

Enhancing the MxCuBE user interface by a finite state machine (FSM) model

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Abstract

The acquisition of X-ray diffraction data from macromolecular crystals is a major activity at many synchrotrons and requires user interfaces that provide robust and easy-to-use control of the experimental setup. Building on the modular design of the MxCuBE [1] beamline user interface, we have implemented a finite state machine model that allows to describe and monitor the interaction of the user with the beamline in a typical experiment. Using a finite state machine, the path of user interaction can be rationalized and error conditions and recovery procedures can be systematically dealt with.

Typical steps of a macromolecular crystallography (MX) data collection



Figure 1: Sample mounting on the sample positioning device (goniometer).

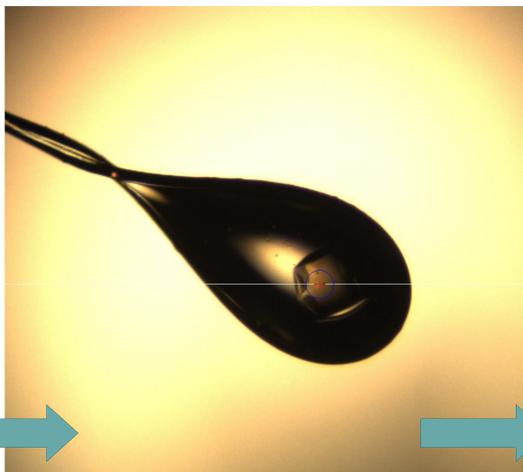


Figure 2: Sample centering.

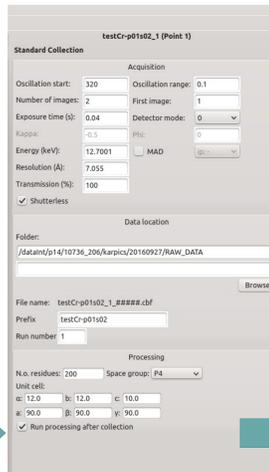


Figure 3: Entry and validation of data collection parameters.

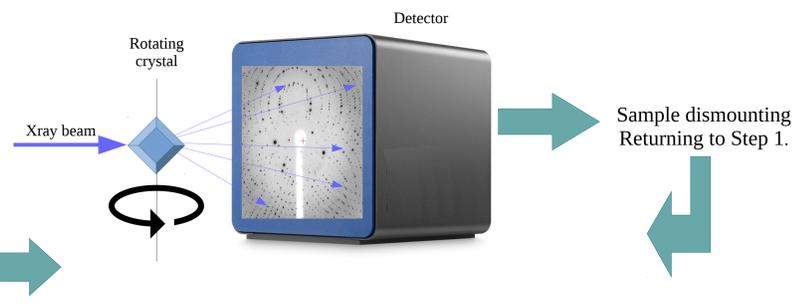


Figure 4: Execution of data collection.

Use Case

- The MxCuBE graphical user interface (GUI) for MX beamlines contains numerous widgets to control the settings of the beamline hardware and set the collection parameters [Fig. 5].
- The many different ways of collecting data on a given crystals and the interdependencies between different components of the beamline result in a highly complex system for which stable operation is not trivial to achieve.
- Many users of MX beamlines are inexperienced posing high requirements in terms of making the operation robust and supporting recovery from errors.

Finite State Machine

- An FSM is a mathematical model of a closed or open loop discrete-event system with defined states [2]. FSM graph contains states and transitions between them.
- It is widely used to define, analyse and control the functioning of a system.
- Applications include software engineering and experimental control systems. For example, the usage of FSMs are described in [3, 4, 5].
- A FSM describing user interaction with MX graphical user interface MxCuBE has been created [Fig. 6].

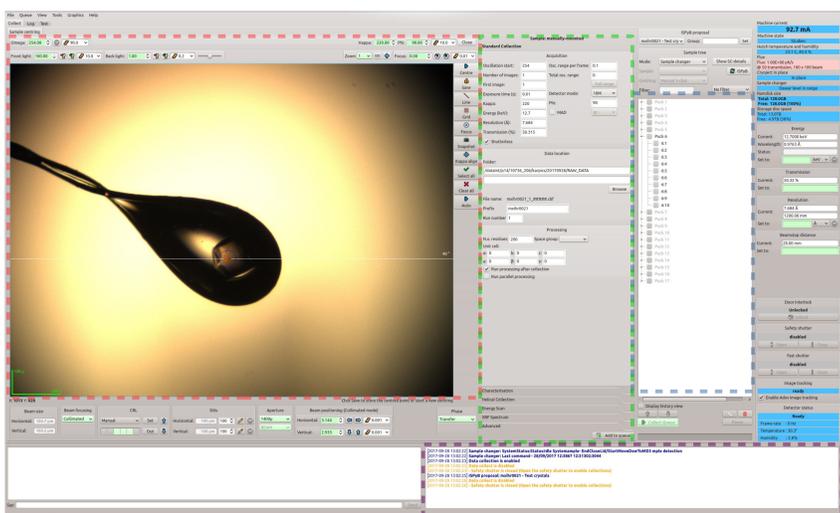


Figure 5: Graphical user interface MxCuBE as seen at EMBL beamline P14.

