

## **OACTree Sequencer**

Operation, Automation and Control using Behavior Trees

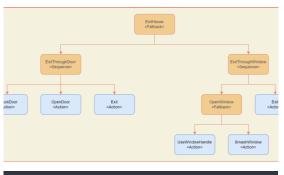
Walter Van Herck, Gennady Pospelov – presented by R. Lange EPICS Collaboration Meeting, Pohang

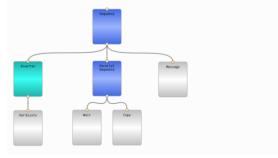
15-18 April 2024



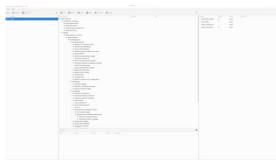
#### **Overview**

- Motivation
- Behavior tree semantics
- Extensible and composable:
  - New Instructions and/or Variables can be provided through plugins
  - Decoupled user interactions (input/output) allows for CLI, daemon, GUI, etc.
  - Include(Procedure) allows building procedures from a collection of input procedure files
- Instructions & Variables
- Plugins allow custom extensions
- GUI
- Status and Plans





```
1.0" encoding="UTF-8"?>
s="http://codac.iter.org/sup/sequencer" version="1.0"
"Procedure for testing purposes"
s:xs="http://wnw.w3.org/2001/XMLSchema-instance"
chemalocation="http://codac.iter.org/sup/sequencer sequencer.xsd">
amme="Copy variables" inputVar="var1" outputVar="var2" />
fromVar="var2" description="Hello" />
name="var1" type='{"type":"string"}' value='"Hello, world!"' />
name="var2" type='{"type":"string"}' />
```

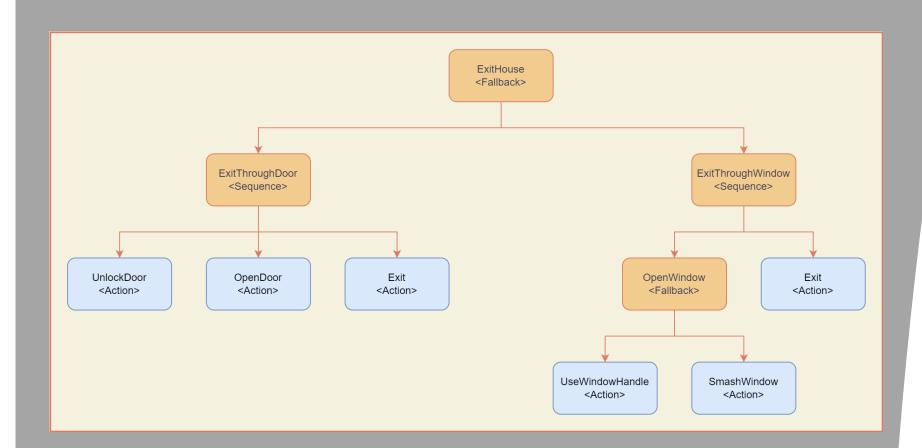




#### **Motivation**

- The traditional EPICS SNC-Sequencer is a powerful tool, very well documented and tested
- ITER systems are very large and complex; often commissioned in stages
- E.g., the start-up procedure for the CC2D cooling loop (1/6) has about 1k instructions
- Finite state machines don't scale well enough
- Behavior Trees are a concept that allows for better modularization and parametrization of large procedures





