

# Tutorial Proposal: Physical Systems for Software Modellers

Hans Vangheluwe

*University of Antwerp - Flanders Make*

Belgium

[Hans.Vangheluwe@uantwerpen.be](mailto:Hans.Vangheluwe@uantwerpen.be)

Cláudio Gomes

*University of Antwerp - Flanders Make*

Belgium

[Claudio.Gomes@uantwerpen.be](mailto:Claudio.Gomes@uantwerpen.be)

## BASIC INFORMATION

*Title: Physical Systems for Software Modellers*

### Presenters

**HANS VANGHELUWE** is a Professor at the University of Antwerp (Belgium). He heads the Modeling, Simulation and Design Lab (MSDL). In a variety of projects, often with industrial partners, he develops and applies the model-based theory and techniques of Multi-Paradigm Modeling (MPM). He is the chair of COST Action IC1404 “Multi-Paradigm Modelling for Cyber-Physical Systems” (MPM4CPS). He was a founding member of the Modelica® design team and in the 1990s helped develop this standard language for equation-based object-oriented modelling. His e-mail address is [Hans.Vangheluwe@uantwerpen.be](mailto:Hans.Vangheluwe@uantwerpen.be).

**CLÁUDIO GOMES** is a PhD student in the Modelling, Simulation and Design Lab (MSDL) at the University of Antwerp (Belgium). He was awarded a scholarship from the Research Foundation - Flanders, to work on the foundations of co-simulation. Since 2016, he has connected the fields of numerical analysis, optimization, and computer science to investigate the effect of different co-simulation algorithms on the quality of full-system overall simulation results, even in the presence of “black-box” Functional Mockup Units. His e-mail address is [Claudio.Gomes@uantwerpen.be](mailto:Claudio.Gomes@uantwerpen.be).

### Abstract

The complex engineered systems we build today get their value from the networking of multi-physical (mechanical, electrical, hydraulic, biochemical, ...) and computational (control, signal processing, planning, ...) processes, often interacting with a highly uncertain environment. Software plays a pivotal role, both as a component of such systems, often realizing control laws, deployed on a resource-constrained physical platform, and in the construction of enabling modelling and simulation tools.

This two-part tutorial will introduce software modellers to the two main facets of dealing with physical systems through modelling, simulation and (controller) code synthesis.

In the first part, the different levels at which physical systems may be modelled are introduced. This starts with the

technological level. At this level, components are considered that can be physically realized with current materials and production methods. Such components are often available off the shelf. They are characterized by the very specific context (also known as Experimental Frame) in which their models are valid. The next level uses the full knowledge of physics and engineering to describe the behaviour of physical components to study a wide variety of properties. To study the possibly turbulent flow of a viscous liquid through a pipe for example, a Navier-Stokes Partial Differential Equations model will be used. Such models are hard to calibrate and simulate accurately and efficiently. The next level considers the often occurring situation where, for the properties of interest, the spatial distribution of the problem can be abstracted and a lumped-parameter (as opposed to distributed-parameter) model can be used. In a translational mechanical context for example, an object with a complex geometry may still be considered as a point mass characterized by a single parameter “mass”. Such models still obey physical conservation laws such as energy conservation. At this level, formalisms such as Bond Graphs that focus on power flow through a system are used. At the next level, the link with physics is weakened and computational components (functions) are added. This leads to the popular Equation-based Object-Oriented modelling languages such as Modelica® and Simscape®. The semantics of such computationally a-causal languages will be explained with particular focus on the process of causality assignment. This leads to the next level at which input-output computational blocks are used. The main disadvantage of this level is that it focuses on “how” to compute the evolution of state variables over time as opposed the focus on “what” the governing equations are in equation-based languages, leaving the “how” to a model compiler.

Even the discretized level is still an idealization as the numerical values are not Real numbers, but are implemented as floating point approximations.

The second part of the tutorial starts from the computationally causal level. The formalisms used are known as Causal Block Diagrams (CBDs) or Synchronous Data Flow (SDF), with Simulink® as the most notable example. Three different semantics of CBDs will be explained, bridging the gap between the equations resulting from causality assignment described in the first part of the tutorial and their realization

in software. This software can either be a simulator (or a Functional Mockup Unit in case of co-simulation) on a digital computer or a controller deployed on a micro-controller or ECU.

A first semantics of such input-output Causal Block Diagrams focuses on algebraic CBDs only. Here, time has been abstracted away, which may lead to “algebraic loops” which need to be detected and resolved. The second semantics focuses on discrete-time CBDs. Time is abstracted as a discrete counter. The introduction of memory in the form of a delay block allows, in combination with feedback loops in the CBD, for the expression of complex dynamics. The third semantics treats time as continuous. To allow for simulation on a digital computer, discretization is required. As such, continuous-time CBDs are approximated and mapped onto discrete-time CBDs. Such approximation introduces numerical errors which must be dealt with. Even the discretized level is still an idealization as the numerical values are not Real numbers, but are implemented as floating point approximations.

Once CBDs are well understood, the tutorial gives a very basic introduction to automatic control. In engineering practice, the behaviour of virtually every physical systems (also known as “plant”) is regulated by some form of controller. The principles of automatic control will be explained by means of the most simple Proportional, Integral and Derivative (PID) controller. The effect of the different parts of such a controller will be explained. A PID controller will be modelled in the form of a continuous-time CBD. This is then the basis for discretization to a discrete-time CBD and subsequent synthesis of control software. To demonstrate the concepts, a PID controller will be developed and its optimal parameters will be estimated for the simple cruise control of a vehicle.

#### *Proposed Length*

We propose a full-day (6 hours) tutorial.

The topic of dealing with Physical Systems is a complex one, and quite outside the comfort zone of the intended audience. To fully explain it requires a sufficient amount of time.

The presenters have experience with giving similar tutorials in the past. Notice that, especially for the MODELS community, it is important to cover the “why”, the “what” and the “how” of the topic, as the audience is interested in deep understanding.

Past experience, with a tutorial on a-causal modelling (and Modelica in particular) at MODELS 2015 in Ottawa, showed (1) that a proper explanation takes time and (2) that the topic of (PID) control is the “missing link”: it demonstrates where code gets generated and deployed (or conversely, where the code running in modern software-intensive systems comes from).

The proposal has two main parts. The first three hour part covers modelling of physical systems down to computational causality assignment resulting in Causal Block Diagrams (CBDs). The second three-hour part starts by explaining the semantics of CBDs. This makes the link between the models of physical systems and their ultimate realization in simulation

software (as used in the Functional Mockup Interface standard). The second link between physical systems and software comes from the introduction of controllers which steer a physical system (known as “plant”) to a desired behaviour. It is these controllers that are first modelled as CBDs and subsequently discretized and realized as software.

The two parts can be followed independently, but for full understanding of the CBD/PID part, it is best taken after the part focusing on the physics.

#### *Level of the Tutorial*

Introductory: Only basic knowledge of object-oriented software design/programming, graph algorithms, and calculus are required. Remembering some undergraduate physics helps.

#### *Target Audience*

Modellers with an interest in the link between physical systems and software modelling. Those who wish to understand the broad range of languages available for physical system modeling, and their rationale. In particular, (domain-specific) modelling language engineers may find this a refreshing view on a class of languages not rooted in software.

### DESCRIPTION AND INTENDED OUTLINE

This tutorial aims to introduce the families of languages used to model physical systems, to an audience of software modellers. It goes to the essence of the following language families, sorted from the lowest modeling effort to the highest:

- 1) problem/technology-specific (e.g., a nuclear power plant modeling language);
- 2) domain-specific (e.g., SimMechanics); power-flow (e.g., Bond Graphs);
- 3) computationally a-causal (e.g., Modelica and Simscape);
- 4) computationally causal continuous (e.g., Simulink block diagrams);
- 5) computationally causal discretized (e.g., discrete-time block diagrams); and
- 6) black-box causal discretized (e.g., Functional Mockup Units);
- 7) untimed “algebraic” block diagrams (and their link with synchronous data flow).

Note that the first three topics are covered in the first three hour part of the tutorial. The remaining four topics are covered in the second three hour part of the tutorial.

This second part also introduces, at a very introductory level, control theory in general, and Proportional – Integral – Derivative (PID) control in particular. The introduction is done by means of a simple example of cruise control of an autonomous vehicle. Most importantly, the PID controller is modelled as a continuous-time Causal Block Diagram which allows, after discretization, for the synthesis of controller software.

Having followed this tutorial, the audience will understand how to write or generate software code that interacts with physical systems (e.g., due to inertia, turning off a physical

systems does not stop it), including the crucial aspect of control.

To achieve these goals, the tutorial will cover:

- general laws of physics used to derive physical system equations,
- algorithms to transform models across the language families introduced above (e.g., causality assignment to translate a-causal models to causal ones, or numerical discretization to transform continuous models to discrete ones), and
- techniques to integrate and simulate multiple models, even if the contents of these models are protected (e.g., in binary form), or represents physical subsystems (e.g., test rigs). These scenarios are common in industry as externally supplied models contain Intellectual Property.
- PID controllers and how to realize them in software.

## ADDITIONAL INFORMATION

### *Similar Tutorials and Novelty*

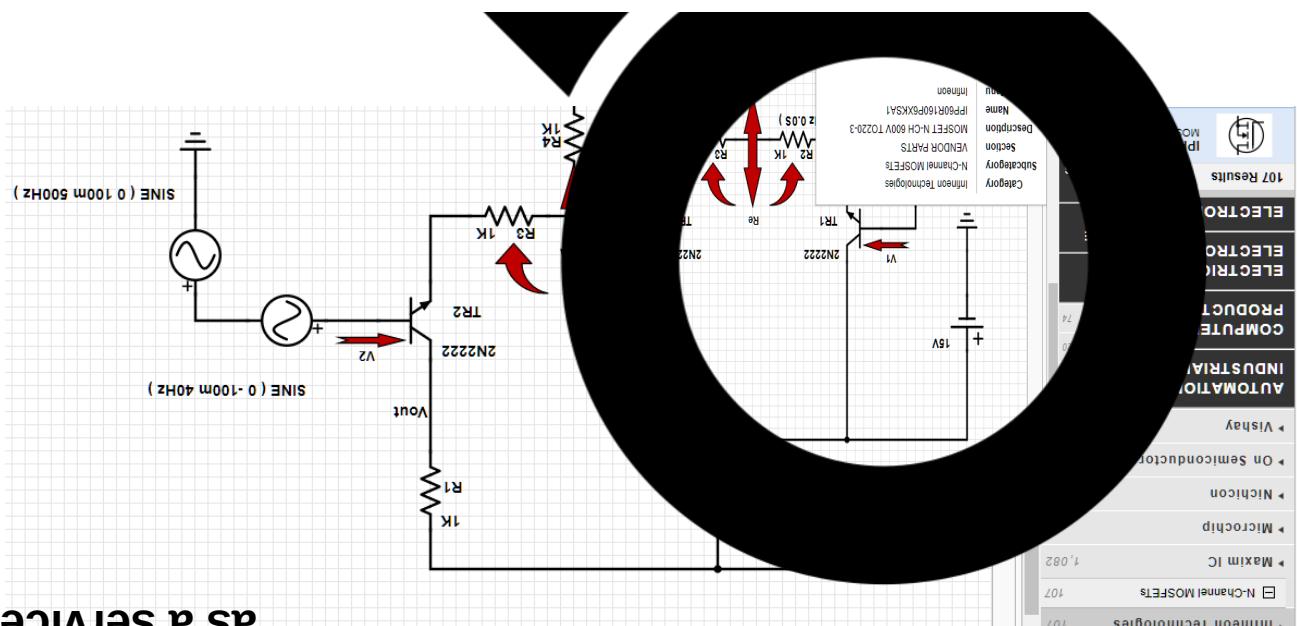
We presented tutorials on a-causal modelling in 2014 and 2015 at MODELS in Valencia and Ottawa respectively. These tutorials correspond to the first half of the current proposal. The proposed tutorial is also based on a part of the MPM4CPS COST Action Training School held 18 - 21 November 2018 in Pisa, Italy (<http://mpm4cps.eu/trainingSchools/pisa2018>). The audience at the Training School consisted, like at MODELS, mostly of researchers with a software engineering background. The addition of the PID controller part proved to fill the gap identified earlier during the MODELS tutorials.

### *Required Infrastructure*

Besides a data projector, a white-board or black-board (or flipchart) is required.

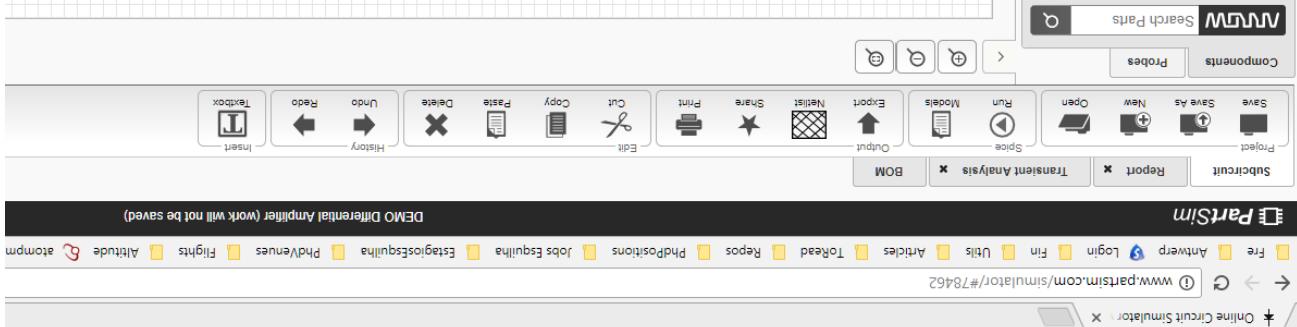
### *Sample Slides*

A number of sample slides of the previous versions of the tutorial are attached in the appendix.



