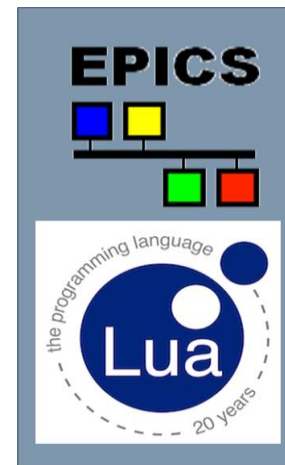
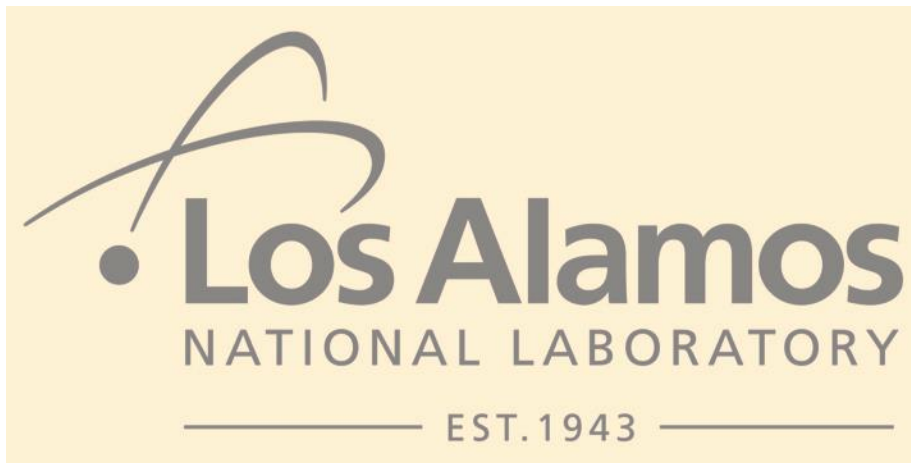


# User's Guide for EPICS Lua-Based Data Processing Subscription Update Filters



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October 2<sup>nd</sup> 2019

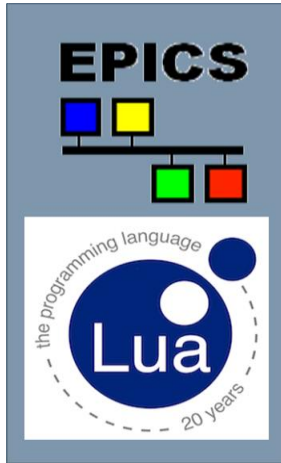


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# User's Guide for EPICS Lua-Based Data Processing

## Subscription

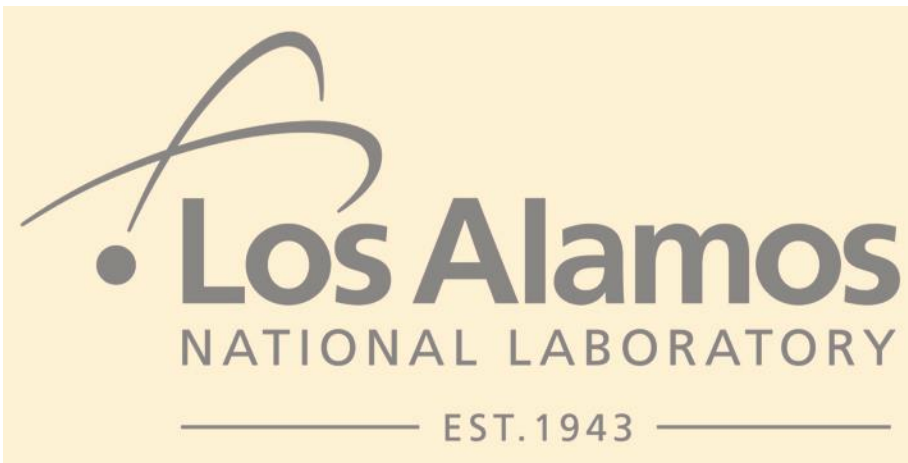
## Update Filters



October 2<sup>nd</sup> 2019

ICALEPCS 2019  
EPICS Workshop

- Lua – A Brief Introduction
- Channel Name Postfix Syntax
- Filter Interface
- Factory Interface
- LANSCE Filter Specifications
- LANSCE Example EDM Screens
- Record Subordinate Properties
- Device Subordinate Properties
- Source Code Examples
- Filter Installation
- Conclusions



