

*Open Simulation Framework*

*openSF*

**SYSTEM USER'S MANUAL**

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<b>Prepared by</b>	Rui Mestre Enrique del Pozo	Project Engineer	
<b>Reviewed by</b>	Ricardo Moyano	Review Team	
<b>Approved by</b>	Ricardo Moyano	Project Manager	
<b>Signatures and approvals on original</b>			

DEIMOS Space S.L.U.  
Ronda de Poniente, 19, Edificio Fiteni VI, 2-2ª  
28760 Tres Cantos (Madrid), SPAIN  
Tel.: +34 91 806 34 50 / Fax: +34 91 806 34 51  
E-mail: [deimos@deimos-space.com](mailto:deimos@deimos-space.com)

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## Document Status Log

Issue	Change description	Date	Approved
1.0	First issue of this document	21/12/2009	
1.1	Version of this document after openSF AR1 <input type="checkbox"/> Installation details section completed <input type="checkbox"/> New chapter describing the openSF web page. <input type="checkbox"/> New chapter 6 tutorial for defining an E2E simulation in openSF <input type="checkbox"/> Product tools section updated, now includes a list of popular product tools (section 4.5.3)	15/03/2010	
1.2	New version in response to ESA assessment for openSF version 1.1 <input type="checkbox"/> Section 3.4.1.1 updated clarifying that the openSF installation mechanism for Linux platforms is the same as the Windows one. Installation of JRE under Linux completed. <input type="checkbox"/> Updated section 0. Bin folder reference removed. OSFI folder added <input type="checkbox"/> Section 4.5.3 updated. Tools for MacOS issue. <input type="checkbox"/> Added Annex A detailing how to build openSF from sources files. <input type="checkbox"/> Updated chapter 5 with latest changes for the web site. <input type="checkbox"/> Updated chapter 6. Folder structure guidelines.	20/04/2010	
1.3	Minor corrections: <input type="checkbox"/> Clarifications on section 5.2 <input type="checkbox"/> typos in Annex A	26/04/2010	
1.4	New version for the openSF v2 acceptance <input type="checkbox"/> Section 4.5.2 added: Management of databases	22/09/2010	
1.5	Added Annex B detailing Parameter Editor functionality.	15/10/2010	

Issue	Change description	Date	Approved
1.6	Update after openSF AR 2 meeting: <ul style="list-style-type: none"> <li><input type="checkbox"/> Added IDL and Matlab windows for the Linux installation</li> <li><input type="checkbox"/> Updated functioning of databases in the multi-repository: Independence between databases.</li> <li><input type="checkbox"/> Added IDL requirements for Linux installation: Problems with installation path and different types of licenses</li> <li><input type="checkbox"/> Added Matlab requirements for Linux installation: licenses</li> <li><input type="checkbox"/> Updated introduction sentence in Annex A, section 7. Instructions to build the framework.</li> <li><input type="checkbox"/> Removed import capabilities in Session creation</li> <li><input type="checkbox"/> Section 0 renamed.</li> <li><input type="checkbox"/> Updated obsolete screenshots.</li> <li><input type="checkbox"/> Added new section for model developers.</li> </ul>	12/11/2010	
2.0	New version including extended capabilities for openSF 2.2: <ul style="list-style-type: none"> <li><input type="checkbox"/> Parameter Perturbation plug-in (from SEPSO)</li> <li><input type="checkbox"/> Parameter Editor integration</li> <li><input type="checkbox"/> Tool management extension</li> <li><input type="checkbox"/> Check output generation</li> <li><input type="checkbox"/> MATLAB errors inclusion</li> <li><input type="checkbox"/> Import/Export capability</li> <li><input type="checkbox"/> Extended log capabilities</li> <li><input type="checkbox"/> Keyboard shortcuts</li> <li><input type="checkbox"/> GUI Isolation</li> </ul>	16/02/2012	
2.1	New version after version 2.2 acceptance meeting <ul style="list-style-type: none"> <li><input type="checkbox"/> Added IDL version selection to openSF installer (section 3.4.1.1)</li> <li><input type="checkbox"/> Plot perturbation capabilities (section (4.15.2))</li> </ul>	2/3/2012	

Issue	Change description	Date	Approved
3.0	<p>New version including extended capabilities for openSF V3:</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Updated framework pre-requisites (section 3.3.3);</li> <li><input type="checkbox"/> Updated installation instructions, leaving only references to the supported operating system - Linux (section 3.4.1.1);</li> <li><input type="checkbox"/> Added references to OSFEG libraries;</li> <li><input type="checkbox"/> Added section on migration from previous versions of openSF to openSF V3 (section 3.5);</li> <li><input type="checkbox"/> Updated framework figures throughout section 4;</li> <li><input type="checkbox"/> Added reference to new system configuration parameter to control model parallelization (section 4.5.1);</li> <li><input type="checkbox"/> Added section on importing an XML database definition (section 4.5.2.5);</li> <li><input type="checkbox"/> Added section on the CPU core usage view that supports model parallelization (section 4.5.6);</li> <li><input type="checkbox"/> Added copy capabilities for several openSF elements (from section 4.7 to 4.11);</li> <li><input type="checkbox"/> Updated the model chain management in a session according to the openSF framework revision (section 4.11);</li> <li><input type="checkbox"/> Added capability for removal of intermediate output files (section 4.11.2.8.1);</li> <li><input type="checkbox"/> Added capabilities for simplified model management:               <ul style="list-style-type: none"> <li><input type="checkbox"/> Switching a model version (section 4.11.5.1);</li> <li><input type="checkbox"/> Bypass/Switch-off model execution (section 4.11.5.2);</li> <li><input type="checkbox"/> Run from a given point in the model chain (section 4.11.5.3);</li> </ul> </li> <li><input type="checkbox"/> Added capabilities for parallelization of model execution (section 4.6);</li> <li><input type="checkbox"/> Added capability for exporting/importing model of an executed sessions (sections 4.11.9.3 and 4.11.9.4);</li> </ul>	22/11/2013	

Issue	Change description	Date	Approved
3.1	<p>New version answering the comments generated by ESA on the openSF V3 AR documentation package.</p> <p>Implementation of the following RIDs:</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> OSF-AR3-05: Update semantics of maximum number of threads parameter with associated warning message (section 4.5.1);</li> <li><input type="checkbox"/> OSF-AR3-06: Updates database view related figures 4-14 and 4-20 (section 4.5.2);</li> <li><input type="checkbox"/> OSF-AR3-07: Added clarification on the log functionality in the case of model parallelization (section 4.11.6.1);</li> <li><input type="checkbox"/> OSF-AR3-10: Clarification on simplification of session directory name (section 4.13).</li> <li><input type="checkbox"/> OSF-AR3-11: Renamed section 4.19 to “Table of keyboard shortcuts”;</li> <li><input type="checkbox"/> OSF-AR3-RF-01: Updated change log to list sections changed for openSF v3;</li> <li><input type="checkbox"/> OSF-AR3-RF-02: Updated Applicable and Reference documents (section 2.1 and 2.2) including also document versions; added section 1.1.1 identifying the changes from openSF V2.2 to V3;</li> <li><input type="checkbox"/> OSF-AR3-RF-03: Revised Tutorial (section 6) according to openSF V3 and added a reference to the training material (course handouts);</li> <li><input type="checkbox"/> OSF-AR3-CE-01: Corrected the supported IDL versions (section 3.3.3.3);</li> <li><input type="checkbox"/> OSF-AR3-CE-02: updated pre-requisites section to appear chronologically before framework installation (section 3.3.3).</li> <li><input type="checkbox"/> OSF-AR3-CE-03: Updated section 4.5.1 to clarify typical definition of OPENSF_HOME;</li> <li><input type="checkbox"/> OSF-AR3-CE-04: Added a clarification regarding the installation an execution of openSF in the appropriate machine architecture (section 3.4.1.1).</li> </ul> <p>The implementation of these RIDs closes action ACT-AR3-03 from the AR3.</p>	15/01/2014	
3.2	New version including the integration of Python modules in openSF.	04/04/2014	
3.3	Updated after review comments from ESA: implemented RIDS OPENSF_v3.2_RID_01 and OPENSF_v3.2_RID_07 by updating section 3.3.3.5.	30/04/2014	
3.4	New version with updated installation procedure including also the porting to OSX.	03/06/2015	

Issue	Change description	Date	Approved
3.5	New version including extended capabilities for openSF V3.4: Time Based Scenario Orchestration. Included special conditions for installation in OSX.	02/12/2015	



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## 1. INTRODUCTION

This document has been produced by DEIMOS within the frame of the openSF project and represents the Software User Manual for the openSF platform.

- Chapter 1, this present chapter, talks about the document, giving a description and settling the basis to understand it.
- Chapter 2 links this document with information from other sources.
- Chapter 3 details the procedures for setting the openSF system up.
- Chapter 4 describes one by one all the different functionalities of the openSF system.
- Chapter 5 gives a detailed description of the openSF web site.
- Chapter 6 details the procedures for creating an E2E session from scratch.

Reading the chapters in this order will help users to fully understand the use of the system.

This document has been adapted from a previous Software User Manual for the ECSIM project ([AD-ICD]), therefore, some figures correspond to the implementation of the openSF in ECSIM.

### 1.1. Scope

The applicability of this document begins once openSF V3 starts to be operable. However, it is aimed to support two different kinds of users:

- Users that want to take advantage of the application.
- Developers that want to implement new models intended to be used within openSF.

#### 1.1.1. *openSF V3 capabilities*

OpenSF3 provides better performance due to:

- Parallel processing. Parallelisation in terms of Sessions and Models among sessions;
- Removal of logs from the DB, and keeping them in files;
- Lazy loading of openSF elements.

OpenSF3 is a more flexible tool enabling users to:

- Simplify the management of the model chains;
- Select model versions for a session execution
- Bypass/switch-off models belonging to a session
- Copy elements (descriptors, models, simulations, sessions)
- Rerun a session from a previous point;
- Remove the intermediate data produced by the session's execution, upon user selection.

OpenSF3 includes new functions to:

- Export the data associated to a model that has already been executed in a session;
- Import/export the definition of openSF elements via XML files;

From the model developers' view, openSF3 includes the possibility to include OSFEG primitives for the generation of analytical and stochastic perturbations as part of the models.

## 1.2. Acronyms and Abbreviations

Acronym	Description
AD	Applicable Document
API	Application Programming Interface
CFI	Customer Furnished Item
COTS	Commercial Off-The-Shelf
DBMS	Database Management System
DMS	DEIMOS Space
E2E	End to end simulation
GUI	Graphical User Interface
HMI	Human-Machine Interface
HW	Hardware
I/F	Interface
I/O	Input/Output
ICD	Interface Control Document
IT	Integration Test
MMI	Man-Machine Interface
RD	Reference Document
RDBMS	Relational Data Base Management System
SEPSO	Statistical End-To-End Performance Simulator for Optical Imaging Sensors
SUM	System User Manual
TBC	To Be Confirmed
TBD	To Be Defined / Decided
TN	Technical Note
UML	Unified Modelling Language

## 1.3. Definitions

Definition	Meaning
<b>Batch mode</b>	<p>It is the capability of the simulator to perform consecutive runs without a continuous interaction with the user. Batch mode checks the agreement or not between the output of a given module and the input by the next one in the sequence of the simulation. Several modes of executions can be performed:</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Iteratively, executing one or more simulations</li> <li><input type="checkbox"/> Iteratively, executing the same simulation several times depending on the parameters configuration</li> <li><input type="checkbox"/> Same as above but by executing a batch script.</li> </ul>
<b>Configuration File</b>	<p>A XML file that contains parameters necessary to execute a model. A configuration file instance must comply with the corresponding XML schema defined at model creation time. A special case is the global configuration file that defines the configuration parameters that are common to all models.</p>
<b>Framework</b>	<p>Software infrastructures designed to support and control the simulation definition and execution. It includes the GUI, domain and database capabilities that enable to perform all the functionality of the simulator.</p> <p>Models are not considered part of the framework.</p>
<b>Model</b>	<p>Executable entity that can take part in a simulation. A model can be understood, broadly speaking, also as an “algorithm”. Basically, it contains the recipe to produce products function of inputs. A model contains also several rules to define the input, output and associated formats. Furthermore, its behaviour is controlled by one configuration file. Overall, the architecture of a model consists of:</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> The source code and its binary compiled counterpart</li> <li><input type="checkbox"/> A configuration file with its parameters</li> <li><input type="checkbox"/> An input file that characterizes its inputs</li> <li><input type="checkbox"/> An output file that characterizes its outputs</li> </ul>
<b>Parameter</b>	<p>A constant whose value characterizes a given particularity of a model. Parameters are user-configurable, they are fixed before launching a model and, for practical reasons, and not all of them shall be accessible from the HMI.</p>
<b>Session</b>	<p>A session is defined as an execution of a set of models (possibly obtained from the ordered set of models of a simulation) or an iterative execution of a set of models with different parameter values. The restriction on how to concatenate these models is based on the logic imposed by the stage concept (as for the simulation).</p>
<b>Simulation</b>	<p>A simulation is understood as a list of models (or even a model alone) that is run sequentially and produces observable results.</p>
<b>Stage</b>	<p>Entity that defines a phase in a simulation process. The stage order definition specifies the logic of the simulation sequence so a model must have associated a stage and a simulation will run the models of a stages series.</p>
<b>Tool</b>	<p>A tool is an external executable file that performs a given action to a certain group of files. Used in openSF platform and associated to a certain file extension these tools can be called to perform off-line operations to products output in simulations.</p>

## 2. RELATED DOCUMENTS

This section details the list of applicable and reference documents used for the generation of this document, as well as the standards that have been applied. Notice that the latest issue and dates of the documents can be found on the openSF wiki page (<http://opensf.esa.int>).

### 2.1. Applicable Documents

The following table specifies the applicable documents that were compiled during the project development.

*Table 2-1: Applicable documents*

Reference	Code	Title	Issue
[AD-SRD]	openSF-DMS-SRD-001	OpenSF System Requirements Document	3.2
[AD-ICD]	openSF-DMS-ICD-001	OpenSF Interface Control Document	3.0
[AD-ADD]	openSF-DMS-ADD-001	OpenSF Architecture Design Document	2.2
[AD-SVS]	openSF-DMS-SVS-001	OpenSF System Validation Specification	3.3
[AD-SoW]	EOP-SFP/2009-07-1404/Mar	Statement of Work for the OpenSF end-to-end Simulation Framework Maintenance	-
[AD-E2E]	PE-ID-ESA-GS-464	ESA generic E2E simulator Interface Control Document	1.1

### 2.2. Reference Documents

The following table specifies the reference documents that shall be taken into account during the project development.

*Table 2-2: Reference documents*

Reference	Code	Title	Issue
[RD-OSFI-DM]	OSFI-DMS-TEC-DM	OpenSF Integration Libraries Developers Manual	1,5
[RD-OSFEG-DM]	OSFEG-DMS-TEC-DM	OpenSF Error Generation Libraries Developers Manual	1.1
[RD-TM]	OpenSF-2.0-Training	OpenSF Training Course	1.0

### 2.3. Standards

The following table specifies the standards that were complied with during project development.

*Table 2-3: Standards*

Reference	Code	Title
[E40C]	ECSS-E-40C	Software development Standard



## 3. GETTING STARTED

### 3.1. Introduction

In the frame of concept and feasibility studies for the Earth Observation (EO) activities, mission performance in terms of final data products needs to be predicted by means of so-called end-to-end (E2E) simulators.

A specific mission E2E simulator is able to reproduce all significant processes and steps that impact the mission performance and gets simulated final data products.

OpenSF is a generic simulation framework product being developed by DEIMOS Space, S.L.U. aimed to cope with these major goals. It provides end-to-end simulation capabilities that allow assessment of the science and engineering goals with respect to the mission requirements.

Scientific models and product exploitation tools can be plugged in the system platform with ease using a well-defined integration process.

### 3.2. Conventions used in this Manual

This chapter lists all the conventions used throughout this Software User Manual.

#### 3.2.1. OPENSF\_HOME

All through the contents of this User Manual, a “variable” called OPENSF\_HOME is exhaustively used as a placeholder. This variable value points to the root folder that contains the openSF installation. Typically, this folder could be similar to this (in a UNIX like operating system):

```
/home/<user>/openSF
```

This variable matches with one “environment variable” defined in the SW. You can find more information in section 4.5.1.

#### 3.2.2. Data types

The data types supported by openSF configuration files are the following:

- ❑ STRING. A string of alphanumeric characters with a size not greater than 255.
- ❑ INTEGER. Integer number (no decimal part) between  $-2^{31}$  and  $2^{31}-1$
- ❑ FLOAT. Decimal number between  $5.0 \times 10^{-45}$  and  $1.7 \times 10^{38}$  (positive or negative)
- ❑ BOOLEAN. TRUE or FALSE.
- ❑ FILE. The absolute (or \$ OPENSF\_HOME -relative) path and name of a file into the file system.
- ❑ FOLDER. The absolute (or \$ OPENSF\_HOME -relative) path and name of a folder into the file system.

The Java types “int” and “double” fix the range of values in INTEGER and FLOAT parameters.

### 3.3. Initial Requirements

The openSF system is prepared to run in a hardware and software platform with the following requirements. These must be fulfilled before installing the software.

#### 3.3.1. Hardware requirements

Hardware must at least fulfil the following requirements:

- 64-bit 1GHz processor
- 1 GB of RAM memory installed
- 30MB of free space to install.

#### 3.3.2. Operating system requirements

- Linux. Kernel version 2.6.
- Mac OSX, version 10.8 (Mountain Lion) or higher (only as of openSF v3.3).

Note: OpenSF version 2.0 until 3.2 only supports Linux operating system.

#### 3.3.3. Framework pre-requisites

Pre-requisite	Purpose	Licensing	Distribution site
Oracle Java(TM) 2 Runtime Environment, Standard Edition 1.6 or superior	OpenSF runs within this execution environment.	GNU GPL / Java Community Process	<a href="http://www.java.com/en/download/">http://www.java.com/en/download/</a>
MySQL client and server 5.6 or superior	OpenSF stores information in this relational database	GPL or Proprietary License	<a href="http://dev.mysql.com/downloads/mysql">http://dev.mysql.com/downloads/mysql</a>
MySQL connector/J 5.1.23 or superior	OpenSF uses this library to connect to the MySQL database server.	GPL or Proprietary License	<a href="http://dev.mysql.com/downloads/connector/j/">http://dev.mysql.com/downloads/connector/j/</a>
mpstat (Linux only)	OpenSF uses this library to assess the cpu core usage statistics	GNU GPL	<a href="http://linuxcommand.org/main_pages/mpstat1.html">http://linuxcommand.org/main_pages/mpstat1.html</a>

It is recommended to use a Java Runtime Environment from Oracle.

Remember to set root user name and password after installing the MySQL server.

Note that after the installation of the Oracle Java 2 RE and the MySQL client and server, your PATH system variable must contain the folder location of their main executables.

Additionally the MySQL connector library is distributed within openSF package; users shall check the presence of it in the OPENSF\_HOME folder.

All the openSF software pre-requisites are freely downloadable, the links for them can be found in the openSF website (<http://opensf.esa.int>)

### **3.3.3.1. MySQL Installation Guide**

#### ***3.3.3.1.1. MySQL Linux Installation***

The most popular Linux distributions (SUSE, Ubuntu, RedHat, Debian), have an automatic system for downloading and installing software. The MySQL installation method in case the Linux distribution provides a software package manager is as simple as open the application (Yast in OpenSUSE case for example) and search the mysql-server package. In case the Linux distribution does not provide an online package manager it is suggested to visit MySQL website and look for alternative installation methods.

Note that after the installation of the MySQL client and server, your PATH environment variable must contain the folder location of their main executables (depending on your distribution or the installation method it could be located in /usr/bin or /usr/local/mysql/bin).

#### ***3.3.3.1.2. MySQL MacOSX Installation***

MySQL installation package for MacOSX can be obtained from MySQL official website. It is recommended to download the DMG archive. MySQL installation is based on a GUI installer with default configuration (detailed installation instructions can be found in <http://dev.mysql.com/doc/refman/5.6/en/osx-installation-pkg.html>).

Note that currently there is no specific MySQL installation package for OSX 10.10 (Yosemite) or higher. However the one for OSX 10.9 can be used.

OpenSF relies on a default installation of MySQL (e.g. the expected port is 3306). In case the server has a non-standard installation it needs to be specified when launching openSF through the command line:

```
~/openSF$ ./openSF -dbaddress localhost:3307
```

Refer to section 3.6.1 for further details on Command Line arguments.

### **3.3.3.2. JRE Installation Guide**

#### ***3.3.3.2.1. JRE Oracle™ Linux Installation***

Most popular Linux distributions include a Java Runtime Environment as part of its default package. Usually this JRE is the one included in the Open Java Development Kit (<http://openjdk.java.net/>). OpenSF software requires the JRE Oracle™ so it is needed to install it and set it as default JRE instead of the openJDK one.

As in the MySQL case, Oracle™ Java Runtime Environment is included in the software repositories of the most popular distributions. Please check your distribution documentation about how to install new software from official repositories. There is also available a standalone JRE Oracle™ version for Linux operating systems. It consists in a tarball file, generic for all distributions, whose installation method is as simple as uncompress it in the desired destination folder. It includes all the necessary files to run java applications through the Java Virtual Machine. This package can be downloaded from the official Java Oracle™ web page.

Note that after the installation of the Oracle Java the JAVA\_HOME environment variable must point to the folder location of the JRE (e.g. export JAVA\_HOME=/usr/java/jdk1.7.0\_80).

#### ***3.3.3.2.2. JRE MacOSX Installation***

Apple releases its own version of Java Runtime Environment / Development Kit. If this version is used openSF should work seamlessly. Nevertheless it is recommended to use a Java Runtime Environment

from Oracle. Note that managing more than one JRE installation in the same machine requires advanced configuration to be done. For further details please refer to the official Java Oracle™ web page.

### **3.3.3.3. IDL**

To execute modules in IDL with OpenSF it is necessary to have installed IDL software on the computer. OpenSF has been tested with the following versions of this software: version 7.1, 8.0 and 8.1.

If the user has a previous version, the application may not work eventually. It is recommended to have installed at least IDL 7.1, and whenever possible version 8.0 or later.

An important requirement for the correct functioning is that IDL is installed in the default path, because if not some features of the OSFI library will not work properly. This problem is related with ConFM module, which uses some internal classes of IDL that must be in the default path, because otherwise the application does not find them. This is caused because IDL looks for these classes only in the default directory, and if it does not find them generates an error.

For IDL 7.1 the default path is ‘/usr/local/itt/idl’ and for IDL 8.x the default path is ‘/usr/local/itt/idl/idl’.

Furthermore, IDL provides three types of licenses according to the user needs, as can be seen below:

- ❑ IDL development: Full license for IDL that allows to the user to use all its functionalities. Users can access to the IDL Development Environment, the IDL command line, and having the ability of compiling and executing IDL .pro files and executing .sav files.
- ❑ IDL runtime: Allows executing IDL programs precompiled and saved as .SAV files, or .pro files without any type of restriction.
- ❑ IDL virtual machine: It is a free license that allows to the user to execute IDL programs precompiled and saved as .SAV files, or .pro files. This kind of license has a few restrictions, like displaying a splash screen on start-up, callable IDL applications are not available.

To execute a .sav or a .pro file without any type of restriction it is necessary to have installed the development license or the runtime license on the computer. If user wants to generate .sav files by compiling .pro files, it is mandatory to have the development license. If the user only has the virtual machine license, he can execute .pro and .sav files but with restrictions, as many functionalities are not available for this type of license.

### **3.3.3.4. Matlab**

To execute modules in Matlab with OpenSF Matlab software must be installed on the computer.

The unique requirement is that Matlab version must be R2008a or later, with the corresponding license.

### **3.3.3.5. Python**

There are two prerequisites to execute a Python model from openSF:

1. Python correctly installed
2. Environment variable PYTHONPATH configured to point to the necessary libraries (default configuration points to OSFI Python libraries PYTHONPATH=\$OSFI\_HOME/include/Python).

Python interpreter could be found in the public repositories for the most popular Linux distributions, in Yum system for SUSE/RedHat or Synaptic in Debian/Ubuntu. For further details about installation please visit the Python Project webpage (<https://www.python.org>)

### 3.3.3.5.1. Python recommended version

The Python recommended version is Python 2.7.

The OSFI Python libraries are developed to be compliant with Python 2.X interpreter. There are big differences between Python 2.X and 3.X branches. The choice for Python 2.X (as opposed to 3.X) is justified by the fact that distributions usually package Python 2.X as the default Python version. Even though the model developer can install a different version of Python, when deploying to an environment not controlled by the developer, that may impose the use of the default version, rather than allowing a free selection from the available versions.

## 3.4. How to Install the Framework

Provided that every pre-requisite is fulfilled, users can now proceed to install the application.

Nominally an installer for the target platform will be distributed. The installer will be in charge of the system deployment and the pre-requisites checking.

The system deployment can be divided in the following steps:

- MySQL database startup: the installer shall execute a SQL script in order to create the default database. Additionally an extra database will be installed if the user desires to install the test suite.
- Environment variable setup: users will be asked to setup some relevant environment variables such as PATH, OPENSF\_HOME or LD\_LIBRARY\_PATH

The system pre-requisites checking performed by installers are the followings:

- Oracle Java JRE 1.6: installers check the presence of the Java Runtime Environment 1.6 or later.
- MySQL database 5.6 or any later version.

### 3.4.1. Installer Guide Setup

Installers are built with the Install4J software. Install4J is a multi-platform GUI installer designed to be completely cross-platform.

#### How to get openSF installer

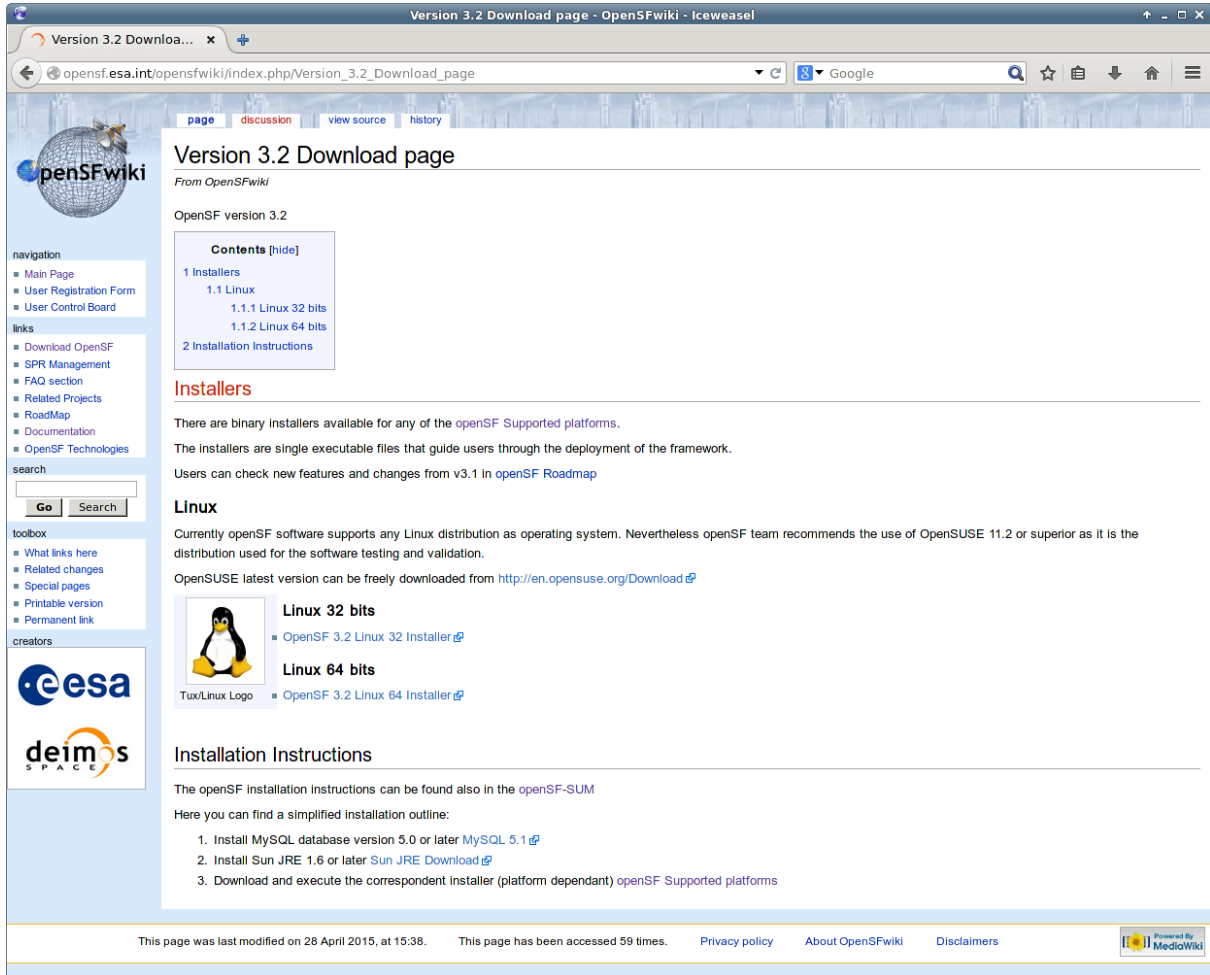
Users that want to download the openSF software and documentation shall perform the following steps:

1. Request a license through the User Registration Form (see section 5.2)
2. Visit the openSF download web-page and click on the link for the desired operating system. A digest shall appear asking for the username and password. This login information is provided through the first step (user registration). Table 3-1 shows the links to download different versions.

**Table 3-1: Download Links**

Version	Link
1.0	<a href="http://opensf.esa.int/opensfwiki/index.php?title=Version_1.0_Download_page">http://opensf.esa.int/opensfwiki/index.php?title=Version_1.0_Download_page</a>
1.2	<a href="http://opensf.esa.int/opensfwiki/index.php?title=Version_1.2_Download_page">http://opensf.esa.int/opensfwiki/index.php?title=Version_1.2_Download_page</a>
2.0	<a href="http://opensf.esa.int/opensfwiki/index.php?title=Version_2.0_Download_page">http://opensf.esa.int/opensfwiki/index.php?title=Version_2.0_Download_page</a>
3.1	<a href="http://opensf.esa.int/opensfwiki/index.php?title=Version_3.1_Download_page">http://opensf.esa.int/opensfwiki/index.php?title=Version_3.1_Download_page</a>

Version	Link
3.2	<a href="http://opensf.esa.int/opensfwiki/index.php?title=Version_3.2_Download_page">http://opensf.esa.int/opensfwiki/index.php?title=Version_3.2_Download_page</a>
3.3	<a href="http://opensf.esa.int/opensfwiki/index.php?title=Version_3.3_Download_page">http://opensf.esa.int/opensfwiki/index.php?title=Version_3.3_Download_page</a> (TBC)



**Figure 3-1: openSF v3.2 Downloads Web**

### 3.4.1.1. MacOSX Installation

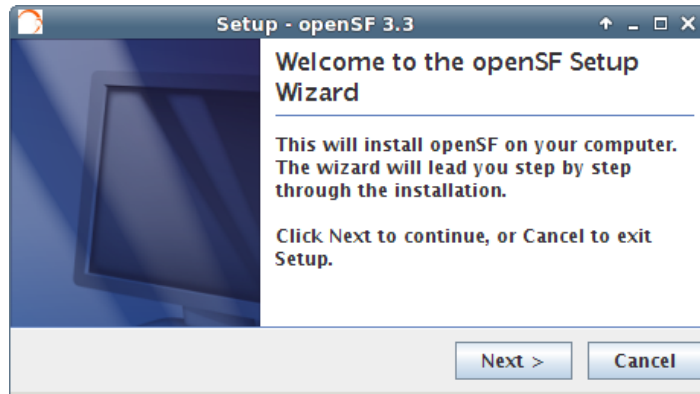
openSF installation package for MacOSX is provided as a DMG archive. After opening the .dmg archive openSF installation is based on a GUI installer that guides the user in installing the software. The steps to follow in the installation are the same as for Linux installation (described in section 3.4.1.2 just below).

### 3.4.1.2. Linux Installation

OpenSF software is available for all the Linux distributions. After downloading the installer corresponding to the machine architecture users shall execute it (either by double clicking on it or by opening a terminal window and execute it) and follow the instructions that appear on the screen.

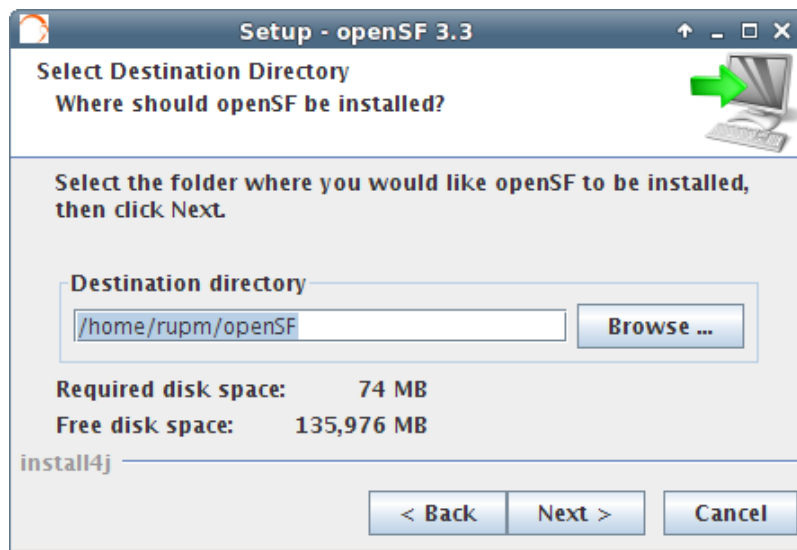
Note: To know the machine architecture just open a terminal window and enter “*uname -m*”. The output of this command will be *x86\_64* for 64 bits.

When the user has double-clicked on the installer executable the initial window shall appear. If the system pre-requisites (Java and MySQL) are not met an error message will be shown.



**Figure 3-2: Installation confirmation screen**

Once the installer has checked the system pre-requisites the user shall select the destination folder to hold the openSF software. The default installation folder is the user home one (/home/<user>/openSF).

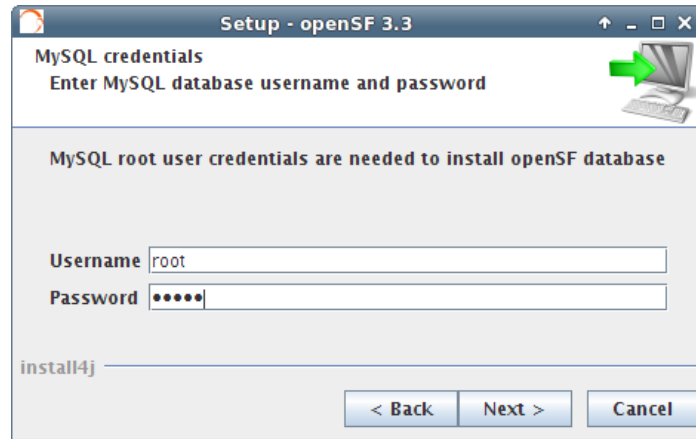


**Figure 3-3: Installer folder selection window**

In order to set up the SQL database, the openSF installer needs the username and password for MySQL. The MySQL user shall have administrative rights or at least privileges to:

- Create a new user
- Create a new database

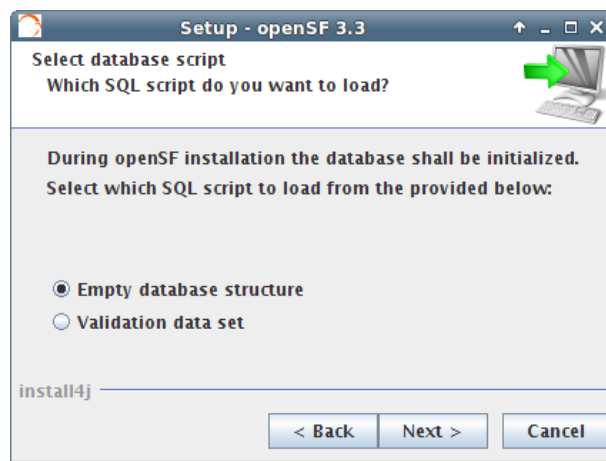
It is recommended to install MySQL using the “root” user data (see section 3.3.3.1).



**Figure 3-4: Database Login screen**

Once the MySQL username and password are checked the user shall select the initial database structure:

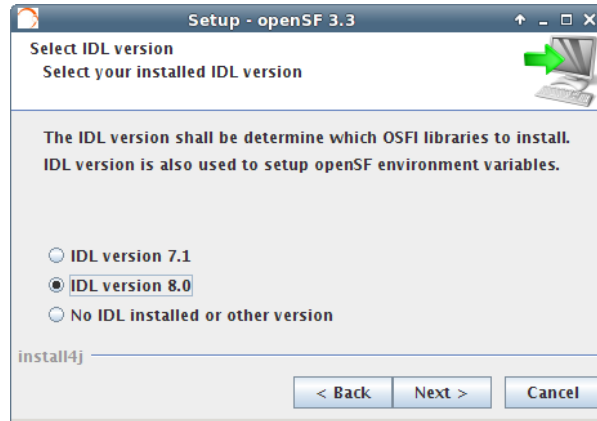
1. Empty database structure: this option creates the database structure (tables, columns etc...) with no content. This is the preferred option if the user is ready to create his first simulation scenario.
2. Validation data set: this option creates the database structure filling the database with a dummy simulation scenario for testing purposes.



**Figure 3-5: Database structure selection dialog**

Next the Users will be asked for selecting IDL version installed in the machine as seen in Figure 3-6.





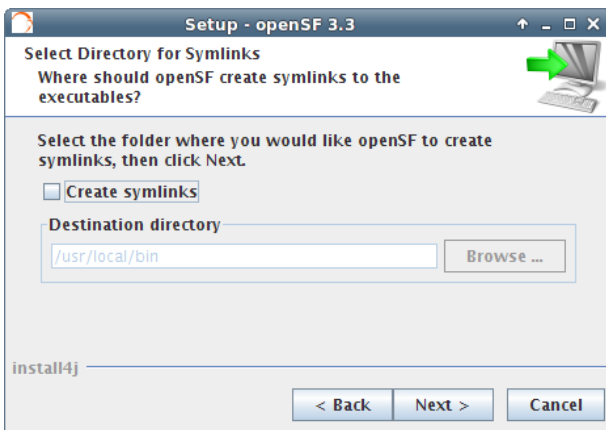
**Figure 3-6 openSF installer - IDL version selection**

If IDL installation is not located in the default folder (`/usr/local/itt/idl`), openSF installer will automatically ask for entering the IDL binaries folder. See Figure 3-7.

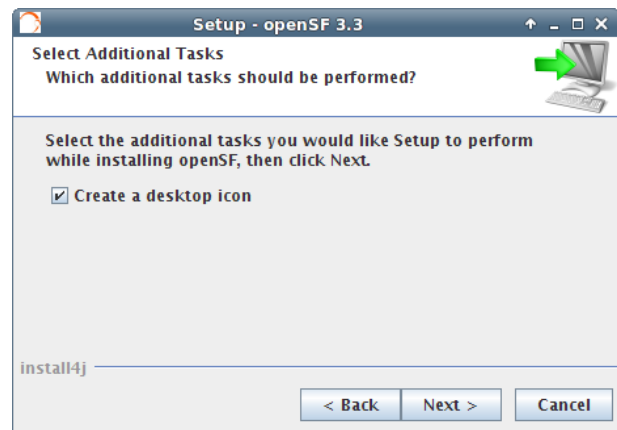


**Figure 3-7 openSF installer - IDL installation folder**

In the next window users shall check that the information is correct and click next to proceed with the software installation.

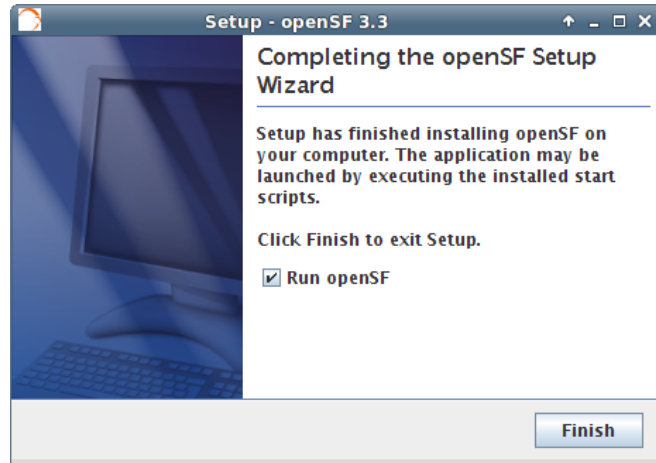


**Figure 3-8: Installation information window**



**Figure 3-9: Installation icon window**

If the installation process has been successful an “Install Complete” dialog shall appear allowing to automatically launch the openSF software.



**Figure 3-10: Installation successful screen**

To launch openSF users shall open a terminal window, go to the openSF installation folder and run openSF manually. An example of how to launch openSF under Linux can be seen in Figure 3-11.



**Figure 3-11: Screenshot showing how to launch openSF under Linux**

### 3.4.1.3. Uninstalling openSF

The installation process places an uninstaller application in the Applications start-up menu.

Note that the uninstall mechanism only removes the application files, the database and user session folders are not removed.



**Figure 3-12: Uninstall confirmation screen under Linux**

### 3.4.2. Package installation

First, extract the framework-zipped file into the desired location:

```
~/ $ tar -xvf openSF.<version>.tar.gz
```

This command will decompress all the files in the distribution and create a folder named “openSF” and inside it, the folder structure described in section 0. This folder will have to be the value of the \$OPENSF\_HOME variable defined in section 3.2.1

Go into the openSF folder and then, execute the installation script as follows:

```
~/openSF$ sh install <user> <password> <database>
```

Where <user> is the name of a user in the MySQL database server with administrative privileges (typically, root), <password> is its password and <database> is the desired schema name in the mysql database server. See also section 4.19.1.

This script will create the *openSF* user into the database server and grant it with enough permission. This also will create and fill the nominal database information.

The installation script will interactively ask the user for values of the following environment variables:

Variable name	Purpose	Typical value
OPENSF_HOME	OpenSF system home folder	/home/<user>/openSF/
DEBUG_MODE	Presents debugging information to users	Off
LD_LIBRARY_PATH	Location of dynamically linked libraries for models and tools.	/usr/local/lib:\$LD_LIBRARY_PATH

Once you finished extracting the platform, it is necessary to copy in OPENSF\_HOME folder a file from the MySQL Connector/J package: mysql-connector-java-5.0.4-bin.jar. This file is needed for the system to access the database server.

If you want to use another version of the MySQL Connector/J you can also copy it into the OPENSF\_HOME folder but then, you must edit the “openSF” running script to include the new jar file. For example, if version 5.1.6 wants to be used, the next line must be changed:

```
java -cp mysql-connector-java-5.0.4-bin.jar:bin: openSF $*
```

by this one:

```
java -cp mysql-connector-java-5.1.6-bin.jar:bin: openSF $*
```

### 3.4.3. Folder structure

This section provides a general description of the openSF folder structure and its contents.

Folder name (indented)	Contents
<ul style="list-style-type: none"> <li><input type="checkbox"/> .</li> </ul>	<p>openSF home root</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> “install”. Scripts for setup in Linux.</li> <li><input type="checkbox"/> “openSF”. Starting-up script for Linux.</li> <li><input type="checkbox"/> “openSF.properties”. The configuration file.</li> <li><input type="checkbox"/> “openSF.manifest”. Java manifest file, ASCII file with information about version, author and required libraries.</li> <li><input type="checkbox"/> “mysql-connector-java-5.1.23-bin.jar”. Java library for connection with MySQL databases.</li> <li><input type="checkbox"/> “lgpl-3.0”. Licensing scheme file</li> <li><input type="checkbox"/> “helpSystem.xml”. Framework documentation file.</li> <li><input type="checkbox"/> “globalConfig.xml”. Default global configuration file.</li> </ul>
<ul style="list-style-type: none"> <li><input type="checkbox"/> OSFEG</li> </ul>	<p>In this folder is located the OpenSF Error Generation Libraries tarball for the system platform. Further details about this package can be found in [RD-OSFEG-DM].</p>
<ul style="list-style-type: none"> <li><input type="checkbox"/> OSFI</li> </ul>	<p>In this folder is located the OpenSF Integration Libraries tarball for the system platform. Further details about this package can be found in [RD-OSFI-DM].</p>
<ul style="list-style-type: none"> <li><input type="checkbox"/> sessions <ul style="list-style-type: none"> <li><input type="checkbox"/> &lt;session_name&gt;</li> </ul> </li> </ul>	<p>OpenSF sessions root folder</p> <p>Session folder. Every session, once executed, has one directory structured as this one.</p> <p>This folder will have the session script and, if generated, the session report. This folder will also have the input and configuration files used by the models and their outputs.</p>
<ul style="list-style-type: none"> <li><input type="checkbox"/> src</li> </ul>	<p>Framework sources.</p>
<ul style="list-style-type: none"> <li><input type="checkbox"/> help</li> </ul>	<p>Default folder for framework documentation. This is the container for the documents specified in “helpSystem.xml”</p>
<ul style="list-style-type: none"> <li><input type="checkbox"/> test</li> </ul>	<p>Test folder for openSF validation scenario. This folder contains the models binaries for running the test simulation. Included in it there is a binary version of the OSFI libraries for the target platform.</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> lib: shared libraries</li> <li><input type="checkbox"/> bin: models binaries</li> <li><input type="checkbox"/> doc: validation documentation</li> <li><input type="checkbox"/> data: product and configuration files used in the validation scenario. In this folder are also included the MySQL database scripts.</li> </ul>

Users can also find useful the guidelines about how to organize the folder structure of a simulation project integrated in openSF. These guidelines are described in section 6.3.

### 3.4.4. Licensing scheme

OpenSF uses a flexible licensing scheme that allows integrating it in any kind of third-party developments.

Core library is distributed under the GNU Lesser General Public License or LGPL that is a free software license published by the Free Software Foundation.

LGPL places copy-left restrictions on the program itself but does not apply these restrictions to other software that merely links with the program.

#### 3.4.4.1. How to obtain the openSF software?

As mentioned above the openSF license is open and does not impose restrictions to the software associated/linked with it. Nevertheless in order to download the software openSF potential users shall perform a registration process explained in section 5.

## 3.5. Migration from previous versions of openSF to openSF V3

Some of the new capabilities introduced in openSF V3 prevent this new software version to be used directly over an existing database instance. The following restrictions were identified:

To support the migration procedure to openSF V3 a script is available reflecting the following actions:

- Export the full contents of an existing openSF instance database. The database shall be exported in the same format as specified for the new database import capability in XML format (refer to section 4.5.2.5 for details);
- export the contents of the log table of an existing openSF instance database to a log file;
- Initialize the additional session configuration parameter to a default value (deactivated).

### 3.5.1. Porting from openSF V2 to V3

The migration script is available in \$OPENSF\_HOME/data/xml/export/exportDBV2toXML.sh

The script is invoked with the following parameters:

```
# Parameter 1 is the database  
# Parameter 2 is the user  
# Parameter 3 is the password  
# Parameter 4 is the xml output file  
# Parameter 5 is the output log file
```

An example of activating the script could be:

```
~/openSF$ ./exportDBV2toXML.sh openSF openSF openSF export.xml openSF.log
```

This shall produce file export.xml, which should be used for importing into an openSF V3 database (as per section 4.5.2.5), and file openSF.log which should be copied to openSF V3 directory \$OPENSF\_HOME/sessions (either smashing the existing one or appending to it).

Note: a similar script (exportDBV3toXML.sh) is supplied allowing migration of the database among openSF V3 instances.

## 3.6. How to Start the Application

The openSF system can be launched using a command line interface and executing the following command:

```
~/openSF$ sh openSF
```

or into a Bourne shell.

```
~/openSF$ ./openSF
```

If the openSF<sup>1</sup> is launched with no parameters the GUI will show up normally. This behaviour can be modified providing the following parameters:

- ❑ *-noGUI*. No graphical user interface is shown. Running openSF with this option enables experienced users to go faster in the execution of their sessions. This option only makes sense when used with the following one.
- ❑ *-execute <session\_identifier>*. The openSF framework will launch the execution of a previously defined session with the defined parameter values. This option can be used with or without the previous one.

The session identifier shall correspond to the one stored into the openSF database. Author and description parameters are optional and will be included in the session execution general data.

Fields can contain more than one word if they are enclosed in singles quotes.

An example to illustrate the execution in batch mode of a “Radar” simulation is as follows:

```
~/openSF$ ./openSF -noGUI -execute Radar DMS Test_radar_simulation
```

This sentence will execute the openSF in text mode (no graphical interface), create a session named “radar”, created by the author “DMS” and described as “Test\_radar\_simulation”. Then it will execute it, intercepts all the events generated and stores in the database its results. Then, the system will stop.

### 3.6.1. Command Line arguments

If the openSF is launched with no parameters it will use the default configuration of openSF connection to MySQL: database (openSF), username (openSF), password (openSF), address (localhost).

The following command line arguments can be used to alter this configuration:

- ❑ *-database*. The MySQL database supporting openSF;
- ❑ *-user*. The MySQL server user name for accessing openSF supporting data;
- ❑ *-password*. The MySQL server password for accessing openSF supporting data;
- ❑ *-dbaddress*. The MySQL server location in the network (e.g. 100.100.0.23:3307).

---

<sup>1</sup> It is assumed here that the environment variable PATH contains the path to the java virtual machine executable.

### **3.6.2. Environment variables**

Once you have successfully run for the first time your openSF installation you would like to go to the “System Configuration” module and adapt the default environment variables to match your distribution. This is described in detail in section 4.5.1

## **3.7. Developing models for openSF**

This section is aimed to model developers that are looking for further information about openSF model integration.

Below these lines the list of openSF documents with relevant information about model developing and the topics covered by each one.

- ❑ OpenSF Interface Control Document [AD-ICD]
  - openSF interface issues
  - Model development guidelines
  - Model development process
- ❑ OSFI Developer’s Manual [RD-OSFI-DM]
  - Integration libraries reference manual for each programming language.
- ❑ OSFEG Developer’s Manual [RD-OSFEG-DM]
  - Error Generation Libraries reference manual.
- ❑ OpenSF Architecture Design Document [AD-ADD]
  - OSFI architecture
  - Interaction between models and openSF

## 4. OPENSF - REFERENCE MANUAL

This section provides a detailed description of all the elements that conforms the openSF graphical user-interaction. Note that all the screenshot are shown only for the Linux platform.

### 4.1. Main window

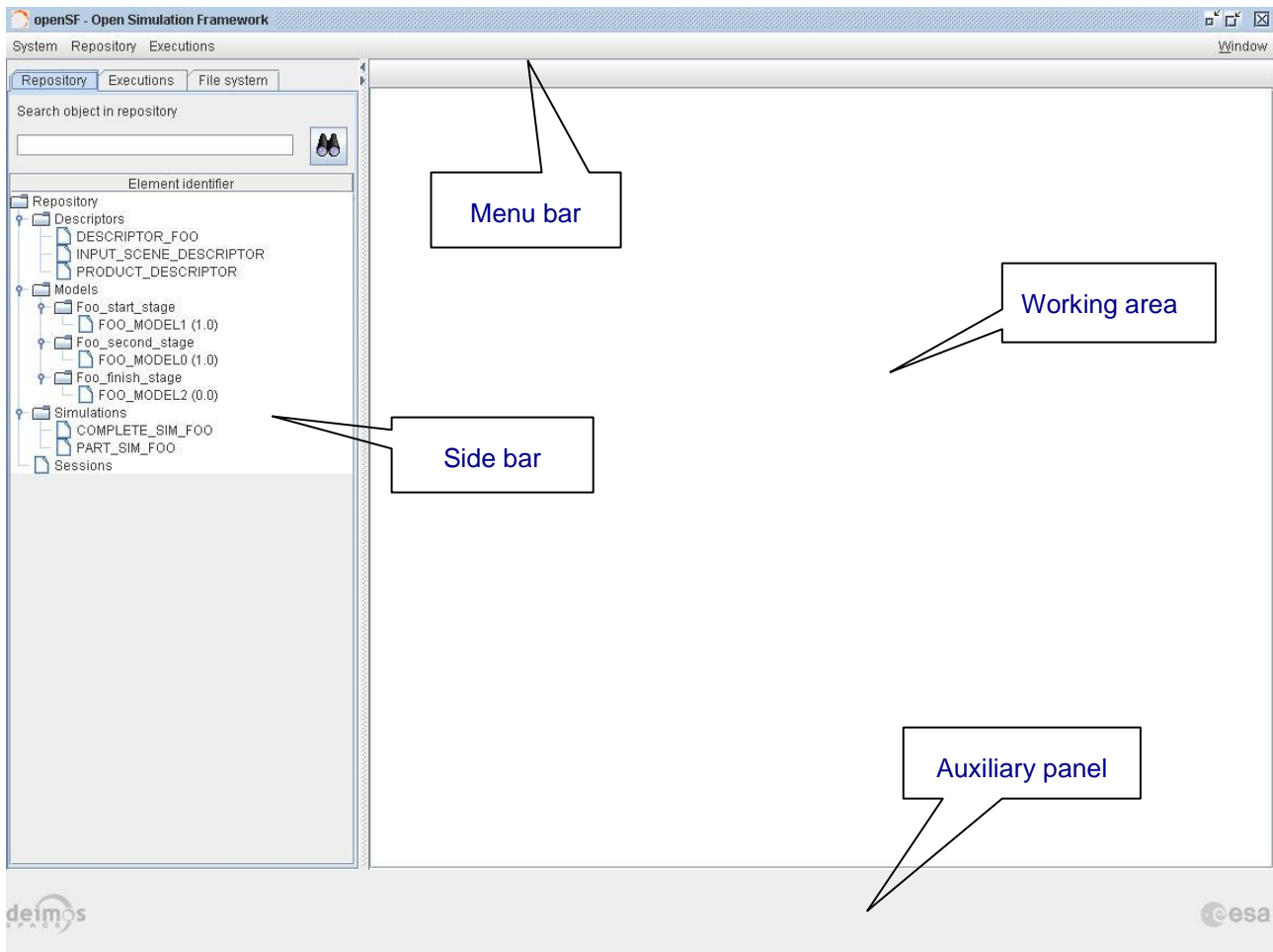
Here the look-and-feel, operational behaviour and design features common to the openSF GUI (in advance, the MMI, Man Machine Interaction) are presented.

The MMI accepts input via devices such as the computer keyboard and mouse and provides articulated graphical output on the display. Thus certain aspects of the MMI implement also the **Object Oriented Interface (OOUI)** paradigm because it is built from different pieces, or objects with several properties and operations.

The openSF MMI also follows the **Multiple Document Interface (MDI)** pattern. This approach has been chosen because of its flexibility, as it lets users organize the layout of the information as desired, showing only relevant windows and in the way users want.

The MDI pattern consists of a “parent” container that can host inside several “internal frames”. These internal frames are intended to present independent modules of the simulator. For example, each time the user wishes to perform operations with the list of models of the system, a “model manager” frame will pop-up inside the bounds of the main window listing the list of models currently available within openSF.





**Figure 4-1: Main window appearance**

All the windows have common operations to help their usability: main window, internal frames or dialogues can be closed, resized, maximized or minimized to fit the user's needs.

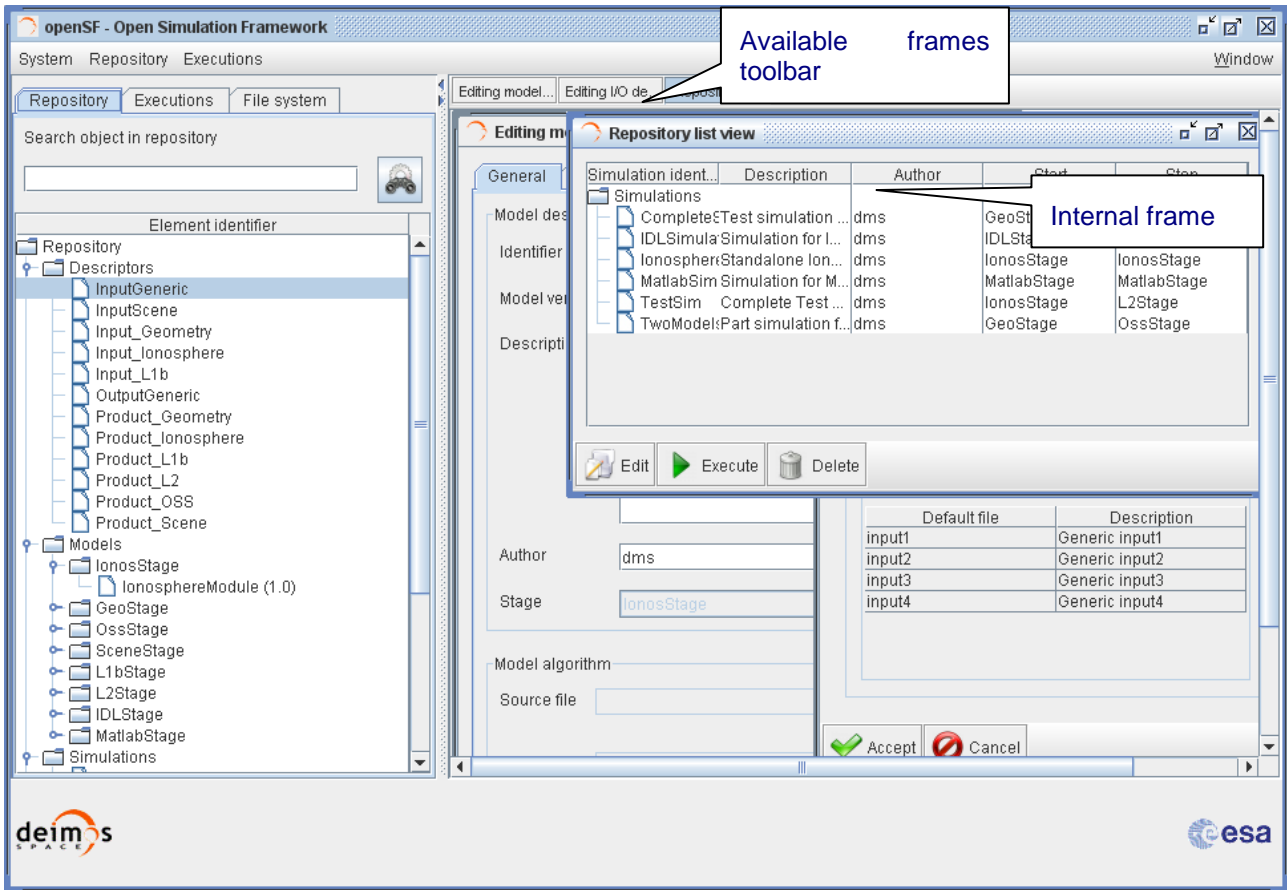
This main window shown in Figure 4-1 includes a menu bar to provide keyboard and mouse access to the simulator main functions as well as functions regarding frames management and application basis.

The MDI pattern provides some useful capabilities to arrange internal frames (e.g. Figure 4-2) appropriately like cascading or tiling them. Also internal frames can be "iconized" to give more available space. When a user iconizes a frame it can be restored by clicking the button with its name in the "available frames" tool bar or in the corresponding menu item at the "windows" menu.

Occupying the central and main region there is a working area. This area is where all internal frames are going to be created and main interaction is held. Besides that, this working area implements a "scrollable" panel in order to easily navigate through frames surpassing its bounds.

At the left side of the working area there is a system objects navigator, a "side bar" aiming to provide a quick access method to every item known by the system: repository of descriptors, models, simulations and sessions; the list of simulation execution results; a view to the sessions folder and also a file system browser to navigate through the contents of the application's directory.

The main window's footer area shows the corporate logos of the companies in charge of the development of openSF (DEIMOS) as well as the ESA logo and could include other companies' logos.

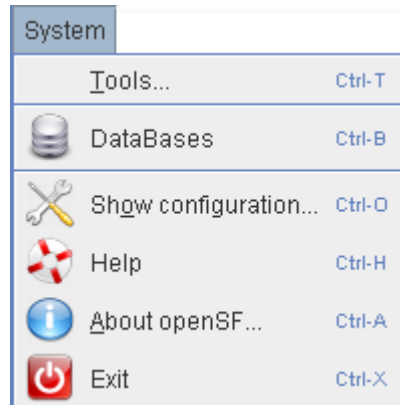


**Figure 4-2: Main window appearance showing internal frames and scroll bars**

The MMI provides a menu bar (Figure 4-3) at the upper side of the main frame to show some capabilities of the system.



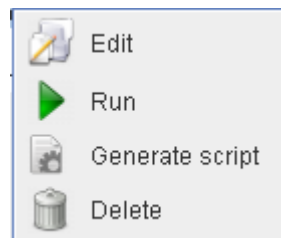
**Figure 4-3: Detail of main menu bar**



**Figure 4-4: Detail of a menu, showing menu items**

It is shown in Figure 4-4 that a menu item is composed of an icon which graphically describes the function, the name of the function and a “quick access” key combination. Users can quickly access this functionality pressing this key combination or the letter underscored in the function name while the menu is rolled down.

There are also some contextual or “pop-up” menus that users can access by clicking the right button of the mouse while over certain controls<sup>2</sup>. These “pop-up” menus have the same appearance as menus rolling down the menu bar.



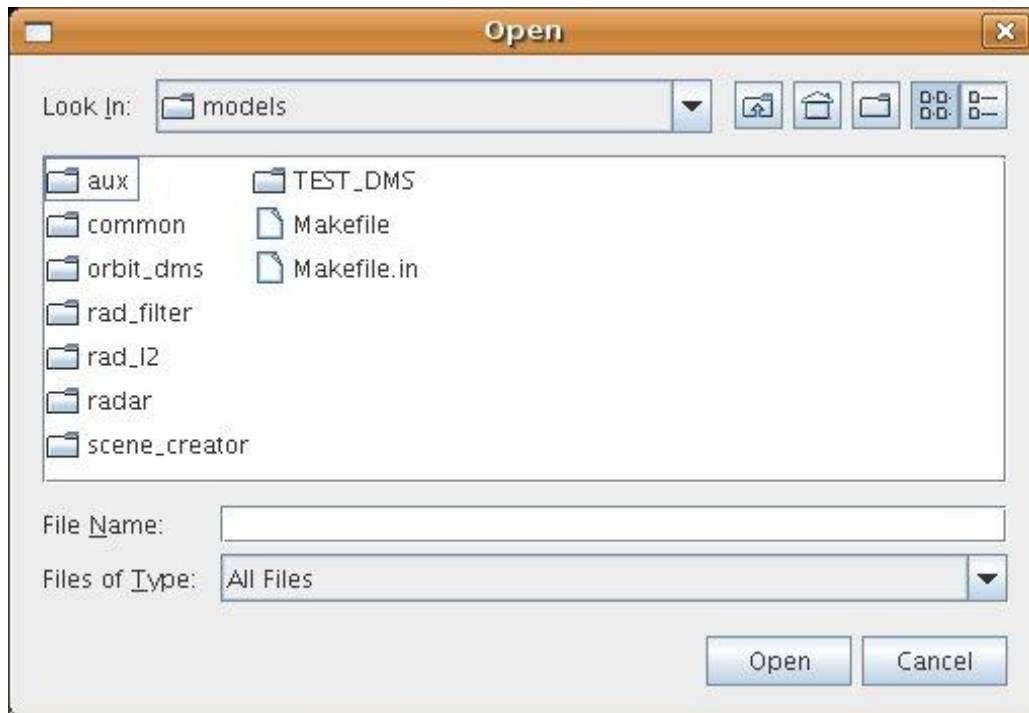
**Figure 4-5: Detail of a contextual menu**

It can be seen in Figure 4-5 that a pop-up menu acts exactly like a menu at the main frame. They also provide mouse and keyboard access to certain capabilities.

