

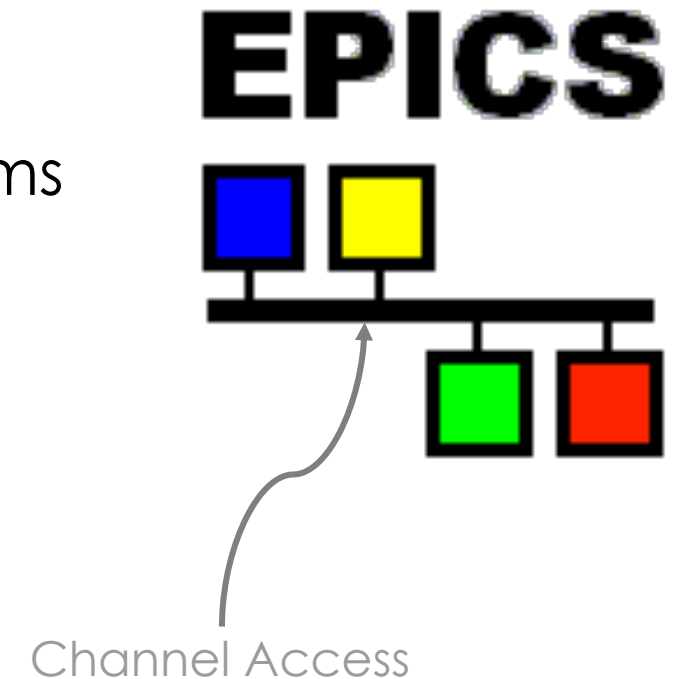
Channel Access

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Channel Access: The EPICS Network Protocol

- Read and write Process Variables over the network.
- To many, CA is EPICS.
 - Especially if your background is w/ systems that have no IOC database.
 - "Integrate into EPICS" really means: Talk CA on the network.



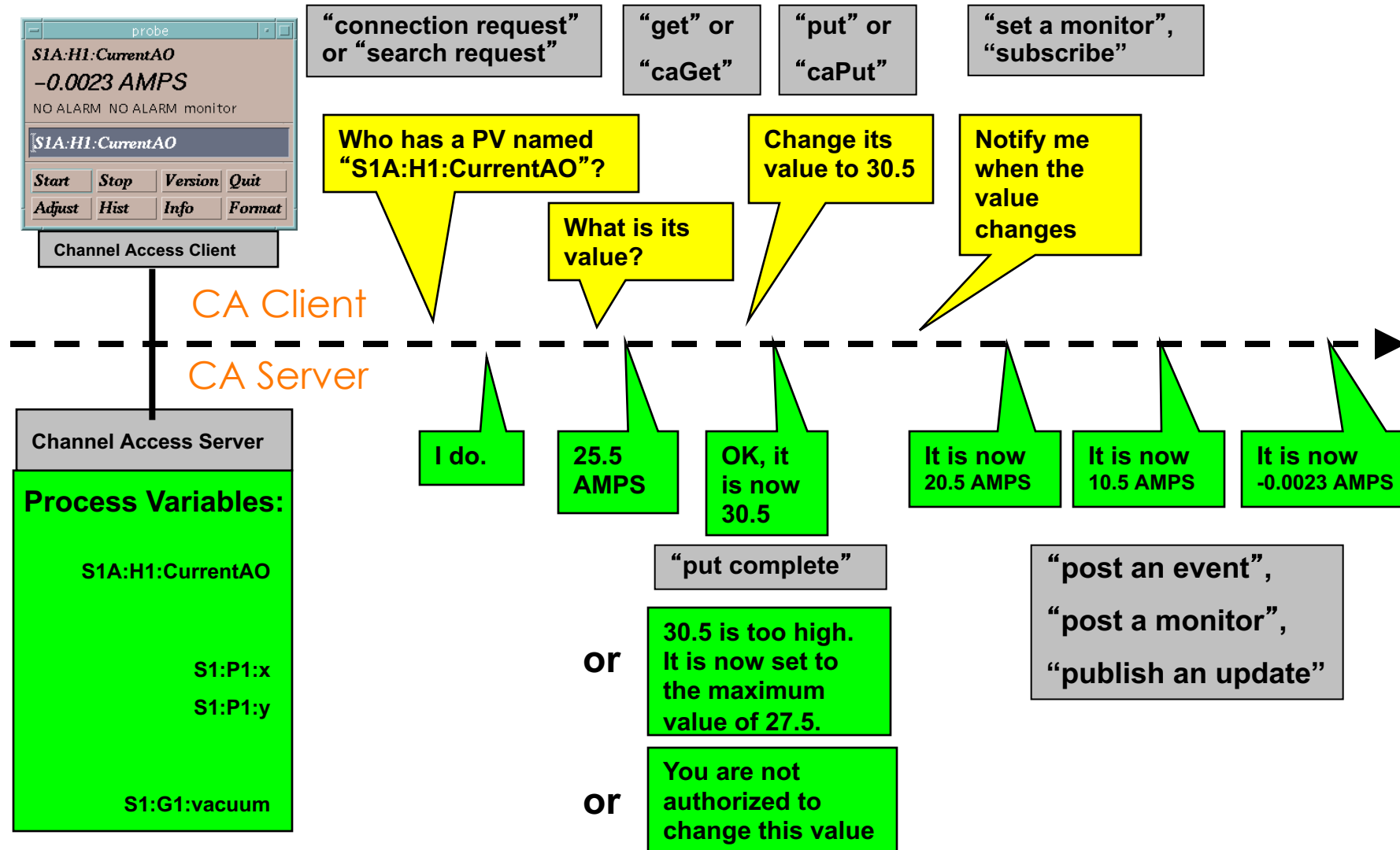
Advantages over similar Control System/IoT Protocols

