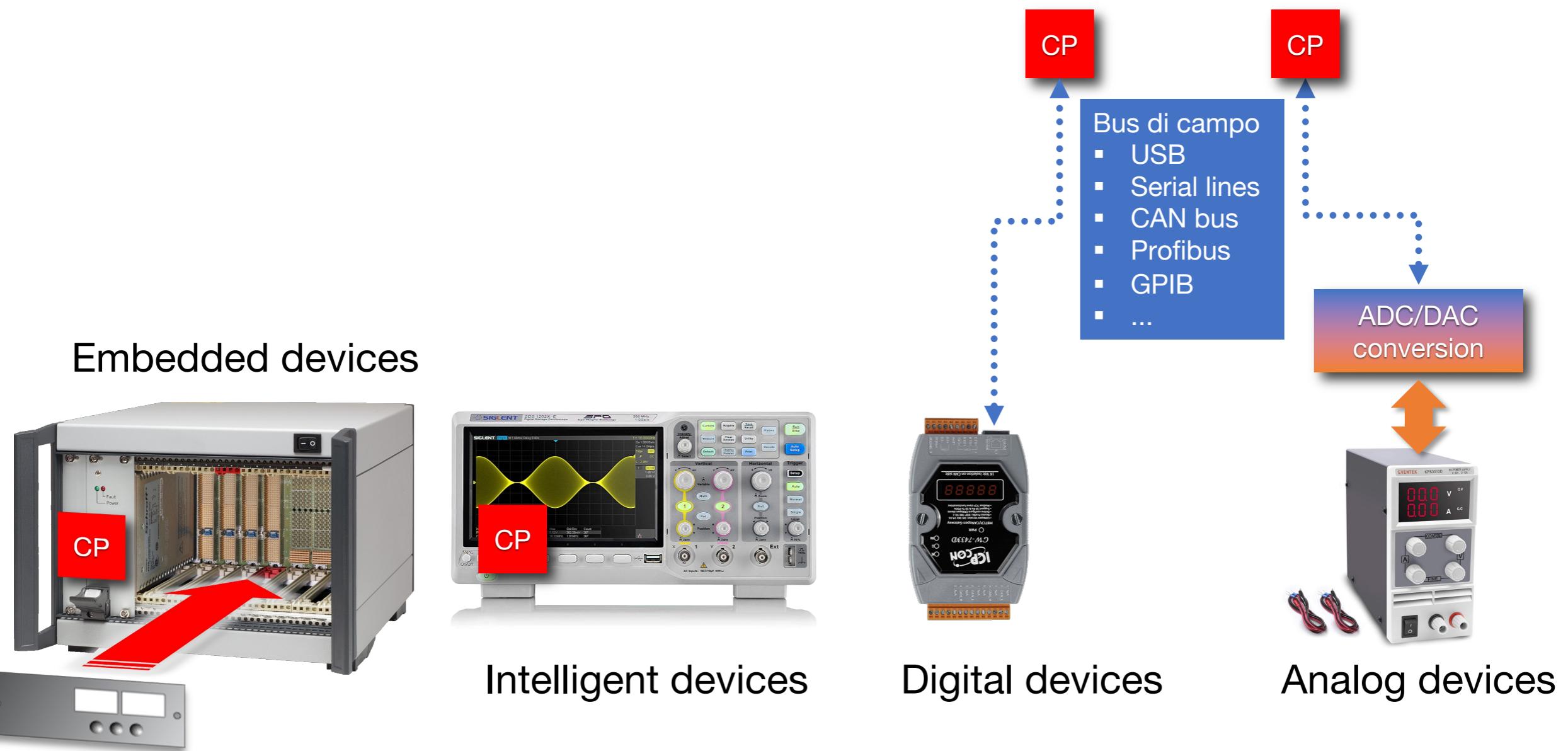
# Features of a Control System

- acquisition/actuation
- communication
- storage
- presentation
- analysis / correlation
- historization

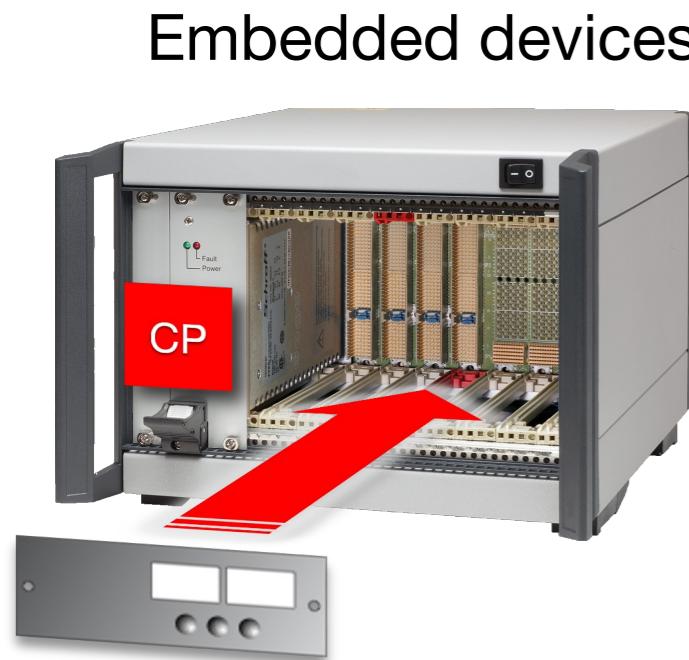
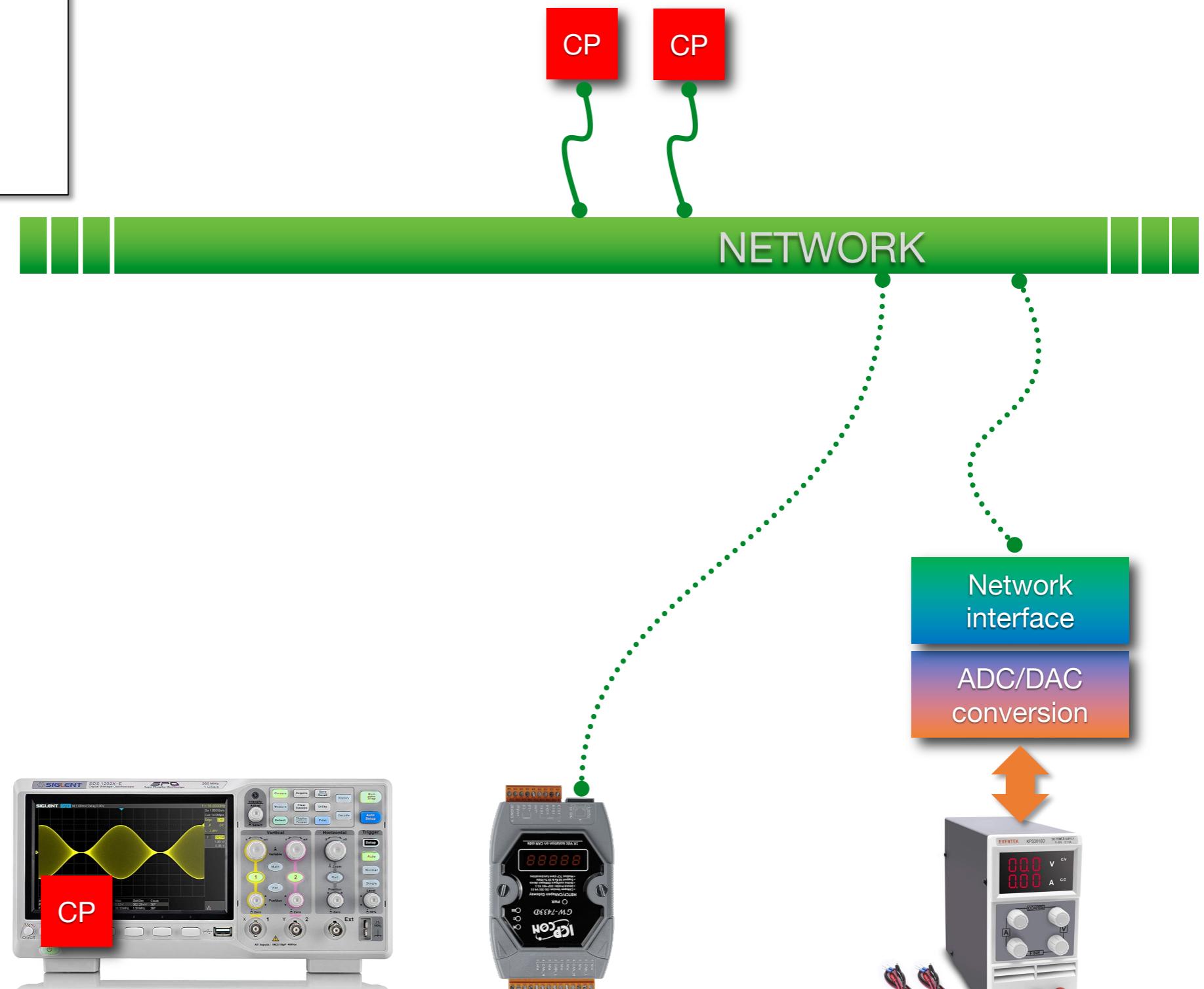
- **acquisition/actuation**
- communication
- storage
- presentation
- analysis / correlation
- historization