## 4.2. Generic Functions, dialogues and displays

This section is meant to describe the design of generic functions, dialogs and displays used by the MMI. There are some functionalities of the MMI that show a “file chooser” dialog as shown in Figure 4-6.

<sup>2</sup> In MacOSX the contextual menu behaviour may depend on setting the correct gesture for bluetooth mouse and trackpad: the "Secondary click" gesture (e.g. "Click with two fingers" in trackpad or 'Click on right side" in bluetooth mouse) should be applied to allow using the options in the contextual menus.



**Figure 4-6: File chooser dialog**

This dialog helps the user to browse the system directory to select a certain file or list of files. It provides some sorting, filtering and file operations very common and already known for the majority of the users.

Throughout the openSF MMI some functionality could show information to the user and could ask for some input in response to an answer. The MMI will present some “modal” dialogs that will get the system focus until the user provides an answer. These modal dialogs will block the input to other areas of the application until a response is given.

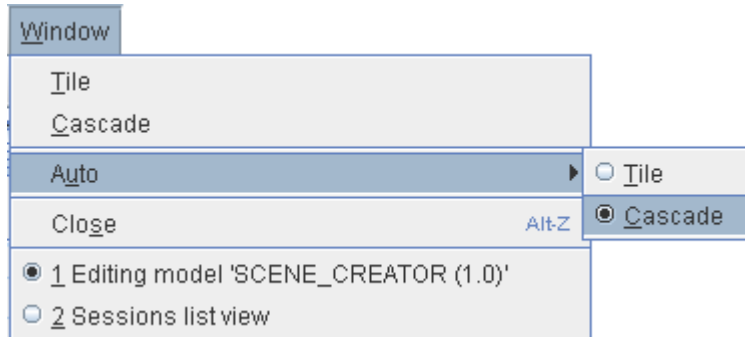


**Figure 4-7: Dialog example**

These dialogs will typically provide a message with an “OK” button or give a yes-or-no question or another question with different options. The dialogs will provide information with a clear description of the event.

### 4.3. Frame management

Accessing to the “Window” menu of the main menu bar you can find all the functionality provided for the frame management. Figure 4-8 shows that this menu has the common aspect of other MDI applications.



**Figure 4-8: Frame management menu**

This is a brief description of these well-known capabilities:

- Tile: arrange internal frames as tiles over the working area
- Cascade: arrange internal frames ordering them as in a cascade.
- Auto: presets an arranging style for newly created frames.
- Close: hides and destroys the active frame.

Then, the list of open frames is shown in the rest of the menu. Active frame is pointed with a filled round-button.

Other frame management functionalities can be found in the header of every internal frame and in the main frame (not in dialogues).



**Figure 4-9: Internal frame header**

Note in Figure 4-9 three little icons at the right border of the header. Those are the “minimize”, “maximize”/”restore” and “close” operations.

If the user minimizes a frame it disappears from the working area but it can be restored from the “available frames toolbar”.

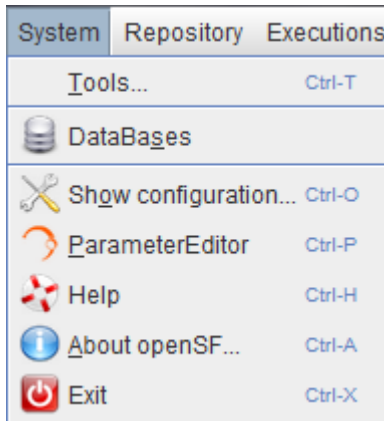
### 4.4. Side bar

On the left side of the main frame there is side bar, grouping different views of the openSF areas: Repository, Executions, and File system.

As you can see at the right-upper corner of Figure 4-11, two little triangles can be touched to minimize or maximize the width of the side bar. The dotted bar can also be dragged to dynamically change its width.

### 4.5. System

Selecting the “System” menu the users can access to the following functionalities:

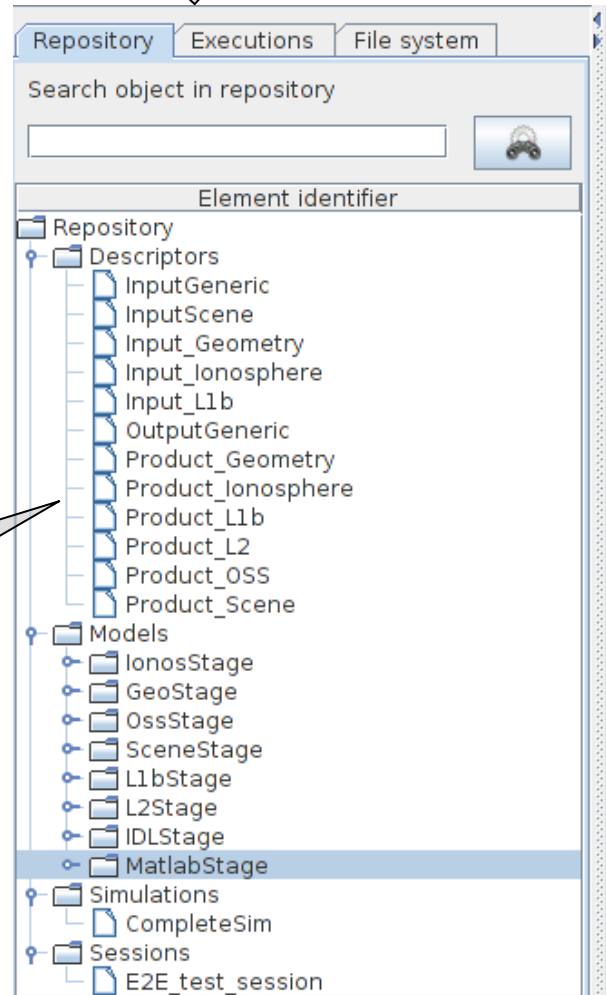


The repository will show only the elements containing a given substring of characters written in this text box.

**Figure 4-10: System menu**

These functionalities are given to control the general characteristics of the whole openSF system.

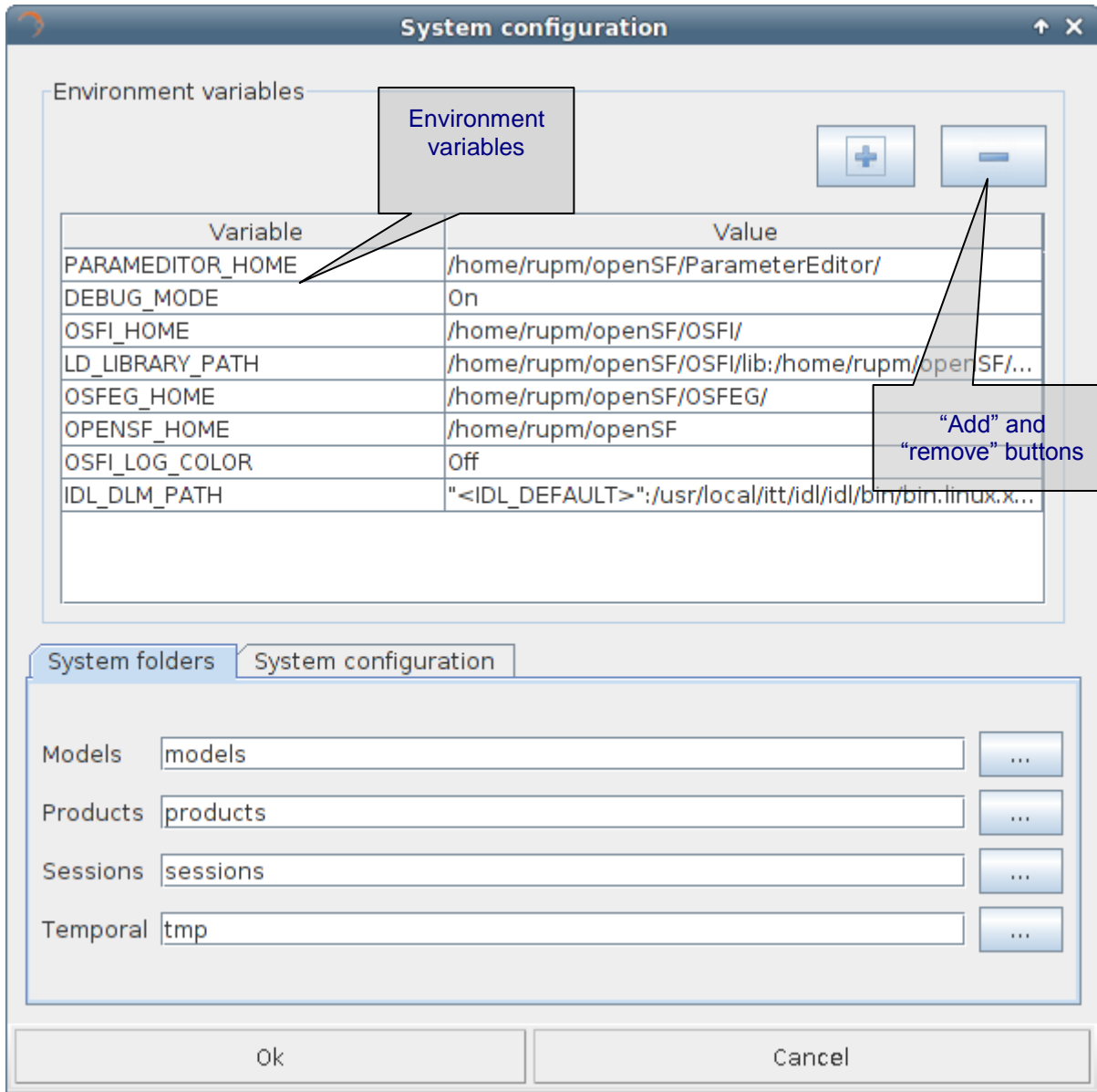
Elements are structured into the repository first by element type (descriptors, models, simulations and sessions) and then by family.



**Figure 4-11: Side bar**

### 4.5.1. Show configuration

Selecting this menu option, the dialog shown in Figure 4-12 will show up.



**Figure 4-12: System configuration**

In this dialog users can modify the following characteristics of the system:

- ❑ **Environment variables.** A list of environment variables and associated values are shown in this table. Once a model or a product tool is being executed, they can access these variables if they need them because the system makes them available to the execution process. Users can “add” or “remove” an environment variable using the given buttons. Double-clicking on an already existing variable the user can edit its name and value.

One mandatory variable is OPENSF\_HOME (as explained previously). This variable points to the openSF base folder location.

There is an environment variable called “DEBUG\_MODE” that controls the verbosity of some model executions. Setting to “On” or “Off” can enable or disable this functionality.

- ❑ **System folders.** Users can change the default locations for these directories:
  - ❑ *Models.* Here is where the model packages can be found. These packages are just a folder-structure containing the needed elements for the model to be successfully run.
  - ❑ *Products.* This is the best place to store product files of common use.
  - ❑ *Sessions.* This is the place where all the files associated to session executions can be found. Execution scripts, report files and, by default, configuration and output files generated are going to be stored here.
  - ❑ *Temporal.* Some intermediate files are going to be stored temporarily in this directory.
- ❑ **System configuration.** Users can change the default configuration of system parameters:
  - ❑ *Maximum Execution Threads.* Sets the maximum number of models that can be executed in parallel during a session execution. The recommended value corresponds to the number of cores of the machine where openSF is installed. Possible values are: 0 (number of cores of the machine), 1 (no parallelization enable) or N (the number of models that may be executed in parallel). Keep in mind that there is no issue in the user inserting a maximum number of execution threads higher than the machine's number of cores. The impact of that is only on a core may having to deal with more than one thread. Nevertheless a warning message shall be shown to the user whenever entering a value higher than the machine's number of cores.
- ❑ **System tools.** There is a list of system tools that must be configured to activate some functionalities such as the pdf visualization or the browser launching in the Help View (section 4.5.5).

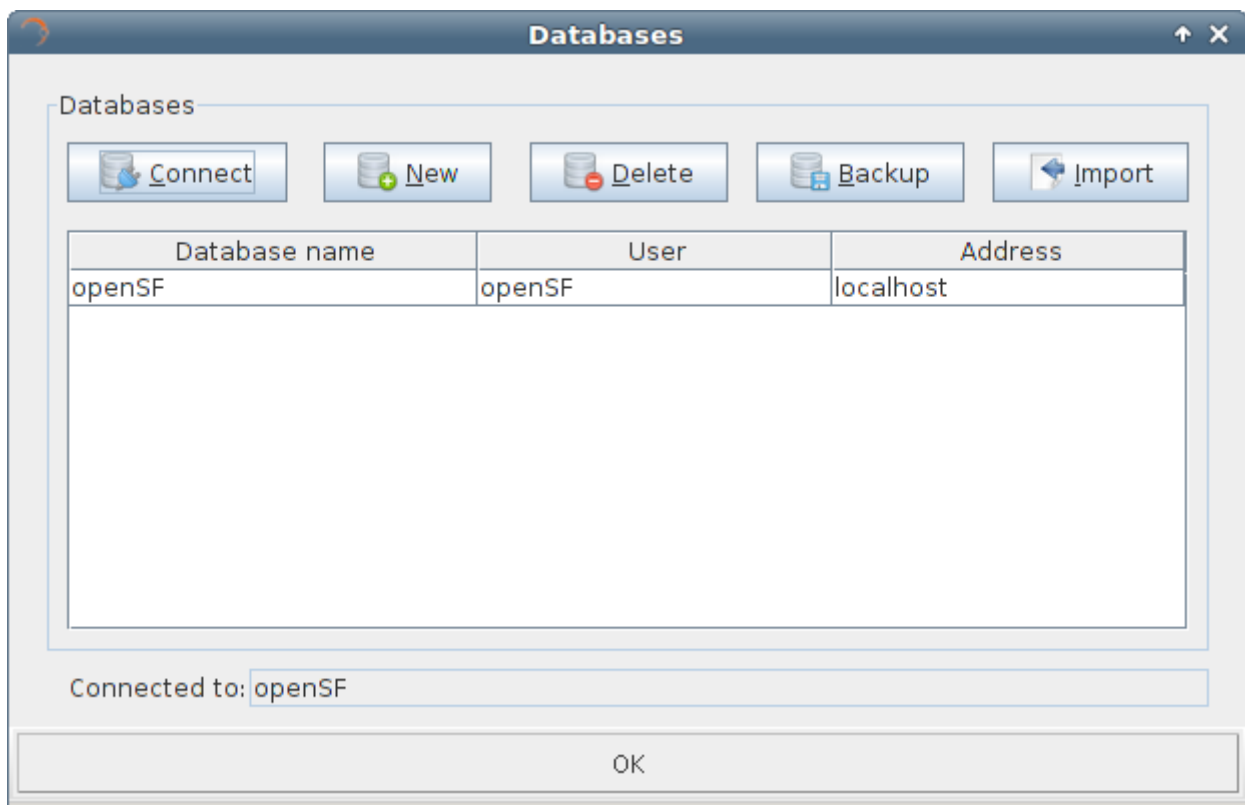
All around this configuration dialog and the rest of the openSF system (except those places where something else is specified), the user can choose to input the absolute path of a certain file or folder or the path relative to \$ OPENSF\_HOME.



### 4.5.2. Databases

OpenSF has the ability of working with a multi-repository. This implies that users can create different databases in the database server, so that all of them are independent and do not share any table. Users can work with different input data by selecting only the corresponding database in the repository. If the user changes input data, only the database that is load in that moment is modified, as all databases are independent. Thus, openSF can hold more than one database in one single instance.

When the user selects the “Databases” option from the menu ‘System’, the window shown in the Figure 4-13 will show up.



**Figure 4-13: Database Management window**

In the top of the window there are five buttons, which allow users to perform different actions over the mysql server. Users can connect to a database that exists in the mysql server, create a new database, delete an existing database, backup an existing database or import database definitions specified in XML format.

The central area of the window shows a list with the databases stored in the mysql server. Users can obtain information about the database name, the user who created the database, and the location of the server where the database is stored.

The bottom of the window shows a label with the database currently connected to the mysql server. In this case, the application is connected to the ‘openSF’ database, so all configuration associated with its descriptors, models, simulations and sessions is loaded by the system.

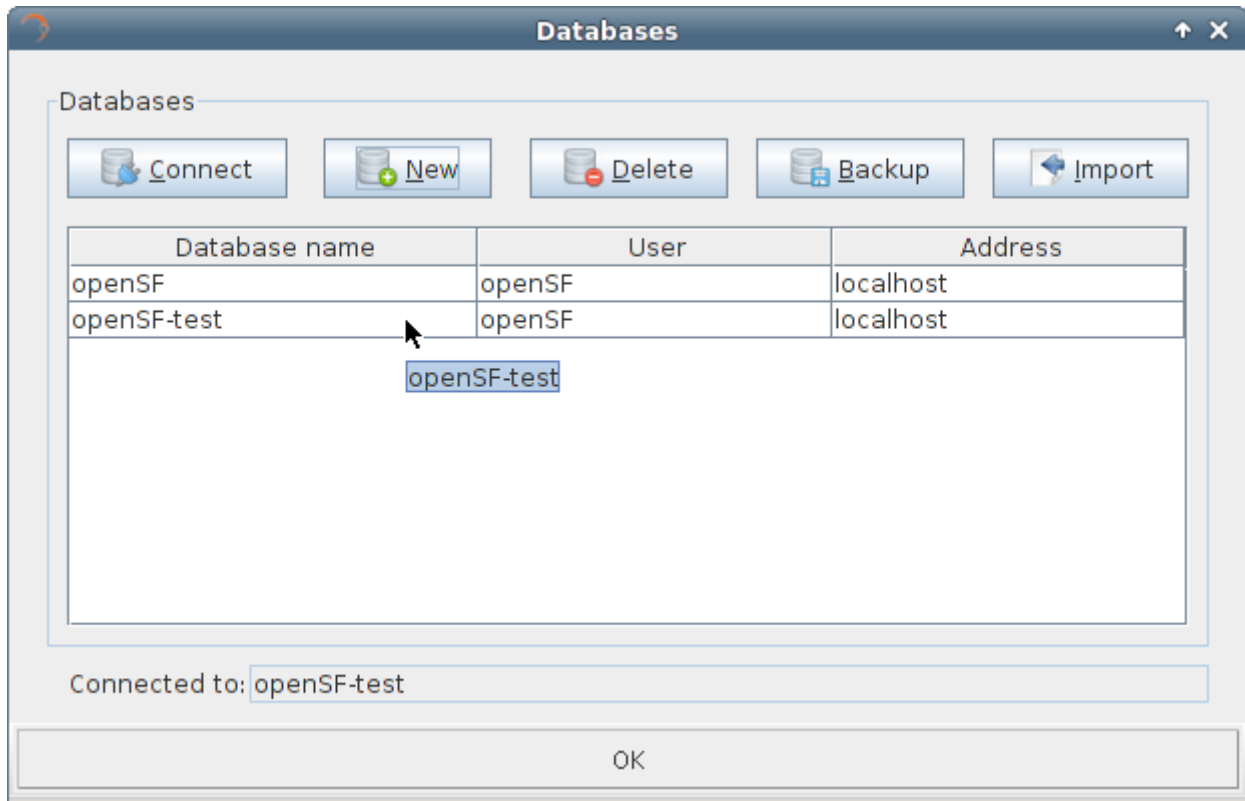
Finally, there is an ‘OK’ button to return to the main window of the application.

#### 4.5.2.1. Connect to a database

Users can switch between the different databases allocated in the repository of the application. For this, the user has to select a database from the list, and click on the “Connect” button.

Automatically the system is connected to it, and then, the name of the selected database is shown beside the label “Connected to”.

An example of this procedure is shown below:

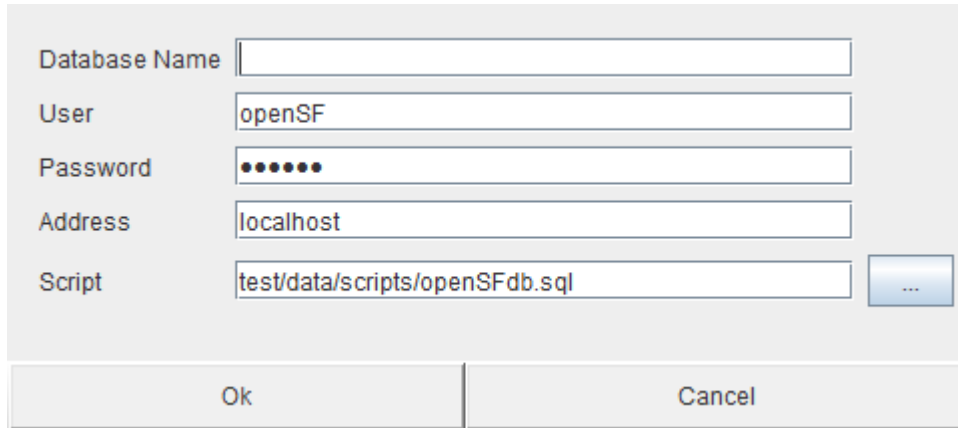


**Figure 4-14: Connect to a database**

The window shows that the system is connected to the ‘openSF’ database. If the user selects the ‘openSF-test’ database from the list, and clicks on the ‘Connect’ button, the system automatically connects to this database, as it is shown in the corresponding label.

#### 4.5.2.2. Create a new database

If the user wants to create a new database in the mysql server, only has to click on the new button, and a dialog will be shown by the application, as it is can see in the Figure 4-15.



**Figure 4-15: Create new database**

A database has five characteristics fields:

1. **Database name:** Is the name of the database
2. **User:** Is the user who connects to the databases server
3. **Password:** Is the password of the user
4. **Address:** Is the location where is the databases server
5. **Script:** Is the file used to create the database

All the fields have a default value, except the database name. Users can use these default values, or set others.

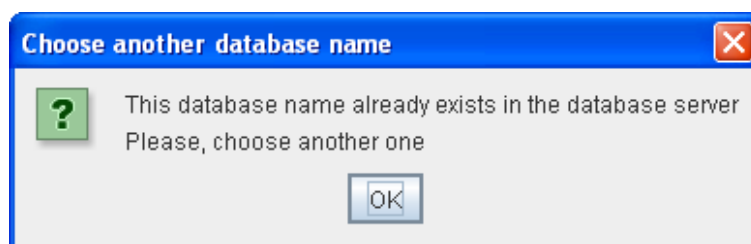
The default values are:

- User: 'openSF' (created during the installation of the application)
- Password: 'openSF' (password for the user 'openSF')
- Address: 'localhost'
- Script: 'openSFdb.sql' (default script provided with the application)

It is mandatory that all fields have a correct value, except the password, that can be empty if the user wants.

When the user enters all the information correctly and clicks on the 'OK' button, the new database is created in the mysql server, and automatically openSF is connected to it.

In case some field has been entered incorrectly (as for example an already existing database name, or the user or password to connect with the server are incorrect) openSF shall shows a message reporting the error as shown in Figure 4-16, and forces the user to enter the correct information.

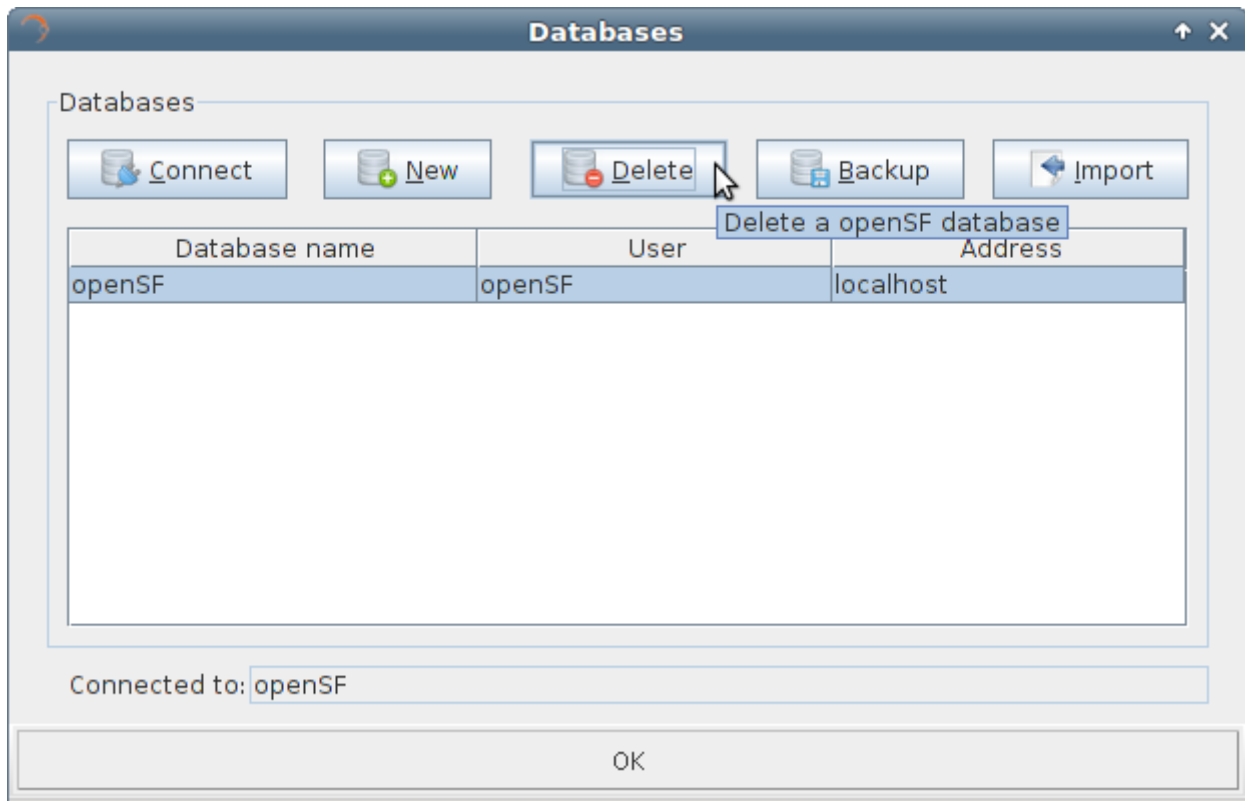


**Figure 4-16: Database name is wrong**

If the user clicks on the ‘Cancel’ button on the databases window, no action is performed.

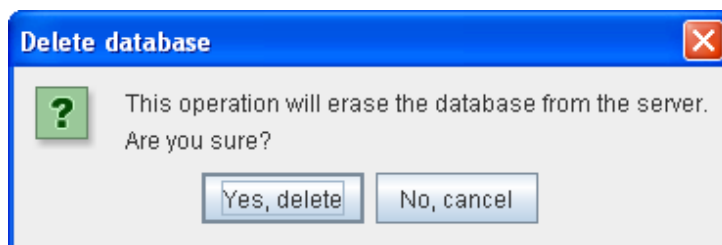
#### 4.5.2.3. Delete a database

To remove a database from the databases server, the user has to select the database to remove from the list, and click on the ‘Delete’ button, as shown in the Figure 4-17.



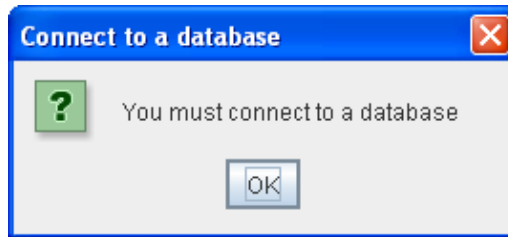
**Figure 4-17: Delete a database**

A new dialog is shown to confirm the action. If the user clicks on ‘Yes, delete’, the database is deleted.



**Figure 4-18: Confirm deletion operation**

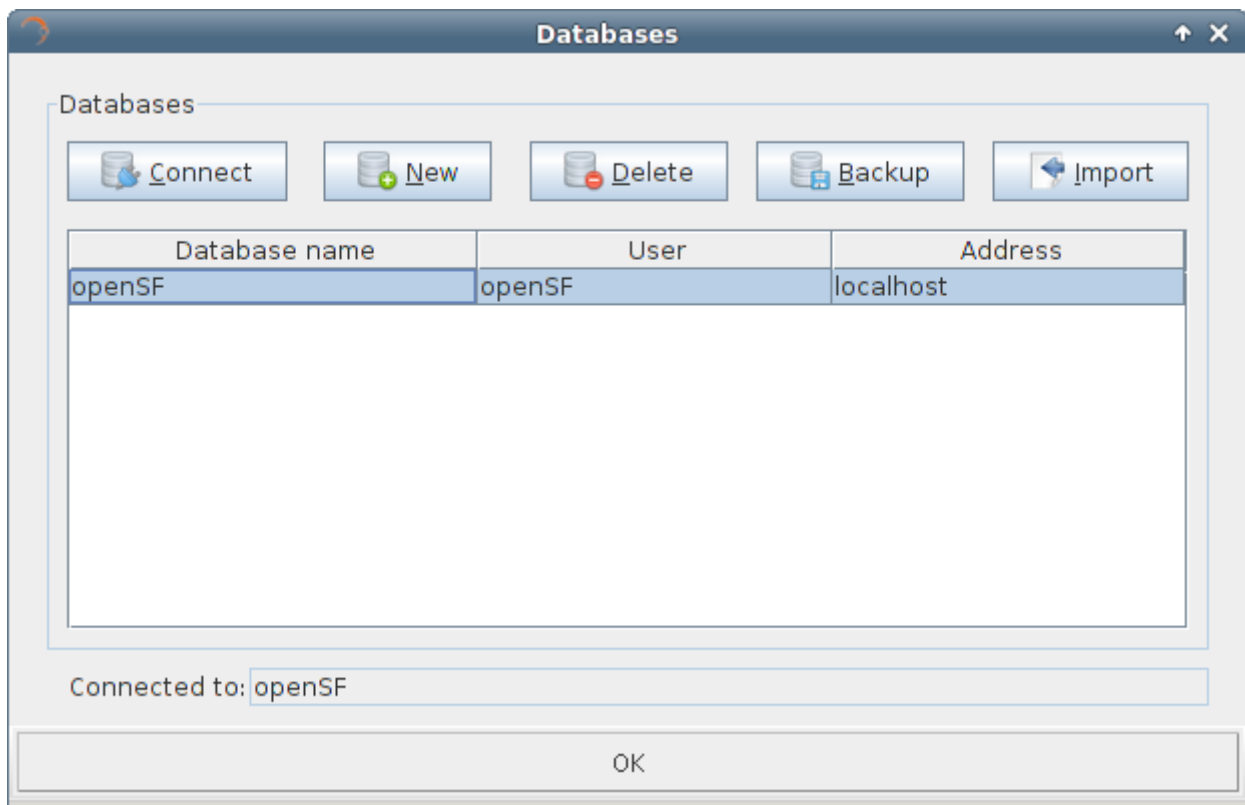
OpenSF needs to be always connected to an existing database. In case the user has deleted the connected database, the system shall provide a warning message as shown in Figure 4-19. Therefore, the user must select another one from the list and connect to it.



**Figure 4-19: No database connected**

#### 4.5.2.4. Backup a database

The capability to perform a database backup is accessible from the Database Management window, presented in section 4.5.2. Once the database to backup has been selected the user only needs to click on the “Backup” button appearing at the top right corner of the window.

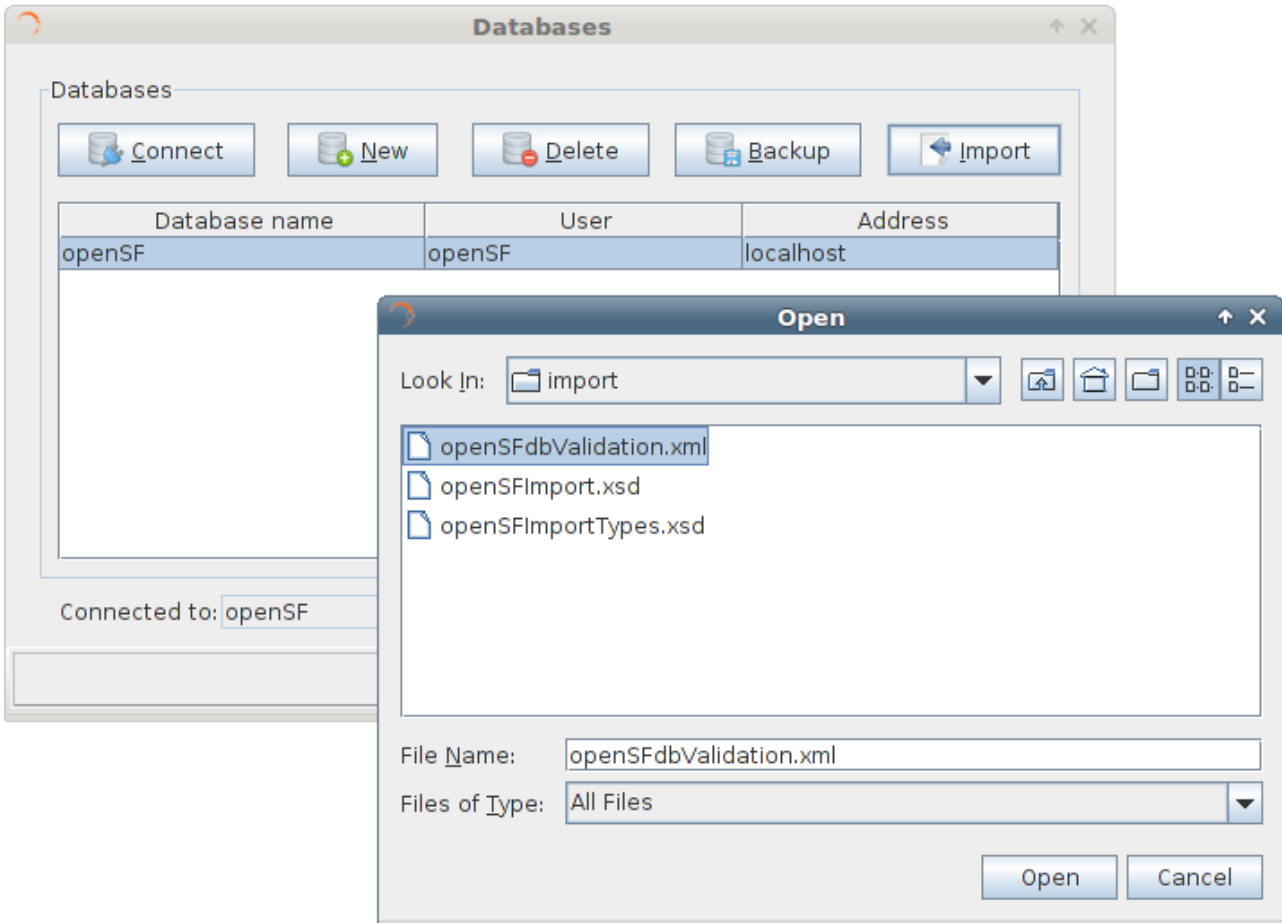


**Figure 4-20: Database backup**

The outcome of the operation is an SQL file containing all SQL statements that reproduce the status of the openSF database. This SQL script is the file used for the Database creation task, described in section 4.5.2.2.

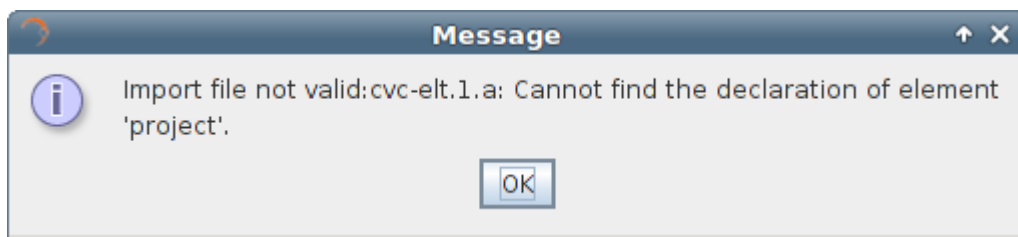
#### 4.5.2.5. Import a database

The capability to import elements definition specified using XML format is accessible from the Database Management window, presented in section 4.5.2. The user only needs to click on the “Import” button appearing at the top right corner of the window and select the XML file containing the database definitions.



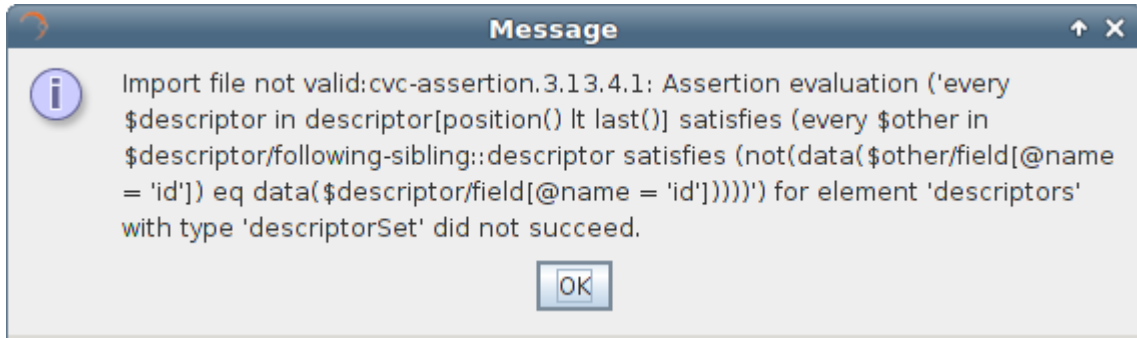
**Figure 4-21: Database import**

In the case the specified file is invalid a warning message is given and the import is cancelled.



**Figure 4-22: Database import file error**

If the file is valid but contains invalid definitions (e.g. non unique entities) a warning message is given and the import is cancelled (refer to [AD-ICD] for the definition of the expected XML format).



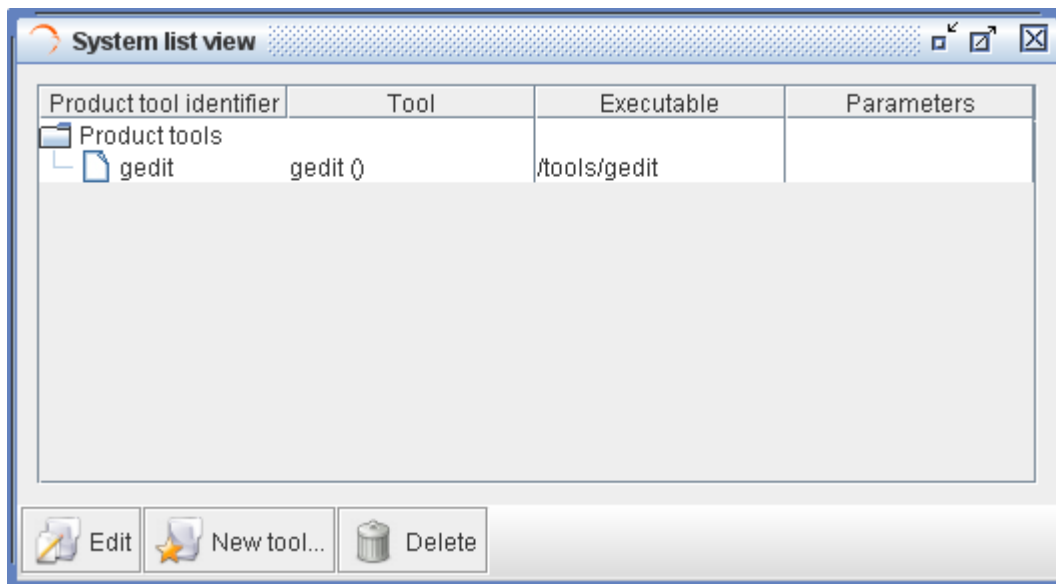
**Figure 4-23: Database import XML definition error**

The outcome of the operation is the elements included in the XML file have been created and are part of the openSF repository.

### 4.5.3. Product Tools

As explained in section 1.3, a tool is an external executable file that performs a given action to a certain group of files. Used as part of the openSF framework and associated to a certain file extension, these tools can be called to perform off-line operations to products involved in simulations.

Tools are classified as “internal”, if they are part of the openSF distribution and are located in the tools directory, or “external” in other cases. Currently openSF distribution package does not include any tool so all the product tools considered within this document are external and consequently there is no tools directory in openSF installation directory. Accessing to this functionality, the user is able to manage the openSF product tools.

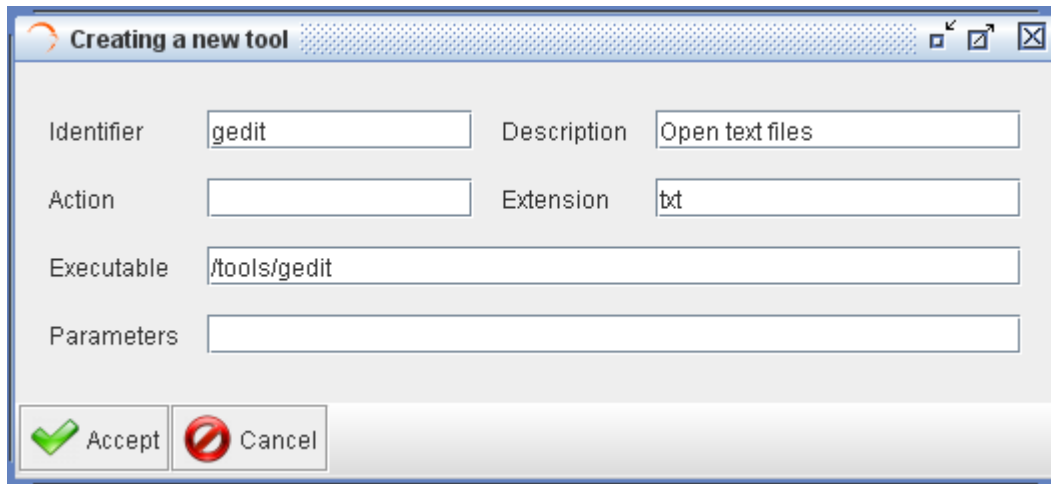


**Figure 4-24: Tools list view**

A list of tools, showing its identifier, action, executable and parameters is given. Tools are definable by the user. Thus, new tools can be added by clicking the “New tool” button.

#### 4.5.3.1. New tool

Accessing to this functionality, a new window appears to let the user create a new tool.



**Figure 4-25: Tool. Creation**

Users can define the following attributes:

Attribute name	Format	Purpose	Sample
<i>Identifier</i>	Medium string	This is a unique identifier of the tool.	“XML editor”
<i>Description</i>	Long string	A brief description of what this tool will do and need.	“This tool will open an XML file for edition”
<i>Action</i>	Medium string	What the tool is going to do.	“edit”
<i>Extension</i>	Short string.	The type of files that this tool is going to be applied to.	“xml”
<i>Executable</i>	Long string	Location of the binary file that is going to be called to execute the product.	“gedit”
<i>Parameters</i>	Long string	The list of parameters that will follow the executable. No variables can be passed from the HMI.	“-f \$file1”

#### **4.5.3.2. Edit tool**

Selecting this functionality, the user can access and edit all the attributes of the selected tool.

#### **4.5.3.3. Delete tool**

Selecting this functionality, the user can delete the selected tool.

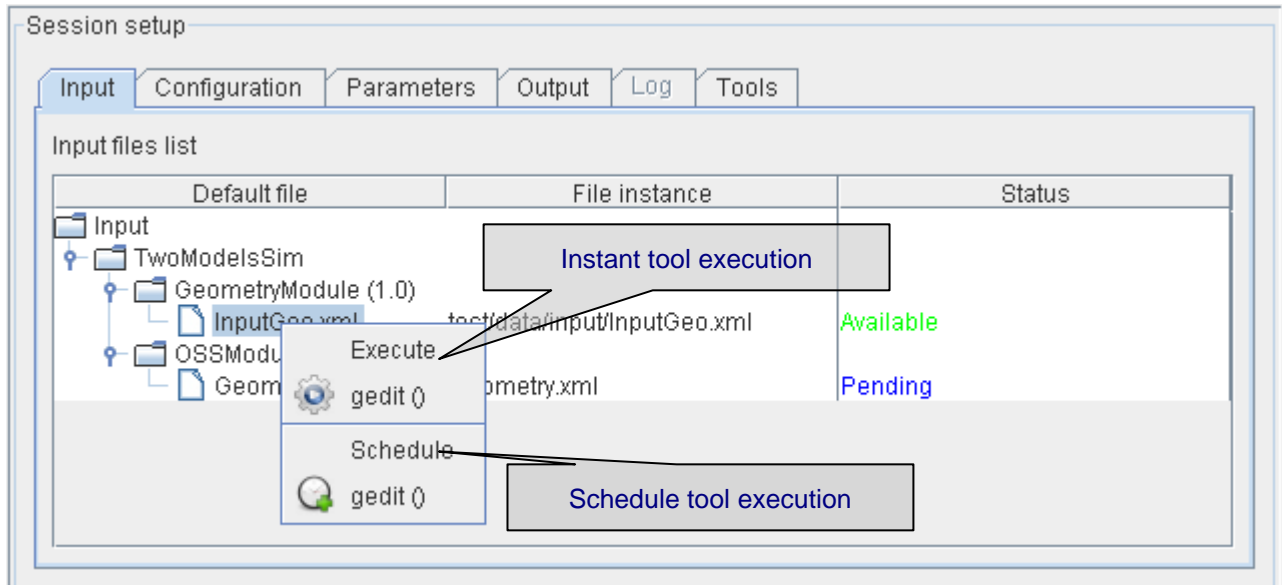
#### **4.5.3.4. Product Tool Execution**

The process to execute an external data exploitation application is described in other sections:

- Tool execution from the file system view, section 4.17.1.
- Tool execution from the session edition view and execution results view. The execution view is the same as the session view with two particularities, Log Tab is enabled and the status is completed (successfully or not). Note that in the execution view the status of the output files shall be *available*



if the simulation chain has been successfully executed while in the session edition the status shall be *pending* (see section 4.11.2.4).



**Figure 4-26: Tool Execution/Schedule from Session Edition View**

- ❑ Scheduled execution over simulation data products, section 4.11.2.9.

For a real example of product tool execution there is more information in chapter 6.4.

#### 4.5.3.5. Popular Product tools

During the integration of openSF in E2E simulation projects the development team has identified a set of **product tools** widely used and that are freely available on the web. For a most updated list of these tools visit **Tools** section in the openSF Wiki (see chapter ). For every listed tool the operating system compatibility is also specified (Linux,Windows,Multi-platform...).

##### 4.5.3.5.1. Image Processing Tools

Below these lines are listed a set of tools for viewing and editing image files. The applications listed support a large number of image formats.

###### Image Viewers

- ❑ IrfanView - Multiformat Image Viewer - Microsoft Windows
- ❑ Eye of Gnome - Gnome Image Viewer - Linux (GNOME)
- ❑ Gwenview - KDE Image Viewer - Linux (KDE)
- ❑ Okular - KDE Document and Image Viewer - Linux (KDE)

###### Image Editors

- ❑ GIMP - The free Adobe Photoshop alternative - Multi-platform
- ❑ Inkscape - Image editor with vector graphics support - Multi-platform

##### 4.5.3.5.2. Text Editors

- ❑ Notepad
- ❑ Emacs - GNU Editor - Multi-platform

- ❑ Notepad++ - Full-featured - Microsoft Windows

#### **4.5.3.5.3. Scientific Data Formats**

##### NetCDF

Network Common Data Form is a set of interfaces for array-oriented data access and a freely-distributed collection of data access libraries for C, Fortran, C++, Java, and other languages.

- ❑ Panoply - NetCDF data plotting - Multi-platform
- ❑ ncBrowse - NetCDF file browser - Multi-platform

##### HDF

Hierarchical Data Format, commonly abbreviated HDF, HDF4, or HDF5 is the name of a set of file formats and libraries designed to store and organize large amounts of numerical data.

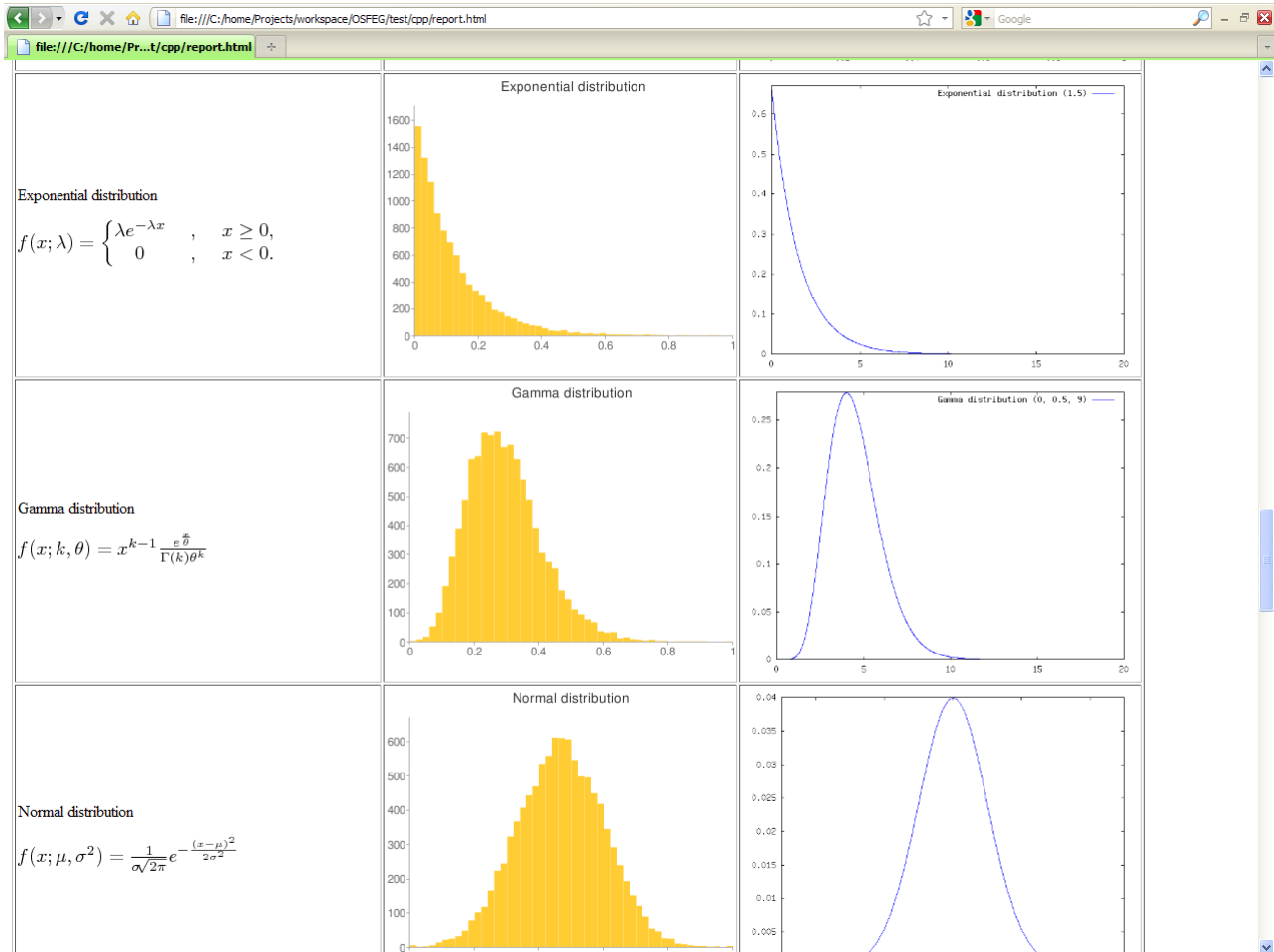
- ❑ HDFView - HDF File viewer (images,tables...) - Multi-platform

#### **4.5.3.5.4. Browsers**

A web browser is a software application for retrieving, presenting, and traversing information resources on the World Wide Web. This kind of applications has a lot of possible functionalities as openSF product tools.

Example: Figure 4-27 shows the use of an Internet Browser (Mozilla Firefox) for graphing the results of testing a random number generator. It uses Octave graphing capabilities and Google Charts API. For further information visit <http://code.google.com/intl/en/apis/charttools/>

- ❑ Mozilla Firefox – Multi-platform
- ❑ Google Chrome – Multi-platform
- ❑ Opera – Multi-platform



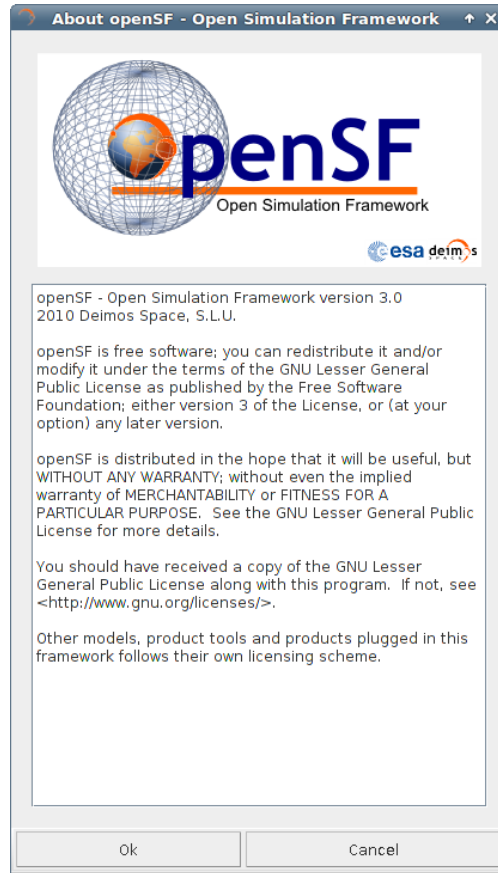
**Figure 4-27: Mozilla Firefox as openSF Product Tool**

#### 4.5.3.5.5. Other Tools

- GNU Octave - If GIMP is the free photoshop-like choice, this is the equivalent for Matlab - Multi-platform
- GNU Plot - GNU software that gives plotting capabilities through a command line interface - Multi-platform

#### 4.5.4. About openSF

Accessing this functionality, the system will show a dialog with the copyright and license scheme for the openSF platform.



**Figure 4-28: OpenSF About View**

#### 4.5.5. Help View

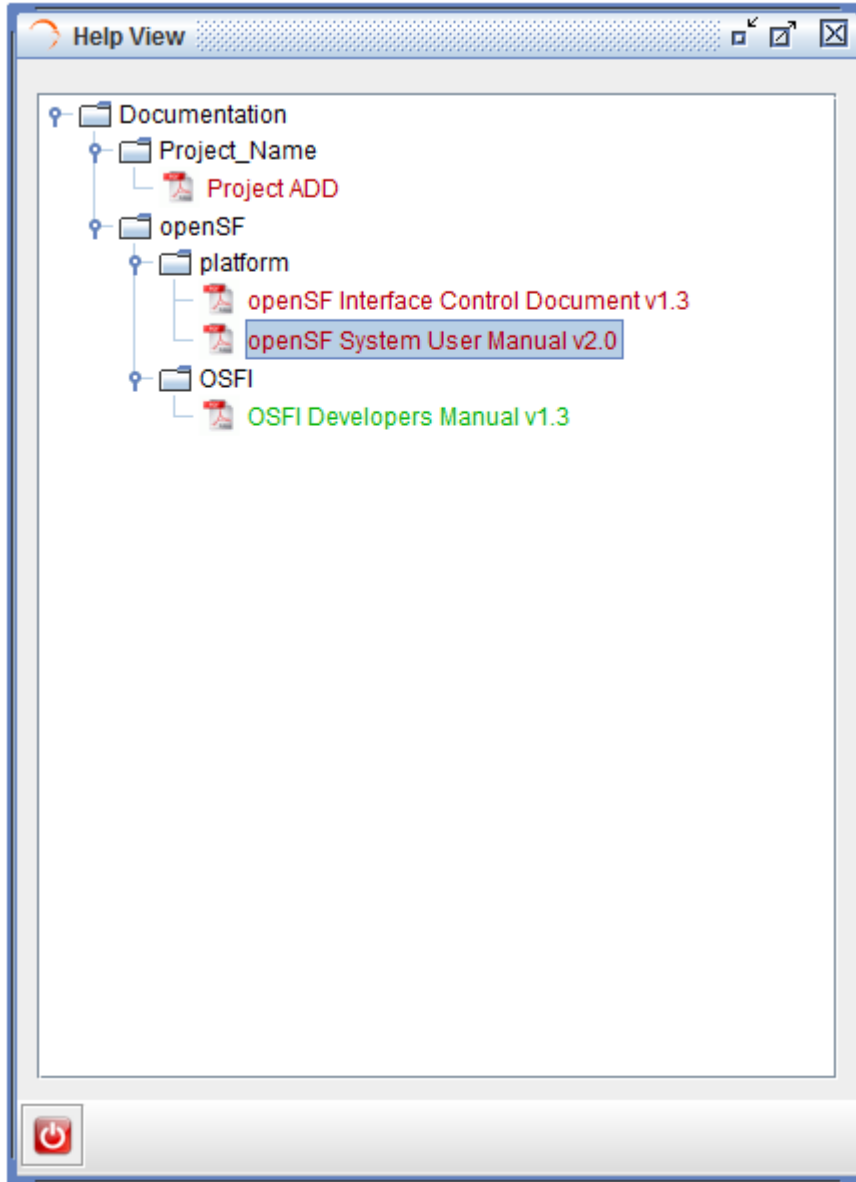
The Help View is accessible from the openSF main menu bar, system tab.

The documents shown in this view are user configurable through a XML file. The edition of this file is described in [AD-ICD].

Additionally users are able to view these documents launching the proper software application. The applications for viewing the supported file types are the ones defined as default applications for current Desktop. Depending on the desktop environment these default applications can be different even running under the same operating system.

The supported file types and the typical viewers are the following:

- PDF: “Portable Data Format”; Acrobat Reader
- HTML: “Hypertext Markup Language”; Web Browser
- Plain Text: Notepad, Vim, Emacs ...



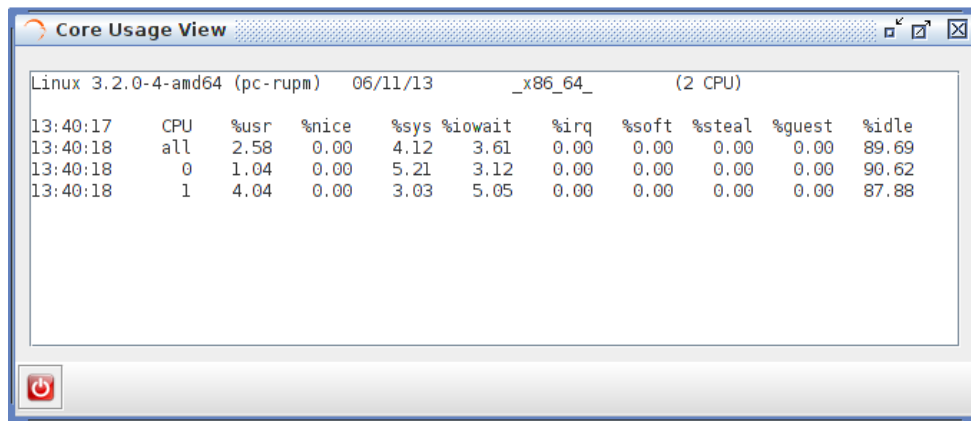
*Figure 4-29: Help documents tree view*

### 4.5.6. CPU Usage

This dialog is helpful in analysing the CPU core use when parallelizing model execution in openSF platform.

#### 4.5.6.1. Linux

Accessing this functionality, the system will show a custom dialog with occupation of CPU cores by machine processes.



**Figure 4-30: CPU Core Usage view**

#### 4.5.6.2. OSX

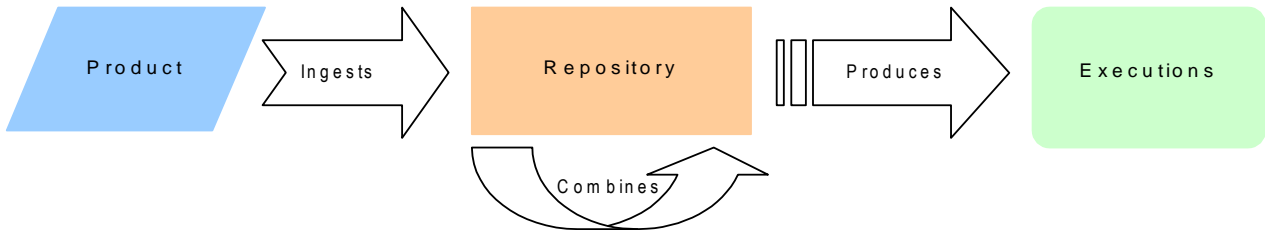
In the case of OSX the Operating System already provides a default application to convey information about CPU usage, the 'Activity Monitor'. Accessing the CPU Usage functionality in openSF shall therefore launch the 'Activity Monitor' external application.

### 4.5.7. Exit the system

Upon the selection of this function, openSF will ask to stop every internal process and will end its execution. This is the recommended way of ending the application.

## 4.6. Repository

The openSF system can be divided in three logical parts: repository, products and executions.



