SoS MDE Tutorial

AMADEOS Blockly4SoS

Motivations and HowTo

https://blockly4sos.resiltech.com

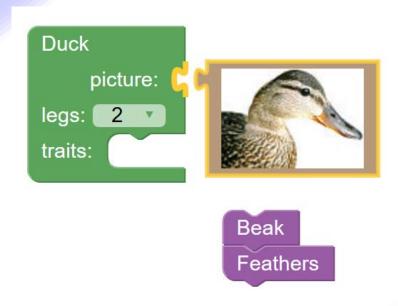
The tool can be downloaded here!!!

#### Requirements

- Any web browser (firefox recommended) for the tool at https://blockly4sos.resiltech.com
- > Python 2.7
- > PlantUML viewer/Atom → https://atom.io/
  - Install package plantuml-viewer
     (open Atom; Packages→ Settings View → Open → Install; write «plantuml-viewer»)

(for visualizing sequence diagrams: load the code; CTRL-ALT-P)

# 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

#### Most basic example:

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

- → let's have a look
- > really didactic!

#### More resources:

Blockly games examples:

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

#### More serious:

Fashion - https://www.madewithcode.com/projects/fashion

Stock market - https://bot.binary.com/bot.html

Android - appinventor.mit.edu/explore/designer-blocks.html

#### Electronics:

Codebug - https://www.codebug.org.uk/create/codebug/new/

Ardublockly - http://ardublockly.embeddedlog.com/

# Blockly4SoS supporting facility tool

```
A tool to:

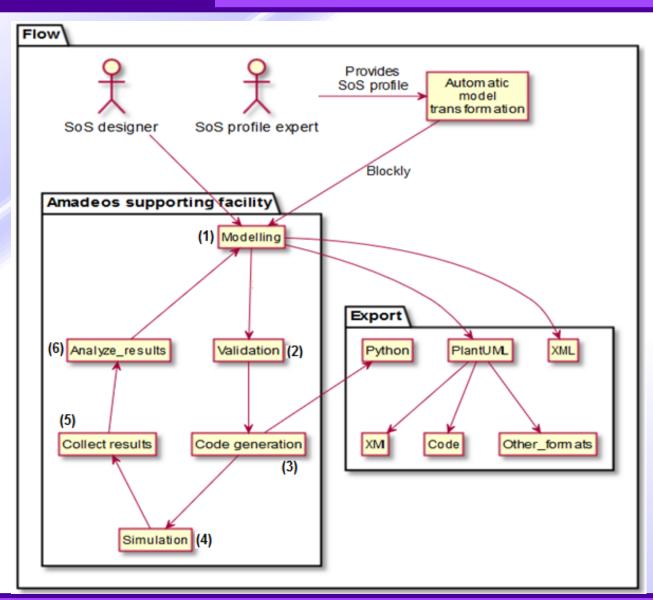
model
and
simulate
Systems-of-Systems
```

Link to the homepage of tool

http://blockly4sos.resiltech.com

Though any modern browser is OK, Firefox is the recommended browser (I will use Chrome)

#### The overall MDE workflow



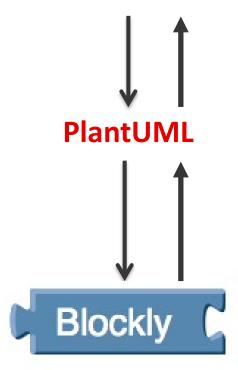
- (1) SoS designer starts modelling SoS using Blockly
- (2) The model is validated based on the constraints defined
- (3) Executable code is generated in Python
- (4) Various scenarios are **simulated**
- (5) Results are collected through logs
- (6) Logs are analyzed for design/run-time errors/mistakes

#### Model transformation



SysML profile of a SoS





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

```
SoS: MySoS

Sos type: Acknowledged 

Is composed of - System (s): +v

Is modified by - Evolution (s): +v

May require - Dependability guarantee (s): +v

Has - Behaviour (s): +v

Satisfies the condition of - Security (s): +v
```

```
Sos type: Acknowledged 

Is composed of - System (s): + 

Is modified by - Evolution (s)

Prime mover (New)

Wrapper (New)

Has - Behaviour (s): + 

Has - MAPE architecture (s): + 

Satisfies the condition of - Security (s): + 

Sos type: Acknowledged 

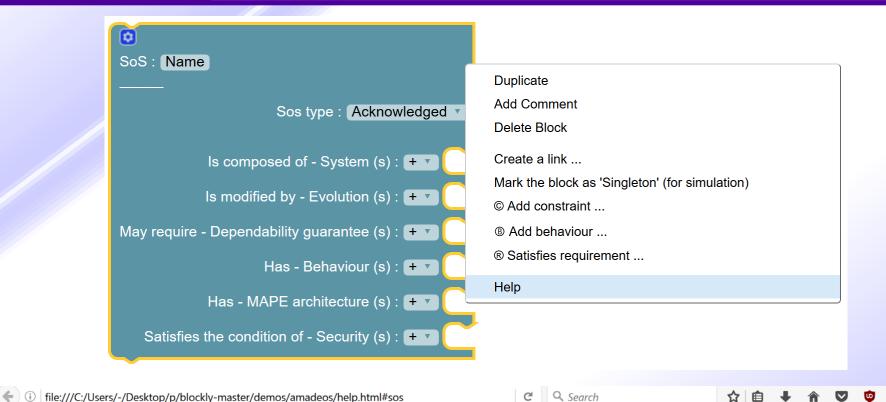
CS (New)

Prime mover (New)

Wrapper (New)
```

