



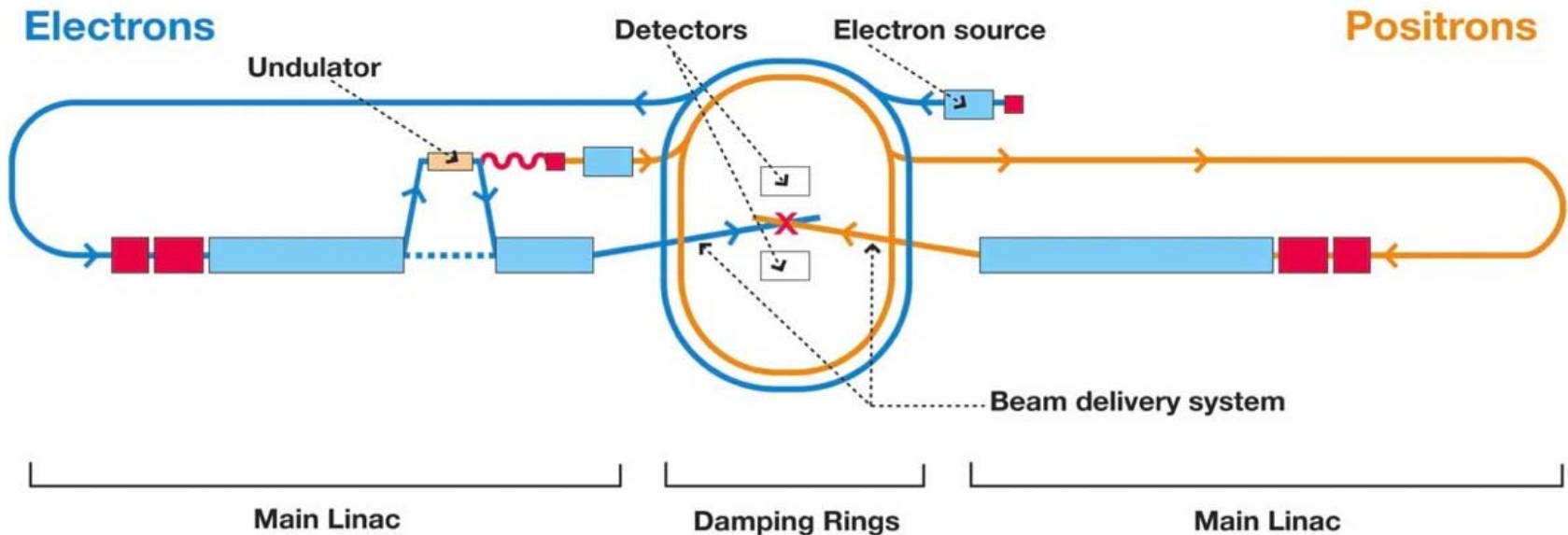
The ILC Control System

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- *ILC overview*
- *Controls challenges and conceptual design*
 - **Availability**
 - **Services**
 - **Configuration management**
- *Collaboration*
- *Wrap-up*

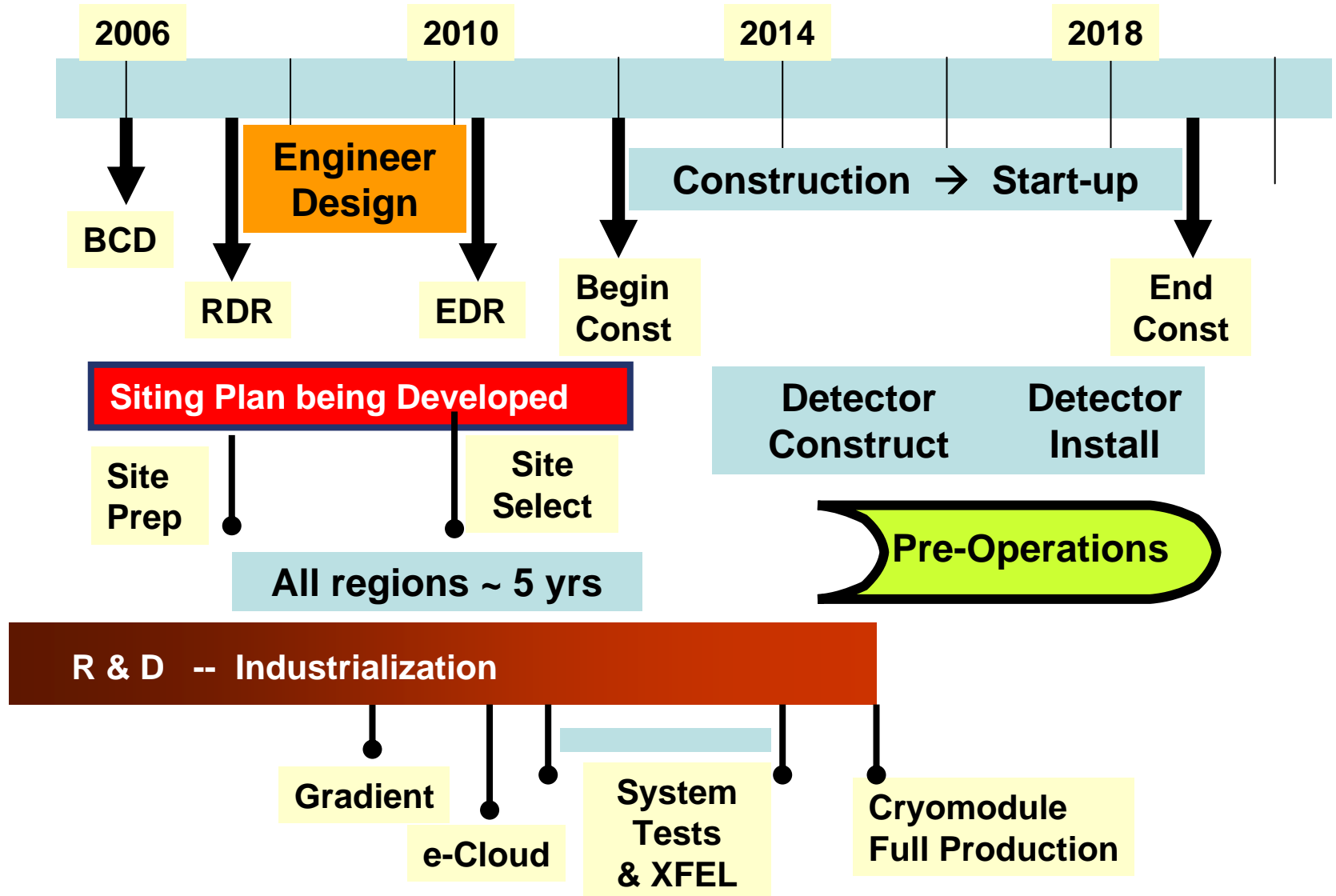
ILC accelerator overview

- Two 11km long 250-GeV linacs with 16,000 cavities and 640 RF units.
- A 4.5-km beam delivery system with a single interaction point.
- 5-GeV electron and positron damping rings, 6.7km circumference.
- Polarized PC gun electron source and undulator-based positron source.





