

CYBER-PHYSICAL SYSTEMS AND CO-SIMULATION

AGENDA

Cyber-Physical Systems

Co-Simulation

INTO-CPS

Tool Development

Future Work

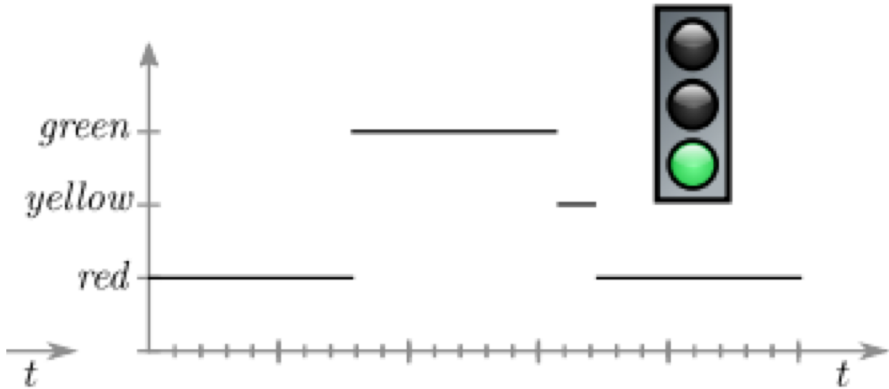
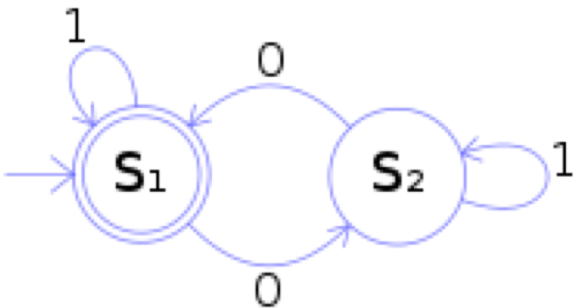
ME – CASPER THULE

MSc. in Computer Technology at Aarhus University in 2016

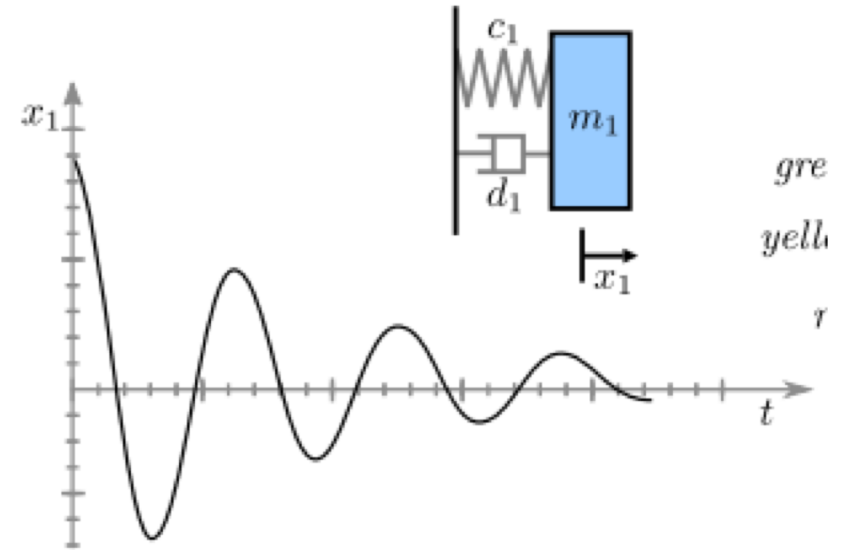
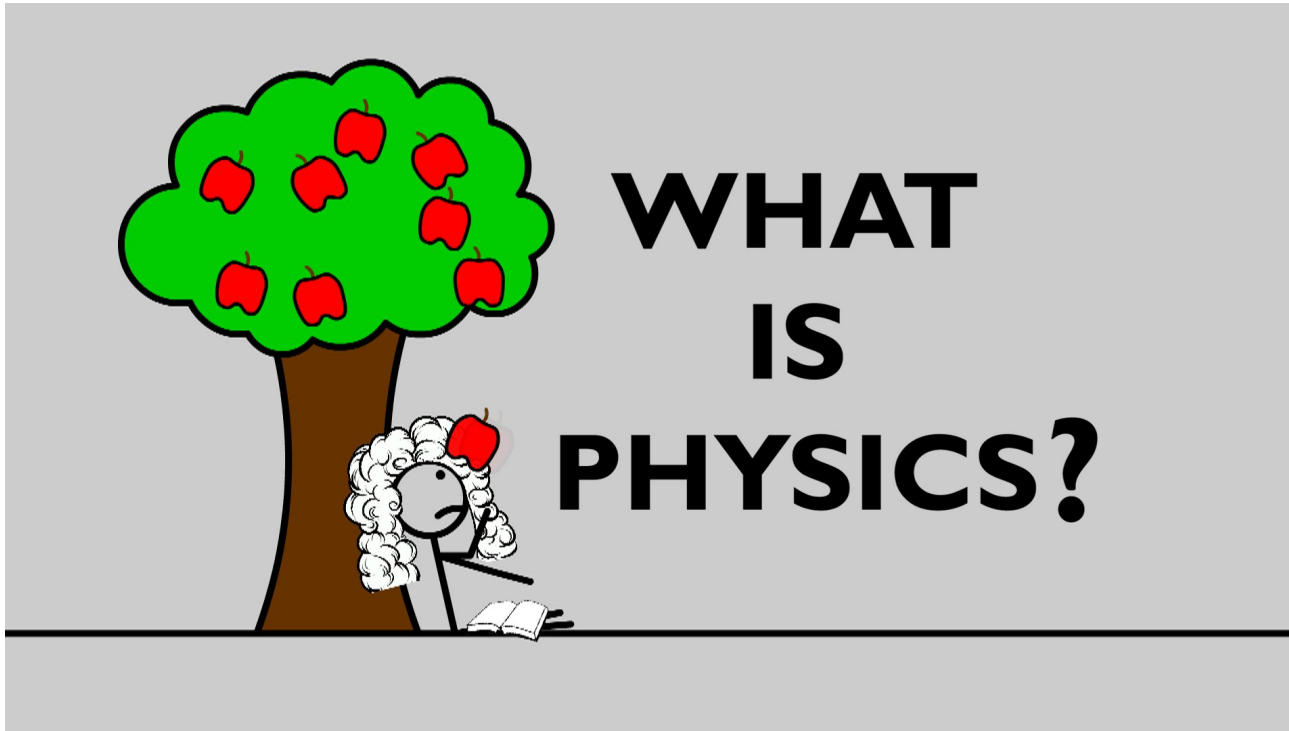
PhD Student at Aarhus University Department of Engineering

