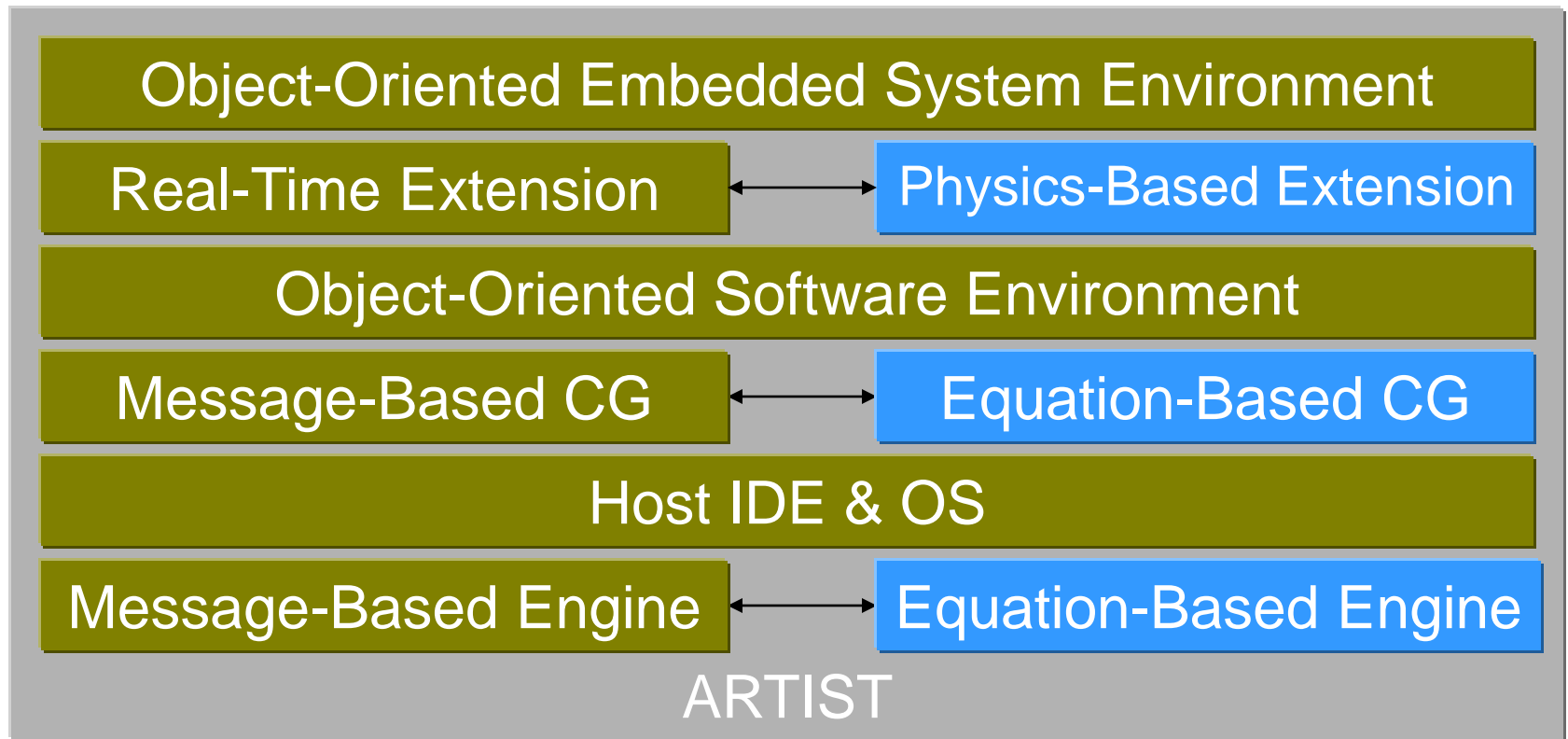


# ARTIST Anatomy



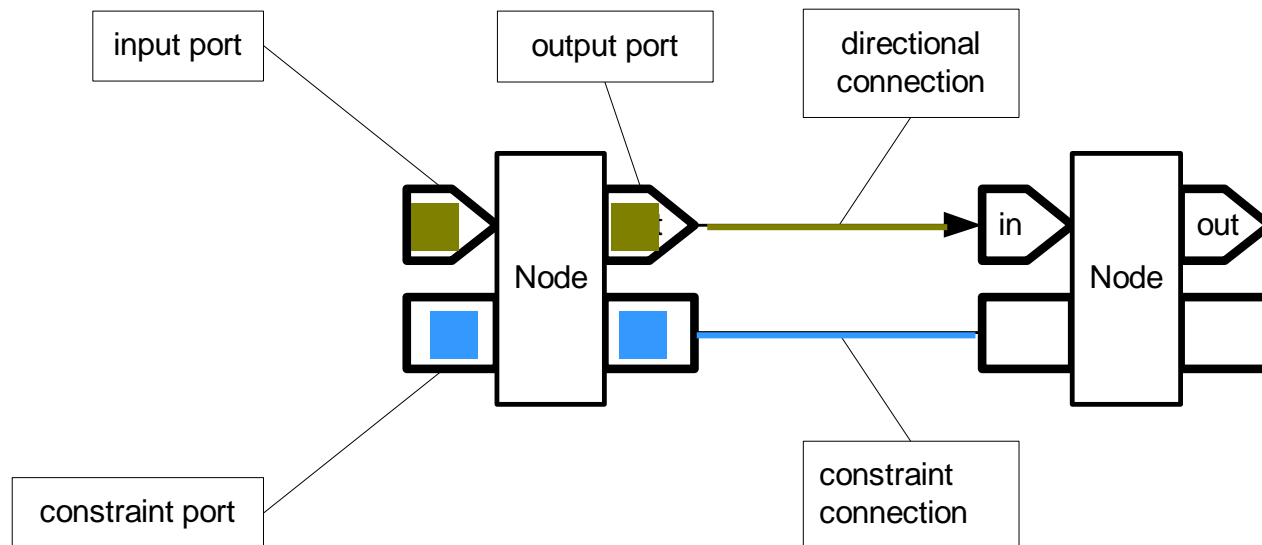
Partner Product (Rational, Telelogic, I-Logix, Artisan Software, Microsoft)



Open Numerics Product

# Embedded System *Development* Environment