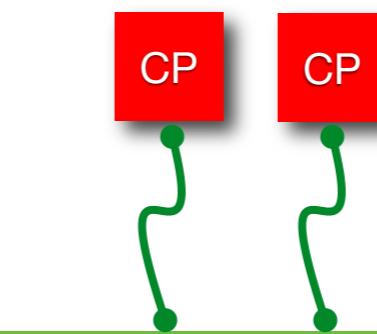
- acquisition/actuation
- **communication**
- storage
- presentation
- analysis / correlation
- historization



- acquisition/actuation
- **communication**
- storage
- presentation
- analysis / correlation
- historization



Intelligent devices



Digital devices



Analog devices

- acquisition/actuation
- communication
- **storage**
- presentation
- analysis / correlation
- historization

average size (@DAFNE)  
~ 650 byte

```
{
float64 temperature_read;
char    units;
boolean status;
.....
}

{
float64 current_read;
float64 current_set;
char    units;
boolean error;
.....
}

{
float64 mag_field_read;
float64 mag_field_set;
int     polarity;
.....
}

{
int     aperture;
int     time;
int     n_pixels_h;
int     n_pixels_v;
boolean status;
.....
}
```

CP

CP

CP

CP



## 650 byte



Dante Alighieri (1265–1321)

Nel mezzo del cammin di nostra vita  
mi ritrovai per una selva oscura,  
ché la diritta via era smarrita.

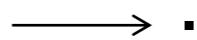
Ahi quanto a dir qual era è cosa dura  
esta selva selvaggia e aspra e forte  
che nel pensier rinova la paura!

Tant'è amara che poco è più morte;  
ma per trattar del ben ch'i' vi trovai,  
dirò de l'altre cose ch'i' v'ho scorte.

Io non so ben ridir com'i' v'intrai,  
tant'era pien di sonno a quel punto  
che la verace via abbandonai.

Ma poi ch'i' fui al piè d'un colle giunto,  
là dove terminava quella valle  
che m'avea di paura il cor compunto

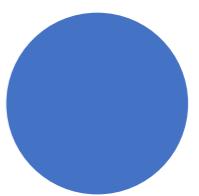
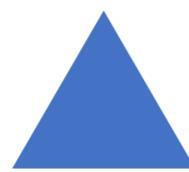
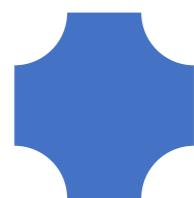
guardai in alto e vidi le sue spalle  
vestite già de' raggi del pianeta  
che mena dritto altrui per ogne calle.



The Divin Comedy  
~0.5 Mbyte

DAFNE ~1.4 Mbyte

Relational  
database →



```
{  
float64 temperature_read;  
char    units;  
boolean status;  
....  
}
```

```
{  
float64 current_read;  
float64 current_set;  
char    units;  
boolean error;  
....  
}
```

```
{  
float64 mag_field_read;  
float64 mag_field_set;  
int    polarity;  
....  
}
```

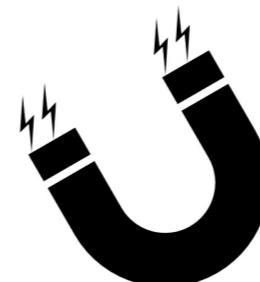
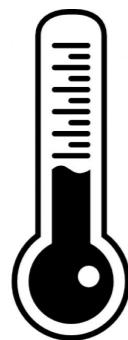
```
{  
int    aperture;  
int    time;  
int    n_pixels_h;  
int    n_pixels_v;  
boolean status;  
....  
}
```

CP

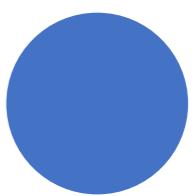
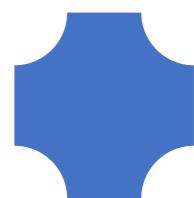
CP

CP

CP



Relational  
database →



```
{  
float64 temperature_read;  
char    units;  
boolean status;  
....  
}
```

```
{  
float64 current_read;  
float64 current_set;  
char    units;  
boolean error;  
....  
}
```

```
{  
float64 mag_field_read;  
float64 mag_field_set;  
int    polarity;  
....  
}
```

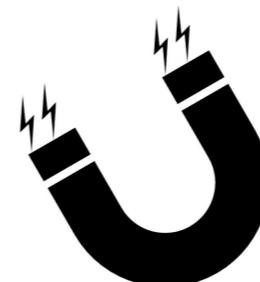
```
{  
int    aperture;  
int    time;  
int    n_pixels_h;  
int    n_pixels_v;  
boolean status;  
....  
}
```

