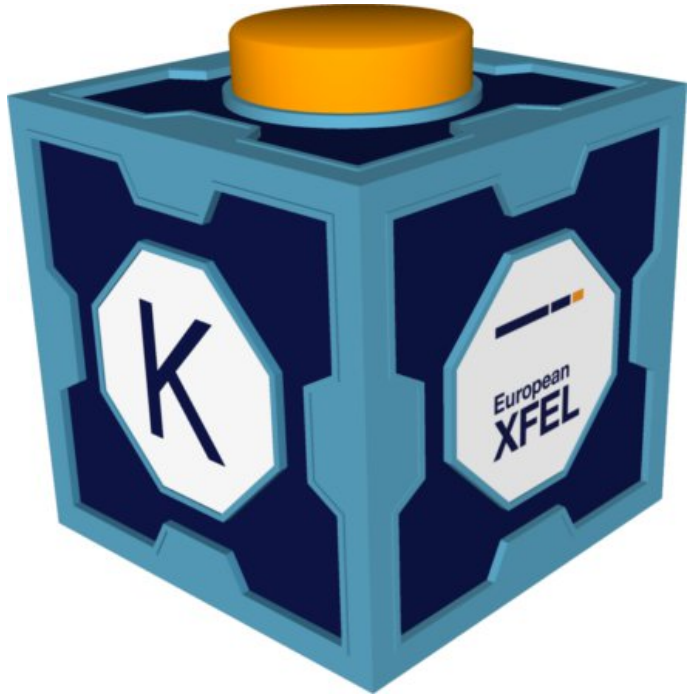
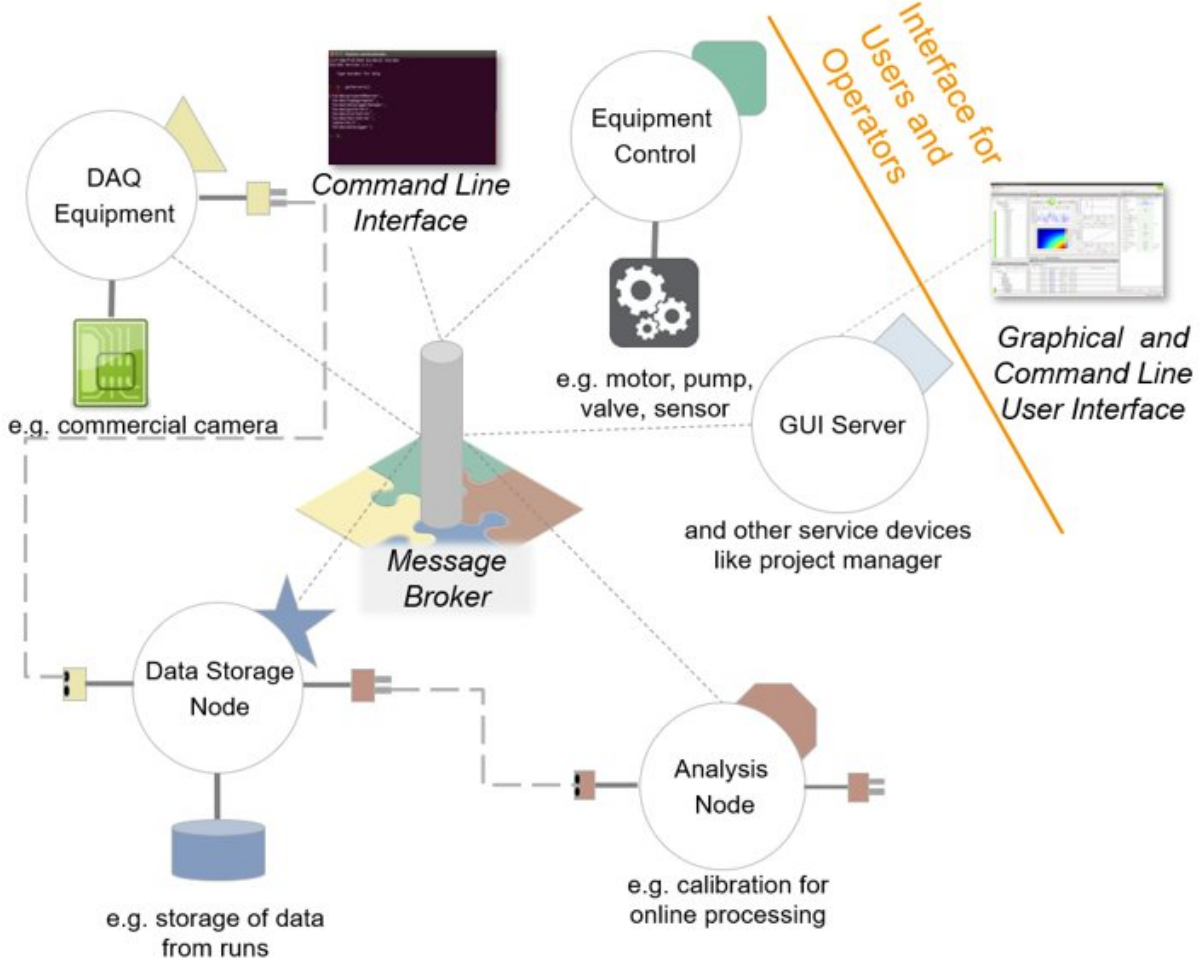
European XFEL GUI Strategy & Karabo GUI Platform

D. Göries for the Controls Group



Karabo in a nut shell: Architecture

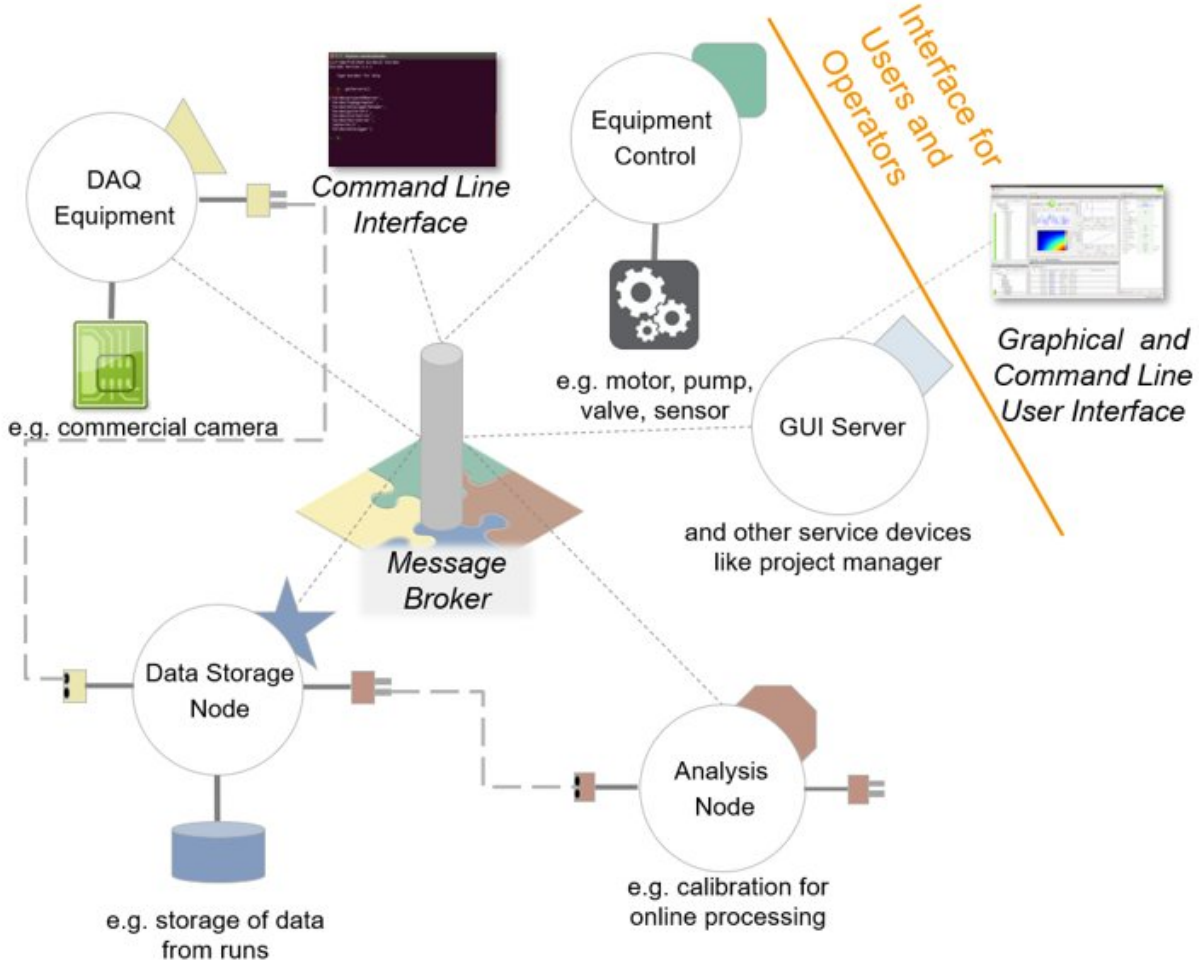
- Central Message Broker (Control and slow data)
  - Currently: OpenMQ
  - Soon interchangeable: RabbitMQ, MQTT, Redis
- Event driven:
  - Data propagates through the system when values change – push not polling
  - **Data logging backend**
- Message driven:
  - Signal – Slot paradigm
  - Asynchronous core, synchronous convenience in middleware



