

Readout, Control and Monitoring for the Medium-Sized Telescopes in CTA

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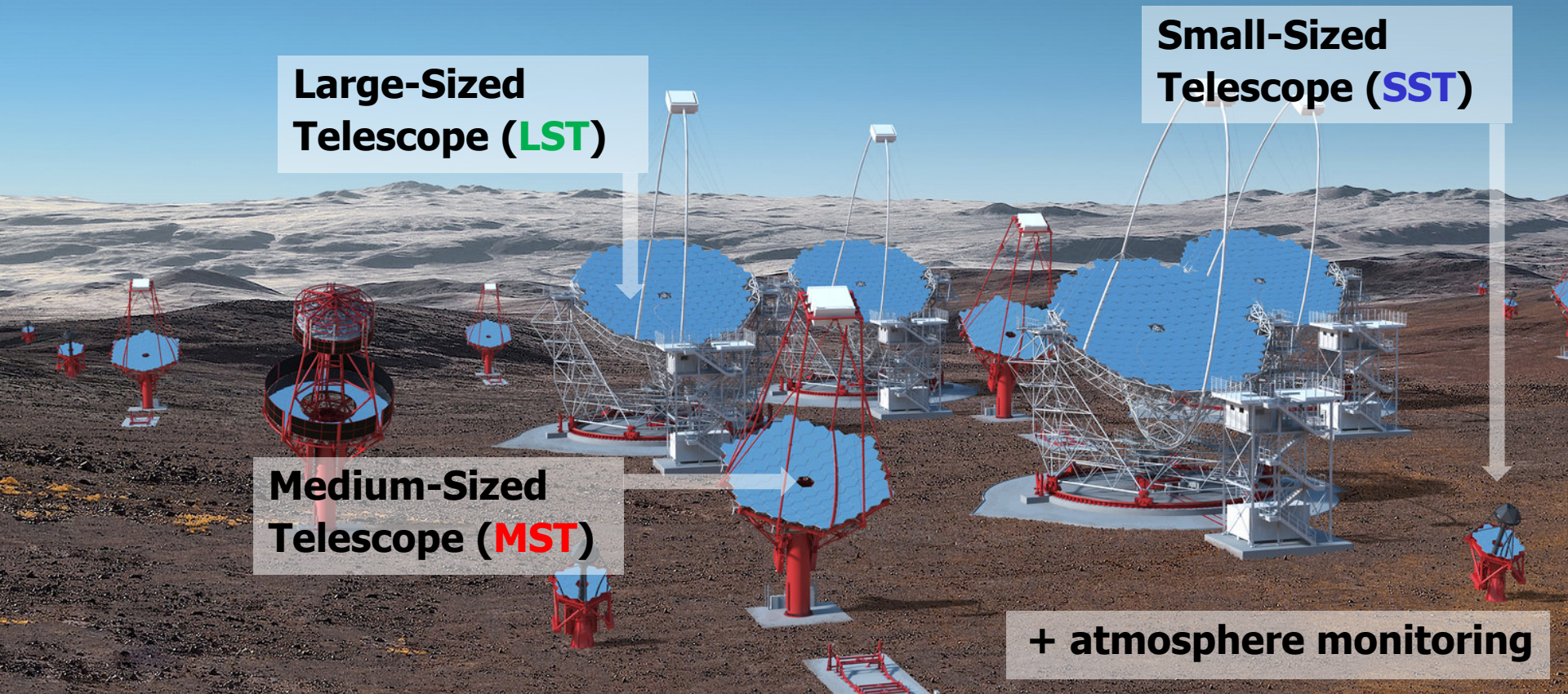