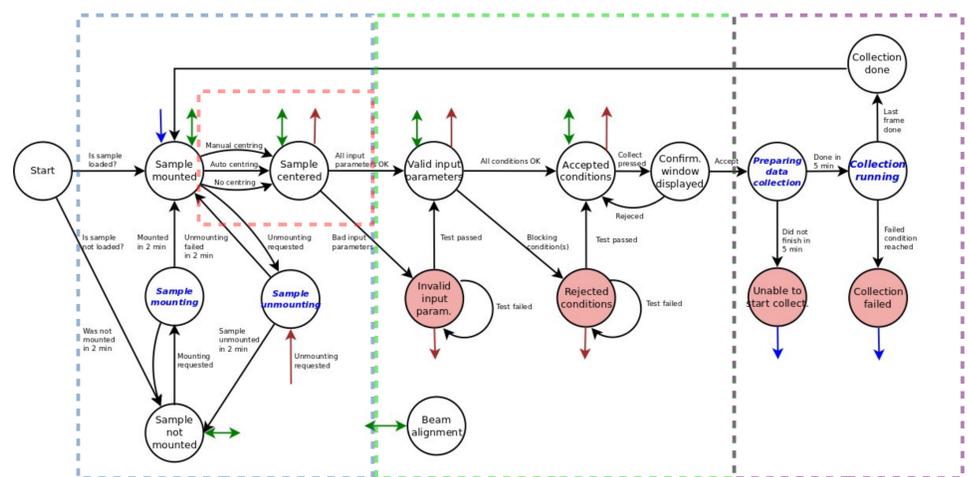
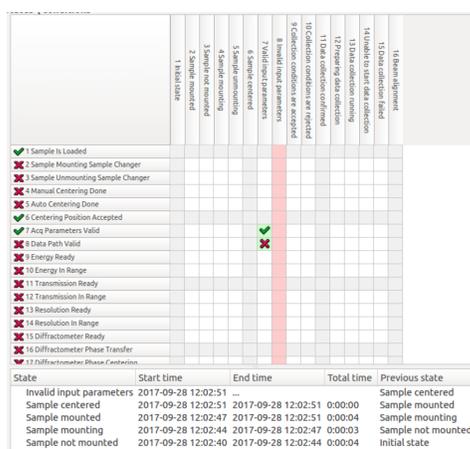


Figure 6: State graph of a user interaction during a macromolecular crystallography data collection. Circles represent FSM discrete states. Normal states are shown in white, while states painted in red are error states and require actions to return system to a normal state. Blue arrows point to *Sample mounted* state and are executed automatically, red arrows indicate the request from a user to unmount a sample.

Implementation in MxCuBE

- MxCuBE is logically divided into a hardware access and a graphical representation layer.
- Hardware access level contains self-contained hardware objects that represents beamline components.
- FSM is implemented as an object connecting all hardware objects.
- Transitions are triggered upon request when the conditions as evaluated by individual hardware objects are fulfilled.
- For debugging purposes a window with information about the state of the FSM is available [Fig 8].



State	Start time	End time	Total time	Previous state
Invalid input parameters	2017-09-28 12:02:51	Sample centered
Sample centered	2017-09-28 12:02:51	2017-09-28 12:02:51	0:00:00	Sample mounted
Sample mounted	2017-09-28 12:02:47	2017-09-28 12:02:51	0:00:04	Sample mounting
Sample mounting	2017-09-28 12:02:44	2017-09-28 12:02:47	0:00:03	Sample not mounted
Sample not mounted	2017-09-28 12:02:40	2017-09-28 12:02:44	0:00:04	Initial state

Figure 8: Window for monitoring the FSM described in [Fig. 6].

Conclusion and Perspectives

- An idealized Finite State Machine model for the interaction of a beamline user with a beamline to collect diffraction data from a crystal is presented.
- Resulting description is helpful for the user of the beamline, the beamline scientist supporting the beamline user, and for the developers of the beamline control interface.
- For the (inexperienced) beamline user, being informed about the current state/current transition is useful especially in situations in which the beamline is seemingly idle or blocked.
- The clean information about error state and - when possible - suggested recovery procedures make the beamline user more autonomous.
- For the developer, the state history provides an important tool for debugging.
- Gathering statistics about the behavior of beamline components as seen via the states assumed and transitions take can be used to build a knowledge base for pin-pointing fault-causing beamline components.
- Describing subsystems as FSMs can be useful both for achieving a better understanding of the needs and for optimizing procedures in terms of efficiency and robustness.

References

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