

# SYSTEM USER MANUAL

## Open Simulation Framework

### openSF

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Prepared by: openSF Team

Reviewed by: Javier Martin Ávila / Technical Responsible

Approved by: Federico Letterio / Project Manager

Approval Signature:

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## Document Status Log

Issue	Change description	Date
1.0	First issue of this document	21/12/09
1.1	Version of this document after openSF AR1 <ul style="list-style-type: none"> <li><input type="checkbox"/> Installation details section completed</li> <li><input type="checkbox"/> New chapter describing the openSF web page.</li> <li><input type="checkbox"/> New chapter 7 tutorial for defining an E2E simulation in openSF</li> <li><input type="checkbox"/> Product tools section updated, with a list of popular product tools (section 4.5.4)</li> </ul>	15/03/10
1.2	New version in response to ESA assessment for openSF version 1.1 <ul style="list-style-type: none"> <li><input type="checkbox"/> Section 3.5.1.1 updated clarifying that the openSF installation mechanism for Linux platforms is the same as the Windows one. Installation of JRE under Linux completed.</li> <li><input type="checkbox"/> Bin folder reference removed. OSFI folder added</li> <li><input type="checkbox"/> Section 4.5.4 updated. Tools for MacOS issue.</li> <li><input type="checkbox"/> Added Annex A detailing how to build openSF from sources files.</li> <li><input type="checkbox"/> Updated chapter 5 with latest changes for the web site.</li> <li><input type="checkbox"/> Updated chapter 6. Folder structure guidelines.</li> </ul>	20/04/10
1.3	Minor corrections: <ul style="list-style-type: none"> <li><input type="checkbox"/> Clarifications on section 5.2</li> <li><input type="checkbox"/> typos in Annex A</li> </ul>	26/04/10
1.4	New version for the openSF v2 acceptance <ul style="list-style-type: none"> <li><input type="checkbox"/> Section added: Management of databases</li> </ul>	22/09/10
1.5	Added Annex B detailing Parameter Editor functionality.	15/10/10

Issue	Change description	Date
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 8. Instructions to build the framework.</li> <li><input type="checkbox"/> Removed import capabilities in Simulation creation</li> <li><input type="checkbox"/> Updated obsolete screenshots.</li> <li><input type="checkbox"/> Added new section for module developers.</li> </ul>	12/11/10
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"/> HMI Isolation</li> </ul>	16/02/12
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 3.5.1.1)</li> <li><input type="checkbox"/> Plot perturbation capabilities</li> </ul>	02/03/12

Issue	Change description	Date
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 to 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 module parallelisation (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 module parallelisation (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 module chain management in a simulation 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 module management: <ul style="list-style-type: none"> <li><input type="checkbox"/> Switching a module version (section 4.11.5.1);</li> <li><input type="checkbox"/> Bypass/Switch-off module execution (section 4.11.5.2);</li> <li><input type="checkbox"/> Run from a given point in the module chain (section 4.11.5.3);</li> </ul> </li> <li><input type="checkbox"/> Added capabilities for parallelisation of module execution (section 4.6);</li> <li><input type="checkbox"/> Added capability for exporting/importing module of an executed simulations (sections 4.11.9.3 and 4.11.9.4);</li> </ul>	22/11/13

Issue	Change description	Date
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 module parallelisation (section 4.11.6.1);</li> <li><input type="checkbox"/> OSF-AR3-10: Clarification on simplification of simulation 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 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 3.5.1.1).</li> </ul> <p>The implementation of these RIDs closes action ACT-AR3-03 from the AR3.</p>	15/01/14
3.2	New version including the integration of Python modules in openSF.	04/04/14
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.	30/04/14
3.4	New version with updated installation procedure including also the porting to OSX.	03/06/15
3.5	<p>New version including extended capabilities for openSF V3.4: Time Based Scenario Orchestration.</p> <p>Included special conditions for installation in OSX.</p>	02/12/15
3.6	<p>OPENSF-AN-004: The "iterate parameters" functionality is able to import parameter iteration definitions from file</p> <p>OPENSF-AN-017: Updated SUM to use "modules" instead of "models".</p> <p>Added section on execution of script modules and special conditions applicable to OSX 10.11.</p>	16/03/16

Issue	Change description	Date
3.7	Updated with extended capabilities for openSF V3.5: <ul style="list-style-type: none"> <li><input type="checkbox"/> OPENSF-AN-003: Remote orchestration;</li> <li><input type="checkbox"/> OPENSF-AN-019: Automatic openSF version checking;</li> <li><input type="checkbox"/> OPENSF-AN-030: Select subset of parameters to monitor;</li> <li><input type="checkbox"/> Miscellanea HMI corrections and simplifications.</li> <li><input type="checkbox"/> Descriptor syntax clarifications.</li> </ul>	16/05/16
3.8	Overall review based on ESA comments	06/06/16
3.9	Updated installation requirements.	20/01/17
3.10	Updated with HMI revamping for Eclipse RCP.	09/06/17
3.11	Updated with COTS requirement (Table 3-1 and Sec 3.3.2)	28/08/17
3.12	Remove OSFI from framework pre-requisites Update MySQL tools path configuration during installation Database created during installation selected by the user Update folder structure Small updates on database connection, deletion and backup due to bug fixes OpenSF log messages moved to simulation dedicated log files Move ParameterEditor appendix to dedicated SUM	15/12/17
3.13	Update for openSF version 3.7.2 <ul style="list-style-type: none"> <li><input type="checkbox"/> §3: Removal of the V2 upgrade path.</li> <li><input type="checkbox"/> §0 and §3.4: Update of the supported platforms.</li> <li><input type="checkbox"/> Reorganization of §3.4.3, splitting off the module-specific requirements into §6.3.</li> <li><input type="checkbox"/> §3.6: Update of the command line arguments section.</li> <li><input type="checkbox"/> §4.9.6: New dialog for missing configuration files.</li> <li><input type="checkbox"/> §4.9.6.9: Update simulation export/import files, dialog</li> <li><input type="checkbox"/> §4.12, §4.17: add per-module log files.</li> <li><input type="checkbox"/> §8: Update of build instructions</li> </ul>	15/06/18

Issue	Change description	Date
3.14	<p>Update for openSF version 3.7.3:</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> §3 and §4: Added Windows as a supported platform.</li> <li><input type="checkbox"/> §3.4.2: Updated the folder structure of the OpenSF installation folder.</li> <li><input type="checkbox"/> §3.4.2, §4.11.5.4 and §4.13: Documented new feature for grouping timeline and iteration/perturbation simulations.</li> <li><input type="checkbox"/> §3.3, §3.4, §4.5, §4.18: Updated the dependency from MySQL, since starting on v3.7.3 the client tools are not necessary.</li> <li><input type="checkbox"/> §4.5.1: XSD Validation and other changes in Preferences dialog.</li> <li><input type="checkbox"/> §All sections: Updated several images to comply with the newly delivered version.</li> <li><input type="checkbox"/> §3.4.3: updated licencing scheme</li> <li><input type="checkbox"/> Various minor changes</li> </ul>	14/12/18
3.15	<p>Update for openSF version 3.8.0:</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> General revision and update of the document.</li> <li><input type="checkbox"/> §2: Update the description of the installation process.</li> <li><input type="checkbox"/> §4.9.3.2: New section on iterations on parameter sets.</li> <li><input type="checkbox"/> §4.13: Include the concept of the "User Roles" and explain them.</li> <li><input type="checkbox"/> §4.14 Addition of some guidelines on how to implement a Monte Carlo study in openSF.</li> </ul>	06/06/19
3.16	<p>Update for openSF version 3.8.1:</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> §3.4.3.1 Modification of supported versions to align them with the pre-requisites listed under §3.4.3.</li> <li><input type="checkbox"/> Added description of the new preferences added to the Application Settings preferences page.</li> </ul>	17/07/19
3.17	<p>Update for openSF version 3.9.0:</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Removal of the Stage and Simulation concepts.</li> <li><input type="checkbox"/> Renaming of the previous "Session" concept to "Simulation".</li> <li><input type="checkbox"/> Clarify the setup of the \$INSTALL4J_JAVA_HOME environment variable.</li> <li><input type="checkbox"/> Update all images to the latest openSF HMI.</li> <li><input type="checkbox"/> Removed "product" concept.</li> </ul>	27/11/19
3.18	<p>Update for openSF version 3.9.2</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> New feature: Python-like format for parameter value edition.</li> </ul>	12/03/20

Issue	Change description	Date
3.19	Update for openSF version 3.9.3 <ul style="list-style-type: none"> <li><input type="checkbox"/> Added preference "Symlink handling mode"</li> <li><input type="checkbox"/> New section Parameter Series</li> <li><input type="checkbox"/> Sub-sections 4.9.2 renumbered</li> <li><input type="checkbox"/> Update images in §4.9.2</li> <li><input type="checkbox"/> New conditions for inline editing</li> <li><input type="checkbox"/> Introduction of E2E_HOME variable and new meaning for OPENSF_HOME</li> <li><input type="checkbox"/> Moved Perturbations explanation to 4.9.3</li> </ul>	03/07/20
4.0	Update for openSF version 3.9.5 <ul style="list-style-type: none"> <li><input type="checkbox"/> Overall review of the document</li> <li><input type="checkbox"/> Added Sec. 4.5.4</li> <li><input type="checkbox"/> Added Sec. 6.3.1</li> </ul>	17/12/20
4.1	Update for openSF version 3.10 <ul style="list-style-type: none"> <li><input type="checkbox"/> Added Sec. 3.6.2</li> <li><input type="checkbox"/> Updated Sec. 3.5.1, 3.5.2 and 4.6.1</li> <li><input type="checkbox"/> Updated Sec 3.4.3</li> <li><input type="checkbox"/> Updated Sec. 4.2.1</li> <li><input type="checkbox"/> Added Annex E</li> </ul>	24/06/21
4.2	Update for openSF version 3.11 <ul style="list-style-type: none"> <li><input type="checkbox"/> Removed requirement of a pre-installed Java runtime: updated Sec. 3.1, 3.4.3, 3.4.3.2, 3.5, 3.5.1.1</li> <li><input type="checkbox"/> Modified GTK+ version pre-requisite on Sec. 3.4.3</li> <li><input type="checkbox"/> Updated uninstall mechanism for files removal and related screenshot on Sec. 3.5.1.3</li> <li><input type="checkbox"/> Added update dialog screenshot on Sec. 3.6.3</li> <li><input type="checkbox"/> New Sec. 4.2 on the workspace selection feature. Also modified table in Sec. 3.5.1.4</li> <li><input type="checkbox"/> Updated Sec. 4.2.3 with comment about symlink creation on Windows</li> <li><input type="checkbox"/> Updated Sec. 4.3.3.6.5 with explanation about string parsing</li> <li><input type="checkbox"/> Updated Sec. 4.3.5.1 with clarifications about the "new tool" dialog fields</li> <li><input type="checkbox"/> Updated Sec. 3.4.3.1 for required MySQL/MariaDB server settings</li> <li><input type="checkbox"/> Updated JDK version to 11 on Sec. 8.1, and updated the build procedure</li> </ul>	01/12/21

## Table of Contents

<b>1. INTRODUCTION</b>	<b>20</b>
<b>1.1. Purpose</b>	<b>20</b>
<b>1.2. Scope</b>	<b>20</b>
<b>1.3. Acronyms and Abbreviations</b>	<b>20</b>
<b>1.4. Definitions</b>	<b>21</b>
<b>2. RELATED DOCUMENTS</b>	<b>23</b>
<b>2.1. Applicable Documents</b>	<b>23</b>
<b>2.2. Reference Documents</b>	<b>23</b>
<b>2.3. Standards</b>	<b>23</b>
<b>3. GETTING STARTED</b>	<b>24</b>
<b>3.1. Introduction</b>	<b>24</b>
<b>3.2. openSF User Profiles and Roles</b>	<b>24</b>
3.2.1. User profiles definition and quick-start guide	24
3.2.1.1. Scientific modules developer	24
3.2.1.2. E2E processing chains integrator	25
3.2.1.3. E2E performance engineer	25
3.2.1.4. E2E performance analyst	26
3.2.2. openSF user roles	26
<b>3.3. Conventions</b>	<b>28</b>
3.3.1. <OPENSF_INSTDIR>	28
3.3.2. \$E2E_HOME	28
3.3.3. Data types	29
<b>3.4. System Requirements</b>	<b>29</b>
3.4.1. Hardware requirements	29
3.4.2. Operating system requirements	29
3.4.3. Framework pre-requisites	29
3.4.3.1. MySQL/MariaDB installation	30
3.4.3.2. Remote execution installation	30
3.4.3.2.1. Linux installation	30
3.4.3.2.2. macOS installation	30
3.4.3.2.3. SSH access permission configuration	31
<b>3.5. How to Install the Framework</b>	<b>31</b>
3.5.1. Installer guide setup	31
3.5.1.1. Linux installation	32
3.5.1.2. macOS and Windows installation	34

3.5.1.3. Uninstalling openSF	34
3.5.1.4. Folder structure	35
3.5.2. Licensing scheme	36
<b>3.6. Running openSF</b>	<b>36</b>
3.6.1. How to start the application	36
3.6.2. First start-up	37
3.6.3. Check for updates	37
3.6.4. Exit the system	38
<b>4. REFERENCE MANUAL</b>	<b>39</b>
<b>4.1. HMI Description</b>	<b>39</b>
4.1.1. Main window	39
4.1.1.1. Side bar	41
4.1.2. Frame management	44
4.1.3. Generic functionalities, dialogues and displays	45
<b>4.2. Data Structure</b>	<b>46</b>
4.2.1. Workspaces	47
4.2.1.1. Switching workspaces	47
4.2.1.2. Configuration persisted across workspaces	48
4.2.2. Databases	48
4.2.2.1. Connect to a database	49
4.2.2.2. Create a new database	49
4.2.2.3. Delete a database	50
4.2.2.4. Import and Export a database	51
4.2.2.5. Refresh database list	52
4.2.2.6. Database maintenance	52
4.2.3. Simulation Results Naming Conventions	52
<b>4.3. Framework Elements</b>	<b>54</b>
4.3.1. Descriptors	54
4.3.1.1. Descriptor list	55
4.3.1.2. Descriptor creation	56
4.3.1.3. Descriptor modification	57
4.3.1.4. Descriptor deletion	57
4.3.1.5. Descriptor copy	57
4.3.2. Modules	58
4.3.2.1. Module list	59
4.3.2.2. Module creation	59
4.3.2.2.1. General data	60
4.3.2.2.2. Configuration	61

4.3.2.2.3. IO descriptors _____	61
4.3.2.3. Module modification _____	62
4.3.2.3.1. Module upgrade - New version _____	62
4.3.2.4. Module deletion _____	62
4.3.2.5. Module copy _____	63
4.3.3. Simulations _____	63
4.3.3.1. Simulation list _____	64
4.3.3.2. Simulation creation _____	64
4.3.3.3. Simulation deletion _____	64
4.3.3.4. Simulation copy _____	64
4.3.3.5. Simulation modification _____	65
4.3.3.6. Settings in a simulation _____	65
4.3.3.6.1. Simulation definition _____	65
4.3.3.6.2. Input files _____	67
4.3.3.6.3. Configuration files _____	68
4.3.3.6.4. Output files _____	69
4.3.3.6.5. Parameters configuration _____	69
4.3.4. Results _____	72
4.3.4.1. Result view _____	72
4.3.4.1.1. Modules execution time _____	74
4.3.4.2. Continuing or repeating the execution of an existing simulation _____	76
4.3.4.3. Report generation _____	76
4.3.4.4. Result deletion _____	77
4.3.5. Product tools _____	77
4.3.5.1. New tool _____	78
4.3.5.2. Edit tool _____	78
4.3.5.3. Delete tool _____	78
4.3.5.4. Tool execution _____	78
4.3.5.5. Popular product tools _____	80
4.3.5.6. Specification of final product tools _____	81
<b>4.4. Executing a Simulation _____</b>	<b>83</b>
4.4.1. Execution settings _____	83
4.4.1.1. Switch module version _____	84
4.4.1.2. Bypass/Switch-off module execution _____	84
4.4.1.3. Run from a given point in the module chain _____	86
4.4.1.3.1. Run from a given module using previous data _____	87
4.4.1.4. Removal of intermediate output files _____	88
4.4.1.5. Breakpoint scheduling _____	88

4.4.1.6. Remote execution	89
4.4.2. Series of simulations with parameters variation	89
4.4.2.1. Parameters iteration	90
4.4.2.1.1. Saving parameter iteration definitions	92
4.4.2.2. Batch simulation	92
4.4.2.3. Parameter perturbations	93
4.4.2.3.1. Parameter perturbation interface	93
4.4.2.3.2. Defining a new perturbation	94
4.4.2.3.3. Statistical and combined perturbed execution modes	99
4.4.2.3.4. Perturbations functions	102
4.4.2.3.4.1. Deterministic functions	102
4.4.2.3.4.2. Sampling functions	103
4.4.2.3.4.3. Non-deterministic functions	104
4.4.2.3.4.4. Binary and composite operations	104
4.4.2.4. Time-based scenario orchestration	105
4.4.2.4.1. Time-based orchestration interface	106
4.4.2.5. Monte Carlo simulations	109
4.4.2.5.1. One module MC with local parameter	109
4.4.2.5.2. Multiple modules MC with local parameter(s)	111
4.4.2.5.3. Multiple modules MC with global parameter	112
4.4.3. Simulation run	112
4.4.3.1. Parallelisation of module execution	116
4.4.3.1.1. Parallel execution	116
4.4.3.2. Simulation Resuming	117
4.4.3.3. Logs	117
4.4.3.4. Simulation groups	118
4.4.4. Import and export simulations	119
4.4.4.1. Export simulation	120
4.4.4.2. Import simulation	121
4.4.4.3. Export module of a simulation	122
4.4.4.4. Import module of a simulation	122
4.4.5. Simulation script generation	123
4.4.6. Multi-node simulation	123
4.4.6.1. Remote machine management	124
4.4.6.2. Connect to a remote machine	125
4.4.6.3. Disconnect from a remote machine	125
4.4.6.4. Configure a new remote machine	125
4.4.6.5. Delete a remote machine	126

4.4.6.6. Refresh remote machine list	126
<b>4.5. Preferences</b>	<b>126</b>
4.5.1. Environment variables	127
4.5.2. Application settings	128
4.5.3. Application folders	129
4.5.4. Interpreters Definition	130
<b>4.6. Miscellaneous</b>	<b>133</b>
4.6.1. About openSF	133
4.6.2. Embedded documents	133
4.6.3. CPU usage	134
4.6.3.1. Linux	134
4.6.3.2. macOS	134
4.6.3.3. Windows	134
<b>5. ANNEX A: ERROR MESSAGES</b>	<b>135</b>
<b>6. ANNEX B: DEVELOPING MODULES FOR OPENSF</b>	<b>137</b>
<b>6.1. Precautions to ensure safe module parallelization</b>	<b>137</b>
<b>6.2. Environment variables</b>	<b>139</b>
<b>6.3. Module pre-requisites</b>	<b>139</b>
6.3.1. Modules not compliant with E2E Generic ICD	139
6.3.2. IDL	140
6.3.3. MATLAB	140
6.3.4. Python and other scripts	140
6.3.5. Python scripts execution in Windows	141
<b>7. ANNEX C: TUTORIAL - CREATING AN E2E SIMULATION</b>	<b>142</b>
<b>7.1. Scenario Description</b>	<b>142</b>
7.1.1. Descriptors – Input and Output Files	143
7.1.2. Modules	144
<b>7.2. Framework Structure Definition</b>	<b>144</b>
7.2.1. Folder Structure Guidelines	144
<b>7.3. Product Tools Specification</b>	<b>146</b>
7.3.1. Simulation Products Exploitation	146
7.3.2. Closing the Loop in an E2E Simulation	146
<b>8. ANNEX D: INSTRUCTIONS TO BUILD THE FRAMEWORK</b>	<b>148</b>
<b>8.1. Pre-requisites to Build the Framework</b>	<b>148</b>
<b>8.2. How to Build the openSF Platform</b>	<b>148</b>
8.2.1. Simplified procedure	149
8.2.2. Detailed procedure	149
<b>8.3. How to Build the Installer Packages</b>	<b>149</b>

<b>9. ANNEX E: USING DOCKER IN OPENSF SIMULATIONS</b>	<b>151</b>
<b>9.1. Concepts and Requirements</b>	<b>151</b>
<b>9.2. Example</b>	<b>152</b>
9.2.1. Create Docker Image	152
9.2.2. Invoke Module in Docker container	153
9.2.3. Setup Module in OpenSF	154

## List of Figures

Figure 3-1: User role selection toolbar.....	27
Figure 3-2: Executions tab and color code based on results replicability.....	28
Figure 3-3: openSF web page.....	32
Figure 3-4: Installation confirmation screen .....	32
Figure 3-5: Installer folder selection window .....	33
Figure 3-6: Installation icon window.....	33
Figure 3-7: Installation successful screen .....	34
Figure 3-8: Uninstall confirmation screen under Windows .....	34
Figure 3-9: First start dialog .....	37
Figure 3-10: Dialog shown when an update is available .....	37
Figure 4-1: Main window appearance .....	39
Figure 4-2: Main window appearance showing internal frames and scroll bars .....	40
Figure 4-3: Detail of main menu bar .....	40
Figure 4-4: Detail of a menu, showing menu items .....	41
Figure 4-5: Detail of a contextual menu.....	41
Figure 4-6: Side bar.....	42
Figure 4-7: Repository view .....	43
Figure 4-8: File system view with the simulations directory inside (left) and outside (right) of the the openSF installation directory .....	44
Figure 4-9: Frame management menu .....	45
Figure 4-10: Internal frame header.....	45
Figure 4-11: File chooser dialog.....	45
Figure 4-12: Dialog example .....	46
Figure 4-13: Current database and workspace indication .....	47
Figure 4-14: Select workspace dialog .....	47
Figure 4-14: Database management window.....	48
Figure 4-14: Connect to a database .....	49
Figure 4-15: Create new database .....	49
Figure 4-16: DB creation error message (wrong name) .....	50

Figure 4-17: Delete a database .....	50
Figure 4-18: Confirm deletion operation .....	51
Figure 4-19: Database import .....	51
Figure 4-20: Database import file error .....	51
Figure 4-21: Database import XML definition error .....	52
Figure 4-22: Grouping of iteration/perturbation (left) and timeline (right) simulations.....	53
Figure 4-23: File system in the side bar, including symbolic link to last simulation .....	54
Figure 4-24: Descriptors in the side bar.....	55
Figure 4-25: Descriptors list view .....	55
Figure 4-26: Create a new descriptor .....	56
Figure 4-27: Copy of a descriptor .....	58
Figure 4-28: Repository view: modules .....	58
Figure 4-29: Repository menu .....	59
Figure 4-30: Module pop-up menu .....	59
Figure 4-31: Module list view .....	59
Figure 4-32: Module general data .....	60
Figure 4-33: Module configuration .....	61
Figure 4-34: Module input/output specification .....	62
Figure 4-35: Module copy .....	63
Figure 4-36: Simulations pop-up menu.....	63
Figure 4-37: Simulation list view .....	64
Figure 4-38: Simulation copy .....	65
Figure 4-39: Simulation general properties .....	66
Figure 4-40: Module specification .....	67
Figure 4-41: Simulation inputs definition .....	67
Figure 4-42: Configuration files definition .....	68
Figure 4-43: Simulation output definition.....	69
Figure 4-44: Simulation parameters definition.....	70
Figure 4-45: Simulation execution warning message.....	71
Figure 4-46: Parameter visibility view .....	72
Figure 4-47: Execution results.....	73
Figure 4-48: Results menu.....	73
Figure 4-49: Results pop-up menu.....	73
Figure 4-50: Executions view in the side bar .....	74
Figure 4-51: Bar graph showing module times .....	75
Figure 4-52: Pie chart showing the percentage of time .....	75
Figure 4-53: Table showing module times.....	76
Figure 4-54: Result. Re-run .....	76

Figure 4-55: Execution report.....	77
Figure 4-56: Confirmation dialog to delete execution(s) from database and file system .....	77
Figure 4-57: Tools list view .....	77
Figure 4-58: Tool editor view .....	78
Figure 4-59: Tool Execution/Schedule from Simulation Edition View .....	79
Figure 4-60: IO file pop-up menu .....	79
Figure 4-61: Web browser as openSF product tool .....	81
Figure 4-62: Product tools specification .....	82
Figure 4-63: File contextual menu. ....	82
Figure 4-64: Tool parameters specification.....	83
Figure 4-65: Module chain with different module versions.....	84
Figure 4-66: Switch module version .....	84
Figure 4-67: Bypass/Switch-off module .....	85
Figure 4-68: Bypass/Switch-off module missing files.....	85
Figure 4-69: Switch-on module .....	86
Figure 4-70: Run simulation from Module B .....	86
Figure 4-71: Run simulation from a given module.....	87
Figure 4-72: Reset IO descriptor option .....	87
Figure 4-73: Reset IO descriptor setup .....	88
Figure 4-74: Use previous setup IO descriptor options.....	88
Figure 4-75: Breakpoint scheduling interface.....	89
Figure 4-76: Iterating parameters .....	90
Figure 4-77: Editing numeric sequences .....	90
Figure 4-78: Simulation with iterated parameters .....	91
Figure 4-79: Successful batch configured simulation message .....	92
Figure 4-80: Simulation with overridden parameters through the batch option .....	93
Figure 4-81: Perturbation system main window .....	94
Figure 4-82: No valid parameters selected .....	94
Figure 4-83: Selection of parameters for perturbation .....	95
Figure 4-84: Adding a perturbation function to a module parameter.....	95
Figure 4-85: Complex perturbation function .....	96
Figure 4-86: Random perturbation properties.....	96
Figure 4-87: Preview of statistical mode execution scheme .....	97
Figure 4-88: Complex perturbation for a parameter .....	97
Figure 4-89: Time series line for a parameter perturbation .....	98
Figure 4-90: Histogram chart for a random parameter perturbation .....	98
Figure 4-91: Loading an external error file.....	98
Figure 4-92: Function with variable number of properties (points) .....	99

Figure 4-93: Editing a value of the Perturbation Tree .....	99
Figure 4-94: Statistical mode execution scheme .....	100
Figure 4-95: Combined mode execution scheme .....	101
Figure 4-96: Execution mode selector .....	101
Figure 4-97: Statistical mode iterations log message.....	102
Figure 4-98: Example instrument operational mode scenario.....	105
Figure 4-99: Module parameters folder organization on a per-mode basis.....	106
Figure 4-100: Module categorization by Mode.....	107
Figure 4-101: Timeline management view .....	107
Figure 4-102: Timeline preferences.....	109
Figure 4-103: Monte Carlo chain in statistical mode .....	110
Figure 4-104: Monte Carlo chain in combined mode .....	111
Figure 4-105: MC with a global parameter .....	112
Figure 4-106: Execution prevented due to missing configuration files .....	113
Figure 4-107: Modules redundancy in simulation execution .....	114
Figure 4-108: Simulation execution progress .....	115
Figure 4-109: Execution log showing an error message .....	115
Figure 4-110: Simulation execution showing parallel module execution .....	117
Figure 4-111: Parallelization option dialogue .....	117
Figure 4-112: Logs menu.....	118
Figure 4-113: Logs list view .....	118
Figure 4-114: Grouping of simulations for the Time-Driven execution.....	119
Figure 4-115: Grouping of simulations for the Iteration/Perturbation execution .....	119
Figure 4-116: Export from the repository menu .....	120
Figure 4-117: Export from the executions menu .....	120
Figure 4-118: Successful execution of the export.....	121
Figure 4-119: Inputs requested for the import.....	121
Figure 4-120: Successful execution of the import.....	122
Figure 4-121: Export module from the Simulation Result view.....	122
Figure 4-122: Import module from the Simulation edition view .....	123
Figure 4-123: Outline of a simulation scenario.....	124
Figure 4-124: Remote machines management window .....	124
Figure 4-125: Create new remote machine .....	125
Figure 4-126: Remote machine is unreachable .....	126
Figure 4-127: Confirm deletion operation.....	126
Figure 4-128: System Menu .....	127
Figure 4-129: Environment variables.....	127
Figure 4-130: System Applications settings.....	128

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Figure 4-131: Application folders .....	130
Figure 4-132 Interpreters definition .....	131
Figure 4-133 Built-in interpreter path definition .....	131
Figure 4-134 User-defined interpreter definition .....	132
Figure 4-135 Interpreter argument definition .....	132
Figure 4-136: openSF About View .....	133
Figure 4-137: Help documents tree view .....	133
Figure 4-138: CPU Core Usage view .....	134
Figure 7-1: Outline of a test simulation scenario .....	142
Figure 7-2: Product file example .....	143
Figure 7-3: E2E tutorial folder structure .....	146
Figure 8-1: External components .....	150
Figure 8-2: Generated installers (one release and one development build) .....	150
Figure 9-1: Simple Dockerfile .....	152
Figure 9-2: Simple adapter .....	153
Figure 9-3: Example container module configured and running in openSF .....	155

## List of Tables

Table 2-1: Applicable documents .....	23
Table 2-2: Reference documents .....	23
Table 2-3: Standards .....	23
Table 4-1: openSF information management system .....	46

## 1. INTRODUCTION

This document has been produced by DEIMOS within the frame of different openSF contracts and it represents the System User Manual for the openSF platform.

OpenSF is a software framework aimed at supporting a standardised end-to-end simulation capability (AD-E2E) allowing the 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.

OpenSF has been conceived to support concept and feasibility studies for the ESA Earth Observation Programs (EOP) activities, where the mission performance up to the final data products needs to be predicted by means of end-to-end (E2E) simulators; in later development phases, openSF becomes a coherent test bed for L1PP and L2PP, and to support the verification of space segment performance and associated sensitivity analysis.

Nevertheless, openSF has been designed and developed in a generic way, allowing its use as a simulation framework for any E2E processing chain in domains different from EO E2E performance simulators.

The openSF framework is released frequently, making updates and bugs fixes available to users multiple times a year.

### 1.1. Purpose

This document is aimed at providing a clear description of all the openSF functionalities, and also an operational guide for developing and integrating an E2E simulation processing chain.

The document has been conceived for four different intended audiences, according to the different possible user profiles of the application: scientific module developers, E2E processing chains integrators, E2E performance analysts and E2E performance engineers. For more details please refer to Sec. 3.2.1.

### 1.2. Scope

This document applies to openSF v4.0 and its contents are organised as follows:

- Chapter 1, the present chapter, describes this document and sets the basis for its understanding.
- Chapter 2 collects the references to this SUM.
- Chapter 3 details the procedures for installing and setting up openSF.
- Chapter 4 describes all the different functionalities of openSF.
- Appendix A describes the openSF error messages
- Appendix B contains some guidelines for module developers.
- Appendix C presents a tutorial of the generation of an E2E simulation.
- Appendix D explains how to build the application.

### 1.3. Acronyms and Abbreviations

Acronym	Description
AD	Applicable Document

Acronym	Description
API	Application Programming Interface
CFI	Customer Furnished Item
COTS	Commercial Off-The-Shelf
CPU	Central Processing Unit
DB	Database
DBMS	Database Management System
DMS	DEIMOS Space
E2E	End to end simulation
EOP	Earth Observation Programmes
ESA	European Space Agency
GCF	Global Configuration File
GUI	Graphical User Interface
HMI	Human-Machine Interface
IO	Input/Output
ICD	Interface Control Document
IDL	Interactive Data Language
JRE	Java Runtime Environment
L1PP	Level 1 Processor Prototype
L2PP	Level 2 Processor Prototype
LCF	Local Configuration File
MC	Monte Carlo
OS	Operating System
OSFI	OpenSF Integration Library
RD	Reference Document
SEPSO	Statistical E2E 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

## 1.4. Definitions

Definition	Meaning
<b>Batch mode</b>	It is the capability of the simulator to perform consecutive runs without a continuous interaction with the user. Batch mode assesses 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

Definition	Meaning
	<p>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> <p>See Section 3.6 for further details.</p>
<b>Configuration File</b>	An XML file that contains parameters necessary to execute a module. A configuration file instance must comply with the corresponding XML schema defined at module creation time. A special case is the global configuration file that defines the configuration parameters that may be common to different modules.
<b>Descriptor</b>	The descriptors define the set of input and output files used to connect modules in simulation runs. Each module has two descriptors associated, one for the inputs and the other for the outputs. They define the number and location of each of the IO files. Descriptors are thoroughly described in Section 4.3.1.
<b>Framework</b>	Software infrastructure designed to support and control the simulation definition and execution. It includes the GUI, and persistence capabilities that enable to perform all the functionality of the simulator.
<b>Module</b>	<p>Executable entity that can take part in a simulation. A module can be understood, broadly speaking, also as an "algorithm". Basically, it contains the recipe to produce products as a function of inputs. A module 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 module consists of:</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> The source code and its binary compiled counterpart (or interpretable script)</li> <li><input type="checkbox"/> A configuration file with its parameters</li> <li><input type="checkbox"/> An input descriptor that characterizes its inputs (number and their default names)</li> <li><input type="checkbox"/> An output descriptor that characterizes its outputs</li> </ul> <p>Further details about modules are given in Section 4.3.2.</p>
<b>Parameter</b>	An element of the system whose value characterizes a given aspect of a module, and is given in the configuration files. Parameters are user-editable, they can represent system constants or initial values of simulation variables.
<b>Simulation</b>	A simulation is defined as an execution of a set of modules (either a unique execution or an iterative one with different parameter values). The restriction of how to concatenate these modules and the order on which they are executed is based on the logic imposed by the relation between their descriptors. For further details see Section 4.3.3.
<b>Time-Based Execution</b>	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 segments. See Section 4.4.2.4 for further details.
<b>Tool</b>	A tool is an external program that performs a given action taking as input a certain group of files. openSF can associate tools to a certain file extension. These tools can be automatically invoked to perform operations taking as input the output of a simulation. Tools are described in Section 4.3.5.

## 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. Note that the latest issue and dates of the documents can be found on the openSF website (<http://eop-cfi.esa.int/index.php/opensf>).

### 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-ICD]	OPENSF-DMS-ICD-001	openSF Interface Control Document	3.0.1
[AD-ADD]	OPENSF-DMS-ADD-001	openSF Architecture Design Document	2.2
[AD-E2E]	PE-ID-ESA-GS-464	ESA generic E2E simulator Interface Control Document	1.4.1

### 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]	OPENSF-DMS-OSFI-DM	openSF Integration Libraries Developers Manual	1.20
[RD-OSFEG-DM]	OPENSF-DMS-OSFEG-DM	openSF Error Generation Libraries Developers Manual	1.3
[RD-TM]	OPENSF-DMS-PMD-HAO-WS1	openSF Training Workshop 2018	1.0
[RD-PE]	OPENSF-DMS-PE-SUM	ParameterEditor Software User's Manual	1.5

### 2.3. Standards

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

*Table 2-3: Standards*

Reference	Code	Title	Issue
[E40C]	ECSS-E-ST-40C	Software Engineering Standard	06/03/09
[XML]	<a href="http://www.w3.org/TR/xml11/">www.w3.org/TR/xml11/</a>	Extensible Markup Language (XML)	1.1

## 3. GETTING STARTED

### 3.1. Introduction

During the concept and feasibility studies for the ESA Earth Observation activities, the mission performance up to the final scientific products data needs to be predicted by means of end-to-end (E2E) simulators. The observing system characteristics that impact data quality need to be determined in order to achieve the scientific goals. On subsequent implementation phases, these mission E2E simulators become a coherent test bed for L1PP and L2PP and to support the verification of space segment performance and associated sensitivity analysis.

A mission E2E simulator is able to reproduce all significant processes, design and steps that impact the mission performance as well as output simulated data products.

Commonalities in the structure of these E2E simulators highlighted the need for a common modular framework. openSF is an open software framework to support a standardised set of E2E mission simulation capabilities allowing the assessment of the science goals and engineering requirements with respect to the mission objectives.

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

For the installation, detailed System Requirements are presented in section 3.4. For a quick installation strategy, the recommended base system is the following:

- ❑ Ubuntu 18.04 LTS (or higher), macOS 10.14 or higher, or Windows 10;

### 3.2. openSF User Profiles and Roles

openSF is designed to accommodate different use cases for different kind of users. This section introduces the different openSF user profiles according to the intended use of openSF; and how this manual has been tailored to each of them.

#### 3.2.1. User profiles definition and quick-start guide

Four possible user profiles have been identified for openSF, and for each of them a quick-start guide is made available. Throughout the manual, specific tags indicate which users is a certain section addressing to. To increase readability, a tag assigned to a given section applies in cascade to all its sub-sections (if not differently specified).

The reader, once identified with one of the profiles, has the possibility to:

- ❑ Quickly scan through the quick-start guide and jump to the referenced section of interest.
- ❑ Read the manual thoroughly, skipping all the sections that do not contain the tag associated to the profile of interest.

Note that the user is free to read the manual to taste and that the current section only serves as a general recommendation.

##### 3.2.1.1. Scientific modules developer

The first openSF user identified is the module developer. This user has the objective to develop the executable scientific processing modules that will compose the E2E processing chain meant to be integrated into openSF. The module developer is not mainly interested in the functioning of the integration framework itself, but only in the interfaces between openSF and the module(s) under development.

The module developer's tag used in this manual is:

**M**

The sections of this manual tagged for the module developer user are:

- ❑ The manual's conventions, useful to understand the rest of the manual (Section 3.3)
- ❑ The modules' pre-requisites in order to run openSF (Section 6.3)
- ❑ The modules' creation process (Sections 4.3.2.2, 4.3.2.3)
- ❑ The parallelization techniques employed by openSF (Section 4.4.3.1)
- ❑ The dedicated guide to develop modules for openSF (Section 6)

If the module developer wishes to perform tests on the modules created, the reading of the sections reserved to the E2E performance analyst and processing chain integrator profiles is recommended, with special attention to the processes to create descriptors (Section 4.3.1) and simulations (Sections 4.3.3.2, 4.3.3.6).

### **3.2.1.2. E2E processing chains integrator**

The End to End processing chain integrator is interested in setting up the simulation environment, integrating the modules into a simulation and delivering an E2E simulator to the user.

The E2E integrator's tag used in this manual is:

I

The sections of this manual tagged for the E2E Integrator user are:

- ❑ The conventions used in this manual and the system requirements (Sections 3.3, 3.4)
- ❑ The procedure to install and run the framework (Sections 3.5, 3.6)
- ❑ The general UI elements of openSF (Section 4.1)
- ❑ The data structure of openSF (Section 4.2)
- ❑ The elements composing the core of openSF:
  - The descriptors (Section 4.3.1)
  - The modules (Section 4.3.2)
  - The simulations:
    - How to list the available simulations (Section 4.3.3.1)
    - How to create a simulation (Sections 4.3.3.2, 4.3.3.6)
    - How to modify, copy and delete a simulation (Sections 4.3.3.2, 4.3.3.4 and 4.3.3.3)
    - How to access other functionalities for a simulation run (Section 4.4.1)
    - How the parallelization of module execution mechanism works (Section 4.4.3.1)
    - How to export a simulation and generate a script from it (Sections 4.4.4, 4.4.5)
- ❑ The preferences settings of openSF (Section 4.5)
- ❑ Meta-data about openSF:
  - The openSF license information (Section 4.6.1)
  - The external documents linked to openSF (Section 4.6.2)
- ❑ The tutorial that explains how to generate and run a simulation from scratch (Section 7)
- ❑ How to build the framework (Section 8)
- ❑ How the environment variables are exported by openSF to the modules (Section 6.2)

### **3.2.1.3. E2E performance engineer**

The E2E performance engineer is interested in running simulations with openSF like the E2E performance analyst, but wants to also be able to finely control the simulation, exploiting openSF at its best.

The E2E performance engineer's tag used in this manual is:

E

The E2E performance engineer is an extension of the E2E performance analyst, hence the great majority of the sections of interest are already included in those of the E2E performance analyst.

The sections of this manual tagged for the E2E performance engineer are the same for the E2E performance analyst (Section 3.2.1.4) plus the following ones:

- ❑ The elements composing the core of openSF:
  - The simulations:
    - How to create a simulation (Sections 4.3.3.2, 4.3.3.6)

- How to modify, copy and delete a simulation (Sections 4.3.3.2, 4.3.3.4 and 4.3.3.3)
- How to apply parameters variation methods to a simulation (Section 4.4.2)
- How to access other functionalities for a simulation run (Section 4.4.1)
- How the parallelization of module execution mechanism works (Section 4.4.3.1)
- How to export a simulation and generate a script from it (Sections 4.4.4, 4.4.5)
  - The external tools applicable to openSF' results (Section 4.3.5)
- ❑ How to perform a multi-node simulation (Section 4.4.6)
- ❑ Meta-data about openSF:
  - How to monitor the CPU usage (Section 4.6.3)
- ❑ The tutorial that explains how to generate and run a simulation from scratch (Section 7)
- ❑ How to build the framework (Section 8)
- ❑ How the environment variables are exported by openSF to the modules (Section 6.2)

### 3.2.1.4. ***E2E performance analyst***

The E2E performance analyst wants to run simulations already integrated in openSF, getting acquainted with all the steps that this would require.

The E2E performance analyst's tag used in this manual is:



The sections of this manual tagged for the E2E performance analyst are:

- ❑ The conventions used in this manual and the system requirements (Sections 3.3, 3.4)
- ❑ The procedure to install and run the framework (Sections 3.5, 3.6)
- ❑ The general UI elements of openSF (Section 4.1)
- ❑ The data structure of openSF (Section 4.2)
- ❑ The elements composing the core of openSF:
  - The descriptors (Section 4.3.1)
  - The modules (Section 4.3.2.1)
  - The simulations:
    - How to list the available simulations (Section 4.3.3.1)
    - How to apply parameters variation methods to a simulation (Section 4.4.2)
    - How to resume a simulation (Section 4.4.3.2)
    - How to read the logs generated by openSF (Section 4.4.3.3)
    - How simulations are grouped (Section 4.4.3.4)
  - The results (Section 4.3.4)
- ❑ The preferences settings of openSF (Section 4.5)
- ❑ Meta-data about openSF:
  - The openSF license information (Section 4.6.1)
  - The external documents linked to openSF (Section 4.6.2)
- ❑ The error message list (Section 5)

### 3.2.2. ***openSF user roles***

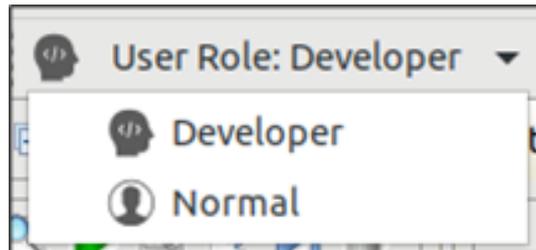
openSF, as a simulator integration framework, intends to support different types of users whose goals are clearly distinct. Each such type of user requires a different set of features for their typical use of the tool.

On the one hand, there is the user responsible for the development of the simulator modules and their integration into openSF to compose the simulator. This user is expected to have a deep understanding of openSF, its capacities and limitations. Typically, the work of this user unfolds during the development phase of the simulator, and it is expected that a significant number of modifications to the openSF simulation elements (i.e. descriptors, modules and simulations) will be needed until a state of maturity is reached and the simulator can be considered production ready. For these users, openSF provides the features enabled by "Developer" role. According to the definition of openSF user profiles (Sec. 3.2.1), the "Developer" role is targeted to the Module Developer and E2E Integrator profile.

On the other hand, there is the user of the E2E simulators integrated in openSF. This user is not expected to understand openSF in detail, as their goal is to use the fully integrated simulator. This type of user is typically interested in modifying simulation inputs, executing the pre-defined simulations and collecting the results. In order to ensure reliable and repeatable results, this type of user should be not required

(and eventually denied) to modify the openSF simulation elements. openSF provides a restricted set of features for these users, known as “Normal” role. According to the definition of openSF User Roles (Sec. 3.2.1), the “Normal” role is targeted to both E2E performance analyst and engineer profiles.

By default, openSF is configured in “Normal” role and the user role selection toolbar is hidden. If the user desires to create or modify any openSF simulation element, the “Enable user role selection” option can be enabled in the Application Settings (see Section 4.5) to display the user role toolbar, and thus select the “Developer” role.



**Figure 3-1: User role selection toolbar**

The main differences between these two roles are the following:

- Developer:
  - The user can create new simulation elements (e.g. descriptors, modules, simulations).
  - The user can modify previously created simulation elements.
  - The user can execute simulations.
  - The repeatable production of the results is not guaranteed as simulation elements can be modified between two simulation executions.
  
- Normal:
  - The user can view the previously created simulation element.
  - The user can create, modify and execute simulations.
  - The reliable and repeatable production of the results is guaranteed.

In both cases the user can delete the existing simulation elements, potentially resulting in cascading deletions of any related element which depends on deleted elements (e.g. deleting a descriptor will cause the deletion of all modules that refer to it, and of all simulations that refers to those deleted modules, eventually reaching all the results of those simulations).

Therefore, if during the development stage of the simulator, one of its module’s inputs get modified and a created descriptor is no longer needed but it is desired to keep the rest of the simulator unchanged, the user cannot directly delete it. Instead, while in “Developer” role, the affected modules shall be first modified to remove that descriptor from its inputs/outputs and only then it can be safely removed. As it might be expected, this kind of practices break the replicability of the results, that’s why they can only be performed in “Developer” role.

openSF applies a simulation fingerprint to keep track of the simulation results whose reliability is not assured. Unreliable results are displayed in the Executions tab of the Navigation pane with a light red background. Replicable results are shown on a white background (see Figure 3-2). At the end of the simulator development stage and before entering in production stage, all the results with an unassured replicability should be removed.

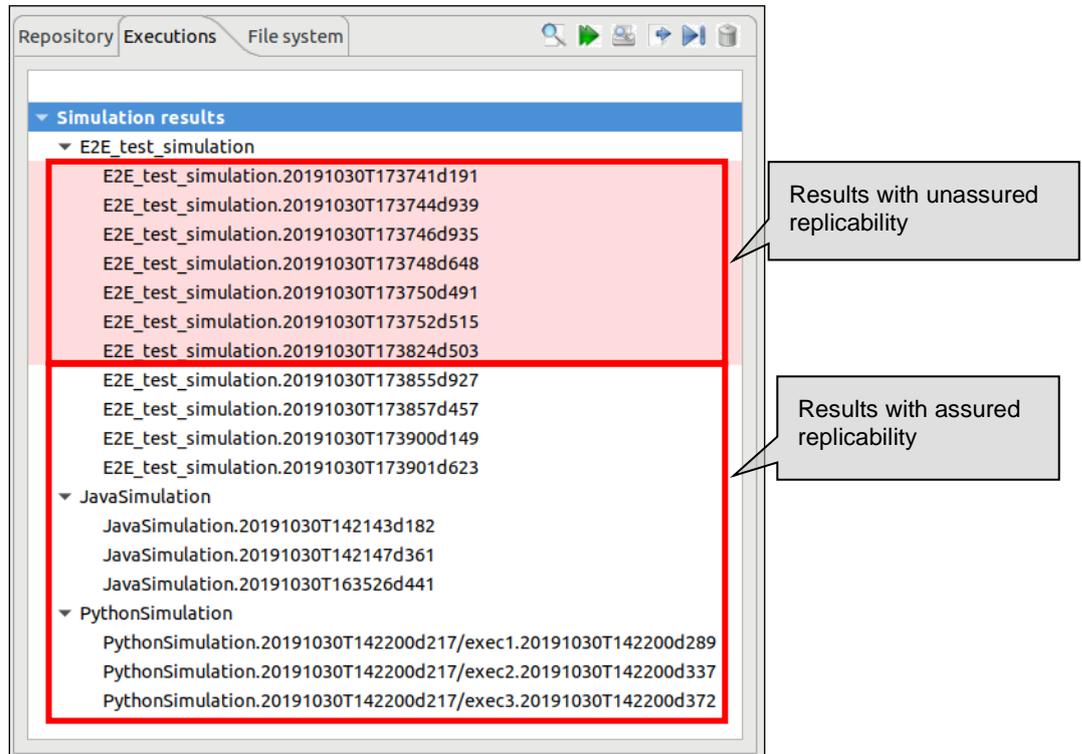


Figure 3-2: Executions tab and color code based on results replicability

A result is considered as potentially not reliable if any of the following criteria applies:

- The result was obtained while in “Developer” role.
- The computed fingerprint of the simulation, or any of its components, at calculation’s time does not match the current fingerprint of that simulation and its current components.

### 3.3. Conventions



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

#### 3.3.1. <OPENSF\_INSTDIR>

The **installation directory** of openSF is represented by <OPENSF\_INSTDIR>. This path is fixed and it is determined at installation time (See Figure 3-5). In previous versions of the framework, \$OPENSF\_HOME was used to signify the installation directory as well as the user work directory. The user work directory is now represented by \$E2E\_HOME as detailed in section 3.3.2.

#### 3.3.2. \$E2E\_HOME

\$E2E\_HOME is an environment variable that indicates the path to the user work directory, that is, the folder where the user stores their working files. openSF uses it internally to resolve any relative paths in descriptors, modules and simulations e.g. to find a configuration or input file. This variable is also exported to the environment of running modules.

Like other environment variables, its value is set through the system preferences window (see Section 4.5.1). If it is not defined, openSF will use the value of \$OPENSF\_HOME to maintain backward compatibility. If \$OPENSF\_HOME is also undefined, then \$E2E\_HOME is set to <OPENSF\_INSTDIR>. By

default, the setup sets it to the root folder of the openSF installation, which would be similar to this (in a UNIX-like operating system):

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

The user is recommended to tailor this value to their preferred path in the user's directory.

Before version 3.9.3, this variable was \$OPENSF\_HOME. This variable was serving the dual purpose of installation directory and user's work folder. \$OPENSF\_HOME will still be supported for backwards compatibility but \$E2E\_HOME should be used, in line with the specification in [AD-E2E].

### 3.3.3. Data types

The data types supported by openSF configuration files are described in [AD-E2E].

## 3.4. System Requirements



The openSF framework is developed and runs on the Eclipse Rich Client Platform (RCP). The current version of openSF is based on Eclipse 2019-03 (4.11), for which the target platforms officially supported by the Eclipse project can be found in the [Eclipse project plan page](#).

### 3.4.1. Hardware requirements



Hardware must at least fulfil the following requirements:

- x86-64 processor
- 4 GB of RAM memory installed
- 200MB of free space to install.

### 3.4.2. Operating system requirements



Not all the platforms targeted by the Eclipse platform are officially supported by openSF. Binary distributions are currently provided for the following platforms:

- Linux: any sufficiently recent glibc-based distribution. In particular, openSF has been tested with Ubuntu 18.04 and 20.04.
- macOS, version 10.14 or higher.
- Windows 10

### 3.4.3. Framework pre-requisites



All the openSF software pre-requisites are freely downloadable, the links for them can be found in the [openSF website](#).

Pre-requisite	Purpose	Licensing	Distribution site
---------------	---------	-----------	-------------------

Pre-requisite	Purpose	Licensing	Distribution site
<b>For server-based databases only:</b> MariaDB server 10.5.2 or newer; MySQL server 5.7.x or 8.0 <sup>1</sup>	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) <a href="https://mariadb.org/download/">https://mariadb.org/download/</a> (MariaDB)
<b>For server-based databases only:</b> DB user with database creation and modification privileges	openSF needs DB creation/modification privileges		
GTK+ v3.22 or higher (Linux only)	openSF uses GTK+ as the graphics library in Linux Note: GTK known <a href="#">bug</a> with Table/Tree editing that affects versions < 3.20.	GNU LGPL	<a href="https://www.gtk.org/download/index.php">https://www.gtk.org/download/index.php</a>
mpstat (Linux only)	openSF uses this library to assess the CPU core usage statistics	GNU GPL	<a href="https://linux.die.net/man/1/mpstat">https://linux.die.net/man/1/mpstat</a>
sshfs	openSF uses this library for remote execution	GNU GPL	<a href="https://osxfuse.github.io/">https://osxfuse.github.io/</a> (OSX) <a href="https://github.com/libfuse/sshfs">https://github.com/libfuse/sshfs</a> (Linux)

### 3.4.3.1. **MySQL/MariaDB installation**

If using server-based databases (versus file-based databases), the current openSF version ensures full compatibility with MySQL server v5.7.x and MariaDB server 10.5.2 (and higher). MySQL server version 8.0 is tentatively supported, but has not been tested extensively with openSF.