cherenkov
telescope
array

the observatory for
ground-based
gamma-ray astronomy

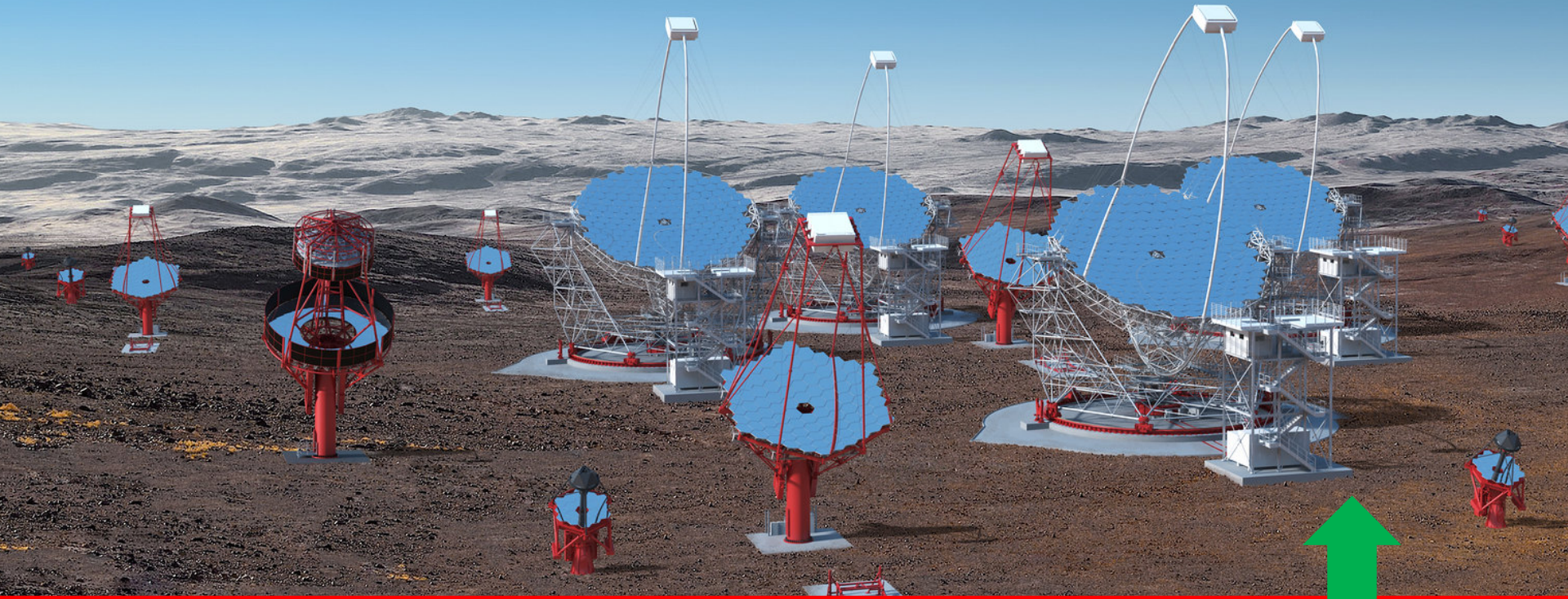


Cherenkov Telescope Array



α configuration		LSTs	MSTs	SSTs
CTA North	La Palma (Spain)	4	9	
CTA South	Paranal (Chile)	0	14	37

