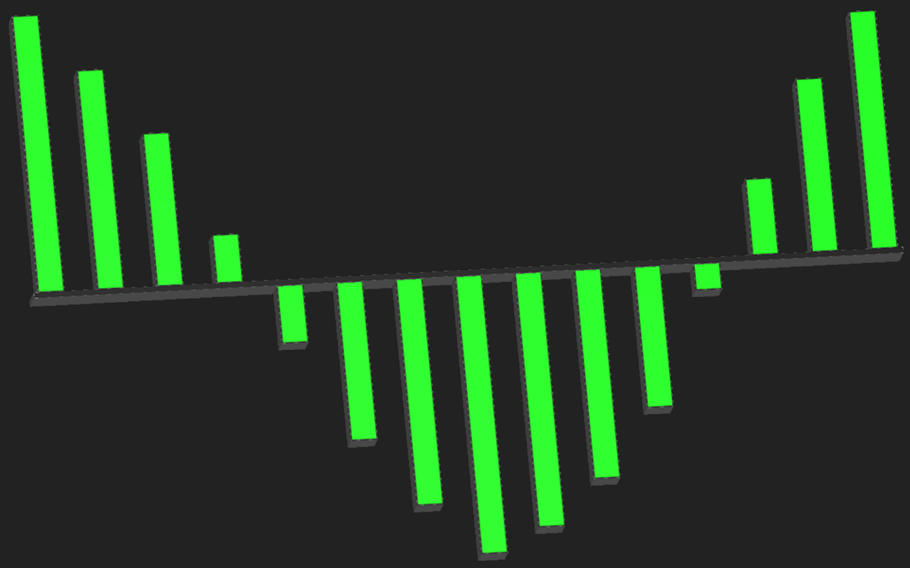
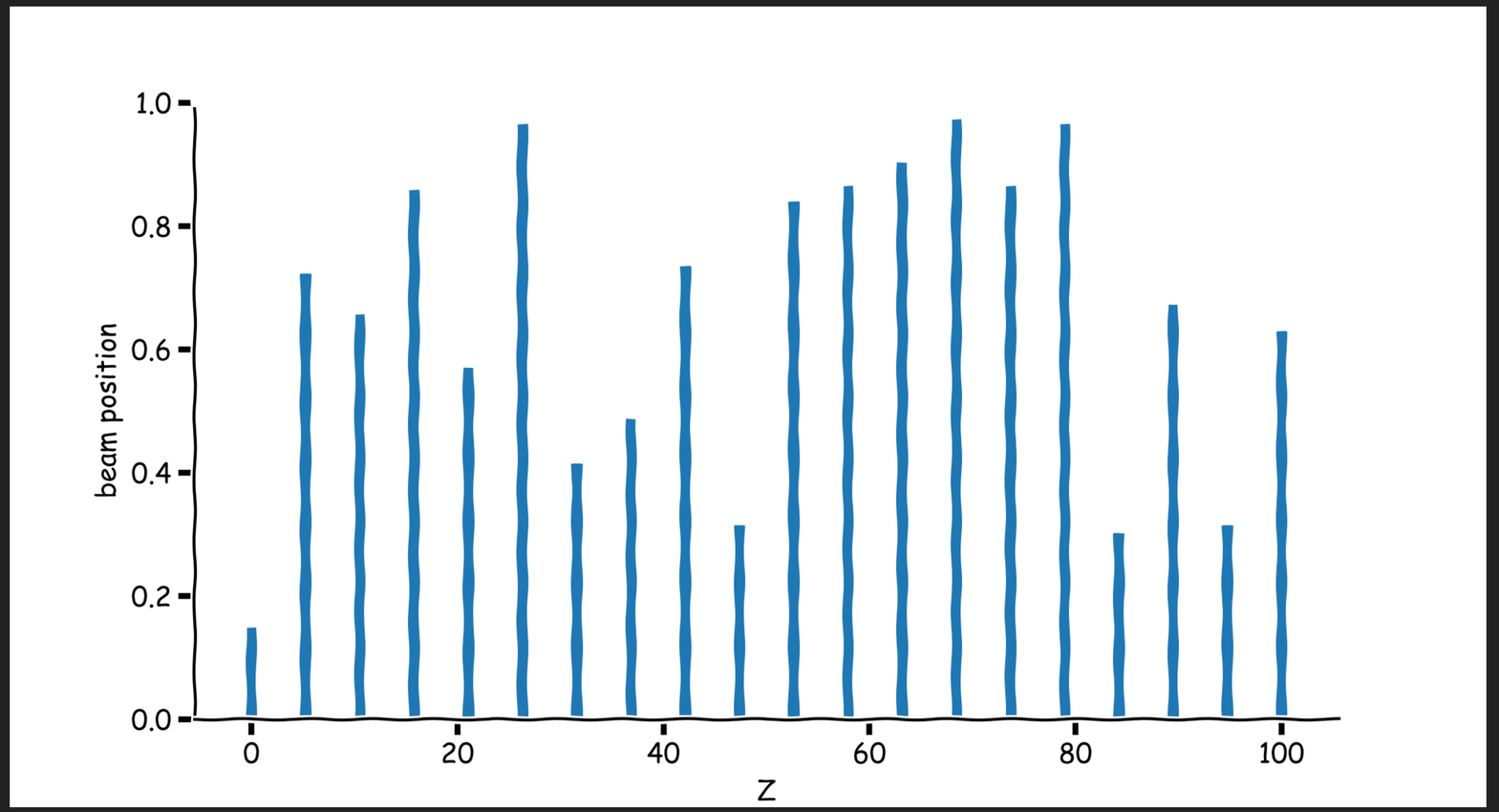


