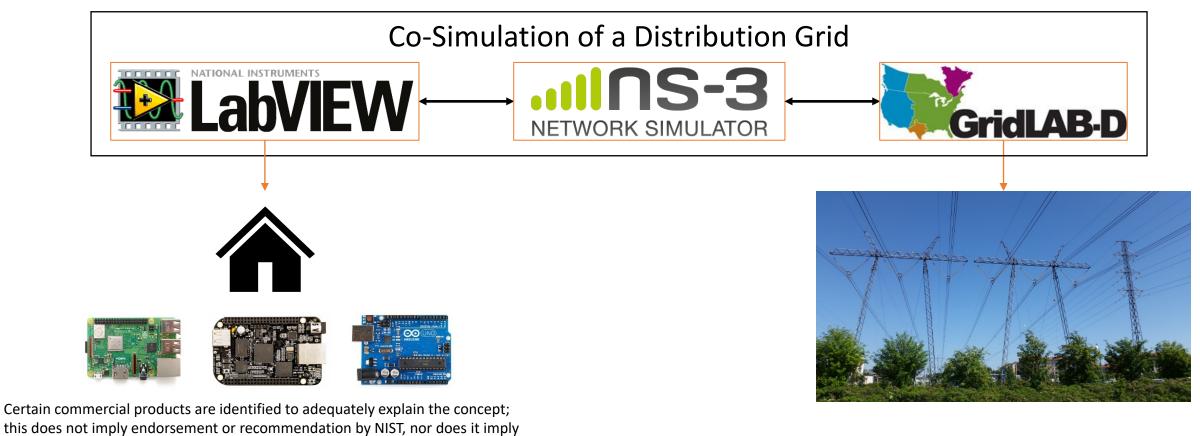
## Using Co-Simulation for Model Reuse and Experiment Reproducibility



Thomas Roth December 7, 2021



A **co-simulation** is a simulation with multiple subsystems that are executed simultaneously and exchange data at runtime.



that such products are necessarily the best available for the purpose.

## **Applications of Co-Simulation**



- Human-in-the-loop training
- Model reuse across simulators
- Shared or unique physical resources
- Simulation of complex systems (CPS/IoT)
  - Often safety-critical systems
  - Often cannot run experiments on the live systems
  - Often require a combination of expertise to understand

## Approaches to Co-Simulation



#### ad hoc

MATLAB S-Functions, TCP/IP Sockets, ...

#### frameworks

HELICS, mosaik, ...

#### standards

- High Level Architecture (HLA)
- Functional Mock-up Interface (FMI)

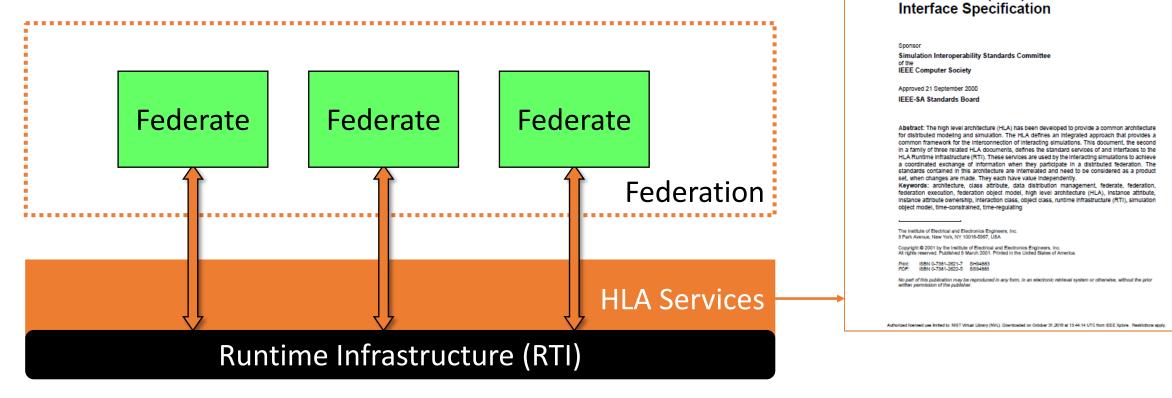
## High Level Architecture (HLA)



IEEE Std 1516.1-2000

IEEE Standard for Modeling and Simulation (M&S) High Level Architecture (HLA)—Federate

The IEEE High Level Architecture (HLA) is a co-simulation standard defining the services a set of *federates* can use in a *federation*.

