Multi-platform Real-Time Framework

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Outline

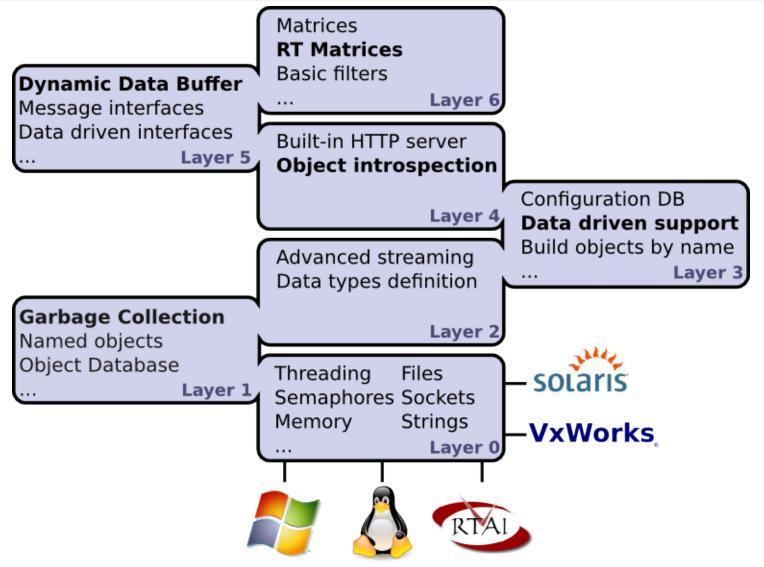


- What is MARTe?
- MARTe foundations RT Library
- Components description
- Interfacing with MARTe
- Vertical Stabilisation an example
- Future developments
- Conclusions

What is MARTe?

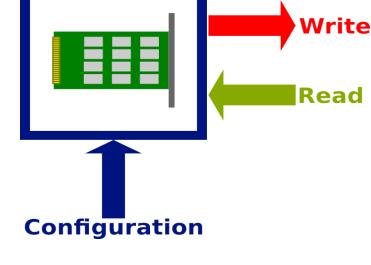
- EFFA U
- Multi-plaform C++ real-time framework – Modular
 - Clear boundary between algorithms, hardware interaction and system configuration
 - Reusability and maintainability
 - Simulation
 - Develop / debug in non real-time environments
 - Data driven
 - -Provide live introspection tools
 - HTTP (+CINT), logging

BaseLib2 – support library EFJEA



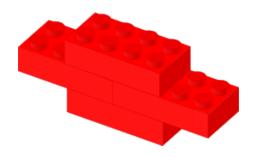
Generic Application Module(GAM) EFJET

- Atomic block
 Algorithms
 - Hardware interface
- Only piece of the system which may need to be developed



State

- Data driven configuration
- Can be inserted and removed at *anytime*
- Consume and produce data



Object Configuration

- Structured syntax
- Similar to XML
- Classes are automatically created
- Configuration is validated by the created object
- Asserting and parsing functions available

```
+HttpServer = {
    Class = HttpService
    Port = 8084
+Control = {
    Class = ControlGAM
    Controller = {
         NoPlasmaVelocityGain = 0.0
         NoPlasmaCurrentGain = 40.0
         IPWaveform = {
                         = \{0 \ 120\}
             Times
             Amplitudes = \{0.5 \ 0.5\}
             Rounding = 50
```

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}

. . .

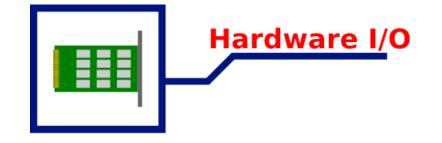
GAM features

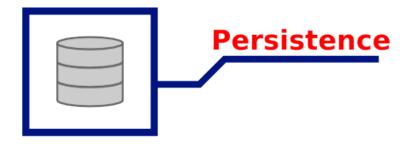
- Large part of the code expected to be executed during configuration phase
 - Trap errors as soon as possible
- Special kind of GAMs provide interface with hardware
 - Unique high level interface to any kind of hardware
 - Clear boundary between algorithms and hardware
- Simulation
 - GAMs to simulate the inputs (replacing the hardware)
 - Predict the output of the system using models
 - Live swap of GAMs when required
 - Debug and error tracking

