## Ptutorial: Using and Extending Ptolemy II

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**EECS 249 Guest Lecture** 

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#### References

- Ptolemy project home page: http://ptolemy.eecs.berkeley.edu/
- Tutorial: Building Ptolemy II Models Graphically: http://www.eecs.berkeley.edu/Pubs/TechRpts/2007/EECS-2007-129.html

#### • Latest release:

http://ptolemy.eecs.berkeley.edu/ptolemyll/ptlllatest/

• Latest version in the SVN repository: http://chess.eecs.berkeley.edu/ptexternal/

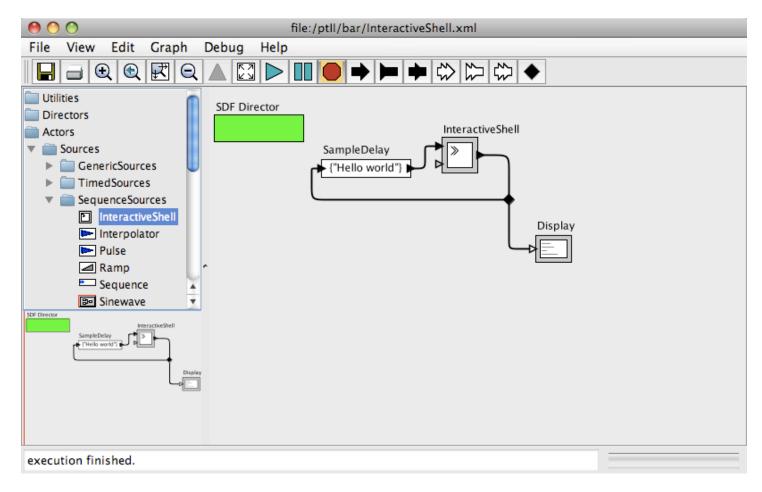


## Outline

- Simple model building
- Writing actors
- Writing directors



#### **Building Models**





## Outline

- Simple model building
- Writing actors
- Writing directors



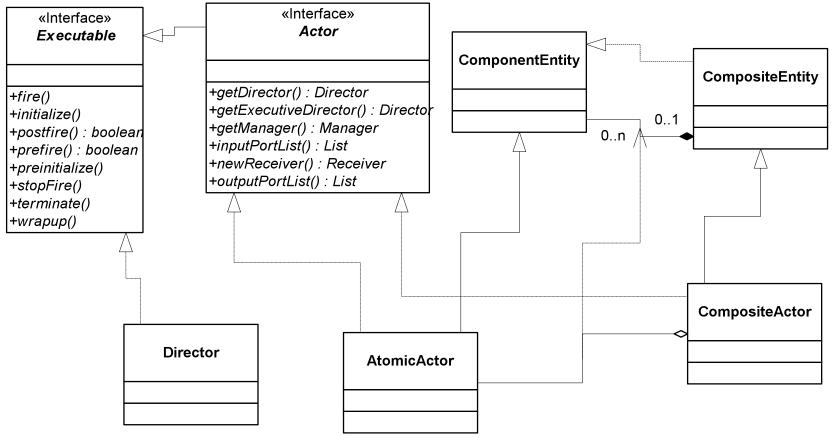


#### Simple String Manipulation Actor

```
public class Ptolemnizer extends TypedAtomicActor {
    public Ptolemnizer(CompositeEntity container, String name)
            throws IllegalActionException, NameDuplicationException {
        super(container, name);
        input = new TypedIOPort(this, "input");
        input.setTypeEquals(BaseType.STRING);
        input.setInput(true);
        output = new TypedIOPort(this, "output");
        output.setTypeEquals(BaseType.STRING);
        output.setOutput(true);
    public TypedIOPort input;
    public TypedIOPort output;
    public void fire() throws IllegalActionException {
        if (input.hasToken(0)) {
            Token token = input.get(0);
            String result = ((StringToken)token).stringValue();
            result = result.replaceAll("t", "pt");
            output.send(0, new StringToken(result));
}
```



