

# S1000D Logic Engine – How does it work?

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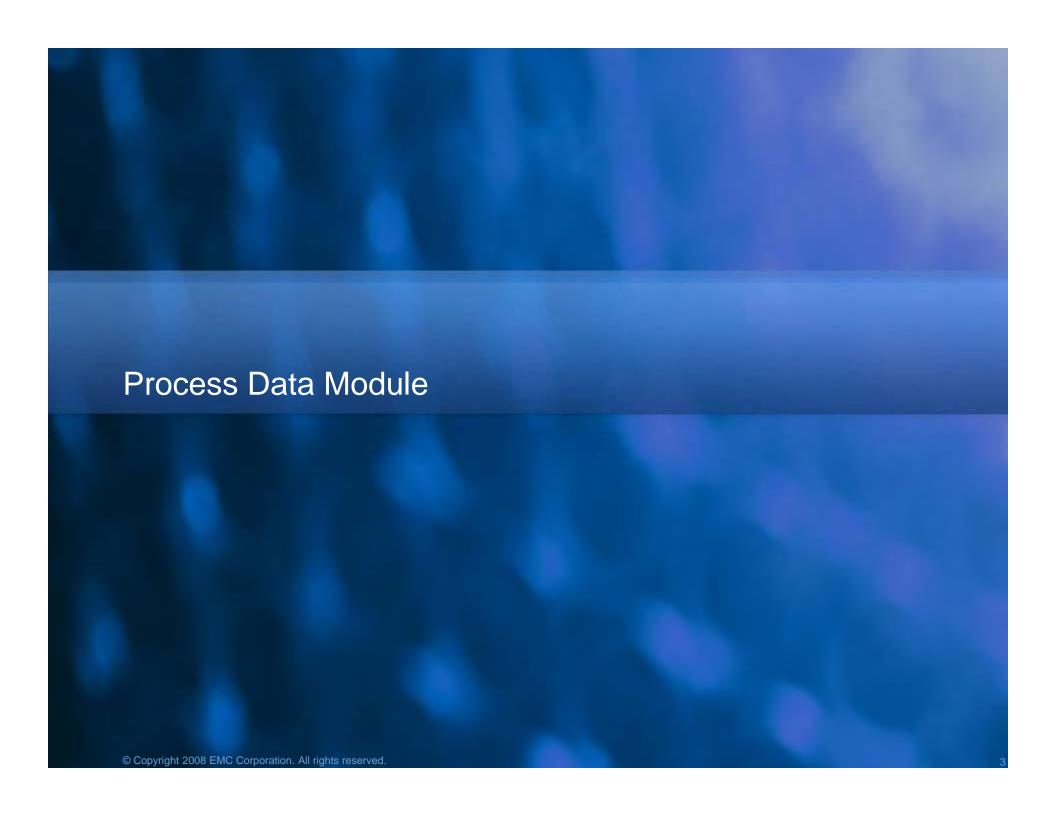
# Agenda

Process Data Module

Logic Engine

Logic Engine Implementation

Q/A



A specification for interactive processing structures

Troubleshooting, testing etc.

Sequencing steps and/or other S1000D data modules

- "Open door 1, Open circuit breaker B, ..."

