Digital Twin as a Service Software Platform

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PRESENTATION OUTLINE

DTaaS

1) What is inside a Digital Twin?
2) Who are Users?
3) What are requirements for Digital Twin Platforms?
4) One viable system architecture
5) What is the implementation status?
6) What is to come later?
7) How can you contribute?

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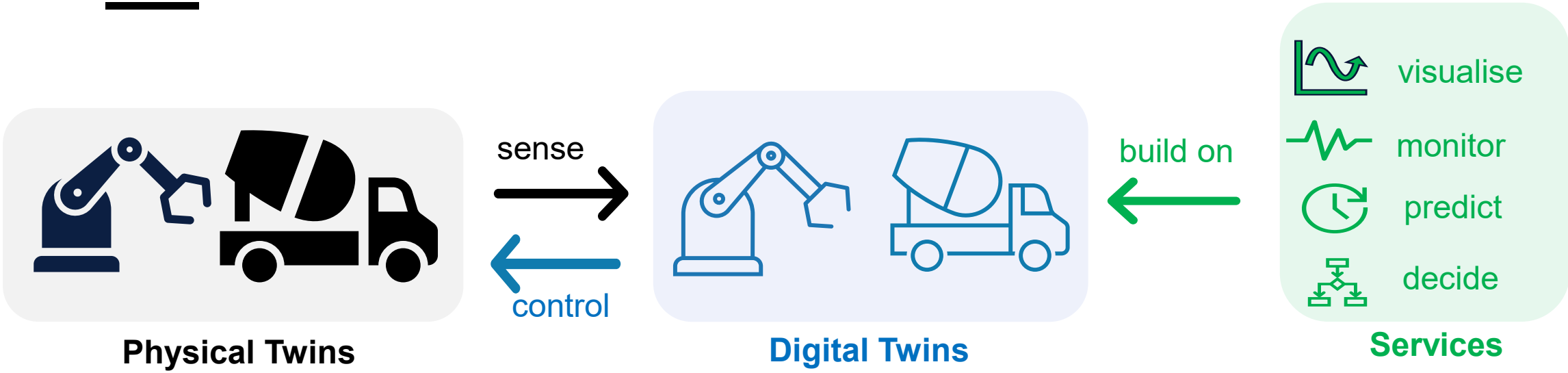
What is a Digital Twin?



- ✓ Digital representation of a real-world entity which we call the physical twin.
- ✓ Connected in real-time with physical twin.
- ✓ Offers its stakeholders a range of services

ISO 23247: DIGITAL TWIN FRAMEWORK FOR MANUFACTURING

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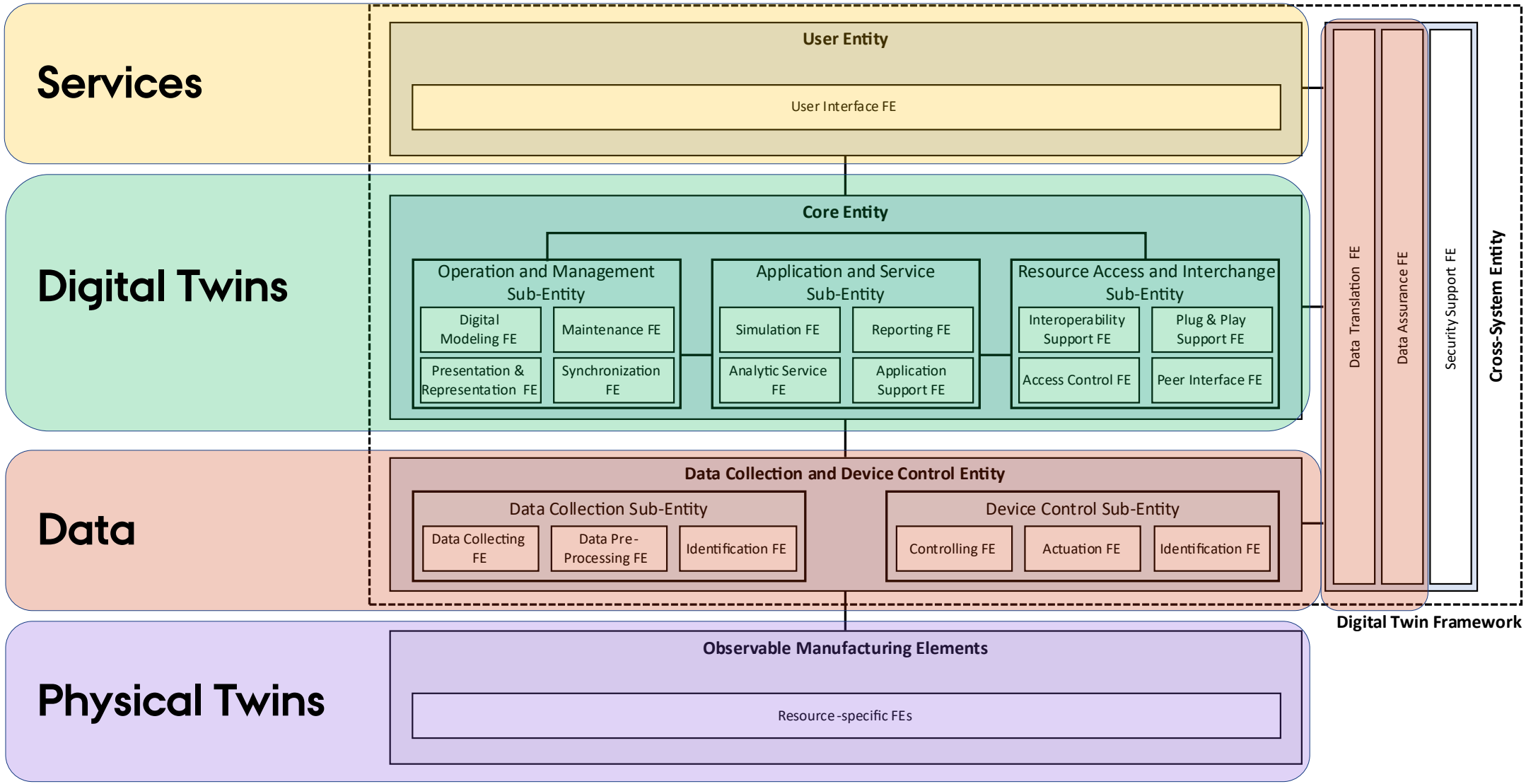

