

MACSIM:

An Agent Oriented Simulation Code for the MNR

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- ▶ Introduction
- ▶ LabVIEW overview
- ▶ MACSIM's structure
 - ▶ Agent hierarchy
 - ▶ Networking
- ▶ MACSIM's present status
- ▶ Simulation results
- ▶ Performance results
- ▶ Conclusion

LabVIEW Overview

- ▶ Graphical programming language G
 - ▶ Virtual Instrument
 - ▶ Interactive user interface
 - ▶ Control/Indicator
 - ▶ Dataflow diagram

- ▶ Modular programming
 - ▶ Sub VIs

Front Panel

Block Diagram

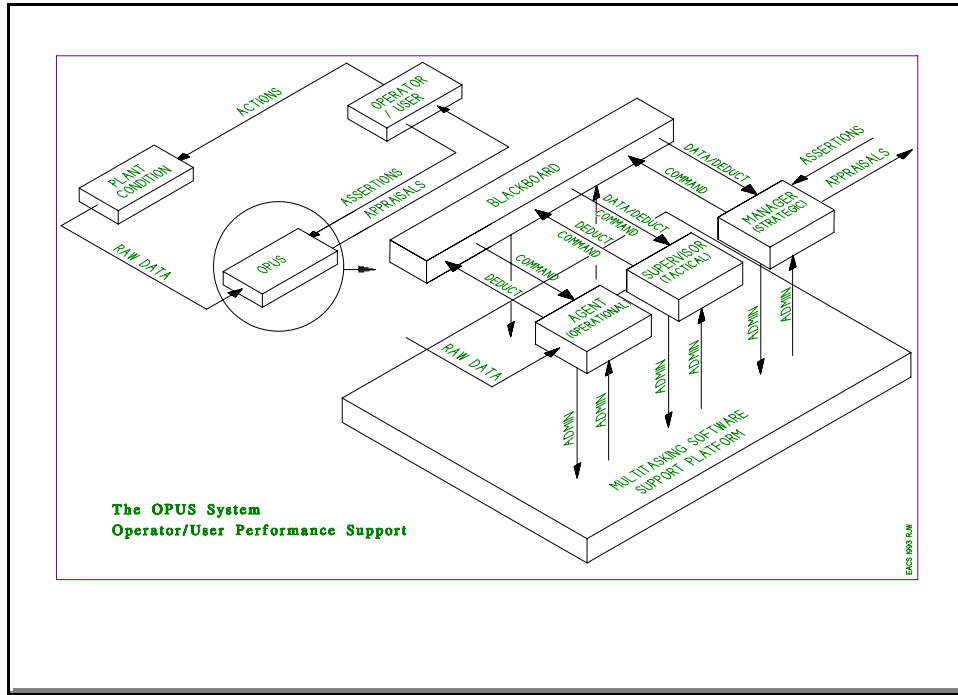
Blackboard sample

# Avail Computers	1			
Superv status	0			
Computer	1		2	
I.P.	130.113.142.39		130.113.142.40	
FUNCTION	1		1	
	Status	Command	Status	Command
Manager	0	0	0	0
Supervisor				
Reactor Physics	0	0	0	0
Thermal Hydraulics	0	0	0	0
Technician				
Flux	0	0	0	0
Poison	0	0	0	0
Burn up	0		0	0
Controller	0		0	0
Thermal hydraulics	0		0	0
% Free Resources	1		75	