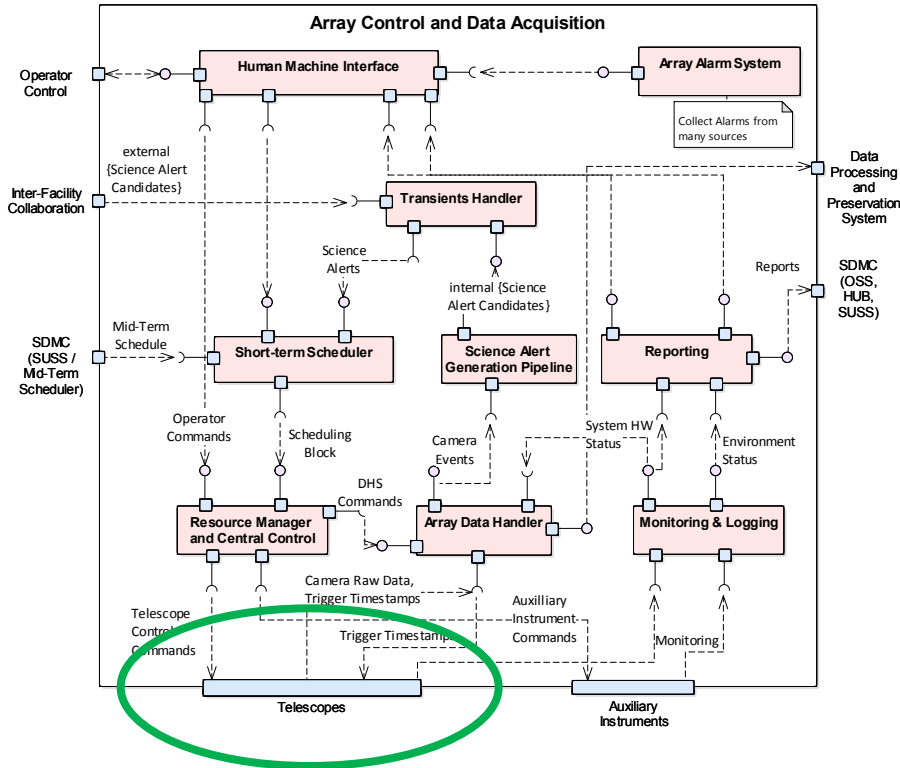
Array Control and Telescopes



Array Control and Data Acquisition System (ACADA)

- concurrent operation of multiple telescope sub-arrays
- rapid re-scheduling in response to internal (real-time analysis) and external (other observatories) triggers
- different telescope types and atmospheric monitoring devices

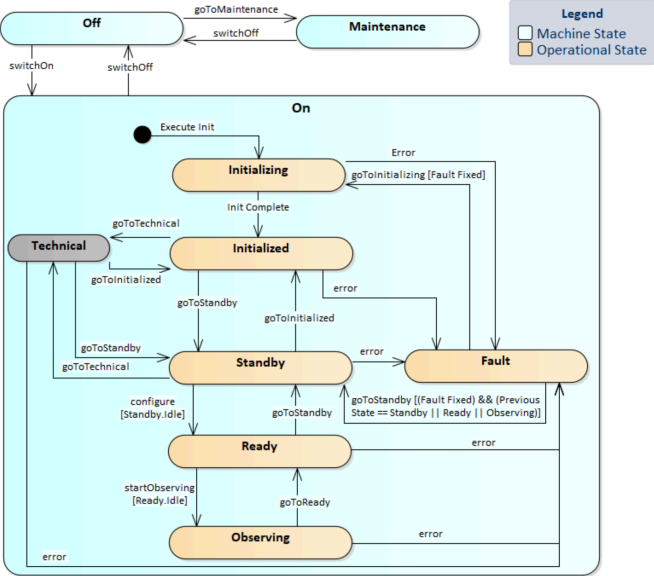
ACADA: Design and Implementation



- **ACADA software is based on an architecture designed using the UML and SysML formalisms**
- **Implementation takes advantage of the Alma Common Software (ACS) framework**
- **OPCUA is the protocol of choice for communication with hardware devices**
- **Dedicated solutions (e.g. ZeroMQ) for bulk data transfer**

- **Will focus on one aspect here: the interface between ACADA and the telescopes (and its implementation for MSTs)**
- **Design principle: any telescope can be controlled by ACADA without knowing its exact type (LST, MST, SST)**

