



ALMA Common Software Basic Track

Introduction to the ACS Framework

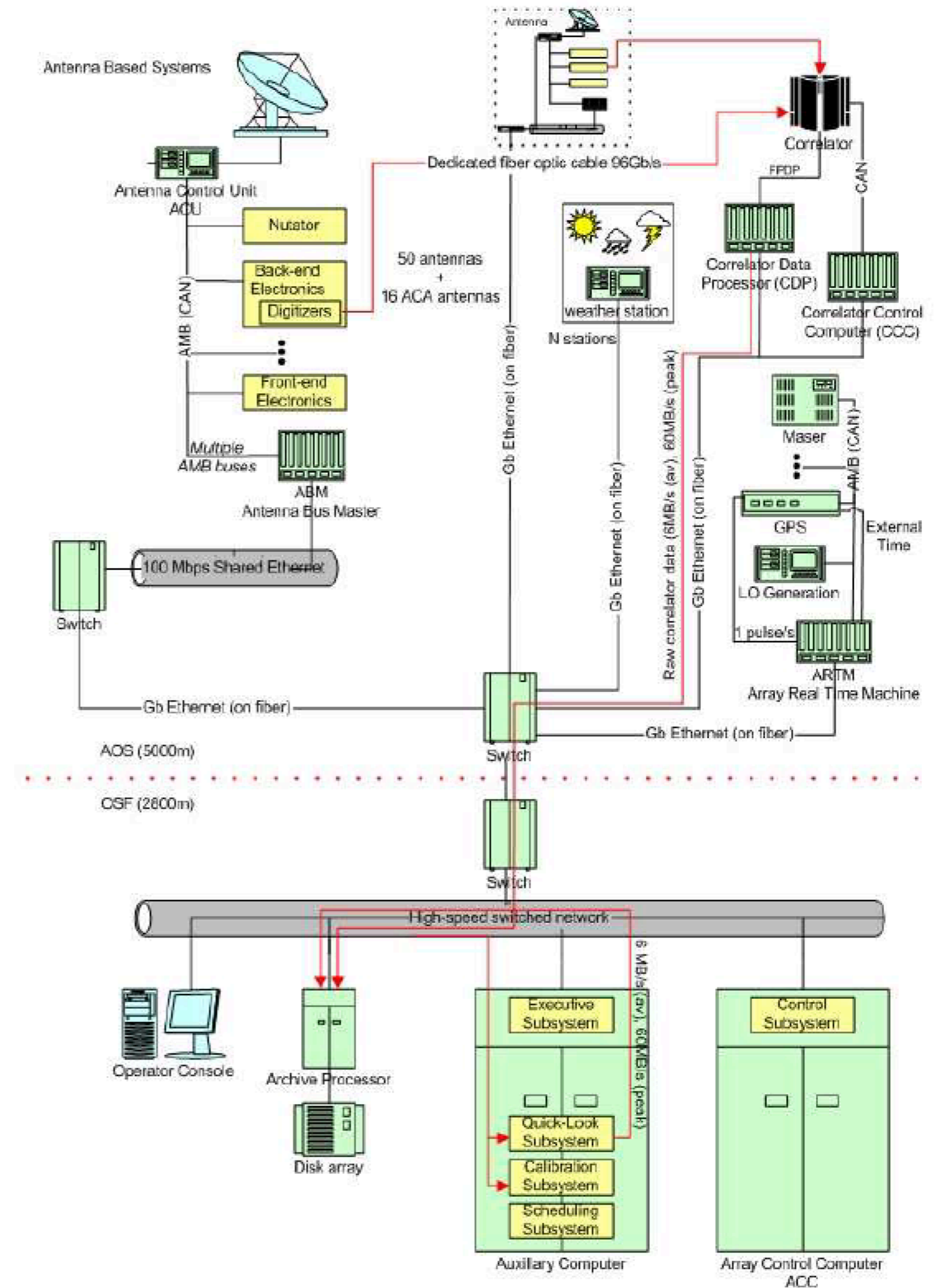
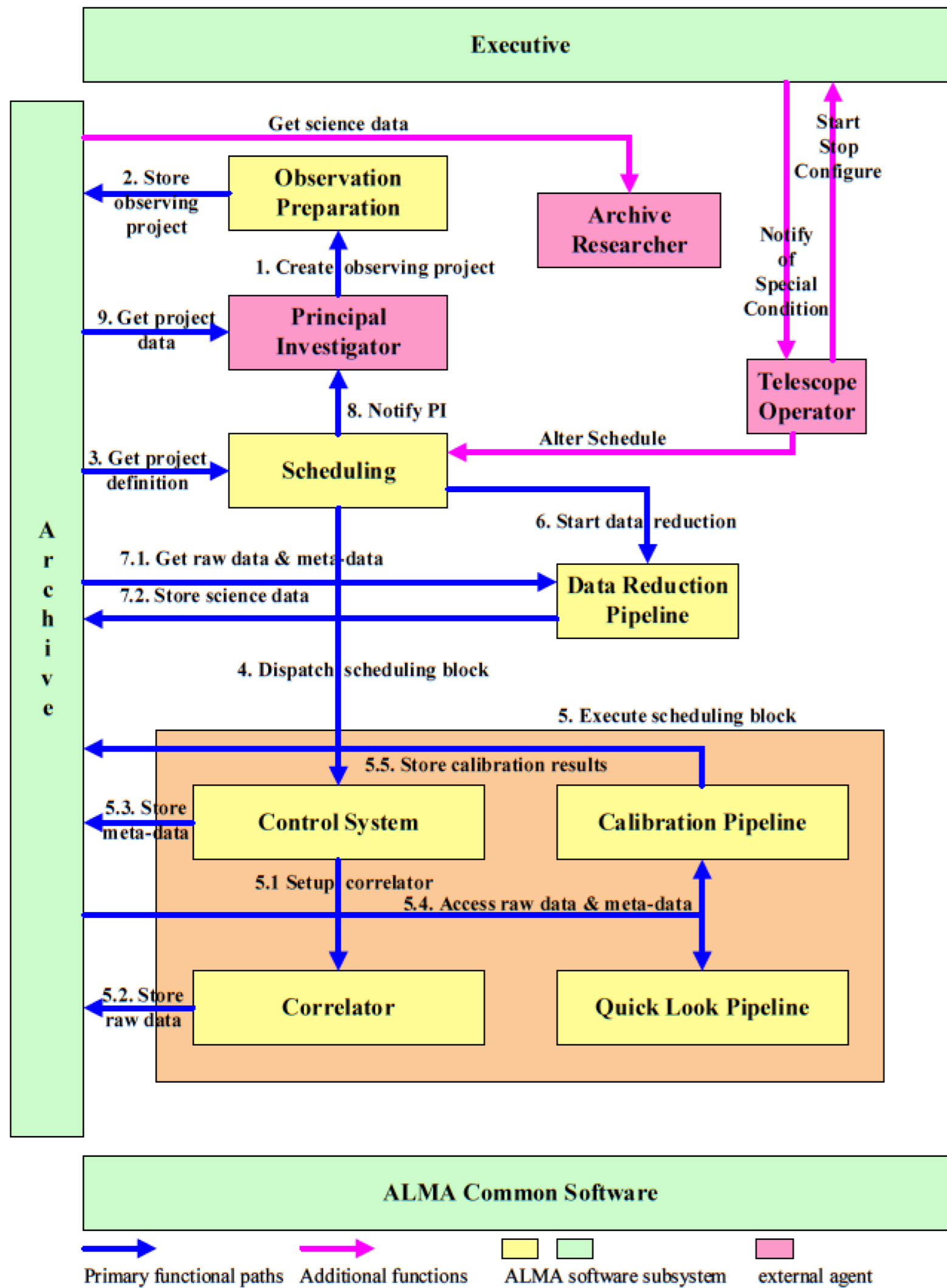


