

EPICS Lecture @ KEK

IOC Overview

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Based on presentation by E. Norum, APS



IOC Overview



- What is an EPICS Input/Output Controller
- How to create a new IOC application
- How to build an IOC application
- How to run an IOC application on various platforms
- Console interaction with an IOC application (iocsh)



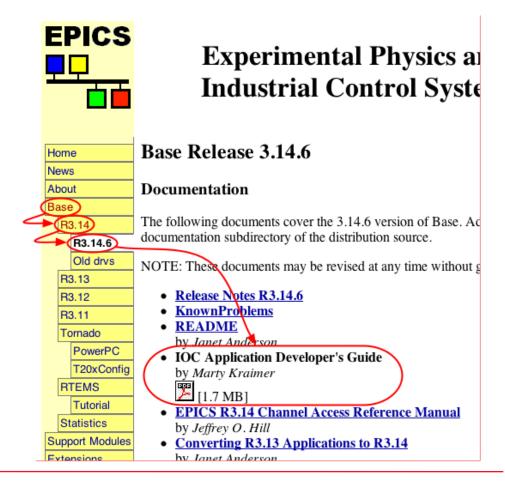
Reference



EPICS: Input/Output Controller Application Developers Guide

Go to EPICS home page:

http://www.aps.anl.gov/epics/ then follow links, as shown





What is an Input/Output Controller?



The answer used to be easy – "A single-board computer running the vxWorks real-time operating system and installed in a VME chassis".





What is an Input/Output Controller?



An IOC can also be an embedded microcontroller, a rack-mount server, a laptop PC or Mac, a desktop PC or Mac, or a standalone single-board computer.

It may be running on Linux, Windows, Solaris, Darwin, RTEMS, HP-UX or vxWorks





What is an Input/Output Controller?



Some definitions from the first lectures:

- A computer running iocCore, a set of EPICS routines used to define process variables and implement real-time control algorithms
- iocCore uses database records to define process variables and their behavior



What does an Input/Output Controller do?



- As its name implies, an IOC often performs input/output operations to attached hardware devices.
- An IOC associates the values of EPICS process variables with the results of these input/output operations.
- An IOC can perform sequencing operations, closedloop control and other computations.



'Host-based' and 'Target' IOCs



'Host-based' IOC

- Runs in the same environment as which it was compiled
- 'Native' software development tools (compilers, linkers)
- Sometimes called a 'Soft' IOC
- IOC is an program like any other on the machine
- Possible to have many IOCs on a single machine

'Target' IOC

- Runs in a different environment than where compiled
- 'Cross' software development tools
- Linux, VxWorks, RTEMS
- IOC boots from some medium (usually network)
- IOC is the only program running on the machine



IOC Software Development Area



- IOC software is usually divided into different <top> areas
 - Each <top> provides a place to collect files and configuration data associated with one or more similar IOCs
 - Each <top> is managed separately
 - A <top> may use products from other <top> areas (EPICS base, for example can be thought of as just another <top>)



IOC Software Development Tools



- EPICS uses the GNU version of make
 - Almost every directory from the <top> on down contains a 'Makefile'
 - Make recursively descends through the directory tree
 - Determines what needs to be [re]built
 - Invokes compilers and other tools as instructed in Makefile
 - GNU C/C++ compilers or vendor compilers can be used
- No fancy 'integrated development environment' yet



IOC Application Development Examples



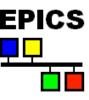
The following slides provide step-by-step examples of how to:

- Create, build, run the example IOC application on a 'host' machine (Linux, Solaris, Darwin, etc.)
- Create, build, run the example IOC application on a vxWorks 'target' machine

Each example begins with the use of 'makeBaseApp.pl'



The 'makeBaseApp.pl' program



- Part of EPICS base distribution
- Populates a new, or adds files to an existing, <top> area
- Requires that your environment contain a valid EPICS_HOST_ARCH (EPICS base contains scripts which can set this as part of your login sequence)
 - linux-x86, darwin-ppc, solaris-sparc, win32-x86
- Creates different directory structures based on a selection of different templates
- Commonly-used templates include
 - ioc Generic IOC application skeleton
 - example Example IOC application



Creating and initializing a new <top>



- Create a new directory and run makeBaseApp.pl from within that directory
 - mkdir lectureExample
 - cd lectureExample
 - /usr/local/iocapps/R3.14.6/base/bin/linux-x86/makeBaseApp.pl -t example first
 - Provide full path to makeBaseApp.pl script

 <b
 - The template is specified with the '-t' argument
 - The application name (firstApp) is specified with the 'first' argument



<top> directory structure



 The makeBaseApp.pl creates the following directory structure in <top> (lectureExample):

configure/ - Configuration files

firstApp/- Files associated with the 'firstApp' application

Db/ - Databases, templates, substitutions

src/ - Source code

Every directory also contains a 'Makefile'



<top>/configure files



- Some may be modified as needed
 - CONFIG

Specify make variables (e.g. to build for a particular target): CROSS_COMPILER_TARGET_ARCHS = vxWorks-68040

RELEASE

Specify location of other <top> areas used by applications in this <top>area.

