Software

Andrew Jackson
European Spallation Source

XIV School of Neutron Scattering "Francesco Paolo Ricci" (SoNS)
2nd Course of the Erice School "Neutron Science And Instrumentation"
"Designing And Building A Neutron Instrument**"**

Erice 1st – 9th April 2016

with thanks to Jon Taylor and all at ESS DMSC

I want to build a cool instrument … why do I need to worry about this software business?

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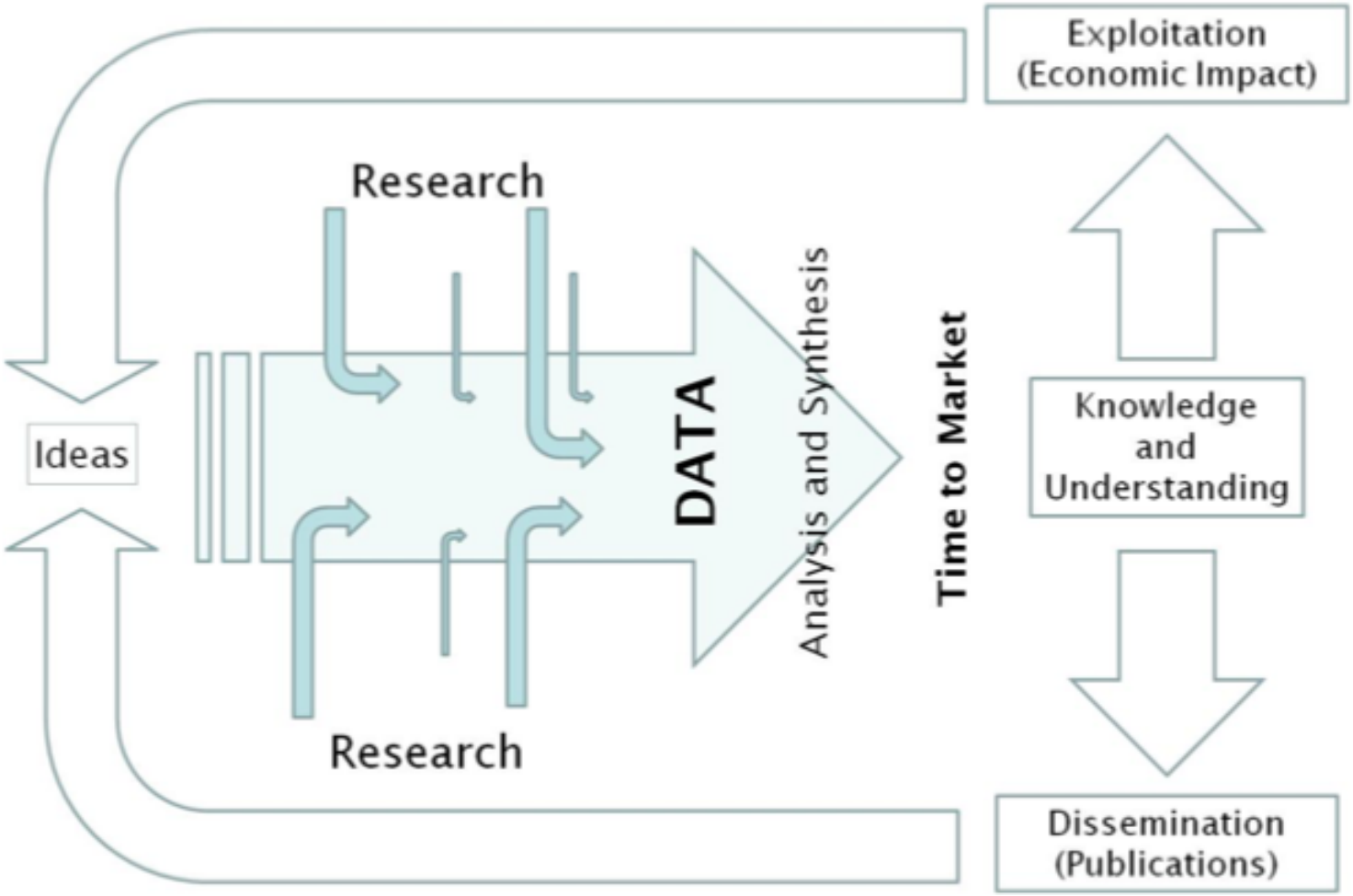
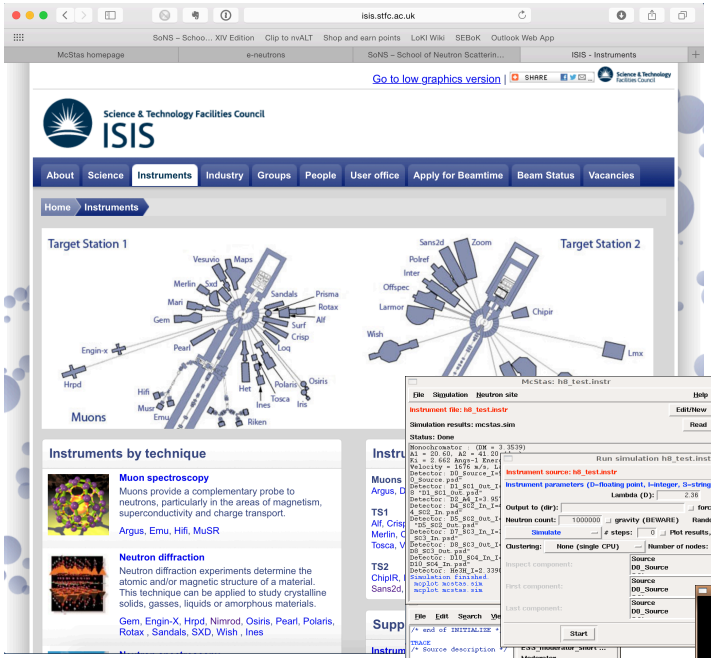
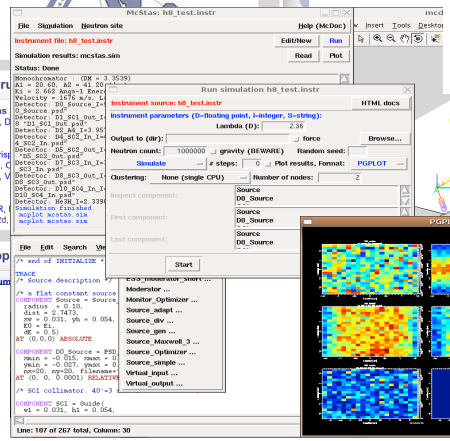
Research Information Flow