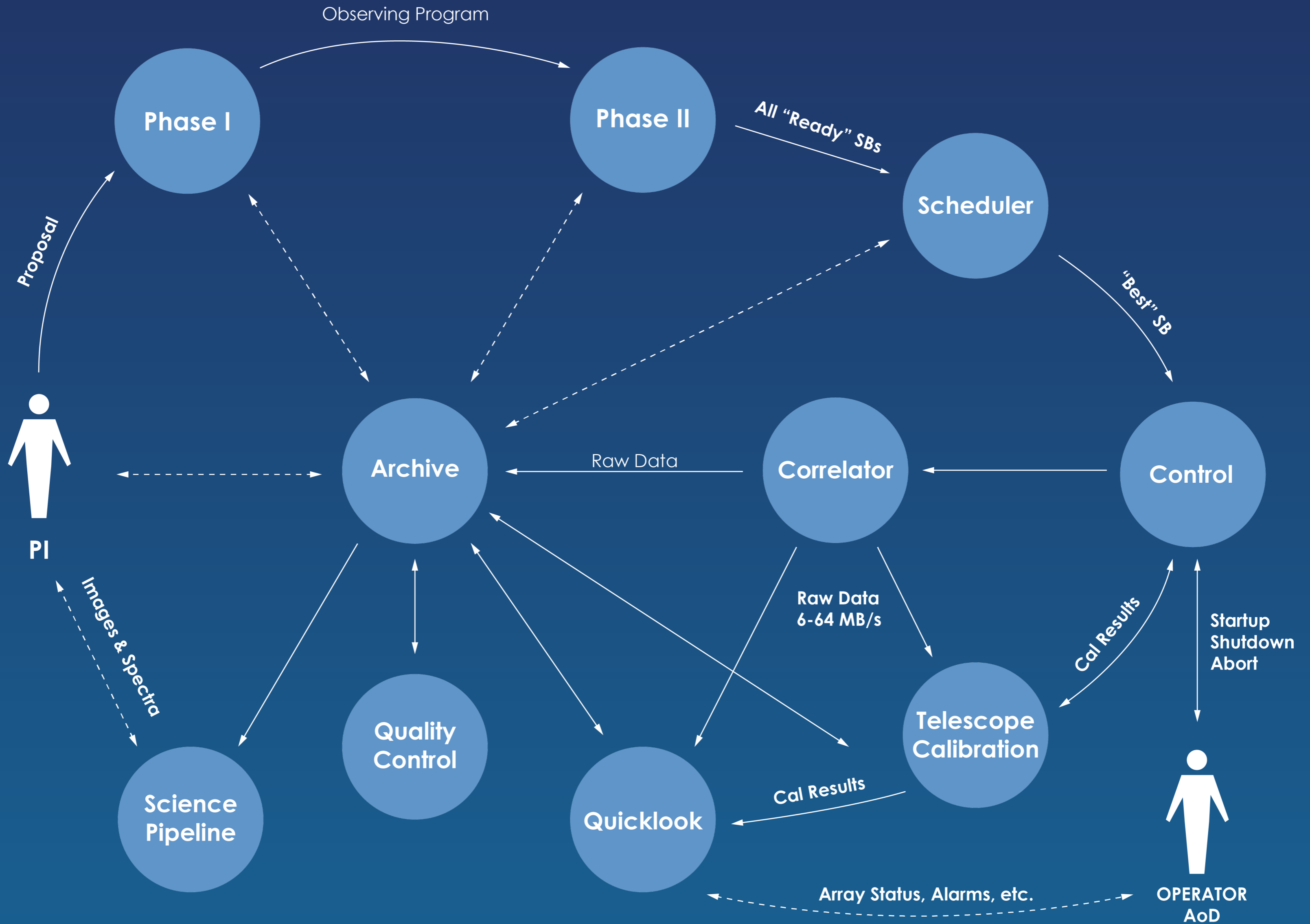


The Modern Observatory



- ✧ Integrated and distributed architecture (end to end data flow)
- ✧ Archive and virtual observatory integration.
- ✧ Feedback systems and distributed control loops.
- ✧ Big projects and small projects: what are the differences?