Most common Linux distributions include either MySQL or MariaDB in their default repositories, so it can normally be installed with the distribution default tools. Windows and macOS users may download either database server from either project's webpage. Documentation related to the installation of the database servers can be found in:

- ❑ MariaDB: <https://mariadb.com/kb/en/binary-packages/>
- ❑ MySQL: <https://dev.mysql.com/doc/refman/5.7/en/installing.html>

The configuration of the database server on MySQL and MariaDB must ensure that the server variable "lower\_case\_table\_names" is never set to 1. Note that this is the default value on Windows, where it must be set to 2, which is case-preserving but case-insensitive.

Refer to Section 4.2.2 for further details on databases.

### 3.4.3.2. **Remote execution installation**

Remote execution in openSF relies on mounting a remote file system through sshfs. To enable this, solution some pre-requisite software needs to be installed before openSF remote execution orchestration. Note that the Windows version of openSF does not support remote execution.

#### 3.4.3.2.1. **Linux installation**

The sshfs installation method in case the Linux distribution provides a software package manager consists of installing the following packages: sshfs, fuse-utils. In case the Linux distribution does not provide an online package manager it is suggested to visit sshfs website (<https://github.com/libfuse/sshfs>) and look for alternative installation methods.

#### 3.4.3.2.2. **macOS installation**

---

1 The DB server can accessed over the network; it does not need to run in the same computer as openSF

Sshfs installation package for macOS can be obtained from OXS Fuse official website (<https://osxfuse.github.io/>). It is recommended to download the DMG archive. The stable releases of both OSXFuse and SSHFS should be installed. Installation is based on a GUI installer with default configuration.

#### 3.4.3.2.3. SSH access permission configuration

To ease the access to remote file system through sshfs it is required to enable access by sharing ssh keys (so that it is not required writing the password every time the connection is established).

The following commands implement the sharing of ssh keys between the participating computers:

```
~/> ssh-keygen -t dsa
```

followed by:

```
~/> ssh-copy-id -i .ssh/id_rsa.pub <user>@<machine>
```

For the above configuration the following packages are required: ssh-keygen, ssh-copy-id. Note that ssh-copy-id is not an officially OSX supported package so either an unofficial installer can be used (e.g. brew) or the public key needs to be copied manually.

## 3.5. How to Install the Framework



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

The openSF distribution package consists of an installer for each target platform. The installer will be in charge of the system deployment and the pre-requisites checking.

### 3.5.1. Installer guide setup

openSF is installed via a multi-platform GUI installer. To download the openSF software and documentation perform the following steps:

1. If not already done, register as a user on <http://eop-cfi.esa.int/> (see "Create an account" link in right pane). The registration is free;
2. If not already done, register as openSF user at <http://eop-cfi.esa.int/index.php/openSF/openSF-registration> (see Figure 3-3);
3. Download the Software at <http://eop-cfi.esa.int/index.php/openSF/download-installation-packages>

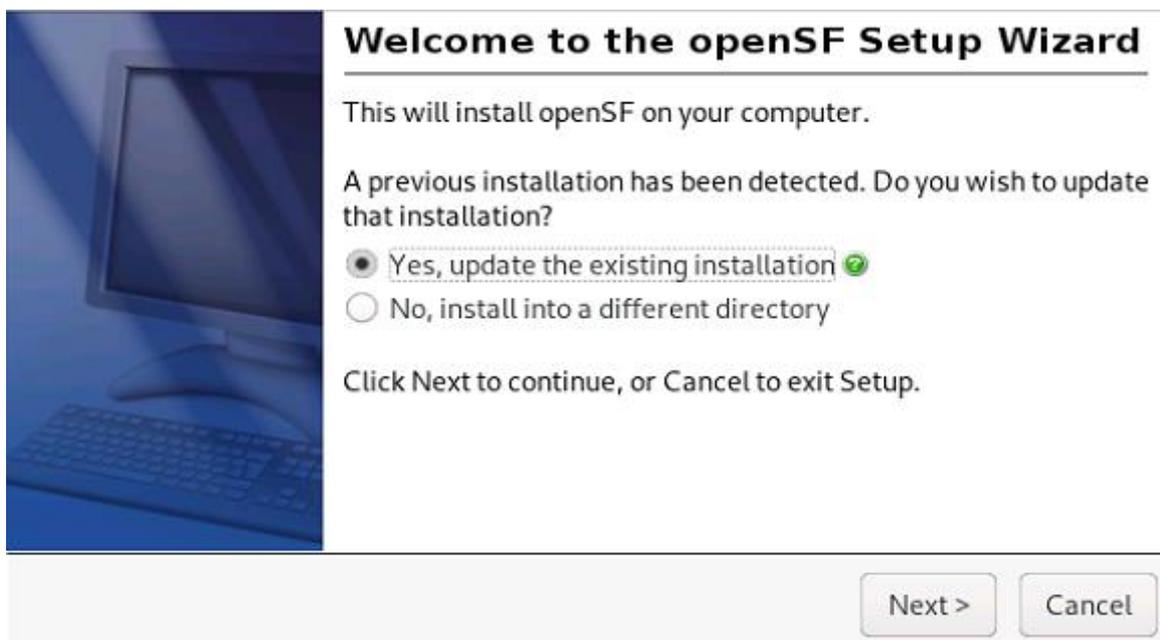


**Figure 3-3: openSF web page**

### 3.5.1.1. Linux installation

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

The program first checks if openSF is already installed, offering to update the existing version (Figure 3-4). Otherwise, the first screen merely contains a welcome message.

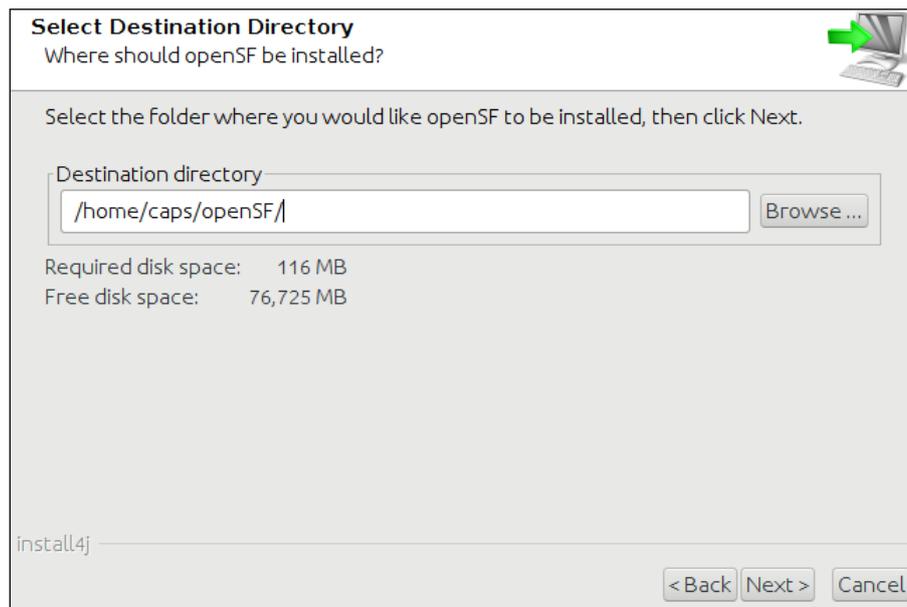


**Figure 3-4: Installation confirmation screen**

If an upgrade is possible and the user chooses to update the current installation, the installer will try to read the existing openSF configuration file, in order to keep the current settings in the updated system. This is normally automatic and transparent to the user. However, if the configuration cannot be read, a

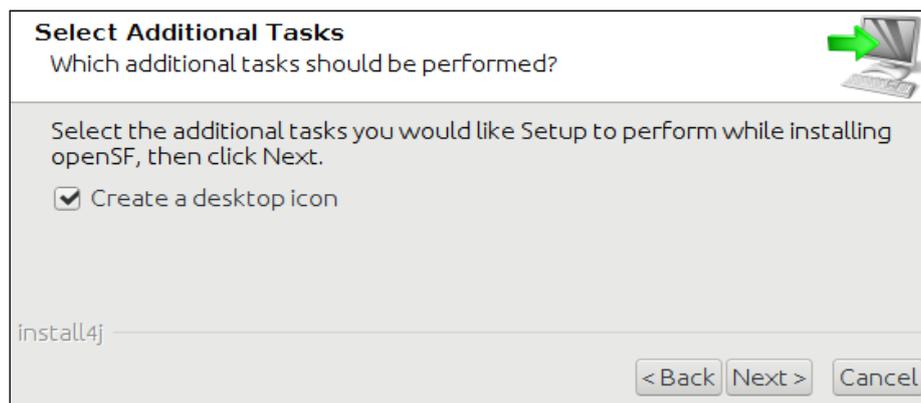
dialog warns the user and allows the installation to be cancelled before any changes are made. If the user nevertheless decides to continue with the upgrade, the new openSF will have default settings.

Once the installer has checked the system pre-requisites the user shall select the destination folder to hold the openSF software (Figure 3-5). The default installation folder is under the user home, so that the installation does not require any administrative privileges.



**Figure 3-5: Installer folder selection window**

In the next window users shall check that the information is correct and click next to proceed with the software installation (Figure 3-6).

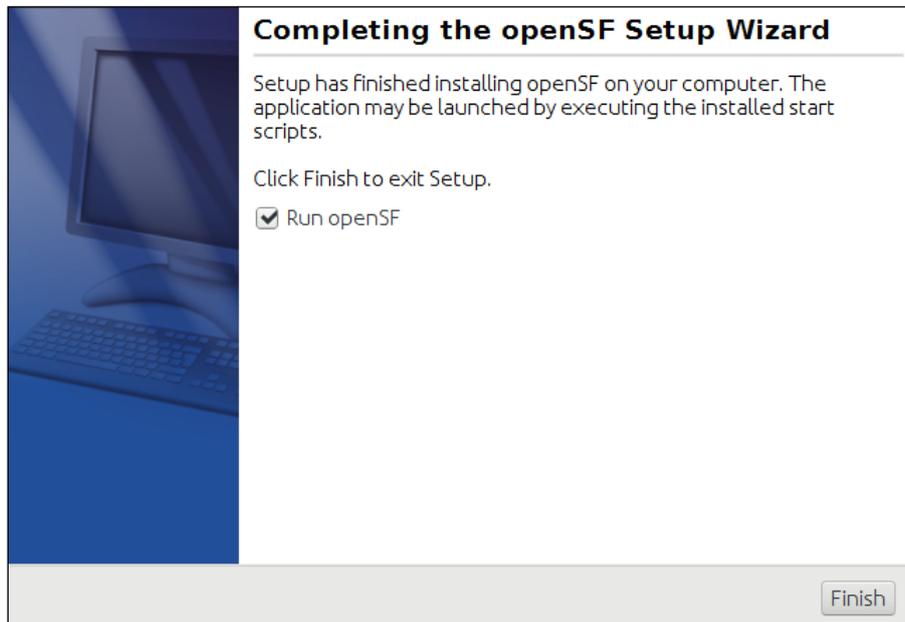


**Figure 3-6: Installation icon window**

If the installation process has been successful an "Install Complete" dialog will appear allowing to automatically launch the openSF software (Figure 3-7). To launch openSF at a later time, users may either use the openSF desktop icon<sup>2</sup>, or open a terminal window, go to the openSF installation folder and run openSF manually. For further details on launching openSF refer to section 3.6.

---

<sup>2</sup> The openSF desktop icon is only available if the user so chooses during the installation process



**Figure 3-7: Installation successful screen**

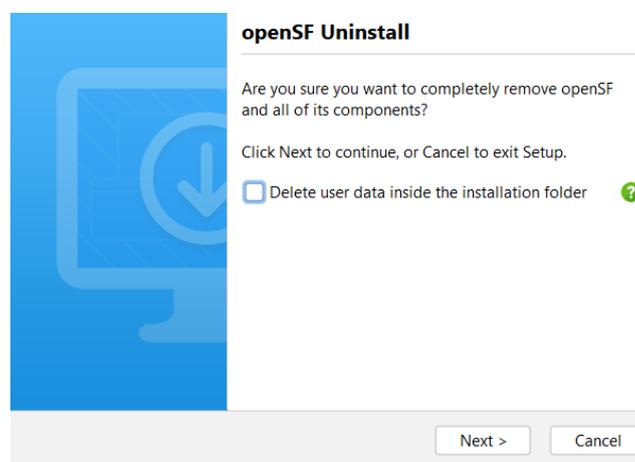
### **3.5.1.2. macOS and Windows installation**

The installation package for macOS and Windows is also provided with a GUI installer, which in the case of macOS is inside a DMG archive. After launching the installer file, the procedure to follow in the installation is the same as for Linux, described in section 3.5.1.1 just above.

### **3.5.1.3. Uninstalling openSF**

The installation process places an uninstaller application in the application's root folder, which launches a GUI uninstaller as shown in Figure 3-8.

Note that the confirmation requested to "delete user data under the installation folder" applies only to user files *inside the* <OPENSF\_INSTDIR> directory. If selected, both the "simulations" folder and any H2DB files in the installation directory will be removed. User files elsewhere will not be affected even if the option is selected. For example if the user moves the "simulations" folder, or creates a new workspace outside the installation folder, those files will not be affected by the uninstallation.



**Figure 3-8: Uninstall confirmation screen under Windows**

### 3.5.1.4. Folder structure

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

Root	Path	Contents
<OPENSF_INSTDIR>	/	openSF program folder root. After installation, this folder may be read-only. It contains many files, but the most relevant are: <ul style="list-style-type: none"> <li>❑ <i>openSF</i>: framework launcher</li> <li>❑ <i>openSF_updater</i> and <i>uninstall</i>: utility programs</li> <li>❑ <i>openSF_defaults.properties</i>: optional configuration file that may contain default settings for all workspaces. See section 4.2.1.2.</li> </ul>
	/data	Folder with a global configuration file template as well as a database template. Inside <i>xml/import</i> folder there are XSLT files intended to transform exported databases from old versions into current openSF databases.
	/features, /plugins, /p2, /configuration	Folders that contain Eclipse related files with fixed configuration
	/ParameterEditor	Folder that contains the ParameterEditor executable (see Section 4.3.3.6.3)
	/resources/docum entation	Default folder for framework documentation.
	/test	Folder with example simulations. This folder contains the modules binaries for running the test simulation. <ul style="list-style-type: none"> <li>❑ <i>lib</i>: shared libraries</li> <li>❑ <i>bin</i>: modules binaries</li> <li>❑ <i>data</i>: files used in the examples of the validation database. <ul style="list-style-type: none"> <li>○ <i>batch</i>: example of configuration file for batch simulations.</li> <li>○ <i>conf</i>: examples of module configuration files.</li> <li>○ <i>database</i>: validation database in XML format.</li> <li>○ <i>perturbations</i>: sample input files of parameters' perturbations.</li> <li>○ <i>simulations</i>: the configuration and input files used by each of the simulations provided in the validation database. The files are arranged in subfolders with the same name as the simulation that uses them.</li> </ul> </li> <li>❑ <i>timeline</i>: example timeline scenario file.</li> </ul>
<workspace>	/	The workspace folder, which can be selected from within openSF. It must be user-writable. If the program installation folder <OPENSF_INSTDIR> is writable, it is used as the default value. Otherwise, the user will be prompted to select a workspace folder on first run, see section 4.2.1.
	/.metadata	Eclipse configuration applicable for each workspace
	/openSF.properties	openSF configuration applicable for each workspace.
\$E2E_HOME	/	Root location for "user" data, including module binaries and configuration/input files. If unspecified in the configuration/environment, defaults to <workspace>. Any relative paths specified by the user are composed relative to this location. As such, it also contains the file-based databases (*.db files).
	/simulations	openSF simulations root folder. This folder will contain the output of all executions run. This path is set by default to $\$E2E\_HOME/simulations$ , but it is user configurable (see Sec. 3.3.2).
	/simulations/<ID>	Simulation folder. Every simulation, once executed, has one directory structured as this one. However, if the execution is of type Timeline, Iteration, Perturbation or Batch, there will be a parent folder with several sub-simulation executions located under it. Each normal simulation folder (or timeline/iteration subfolder) contains the input

Root	Path	Contents
		and configuration files used by the modules and their outputs.

Note that on macOS, all Eclipse related files are not deployed in the root directory; they are in the app's contents package.

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 7.2.

### 3.5.2. Licensing scheme

openSF uses a licensing scheme that allows integrating it in any kind of third-party developments. It is distributed under the terms of the "ESA Software Community Licence Permissive" as published by the European Space Agency; either version 2.4 of the License, or (at your option) any later version.

A copy of the "ESA Software Community Licence Permissive - v2.4" is distributed with openSF, or can be found at <http://eop-cfi.esa.int/index.php/docs-and-mission-data/licensing-documents>.

## 3.6. Running openSF



### 3.6.1. How to start the application

The openSF system can be launched (under Windows, macOS and Linux) by: (a) double clicking on the openSF desktop icon<sup>3</sup> or (b) using a command line interface and executing the following command.

```
<OPENSF_INSTDIR>/openSF (Linux)
open -a <OPENSF_INSTDIR>/openSF.app (macOS)
<OPENSF_INSTDIR>\openSF.exe (Windows)
```

If openSF is launched with no parameters, the GUI will show up normally. This behaviour can be modified providing the following parameters:

- ❑ `--execute <simulation_identifier>`. The framework will launch the execution of a previously defined simulation with the stored parameter values. For example, to run in batch mode a simulation named "Radar", use the following command arguments:

```
<OPENSF_INSTDIR>/openSF --execute Radar
```

This form will execute openSF, find a simulation named "Radar" and execute it, intercepting all the events and storing the results in the database. Then, the system will stop.

- ❑ `--dbCfg <db_config>`. Use the given database settings, in the same format that is stored in the configuration file<sup>4</sup>. If absent, openSF will use the connection that was last used successfully.

For example, the following will run openSF with a file-based database named "filedb" directly under \$E2E\_HOME:

```
<OPENSF_INSTDIR>/openSF --dbCfg 'h2$$filedb'
```

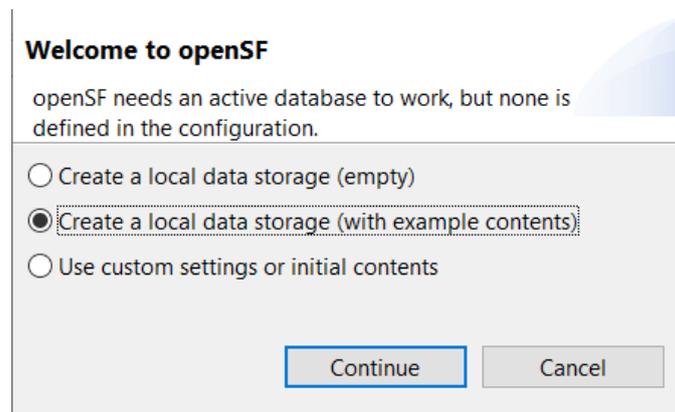
<sup>3</sup> The openSF desktop icon is only available if the user so chooses during the installation process

<sup>4</sup> Note that the shell syntax may require escaping certain characters in this string, e.g. in Linux or macOS it may be necessary to escape "\$" characters, or quote the entire string.

Note that command-line options **must** use double dashes. Since openSF is built on the Eclipse RCP technology, options with a single dash *may* be intercepted by the Eclipse launcher code, not reaching the openSF application code at all.

### 3.6.2. First start-up

The framework needs to be always connected to a valid database in order to function. For this purpose, when the user first starts the application, or if no "last used database" is defined in the configuration, openSF is opened in a temporary state that allows the user to quickly create a database with a default name. This is offered via the first-start welcome dialog depicted in Figure 3-9.



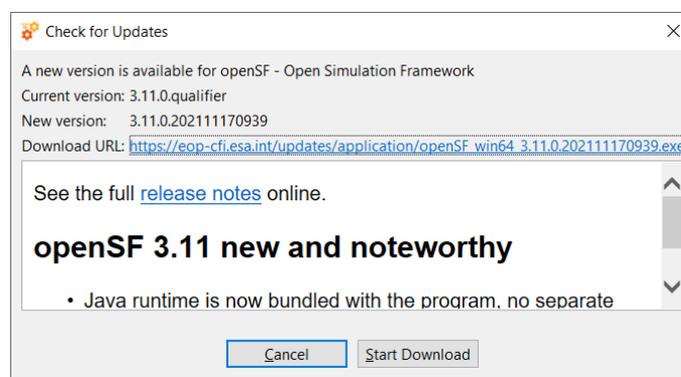
**Figure 3-9: First start dialog**

The first two options create the described default database, directly under \$E2E\_HOME, either fully empty or using an example dataset with predefined modules and simulations. The last option instead opens the "databases" dialog, allowing the full range of settings (name, location, initial dataset) to be used. See section 4.2.2 for more details on the advanced procedure.

### 3.6.3. Check for updates

openSF performs an automatic check for new versions by connecting to a remote server. In case a new version is identified the user is given the choice of downloading the software. Afterwards the user can upgrade the software version following the standard installation procedure for openSF software.

Note that for versions of openSF before 3.10, this will erase the contents of the program folder, so any simulation data stored there may be lost.



**Figure 3-10: Dialog shown when an update is available**

#### **3.6.4. Exit the system**

Upon the selection of this function, openSF will inform the user whenever a simulation is executing. Upon user confirmation, openSF will stop every internal process (including on-going external modules) and will end its execution. This is the recommended way of ending the application.

## 4. REFERENCE MANUAL



This section provides a detailed description of all the elements that conforms the openSF graphical user-interaction.

### 4.1. HMI Description



In this section the look-and-feel, operational behaviour and design features of openSF HMI are presented.

#### 4.1.1. Main window

The HMI accepts inputs via devices such as the computer keyboard and mouse and provides articulated graphical output on the display. The HMI has been designed to be flexible, to let users organize the layout of the information as desired, showing only relevant windows and in the way users want. The layout consists of a main container that can host inside several internal frames. These internal frames are intended to present independent modules of openSF. For example, each time the user wishes to perform operations with the list of modules in the repository, a module manager frame will pop-up inside the bounds of the main window listing the list of modules currently available within openSF.

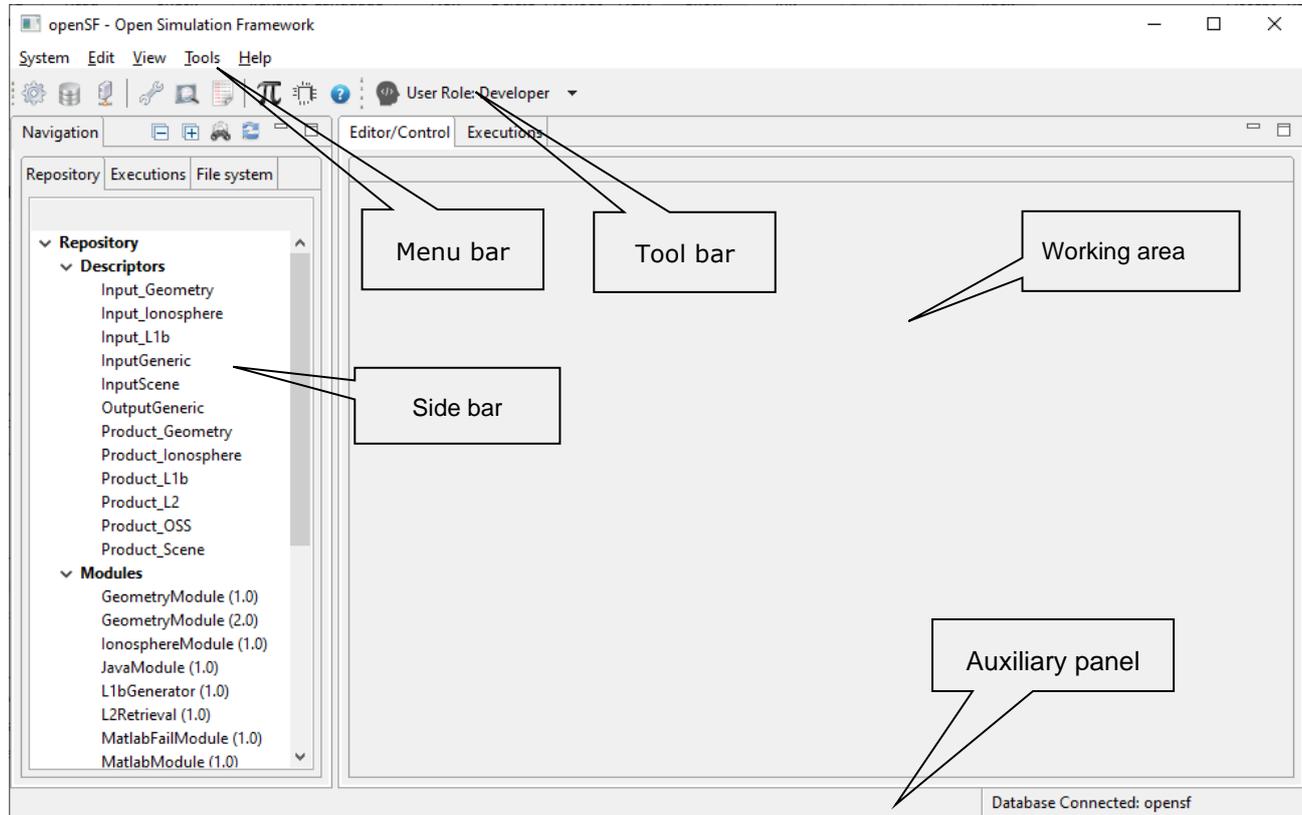


Figure 4-1: Main window appearance

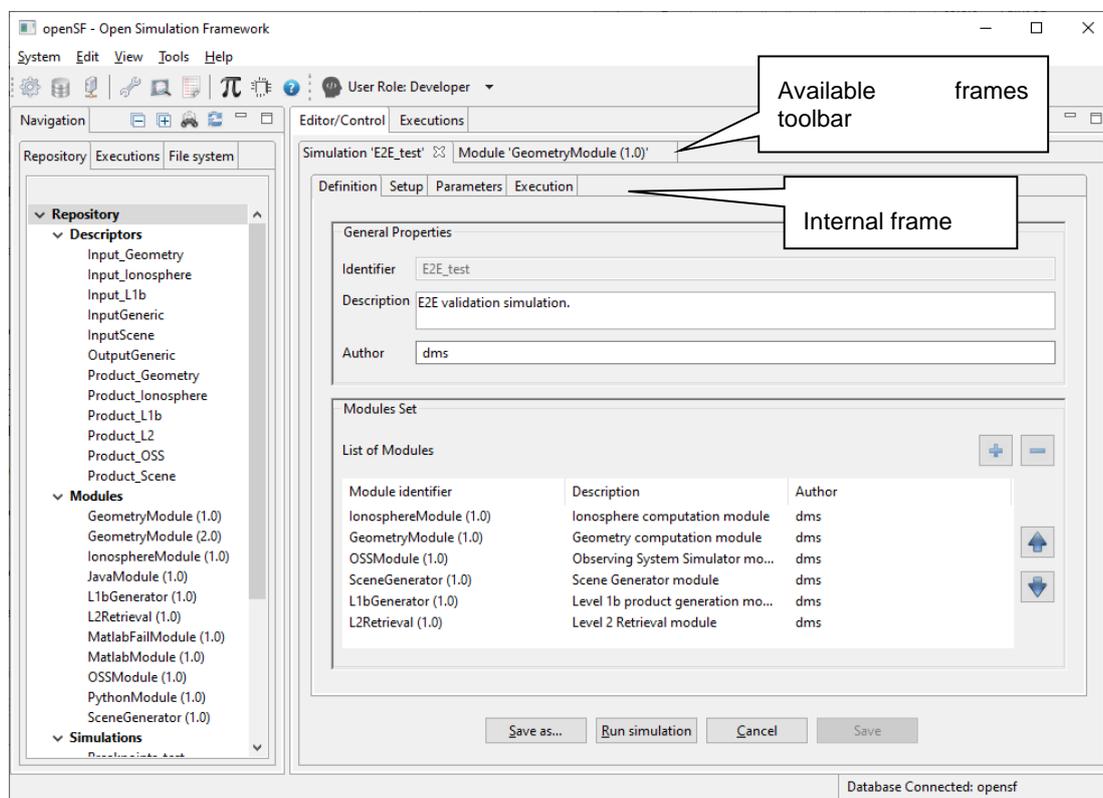
All the windows have common operations to help their usability: main window, internal frames or dialogues can be closed, resized, maximized or minimized to fit the user's needs.

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.

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

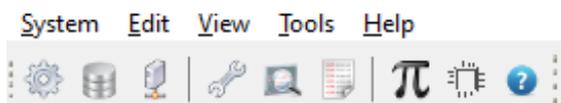
At the left side of the working area there is the system objects navigator, a "side bar" aiming to provide a quick access handler to every item defined in the system: repository of descriptors, modules and simulations, the list of simulation execution results and also a file system browser to navigate through the contents of the application's directory. Section 4.1.1.1 deeply describes this part.

The main window's footer area shows application status information.

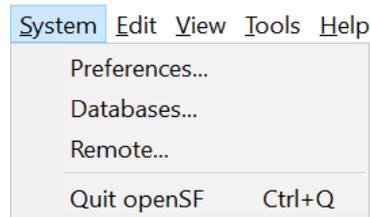


**Figure 4-2: Main window appearance showing internal frames and scroll bars**

The HMI provides a menu bar (Figure 4-4) at the upper side of the main frame to show some capabilities of the system. Below the menu bar there is also a toolbar to quick access critical functionalities (Figure 4-3).



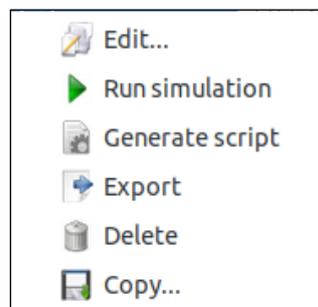
**Figure 4-3: Detail of main menu bar**



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

Figure 4-4 shows that a menu item is composed of the name of the function and a quick access key combination. Users can quickly access this functionality pressing this key combination or the first letter 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>5</sup>. These pop-up menus have the same appearance of the menus rolling down from the menu bar. Here, icons are added at the left of the function names that graphically describe them.



**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.

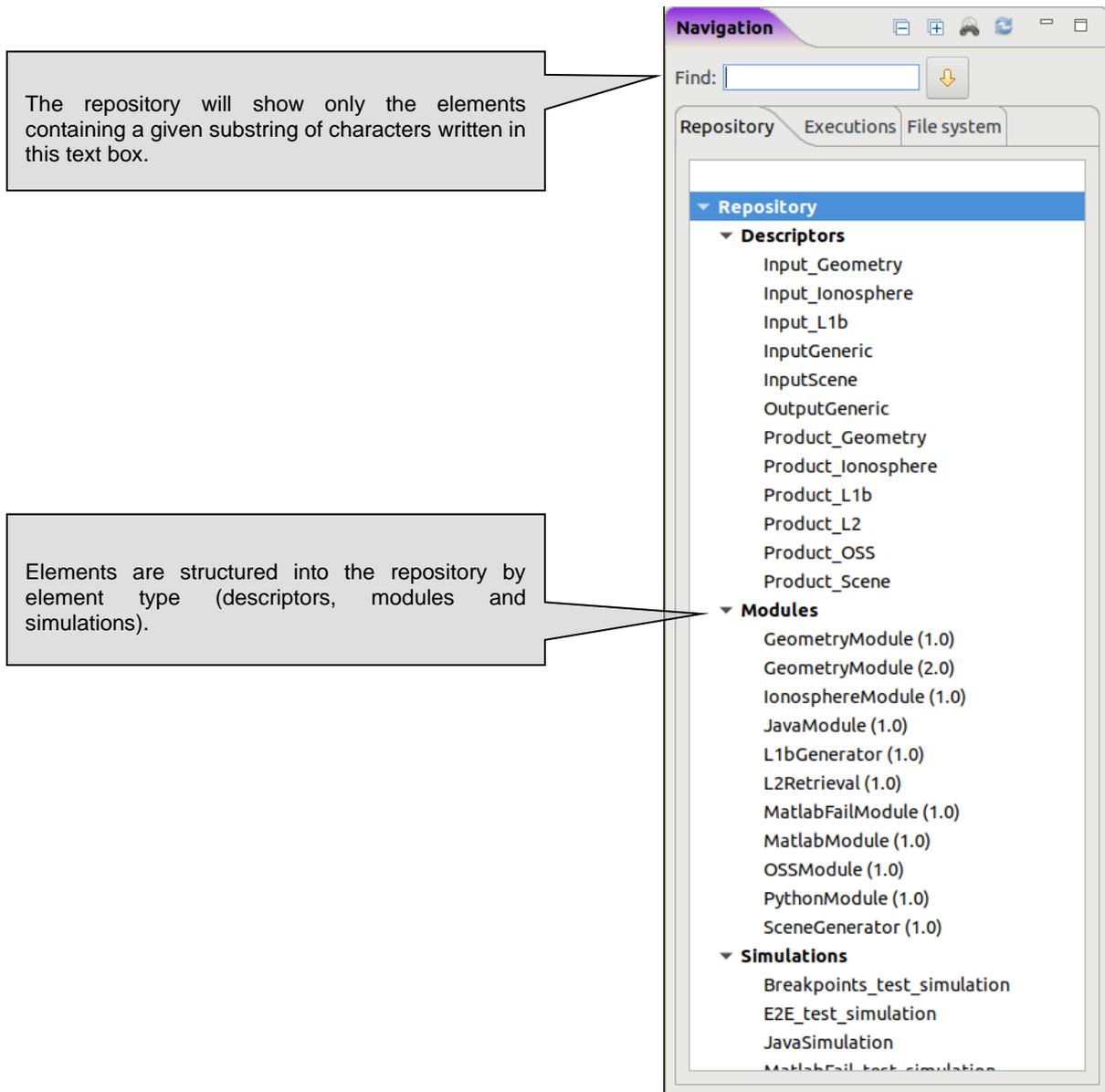
#### **4.1.1.1. Side bar**

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

As can be seen at the right-upper corner of Figure 4-6, standard buttons are available to minimize or maximize the side bar. The side bar can also be dragged to dynamically change its width.

---

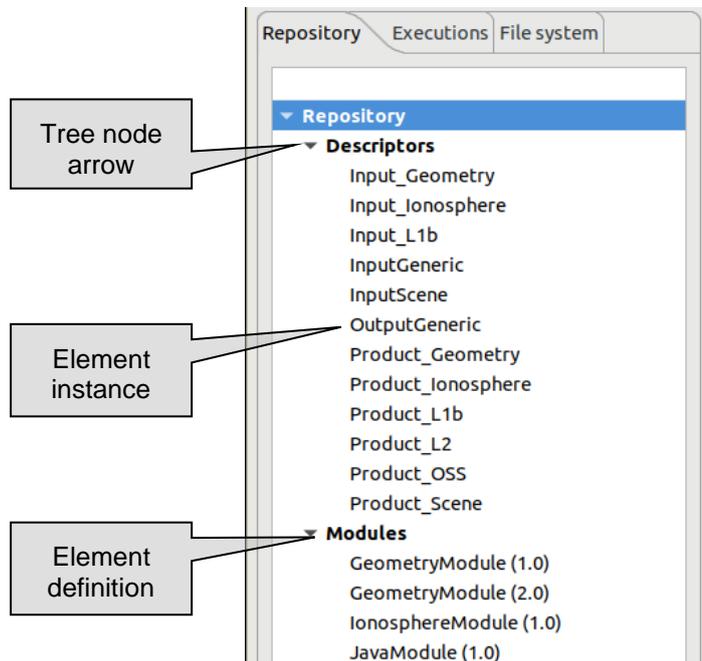
<sup>5</sup> In macOS the contextual menu behaviour may depend on setting the correct gesture for Bluetooth mouse and track pad: the "Secondary click" gesture (e.g. "Click with two fingers" in track pad or 'Click on right side" in Bluetooth mouse) should be applied to allow using the options in the contextual menus.



**Figure 4-6: Side bar**

Into the Repository tab of the side bar, users can find a tree-like structure containing all the known modules, descriptors and simulations.

This tree-like structure can be collapsed or expanded by clicking in the arrow-shaped icon.



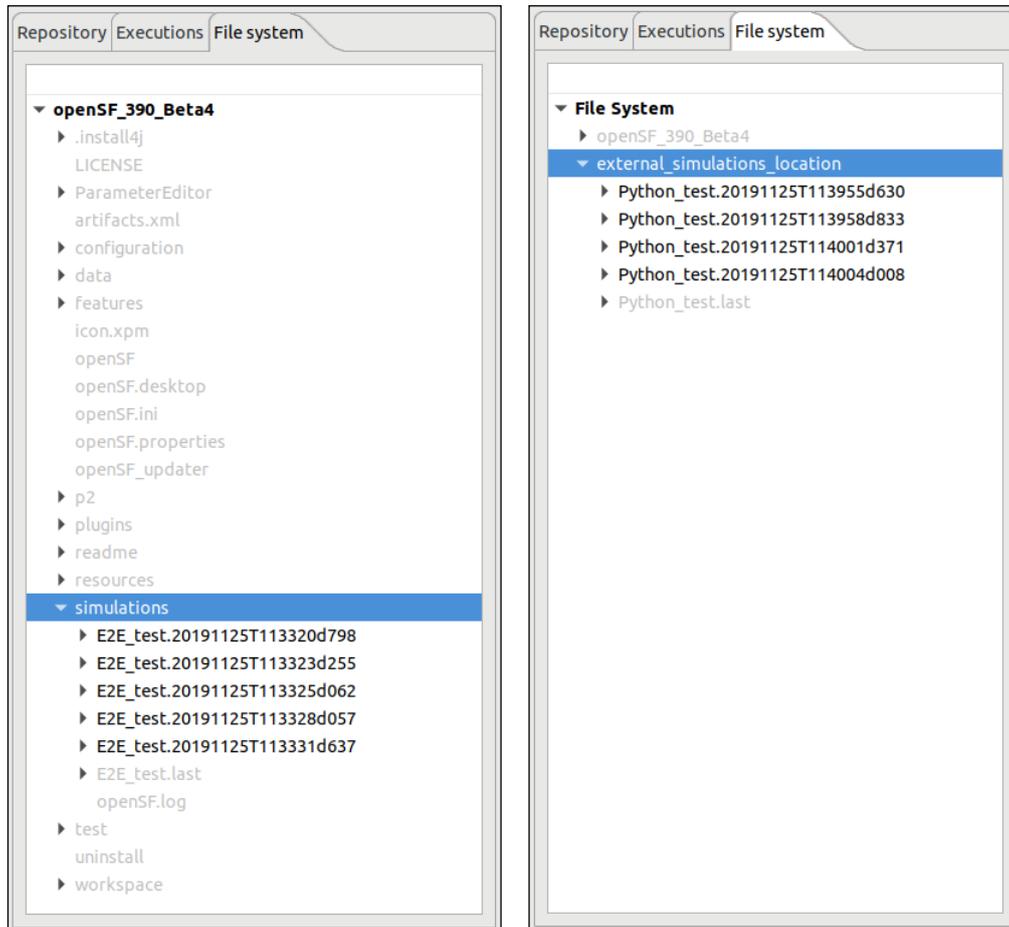
**Figure 4-7: Repository view**

Every row marked with an arrow-shaped icon represents an element definition of the repository. Every row without icon represents an element instance. Right-clicking over both of 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 (Sections 4.3.1, 4.3.2, 4.3.3).

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

The last tab in the side-bar (i.e. File system) is a browser to easily access both the folder structure under the openSF installation directory and the simulations execution directory.

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 when the user presses the "refresh" button.



**Figure 4-8: File system view with the simulations directory inside (left) and outside (right) of the the openSF installation directory**

The contents displayed in the File System tree change depending whether the simulations executions directory is located inside the openSF installation directory (default behaviour after a clean installation) or outside of it (custom defined by the user from the preferences page, see Section 4.5).

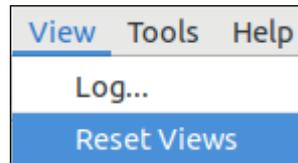
In the first case, the openSF workspace is added as root node of the File System tree and the selection and focus is set to the location of the simulations directory, expanding as many nodes as required to do so. In the second case, both the openSF workspace and the custom location of the simulations executions directory are added to a dummy "File System" node, expanding and focusing the simulations node as done before. See Figure 4-8.

The File System tree uses a colour code to ease finding the resulting files of the executions. Therefore, if a tree node represents a folder containing the results of an execution which is also present in the currently selected database, that node, its parents and all its children are rendered in black.

By contrast, if a tree node represents either a file or a folder which is not part of an execution result, or which has been computed while connected to a different database than the currently selected one, the tree node is rendered in light grey.

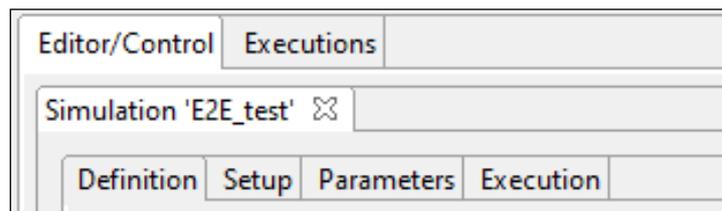
### **4.1.2. Frame management**

Accessing the "View" menu of the main menu bar the user can find all the functionality provided for the frame management. Option 'Reset Views' allows restoring the original window properties (as defined when installing openSF)



**Figure 4-9: Frame management menu**

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



**Figure 4-10: Internal frame header**

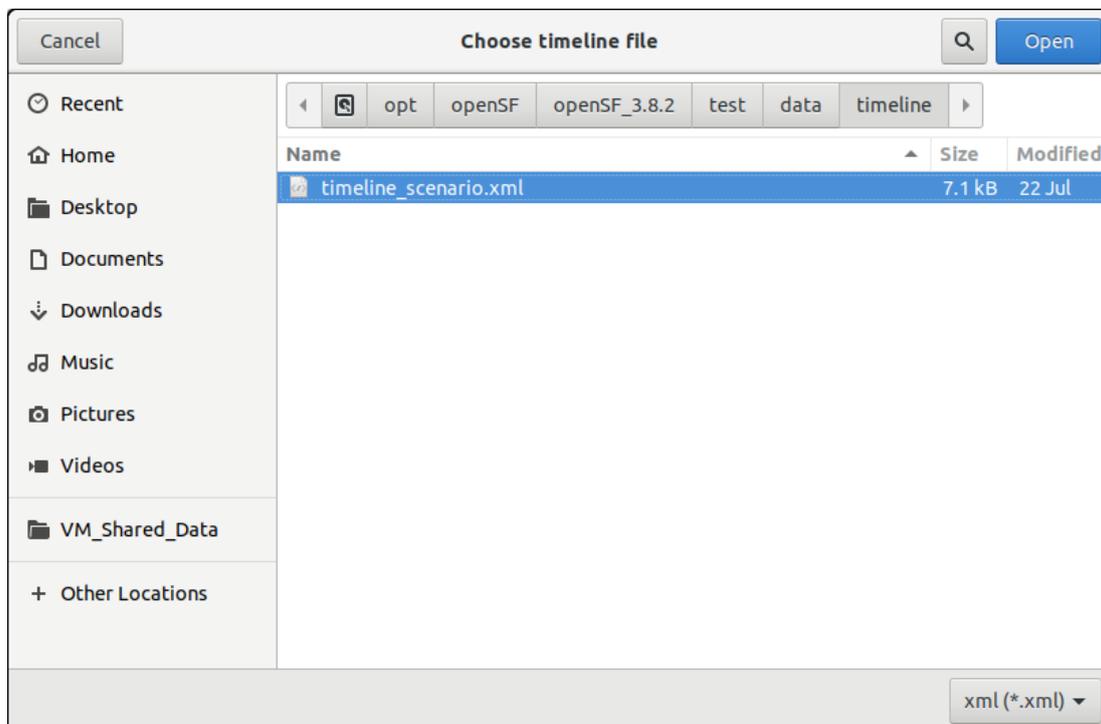
Note the two little icons at the right border of the header (Figure 4-10), to “minimize” and “maximize” the frame.

If the user minimizes a frame, it disappears from the working area but it can be restored from the “available frames toolbar” visible at the side of the main frame.

### 4.1.3. Generic functionalities, dialogues and displays

This section is meant to describe the design of HMI generic functionalities, dialogs and displays.

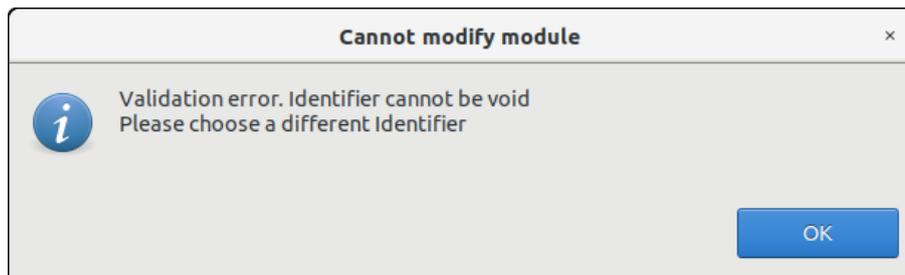
There are some functionalities of the HMI that show a “file chooser” dialog as shown in Figure 4-11.



**Figure 4-11: File chooser dialog**

This dialog allows the user to browse the system directory to select a certain file or list of files. It provides sorting, filtering and file operations.

Throughout the openSF HMI some functionalities may show information to the user and might ask for some input in response to a specific question. The HMI will present 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 4-12: 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.

## 4.2. Data Structure



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

**Table 4-1: openSF information management system**

Element	Storage
System.Configuration	File system. <workspace_root>/openSF.properties
System.Tools	Database
Repository.Descriptors	Database
Repository.Modules	Database
Repository.Simulations	Database
Repository.Simulation script	File system. <simulations_folder>/<sim_id> /<name>.sh, where the simulations folder is that defined in 4.5.3.
Executions.Results	Database
Executions.Logs	File system: <simulations_folder>/openSF.log (global) File system: <simulations_folder>/<sim_id>/log/simulation.log (for each simulation) File system: <simulations_folder>/<sim_id>/log/MODULE.log (for each simulation and module, only if enabled in application settings)
Execution.Dumped log simulation	File system
Execution.Input/output/configuration files	File system <simulations_folder>/<sim_id>/<filename>

The folder structure of openSF has already been presented in Section 3.5.1.4.

In the openSF database, the following string types are used:

- Short string: 25 characters
- Normal string: 75 characters
- Medium string: 255 characters

### 4.2.1. Workspaces

Since the framework may be installed on a shared folder that is not writable by the user, openSF stores its configuration under the <workspace> folder (see section 3.5.1.4). The main window shows the current database and workspace in the status bar at the bottom:



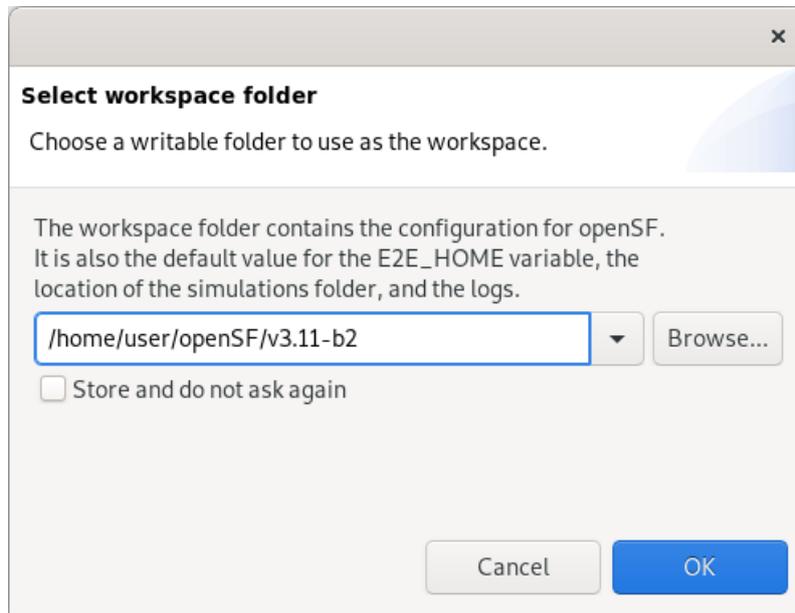
**Figure 4-13: Current database and workspace indication**

If the program installation folder <OPENSF\_INSDIR> is writable for the user, it is used as the default value of <workspace> without prompting the user. This replicates the behaviour of earlier openSF versions, where the workspace concept did not exist. However, this default can be changed when switching to a new workspace see section 4.2.1.1.

If the default workspace is not writable, the user will be prompted to select a new workspace on startup.

#### 4.2.1.1. Switching workspaces

The user may change the workspace folder from within openSF by using the menu item "System » Switch workspace". This action invokes the workspace selection dialog (as shown in Figure 4-14), which offers a selection of folders recently used as a workspace. If a new workspace folder is selected, openSF restarts immediately using the new <workspace> setting.



**Figure 4-14: Select workspace dialog**

If the selected folder does not exist, the dialog will offer to create it. If the user enables the "store and do not ask again", the new default workspace is persisted in a special configuration file outside of any workspace (see section 4.2.1.2), so openSF will use the same folder until the setting is changed again.

In addition to using the dialog, openSF can be started with a specific workspace folder by using the "-data" command line option, as follows:

```
<OPENSF_INSDIR>/openSF -data /path/to/writable/workspace/folder
```

#### **4.2.1.2. Configuration persisted across workspaces**

The framework stores the workspace selection settings in a file "workspace.properties" under the path "\$XDG\_CONFIG\_HOME/openSF". If this variable is undefined, the default value of this cross-workspace configuration path varies per platform:

- ❑ In Linux: "\$HOME/.config/openSF"
- ❑ In macOS: "\$HOME/Library/Application Support/openSF"
- ❑ In Windows: "%LOCALAPPDATA%\openSF", if it is defined. Otherwise, an equivalent to the path used in Linux: "%USERPROFILE%\config\openSF".

This location contains only the recent/default workspace configuration. It is shared by all openSF installations in the system, although the data in the file is keyed to each specific installation. Thus, even though the file is shared, openSF installations in different folders (e.g. simulators from different projects) each have their own different default workspace.

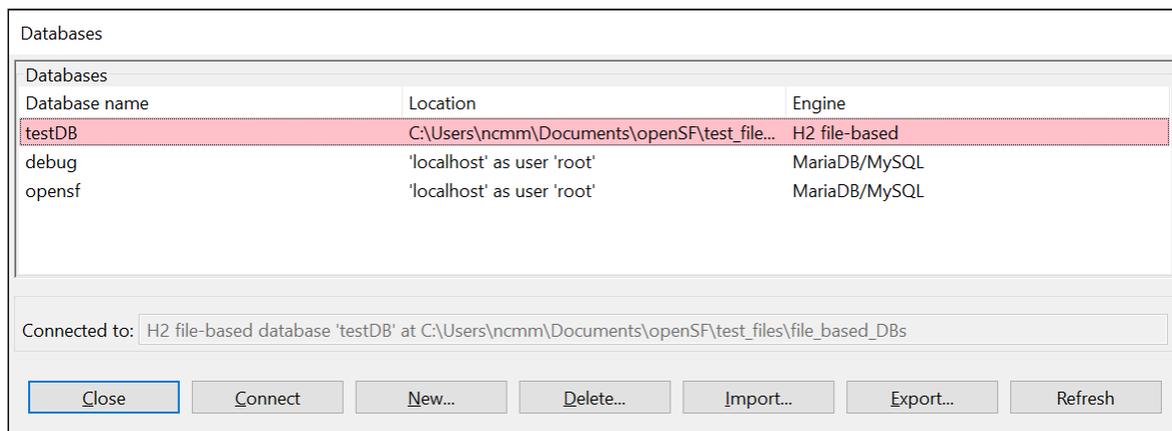
In addition to this cross-workspace file, there may be a file "openSF\_defaults.properties" inside the program installation folder <OPENSF\_INSTDIR>. If it exists, it is used to provide default values for the configurations stored in the respective "openSF.properties" files in each workspace. This may be used, for example, by an integrator in order to ensure that any new workspace created has suitable settings.