- Model-Based system analysis, design, integration and testing – same objects
- Requirement management, traceability, impact-analysis – same objects

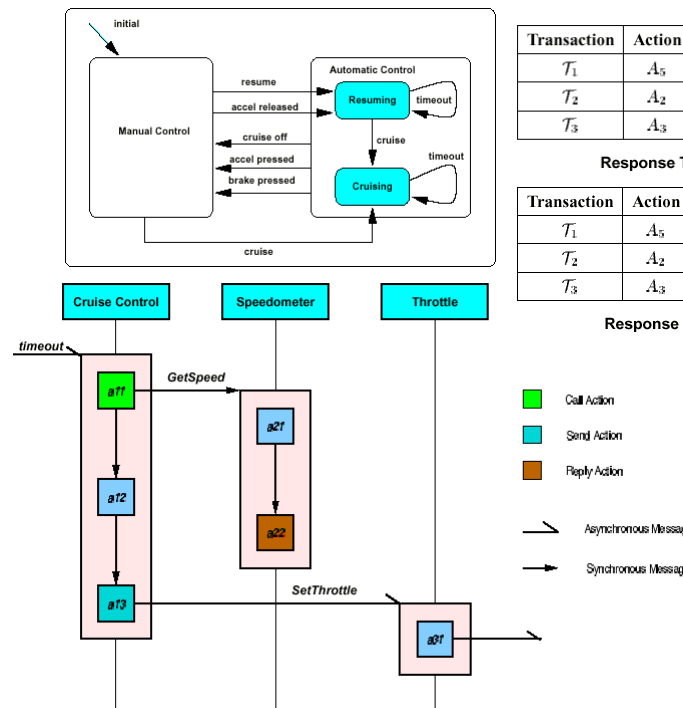
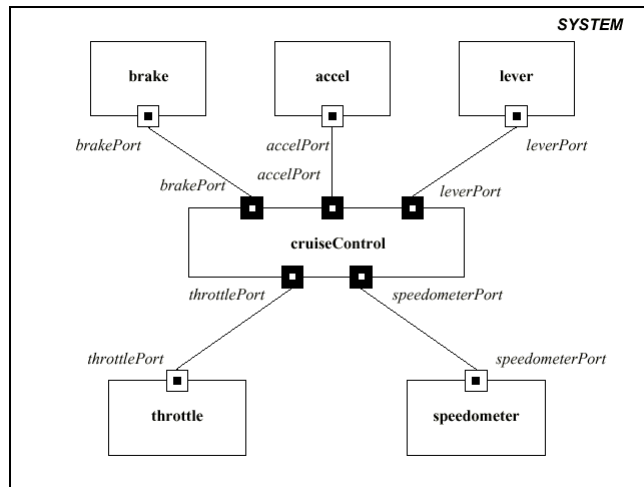


