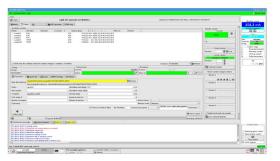


# MXCuBE3 @ ESRF

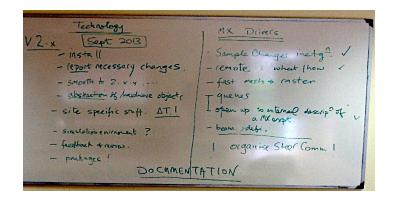
Daniele de Sanctis daniele.de\_sanctis@esrf.fr

#### THE ORIGINS





- MXCuBE1 was used for a long time at ESRF
- Eventually installed at Soleil, MAXLab, Bessy, EMBL-HH
- But presented some limitations
  - Capacity of sample changer increased
  - Microbeam capabilities needed to be exploited
  - Complexity of data collection increased
  - Hard to install elsewhere, too many ESRF dependencies (spec in primis)
- These common needs paved the way to the design of MXCuBE2 and the begin of the MXCuBE collaboration



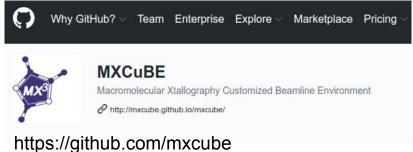


#### THE MXCUBE COLLABORATION









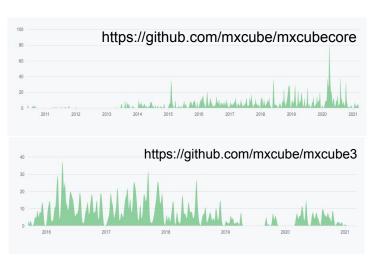
Oscarsson et al. 2019. "MXCuBE2: The Dawn of MXCuBE Collaboration." *Journal of Synchrotron Radiation* 26 (Pt 2): 393–405.

# THE MXCUBE COLLABORATION

Partners meet twice a year in round robin (jointly with ISPyB) Collaboration very dynamic both on core and front end







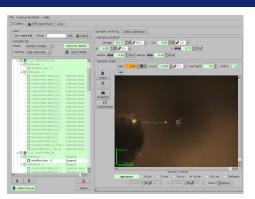






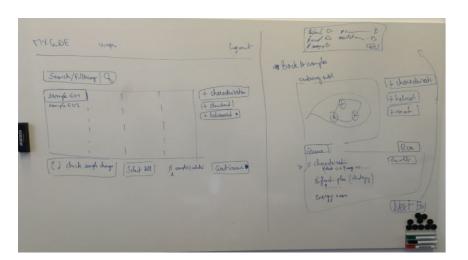
#### THE DAWN OF MXCUBE3

- MXCuBE2 was released in May 2012
- Designed in (ESRF) FW2 based on Qt3
- Eventually deployed at other sites
- Ported to Qt4 by EMBL-HH



#### But in the meantime:

- New generation of pixel detectors
- Higher capacity sample changers
- New tools for automated data collection (workflows)
- More demand for Remote access



- Collaboration between ESRF and MAXIV initiated the MXCuBE3 project
- Design a new interface in web technology
- Preserve a common backend with MXCuBE core (Hardware repository)



#### **MXCUBEQT AND MXCUBE3**

MXCuBE2 User Interface Qt 3/4

> BlissFramework Qt 3/4

Beamline control layer
Hardware and procedure abstraction
(Hardware Objects)

MXCuBE3 User Interface (Browser or other client)

Network



Beamline control layer
Hardware and procedure abstraction
(Hardware Objects)







Control System and Device servers (Bliss, SPEC, EPICS, Tine, Tango, Sardana)



#### FROM SCIENTIFIC DRIVERS TO WEB

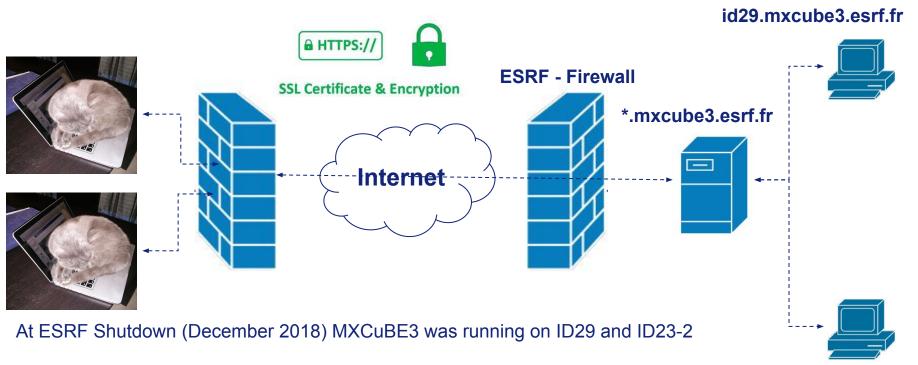
- High-throughput data collection
  - Fully exploit automation
  - Apt to perform more elaborated data collection for complex experiments
- Adaptable to any hardware and control environment
  - Independent from the underlying control system
- · Scalable with time
- Interface with external experiment descriptors BES and Global Phasing Workflows

# MX<sup>3</sup>

# Why web?

- Allows for a more graphical experience with direct interaction with the samples
- Lighter interface
- Remote by design
- No need of extra software installation on the client side
- Modern technology
- It scales well on any screen size
- Fast to modify and maintain
- Smooth integration with ISPyB





