



José Gabadinho :: Control Systems Specialist :: Paul Scherrer Institut

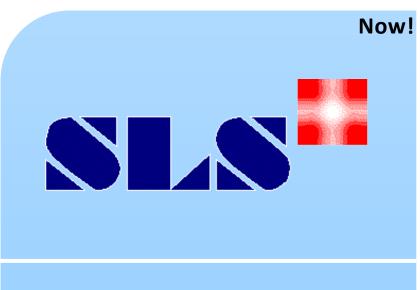
Lua IOC Support

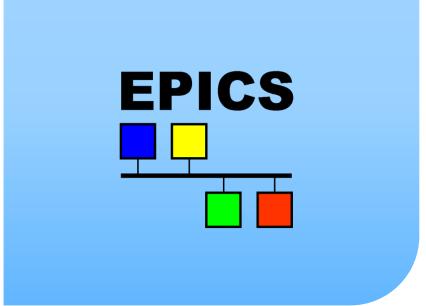
AEK Controls Talk 08.Apr.2019



ESRF vs. PSI/SLS

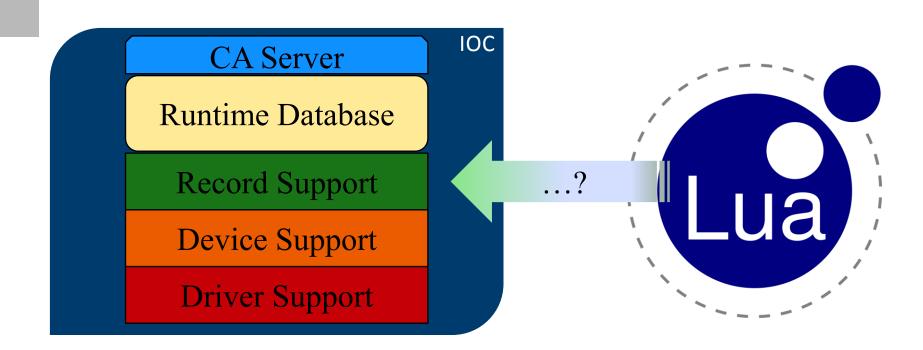








Embedding Lua into an EPICS IOC





Problem:

Long or blocking process code hijacks
 EPICS scan thread

EPICS standard solution:

- Within record processing code: use PACT field to decide between starting and finishing of long/blocking code
- At the end of long/blocking code: must programmatically re-process the record

L.I.S. execution:

- Return a function+parameters
 - Executed by a callback thread
 - Re-processing is handled by L.I.S.
- Shortcut to PACT: rec.pact(<set>)
- Function can return extra parameters back to record processing function



Asynchronous Processing

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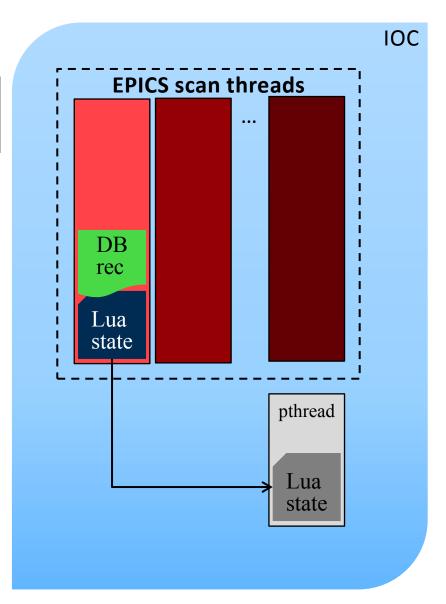
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- Shortcut to PACT: rec.pact(<set>)
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```
function my proc(rec, proc inp)
  if rec.pact() == 0 then
    rec.pact(1)
    return 0, long proc, "ping"
  end
  if proc inp ~= nil then
    -- Do something fast
  end
  rec.pact(0)
end
function long proc(rec, cb inp)
  -- Do something slow
  return "pong"
end
```

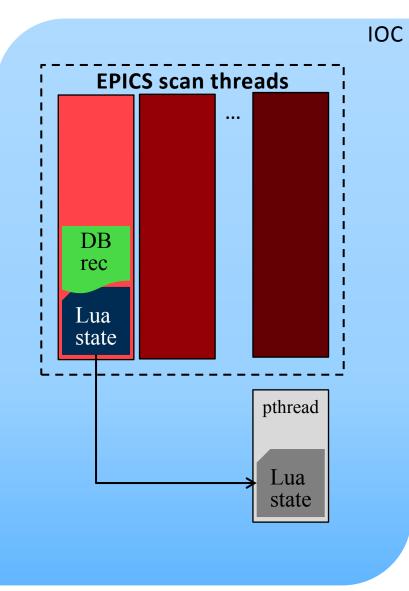


Preemptive Worker Threads





Preemptive Worker Threads



Record Lua state:

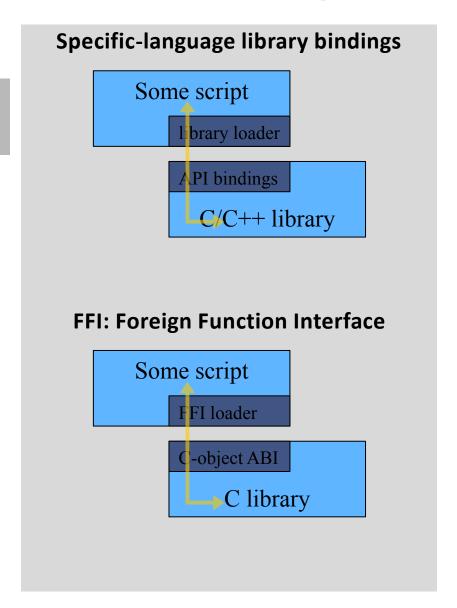
- Created by L.I.S.
- Scheduling handled by IOC
 - Executed in an EPICS scan (or callback)
 thread
- Interface to IOC in *luaiocsup* table

Worker thread Lua state:

- Created by user's Lua code (suggested library: lua-llthreads2)
 - Requirement: allowing an initialization routine, for L.I.S. API bindings
- Scheduled preemptively by O.S.
- I/O Intr interface to IOC:



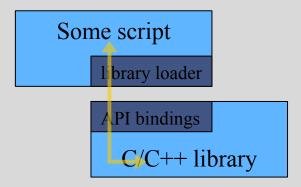
API Bindings vs. Foreign Function Interface



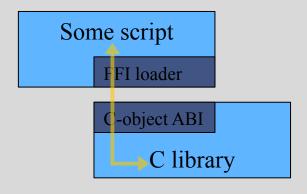


API Bindings vs. Foreign Function Interface

Specific-language library bindings



FFI: Foreign Function Interface

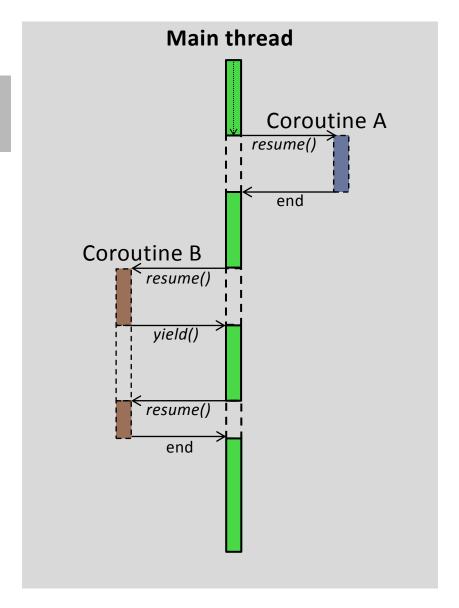


GNU Scientific Library + Google-fu