# Lua – A Brief Introduction

- Lua *embeddable* language was created in 1993
  - By members of the Computer Graphics Technology Group (Tecgraf) at the Pontifical Catholic University of Rio de Janeiro, in Brazil.
- "Lua" (pronounced **LOO-ah**) means "Moon" in Portuguese
- Interpreted, compiled to byte-code, dynamic typed
- A mixture of C-like and Pascal-like syntax
- Efficient virtual machine execution, small footprint, incremental garbage collection, robust error handling, easily interfaced to C code
- Comprehensive feature set, powerful adjunct-libraries written by an active user community
- Well proven for configuration, scripting, and rapid-prototyping
  - A strong return-for-effort candidate for functionally upgrading EPICS
- Liberal MIT license

# Lua – A Brief Introduction

- I have also introduced Lua at previous EPICS meetings
  - Alternative EPICS shell, Lua scripting record ...
- Also a paper / poster in this conference
- There are some negatives
  - In particular, with Lua the default scope of variables is global, arrays start at one although storing data at index zero isn't prohibited, and there is ambiguity between nil-valued contrasted with non-existent table elements
  - Lua lacks support for user-defined-type dedicated memory allocators appropriate within memory constrained systems

# Lua-Based Subscription

## Update Filters – Channel Name Postfix Syntax

- Filters are configured with a snippet of Lua code
  - Specified within a CA channel-name postfix
- Postfixes are supplied in two basic forms
  - Channel name, followed by percent sign, followed by brackets
    - Direct acting filter
      - `<pv name>%[<lua code>]`
    - Filter or channel object factory
      - `<pv name>%{<lua code>}`
- No need for revising of CA Client general-purpose community obtained application programs

# Lua-Based Subscription

## Update Filters – Channel Name Postfix Syntax

- Direct acting Lua filter examples

```
myPV%[val >= 3.2 and val <= 3.4]
```

```
myPV%[val.alarm.condition.severity~=0]
```

```
myPV%[3.4<val]
```

```
myPV%[==[val%3.4 [[nested comment]] ]==]
```

```
myPV %[val==3.2]
```

- Emulating Lua long literal strings
  - Optional matching long brackets also delineate the postfix
  - For example `% [ [ ] ]`, `% { = { } = }`, or `% [ === [ ] === ]`

# Lua-Based Subscription

## Update Filters – Channel Name Postfix Syntax

- Lua factory examples

```
myPV%{myFilterFactory ('blue')}
```

```
myPV%{myChannelFactory() }
```

```
myPV%{ myApplicationsFactory(10,2) }
```

```
myPV % {flavour('savoury')}
```

# Lua-Based Subscription

## Update Filters – Filter Interface

- Filter functions are called
  - Passing the subscription update, in an argument named `val`
  - This update `value` argument is as an **ordinary Lua variable**
    - `val >= 3.2 and val <= 3.4`
  - The update `value` argument *also* **indexes subordinate properties**
    - `val.alarm.condition.severity`
  - **Subordinate properties** are themselves also **ordinary Lua variables**
    - `val.alarm.condition.severity~=0`



# Lua-Based Subscription Update Filters – Filter Interface

- Filters return
  - Nil
    - Suppress update
  - False
    - Suppress update
  - True
    - Forward update unmodified
  - Data
    - Forward update replacing it
      - With the returned scalar value or vector element sequence
- Used at LANSCE
  - To time-slice waveform
- Used for a private protocol
  - Filter to client-side application selecting it

# Lua-Based Subscription Update Filters – Factory Interface

- With Lua, functions are first class values
  - They can be stored in variables
  - They can be passed as arguments to other functions
  - They can be returned as results from functions

# Lua-Based Subscription

## Update Filters – Factory Interface

- Channel name postfix factories are called
  - Passing the channel name, in an argument named `chanName`
- Channel name postfix factories return
  - False
    - Permanently disables *all* updates
  - True
    - Permanently enables *all* updates
  - Function
    - Becomes the *direct acting subscription update filter*
  - Channel object
    - If this channel object provides a `filterFactory` method
      - It will be called with the arguments below to create a channel context filter
      - `filterFactory ( channel, lowDelta, highDelta, timeout )`
        - » Returning same as channel name postfix factories

