

Ontology language To Support Description of Experiment Control System Semantics, Collaborative Knowledge-Base Design And Ontology Reuse

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2000 CEBAF ~6 GeV beam delivered to experimental halls, exceeding machine design by 50 percent.
2000 JLab received contract to engineer and assemble the superconducting accelerator and to design and oversee installation of the helium refrigeration plant for the Spallation Neutron Source (SNS) at Oak Ridge National Lab.
2003 Groundbreaking data published on the shape of the proton.
2004 DOE approved "mission need" for JLab's 12 GeV Upgrade.
2005 JLab data revealed that the contribution of strange quarks to proton properties is small.
2005 Free-Electron Laser earned R&D 100 Award.
2006 Upgraded Free-Electron Laser surpassed 10kW design to achieve 14.2 kW in the infrared.
2007 Cryogenics Group wins prestigious White House award for energy-saving advancements.
2008 12 GeV Upgrade Project received Critical Decision-3 Approval from the U.S. Dept. of Energy.



Outline

- Experiment Control Domain
- Control System Conceptualization
- Ontology Model and Language Syntax
- State Machine Description
- Summary and Conclusions



Experiment Control Domain

- Real world physical components constitute experiment
- Channels are observables that describe physical components
- Collective values of these observables define the state of component
- States and state transitions define component specific behavior
- Rules describe behaviors of the component/components and are designed to achieve control objectives of the experiment



Control System Conceptualization

- Identify natural language terms that refer to concepts, relations among them and their attributes
- Concepts and their properties as a control system modeling primitive
- An experiment knowledge-base consists of instances of concepts and relationships between them