#### **4.2.2. Databases**

Within each workspace, openSF has the ability of working with multiple repositories. This implies that users can create different databases, so that all of them are independent. Users can work with different input data by selecting only the corresponding database in the repository. If the user changes e.g. the modules that make up a simulation, only the database that is loaded in that moment is modified, as all databases are independent. Thus, openSF can hold more than one database in one single instance.

Databases may be either server-based or file-based.

When the user selects the "Databases" option from the menu "System", the window presented in Figure 4-15 will show up.



**Figure 4-15: Database management window**

At the bottom of the window there are seven buttons, which allow users to perform different actions over the databases. Users can connect to an existing database, create a new database, delete an existing database, import database definitions specified in XML format, export database definitions in the same format or add databases residing in the same server/folder to the list.

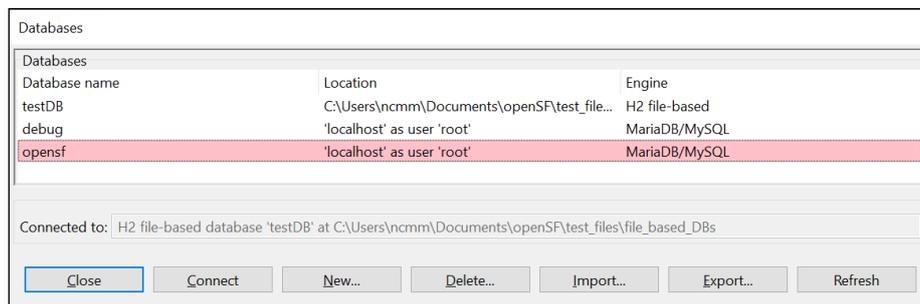
The central area of the window shows a list with the stored databases. Along with the database name, this area shows the database location and engine. The location could be either a system path (in case of a file-based database) or a set of address and user (in case of a server-based database).

The bottom of the window shows a label with the database currently in use by openSF. In this case, the application is connected to the 'testDB' database, so all configuration associated with its descriptors, modules and simulations is loaded by the system.

Finally, there is a "Close" button to return to the main window of the application.

#### **4.2.2.1. Connect to a database**

Users can switch between the different databases located in the DB server. 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:

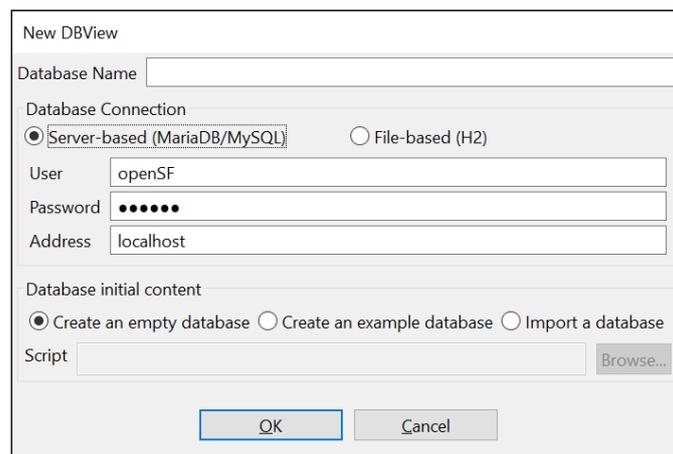


**Figure 4-16: Connect to a database**

The window shows that the system is connected to the "testDB" database. If the user selects the "opensf" 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. If an error occurs during the procedure and the connection cannot be performed, openSF shows a message reporting the error.

#### **4.2.2.2. Create a new database**

If the user wants to create a new database, he has to click on the 'New' button, and a dialog will be shown by the application, as it can be seen in Figure 4-17.



**Figure 4-17: Create new database**

The user can now choose the database name and type. Depending on the type, the user shall fill the remaining fields. For a server-based database (as shown in Figure 4-17) the fields are:

- ❑ **User and password:** Credentials for the user that connects to the databases server (requires privileges to create a database);

- Address:** Hostname (and optionally port) where the database server is located;

For a file-based database, the only field is:

- Folder:** The system folder in which the database file is going to be saved. Folders located inside E2E\_HOME will be stored as relative to it.

Some fields are presented with a default value e.g. if the system is currently connected to a server-based database, the default is to create a new server-based database using the same server and credentials.

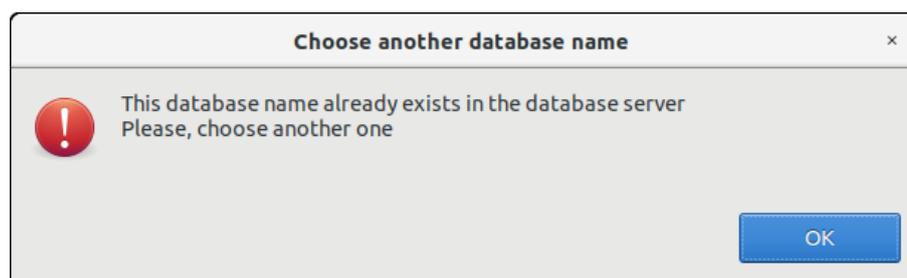
All fields are mandatory except the server-based password, which may be empty.

In the lower part of the window, the user can choose the initial contents of the database:

- Empty database: no elements, just the basic structure
- Example database: containing example modules and simulations
- Importing another database XML representation

When the user enters all the information correctly and clicks on the 'OK' button, the new database is created, and openSF is automatically 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 shows a message reporting the error as shown in Figure 4-18, and force the user to enter the correct information.

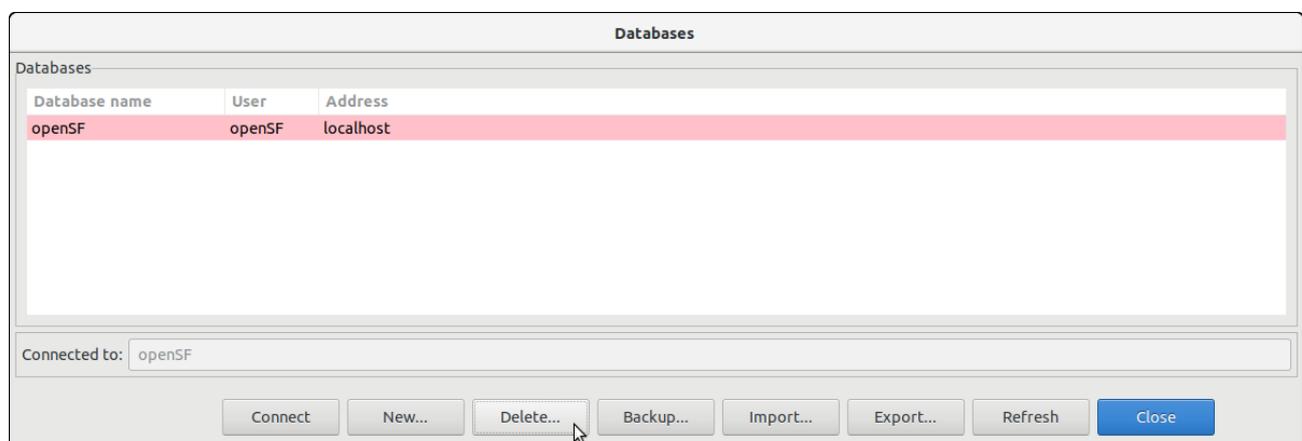


**Figure 4-18: DB creation error message (wrong name)**

If the user clicks on the 'Cancel' button on the new database window, no action is performed.

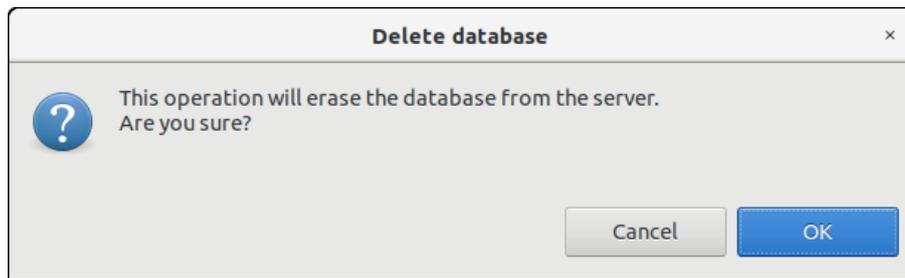
#### **4.2.2.3. Delete a database**

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 Figure 4-19.



**Figure 4-19: Delete a database**

A new dialog is shown to confirm the action. If the user clicks on 'OK', the database is deleted.



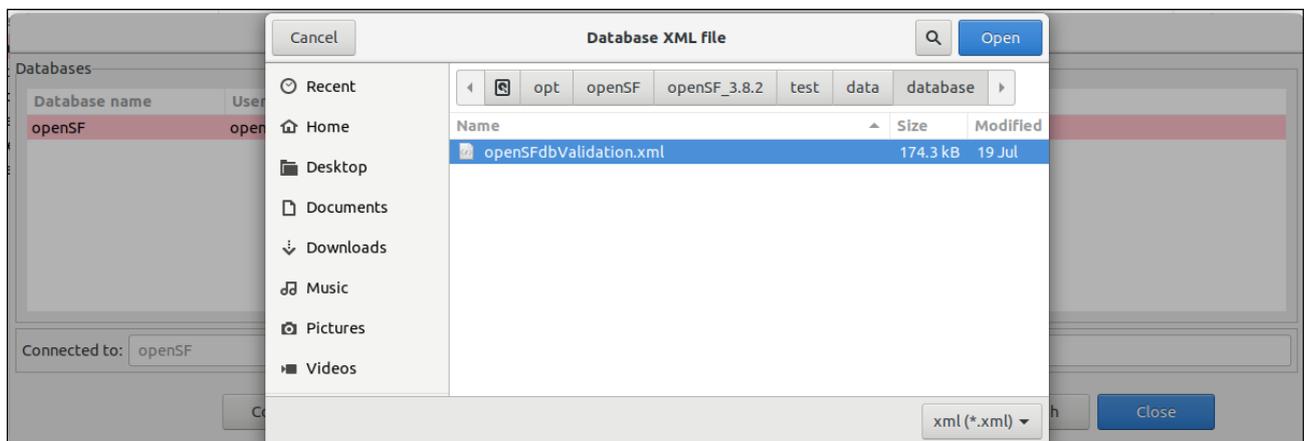
**Figure 4-20: Confirm deletion operation**

openSF needs to be always connected to an existing database. Thus, the user cannot delete the connected database otherwise the system will send an error message. Therefore, the user must connect to another database to delete the current one.

#### 4.2.2.4. Import and Export a database

The capability to import and export elements definition specified using XML (refer to [AD-ICD] for the definition of the expected XML format) is accessible from the Database Management window, presented in Section 4.2.2.

To import a database, the user shall click on the "Import" button appearing at the bottom of the window and select the XML file containing the database definitions.



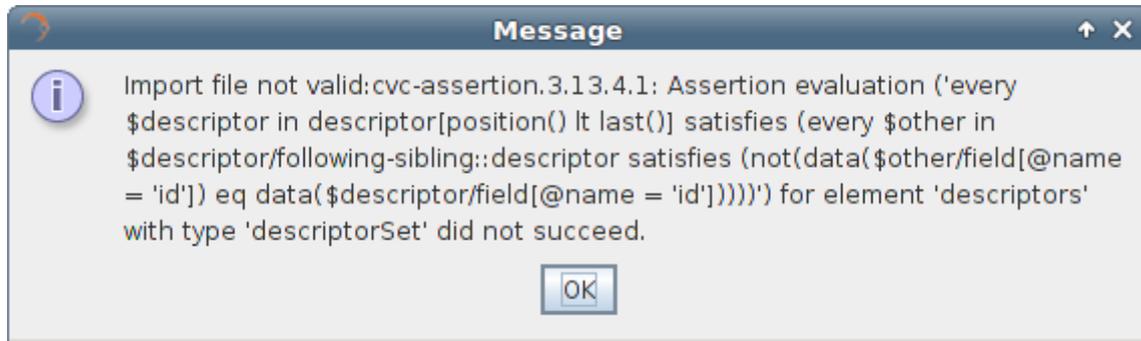
**Figure 4-21: Database import**

In 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.



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

The outcome of the operation is that the elements included in the XML file have been created as a new DB in the DB server.

To export a database, the user shall select a database from the list and press on the “Export” button. The user can now select the desired file path and confirm.

#### **4.2.2.5. Refresh database list**

The database management dialog provides the capability to refresh the list of openSF databases available in the server or folder to which openSF is connected to. This functionality identifies among the available databases the ones that are compatible with openSF. This capability is applicable in situations as manual migration of openSF database or automatic database upgrade, both occurring typically when upgrading to a more recent version of openSF.

#### **4.2.2.6. Database maintenance**

Currently, openSF can connect to a local or remote server. If the last database to which openSF was connected is not accessible during openSF initialization, openSF will start in a temporary state described in Section 3.6.2 that will allow the user to connect to a valid database.

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. In case of a MySQL or MariaDB database, users can execute the following script to perform a manual backup of the openSF database, which can later be restored using the same utilities:

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

#### **4.2.3. Simulation Results Naming Conventions**

openSF naming convention for simulation execution directories, as well as their relative supporting files, involves the use of names with a timestamp. The use of a timestamp is meant to ensure a unique identification of the simulation folder and files.

In case of a nominal simulation (single execution) the execution result (whether it was successful or not) is stored in a <simulations> folder, named as “<simulation\_id>.<starting\_time>”. Starting time is coded as “YYYYMMDDTHHmSSdsss”<sup>6</sup> in local time – see the format in Figure 4-24.

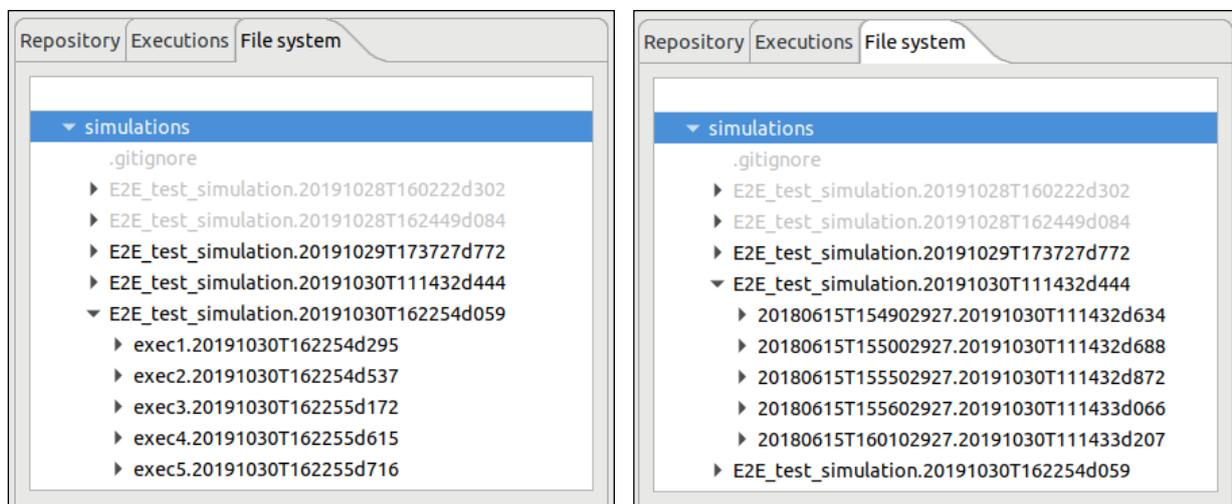
In case of timeline-based and iteration/perturbation-based simulations, openSF groups related simulations execution results into separate output folders (since these two types of executions can end up to hundreds of simulations). Also, in these two cases, in order to uniquely identify the executions, a timestamp is appended to the execution identifier, as shown in Figure 4-24.

Note that the prefix “exec#” is used for each iteration folder as a way of facilitating the user’s distinction between Timeline and Iteration/Perturbation executions.

Summarising, the naming scheme for simulation result folders is as follows:

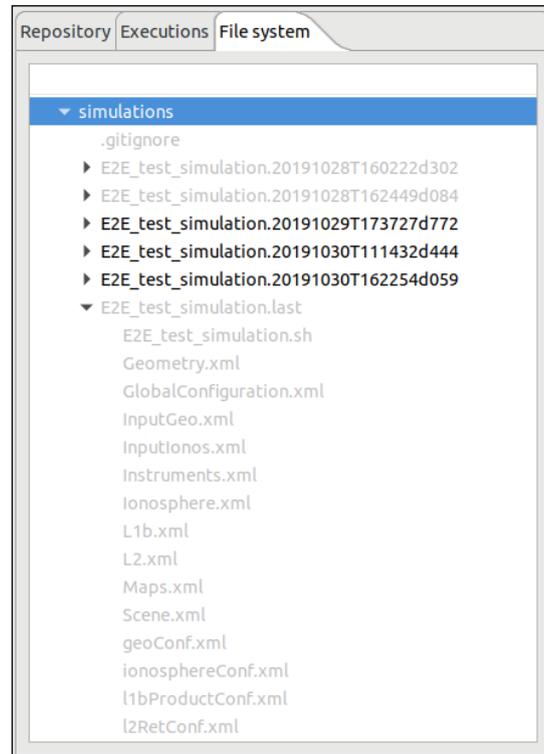
6 “sss” denotes milliseconds

- ❑ Nominal simulation (single execution)
  - `<simulation_id>.<start_time>`, where
    - `simulation_id` is the simulation name (as seen in the "Repository" view)
    - `start_time` is the simulation execution start time, formatted as YYYYMMDDTHHmSSdsss
- ❑ Iteration/perturbation-based simulation (multiple executions, based on the combination of iterations/perturbations)
  - `<simulation_id><start_time>/exec#.<start_time2>`, where
    - `simulation_id` is the parent simulation name (as seen in the "Repository" view)
    - `start_time` is the simulation execution start time, formatted as YYYYMMDDTHHmSSdsss
    - `#` is an incremental integer defining the order of execution of the multiple executions
    - `start_time2` is the iterated execution start time, formatted as YYYYMMDDTHHmSSdsss
- ❑ Timeline-based simulation (multiple executions, based on time segments specified)
  - `<simulation_id><start_time>/<time_segment_start>.<start_time2>`
    - `simulation_id` is the parent simulation name (as seen in the "Repository" view)
    - `start_time` is the simulation execution start time, formatted as YYYYMMDDTHHmSSdsss
    - `time_segment_start` is the time segment start time (as defined by the user)
    - `start_time2` is the time segment execution start time, formatted as YYYYMMDDTHHmSSdsss



**Figure 4-24: Grouping of iteration/perturbation (left) and timeline (right) simulations**

In order to simplify simulation results directory names, symbolic links are used. Each time a simulation is executed a symbolic link is generated in the file system with the name of the simulation being executed (appended by ".last") and pointing to the corresponding simulation execution directory. Each time a simulation is re-run the symbolic link is re-generated pointing to the latest simulation execution (the one with the latest timestamp). Please note that these symbolic links are not generated in Windows. Therefore, a warning is not thrown when the symbolic link is not generated. The contents of openSF installation directory and the simulation execution ones can be reviewed in the File System tab of the side bar, see Section 4.1.1.1.



**Figure 4-25: File system in the side bar, including symbolic link to last simulation**

### 4.3. Framework Elements



In this section the elements at the base of openSF are described. They are collectively called the “domain” elements of openSF.

#### 4.3.1. Descriptors



openSF has the possibility to define the set of input and output files (called descriptors) used to connect different modules 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 4-26.

Accessing the corresponding menu of the main menu bar (Edit → Elements → Descriptors... or Edit → New Elements → Descriptors...) 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;
- View* – displays the contents of an existing descriptor
- Modification* – edits an existing descriptor to enter changes;
- Deletion* – deletes a descriptor from the system;
- Copy* – creates a copy of an existing descriptor.

The options availability depends on the active user role as explained in Section 3.2.2.

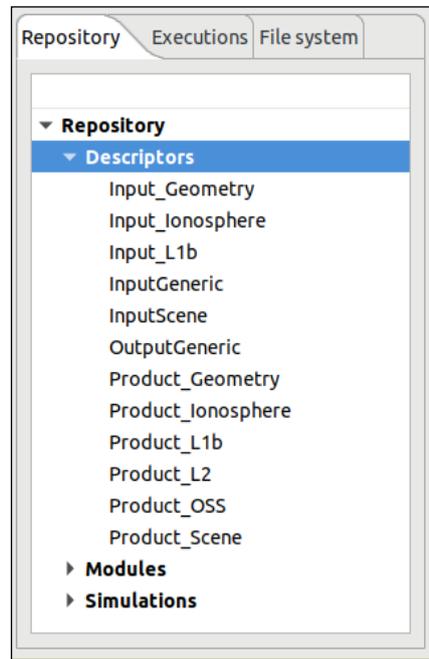


Figure 4-26: Descriptors in the side bar

Users can access operations in the menu bar of the main window (Edit → Elements → Descriptors... or Edit → New Elements → Descriptors...) or through the corresponding context-menu of the repository view.

#### 4.3.1.1. 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 description and the number of associated files.

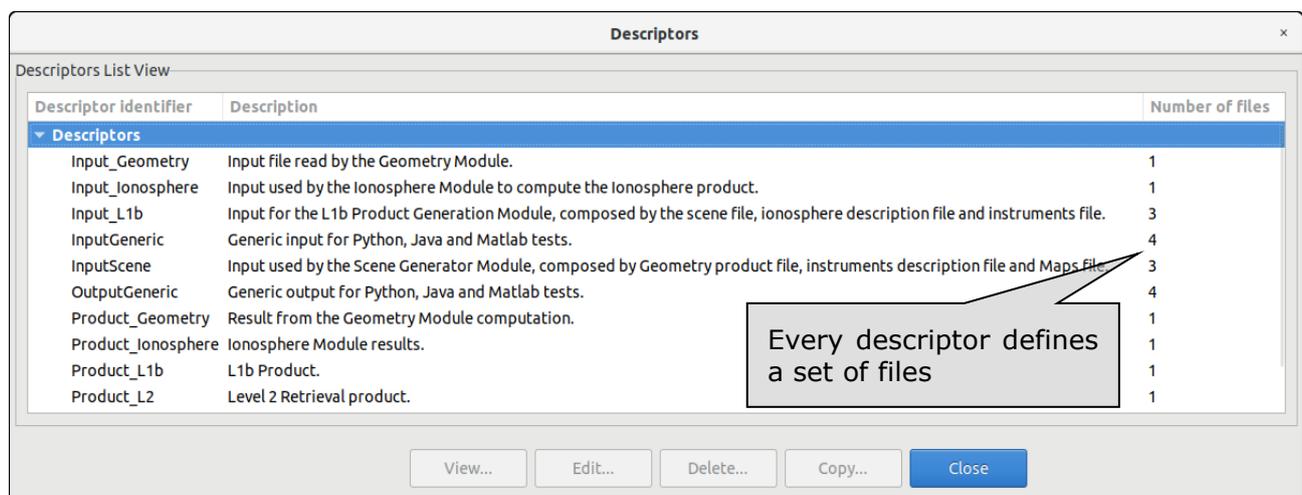


Figure 4-27: Descriptors list view

#### 4.3.1.2. Descriptor creation



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

The frame shown in Figure 4-28 is responsible to define the descriptor's characteristics:

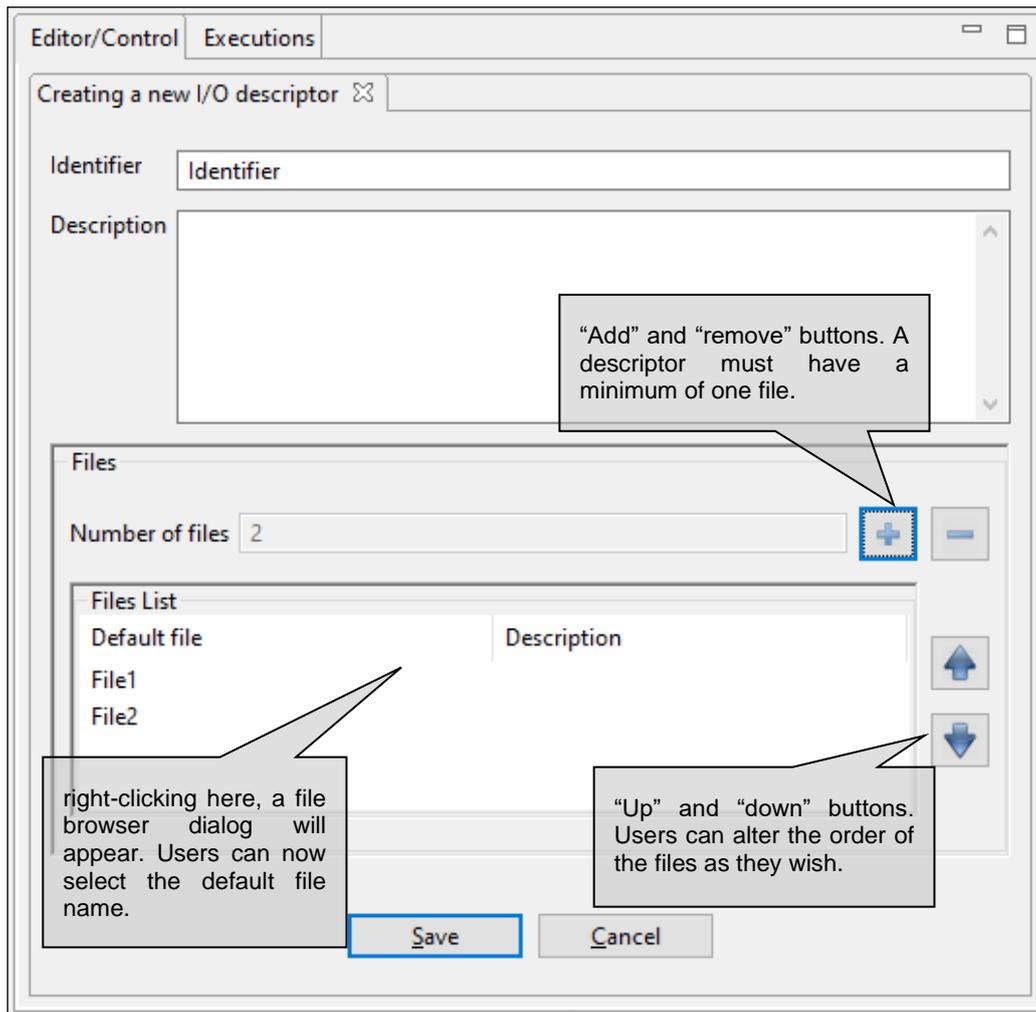


Figure 4-28: Create a new descriptor

The attributes that identify the descriptor and that shall be set by the user are the following:

Attribute name	Format	Purpose	Example
Identifier	Short string	Descriptor's unique name.	LIDAR In
Description	Medium 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. Each 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 simulation definition (see section 4.3.3).	orbit.xml
Description	Medium 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 modules are compatible and to connect them in the simulation definition. A descriptor could also have zero files. Multiple descriptors with zero files could be created, but they are all equivalent to openSF.

The order that the files occupy in the descriptor list is significant. The order must fulfil the directives of the command line specification of the simulation module because the way in which the files are arranged will define the order of the input and output files in the command line of the module execution (see [AD ICD]). This order can be altered with the "up" and "down" buttons that move the selected file through the list.

Upon creating a descriptor its default file field is considered as a template name, i.e., this definition may be used as-is during simulation execution or it can be changed in the simulation edition window. When changing the actual file descriptor in simulation edition the file location can be set to any path, either an absolute one (in the local machine) or a relative one. By default, the descriptor is considered as a relative path. It may be relative to (a) the user's work folder (as per \$E2E\_HOME), or (b) the simulation execution folder:

- (a) It will be relative to the user's work folder when the descriptor is used for input only (e.g. the input descriptor of the first module of a processing chain).
- (b) It will be relative to the simulation folder when the descriptor is used both as input descriptor and output descriptor (e.g. a folder generated during processing and later on used as input to a next module).

#### **4.3.1.3. Descriptor modification**



Users can select a certain descriptor and choose the option to edit it. Note that any modifications performed on the descriptor will also affect all the modules and simulations that use it.

#### **4.3.1.4. Descriptor deletion**

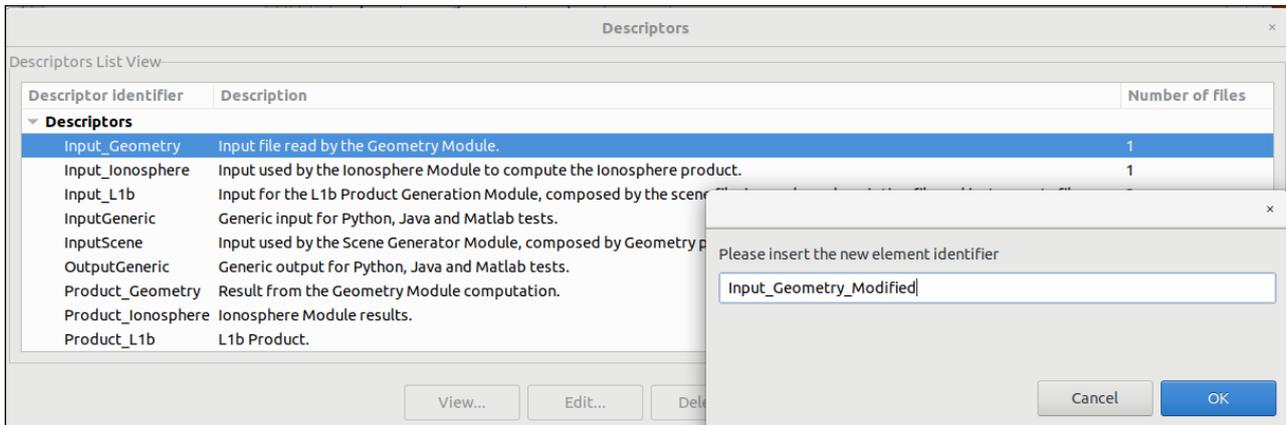


Users can also select a descriptor and delete it. Once users confirm the operation the descriptor is erased from the repository. **Note that for consistency purposes, every module or simulation (and its results) that make use of this descriptor will also be deleted from the system.**

#### **4.3.1.5. 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.



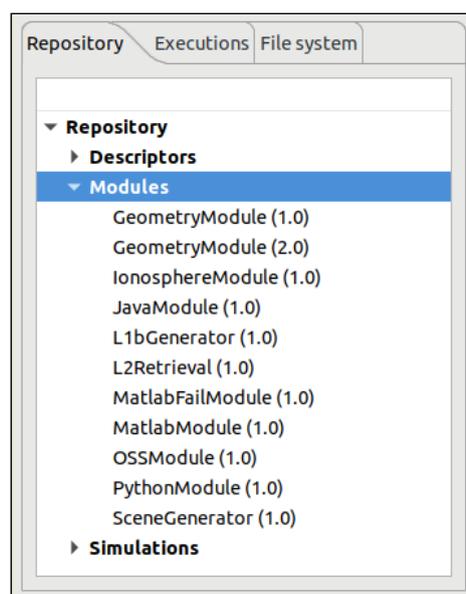
**Figure 4-29: Copy of a descriptor**

### 4.3.2. Modules



According to the definition given in Section 1.4, a module is an executable entity that can take part in a simulation. Users are able to manage all modules that take part in openSF simulations. The operations upon modules, which vary depending on the active user role (see Section 3.2.2), are:

- List – present the list of existing modules;
- Creation – capability to create a new module into the system;
- View – displays the contents of an existing descriptor
- New version – create a new version of an existing module;
- Modification – edit an existing module to enter changes;
- Deletion – delete a module from the system;
- Copy – creates a copy of an existing module.



**Figure 4-30: Repository view: modules**

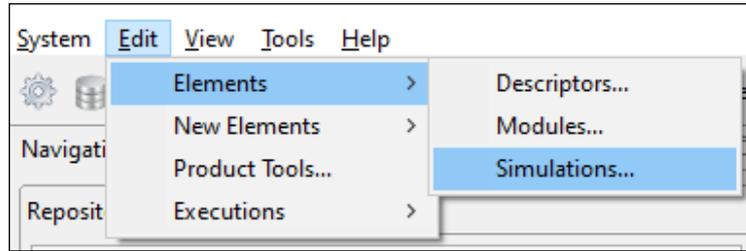


Figure 4-31: Repository menu

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



Figure 4-32: Module pop-up menu

#### 4.3.2.1. Module list



Accessing to this functionality from the main menu or from the repository, the system will show a list of modules known by the system. Figure 4-33 shows an example of the window that appears upon its selection. Users can select a certain version of a module and perform the operations in the toolbar.

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

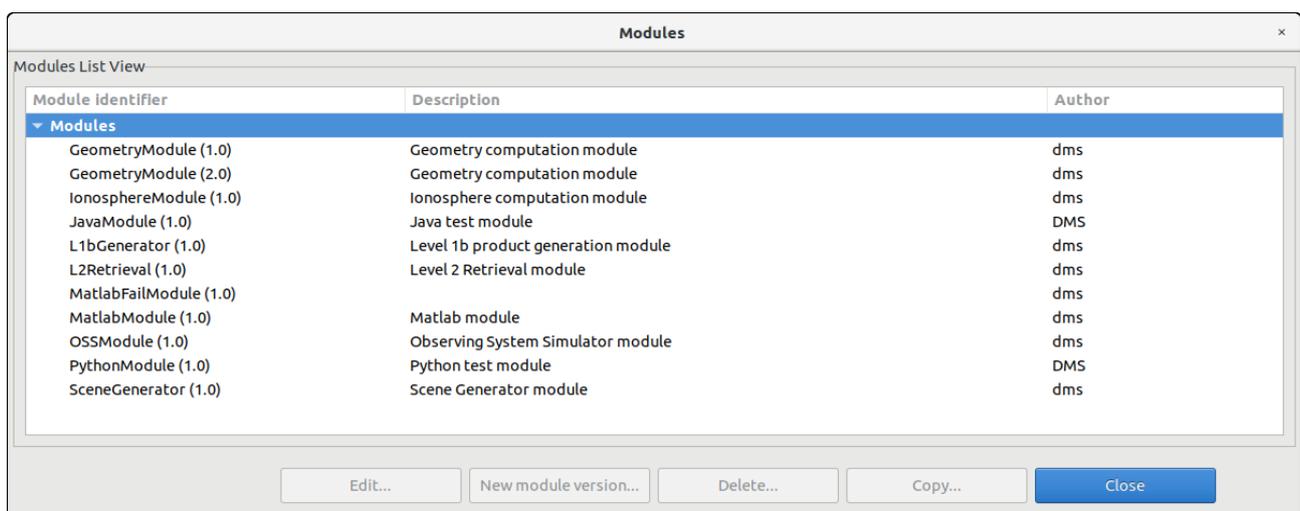


Figure 4-33: Module list view

#### 4.3.2.2. Module creation



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

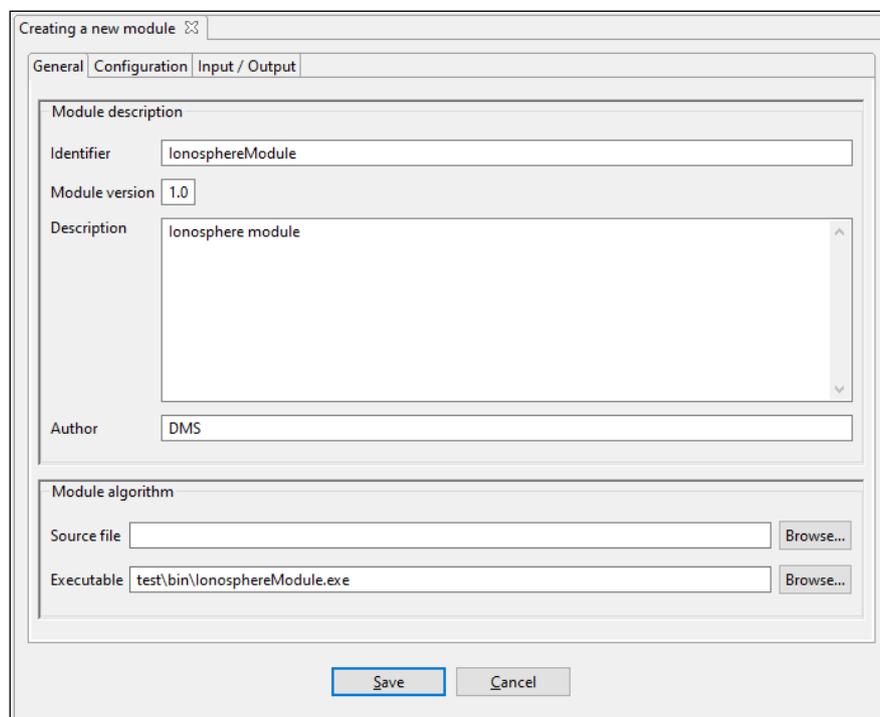
This frame contains the components needed to introduce all data to define a new module in the system. These data (module attributes) are grouped with the following structure:

- General
- Configuration
- Input / Output

Each category is analysed in the following sub-sections.

#### 4.3.2.2.1. General data

In this group (Figure 4-34) users must define general information about the module to create.



**Figure 4-34: Module general data**

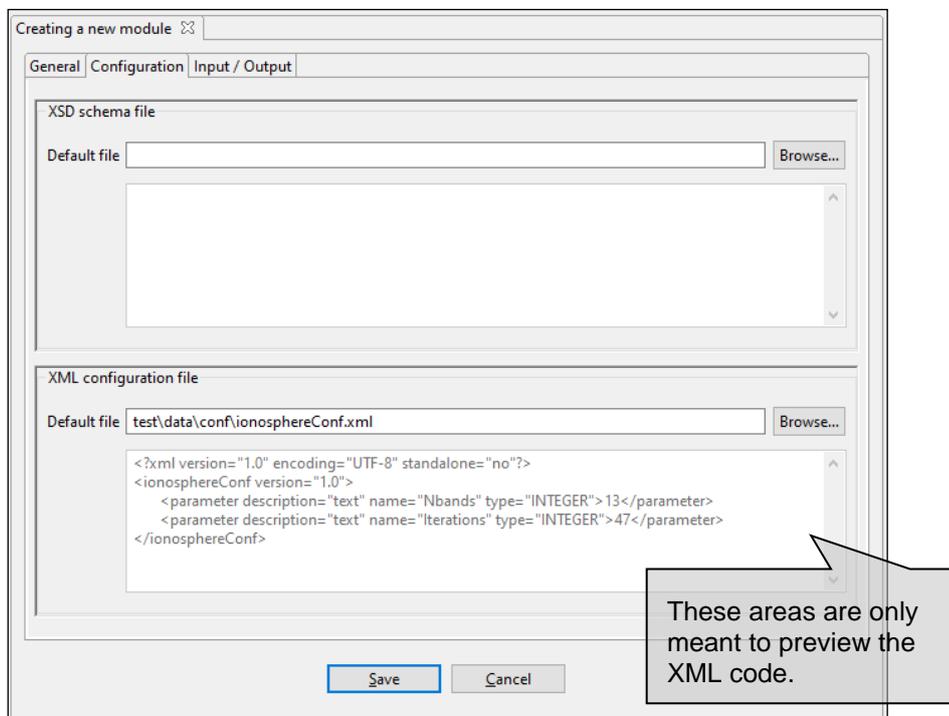
The fields to be defined are the following:

Attribute Name	Format	Purpose	Example
Identifier	Short string	Unique module identification.	LIDAR
Module version	Float	In a new module this field will be filled with a default value.	1.0
Description	Medium string	Free writing area where to briefly describe the module.	State-of-the-art instrument module LIDAR
Author	Short string	Text field where to write the author's name.	DMS

Attribute Name	Format	Purpose	Example
Source file	Medium string	Optional field for a file name <sup>7</sup> representing the source code of the module.	modules/LIDAR/src/lidar.f90
Executable	Medium string	The executable <sup>8</sup> file (either a binary executable or script) to be invoked when performing a simulation.	module/LIDAR/bin/lidar

#### 4.3.2.2.2. Configuration

Selecting the "Configuration" tab (Figure 4-35), 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 4-35: Module configuration**

The XSD schema file will validate the respective configuration file and report any found inconsistencies. By default, as indicated in Section 4.5, openSF is set to skip said validation. However, the user can select within the Preferences window to allow the validation and generate either warnings or errors.

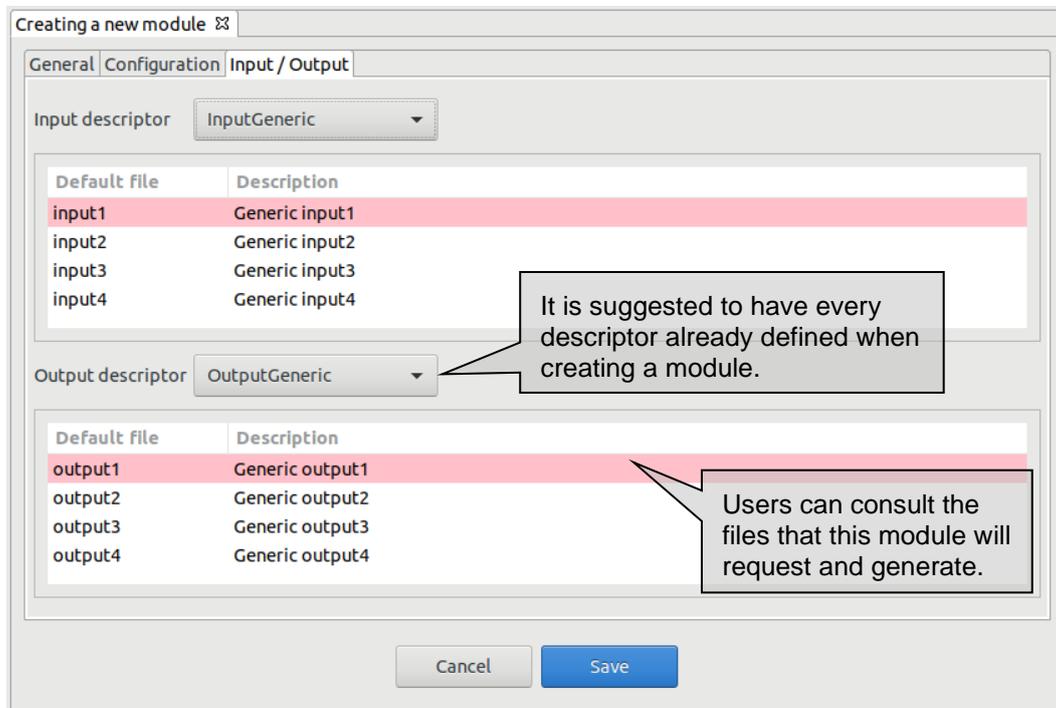
#### 4.3.2.2.3. IO descriptors

The "Input/Output" tab (Figure 4-36) from the Module properties window enable users to specify, respectively, the contents of the input files expected for the module, and the output files the module produces as output. Thus, within this tab users can select the input and output descriptors for this module. The default file identifiers of the IO descriptors allow the module connection when defining simulations.

<sup>7</sup> Codes in general will have several routines, so the "source file" could be the file containing its "main" routine, or the packaged sources (e.g. module-src.tar.gz). The sources field is merely informative and has no effect on the execution of the module.

<sup>8</sup> The compilation of the modules is a process outside the scope of openSF.

Each IO descriptor has an identifier that uniquely identifies the descriptor among the system. It may happen that an IO descriptor for a new module may exist already in the system, that is, this module uses the same type of files and file contents as another module. 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 4-36: Module input/output specification**

### **4.3.2.3. Module modification**



When editing a module from the repository view or from the modules list, openSF will present the same window as in the previous section with all known data already filled. The window presents in write-mode only the data fields that are susceptible to be modified. If users want to change more attributes of a certain module, other operations must be used ("module creation" or "new module version").

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

#### **4.3.2.3.1. Module upgrade - New version**

A new version of a module represents an upgrade of the implementation of a given module. This means that users can define a new module by altering any of the elements defined in the module creation, like for example the executable file of the module, the configuration file or the input and output files.

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

The system will automatically perform a "minor version upgrade" (for example, from 1.0 to 1.1), but this numbering can be manually modified by the user.

This way, users can have two versions of the same module with modifications between them.

#### **4.3.2.4. Module deletion**

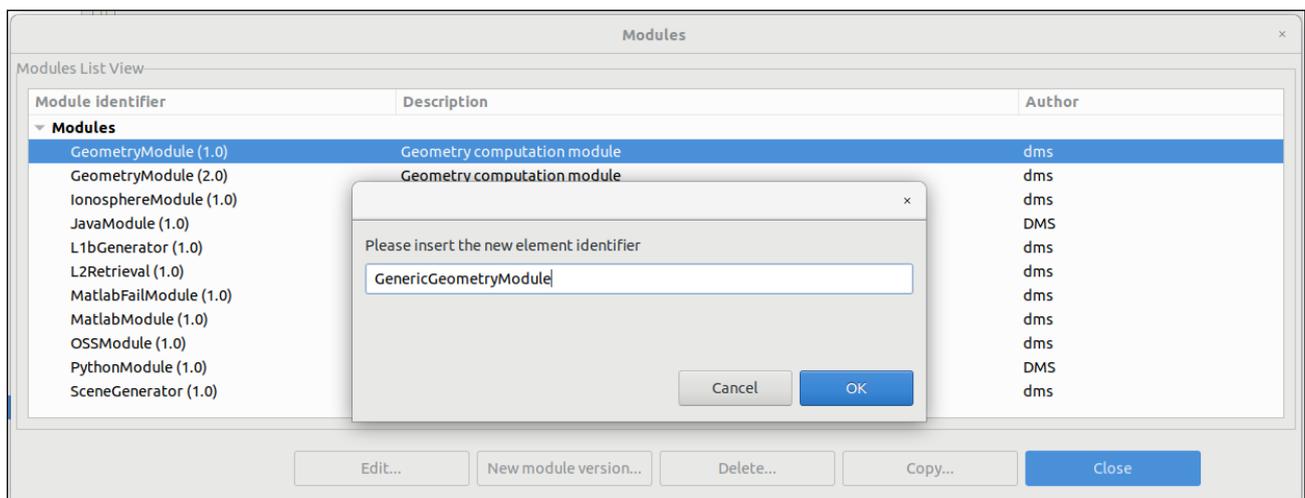


Users can select a certain module and choose the option to delete it. Once users confirm the operation the module is erased from the repository and the file system. Note that also every simulation (and its results) that uses this module will be erased from the system for consistency purposes.

#### 4.3.2.5. **Module copy**



Users can select a certain module and choose the option to copy it. The user needs to specify a new name for the module, unique with respect to the existing modules. All module definitions are thus copied to the new module instance.



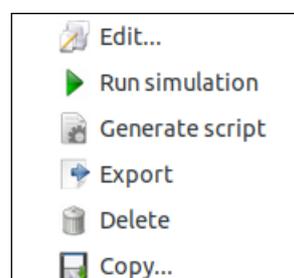
**Figure 4-37: Module copy**

#### 4.3.3. **Simulations**



According to Section 1.4, a simulation is defined as either an execution of a set of modules (possibly obtained from the ordered set of modules of a simulation) or an iterative execution of a set of modules with different parameter values.

Users can access to the list of simulations existing in the system in the “repository view” (Figure 4-7) of the side bar or via the “repository menu” (Figure 4-31) from the main menu.



**Figure 4-38: Simulations 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;

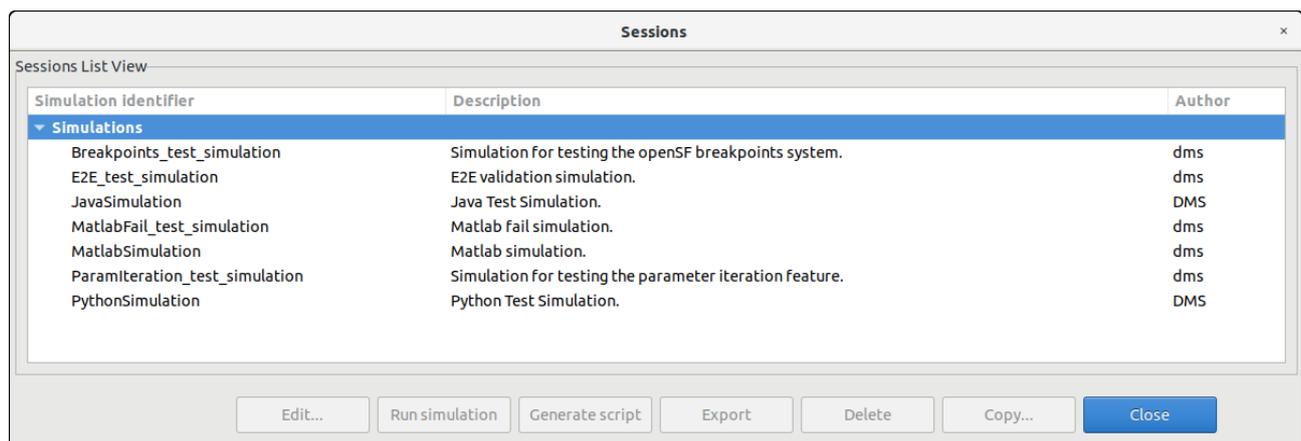
- Modification* – edit an existing simulation to enter changes;
- Deletion* – delete a simulation from the system;
- Run* – Starts a new simulation execution;
- Script generation* – creates and stores a script describing the simulation;
- Exportation* – Exports the entire simulation definition;
- Copy*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

#### 4.3.3.1. Simulation list

Users can access the simulation list via the menu bar “Edit”→“Elements”→“Simulations”.

Figure 4-39 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 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 and the name of the author that created the simulation.



**Figure 4-39: Simulation list view**

#### 4.3.3.2. Simulation creation

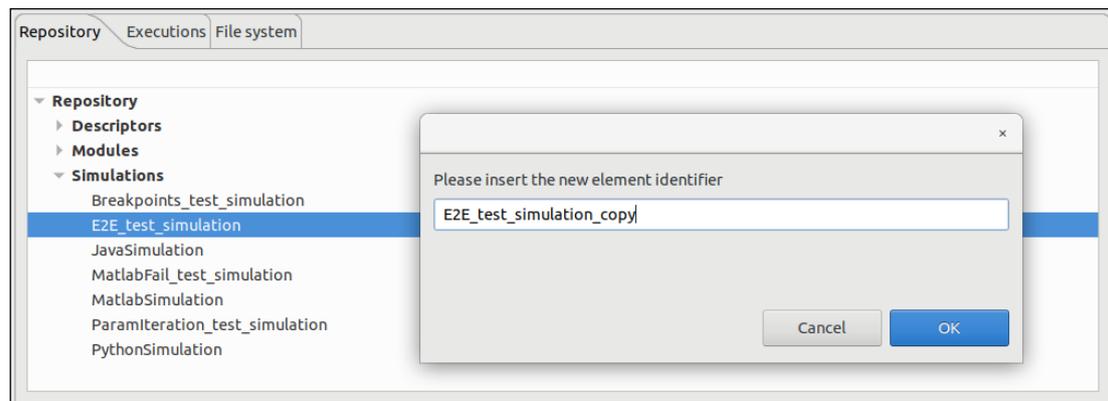
Users can create a new simulation definition by clicking on the corresponding action from the Simulation menu in the menu bar (Edit → New Elements → Simulation...) or by right clicking on the “Simulations” node in the repository side bar. The user is then guided through the steps of creating a simulation. These steps are described in Section 4.3.3.6.