Karabo in a nut shell: Architecture

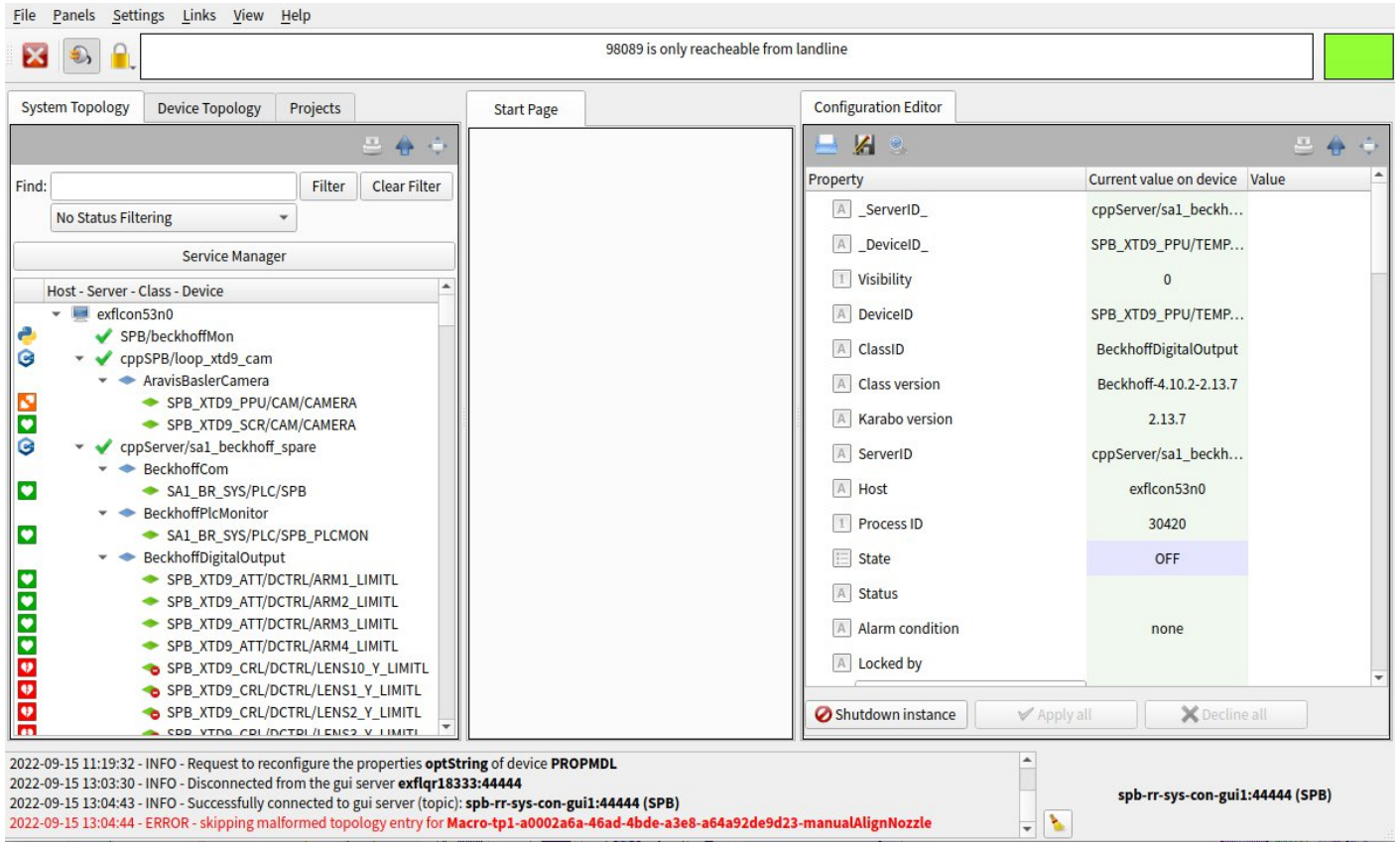
- Peer-2-peer connections (scientific/large) data
  - Scatter / Gather / Copy / Distribute
  - Block / Drop on congestion
  - TCP
  - Capable of saturating a 10G line
    Comparable performance with ZeroMQ

- **GUI Server:**
  - **Gateway to the Control system**
  - **TCP Connection to Clients**



KaraboGui – The Cockpit

* **Python** software contained in karabo framework
  * Separate package installation
* Based on **Qt** Library and **Traits**
* Nowadays standard asynchronous server - client approach
* Extensible via „gui-extensions“, a plugin updater for more widgets and controllers
* **Core feature: Scene Designer / Scene Model Interpreter**



Development: Principles of the KaraboGui

* Dependencies leaned towards community efforts (Spyder / PyQtGraph)
  * **Conda** feedstocks for **Qt / QtPy / PyQtGraph**
* Strict typing and events with **traits** package (enthought)
  * As much code as possible is **factored out** to trait models and controllers
* Tests are provided with **gitlab** ci (unit) and **squish** test suite and **robot** framework (integration). Very high test coverage
* **Processing** is limited to a **single thread** - ordering of messages
  * Critical: The application is entirely event driven -> pressure on code development
* Only a few major releases a year (Coupled to karabo kernel release)

