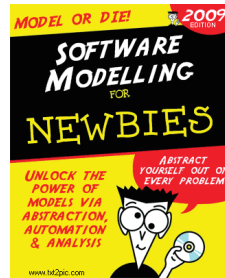


CISC836: Models in Software Development: Methods, Techniques and Tools



UML-RT and RSARTE: Part IV

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Feb 2021

UML-RT/RSARTE: Part IV

1. Transition kinds

- External, local, internal

RTS library services

- System
 - RTTiming.h
 - RTLog.h
 - RTFrame.h
- Capsule
 - RTActor.h
- Communication
 - RTOutSignal.h
 - RTMessage.h
 - RTProtocol.h

2. RTS

3. Dynamic change I

- Capsules: 3 kinds of capsule parts
 - Fixed, optional, plugin

4. Multiplicity/replication

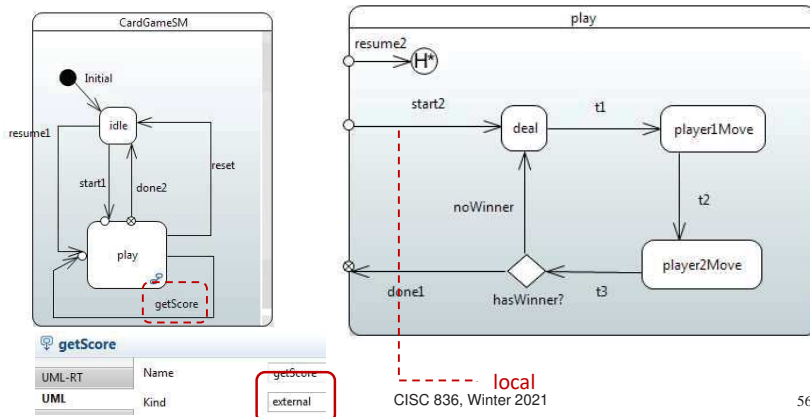
5. Defer/recall

6. Dynamic change II

- Connectors: dynamic wiring w/ SAP/SPP

Transition Kinds

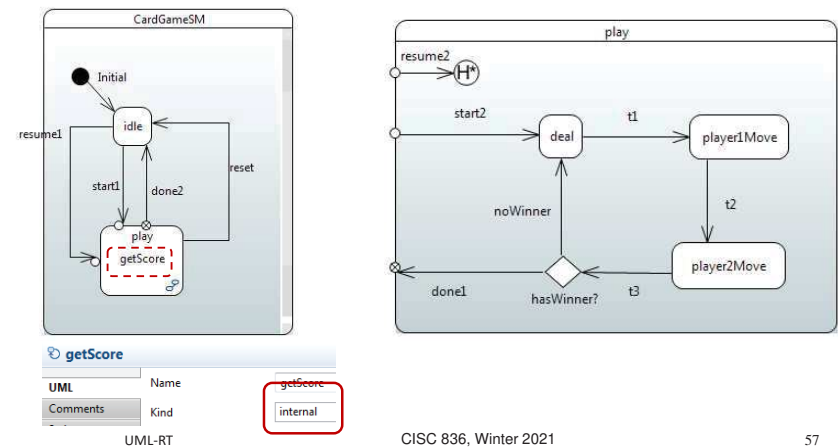
- 3 kinds: external, local, internal (relative to source state)
- External:** source state (and all substates) exited and target state entered
- External self transition:** external and source=target
- Local:** source state contains transition, is not exited and source != target



Transition Kinds (Cont'd)

Internal:

- Local transition with source==target
- Source state (and all substates) remain active; no exit or entry actions

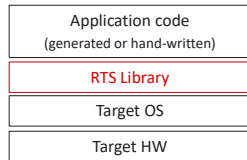


Run Time Services (RTS) Library

- Provides services to application that involve resources managed by the RTS
 - Capsules, communication, timing, logging, frame
- Can be found in