Requirement: the observatory is a distributed system.

Servers and clients are distributed on different machines:

- ✧ Possibly in different locations
- ✧ With different purpose and functionality
- ✧ With different requirements on performance and reliability

This leads to a...



Heterogeneous Distributed System



Requirement: the observatory shall be a heterogeneous distributed system.

Servers and clients may use different:

- ✧ Hardware
- ✧ System software
- ✧ Programming languages



Transparent Heterogeneous Distribution



- ✧ Developers of clients should be unaware of the underlying server architecture & vice-versa
- ✧ It should be possible to change the architecture of a server transparently to the client
- ✧ Client developers should not even need to know whether a server is local or remote.



The separation of functional from technical concerns is a strategy for enabling the application developer to concentrate on the specific aspects of the observatory

- ✧ Expressing the complexity in software of an observatory is difficult
- ✧ Having to know the subfields of computer science associated with distributed object architecture is also very challenging

Conclusion

Let system developers take care of the computer science-related tasks



A Functional Software Architecture (FSA) is a model that identifies enterprise functions, interactions and corresponding information technology needs.

- ✧ Software components/subsystems
 - ✧ Responsibilities
 - ✧ Interfaces
 - ✧ Primary relationships and interactions
- ✧ Physics and algorithms
- ✧ Hardware deployment and distribution

It is developed by architect and subsystem leaders



The functional architecture must be supported by a technical architecture that describes (and implements) the technical aspects of the software

- ✧ Access remote resources
- ✧ Store and retrieve data (Database technology)
- ✧ Manage security needs
- ✧ Communication mechanisms and networking
- ✧ Software deployment and activation
- ✧ Programming model

It is provided by the technical team



Separation of concerns



- ✧ Functional and technical architecture: two views
- ✧ Subsystem teams should concentrate on function
- ✧ Technical architecture provides them with simple and standard ways to, for example:
 - ✧ Access remote resources
 - ✧ Store and retrieve data
 - ✧ Manage security needs
- ✧ Keep the two concerns separate!



The key to the separation between Functional and Technical Architecture

Purpose of a framework is to:

- ✧ provide a programming model
 - ✧ Ensure that the same thing is done in the same way in all the development locations
- ✧ provide common paradigm abstractions
- ✧ mask heterogeneity
- ✧ satisfy performance, reliability and security requirements



The ALMA Common Software (ACS) Framework



- ✧ ACS provides the basic services needed for object oriented distributed computing. Among these:
 - ✧ Transparent remote object invocation
 - ✧ Object deployment and location based on a container/component model
 - ✧ Distributed error and alarm handling
 - ✧ Distributed logging
 - ✧ Distributed events
- ✧ The ACS framework is based on CORBA and built on top of free CORBA implementations.
- ✧ Model driven development with code generation



Supported Platforms



- ✧ Operating system: RHEL 5.5 and 6.5 (32 and 64 bits)
 - ✧ CentOS/SL 5 and 6 binary compatible
 - ✧ Other linux versions supported by external projects
 - ✧ Windows added also by external initiatives
- ✧ Real-time: RTAI
 - ✧ VxWorks supported by and for APEX
- ✧ Languages: C++, Java, Python
- ✧ CORBA middleware: TAO (C++), JacORB (Java), Omniorb (Python), CORBA services.
- ✧ Embedded ACS Container: PC104, Debian, 300Mhz Geode, 256MB RAM, 256 MB flash (CosyLAB microIOC), ...



The strategy to provide common features to users is:

- ✧ Use as much as possible open-source tools, instead of implementing things.
 - ✧ Do not reinvent the wheel
 - ✧ Reuse experience of other projects
 - ✧ Do not pay for licenses
 - ✧ Support from user community
- ✧ Identify the best way to perform a task among the possibilities
- ✧ Wrap with convenience and unifying APIs

ACS is distributed under the LGPL license

Open source software may have drawbacks:

- ✧ Fast lifecycle and support only of the newest
- ✧ Free/commercial support
- ✧ Documentation not as good as commercial products



Separation of roles



ACS keeps separate 3 roles/phases:

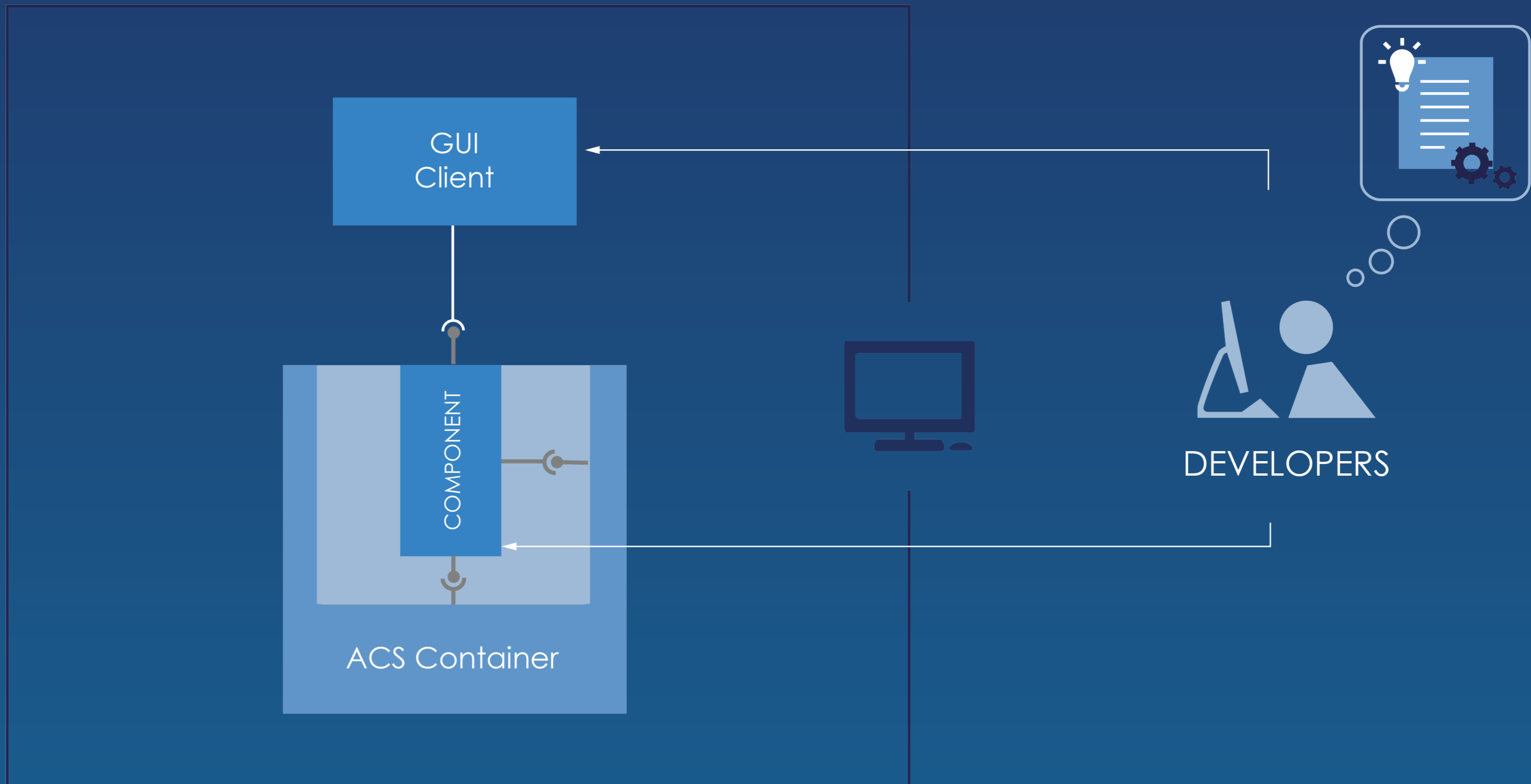
- ✧ Development by software developers
- ✧ Deployment by deployment engineers
- ✧ Runtime by system operators



Development



- ✧ Developers write components and graphical user interfaces clients in C++, Java, or Python.
- ✧ ACS provides an integrated build environment based on application code modules.
- ✧ Communication from an application to a component, and among components, uses ACS as middleware.
- ✧ No thinking about starting and stopping components, or on which machine they should run later.