- "Zero config" for small setups, yet scales to large networks
- Distributed, no central "Name Server" or "Broker" bottleneck
- Read/write/subscribe ('get', 'put', 'monitor')
 - Monitor sends initial value
 - 'put-callback' option for assured completion
- Data types that combine value with timestamp, units, status

To end user:

- Look at operator display and enjoy what you see
- Maybe use channel name to create your own displays, scripts, ...

Channel Access in One Slide



Reading and Writing

'caget' command-line tool to read:

```
> caget epics-dev:tank
epics-dev:tank          30.5382
> caget epics-dev:tank.DESC
epics-dev:tank.DESC    Tank Temperature or INVALID
```

'caput' to write:

```
> caput epics-dev:tank.DESC "Tank temperature"
Old : epics-dev:tank.DESC    Tank Temperature or INVALID
New : epics-dev:tank.DESC    Tank temperature
```

Examples use </ics/examples/fishtank>

Data types

'cainfo' to determine data type:

```
> cainfo epics-dev:tank  
... Native data type: DBF_DOUBLE ...
```

```
> cainfo epics-dev:tank.DESC  
... Native data type: DBF_STRING ...
```

```
> cainfo epics-dev:tank.SCAN  
... Native data type: DBF_ENUM ...
```

DBF_... DataBase Field

Data types...

'caget -d ...' to fetch specific data type:

```
> caget -h
```

```
Usage: caget [options] <PV name> ...
```

```
-d <type>: Request specific dbr type ...(DBR_ prefix may be omitted)
```

```
...
```

```
> caget -d DOUBLE      epics-dev:tank
```

Just the value

```
> caget -d STS_DOUBLE  epics-dev:tank
```

```
> caget -d TIME_DOUBLE epics-dev:tank
```

Control system essentials

```
> caget -d GR_DOUBLE   epics-dev:tank
```

```
> caget -d CTRL_DOUBLE epics-dev:tank
```

Everything .. except the time??

```
> caget -d STRING      epics-dev:tank.SCAN
```

Enum combines a label with a number

```
> caget -d SHORT       epics-dev:tank.SCAN
```

```
> caget -d CTRL_ENUM   epics-dev:tank.SCAN
```

'camonitor'

'camonitor' *monitors* value changes:

```
> $ camonitor epics-dev:tank
epics-dev:tank          2026-05-14 11:59:23.407152 68.6682
epics-dev:tank          2026-05-14 11:59:23.907023 69.2315
epics-dev:tank          2026-05-14 11:59:24.407060 69.7892
epics-dev:tank          2026-05-14 11:59:24.906853 70.3413 HIGH MINOR
epics-dev:tank          2026-05-14 11:59:25.406717 70.8879 HIGH MINOR
```

... plus one more each second...

... press Ctrl-C to stop ...

```
> camonitor epics-dev:tank.DESC
epics-dev:tank.DESC     2026-05-14 11:20:40.311549 Tank temp
```

... and then nothing ...

A.k.a. *subscribe*.

Channel Access supports monitoring

DBR_DOUBLE,
DBR_TIME_DOUBLE,
DBR_CTRL_DOUBLE, ...

but 'camonitor' always uses DBR_TIME_...

When will 'camonitor' receive new value?

When the CA server (IOC) sends a new value!