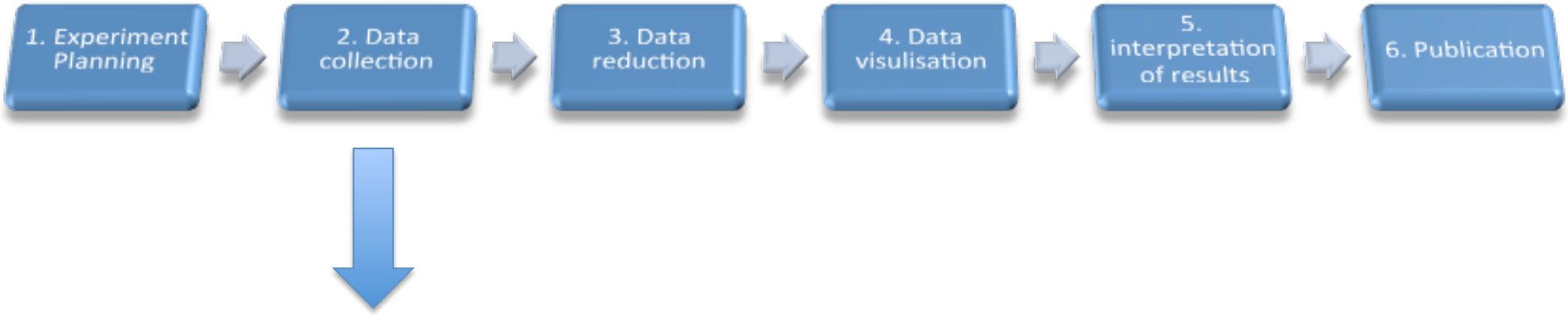
Neutron Experiment Information Flow

1. Experiment Planning
2. Data collection
3. Data reduction
4. Data visulisation
5. interpretation of results
6. Publication





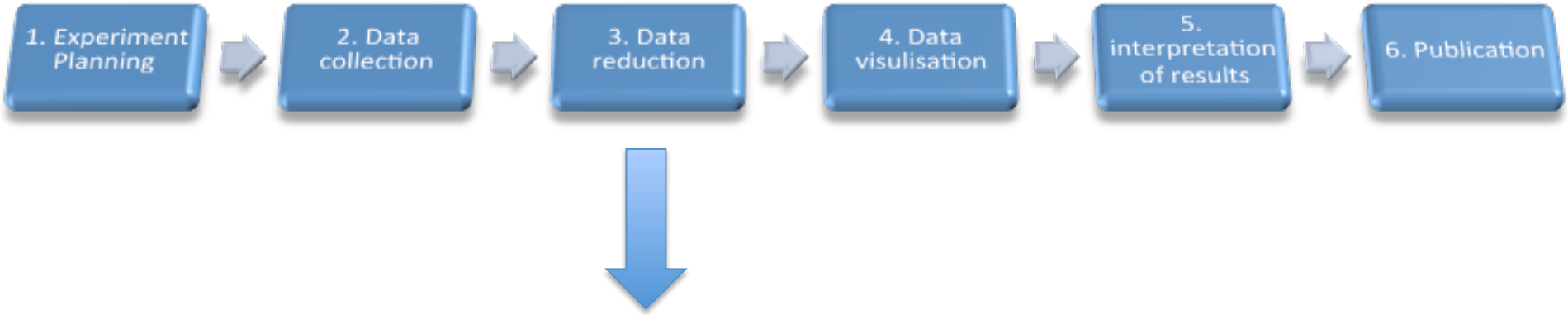
Neutron Experiment Information Flow



Do the experiment!

- Configure the instrument
- Set up sample environment
- Count neutrons on a detector
- Record data and metadata to disk
  - Keep an archive
  - Have a catalogue

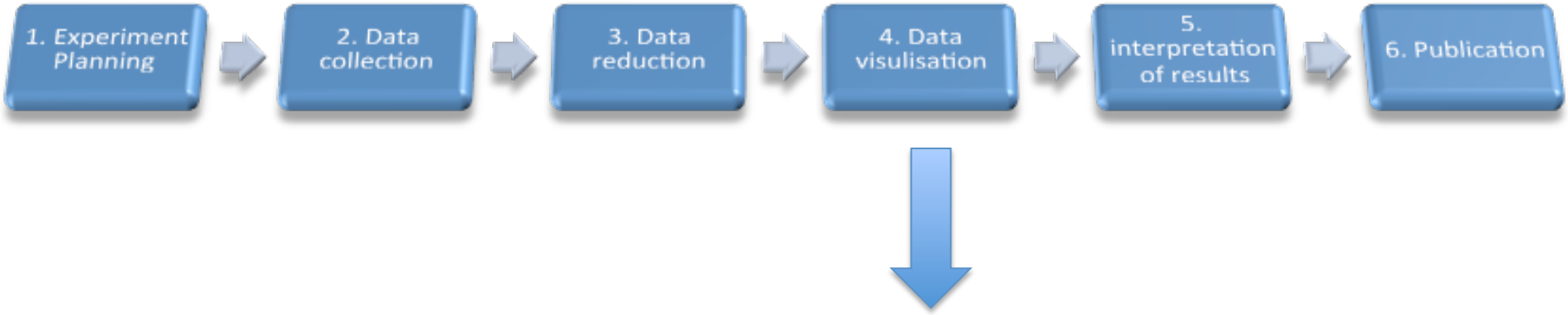
Neutron Experiment Information Flow



Process the Data

- Convert detector data to useful space (Q, E, d, z …)
- Record processed data to disk
- Match up with sample environment data

