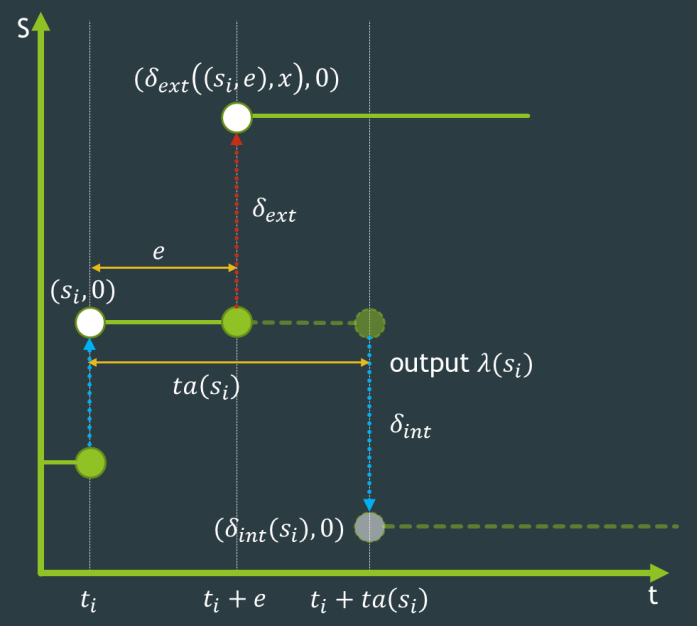


Classic DEVS

An Introduction Using PythonPDEVS

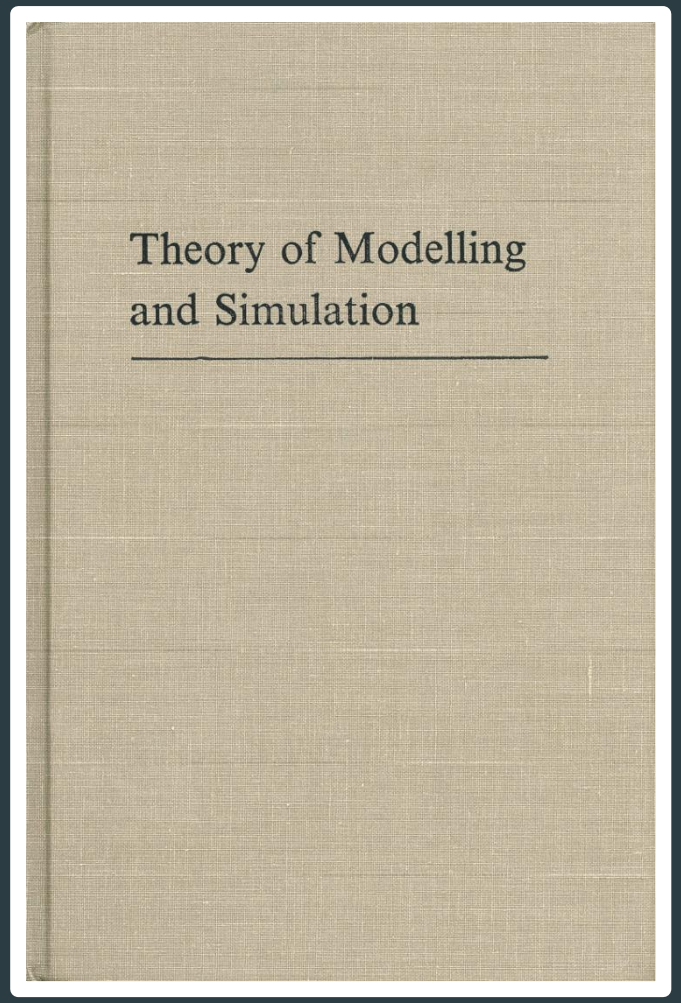
Yentl Van Tendeloo, Hans Vangheluwe

Universiteit Antwerpen

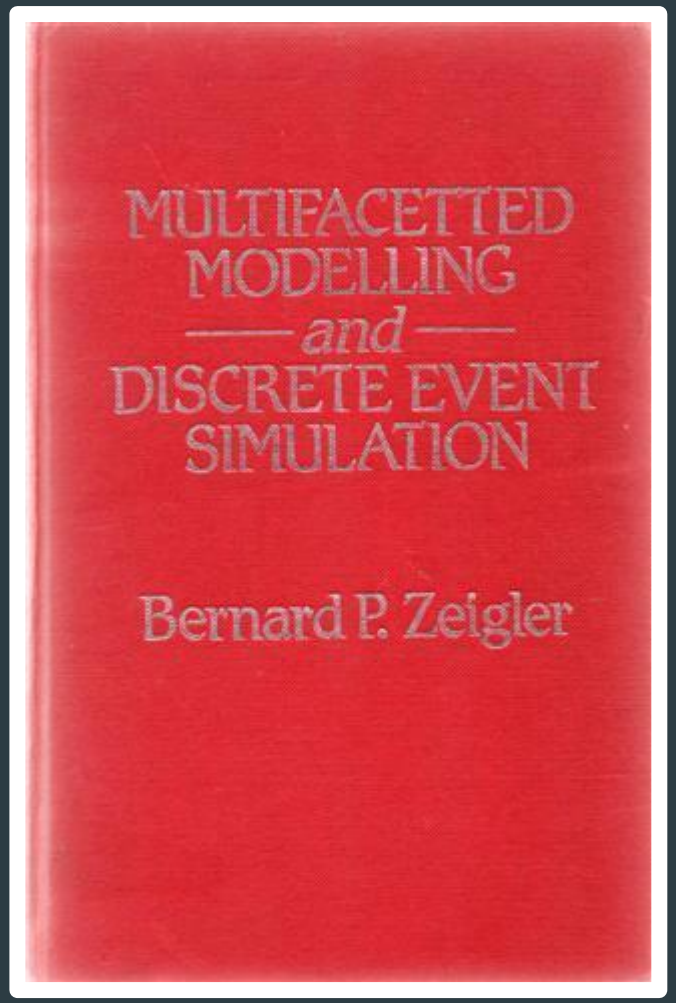
FLANDERS MAKE

McGill

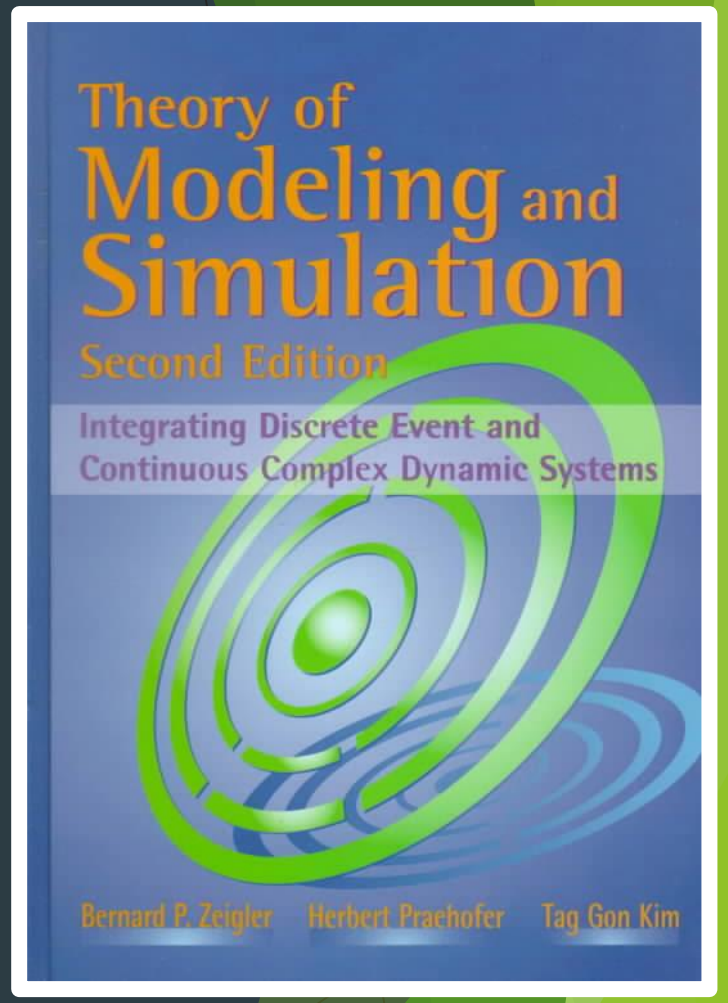
Introduction



Bernard P. Zeigler.
Theory Of Modelling And Simulation.
1st ed. Wiley, 1976.



Bernard P. Zeigler.
Multifacetted Modelling and Discrete Event Simulation.
1st ed. Academic Press, 1984.



Bernard P. Zeigler, Herbert Praehofer, and Tag Gon Kim.
Theory Of Modelling And Simulation.
2nd ed. Academic Press, 2000.

An overview of PythonPDEVS

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Hans.Vangheluwe@uantwerpen.be

Yentl Van Tendeloo and Hans Vangheluwe.
An Overview of PythonPDEVS.
In Proceedings of Journées DEVS Francophones (JDF), pages 59-66, 2016.

Simulation

Methodology

Simulation: Transactions of the Society for Modeling and Simulation International
1–19

DOI: 10.1177/0037549716678330
sim.sagepub.com
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An evaluation of DEVS simulation tools

Yentl Van Tendeloo[1*] and Hans Vangheluwe[1,2,3*]

Abstract
DEVS is a popular formalism for modeling complex dynamic systems using a discrete-event abstraction. Owing to its popularity, and the simplicity of the simulation kernel, a number of tools have been constructed by academia and industry. However, each of these tools has distinct design goals and a specific programming language implementation. Consequently, each supports a specific set of formalisms, combined with a specific set of features. Performance differs significantly between different tools. We provide an overview of the current state of eight different DEVS simulation tools: ADEVS, CD++, DEVS-Suite, MS4 Me, PowerDEVS, PythonPDEVS, VLE, and X-S-Y. We compare supported formalisms, compliance, features, and performance. This paper aims to help modelers in deciding which tools to use to solve their specific problems. It further aims to help tool builders, by showing the aspects of their tools that could be extended in future tool versions.

Yentl Van Tendeloo and Hans Vangheluwe.
An Evaluation of DEVS Simulation Tools.
Simulation: Transactions of the Society for Modeling and Simulation International.
2017, 93(2): 103-121

Our presentation uses initialized DEVS models, which contain an initial total state. This was left implicit in the original DEVS specification.

Extending the DEVS Formalism with Initialization Information

Yentl Van Tendeloo* Hans Vangheluwe*‡
{Yentl.VanTendeloo,Hans.Vangheluwe}@uantwerpen.be

DEVS is a popular formalism to model system behaviour using a discrete-event abstraction. The main advantages of DEVS are its rigourous and precise specification, as well as its support for modular, hierarchical construction of models. DEVS frequently serves as a simulation "assembly language" to which models in other formalisms are translated, either giving meaning to new (domain-specific) languages, or reproducing semantics of existing languages. Despite this rigourous definition of its syntax and semantics, initialization of DEVS models is left unspecified in both the Classic and Parallel DEVS formalism definition. In this paper, we extend the DEVS formalism by including an initial total state. Extensions to syntax as well as denotational (closure under coupling) and operational semantics (abstract simulator) are presented. The extension is applicable to both main variants of the DEVS formalism. Our extension is such that it adds to, but does not alter the original specification. All changes are illustrated by means of a traffic light example.

Keywords: Classic DEVS, Parallel DEVS, Experimentation, Initialization

Yentl Van Tendeloo and Hans Vangheluwe. Extending the DEVS Formalism with Initialization Information, 2018. ArXiv e-prints.

Sequential Discrete Event Language

Meijin++

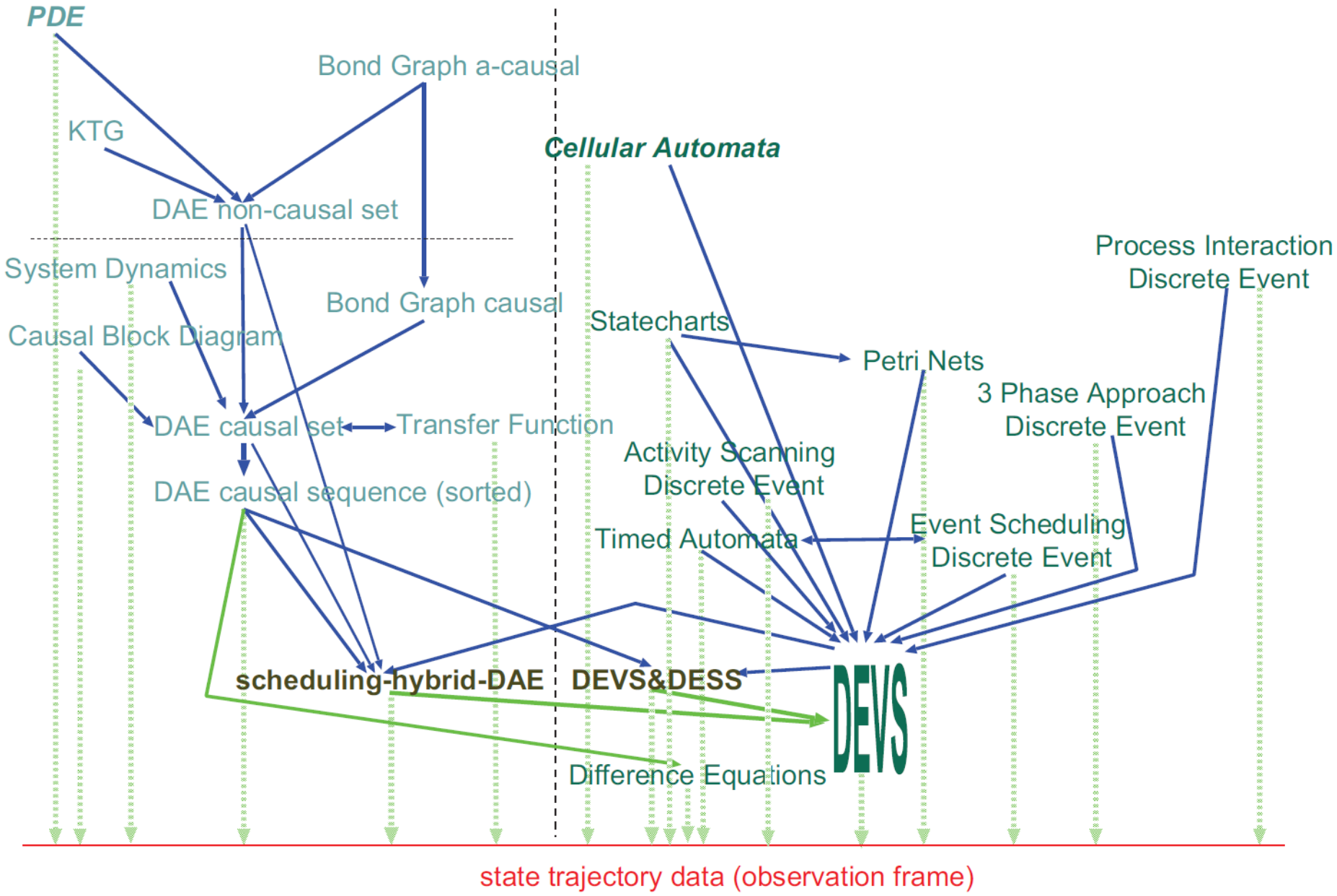
GPSS

...

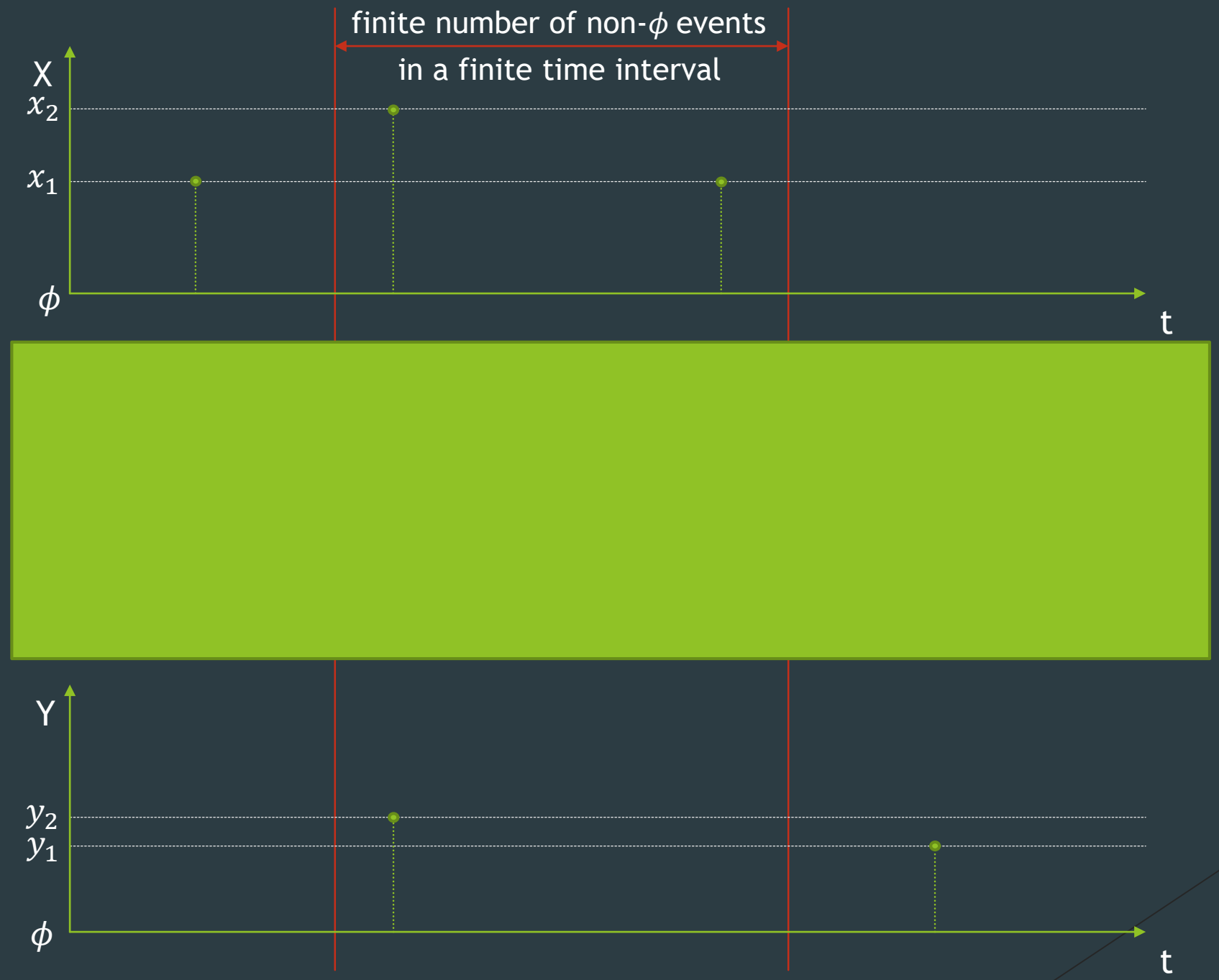
SimScript

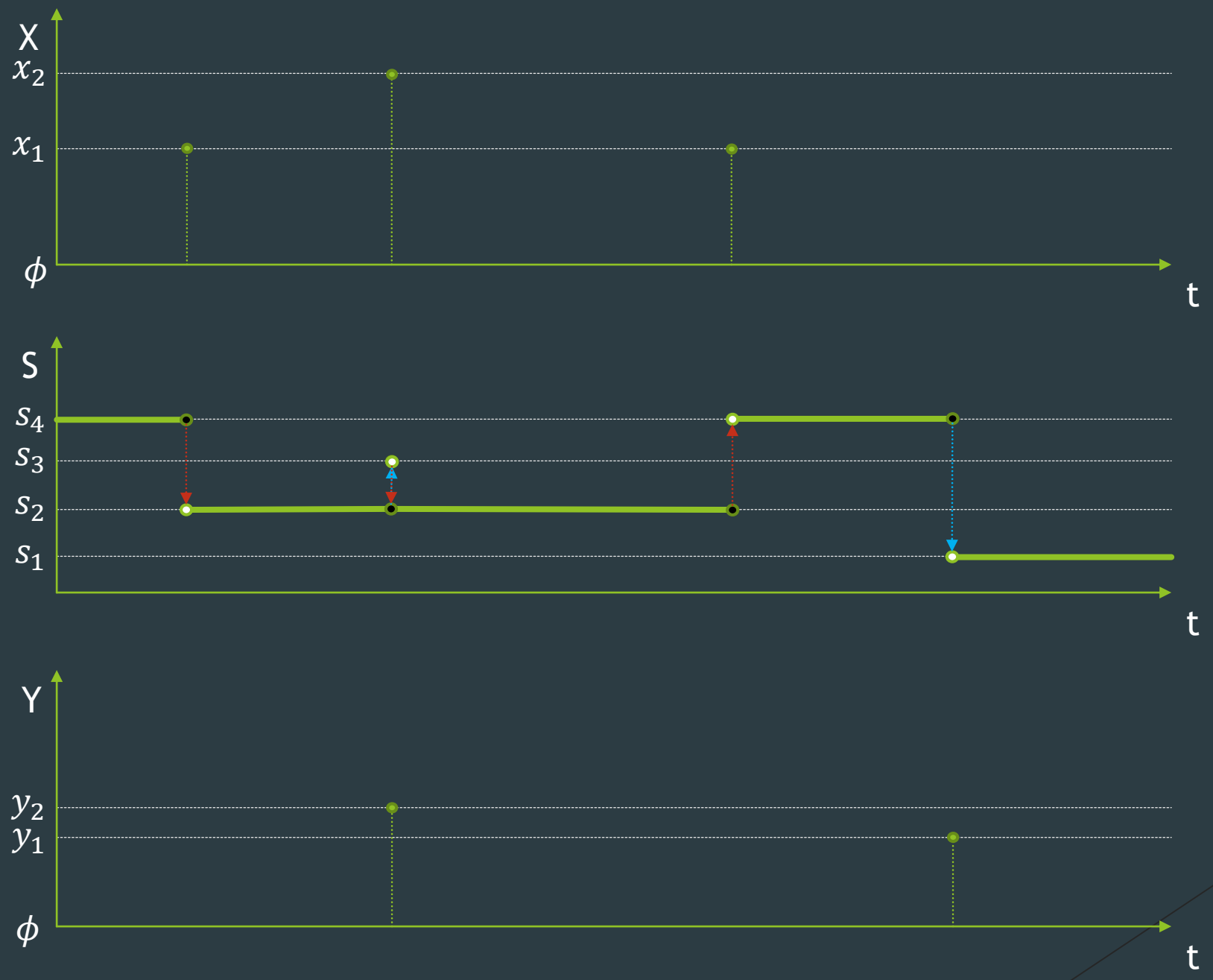
DEVS

= modular simulation assembly language



Vangheluwe, Hans. DEVS as a common denominator for multi-formalism hybrid systems modelling.
In proceedings of the International Symposium on Computer-Aided Control System Design, pp. 129-134. 2000.

