

Release Presentation

ASAM AE XIL 2.0.1

Generic Simulator Interface

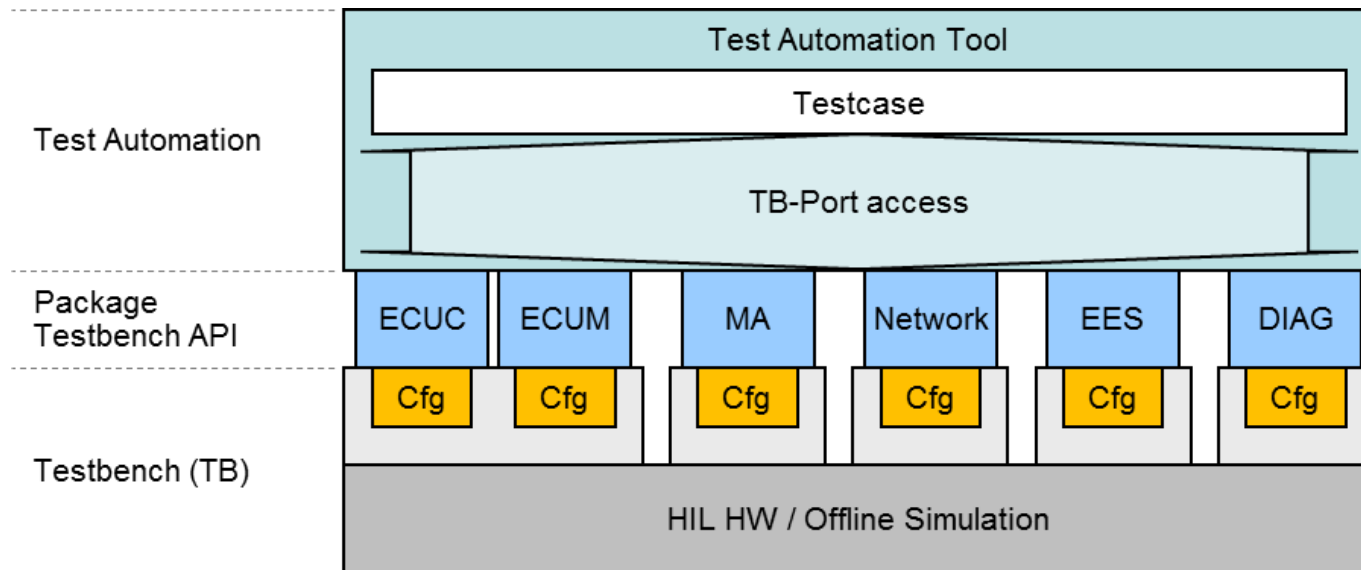
2014 / 09 / 30

Agenda

- ▶ **Introduction and General Concepts**
- ▶ **What's New?**
- ▶ **Deliverables**
- ▶ **Compatibility**
- ▶ **Changes in Maintenance XIL 2.0.1**

General Concepts (1)

Testbench-based Access (as in HIL 1.0.2)

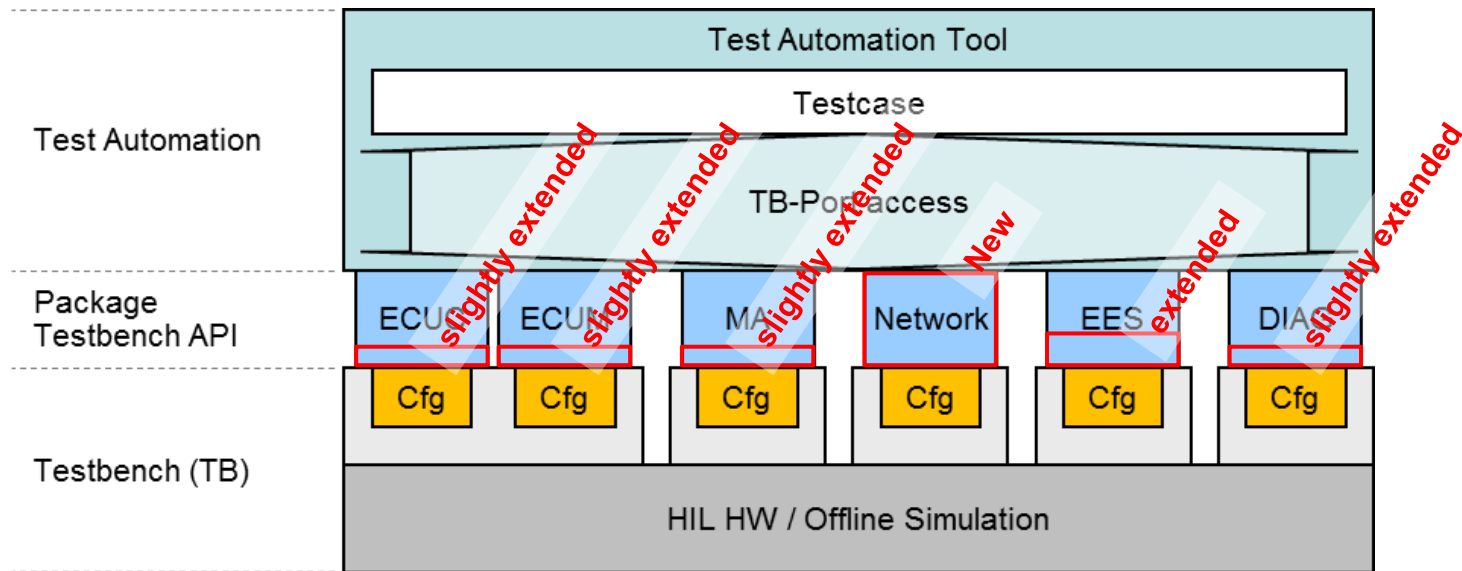


► Drawbacks of HIL 1.0.2:

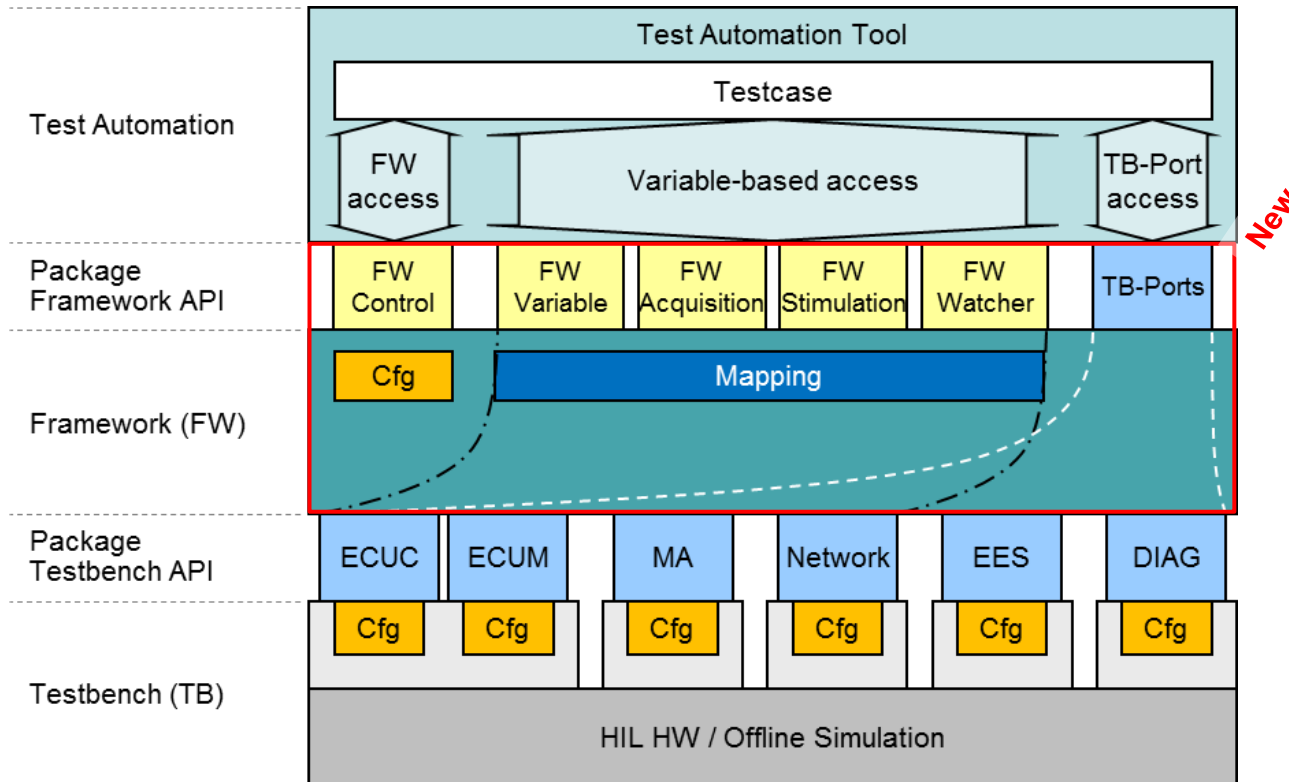
- Testcase has to implement start and shutdown of ports
- Dealing with vendor-specific start and shutdown methods (not standardized in 1.0.2)
- Port-specific variable identifiers and data types
- Missing overall concepts for measuring and stimulating across different ports

General Concepts (2)

Testbench Extension



Framework-based Access (with XIL 2.0.0)



► Major Benefits:

- Port independence of testcases by using an object-oriented access to variables
- Framework starts and shuts down ports in a configured order
- Test Developer can use both: Testbench Port access and Variable-based access
- FW Variables provide access to the underlying Testbench Port

What's New?

- ▶ Maintenance Issues (motivated by market and crosstests)
- ▶ Extensions on existing ports (motivated by market)
- ▶ Extensions on existing ports (motivated by XIL 2.0.0 Framework)
- ▶ Network Port (new)
- ▶ New Features of XIL 2.0.0 Framework
 - Framework Variables
 - Mapping
 - Measuring
 - Stimulation
 - Configuration
- ▶ Software
 - XIL Support Library
 - Example Framework
 - Prototype and Test environment

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*Testbench**Framework**Software Support*

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Maintenance Topics within XIL 2.0.0