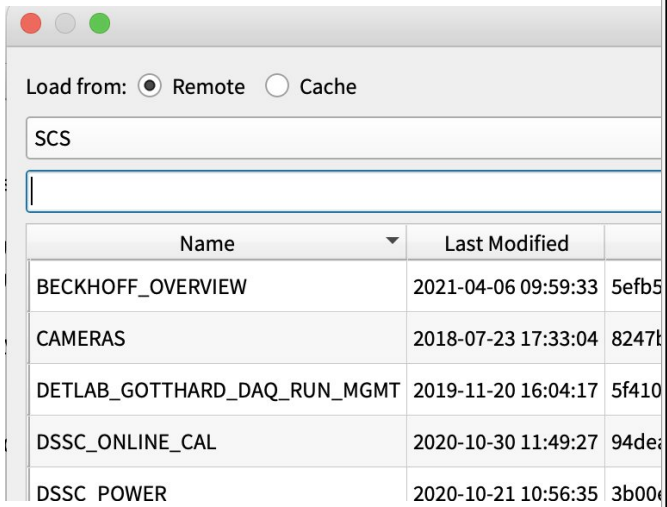
User: Principles of the KaraboGui

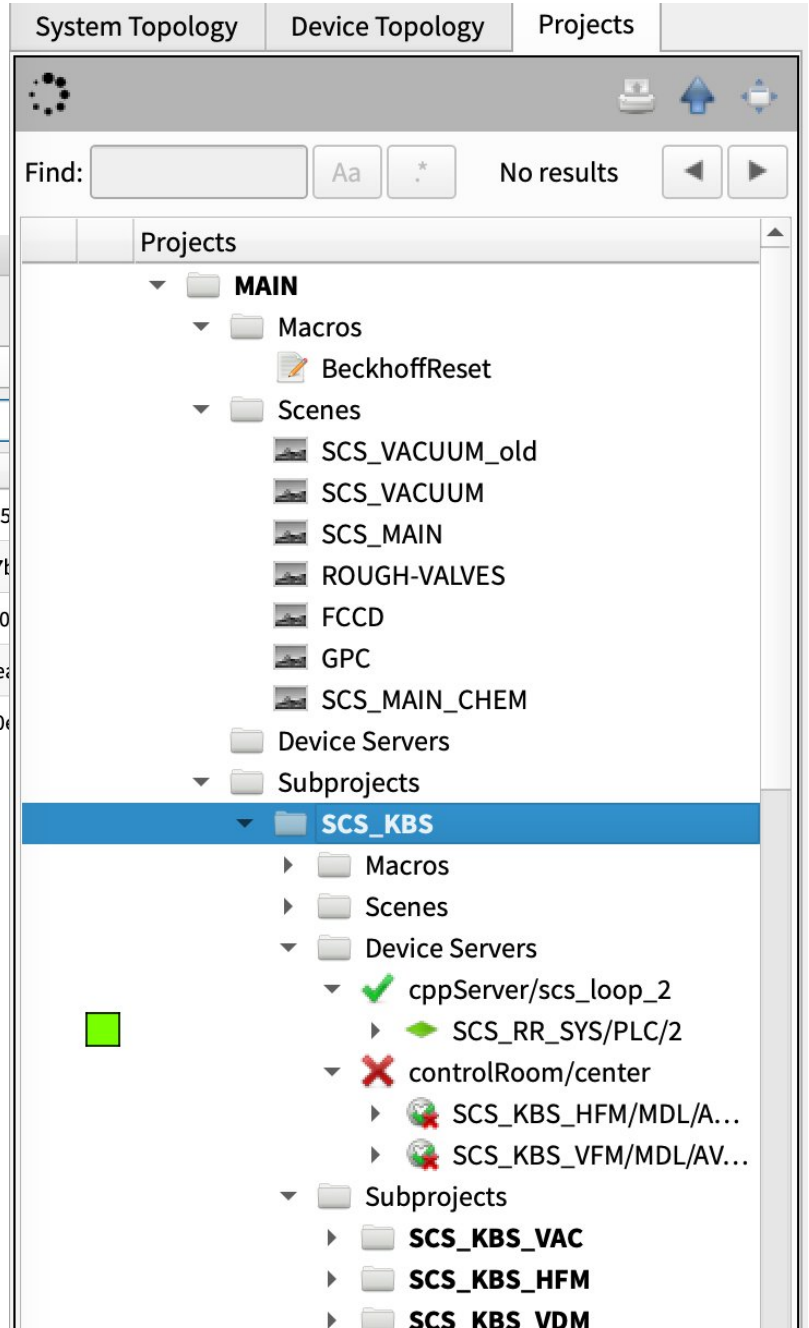
* Graphical User Interface for **Controls**
  * Limited data analysis inside application
  * Move analysis algorithms outside to karabo devices or other frameworks and view the results
* **One** application with large toolset serving the Operator needs
  * Configuration Management (Karabo Projects / Comparison Features / Generic Configurator Panel)
  * **Panel (Scene) building (generic panels, linking of scenes, synoptic views)**
  * Tight integration with controls system archival features (however, should not be main application for this purpose)
  * IPython Console Panel
  * .....

Distribution (Cloud Structure) - Karabo Projects

* Stored in database domains

* Further Elements
  * Scenes (Panels)
  * Macros
  * Servers / Devices
  * Configurations
  * Linked Projects (SubProjects)



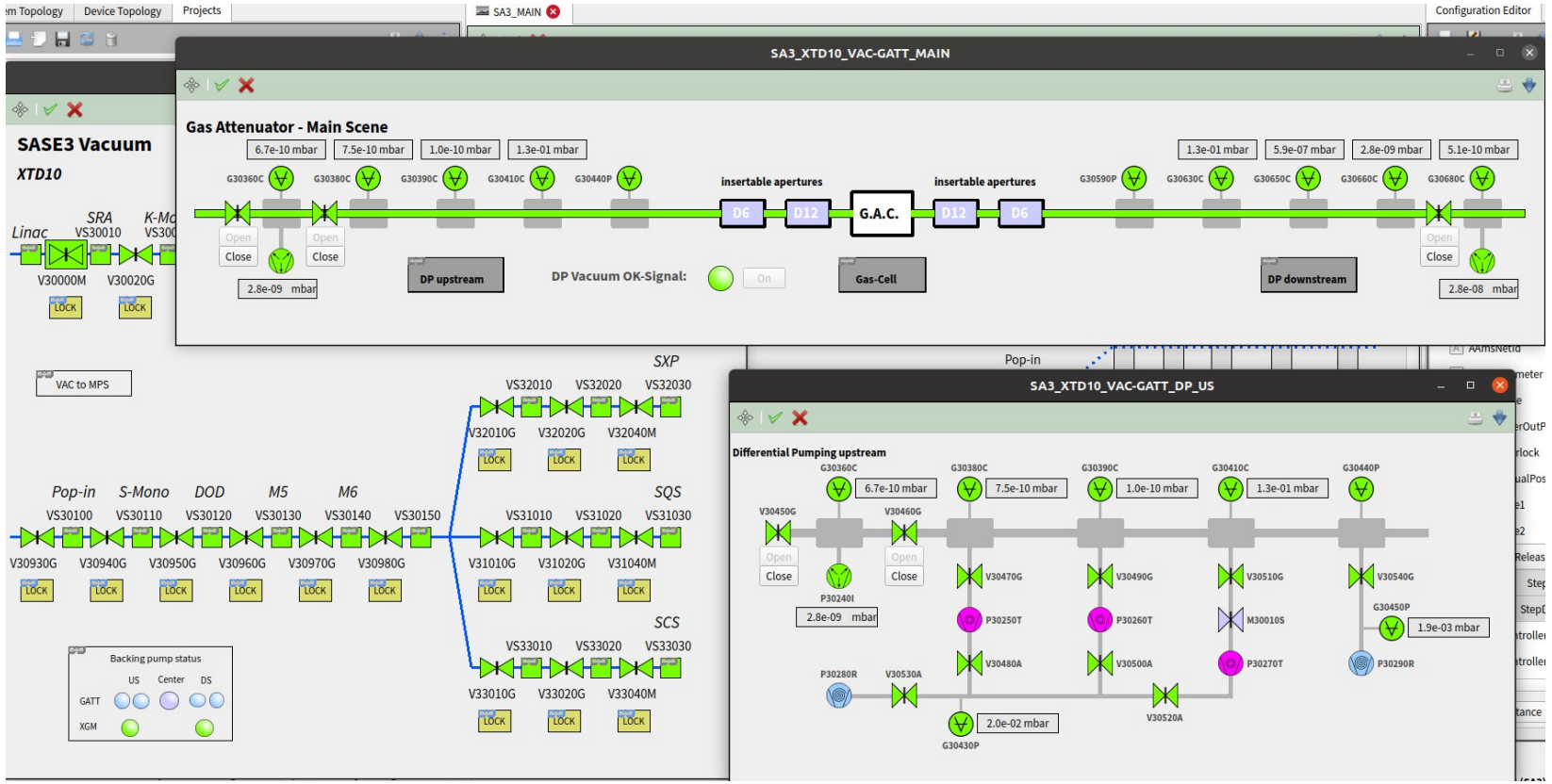


* **Technical: NoSQL eXistDB**

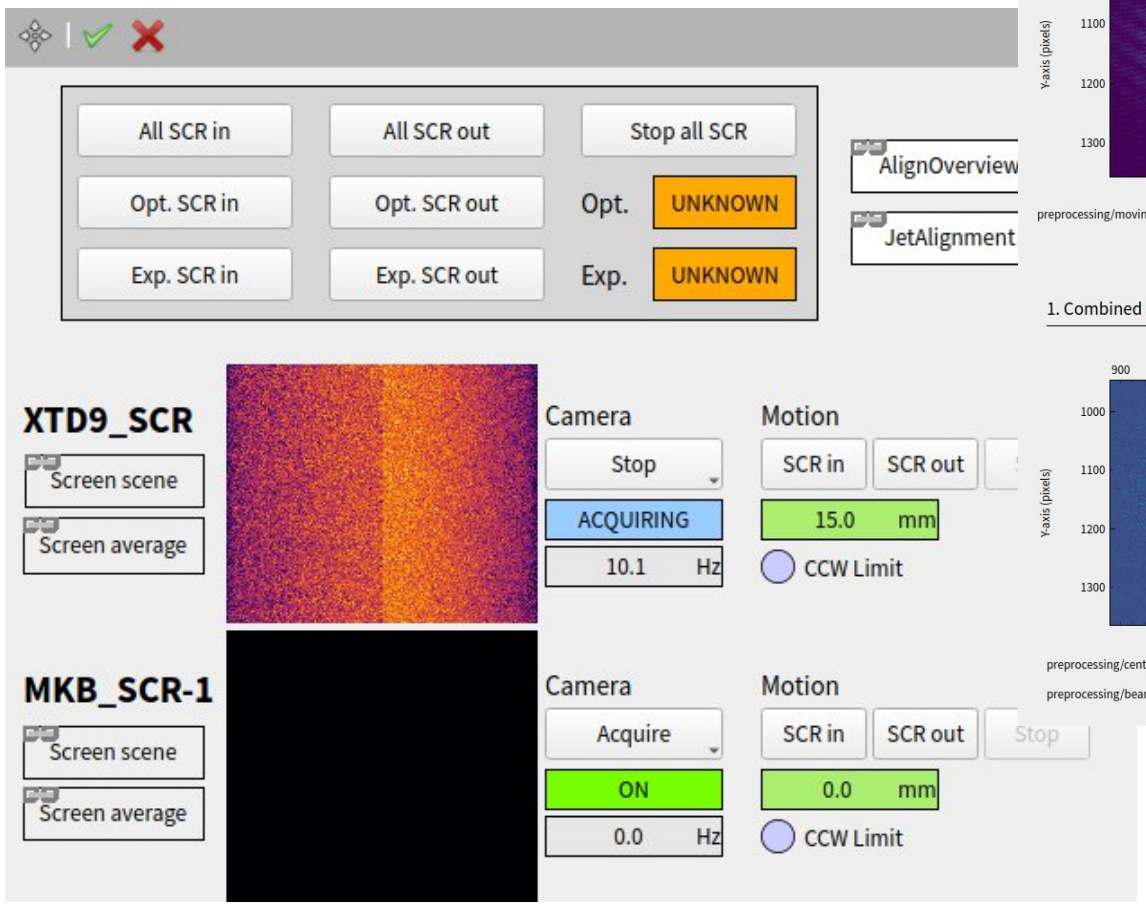
* Currently, in operation we have **~1200** projects with **~6000** scenes