ORBIT DISPLAY

Matt Gibbs

Accelerator Operations Specialist for LCLS

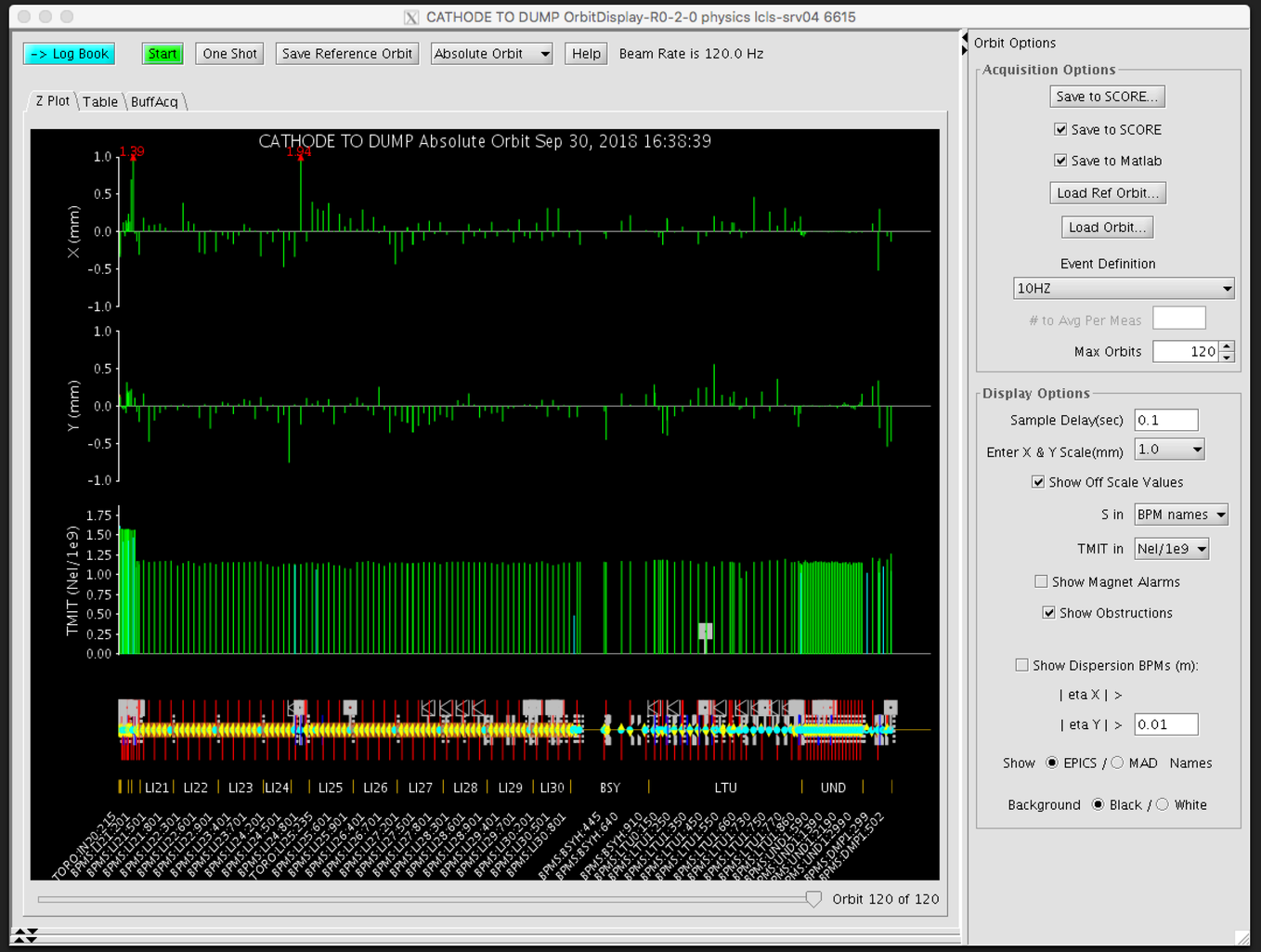
ORBIT DISPLAY



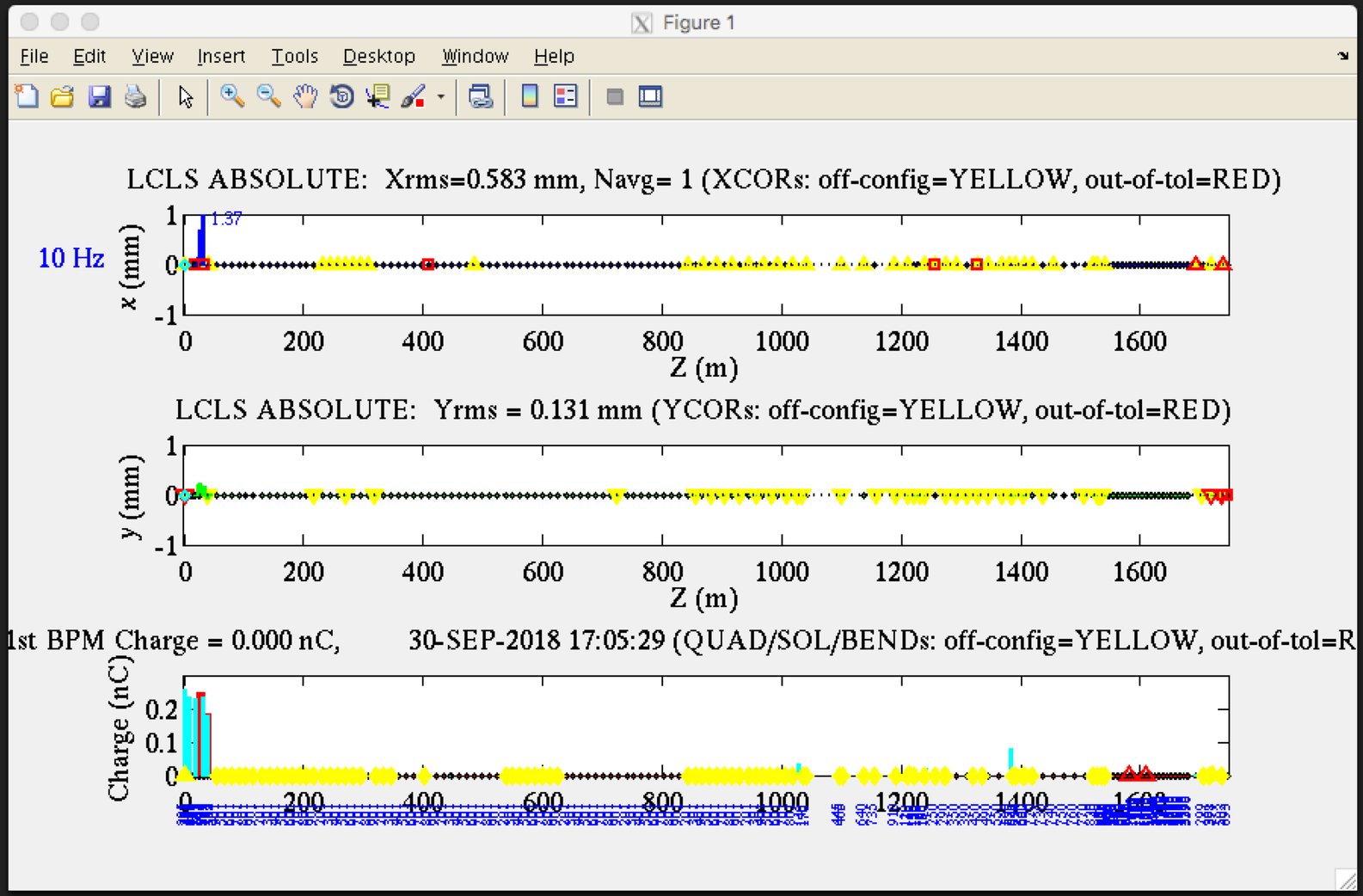
Orbit (noun) - The trajectory of the beam in a particle accelerator. Typically measured at several discrete locations by beam position monitors (BPMs) installed throughout the beam line.

PREVIOUS TOOLS FOR VIEWING THE ORBIT AT SLAC

PREVIOUS TOOLS FOR VIEWING THE ORBIT AT SLAC



PREVIOUS TOOLS FOR VIEWING THE ORBIT AT SLAC



PREVIOUS TOOLS FOR VIEWING THE ORBIT AT SLAC

	EDM “Fast Orbit”	Java “Orbit Display”	MATLAB “BPMs vs. Z”
Update Rate	60 Hz	10 Hz	5 Hz
Reference Orbits	No	Yes, from live data and config saves	Yes, from live data
Saves to Logbook	No	Yes, raster images	Yes, Postscript files
Configurable Viewing Window	Minimal choices	Yes	Multiple pre-defined options
Fit Data to Model	No	Yes	Yes

GOALS FOR A NEW DISPLAY

- 60 Hz update rate
- List of BPMs and their positions automatically retrieved from model
- Reference orbits from live data, saved orbit files, and saved machine configs
- Saves logbook data in publication-usable format
- Fully configurable viewing window
- Can fit orbit data to machine model in real-time

PLATFORM

EDM?

+ Fast
+ Easy to use

- Minimal interactivity
- Hard to Maintain

PLATFORM

JAVA?

- Slow to launch and slow to run
- No expertise in Operations Group

PLATFORM

MATLAB?

+ Easy plotting
+ Operators know it
+ Support libraries for LCLS already exist

- Slow launch times
- Subpar GUI tools
- Difficult to achieve 60 Hz update rate

PLATFORM

PYTHON?