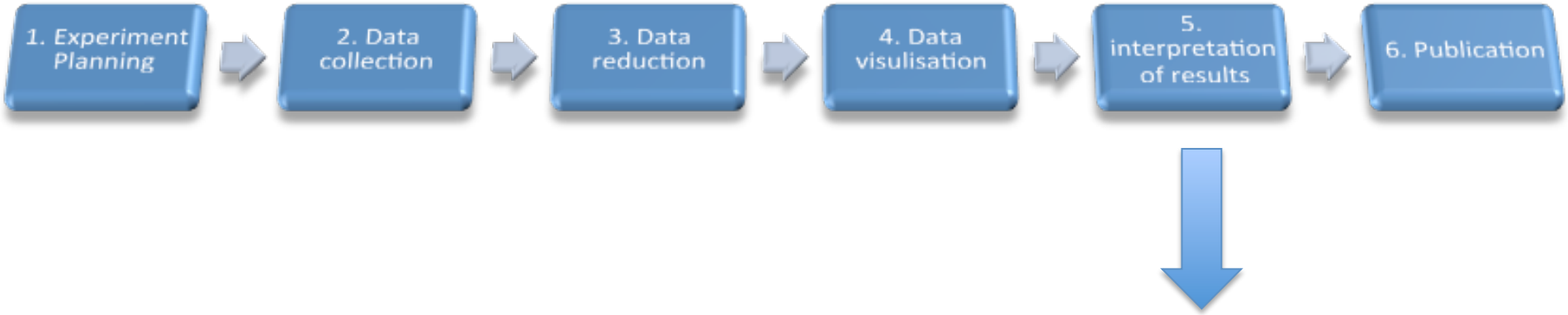
Neutron Experiment Information Flow



Look at the data

- Visualize data in appropriate way
- Explore data

Neutron Experiment Information Flow



Analyze the data

- Extract scientific/physical information from neutron data
- Model fitting
- Peak finding
- Comparison with simulation results
- … ?? ??

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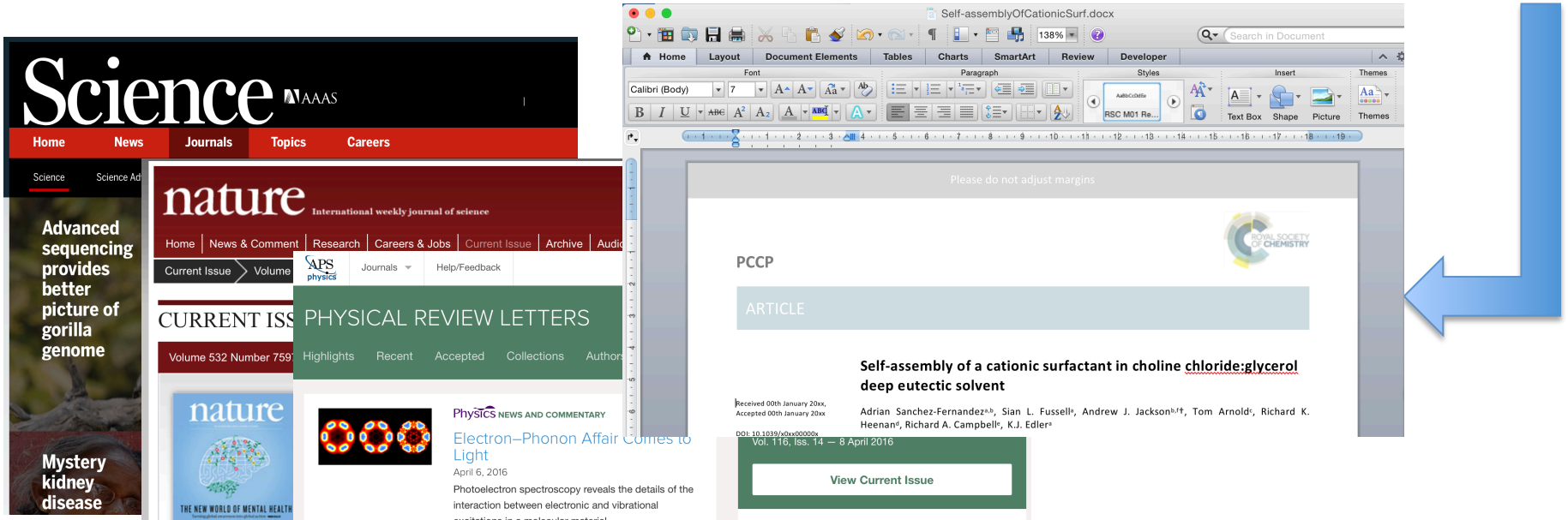
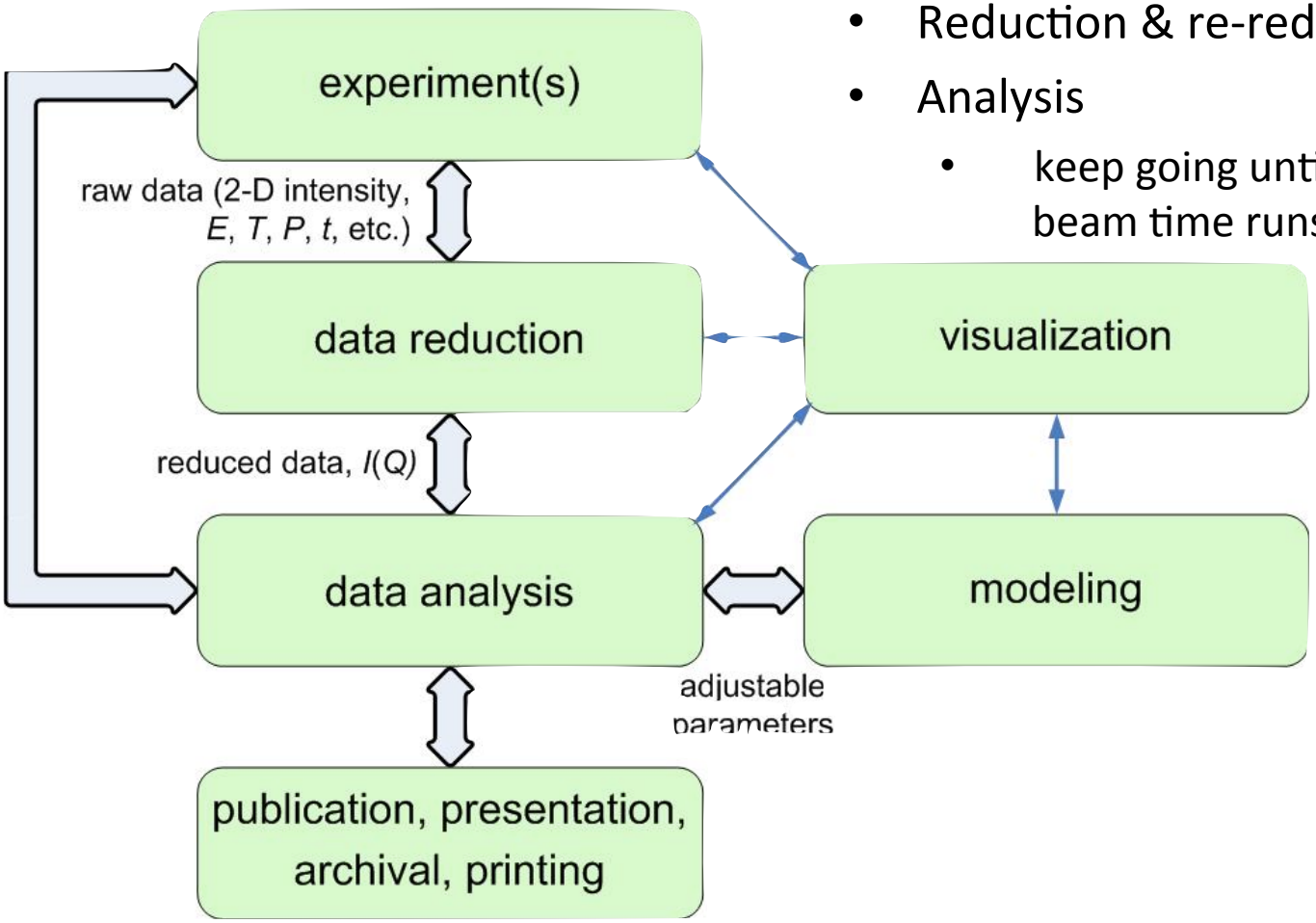