Information grouping

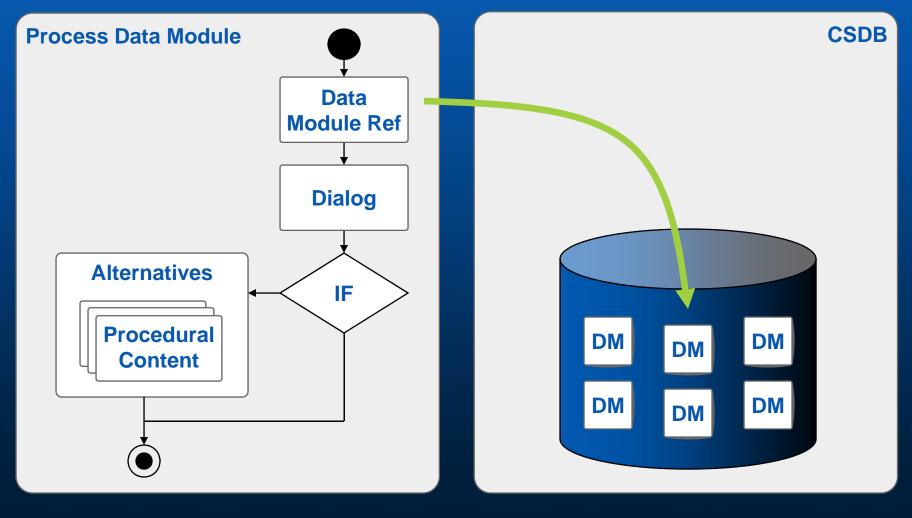
State information

Sequencing based on state information

Context filtering based on state information

User interaction

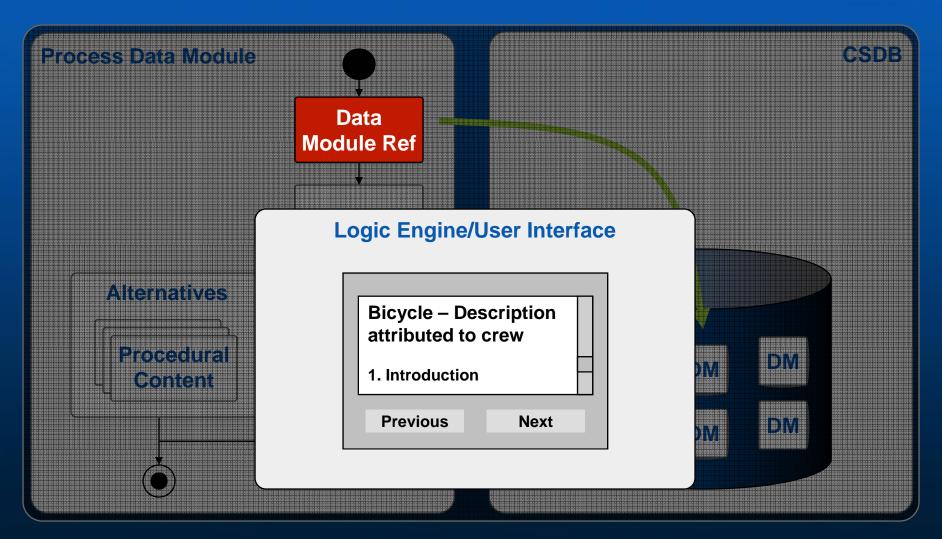
## **Overall Schema**



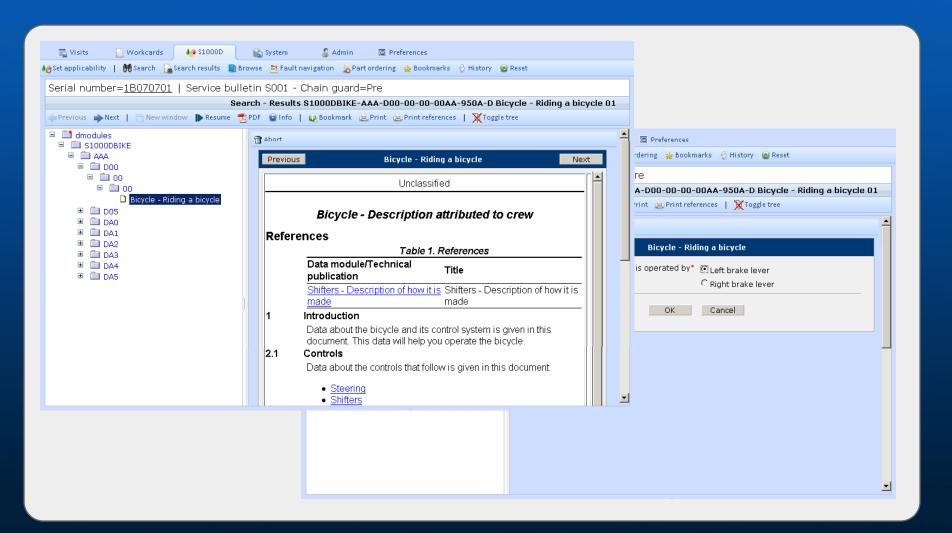
## Logic Engine

Executes/interprets S1000D process data modules
Provides the user with the current view of the process
Implements the interactive presentation functionality
Maintains state information
Integrates with external systems
Error handling/reporting