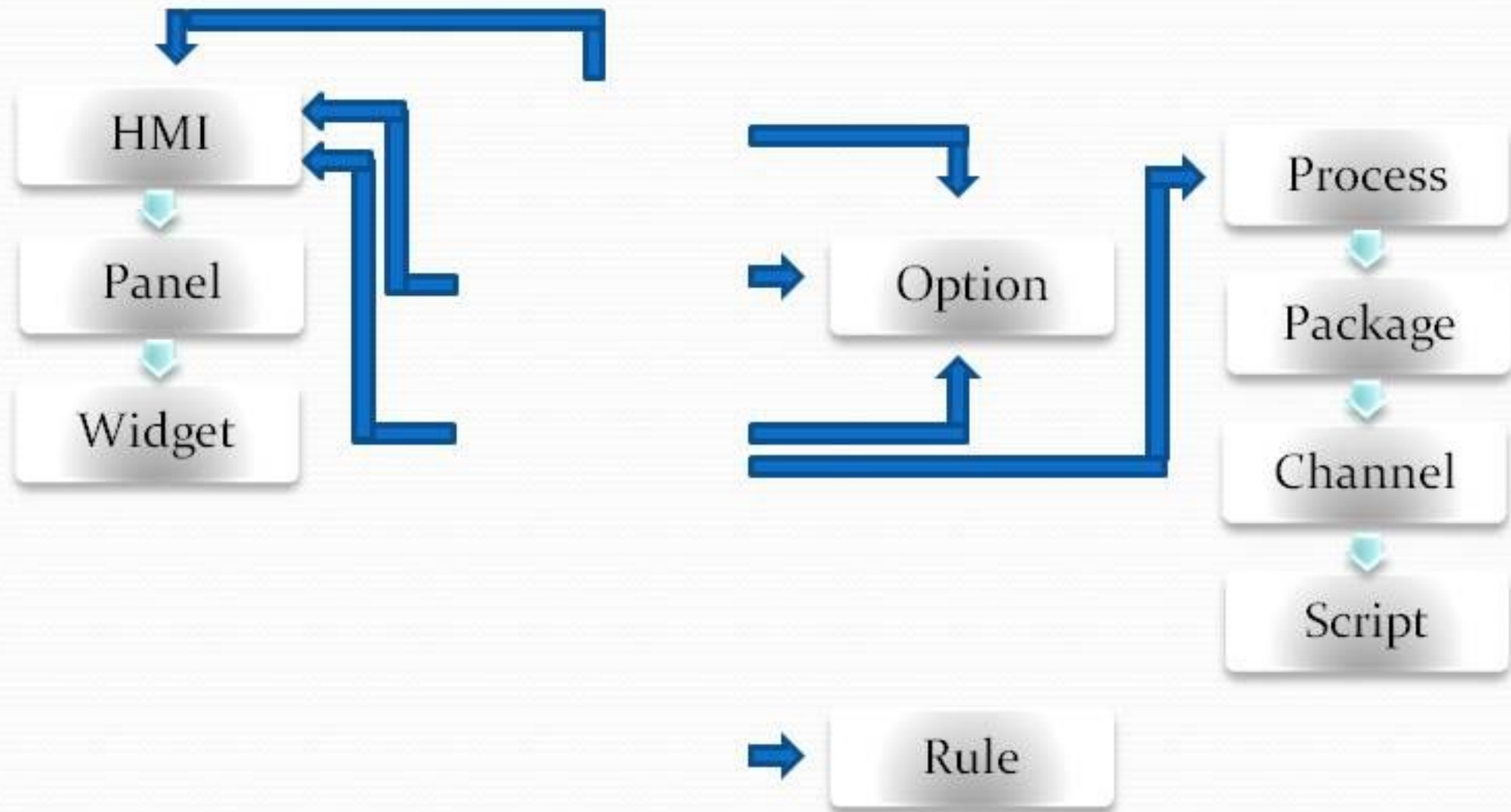


Relationships Between Concepts

- Taxonomic relations are used to describe further specialization of a concept.
 - **Component** *isSupervisor*
 - **Process** *isInitiator*
- Associative relations relate concept across the language structure.
 - **Component** *hasState*
 - **State** *achievedThrough*



Language Basic Concepts



Language Model and Syntax

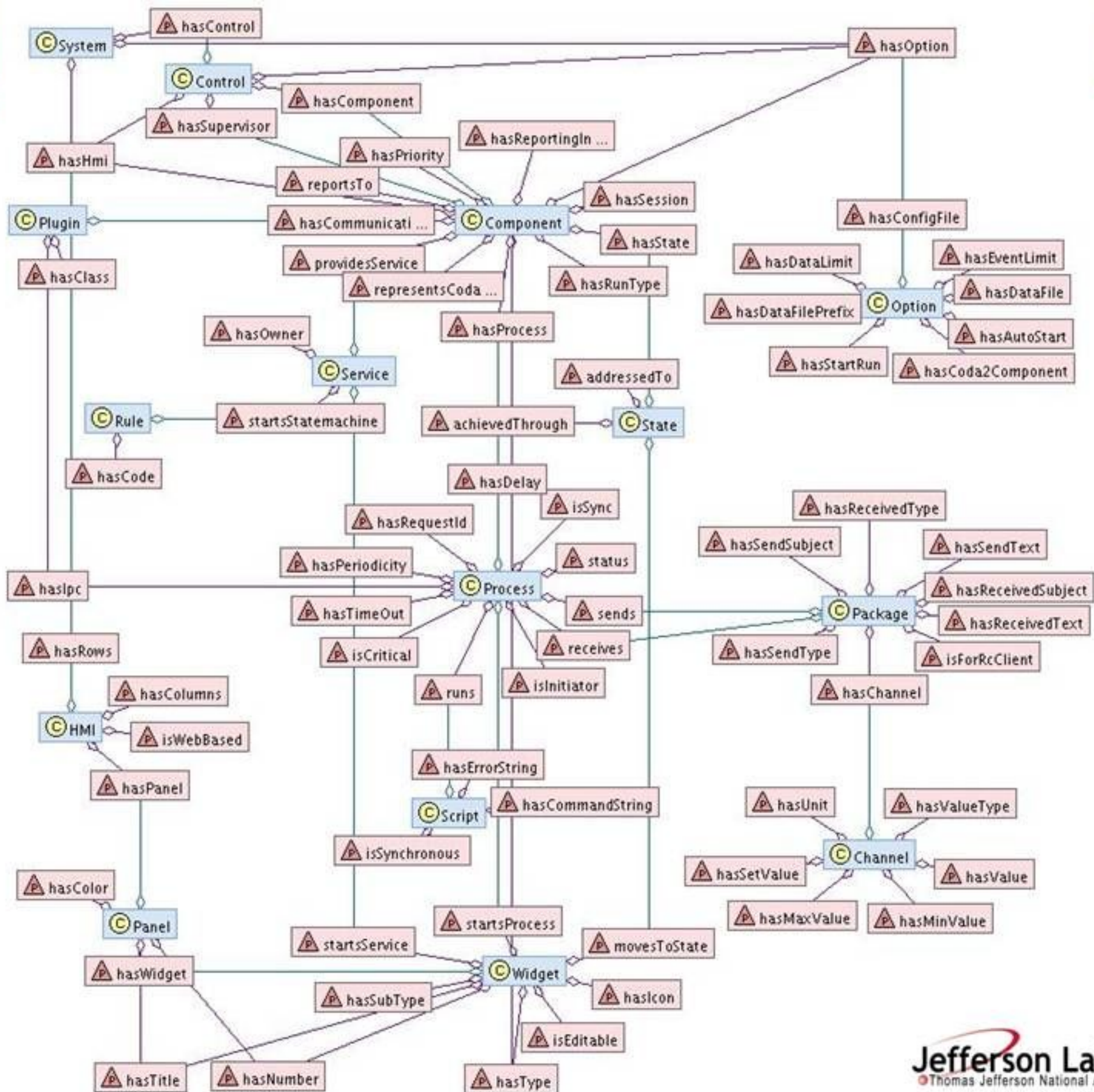
- Language is using RDF as a meta-data modeling specification
- Triplet structure of the language statement
 - Subject – Predicate – Object
 - Concept – Property – Concept/**Terminal**

