
FMU Export of Simulator

Release 1.0.0

LBL - Building Technology and Urban Systems Division

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INTRODUCTION

This user manual explains how to install and use SimulatorToFMU.

SimulatorToFMU is a software package written in Python which allows users to export any memory less simulation program which can be interfaced through a Python API as a *Functional Mock-up Unit* (FMU) for model Exchange or co-Simulation using the *Functional Mock-up Interface* (FMI) standard *version 2.0*. This FMU can then be imported into a variety of simulation programs that support the import of the Functional Mock-up Interface.

DOWNLOAD

The SimulatorToFMU release includes scripts and source code to export a Simulator as an FMU for model exchange or co-simulation.

To install SimulatorToFMU, follow the section *Installation and Configuration*.

Download the latest development version of SimulatorToFMU at <https://github.com/tsnoudui/SimulatorToFMU>.

INSTALLATION AND CONFIGURATION

This chapter describes how to install, configure and uninstall SimulatorToFMU.

Software requirements

To export a Simulator as an FMU, SimulatorToFMU needs:

1. Python 2.7.x. or 3.5.x
2. jinja2
3. lxml
4. Modelica compiler

SimulatorToFMU has been tested with:

- Dymola 2017 FD01 (Modelica compiler)

Installation

To install SimulatorToFMU, proceed as follows:

1. Download the installation file from the [Download](#) page.
2. Unzip the installation file into any subdirectory (hereafter referred to as the “installation directory”).

The installation directory should contain the following subdirectories:

- bin/ (Python scripts for running unit tests)
- doc/ (Documentation)
- fmus/ (FMUs folder)
- parser/ (Python scripts, Modelica templates and XML validator files)

3. Add following folders to your system path:

- Python installation folder (e.g. C:\Python35)
- Python scripts folder (e.g. C:\Python35\Scripts),
- Dymola executable folder (e.g. C:\Program Files(x86)\Dymola2017 FD01\bin)

You can add folders to your system path by performing following steps on Windows 8 or 10:

- In Search, search for and then select: System (Control Panel)

- Click the Advanced system settings link.
- Click Environment Variables. In the section System Variables, find the PATH environment variable and select it. Click Edit.
- In the Edit System Variable (or New System Variable) window, specify the value of the PATH environment variable (e.g. C:\Python35, C:\Python35\Scripts). Click OK. Close all remaining windows by clicking OK.
- Reopen Command prompt window for your changes to be active.

To check if the variables have been correctly added to the system path, type `python` into a command prompt to see if the right version of Python starts up.

4. Install Python dependencies by running

```
pip install -r bin/simulatortofmu-requirements.txt
```

Uninstallation

To uninstall SimulatorToFMU, delete the *installation directory*.

CREATING AN FMU

This chapter describes how to create a Functional Mockup Unit, starting from a Simulator XML input file. It assumes you have followed the *Installation and Configuration* instructions, and that you have created the Simulator model description file following the *Best Practice* guidelines.

Command-line use

To create an FMU, open a command-line window (see *Notation*). The standard invocation of the SimulatorToFMU tool is:

```
> python3 <scriptDir>SimulatorToFMU.py <python-scripts-path>
```

where `scriptDir` is the path to the scripts directory of SimulatorToFMU. This is the `parser` subdirectory of the installation directory. See *Installation and Configuration* for details.

An example of invoking SimulatorToFMU.py on Windows is

```
# Windows:
> python3 parser\SimulatorToFMU.py -s Simulator.py, calcEng.py
```

Note:

- All file paths can be absolute or relative.
 - If any file path contains spaces, then it must be surrounded with double quotes.
 - On windows Operating system, all paths must use double backward slash (e.g. C:\\Simulator.py).
-

Script `SimulatorToFMU.py` supports the following command-line switches:

Op-tions	Purpose
-s	Paths to python scripts required to run the Simulator. The main Python script must be an extension of the <code>Simulator.py</code> script provided in <code>parser\utilities\Simulator.py</code> . Its name must be <code>Simulator.py</code> .
-c	Path to the Simulator model file.
-i	Path to the XML input file with the inputs/outputs of the FMU. Default is <code>parser\utilities\SimulatorModelDescription.xml</code>
-v	FMI version. Options are <code>1.0</code> and <code>2.0</code> . Default is <code>2.0</code>
-a	FMI API version. Options are <code>cs</code> (co-simulation) and <code>me</code> (model exchange). Default is <code>me</code> .
-t	Export tool. Options are <code>omc</code> (OpenModelica) and <code>dymola</code> (Dymola). Default is <code>dymola</code> .