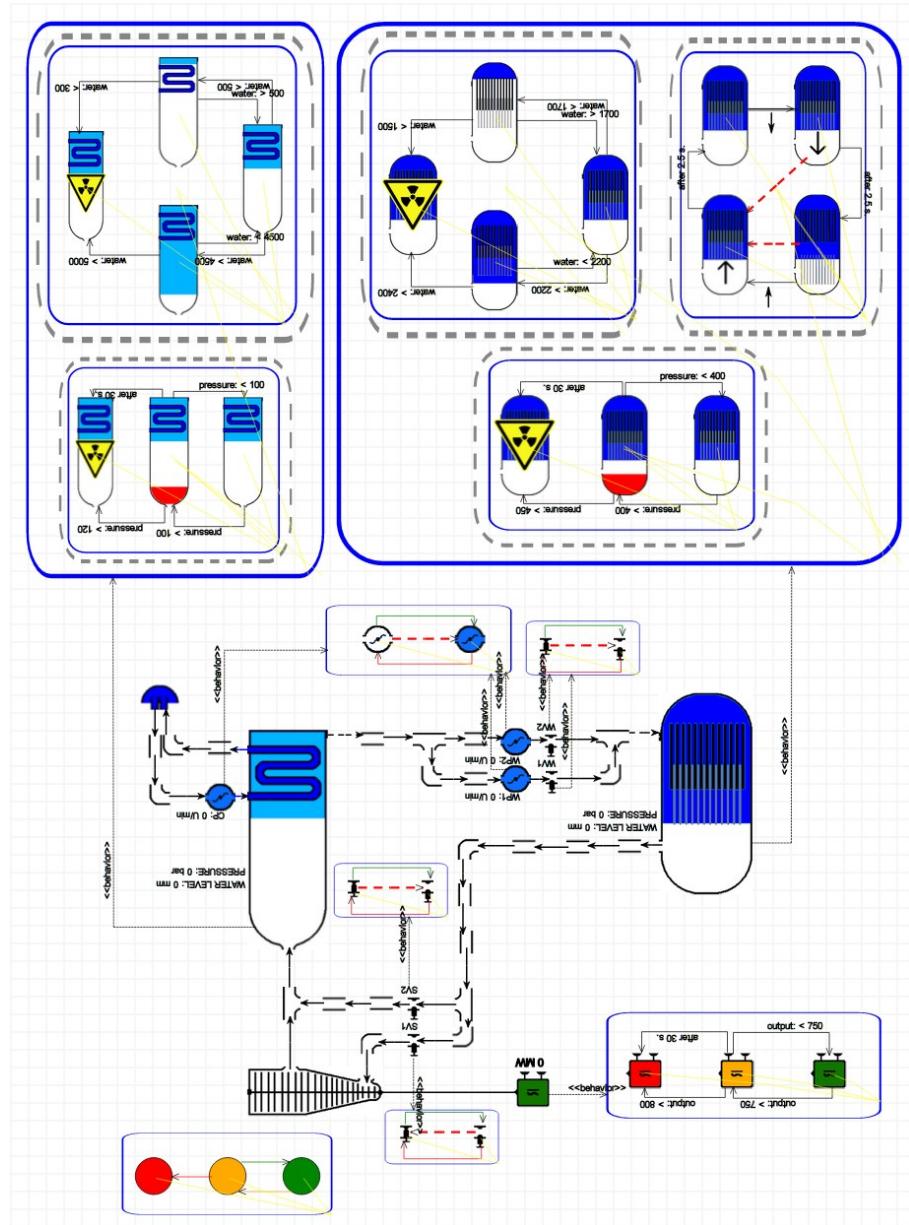
as a service

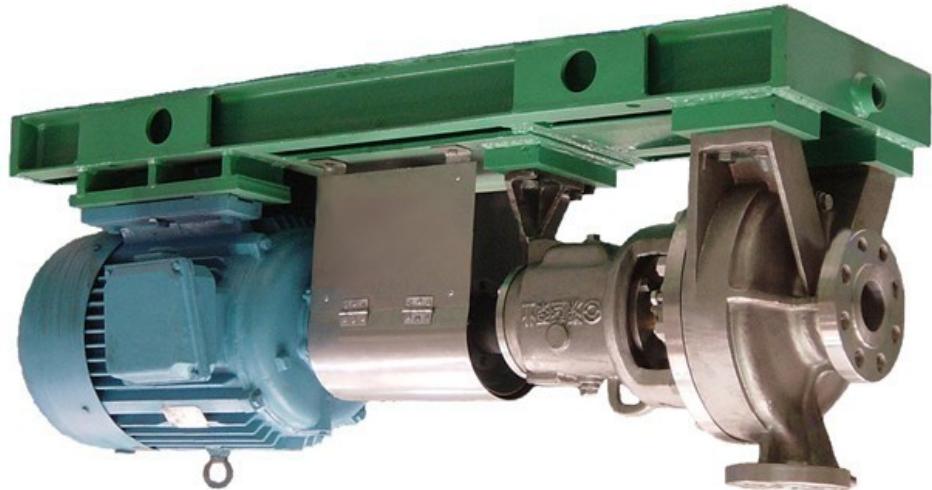
Design (Space Exploration)



http://www.partsim.com/

Virtual Build (technological)





Boric Acid Transportation Pump

Product parameters

Design standards: RCC-MI

Flow: 16.6m<sup>3</sup>/h

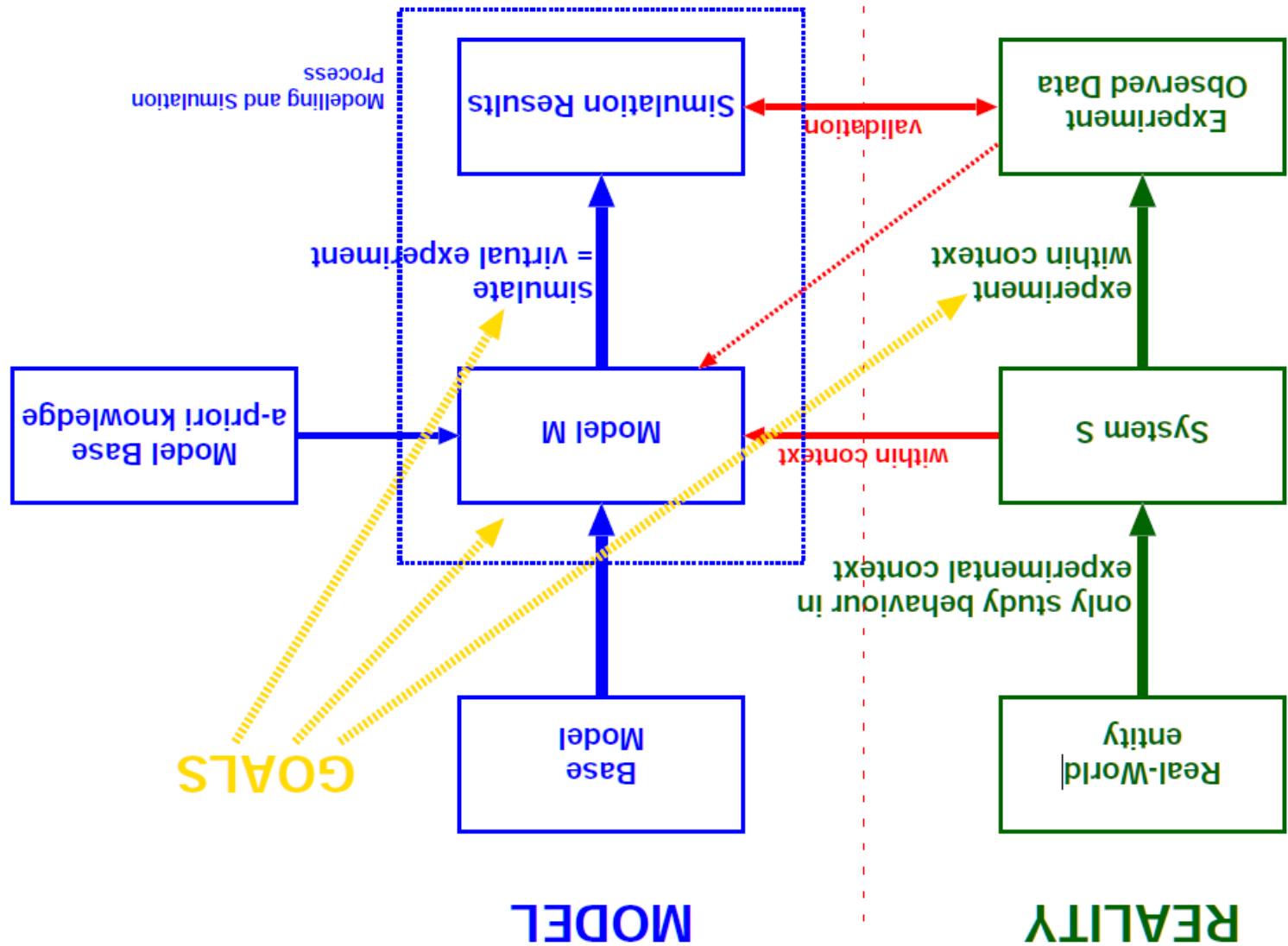
Head: 85m

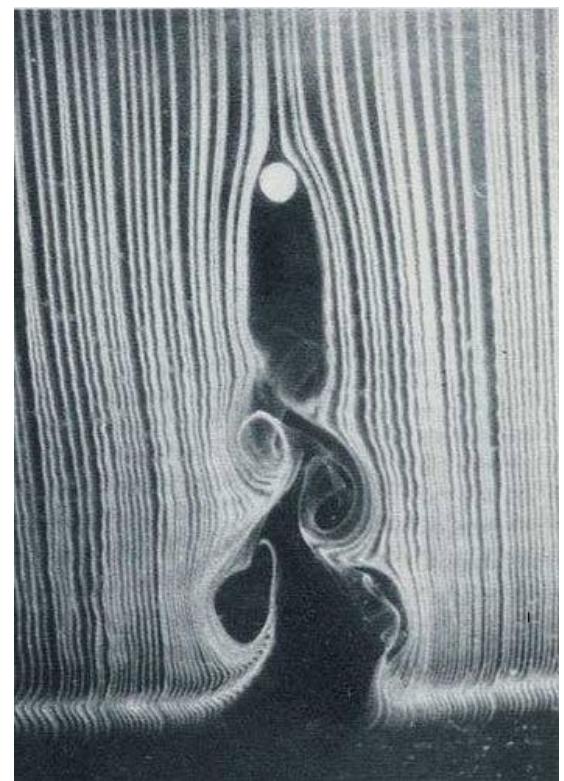
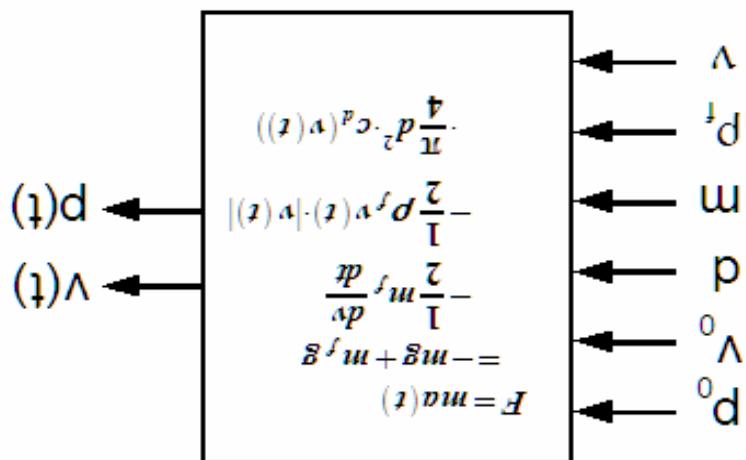
Temperature: ~80°C

Pressure: 1.6MPa

Used in 600MWe、900MWe、1000MWe PWR nuclear power plant boric acid transportation system.

Bernard P. Zeigler. *Multi-faceted Modelling and Discrete-Event Simulation*. Academic Press, 1984.





## Model Validity ... Context?

## 1. Inertial Constraints

### 1a SphereAttributes

- 1. Sphere Property - The body is a sphere and it remains smooth.
- 2. Smooth Property - The body is smooth and it remains spherical.
- 3. Impenetrable Property - The body is completely impenetrable.
- 4. Initial Velocity - The body has an initial velocity of  $v_0$  that has no horizontal component of motion.
- 5. Angular Velocity - The body has an initial velocity of  $\omega_0$  that has no horizontal component of motion.
- 6. Constant Mass - The mass of the body remains constant over time.
- 7. Constant Diameter - The diameter of the body ablation or accretion.
- 8. Distribution of Mass - The body has a centrally symmetric mass distribution that remains constant over time.
- 9. Unaccelerated Principle - The diameter of the body is much greater than the Planck length.
- 10. Brownian Motion - The mass and diameter of the body are large enough such that Brownian motion interacts only through the gravitational force.
- 11. General Relativity - The mass of the body is low enough to ignore the gravitational curvature of space-time.