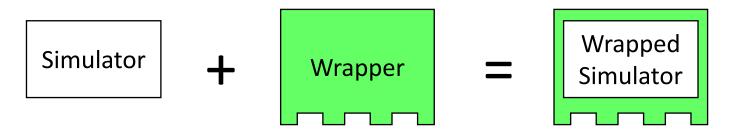


IEEE Standard for Modeling and Simulation (M&S) High Level Architecture (HLA)-- Federate Interface Specification (DOI 10.1109/IEEESTD.2010.5557728)

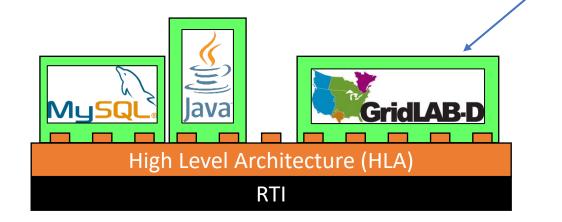
## **Simulation Integration**

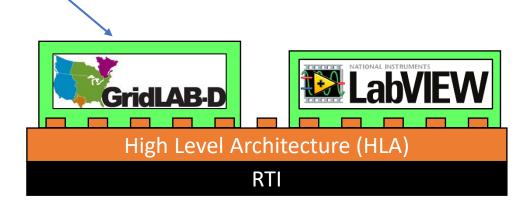


• A wrapper is software that defines the method of *time synchronization* and *data exchange* used for a simulator in a federation.



• A simulator with a wrapper can be *re-used* in multiple federations:







#### Connectivity

Able to share data (protocols)

**Semantic Interoperability** 

Able to understand shared data (data models)

'Functional' Interoperability

Able to *effectively use* shared data

## **NIST Co-Simulation Platform**





#### Universal CPS Environment for Federation

#### **Distributed as a virtual machine**

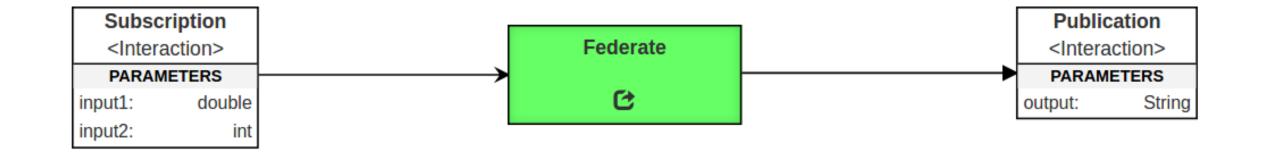
#### **Contains a graphical experiment and federate design environment**

## Uses code generation to turn models into executable code

available at <a href="https://github.com/usnistgov/ucef">https://github.com/usnistgov/ucef</a>