Software Engineering Research Group led by Professor Peter Gorm Larsen

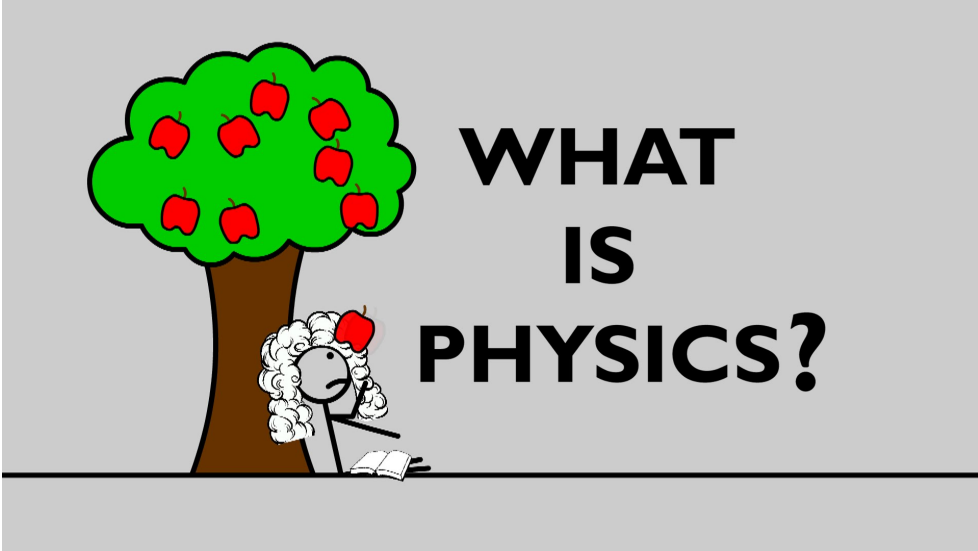
THE WORLD USED TO BE SIMPLE



PHYSICS CREEPING IN

