



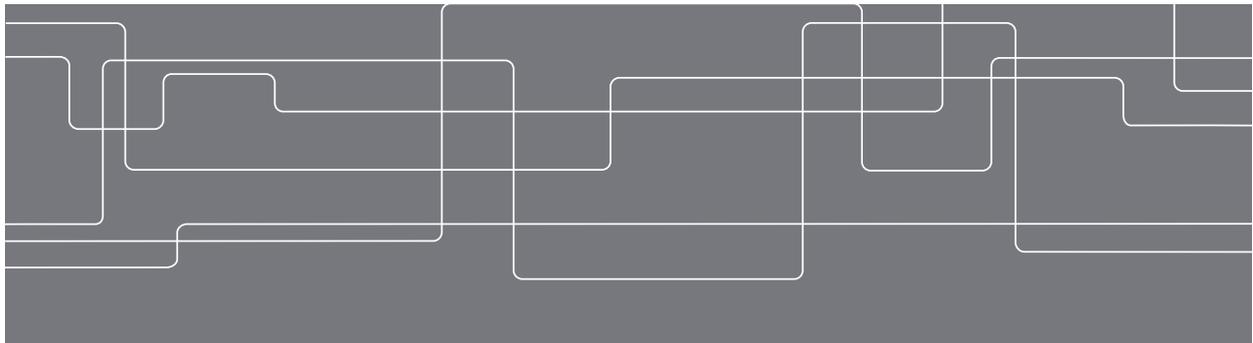
# Hybrid Cosimulation: It's About Time

MODPROD 2016, Linköping

**David Broman**  
**KTH and UC Berkeley**

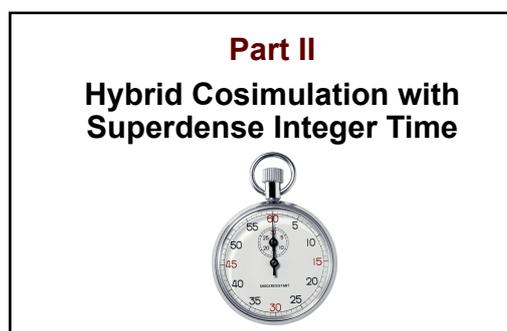
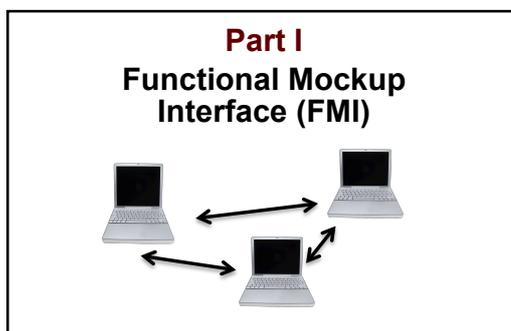
## Contributors of the presented work

- David Broman, KTH and UC Berkeley
- Christopher Brooks, UC Berkeley
- Fabio Cremona, UC Berkeley
- Lev Greenberg, IBM Research
- Marten Lohstroh, UC Berkeley
- Edward A. Lee, UC Berkeley
- Michael Masin, IBM Research
- Stavros Tripakis, UC Berkeley and Aalto
- Michael Wetter, Lawrence Berkeley N. Lab



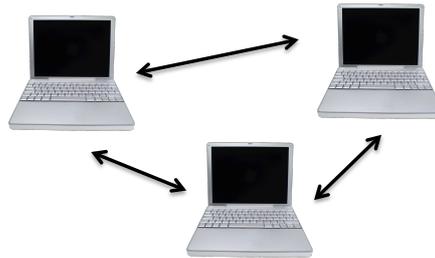
## Agenda

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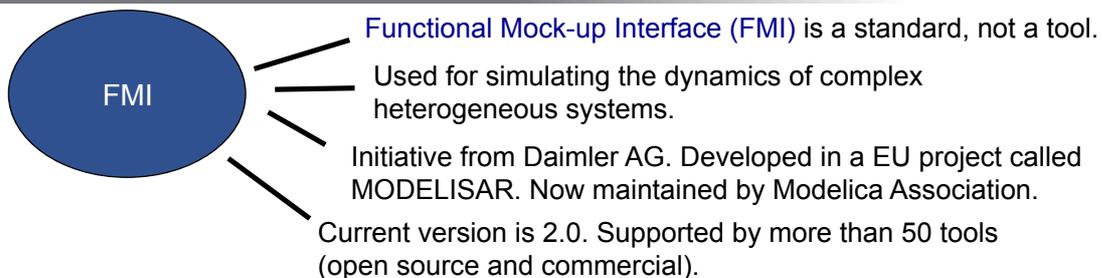