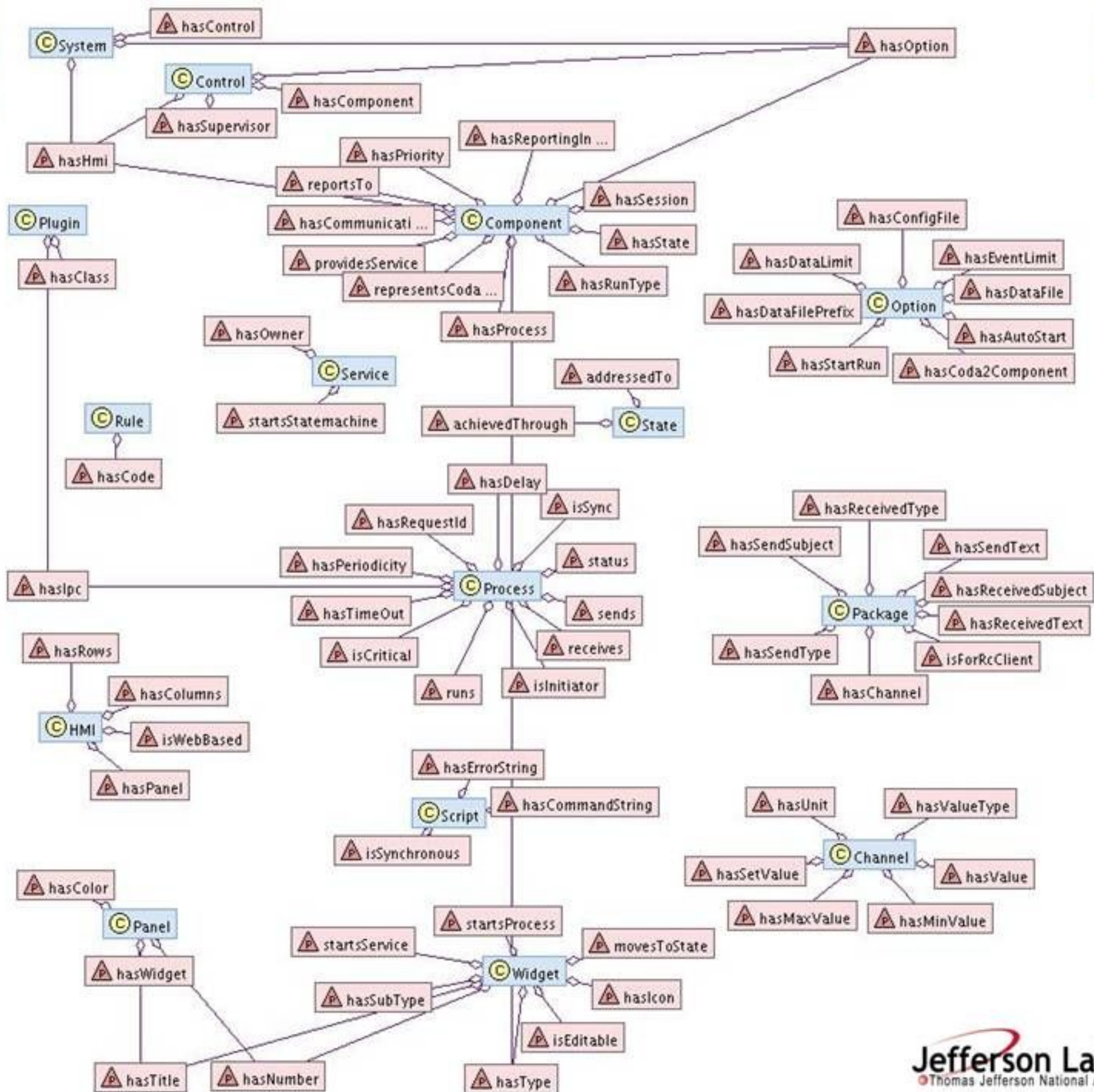
Control
HVMMainframe
HVState1
HVProcess1
Package1
Channell
HVMMainframe
Service1

