



# COMICS - an Alternative to Save/Restore?

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# Origins

- What is the meaning of the COMICS acronym?
  - ◆ I inherited it and I don't know
  - ◆ The person who previously was responsible for configuration of the DØ detector does not remember either



# Justification

- If one builds yet another Save/Restore utility, some justification is required
- Why not use an existing save/restore utility?
  - ◆ The collection of all possible configuration states of a detector can be combinatorially very large
  - ◆ Efficient verification of the configuration state is essential
  - ◆ The basic configuration element is a higher-level device and not an individual process variable (PV)
    - 1 H/L device → many PV's (records)



# Justification (more)

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- **Why not use an existing save/restore utility?**
  - ◆ **Multiple processes may trigger detector reconfiguration**
  - ◆ **Experts require detailed control of sub-system configuration**



# Characteristics of COMICS

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- **Structure of the managed system is described as an acyclic graph (tree)**
- **Organized as a server with multiple clients**
- **Written in the Python scripting language (adherents of the Java sect may use Jpython for religious purity)**
- **Designed to be extensible through class inheritance**



# Characteristics of COMICS

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- **Current support is for EPICS but other control protocols may be added**
- **Tree definition is by Python program segments that are executed at run time (i.e. configuration files)**
- **Only the action (terminal) nodes in the tree invoke the control protocols**