- 20. Mach Speed - The velocity of the body is sufficiently less than the speed of sound for that medium.
- 21. Special Relativity - The velocity of the body is sufficiently less than the speed of light for that medium.
- 22. Reynolds Number - The Reynolds number remains between  $10^{-2}$  and  $10^7$  for all  $t > 0$ . The Reynolds number is a dimensionless number that measures the ratio of inertial forces to viscous forces.
- 23. Sphere/Fluid Interaction - The body and the fluid interact only through buoyancy and drag. For example, the body cannot dissolve in the fluid, nor can the body transfer heat to the fluid.
- 24. Sphere/Earth Interaction - The body and the earth interact only through the gravitational force.
- 25. Fluid/Earth Interaction - The fluid and the earth interact only through the gravitational force.
- 26. Closed System - The Earth, sphere, and fluid do not interact.
- 27. Simple Gravity - Gravity is a constant downward force of  $9.8 \text{ m/s}^2$ .
- 28. One-Sided Gravity - The mass of the body is much less than the mass of the Earth. The Earth is not affected by the gravitational pull of the body.
- 29. Inelastic Collision - The collision between the sphere and the ground is perfectly inelastic.

## 2. Dynamic Constraints

### 2c EarthAttributes

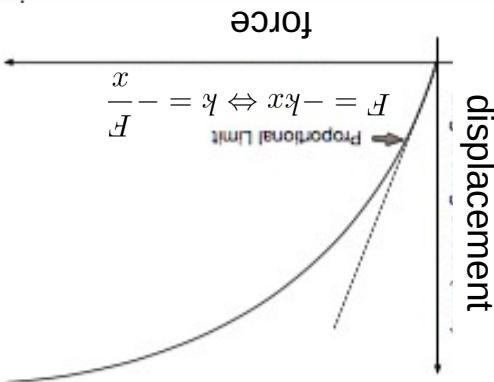
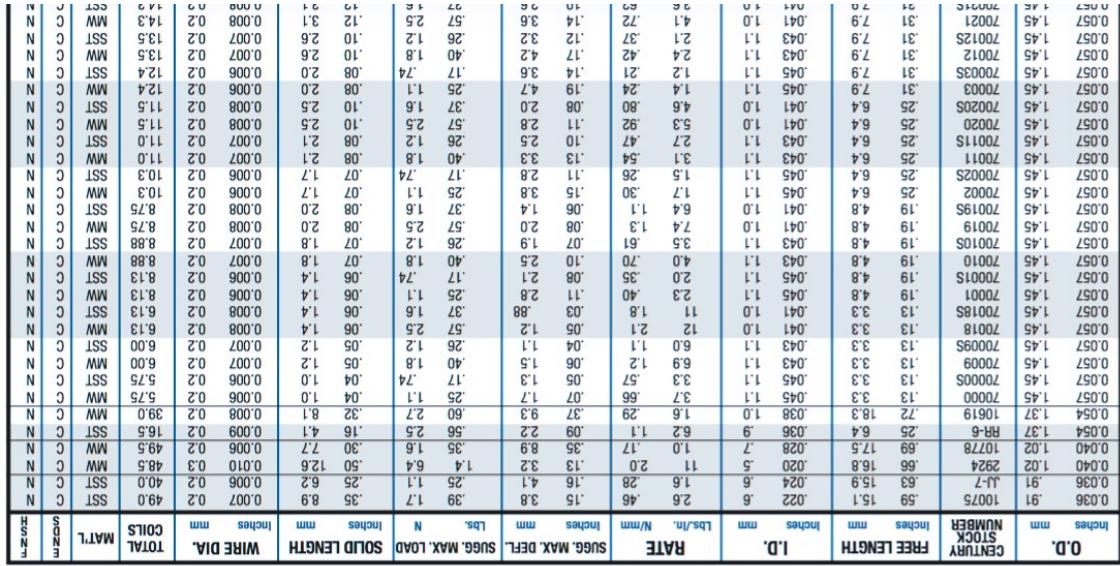
- 18. Flat Terrain - The ground does not have terrain and remains flat for all  $t > 0$ .
- 19. Coriolis Effect - The Earth is not rotating. We ignore the Coriolis effect.

## 3. Inter-Object Constraints

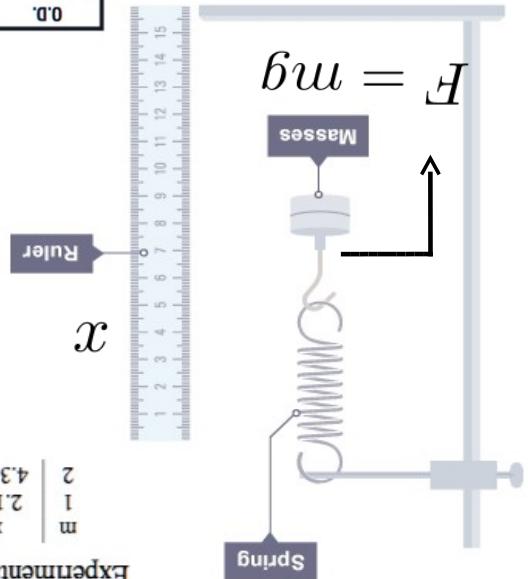
### 3c InterObjectConstraints

- 20. Sphere/Fluid Interaction - The body and the fluid interact only through buoyancy and drag. For example, the body cannot dissolve in the fluid, nor can the body transfer heat to the fluid.
- 21. Sphere/Earth Interaction - The body and the earth interact only through the gravitational force.
- 22. Fluid/Earth Interaction - The fluid and the earth interact only through the gravitational force.
- 23. Closed System - The Earth, sphere, and fluid do not interact.
- 24. Sphere/Earth Interaction - Gravity is a constant downward force of  $9.8 \text{ m/s}^2$ .
- 25. Fluid/Earth Interaction - The mass of the body is much less than the mass of the Earth. The Earth is not affected by the gravitational pull of the body.
- 26. Inelastic Collision - The collision between the sphere and the ground is perfectly inelastic.

## Implicit Assumptions



Experimental spring results, with mass  $m$  in kg and displacement  $x$  ( $\pm 0.0001$ ) in cm



[http://doi.org/10.1007/978-3-319-51738-4\\_8](http://doi.org/10.1007/978-3-319-51738-4_8)

in C. Berger, M. R. Mousavi, & R. Winiarski (Eds.), *Cyber Physical Systems. Design, Modeling, and Evaluation: 6th International Workshop, CyPhy 2016, Pittsburgh, PA, USA, October 6, 2016, Revised Selected Papers* (pp. 101–115). Cham: Springer International Publishing.

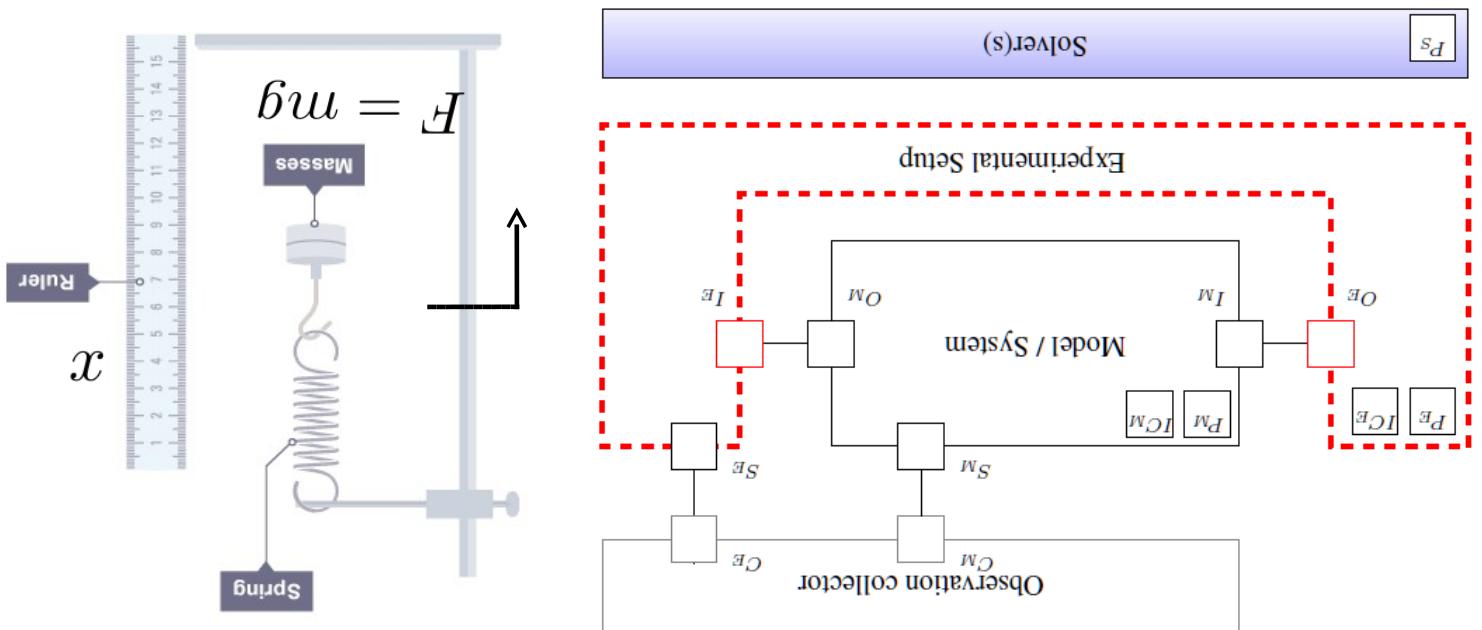
Ontological Reasoning as an Enabler of Contract-Based Co-design.

Vanherpe, K., Denil, J., De Meulenaere, P., & Vangheluwe, H. (2016).

In *Proceedings of the Symposium on Theory of Modelling & Simulation (vol. 49)*.

The experiment model and validity frame in MaS.

Denil, J., Kilkovits, S., Mosterman, P., Vallicello, A., & Vangheluwe, H. (2017).



Validity "Frame" ~ reproducibility

- Problem-Specific (technical)
- Domain-Specific (e.g., translational mechanical)
- (general) Laws of Physics
- Power Flow/Bond Graphs (physical: energy/power)
- Computationally a-causal
- Causal Block Diagrams (data flow)
- Numerical (Discrete) Approximations
- Computer Algorithmic + Numerical
- Floating Point vs. Fixed Point
- AS-Fast-AS-Possible vs. Real-time (XIL)
- Hybrid (discrete-continuous) modeling/simulation
- HIDING IP: Composition of Functional Mockup Units (FMI)
- Dynamic Structure

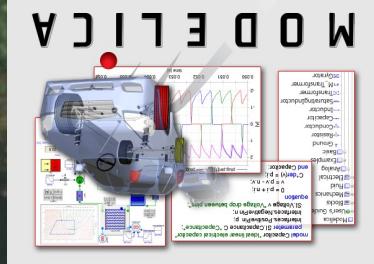
(Mathematical and Object-Oriented) → **Modelica**

## A-Causal Modeling in Context



A Structured Model Language for Large Continuous Systems  
Document title och undertitel