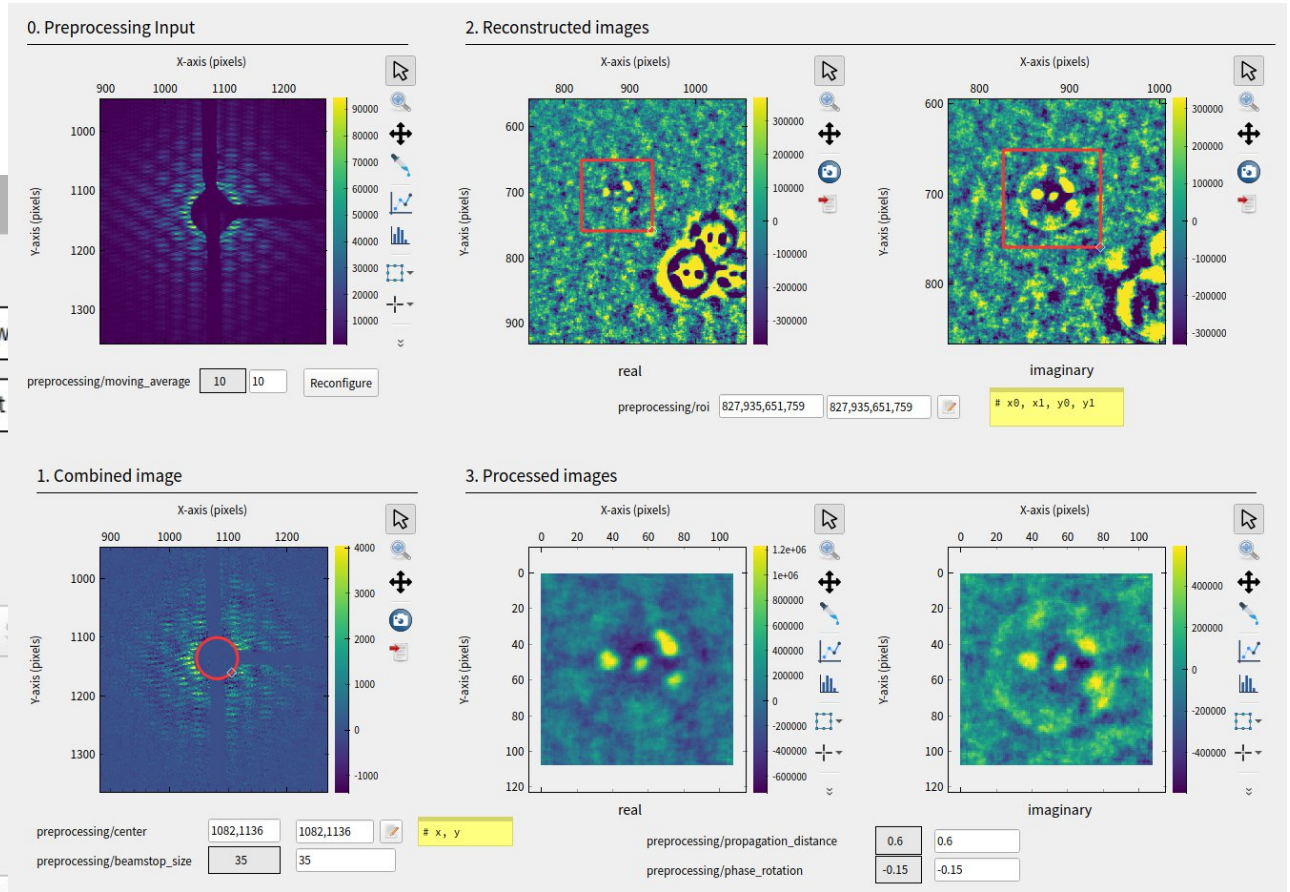
The Core Feature: The Scene

* Scenes are composed of so-called controllers that contain a widget.
* Scenes have two modes: **Control** and **Edit** (toggle)
* **Edit**: Elements can be dragged from various sources onto the scene
* **Control**: Interact with elements on scene to execute and reconfigure device slots and properties

