



# The AMADEOS Supporting facility tool

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THALES





# Outline

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- Goals
- Google Blockly
- Blockly4SoS Customization
- Examples of Simulations



- To build a tool ...
  - To create object diagrams based on a UML/SysML profile
  - Which is simple, intuitive, and straight forward
  - Which supports code generation
  - And is fast !



# Supporting facility tool for ~~AMADEOS~~

## Things we considered

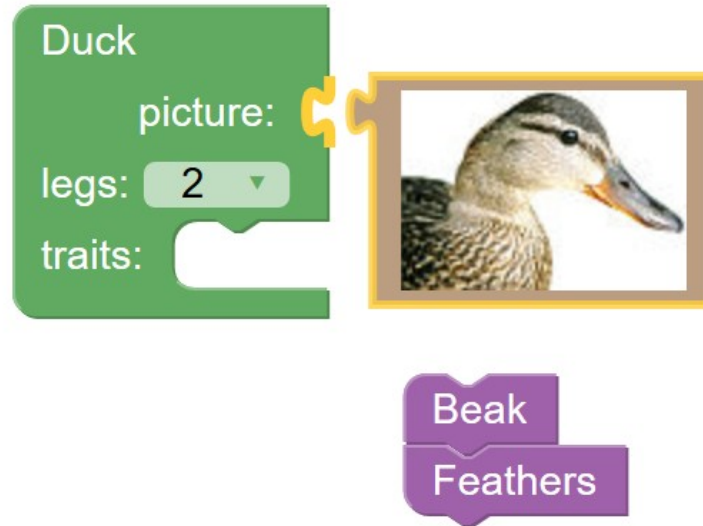
1. A generic SoS designer
2. Should have simple and intuitive user interface
3. In real life, SoS designers are not CS / OO / SysML experts
4. Reduce cost – By requiring less training/support for designers
5. Reduce lines in design (to avoid spaghetti diagrams)
6. Warn designers when they make mistakes
7. Rapid modeling & simulation

## Where should the designer spend the effort ?

On modeling. Not on anything else !



# Google Blockly



1. Is a visual programming editor, used to program using blocks
2. Only compatible blocks can be connected together
3. Can be made "correct by design"
4. Supports code and XML generation
5. Only a modern web browser is required (any device/OS)



# Example of applications using Blockly

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## 1. Most basic example:

... <https://developers.google.com/blockly/>

## 2. Blockly games examples:

... <https://blockly-games.appspot.com/>

## 3. Real world examples using Blockly based ideas:

... Fashion – <https://www.madewithcode.com/projects/fashion>

... Stock market – <https://bot.binary.com/bot.html>

... Andorid – [appinventor.mit.edu/explore/designer-blocks.html](http://appinventor.mit.edu/explore/designer-blocks.html)

... Electronics:

... Codebug – <https://www.codebug.org.uk/create/codebug/new/>

... Ardublockly – <http://ardublockly.embeddedlog.com/>



# Blockly customization

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Blockly has been customized to make it more UML/SysML like. E.g.:

1. **Support constraints**
2. **Support behaviors**
3. **Support links**
4. **Support viewpoints**
5. **Support intuitive maximize, collapse, and semi-collapse**
6. **Support requirements management**
7. **Guide user to select compatible blocks**
8. **Blockly to PlantUML conversion**
9. **Blockly to Python conversion (different from the default one)**
10. **Blockly to Graph conversion and Graph querying**
11. **Support sequence diagrams**
12. **Custom minification of JavaScript for faster loading ...**



# AMADEOS supporting facility tool

- **A tool to:**
  - **Model**
  - **Validate**
  - **Query and**
  - **Simulate**

**A system-of-systems**

- Link to the homepage of tool
  - <http://blockly4sos.resiltech.com>
  - **Though, any modern browser would work fine,**
  - **Firefox is faster !**





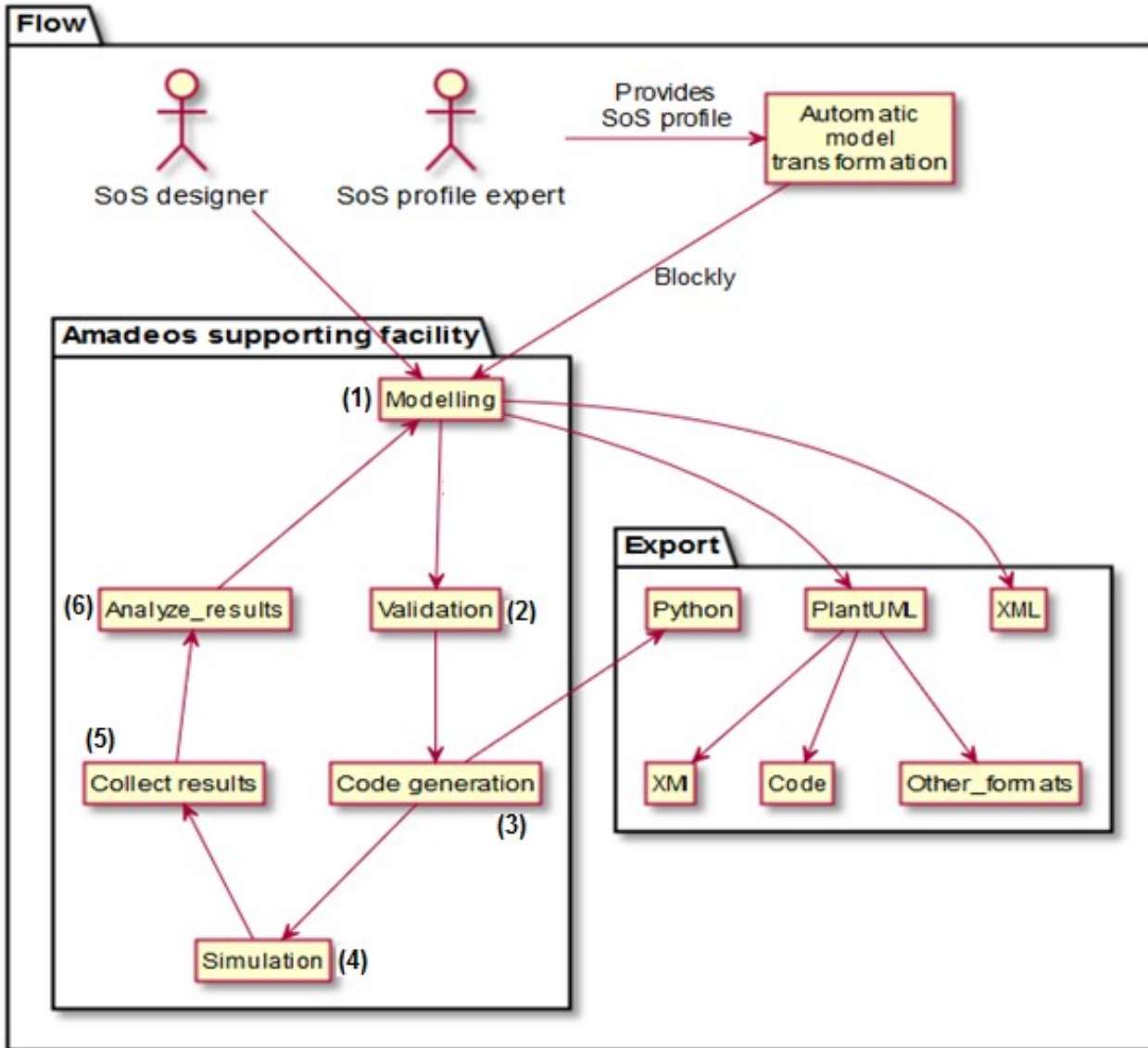
## SoS profile's integration within Blockly

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- **Blockly** has been **customized** to be used for SoS modelling by **importing the SoS SysML profile of AMADEOS**.
- The SoS designer need not have any knowledge of SysML/UML;
  - the only prerequisite is high-level knowledge about the profile and knowledge of the supporting facility tool.



# The overall MDE workflow



- (1) SoS designer starts modelling SoS using Blockly
- (2) The model is validated based on the constraints defined
- (3) Executable code is generated in Python
- (4) Various scenarios are **simulated**
- (5) Results are collected through logs
- (6) Logs are analyzed for design/run-time errors/mistakes



# Model transformation



PlantUML

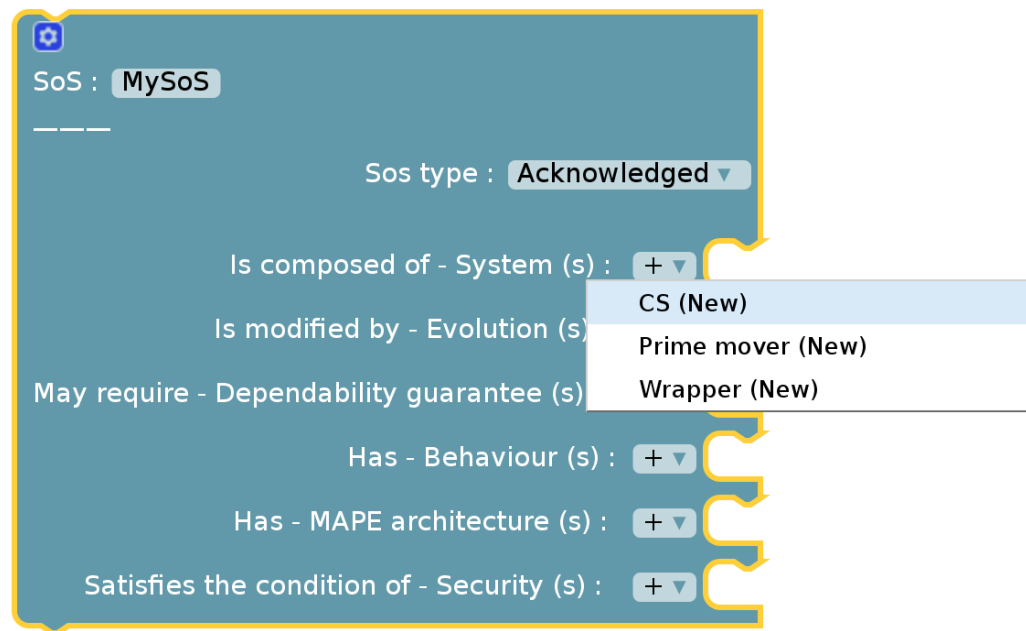
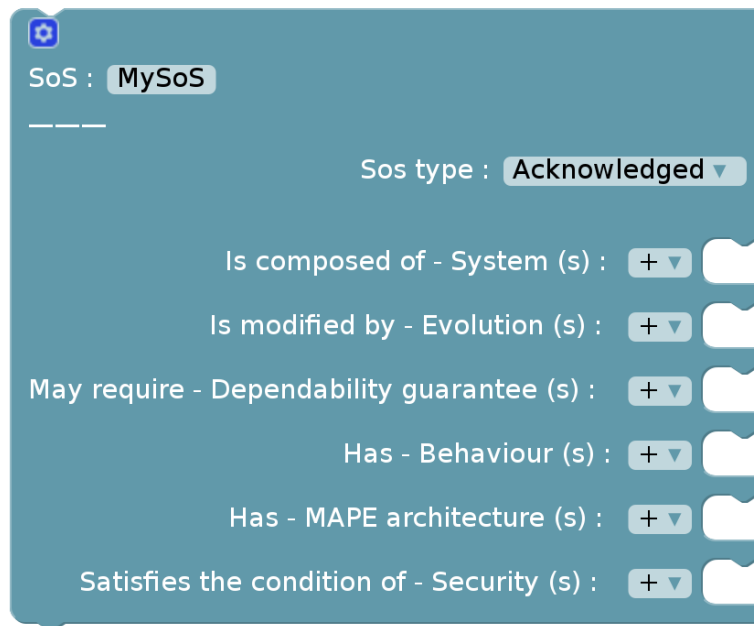


