

Drag and Drop Display and Builder.

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Motivation

- Operations of complicated colliders (Tevatron, the LHC, and the ILC) require **sophisticated** control systems.
 - **Security**
 - Data pool management
 - Alarms
 - Logging
- The people who must build, operate, and maintain these accelerators
 - Operators
 - Engineers
 - Accelerator physicistsrequire **rapid development** of control displays and application programs.

Motivation

- For rapid development, the **system expert** (operator, engineer, or physicist) should be the one to **develop** the displays or applications
- These advanced control systems can seem **overwhelming** to non controls experts.
 - This is why Lab View is so popular
 - However Lab View offers little of the benefits of an advanced control system.

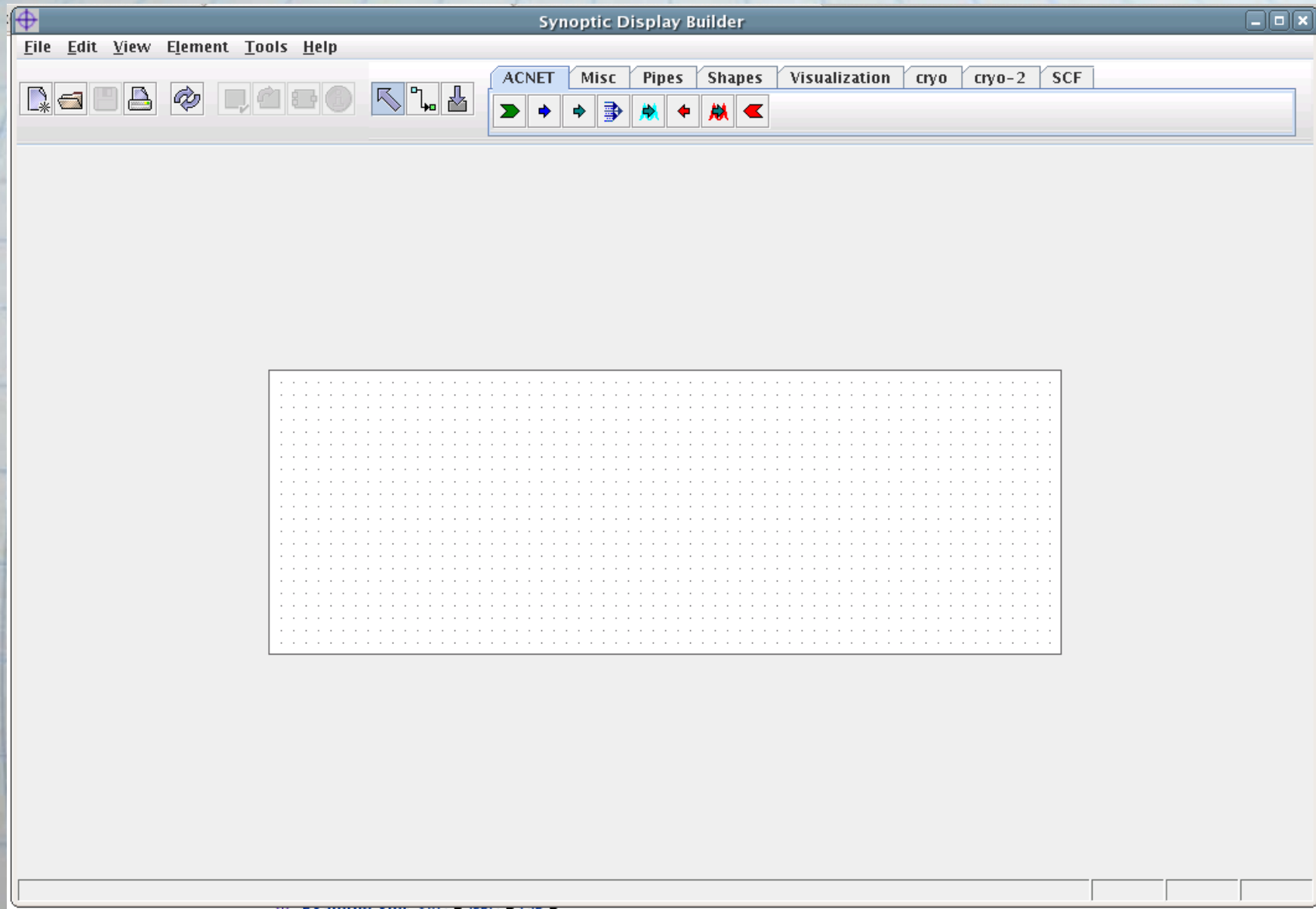
Solution

- Drag and Drop is an environment that gives non-control system experts the ability to quickly build controls displays which operate within a context of the control system.
- Drag and Drop:
 - is easy to use
 - sophisticated enough to handle complex displays
 - uses web browsers and/or Java Web Start
 - is easily extendible
 - is a mature application
 - First developed in 2001
 - Fermilab Cryogenics department are heavy users

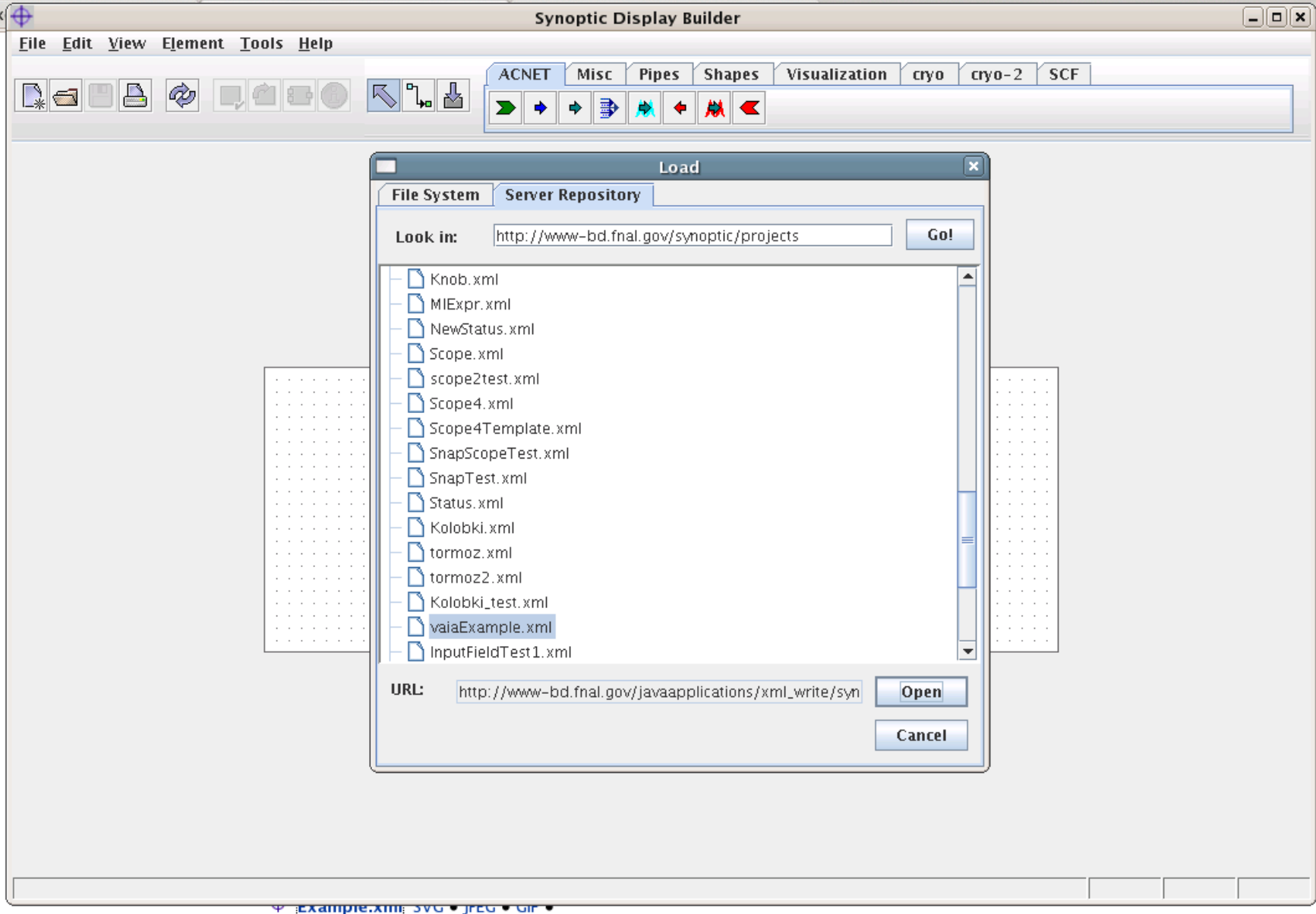
Drag and Drop Display and Builder

- Drag and Drop consists of two parts:
 - Display
 - Builder
- The Drag and Drop Display can be run from a web browser (readings only) so it can be viewed anywhere in the world.
 - Files are stored on a web server (well organized and secure)
 - Displays are extremely quick because it uses Scalable Vector Graphics (SVG) so that the screen does not constantly have to be re-drawn.
- The Builder has a simple graphical user interface that offers a rich set of graphical components
 - Display can be built and deployed in a matter of minutes
 - The builder is easily extendible
 - can be run on any machine because it is based on Java

