

Control System Architecture

10.04.2018
Hanno Hüther

- Question
 - What happens between the application and the hardware?

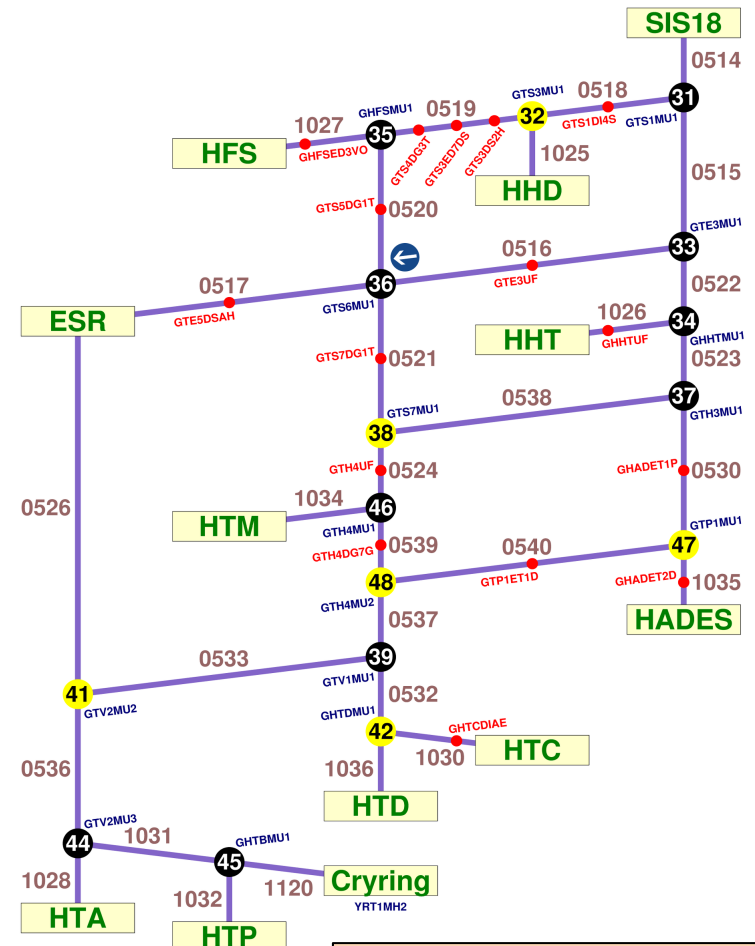
- Implication
 - It would be helpful for Operators to know what's going on behind the scenes

- Challenge
 - Explain system architecture of (a part) of the control system in a way that the information provided is useful for commissioning and operating

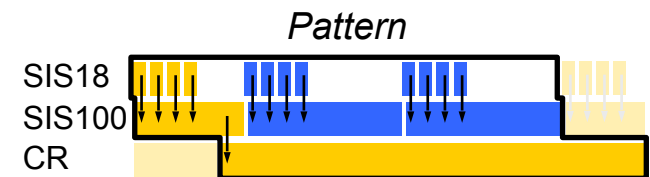
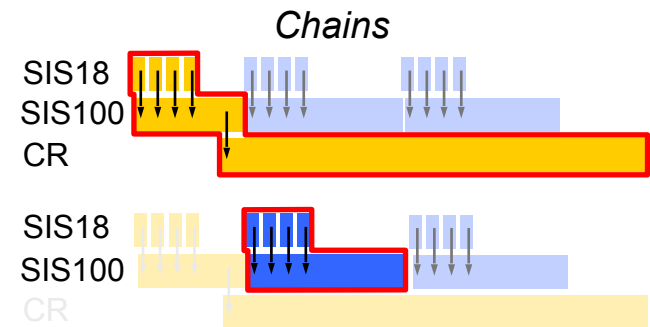
- Idea
 - Explain some of the most common use cases by the systems involved and the data flows between them

Terminology (I)

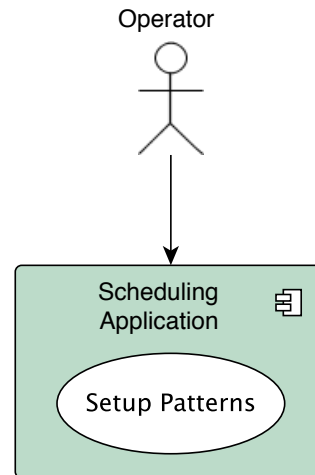
- Particle Transfer
 - Section of accelerator with identical timing
- Beam Process
 - Temporal section within a Particle Transfer with specific purpose (e.g. injection, ramp, extraction, transfer, ...)
- Parameter
 - Physics or hardware quantity
 - Associated with a device
- Setting
 - Value of a parameter

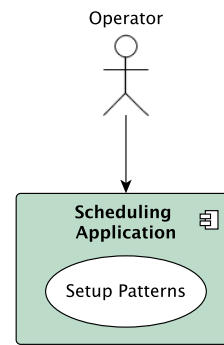


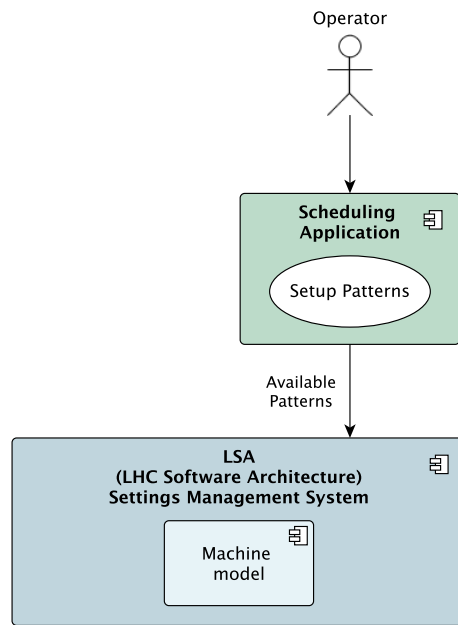
- Beam Production Chain (BPC)
 - Organizational structure to manage parallel operation and beam transfer through FAIR accelerator facility
 - Defines sequence and parameters of beam line from the ion-source up to an experiment
- Pattern
 - Grouping of Beam Production Chains that are executed periodically
- For 2018
 - One BPC per Pattern
 - Multiple Patterns in Round Robin