#### Object Model for Executable Components



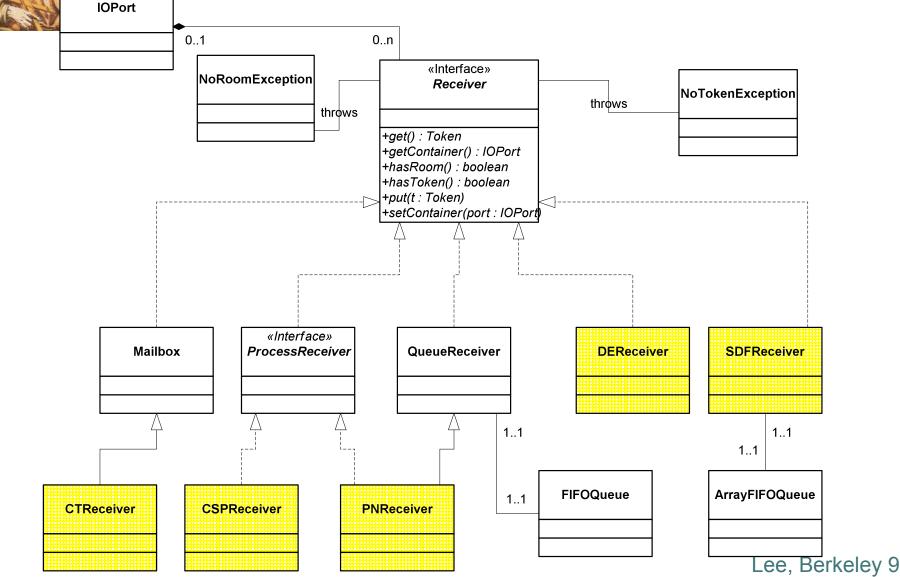


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#### Object Model (Simplified) for Communication Infrastructure





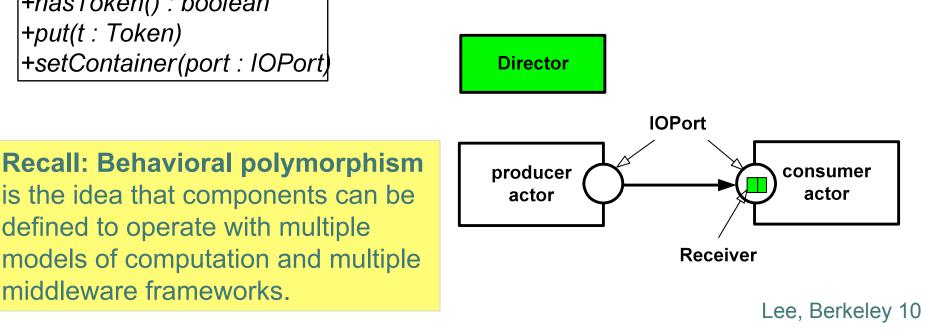
**Object-Oriented Approach to Achieving Behavioral Polymorphism** 

«Interface» Receiver

+get() : Token +getContainer() : IOPort +hasRoom() : boolean +hasToken() : boolean +put(t : Token) +setContainer(port : IOPort)

middleware frameworks.

These polymorphic methods implement the communication semantics of a domain in Ptolemy II. The receiver instance used in communication is supplied by the director, not by the component.