#### **Process Execution**



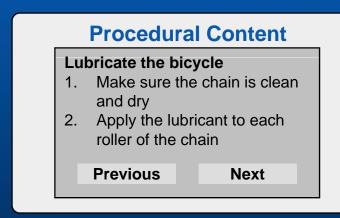
## Process Execution – IETP Example

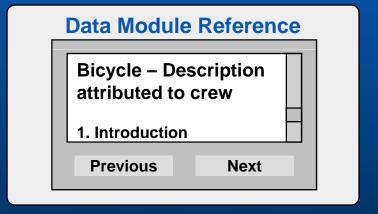


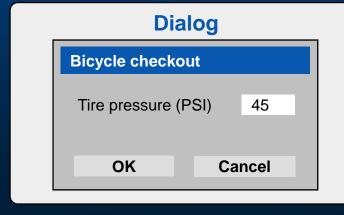
## Information Grouping

#### Data module node

Defines the information that is to be displayed on the screen









#### **State Information**

#### Variables

- Identified by name
- String, Integer, Real, Boolean, Set
- May be given an initial value or an "init-dialog"

#### State table

List of variables and their values

## **Expressions**

- Combinations of variables, static values, and operators
- Rich set of operators

#### Assertions

- Assignment of values to variables
- Variable = Expression

#### **State Table**

Variable	Value
product	"bi ke"
pressure	45
temperature	NOVALUE

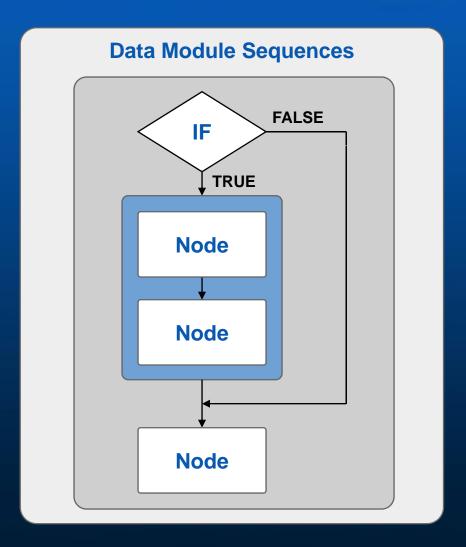
## Sequencing of Information

## Data module sequences

- Organize data module nodes into sequences
- Can be nested

## Conditional processing

- If-then-else branching
- Loops



## **Context Filtering**

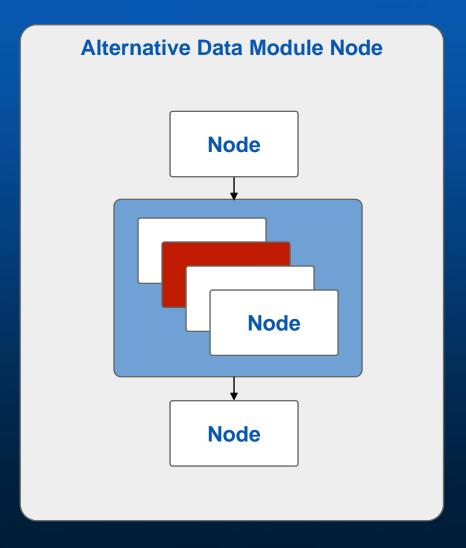
User is presented only information that applies to his situation

## Applicability filtering

- "Standard" applicability
- Expression-based applicability

#### Alternative data module node

- Process the first applicable node in the list of data module nodes
- One procedure that handles different configurations of the product