- Binary records: Every change
- Analog records: VAL change beyond MDEL (monitor delta) or ADEL (archive delta)

```
$ camonitor -h
```

```
...
```

```
-m <msk>: Specify CA event mask to use.  
<msk> is any combination of  
'v' (value), 'a' (alarm),  
'l' (log/archive), 'p' (property).  
Default event mask is 'va'
```

Client subscription options

- DBE_VALUE
 - Value changed beyond MDEL
- DBE_LOG
 - Meant for archive systems, ... ADEL
- DBE_ALARM
 - Alarm status/severity changed
- DBE_PROPERTY
 - DBR_CTRL_... units, limits, ... changed

Well behaved, generic clients

1. Determine the native type
2. Get DBR_CTRL_type once or monitor with DBE_PROPERTY
3. Monitor DBR_TIME_type with DBE_ALARM and either .._VALUE or .._LOG

→ Complete information while minimizing network traffic,

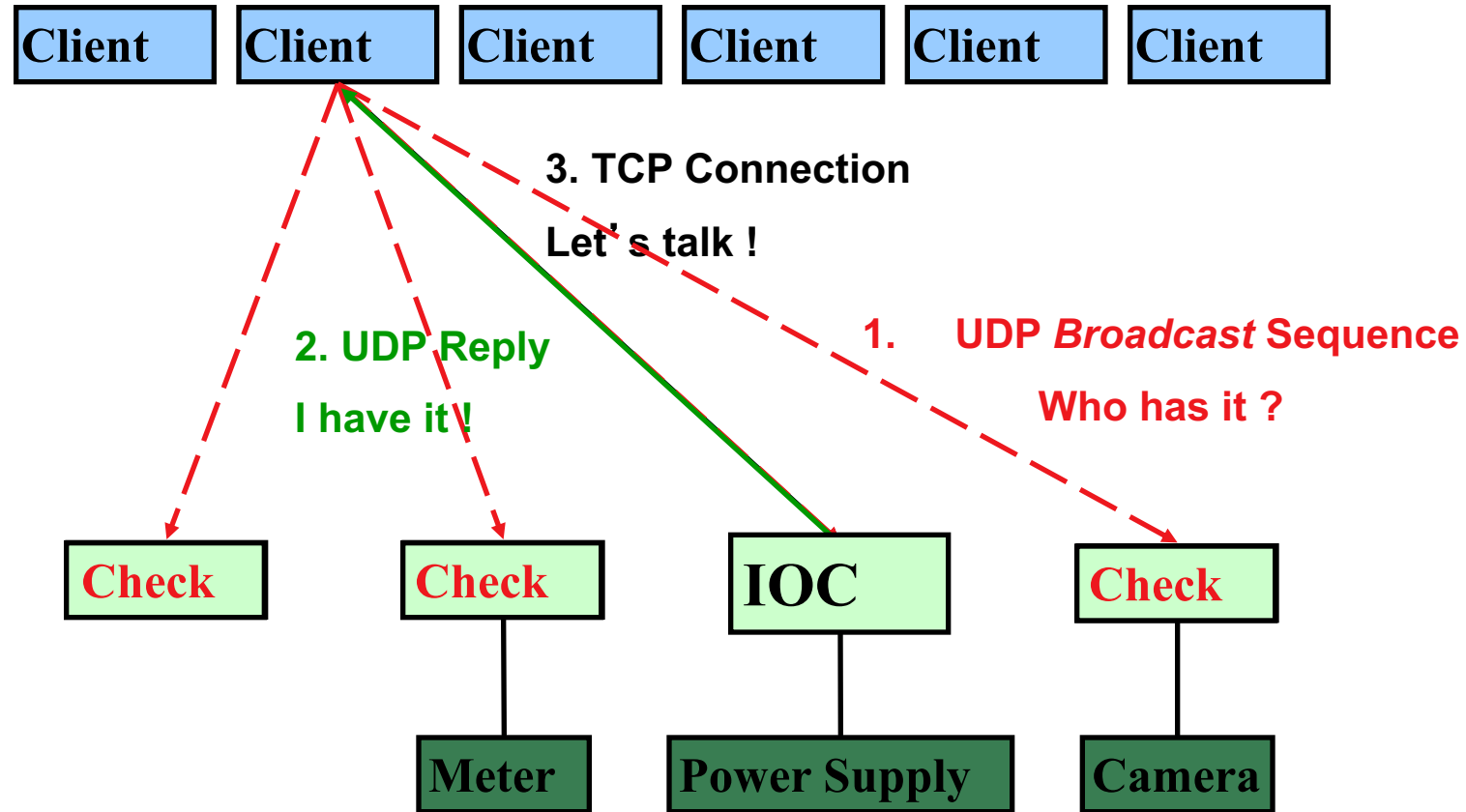
How do Clients find Channels?

.. and what happens then?