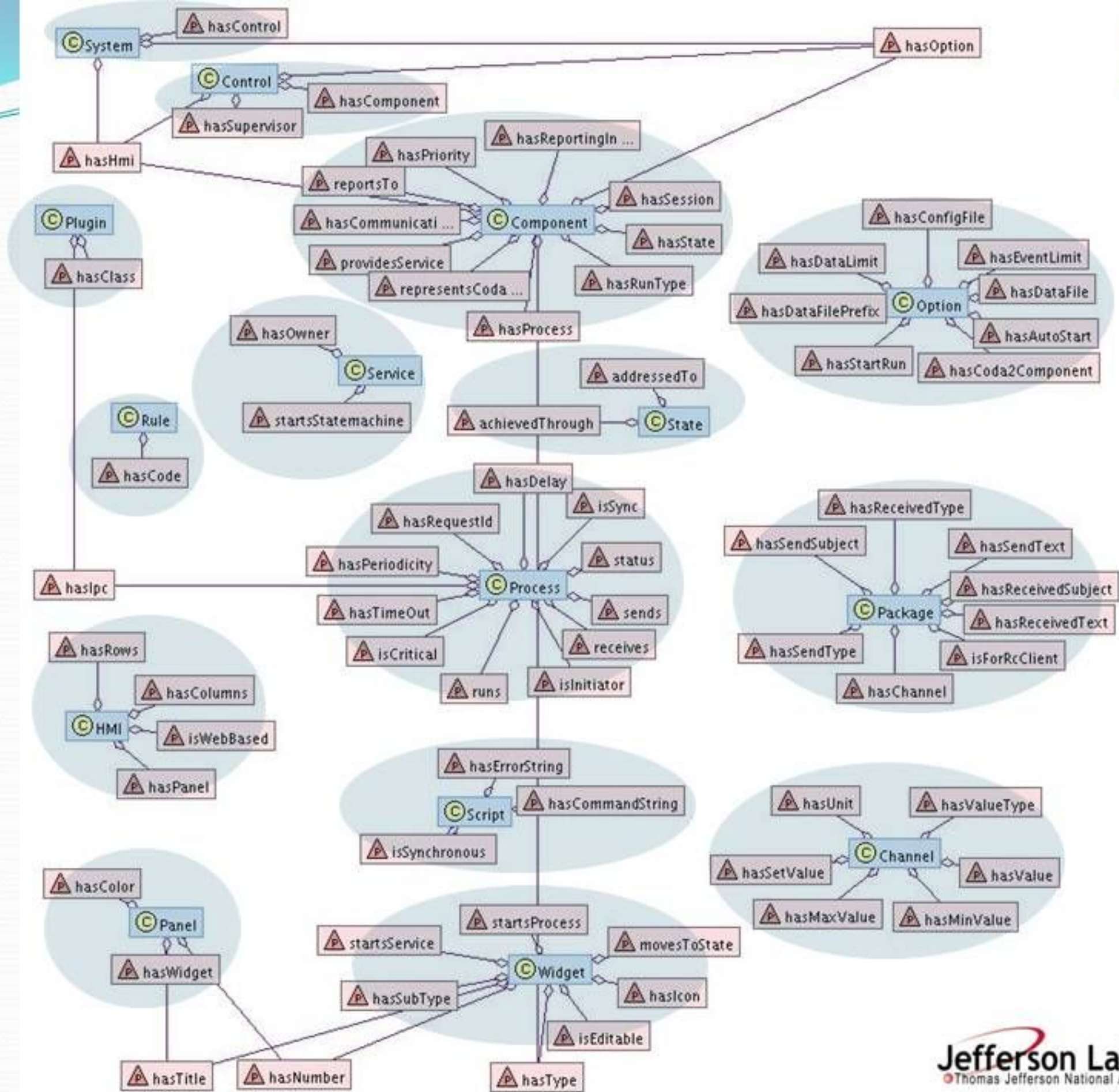
hasComponent
hasState
achievedThrough
sends
hasChannel
hasSetValue
providesService
hasCode