## **Dialogs**

#### Collection of user information

## Two types of dialogs

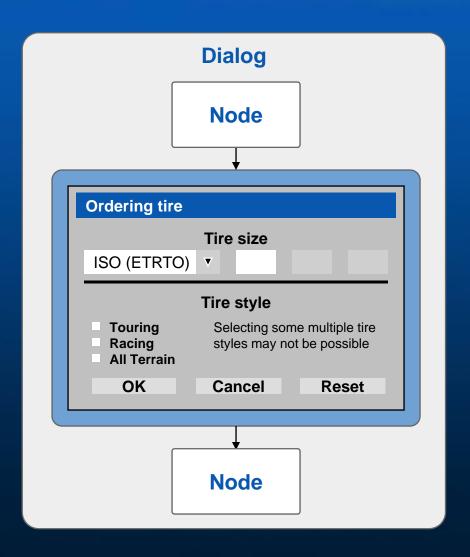
- Explicit dialogs
- "Init" dialogs

## Five basic types of controls

- User entry
- Menu
- Button
- Message
- Dialog group

## Interactive functionality

- Input validation
- Dynamic evaluation of dialog state



## **External Applications**

## Calls to external applications

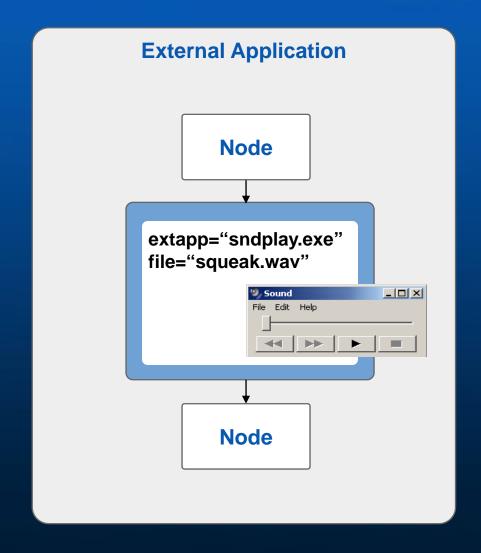
- Diagnostic tool, media player, ...
- External subsystem

## Input parameters

- Name (optional)
- String value or a reference to a process variable

#### Return values

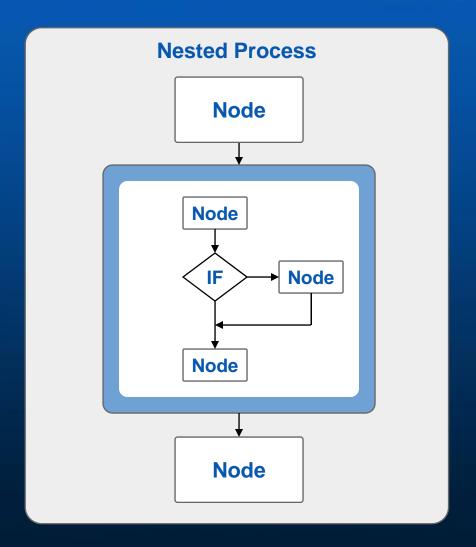
- Assigned to process variables
- Processed sequentially or by name



#### **Nested Processes**

Data module node with a reference to a process data module

- Using other process data modules as "subroutines"
- Reuse of process data modules