Internet 101

- User Datagram Protocol (UDP)
 - Sends a network packet
 - from one port on one computer
 - to one or more ports on one or more other computers.
 - ..with one or more listeners on the target ports
 - Fast!
 - Checksum: If the packet arrives, it's OK.
 - Not reliable: Packets get lost, arrive out-of-order, arrive more than once.
- Transmission Control Protocol (TCP)
 - Sends a stream of bytes from one port on one computer to another port on another computer, with exactly one listener on the target port
 - Reliable: Bytes arrive at the receiver in the correct order.
 - Basically, adds sequence numbers to UDP packets, requesting repeats for missing packages.
 - Slower, and message boundaries get lost:
 - "Hello Fred!" might arrive as "Hel" <pause> "lo F" <pause> "red!"

Search and Connect Procedure

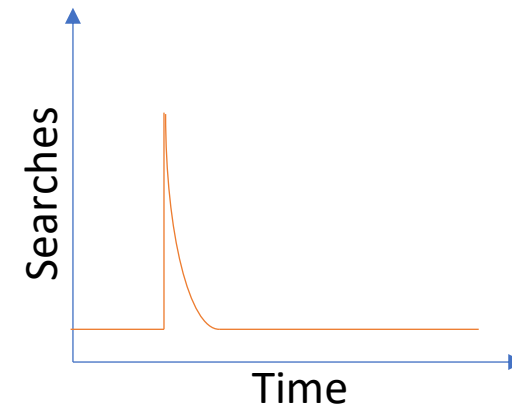


Search Request

- A search request consists of a sequence of UDP packets
 - Per default: Broadcast to the local subnet.
 - Basically plug-and-play when you get started.
 - Or to IP addresses listed in EPICS_CA_ADDR_LIST
 - Most routers don't forward broadcasts!
 - You must add 'other' subnets or specific IOCs off the local subnet to that environment variable!
 - Starts with a small interval (0.1 s)
 - Doubles each time, until reaching 5 minute intervals.
 - Stops when it gets a response
 - Wakes again on "beacon anomaly" (details follow later)



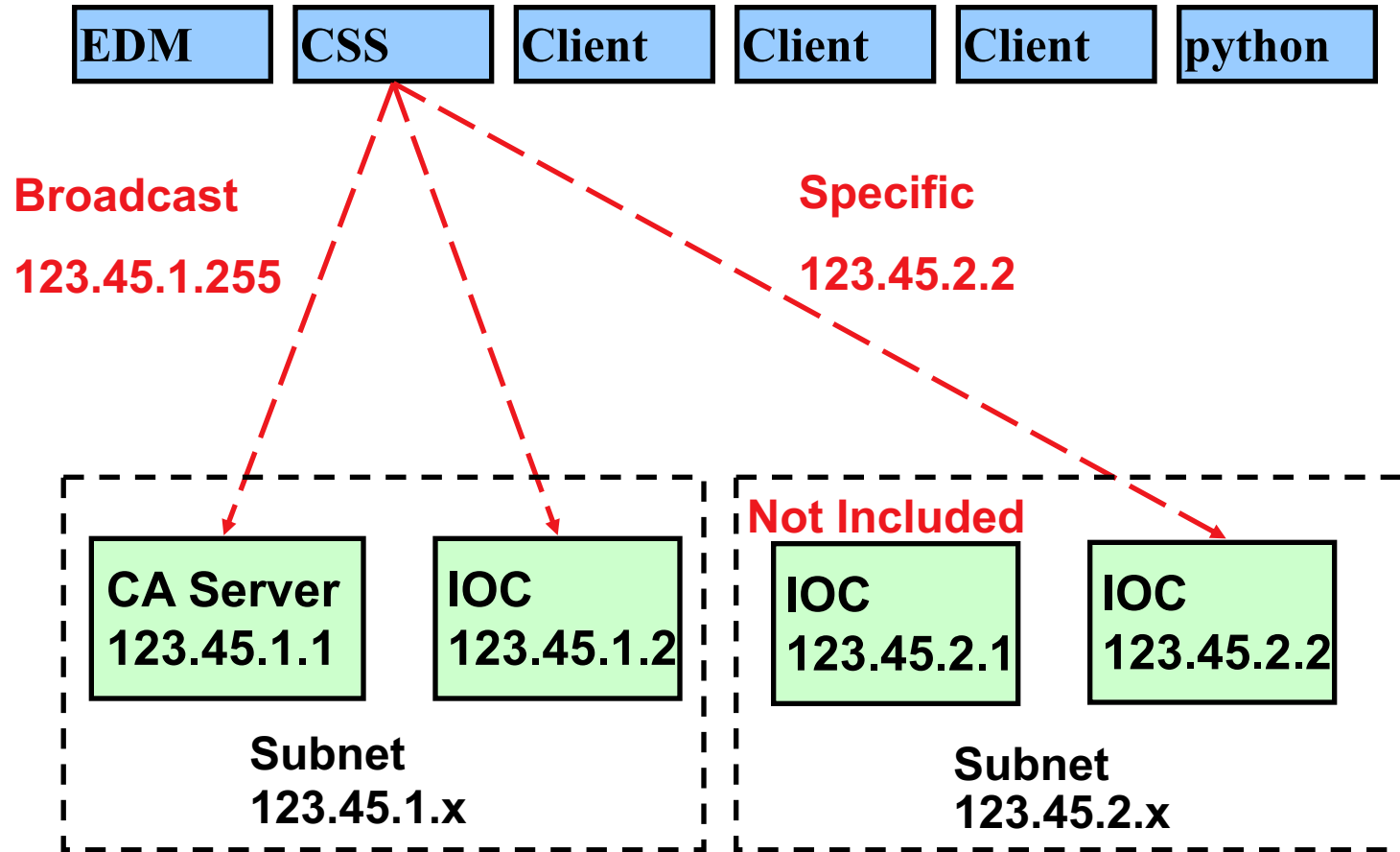
- CA Servers check each search packet
- Usually connects on the first packet or the first few
 - But non-existent PVs waste network bandwidth
 - Try to eliminate them!