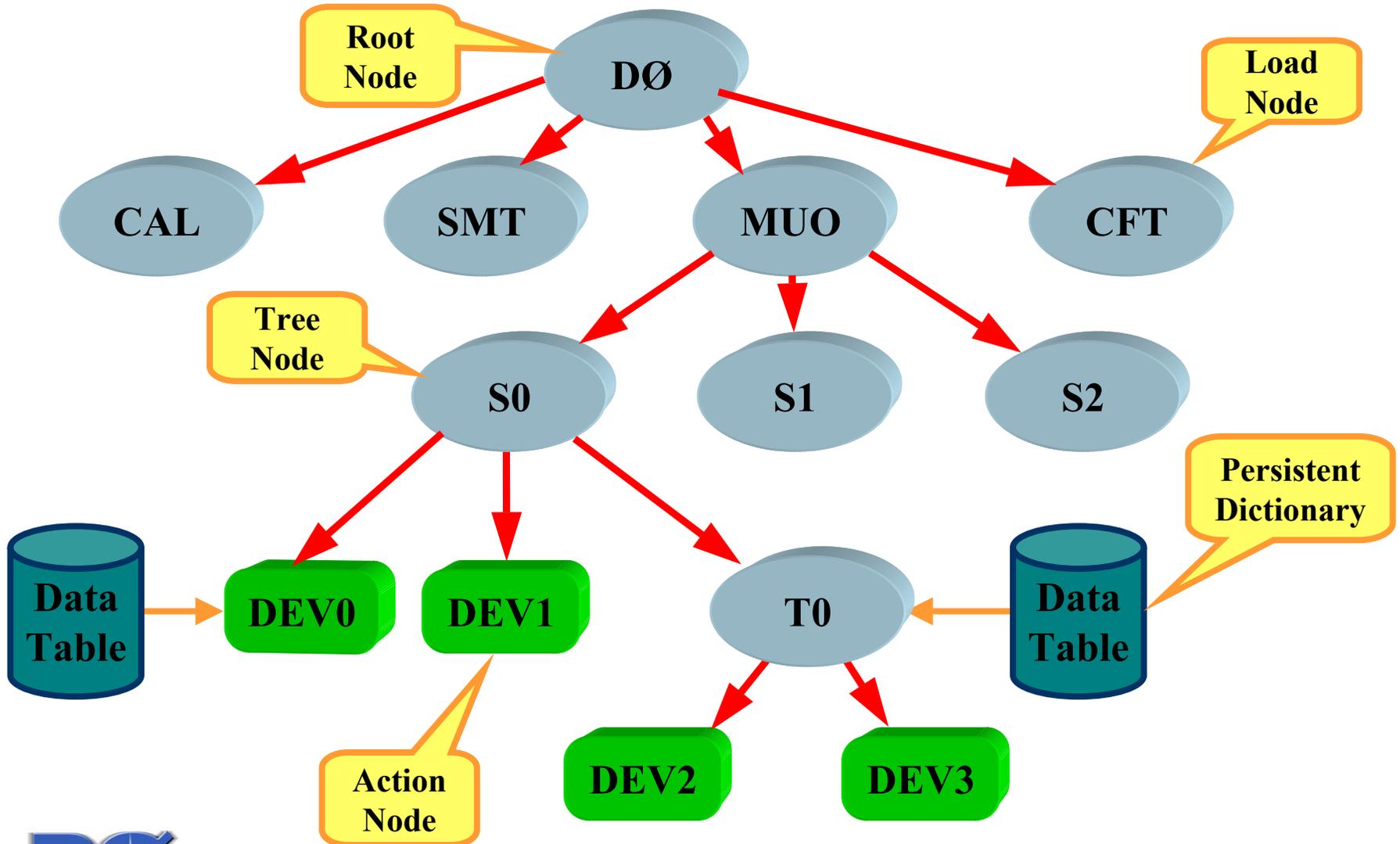


# Characteristics of COMICS

- **An action is completely determined by the parameter block object**
  - ◆ Passed as a string message to the server
  - ◆ Components:
    - Path name of the base node of a sub-tree
    - One or more name/value pairs
- **A GUI client for experts provides detailed control of the server**
  - ◆ Enable/Disable of sub-trees
  - ◆ Test mode execution



# Configuration Tree Structure



# COMICS Operations

- **Tree construction**
  - ◆ **At server startup**
  - ◆ **Nodes are all instances of classes**
    - **Tree nodes define structure and the order of node traversal (recursive descent, depth first, left to right)**
    - **Load nodes may delay the creation of sub-trees**
    - **Only action nodes access the detector (accelerator, telescope, ...)**
  - ◆ **Structure is specified in a configuration file**
    - **Python script (code) fragment**



# COMICS Operations

- **Tree execution**

- ◆ A parameter block object is constructed from the command string
- ◆ The execute method of the sub-tree base node is invoked
- ◆ Each structure node invokes the execute method of its subordinate nodes
- ◆ Each action node selects its operation based upon the contents of the parameter block object
  - An action node may do nothing



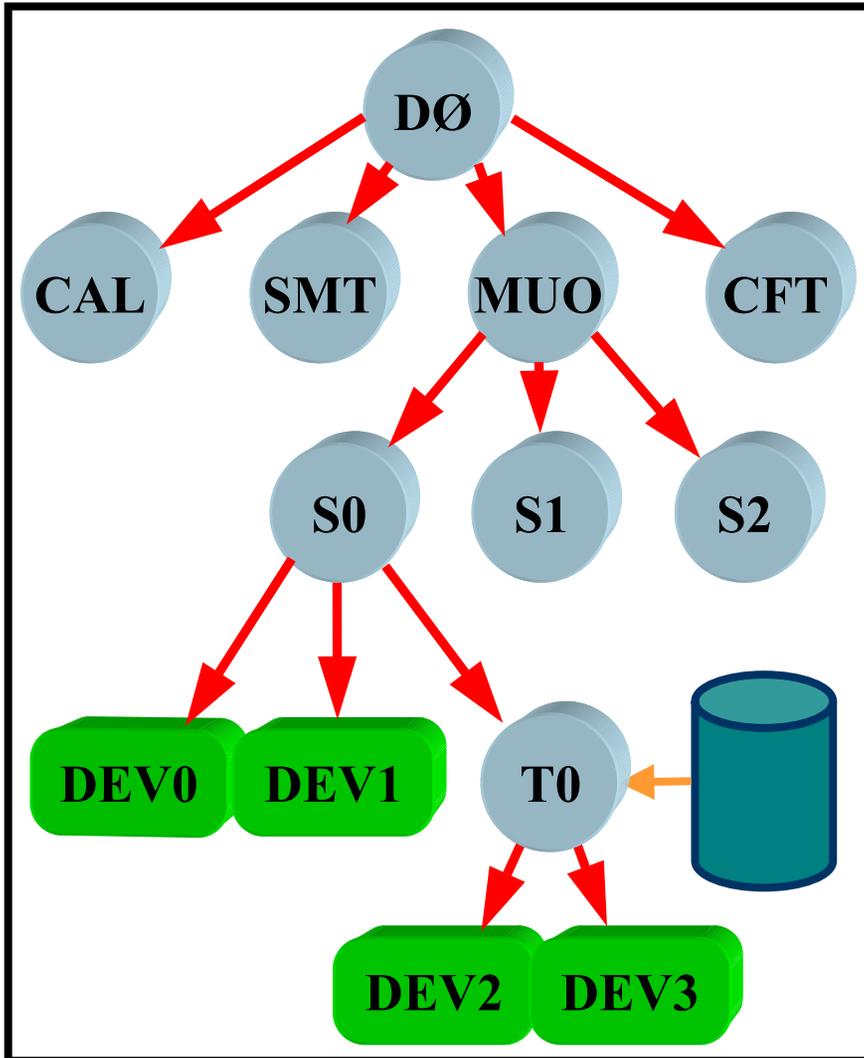
# COMICS Operations

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- **The server writes a transaction file**
  - ◆ **Selectable levels of detail**