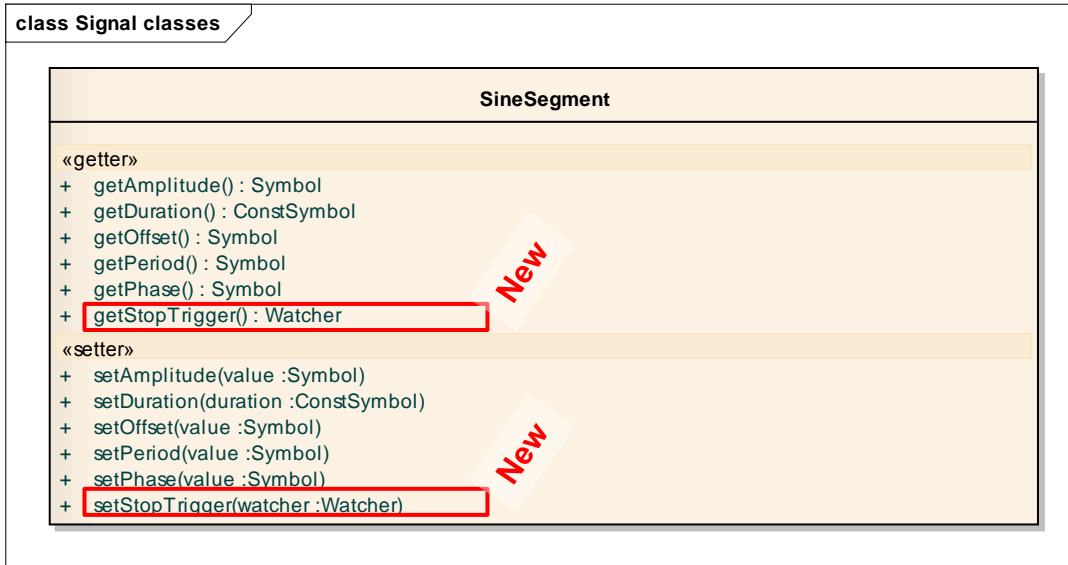
based on HIL 1.0.2

- ▶ Small differences between UML model and interfaces have been removed
- ▶ Capturing and Watcher of testbench have been documented more precisely (due to experiences gathered in cross tests and market)
E. g. Task list names for capturing and some data types of simulation model variables are vendor specific
- ▶ Detailed definition of triggering (pre-trigger, timeouts of watchers)
- ▶ Segment Definitions of Signal Description Sets do not support Frequency modulation
- ▶ Providing some more detailed functionality, such as GetVariableNames on capture result objects, ZIP archives for signal descriptions (.sdz) in addition to pure XML and MAT (.sti and .mat)

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Stop Condition on Signal Segments



- ▶ Using existing Watcher objects to define reactive stop conditions

Loops within Signal Descriptions

| SegmentSignalDescription |
|--|
| + Add(segment :SignalSegment) |
| + GetByIndex(index :A_UINT64) : SignalSegment |
| + GetEnumerator() : SignalSegmentEnumerator |
| + Insert(item :SignalSegment, index :A_UINT64) |
| + RemoveAll() |
| + RemoveByIndex(index :A_UINT64) : SignalSegment |
| «getter» |
| + getCount() : A_UINT64 |
| + getLoopCount() : A_UINT64 |
| «setter» |
| + setLoopCount(loopCount :A_UINT64) |

New
New

| LoopSegment |
|--|
| + Add(segment :SignalSegment) |
| + GetByIndex(index :A_UINT64) : SignalSegment |
| + GetEnumerator() : SignalSegmentEnumerator |
| + Insert(item :SignalSegment, index :A_UINT64) |
| + RemoveAll() |
| + RemoveByIndex(index :A_UINT64) : SignalSegment |
| «getter» |
| + getCount() : A_UINT64 |
| + getLoopCount() : A_UINT64 |
| «setter» |
| + setLoopCount(loopCount :A_UINT64) |

New

- ▶ Loop on Signals to repeat the entire signal
- ▶ New LoopSegment as a container to repeat an added sequence of segments

New Data File Segment

New

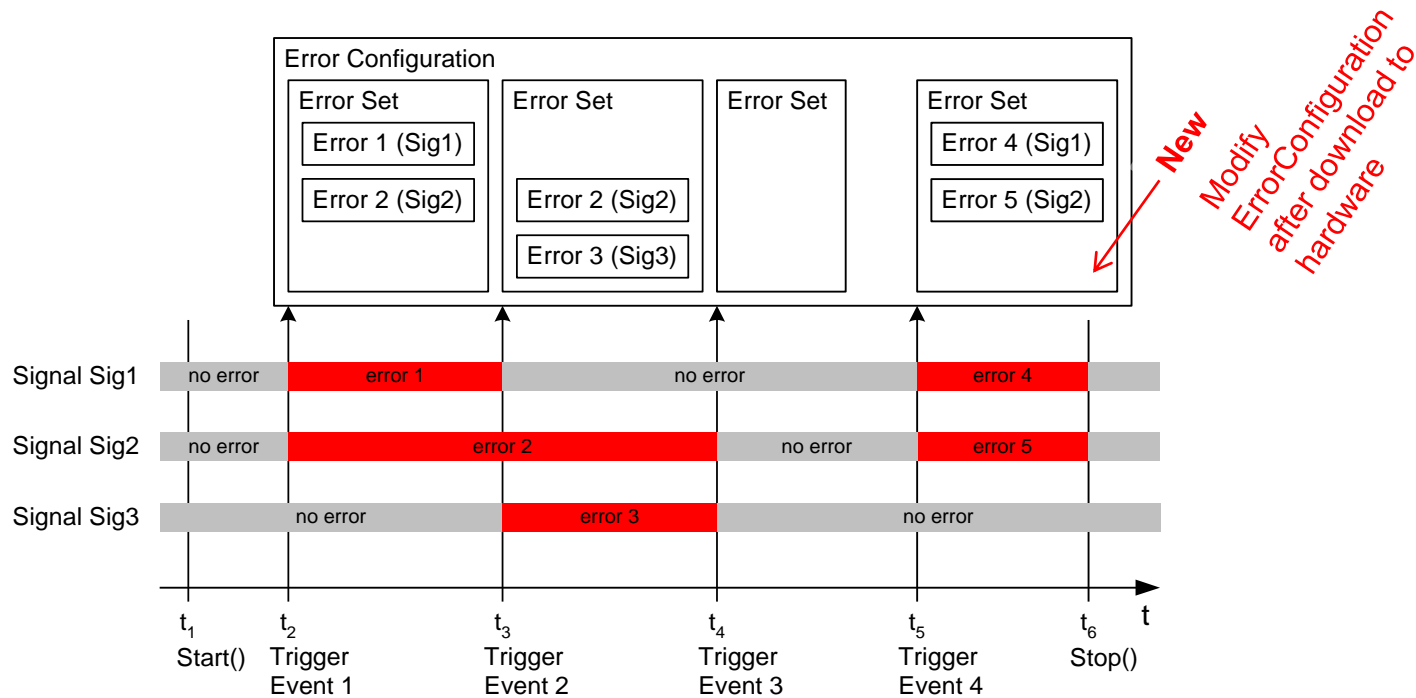
DataFileSegment

«getter»
 + getChannelPath() : A_UNICODE2STRING
 + getChannelSource() : A_UNICODE2STRING
 + getDataVectorName() : A_UNICODE2STRING
 + getDuration() : ConstSymbol
 + getFileName() : A_UNICODE2STRING
 + getGroupName() : A_UNICODE2STRING
 + getGroupPath() : A_UNICODE2STRING
 + getGroupSource() : A_UNICODE2STRING
 + getInterpolation() : InterpolationTypes
 + getStart() : ConstSymbol
 + getStopTrigger() : Watcher
 + getTimeVectorName() : A_UNICODE2STRING

«setter»
 + setChannelPath(path :A_UNICODE2STRING)
 + setChannelSource(source :A_UNICODE2STRING)
 + setDataVectorName(name :A_UNICODE2STRING)
 + setDuration(duration :ConstSymbol)
 + setFileName(fileName :A_UNICODE2STRING)
 + setGroupName(name :A_UNICODE2STRING)
 + setGroupPath(path :A_UNICODE2STRING)
 + setGroupSource(source :A_UNICODE2STRING)
 + setInterpolation(interpolation :InterpolationTypes)
 + setStart(startTime :ConstSymbol)
 + setStopTrigger(watcher :Watcher)
 + setTimeVectorName(name :A_UNICODE2STRING)

- ▶ For data replay based on MDF files with
with options for selection of channel, TimeVector etc.

EESPort: Dynamic ErrorConfiguration



- ▶ New ErrorSets can be dynamically added to the ErrorConfiguration after it is downloaded to the hardware

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Port Configuration and Port States

| MAPort | |
|--|-----|
| + LoadConfiguration(filepath :A_UNICODE2STRING) : MAPortConfig | New |
| + Configure(config :MAPortConfig, forceConfig :A_BOOLEAN) : void | |
| + CreateCapture(taskName :A_UNICODE2STRING) : Capture | |
| + CreateSignalGenerator() : SignalGenerator | |
| + GetDataType(variableName :A_UNICODE2STRING) : DataType | |
| + IsReadable(variableName :A_UNICODE2STRING) : A_BOOLEAN | |
| + IsWritable(variableName :A_UNICODE2STRING) : A_BOOLEAN | |
| + Read(variableName :A_UNICODE2STRING) : BaseValue | |
| + StartSimulation() : void | |
| + StopSimulation() : void | |
| + Write(variableName :A_UNICODE2STRING, value :BaseValue) | |
| + GetVariableInfo(variableName :A_UNICODE2STRING) : VariableInfo | |
| «getter» | New |
| + getConfiguration() : MAPortConfig | |
| + getState() : MAPortState | |
| + getTaskNames() : A_UNICODE2STRING[] | |
| + getVariableNames() : A_UNICODE2STRING[] | |
| + getDAQClock() : A_FLOAT64 | |

- ▶ All ports have configuration methods in order to set proper pre-conditions for testing
- ▶ All ports have access methods to get the port's current state

Access to hardware timers

| MAPort |
|--|
| <ul style="list-style-type: none"> + LoadConfiguration(filepath :A_UNICODE2STRING) : MAPortConfig + Configure(config :MAPortConfig, forceConfig :A_BOOLEAN) : void + CreateCapture(taskName :A_UNICODE2STRING) : Capture + CreateSignalGenerator() : SignalGenerator + GetDataType(variableName :A_UNICODE2STRING) : DataType + IsReadable(variableName :A_UNICODE2STRING) : A_BOOLEAN + IsWritable(variableName :A_UNICODE2STRING) : A_BOOLEAN + Read(variableName :A_UNICODE2STRING) : BaseValue + StartSimulation() : void + StopSimulation() : void + Write(variableName :A_UNICODE2STRING, value :BaseValue) + GetVariableInfo(variableName :A_UNICODE2STRING) : VariableInfo |
| <p>«getter»</p> <ul style="list-style-type: none"> + getConfiguration() : MAPortConfig + getState() : MAPortState + getTaskNames() : A_UNICODE2STRING[] + getVariableNames() : A_UNICODE2STRING[] + getDAQClock() : A_FLOAT64 |

New

- ▶ All ports that allow data capturing (MAPort, ECUMPort, NetworkPort) have access to the hardware timers, i. e. for synchronised data acquisition

Capturing with retriggering

| Capture | |
|--|--|
| + ClearConfiguration() + Fetch(A_BOOLEAN) : CaptureResult + SetStartTriggerCondition(Watcher, A_FLOAT64) + SetStopTriggerCondition(Watcher, A_FLOAT64) + Start(CaptureResultWriter) + Stop() : void | |
| «getter» | |
| + getCaptureResult() : CaptureResult + getDownsampling() : A_UINT64 + getDurationUnit() : DurationUnit + getMinBufferSize() : A_INT64 + getPort() : Port + getState() : CaptureState + getVariables() : A_UNICODE2STRING[] | |
| + getRetriggering(A_INT64) : A_INT64 | |
| «setter» | |
| + setDownsampling(A_UINT64) + setDurationUnit(EDurationUnit) + setMinBufferSize(A_INT64) + setVariables(A_UNICODE2STRING[]) : setter | |
| + setRetriggering() : A_INT64 | |