The use of PlantUML as intermediate language makes debugging of model transformation easier



# Let's start with a simple block


By default, an SoS block is created on the workspace



**Figure:** Add new blocks by clicking on the (+) drop-down/from left-hand side toolbox



# Help/Glossary

  
SoS :   

---

Sos type :

Is composed of - System (s) :

Is modified by - Evolution (s) :

May require - Dependability guarantee (s) :

Has - Behaviour (s) :

Has - MAPE architecture (s) :

Satisfies the condition of - Security (s) :

Duplicate

Add Comment

Delete Block

Create a link ...

Mark the block as 'Singleton' (for simulation)

© Add constraint ...

® Add behaviour ...

® Satisfies requirement ...

Help

## 4. SoS

- System-of-System - An SoS is an integration of a finite number of constituent systems (CS) which are independent and operable, and which are networked together for a period of time to achieve a certain higher goal.

## 5. Action

- Action - The execution of a program by a computer or a protocol by a communication system.



# Three ways of viewing a block

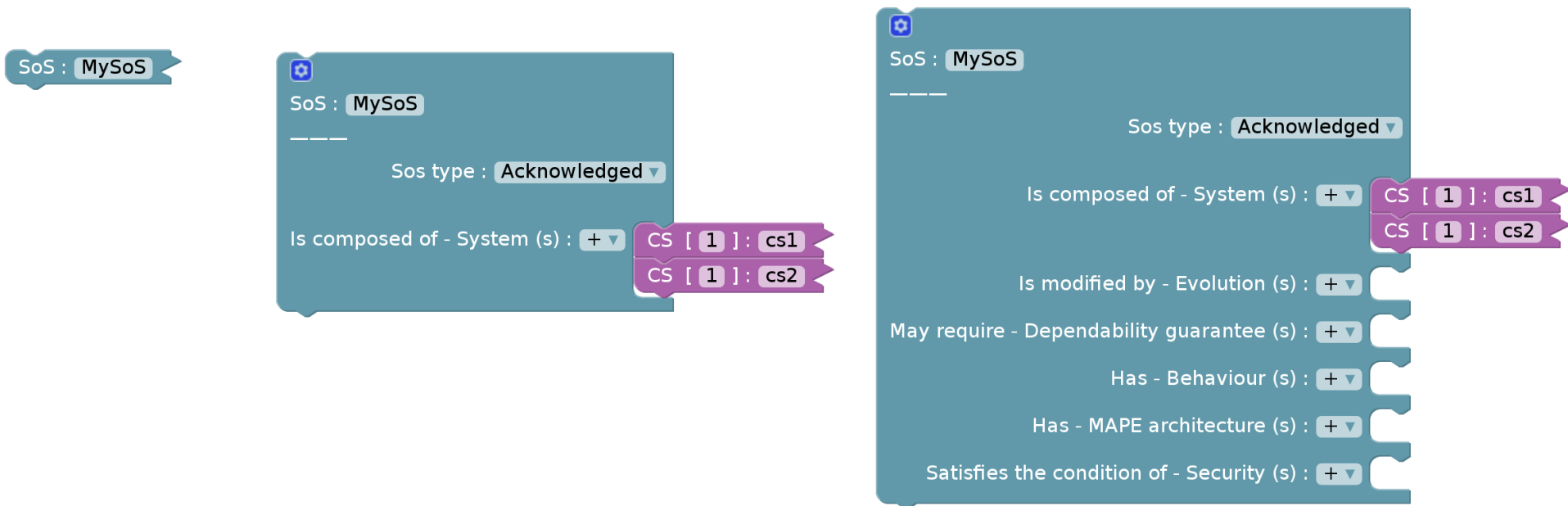


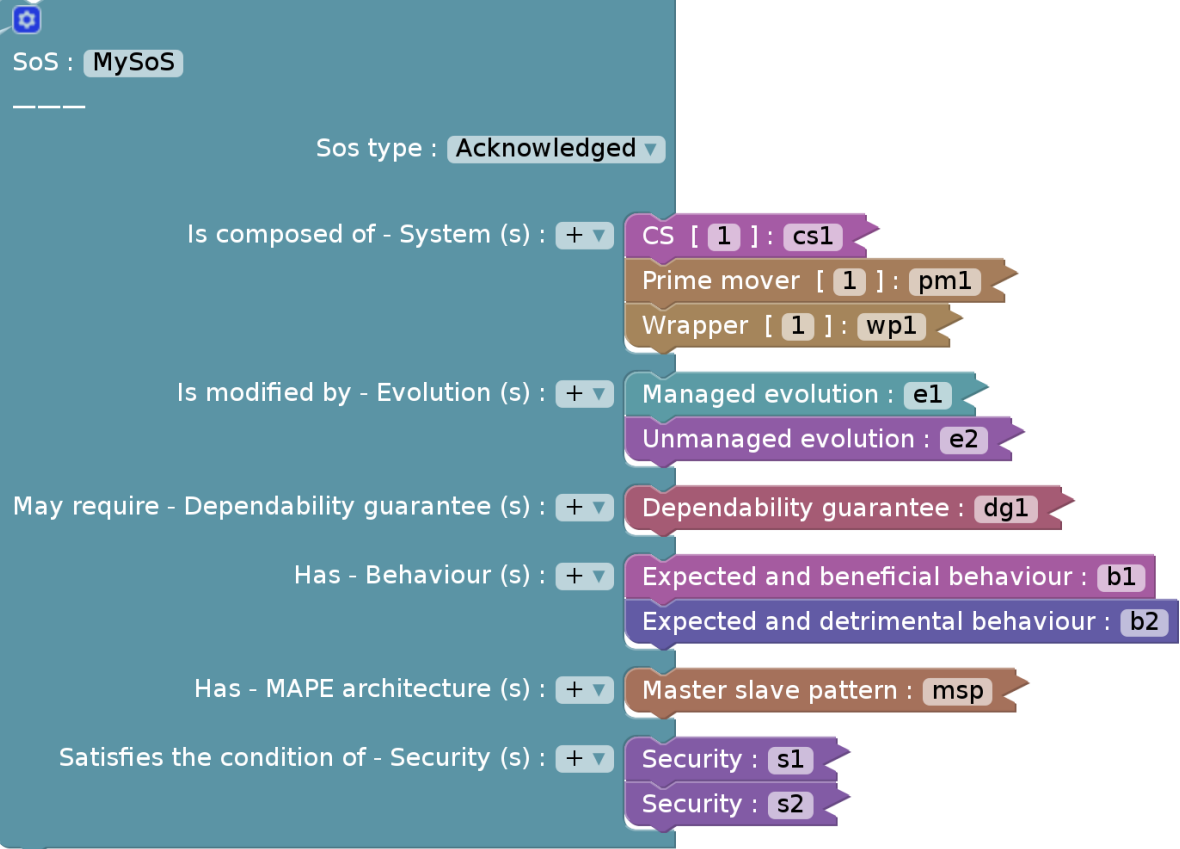
Figure: 3 ways of viewing a block - cycle between views by **double clicking** the block



# All viewpoints and building blocks of a block

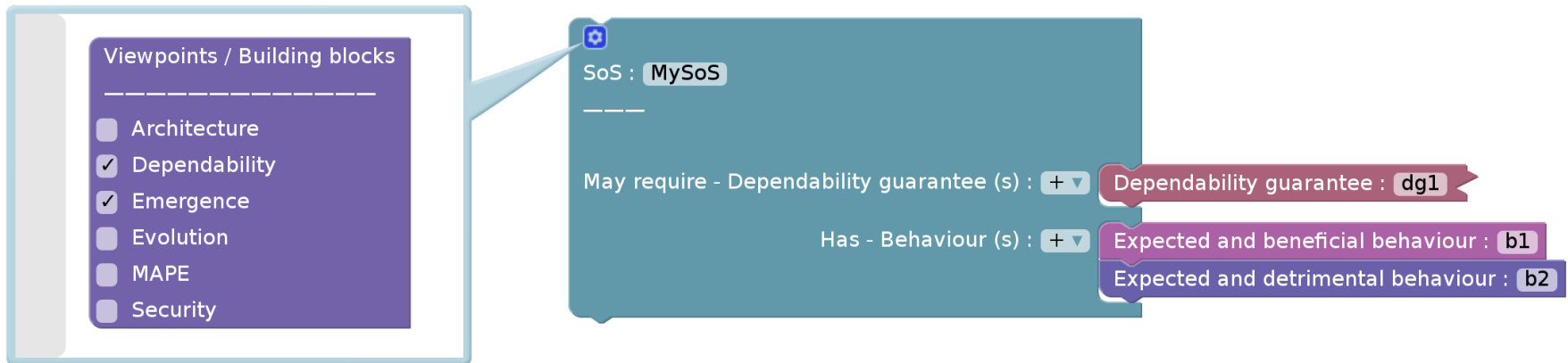
## Viewpoints / Building blocks

- ✓ Architecture
- ✓ Dependability
- ✓ Emergence
- ✓ Evolution
- ✓ MAPE
- ✓ Security





# Filter some of the viewpoints/building blocks







# Comment your design

Arun : Hi I made this SoS, does this look OK ?

Paolo : Its missing a role-player !