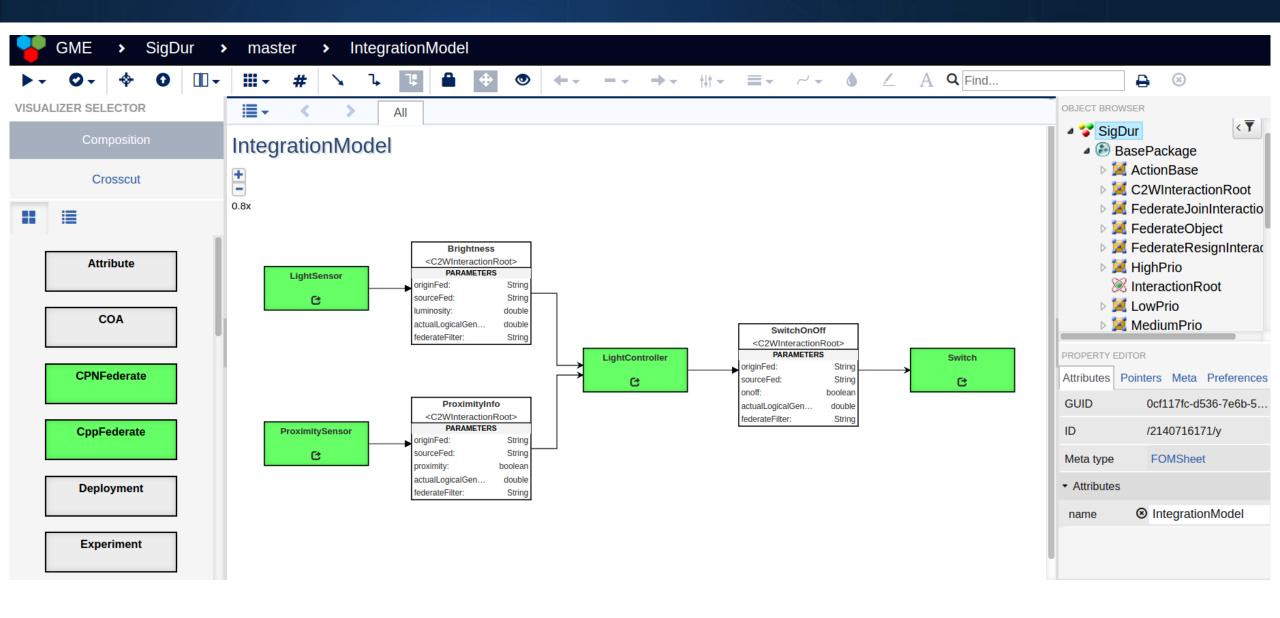


#### In UCEF a graphical language is used to design federates:

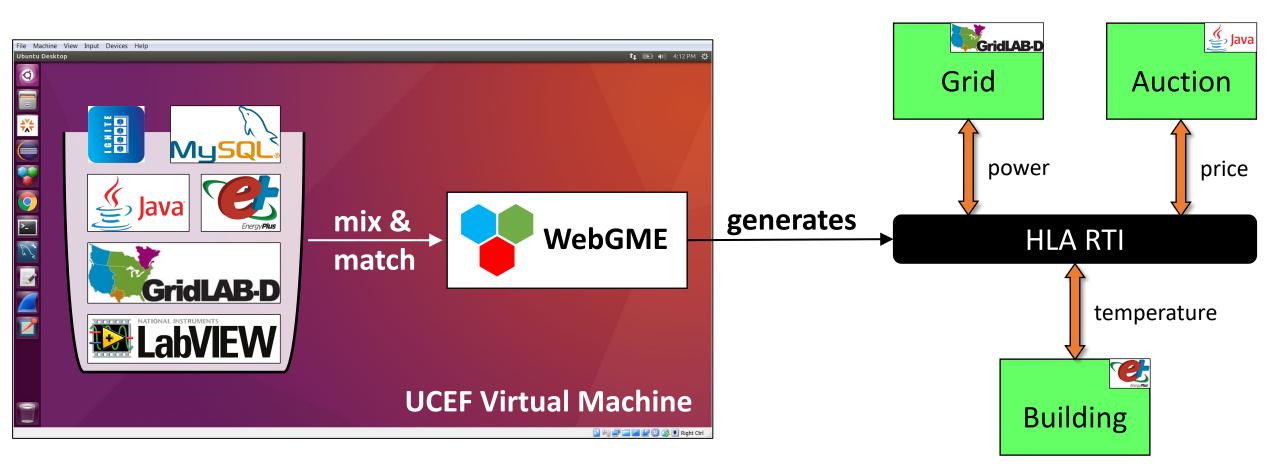


# The federates modeled in this language can be transformed into executable code / simulation models using code generation

#### Web-based Generic Modeling Environment (WebGME)



## UCEF: Portable HLA Development Kit



NIST



#### Connectivity

Able to share data (protocols)