What is an experiment in reality?

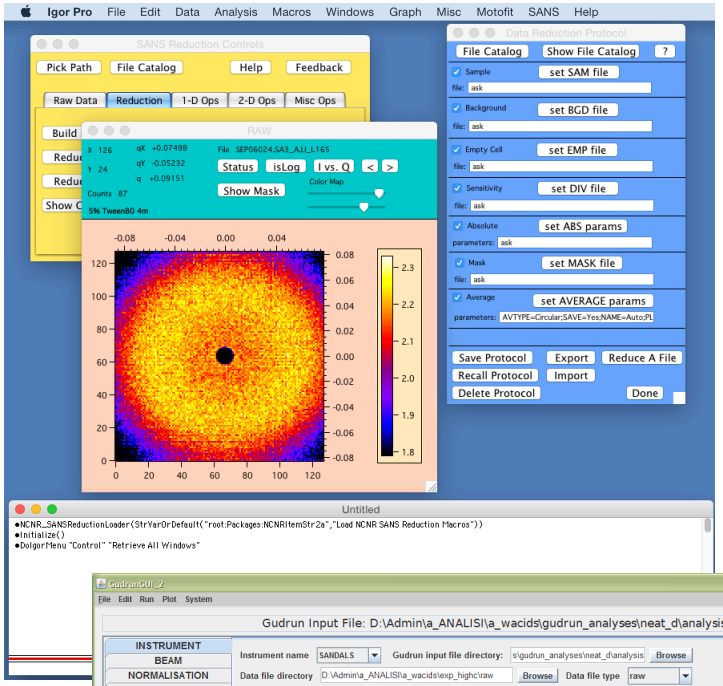
- Planning
- Setup
- Acquisition
- Reduction & re-reduction
- Analysis
  - keep going until either the coffee or beam time runs out



Instrument Control Architectures

- Some existing frameworks:
  - Sardana (Photon Python/QT Tango FW)
  - NoMad (C++ VME framework)
  - GDA (Photon Java Eclipse RCP python EPICS FW)
  - SNS development (C++ epics CSS development)
  - ISIS IC development (C++ CSS BOY EPICS development)
  - GumTree (Java, EPICS, C/ObjC, Python)

Data Reduction and Visualization



- Aim to remove instrument geometry and engineering details from data
- Thus can be very instrument specific
- Often needs to be written by instrument scientist