# Part I

## Functional Mock-up Interface (FMI)



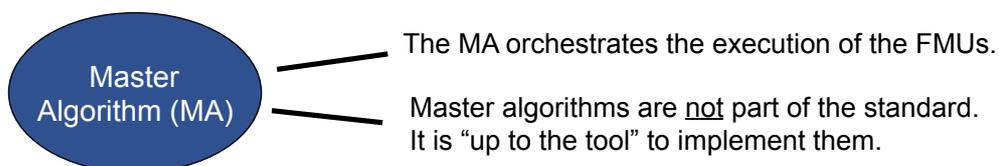
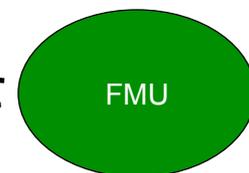
## What is FMI?



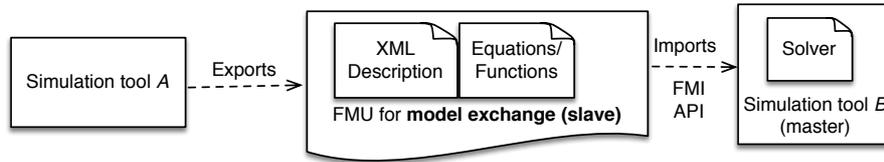
**Functional Mock-Up Unit (FMU)** is a model instance that can be used in a simulation.

An FMU is a zip file containing:

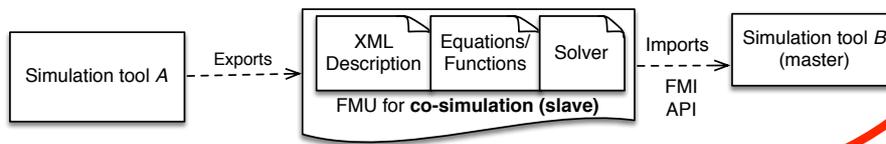
- An XML file describing static info (e.g., port names)
- C-files and dynamically loadable libraries implement the behavior.



## FMI for Model Exchange



## FMI for Co-Simulation



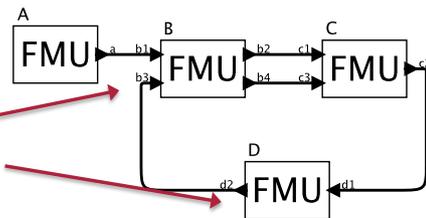
This talk concerns FMI for co-simulation



# FMI 2.0 for co-simulation cannot model reactive systems

$init_c : \mathbb{R}_{\geq 0} \rightarrow S_c$   
 $set_c : S_c \times U_c \times \mathbb{V} \rightarrow S_c$   
 $get_c : S_c \times Y_c \rightarrow \mathbb{V}$   
 $doStep_c : S_c \times \mathbb{R}_{> 0} \rightarrow S_c \times \mathbb{R}_{> 0}$

Set input values and get output values at distinct communication points.



doStep advances the state and the time.

Version 2.0 makes it impossible to implement a component with zero latency (e.g., cannot implement synchronous components).

There is an initiative now to introduce a third kind of FMU: **FMI for hybrid co-simulation.**

Our work concerns a possible solution for such a standard.