New

New

- ▶ Allow repeated start and stop triggers

More ports with SignalGenerator

| ECUCPort |
|---|
| <ul style="list-style-type: none"> + LoadConfiguration(filepath :A_UNICODE2STRING) : ECUCPortConfig + Configure(config :ECUCPortConfig) : void + CalculateRefPageCRC() : A_UINT64 + CalculateWorkPageCRC() : A_UINT64 + GetDataType(variableName :A_UNICODE2STRING) : DataType + IsReadable(variableName :A_UNICODE2STRING) : A_BOOLEAN + IsWritable(variableName :A_UNICODE2STRING) : A_BOOLEAN + NumberOfPages() : A_UINT64 + Read(variableName :A_UNICODE2STRING) : BaseValue + StartOnlineCalibration(loadingType :LoadingType) + StopOnlineCalibration() + SwitchToRefPage() + SwitchToWorkPage() + Write(variableName :A_UNICODE2STRING, value :BaseValue) + GetVariableInfo(variableName :A_UNICODE2STRING) : VariableInfo + CreateSignalGenerator() : SignalGenerator |
| «getter» |
| <ul style="list-style-type: none"> + getConfiguration() : ECUCPortConfig + getState() : ECUCPortState + getVariableNames() : A_UNICODE2STRING[] |

- ▶ Allow SignalGeneration on ECU- and NetworkPort

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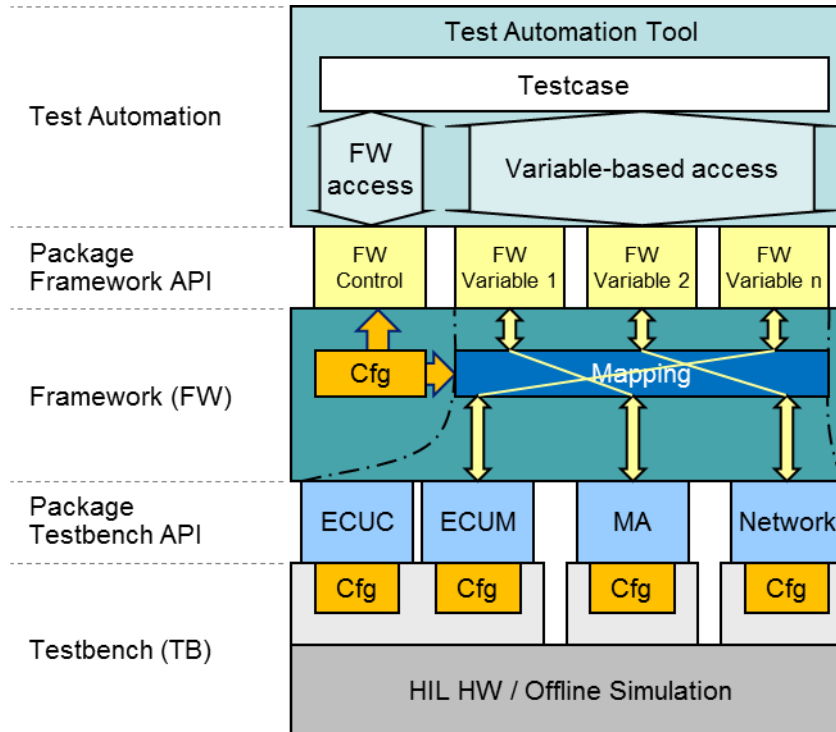
Network Access port

- ▶ The Network Access port provides access to field bus systems such as CAN (XIL API 2.0.0), LIN or FlexRay.
- ▶ The Port is designed mainly to operate in parallel to a HIL system, ECU or any other system.
- ▶ It allows measurement (monitoring) and transmission (single transmit or replay) of bus data.
- ▶ The mostly bus system independent object model will be created automatically based on the communication matrix information.
- ▶ The Network Port organizes its object classes in a tree-like hierarchy, by defining Cluster-, Channel-, Frame-, PDU- and Signal- objects.
- ▶ Intentionally not covered by the Port: Bus-stress (too specific for a standard) or electrical fault insertion (covered by EES Port)

What's New?

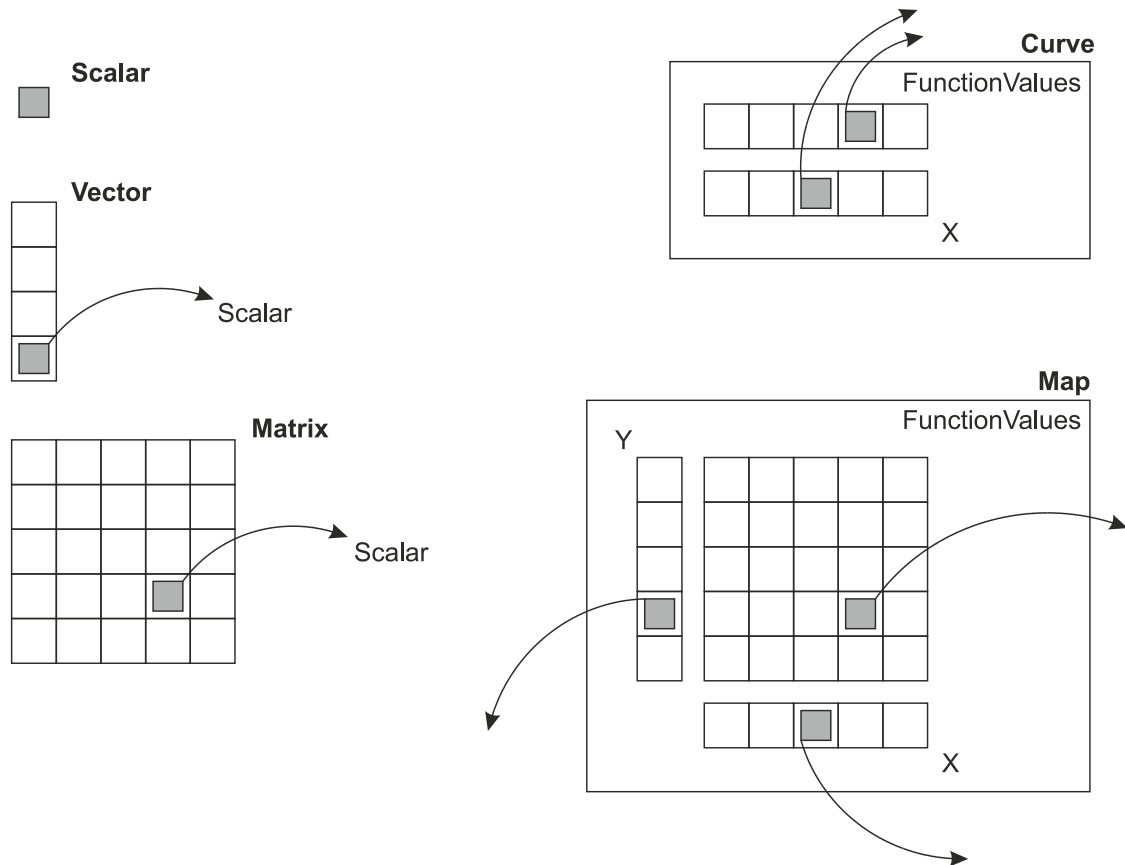
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Framework Variable



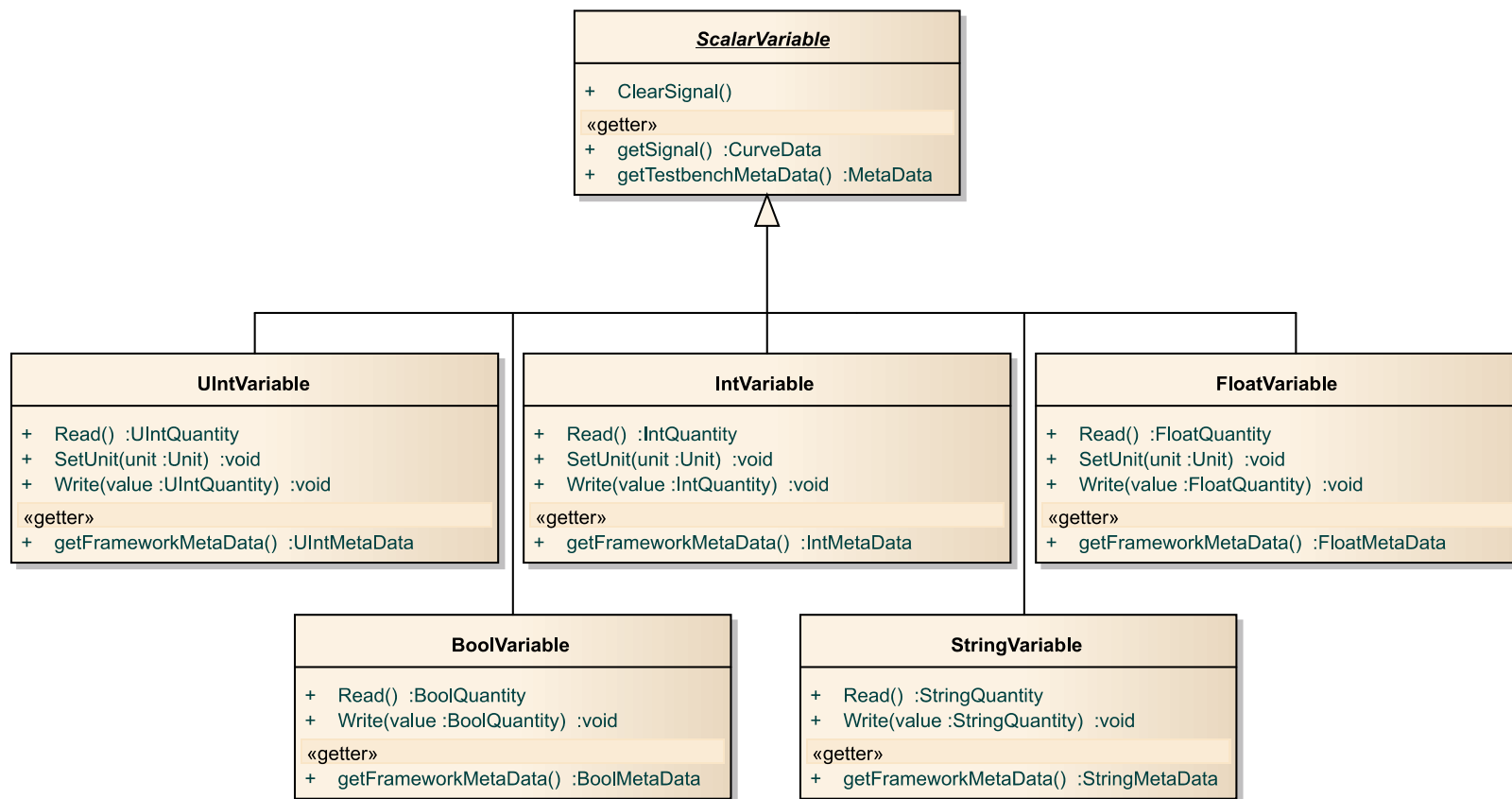
- ▶ Abstract Identifiers on test case side (e. g. “n_mot”).
- ▶ Object oriented access
- ▶ Guarantees that test cases are independent of the underlying test system
- ▶ **Thus, independent of vendor and process stage → XIL**

