

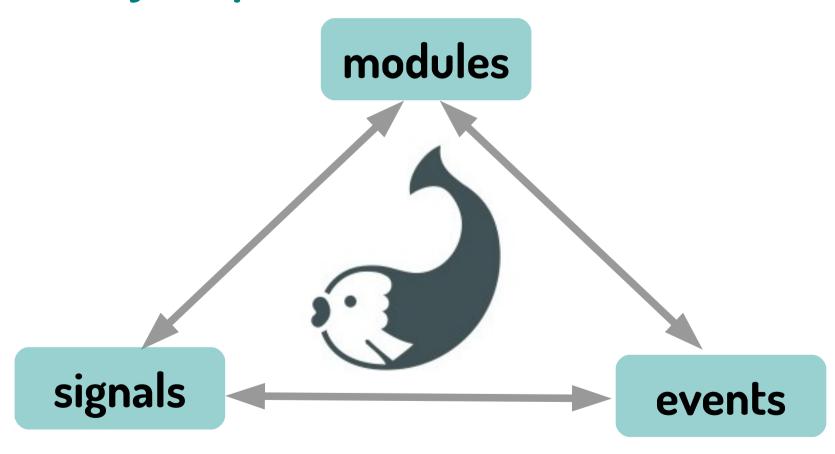
ELBFISCH

Open-source runtime system for component-based implementation of automation solutions with Java

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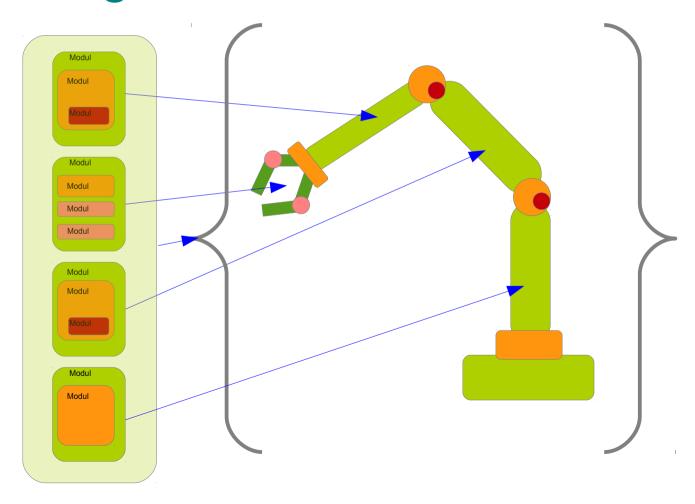


1,2,3 ... really simple:



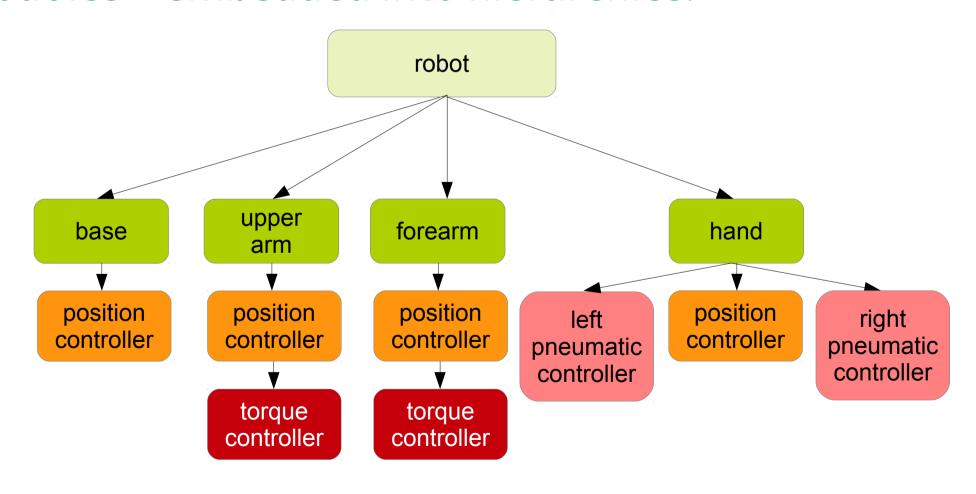


Modules - image the world, as it is:



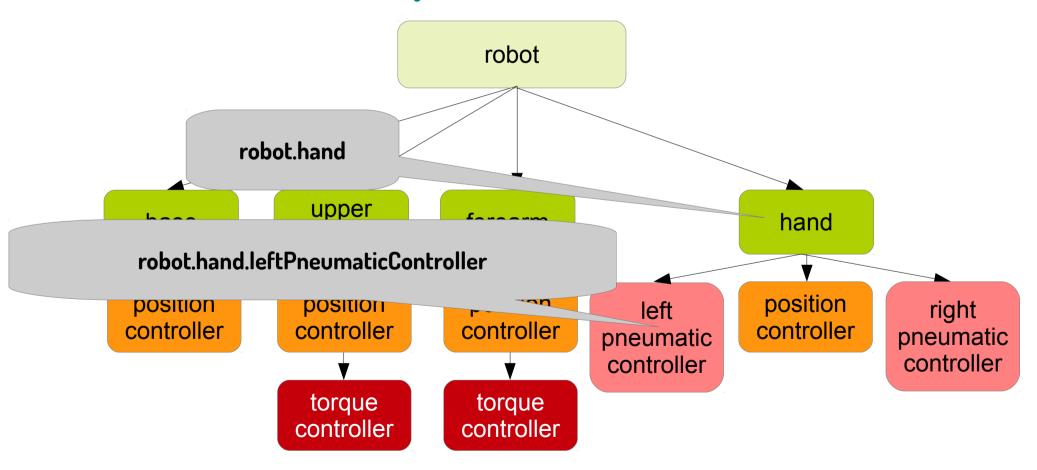


Modules - embedded into hierarchies:



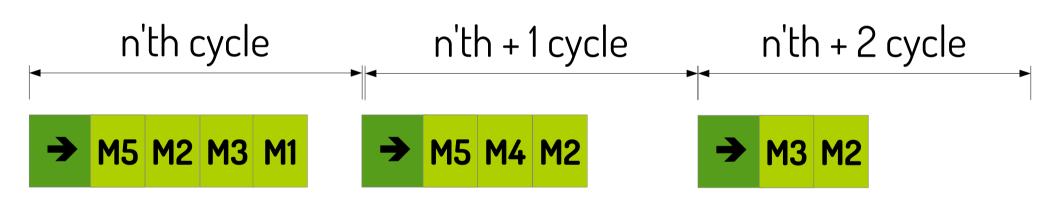


Modules - have unique identifiers:



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Modules – from cycle to cycle:



time



Modules - let's recap ...

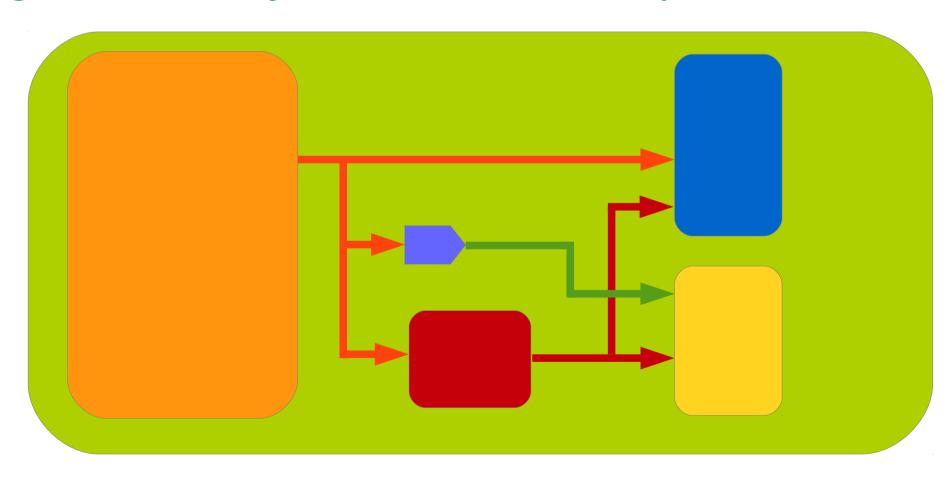
Are the IT reproduction of a real world system
Are part of a hierarchy and uniquely referenceable
Can be implemented free of context
Are run synchronized to a common cycle clock
Are run only, when there is something to do