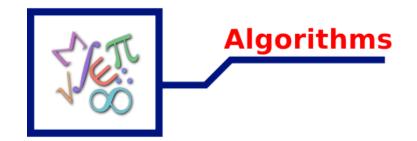
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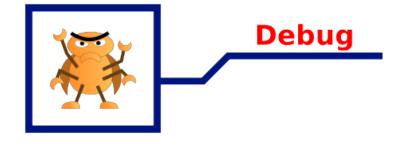
Common GAMs

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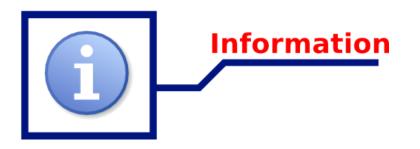






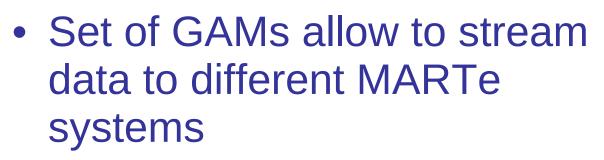


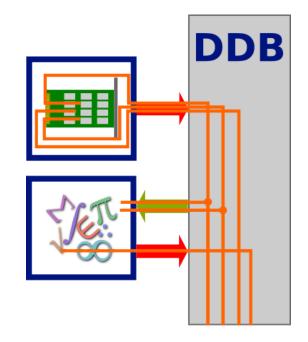




Dynamic Data Buffer

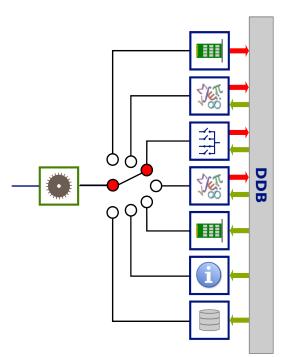
- GAMs shared data through a memory bus
- MARTe guarantees coherency between requested and produced signals





RT-Thread

- Sequentially executes GAMs
 - Works as micro-scheduler
 - Can be allocated to specific CPUs
- Keeps accurate information
 about execution times
- Requires an external time and triggering mechanism

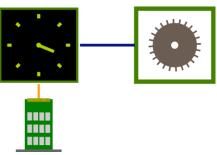






Synchronisation

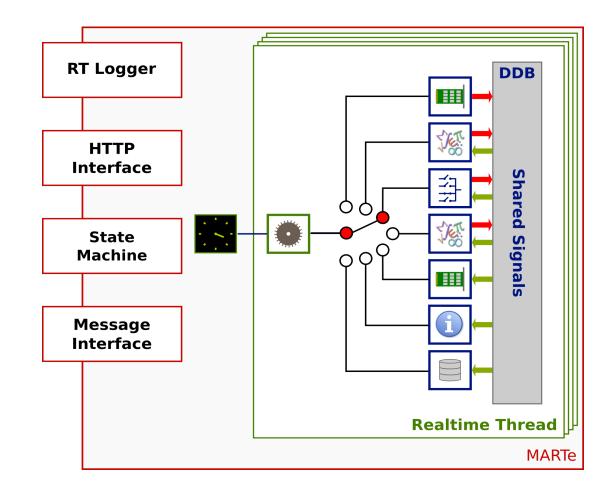
- Timing for the real-time thread(s)
- Usually provided by an external hardware
- Cycle time can be specified
 - Defines when a new cycle should start
- MARTe supports polling and interrupt based sources





MARTe Components

- At least one RT-Thread
- RT-Threads can execute in parallel
- Several utility components available
 - Logger
 - HTTP server



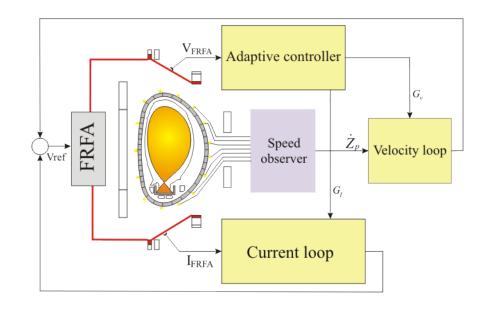
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Interfacing with MARTe

- The preferred way is through a *Message Interface*
 - High level protocol
 - Implemented in BaseLib2
- HTTP interaction is widely used for retrieving information
 - Can also be used to change values
 - GAMs configuration
 - State machine
 - ...