■ Real-Time Sequential Process (Data and Events) Communications

■ Real-Time Physics-Based (Constraints) Communications

# Real-Time Extension

- Real-Time Models of Computation (Ptolemy – Ed Lee)
- Real-Time Object-Oriented Modeling (ROOM)
- UML-RT and UML 2.0
- Support A&D, Testing, RTOS



Transaction	Action	Response Time	Action	Response Time
$T_1$	$A_5$	295	$A_4$	719
$T_2$	$A_2$	382	$A_8$	590
$T_3$	$A_3$	580	$A_{11}$	416

Response Times for Single Threaded Implementation

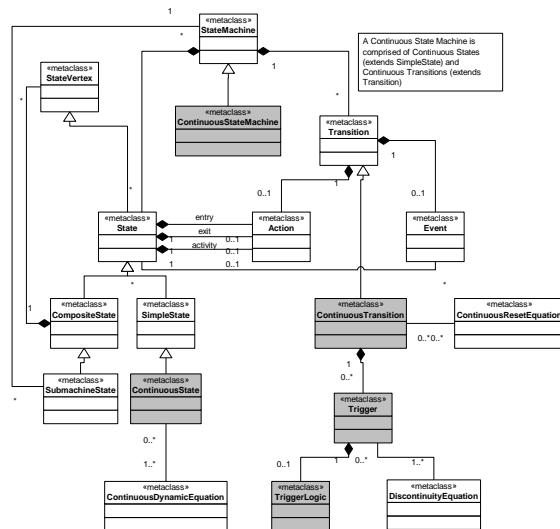
Transaction	Action	Response Time	Action	Response Time
$T_1$	$A_5$	27	$A_4$	156
$T_2$	$A_2$	64	$A_8$	156
$T_3$	$A_3$	141	$A_{11}$	570

Response Times for Multi-Threaded Implementation

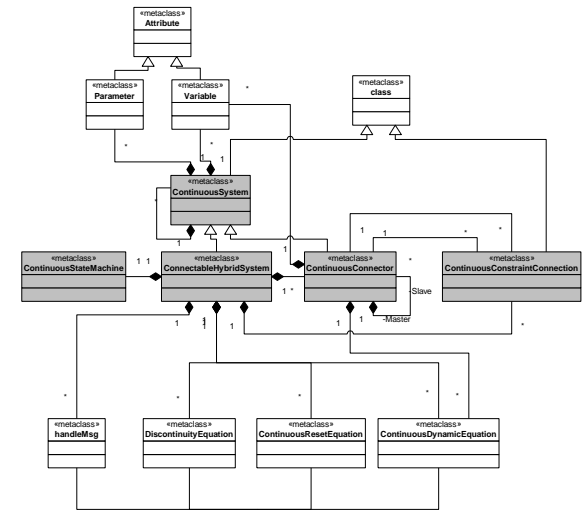
“Designing for Schedulability Integrating Schedulability Analysis with Object-Oriented Design”, M. Saksena and P. Karvelas.