+ Easy plotting
+ Operators know it
+ Good GUI tools
+ Fast launch times
+ Fast at run time

- No support libraries for LCLS

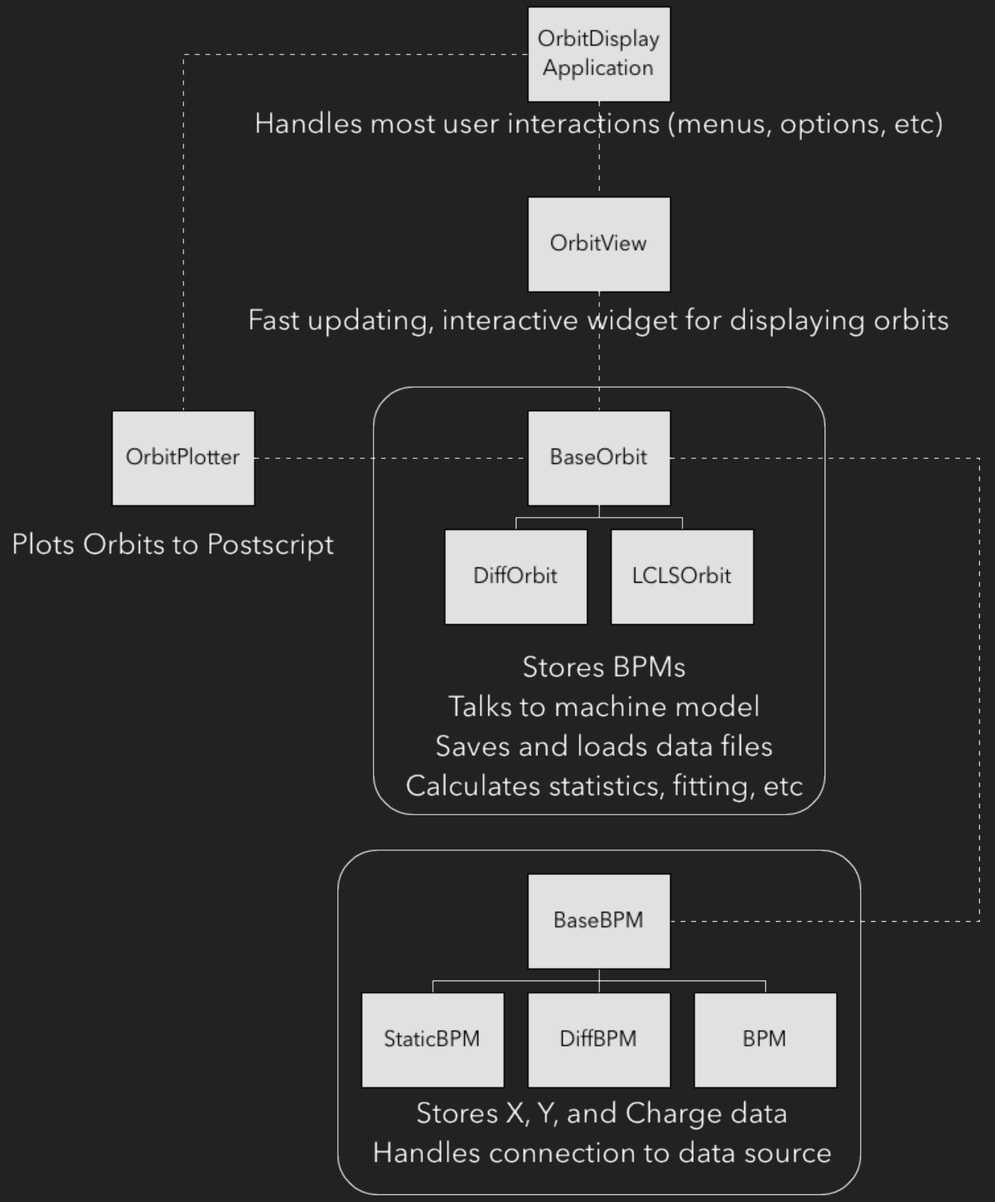
PLATFORM

PYTHON

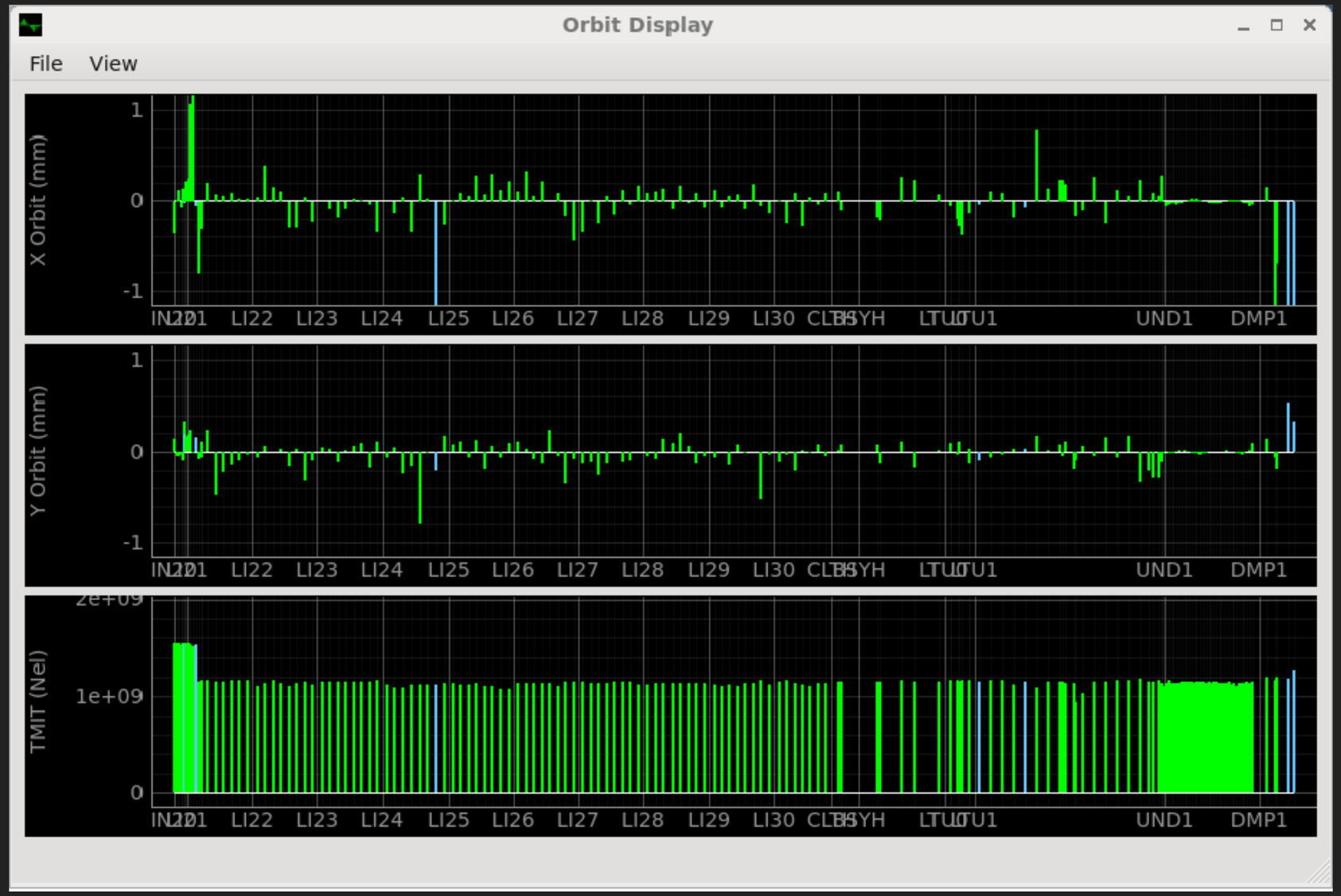
+ PyQt
+ PyQtGraph
+ NumPy
+ Matplotlib

ARCHITECTURE

- Modular
- Put as little functionality in GUI classes as possible
- Abstract base classes allow for flexibility in implementation