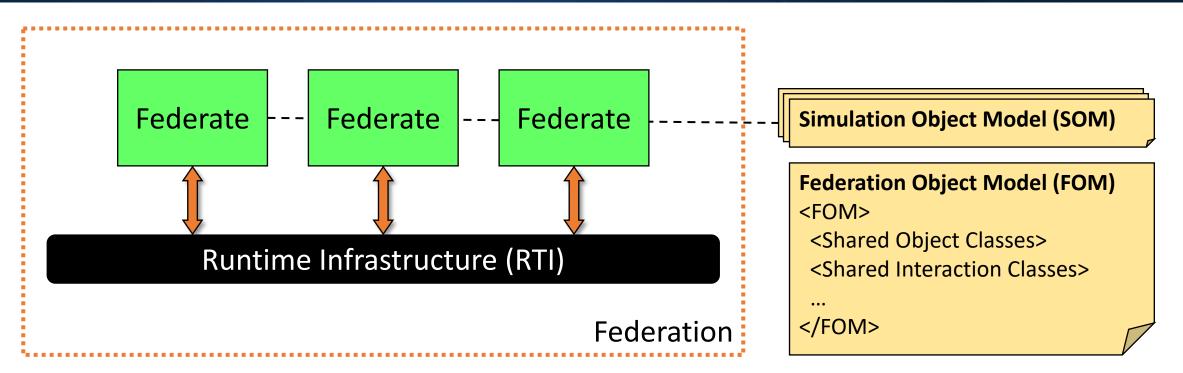
#### **Semantic Interoperability**

Able to understand shared data (data models)

#### 'Functional' Interoperability

Able to *effectively use* shared data

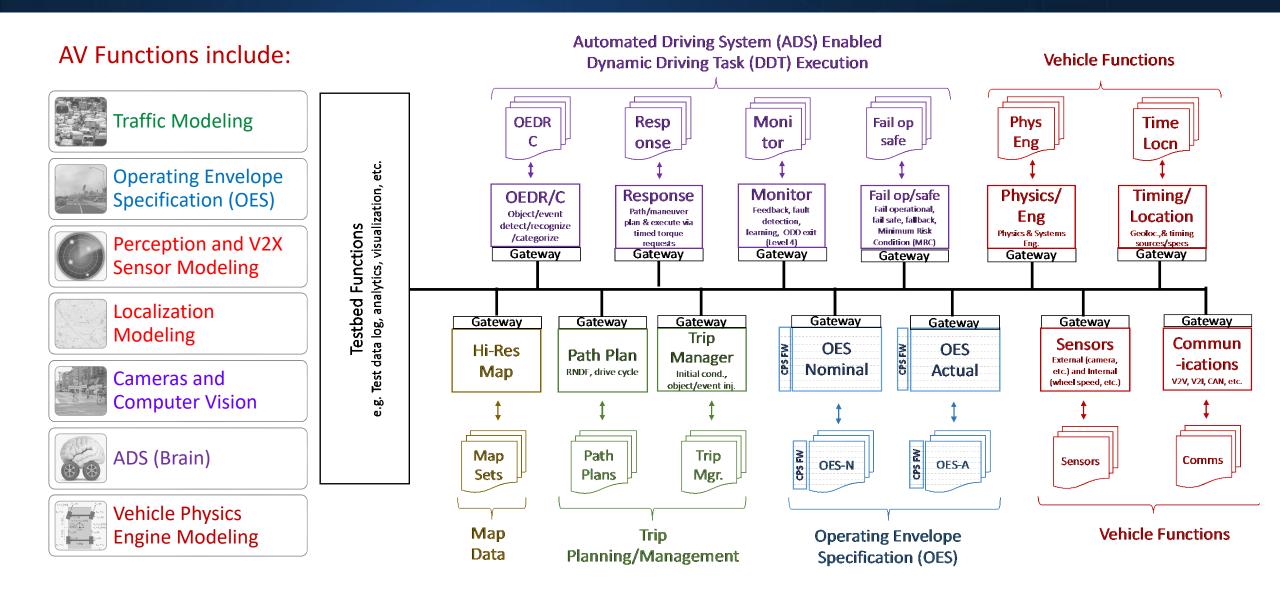
## Federation Object Model (FOM)



- Examples:
  - SISO-STD-001.1-2015
    Real-time Platform Reference Federation Object Model (RPR FOM)
  - SISO-STD-018-00-2020
    Space Reference Federation Object Model (SpaceFOM)

## **Federation Schematic**







#### Connectivity

Able to share data (protocols)