# Physics-Based Extension: Overview

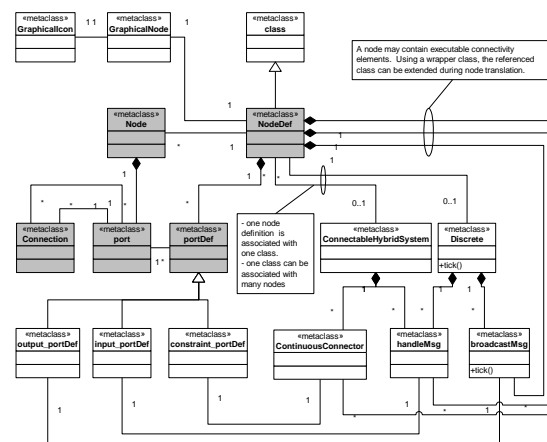
- Real-time software analysis and design
- Concurrent engineering
- Reusable and plug-n-play
- Inspired by Modelica and Simulink
- Based on UML-RT Extensibility



Continuous State Machine Model

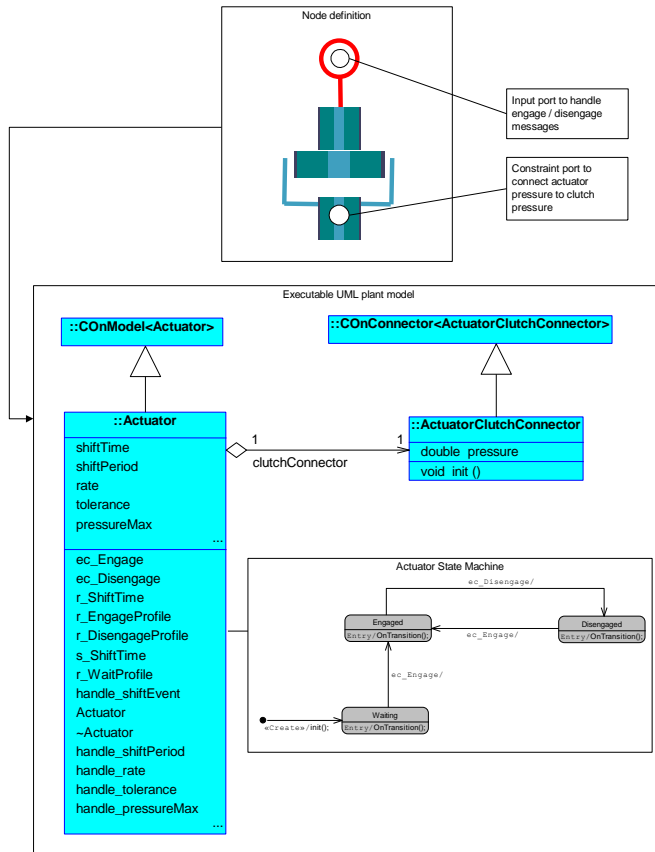


Hybrid Dynamics Model



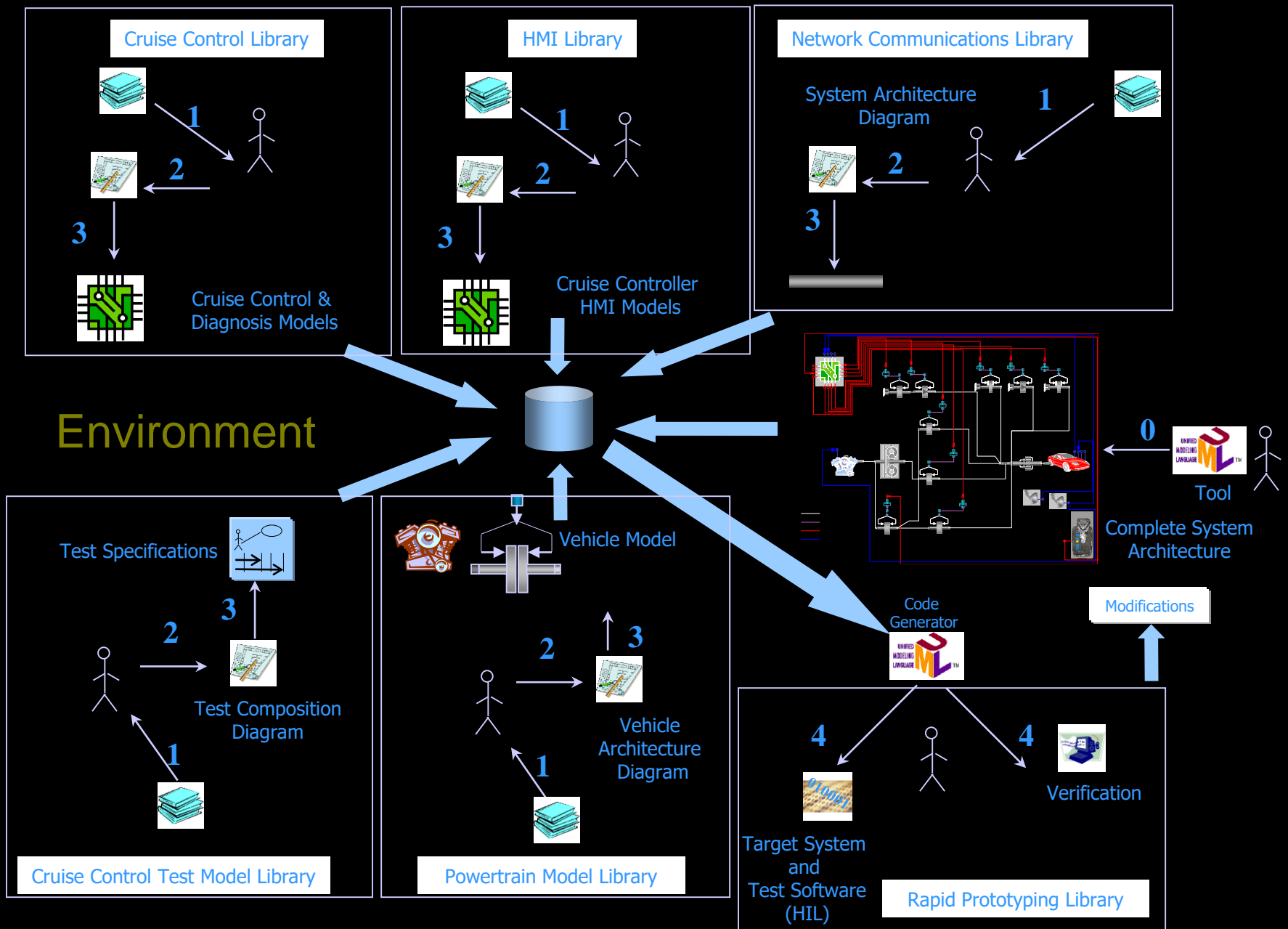
Hybrid Node (Capsule) Model

# Physics-Based Extension: Node Definition



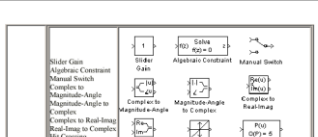
Clutch Actuator

View element	Model element	Example
Node definition	UML Class	
Node (node definition instance)	Object (class instance)	
Input port	Message handler operation	
Output port	Message broadcast object	
Constraint port	Continuous connector	