SoS : MySoS

- Duplicate
- Add Comment
- Delete 4 Blocks
- Create a link ...
- Mark the block as 'Singleton' (for simulation)
- © Add constraint ...
- Ⓜ Add behaviour ...
- ® Satisfies requirement ...
- Help



SoS : MySoS

Sos type : Acknowledged ▼

Is composed of - System (s) : + ▼

CS [ 1 ] : cs1

CS [ 1 ] : cs2

CS [ 1 ] : cs3



# Modularize the design by grouping

[ BLOCKS ]

Group

1. Requirements

2. Fishbone

3. UML

4. Architecture

5. Communication

6. Dependability

7. Dynamicity

8. Emergence

Group

Group : My\_CSs

CS [ 1 ] : cs1

CS [ 1 ] : cs2

CS [ 1 ] : cs3

Group : My\_PrimeMovers

Prime mover [ 1 ] : pm1

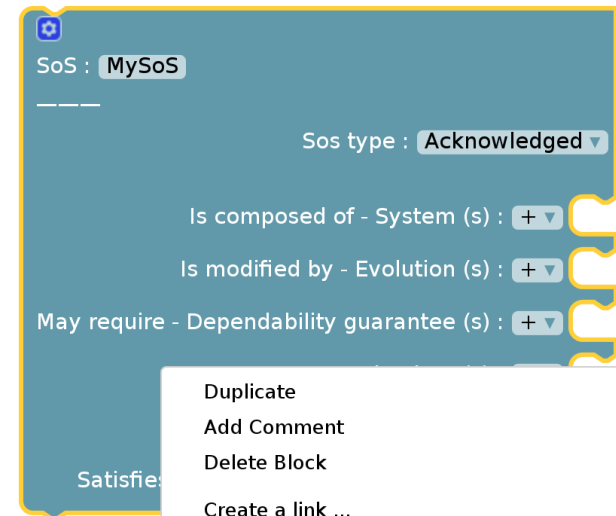
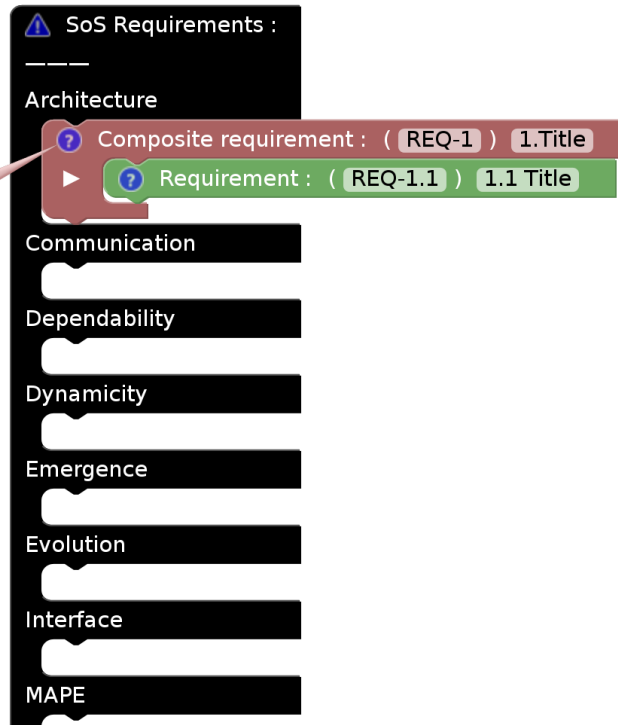
Prime mover [ 1 ] : pm2

Prime mover [ 1 ] : pm3



# Manage requirements for each viewpoint

Requirement  
description



- Duplicate
- Add Comment
- Delete Block
- Create a link ...
- Mark the block as 'Singleton' (for simulation)
- © Add constraint ...
- 📄 Add behaviour ...
- ® Satisfies requirement ...
- Help



# Model validation

- Blockly by default model validation by letting **only compatible blocks** to be connected with each other.
- User can add custom validation in JavaScript by using the below constraint functions:

```
1. warn_if ( on_condition , " WarningMessage ");  
2. detach_if ( on_condition , block );
```

Two helper functions for model validation



# Model validation example - looks ok

```
warn_if (! b.m_header.match(/^101/), "ARUN : Header must always start with 101")
```

Message :

Transport type :

Header :

Data field :

Has a - Message classification (1) :

Has a - Trailer (1) :



# Model validation example - a warning

```
warn_if (! b.m_header.match(/^101/), "ARUN : Header must always start with 101")
```

Warnings :

1. ARUN : Header must always start with 101



Message : Name

---

Transport type : PAR message ▼

Header : 001

Data field : ?

Has a - Message classification (1) : + ▼

Has a - Trailer (1) : + ▼



# Forcing values !

- Some times its useful to forcefully set values instead of showing warnings !

```
if (b.m_transport_type == 'PAR message')  
    b.header_tb.setValue("101");
```

Message : Name

Transport type : PAR message ▼

Header : 101

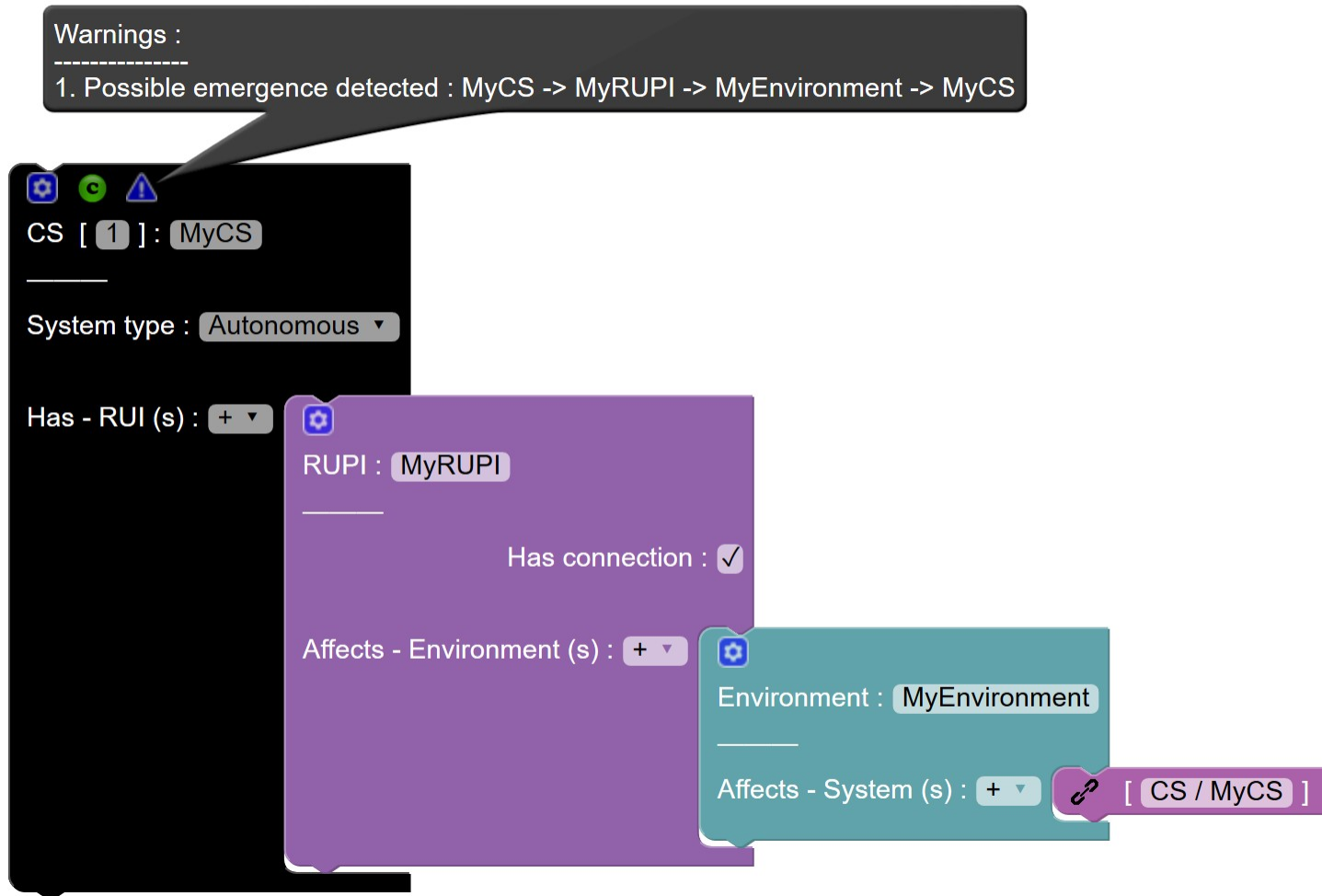
Data field : ?