“There is the additional restriction in “slaveInitialized” state that it is not allowed to call fmi2GetXXX functions after fmi2SetXXX functions without an fmi2DoStep call in between.”  
(FMI standard 2.0, July 25, 2014, page 104)

“... communication step size (hc). The latter must be > 0.0”  
(FMI standard 2.0, July 25, 2014, page 100)



## Part II

# Hybrid Cosimulation with Superdense Integer Time



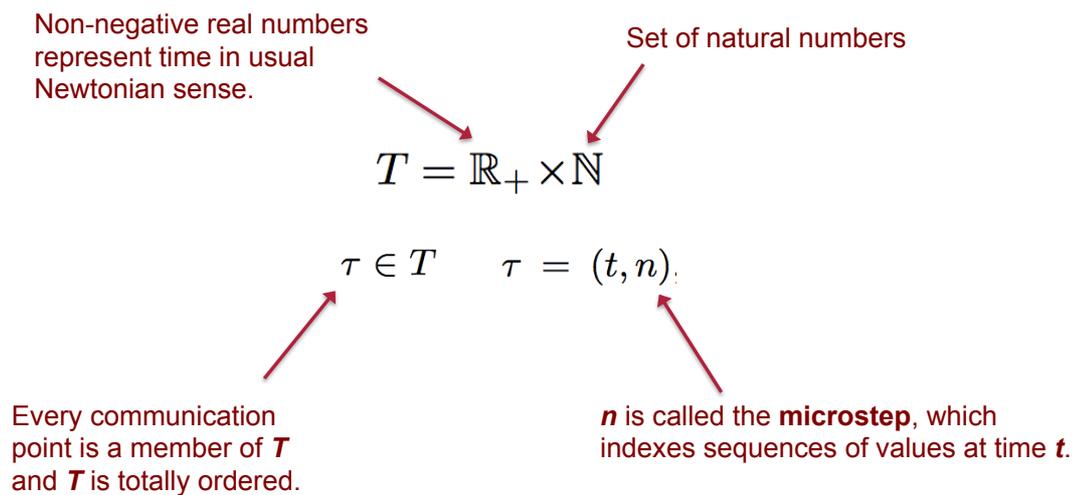
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Part I  
Functional Mock-up Interface  
(FMI)



Part II  
Hybrid Cosimulation with  
Superdense Integer Time

## Superdense Time



David Broman  
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Part I  
Functional Mock-up Interface  
(FMI)



Part II  
Hybrid Cosimulation with  
Superdense Integer Time

Specification uses real numbers, which is often approximated using floating-point numbers in implementations.

**Problem:** not safe to compare for equality (necessary in for instance a discrete-event formalism)

```
double r = 0.8;
double k = 0.7;
k = k + 0.1;
printf("%f,%f,%d\n",r,k,r==k);
```

A solution should provide the following properties:

1. The time origin should not affect the precision.
2. Addition of time must be associative.

0.800000,0.800000,0

$r == k$  is false.

These items do not hold for floating-point numbers.

A signal  $x$  is a function of time.

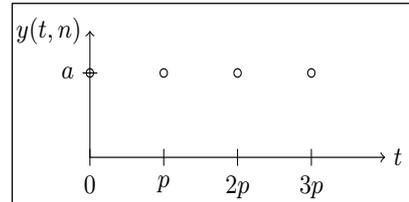
Represents the absent of a value.

$$x: T \rightarrow \mathbb{R} \cup \{\varepsilon\}$$

Note: An implementation do NOT need to implement absent explicitly.

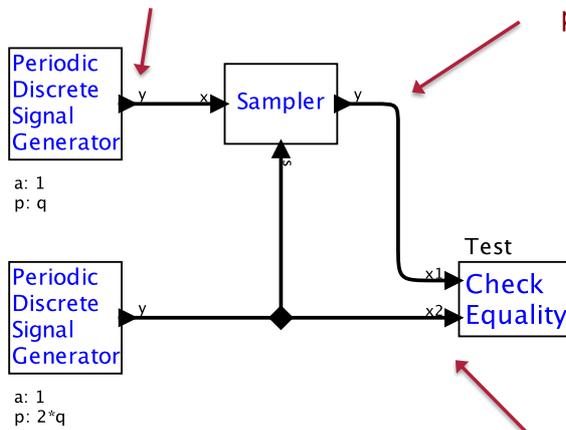
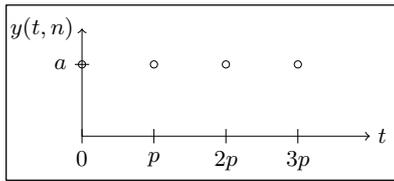
A **continuous-time (CT)** signal is one that has a non-absent value for all  $\tau \in T$ .