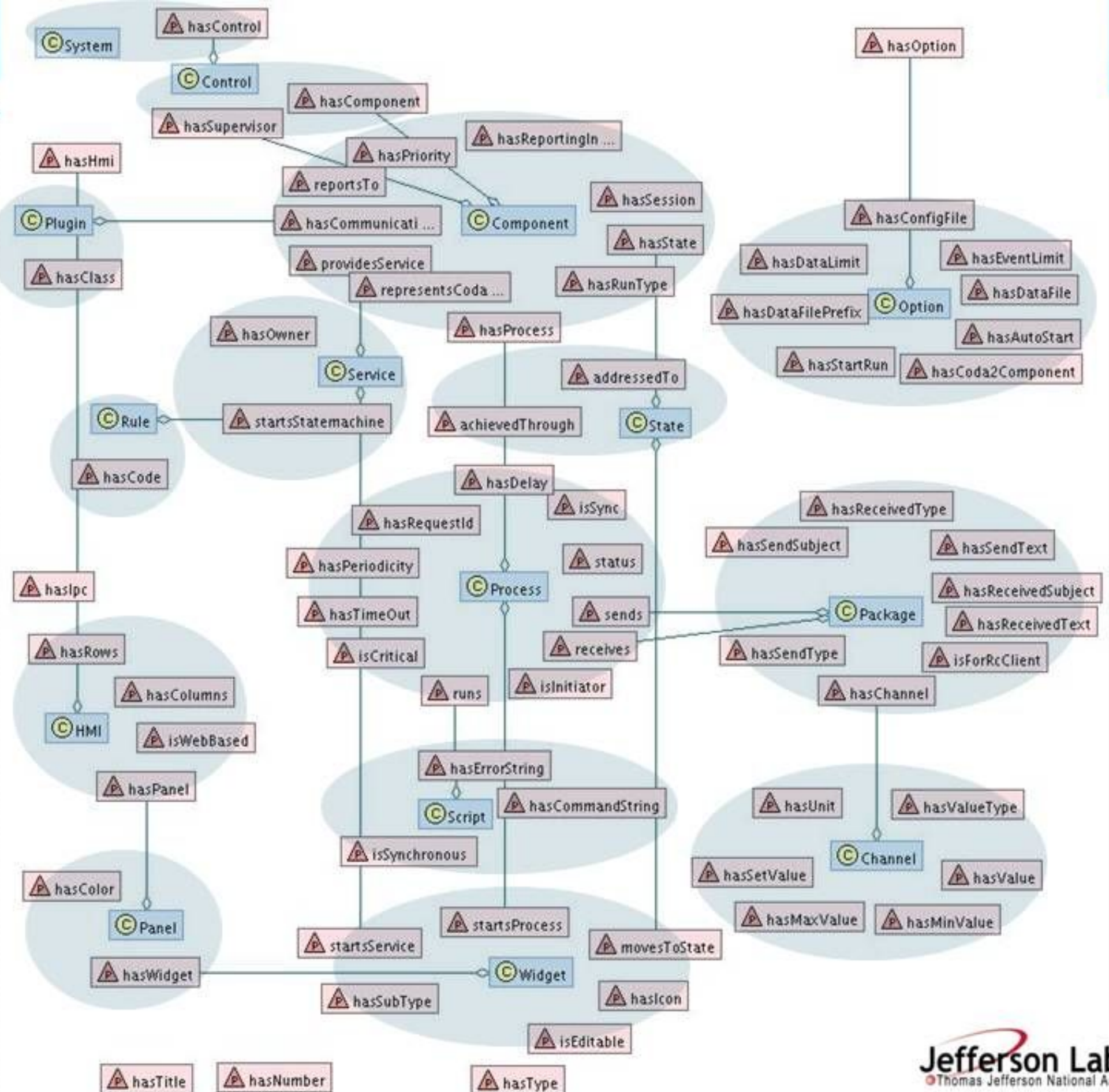
HVMMainframe.
HVState1.
HVProcess1.
Package1
Channell
Value
Service1
CodeDescription