#### 4.3.3.3. Simulation deletion

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

#### 4.3.3.4. 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 thus copied to a new simulation instance.



**Figure 4-40: Simulation copy**

#### **4.3.3.5. Simulation modification**

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

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

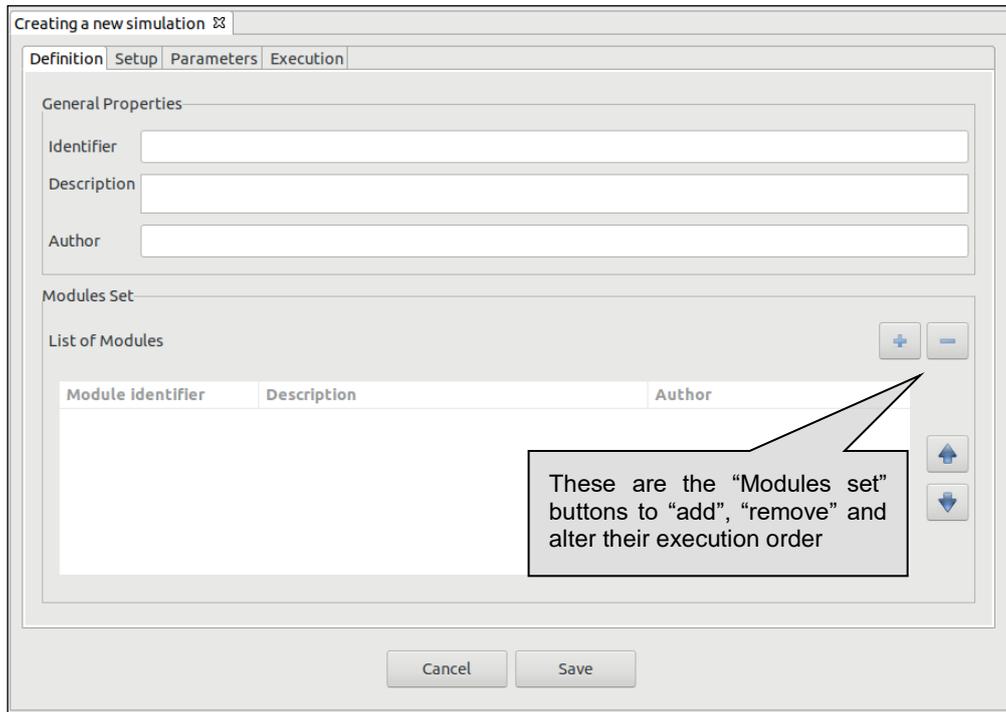
Once finished, the user can cancel the changes or execute this new simulation pressing the "Run" button.

#### **4.3.3.6. Settings in a simulation**

When a simulation is created, a number of properties have to be specified. These properties are grouped into different tabbed panels. Note that in order to fully define a simulation the running settings have also to be specified. These are described throughout Section 4.4.

##### **4.3.3.6.1. Simulation definition**

Figure 4-41 shows a blank simulation creation window.

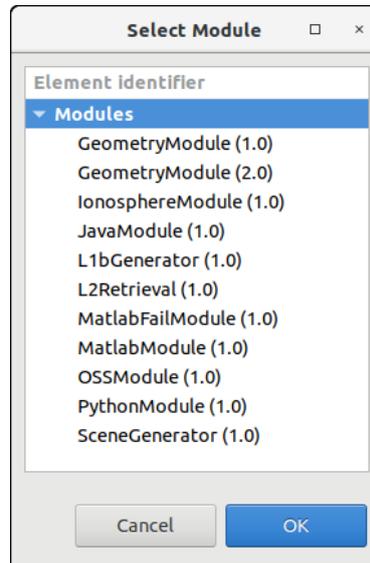


**Figure 4-41: Simulation general properties**

First thing, the user must fill the following general properties:

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

Then, modules to be executed need to be included by selecting them from a list of available modules. Users just need to click on the desired row at the simulation list (Figure 4-42) and press the "Ok" button.



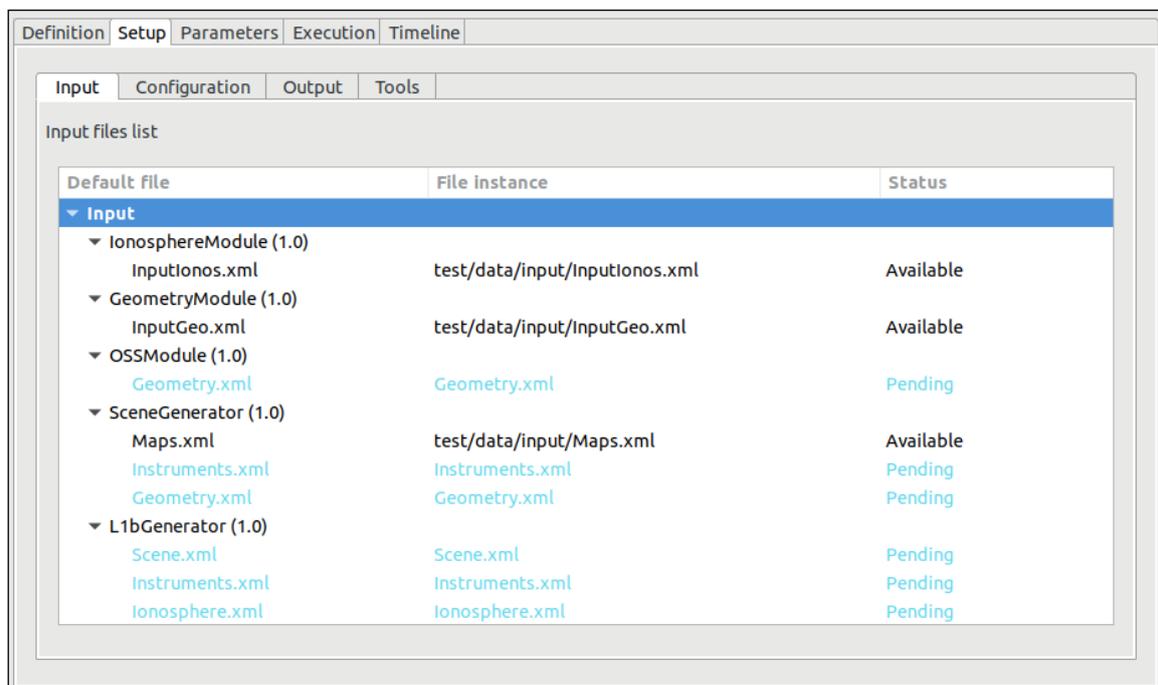
**Figure 4-42: Module specification**

Users can also remove a desired module from the simulation’s modules set by selecting it and pressing the “remove” button.

It is also possible to modify the modules visualization order, in order to reflect the user preference. A selected module can be moved up or down in the order by using the “arrow up” and “arrow down” buttons.

#### 4.3.3.6.2. Input files

Selecting the first tab under the simulation setup (Figure 4-43), the system will ask for the location of the input file list needed to start the simulation.



**Figure 4-43: Simulation inputs definition**

Double-clicking on the “file instance” column gives the possibility of writing the file path. Note that at the time of defining the modules (see Section 4.3.2.2.3), input files are defined in an abstract way (i.e. specifying that the given module shall require a certain input file). It is in this step where the user can select the instance of each file (i.e. selecting in the file system the instance of the file specified at descriptor level).

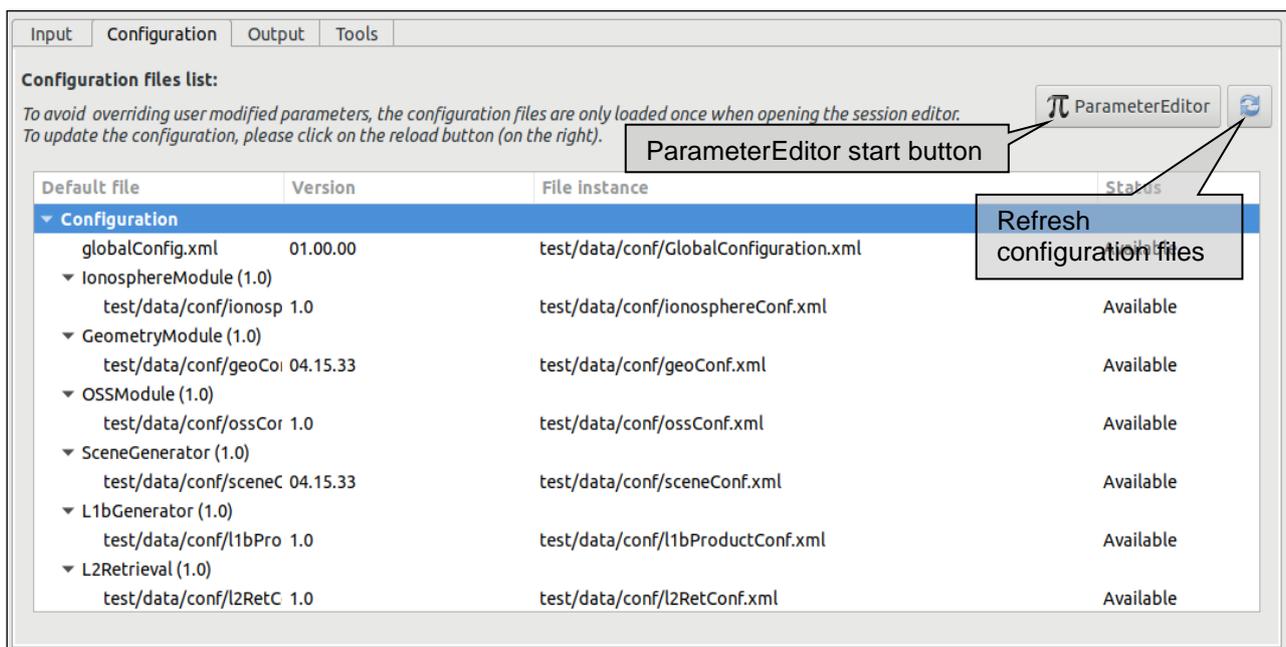
The “Status” column will show one of three different options for each file:

- Available** (green) – the file instance is present, so the file is ready to be used for the module executions;
- Pending** (blue) – the file is not present but it will be generated for the module 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 relative to \$E2E\_HOME.

#### 4.3.3.6.3. Configuration files

As it is done in the “Input” tab, the simulation needs to be provided with the location of configuration files needed by all the modules involved in the simulation (Figure 4-44). An extra configuration file is needed for this step, called global configuration file. This contains the general parameters characterizing a simulation, not bounded to a specific module.



**Figure 4-44: Configuration files definition**

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

Double-right-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 [RD-PE].
- Refresh button** - reloads all configuration files, reading them from the file system and updating the simulation parameters. It is recommended to do this after editing configuration files with

another tool. **Caution: All changes in parameter values made from openSF interface will be lost.**

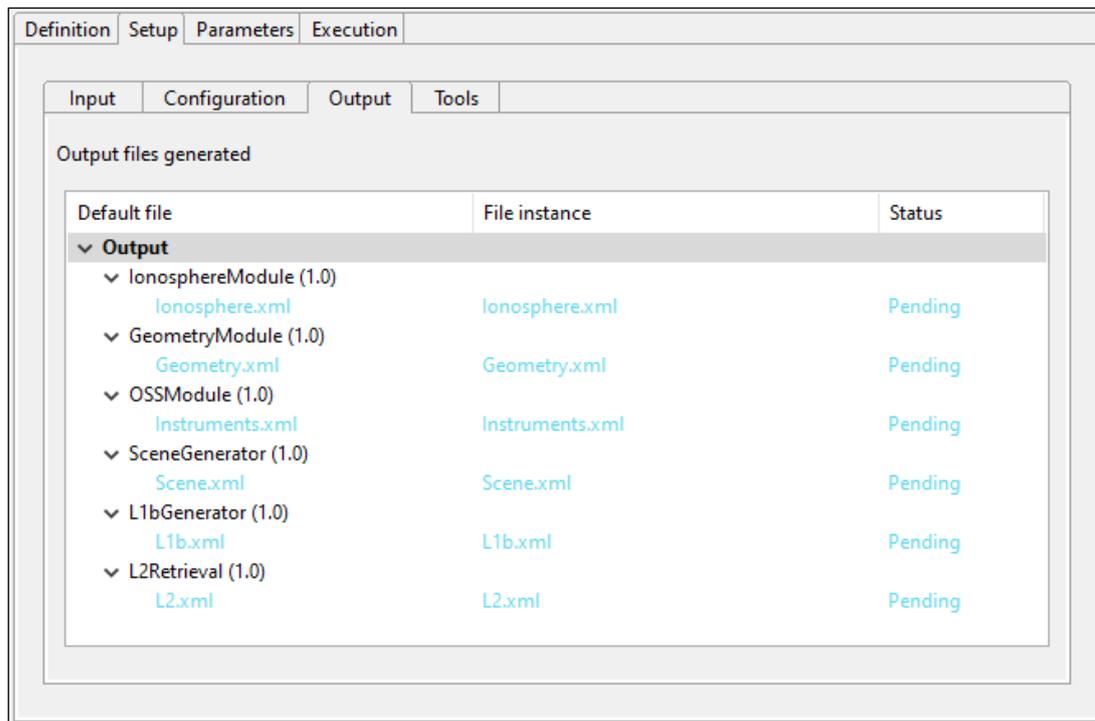
Note that the configuration files for all active modules, plus the global configuration file for the simulation, must be available in order for a simulation to run.

As it has been seen in the previous section about input files, it is possible to provide the location of configuration files. With the same action it 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 simulation and can be found in the "Configuration" tab of the "Simulation Setup" panel.

#### 4.3.3.6.4. Output files

Users can change the name and location of the output files that will be generated by execution of modules. Selecting the "Output" tab, the system will show a list of output files grouped by modules, and following the execution order.

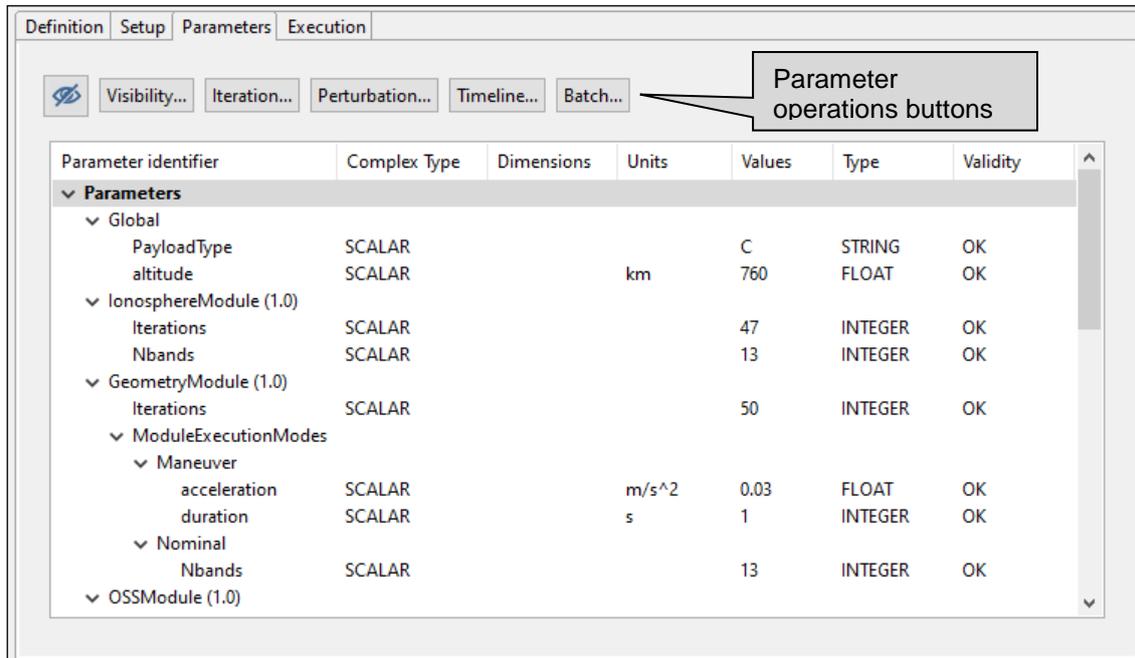
By default, these files will have a "Pending" status, meaning that they will be produced by the action of the module's execution. Once a simulation has been executed and output files generated, file instance column will show the absolute path of the generated file and the status will be "Available".



**Figure 4-45: Simulation output definition**

#### 4.3.3.6.5. Parameters configuration

In this tab, the user is able to alter the contents of the configuration files to change the behaviour of the module. Assuming that the module has been correctly integrated into the system and a valid configuration file is reported, this tab shown in Figure 4-46 will present the list of module parameter (and values) grouped by modules (sorted in execution order).

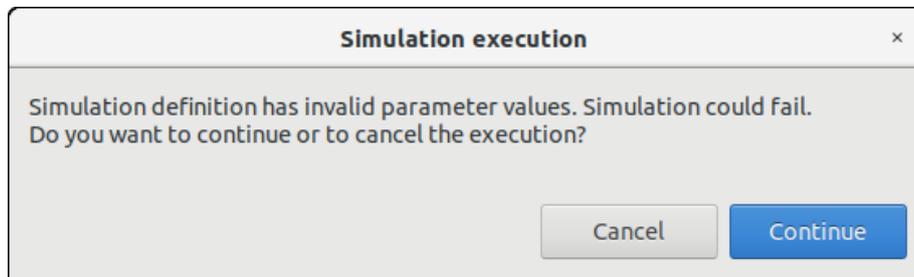


**Figure 4-46: Simulation parameters definition**

Users can consult the following list of attributes:

Attribute name	Format	Purpose	Sample
Parameter identifier	Medium 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
Description	Medium string	Brief description of the parameter purposes and values	USER or CFI orbit
Type	Options: INTEGER, FLOAT, STRING, BOOLEAN, FILE, TIME and FOLDER	Parameter values type. Used to present different editor when editing the parameter value. See AD-E2E.	STRING
Values	(Different types)	Parameter value. A unique value for each parameter is needed	CFI
Complex Type	Options: SCALAR, ARRAY, MATRIX	Parameter structured type. Used to indicate the multidimensional type of the parameter. See AD-E2E.	ARRAY
Dimensions	[cols x rows x layers]	Size of the dimensions. Layers are only displayed if applicable.	[3x2x3]
Units	Short string	Physical units of measurements if applicable.	m/s
Validity	Options: OK, Unknown, TypeMismatch, DimsMismatch, OutOfRange.	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 simulation is initiated, if any parameter is not valid the system shows a warning message.



**Figure 4-47: Simulation execution warning message**

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

The specific format used for the single-line representation is the same as in ParameterEditor. The current representation (for non-scalars) is designed to be copied into Python. The same operation can occur in the other direction, from Python to the application, as long as the following conditions hold:

- ❑ All elements are literals. For example, [1, 2, 3] works but [1, sum(range(1,3))] does not
- ❑ Elements are homogeneous. Thus, ["a", 2, True] is not valid input for a parameter.
- ❑ ARRAY parameters may have staggered dimensions. ARRAYS support fully empty rows and layers but not fully empty columns. By extension, fully empty ARRAYS are not valid.

In addition, for scalar parameters that can be represented as a python string, the explicit string format is not needed, and a fully literal string is accepted. In other words, the string does not have to be between quotes, if it does not begin with a quote or a square bracket.

Note that this representation may change in future versions, and interoperability with Python (or any specific version or library) is not guaranteed in general.

The user can filter the parameters that are displayed in the HMI and modified for a simulation execution. The '*Parameter Visibility*' functionality allows marking each parameter as visible or not. In this way, those parameters that are configured seldom can be hidden to present to the user a leaner list of input configuration items, avoiding an overcrowded parameters tab. This setting can be triggered at parameter level, at module level or at the whole simulation level. To do so, the user can open the Visibility view through the dedicated button and toggle the visibility of each parameter with a double left-click over it or by selecting the desired option from the context menu that can be opened with right-click. Green parameters are visible, red ones are not.



**Figure 4-48: Parameter visibility view**

Once the parameter visibility has been set it can be switched on/off through the 'eye' icon in the simulation → Parameters tab (see Figure 4-46).

#### 4.3.4. Results



Once a simulation has run, its results and settings are stored in the file system. A series of operations can now be performed, ranging from reviewing the simulations to post-processing the results. These operations are presented in this section.

##### 4.3.4.1. Result view

Users can inspect the results view of any executed simulation by opening it and selecting the "Results" tab. This view is similar to the simulation editor but including more information (see Figure 4-49). Accessing this functionality, users can consult the result of a simulation execution.

Some simulation data is presented in a "general properties" area (upper part of the tab) showing these attributes:

- Date / Time – this is the local computer date and time of when the execution began. This date and time can also be part of the simulation identifier to distinguish this simulation 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 module – This is the number and identifier of the last module successfully executed. In case of a successful execution, this module must coincide with the very last module of the simulation. This information is useful for the user to know which module was erroneous.

Below this area, the Results tab reports the log messages generated by the simulation execution. Users can access all these messages to check its performance.

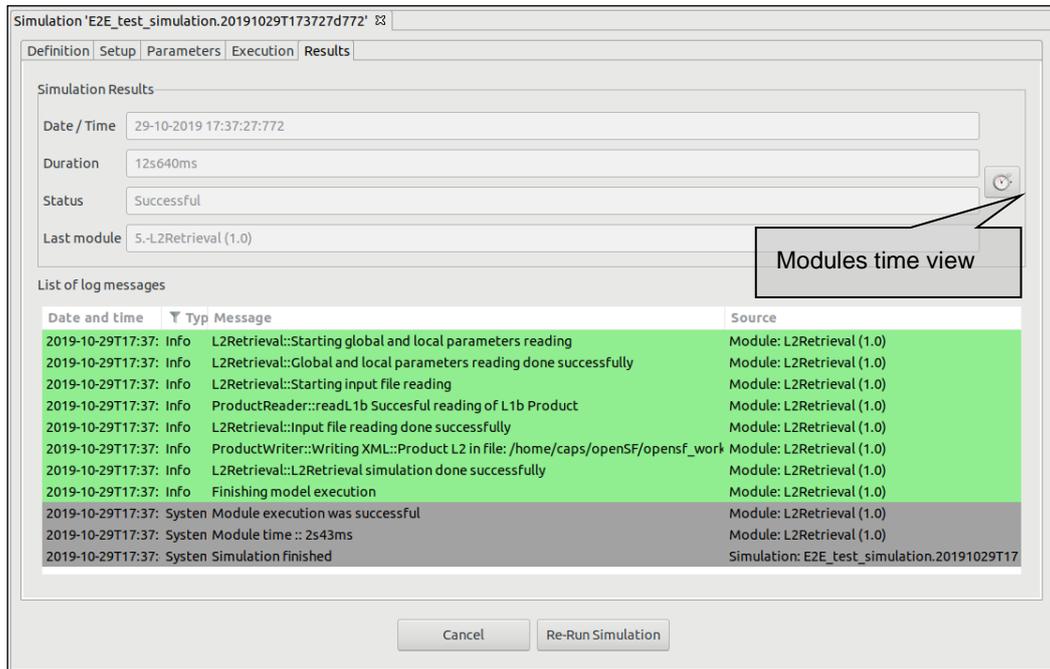


Figure 4-49: Execution results

Executions represent the dynamic view of the system. Here the executed simulations are stored with their input and output data. Users can consult their results and log messages generated, as well as re-run simulations as needed.

The list of all the executed simulations stored in the database can be accessed through the executions view of the side bar or via the "Executions → Manage" menu (Figure 4-50) from the main menu.

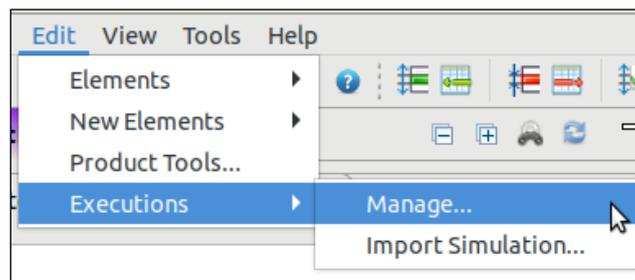


Figure 4-50: Results menu

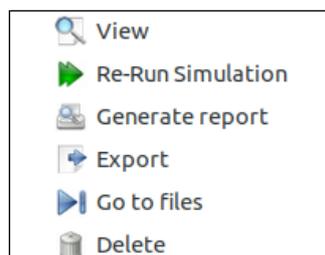
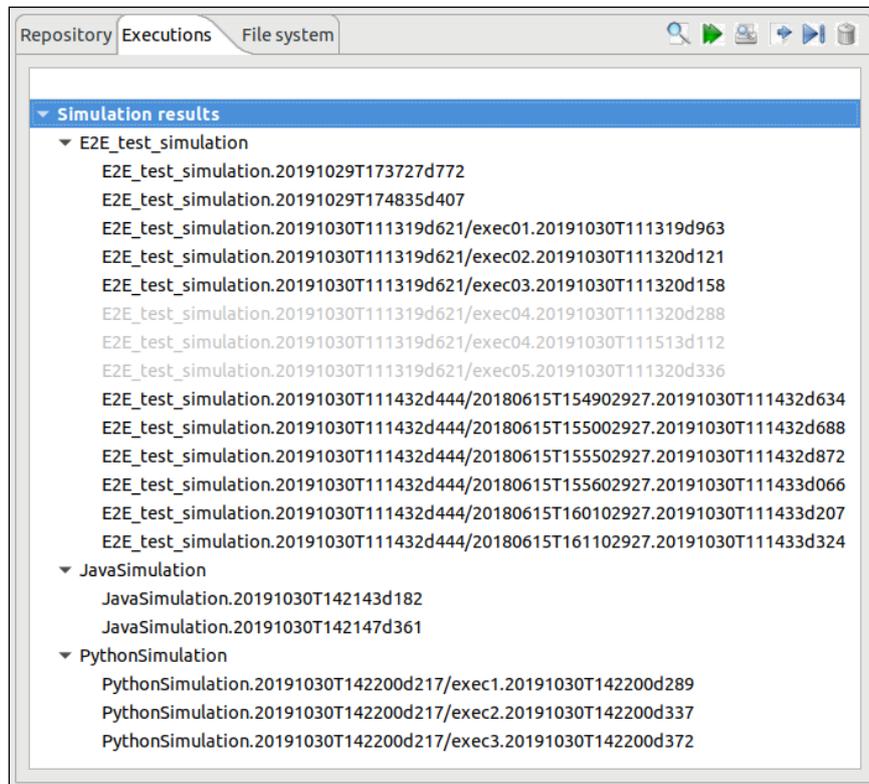


Figure 4-51: Results pop-up menu

The Executions tab of the side view uses a colour code to provide information about the differences between the connected database and the File System. If a result is present in the system, the execution is displayed in black, whereas if the result is present in the database but not in the system the item is displayed in light grey (Figure 4-52).



**Figure 4-52: Executions view in the side bar**

For each of the results of the "Executions" tree, a number of operations can be performed. These operations can be performed for a single result or for multiple ones simultaneously, by selecting more than one result with the Ctrl or Shift keys. Operations involving results include the following:

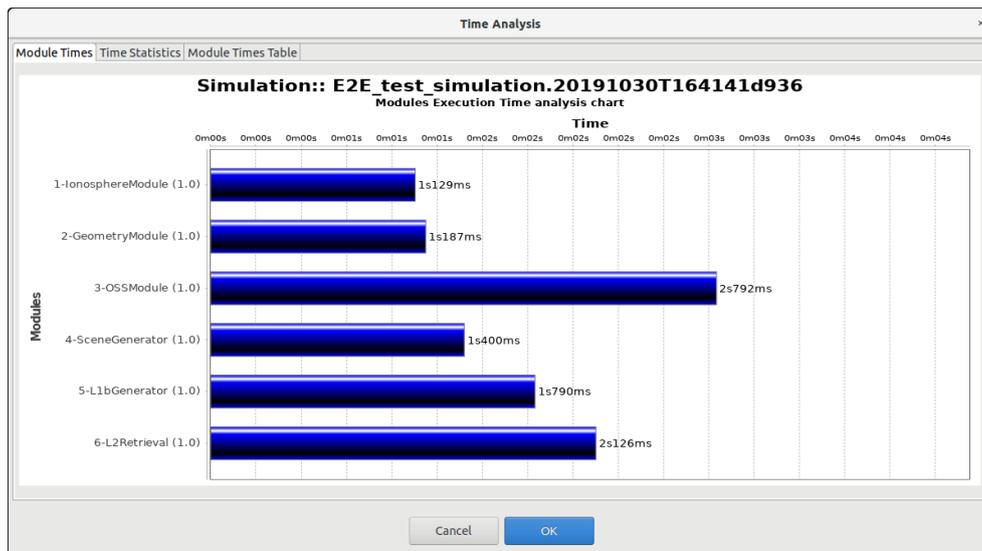
- List* – present the list of existing execution results;
- View* – consult the data of an existing execution result;
- Re-run* – starts a new simulation execution. This new simulation is a replica of the former, but it is created in a new simulation folder.
- Report generation* – shows a text report describing the execution.
- Exportation* - exports the entire execution definition;
- Go to files* – show the files of the selected execution in the File System tree of the side bar.
- Deletion* – delete an execution result from the system. A dialog is prompt to the user to confirm the execution deletion from the database and, if desired, also from the file system.

#### **4.3.4.1.1. Modules execution time**

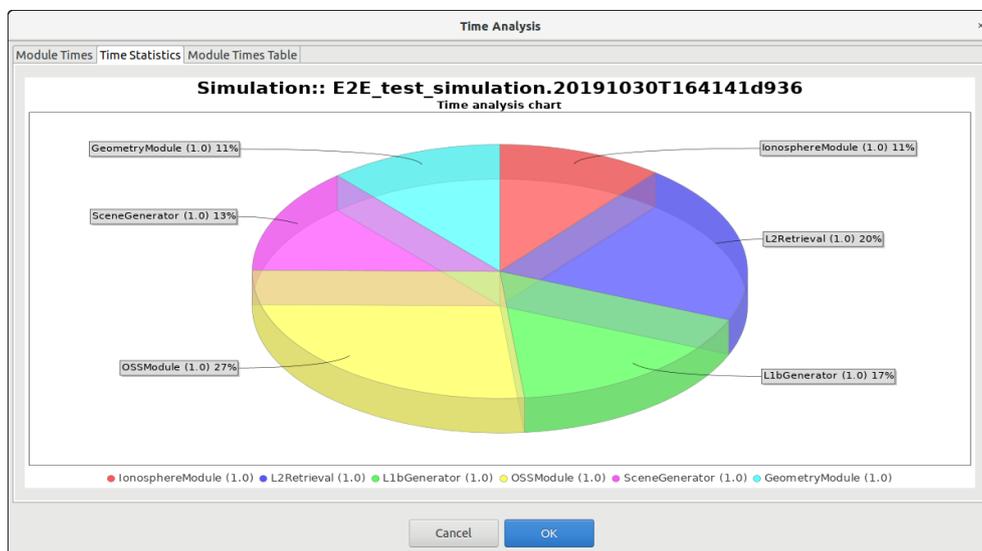
In Figure 4-49 the simulation results view is presented. Within this panel there is a clock icon button in the mid-right side that presents the time consumed by each module involved in a simulation run.

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

- ❑ *Module Times* tab: presents the module execution time in a bar chart graph<sup>9</sup>. See Figure 4-53.
- ❑ *Time Statistics* tab: shows a pie with the simulation time percentage consumed by each module. In case there is more than one Simulation involving one Module, time is divided by the number of module repetitions. See Figure 4-54.
- ❑ *Module Times Table* tab: shows the same information that the bar chart graph but in a table. See Figure 4-55.

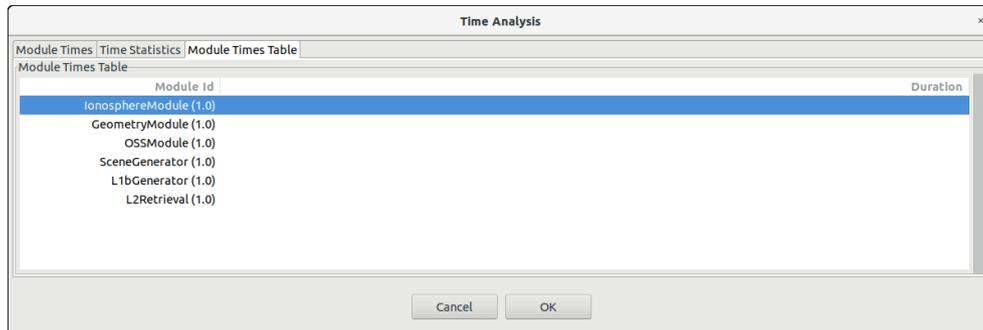


**Figure 4-53: Bar graph showing module times**



**Figure 4-54: Pie chart showing the percentage of time**

9 Users can zoom within bar chart graph in order to better visualize module times

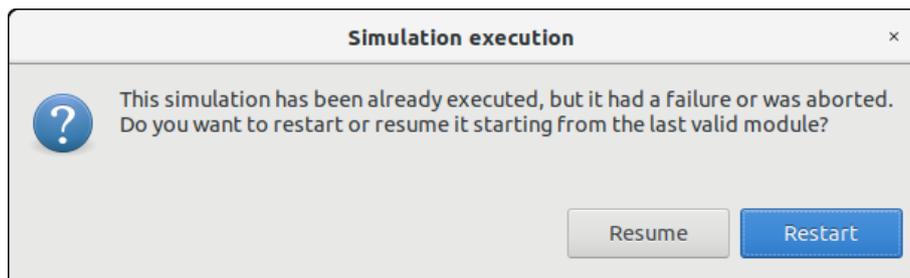


Module Id	Duration
IonosphereModule (1.0)	
GeometryModule (1.0)	
OSSModule (1.0)	
SceneGenerator (1.0)	
L1bGenerator (1.0)	
L2Retrieval (1.0)	

**Figure 4-55: Table showing module times**

**4.3.4.2. Continuing or repeating the execution of an existing simulation**

Accessing the “re-run” functionality, users can repeat the execution of a previously executed simulation. If the simulation 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.

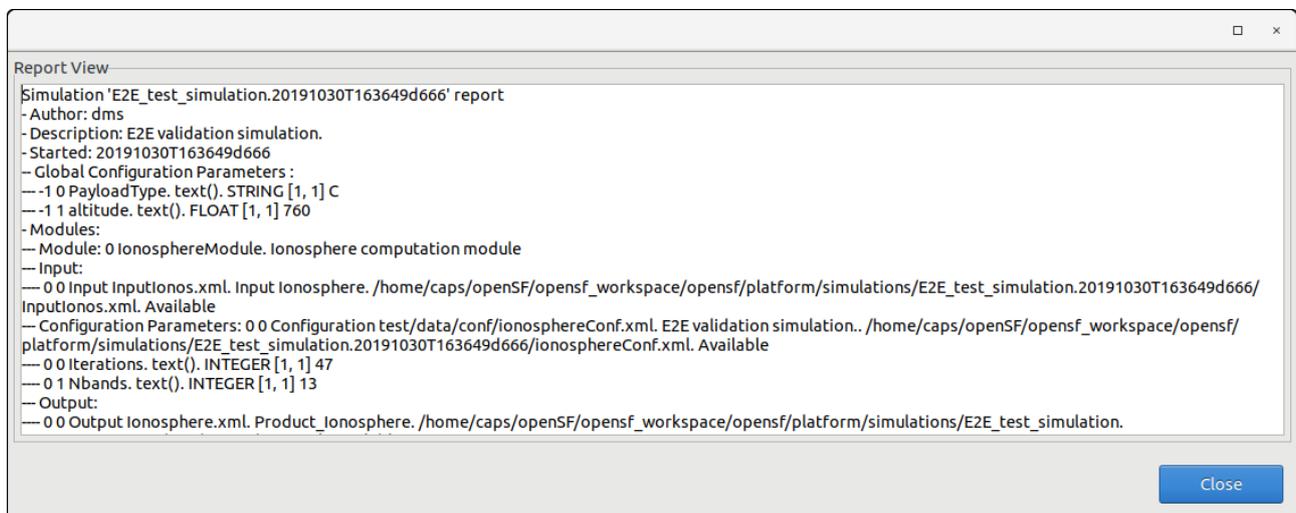


**Figure 4-56: Result. Re-run**

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

**4.3.4.3. Report generation**

Clicking on the “Generate report” option from the “Executions” context menu accesses this functionality. A window similar to the one shown in Figure 4-57 is presented to the user.

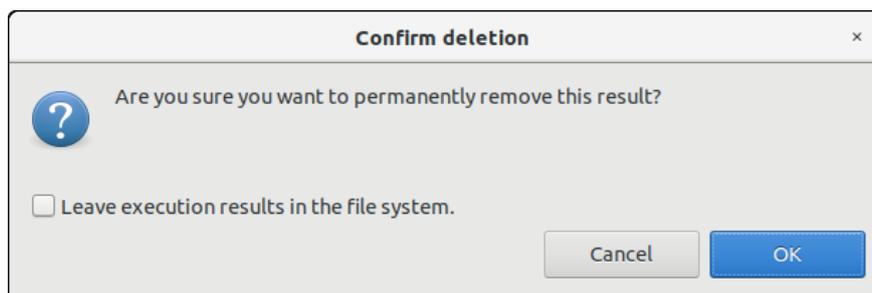


**Figure 4-57: Execution report**

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.

#### 4.3.4.4. Result deletion

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 simulation execution result will also be erased.



**Figure 4-58: Confirmation dialog to delete execution(s) from database and file system**

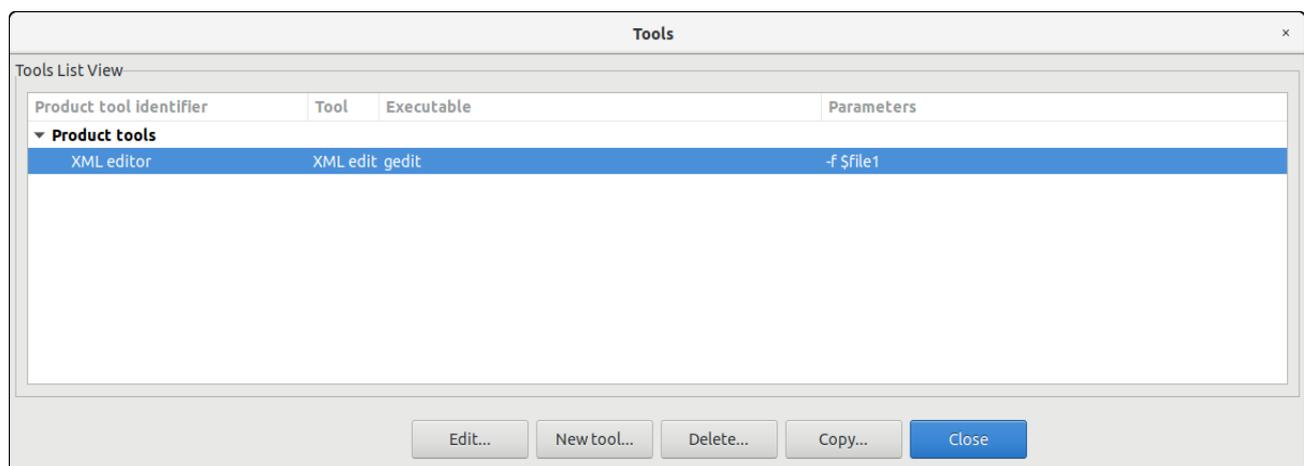
#### 4.3.5. Product tools



As explained in Section 1.4, a tool is an external program 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 a posteriori 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 the openSF installation directory.

To access this functionality, the user can use the toolbar or the menu bar (under Edit → Product Tools...).

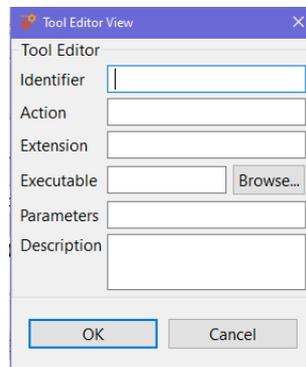


**Figure 4-59: Tools list view**

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.

#### **4.3.5.1. New tool**

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



**Figure 4-60: Tool editor view**

Users can define the following attributes:

Attribute name	Format	Purpose	Sample
Identifier	Normal string	This is a unique identifier of the tool.	post-pro tool
Action	Normal string	What the tool is going to do. It is expected to be an encoded representation of what the parameters do.	save to PNG
Extension	Short string	The type of files that this tool is going to be applied to.	.nc, .jpg
Executable	Medium string	Location of the executable file that is going to be called to execute the product.	python3
Parameters	Medium string	The list of parameters that will follow the executable. No variables can be passed from the HMI.	-m repe_postpro -f \$1 -o . --format=png
Description	Medium string	A brief description of what this tool will do and need. It is a longer explanation than the "Action" representation.	Save data and launches plot directly to PNG files in the same folder

Tools have to be a unique combination of "Identifier", "Action" and "Extension(s)" fields. Therefore, no two tools may have the same values for all those fields, even if they have a different description or binary file. For example, a different tool could have the same ID but a different "Action", with different parameters to perform the described action accordingly.

The "Extension" field states the type of files fed to the tool. Several extensions can be defined, in such a case they must be separated by comma.

#### **4.3.5.2. Edit tool**

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

#### **4.3.5.3. Delete tool**

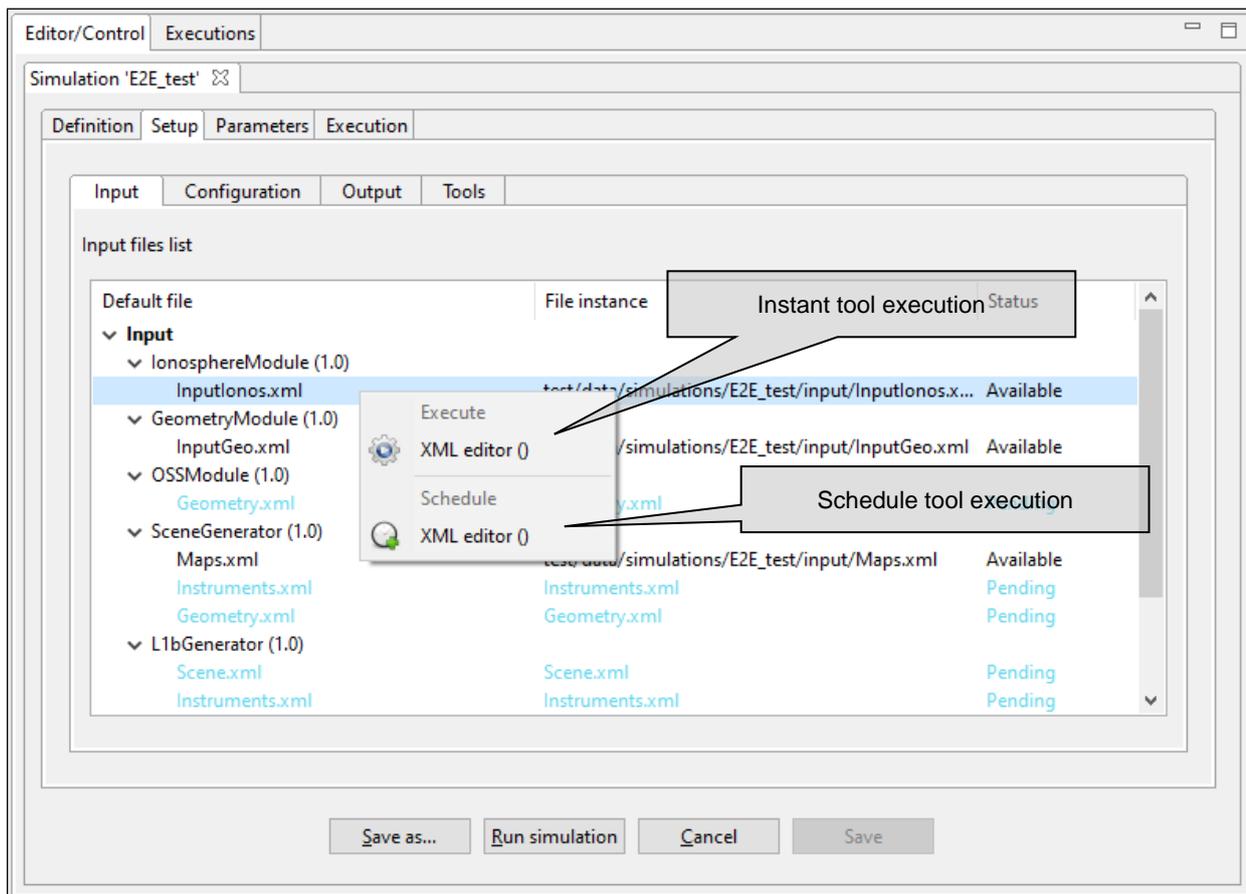
Selecting this functionality, the user can delete the selected tool.

#### **4.3.5.4. Tool execution**

The process to execute an external data exploitation application can be triggered in three different ways:

- Tool execution from the file system view (see below).

- ❑ Tool execution from the simulation edit view and execution results view (see Figure 4-61). The execution view is the same as the simulation view with two particularities, 'Results' tab is enabled and the status is completed (successfully or not). Note that in the execution view the status of the output files is shown as Available if the simulation chain has been successfully executed while in the simulation editing the status is shown as Pending (see Section 4.3.3.6.2).
- ❑ Scheduled execution over simulation data products, Section 4.3.5.6.



**Figure 4-61: Tool Execution/Schedule from Simulation Edition View**

To execute a tool from the file system view, the user has to right-click over a file name whose extension is associated to one or several product tools, a menu showing some actions will pop-up.



**Figure 4-62: IO file pop-up menu**

Once the desired action is selected, a dialog will show up asking the user for completing the executable command line. openSF HMI 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.

Users can accept the default parameters or can add extra ones. Users can also make use of the environment variables supported by openSF (described in section 4.5.1), writing the dollar symbol and its name.

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

For a real example of product tool execution see Section 7.3.

#### **4.3.5.5. 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 every listed tool the operating system compatibility is also specified (Linux, Multi-platform...).

##### **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

##### **Text editors**

- Notepad
- Emacs - GNU Editor - Multi-platform
- Notepad++ - Full-featured - Microsoft Windows

##### **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

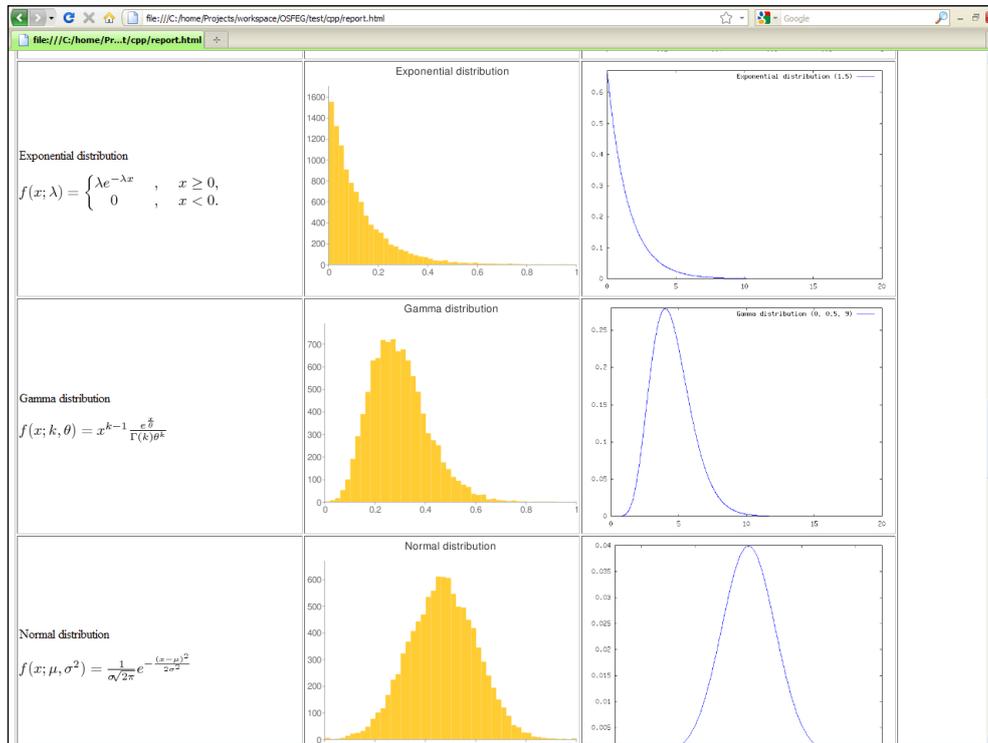
##### **HDF**

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

##### **Browsers**

A web browser is a software application for retrieving, presenting, and traversing information resources on the World Wide Web.



**Figure 4-63: Web browser as openSF product tool**

Example: Figure 4-63 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.

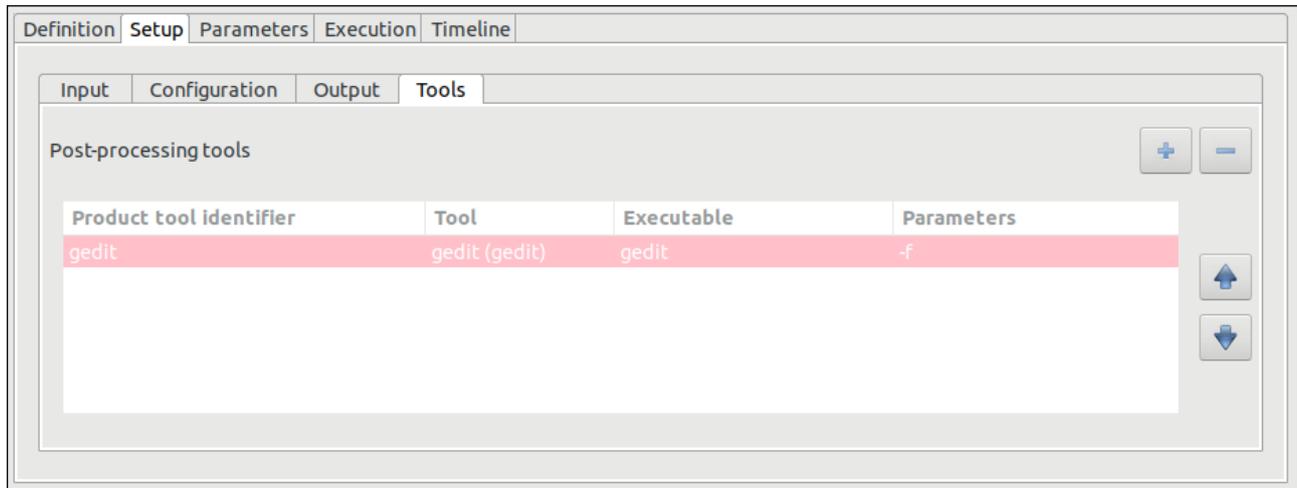
- Mozilla Firefox – Multi-platform
- Google Chrome – Multi-platform
- Opera – Multi-platform

**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

**4.3.5.6. 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. This is done while creating a simulation (Figure 4-64).



**Figure 4-64: 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>10</sup>. These tools can be executed instantly (if the file is already *Available* or scheduled to be at end of the execution process). Users can change the default parameters for the tool execution. Figure 4-65 shows the contextual menu that pops up when the user right-clicks on a file from the Simulation Creation/Edition view.



**Figure 4-65: 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 module of a given simulation.

In case the selected tool is an "external" tool (as described in Section 4.3.5) the HMI will prefix the \$E2E\_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, HMI will present \$E2E\_HOME/\$IO0orbitxml. If users want to plot the radar output (using an internal tool) HMI will present only \$IO1radaroutputnc.

In the same way, users can include references to the rest of openSF environment variables like \$E2E\_HOME.

- ❑ Clicking on the "add tool to simulation" 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.

10 Tools defined in the system have an action associated to a file extension.

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 executing simulation.

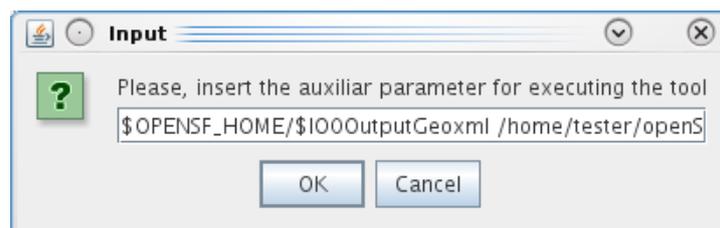
**Usage Example:**

A simple simulation involving only one module execution. The scenario is composed by:

- Simulation name: *simulationTest*
- Module name: *moduleTest*
- Input for the module: *inputTest.txt* located in \$E2E\_HOME folder
- Output generated: *outputTest.txt*
- Module configuration: *globalConfig.xml* and *localConfig.xml*
- \$E2E\_HOME variable points to */home/tester/openSF/*
- The simulation folder is */home/tester/openSF/simulations/*
- 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://meldmerge.org/>). In this case the syntax for the tool would be:

- For the 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 mechanisms to schedule the execution of the tool. The one recommended in this case is to right click on the output file whose status is pending and click on the "meld" tool under the *schedule* title. A pop-up window appears with a text field presenting the variable for the output file location *\$IO0outputTesttxt*. The user shall complete the syntax for the tool appending the location of the input file (*/home/tester/openSF/inputTest.txt* or *\$IO0inputTesttxt*).