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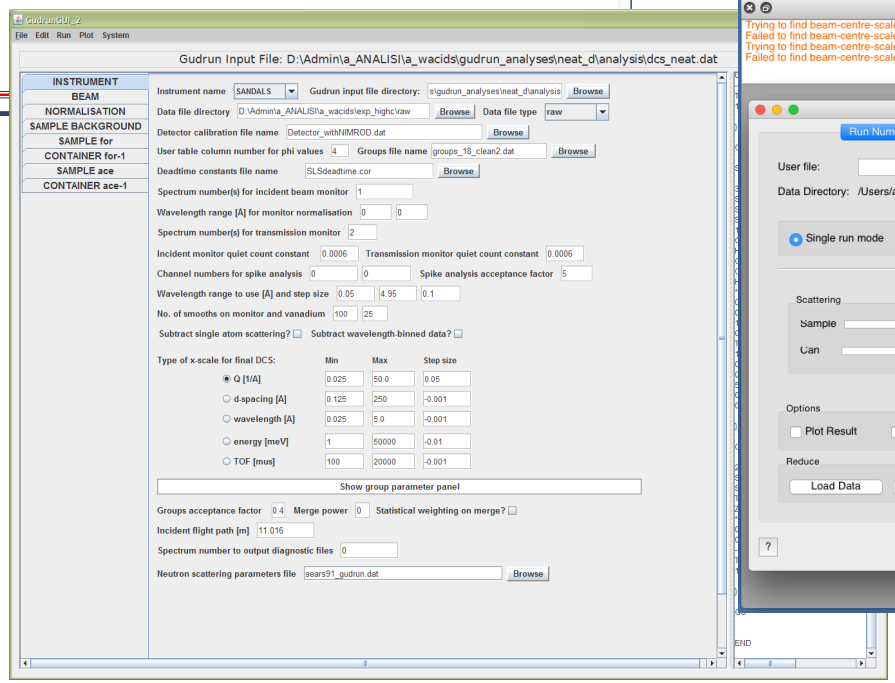