<RSARTE Installation Directory>/eclipse/rsa_rt/C++/TargetRTS/src

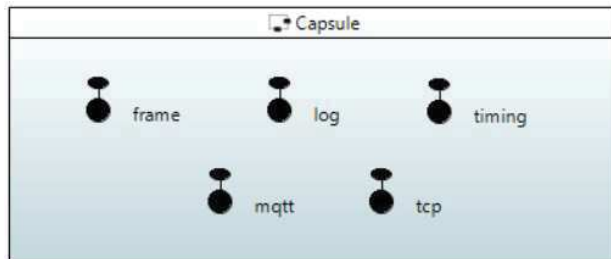
```
>> C:\Users\dingel\Programs\eclipse\rsa_rt\C++\TargetRTS\src> ls
include      RTDiagStream      RTSymmetricSignal
MAIN         RTDictionary      RTMemoryUtil
RTAbortController  RTDynamicStringOutBuffer  RTMessageQ      RTTcpInBuffer
RTActiveConnector  RTElasticArray     RTObject_class  RTTcpOutBuffer
RTActor       RTEncoding        RTObserver      RTThread
RTActorClass    RTEnumerated      RTOutSignal     RTTimer
RTActorId       RTEventInfo       RTPeerController RTTimerActor
RTActorProbe    RTEceptionSignal  RTPeerController RTTimerController
RTActorRef      RTEceptionSignal  RTPeerController RTTimerId
RTActorRefProbe RTExternal         RTPrefix        RTTimerList
RTActor_class   RTFieldDescriptor RTPriority      RTTimerNode
RTArray_class   RTFormat          RTProbe        RTTimespec
RTAsciiDecoding RTFrame           RTProtocol      RTTiming
RTAsciiEncoding RTFrame           RTProtocolAdapter RTToolsetObserver
RTBoolean       RTGlobalSignal    RTProtocolDescriptor RTTruncatingBuffer
RTByteBlock     RTInteger         RTPurgeFilter   RTTypedValue
RTCachedString RTList            RTQueue         RTUnknownObject
RTCharacter     RTInSignal        RTReal          RTVAsciiDecoding
RTCmdLineObserver RTInteger         RTRecallFilter  RTWebObserver
RTConnector     RTInterval        RTRelayPort     target
RTController    RTJob            RTResourceMgr   Build.bat
RTCounts        RTJsonEncoding   RTRootProtocol RTSample
RTCustomController RTLayerConnector RTSequence      lintnt.BAT
RTDaemonInfo   RTLayerData      RTSequenceOf    main.mk
RTDataObject   RTLocalConnector RTSignal        main.mk
RTDebugger      RTLogBuffer      RTSoleController Makefile
RTDebuggingInput RTMain           RTStreamBuffer  manifest.BAT
RTDiag          RTMemoryInBuffer RTString        MANIFEST.cpp
RTDiagBuffer    RTMemoryOutBuffer RTSuperActor    Rational.mk
```



```
PS C:\Users\dingel\Programs\eclipse\rsa_rt\C++\TargetRTS\src> more *.*.cc | wc -l
43509
PS C:\Users\dingel\Programs\eclipse\rsa_rt\C++\TargetRTS\src>
```

The RTS is Actually Not That Large

Run Time Services (RTS) Library: System Ports



Run Time Services (RTS) Library: Timer Services

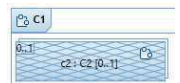
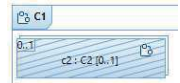
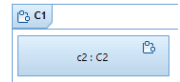
- RTTiming**
 - Type for timer ports
 - Methods
 - RTTimerNode informAt (RTTimespec)**
 - 'One-shot' timer, absolute
 - Examples: `'RTTimespec now;`
`RTTimespec::getclock(now);`
`timer.informAt(now + RTTimespec(5, 0));'`
 - RTTimerNode informIn (RTTimespec)**
 - 'One-shot' timer, relative
 - Example: `'timer.informIn(UMLRTTimespec(5, 0));'`
 - RTTimerNode informEvery (RTTimespec)**
 - Periodic timer
 - Example: `'timer.informEvery(RTTimespec(5, 0));'`
 - cancelTimer (RTTimerId)**
- RTTimespec**
 - Supports comparison (e.g., '<', '>=', '==') and simple manipulation (e.g., '+', '-')

Run Time Services (RTS) Library: Logging Services

- **RTLog**
 - Type of log ports
 - **Methods**
 - **log(primitiveType)**
 - With newline appended
 - **show(primitiveType)**
 - No newline appended
 - **cr(int)**
 - Output newlines

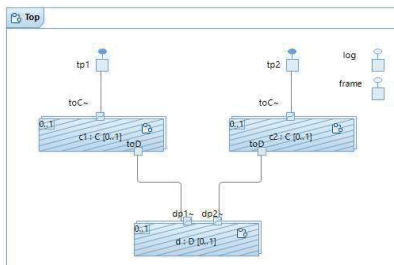
Dynamic Change I: 3 Kinds of Capsule Parts