Ref: [ISO 23247: Digital Twin Framework for Manufacturing](), accessed: 04-Sep-2024

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USERS AND THEIR REQUIREMENTS

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User Type	Requirements
PT designer	• Access historic data from on field PTs to improve the design of future PTs.
PT manufacturing engineer	• Save data • Run DTs on DT platform. • Tweak DTs to perform what-if analysis.
Sensing PT expert	• Perform data ingestion and processing tasks. • Configure data assets for reusability.
Model producer	• *Create and maintain models for DTs.* • *Execute DTs with different models*
PT maintenance expert	• Configure DT • Use DT services
DT architect	• Compose, configure DT and required services. • Integrate DTs with internal and external services

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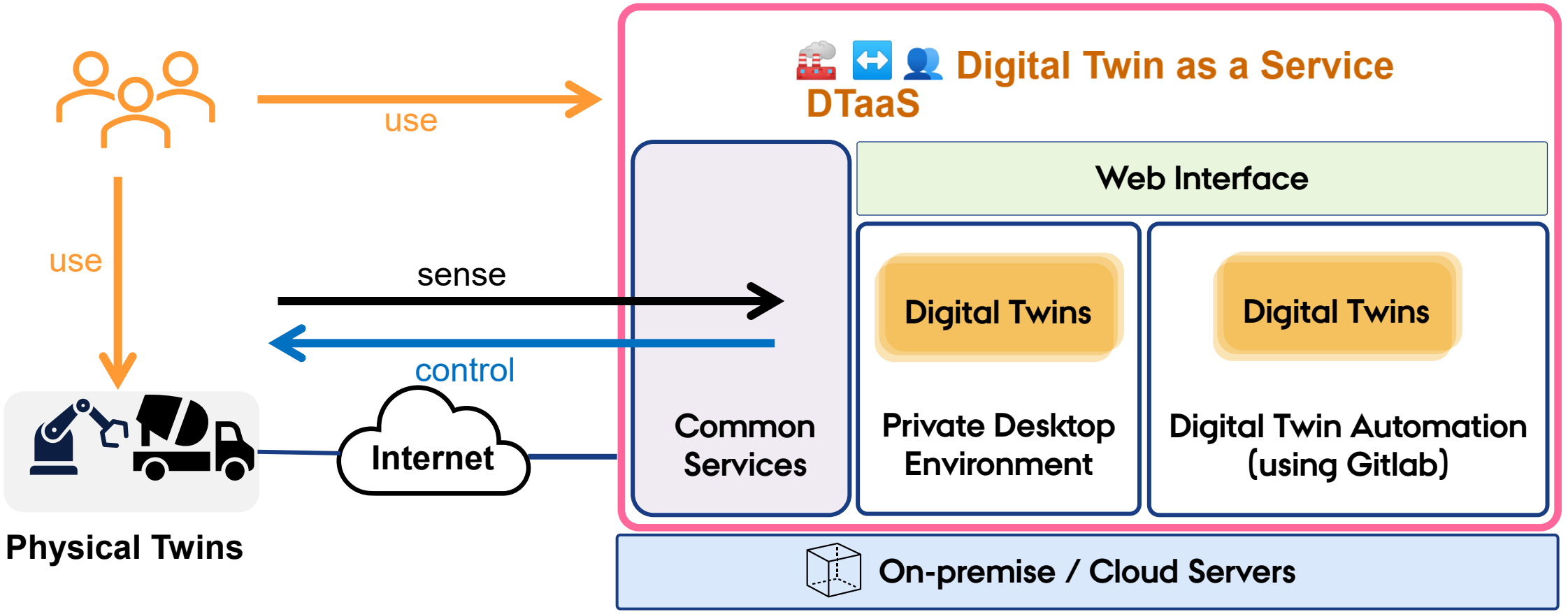
A User Centric View of DTaaS