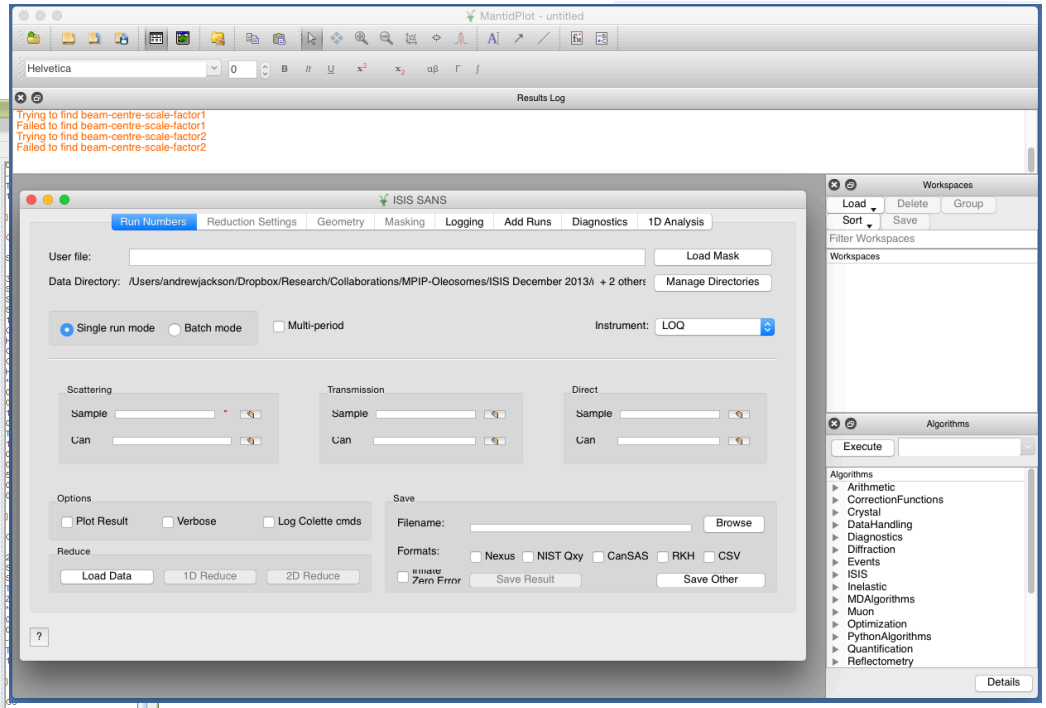

Data Analysis

Domain Specific – users often have their own favourite tools

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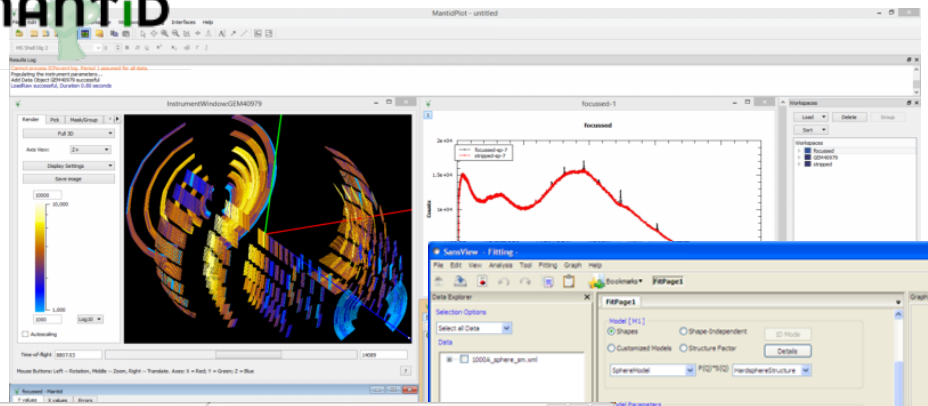
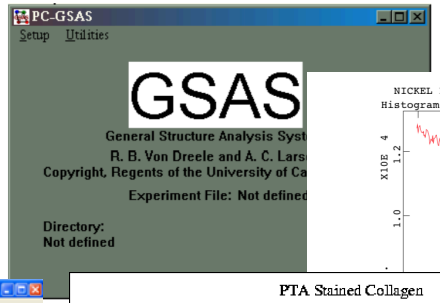
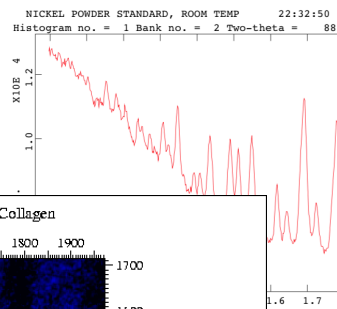
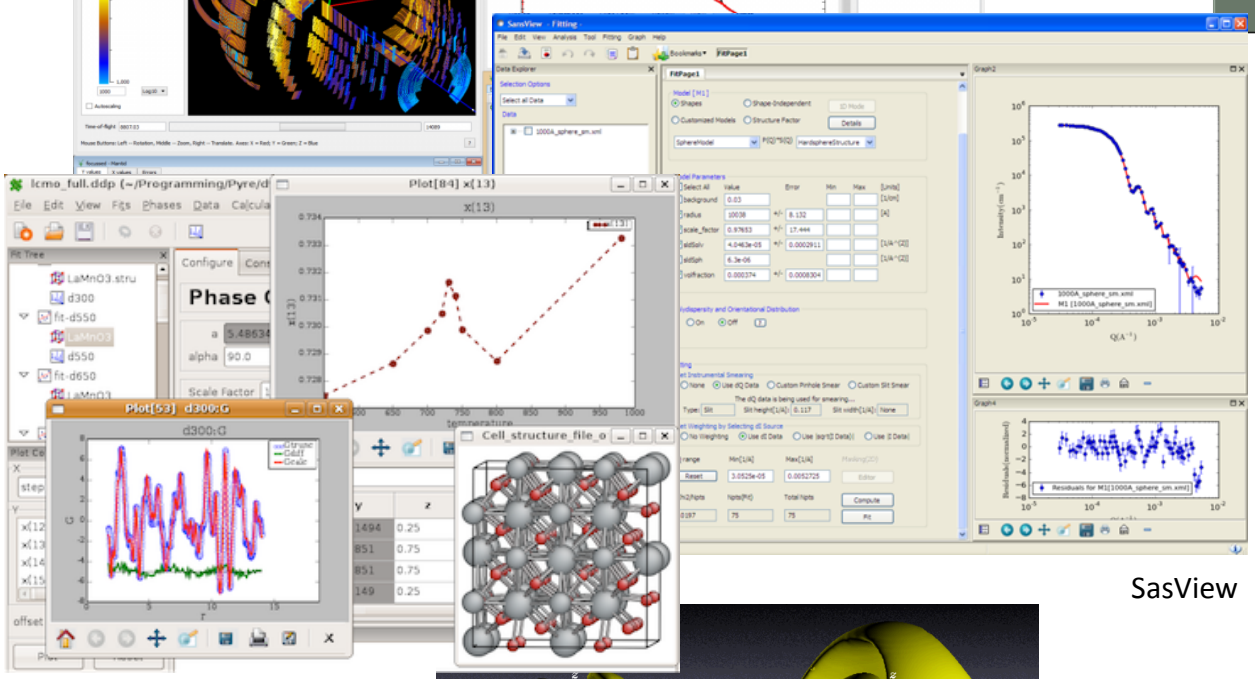




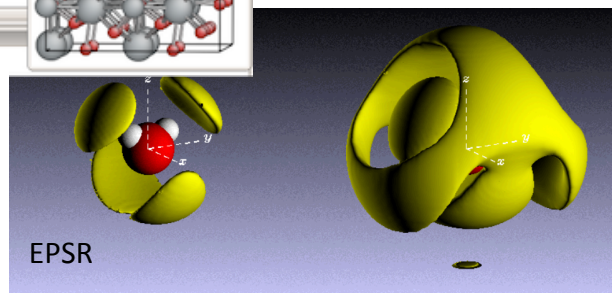
GSAS



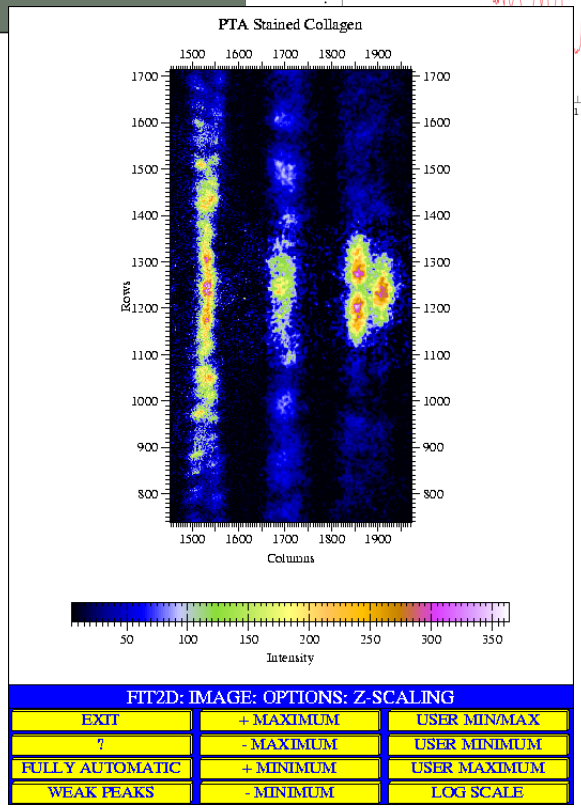


SasView

PDFGui



EPSR

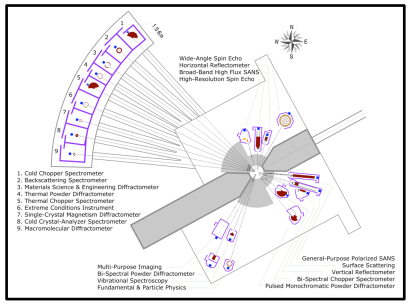


Fit2D

Data Archiving and Cataloguing

- Initial metadata (sample history, user, proposal)
- Inform automatic reduction and processing parameters (per sample, per exposure)
- Domain specific information
- Integrate external information (experimental log etc.)
- Keep a record of raw, reduced and processed data
- User interfaces required, on site and off

Instrument Control, Data Acquisition, Data Reduction and Data Storage

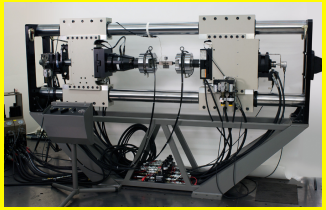


NEUTRON TECHNOLOGIES

Choppers

Motion Control

Sample Environment



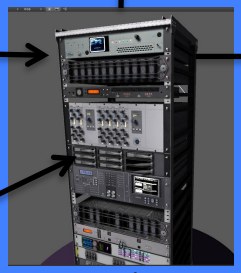
Fast Sample Environment

Detectors & Monitors

INTEGRATED CONTROL SYSTEMS

Timing

EPICS



Control Box

Bulk Data Readout (Detector Group)