State Machine Description

Language

- Terminal node of hasCode action concept is used to describe finite state machine algorithms
- C++/Java like syntax
- && and || logical operators
- Case sensitive

if	elseif	else	do	while
in_state	not_in_state	move_to	true	false
group	supervisor	all	sleep	//

```
if (( EB1 in_state EBState1 ) &&  
    ( HVMainFrame not_in_state HVState1 )) {  
    EB1 move_to EBState2;  
    do externalProcess1;  
} elseif ( HVMainFrame in_state HVState1 ) {  
    move_to HVState2;  
}
```



Graphical Interface

The image displays the Cool Component Designer (CCD) graphical interface, which is used for designing and configuring components and their interactions. The interface is divided into several main sections:

- Project Tree (Left):** A hierarchical tree view showing the project structure. The root is ".Afecs", which contains subfolders for Component, Option, State, Service, Channel, Process, and Rule. Under Component, there are TComponent1 and TComponent2. Under Option, there are TOption1 and TOption2. Under State, there are TState1 and TState2. Under Service, there are TService1 and TService2. Under Channel, there are TChannel1 and TChannel2. Under Process, there are TProcess1 and TProcess2. Under Rule, there is a Rule folder.
- Rule Editor (Top Right):** A window titled "Cool Component Designer" showing the configuration for a rule. The "General" tab is active, and the rule name is "TRule1". Below the general information, there is a table with two columns: "Component" and "State".

Component	State
TComponent1	TState1
TComponent2	TState2

Below the table, there is a code editor containing the following rule definition:

```
if(TComponent1 in_state TState1) {  
    TComponent2 move_to TState2  
} else {  
    do TProcess2  
}
```
- Process Editor (Bottom Right):** A window titled "Cool Component Designer" showing the configuration for a process. The "Process" tab is active, and the process name is "TProcess2". The "IPC" is set to "cmsg", and the "Synchronous" checkbox is checked. The "Is Part Of State" is set to "TState2". The "Periodicity" is 3, "Delay" is 2, and "Timeout" is 3. The "Action" section contains a "Command String" set to "sdf" and an "Error String" set to "sdf-error". There are "Include", "Create", and "Reset" buttons at the bottom.
- Diagram (Middle Left):** A graphical diagram showing the relationships between components and states. It features a grid with various icons representing components and states, connected by arrows to show dependencies and transitions.
- Code Editor (Top Left):** A window titled "CEDIT" showing the source code for the project. The "Code" tab is active, and the code is displayed in a monospaced font. The code includes a "Link mode" section with a list of icons.

Summary

- Ontology language for describing complex, hierarchical control systems, control logic and finite state machines has been developed
- Language provides following advantages:
 - Increased descriptive power
 - Heterogeneous system component description and integration
 - Graphical interface eliminates direct, programmatic description





Thank you

Cool example coded inXML

```
<rdf:Description rdf:about="http://COOLHOME/Ebs/eb1#EB1">
  <cool:hasIpc>dpsh</cool:hasIpc>
  <cool:representsCoda2Client>true</cool:representsCoda2Client>
  <cool:hasType>EB</cool:hasType>
  <cool:hasName>EB1</cool:hasName>
  <cool:hasCode>{CODA}{CODA}</cool:hasCode>
  <cool:hasPriority>33</cool:hasPriority>
  <cool:hasReportingInterval>3</cool:setsReportingInterval>
  <cool:hasState rdf:resource="http://COOLHOME/State/TState#TState1">
</rdf:Description>
```