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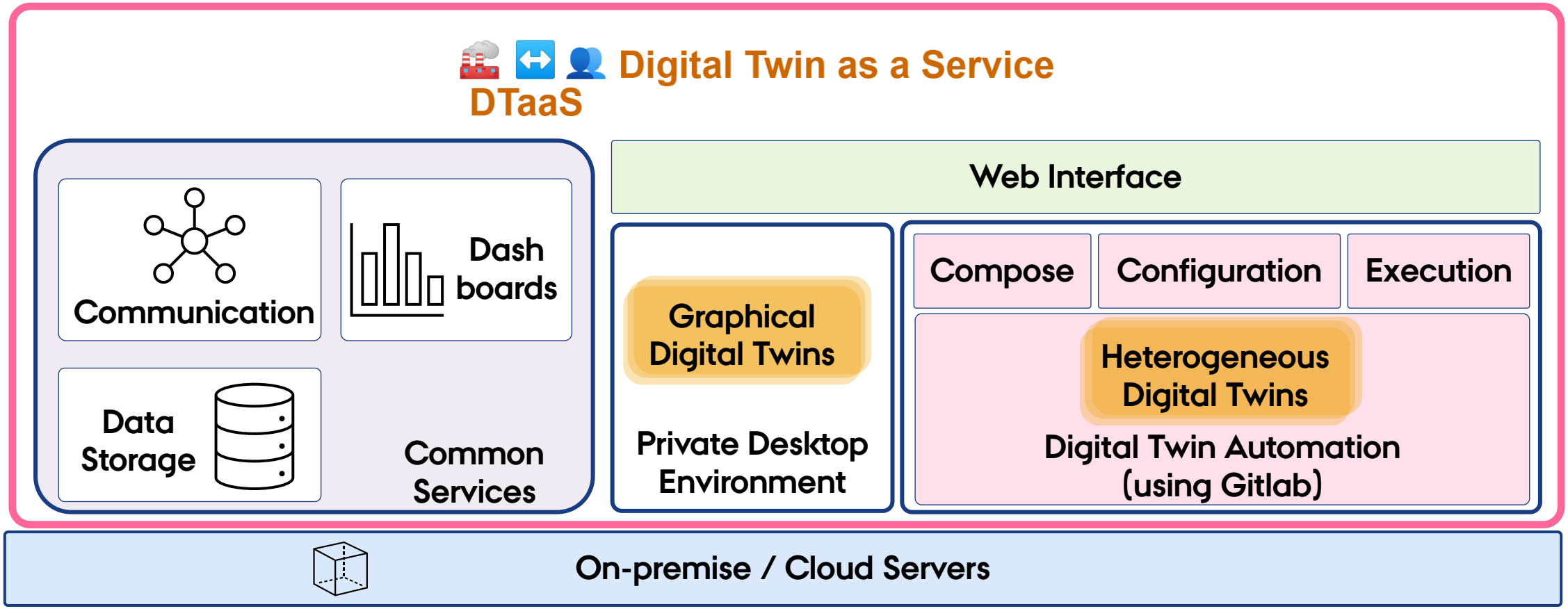
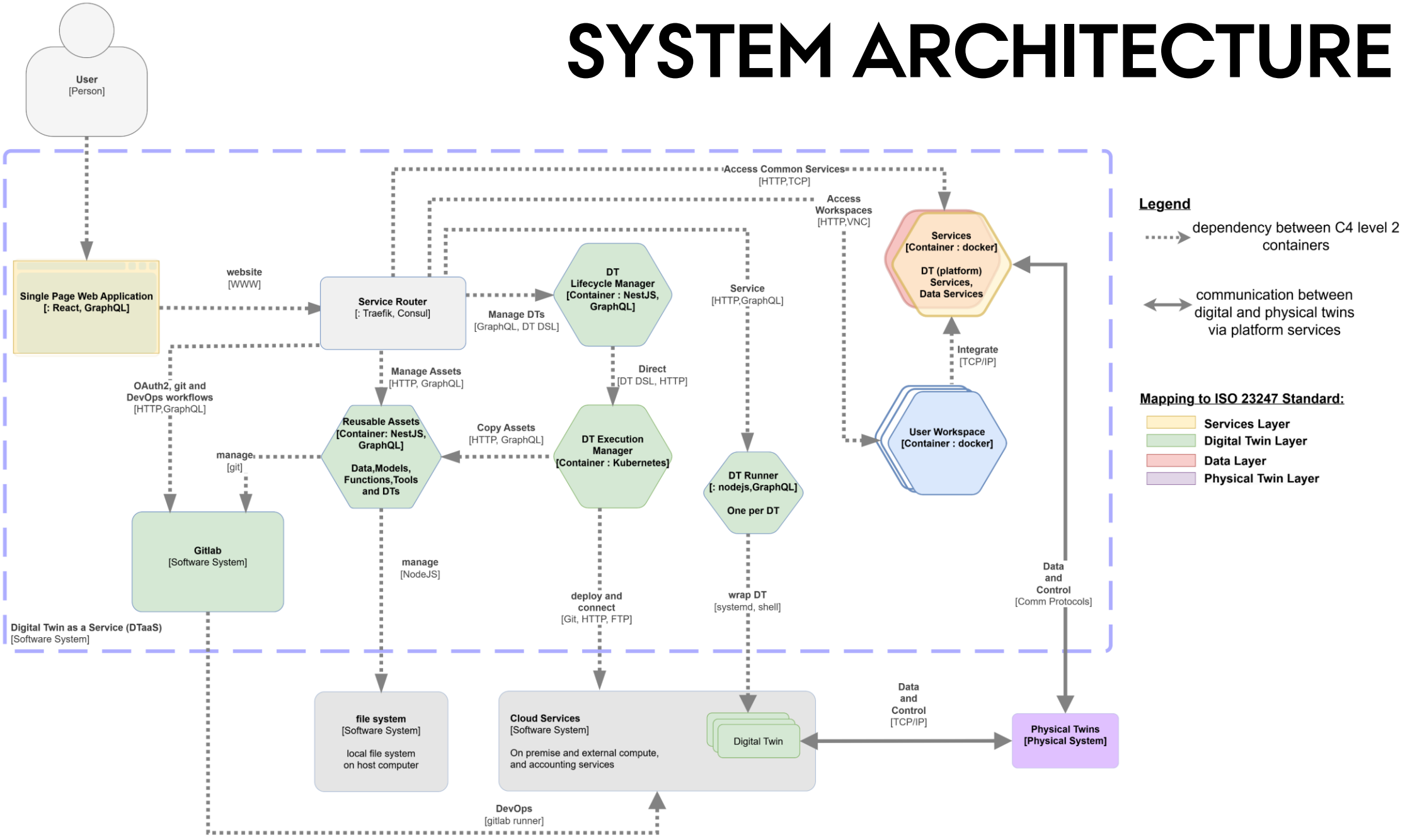