DATA MANAGEMENT & SOFTWARE CENTRE

Data Aggregator & Streamer (ADARA)

Instrument Control Room

User Control Interface

Mantid
Live, Local & Remote Data Reduction

Data Analysis Interfaces

Automated Data Reduction
Mantid

Lund Server Room

Automated Data Reduction
Mantid

Copenhagen Server Room

Challenge : Data Rates

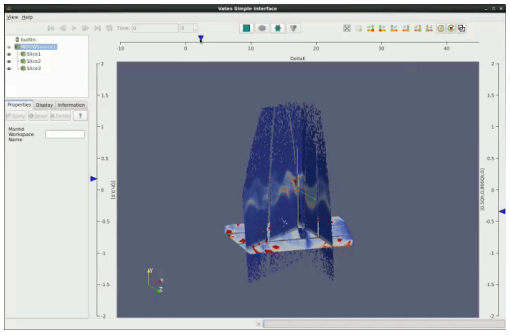
Data on disk is useless

Need to be able to process it to scientific results

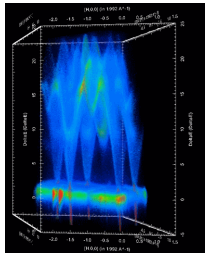
"Real Time" Processing and Visualisation

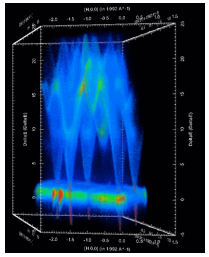
- NIST SANS VAX Data : 88 kb per detector image
- ISIS SANS Event Data File : 50 – 100 Mb
- ESS SANS Event Data Rate : 100s of Mb / s

4D Data Volumes in an RRM Spectrometer



Model fitting to sliced & diced volumes using Vates





1x 200+ Gb file1x 200+ Gb file

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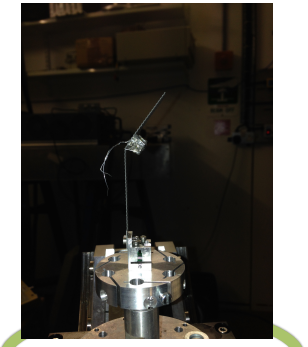
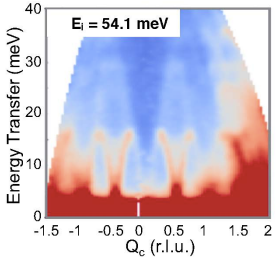
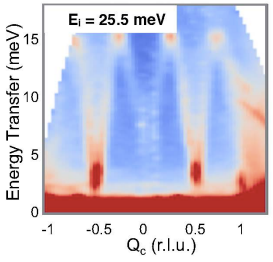
2+ hrs