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Signals - structured communication to/from a neighbour to/from module a contained module from outside to a contained (public) module over a connection

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Signals - exactly one source - multiple sinks





Signals - 4 standard types, more possible ...

Logical: boolean value (boolean)

Decimal: floating point value (double)

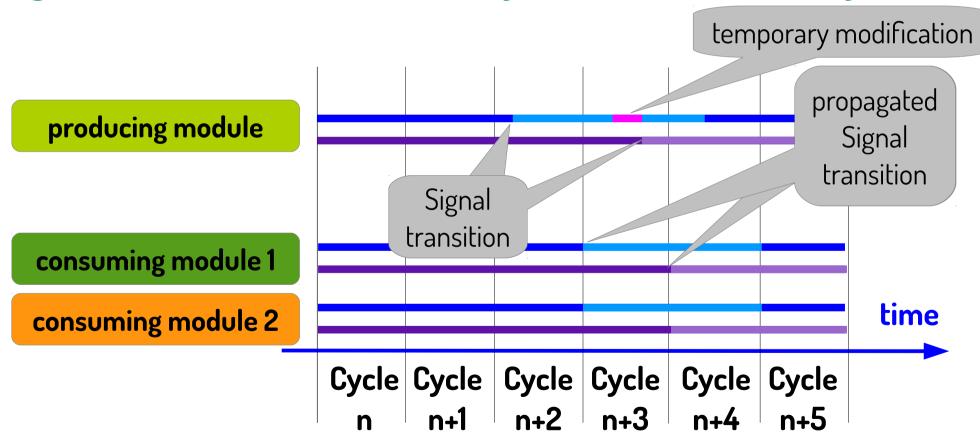
SignedInteger : integer value (int)

CharString: string value (String)

Generic<ValueImpl>: generic type value



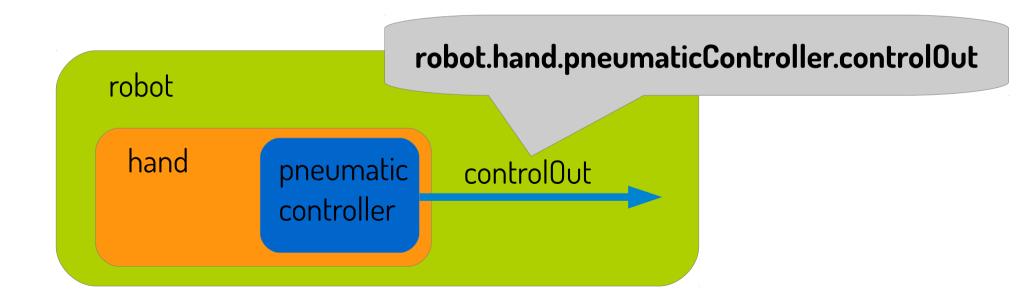
Signals - communication synchronous to a cycle



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Signals - some additional properties

Signals can adopt the states "valid" and "invalid" Signals have an unique identifier





Signals – let's recap:

Modules communicate to each other using signals

Signale are of a certain type

Signals can be written by exactly one module,

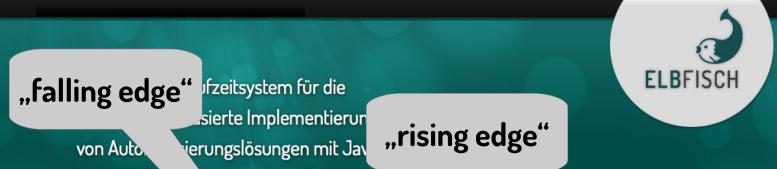
Signals can be read by many modules

Signals can be connected to each other (if compatible)