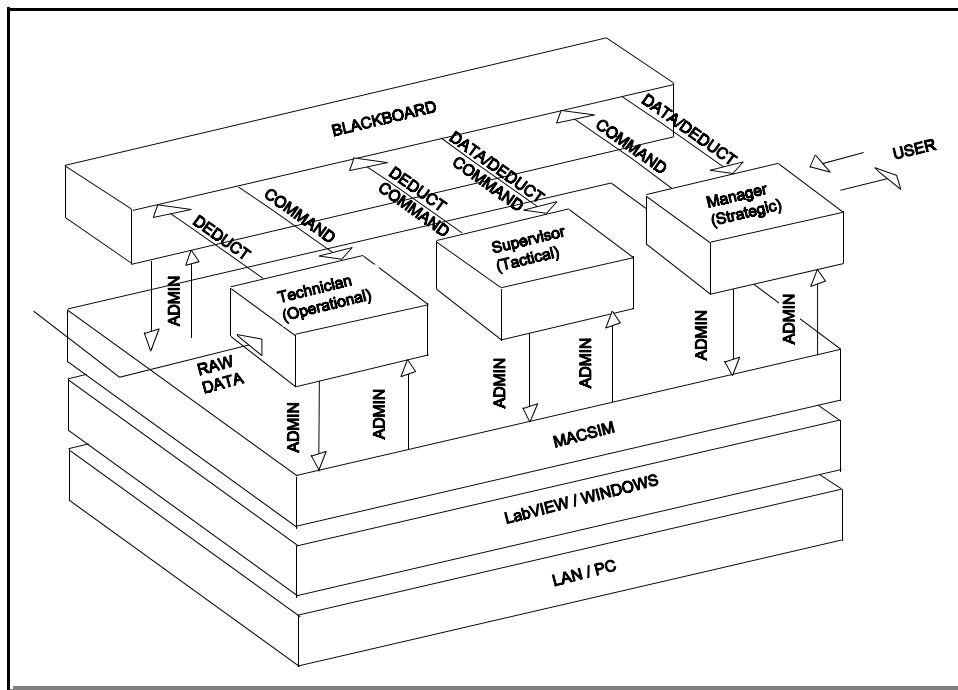
Performance report

Transfer type	Data Size	Transfer time (ms)
DDE	1 cell	~ 10
DDE	28 X 34 cells	~ 70
DDE+TCP	1 cell	~ 60
DDE+TCP	28 X 34 cells	~ 120
multiple DDE + TCP	10X1,10X3, 34X3,28X34 cells	~ 150
TCP	ASCII file 0.67 Mb	~ 3 000 (~ 225 kb/s)