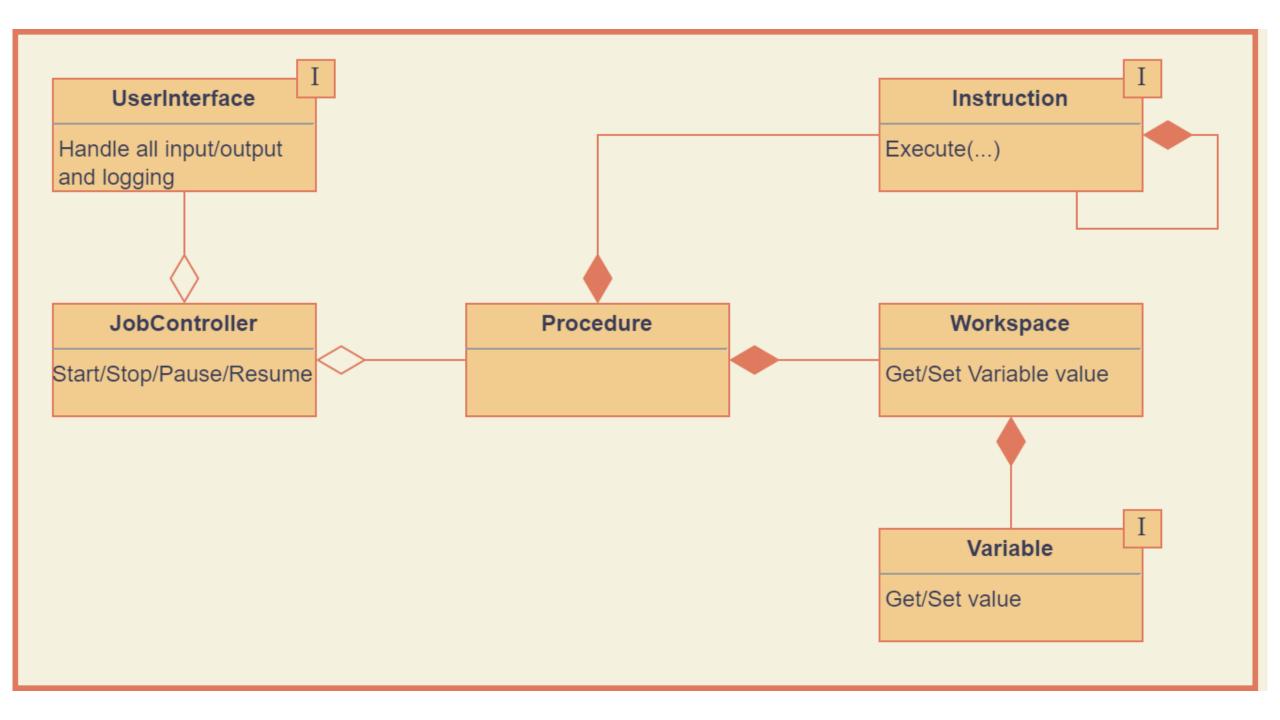
## Behavior tree semantics

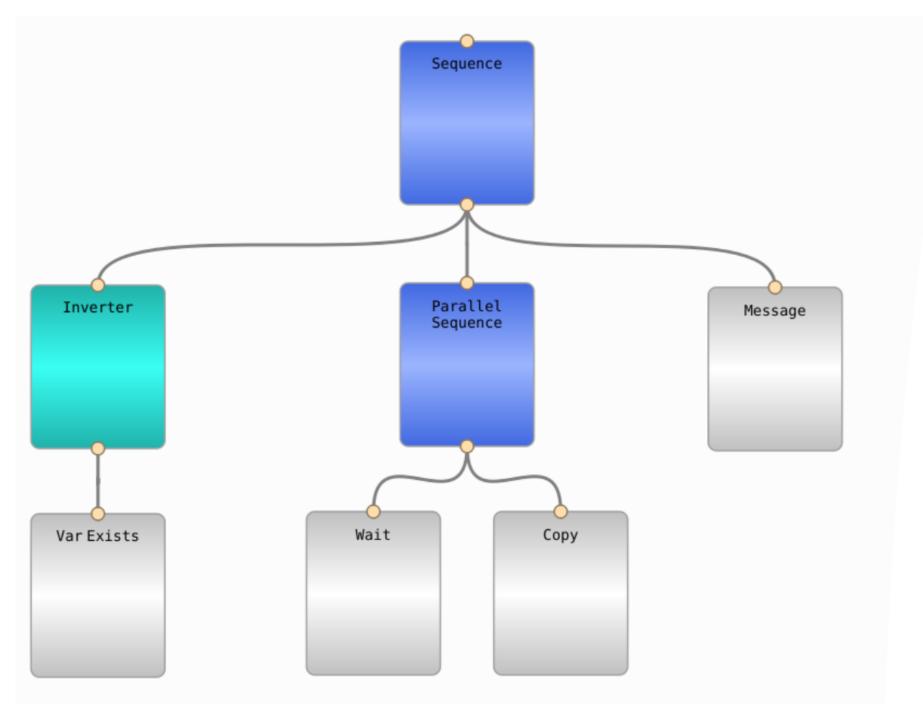
Goal based, rather than action based

Decompose main goal into subgoals

Used in AI, robotics, control systems and video games







## **Instruction** categories

#### Composite

- Sequence
- Fallback
- ParallelSequence

#### Decorator

- Inverter
- Listen
- Include(Procedure)

#### Action

- Wait
- Copy
- Output
- Input



```
<?xml version="1.0" encoding="UTF-8"?>
<Procedure xmlns="http://codac.iter.org/sup/sequencer" version="1.0"</pre>
           name="Procedure for testing purposes"
           xmlns:xs="http://www.w3.org/2001/XMLSchema-instance"
           xs:schemaLocation="http://codac.iter.org/sup/sequencer sequencer.xsd">
    <Sequence>
        <Copy name="Copy variables" inputVar="var1" outputVar="var2" />
        <Output fromVar="var2" description="Hello" />
    </Sequence>
    <Workspace>
        <Local name="var1" type='{"type":"string"}' value='"Hello, world!"' />
        <Local name="var2" type='{"type":"string"}' />
    </Workspace>
</Procedure>
```