Vertical Stabilisation

- Elongated tokamak plasmas are susceptible to a vertical axisymmetric instability
- Dedicated Vertical Stabilisation System required
- Essential system for operation
- Growth rate of 1000s⁻¹
- Loss of control can produce forces in the order of the 100's of tonnes



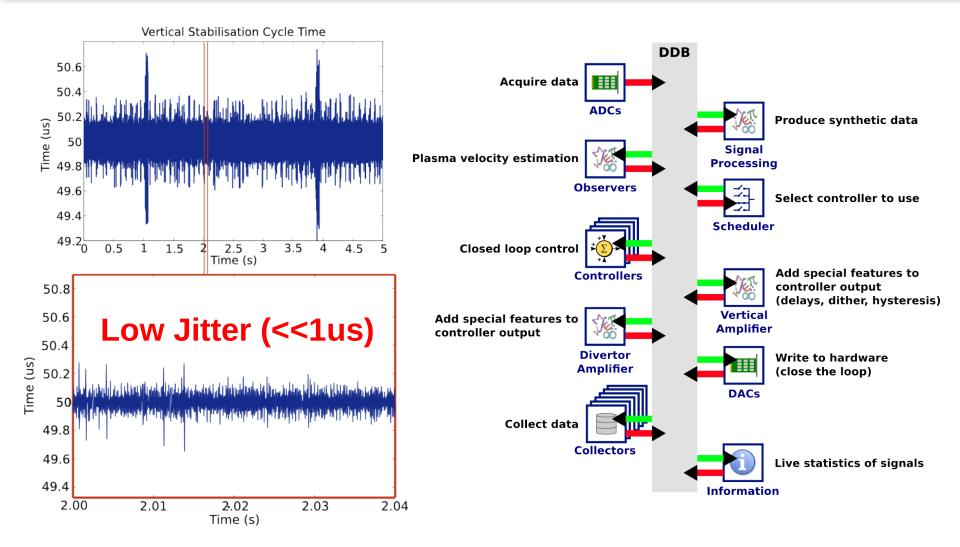
VS - An example

- Closed loop
 - $-50 \pm 1 \,\mu\text{s}$ (with max. jitter of 2.5 μ s)
- 18 GAM instances
 - Altogether execute in less than 40 μs
 - Synchronization always achieved within 0.8 μs
- 192 signals acquired by ADCs and transferred at each loop
- Always in real-time (24 hours per day)

-1.728 x 10⁹ 50 μs cycles per day

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VS Execution



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Future developments

- System is always RT
 - JET is a pulsed based machine
 - ITER will have very long pulses
- First tests with continuous data streaming
 - Without compromising RT
 - Bandwidths of ~70MBytes/s
 - To be published
- Testing remote driving of systems

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Conclusions

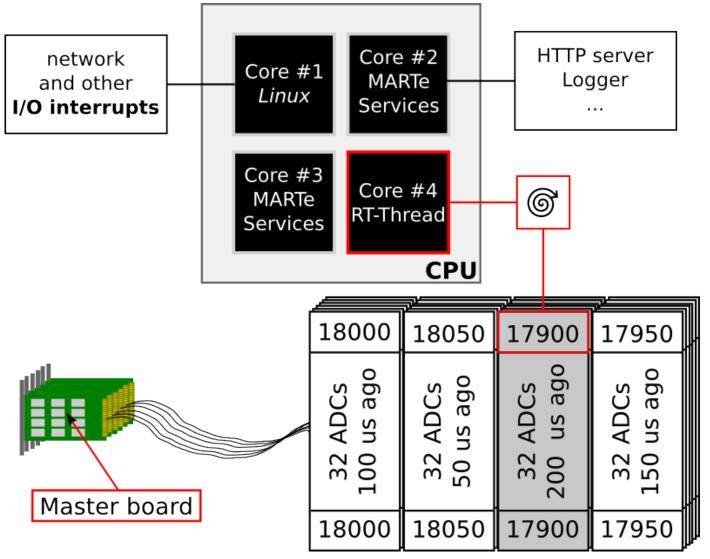


- Modular C++ framework
 - Based on multi-platform RT library
 - Built over data driven modules
 - Clear boundary between hardware and algorithms
 - Interface and behaviour fully configurable
- Drives the VS system
 - Essential system, faults are not acceptable
 - $-50\mu s$ loop cycle with a jitter inferior to $1\mu s$
 - Average jitter in the order of 200ns