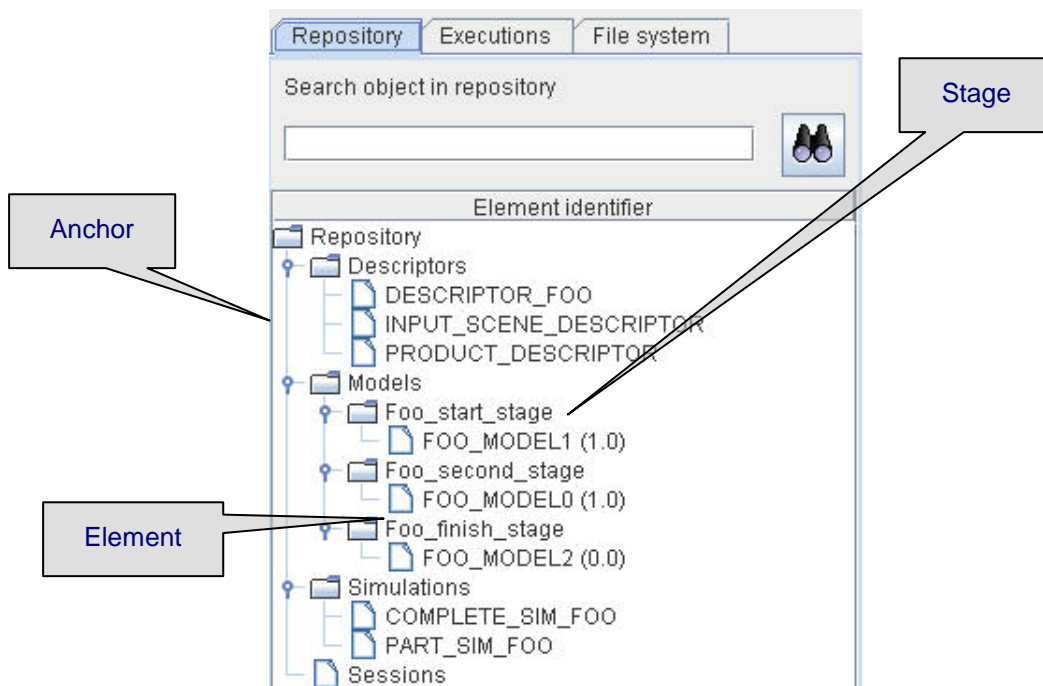
**Figure 4-31: openSF logical flow**

The first of these parts, repository, is involved in defining the “static” view of the system, the definition of the openSF tool. This is the place to access and define all the elements that, later on, will serve as bricks for the session executions:

- ❑ **Models** – executable entities that will perform the scientific or engineer calculations;
- ❑ **Descriptor** – to define which models can be linked in which way;
- ❑ **Simulations** – sequences of models linked by the descriptors;
- ❑ **Sessions** – complex set of simulations with added input/output/configuration files and product tools.

Into the repository tab of the side bar users can find a tree-like structure containing the definitions for all known models, descriptors, simulations and sessions.

This tree-like structure can be collapsed or expanded double-clicking in the group name or clicking in the “anchor” icon.



**Figure 4-32: Repository view**

Every row marked with a “folder” icon represents a group of elements. Thus, into the “models” group, the model families, stages, can be found, i.e. SceneGeneratorStage, Level1 etc...

Every row marked with a “document” icon represents an element definition of the repository. Right-clicking over them, a menu pops up containing some associated commands. These menus are context-sensitive, meaning that different types of elements have their own associated commands. These commands are going to be explained in detail in each element’s section.

A double click over the elements will activate the first associated command of the menu (typically, edition).

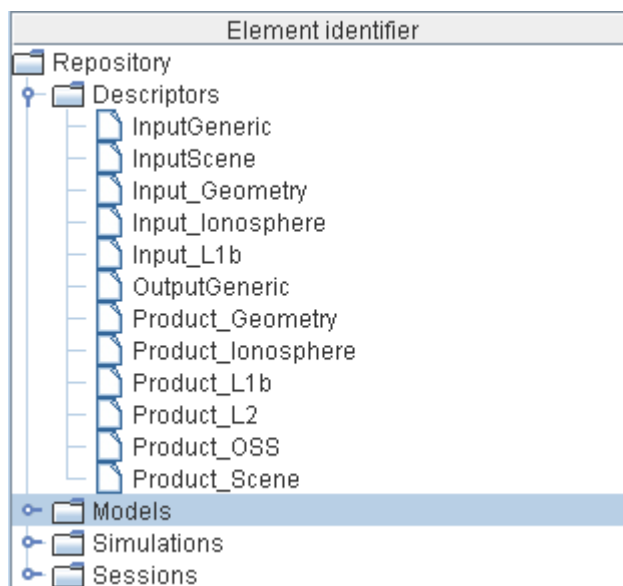
## 4.7. Descriptors

OpenSF has the possibility to define the set of input and output files (called descriptors) used to connect different models in simulation runs.

Users can access the list of nominal descriptors (those provided in the default distribution) inside the repository view of the side bar, as seen in Figure 4-33.

Accessing the corresponding menu of the main menu bar or the context-menu of the side bar, users can activate the following functionalities:

- List* – presents the list of existing descriptors;
- Creation* – creates a new descriptor into the system;
- Edition* – edits an existing descriptor to enter changes;
- Deletion* – deletes a descriptor from the system;
- Copy* – creates a copy of an existing descriptor.

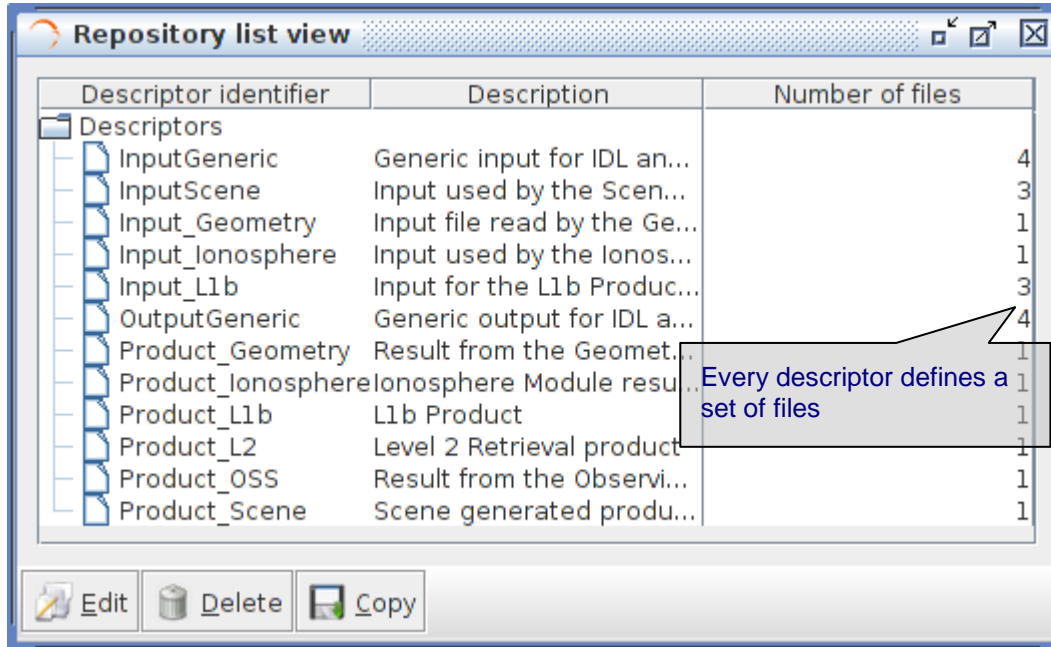


**Figure 4-33: Descriptor. Side bar**



### 4.7.1. Descriptor list

Users can access to a window that provides a tree-like structure with the list of descriptors known by the system, just as in the side bar but with the additional information of its identifier and its description.



**Figure 4-34: Descriptor list view**

### 4.7.2. Descriptor creation

Users can define new descriptors in case they want to accommodate third-party models that cannot make use of any of the nominal descriptors.

The frame shown in Figure 4-35 is responsible to define the descriptor’s characteristics:

Attribute name	Format	Purpose	Sample
Identifier	Medium string	Descriptor’s unique name.	“LIDAR In”
Description	Long string	A brief description of its composition or the purpose of the set of files.	“Orbit information and radiative transfer information”

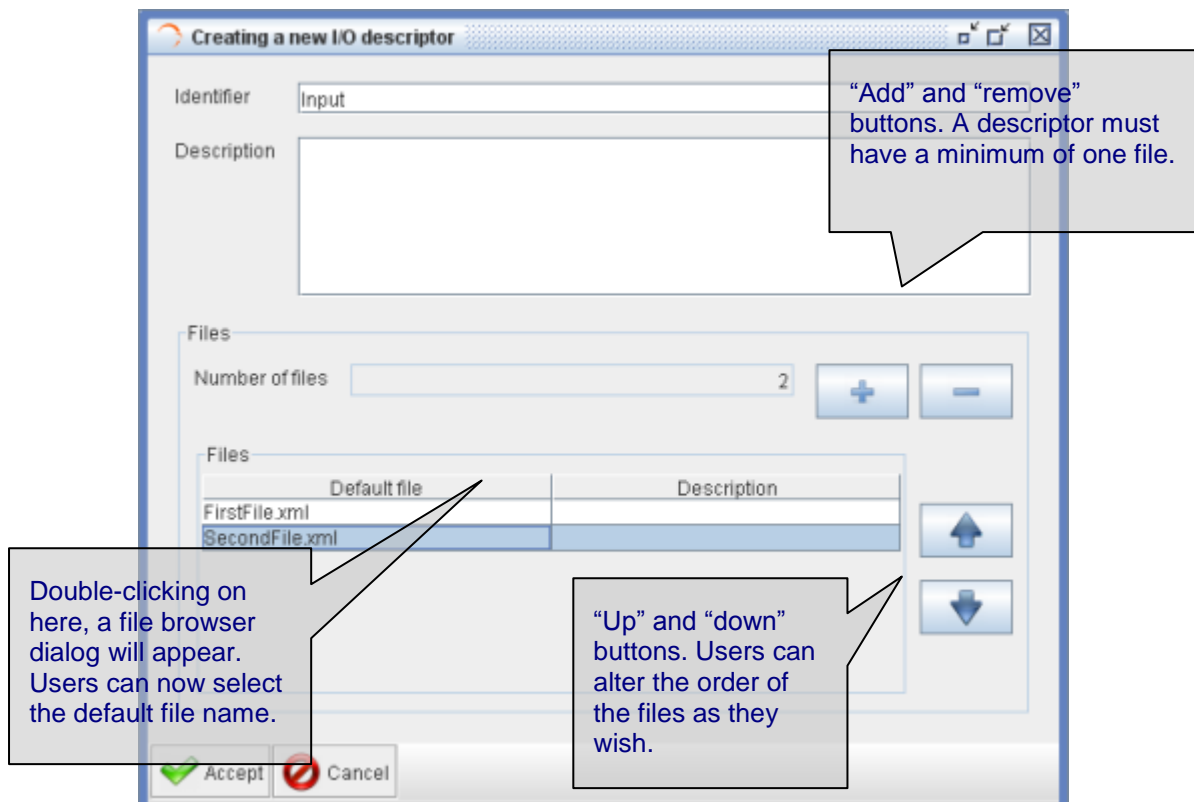
It is possible to alter the set of files that integrates the descriptor. Users can edit, add or remove files. An individual file must be described by these two parameters:

Attribute name	Format	Purpose	Sample
Default file	Medium string	The default location and name of the file. This is the file that is going to be suggested during the session definition (see section 4.11. Sessions).	“orbit.xml”

Attribute name	Format	Purpose	Sample
Description	Long string	Brief description of the file's composition, its purpose or its type (XML, TIFF, NETCDF, etc.).	"XML file with Orbital information"

It is important to note that **the default file name is the way to know if two models are compatible and to connect them in the simulation definition**. More information can be found in section 4.10.2.2.

The order that those files occupy in the list is important. This order must fulfil the directives of the command line specification of the third-party model because how you sort the files will define the order of the input and output files in the command line of the model execution (see [AD ICD]). This order can be altered with the "up" and "down" buttons that move the selected file through the list.



**Figure 4-35: Descriptors. New descriptor**

### 4.7.3. Descriptor edition

Users can select a certain descriptor and choose the option to edit it. Note that for consistency reasons only the description can be changed.

### 4.7.4. Descriptor deletion

Users can also select a descriptor to delete it. Once users confirm the operation the descriptor is erased from the repository. **Note that for consistency purposes, every model, simulation, session (and its results) that makes use of this descriptor will also be deleted from the system.**

### 4.7.5. Descriptor copy

Users can select a certain descriptor and choose the option to copy it. The user needs to specify a new name for the descriptor, unique with respect to the existing descriptors.

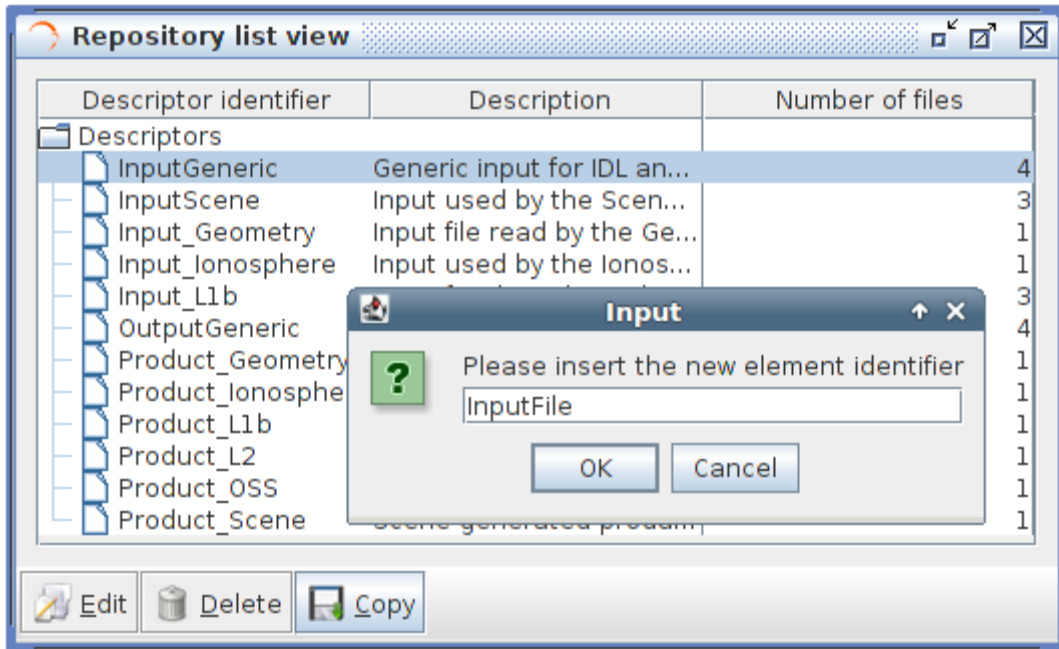


Figure 4-36: Descriptors. Copy Descriptor

## 4.8. Stages

As defined in section 1.3 a stage is a logic identify that can be considered as a simulation phase with different models associated to it.

Users are able to access stage list through the repository menu. Stages are also shown in the repository side panel as parents of its correspondent models, as seen in figure

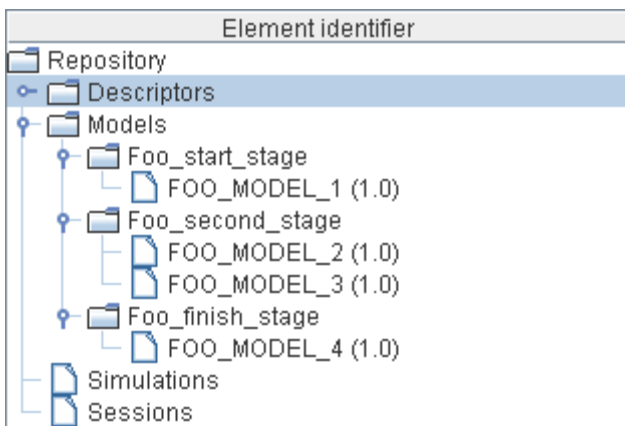


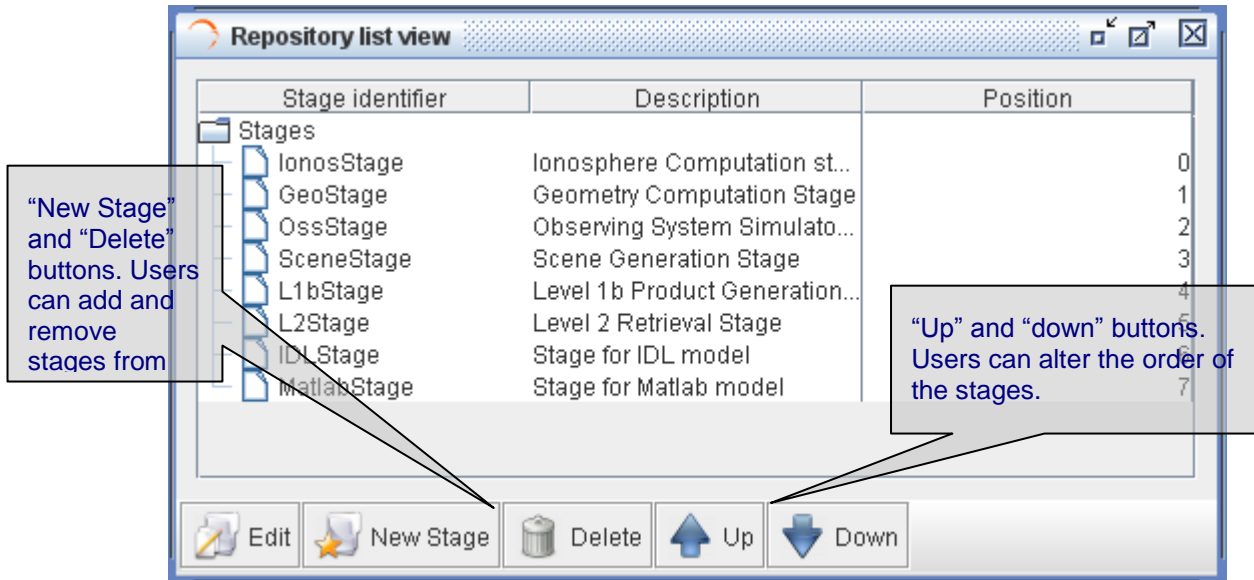
Figure 4-37 Repository Side Panel. Stage View

Accessing the corresponding menu of the main menu bar, users can activate the following functionalities:

- ❑ *List* – presents the list of existing stages;
- ❑ *Creation* – creates a new stage into the system;
- ❑ *Edition* – edits an existing stage to enter changes;
- ❑ *Deletion* – deletes a stage from the system.

### 4.8.1. Stage list

Users can access to stages list through the Repository menu bar. The stages list view also includes stage edition options that will be explained in section 4.8.3.



**Figure 4-38. Stage List View**

### 4.8.2. Stage Creation

Users can define new stages through the repository menu. The position of the new stage is, by default, the last in the stage order. Users are able to edit the position of the stage as explained in section 4.8.3. After creating a stage users will find it in the repository side panel and in stages list view, also it can be selected in the model creation process and in the simulation definition.

Attribute name	Format	Purpose	Sample
Identifier	Medium string	Stage's unique name.	"Foo Start Stage"
Description	Long string	A brief description of its purpose.	"Start Stage in the simulation"

### 4.8.3. Stage Edition

Users can edit the description and the position order through the stage list view. **Users shall notice that changes made in the stage order can ruin previously defined simulation sequences so be extremely careful with this option because a change in the stage order will alter simulations and sessions already defined.**

### 4.8.4. Stage Deletion

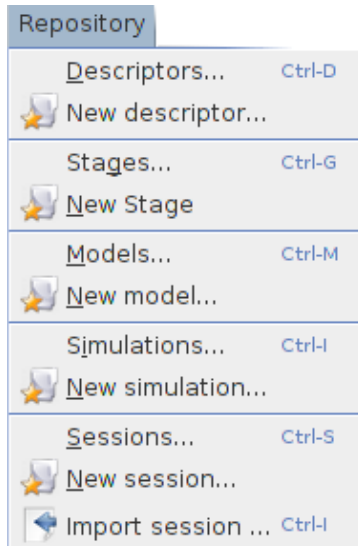
Users can also select a stage and remove it from the system through the stage list view. Note that deleting and stage will erase also the models associated to that stage and consequently simulations and sessions related to those models.

## 4.9. Models

According to the definition given in section 1.3, a model is an executable entity that can take part in a simulation.

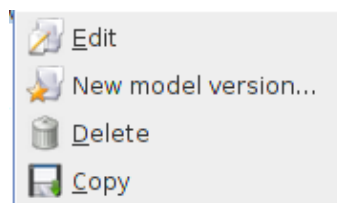
Users are able to manage all models that can take part in openSF simulations. The operations upon models are:

- List – present the list of existing models;
- Creation – capability to create a new model into the system;
- New version – create a new version of an existing model;
- Edition – edit an existing model to enter changes;
- Deletion – delete a model from the system;
- Copy – creates a copy of an existing model.

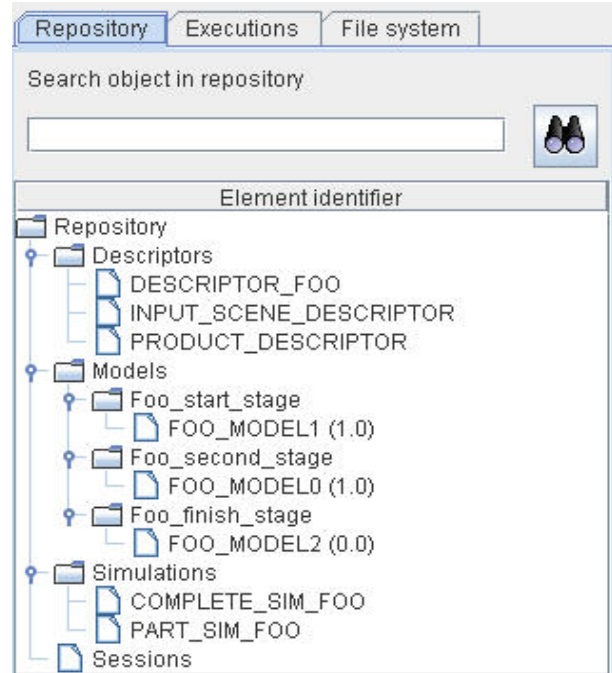


**Figure 4-40: Repository menu**

Users can access to some of these operations at the models menu in the menu bar of the main window or in the correspondent context-menu of the repository view.



**Figure 4-41: Model. Pop-up menu**



**Figure 4-39: Repository view: models**

### 4.9.1. Model developers guideline

OpenSF can integrate as a model almost every executable piece of code that follows the requirements described in [AD ICD]. Given this situation, the model can be integrated and executed into the system. Nevertheless, model developers must have in mind the following points:

- Memory handling is responsibility of the model. OpenSF does not manage memory assignments and does not destroy any data structure created by the model;
- A model can create child processes, but their management is still on the model developer's side;
- OpenSF does not detect when a model execution is "halted" or in an infinite loop. Please send some logging information to the openSF every two seconds (at most) to let the user know there is no problem;
- Execution performance of the model could be slightly slowed because of the messaging interception;
- Model developer is responsible of the error and exception handling as explained in [AD-ICD]. (Error Handling section).

### 4.9.2. Model list

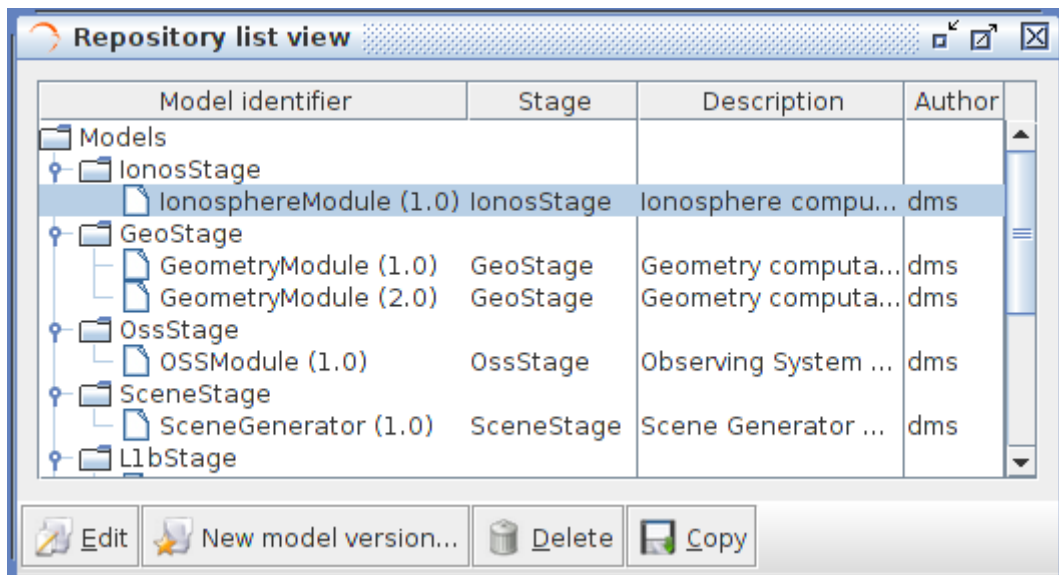
Accessing to this functionality from the main menu or from the repository, the system will show a list of models known by the system. Figure 4-42 shows an example of the window that appears upon its selection.

As models and their versions follow a hierarchical structure, i.e. a single model belongs to a family of models, the information is organized as a tree-table, which put hierarchical data in columns, like a table, but uses an indented outline structure in the first column to illustrate the tree structure.

Users can select a certain version of a model and perform the operations shown in the toolbar.

Data attributes shown in this tree-table are model ID, version number, type, description and the name of the author.

At the "model identifier" column, it is presented the indented outline structure with folder icons as nodes and document icons as leafs. Double-clicking over each folder will expand or collapse its content.



**Figure 4-42: Model list view**

### 4.9.3. Adding models

Users can add a new model accessing this functionality from the main menu or alternatively clicking over the “New” button in the model manager.

This frame contains the components needed to introduce all data to define a new model in the system. These data (model attributes) are grouped with the following structure:

- General
- Configuration
- Input / Output

Each category is analysed in the following sub-sections.

#### 4.9.3.1. General data

In this group users must define general information about the model to create:

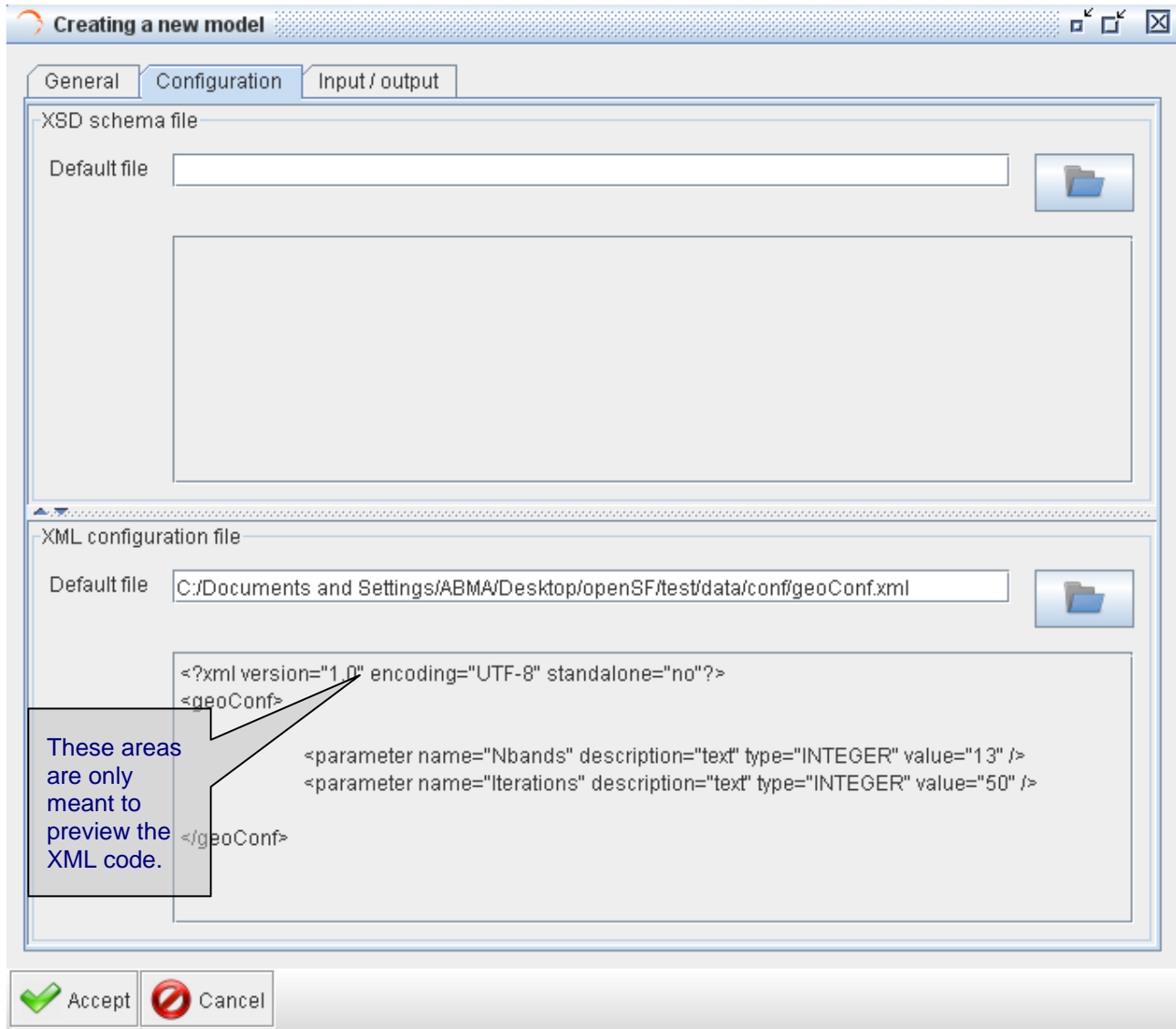
Attribute Name	Format	Purpose	Sample
<i>Model ID</i>	Medium string	Unique model identification.	“LIDAR”
<i>Model version</i>	Float	In a new model this field will be filled with a default value. Users cannot edit this unless they use the “new version” functionality.	1.0
<i>Description</i>	Long string	Free writing area where to briefly describe the model.	“State-of-the-art” LIDAR instrument model
<i>Author</i>	Medium string	Text field where to write the author’s name.	“DMS”
<i>Stage</i>	Several options defined as stages in the repository	Model type or “family”.	“Instruments”
<i>Source code file</i>	File	There is a text area to write the file name <sup>3</sup> and a button that will show a dialog to locate and choose the intended source code file.	“models/LIDAR/src/lidar.f90”
Binary code file.	File	Same as above but referred to the corresponding binary <sup>4</sup> file.	“model/LIDAR/src/lidar”

<sup>3</sup> Codes in general will have several routines. However, there will be always a “main”. This function is interesting to pinpoint, as it is a sort of manager for the rest of routines.

<sup>4</sup> The compiling process is an external procedure to openSF.

### 4.9.3.2. Configuration

Selecting the “Configuration” tab (Figure 4-43), users can select the XML configuration file and its correspondent XSD schema file using file-browser dialogues. Text areas are also provided to preview the XML code.



**Figure 4-43: Model. Configuration**

### 4.9.3.3. IO descriptors

The “Input” and “Output” tabs (Figure 4-44) from the Model properties window enable users to specify, respectively, the contents of the input files expected for the model, and the output files the model produces as output. Thus, users can select “Input” and “Output” tabs in order to define to the IO descriptors for this model. IO descriptors are intended to allow the model connection when defining simulations.

Each IO descriptor has an identifier that uniquely identifies the descriptor among the system. It may happen that an IO descriptor for a new model may exist already in the system, that is, this model uses



the same type of files and file contents as another model. Therefore, a combo-box component is presented with the list of known IO descriptors in case the user desires to select an existing one.

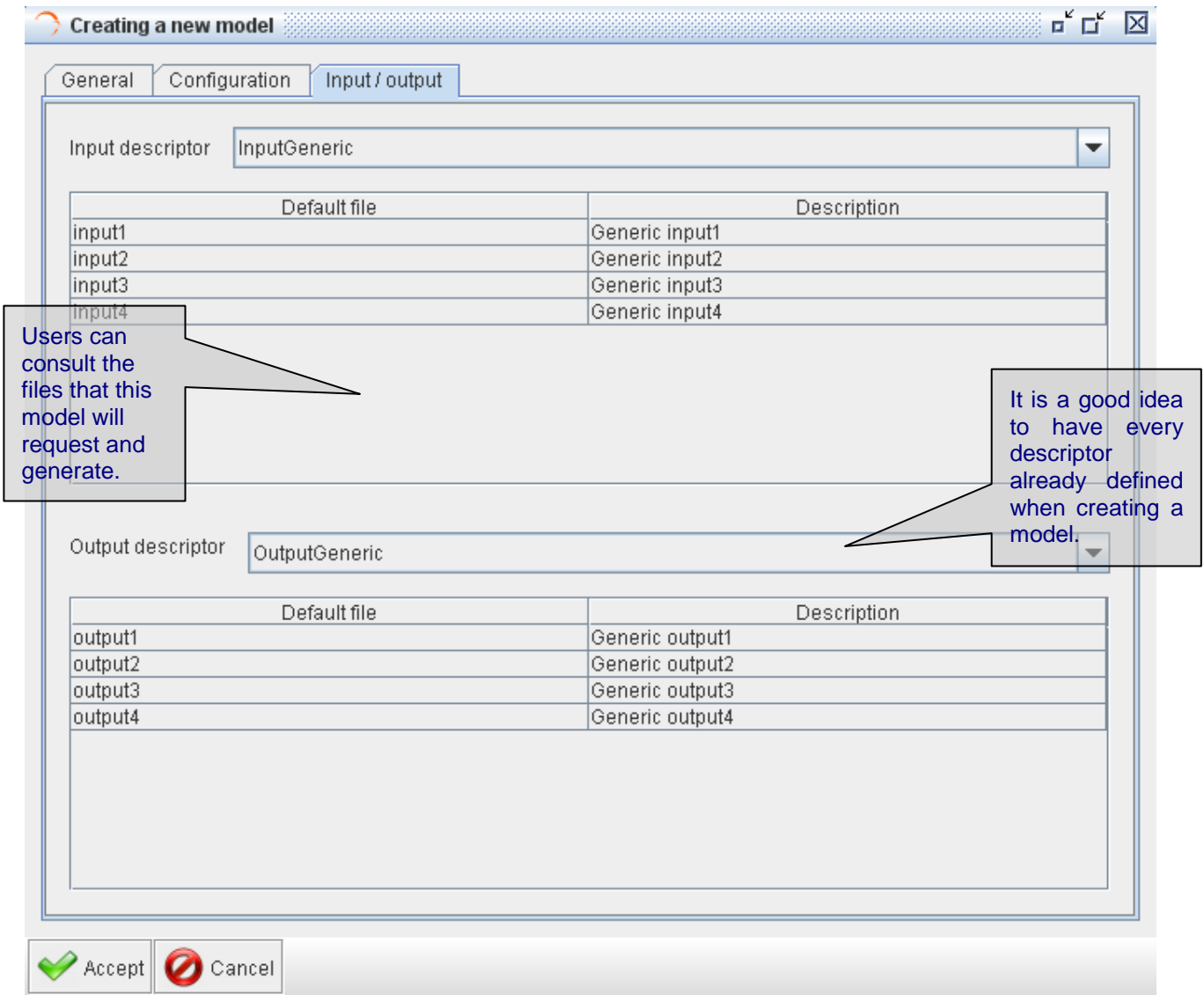


Figure 4-44: Model. Input/Output specification

#### 4.9.4. Model upgrade - New version

A new version of a model represents an upgrade of the implementation of a given model. This means that users can alter the binary code of the model but not the configuration, input and output files originally involved in the model definition.

Users can create a new model version selecting the correspondent action from the context-menu of the repository view or alternatively clicking over the "new version" button in the model list.

The system will automatically perform a "minor version upgrade" (for example, from 1.0 to 1.1).

Users now can edit more attributes than with the "model edition" feature. Changeable attributes are the following:

- Model version

- Description
- Author
- Source code
- Binary code

### 4.9.5. Model edition

Editing a model from the repository view or from the models list, openSF will present the same window as in the previous chapter with all known data already filled. The window shall present fields in write-mode only the data that is susceptible to be modified (only description and author). If users want to change more attributes of a certain model, other operations must be used (“model creation” or “new model version”).

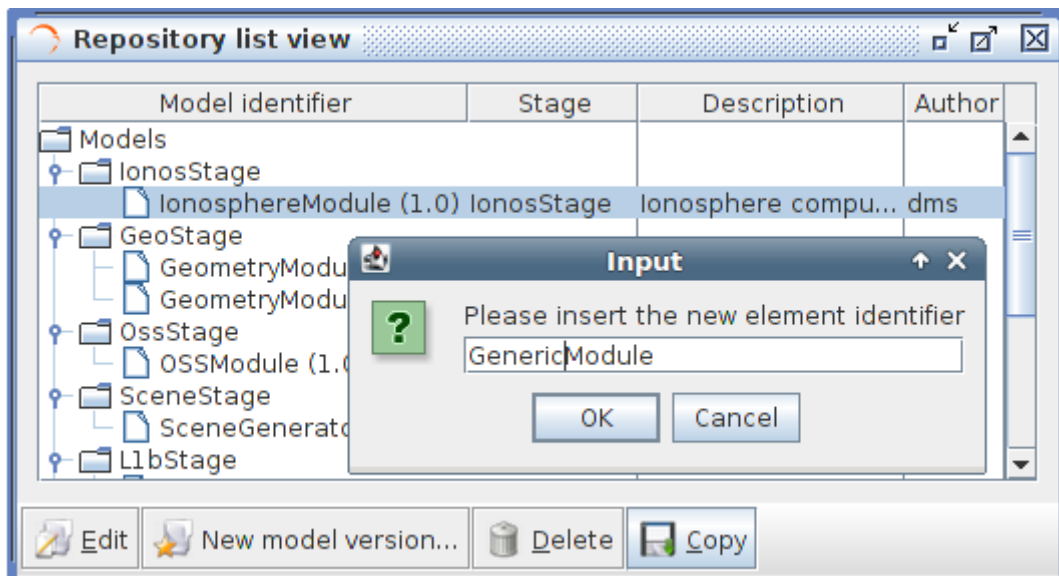
This frame is intended to let users modify data of a certain model. Once they have finished with the edition, they can accept or cancel the changes made with the buttons at the bottom-side toolbar.

### 4.9.6. Model deletion

Users can select a certain model and choose the option to delete it. Once users confirm the operation the model is erased from the repository and the file system. Note that also every simulation, session (and its results) that uses this model will also be erased from the system for consistency purposes.

### 4.9.7. Model copy

Users can select a certain model and choose the option to copy it. The user needs to specify a new name for the model, unique with respect to the existing models. All model definitions shall be copied.

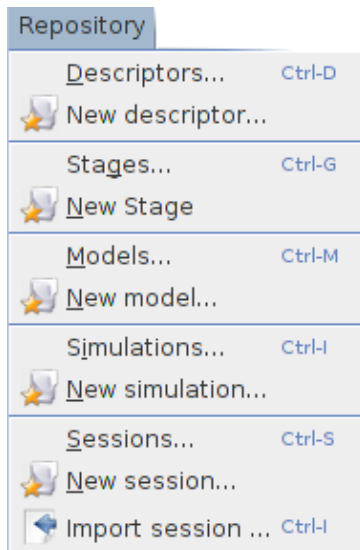


**Figure 4-45: Models. Copy Model**

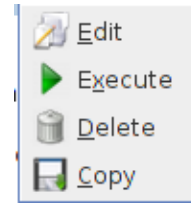
## 4.10. Simulations

As defined in section 1.3, a simulation is understood as a list of models (or even a model alone) that is run sequentially and produces observable results.

Users can access to the list of simulation known by the system in the repository view of the side bar or via the “Simulations” menu (Figure 4-46) from the main menu.



**Figure 4-46: Simulations menu**



**Figure 4-47: Simulation. Pop-up menu**

Operations involving simulations include the following:

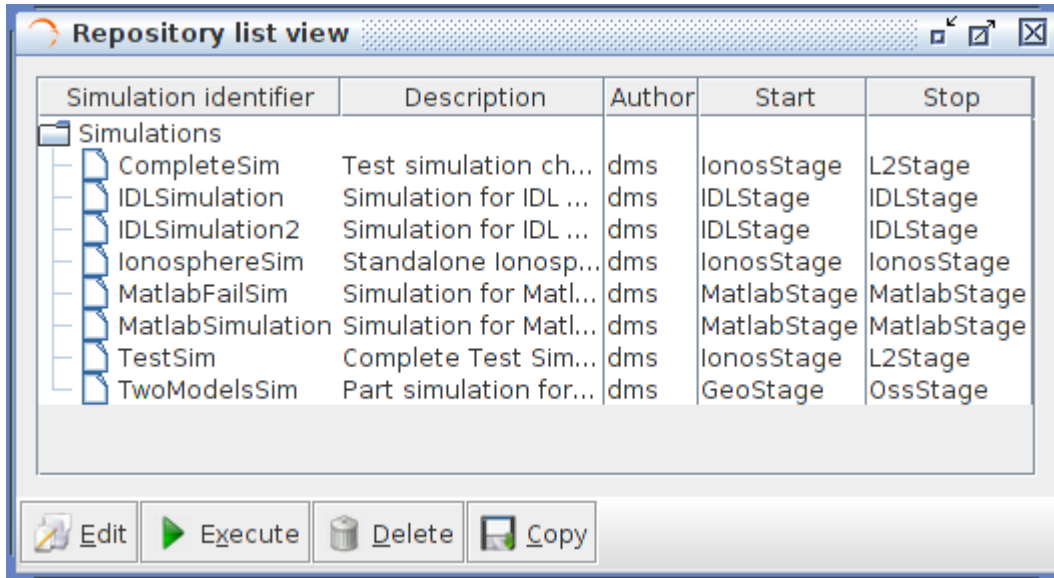
- List – present the list of existing simulations;
- Creation – capability to create a new simulation into the system;
- Edition – edit an existing simulation to enter changes;
- Deletion – delete a simulation from the system;
- Execution – Starts a new session definition including this simulation;
- Copy – creates a copy of an existing simulation.

### **4.10.1. Simulation list**

Users can access to the simulation list selecting the “List simulations” option from the “Simulations” menu.

Figure 4-48 shows an example of the simulation list window that is presented upon selection. Below the table including the simulations existing in the system, there is a tool-bar with buttons to access to the different functions listed previously. Users can thus select a certain simulation and perform the operations shown in the toolbar.

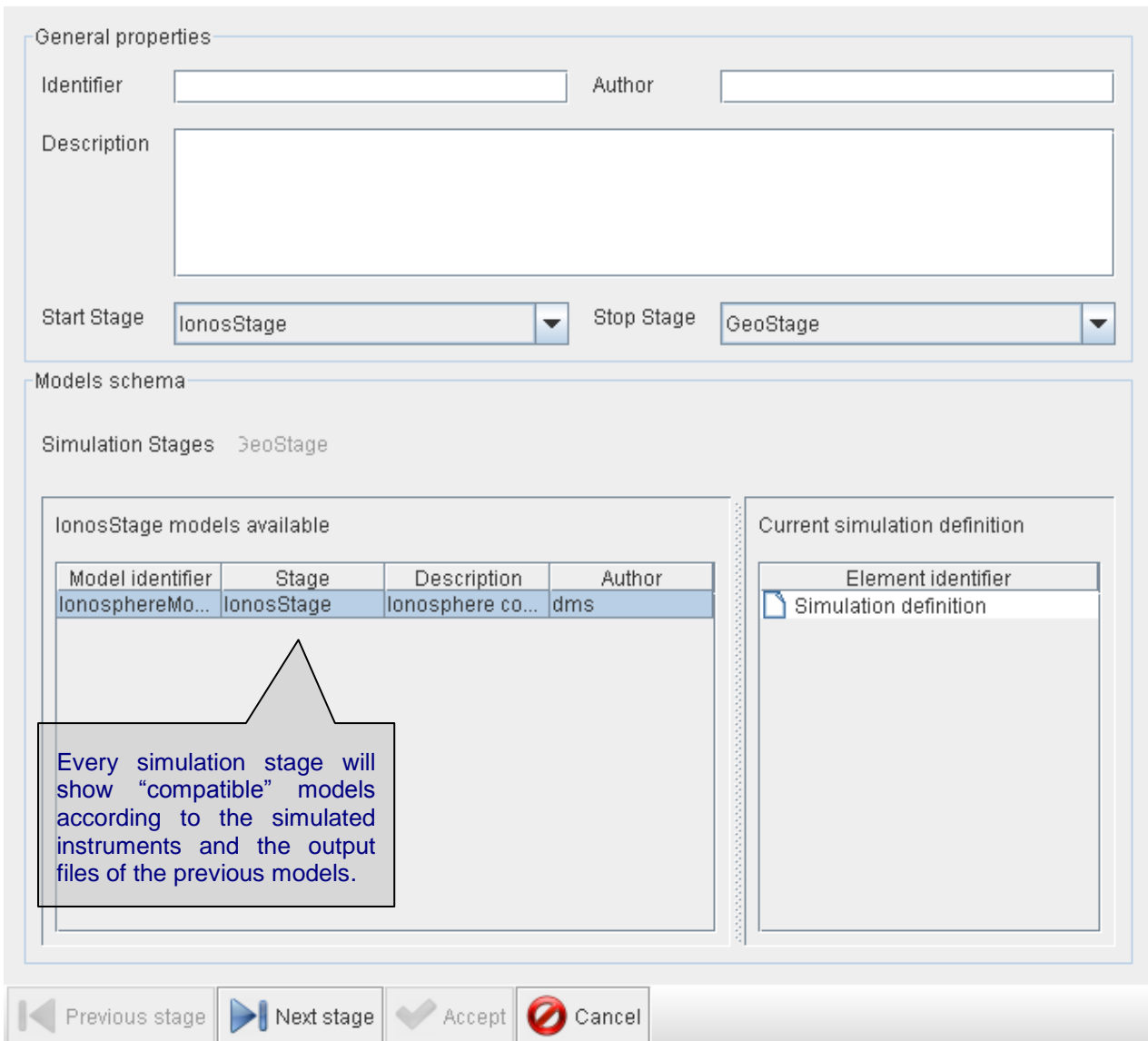
Data attributes shown in the simulation list table are simulation ID, description, the name of the author that created the simulation, and both limits (start and end) of the simulation stages.



**Figure 4-48: Simulations list view**

### 4.10.2. Simulation creation

By selecting the “New simulation” option from the “Repository” menu the system will present a new frame (Figure 4-49) with components to introduce all necessary data to define a simulation.



The screenshot shows a software interface for creating a simulation. It is divided into two main sections: 'General properties' and 'Models schema'.

**General properties:** This section contains input fields for 'Identifier' and 'Author', a large text area for 'Description', and two dropdown menus for 'Start Stage' (set to 'lonosStage') and 'Stop Stage' (set to 'GeoStage').

**Models schema:** This section is titled 'Simulation Stages' and shows 'GeoStage' as the current stage. It is split into two panes:

- lonosStage models available:** A table listing compatible models for the current stage.
 

Model identifier	Stage	Description	Author
lonosphereMo...	lonosStage	lonosphere co...	dms
- Current simulation definition:** A tree view showing the 'Element identifier' 'Simulation definition'.

A callout box points to the table with the text: "Every simulation stage will show 'compatible' models according to the simulated instruments and the output files of the previous models."

At the bottom, there are four buttons: 'Previous stage', 'Next stage', 'Accept', and 'Cancel'.

**Figure 4-49: Simulation. Creation**

The information needed to create a new simulation is organised in two areas separated in the window:

- ❑ **General properties**, containing general information about the simulation, and
- ❑ **Models schema** that allows defining the model constituents of the simulation. The series of models are listed in the “current simulation definition” tree.

Both spaces for the simulation creation are further detailed below.

#### 4.10.2.1. General properties

The general data is constituted by the following attributes:

Attribute name	Format	Purpose	Sample
Identifier	Short string	Identifies a simulation within the system.	“Lidar”

Attribute name	Format	Purpose	Sample
Author	Medium string	Denotes who created the simulation.	“DMS”
Description	Long string	Users can briefly describe a simulation in this text area.	“End-to-end simulation of a single instrument”
Starting and ending stages	Options: stages of the simulation	Two combo-box components allow users to specify the first and last stage of this simulation. Stages coincide with model families. Starting stage shall not be posterior to the ending stage and, reciprocally, ending stage cannot be anterior to the starting one. Updates shall be performed to the current simulation definition (sequence of models to be included) according with the changes of the limits.	“Scene” to “Retrieval”

#### 4.10.2.2. Models schema

Users can now form the sequence of models that comprise the simulation, the model schema. Users have three different panels:

- ❑ **Simulation stages.** The list of simulation stages (model families) that the model schema must fill in according with the limits defined before. The current stage is also indicated in this panel. If no stage is indicated then the simulation is completely defined.
- ❑ **Stage available models.** A list of available models from which the user selects one in order to start defining the simulation chain. Notice that the list of models that appears in the panel must conform to the models corresponding to the previous processing step derived from the simulation type.

It is important to note that the compatibility of a certain model is given by the fact that, at least, one file of its input is provided (i.e. have the same default file name) by the output of the previous models (not necessarily the preceding one).

$$\bigcup_{i=0}^{j-1} Output_i \cap Input_j \neq \phi$$

“Output<sub>i</sub>” is the set of files generated by a model; “Input<sub>j</sub>” is the set of files needed by a model.

- ❑ **Current simulation definition.** A tree showing the current structure of the models that will perform the simulation. Models are shown ordered following the sequence that will be used later in the session execution. Models are ordered by its family and, internally into a family, by the IO descriptors. For example: combined retrieval algorithms shall be executed after single-instrument retrievals.

Users can select an individual model, a range of models or a list of ranges (using the left mouse button in combination with the shift and control buttons) from the list of valid models.

Eventually, the “Previous stage” and “Next stage” buttons are used to navigate through the models (e.g., scenes, instruments, etc.) that define the simulation. Upon selecting the “next stage” action, selected

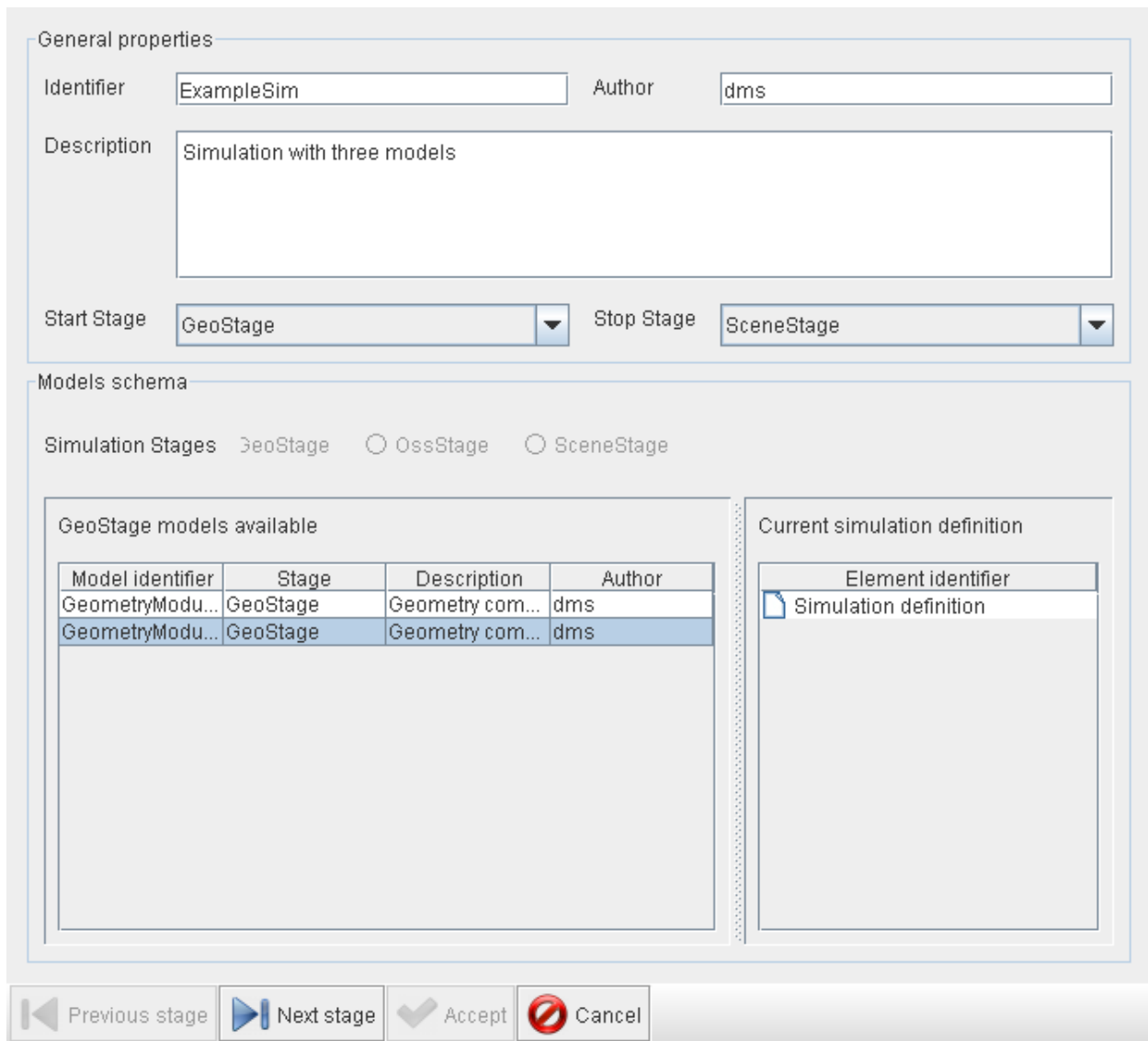
models from the list of valid models will be included in the “current simulation definition”. Pressing the “previous stage” button, the simulation will be positioned in the previous stage and remark the previous selection of models.

### 4.10.3. Simulation creation example: creating a forward simulation

This is an example that illustrates “step-by-step” the definition of the forward branch of a simulation.

#### 4.10.3.1. Step 1: Entering the model list tab

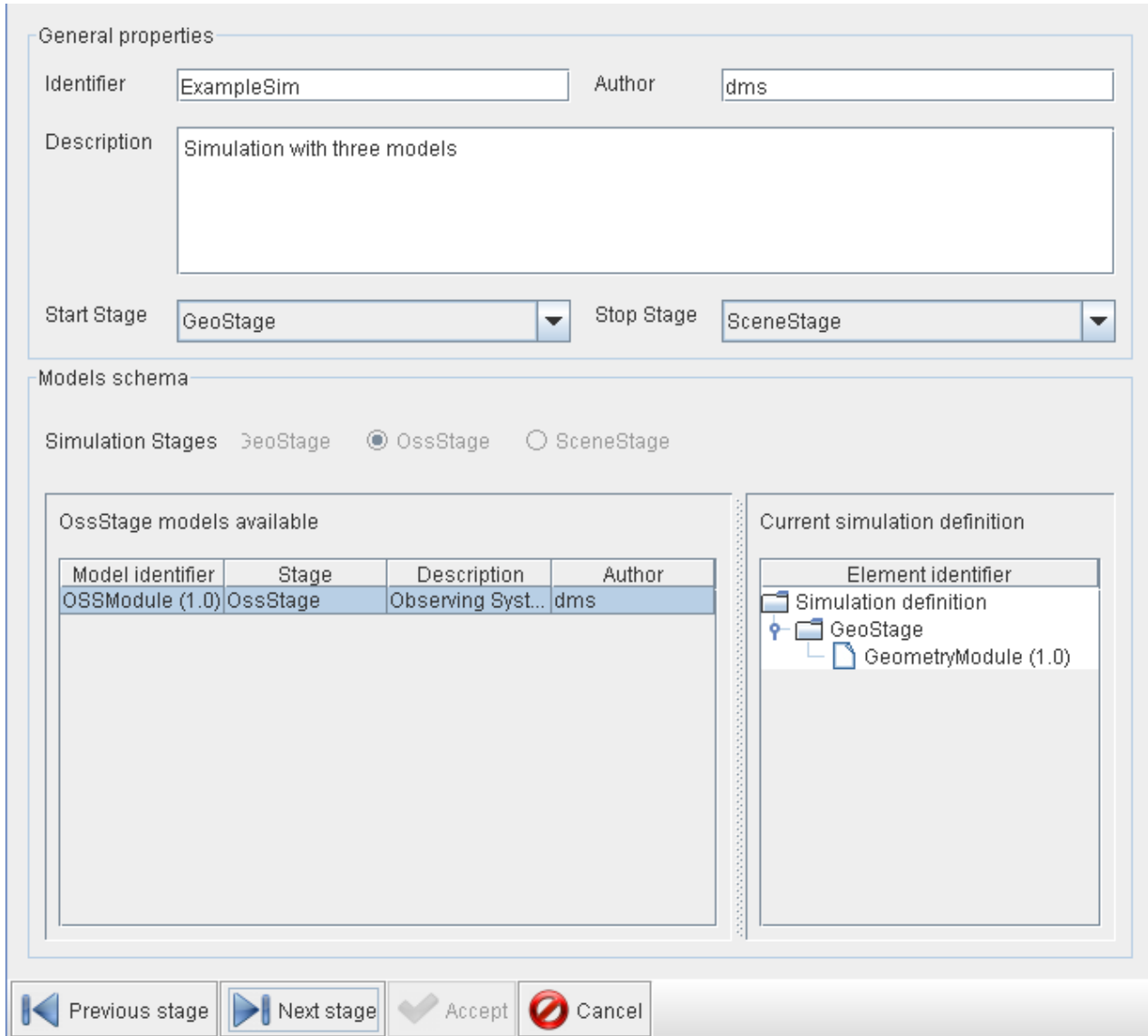
The user has chosen in the “General” tab to indicate the forward branch of the simulation process (from GeoStage to SceneStage) as appearing in Figure 4-50. The models tab panel shows a list of available models to create a GeoStage, as the first processing step (stage) of the simulation consists of the GeoStage generation.



**Figure 4-50: Defining a simulation - initial model window**

#### 4.10.3.2. Step 2: Selecting the first model of the simulation

The user can now select one of the GeoStage models from the list (in the example there are two available) by means of the “Next stage” button to add it to the simulation’s structure. The result of this operation is illustrated in Figure 4-51.



**Figure 4-51: Defining a simulation - selection of the first model**

#### 4.10.3.3. Step 3: Selecting the remaining models of the simulation

The next step refers to the selection of the remaining models up to the completion of the simulation.

In the example, once the GeoStage model has been chosen, the forward modelling must be defined. By pressing the “Next stage” button (Figure 4-52), the system will show the list of available forward models to join the simulation. It is important to mention that only those models that are compatible with the IO descriptors of the previous model are presented here. This means that during the simulation definition, the consistency of its constituents is granted.

Users can now select multiple models to add to the tree structure at the right side.



General properties

Identifier:  Author:

Description:

Start Stage:  Stop Stage:

Models schema

Simulation Stages:  GeoStage  OssStage  SceneStage

SceneStage models available

Model identifier	Stage	Description	Author
SceneGenerat...	SceneStage	Scene Generat...	dms

Current simulation definition

Element identifier

- Simulation definition
  - GeoStage
    - GeometryModule (1.0)
  - OssStage
    - OSSModule (1.0)

**Figure 4-52: Defining a simulation - presentation of consistent models**

Once all the desired forward models have been added to the structure, users can press the “Next stage” button and continue defining the models.

It is important again to recall that each time a model is selected, the list of models presented in the next processing stage is limited to those that are compatible in terms of the IO descriptors.

#### 4.10.3.4. Step 4: Finishing the simulation creation

Once all models for the simulation have been defined, the user may save<sup>5</sup> it into the database by clicking on the “Accept” button (Figure 4-53).

<sup>5</sup> Each type of simulation has to reach an ending point defined by its type. If with the available models this is not possible, then the simulation cannot be defined, and therefore it is not saved.

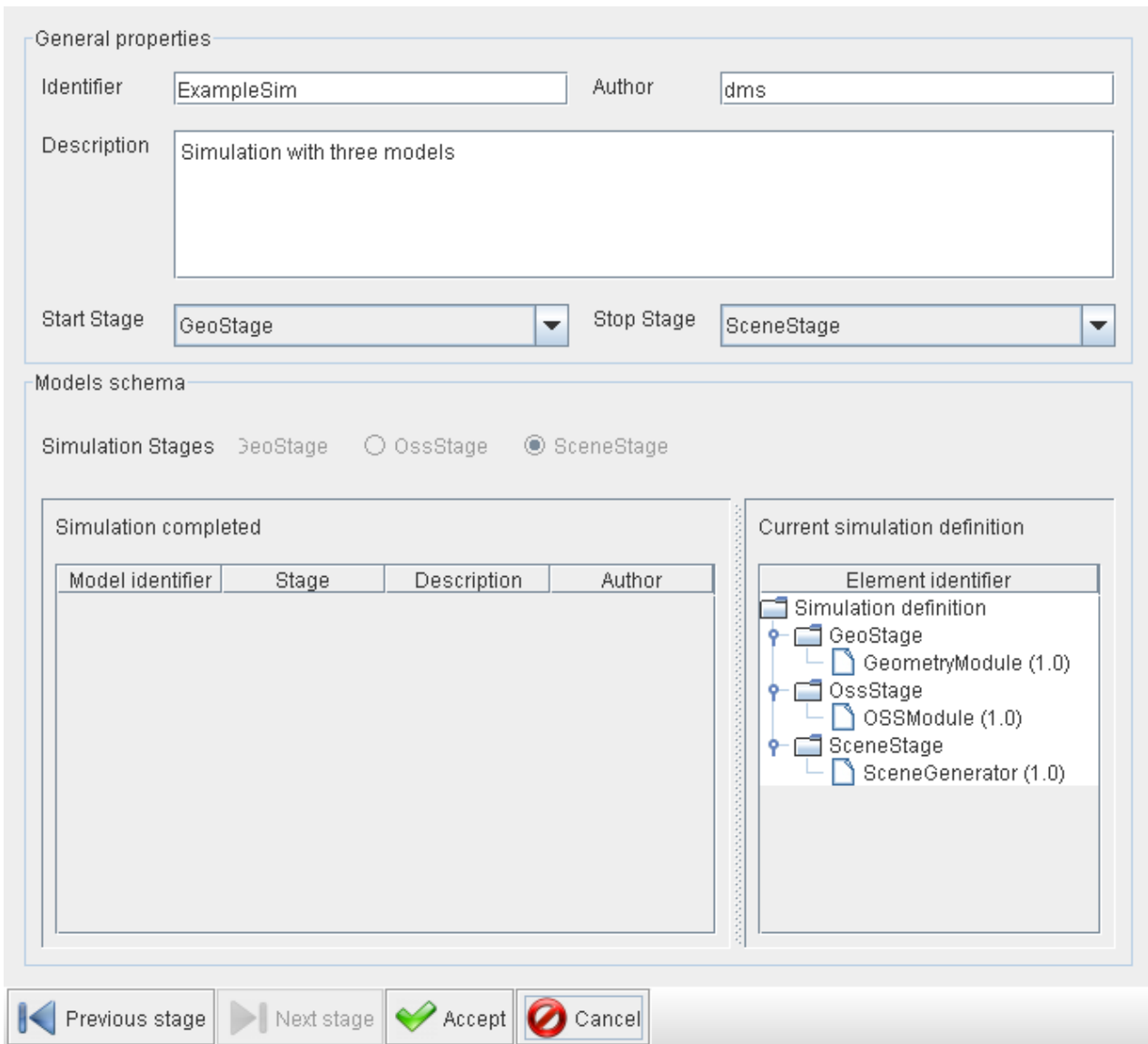


Figure 4-53: Defining a simulation - final window

#### 4.10.4. Simulation edition

The edition of a simulation is accessed by either clicking on the “Edit” option from the main menu bar or selecting it from the context-menu at the repository view, or selecting the option from the actions tools bar of the simulation list frame.