Framework Variable Types



Framework Variable Scalar Types

class Variables



Reading a value – an Example

Framework Variable: Reads and Writes Quantities

class Variables

FloatVariable

```
+ Read() : FloatQuantity
+ Write(value :FloatQuantity) : void
+ SetUnit(unit :Unit) : void
«getter»
+ getFrameworkMetaData() : FloatMetaData
```

```
IFloatVariable A = (IFloatVariable)FrameworkControl.CreateVariable("engine speed");
FloatQuantity aValue = A.Read();
double nativeValue = aValue.Value;
```

class Quantities

Quantity: Container of Value and Unit

FloatQuantity

```
+ ConvertToUnit(unit :Unit) : FloatQuantity
+ ConvertToBool() : BoolQuantity
+ Equals(quantity :FloatQuantity) : A_BOOLEAN
+ Add(quantity :FloatQuantity, targetUnit :Unit) : FloatQuantity
+ ConvertToInt() : IntQuantity
+ ConvertToUInt() : UIntQuantity
+ Subtract(quantity :FloatQuantity, targetUnit :Unit) : FloatQuantity
+ Multiply(quantity :FloatQuantity, targetUnit :Unit) : FloatQuantity
+ Divide(quantity :FloatQuantity, targetUnit :Unit) : FloatQuantity
«getter»
+ getUnit() : Unit
+ getValue() : A_FLOAT64
```

Units::Unit

```
«getter»
+ getDisplayName() : A_UNICODE2STRING
+ getFactor() : A_FLOAT64
+ getIsAbsolute() : A_BOOLEAN
+ getName() : A_UNICODE2STRING
+ getOffset() : A_FLOAT64
+ getPhysicalDimension() : PhysicalDimension
```

Units::PhysicalDimension

```
«getter»
+ getAngle() : A_INT64
+ getCurrent() : A_INT64
+ getLength() : A_INT64
+ getLuminousIntensity() : A_INT64
+ getMass() : A_INT64
+ getMolarAmount() : A_INT64
+ getName() : A_UNICODE2STRING
+ getTemperature() : A_INT64
+ getTime() : A_INT64
```

Type Conversion of Quantities

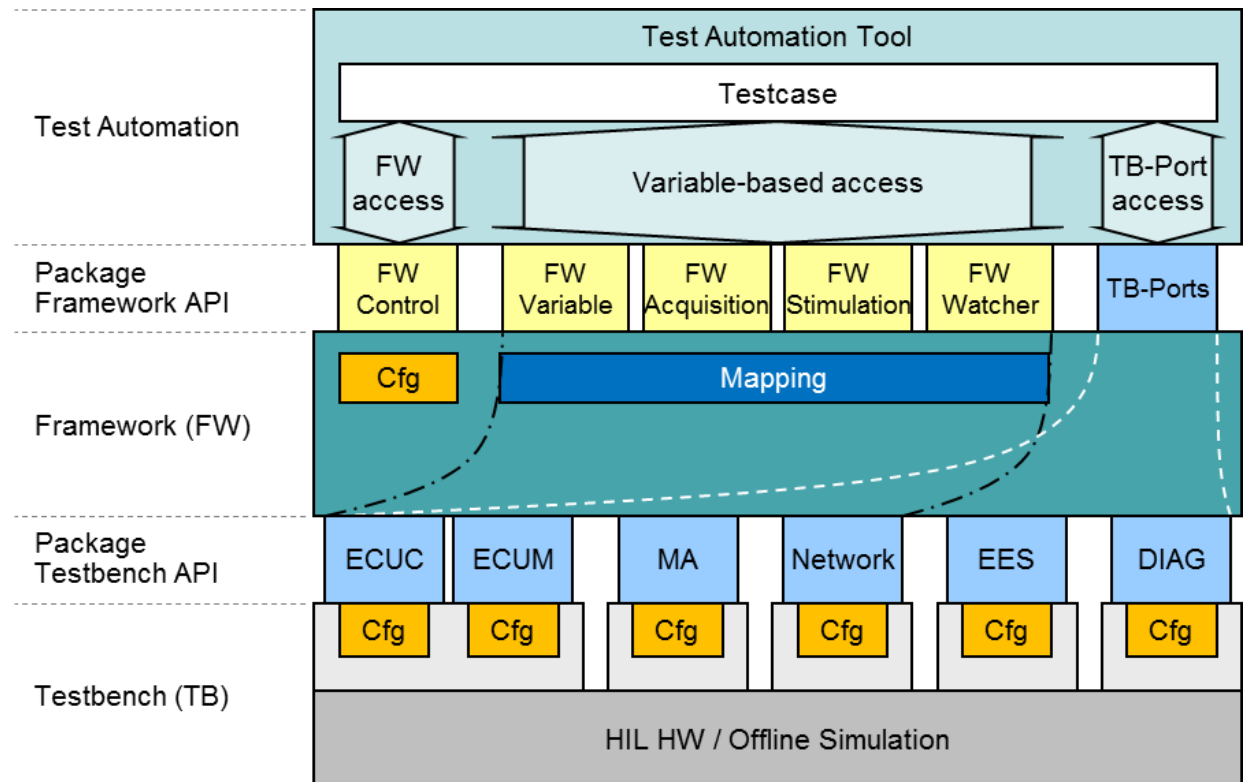
| Quantity | Conversion Method | Rule to apply | New Quantity | Unit of the new Quantity |
|---------------|-------------------|--|---------------|--------------------------------|
| BoolQuantity | ConvertToFloat() | True ---> 1 False --> 0 | FloatQuantity | Empty Unit ¹ |
| | ConvertToInt() | True ---> 1 False --> 0 | IntQuantity | Empty Unit ¹ |
| | ConvertToUInt() | True ---> 1 False --> 0 | UIntQuantity | Empty Unit ¹ |
| UIntQuantity | ConvertToFloat() | 2 | FloatQuantity | Same Unit as original Quantity |
| | ConvertToInt() | MaxUInt / 2 --> MaxInt MaxUInt --> -1 | IntQuantity | Same Unit as original Quantity |
| | ConvertToBool() | !0 --> True otherwise --> False | BoolQuantity | No Unit |
| IntQuantity | ConvertToFloat() | 2 | FloatQuantity | Same Unit as original Quantity |
| | ConvertToUInt() | MaxInt --> MaxUInt / 2 -1 --> MaxUInt | UIntQuantity | Same Unit as original Quantity |
| | ConvertToBool() | !0 --> True otherwise --> False | BoolQuantity | No Unit |
| FloatQuantity | ConvertToInt() | float --> round --> int | IntQuantity | Same Unit as original Quantity |
| | ConvertToUInt() | float --> round --> uint | UIntQuantity | Same Unit as original Quantity |
| | ConvertToBool() | !0.0 --> True otherwise --> False | BoolQuantity | No Unit |

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Motivation for Mapping

- ▶ Exchanging the testbench without changing the tests for Variable-based access with respect to the variable's
 - Port connection
 - Unit
 - Type
 - Identifier



Mapping

- ▶ **Identifier Mapping**

Maps a framework label to a testbench label.

E. g. maps an abstract identifier of a test case variable to a concrete identifier within the simulation model

- ▶ **String Mapping**

Maps framework strings to test bench strings.

For example this can be used to map abstract filenames on the framework side to concrete filenames on the test bench side

- ▶ **Raster mapping**

Maps abstract raster names on the framework side to concrete raster names on the testbench side.

- ▶ **Based on XML Schema**

Mapping

► Identifier Mapping:

Mapping of Identifiers, Units, Types on both sides: test case and test bench

► Advantages

- ✓ Check for compatibility possible ($a_1 == a_2?$..., $g_1 == g_2?$)
- ✓ Compatible quantities can be converted (offset, scale)

► Examples:

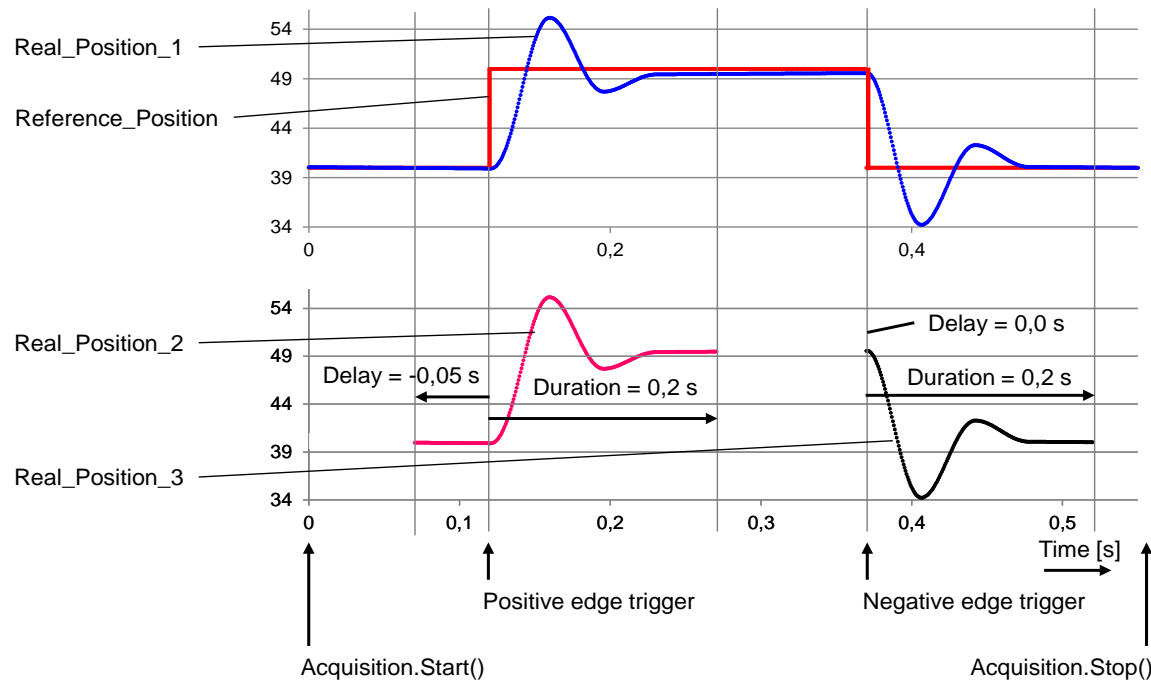
- $[km/h]$ $0,0 + [3,6 \quad * \quad m^1 \quad * \quad s^{(-1)}]$
- $[miles/h]$ $0,0 + [2,369 \quad * \quad m^1 \quad * \quad s^{(-1)}]$
- $[^{\circ}C]$ $-273,15 + [1,0 \quad * \quad K^1 \quad * \quad 1]$
- $[^{\circ}F]$ $-459,67 + [1,8 \quad * \quad K^1 \quad * \quad 1]$
- $[kN]$ $0,0 + [1000,0 \quad * \quad m^1 \quad * \quad kg^1 \quad * \quad s^{(-2)}]$

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Measuring (1)