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

# Help/Glossary



#### 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

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

# Three ways of viewing a block

```
SoS: MySoS

SoS: MySoS

SoS type: Acknowledged 

Is composed of - System (s): + 

CS [1]: CS1

Is modified by - Evolution (s): + 

May require - Dependability guarantee (s): + 

Has - Behaviour (s): + 

SoS: MySoS

SoS: MySoS

Lis composed of - System (s): + 

Acknowledged 

Is composed of - System (s): + 

Has - Behaviour (s): + 

Has - Behav
```

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

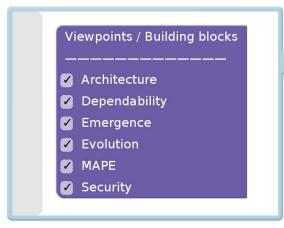
CS [ 1 ]: Cs1

Has - MAPE architecture (s): + 7

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

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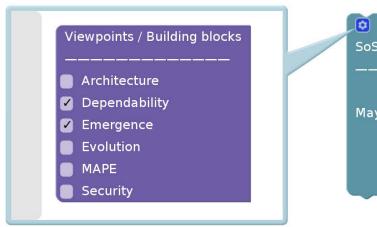
# All viewpoints and building blocks of a block



```
SoS: MySoS
                      Sos type : Acknowledged ▼
            Is composed of - System (s): + v
                                             CS [ 1 ]: cs1
                                              Prime mover [ 1 ]: pm1
                                              Wrapper [ 1 ]: wp1
            Is modified by - Evolution (s): + v
                                             Managed evolution : e1
                                             Unmanaged evolution : e2
May require - Dependability guarantee (s): + v
                                              Dependability guarantee : dg1
                                             Expected and beneficial behaviour: b1
                    Has - Behaviour (s): + 🕶
                                              Expected and detrimental behaviour : b2
             Has - MAPE architecture (s):
                                             Master slave pattern : msp
   Satisfies the condition of - Security (s): + v
                                             Security: s1
                                             Security: s2
```

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#### Filter some of the viewpoints/ building blocks



```
SoS: MySoS

May require - Dependability guarantee (s): +  Dependability guarantee: dg1

Has - Behaviour (s): +  Expected and beneficial behaviour: b1

Expected and detrimental behaviour: b2
```

### Comment your design

```
SoS: MySoS
    Duplicate
    Add Comment
    Delete 4 Blocks
    Create a link ...
    Mark the block as 'Singleton' (for simulation)
    © Add constraint ...
    間 Add behaviour ...
    ® Satisfies requirement ...
    Help
```

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

Paolo : Its missing a role-player !

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

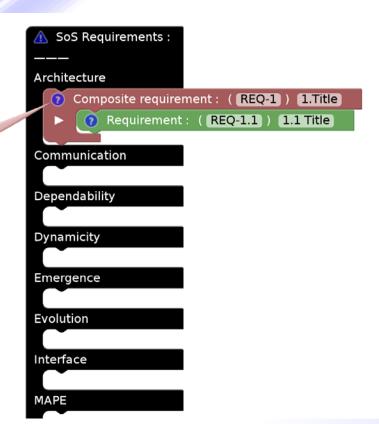
```
CS [ 1 ]: cs1
CS [ 1 ]: cs2
CS [ 1 ]: cs3
```

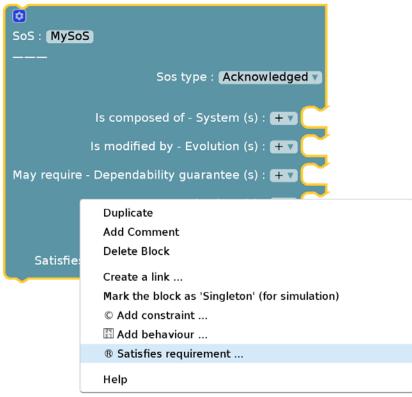
```
Prime mover [ 1 ]: pm1
Prime mover [ 1 ]: pm2
Prime mover [ 1 ]: pm3
```

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Requirement description

## Manage requirements for each viewpoint





#### Model validation

By default, Blockly models validation by letting only compatible blocks to be connected with each other.