OpenModelica

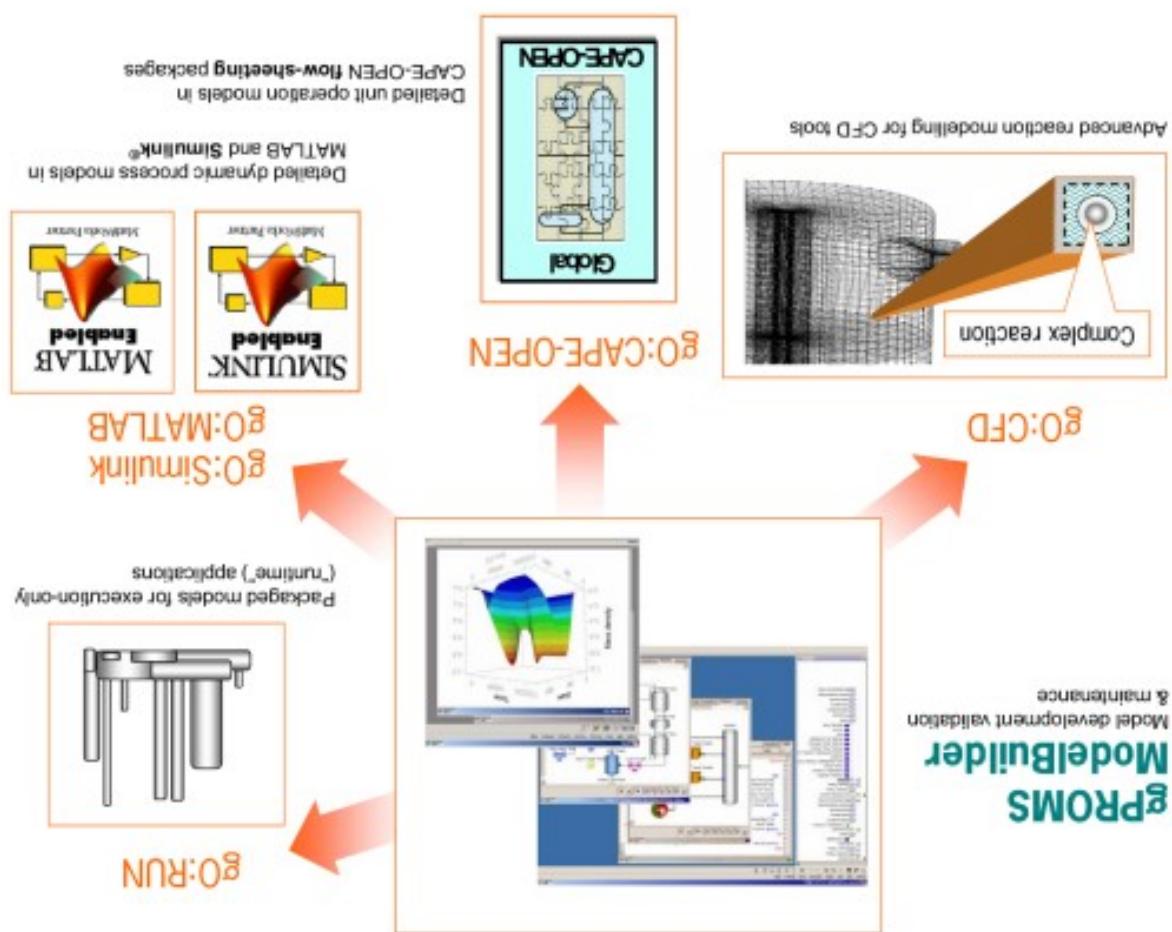


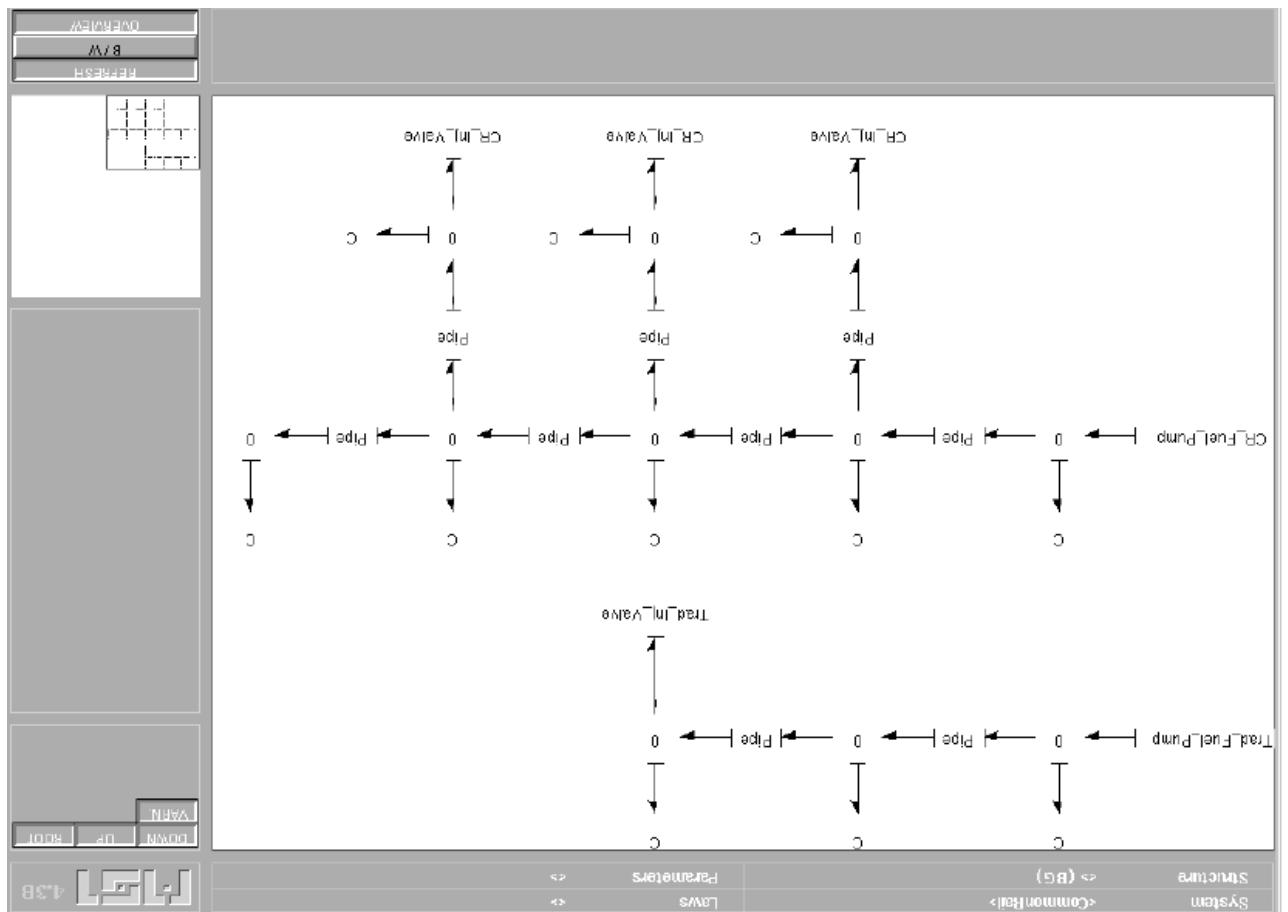
MODELICA

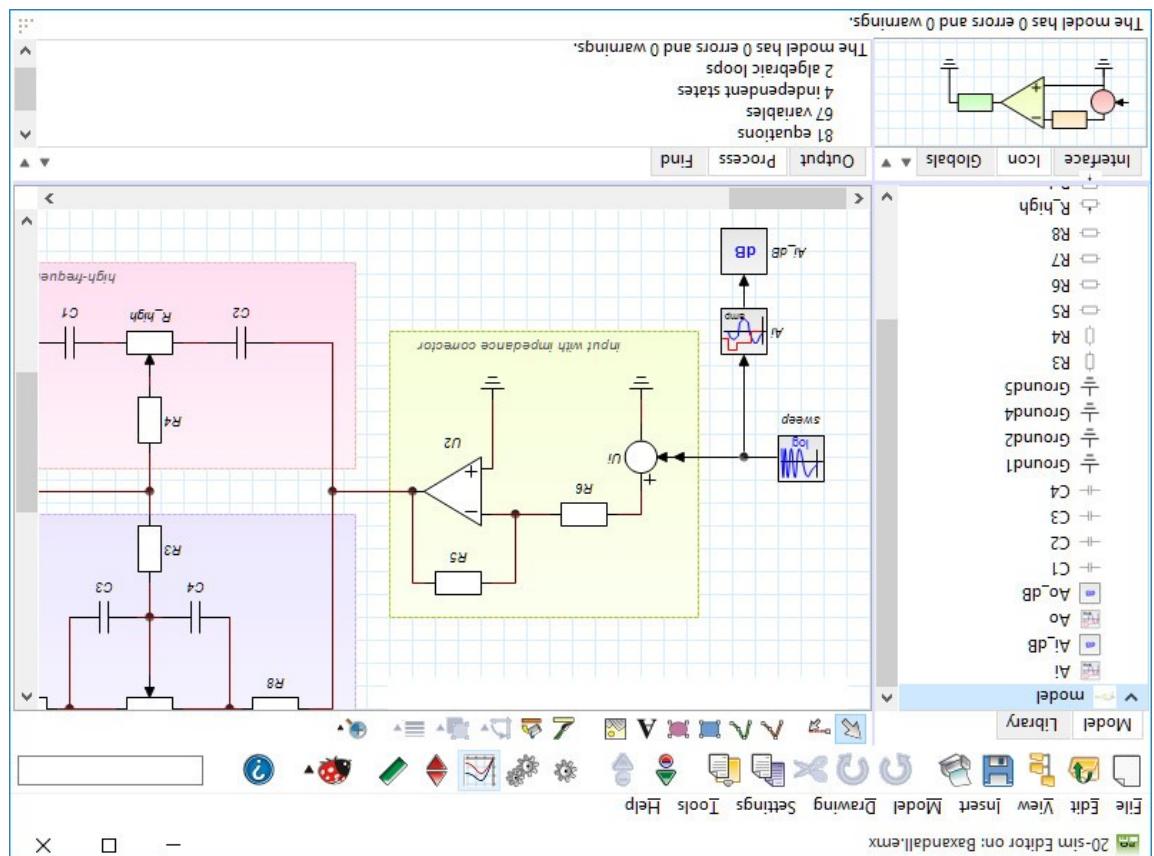
Si esprese

# ESPRIT Basic Research Working Group 8467 Simulation for the Future: New Concepts, Tools and Applications

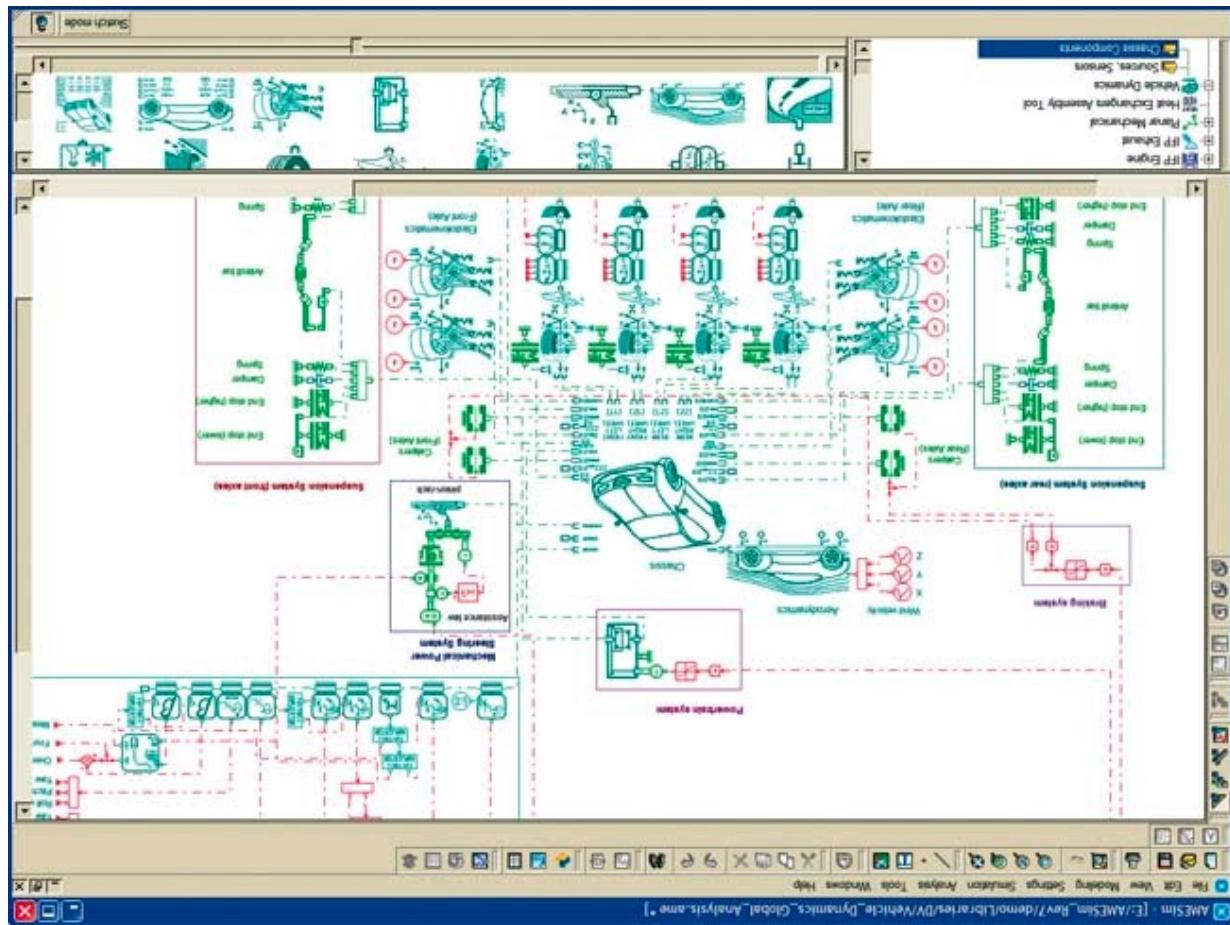
SIE  
 Simulation in Europe



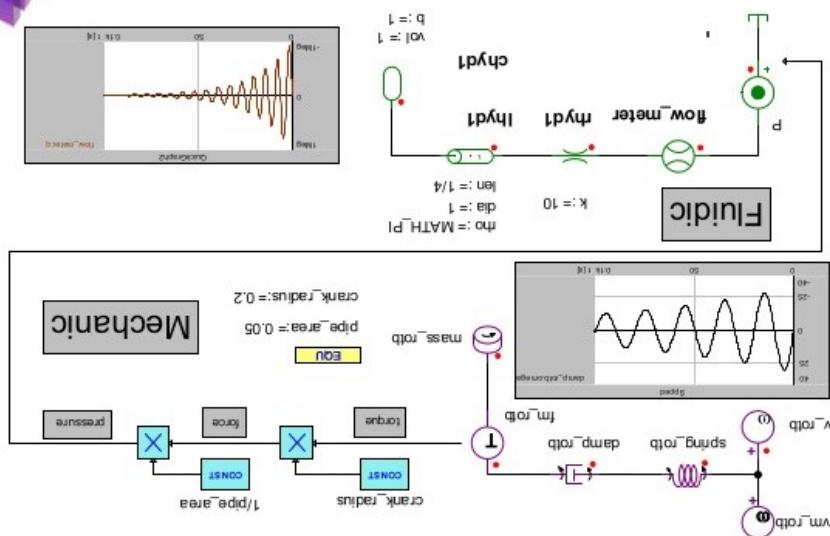




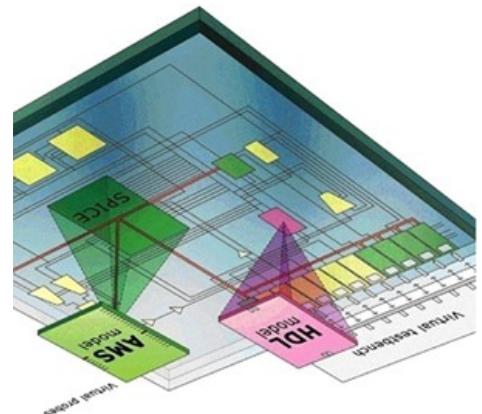
**WIS-O2**

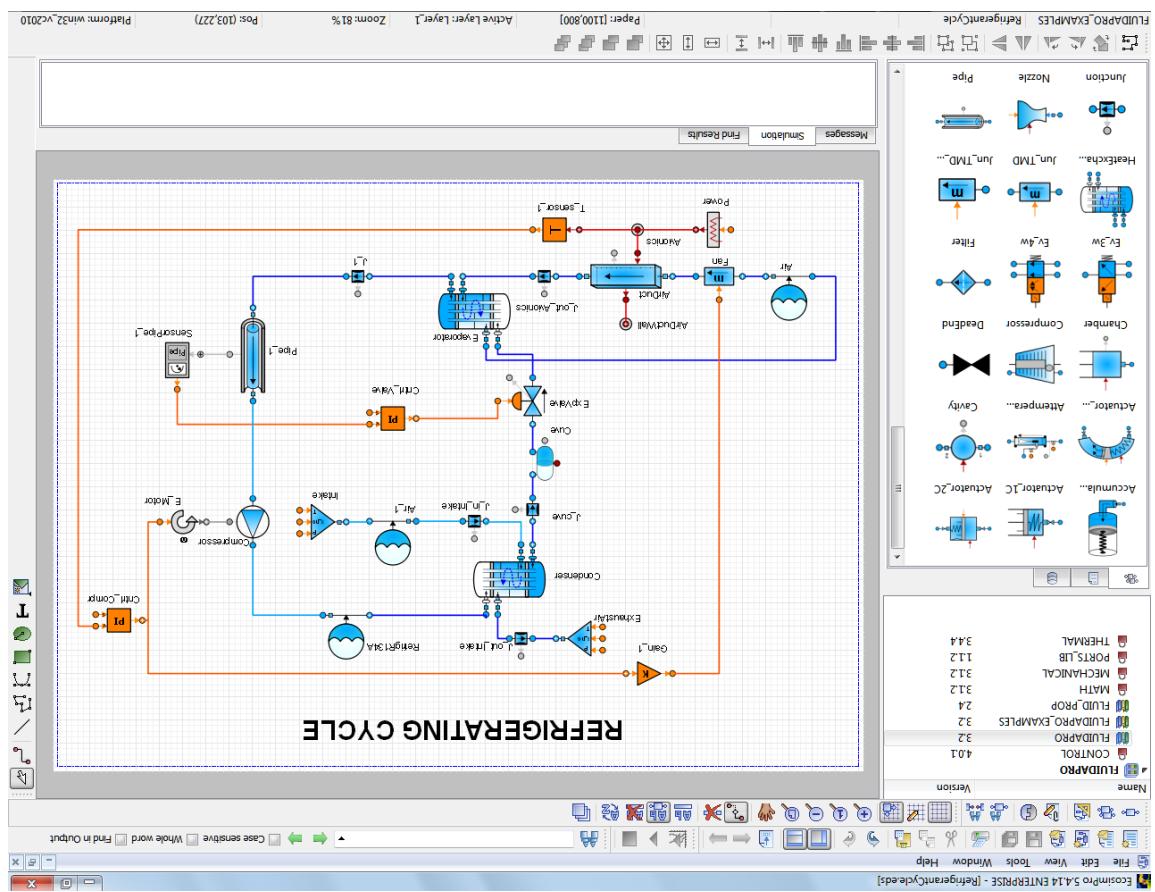


Imagine.Lab AMESim

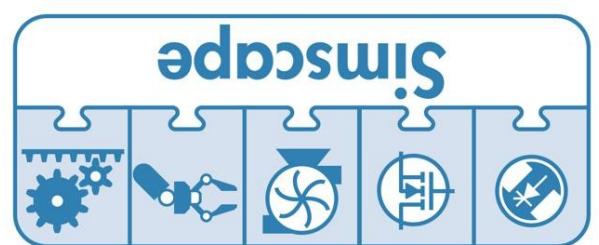
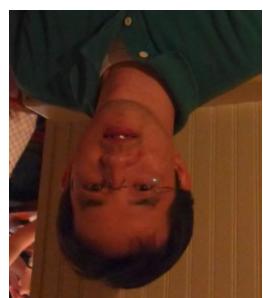
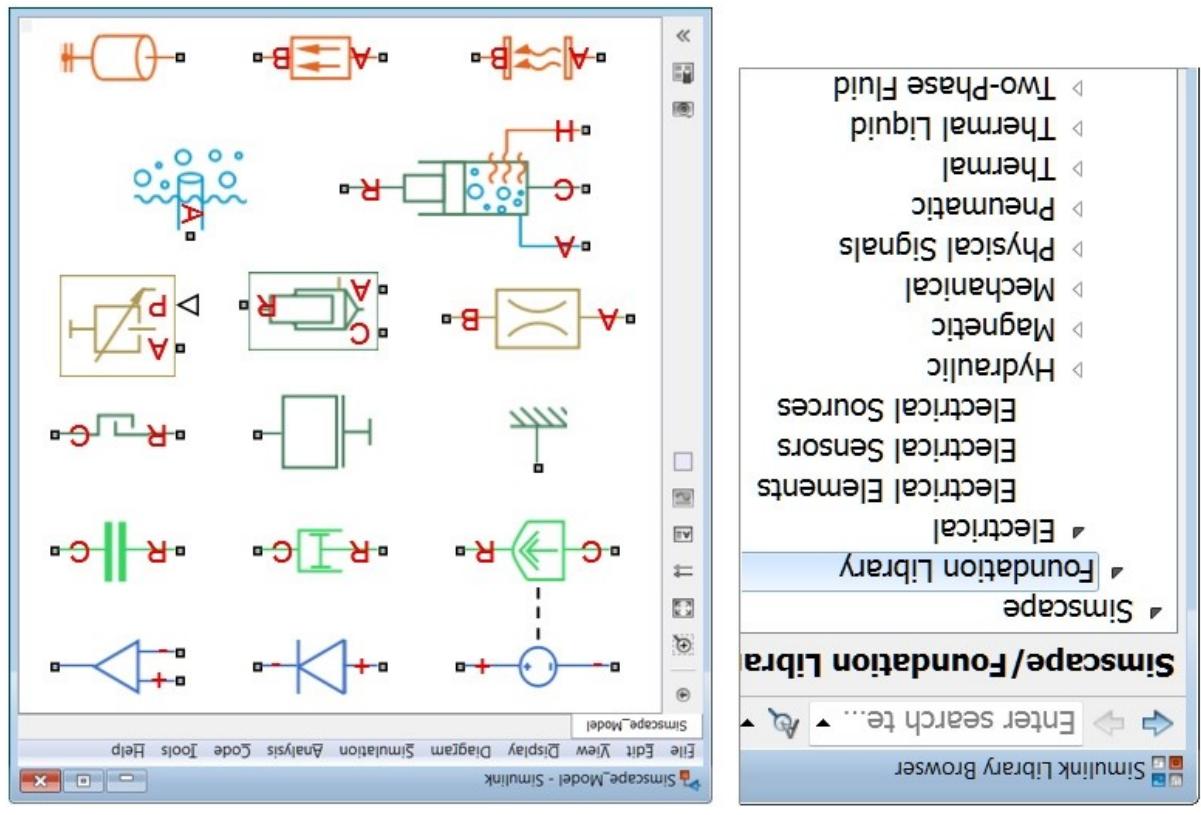


## VHDL-AMS Multi-Domain Design





Modeling and Simulation Software  
**ECOSimPRO**



## Welcome to the EOOLT community!

### News

[Home](#) | [EOOLT 2017](#)

EOOLT 2017  
Modeling Languages and Tools

EOOLT 2017  
Modelica Scalable  
Test Suite  
A new suite of scalable  