- Part = 'slot'
- Let **c2:C2** be a part in capsule C1
- **c2 fixed**
 - Slot filled with instance of C2 when instance of C1 is created
- **c2 optional**
 - Slot can be filled/emtpied by instance of C1 at runtime
 - Once filled w/ instance of C2, instance will remain in same location for entire lifetime
 - Methods: **incarnate, destroy (RTFrame.h)**
- **c2 plugin**
 - Slot that can be filled/emtpied repeatedly at runtime with possibly different instances i2 of C2
 - i2 can also fill different slot at the same time, i.e., be **shared**
 - Methods: **import, deport (RTFrame.h)**



Run Time Services (RTS) Library: Frame Services

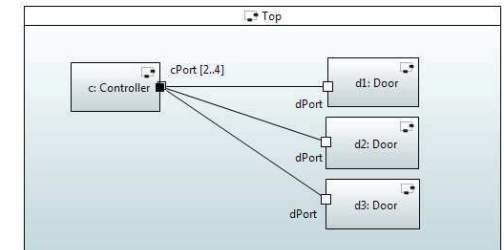
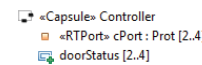
- **RTFrame (RTFrame.h)**
 - Type of frame ports
 - **Methods: optional capsule parts**
 - **RTActorId incarnate(RTActorRef & cp)**
 - **cp** is the capsule part into which to insert capsule instance
 - The capsule to incarnate is determined from the type of the part
 - **bool destroy(RTActorId)**
 - **Example**



```
log.log("[Top] starting up");
log.log("[Top] incarnating part 'c1'");
RTActorId id1 = frame.incarnate(c1);
log.log("[Top] incarnating part 'c2'");
RTActorId id2 = frame.incarnate(c2);
log.log("[Top] incarnating part 'd'");
RTActorId id3 = frame.incarnate(d);
log.log("[Top] sending 'go' to 'c1'");
tp1.go().send();
log.log("[Top] sending 'go' to 'c2'");
tp2.go().send();
```

Multiplicity/Replication

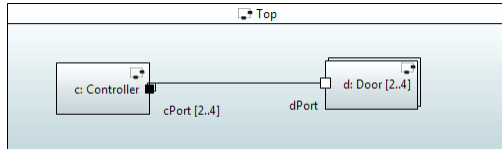
- **Some elements can be replicated by setting the multiplicity**
 - Attributes, ports, and parts (all instances of UML-meta type 'Property')
- **Port replication**
 - To send **m** to all doors: **cPort.m().send()**
 - To send **m** to a single, specific door (e.g., **d3**): **cPort.m().sendAt(2)**
 - To tell which port a message came in on: **msg->sapIndex0()** returns port index
 - E.g., if **d3** sends **m** to **c**, then **msg->sapIndex0()** in effect of transition triggered by **m** would return 2



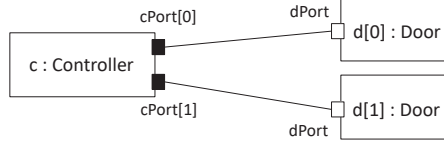
Replication (Cont'd)

Combining port and capsule replication

- E.g.,



represents n Door instances each with a single port **dPort** that connects them to one of the n instances of **cPort**, where $2 \leq n \leq 4$. E.g.,