ESRF-EBS restarted in complete remote user operation in August 2020

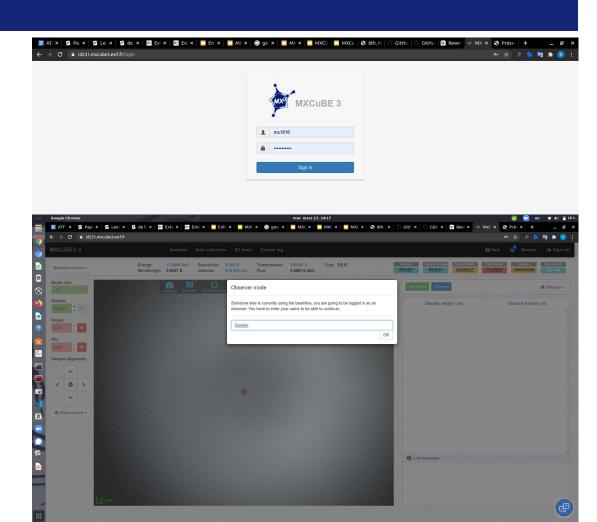
id232.mxcube3.esrf.fr

MXCuBE3 used at ID23-1, ID23-2, ID30A1, ID30A3, ID30B, (soon again on ID29) for 525 user sessions since the restart



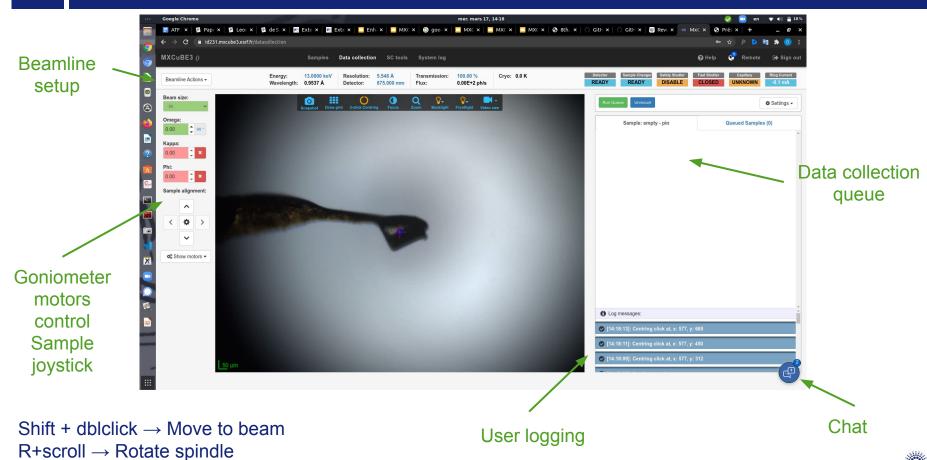
#### **MXCuBE3**

- Directly accessible from any browser from https://mxcube3.esrf.fr
- Remote login with proposal account (soon with personal account)
- When experiment is scheduled and local session allows
- Users from same experiment session can login simultaneously, only one in control
- Users can exchange control without local intervention



#### **MXCuBE3 LAYOUT**

Z+scroll → zoom

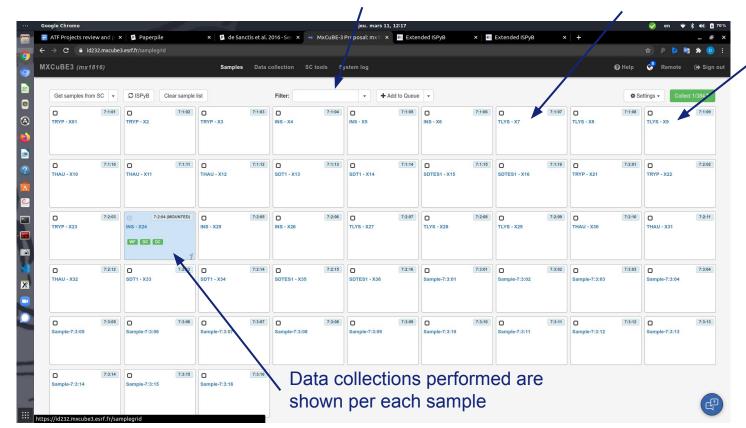


#### **SAMPLES**

Only present pucks are displayed

Smart filtering (name, position, ...)

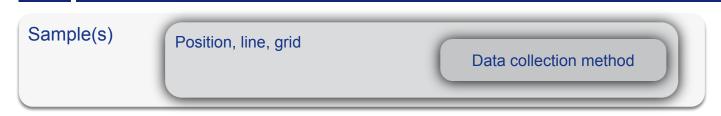
Each card a sample



Sample name retrieved from ISPyB

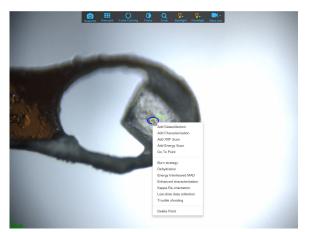


#### THE CONCEPT

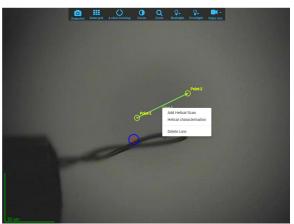


This is the basis to build any complex data collection sequence (automatically when combined with workflows)