**Figure 4-66: Tool parameters specification**

- The value of the other simulation related variables would be:
  - \$E2E\_EXECUTION\_HOME = */home/tester/openSF/simulations/simulationTest<DATE>/*, where <DATE> represents the date when the simulation was executed

## 4.4. Executing a Simulation



Once a simulation has been defined, it is time to run it. This section describes this phase.

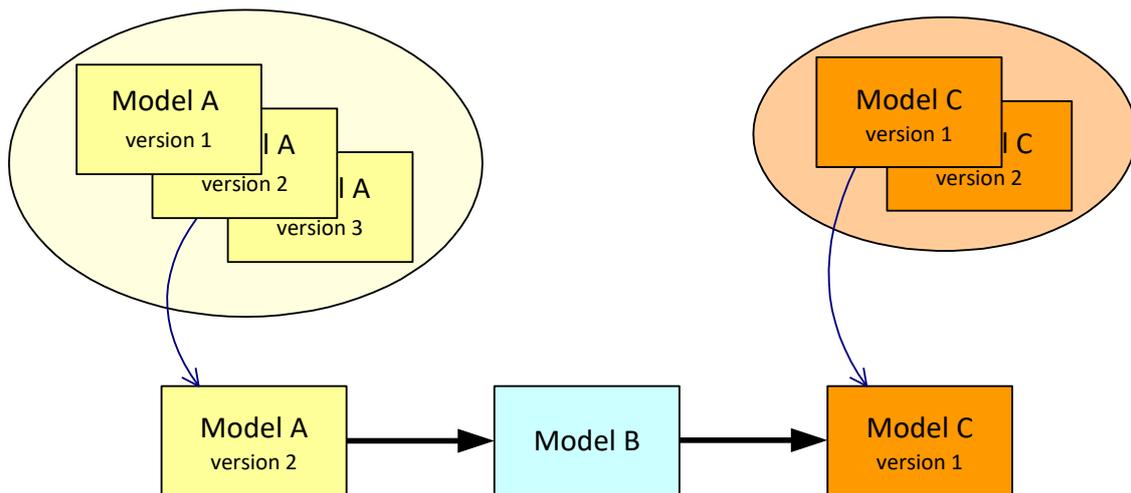
### 4.4.1. Execution settings



This section describes all the execution settings available in openSF.

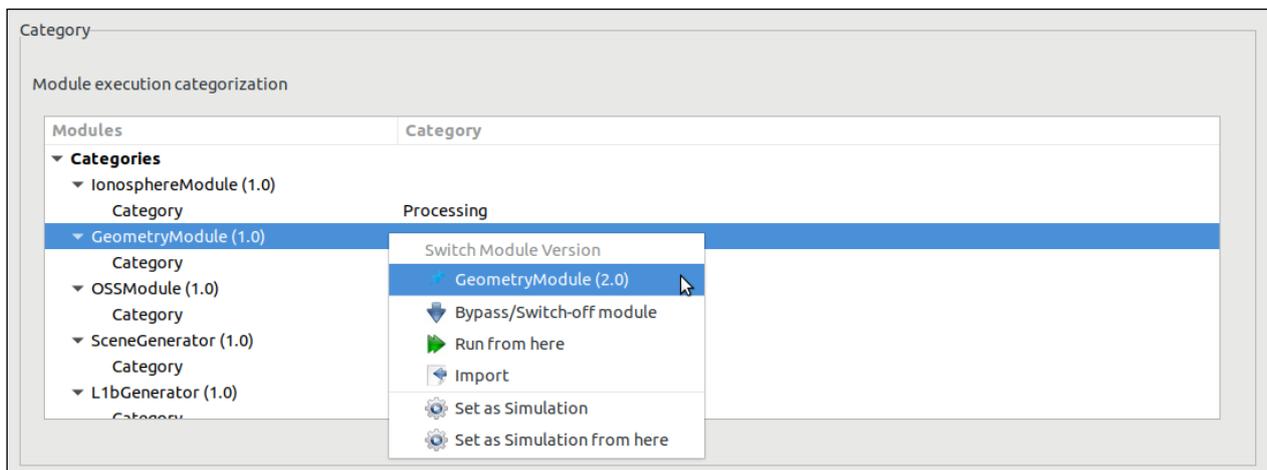
#### **4.4.1.1. Switch module version**

This functionality allows the selection of a specific module version for a simulation execution (Figure 4-67).



**Figure 4-67: Module chain with different module versions**

From the openSF HMI, the switch module version operation can be invoked from the simulation execution window by navigating down to the module the user wishes to alter the version of. Next, right-clicking over it. Whenever the module has more than one version available the “Switch module version” option appears for selection. This is illustrated in Figure 4-68 below.

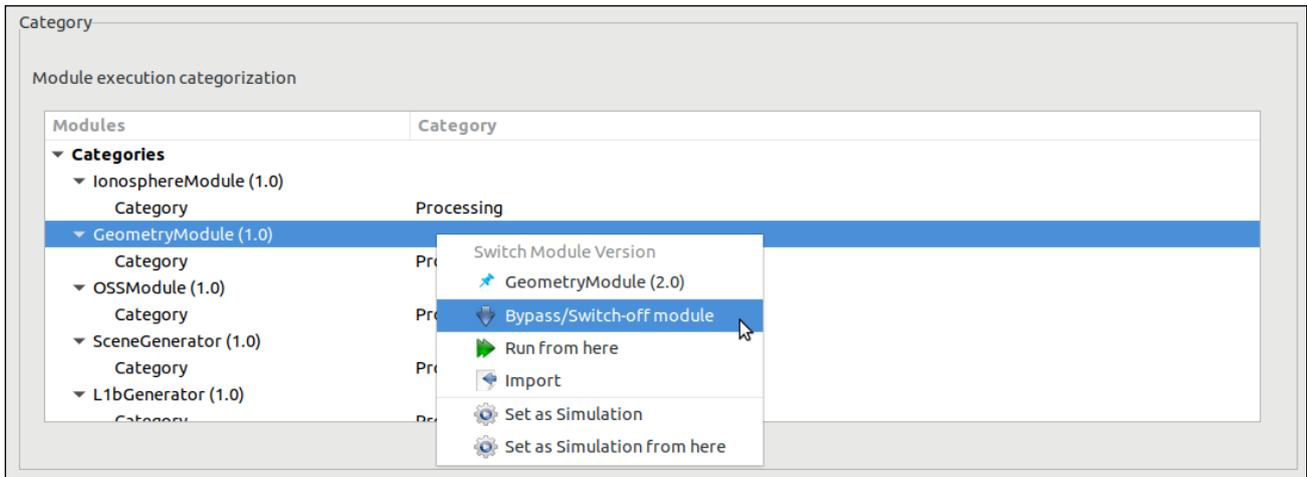


**Figure 4-68: Switch module version**

#### **4.4.1.2. Bypass/Switch-off module execution**

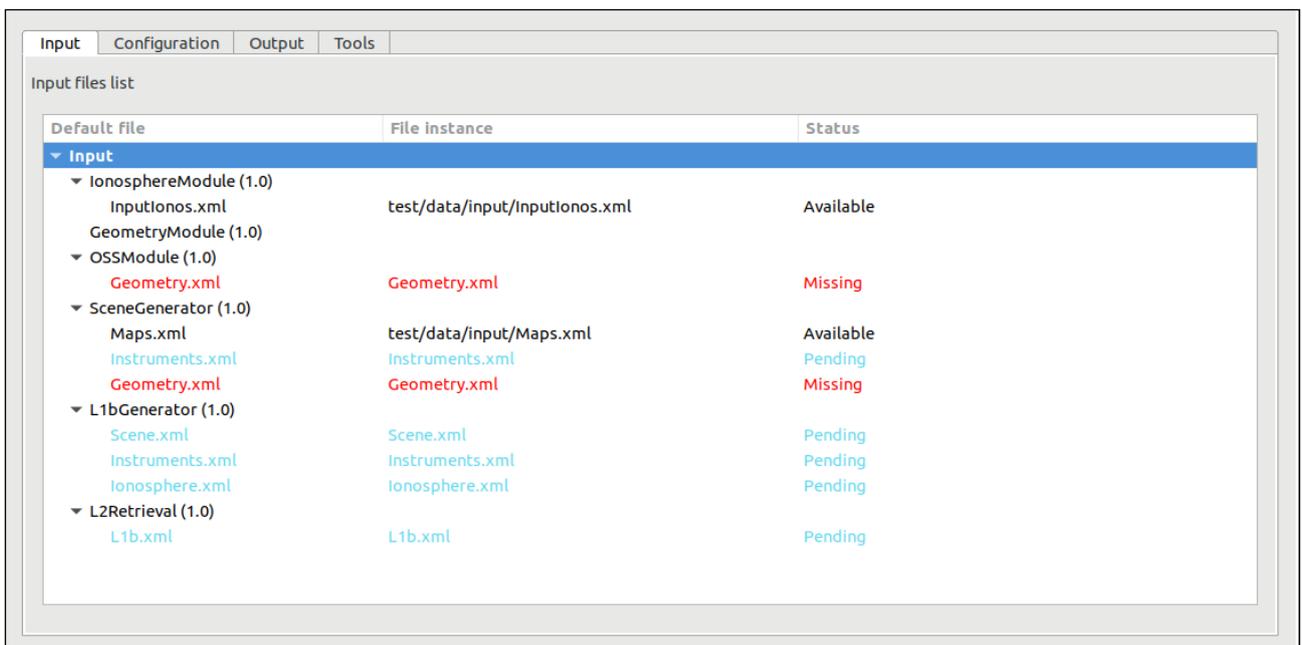
This functionality enables users to switch off certain modules when running simulations.

From the openSF HMI, the bypass/switch-off module operation can be invoked from the simulation execution window by navigating down to the module that the user wishes to bypass. Next, right-clicking over the “Bypass/Switch-off module” option, as illustrated in Figure 4-69 below. This choice is persistent, if the simulation is saved to the database.



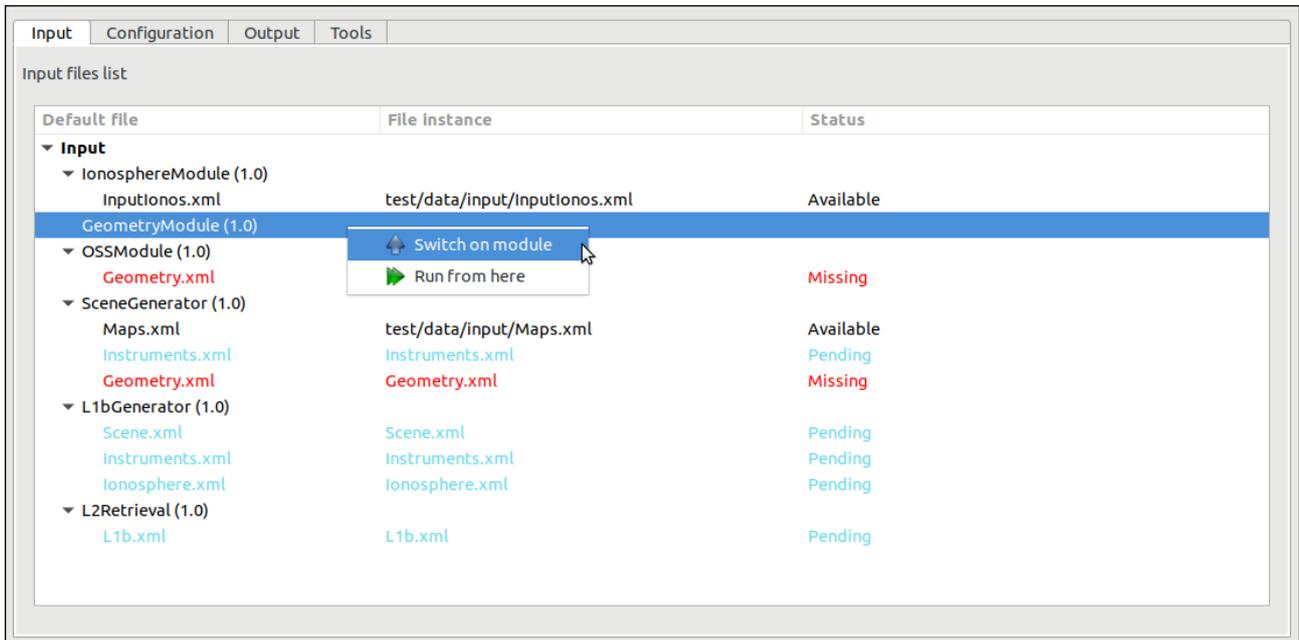
**Figure 4-69: Bypass/Switch-off module**

As a result, openSF will inform the user of the change in the list of data files needed to be provided due to the omission of modules and their corresponding outputs. Some inputs will no longer be needed, but other files may become “missing” instead of “pending” if a module that was going to generate them as its output becomes inactive.



**Figure 4-70: Bypass/Switch-off module missing files**

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

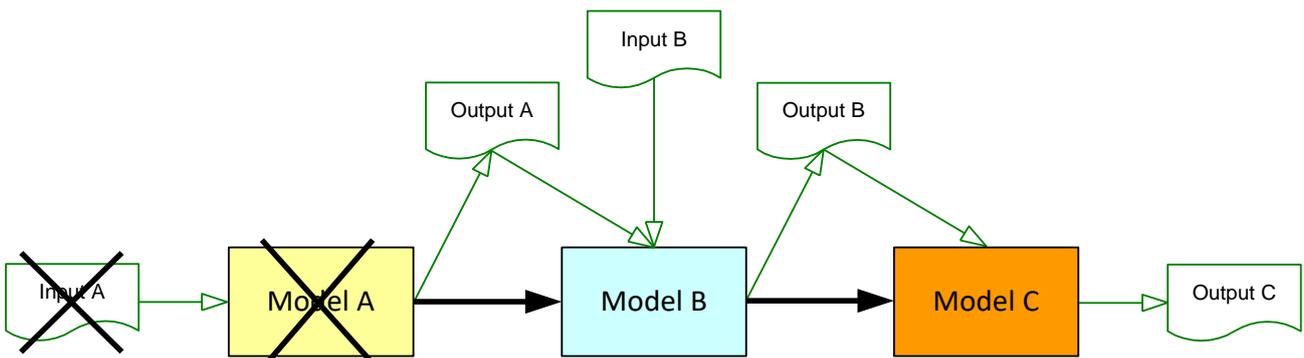


**Figure 4-71: Switch-on module**

#### **4.4.1.3. Run from a given point in the module chain**

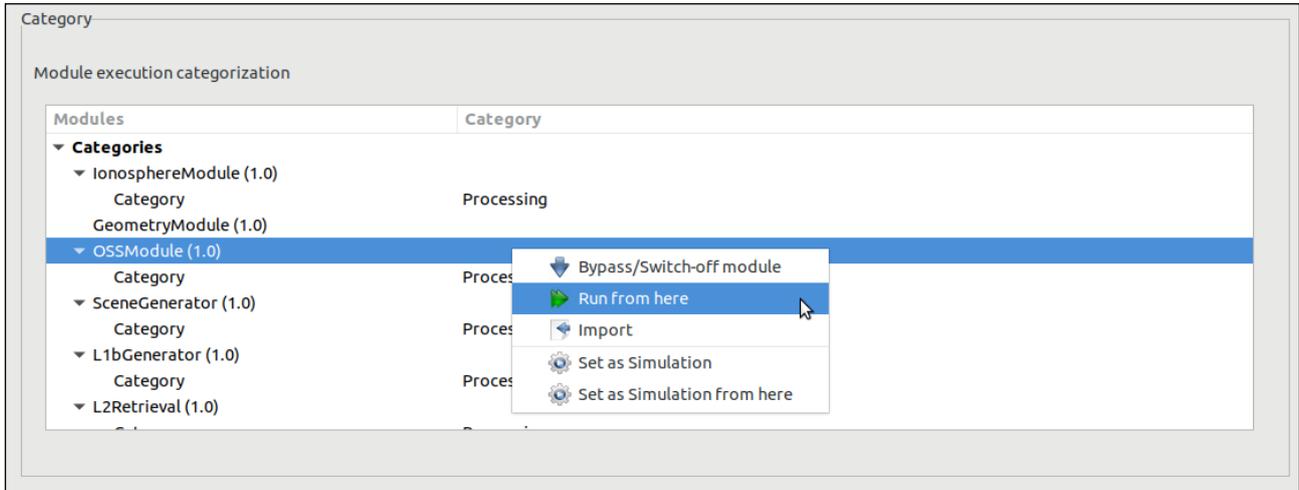
The idea is to allow users to skip modules at the beginning of the simulations, and therefore start simulations from a certain point. However, the data from non-executed modules is needed for the execution. Before running the simulation, the user needs to define the data files needed.

The Figure 4-72 shows a simple example. Modules A, B and C constitute the simulation. If we want to rerun it starting from B, we need to provide the output of Module A from a previous run (or by other means).



**Figure 4-72: Run simulation from Module B**

From the openSF HMI, the run from a given point capability can be invoked from the simulation execution window of a completed simulation by navigating down, either in the "Setup/Input" tab or in the "Execution/Category" one, to the module that the user wishes to start the execution from. Next, right-clicking over the "Run from here" option that appears for selection. This is illustrated in Figure 4-73 below.



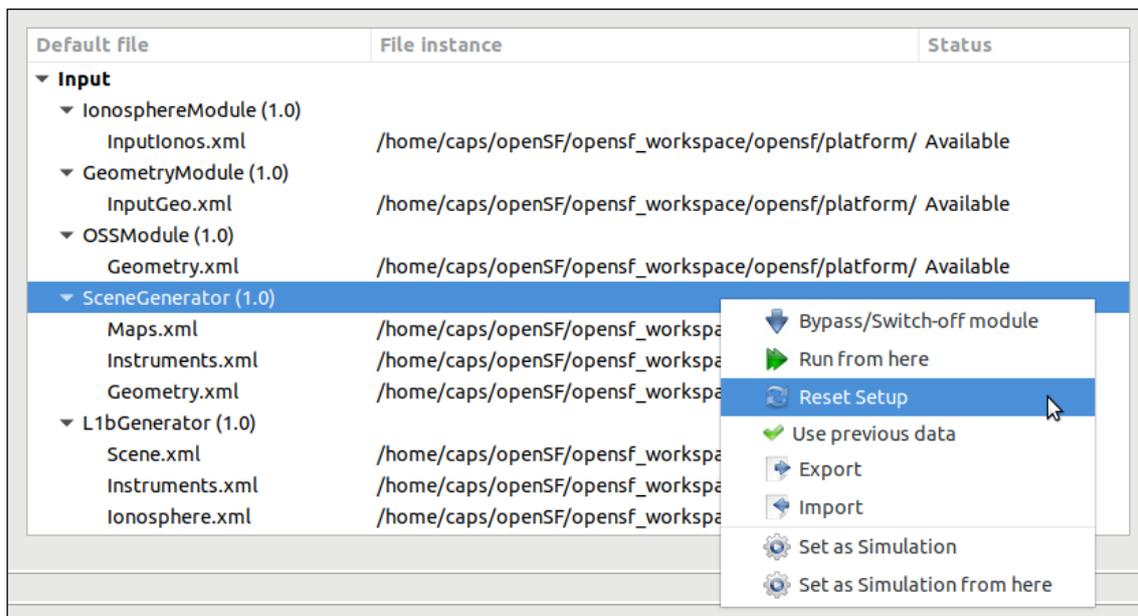
**Figure 4-73: Run simulation from a given module**

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

#### 4.4.1.3.1. Run from a given module using previous data

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

The user can revert the input and configuration data to the one originally used in the simulation definition by navigating down, either in the "Setup/Input" tab or in the "Execution/Category" one, to the module that the user wishes to reset the IO descriptors. Next, after right-clicking over it, the "Reset setup" option appears in a context menu for selection.



**Figure 4-74: Reset IO descriptor option**

As a result, the simulation's original definitions are now re-established.

Default file	File instance	Status
<b>Input</b>		
▼ IonosphereModule (1.0)		
InputIonos.xml	/home/caps/openSF/opensf_workspace/opensf/platform/	Available
▼ GeometryModule (1.0)		
InputGeo.xml	/home/caps/openSF/opensf_workspace/opensf/platform/	Available
▼ OSSModule (1.0)		
Geometry.xml	/home/caps/openSF/opensf_workspace/opensf/platform/	Available
▼ SceneGenerator (1.0)		
Maps.xml	test/data/input/Maps.xml	Available
Instruments.xml	Instruments.xml	Pending
Geometry.xml	Geometry.xml	Pending
▼ L1bGenerator (1.0)		
Scene.xml	/home/caps/openSF/opensf_workspace/opensf/platform/	Available
Instruments.xml	/home/caps/openSF/opensf_workspace/opensf/platform/	Available
Ionosphere.xml	/home/caps/openSF/opensf_workspace/opensf/platform/	Available

**Figure 4-75: Reset IO descriptor setup**

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

Default file	File instance	Status
<b>Input</b>		
▼ IonosphereModule (1.0)		
InputIonos.xml	/home/caps/openSF/opensf_workspace/opensf/platform/	Available
▼ GeometryModule (1.0)		
InputGeo.xml	/home/caps/openSF/opensf_workspace/opensf/platform/	Available
▼ OSSModule (1.0)		
Geometry.xml	/home/caps/openSF/opensf_workspace/opensf/platform/	Available
▼ SceneGenerator (1.0)		
Maps.xml	test/data/input/Maps.xml	Available
Instruments.xml	Instruments.xml	Pending
Geometry.xml	Geometry.xml	Pending
▼ L1bGenerator (1.0)		
Scene.xml	/home/caps/openSF/oper	Available
Instruments.xml	/home/caps/openSF/opensf_workspace/opensf/platform/	Available
Ionosphere.xml	/home/caps/openSF/opensf_workspace/opensf/platform/	Available

 Reset Setup  
 Use previous data

**Figure 4-76: Use previous setup IO descriptor options**

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

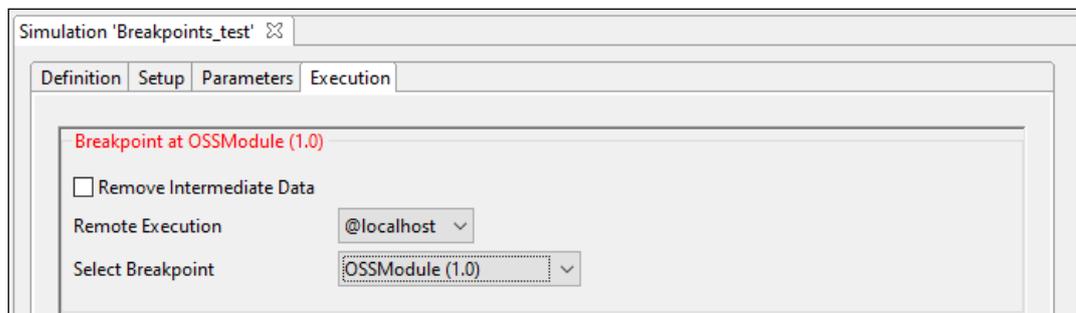
As shown in Figure 4-77, the user has the option of removing intermediate output files. By activating this option, a simulation executing will remove from the simulation directory any output file not generated by the last module of a simulation execution and that correspond to intermediate data of a step in the module chain.

#### **4.4.1.5. Breakpoint scheduling**

Users are able to schedule breakpoints during the simulation execution. A breakpoint is a point where the simulation execution shall stop in a controlled manner, due to system architecture constraints it is only

possible to interrupt the execution when a determined module has finished the computation and has written the corresponding output.

The user interface for breakpoints addition can be found in the “Execution” tab.



**Figure 4-77: Breakpoint scheduling interface**

In order to schedule a breakpoint after a module, users shall select its identifier in the “Select Breakpoint” drop-down list box. To remove previously defined breakpoints the user shall select the option “Remove Breakpoint” from the same widget.

Once a simulation execution is interrupted with the breakpoint scheduling system it is possible to resume the paused simulation and continue with the simulation chain keeping the same settings as the previous run (see Section 4.4.3.2).

#### **4.4.1.6. Remote execution**

When executing a simulation, the user can select a remote machine where to execute it. This configuration can be applied:

- (a) to the whole simulation: selecting a remote machine (previously configured) in the “Remote Machine” drop down list box of the simulation execution window;
- (b) on a module by module case: selecting for each module a remote machine from the contextual menu obtained when right-clicking over the module listed in the simulation setup pane of the simulation execution window.

If both mechanisms are used, the system assumes that the last configuration selected overrides the previous one. Therefore, selecting a machine for the whole simulation overrides previously configured machines per module; as well, configuring a remote machine module by module after configuring the whole simulation may allow a finer configuration with possibly less configuration effort.

See Section 4.4.6 for remote machine configuration details.

#### **4.4.2. Series of simulations with parameters variation**



From the parameter’s configuration tab, a series of simulations can be implicitly defined by specifying parameters sequences. openSF provides 3 different mechanisms to do this:

- Iterations
- Batch
- Perturbation

These modes are mutually exclusive in a configuration<sup>11</sup>, so configurations cannot have 2 different types of parameter sequencing set.

#### 4.4.2.1. Parameters iteration

Users can assemble iterative simulations. 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 module for a particular simulation run.

From the "Parameters" tab of a simulation view, selecting one or many parameters and pressing on the "Iteration..." button will open the dialog shown in Figure 4-78. In this example two float parameters from two different modules are being iterated.

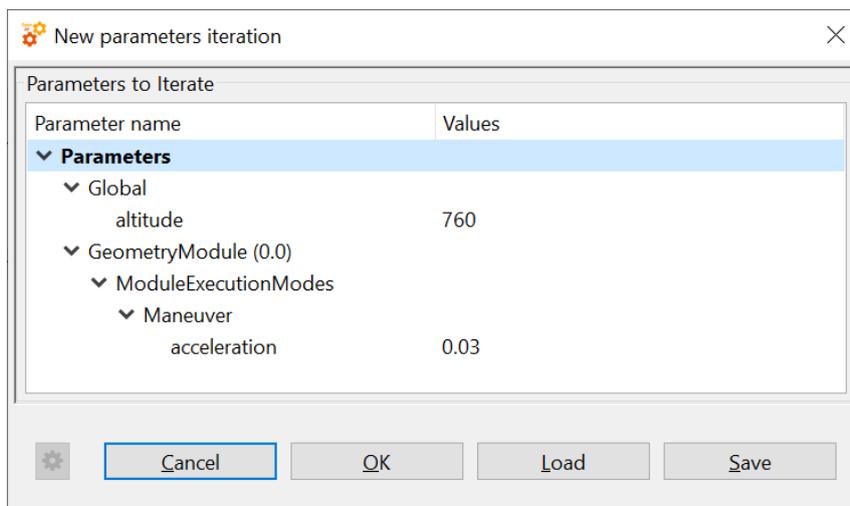


Figure 4-78: Iterating parameters

This figure shows the initial state of the dialog. The list of the selected parameters is shown in a tree configuration

Accessing to the "values" column of the table, users can input a list of valid values separated by commas and wrapped by square brackets (for example [3, 4, 5]).

By selecting a parameter and clicking the cogwheel icon, or by double-clicking (left or right button, depending on the OS) on a parameter, the user can open the following numeric sequence generator dialog for an advanced customization of the iteration values:

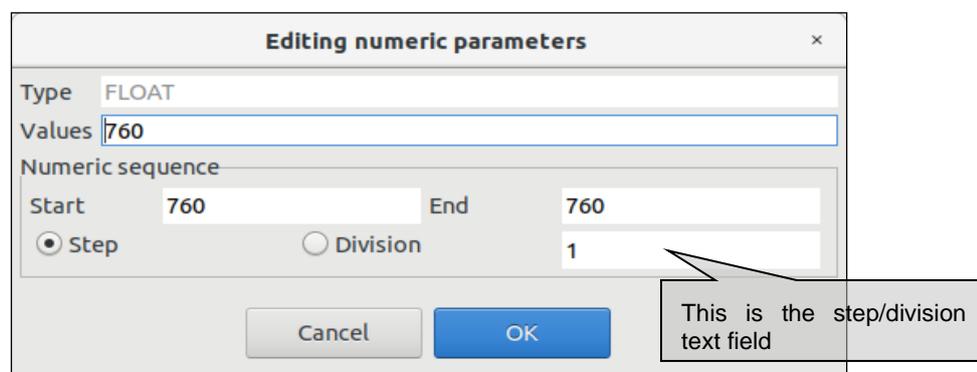


Figure 4-79: Editing numeric sequences

<sup>11</sup> In the special case of Statistical perturbations, the exclusivity is not currently enforced since it does not affect the other modes. Combinations perturbations are strictly exclusive with the other modes.

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. The generated 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. The generated arithmetical sequence following this rule:

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

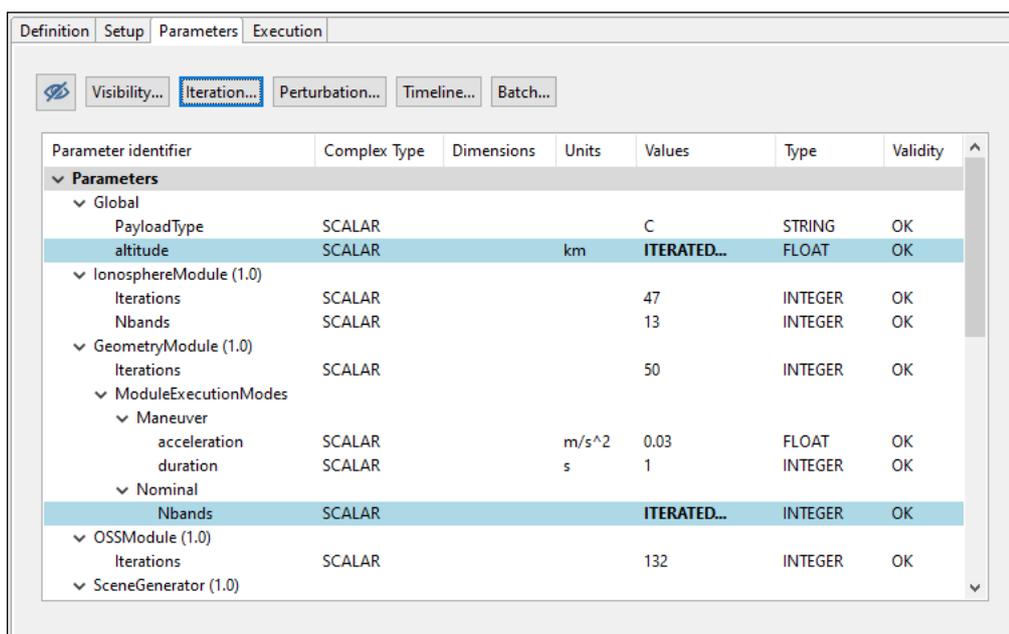
Numeric values will never be equal or greater than the upper limit. For example, a numeric sequence starting from 0 to 10 with five divisions will generate a series of [0, 2, 4, 6, 8].

Users can now accept or cancel the numerical sequence.

Note that parameters not involved in the iteration will remain fixed to a value but they can be manually changed as seen in Section 4.3.3.6.5.

The iterated parameters will be highlighted in the simulation parameters’ tab as shown in Figure 4-80 and iterate view can be opened again for more customization with a double-click on an iterated parameter.

Note that pressing again on the “Iteration...” button will override the previously configured iterations (if the “OK” button is then pressed).



**Figure 4-80: Simulation with iterated parameters**

Readers must be aware that the openSF system provides a functionality to filter redundant modules out of an execution process (i.e. whenever they would generate the same outputs because they are set up to run with the same inputs and configuration files). For more details, please refer to Section 4.4.3.

#### 4.4.2.1.1. Saving parameter iteration definitions

Upon defining an iterative configuration, the user can save this definition in a parameter iteration definition file. This is accomplished by using the “Save” button in the dialog shown in Figure 4-78. Additionally, the user can load a previously defined iteration configuration from file (using the “Load” button).

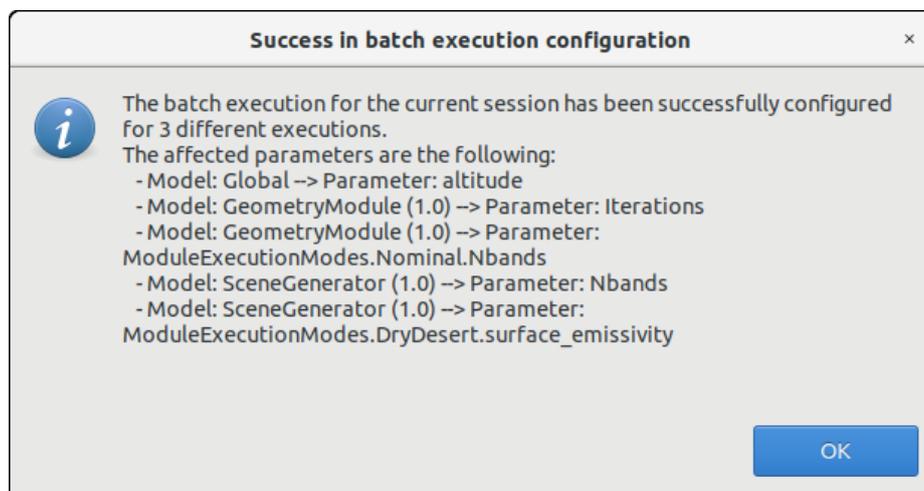
The format of the files used to store the iteration configuration definitions is compliant with the configuration parameter file format as specified in [AD-E2E].

#### 4.4.2.2. Batch simulation

In cases where the user needs to run multiple instances of a simulation with a variation of the parameters’ values not covered by the mechanism described in the previous section (Sec. 4.4.2.1), openSF enables the definition of a batch execution. This ability aims at providing fine grained control over the number of executed variations of the original simulation and the parameter values that are customized for each of them.

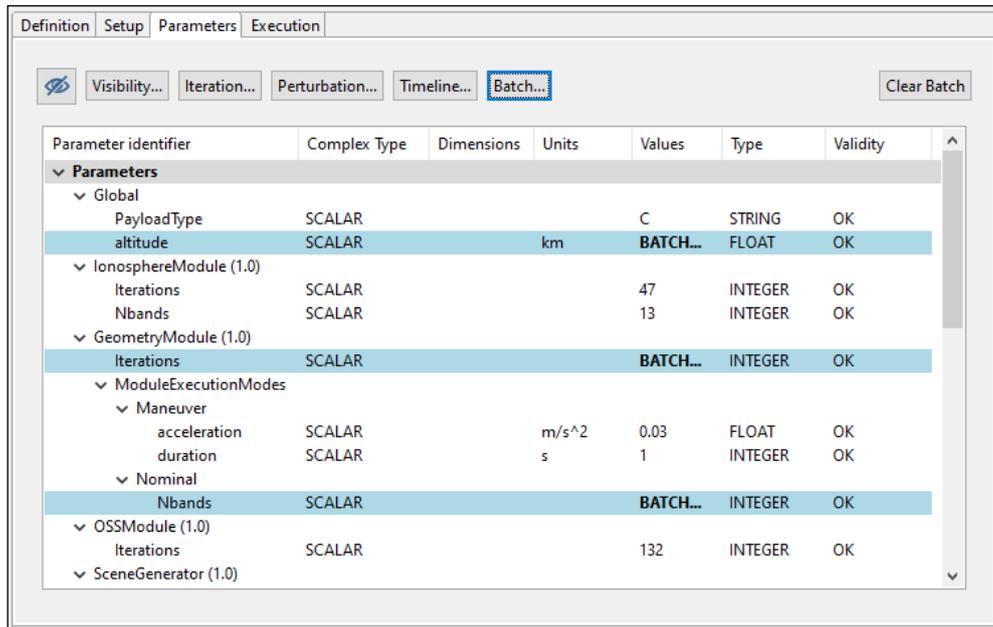
The configuration of a batch simulation requires the creation of a batch simulation configuration file. The syntax and format of this type of file is described in [AD-E2E]. This file can be loaded through the “Batch” button available in the simulation’s parameters tab.

Upon loading the file, openSF checks the format to guarantee its validity and imports the contents. The simulation will be successfully configured and a confirmation message will be displayed with the total number of simulation executions after the simulation template spawning together with the ID and module names of the overridden parameters (see Figure 4-81).



**Figure 4-81: Successful batch configured simulation message**

As it was the case with the overridden parameter values configured through the “Iterate” option, the overridden parameters are highlighted in the simulation’s parameters tab as shown in Figure 4-82. A “Clear Batch” button will appear in the tab which allows the user to reset the parameters to their previous values.



Parameter identifier	Complex Type	Dimensions	Units	Values	Type	Validity
<b>Parameters</b>						
Global						
PayloadType	SCALAR			C	STRING	OK
altitude	SCALAR		km	BATCH...	FLOAT	OK
IonosphereModule (1.0)						
Iterations	SCALAR			47	INTEGER	OK
Nbands	SCALAR			13	INTEGER	OK
GeometryModule (1.0)						
Iterations	SCALAR			BATCH...	INTEGER	OK
ModuleExecutionModes						
Maneuver						
acceleration	SCALAR		m/s^2	0.03	FLOAT	OK
duration	SCALAR		s	1	INTEGER	OK
Nominal						
Nbands	SCALAR			BATCH...	INTEGER	OK
OSSModule (1.0)						
Iterations	SCALAR			132	INTEGER	OK
SceneGenerator (1.0)						

**Figure 4-82: Simulation with overridden parameters through the batch option**

To ease the use of this feature, together with the examples of the validation database, an example of a "batch simulation configuration file" for the "E2E\_test\_simulation" is provided and can be found in the following path: `$INSTALL_DIR/test/data/batch/E2E_test_simulation_batch.xml`.

#### 4.4.2.3. Parameter perturbations

The simulation perturbation system brings to the users the following functionalities:

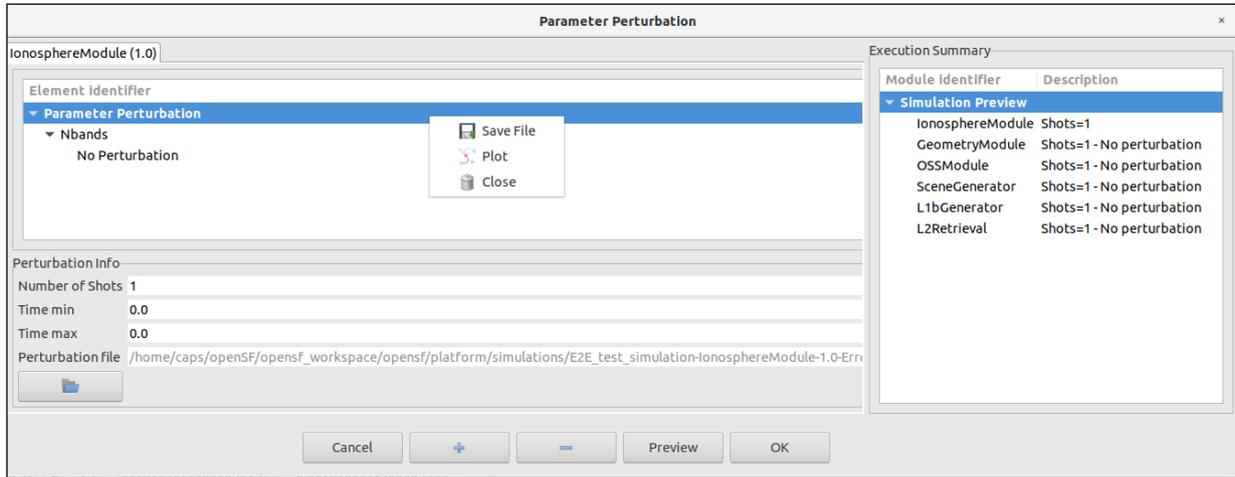
- Independently define perturbation functions for configuration parameters, for each module involved in a simulation.
- Combine different functions for generating parameter values. An example would be a parameter taking values drawn from  $A \sin(\omega t)$  where  $A$  is itself a random variable with a Gaussian distribution, while  $\omega$  is a constant and  $t$  is an independent variable running linearly between two values.
- Two different execution schemes, Statistical and Combined modes

##### 4.4.2.3.1. Parameter perturbation interface

The module perturbation interface is composed by the following panels:

- A tab that shows for each module the "Perturbation Function Tree". This tree presents the module parameters and the perturbation function applied to them.
- An info panel where perturbation parameters can be modified:
  - Number of shots (integer format). This determines the number of executions of the module, with each execution generating new values for the selected parameters according to the desired combination of random and analytic functions.
  - Independent variable (called "time" by convention) min and max for analytical perturbations (real format). Values of this variable will be drawn linearly in this  $[\min, \max]$  interval according to the number of shots. For example, with  $N=5$  and an interval  $[0, 1]$ , the five values would be 0, 0.25, 0.5, 0.75 and 1.
  - Perturbation file where function definition is stored (XML format)
- Execution summary panel where simulation execution is outlined prior saving/running it.

- ❑ A button bar for adding new functions to a parameter in the module.

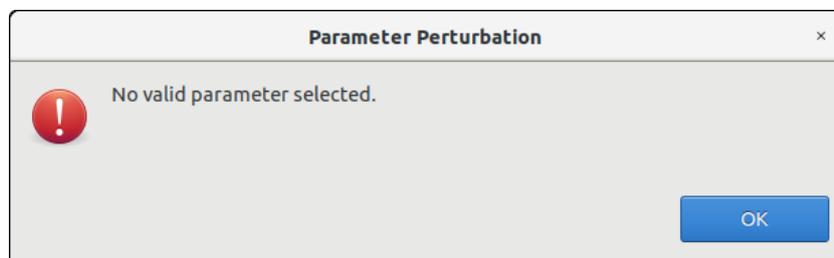


**Figure 4-83: Perturbation system main window**

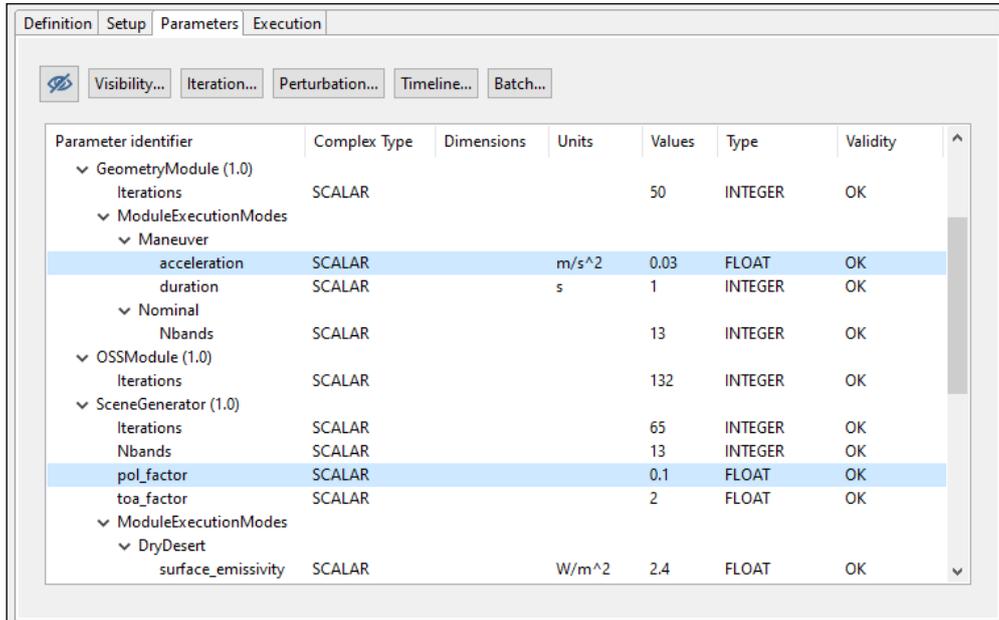
#### 4.4.2.3.2. Defining a new perturbation

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

1. Select from Simulation Creation/Edition interface the desired INTEGER/FLOAT parameters. The user may select multiple parameters using the Ctrl key. Global configuration parameters cannot be perturbed. If no valid parameters are selected, the message in Figure 4-84 will appear.



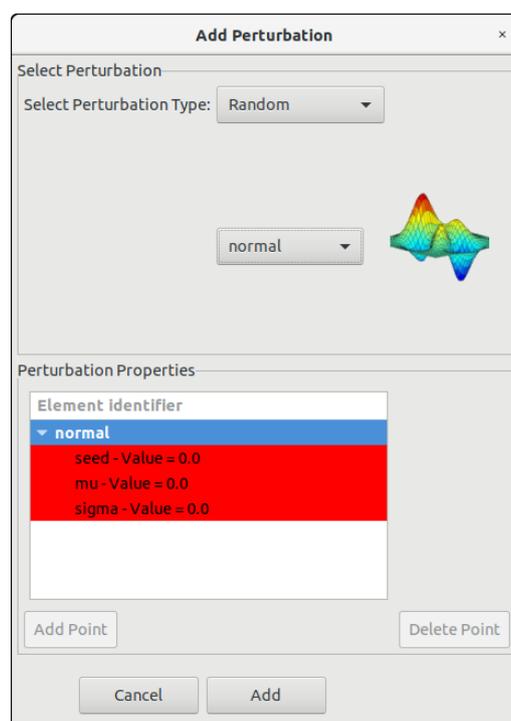
**Figure 4-84: No valid parameters selected**



Parameter identifier	Complex Type	Dimensions	Units	Values	Type	Validity
GeometryModule (1.0)						
Iterations	SCALAR			50	INTEGER	OK
ModuleExecutionModes						
Maneuver						
acceleration	SCALAR		m/s <sup>2</sup>	0.03	FLOAT	OK
duration	SCALAR		s	1	INTEGER	OK
Nominal						
Nbands	SCALAR			13	INTEGER	OK
OSSModule (1.0)						
Iterations	SCALAR			132	INTEGER	OK
SceneGenerator (1.0)						
Iterations	SCALAR			65	INTEGER	OK
Nbands	SCALAR			13	INTEGER	OK
pol_factor	SCALAR			0.1	FLOAT	OK
toa_factor	SCALAR			2	FLOAT	OK
ModuleExecutionModes						
DryDesert						
surface_emissivity	SCALAR		W/m <sup>2</sup>	2.4	FLOAT	OK

**Figure 4-85: Selection of parameters for perturbation**

2. Launch parameter perturbation system using the button in the top part of the "Parameters" tab
3. Select a Perturbation Tree leaf and click on the "+" button from the button bar at the bottom. This action will pop-up the "Select Function" frame.
  - Remember that functions can be nested so "+" button is also used for creating complex functions.
  - If the user wants to setup another perturbation function for a parameter remember to previously delete it selecting the node and pressing the "-" button from the button bar.



**Figure 4-86: Adding a perturbation function to a module parameter**

- In the “Add Perturbation” window insert the function parameters checking that table frame changes to white colour (e.g. Random → normal function must have a sigma greater than 0, second operand of BinaryOperations → Root must be positive)

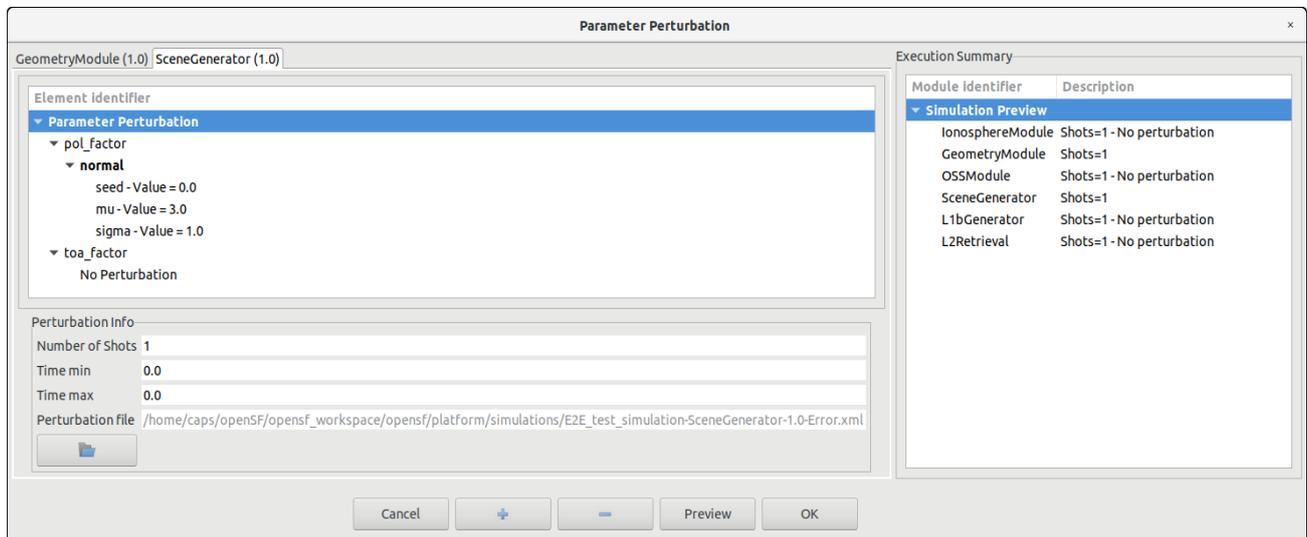


Figure 4-87: Complex perturbation function

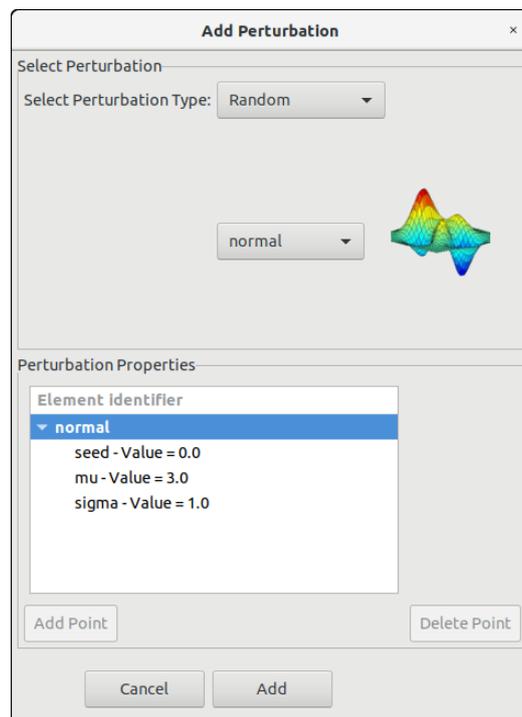
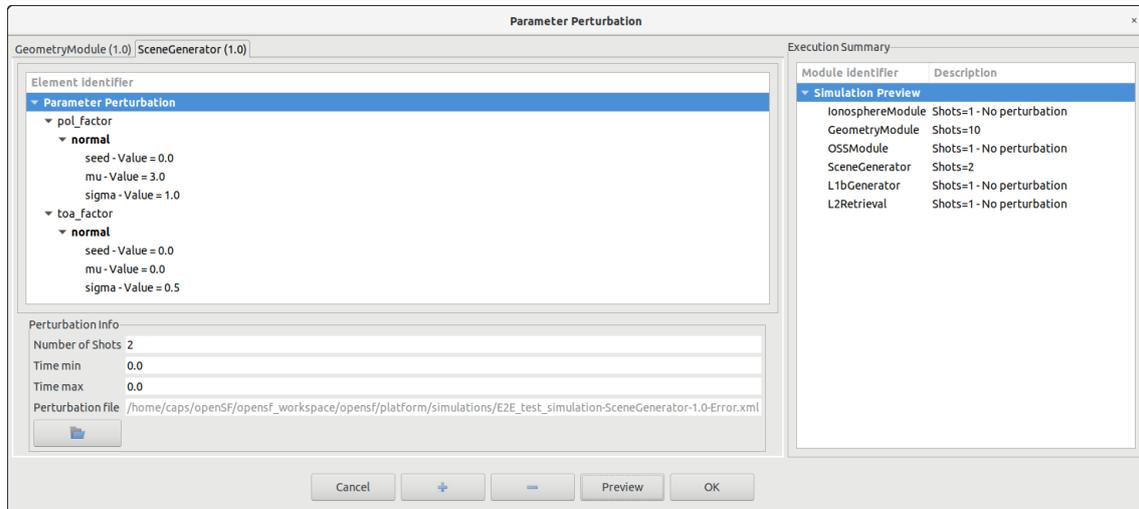


Figure 4-88: Random perturbation properties

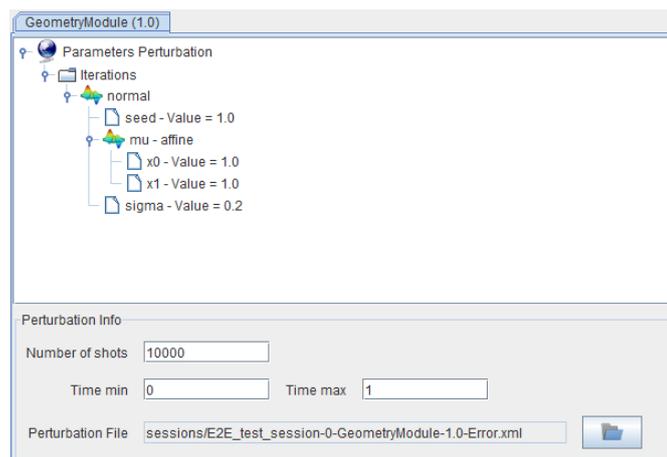
- Click on “Add” button to update the *Perturbation Function Tree*
- Change number of shots, min/max time as desired
- Preview execution, selecting the desired perturbed execution scheme.
- Accept the simulation perturbation, adding it to the simulation



**Figure 4-89: Preview of statistical mode execution scheme**

Additional operations that can be performed are:

- Clear module perturbation: Right click on module tab and select "Close"
- Save perturbation into selected file: Dumps Perturbation Function Tree into an XML file. Right click on module 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. Following figures Figure 4-91 and Figure 4-92 show how a parameter perturbation can be plotted from HMI.
- Load an external XML file with errors definition for a set of module parameters (Figure 4-93). Only errors matching with a module parameter name will be loaded within the system.
- Perturbations can be combined to obtain more complex perturbations by adding perturbations to the same parameter. This is illustrated in Figure 4-90.