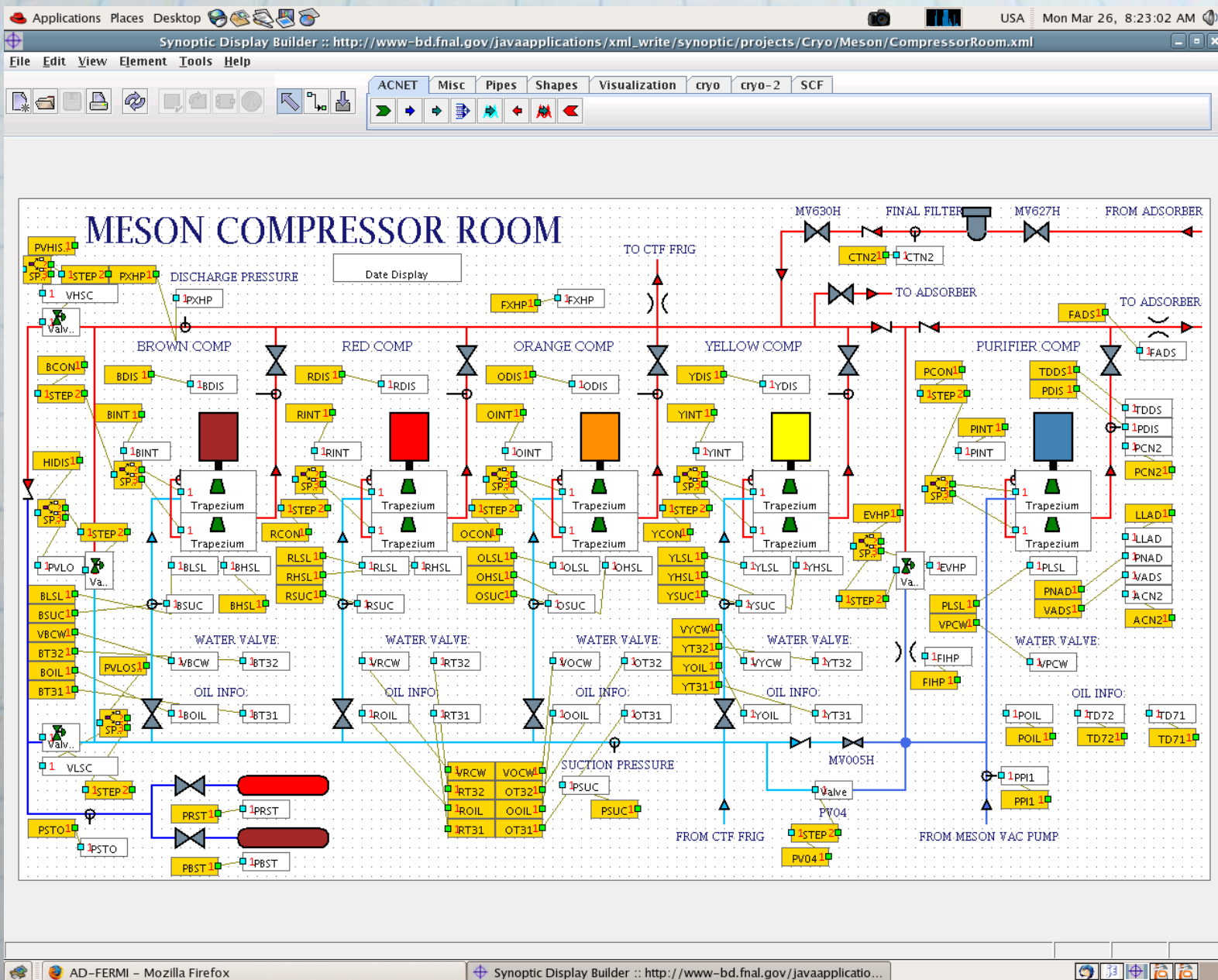
Demo – Empty Builder



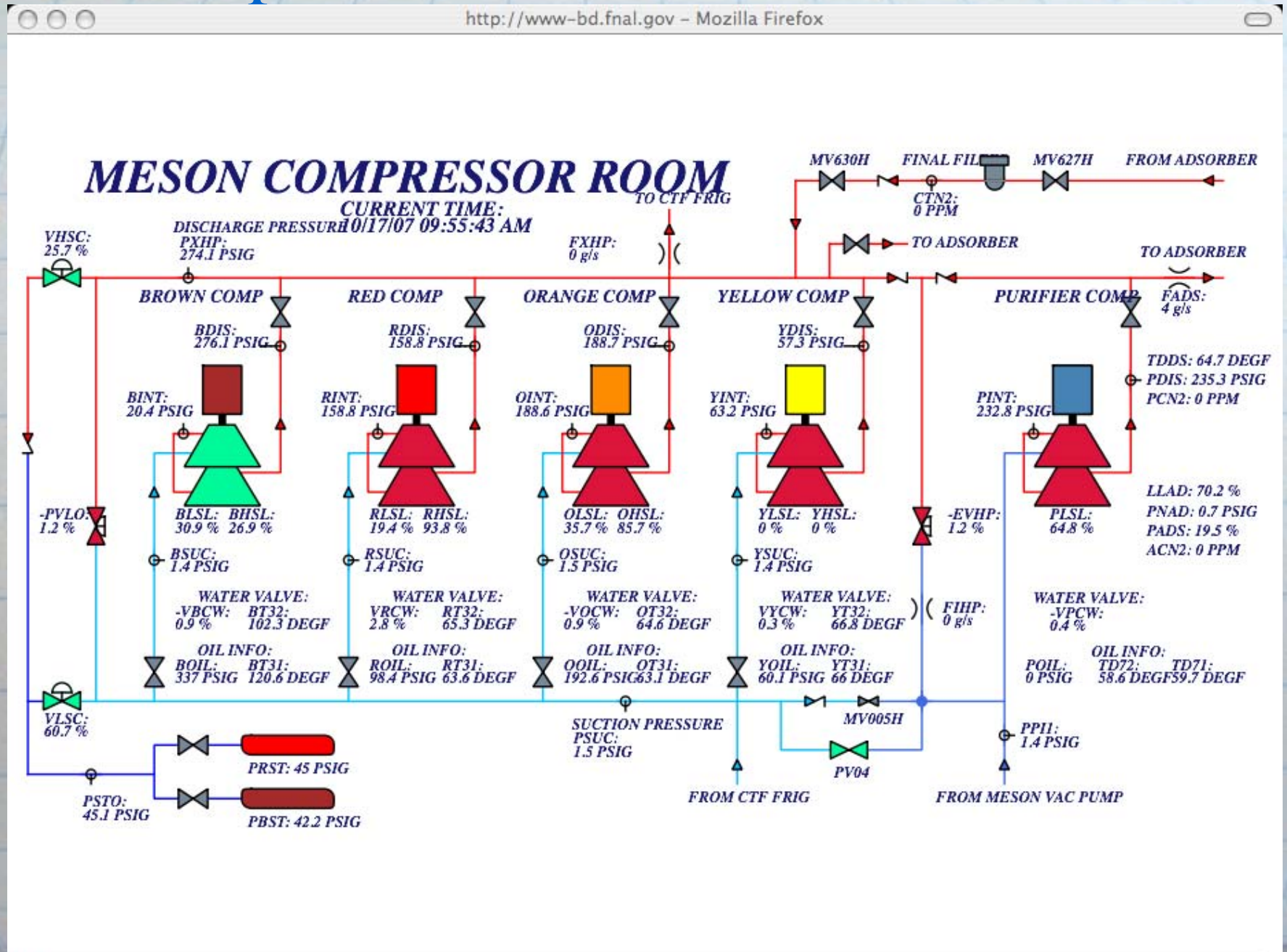
Demo – Builder, Open Project



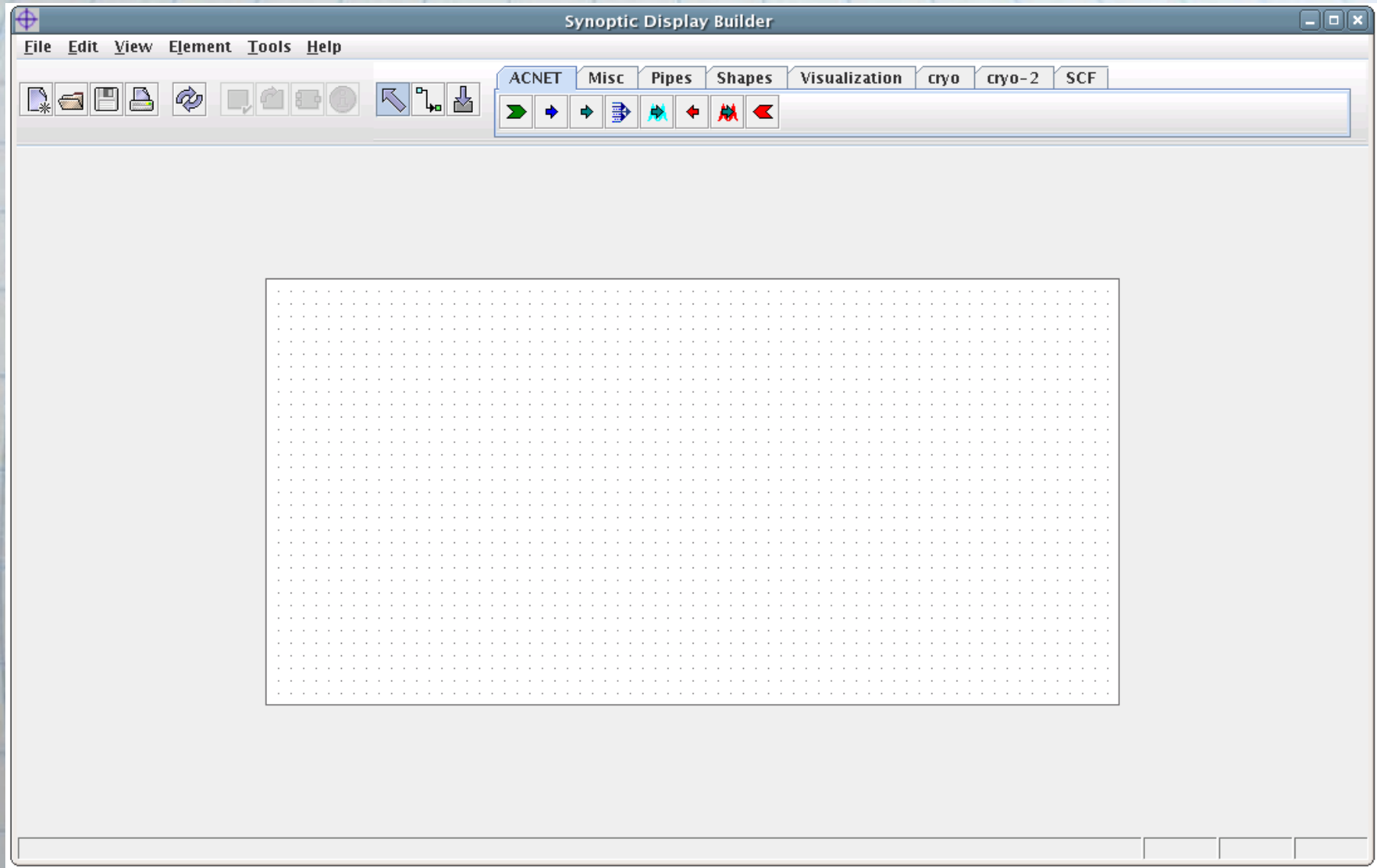
Demo – Builder, Meson Compressor Room



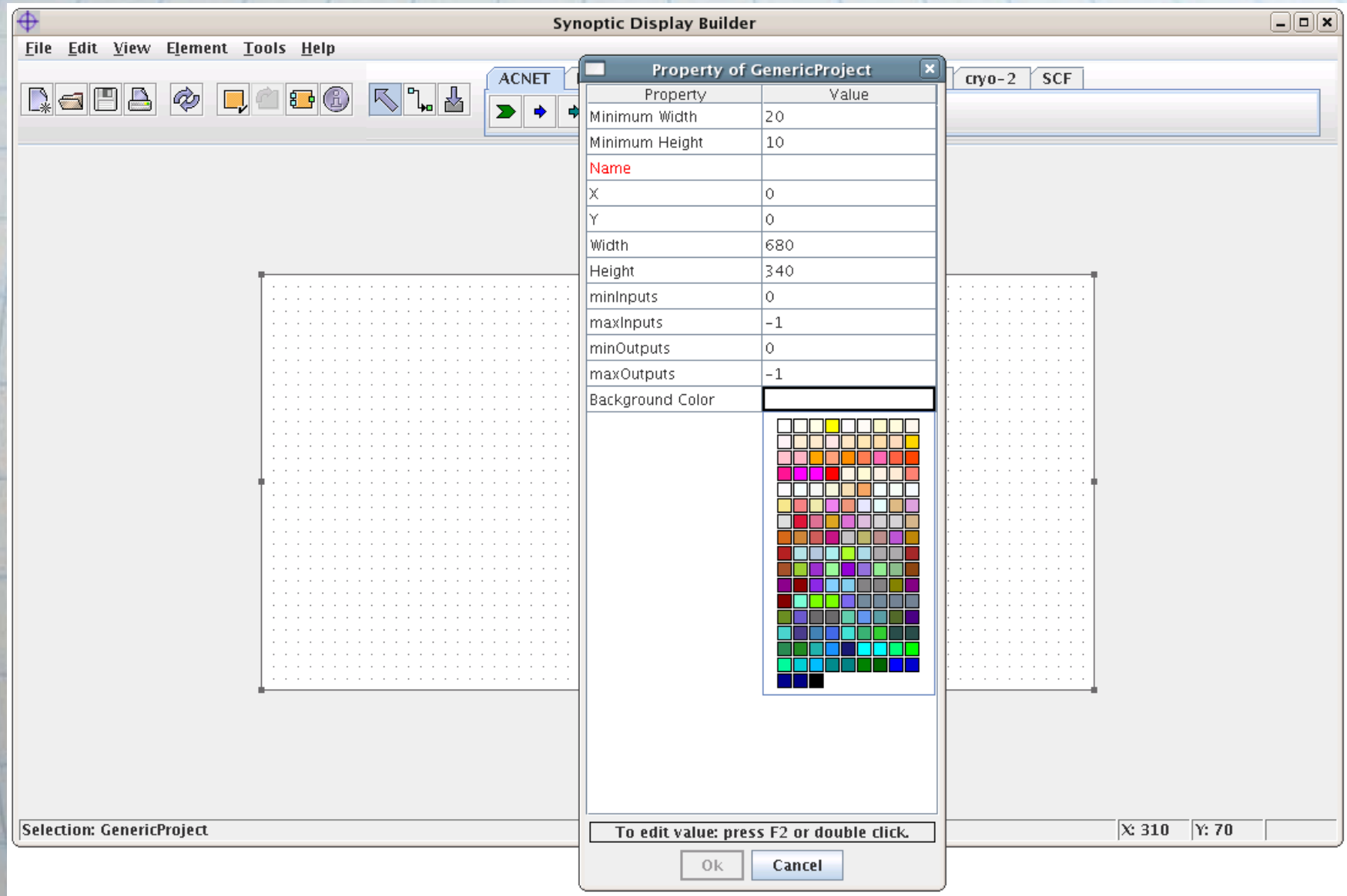
Demo – Display, Meson Compressor Room



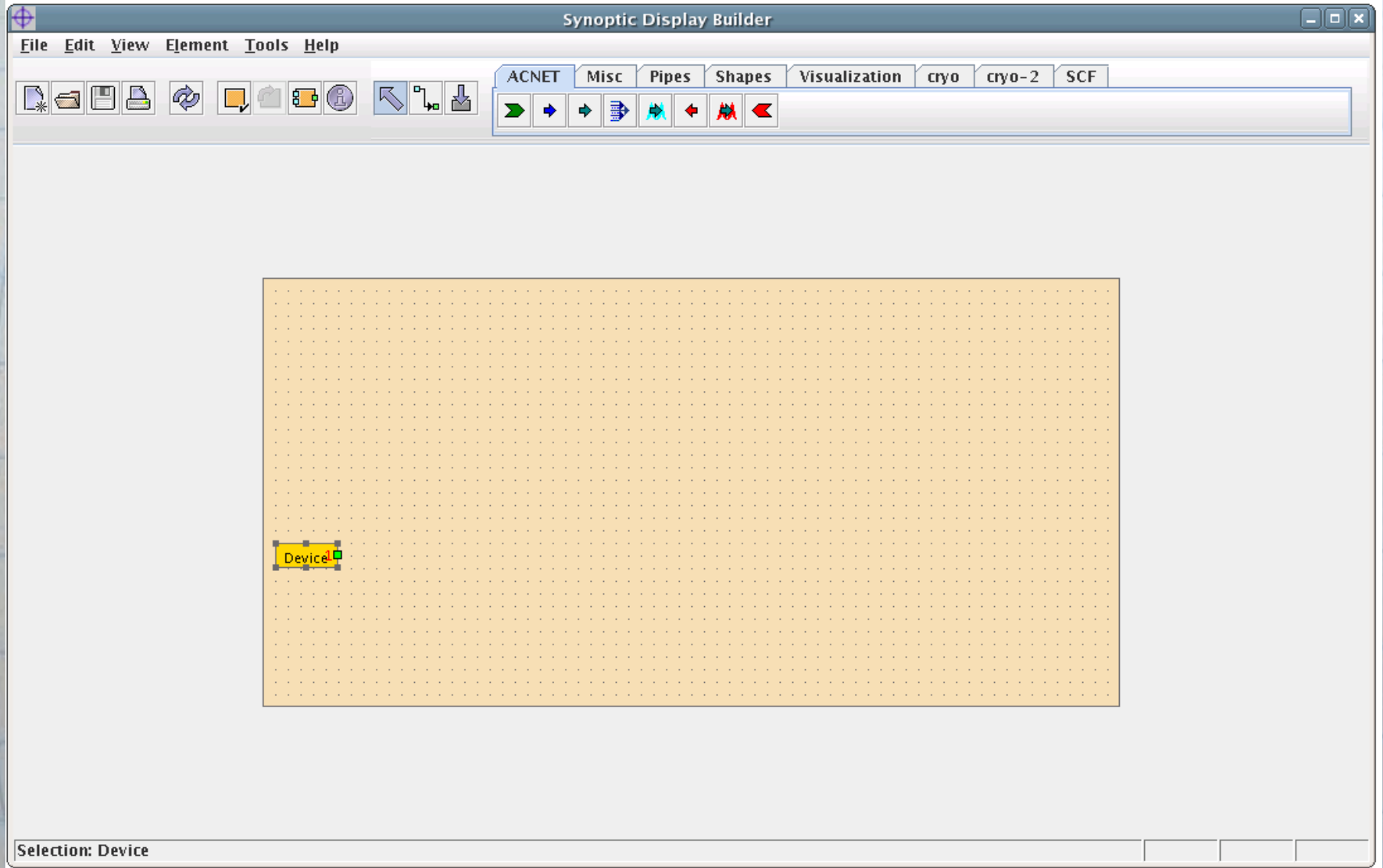
Demo – Klystron Step 1, Empty Builder



Demo – Klystron, Step 2, Project Properties



Demo – Klystron, Step 3, Adding a Device



Demo – Klystron, Step 4, Setting Up Device

The screenshot displays the Synoptic Display Builder interface. A 'Property of Device' dialog box is open, showing the following properties and values:

Property	Value
Min. Width	20
Min. Height	10
Name	Device
X	10
Y	210
Width	50
Height	20
Min. Inputs	0
Max. Inputs	0
Min. Outputs	1
Max. Outputs	1
Background	gold
Device Name	L:C6GRAD,Reading
Event	periodic, 1Hz
Source	Accelerator
Reflect changes only	true

The background window shows a grid with a yellow 'Device' label. The status bar at the bottom indicates 'Selection: Device' and 'X: 40 Y: 220'. A note at the bottom of the dialog box says 'To edit value: press F2 or double click.' with 'Ok' and 'Cancel' buttons.

Demo – Klystron, Step 5, Adding Indicator

Synoptic Display Builder

File Edit View Element Tools Help

Property of Arrow Device

Property	Value
Min. Width	80
Min. Height	80
Name	Arrow Device
X	20
Y	10
Width	130
Height	120
Min. Inputs	1
Max. Inputs	1
Min. Outputs	0
Max. Outputs	1
Background	sandybrown
Value Format	##0.##
Date Format	hh:mm:ss
Minimum	0.0
Maximum	1.6
Alarm Minimum	0.0
Alarm Maximum	2.0
Step	0.2
Scale Format	##0.#
Min and Max Format	##0.#
Scale Color	black
Arrow Color	black
Fill Color	blue
Text Color	black
Alarm Color	red

Selection: Arrow Device

To edit value: press F2 or double click.

OK Cancel

X: 110 Y: 40

Demo – Klystron, Step 6, Adding Graphics

The screenshot shows the Synoptic Display Builder software interface. The main window contains a diagram with several components: an orange square labeled 'Arrow Device' with a yellow clock icon, a blue rectangle labeled 'Numeric Display', and two yellow rectangles labeled 'Device'. A red rectangle is connected to the 'Numeric Display' by a vertical line. The 'Property of Shape' dialog box is open, showing a color palette for 'Fill Color'. The 'Value' column in the dialog shows a grid of color swatches, with the selected color being a light yellow. The status bar at the bottom indicates 'Selection: Shape' and 'X: 210 Y: 110'. The dialog box has 'Ok' and 'Cancel' buttons and a note: 'To edit value: press F2 or double click.'

Synoptic Display Builder

File Edit View Element Tools Help

ACNET Misc Pipes Shape

Property of Shape

Property	Value
Fill Color	[Color palette]
Stroke Color	[Color palette]
Stroke Width	[Color palette]

Selection: Shape

X: 210 Y: 110

To edit value: press F2 or double click.

Ok Cancel

Demo – Klystron, Step 7, Adding Graphics

The screenshot shows the Synoptic Display Builder software interface. The main window contains a diagram on a dotted grid background. The diagram includes several components: an orange square labeled 'Arrow Device' with a yellow circle inside; a yellow rectangular bar; a blue rectangular bar labeled 'Numeric Display'; a red rectangular bar; and a yellow circle connected to the yellow bar by a curved orange line. A 'Property of Shape' dialog box is open on the right side of the window. The dialog box has a table with 'Property' and 'Value' columns. The 'Stroke Color' property is set to 'black'. Below the table is a color palette grid. The status bar at the bottom of the window shows 'Selection: Shape' and coordinates 'X: 630 Y: 220'.

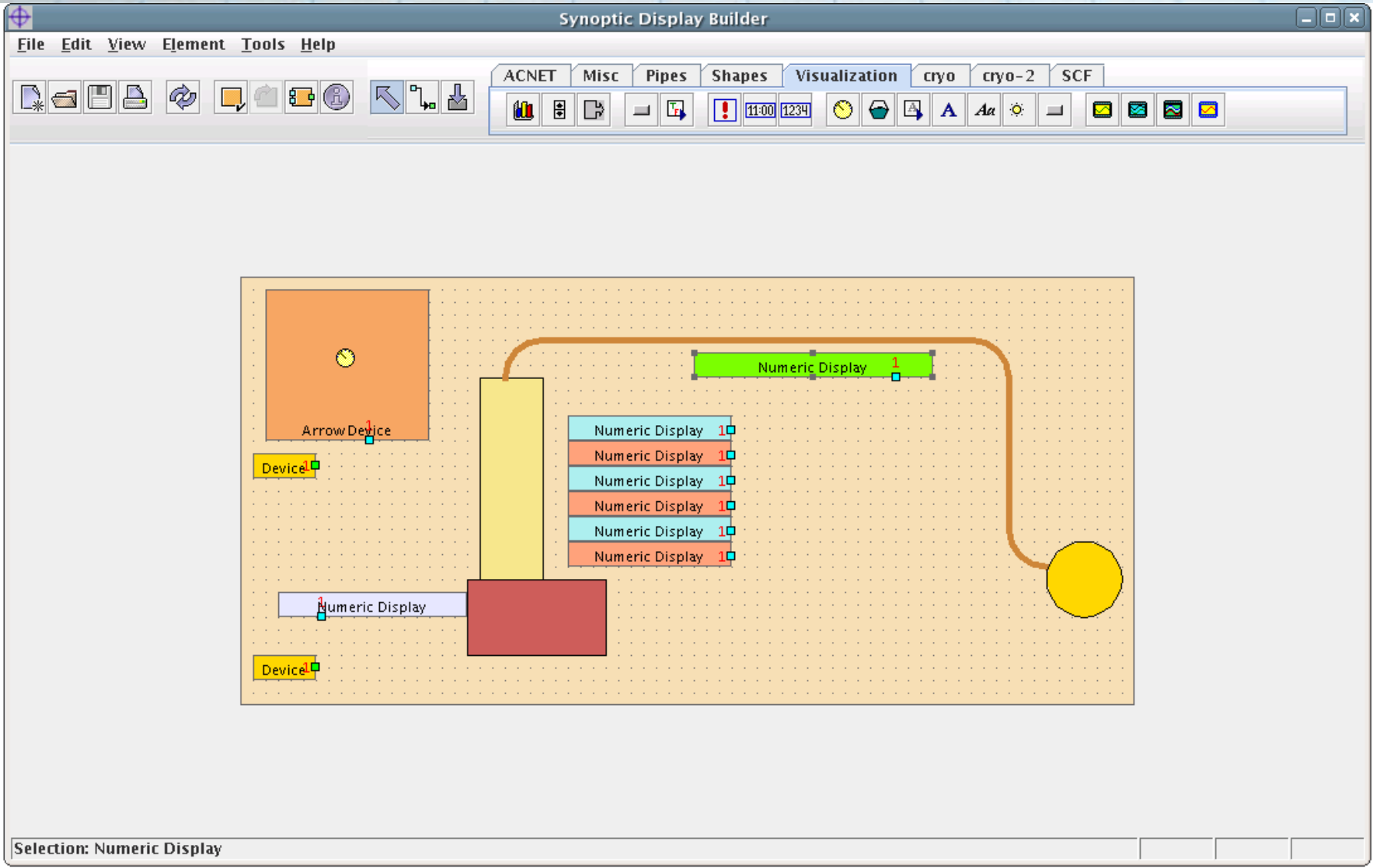
Property	Value
Stroke Color	black
Stroke Width	

To edit value: press [F12]