Important Environment Variables

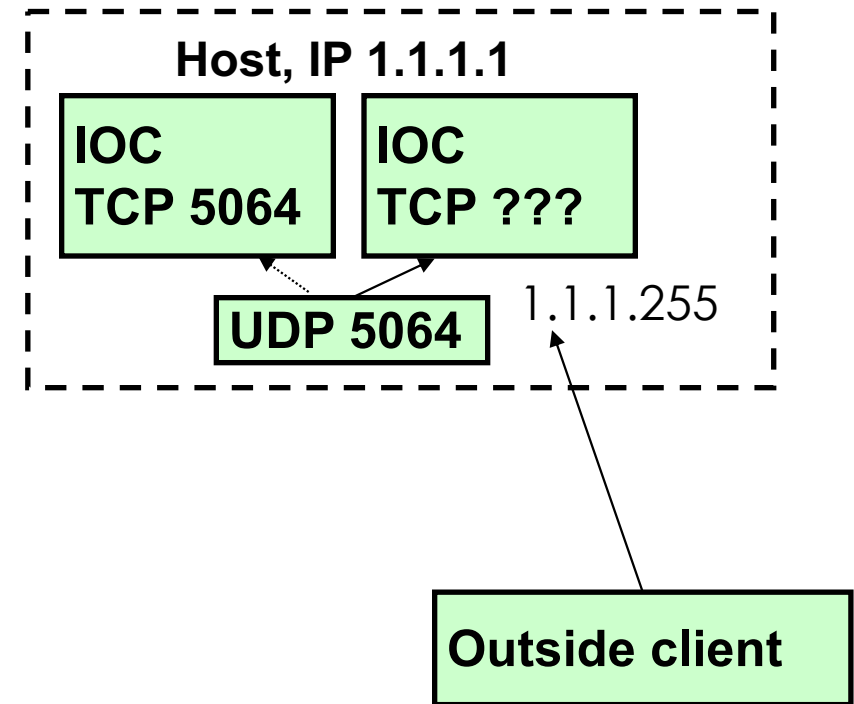
- EPICS_CA_ADDR_LIST
 - Determines where to search
 - Is a list (separated by spaces)
 - “123.45.1.255 123.45.2.14 123.45.2.108”
 - Default is broadcast addresses of all interfaces on the host
 - Works when servers are on same subnet as Clients
 - Broadcast address
 - Goes to all servers on a subnet
 - Example: 123.45.1.255
 - Use `ifconfig -a` or `ip address` to find it on Linux
- EPICS_CA_AUTO_ADDR_LIST
 - YES: Include default addresses in searches
 - NO: Do not search on default addresses, only use EPICA_CA_ADDR_LIST
 - If you set EPICS_CA_ADDR_LIST, usually set this to NO