Has a - Message classification (1) : + ▼

Has a - Trailer (1) : + ▼



# Causal loops detection



Constraints can be used to detect possible emergence



# **EXAMPLES OF SIMULATIONS**

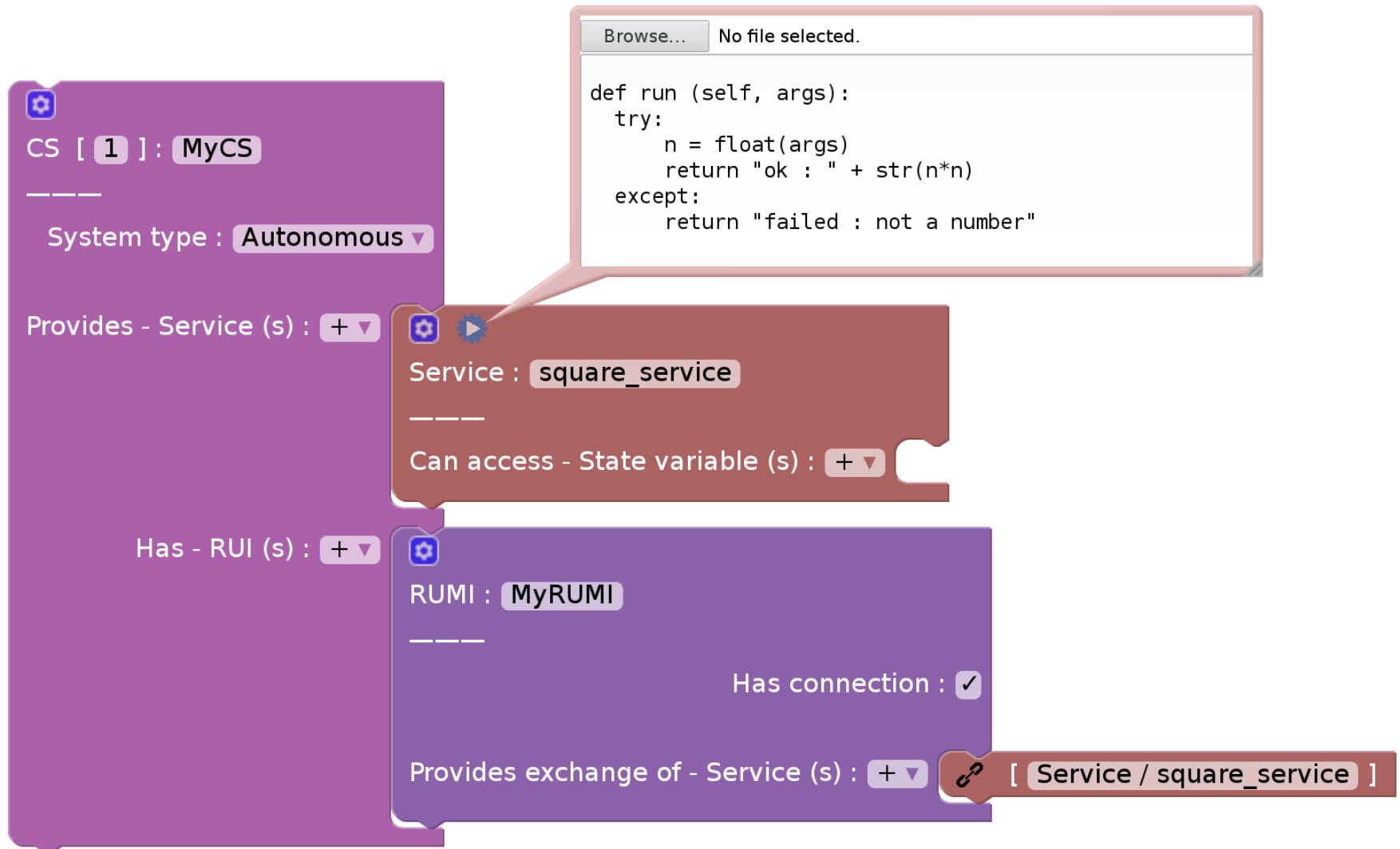


# Dynamic behavior modeling

- Why ?
  - A static model is like a car without an engine !
- Prerequisite for running simulations:
  - Python 2.7 (preferably at c:\python27 directory)
  - PlantUML viewer (atom editor) for viewing results
  - You may also install other software/system .... to interact with the simulation software !



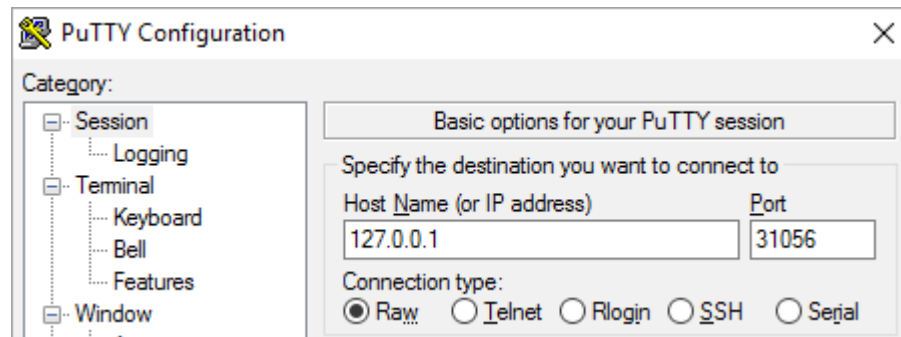
# Add behavior - Dynamic part of model





# Simulation run

```
7% SoS Log!
2016-10-05T14:53:25.485000 | MyCS -> MyCS | Started !
2016-10-05T14:53:25.486000 | MyCS / MyRUMI -> MyRUMI | Listening on 31056
```



```
---> Connected to RUMI : MyRUMI
square_service abac
failed : not a number

---> Connected to RUMI : MyRUMI
square_service 100
ok : 10000.0
```



# Load the example model

Open XML file :

Browse...

No file selected.

\*\*\* Load an example model \*\*\*

\*\*\* Load an example model \*\*\*

SmartGrid - Small - With simulation

SoS : EV\_Charging\_SoS

Sos type : Acknowledged

Is composed of - System (s) : +

- [ CS / CSO ]
- [ CS / Chargingpoint ]
- [ CS / DriverApp ]
- [ CS / EMobilityService ]
- [ CS / ElectricVehicle ]
- [ CS / LMO ]

Is modified by - Evolution (s) : +

May require - Dependability guarantee (s) : +

Has - Behaviour (s) : +

Has - MAPE architecture (s) : +

Satisfies the condition of - Security (s) : +

Group : All\_CSs

- CS [ 1 ] : Chargingpoint
- CS [ 1 ] : CSO
- CS [ 1 ] : DriverApp
- CS [ 1 ] : ElectricVehicle
- CS [ 1 ] : EMobilityService
- CS [ 1 ] : LMO

Group : All\_RUPIs

- RUPI : ElectricVehicle-Chargingpoint
- RUPI : Chargingpoint-ElectricVehicle



# Load sequence diagram

Sequence diagram : TestSequenceDiagram

Has - Sub sequence (s) : + ▾

Sub sequence : GetChargingContext : DriverApp-EMobility

Sub sequence : Choose a charging opportunity

Sub sequence : DoReservation : Driver-Emobility-CSO

Sub sequence : EV Charging : EV-CP-CSO

Duplicate

Add Comment

Delete 49 Blocks

Create a link ...

Mark the block as 'Singleton' (for simulation)

Load sequence diagram ...

© Add constraint ...

⌚ Add behaviour ...

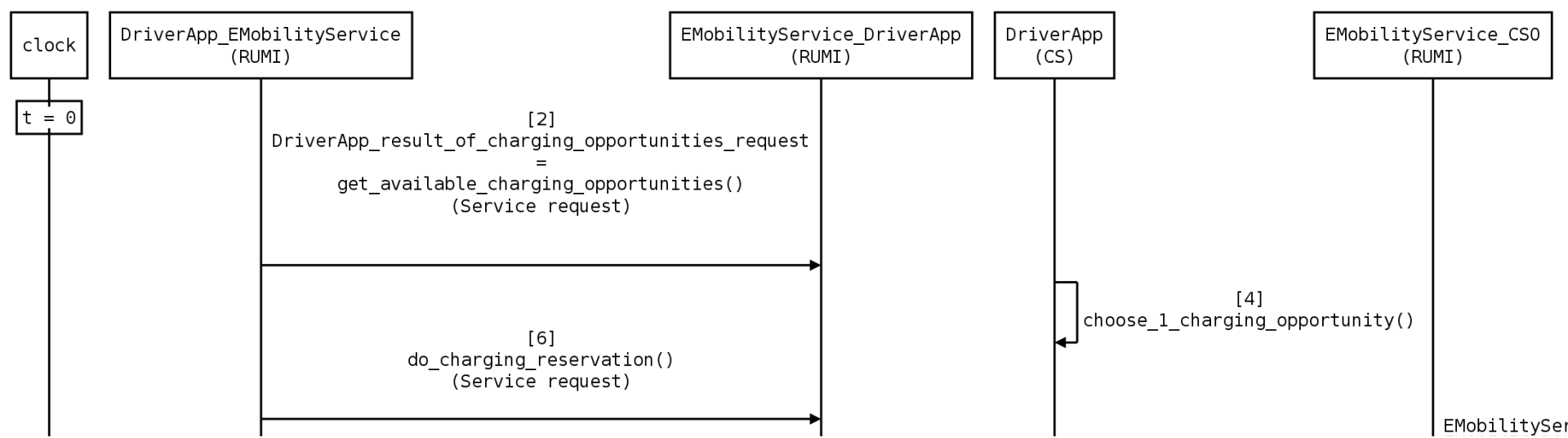
® Satisfies requirement ...

Help

Right click on workspace to view the sequence diagram menu



# Load sequence diagram

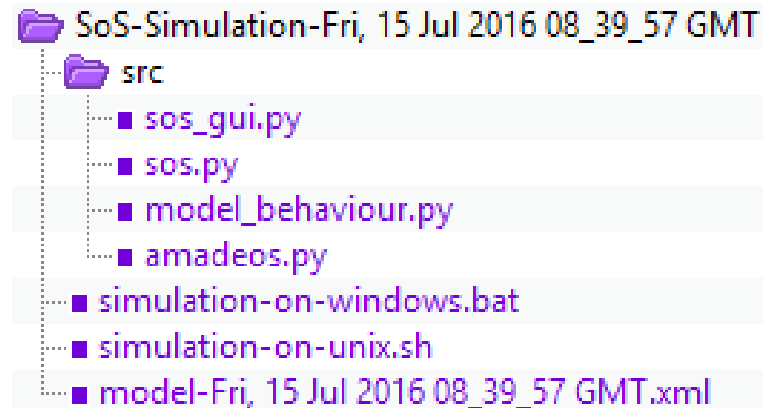


Auto generated sequence diagram



# Code generation

The simulation code is generated in the following format:



The simulation can be started by clicking on **simulation-on-windows.bat** or **simulation-on-unix.sh** depending on the platform of execution





# Run simulation

SoS Simulator

Registry Host : Port

localhost:50000

☒ Create registry on this machine?

Select the SYSTEMS to start on this machine

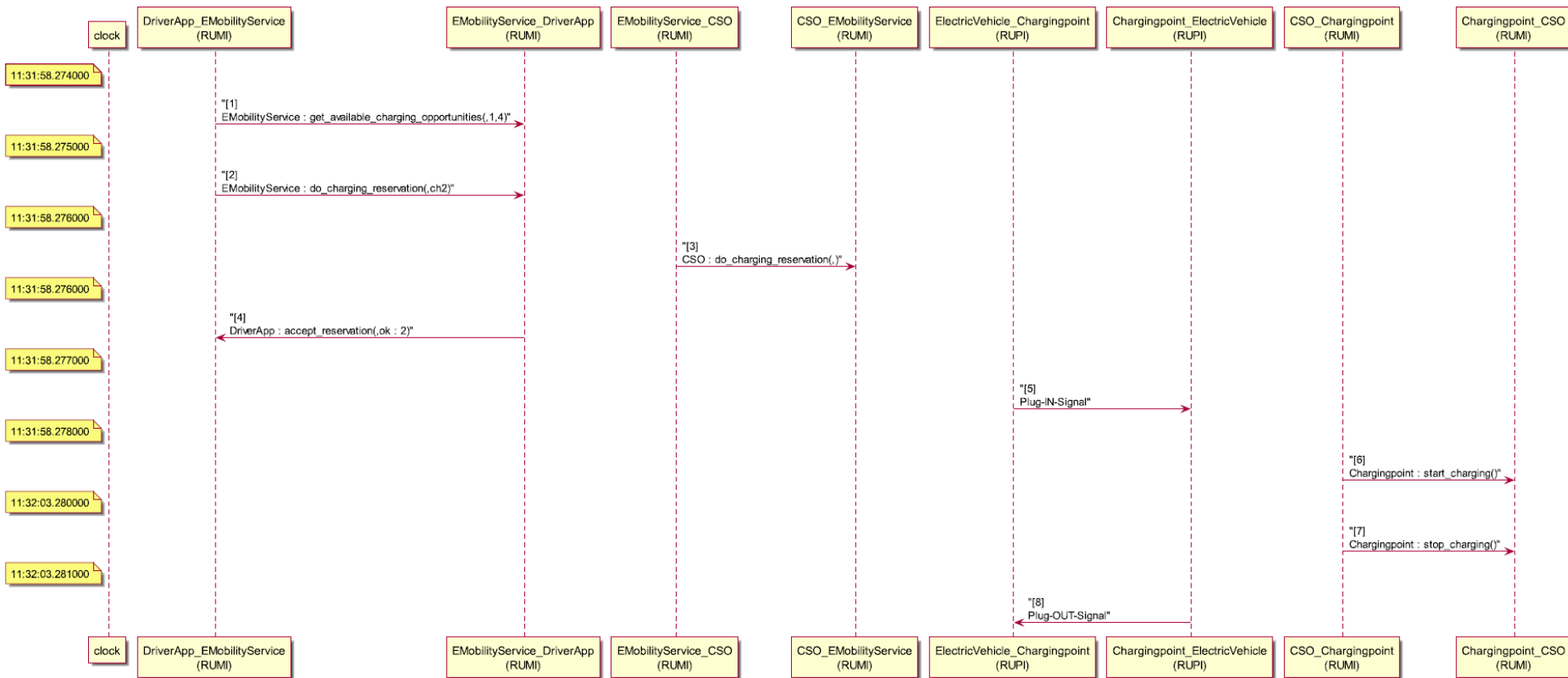
- ☒ All\_CSs / DriverApp
- ☒ All\_CSs / EMobilityService
- ☒ All\_CSs / LMO
- ☒ All\_CSs / Chargingpoint
- ☒ All\_CSs / ElectricVehicle
- ☒ All\_CSs / CSO