#### **Extension Exercise**

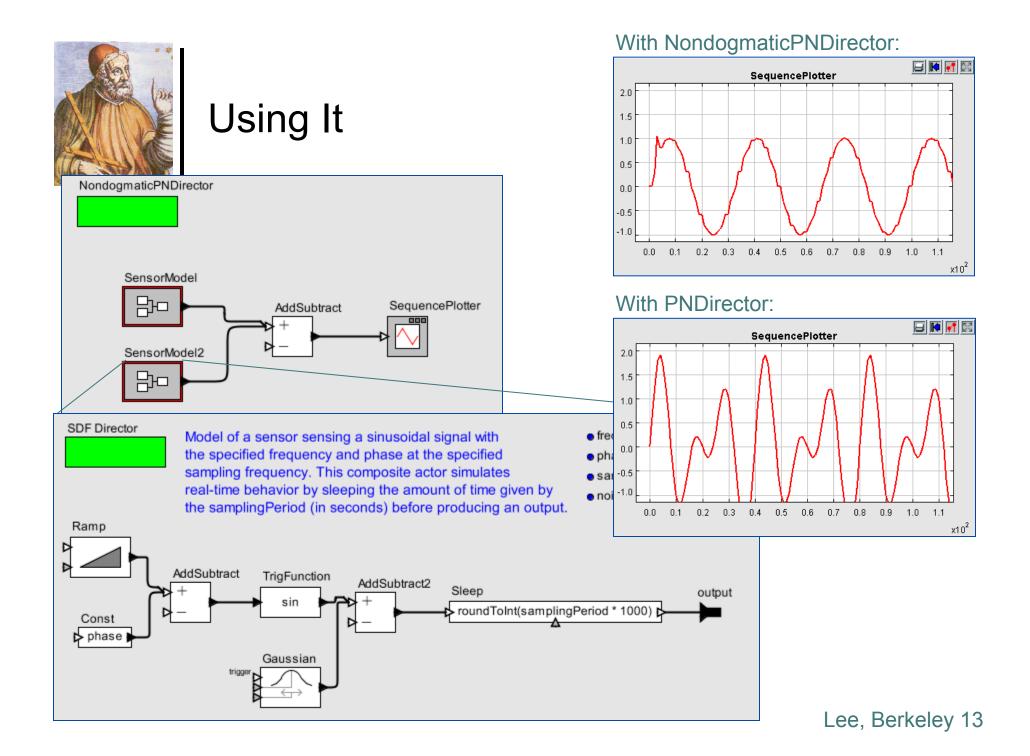
Build a director that subclasses PNDirector to allow ports to alter the "blocking read" behavior. In particular, if a port has a parameter named "tellTheTruth" then the receivers that your director creates should "tell the truth" when hasToken() is called. That is, instead of always returning true, they should return true only if there is a token in the receiver.

Parameterizing the behavior of a receiver is a simple form of communication refinement, a key principle in, for example, Metropolis.



# Implementation of the NondogmaticPNDirector

```
package doc.tutorial;
import ...
public class NondogmaticPNDirector extends PNDirector {
    public NondogmaticPNDirector(CompositeEntity container, String name)
            throws IllegalActionException, NameDuplicationException {
        super(container, name);
    public Receiver newReceiver() {
        return new FlexibleReceiver();
    public class FlexibleReceiver extends PNQueueReceiver {
        public boolean hasToken() {
            IOPort port = getContainer();
            Attribute attribute = port.getAttribute("tellTheTruth");
            if (attribute == null) {
                 return super.hasToken();
            // Tell the truth...
            return queue.size() > 0;
}
```