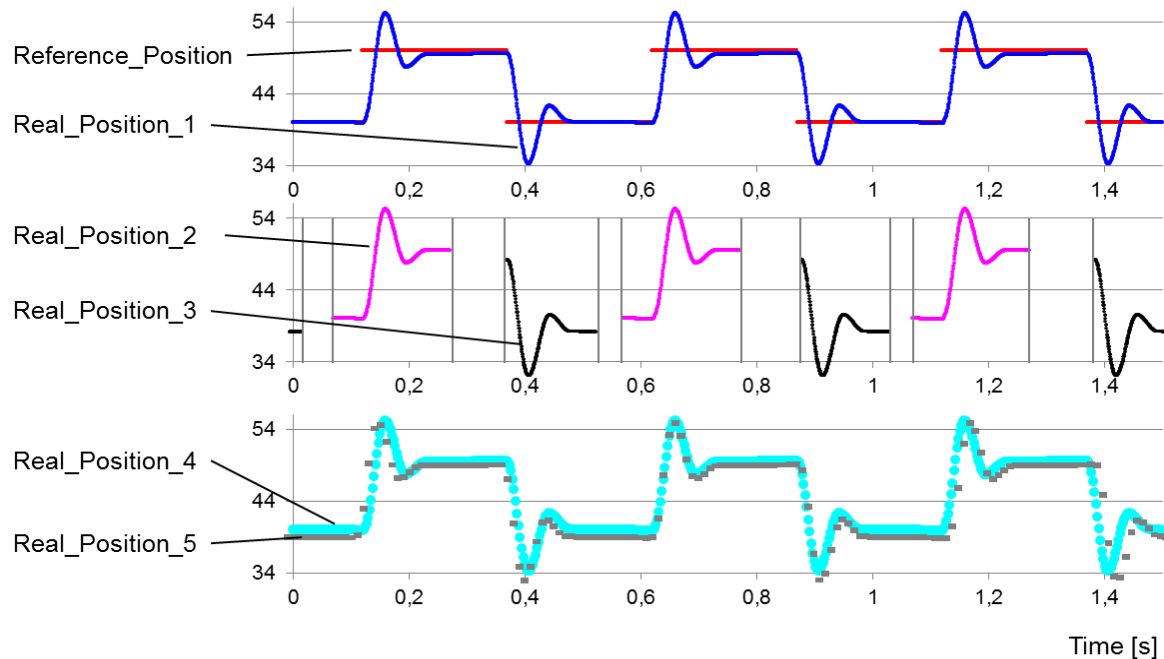
- collecting time traces of variables, e. g. for analyzing the effects of changes within simulation models and ECUs on different ports



Defining sophisticated trigger conditions

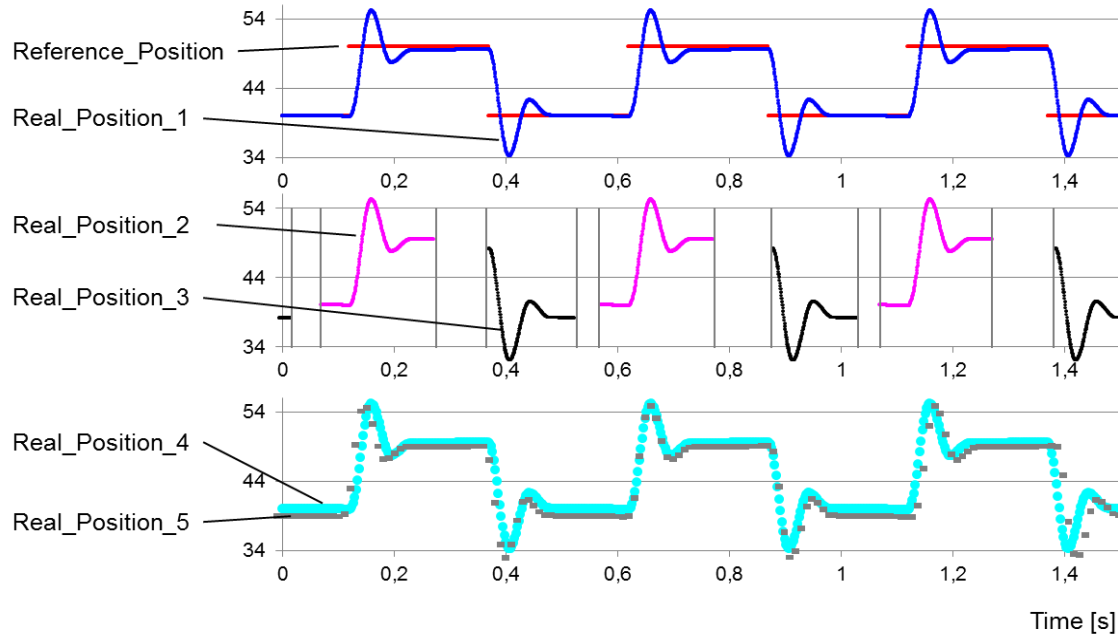
- using signals across different ports
- on a common framework time base

Measuring (2)

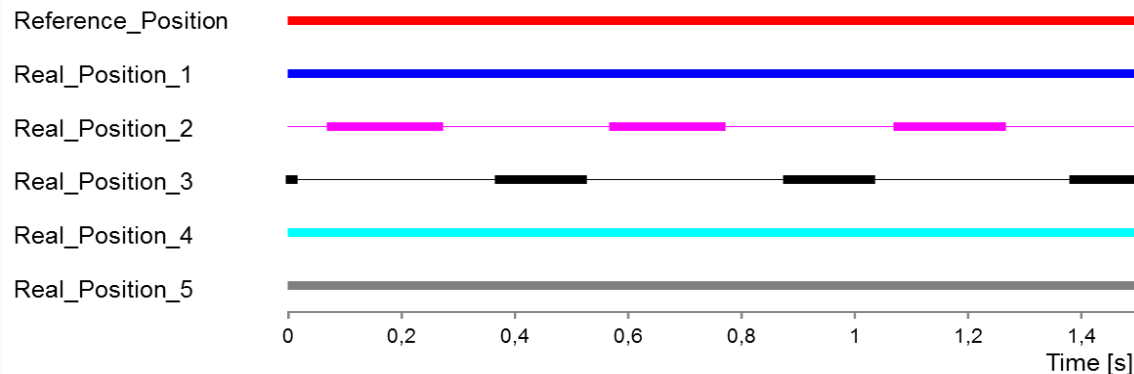


- ▶ Within one acquisition using
 - repeated start and stop triggering
 - different capture tasks and downsamplings
 - data sources from different ports

Measuring (2)

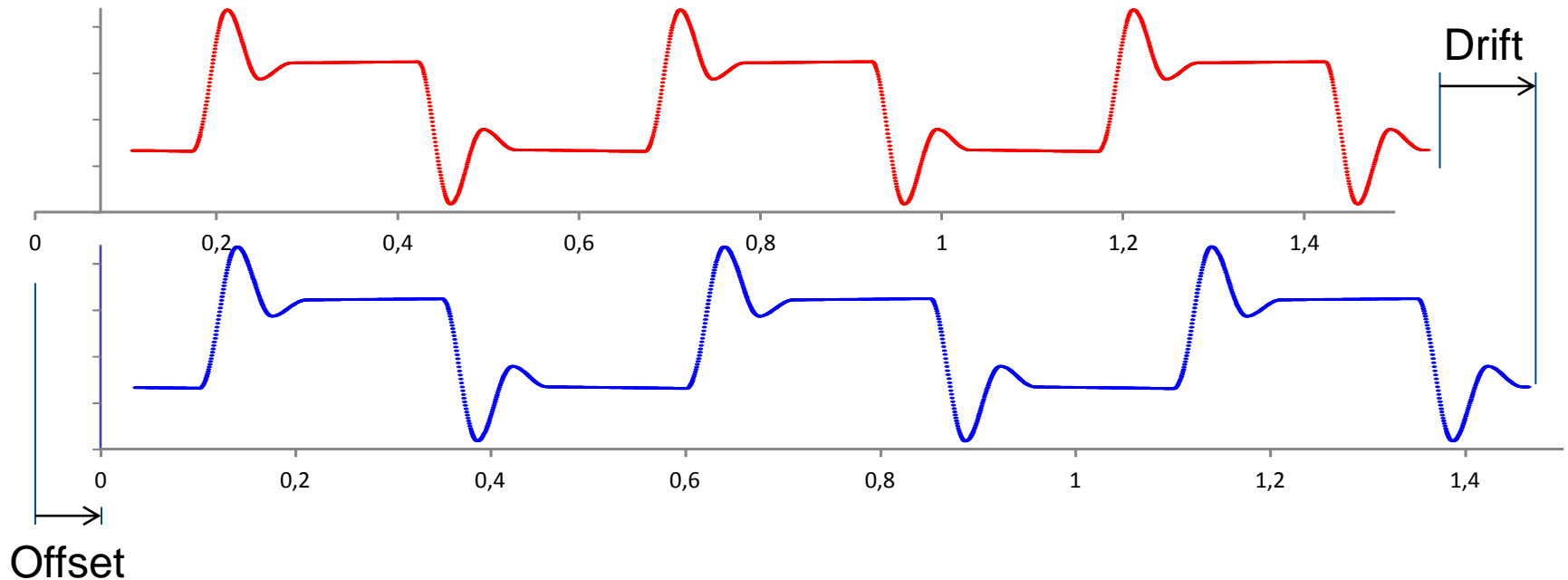


View 1:
Time traces as Plots



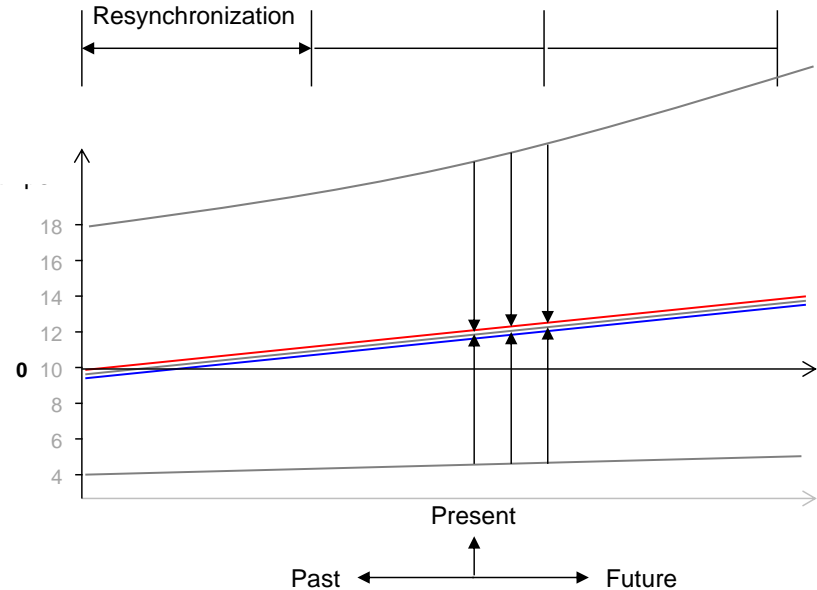
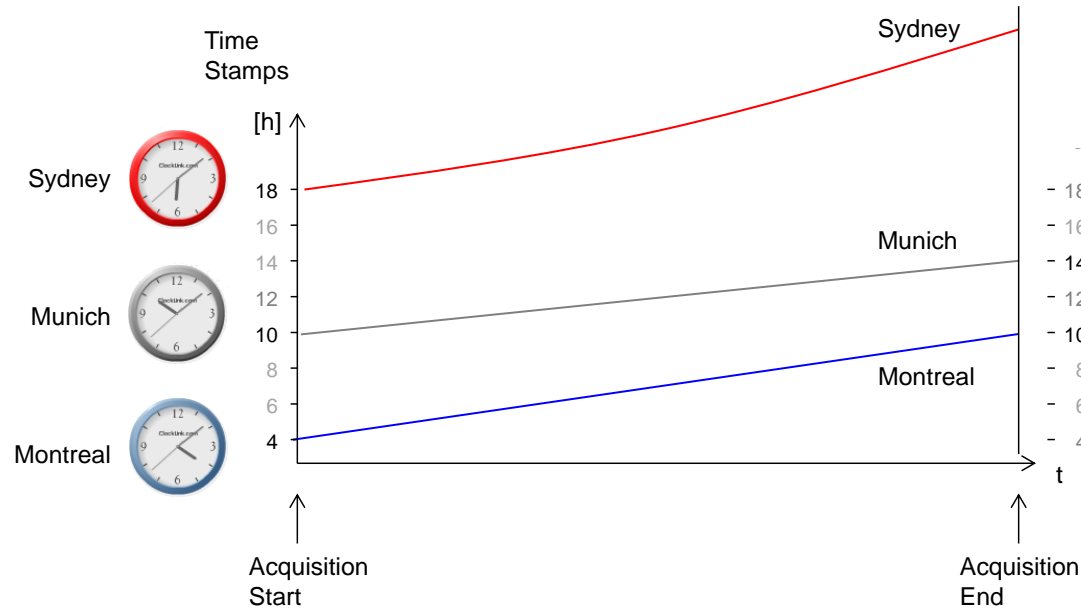
View 2:
Time traces as
acquired data
Thick lines: data received
Thin lines: no data received
due to invalid trigger condition