User can add <u>custom validation in JavaScript</u> 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 : Name
          Transport type : PAR message
                           Header: 101
                         Data field : ?
Has a - Message classification (1): + 🔻
              Has a - Trailer (1) : 🛨 🔻
```

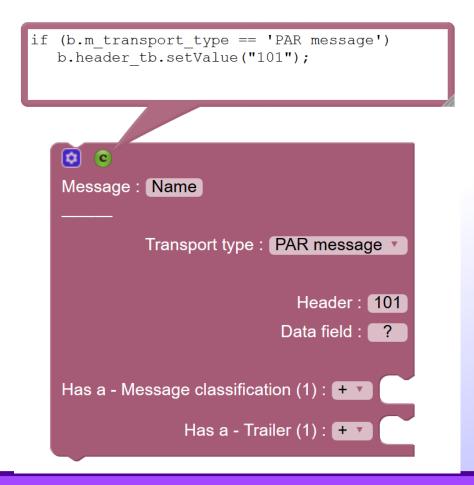
#### Model validation example - a warning

```
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!

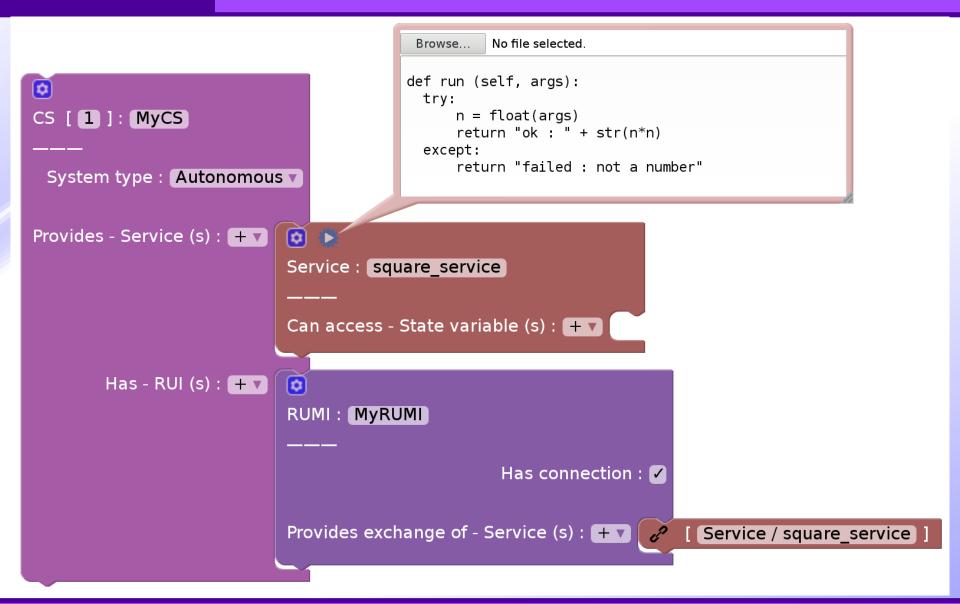


### Dynamic behavior modeling

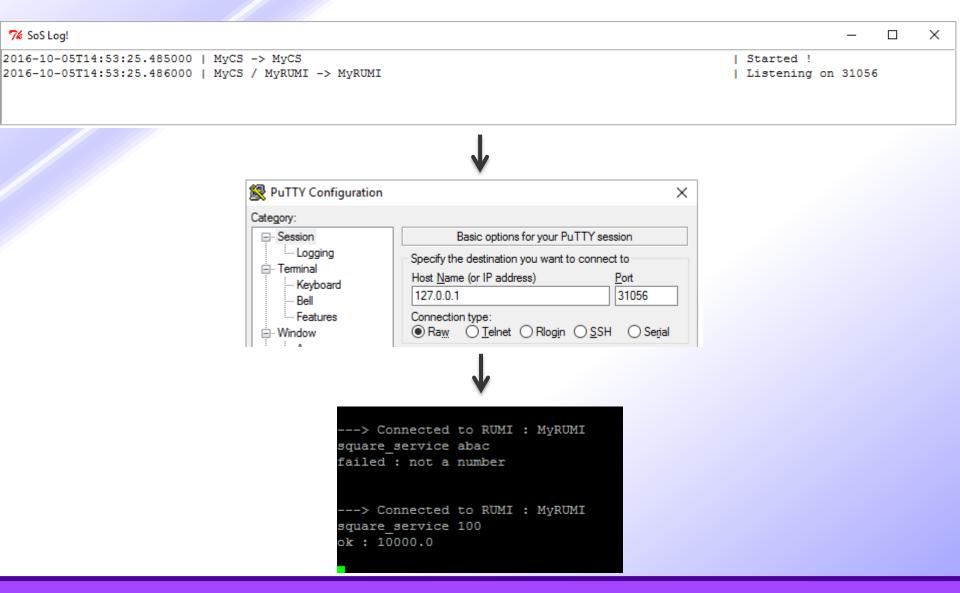
- ➤ Why?
  - A static model is like a car without an engine!