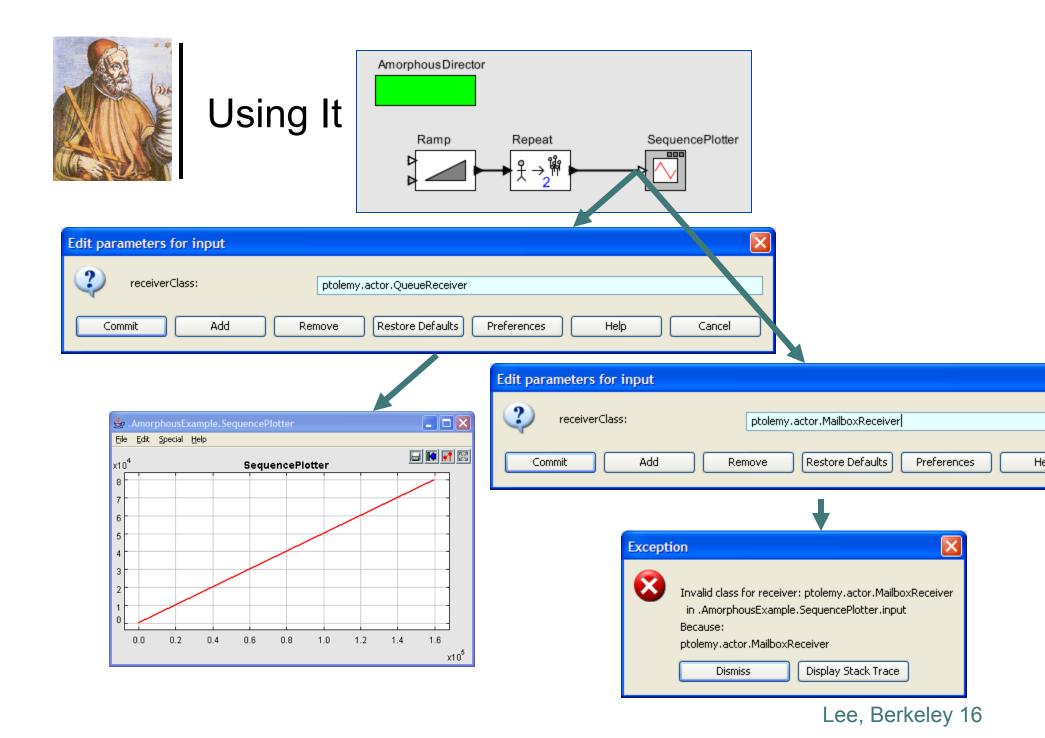




#### Extension Exercise 2

Build a director that subclasses Director and allows different receiver classes to be used on different connections. This is a form of what we call "amorphous heterogeneity."

```
package doc.tutorial;
import ...
public class AmorphousDirector extends Director {
    public AmorphousDirector (CompositeEntity container, String name)
           throws IllegalActionException, NameDuplicationException {
        super(container, name);
    public Receiver newReceiver() {
                                                                   Implementation of the
       return new DelegatingReceiver();
    public class DelegatingReceiver extends AbstractReceiver {
                                                                  AmorphousDirector
       private Receiver receiver;
       public DelegatingReceiver() {
            super();
           receiver = new SDFReceiver();
       public DelegatingReceiver(IOPort container) throws IllegalActionException {
            super(container);
           receiver = new SDFReceiver(container);
       }
       public void clear() throws IllegalActionException {
           IOPort container = getContainer();
           if (container != null) {
               StringParameter receiverClass = (StringParameter)
                       container.getAttribute("receiverClass", StringParameter.class);
               if (receiverClass != null) {
                   String className = ((StringToken)receiverClass.getToken()).stringValue();
                   try {
                       Class desiredClass = Class.forName(className);
                       receiver = (Receiver)desiredClass.newInstance();
                   } catch (Exception e) {
                       throw new IllegalActionException(container, e,
                       "Invalid class for receiver: " + className);
                   }
            receiver.clear();
       }
       public Token get() throws NoTokenException {
           return receiver.get();
                                                                                               Lee, Berkeley 15
```





#### Extension Exercise 3

Build a director that fires actors in left-to-right order, as they are laid out on the screen.

```
package doc.tutorial;
import java.util.Comparator;
import ...
public class LeftRightDirector extends StaticSchedulingDirector {
    public LeftRightDirector(CompositeEntity container, String name) ... {
        super(container, name);
       setScheduler(new LeftRightScheduler(this, "LeftRightScheduler"));
    }
   public class LeftRightScheduler extends Scheduler {
       public LeftRightScheduler(LeftRightDirector director, String name) ... {
            super(director, name);
       protected Schedule getSchedule() ... {
           StaticSchedulingDirector director = (StaticSchedulingDirector) getContainer();
           CompositeActor compositeActor = (CompositeActor) (director.getContainer());
           List actors = compositeActor.deepEntityList();
           Iterator actorIterator = actors.iterator();
           TreeSet sortedActors = new TreeSet(new LeftRightComparator());
           while (actorIterator.hasNext()) {
               Actor actor = (Actor) actorIterator.next();
               sortedActors.add(actor);
            }
           Schedule schedule = new Schedule();
           Iterator sortedActorsIterator = sortedActors.iterator();
           while (sortedActorsIterator.hasNext()) {
               Actor actor = (Actor) sortedActorsIterator.next();
                                                                         Implementation of the
               Firing firing = new Firing();
               firing.setActor(actor);
                                                                         LeftRightDirector
               schedule.add(firing);
            }
           return schedule;
       public class LeftRightComparator implements Comparator {
           public int compare(Object o1, Object o2) {
           public boolean equals(Object o) {
            }
```



### Ptolemy II Extension Points

- Define actors
- Interface to foreign tools (e.g. Python, MATLAB)
- Interface to verification tools (e.g. Chic)
- Define actor definition languages
- Define directors (and models of computation)
- Define visual editors
- Define textual syntaxes and editors
- Packaged, branded configurations
- All of our "domains" are extensions built on a core infrastructure.