Volume dataset creation





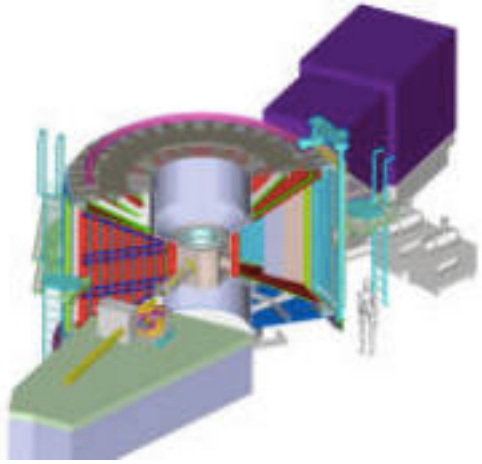


2-300 files per ei ~200mb each

2-300 files per ei ~200mb each

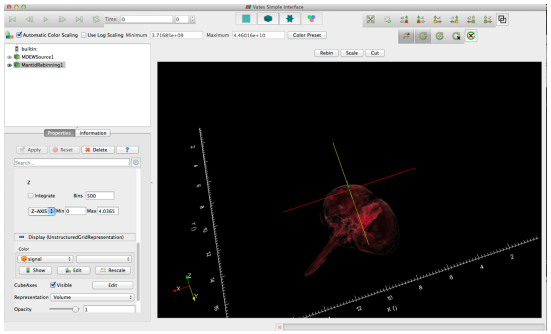
60s

Data reduction



Real Time Processing of Imaging Data

VG studio used for final render



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+ psi tools for image c

PSI / DLS and or octopus

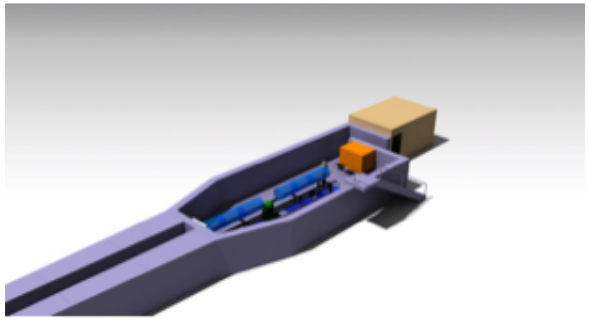
Reconstruction

Code

10+Gb/s

~14-100MB/s

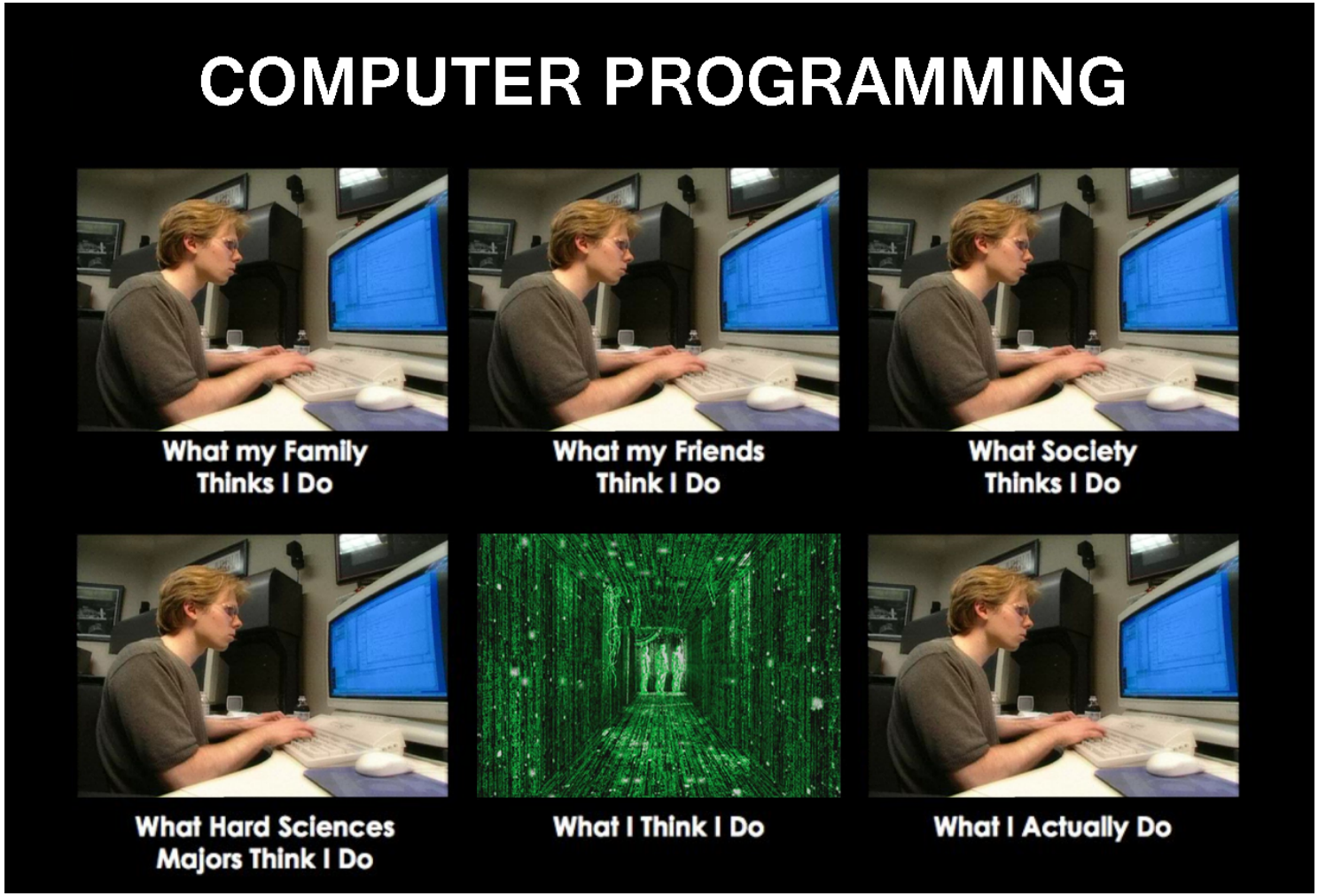
3500k images



How is our software written?

Software Wizards!

How is our software written?



How is our software written?

Instrument Teams must include software expertise

“Hero Developer” Model

- Domain expertise
- Direct translation of knowledge to code
- Low communication overhead

- “Hit by a bus” problem:
- Continuity
- Responsiveness

“Professional Development Team” Model

- Software engineering expertis
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- Responsiveness

- Communication overhead
- Lack of domain expertise
- Translation required from science knowledge to code

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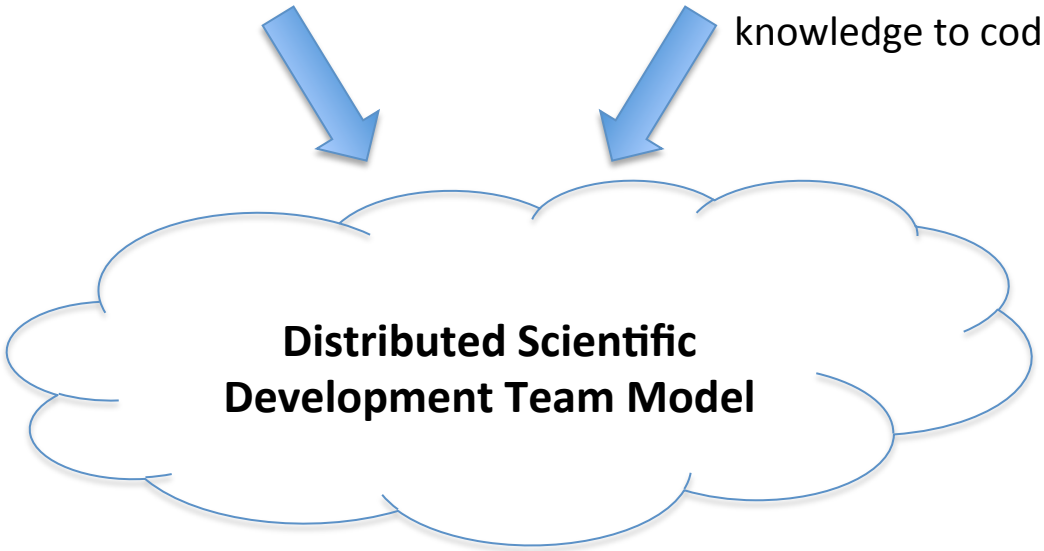

Designing Software

"super users"

"most users"

"some users"

Working with software engineers …

… is the same as working with hardware engineers …

… except "everything is possible in software".

- Clear requirements in terms software engineers understand
- Iterative development model
- Understanding of manpower requirements

Summary

- Software is a vital and complex part of modern neutron scattering instruments and facilities
- Think about how **users** will interact with your instrument – what is good for the instrument scientist/engineer may not be good for the user
- Development model is moving from “hero coder” to “distributed teams” – scientists should be part of development teams
- Instrument teams must have software expertise and engage with the various software teams at facilities