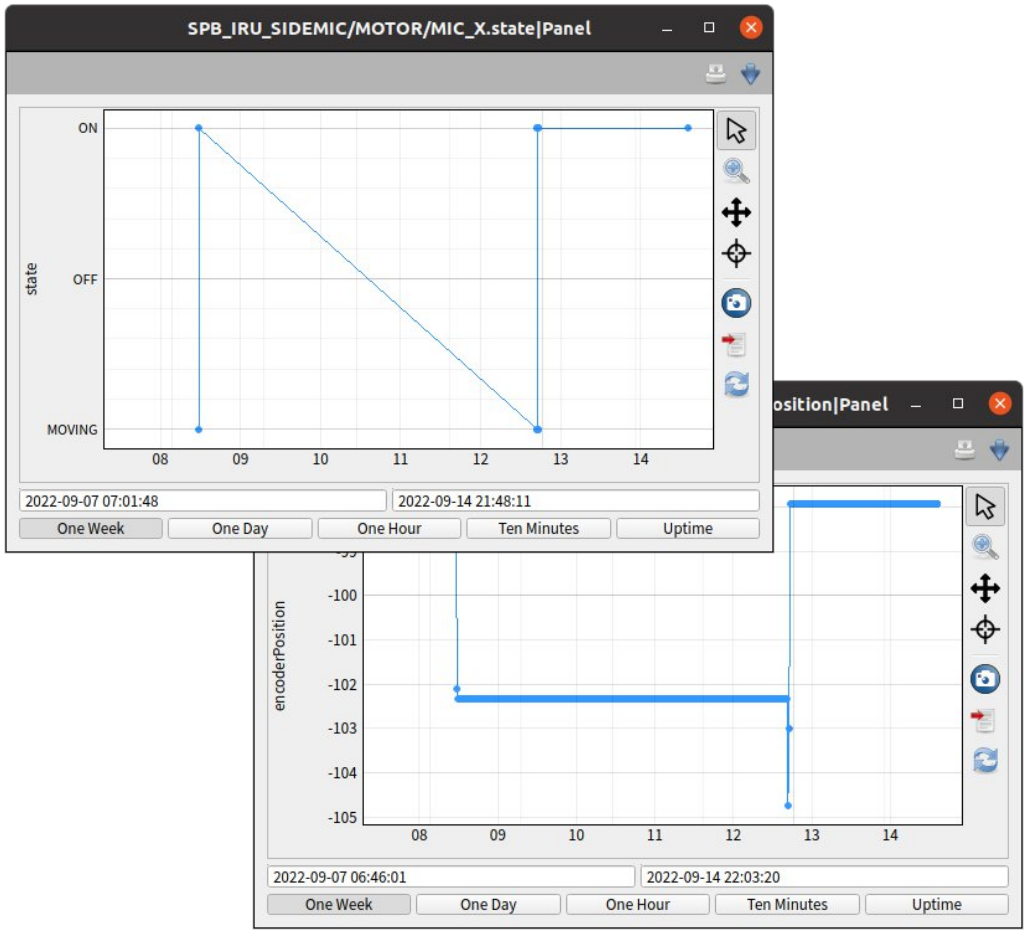


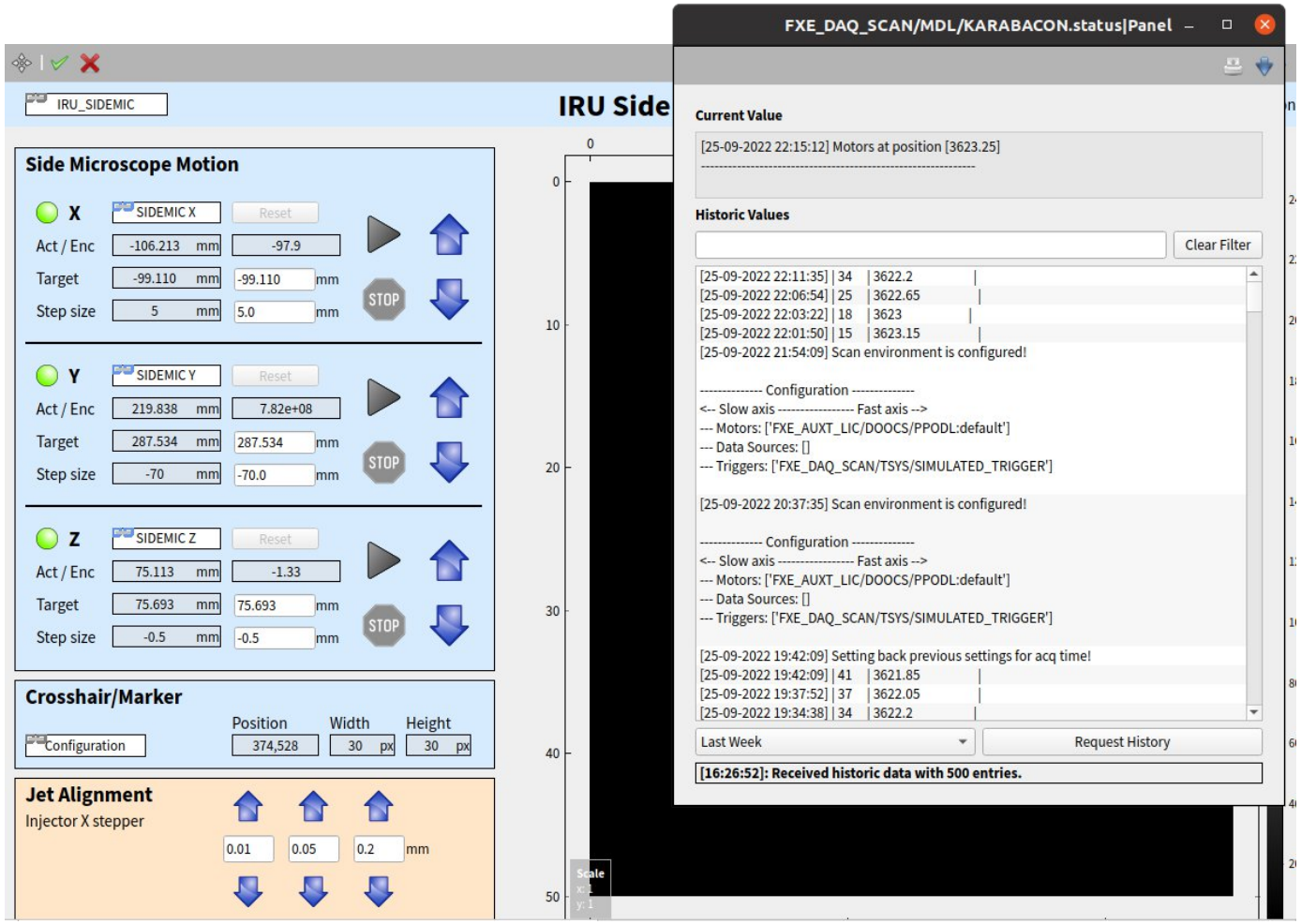
The Core Feature: The Scene



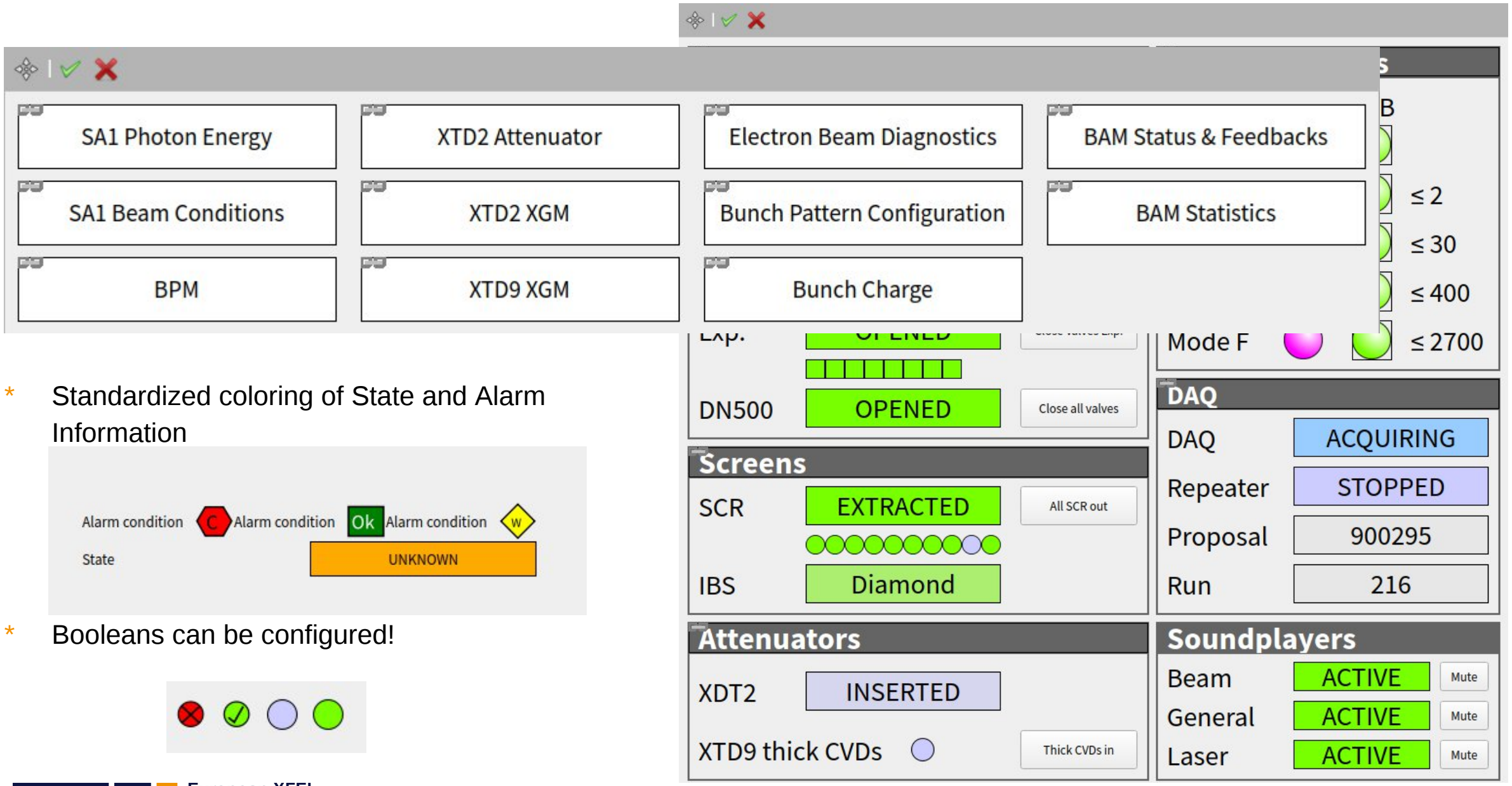


The Core Feature: The Scene





* Double – clicking properties can provide quick archival features such as trendlines (state, alarm, plain old data). For string data we provide a scrolling panel.