CP

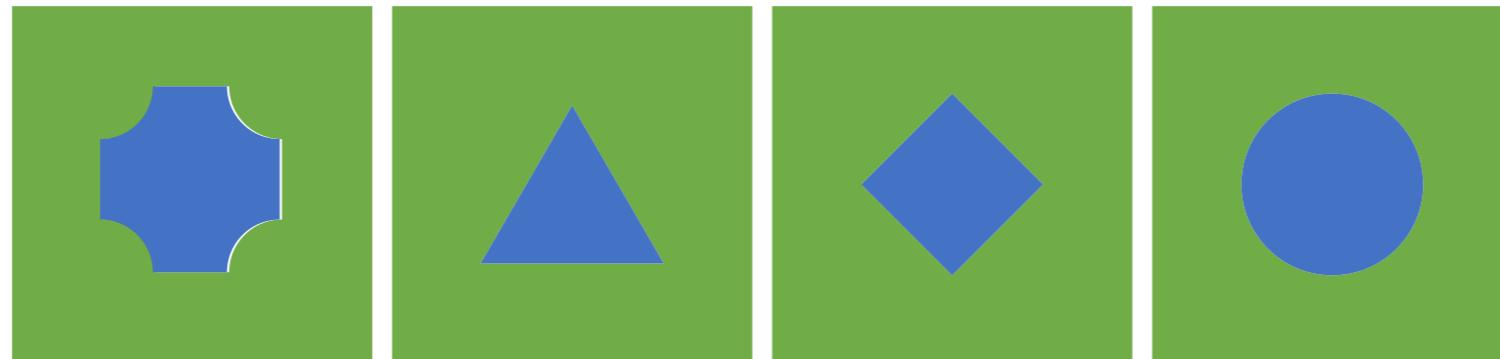
CP

CP

CP



# Relational database →

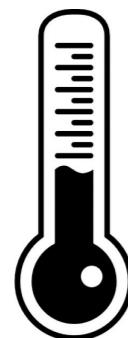


```
{  
    float64 temperature_read;  
    char      units;  
    boolean   status;  
    ...  
}
```

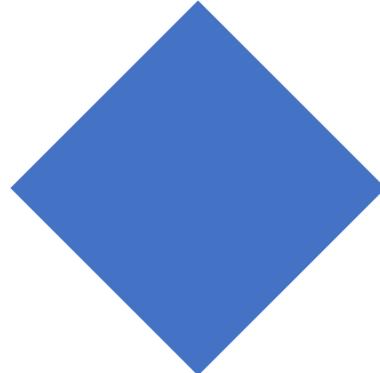
```
{  
    float64 current_read;  
    float64 current_set;  
    char     units;  
    boolean error;  
    ...  
}
```

```
{  
    float64 mag_field_read;  
    float64 mag_field_set;  
    float64 orientation;  
    int polarity;  
}; ...  
}
```

```
{  
    int      aperture;  
    int      time;  
    int      n_pixels_h;  
    int      n_pixels_v;  
    boolean  status;  
  
    ....  
}
```



# Serialization: *self-describing* data vs *formatted* data



```
BEGIN OF DATA
here it is described a rhombus;
each side measures 100 mm;
the orientation of the diagonal is 0 deg;
blah blah...;
END OF DATA
```

# Most popular *self-describing* data formats

**XML**

```
<note>
  <to>Andrew</to>
  <from>Jane</from>
  <heading>Reminder</heading>
  <body>Don't forget me this weekend!</body>
</note>
```

**YAML**

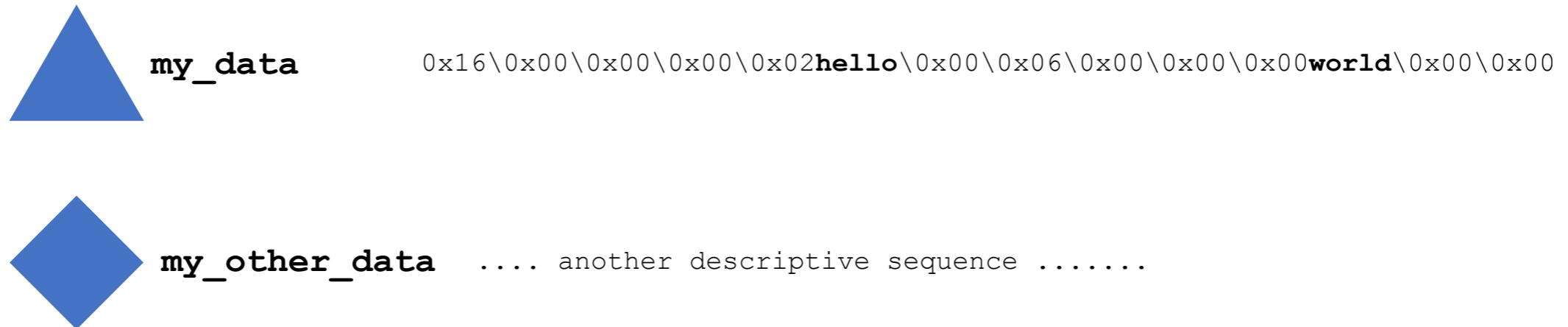
```
note:
  to: Andrew
  from: Jane
  heading: Reminder
  body: "Don't forget me this weekend!"
```

**JSON**

```
{
  "note": {
    "to": "Andrew",
    "from": "Jane",
    "heading": "Reminder",
    "body": "Don't forget me this weekend!"
  }
}
```