 Others are part of the (complex!) build system and should be left alone.



Create a host-based IOC boot directory



- Run makeBaseApp.pl from the <top> directory
- '-t example' to specify template
- '-i' to show that IOC boot directory is to be created
- '-a <arch>' to specify hardware on which IOC is to run
- name of IOC
- /usr/local/iocapps/R3.14.6/base/bin/linux-x86/makeBaseApp.pl
 -t example -i -a linux-x86 first
- If you omit the '-a <arch>' you'll be presented with a menu of options from which to pick



<top> directory structure



 The command from the previous slide creates an additional directory in <top>:

iocBoot/- Directory containing per-IOC boot directories iocfirst/ - Boot directory for 'iocfirst' IOC



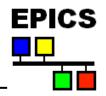
Build the application



- Run the GNU make program
 - 'make' on Darwin, Linux, Windows
 - 'gnumake' on Solaris
- > make
- make -w
- Runs lots of commands



<top> directory structure after running make 🖳



These additional directories are now present in <top>

bin/ - Directory containing per-architecture directories

linux-x86/ - Object files and executables for this architecture

lib/ - Directory containing per-architecture directories

linux-x86/ - Object libraries for this architecture

dbd/ - Database definition files

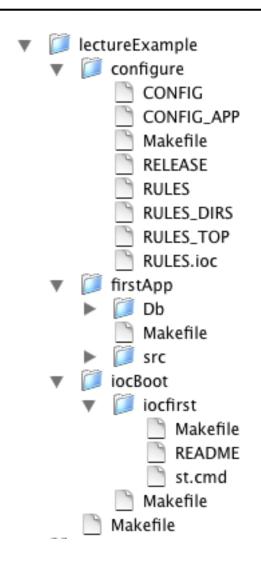
db/ - Database files (record instances, templates)

There may be other directories under bin/ and lib/, too.



<top> directory structure after running make 🖳







IOC startup



- IOCs read commands from a startup script
 - Typically 'st.cmd' in the <top>/iocBoot/<iocname>/ directory
- vxWorks IOCs read these scripts with the vxWorks shell
- Other IOCs read these scripts with the iocsh shell
- Command syntax can be similar but locsh allows more familiar form too
- Script was created by 'makeBaseApp.pl -i' command
- For a 'real' IOC you'd likely add commands to configure hardware modules, start sequence programs, update log files, etc.





```
1 #!../../bin/linux-x86/first
    ## You may have to change first to something else
    ## everywhere it appears in this file
    < envPaths
    cd ${TOP}
    ## Register all support components
    dbLoadDatabase("dbd/first.dbd")
    first registerRecordDeviceDriver(pdbbase)
13
    ## Load record instances
    dbLoadRecords("db/dbExample1.db", "user=norumeHost")
    dbLoadRecords("db/dbExample2.db", "user=norumeHost, no=1, scan=1 second")
    dbLoadRecords("db/dbExample2.db", "user=norumeHost, no=2, scan=2 second")
    dbLoadRecords("db/dbExample2.db", "user=norumeHost, no=3, scan=5 second")
    dbLoadRecords("db/dbSubExample.db", "user=norumeHost")
20
    ## Set this to see messages from mySub
    #var mySubDebug 1
23
    cd ${TOP}/iocBoot/${IOC}
   iocInit()
26
    ## Start any sequence programs
    #seq sncExample, "user=norumeHost"
```





- 1 #!../../bin/linux-x86/first
- This allows a host-based IOC application to be started by simply executing the st.cmd script
- If you're running this on a different architecture the 'linux-x86' will be different
- If you gave a different IOC name to the 'makeBaseApp.pl -i' command the 'first' will be different
- Remaining lines beginning with a '#' character are comments





