



Multi-Target Code Generation

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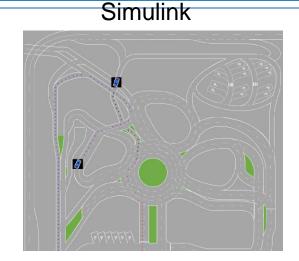
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Simulatoren

TORCS / OpenDaVINCI







How to get models into a simulator?

VDrift / OpenDaVINCI



MontiSim

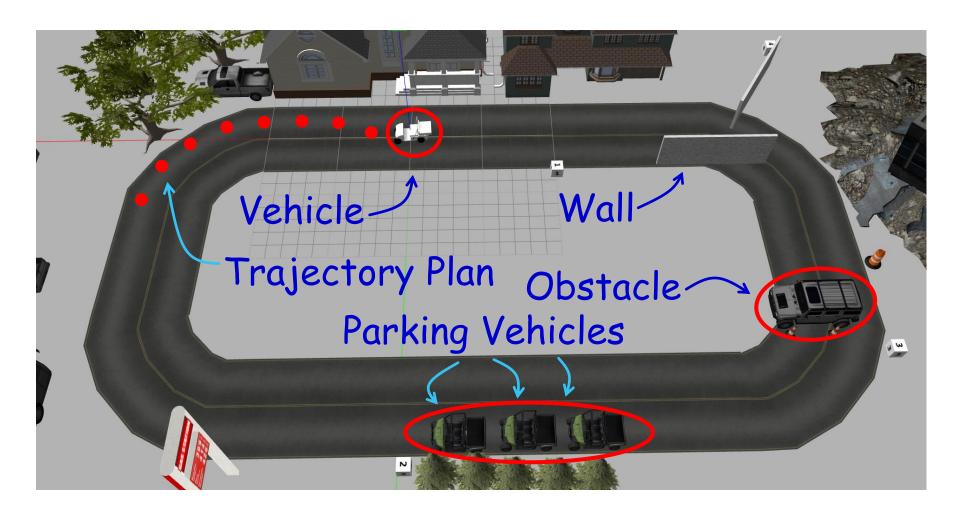


Veins



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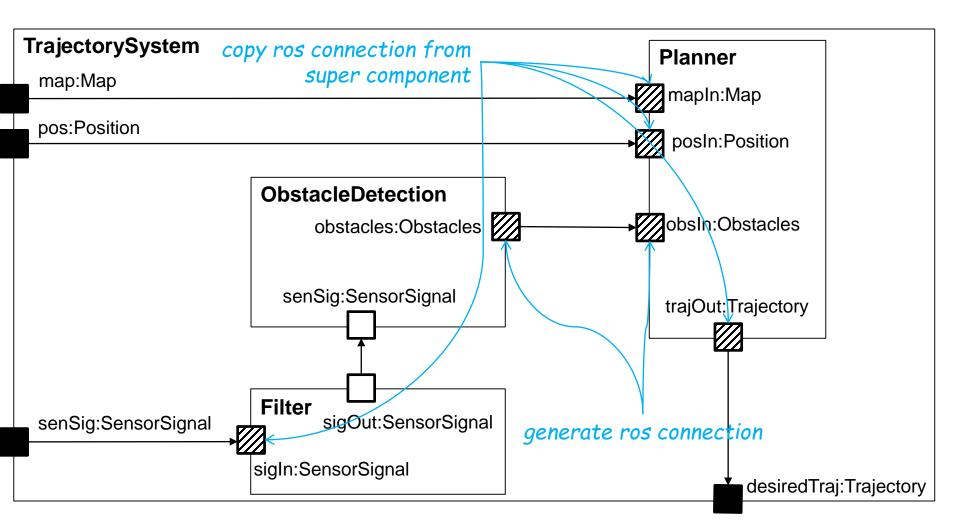
Gazebo Self-Driving Vehicle Example