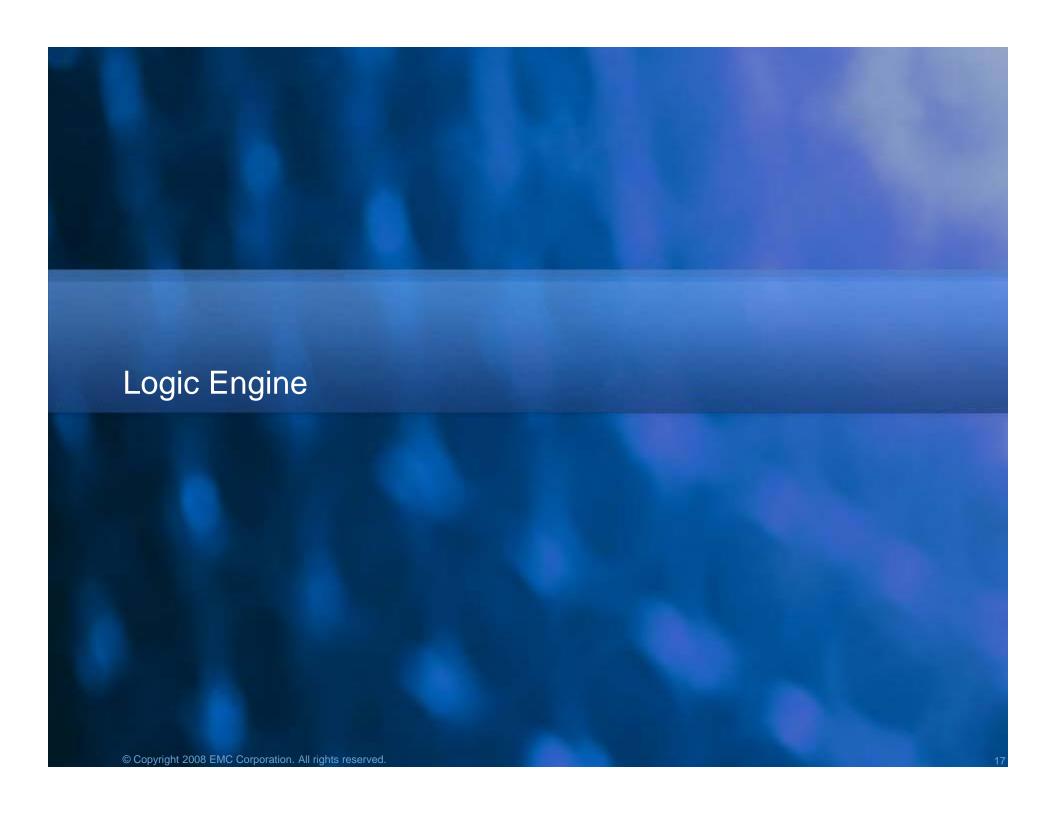
Would-be-nice Features

Reuse within a process data module

Try-catch functionality

Support for other dialog representations

XForms



Executes/interprets S1000D process data modules

Determines what to display next

Implements the interactive presentation functionality

Navigation functions

Maintains state information

Expression evaluation

Integrates with external systems

Error handling/reporting

## **Navigation Functions**

#### Next

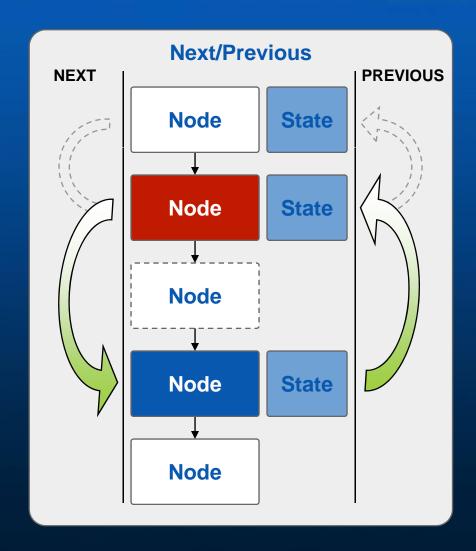
- Proceed with interpreting the process data module from the current position
- Applicability filtering