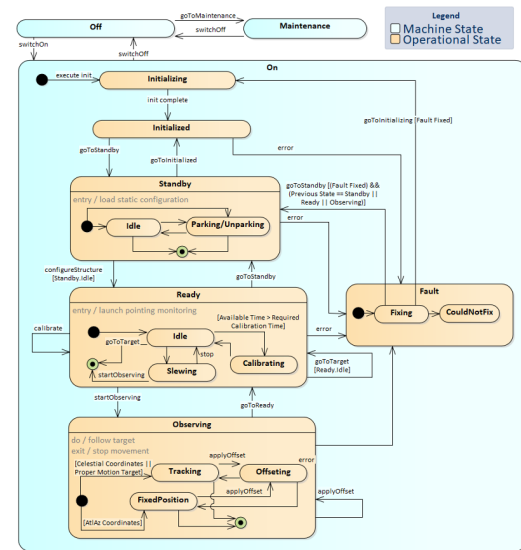
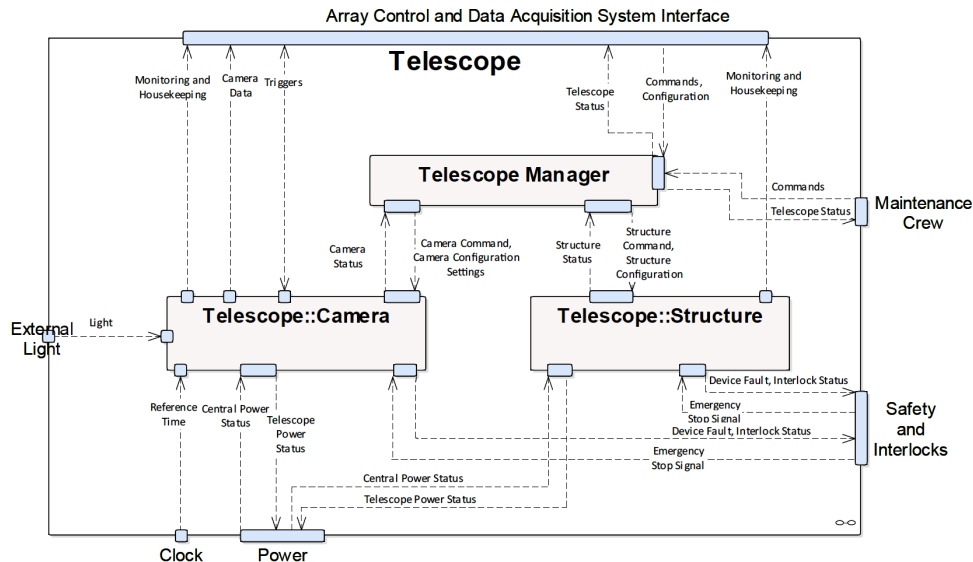
Telescope Interface (1/2)



Transition	Description
goToInitialized	Puts telescope to the
goToStandby	Initialized/Standby/
goToReady	Ready/Technical
goToTechnical	state
startObserving	Starts observation of a previously defined target
goToSkyTarget	Lets telescope track a celestial coordinate
goToProperMotionTarget	Lets telescope follow a target by providing a trajectory
goToFixedPosition	Points telescope to a fixed position

- **The generic telescope interface prescribes (i) a finite state machine, (ii) a set of high-level routines, and (iii) functions returning basic housekeeping information (e.g. telescope state, pointing position)**
- **Interface is defined/documented at the ACS level and uses ACS mechanisms (e.g. callbacks for asynchronous calls)**
- **Detailed hardware control is not intended here, but possible at a lower level**

Telescope Interface (2/2)



- For standard observations, ACADA deals only with a single CORBA object (**TelescopeManager**) representing the entire functionality of the telescope
- For dedicated purposes (calibration, commissioning) the interface defines the functionality of the **TelescopeCamera** and the **TelescopeStructure** (all hardware except the Cherenkov camera)
- Telescope state is computed from camera and structure state