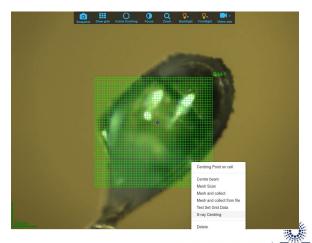




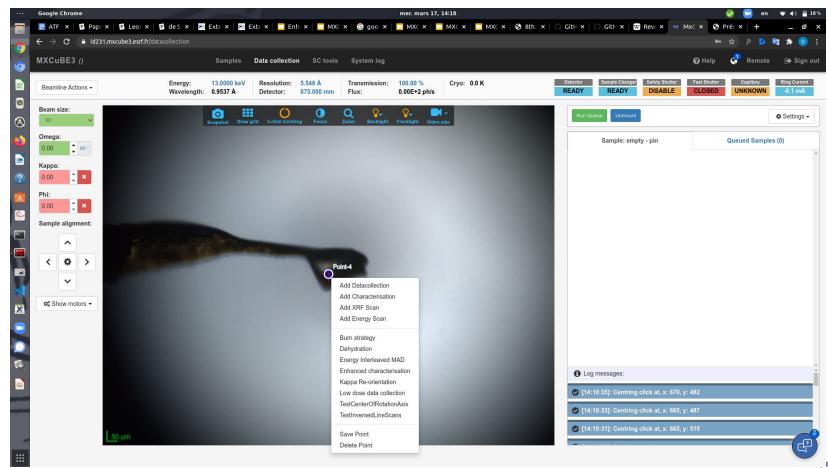
Line



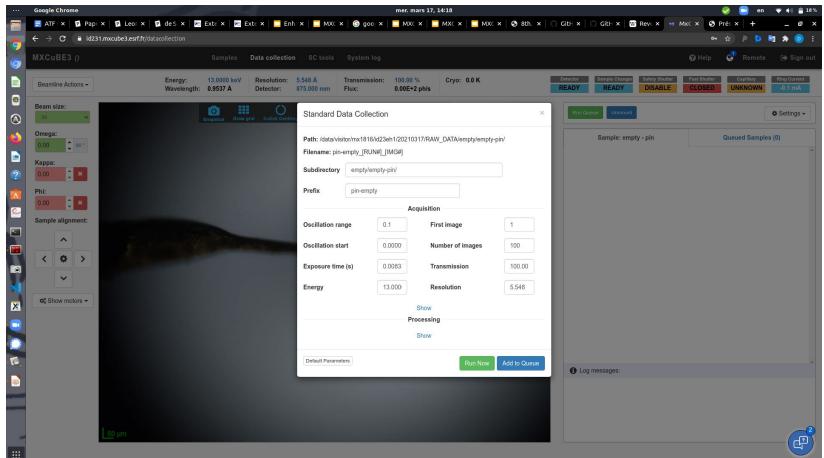
Grid



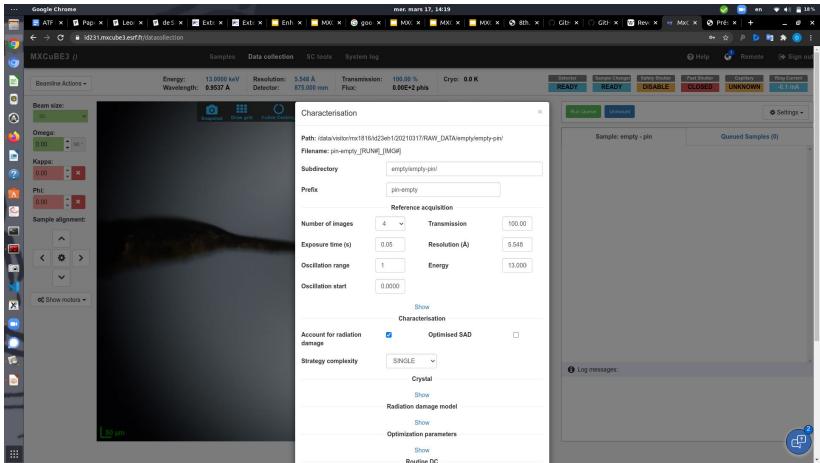
#### **POINT**



#### DATA COLLECTION

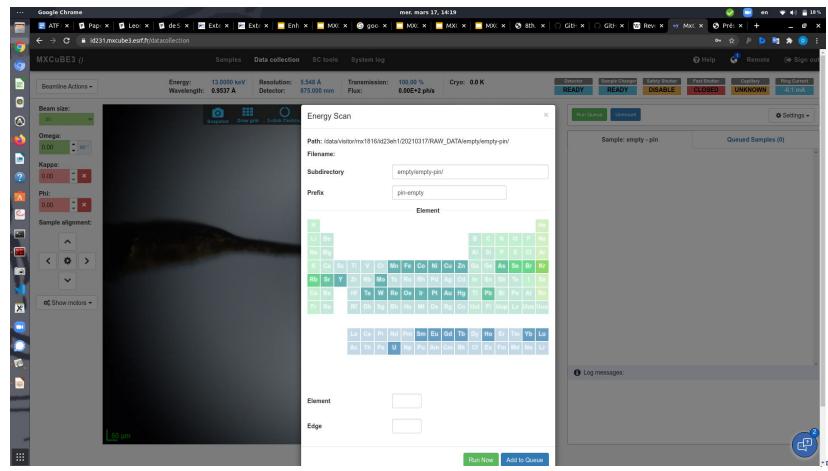


#### **CHARACTERISATION**

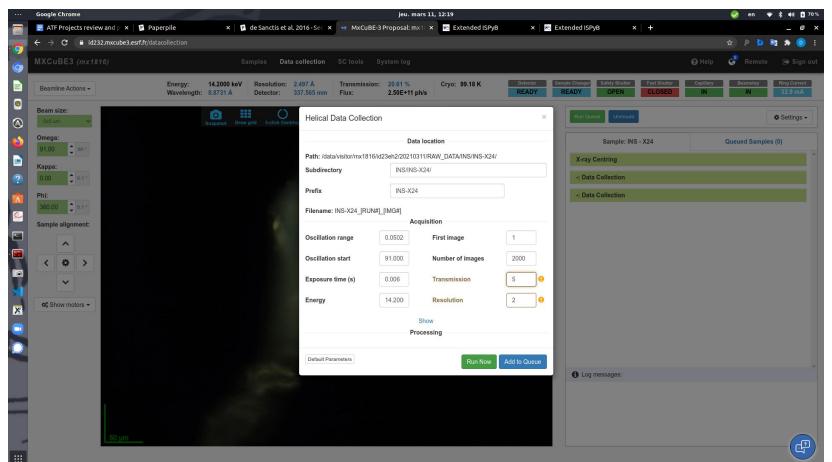




#### **ENERGY SCAN**

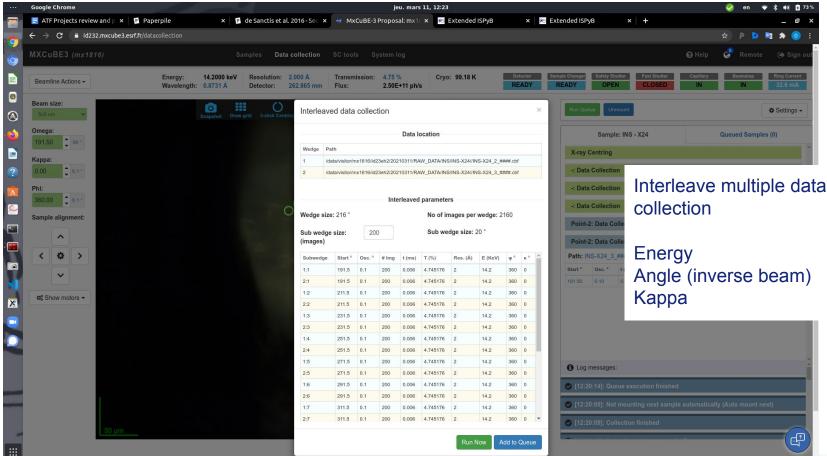


#### HELICAL

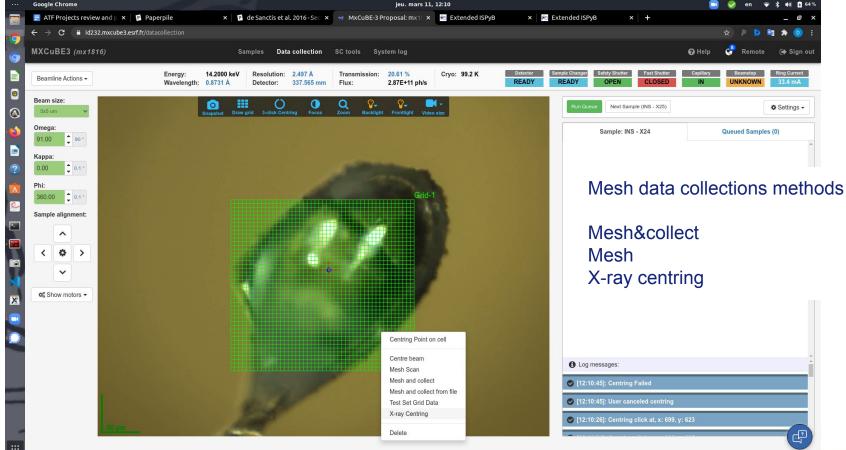




#### **INTERLEAVED**

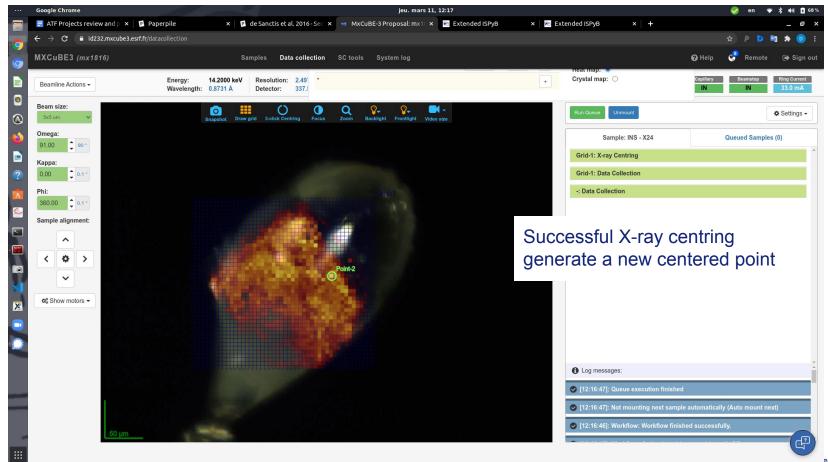


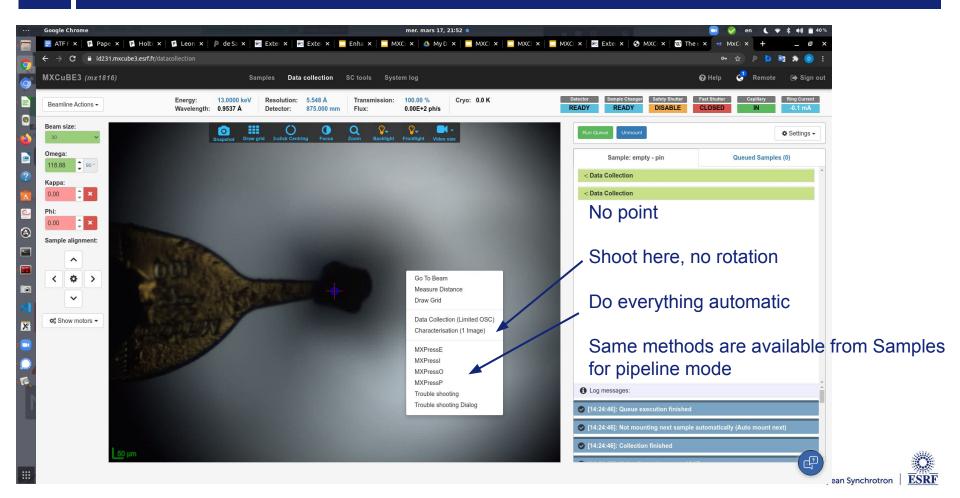
#### **MESH**



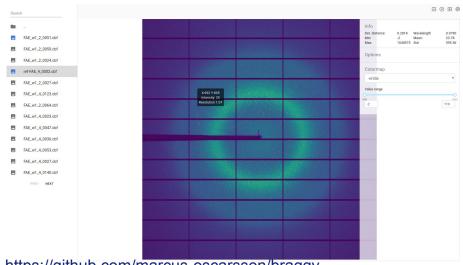


#### X-RAY CENTRING



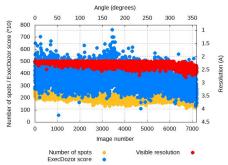


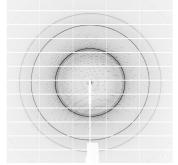