- Prerequisite for running simulations:
  - Python 2.7 (preferably at c:npython27 directory)
  - PlantUML viewer (atom editor) for viewing results
  - You may also install other software/system .... to interact with the simulation software!

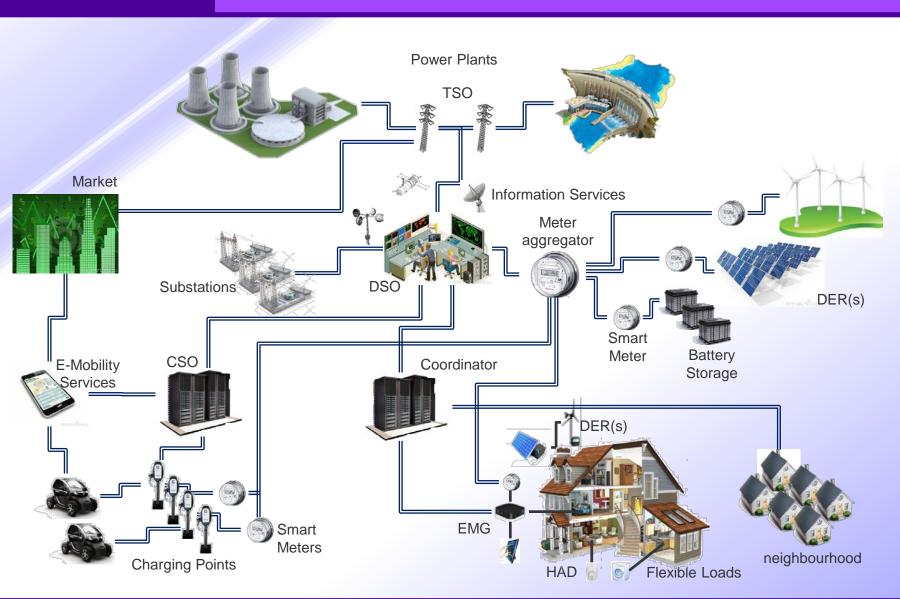
#### Add behavior - Dynamic part of model