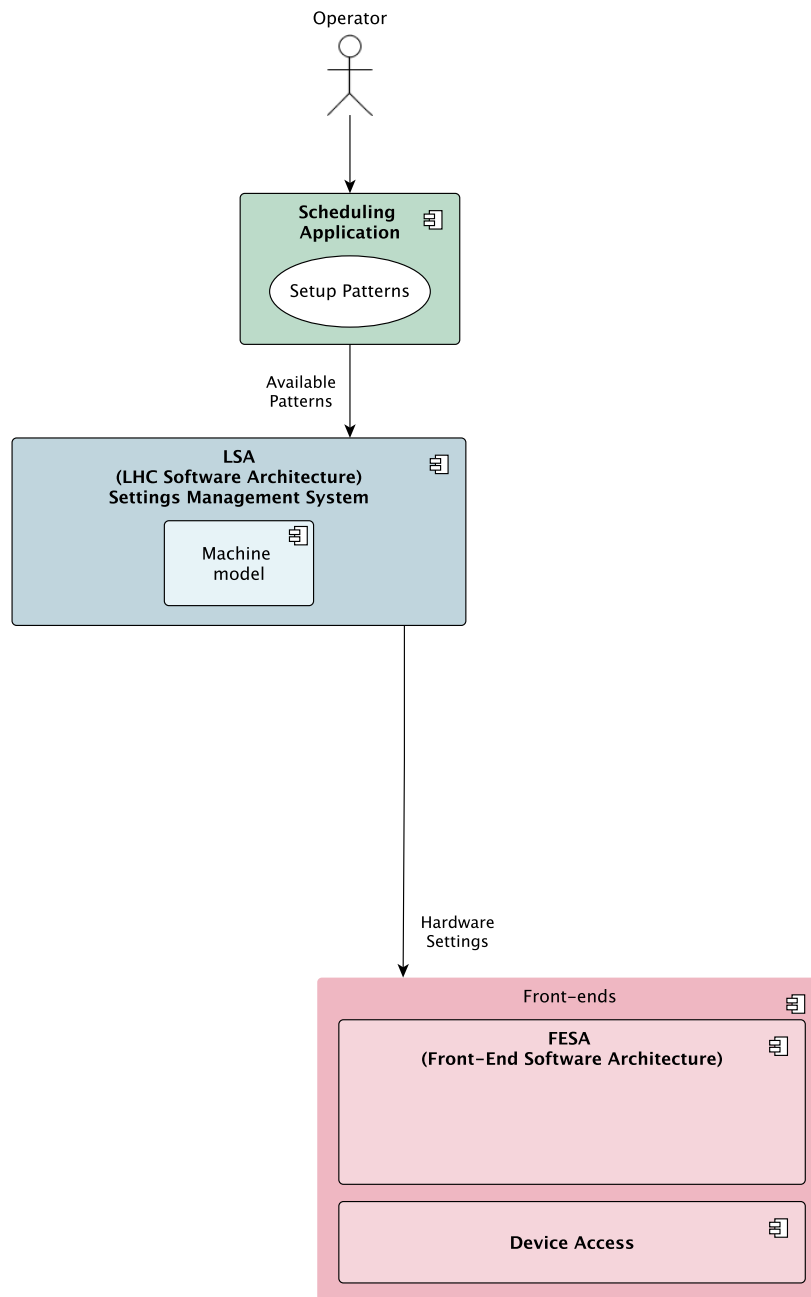


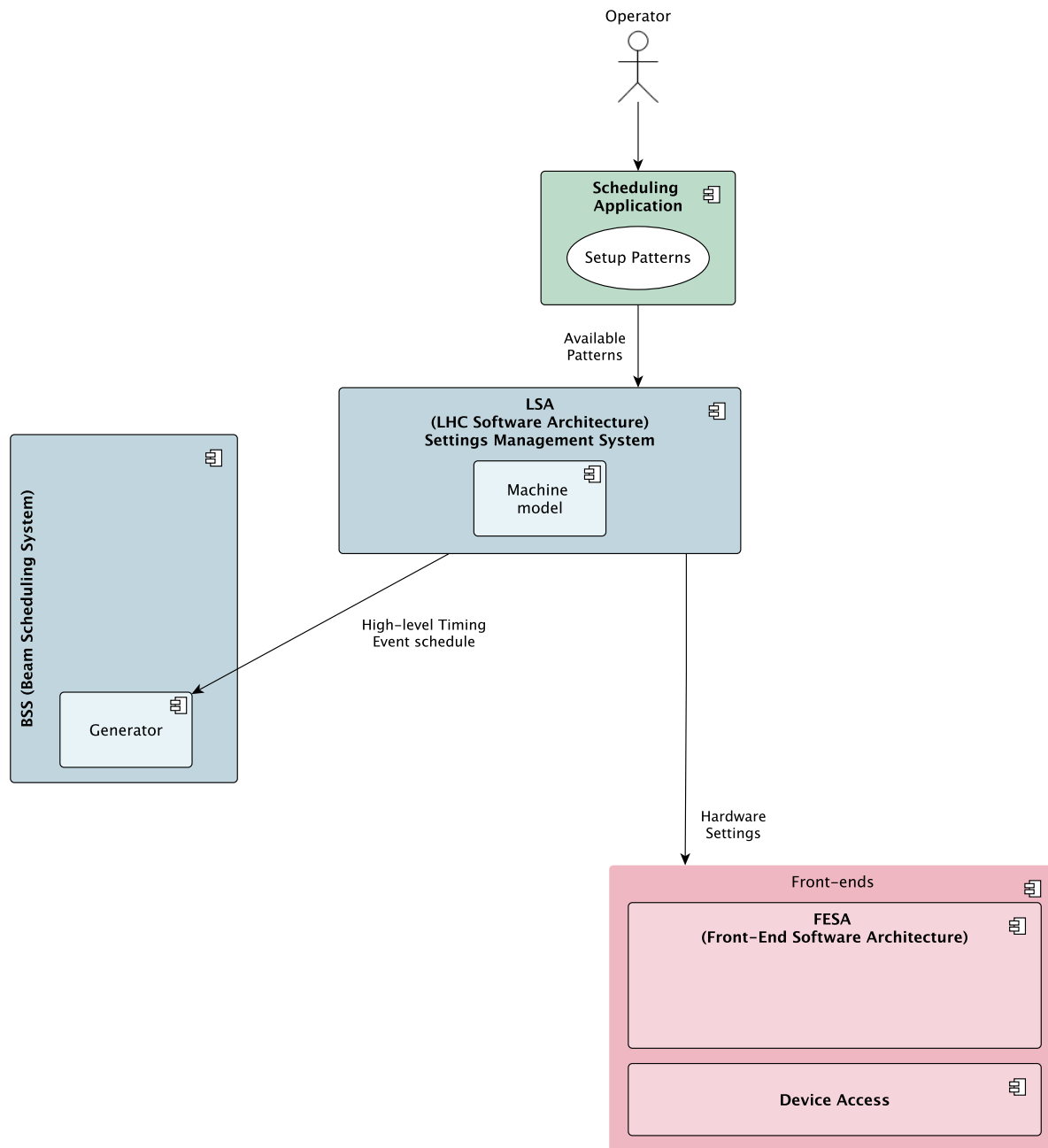