Synchronization (1)



- ▶ Different Hardware Times of different signals sources usually have
 - Offset
 - Drift
- ▶ XIL 2.0.0 provides interfaces to configure compensation of Offset and Drift on a common time base

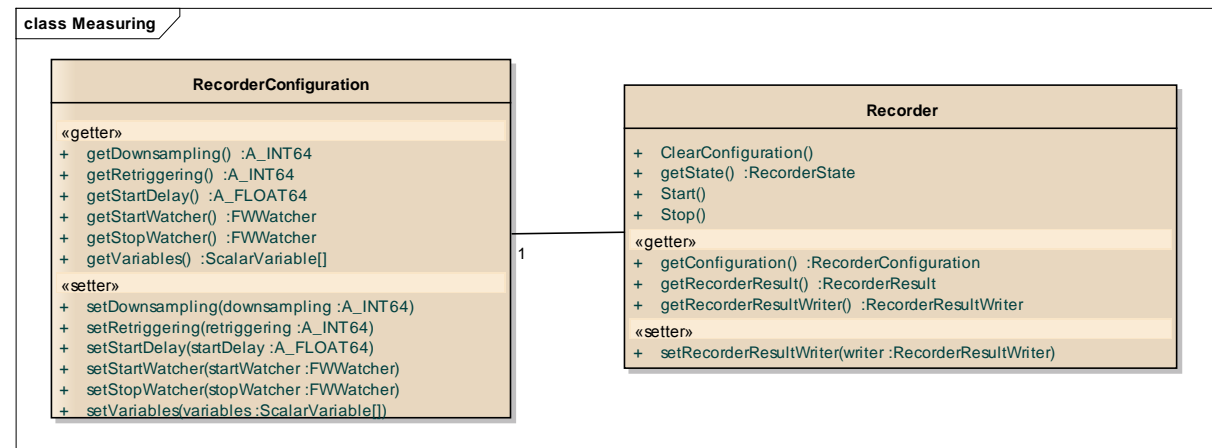
Synchronization (2)



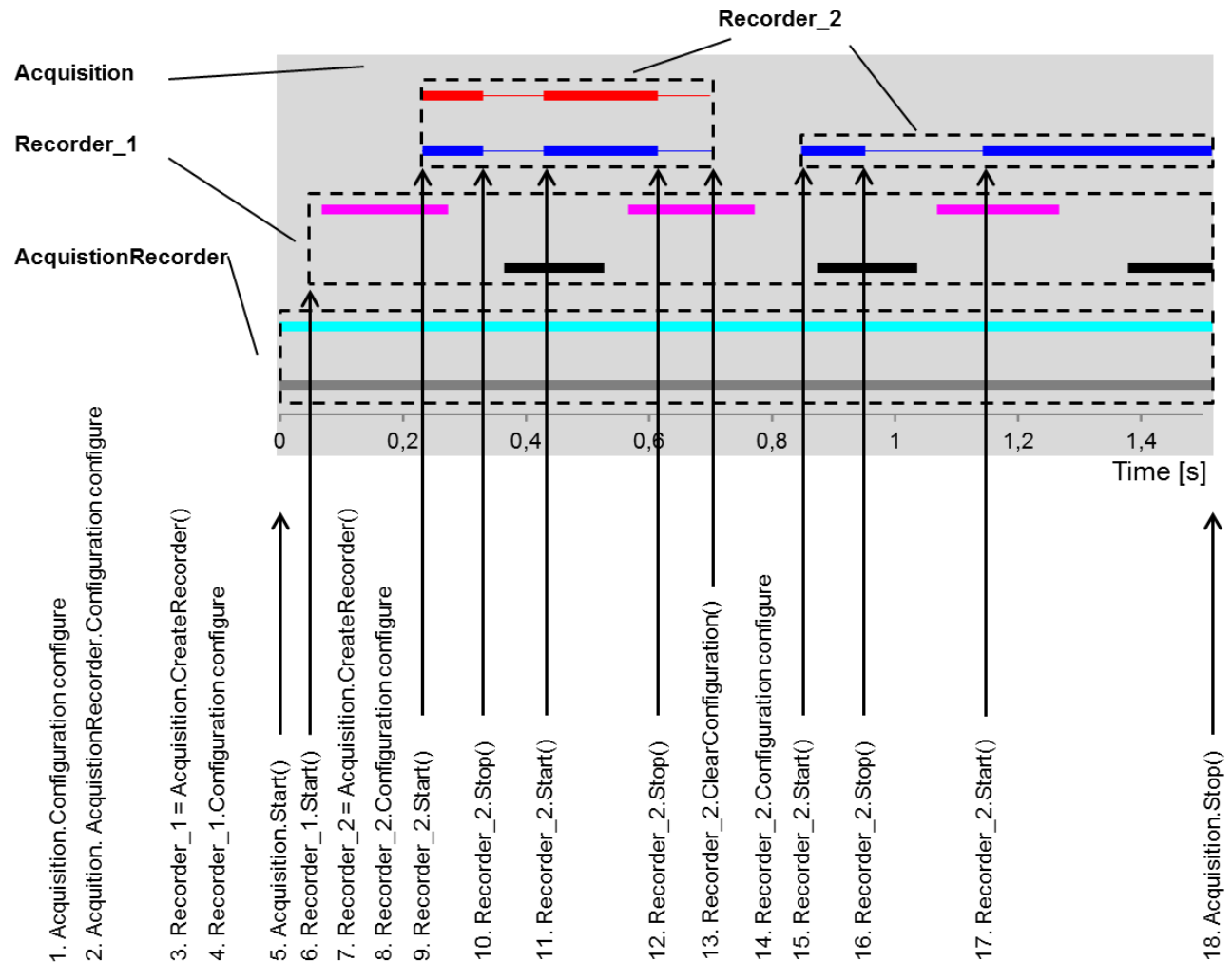
- Timers of different signal sources have offsets and drift apart due to different reset times and different frequencies which may depend on environmental factors such as changing temperatures.
- XIL 2.0.0 Framework allows to set an Resynchronization interface in order to re-calculate correction factors for offset and drift for future data acquisition based on measured data history (past).
- The synchronized data, that XIL 2.0.0 Framework has added to the acquisition, remains unchanged, which means there is no post precessing.
- The User can define recorders to store measured data either to memory or to file (MDF4 or higher)

Recordings

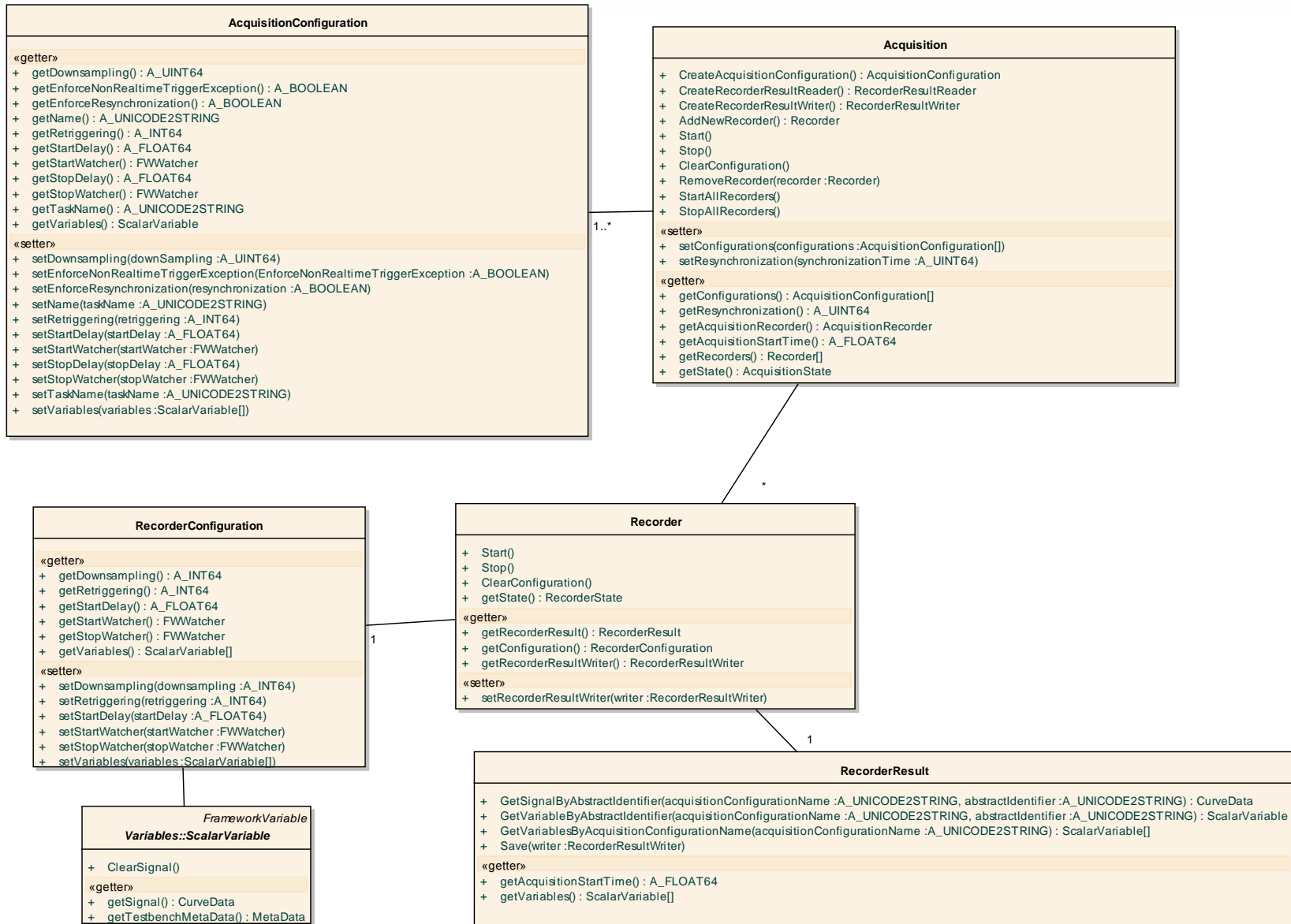
- ▶ Make subsets of the acquisition data available to the user
- ▶ A recording result (i.e., a subset of the acquisition data) can exist either in memory as a RecorderResult object (similar to the CaptureResult known from HIL API 1.0.2) or as a file (e. g. in MDF4 format).
- ▶ Test developer can use these recording results for further analysis within the test case
- ▶ Configuration options can be used in order to focus on relevant parts of the acquired data.



