

## **TANGO Introduction**

Distributed and Fun





### Who am I?

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Softwareschneiderei





## Softwareschneiderei GmbH

software engineering **TANGO** development advanced training requirement specification





### What is TANGO?

- Framework for a distributed control system
- Multi-Language (C++, Java, Python)
- Multi-Platform (Windows, Linux, Solaris etc.)
- Integration into many 3rd-party systems (Matlab, LabVIEW, IGOR Pro etc.)
- Unified interface to hardware devices and equipment





## **TANGO Collaboration**





























## **How TANGO Collaboration works**

- Two collaboration meetings per year
- One TANGO coordinator per site
- A mailing list (tango@esrf.fr)
- Project Web Site http://www.tango-controls.org
- Open Source Software (OSS) hosted on SourceForge
  - Change requests
  - Patches
  - Bugreports





## **TANGO** concepts

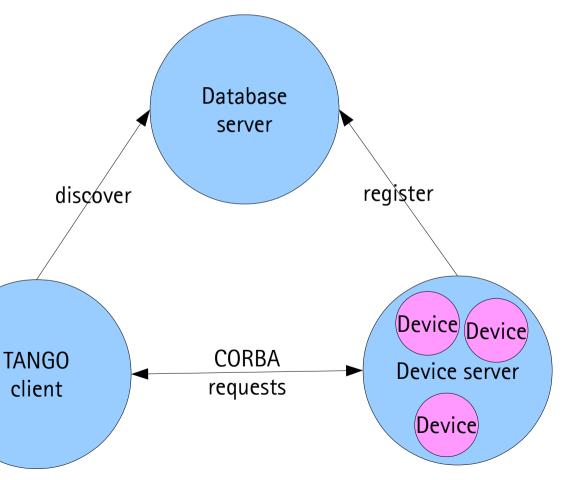
Three major building blocks

- TANGO device

TANGO device server

TANGO database

TANGO client API







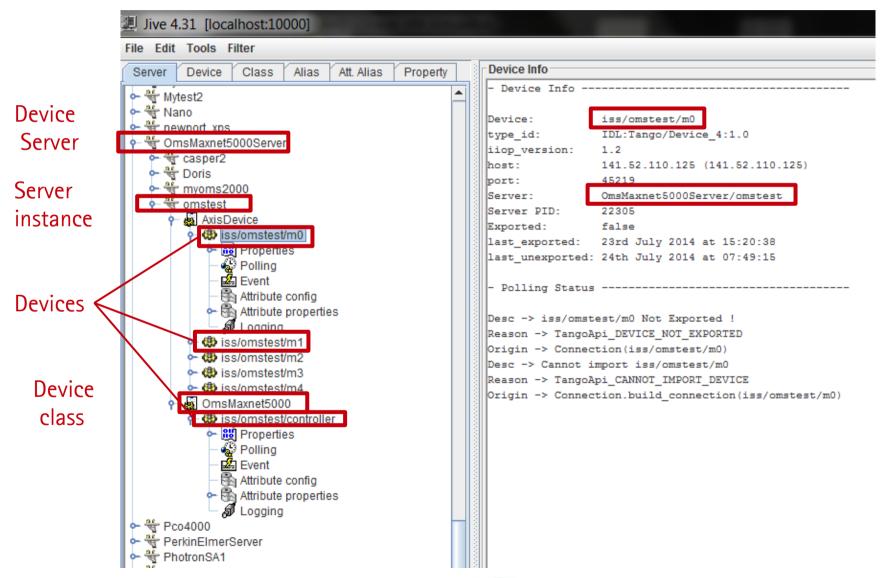
### TANGO database

- Database server is a TANGO server with a device itself
- MySQL-backend for storing configuration
  - Register device servers and devices
  - Remember device properties
  - Memorize device attributes (optional)
- Communicate device end points (IOR) for p2pcommunication





