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# MDSplus quality improvement project

Thomas W. Fredian[a,*], Joshua Stillerman[a], Gabriele Manduchi[b], Andrea Rigoni[b], Keith Erickson[c]

[a] Massachusetts Institute of Technology, 175 Albany Street, Cambridge, MA 02139, USA
[b] Consorzio RFX, Euratom-ENEA Association, Corso Stati Uniti 4, Padova 35127, Italy
[c] Princeton Plasma Physics Laboratory, Princeton, NJ 08543, USA

## HIGHLIGHTS

- Project to improve the quality of the MDSplus software package.
- Use of modern software technology, compiler options, automake.
- Refactoring of older code.
- Use of testing tools.

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## ABSTRACT

MDSplus is a data acquisition and analysis system used worldwide predominantly in the fusion research community. Development began 29 years ago on the OpenVMS operating system. Since that time there have been many new features added and the code has been ported to many different operating systems. There have been contributions to the MDSplus development from the fusion community in the way of feature suggestions, feature implementations, documentation and porting to different operating systems. The bulk of the development and support of MDSplus, however, has been provided by a relatively small core developer group of three or four members. Given the size of the development team and the large number of users much more effort was focused on providing new features for the community than on keeping the underlying code and documentation up to date with the evolving software development standards. To ensure that MDSplus will continue to provide the needs of the community in the future, the MDSplus development team along with other members of the MDSplus user community has commenced on a major quality improvement project. The planned improvements include changes to software build scripts to better use GNU Autoconf and Automake tools, refactoring many of the source code modules using new language features available in modern compilers, using GNU MinGW-w64 to create MS Windows distributions, migrating to a more modern source code management system, improvement of source documentation as well as improvements to the www.mdsplus.org web site documentation and layout, and the addition of more comprehensive test suites to apply to MDSplus code builds prior to releasing installation kits to the community. This work should lead to a much more robust product and establish a framework to maintain stability as more enhancements and features are added. This paper will describe these efforts that are either in progress or planned for the near future.



## 1. Introduction

MDSplus [1,2] is a collection of libraries and applications used for acquisition, access and storage of scientific data. It provides a wide range of functionality including:

- Data acquisition from measurement devices; organization of the storage of both experimental measurements, analysis results and various metadata associated with those data items
- Access to the data and metadata from a wide variety of programming languages and utilities
- Remote data access using a variety of transport mechanisms.

In the early 1980s, Tom Fredian and Josh Stillerman developed a data system called MDS for use on the Alcator and Tara fusion

* Corresponding author.
*E-mail address:* twf@psfc.mit.edu (T.W. Fredian).

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experiments at the Massachusetts Institute of Technology. That system was quickly adopted by several other fusion research facilities. It was also evaluated for possible use at two new experiments under construction, the RFX experiment in Padova, Italy and the ZTH in Los Alamos, New Mexico. Software developers at these two facilities had some interesting ideas for greatly enhancing the functionality of MDS so in 1987 a collaboration between MIT, RFX and LANL was initiated to develop a new data system providing significantly extended capabilities compared to MDS. Over the next 3 years the original core of MDSplus was developed and was ready for use at the startup of Alcator-C and RFX experiments in 1990. The ZTH experiment lost its funding and never began operation. Originally developed on the OpenVMS [3] platform, MDSplus has since grown in functionality and has been ported to numerous computing platforms. MDSplus is used by scientists and engineers worldwide mostly in the field of fusion energy research. Currently we are seeing upwards of 2500 downloads of MDSplus installation packages per year. This includes both new installations and updates to existing installations.

The development and support of MDSplus has been accomplished by a relatively small core group and much effort was targeted on adding new functionality to the system requested by the user community and providing support for a growing number of computing platforms. More recently we have increased the number of core developers adding more expertise in modern coding standards and compiler capabilities and have shifted the focus to improve the quality of the core MDSplus product utilizing a variety of techniques discussed in this paper.