Use Case 1: Setting up Patterns

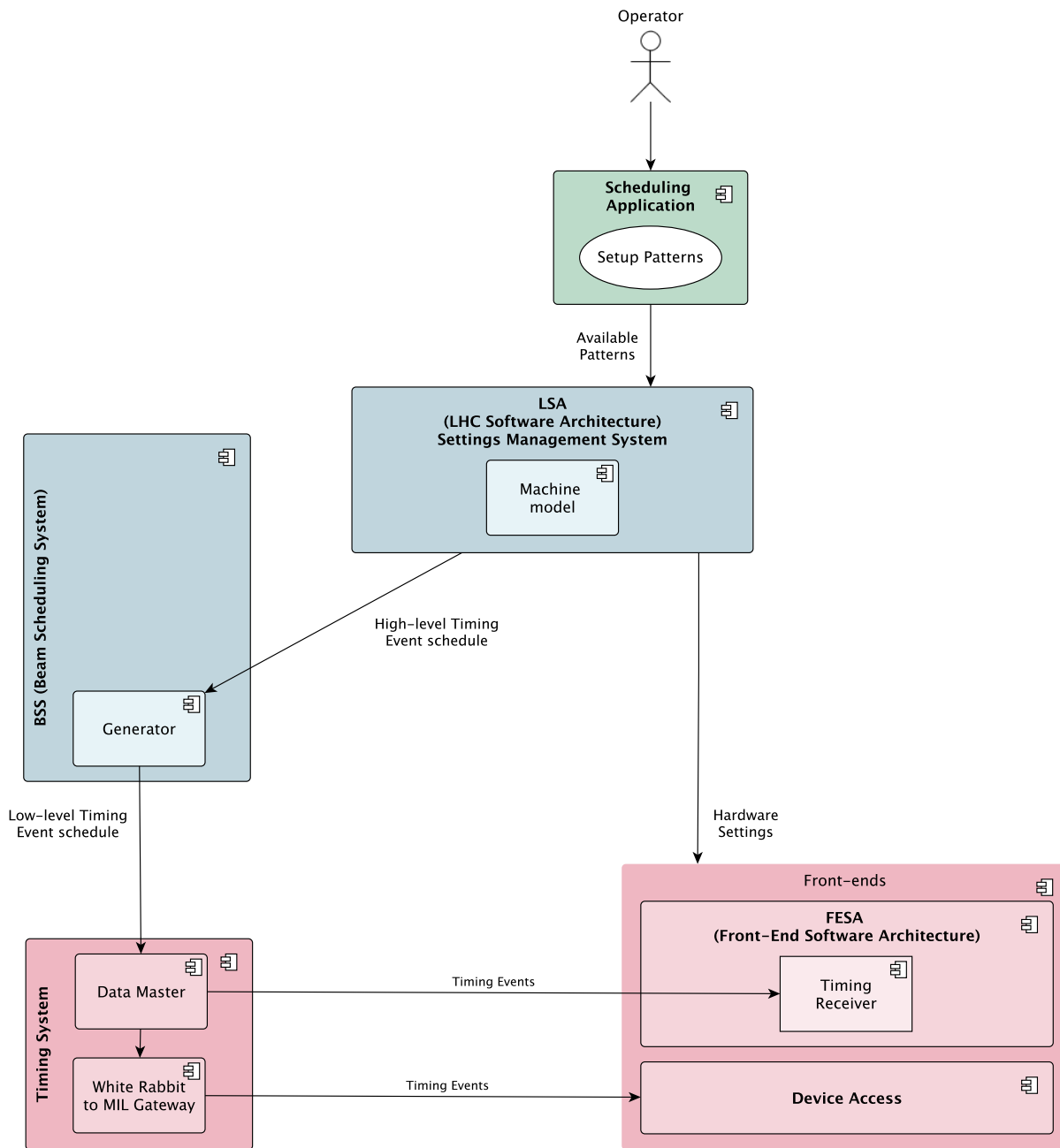


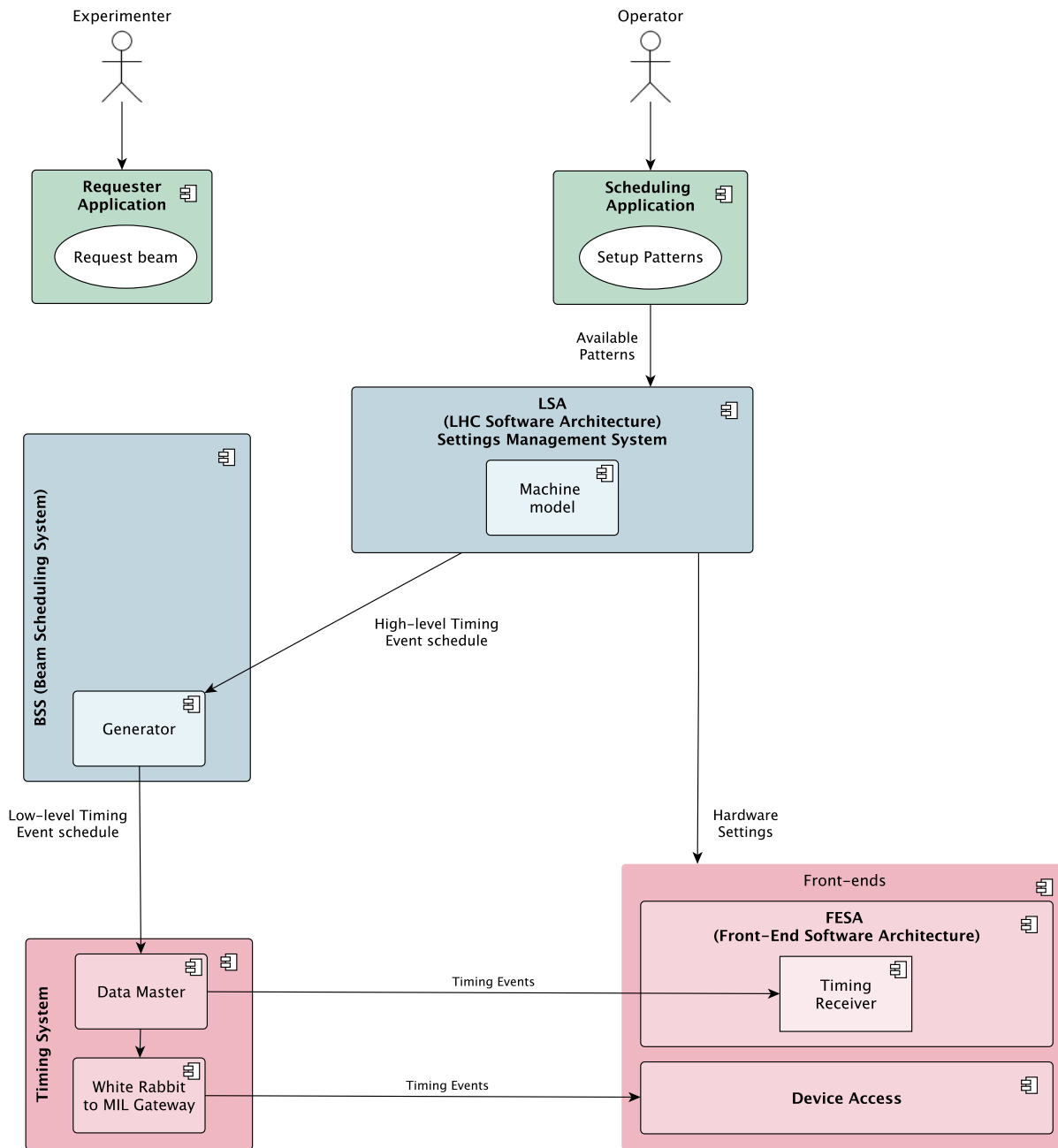