Start simulation

Run sequence diagram



# Example simulation result with timestamp



The result of simulation is found in the "result.seq" file, which is the run-time sequence diagram with timestamp.

This result should be compliant with the designed sequence diagram



- **Export the model to XML and have a look at it.**
- **If you want to transform this model to a custom format you may need to use the .xml file**



# Model querying

## Search inside a large model !



SoS : Smart\_Grid\_SoS

Sos type : Acknowledged ▼

Is composed of - System (s) : + ▼

CS [ 1 ] : EV\_Charging

CS [ 1 ] : Medium\_Voltage\_Control

CS [ 1 ] : Household

May require - Dependability guarantee (s) : + ▼

[ Dependability guarantee / DEP: CSO\_always\_guarentee ]

[ Dependability guarantee / DEP: EMobilityService\_always\_guarentee ]

Has - Behaviour (s) : + ▼

[ Expected and beneficial behaviour / Sos Interconnetcion ]

[ Unexpected and detrimental behaviour / Ev\_connection\_disconnection ]

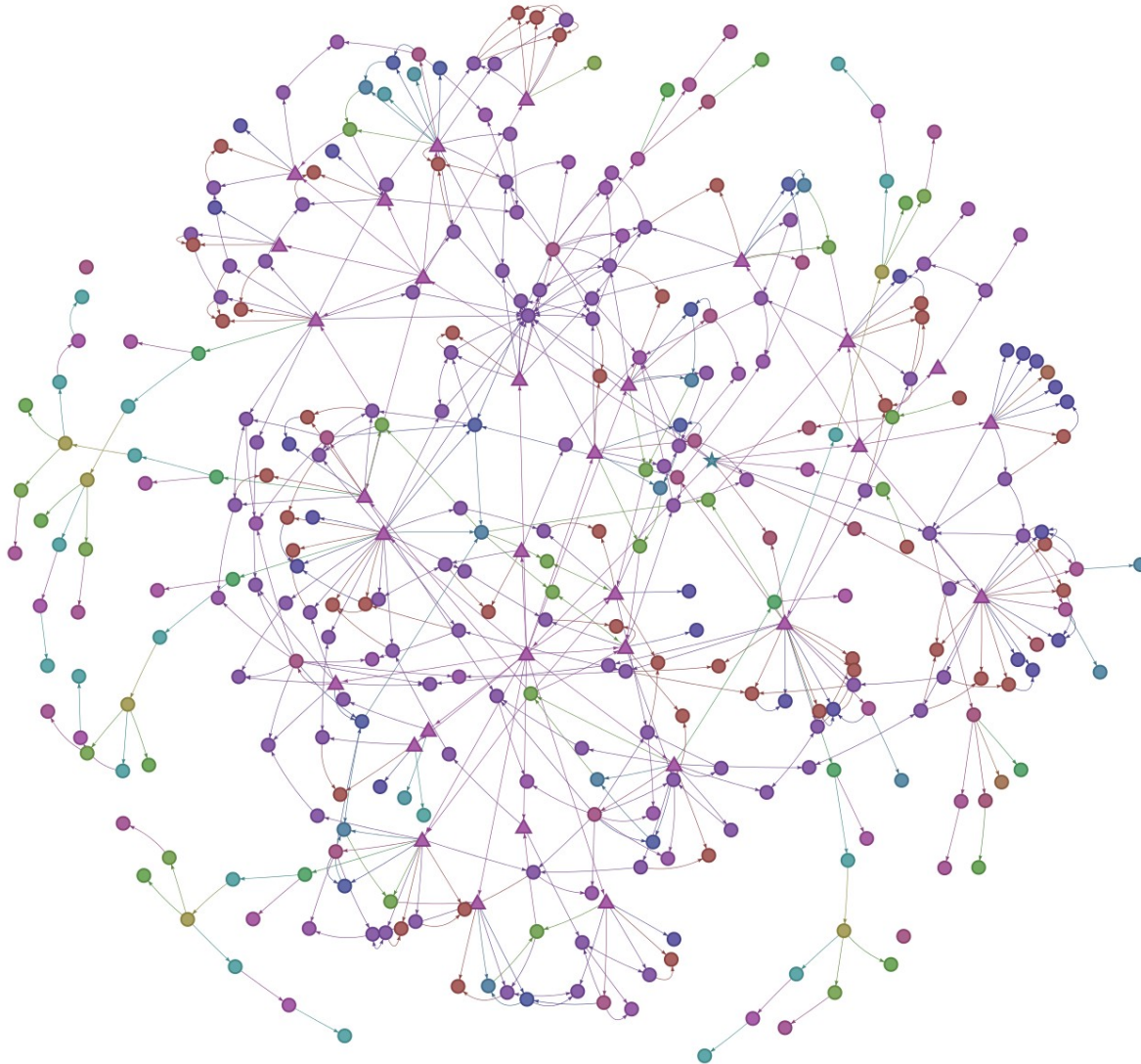
Satisfies the condition of - Security (s) : + ▼

[ Security / Secure\_comm ]

[ Security / Secure\_auth ]