# Non relational database

Key	Value

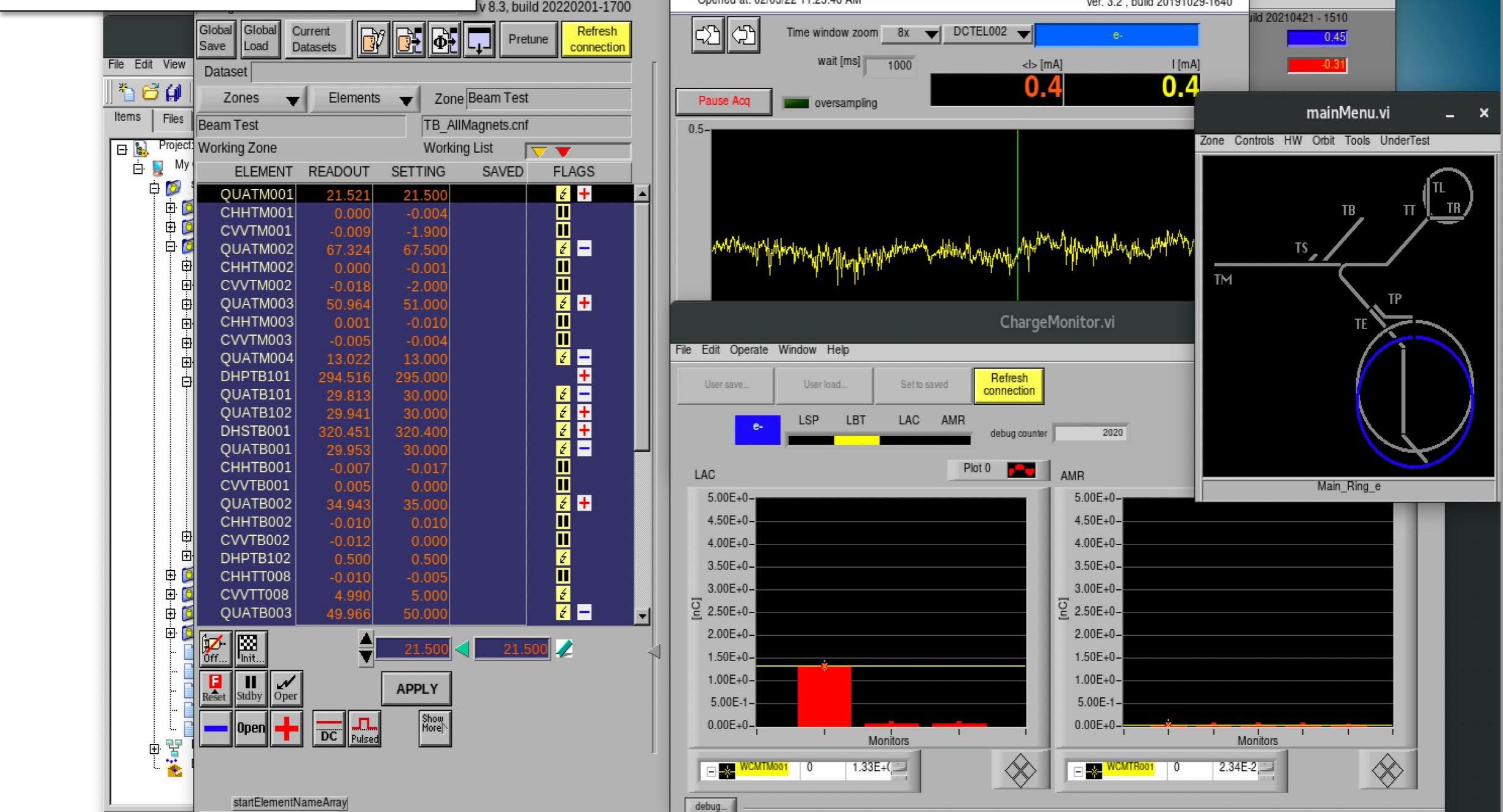


## e.g. BSON serialization

\0x16\0x00\0x00\0x00	total document size
\0x02	0x02 = field data type is string
hello\0x00	field name
\0x06\0x00\0x00\0x00world\0x00	field value (size of value, value, terminator)
\0x00	type EOO ('end of object')

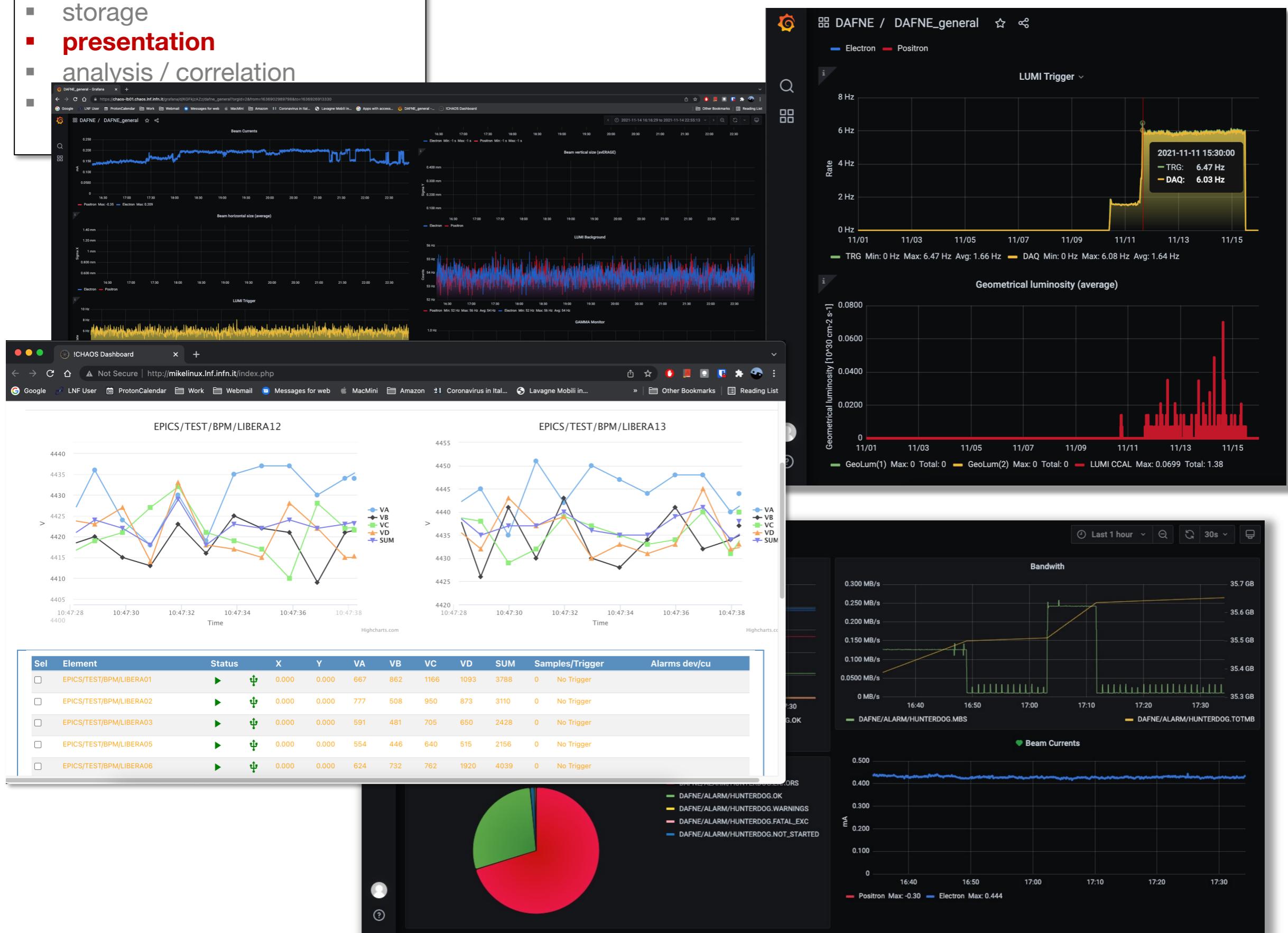
- acquisition/actuation
- communication
- storage
- **presentation**
- analysis / correlation
- historization