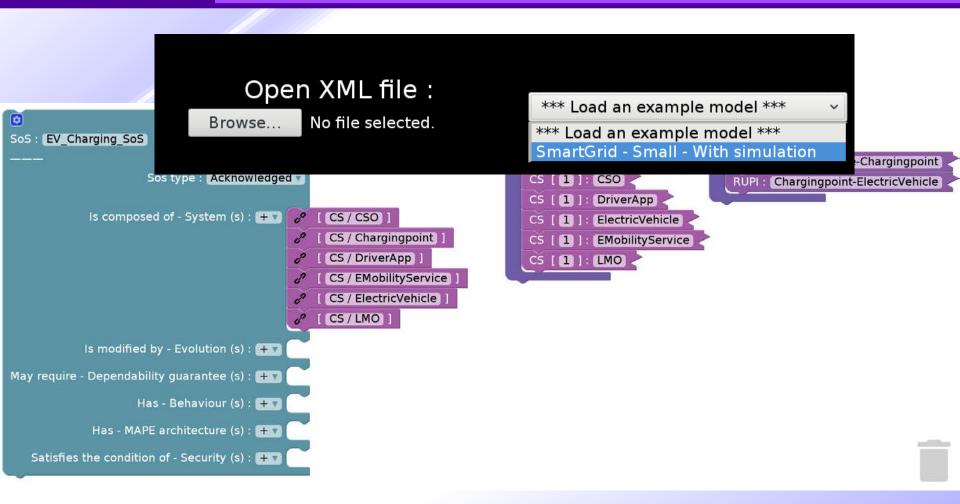
#### Simulation run



# Example model: smart grids

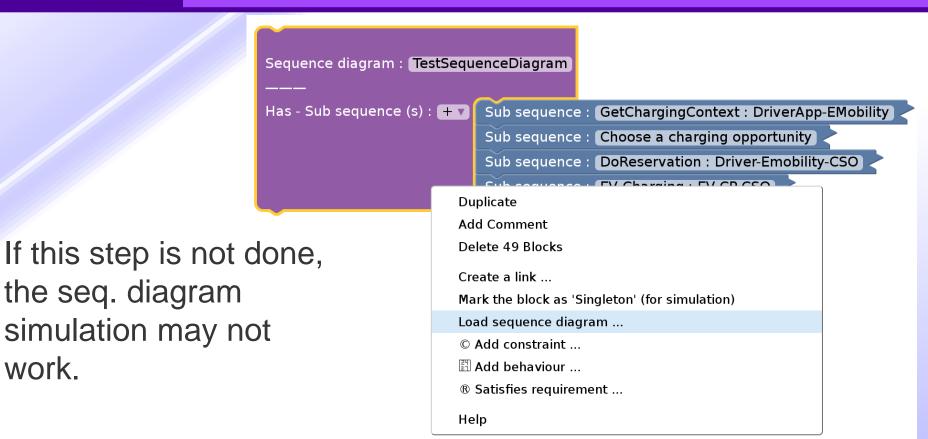


# Load the example model

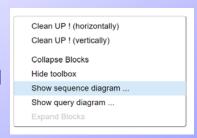


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#### Load sequence diagram

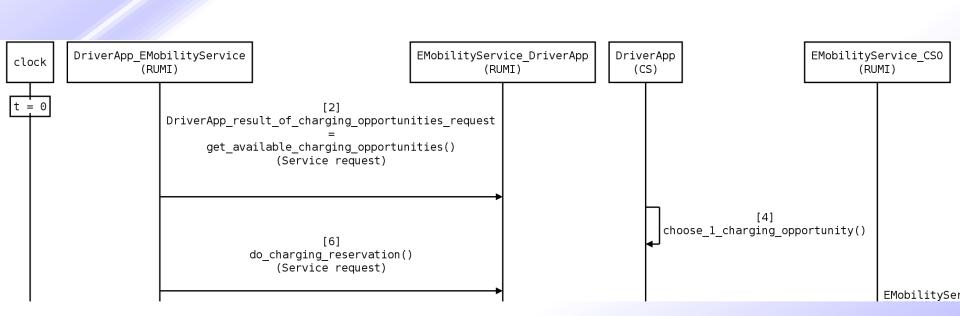


Right click on workspace to view the sequence diagram menu



work.

### Load sequence diagram



#### Auto generated sequence diagram

### Code generation

The simulation code is generated in the following format:

```
SoS-Simulation-Fri, 15 Jul 2016 08_39_57 GMT

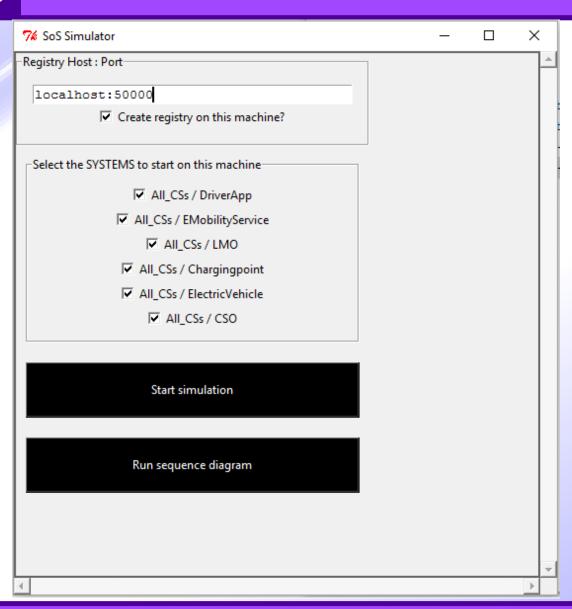
src

sos_gui.py
sos.py
model_behaviour.py
amadeos.py
simulation-on-windows.bat
simulation-on-unix.sh
model-Fri, 15 Jul 2016 08_39_57 GMT.xml
```

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

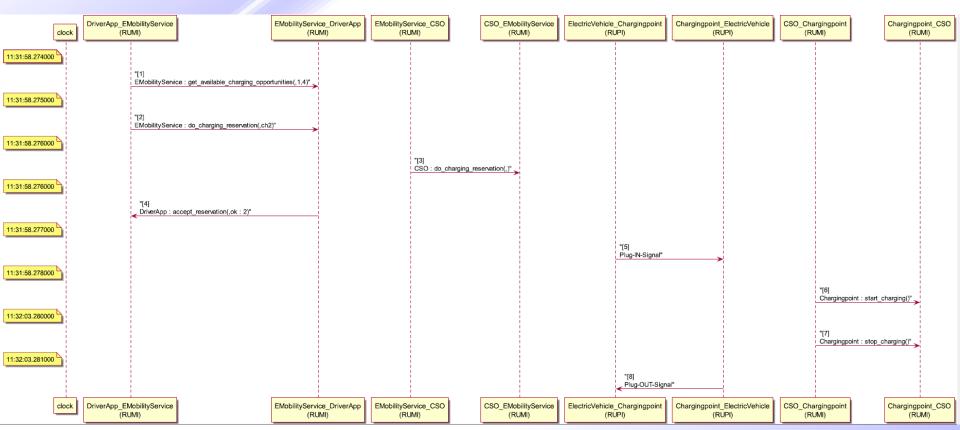
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#### Run simulation



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# 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.