The MMI will show the same frame as for “simulation creation” with all data corresponding to selected simulation already filled in. In this occasion only the description can be changed.

Once the user has finished with the simulation edition, the changes can be either accepted or cancelled making use of the corresponding buttons at the bottom-side toolbar.

#### 4.10.5. Simulation deletion

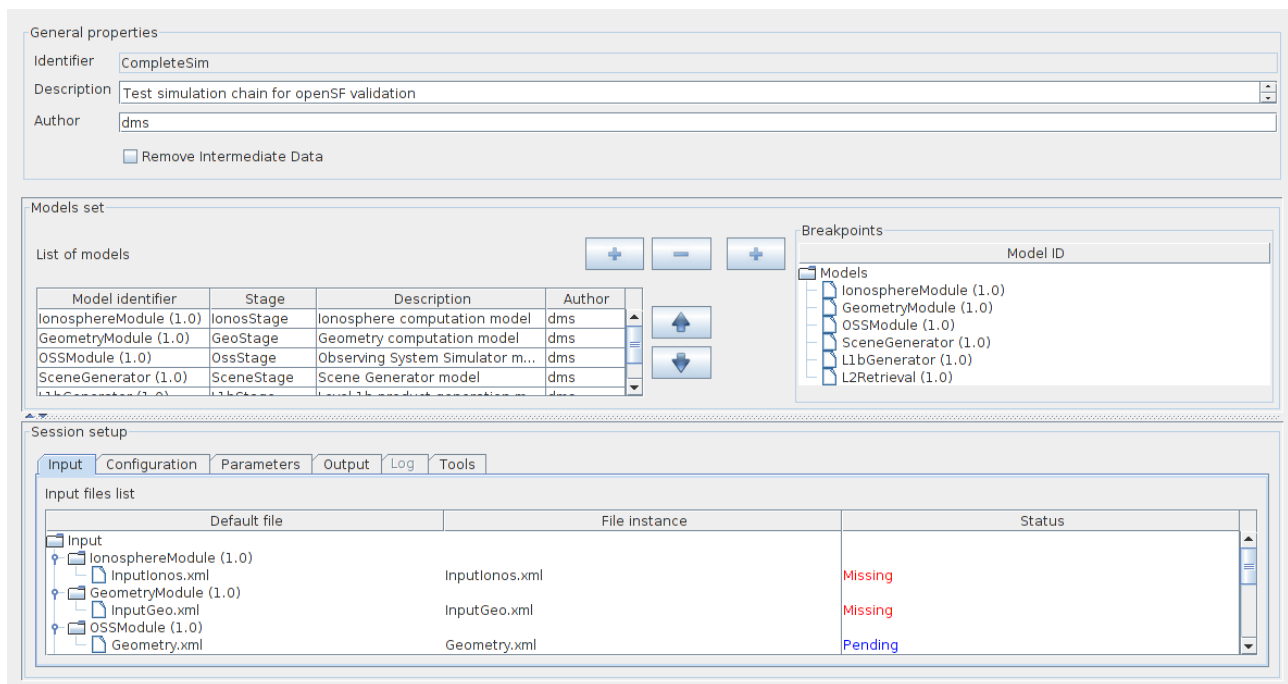
Users can select a certain simulation and choose the option to delete it. The user needs to confirm the operation to completely delete the simulation from the repository. **Note that for consistency purposes,**

**the deletion of a simulation implies also the removal of every session (and its results) that uses this simulation from the system.**

### 4.10.6. Simulation execution

Either selecting “Execute” from the context-menu at the repository view, or selecting the option from the actions tools bar of the simulation list frame accesses the execution of a simulation.

This functionality is meant to rapidly create a session from a given simulation. Thus, the system will show a window like the example presented in Figure 4-54. This window corresponds to a session creation, but the models from the selected simulation are already included in the models set and the description and author fields are filled with information extracted from the simulation. The “Run” button at the bottom of the window launches the execution of the session.



**Figure 4-54: Simulation. Execution**

### 4.10.7. Simulation copy

Users can select a certain simulation and choose the option to copy it. The user needs to specify a new name for the simulation, unique with respect to the existing simulations. All simulation definitions shall be copied to the new simulation instance.

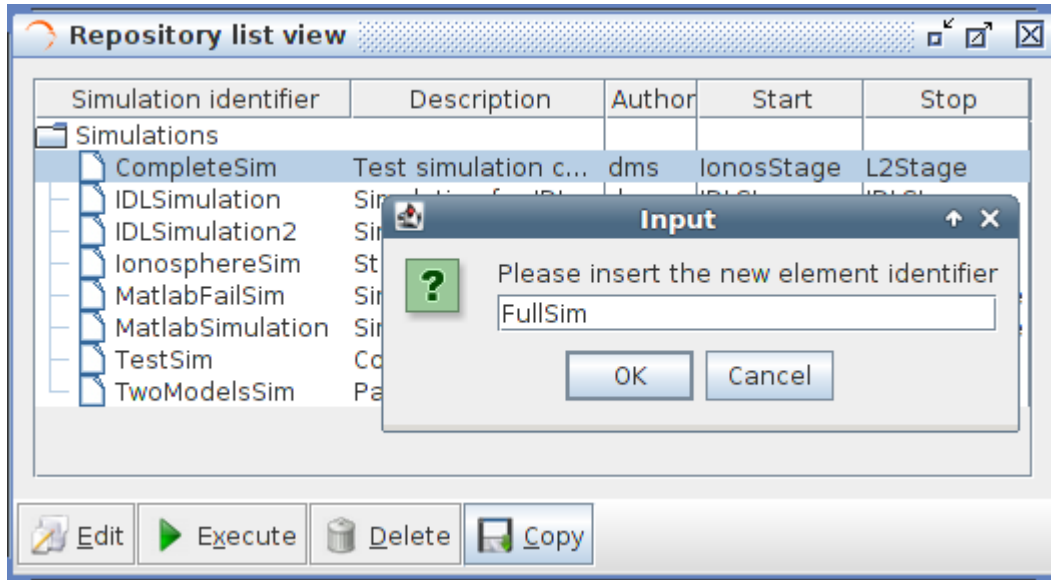


Figure 4-55: Simulation. Copy Simulation

## 4.11. Sessions

According to section 1.3, a session is defined as an execution of either an execution of a set of models (possibly obtained from the ordered set of models of a simulation) or an iterative execution of a set of models with different parameter values.

Users can access to the list of sessions existing in the system in the repository view of the side bar or via the “Sessions” menu (Figure 4-56) from the main menu.

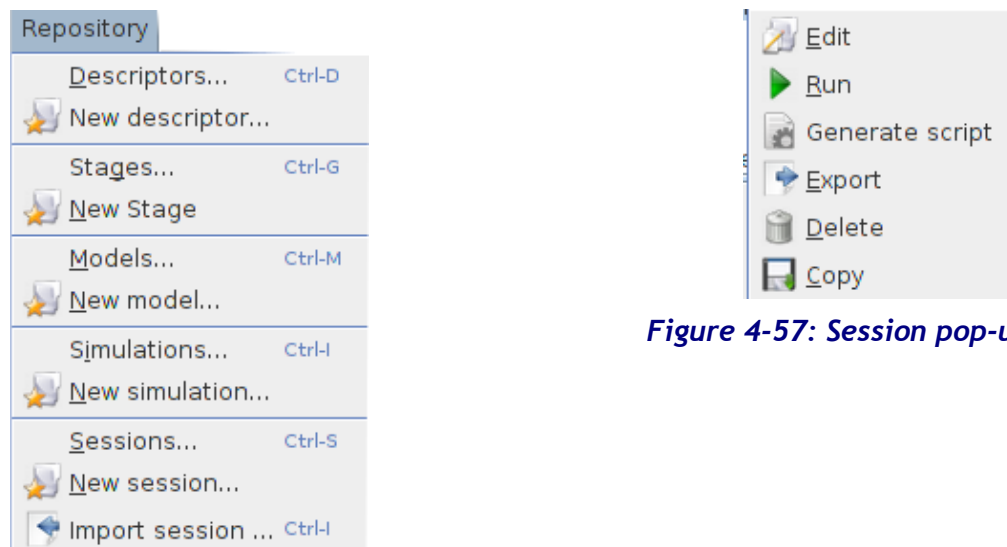


Figure 4-57: Session pop-up menu

Figure 4-56: Session menu

Operations involving sessions include the following:

- ❑ *List* – present the list of existing sessions;
- ❑ *Creation* – capability to create a new session into the system;

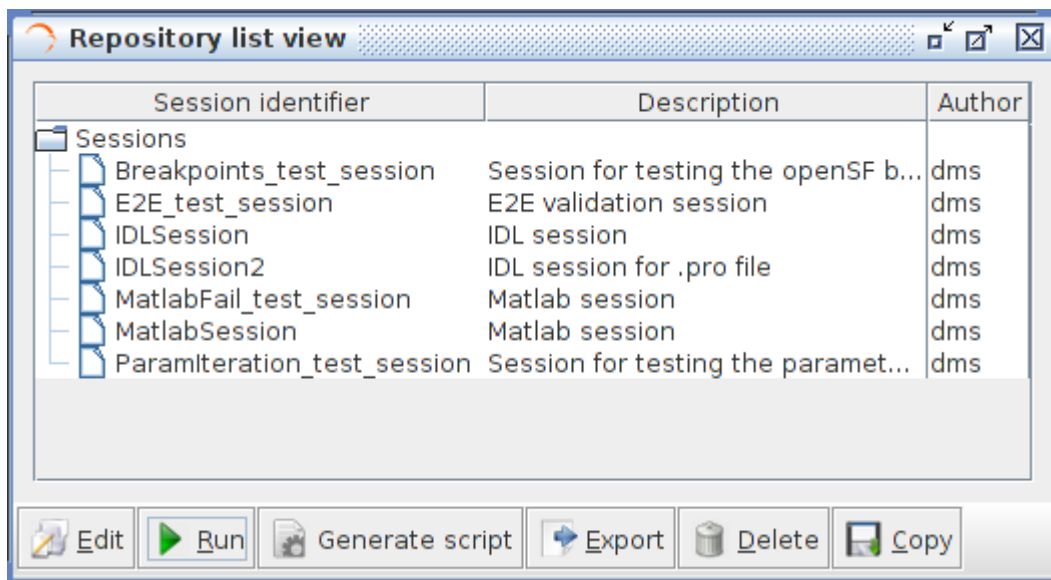
- Edition* – edit an existing session to enter changes;
- Deletion* – delete a session from the system;
- Run* – Starts a new session execution;
- Script generation* – creates and stores a script describing the session;
- Exportation* – Exports the entire session definition;
- Copy* – Creates a copy of an existing session.

### 4.11.1. Session list

Users can access to the session list selecting the “List” option from the “Sessions” menu.

Figure 4-58 shows an example of the session list window that is presented upon selection. Below the table including the sessions existing in the system, there is a tool-bar with buttons to access to the different functions listed previously. Users can thus select a certain session and perform the operations shown in the toolbar.

Data attributes shown in the session list table are session ID, description and the name of the author that created the session.



**Figure 4-58: Session list view**

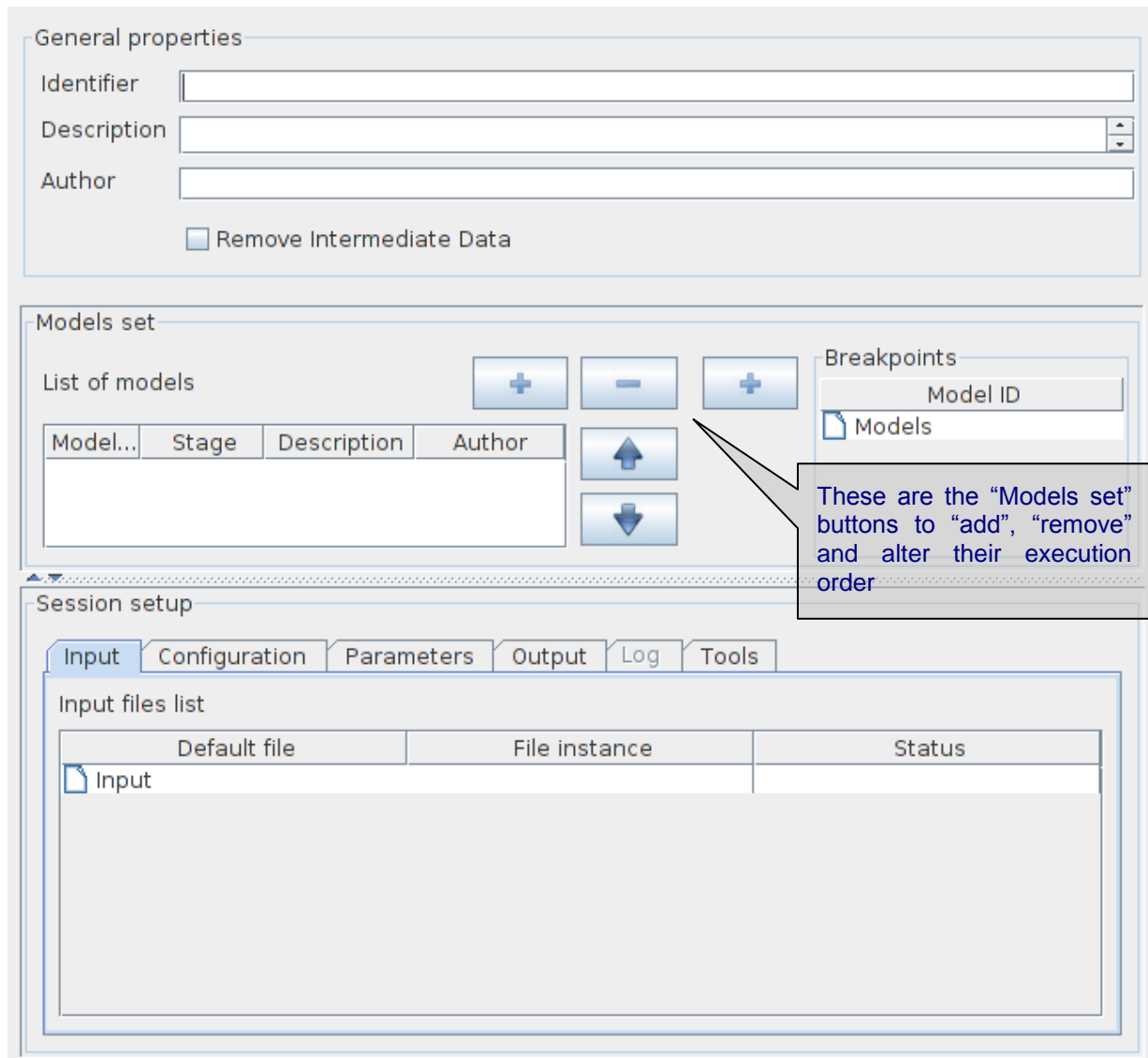
### 4.11.2. Session creation

Users can create a new session definition by clicking on the corresponding action from the Session menu.

#### 4.11.2.1. General properties

Figure 4-59 shows a blank session creation window. First thing the user must fill shall be the following general properties:

Attribute name	Format	Purpose	Sample
<i>Identifier</i>	Medium string. No blank spaces allowed.	Uniquely identifies this session definition into the system.	“E2E”
<i>Description</i>	Long string	Brief remarks about the goals and characteristics of the simulation	“This is a full end-to-end simulation for the EarthCARE mission”
<i>Author</i>	Medium string	Name of person or group responsible of the session definition	“DMS”



General properties

Identifier

Description

Author

Remove Intermediate Data

Models set

List of models

Model...	Stage	Description	Author

Breakpoints

Model ID

Models

These are the “Models set” buttons to “add”, “remove” and alter their execution order

Session setup

Input Configuration Parameters Output Log Tools

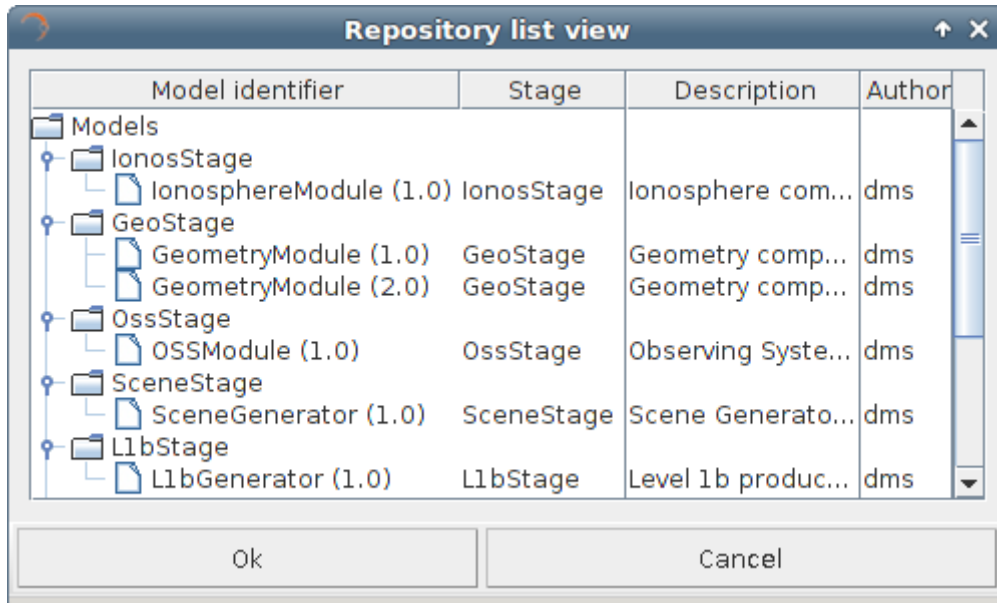
Input files list

Default file	File instance	Status
Input		

**Figure 4-59: Session creation - General properties**

#### 4.11.2.2. Altering the model set

First, models to be executed need to be included by selecting them from a list of available models. Users just need to click on the desired row at the simulation list (Figure 4-61) and press the “Ok” button.



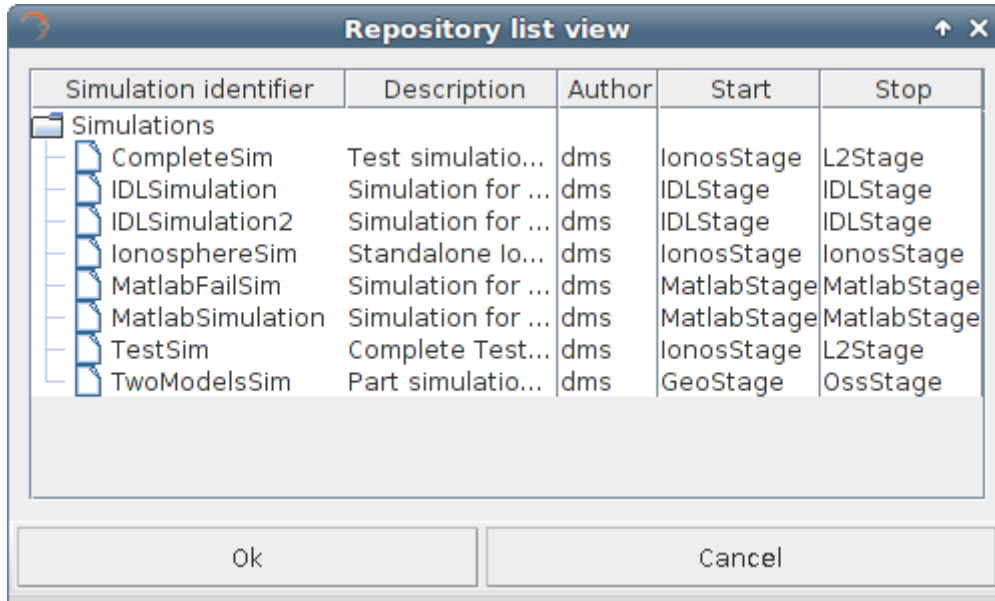
**Figure 4-60: Session - Model specification**

Users can also remove a desired model from the session’s models set by just selecting it and clicking the “remove” button.

It is also possible to alter the models execution order. Users can move up and down a selected model from the list.

##### 4.11.2.2.1. **Altering the models set based on simulations**

Models to be executed can also be included by selecting a simulation from a list of available simulations. Users just need to click on the desired row at the simulation list (Figure 4-61) and press the “Ok” button.



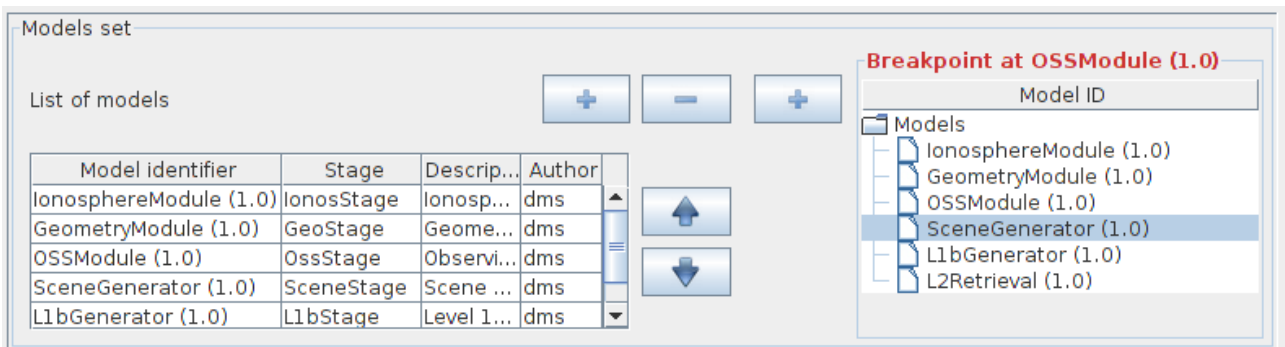
**Figure 4-61: Session - Simulations specification**

With this action the set of models that define the simulation are added at once to the session’s model set.

#### 4.11.2.3. Breakpoint Scheduling

Users are able to schedule breakpoints during the session execution. A breakpoint is a point where the session execution shall stop in a controlled manner, due to system architecture constraints only is possible to interrupt the execution when a determined model has finished the computation and has written the corresponding output.

The user interface for breakpoints addition can be found just to the right of the “List of Models” in the “Session Creation” window.



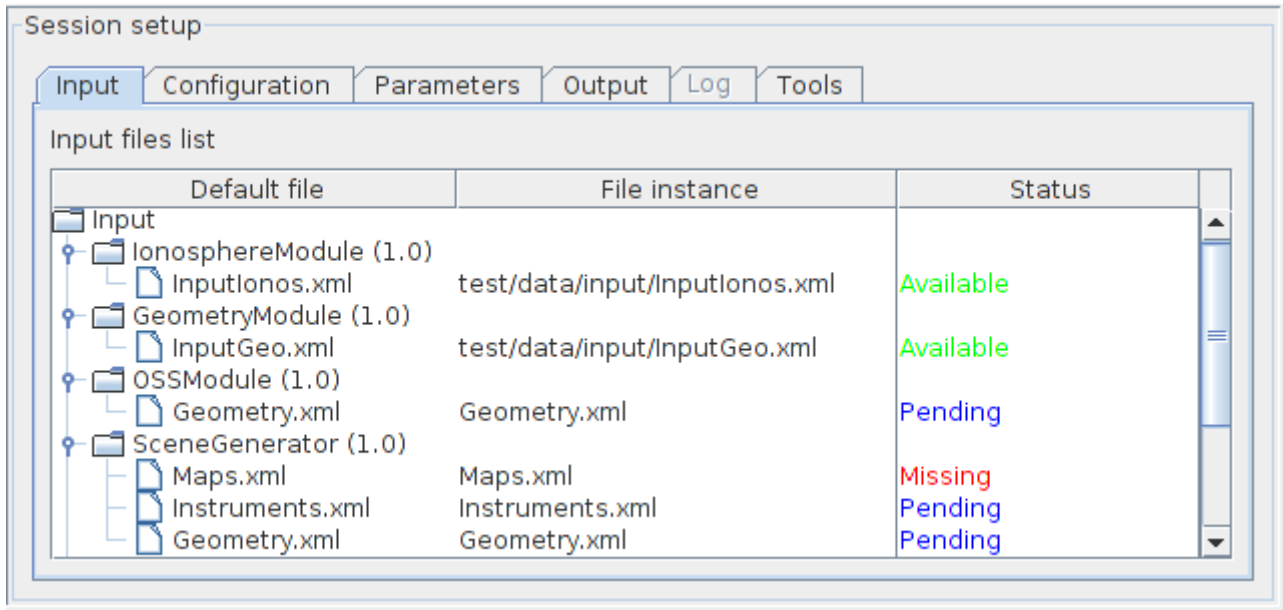
**Figure 4-62: Breakpoint Scheduling Interface**

In order to schedule a breakpoint in a model, users shall click on its identifier in the “Model Tree” within “Breakpoints” panel. To remove previously defined breakpoints the user shall click on the “Models” top folder.

#### 4.11.2.4. Provision of input data

Selecting the first tab of the session setup, (Figure 4-63) the system will ask for the location of the input file list needed to start the simulation.





**Figure 4-63: Session - Inputs definition**

Double-clicking on the “file instance” column a file browser dialog will pop up. The user can now navigate through file system directories to specify the desired file’s location. Note that at the time of defining the models, input files are defined from a general point of view (e.g., a file with ground altitude). It is in this step where a user can physically locate each file with the required data.

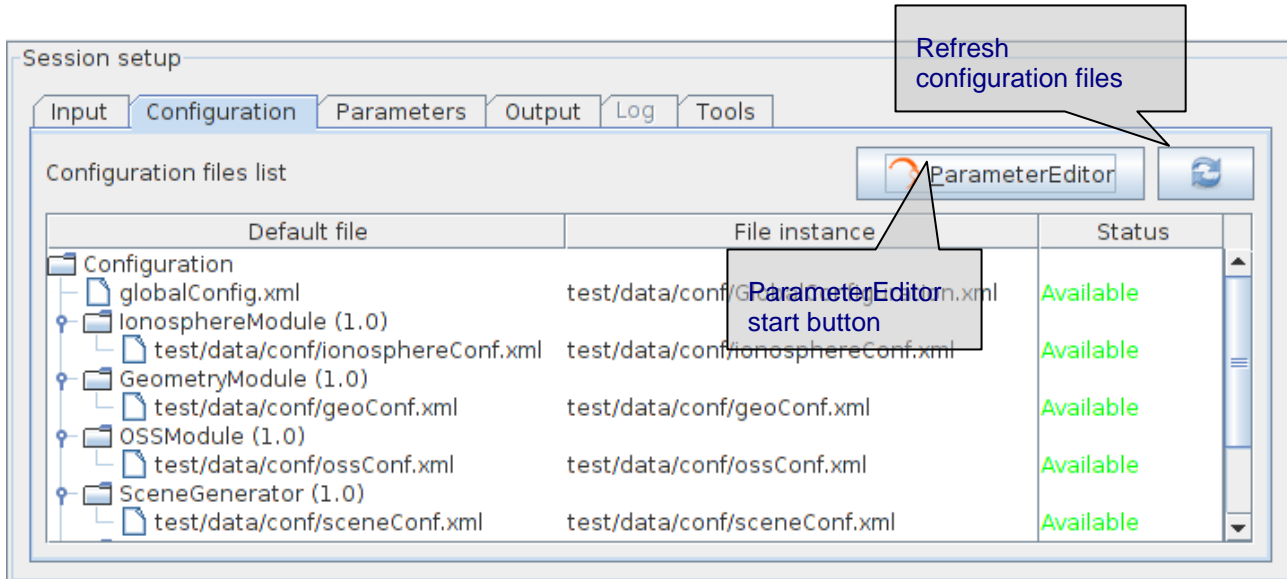
The “Status” column will show one of three different options for each file:

- Available** (green) – the file instance is present, so the file is ready to be used for the model executions;
- Pending** (blue) – the file is not present but it will be generated for the model executions before needed;
- Missing** (red) – the file is not present and is not scheduled to be generated before needed. Edit the file instance and change it so that it appears as an existing file.

File instance locations can be specified using absolute paths or \$OPENSF\_HOME relative paths.

#### **4.11.2.5. Provision of configuration files**

As it is done at the “input data” step, the session needs to be provided with the location of configuration files needed by all the models involved in the simulation (Figure 4-64).



**Figure 4-64: Session - Configuration files definition**

This window will present the list of models present in the session and will ask for the location of each needed configuration file. At this stage the models cannot be changed nor deleted.

Double-clicking on a file row, the system will show a file browser to locate a specific configuration file. Providing an existing file will update the status to “Available”.

The configuration file panel has two buttons providing the following capabilities:

- ParameterEditor button* - located at the top of the configuration files list launches the ParameterEditor application with the selected configuration files already loaded. See section 8.
- Refresh button* - reloads all configuration files, reading them from the file system and updating the session parameters. It is recommended to do this after editing configuration files with the ParameterEditor. **Caution: All changes in parameter values made from openSF interface will be lost.**

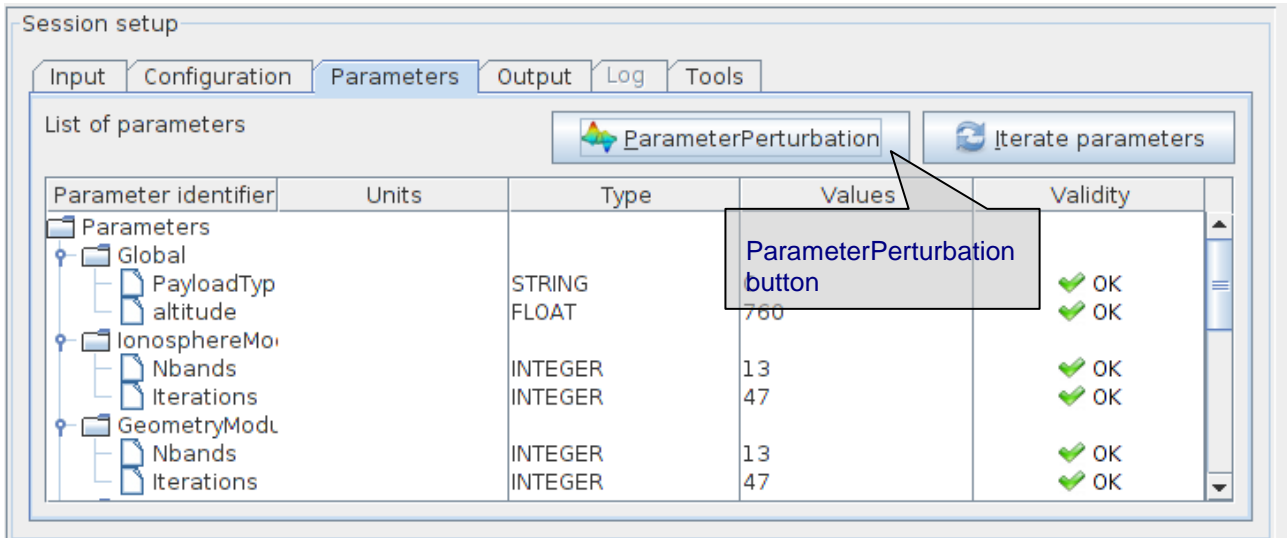
#### **4.11.2.6. Provision of global configuration file**

As it has been seen in the previous section, is possible to provide the location of configuration files. The same action is possible to specify where the global configuration file is located. Global configuration file location can be edited every time the user creates a new session and can be found in the “Configuration” tab of the “Session Setup” panel.

#### **4.11.2.7. Parameters configuration**

This time, the user is able to alter the contents of the configuration files to change the behaviour of the model.

Assumed that the model has been correctly integrated into the system and a valid configuration file is reported, this tab shown in Figure 4-65 will present the list of model parameter (and values) grouped by model and simulation (sorted in execution order).

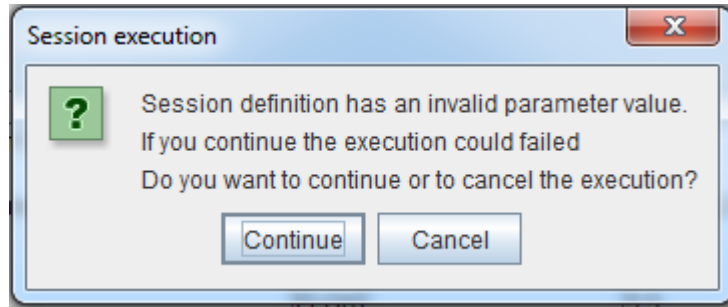


**Figure 4-65: Session - Parameters definition**

Users can consult the following list of attributes:

Attribute name	Format	Purpose	Sample
<i>Parameter identifier</i>	Long string	Complete name of the parameter. A parameter identifier is formed by its path into the file structure (dot separated) and its parameter name.	“parameters.execution_mode”
<i>Description</i>	Long string	Brief description of the parameter purposes and values	“USER of CFI orbit”
<i>Type</i>	Options: INTEGER, FLOAT, STRING, BOOLEAN, FILE and FOLDER	Parameter values type. Used to present different editor when editing the parameter value	“STRING”
<i>Values</i>	(Different types)	Parameter value. An unique value for each parameter is needed	“CFI”
<i>Validity</i>	Options: OK, TypeMismatch, OutOfRange, Unknown	Status of the parameter value integrity. OpenSF checks the parameter validity anytime its value is updated.	“OK”

Only the “values” column is editable to the user, the others just present useful information describing each parameter. OpenSF checks the parameter validity anytime a run session is commanded, if any parameter is not valid the system shows a warning message.

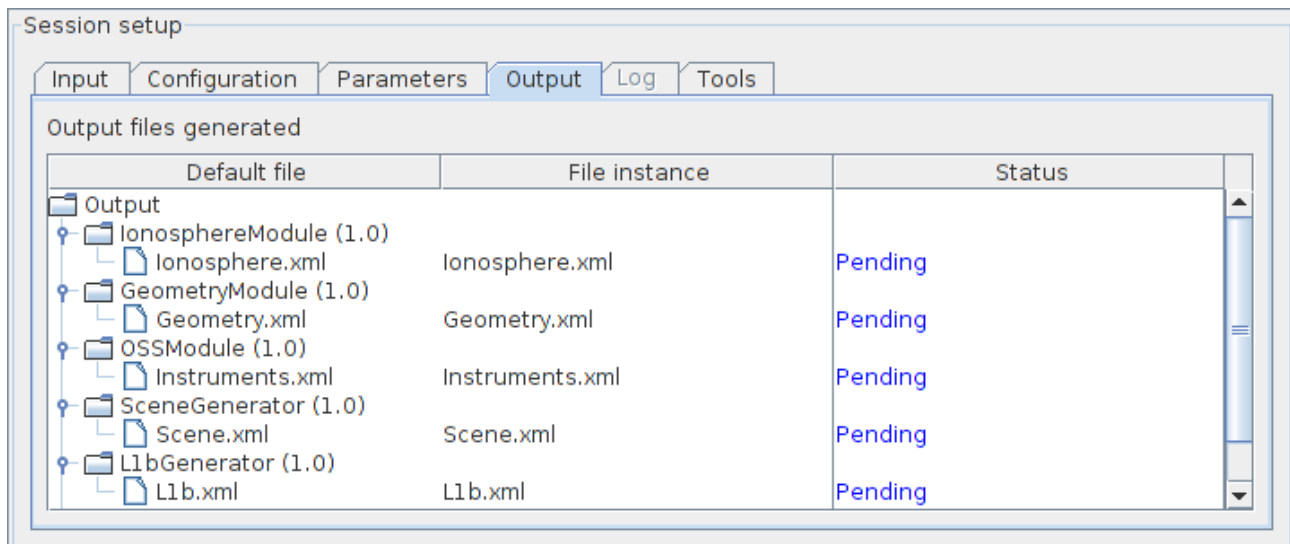


**Figure 4-66: Session execution, warning message**

Note that changing the value of these variables will not affect to the “template” configuration files specified in the “Configuration” tab. The variables involved in a session definition are stored in database with the chosen values, meaning that the session will use them during the execution.

#### 4.11.2.8. Specification of output files

Users can change the name and location of the output files that will be generated by execution of models. Selecting the “output” tab as shown in Figure 4-67, the system will show a list of output files grouped by models, and following the execution order.



**Figure 4-67: Session - Output definition**

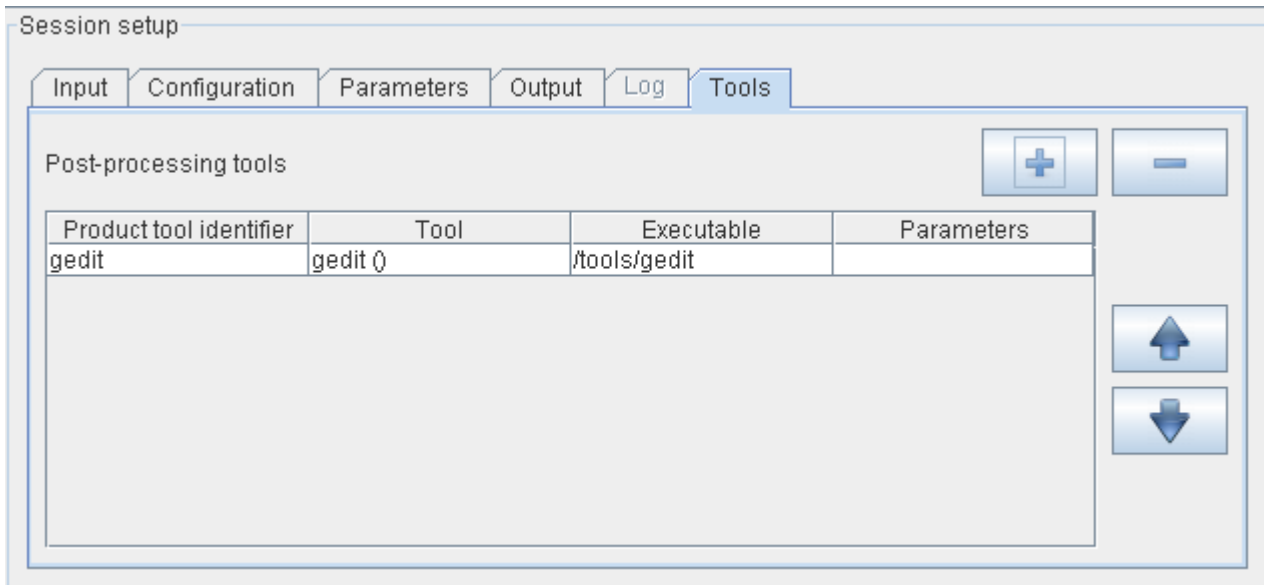
By default, these files will have a “Pending” status, meaning that they will be produced by the action of the models execution. Once a session has been executed and output files generated, file instance column will show the absolute path of the generated file and the status will be “Available”.

##### 4.11.2.8.1. **Removal of intermediate output files**

As shown in Figure 4-59 the user now was an option for removing intermediate output files. By activating this option a session executing shall remove from the sessions directory any output files not generated by the last model of a session execution and that correspond to intermediate data of a step in the model chain.

#### 4.11.2.9. Specification of final product tools

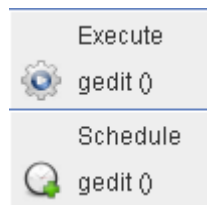
It is possible to add a list of product tools as post-processing operations, that is, a series of executables to be called upon the execution completion. For example, Figure 4-68 shows a list of tools set to graphically compare the reflectivity of an original scene and a reconstructed one as a RADAR instrument may sense it.



**Figure 4-68: Session - Product tools specification**

There are two ways to add tools to this list:

- ❑ Selecting a file from the input, configuration or output files list. Users can right-click on a file marked as “available” or “pending” and a pop-up menu will appear. This menu will show a list of tools that can be applied to that certain file<sup>6</sup>. These tools can be executed instantly (if the file is already “available” or be scheduled to end of the execution process). Users can change the default parameters for the tool execution. Figure 4-69 shows the contextual menu that pops up when the user right-clicks on a file from the Session Creation/Edition view.



**Figure 4-69: File contextual menu.**

When scheduling actions to certain files, openSF uses, instead of the actual file name and location, a reference to the file’s foreseen location as an environment variable. These variables are named starting with the dollar symbol, then “IO”, the simulation number and its identifier with no blanks, underscores or dots. For example, \$IO0orbitxml denotes the orbital file to be generated in the proper folder by the execution process and \$IO1radaroutputnc, the NetCDF file generated by the radar model in the second simulation of a given session.

<sup>6</sup> Tools defined in the system have an action associated to a file extension. See chapter 4.5.3.

In case the selected tool is an “external” tool (as described in section 4.5.3), the GUI will prefix the \$OPENSF\_HOME variable to form the absolute path of the file. Following the previous example, if users want to view the contents of the orbit XML file with an external viewer, GUI will present \$OPENSF\_HOME/\$IO0orbitxml. If users want to plot the radar output (using an internal tool) GUI will present only \$IO1radaroutputnc.

It is also possible to use two other session-related variables: \$SESSION\_FOLDER to point the foreseen location of the session execution and \$SIM\_FOLDER\_# (with “#” denoting the simulation number) pointing the foreseen location of a certain simulation in current session.

In the same way, users can include references to the rest of openSF environment variables like \$OPENSF\_HOME.

- ❑ Clicking on the “add tool to session” button. Upon a selection of this action, users can choose one tool from the appearing list of defined tools. Users can change the default parameters for the tool execution.

Users can also select a certain tool and remove it from the list and, alternatively, change the order of execution of the tools with the arrow buttons besides. In any case product tools are always executed at the end of the executed session.

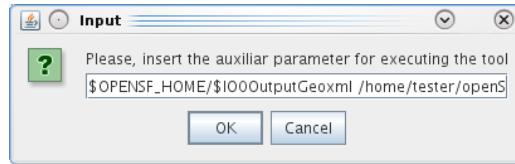
### Use Example:

A simple session with only one simulation involving one model execution. The scenario is composed by the following elements:

- ❑ Session name: *sessionTest*
- ❑ Simulation name: *simTest*
- ❑ Model name: *modelTest*
- ❑ Input for the model: *inputTest.txt* located in OPENSF\_HOME folder
- ❑ Output generated: *outputTest.txt*
- ❑ Model configuration: *globalConfig.xml* and *localConfig.xml*
- ❑ OPENSF\_HOME variable points to */home/tester/openSF/*
- ❑ The session folder is */home/tester/openSF/sessions/*
- ❑ Tool defined associated to txt extension: *meld*

It is desired to compare the input and output files with a visual *diff* like application named *meld* (<http://meld.sourceforge.net/>). In this case the syntax for the tool would be:

- ❑ For input file user can use the original location or the foreseen location where openSF copies that file: */home/tester/openSF/inputTest.txt* or *\$IO0inputTesttxt*
- ❑ Foreseen location for output file: *\$IO0outputTesttxt*
- ❑ As explained before there are different mechanism to schedule the execution of the tool. The one recommended in this case is to right click on the output file whose status shall be pending and click on the “*meld*” tool under the *schedule* title. A pop-up window shall appear with a text field presenting the variable for the output file location *\$IO0outputTesttxt*. User shall complete the syntax for the tool appending the location of the input file (*/home/tester/openSF/inputTest.txt* or *\$IO0inputTesttxt*).



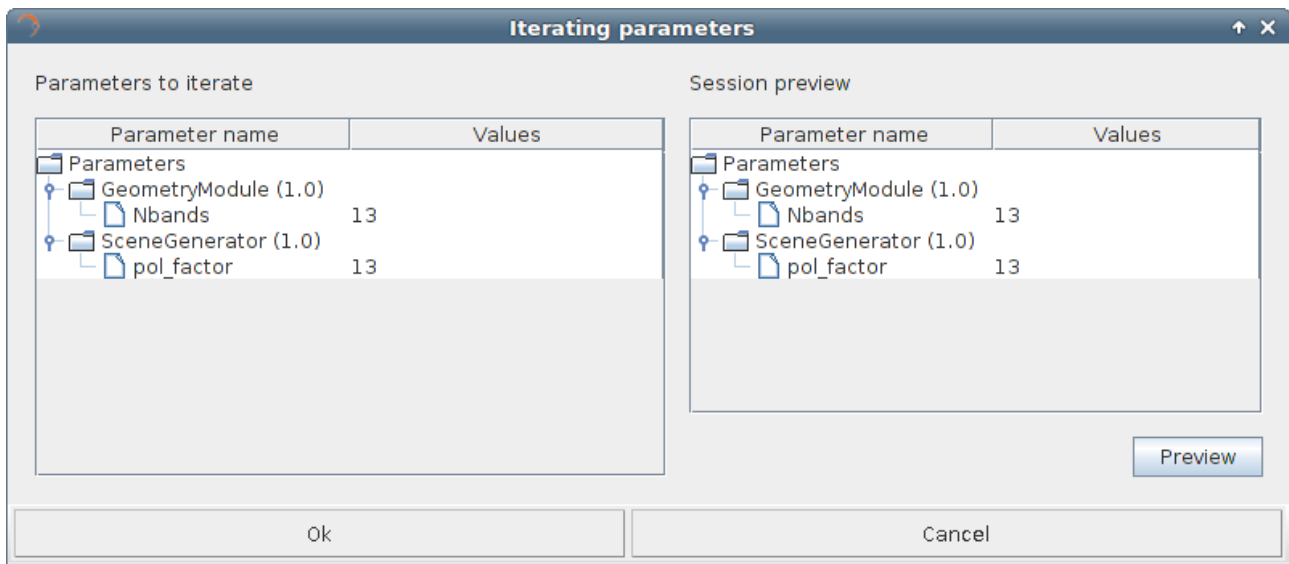
**Figure 4-70: Tool parameters specification**

- ❑ The value of the other session related variables would be (DATE represents the date when session was executed):
  - \$SESSION\_FOLDER = /home/tester/openSF/sessions/sessionTest\$DATE/
  - \$SIM\_FOLDER\_0 = /home/tester/openSF/sessions/sessionTest\$DATE/0-simTest/

#### 4.11.2.10. Iterative sessions - iterating input/output files and parameter values

Users can assemble iterative sessions. This is a powerful feature that helps to run a large number of simulations by changing values of the parameters. Users can alter any parameter’s value to fine-tune the behaviour of a model for a particular simulation run.

Selecting one or many files or attributes and pressing on the “iterate” button, the dialog shown in Figure 4-71 will come up. In this example we are going to iterate two float parameters from two different models.

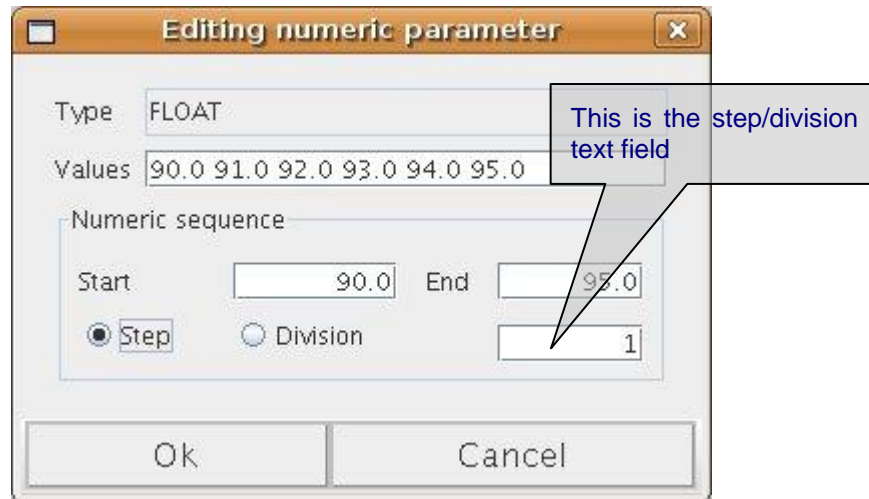


**Figure 4-71: Session creation - Iterating parameters**

This figure shows the initial state of the dialog. The list of selected parameters is in the left table and a preview of the models upon the combination of all the different parameter values on the right table.

Accessing to the “values” column of the left table, users can input a list of valid values separated only by blank spaces or commas, but not both.

Users can alternatively double-click on a parameter and the following “numeric sequence generator” dialog will show up:



**Figure 4-72: Session - Creation - Editing numeric sequences**

This dialog lets the user define a numerical sequence of values (of the selected type: FLOAT or INTEGER) in three different ways:

- ❑ User input. Users can introduce their own values using the “Values” text field.
- ❑ Numeric sequence by step. Once defined the starting ( $x_1$ ) and ending ( $x_n$ ) values of the sequence, users can input the value of the step ( $s$ ) in the step/division text field. Pressing the “generate” (marked with the ellipsis symbol) will create an arithmetical sequence following this rule:

$$\{x_1, x_1 + s, x_1 + 2s, \dots\}$$

Numeric values will never be greater than the upper limit. For example, a numeric sequence starting from 1 to 10 with a step of 5 will generate a series of (1, 6).

- ❑ Numeric sequence by division. Once defined the starting ( $x_1$ ) and ending ( $x_n$ ) values of the sequence, users can input the number of divisions ( $d$ ) in the step/division text field. Pressing the “generate” (marked with the ellipsis symbol) will create an arithmetical sequence following this rule:

$$\{x_1, x_1 + s, x_1 + 2s, \dots\}, s = \frac{(x_n - x_1)}{d}$$

Numeric values will never be equal or greater than the upper limit. For example, a numeric sequence starting from 0 to 10 with five divisions will generate a series of (0, 2, 4, 6 and 8).

Users can now accept or cancel the numerical sequence.

Once a valid set of values is input in both parameters, users can press the “preview” button to consult the configuration of the iterated parameters. Note that parameters not involved in the iteration will remain fixed to a value but they can be manually changed as seen in chapter 4.11.2.5.

Readers must know that the openSF system can filter redundant models out of an execution process. There is more information in chapter 4.11.5.

#### **4.11.2.11. Session Perturbation**

Figure 4-65 shows a ParameterPerturbation option that covers the capability of adding a perturbation function to a model parameter. This functionality is further described in section 4.15.



### **4.11.3. Session edition**

It is possible to edit a given session and create a different one altering the information previously stored. Consequently, changes made to the session will not alter the previous but will create another.

When editing a session the system will show the same window as shown in the session creation. But this time, all the information concerning this session will fill every data field.

Once finished, the user can cancel the changes or execute this new session pressing the “Run” button.

### **4.11.4. Session deletion**

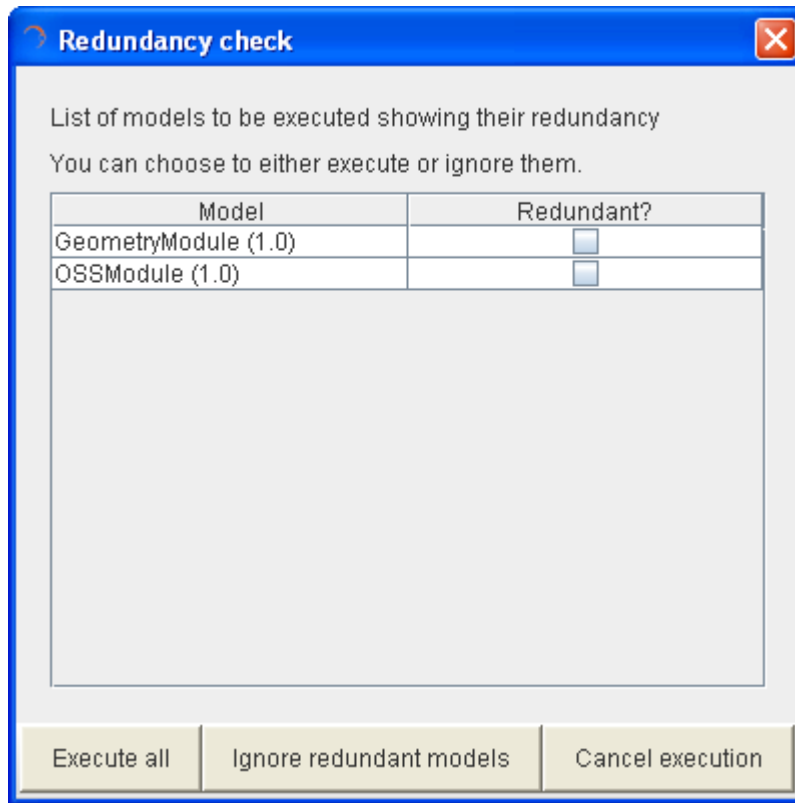
Users can select a certain session and choose the option to delete it. Once the operation is confirmed the session is deleted from the repository and the file system. **It is to be noticed that for consistency reasons, the session deletion causes the removal of all results generated from that session from the system.**

### **4.11.5. Session execution - run**

Once a session definition is ready, users can execute it.

Upon the activation of the “run” command, the system performs a series of checks to ensure the validity of the session:

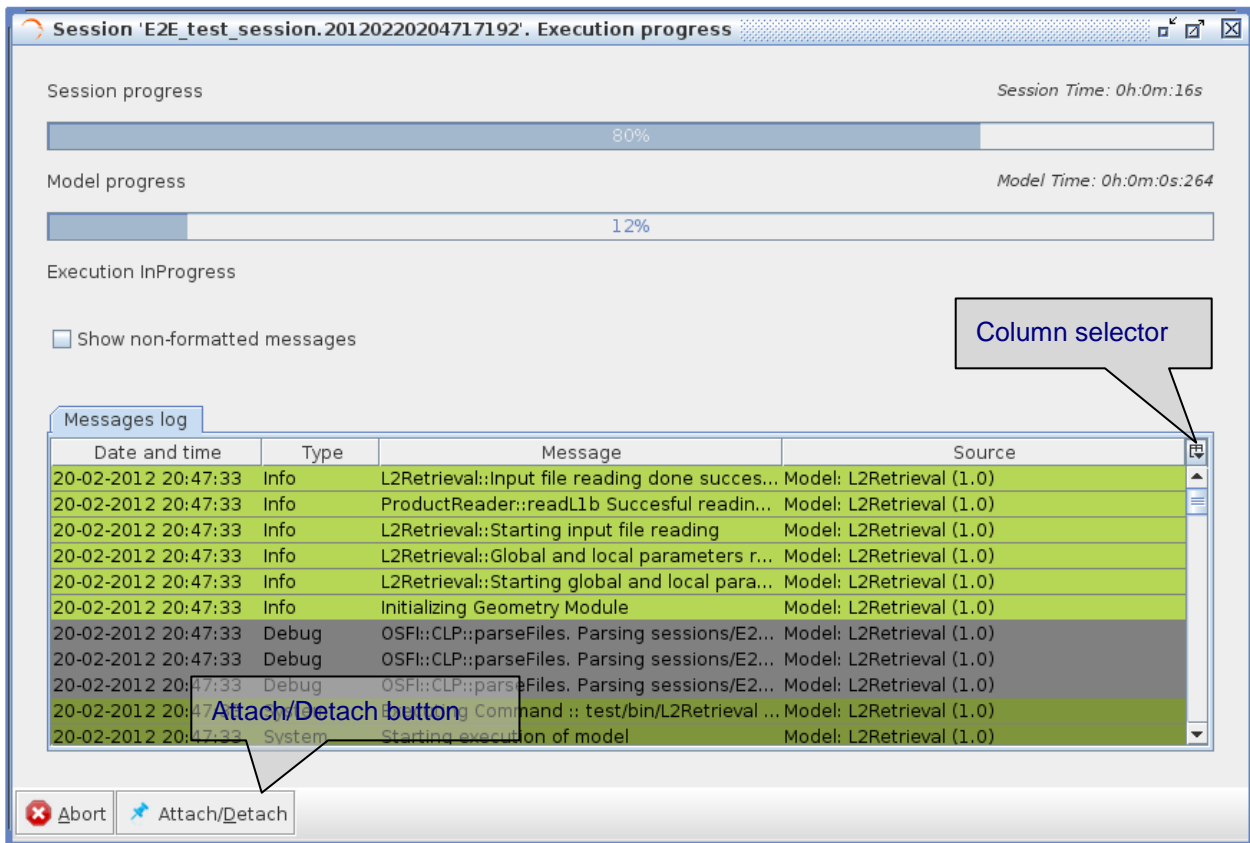
- If there is any file with the “missing” status (that is, the system is unable to find in the given location), openSF will assume that this file will be in the right place when needed, so it leaves the responsibility of placing it in the correct place to the user or to process outside the system. A fatal error will be raised and the execution stopped if a model cannot locate the needed file.
- If there is any parameter not valid, openSF will show a message warning the user. The session can be run with parameters in a not valid state.
- In some cases like executing iterative sessions or sequences of the same models, some of the models may be redundant (that is, they will generate the same output because they are run with the same input and configuration).



**Figure 4-73: Session execution - Redundancy**

Figure 4-73 shows the dialog that shall pop-up in case there is any redundancy. Users can choose to either execute or ignore all the models marked as redundant. Ignoring them saves a lot of processing time.

Once every validity check is fulfilled, a background process (Figure 4-74) will run the simulation and information concerning it will be given to the user in two different ways. One is the log window and another is the “session progress” window. The window presents a progress bar showing the percentage of session progress and a button to abort/close the execution.

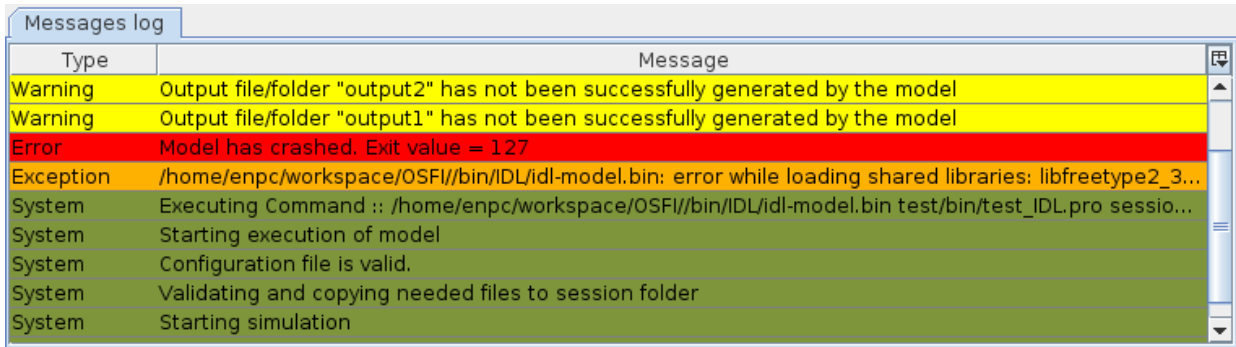


**Figure 4-74: Session - Execution progress**

In order to a better log visualization, the session execution interface provides a log column activator/deactivator and an *Attach/Detach* button that creates a new frame where log window can be maximized.

The execution of a session raises a set of events. These events can be of one of these groups:

- ❑ *System information* – An event with some information to the user is generated by the platform. This is a harmless event, thus, the execution continues with no interruption. Coloured in dark green;
- ❑ *Information* – Some model raises an event. Its message is intercepted and stored by the platform. This is a harmless event, thus, the execution continues with no interruption. Coloured in green;
- ❑ *Warning* – A model has detected a non-fatal error or situation that may cause a fatal error. This is a harmless event, thus, the execution continues with no interruption. Coloured in yellow;
- ❑ *Debug* – These events are raised when executing the session in “debug mode”. Some models optionally use this environment variable (defined in section 4.5.1) to show debugging information. Coloured in grey;
- ❑ *Error* – A fatal error has happened in the model execution and the model itself informs the platform about it, so the model has time to “graciously” close the execution. Another event that causes an error is that a model execution unexpectedly crashes, so this time the platform intercepts this error, informs the user and stops the execution. Coloured in red.
- ❑ *Exception* – This log type shows the error output stream of a model when the execution crashes. Typically these kind of messages are produced when an un-controlled exception has occurred (Ex: error in bash script syntax). Coloured in orange. See figure below.



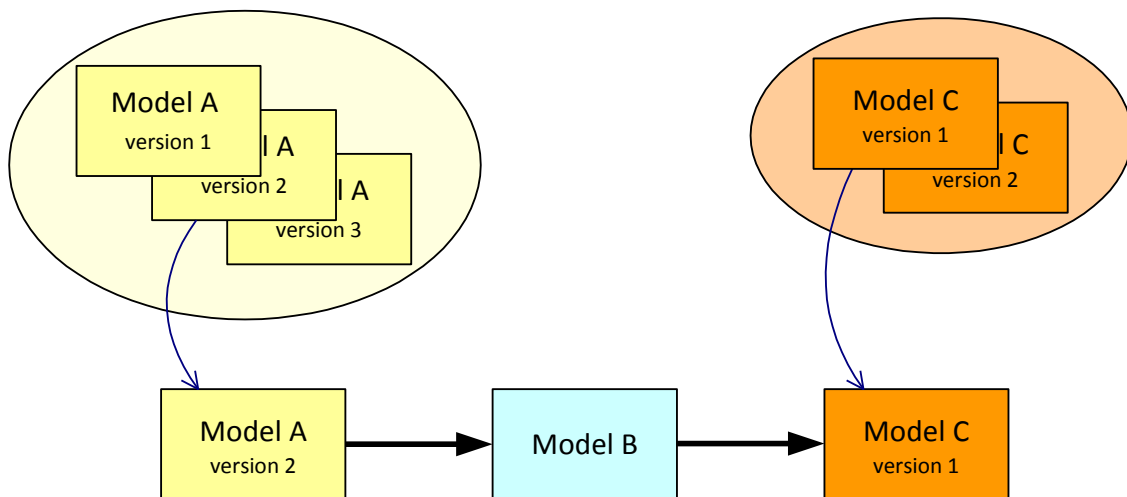
**Figure 4-75 Execution Log showing Exception message**

In the previous screenshot it is also shown how openSF warns the user about output files that have not been created by the model: “*Output file/folder “...” has not been successfully generated by the model*”, there is a log message for each output item not generated.

Pressing the “abort” button will make the system ask for confirmation. Once granted, the execution will be interrupted with an error event generated by the system. Later on, this session execution can be restarted or recovered from the last valid model executed.

