



Supporting the Model-Driven Development of Real-time Embedded Systems with Simulation and Animation via Highly Customizable Code Generation

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Outline



Introduction and Motivation

The Supporting Infrastructure

- Overview

- Observability of Models: Towards a Taxonomy of Events

- Extending the PapyrusRT Code Generation

- Defining the Libraries: The Rover Model

Animating and Interacting with the model

Integrated Debugging

Introduction and Motivation



Monitoring Tools
(e.g. LTTng)

Introduction and Motivation



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(e.g. LTTng)

From Runtime Model Monitoring...

Introduction and Motivation



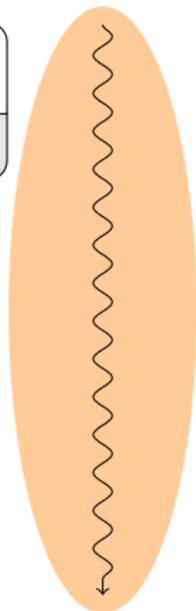
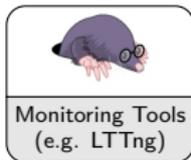
Monitoring Tools
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From Runtime Model Monitoring...

✓ Timing / Resource Constraint Violation

Introduction and Motivation

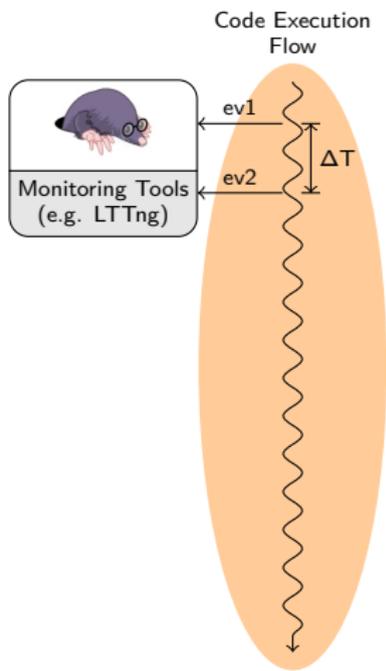
Code Execution
Flow



From Runtime Model Monitoring...

- ✓ Timing / Resource Constraint Violation
- ✓ Code-driven

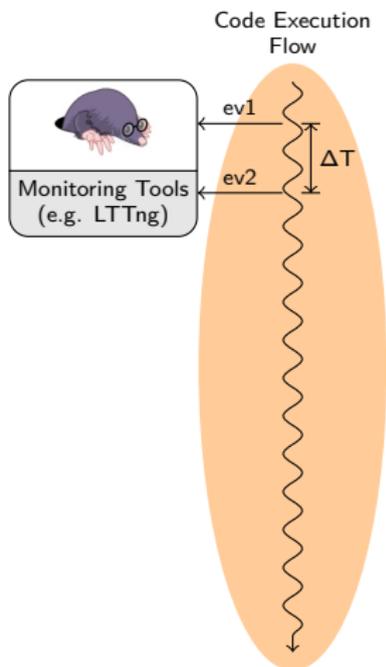
Introduction and Motivation



From Runtime Model Monitoring...

- ✓ Timing / Resource Constraint Violation
- ✓ Code-driven
- ✓ LTTng acts as an *observer*:
 - ▶ Listens for specific events
 - ▶ Does not disrupt the execution flow

Introduction and Motivation



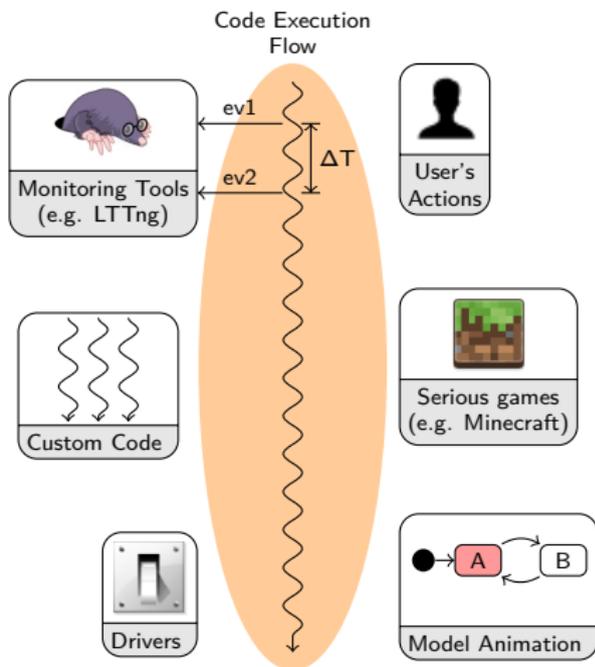
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... to a more general vision

Introduction and Motivation



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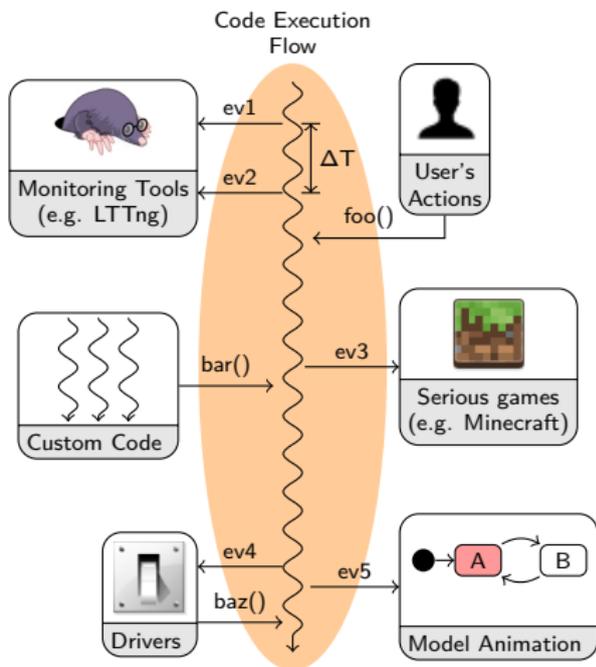
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- ☞ Pluggable components:
 - ▶ Animation and Interaction
 - ▶ Debugging