#### **FUTURE PLANS**



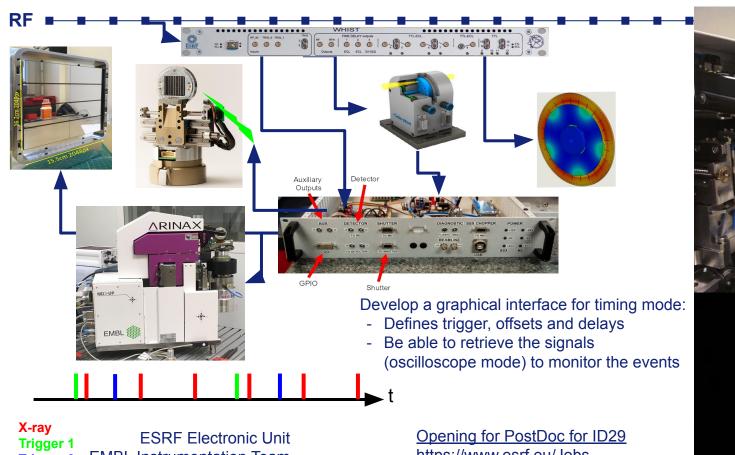
https://github.com/marcus-oscarsson/braggy

Dozor score and png available in ISPyB





- Integrate a new Web based diffraction image viewer
- Continue the improvement in the ergonomics
- Improve Samples list visualisation and results
- Complete implementation of DozorM and MeshBest combined with mesh results
- Port GP workflows to MXCuBE3
- Finalise integration of crystallisation plate screening
- Implement novel SSX data collection methods
- Controller for "liquid" based delivery systems, pumping, mixing
- Fixed targets, new type of mesh on periodic supports



**Trigger 2** 

**EMBL Instrumentation Team** 

https://www.esrf.eu/Jobs

#### CONCLUSIONS

- MXCuBE is part of a large collaboration
  - on a common control layer and user interface
  - That makes a great effort in sharing generic components that are commonly used (ex. Detectors, Diffractometers)
  - "Standardisation" is part of a iterative process, continue refactoring
- MXCuBE3 is the web front end
  - Specifically optimised for remote access
  - Facilitate all kind of MX related experiments by hiding the complexity (not removing it)
  - From user perspective it has a flat learning curve
- The home of MXCuBE is <a href="https://github.com/mxcube">https://github.com/mxcube</a>
- The MXCuBE meeting are usually opened to observers, feel free to contact if interested