# User Interface



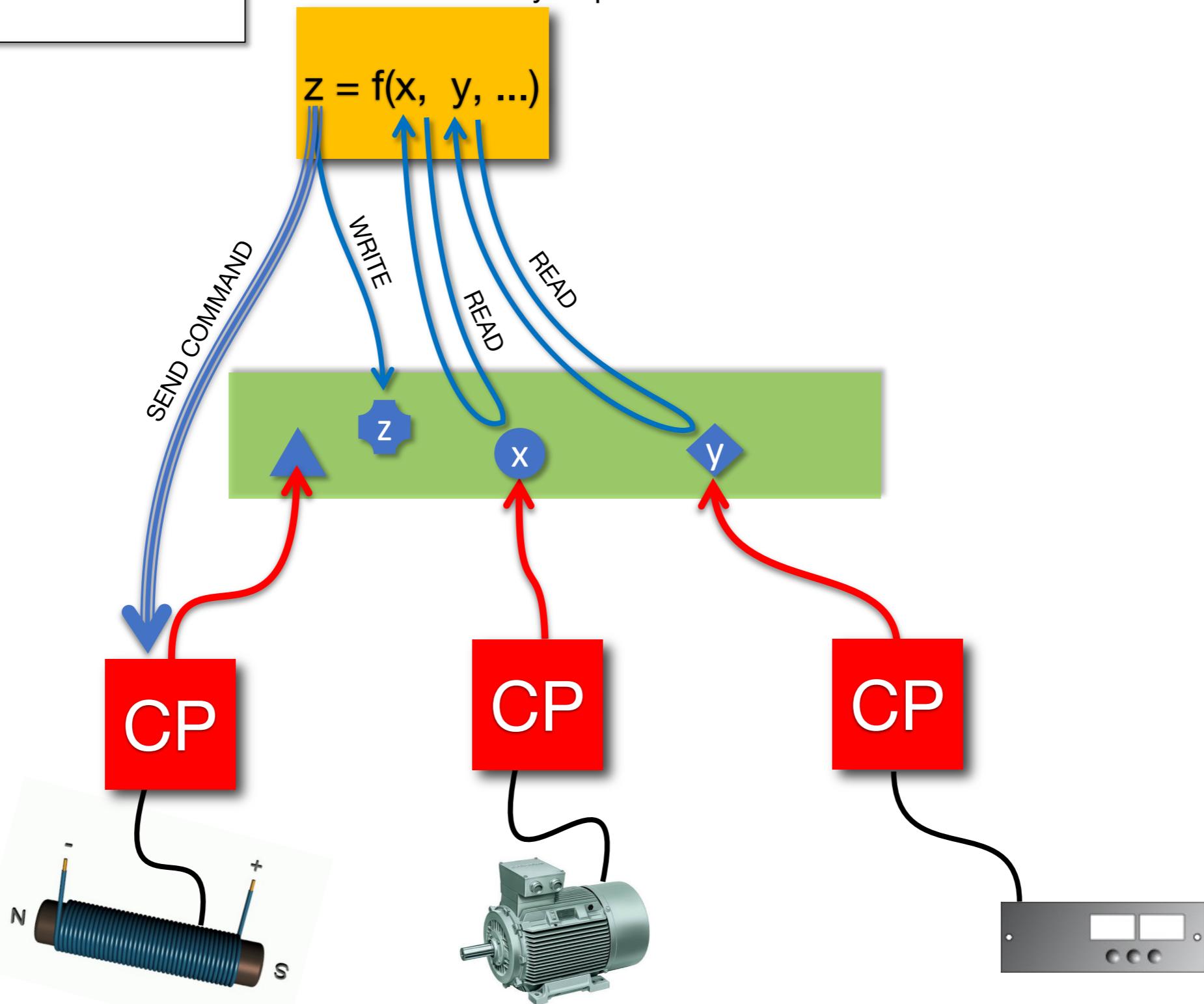
- acquisition/actuation
- communication
- storage
- **presentation**
- analysis / correlation

# User Interface

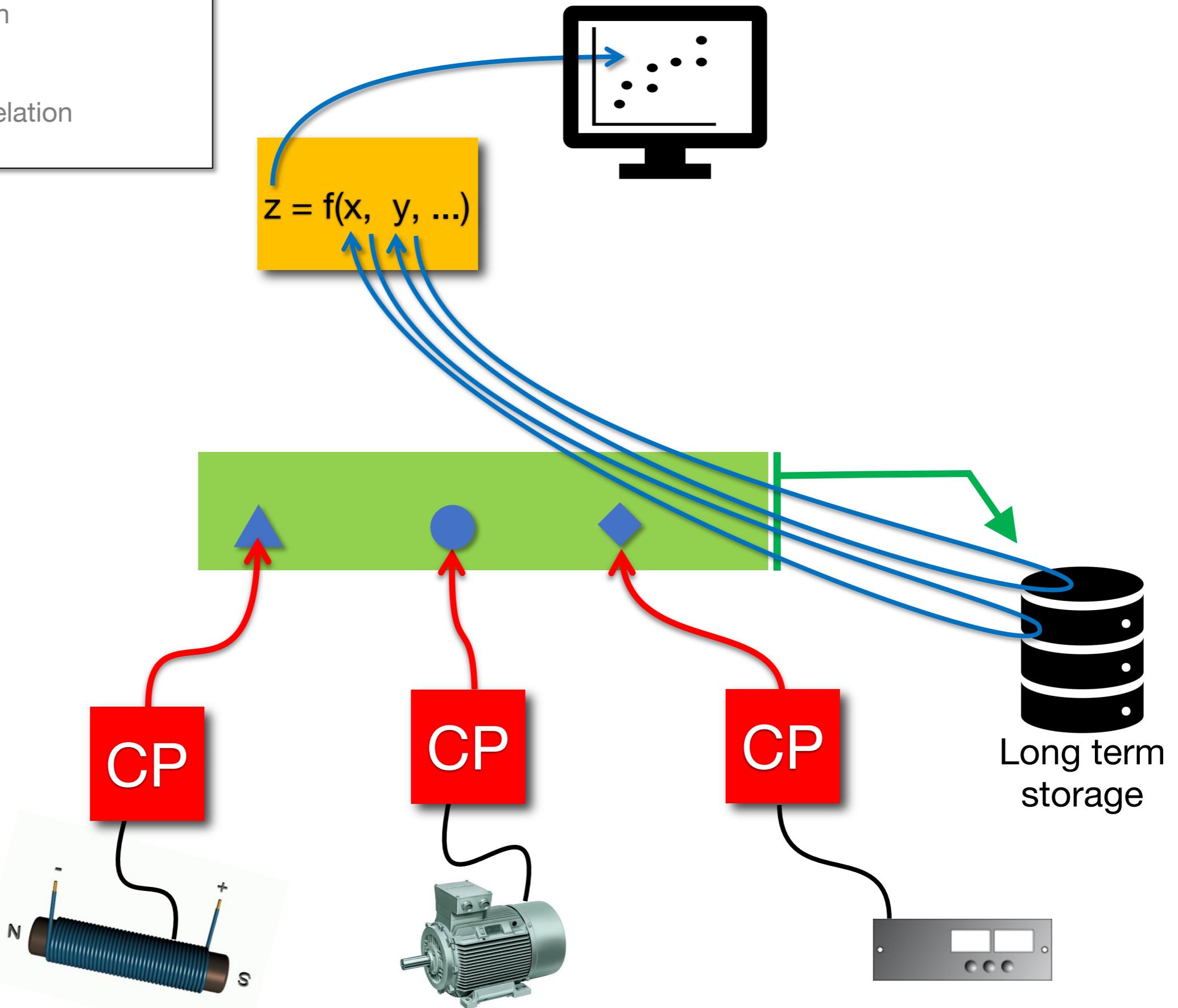


- acquisition/actuation
- communication
- storage
- presentation
- **analysis / correlation**
- historization