The main functions of SimulatorToFMU are

- reading, validating, and parsing the Simulator XML input file. This includes removing and replacing invalid characters in variable names such as `*+-` with `_`,
- writing Modelica code with valid inputs and outputs names,
- invoking Dymola to compile the *Modelica* code as an FMU for model exchange or co-simulation 2.0.

Note: For FMI 2.0 FMUs, SimulatorToFMU will rewrite the model description file generated by Dymola or OpenModelica to include `needsExecutionTool=true` attribute in the FMU capabilities of the Simulator FMU. This is currently not supported by Dymola and OpenModelica.

Output

The main output from running `SimulatorToFMU.py` consists of an FMU, named after the `modelName` specified in the input file. The FMU is written to the current working directory, that is, in the directory from which you entered the command.

The FMU is complete and self-contained.

Any secondary output from running the SimulatorToFMU tools can be deleted safely.

Note that the FMU is a zip file. This means you can open and inspect its contents. To do so, it may help to change the `“.fmu”` extension to `“.zip”`.

Note: `SimulatorToFMU.py` detects the Python version used to export the FMU and include binaries for Python 2.7 or Python 3.5. Hence it is important to use the correct version of Python when invoking `SimulatorToFMU.py`.

Exporting a Simulator with Python 2.7

If `SimulatorToFMU` is run using Python 2.7, then `SimulatorToFMU.py` creates a `.zip` file named `Simulator.scripts.zip` along with the FMU. The zip file contains the Python scripts needed to interface the Simulator. The unzipped folder must be added to the `PYTHONPATH` of the target machine where the FMU will be used. This is because of an issue with Cython and the python interpreter which does not add the files on the path as expected. This step is not needed when using Python 3.5.x.

BEST PRACTICE

This section explains to users the best practice in configuring a Simulator XML input file for an FMU.

To export Simulator as an FMU, the user needs to write an XML file which contains the list of inputs, outputs and parameters of the FMU. The XML snippet below shows how a user has to write such an input file. A template named `SimulatorModeldescription.xml` which shows such a file is provided in the `parser\utilities` installation folder of `SimulatorToFMU`. This template should be adapted to create new XML input file.

The following snippet shows an input file where the user defines 6 inputs and 6 output variables.

```
1  <?xml version="1.0" encoding="UTF-8"?>
2  <SimulatorModelDescription
3      xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
4      fmiVersion="2.0"
5      modelName="Simulator"
6      description="Input data for a Simulator FMU"
7      generationTool="SimulatorToFMU">
8      <ModelVariables>
9          <ScalarVariable
10              name="VMAG_A"
11              description="VMAG_A"
12              causality="input">
13              <Real
14                  unit="V"
15                  start="0.0"/>
16          </ScalarVariable>
17          <ScalarVariable
18              name="VMAG_B"
19              description="VMAG_B"
20              causality="input">
21              <Real
22                  unit="V"
23                  start="0.0"/>
24          </ScalarVariable>
25          <ScalarVariable
26              name="VMAG_C"
27              description="VMAG_C"
28              causality="input">
29              <Real
30                  unit="V"
31                  start="0.0"/>
32          </ScalarVariable>
33          <ScalarVariable
34              name="VANG_A"
35              description="VANG_A"
36              causality="input">
```

```

37     <Real
38         unit="deg"
39         start="0.0"/>
40     </ScalarVariable>
41     <ScalarVariable
42         name="VANG_B"
43         description="VANG_B"
44         causality="input">
45         <Real
46             unit="deg"
47             start="-120.0"/>
48     </ScalarVariable>
49     <ScalarVariable
50         name="VANG_C"
51         description="VANG_C"
52         causality="input">
53         <Real
54             unit="deg"
55             start="120.0"/>
56     </ScalarVariable>
57     <ScalarVariable
58         name="IA"
59         description="IA"
60         causality="output">
61         <Real
62             unit="A"/>
63     </ScalarVariable>
64     <ScalarVariable
65         name="IB"
66         description="IB"
67         causality="output">
68         <Real
69             unit="A"/>
70     </ScalarVariable>
71     <ScalarVariable
72         name="IC"
73         description="IC"
74         causality="output">
75         <Real
76             unit="A"/>
77     </ScalarVariable>
78     <ScalarVariable
79         name="IAngleA"
80         description="IAngleA"
81         causality="output">
82         <Real
83             unit="deg"/>
84     </ScalarVariable>
85     <ScalarVariable
86         name="IAngleB"
87         description="IAngleB"
88         causality="output">
89         <Real
90             unit="deg"/>
91     </ScalarVariable>
92     <ScalarVariable
93         name="IAngleC"
94         description="IAngleC"