# **ACKNOWLEDGEMENTS**

ESRF - EMBL Joint Structural Biology Group

The MXCuBE collaboration

http://mxcube.github.io/mxcube/

ESRF - Marcus Oscarsson, Antonia Beteva

**MAXIV** 

**EMBL** 

**Global Phasing** 

**SOLEIL** 

**BESSY HZB** 

ALBA

**DESY** 

**ELETTRA** 

LNLS

NSRRC









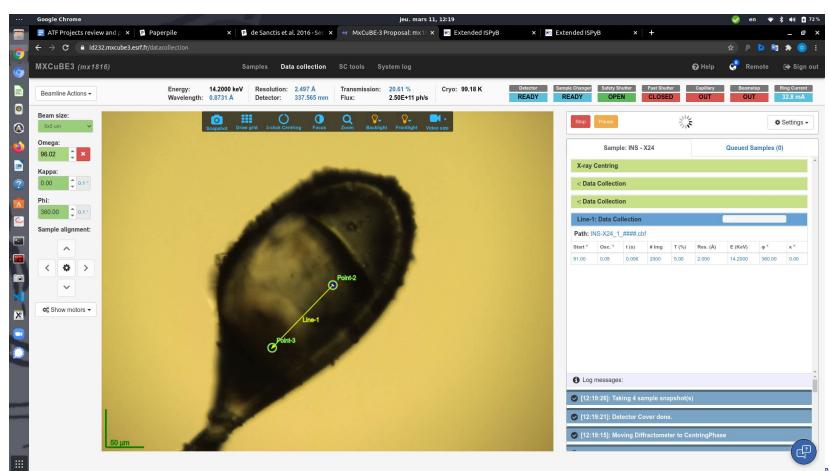


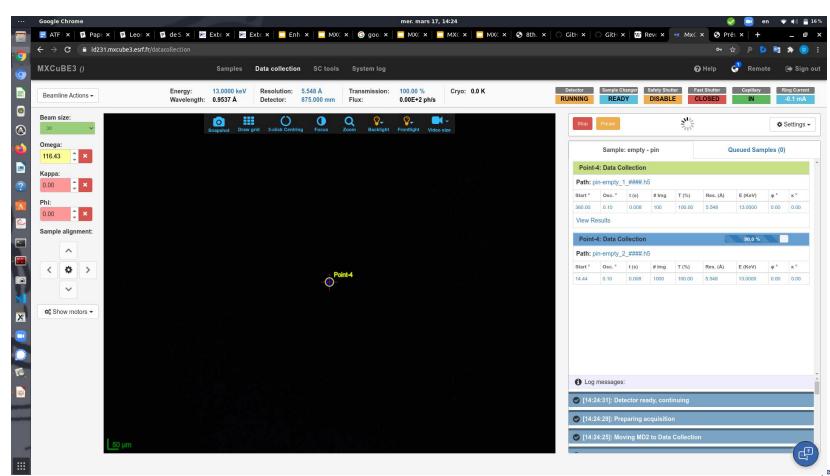


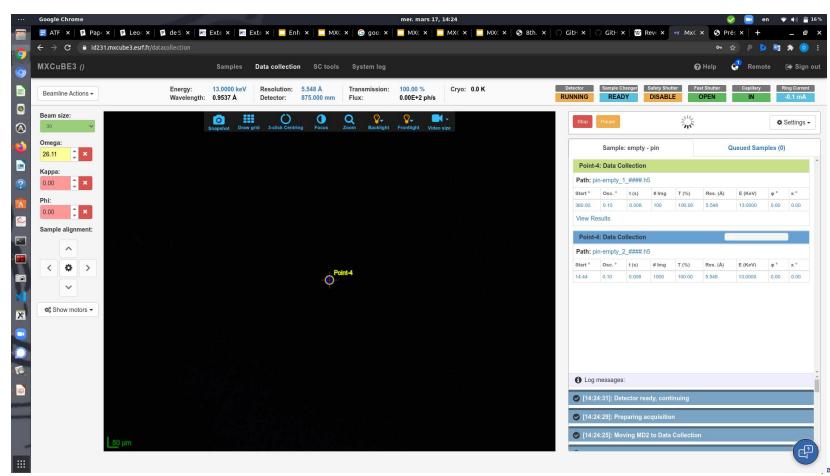


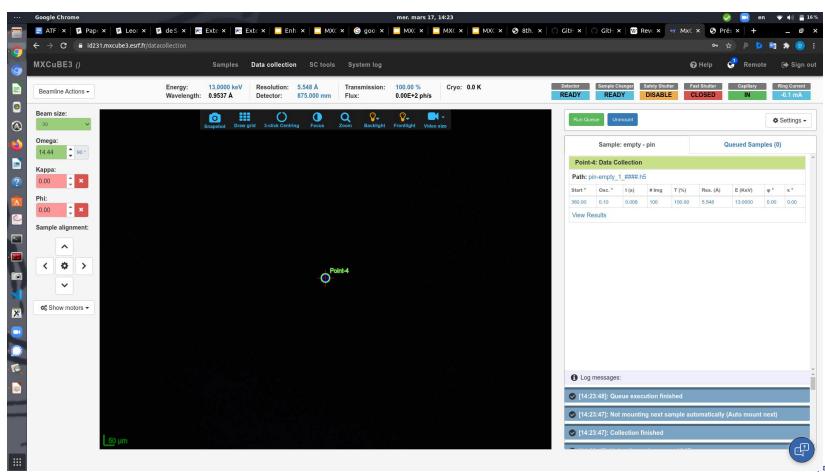


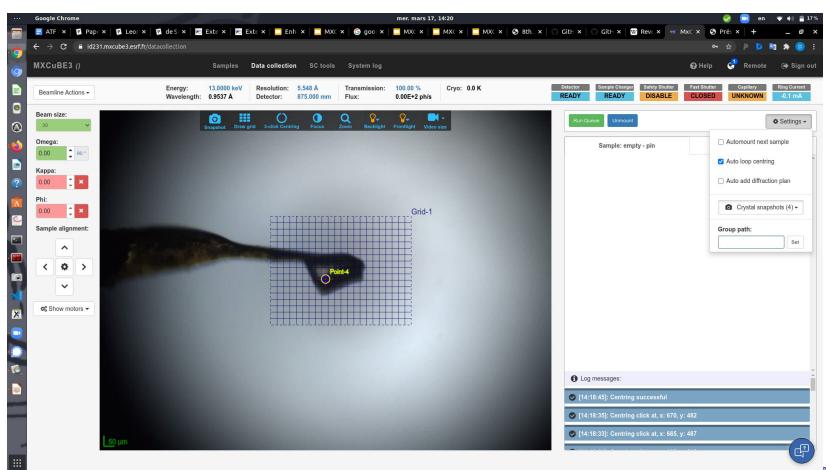
# **EXTRA SLIDES**

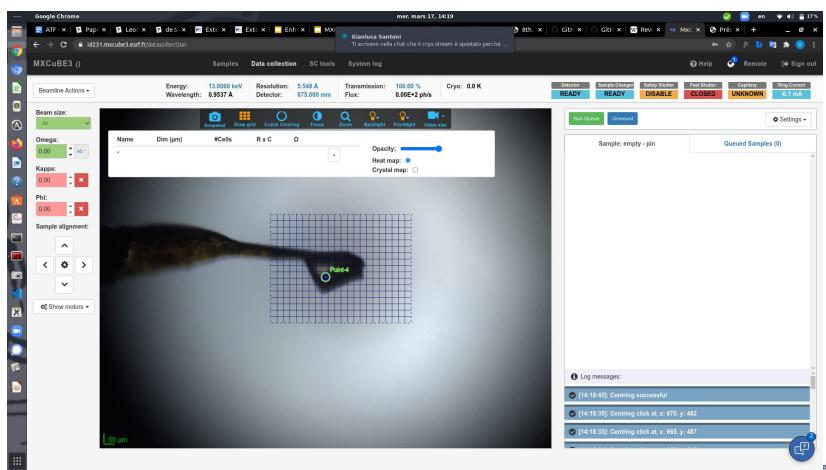


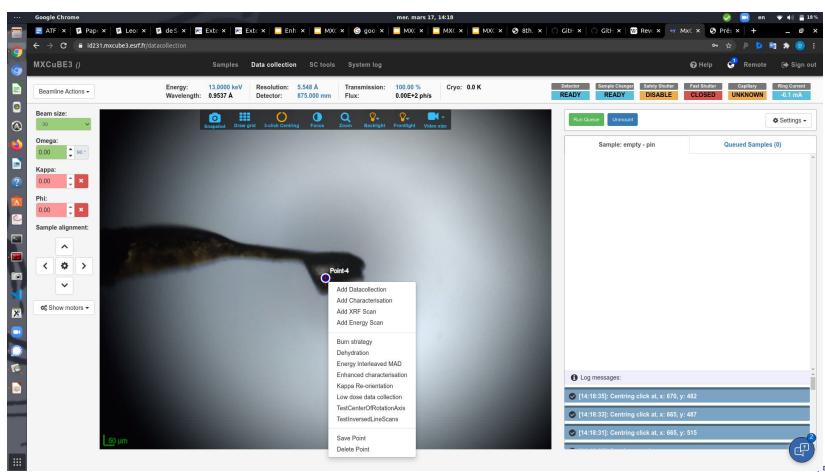




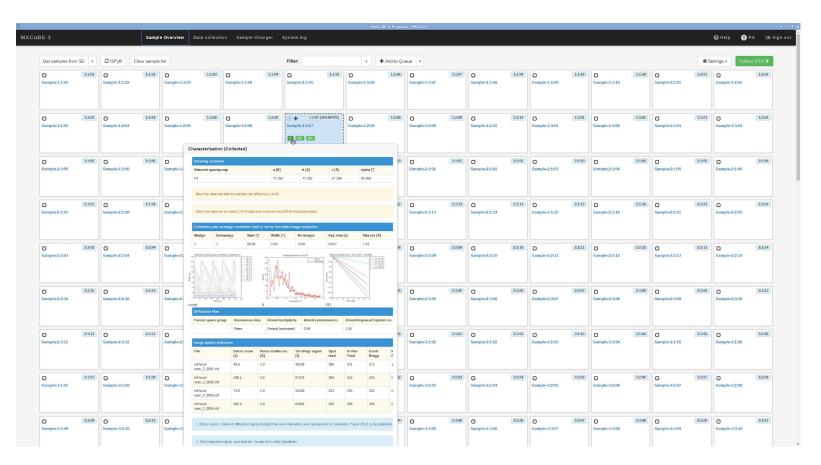


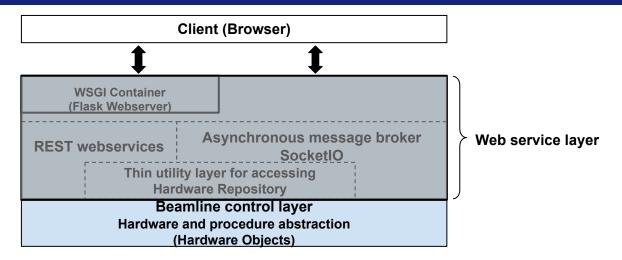






#### **CHARACTERISATION**

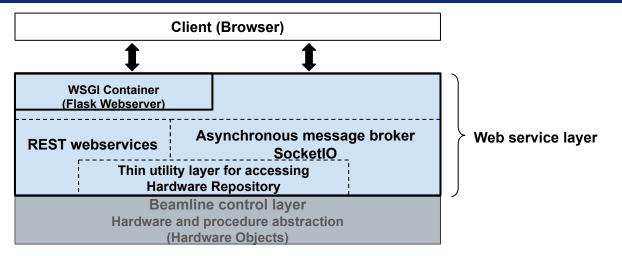




- Built on top of the same beamline control layer as MXCuBE 2 (Hardware Objects)
- Instruments and procedures are implemented as what is called Hardware Objects
- The beamline control layer is control system agnostic and supports for instance SPEC, EPICS, Sardana, BLISS and TANGO
- Base classes define a common API for a particular instrument or procedure, which facilitates cross site adaptation



# **Web Service Layer**



- Defines an API for clients to access the HardwareObjects, and relays events between Hardware Objects and clients (not necessarily a browsers)
- Thin utility layer for providing new functionality exclusive to MXCuBE 3 and ease access to Hardware Objects