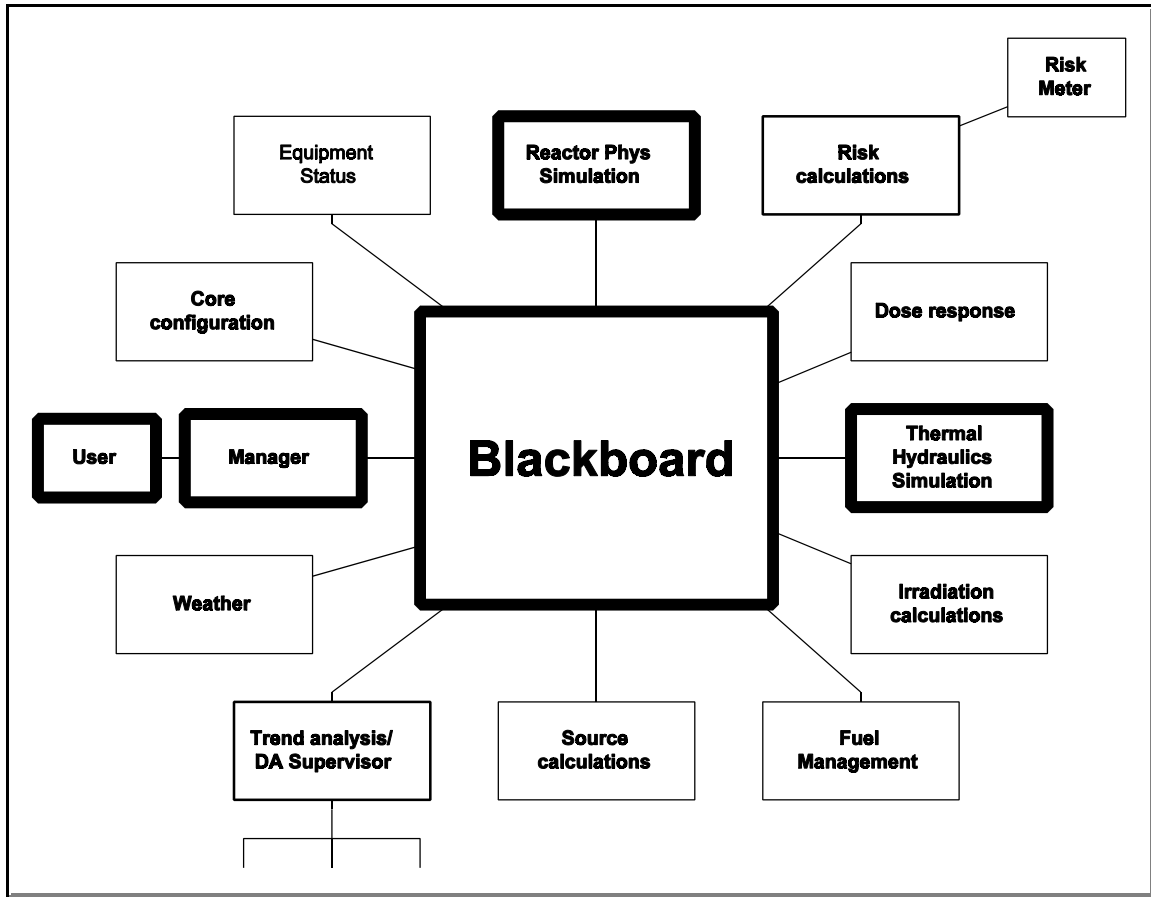
OPUS' overall schema



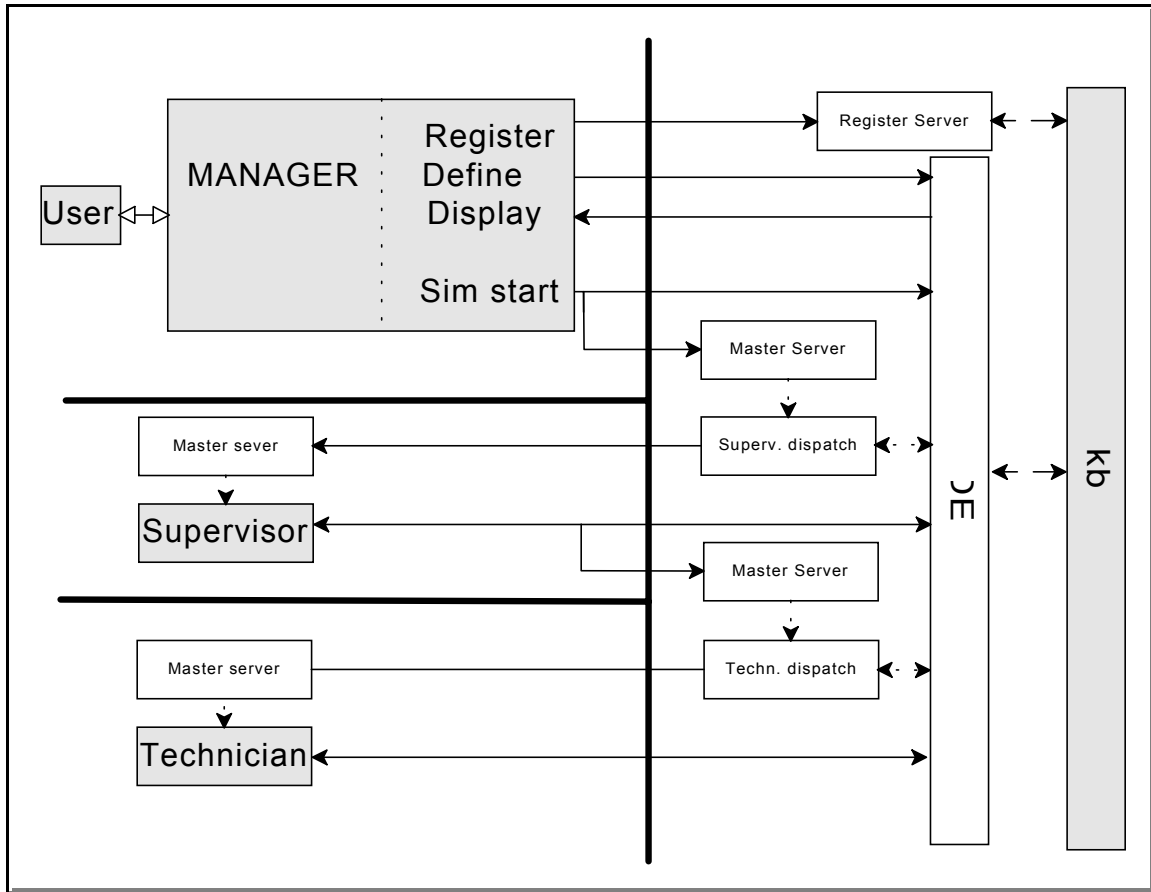
MACSIM's overall schema



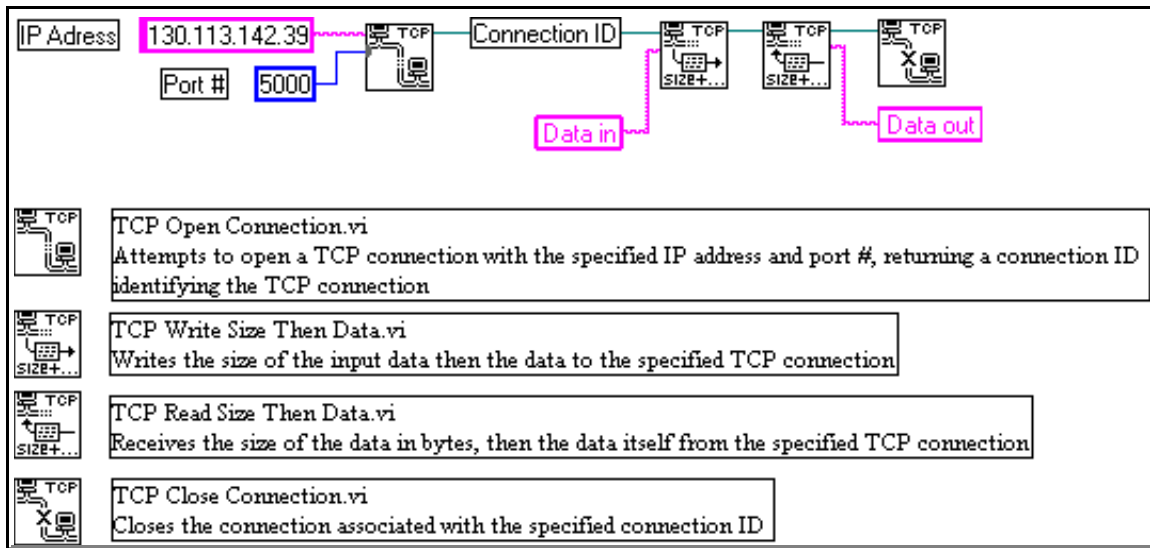
Conceptual layout of agents



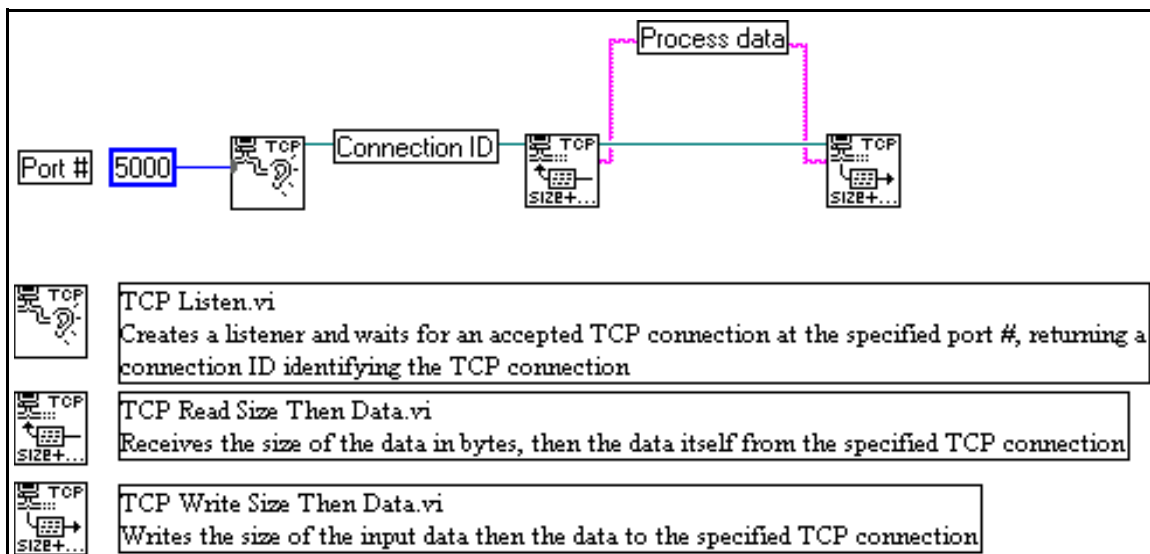