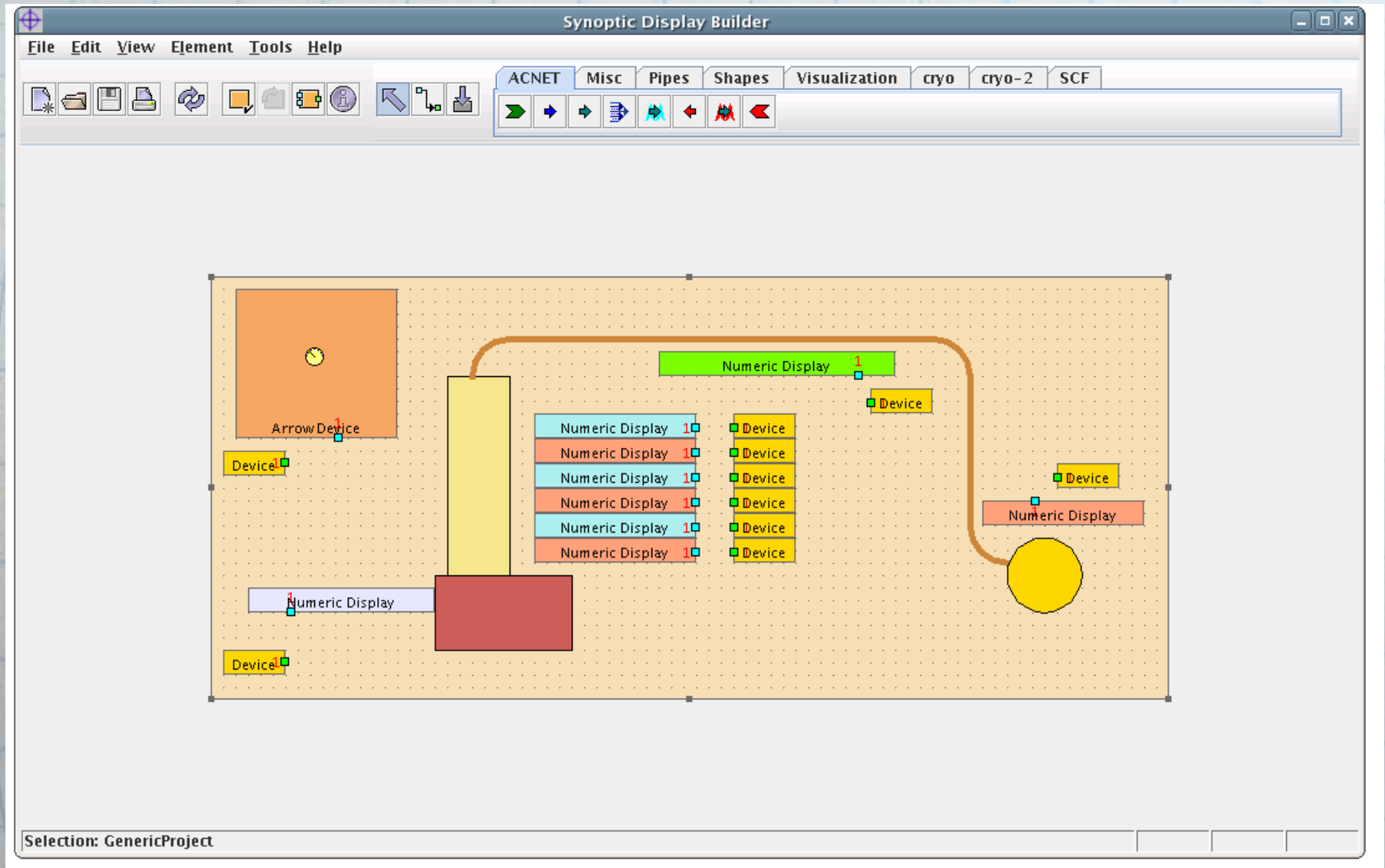
OK

Selection: Shape X: 630 Y: 220

Demo - Klystron, Step 8, More Components



Demo – Klystron, Step 9, More Devices



Demo – Klystron, Step 10, Setting Up Device

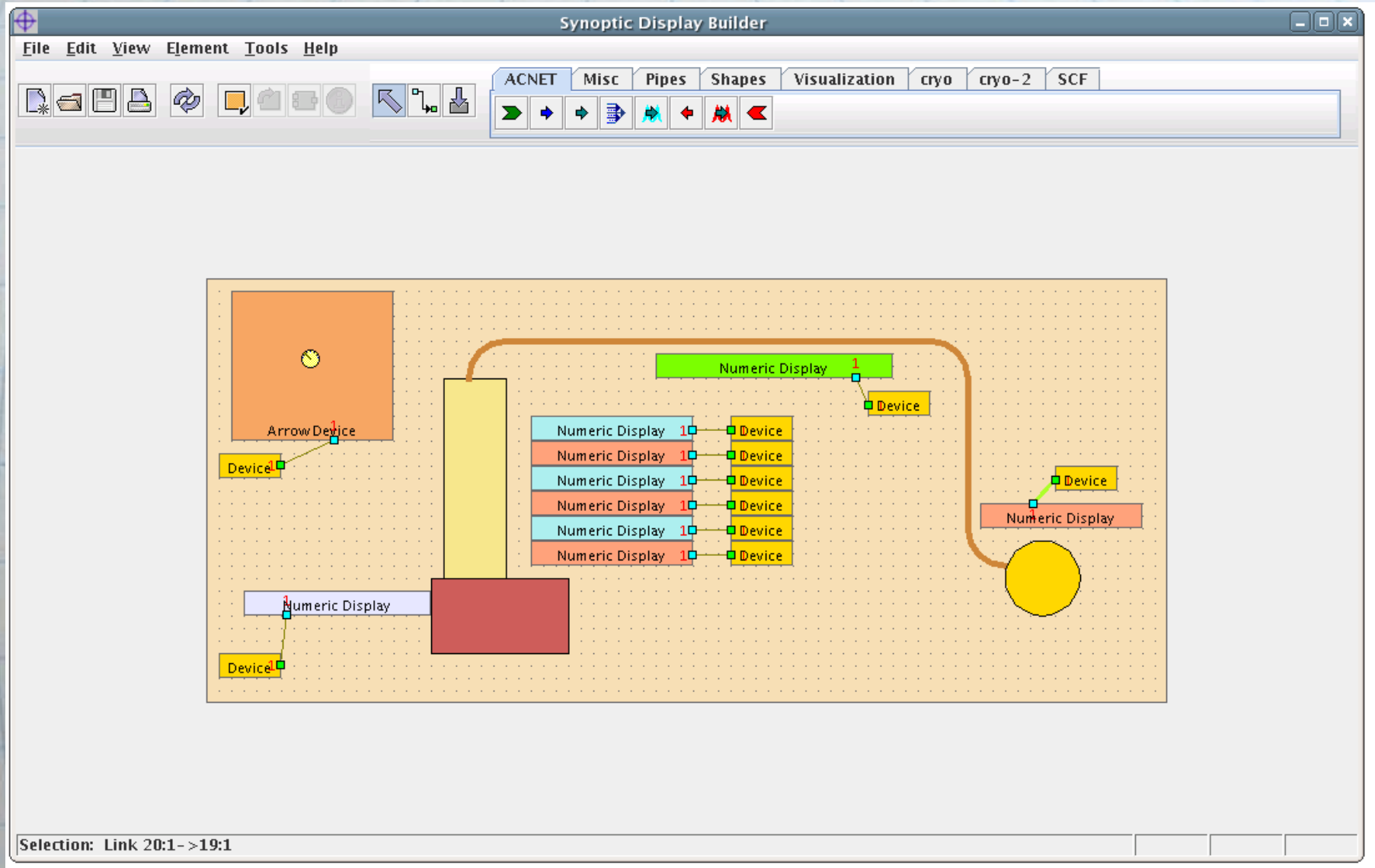
The screenshot shows the Synoptic Display Builder interface. The main workspace contains a circuit diagram with various components: an orange square labeled 'ArrowDevice', a yellow vertical bar, a red horizontal bar, a blue 'Numeric Display' box, a green 'Numeric Display' box, and several yellow 'Device' boxes. A 'Property of Device' dialog box is open on the right, displaying the following table:

Property	Value
Min. Width	20
Min. Height	10
Name	Device
X	420
Y	110
Width	50
Height	20
Min. Inputs	0
Max. Inputs	0
Min. Outputs	1
Max. Outputs	1
Background	gold
Device Name	L:K65OL1_Reading
Event	periodic, 1Hz
Source	Accelerator
Reflect changes only	true

At the bottom of the dialog box, there is a note: "To edit value: press F2 or double click." and buttons for "OK" and "Cancel".

The status bar at the bottom of the Synoptic Display Builder window shows "Selection: Device" on the left and "X: 440 Y: 110" on the right.