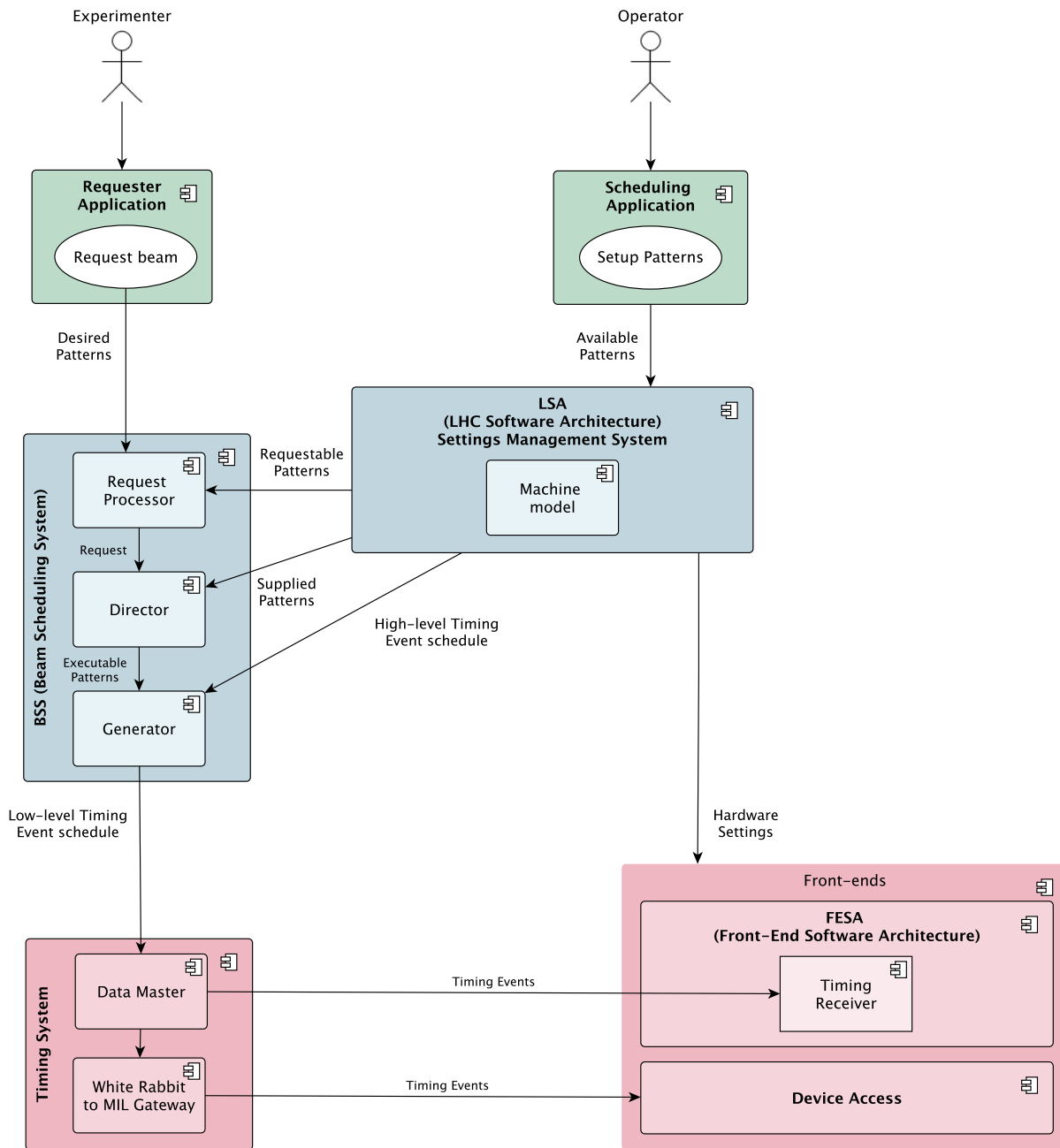




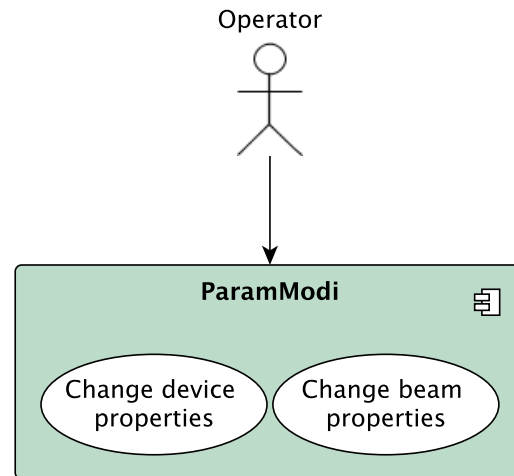