Technically Driven Timeline





Control System challenges

- ***Mainly driven by scale & complexity of ILC accelerators***
 - 100,000 devices, several million control points
 - Main linacs: 640 RF klystrons, 2000 cryomodules, 16,000 cavities
 - Control system: 1000+ front-end crates

- ***Accelerator operations: reliance on automation & feedback***
- ***Accelerator availability goal of 85% (control system: 99%)***
- ***Precision timing & synchronization over 10's km.***
- ***Remote operations.***

- ***ILC funding model: multi-national in-kind contributions.***



Control System functional model

Client Tier

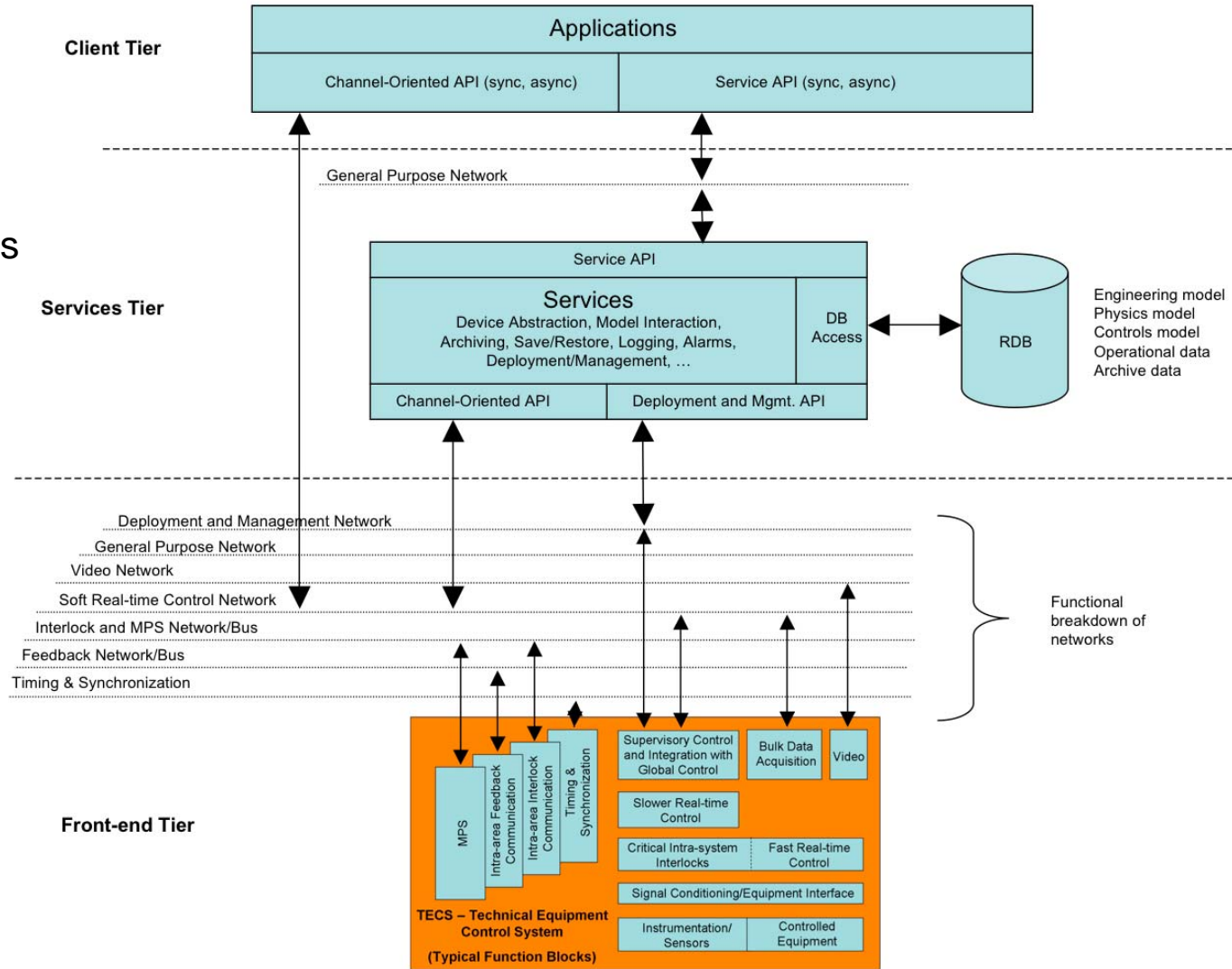
- GUIs
- Scripting
- HMI for high level apps

Services Tier

- “Business logic”
- Device abstraction
- Feedback engine
- State machines
- Online models...