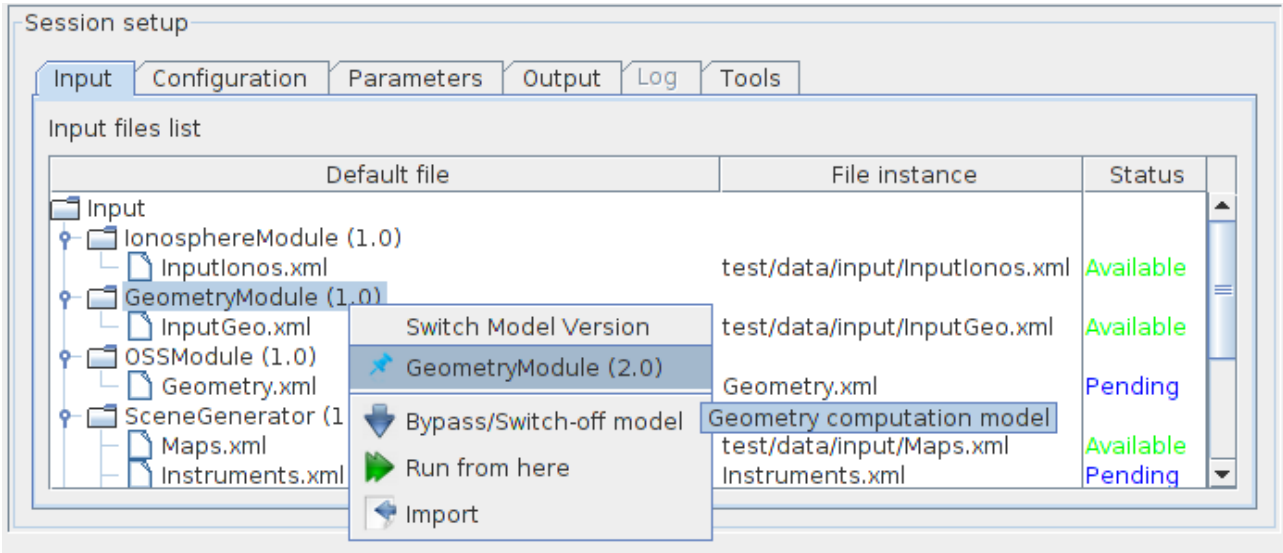
#### 4.11.5.1. Switch model version

In order to make more flexible the definition of a given session, this functionality shall allow selecting a specific version of a model for a session execution (as depicted in Figure 4-76 below).



**Figure 4-76 Model chain with different model versions**

From the openSF GUI, the switch model version operation can be invoked from the session execution window by navigating down to the model that the user wishes to alter the version. Next, right-clicking over it whenever the model has more than one version available the “Switch model version” option appears for selection. This is illustrated in Figure 4-77 below.

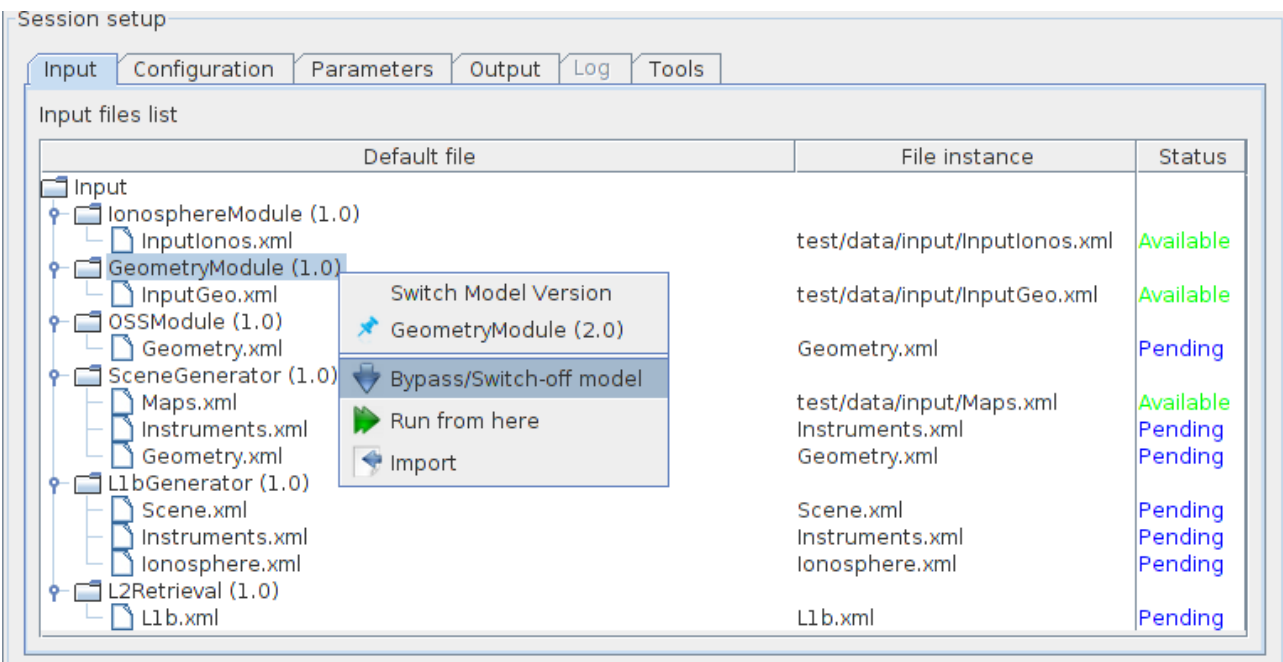


**Figure 4-77: Switch model version**

#### 4.11.5.2. Bypass/Switch-off model execution

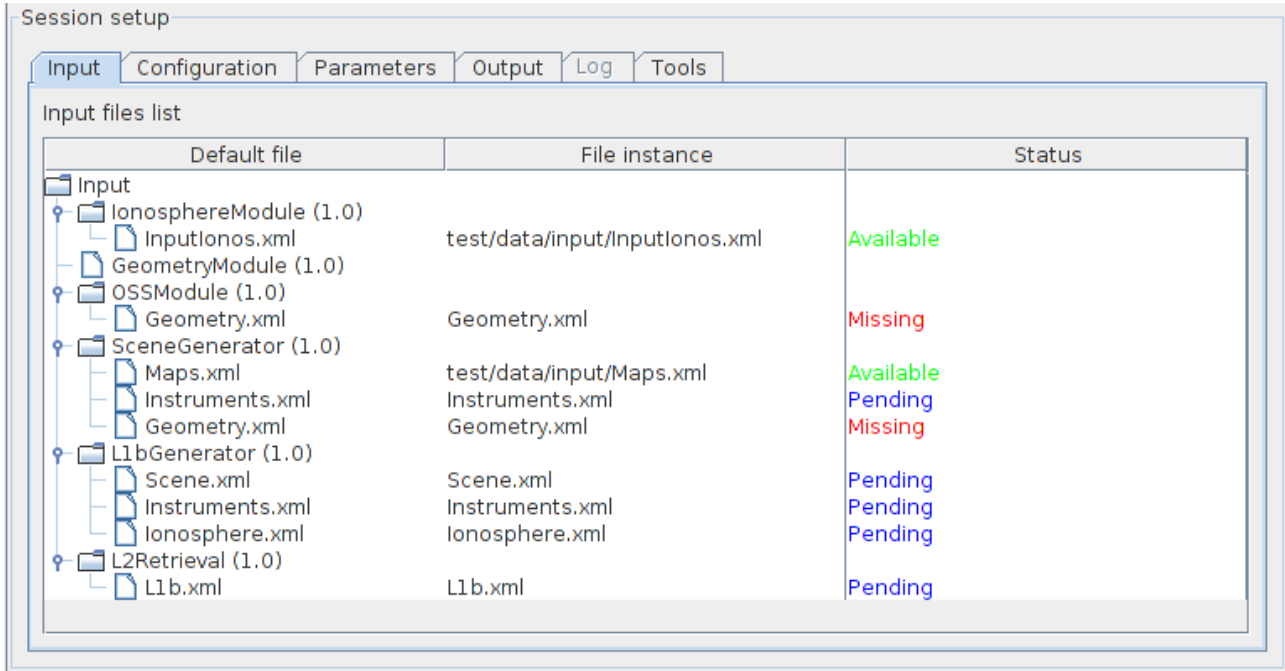
This functionality enables users to switch off certain models when running sessions.

From the openSF GUI, the bypass/switch-off model operation can be invoked from the session execution window by navigating down to the model that the user wishes to bypass. Next, right-clicking over it the “Bypass/Switch-off model” option appears for selection. This is illustrated in Figure 4-78 below.



**Figure 4-78: Bypass/Switch-off model**

As a result, openSF will inform the user of the data files needed to be provided due to the omission of models and their corresponding outputs.



**Figure 4-79: Bypass/Switch-off model missing files**

The user can revert the bypassed model and switch it back on by navigating down to the model that the user wishes to re-activate. Next, right-clicking over it the “Switch-on model” option appears for selection.

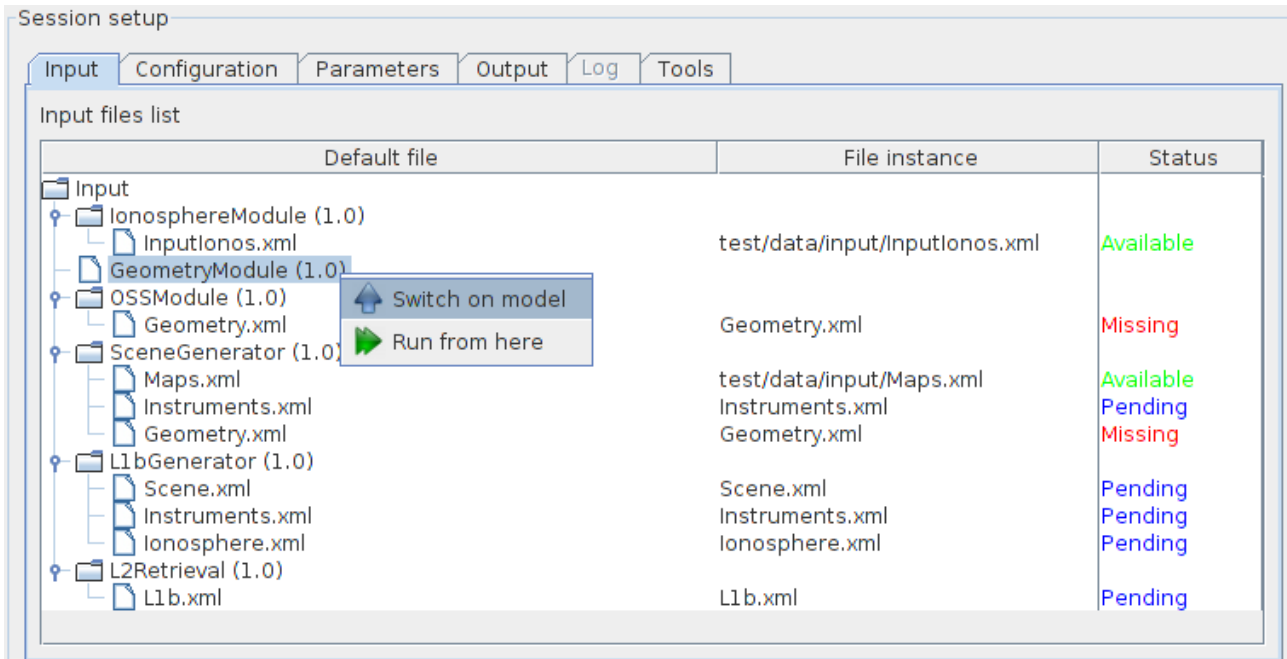


Figure 4-80: Switch-on model

#### 4.11.5.3. Run from a given point in the model chain

The idea is to allow users to skip models at the beginning of the sessions, and therefore start sessions from a certain point. However, the data from non-executed models is needed for the re-run. Before executing the session the user needs to define the data files needed for the run.

The figure below shows a simple example. Models A, B and C constitute the session. If we want to rerun it but starting from B, we need to provide the output of Model A, from a previous run.

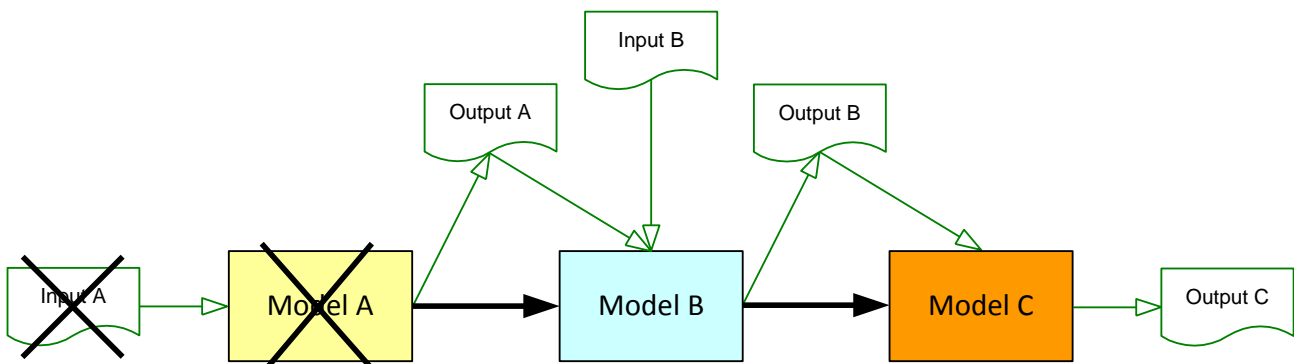
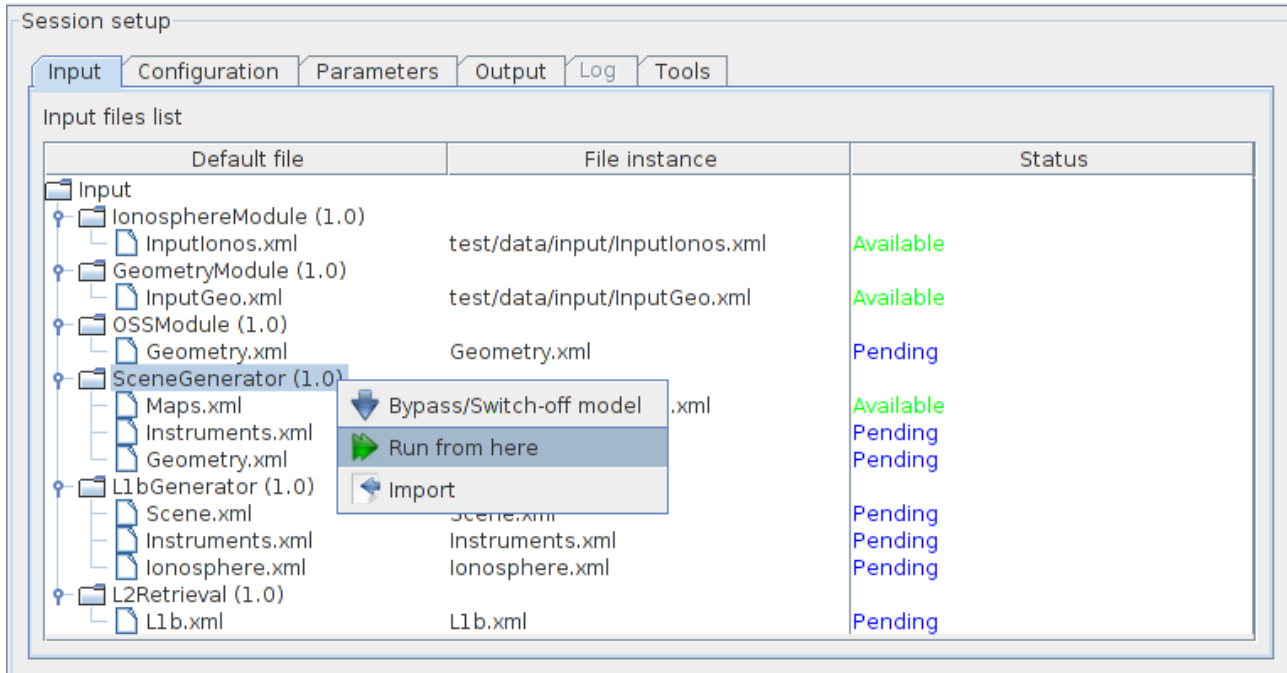


Figure 4-81 Run simulation from Model B

From the openSF GUI, the run from a given point capability can be invoked from the session execution window by navigating down to the model that the user wishes to start the execution from. Next, right-clicking over it the “Run from here” option appears for selection. This is illustrated in Figure 4-78 below.



**Figure 4-82: Run session from a given model**

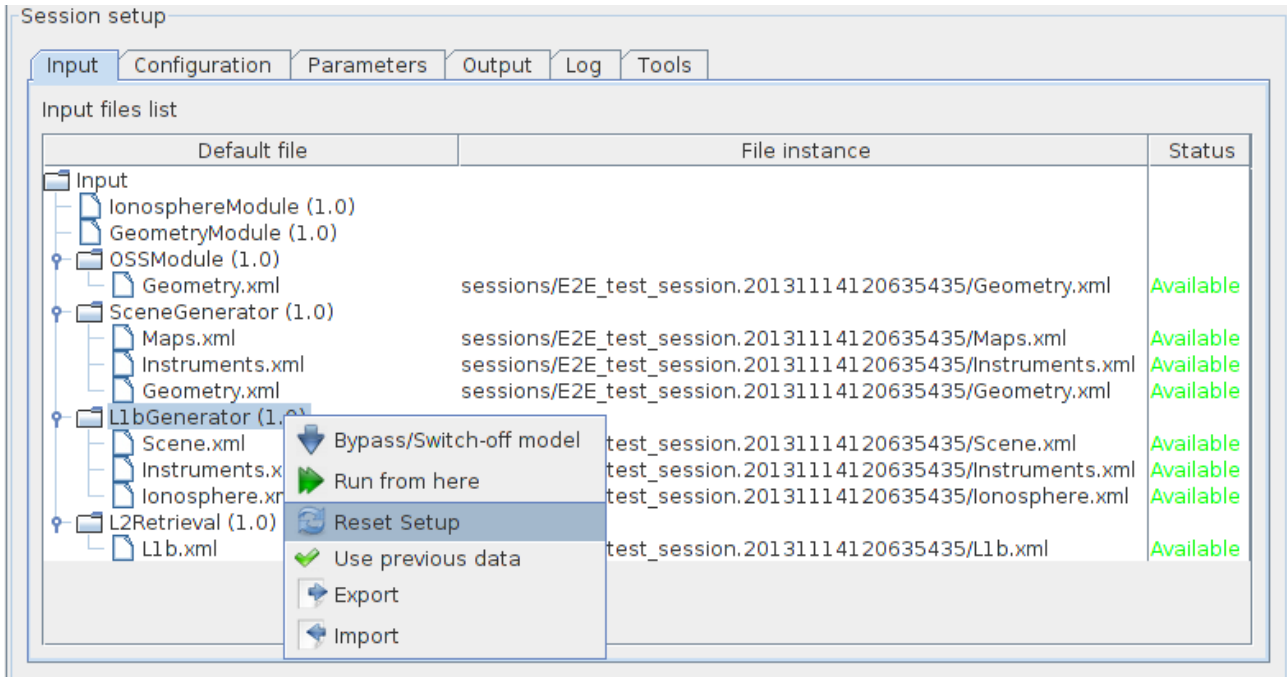
The result of this action is similar to doing option bypass/switch-off models to each model previous to the point where the execution should start.

#### **4.11.5.3.1. Run from a given model using previous data**

The option to run a session from a given model is available both for a new session definition as well as for re-running a session execution. In this latter case the user can choose to use the input data previously used for the original session execution or use the input data produced in the session execution.

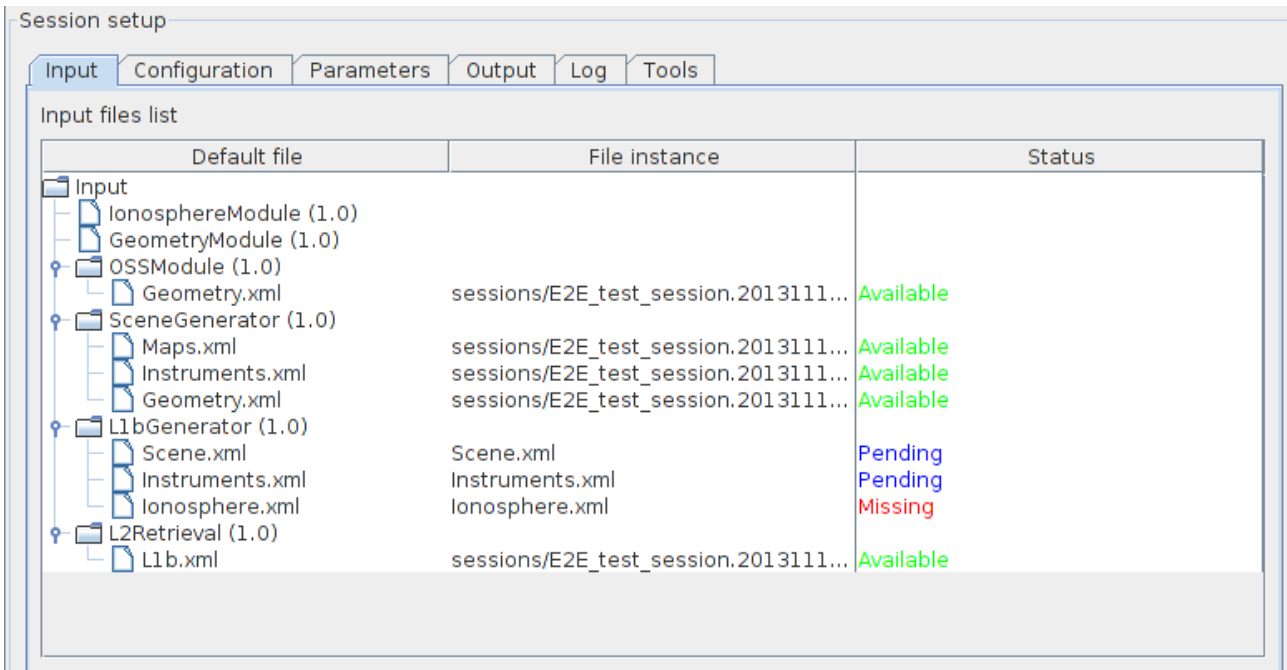
The user can revert the input and configuration data to the one originally used in the session definition by navigating down to the model that the user wishes to reset the IO descriptors. Next, right-clicking over it the “Reset setup” option appears for selection.





**Figure 4-83: Reset IO descriptor option**

As a result the session’s original definitions are now re-established.



**Figure 4-84: Reset IO descriptor setup**

Furthermore the user can revert to the data produced in the session execution for an individual IO descriptor by navigating down to the descriptor that the user wishes to restore the IO descriptors. Next, right-clicking over it the “Use previous data” option appears for selection.

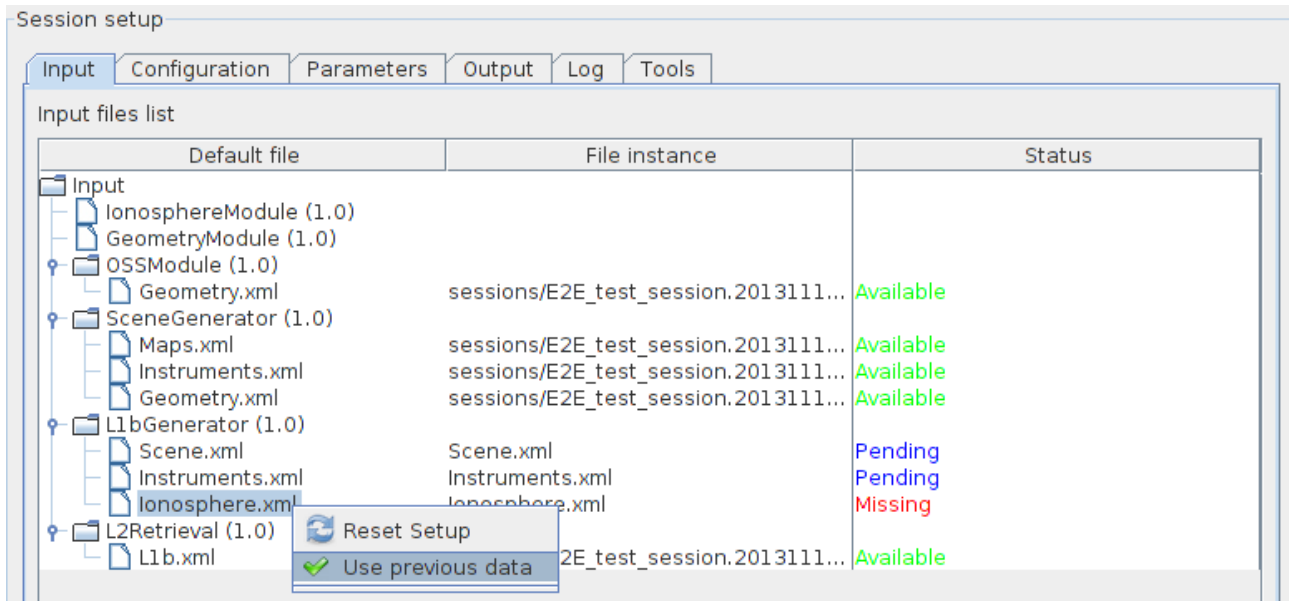


Figure 4-85: Use previous setup IO descriptor option

### 4.11.6. Parallelization of model execution

Parallel execution of models in openSF is based on Multicore programming for parallel computing.

A multi-core processor is a single computing component with two or more independent actual processors (called "cores"), which are the units that read and execute program instructions. The improvement in performance gained by the use of a multi-core processor depends very much on the software algorithms used and their implementation. In particular, possible gains are limited by the fraction of the software that can be parallelized to run on multiple cores simultaneously (Amdahl's law).

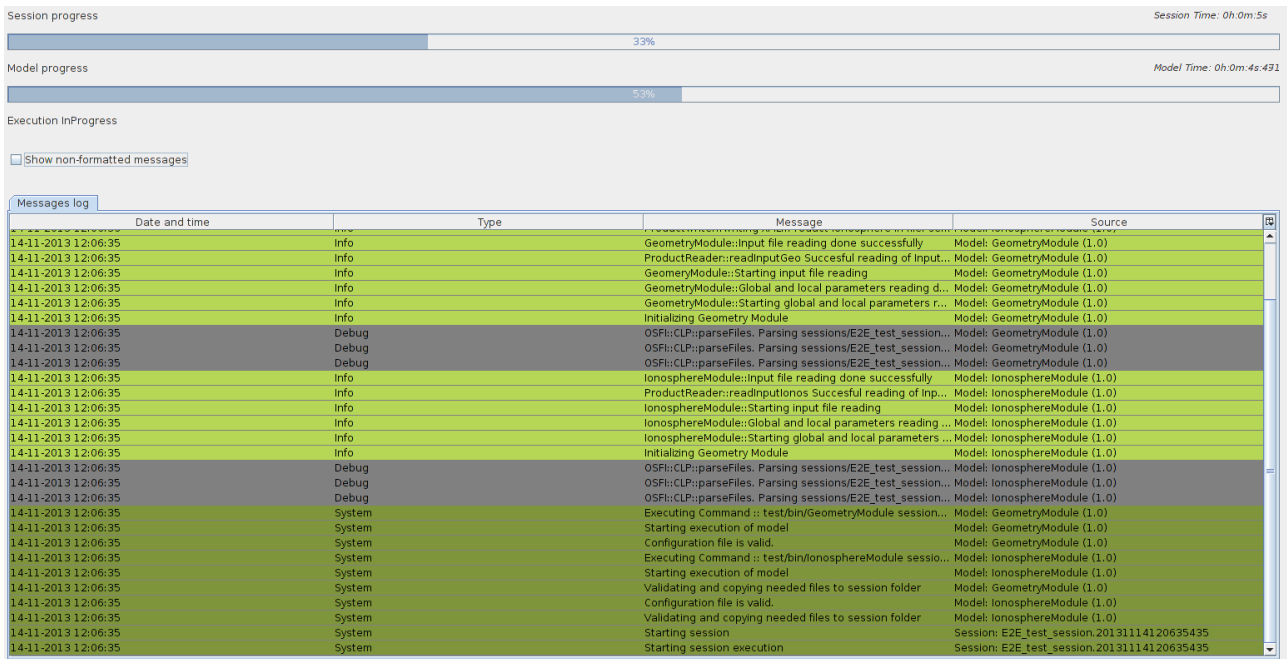
OpenSF target system is typically a computer or server. The popularization (cost reduction) of multicore processors makes it common that almost every target computer nowadays has two or more cores.

Regarding the parallel execution the approach is based on performing Parallelization at model level: each model acquires a core resource thread and uses it, then releases it when finished. This approach is also generic enough to cover parallelization at model chain level as well.

#### 4.11.6.1. Parallel execution

The parallelization of model execution feature is activated and controlled by the system configuration regarding the number of core threads to use for execution. Refer to section 4.5.1 for details on this configuration.

Parallelization is always transparent to the user, i.e., the parallelization is performed without requiring feedback from the user, both at model chain level and model level. Figure 4-86 show an example of a session execution were two models are executed in parallel as can be seen by log messages originating from the two models interspersed with each other.



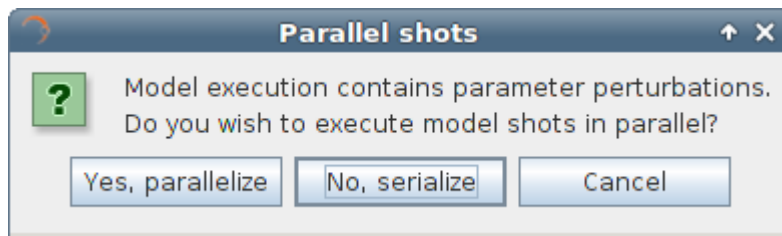
**Figure 4-86 Session execution showing Parallel model execution**

In case two models are executing in parallel the log messages shall be shown in the order of arrival to openSF. They shall appear mixed in the session log. By looking at the Source column the user can

identify which model produced each message. Nevertheless the user can access the “*Execution->Logs*” option and select/filter whichever log messages according to given criteria. Notice that the writing access to the log file itself is protected for concurrency issues.

The choice on whether to parallelize model execution is based on the session model’s IO descriptors dependencies. Only models without such dependencies are considered for parallel execution. This means that during the session execution the consistency of the data flow constituents is granted.

In case parallelization is active for a session execution with parameter perturbation a choice is given to the user whether parameter perturbation can be parallelizable or if it should be serialized.



**Figure 4-87 Session execution showing Parallel model execution**

#### **4.11.6.2. Precautions for model developers to ensure safe model parallelization**

The evolution of openSF to allow parallel execution brings also added responsibility to model developers. **It should be clarified that model developers must ensure that the models/algorithms developed are in fact parallelizable, e.g., that the implementation has the proper precautions regarding access to common resources.** OpenSF can only go so far in assuring synchronization of model execution and must rely on models being “well behaved” with respect to parallel execution.

In order to ensure safe model parallelization model developers should ensure that models are either:

- Thread safe: implementation is guaranteed to be free of race conditions when accessed by multiple threads simultaneously, or;
- Conditionally safe: different threads can access different objects simultaneously, and access to shared data is protected from race conditions.

The use of software libraries can provide certain thread-safety guarantees. For example, concurrent reads are typically guaranteed to be thread-safe, but concurrent writes might not be. Whether or not a program using such a library is thread-safe depends on whether it uses the library in a manner consistent with those guarantees. Thread safety guarantees imply some design steps to prevent or limit the risk of different forms of deadlocks, as well as optimizations to maximize concurrent performance.

There are several approaches for avoiding race conditions to achieve thread safety. The first class of approaches focuses on avoiding shared state, and includes:

- Re-entrancy: writing code in such a way that it can be partially executed by a thread re-executed by the same thread or simultaneously executed by another thread and still correctly completes the original execution. This requires the saving of state information in variables local to each execution, usually on a stack, instead of in static or global variables or other non-local state. All non-local state must be accessed through atomic operations and the data-structures must also be re-entrant;
- Thread-local storage: variables are localized so that each thread has its own private copy. These variables retain their values across subroutine and other code boundaries, and are thread-safe

since they are local to each thread, even though the code which accesses them might be executed simultaneously by another thread.

The second class of approaches are synchronization-related, and are used in situations where shared state cannot be avoided:

- **Mutual exclusion:** access to shared data is serialized using mechanisms (e.g. semaphores) that ensure only one thread reads or writes to the shared data at any time. Incorporation of mutual exclusion needs to be well thought out, since improper usage can lead to side-effects like deadlocks and resource starvation;
- **Atomic operations:** shared data are accessed by using atomic operations which cannot be interrupted by other threads. This usually requires using special machine language instructions, which might be available in a runtime library. Since the operations are atomic, the shared data are always kept in a valid state, no matter how other threads access it. Atomic operations form the basis of many thread locking mechanisms, and are used to implement mutual exclusion primitives;
- **Immutable objects:** the state of an object cannot be changed after construction. This implies that only read-only data is shared and inherent thread safety. Mutable (non-const) operations can then be implemented in such a way that they create new objects instead of modifying existing ones (e.g. this approach is used by the string implementations in Java, C# and python).

### **Thread safety**

Thread safety is a simple concept: is it "safe" to perform operation A on one thread whilst another thread is performing operation B, which may or may not be the same as operation A. This can be extended to cover many threads. In this context, "safe" means:

- No undefined behaviour;
- All invariants of the data structures are guaranteed to be observed by the threads.

The actual operations A and B are important. If two threads both read a plain int variable, then this is fine. However, if any thread may write to that variable, and there is no synchronization to ensure that the read and write cannot happen together, then you have a data race, which is undefined behaviour, and this is not thread safe.

Unless special precautions are taken, then it is not safe to have one thread read from a structure at the same time as another thread writes to it. If you can guarantee that the threads cannot access the data structure at the same time (through some form of synchronization such as a mutex, critical section, semaphore or event) then there should be no problem.

You can use things like mutexes and critical sections to prevent concurrent access to some data, so that the writing thread is the only thread accessing the data when it is writing, and the reading thread is the only thread accessing the data when it is reading, thus providing the thread safety guarantee. This therefore avoids the undefined behaviour mentioned above.

However, you still need to ensure that your code is safe in the wider context: if you need to modify more than one variable then you need to hold the lock on the mutex across the whole operation rather than for each individual access, otherwise you may find that the invariants of your data structure may not be observed by other threads.

It is also possible that a data structure may be thread safe for some operations but not others. For example, a single-producer single-consumer queue will be fine if one thread is pushing items on the

queue and another is popping items off the queue, but will break if two threads are pushing items, or two threads are popping items.

Global variables are implicitly shared between all threads, and therefore all accesses must be protected by some form of synchronization (such as a mutex) if any thread can modify them. On the other hand, if you have a separate copy of the data for each thread, then that thread can modify its copy without worrying about concurrent access from any other thread, and no synchronization is required. Of course, you always need synchronization if two or more threads are going to operate on the same data.

### 4.11.7. Session script generation

This functionality is provided to create and save a file script to enable the external execution of the session. This script file, called “<session\_name>.sh”, will be saved in the session folder as every needed input and configuration files. This script shall contain all the environment variables definitions and calls for models executions.

**It is important to recall that while the execution will be mimicked, executing this script outside the openSF system, the error handling and results storage capabilities will be lost.**

### 4.11.8. Session Resuming

Once it is possible to interrupt a session execution with the breakpoint scheduling system it is possible to resume the paused session and continue with the simulation chain keeping the same settings as the previous run.

Users can also resume aborted or failed sessions taking into account that the simulation chain will start in the last successfully run model.

### 4.11.9. Import and Export session

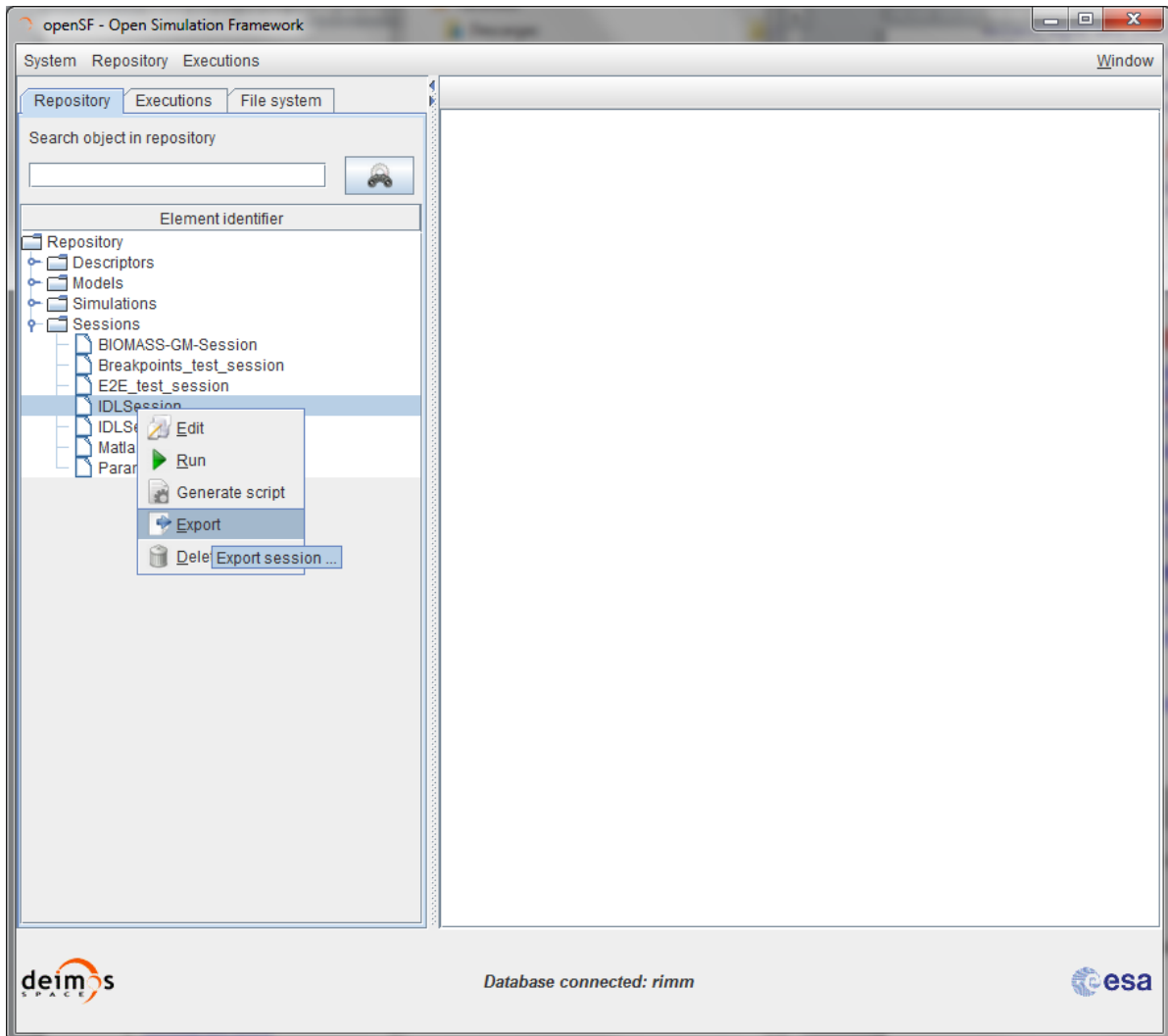
The import/export capability provides the means to share all the information associated to sessions among different openSF instances. Thus, the data needed to import a session consists in two files, obtained through a previously executed export operation:

- SQL file, containing the sql operations to perform a replica of the database data into the target openSF instance.
- ZIP file, containing the data files needed for the execution of the session. Furthermore, in case of an executed session, the zip file includes also the input files used for that particular run.

#### 4.11.9.1. Export session

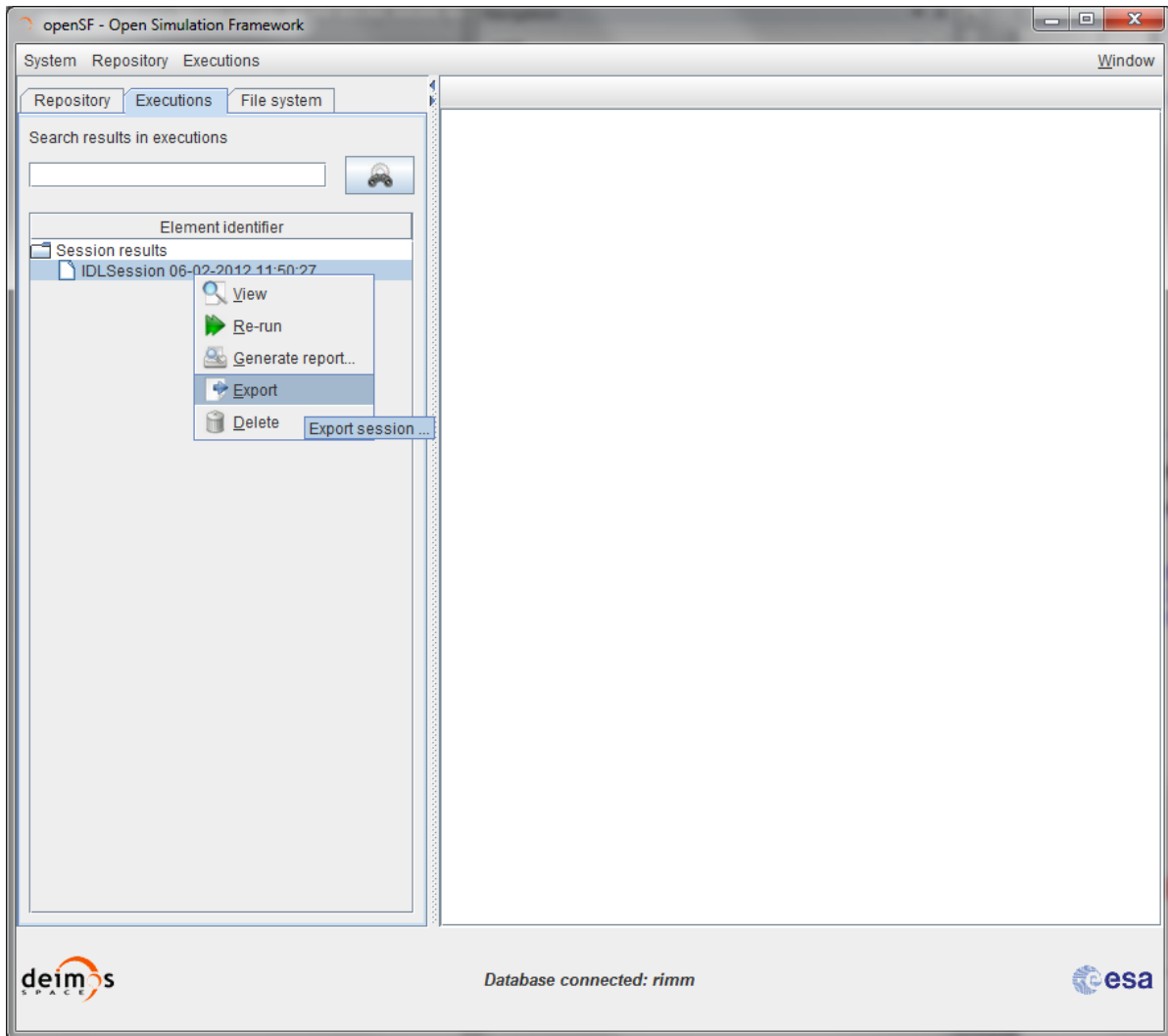
From the openSF GUI, the export operation can be invoked from two different locations:

1. From the **Repository** menu. In this case, we need to navigate from the Repository menu down to the session that the user wishes to export. Next, right-clicking over it; the “Export” option appears for selection. This is illustrated in Figure 4-88 below.



**Figure 4-88: Export from the Repository menu**

2. From the **Executions** menu. If the user wishes to export a session that has been run, he/she can do so by accessing the Executions menu and selecting the Export operation upon the desired session, similarly to the previous case. This is shown in the next figure.



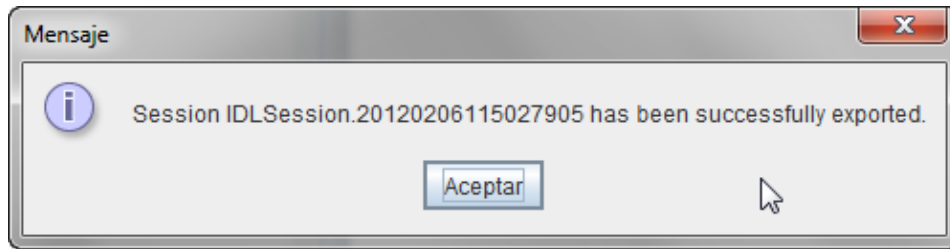
**Figure 4-89: Export from the Executions menu**

In both cases, the output obtained as a result of the Export operation are three files (sql, log and zip) that are placed in the folder indicated by the value of the OPENSF\_HOME environment variable. These files are needed for the import operation, and they ensure the creation in the database of the constituent elements of the session (i.e. descriptors, stages, models, simulations, tools, and session, as well as the provision of input and configuration files) needed for the session's execution. However, it is to be noticed that the executable files corresponding to the models and tools are not included in the export operation.

The difference between both types of export (from the Repository menu and from the Executions menu) is that the Import of the latter type creates the session only in the Executions tab. That is due to its identifier (featuring the execution time stamp) and its state (Successful or Failed), which indicates that it is an executed session.

Once the export has been carried out, openSF reports the status in a dialogue box as the one shown below.



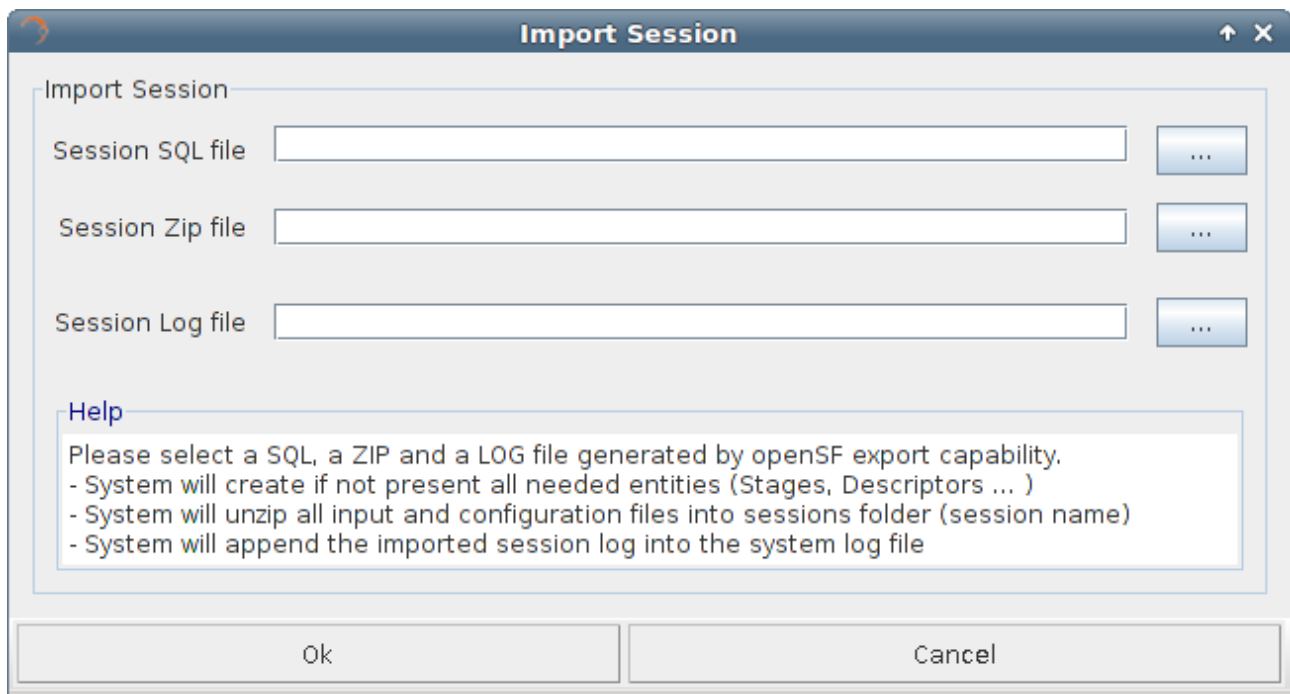


**Figure 4-90: Successful execution of the export**

#### 4.11.9.2. Import session

Users can activate the import operation by accessing the Repository menu and clicking on the “Import session ...” option. This derives in openSF requesting the user to provide the three files needed to complete the operation: the SQL file that includes all the sql statements needed to create the session in the target database, the log file with the log messages obtained when the session was executed and the ZIP file, with the necessary data files (configuration and optionally, inputs) for the session’s execution.

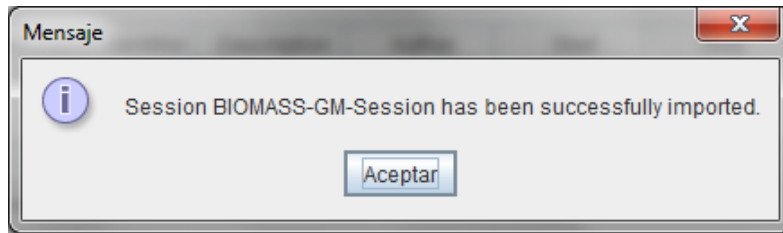
Thus, the following window shall be displayed when invoking the Import operation.



**Figure 4-91: Inputs requested for the import**

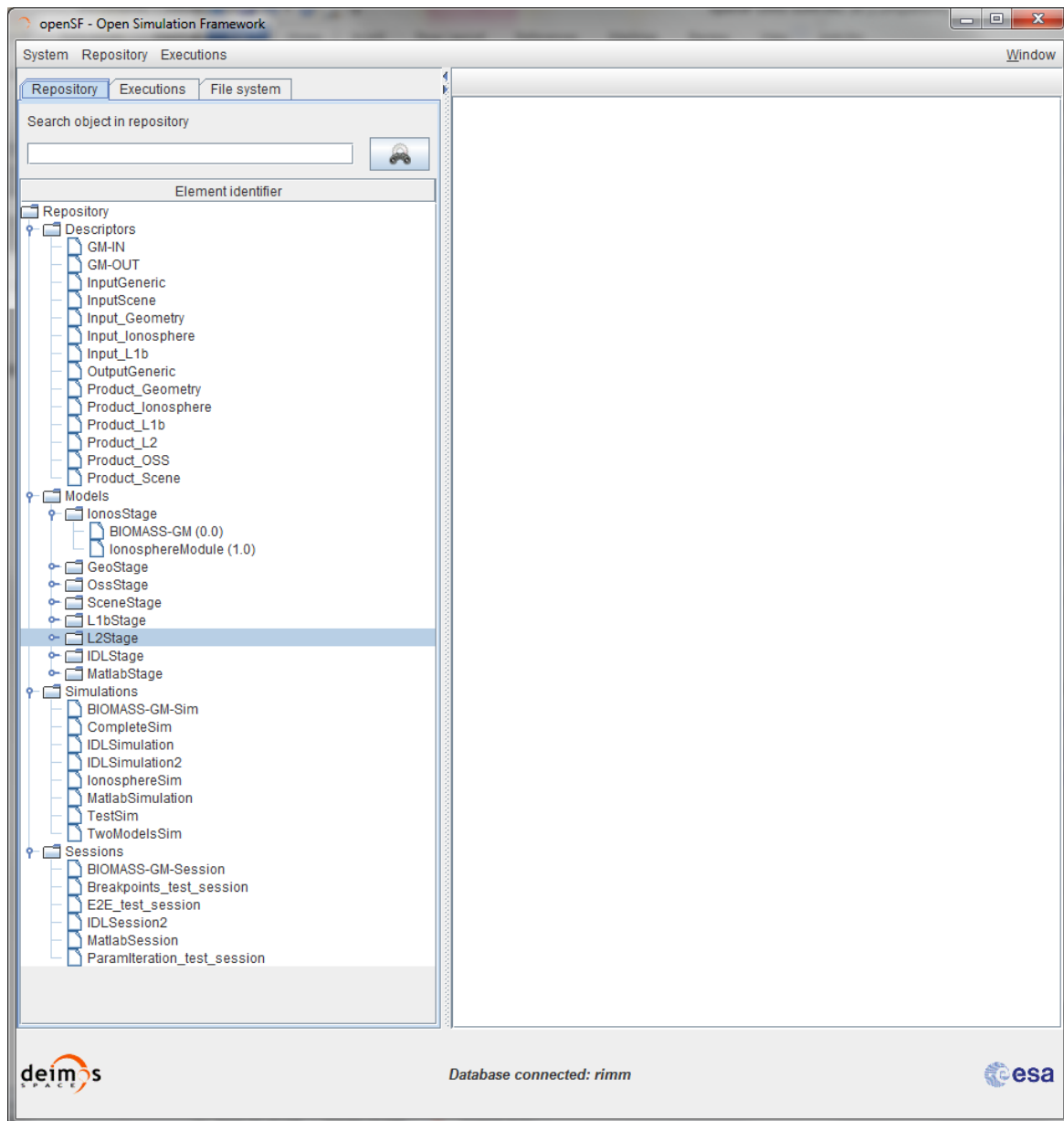
The user can navigate through the file system in order to access the files by clicking on the buttons appearing at the right side of each input field.

Upon completion openSF shall report on the status of the operation. The figure below shows the dialogue that is presented in case the import was performed successfully.



**Figure 4-92: Successful execution of the import**

Figure 4-93 shows the results of an import operation from the Repository menu. The import of the BIOMASS-GM session has derived in the creation of two new descriptors (GM-IN and GM-OUT), one model (BIOMASS-GM), one simulation (BIOMASS-GM-Sim) and the session (BIOMASS-GM-Session).

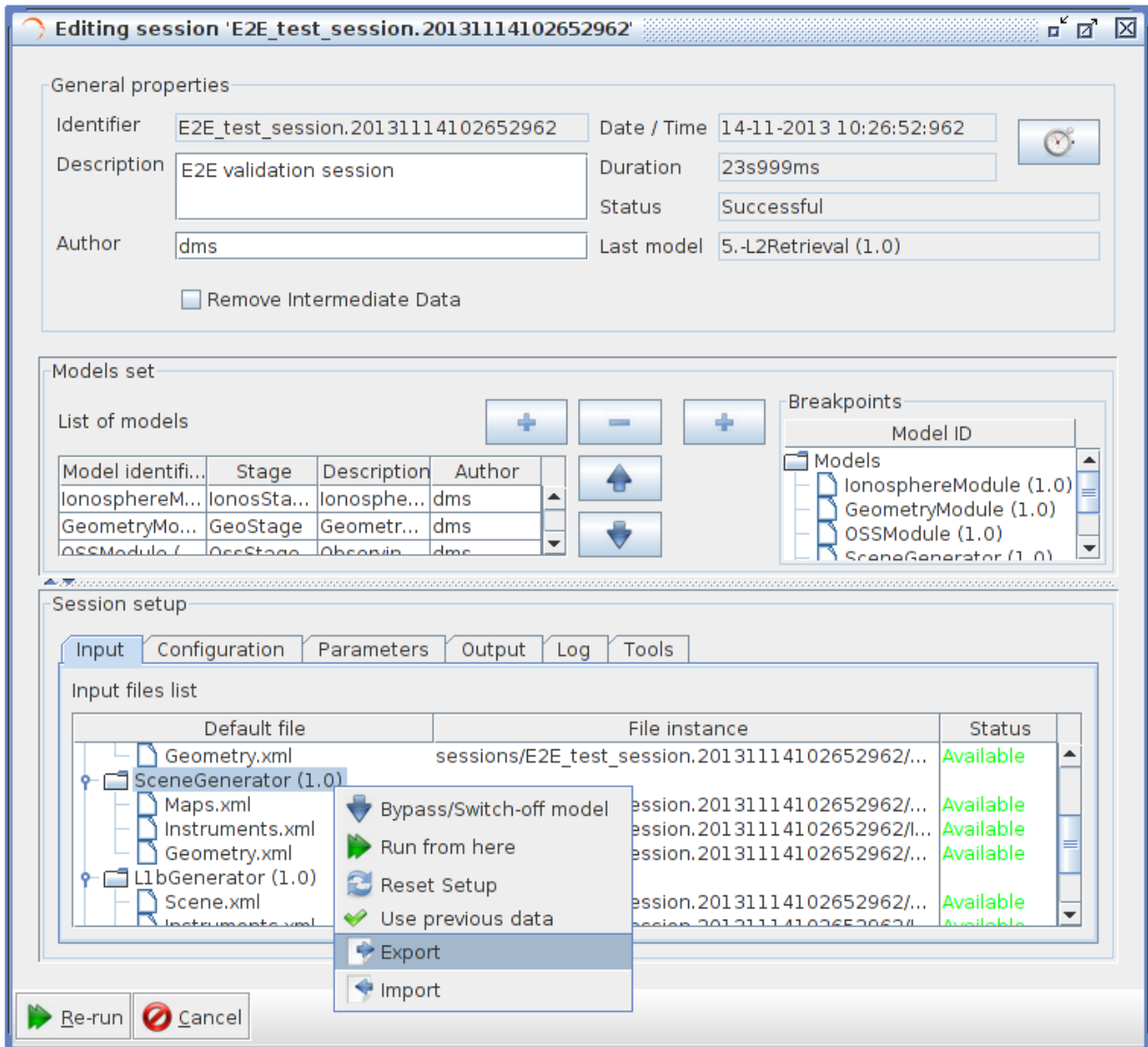


**Figure 4-93: Import results from the Repository menu**

### 4.11.9.3. Export model of a session

This capability deals with the possibility of exporting the data associated to a model that has already taken place in a simulation. The export functionality exports the data related to only one model of a given session. Thus, the data exported is comprised by the model configuration and input files.

From the openSF GUI, the export model operation can be invoked from the session execution window by navigating down to the model that the user wishes to export. Next, right-clicking over it; the “Export” option appears for selection. This is illustrated in Figure 4-94 below.

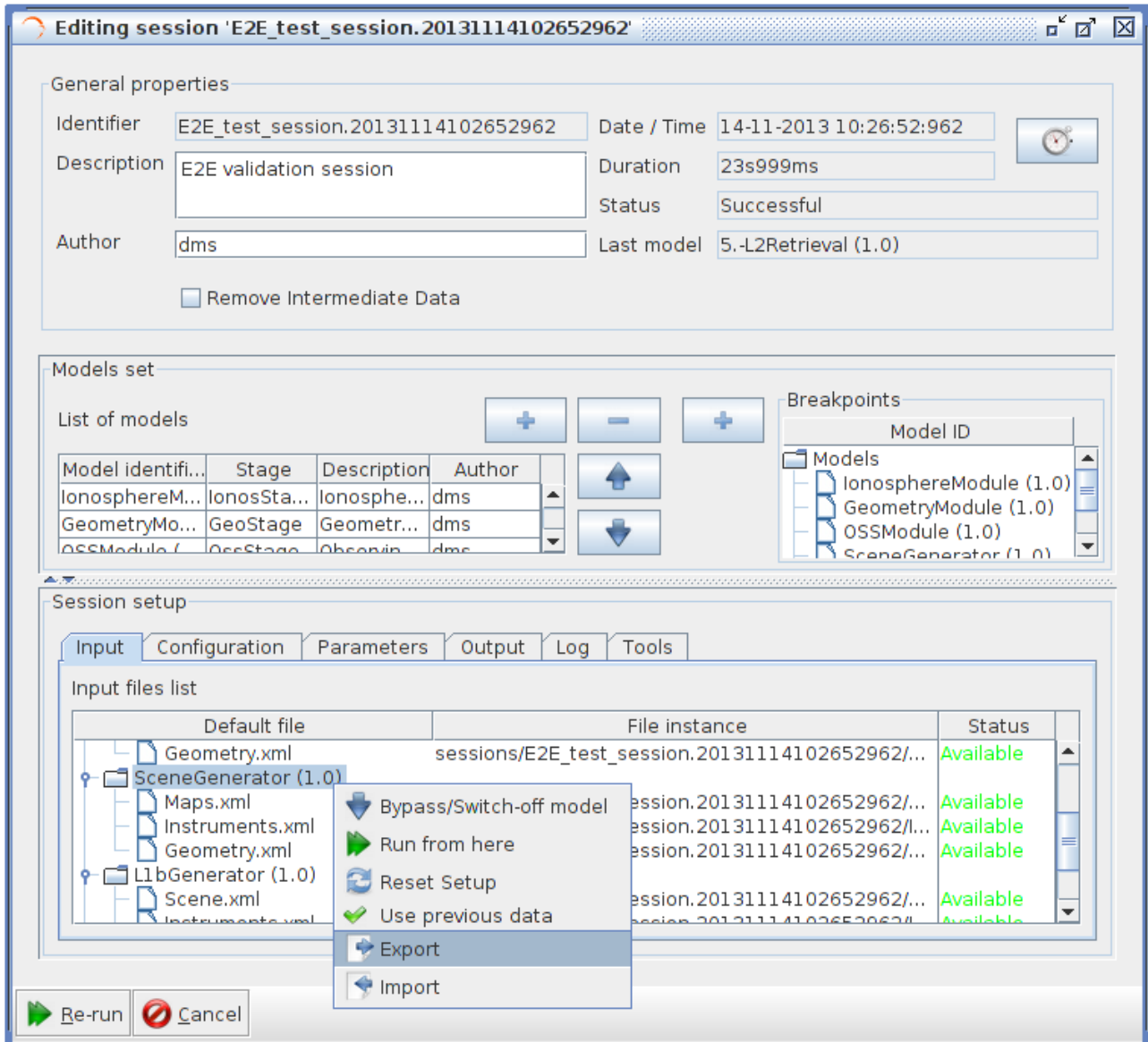


**Figure 4-94: Export model from the Session Result view**

The output obtained as a result of the Export operation is a zip file placed in the folder indicated by the value of the OPENSF\_HOME environment variable. This file is needed for the import operation providing the input and configuration files needed for the session’s execution. However, it is to be noticed that the executable files corresponding to the models and tools are not included in the export operation.

#### 4.11.9.4. Import model of a session

From the openSF GUI, the import model operation can be invoked from the session edition window by navigating down to the model that the user wishes to import to. Next, right-clicking over it; the “Import” option appears for selection. This is illustrated in Figure 4-95 below.

