

# Trends in Software for large astronomy projects

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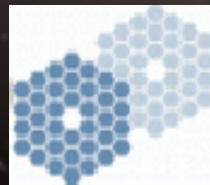
K.Gillies – Gemini Observatory, La Serena, Chile

B.Goodrich, S.Wampler - National Solar Observatory, Tucson, AZ

J.Johnson, K.McCann – W.M.Keck Observatory, Kamuela, HI

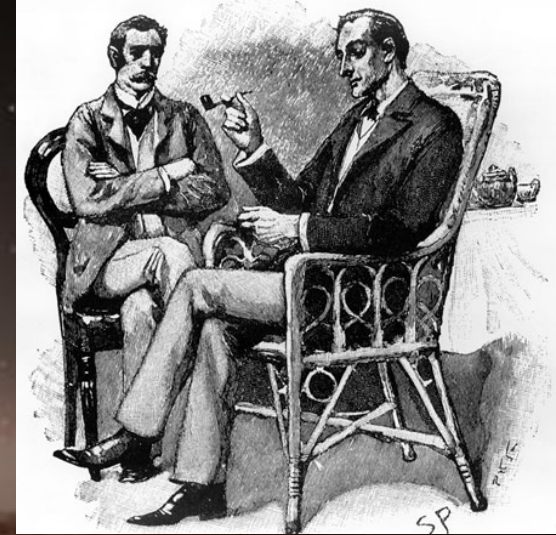
G.Schumacher – National Optical Astronomy Observatories, La  
Serena, Chile

D.Silva – AURA/Thirty Meter Telescope, Pasadena, CA

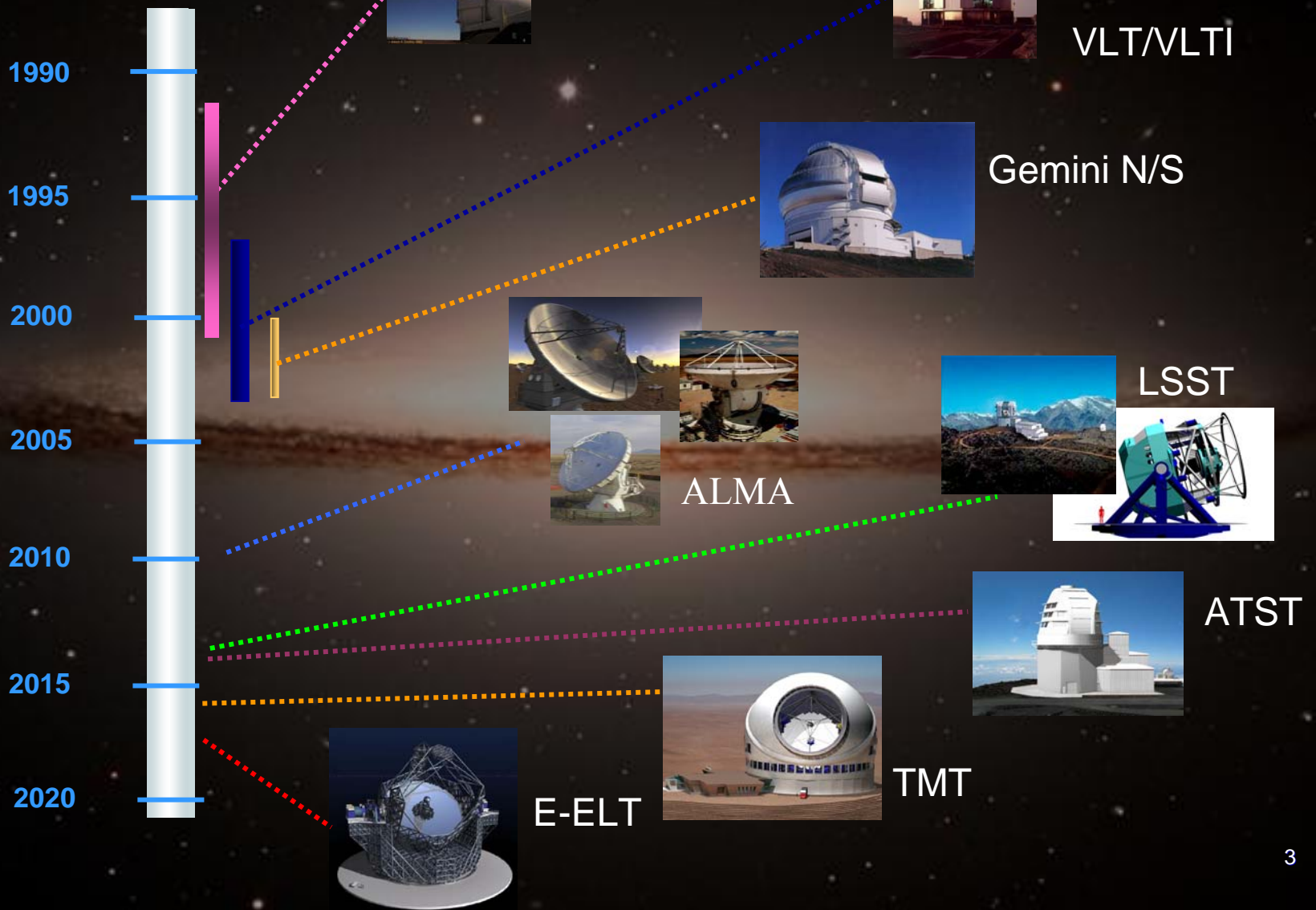


# Aspects analyzed

- Timeline
- Challenges
- Architecture
- Frameworks
- Development methodologies
- Technological implementation
  - HW platforms
  - Operating systems
  - Programming languages
  - User Interfaces.