#### **Previous**

- Logical reverse of "Next"
- Restores the original state

## Dialog-related

- Submit, Cancel, Reset



## **Data Module Node Processing**

## **Applicability**

Applicability associated with the node

## Variable pre set

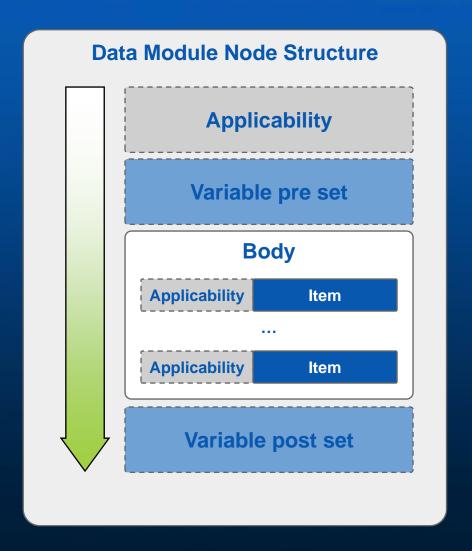
 Assertions to be evaluated before node is traversed

## Body

- Contains a list of items
- Subject to applicability filtering

## Variable post set

 Assertions to be evaluated after node has been traversed



## **Expression evaluation**

# Fundamental feature of the process data module

- Updating of state table
- Evaluating conditions
- Evaluating applicability
- Validation