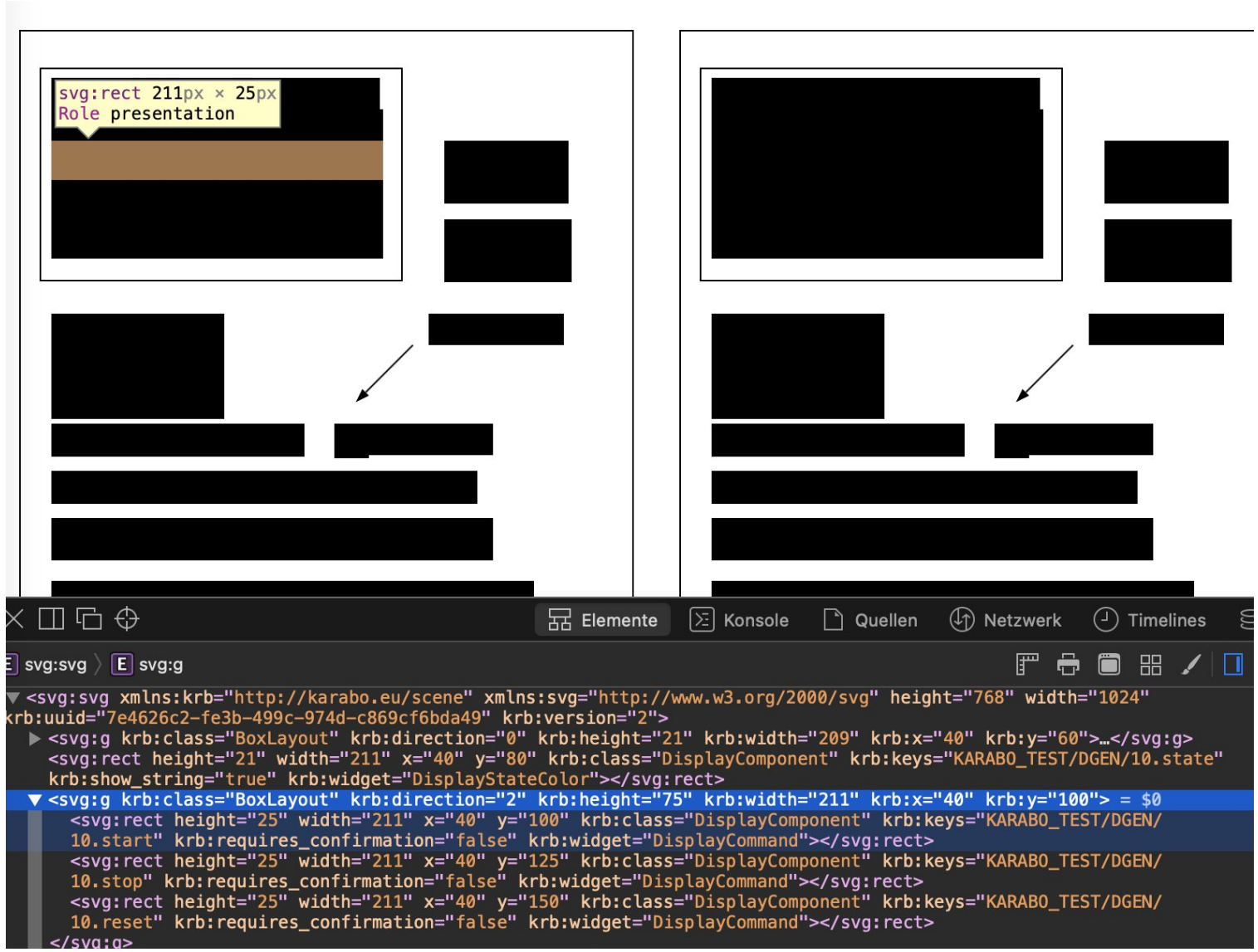


* Standardized coloring of State and Alarm Information

* Booleans can be configured!

The Core Feature: The Scene

* Linked to every widget controller is a widget model.
  * Seperation of model and ui code fascilitates external tools and applications
  * Scenes are stored as *.svg
* **Can be edited outside Karabo**
  * **Include images, artwork, ...**
  * **Inkscape**



The Core Feature: The Scene

* Scenes can be translated to device code with **scene2py [deviceId]**
* Scenes can be embedded into devices and retrieved via protocol
  * **Panels shipped with devices**
  * Developer can steer the operator
* Device provided scenes retrieved by double click on device in any navigation or project panel (first name)

```
from karabo.common.scenemodel.api import (
    BoxLayoutModel, CheckBoxModel, ColorBoolModel, ComboBoxModel,
    DisplayCommandModel, DisplayLabelModel, DisplayProgressBarModel,
    DisplayStateColorModel, DisplayTextLogModel, DoubleLineEditModel,
    EditableListModel, ErrorBoolModel, FixedLayoutModel, LabelModel,
    LineEditModel, RectangleModel, SceneModel, TableElementModel,
    UnknownWidgetDataModel, write_scene)


def get_plot(deviceId):
    """This method is used to generate a generic plot scene of the karabacon
    """
    scene0 = RectangleModel(height=415.0, stroke='#000000', stroke_width=2.0,
                            width=903.0, x=12.0, y=608.0)
    scene10 = LabelModel(font='Sans Serif,10,-1,5,50,0,0,0,0,0',
                         foreground='#000000', height=39.0,
                         parent_component='DisplayComponent', text='Stop Scan',
                         width=67.0, x=226.0, y=622.0)
    scene11 = DisplayCommandModel(height=39.0,
                                  keys=['{}.stop'.format(deviceId)],
                                  parent_component='DisplayComponent',
                                  width=90.0, x=293.0, y=622.0)
    scene1 = BoxLayoutModel(height=49.0, width=167.0, x=221.0, y=617.0,
                            children=[scene10, scene11])
    scene20 = LabelModel(font='Sans Serif,10,-1,5,50,0,0,0,0,0',
                         foreground='#000000', height=38.0,
                         parent_component='DisplayComponent',
                         text='Toggle scan', width=79.0, x=37.0, y=683.0)
    scene21 = DisplayCommandModel(height=38.0,
                                  keys=['{}.pause'.format(deviceId)],
                                  parent_component='DisplayComponent',
                                  width=91.0, x=116.0, y=683.0)
    scene2 = BoxLayoutModel(height=52.0, width=180.0, x=32.0, y=678.0,
                            children=[scene20, scene21])
    scene3 = DisplayTextLogModel(height=281.0,
                                 keys=['{}.status'.format(deviceId)],
                                 parent_component='DisplayComponent',
                                 width=876.0, x=22.0, y=736.0)

    scene4 = UnknownWidgetDataModel(
        attributes={
            '{http://karabo.eu/scene}class': 'DisplayComponent',
            '{http://karabo.eu/scene}keys': '{}.output.schema.data'.format(
                deviceId),
            '{http://karabo.eu/scene}widget': 'Scantool-Base'},
        height=596.0, keys=['{}.output.schema.data'.format(deviceId)],
```

The Scene - Challenge: Performance

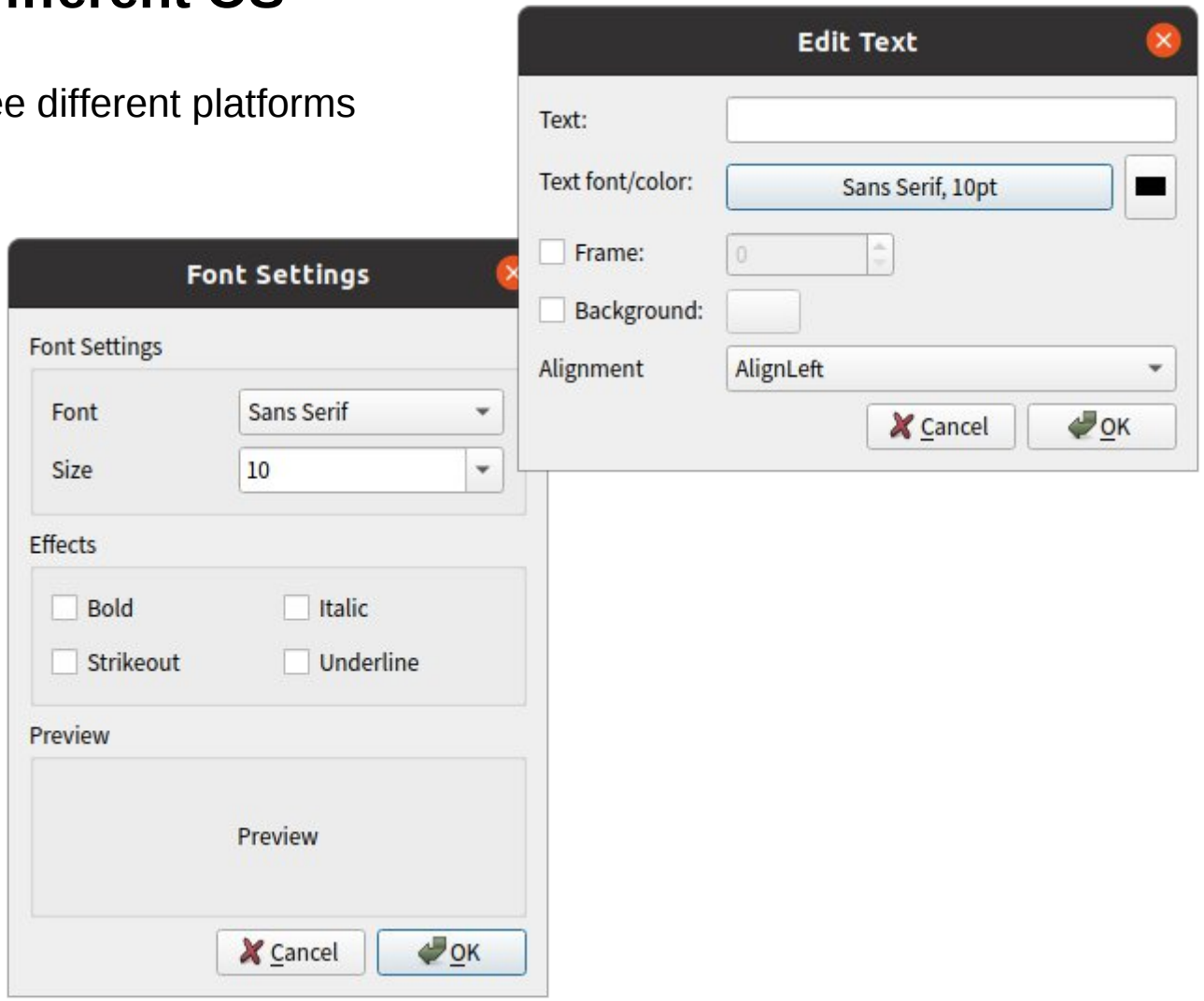
* At European XFEL we typically have to deal with very large data sizes
  * Detectors can provide large image data
  * Fast digitizers provide arrays with a **million** data points
* Development of an own image controller that is significantly faster than the upstream software on github
  * Only **render what is required** (widget size and zoom consideration) increases performance by several magnitudes
* Translation of the well-known **Largest – Triangle - Three - Buckets** algorithm to C-Extension code to be able to downsample and view large datasets in a PyQt application.
  * Used by other applications as well: **https://pypi.org/project/lttbc/**
  * E.g. by a plotly resampler nowadays