MST Hardware

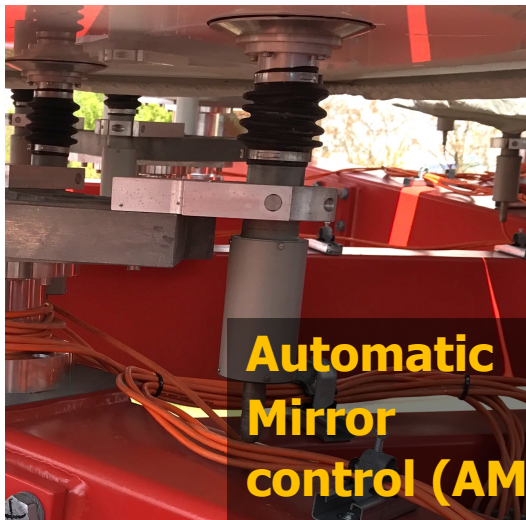
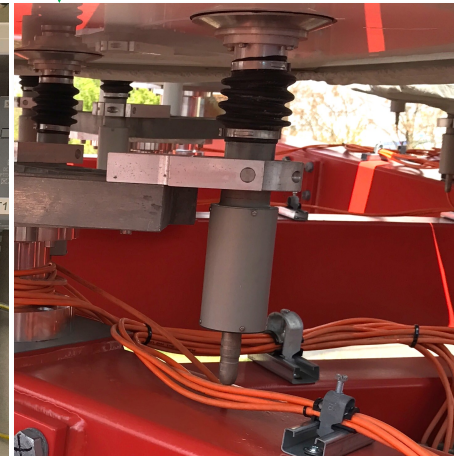
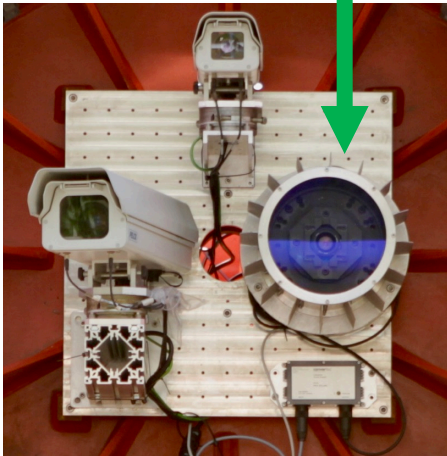
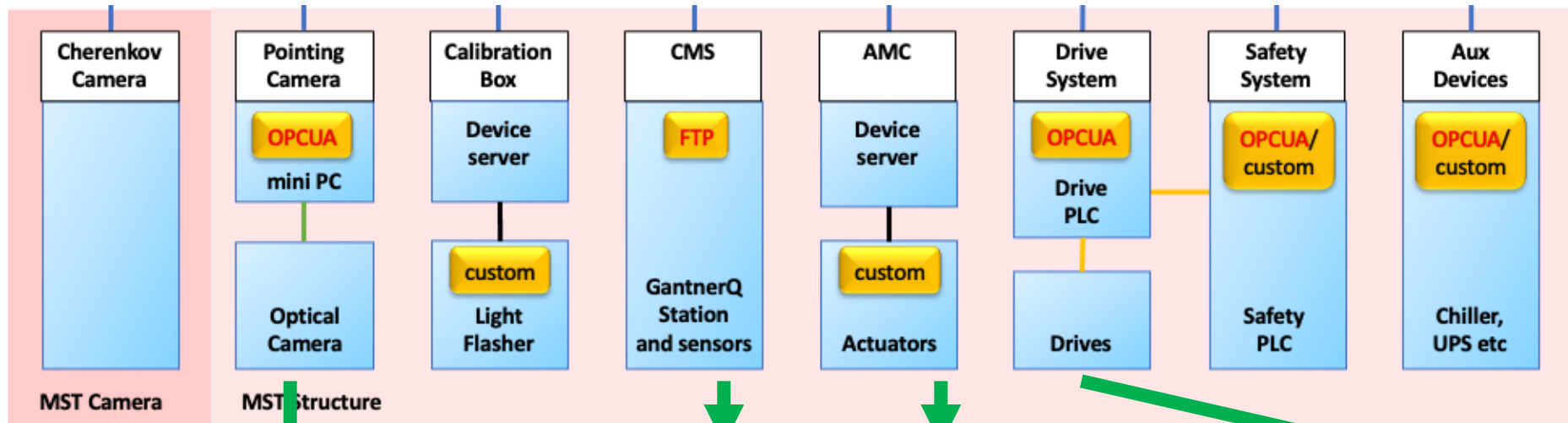