```

```
95     causality="output">
96     <Real
97         unit="deg"/>
98     </ScalarVariable>
99 </ModelVariables>
100 </SimulatorModelDescription>
```

To create such an input file, the user needs to specify the name of the FMU (Line 5). This is the `modelName` which should be unique. The user then needs to define the inputs and outputs of the FMUs. This is done by adding `ScalarVariable` into the list of `ModelVariables`.

To parametrize the `ScalarVariable` as an input variable, the user needs to

- define the name of the variable (Line 10),
- give a brief description of the variable (Line 11)
- give the causality of the variable (`input` for inputs, `output` for outputs) (Line 12)
- define the type of variable (Currently only `Real` variables are supported) (Line 13)
- give the unit of the variable (Currently only valid Modelica units are supported) (Line 14)
- give a start value for the input variable (This is optional) (Line 15)

To parametrize the `ScalarVariable` as an output variable, the user needs to

- define the name of the variable (Line 58),
- give a brief description of the variable (Line 59)
- give the causality of the variable (`input` for inputs, `output` for outputs) (Line 60)
- define the type of variable (Currently only `Real` variables are supported) (Line 61)
- give the unit of the variable (Currently only valid Modelica units are supported) (Line 62)

DEVELOPMENT

The development site of this software is at <https://github.com/tsnoudui/SimulatorToFMU>.

To clone the master branch, type

git clone <https://github.com/tsnoudui/SimulatorToFMU.git>

NOTATION

This chapter shows the formatting conventions used throughout the User Guide.

The command-line is an interactive session for issuing commands to the operating system. Examples include a DOS prompt on Windows, a command shell on Linux, and a Terminal window on MacOS.

The User Guide represents a command window like this:

```
# This is a comment.  
> (This is the command prompt, where you enter a command)  
(If shown, this is sample output in response to the command)
```

Note that your system may use a different symbol than “>” as the command prompt (for example, “\$”). Furthermore, the prompt may include information such as the name of your system, or the name of the current subdirectory.

GLOSSARY

Dymola Dymola, Dynamic Modeling Laboratory, is a modeling and simulation environment for the Modelica language.

Functional Mock-up Interface The Functional Mock-up Interface (FMI) is the result of the Information Technology for European Advancement (ITEA2) project *MODELISAR*. The FMI standard is a tool independent standard to support both model exchange and co-simulation of dynamic models using a combination of XML-files, C-header files, C-code or binaries.

Functional Mock-up Unit A simulation model or program which implements the FMI standard is called Functional Mock-up Unit (FMU). An FMU comes along with a small set of C-functions (FMI functions) whose input and return arguments are defined by the FMI standard. These C-functions can be provided in source and/or binary form. The FMI functions are called by a simulator to create one or more instances of the FMU. The functions are also used to run the FMUs, typically together with other models. An FMU may either require the importing tool to perform numerical integration (model-exchange) or be self-integrating (co-simulation). An FMU is distributed in the form of a zip-file that contains shared libraries, which contain the implementation of the FMI functions and/or source code of the FMI functions, an XML-file, also called the model description file, which contains the variable definitions as well as meta-information of the model, additional files such as tables, images or documentation that might be relevant for the model.

Modelica Modelica is a non-proprietary, object-oriented, equation-based language to conveniently model complex physical systems containing, e.g., mechanical, electrical, electronic, hydraulic, thermal, control, electric power or process-oriented subcomponents.

MODELISAR MODELISAR is an ITEA 2 (Information Technology for European Advancement) European project aiming to improve the design of systems and of embedded software in vehicles.

PyFMI PyFMI is a package for loading and interacting with Functional Mock-Up Units (FMUs), which are compiled dynamic models compliant with the Functional Mock-Up Interface (FMI).

Python Python is a dynamic programming language that is used in a wide variety of application domains.

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