test models can be  
found here.

This site is intended to be a meeting point for researchers and practitioners working in the area of equation-based object-oriented modeling languages and tools. The site's main purpose is to host the workshop pages for the EOOLT workshops series. Below you can find links to the current and past events, together with links to the open access workshop proceedings.

This site is maintained by [David Brömann](#). If you have any questions or



EOOLT 2017, December 1, Munich, Germany  
8th International Workshop on Equation-Based  
Object-Oriented Modeling Languages and Tools  
EOOLT 2017 Proceedings (ACM Digital Library)



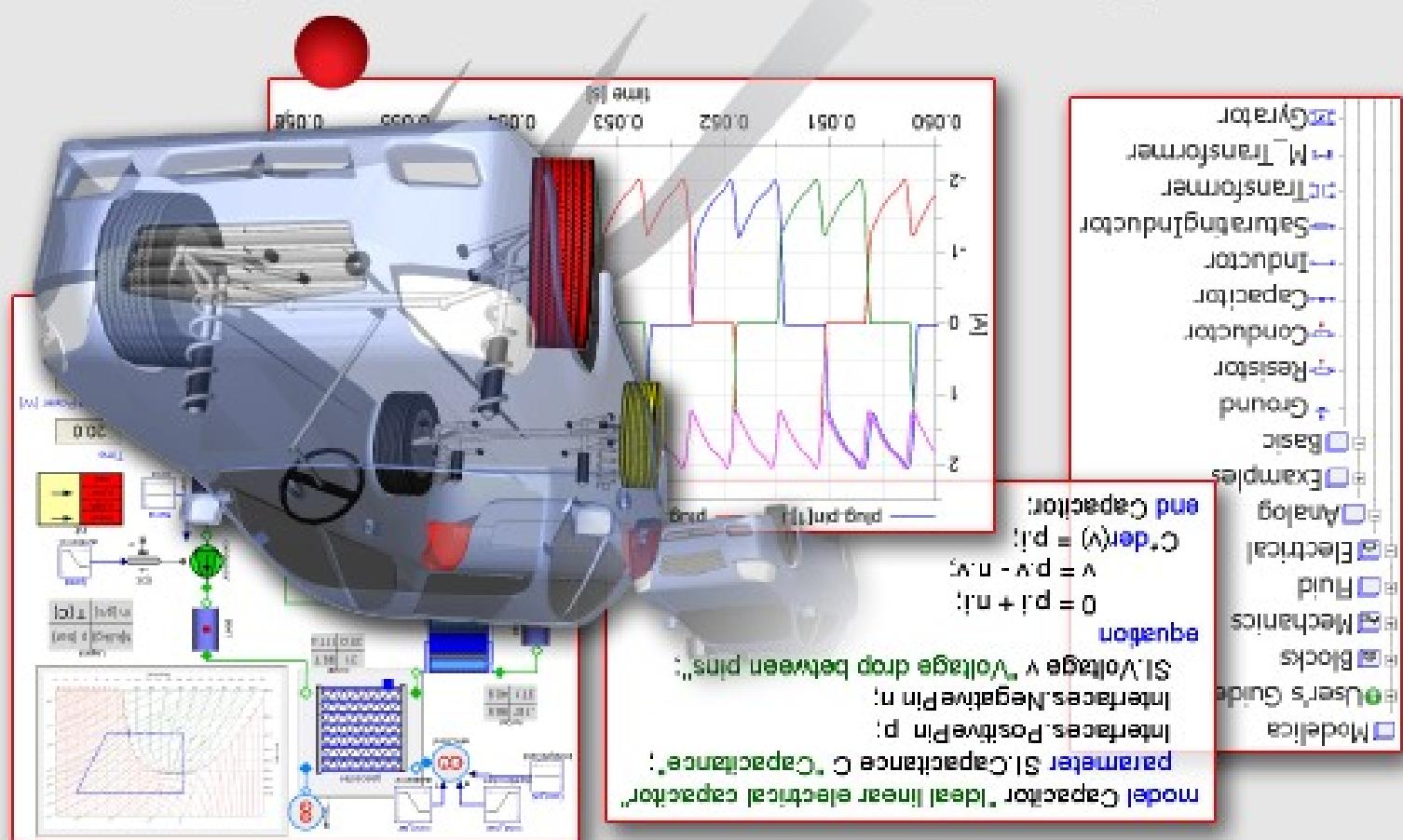
EOOLT 2016, April 18, Milano, Italy  
7th International Workshop on Equation-Based  
Object-Oriented Modeling Languages and Tools  
EOOLT 2016 Proceedings (ACM Digital Library)



