

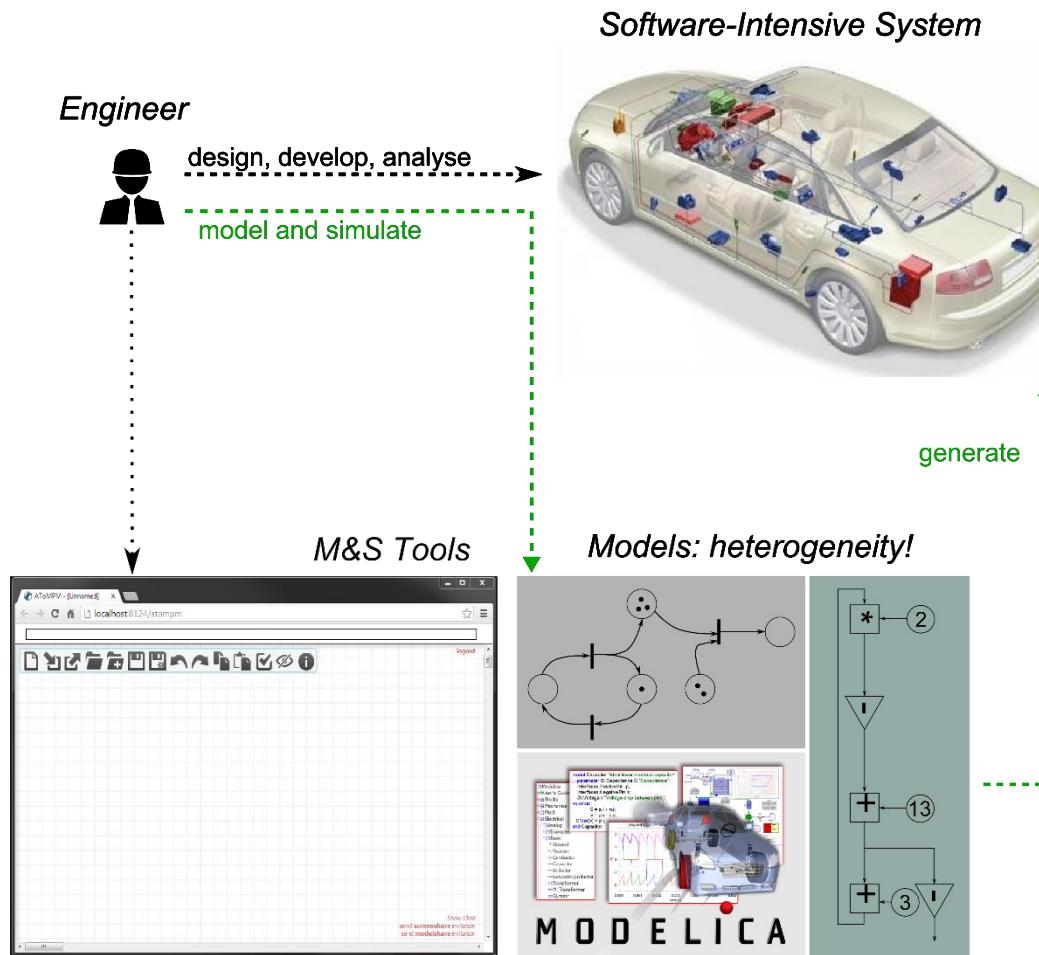
Explicit Modelling of Model Debugging Environments