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... to a more general vision

- ☞ Pluggable components:
 - ▶ Animation and Interaction
 - ▶ Debugging
- ☞ Consumer / Producer of events

Infrastructure Overview



Integrated
Debugging

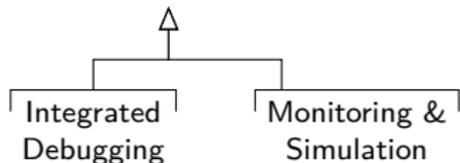
Monitoring &
Simulation

Animation &
Interaction

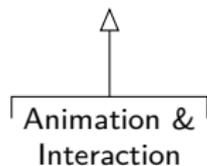
Three activities. . .

Infrastructure Overview

Quality Assurance



Communication

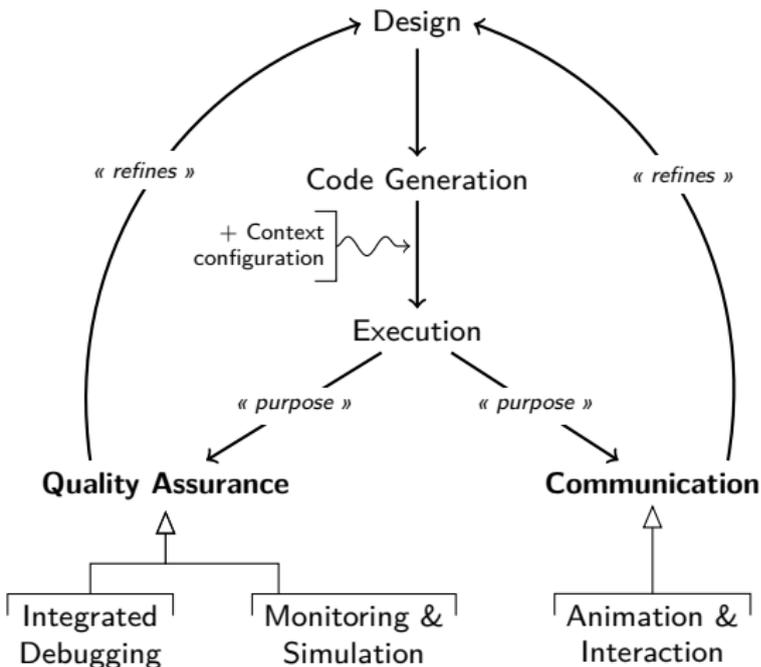


... For two purposes...



Three activities...

Infrastructure Overview



... to support model-driven design

- ▶ Allows for continuous development
- ▶ Driven by the code generation
- ▶ Highly Configurable