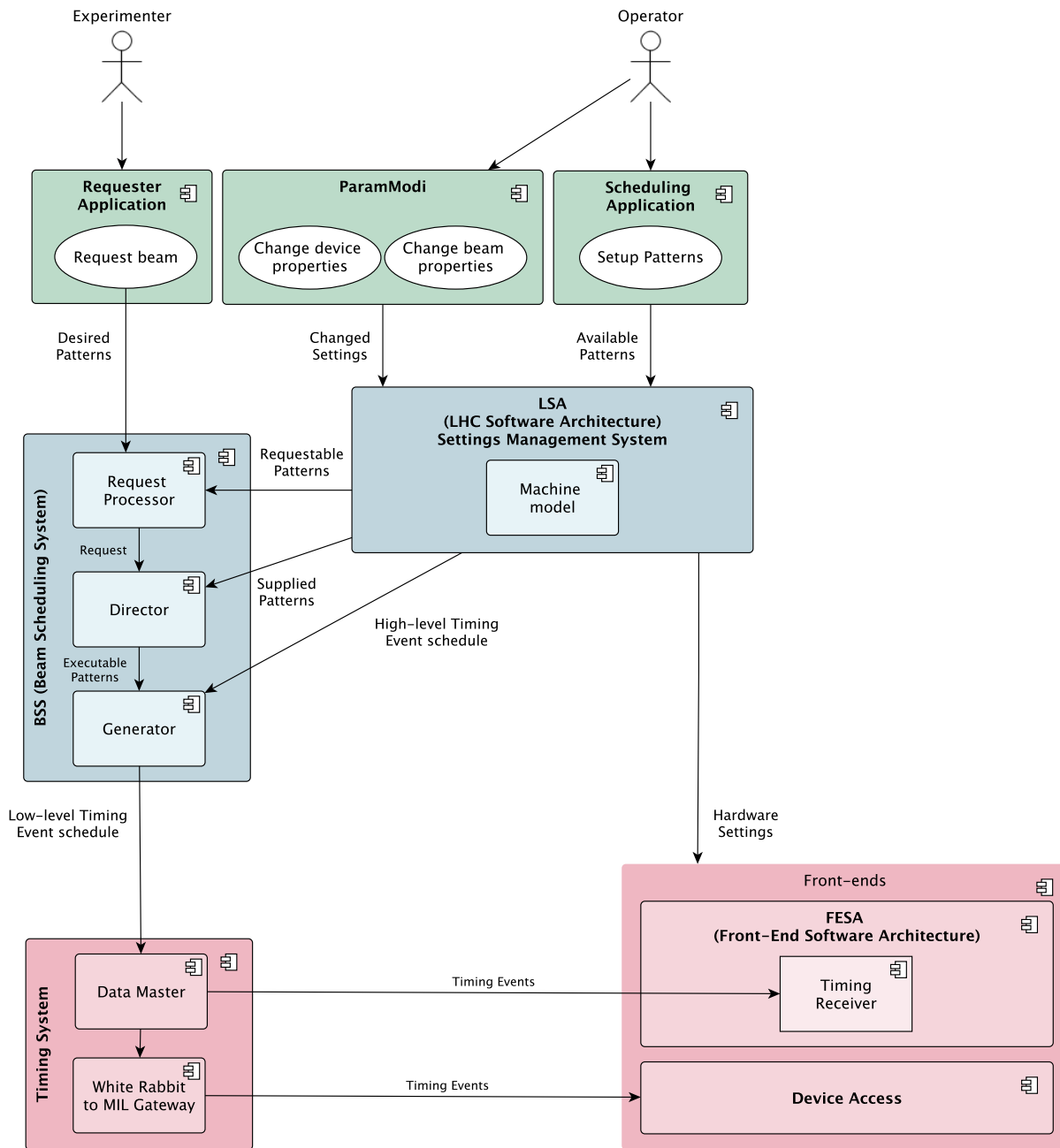




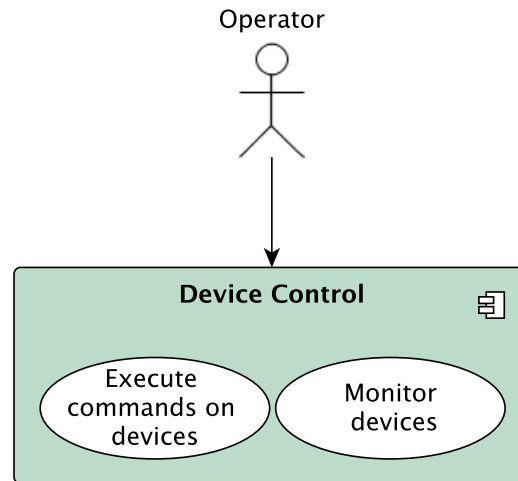