The Scene - Challenge: Compatibility Different OS

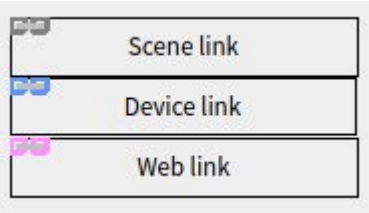
* karaboGui is now supported and tested (**Squish**) on three different platforms
  - **Linux**
  - **Windows**
  - **MacOS (May 2020)**

- Shipment of fonts (open source) with limited selection:

  Monospaced, Serif, Sans Serif



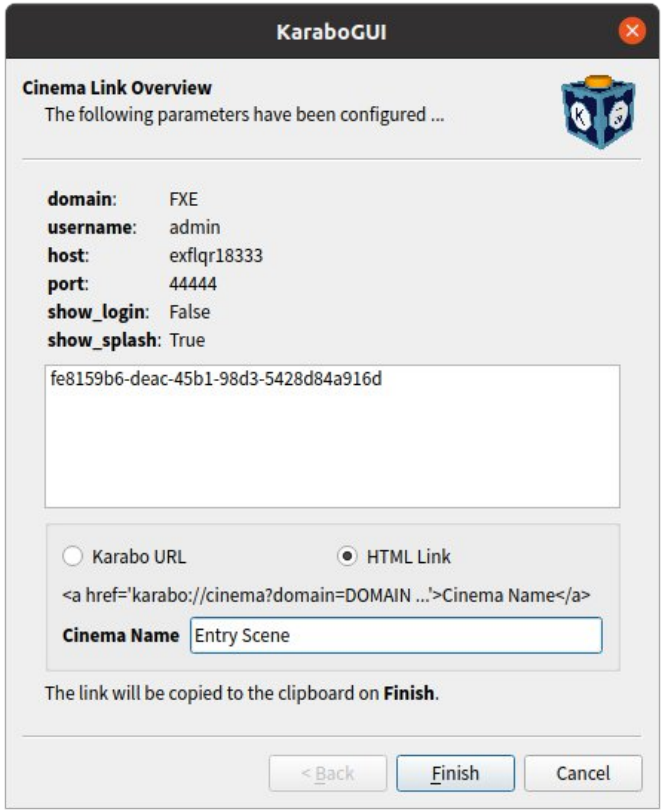
The Scene - Challenge: Compatibility between applications



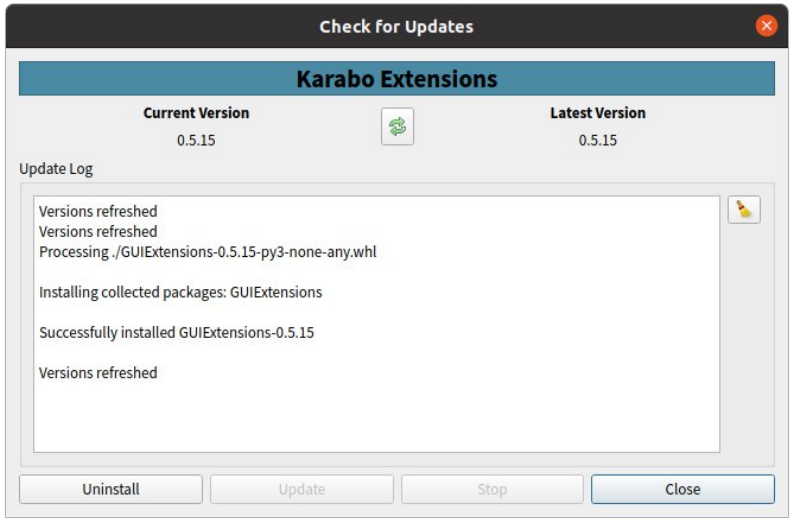
* Limited but very well tested layouts and grouping of widgets
  * Fixed Layout, Vertical Layout, Horizontal Layout
  * Grid layout at the moment not available (but planned to make its comeback)
* Flat hierarchy on the scene with scene or web links (Web browser feeling)

➢ **Children positions inside layouts must be always synchronized and calculated**

* KaraboGui can be started via **URI scheme handler** from web applications in **karabo-cinema** or **karabo-theatre** mode
  * Open single scenes (panels standalone) in control mode
  * Links can be integrated into any web form



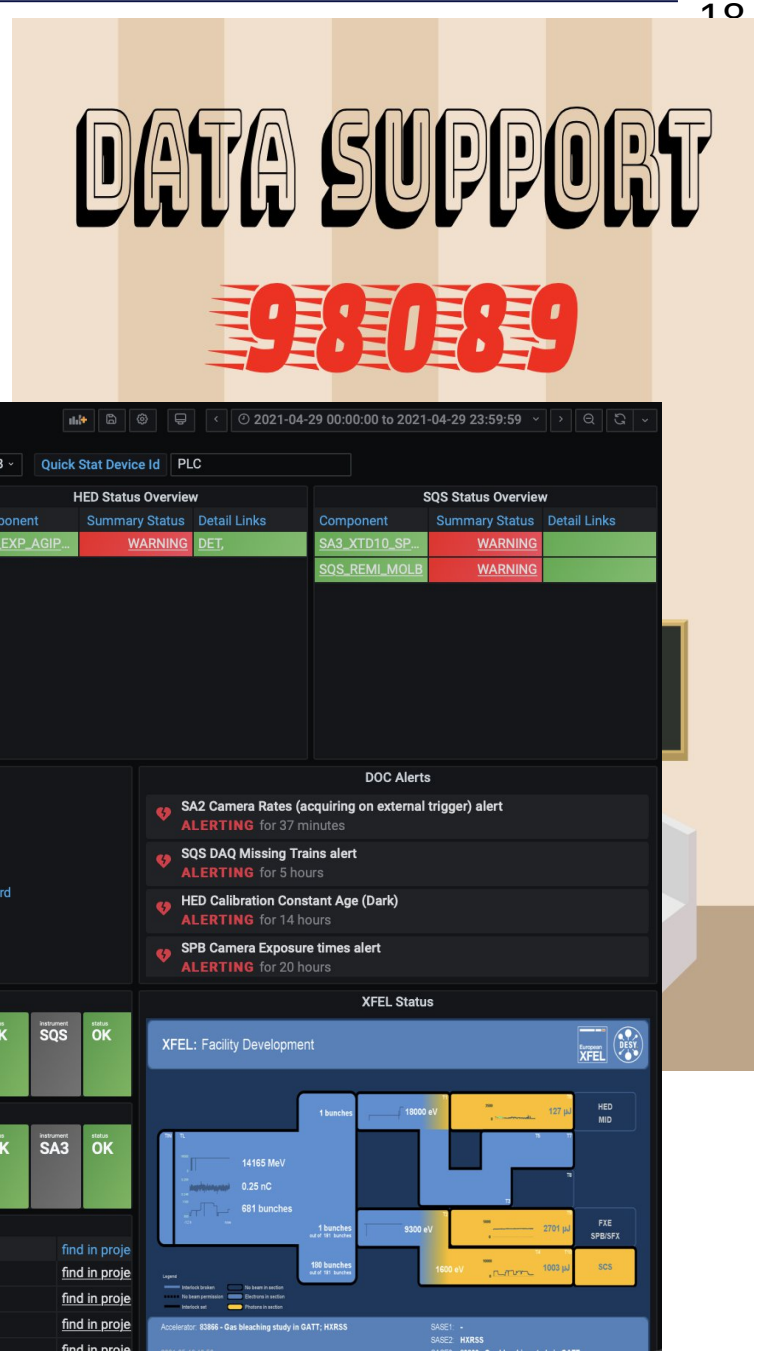
New UI features - Deployment



* The karaboGui is coupled to the framework (gui server and core devices protocol) and has around **2 releases** a year.
  * Treated as a basic **interpreter** that should provide most basic and generic features
* **Ansible** is used for deployment on client machines in the control hutches
  * Provide own **CONDA** Mirror for Gui dependencies in the company network
* No control about user laptops: handshake of minimum client version on gui server device
* **GUI Extensions updater**
  * Another gitlab repository with additional controllers and applications that can be used by the karaboGui, to provide features on short lead time.