**Semantic Interoperability** 

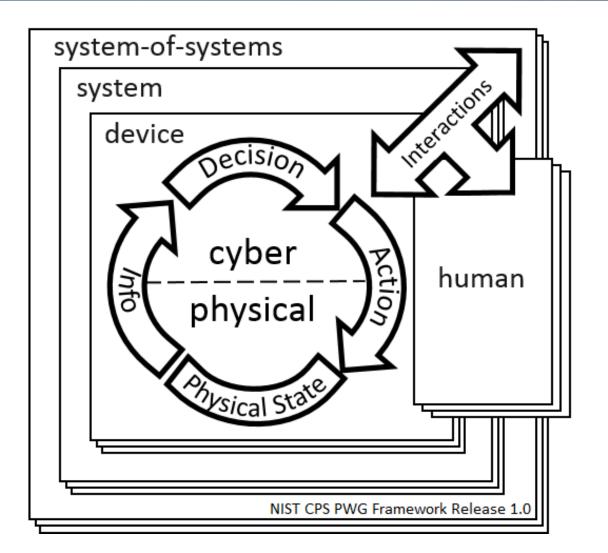
Able to understand shared data (data models)

#### 'Functional' Interoperability

Able to *effectively use* shared data

## Cyber-Physical Systems (CPS)

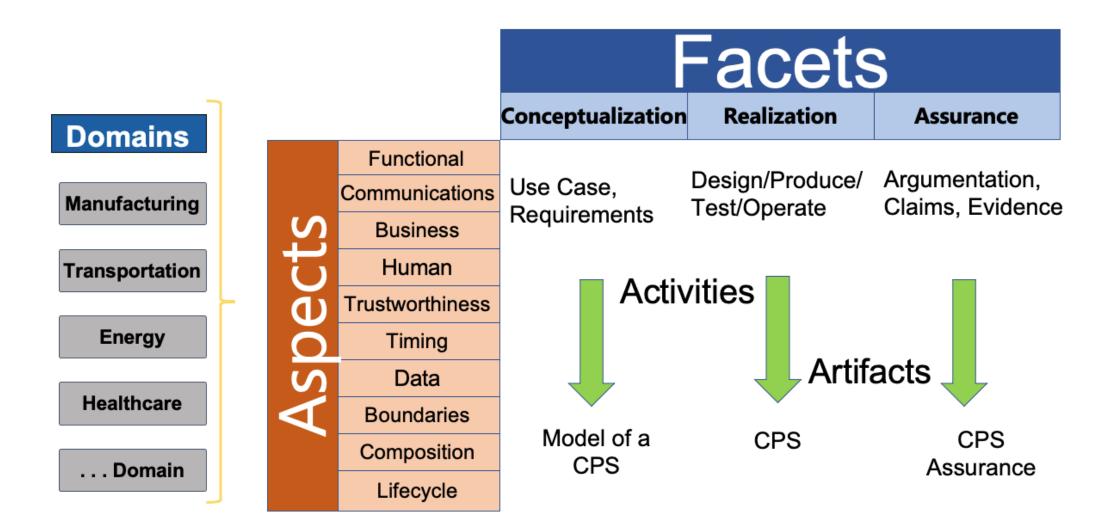




Framework for Cyber-Physical Systems: Volume 1, Overview (10.6028/NIST.SP.1500-201)

