

Modes in asynchronous systems

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UML-AADL
April 2008

Outline

- 1 Context
- 2 Modes in AADL
- 3 Abstract specification
- 4 Back to AADL
- 5 Ongoing work
- 6 Conclusion

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Context of the study

- general study : superpose to AADL precise description standard a formal description.
- provide a formal specification for :
 - simulators.
 - verification tools.
 - code generators.
 - general purpose tools base of model transformations.
- approach : use of TLA.

Modes in real time systems

- Real time systems imply a fixed set of tasks
- Number of real time system have different behaviors
→ multi-moded systems
- A mode is characterized by :
 - A set of functionalities
 - A set of tasks
 - And a set of active hardware

Example

- Typical example : the aircraft
 - take-off
 - landing
 - cruise
- Another example : Satellite inboard software
 - Launch
 - Operational
 - Safe
 - Low power

Outline

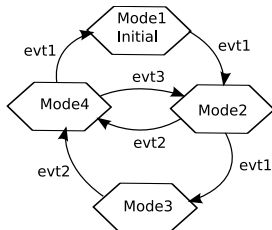
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Modes in AADL

- Describe different operational states
 - Software and hardware components
 - Connections
 - Properties
- Each component can have different configurations
- Mode transition : a complex behavior

The mode automaton

- State \rightarrow Mode
 - Name
 - One must be initial
- Transition
 - Name
 - Associated to an event
 - Deterministic transitions



Mode dependent architecture

- Subcomponents

```
Main_Gps: process Gps_Sender.Basic  
          in modes (Dualmode, Mainmode);  
Backup_Gps: process Gps_Sender.Basic  
            in modes (Dualmode, Backupmode);
```

- Connections

```
data port Main_Gps.Position → Position  
          in modes (Dualmode, Mainmode);  
data port Backup_Gps.Position → Position  
          in modes (Backupmode);
```

- Properties

```
bool1 => false in modes (M1);  
bool2 => true in modes (M2);
```

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Abstract specification of modes

- Focus on the mode transitions :
 - No scheduling
 - Active
 - Inactive
 - Awaiting Mode
 - No communications
- A simple deterministic mode automaton

Thread types and transition atomicity

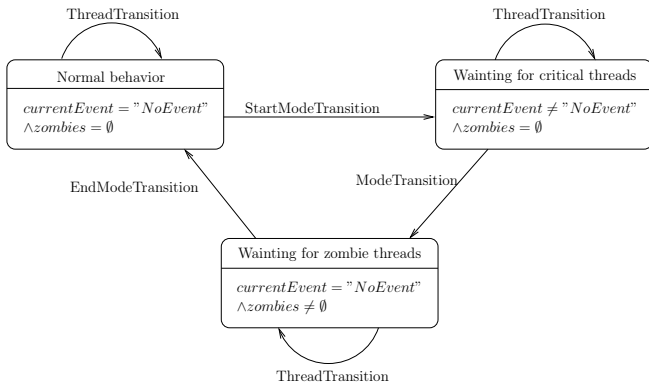
- Thread types :

- Critical threads must terminate in the current mode.
- Normal threads can be stopped in the current mode.
- Zombie threads are allowed to survive in the next mode.

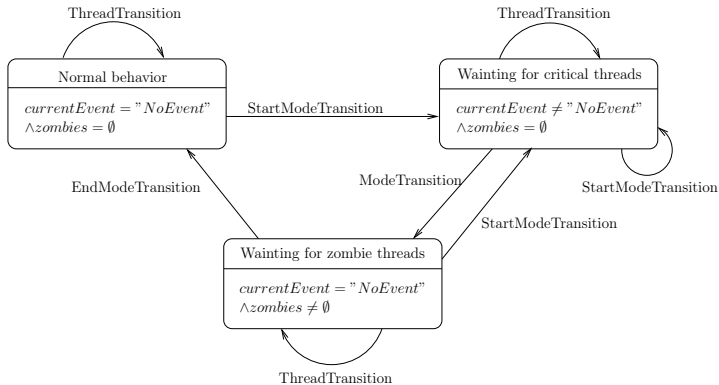
↪ Mode transitions cannot be atomic :

- `StartModeTransition.`
- `ModeTransition.`
- `EndModeTransition.`

Mode transitions



Mode transitions

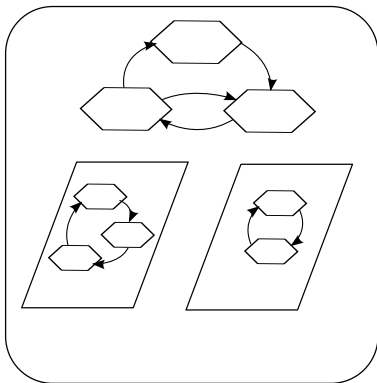


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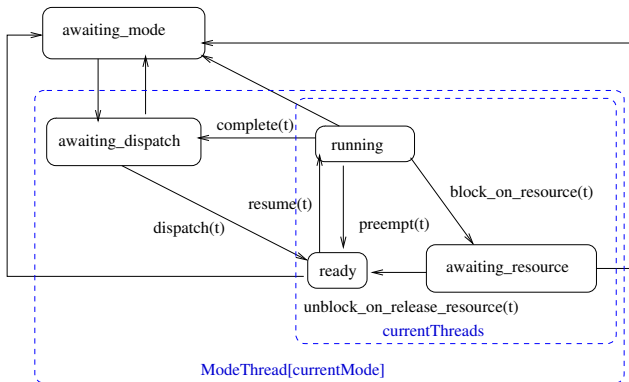
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Correspondance with AADL modes

- In AADL mode may be defined at different hierarchical levels
- Only one level for the abstraction : flat automaton
- Equivalent to the mode automata of the instance model



Scheduling abstraction



Properties correspondence

- Synchronized property :
- Active_thread_handling_protocol property :
- Urgency property :

Properties correspondence

- Synchronized property :
 - Periodic threads
 - Mode switch only occurs at the hyperperiod of synchronized threads
 - In AADL V1 : a boolean value
 - Evolution : A list of transition name

→ Corresponds to critical threads
- Active_thread_handling_protocol property :
- Urgency property :

Properties correspondence

- Synchronized property :
- Active_thread_handling_protocol property :
 - Define the protocol used to process buffers of the thread
 - Allow specific thread to end their execution in the new mode→ Equivalent to zombie threads
- Urgency property :

Properties correspondence

- Synchronized property :
 - Active_thread_handling_protocol property :
 - Urgency property :
 - Used in the dispatch of aperiodic thread
 - Used to choose a mode transition
- Corresponds to the priority of the transition

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Status of the specification

- Model of AADL execution platform :
 - scheduling (Fixed priorities)
 - shared resources (IPCP)
 - Timed communications through ports and shared resources
 - Modes
- Checked properties
 - Schedulability
 - Size of buffers
 - Integrity of shared data
 - No deadlock

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Conclusion

- formal description of AADL modes
 - abstraction of AADL modes
 - concretization of the abstraction
- perspectives :
 - provide early verifications for models based on modes.
 - study some implementations schemes.

the end

thank you for your attention.
Questions ?