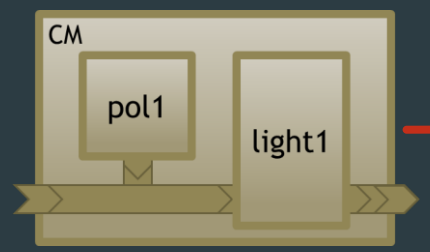

finite number of non-ϕ events
in a finite time interval
X
x_2
x_1
ϕ
t
Y
y_2
y_1
ϕ
t


X
x_2
x_1
ϕ
t
S
s_4
s_3
s_2
s_1
t
Y
y_2
y_1
ϕ
t

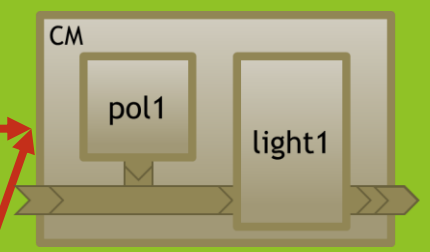

TRAFFIC

Experimentation

Simulation



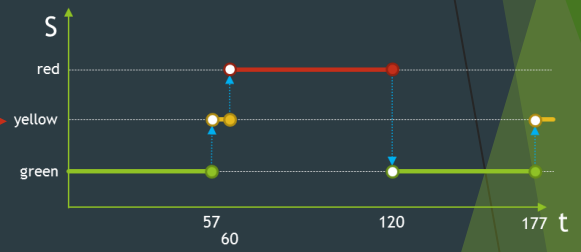
Model



Model

Solver

Simulator



Trace

$$delay_{red} = 60s$$
$$delay_{yellow} = 3s$$
$$delay_{green} = 57s$$
$$q_{init,light1} = (green, 0)$$
$$q_{init,pol1} = (idle, 280)$$
$$cond_{termination} = (t_{sim} \geq t_{end})$$
$$t_{end} = 24h$$

Concrete Syntax

simple_experiment.py

```
from pypdevs.simulator import Simulator

from mymodel import MyModel

model = MyModel(\
            q_init_pol1 = (“idle”, 280),
            q_init_light1 = (“green”, 0),
            delay_red = 60,
            delay_yellow = 3,
            delay_green = 57
)
simulator = Simulator(model)

simulator.setTerminationTime(24*60*60)
simulator.setClassicDEVS()
simulator.setVerbose()

simulator.simulate()
```

__ Current Time: 0.00 _____

INITIAL CONDITIONS in model <system.light>
Initial State: green
Next scheduled internal transition at time 57.00

INITIAL CONDITIONS in model <system.policeman>
Initial State: idle
Next scheduled internal transition at time 20.00

__ Current Time: 20.00 _____

EXTERNAL TRANSITION in model <system.light>
Input Port Configuration:
port <interrupt>:
toManual
New State: going_manual
Next scheduled internal transition at time 20.0

INTERNAL TRANSITION in model <system.policeman>
New State: working
Output Port Configuration:
port <output>:
go_to_work
Next scheduled internal transition at time 3620.00

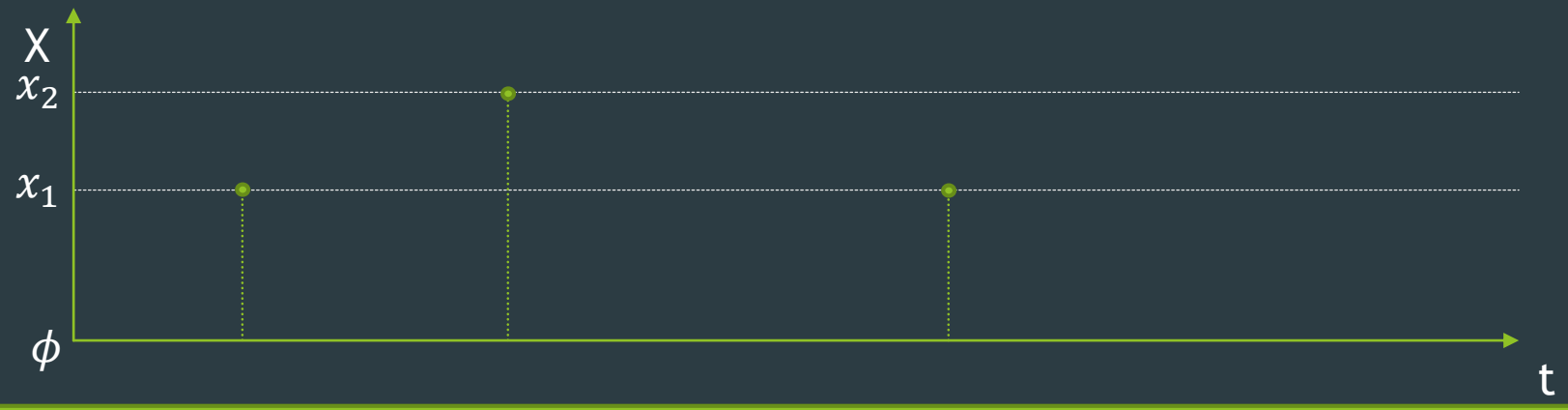
__ Current Time: 20.00 _____

INTERNAL TRANSITION in model <system.light>
Output Port Configuration:
port <observer>:
turn_off
New State: manual
Next scheduled internal transition at time inf

__ Current Time: 3620.00 _____

```
EXTERNAL TRANSITION in model <system.light>
        Input Port Configuration:
                port <interrupt>:
                        toAuto
        New State: going_auto
        Next scheduled internal transition at time 3620.00

INTERNAL TRANSITION in model <system.policeman>
        New State: idle
        Output Port Configuration:
                port <output>:
                        take_break
        Next scheduled internal transition at time 3920.00
```

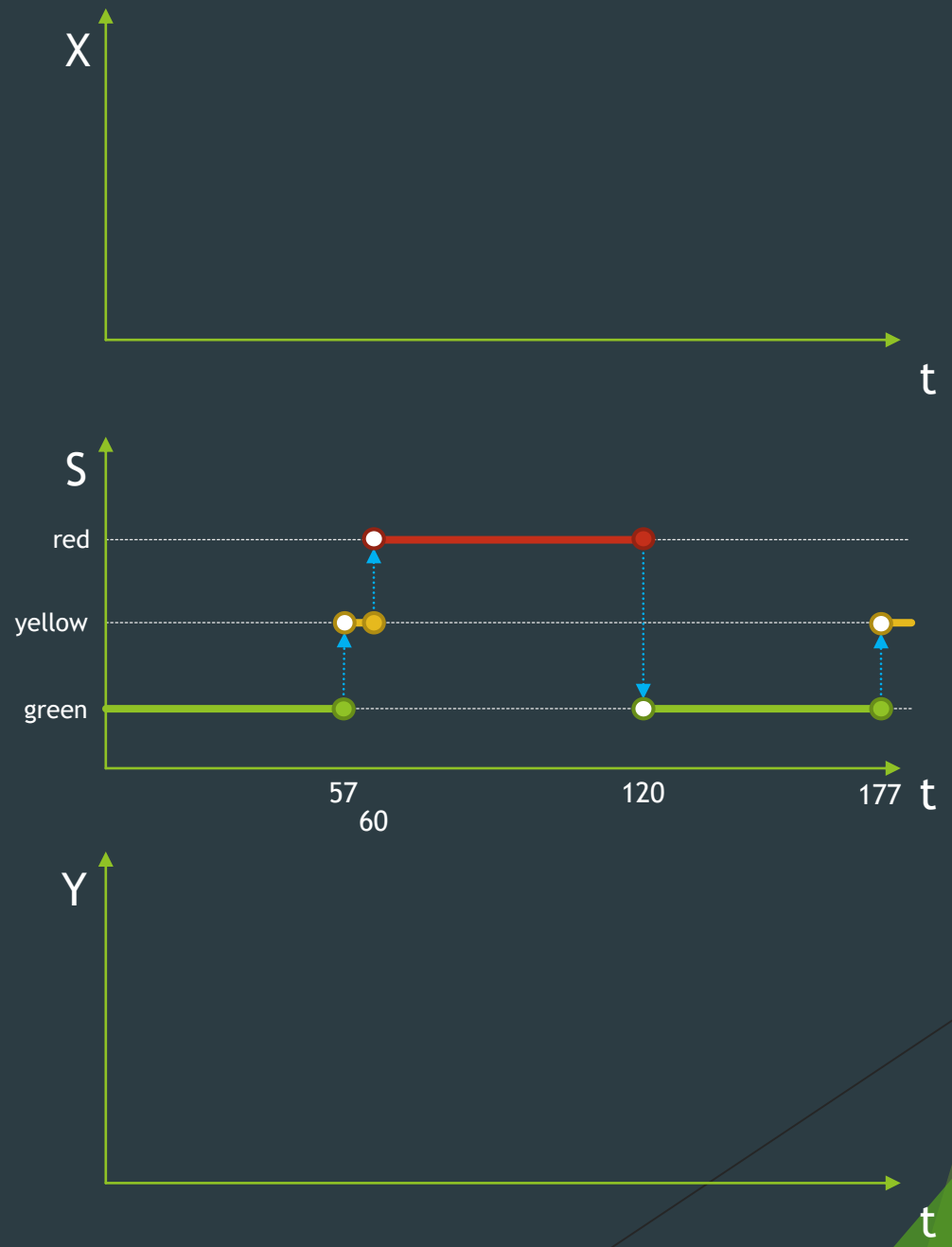
Atomic Models


X
x_2
x_1
ϕ
t

?


Y
y_2
y_1
ϕ
t


red
$delay_{red}$
yellow
$delay_{yellow}$
green
$delay_{green}$


X
t
S
red
yellow
green
57
60
120
177
t
Y
t

Autonomous (no input)

$M = \langle S, \quad , \delta_{int}, ta \rangle$

S : set of sequential states

S = {red, yellow, green}

$\delta_{int} : S \rightarrow S$

δ_{int} = {red → green,
green → yellow,
yellow → red}

$ta : S \rightarrow \mathbb{R}^{+}_{0,+\infty}$

ta = {red → $delay_{red}$,
green → $delay_{green}$,
yellow → $delay_{yellow}$}

Time Advance: corner cases

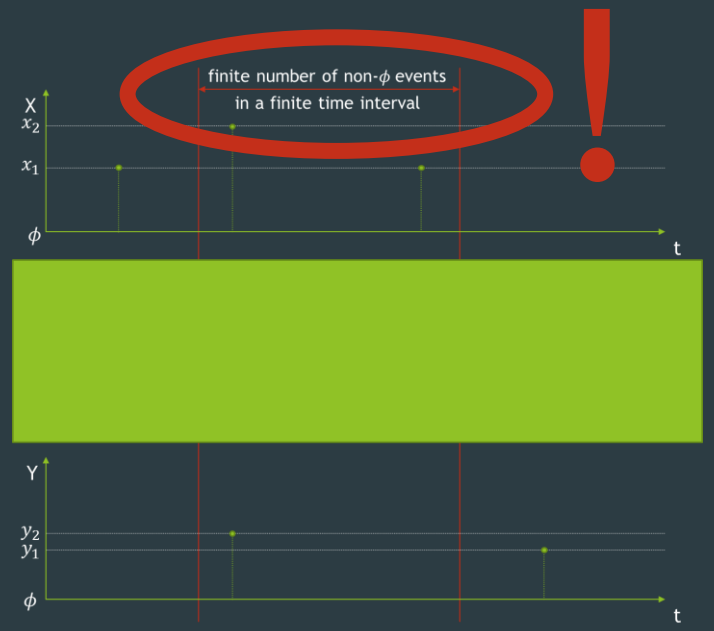
$$ta : \mathrm{S} \rightarrow \mathbb{R}^{+}_{0,+\infty}$$

