

**Architectural Patterns for Co-Simulation** 

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MODPROD Workshop 2021



### MODPROD Theme: "Digital engineering for a resource efficient and circular industry"

How does industrial simulation relate to that?

### Co-Simulation: Standardization efforts

Distributed simulation: DIS, HLA

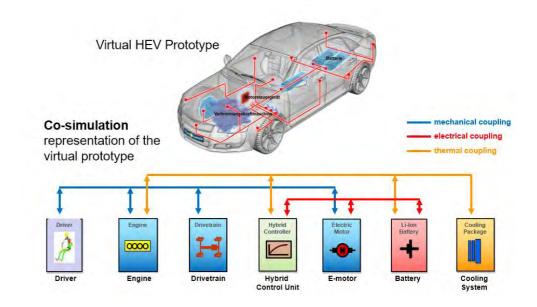
Co-simulation: FMI

### **Especially FMI contributed to interoperability**

- Standardized by Modelica Association from 2011
- www.fmi-standard.org

### To use FMI, a master-algorithm is needed

- Performs structural integration of FMUs
- Governs data exchange and coupling
- May operate a solver (FMI-ME), or trigger calculation (FMI-CS)





### **Complementary Standards to FMI**



Co-Simulation

### System Structure and Parameterization (SSP)

- XML based data format
- Describes integration of FMUs
- www.ssp-standard.org, maintained by working group of Modelica Association, version 1.0 released in 2019

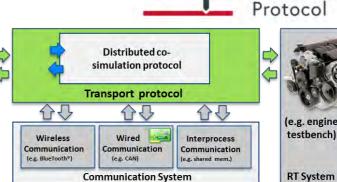
# System Structure & Parameter | & Parameter |

### **Distributed Co-Simulation Protocol (DCP)**

- Application level communication protocol for distributed co-simulation
- Defines data model, protocol data units (PDUs), and state machine
- FMI-compatible by design, but not dependent
- www.dcp-standard.org, version 1.0 released in 2019

# Simulation Environment CCo-)Simulation Environment CCo-)Simulation Environment

Non-RT PC or Computing Cluster



### Now, what do we have overall?

Standardized containers and descriptive files...

### **Co-Simulation Architecture**



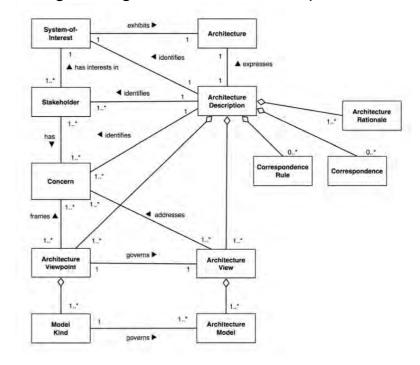
### Let's talk about "co-simulation architecture"

- Architecture expresses a number of concerns, and allows for different views
- Consider a setup for simulation and test as a "system-of-interest"

### **Example properties**

- Software Hardware
- Local Remote
- Real-time non-real-time
- Variable time step Non-variable time step
- **.** . . .

# ISO 42010-2011: Systems and Software Engineering – Architecture Description:

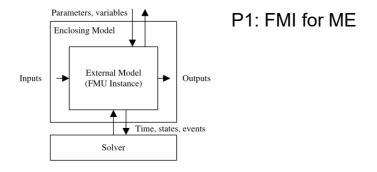


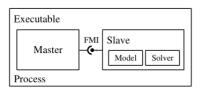
### **Questions:**

- How can the FMI/SSP/DCP standards be combined in terms of architecture?
- Can we find patterns, that can be re-used for recurring applications?

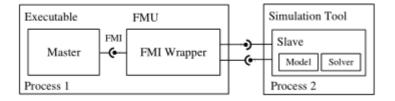


### What are architectural primitives?

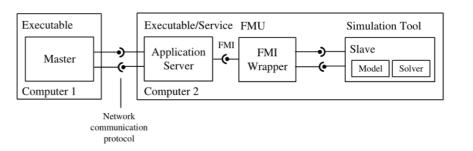




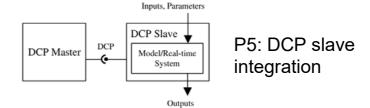
P2: FMI for CS



P3: FMI for tool coupling



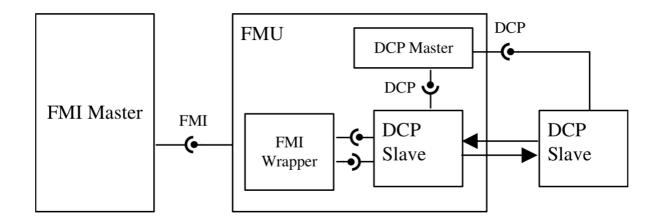
P4: FMI for distributed cosimulation





### **Example Pattern**

Constructed from primitives 2 and 5



### Sustainable engineering?

- ✓ Open access/open source standards
- ✓ Well-defined interfaces of components ensure re-use across use cases
- ✓ Patterns exploit multiple standards for recurring applications

# **THANK YOU**

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