Image: MST Prototype (Berlin, 2012-2020)

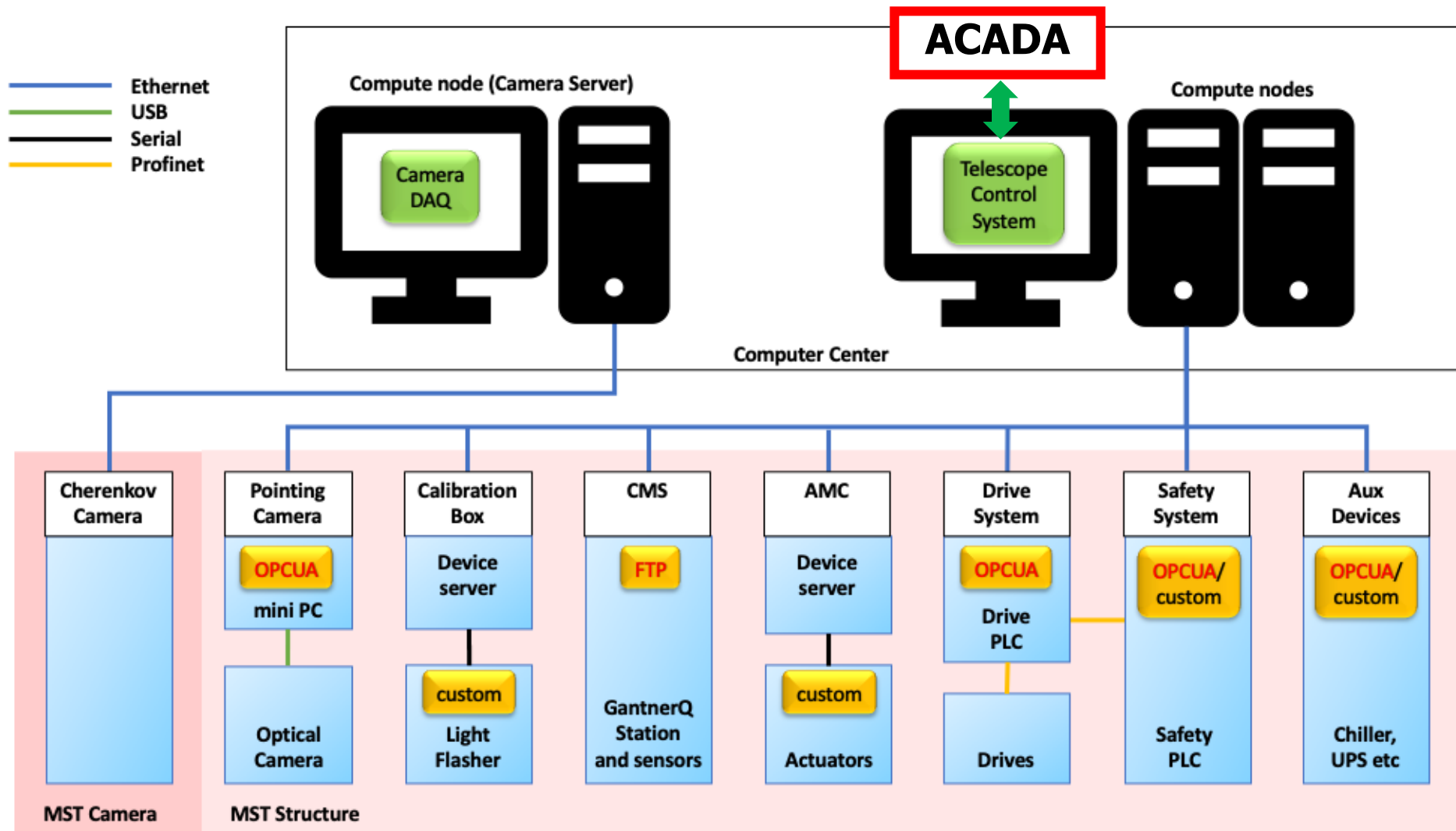
MST (Structure) Subsystems