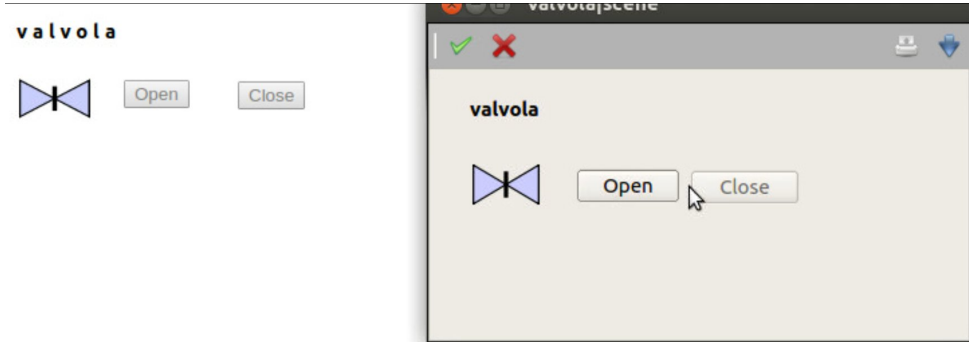
Alternative Monitoring Route: Integration with Grafana

* All slow control data (send via broker) is stored via data logger devices into a time series database
  * **InfluxDB**
* Have **Grafana** as additional front-end to monitor control system status (**Data Operation Center**)
* Embed KaraboGui links into Grafana Dashboards
* Future: Add **Kapacitor** to the stack for automated notifications from **InfluxDB** data



Future – Hybrid between Qt and Web

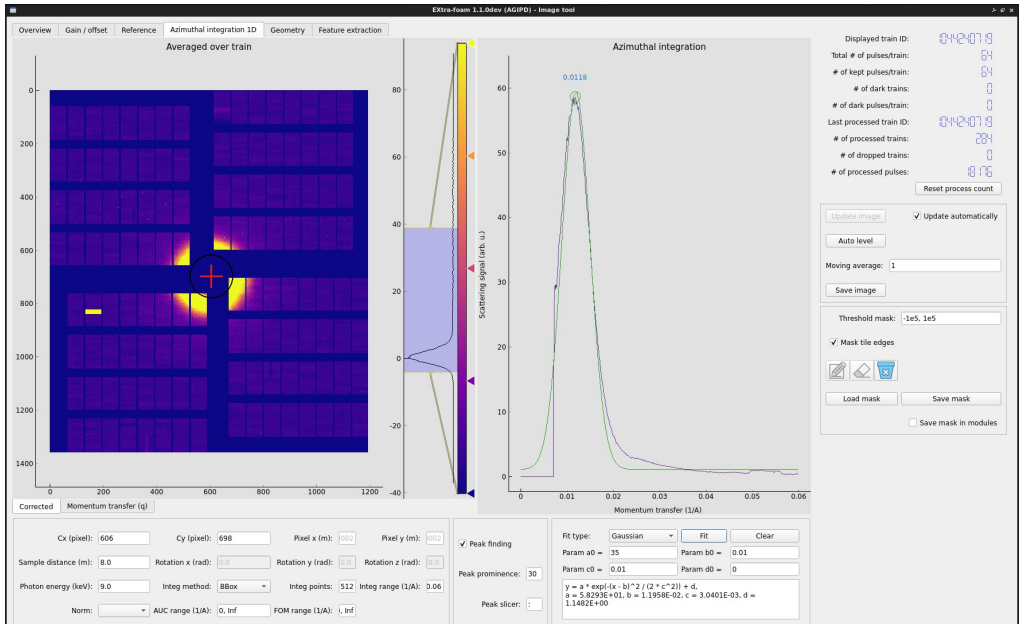
* The scene model is ui technology independent
* **Provide WebGui that can translate the scene model and provide user interface**
  * Use Gui Server device as entry to the control system
* Prototyping possible candidates started using **Angular** and **React**
  * **Build karabo scene in editor -> Direct Web form**
  * Example: Simple valve scene



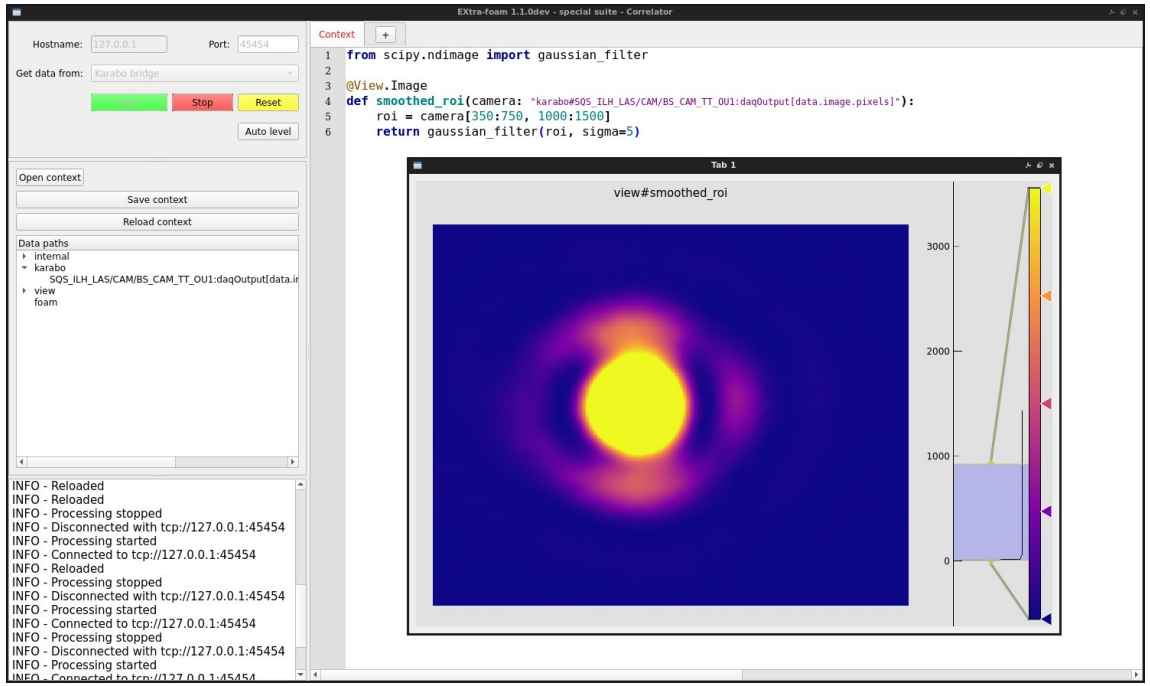
* Considering various back-end designs: Open for discussion, among others: GRPC, binary data on web sockets, ...
* **Motivation: Encapsulate scene in web form to preserve integrity and combine with other web services and control systems**

Data Analysis – Other Rich Client Applications

EXTRA-foam



EXTRA-metro



* Similar technology stack as the karaboGui
  * Qt, traitlets, IPython with jupyter notebooks etc...
  * Not part of this presentation, but there are more ..

Overview – Who does what?

* **Controls Group** at European XFEL maintains Karabo Framework and has two teams
* **Development team** responsible for maintaining and developing the **karaboGui** (both in Qt and Web form)
  * Dedicated test engineer in the development team
  * Includes infrastructure of extensions (Gitlab CI)
* **Instrument Control Integration team**
  * Does not develop karaboGui, they develop karabo devices, scenes provided directly by devices
  * Advanced integration team members develop controllers for GUI Extensions
* **Beamline scientists and operators**
  * Do not develop GUI, they develop macros and scenes.

Thank you!