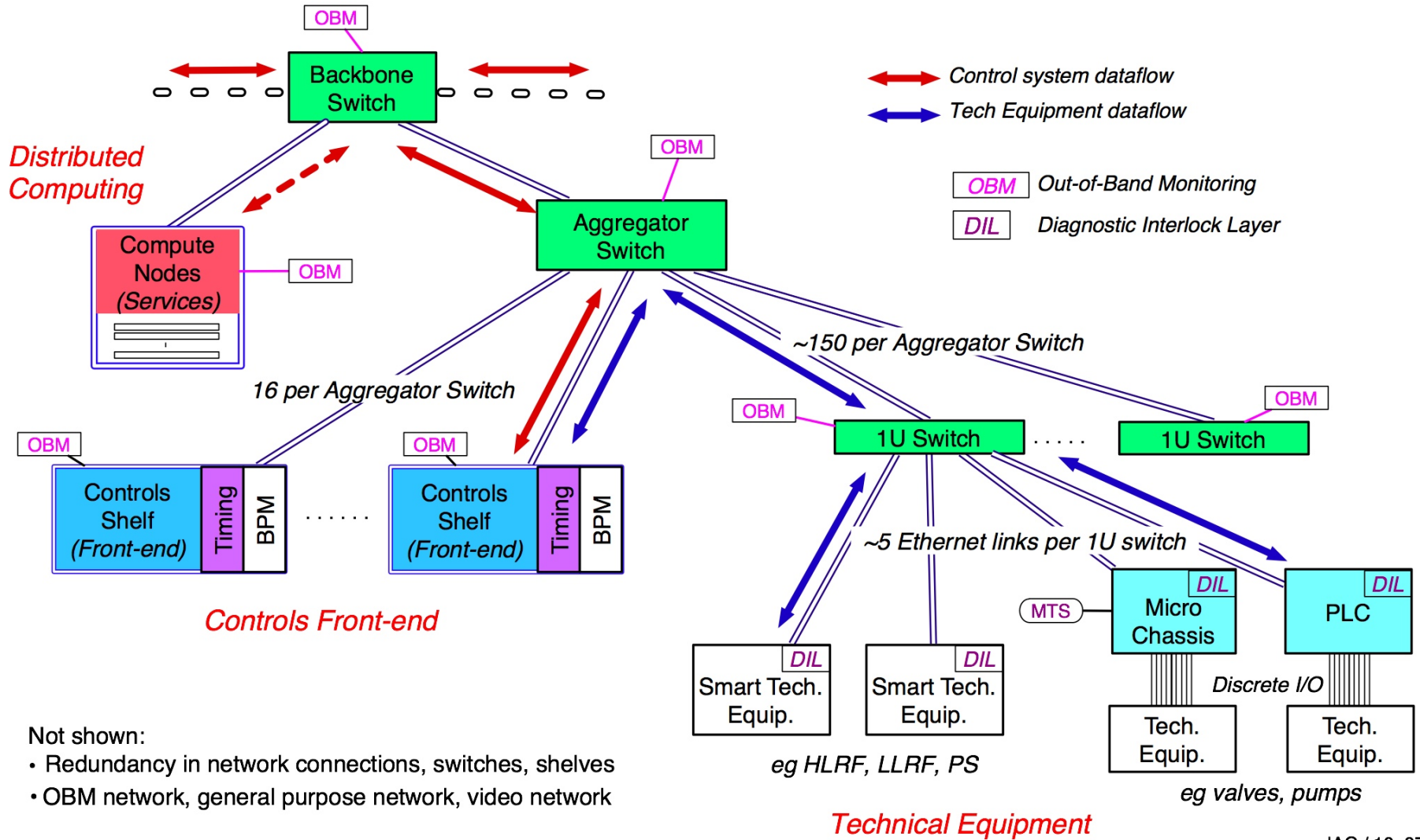
Front-End Tier

- Equipment Interfaces
- Control-point level





Physical model: front-end

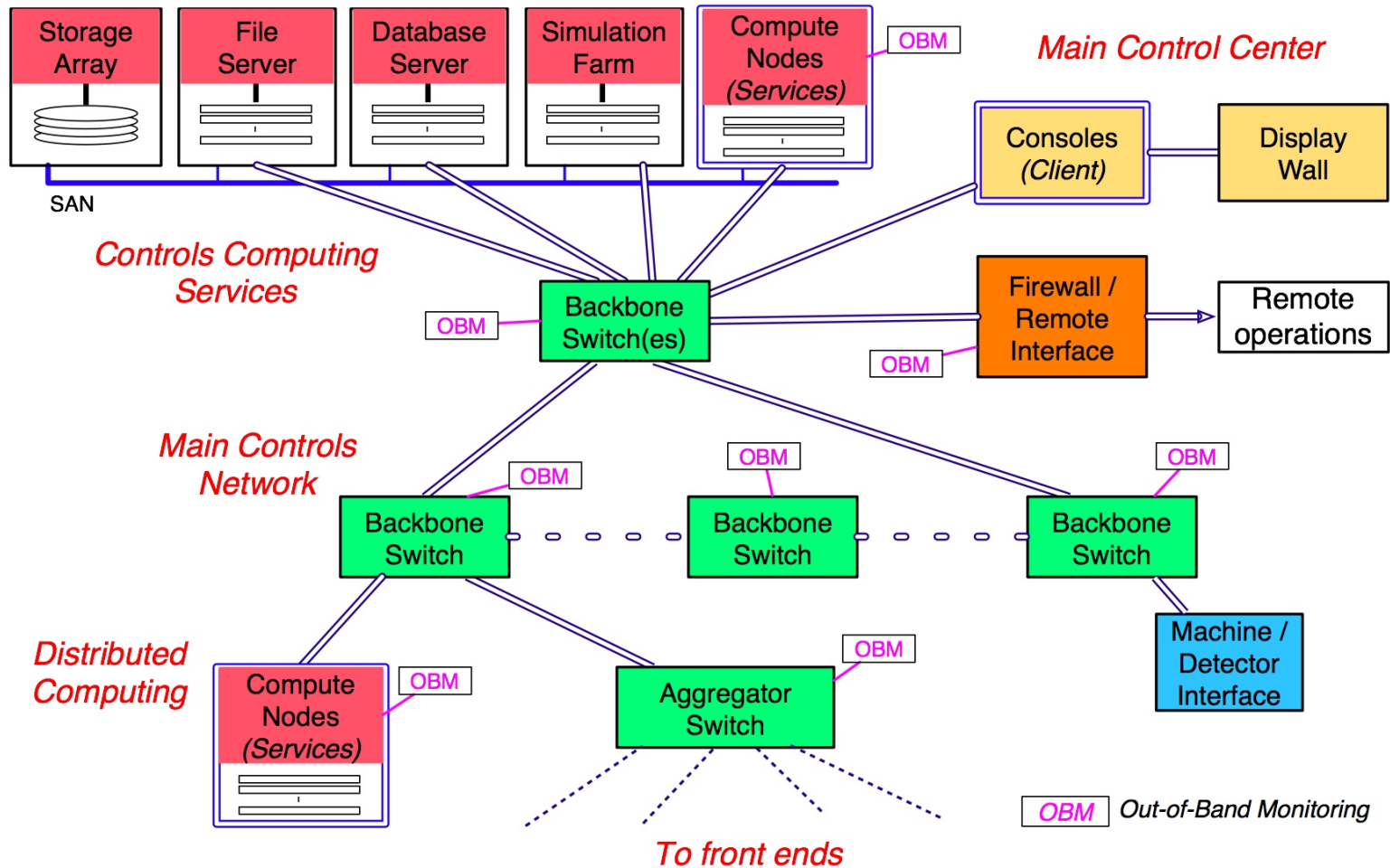


Not shown:

- Redundancy in network connections, switches, shelves
- OBM network, general purpose network, video network



Physical model: global layer





Preliminary component counts

Component	Description	Quantity
<i>1U Switch</i>	<i>Initial aggregator of network connections from technical systems</i>	<i>8356</i>
<i>Controls Shelf</i>	<i>Standard chassis for front-end processing and instrumentation cards</i>	<i>1195</i>
<i>Controls Rack</i>	<i>Standard rack populated with one to three controls shelves</i>	<i>753</i>
<i>Aggregator Switch</i>	<i>High-density connection aggregator for 2 sectors of equipment</i>	<i>71</i>
<i>Controls Backbone Switch</i>	<i>Backbone networking switch for controls network</i>	<i>126</i>
<i>LLRF Controls Station</i>	<i>Two racks per station for signal processing and motor / piezo drives</i>	<i>668</i>
<i>Phase Ref. Link</i>	<i>Redundant fiber transmission of 1.3-GHz phase reference</i>	<i>68</i>



Addressing the challenges

■ ***Large scale deployment***

- ***High Availability***, strong emphasis on diagnostics, QA.
- ***Resource management***
- Emphasize standards-based solutions.

■ ***Extensive reliance on automation and 5Hz feedback***

- *Automation and feedback engines as **Services**.*
- Make all control & monitor points available to feedback engine, synchronize control and monitor actions to 5Hz beam pulses.

■ ***Controls integration of in-kind contributed equipment***

- Scope, span of control, treaty points...
- ?

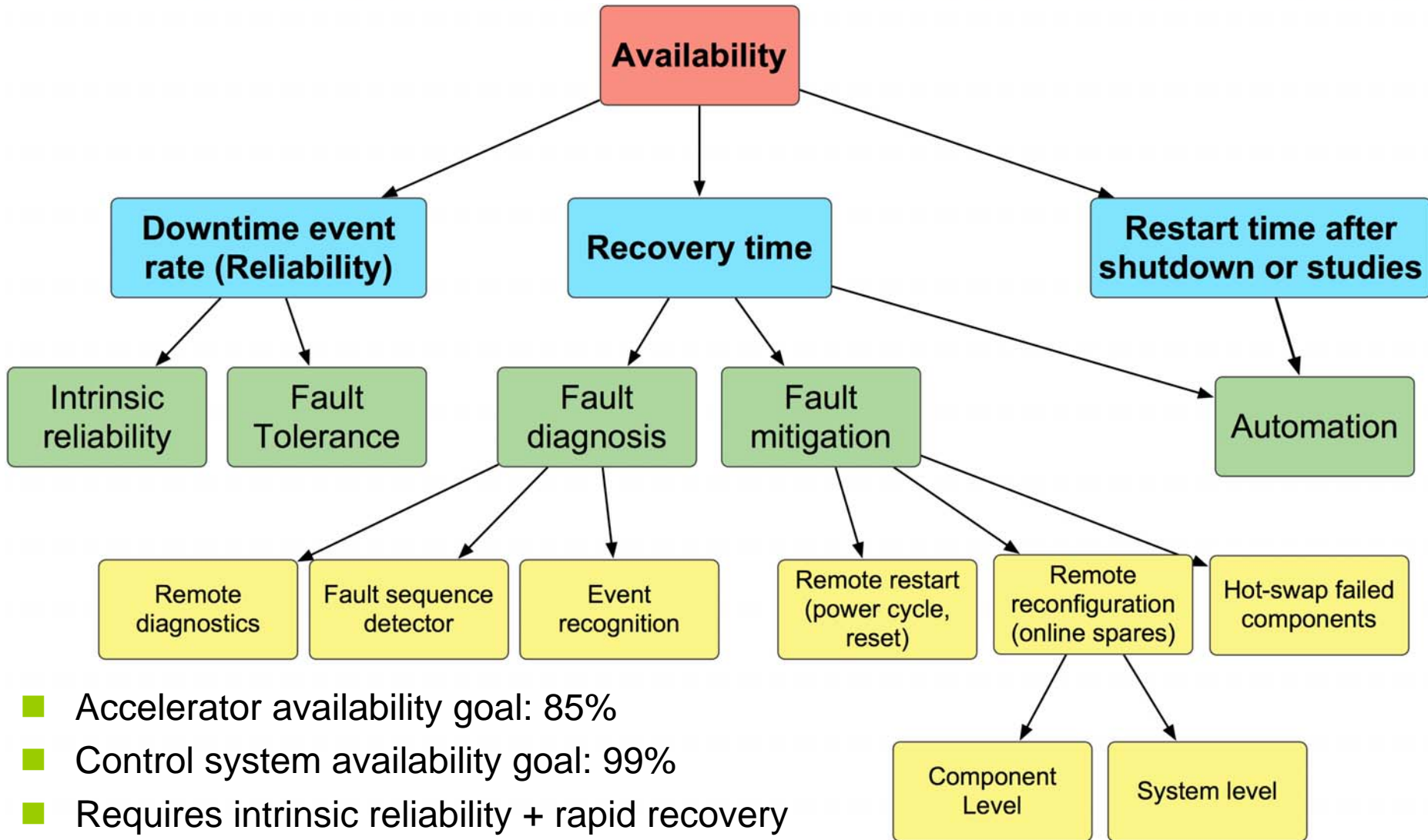
- ***ILC control system availability goal: 99% by design***
- ***1000+ front-end crates \Rightarrow 99.999% per crate.***
- ***Cannot afford a long period of identifying & fixing problems once machine operations begin.***

‘Best effort’ approach may not be sufficient



Investigate High Availability techniques.