Example: Acquisition and 3 Recorders



class Measuring

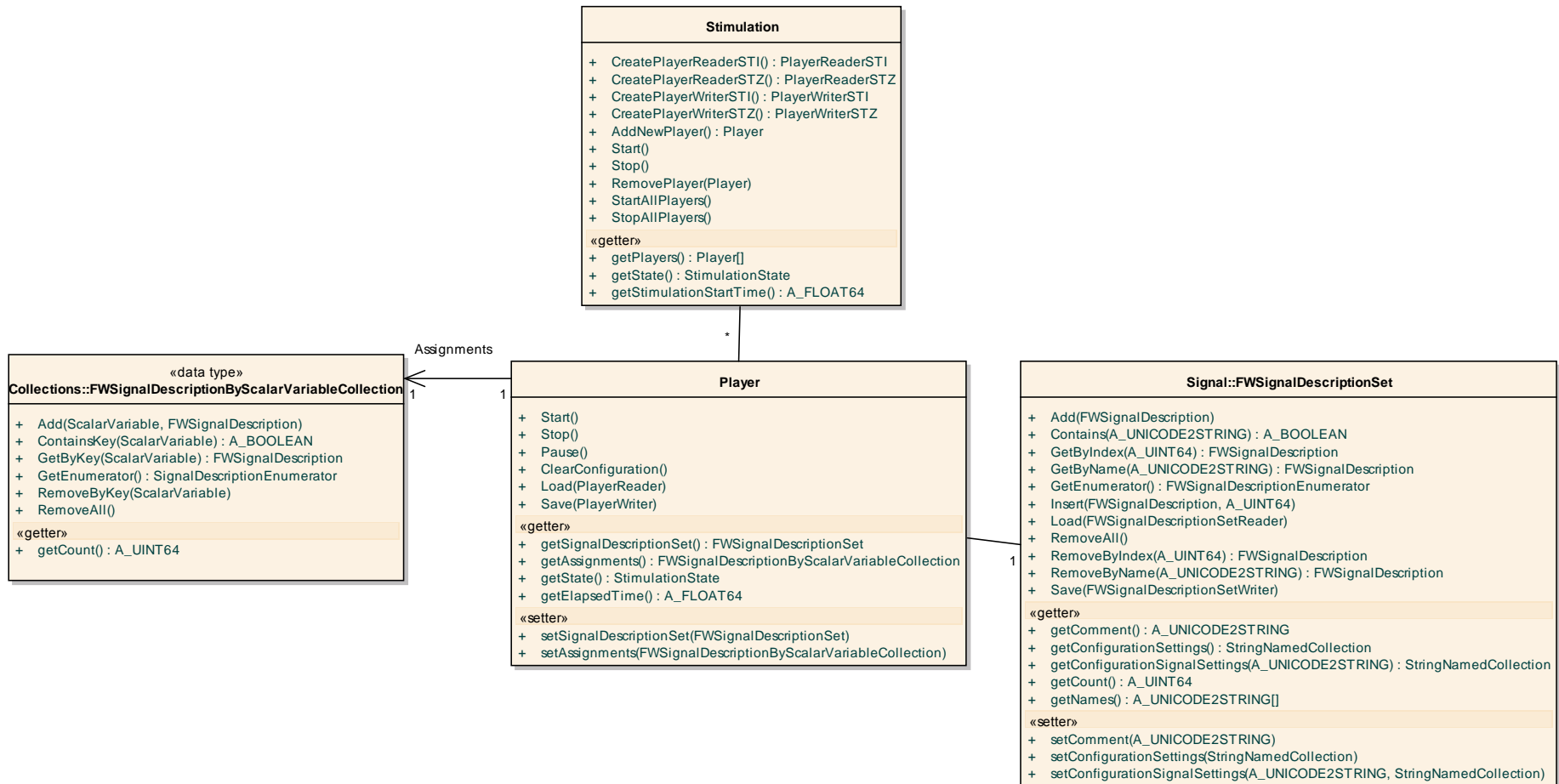


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Stimulation

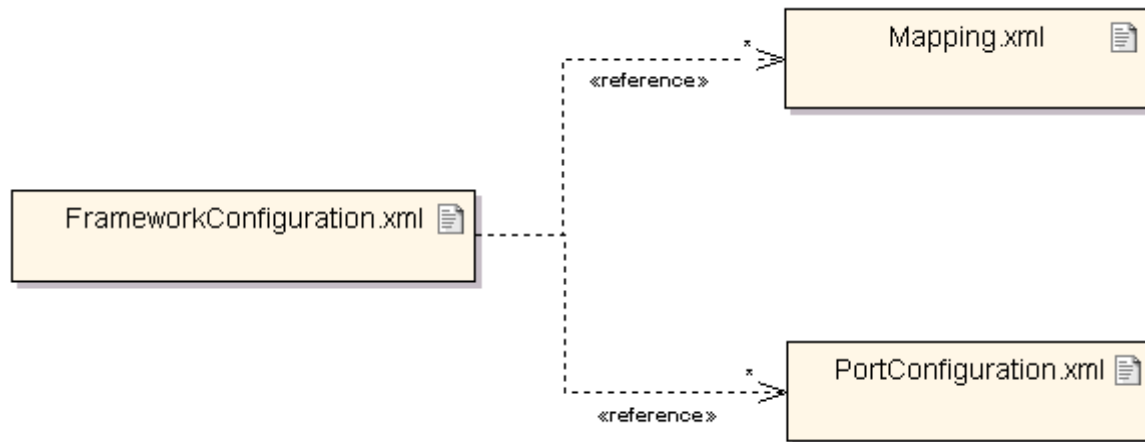
class Stimulation



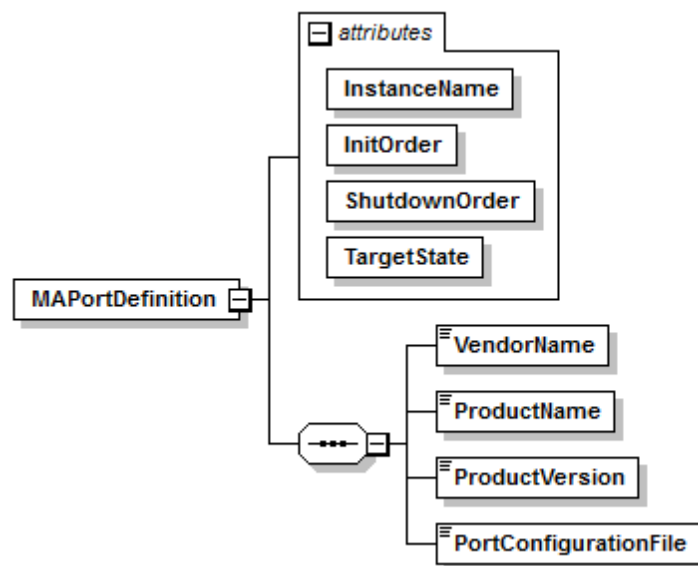
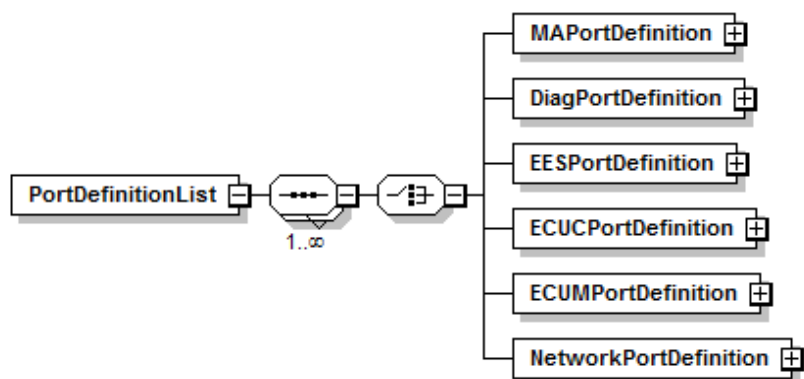
What's New?

- ▶ Maintenance Issues (motivated by market and crosstests)
- ▶ Extensions on existing ports (motivated by market)
- ▶ Extensions on existing ports (motivated by XIL 2.0.0 Framework)
- ▶ Network Port (new)
- ▶ **New Features of XIL 2.0.0 Framework**
 - Framework Variables
 - Mapping
 - Measuring
 - Stimulation
 - **Configuration**
- ▶ **Software**
 - XIL Support Library
 - Example Framework
 - Prototype and Test environment