Simon Van Mierlo

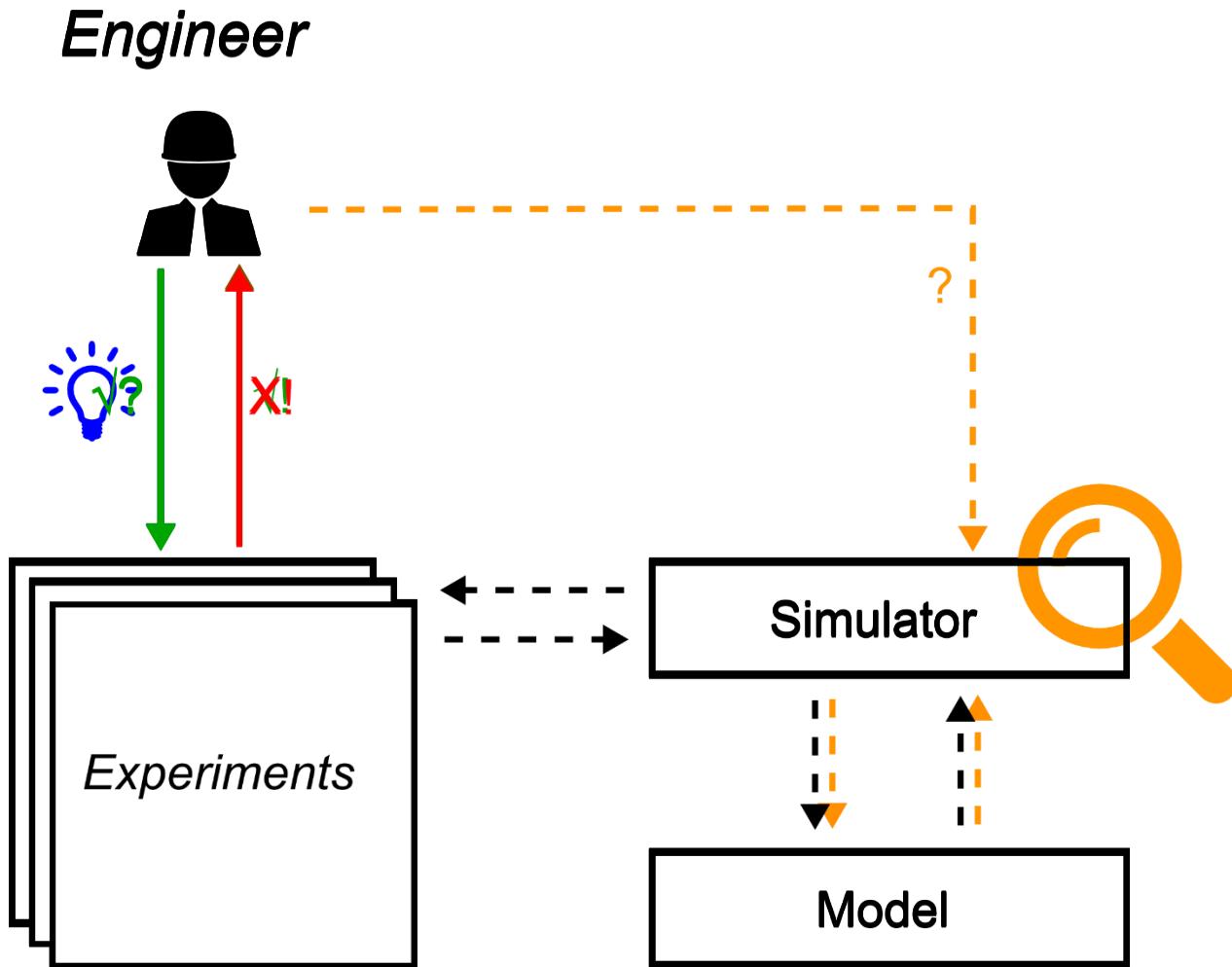
University of Antwerp

April 24, 2015

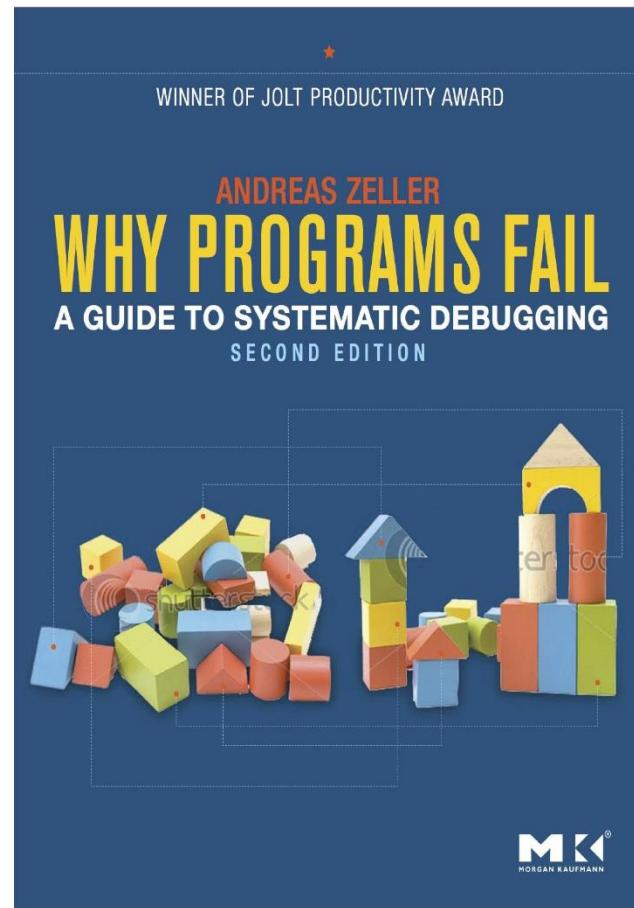