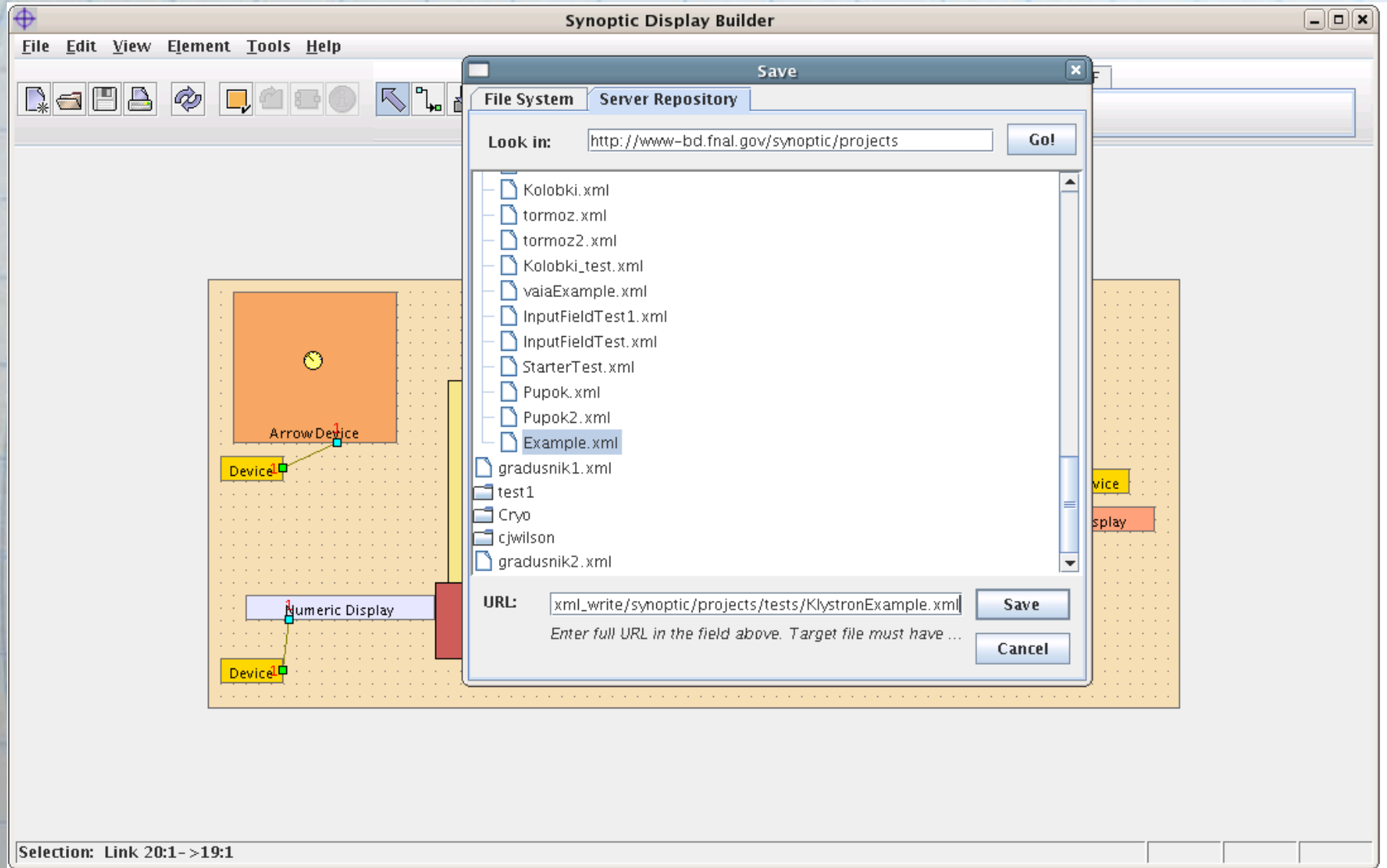
Demo – Klystron, Step 11, Connecting



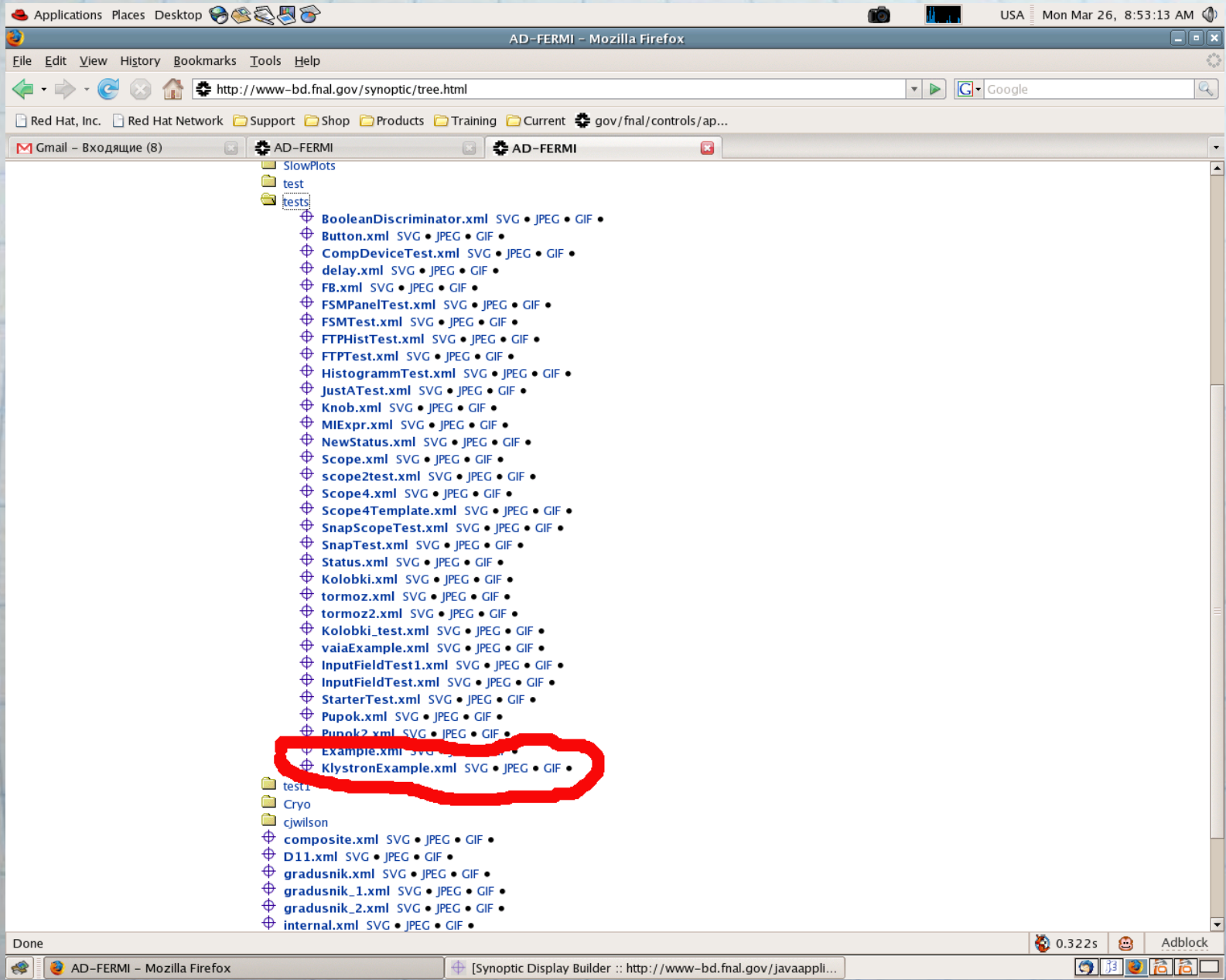
Demo – Klystron, Step 12, Saving Project

The screenshot shows the Synoptic Display Builder software interface. The window title is "Synoptic Display Builder". The menu bar includes File, Edit, View, Element, Tools, and Help. The File menu is open, showing options: New (Ctrl-N), Open... (Ctrl-O), Save (Ctrl-S), Save As..., Page Setup..., Print (Ctrl-P), and Exit. The toolbar contains icons for navigation and editing. The main workspace is a grid with a diagram of a Klystron project. The diagram includes several components: an orange square labeled "Arrow Device" with a yellow circle inside; a yellow vertical rectangle; a red horizontal rectangle; a blue "Numeric Display" box with a "Device" box below it; a green "Numeric Display 1" box with a "Device" box below it; a central stack of six "Numeric Display 1" boxes, each with a "Device" box to its right; a yellow circle; and a pink "Numeric Display" box with a "Device" box above it. Lines connect these components, representing the project's structure. The status bar at the bottom indicates "Selection: Link 20:1 ->19:1".

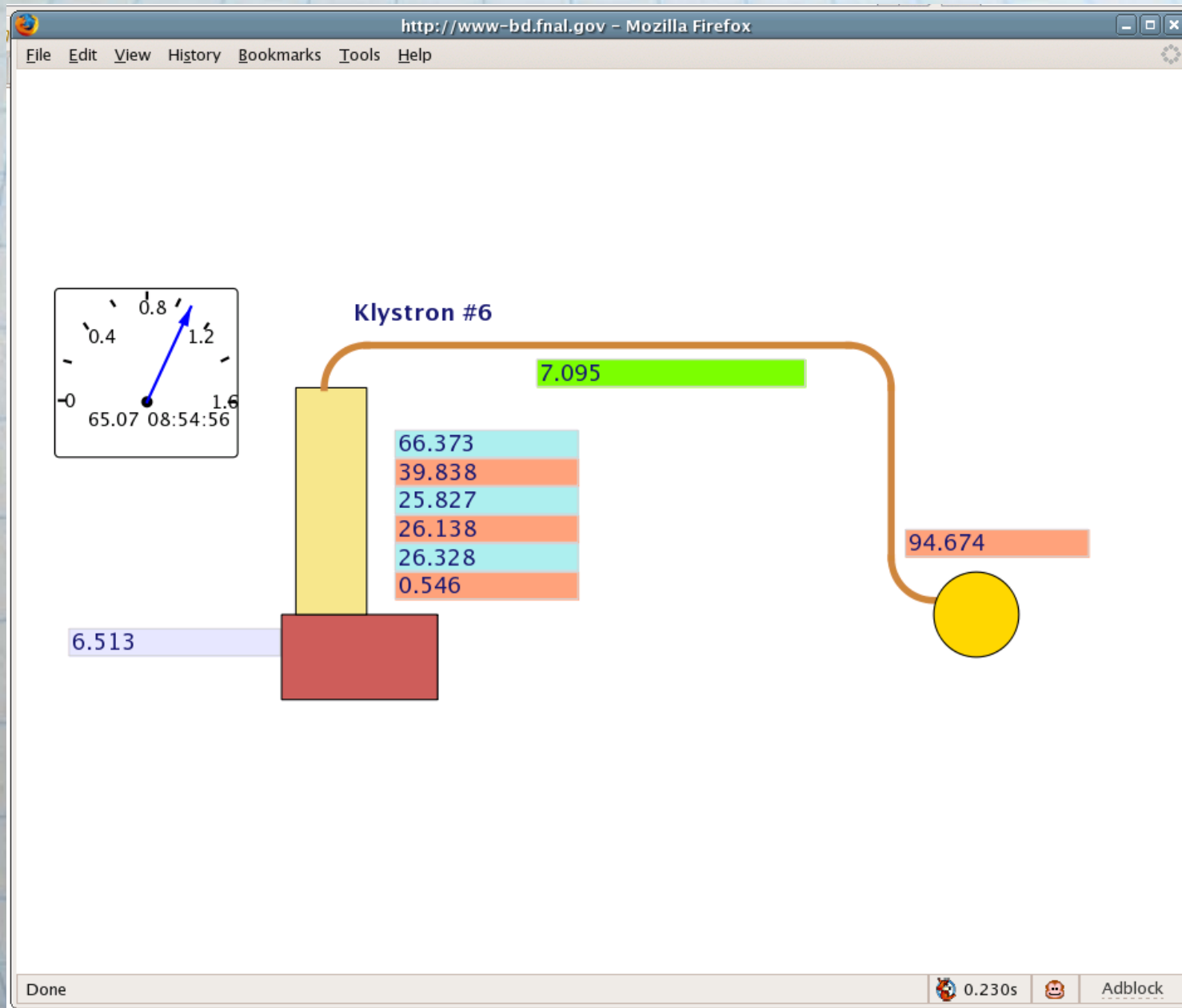
Demo – Klystron, Step 13, Saving Project 2