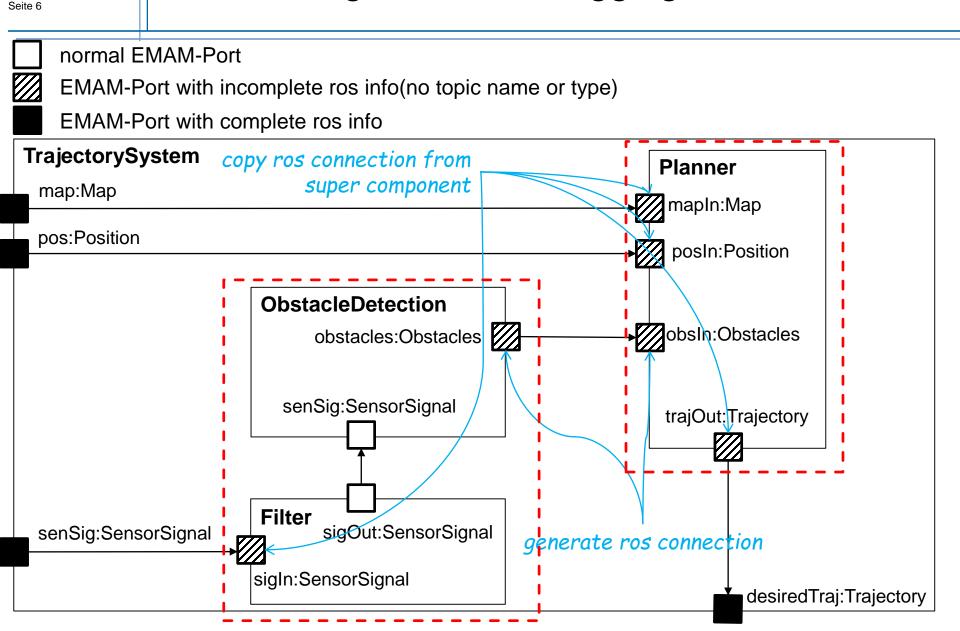
EmbeddedMontiArc Model

```
component TrajectorySystem{
        direction
                  type
                           name
                  Map
   ports in
                           map,
          in Position pos,
          in SensorSignal senSig,
          out Trajectory desiredTraj;
     instances of subcomponents defined in other artifacts
   instance ObstacleDetection obsDetection;
   instance Filter filter:
   instance Planner planner;
                        target port
         source port
                  -> 'planner.mapIn';
   connect map
   connect pos -> planner.posIn;
10
   connect planner.trajOut -> desiredTraj;
11
   connect obsDetection.obstacles -> planner.obsIn;
12
   /* other connections */}
```