Accelerator Availability



- Accelerator availability goal: 85%
- Control system availability goal: 99%
- Requires intrinsic reliability + rapid recovery



HA requires different considerations

■ ***Apply techniques not typically used on an accelerator***

- Development culture must be different.
- Cannot build ad-hoc with in-situ testing.
- Build modeling, simulation, testing, and monitoring into hardware and software methodology up front.

■ ***Hardware availability***

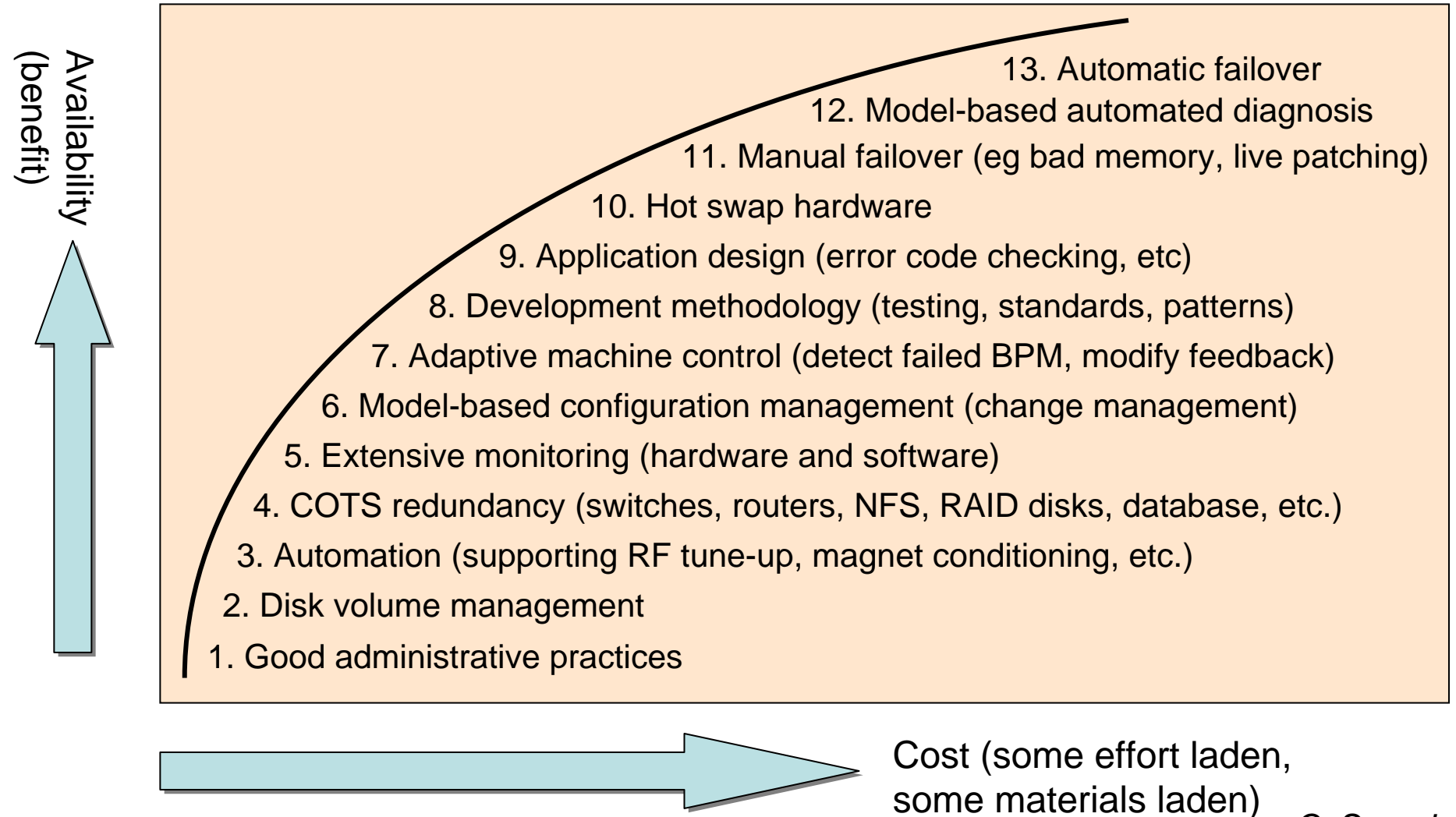
- Instrumentation electronics to servers and disks.
- Redundancy where feasible, otherwise adapt in software.
- Modeling and simulation

■ ***Software availability***

- Equally important.
- Software has many more internal states – difficult to predict.
- Modeling and simulation needed here for networking and software.
- Robustness
- Exception handling.



Relative cost/benefit of HA techniques



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HA R&D objectives

- ***Learn about HA (High Availability) in context of accelerator controls***
 - Bring in expertise (RTES, training, NASA, military, ...)
 - Explore standards-based methodologies

- ***Develop (adopt) a methodology for examining control system failures***
 - Fault tree analysis, FMEA, scenario-based FMEA
 - Others...

- ***Develop policies for detecting and managing failure modes***
 - Development and testing methodology
 - Instrumentation, out-of-band monitoring (independent diagnostics)
 - Workarounds
 - Redundancy

- ***Develop “vertical” prototypes***
 - I.e. how we might implement above policies
 - Integrate portions of “vertical” prototypes with accelerator facilities



Front-end electronics requirements

■ ***HA-specific requirements***

- Intelligent Platform Management
- Remote power on/off and reset/initialize for individual boards.
- Highly improved diagnostics capabilities in all electronics subsystems.
- Support redundancy: processors, comms links, power supplies,...
- Hot-swappable components: circuit boards, fans, power supplies, ...

■ ***Platform basic requirements***

- Standard modular architecture
- Broad industry support of core components
- Wide range of COTS modules + support custom instrumentation.
- 'High performance' + cost-effective.



If not VME or VXI, then what...?

- ***Candidate standards include ATCA, uTCA, VME64x, VXS, VPX, other VITA standards...***

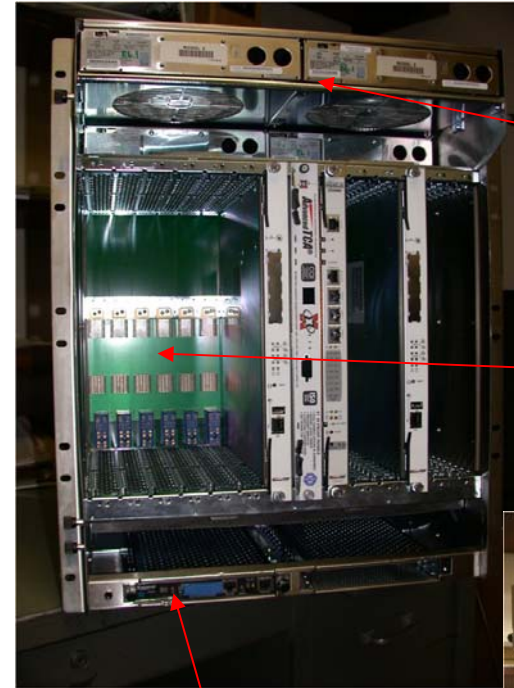
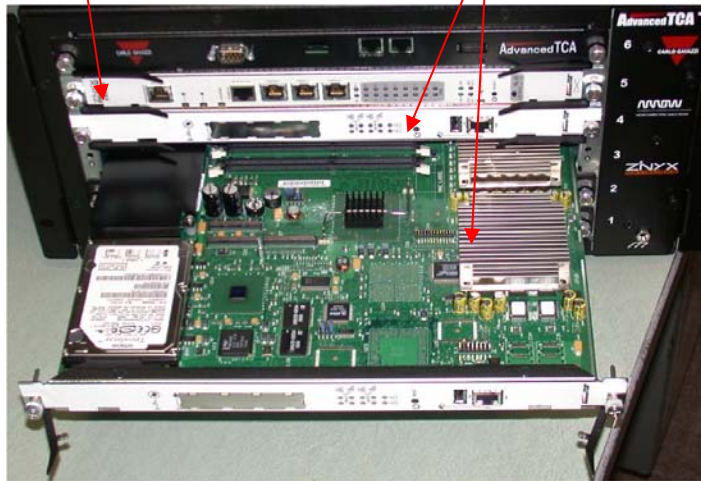
- ***Of systems available today, ATCA offers the best representative feature set***
 - Represents best practices of decades of telecom platform development.
 - Increasing evidence of commercial products for controls applications.
 - Growing interest in the Controls and DAQ community.
 - Being evaluated by several labs. Strong candidate for XFEL.