MACSIM's structure



CLIENT

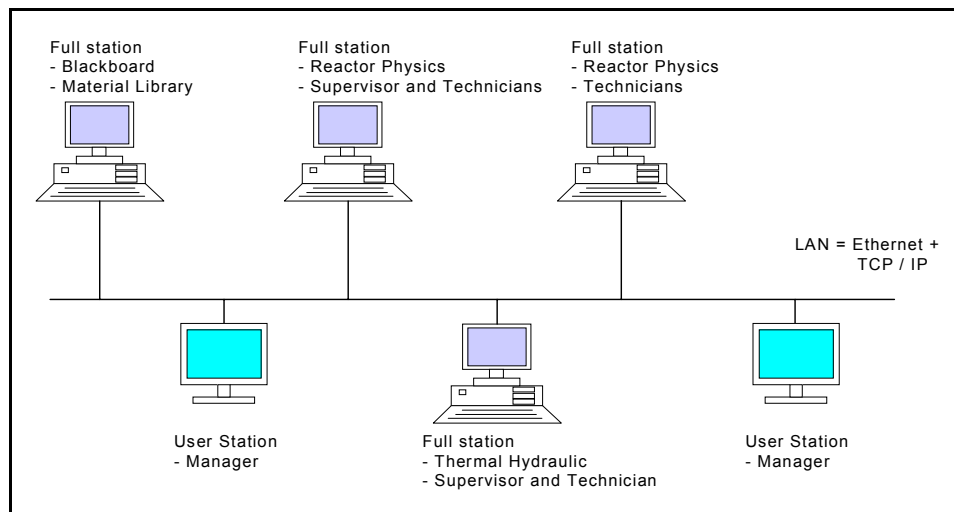


SERVER



MACSIM's Present status

- ▶ Reactor physics
 - ▶ Flux solver
 - ▶ Controller
 - ▶ Transient depletion
 - ▶ Transient poisoning
- ▶ Thermal hydraulics



Conclusion

- ▶ MACSIM shows **potential** for the coupling of simulation codes
 - ▶ LabVIEW built-in utilities in conjunction with the use of the blackboard **simplify** codes interactions
 - ▶ Modular structure makes code very **flexible** and **upgradable** to real time