# Message-Based CG: Prototyping vs. Production Gap

## Option: Move development to a prototyping environment.



Block Title	Prohibited
Slider Gain	Yes
Algebraic Constraint	Yes
Manual Switch	Yes
Complex to Real-time	Yes
Real-time to Complex	Yes
Complex to Complex	Yes
Real-time to Real-time	Yes
Real-time to Complex	Yes
Real-time to Real-time	Yes

Block Title	Prohibited
Slider Gain	Yes
Algebraic Constraint	Yes
Manual Switch	Yes
Complex to Real-time	Yes
Real-time to Complex	Yes
Complex to Complex	Yes
Real-time to Real-time	Yes
Real-time to Complex	Yes
Real-time to Real-time	Yes

Controller models must only be designed from discrete blocks.

Continuous blocks are not allowed:

- Integrator
- Derivative
- Memory
- Transport Delay
- Variable Transport Delay
- State-Space
- Transfer Fcn
- Zero-Pole

Other blocks, which are not allowed:

- 1/s
- 1/s^2
- 1/s^3
- 1/s^4
- 1/s^5
- 1/s^6
- 1/s^7
- 1/s^8
- 1/s^9
- 1/s^10
- 1/s^11
- 1/s^12
- 1/s^13
- 1/s^14
- 1/s^15
- 1/s^16
- 1/s^17
- 1/s^18
- 1/s^19
- 1/s^20
- 1/s^21
- 1/s^22
- 1/s^23
- 1/s^24
- 1/s^25
- 1/s^26
- 1/s^27
- 1/s^28
- 1/s^29
- 1/s^30
- 1/s^31
- 1/s^32
- 1/s^33
- 1/s^34
- 1/s^35
- 1/s^36
- 1/s^37
- 1/s^38
- 1/s^39
- 1/s^40
- 1/s^41
- 1/s^42
- 1/s^43
- 1/s^44
- 1/s^45
- 1/s^46
- 1/s^47
- 1/s^48
- 1/s^49
- 1/s^50
- 1/s^51
- 1/s^52
- 1/s^53
- 1/s^54
- 1/s^55
- 1/s^56
- 1/s^57
- 1/s^58
- 1/s^59
- 1/s^60
- 1/s^61
- 1/s^62
- 1/s^63
- 1/s^64
- 1/s^65
- 1/s^66
- 1/s^67
- 1/s^68
- 1/s^69
- 1/s^70
- 1/s^71
- 1/s^72
- 1/s^73
- 1/s^74
- 1/s^75
- 1/s^76
- 1/s^77
- 1/s^78
- 1/s^79
- 1/s^80
- 1/s^81
- 1/s^82
- 1/s^83
- 1/s^84
- 1/s^85
- 1/s^86
- 1/s^87
- 1/s^88
- 1/s^89
- 1/s^90
- 1/s^91
- 1/s^92
- 1/s^93
- 1/s^94
- 1/s^95
- 1/s^96
- 1/s^97
- 1/s^98
- 1/s^99
- 1/s^100

The following patterns are used for If-then-else-if constructs within Simulink:

Equivalent Functionality

Simulink pattern

IF THEN ELSE IF

with enabled subsystems:

switch (selection) {

case 1:

break;

case 2:

break;

case 3:

break;

case 4:

break;

default:

break;

• Powerful prototyping features are not part of production code

• Only handful of blocks are allowed in automotive, e.g., DSP.

Simple language constructs are made complex

Complex s/w architecture is not addressed

CONTROLLER STYLE GUIDELINES FOR  
PRODUCTION INTENT USING  
MATLAB®, Simulink® and Stateflow®

North America

### 2.1. Motivation

The MAAB guidelines are an important basis for project success and teamwork - not only in-house, but also when cooperating with our partners or subcontractors. Respecting the guidelines is one key prerequisite to achieving ...

- system integration without problems.
- clean interfaces.
- uniform appearance of models, code and documentation.
- reusable models.
- readable models.
- hassle-free exchange of models
- avoidance of legacies.
- a clean process
- professional documentation.
- understandable presentations.
- fast software changes.
- cooperation with subcontractors.
- handing over of (research or predevelopment) projects (to product development)
- ...

this means functionality, quality, safety, reduced time-to-market and cost reduction !