#### Example Extensions Python Actors, Cal Actors, MATLAB Actors

🔊 Unnamed

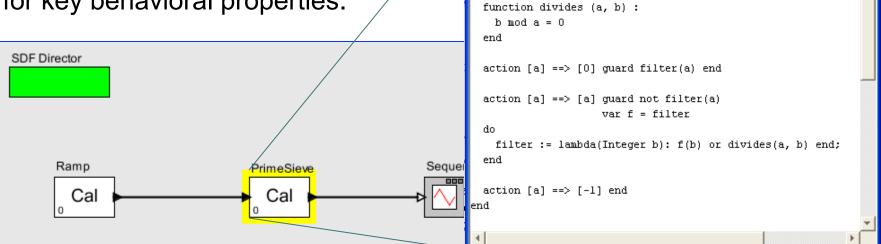
actor PrimeSieve ()

int Input ==> int Output:

filter := lambda (a) : false end;

File Help

•Cal is an experimental language for defining actors that is analyzable for key behavioral properties.



This model demonstrates the use of function closures inside a CAL actor.

The PrimeSieve actor uses nested function closures to realize the Sieve of Eratosthenes, a method for finding prime numbers. Its state variable, "filter," contains the current filter function. If it is "false" a new prime number has been found, and a new filter function will be generated.

The PrimeSieve actor expects an ascending sequence of natural numbers, starting from 2, as input.

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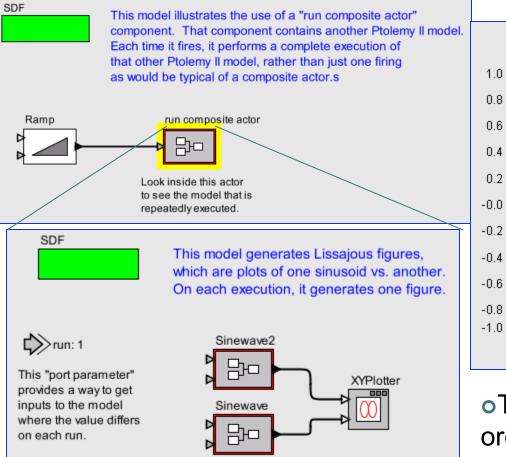
## Ptolemy II Extension Points

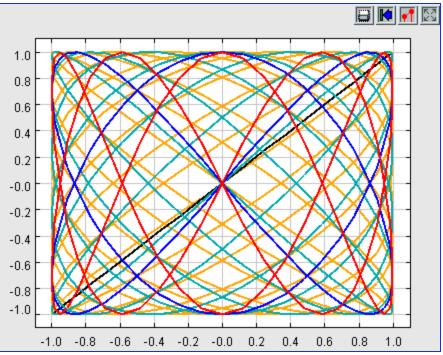
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#### Example Extensions Using Models to Control Models

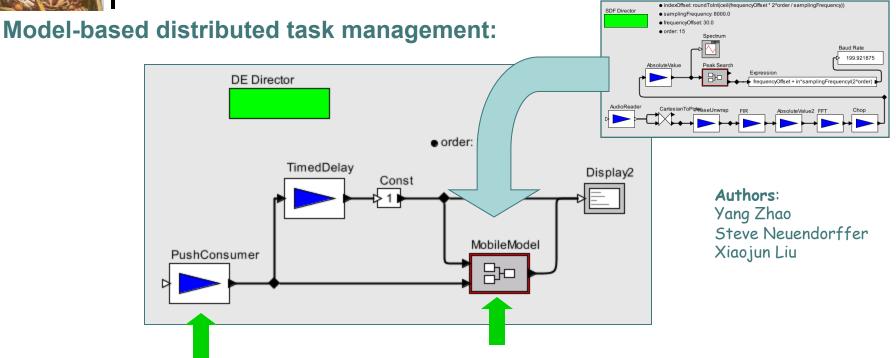




•This is an example of a "higherorder component," or an actor that references one or more other actors.