SYSTEM ARCHITECTURE

DTaaS



Legend

dependency between C4 level 2 containers

communication between digital and physical twins via platform services

Mapping to ISO 23247 Standard:

- Services Layer
- Digital Twin Layer
- Data Layer
- Physical Twin Layer

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WHAT IS THE IMPLEMENTATION STATUS?

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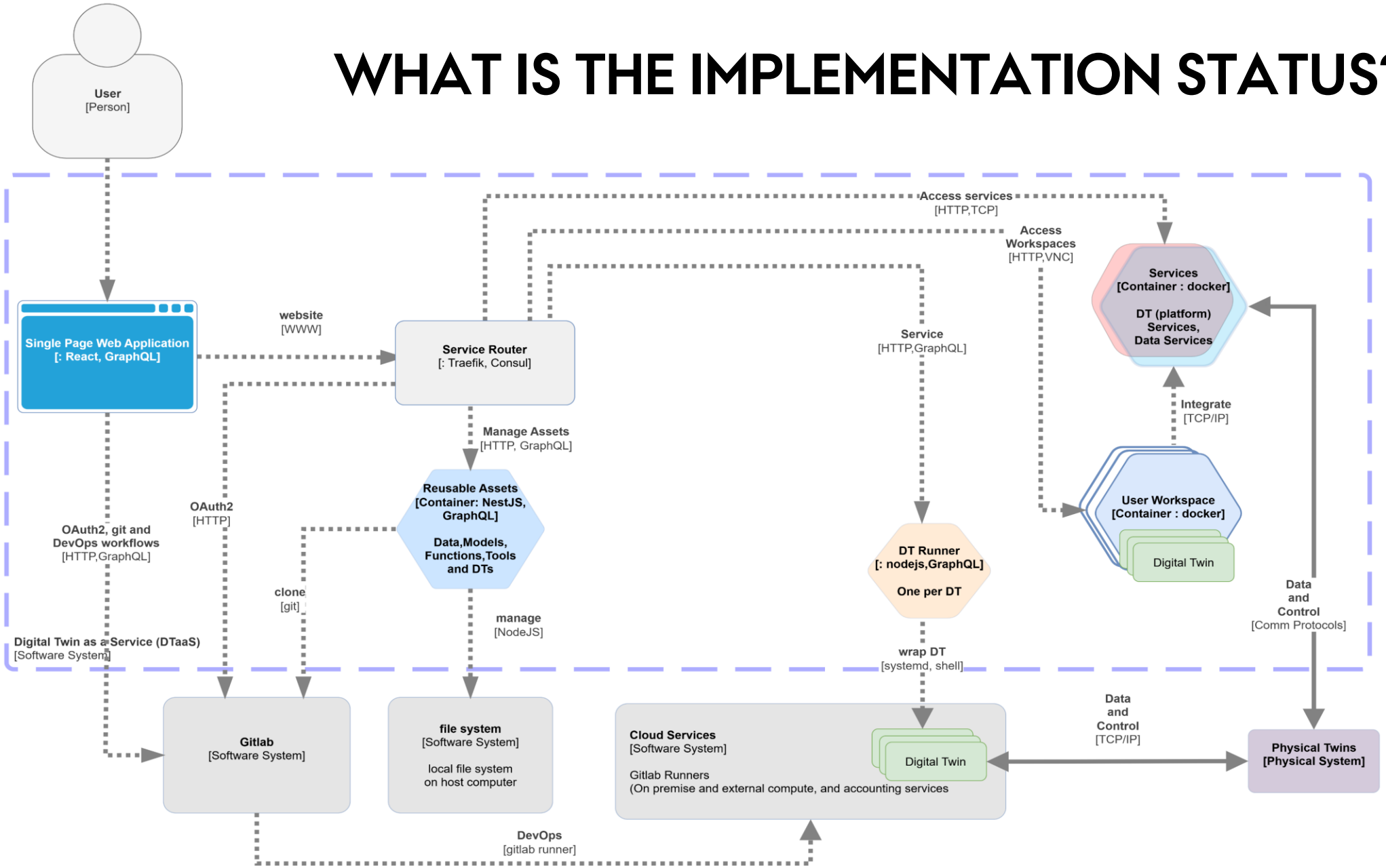