$ta(s_i) = 0$

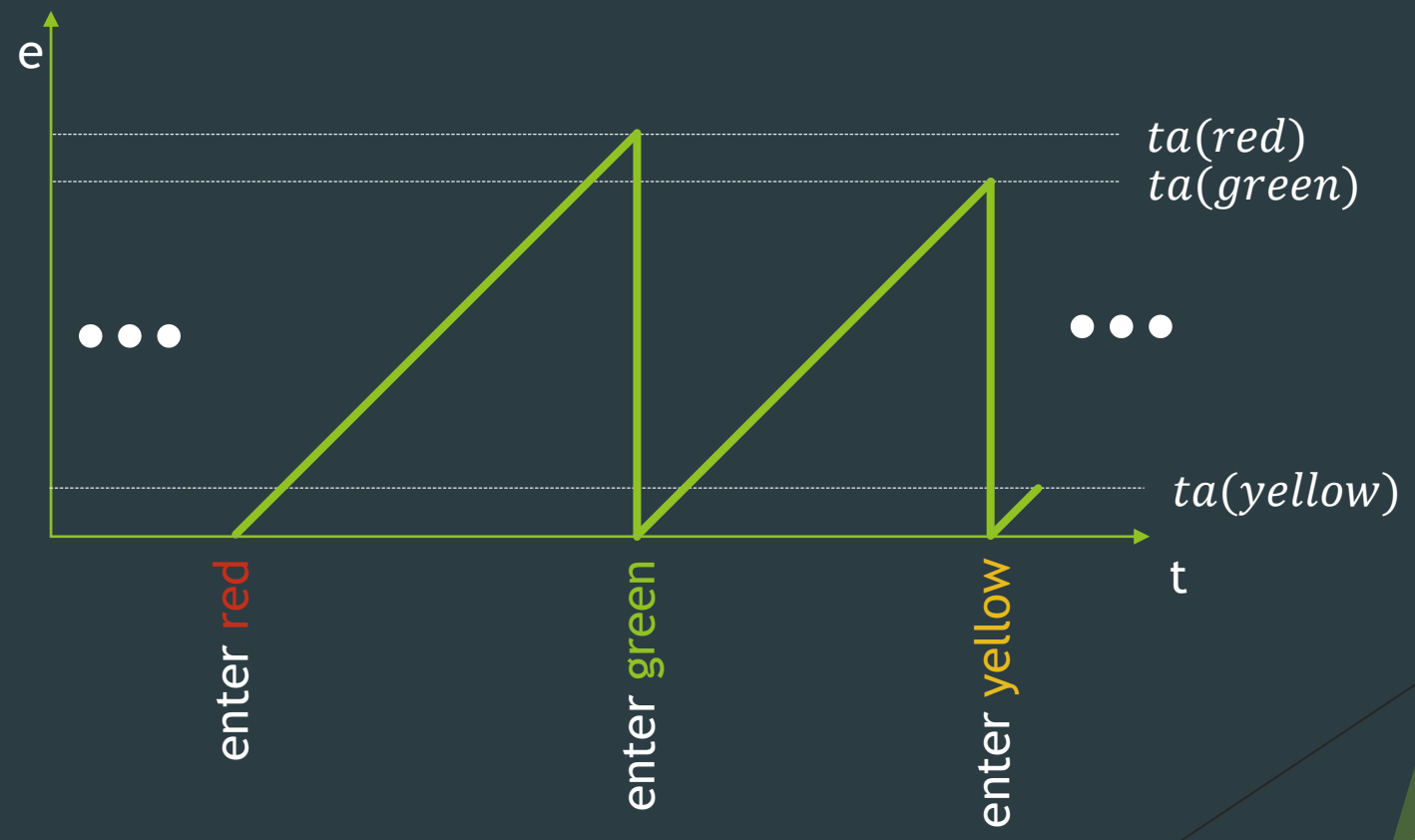
transient states

$ta(s_i) = +\infty$

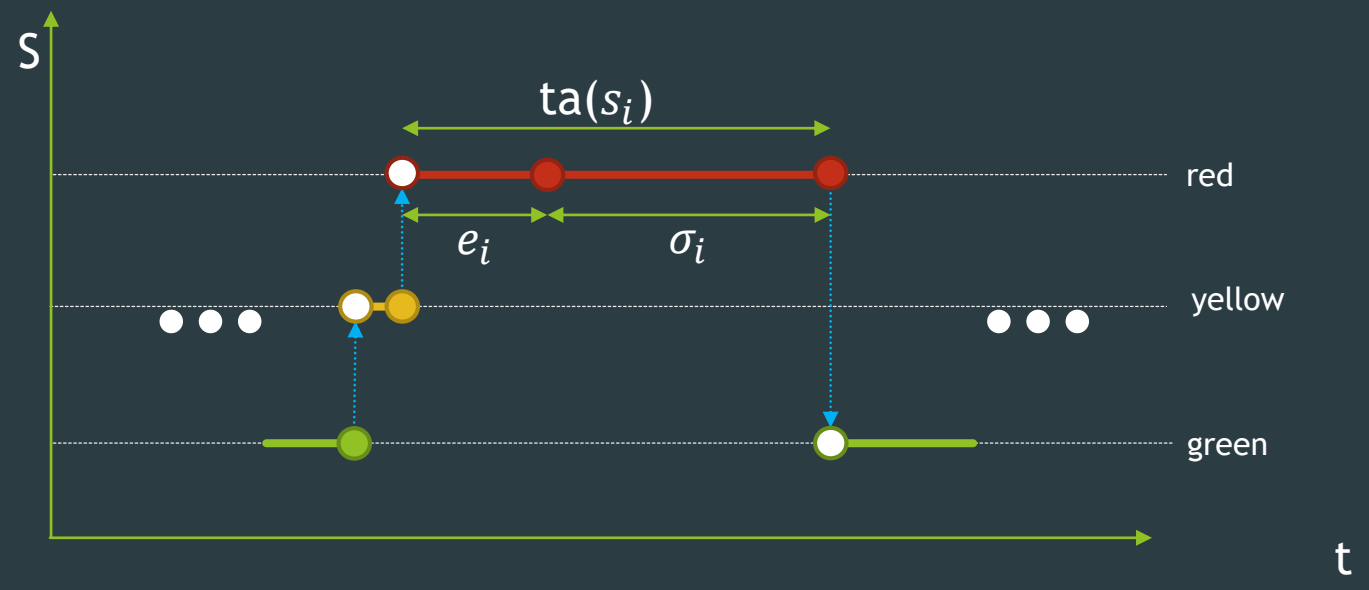
passive states



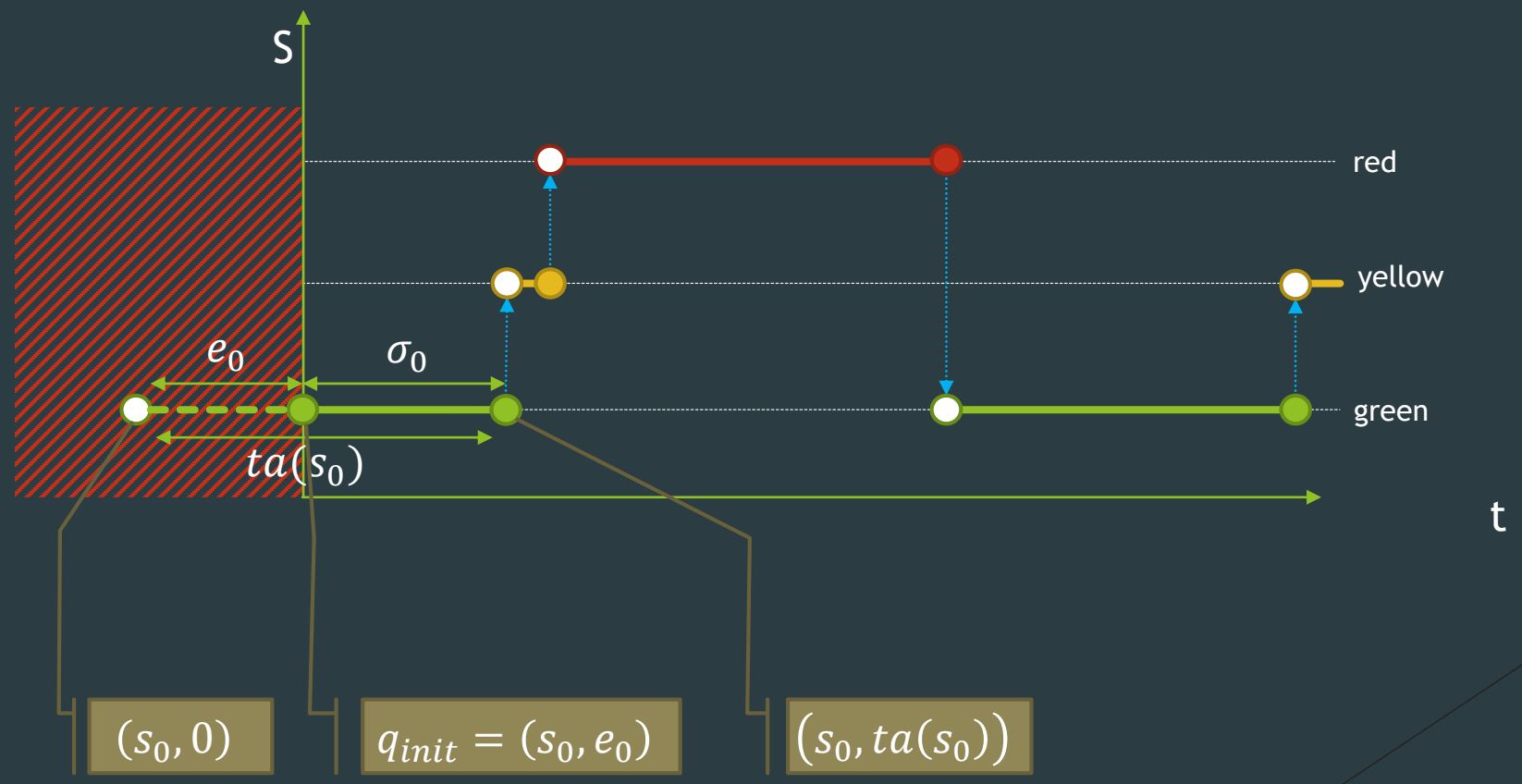
Elapsed time



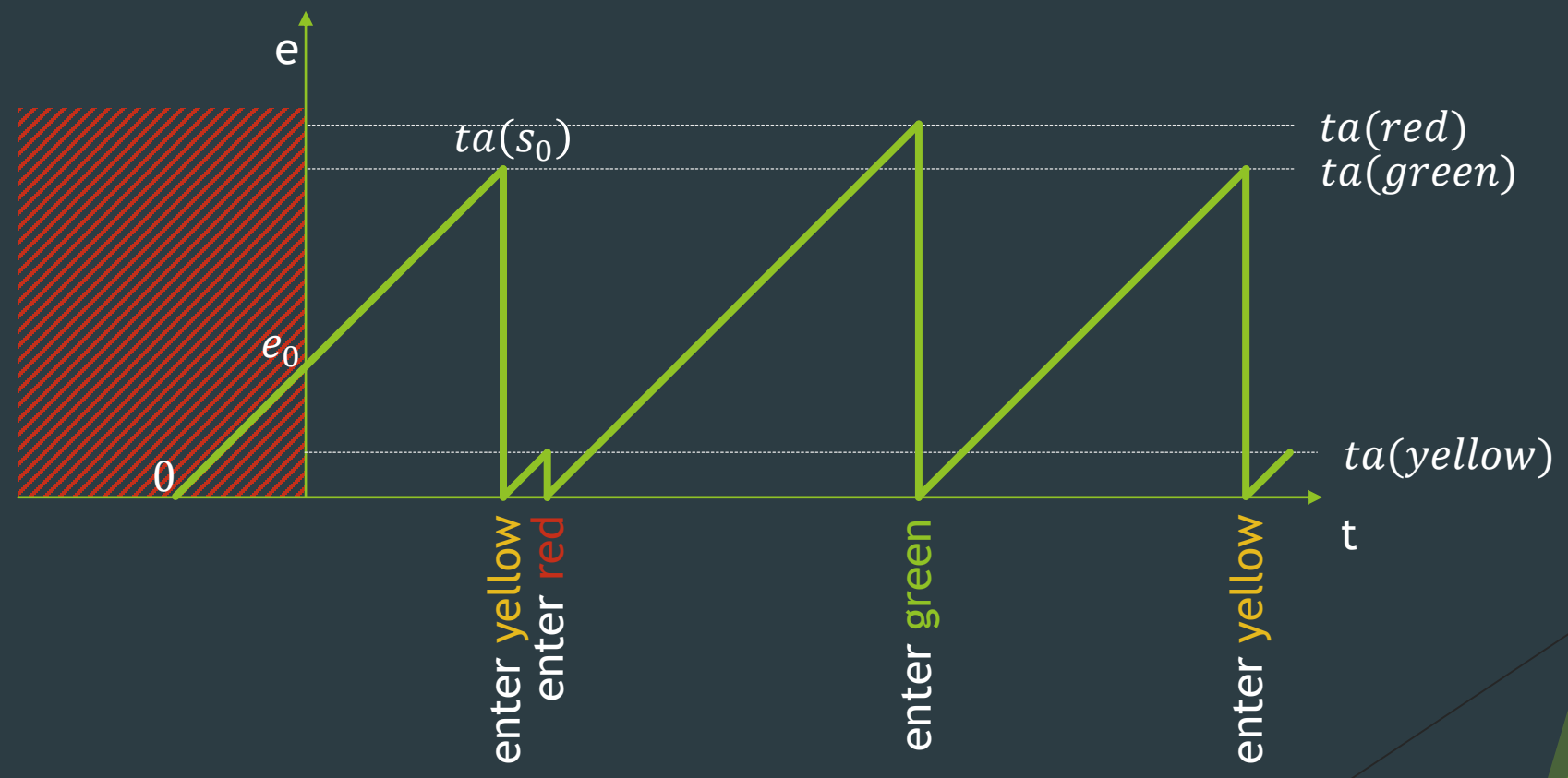
Elapsed time

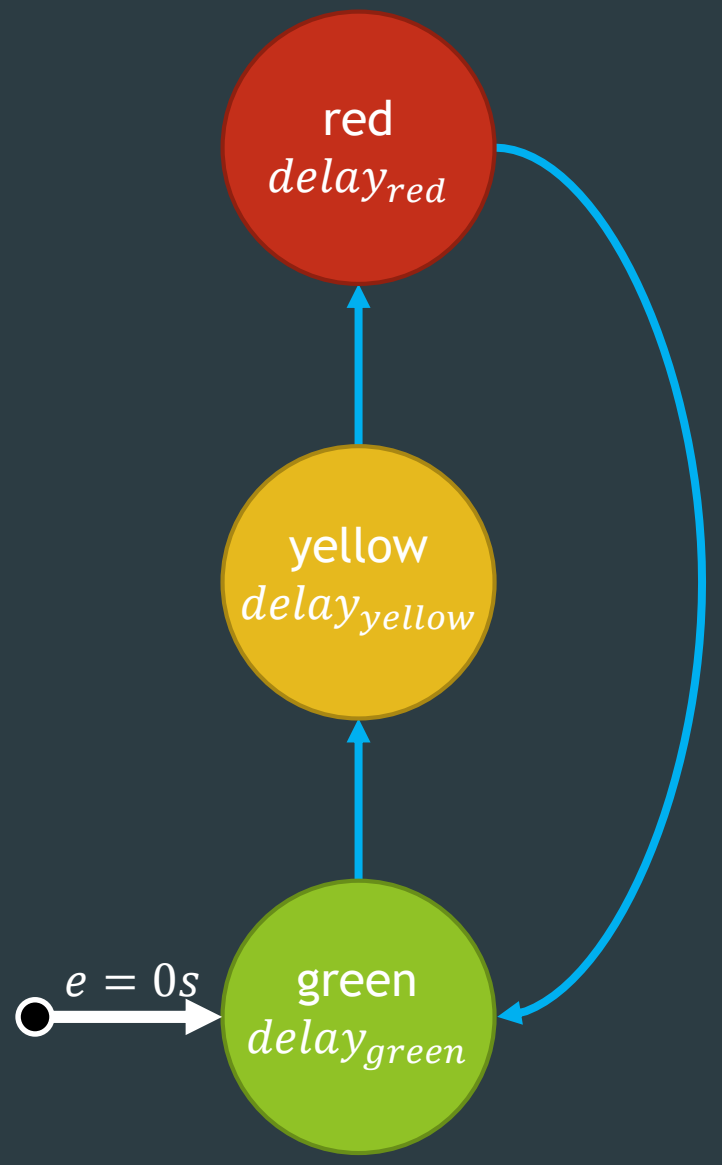


Initialization of Initial State



Elapsed time





Autonomous (no output)

$M = \langle S, q_{init}, \delta_{int}, ta \rangle$

S : set of sequential states

S = {red, yellow, green}

$\delta_{int} : S \rightarrow S$

δ_{int} = {red → green,
green → yellow,
yellow → red}

$ta : S \rightarrow \mathbb{R}^{+}_{0,+\infty}$

ta = {red → $delay_{red}$,
green → $delay_{green}$,
yellow → $delay_{yellow}$}

q_{init} : Q - set of total states

$Q = \{(s, e) | s \in S, 0 \leq e \leq ta(s)\}$

q_{init} = (green, 0)

Abstract Syntax

S = {red, yellow, green}
δ_{int} = { red → green,
green → yellow,
yellow → red}
ta = {red → $delay_{red}$,
green → $delay_{green}$,
yellow → $delay_{yellow}$}
q_{init} = (green, 0)

Operational Semantics

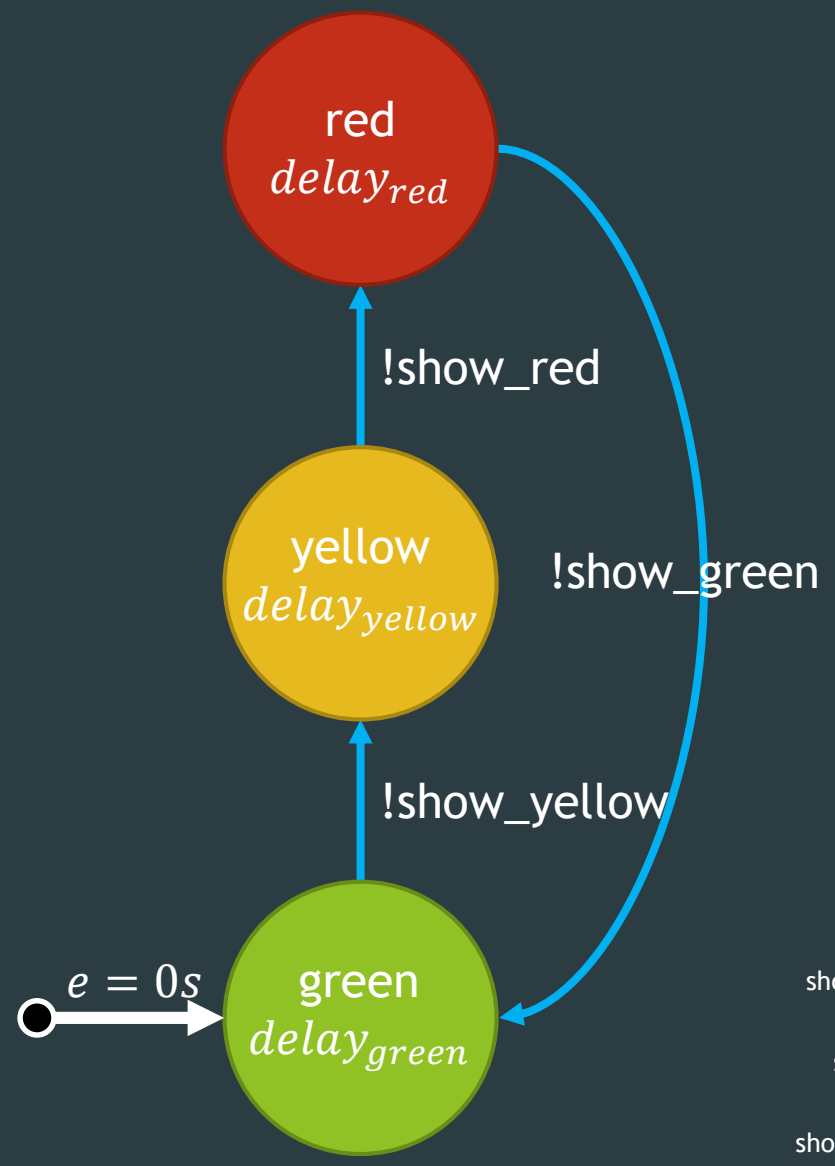
```
time = 0
current_state = initial_state
last_time = -initial_elapsed
while not termination_condition():
    time = last_time + ta(current_state)
    current_state = δint(current_state)
    last_time = time
```

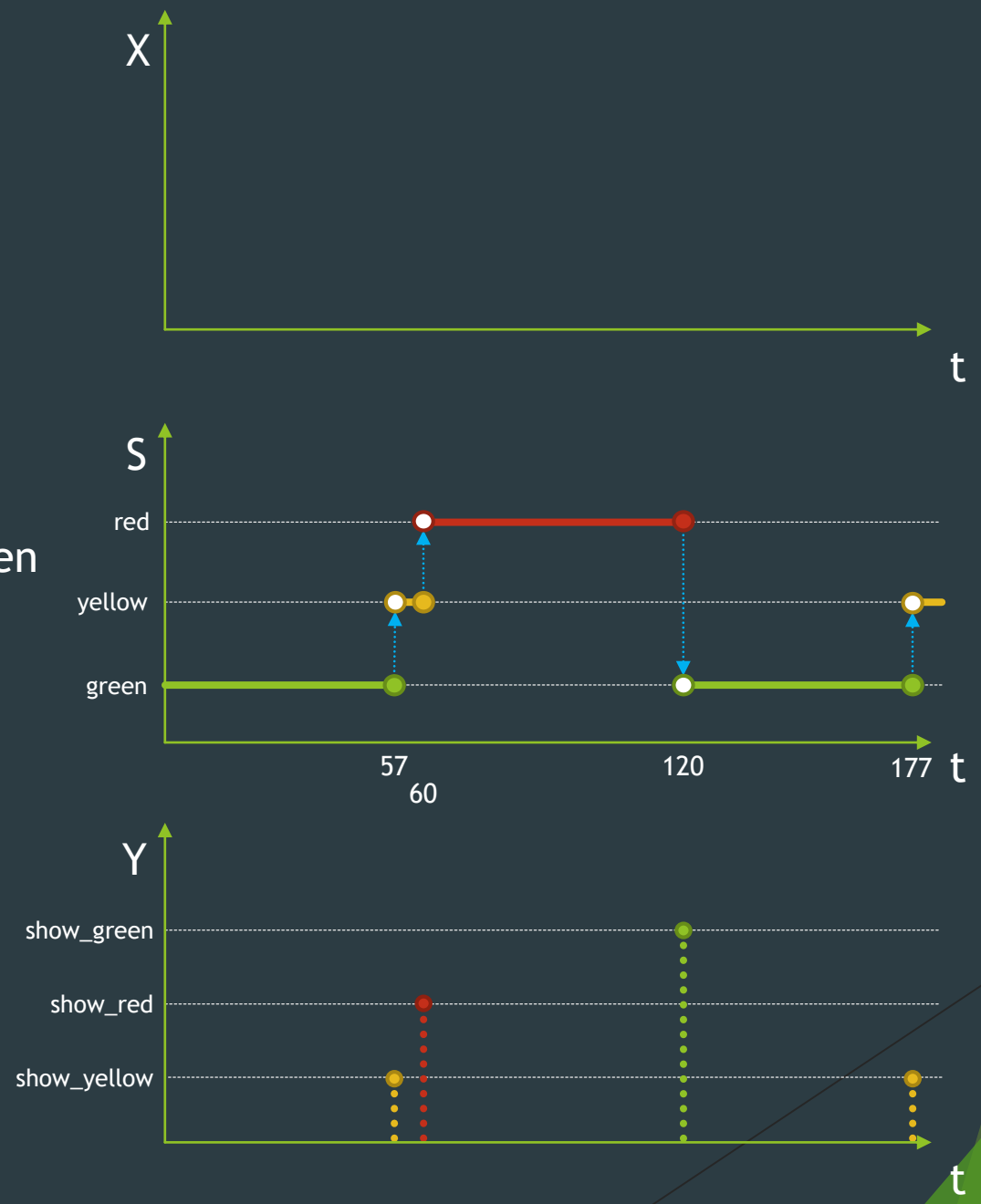
Concrete Syntax

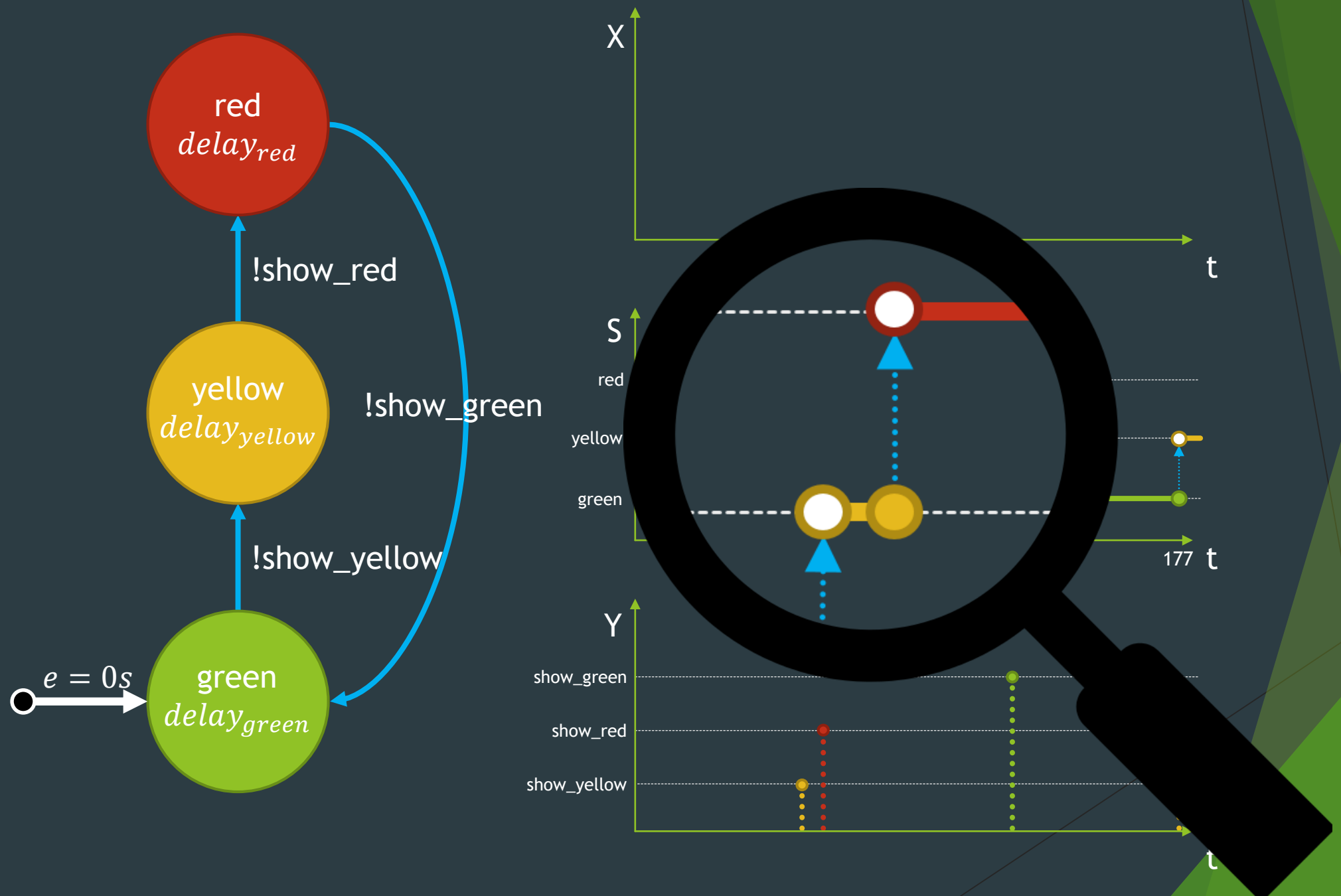
atomic_int.py

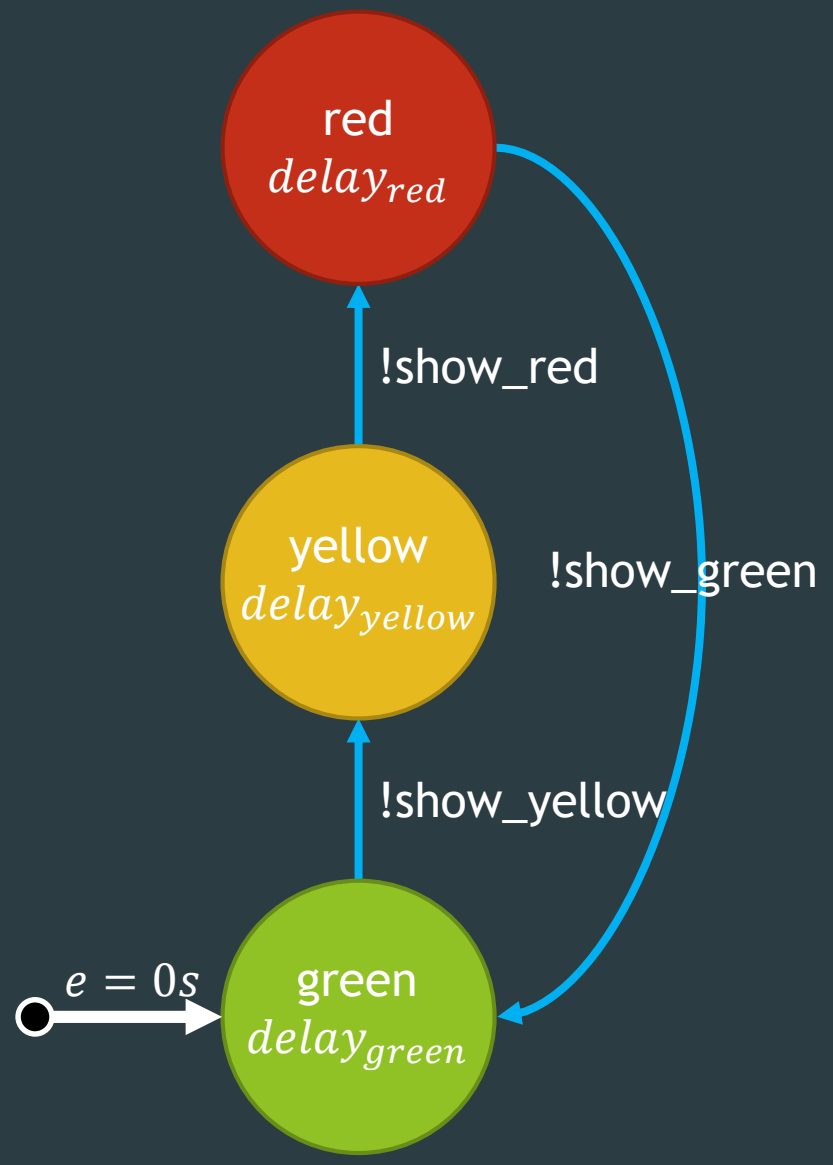
```
from pypdevs.DEVS import *

class TrafficLightAutonomous(AtomicDEVS):
    def __init__(self, q_init, delay_green,
                 delay_yellow, delay_red):
        AtomicDEVS.__init__(self, "light")
        self.state, self.elapsed = q_init
        self.delay_green = delay_green
        self.delay_yellow = delay_yellow
        self.delay_red = delay_red

    def intTransition(self):
        state = self.state
        return {"red": "green",
                "yellow": "red",
                "green": "yellow"}[state]

    def timeAdvance(self):
        state = self.state
        return {"red": self.delay_red,
                "yellow": self.delay_yellow,
                "green": self.delay_green}[state]
```

```
__ Current Time:      0.00 ____________________________________________

     INITIAL CONDITIONS in model <light>
          Initial State: green
          Next scheduled internal transition at time 57.00

__ Current Time:      57.00 ___________________________________________

     INTERNAL TRANSITION in model <light>
          New State: yellow
          Output Port Configuration:
          Next scheduled internal transition at time 60.00

__ Current Time:      60.00 ___________________________________________

     INTERNAL TRANSITION in model <light>
          New State: red
          Output Port Configuration:
          Next scheduled internal transition at time 120.00
```


red
$delay_{red}$
!show_red
yellow
$delay_{yellow}$
!show_green
!show_yellow
$e = 0s$
green
$delay_{green}$


X
t
S
red
yellow
green
57
60
120
177
t
Y
show_green
show_red
show_yellow
t


red
$delay_{red}$
!show_red
yellow
$delay_{yellow}$
!show_green
!show_yellow
$e = 0s$
green
$delay_{green}$
X
t
S
red
yellow
green
177
t
Y
show_green
show_red
show_yellow
t



Autonomous (with output)

$M = \langle Y, S, q_{init}, \delta_{int}, \lambda, ta \rangle$

S = {red, yellow, green}

δ_{int} = { red → green,
green → yellow,
yellow → red}

q_{init} = (green, 0)

ta = {red → $delay_{red}$,
green → $delay_{green}$,
yellow → $delay_{yellow}$}

Y : set of output events

Y = {"show_red", "show_green", "show_yellow"}

$\lambda : S \rightarrow Y \cup \{\phi\}$

λ = { green → "show_yellow",
yellow → "show_red",
red → "show_green"}

Abstract Syntax

S = {red, yellow, green}
q_{init} = (green, 0)
δ_{int} = { red → green,
green → yellow,
yellow → red}
ta = {red → $delay_{red}$,
green → $delay_{green}$,
yellow → $delay_{yellow}$}
Y = {"show_red",
"show_green",
"show_yellow"}
λ = {green → "show_yellow",
yellow → "show_red",
red → "show_green"}

Operational Semantics

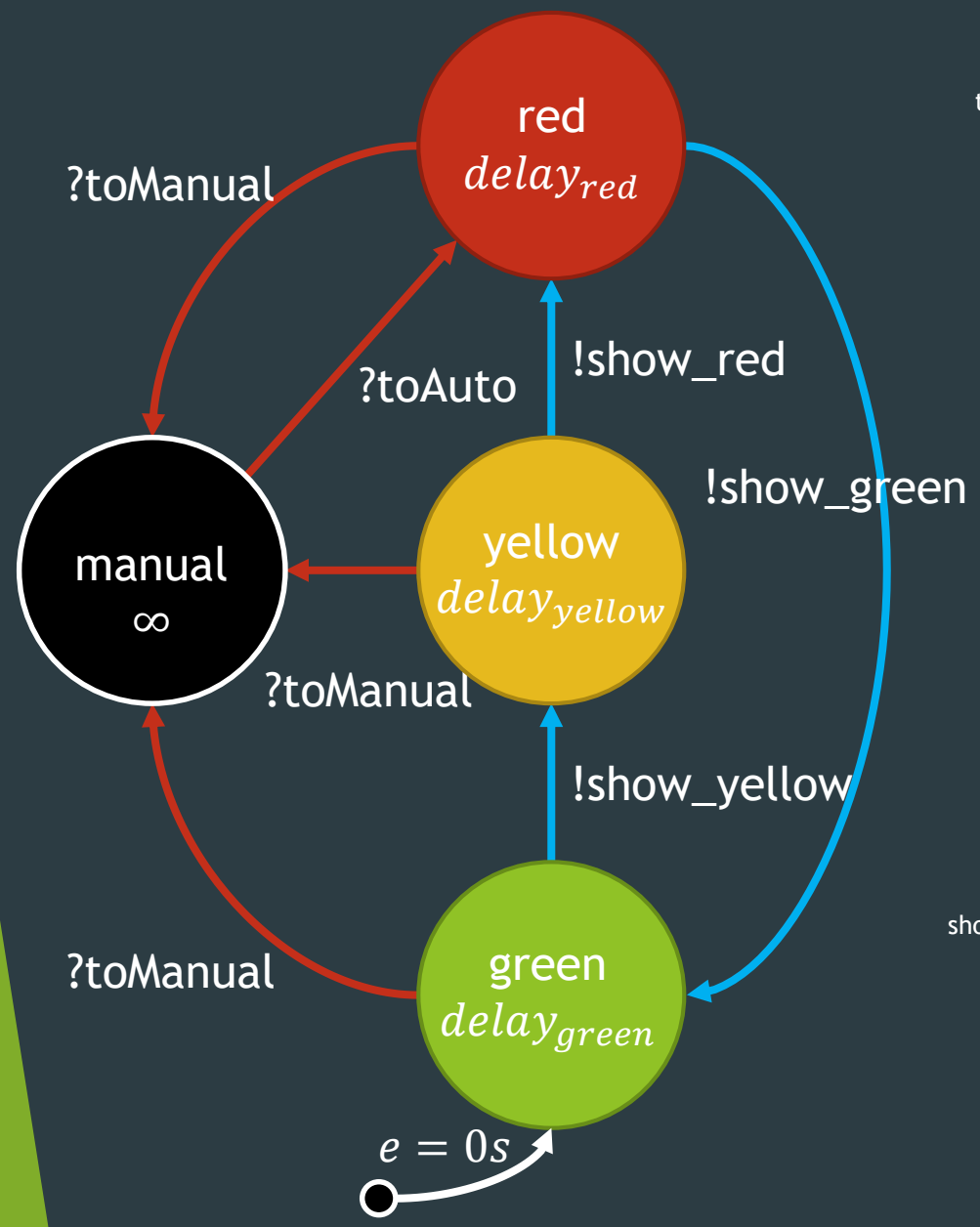
```
time = 0
current_state = initial_state
last_time = -initial_elapsed
while not termination_condition():
    time = last_time + ta(current_state)
    output(λ(current_state))
    current_state = δ_int(current_state)
    last_time = time
```