- Websockets, via SocketIO, used to relay events from backend
- Implemented on top of a Flask web server, WSGI container



### Frontend development - Babel and Webpack

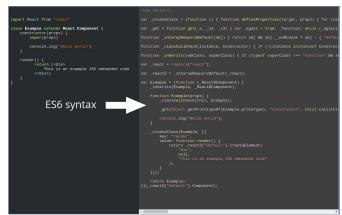


- Application written in HTML 5, Javascript 6 (JS6) and CSS
- JS6 gives us the possibility to use reusable components and modules
- Problem, no browser have full JS6 support



Babel allows us to use reusable modules and classes via ES6 syntax

(https://babeljs.io/)



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ES6 Code is "transpiled" with babel to ES5 which have good support in most browsers



# Frontend development - React and Redux



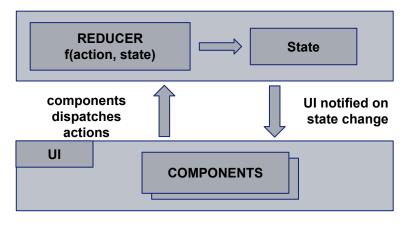
https://facebook.github.io/react/

- React is a library for creating user interfaces
- React makes it possible to use widgets like in traditional UI development
- Provides a way to express the UI in a markup language called JSX
- Can be used with state management library, in order to avoid per widget state

#### Frontend development - React and Redux



# http://redux.js.org/



- Application wide state, only source of data for components.
- The redux store is an immutable data structure and can only be updated (replaced) by a pure function, a reducer
- The reducer function is called by dispatching an action for instance when user interacts with UI
- Provides data flow which is easy to debug

#### Frontend development - React and Redux

```