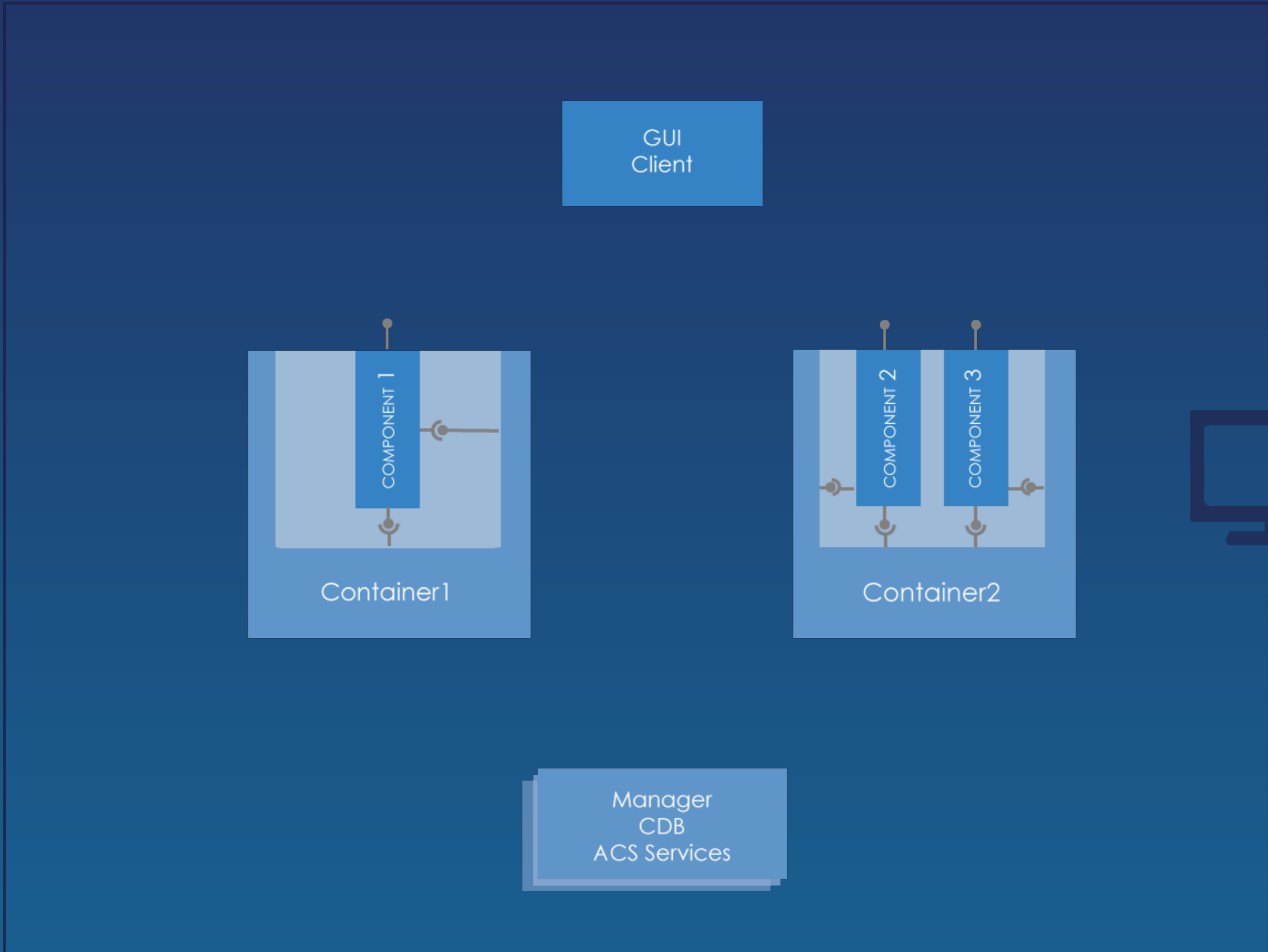


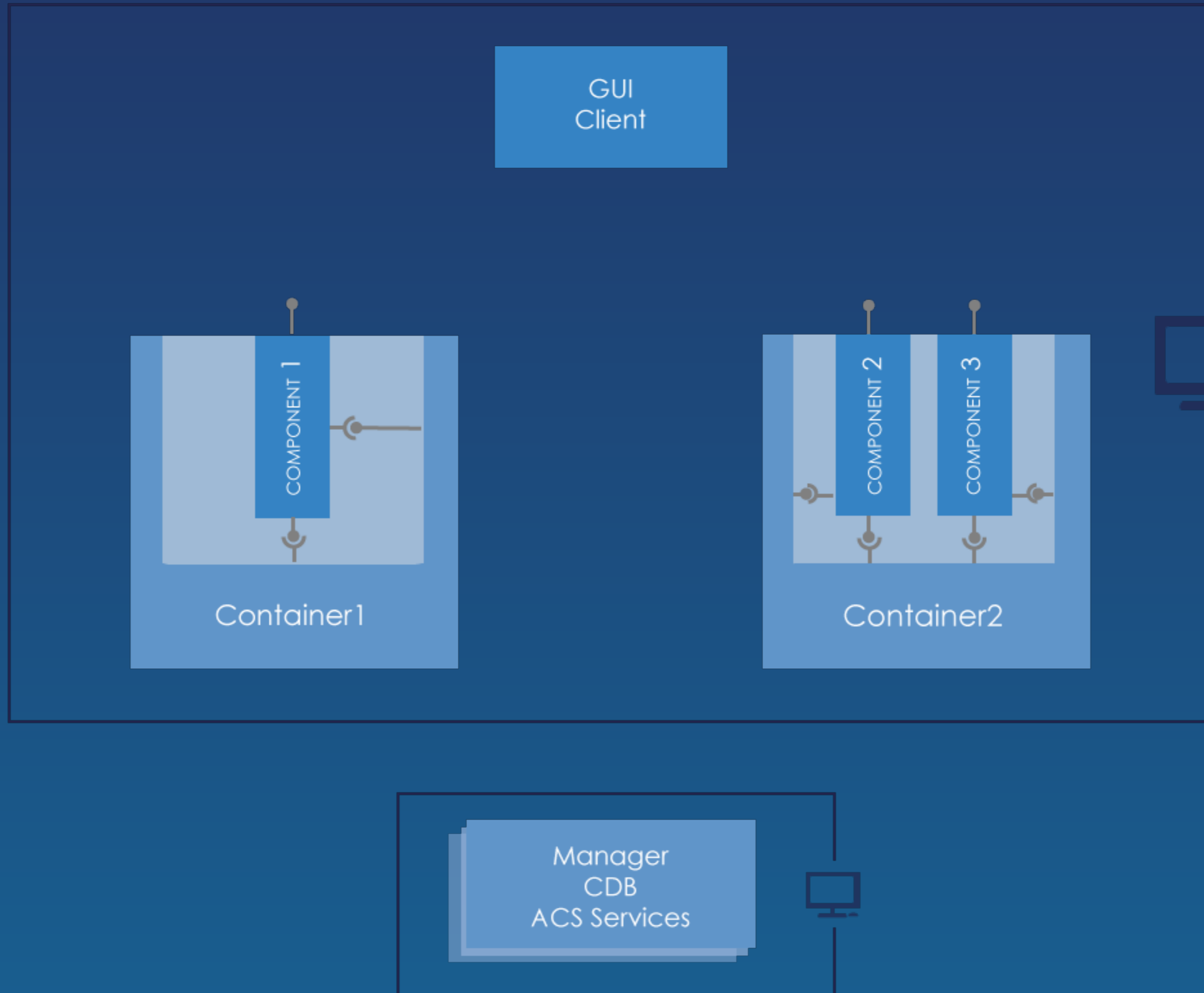


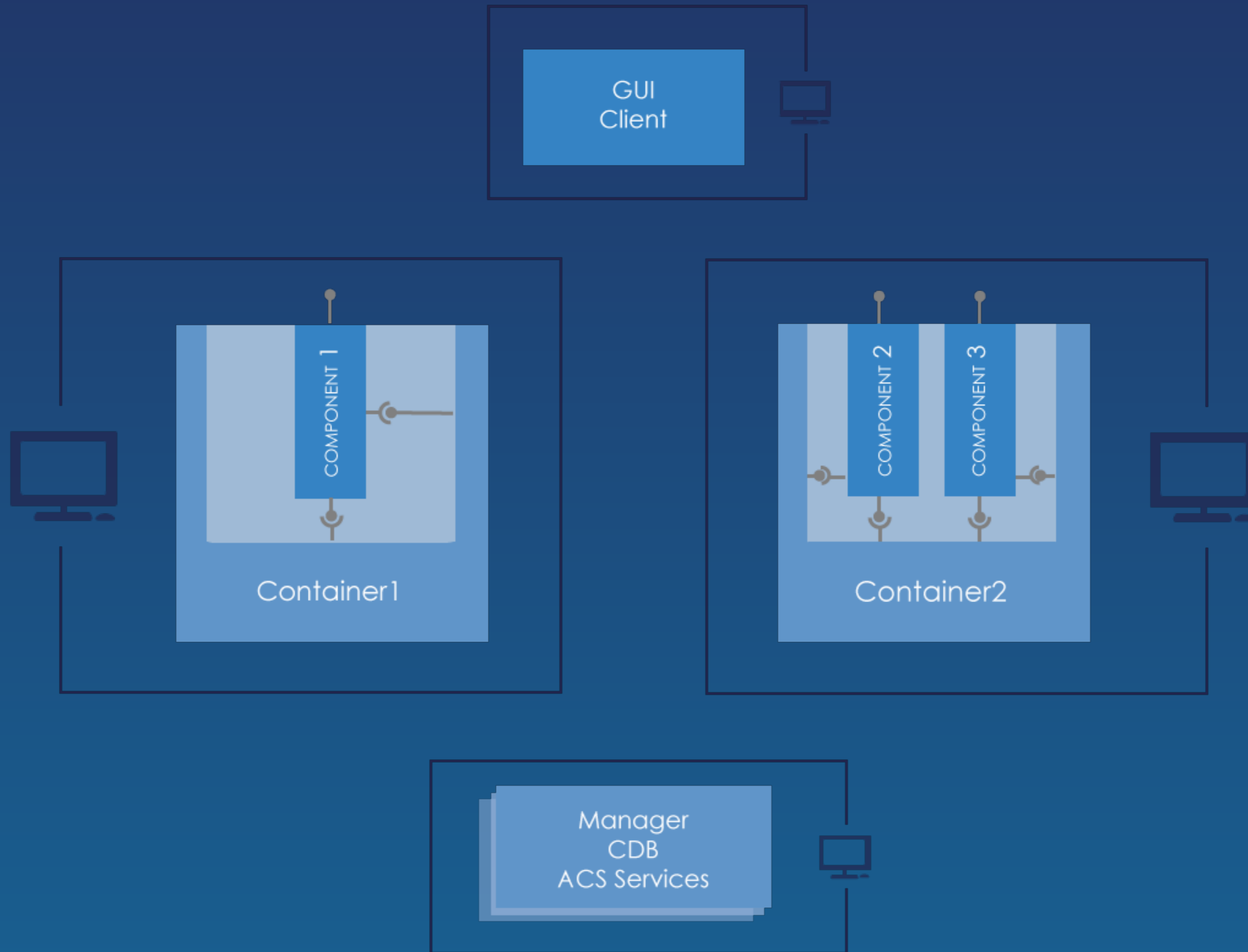
Deployment



- ✧ One or more containers get assigned to each computer.
- ✧ Components get assigned to containers.
- ✧ This location information is stored centrally in the Configuration Database (CDB).
- ✧ Other configuration data for containers and components are also stored in the CDB.
- ✧ There can be different deployments for unit tests, system tests, and various stages of the production system.