# Tree Configuration File



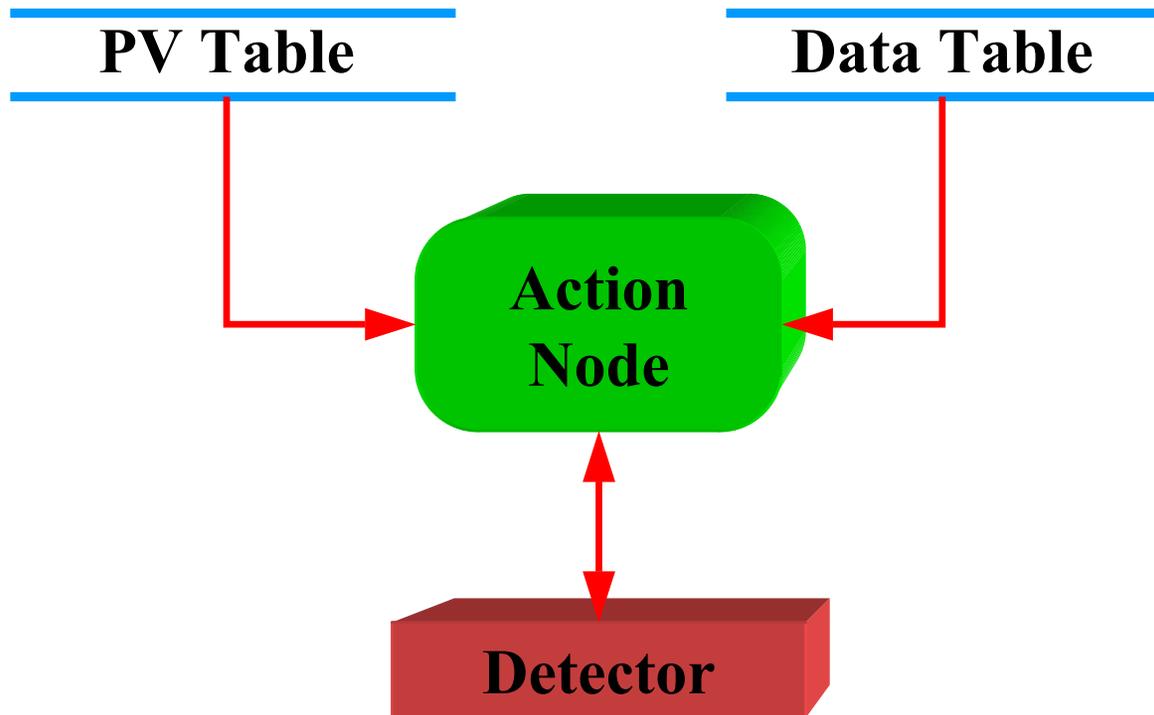
```
from ComicsNode import *  
from ComicsHvc import *  
from ComicsPvt import *
```

```
root = ComicsTreeNode('DØ', None)  
cal = ComicsTreeNode('CAL', root)  
# ... Calorimeter sub-tree  
smt = ComicsTreeNode('SMT', root)  
# ... SMT sub-tree  
muo = ComicsTreeNode('MUO', root)  
s0 = ComicsTreeNode('S0', muo)  
dev0 = ComicsHvc('DEV0', s1, 'MUO', '00')  
dev1 = ComicsHvc('DEV1', s1, 'MUO', '01')  
t0 = ComicsTreeNode('T0', s1, 'Pvt:Config')  
dev2 = ComicsPvt('DEV2', t0, 'MUO', '02')  
dev3 = ComicsPvt('DEV3', t0, 'MUO', '03')  
s1 = ComicsTreeNode('S1', muo)  
s2 = ComicsTreeNode('S2', muo)  
cft = ComicsTreeNode('CFT', root)  
# ... CFT sub-tree
```