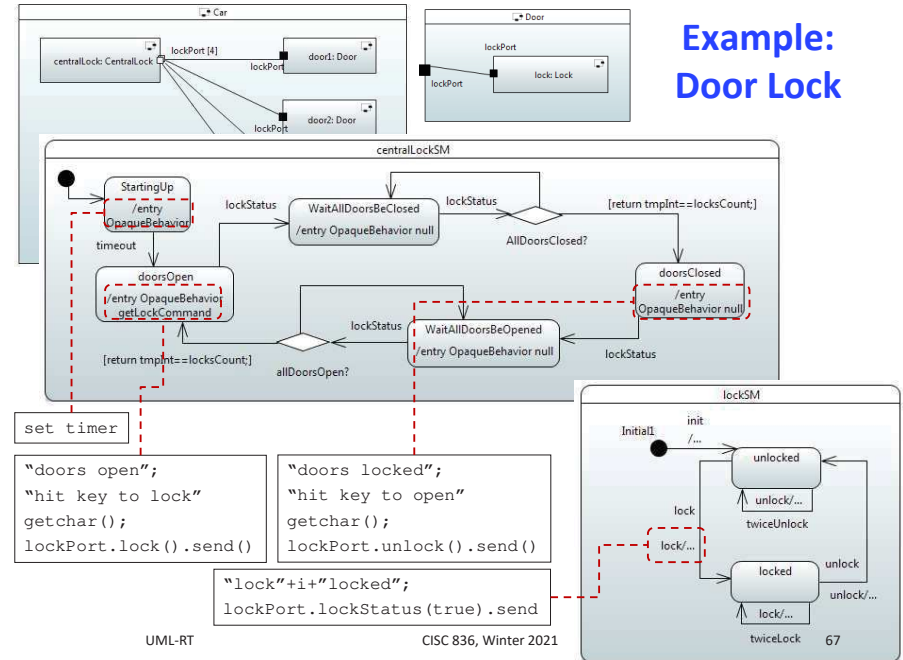
- Replication ranges $[m..n]$ with $m < n$ particularly useful when using [dynamic capsule creation](#) (optional and plugin capsules)

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Example: Door Lock



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Run Time Services (RTS) Library: Capsules

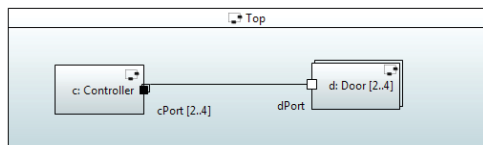
RTActor (in rtactor.hh)

Methods

- `string getTypeName()`
 - name of capsule
- `string getName()`
 - name of capsule part
- `int getIndex()`
 - index of capsule part; interesting when capsule is replicated

Example

- In Controller: `logger.log("[%s:Controller] Starting up", this->getName());`
- In Door: `logger.log("[%s: Door] Starting up", this->getIndex());`



UML-RT

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Run Time Services (RTS) Library: Communication (1)

RTOutSignal

Methods

- `bool send(priority)`
 - asynchronous
 - priority argument optional
 - if port replicated, send over all instances
- `bool sendAt(index, priority)`
 - to specific instance of replicated port (indices are 0-based)
- `int invoke(replyMsg)`
 - synchronous, i.e., sender blocks until reply is received (via `reply()`)
 - mimicks 'operation call'

Properties

- Messages sent over same connector received in same order they've been sent
- Delivery of messages to unbound ports will fail
- Delivery of messages that don't trigger transition, will be dropped with error message
- If message data (accessible in entire transition chain via `*rtdata`) has type descriptor, it will be copied and passed by value
- Message can have at most one parameter (wrap multiple values into data class)

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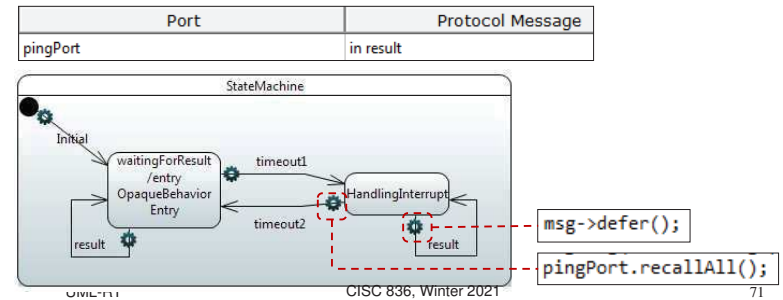
Run Time Services (RTS) Library: Communication (2)

- **RTMessage**
 - Base type for messages
 - Created upon send signal event; refers to signal being sent and its 'payload'
 - Signals separated from messages, so that different messages can refer to same signal (for broadcast signals)
 - **Methods**
 - `bool defer()`
 - Put message into 'defer queue'
- **Aside: 'signals' vs 'messages'**
 - Signals: elements defined in the protocol
 - Message:
 - represents the sending of a signal
 - contains a signal and any 'payload'