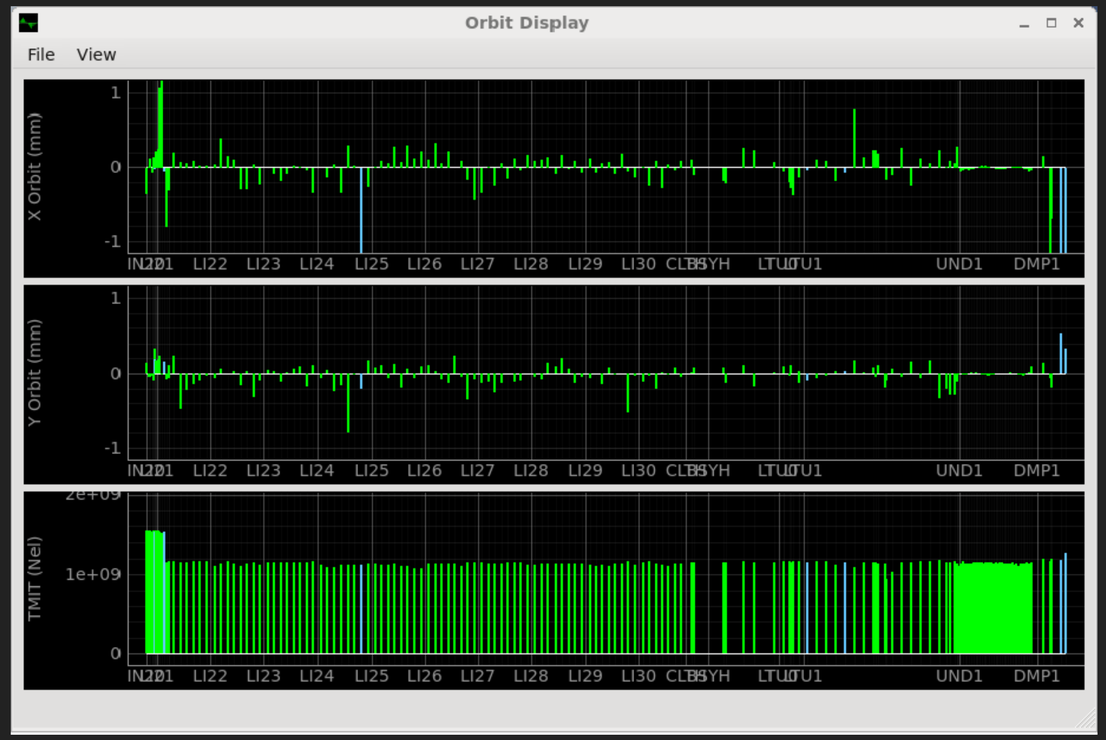


ORBIT DISPLAY

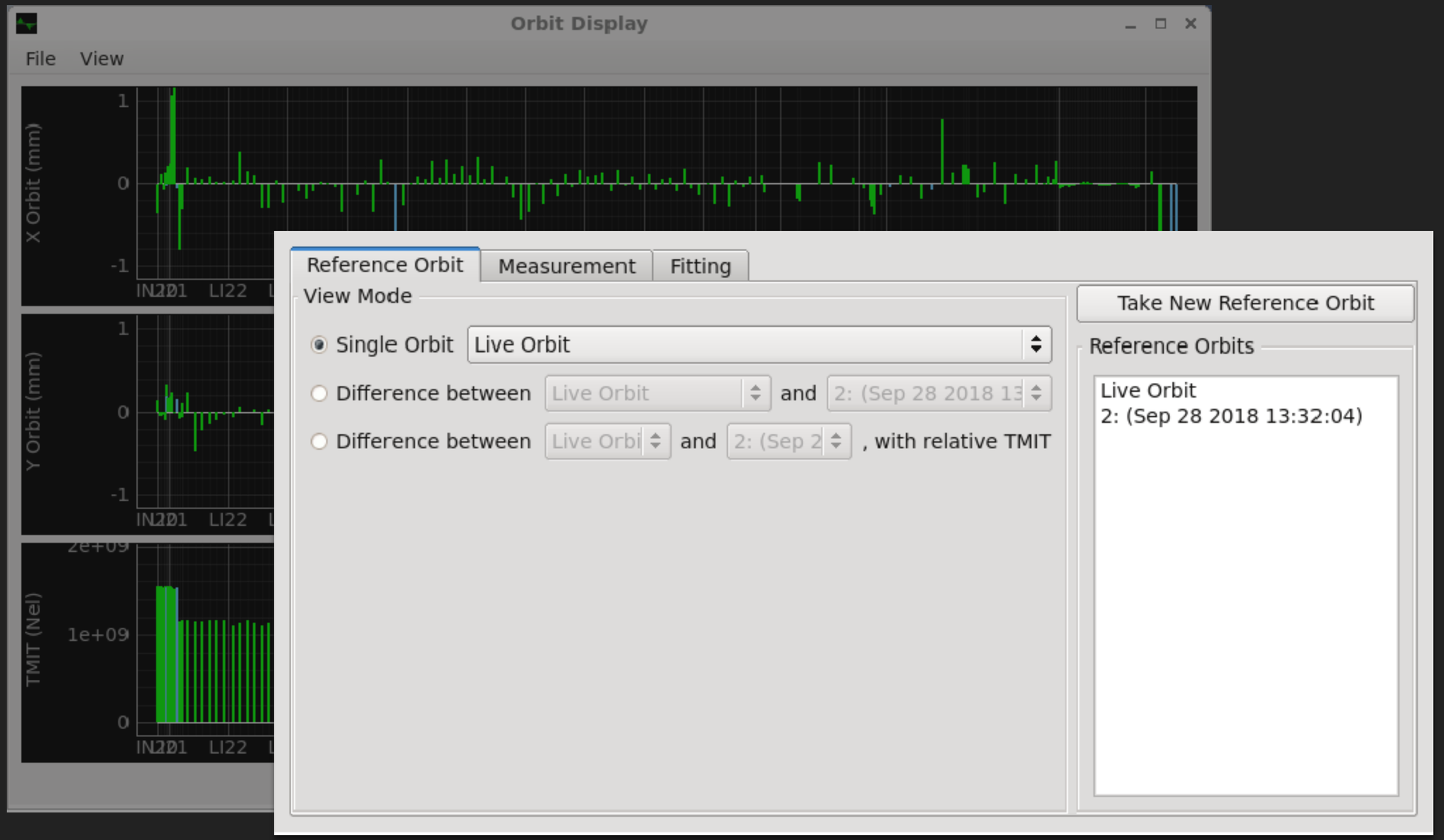


OPERATOR-FRIENDLY FEATURES

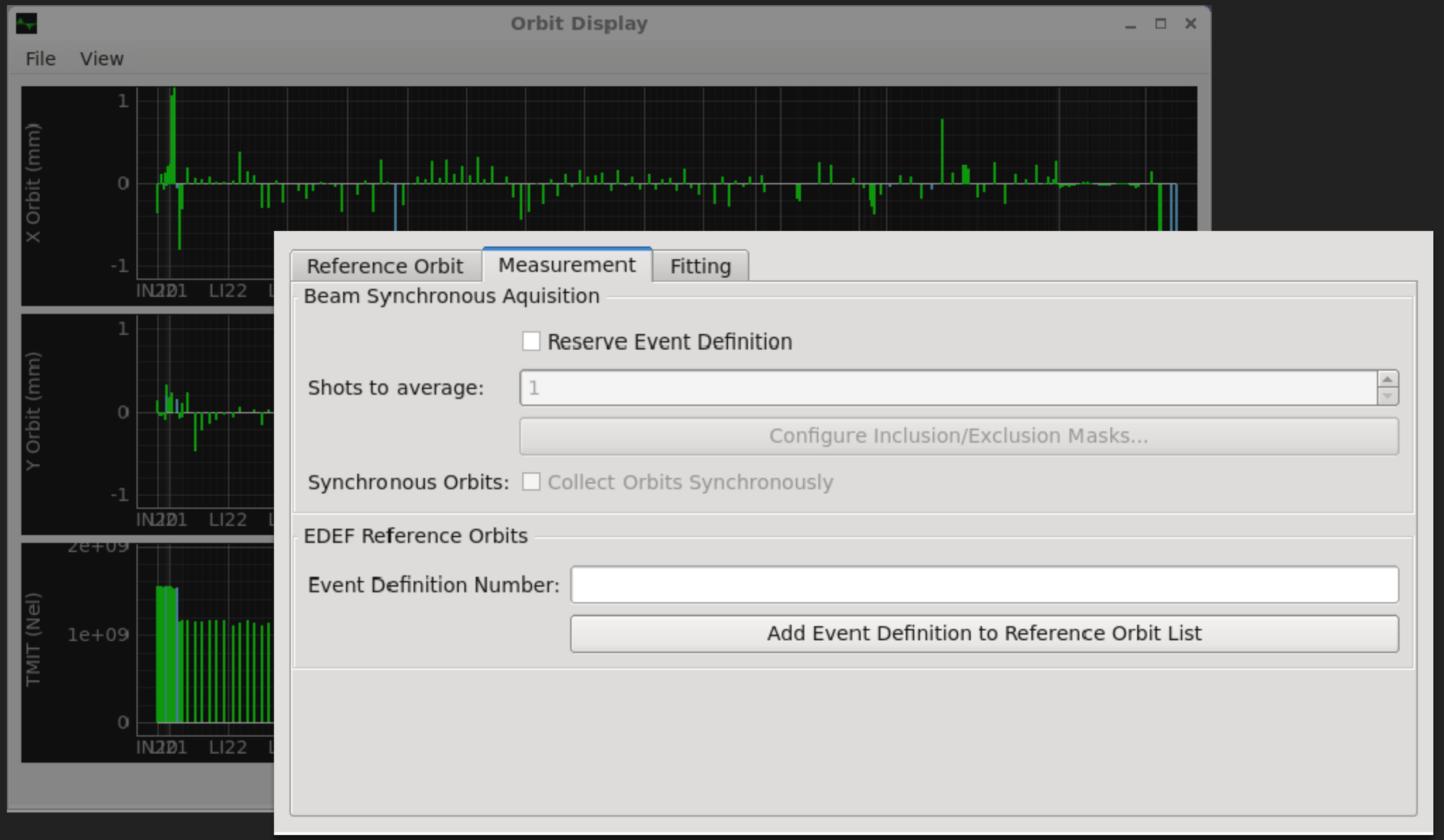
- Fast, easy zooming and panning with the mouse - don’t need to lose focus to adjust plot parameters
- Freely resizable to fit the workspace
- Adaptive tick-marks give more info when zoomed in
- Clutter-free main window usable as overhead display too