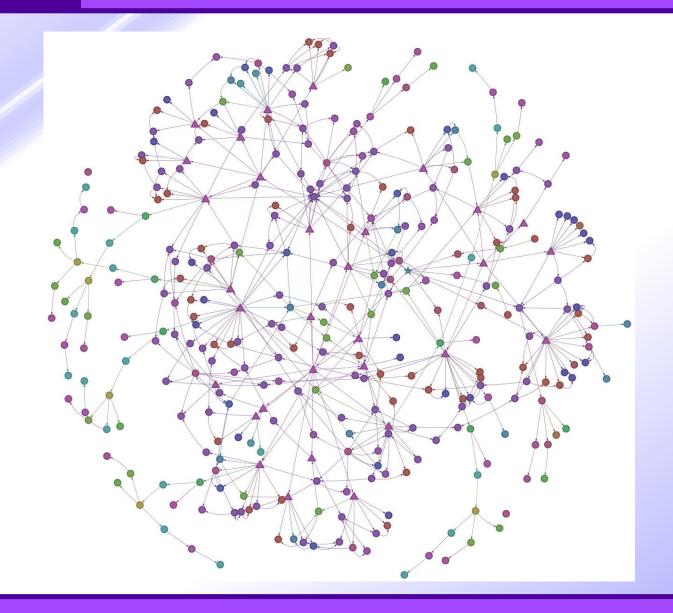
It can be visualized with the Atom PlantUML viewer.

This result should be compliant with the sequence diagram that was designed.

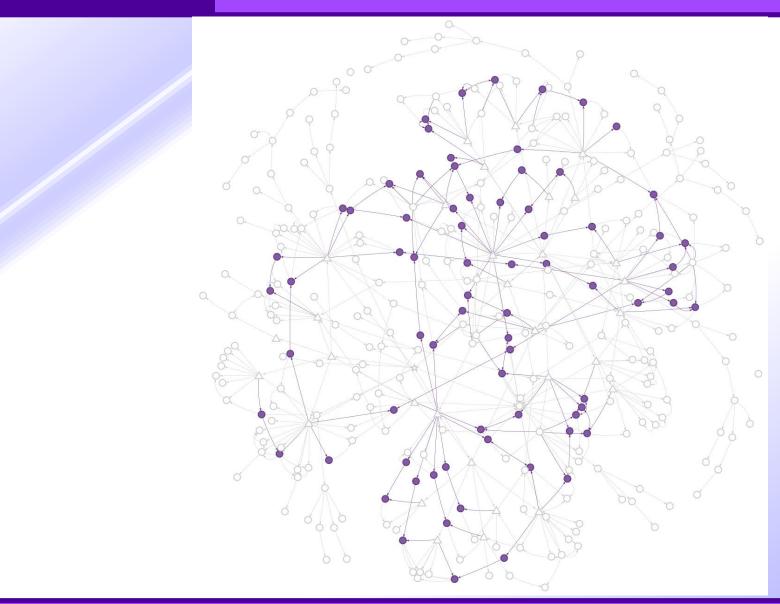
# Model querying

#### Search inside a large model!

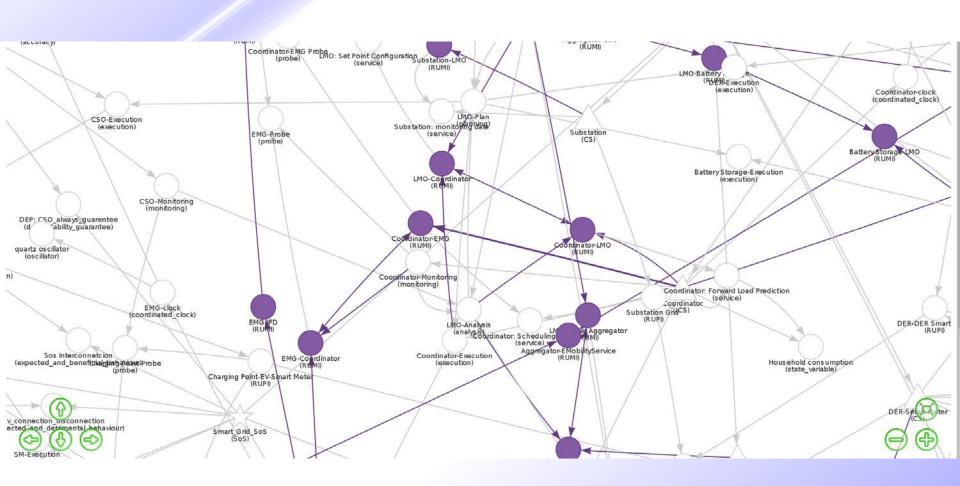
```
SoS: Smart Grid SoS
                      Sos type : Acknowledged ▼
            Is composed of - System (s): + v
                                               CS [ 1 ]: EV Charging
                                               CS [ 1 ]: Medium_Voltage_Control
                                               CS [ 1 ]: Household
May require - Dependability guarantee (s): + v
                                                  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): + v
                                                  Security / Secure comm
                                                    Security / Secure auth
```