A **discrete-event (DE)** signal is one that has a non-absent value at only some  $\tau \in D \subset T$ , where  $D$  is a **discrete set**.



A signal is **discontinuous** at any time  $t \in \mathbb{R}$  if there exist  $n, m \in \mathbb{N}$  such that  $x(t, n) \neq x(t, m)$ .

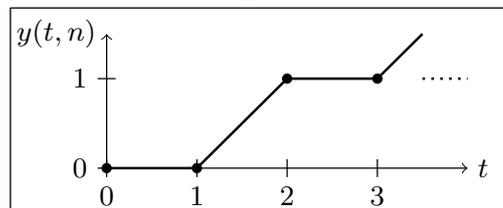
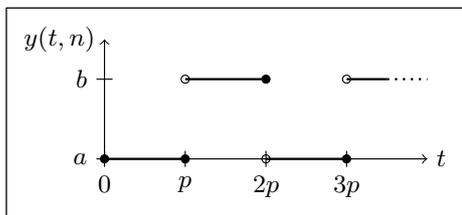
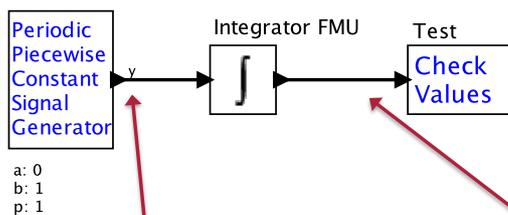
# Test Case: Simultaneous Events



Samples exactly with period  $p=2*q$

Test for well-defined notion of simultaneity. An example where correct implementation of time is needed.