EPICS_CA_ADDR_LIST



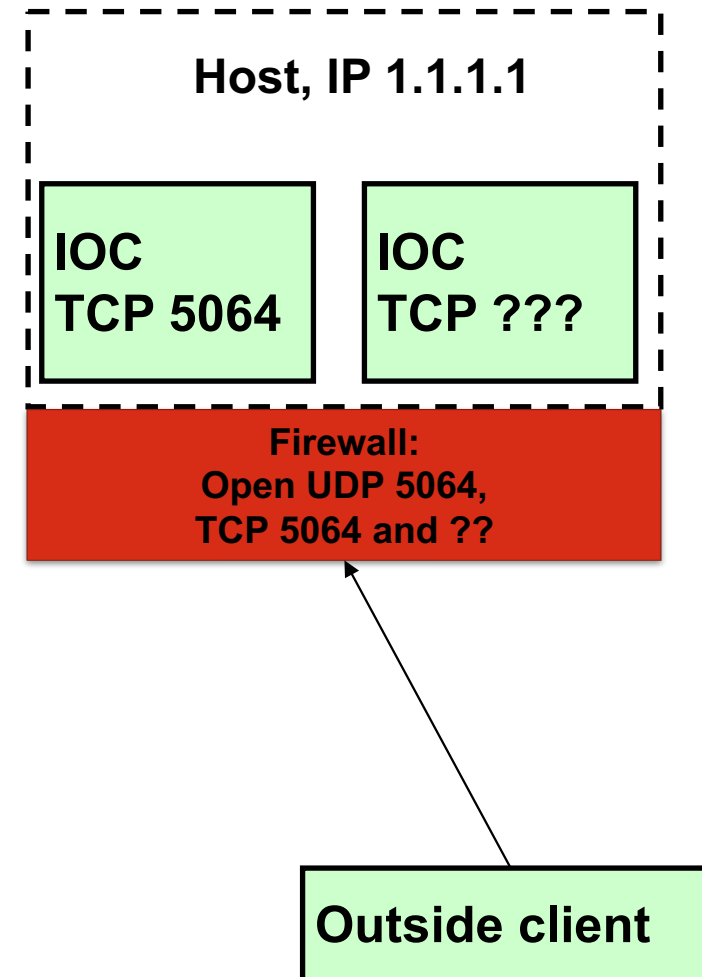
Multiple “softloc” on same Host

- IOCs on IP 1.1.1.1, net 1.1.1.0
 1. UDP 5064, TCP 5064
 2. UDP 5064, TCP ???
- Try to reach from other subnet
 - EPICS_CA_ADDR_LIST=1.1.1.1
 - **Won't work!**
 - Quirk in network kernels:
Only the IOC started LAST (FIRST on Windows) will get anything on UDP 5064
 - EPICS_CA_ADDR_LIST=1.1.1.255
 - **OK.** When using **broadcast** into subnet, all IOCs on UDP 5064 will see search requests.



Firewall?!

- IOCs on IP 1.1.1.1, subnet 1.1.1.0
 - UDP 5064, TCP 5064
 - UDP 5064, TCP ???
 - EPICS_CA_ADDR_LIST=1.1.1.255
- Firewall cannot open unpredictable TCP ???
- Likely to block broadcasts
- Need to run **CA Gateway**:
 - Firewall allows access to CAGateway
 - CAGateway uses broadcast inside subnet



Handling of Network Interruptions

No Network is up 100%, so CA was designed to handle this:

- TCP connection closed by server?
 - Notify client code about problem
 - Operator displays tend to indicate this.
 - Client sends new search requests.
- No data nor beacon from server for 30 sec.?
 - Client sends “Are you there?” query
 - If no response for 5 sec, also notify client code, but TCP connection is kept open to avoid network storms.
 - If server eventually sends data: OK. Otherwise, we're waiting until the OS cuts the TCP connection (minutes to hours).

Value: 5

<training:rand0

Beacons

- Assume all is fine, we are connected, but the data simply doesn't change.
 - How do we know the server is still OK?
- Assume we searched for a PV, didn't get any response for ~8 minutes.
 - How do we learn about a new CA server starting up which might have the missing PV? What triggers renewed search requests?

Beacons!

- UDP broadcast packet sent by a CA Server
- When it is healthy, each Server broadcasts a UDP beacon at **regular** intervals (like a heartbeat)
 - EPICS_CA_BEACON_PERIOD, 15 s by default



- When it is coming up, each Server broadcasts a **startup sequence** of UDP beacons
 - Starts with a small interval (~2 ms)
 - Interval doubles each time until reaching 15 sec



- Clients monitor the beacons
 - Receive beacons: Server is OK.
 - Receive new beacons at changing intervals: Beacon “anomaly”, new CA server, restart searches.

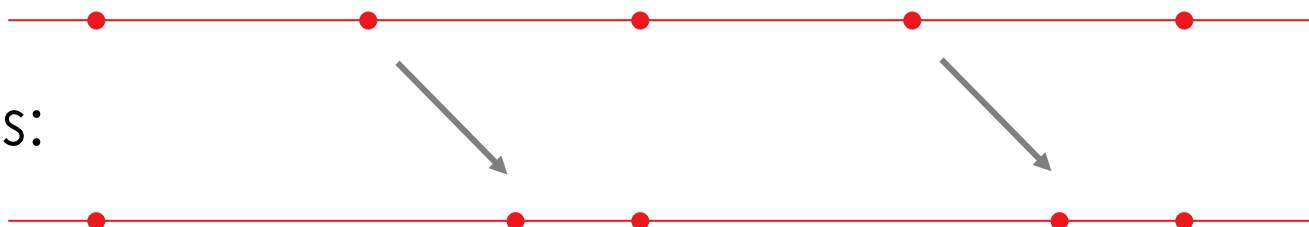
Beacon: Seemed like a good idea, but...