**Figure 4-90: Complex perturbation for a parameter**

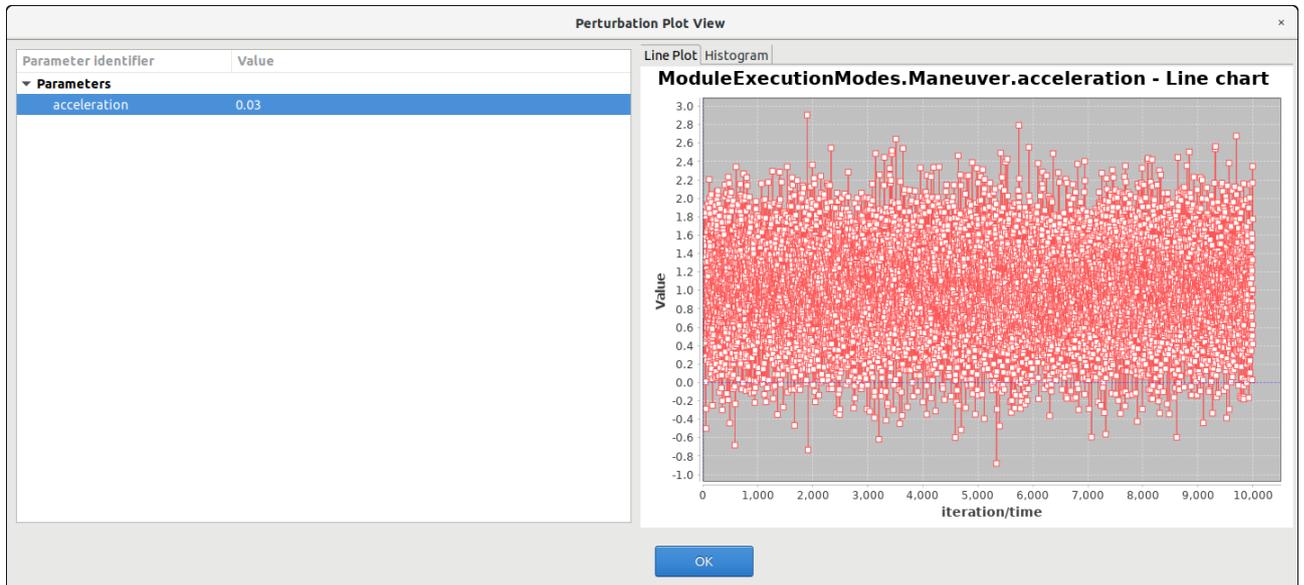


Figure 4-91: Time series line for a parameter perturbation

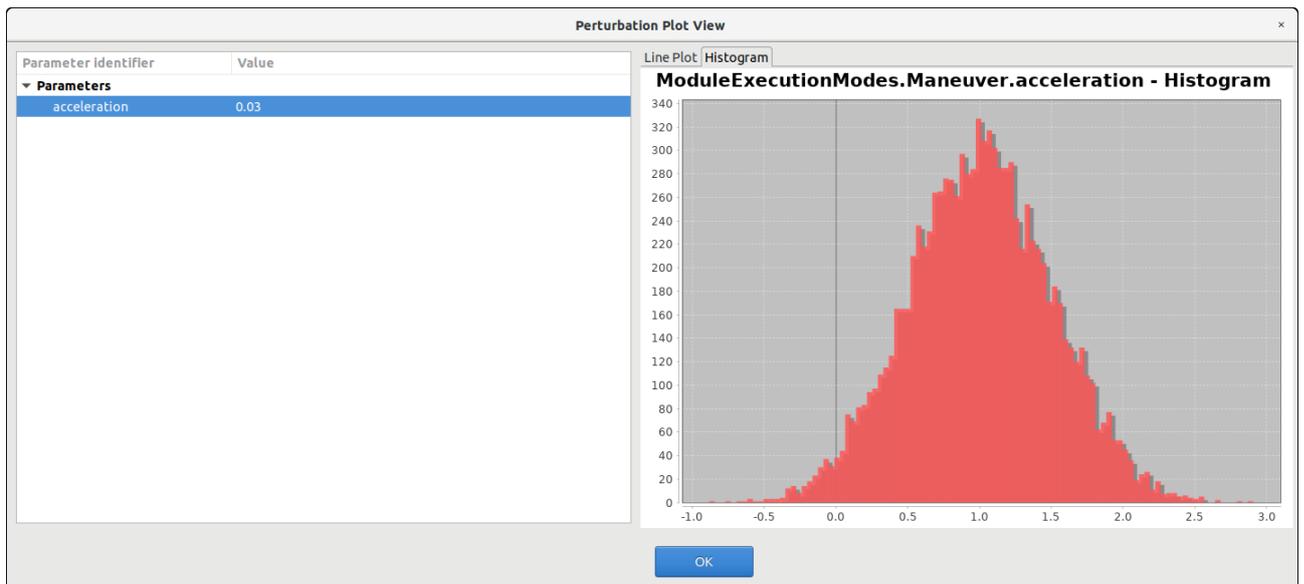
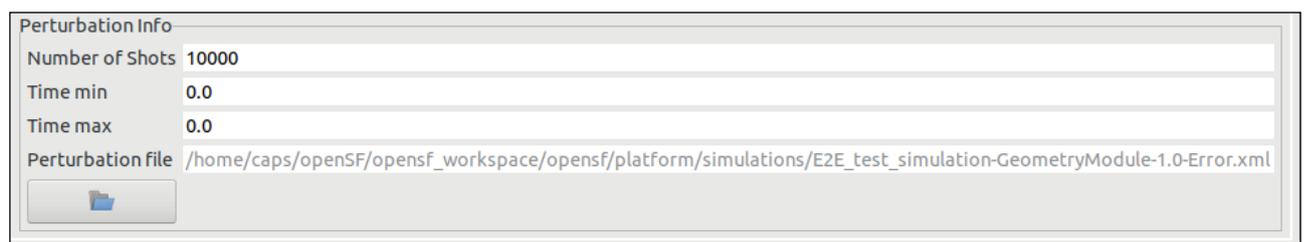


Figure 4-92: Histogram chart for a random parameter perturbation



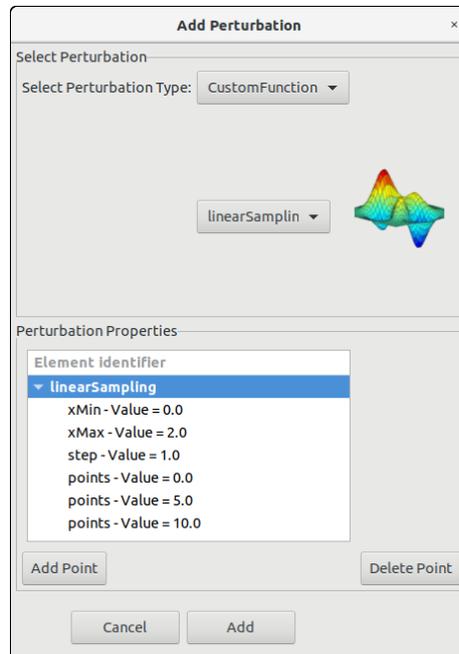
The screenshot shows a dialog box titled "Perturbation Info" with the following fields:

- Number of Shots: 10000
- Time min: 0.0
- Time max: 0.0
- Perturbation file: /home/caps/openSF/opensf\_workspace/opensf/platform/simulations/E2E\_test\_simulation-GeometryModule-1.0-Error.xml

There is a folder icon button below the file path field.

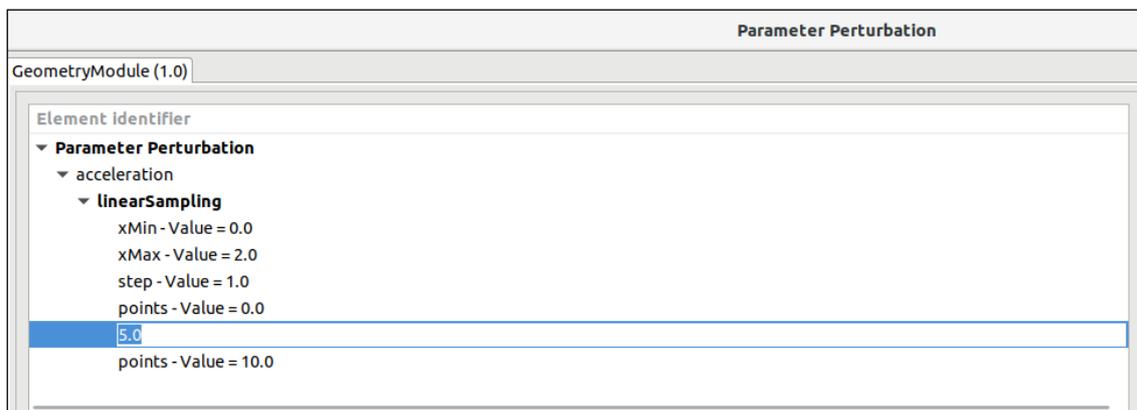
Figure 4-93: Loading an external error file

- ❑ Functions with a variable number of properties (such as sampling functions, custom probability density function, etc.). Users are able to add/delete points through "+" and "-" buttons of the "Select Function" interface.



**Figure 4-94: Function with variable number of properties (points)**

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



**Figure 4-95: Editing a value of the Perturbation Tree**

#### 4.4.2.3.3. Statistical and combined perturbed execution modes

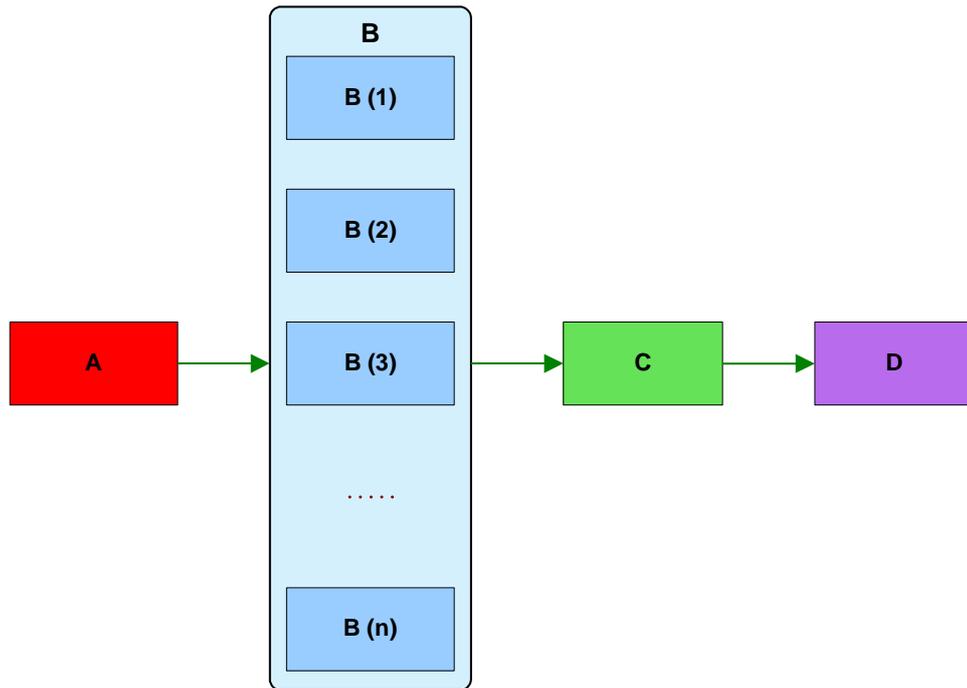
openSF iteration of parameters (Sec. 4.4.2.1) is based on the combination of all possible values that the affected parameters can assume. This approach results in an exponential increase of the executions number, depending on the number of parameters being iterated and the number of parameters assumed values (e.g. the iteration of two parameters with 10 different values each one ends up to 100 executions).

The above-mentioned approach can be not the most efficient one in some specific cases, e.g. for statistical modules, for modules that need to run in different modes for each simulation, or for modules that need to be executed more than one time depending on a parameter value. In order to cope with the

variable needs of such casuistry, two additional mechanisms have been implemented to handle the iteration/perturbation of parameters or batch runs.

Thanks to the first additional mode of execution (Statistical mode), any module can be configured with different parameter perturbations/iterations and, without the necessity to setup any extra simulation configuration, the simulation framework introduces a loop executing *just the selected module* "N" times.

Note that in the "statistical" mode, the output files/folders of each module will be named in principle in the same way at each execution, and consequently **it is the responsibility of the module developer to handle this issue to avoid overwriting the output data.**



**Figure 4-96: Statistical mode execution scheme**

The other execution mode (Combined mode) provides the possibility of setting up a number of *simulations* equal to the number of shots configured for the perturbations of each module. This approach imposes the constraint that all modules shall be set-up with the same number of shots, thus every module including the unperturbed ones will be re-run with the same parameters.

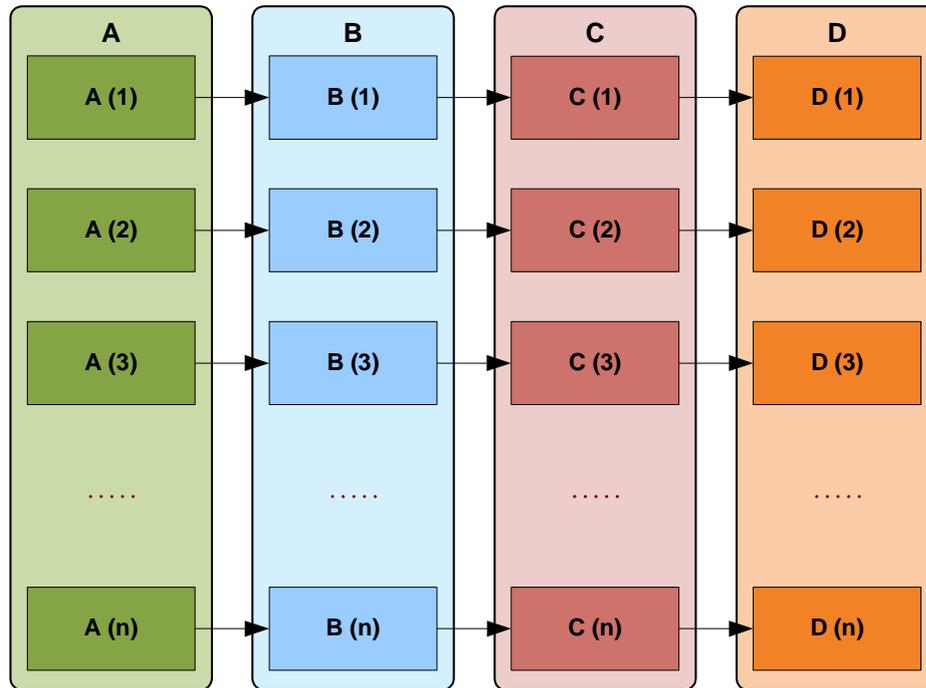


Figure 4-97: Combined mode execution scheme

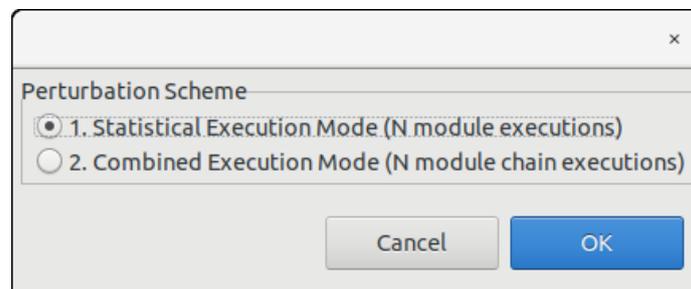


Figure 4-98: Execution mode selector

Some important considerations about this two additional execution modes are the following:

- ❑ In Statistical mode, it is modules responsibility to handle output files as openSF specifies always the same filename for each shot.
- ❑ 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 simulation folders.
- ❑ Combined mode simulations are handled openSF as any other simulation, while in Statistical mode openSF adds a new log message specifying the module iteration number.

Date and time	Type	Message	Simulation identifier	Source
2019-10-30T19:03:47.282	Warning	Different OSFI versions (openSF supports 3.3; GeometryModule (1.0) uses	E2E_test_simulation.20191030T	Module: GeometryModule (1.0)
2019-10-30T19:03:47.248	System	Executing Command :: /home/caps/openSF/opensf_workspace/opensf/pl	E2E_test_simulation.20191030T	Module: GeometryModule (1.0)
2019-10-30T19:03:47.246	System	Starting execution of module GeometryModule	E2E_test_simulation.20191030T	Module: GeometryModule (1.0)
2019-10-30T19:03:47.244	System	Configuration file is valid	E2E_test_simulation.20191030T	Module: GeometryModule (1.0)
2019-10-30T19:03:47.229	System	MODULE PERTURBED: ITERATION = 7/10	E2E_test_simulation.20191030T	Module: GeometryModule (1.0)
2019-10-30T19:03:47.227	System	Module time :: 1s55ms	E2E_test_simulation.20191030T	Module: GeometryModule (1.0)
2019-10-30T19:03:47.226	System	Module execution was successful	E2E_test_simulation.20191030T	Module: GeometryModule (1.0)
2019-10-30T19:03:47.225	Info	Finishing model execution	E2E_test_simulation.20191030T	Module: GeometryModule (1.0)
2019-10-30T19:03:47.223	Info	GeometryModule::GeometryModule simulation done successfully	E2E_test_simulation.20191030T	Module: GeometryModule (1.0)
2019-10-30T19:03:47.219	Info	ProductWriter::Writing XML::Product Geometry in file: /home/caps/open	E2E_test_simulation.20191030T	Module: GeometryModule (1.0)
2019-10-30T19:03:46.208	Info	GeometryModule::Input file reading done successfully	E2E_test_simulation.20191030T	Module: GeometryModule (1.0)
2019-10-30T19:03:46.206	Info	ProductReader::readInputGeo Successful reading of InputGeo Product	E2E_test_simulation.20191030T	Module: GeometryModule (1.0)
2019-10-30T19:03:46.204	Info	GeometryModule::Starting input file reading	E2E_test_simulation.20191030T	Module: GeometryModule (1.0)

**Figure 4-99: Statistical mode iterations log message**

#### 4.4.2.3.4. Perturbations functions

In this section all the available perturbation functions are presented. The independent variable is represented by  $t$ .

##### 4.4.2.3.4.1. Deterministic functions

Deterministic functions are those whose value 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  $t < T_{step} \rightarrow p = a_0$

- if  $t > T_{\text{step}} \rightarrow p = a_1$

#### □ **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 has singularities when the angle evaluated is  $\pm n * \pi / 2$ .

#### 4.4.2.3.4.2. 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.

#### □ **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  $n$ ,  $n$  being 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  $x_j$  vector assumes equidistant point and as such it is only defined using by

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

The number of points must be:

$$\frac{x_{\text{Max}} - x_{\text{Min}}}{\text{step}} = n_{\text{Values}}$$

The sampling functions configuration has to include  $n_{\text{Values}}$  y values to match the number of x values.

- The "linear sampling" method uses a linear interpolation between points
- The "polynomial sampling" method interpolates using a Neville polynomial
- 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 module 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).

#### 4.4.2.3.4.3. Non-deterministic functions

Common random function implementation with seed management for testing purposes. If seed is set to zero openSF initializes pseudo-randomly the seed (e.g. used for non-repeatable executions). All the functions are common statistical probability density functions:

- Beta Distribution**
- Gamma Distribution**
- Exponential Distribution**
- Normal Distribution**
- Uniform Distribution**
- Poisson Distribution**
- Truncated Gaussian Distribution**
- Uniform Discrete Distribution**
- Distribution with custom Probability Density Function**

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

#### 4.4.2.3.4.4. Binary and composite operations

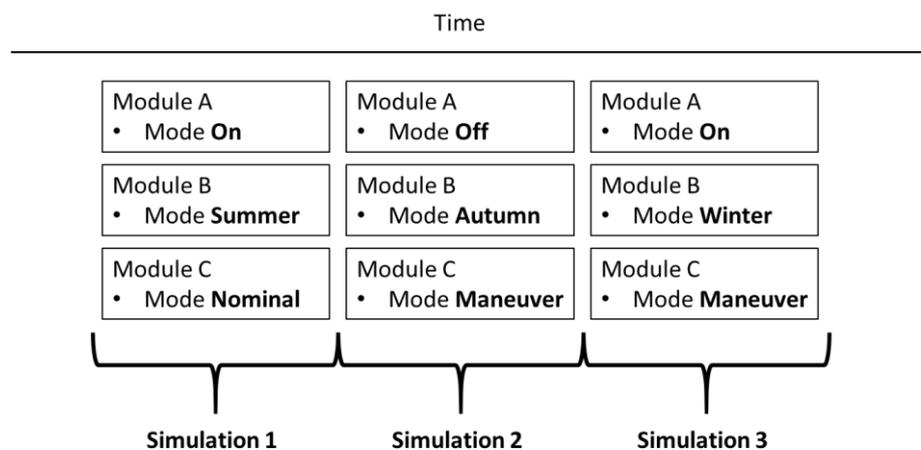
The simulation perturbation system implements some basic mathematical operations in binary mode. The operations implemented are:

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

#### 4.4.2.4. Time-based scenario orchestration

This section provides details regarding openSF time-based scenario orchestration, which is an enhanced ability to customize simulation iteration (Section 4.4.2.1).

The time-based scenario orchestration allows the user to launch a series of simulations varying the parameters values using the simulation time as trigger. The modules may have different execution modes that are triggered by the simulation time, and in each module mode the modules parameters can be initialised with different values. An example of a scenario of instrument operational modes is shown in Figure 4-100.



**Figure 4-100: Example instrument operational mode scenario**

The different values of the parameters associated to a given module mode are stored in the module configuration files. Every module can have multiple execution modes, and for each mode not only the standard parameters values can be customised, but also additional parameters can be added to the default ones.

The simulations are organized in a time sequence that represents the mission sequence. The time sequence does not admit gaps or overlaps.

Every simulation has its starting time and duration, which must correspond to the mission time segment that the simulation is simulating. For every time segment, for every module that has execution modes configured, a mode can be selected.

The default initial epoch and duration of a time-based scenario are stored in the openSF preferences. Once a new timeline is created, the initial epoch is stored in the timeline file. When a timeline is created, the initial epoch is used to set the starting time of the first time-segment (however this can be edited). When a new time segment is created, its initial time is set to the initial time of the previous time segment plus its duration. The default duration of a time segment is taken from the value set in the openSF preferences. The starting time of each segment is stored in the timeline file.

When a simulation is launched, the initial epoch is copied from the timeline file to the global configuration file. The initial time of every time segment is copied from the timeline file to every module (that has execution modes) configuration file of every time segment.

Note that the initial epoch stored in the global configuration file might hence not correspond to the initial time of the first time-segment.

Each time segment can be activated/disabled. A disabled time segment is not run when the simulation is launched in time-driven mode.

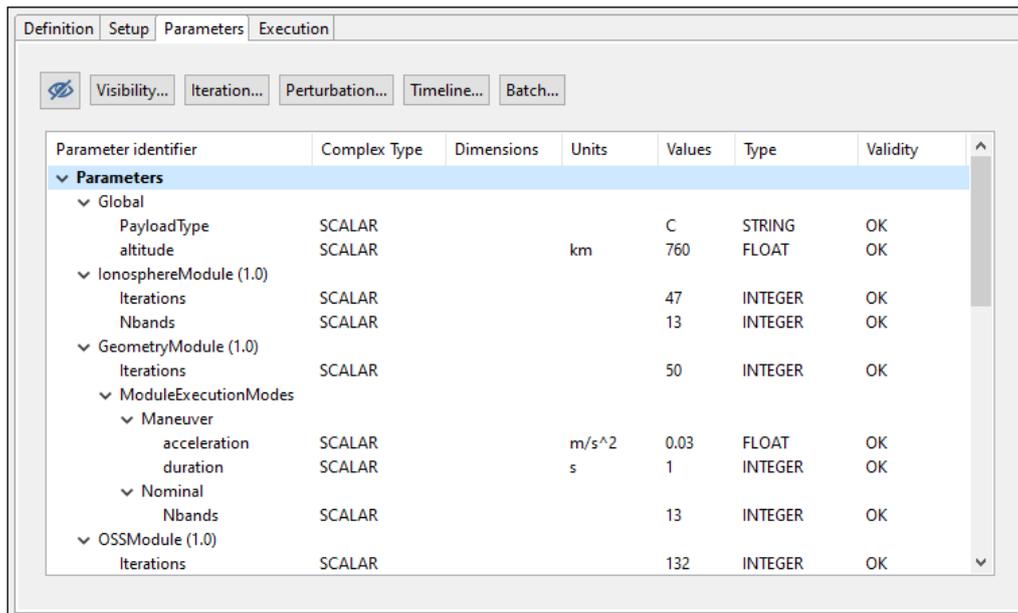
The modules within a simulation can be set in Processing and Simulation mode. Modules in Processing mode are bypassed when a simulation is run in Time-driven mode.

Note that the time segments can be possibly run in parallel, so the order of execution does not necessarily follow the timeline sequence.

For more details on the concepts and definitions supporting the time-based orchestration, please refer to [AD-E2E].

#### 4.4.2.4.1. Time-based orchestration interface

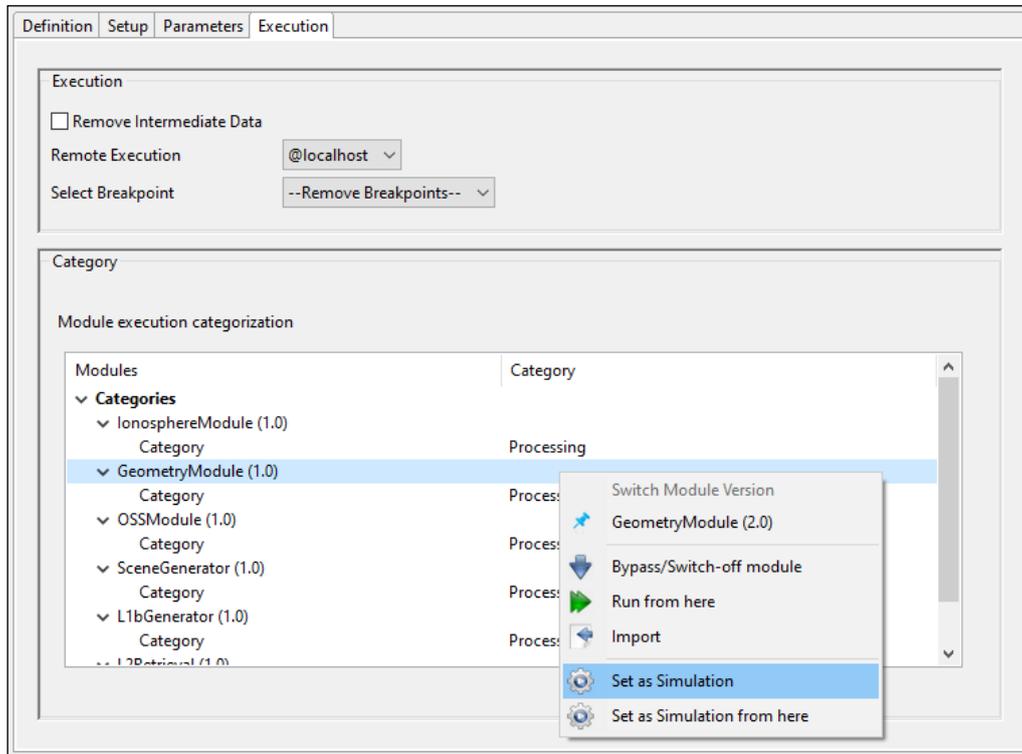
In a simulation editing window, each specific module time mode is rendered as a node in the tree of parameters – see Figure 4-101. This is only for display purposes, i.e. when rendering the parameters in the simulation editing window parameters tree, so it is not reflected in the repository.



Parameter identifier	Complex Type	Dimensions	Units	Values	Type	Validity
<b>Parameters</b>						
Global						
PayloadType	SCALAR			C	STRING	OK
altitude	SCALAR		km	760	FLOAT	OK
IonosphereModule (1.0)						
Iterations	SCALAR			47	INTEGER	OK
Nbands	SCALAR			13	INTEGER	OK
GeometryModule (1.0)						
Iterations	SCALAR			50	INTEGER	OK
ModuleExecutionModes						
Maneuver						
acceleration	SCALAR		m/s^2	0.03	FLOAT	OK
duration	SCALAR		s	1	INTEGER	OK
Nominal						
Nbands	SCALAR			13	INTEGER	OK
OSSModule (1.0)						
Iterations	SCALAR			132	INTEGER	OK

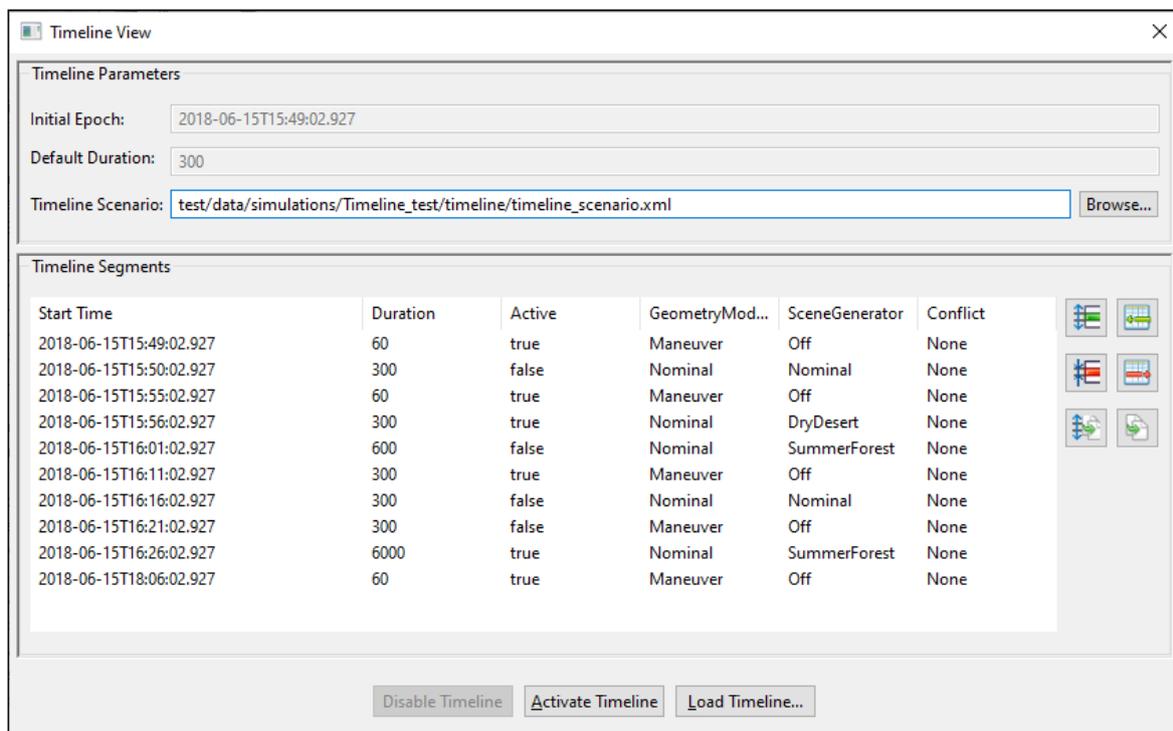
**Figure 4-101: Module parameters folder organization on a per-mode basis**

In the execution tab (Figure 4-102), classification of each module in the processing chain according to Simulation/Processing categories is done (using the context menu) through the Execution pane in the simulation edit window.



**Figure 4-102: Module categorization by Mode**

The interface for editing the timeline definition is available upon pressing the 'Timeline' button in the "Parameters" tab in the Simulation Editing window – see Figure 4-103. This panel allows to define and enable the global timeline parameters and the actual list of time segments to be executed.



**Figure 4-103: Timeline management view**

The global timeline parameters are: (a) the Initial Epoch, (b) the timeline definition file and (c) the default time segment duration. Timeline segments are displayed below as rows in a table where each column corresponds to the time segments attributes.

It should be noted that the initial epoch parameter is stored in the global configuration file, so this file must have been defined prior to the simulation's Timeline definition. If no previous timeline parameters are present on the global configuration file, openSF will initialize them to the default values. However, they are only saved to the global configuration if the user actually *Activates* the timeline.

To define a Time-Driven simulation, the user can load a previously configured timeline scenario through the *Load Timeline* button, or manually configure one. The timeline scenario file must be compliant with the structure described in [AD-E2E], and the modes referred by the scenario file must match the ones specified in the local configuration files of the relevant modules.

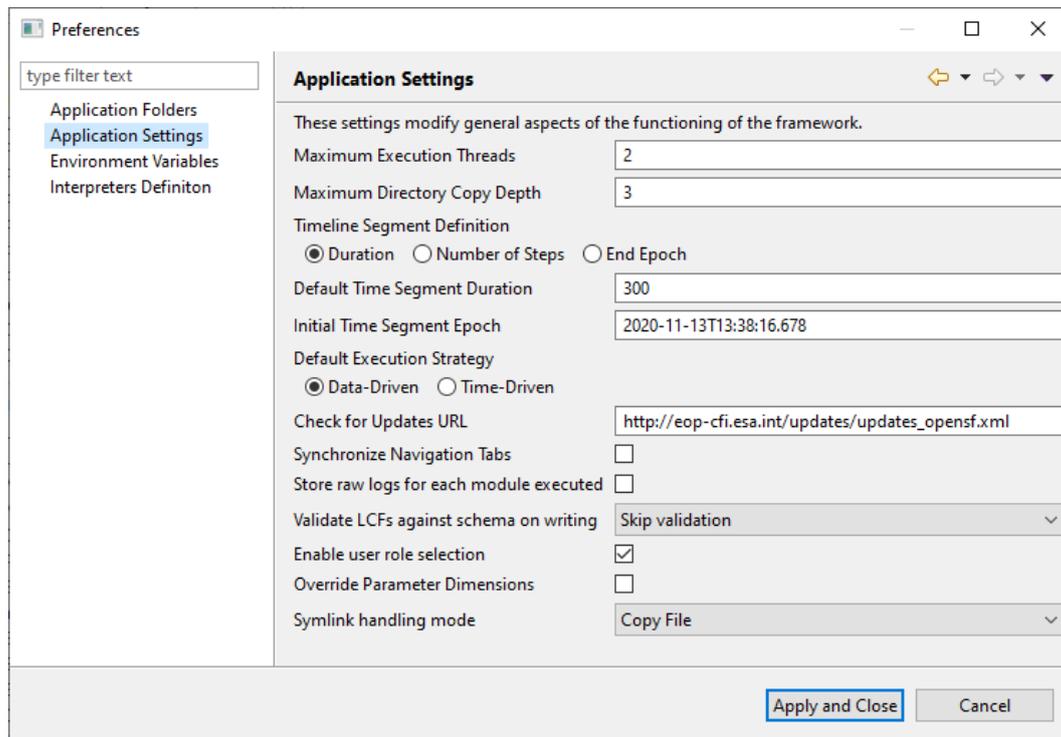
If the user chooses to manually configure a custom scenario, a valid file path shall be provided for the global *TimelineFile* parameter. The user can define as many timeline segments as desired, saving the modifications when he is satisfied with the result.

Regardless of whether the scenario file is loaded or generated, it has to be activated with the *Activate Timeline* button before the simulation can be run. The button also saves the timeline to the selected file. It shall be noted that the timeline activation not only configures the simulation as *Time-Driven* but it also stores the initial epoch timeline parameter in the simulation's Global Configuration File, so it affects all the simulations that share the same GCF. If, after the timeline scenario activation, any modification is done, the file has to be activated again.

For editing the timeline segments the interface has a set of buttons to add, remove or duplicate a time segment row. These three actions can be performed either accommodating the existing segments (e.g. add-shift) or without affecting the existing segments. Accommodation is accomplished by adjusting the start times of the segments so that there are neither time segment overlaps nor gaps in the timeline. The buttons have been arranged in a rectangle, where the left column buttons shift the time segments, while the right ones don't.

The addition of each time segment uses default values from the global timeline parameters defined above. Within the timeline table on each row, it is possible to select the mode (active true or false) for each module to be executed during each time segment.

The default representation of time segments in the timeline table can be configured via the *System preferences* → *Application Setting* → *Timeline visual*. This allows using: *duration*, *number of steps* or *end epoch* as time segment identifier (first column).



**Figure 4-104: Timeline preferences**

Each timeline segment time definition shall then be introduced by the user with (a) a start time, and (b) one of the following: duration, number of steps or end epoch. If then the user inputs duration, the system can compute the other two alternative values from the start time (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 simulation 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.

The user can press on the "Disable Timeline" button to disable the timeline, and return to a Data-driven simulation.

#### **4.4.2.5. Monte Carlo simulations**

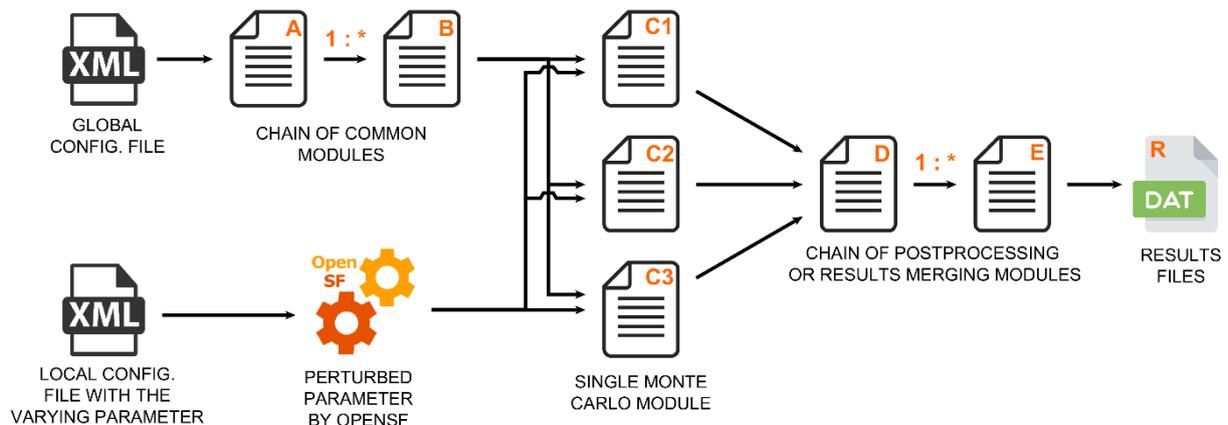
This section provides guidelines to implement a Monte Carlo (MC) simulation in openSF, taking into account current openSF limitations.

Full support for MC studies is intended in the future, as the current implementation is known to have limitations. With the current status of openSF, MC analysis can be simplified by taking some precautions when developing simulation modules.

Three different approaches are suggested to implement a MC analysis. The best approach depends on the specific constraints of the project and the implementation of the module on which it is desired to perform the MC analysis. These different approaches originate from the fact that, although openSF can perform iterations (parametric analyses) both in local and global parameters, it can only introduce perturbations (Monte Carlo analyses) in the LCFs.

##### **4.4.2.5.1. One module MC with local parameter**

The first option to implement a MC analysis in openSF considers that only one module needs to be executed multiple times. The parameter to be perturbed only needs to be injected in a single MC module. The layout of this approach is shown in Figure 4-105.



**Figure 4-105: Monte Carlo chain in statistical mode**

In the most generic version of this approach, the module on which the Monte Carlo will be performed is preceded by a chain of modules and generates results that will feed into another set of modules. These post-processing modules can be used to merge the multiple results of the MC.

The parameter(s) on which the MC is applied must be defined as part of the module's local configuration, with the perturbation specified in openSF through the "Perturbation" menu – see details on how to configure the desired number of shots and use the **Statistical** execution mode at Section 4.4.2.3.

In the chain shown in Figure 4-105, the modules A through B are only executed once, and the same happens with the modules D through E.

Notice that openSF only initiates the execution of a module when all expected inputs are available. Therefore, to build a sequential execution the chain needs to define the inputs of a module as the outputs of the previous one.

To use this approach, the developer must consider the following points. Alternative approaches should be considered in case the following points don't apply to the problem at hand.

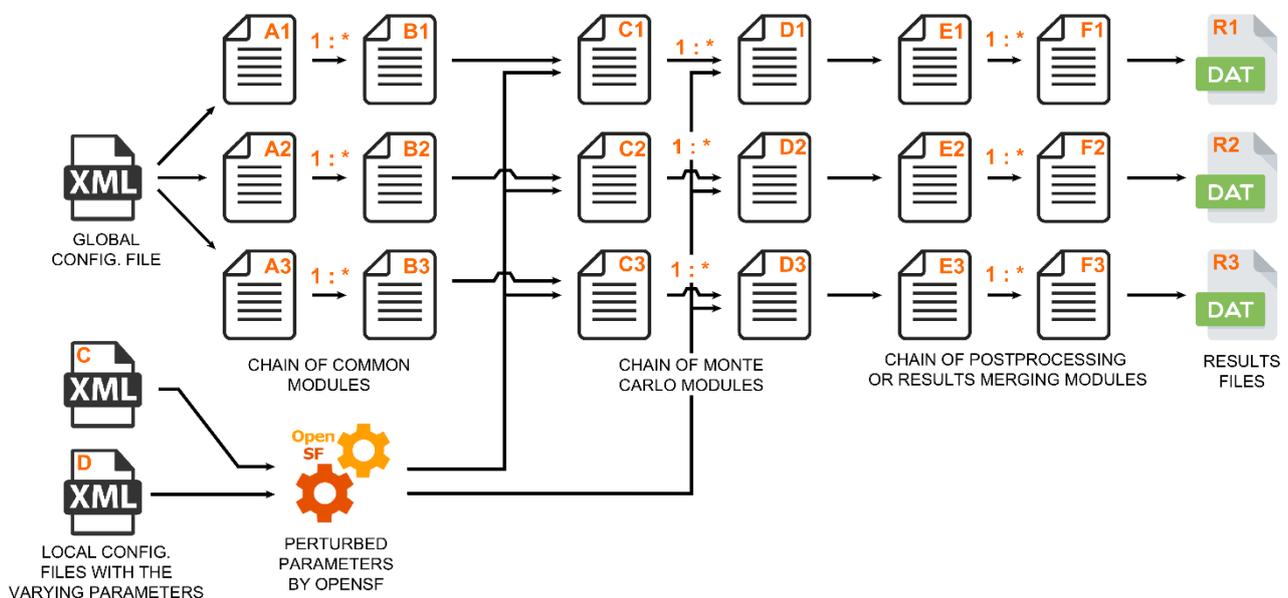
- ❑ The value of the varying parameter can only be defined in the local configuration file of the MC module.
- ❑ openSF passes the same input and output files/folders to all the executions of the MC module. This implies that the MC module knows the varying parameter and dynamically modifies the name of output files to avoid overwriting them.
- ❑ To correctly process the results of the MC module, downstream modules must be able to read and understand those results. Some degree of agreement is necessary between the MC module and the downstream modules, either by sharing the naming convention used to generate output files and recognise from the names the varying parameter, or by reading the result files and obtaining that information from its contents.
- ❑ Considering that openSF initiates the execution of a module when all inputs are available, it is not possible to simply specify a folder as output of the MC module to pass results to downstream modules. After the first MC module terminates, the presence of the folder indicated to openSF that the following module can be started. Possible alternative solutions are listed below, knowing that the most applicable depends on the design of the simulator.
  - Pass the number of shots to the MC module, and at the end of execution generate a "MC\_Completed" flag file in case the expected number of output files is available (i.e. all shots have finished). The "MC\_Completed" flag file is essentially used to trigger the execution of downstream modules.
  - Pass the number of shots to the first post-processing module. This module is launched as soon as openSF verifies that a results folder exists, and enters an active polling loop until it finds the expected number of files is available.

- In case the modules design/implementation cannot accommodate the above approaches, divide the whole Monte Carlo study in two completely independent simulations. The first simulation executes the modules up to the MC modules, without any post-processing modules; then the second, executes the remaining post-processing modules, manually configured and launched by the user after the completion of the first one.

The options discussed above do not consider handling of errors in MC modules. In those cases, either the modules need to implement error-checking mechanisms, or the user needs to check the correct execution of all shots to ensure reliable results.

#### 4.4.2.5.2. Multiple modules MC with local parameter(s)

Another approach has to be used when more than one module is executed with perturbed parameters for each of the Monte Carlo shots. The chain presented in Figure 4-106 shows two main disadvantages: all the modules are executed for each of the MC shots, with the consequent increase in the computation time, and it is not possible to combine all results generated by the MC modules.



**Figure 4-106: Monte Carlo chain in combined mode**

In the most generic version of this approach, a chain of modules on which the Monte Carlo will be performed is preceded and followed by a set of normal modules.

As in the previous approach, the parameter(s) affected by the MC must be defined in the local configuration file, with the perturbation specified in openSF through the "Perturbation" menu – see details in the Section 4.4.2.3 on how to configure the number of shots and use the **Combined** execution mode.

This approach relies in assembling an independent simulation for each perturbation shot. Each shot is considered independently, rerunning common modules, and storing the results in a different simulation folder. In this case, the MC module is not obliged to provide a different name for the result files, although it might be desired in order to gather all the results in a common folder.

The use of the same value of a perturbed parameter in more than one module is supported by simply defining the desired parameter in the local configuration files of the affected modules, and in openSF define the exact same perturbation for all of those parameters.

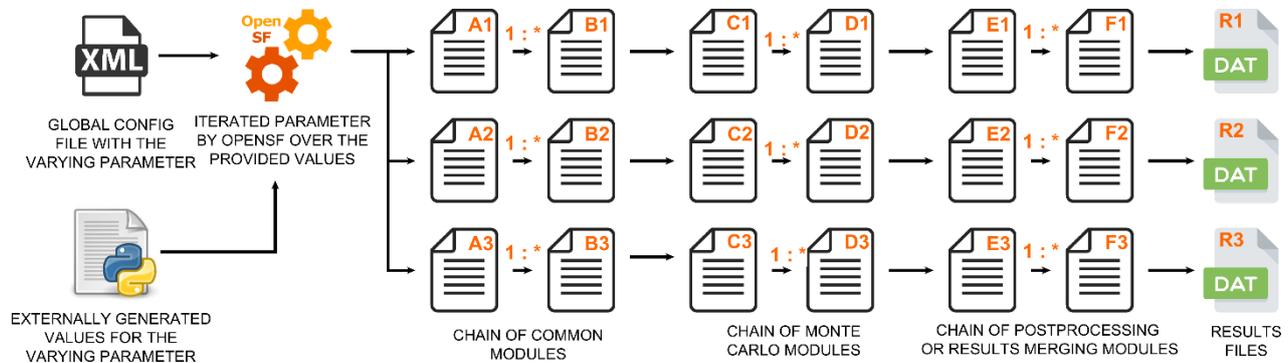
To keep the simulations executions coherent, all parameter perturbations of the MC modules need to have the same number of shots. The non-perturbed modules will be re-run with the same configuration parameters and the inputs produced by the previous modules of its simulation.

#### 4.4.2.5.3. Multiple modules MC with global parameter

In case none of the previous approaches is applicable, or the parameter to vary is not local but global, there is still one additional approach that can be used to implement a Monte Carlo analysis in openSF.

As this approach relies on an external tool to generate the perturbed parameter values, it should only be used when the varying parameter needs to be injected into multiple modules and, either the varying parameter must be defined in the global configuration file, or else no perturbation capabilities are needed.

The typical chain for this approach is shown in Figure 4-107. To setup this approach, create a normal simulation in openSF without taking into account MC. Use the "Iteration" features, as described in Section 4.4.2.1, to customize the global parameter to be perturbed. The perturbed parameter values can be introduced manually, or by providing a file containing the values – this file is typically generated by an external tool. Consider also using a "batch simulation configurator file" as explained in Section 4.4.2.2. Executing the simulation essentially results in a parallel execution for each of the values of the varying parameter.



**Figure 4-107: MC with a global parameter**

As the varying parameter is global, all the modules can access it and decide according to its value. As with the previous approach, each shot of the MC is executed as an independent simulation implying that all the common modules are executed repeatedly and that there is supported way to gather/aggregate all the results.

This last limitation could be bypassed by implementing post-processing modules considering the following:

1. Define the total number of shots of the MC in the global configuration file.
2. Considering that all the simulation files are stored as subfolders within the main simulation folder, at the beginning of the module execution, retrieve the simulation folder path and go one level up.
3. Index all the existing folders and their contents.
4. Count the number of MC results and if it is lower than the expected number of shots, end the execution of the post-processing module.
5. When the number of existing results is the same as the expected shots (i.e. when executing the last simulation) perform the post-processing over all the indexed results.

The choice between using this or a similar solution or to simply defining another processing simulation to aggregate the results and manually execute it depends on design decisions particular to each project.

#### 4.4.3. Simulation run

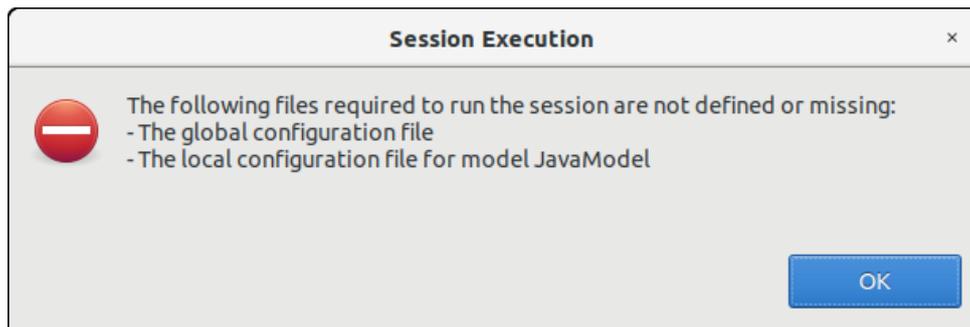


Once a simulation definition is ready, users can execute it.