import React from 'react';
import { Button, Button, Buttonfoup, OverlayTrigger, Popover } from 'react-bootstrap';
import './style.css';
import './style.css';

export default class InDutSwitch extends React.Component {
    constructor(props) {
        superprops);
        this.setIn = this.setIn.bind(this);
        this.setOut = this.setOut.bind(this);
}

sbouldComponentUpdate(nextProps) {
    return nextProps.data !== this.props.data;
}

setIn() {
    if (this.props.onSave !== undefined) {
        this.props.onSave(this.props.pkey, 'in');
    }
}

setOut() {
    if (this.props.onSave !== undefined) {
        this.props.onSave(this.props.pkey, 'out');
    }
}

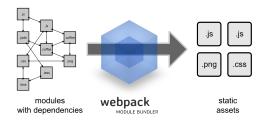
setOut() {
    if (this.props.onSave(this.props.pkey, 'out');
    }
}
```

```
Page 40
```





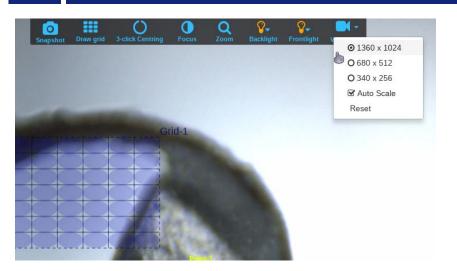
#### Frontend development - Webpack







- Webpack is used as a build tool to bundle the various assets, JS, CSS, LESS, Fonts and images to a set of static files that can be loaded by the browser.
- Provides a development server with "hot reloading" (changes are automatically built and app updated)
- **Runtime for Javascript development** provided by node.js



- Video is streamed as MPEG-1, perhaps adaptive MPEG-4 in the future
- Possibility to select video stream size (particularly useful for remote users)
- With auto scale option

Context based navigation, options depends on selection