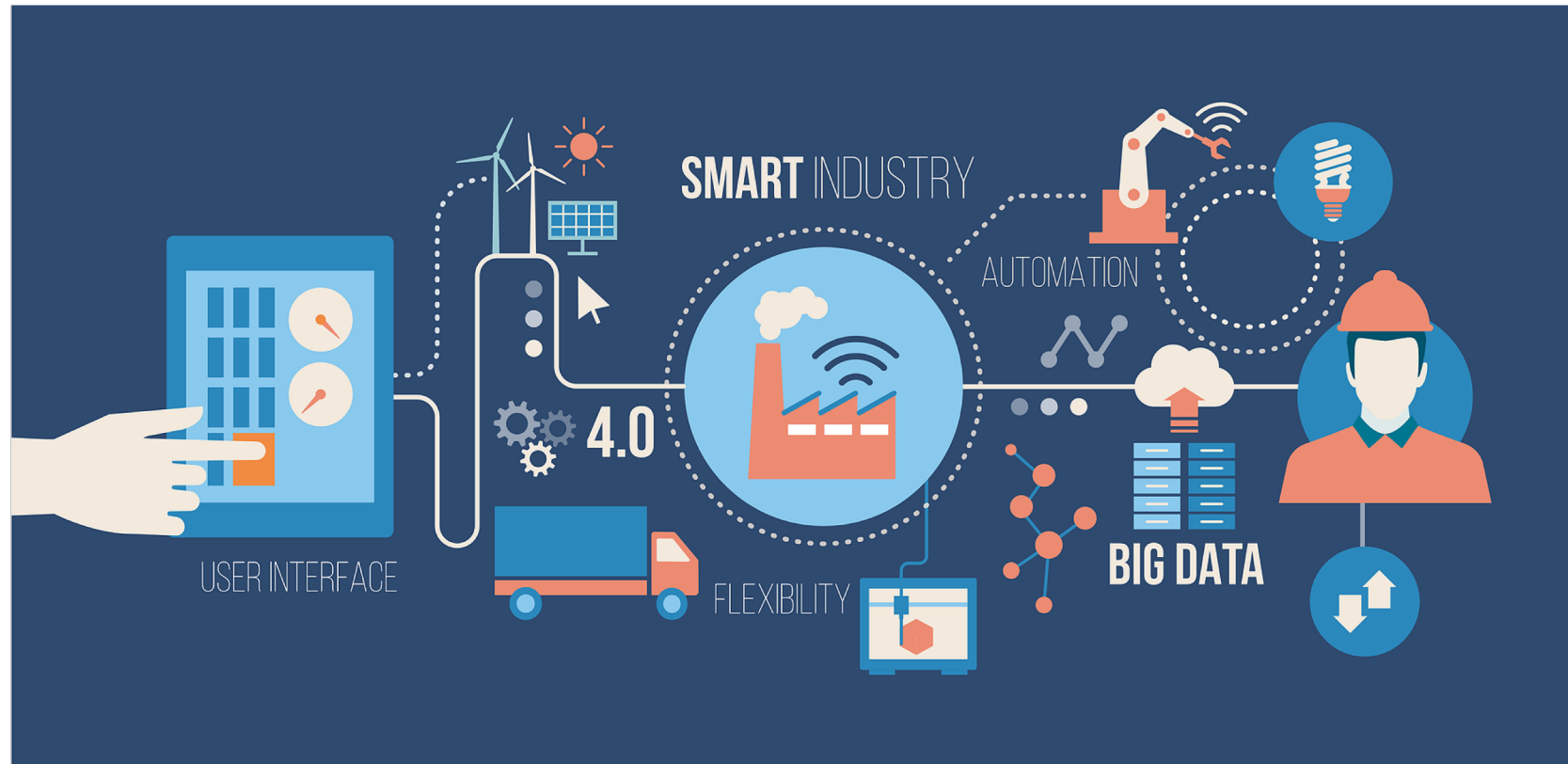


CYBER-PHYSICAL SYSTEMS (CPS)



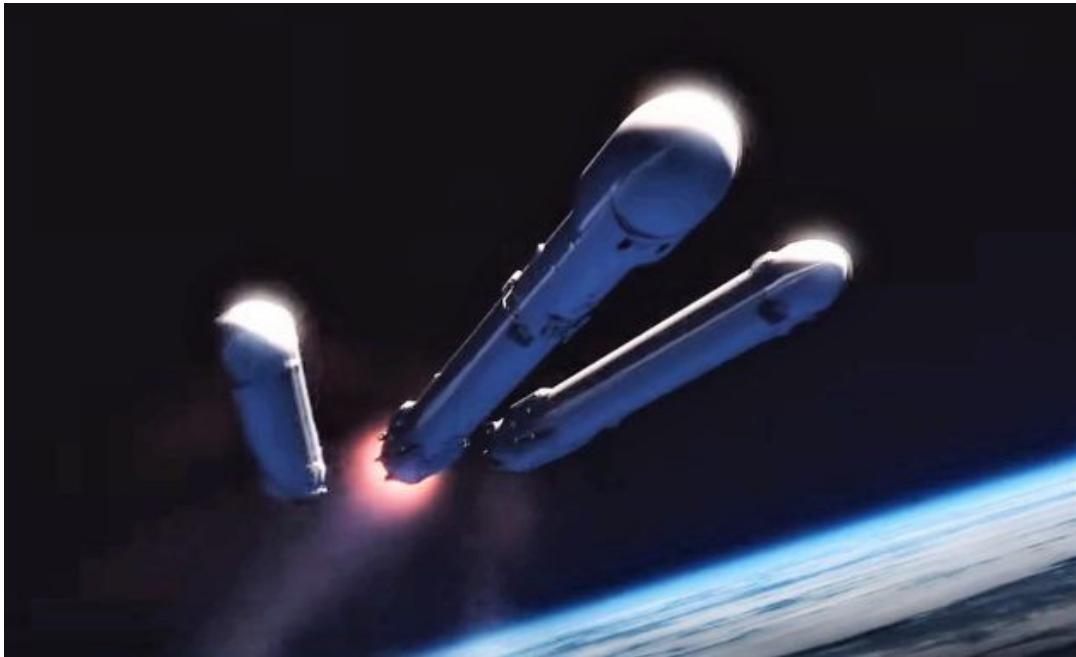
CYBER-PHYSICAL SYSTEMS – THEY ARE COOL!

