# $MP\ Gryphon\ Toolset$

# USERS MANUAL

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#### 1 Introduction

#### 1.1 Overview

The MP Gryphon Toolset supports Monterey Phoenix users with tools for building MP Code and generating trace graphs calculated from MP code. The MP Gryphon Toolset consists of the MP Gryphon GUI and the MP Gryphon Trace Generator:

- The MP Gryphon GUI tool is the graphical interface tool for editing MP Code and for running the MP Gryphon Trace Generator engine to view generated traces.
- The MP Gryphon Trace Generator tool compiles MP Code into traces that the MP Gryphon GUI can read and graph.

#### 1.2 Compatibility

MP Gryphon GUI Version 0.3.0 is compatible with Monterey Phoenix Version 4 prealpha and MP Gryphon Trace Generator Version 4 pre-alpha.

## 2 Installing the MP Gryphon Toolset

You will need the *MP Gryphon GUI* and the *MP Gryphon Trace Generator*. For now, for Mac/Linux: clone *MP Gryphon Toolset* source code directly from their Git repositories by typing the following:

- git clone https://gitlab.nps.edu/monterey-phoenix/user-interfaces/MP\_Gryphon\_GUI.git
- git clone https://gitlab.nps.edu/monterey-phoenix/trace-generator.git

or

- git clone git@gitlab.nps.edu:monterey-phoenix/user-interfaces/MP\_Gryphon\_GUI.git
- git clone git@gitlab.nps.edu:monterey-phoenix/trace-generator.git

To clone from GitLab you will need to upload your public RSA Key as described at https://gitlab.nps.edu/help/ssh/README.md.

#### 2.1 Installing Python 3

Install Python3 if it is not already present. To see if Python3 is already installed, you may type the following at a command prompt and verify that Python Version 3 is present:

- Mac/Linux:
  - python3 --version

If not already present, you may download and install Python3 for your system from https://www.python.org/download/releases/3.0.

Linux users may prefer to install Python 3 using their package manager, for example Fedora users might type:

■ sudo dnf install python3+

#### 2.2 Installing PyQt5

The MP Gryphon GUI requires PyQt5. Please type the following at a command prompt to install PyQt5:

- Mac/Linux:
  - python3 -m pip install PyQt5

#### 2.3 Building the MP Gryphon Trace Generator

If you installed on Linux using the repositories then the *MP Gryphon Trace Generator* must be built. First, please install requisites needed for running make. Mac users may be asked to install Command line developer tools, which are required. Linux users need to install 32-bit CLib and the csh shell. Syntax depends on Linux flavor. A Fedora dnf example is to type:

- sudo dnf install glibc-devel.i686
- sudo dnf install tcsh.x86\_64

An Ubuntu apt example is:

- sudo apt install libc6-dev-i386
- sudo apt install csh

Build the trace generator engine from a command window by navigating to the MP\_Gryphon\_Trace\_Generator directory and typing:

make

## 3 Launching the MP Gryphon GUI

For Linux users: from a command window, navigate to the MP\_Gryphon\_GUI/python/subdirectory, for example to path

/Users/<yourname>/Downloads/MP\_Gryphon\_GUI\_<latest version>/python and type:

■ ./mp.py

#### 3.1 Configuring the MP Gryphon GUI

Once launched, the MP Gryphon GUI may be configured using its menu controls under Preferences:

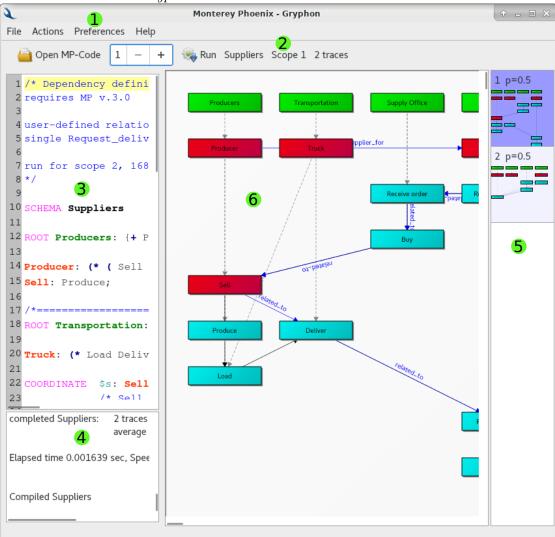
• Several graph appearance options are available optimized for brightness, printing, a classic look, etc.

## 4 Working with the MP Gryphon GUI

To write your own system models, a working knowledge of *Monterey Phoenix* technology and MP Code syntax is required. Please visit https://wiki.nps.edu/display/MP/Monterey+Phoenix+Home for information about working with *Monterey Phoenix* technology.

## 5 MP Gryphon GUI User Interfaces

This section describes user interfaces available to MP Gryphon GUI. Here is an example screenshot of the MP Gryphon GUI main window:



The following parts are shown:

- 1. Menu controls
- 2. Trace generator controls and status
- 3. MP Code editor pane
- 4. Log pane
- 5. Trace selection list
- 6. Main trace view pane

#### 5.1 Menu Controls

Menu controls include:

- File
  - Open, save MP Code, open examples.
  - Import and export projects.
  - Export one or all traces.
- Actions

- Run the trace generator engine.
- Clear the Log pane.