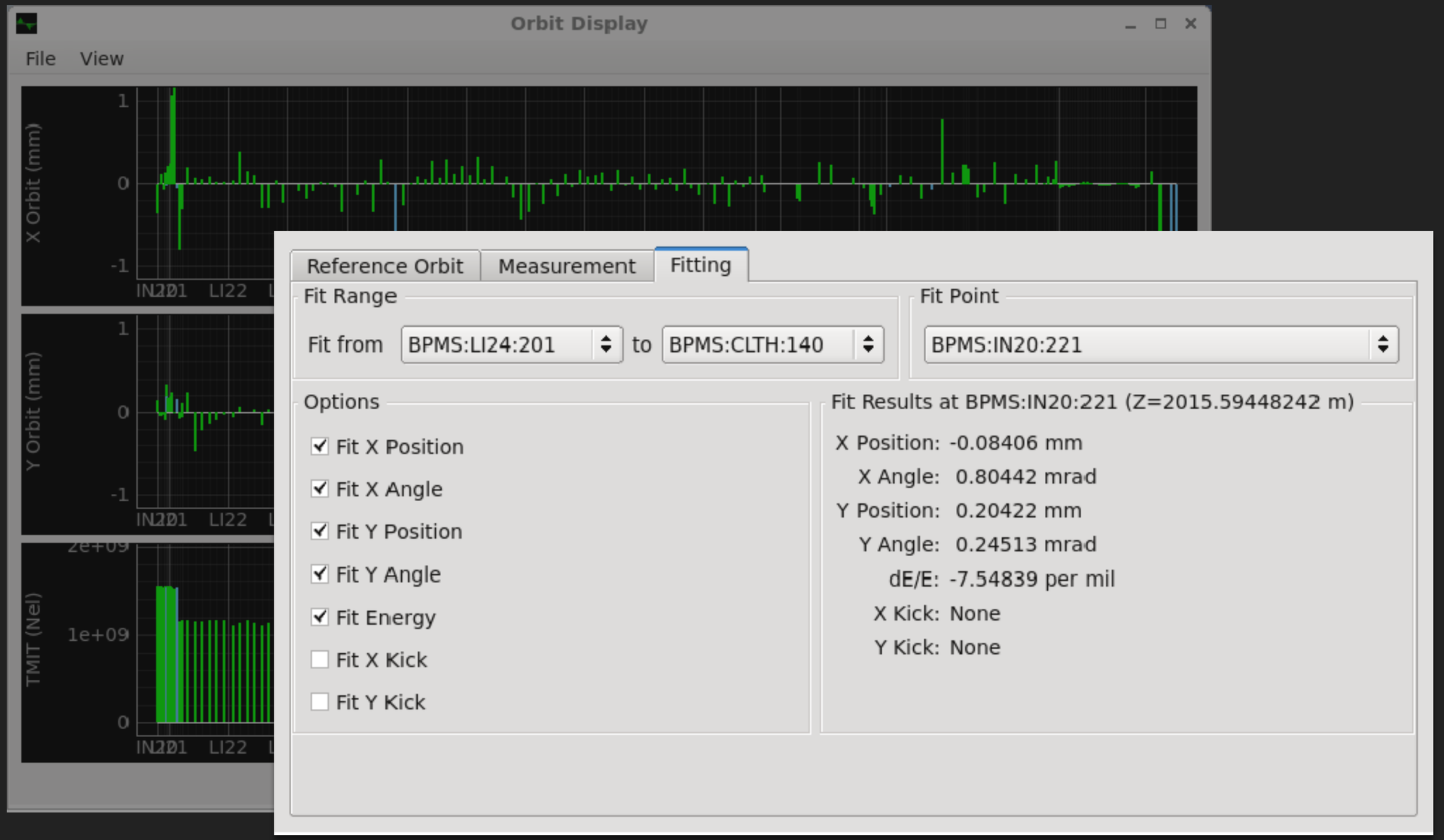
ORBIT DISPLAY



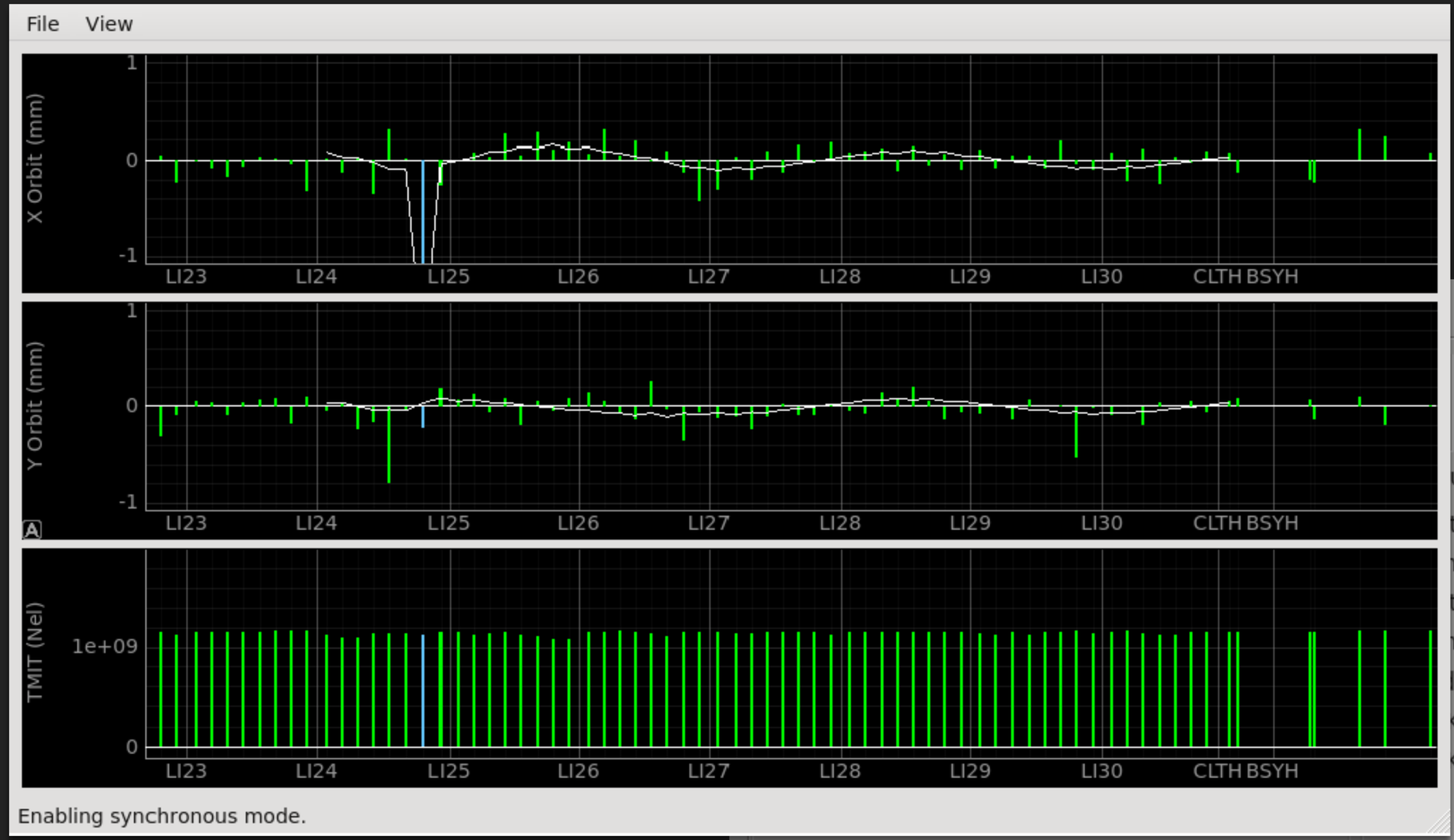
ORBIT DISPLAY

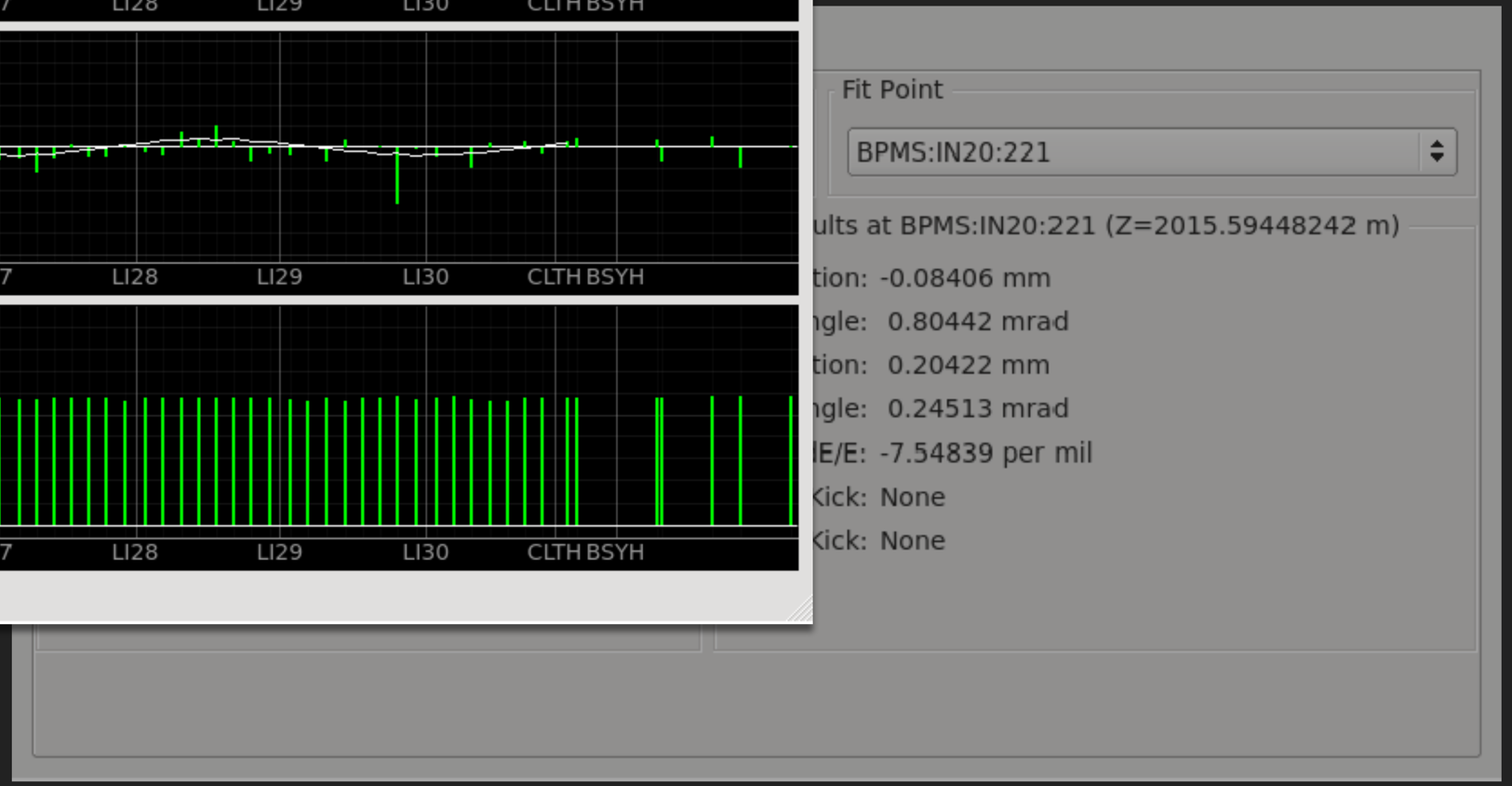


ORBIT DISPLAY

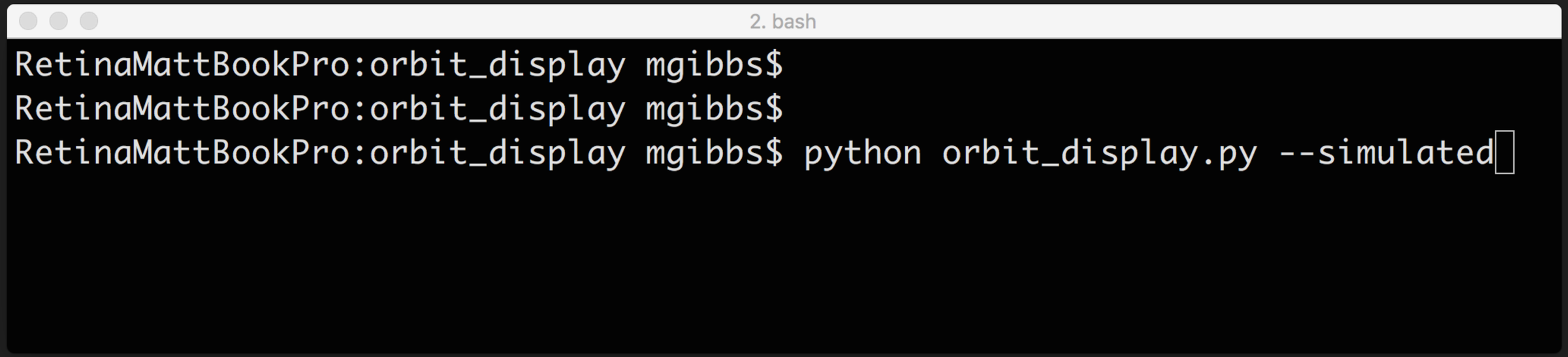


ORBIT DISPLAY





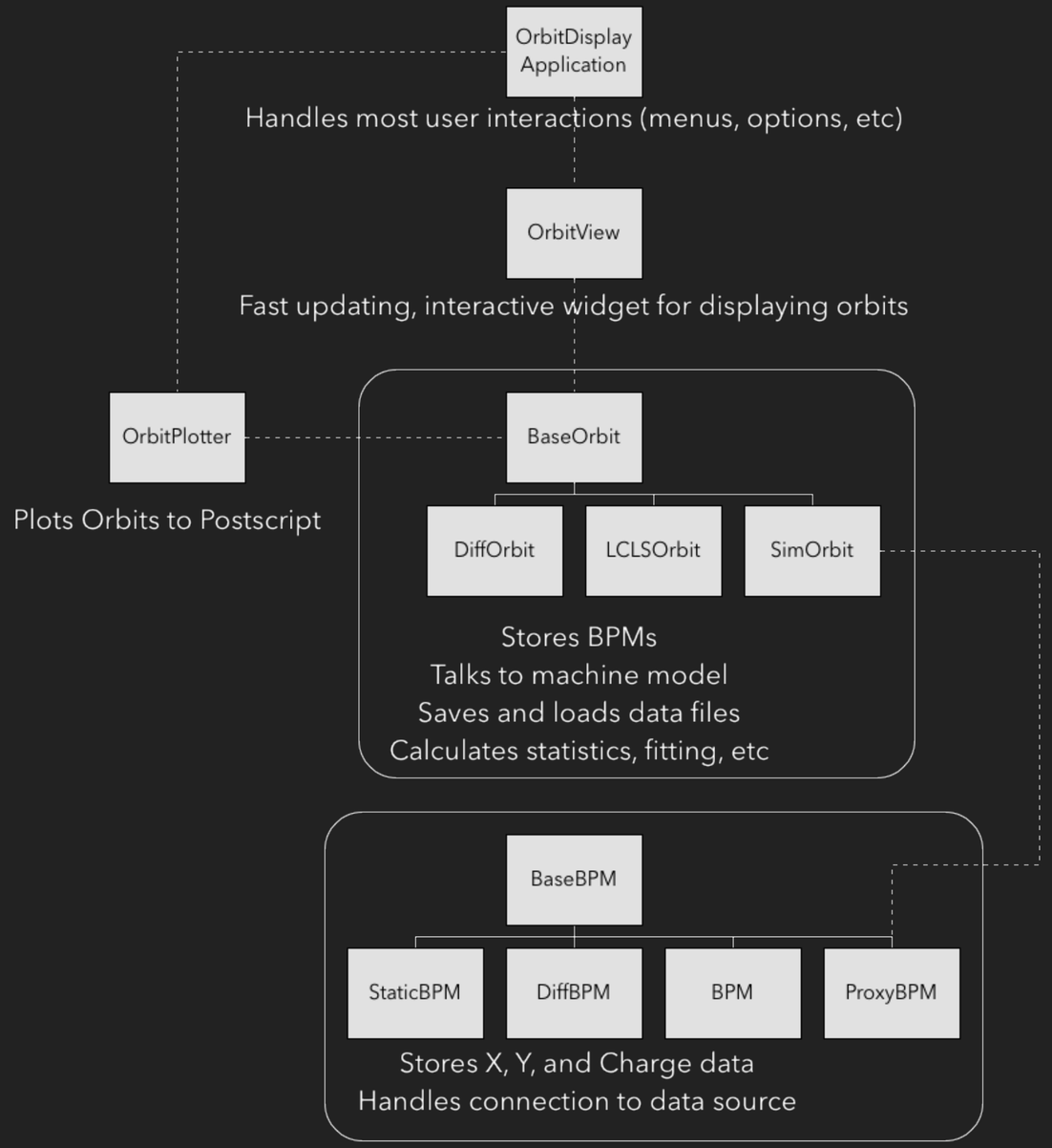
SIMULATOR MODE



- Developing while using live data is not always possible