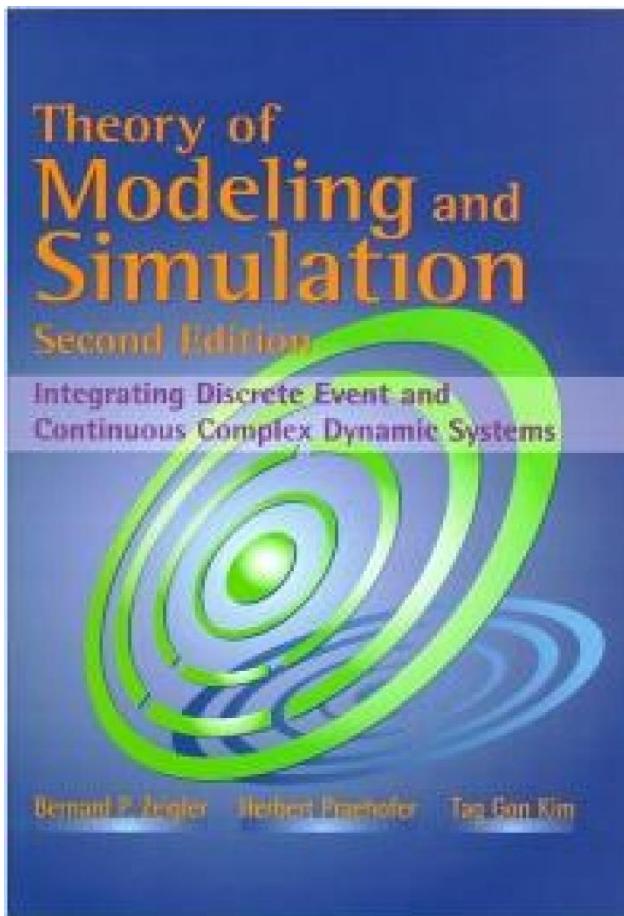
Motivation



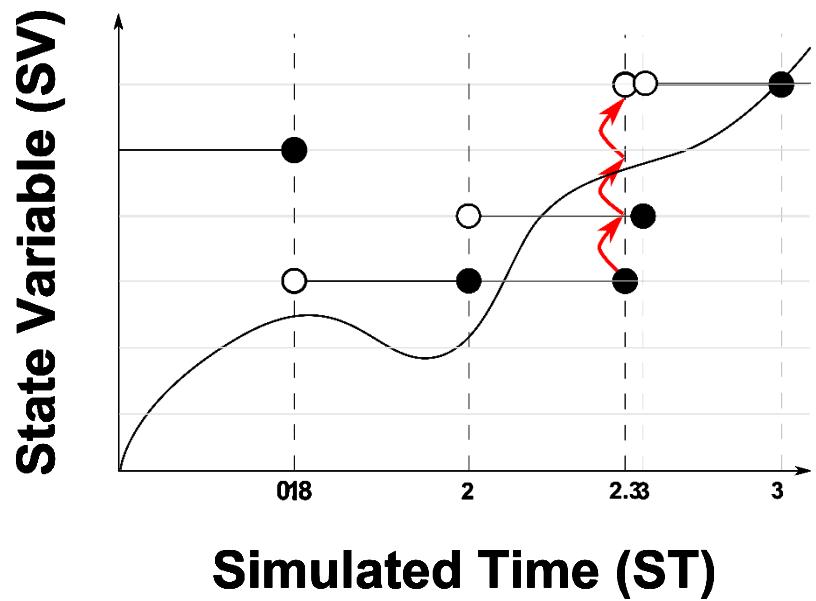
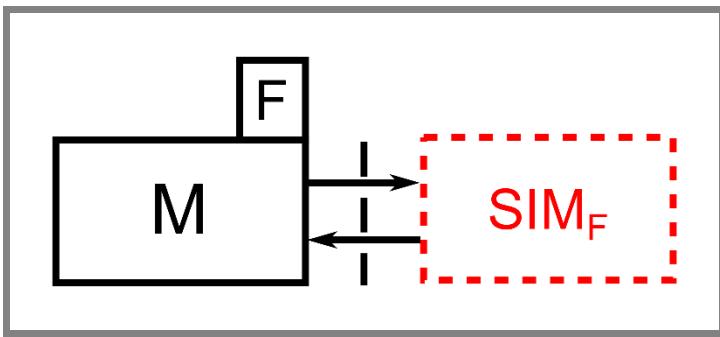
Motivation