# Timeline



# Challenges of new projects



- Synchronized multiple distributed control loops (wave front control)
- Multi-level off-loading schemes
- Fault detection, isolation and recovery (E-ELT M1: 1000 segments with actuators and sensors)
- Operational efficiency (TMT requirement: on target in <5 minutes).

# Architecture

- All major facilities in operation: three-tier architecture
  - High-level coordination systems
  - Low-level real time control computers (LCUs)
  - Devices with limited degree of intelligence
- Fairly independent sub-systems: slow correction offloading
- Wave front control (adaptive optics and interferometry) introduces new requirements:
  - Distributed real time synchronization and feedback
  - Significant physical separation
- Systems of systems, often heterogeneous
- LCUs role is eroded on both sides.

# Frameworks

- A uniform software framework has a value in simplifying development and maintenance
- Isolate application from middleware providing a layer of common services
- Separation between technical and functional architecture now formally adopted.
- Component based architectures emerged as particularly useful in distributed systems
- Sharing the technical framework would allow sharing functional components .

## **Frameworks adopted:**

- Keck and Gemini: EPICS, RTC
- ESO Paranal and La Silla: VLT CCS
- ALMA and other projects: ACS
- ATST: ATSTCS

## **Common services:**

- Connection
- Event
- Command
- Logging
- Persistent store
- Error handling

# Development methodologies and modeling techniques


- Our constraints:
  - Multi-year observatory design periods
  - Review structure and process imposed by funding agencies is oriented to a waterfall approach
  - Floating requirements
- Methodology evolution:
  - Mid '80s/ mid '90s: Structured programming
  - Mid '90s/ beginning 2000: Object Oriented and UML (*pragmatic approach*)
  - Now: SysML, agile methodologies:
    - Requirement management and traceability
    - Integration in a coherent system model as seen from different disciplines .

# Hardware platforms

- In most existing observatories:
  - High level coordination → general purpose WS
  - Real time → Local Control Units (often VME)
  - Devices attached directly to VMEs
- Many more options are available now:
  - High level coordination → Personal Computers
  - (Soft) Real time → PC with real time OS
  - Intelligent devices on ETH or industrial buses (CAN)
  - (Hard) Real time → DSPs and FPGAs
- Clusters for raw computing power
- Virtualization under evaluation. Trend for the future? .



# Operating systems

- The 1990s
    - Proprietary UNIX
    - Proprietary RTOS (VxWorks dominating)
  - The turn of the century: open source
    - Linux
    - Real Time Linux
  - And now?
    - Questioning Linux
    - Solaris re-emerging
    - Open source to stay (Solaris)
    - MsWindows (and OPC)?
    - Other players? 
- OS neutrality
  - Real time Java
  - QNX
  - LabVIEW and LabView-RT
  - PLCs
  - FPGAs and DSPs .

# Programming Languages

- The core language(s):
  - Mid '80s/ mid '90s: C domination
  - Mid '90s/ beginning 2000: C++ takeover
  - Now: Java explosion, C++ decline, C holds

<u>Language</u>	<u>Keck</u>	<u>VLT</u>
C	251050	246738
C++	0	84400
Capfast	130116	0
Tcl/Tk	9408	81657
Others	118144	64136
<b>Total</b>	<b>508718</b>	<b>476931</b>

- The glue: from Tcl/Tk to Python and over
- LabVIEW's role growing
- We have to cope with:
  - Different languages for different purposes
  - Highly distributed systems .

# User Interface

- A challenging area. Growing complexity.
- We are comfortable with Engineering UI development
- We do not have skills for good Operator UIs
- Java and Tcl/Tk the most used.
- GUI builders are not adequate
- Rapid prototyping: necessary, but with a dark side
- We cannot afford specialized UI development teams .



# Conclusion

New facilities are NOT scaled up versions of existing ones.  
Paradigm changes may be required

- Analysis of control system evolution in observatories is on-going
- We have identified clear common trends
- We aim at:
  - Sharing lessons learned
  - Identifying areas for cooperation
  - Sharing architectural elements and infrastructure
- Cooperation is made easier by international collaborations and the open source movement .

# Questions?



The authors represent just a subset of the projects in astronomy. Many more colleagues in the astronomical observatory community have given their ideas and time as we have developed this paper.

## Web Links

<b>ESO</b>	<a href="http://www.eso.org">www.eso.org</a> – Email: <a href="mailto:gchiozzi@eso.org">gchiozzi@eso.org</a>
<b>W.M.Keck Observatory</b>	<a href="http://www.keckobservatory.org">http://www.keckobservatory.org</a>
<b>Gemini Observatory</b>	<a href="http://www.gemini.edu">http://www.gemini.edu</a>
<b>ALMA</b>	<a href="http://www.alma.cl">http://www.alma.cl</a>
<b>ATST</b>	<a href="http://atst.nso.edu">http://atst.nso.edu</a>
<b>LSST</b>	<a href="http://www.lsst.org">http://www.lsst.org</a>
<b>Thirty Meter Telescope</b>	<a href="http://www.tmt.org">http://www.tmt.org</a>