# Lua-Based Subscription

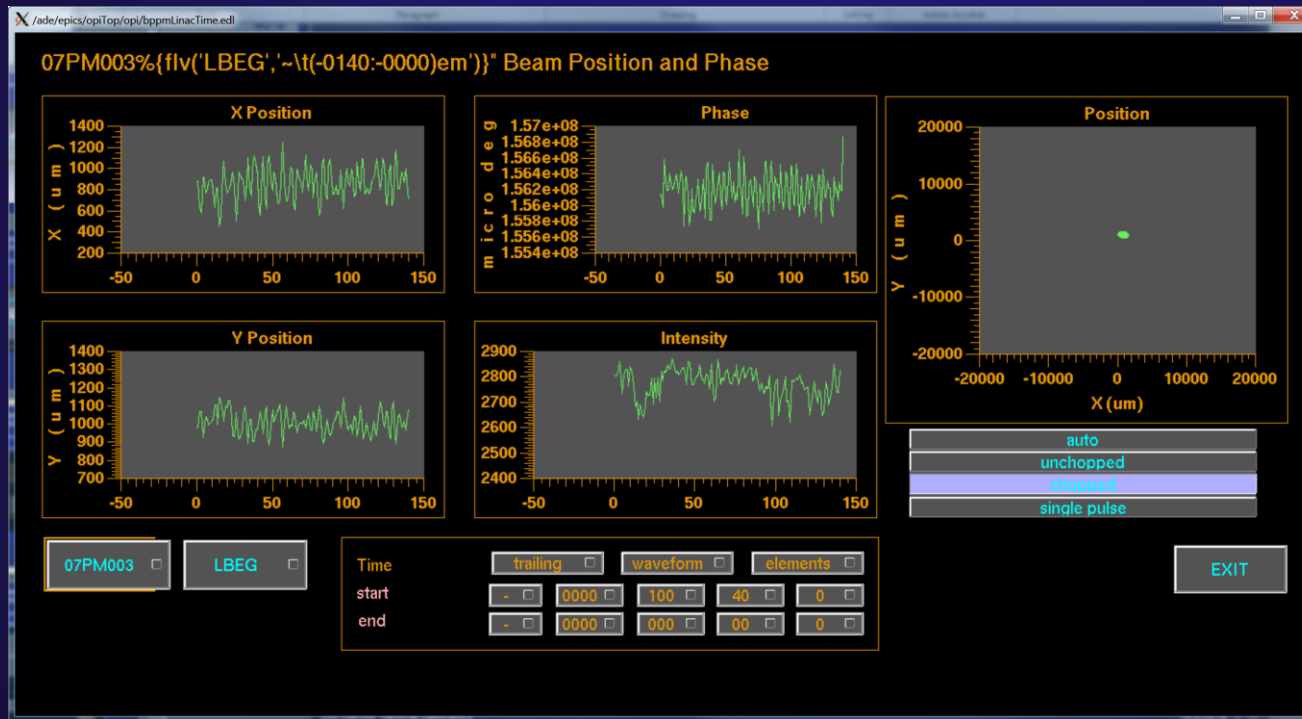
## Update Filters – LANSCE Filter Specifications

1. Selects cycles with gate H+IP and also sans both gates H-GX and MPEG
2. Replaces the payload with elements 50 through 150 of the waveform data
3. Selects cycles that have beam gate H+IP, replacing the CA payload with the first 150  $\mu$ s of the waveform.
4. Replaces the CA payload with -30 through -10  $\mu$ s of waveform data before the falling edge of gate MPEG, selecting only cycles containing MPEG.
5. Replaces the CA payload with 100  $\mu$ s after waveform rising edge through 150  $\mu$ s before waveform falling edge selecting only cycles containing LPEG
6. Selects 100  $\mu$ s after gate T0 through 15  $\mu$ s before waveform end for *any* flavour.

1	<code>XXTDAQ001D01%{flv('H+IP no H-GX MPEG')}</code>
2	<code>XXTDAQ001D01%{tim('(50:150)em')}</code>
3	<code>XXTDAQ001D01%{flv('H+IP', '(0:150)us')}</code>
4	<code>XXTDAQ001D01%{tim('~MPEG(-30:-10)us', 'MPEG')}</code>
5	<code>XXTDAQ001D01%{flv('LBEG', '(100:~(-150))us')}</code>
6	<code>XXTDAQ001D01%{tim('(T0(100):~(-15))us')}</code>