Cyber components controlling physical entities



DIFFICULT

Increasing Complexity



Market Pressure

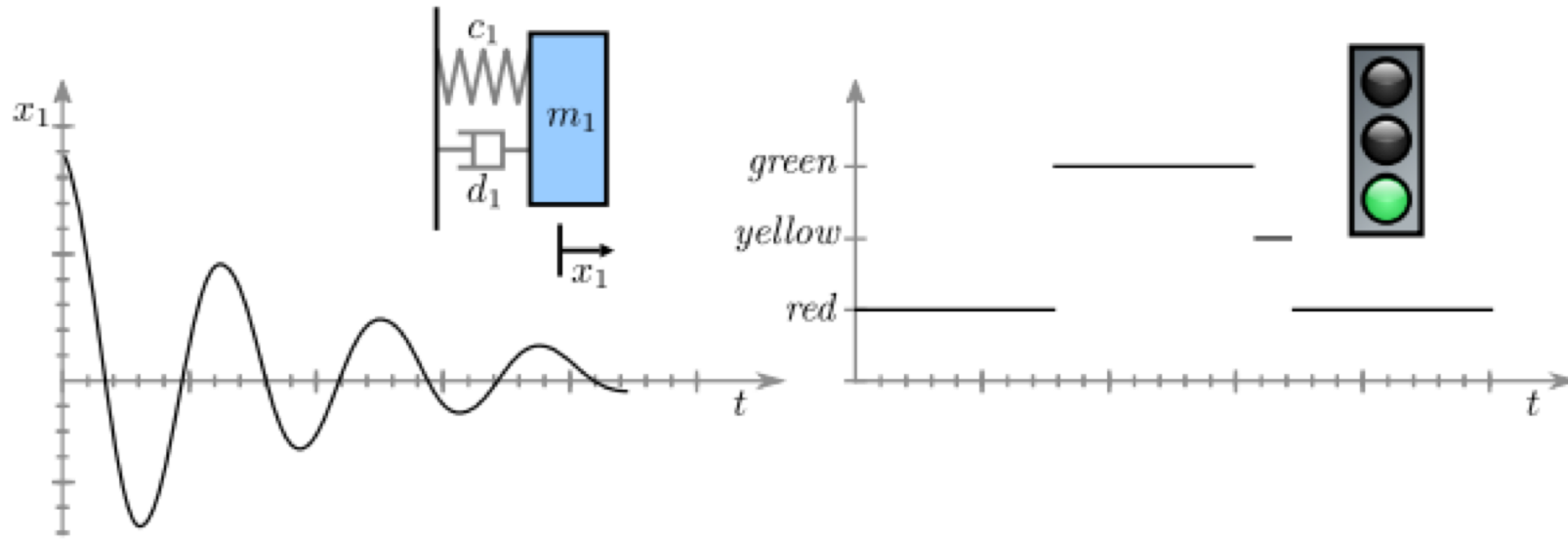


Different Teams – Different Tools



COLLABORATIVE SIMULATION

Hybrid Co-Simulation



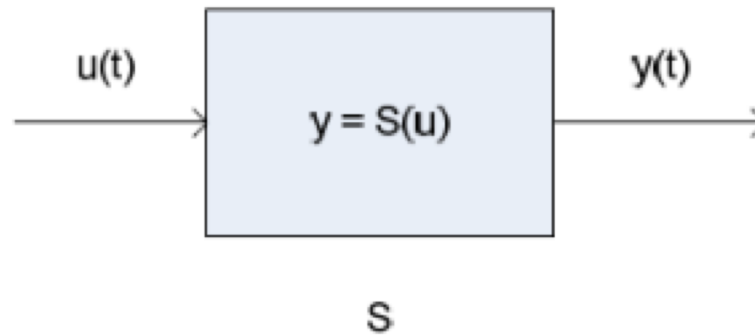
Theory and Techniques for Global Simulation of a Coupled System
via Composition of simulators

SIMULATOR

A simulator is a black box mock-up of a constituent system.

Developed and provided by the team responsible for that system.