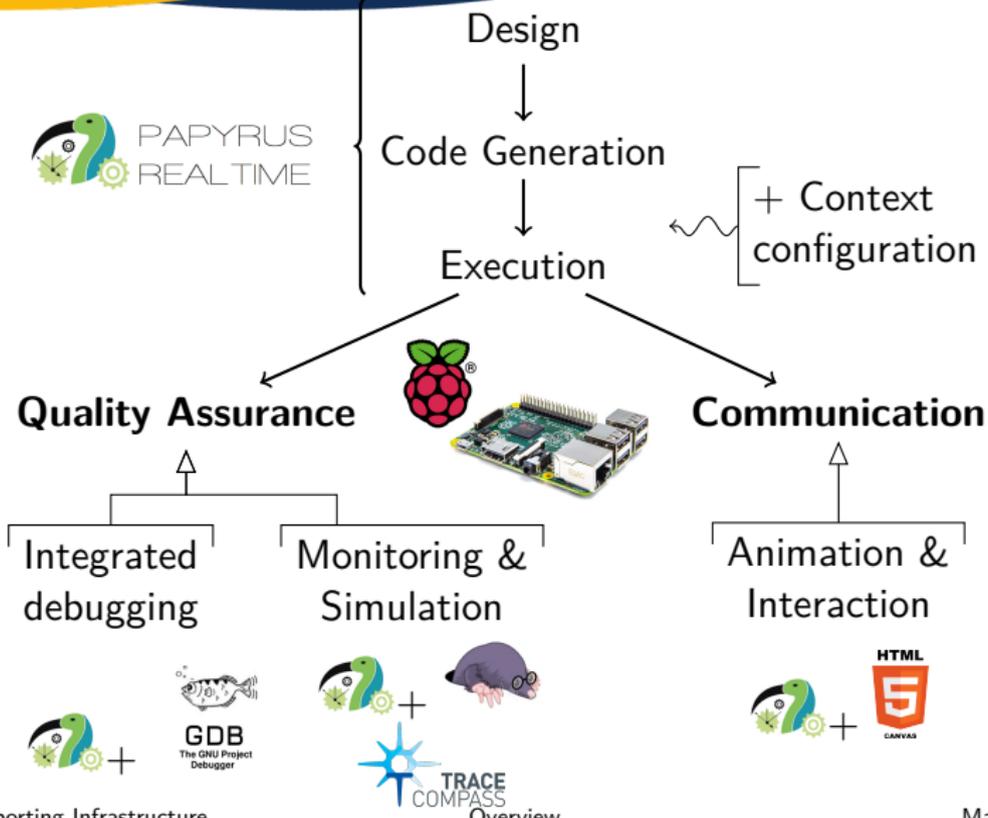


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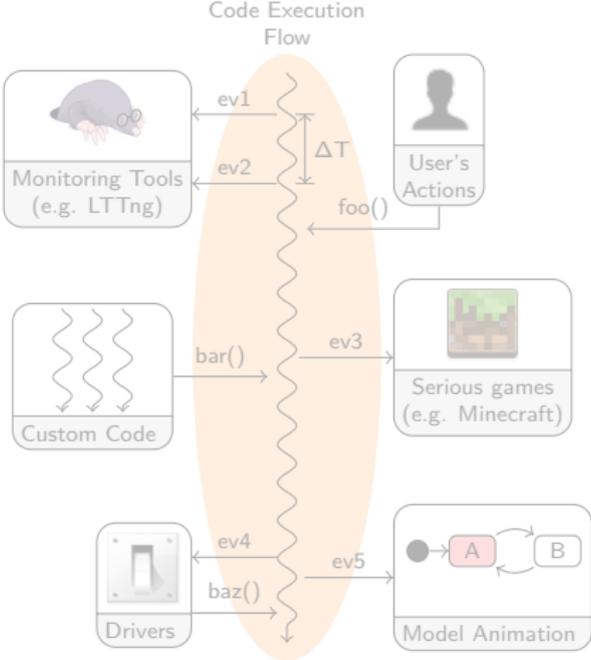


Three activities...

Open Source tool Support

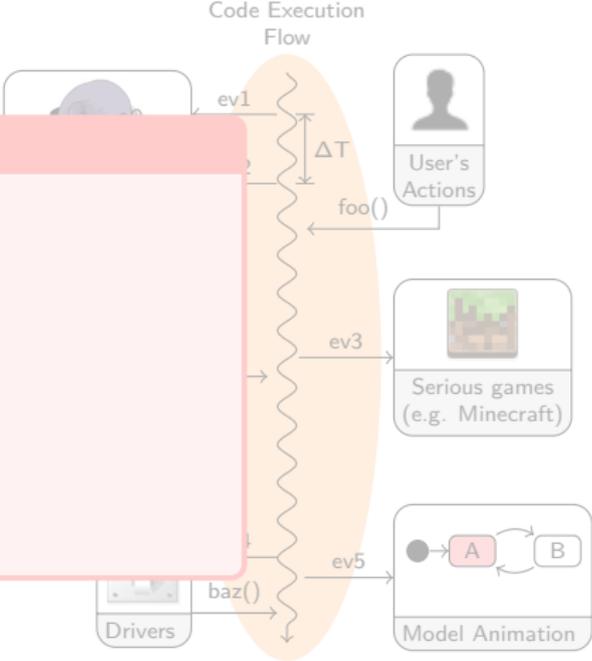


Infrastructure's Challenges



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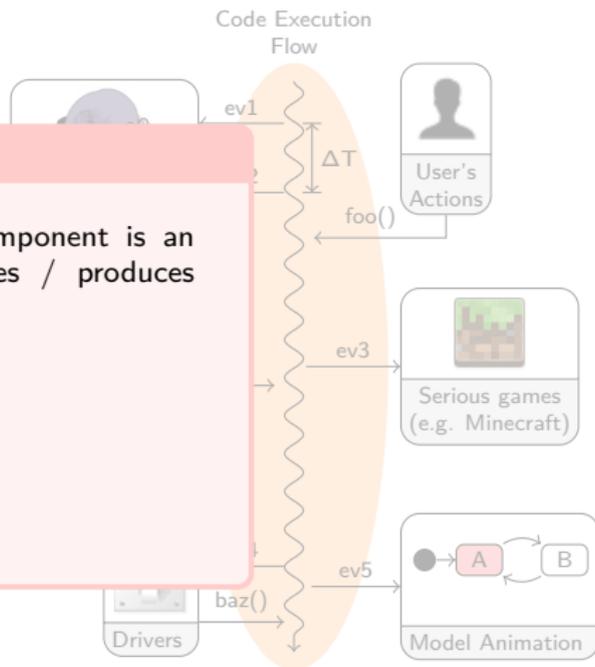
Challenges to address



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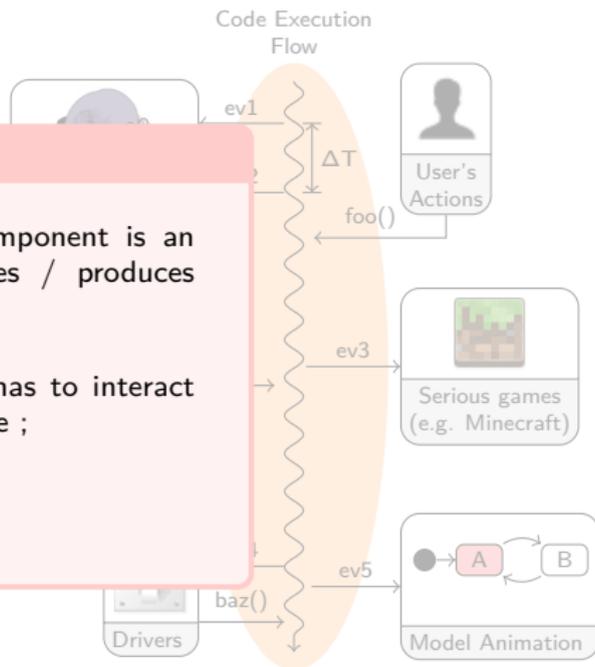