## 2. OpenVMS origins

As mentioned above, MDSplus was originally developed on the Digital Equipment Corporation's OpenVMS operating system. This system provided a wide range of utilities which developers could build upon to provide specialized applications. MDSplus was designed and built to take advantage of the tools provided by the operating system. When it was later decided to port MDSplus to other operating systems it was anticipated that OpenVMS would be the predominant OS for MDSplus use. So rather than making major changes to the MDSplus code, the port to other operating systems was accomplished by emulating the utilities provided by OpenVMS. Surprisingly, at the time, OpenVMS use began to rapidly decrease and soon most sites migrated from OpenVMS to Linux based operating systems. Today essentially all sites using MDSplus have moved off of OpenVMS. While MDSplus functions and performs well on Linux systems, it's code base is still littered with OpenVMS concepts. Part of this quality improvement project is to remove unused sections of code specific to OpenVMS and to replace calls to OpenVMS library functions, which are emulated on the other platforms, with standard C library functions.

## 3. Rewrite OpenVMS based utilities

Porting MDSplus to non-OpenVMS platforms entailed emulating some major tools provided by OpenVMS. The best example of this was the implementation of the command line based utilities found in MDSplus. These were all based on the DCL [4], "Digital Command Language", utility provide by OpenVMS which enabled a developer to describe the command syntax in a special language and build a command interpreter with the command parsing, syntax validation and execution code dispatching all provided by the DCL utility. To provide this same capability on non-OpenVMS platforms, an emulation of the DCL utility was implemented. The entire implementation of the utility was done from scratch and utilized some questionable techniques which turned out to be quite susceptible to compiler and platform differences. Only after running some modern compiler based code analysis features was it discovered that this code was making assumption about things like memory layout and call stacks that could produce intermittent failures or break entirely if the compilers chose to behave differently. As part of the quality improvement project, this entire DCL emulation utility has been rewritten using standard tools such as flex [5], bison [6] and xml [7] to provide the command definitions and command line parsing. One major additional benefit of this project was the addition of a "HELP" command for the utilities which provides detailed descriptions of the available commands. This help feature was in the original OpenVMS DCL utility but was omitted from the port to the other platforms since it was assumed that one could always log into their OpenVMS system if they needed it.

## 4. GNU compiler standardization

MDSplus was ported to many other operating systems in the late 1990s when most other platforms had platform specific compilers each with their own idiosyncrasies. The MDSplus code became riddled with conditional compilation sections based on the particular compiler being used. Today, all of the platforms that MDSplus currently supports, use GNU compilers by default or at least have GNU compilers available. By standardizing on the GNU compiler, many if not all of the complicated conditional compilation sections of the MDSplus code can be removed, making the code much easier to read and support. The GNU library functions are for the most part standardized across most of the platforms so many of the configuration tests for operating system features can be eliminated as well. In addition, the code will be analyzed using the compiler's ability to display a wide variety of warning messages indicating potential problems or extraneous house cleaning problems such as old variables being declared but no longer being used.

It is now even possible to compile and link windows applications using the GNU MingW-w64 [8] compiler. The original port to Windows was done using Microsoft's Visual Studio product. This also required numerous constructs in the source code to do different operations if the source was being compiled with Visual Studio compilers versus Linux based compilers. In addition, Visual Studio used very different compile and link options so the work done to use automake tools was not compatible with the Windows build of the software. The Windows compilers also did not abide by many of the compiler standards which limited the use of many advances in the programming languages. The MingW-w64 compiler is a cross compiler so all of the compile and linking of Windows libraries and applications can be performed on a Linux system which can use all of the same build and development tools as all of the other Linux based distributions. The libraries built with the MingW-w64 compiler are compatible with third party applications such as LabVIEW and Python which have often been a problem with the other tools such as Cygwin which is better suited for developing standalone applications for Windows. There is currently still one issue with using MinGW-w64 compilers to build libraries for use with Visual Studio built applications. The exception handling in C++ applications differ between Visual Studio applications and C++ libraries built with MinGW-w64. Currently there is only one object oriented library in MDSplus for use with C++. To resolve this incompatibility, we have been including in the installation kits two versions of the MDSplus C++ library, one compatible with MingW-w64 built applications and one built with Visual Studio to be compatible with user applications built with Visual Studio. Everything but this one C++ Visual Studio dll is built on a Linux based system.

Moving from the support of many different compilers to standardizing on GCC compilers has enabled us to greatly reduce the

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