## TANGO database via Jive







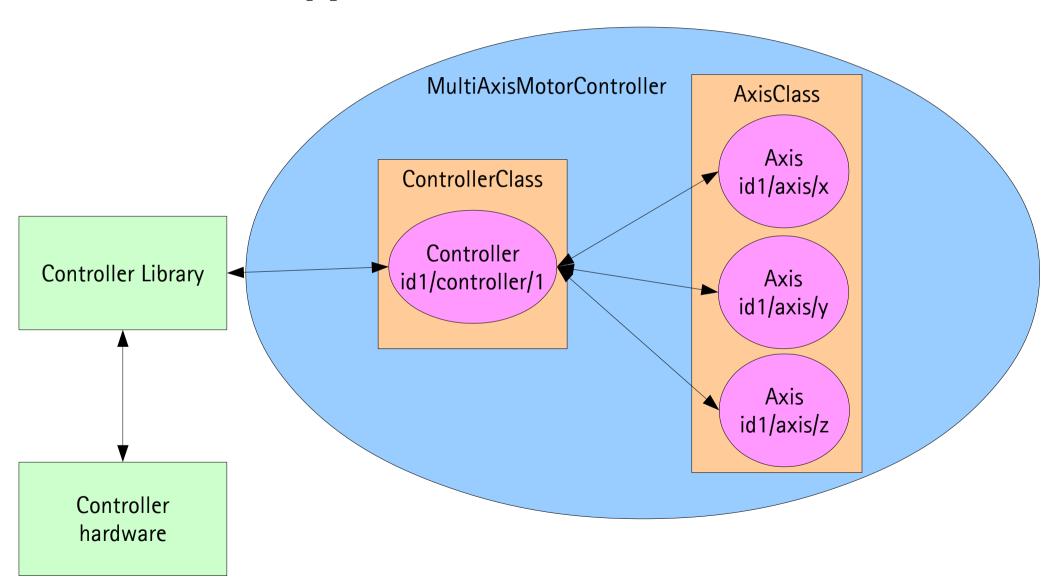
#### TANGO device server

- Runnable piece of software containing TANGO devices
  - Device classes are defined in the code
  - Device instances are defined in the TANGO database
- Server instances are registered at the TANGO database
  - Identified by executable name + instance name
- Creates devices specified in database on startup
- Can be written in C++, Java or Python





# **Typical Device Server**





### **TANGO** device

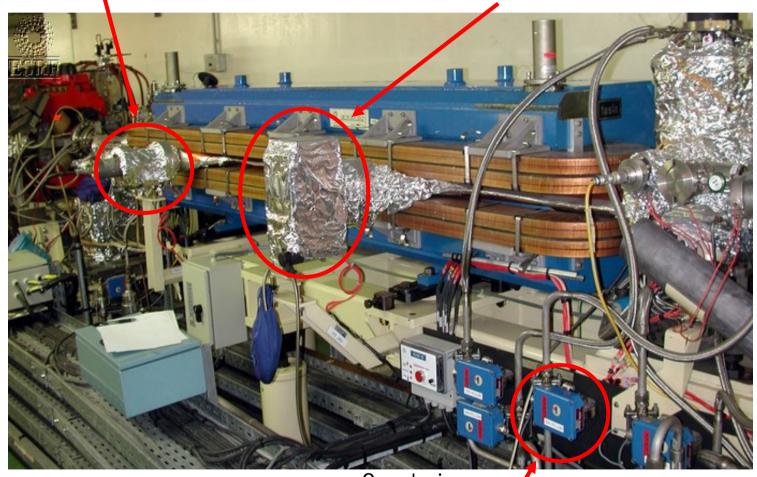
- Fundamental element of interaction
- Interface to existing hardware or logical devices
- Identified by a three field name "domain/family/member"
- Every device belongs to a TANGO class
- Configured by device properties
- Exposes attributes and commands





## Real world devices

One device One device



One device





## A closer look at TANGO devices

- Commands: perform an action on a device
- Attributes: represent physical values
- Properties: configuration used at initialisation
  - e.g. IP adress, default shutter time
- State and Status: indicators for current device state