# COMICS Action Node

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# Action Node for HV Device

```
# Python program to load a Hv device
```

```
from ComicsNode import *
```

```
class ComicsHvc(ComicsActionNode):
```

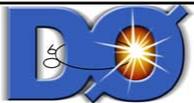
```
    # Process variable table (PVT)
```

```
    PvTable = [  
        ['/RATE', PvLoad, 1],  
        ['/VTOL', PvLoad, 1],  
        ['/MAXC', PvLoad, 1],  
        ['/CSCAL', PvLoad, 1],  
        ['/STATE', PvVerify, 1]  
    ]
```

```
    # Data table (DT)
```

```
    DataTable = [  
        [123, 2.0, 150, 1.5, None],  
        [150, 5.0, 50, 2.0, None]  
    ]
```

```
def __init__(self,  
             nodeName,  
             parent,  
             detName,  
             locName):  
  
    ComicsActionNode.__init__(self, nodeName,  
                               parent, detName, 'HVC', locName)  
    return  
  
def pvGet(self,  
          pvTable):  
    return ComicsHvc.PvTable  
  
def dtGet(self,  
          runParams,  
          dataTable):  
    runType = runParams.paramGet('RUNTYPE')  
    if (runType == 'STD'):  
        return ComicsHvc.DataTable[0]  
    elif (runType == 'CALIB'):  
        return ComicsHvc.DataTable[1]  
    else:  
        return None
```