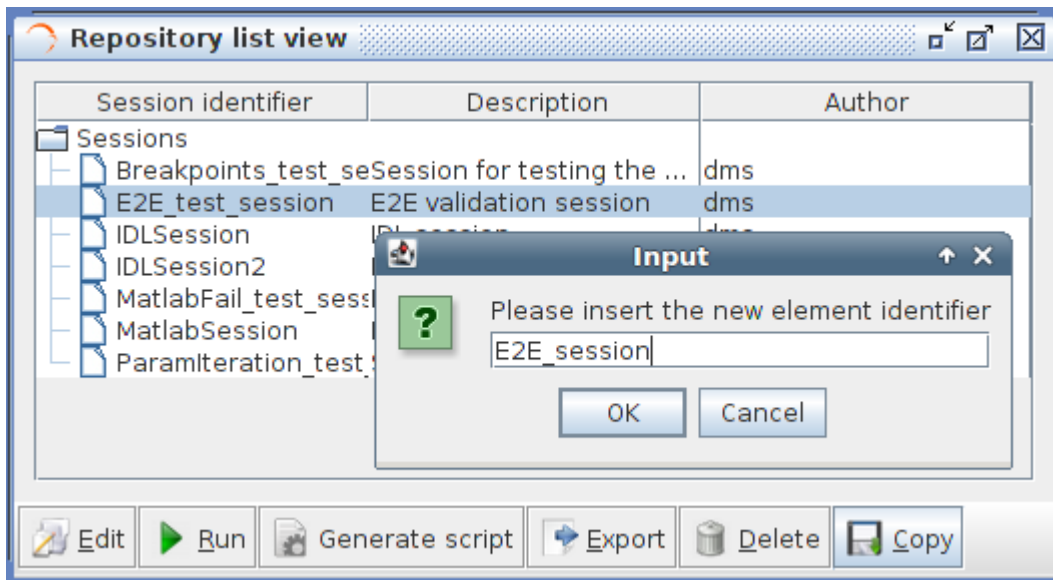


**Figure 4-95: Import model from the Session edition view**

A model data can be imported into an openSF instance from the data obtained from the export operation. As the contents of the export relate to data files, it is required that the model exists in the target openSF instance.

### 4.11.10. Copy session

Users can select a certain session and choose the option to copy it. The user needs to specify a new name for the session, unique with respect to the existing sessions. All session definitions shall be copied to a new session instance.



**Figure 4-96: Session. Copy Session**

## 4.12. Executions

As mentioned in section 4.6 openSF can be divided in three logical parts: repository, products and executions.

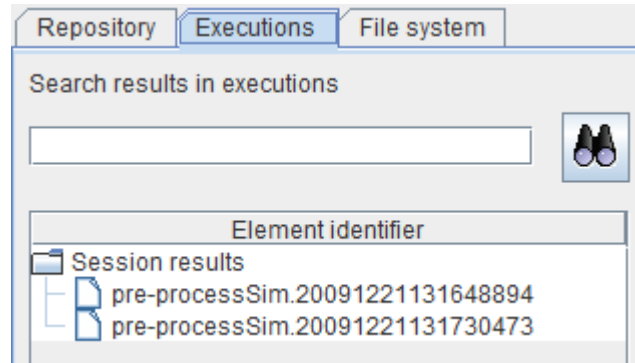
The third of these parts, named executions, represents the dynamic view of the system. Here the executed sessions are stored with their input and output data.

Users can consult their results and log messages generated, as well as re-run sessions as needed.

## 4.13. Results

Once a session is run, an execution result (whether it was successful or not) is stored into the system into the <sessions> folder, named as “<session\_id>.<starting\_time>”. Starting time is coded as “YYYYMMDDHHmmSSsss”<sup>7</sup> in local time.

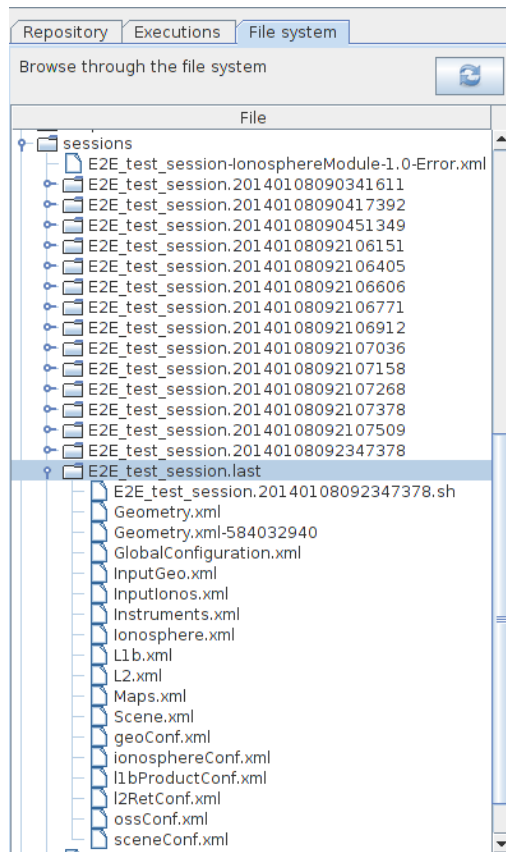
<sup>7</sup> “sss” denotes milliseconds



**Figure 4-97: Side bar. Executions**

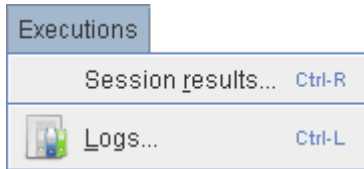
openSF approach for naming session execution directories as well as session execution supporting files involves the use of names with a timestamp. The use of a timestamp is meant to ensure a unique identification of the session folder and files. Nevertheless, upon openSF users' request, it was identified that handling such names with timestamp is not "user-friendly". In order to overcome this inconvenience openSF shall support a more user-friendly naming.

In order to simplify session results directory names symbolic links shall be used. Each time a session is executed a Linux symbolic link shall be generated in the file system with the name of the session being executed (appended by ".last") and pointing to the corresponding session execution directory. Each time a session is re-run the symbolic link is re-generated pointing to the latest session execution (the one with the latest timestamp).

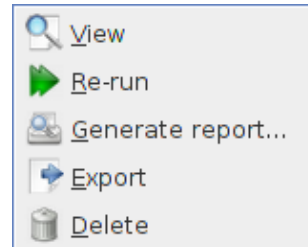


**Figure 4-98: Side bar. File system (including symbolic link to last session)**

Users can access to the list of results known by the system in the executions view of the side bar or via the “Executions” menu (Figure 4-99) from the main menu.



**Figure 4-99: Results menu**



**Figure 4-100: Results pop-up menu**

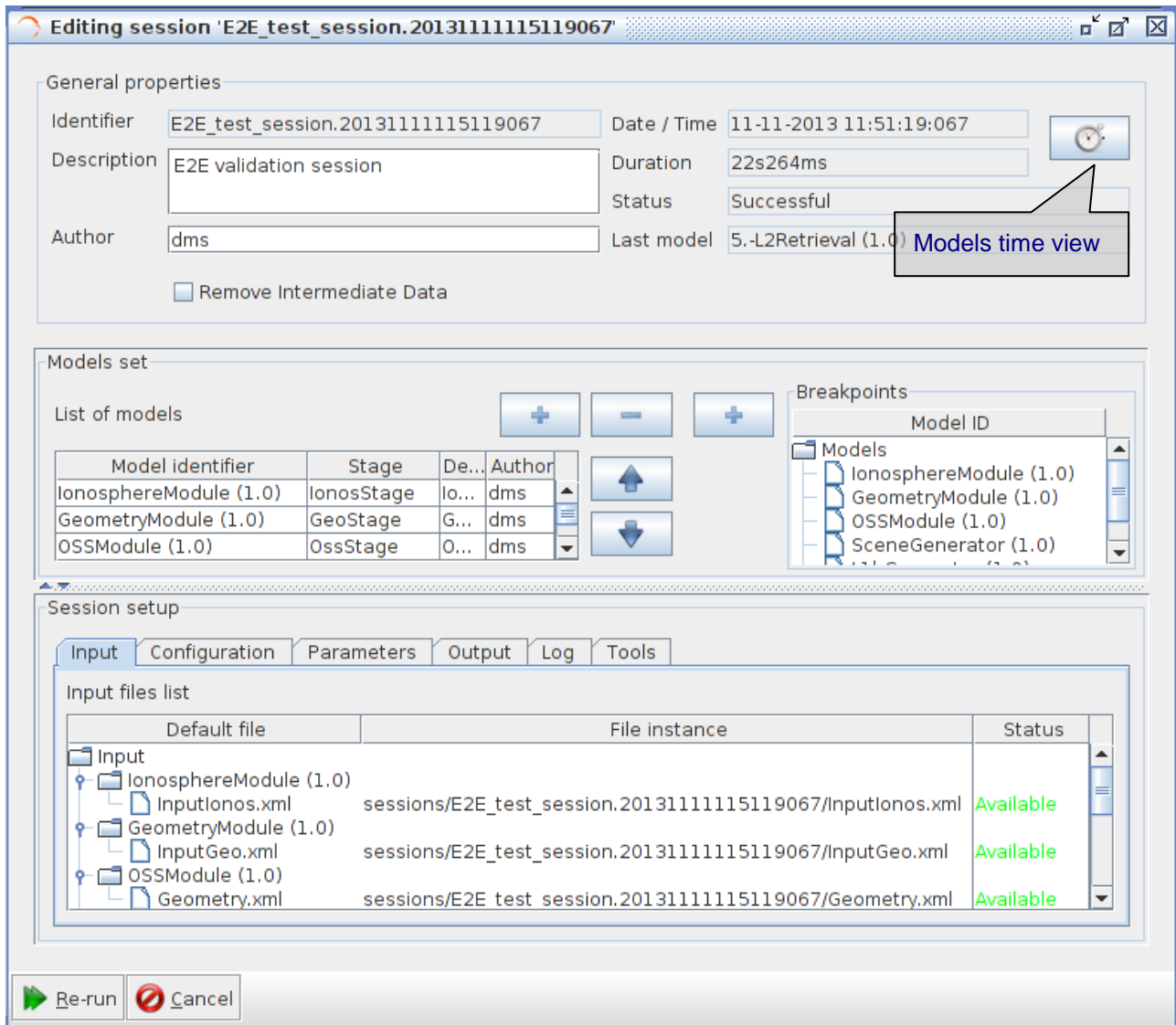
Operations involving results include the following:

- List* – present the list of existing execution results;
- View* – consult the data of an existing execution result;
- Re-run* – Starts a new session execution. This new session is a replica of the former, but shall create a new session folder.
- Report generation* – shows a text report describing the execution.
- Exportation* - Exports the entire execution definition;

*Deletion* – delete an execution result from the system.

### **4.13.1. Result view**

Accessing this functionality, users can consult the result of a session execution. Figure 4-101 shows a window very similar to a session editor but including more information.



**Figure 4-101: Execution results**

First of all, some data is presented in the “general properties” region showing this attributes:

- ❑ Date / time – this is the local computer date and time that the execution began. This date and time can also be part of the simulation identifier to distinguish this session execution from others;
- ❑ Duration – the time (in minutes and seconds) elapsed from the starting time until the execution was finished or interrupted;
- ❑ Status – the overall status of the execution. The possible values are “Failed”, “Successful” and “Aborted”;
- ❑ Last model – This is the number and identifier of the last model successfully executed. In case of a successful execution, this model must coincide with the very last model of the session. This information is useful for the user to know which model was erroneous.

Second, the Log tab is filled with the log messages generated by the session execution. Users can access all these messages to check its performance.



### 4.13.2. Result re-run

Accessing to this functionality, users can repeat the execution of a previously executed session. If the session execution was successful, the system just creates another execution (changing the starting date and time) but, if the previous execution was aborted or failed, the system will inform the user with the dialog shown below.



Figure 4-102: Result. Re-run

Users now can choose to restart the execution from the beginning or try to resume the execution, that is, to continue the execution from the last valid model. So the execution will continue provided that the outer conditions that ruined the previous run have been corrected.

### 4.13.3. Report generation

Clicking on the “Generate report” option from the Results pop-up menu accesses this functionality. A window similar to the one shown in Figure 4-103 is presented to the user.

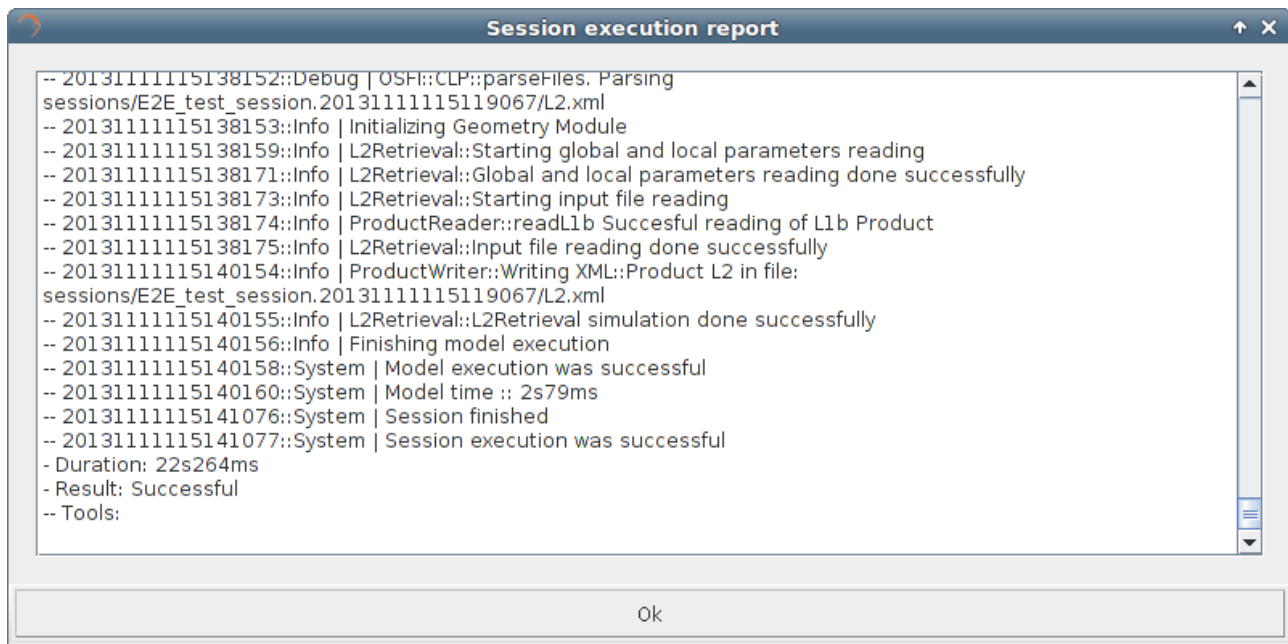


Figure 4-103: Execution report

This execution report consists in a textual description of the same data that users can access with the “Result view” functionality. The only difference resides in that this textual information can be copied and pasted into another application outside the openSF system.

#### 4.13.4. Delete result

Users can select a certain execution result and choose the option to delete it. Once users confirm the operation the execution result is erased from the repository and the file system. Log messages associated with this session execution result will also be erased.

#### 4.13.5. Models execution time

In Figure 4-101 the session results view is presented. Within this panel there is a button in the top left corner that presents the time consumed by each model involved in a session run.

Model execution time is presented in a new window with three tabs:

1. *Model Times tab*: presents the model execution time in a bar chart graph\*. See Figure 4-104
2. *Time Statistics tab*: shows a pie with the session time percentage consumed by each model. In case there is more than one Simulation involving one Model, time is divided by the number of model repetitions. See Figure 4-105
3. *Model Times Table tab*: shows the same information that the bar chart graph but in a table. See Figure 4-106

*\*Hint: Users can zoom within bar chart graph in order to better visualize model times*

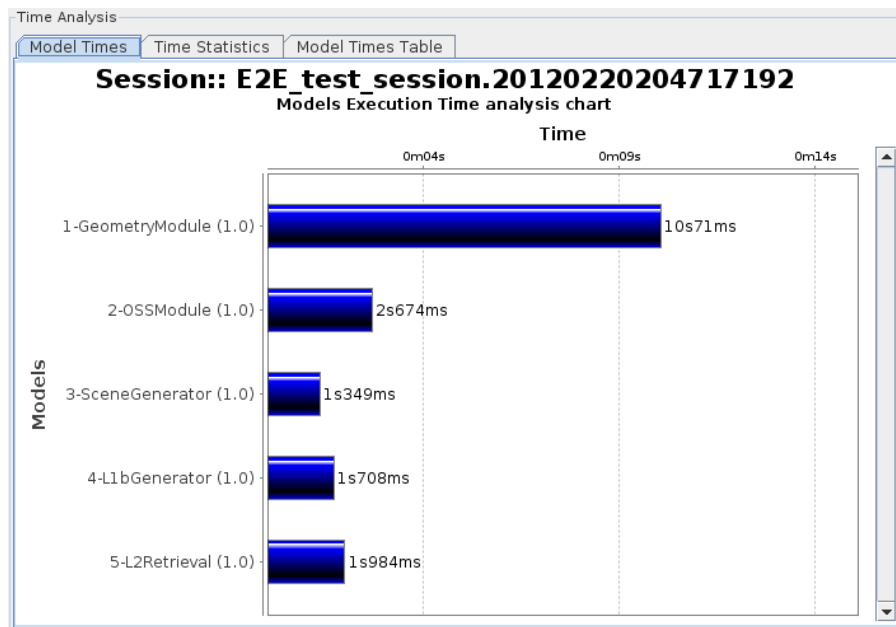
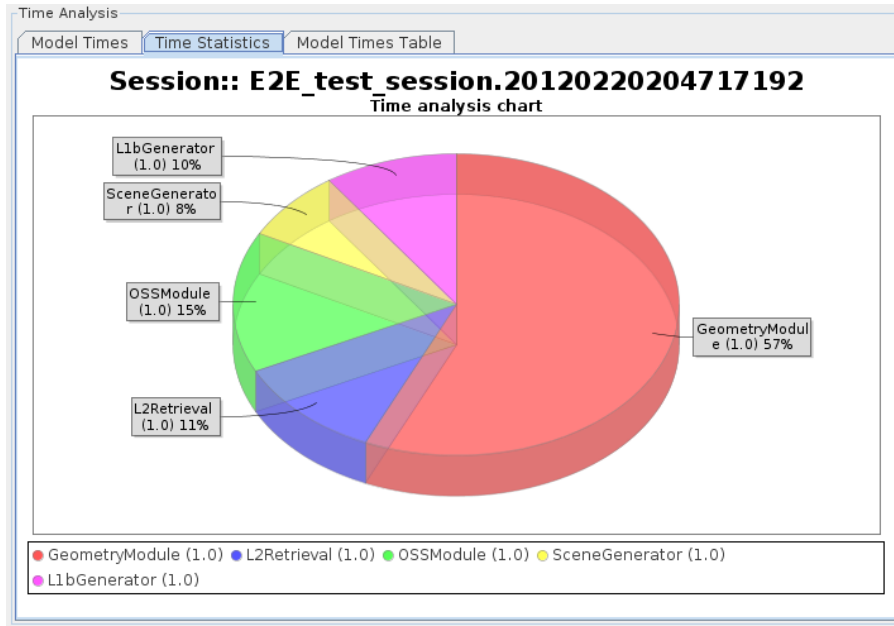


Figure 4-104 Bar graph showing Model times



**Figure 4-105** Pie chart showing the percentage of time

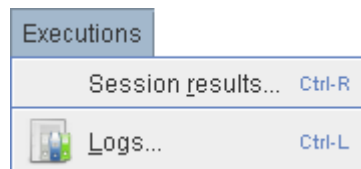
Models Execution Time		
	Model Id	Time
1	GeometryModule (1.0)	10s71ms
2	OSSModule (1.0)	2s674ms
3	SceneGenerator (1.0)	1s349ms
4	L1bGenerator (1.0)	1s708ms
5	L2Retrieval (1.0)	1s984ms

**Figure 4-106** Table showing Model times

## 4.14. Logs

Executing sessions has a secondary consequence: a set of events are produced and stored for the system. These events are described in detail in section 4.11.5.

Users can access to the complete set of logs stored by the system in the “Logs” menu (Figure 4-107) from the main menu.



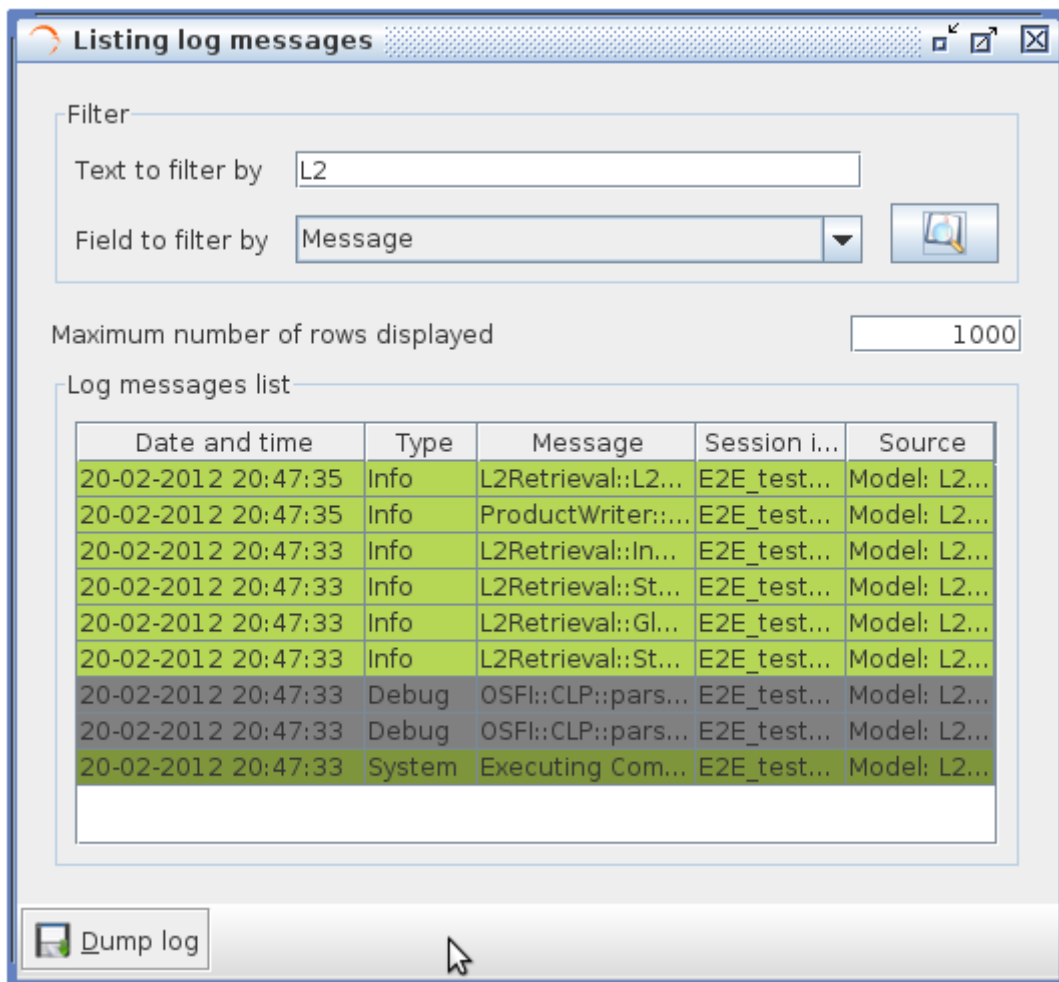
**Figure 4-107: Logs menu**

### 4.14.1. Log messages list

The figure below shows a window with a list of log messages stored by the system. As can be seen, the table shows the computer date and time when the platform intercepted the event, the type of the event, a message describing the event, the identifier of the session associated to the event and its detailed source (model, simulation, session or system).

This list of events is sorted (by default) in increasing time order until filling the “Maximum number of rows displayed” field. Users can change the number of log messages to be displayed. For example, if the “Maximum number of rows displayed” is set to 10, the list shall display the last 10 messages of the log session.

Users can also filter this list. Users can select a field, input a string that must contain this field and press the “filter” button. Then another search is performed into the system and the results are shown on screen. Only records fulfilling the filter restriction will be shown. When clearing the filter text the system shall retrieve again the full set of log messages.



**Figure 4-108: Logs list view**

Moreover, users can access the “dump log” functionality at the bottom of the window. Once selected, users can select the name and location of the log destination file. Then, the list of logs shown by the window is stored in the file system.

## 4.15. Parameter Perturbations

In this section the openSF perturbation system is detailed. This functionality is intended for adding new capabilities to session iteration(section 4.11.2.10).

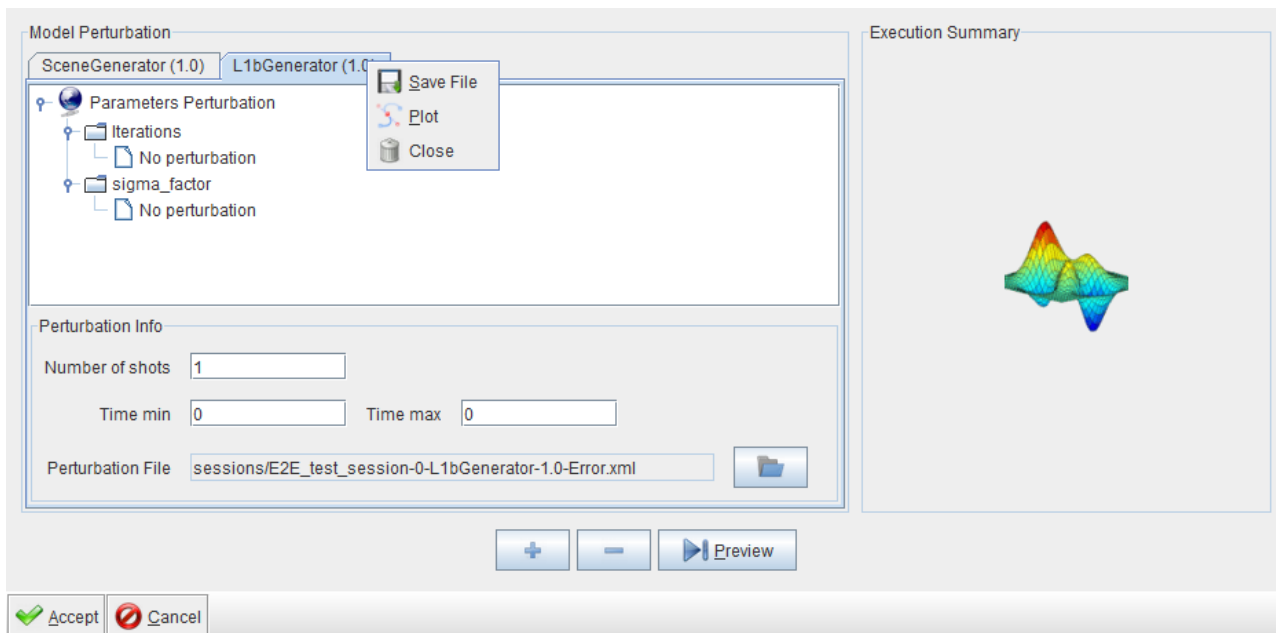
The session perturbation system brings users with the following functionalities:

- Independently define a perturbation function for each model involved in a session.
- Combine different functions for perturbing parameter values (Ex: sinusoidal with amplitude values varying as a normal random distribution)
- Two different execution schemes, Statistical and Combined modes (section 4.15.3)

### 4.15.1. Parameter Perturbation interface

The model perturbation interface is composed by the following panels:

- A tabbed panel that shows for each model the “Perturbation Function Tree”. This tree presents model parameters and perturbation function specified.
- An info panel where perturbation parameters can be modified:
  - Number of shots (integer format)
  - Time min and time max for analytical perturbations (double format)
  - Perturbation file where function definition is stored (XML format)
- Execution summary panel where session execution is outlined prior saving/running it.
- A tool bar for adding new functions to a model “Perturbation Function Tree”

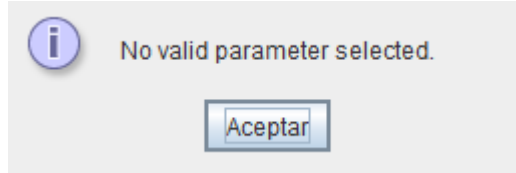


**Figure 4-109 openSF Perturbation system main window**

### 4.15.2. Defining a new perturbation

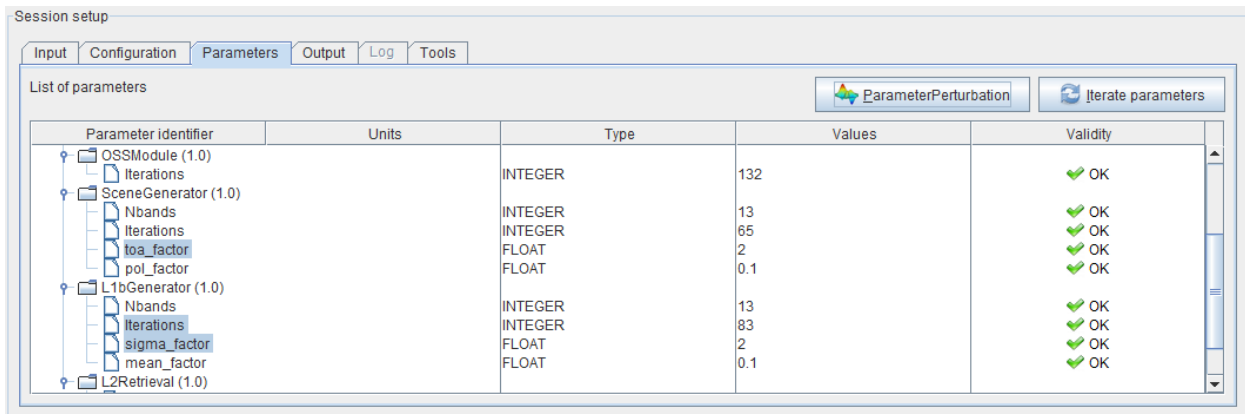
This section describes the steps that an user shall follow in order to add a new perturbation to a session.

1. Select from Session Addition/Edition interface the desired INTEGER/FLOAT parameters. If no parameters are selected the following message will appear.



**Figure 4-110 No selected parameters**

- User can select more than one parameter using the Ctrl key.
- Global configuration parameters cannot be perturbed



**Figure 4-111 Selection of parameters for perturbation**

2. Launch parameter perturbation system using the button in the top part of “List of parameters” panel or pressing “Alt+P”
3. Select a Perturbation Tree leaf and click on “+” button from the Perturbate Session toolbar. This action will pop-up the “Select Function” frame.
  - Remember that functions can be nested so “+” button is also used for creating complex functions. (see Figure 4-113)
  - If user want to setup another perturbation function for a parameter remember to previously delete it selecting the node and pressing “-“ button from the Perturbate Session toolbar.

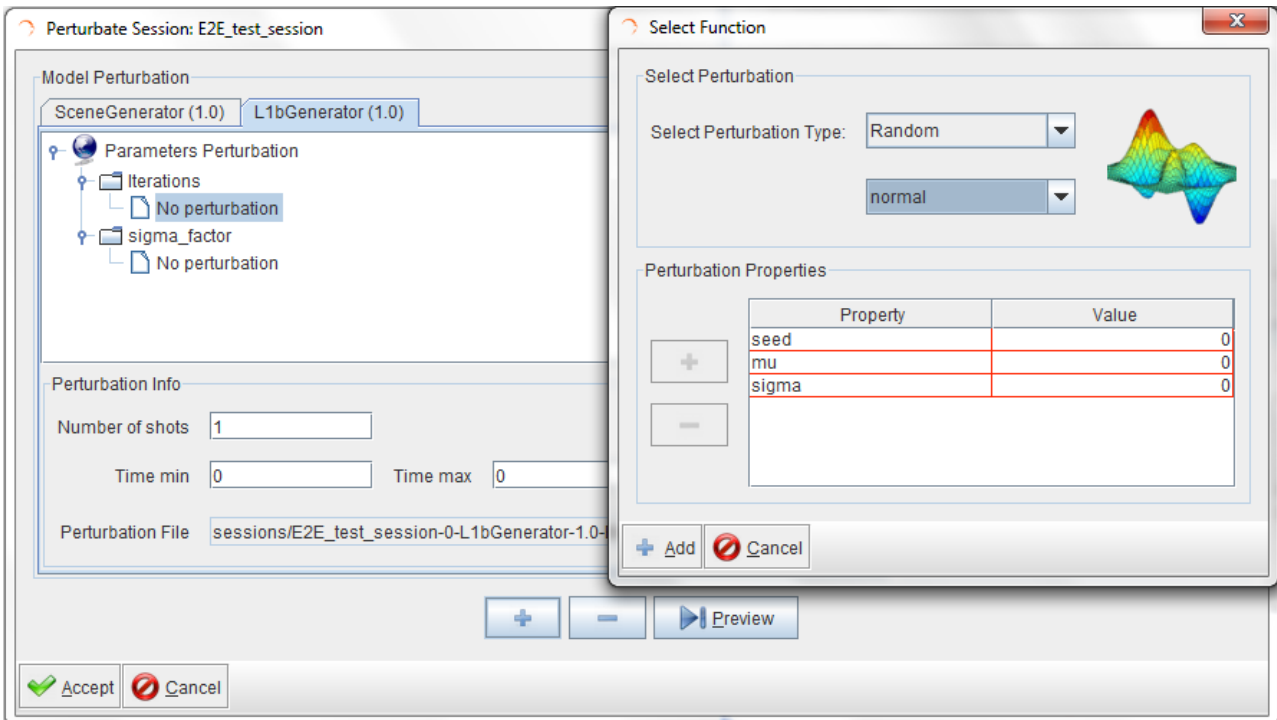


Figure 4-112 Adding a perturbation function to a model parameter

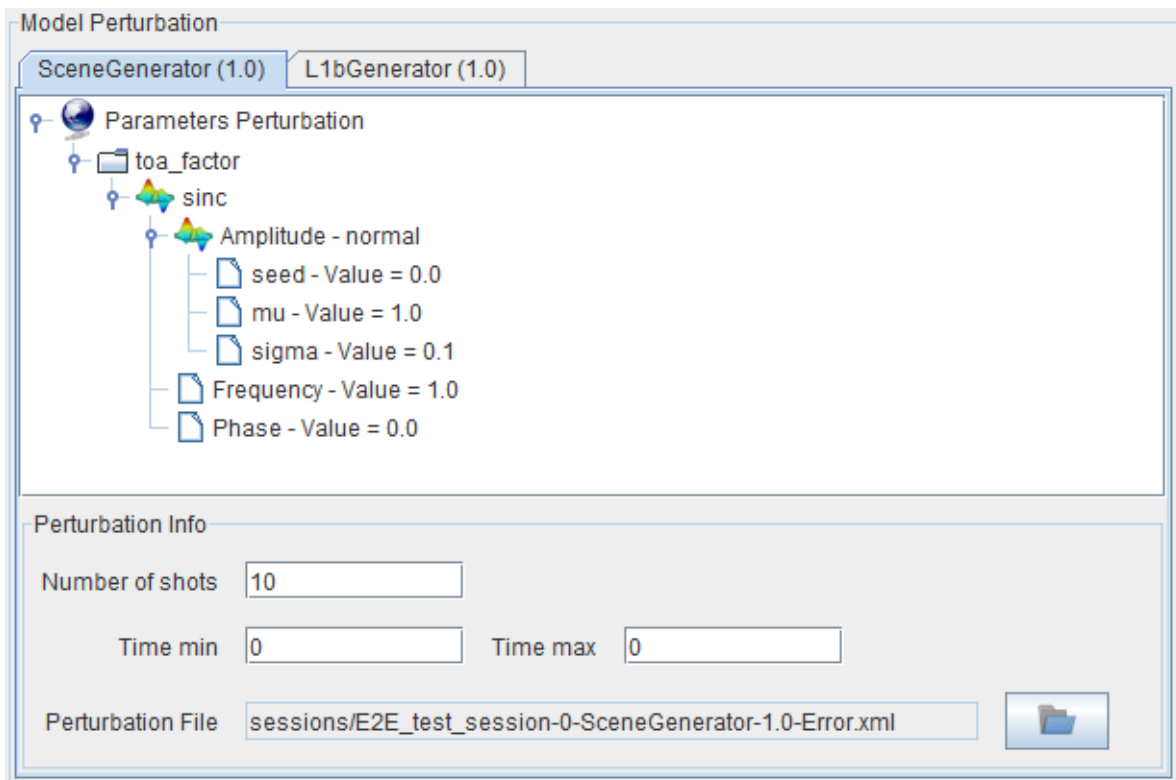


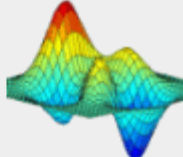
Figure 4-113 Complex perturbation function

4. In the “Select Function” window insert the function parameters checking that table frame changes to green color (Ex: Random->normal function must have a sigma greater than 0 , second operand of BinaryOperations->Root must be positive)

Select Perturbation

Select Perturbation Type:  ▼

▼

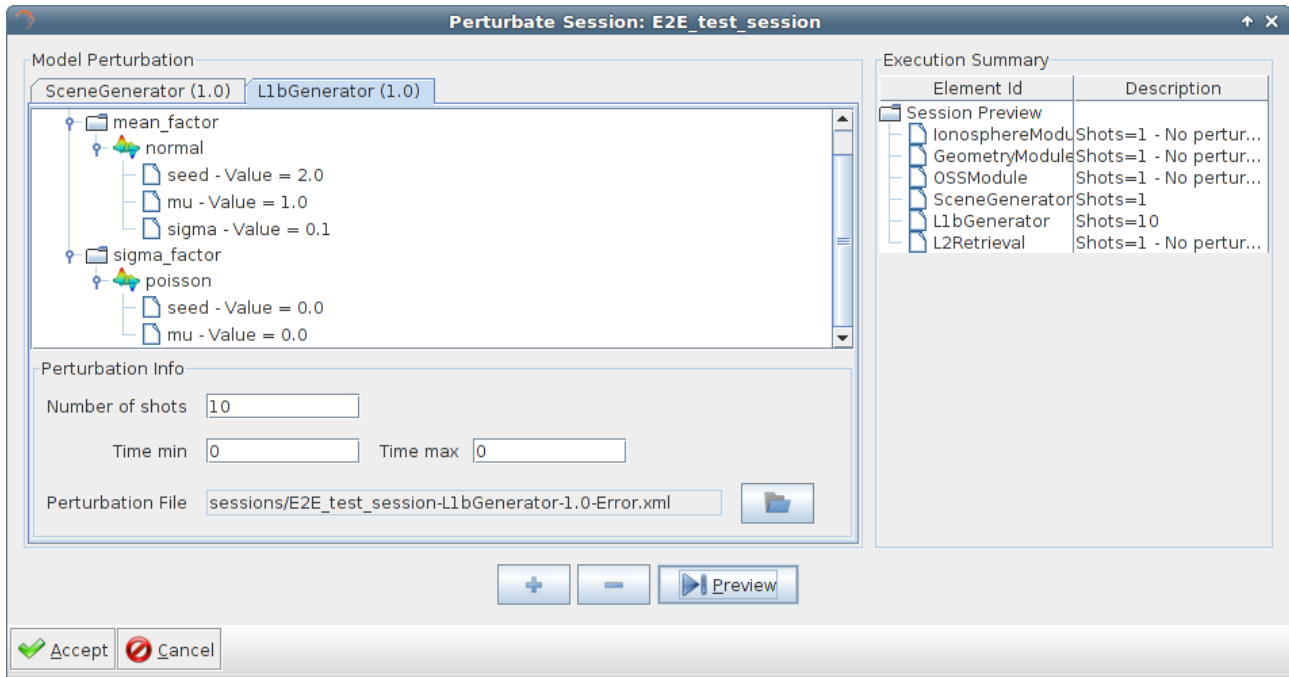


Perturbation Properties

Property	Value
seed	2
mu	1
sigma	0,1

5. Click on “Add” button to update *Perturbation Function Tree*
6. Change number of shots, min/max time as desired (remember that time is only used in analytical perturbations)
  - If the error function assigned to the parameter is an analytical one, it is assumed that the perturbation per shot actually can be represented by a time series. For example, it could be a perturbation  $Y = \cos(\Omega * t)$ ; then  $t$  values (in number equal to Number of shots) will be drawn between “Time Min” and “Time Max”. Note that the step between points is  $(t_{max} - t_{min}) / \text{number of shots}$
7. Preview execution, selecting the desired perturbed execution scheme, see section 4.15.3



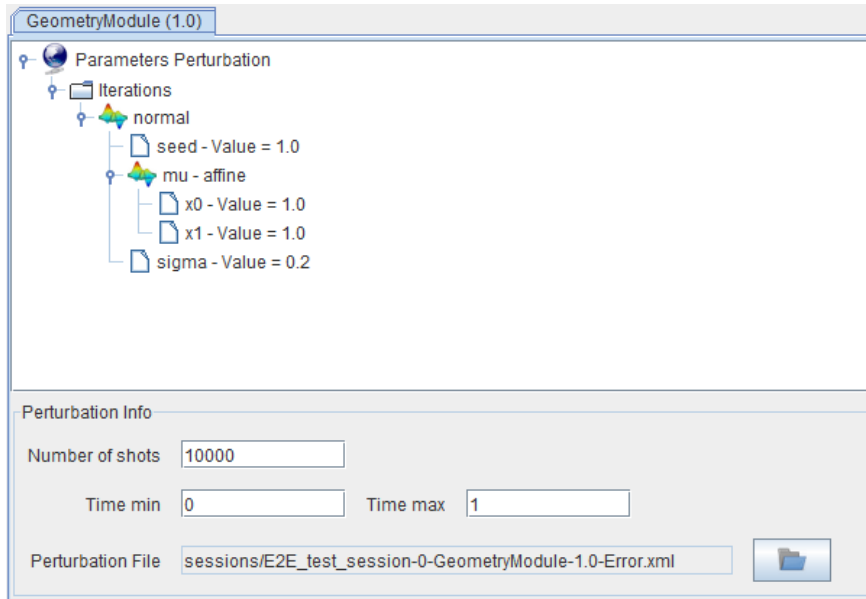


**Figure 4-114 Preview of Statistical Mode execution scheme**

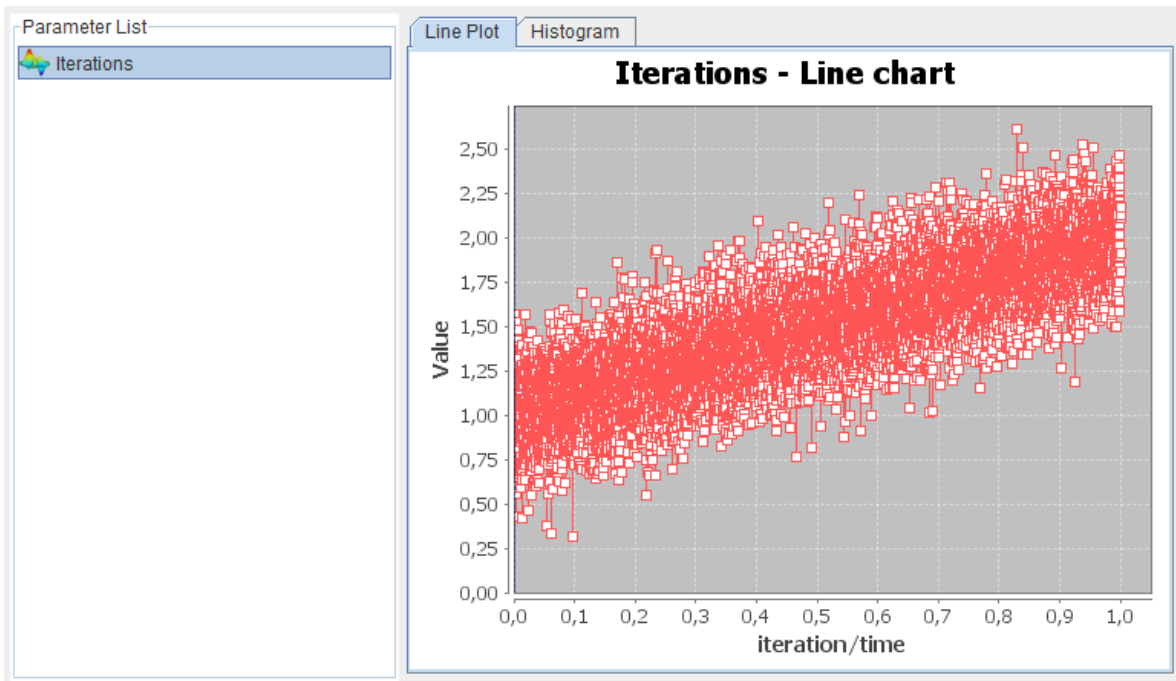
8. Accept the session perturbation, adding it to session definition by clicking on “Accept” button.

#### 4.15.2.1. Additional operations

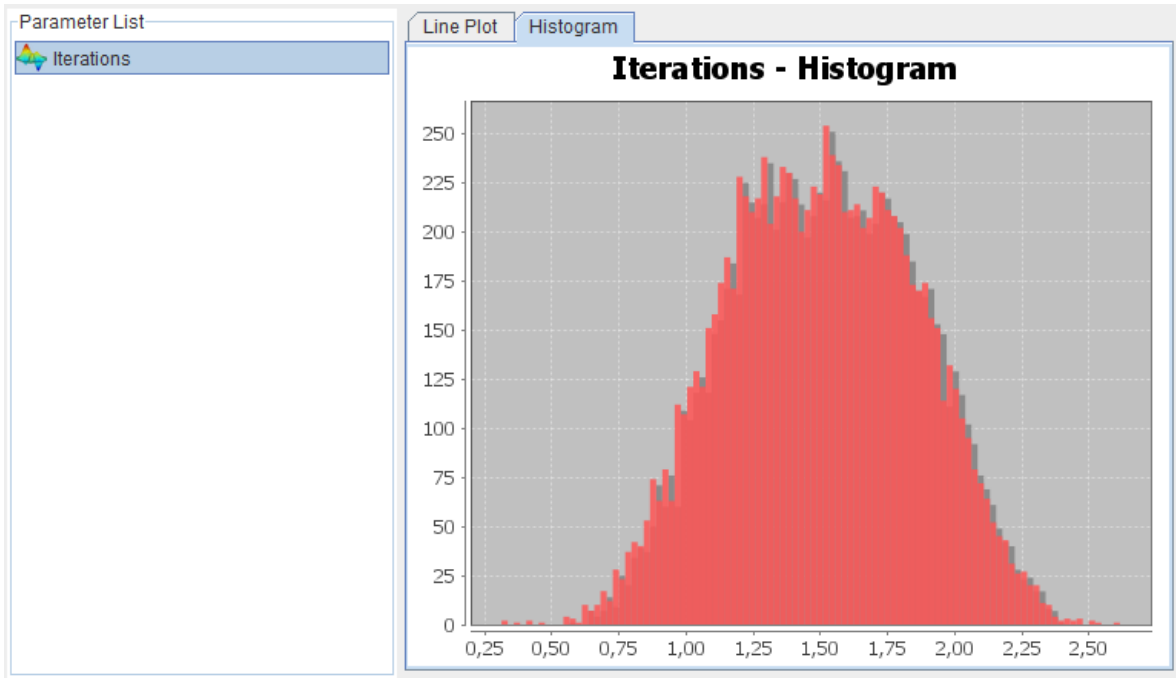
- Clear model perturbation: Right click on model tab and select “Close”
- Save perturbation into selected file: Dumps Perturbation Function Tree into an XML file. Right click on model tab and select “Save”
- Plot perturbation: Right click on the desired tab and select “Plot”. A new window will appear showing the time series and histogram for each perturbed parameter. Figure 4-115, Figure 4-116, Figure 4-117 show how a parameter perturbation can be defined and plotted from MMI.



**Figure 4-115 Complex perturbation for a parameter**

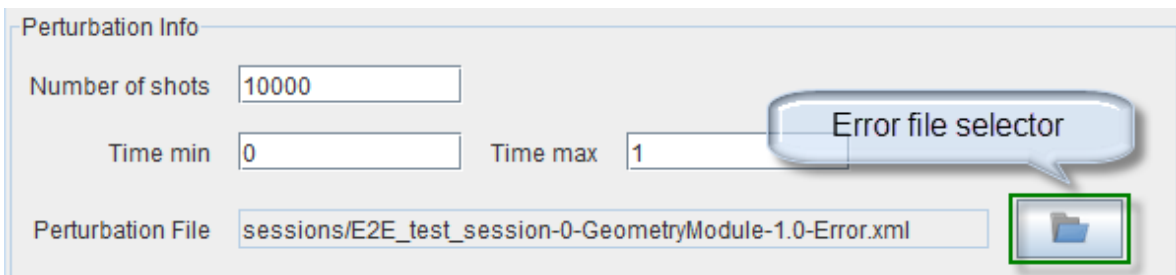


**Figure 4-116 Time series line for a parameter perturbation**



**Figure 4-117 Histogram chart for a random parameter perturbation**

- ❑ Load an external XML file with errors definition for a set of model parameters. Only errors matching with a model parameter name will be loaded within the system.



**Figure 4-118 Loading an external error file**

XML Error File syntax, below users can find an error file example with all available functions.

```
<?xml version="1.0" encoding="UTF-8" standalone="no"?>
<errorsFile>
  <simTime value="50" />
  <parameter name="Affine function">
    <affine>
      <float value="50" />
      <float value="5" />
    </affine>
  </parameter>
  <parameter name="Bias function">
    <bias>
      <float value="10" />
    </bias>
  </parameter>
  <parameter name="Linear function">
```

```

    <linear>
      <float value="15" />
    </linear>
  </parameter>
  <parameter name="Parabolic function">
    <parabolic>
      <float value="1" />
      <float value="1" />
      <float value="1" />
    </parabolic>
  </parameter>
  <parameter name="Polynomial function">
    <polynomial>
      <float value="1" />
      <float value="1" />
      <float value="1" />
      <float value="1" />
    </polynomial>
  </parameter>
  <parameter name="Step function">
    <step>
      <float value="3" />
      <float value="10" />
      <float value="20" />
    </step>
  </parameter>
  <!-- Test XML Comment: Sinusoidal Function -->
  <parameter name="Sinusoidal function">
    <sinusoidal>
      <float value="10" /> <!-- Amplitude -->
      <float value="10" /> <!-- Frequency -->
      <float value="0" /> <!-- Phase in degrees -->
    </sinusoidal>
  </parameter>
  <parameter name="Tangent function">
    <tangent>
      <float value="10" />
      <float value="1" />
      <float value="0" />
    </tangent>
  </parameter>

  <parameter name="Linear sampling">
    <linearSampling xMin="1.0" xMax="10.0" step="1">
      <float value="1" />
      <float value="3" />
      <float value="5" />
      <float value="7" />
      <float value="3" />
      <float value="2" />
      <float value="2" />
      <float value="10" />
      <float value="4" />
      <float value="3" />
    </linearSampling>
  </parameter>
  <parameter name="Polynomial sampling">

```

```

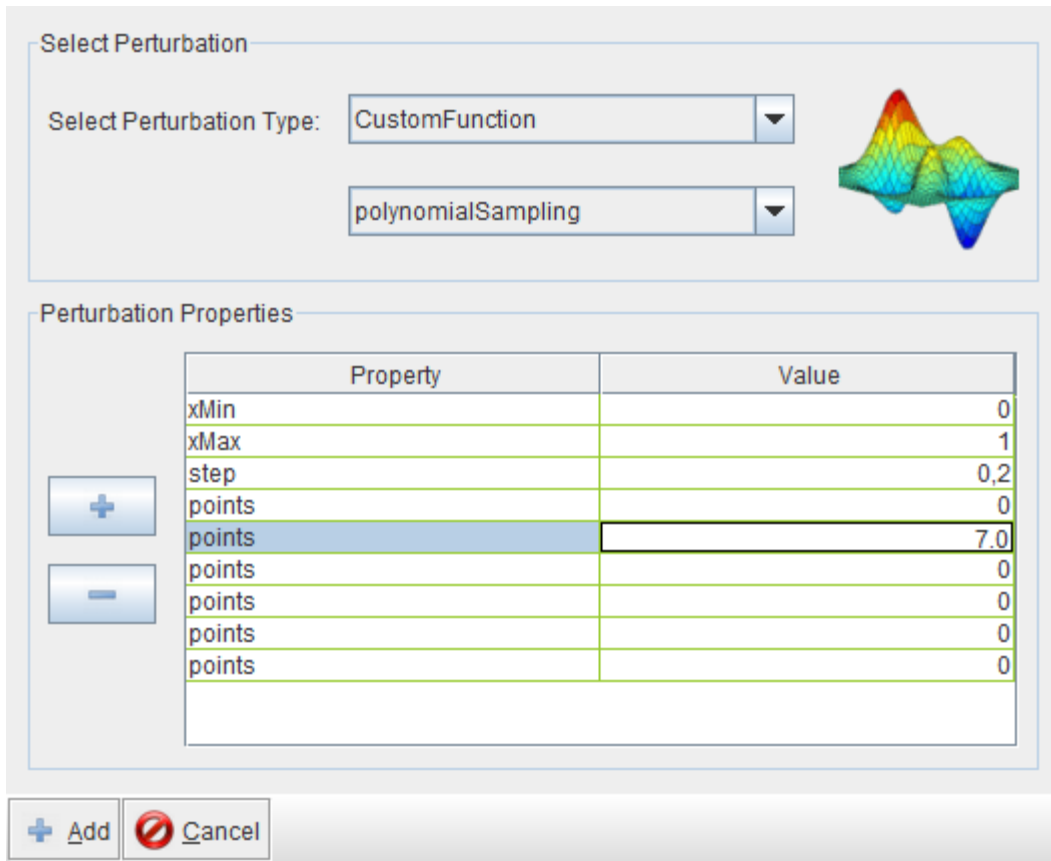
<polynomialSampling xMin="1.0" xMax="10.0" step="1">
  <float value="1" />
  <float value="2" />
  <float value="1" />
  <float value="2" />
  <float value="1" />
  <float value="2" />
  <float value="1" />
  <float value="2" />
  <float value="1" />
  <float value="2" />
</polynomialSampling>
</parameter>
<parameter name="Spline sampling">
  <splineSampling xMin="1.0" xMax="20.0" step="1">
    <float value="2" />
    <float value="3" />
    <float value="2" />
    <float value="3" />
    <float value="2" />
    <float value="3" />
    <float value="2" />
    <float value="3" />
    <float value="3" />
    <float value="2" />
    <float value="3" />
    <float value="10" />
    <float value="2" />
    <float value="3" />
    <float value="2" />
    <float value="4" />
    <float value="7" />
    <float value="2" />
    <float value="3" />
    <float value="2" />
    <float value="3" />
    <float value="2" />
    <float value="7" />
  </splineSampling>
</parameter>
<parameter name="Beta distribution">
  <beta seed="1" v="2" w="5" xMin="0.0" xMax="1.0" />
</parameter>
<parameter name="Gamma distribution">
  <gamma seed="1" location="0.0" scale="0.5" shape="9" />
</parameter>
<parameter name="Exponential distribution">
  <exponential seed="1" a="1" b="1.5" />
</parameter>
<parameter name="Normal distribution">
  <normal seed="1" mu="100.0" sigma="10.0" />
</parameter>
<parameter name="Uniform distribution">
  <uniform seed="1" xMin="0" xMax="1" />
</parameter>
<parameter name="Poisson distribution">
  <poisson seed="1" mu="10" />
</parameter>
<parameter name="Truncated gaussian distribution">
  <truncatedGaussian seed="1" mu="0.5" sigma="0.2" xMin="0.4" xMax="0.6" />

```

```
</parameter>
<parameter name="Uniform discrete distribution">
  <uniformDiscrete seed="1" i="0" j="1" />
</parameter>

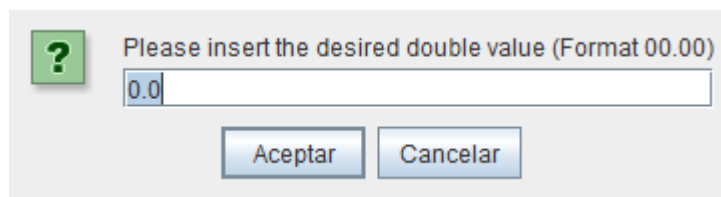
<parameter name="Custom PDF">
  <customPDF seed="24" xMin="0.0" xMax="12.0" step="1">
    <float value="7" />
    <float value="43" />
    <float value="21" />
    <float value="10" />
    <float value="2" />
    <float value="6" />
    <float value="23" />
    <float value="31" />
    <float value="7" />
    <float value="2" />
    <float value="7" />
    <float value="43" />
    <float value="21" />
  </customPDF>
</parameter>
</errorsFile>
```

- ❑ Functions with a variable number of properties (such as sampling functions, custom probability density function etc ...): users are able to add/del points through “+” and “-“ buttons of the “Select Function” interface. See section 4.15.4 for details



**Figure 4-119 Function with variable number of properties (points)**

- Additionally users can change the double value of a leaf by double clicking on the Perturbation Function Tree



**Figure 4-120 Editing a double value of the Perturbation Tree**

### 4.15.3. Perturbed execution modes

OpenSF iteration of parameters has been previously based on the combination of all possible values. This approach results in an exponential increasing number of executions depending on the number of parameters being iterated and the number of parameter values (i.e. the iteration of two parameters with ten different values each one, involves one hundred executions !!)

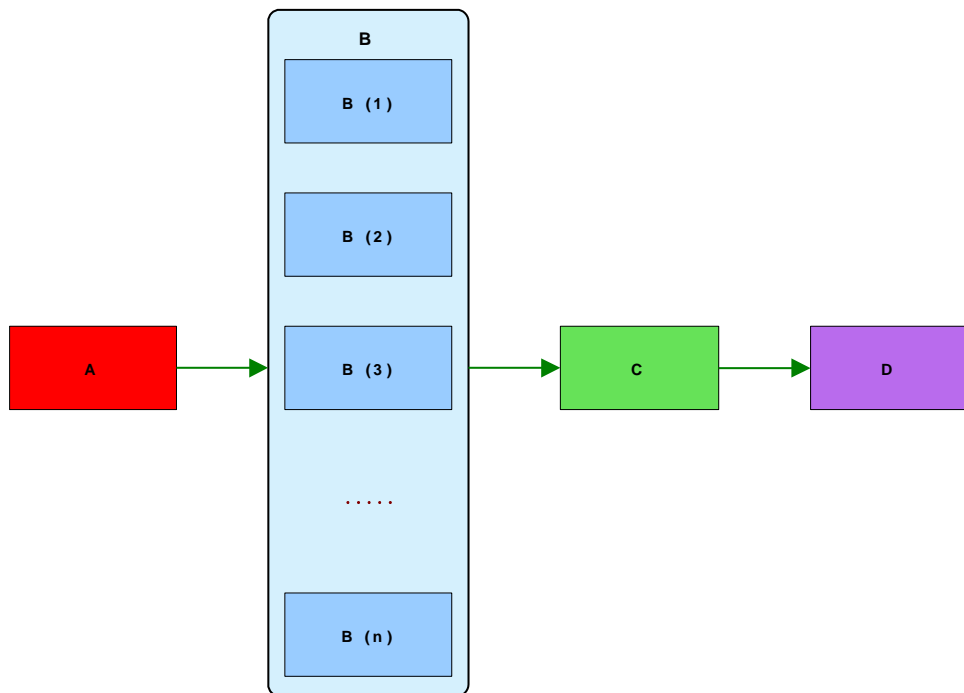
In many cases the solution provided by openSF was not the optimal one, statistical models (as in SEPSO case), models that need to run in different modes for each simulation (Sentinel 3 processors) or models that need to be executed more than one time depending on a parameter (BIOMASS acquisitions). For coping with the needs of such simulators, two new possibilities have been implemented for handling iteration/perturbation of parameters or multiple runs. Each model can be configured with different parameter perturbations/iterations, no extra sessions shall be setup just a loop is introduced executing

the model “N” times. Note that the output files/folders of each model will be the same and consequently **it is model responsibility the handling of this issue.**

The other approach is the possibility of setting up a number of sessions equal to the number of shots configured for the perturbations of each model (this approach has a constraint, all model perturbations shall be set-up with the same number of shots, the no-perturbed ones will be re-run with the same parameters).

The new execution schemes for perturbed sessions are:

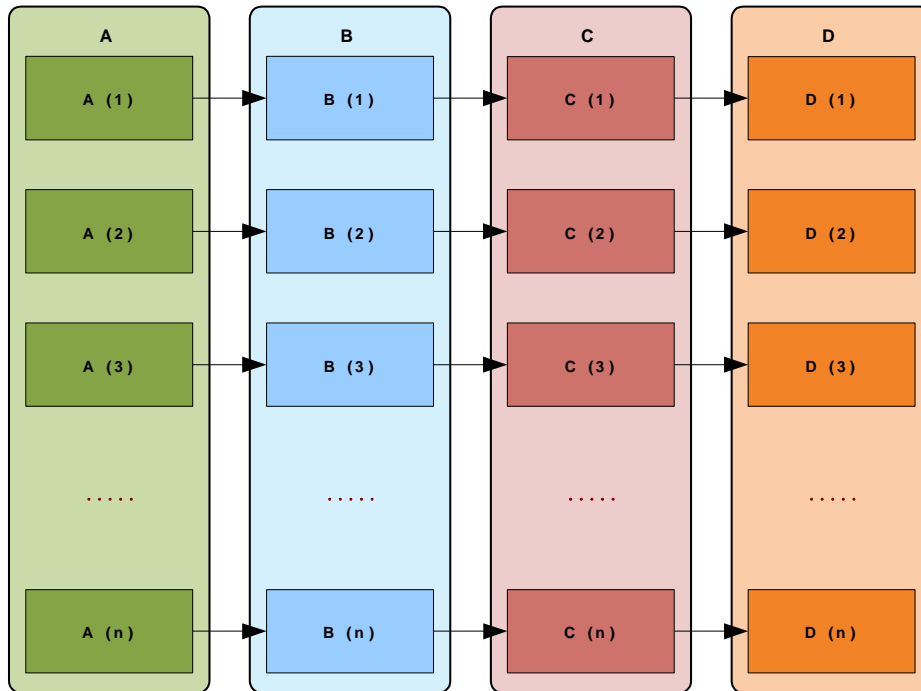
1. **Statistical Mode:** users are able to execute one model as many times as specified. Users shall note that model implementation shall be aware of this fact because openSF will execute the model on with same input and output files for each iteration. It is model responsibility to smartly handle this situation (Ex: Merge output etc...). In this case the number of model repetitions is completely independent.