The effective execution order of the simulation modules is determined by openSF, based on the input/output dependencies – see Section 4.4.3.1.1 for further details.

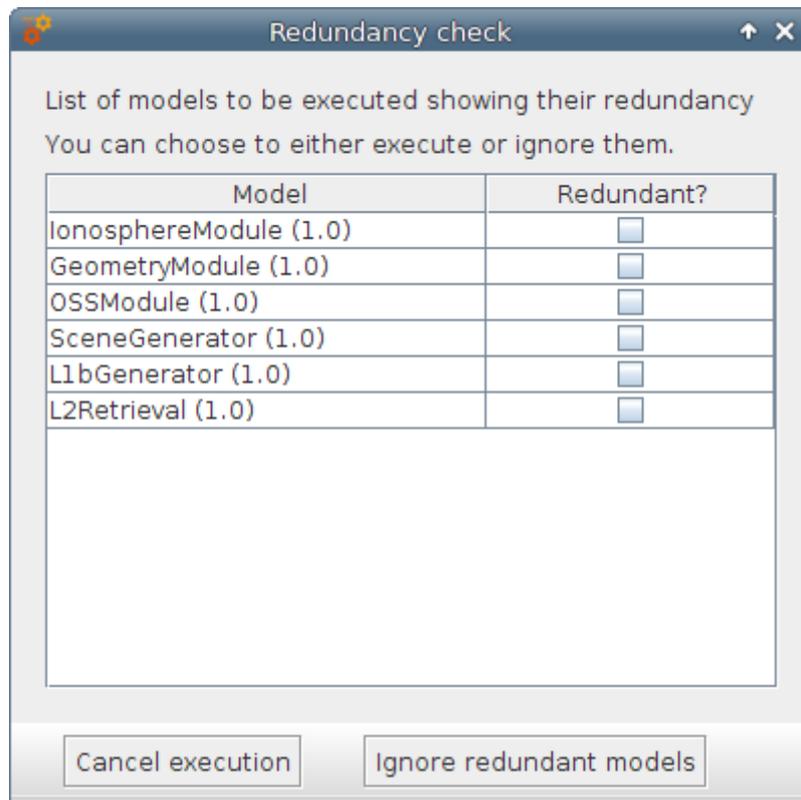
Upon the activation of the “run” command, the system performs a series of checks to ensure the validity of the simulation:

- ❑ If the global configuration file for the simulation, or the local configuration file of any active module in the simulation is missing, the execution will not proceed, and a dialog will be displayed listing the missing files as shown in Figure 4-108.



**Figure 4-108: Execution prevented due to missing configuration files**

- ❑ If there is any other file with the “missing” status (that is, the system is unable to find it in the given location), openSF makes the assumption 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 is likely to be raised by a module if it cannot locate a needed file.
- ❑ If any parameter is not valid, openSF will show a message warning the user. The simulation can be run with parameters in a not valid state, but modules may then raise errors and stop the execution if they cannot parse the value, if a parameter points to a non-existing file, etc.
- ❑ In some cases, like executing iterative simulations or sequences of the same modules, some of the modules may be redundant (that is, they will generate the same output because they are run with the same input and configuration).



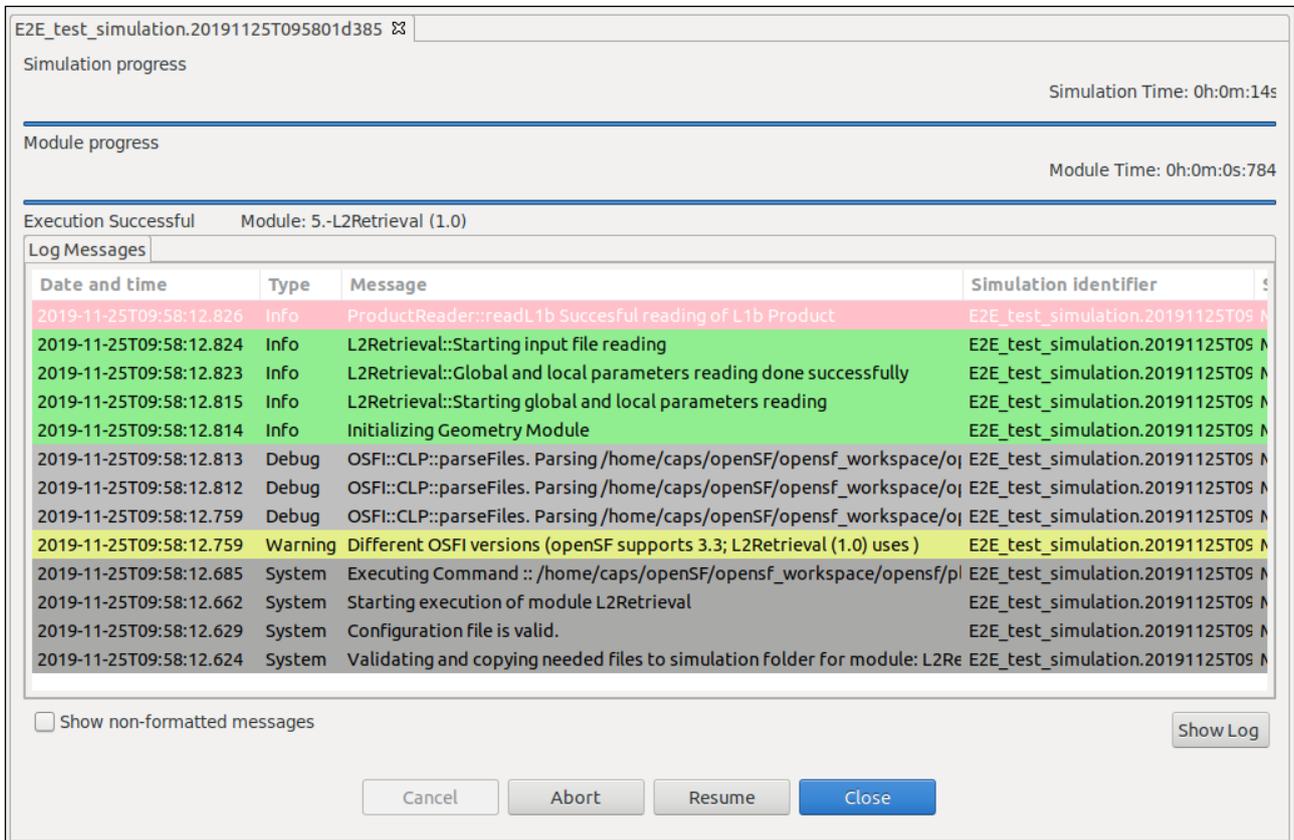
**Figure 4-109: Modules redundancy in simulation execution**

Figure 4-109 shows the dialog that pops-up in case there is any redundancy. Users can choose to either execute or ignore all the modules marked as redundant. Once every validity check is fulfilled, openSF will run the simulation (Figure 4-110) and information about its status will be given to the user in two different ways. One is the log window and another is the simulation progress window. The window presents a progress bar showing the percentage of simulation progress and a button to abort/close the execution.

During the simulation execution, all events raised by the modules are collected and displayed in the Log Messages table. By default, these messages are processed and displayed/coloured based on their type, but openSF allows to inspect the original messages by checking the "Show non-formatted messages" option. The event messages displayed in the Log Messages table are collected and stored in a log file that can be opened for further inspection using the "Show Log" button. The collected events can be of one of the following types:

- System information* – An event with some information to the user is generated by the platform. This is a harmless event; the execution continues with no interruption. Coloured in dark grey
- Information* – Some module 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 module has detected a non-fatal error or situation. From the point of view of openSF, this is a harmless event, so the execution continues with no interruption. Coloured in yellow
- Debug* – These events are raised when executing the simulation in "debug mode". Some modules optionally use an environment variable to show debugging information (see Sec. 4.5.1). Coloured in grey
- Error* – A fatal error has happened in the module execution, so the entire simulation is considered to have failed. There are multiple ways this may happen: if the module execution unexpectedly crashes, if the module itself informs the platform by using an "Error" type event, or if it returns a non-zero code (for the languages that support it). Coloured in red.

- ❑ **Exception** – This log type shows the error output stream of a module when the execution crashes. Typically, this kind of messages is produced when an un-controlled exception has occurred (Ex: error in bash script syntax). Coloured in orange.

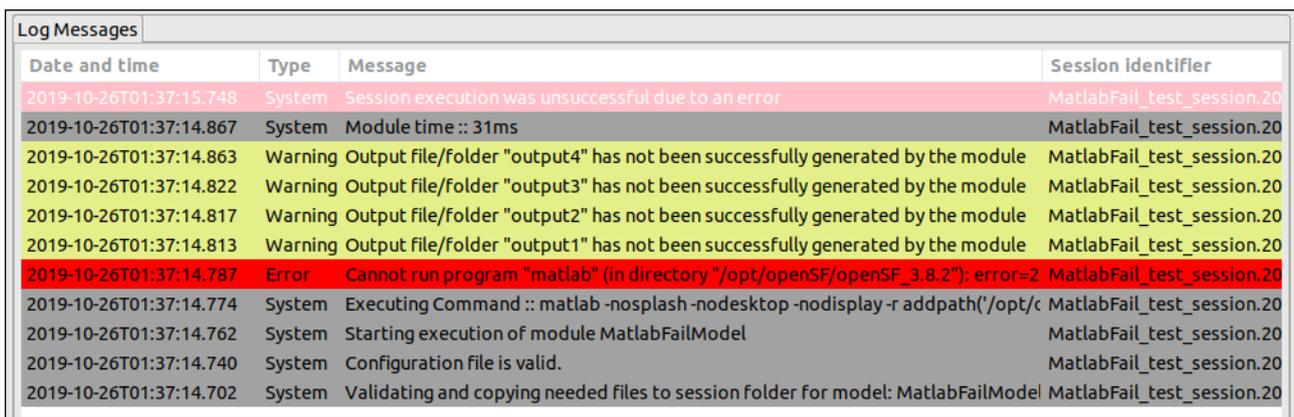


The screenshot shows a window titled "E2E\_test\_simulation.20191125T095801d385". It displays simulation progress and module progress. The "Log Messages" section is expanded, showing a table of log entries:

Date and time	Type	Message	Simulation identifier
2019-11-25T09:58:12.826	Info	ProductReader::readL1b Successful reading of L1b Product	E2E_test_simulation.20191125T09...
2019-11-25T09:58:12.824	Info	L2Retrieval::Starting input file reading	E2E_test_simulation.20191125T09...
2019-11-25T09:58:12.823	Info	L2Retrieval::Global and local parameters reading done successfully	E2E_test_simulation.20191125T09...
2019-11-25T09:58:12.815	Info	L2Retrieval::Starting global and local parameters reading	E2E_test_simulation.20191125T09...
2019-11-25T09:58:12.814	Info	Initializing Geometry Module	E2E_test_simulation.20191125T09...
2019-11-25T09:58:12.813	Debug	OSFI::CLP::parseFiles. Parsing /home/caps/openSF/opensf_workspace/oj	E2E_test_simulation.20191125T09...
2019-11-25T09:58:12.812	Debug	OSFI::CLP::parseFiles. Parsing /home/caps/openSF/opensf_workspace/oj	E2E_test_simulation.20191125T09...
2019-11-25T09:58:12.759	Warning	Different OSFI versions (openSF supports 3.3; L2Retrieval (1.0) uses )	E2E_test_simulation.20191125T09...
2019-11-25T09:58:12.685	System	Executing Command :: /home/caps/openSF/opensf_workspace/opensf/pl	E2E_test_simulation.20191125T09...
2019-11-25T09:58:12.662	System	Starting execution of module L2Retrieval	E2E_test_simulation.20191125T09...
2019-11-25T09:58:12.629	System	Configuration file is valid.	E2E_test_simulation.20191125T09...
2019-11-25T09:58:12.624	System	Validating and copying needed files to simulation folder for module: L2Re	E2E_test_simulation.20191125T09...

Buttons at the bottom: Cancel, Abort, Resume, Close, Show Log.

**Figure 4-110: Simulation execution progress**



The screenshot shows a "Log Messages" window with the following table:

Date and time	Type	Message	Session identifier
2019-10-26T01:37:15.748	System	Session execution was unsuccessful due to an error	MatlabFail_test_session.20
2019-10-26T01:37:14.867	System	Module time :: 31ms	MatlabFail_test_session.20
2019-10-26T01:37:14.863	Warning	Output file/folder "output4" has not been successfully generated by the module	MatlabFail_test_session.20
2019-10-26T01:37:14.822	Warning	Output file/folder "output3" has not been successfully generated by the module	MatlabFail_test_session.20
2019-10-26T01:37:14.817	Warning	Output file/folder "output2" has not been successfully generated by the module	MatlabFail_test_session.20
2019-10-26T01:37:14.813	Warning	Output file/folder "output1" has not been successfully generated by the module	MatlabFail_test_session.20
2019-10-26T01:37:14.787	Error	Cannot run program "matlab" (in directory "/opt/openSF/openSF_3.8.2"): error=2	MatlabFail_test_session.20
2019-10-26T01:37:14.774	System	Executing Command :: matlab -nosplash -nodesktop -nodisplay -r addpath('/opt/c	MatlabFail_test_session.20
2019-10-26T01:37:14.762	System	Starting execution of module MatlabFailModel	MatlabFail_test_session.20
2019-10-26T01:37:14.740	System	Configuration file is valid.	MatlabFail_test_session.20
2019-10-26T01:37:14.702	System	Validating and copying needed files to session folder for model: MatlabFailModel	MatlabFail_test_session.20

**Figure 4-111: Execution log showing an error message**

In the previous screenshot it is also shown how openSF warns the user about output files that have not been created by the module: "Output file/folder "... has not been successfully generated by the module", 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 simulation execution can be restarted or recovered from the last valid module executed.

#### **4.4.3.1. Parallelisation of module execution**



Parallel execution of modules 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 parallelised to run on multiple cores simultaneously (Amdahl's law).

openSF target system is typically a workstation or server. These systems will often have multicore processors.

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

Parallelisation is implemented in openSF according to the principle that a module starts its execution as soon as its inputs are available. At the E2E simulation start-up, the only modules that can be launched in parallel are those having external inputs (i.e. inputs not generated as outputs by other modules), while during the simulation execution the system allocates each available core to the first module in the pipeline ready to be executed (i.e. the first in the queue with available inputs).

##### **4.4.3.1.1. Parallel execution**

The parallel execution of simulation modules is activated and controlled by openSF based on the configured maximum number of distinct processes used for execution (see option Maximum Execution Threads in the preferences, Section 4.5).

The process of scheduling the simulation modules execution can be decomposed in two distinct steps:

1. Taking into account the input/output dependencies between all simulation modules (as specified via the descriptors), openSF calculates a serializable execution schedule of all modules
2. Then, at the start of the execution and whenever a simulation module terminates, openSF launches in parallel as many modules as possible, considering that:
  - a. a module can only be launched if all modules providing its inputs have already completed their execution
  - b. the number of running processes must always be less or equal to the maximum number of processes allowed

It is important to notice that currently openSF relies only on process termination and the return code to determine that a simulation module has completed, without any other additional check – i.e. openSF detects if the intended outputs have not been generated but it will not consider that cause for termination nor will it verify the validity of generated outputs.

The parallelisation of the simulation modules is essentially transparent to the user, i.e., the parallelisation is performed without requiring feedback from the user, both at E2E simulation chain level and module level. Figure 4-112 shows an example of a simulation execution where two modules are executed in parallel as can be seen by log messages originating from the two modules interleaved with each other.

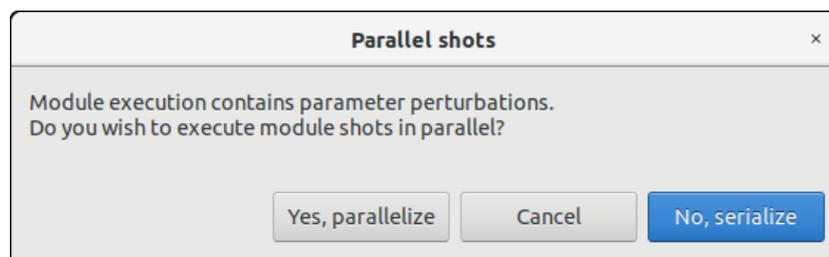
Type	Message	Simulation Identifier	Source
92	System	Starting execution of module OSSModule	E2E_test_simulation.20191028T160222d302 Module: OSSModule (1.0)
90	System	Configuration file is valid.	E2E_test_simulation.20191028T160222d302 Module: OSSModule (1.0)
87	System	Validating and copying needed files to session folder for module: OSSModule	E2E_test_simulation.20191028T160222d302 Module: OSSModule (1.0)
78	System	Module time :: 1s77ms	E2E_test_simulation.20191028T160222d302 Module: GeometryModule (1.0)
69	System	Module execution was successful	E2E_test_simulation.20191028T160222d302 Module: GeometryModule (1.0)
57	Info	Finishing model execution	E2E_test_simulation.20191028T160222d302 Module: GeometryModule (1.0)
56	Info	GeometryModule::GeometryModule simulation done successfully	E2E_test_simulation.20191028T160222d302 Module: GeometryModule (1.0)
54	Info	ProductWriter::Writing XML::Product Geometry in file: /home/caps/openSF/opensf_workspace/opensf	E2E_test_simulation.20191028T160222d302 Module: GeometryModule (1.0)
51	System	Module time :: 1s54ms	E2E_test_simulation.20191028T160222d302 Module: IonosphereModule (1.0)
49	System	Module execution was successful	E2E_test_simulation.20191028T160222d302 Module: IonosphereModule (1.0)
48	Info	Finishing model execution	E2E_test_simulation.20191028T160222d302 Module: IonosphereModule (1.0)
45	Info	IonosphereModule::IonosphereModule simulation done successfully	E2E_test_simulation.20191028T160222d302 Module: IonosphereModule (1.0)
41	Info	ProductWriter::Writing XML::Product Ionosphere in file: /home/caps/openSF/opensf_workspace/open	E2E_test_simulation.20191028T160222d302 Module: IonosphereModule (1.0)
42	Info	GeometryModule::Input file reading done successfully	E2E_test_simulation.20191028T160222d302 Module: GeometryModule (1.0)
41	Info	IonosphereModule::Input file reading done successfully	E2E_test_simulation.20191028T160222d302 Module: IonosphereModule (1.0)
42	Info	ProductReader::readInputGeo Successful reading of InputGeo Product	E2E_test_simulation.20191028T160222d302 Module: GeometryModule (1.0)
41	Info	ProductReader::readInputonos Successful reading of Inputionos Product	E2E_test_simulation.20191028T160222d302 Module: IonosphereModule (1.0)
41	Info	GeomeryModule::Starting input file reading	E2E_test_simulation.20191028T160222d302 Module: GeometryModule (1.0)

**Figure 4-112: Simulation execution showing parallel module execution**

In case two modules are executing in parallel, the log messages are shown in the order of arrival to openSF. They will appear mixed in the simulation log. By looking at the Source column the user can identify which module produced each message. Nevertheless, the user can access the “Execution/Logs” option and select/filter whichever log messages according to given criteria (see Sec. 4.4.3.3). Notice that the writing accesses to the log file itself is protected for concurrency issues.

The openSF mechanism on whether to parallelise module execution is based on the simulation module’s IO descriptors dependencies. Only modules without such dependencies are considered for parallel execution. This means that during the simulation execution the consistency of the data flow constituents is granted.

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



**Figure 4-113: Parallelization option dialogue**

#### **4.4.3.2. Simulation Resuming**



Users can also resume aborted or failed simulations taking into account that the simulation chain will start in the last successfully run module. See Section 4.4.1.3.1 for further details.

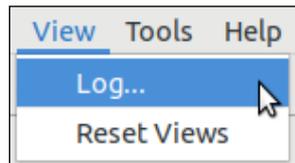
#### **4.4.3.3. Logs**



One of the products of a simulation execution are a set of events are produced as messages and stored by the system.

Log messages are stored in the file <simulations\_folder>/<sim\_id>/openSF.log for global events, and in a file named log/simulation.log under each execution folder for events related with a specific simulation. Also, if a certain application setting is enabled (see Section 4.5.2), log files are stored for each module in a simulation, in the same folder and named after the related module.

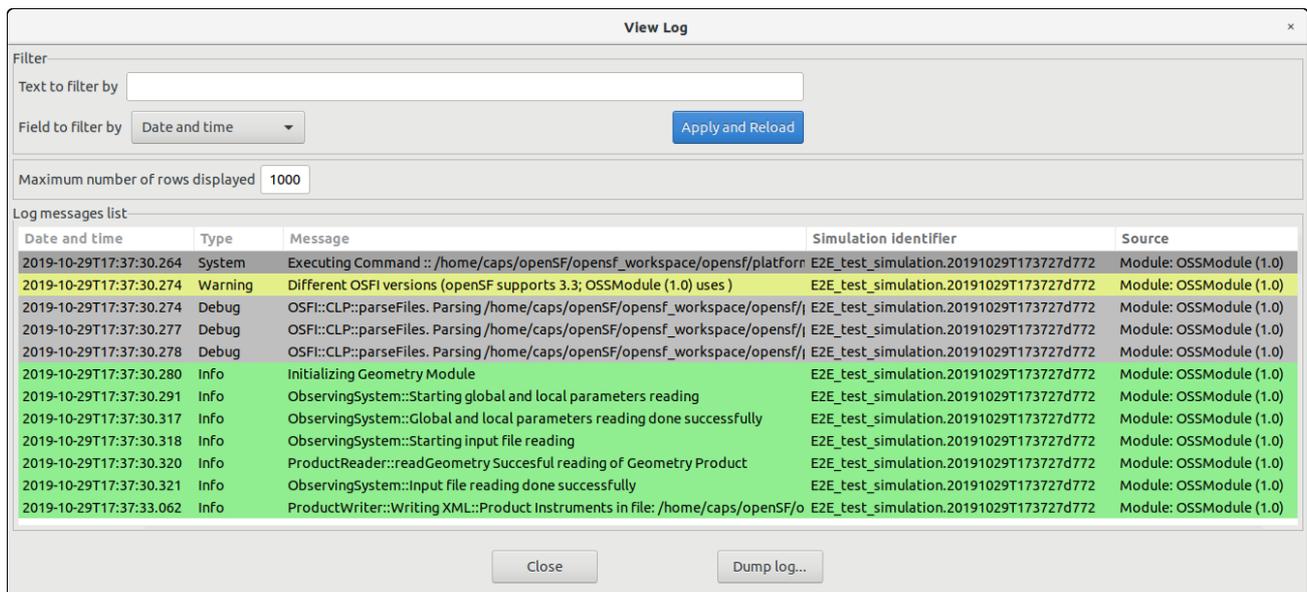
Users can access to the complete set of logs stored by the system in the “Logs” menu (Figure 4-114) from the main menu.



**Figure 4-114: Logs menu**

Figure 4-115 shows a window with a list of log messages stored by the system. As it 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 simulation associated with the event and its detailed source (module, simulation 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 displays the last 10 messages



**Figure 4-115: Logs list view**

Users can also filter this list. Users can select a field, input a string that must contain this field and press the “filter” button. A search is performed by 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 shows again the full set of log messages.

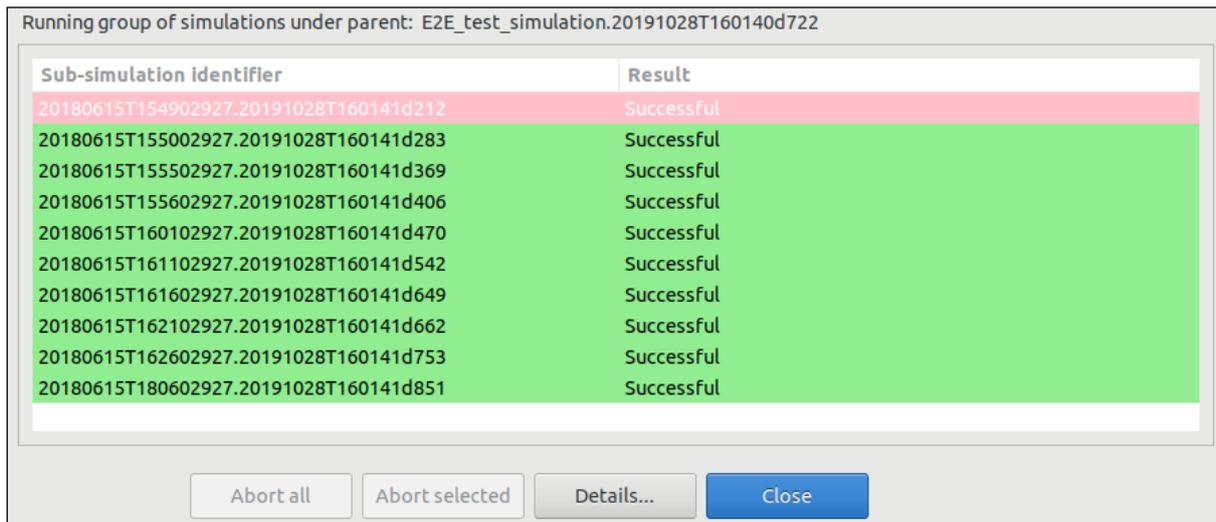
Moreover, users can access the “dump log” functionality at the bottom of the window. Once selected, users can select the name and location of the log destination file. The list of logs shown in the window will be stored in the file system.

#### **4.4.3.4. Simulation groups**



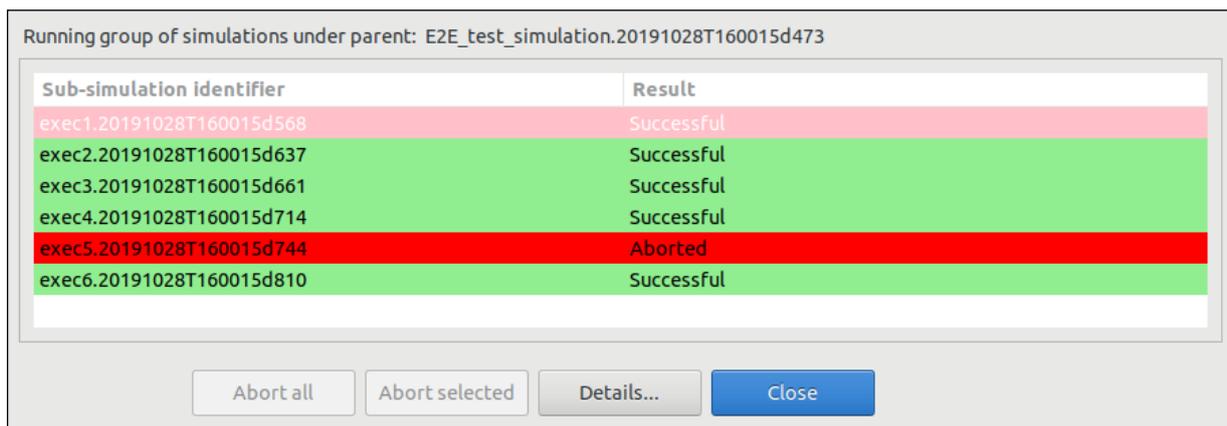
When simulations run in Time-driven or Iteration/Perturbation mode, a considerable number of children simulations can be opened at the same time (see Sec. 4.4.2). To manage this issue, openSF groups all the child sub-simulations into a parent window, as well as in a parent output folder (see Sec. 4.2.3) to ease the user management of the overall simulation results.

Thus, if a simulation is executed in any of these modes, the user will be prompted with a screen collecting all the sub-simulations and each of the execution results, as depicted in Figure 4-116 (for a time-based execution) and in Figure 4-117 (for an execution with iterated or perturbed parameters).



**Figure 4-116: Grouping of simulations for the Time-Driven execution**

While the simulations are executing, the user has several available options: “Abort all...” which aborts all the sub-simulations, “Abort selected” which aborts only the selected Sub-simulation or “Details...” if the user wants to open one subs-simulation in particular. The latest option can also be accessed if the user double-clicks on top of any simulation.



**Figure 4-117: Grouping of simulations for the Iteration/Perturbation execution**

#### 4.4.4. Import and export simulations



The import/export capability provides the means to share all the information associated to simulations among different openSF instances.

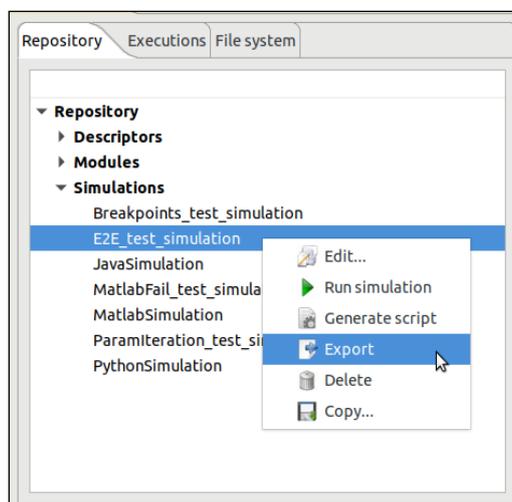
#### 4.4.4.1. **Export simulation**

The data needed to import a simulation 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 simulation. Furthermore, in case of an executed simulation, the zip file includes also the input files used for that particular run.

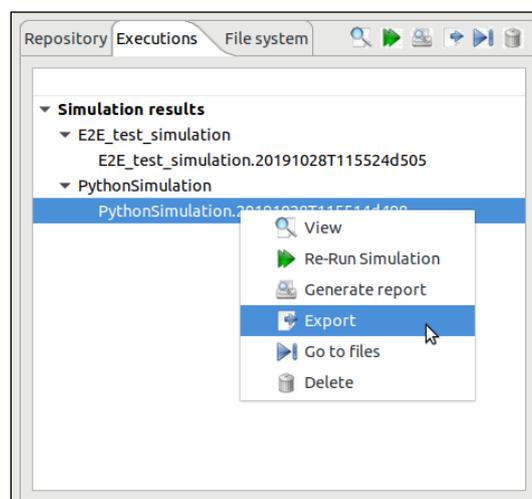
From the openSF HMI, the export operation can be invoked from two different locations:

1. From the **Repository** menu. In this case, we need to navigate from the “Repository” menu down to the simulation that the user wishes to export. Next, right-clicking over it; the “Export” option appears for selection. This is illustrated in Figure 4-118 below.



**Figure 4-118: Export from the repository menu**

1. From the **Executions** menu. If the user wishes to export a simulation that has been run, it can do so by accessing the “Executions” menu and selecting the Export operation upon the desired simulation, similarly to the previous case. This is shown in the next figure.



**Figure 4-119: Export from the executions menu**

In both cases, the output obtained as a result of the Export operation are two files (sql and zip) that are placed in the folder indicated by \$E2E\_HOME. These files are needed for the import operation, and they ensure the creation in the database of the constituent elements of the simulation (i.e. descriptors, modules, tools, and simulation, as well as the provision of input and configuration files) needed for the simulation's execution. However, it is to be noticed that the executable files corresponding to the modules 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 simulation 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 simulation.

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

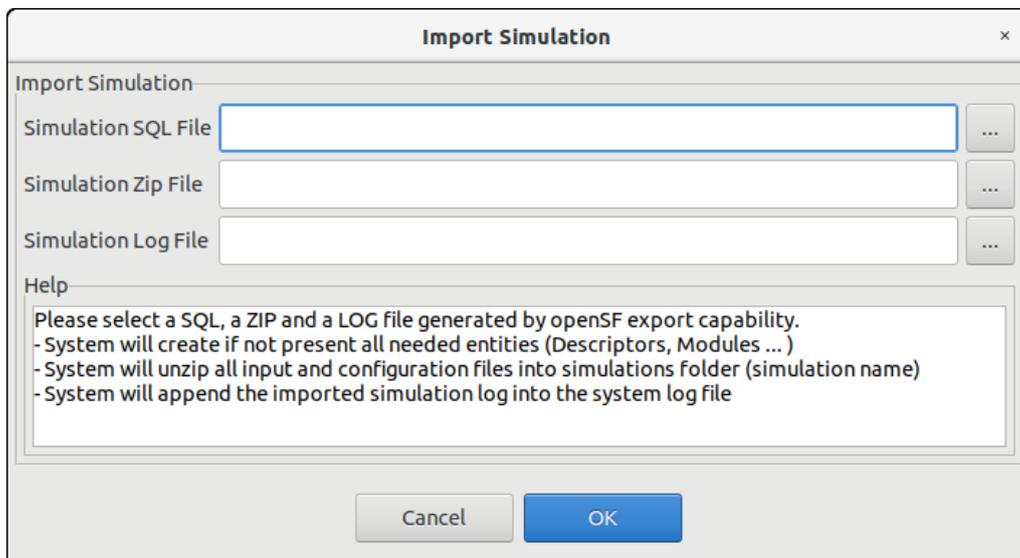


**Figure 4-120: Successful execution of the export**

#### **4.4.4.2. Import simulation**

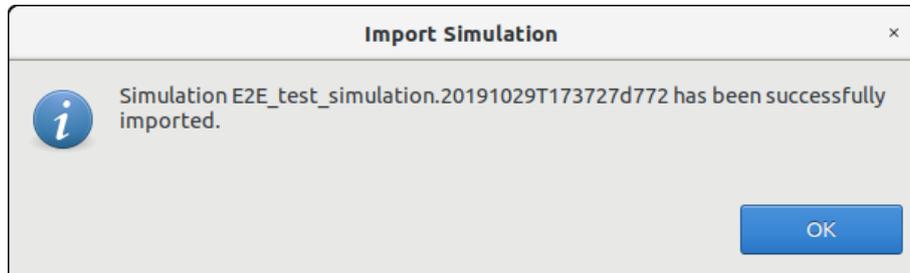
Users can activate the import operation by accessing the "Repository" menu and clicking on the "Import simulation ..." option, showing the dialog of Figure 4-121. The dialog requests the files needed to complete the operation: the SQL file that includes the statements needed to create the simulation in the target database, the log file and a ZIP archive with the simulation data files (configuration and optionally, inputs) for the simulation's execution.

Note that for simulations exported by openSF v3.7.1 onwards, the ZIP archive includes the simulation logs, so it is not necessary to provide the log file on import. If one is specified, it will be ignored.



**Figure 4-121: 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 reports on the status of the operation. The figure below shows the dialogue that is presented in case the import was performed successfully.

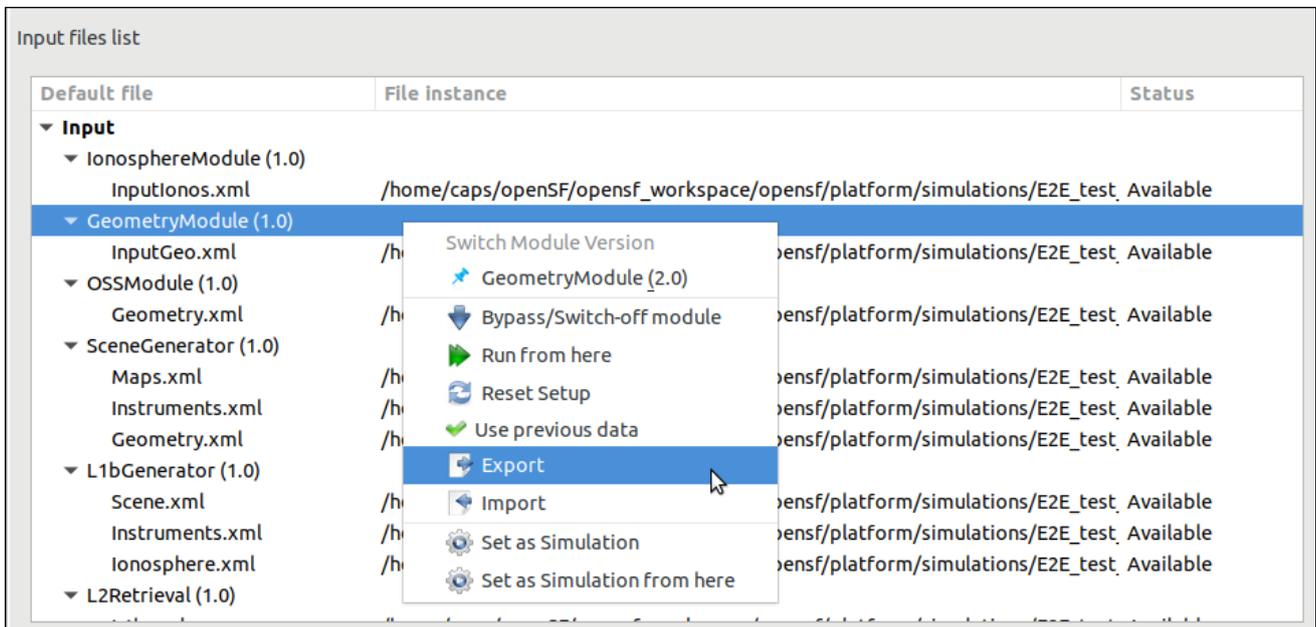


**Figure 4-122: Successful execution of the import**

#### **4.4.4.3. Export module of a simulation**

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

From the openSF HMI, the export module operation can be invoked from the simulation execution window by navigating down to the module that the user wishes to export. Next, right-clicking over it; the "Export" option appears for selection. This is illustrated in Figure 4-123 below.

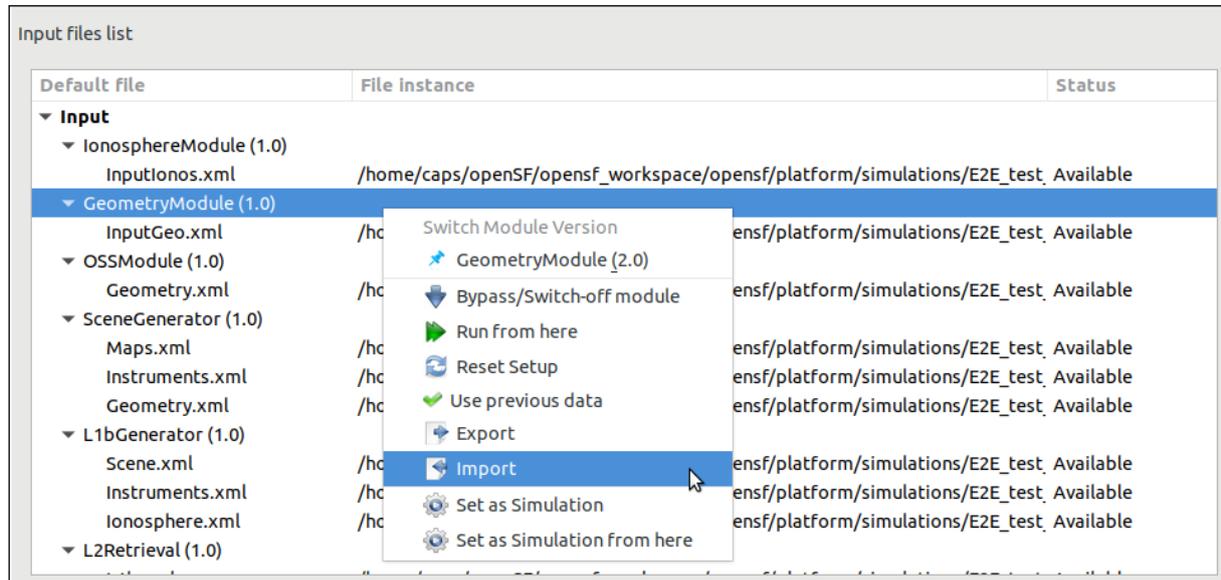


**Figure 4-123: Export module from the Simulation Result view**

The output obtained as a result of the Export operation is a zip file placed in the folder indicated by \$E2E\_HOME. This file is needed for the import operation providing the input and configuration files needed for the simulation's execution. However, it is to be noticed that the executable files corresponding to the modules and tools are not included in the export.

#### **4.4.4.4. Import module of a simulation**

From the openSF HMI, the import module operation can be invoked from the simulation edition window by navigating down to the module that the user wishes to import to. Next, right-clicking over it; the "Import" option appears for selection. This is illustrated in Figure 4-124 below.



**Figure 4-124: Import module from the Simulation edition view**

A module 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 module exists in the target openSF instance.

#### 4.4.5. Simulation script generation



This functionality is provided to create and save a file script to enable the external execution of the simulation. This script file, which e.g. in Linux is named "*<simulation\_name>.sh*", will be saved in the simulation folder as every needed input and configuration files. This script contains all the environment variables definitions and calls for modules' executions. The script can be executed from command line and it requires no parameters.

Note that the script is always generated when executing a simulation. The simulation script generation functionality just generates the script, without having to execute the simulation.

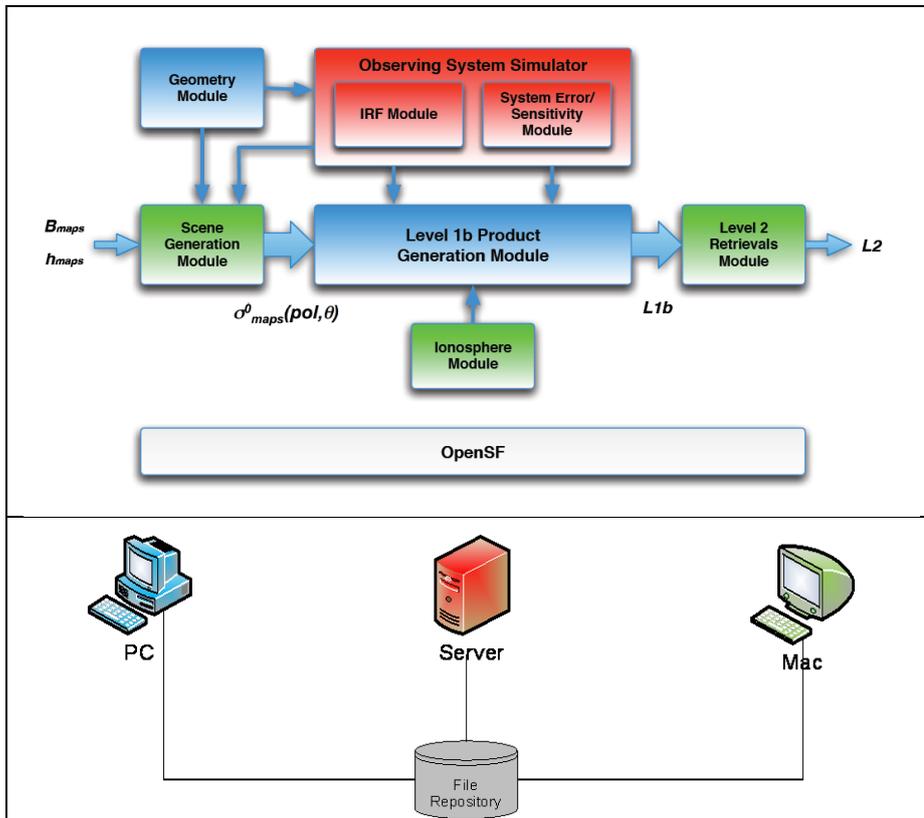
It is important to notice that the execution of this script (outside openSF) will not rely on any of the openSF provided functionalities. In fact, while the execution will be mimicked, the error handling and results storage capabilities provided by openSF will not be in place. Moreover, the simulation will be executed without resorting to the parallelisation capabilities provided by openSF.

#### 4.4.6. Multi-node simulation



openSF has the ability of orchestrating the remote execution of one (or several) module in a simulation run.

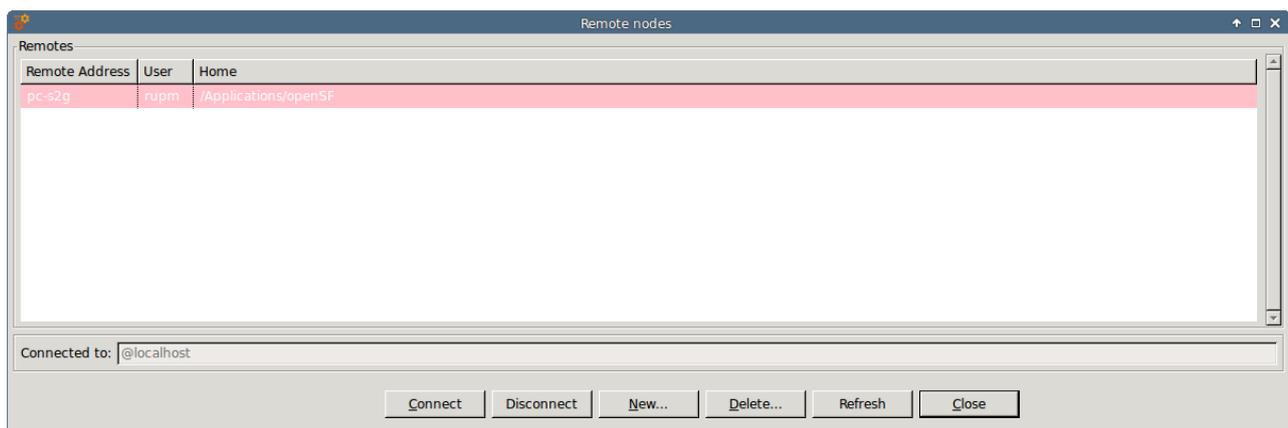
For the sample test simulation scenario shown in Figure 4-125, the user can choose which machine to use for each module to execute. Note that the remote execution in openSF relies on mounting a remote file system shared by all instances of openSF executing modules of a same simulation.



**Figure 4-125: Outline of a simulation scenario**

#### 4.4.6.1. Remote machine management

For this purpose, a set of remote machines can be configured and managed in the system configuration. When the user selects the "Remote" option from the menu "System", the window shown in Figure 4-126 will show up.



**Figure 4-126: Remote machines management window**

In the bottom of the window there are five buttons, which allow users to perform different actions over the remote machine configuration. Users can connect or disconnect from a remote machine, create a remote machine reference, delete a remote machine configuration or refresh the list of available remote machines.

The central area of the window shows a list with the remote machine configured in openSF. Users can obtain information about the remote machine address, the user that connects to the machine and the remote path where openSF instance is installed.

The bottom of the window shows a label with the remote machine currently connected. In the case exemplified, the application is not connected to any remote machine so the local installation of openSF is used for storing the execution products (identified by "localhost" label).

#### **4.4.6.2. Connect to a remote machine**

Users can configure openSF to produce the simulation execution products in the file system of a remote machine. For this, the user has to select a remote machine from the list, and click on the "Connect" button. Automatically the file system is connected to it, and then, the name of the selected machine is shown beside the label "Connected to".

Connecting to a remote machine file system means that the Simulation system folder used by openSF is located in a remote machine instead of in the local one.

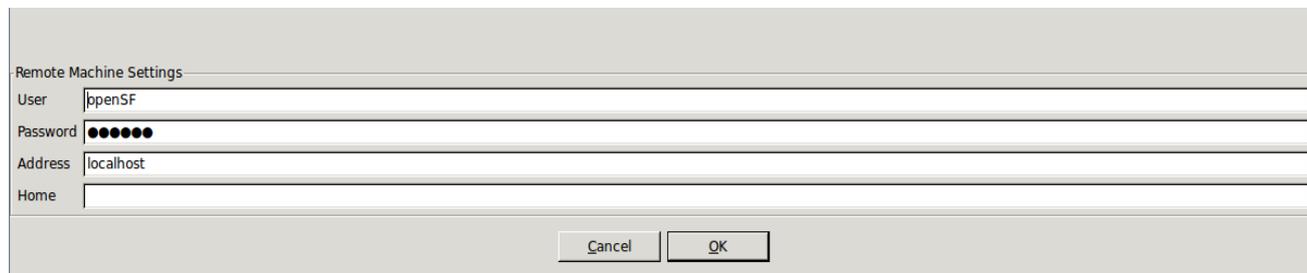
#### **4.4.6.3. Disconnect from a remote machine**

Users can disconnect from a remote machine and rely on the local machine file system for simulation execution. For this, the user has to click on the "Disconnect" button. In case openSF is already connected to a remote machine automatically the file system is disconnected from it, and then the label "localhost" is shown beside the label "Connected to".

Disconnecting from a remote machine file system means that the imulation system folder used by openSF is the one in the local machine.

#### **4.4.6.4. Configure a new remote machine**

If the user wants to create a new remote machine reference, he has to click on the "New" button, and a dialog will be shown by the application, as it is can see in Figure 4-127.



**Figure 4-127: Create new remote machine**

A remote machine has four characteristics fields:

- User**, it is the user who connects to the remote machine
- Password** (optional), it is the password of the user. In case the ssh key has been setup this field is not required
- Machine Address**, it is the address (IP or verbose) of the remote machine
- Home**, it is the location in the remote machine where openSF instance is installed

Fields User and Home have a default value, that are:

- User: "openSF" (created during the installation of the application)
- Home: \$E2E\_HOME (created during the installation of the application)

It is mandatory that all fields have a correct value with the only exception made for the password field, that can be empty.

When the user enters all the information correctly and clicks on the "OK" button, openSF attempts to connect to the remote machine using the configuration provided.

In case some field has been entered incorrectly (as for example the user or password to connect with the server are incorrect) openSF shows a message reporting the error (Figure 4-128), and invites the user to enter the correct information or cancel the creation.

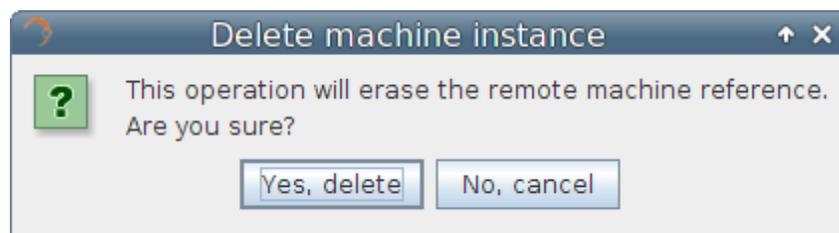


**Figure 4-128: Remote machine is unreachable**

If the user clicks on the "Cancel" button on the remote machine settings window, no action is performed.

#### **4.4.6.5. Delete a remote machine**

To remove a remote machine configuration, the user has to select the remote machine to be removed from the list, and click on the "Delete" button (Figure 4-129). A new dialog is shown to confirm the action. If the user clicks on "Yes, delete", the entry is deleted.



**Figure 4-129: Confirm deletion operation**

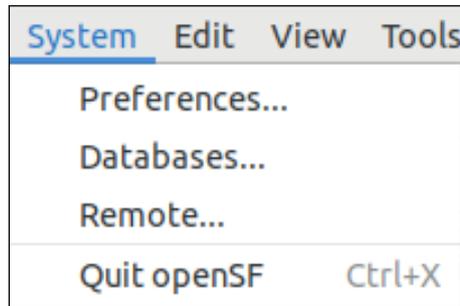
#### **4.4.6.6. Refresh remote machine list**

The remote machine management dialog provides the capability to refresh the list of remote machines to which openSF can be connected to. This capability is useful e.g. in a situation when the user wants to recover an existing configuration upon upgrading to a new version of openSF.

## **4.5. Preferences**

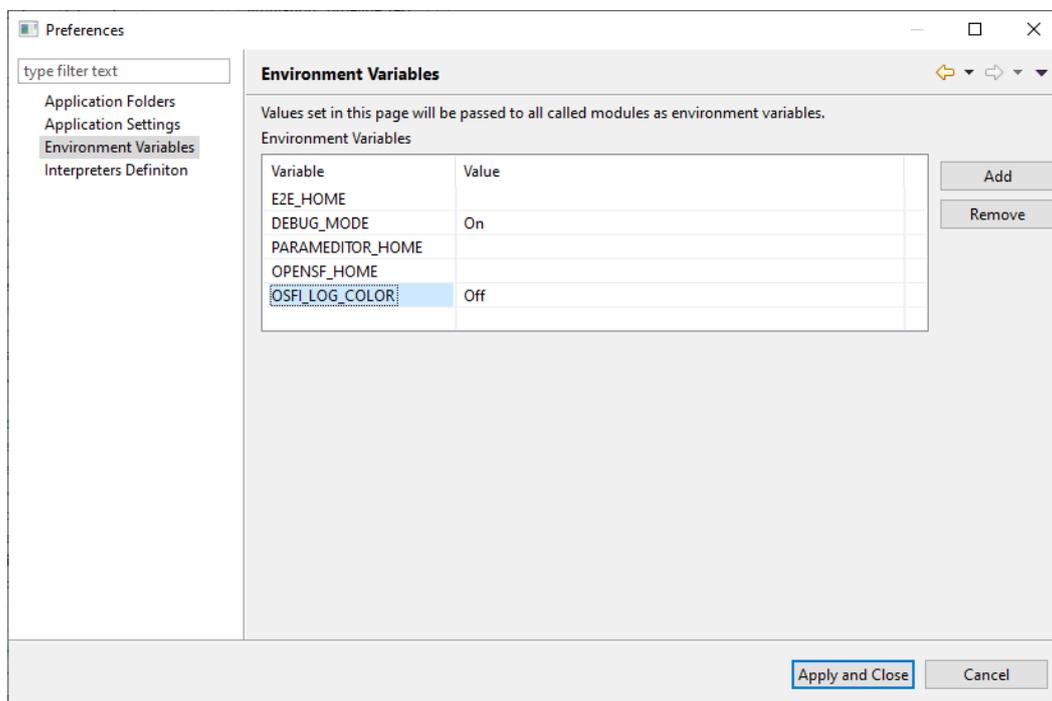


The "System" menu, shown in Figure 4-130, gives control the general characteristics of the whole openSF system.