# Test Case: Integrating Discontinuous Signals

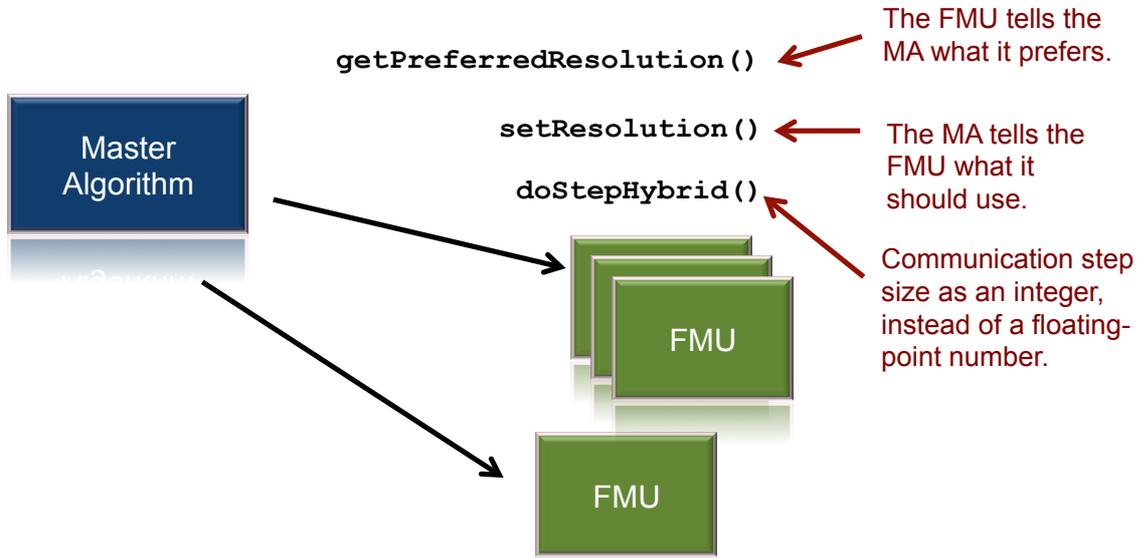


The output should be continuous

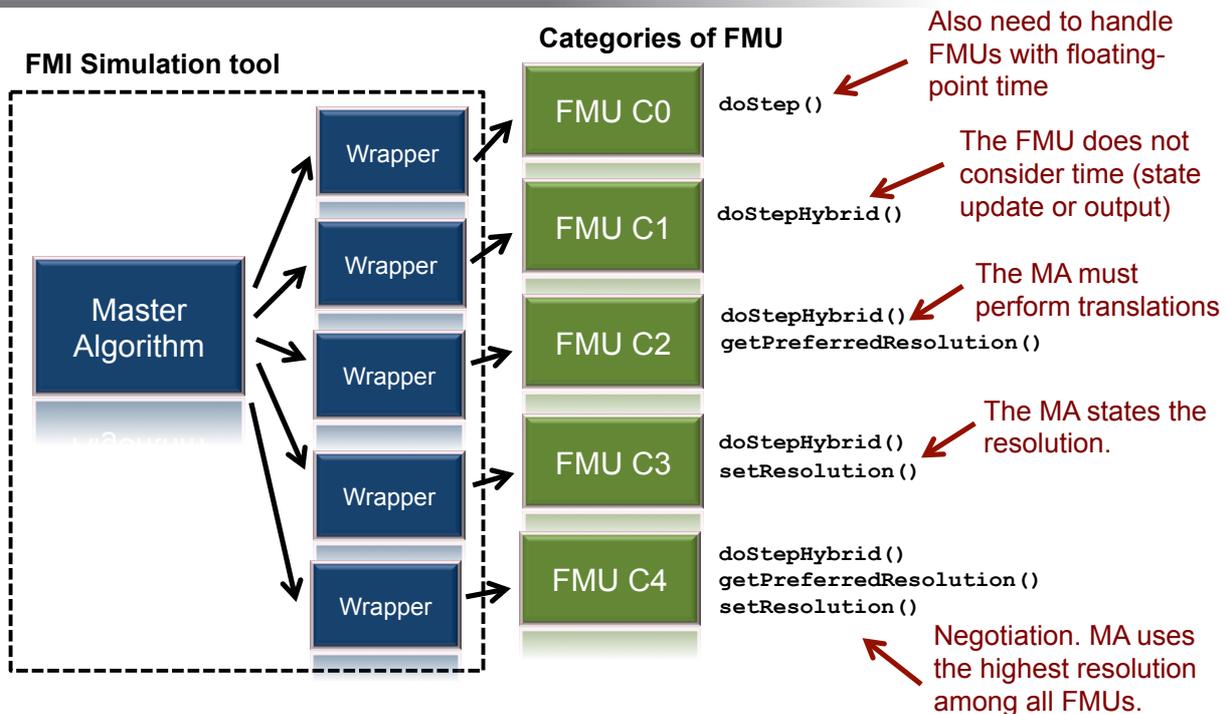
# Extending FMI with Integer Time

What should the time resolution be?

Who determines the resolution?  
The MA? The FMUs? The user?



# Extending FMI with Superdense Integer Time



## Conclusions



## Conclusions

### Some key take away points:

- The current FMI standard 2.0 lacks the possibility of **hybrid co-simulation**.
- A possible extension can be based on **superdense time** and **integer time** with negotiation of resolution between FMUs and MA

Thanks for  
listening!



David Broman, Christopher Brooks, Lev Greenberg, Edward A. Lee, Michael Masin, Stavros Tripakis, and Michael Wetter. **Determinate Composition of FMUs for Co-Simulation**. In *Proceedings of the International Conference on Embedded Software (EMSOFT 2013)*, Montreal, Canada, 2013.

David Broman, Lev Greenberg, Edward A. Lee, Michael Masin, Stavros Tripakis, and Michael Wetter. **Requirements for Hybrid Cosimulation Standards**. In *Proceedings of 18th ACM International Conference on Hybrid Systems: Computation and Control (HSCC 2015)*, Pages 179-188, CPSWeek, Seattle, WA, USA, 2015.