Disclaimer:

The MAAB guidelines are still under construction, resulting in frequent additions and changes of guidelines.

Please check regularly for updates of the guideline document!



### State of the Practice: Methods and Tools (1)

#### Development Phases:

- System and SW requirements capture
  - still widespread: MS-Office
  - swing to explicit RE-tool (e.g. Telelogic Doors)
- System and SW design
  - for control theory applications: Matlab / Simulink / Stateflow
  - quite widespread in general: ASCET-SD
  - in future: UML-tools (e.g. Rose RT, Rhapsody), but not only for typical OO-applications like infotainment



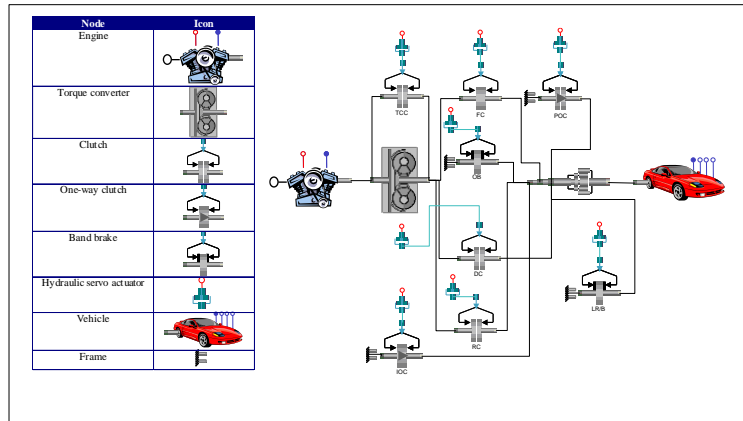
### State of the Practice: Methods and Tools (2)

Europe

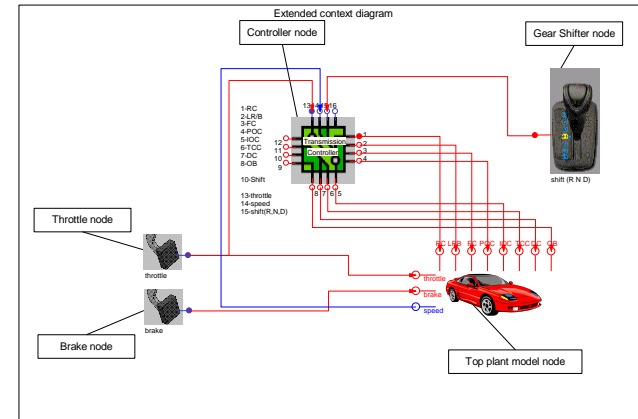
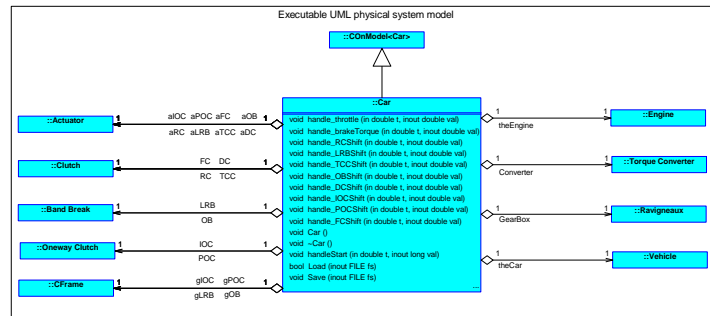
- SW implementation
  - code generation with fairly optimized code (e.g. ASCET-SD)
  - for infotainment and telematics applications: UML-tools (e.g. Rose RT and Rhapsody)