Demo – Klystron, Step 14, Projects Repository



Demo – Klystron, Step 15, Display



Architecture: Components-based.

- Software component is a system element offering a predefined service and able to communicate with other components.
- They do not share state and communicate by exchanging messages carrying data.
- Criteria:
 - Multiple-use
 - Non-context-specific
 - Composable with other components
 - Encapsulated i.e., non-investigable through its interfaces
 - A unit of independent deployment and versioning

Architecture: Components-based.

A simpler definition can be: *A component is an object written to a specification.*

```
import org.w3c.dom.Element;  
import java.util.concurrent.BlockingQueue;  
public interface RuntimeComponent extends Runnable {  
    public void init(Element root);  
    public void start();  
    public void stop();  
    public void setSink (  
        int i,  
        BlockingQueue <TimedData> q  
);  
    public void setSource (  
        int i,  
        BlockingQueue <TimedData> q  
);
```

Philosophy: Components libraries.

Each component has only one function (e.g., simple and specialized).

Either **visualization** or data **acquisition**.

TimedData travels via **connecting pipes**.

Similar components are grouped into libraries:

Controls system interface (ACNET) : reading and writing data from hardware.

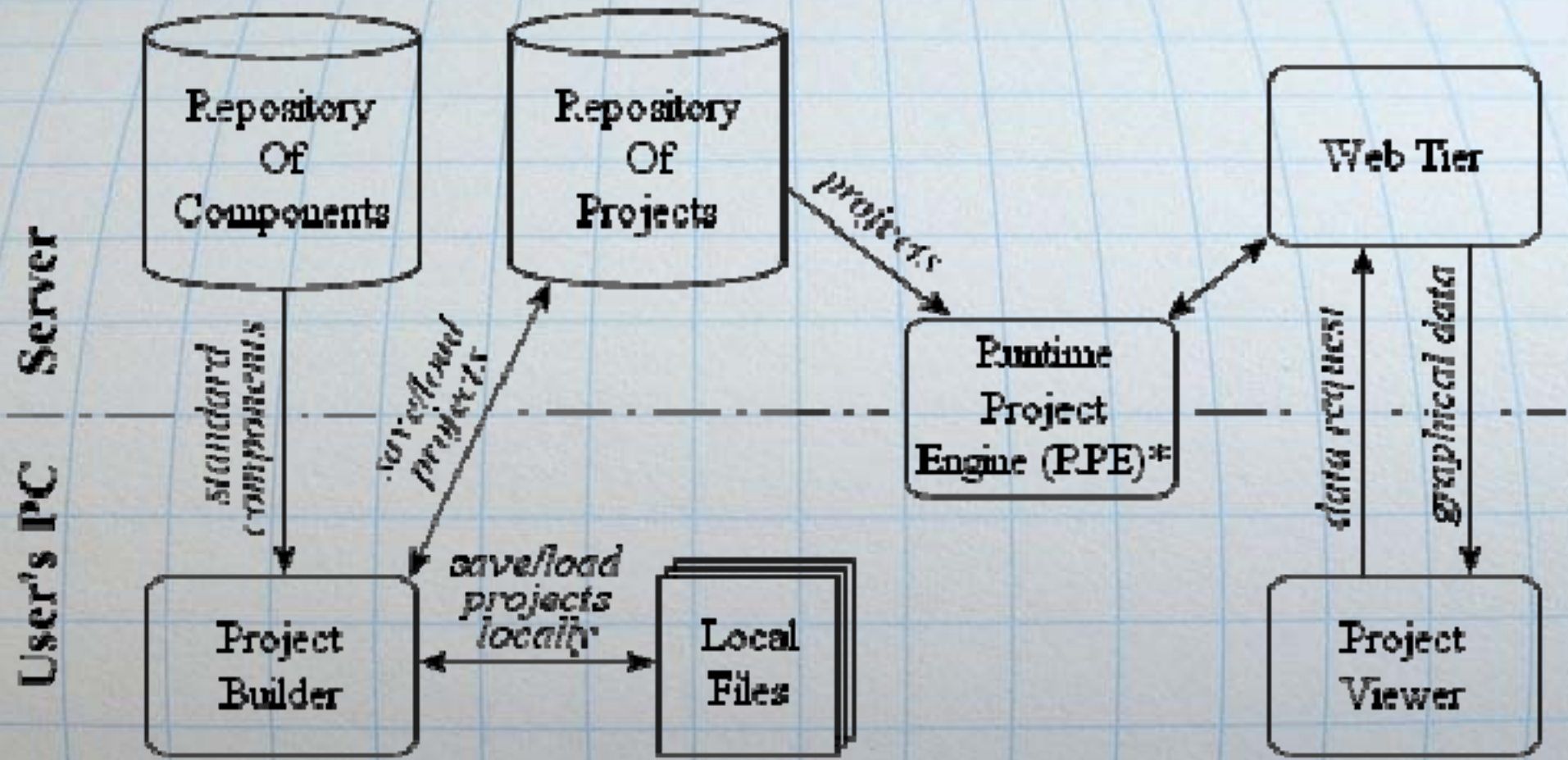
Visualization – formatted number, barrels with liquid level, plots, histograms, oscilloscopes, etc.

Data entry – input field and slider.

Static components – arcs, bars, specialized cryogenic symbols etc.

Processing pipes – components that process data and send it to visualization components.

Architecture



* PPE may be started either on server side or locally

Architecture

Project Builder

is a special-purpose graphical editor that allows users to define logical flows of information from data sources to data consumers through data handlers and pipes.

Repositories of Components and Projects

Runtime Project Engine

downloads project XML files from the repository and starts project as Java application.

Web Tier and Project Viewer

Upon the first user request, Web Tier sends the full SVG image to the client. On all subsequent requests, Web Tier sends just a difference between current image and the previous one.

Why redesign ?

Any Java application written in 2001 should be refactored to accommodate new language features and new standard libraries.