EMAM Diagram



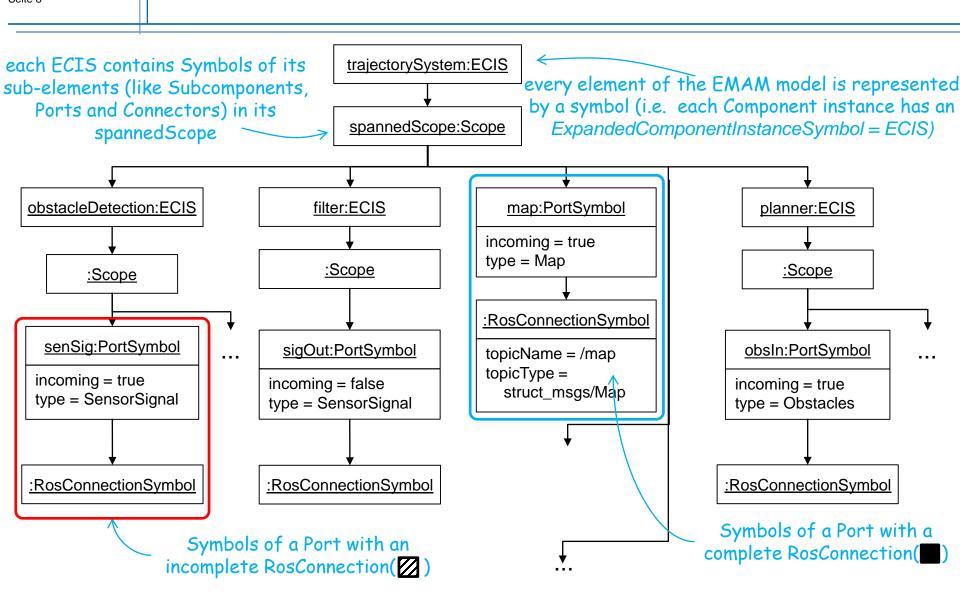
EMAM Diagram + Port Tagging



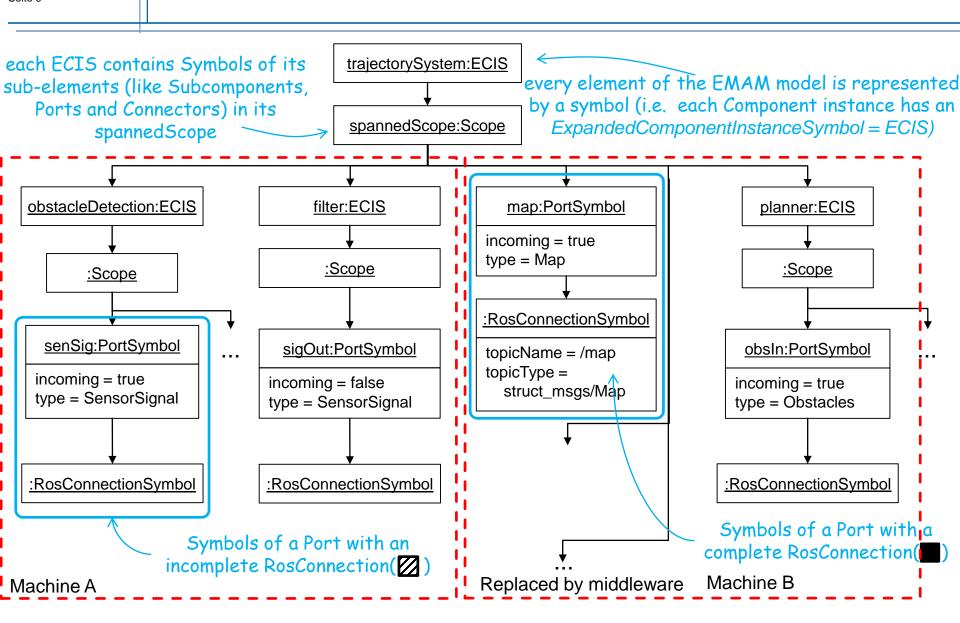
Tagging Model

```
1 tags RosTags { tagged symbol
                                          tag type
2 tag trajectorySystem.map with RosConnection =
                                                          tag value
   {topic= (name=/map, type=struct msgs/Map)};
      RosConnection with complete information(
3 tag trajectorySystem.desiredTraj with RosConnection =
   {topic= (name=/desiredMotion, type=struct msgs/Trajectory)};
      RosConnection with incomplete information( )
4 tag trajectorySystem.planner.mapIn with RosConnection;
5 tag trajectorySystem.planner.obsIn with RosConnection;
6 [ . . . ] }
1struct Position{
         min value step size max value
  type
                                         name
         (-90°: 0.000001°: 90°) longitude;
         (-180^{\circ}: 0.000001^{\circ}: 180^{\circ}) latitude;
         ( -10km : 10cm : 10km) altitude;}
```

Symbol Table



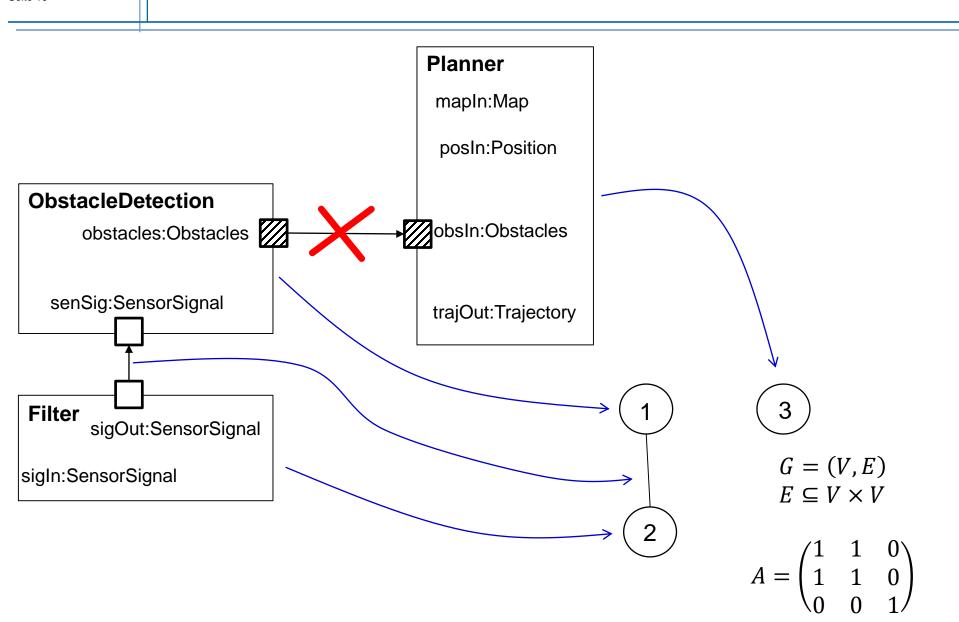
Clustered Symbol Table



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Spectral Analysis

Solve the eigenproblem

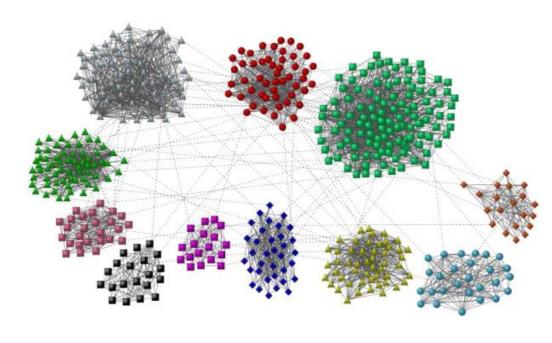
•
$$Av = ev$$

For our example:

•
$$v_1 = \begin{pmatrix} 1 \\ 1 \\ 0 \end{pmatrix}$$

•
$$v_2 = \begin{pmatrix} -1 \\ 1 \\ 0 \end{pmatrix}$$

•
$$v_3 = \begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix}$$

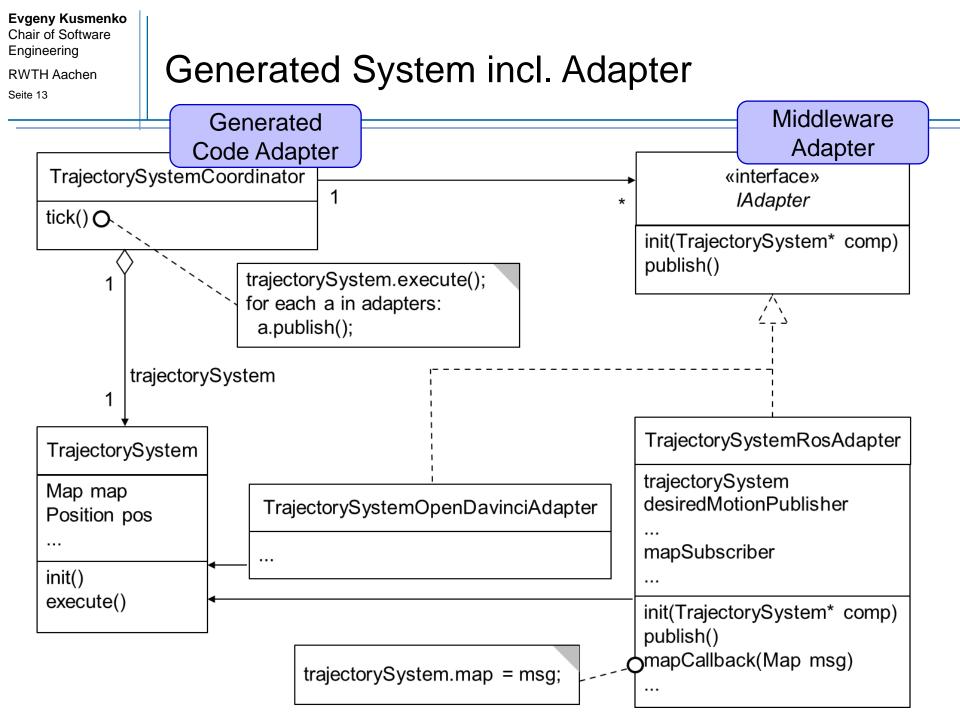


- Non-zero entries appearing in the same ev designate clusters which need to e dedployed on the same machine (no middleware communication)
- Potential: Spectral Methods can help us distribute code to a predefined number of machines
- We use the same technique for error pattern detection for BMW

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*-Bridge Generator Composition

CoordinatingGenerator MainGenerator generateCoordination() generate(ECIS comp) O add(GeneratorImpl genImpl) for each g in genImpls: remove(GeneratorImpl genImpl) g.generate(comp); **Abstraction** GeneratorCpp genImpls generate(ECIS comp) «interface» GeneratorImpl GeneratorRosCpp generate(ECIS comp) generate(ECIS comp) **Implementation** GeneratorOpenDavinciCpp generate(ECIS comp)



Generated Artifacts

Generator	Generated files
CoordinatingGenerator	├── CMakeLists.txt ├── coordinator ├── CMakeLists.txt ├── TrajectorySystemCoordinator.cpp └── IAdapter.h
GeneratorCpp	├── cpp │
GeneratorOpenDavinciCpp	- opendavinci - CMakeLists.txt - TrajectorySystem - OpenDavinciAdapter.h
GeneratorRosCpp	roscpp — CMakeLists.txt — TrajectorySystemAdapter.h

Generated Adapter

```
#include "TrajectorSystem.h"
2 [...] /* other includes*/
3class TrajectorySystemRosAdapter : public IAdapter{
   ros::Subscriber mapSubscriber;
                                               the coordinator and other
   ros::Publisher desiredMotionPublisher;
                                               adapters
   public:
                                            called once by
   void init(TrajectorySystem* comp) {
                                            TrajectorySystemCoordinator
10
     trajectorySystem = comp;
     /*init publishers, subscribers and start ROS thread*/
11
     [...]
12
                                      called in a defined interval by
13
                                      TrajectorySystemCoordinator
   void publish() {
14
15
     struct msqs::Map tmpMsq =
             msgFromStructMap(trajectorySystem->desiredTraj);
     desiredMotionPublisher.publish(tmpMsg);
16
17
                                      called by ROS every time a message is
18
                                      published on the topic Imap
   void mapCallback(struct_msgs::Map& msg) {
19
     trajectorySystem->map = structFromMsqMap(msq);
20
   } [...] };
21
```