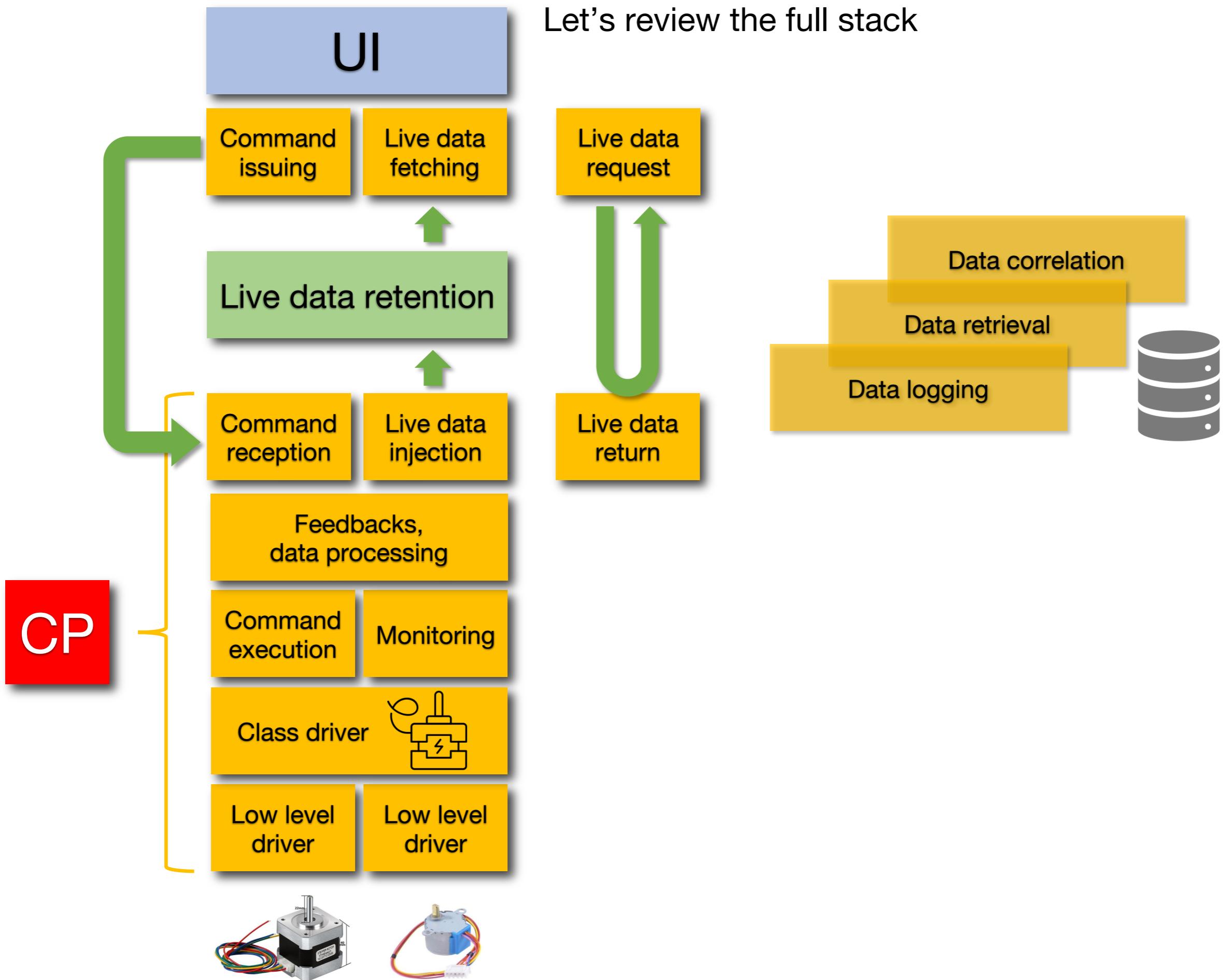
### Correlation and analysis processes



- acquisition / actuation
- communication
- storage
- presentation
- analysis / correlation
- **historization**



## Let's review the full stack



## Golden rules

- Analysis → Design → Development → Qualification
- Do abstract physical devices and create classes
- **KISS** (Keep It Simple)

# IT good methods & practices

- Development: Agile approach, CI/CD, DevOps
- Documentation, Asset Management
- Project tracking