## **TANGO Device via POGO**

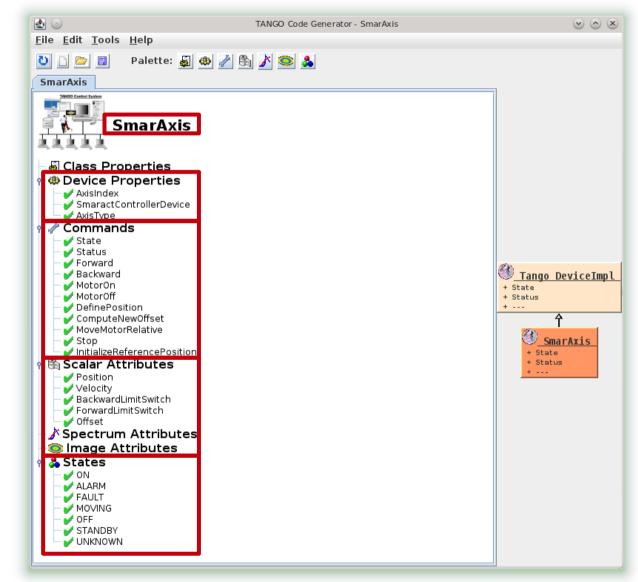
Device class

Device propterties

Commands

**Attributes** 

Device states







### Commands

- May have one input parameter and a return value
  - Only limited set of data types
  - But also arrays
- For example: PowerOn(), Stop(axisNumber), StopAll()





## **Attributes**

- Self-describing data via attribute properties
  - e.g Description, Unit, data\_type, min/max, alarm values
- May be read-only, write-only or read-write
- All typical primitive data types like boolean, integer, double, string etc.
- Three data formats
  - Scalar (one value)
  - Spectrum (one-dimensional array)
  - Image (two-dimensional array)





## **Properties**

- Properties are stored in the TANGO database
- Manage using the tool Jive
- Can be defined at class, device and attribute level
- Basic data types as scalar or array values





## **State**

- State management is essential so clients can rely on it
- 14 defined states are available
  - e.g ON, OPEN, MOVING, FAULT, ALARM etc.
- Explanatory message available as Status attribute/command
- Support through "state machine" and "allowed states"





## **TANGO** clients

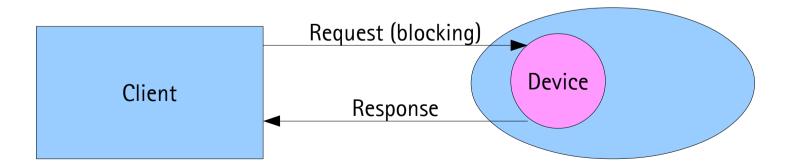
- Can be written in C++, Java, Python
- Implementations for many tools exist
  - e.g. Matlab, LabView, IgorPro, concert
- Different communication mechanisms
  - Synchronous calls
  - Asynchronous calls
  - Events
  - Group Calls





## **Synchronous Calls**

- Network transparency etc. using DeviceProxy
- Easy to use calls like command\_inout(), read\_attribute()
- Result objects can contain data and metadata
- Exceptions are of type DevFailed







## **Asynchronous Calls**

- Non-blocking request to a device
- Device notifies clients via callback
- No changes on the server side required
- Supported for
  - command\_inout
  - read\_attribute(s)
  - write\_attribute(s)





#### **Events**

- Different communication paradigm
  - No polling from the clients
  - Devices notify clients about "interesting" changes
  - Only available for attributes
- Clients need to subscribe to events and are notified using callbacks
- Different types like Periodic, Change, Data ready etc.





## **TANGO** tools

- Jive
  - Database management
- POGO
  - Device generation
- Astor
  - Device server control
- AtkPanel
  - Ad-hoc device gui





## Questions?

- Thank you for your attention!
- Feel free to ask questions





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### **APIs and Frameworks**

- JTango for Java
- PyTango for Python
- GUI-Toolkits
  - ATK for Java/Swing
  - Taurus for Python/Qt4
  - Qtango for C++/Qt4
- Jddd
- Sardana