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DEVELOPMENT PRIORITIES

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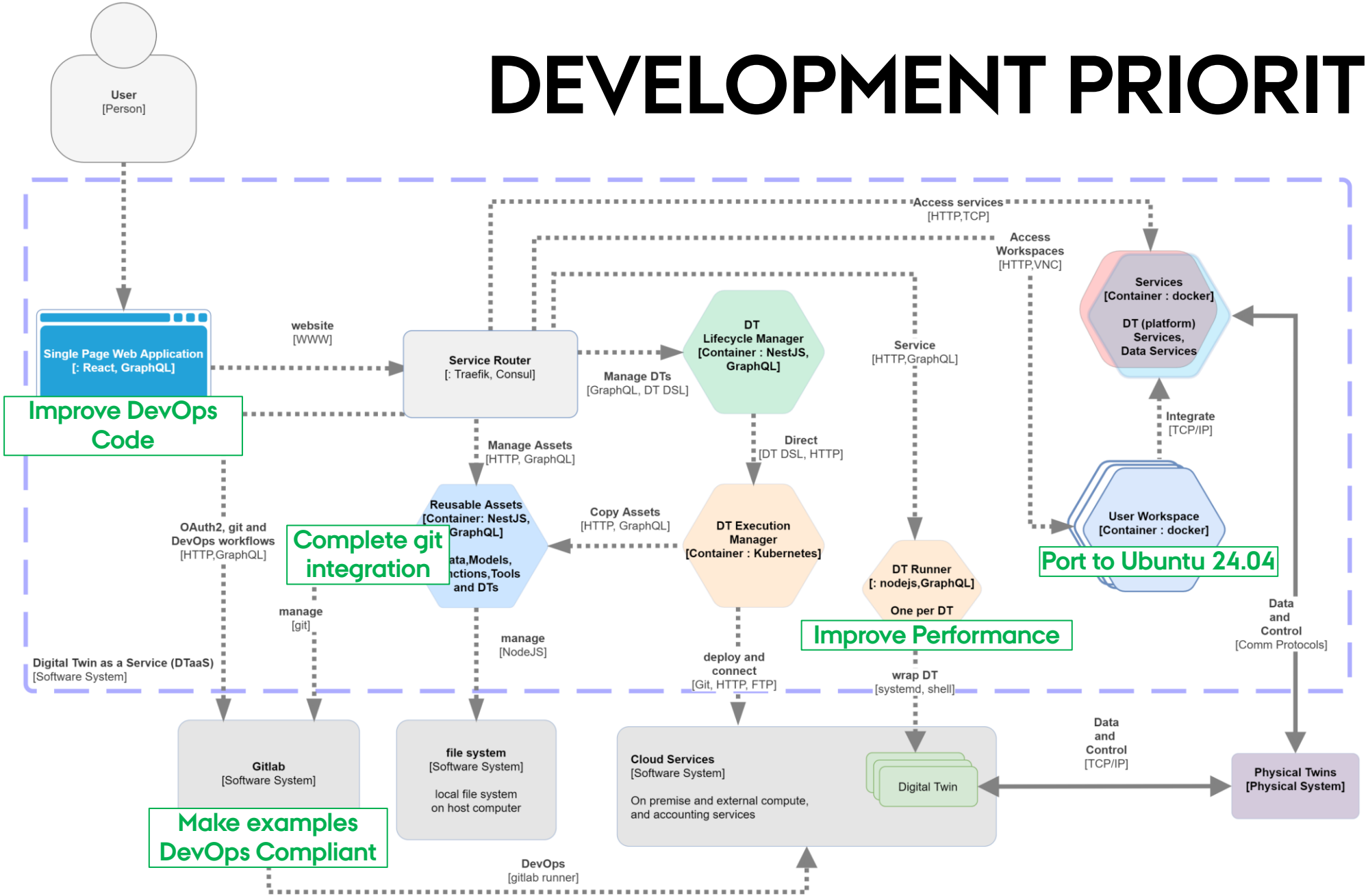

