THE TINE CONTROL SYSTEM PROTOCOL

HOW TO ACHIEVE HIGH SCALABILITY AND PERFORMANCE

Data Flow and Scalability

- Most Scalability issues in a distributed system are concerned with *data flow*.
- Most of the data flow in a distributed control system is concerned with *readback* data.
 - Display
 - Middle Layer logic (automation decisions)
 - Archiving
- The Control System Protocol is concerned with data flow.
 - Server i/o -> clients
 - Load on server
 - Load on network
 - API

Control System Protocols

Initial Driving Force :

- KISS:

- e.g. transaction polling is easy to program!
- Initial Consequence:
 - Fewer options often lead to more and bigger problems
 - Solutions sometimes artificial
 - Corollary: And later on with more tools available:
 - Still use the hammer ('cause that's what you know)!

Transaction-based Client-Server

Data Flow Memes : 0th Order

- Transaction-based Client-Server
 - Client asks, server responds
 - KISS (no management tables) !
 - Suitable for small systems
 - Server Load:

 $L_{S} \sim N_{C} \times N_{T} \times L_{D} \times U_{T}$

Threads ? Multi-Core ? $L_S = Load on Server/sec (CPU cycles spent)$ $N_C = Ave. num clients$ $N_T = Ave num transactions / client$ $L_D = Ave Load handling a dispatch$ $U_T = Ave update rate$ Transaction-based Client-Server

Data Flow Memes : 0th Order

• Network Load:



$L_{N} \sim N_{C} \times N_{T} \times P_{T} \times U_{T} \times 2$

- $L_N = Load on Network (bytes/sec)$
- $N_{\rm C}$ = Ave. num clients
- N_T = Ave num transactions / client
- P_T = Ave Transaction Payload
- U_{T} = Ave update rate
- 2 = outgoing + incoming payloads ~equal
- Increase Scalability => Reduce the Load

Reduce any of these factors !

Transaction-based Client-Server

Data Flow Memes : 0th Order

Possible solutions to Scalability Problems :



Contract-based Publish-Subscribe

Data Flow Memes : 1st Order

Contract-based Publish-Subscribe

- Kiss **KISS** goodby !
 - Contract and connection management
 - Transaction => managed contract + table of clients
 - Larger systems
 - Server Load :

$$L_{S} \sim N_{T} \times L_{D} \times U_{T}$$

N_c (Number of Clients) no longer a factor ! L_S = Load on Server/sec N_T = Ave num transactions / client L_D = Ave Load handling a dispatch U_T = Ave update rate Contract-based Publish-Subscribe

Data Flow Memes : 1st Order

- Network Load:
 - Similar, but:
 - Factor 2 gone!
 - Can use 'Send on Change' to reduce U_T

$\mathsf{L}_\mathsf{N} \thicksim \mathsf{N}_\mathsf{C} \times \mathsf{N}_\mathsf{T} \times \mathsf{P}_\mathsf{T} \times \mathsf{U}_\mathsf{T}$

- L_N = Load on Network (bytes/sec)
- N_{C} = Ave. num clients
- N_T = Ave num transactions / client
- P_T = Ave Transaction Payload
- U_T = Ave update rate
- Can use *multicast* to reduce N_C
- Great Benefit to Scalability!
 - BUT: API can still allow inefficiency !
 - AND: Who is doing the programming ?

APIs and 'Joe, the Programmer'

- Some APIs still allow or even 'only allow' synchronous polling !
 - Easy for Joe to understand
 - no callbacks or events ...
 - N_c once again a factor in the server load!
- Some APIs guide Joe to use individual transactions for all readback values
 - Each of the 300 BPM positions, status, etc.
 - Each of the 600 Ion Pump pressures, status, etc.
 - Each of the 1000 PSC currents, setpoints, status, etc.
 - N_T can be very large !
- But: These client applications are driving the data flow !

Contract-Coercion

Data Flow Memes : 2nd Order

- Publish-Subscribe with Contract-Coercion
 - Focus on ways to reduce N_{C} and N_{T} in server load and network load
 - Police action ?
 - Find Joe and tell him to do it differently.
 - Push the data ?
 - multicast everything!
 - Network load could increase dramatically
 - Client load could increase dramatically
 - Goal: Keep the APIs and let Joe do what he wants.

Contract-Coercion

Data Flow Memes : 2nd Order

- Analyze the transaction request
 - Map to an existing contract if possible
 - Anticipate future requests and renegotiate the contract with the client
 - e.g. "if he's asking for BPM#1, then he'll probably want BPM#2 as well"
 - Guide synchronous and asynchronous acquisitions
 - Don't monitor 'static data'
 - Don't synchronously poll monitorable data.
 - Trap 'foolish' update intervals
 - KISS is a distant memory
 - Briefly review 3 Control System Architecture Models ...