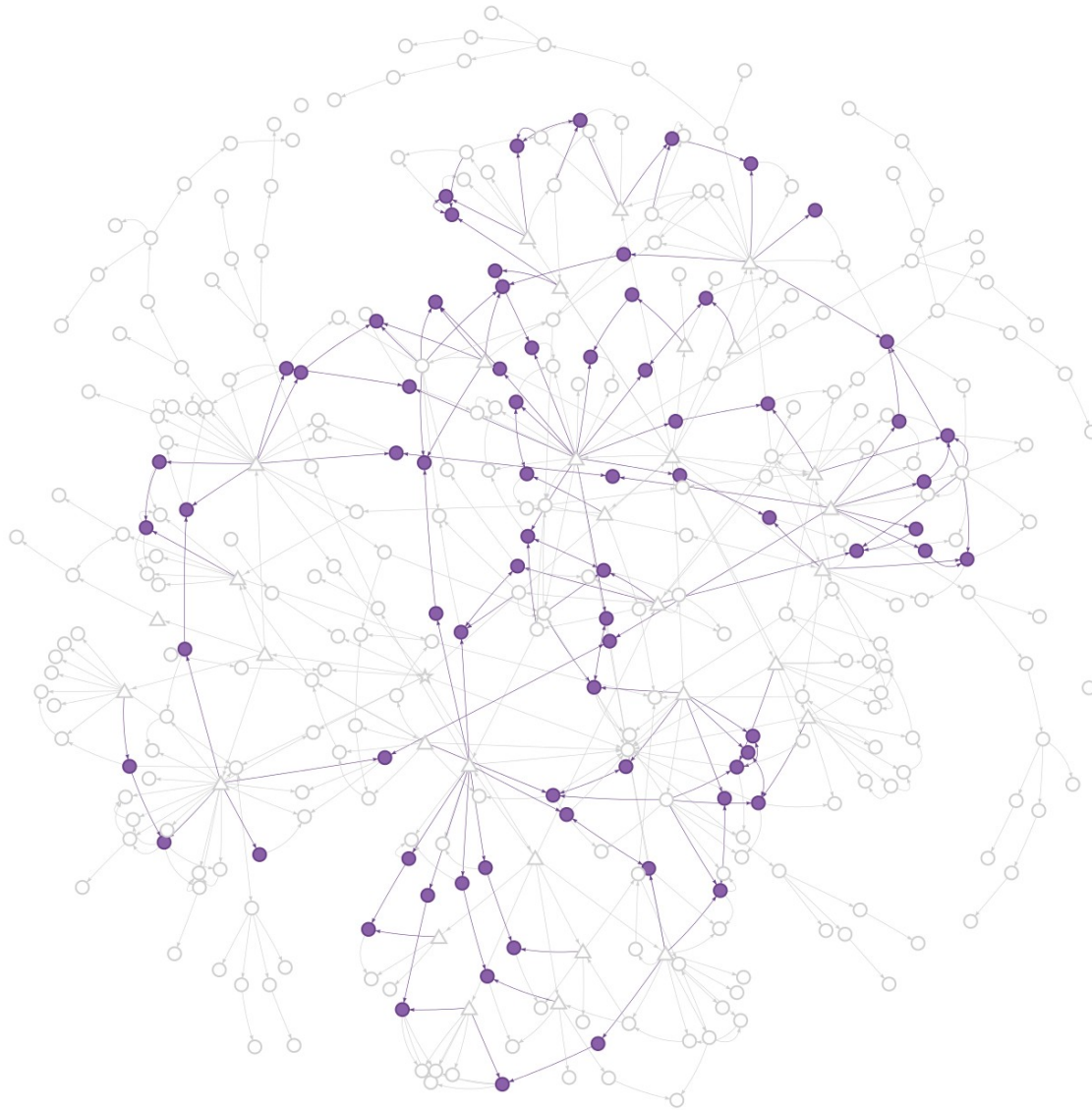


# Model query - return true; (i.e. get all blocks)





# Model query - return block.of type == 'RUMI';

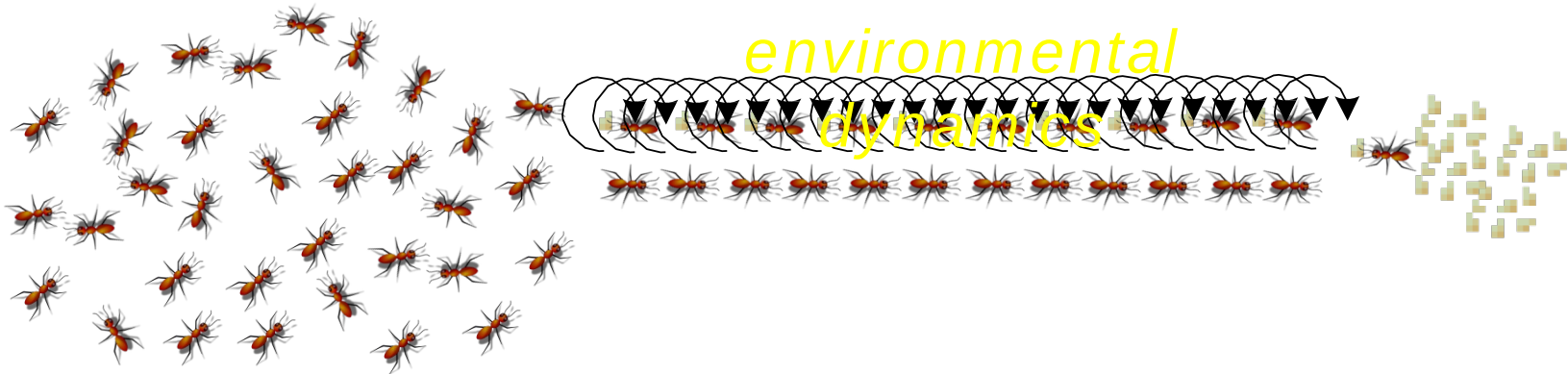








# Stigmergic Channels

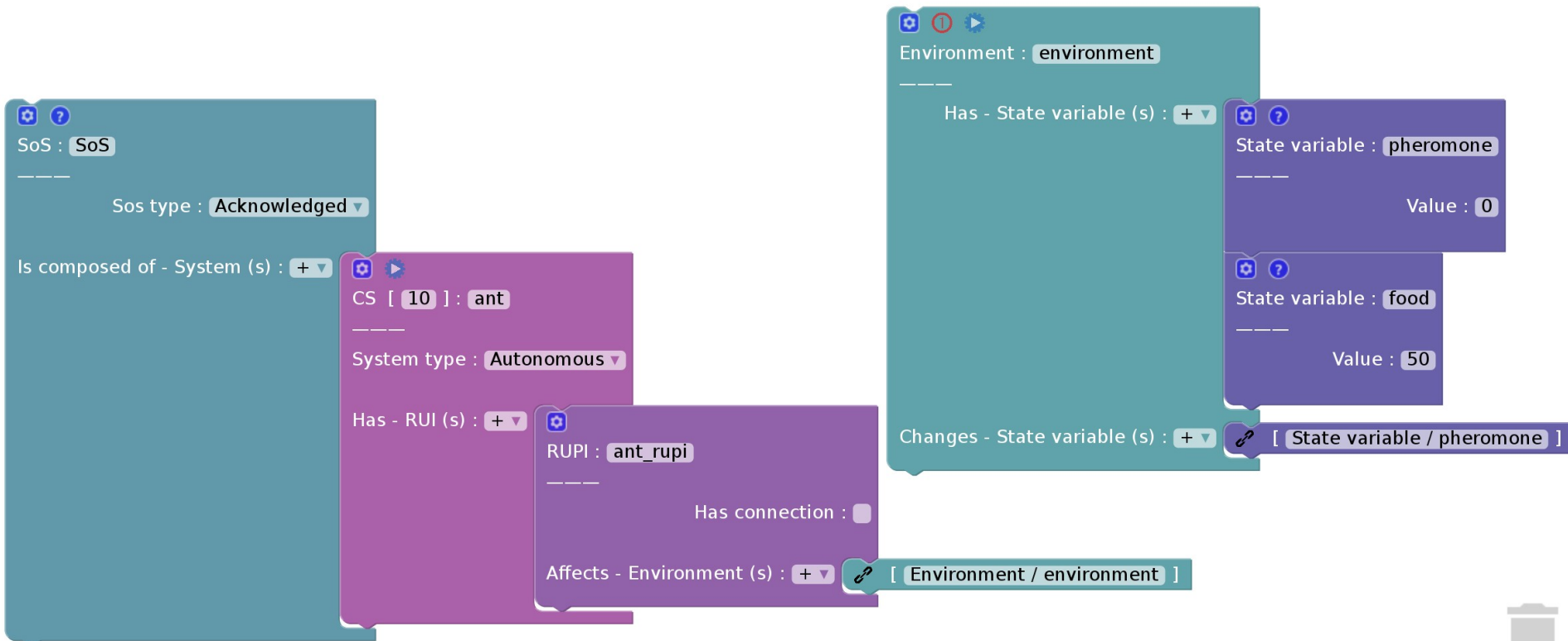


- Ants find food and build/enforce trail by leaving traces (*pheromone*) in environment on way back.
- In case food source depleted,
  - ants stop leaving traces,
  - The environment evaporates traces autonomously  
⇒ *environmental dynamics*.
  - the trail disappears.





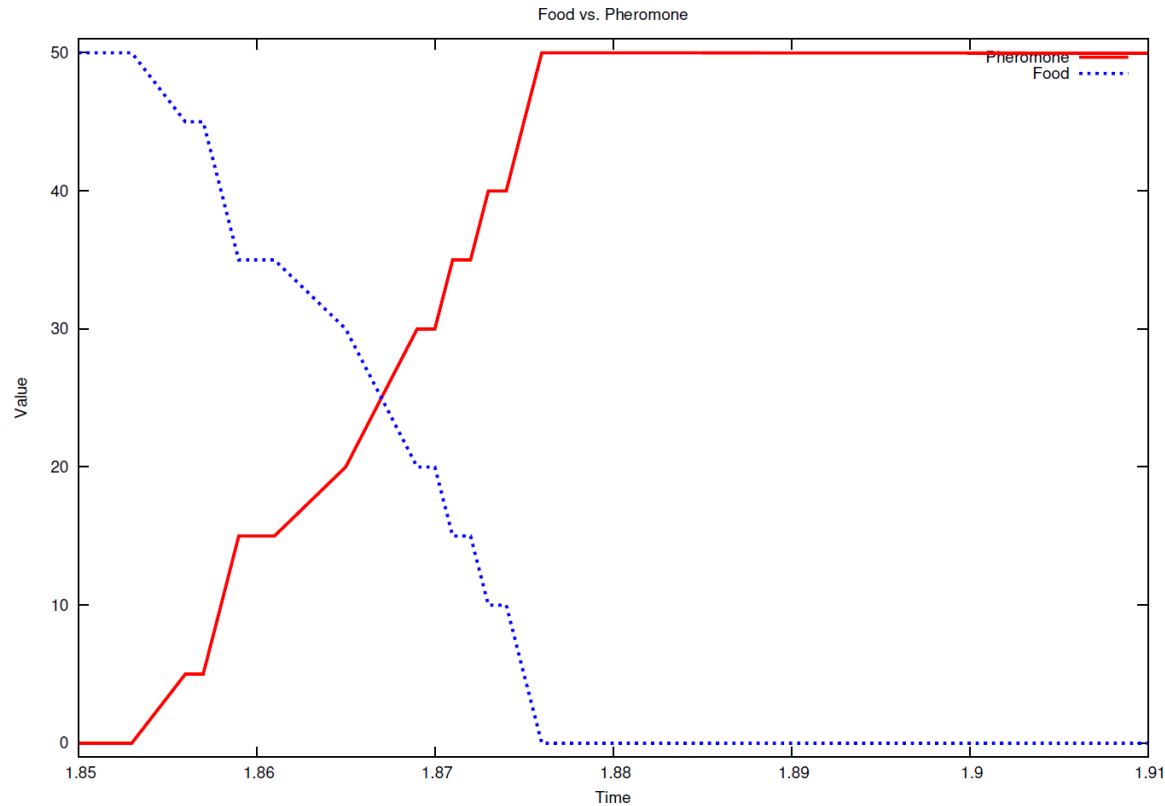
# Ants model



Please note the cardinality (of ants) and singleton (of environment) in the model !