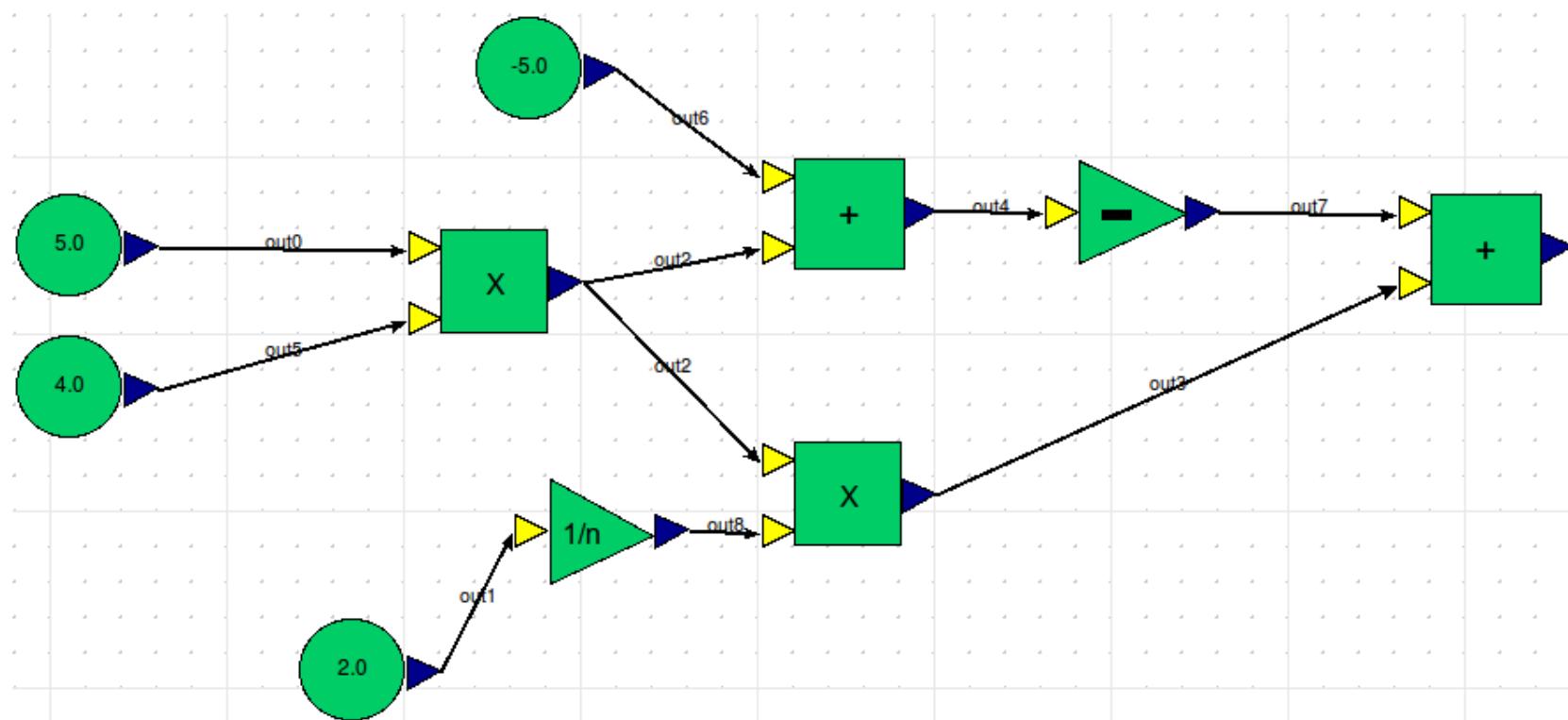
Debugging



Simulation



Example: CBD

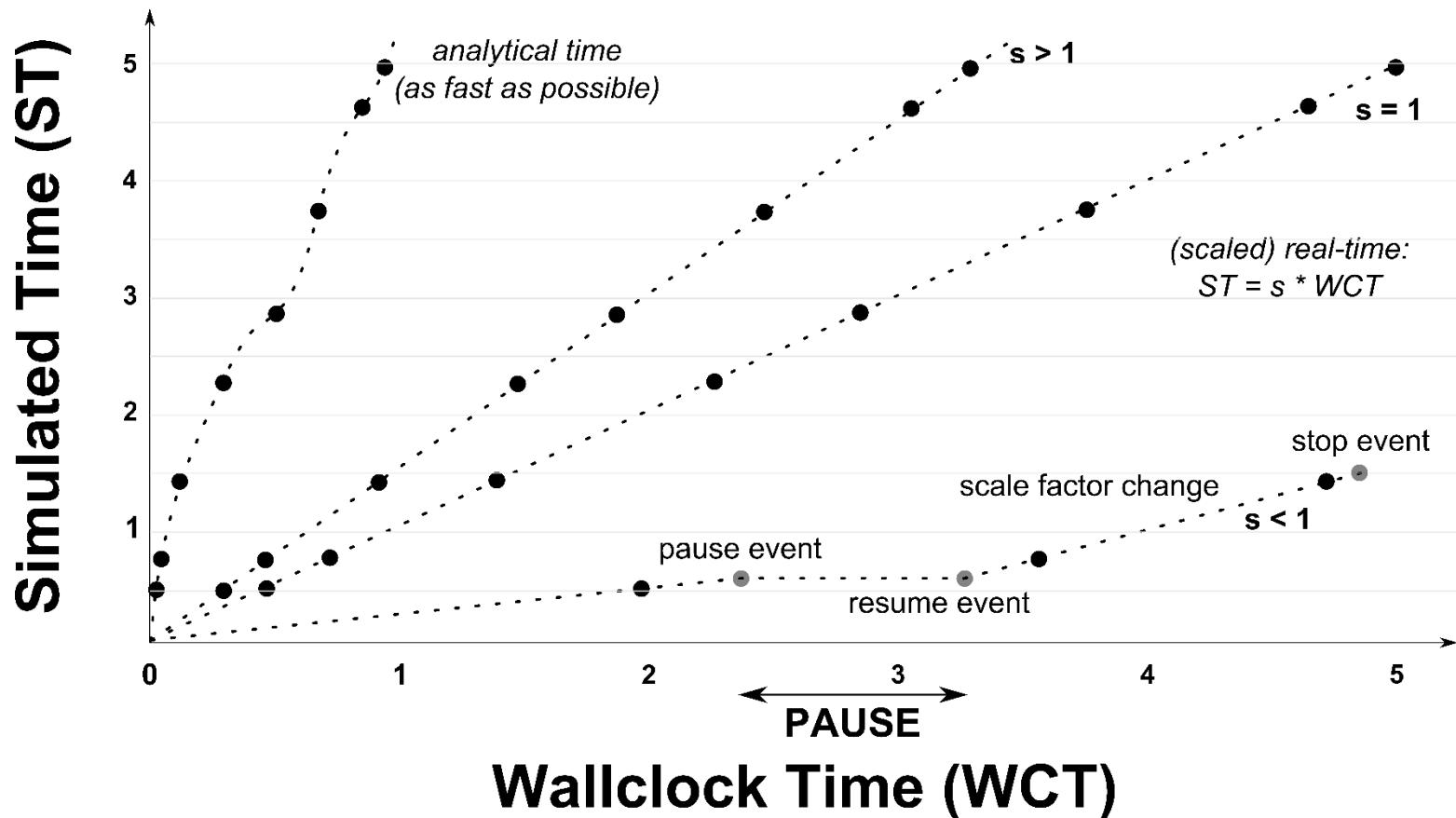


Example: CBD

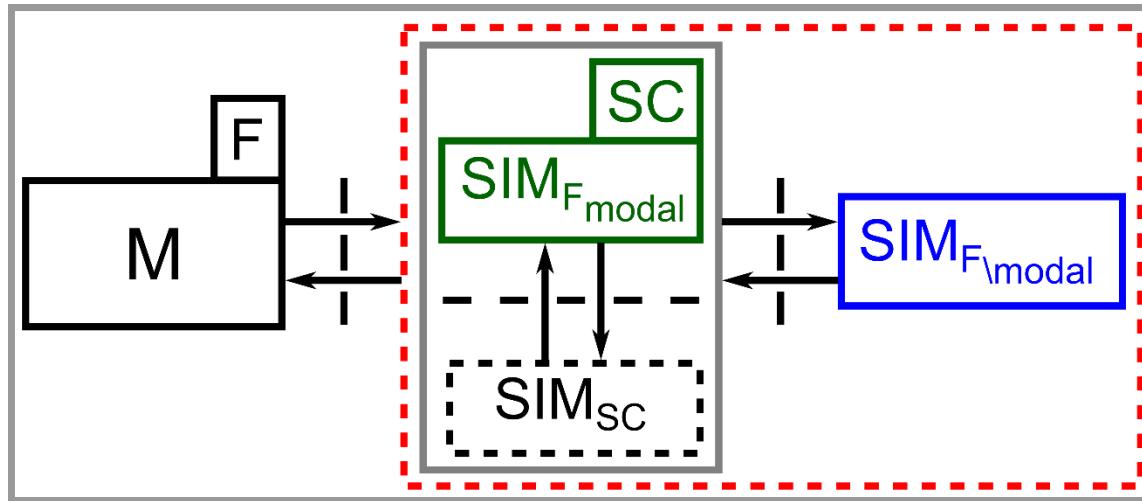
Algorithm 1 The CBD simulator’s “main loop”.

```
1: time  $\leftarrow 0$ 
2: while not end_condition do
3:   schedule  $\leftarrow \text{LOOPDETECT}(\text{DEPGRAPH}(\text{cbd}))$ 
4:   for gblock in schedule do
5:     COMPUTE(gblock)
6:   end for
7:   time  $\leftarrow \text{time} + \delta_t$ 
8: end while
```