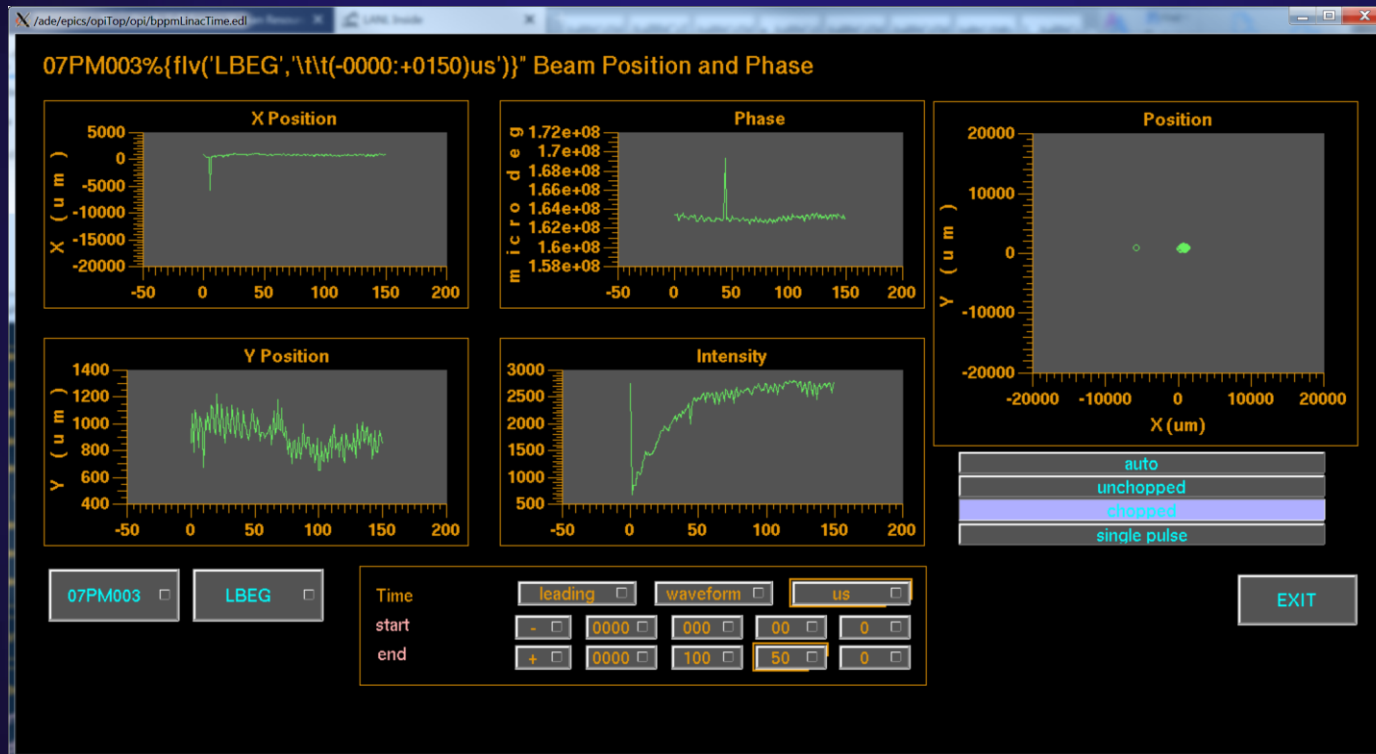
# Lua-Based Subscription Update Filters – LANSCE Example EDM Screens

- LANSCE Linac FPGA-Embedded Beam Position and Phase IOC
  - Typical time window



# Lua-Based Subscription Update Filters – LANSCE Example EDM Screens

- LANSCE Linac FPGA-Embedded Beam Position and Phase IOC
  - Start of the pulse, before beam has stabilized



# Lua-Based Subscription Update Filters – LANSCE Example EDM Screens

- LANSCE Isotope Production Facility raster patterned beam position
  - Last 100  $\mu$  sec



# Lua-Based Subscription Update Filters – LANSCE Example EDM Screens

- LANSCE Isotope Production Facility raster patterned beam position
  - Last 200  $\mu$  sec





# Lua-Based Subscription

## Update Filters – Record Subordinate Properties

- The `waveformx` record provides Data Access Catalog container interface adapters for subordinate properties in the table below
  - Sourcing these properties from the fields of the record