- ***Two flavors***
 - ATCA: Full-featured, large form-factor
 - uTCA: Reduced feature-set, smaller form-factor, lower cost.



ATCA crates

5-Slot Crate w/ Shelf Manager
Fabric Switch
Dual IOC Processors

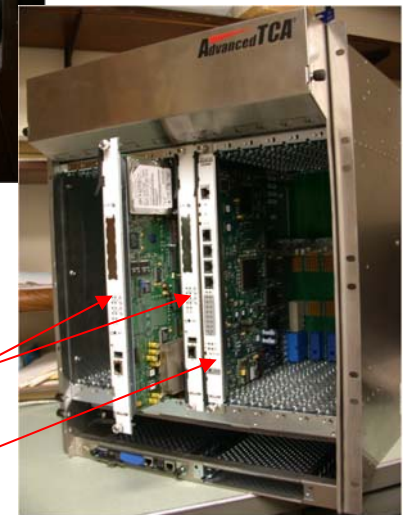


4 Hot-Swappable Fans

16 Slot Dual Star Backplane

Shelf Manager

Dual IOC's
Fabric Switch



Dual 48VDC
Power Interface

Rear View



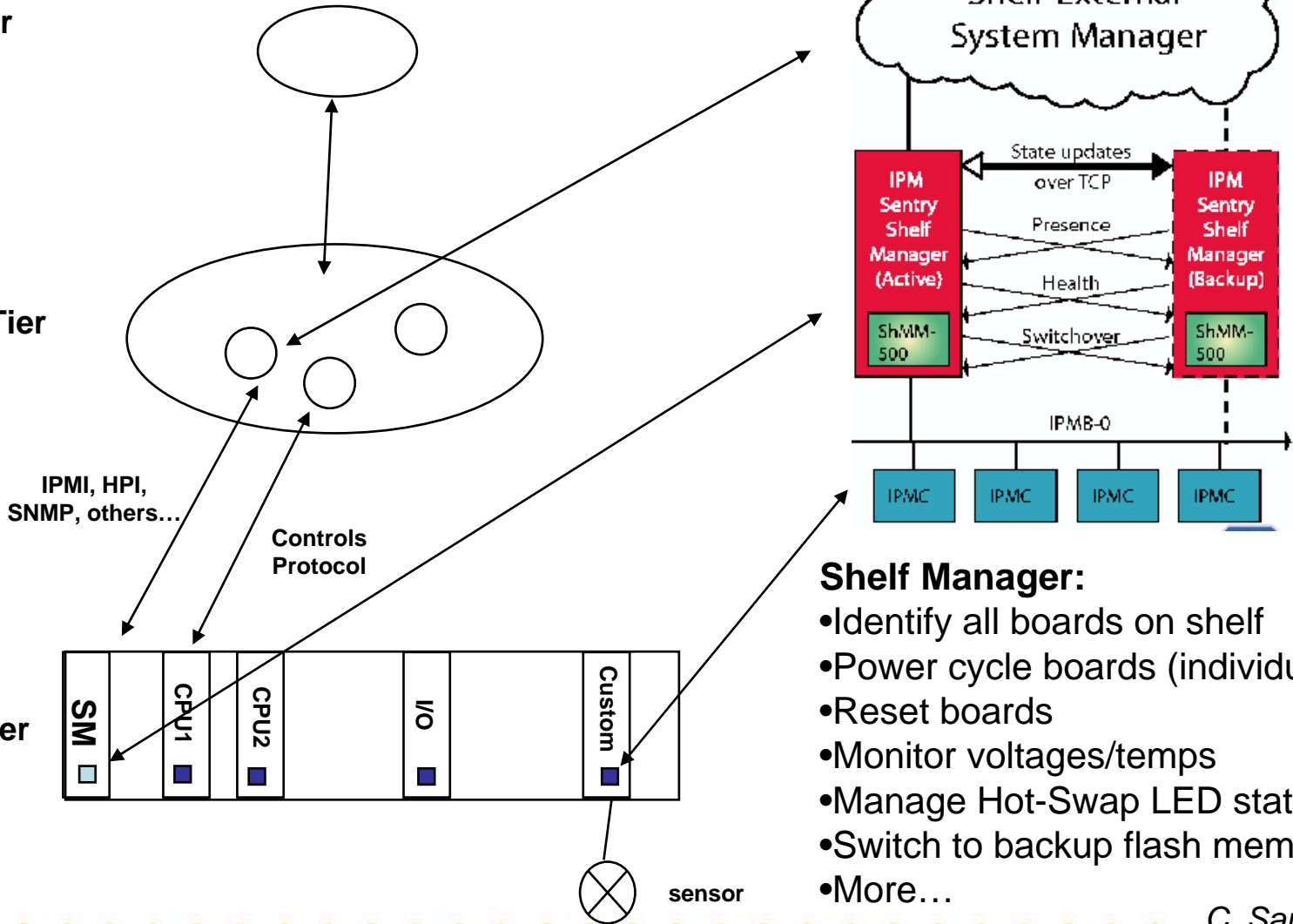


Fault detection and remediation ("Shelf" Management)

Client Tier

Services Tier

Front-end tier

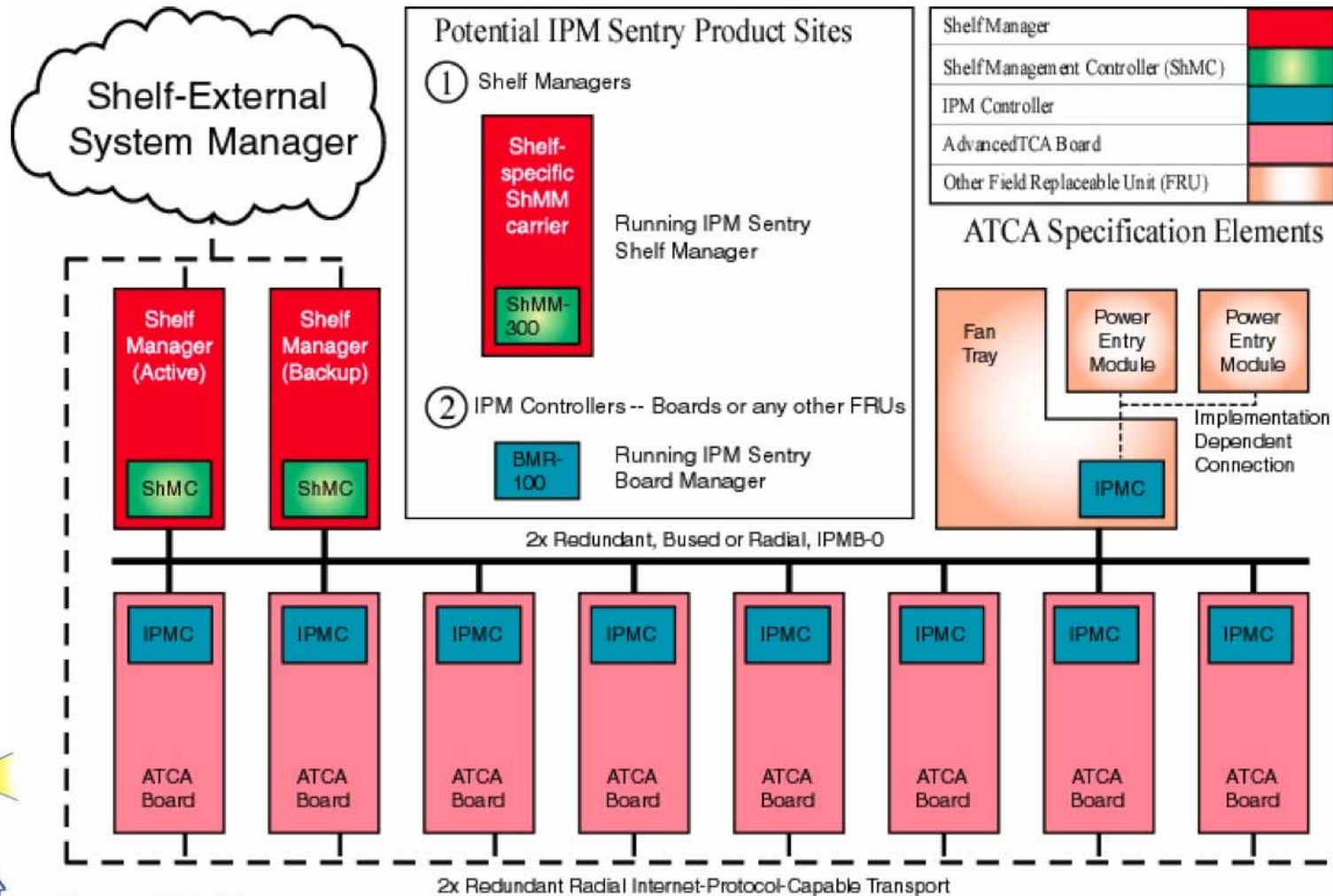


Shelf Manager:

- Identify all boards on shelf
- Power cycle boards (individually)
- Reset boards
- Monitor voltages/temps
- Manage Hot-Swap LED state
- Switch to backup flash mem bank
- More...