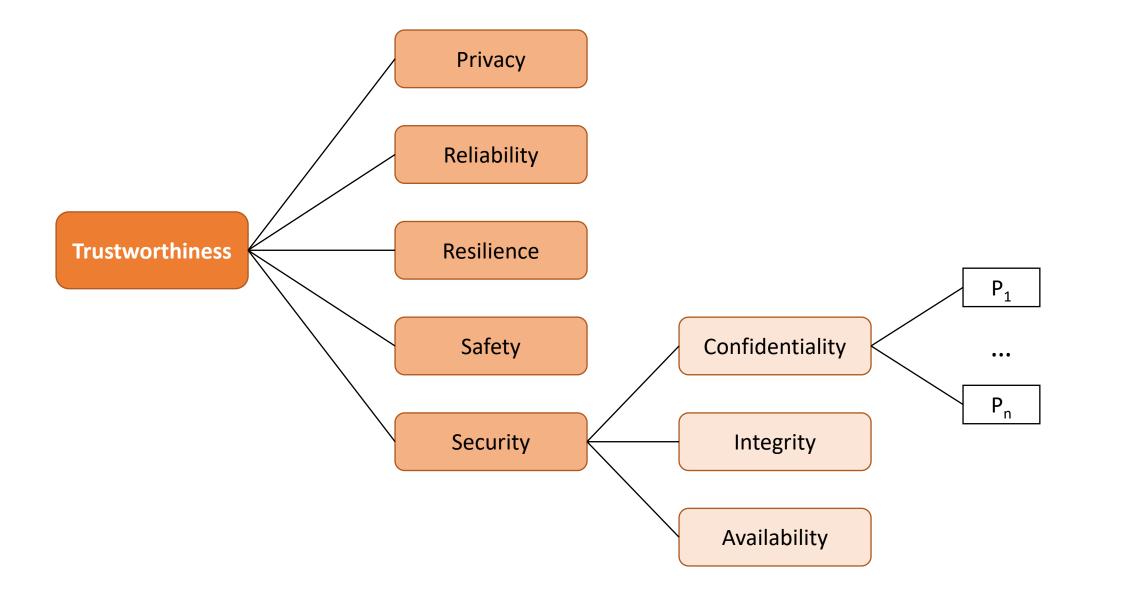
## NIST CPS Framework



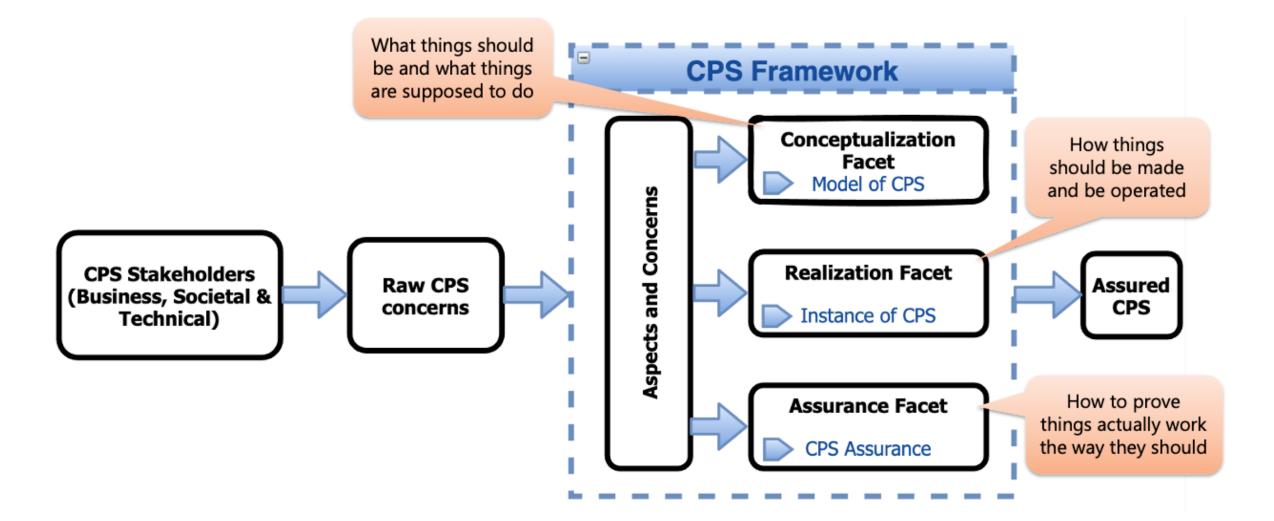


Framework for Cyber-Physical Systems: Volume 1, Overview (10.6028/NIST.SP.1500-201)

## **CPS Framework - Property Trees**



## **Generation of Property Trees**



## Composition of CPS





Will these systems work together?