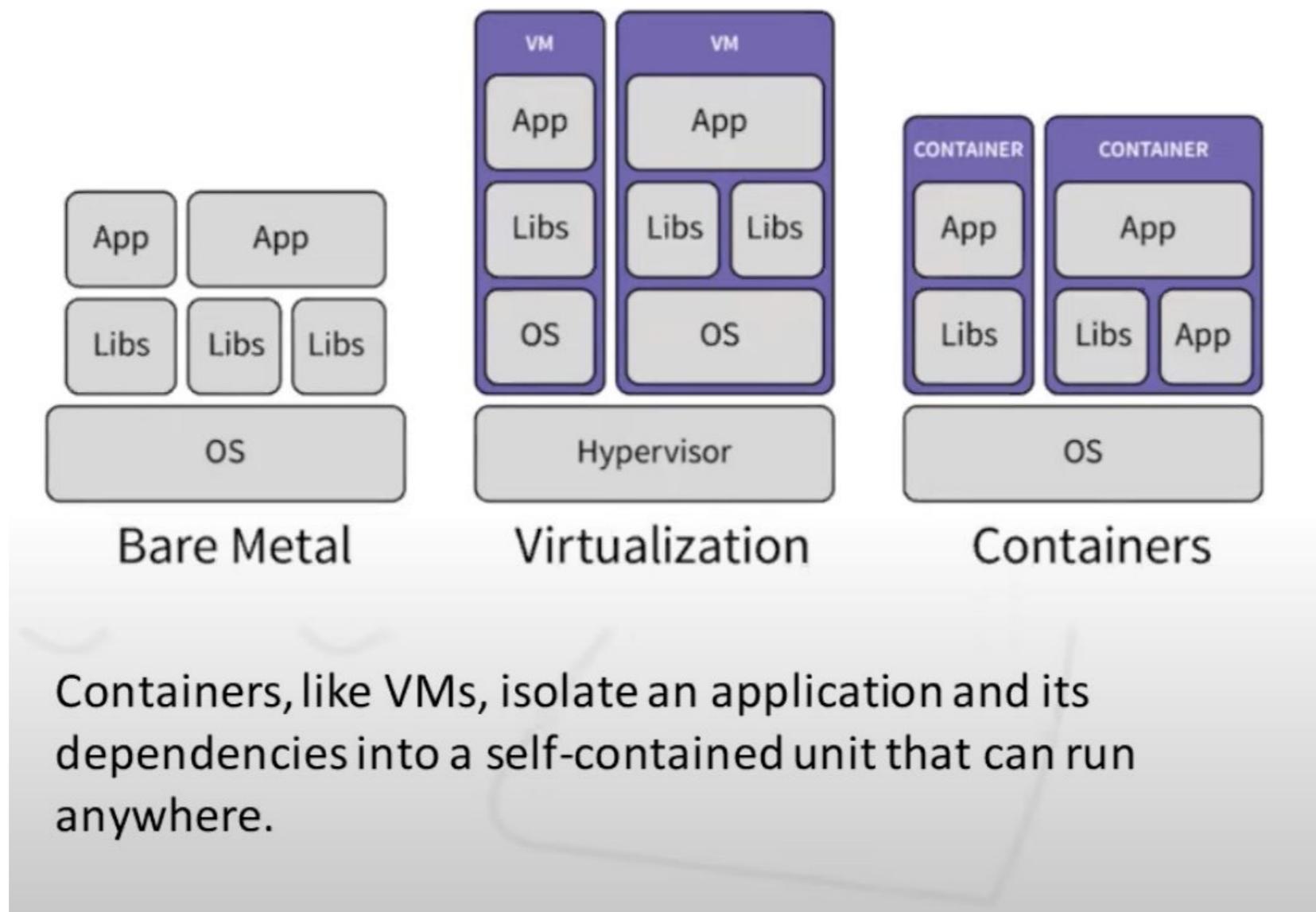
The screenshot shows a JIRA Scrum Board titled "TIS-70 Scrum Board". The board is divided into three columns: "To do", "In progress", and "Done".

- To do:** 12 issues
  - TIS-37: Service should return prior trip details and info (Status: To do, Assignee: SeeSpaceEZ plus)
  - TIS-10: Bad JSON data coming back from hotel API (Status: To do, Assignee: SeeSpaceEZ plus)
  - TIS-8: Requesting flights is now taking > 5 seconds (Status: To do, Assignee: SeeSpaceEZ plus)
  - TIS-68: Homepage footer uses an inline style-should use class (Status: To do, Assignee: Large Team Support)
  - TIS-17: Engage Saturn's Rings Resort as preferred (Status: To do, Assignee: Space Travel Partners)
  - TIS-56: Add pointer to main css file to create child themes (Status: To do, Assignee: Large Team Support)
  - TIS-20: Engage Saturn Shuttle lines for group tours (Status: To do, Assignee: Space Travel Partners)
  - TIS-12: Create 90 day plans for all departments in Mars office (Status: To do, Assignee: SeeSpaceEZ plus)
- In progress:** 2 issues
  - TIS-10: Bad JSON data coming back from hotel API (Status: In progress, Assignee: SeeSpaceEZ plus)
  - TIS-17: Engage Saturn's Rings Resort as preferred (Status: In progress, Assignee: Space Travel Partners)
- Done:** 3 issues
  - TIS-8: Requesting flights is now taking > 5 seconds (Status: Done, Assignee: SeeSpaceEZ plus)
  - TIS-68: Homepage footer uses an inline style-should use class (Status: Done, Assignee: Large Team Support)
  - TIS-56: Add pointer to main css file to create child themes (Status: Done, Assignee: Large Team Support)

The sidebar on the left includes links to "Backlog", "Agile board" (which is selected), "Releases", "Reports", "All issues", "Components", and "Add-ons". It also contains "PROJECT SHORTCUTS" for "Mars Team HipChat Room", "Space Station Dev Roadmap", "Teams in Space Org Chart", "Orbital Spotify Playlist", "Hyperspeed Bitbucket Repo", and a "+ Add shortcut" button.

# IT interesting topics

- Big data
- AI
- Virtualization, Dockers, Orchestrators



Courtesy of Giles Knap (Diamond)

# Professionals

- Data scientist
- Software Developer, Software Engineer, DevOps
- System Manager
- Network Manager
- HW system Integrator



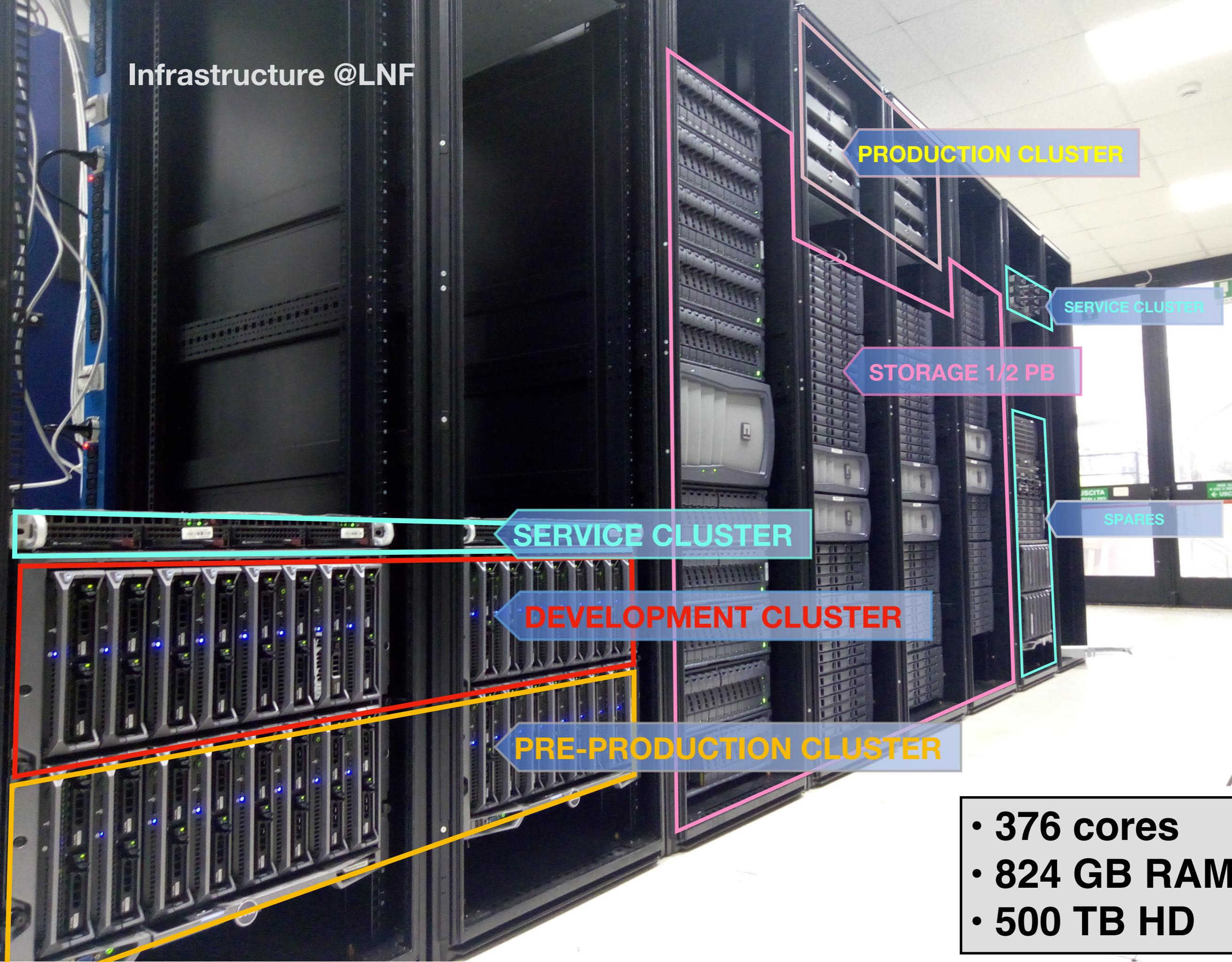
```
mirror_mod = modifier_obj.mirror_mod
if mirror_mod.mirror_object:
    mirror_mod.mirror_object = context.active_object
else:
    if operation == "MIRROR_X":
        mirror_mod.use_x = True
        mirror_mod.use_y = False
        mirror_mod.use_z = False
    elif operation == "MIRROR_Y":
        mirror_mod.use_x = False
        mirror_mod.use_y = True
        mirror_mod.use_z = False
    elif operation == "MIRROR_Z":
        mirror_mod.use_x = False
        mirror_mod.use_y = False
        mirror_mod.use_z = True

selection_at_the_end = modifier.select
modifier.select= 1
modifier.select=1
context.scene.objects.active = bpy.context.selected_objects[0]
bpy.context.selected_objects[0].select = 1
data.objects[one.name].select = 1
print("please select exactly one object")
#OPERATOR CLASSES ----

def types.Operator:
    X mirror to the selected object.mirror_mirror_x"
    "mirror X"
    def __init__(self, context):
        self.context = context
        self.active_object is not None
```