6 < envPaths

- The application reads commands from the 'envPaths' file created by 'makeBaseApp -i' and 'make'
- The envPaths file contains commands to set up environment variables for the application:
 - Architecture
 - IOC name
 - <top> directory
 - <top> directory of each component named in configure/RELEASE
- These values can then be used by subsequent commands

```
epicsEnvSet(ARCH,"linux-x86")
epicsEnvSet(IOC,"iocfirst")
epicsEnvSet(TOP,"/home/phoebus/NORUME/lectureExample")
epicsEnvSet(EPICS_BASE,"/usr/local/iocapps/R3.14.6/base")
COSYLAB
```



8 cd \${TOP}

- The working directory is set to the value of the \${TOP} environment variable (as set by the commands in 'envPaths')
- Allows use of relative path names in subsequent commands





11 dbLoadDatabase("dbd/first.dbd")

- Loads the database definition file for this application
- Describes record layout, menus, drivers



12 first_registerRecordDeviceDriver(pdbbase)

Registers the information read from the database definition files





- 15 dbLoadRecords("db/dbExample1.db","user=norumeHost")
- 16 dbLoadRecords("db/dbExample2.db","user=norumeHost,no=1,scan=1 second")
- 17 dbLoadRecords("db/dbExample2.db","user=norumeHost,no=2,scan=2 second")
- 18 dbLoadRecords("db/dbExample2.db","user=norumeHost,no=3,scan=5 second")
- 19 dbLoadRecords("db/dbSubExample.db","user=norumeHost")
- Read the application database files
 - These define the records which this IOC will maintain
 - A given file can be read more than once (with different macro definitions)





24 cd \${TOP}/iocBoot/\${IOC}

The working directory is set to the per-IOC startup directory



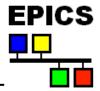


25 iocInit()

- Activates everything
- After reading the last line of the 'st.cmd' script the IOC continues reading commands from the console
 - Diagnostic commands
 - Configuration changes



Running a host-based IOC



- Change to IOC startup directory (the one containing the st.cmd script)
 - cd iocBoot/iocfirst
- Run the IOC executable with the startup script as the only argument
 - ../../bin/linux-x86/first st.cmd
- The startup script commands will be displayed as they are read and executed
- When all the startup script commands are finished the locsh will display an 'epics>' prompt and wait for commands to be typed.





Display list of records maintained by this IOC

epics> dbl

norumeHost:aiExample

norumeHost:aiExample1

norumeHost:aiExample2

norumeHost:aiExample3

norumeHost:calcExample

norumeHost:calcExample1

norumeHost:calcExample2

norumeHost:calcExample3

norumeHost:compressExample

norumeHost:subExample

norumeHost:xxxExample

Caution – some IOCs have a lot of records





Display a record

epics> dbpr norumeHost:aiExample

ASG: DESC: Analog input DISA: 0 DISP: 0

DISV: 1 NAME: norumeHost:aiExample RVAL: 0

SEVR: MAJOR STAT: HIHI SVAL: 0 TPRO: 0

VAL: 9

epics> dbpr norumeHost:aiExample

ASG: DESC: Analog input DISA: 0 DISP: 0

DISV: 1 NAME: norumeHost:aiExample RVAL: 0

SEVR: MINOR STAT: LOW SVAL: 0 TPRO: 0

VAL: 4

dbpr <recordname> 1 prints more fields

dbpr <recordname> 2 prints even more fields, and so on





Show list of attached clients

epics> casr

Channel Access Server V4.11

No clients connected.

- casr 1 prints more information
- casr 2 prints even more information



Do a 'put' to a field

epics> dbpf norumeHost:calcExample.SCAN "2 second"

DBR_STRING: 2 second

Arguments with spaces must be enclosed in quotes





- The 'help' command, with no arguments, displays a list of all iocsh commands
 - 90 or so, plus commands for additional drivers
- With arguments it displays usage information for each command listed

epics> help dbl dbpr dbpf

dbl 'record type' fields

dbpr 'record name' 'interest level'

dbpf 'record name' value



Terminating a host-based IOC



- Type 'exit' to the locsh prompt
- Type your 'interrupt' character (usually control-C)
- Kill the process from another terminal/window



Review



- IOC applications can be host-based or target-based
- The makeBaseApp.pl script is used to create IOC application modules and IOC startup directories
- <top>/configure/RELEASE contents specify location of other <top> areas used by this <top> area
- <top>/iocBoot/<iocname>/st.cmd is the startup script for IOC applications
- The EPICS build system requires the use of GNU make
- The EPICS Application Developer's Guide contains a wealth of information