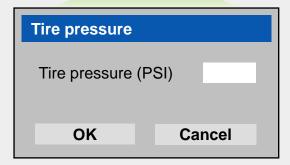
## Dealing with uninitialized variables

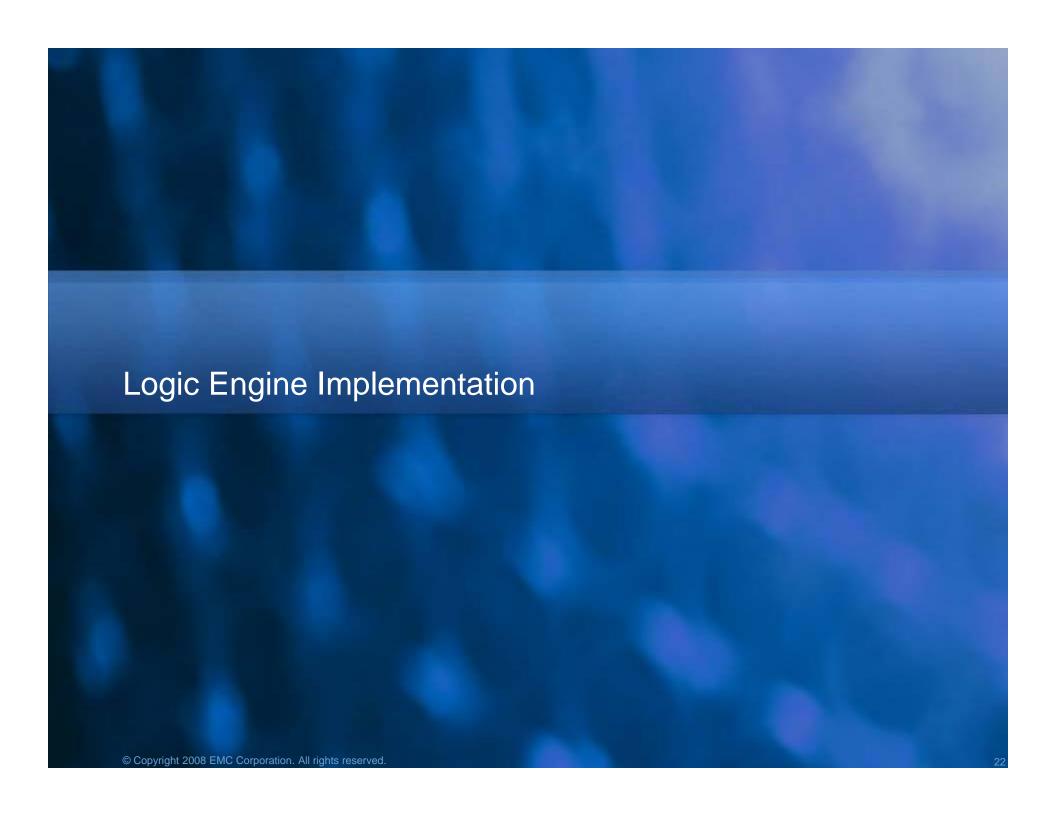
- Display the "init-dialog"
- Fail

#### **Expression Evaluation**

Variable	Value
pressure	NOVALUE

#### IF pressure < 50

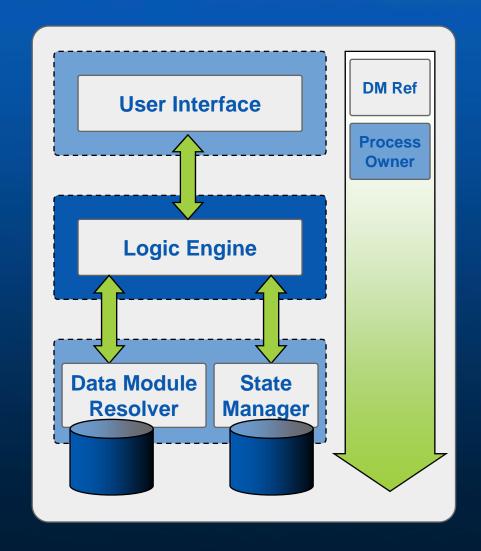




## Architecture

User interface
Logic Engine
Data Module Resolver
State Manager

Data Module Reference Process Owner



## **Process State Management**

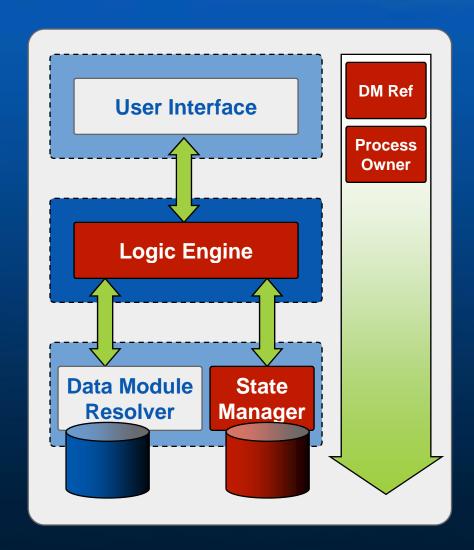
Logic engine maintains the state information of process instances

State information is externalized and stored as an XML document

- XML schema for representing the state information
- State Manager is responsible for the storage

State information of one process instance is identified by:

- Data module reference
- Process owner



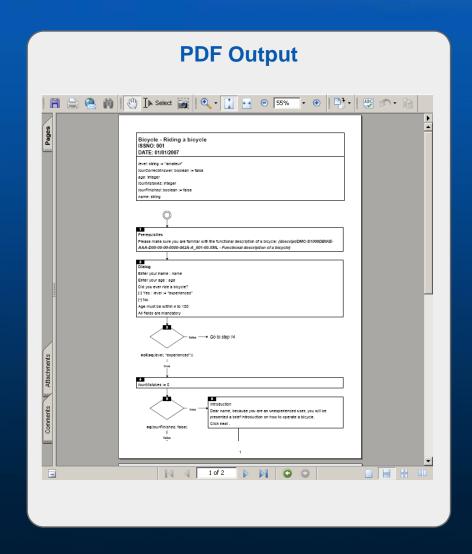
#### **Process State Document**

```
<s:processState xmlns:stat="http://www.emc.com/documentum/xml/le/state">
 <s:ref xlink:href="process/bike.xml" xmlns:xlink="http://www.w3.org/1999/xlink"/>
 <s:stateStack>
  <s:state>
   <s:baselineContext>
    <s:variables>
     <s:variable name="pressure">
      <s:value type="integer">45</s:value>
     </s:variable>
    </s:variables>
    <s:locator>
     <impl:locatorData xmlns:impl="http://www.emc.com/documentum/xml/le/impl">
      <impl:step id="19" position="EVAL_POSTSET"/>
     </impl:locatorData>
    </s:locator>
   </s:baselineContext>
  </s:state>
 </s:stateStack>
</s:processState>
```

## **Process Data Module Rendering**

Printable representations of process data modules

PDF support



## **Questions and Answers**

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