Control System Models (a review)

- Model I: Database Model
 - EPICS, VISTA (i.e. VSystem not the OS)
 - Control system data are elements in a database.
 - Transfer Process Variables
 - pvData have names
 - Actions are 'get', 'set', 'monitor'
 - BUT: Some things aren't variables at all !
 - e.g. command and calls

Control System Models (a review)

- Model II: Device Server Model
 - TANGO, DOOCS, ACS, STARS*, TINE*
 - Elements are controllable objects managed by a device server.
 - Instance of such an object is a *device*, with a hierarchical name.
 - Actions pertaining to a device given by its *properties* !
 - i.e. get, set, monitor, call some property OR command
 - BUT: some things aren't devices !
 - e.g. "*" is NOT a device.
 - AND: some services are *Property-orientated* !

Control System Models (a review)

Model III: Property Server Model

- STARS*, TINE* (maybe ACS?)
- Elements are *services* with *properties* (or methods)
- Same basic hierarchy as Device Server Model
- Properties have Keywords
 - (instead of Devices having Properties)
- e.g. Middle layer services
 - Name Server
 - Central Alarm Server
 - Central Archive Server
 - CDI Server
 - etc.
- BUT: Not everything divides cleanly into *Device Server* or *Property Server* !

- Steps to reduce N_C , N_T , L_D , and U_T
- Refer to the *Property* in the above models
 - the 'get' and 'monitor' operations produce most of the data flow in a distributed control system.
- Some Examples

- Multi-Channel Arrays (MCA)
 - An array of all values of all devices for a given *Property* with a well-known order.
 - Same units, settings, etc.
 - Registered Property can declare itself to be an MCA.
 - Strict OO Device Servers can declare device groups with MCA characteristics.
 - e.g. BPMs, BLMs, IonPumps, Temps, PSCs, etc.
 - But Joe's Client Panel will have a widget for a each thing individually !
 - What to do?

- Contract-renegotiation
 - delivers entire MCA
 - informs client that widget #18 needs element number #43 of the array !
- N_T is decimated !

FLASH DDD PS Panel with TINE Multichannel Polling



10 connections/property (was ~260)

50 contracts (was > 1000)

STEERER/SHGROUP (57)

STEERER/SVGROUP (48)

QUAD/QDGROUP (40)

DIPOLE/DIGROUP (19)

UNDULATOR/UNGROUP (7)

MAIN/MNGROUP (6)

SEXT/SXGROUP (3)

SOL/1GUN (1)

SUN (multi-server)

PETRA BPMs

227 Libera modules

- ~ 15 Client
- ~ 35 Contracts
- 1 run-of-the-mill PC with Ubuntu Linux
- ~ 7% CPU load !

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• User-defined Structures

- Requests for individual fields deliver the entire structure !
- Reduce N_T !

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- Polling Intervals and Scheduling
 - Eager Clients:
 - Need to know something 'as soon as it happens'
 - Sometimes use ridiculously high update rates.
 - Server can enforce a 'minimum polling interval'!
 - Client is informed and makes an adjustment
 - Server 'schedules' the data when it changes.
 - e.g. DESY2
 - cycles @ 6.25 Hz
 - clients attempt to update @ 10 or 20 Hz
 - Server establishes minimum polling rate @ 1 Hz but schedules requested data @ the 6.25 Hz hardware trigger rate
 - clients now really do get the data 'as soon as it happens' !
 - Reduce U_T !

- Steering the Acquisition Mode
 - Properties can reject synchronous calls
 - Client can react and insert an asynchronous listener under synchronous looking API calls.
 - Properties can reject monitors
 - Client is informed that monitored data are static
 - Properties with large Payload can enforce multicast acquisition !
 - Monitors coerced into listening for multicasts.
 - Synchronous calls rejected.
 - Reduce N_T and N_C !

- PETRA3 Video Example:
 - Mixed Gbit/100-Mbit Net
 - Large images (large P_T)
- Tune the transport Parameters !
 - Enforce multicast
 - Minimum polling interval
 - Redirect non-Scheduled
 Property to Scheduled Property
- $N_T = 1, N_C = 1$



A Server takes control of its Clients

Example: doing 1 thing for 1 effective client instead of 600 things for 10



Conclusion

- New Data Flow meme: Contract-Coercion
 - Can provide high scalability (without API restrictions)
- Yes, you can ...
 - Run epics2tine
 - Run tango2tine
 - Use doocs (which has TINE embedded)
 - Use stars which has a TINE bridge
- <u>http://tine.desy.de</u>
- Email: tine@desy.de