**Figure 4-130: System Menu**

Selecting this menu option presents the dialog presented in Figure 4-131.



**Figure 4-131: Environment variables**

In this dialog users can modify some of the characteristics of the system.

#### 4.5.1. Environment variables

A list of environment variables and associated values are shown in a table (Figure 4-131). Once a module 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.

Note that all other variables that were already present in the system/user environment when openSF was started will also be passed to the modules. In case of conflict, the variables defined in the preferences replace (with a few exceptions, see below) those already in the environment with the same name.

\$E2E\_HOME must to be defined here so it is exported as an environment variable (see Sec. 3.3.2 for reference). There is an environment variable recognized by OSFI called \$DEBUG\_MODE that controls the verbosity of some module executions. Setting to “On” or “Off” can enable or disable this output.

OpenSF handles in a special way all environment variables used to customize the search for dynamic libraries. For %PATH% (on Windows), \$LD\_LIBRARY\_PATH (on Linux) and \$DYLD\_LIBRARY\_PATH (on

macOS), openSF prepends the value specified in the preferences to the value exported externally in the environment.

macOS users must be aware of the limitations in using environment variables in script execution enforced by Apple with the introduction of the System Integrity Protection (SIP) security feature in OS X 10.11 (El Capitan), which does not allow critical environment variables (such as \$DYLD\_LIBRARY\_PATH) to be passed in a cascading shell script call.

#### 4.5.2. Application settings

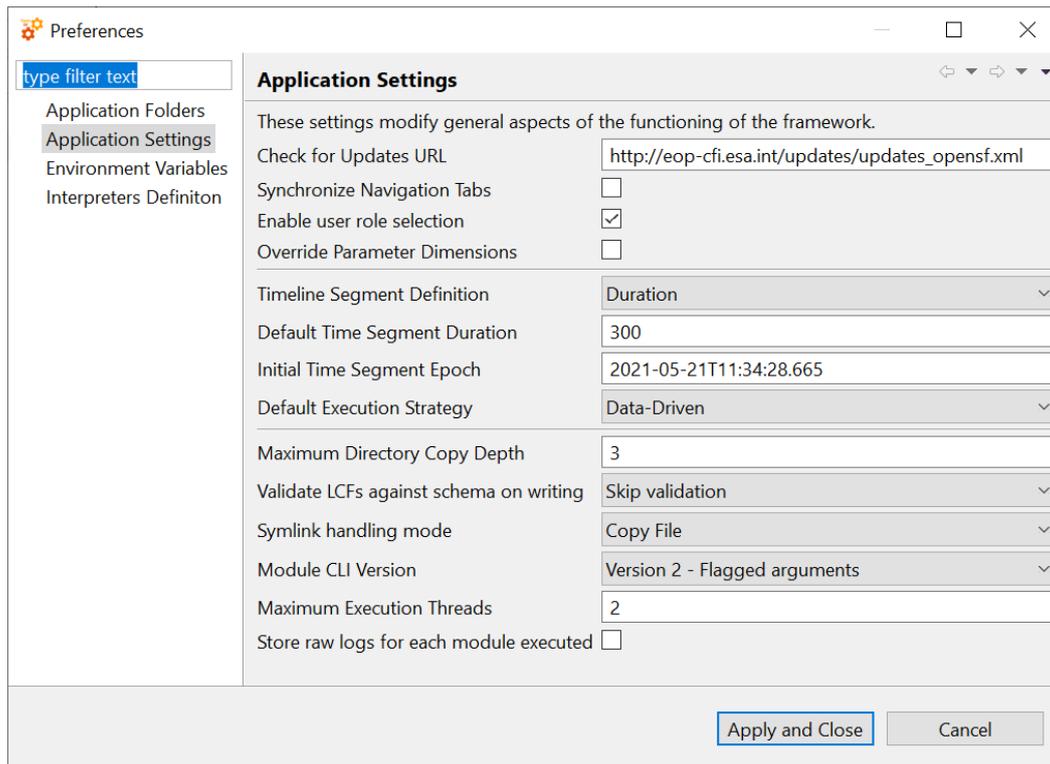


Figure 4-132: System Applications settings

Under this category (Figure 4-132) users can change the following default system parameters:

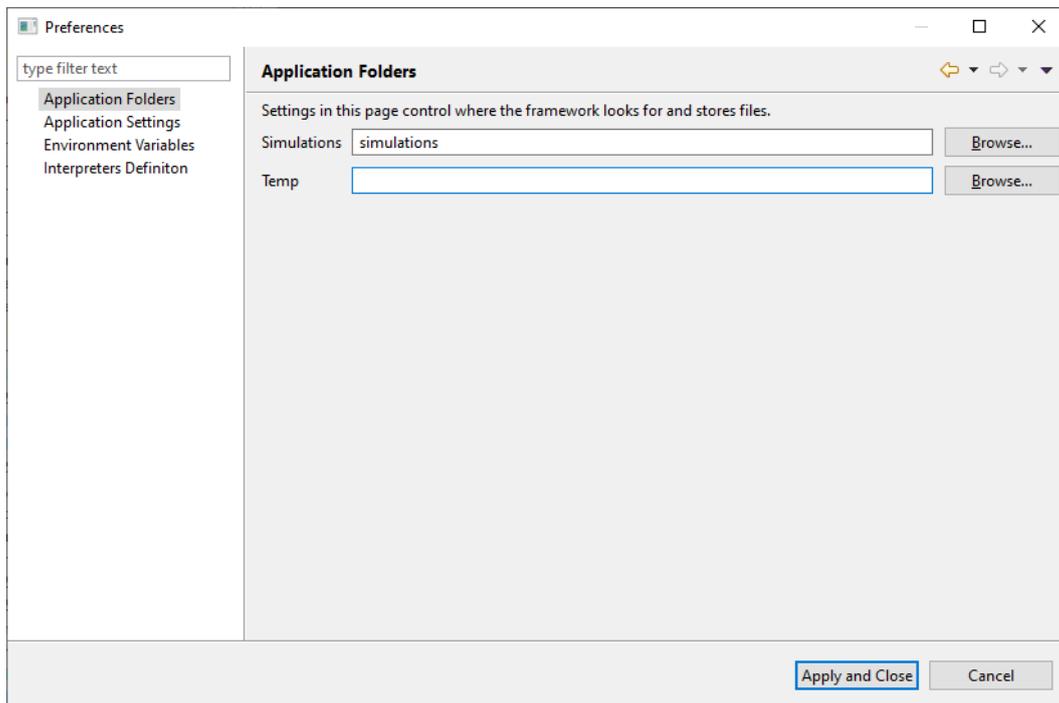
- ❑ *Check for Updates URL*. The configurable URL where openSF looks for software updates.
- ❑ *Synchronize Navigation Tabs*: Shows the appropriate simulation folder in the repository view when a simulation result is opened.
- ❑ *Enable user role selection*: When enabled, a custom menu is shown in the toolbar to allow switching between "Normal" user role and "Developer" user role (see Section 3.2.2).
- ❑ *Override Parameter Dimensions*: When a parameter is changed, its dimensions may vary. When this option is ticked, this would generate a DimsMismatch error. When this option is unticked, the parameter dimensions are updated according to the new value.
- ❑ *Timeline Segment definition*: Specifies how the timeline segment time should be interpreted (Section 4.4.2.4).
- ❑ *Default Time Segment duration*: Default duration of the new Time Segments in seconds.
- ❑ *Initial Time Segment Epoch*: Initial Epoch for new Timeline Scenarios. This field shall be compliant with the CCSDS ASCII Time Code A format (YYYY-MM-DDThh:mm:ss.ddd).
- ❑ *Default execution strategy*: The user can choose if the default execution is data-driven or time-driven.

- ❑ *Maximum Directory Copy Depth*: Defines the maximum depth of the directory tree used when copying files and folders before a simulation is executed. This copy operation typically includes copying input and configuration files/directories into the simulation folder. The use of this value is widespread and is designed to avoid possible infinite loops caused by symbolic links.
- ❑ *Validate LCFs against schema on writing*: The user can validate the Local Configuration Files (LCFs) against a schema file. "Skip validation" is selected by default, but the user can select "Validate but only generate warnings" or "Validate and fail the simulation on errors". As the description indicates, if the user chooses "Validate but only generate warnings", the LCFs will be validated against the XSD schema file chosen in the Module menu (Section 4.3.2.2.2) and warnings will be generated in the simulation log. If instead the user selects "Validate and fail the simulation on errors", the validation against the XSD schema file will raise errors which will force immediate termination the simulation's execution.
- ❑ *Symlink handling mode*: By default, when a symbolic link file or folder is used in a simulation (as a configuration or input), the actual file or folder referred to by the source element is copied in the simulation folder ("Copy File") (see Section 4.3.4). The user can instead choose to create a symbolic link to the original source ("Copy Link") or ignore symbolic links altogether ("Ignore"). In this latter case, the symbolic links are not considered when creating the execution folder. If some module refers to files/folders containing symbolic links, the user is responsible for manually placing them where the module expects them to be found.
- ❑ *Module CLI Version*: Version of the Command Line Interface used when running a module. Version 1 uses positional arguments, while version 2 uses flagged options (see [AD-ICD]).
- ❑ *Maximum Execution Threads*. Sets the maximum number of modules that can be executed in parallel during a simulation 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 parallelisation enable) or N (the number of modules that may be executed in parallel). Keep in mind that it is allowed to insert a maximum number of execution threads higher than the number of cores of the machine and the impact is that a core may have to deal with more than one thread. Nevertheless, a warning message will be shown to the user whenever entering a value higher than the machine's number of cores.
- ❑ *Store raw logs for each module executed*: if disabled, a single log file will be generated for each executed simulation. The file contains general status messages, plus the messages from all modules formatted according to [AD-E2E]. However, if this option is enabled, a log file will be created in the same folder containing the "raw" output (both with and without E2E-ICD format) for each module in the simulation. This may be useful for debugging some modules.

### 4.5.3. Application folders

Under this category users can change the default locations for these directories. If relative paths are given, they are resolved under \$E2E\_HOME (see 3.3.2) unless otherwise specified:

- ❑ *Simulations*. This is the place where all the files associated to simulation executions can be found. Execution scripts, report files and, by default, configuration and output files generated are going to be stored here.
- ❑ *Temp*. Some intermediate files are going to be stored temporarily in this directory.

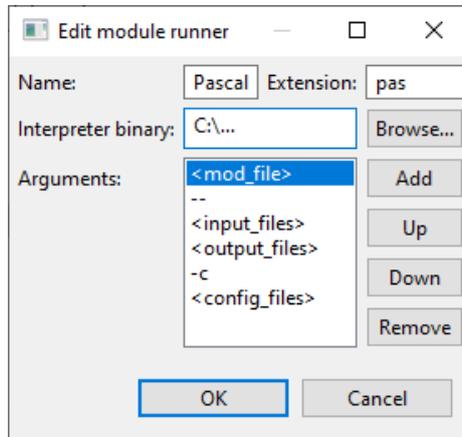


**Figure 4-133: Application folders**

#### 4.5.4. Interpreters Definition

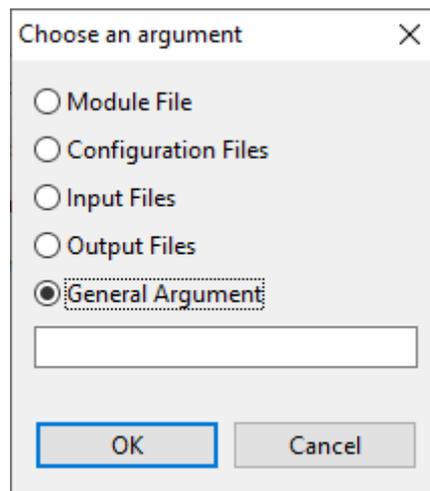
OpenSF allows the user to run modules not directly executable from the system command line. Such modules can be executed by means of an interpreter that can be specified in the system preferences (See Section 6.3.1 for module's execution details). A number of built-in interpreters are available by default, while further ones can be specified by the user. Figure 4-134 shows a list of available interpreters, accessible by navigating to System → Preferences → Interpreters Definition.





**Figure 4-136 User-defined interpreter definition**

Here the user can define a name, an extension, a binary path and a list of arguments. Note that only one extension can be specified. Note also that if different interpreters share the same extension, openSF does not resolve the ambiguity and therefore the user is invited to resolve it, e.g. activating only the desired interpreter. To add, shift upwards, shift downwards or remove an argument from the arguments list, the user can use the respective buttons. When creating an argument, the window in Figure 4-137 is shown.



**Figure 4-137 Interpreter argument definition**

Here, the user can choose to specify a general argument as a literal string or to insert a placeholder to indicate openSF to insert:

Placeholder	Representing
<mod_file>	The module file name that is being executed
<input_files>	The module input file names
<output_files>	The module output file names
<config_files>	The module configuration files (global and module-specific)

The actual output generated by the input, output and configuration files placeholders depend on the global setting for the CLI version to be used: running with CLI version 1 generates a single argument with all files separated by commas, while using CLI version 2 generates multiple arguments with the appropriate flags e.g. --global gcf.xml.

## 4.6. Miscellaneous

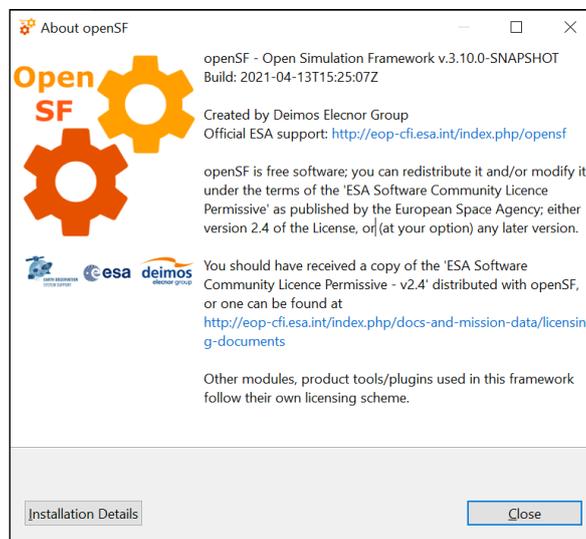


A series of documents and utilities that are available from openSF is presented in this section.

### 4.6.1. About openSF



From the “help” tab of the menu bar, the “About openSF” functionality can be accessed. The system will show a dialog with the copyright and license scheme for the openSF platform.

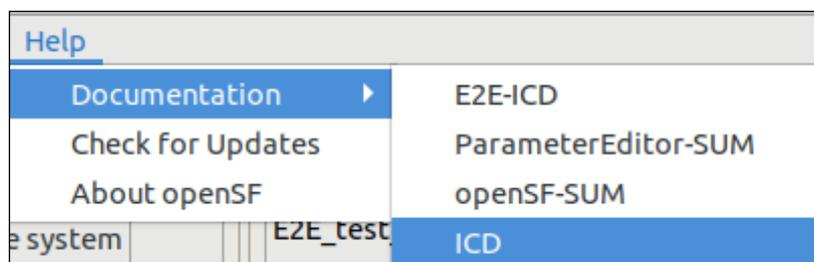


**Figure 4-138: openSF About View**

### 4.6.2. Embedded documents



A series of documents are embedded and deployed along with openSF. 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 OS.



**Figure 4-139: Help documents tree view**

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 ...

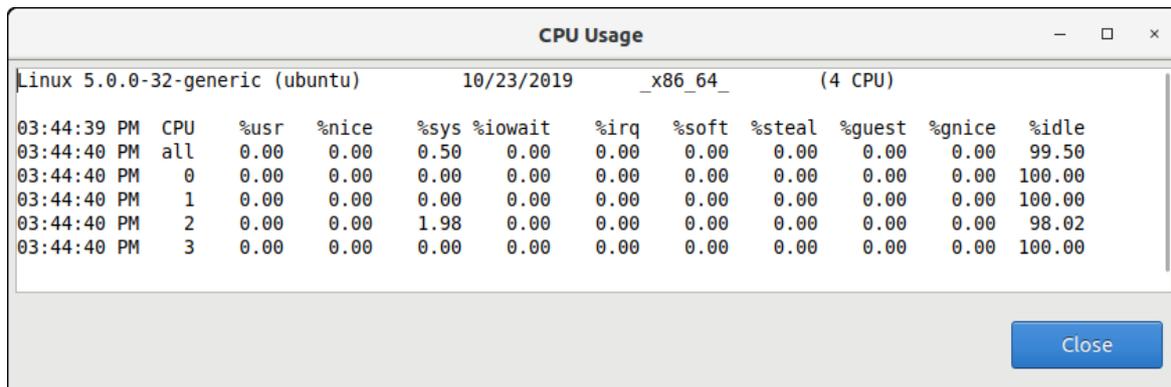
### 4.6.3. CPU usage

**E**

This dialog is helpful to analyse the CPU core use when the module execution is parallelised by openSF.

#### 4.6.3.1. Linux

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



The screenshot shows a window titled "CPU Usage" with the following content:

```
Linux 5.0.0-32-generic (ubuntu)      10/23/2019      _x86_64_      (4 CPU)
```

Time	CPU	%usr	%nice	%sys	%iowait	%irq	%soft	%steal	%guest	%gnice	%idle
03:44:39 PM	all	0.00	0.00	0.50	0.00	0.00	0.00	0.00	0.00	0.00	99.50
03:44:40 PM	0	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	100.00
03:44:40 PM	1	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	100.00
03:44:40 PM	2	0.00	0.00	1.98	0.00	0.00	0.00	0.00	0.00	0.00	98.02
03:44:40 PM	3	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	100.00

A "Close" button is located at the bottom right of the dialog.

Figure 4-140: CPU Core Usage view

#### 4.6.3.2. macOS

The macOS Operating System already provides a default application to convey information about CPU usage, the 'Activity Monitor'. Accessing the CPU Usage functionality in openSF therefore launches the 'Activity Monitor' external application.

#### 4.6.3.3. Windows

In Windows this CPU usage tool is not available and hence the user shall use the Windows Task Manager instead.

## 5. ANNEX A: 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.

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, modules raise their own error messages and they are intercepted by the system and shown as log messages in the execution view

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	The user has 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 the database running?
	Executing a tool	File IO error	Follow the instructions
Repository.Descriptors	Accepting changes	Descriptor modification failed	Possible database failure. Is the database running?
		Descriptor addition failed	Duplicated identifier chosen. 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
Deleting a descriptor	Database error	Possible database failure. Is the database running?	
Repository.Modules	Accepting changes	Validation error	Follow the instructions to correct the value
		Module addition failed	Duplicated identifier. Please provide a different identifier
	Deleting a module	Database error	Possible database failure. Is the database running and configured?
	Creating a new version	Database error	Possible database failure. Is the database running and configured?

Module	Operation	Error	Comments
Repository.Results	Deleting a result	Database error	Possible database failure. Is the database running and configured?
Repository.Simulations	Accepting changes	Validation error	Follow the instructions to correct the value
		Database error	Possible database failure. Is the database running and configured?
		Simulation addition failed	Duplicated identifier. Please provide a different identifier
		Simulation modification failed	Possible database failure. Is the database running and configured?
	Adding a simulation	Simulation identifier cannot be void	Please provide a valid identifier before adding a simulation
	Deleting a simulation	Database error	Possible database failure. Is the 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
	Running a simulation	Cannot run an unnamed simulation	Please input a valid identification to the simulation
		Missing configuration files	Provide the missing GCF or LCFs in order to run the simulation
		Validation error	Follow the instructions to correct the value
		File IO Error	Follow the instructions
Setting limits	Validation error	Follow the instructions to correct the value	
Executions.Log	Dumping the log	File IO error	Follow the instructions

## 6. ANNEX B: DEVELOPING MODULES FOR OPENSF

### M

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

openSF can integrate as a module every executable code that follows the requirements described in [AD-ICD], and execute them within the system.

Nevertheless, module developers must take care of the following points:

- Memory handling is responsibility of the module. openSF does not manage memory assignments and does not destroy any data structure created by the module;
- A module can create child processes, but their management is still on the module developer's side;
- openSF does not detect when a module execution is "halted" or in an infinite loop. It is suggested to periodically send some logging information to openSF (i.e. heartbeat) so that the user can identify a stalled module.
- Execution performance of the module may be slightly slower when orchestrated by openSF, because of the messaging interception/collection mechanism;
- Module developer is responsible of the error and exception handling as explained in [AD-ICD]. (Error Handling section).

Below there is a list of documents with relevant information on module development and the topics covered by each one.

- openSF Interface Control Document [AD-ICD]
  - openSF interface specifications
  - Module development guidelines
  - Module 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]
  - openSF architecture
  - Interaction between modules and openSF

### 6.1. Precautions to ensure safe module parallelization

The functionality of openSF to allow parallel execution brings a certain responsibility to module developers. It is responsibility of the module developers to ensure that the modules are in fact parallelisable, e.g. that their implementation has the proper precautions regarding access to common resources. openSF can only assure synchronization of module execution and it must rely on modules being "well behaved" with respect to parallel execution.

In order to ensure safe module parallelisation, module developers should ensure that modules 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-constant) 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 a data race occurs, 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 it can be guaranteed 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.

Element like mutexes and critical sections can be used 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, the programmer still needs to ensure that the code is safe in the wider context: if more than one variable needs to be modified then the mutex needs to be held across the whole operation rather than for each individual access, otherwise the invariants of the 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 a separate copy of the data is held 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, synchronization is always needed if two or more threads are going to operate on the same data.

## 6.2. Environment variables

The user can customize the environment variables used by openSF and that are available to the modules and tools during simulation execution, tailoring them to his system. These variables can be set in the system preferences window (see Section 4.5). An environment variable that is always exported is \$E2E\_HOME, which is described in Section 3.3.2.

## 6.3. Module pre-requisites

In most cases, openSF runs modules by invoking them as binaries from the simulations folder. This means that it is responsibility of the module developer/integrator to provide any dependencies (e.g. libraries, interpreters, etc.) and to perform the setup needed for such modules to work correctly. The means are varied and depend on the type of module (compiled binary, script, etc.).

For example, a module written in C++ may link statically against all its dependencies so that the resulting executable does not depend on any dynamic libraries that would have to be found and loaded on start, although this may not always be possible depending on the library and the system. Alternatively, dependencies can be provided in a way that may be located by the module, so e.g. a Python module that makes use of OSFI-Python or other libraries may access them by:

- Installing them in the site-packages directory of Python,
- Including them in the PYTHONPATH environment variable, or
- Distributing them alongside with the module, making the script itself look for them in a known location relative to the module (e.g. `../libs/OSFI/Python`).

For more information on the matter of module development and deployment, look at the documents mentioned in Section 6.

### 6.3.1. Modules not compliant with E2E Generic ICD

OpenSF offers some support to run modules non-strictly adherent with the Generic E2E Interface Control Document [AD-ICD]. If such modules do not comply with the standard CLI, they can be wrapped and

called by means of a specified interpreter. The arguments of the given interpreter can be freely specified and ordered (See Section 4.5.4) and they may include:

1. The list of input files
2. The list of output files
3. The list of configuration files
4. The module file

Note that the lists themselves are specified in the same fashion as described in [AD-ICD].

### 6.3.2. IDL

*Note: IDL module execution is deprecated and not under further development.*

To execute modules in IDL with openSF is necessary to have IDL software installed 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. 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 the ConFM module, which uses some internal classes of IDL that must be in the default path in order for the application to find them. IDL looks in fact 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.

### 6.3.3. MATLAB

To execute modules in MATLAB with openSF, MATLAB software must be installed on the computer. The only requirement is that MATLAB version must be R2009a or later, with the corresponding license.

### 6.3.4. Python and other scripts

The framework also executes script-based modules, such as Python or shell scripts. Currently, they are invoked as normal programs, so they must be marked with execution permissions. The choice of interpreter must be somehow recognizable for the system e.g. with the customary hash-bang line:

```
#!/bin/sh (POSIX shell scripts)
#!/bin/bash (BASH scripts)
#!/usr/bin/env python (Python, system default version)
```

```
#!/usr/bin/env python2/3 (Python, script choice of a version)
#!/opt/bin/PowerShellCore6/pwsh (Other, custom script interpreters)
```

Since .sh/.bat files are executed directly, Windows users cannot run POSIX shell modules and Linux/Mac users cannot run CMD batch modules. However, the system is extensible and new “interpreted file” types can be added in future versions.

### 6.3.5. Python scripts execution in Windows

Due to the Python2/Python3 ambiguity (some scripts are compatible between both versions and some are not), a method to choose between the correct interpreter for each script is necessary. Giving the version of the interpreter to be used via shebang lines in the beginning of the Python script solves the issue.

Since Windows does not allow shebang lines to choose between which Python version to use, the solution is to use a launcher<sup>12</sup> for aiding in the location and execution of different Python versions, allowing the scripts to indicate a preference for a specific Python version.

Thus, in Windows, the Python interpreter must be specified to run Python modules. If available, the user shall use the aforementioned launcher/chooser “py.exe” instead of a specific interpreter version i.e. “python.exe”.

This Python interpreter, as well as others interpreters from the compatible languages, can be chosen by accessing Systems → Preferences → Interpreters Definition, as thoroughly described in Section 4.5.4.

---

12 <https://docs.python.org/3/using/windows.html#python-launcher-for-windows>

## 7. ANNEX C: 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.

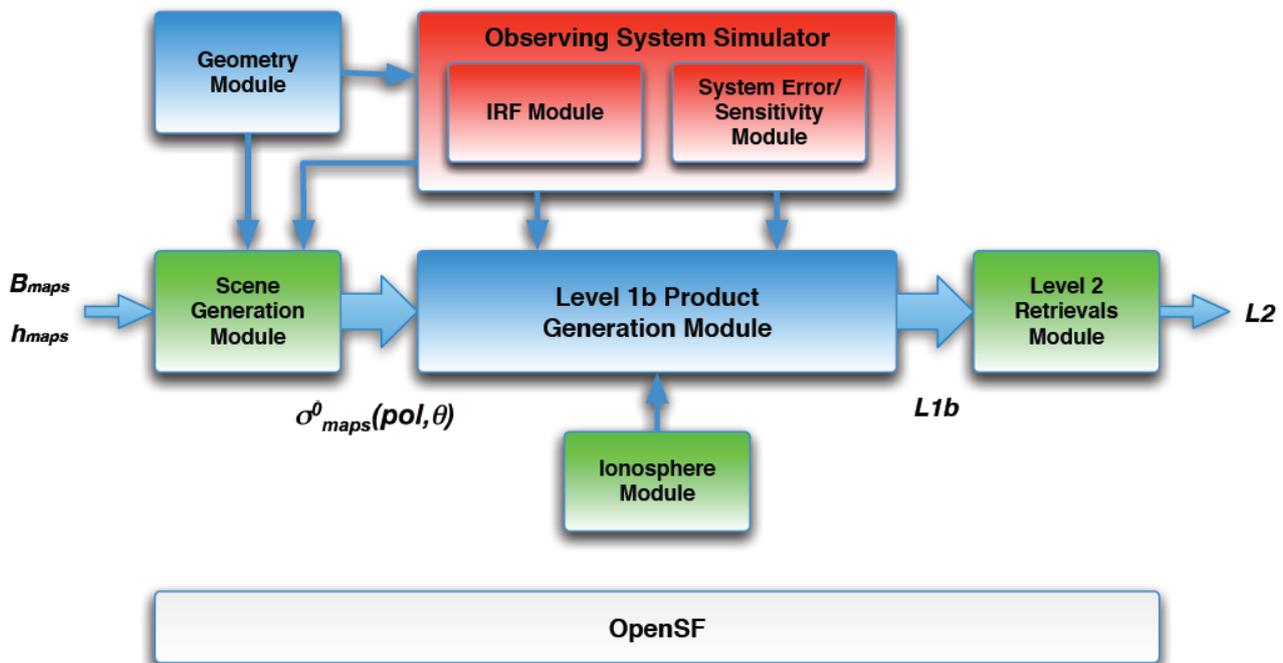
This chapter is divided in the following sections:

- ❑ **Scenario Description**, showing the outline of the E2E simulation, logic entities, input and output identification, etc...
- ❑ **Module Development Guidelines** detailing the module 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 web page (<https://eop-cfi.esa.int/index.php/openSF>).

### 7.1. Scenario Description

The outline of a test simulation scenario is shown in Figure 7-1. The drawing of this diagram is the first step to integrate a simulation scenario within openSF.



**Figure 7-1: Outline of a 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.

### 7.1.1. Descriptors – Input and Output Files

The definition of the descriptors (file sets) shall be done together with the module 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. Note that even though they are XML files, they are input/output files and *not* configuration files as defined in AD-E2E, and therefore they do not use the same format.

- ❑ **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 7-2: 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 module.

- *Scene.xml*

- ❑ **Input\_L1b,** input used for the L1b processor composed by the outputs coming from Scene Generator, Observing System and Ionosphere modules.

- *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*

### 7.1.2. Modules

This is the list of modules identified within the test simulation chain. Each module has associated an input and output description to allow a proper orchestration of the simulation scenario. Other module configuration items such as executable 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**

## 7.2. Framework Structure Definition

This task consists in defining all the entities specified in section 7.1 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 web page (<https://eop-cfi.esa.int/index.php/openSF>).

### 7.2.1. 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 at easing the integration process. As mentioned, the following instructions are not mandatory as users can choose whatever structure they prefer.

## Simulation Project Structure

- ❑ *modules* folder where all files regarding to the simulation algorithms are stored including executable, configuration and input files
  - *src* for modules source code
  - *bin* for modules binaries
  - *lib* for the libraries (example libProducts.dll for input output management that can be common to all modules within the simulation chain)
  - *cots* folder for storing third party applications and libraries used within the modules
  - *test* folder for system and unit tests
  - *data*
    - *conf* for global and module configuration files
    - *input* for files used as input
- ❑ *tools* folder where store 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 E2E\_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. The resultant folder structure for the E2E tutorial presented in this chapter is shown in Figure 7-3.

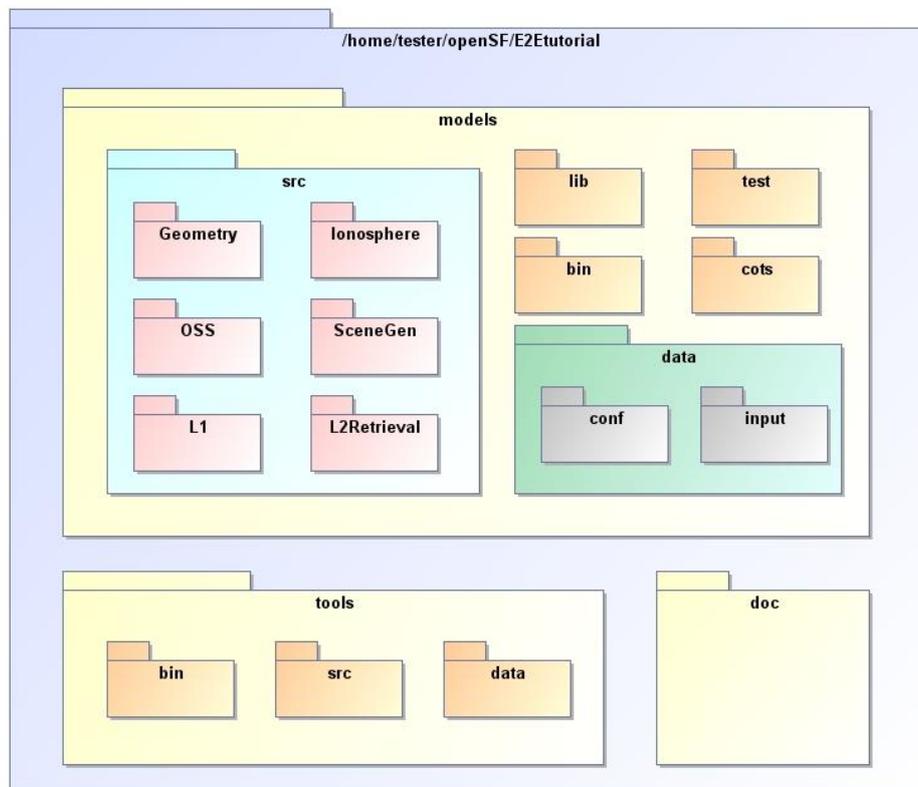


Figure 7-3: E2E tutorial folder structure

## 7.3. Product Tools Specification

The definition of product tool is detailed in Section 4.3.5; it is recommended that users take a look to this section before going on reading.

### 7.3.1. Simulation Products Exploitation

Following the mechanism described in Section 4.3.5, openSF users are able to plug-in any product tool in order to visualize, post-process or archive the simulation products.

The selection 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 4.3.5.5.

In case of the test simulation scenario where all product files are XML the tool associated can be the user-preferred text editor (Notepad, Gedit, Emacs etc...).

### 7.3.2. 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 **closes 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 module 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 module in the simulator where this comparison is performed.

## 8. ANNEX D: 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 customizations.

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 uses Maven as a build system and thus can be built directly from the command line, or with another Java IDEs.

### 8.1. Pre-requisites to Build the Framework

- openSF source files
- Java Development Kit, version 11 or later
- Apache Maven tool, version 3.6.3 or later
- If installer packages are to be generated, install4j with a valid license, version 9.

### 8.2. How to Build the openSF Platform

Apache Maven is a Java-based build system that uses Project Object Model (POM) files to orchestrate compilation and packaging of applications. Maven is able to automatically pull dependencies from the Internet, a functionality that is used to download the Eclipse RCP Java files and native launchers.

Due to the above, building openSF requires a connection to the Internet, at least the first time that the build is attempted: This is necessary in order for Maven to download its own plugins, including the Tycho system that builds Eclipse RCP applications, and the Eclipse runtime files.

Once unpacked, the openSF tree contains the following relevant files and folders:

- build.sh: support script performing most of the Maven build steps.
- openSF.build: folder containing the majority of the “release engineering” architecture. In particular, the main POM file that other files in the project reference.
- openSF.build/generate-installers.py: support script that gathers the files for each platform into the right structure and calls install4j to generate the installer packages.
- openSF.build/installers: folder containing install4j project files in order to generate installation packages for openSF (see §8.3). Also contains a folder to place the external packages to be bundled in, like documentation files, example modules, ParameterEditor, etc.
- openSF.product: folder where the output of the build will be generated (under “target”).
- platform: folder containing the main source code for the openSF framework.
- platform.tests: folder containing unit tests for the openSF platform.

The output of this step is a series of “Eclipse packaged product” ZIP files, one for each platform, available at the openSF.product/target/products/ folder. Note that a single build in one machine generates the files

for all platforms<sup>13</sup>, since the platform-dependent components are downloaded from Eclipse and don't need to be built.

These files are not full installations of openSF: they are only one of the multiple components that are needed to build a fully-functional installer package, as described in Section 8.3. However, they *can* be used as-is during development and testing, if they are unpacked on top of an *existing* openSF installation, they will in effect "upgrade" that installation.

### 8.2.1. Simplified procedure

Using the support script provided, it is easy to build the openSF platform files

```
$ ./build.sh
```

The support script runs the two-step build process outlined in the following simulation, accepting two environment variables that change its behaviour:

- MVN: path to the Maven executable, defaults to "mvn", so Maven is expected to be available in the system PATH.
- SKIP\_TESTS: if defined to "1", skips the phase in which the openSF unit tests are run (the Maven target used is "package" instead of the next step "verify").

### 8.2.2. Detailed procedure

Any build configuration changes before the process can be performed on the various files that define the project settings. For example, the file `openSF.build/pom.xml` defines the system platforms to build for; the file `platform/plugin.properties` configures some strings in the program, etc.

In order to build the platform, OSFI must be available in the local Maven repo. After this dependency is met, the main project can be built:

```
$ mvn -f openSF.build/pom.xml clean verify
```

The "verify" target builds the product and runs unit tests. If such tests fail, the build stops immediately and the product files are not generated. If such behaviour is not desired, there are two different options:

- Passing the `-fae` ("fail at end") flag to Maven. In this case, the test failure will be noted and the build will be reported as "failed", but the product files will still be generated.
- Using the "package" target instead of "verify", which skips the execution of the unit tests.

## 8.3. How to Build the Installer Packages

As mentioned before, the output of the last step is a series of ZIP files in the Maven-generated target folder under `openSF.product`. They contain the archived installations of the RCP products for each platform, which can be used during development as mentioned in §8.2. However, a working openSF installation is made up of several components, which if missing will make the system work partially, or not at all. Those components are:

- Documentation files, the set of PDFs shown in the help menu. Without these files, no help files will be shown at all in the HMI.
- ParameterEditor, which is built separately as another RCP archived product, but with the same procedure described for openSF. If this platform-specific component missing, openSF will not be able to launch PE as an external configuration file editor.

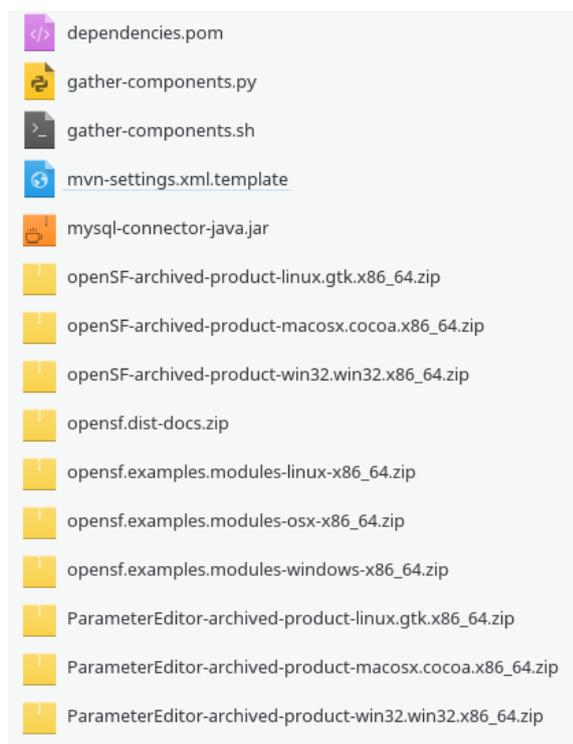
---

<sup>13</sup> However, if building on Windows, the fact that the Windows file system does not save the "executable" bit will mean that the launchers in the generated Linux and Mac OSX product files generated will require a later `chmod +x`.

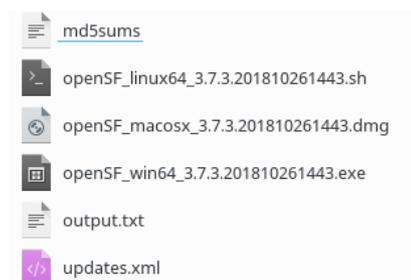
- ❑ Example modules and database, which is a set of dummy modules, configuration and input files, along with a database with simulations including them. Since they include C++ modules along with Java and Python examples, they are platform specific, built using CMake and require linking against the OSFI library. If missing, only the “empty” database template file is available in the HMI, but no openSF functionality is lost.
- ❑ Template openSF.properties file, placed by the installer in the installation folder after some variables have been replaced. Without this file, openSF might not start.

In order to generate the installer, the openSF.build/generate-installers.py script can be used. It requires the other components to be present at openSF.build/installers/external. The user can place them there manually, or, if these outputs are uploaded to some internal Maven repository (e.g. as part of some continuous integration build system), the dependencies.pom and gather-components.py files in that same folder are designed to download them from such a repository automatically. In either case, the layout should look like Figure 8-1.

Finally, if install4j is available, running the installer generation script will create files similar to those displayed in Figure 8-2. The script accepts settings through several environment variables including the product version and installer signing capabilities; see the script itself for details.



**Figure 8-1: External components**



**Figure 8-2: Generated installers (one release and one development build)**

## 9. ANNEX E: USING DOCKER IN OPENSF SIMULATIONS



The ability to run applications in virtual containers enables developers to easily integrate heterogenous environments in which E2E simulators are nowadays expected to work. The use of Docker promotes also the automated deployment of the execution environment and favours simpler and continuous testing procedures. This section describes how a simulation module can be setup inside a container and how to integrate it in an openSF E2E simulation.

It is highly recommended that each simulation module is deployed inside a separate Docker container, with OpenSF used to orchestrate the multiple modules that make part of the simulation. Notice that the goal of using containers, in the scope of E2E development, is to allow the integration of modules developed in heterogenous OS. This facility should not be used to favour the creation of deployment schemes that create unnecessary coupling between components.

The deployment of OpenSF inside a container is considered highly inappropriate.

### 9.1. Concepts and Requirements

When running a module inside a container, it is by default isolated from the host environment in multiple ways which depend on the system and its configuration. For example, Docker isolates the host filesystem and, depending on the daemon configuration, it may also provide a separate user namespace; that is, have different users than the host.

In order for openSF to run a module distributed as a container image, the following points must be taken into consideration:

1. **Dependencies:** all dependencies of the module must be included in the container image. For example, this may include dynamic libraries, OSFI and other packages.
2. **Paths mapping:** from the point of view of openSF, the container-based module must respect the E2E-ICD. This means that the module will be passed some arguments and environment variables which represent paths into the *host* filesystem, while the container internally sees a separate filesystem. Thus, some paths from the host need to be mapped into the container.
3. **File access:** the module needs read and write access to the simulation folder (the path represented by the E2E\_EXECUTION\_HOME variable), in order to read the configuration/input files and to generate the output files as required. Furthermore, read-only access to other paths may also be needed.
4. **Permissions of output files:** the output files created by the module need to be themselves accessible by the (host environment) user running openSF, so they can be opened by any further modules in the simulation, or by the user when the simulation completes.

In general, point 1 is taken care of at the time of image definition (Dockerfile) and build. For point 2, the module needs some external support program or script that presents an E2E-ICD compatible interface to openSF, while launching the container with an appropriate configuration to map the necessary host paths into the container environment.

In case the simulation module needs to rely on data in other paths (either directly or via filesystem symlinks), beware that extra caution is required. The path mappings defined when running the Docker container need to ensure that all necessary data is correctly available for the module.

Points 3 and 4 present a more complex problem that depends on the setup of the container system. For example, the default settings for Docker on Linux share the user IDs between the host and the container, but security-oriented deployments may use that separate user namespaces that appear as different numbers inside and outside the container.

If the container process can be made to run using the same (external) user as openSF, then the issue is likely moot. Otherwise, permissions and/or ACLs need to be set appropriately on the simulations folder to allow the proper interoperation of files.

## 9.2. Example

Considering that an openSF simulation module is ready for deployment, in order to run it inside a Docker container the following steps will be considered:

- 1- Create Docker image
- 2- Invoke Module in Docker container
- 3- Setup Module in openSF

The example provided as part of openSF assumes a Linux host and Docker containers, and that the Docker daemon is *not* configured to remap the user namespace. Refer to the contents of folder `<OPENSF_INSTDIR>/test/data/docker` for the files described in the following sections, which provide details of how these steps allow to set up the *Simple* simulation module.

Please note that other container environments are not covered by this example. In particular, macOS/Windows Docker is not considered, even when running Linux containers. Neither are Windows containers on Windows Docker, other Linux container runtimes such as Podman, etc. While it is possible that such systems may be able to run a module in openSF by carefully applying the four points in section 9.1, they are not the main focus of this section.

### 9.2.1. Create Docker Image

A Docker image is created by following the recipe described in a Dockerfile. Typically, images take an existing base image (e.g. Ubuntu 20.04) and build on top of it by installing only what is essential to run the application, which in our case the simulation module.

```

1 FROM ubuntu:20.04
2
3 ENV DEBIAN_FRONTEND noninteractive
4
5 # Make basic tooling available
6
7 RUN apt-get update \
8     && apt-get install -y --no-install-recommends \
9         software-properties-common \
10        sudo \
11        gosu \
12        python-is-python3 \
13        && rm -rf /var/lib/apt/lists/*
14
15 # Install the openSF (Simple) Module. Other dependencies (e.g. OSFI) would go here too
16
17 COPY simple.py /opt/simple/simple.py
18 RUN chmod +rx /opt/simple/simple.py
19
20 ENV PATH="/opt/simple:${PATH}"
21
22 # Setup a generic entry point
23
24 COPY entrypoint.sh /usr/local/bin/entrypoint.sh
25 RUN chmod +x /usr/local/bin/entrypoint.sh
26 ENTRYPOINT ["/usr/local/bin/entrypoint.sh"]

```

Figure 9-1: Simple Dockerfile

The *Simple* Dockerfile, presented in Figure 9-1, is based on Ubuntu 20.04 (line 1).

The Dockerfile then installs the basic tools necessary to deploy and run the *Simple* simulation module (lines 7-14). Notice that in the example, auxiliary tools such as `sudo/gosu` are installed to facilitate the execution of the simulation module, and specifically to allow running the simulation module with root and

non-root users. Depending on the use case, the simulation module developer might want to install the build toolchain and allow building/deploying the module from sources.

The deployment of the simulation module is handled in lines 17-18. Considering that *Simple* is a single Python script file, the deployment just copies the file to the expected installation location and ensures that it is executable. Since this example comes with openSF itself, it will re-use the OSFI-Python library that is distributed with the openSF examples. However, normal modules must include their own dependencies, including OSFI, since they should run on multiple versions of openSF.

In case it is necessary, the Dockerfile also allows to customize the execution environment (see line 20, where the PATH environment variable is adjusted to allow finding *simple.py*).

The deployment step in the Dockerfile should be considered as a working specification of how to deploy the simulation module, either base on a distribution package or on a sources package. In this sense, it should be a dynamic reflection of what is described in the module's user manual.

The setup finishes by provisioning and configuring an entry point to be executed when the docker container is run. This file is a small auxiliary script that runs inside the container, and customizes the environment based on parameters passed when running the container (e.g. adjusts the user running the simulator inside the container).

Assuming that the environment variable OPENSF\_HOME is defined to <OPENSF\_INSTDIR>, to build the Docker image `opensf:simple` execute the following commands:

```
$ cd $OPENSF_HOME/test/data/docker/simple
$ docker build -t opensf:simple .
```

### 9.2.2. Invoke Module in Docker container

Even though running inside a Docker container, the simulator module must be able to access configuration and input files and to generate output files at locations designated by openSF. The simulator module must also be invocable using the standard CLI parameters (as described in [AD-E2E]). This can be achieved via a *Simple* adapter script that maps all necessary folders inside the Docker container, and forwards all the options to the simulator module.

```
1  #!/usr/bin/env bash
2
3  IMAGE=opensf:simple
4
5  docker run --rm -t \
6      -e RUN_AS_USER="$(id -u)" \
7      -e RUN_WITH_USERNAME="$(USER)" \
8      -e OPENSF_HOME="$(OPENSF_HOME)" \
9      -e E2E_HOME="$(E2E_HOME)" \
10     -e E2E_EXECUTION_HOME="$(E2E_EXECUTION_HOME)" \
11     -v "${OPENSF_HOME}:${OPENSF_HOME}" \
12     -v "${E2E_HOME}:${E2E_HOME}" \
13     -v "${E2E_EXECUTION_HOME}:${E2E_EXECUTION_HOME}" \
14     "${IMAGE}" \
15     simple.py "$@"
16
```

**Figure 9-2: Simple adapter**

The *Simple* adapter script (shown in Figure 9-2) creates a temporary container to run the simulation module *simple.py* inside.

The script calls the `docker run` command on line 5, with option `--rm` to dispose of the container once the simulation module is finished.

The options on lines 6-7 provide environment variables for the entry point script, customizing the user that runs the simulator inside the container – this is important to correctly match file ownership/permissions inside and outside of the container as stated in points 3 and 4 of 9.1.

The relevant environment variables (E2E\_HOME and E2E\_EXECUTION\_HOME) are made available to the simulator based on the options in lines 8-10. Typically OPENSF\_HOME is not used by the simulation module and thus is not necessary, but in the current example it is used to locate and provision the OSFI Python library.

In case the simulation depends on other environment variables, made available via openSF preferences, these must be added as further options in the adapter script.

To allow reading configuration and inputs and writing outputs, the options in lines 11-13 mount the relevant folders inside the container at the locations they are expected. This means that even though running inside the container, the simulation module will find the files/folders and no path translation is actually needed.

The Docker image to be used is determined by line 14 and then line 15 specifies the command to be executed – i.e. the simulator module called with the parameters exactly as defined by openSF.

Assuming that the OPENSF\_HOME variable is defined and points to <OPENSF\_INSTDIR>, to run *Simple* inside the container run the adapter script as follows:

```
$ cd $OPENSF_HOME/test/data/docker
$ ./simple.sh -g gcf.xml -l lcf.xml
Info      | OpenSF (Simple) Module v1.0 is inside docker|3.6.0
Info      | Inside docker, using configuration file: gcf.xml|3.6.0
Info      | Inside docker, using configuration file: lcf.xml|3.6.0
```

### 9.2.3. Setup Module in OpenSF

In practice, with the Docker image created and an invocable script to run the Simple simulation module ready, there are no differences to set up any other simulation module. From an openSF perspective, the invocable script will act as a regular/native module.

For the *Simple* simulation module, do as follows:

- 1) Create the appropriate input and output descriptors
- 2) Create the module, defining test/data/docker/simple.sh as the executable
- 3) Add the new module to an existing simulation or create a new simulation and use it

After these three steps are concluded, simply run the simulation. Figure 9-3 shows the execution log of a simulation where the provided *Simple* example was configured with input descriptor Product\_L1b, output description OutputGeneric, and included in E2E\_test simulation.

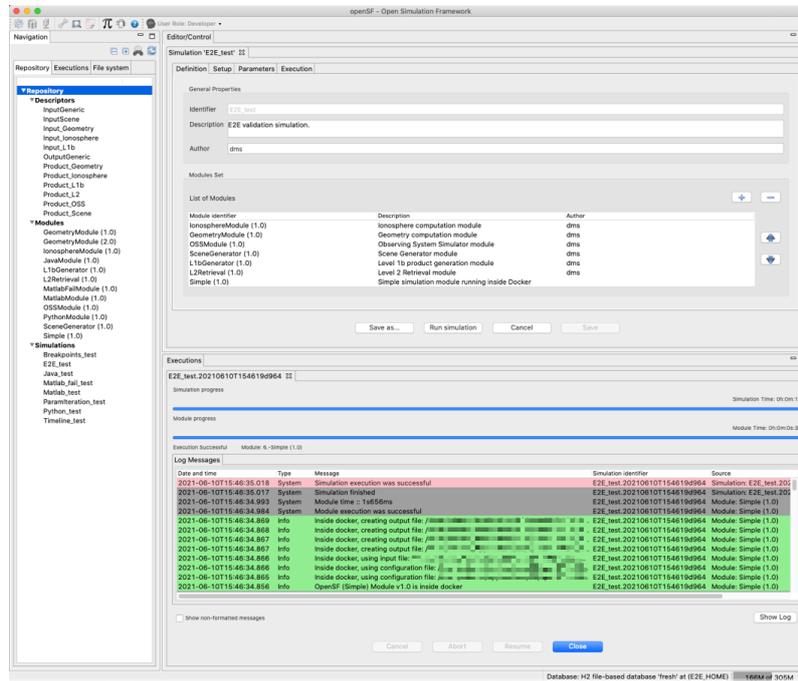


Figure 9-3: Example container module configured and running in opensF

**END OF DOCUMENT**