Property	Field	Type
<code>val.staticMetadata.revisionNumber</code>		<code>size_t</code>
<code>val.staticMetadata.filterFactory</code>	FILT	string
<code>val.staticMetadata.capture.samplesPerSec</code>	SPS	double
<code>val.staticMetadata.capture.trig.name</code>	TRIG	string
<code>val.staticMetadata.capture.trig.offset</code>	OFFS	double
<code>val.staticMetadata.capture.trig. edgeRisingNotFalling</code>	EDGE	bool
<code>val.device</code>	PDEM	container interface smart-pointer

# Lua-Based Subscription

## Update Filters – Record Subordinate Properties

- The `waveformx` record provides Data Access Catalog container interface adapters for subordinate properties
  - `val.staticMetadata.revisionNumber`
    - For detecting that static meta-data has changed
  - `val.staticMetadata.filterFactory`
    - Lua source code implementing a default filter factory
      - Used when channel name postfix is absent
  - `val.device`
    - Smart-pointer to the Data Access Catalog container interface
    - Device support supplied properties

# Lua-Based Subscription

## Update Filters – Record Subordinate Properties

- The `waveformx` record provides Data Access Catalog container interface adapters for *capture* subordinate properties
  - `val.staticMetadata.capture.samplesPerSecond`
    - Waveform sample rate
  - `val.staticMetadata.capture.trig.name`
    - Digitizer trigger name
      - Interpreted as the gate name at LANSCE
  - `val.staticMetadata.capture.trig.edgeRisingNotFalling`
    - Digitizer trigger edge
  - `val.staticMetadata.capture.trig.offset`
    - Digitizer trigger time offset correction

# Lua-Based Subscription

## Update Filters – Device Subordinate Properties

- At LANSCE, we provide Data Access Catalog container interface adapters for the device subordinate properties in the table below
  - The `schedule` array contains bitmask elements encoding the set of gates scheduled in each of the 120 slots of the LANSCE super-cycle
  - The `cycleIndex` provides the current index in the `schedule` array
  - The `gateSet` array provides
    - time-offset *delay* and *width* information for each of the LANSCE gates
  - The `updateVersion` is incremented whenever either of the
    - `schedule` array or the `gateSet` array is modified by the timing system

<b><code>val.device.timing.cycleIndex</code></b>
<b><code>val.device.timing.updateVersion</code></b>
<b><code>val.device.timing.schedule[i]</code></b>
<b><code>val.device.timing.gateSet[i].width</code></b>
<b><code>val.device.timing.gateSet[i].delay</code></b>

# Lua-Based Subscription Update Filters –Source Code Examples

- The following source codes are in production use at LANSCE
- The LANSCE specific timing and flavouring Data Access Catalog container interface adapters
  - As C++ Data Access Catalog container interface derived classes
  - See timedDataApp within
    - <https://git.launchpad.net/~johill-lanl/+git/lansce-filters>
- The LANSCE specific timing and flavouring filter
  - As Lua C++ snap-ins
  - See timedFilterApp within
    - <https://git.launchpad.net/~johill-lanl/+git/lansce-filters>
- EPICS R3.15 implementing Lua subscription update filtering
  - <https://code.launchpad.net/~johill-lanl/epics-base/server1>

# Lua-Based Subscription Update Filters – Filter Installation

- EPICS build system pre-compilation of Lua source files
  1. Lua source-code is compiled to byte-code
  2. C source-code, with the Lua byte-code embedded, is generated
    - Includes a `lua_CFunction` method for loading the embedded byte-code
  3. C source code is compiled itself into linkable object-code

# Lua-Based Subscription

## Update Filters – Filter Installation

- Complex filters – must be preinstalled and enabled
  - Are pre-compiled, and linked, into the EPICS IOC application
  - Must be EPICS registry registered functions
    - See the application developer's guide
    - Must have `lua_CFunction` interface
      - Return `LUA_OK` for success, otherwise failure
  - Are specifically enabled/installed at runtime
    - Using new EPICS environment variable
      - `EPICS_CAS_LUA_STARTUP_FUNCTIONS`
        - » A white-space separated list of registry function names
  - Requires the **filter factory** form in the channel name postfix
    - Constructs and **configures** using appropriate arguments a pre-installed filter

# Lua-Based Subscription Update Filters – Conclusions

- Lua is well proven for configuration, scripting, and rapid-prototyping
  - A strong return-for-effort candidate for functionally upgrading EPICS
- Site specific subscription update filter installation is fully supported
  - Some examples on the web
- The new EPICS capabilities are in production use at LANSCE
  - Are operationally essential at LANSCE