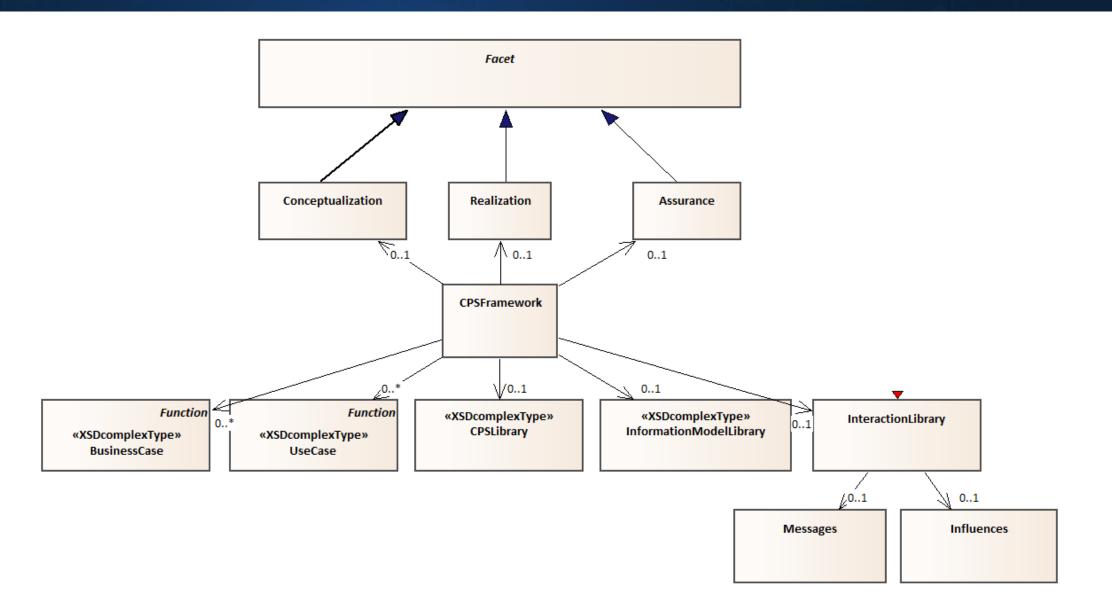
CPS\_1.Trustworthiness.Security.Confidentiality.P1

- + CPS\_2.Trustworthiness.Security.Confidentiality.P1
- + CPS\_2.Trustworthiness.Security.Confidentiality.P2

= VALID SYSTEM

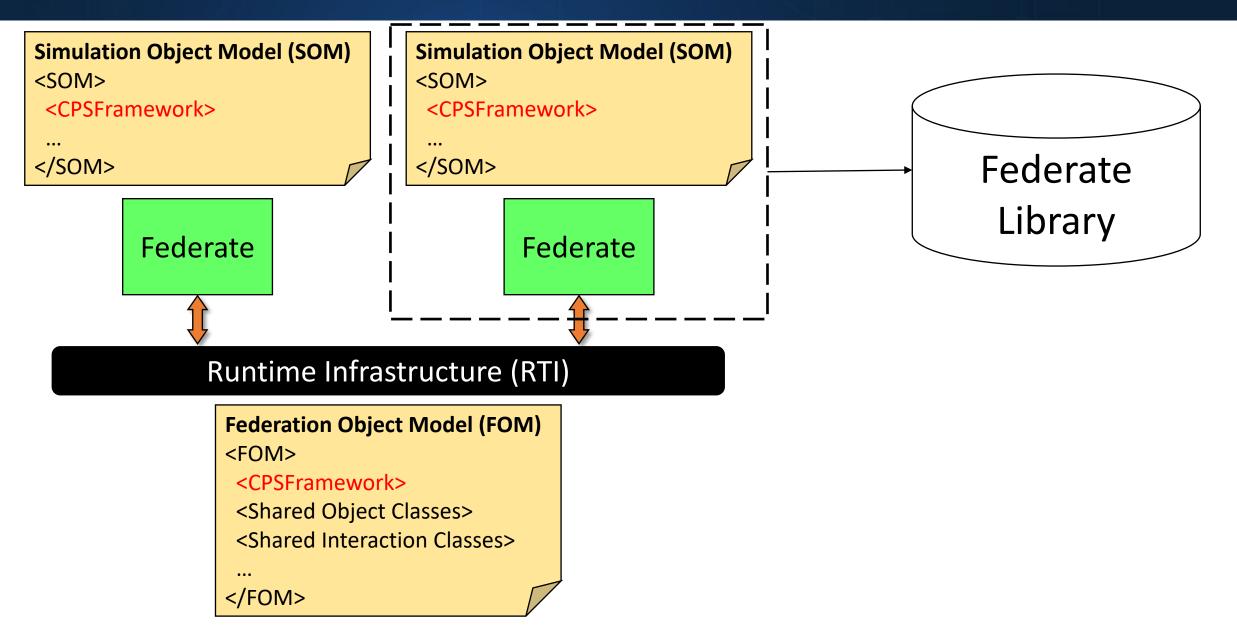
## **CPS** Descriptor





### Federate Metadata









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