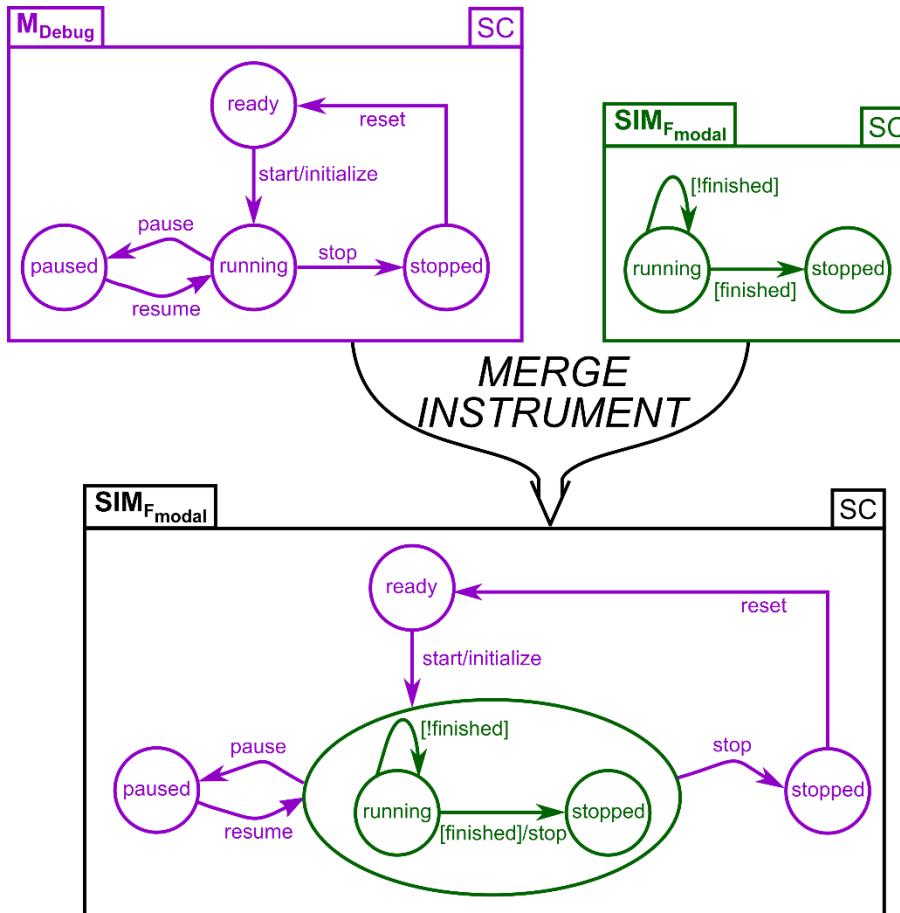
Time



De-Reconstruction



Adding Debugging



Example: CBD

Algorithm 1 The CBD simulator’s “main loop”.

```
1: time  $\leftarrow 0$ 
2: while not end_condition do
3:   schedule  $\leftarrow \text{LOOPDETECT}(\text{DEPGRAPH}(\text{cbd}))$ 
4:   for gblock in schedule do
5:     COMPUTE(gblock)
6:   end for
7:   time  $\leftarrow \text{time} + \delta_t$ 