## Workspace variables

Procedure-scoped workspace of variables



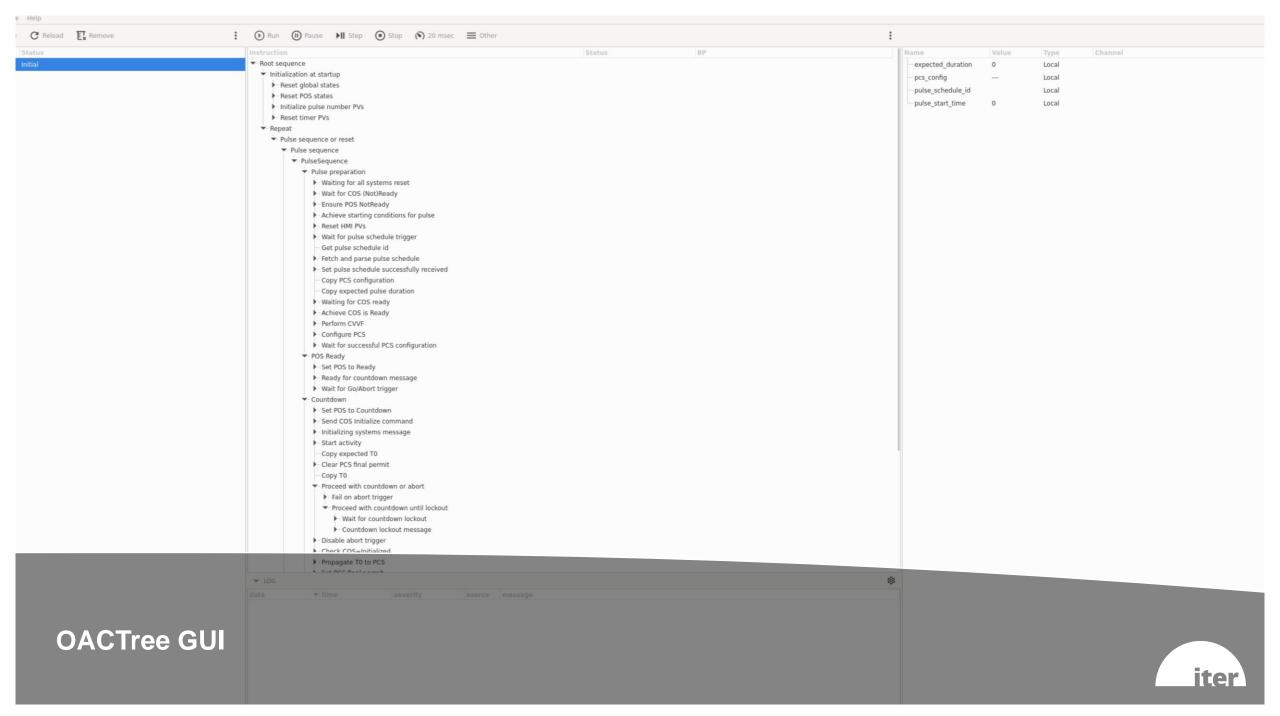
#### **Plugins**

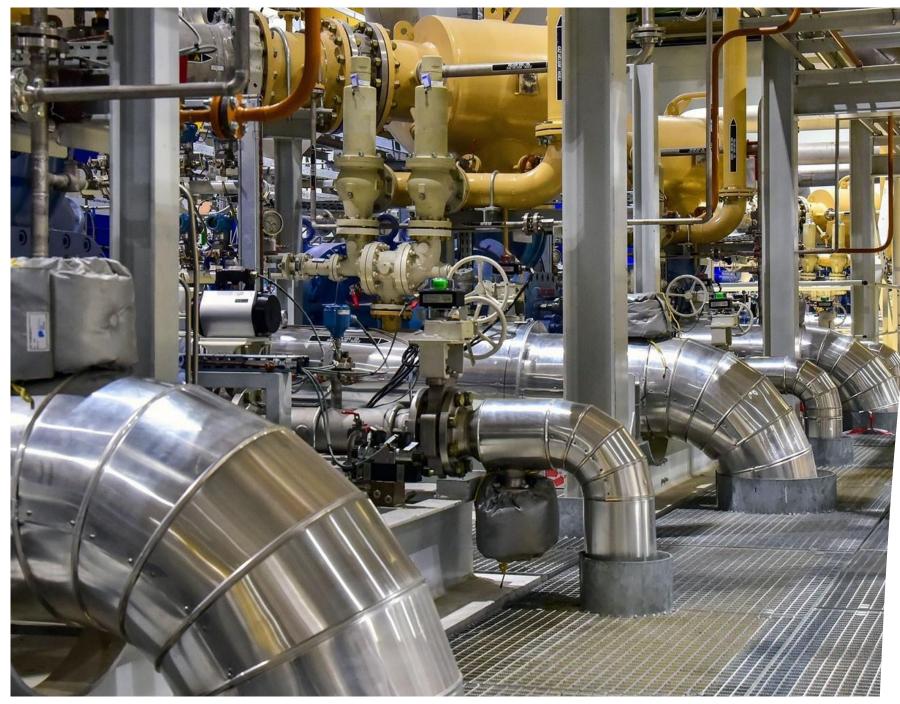
New instructions and variables can be added with the use of plugins.

#### Current plugins:

- sequencer-plugin-control: composite instructions that are common in control systems
- sequencer-plugin-epics: read/write process variables; RPC client; supports both ChannelAccess and PvAccess
- sequencer-plugin-mathexpr : exposes sup-mathexpr to sequencer
- sequencer-plugin-sup: for configuration reading/writing and calling CVVF functions
- sequencer-plugin-psps: provides interface to pulse schedule database







#### **Status and Plans**

Core libraries: Complete and in maintenance mode

Plugins:

Depends on the plugin. EPICS Plugin needs more testing.

GUI:

Stable, still needing UX improvements

Next:

Remote Sequencer Servers to allow running procedures continuously

Availability:

Currently still under ITER IP rules...

Please contact us !!



# Thank you!

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Walter Van Herck, Gennady Pospelov EPICS Collaboration Meeting 15-18 April 2024