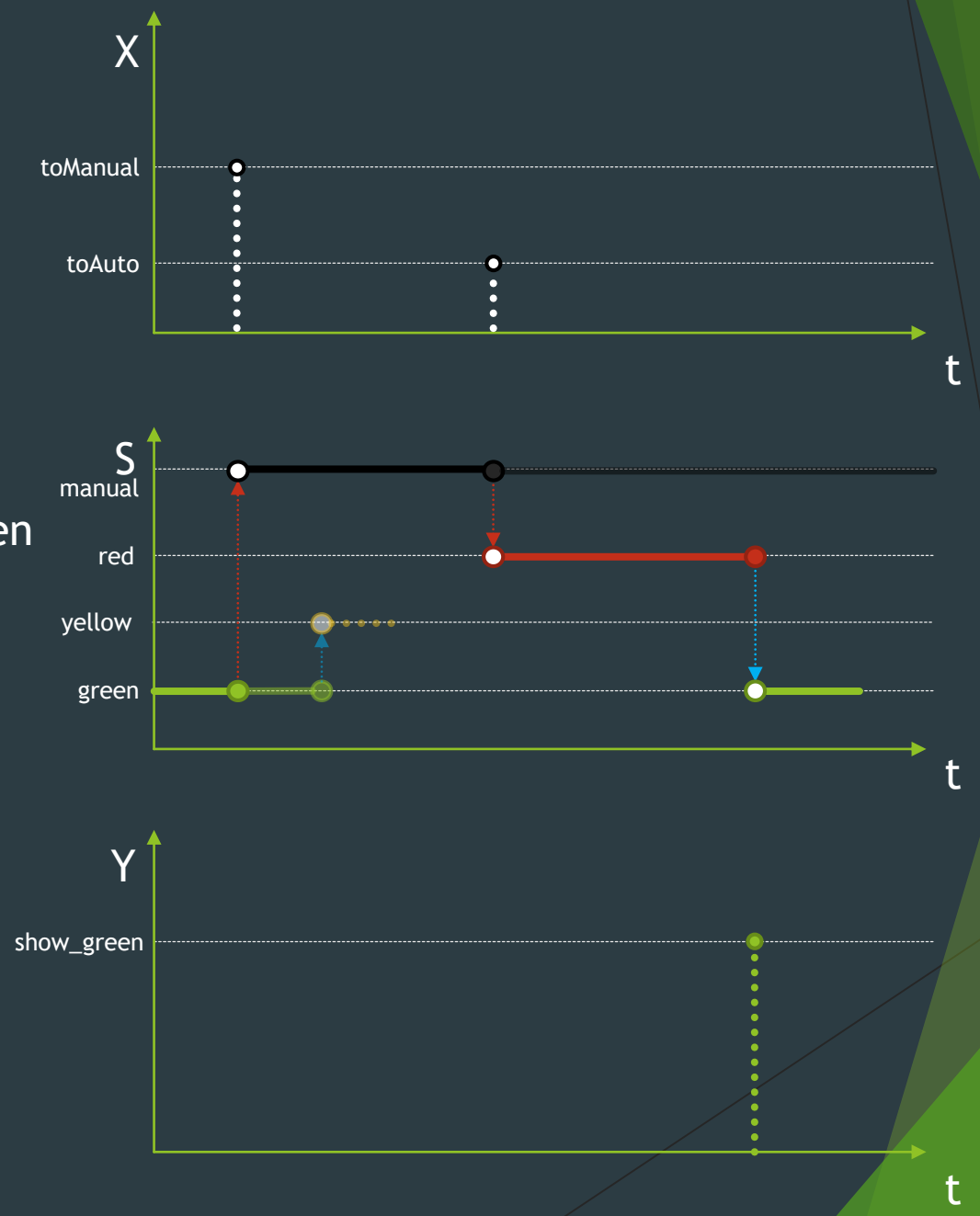
Concrete Syntax

atomic_out.py

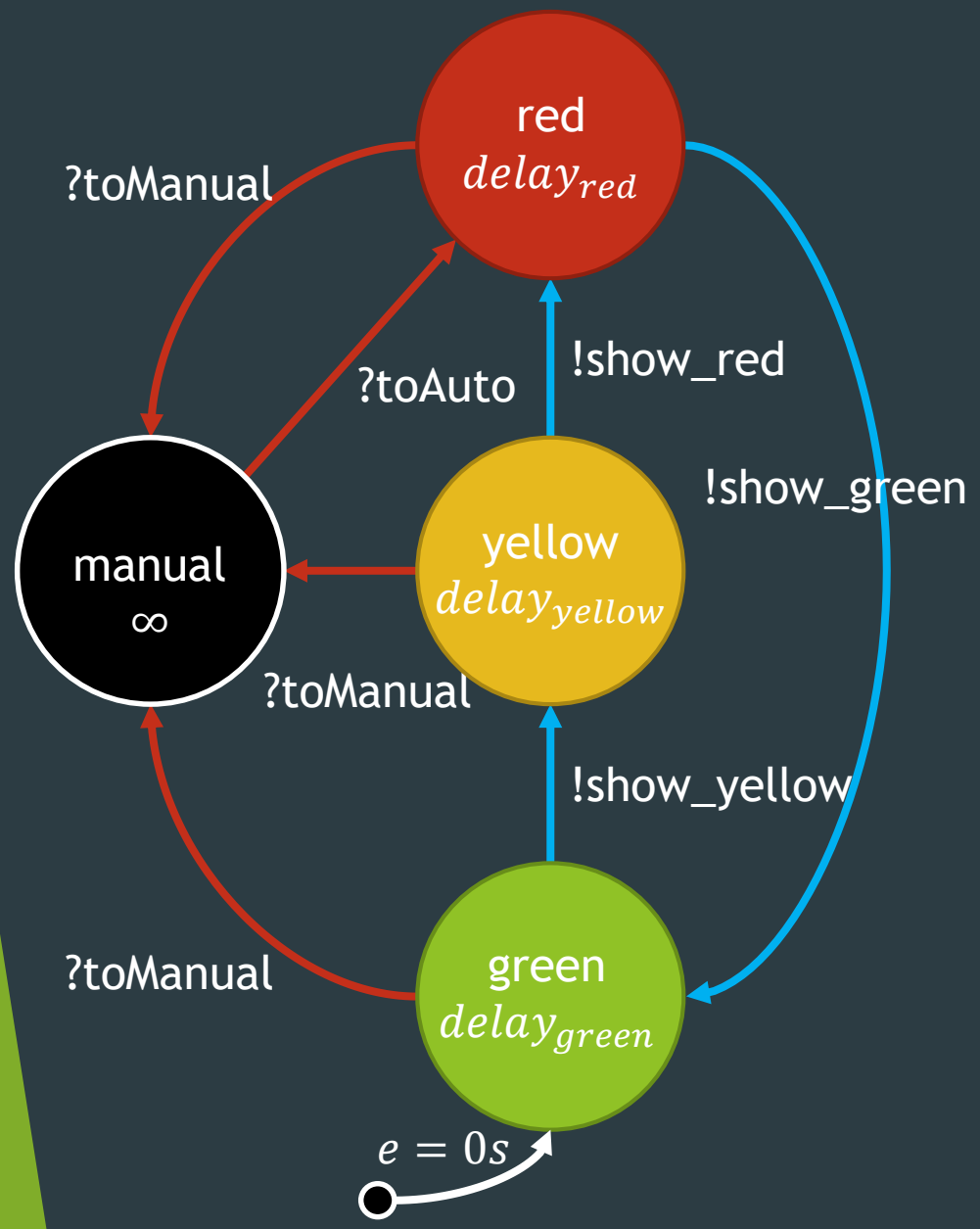
```
from pypdevs.DEVS import *

class TrafficLightWithOutput(AtomicDEVS):
    def __init__(self, …):
        AtomicDEVS.__init__(self, "light")
        self.observe = self.addOutPort("observer")
        …
    …

    def outputFnc(self):
        state = self.state
        if state == "red":
            return {self.observe: "show_green"}
        elif state == "yellow":
            return {self.observe: "show_red"}
        elif state == "green":
            return {self.observe: "show_yellow"}
```

```
__ Current Time:      0.00 ____________________________________________

     INITIAL CONDITIONS in model <light>
          Initial State: green
          Next scheduled internal transition at time 57.00

__ Current Time:      57.00 ___________________________________________

     INTERNAL TRANSITION in model <light>
          New State: yellow
          Output Port Configuration:
               port <observer>:
                    show_yellow
          Next scheduled internal transition at time 60.00

__ Current Time:      60.00 ___________________________________________

     INTERNAL TRANSITION in model <light>
          New State: red
          Output Port Configuration:
               port <observer>:
                    show_red
          Next scheduled internal transition at time 120.00
```


red
$delay_{red}$
?toManual
?toAuto
!show_red
!show_green
manual
∞
yellow
$delay_{yellow}$
?toManual
!show_yellow
?toManual
green
$delay_{green}$
$e = 0s$


X
toManual
toAuto
t
S
manual
red
yellow
green
t
Y
show_green
t

Reactive



$M = \langle X, Y, S, q_{init}, \delta_{int}, \delta_{ext}, \lambda, ta \rangle$

Y = {"show_red", "show_green", "show_yellow"}
S = {red, yellow, green, manual}
q_{init} = (green, 0)
δ_{int} = {red → green,
green → yellow,
yellow → red}
λ = {green → "show_yellow",
yellow → "show_red",
red → "show_green"}
ta = {red → $delay_{red}$,
green → $delay_{green}$,
yellow → $delay_{yellow}$,
manual → +∞}

X : set of input events
X = {"toAuto", "toManual"}

$\delta_{ext} : Q \times X \rightarrow S$
$Q = \{(s, e) | s \in S, 0 \leq e \leq ta(s)\}$
δ_{ext} = {((*, *), "toManual") → "manual",
(("manual", *), "toAuto") → "red"}

Abstract Syntax

Y = {“show_red”, “show_green”, “show_yellow”}
S = {red, yellow, green, manual}
q_{init} = (green, 0)
δ_{int} = {red → green,
green → yellow,
yellow → red}
λ = {green → “show_yellow”,
yellow → “show_red”,
red → “show_green”}
ta = {red → $delay_{red}$,
green → $delay_{green}$,
yellow → $delay_{yellow}$,
manual → ∞}
X = {“toAuto”, “toManual”}
δ_{ext} = {((*, *), “toManual”) → manual,
((manual, *), “toAuto”) → red}

Operational Semantics

```
time = 0
current_state = initial_state
last_time = -initial_elapsed
while not termination_condition():
    next_time = last_time + ta(current_state)
    if time_next_ev <= next_time:
        e = time_next_ev - last_time
        time = time_next_ev
        current_state = δ_ext((current_state, e), next_ev)
    else:
        time = next_time
        output(λ(current_state))
        current_state = δ_int(current_state)
    last_time = time
```

Abstract Syntax

Y = {“show_red”, “show_green”, “show_yellow”}
S = {red, yellow, green, manual}
q_{init} = (green, 0)
δ_{int} = {red → green,
green → yellow,
yellow → red}
λ = {green → “show_yellow”,
yellow → “show_red”,
red → “show_green”}
ta = {red → $delay_{red}$,
green → $delay_{green}$,
yellow → $delay_{yellow}$,
manual → ∞}
X = {“toAuto”, “toManual”}
δ_{ext} = {((*, *), “toManual”) → manual,
((manual, *), “toAuto”) → red}

Concrete Syntax

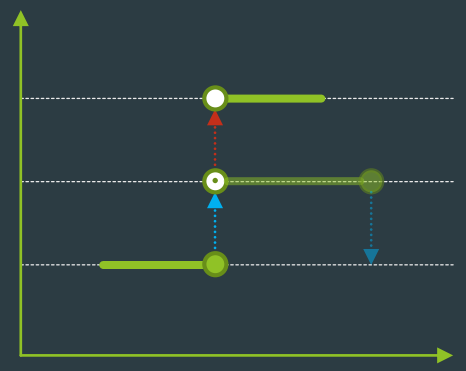
atomic_ext.py

```
from pypdevs.DEVS import *

class TrafficLight(AtomicDEVS):
 def __init__(self, …):
        AtomicDEVS.__init__(self, “light”)
        self.interrupt = self.addInPort(“interrupt”)
        …
    …

    def extTransition(self, inputs):
        inp = inputs[self.interrupt]
        if inp == “toManual”:
            return “manual”
        elif inp == “toAuto”:
            if self.state == “manual”:
                return “red”
```

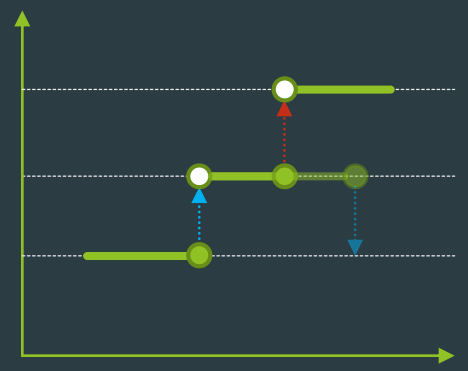
```
__ Current Time:      0.00 ____________________________________________

     INITIAL CONDITIONS in model <light>
          Initial State: green
          Next scheduled internal transition at time 57.00

__ Current Time:     57.00 ____________________________________________

     INTERNAL TRANSITION in model <light>
          New State: yellow
          Output Port Configuration:
               port <observer>:
                    show_yellow
          Next scheduled internal transition at time 60.00

__ Current Time:     60.00 ____________________________________________

     INTERNAL TRANSITION in model <light>
          New State: red
          Output Port Configuration:
               port <observer>:
                    show_red
          Next scheduled internal transition at time 120.00
```