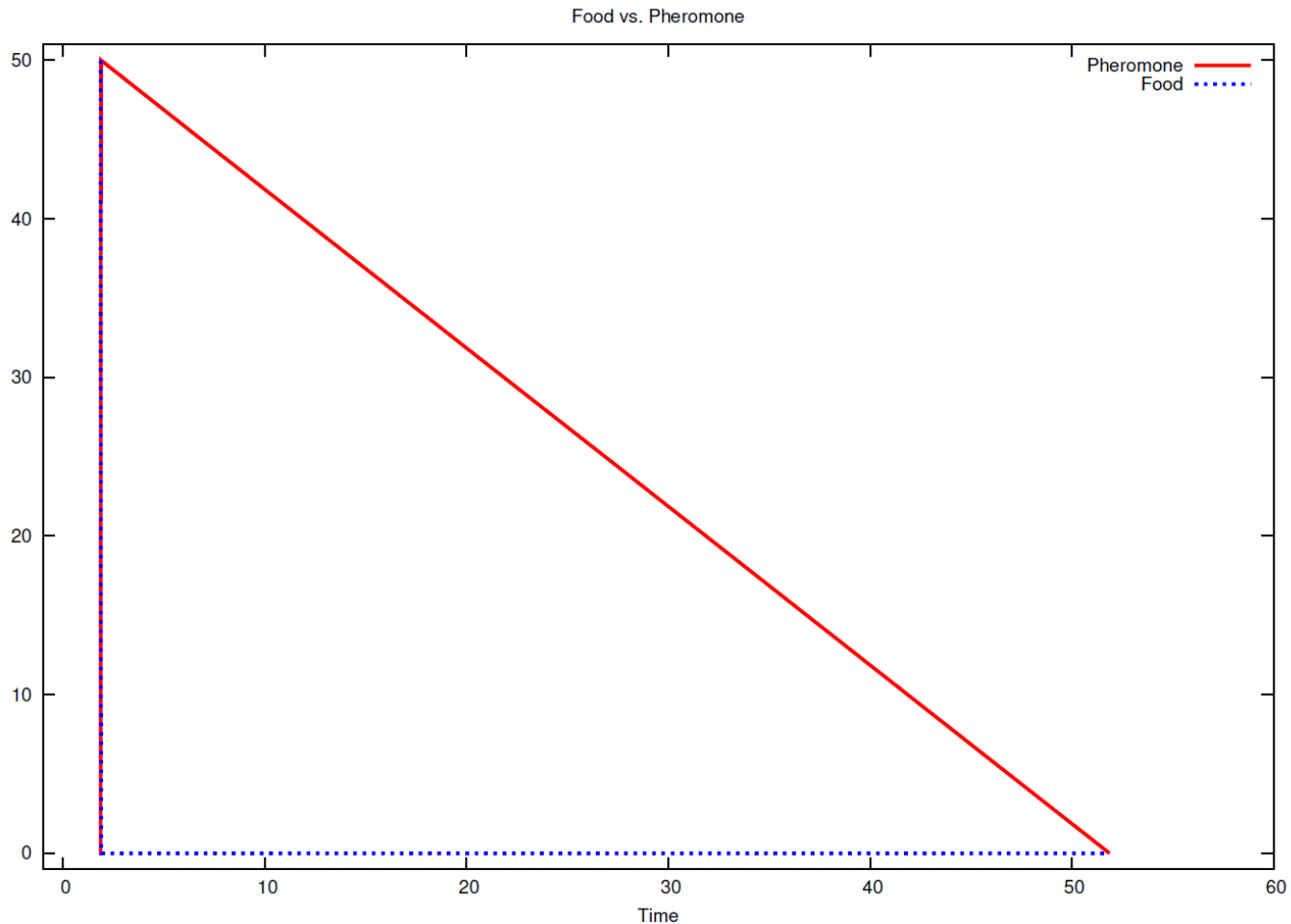
# Pheromone vs. Food simulation - 1



Change in pheromone and food as ants find food



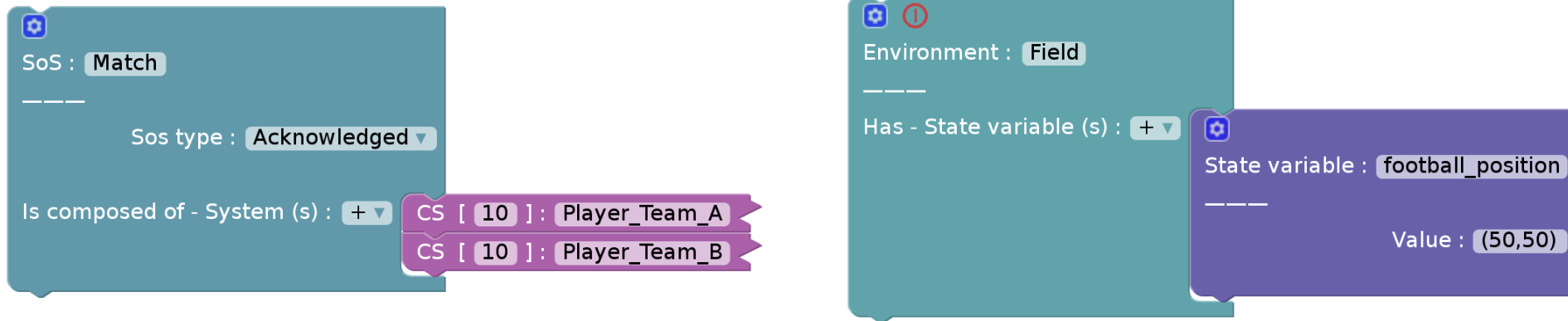
# Pheromone vs. Food simulation - 2



**Change in pheromone after food becomes zero and pheromone is depleted by the environment**



# Football model\*

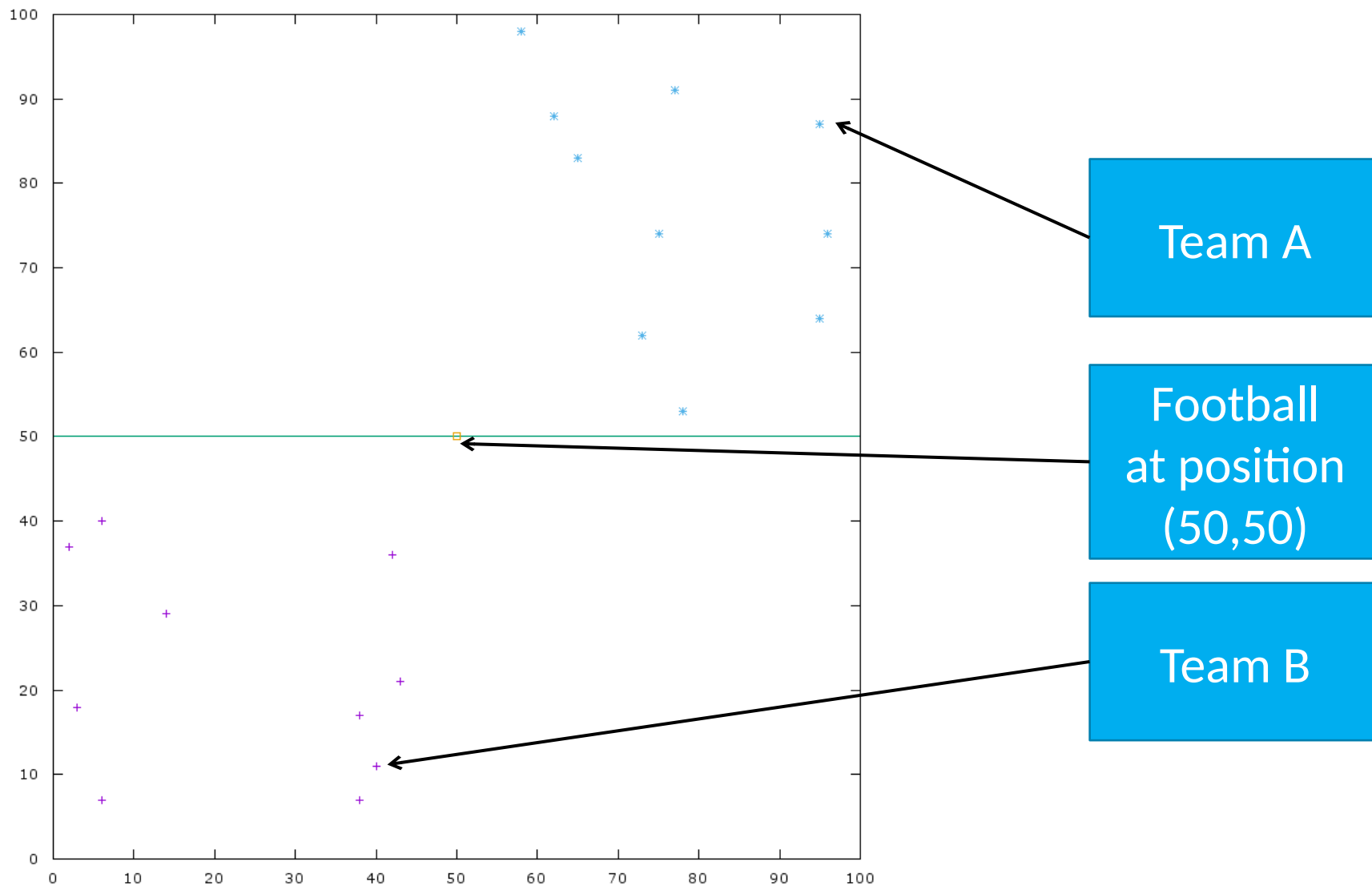


**\*Not formally a SoS yet - for this we need to add strategies for players.**

**In this model, the position of players is random**

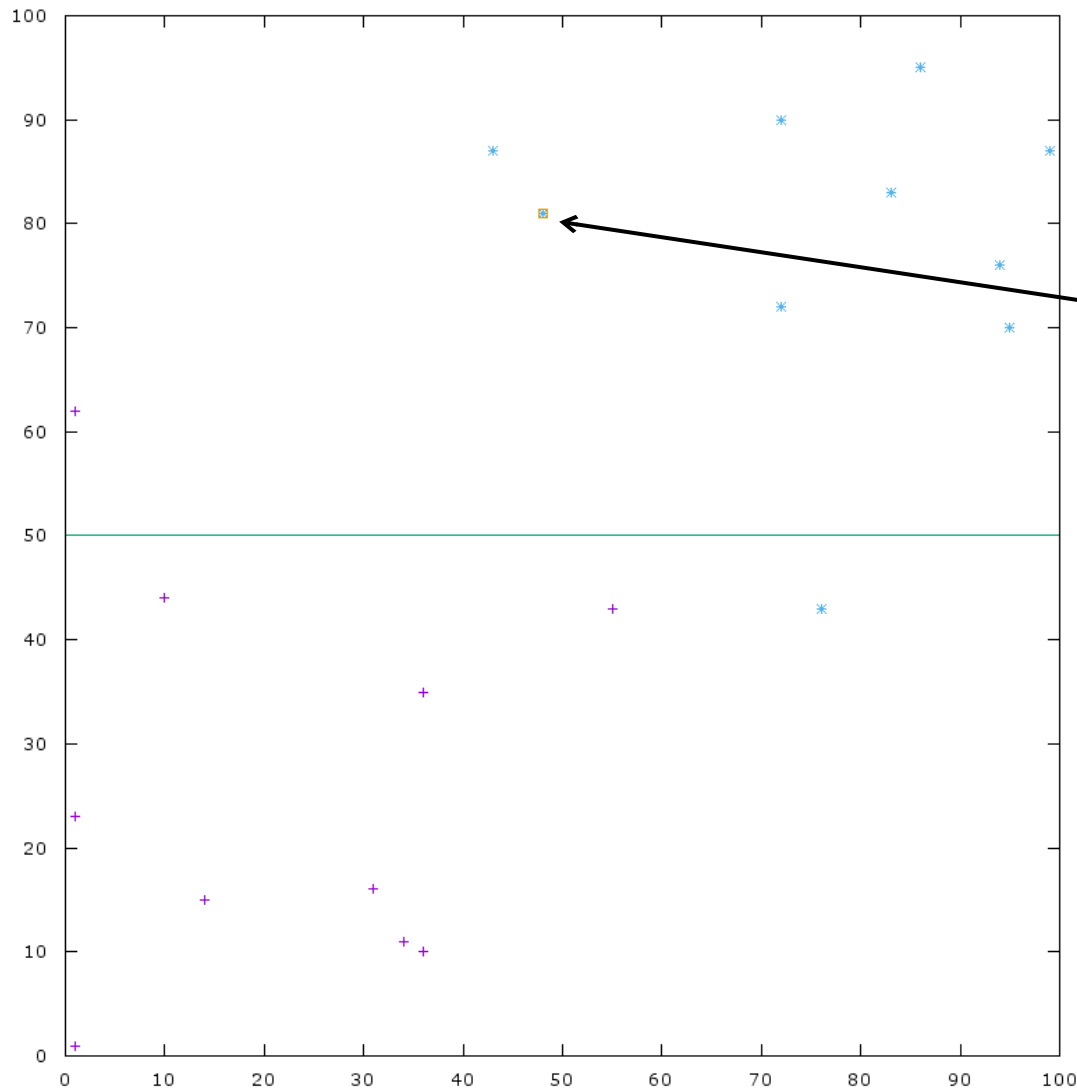


# Food ball simulation results - At 0<sup>th</sup> second





# Food ball simulation results - At 25<sup>th</sup> second



Foot ball is with a team A player



# Custom validation/code for Blocks

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- While building the supporting facility tool, if the build tool finds:
  1. <block-name>.code.js it is added to the block's code for the SoS designer in Blockly
  2. <block-name>.code.py it is added to the block's code for simulation