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ATCA Shelf w/ Dedicated Shelf Management Controllers



Pigeon Point Systems



SAF Availability Management Framework

- ***Open standard from telecom industry geared towards highly available, highly distributed systems.***
- *Manages software runtime lifecycle, fault reporting, failover policies, etc.*
- *Works in combination with a collection of well-defined services to provide a powerful environment for application software components.*
- ***Potential application to critical core control system software such as IOCs, device servers, gateways, name-servers, data reduction, etc.***
- ***Know exactly what software is running where.***
- ***Gracefully restart components, manage state for component hot-swap***
- ***Uniform diagnostics to troubleshoot problems.***
- ***Implementations: OpenClovis, OpenSAF, Self-Reliant, Element, ...***

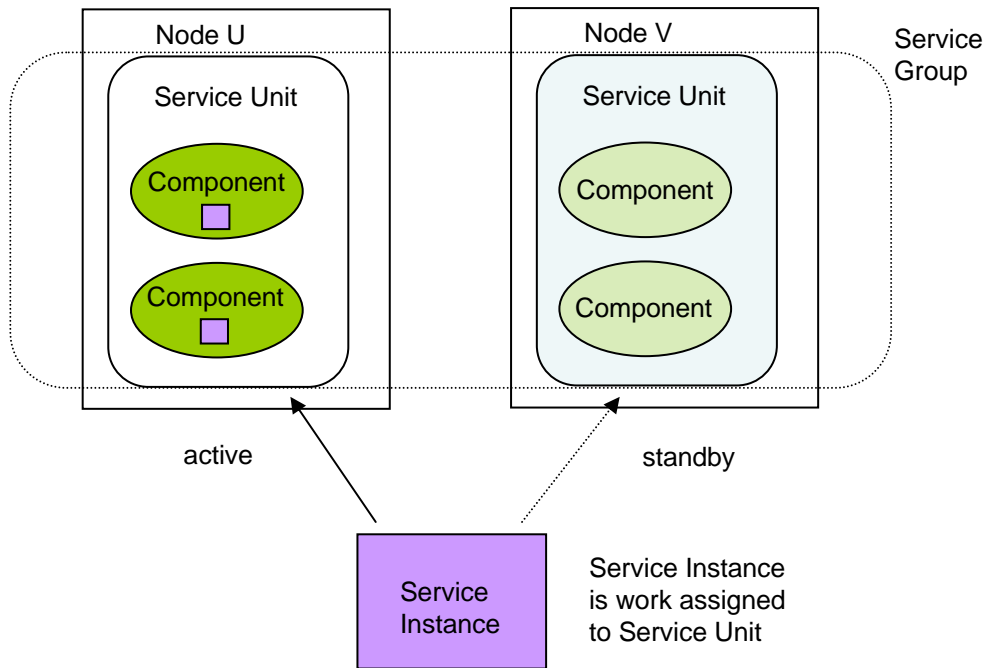
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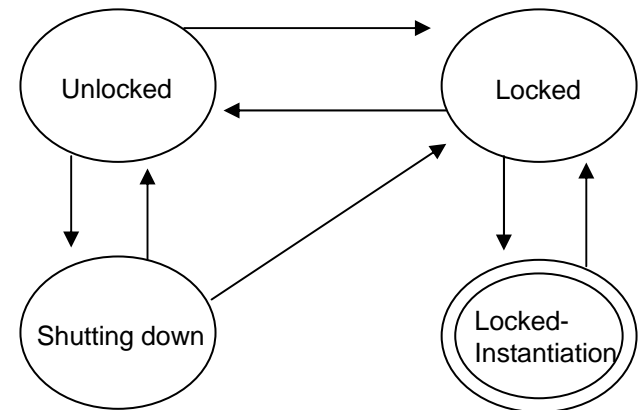
SAF – Availability Management Framework

A simple example of software component runtime lifecycle management

AMF Logical Entities



Service Unit Administrative States



1. Service unit starts out un-instantiated.
2. State changed to locked, meaning software is instantiated on node, but not assigned work.
3. State changed to unlocked, meaning software is assigned work (Service Instance).

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HA software framework is just the start

- ***SAF (Service Availability Forum) implementations won't "solve" HA problems***
 - You still have to determine what you want to do and encode it in the framework – **this is where work lies**
 - What are failures
 - How to identify failure
 - How to compensate (failover, adaptation, hot-swap)

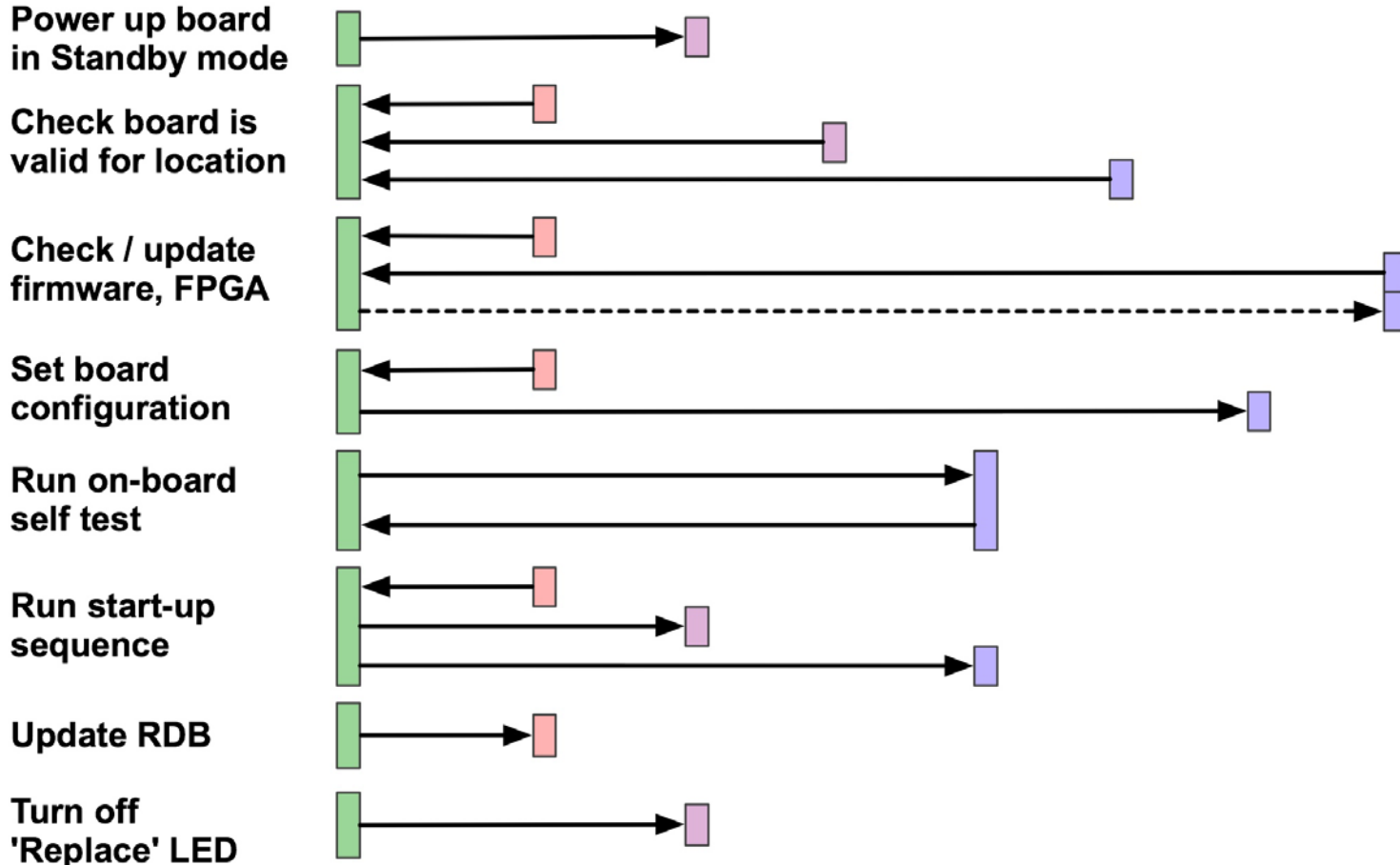
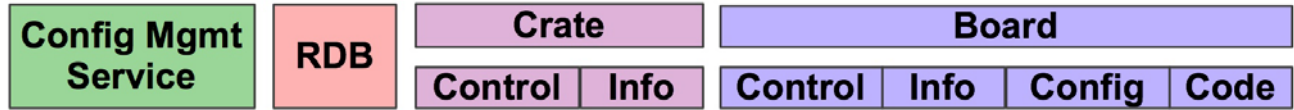
- ***Is resultant software complexity manageable?***
 - Potential fix worse than the problem
 - Always evaluate: “am I actually improving availability?”