Configuration



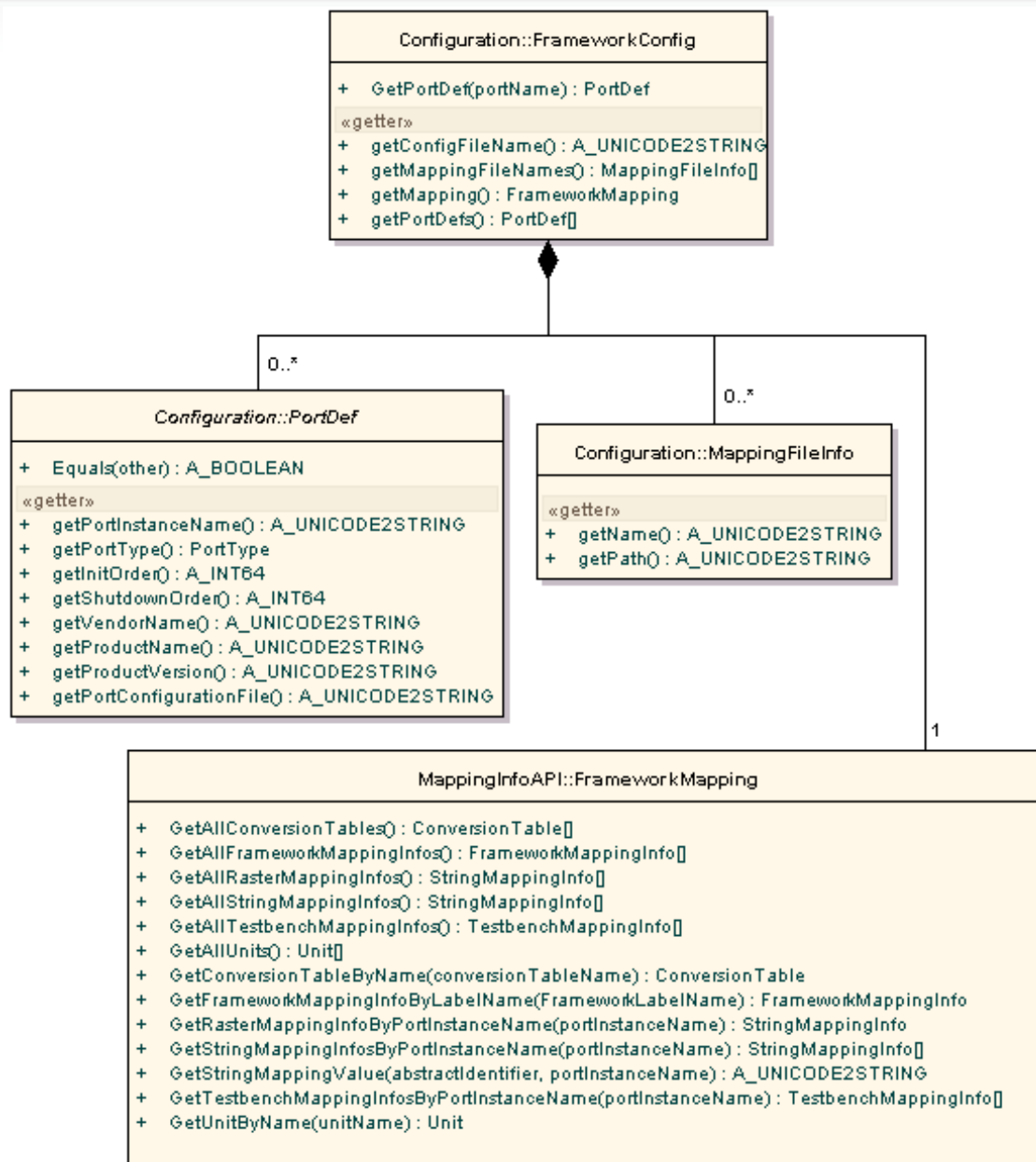
Configuration



Configuration

| PortDefinition type | TargetStates |
|-----------------------|----------------------|
| MAPortDefinition | eSIMULATION_STOPPED |
| | eSIMULATION_RUNNING |
| DiagPortDefinition | eCONNECTED |
| EESPortDefinition | eCONNECTED |
| | eDOWNLOADED |
| | eACTIVATED |
| ECUCPortDefinition | eOFFLINE |
| | eONLINE |
| ECUMPortDefinition | eMEASUREMENT_STOPPED |
| | eMEASUREMENT_RUNNING |
| NetworkPortDefinition | eSTOPPED |
| | eRUNNING |

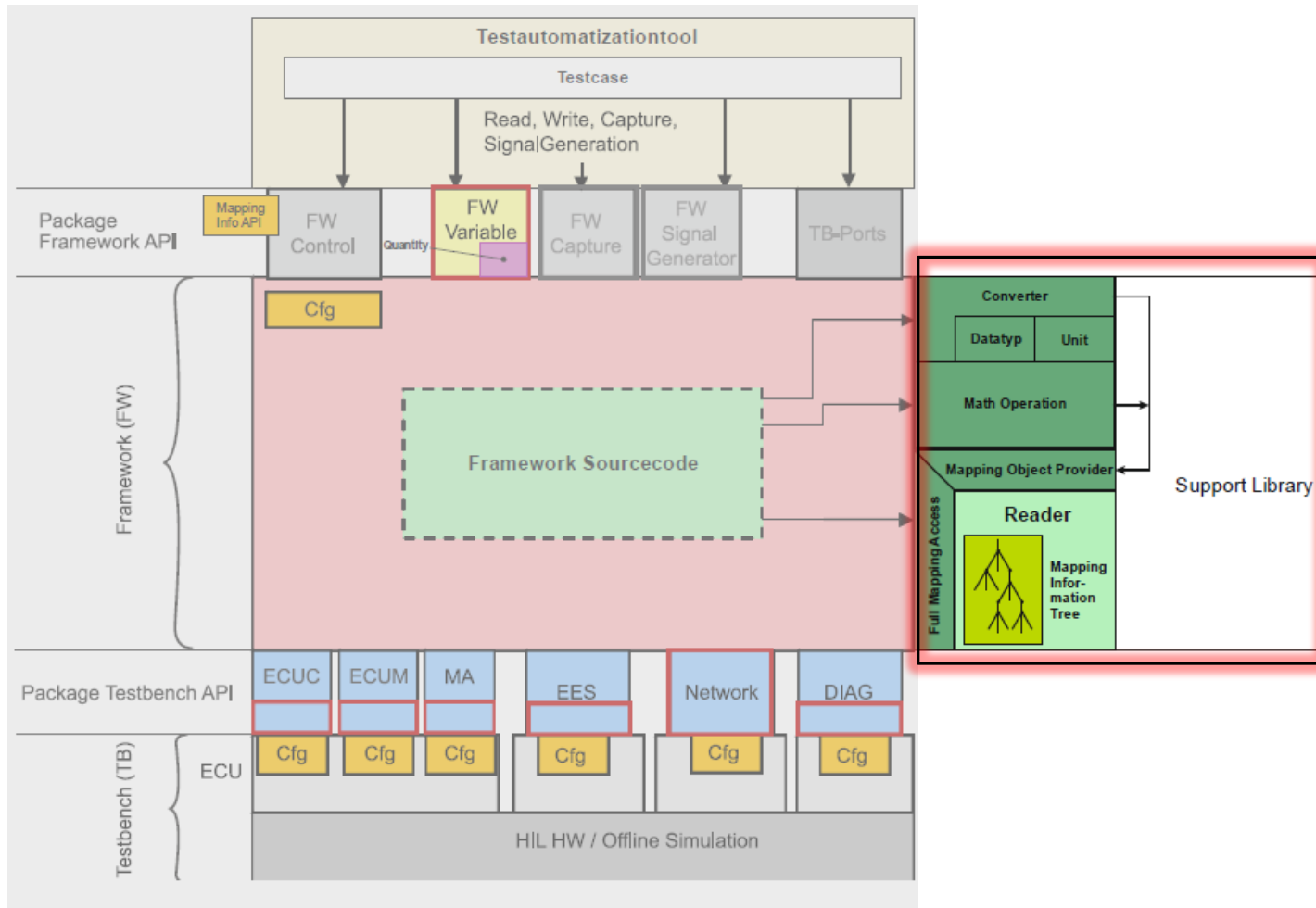
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XIL Support Library



Context

- ▶ **XIL support library is open source software for:**
 - Test case developers and framework vendors
 - The implementation of vendor independent common tasks like:
 - For both, framework and test case
 - Unit converter
 - Data type converter
 - Framework and test bench access
 - For framework vendors
 - Mapping reader (which generates a memory image from mapping file information with access possibility)
 - Creation of framework variables (ready for usage) based on mapping information's
 - for test case developers
 - Realization of framework mapping Info API
 - Mathematical operations

Content of XIL Support Library

- ▶ Mapping Reader
 - XML source construction (import a mapping file)
 - Full and Smart Access (for internal framework usage)
- ▶ Converter
 - unit converter
 - data type converter
- ▶ MathOperation (functionality for mathematical operation)
 - Calculation of quantities for scalar
- ▶ Framework variables
 - framework variables, MetaData, quantities and units, quantity-BaseValue transformer
- ▶ Framework mapping info API
- ▶ Framework and test bench factory

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Content of Example Framework

- ▶ **Example Framework**
 - Usage of datatype and quantity convertor and Mapping reader
 - Configuration of framework and test bench
 - Resolver (simulated MAPortConnector)
 - MA Port Dummy for value access at test bench
- ▶ **XILSupportLibraryGoldFile (example file)**
 - Example XML mapping gold file for the example framework
 - For test cases and unit tests
 - Contains framework variables and test bench values for all types
 - Can be used to show conversion of units and physical dimensions
- ▶ **XIL user Example application**
 - LoadConfiguration - Init
 - access via Framework Mapping Info API
 - Create variable and read and write
 - shutdown

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Content of Test environment

Test and unit test

- ▶ **150** test cases related to requirements defined
- ▶ **486** additional test cases (unit tests) written to maximize code coverage
- ▶ **Unit test** available for implementation of
 - Framework Variables
 - Quantities and Units
 - Data type Conversions
 - Unit Conversion
 - Mathematical operations
 - Mapping file reader
 - Mapping info API
 - Mapping object provider
- ▶ Unit tests are available as MS Visual Studio Test project and NUNIT tests
- ▶ Test and prototype environment with all unit tests and implementation available for ASAM
 - ➔ Members are able to build their own framework from this point

Software Feedback

- ▶ Significantly improvement of standard quality
 - Proving of variable and mapping concepts
 - Checking of performance
 - Prototype realization
 - identified gaps in the standard

- ▶ Modification of XIL Standard for better handling
 - Introduction of **Framework Mapping Info API**
 - **Computation table** defined **with concept of user defined identifiers** and **introduced**
 - **Neutral unit** for using data type conversions according to boolean typed quantities and defining unit less constants of any type **added**
 - Mapping xsd tuning
 - Methods for **data type/unit conversions** and **mathematical operations added**
 - **Exception** implementation **added**
 - Permanently **unit switch** on framework variable introduced
 - Access about dimensions and read/write permissions added

Compatibility

- ▶ With XIL 2.0.0, all constructors have been replaced by factory methods
- Advantages:
 - All classes, represented by UML-based XIL API object model can be transformed into interfaces
 - Frees the test code from vendor-specific name space information, which would be necessary for calling constructors. Thus, code is free of vendor-specific information, what facilitates the exchange of tests among different testbenches
 - C# (this is the primary programming language provided by vendors in the market and covered by crosstests) does not provide constructors within its interface concept
- ▶ Re-organization within the UML package structure leads to changes within the namespaces
- ▶ Some changes in order to configure all ports in the same way
- ▶ Minor changes, since UML and Technology References (e. g. Interfaces) did not match always

Deliverables

- ▶ Package Standard
- ▶ Package XilSupportLibrary (framework software parts)
- ▶ Package Example Framework
- ▶ Package Prototype and test environment
- ▶ Package MSI Setup

Changes in Maintenance XIL 2.0.1

based on XIL 2.0.0

- ▶ Bugfixing of some workblockers, that have been detected during implementation phase, such as scalar was returned instead of a list of scalars;
Signal generator factory now returns the correct ISignalGeneratorSTZWriter instead of ISignalGeneratorSTZReader;
added missing value 'eDATAFILE' to SegmentTypes enum.
- ▶ Definition of Initial values to avoid invalid object creation of the new DataFileSegment class.
- ▶ Added some missing error codes and post conditions
- ▶ Added a new MAPort method GetTaskInfos to get information about existing tasks (eTimerDriven, eEventDriven, Sample Period)
- ▶ Added some functionality for simultaneous read access of multiple clients and threads to the Testbench Manifest File (contains vendor-specific information about the Testbench)
- ▶ Capture now derives from Interface IDisposable to enable explicit instance destruction of Capture (to free system resources, e. g. real-time service code)
- ▶ Correction of errors in documentation (Guide and UML Model, e. g. SetStartTriggerCondition)
- ▶ Introduction of the correct short name in all documents:
"XIL - Generic Simulator Interface" instead of "XIL - API for ECU Testing via XIL"