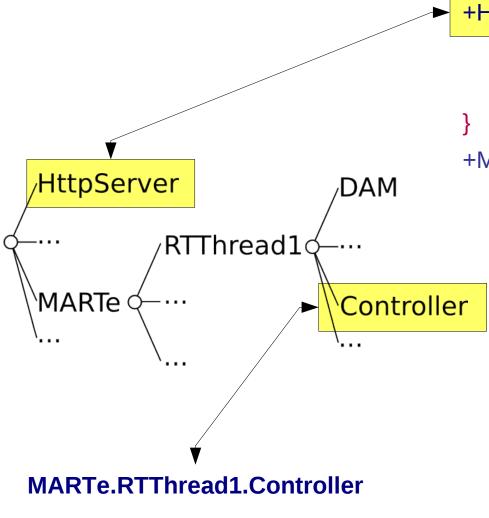
Support slides



Hardware Synchronization EFJET



Configuration DB



```
+HttpServer = {
    Class = HttpService
    Port = 8084
+MARTe = {
    Class = MARTeContainer
    +RTThread1 = {
      Class = RealTimeThread
      +Controller = {
        NoPlasmaCurrentGain = 40.0
        IPWaveform = {
             Times
                        = \{0 \ 120\}
            Amplitudes = \{0.5 \ 0.5\}
```

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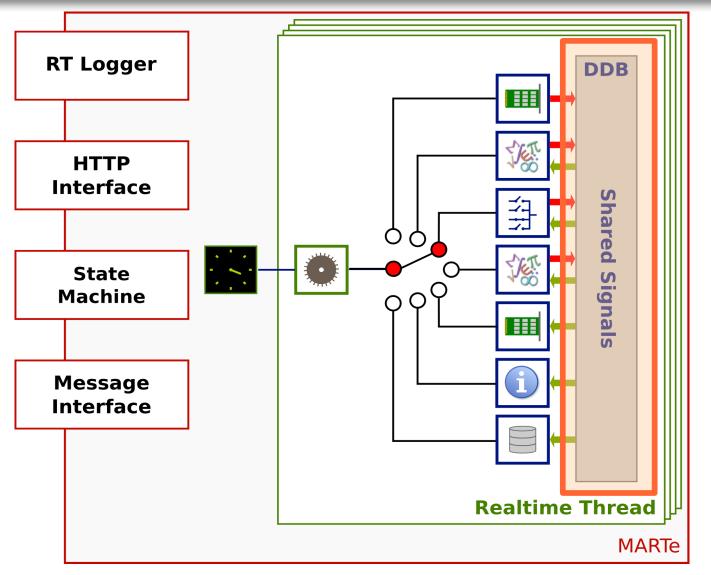
- Objects that implement the Message Interface are able to send and receive synchronous and asynchronous messages
- Messages allow to interface by protocol
- Messages can contain object configurations
- Can be sent through the network
- Important mechanism in the design of MARTe

VS performance

- Closed loop
- Only possible because RT processes aren't disturbed
- Full access to the computer without compromising RT
- 50µs loop cycle with a jitter
 inferior to 1µs

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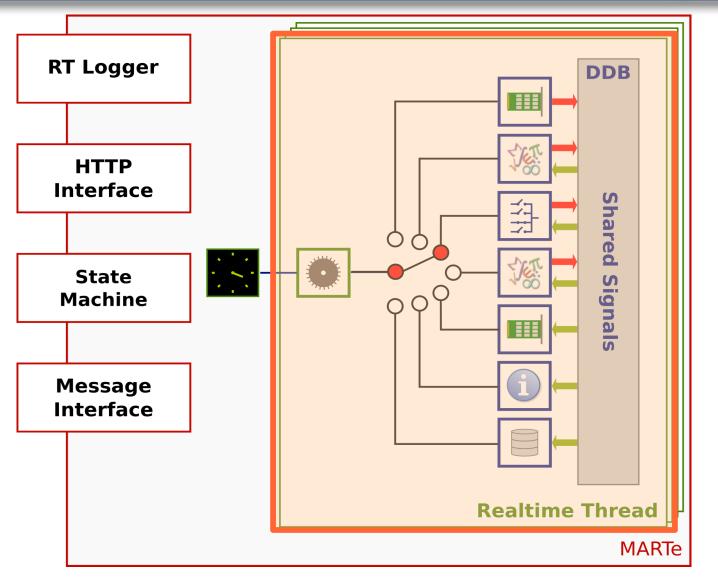
Dynamic Data Buffer