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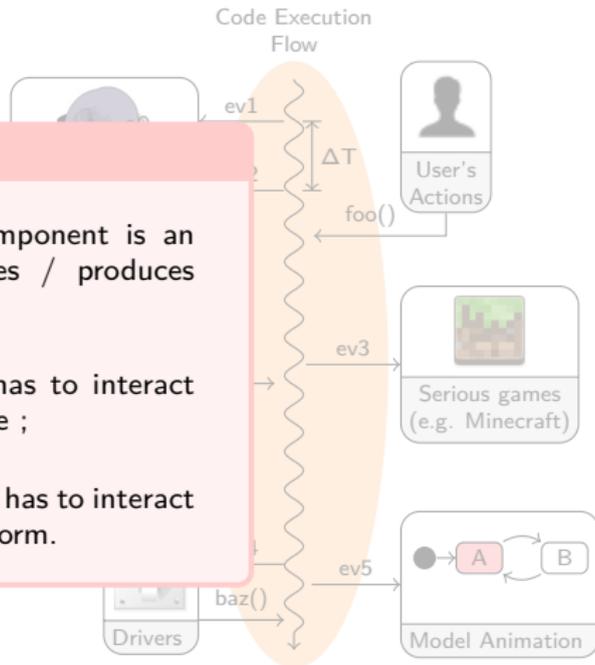
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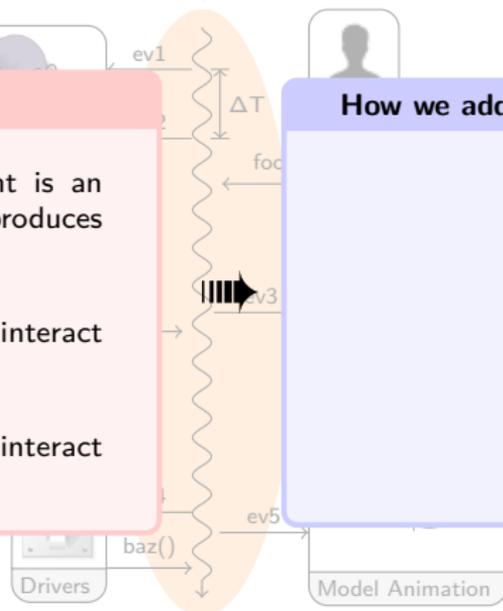
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Code Execution Flow

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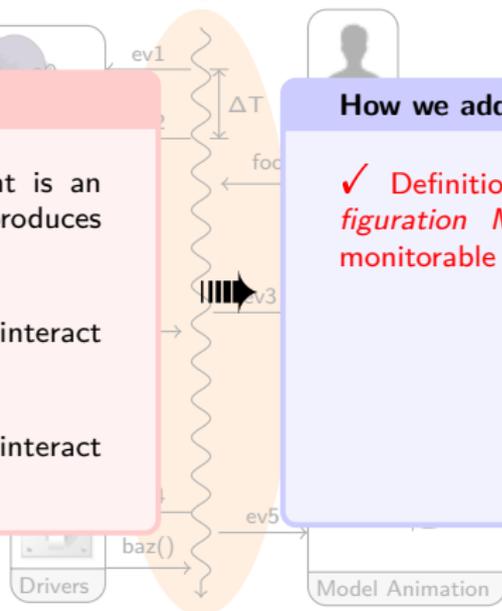
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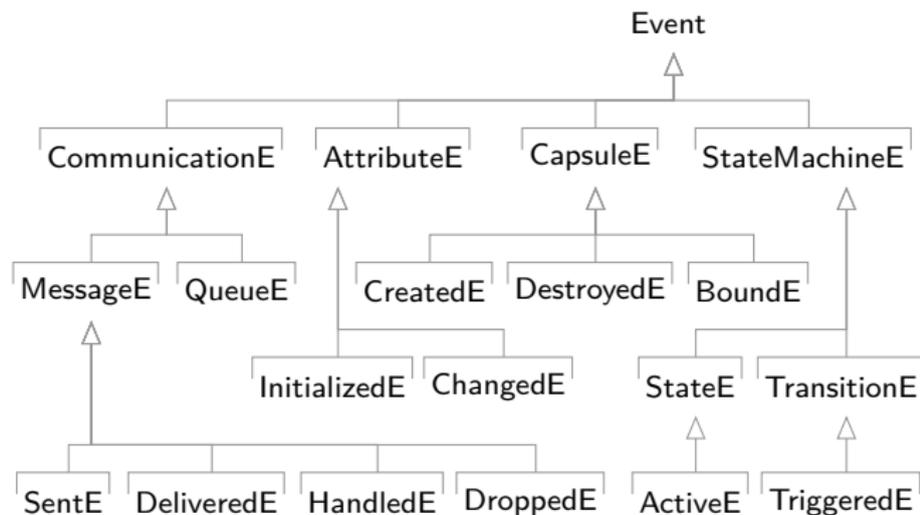
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How we addressed them

- ✓ Definition of a *Context Configuration Model* that lists all monitorable events ;