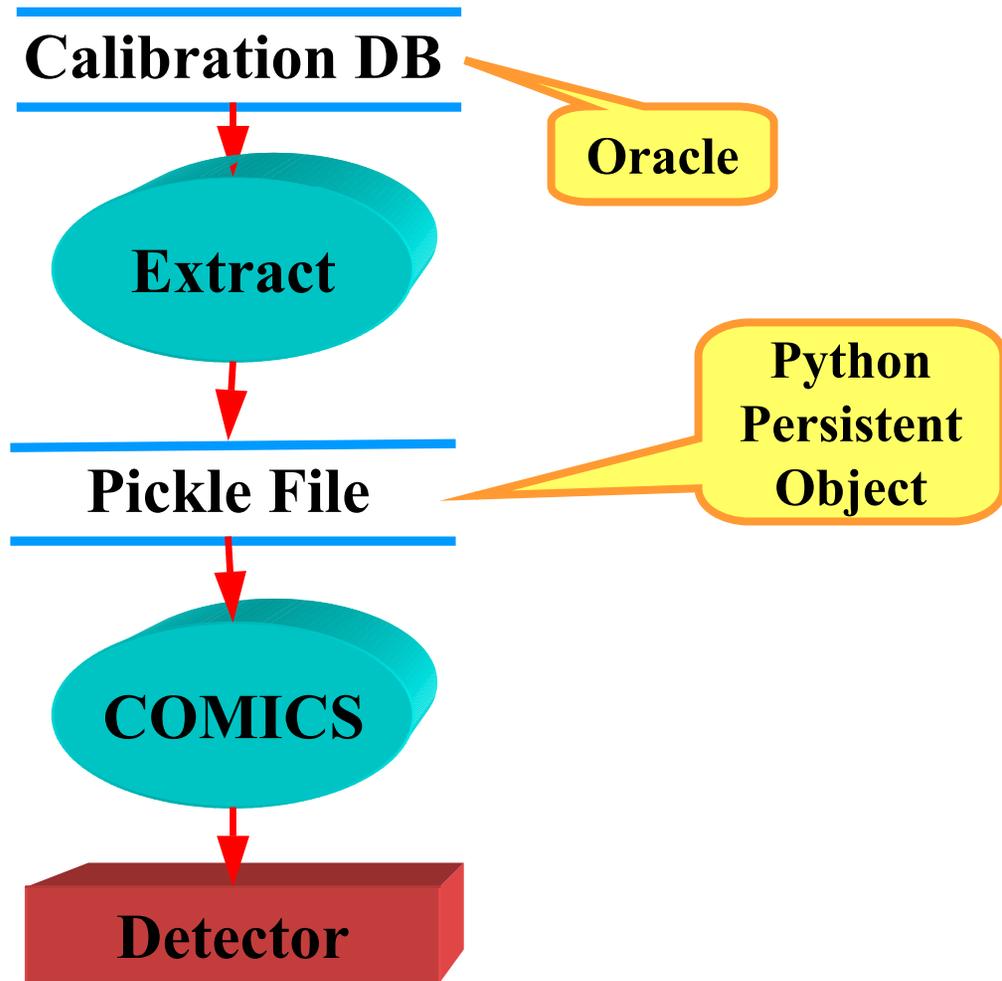


# Sources for the Data Table

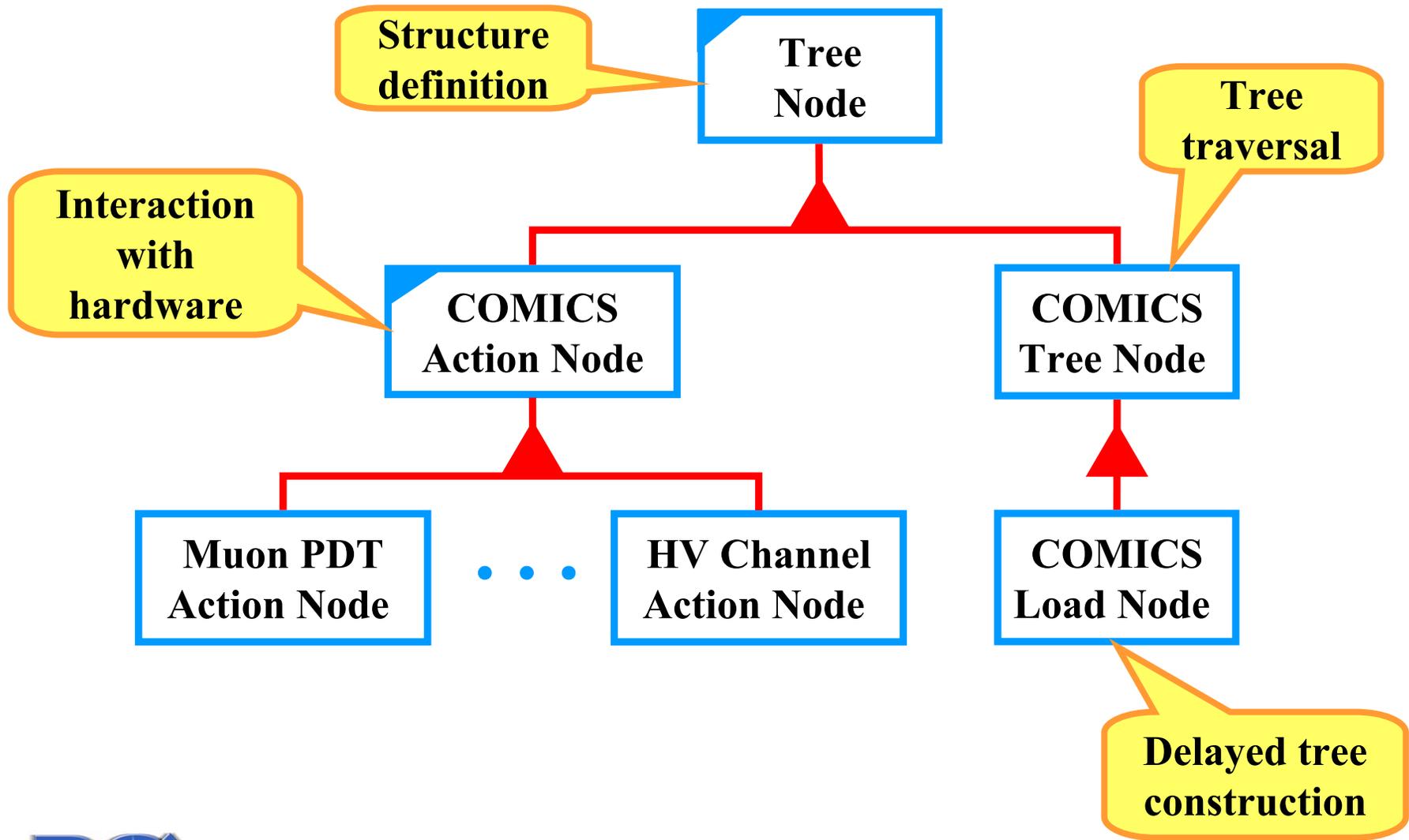
- **Action node class variables**
  - ◆ Assigned at coding time
  - ◆ Common to all instances of the class
- **Action node instantiation variables**
  - ◆ Assigned at tree construction time
  - ◆ Unique to instance of class
- **Input file**
  - ◆ Assigned at calibration time
- **Parameter block**
  - ◆ Name/Value pairs
  - ◆ Assigned at execution time