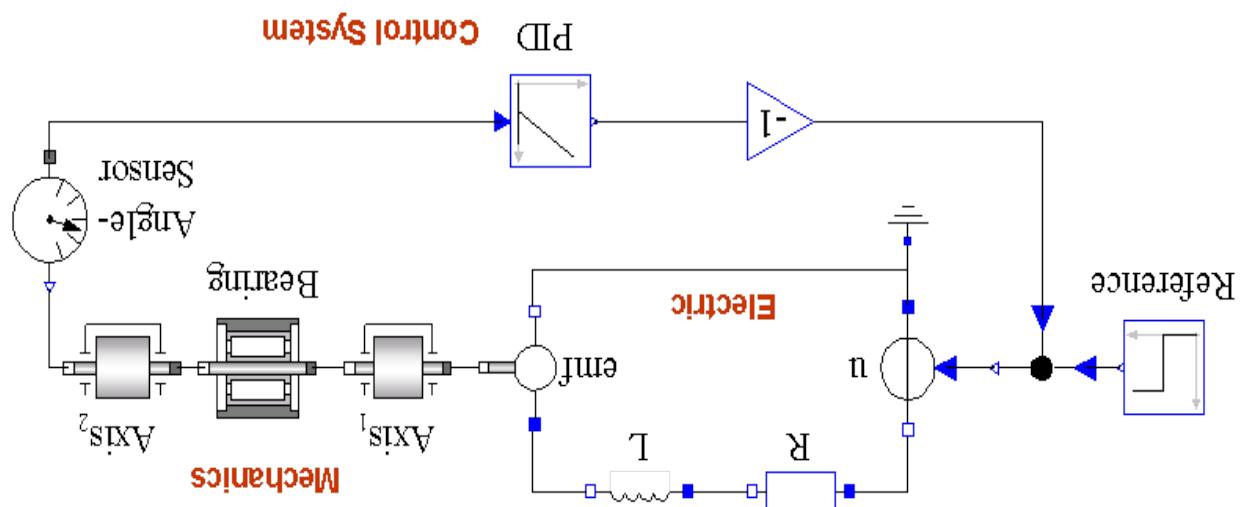
EOOLT 2014, Berlin, Germany  
6th International Workshop on Equation-Based  
Object-Oriented Modeling Languages and Tools  
EOOLT 2014 Proceedings (ACM Digital Library)

Workshop site (archived)

# ALICE NOW



this slide from Peter Fritzson's Modelica tutorial

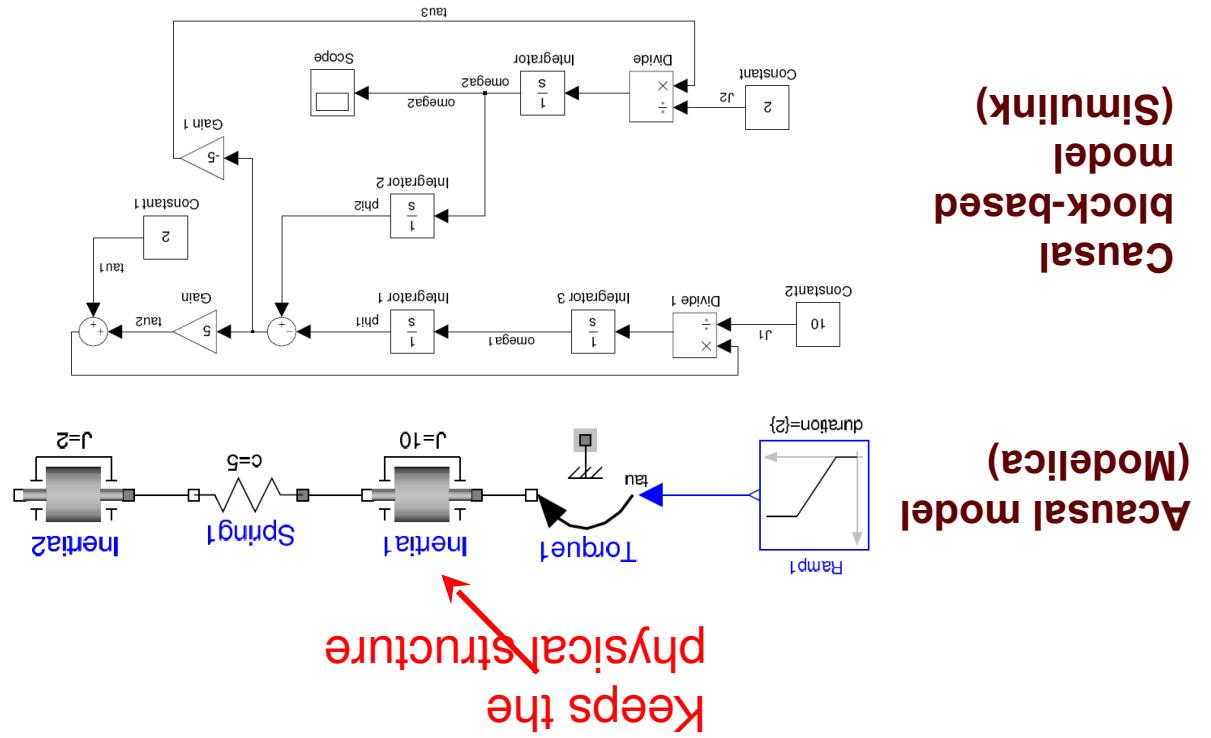


<http://www.modelica.org>

M O D E L I C A

Multi-Domain  
Modeling

this slide from Peter Fritzson's Modelica tutorial



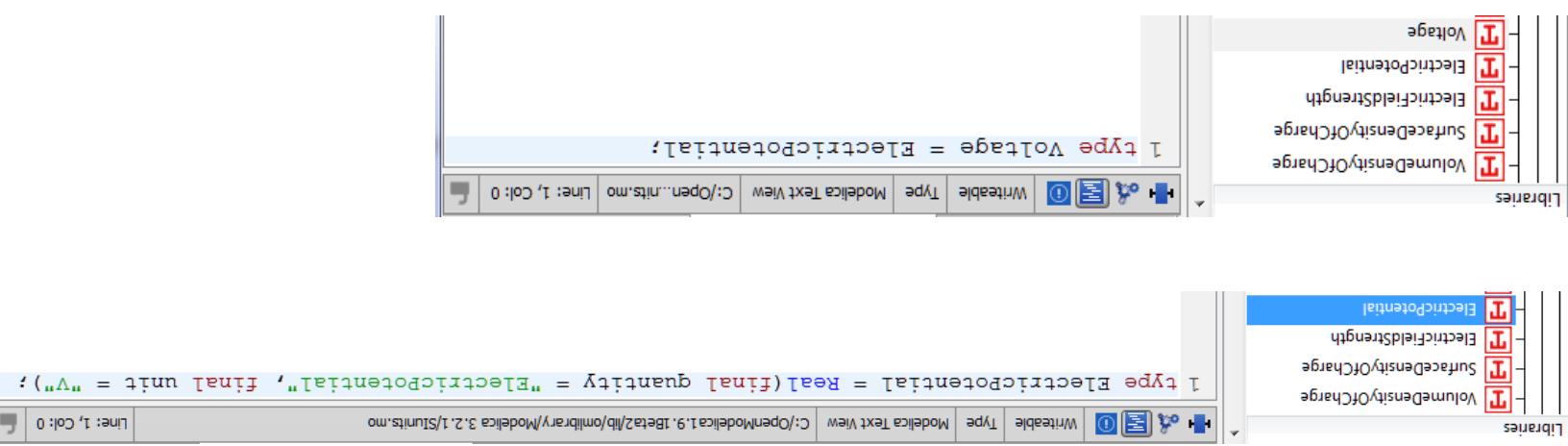
- Early 1990's: Modelica Design Team (started in SiE)
- Originated in Hilting Elmquist's 1978 PhD thesis @ Lund
- Computationally a-causal modeling; semantics based on DAEs
- Object-oriented, hierarchical; semantics based on flattening
- Modelica Standard Library (MSL)
- Model exchange/re-use standard (Modelica Association)

- Related: Mathworks Simscape, EcosimPro, NMF, gProms, ...
- Currently: many commercial and open (e.g., OpenModelica) tools
- Generate Functional Mockup Interface (FMI) compliant simulation units
- Separate model from its (numerical) solution ...
- Limited support for Dynamic Structure models (i.e., no "agents")
  - on TrueTime <http://www.control.lth.se/trutime/>
  - used to model network protocols based (e.g., discrete-time/discrete-event) constructs
- Hybrid (discrete-time/discrete-event) constructs

Beware: variables are **signals** (functions of time)!

```
type Current = ElectricCurrent;  
final unit="A");  
type ElectricCurrent = Real (final quantity="ElectricCurrent",  
type Voltage = ElectricPotential;  
final unit="V");  
type ElectricPotential = Real (final quantity="ElectricPotential",  
type Time = Real (final quantity="Time", final unit="s");
```

## Electrical Types



```
1 type Voltagge = ElectricPotential;
1 type ElectricPotential = Real(final quantity = "ElectricPotential", final unit = "V");

```

connector PositivePin "PositivePin of an electric component"  
Voltage V "Potential at the pin";  
Current I "Current flowing into the pin";  
and PositivePin;

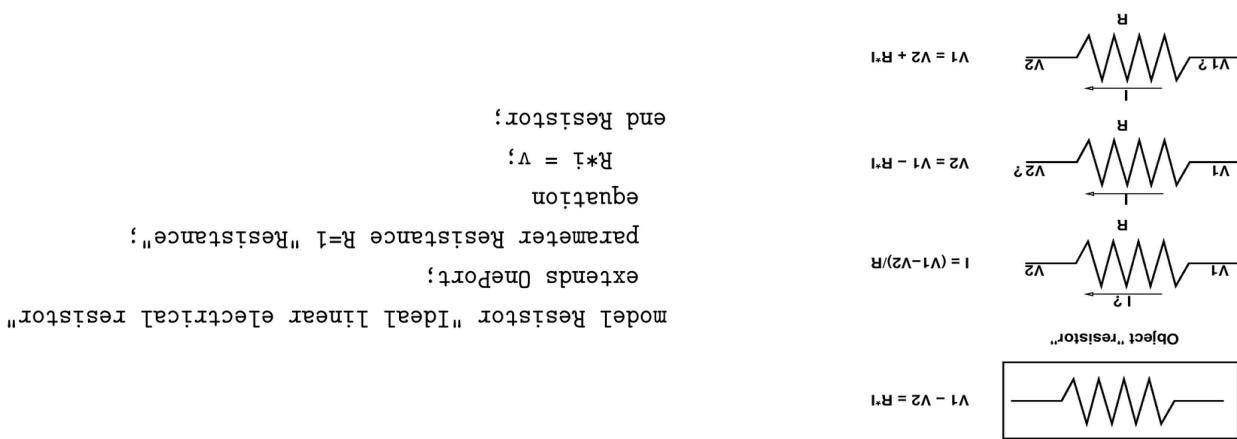
## Electrical Pin Interface

```
1 Connection Potentiometer_Voltmeter "Potentiometer_Voltmeter at the pin" annotation (massagingMessage = "An electrical
2 Model1.Ia.SInutes Voltmeter "Potentiometer at the pin" annotation (massagingMessage = "An electrical
3 The reason could be that
4 - a ground object is missing (Modelica.Electrical.Analog.Basic.Ground)
5 to define the zero potential of the electrical circuit, or
6 - a common mode of an electrical common mode is not connected.");
7 flow Modelica.SInutes. Current it "Current flowing into the pin" annotation (massagingMessage = "An
8 electrical current cannot be uniquely calculated.
9 - a ground object is missing (Modelica.Electrical.Analog.Basic.Ground)
10 to define the zero potential of the electrical circuit, or
11 - a common mode of an electrical common mode is not connected.");
12 annotation (defaultComponentName = "Pin", Documentation (info = "An
13 cpComments PostitivePin and NegativePin are nearly identical. The only difference is that the
14 </html> ", revIsions = "html")
15 <u>
16 <i> 1998 </i>
17 by Christophe Clauzel&lt;br>Initially implemented<br>
18 </u>
19 </u>
20 <u>
21 end PositivePin;
```

partial model `OnePort`  
"Component with two electrical pins `p` and `u`  
and current `i` from `p` to `u`"  
Voltage `v` "Voltage drop between the two pins ( $= p.v - u.v$ )";  
Current `i` "Current flowing from pin `p` to pin `u`";  
PositivePin `p`;  
NegativePin `u`;  
equation  
$$v = p.v - u.v;$$
$$0 = p.i + u.i;$$
$$i = p.i;$$
$$end OnePort;$$