$$Q = \{(s, e) | s \in S, 0 \leq e \leq ta(s)\}$$

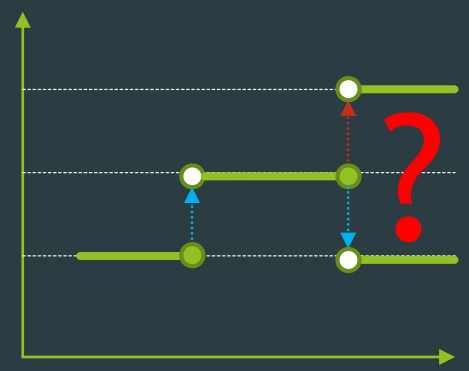
$e = 0$

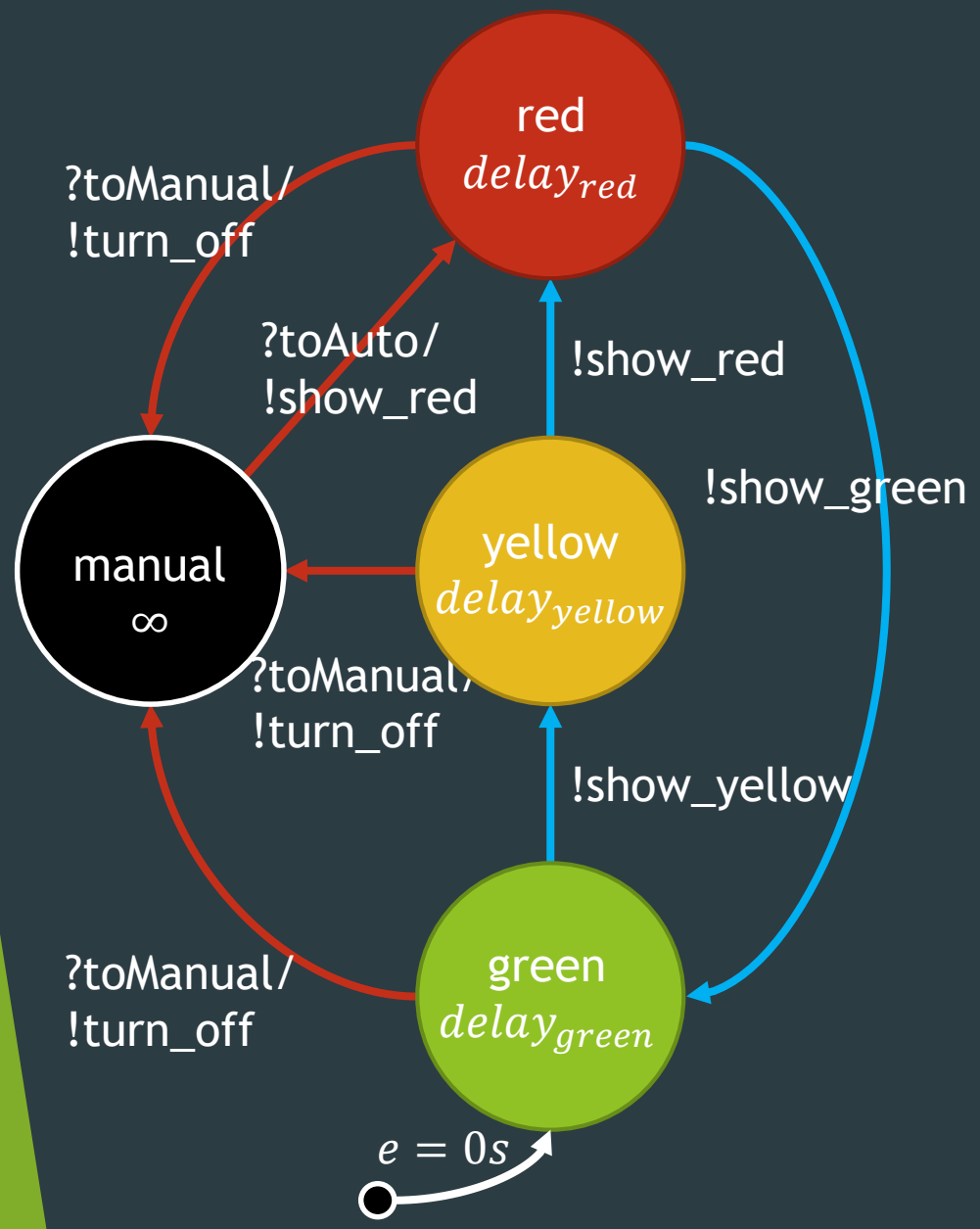


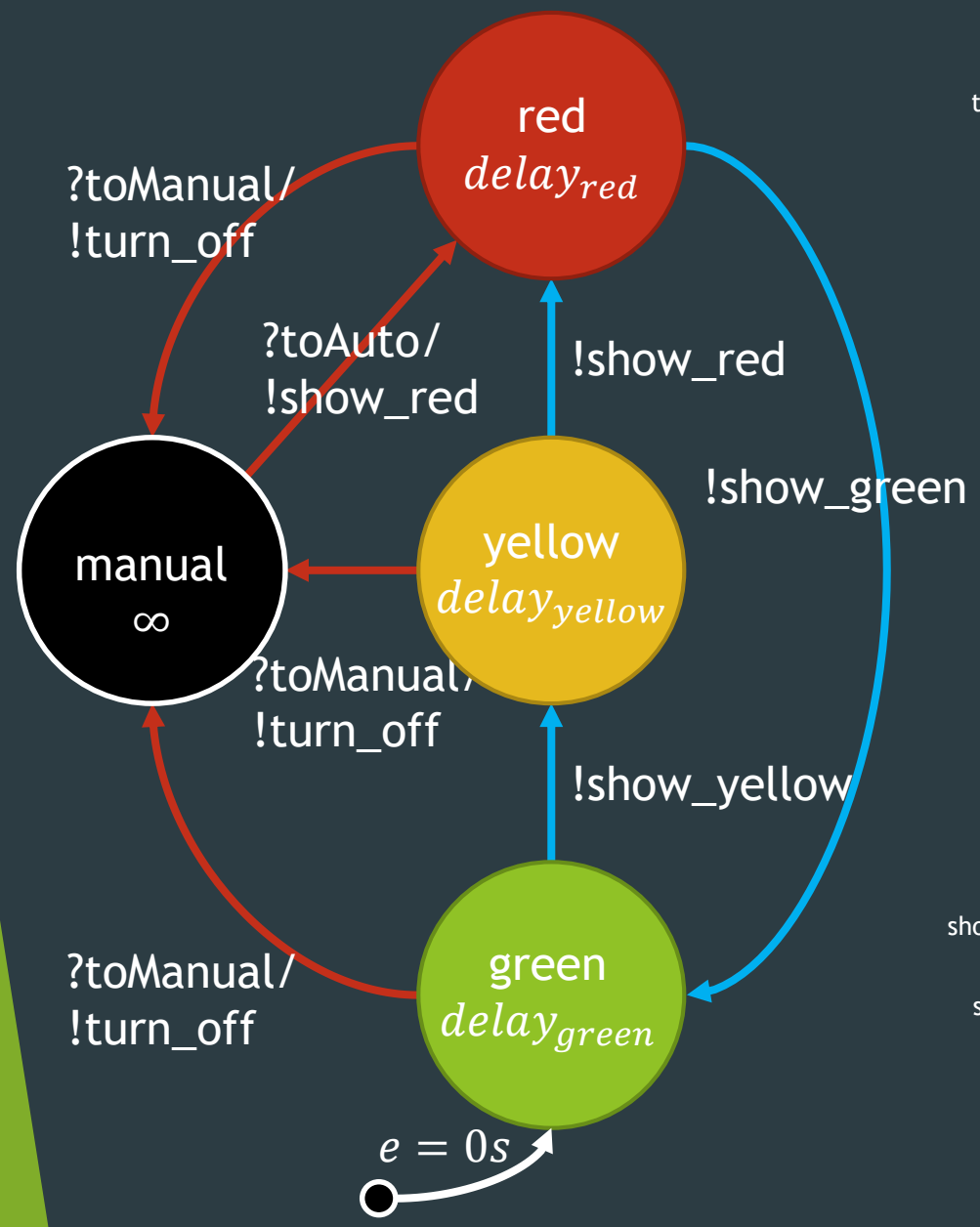
$0 < e < ta(s)$

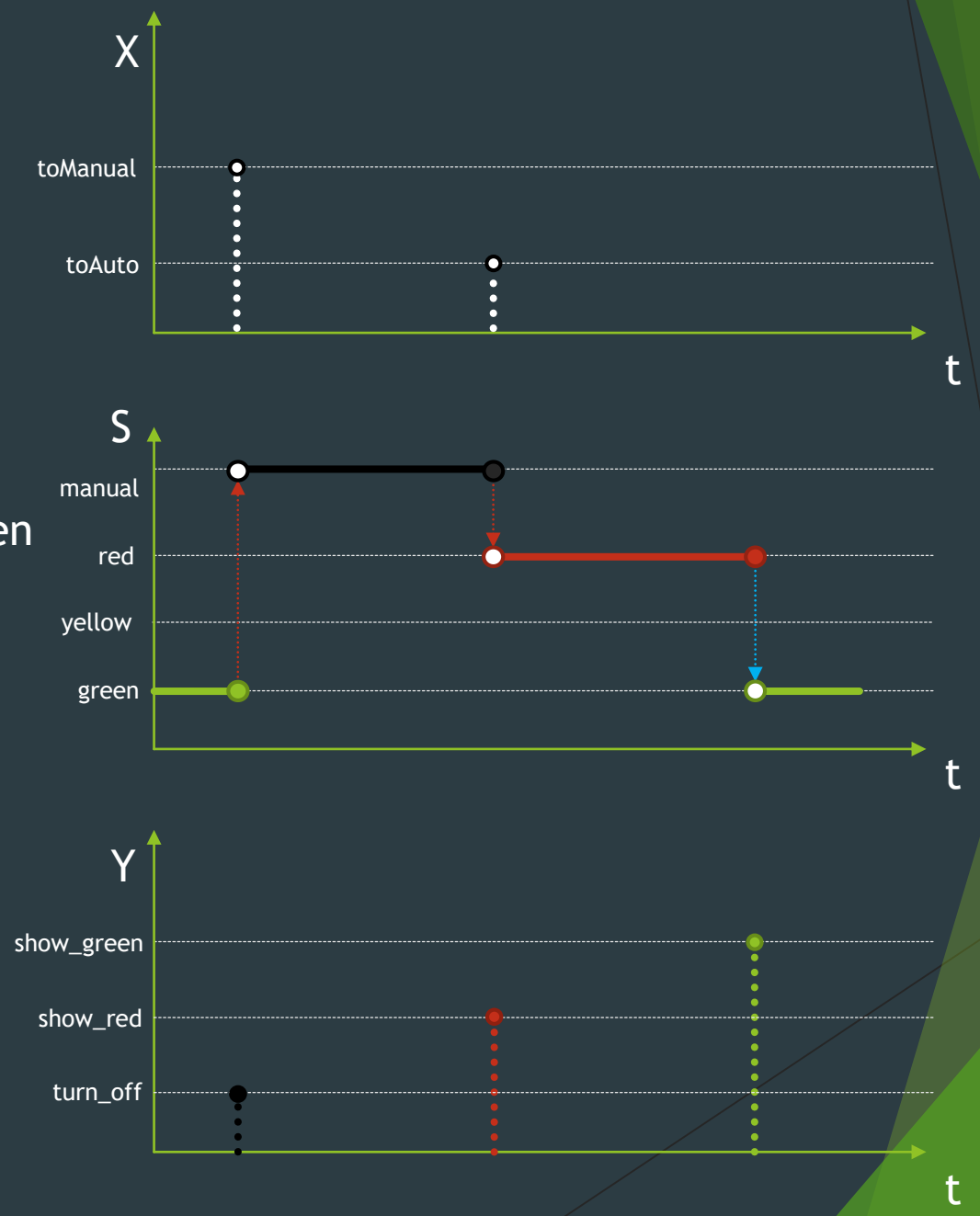


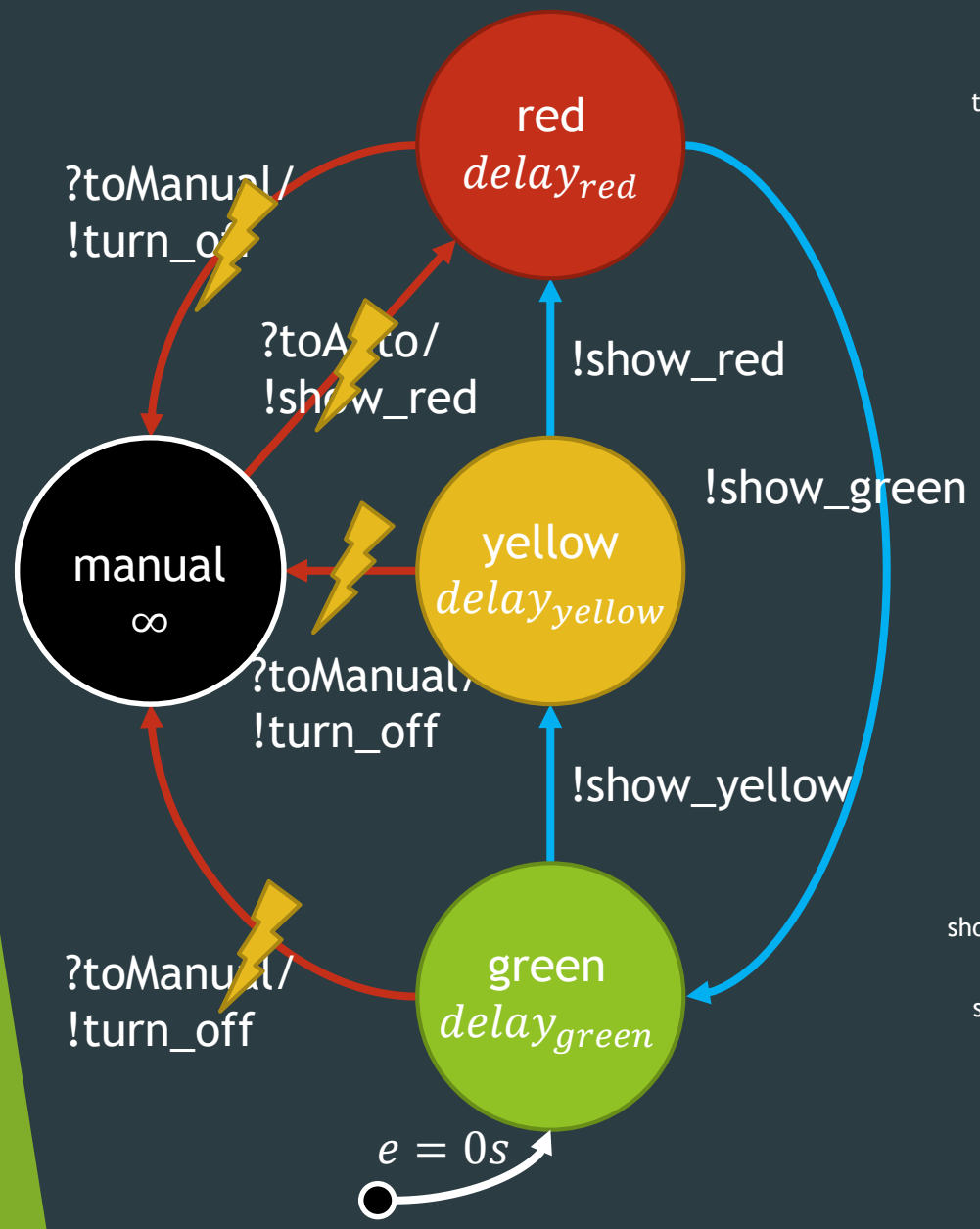
$e = ta(s)$

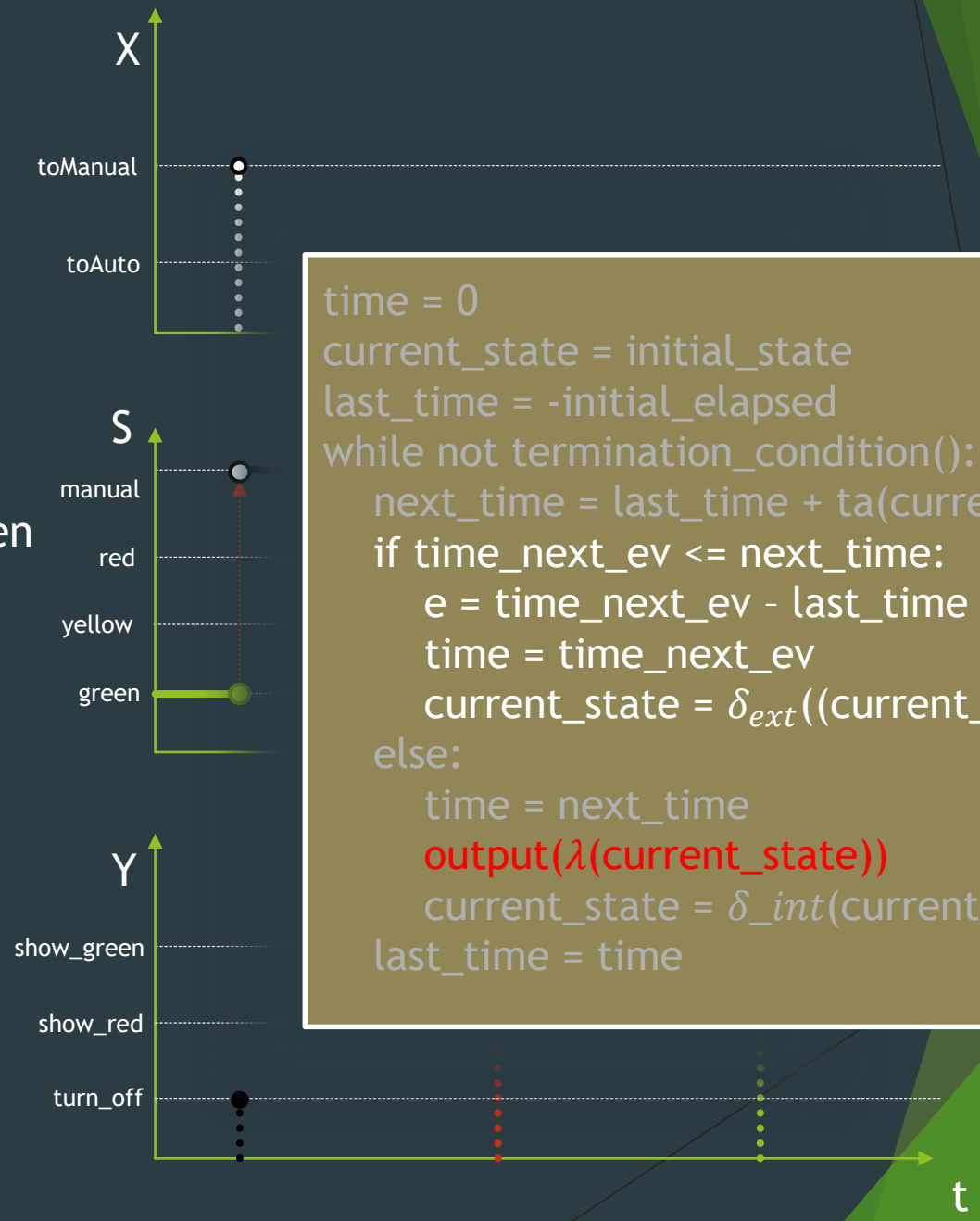



red
$delay_{red}$
?toManual/
!turn_off
?toAuto/
!show_red
!show_red
!show_green
manual
∞
yellow
$delay_{yellow}$
?toManual/
!turn_off
!show_yellow
green
$delay_{green}$
?toManual/
!turn_off
$e = 0s$

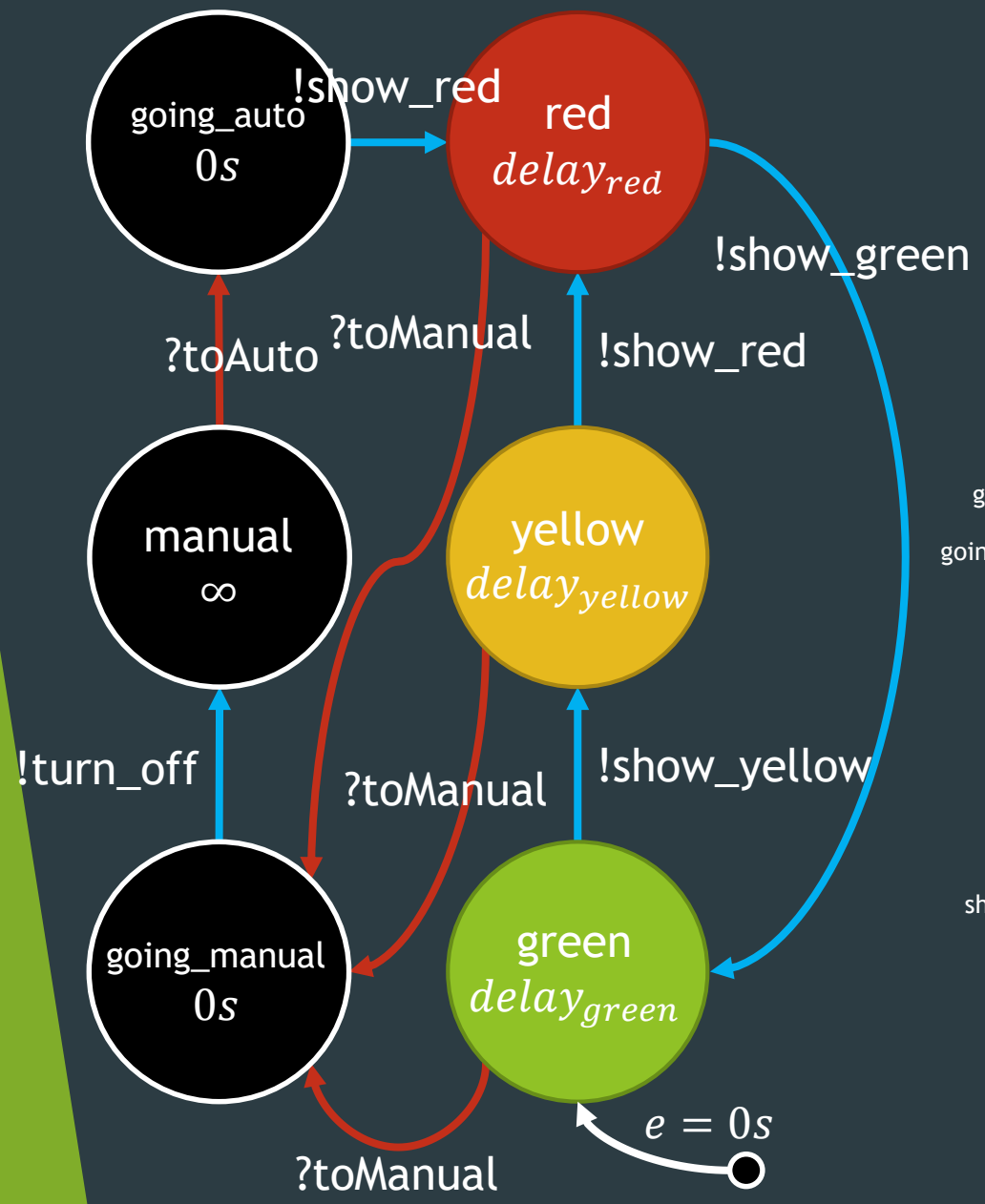

red
$delay_{red}$
?toManual/
!turn_off
?toAuto/
!show_red
!show_red
!show_green
manual
∞
yellow
$delay_{yellow}$
?toManual/
!turn_off
!show_yellow
green
$delay_{green}$
?toManual/
!turn_off
$e = 0s$

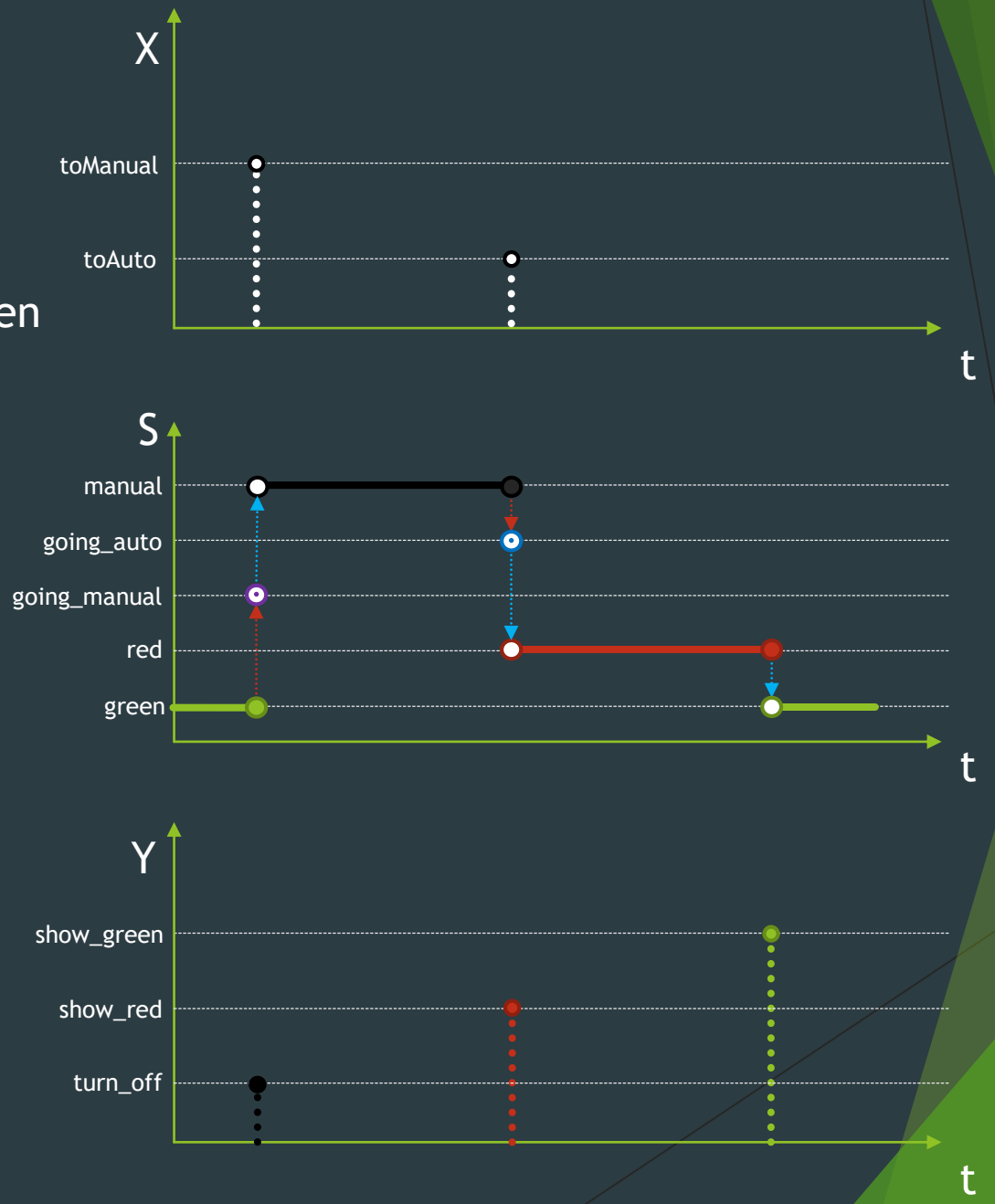

X
toManual
toAuto
t
S
manual
red
yellow
green
t
Y
show_green
show_red
turn_off
t






```
time = 0
current_state = initial_state
last_time = -initial_elapsed
while not termination_condition():
    next_time = last_time + ta(current_state)
    if time_next_ev <= next_time:
        e = time_next_ev - last_time
        time = time_next_ev
        current_state = δ_ext((current_state, e), next_ev)
    else:
        time = next_time
        output(λ(current_state))
        current_state = δ_int(current_state)
    last_time = time
```


going_auto
$0s$
!show_red
red
$delay_{red}$
!show_green
?toAuto
?toManual
!show_red
manual
∞
yellow
$delay_{yellow}$
!turn_off
?toManual
!show_yellow
going_manual
$0s$
green
$delay_{green}$
$e = 0s$
?toManual


X
toManual
toAuto
t
S
manual
going_auto
going_manual
red
green
t
Y
show_green
show_red
turn_off
t

Full Atomic DEVS Specification

$$M = \langle X, Y, S, q_{init}, \delta_{int}, \delta_{ext}, \lambda, ta \rangle$$

X : *set of input events*

Y : *set of output events*

S : *set of sequential states*

$q_{init} : Q$

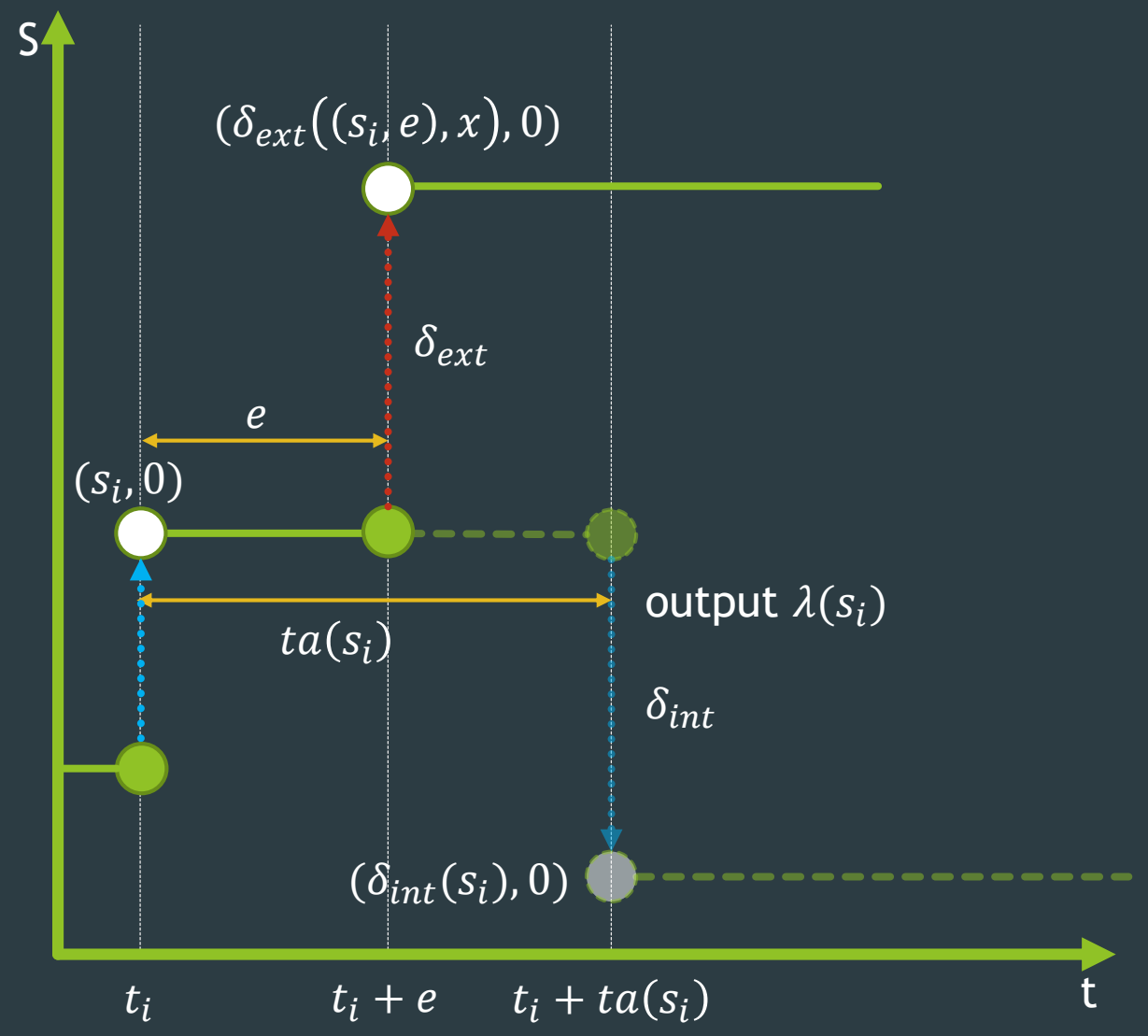
$$Q = \{(s, e) | s \in S, 0 \leq e \leq ta(s)\}$$