- Archive setups may have many missing PVs

Actual Channels Count	90762
Actual Channels Connected	87240
Actual Channels Disconnected	3522

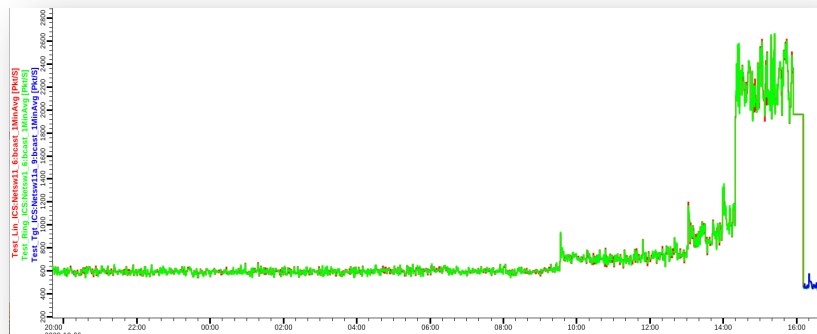
- Overloaded IOCs or network delays may change beacon pattern

.. into this:



➔ Clients with disconnected channels re-start their searches!

Burst in network traffic



Monitor & Maintain CA Network

- Check clients for disconnected channels
 - Archive
 - Displays
 - Run “caSnooper” to spot such clients
- Periodically run “casw”
 - Lists “beacon anomalies”
Are those CA servers indeed “new”?

Actual Channels Count	90762
Actual Channels Connected	87240
Actual Channels Disconnected	3522

```
[ky9@ics-srv-accl2 src]$ casw
scl-vac-ioc1.ics.sns.gov:5064      2020-10-12 13:15:49.636783315
mebt-ps-ioc1.ics.sns.gov:5064    2020-10-12 13:16:35.517397056
dtl-rccs-ioc1.ics.sns.gov:5064   2020-10-12 13:16:35.525582171
mebt-ps-ioc1.ics.sns.gov:5064    2020-10-12 13:16:37.523308440
dtl-rccs-ioc1.ics.sns.gov:5064   2020-10-12 13:16:37.527365216
mebt-ps-ioc1.ics.sns.gov:5064    2020-10-12 13:16:39.517450221
dtl-vac-ioc2.ics.sns.gov:5064    2020-10-12 13:16:41.459136707
dtl-vac-ioc2.ics.sns.gov:5064    2020-10-12 13:16:46.522221982
dtl-vac-ioc2.ics.sns.gov:5064    2020-10-12 13:16:51.489182541
dtl-vac-ioc2.ics.sns.gov:5064    2020-10-12 13:16:56.355027915
mebt-ps-ioc1.ics.sns.gov:5064    2020-10-12 13:16:57.518379181
dtl-rccs-ioc1.ics.sns.gov:5064   2020-10-12 13:16:57.525735020
```

caSnooper Example

caSnooper -p20 -t20

```
Starting CaSnooper 2.1.2.3 (7-3-2013) at Oct 26 08:47:00  
EPICS 3.14.8.2-SNS1  
Individual Name is CaSnoop.test  
Internal PV names are not being published
```

```
CaSnooper terminating after 20.00 seconds [0.33 minutes]  
Data collected for 20.00 seconds [0.33 minutes]
```

```
Oct 26 08:47:20:
```

```
There were 7967 requests to check for PV existence for 4825 different PVs.
```

```
Max(Hz): 50.39
```

```
Mean(Hz): 0.08
```

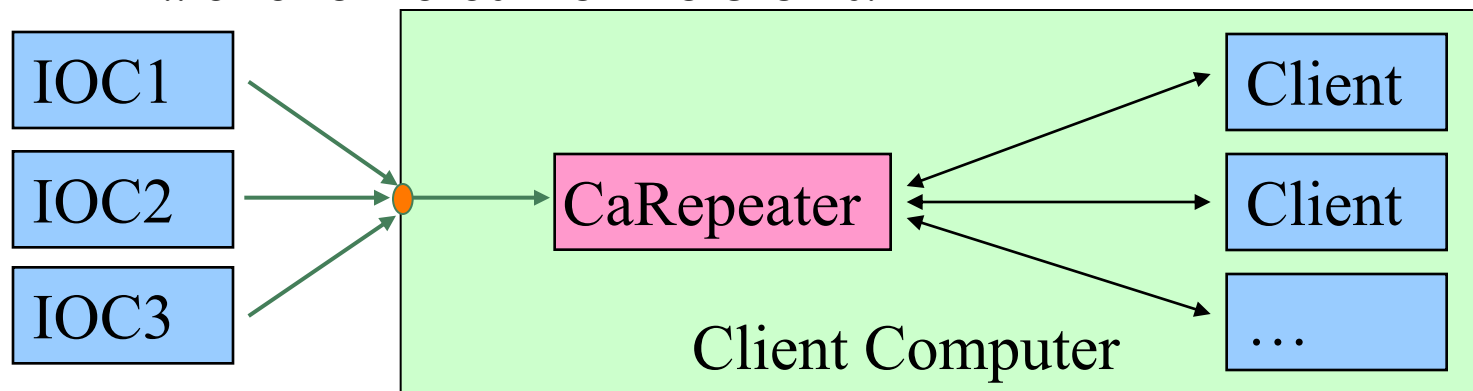
```
StDev(Hz): 0.84
```

```
PVs with top 20 requests:
```