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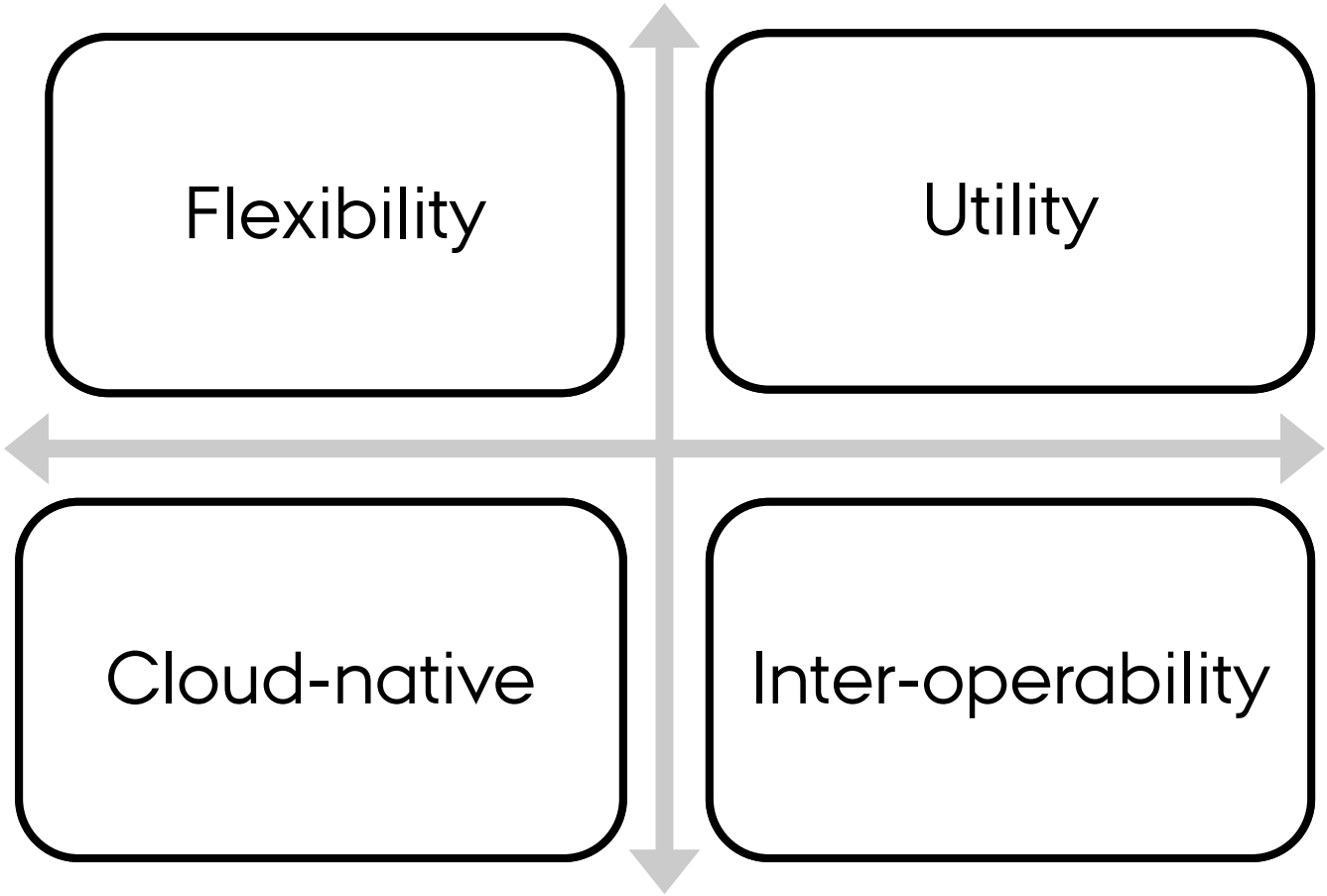
PRODUCT ROADMAP BY CATEGORY



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PRODUCT ROADMAP BY CATEGORY(2)

Flexibility

Support different DT methodologies

Utility

- user profiles
- collaboration (<100 users)
- safe user code execution

- Inspired by Kubernetes
- Automation of workflows

Cloud-native

- Reuse of components
- DevSecOps
- Different DT frameworks

Inter-operability

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PRODUCT ROADMAP(3)

Category	Now	Next	Later
Utility	Workspace	Collaboration between users	Safe User Code Execution
Inter-operability	DevOps	Thingsboard	Eclipse BaSyX
Flexibility	Diverse Digital Twins	Different Workspaces, Lifecycle Support	Traceability, What-if, Real-time reconfiguration
Cloud-native	Docker Installation	Kubernetes, Terraform	DevSecOps

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WHERE CAN YOU INSTALL THE SOFTWARE?

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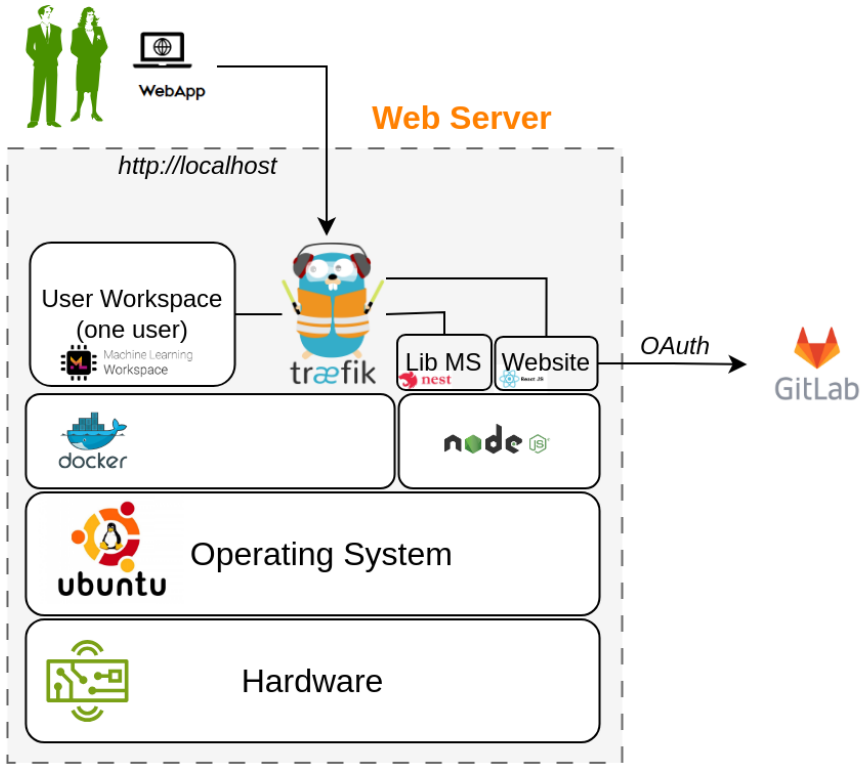