CMS = Conditions Monitoring System

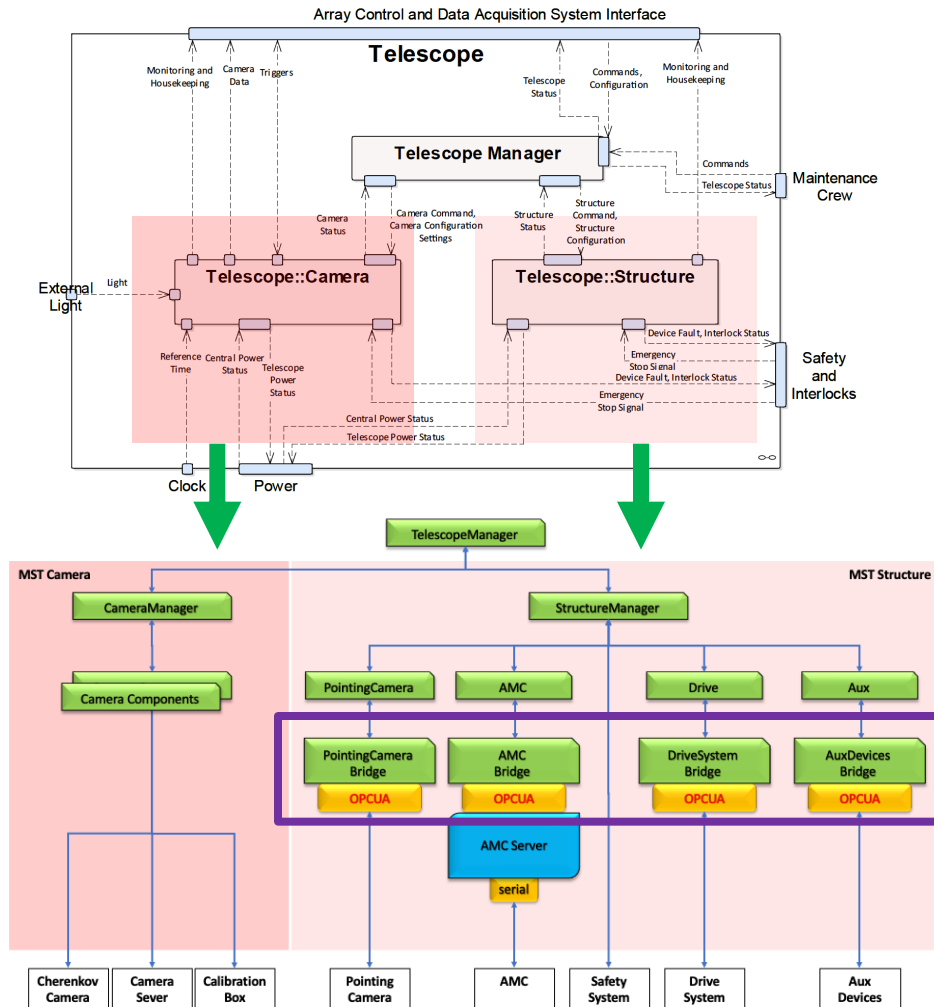
(at the telescope)