- No beam = No testing
- Simulator mode uses a ‘SimOrbit’ class to generate realistic fake data

SIMULATED ORBIT

- SimOrbit is just another BaseOrbit implementation
- No changes to the application or OrbitView necessary, besides adding the command line flag
- “ProxyBPM” lets any NumPy array be the data source



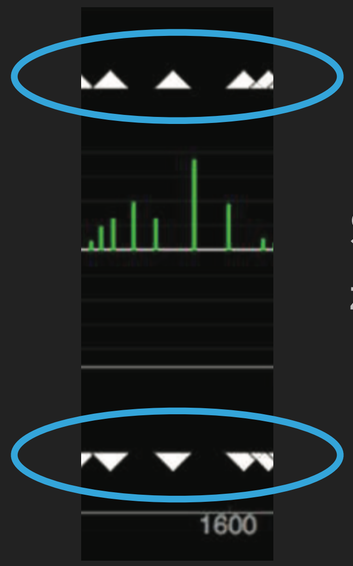
MODIFICATIONS FOR XFEL

- During commissioning, a quick way to steer the beam by hand was needed
- New concepts needed for XFEL version:
  - Multiple beam paths
  - Sub-trains
  - Corrector magnet control overlay
  - DOOCS, not EPICS
  - Two data sources: BPM Front-Ends, and Orbit Middle Layer Service