Need to couple simulators



STANDARD – FMI 2.0

Set of C interfaces

Set Inputs / Get Outputs

Do Step – Progress in time

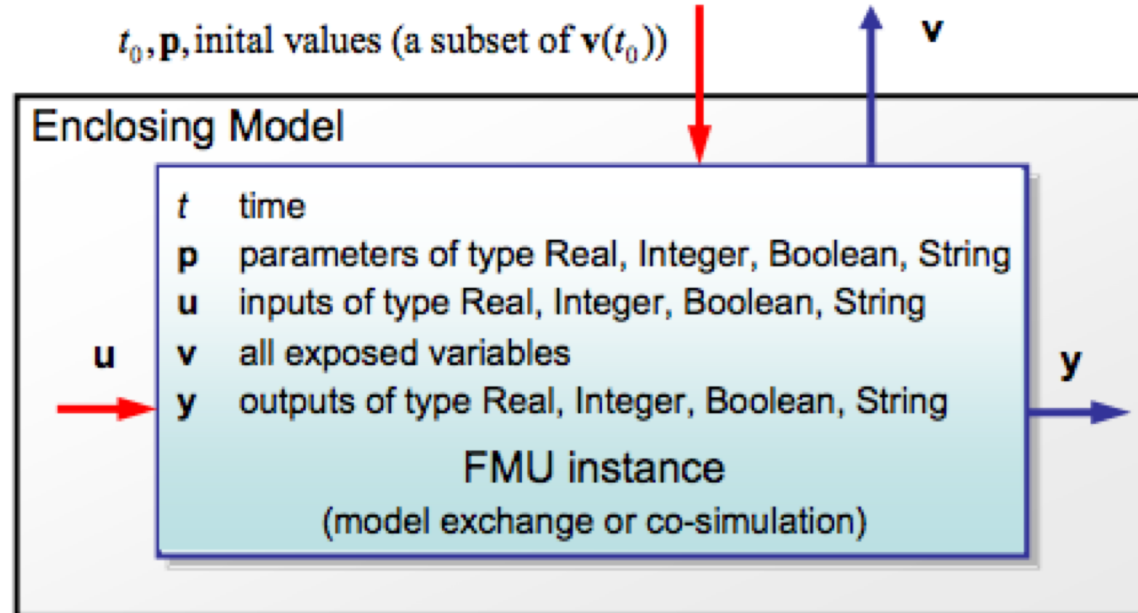
Set State / Get State

Extension: getMaxStepSize

STANDARD – FMI 2.0

Functional Mock-up Unit

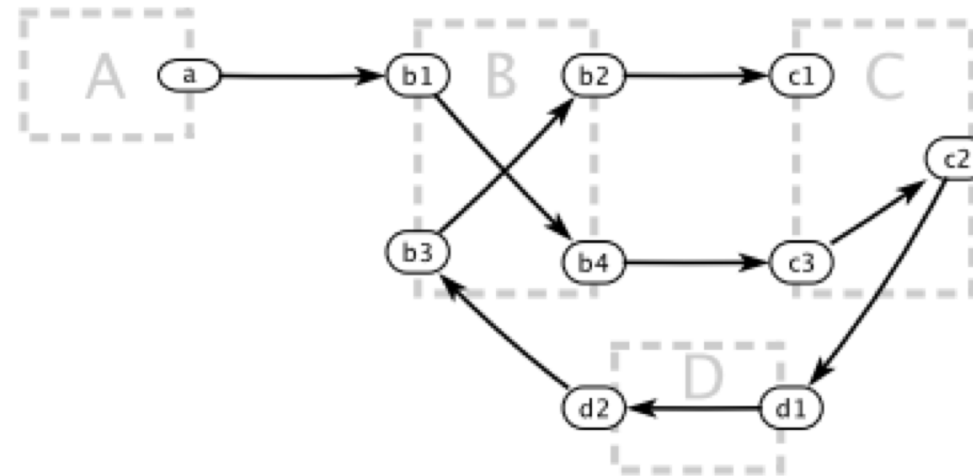
Tool-Wrapper, Web Service, HiL, SiL



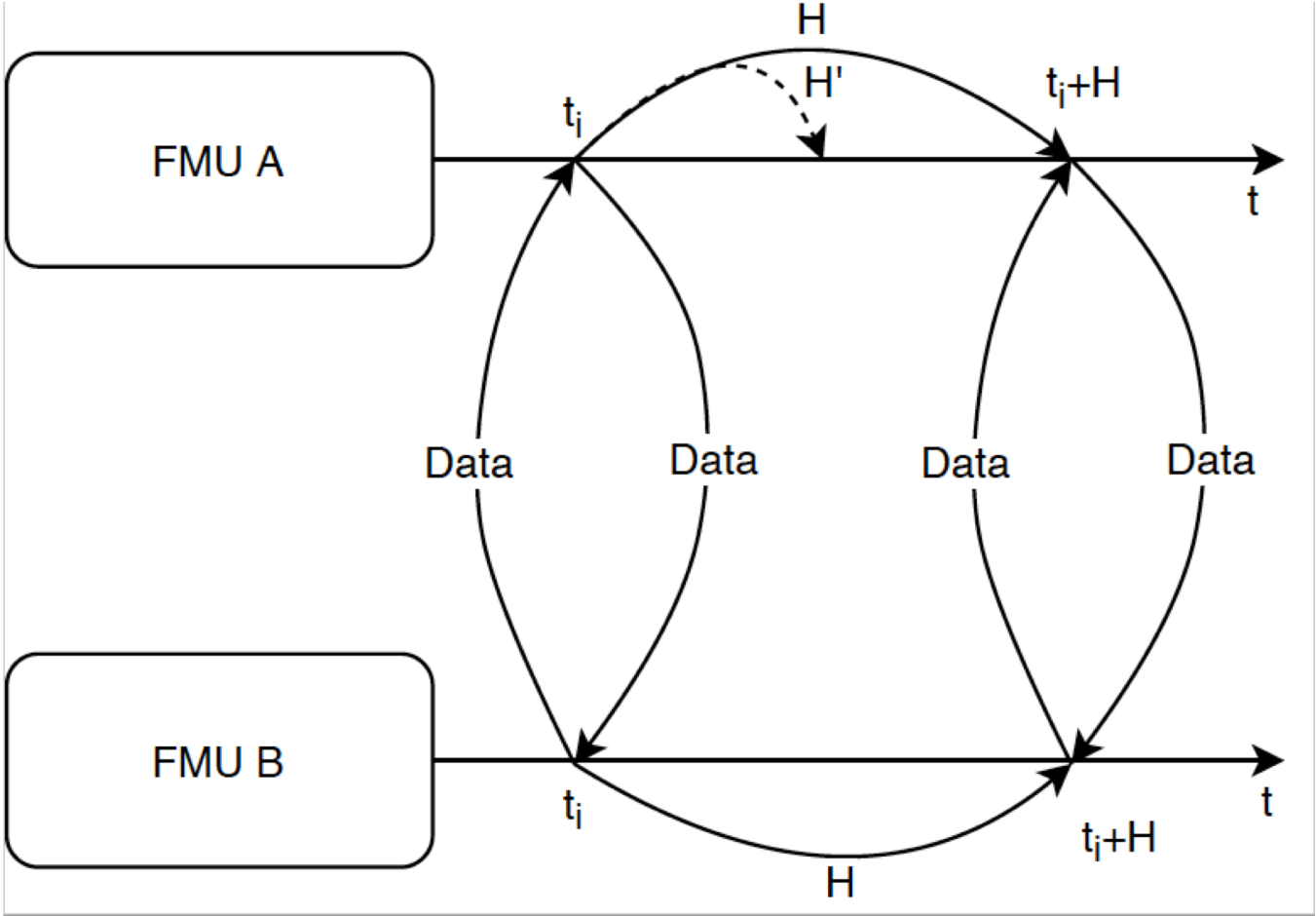
CONNECTING SIMULATORS