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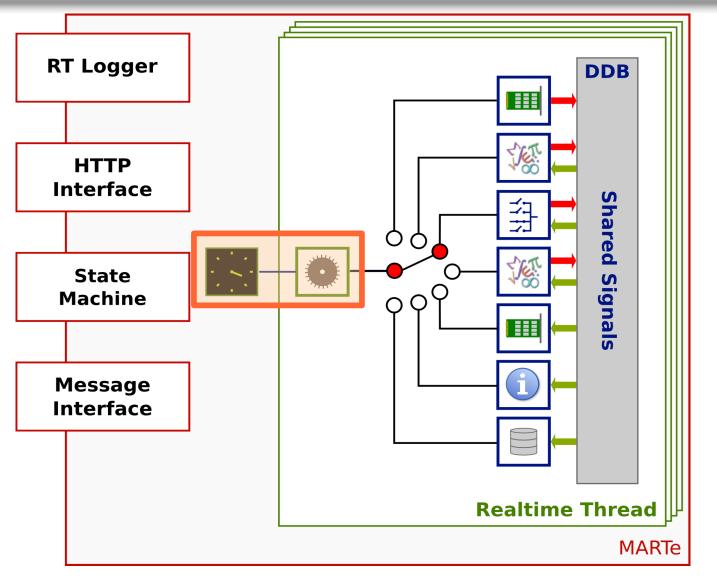
Real-time thread



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Synchronisation



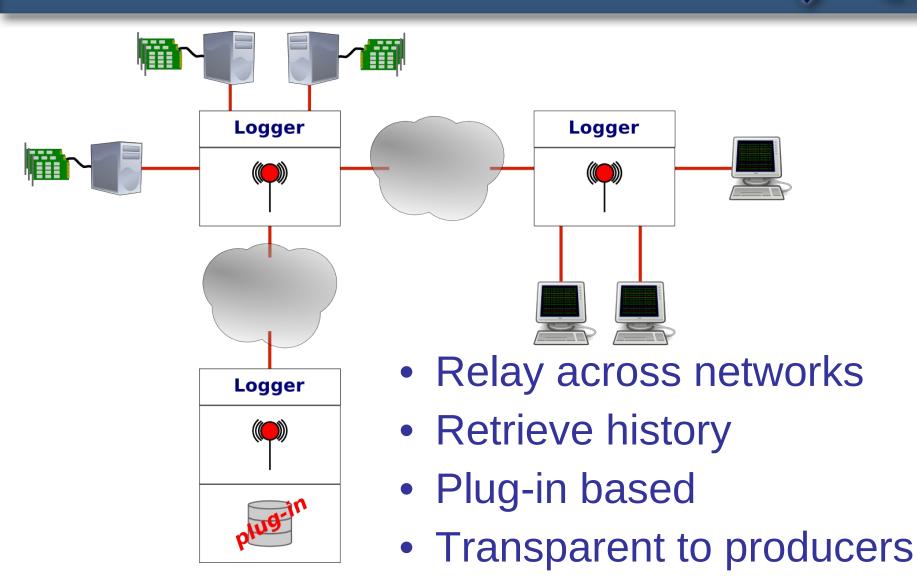
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MARTe HTTP



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		3.500e+001 5000	.000000		
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+ (MenuContainer) MARTe > W					
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DummyControllerGAM) Dum3		Keep low gain for		0.000000 00 usecs	
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+ (DataCollectionGAM)	WaveformCollection 🤤				
Done)))				

MARTe tools - logger



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VS - Hardware

- 6 ATCA Data Acquistion Boards
- 2MSPS 18 bit ADCs
- PCle interface
- Intel Core 2 Quad
- Digital I/O
 - -Connection to new amplifier
- See FESPP-25 in the Poster Area







JTLogger

	JTLogger
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10	
6:47:16] UDP Broadcaster is now ok	! Sleeping for: 121 ms N Packets=4287578

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The Goal



Use MARTe to run the JET Vertical Stabilisation

Fime (us)

Essential system for operation

Closed loop control cycle time: **Target:** $50 \pm 1 \ \mu s$ (with max. jitter of **2.5** μs)

Achieved: $50 \pm 0.10 \ \mu s$ (max jitter of 0.80 μs)