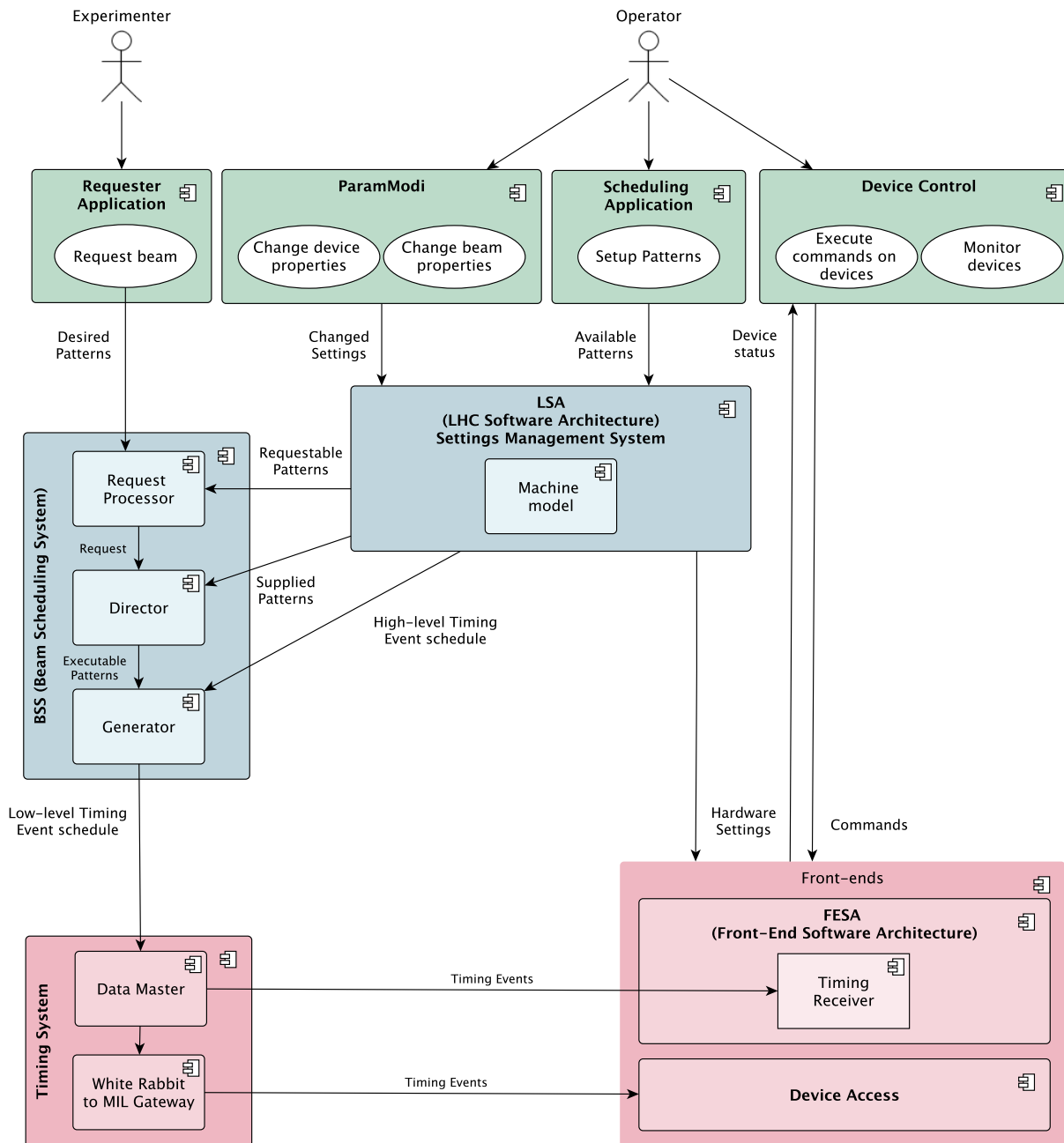
Use Case 2: Changing Settings

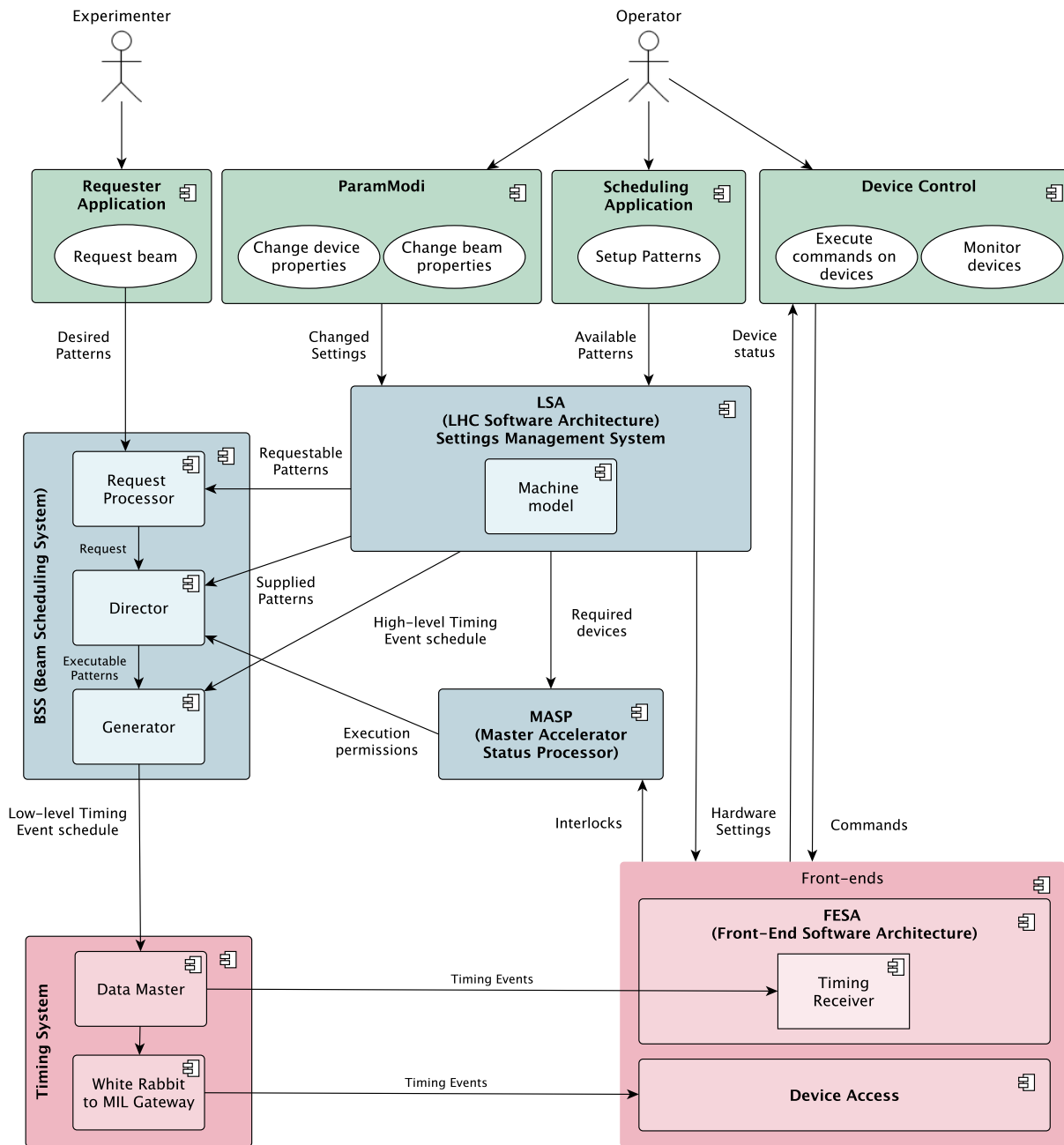