Example: SoS.code.js and SoS.code.py



# Beyond SysML ...

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Systems engineering would require other kinds of diagrams

(where SysML may not be the perfect way to represent them)

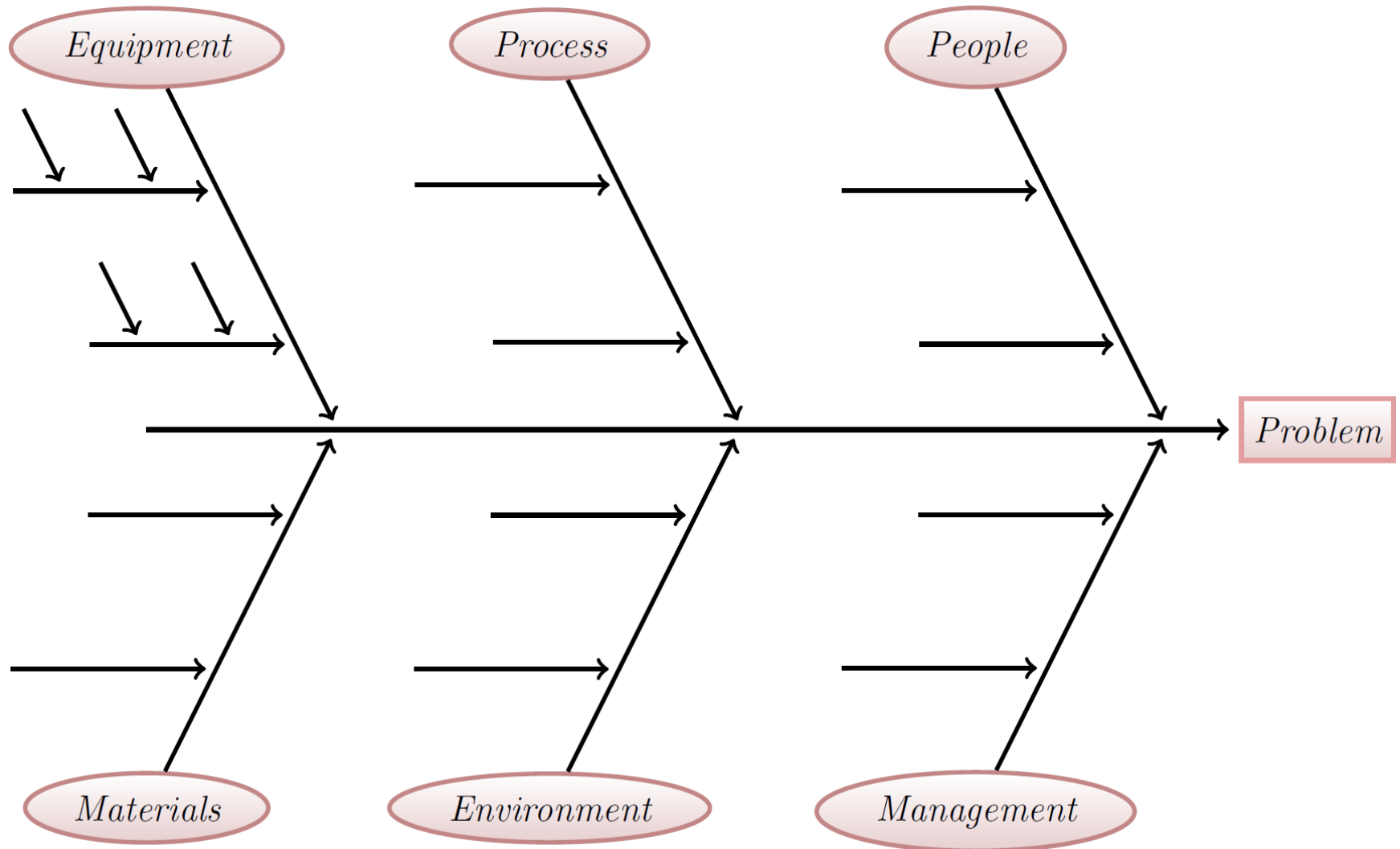
- **Functional block diagram**
- N2 chart
- **House of Quality**
- Ishikawa diagram (fishbone)
- **Parameter diagram**

Other future diagrams !





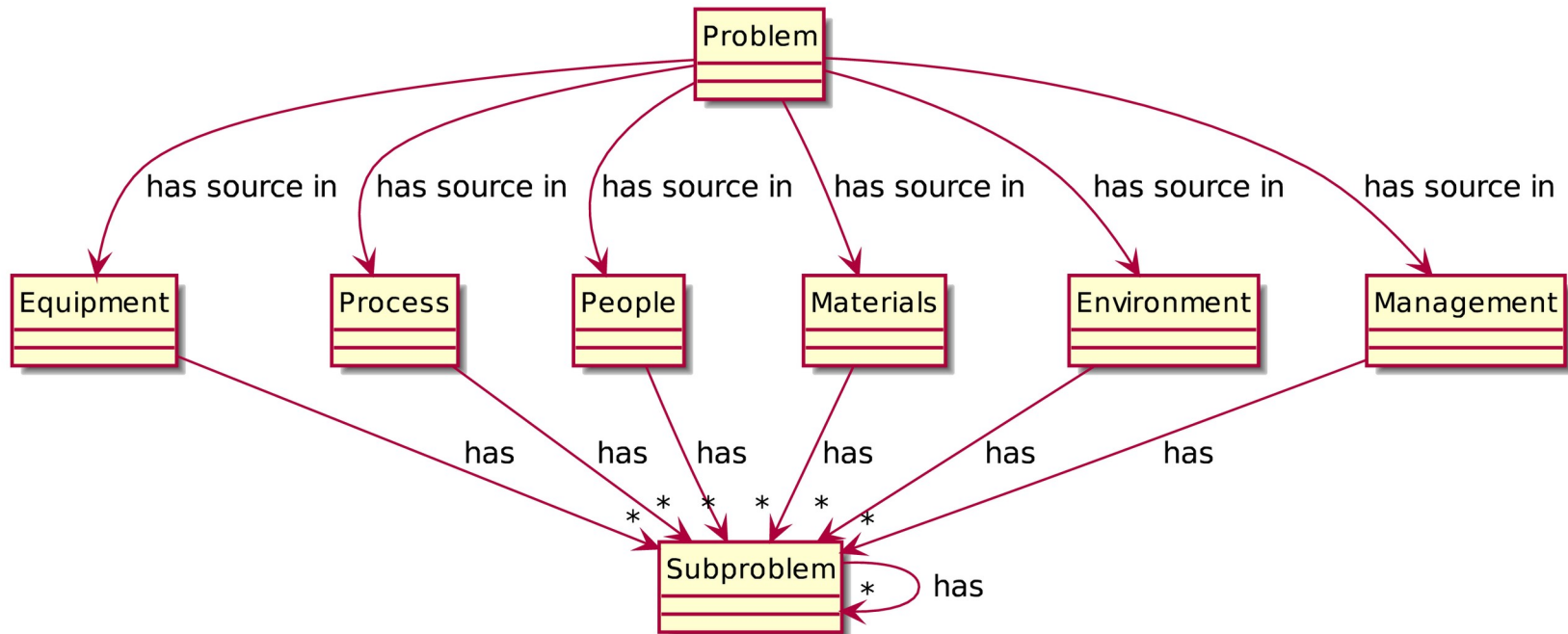
# Custom diagrams





# Ishikawa/Fishbone diagram - PlantUML diagram

## Fishbone





# Ishikawa/Fishbone diagram - Blockly

1. Requirements

2. Fishbone

3. UML

4. Architecture

5. Communication

6. Dependability

7. Dynamicity

8. Emergence

9. Evolution

10. Interface

11. MAPE

12. Multicriticality

13. SBR

14. Security

15. Sequence diagram

16. Time

Environment

Equipment

Management

Materials

People

Problem

Process

Subproblem

Problem : Name

----

Has source in - Equipment (1) : + ▾

Has source in - Process (1) : + ▾

Has source in - People (1) : + ▾

Has source in - Materials (1) : + ▾

Has source in - Environment (1) : + ▾

Has source in - Management (1) : + ▾

Equipment : Name

----

Has - Subproblem (s) : + ▾

Process : Name

People : Name

Materials : Name

Environment : Name

Management : Name

Subproblem : Name

----

Is composed of - Subproblem (s) : + ▾



# Future ! - Use of image based blocks

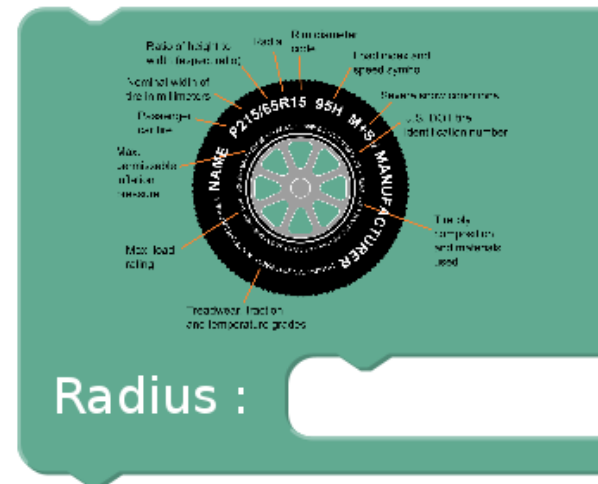


Image based blocks could provide an intuitive interface for designing models



# Conclusion

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- Showcased a tool for MDE for SoS developed for the AMADEOS project
- Demonstrated a tool for SoS
  - Design
  - Validation
  - Querying
  - Simulation
- There is good scope for improvements to bring MDE tools to masses



# References

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- “Cyber-Physical Systems of Systems - Foundations, a conceptual model and some derivations: the AMADEOS legacy”, edited by A. Bondavalli, S. Bouchenak, H. Kopetz, to appear in LNCS State-of-the-Art Surveys – Springer.
- AMADEOS SoS Profile:
  - <https://github.com/arun-babu/amadeos-project>
- Blockly for SoS:
  - <http://blockly4sos.resiltech.com>
- Blockly for SoS - User Guide
  - <http://blockly4sos.resiltech.com/user-guide.pdf>