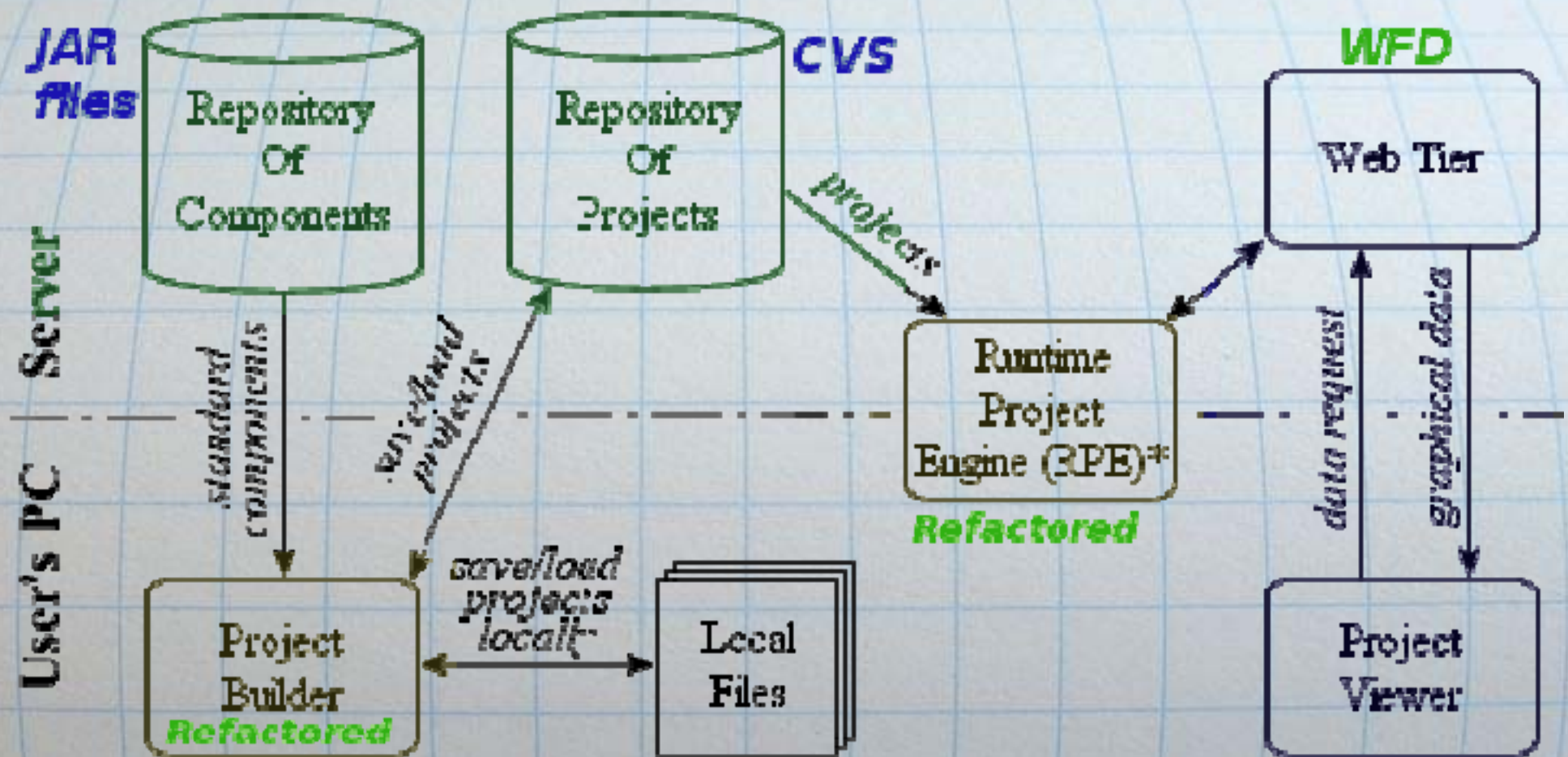
LAFS (LHC At Fermilab Software) group was formed in Fermilab in Autumn 2006.

LAFS Goal - share experience & software with CERN and learn from new CERN control system.

Drag and Drop web tier was separated into independent project and implemented.

Requirements for new version of Drag and Drop Display and Builder are discussed right now.

Changes in Architecture



* RPE may be started either on server side or locally

WFD - Web Fixed Displays.

The web-tier was refactored and called Web Fixed Display (WFD).

CERN developers reviewed and modified Requirements and controlled quality of the implementation.

New features:

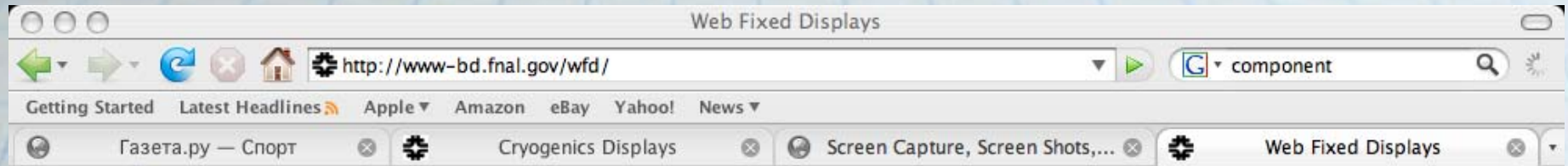
- WFD shows ANY Java Swing- or AWT- based application on the web and works with multiple frames.

- WFD allows every application to have a separate classpath.

- WFD has a live index page.

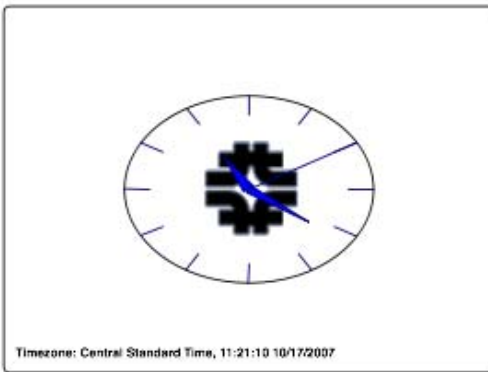
- Application is described in a property file.

<http://www-bd.fnal.gov/wfd>

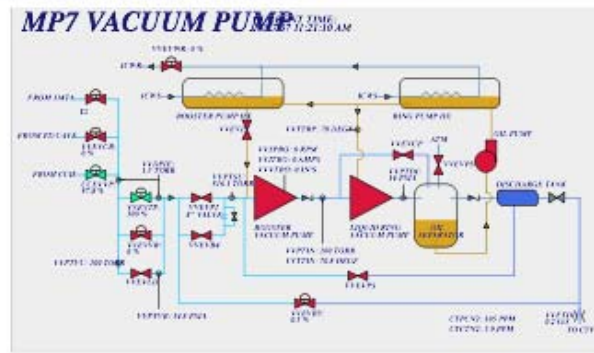


Web Fixed Displays

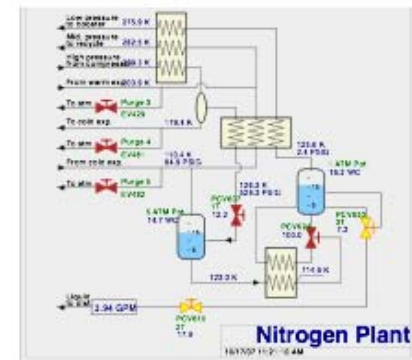
<Screens> About / Help



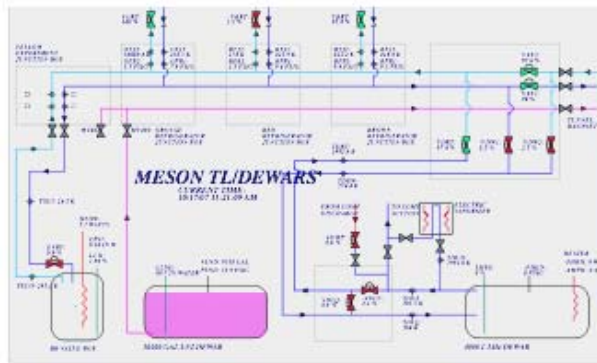
Start 'Time in Fermilab' Frame #1



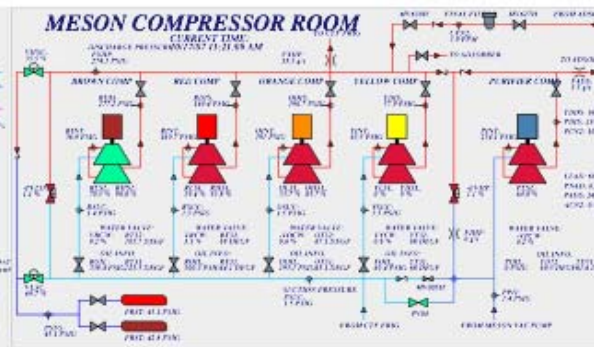
Start 'Vacuum Pumps'



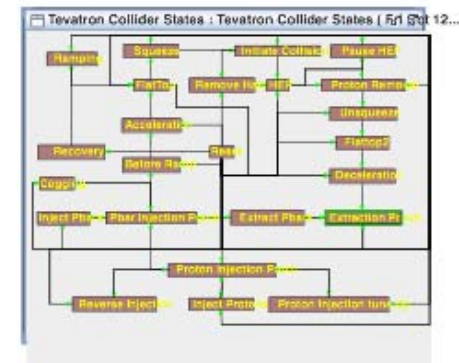
Start 'CHL Nitrogen Plant'



Start 'Dewars'



Start 'Compressors'



Start 'FSM Tevatron Collider States'

Please send your comments to Timofei Bolshakov, April 24 - August 24, 2007

Done

WFD – How does it work.

WFD has 2 major parts – server side Java web application and client side AJAX Javascript.

Server side ApplicationManager (AM) starts preconfigured applications and produces Scalable Vector Graphics (SVG) images of these applications by periodical rendering them on special SVGGraphics2D.

SVG is a convenient graphical format – it is an XML W3C standard. Text in SVG:

```
<text class="cls33" id="849" x="2" y="14">
```

```
    ACN2: 0.7 PPM
```

```
</text>
```

```
<path class="cls11" id="863"
```

```
    d="M879 114 L854 94 L854 114 L879 94 zM879 114 "/>
```

WFD – How does it work.

Client side AJAX script downloads SVG image of application once.

*After that it starts to request the differences from the server.
Difference comes in following format:*

```
<changes id="849" content="ACN2: 0.6 PPM"/>
```

```
<changes id="863" attr="d"
```

```
content="M879 114 L854 94 L854 114 L879 94 L880 102
```

```
z"/>
```

And AJAX script changes SVG elements on client side using DOM API.

As you may see it is very economical way of updating live graphical web page! With just hundreds bytes per second you got rich updating picture!

Acknowledgments

**To David McGinnes
for managing LAFS workgroup and
encouraging DnD redesign.**

**To Jakub Wozniak
for working from CERN side on WFD.**

Thank you for your attention.