Configuring the infrastructure



Infrastructure's Challenges

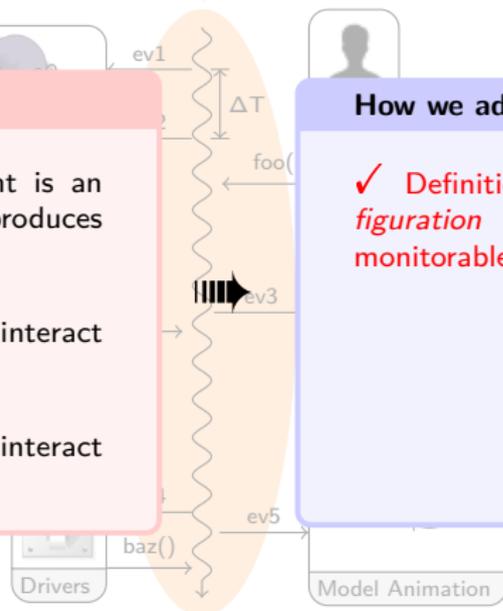
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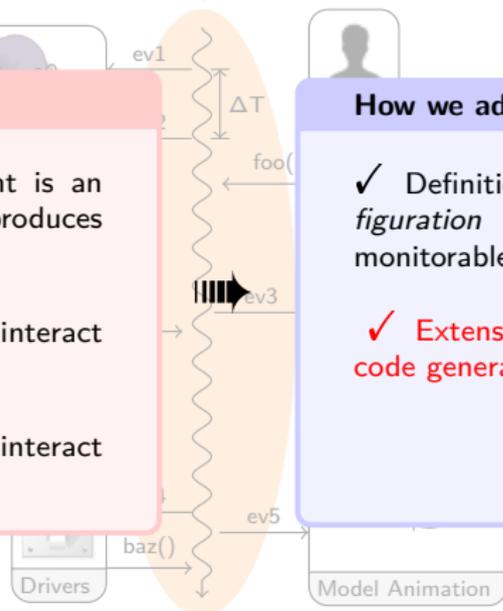
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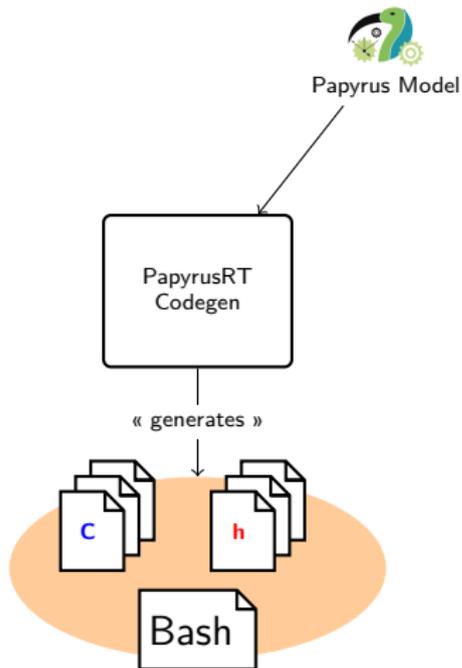
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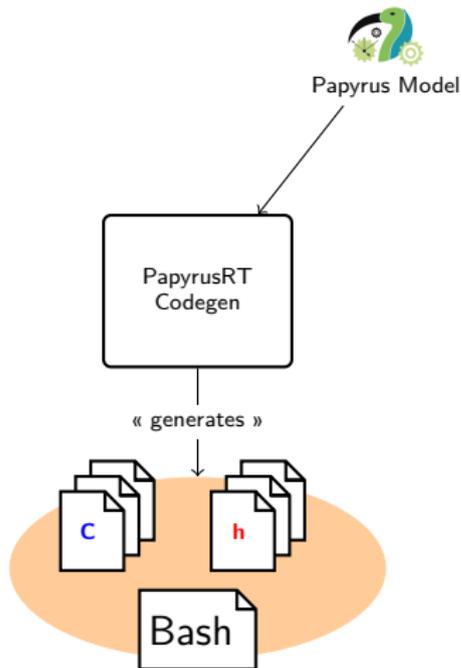
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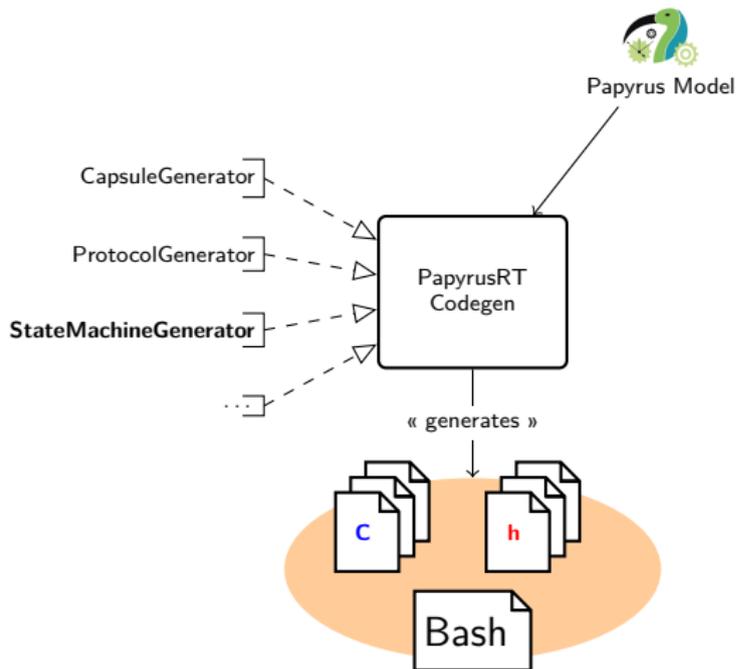
Extending the PapyrusRT Code Generator