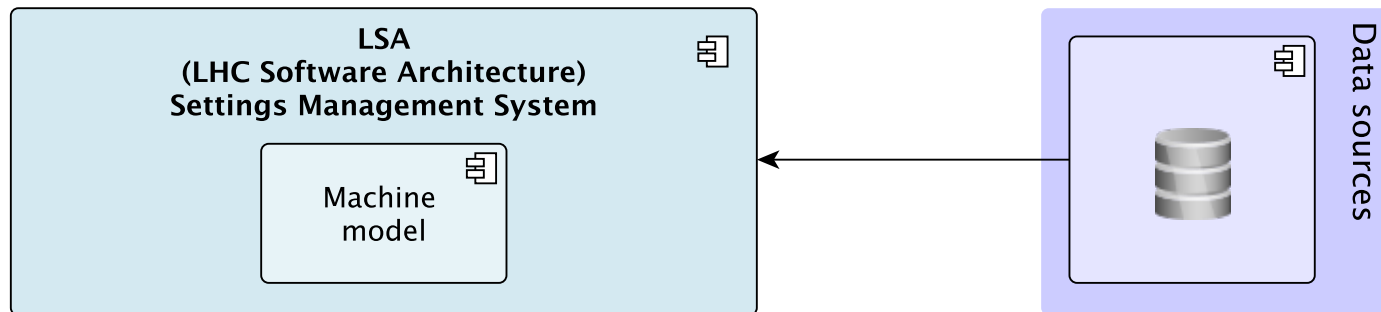
Use Case 3: Device commands and monitoring