#### • Preferences

- Graph Settings: Set graph settings:
  - \* Bright View with high color contrast.
  - \* Print View with colors that are more readable when printed.
  - \* Classic Use classic Firebird coloring.
  - \* Custom Set, save, share your own color scheme.
- Server: Set to connect to a MP Gryphon Trace Generator Server or to use the MP Gryphon Trace Generator locally.

#### • Help

- View help for the MP Gryphon Toolset.
- View information about MP Gryphon Toolset.

#### 5.2 Trace generator controls and status

Trace generater controls and status are available in the toolbar, for example:



Hover the cursor over controls to see tooltips. Controls include:

- The "Open MP Code File" button ( ) for opening a MP Code file.
- The "Run" button ( Run") for running the trace generator engine on the MP Code. Status describes information about the currently loaded trace generation view. In this example, Suppliers Scope 1 2 traces:
  - Suppliers is the name of the schema as defined in the MP Code.
  - Scope 1 indicates that the trace generator engine was run for the MP Code at scope level 1.
  - 2 traces indicates that the trace generator engine produced two traces.

#### 5.3 MP Code Editor Pane

Manage MP Code using the MP Code editor pane:

- Open, import, paste, or edit your MP Code.
- Syntax highlighting identifies keywords, root events, composite events, etc.
- Run the trace generator engine ( Run ) at the desired scope to generate traces from your MP Code.

#### 5.4 Log Pane

The log pane provides a log of actions taken and of trace generator output. It is available for reference. You may clear it using menu control File | Actions | Clear MP Code Log.

#### 5.5 Trace selection list

The trace selection list contains a list of all possible traces given your MP Code and scope. At the top of each trace is its trace index and the probability of that trace occurring. The sum of probabilities across all traces is 1.0.

- Scroll down the trace list to view all traces.
- Click on a trace to select it in the main trace view pane.

#### 5.6 Main Trace View Pane

The Main trace view pane contains the currently selected trace. You may adjust this view as follows:

- Pan by dragging the mouse or moving the scrollbars.
- Zoom by moving the mouse wheel or by pressing the + or keys. The zoom focal point is at the cursor.
- Drag nodes to move them.
- You may also adjust view settings using menu control Preferences | Graph Settings | Custom....
- Future work:
  - Nodes will have menus for collapse, expand, etc.
  - Edges may be movable.

#### 5.7 Keyboard Shortcuts

#### 5.7.1 Graph Window Shortcuts

- CTRL + Click on event (Command + Click on Mac): Toggle select or unselect individual events.
- SHIFT + Click on event: Select event and all events below it bound by IN relation.
- Click empty space: Unselect all events.
- Click on empty space and drag: Pan the view.
- SHIFT + Click empty space and drag: Select events in range.
- CTRL + A (Command + A on Mac): Select all events.
- Keyboard arrow keys: Pan the view.
- $\bullet$  + and keys: Zoom in and out.
- Click menu tab: Open menu for an event.
- Right-click event: Open menu for an event.
- H: Toggle hide/unhide selected event(s).
- C: Toggle collapse/uncollapse selected Root and Composite event(s). Results may be unexpected if multiple events are selected.

#### 5.7.2 Code Window Shortcuts

- Click word to highlight word.
- Click or Navigate to parenthesis to find its mate.
- CTRL + Spacebar or type first three letters: Show auto-complete hints for existing events or keywords.

#### 5.7.3 Graph List Shortcuts

• Up and down arrows: Select previous or next trace.

#### 6 Examples

Please obtain, install, and start the MP Gryphon GUI graphical interface per installation instructions, above.

#### 6.1 Load and run MP Code Example 1

In this example we open and run MP Code example 1 at Scope 2, select and adjust trace 2, and save the view as a .png image file.

- Under menu control File | Open MP Code Example select example Example\_1\_simple\_message\_flow.mp. The MP Code listing will show up in the code editor pane.
- 2. Set the scope to 2 by adjusting the Scope spinner trace generator control.
- 3. Run the trace generator engine by pressing the run icon ( Three traces will be generated. All three traces will be visble in the trace selection list. The first trace will be visible in the main trace view pane.
- 4. Select the third trace in the list. This trace will be drawn in the main trace view.
- 5. Move some nodes as desired by dragging them with the cursor.
- 6. Export the third trace to a .png file using menu File | Export Trace....
- 7. If you would like to print your exported traces, you may wish to select menu control Preferences | Graph Settings | Contrast for higher contrast for printing before exporting them. Or select menu control Preferences | Graph Settings | Custom... to configure your own graph view scheme.

### 7 Reporting Bugs

Please report any bugs encountered during operation of the MP Gryphon Toolset. To assist in diagnosing your bug, please include the following information:

- The .mp code, Scope number, and selected Trace used when the error occurred.
- The steps taken that can be used to recreate the error.
- The version of the MP Gryphon GUI tool used.
- The Operating System you used.

### 8 Post-processing Analysis

The MP Gryphon GUI tool exports graph data in JSON Graph format (JGF). This output may be used during post-processing analysis of graph data or for input to third party tools which can accept JGF data as input. The JGF standard defines names for graph, node, and edge fields. The MP Gryphon GUI tool extends these fields by including additional information such as graph positioning, the trace mark field, Cubic Bezier edge points for curved edges, and whether nodes are hidden or collapsed. For more information on JGF please see http://jsongraphformat.info. For syntax of JSON data exported by the MP Gryphon GUI tool, please use the export command to create your own JSON .gry file and use that as a reference.