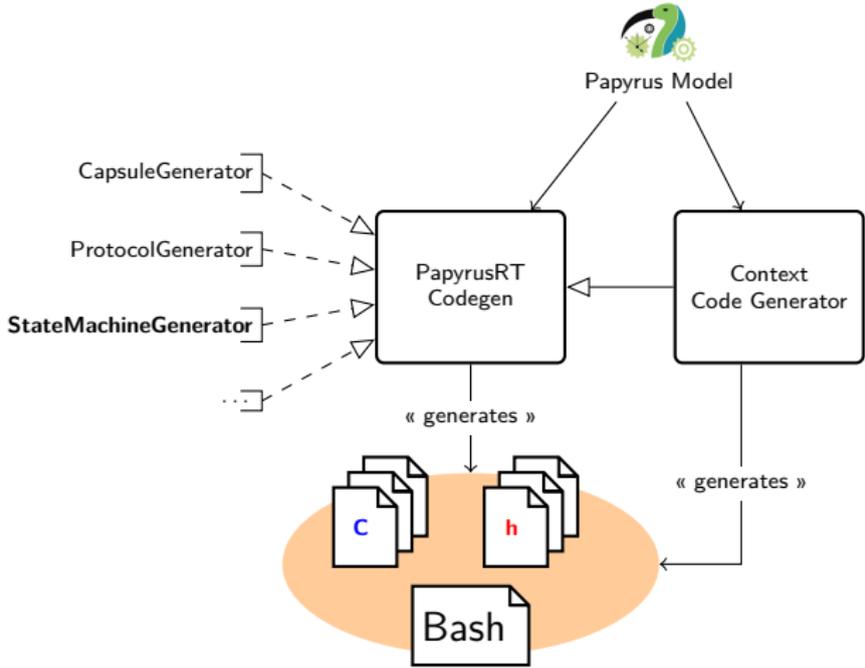
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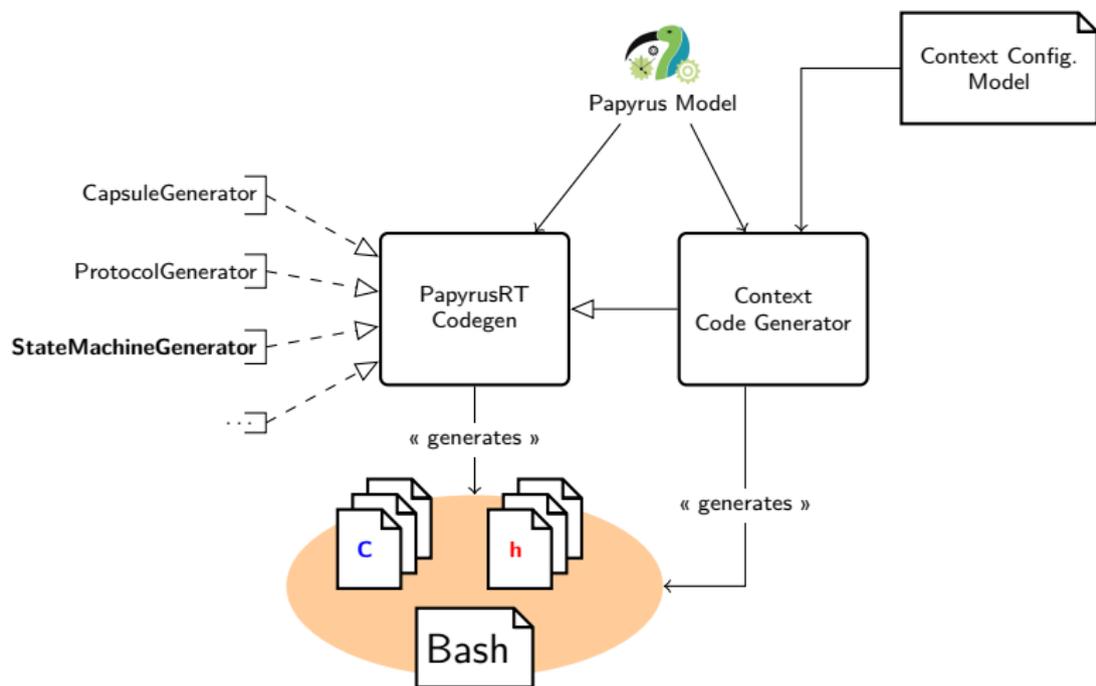
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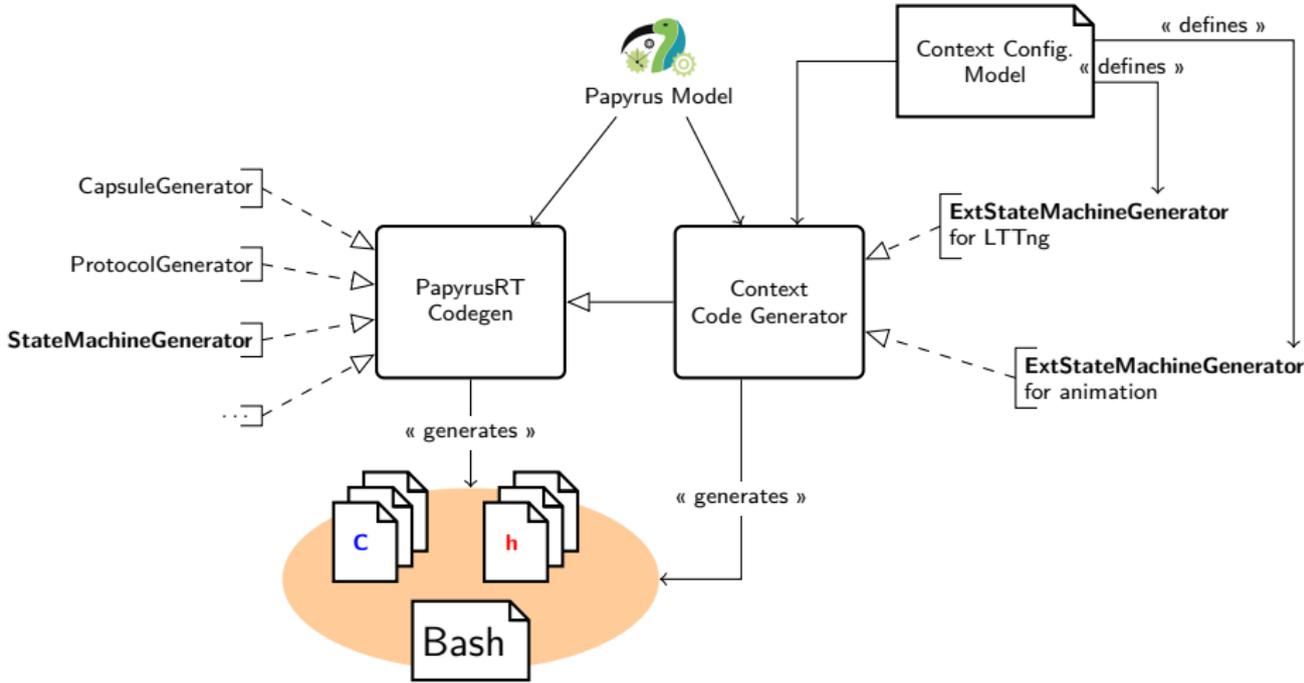
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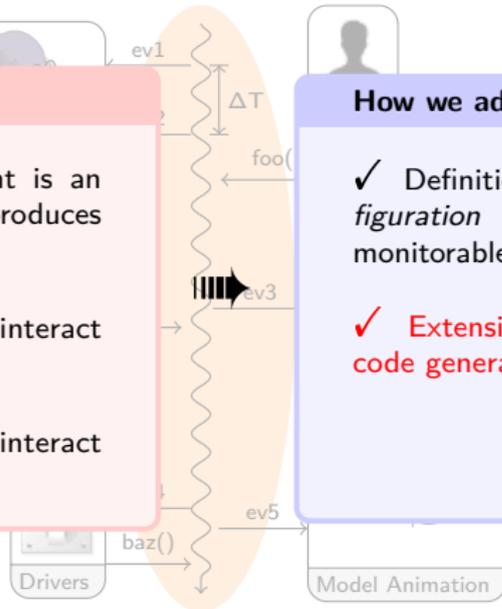
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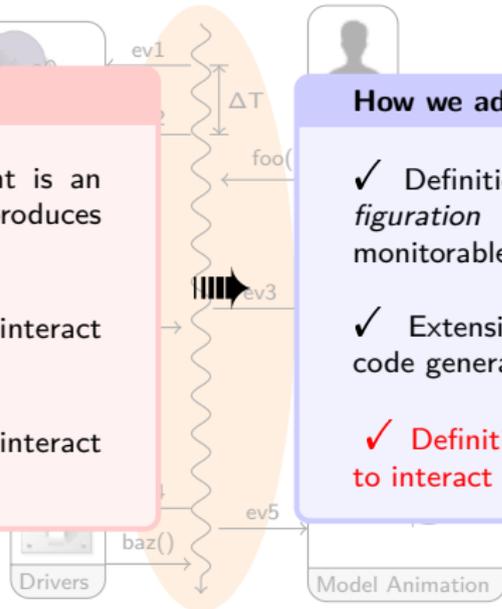
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How we addressed them