⇒ different messages can refer to same signal

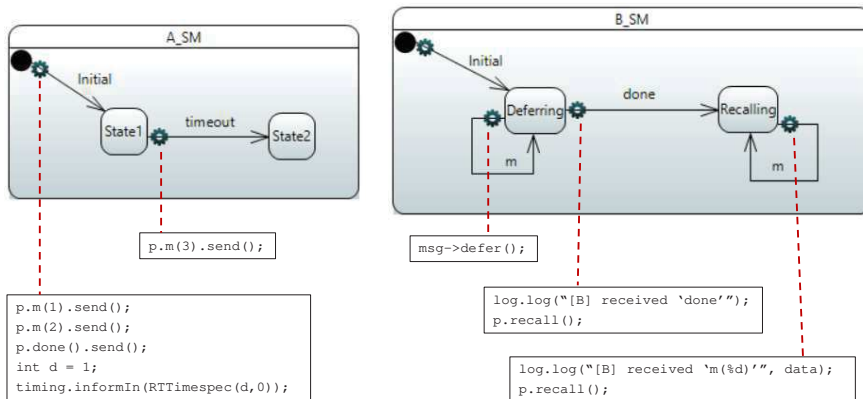
Defer/recall

- Allows handling of messages that arrive while in 'wrong' state
- Defer m message on port p:
 - 'Wrong' state has self transition triggered by m with effect `msg->defer()`
- Recall message m on port p:
 - When entering state in which m should be handled, execute `p.recall()`, `p.recallAll()`, or `p.recallFront()`

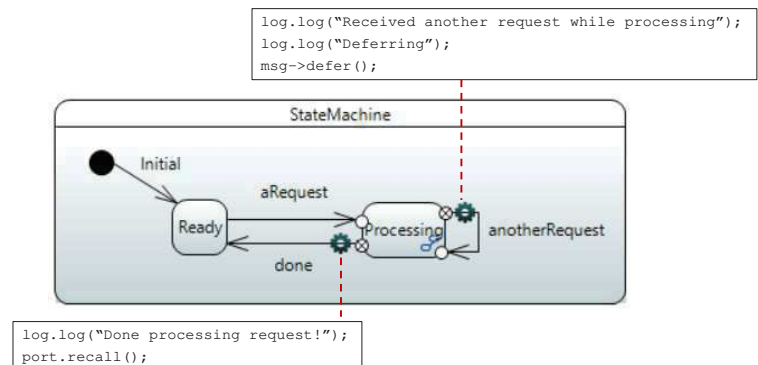


Ways to Avoid 'Dropped Messages'

- **Note:** Deferred message m will be 'overtaken' by messages arriving while m is in defer queue (can use `recallFront()`)



- Internal transition with trigger set to 'any event' (i.e., '*'), or
- Use 'defer/recall'
 - In effect code of self transition of 'Processing': `msg->defer()`;
 - Then, when done with processing: `port.recall()`;



Run Time Services (RTS) Library: Communication (3)

RTProtocol

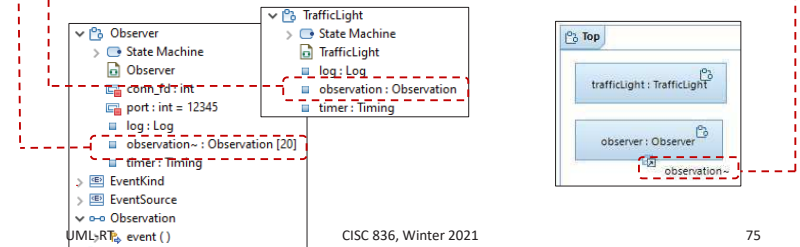
- Base type for protocols
- **Methods**
 - **bool recall()**
 - Move matching message from one instance (port) from defer queue to end of message queue
 - **bool recallAll()**
 - Move matching messages from all instance (ports) from defer queue to end of message queue
 - **bool recallFront()**
 - Move matching message from one instance (port) from defer queue to front of message queue

Dynamic Change II: Unwired Ports

- So far, only **wired ports**
 - Connected automatically when instances are created

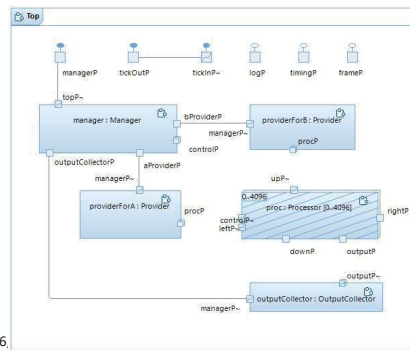
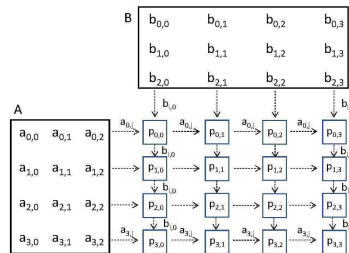
Unwired ports