$\delta_{int} : S \rightarrow S$

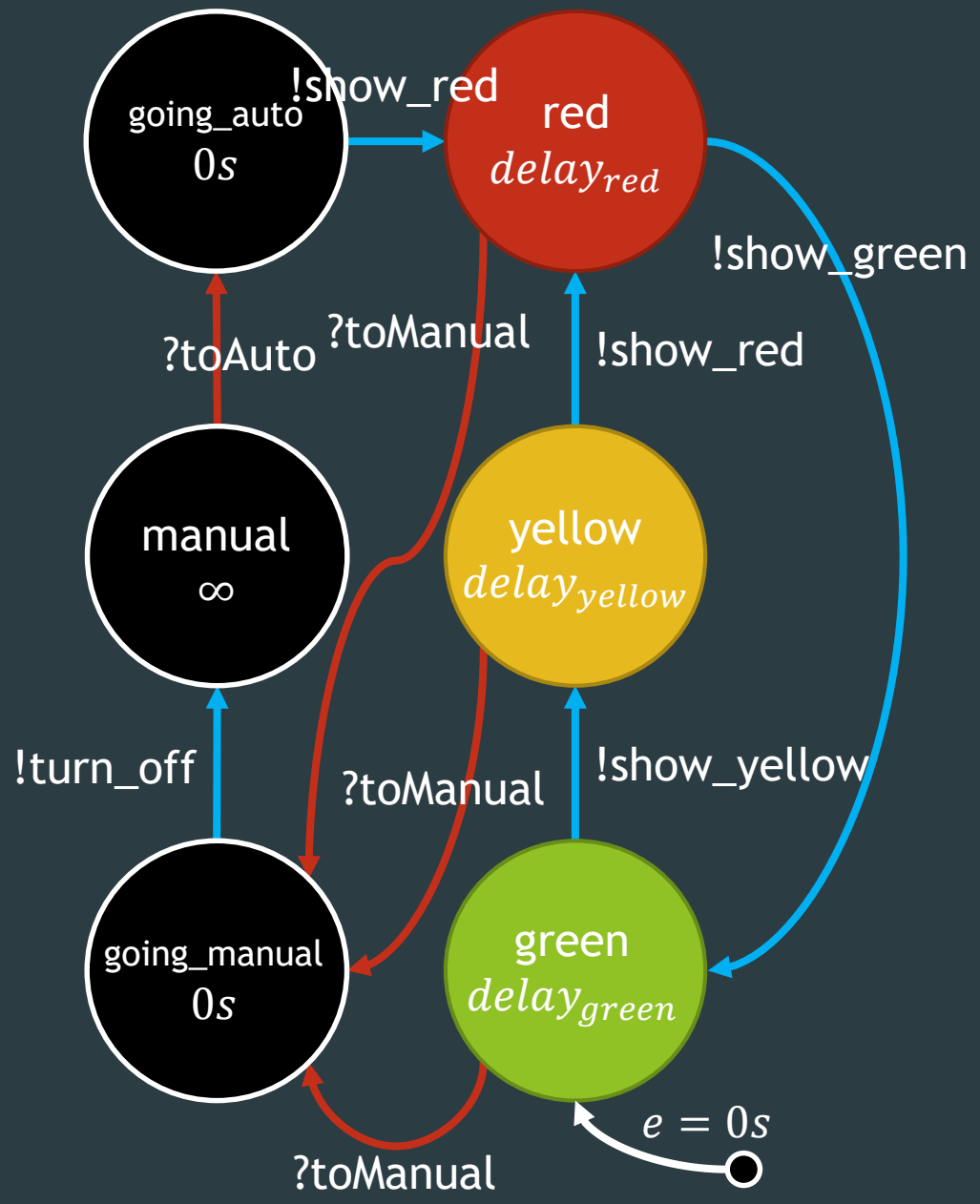
$\delta_{ext} : Q \times X \rightarrow S$

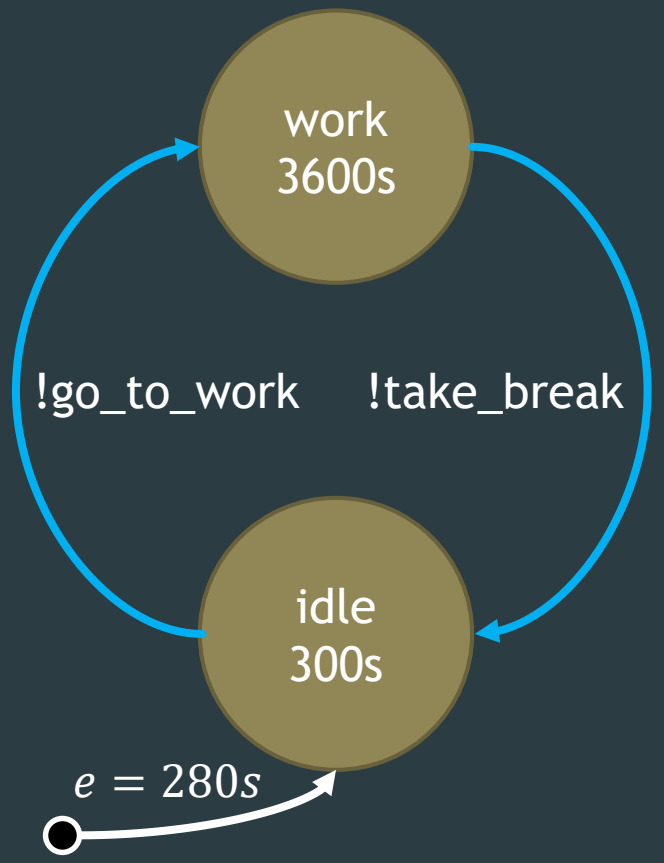
$\lambda : S \rightarrow Y \cup \{\phi\}$

$ta : S \rightarrow \mathbb{R}^{+}_{0,+\infty}$


S
$(\delta_{ext}((s_i, e), x), 0)$
δ_{ext}
e
$(s_i, 0)$
output $\lambda(s_i)$
$ta(s_i)$
δ_{int}
$(\delta_{int}(s_i), 0)$
t_i
$t_i + e$
$t_i + ta(s_i)$
t

Coupled Models


going_auto
$0s$
!show_red
red
$delay_{red}$
!show_green
?toAuto
?toManual
!show_red
manual
∞
yellow
$delay_{yellow}$
!turn_off
?toManual
!show_yellow
going_manual
$0s$
green
$delay_{green}$
$e = 0s$
?toManual

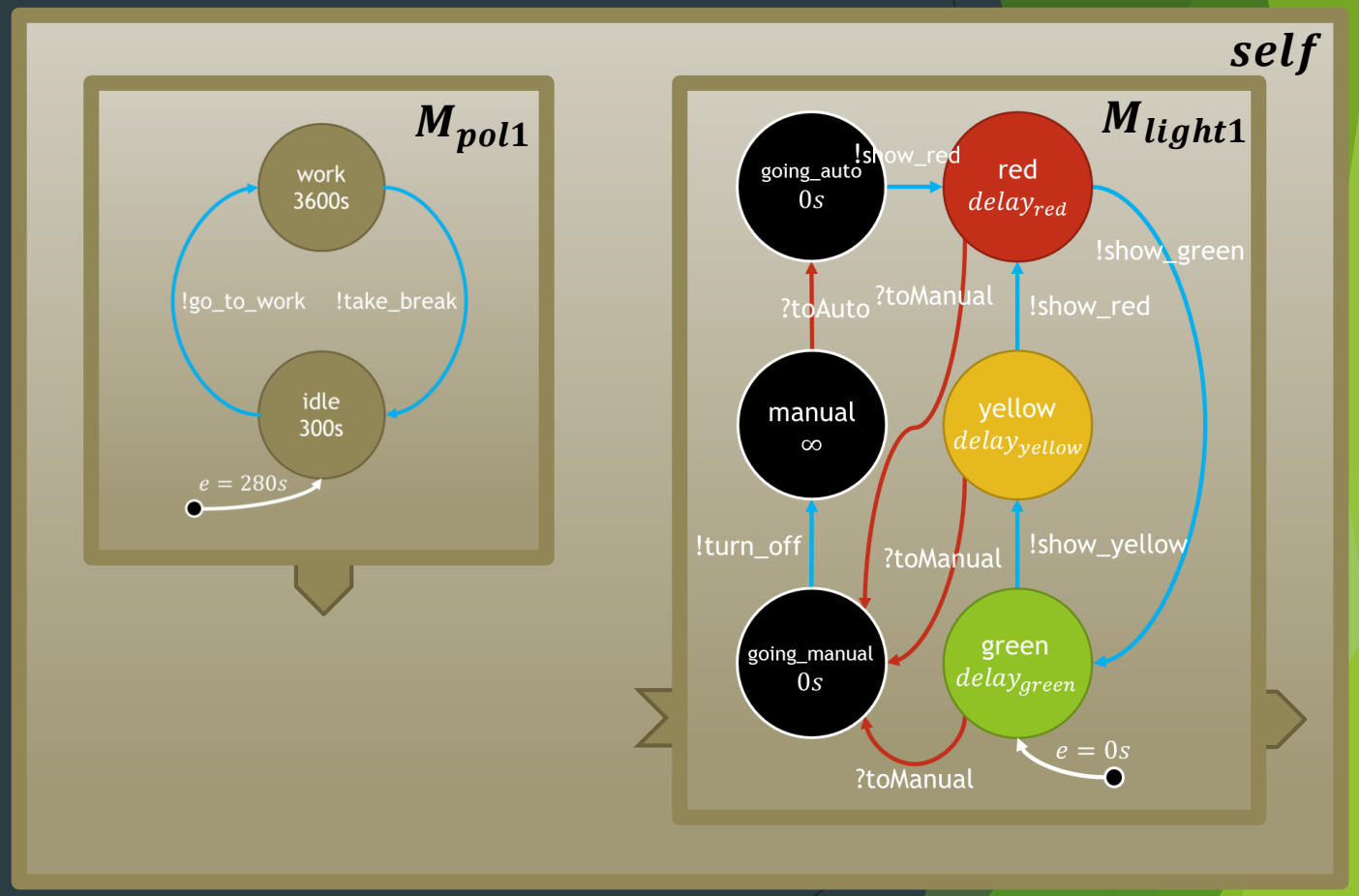

work
3600s
!go_to_work
!take_break
idle
300s
$e = 280s$


TRAFFIC

$$C = \langle D, MS \rangle$$

$$MS = \{M_i | i \in D\}$$

$$M_i = \langle X_i, Y_i, S_i, q_{init,i}, \delta_{int,i}, \delta_{ext,i}, \lambda_i, ta_i \rangle, \forall\, i \in D$$

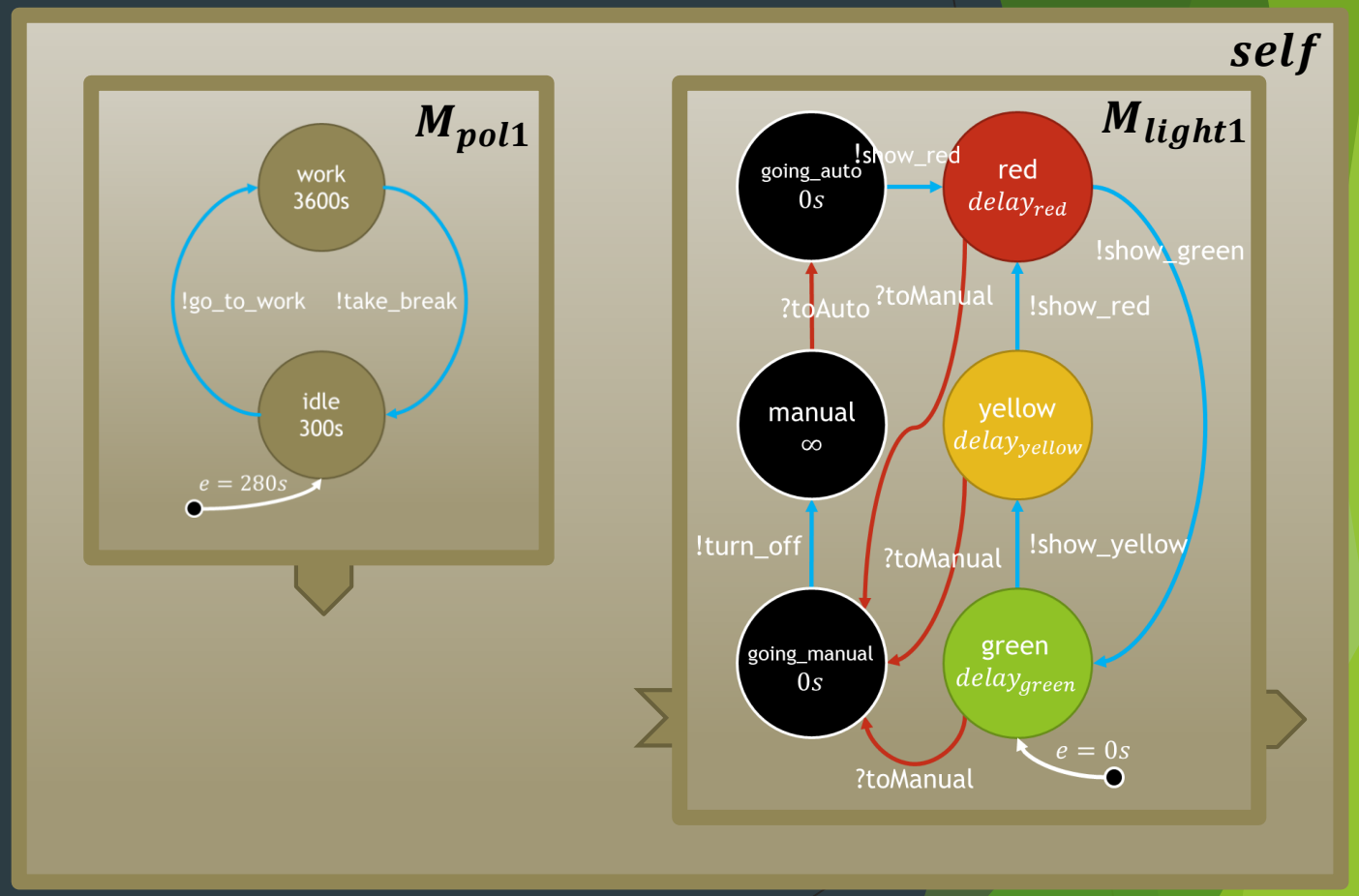


$$D = \{light_1, pol_1\}$$

$$C = \langle D, MS \rangle$$

$$MS = \{M_i | i \in D\}$$

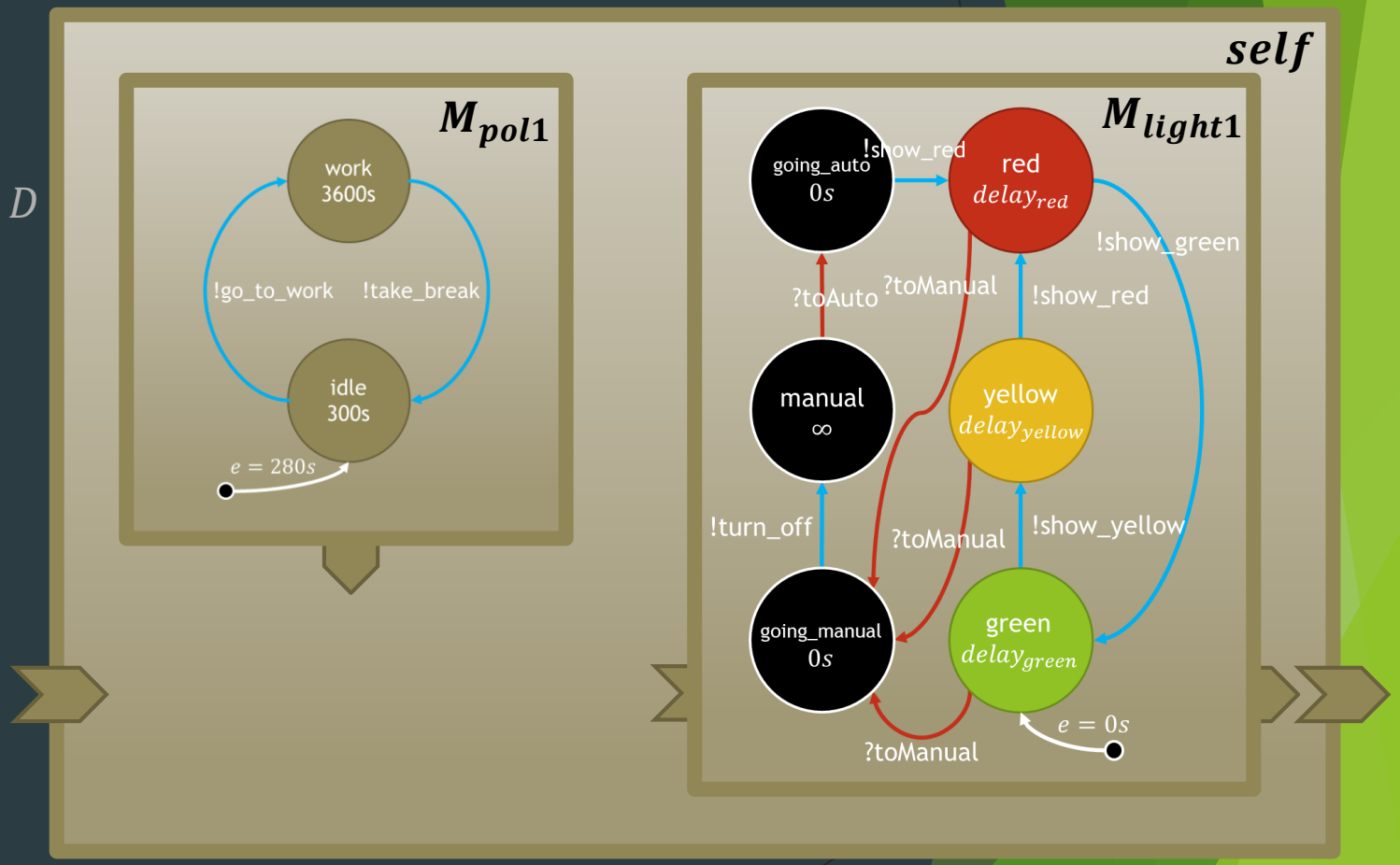
$$M_i = \langle X_i, Y_i, S_i, q_{init,i}, \delta_{int,i}, \delta_{ext,i}, \lambda_i, ta_i \rangle, \forall\, i \in D$$



$$C = \langle X_{self}, Y_{self}, D, MS \rangle$$

$$MS = \{M_i | i \in D\}$$

$$M_i = \langle X_i, Y_i, S_i, q_{init,i}, \delta_{int,i}, \delta_{ext,i}, \lambda_i, ta_i \rangle, \forall\, i \in D$$



$$C = \langle X_{self}, Y_{self}, D, MS, IS \rangle$$

$$MS = \{M_i | i \in D\}$$

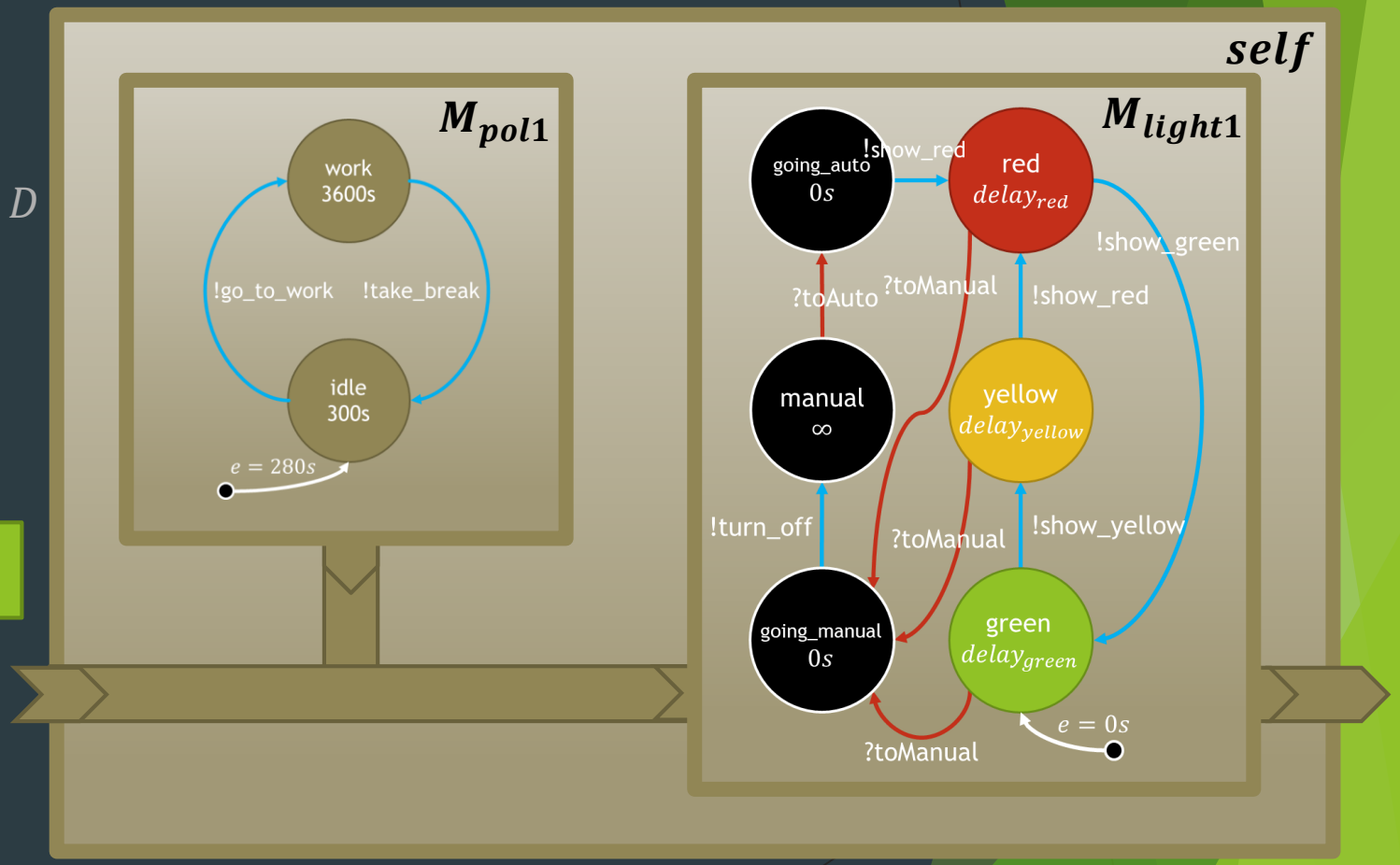
$$M_i = \langle X_i, Y_i, S_i, q_{init,i}, \delta_{int,i}, \delta_{ext,i}, \lambda_i, ta_i \rangle, \forall\, i \in D$$