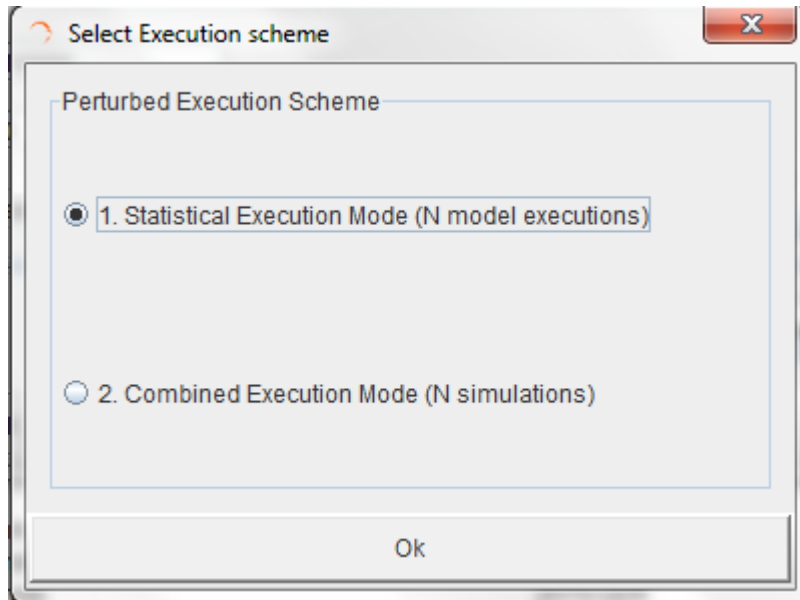
**Figure 4-121 Statistical mode execution scheme**

2. **Combined Mode:** creates as many simulations as shots are specified. All model parameters are perturbed at the same time for each simulation. For this execution scheme it is required that all model perturbations have the same number of shots.





**Figure 4-122 Combined mode execution scheme**

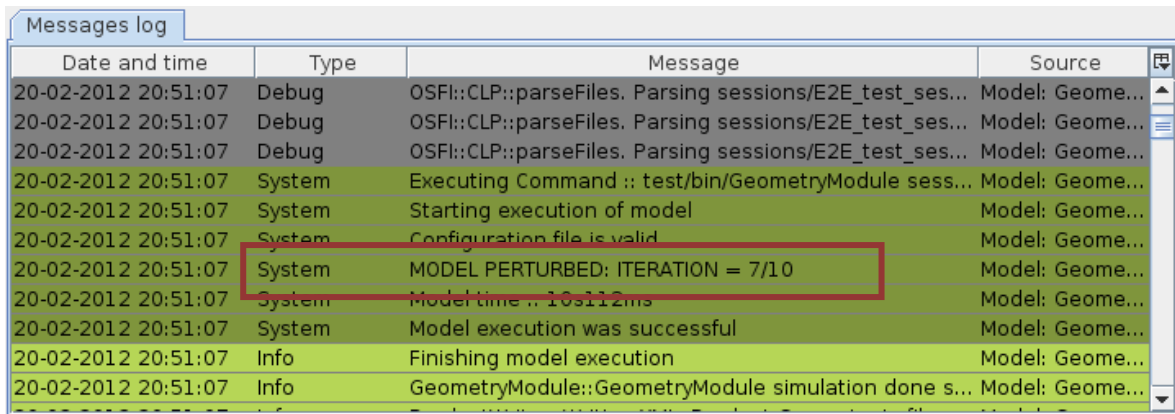


**Figure 4-123 Execution mode selector**

#### 4.15.3.1. Differences between execution modes

- In Statistical mode, models shall handle output files as openSF specifies always the same filename for each shot.
- openSF in Combined mode creates parameter values in the moment the perturbation is accepted, in the other hand Statistical mode sets values just before model is executed, when XML configuration file is written.

- ❑ In order to make the Statistical mode repeatable by script, openSF creates a set of configuration files, one per shot specified, using as name convention “File\_N.xml” where N is the iteration number. This is not needed in Combined mode as configuration files are stored in different session folders.
- ❑ Combined mode sessions are not handled differently by openSF, just as new Executions of a Session, Statistical mode instead adds a new log message specifying the model iteration number.



Date and time	Type	Message	Source
20-02-2012 20:51:07	Debug	OSFl::CLP::parseFiles. Parsing sessions/E2E_test_ses...	Model: Geome...
20-02-2012 20:51:07	Debug	OSFl::CLP::parseFiles. Parsing sessions/E2E_test_ses...	Model: Geome...
20-02-2012 20:51:07	Debug	OSFl::CLP::parseFiles. Parsing sessions/E2E_test_ses...	Model: Geome...
20-02-2012 20:51:07	System	Executing Command :: test/bin/GeometryModule sess...	Model: Geome...
20-02-2012 20:51:07	System	Starting execution of model	Model: Geome...
20-02-2012 20:51:07	System	Configuration file is valid	Model: Geome...
20-02-2012 20:51:07	System	MODEL PERTURBED: ITERATION = 7/10	Model: Geome...
20-02-2012 20:51:07	System	Model time .. 10s112ms	Model: Geome...
20-02-2012 20:51:07	System	Model execution was successful	Model: Geome...
20-02-2012 20:51:07	Info	Finishing model execution	Model: Geome...
20-02-2012 20:51:07	Info	GeometryModule::GeometryModule simulation done s...	Model: Geome...

**Figure 4-124 Statistical mode iterations log message**

## 4.15.4. Error Functions

### 4.15.4.1. Deterministic Functions

Deterministic functions are those whose value it is known in all the time domain.

#### ❑ Affine

Calculates the perturbation as an affine value. An affine transformation consists in a linear transformation and a translation.

- $error = a_1 + a_0 * t$

#### ❑ Bias

Calculates the perturbation as a constant value.

#### ❑ Linear

Calculates the perturbation as a linear value:

- $p = a * t$

This is a particular case of affine transformation when translation variable is equals to 0.

#### ❑ Parabolic

Calculates the perturbation as a parabolic value.

- $p = a_0 + a_1 * t + a_2 * t^2$

□ **Polynomial**

Calculates the perturbation as a generic polynomial value. This function has as many float parameters as degrees of the desired polynomial plus one.

□ **Step**

Calculates the perturbation as step function.

- if  $\text{simTime} < t \Rightarrow p = a_0$
- if  $\text{simTime} > t \Rightarrow p = a_1$

□ **Sinusoidal**

Calculates the perturbation as sinusoidal function

- $p = a * \sin(2 * \pi * f * t + \text{phi})$
- f(Hz)
- phi(deg)
- t(secs)

□ **Tangent**

Calculates the perturbation as tangent function

- $p = a * \tan(2 * \pi * f * t + \text{phi})$
- f(Hz)
- phi(deg)
- t(secs)

Remember that the tangent function have singularities when the angle evaluated is  $(+/-)*n*\pi/2$ .

#### 4.15.4.2. **Sampling Functions**

The openSF error generation plugin implements three interpolation methods, linear, polynomial and spline sampling.

In order to define the points of the interpolation there is a common set of variables that are listed below.

- xMin: Min value of abscise axis
- xMax: Max value of abscise axis
- step: Increment between abscise values

The number of points must be :

$$\frac{xMax - xMin}{step} = nValues$$

□ **Linear Sampling**

This function makes an interpolation with the given points assuming it follows a linear rule.

□ **Polynomial Sampling**

This interpolation method builds a polynomial grade  $n$ , being  $n$  the number of specified points. This interpolation minimizes the Least Square Error. Ref: Neville Method.

#### □ **Spline Sampling**

Interpolate the given “ $n$ ” points with Cubic Splines Method.

#### *How to use the sampling functions*

The sampling functions are useful for cases where the perturbation is a function known at discrete instants. That is,  $F = \{y_j, x_j\}$ ,  $j=1, \dots, n$ . In such a case, openSF provides with the functionality of interpolating according different methods: for a given time  $x_t$  calculate the corresponding perturbation in the discrete series  $\{y_j, x_j\}$  such that  $y_t = F(x_t)$

The sampling functions configuration has to include  $y_j$  values, because the  $x_j$  have to be equally sampled, providing only the minimum ( $x_{Min}$ ), maximum ( $x_{Max}$ ) and sampling (step).

- The "linear sampling" method uses a linear interpolation between points
- The "polynomial sampling" method interpolates using a Neville polynomial
- Eventually, the "spline sampling" method interpolates with splines

Summarizing, these functions are useful in those cases where the perturbation values for example come from measurements whose underlying model is not fully known or cannot be represented by an analytical equation (a gauss distribution, a beta distribution, a combination of gaussian and linear function and so on).

#### **4.15.4.3. Nondeterministic Functions**

Common random function implementation with seed management for testing purposes. If seed is set to zero openSF initializes pseudo-randomly the seed (used for non-repeatable executions, montecarlo etc...).

#### □ **Beta Distribution**

Generates random values with Beta function as probability density function.

#### □ **Gamma Distribution**

Generates random values with Gamma function as probability density function.

#### □ **Exponential Distribution**

Generates random values with Exponential function as probability density function.

#### □ **Normal Distribution**

Generates random values with Gaussian function as probability density function.

#### □ **Uniform Distribution**

Generates random values following an Uniform Distribution.

#### □ **Poisson Distribution**

Returns the perturbation as a generated random value with Poisson function as pdf.

#### □ **Truncated Gaussian Distribution**

Returns the perturbation as a generated random value with Truncated Gaussian function as pdf.

❑ **Uniform Discrete Distribution**

Returns the perturbation as a generated random value with Uniform Discrete function as pdf.

❑ **Distribution with custom Probability Density Function**

Returns the value of a random variable generated with a custom pdf given. It is only recommended to use it by expert developers/scientists.

**4.15.4.4. Binary and Composite Operations**

Error Generation Libraries implements the basics mathematical operations in binary mode. The operations implemented are:

- ❑ **Addition**
- ❑ **Subtraction**
- ❑ **Multiplication**
- ❑ **Division**
- ❑ **Exponentiation**
- ❑ **Root**

## 4.16. Time Based Scenario Orchestration

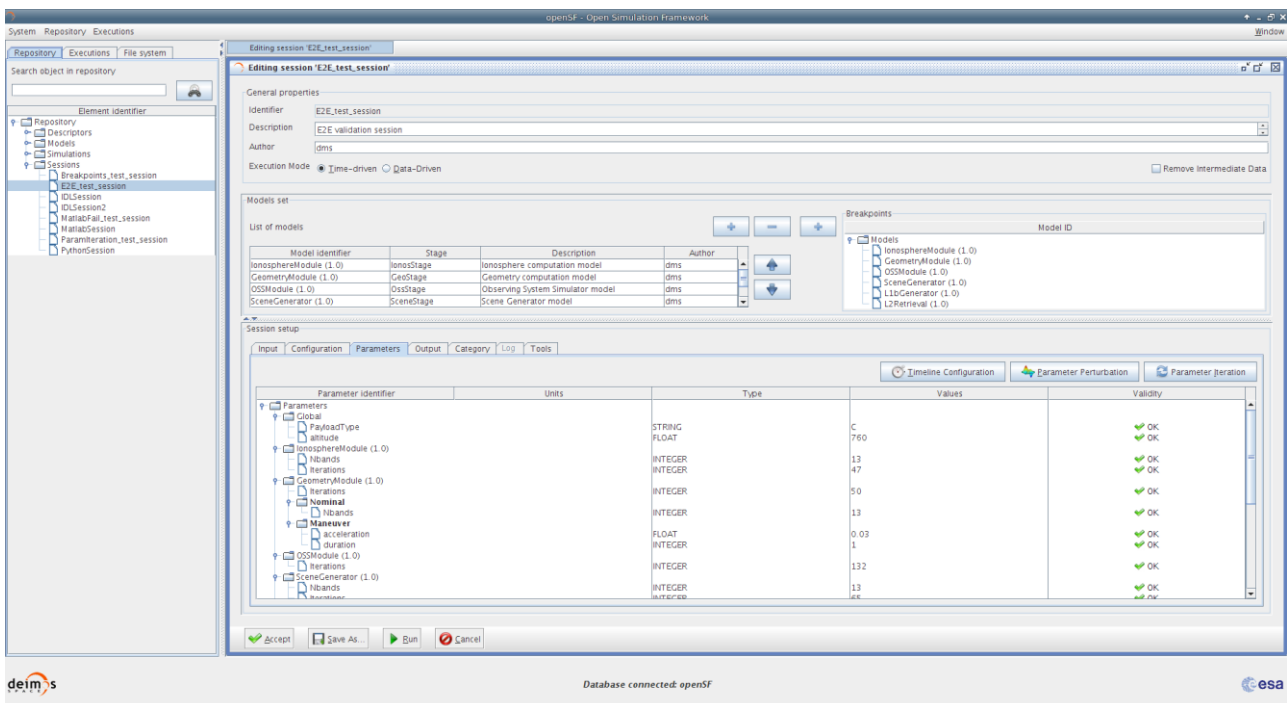
In this section the openSF time based scenario orchestration capability is detailed. This functionality is intended for adding new capabilities to session iteration (section 4.11.2.10).

The Time based scenario execution implements the notion of time driven execution of a simulation whereby each simulation module is invoked in a sequence of time segment.

To understand the concepts and definitions supporting the time based orchestration refer to [AD-E2E].

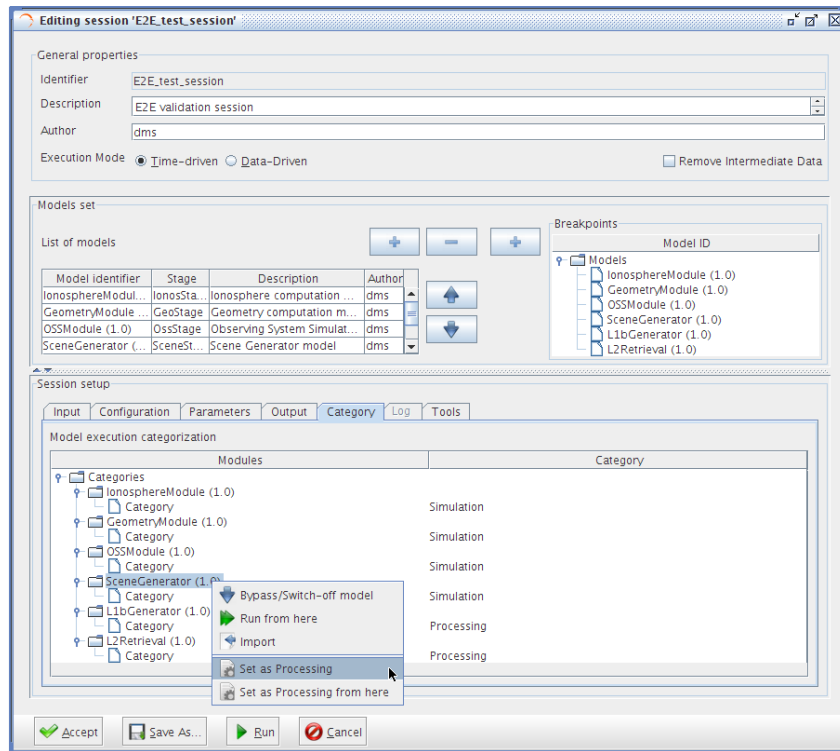
### 4.16.1. Time Based orchestration interface

In a session editing window the tree of module parameters contains folders (one folder per mode) each representing a specific module's mode containing that mode's specific parameters. It should be noted that this is only for display purposes, i.e., when organizing the parameters in the session editing window parameter's tree, so it shall not be reflected in the repository. When editing a session a radio button shall allow selecting the execution mode among time-driven or data-driven execution:



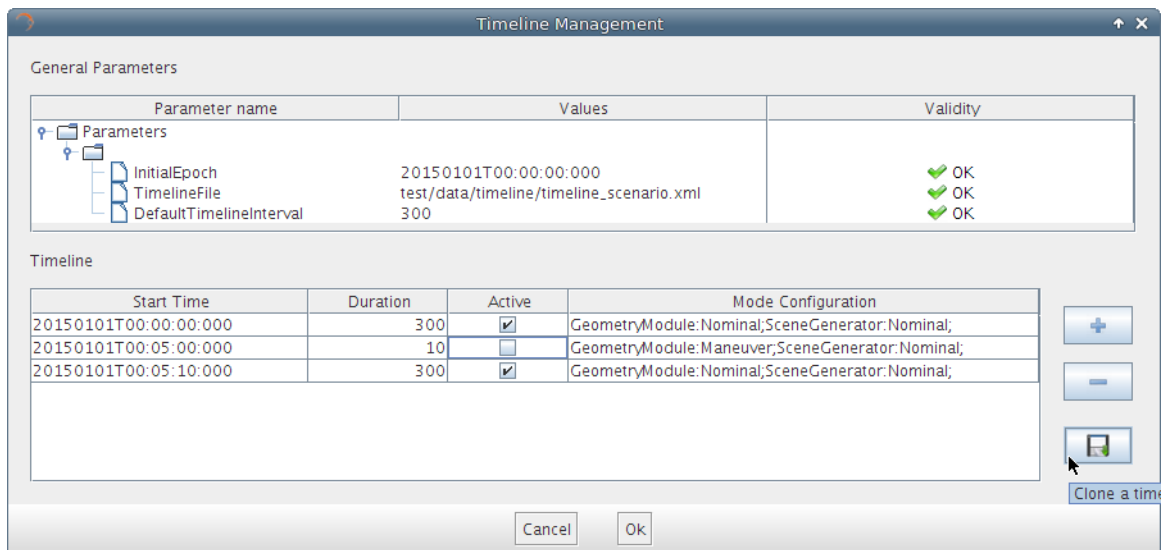
**Figure 4-125 Module parameters folder organization on a per-mode basis**

Classification of the modules in an E2E chain according to Simulation/Processing categories shall be done through a new pane in the session edition window:



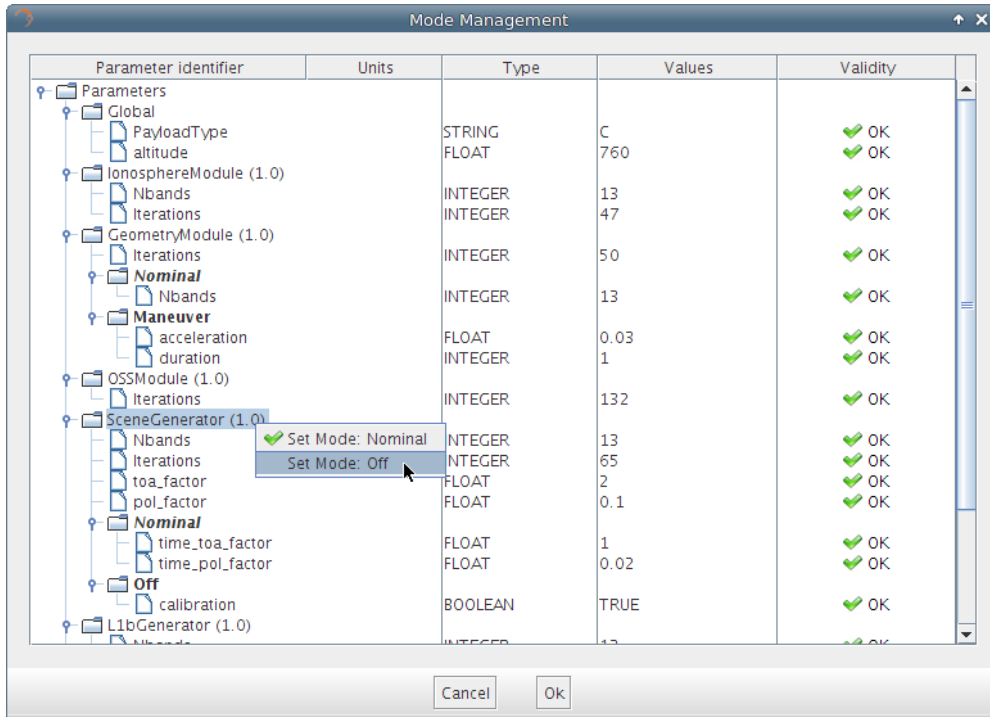
**Figure 4-126 Module categorization by Mode**

The interface for editing a timeline definition shall be triggered through the ‘Timeline Configuration’ button in the Parameters tab. This panel shall allow defining the global timeline parameters and a set of timeline segment rows. The global timeline parameters shall be: (a) the Initial Epoch, (b) the timeline definition file. Timeline segment shall be displayed in a table where each column corresponds to the timeline segments’ attributes. For editing the timeline segments the interface shall have a button to add, remove or duplicate a row. Each addition shall be parameterized by the default time interval.



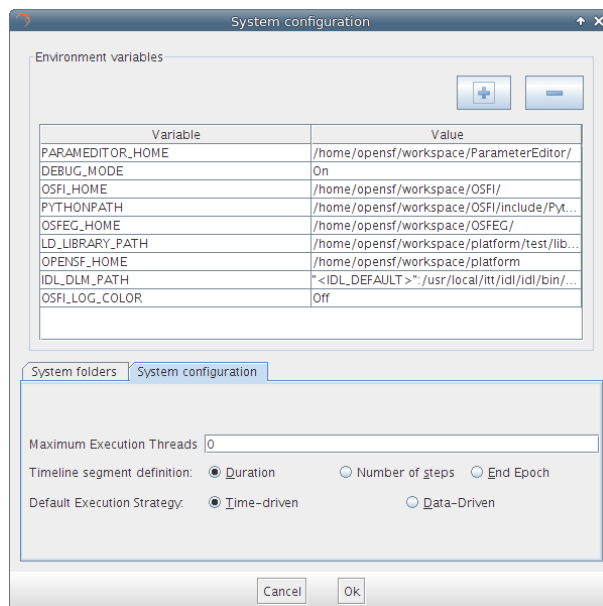
**Figure 4-127 Timeline Management view**

The user can override the default mode parameters of a given time segment by double clicking on a row. A new parameter edition panel is displayed, allowing also switching active mode for each module.



**Figure 4-128 - Time Segment mode management**

The system preferences (timeline visual settings) shall allow altering the timeline segment definition row input between duration, number of steps and end epoch. Also the default execution strategy when launching a session can be chosen between time-driven and data-driven.



**Figure 4-129 - Timeline preferences**



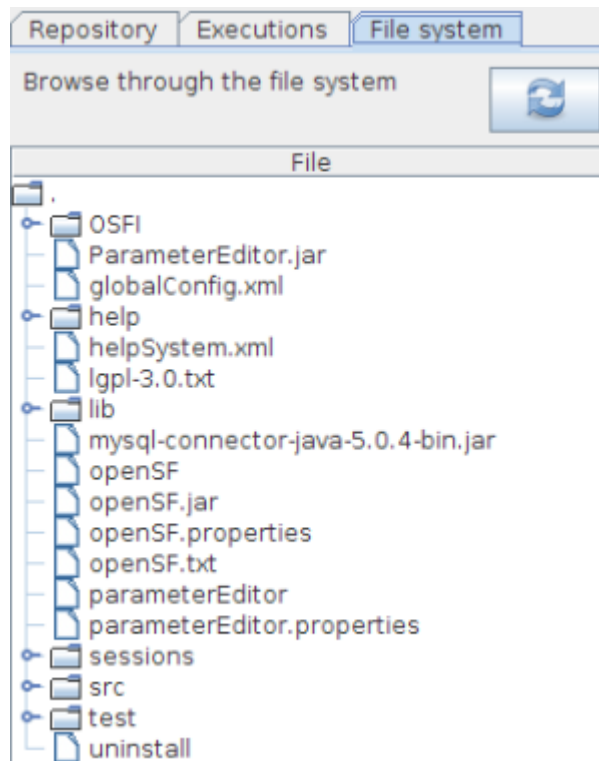
Each timeline segment time definition shall be introduced by the user with (a) a start time, and (b) one of the following: duration, number of steps or end epoch. If the user inputs duration then from the start time the system can compute the other two alternative values (and so on for any other selection). Then in the timeline configuration file all the four time-related values will be written for each segment. Therefore when the user switches preference in the global definitions it's simply changing the "view" over the time data. Being a global configuration it actually represents the specific user preference for viewing one of the three alternative values. If the session is changed or if a given timeline configuration file is supplied (which shall be self-contained) to another user then the displayed column shall be the one corresponding to the users preference.

## 4.17. File system

The last tab in the side-bar, named “File system” is a way to access the folder structure under the \$OPENSF\_HOME.

Organized in the tree-like structure, the user can easily locate every needed file.

This structure is refreshed every time an operation involving files is performed or once the user presses the “refresh” button.

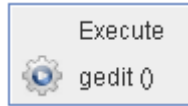


**Figure 4-130: File system view**

### 4.17.1. Tool execution

As declared in section 4.5.3, the openSF system can associate external tools to a series of file extensions.

In case the user right-clicks over a file name whose extension is associated to one or several product tools, a menu showing some actions will pop-up.



**Figure 4-131: IO file pop-up menu**

Once you select the desired action, a dialog will show up asking you for completing the executable command line. OpenSF GUI presents the location of the selected file. It presents the absolute path for “external” tools and path relative to \$OPENSF\_HOME if it is an “internal” tool (as described in section 4.5.3).

Users can accept the default parameters or can add extra. Users can also make use of the openSF environment variables (described in section 3.6.1) writing the dollar symbol and its name. For example, \$OPENSF\_HOME or \$DEBUG\_MODE.

Once accepted the parameters, the tool program will be executed in a separate thread (so the openSF operations are not interrupted).

## 4.18. Splash Window Configuration

OpenSF implements a simple and easy configurable splash window system. The addition of a splash screen greatly enhances the look-and-feel and the program visual attractiveness.

The default splash window is the openSF logo with the system loading progress bar. Users are able to change the image shown editing the openSF.properties file located in the OPENSF\_HOME folder (typically framework root folder). In this file exists a key pointing to a system path, users shall change it with the relative (OPENSF\_HOME) or full path to the desired image file.

The key in the openSF.properties file is:

```
openSF.splashImage=splashImage.png
```



**Figure 4-132: Default openSF Splash Window**

Note that the recommended image resolution is the one given by the default logo image (340x175)

## 4.19. Persistent storage - Database and file system

Most information systems must store information in a persistent way. OpenSF system trusts in a relational database to store structural information and the file system to store the input/output/configuration files. The following list shows which openSF elements are stored in database and which into the file system.

Element	Storage
System. Configuration	File system. \$ OPENSF_HOME /openSF.properties
System. Tools	Database
Repository. Descriptors	Database
Repository. Models	Database
Repository. Simulations	Database
Repository. Sessions	Database
Repository. Session script	File system. <sessions_folder>/<name> /<name>.sh
Executions. Results	Database
Executions. Logs	File system. \$OPENSF_HOME /sessions/openSF.log
Execution. Dumped log session	File system
Execution. Input/output/configuration files	File system <sessions_folder>/<name>/<filename>

### 4.19.1. Database maintenance

Currently, the database is allocated in a local MySQL server, named “openSF” and can be accessed with a user named “openSF” with password “openSF”. This user and password cannot be changed or the openSF system will not be able to access it and, consequently, it will not start.

The user (or the database server administrator) is responsible to regularly back up, de-fragment, clean and perform similar maintenance operations to guarantee the database integrity. Users can execute the following script to perform a manual backup to the openSF database.

```
~/openSF$ mysqldump --user=openSF --password=openSF openSF > openSFdb.bk.sql
```

In case of a major corruption problem or if the user would like to roll back to the original openSF database configuration, it is possible to call the installation script:

```
~/openSF$ sh install <user> <password>
```

Where <user> and <password> are the name and password of the MySQL database root user.

Alternatively, it is possible for the user to directly use the “openSFdb.sql” script included in \$OPENSF\_HOME this way:

```
~/openSF$ mysql --database=openSF --user=openSF --password=openSF < openSFdb.sql
```

## 4.20. Table of keyboard shortcuts

This section describes the list of “acceleration keys” accessible for the user. These combinations of keys, when pressed, access the desired platform functionality without using the mouse and menu systems.

Here is the complete list:

Module	Action	Acceleration key
System	Exit the system	Control + x
System	Exit the system	Alt + F4
System. Tools	Tool list	Control + t
System. Configuration	Show configuration	Control + o
System. Help	OpenSF help	Control + h
System	About openSF	Control + a
Repository. Descriptors	Descriptor list	Control + d
Repository.Stages	Stages list	Control + g
Repository. Models	Model list	Control + m
Repository. Simulations	Simulation list	Control + i
Repository. Sessions	Session list	Control + s
Executions. Results	Result list	Control + r
Executions. Logs	Log messages list	Control + l
Window	Close internal frame	Alt + z

## 4.21. Error messages

OpenSF platform controls its correct behaviour with an error handling system. Users are informed about the nature of the error and a possible way to correct it.

Here is a list of different kinds of raised errors:

Module	Operation	Error	Comments
System. Configuration	Adding a new variable	Validation error	Follow the instructions to correct the value
System. Tools	Accepting changes	Tool addition failed	You have chosen a duplicated identifier. Please provide a different identifier
		Validation error	Follow the instructions to correct the value
	Deleting a tool	Database error	Possible database failure. Is your database running?
	Executing a tool	File IO error	Follow the instructions
Repository. Descriptors	Accepting changes	Descriptor modification failed	Possible database failure. Is your database running?
		Descriptor addition failed	You have chosen a duplicated identifier. Please provide another identifier.
		Validation error	Follow the instructions to correct the value
	Adding an IO file	Validation error	Follow the instructions to correct the value
		A descriptor shall not have associated two files with the same id	Please choose another identifier

Module	Operation	Error	Comments
	Deleting a descriptor	Database error	Possible database failure. Is your database running?
Repository. Models	Accepting changes	Validation error	Follow the instructions to correct the value
		Model addition failed	You have chosen a duplicated identifier. Please provide a different identifier
	Deleting a model	Database error	Possible database failure. Is your database running and configured?
	Creating a new version	Database error	Possible database failure. Is your database running and configured?
Repository. Results	Deleting a result	Database error	Possible database failure. Is your database running and configured?
Repository. Sessions	Accepting changes	Validation error	Follow the instructions to correct the value
		Database error	Possible database failure. Is your database running and configured?
		Session addition failed	You have chosen a duplicated identifier. Please provide a different identifier
	Adding a simulation	Session identifier cannot be void	Please provide a valid identifier before adding a simulation
	Deleting a session	Database error	Possible database failure. Is your database running and configured?
	Generating a script	File IO error	Follow the instructions
	Iterating parameters	Invalid list of values	Please input a comma-separated list of valid values (no blanks)
		Validation error	Follow the instructions to correct the value
	Removing a simulation	There is no simulation selected	Please select a simulation to remove

Module	Operation	Error	Comments
	Running a session	Cannot run an unnamed session	Please input a valid identification to the session
		Validation error	Follow the instructions to correct the value
		File IO Error	Follow the instructions
Repository. Simulations	Accepting changes	Simulation modification failed	Possible database failure. Is your database running and configured?
		Simulation addition failed	You have chosen a duplicated identifier. Please provide a different identifier
		Validation error	Follow the instructions to correct the value
	Deleting a session	Database error	Possible database failure. Is your database running and configured?
	Executing a simulation	Validation error	Follow the instructions to correct the value
	Setting limits	Validation error	Follow the instructions to correct the value
Executions. Log	Dumping the log	File IO error	Follow the instructions

In general, every time an input value is needed, the platform will perform a validation process. If the input does not comply with the needed format, the user will be informed with a self-explained message.

Errors not shown as part of the graphical interface are not controlled messages. They correspond to messages from the standard output or error stream.

When executing a simulation, models raise their own error messages and they are intercepted by the system and shown as log messages in the execution view.

## 5. OPENSF WEBSITE DESCRIPTION

This section contains an overview of the openSF website. It also gives a detailed explanation of the user registration mechanism required to access to this website for downloading openSF releases (software or documentation).

This section is structured covering the following aspects:

- An overview of the general site and the functionalities it holds.
- Description of the user registration process.
- An overview of the users forum.

The table below lists all relevant web URL's within the openSF site.

*Table 5-1: openSF Web URL's*

Web Site	URL
openSF Main Site	<a href="http://opensf.deimos-space.com">http://opensf.deimos-space.com</a>
openSF Bug Tracking Site	<a href="http://opensf.deimos-space.com/opensfmantis/">http://opensf.deimos-space.com/opensfmantis/</a>
openSF User Registration Site	<a href="http://opensf.deimos-space.com/opensfusers/">http://opensf.deimos-space.com/opensfusers/</a>
openSF Forum	<a href="http://opensf.deimos-space.com/opensfforum/">http://opensf.deimos-space.com/opensfforum/</a>

### 5.1. General Site Description

A web site contains web pages with information about openSF and a download area where users will be able to download the software and documents, allocated in a dedicated FTP server.

The features of the openSF site are:

- The software/documents will be only accessible by registered users (i.e. via username and password).
- Software and documents will be downloaded via http. Downloads shall be granted only to registered users.
- The download area will be accessible from the public web pages via links.
- Old versions of openSF will be available.

MediaWiki is free server-based software which is licensed under the GNU General Public License (GPL). It is designed to be run on a large server farm for a website that gets millions of hits per day. MediaWiki is a powerful, scalable software and a feature-rich wiki implementation, that uses PHP to process and display data stored in its MySQL database.



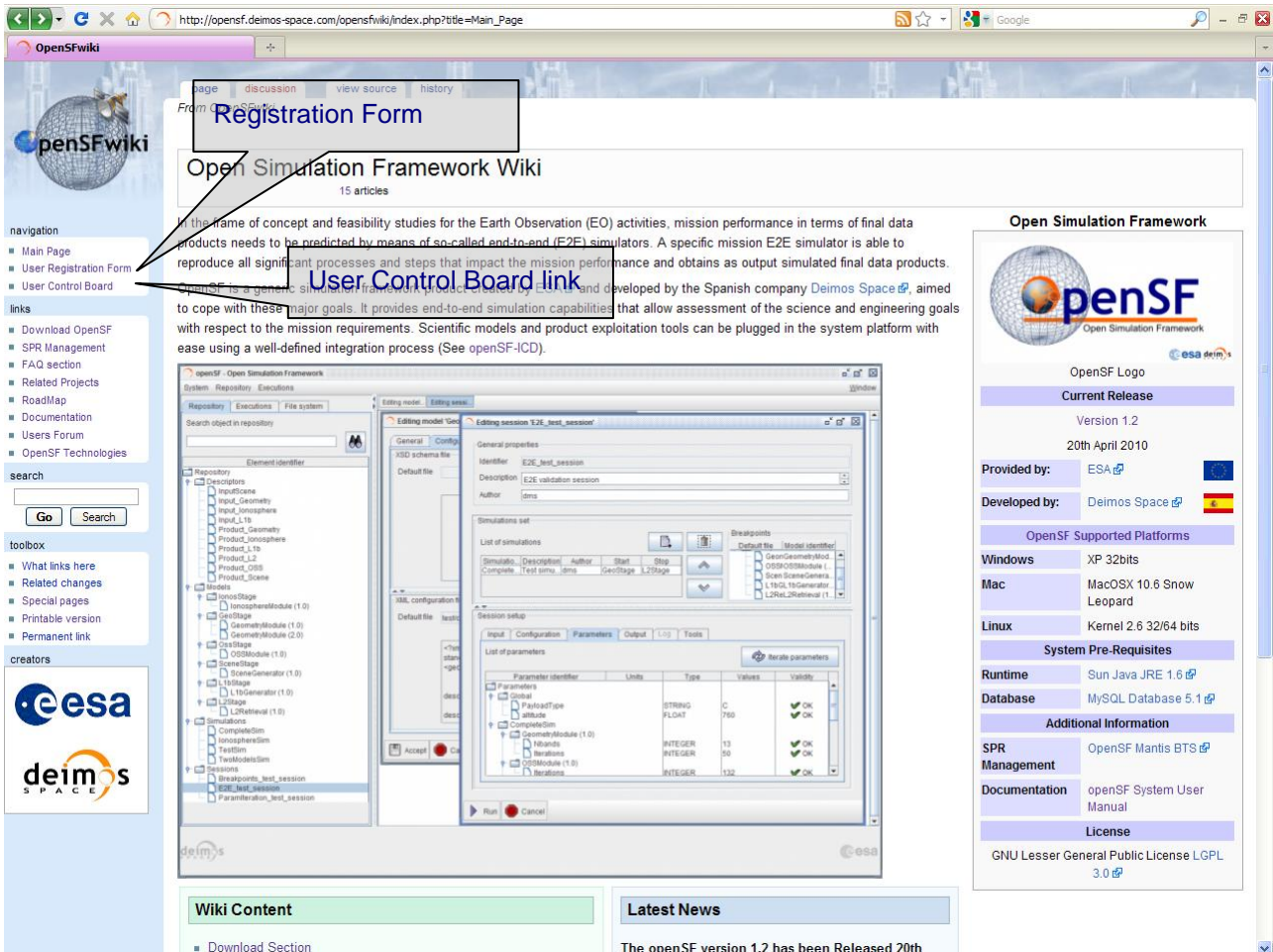


Figure 5-1: openSF site - Main page screenshot

The use of this wiki technology covers the following functionalities:

- Quick overlook of the software status.
- Access to software releases (current and old ones).
- Access to openSF documentation.
- User support for:
  - Accessing the SPR management interface. (Mantis)
  - Accessing the FAQ section.

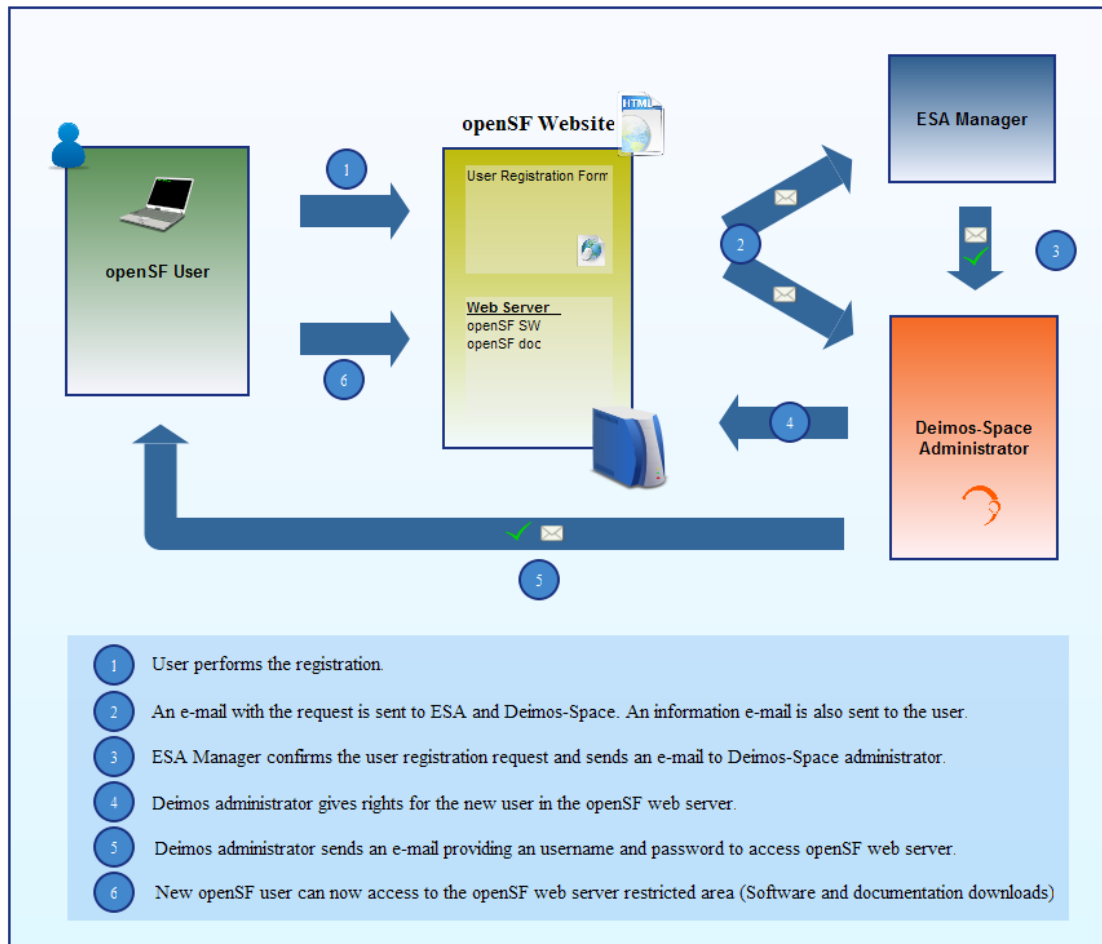
## 5.2. OpenSF Registration

The openSF registration is mainly composed by two simple pages, user registration form and user table. This site gives the following functionalities to users:

- Obtain a login and password to download openSF software and access to documentation.
- Recover the username and password in case they do not remember it.
- Get the list of registered users (only for ESA and DEIMOS Space).

### 5.2.1. User Registration Mechanism

The following schema represents the mechanism for users to become registered openSF users for software and documentation downloads.



**Figure 5-2: User Registration Diagram**

New users may request to become registered users by filling in a registration form (1). The request is forwarded to DEIMOS and to a dedicated person at ESA in charge of authorising the operation (2). Upon a successful authorisation (3), the openSF team at DEIMOS shall add the user to the user database (4) and shall provide a username/password couple to the user (5) for accessing the website to download openSF software and/or documentation (6).

### 5.2.2. User Registration Form

For users to register into the system, a simple web form is presented where users shall enter the information required to obtain a username and password for accessing the website.

The fields that shall be filled are the followings:

- Name Field (required)
- Last Name Field (required)
- User Login Field (required)

- Country Field (required)
- Organization Field (required)
- Project Field (required) – Ex: BIOMASS, CoreH2O, PREMIER, Sentinel 3 etc...
- E-Mail Field (required)
- License Agreement Checkbox (required) - Link to the end user software license agreement



**Figure 5-3: User registration form**

After filling all the required fields and accepting the conditions of the openSF end user license, it is required to click on the “Submit” button.

The Submit action sends an e-mail to a set of designated recipients. The recipients will be at least one ESA openSF manager and one openSF developer/manager at DEIMOS.

### 5.3. Downloads Section

Once the user has been authorised to become an openSF registered user and has received the username/password data, (s)he shall be enabled to download the software from the “Downloads” wiki page.

It shall be possible to download both the openSF software (latest or past releases) and the list of documentation associated to the tool.

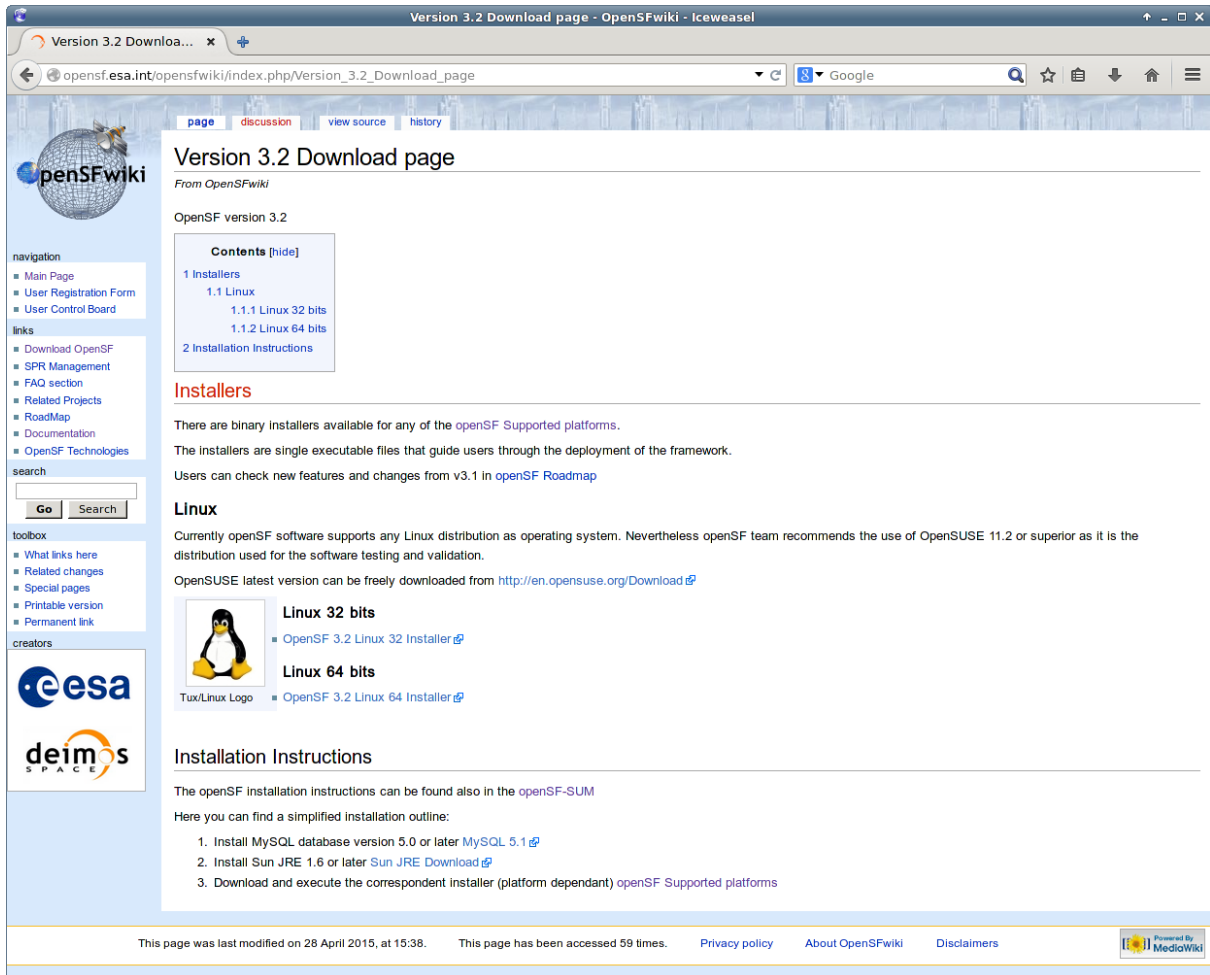


Figure 5-4: openSF site - Downloads web page

Users will find direct links to the software and document files in downloads wiki page (Figure 5-4). When user click on a download link a digest will appear on screen asking for the login and password, at this point user shall enter the ones obtained during the “User Registration Process”.

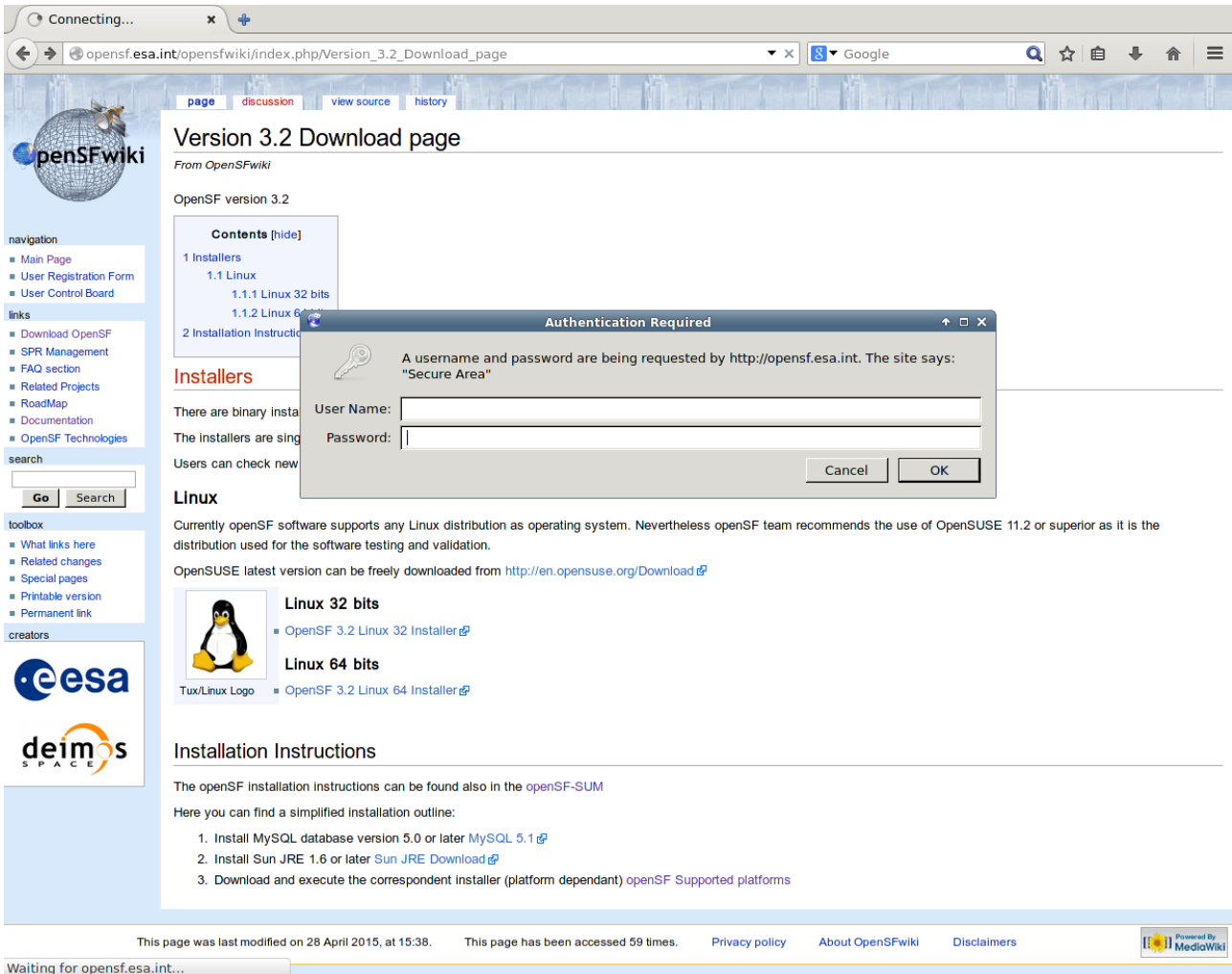


Figure 5-5 Download File digest

## 5.4. OpenSF User List

The openSF user list shall be accessible only for specialised users, i.e. ESA and DEIMOS members. Upon login, instead of accessing to the download section as per normal users, the web shall present the list of users that have access to the application, including those whose have requested to become registered user and are waiting for conformation.

Figure 5-6 shows the page that is displayed. The columns of the table are *Name*, *Login*, *Registration Date*, *Last Name*, *Country*, *Organization*, *Project*, *Account Status* and the *User E-mail*.



opensf Web users

[Logout](#)

[Delete selected user\(s\)](#)

Show  entries

Search:

Username	Name	Company	Project	Country	E-Mail	Status	Actions
alecuyot	Arnaud Lecuyot	ESA	CoreH2O	NL	arnaud.lecuyot@esa.int	Pending	  
enrique	Enrique del Pozo	DEIMOS		ES	enrique.delpozo@deimos-space.com	Approved	
leorato	Cristiano Leorato	ESA		NL	Cristiano.Leorato@esa.int	Approved	 
MarcoArcioni	Marco Arcioni	ESA/ESTEC		NL	marco.arcioni@esa.int	Approved	 
opensf						Approved	
PaoloBensi	Paolo Bensi	ESA		NL	paolo.bensi@esa.int	Approved	
rfranco	Raffaella franco	ESA/ESTEC		NL	raffaella.franco@esa.int	Approved	 

Showing 1 to 7 of 7 entries

Figure 5-6: openSF website users list

## 5.5. Mantis Bug Reporting

SPR management is performed by the use of Mantis reporting system. The system requests a user registration mechanism in order to keep track about who added, changed, closed or withdrawn a given SPR (named Issue in Mantis).

It is important to highlight that the Mantis user registration is independent from the one used for downloading (described in section 5.3). Therefore, a user needs a username/password couple for each activity, although it is recommended to use the same ones for both functions.



Copyright © 2000 - 2010 MantisBT Group



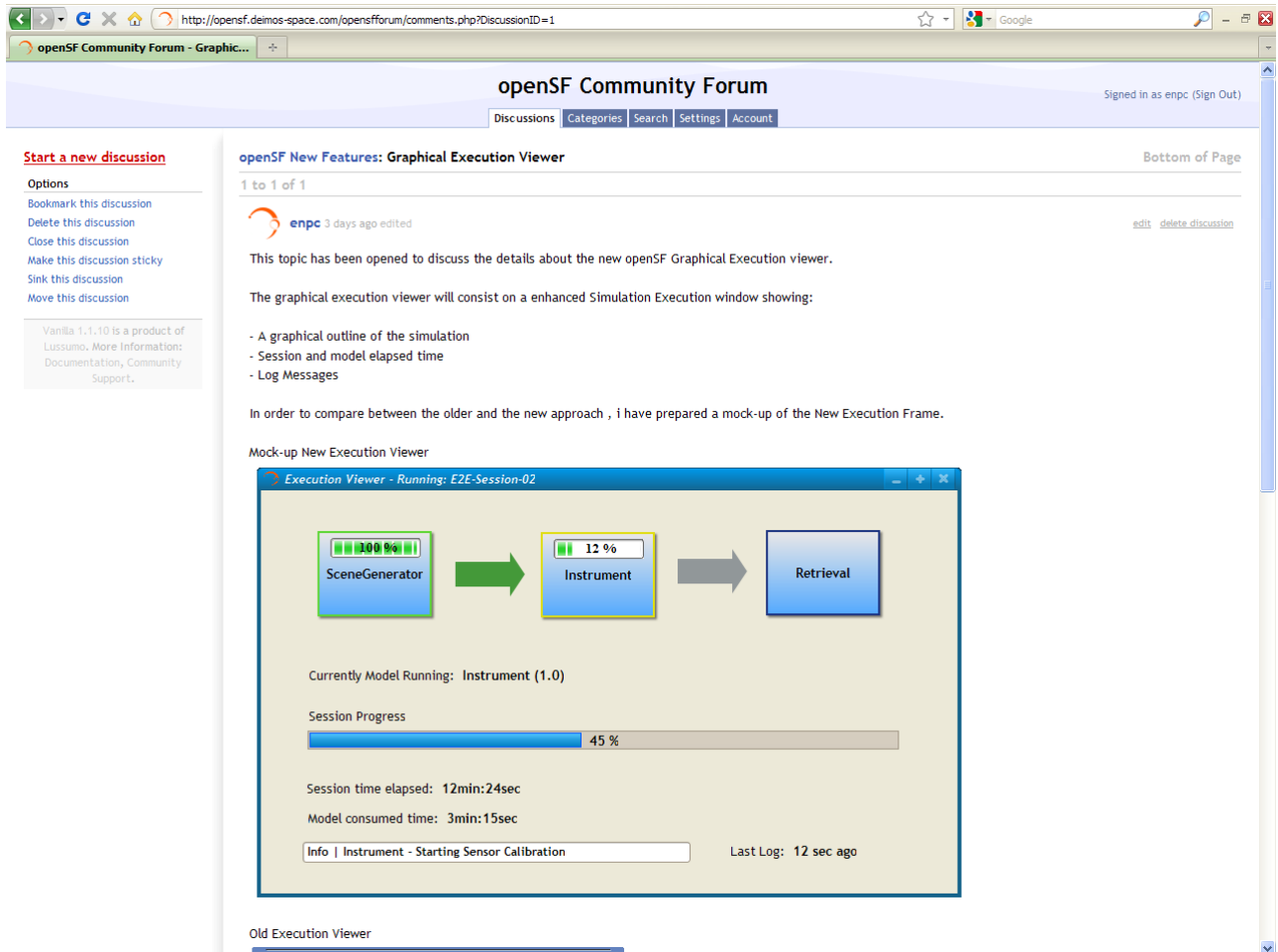
**Figure 5-7: openSF Bug Tracking Site - Mantis**

## 5.6. OpenSF Forum

The openSF forum is based on the open-source Vanilla technology.

Vanilla is an open-source, standards-compliant, multi-lingual, theme-able, pluggable discussion forum for the web.

This forum has been created as a discussion site for the community of openSF users and model developers to browse and post focused questions, or actively help others.



**Figure 5-8: openSF Forum discussion**



## 6. TUTORIAL: CREATING AN E2E SIMULATION

This chapter will show user how to create and end-to-end simulation within openSF software. The simulation chain used is the one installed as validation scenario during openSF deployment.

This chapter is divided in the following sections:

- ❑ **Scenario Description**, showing the outline of the E2E simulation, logic entities, input and output identification, etc...
- ❑ **Model Development Guidelines** detailing the model development process aimed to be integrated in openSF.
- ❑ **Framework Structure Definition**, which details the steps that shall be taken in order to create a whole simulation scenario within openSF HMI. This section also gives some guidelines about the recommended folder structure for a simulation project that will be integrated within openSF.
- ❑ **Product Tools Specification**, including the definition of data exploitation tools.

This tutorial should be complemented by the information in the openSF Training course material [RD-TM] available on the openSF wiki page (<http://opensf.esa.int>).

### 6.1. Scenario Description

The outline of sample of a test simulation scenario is shown in Figure 6-1. The drawing of this diagram can be considered as the first step to integrate a simulation scenario within openSF.

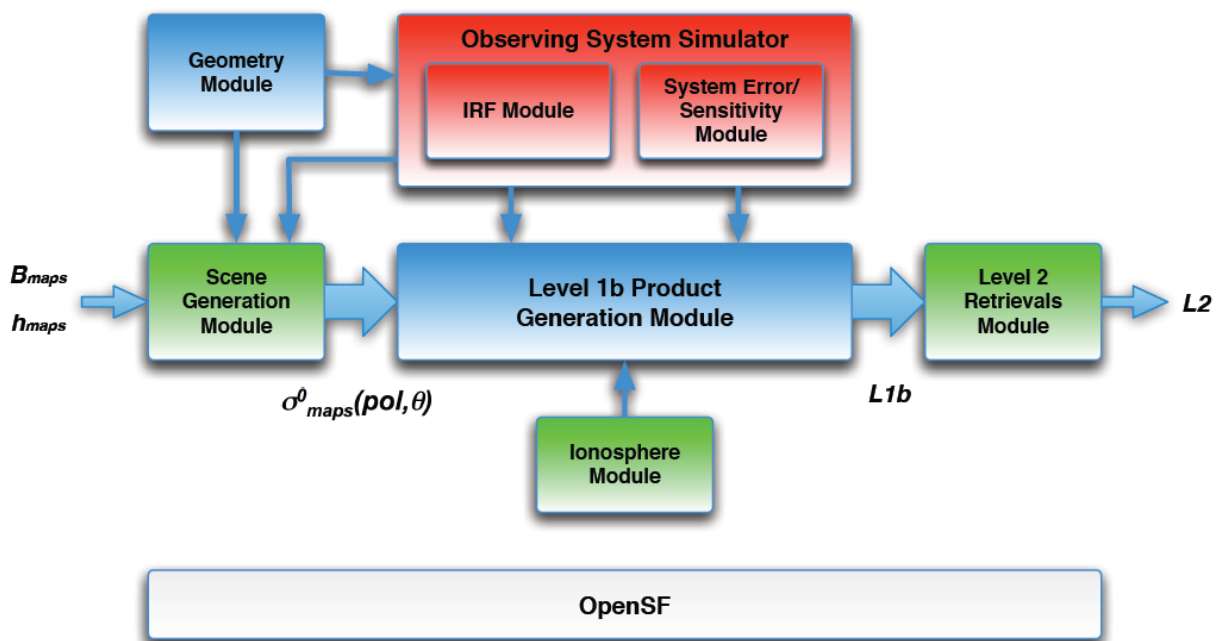


Figure 6-1: Outline of the test simulation scenario

After this point users shall identify and define the openSF entities that will be part of the simulation scenario. The entities that take part in this tutorial E2E simulation are listed in the following sections.

### 6.1.1. Stages

To define stages sequence within the simulation chain users shall make a serialization of the simulation scenario workflow. This step is critical as it determines the execution sequence. The abstract process to define the stages for a simulation problem is as follows:

- ❑ Identify the simulation steps.
- ❑ Make an outline of the execution taking into account what are the requisites (files) for every stage (ex: L1b generator requires the former execution of the Ionosphere module, Scene generator and Observing system simulator)
- ❑ Serialize the simulation process taking care of the conclusions obtained in the previous point.
- ❑ Re-factor the simulation process by identifying non-dependent steps (in order to take advantage of the model parallelization execution).

For the simulation scenario presented in this chapter the following stages have been identified:

1. **IonoStage**: stage where ionosphere is computed.
2. **GeoStage**: stage where geometry is computed.
3. **OssStage**: instrument simulation stage
4. **SceneStage**: generation of the input scene.
5. **L1bStage**: level 1 processing.
6. **L2Stage**: level 2 product retrieval.

Notice that IonoStage step has been selected as the first in the chain but it can be performed afterwards as long as it is positioned before L1bStage since Level 1b generator uses the computed ionosphere information.

Consider also that placing IonoStage in the beginning of the chain allows the model chain execution to take advantage of the model parallelization since the Ionosphere Module and the Geometry Module have no interdependencies and can therefore be executed in parallel.

### 6.1.2. Descriptors - Input and Output Files

The definition of the descriptors (file sets) shall be done together with the model definition as input and files generated are the interfaces for simulation modules. This is described in the [AD-ICD].

The files showed in this section have been extracted from the validation test data set. These can be found in the openSF installation test folder. See section 0

- ❑ **Input\_Ionosphere**: input used for the Ionosphere module.
  - *InputIonos.xml*
- ❑ **Product\_Ionosphere**: file generated by the Ionosphere module.
  - *Ionosphere.xml*
- ❑ **Input\_Geometry**, input used for the Geometry computation module.
  - *InputGeo.xml*

```
<?xml version="1.0" encoding="UTF-8" standalone="no" ?>
<openSFProduct>
  <InputGeo>
    <temperature type="FLOAT" value="30"/>
    <humidity type="FLOAT" value="56"/>
  </InputGeo>
</openSFProduct>
```

**Figure 6-2: Product File Example**

- ❑ **Product\_Geometry**, file generated by the Geometry computation module.
  - *Geometry.xml*
- ❑ **Product\_OSS**, file generated by the Observing System module.
  - *Instruments.xml*
- ❑ **Input\_Scene**, input used for the Scene Generator, it is composed by a map input file and the outputs of the Geometry module and the Observing System module.
  - *Maps.xml*
  - *Geometry.xml*
  - *Instruments.xml*
- ❑ **Product\_Scene**, output from the Scene Generator model.
  - *Scene.xml*
- ❑ **Input\_L1b**, input used for the L1b processor composed by the outputs coming from Scene Generator, Observing System and Ionosphere models.
  - *Scene.xml*
  - *Instruments.xml*
  - *Ionosphere.xml*
- ❑ **Product\_L1b**, descriptor that represents the level 1b simulated product.
  - *L1b.xml*
- ❑ **Product\_L2**, descriptor that represents the level 2 simulated product. This file can be considered as the global simulation output.
  - *L2.xml*

### 6.1.3. Models

This is the list of models identified within the test simulation chain. Each model has associated an input and output description to allow a proper orchestration of the simulation scenario. Other model configuration items such as binary file and XML configuration file are described in [AD-ICD].