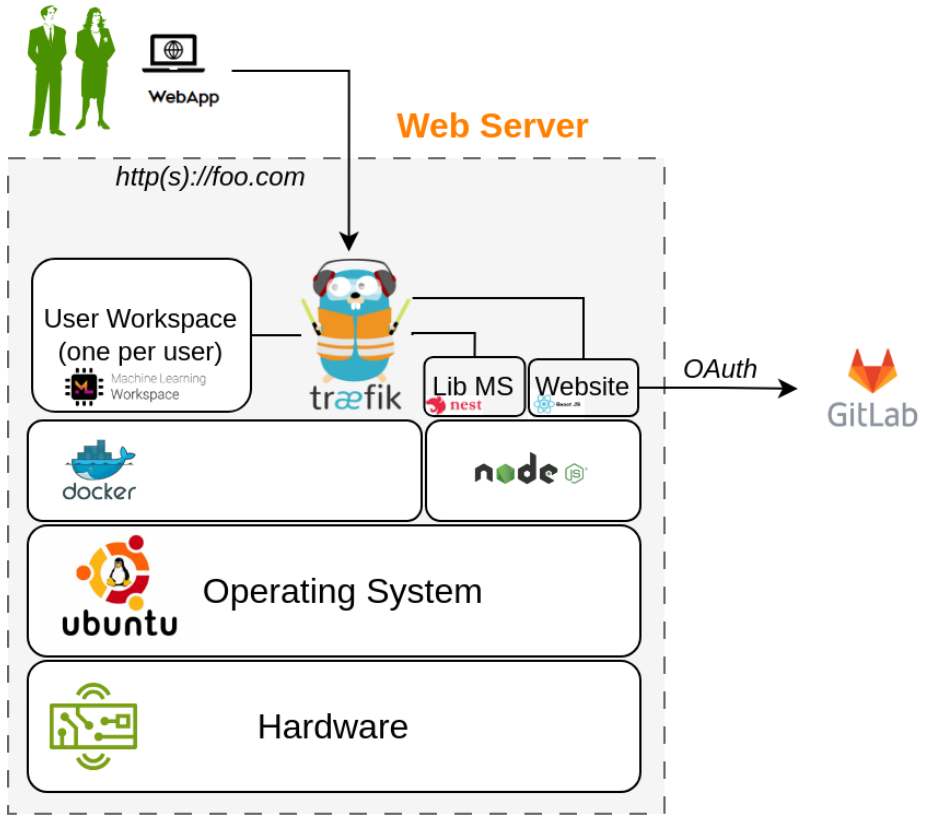

Localhost - ideal for:

- Single user
- Developement

Webserver - ideal for:

- Multiple users

TECHNOLOGY STACK

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Web Application	Asset Management Layer (Library Microservice)	Deployment/Installation Software	Application CLI
Typescript	Typescript	Shell	Python
Material UI	NodeJS	Javascript	Pytest
React	NestJS	Vagrant	Click
Redux	Jest	Docker	
Oauth	CloudCMD		
Jest			
Playwright			