$$IS = \{I_i | i \in D \cup \{self\}\}$$

$$\forall\, i \in D \cup \{self\} : I_i \subseteq D \cup \{self\}$$

$$\forall\, i \in D \cup \{self\} : i \notin I_i$$

I_i :Influencees of i



$$C = \langle X_{self}, Y_{self}, D, MS, IS \rangle$$

$$MS = \{M_i | i \in D\}$$

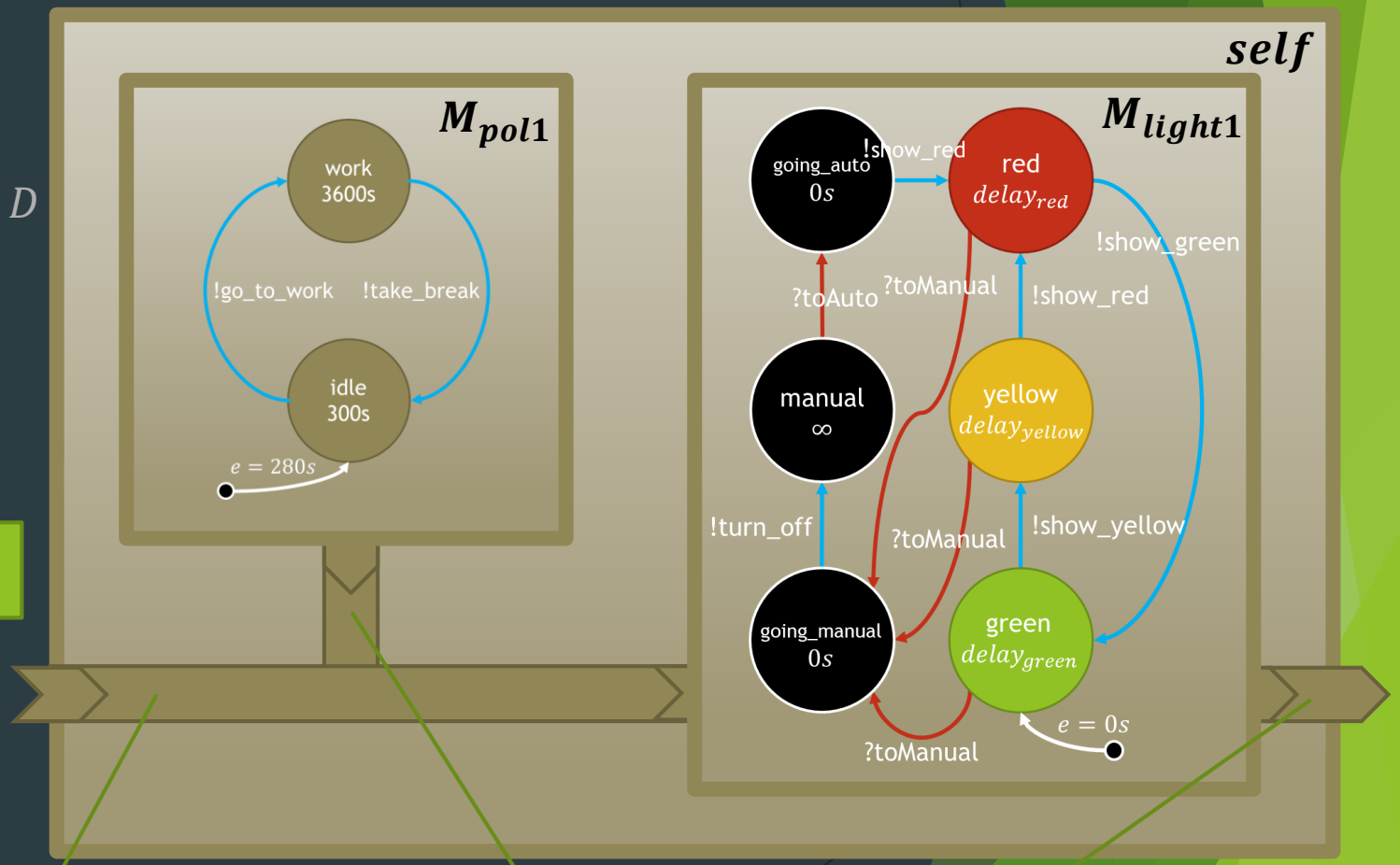
$$M_i = \langle X_i, Y_i, S_i, q_{init,i}, \delta_{int,i}, \delta_{ext,i}, \lambda_i, ta_i \rangle, \forall\, i \in D$$

$$IS = \{I_i | i \in D \cup \{self\}\}$$

$$\forall\, i \in D \cup \{self\} : I_i \subseteq D \cup \{self\}$$

$$\forall\, i \in D \cup \{self\} : i \notin I_i$$

I_i :Influencees of i



$I_{self} = \{light1\}$

$I_{pol1} = \{light1\}$

$I_{light1} = \{self\}$

$$C = \langle X_{self}, Y_{self}, D, MS, IS, ZS \rangle$$

$$MS = \{M_i | i \in D\}$$

$$M_i = \langle X_i, Y_i, S_i, q_{init,i}, \delta_{int,i}, \delta_{ext,i}, \lambda_i, ta_i \rangle, \forall\, i \in D$$

$$IS = \{I_i | i \in D \cup \{self\}\}$$

$$\forall\, i \in D \cup \{self\} : I_i \subseteq D \cup \{self\}$$

$$\forall\, i \in D \cup \{self\} : i \notin I_i$$

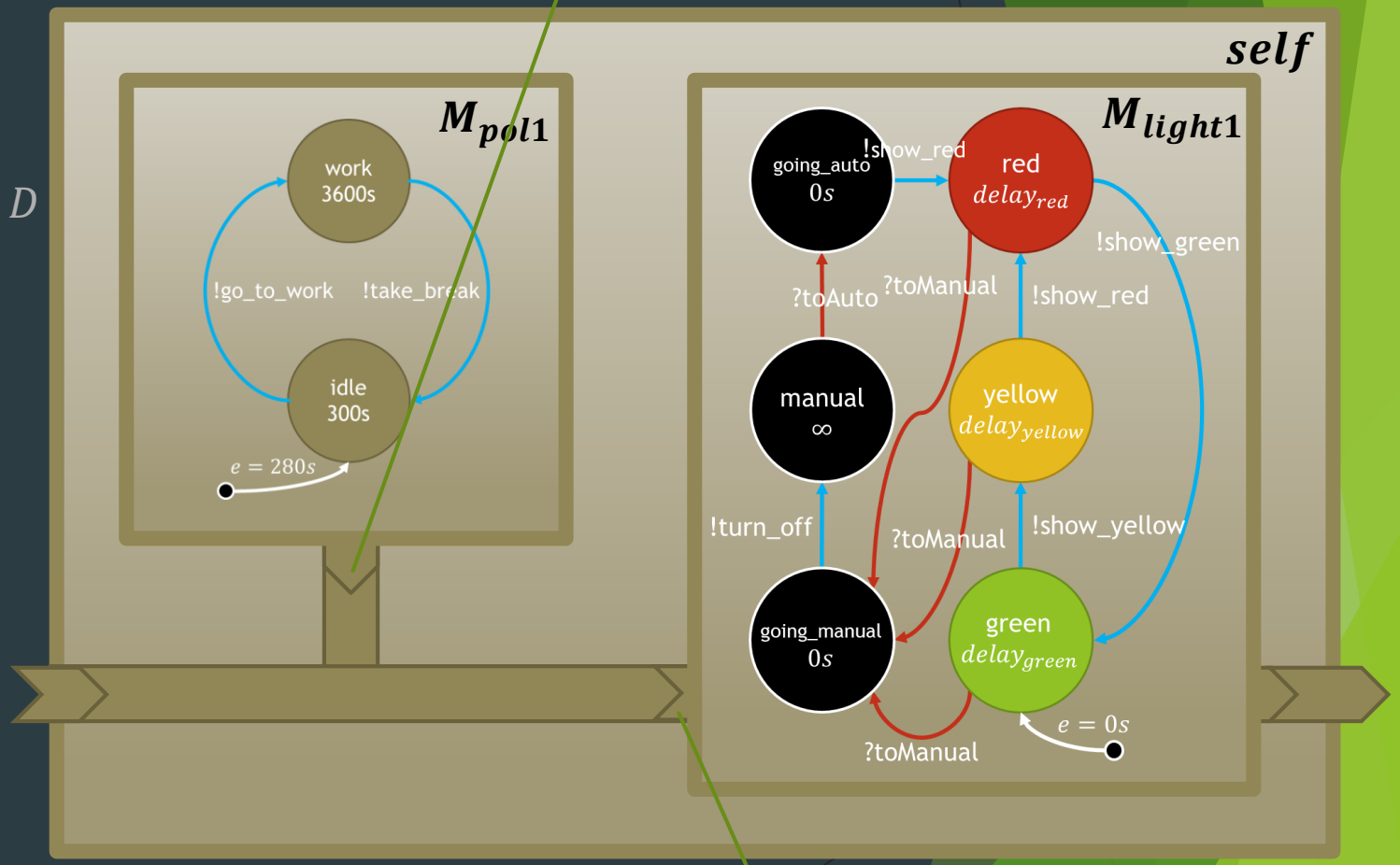
$$ZS = \{Z_{i,j} | i \in D \cup \{self\}, j \in I_i\}$$

$$Z_{self,j} : X_{self} \rightarrow X_j, \forall\, j \in D$$

$$Z_{i,self} : Y_i \rightarrow Y_{self}, \forall\, i \in D$$

$$Z_{i,j} : Y_i \rightarrow X_j, \forall\, i, j \in D$$

$$Y_{pol1} = \{go\_to\_work, take\_break\}$$



$$X_{light1} = \{toManual, toAuto\}$$

$$C = \langle X_{self}, Y_{self}, D, MS, IS, ZS \rangle$$

$$MS = \{M_i | i \in D\}$$

$$M_i = \langle X_i, Y_i, S_i, q_{init,i}, \delta_{int,i}, \delta_{ext,i}, \lambda_i, ta_i \rangle, \forall\, i \in D$$

$$IS = \{I_i | i \in D \cup \{self\}\}$$

$$\forall\, i \in D \cup \{self\} : I_i \subseteq D \cup \{self\}$$

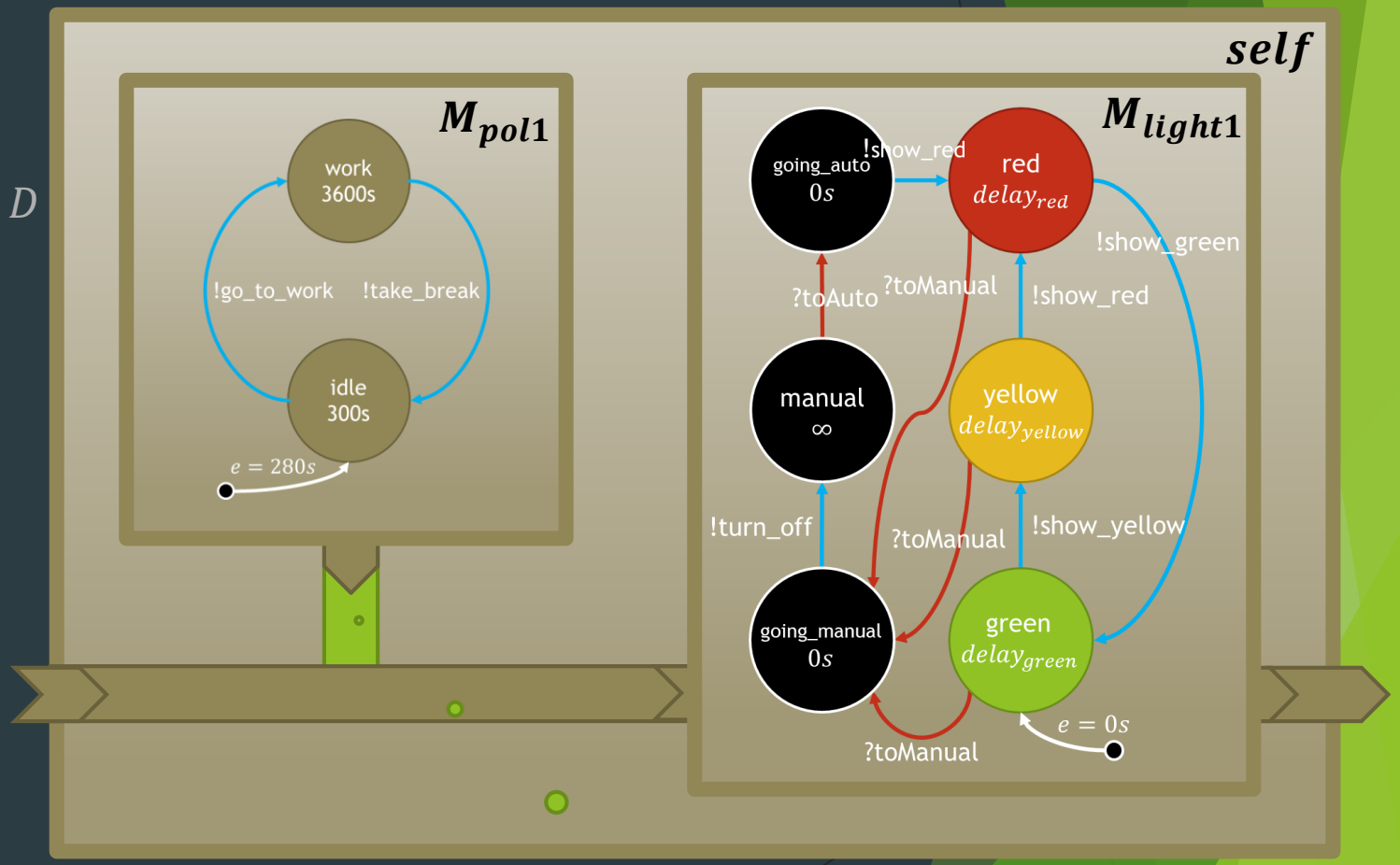
$$\forall\, i \in D \cup \{self\} : i \notin I_i$$

$$ZS = \{Z_{i,j} | i \in D \cup \{self\}, j \in I_i\}$$

$$Z_{self,j} : X_{self} \rightarrow X_j, \forall\, j \in D$$

$$Z_{i,self} : Y_i \rightarrow Y_{self}, \forall\, i \in D$$

$$Z_{i,j} : Y_i \rightarrow X_j, \forall\, i, j \in D$$



take_break → toAuto
go_to_work → toManual

$$C = \langle X_{self}, Y_{self}, D, MS, IS, ZS, select \rangle$$

$$MS = \{M_i | i \in D\}$$

$$M_i = \langle X_i, Y_i, S_i, q_{init,i}, \delta_{int,i}, \delta_{ext,i}, \lambda_i, ta_i \rangle, \forall\, i \in D$$

$$IS = \{I_i | i \in D \cup \{self\}\}$$

$$\forall\, i \in D \cup \{self\} : I_i \subseteq D \cup \{self\}$$

$$\forall\, i \in D \cup \{self\} : i \notin I_i$$

$$ZS = \{Z_{i,j} | i \in D \cup \{self\}, j \in I_i\}$$

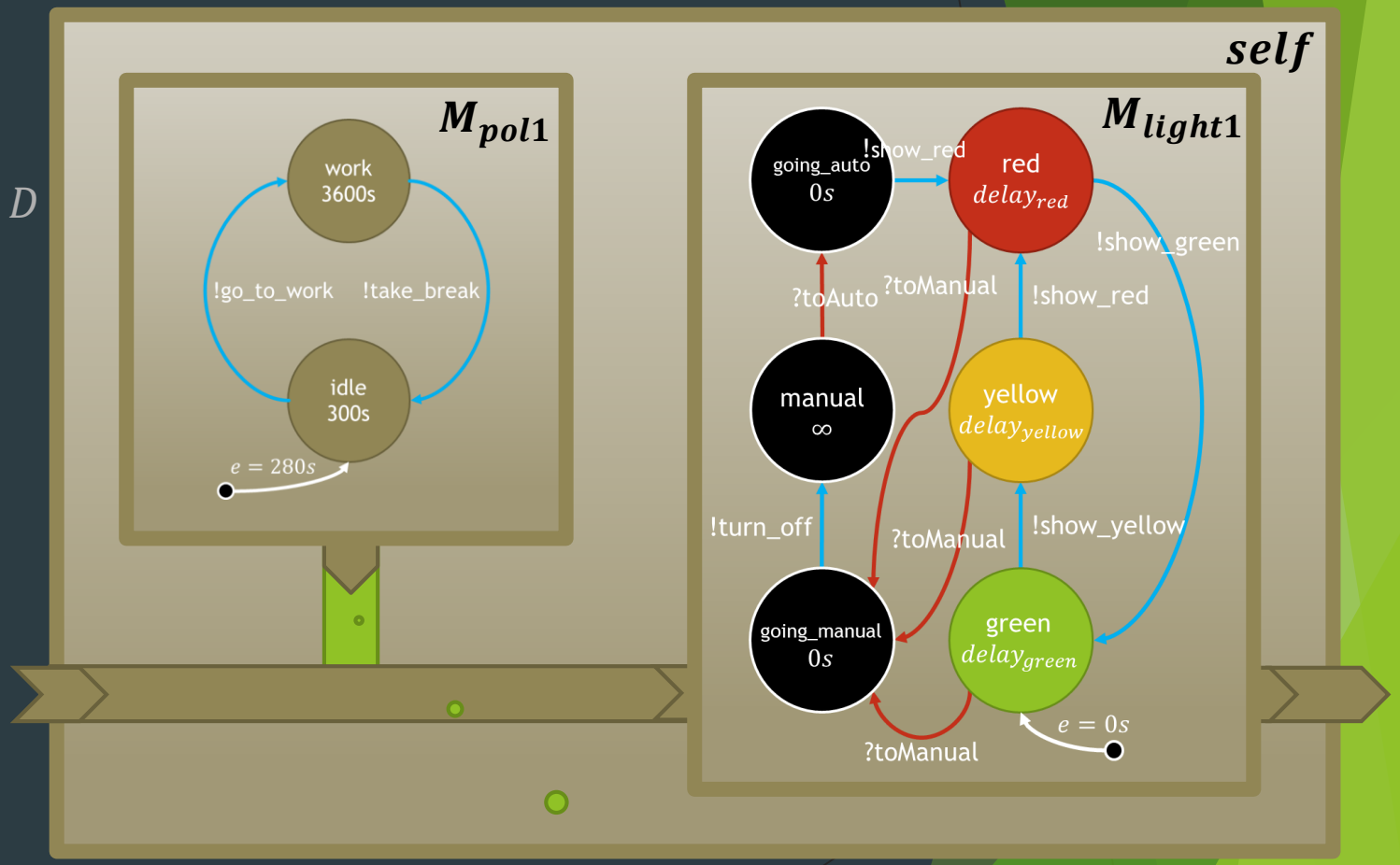
$$Z_{self,j} : X_{self} \rightarrow X_j, \forall\, j \in D$$

$$Z_{i,self} : Y_i \rightarrow Y_{self}, \forall\, i \in D$$

$$Z_{i,j} : Y_i \rightarrow X_j, \forall\, i, j \in D$$

$$select : 2^D \rightarrow D$$

$$\forall\, E \subseteq D, E \neq \emptyset : select(E) \in E$$



take_break → toAuto
go_to_work → toManual

Concrete Syntax

trafficlight_system.py

```
from pypdevs.DEVS import *

from trafficlight import TrafficLight
from policeman import Policeman

def translate(in_evt):
    mapping = {“take_break”: “toAuto”,
               “go_to_work”: “toManual”}
    return mapping[in_evt]

class TrafficLightSystem(CoupledDEVS):
    def __init__(self):
        CoupledDEVS.__init__(self, “system”)
        self.light = self.addSubModel(TrafficLight(\
            q_init_pol1 = (“idle”, 280), q_init_light1 = (“green”, 0),
            delay_red = 60, delay_yellow = 3, delay_green = 57))
        self.police = self.addSubModel(Policeman())
        self.connectPorts(self.police.out, self.light.interrupt, translate)

    def select(self, immlist):
        if self.police in immlist:
            return self.police
        else:
            return self.light
```

__ Current Time: 0.00 _____

INITIAL CONDITIONS in model <system.light>
Initial State: green
Next scheduled internal transition at time 57.00

INITIAL CONDITIONS in model <system.policeman>
Initial State: idle
Next scheduled internal transition at time 20.00

__ Current Time: 20.00 _____

EXTERNAL TRANSITION in model <system.light>
Input Port Configuration:
port <interrupt>:
toManual
New State: going_manual
Next scheduled internal transition at time 20.0

INTERNAL TRANSITION in model <system.policeman>
New State: working
Output Port Configuration:
port <output>:
go_to_work
Next scheduled internal transition at time 3620.00

__ Current Time: 20.00 _____

INTERNAL TRANSITION in model <system.light>
Output Port Configuration:
port <observer>:
turn_off
New State: manual
Next scheduled internal transition at time inf

__ Current Time: 3620.00 _____

```
EXTERNAL TRANSITION in model <system.light>
        Input Port Configuration:
                port <interrupt>:
                        toAuto
        New State: going_auto
        Next scheduled internal transition at time 3620.00

INTERNAL TRANSITION in model <system.policeman>
        New State: idle
        Output Port Configuration:
                port <output>:
                        take_break
        Next scheduled internal transition at time 3920.00
```

__ Current Time: 3620.00 _____

```
INTERNAL TRANSITION in model <system.light>
        Output Port Configuration:
                port <observer>:
                        show_red
        New State: red
        Next scheduled internal transition at time 3680.00
```