Calculate dependencies

Topological sort

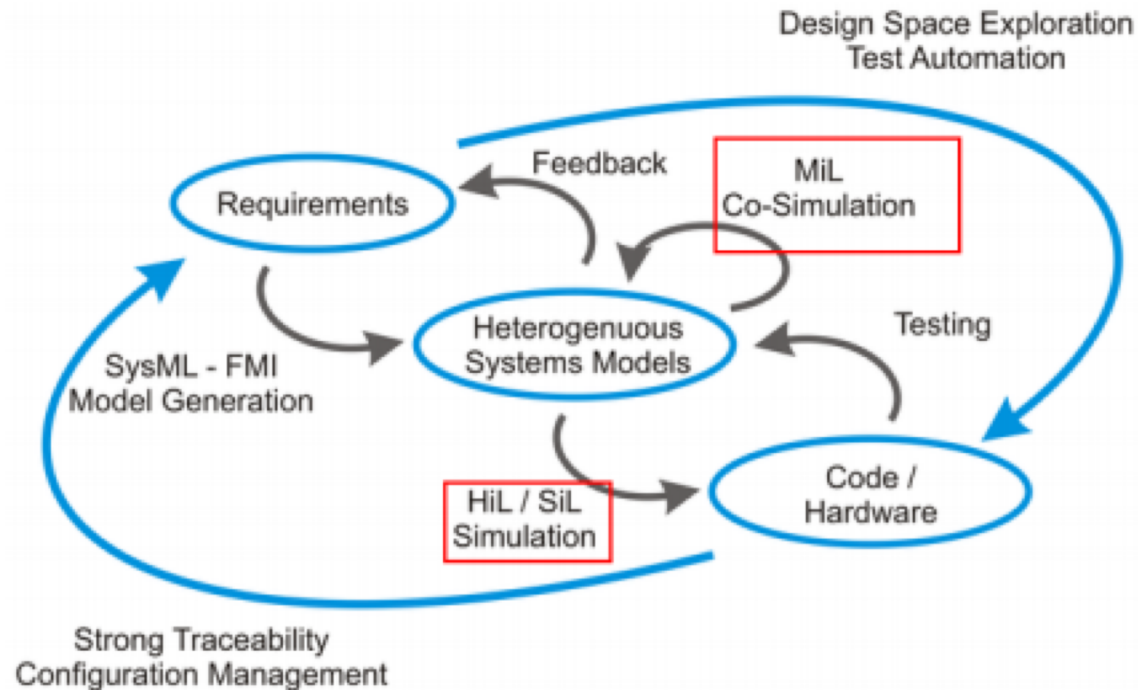


JACOBIAN ITERATION



INTO-CPS

Integrated Toolchain for Model-based Design of Cyber-Physical Systems



MAESTRO – CO-SIMULATION USING FMI

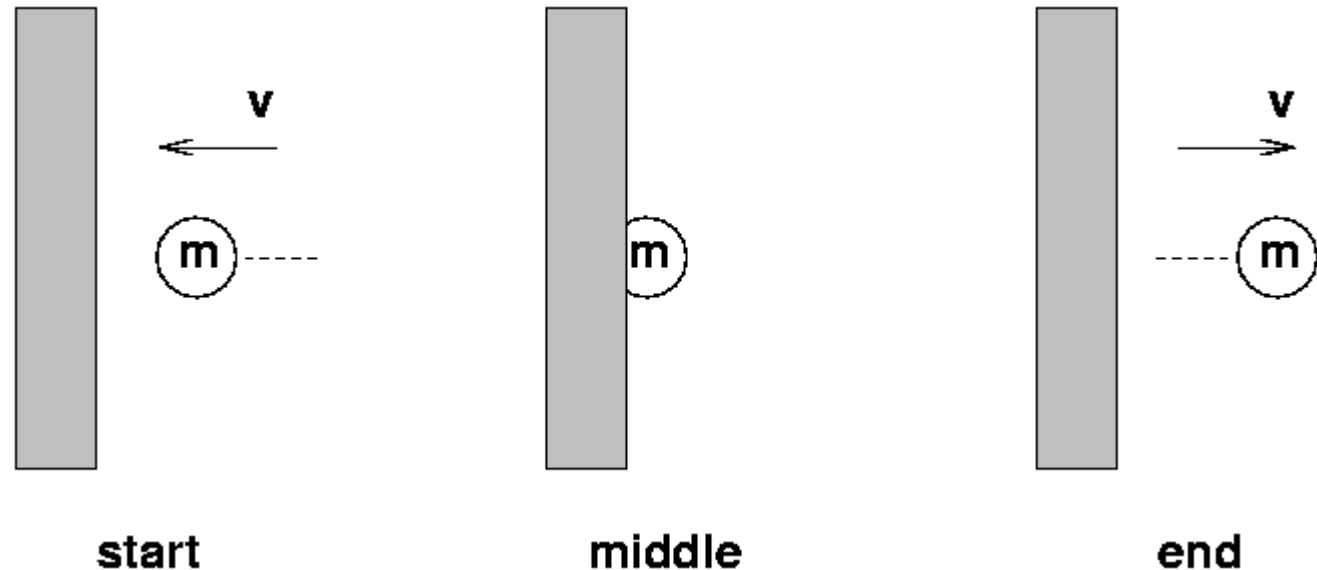
Distributed co-simulation across platforms and architectures

MAN Diesel & Turbo (~80% of two-stroke maritime engines)

Step size constraints:

Zero Crossing

And others



INTO-CPS APPLICATION

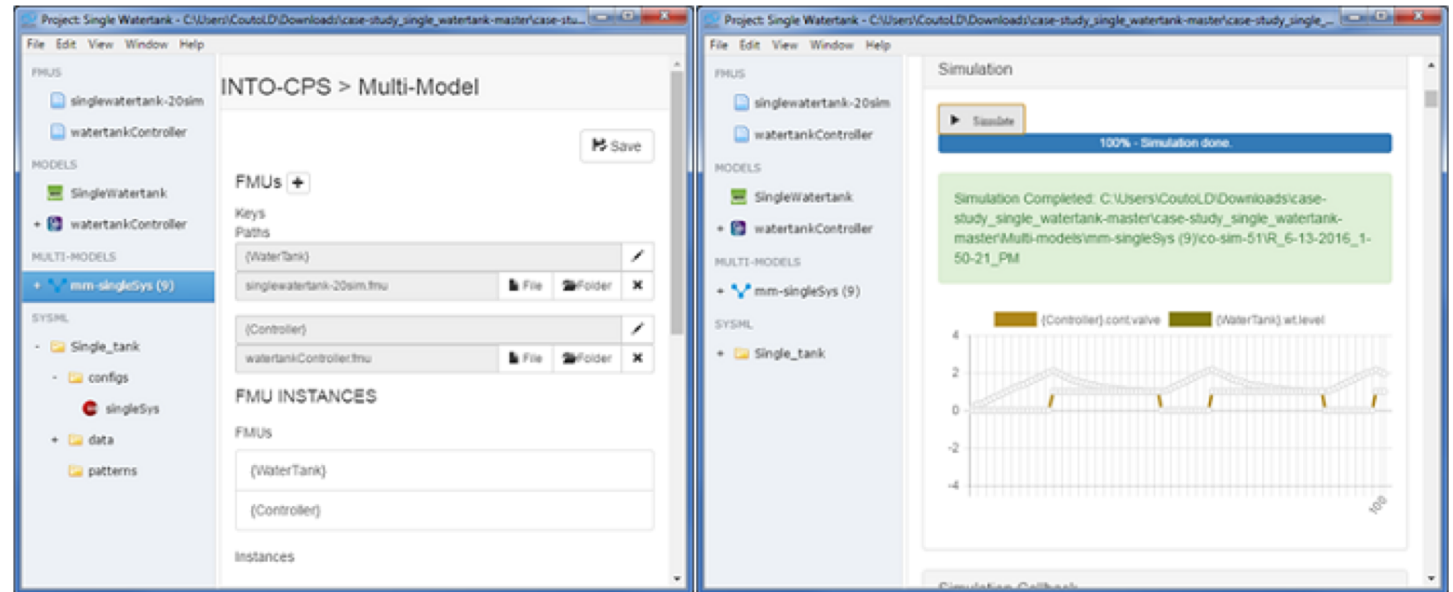
Frontend of INTO-CPS

Cross-Platform

Co-Simulation

Design Space Exploration

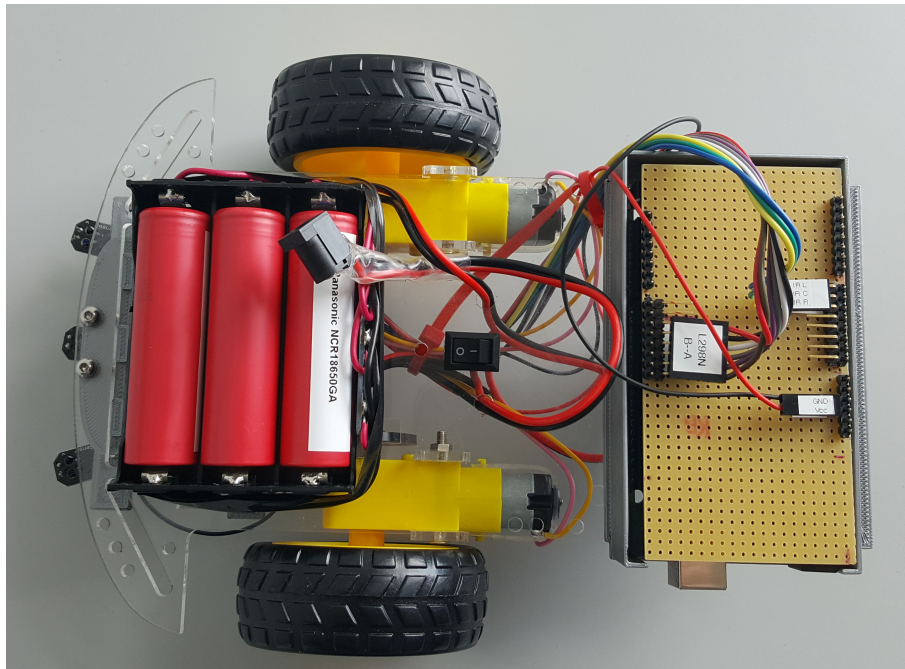
LTL Testing



VDM-RT + OVERTURE FMU

Dialect of VDM to model and analyze Real-Time embedded and distributed systems

Tool-Wrapper and Source Code FMU



```
cpu1 : CPU := new CPU(<FP>, 200);  
  
controller := new Controller(levelSensor, valveActuator);  
  
cpu1.deploy(controller,"Controller");  
  
loop()==  
  cycles(2)  
  let level : real = levelSensor.getLevel() in ...  
  
thread  
  periodic(10E6,0,0,0)(loop);
```

FUTURE WORK

Additional Iteration Methods (Gauss-Seidel and Strong coupling)