- ***Where should we apply high availability techniques?***



Configuration management

Example: replacing circuit board





...underlying assumptions

■ ***Electronics board functions:***

- Hot-swappable
- Remote reset / re-initialize.
- Unique ID, available remotely
- Remotely configurable (“DIP switches”)
- Remotely updatable software, firmware, FPGA code
- Separate Standby and Run modes
- On-board self-test

■ ***RDB contains:***

- Information on all installed and spare electronics boards
- Information for every crate / slot / location
- Current version of all software, firmware, FPGA code



Services Tier architecture

Applications

Graphical interfaces
Operator consoles

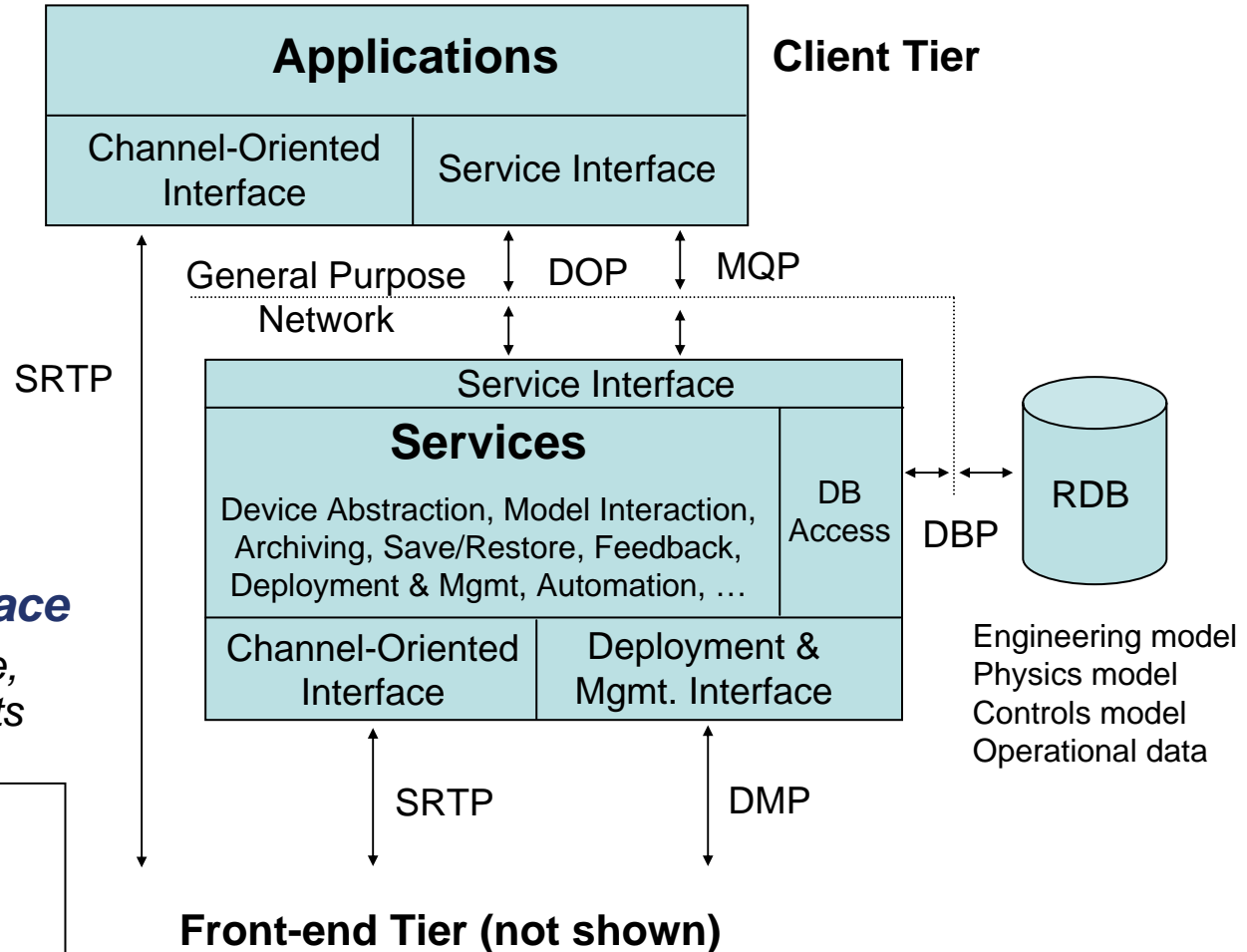
Services

Well defined high-level functions available to any application or other service

Channel-oriented Interface

Traditional high-performance, direct access to control points

- DOP – distributed object protocol
- MQP – message queuing protocol
- SRTP – soft real-time protocol
- DBP – database protocol
- DMP – deployment & mgmt protocol



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Why Services?

- ***Some activities are not well suited to channel-oriented interfaces***
 - **Complex**
 - May require lots of parameters and a sequence of interactions
 - **Dynamic**
 - May be added and removed frequently during operations
 - May require dynamic allocation (network latency and/or cpu loading)
 - It should be possible to create a well-defined interface for common control system functions.

- ***Services allow rapid prototyping of high level apps through composition, while maintaining an impedance to changing the core functions.***