```
• testwffit.lua
alien=require "alien"
fitso=alien.load("libwffit.so")
fitfn=fitso.wf_fit
fitfn:types{"int", "pointer",
"pointer", "ref double", "ref
double", ret="int"}
```

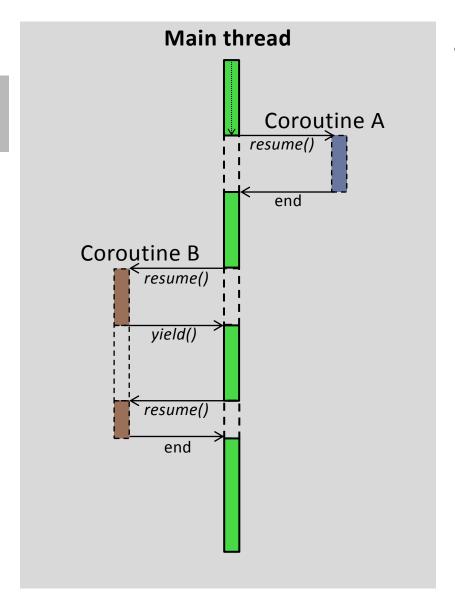


Cooperative Threads





Cooperative Threads



EPICS usage:

- Scan thread as main thread, Lua record code as coroutine
- Explicit yield points within Lua code
- At each (re-)processing:
 - Input values are updated
 - Lua code is resumed



Device support:

✓ ai,ao,bi,bo,mbbi,mbbo,stringin,stringout,longin,longout,waveform

Record support:

✓ luasub

Non-periodic record scanning:

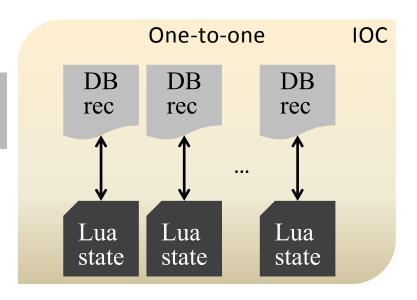
- ✓ Asynchronous callback for slow processing
- ✓I/O interrupt
- ✓ Event

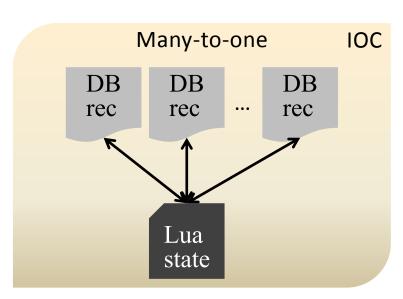
Others:

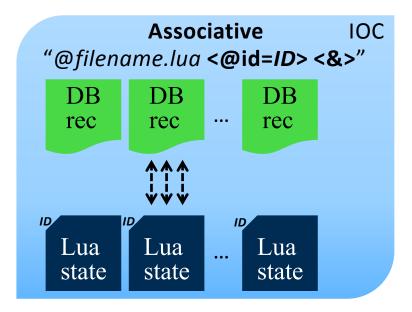
- ✓ Extended device support, allowing runtime changes of INP/OUT fields
- √ Worker-threads (via library)
- ✓ Cleanup at-exit callbacks
- ✓ Report via dbior iocsh command



Records and Lua States Relationship









Potential replacement for:

- "Linear" SNL code
- genSub/aSub records
- Some CA-scripts
- Too-complicated DBs
 - Timeout feature, etc.

SLS use-cases:

- Motor-homing
- Energy change (MX)
- Beam feedback-loop (MX)
- Mask,wafer scan (XIL)



To do:

- Port to newer EPICS versions
- Test in different architectures

To review:

- Use cases
- EPICS API within Lua

Questions, Suggestions, ...?

Thank You!