ESA simulation framework (SMP2)

FMI 2.1

Properties of Master Algorithms

Semantic Adaptation of FMUs

THANK YOU

Crash course on:

Cyber-Physical Systems

Co-Simulation

FMI

Orchestration

INTO+CPS

Co-simulation: a Survey (ACM CSUR)

Figure references:

<https://www.alltechbuzz.net/difference-between-programmer-coder-developer-software/>

https://en.wikipedia.org/wiki/State_diagram

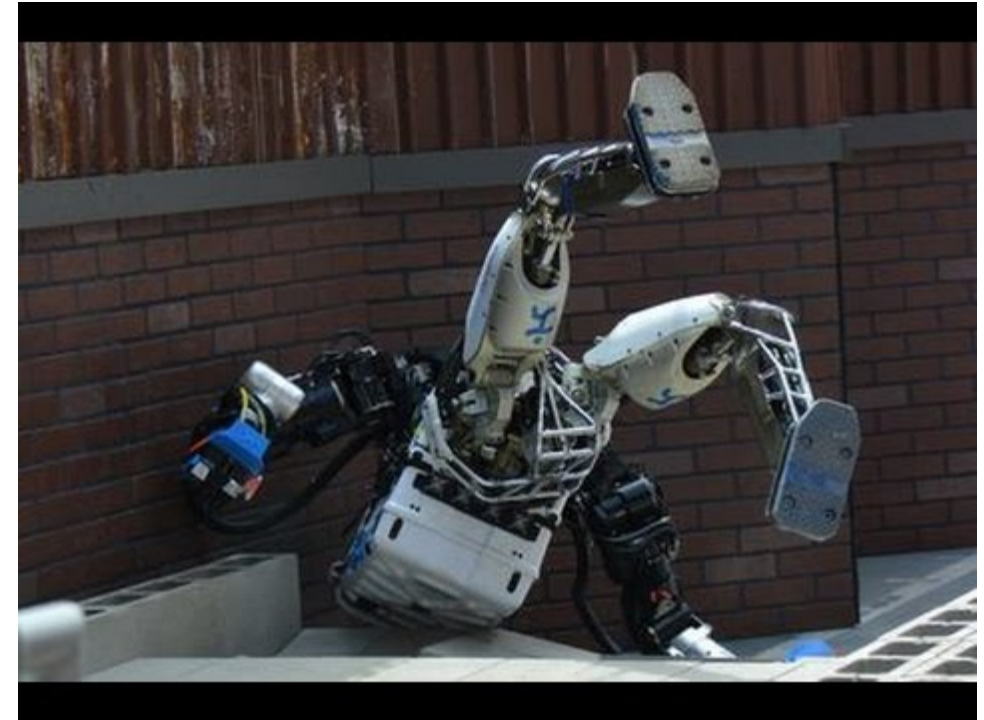
<https://www.youtube.com/watch?v=ww57ZtE53lc>

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<https://www.youtube.com/watch?v=ww57ZtE53lc>

<http://www.imm.dtu.dk/~jbjo/cps.html>

David Broman: Determinate Composition of FMUs

FMI 2.0 Standard