1	ics-opi-ccr01.ics.sns.gov:48651	CF_ST:SFM_Rad_H:Alarm	50.39
2	ics-opi-ccr01.ics.sns.gov:37071	DTL_RCCS:PT203:Pmp_In	23.20
3	ics-opi-ccr01.ics.sns.gov:37071	DTL_RCCS:PT103:Pmp_In	15.60
4	ics-srv-softioc3.ics.sns.gov:39989	@%b	2.80
5	ics-srv-softioc5.ics.sns.gov:55299	ICS_HPRF:IOC_linux_tunctrs:TimeShort	2.70
6	ics-srv-arch1.ics.sns.gov:48219	GasInjectionLowFlow	1.95
7	ics-srv-arch1.ics.sns.gov:33065	Cryo_Test:AlmModBeast	1.95
8	ics-srv-arch1.ics.sns.gov:33065	Cryo_Beast:Health_Check	1.95
9	ics-srv-arch1.ics.sns.gov:33065	CTF_ICS:PLC31:HBtOK	1.95
10	ics-srv-arch1.ics.sns.gov:33065	CTF_ICS:PLC21:HBtOK	1.95
11	ics-srv-arch1.ics.sns.gov:48219	storagetanklevellow	1.95
12	mebt-ps-iocl.ics.sns.gov:1039	IGNORE	0.70
13	ics-srv-softioc5.ics.sns.gov:48272	PPS_StackMonitor:IOC_Linux::Access_Cmd	0.60
14	scl-ps-ioc9.ics.sns.gov:49262	IGNORE	0.45
15	ics-srv-cagatel-accl.ics.sns.gov:43293	COHERENT:LAr:PLC:TC2.DESC	0.30
16	ics-srv-cagatel-accl.ics.sns.gov:43293	COHERENT:LAr:PLC:FC21.DESC	0.30
17	ics-srv-cagatel-accl.ics.sns.gov:43293	COHERENT:LAr:GR:hum.DESC	0.30
18	ics-srv-cagatel-accl.ics.sns.gov:43293	COHERENT:LAr:PLC:TE2.DESC	0.30
19	ics-srv-cagatel-accl.ics.sns.gov:43293	COHERENT:LAr:GR:rtemp.DESC	0.30
20	ring-diag-ioc-blml.ics.sns.gov:1056	Ring_Diag:ND_B09:Fast1PulseLoss.VAL	0.30

caRepeater?

- Older OSs didn't allow multiple programs to listen to the same UDP port
 - They didn't see the beacons (UDP broadcasts)!
- caRepeater solves this problem
 - There is one caRepeater process per workstation
 - Clients make a TCP connection to it when they start up
 - caRepeater receives the beacons
 - `EPICS_CA_REPEATER_PORT` [usually 5065]
 - .. and forwards them to clients.



Issues

- CA Client does not connect
 - Check basic network connectivity.
 - Can server and client machines 'ping' each other?
 - Check EPICS_CA_ADDR_LIST. Is server on different subnet?
- CA Client re-connects slowly after network issue or IOC reboot
 - Use casw, wireshark: Does the client computer receive the (anomalous) beacons of the rebooting IOC?
 - Check EPICS_CAS_BEACON_ADDR_LIST, since routers will not forward beacons across subnets.
 - Check if 'caRepeater' is running on the client.

Points to remember

In 99% of the cases, CA "just works"

- If not, check EPICS_CA_ADDR_LIST
- If that's not it, there could be a subnet/router issue with UDP search broadcasts and beacons.

Comparison to PV Access

- Same basic idea: UDP searches, then TCP to get/put/monitor
- EPICS_PVA_ADDR_LIST instead of EPICS_CA_ADDR_LIST
- No caRepeater necessary
- More data types
 - “Normative types” for all the DBR_.. Info
 - Plus “Image”, “Table”, and optional custom types
- Supports IPv6
- “Secure PVA” development: Authentication, encryption