# ORACLE Database Extraction



# Class Inheritance Diagram



# Expert Interface (GUI)

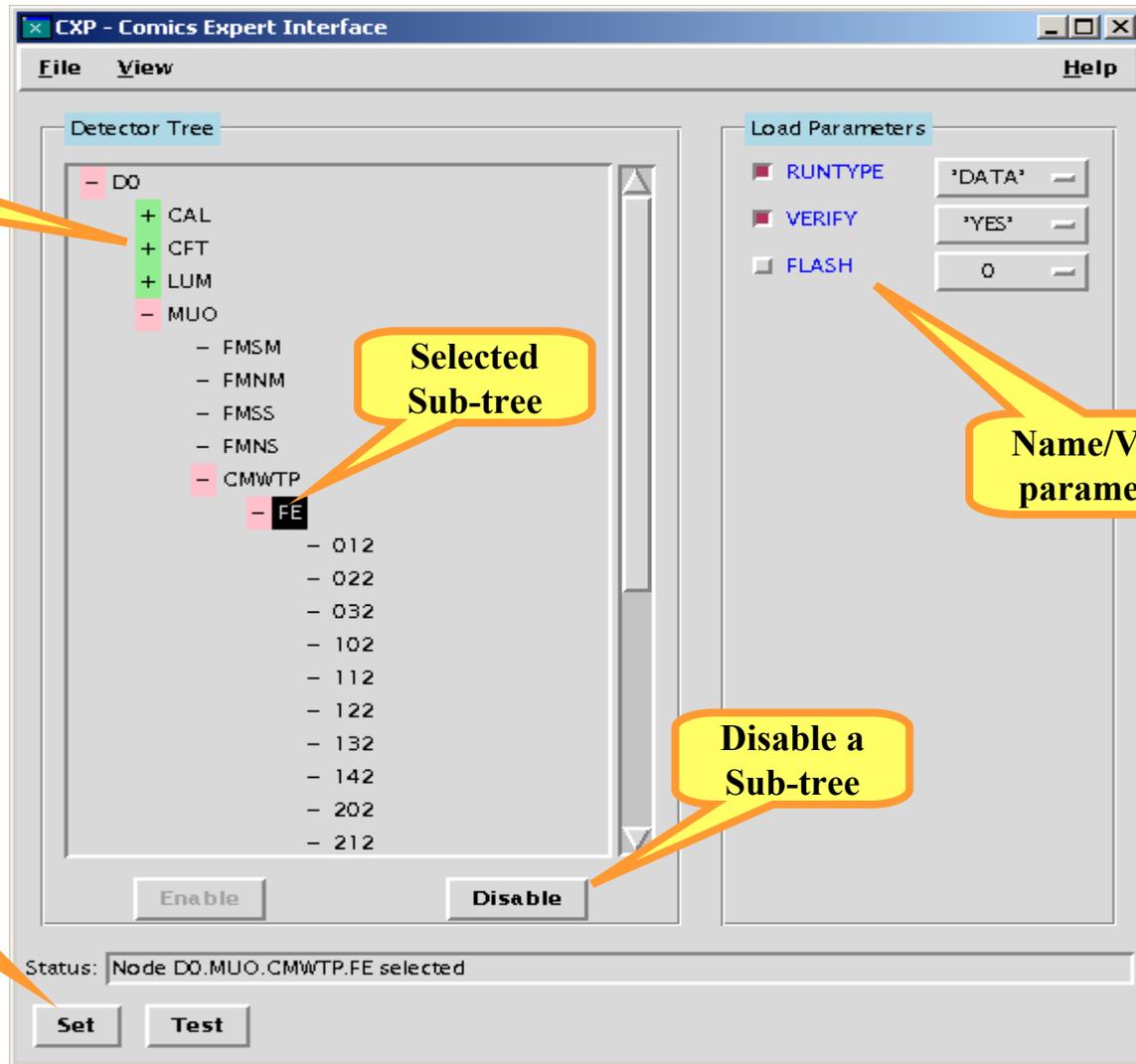
Unopened Sub-trees

Selected Sub-tree

Name/Value parameters

Disable a Sub-tree

Action buttons



# DØ Detector Configuration