ON-BOARDING NEW DEVELOPERS

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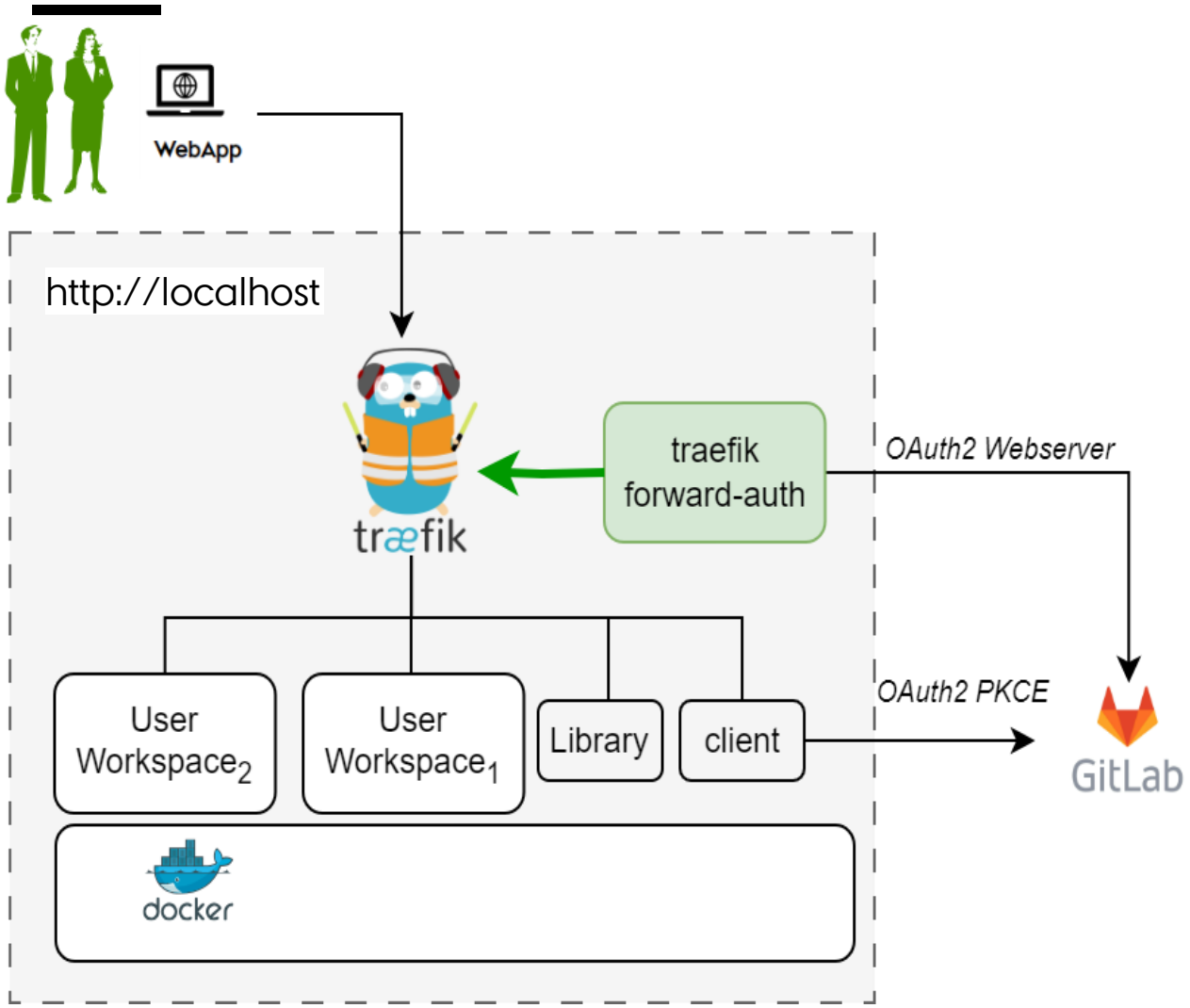
Your contributions are welcome

A few things to quickly get off the ground:

1. Read through the documentation to get a birds' eye view
2. Follow developer guidelines
3. Write good code
    1. follow SOLID principles
    2. Test and
    3. Maintain code quality (as measured by pre-commit hooks, codeclimate and codecov
4. Open Pull Request
5. Participate in the discussion to improve and merge the PR

DTAAS DEVELOPMENT SETUP



See [docker/README.md]

Remember to configure:
Docker environment variables (docker/.env)
Client (client/config/local.js)
Lib Microservice (lib/config/libms.dev.yaml)

INITIAL STEPS

- See the developer information - video, docs
- Understand OAuth – concepts, client-side, Traefik forward-auth server
- Try localhost installation
- Fork the repository and
  - Setup secrects for Github Actions
  - Setup qlty, sonarcube and codecov integration (can also be done after your first contribution)
- For DevOps on DTaaS
  - See DevOps adoption in DTaaS
  - Use our hosted Gitlab but setup your own Gitlab runners
- Setup development environment
  - devContainer (see .devcontainer)

NAVIGATING THE CODE BASE

DTaaS

Purpose	Files
General Expectations	README.md CONTRIBUTING.md CODE_OF_CONDUCT.md LICENSE.md
Development Environment	.devcontainer/ docker/
Quality Control	.eslintrc .pre-commit-config.yaml (disfunctional) .qlty/qlty.toml .codecov.yml .pylintrc
Publish Packages	.github/

Purpose	Files
User Installation	deploy/ files/
User Management	cli/
Documentation	docs/ mkdocs-github.yml mkdocs.yml .markdownlint.yaml .mdlrc .mdl_style.rb

Navigating the React Website (client/)

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Purpose	Files
Developer Help	DEVELOPER.md (please follow the advice)
Language and Package Settings	tsconfig.json package.json yarn.lock (not to be updated without a matching package version change in package.json)
Quality Control	eslint.config.mjs .prettierrc .madgerc
Static files	public/

Purpose	Files
Configuration	config/ (one template per each client environment) env.d.ts
User Installation	README.md DOCKER.md compose.client.yml .dockerignore
Source code	src/
Tests	test/ jest.config.json playwright.config.ts

Navigating the React Website (client/src)

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Purpose	Files
App initialization	AppProvider.tsx index.tsx
Common functions	util/ (authorization and configuration)
Website structure	components/ page/

Purpose	Files
Different webpages	routes.tsx route/
Application state	store/
Gitlab DevOps integration	preview/ (current focus) Start with DevOps docs

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To Sum Up

1. You are welcome to contribute
2. Gain experience in Digital Twins area
3. Be nice
4. Reach out to other contributors