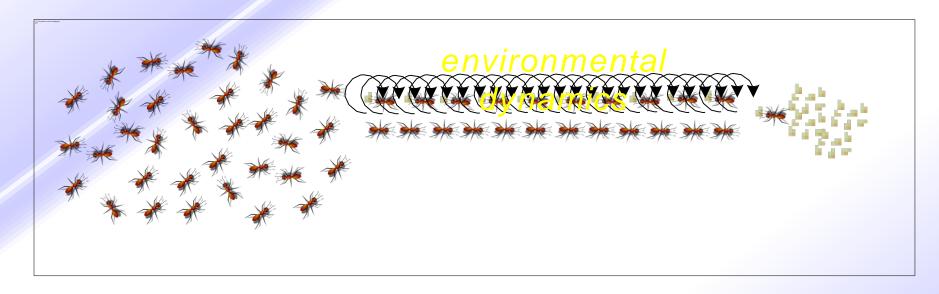
#### query - return block.of type == 'RUMI';



# Model query - zoomed results



## Stigmergic Channels



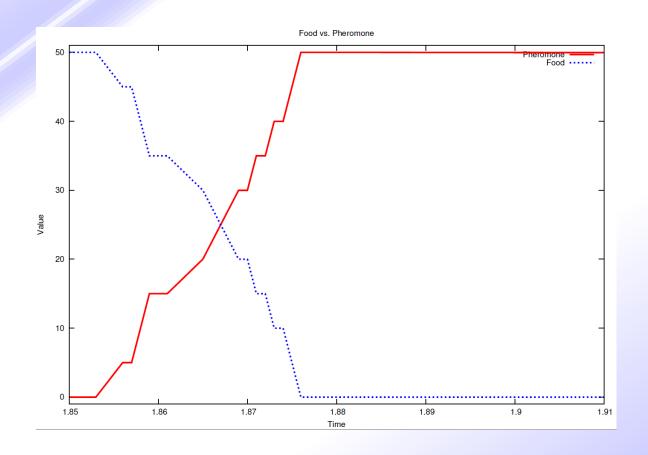
- Ants find food and build/enforce trail by leaving traces (pheromone) in environment on way back.
- In case food source depleted,
  - ants stop leaving traces,
  - The environment evaporates traces autonomously
     ⇒ environmental dynamics.
  - the trail disappears.

#### Ants model

```
O (1)
                                                                                   Environment : environment
                                                                                       Has - State variable (s): + 🔻
SoS : SoS
                                                                                                                   State variable : pheromone
        Sos type: Acknowledged v
                                                                                                                                   Value: 0
                                                                                                                   P ?
Is composed of - System (s): + 17
                               (P)
                               CS [ 10 ]: ant
                                                                                                                   State variable : food
                               System type : Autonomous v
                                                                                                                            Value : 50
                               Has - RUI (s) : + 7
                                                                                   Changes - State variable (s):
                                                                                                                  State variable / pheromone
                                                 RUPI: ant rupi
                                                               Has connection :
                                                 Affects - Environment (s): + V
                                                                                 Environment / environment
```

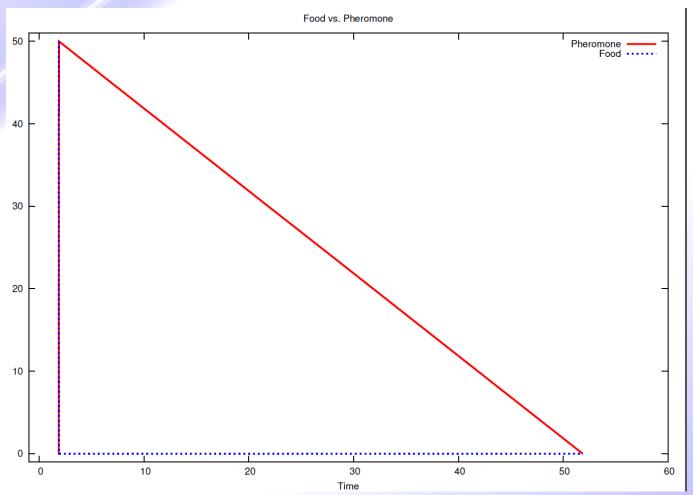
Please note the cardinality (of ants) and singleton (of environment) in the model!