- ❑ **IonosphereModule**
  - Input descriptor: **Input\_Ionosphere**
  - Output Descriptor: **Product\_Ionosphere**
- ❑ **GeometryModule**

- Input descriptor: **Input\_Geometry**
- Output Descriptor: **Product\_Geometry**
- ❑ **OSSModule**
  - Input descriptor: **Product\_Geometry**
  - Output Descriptor: **Product\_OSS**
- ❑ **SceneGenerator**
  - Input descriptor: **Input\_Scene**
  - Output Descriptor: **Product\_Scene**
- ❑ **L1bGenerator**
  - Input descriptor: **Input\_L1b**
  - Output Descriptor: **Product\_L1b**
- ❑ **L2Retrieval**
  - Input descriptor: **Product\_L1b**
  - Output Descriptor: **Product\_L2**

## 6.2. Model Development Guidelines

The model development process is described in [AD-ICD] in section 4.8. Refer also to section 4.11.6.2 for the Precautions for model developers to ensure safe model parallelization.

## 6.3. Framework Structure Definition

This task consists in defining all the entities specified in section 6.1 into the openSF HMI. This can be performed following the instructions specified in the openSF reference manual, chapter 4 of this document. Furthermore a step by step example of the creation of this simulation in the openSF HMI can be found in the openSF Training course material [RD-TM] available on the openSF wiki page (<http://opensf.esa.int>).

### 6.3.1. Folder Structure Guidelines

This section gives some tips and recommendations about the folder structure within a simulation project that is integrated into openSF. This section is aimed to ease the integration process. As mentioned the following instructions are not mandatory as users can choose whatever structure they desire for their projects.

Simulation Project Structure

- ❑ *models* folder where all files regarding to the simulation algorithms are stored including binary, configuration and input files
  - *src* for models source code
  - *bin* for models binaries

- *lib* for the libraries (example libProducts.dll for input output management that can be common to all models within the simulation chain)
- *cots* folder for storing third party applications and libraries used within the models
- *test* folder for system and unit tests
- *data*
  - *conf* for global and model configuration files
  - *input* for files used as input
- ❑ *tools* folder where source code and related files for project specific tools (ex: end-to-end comparator)
  - *bin* for tools binary files
  - *lib* for tools library files
  - *src* for tools source files
- ❑ *doc* folder where useful documentation of the project can be located

OpenSF team recommends storing all the data regarding to the project in folders using OPENSF\_HOME as root directory or a subfolder of it. Example: */home/tester/openSF/E2Etutorial/* being */home/tester/openSF/* the openSF home folder. This will help in the framework integration process as relative paths to the files can be used. (Note that all relative paths are assumed to start in the openSF home folder)

The resultant folder structure for the E2E tutorial presented in this chapter is shown in Figure 6-3.

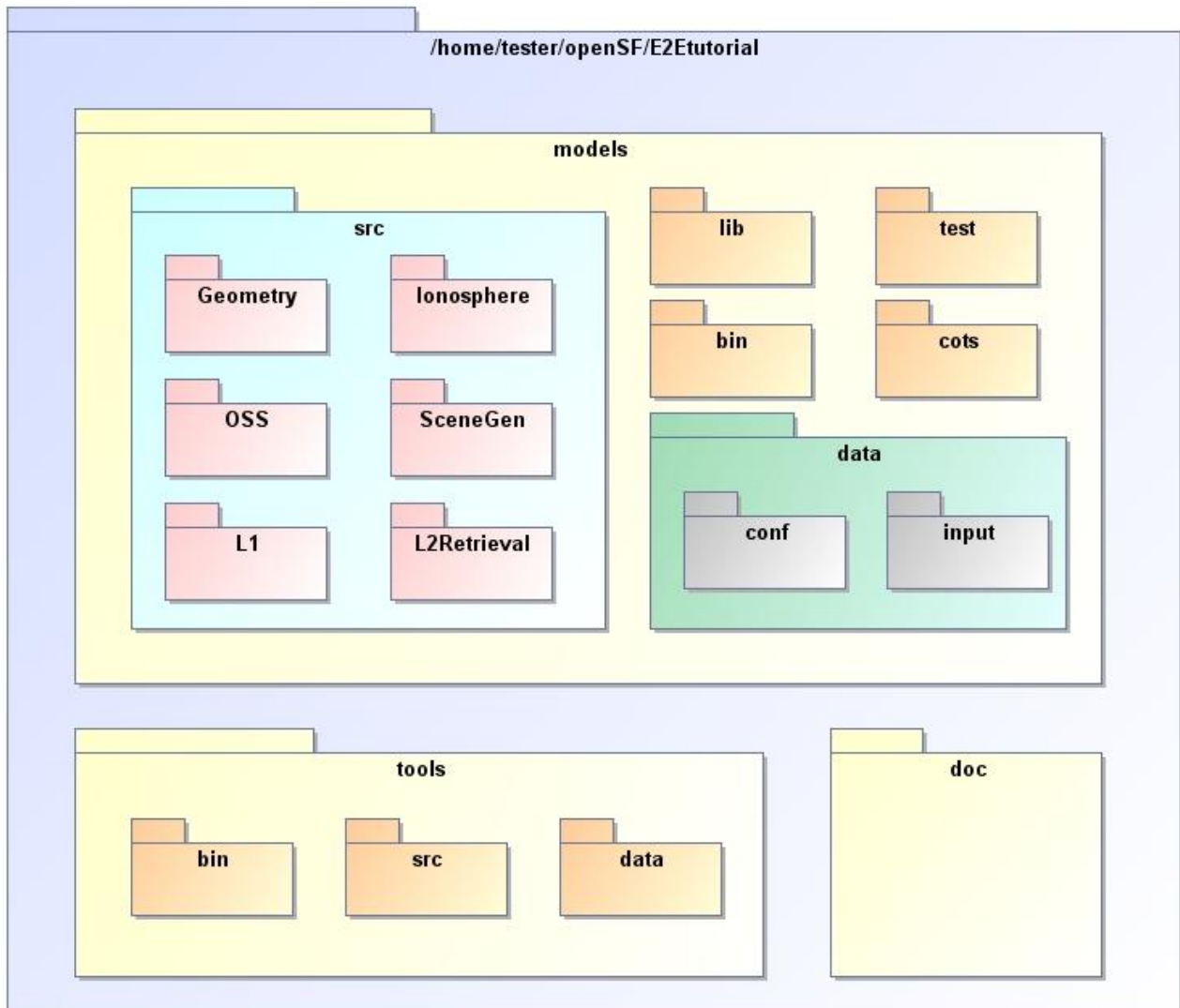


Figure 6-3: E2E Tutorial folder structure

## 6.4. Product Tools Specification

The definition of product tool is detailed in section 4.5.3; it is recommended that users take a look to this section before going on reading.

### 6.4.1. Simulation Products Exploitation

Following the mechanism described in section 4.5.3 openSF users are able to plug-in any product tool in order to visualize, post-process or archive the simulation products.

The election of this product tools depends on the type of simulation products (definitively files) users want to analyse. A list of popular product tools used in openSF related simulation projects is shown in section 4.5.3.5.

In the case of the test simulation scenario where all product files are XML and the tool associated can be the user-preferred text editor (Notepad,Gedit,Emacs etc...)

### 6.4.2. Closing the loop in an E2E simulation

Usually the target of performing an E2E simulation is to validate the output of a set of algorithms comparing the input and the output of the simulation. Other objectives can be the sensitivity and stability analysis of a full processing chain over a set of simulation parameters.

In any of the mentioned cases it is necessary to perform a comparison between two points of the simulation chain in order to analyse the results. This connection *closer the loop* within a simulation scenario.

In order to close the loop in openSF, users can follow the following strategies depending on the simulation scenario.

- Development of a product specific processing tool.
- Development of a new model and insert it into the simulation chain as a new processing stage.
- Use of a cots comparison tool. This mechanism is recommended when the product format can be compared directly without any pre-processing step.

For the tutorial scenario possible points to close the loop are the Scene input (*Scene.xml*) and the L1b or L2 product (*L1b.xml* or *L2.xml*). This action would require the development of a product specific tool that performs a simple processing of the Scene input in order to compare with the L1b or L2 products. This situation can be also solved including a new stage in the simulator where this comparison is performed.

## 7. ANNEX A: INSTRUCTIONS TO BUILD THE FRAMEWORK

This annex explains how the openSF framework is built. This section is oriented only for developers that need to build openSF from sources due to project specific customisations etc...

The openSF development team recommends the use of Eclipse IDE as it is the platform used for developing the framework. It is just a recommendation as the platform can be built with other IDE's such as NetBeans etc...

### 7.1. Pre-requisites to build the framework

- OpenSF source files distributed within installation packages (see section
- MySQL database to execute and test the framework.
- Java Development Kit 1.6 or later
- Apache Ant tool (included in the most popular IDE's)

As openSF HMI is programmed in Java the distribution method used is through a jar (Java ARchive) file. This file is a compressed format for all the framework compiled files including auxiliary images used within the framework.

### 7.2. How to create openSF jar file

Apache Ant is a software tool for automating the build process and it is best suited to build Java programs. This is the mechanism used to build the *openSF.jar* file and is as simple as placing the source files into a *src* folder and create a *build.xml* file for the Ant configuration. After this, the ant program must be invoked passing as argument the *build.xml* file. Below these lines can be found the XML configuration file used to build openSF.

Apache Ant configuration file: *build.xml*

```
<project name="openSF platform" default="make_jar" basedir=". ">
  <!-- IMPORTANT VARIABLE HERE -->
  <property name="build.dir" value="${basedir}" />
  <path id="class.path">
    <fileset dir=". ">
      <include name="**/*.jar" />
    </fileset>
  </path>

  <target name="init">
    <property name="project_name" value="openSF" />
    <property name="jar" value="${build.dir}/${project_name}.jar" />
    <property name="mainclass" value="openSF" />
    <tstamp />
  </target>

  <target name="create_classes_dir" depends="init">
    <mkdir dir="${build.dir}/bin" />
  </target>
```



```
<!-- CLEAN TARGET -->
<target name="clean">
  <delete dir="${build.dir}/bin" />
</target>

<!-- CLEAN RELEASES TARGET -->
<target name="clean_releases">
  <delete dir="${build.dir}/releases" />
</target>

<!-- COMPILE TARGET -->
<target name="compile" depends="clean,create_classes_dir">
  <javac destdir="${build.dir}/bin" debug="true" source="1.5">
    <src path="src" />
    <exclude name="**/_*.java" />
    <classpath refid="class.path" />
  </javac>
  <copy todir="${build.dir}/bin">
    <fileset dir="${build.dir}/src">
      <include name="**/*.gif" />
      <include name="**/*.jpg" />
      <include name="**/*.png" />
    </fileset>
    <fileset dir="${build.dir}">
      <include name="reports/**/*.*" />
    </fileset>
  </copy>
</target>

<!-- MAKE JAR TARGET -->
<target name="make_jar" depends="compile, clean_releases">
  <jar basedir="${build.dir}/bin" jarfile="${build.dir}/${project_name}.jar"
manifest="${build.dir}/${project_name}.manifest" includes="**/*.*" />
  <copy todir="${build.dir}/releases">
    <fileset dir="${build.dir}">
      <include name="**/${project_name}.jar" />
      <include name="**/lgpl-3.0.txt" />
    </fileset>
  </copy>
</target>

</project>
```

## 8. ANNEX B: OPENSF PARAMETER EDITOR - REFERENCE MANUAL

### 8.1. Introduction

The openSF Parameter Editor is a software application that adds extra functionalities to the simulation framework. This software has been developed in the framework of the Sentinel 3 Optical System Performance Simulator contract (Thales Alenia Space France), it is an on-going activity so the application could be subject of updates, bug correction and minor changes in short term. This software is included in openSF default installation since version 2.0.

The Parameter Editor is not only a graphical front-end for creating and editing the parameters involved in a simulation but also an interface to introduce constraints between parameters defined in different configuration files.

The new functionalities provided by this tool are the followings:

- User-friendly parameters interface allowing the creation, edition and deletion of them avoiding the XML text edition.
- Enhanced consistency checking of parameters, this includes a range, type and dimension check.
- Enhanced edition with excel-like interface for vectors/matrix parameters and plot capabilities.
- Built-in XML text editor with syntax and errors highlighting.
- Interface for rules and constraint definition connecting parameters that can be located in different configuration files.

This last functionality is the most complex and most powerful of the Parameter Editor system, all details regarding it are explained in section 8.8.

The Parameter Editor can be launched opening a terminal, going to openSF home folder and launching the start script `./parameterEditor`.

### 8.2. Main Frame

Here is presented the look-and-feel, operational behaviour and design features of the Parameter Editor application. The HMI (Human Man Interface) is based on the Java Swing technology using a third party library to enhance the look-n-feel of the application. The library used is "Substance" licensed under BSD commercial friendly license scheme (<https://substance.dev.java.net/>). This new look and feel gives Parameter Editor a modern look near to other popular applications using .NET framework, GTK+ or QT.

The MMI accepts input via devices such as the computer keyboard and mouse and provides articulated graphical output on the display. Thus certain aspects of the MMI implement also the **Object Oriented Interface (OOUI)** paradigm because it is built from different pieces, or objects with several properties and operations.

The main window is based in a three split panels allowing users to resize the component they want to focus on. The three graphic components of the Parameter Editor main frame are:

- ❑ Configuration File view: Tabbed panel showing the parameters stored in a set of files. The background colour of a configuration file will change to red anytime a change is performed but it is not saved into the correspondent XML file.
- ❑ Log Console view: This panel shows information about the operations performed by the application data layer, exceptions, work flows etc...
- ❑ Side panel containing the function buttons and showing the status of the application, files already opened etc...

Figure 8-1 shows the appearance of Parameter Editor main window.

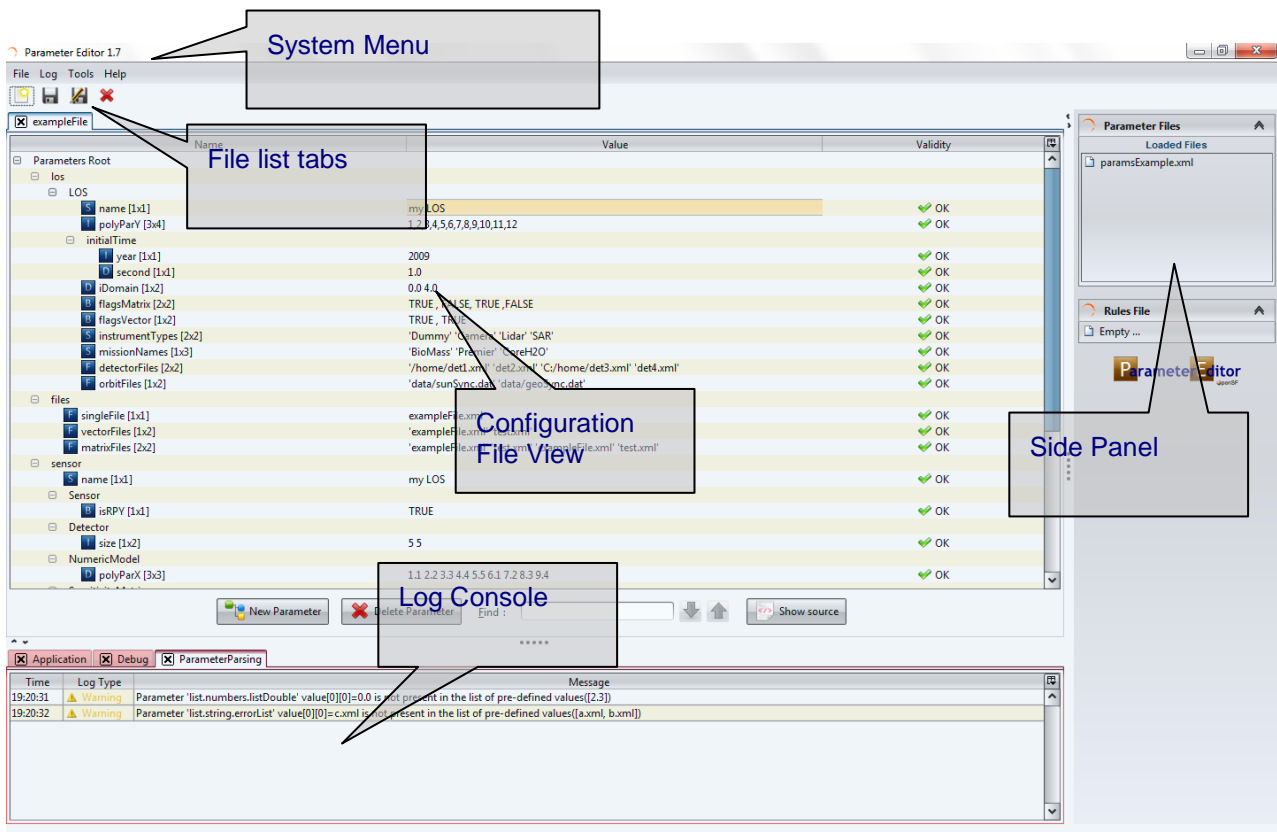


Figure 8-1 Parameter Editor main window appearance

### 8.3. Parameter Editor Menu

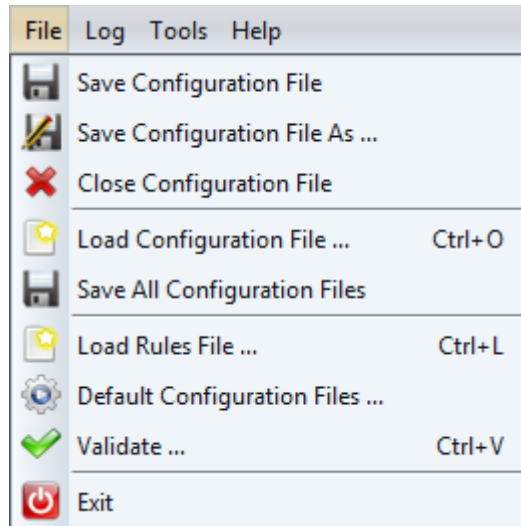
The parameter editor menu provides the following actions, grouped by menu item:

#### File Menu

This menu gives access to ParameterEditor main functionalities such as:

- ❑ Load File: load a new configuration file or a set of configuration files (Hint: file browser allows the selection of more than one file)
- ❑ Save All: save all configuration files
- ❑ Load Rules File: Load a rules file, the system only allows one rules file opened at any time.

- Default Configuration Files: See section 8.8.3
- Validate: See section 8.8
- Exit: close the application



**Figure 8-2 ParameterEditor File menu**

#### **Log Menu**

- Clear Logs: see section 8.7

#### **Tools Menu**

- XML built-in editor see section 8.5

#### **Tools Menu**

- About ParameterEditor

## **8.4. Parameter Management**

This section details the use of the “Configuration File View” and consequently the creation, edition and deletion of parameters.

The functions available from this panel are:

- Navigate through parameters contained in a configuration file.
- Create a new parameter.
- Delete a parameter.
- Find a parameter in a configuration file.
- Edit XML file directly accessing to the built-in XML text editor

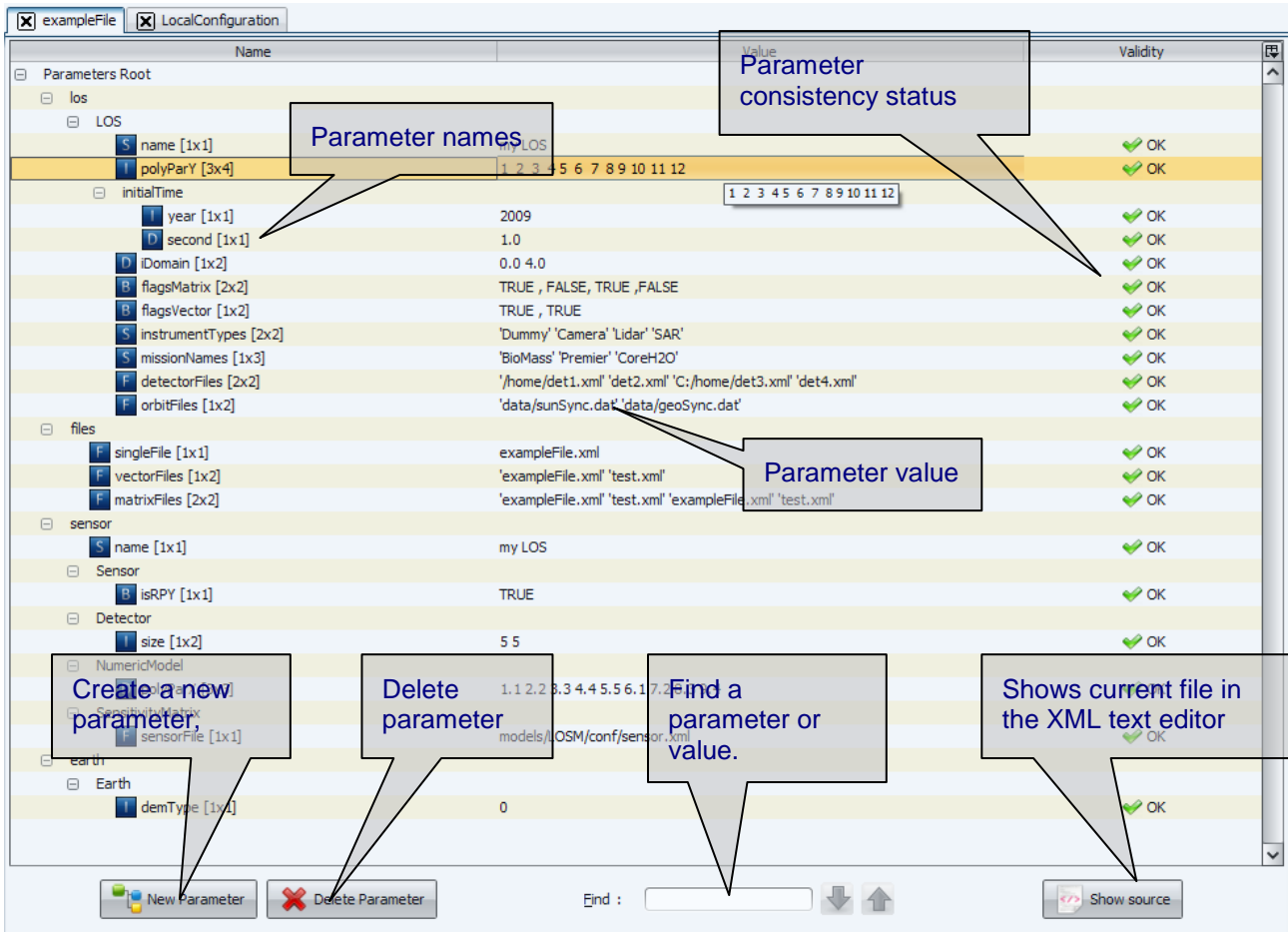
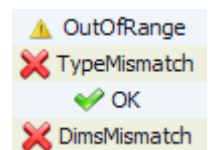


Figure 8-3 Configuration file, Parameters Tree View

Figure 8-3 shows the configuration file view and the functionalities it provides access to:

- ❑ Find: Assisted finding of a parameter name or a value
- ❑ Tree showing parameters names, values and the result of the consistency checking. The result of the consistency checking can be:
  - *Ok*, all consistency tests passed.
  - *TypeMismatch*, problem with the value and the type specified within the parameter.
  - *DimsMismatch* when the number of values within a parameter does not match with the specified dimensions
  - *OutOfRange* (Warning), parameter values are not within minimum and maximum specified range. Only for FLOAT and INTEGER parameters.
  - *Unknown*, an exception has occurred during the check.



Users shall note that the type of the parameter can be seen in the parameter tree, looking at the icon of each node.

- I** Integer
- D** Double/float
- F** File
- S** String
- B** Boolean

### 8.4.1. New parameter

From the Configuration File View shown in Figure 8-3 users can access to the “New parameter” window. From this view users can create a new parameter in the configuration file that is under edition.

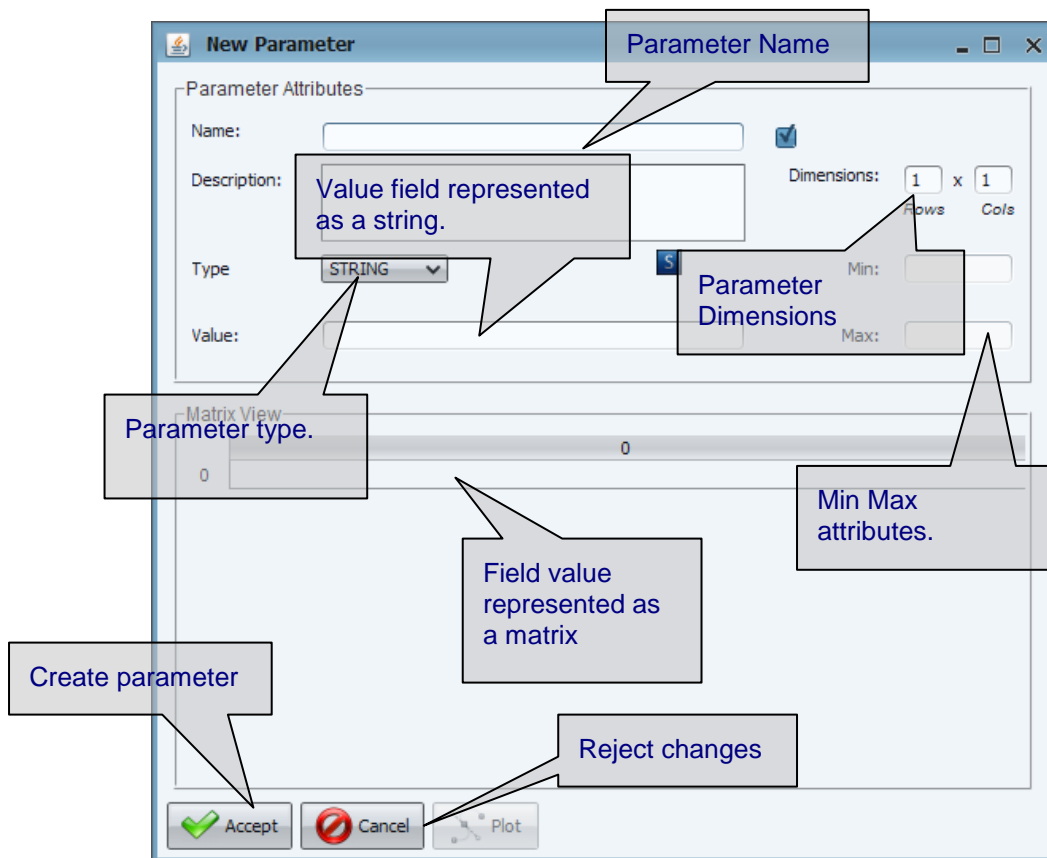


Figure 8-4 New parameter window

- Name: parameter name. See section 8.4.1.1 for details.
- Description: text description of the parameter functionality
- Dimensions: Rows and Cols, integer field specifying the number and dimensions of parameter values. When field is edited and the user press enter the matrix view is automatically updated.
- Type: list of the available parameter types, BOOLEAN,FLOAT,INTEGER,STRING and FILE.

- Min/Max: double or integer values specifying the maximum and minimum values allowed for this parameter. Only available for FLOAT and INTEGER types.
- Value: text representation of the parameter values. It is recommended to use matrix view to update this field.
- Matrix View: table allowing the edition of a value in a determined matrix position. Row numbers are shown in vertical and column in horizontal. When a value is edited the field “Value” of the window is automatically reflects the changes.

Accept button creates the parameter in the configuration file and Cancel rejects changes and close the window.

#### 8.4.1.1. Parameter Names

The name field shall be a unique identifier within a configuration file and is a string that reflects the structure of the XML grammar used for openSF [AD-ICD].

This can be better explained through an example:

- A parameter name “*sensor.band.wavelength*” has a XML representation:

```
<sensor>
  <band>
    <parameter name="wavelength" ...>
  </band>
</sensor>
```

- The short name for the parameter would be “*wavelength*” but the full parameter name reflects all the path within XML configuration file, including parent nodes.
- Consequently when users enter a full name with dot separators, the system automatically creates parent nodes as specified.

#### 8.4.2. *Edit parameter*

The window for edit an existing parameter is the same as the one used for create a new one. This window shall appear anytime user double-clicked on a parameter node in the Configuration File Panel.

Figure 8-5 shows the edition window for a BOOLEAN parameter, note that the interface used for edit boolean parameters are checkboxes (selected=true and unselected=false).

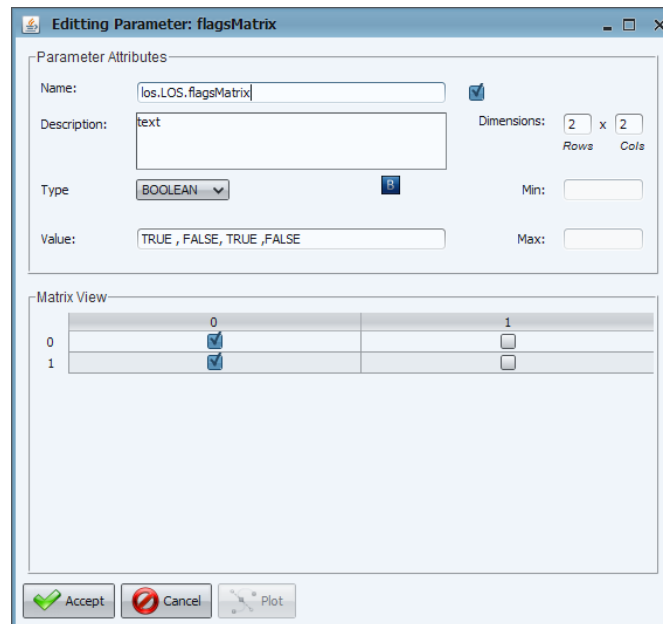


Figure 8-5 Edit parameter interface

### 8.4.3. Delete parameter

From the Configuration File View (Figure 8-3) users are able to delete a parameter or a set of them by clicking on “Delete Parameter” or by pressing “Supr” key.

Note that the parameters tree allows the selection of more than one parameter<sup>8</sup> and delete action will erase from the system all the selected parameters. The system requires confirmation for parameter deletion.

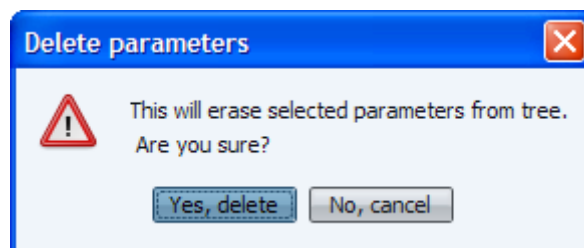


Figure 8-6 Parameter deletion, confirmation message

### 8.4.4. Plot parameter

The application also allow user to graph parameter values in a 3D plot frame. This functionality uses a third-party library to handle 3D plots in Java (JMathPlot <http://jmathtools.berlios.de/doku.php>).

This functionality is only available for numeric parameters (FLOAT and INTEGER).

Figure 8-8 shows the 3D plot for a parameter whose values are correspondent to the *peaks* Matlab function.

<sup>8</sup> To select more than one parameter, use Shift key for consecutive parameters and Ctrl key for non-consecutive selection.



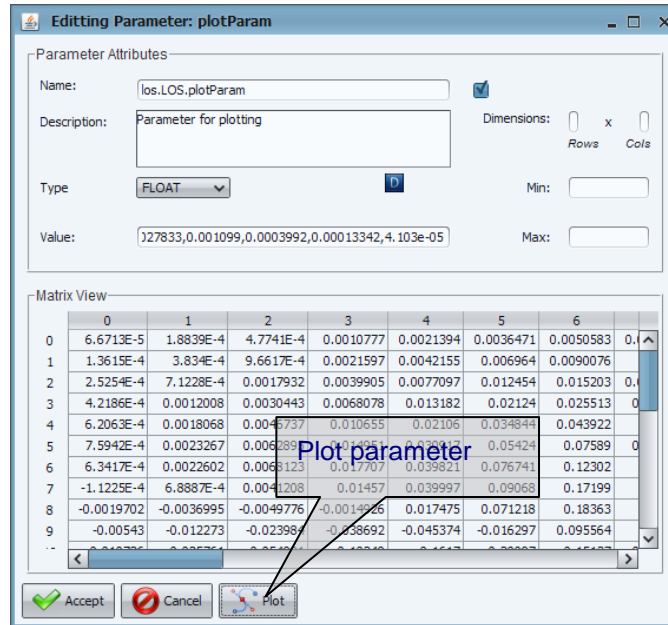


Figure 8-7 Float parameter edit window

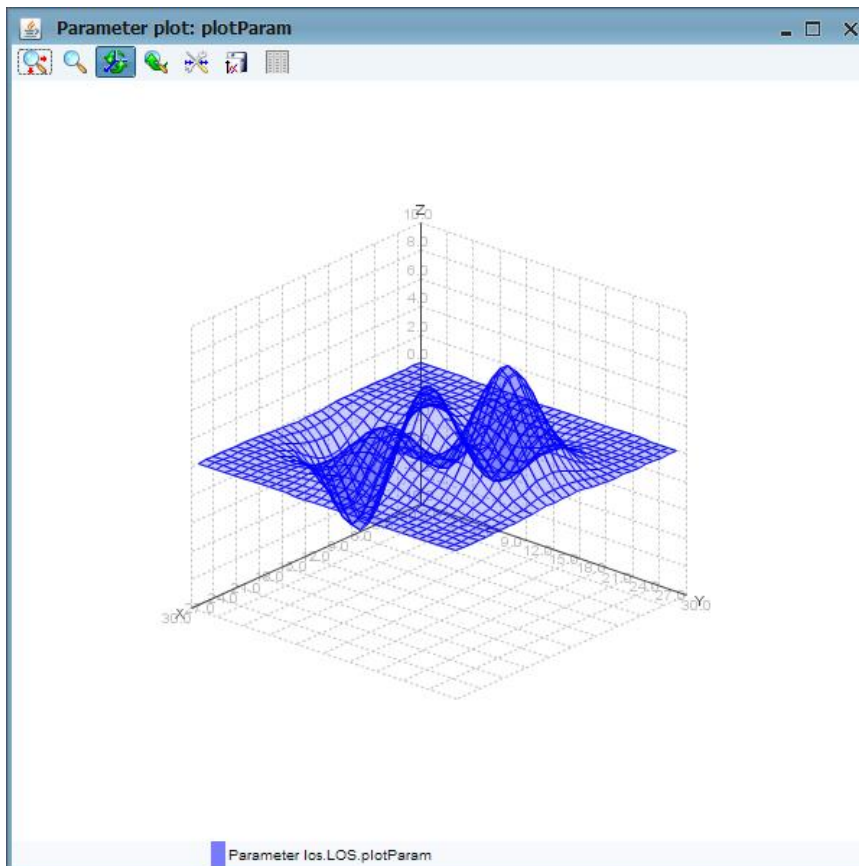


Figure 8-8 Parameter plot visualization

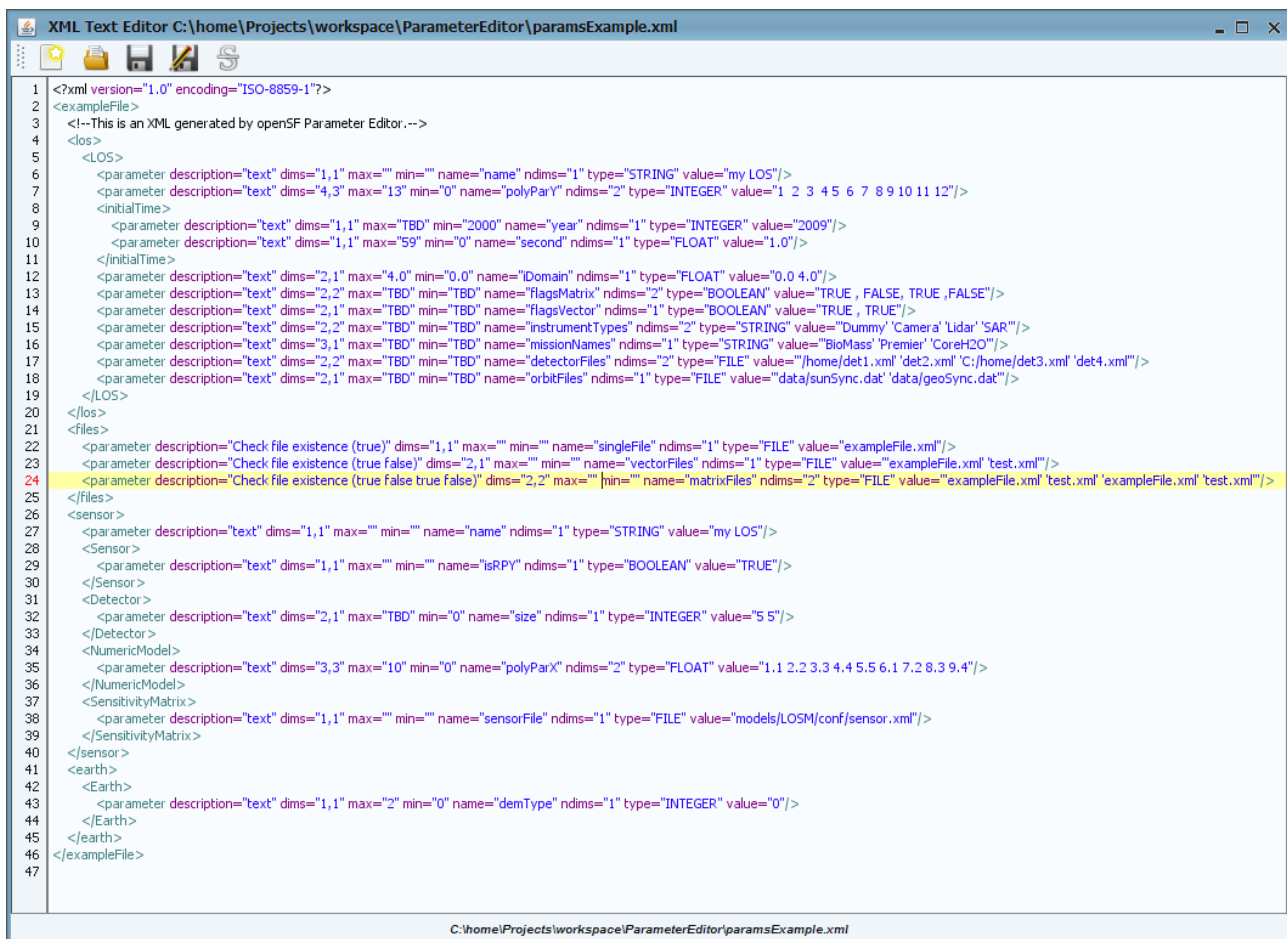
## 8.5. Built-in XML Text Editor

The built-in XML text editor is a graphical editor for XML files. This application allows to easily edit xml files without relying in a third-party component.

The features of this software component are:

- XML syntax highlighting
- Error highlighting
- Line number indicator
- Text editor typical functionalities, copy, paste and cut text, new file, open, save and save as.
- Lightweight

Figure 8-9 shows an example of this component editing an openSF configuration file.



```

1 <?xml version="1.0" encoding="ISO-8859-1"?>
2 <exampleFile>
3 <!-- This is an XML generated by openSF Parameter Editor.-->
4 <!-->
5 <!-->
6 <parameter description="text" dims="1,1" max="" min="" name="name" ndims="1" type="STRING" value="my LOS"/>
7 <parameter description="text" dims="4,3" max="13" min="0" name="polyParY" ndims="2" type="INTEGER" value="1 2 3 4 5 6 7 8 9 10 11 12"/>
8 <initialTime>
9 <parameter description="text" dims="1,1" max="TBD" min="2000" name="year" ndims="1" type="INTEGER" value="2009"/>
10 <parameter description="text" dims="1,1" max="59" min="0" name="second" ndims="1" type="FLOAT" value="1.0"/>
11 </initialTime>
12 <parameter description="text" dims="2,1" max="4.0" min="0.0" name="iDomain" ndims="1" type="FLOAT" value="0.0 4.0"/>
13 <parameter description="text" dims="2,2" max="TBD" min="TBD" name="flagsMatrix" ndims="2" type="BOOLEAN" value="TRUE , FALSE, TRUE , FALSE"/>
14 <parameter description="text" dims="2,1" max="TBD" min="TBD" name="flagsVector" ndims="1" type="BOOLEAN" value="TRUE , TRUE"/>
15 <parameter description="text" dims="2,2" max="TBD" min="TBD" name="instrumentTypes" ndims="2" type="STRING" value="Dummy' Camera' Lidar' SAR"/>
16 <parameter description="text" dims="3,1" max="TBD" min="TBD" name="missionNames" ndims="1" type="STRING" value="BioMass' Premier' CoreH2O"/>
17 <parameter description="text" dims="2,2" max="TBD" min="TBD" name="detectorFiles" ndims="2" type="FILE" value="/home/det1.xml' det2.xml' C:/home/det3.xml' det4.xml"/>
18 <parameter description="text" dims="2,1" max="TBD" min="TBD" name="orbitFiles" ndims="1" type="FILE" value="data/sunSync.dat' data/geoSync.dat"/>
19 </LOS>
20 </!-->
21 </!-->
22 <files>
23 <parameter description="Check file existence (true)" dims="1,1" max="" min="" name="singleFile" ndims="1" type="FILE" value="exampleFile.xml"/>
24 <parameter description="Check file existence (true false)" dims="2,1" max="" min="" name="vectorFiles" ndims="1" type="FILE" value="exampleFile.xml' test.xml"/>
25 <parameter description="Check file existence (true false true false)" dims="2,2" max="" min="" name="matrixFiles" ndims="2" type="FILE" value="exampleFile.xml' test.xml' exampleFile.xml' test.xml"/>
26 </files>
27 <sensor>
28 <parameter description="text" dims="1,1" max="" min="" name="name" ndims="1" type="STRING" value="my LOS"/>
29 <Sensor>
30 <parameter description="text" dims="1,1" max="" min="" name="isRPV" ndims="1" type="BOOLEAN" value="TRUE"/>
31 </Sensor>
32 <Detector>
33 <parameter description="text" dims="2,1" max="TBD" min="0" name="size" ndims="1" type="INTEGER" value="5 5"/>
34 </Detector>
35 <NumericModel>
36 <parameter description="text" dims="3,3" max="10" min="0" name="polyParX" ndims="2" type="FLOAT" value="1.1 2.2 3.3 4.4 5.5 6.1 7.2 8.3 9.4"/>
37 </NumericModel>
38 <SensitivityMatrix>
39 <parameter description="text" dims="1,1" max="" min="" name="sensorFile" ndims="1" type="FILE" value="models/LOSM/conf/sensor.xml"/>
40 </SensitivityMatrix>
41 </sensor>
42 <earth>
43 <Earth>
44 <parameter description="text" dims="1,1" max="2" min="0" name="demType" ndims="1" type="INTEGER" value="0"/>
45 </Earth>
46 </earth>
47 </exampleFile>

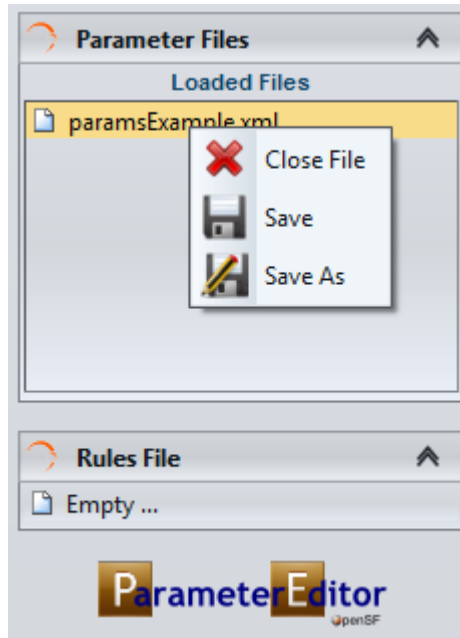
```

Figure 8-9 Built-in XML Text Editor

## 8.6. Side Panel

The Parameter Editor side panel can be found in the right side of the main frame and comprises the global status of the system showing.

- List of loaded configuration files
- Rules file loaded in the system



*Figure 8-10 Side Panel contextual menu*

This panel has also associated a contextual menu that allows to access extra functionality:

- Close configuration file
- Save only one file
- Save a file with other filename
- When Double-clicking on a configuration filename from the list, the tab corresponding for this file is focused or re-opened if it had been closed before.
- Double-clicking on rules filename opens the built-in XML text editor with this file opened.

The two groups, Parameter Files and Rules File, contained within the Parameter Editor side panel are expandable/collapsible through clicking on the arrow at the left-top corner of each block.

## 8.7. Log Console

The log console is a graphic tabbed panel that shows the system messages produced by the data/file management layer and the validation logic. This panel is resizable and can be found at the bottom of the Parameter Editor main window.

By default starts with two tab opened, "Debug Log" for application messages such as workflow information, validation errors, system status etc... and "Exception Log" that captures exception from the Java Virtual Machine.

Log console panel will also show new tabs when some actions are performed. These tabs correspondent to different log categories within Parameter Editor system. A Parameter Editor log message has the following attributes:

- Time*: system time when log was produced
- LogType*: depending on the log message impact. *Info*, *Error*, *Exception*, *Warning*, *Debug*
- Message*: text describing the system event

Some of the log categories that can be shown in the console are:

- Application**: Parameter Editor status logs.
- Parameter Parsing**: logs from the consistency checking of the configuration files.
- XML Parsing**: logs coming from the Parameter Editor XML parser.
- Validation**: logs corresponding to the rules validation process.

Anytime a new log message is registered into the system corresponding tab will change it background colour until user focus.

Figure 8-11 shows the interface of the Log Console.

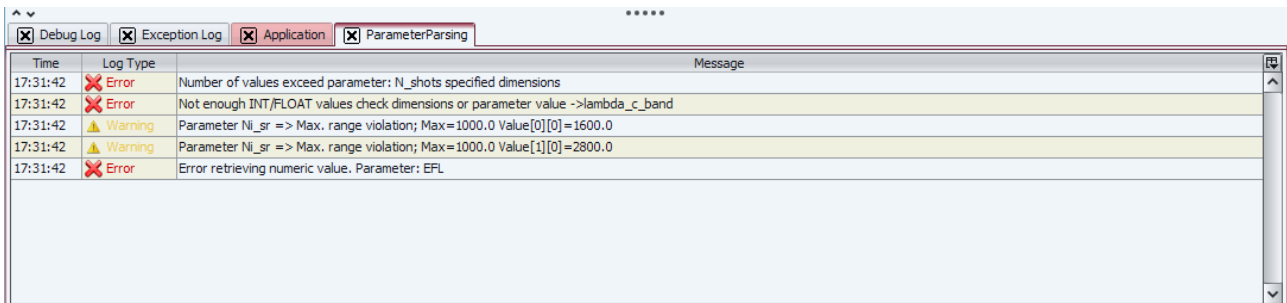


Figure 8-11 Log Console

## 8.8. Rules File - Validation

In this section will be described the process of building a rule file and the validation mechanism used within Parameter Editor in order to achieve configuration file constraints checking for parameters that can be defined in different files.

### 8.8.1. Rules File

The intended readers for this section are openSF experienced users, familiar with XML edition and parameter management.

#### 8.8.1.1. Grammar Definition

A simple grammar has been designed for defining the rules that govern the parameter editor. This grammar is based in a XML syntax detailed below.

A single rule is composed by:

1. Unique rule identifier

```
<rule id="ID">
```

2. Test description of the rule

<rule id="ID" description="Text description">

3. Nested to the identifier, there is an operation tag. The operation types are three:

- **Condition:** <condition type="ConditionType">. Condition type is a list of the most used logical operators
  - EXIST
  - NOTEXIST
  - EQUALS
  - GREATER
  - GREATEREQ
  - LESSER
  - LESSEREQ
- **Action:** <action type="ActionType">. The syntax of an action is the same as the one used
- **IF statement:** an "if statement" shall be composed of a condition/s and action/s elements. If more than one condition is specified all of them are applicable to the rule (& like if).
- **Operand** <operandA ...> or <operandB ...>. This entity is explained in section 8.8.1.2

This grammar allows the user to define rules (conditions, constraints etc...) that will govern the parameter edition in the session definition/edition stage. The rules defined through this grammar will be applied to all configuration files loaded in Parameter Editor application.

In order to ease the creation of rules files it is provided a "Cheat Sheet" with the entities and tags used within the grammar previously described. This cheat sheet can be downloaded from the following link: <http://opensf.deimos-space.com/files/public/paramEditorCS.pdf>.

### 8.8.1.2. Operand entity

The operands are the basic "bricks" for the condition/action statements of a rule. The *operand* attributes are:

- **Name:** name of the parameter involved. Root tags of the XML configuration files (namespaces) are used in order to allow pointing to parameters in different files. Ex: *globalConfiguration.parameter* points to a configuration file whose root tag is *globalConfiguration*.
- **Type:** can be set to *attribute* or *constant*
- **Value:** if *Type* is set to "attribute" this field can take the following values: "*dims*" "*value*" "*min*" "*max*" pointing to the possible parameter attributes affected by the rule. If *Type* is set to "*constant*" this field can contains any desired string.
- **Row:** row or set of rows implied on this operand. Different selection schemas are available:
  - Enumeration: *1;3;7*
  - Range: *2:5*
  - Combined: *1;2:5;7*

□ *Column*: same as row but for columns

The *operand* available tags are *operandA* and *operandB* used for first and second statements respectively for *conditions/actions*.

### 8.8.1.3. XML Rules File

The XML rules file can have any desired root tag but shall contain a “*rulesDefinition*” tag in order to identify the start of the rules definition.

In this XML the tag `<file>` is forbidden as it is used for restricted purposes (see section 8.8.3).

#### XML Rules File Sample

```
<!-- Rules definition part-->
<rulesDefinition>
  <file value="C:\home\Projects\workspace\ParameterEditor\ruleAnnex.xml" />
  <rule id="rule01" description="Rule to link one parameter value with the dimension of another one">
    <condition type="EQUALS">
      <operandA name="globalConfig.intTest" type="attribute" value="value"/>
      <operandB name="olciConfig.sensor.minMaxTest" type="attribute" value="dims" row="1" column="2"/>
    </condition>
  </rule>
  <rule id="rule02" description="Rule that check that one parameter value is greater than the other">
    <condition type="GREATER">
      <operandA name="globalConfig.intTest" type="attribute" value="value"/>
      <operandB name="olciConfig.sensor.floatTest" type="attribute" value="value"/>
    </condition>
  </rule>
  <rule id="rule03" description="Rule to link one parameter value with the dimension of another one">
    <condition type="LESSEREQ">
      <operandA name="globalConfig.intTest" type="attribute" value="value"/>
      <operandB name="olciConfig.sensor.floatTest" type="attribute" value="value"/>
    </condition>
  </rule>
  <rule id="rule04" description="Rule to show if capabilities">
    <if>
      <condition type="LESSEREQ">
        <operandA name="globalConfig.intTest" type="attribute" value="value"/>
        <operandB name="olciConfig.sensor.floatTest" type="attribute" value="value"/>
      </condition>
      <action type="EQUALS">
        <operandA name="globalConfig.test" type="attribute" value="value"/>
        <operandB name="olciConfig.sensor.floatTest" type="attribute" value="value"/>
      </action>
    </if>
  </rule>
</rulesDefinition>
```

In order to clarify the definition of rules below can be found the translation to pseudo-code/verbose of some of the rules specified in the sample.

- Rule 01

“*value*” field of the parameter identified by “*globalConfig.intTest*” must be equals to “*dims*” attribute at [1][2] of parameter “*olciConfig.sensor.minMaxTest*”.

- Rule 04

If (*value* attribute of “*globalConfig.intTest*” is lesser or equals than attribute value of “*olciConfig.sensor.floatTest*”) then (attribute *value* of “*globalConfig.test*” must be equals to attribute *value* of “*olciConfig.sensor.floatTest*” )

### 8.8.2. Validation Process

In order to validate a group of configuration files user shall follow the following steps:

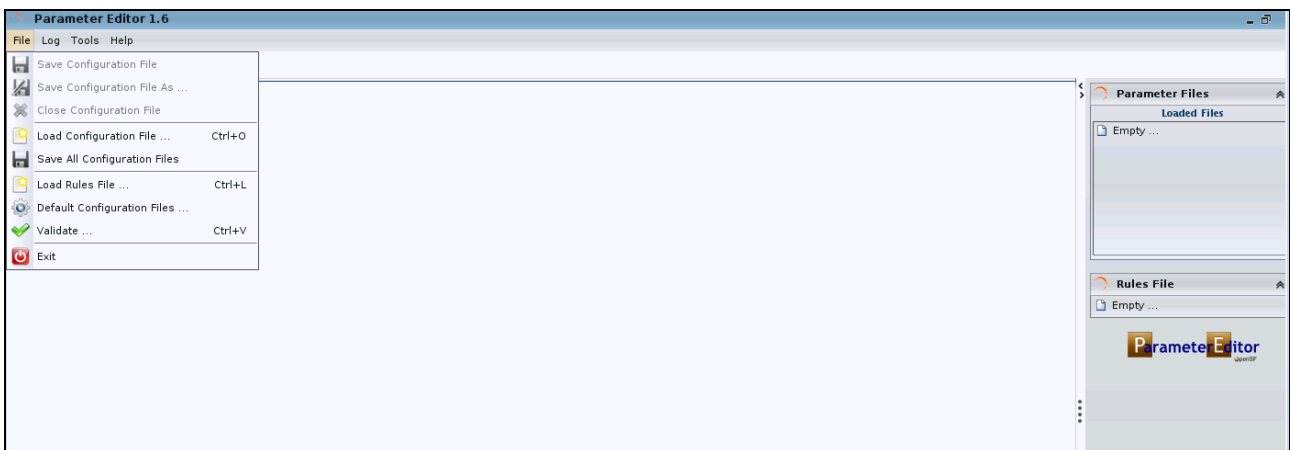
1. Load the configuration files in Parameter Editor (see section 8.6)
2. Create a rules file with the grammar specified in section 8.8.1.1 and load it in Parameter Editor (see section 8.6)
3. Click on “Validate” button (see section 8.6)
4. Check Log Console in order to check if validation process has been successful and the possible restrictions/constraints violated.

### 8.8.3. Auto-Build Configuration Files

The mechanism for this functionality has been designed but it is not yet implemented in the Parameter Editor application.

### 8.8.4. Default values and validation of parameters

The parameter editor can load default values for each parameter. The first step is to load the rules file though. This is possible using in the menu File, then the option “Load Rules File” (Figure 8-12). When loaded, the rules file will be shown on the left side of the main window.



**Figure 8-12: Main area of the parameter editor without configuration files and rules**

There is a reminder to the user if my mistake no configuration files or rules file are loaded, but it is tried to validate using the “validate” option in the File menu (see pop up shown in Figure 8-14)

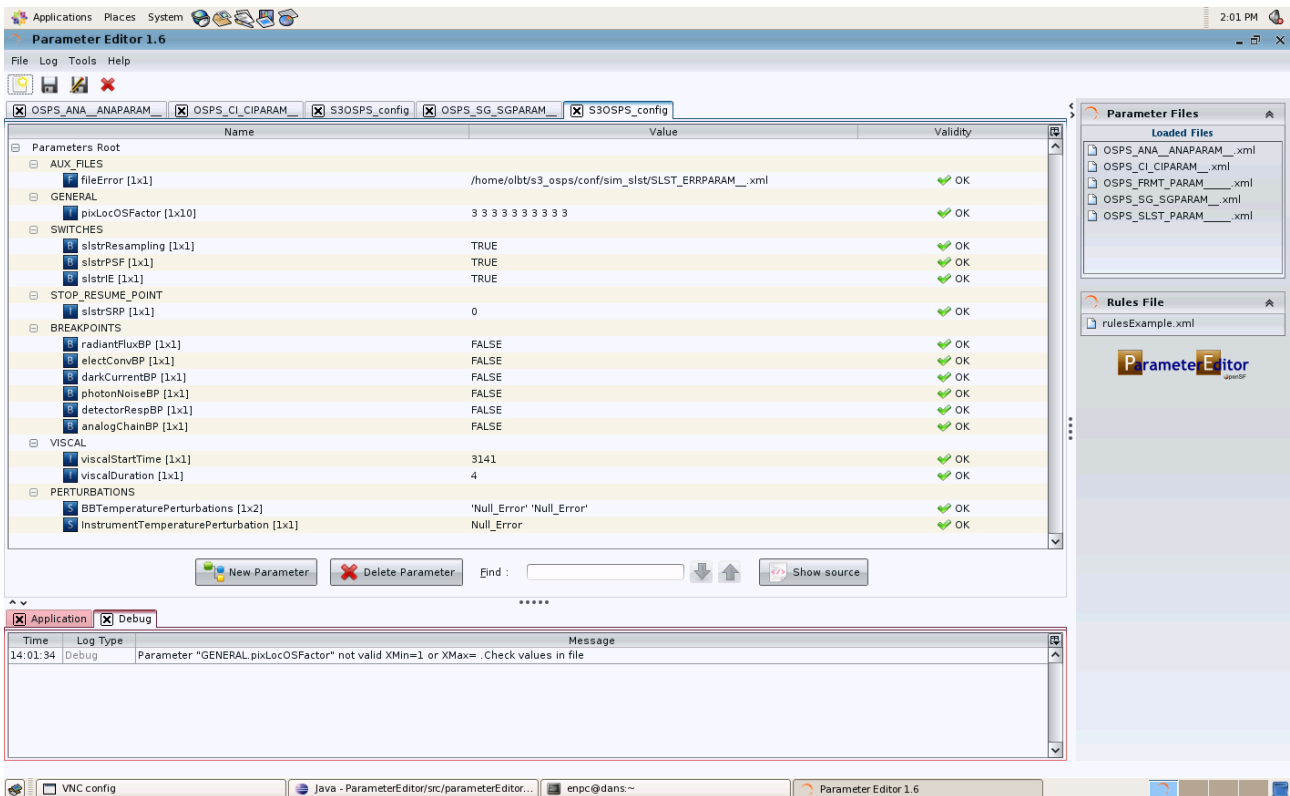


**Figure 8-13: Pop up when no configuration files / rules file is present**

The file with rules can be hand-made by the user as long as the syntax described in this SUM is fulfilled.

Once the RULES file is loaded, it is possible to load the default configuration. This is an option also on the File menu named “Default Configuration Files” (Figure 8-12). When loaded, the result will be similar to Figure 8-14. There will be several changes respect to the initial empty main window:

- On the right part a list of the loaded files will be shown (these are the local configuration files for each processor)
- On the left part, there will be a tab per local configuration file shown on the right part (do not click on the “x” unless it is aimed to close the file).
- On the lower part, there is a quick analysis of the parameters, checking for example that the values are within the min/max ranges, etc.



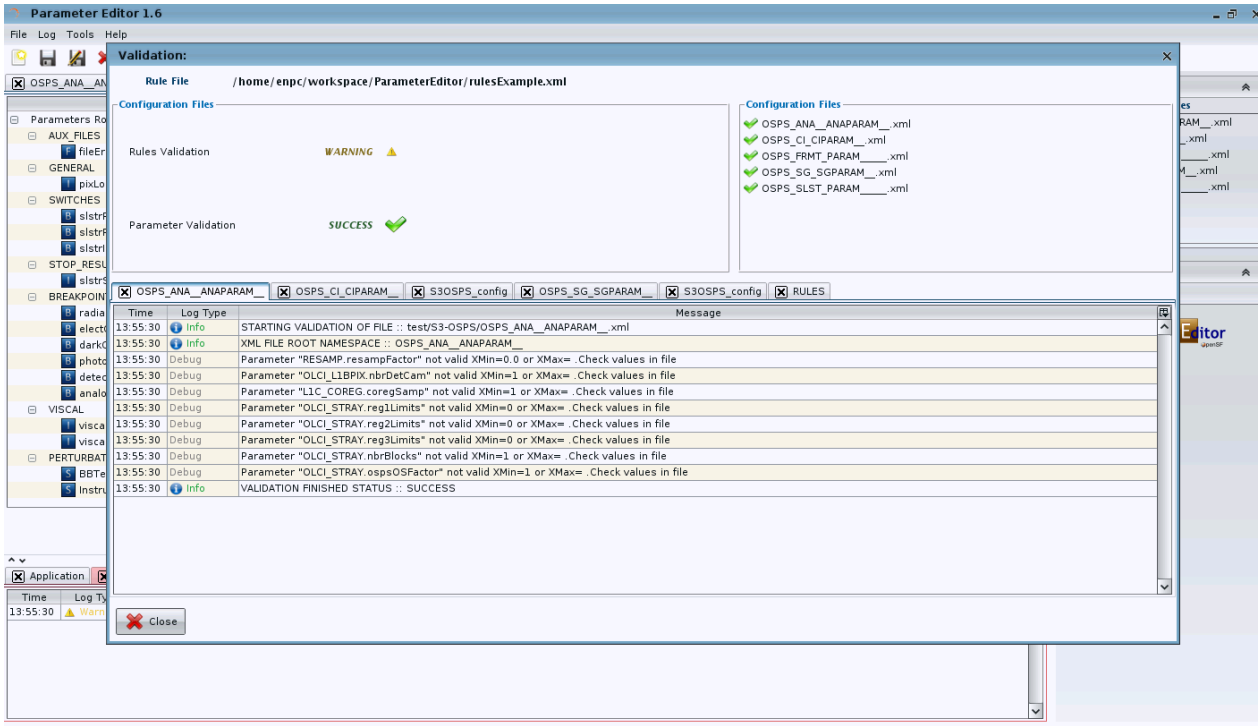
**Figure 8-14: Rules file and default configuration loaded**

For a full validation against the file with rules, the user has to select “validate”, an option under the File menu. A new window is generated (Figure 8-15). This window summarizes the results per file, splitting the log per configuration file. If there is an error the user should return to the main window, make the necessary changes, and select again the validation option (a new pop up with the validation results will appear; several validation pop-ups can co-exist).

It is possible to keep opened several windows with the result of the validation each time the option is selected. Note however that the validation window (Figure 8-15) is static, that is, it is not automatically updated each time a change in the configuration files is done. Thus, although it is not mandatory, it is recommended that in case errors are detected in the configuration files, the validation window is closed. Then changes are done in the configuration and again the validation option is selected for a new pop-up.



This way, at any time only a validation window will be on the field of view of the user reflecting the latest configuration values.



**Figure 8-15: Validation pop-up summarizing the results**

When the user finds that validation is fully successful, or also when the user considers that the errors or warnings can be ignored for the purposes of the test involved, it is mandatory to save all the files (there is not an automatic saving). Files can be saved individually or all at once; these are commands “Save” and “Save all” on the File menu.

*End of document*