- ***Someone is going to do this anyway***

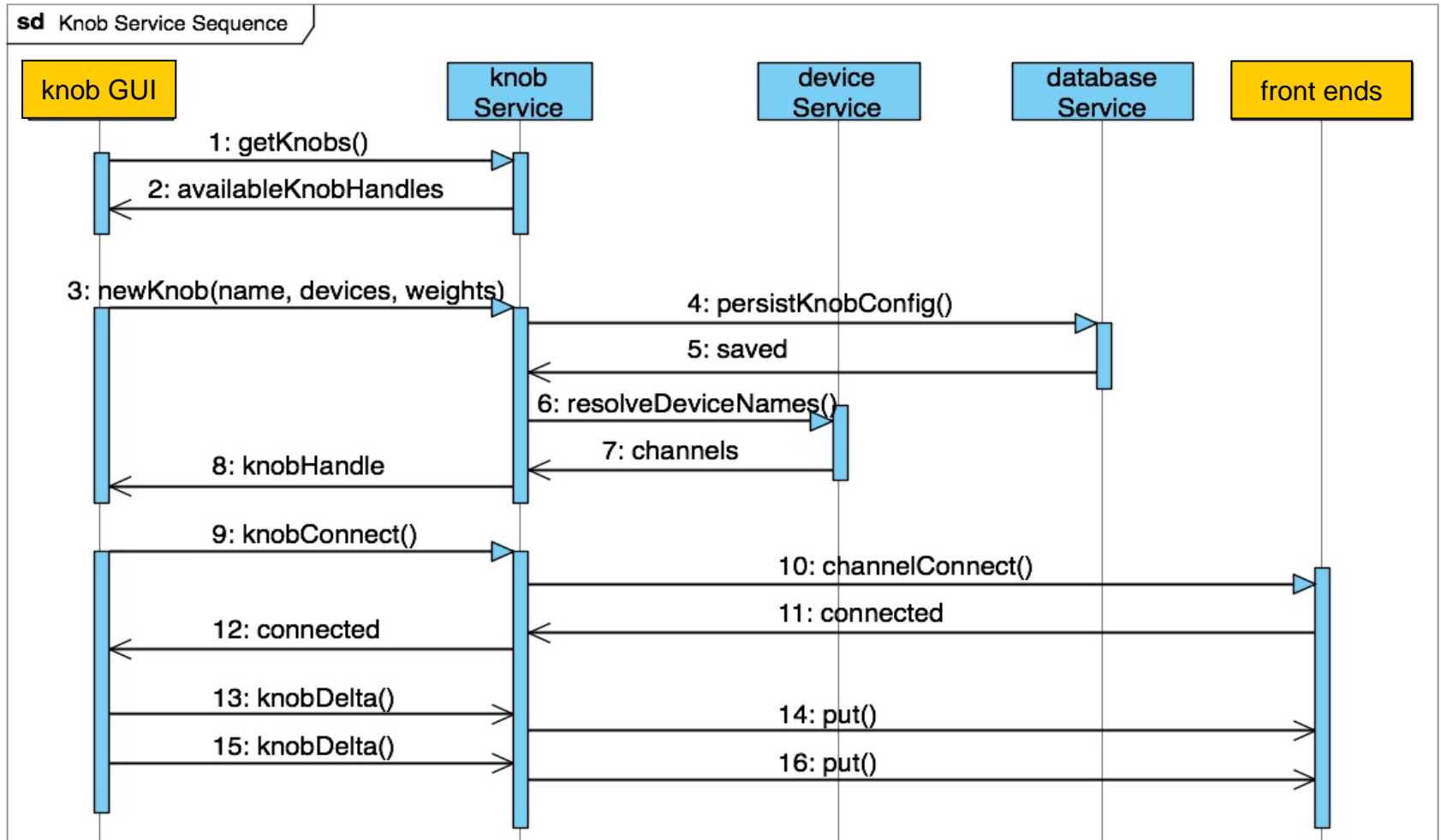


Possible Services APIs

- *Script execution service*
- *Archiving service*
- *Logging service*
- *Data processing & visualization*
- *Save, Compare, Restore*
- *Alarm Management*
- *RDB calls*
- *Locking (channel, instance,...)*
- *Math & logic functions*
- *Event sequencer / synchronizer*
- *Device server*
- *Data concentrator*
- *Feedback / dynamical control*
- *Video processing, compression*
- *Out of Band monitoring*
- *Exception handling*
- *Resource management*
- *Authentication / access control*
- *Notification (email, phone, sms,...)*



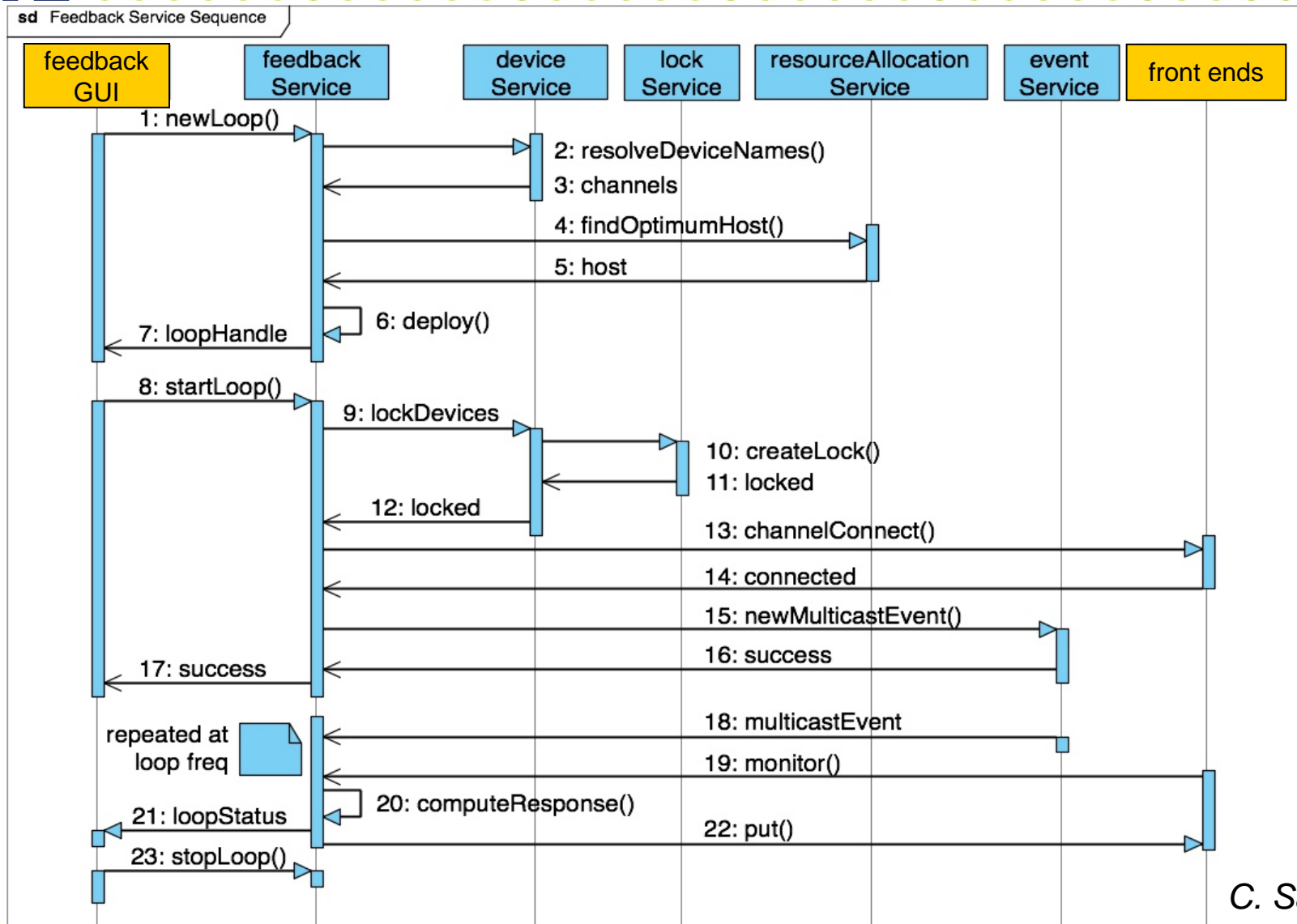
Example: Knob Service Sequence



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Example: Feedback Service Sequence



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Services Tier realization...

- ***Defining a Services Tier does not define where it runs***
 - Front-end processors
 - Client workstations
 - Dedicated processors
 - Central servers

- ***Interfaces are hard to define***
 - API inputs, outputs.
 - Services dependencies.



Collaboration

- ***Inherently an international collaboration***
 - Resource-limited (2-3 FTEs)
 - Main collaborators: Argonne, DESY, Fermilab, KEK, SLAC

- ***Heavily reliant on activities at new and operating accelerators***
 - Benefit from existing work.
 - Prototype & evaluate ideas and techniques.

- ***Strong connection with DESY XFEL, Fermilab ILCTA, KEK STF***

- ***We need more people to support the Global Design Effort, contribute ideas, collaborate in developing & evaluating ideas.***



2008-2010 Work Package topics

- *Electronics platform evaluations (eg ATCA, uTCA)*
- *High Availability*
- *Risk analysis of design, FMEA*
- *Services architecture development*
- *Integrated software development on an international scale*
- *Configuration management*
- *Control System architecture design*
- *Network simulation/modeling*
- *Machine protection*
- *Remote Operations*
- *Evaluate potential controls integration tools*
- *Cost optimization*
- *Controls integration*



Wrap-up

- We have identified technical challenges that can be pursued now, and have created work packages that describe ways to address them.
- There is more work than a few FTEs can do
...we are looking for more collaborators

ILC: www.linearcollider.org

Controls: www.linearcollider.org/wiki