- Connected at run-time via 'publish/subscribe'
 - Port on publisher: **Service Provision Point (registration kind = automatic, conjugated)**
 - Port on subscriber: **Service Access Point (registration kind = automatic)**
 - Register with RTS using unique service name (manually or automatic)



Example: Mat Mult

- Choice points
- Command line args
- Data classes for message arguments
- Operations
- Defer/recall
- Replication
- Optional capsules
- Dynamic wiring
- Tick pattern

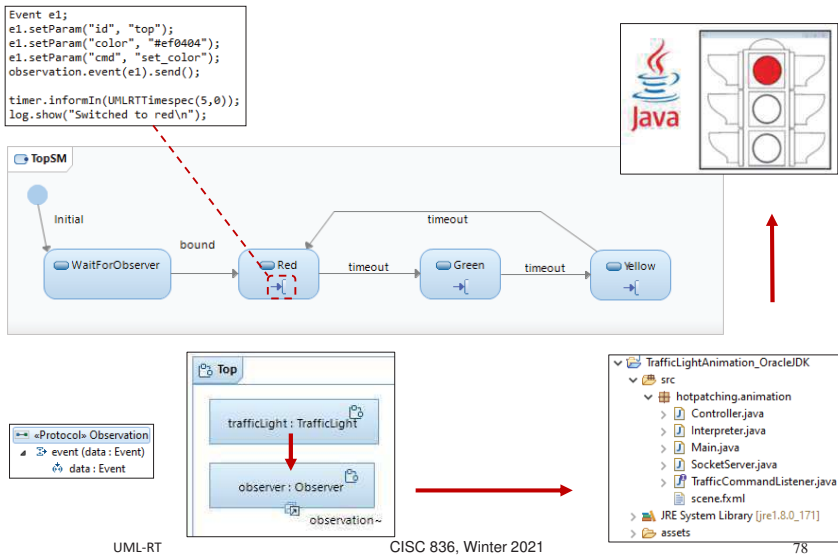


Run Time Services (RTS) Library: Communication (3)

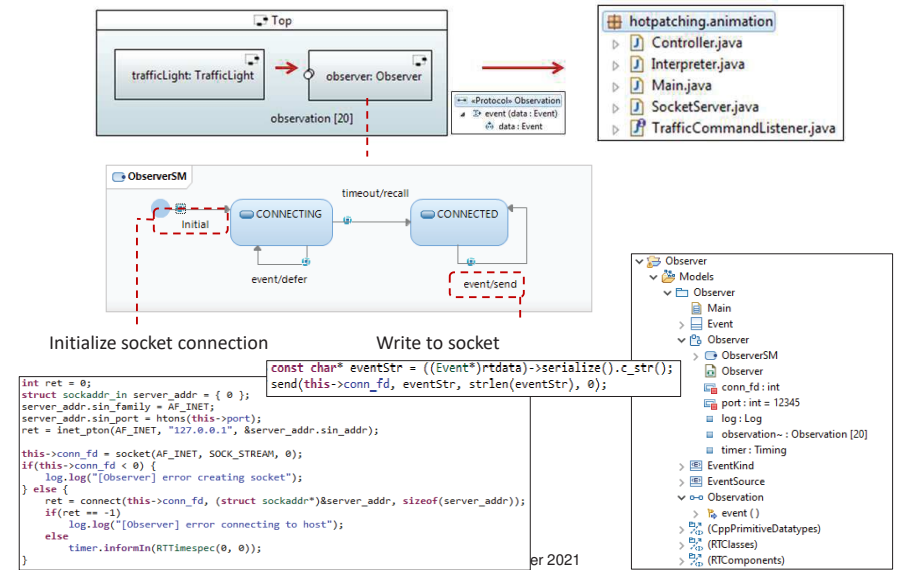
RTProtocol

- Base type for protocols
- **Methods**
 - **bool recall()**
 - Move matching message from one instance (port) from defer queue to end of message queue
 - **bool recallAll()**
 - Move matching messages from all instance (ports) from defer queue to end of message queue
 - **bool recallFront()**
 - Move matching message from one instance (port) from defer queue to front of message queue
 - **bool registerSAP(string)**
 - Non-wired ports with 'RegistrationKind=Application' have to be wired programmatically
 - Registers this port as SAP port with RTS to allow for dynamic binding from SPP
 - Example: `p1.registerSAP("myService");`
 - **bool registerSPP(string)**
 - Registers port as SPP providing service with name 'string' and automatically connects with matching SAP ports
 - Typically, one SPP port and multiple SAP ports
 - **bool deregisterSAP(), bool deregisterSPP()**

How Does the Observer Work?