Confidential

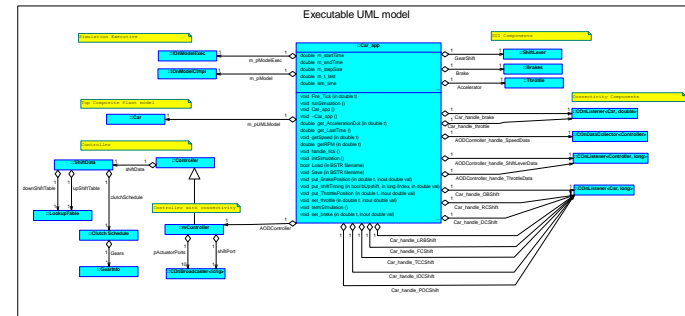
# Equation-Based CG: Extended Context Diagrams



Translate to executable UML physical system model

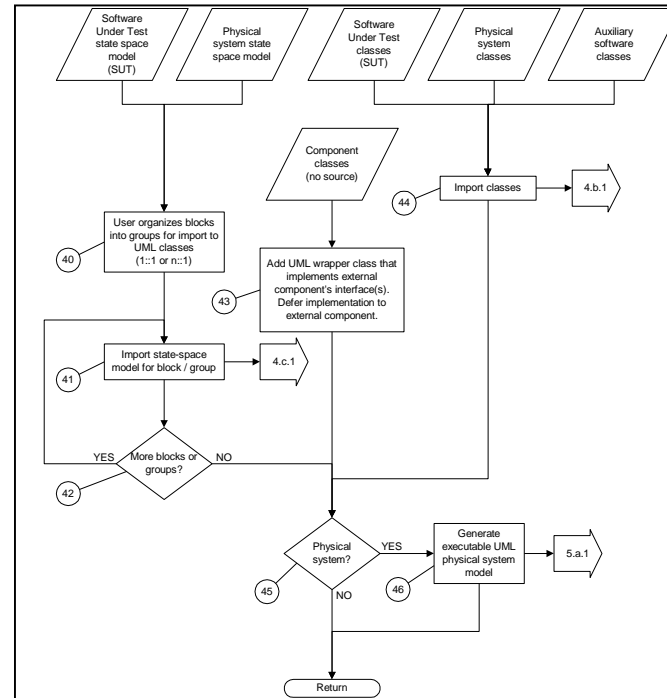
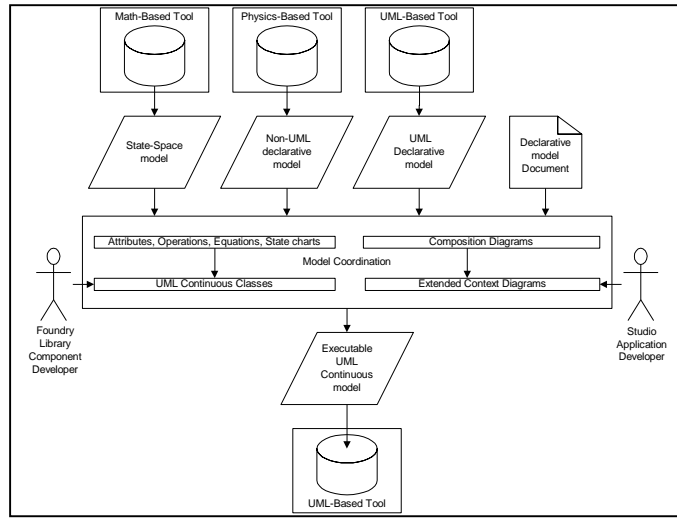


Translate composition to executable UML application model






# Equation-Based CG: Import Models



# Equation-Based Engine

- Solvers (ODE, High-Index DAE, Explicit, Implicit, NLA)
- Graph algorithms (Assignment, BLT, Index, Initialization)
- Linear Algebra (LAPACK and direct sparse)
- Event Detection (Interval ZC, Chatter-Control, Re-Initialization)
- Auto-Differentiation
- Event management and access interface
- Snapshot control
- Automation Interface
- Waveform Relaxation 
- RTOS schedulable 