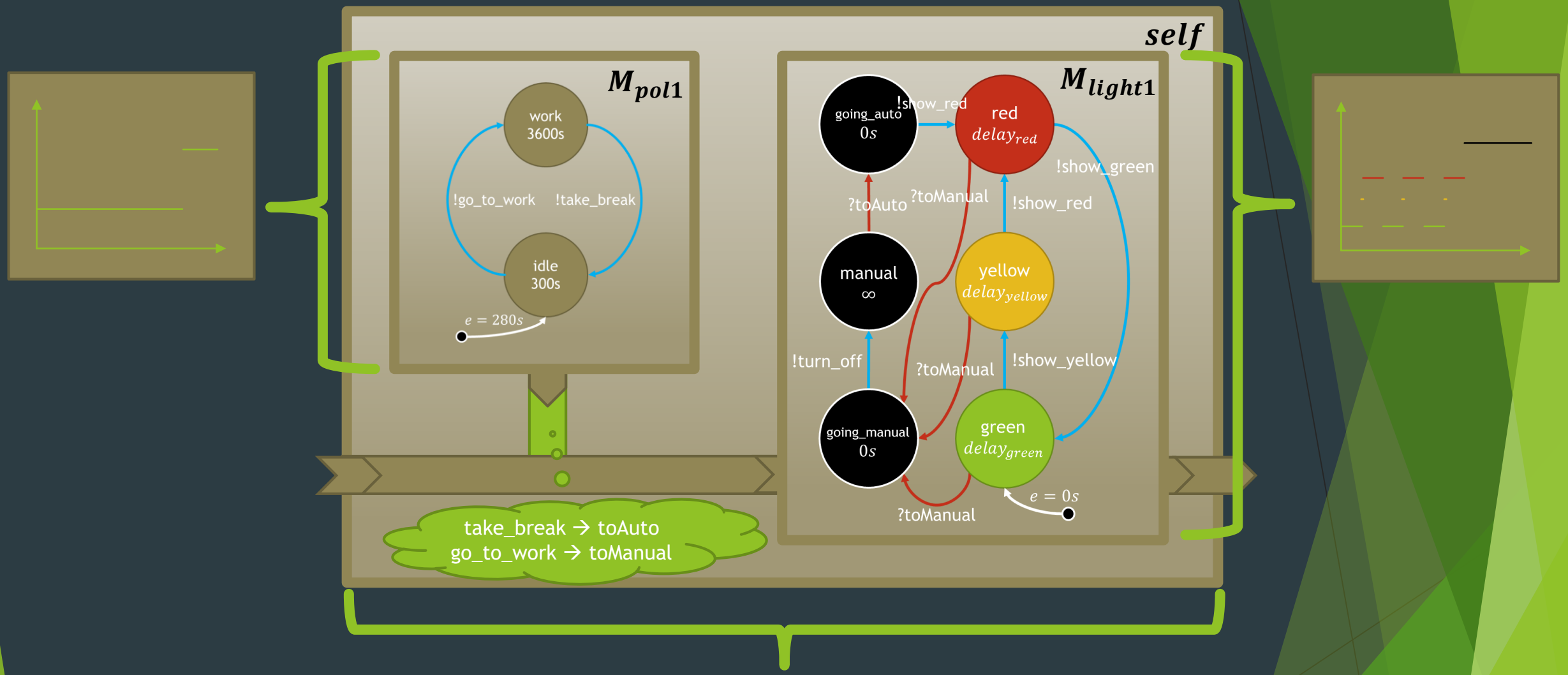
__ Current Time: 3620.00 _____

```
EXTERNAL TRANSITION in model <system.light>
        Input Port Configuration:
                port <interrupt>:
                        toAuto
        New State: going_auto
        Next scheduled internal transition at time 3620.00

INTERNAL TRANSITION in model <system.policeman>
        New State: idle
        Output Port Configuration:
                port <output>:
                        take_break
        Next scheduled internal transition at time 3920.00
```

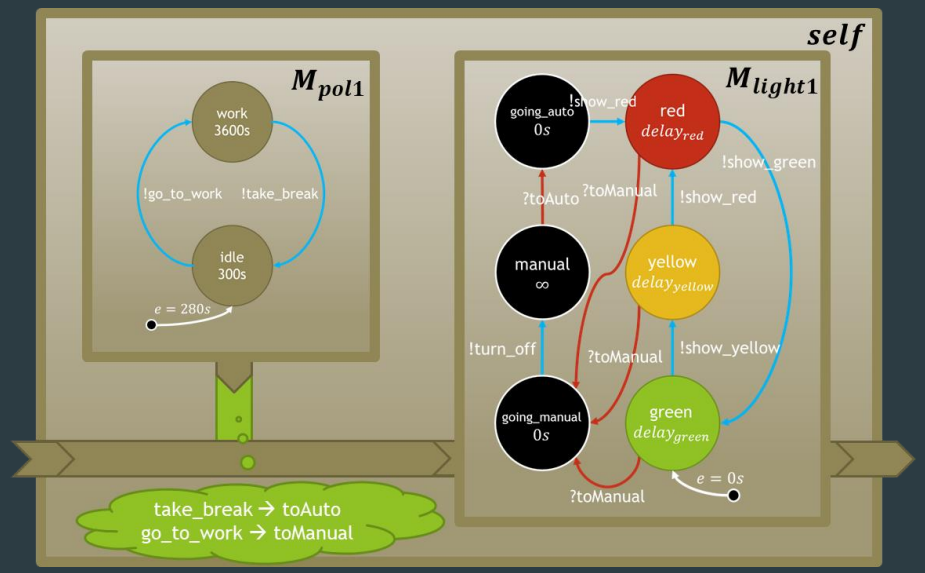
__ Current Time: 3920.00 _____

```
CONFLICT between models:
        <system.light>
      * <system.policeman>

EXTERNAL TRANSITION in model <system.light>
      Input Port Configuration:
            port <interrupt>:
                  toManual
      New State: going_manual
      Next scheduled internal transition at time 3920.00

INTERNAL TRANSITION in model <system.policeman>
      New State: work
      Output Port Configuration:
            port <output>:
                  go_to_work
      Next scheduled internal transition at time 7520.00
```

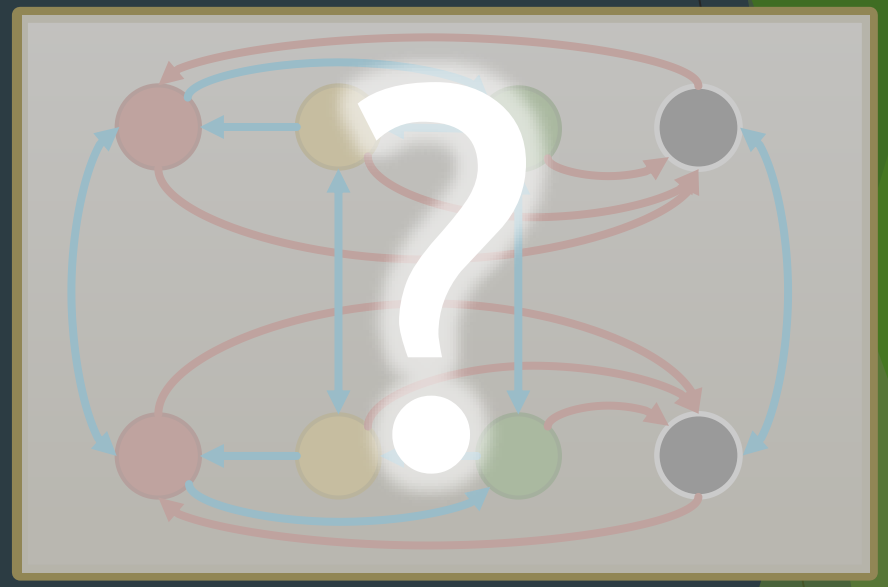
Closure under Coupling


self
M_{pol1}
work
3600s
!go_to_work
!take_break
idle
300s
$e = 280s$
M_{light1}
going_auto
$0s$
!show_red
red
$delay_{red}$
!show_green
?toAuto
?toManual
!show_red
manual
∞
yellow
$delay_{yellow}$
!turn_off
?toManual
!show_yellow
going_manual
$0s$
green
$delay_{green}$
$e = 0s$
?toManual
take_break → toAuto
go_to_work → toManual

?



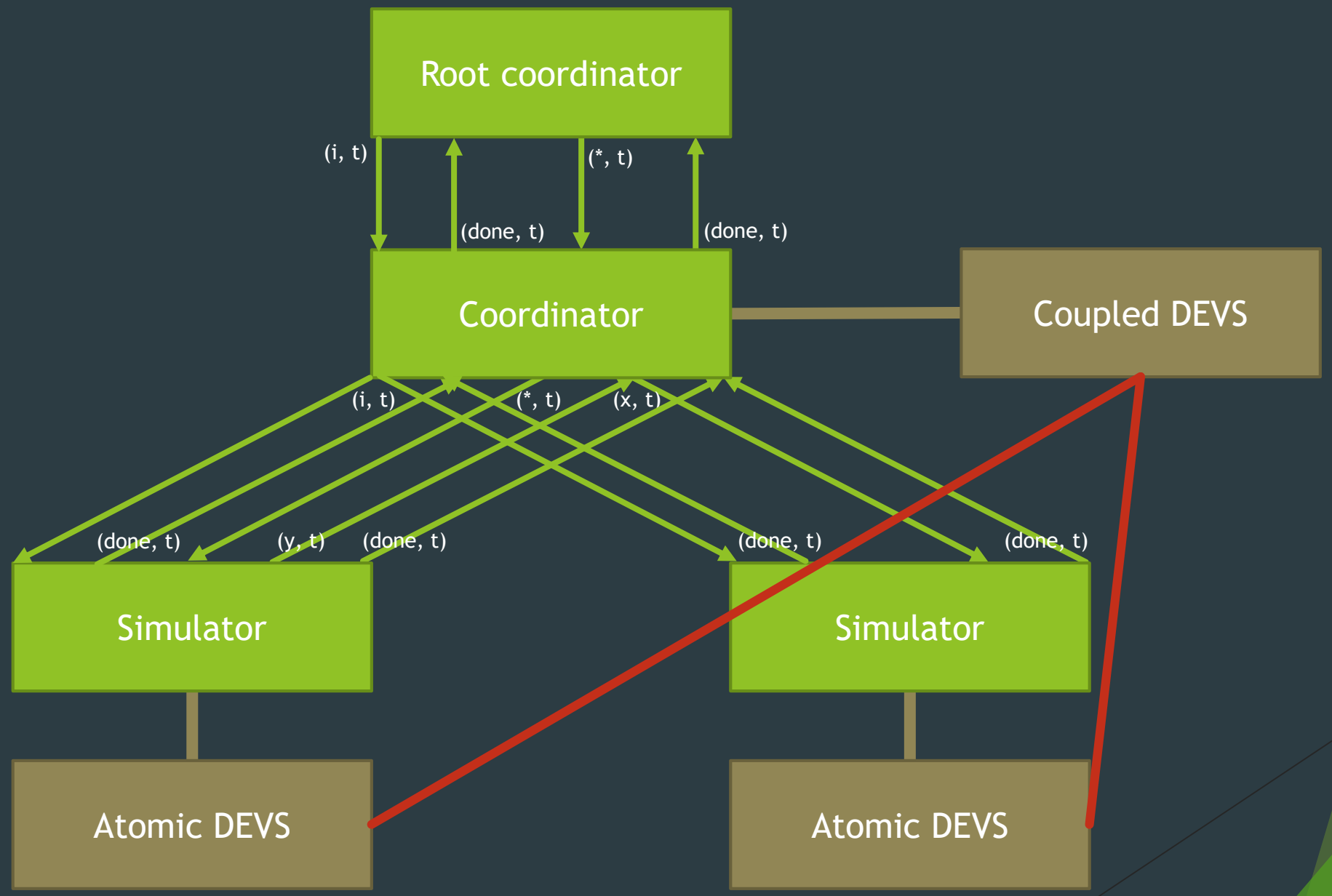
flatten



$$CM = \langle X_{self}, Y_{self}, D, MS, IS, ZS \rangle$$

$$flatten(CM) = \langle X, Y, S, q_{init}, \delta_{int}, \delta_{ext}, \lambda, ta \rangle$$

Hierarchical Simulator


Root coordinator
(i, t)
(*, t)
(done, t)
(done, t)
Coordinator
Coupled DEVS
(i, t)
(*, t)
(x, t)
(done, t)
(y, t)
(done, t)
(done, t)
(done, t)
Simulator
Simulator
Atomic DEVS
Atomic DEVS

DEVS Semantics

	Operational Semantics	Denotational Semantics
Atomic DEVS	Abstract Simulator	[1]
Coupled DEVS	Hierarchical Simulator	Closure under Coupling

[1] Ashvin Radiya and Robert G. Sargent. A logic-based foundation of discrete event modeling and simulation. ACM Transactions on Modeling and Computer Simulation, 1(1):3-51, 1994.

Limitations of Classic DEVS

- Parallel implementation
  - Parallel DEVS [1]
- Select function is artificial
  - Parallel DEVS [1]
- Dynamic Structure systems
  - Dynamic Structure DEVS [2]

[1] A.C.-H. Chow. Parallel DEVS: A parallel, hierarchical, modular modeling formalism and its distributed simulator. Transactions of the Society for Computer Simulation International, 13(2):55-68, 1996.
[2] F. Barros. The dynamic structure discrete event system specification formalism. Transactions of the Society for Computer Simulation International, 13(1):35-46, 1996.

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Examples

A small *trafficModel* and corresponding *trafficExperiment* file is included in the *examples* folder of the PyPDEVS distribution. This (completely working) example is slightly too big to use as a first introduction to PyPDEVS and therefore this page will start with a very simple example.

For this, we will first introduce a simplified queue model, which will be used as the basis of all our examples. The complete model can be downloaded: `queue_example_classic.py`.

This section should provide you with all necessary information to get you started with creating your very own PyPDEVS simulation. More advanced features are presented in the next section.

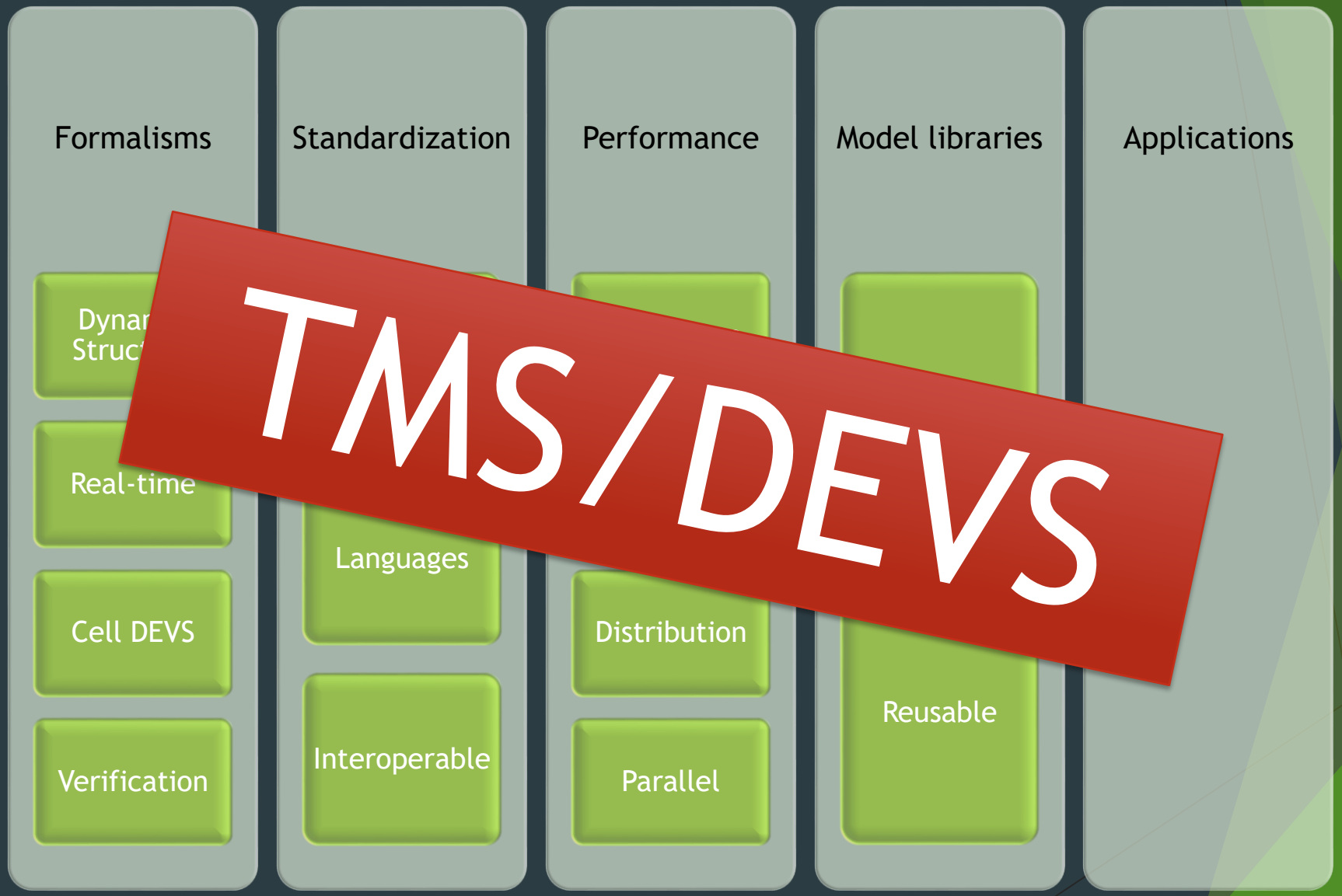
Generator

Somewhat simpler than a queue even, is a generator. It will simply create a message to send after a certain delay and then it will stop doing anything.

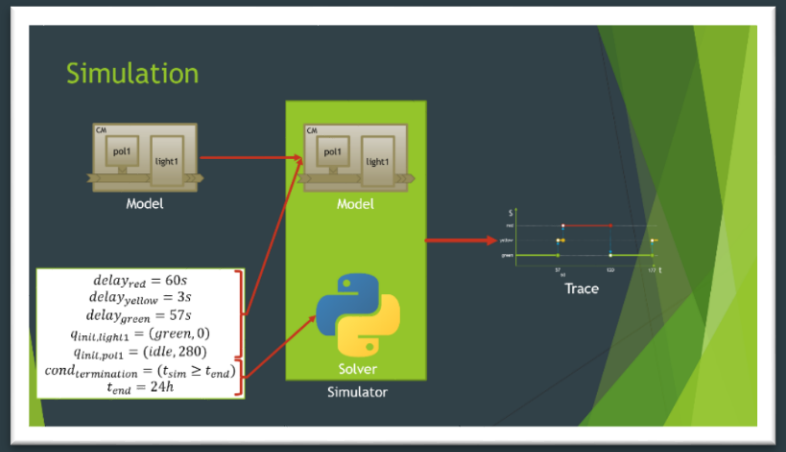
Informally, this would result in a DEVS specification as:

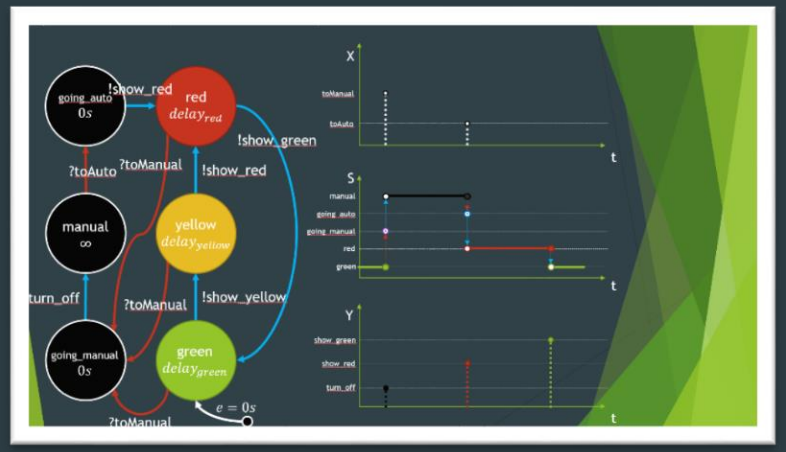
- Time advance function returns the waiting time to generate the message, infinity after the message was created
- Output function outputs the generated message
- External transition function will never happen (as there are no inputs)

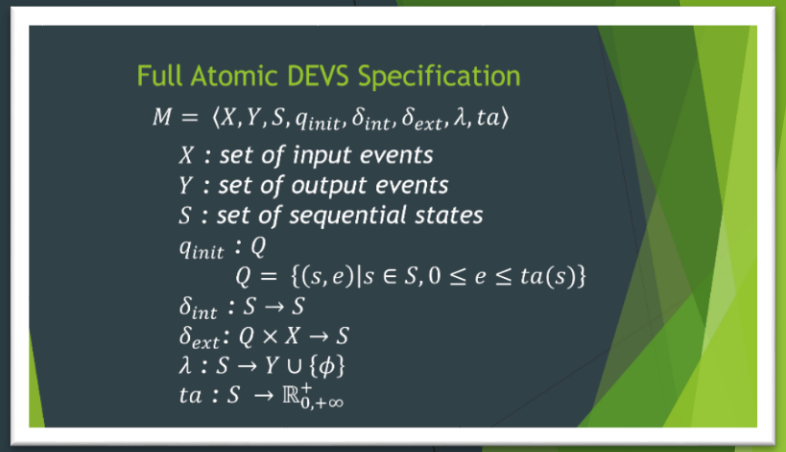
http://msdl.cs.mcgill.ca/projects/PythonPDEVS

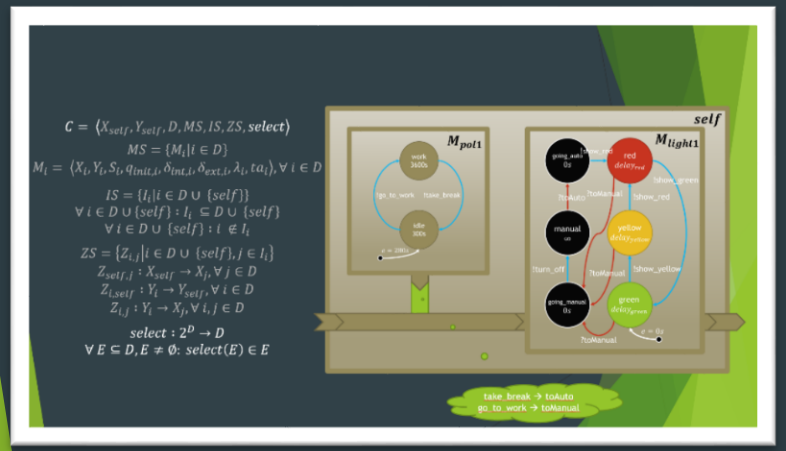

Formalisms
Standardization
Performance
Model libraries
Applications
Real-time
Cell DEVS
Verification
Languages
Interoperable
Distribution
Parallel
Reusable
TMS/DEVS

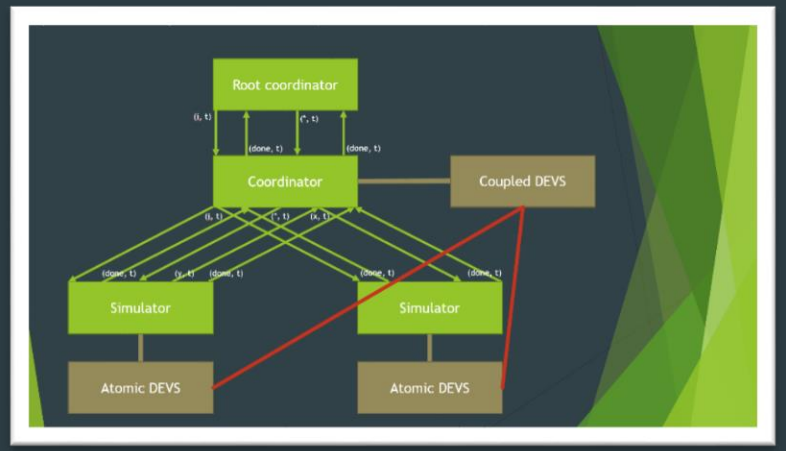
Conclusions

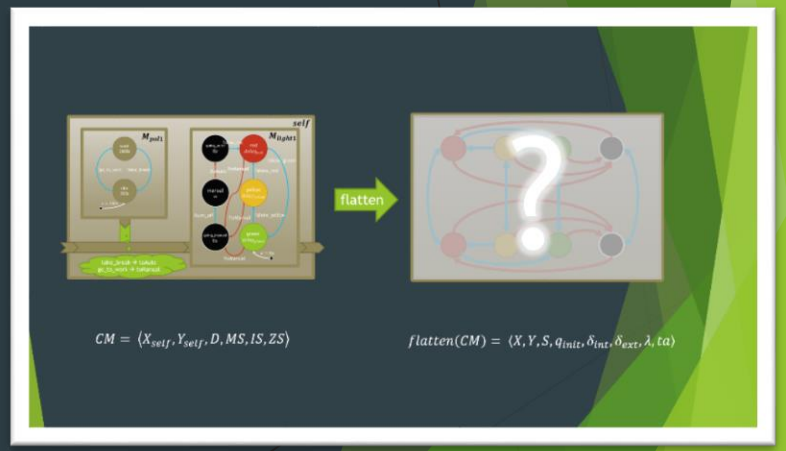












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