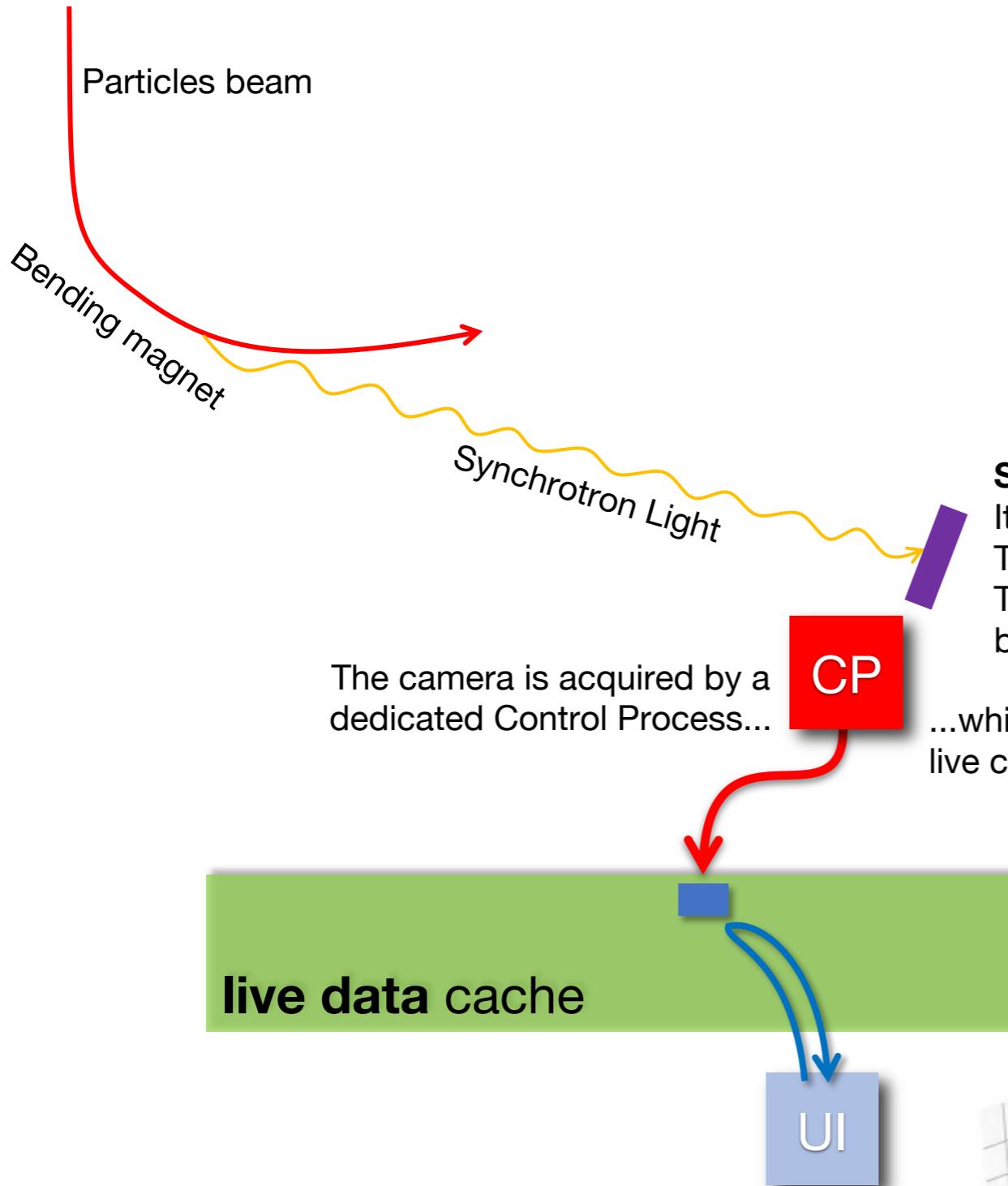
A close-up photograph of a person's hand pointing at a computer screen. The screen displays a block of Python code. The code is part of a larger script, likely for Blender or a similar 3D modeling application, defining a custom operator for mirroring objects. The hand is pointing towards the bottom of the code block.

# Infrastructure @LNF



- 376 cores
- 824 GB RAM
- 500 TB HD

# Today's exercise



## SLM (Synchrotron Light Monitor)

It is basically a CCD camera

The CCD resolution is 1200 x 950 pixels

The numeric value of the luminosity on each pixel is returned by the camera as an integer value in the range 0-4095.

...which writes the matrix in the system live cache (at ~ 2Hz)

The exercise is to continuously readback the matrix from the central cache and calculate *on-the-fly* the FWHM of the 3D profile of the spot.