- ✓ Definition of a *Context Configuration Model* that lists all monitorable events ;
- ✓ Extension of the PapyrusRT code generator ;
- ✓ Definition of a **Rover Library** to interact with the hardware.



Definition of the Rover Library



Control Software

Rover Library

GPIO Class

File System

Hardware

Definition of the Rover Library

Control Software

Rover Library

GPIO Class

File System

Hardware

- ▶ Contains the Business Logic
- ▶ Does not know about the hardware configuration
- ▶ Interacts with the Rover Library

Definition of the Rover Library

Control Software

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Rover Library

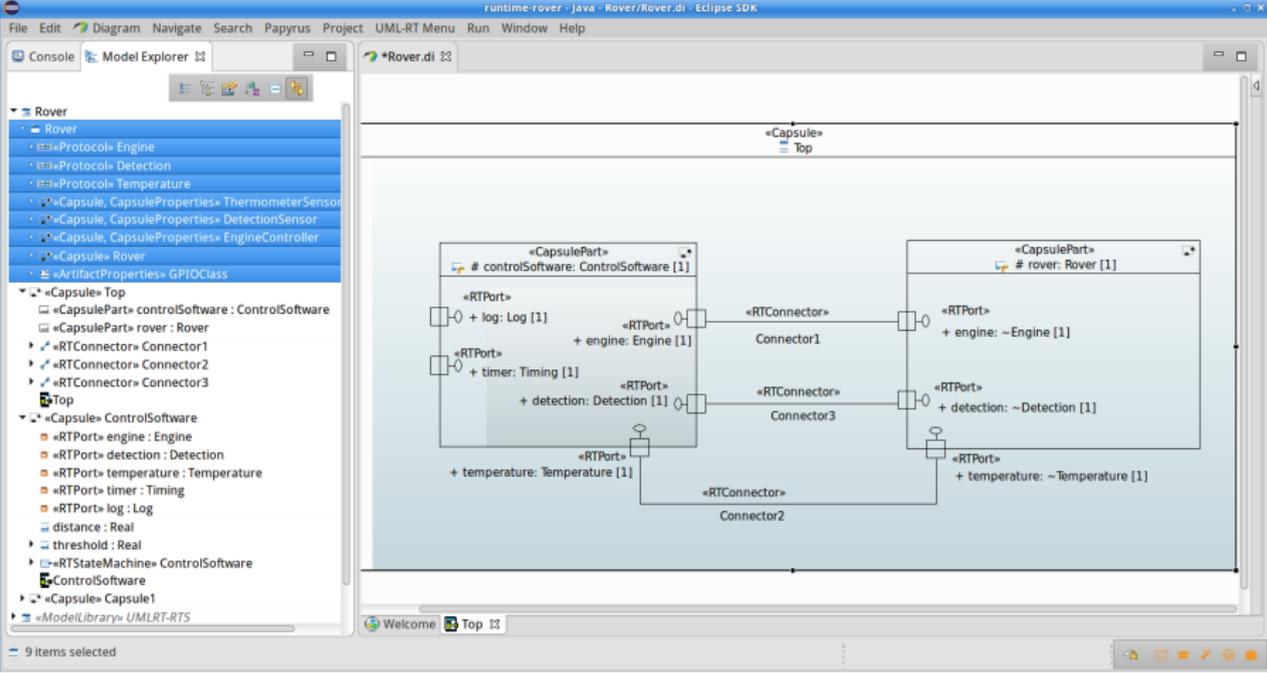
- ▶ Makes the glue with the Hardware
- ▶ Defines the protocols the Business Logic will have to interact with
- ▶ Specific to a design configuration