8: end while
```

Example: CBD

Algorithm 2 The CBD simulator’s “main loop”.

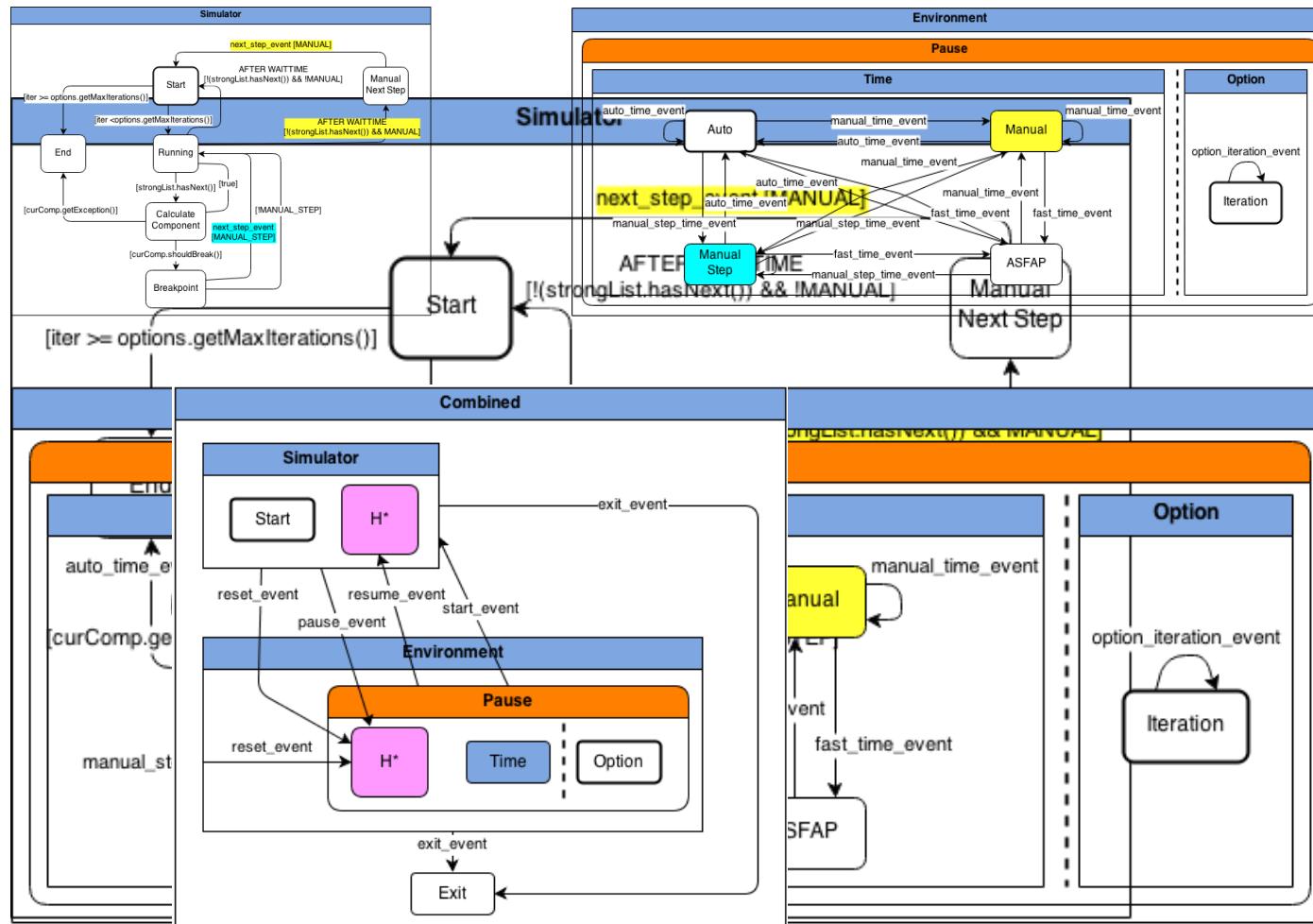
```
1: time  $\leftarrow 0$ 
2: while not end_condition do
3:   schedule  $\leftarrow \text{LOOPDETECT}(\text{DEPGRAPH}(\text{cbd}))$ 
4:   for gblock in schedule do
5:     COMPUTE(gblock)
6:   end for
7:   time  $\leftarrow \text{time} + \delta_t$ 
8: end while
```