Signals are synchronized

Signals can adopt the states "valid" and "invalid"

Signals are identified by a unique name



Events - imag the dyna hics of a system logical1 && !logical2 true logical1 false "exceeds" "falls below" "becomes invalid" logical2 decimal



Events - awaited and processed by modules:

```
do{
    analogInput.becomesValid().await();
    done = false;
    do{
        try{
            do{
               if (analogInput.get() > upperThreshold){
                    switchOn.set(false);
                    analogInput.fallsBelow(lowerThreshold).await();
               if (analogInput.get() < lowerThreshold){</pre>
                    switchOn.set(true);
                    analogInput.exceeds(upperThreshold).await();
            while(!finished);
        catch(SignalInvalidException ex){
            switchOn.invalidate();
            done = true;
    while(!done && !finished);
while(!finished);
```



Events – easy to implement:

```
private class TeaReadyToServe extends ProcessEvent{
    @Override
    public boolean fire() throws ProcessException{
        boolean ready = false;
        switch(tea){
            case GREENTEA:
                ready = actualBrewTime > 150;
                    break;
            case BLACKTEA:
                ready = actualBrewTime > 180;
                break;
            case HERBTEA:
                ready = actualBrewTime > 300;
               break;
}
return ready;
}
```



Events – let's recap:

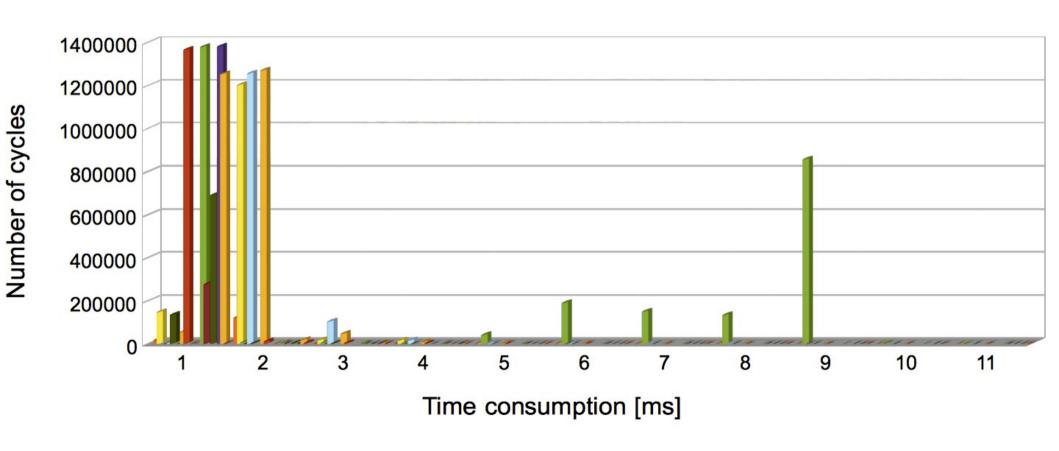
Events image the dynamics of a system

Events can be explicitly awaited by modules

Application specific events can be easily implemented

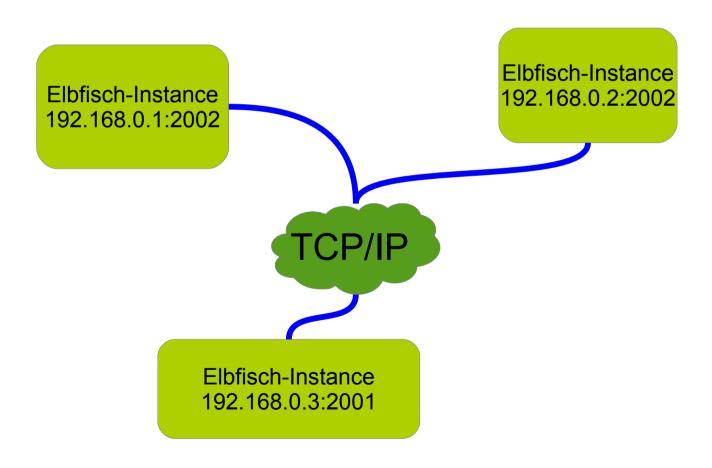


Module - Dynamics of a concrete application:





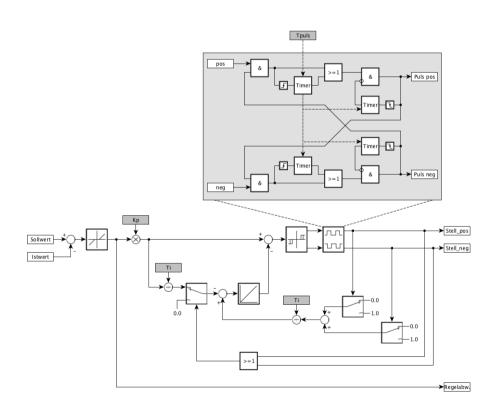
Multiple Instances - Distributed applications:



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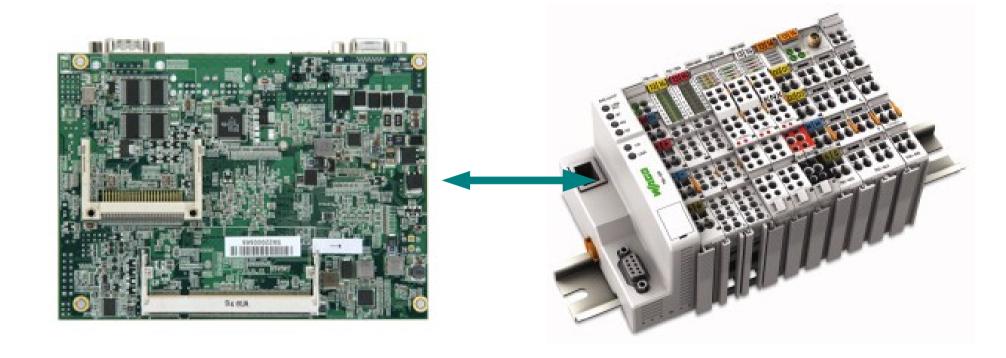
Some concrete applications: industrial oven





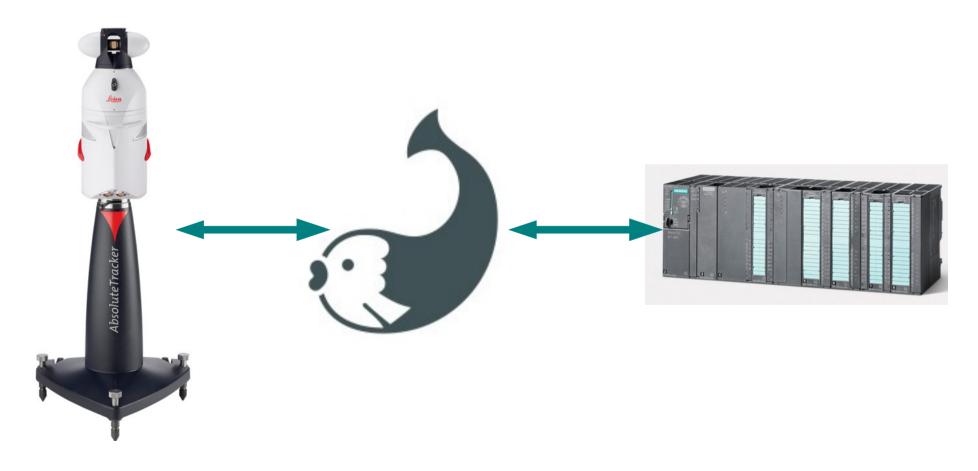


Some concrete applications: industrial oven



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Some concrete applications: Aerospace QS



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