## Electrical Port

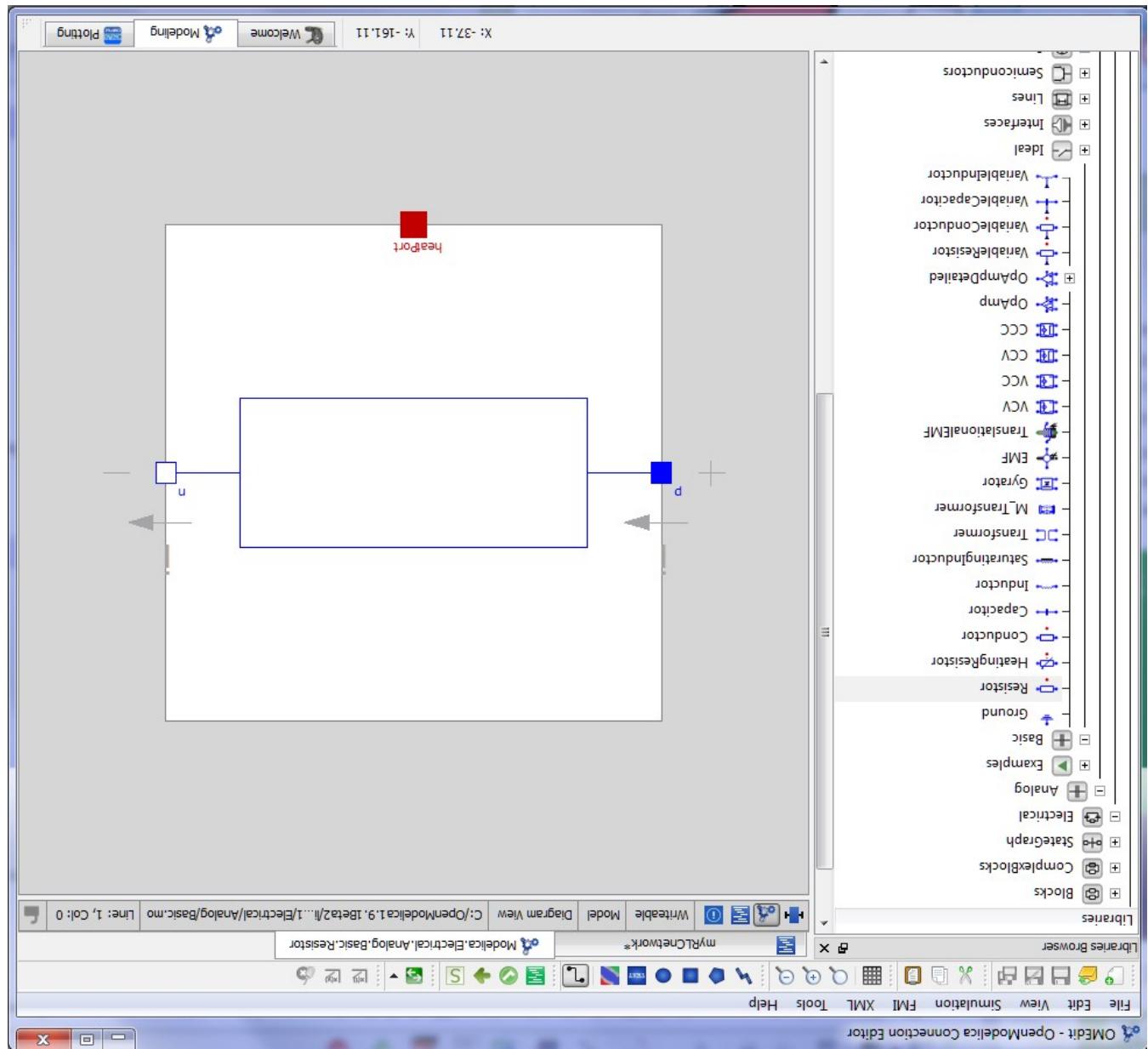




## Electrical Resistor

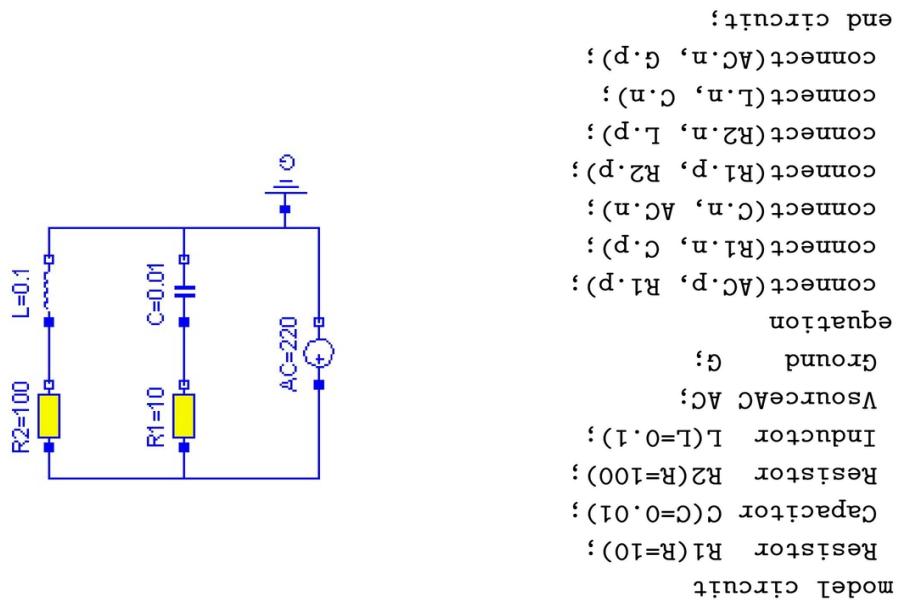
Object-oriented re-use and causality



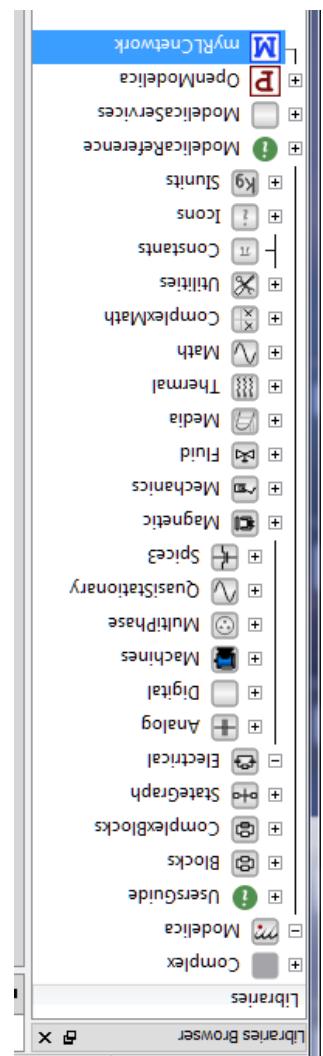


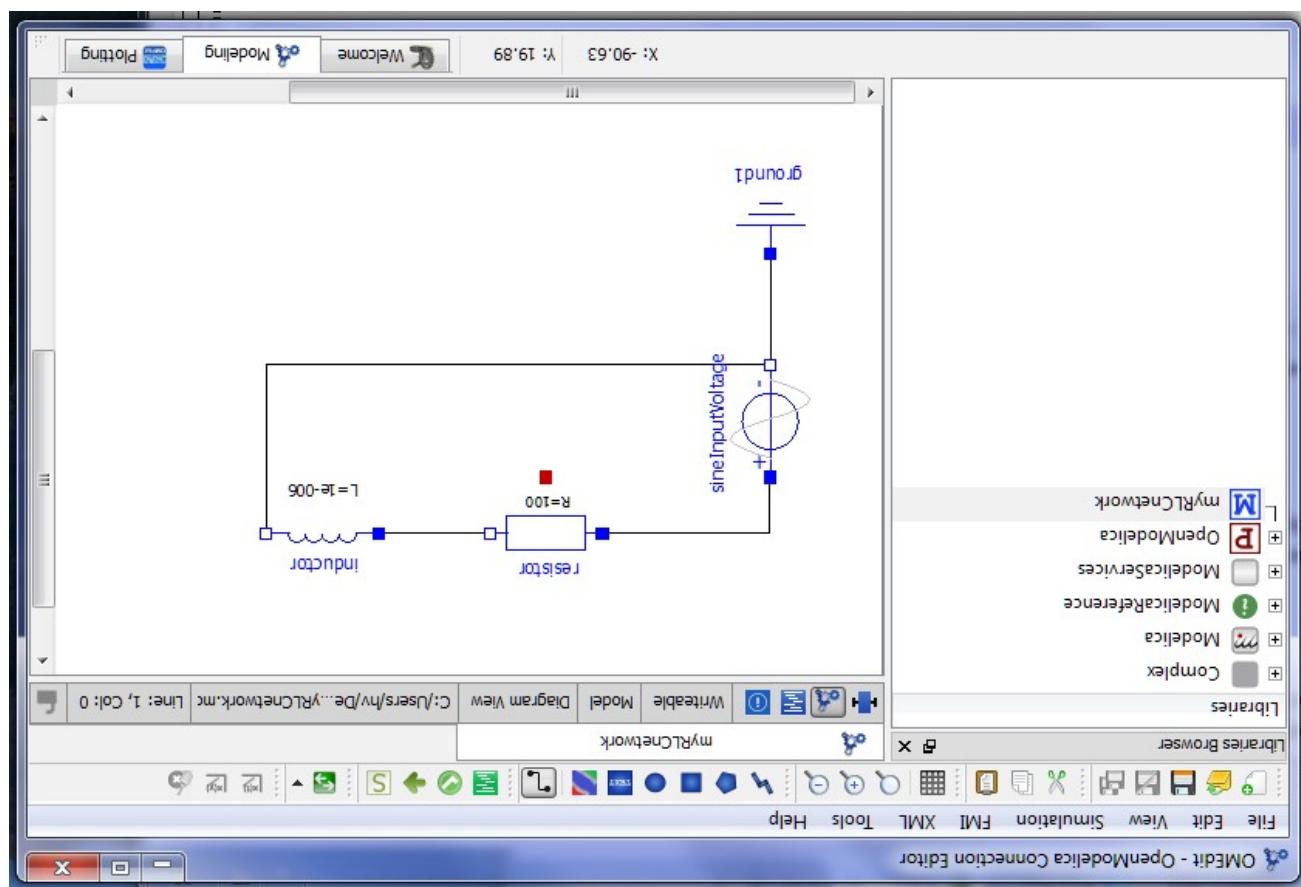
1. expanding inheritance/instantiation
2. flattening hierarchy, unique names
3. expanding connect() into equations (across vs. flow)