GPIO Class

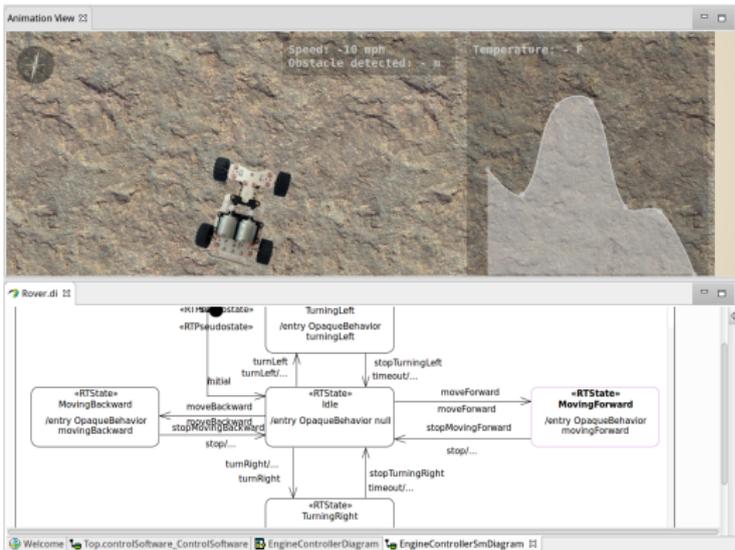
File System

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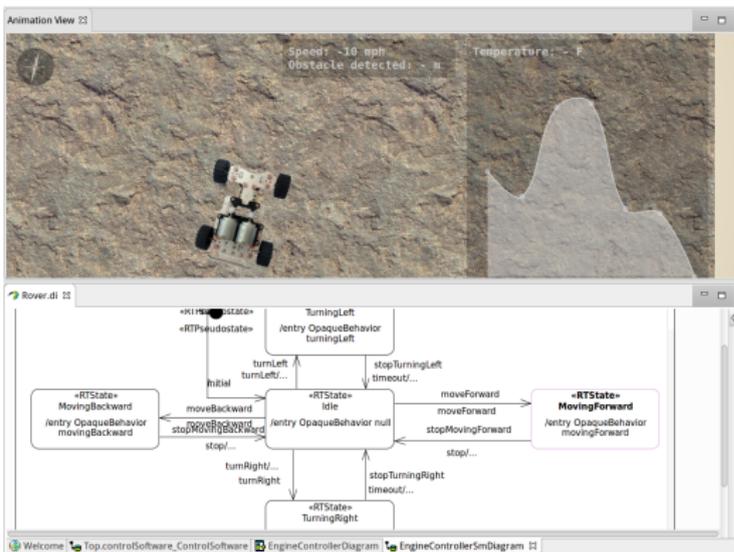


Animating the Model



Web based animation & State Machine
Live Monitoring

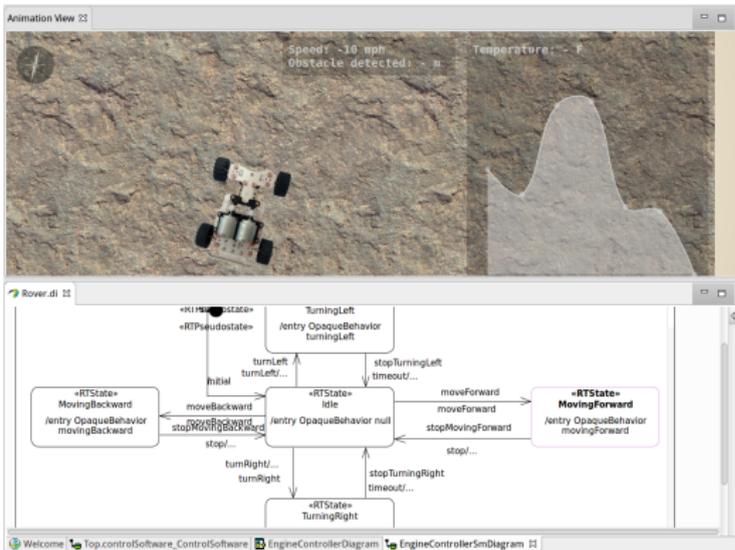
Animating the Model



Web based animation & State Machine Live Monitoring

- ✓ Animation of the Rover Model

Animating the Model



Web based animation & State Machine Live Monitoring

- ✓ Animation of the Rover Model
- ✓ Code-driven (different from Moka)

Animating the Model

The screenshot displays two windows from a software development environment. The top window, titled "Animation View", shows a 3D rendering of a rover on a rocky terrain. The rover is positioned on the left side of the frame. In the top right corner of the animation view, there is a status bar with the following information: "Speed: -10 mph", "Obstacle detected: - #", and "Temperature: - F". The bottom window, titled "Rover.di", shows a state machine diagram. The diagram features a central state labeled "RTState=Idle" with an entry opaque behavior of "null". This central state is connected to several other states: "RTState=MovingBackward", "RTState=MovingForward", "RTState=TurningLeft", and "RTState=TurningRight". Transitions between these states are labeled with events and actions, such as "turnLeft/...", "moveForward", and "stopTurningLeft/timeout/...". The diagram also includes an "Initial" state and an "RTState=TurningRight" state at the bottom.

Web based animation & State Machine Live Monitoring

- ✓ Animation of the Rover Model
- ✓ Code-driven (different from Moka)
- ✓ Works as an observer:
 - ▶ Bi-directional socket communication with the C++ code
 - ▶ Listen all events (state changes, transitions fired)
 - ▶ Would at last interact with the code execution flow (not supported yet)

What's Next ?

Vision

☞ Improve the different parts of the infrastructure, especially the code generator to allow for several configurations to be used at the same time ;

☞ Define different libraries for different models ;

☞ Some bugs have to be corrected in Papyrus / PapyrusRT (e.g. Internal transition with effects, graphical glitches since the new Eclipse version, etc.).

Animation & Interaction

☞ Allow the user to interact with the model using the animation view ;

☞ Implement other animation engines (2D/3D, Unity, etc.) ;

☞ Propose a creation tool to automatically create animation views to animate and interact with the model ;

☞ Look at Moka to see if it can be used to simulate the state machine execution ;



Thank You !



Questions ?