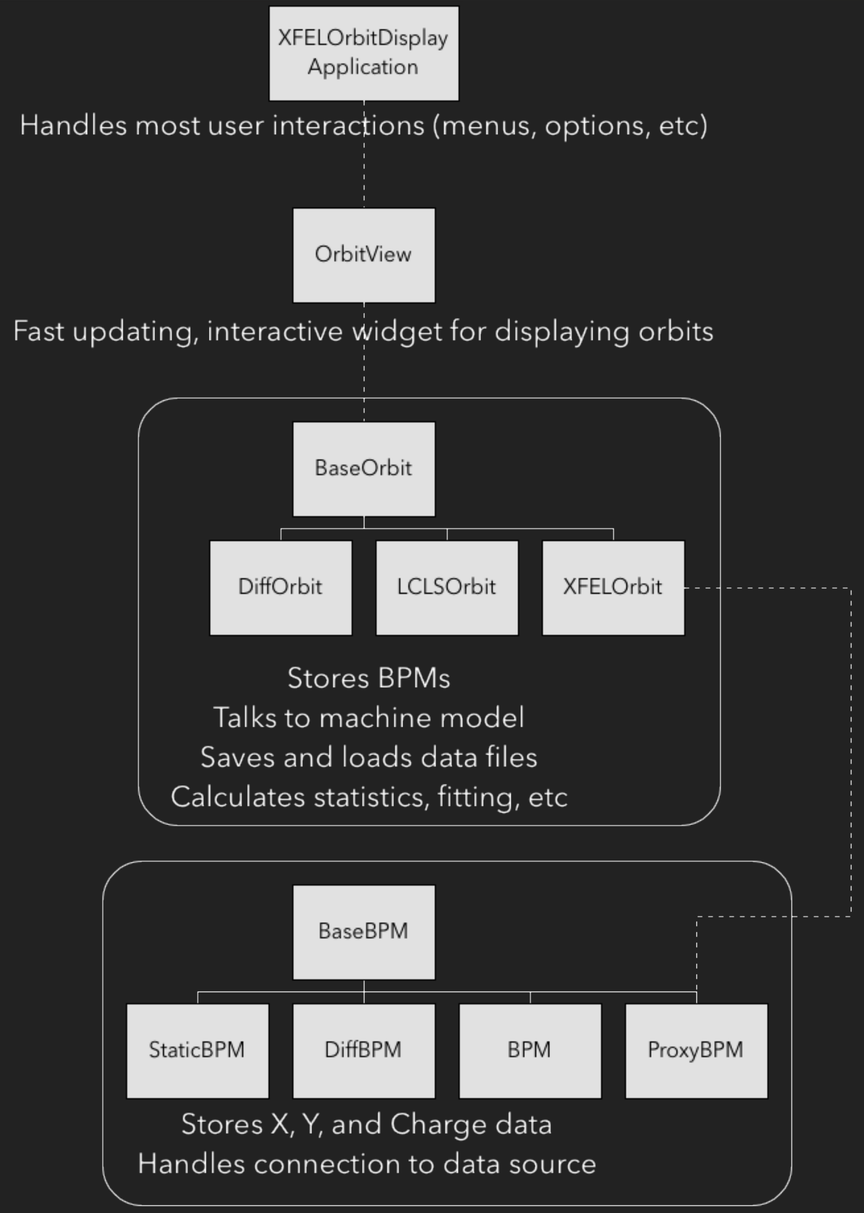
Photo by Dirk Noelle

ORBIT DISPLAY

- XFELOrbitDisplay adds widgets for selecting beam destination, sub-train to view, and corrector magnet overlay
- XFELOrbit implements data collection from DOOCS, where it is efficient to get all orbit data as a NumPy array in one call, so ProxyBPM is used again



Steering controls overlaid at z-position of each magnet



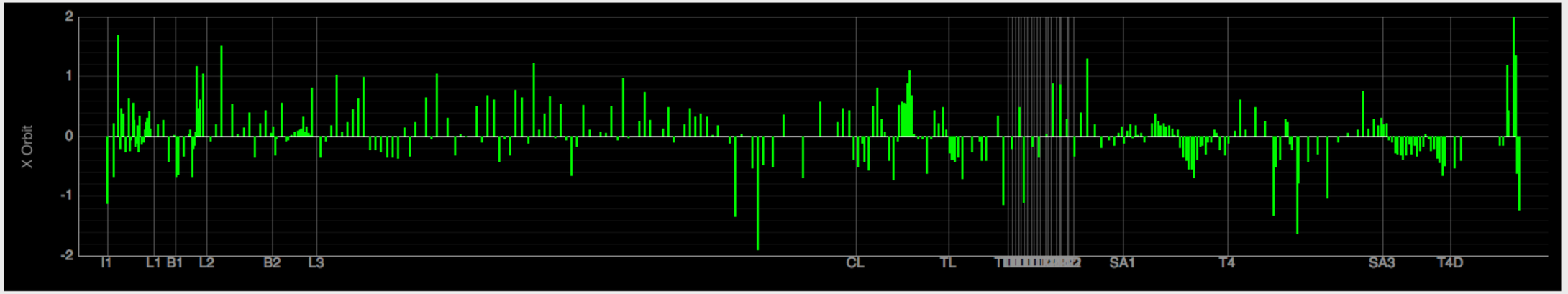
Orbit Display

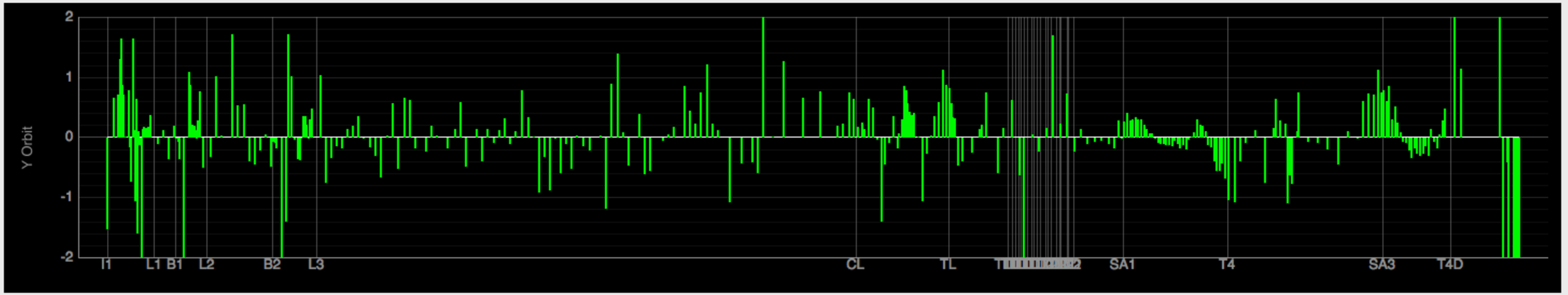
Data Source: BPMs

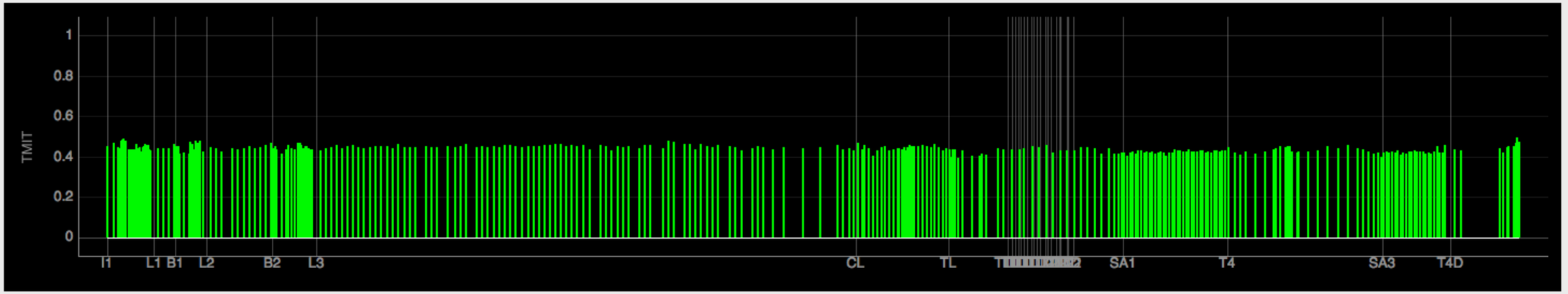
Beam Path to View: Gun to T4D

Subtrain: SA1

Show Tools







CONCLUSION

- Python, PyQt, and PyQtGraph make a good platform for writing very fast interactive accelerator software
- Thinking about the architecture ahead of time pays off - modifications down the road are much easier

THANKS!

QUESTIONS?