MST Control



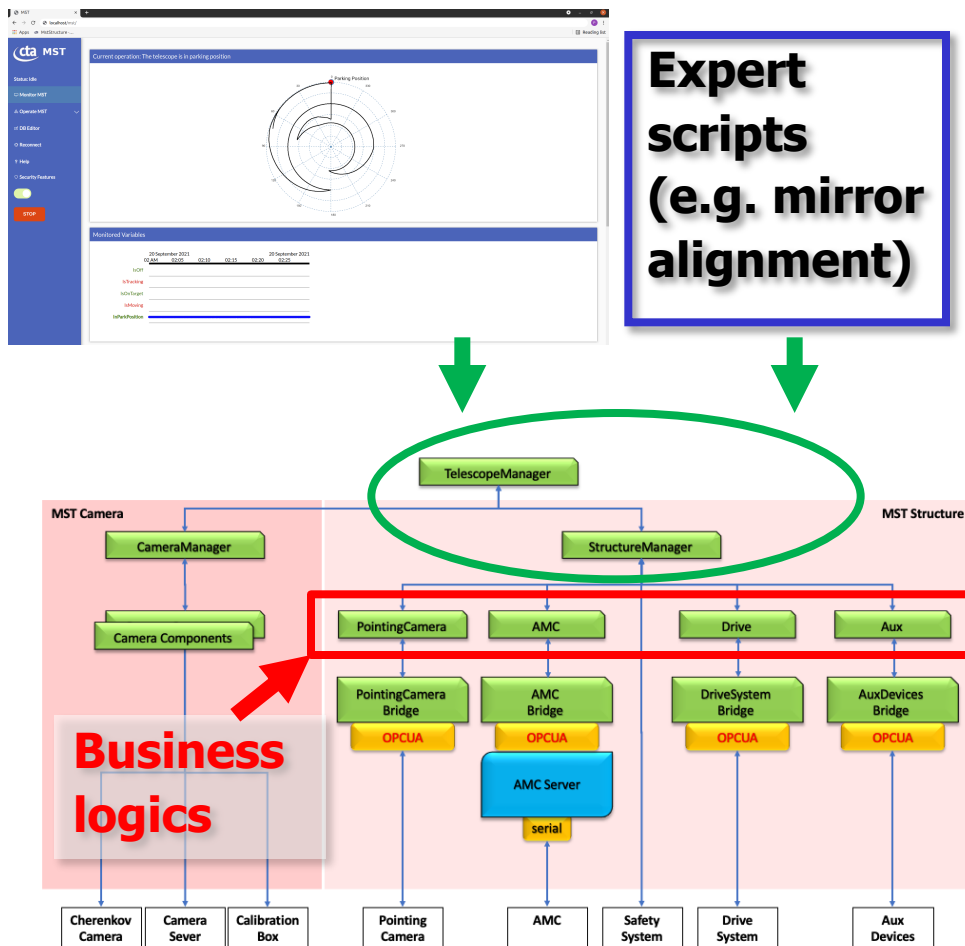
Telescope Control System (1/2)



- A flat hierarchy of ACS components (in Java/python/C++) colocated with ACADA in the array computer centre
- No supervision of components (unlike in ACADA)
- ACS configuration data base and encapsulation in TelescopeCamera is ideal for a telescope with two Cherenkov camera projects (FlashCam, NectarCAM)
- Use of an extended interface for the TelescopeStructure (also defined in IDL) for MST-structure-specific hardware
- **OPCUA-to-ACS Bridges** map ACS (properties) to OPCUA (nodes)

Telescope Control System (2/2)

Browser-based MST GUI



- The defined interfaces provide a clear entry point for GUIs and expert script
- *Technical State* decouples ACADA from telescope control
- Managers are concerned with state calculation and delegation of work
- Business logics implemented in few ACS components
- **Example: Drive**
 - Deals with astronomical coordinate transformations
 - Application of pointing model
 - Generation of track tables ($t, az(t), el(t)$)
 - High-level safety (e.g. Sun avoidance)

Summary and Outlook

- The definition of a rather high-level interface between array control (ACADA) and the telescopes settled the division of labour between all involved parties
- Finite state machine and ACS-based interface are mandatory for all telescope projects, but telescope teams keep quite some freedom in the implementation
- For the MST (structure), most of the business logics is in the ACS layer (not in the OPCUA layer)
- Extended the ACADA-telescope interface to control MST-specific hardware items → clear prescription for the application of GUIs and scripting
- Looking forward to replace our development environment (mocks, CI system) with a real telescope in few years from now...
- **Note:** Have deliberately skipped over aspects of the monitoring. See talk by Alessandro Costa et al.