



# 3rd Workshop on Controls and Acquisition GUI Strategies

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Stuart Fisher (ESRF)  
Chris Roderick (CERN)

23rd September 2024

PIONEERING SYNCHROTRON  
SCIENCE



## 60+ Participants from ~23 Institutes

ALBA Synchrotron

ANSTO - Australian Nuclear Science and Technology Organisation

ANL - Argonne National Laboratory

BNL - Brookhaven National Laboratory

CERN

DESY - Deutsches Elektronen-Synchrotron

DLS - Diamond Light Source

EMBL Grenoble

ESRF

Elettra Sincrotrone Trieste

European XFEL

Fermilab

GANIL - Grand Accélérateur National d'Ions Lourds

HZB - Helmholtz-Zentrum, Berlin

IHEP - Institute of High Energy Physics

ISIS - Neutron and Muon Source

KIT - Institute of Catalysis Research and Technology

Jagiellonian University

LNLS - Brazilian Synchrotron Light Laboratory

MAX IV

PSI - Paul Scherrer Institut

S2Innovation

Synchrotron SOLEIL

Thank you for joining us !

GUIs have the potential to make peoples work much easier: for developers, staff, and users

GUIs present many challenges including UX design, choice of technology, and inevitable accelerating technology evolution. There are social challenges as well, staff competences, resistance to change, etc

1st GUI Strategies Workshop in 2022 → a lot of interest and some topics to be followed-up:

- Charting, Data Decimation, Synoptics, Web application packaging, Zero/Low code GUI platforms

2nd GUI Strategies Workshop in 2023 → 50+ participants, some topics to be followed- up:

- UI Testing

This workshop aims to bring the interested people together again, in person and as a community, to share knowledge, discuss ideas, and hopefully make new connections and get inspired

**This is a workshop** – targeting plenty of discussion

→ please take part & share your questions, ideas, feedback, experience...

# PROGRAMME

<b>Introduction &amp; Workshop Overview</b> <i>Auditorium, ESRF</i>	<i>Stuart Fisher et al.</i> 08:30 - 08:40
<b>European XFEL</b> <i>Auditorium, ESRF</i>	<i>Camille Carinan</i> 08:40 - 08:55
<b>Fermilab / ACORN</b> <i>Auditorium, ESRF</i>	<i>Madelyn Polzin</i> 08:55 - 09:10
<b>ROCK-IT GUIs: Insights from DESY, HZB, HZDR, KIT</b> <i>Auditorium, ESRF</i>	<i>Zeynep Isil Isik Dursun</i> 09:10 - 09:25
<b>ESRF</b> <i>Auditorium, ESRF</i>	<i>Jean-Luc Pons et al.</i> 09:25 - 09:40
<b>CERN</b> <i>Auditorium, ESRF</i>	<i>Stephane Deghaye</i> 09:40 - 09:55
<b>MaxIV</b> <i>Auditorium, ESRF</i>	<i>Vincent Hardion</i> 09:55 - 10:10
<b>Elettra</b> <i>Auditorium, ESRF</i>	<i>Roberto Borghes</i> 10:10 - 10:25
<b>Coffee Break - Offline Discussion</b> <i>Auditorium, ESRF</i>	10:25 - 10:55
<b>ALBA &amp; Taurus Performance Improvements</b> <i>Auditorium, ESRF</i>	<i>Oriol Vallcorba</i> 10:55 - 11:10
<b>ANSTO</b> <i>Auditorium, ESRF</i>	<i>Letizia Sammut</i> 11:10 - 11:25
<b>GANIL</b> <i>Auditorium, ESRF</i>	<i>Christophe Haquin</i> 11:25 - 11:40
<b>Diamond Light Source</b> <i>Auditorium, ESRF</i>	<i>David Perl</i> 11:40 - 11:55
<b>LNLS</b> <i>Auditorium, ESRF</i>	<i>Ana Clara de Souza Oliveira</i> 11:55 - 12:10

<b>Lunch</b> <i>Auditorium, ESRF</i>	12:10 - 13:30
<b>BEC Widgets and pyqtgraph</b> <i>Auditorium, ESRF</i>	<i>Jan Wyzula</i> 13:30 - 14:00
<b>Advanced Visualisation for Tomography and Mapping</b> <i>Auditorium, ESRF</i>	<i>Stuart Fisher</i> 14:00 - 14:15
<b>Web UI Testing (examples from ESRF, CERN, MAXIV &amp; SKAO)</b> <i>Auditorium, ESRF</i>	<i>Axel Bocciarelli et al.</i> 14:15 - 15:30
<b>Coffee Break - Offline Discussion</b> <i>Auditorium, ESRF</i>	15:30 - 16:00
<b>Daiquiri, blissdata, bluesky, and sardana</b> <i>Auditorium, ESRF</i>	<i>Udai Singh</i> 16:00 - 16:20
<b>Fundamentals of Screen Design: Creating a User-Centered GUI Design for Beamlines</b> <i>Auditorium, ESRF</i>	<i>Zeynep Isil Isik Dursun</i> 16:20 - 16:50
<b>Optimizing Outcomes: Integrating UX and User Feedback in Development</b> <i>Auditorium, ESRF</i>	<i>Madelyn Polzin</i> 16:50 - 17:20
<b>Workshop Closeout</b> <i>Auditorium, ESRF</i>	<i>Chris Roderick et al.</i> 17:20 - 17:30

● ● Technologies & Evolution Plans
 ● Plotting and Advanced Visualisation
 ● Testing
 ● Integrated Environments
 ● User Experience (UX)

Aiming to **start each talk on time, but:**

- Some talks are longer than others
- Difficult to anticipate amount of discussion

**Will adapt scheduling according to the actual amount of discussion on a given topic.**

**This may mean:**

- Some talks start slightly earlier & exceed the original duration (still finishing at the scheduled time)
- Some discussion points need to be kept for follow-up later in the workshop (according to time available)

**Generous coffee and lunch breaks scheduled to give overflow time and offline discussion**

LETS GET STARTED....

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