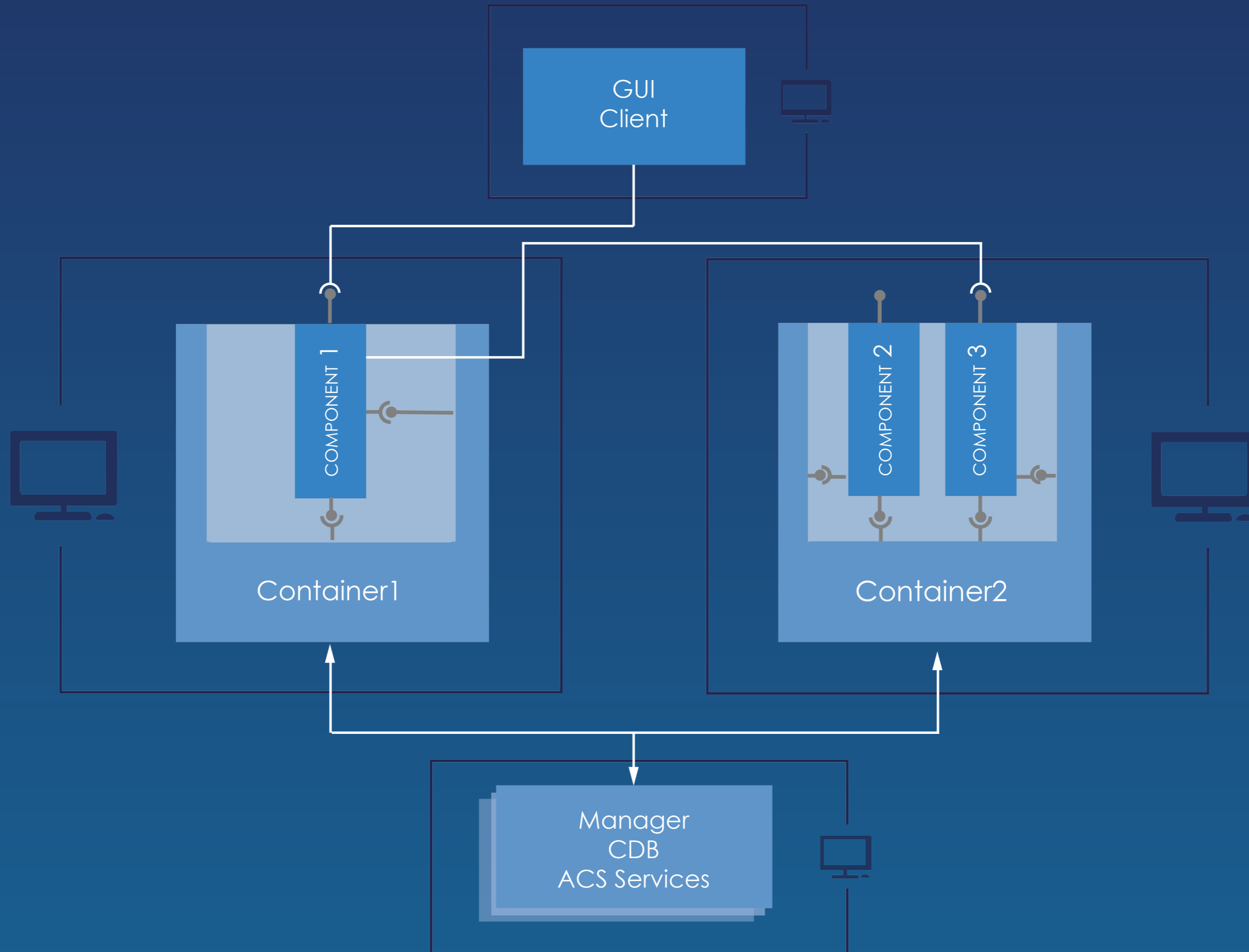








- ✧ ACS containers start and stop components (lifecycle management) as needed.
- ✧ Containers provide components and clients with references to other components.
- ✧ The Manager is the central intelligence point that keeps the system together. Components never see it directly.
- ✧ Manager, CDB, and other services, are started with the “acsStart” command or with the ACS command center GUI.





Interfaces versus Implementations

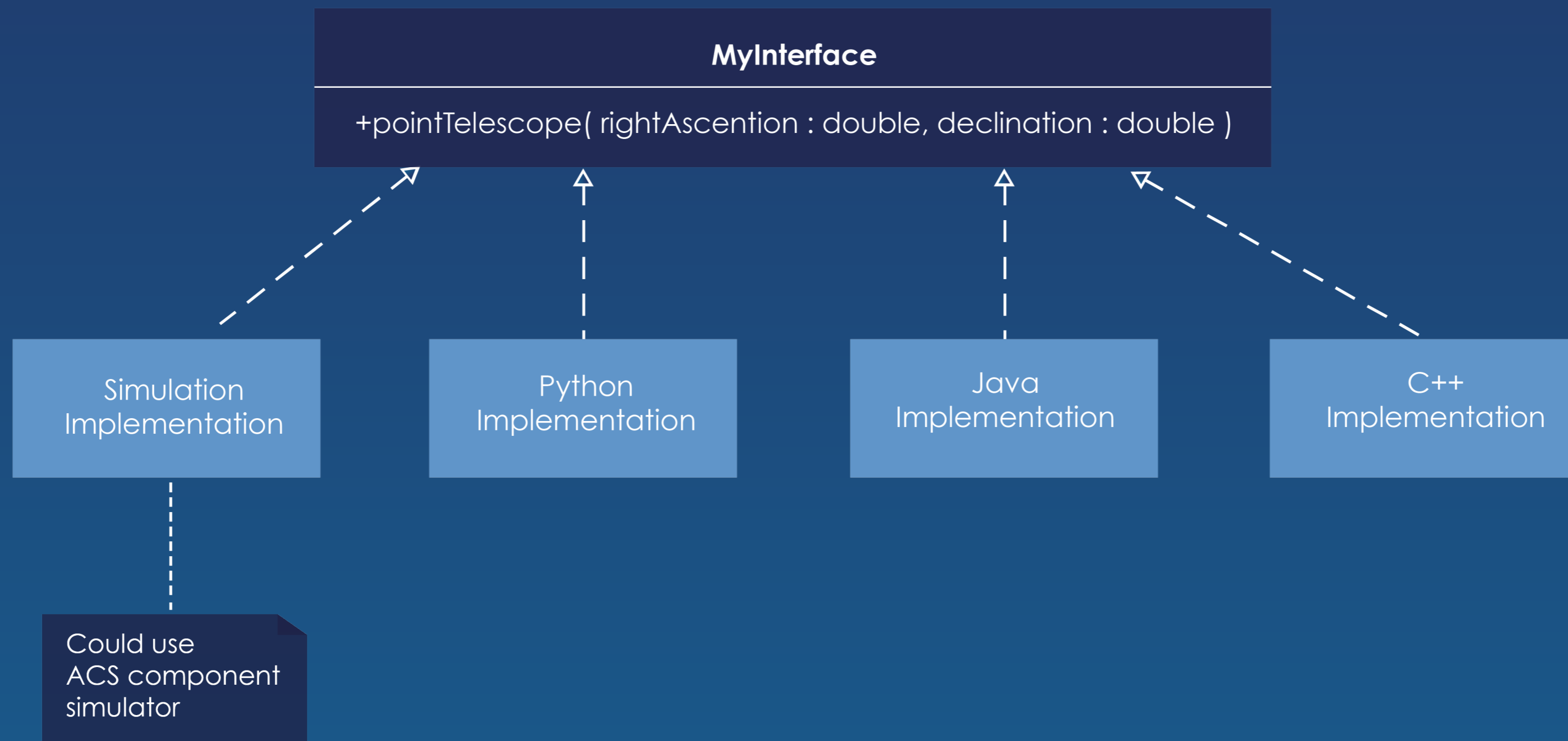


✧ First step: Identify objects

- ✧ Mount
- ✧ Camera
- ✧ Telescope
- ✧ Observation
- ✧ Exposure

✧ Second step: Define interfaces

- ✧ Implementation comes later and is independent of interface
- ✧ Deployment is also independent of interface definitions
- ✧ Interfaces shall be kept as stable as possible, but it must be possible to have them evolve when needed.
- ✧ A formal interface definition language is needed