#### Examples of Extensions Mobile Models



PushConsumer actor receives pushed data provided via CORBA, where the data is an XML model of a signal analysis algorithm. MobileModel actor accepts a StringToken containing an XML description of a model. It then executes that model on a stream of input data.



## Ptolemy II Extension Points

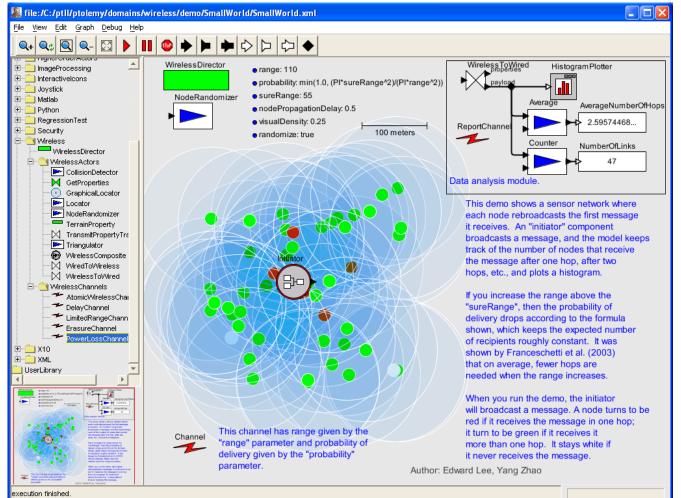
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#### Extension of Discrete-Event Modeling for Wireless Sensor Nets



VisualSense extends the Ptolemy II discreteevent domain with communication between actors representing sensor nodes being mediated by a *channel*, which is another actor.

The example at the left shows a grid of nodes that relay messages from an *initiator* (center) via a channel that models a low (but nonzero) probability of long range links being viable.

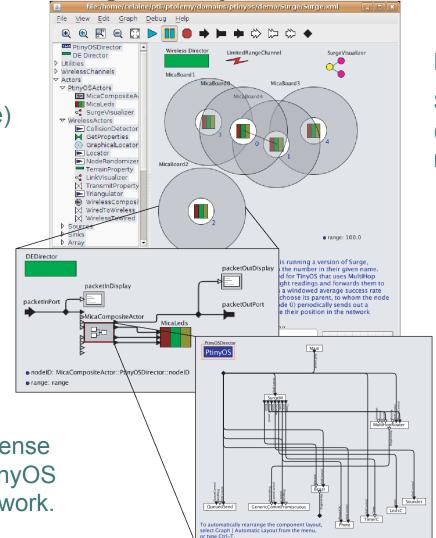


# Viptos: Extension of VisualSense with Programming of TinyOS nodes

Viptos demo: Multihop routing (Surge)



Viptos extends VisualSense with programming of TinyOS nodes in a wireless network. See the Ph.D. thesis of Elaine Cheong (Aug 2007).