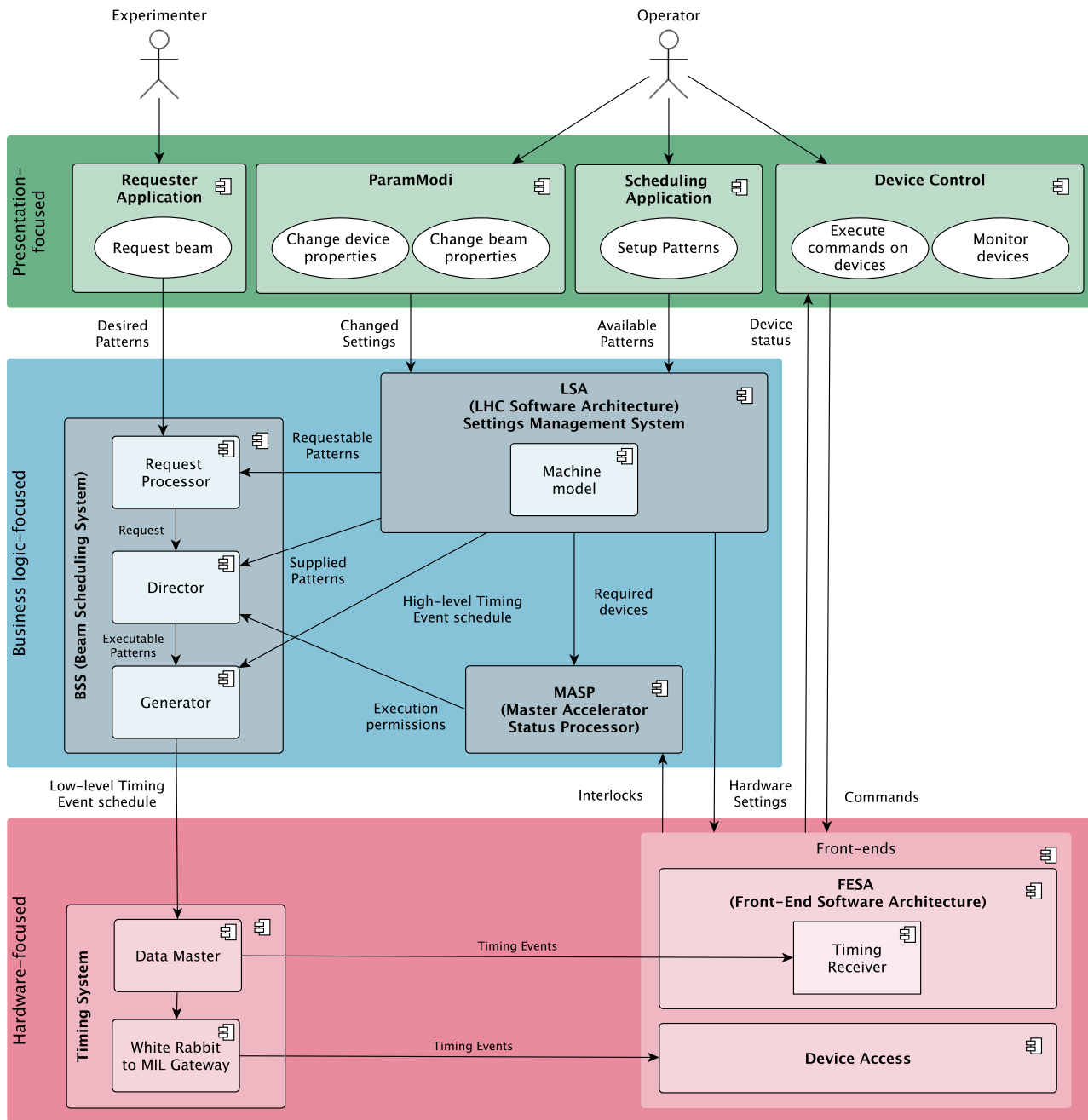


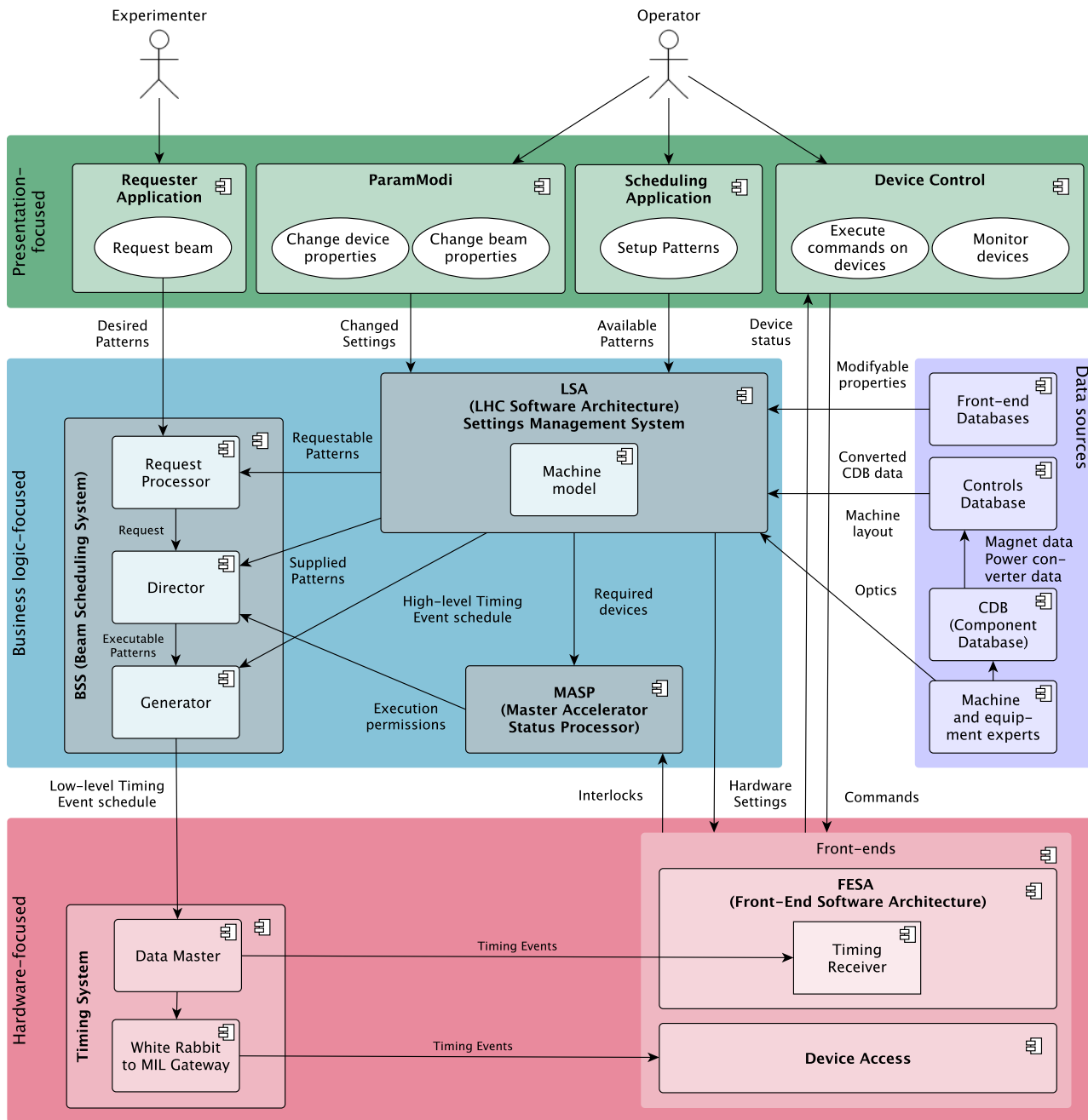




Use Case: Device commands and monitoring







Thank you!



- Questions?