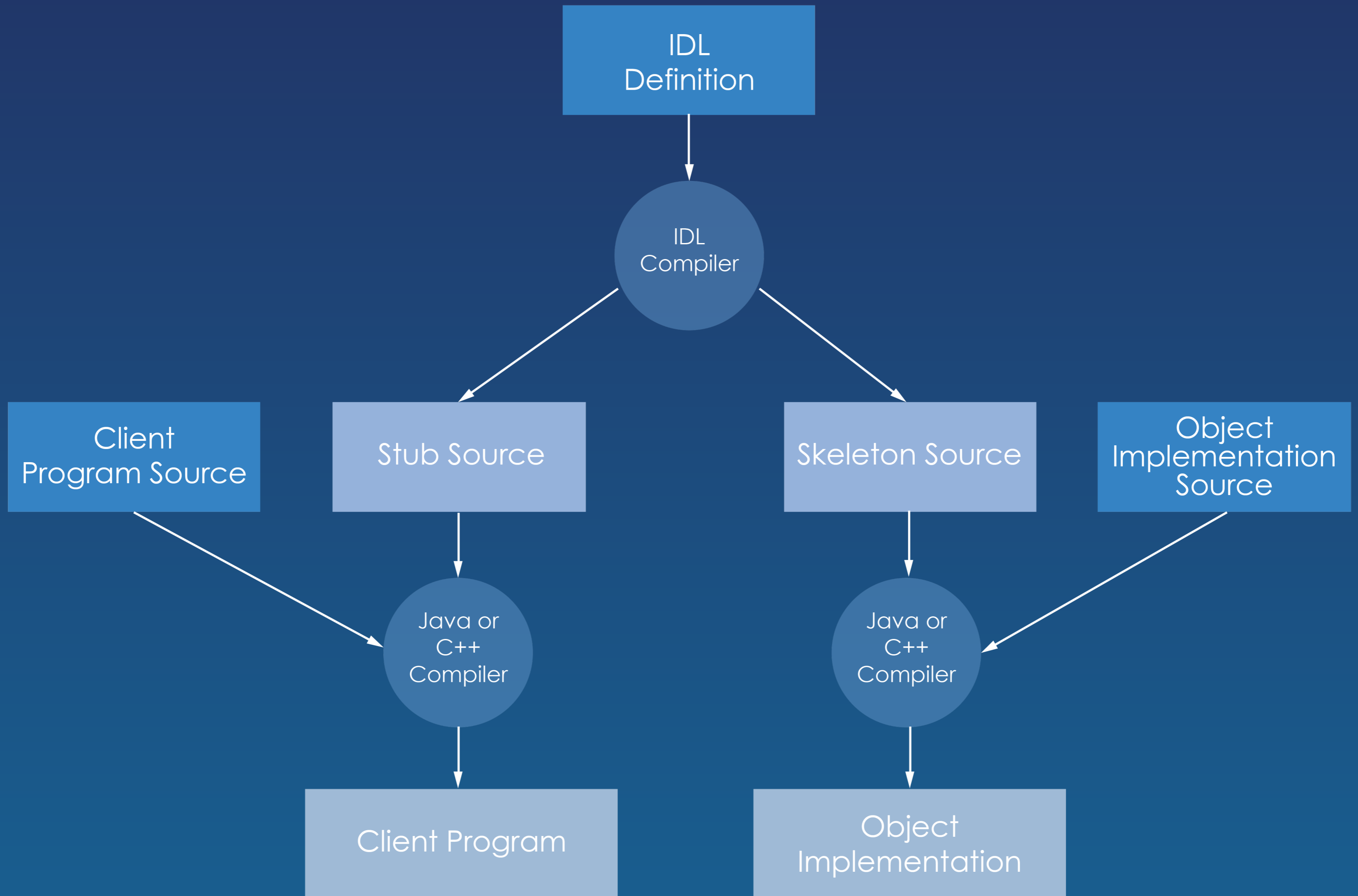




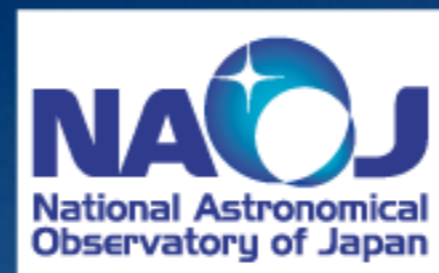
Interface Definition Language (IDL)



- ✧ CORBA and DDS both use the same formal interface definition language: IDL
 - IDL forms a 'contract' between client and servant or publisher and subscriber
- ✧ IDL reconciles diverse object models and programming languages
- ✧ Imposes the same object model on all supported languages
- ✧ Programming language independent means of describing data types and object interfaces
 - ✧ purely descriptive - no procedural components
 - ✧ provides abstraction from implementation
 - ✧ allows multiple language bindings to be defined
- ✧ A way to integrate and share objects from different object models and languages



Questions?



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