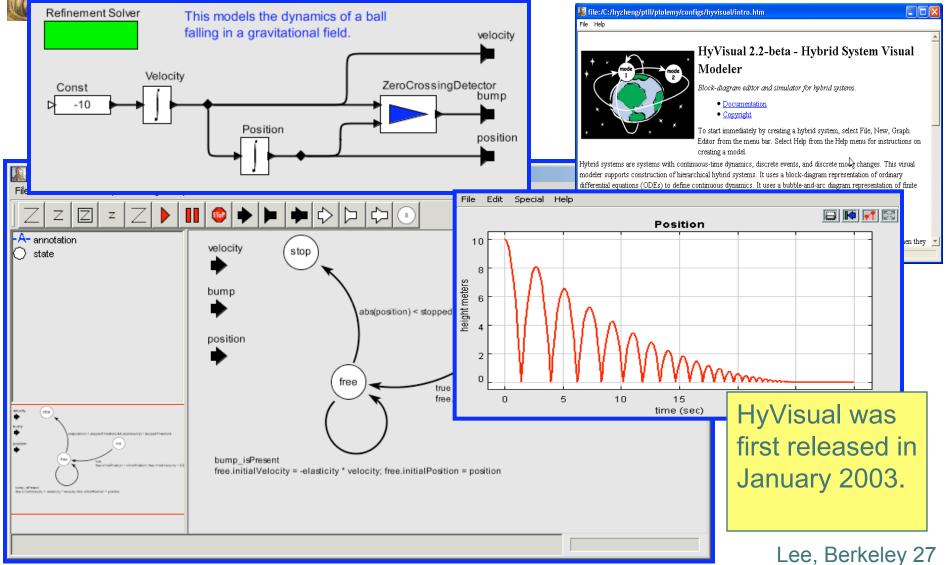


Physical environment Simulation (with visualization of routing tree)

> Software Code generation: Models to nesC.



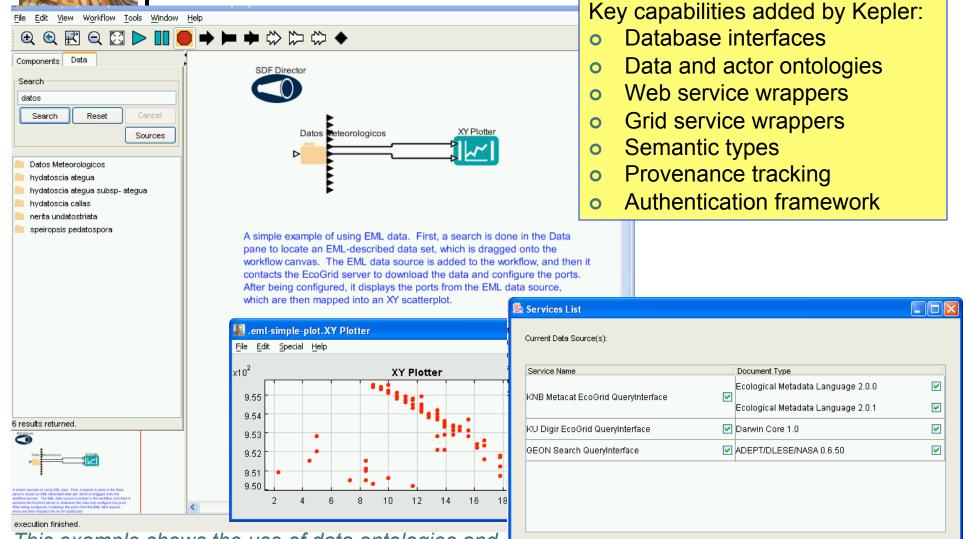
#### Another Extension: HyVisual – Hybrid System Modeling Tool Based on Ptolemy II





## Another Extension:

Kepler: Aimed at Scientific Workflows



Add

Ok

Cancel

This example shows the use of data ontologies and database wrappers.



#### Kepler as an Interface to the Grid

#### **CPES Fusion Simulation Workflow**

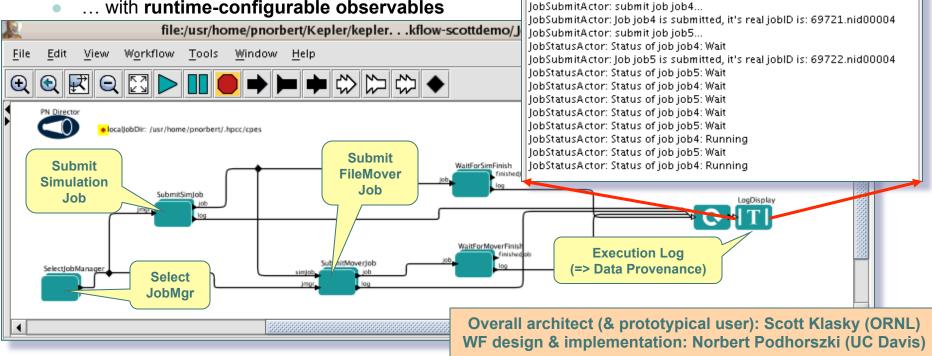
- Fusion Simulation Codes: (a) GTC; (b) XGC with M3D Ο
  - e.g. (a) currently 4,800 (soon: 9,600) nodes Cray XT3; 9.6TB RAM; 1.5TB simulation data/run