Meaning: set of Differential Algebraic Equations (DAEs) obtained by

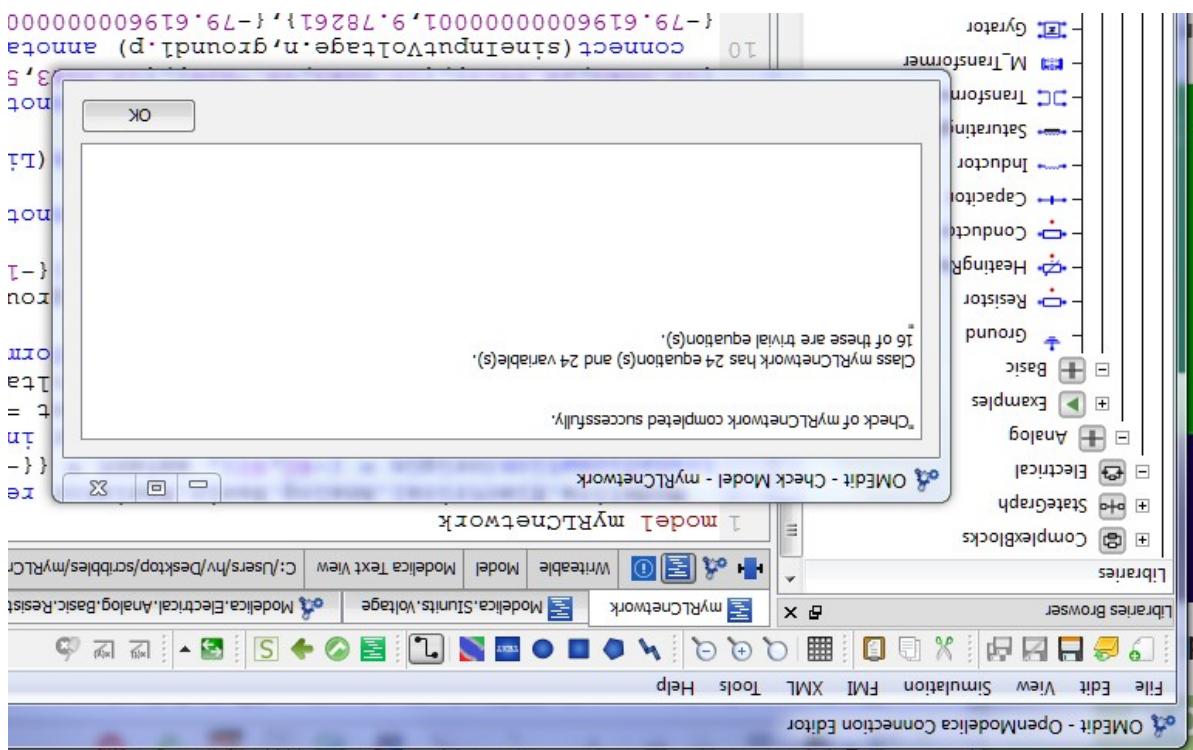


## The circuit



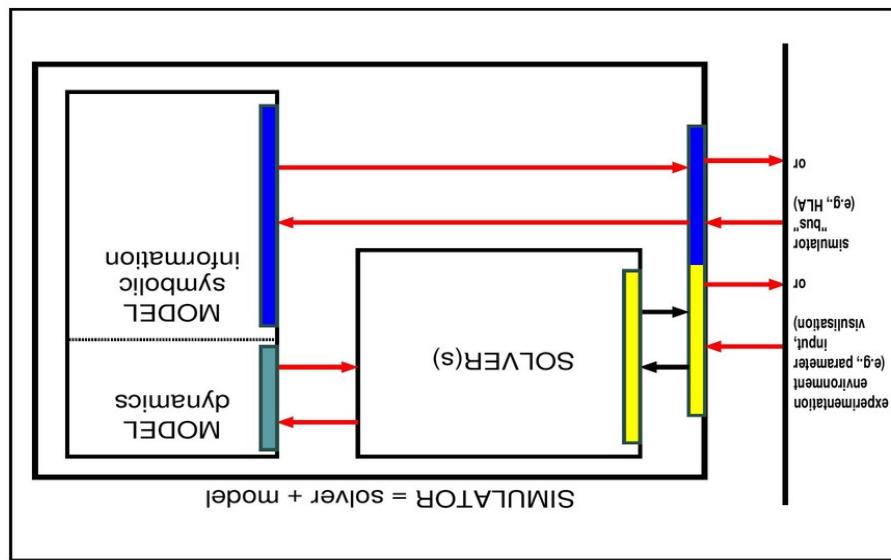








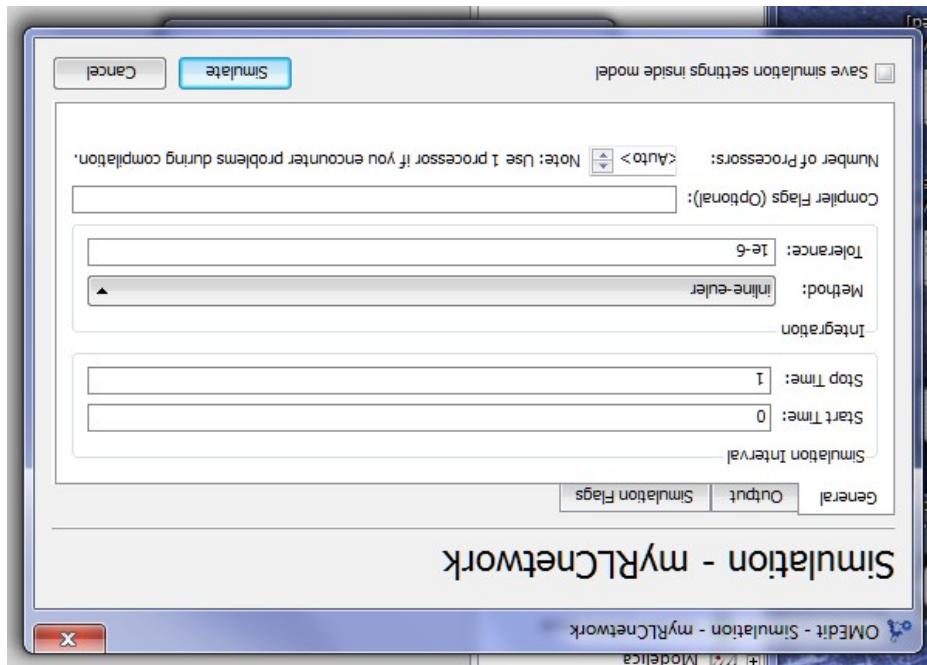




Simulator-Environment interface  
Model-Solver interface



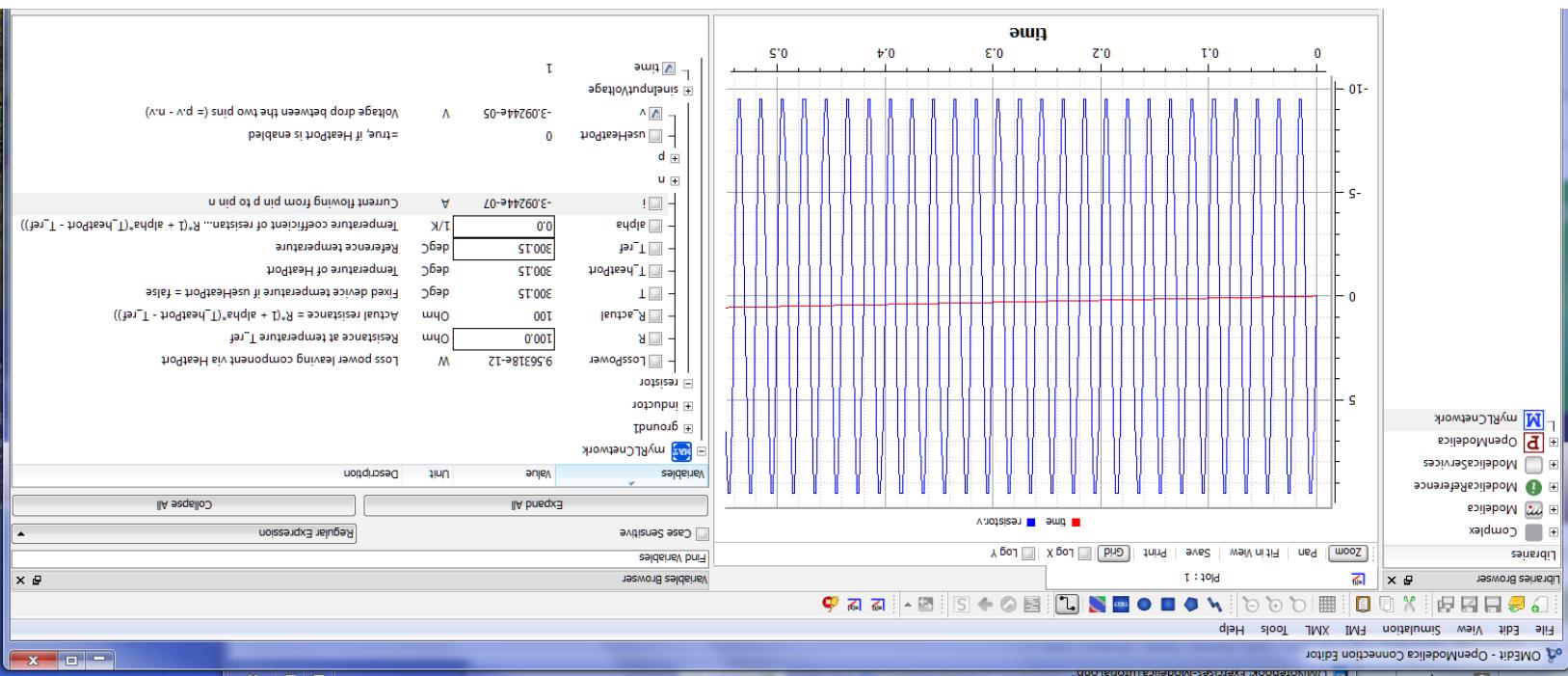




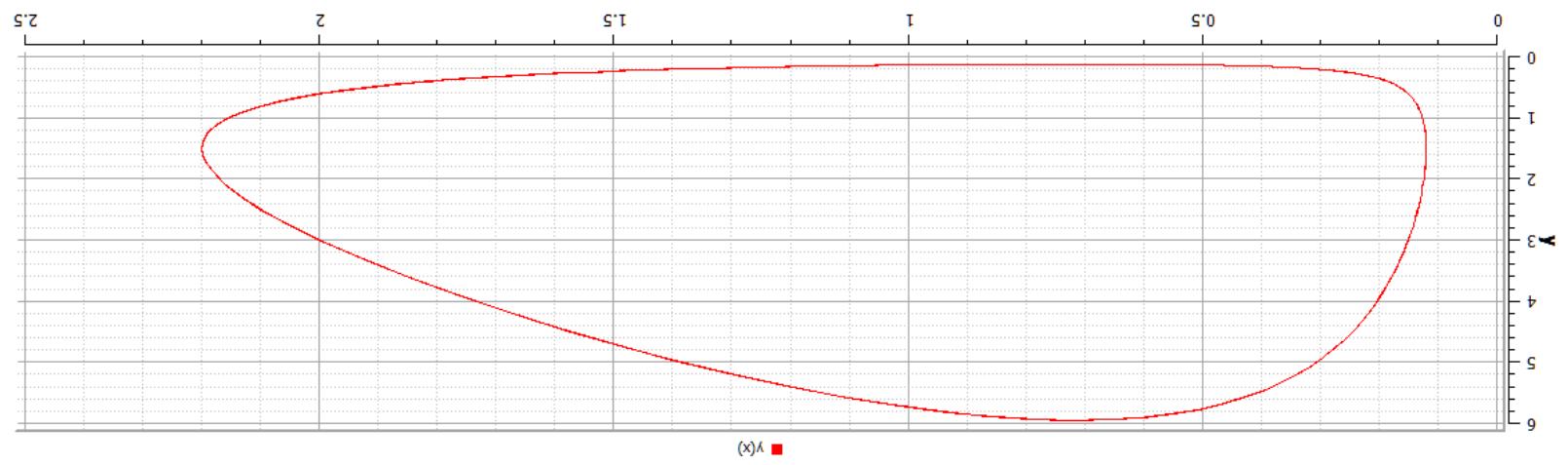
```

C:\Users\hv\APPData\Local\Temp\OpenModelica\OpenModelica\myRLCnetwork.exe -port=49502 -logformat=xml -w -lV=LOG_STATS
LOG_STATS | info | ### STATISTICS ####
LOG_STATS | info | timer
LOG_STATS | info | 0.050538s (46.9%) Pre-initialization
LOG_STATS | info | 4.18139e-005s (0.1%) Initialization
LOG_STATS | info | 2.0907e-005s (0.1%) Steps
LOG_STATS | info | 0.0157118s (49.0%) Creating output-file
LOG_STATS | info | 0.000115558s (0.4%) event-handling
LOG_STATS | info | 0.0000295738s (0.9%) overheaded
LOG_STATS | info | 0.0000824114s (2.6%) simulation
LOG_STATS | info | 0.0320637s (100.0%) total
LOG_STATS | info | 0 state events
LOG_STATS | info | 0 events
LOG_STATS | info | 2431 steps taken
LOG_STATS | info | 3266 calls of functionODE
LOG_STATS | info | 165 evaluations of Jacobian
LOG_STATS | info | 73 error test failures
LOG_STATS | info | 0 convergence test failures
LOG_STATS | info | ### END STATISTICS ###


```

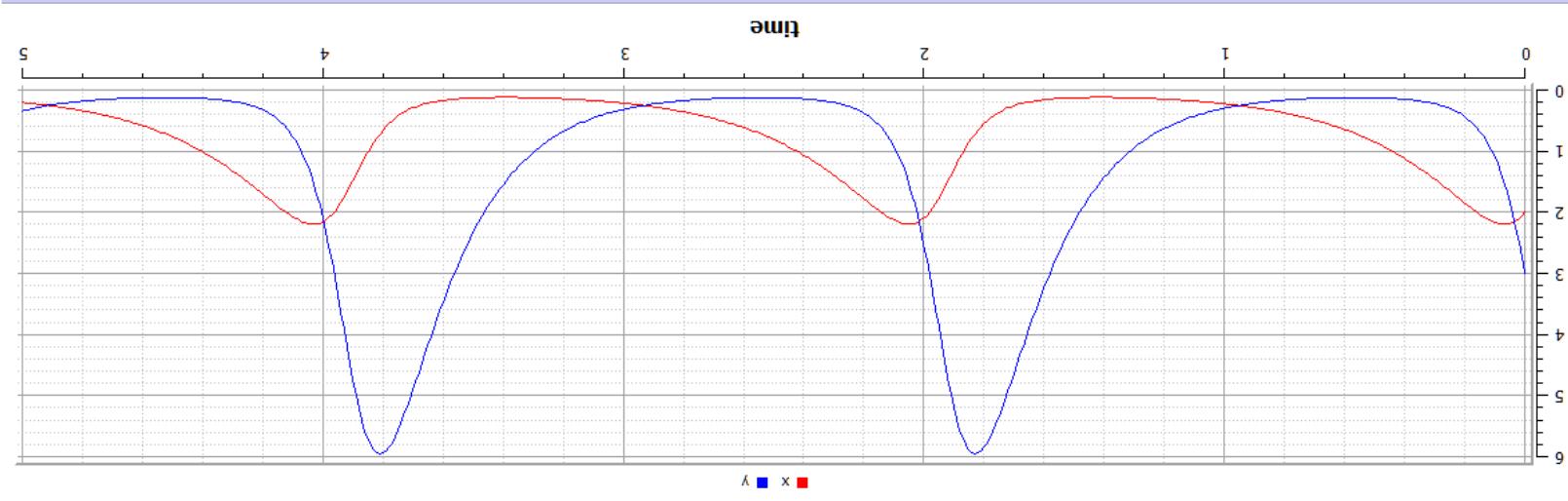


```
model mySimpleEquation "Simple equation set";
  Real x (start=2, fixed=true);
  Real y (start=3, fixed=true);
  der(x) = 2*x*y-3*x;
  der(y) = 5*x*y-7*x*y;
end mySimpleEquation;
```



Zoom Pan Fit in View Save Print Grid Log X Log Y [done]

PlotParametric(x, Y)



Zoom Pan Fit in View Save Print Grid Log X Log Y [done]

Plot(x, Y)