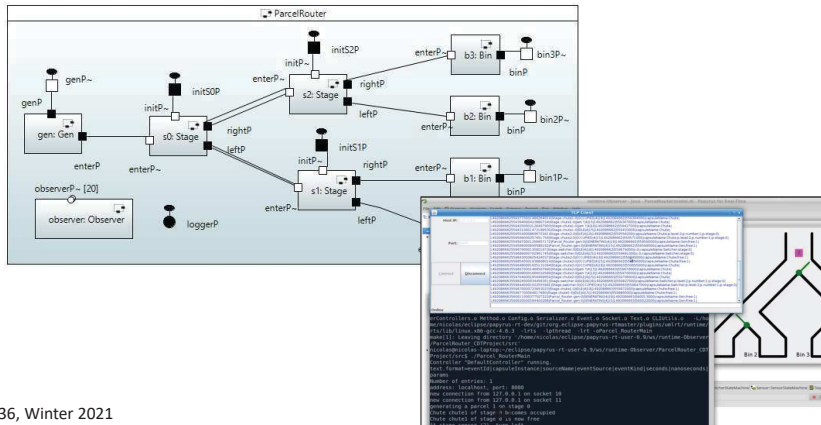
How Does the Observer Work? (Cont'd)



Observer Capsule: Examples

Monitoring and steering

- Parcel routing system
- <https://www.youtube.com/watch?v=EbMlgEX9O58>



Run Time Services (RTS) Library: Utilities

RTMain

- static int getArgCount();**
 - Get number of user-supplied command line arguments
- static const char * getArg(int index);**
 - Get argument with particular index
- Example:**
 - `const char *arg0 = RTMain::getArg(0);`

Project Suggestions I: Applications of RSARTE

- **Build sample application, e.g.,**
 - (simulation of) some reactive system (e.g., game, traffic/elevator control, vending machine, ATM, digital watch, garage door, microwave), or standard concurrent/distributed systems example
 - with or without, e.g.,
 - animation
 - advanced UML-RT features (plugin capsules, inheritance, multi-threading, priorities)
 - advanced RSARTE features (e.g., tracing and debugging [Moh10f, HCL20a])
 - external components (C++ libraries, analytics, learning)
 - to
 - illustrate or explore (e.g., basic or advanced UML-RT or RSARTE features, use of external components, fault-tolerance or adaptation technique)

Project Suggestions II: Extensions of UML-RT

- **Explore HCL extensions and sample systems**
 - TCP, HTTP, IoT, <https://github.com/hcl-pnp-rtist>
- **UML-RT for IoT and distributed systems**
 - Queen's Papyrus-RT extensions
 - <https://github.com/kjahed/Models18-MMCA/blob/master/index.md>
- **Explore and model the RTS**
 - How much of the structure and behavior of the RTS can we capture using plain class and sequence diagrams?
- **Sequence diagram generation**
 - Instrument model (or code) such that at runtime text is written to a file that describes the execution as sequence diagram in, e.g., the textual notation of PlantUML (<https://plantuml.com/sequence-diagram>)

Project Suggestions III: DSLs

- **Extend Assignment 4**
 - e.g., improve validation
- **Use Xtext to develop or investigate**
 - a new DSL
- **Explore use of other language workbench and compare**
 - JetBrains MPS
 - Eclipse Theia
 - Platform to develop multi-language web-based IDEs
- **Explore (extensions for) existing DSLs**
 - data science (e.g., Knime)
 - machine learning
 - ...

Project Suggestions IV: Other

- **Explore actor languages**
 - Erlang, Elixir, Akka, Orleans, ...
- **Discrete event control theory**
 - supervisor generation
- **?**
 - Talk to me

Project Proposal due Thurs, March 4