\_ 0 ×

.JobSubmitAndStatus.LogDisplay

File Tools Help

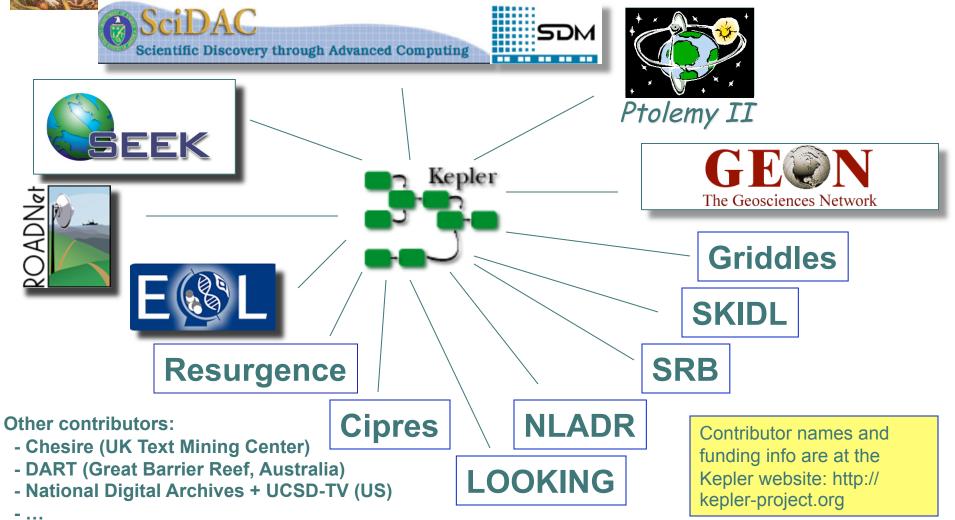
- GOAL: 0
  - automate remote simulation job submission
  - continuous file movement to analysis cluster f or dynamic visualization & simulation control
  - ... with runtime-configurable observables





#### Leverage: Kepler is a Team Effort







#### **Getting More Information: Documentation**

CONCURRENT

MODELING AND

DESIGN IN JAVA

Christopher Hylands, Edward A. Lee, Jie Liu, Xiaoiun

Liu, Steve Neuendorffer, Yuhong Xiong, Haiyang Zheng

Edited by

**VOLUME 2: PTOLEMY II SOFTWARE ARCHITECTURE** 

University of California at Berkeley

Memorandum UCB/ERL M03/TBA

http://ptolemy.eecs.berkeley.edu

Document Version 3.0

June 8, 2003

Earlier versions

for use with Ptolemy II 3.0

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This project is supported by the Defense Advanced Research Projects

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MICRO program, and the following companies: Agilent, Atmel,



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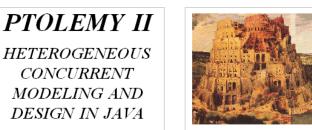
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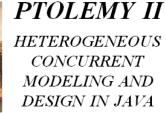
#### **VOLUME 1: INTRODUCTION TO PTOLEMY II**

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Cadence, Hitachi, Honeywell, National Semiconductor, Philips, and
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#### Volume 1: User-Oriented







Edited by Christopher Hylands, Edward A. Lee, Jie Liu, Xiaojun Liu, Steve Neuendorffer, Yuhong Xiong, Haiyang Zheng

#### **VOLUME 3: PTOLEMY II DOMAINS**

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Xiaojun Liu	Memorandum UCB/ERL M03/TBA
Jukita Muliadi	Earlier versions:
Steve Neuendorffer	<ul> <li>UCB/ERL M02/2 3</li> </ul>
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Volume 3: **Researcher-Oriented** 

Tutorial information: http://ptolemy/conferences/07/tutorial.htm

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