#### 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 (with no strategy...)

```
Sos: Match

Sos type: Acknowledged 

Is composed of - System (s): + 

CS [ 10 ]: Player_Team_A

CS [ 10 ]: Player_Team_B
```

```
Environment: Field

Has - State variable (s): + V

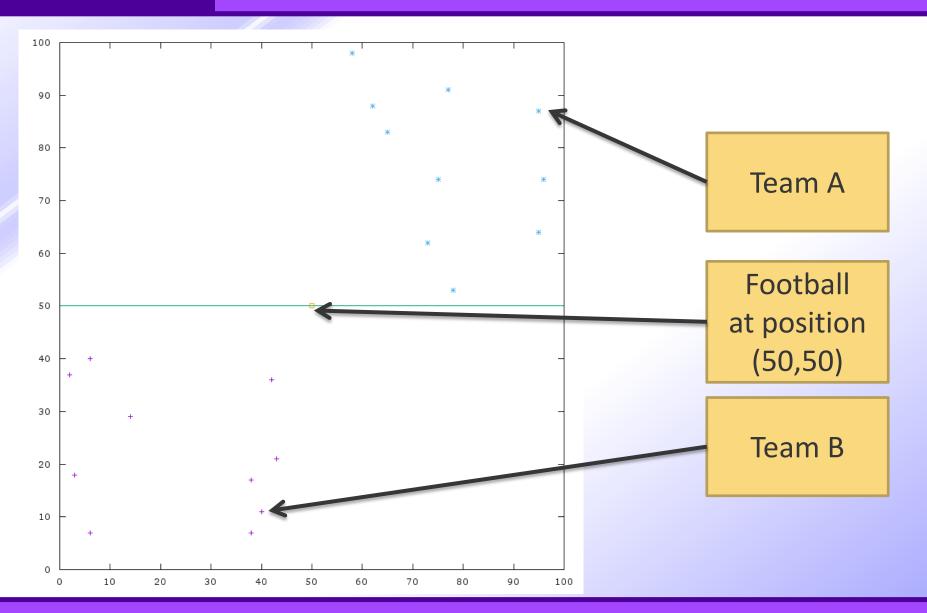
State variable: football_position

Value: (50,50)
```

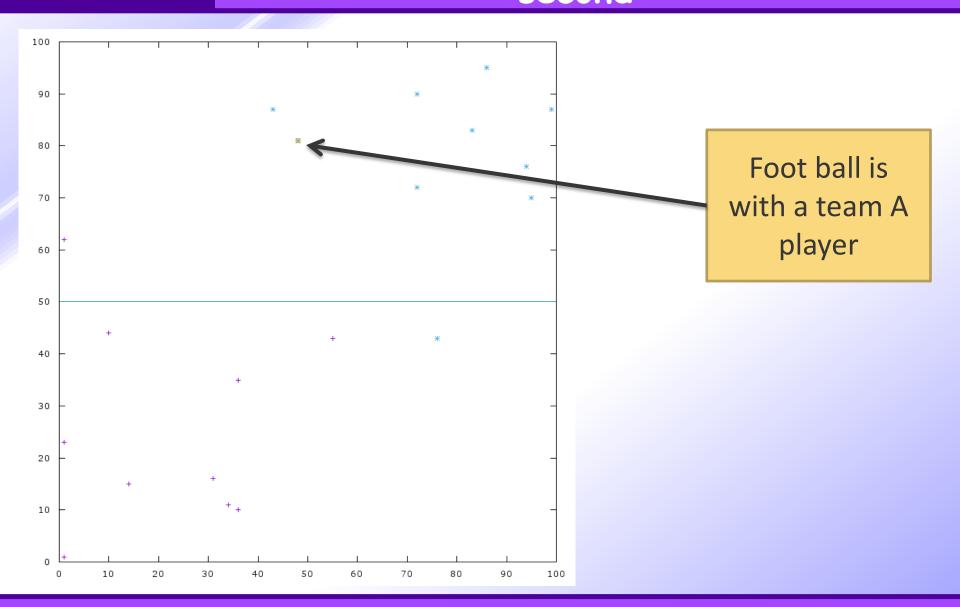
In this model, the position of players is random

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# Food ball simulation results - At Oth second



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



#### References

- "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-ofthe-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

### Known bugs

- > When requirements are matched to a component:
  - if the component is deleted, requirements are not updated
  - component cannot be modified.
- Not clear how to add constraints on a CS name and number of instances: documentation is not adequate.
- When constraints are deleted on a black block (constraint not satisfied): the block remains black.
- > Some visualization issues in the text viewer, if text is too big