Example: CBD

Algorithm 3 The CBD simulator's “main loop”.

```
1:  $time \leftarrow 0$ 
2: while not end_condition do
3:    $schedule \leftarrow LOOPDETECT(DEPGRAPH(cbd))$ 
4:   for gblock in schedule do
5:     COMPUTE(gblock)
6:   end for
7:    $time \leftarrow time + \delta_t$ 
8: end while
```

Example: CBD



Example: CBD



The screenshot shows a web browser window titled "Debug Environment Proto" with the URL "localhost:8000/gui/index.html". The interface includes a toolbar with buttons for play/pause, step, and stop, and dropdown menus for "auto", "manual", "manual step", and "As fast as possible". Other controls include "Scale factor" (set to 2) and "Iterations" (set to 10). The main content area displays a sequence of simulation iterations:

```
[DELTAT(Constant) = 1.0]
[cb1(Adder) = 1.0]
[cb5(Product) = 0.0, cb4(Adder) = 0.0]
[bp(Breakpoint) = 0]
End of iteration 0 out of 9 at time stamp (in sec): 0.500000
Current simulation iteration = 1
[cb6(Constant) = 3.0]
[cb2(Delay) = 1.0]
[negBP(Negator) = -1.0]
[constBP(Constant) = 4.0]
[addBP(Adder) = 3.0]
[DELTAT(Constant) = 1.0]
[cb1(Adder) = 2.0]
[cb5(Product) = -1.5, cb4(Adder) = -0.5]
[cb3(Constant) = 0.0]
[bp(Breakpoint) = 0]
End of iteration 1 out of 9 at time stamp (in sec): 1.000000
Current simulation iteration = 2
[cb6(Constant) = 3.0]
[cb2(Delay) = 2.0]
[negBP(Negator) = -2.0]
[constBP(Constant) = 4.0]
[addBP(Adder) = 2.0]
[DELTAT(Constant) = 1.0]
[cb1(Adder) = 3.0]
[cb5(Product) = -3.0, cb4(Adder) = -1.0]
[cb3(Constant) = 0.0]
[bp(Breakpoint) = 0]
End of iteration 2 out of 9 at time stamp (in sec): 1.500000
Current simulation iteration = 3
[cb6(Constant) = 3.0]
[cb2(Delay) = 3.0]
[negBP(Negator) = -3.0]
[constBP(Constant) = 4.0]
[addBP(Adder) = 1.0]
[DELTAT(Constant) = 1.0]
[cb1(Adder) = 4.0]
[cb5(Product) = -4.5, cb4(Adder) = -1.5]
[cb3(Constant) = 0.0]
[bp(Breakpoint) = 1]
Model execution paused because of breakpoint(bp) at time stamp (in sec): 2.000000
End of iteration 3 out of 9 at time stamp (in sec): 2.000000
```

Conclusion

- Complexity of simulation experimentation environments
- Reactive and autonomous, so model explicitly, using Statecharts
- Successfully applied to CBDs and Parallel DEVS (and Statecharts before)

Future Work

