

Recitation #10

18-649 Distributed Embedded Systems

Friday 6-Nov-2015



Note: Course slides shamelessly stolen from lecture
All course notes © Copyright 2006-2012, Philip Koopman, All Rights Reserved

**Carnegie
Mellon**

Announcements and Administrative Stuff

- ◆ **Project 9 was due last night**
- ◆ **Project 10 has already been posted**
 - Due Thursday November 12
- ◆ **Monday Office Hours**
 - 4:30-5:30 BH 237B
 - Move to Tuesday?

Modifying Network Interface

- ◆ You may make *one and only one* of the following modifications to the input interface:
 1. Add mCarPositionIndicator to the input of the Dispatcher and Drive Control, OR
 2. Add mDriveSpeed and mCarLevelPosition to the input of the Dispatcher.

- ◆ Other modifications can be made with approval from a TA

- ◆ This is to avoid turning one controller into a brain node:
 - Adding an input to Dispatcher to make it smarter is acceptable
 - Adding an output to Dispatcher so it can control the doors is not

Lessons your classmates learned (so you don't have to)

- ◆ **Peer reviews caught at least 70% of bugs for almost every group**
- ◆ **Check your handin**
- ◆ **Use version control**
 - Commit early, commit often
- ◆ **Write scripts for testing**
 - Don't blindly trust scripts

More Lessons

- ◆ **Have an emergency sequence diagram to trace everything**
- ◆ **Bugs aren't necessarily in the module that looks like it's misbehaving**
 - Dispatcher bug causes doors not to open
- ◆ **Single states with multiple values are likely to cause problems**
 - Leveling state
- ◆ **The TAs are not obliged to run your tests manually if these scripts do not work.**

Float Comparisons in the testbench

◆ Comparisons of floats are awful

- Especially when things gets cast back and forth to doubles

◆ Possibilities

- Use bounds. The test bench supports \leq and \geq
- Use integer messages (e.g.multiply by 100)

Project 10

- ◆ **Finish what you started in project 9**
 - Pass your unit tests for Dispatcher and Door Control
- ◆ **Finish designing and implementing DriveControl (and anything else you haven't implemented)**
 - StateCharts
 - Unit tests
 - Implementation
 - Traceability
 - Peer reviews:
 - DriveControl statechart
 - DriveControl implementation
 - DriveControl unit tests
- ◆ **Add a monitor for RT-10**

Monitored Requirements

- ◆ **R-T6: The Car shall only stop at Floors for which there are pending calls.**
- ◆ **R-T7: The Car shall only open Doors at Hallways for which there are pending Calls.**
- ◆ **R-T8: The Car Lanterns shall be used in a way that does not confuse passengers.**
 - R-T8.1: If any door is open at a hallway and there are any pending calls at any other floor(s), a car lantern shall turn on.
 - R-T8.2: If one of the car lanterns is lit, the direction indicated shall not change while the doors are open.
 - R-T8.3: If one of the car lanterns is lit, the car shall service any cars in that direction first.
- ◆ **R-T9: The Drive shall be commanded to fast speed to the maximum degree practicable.**
- ◆ **R-T10: For each stop at a Floor, at least one door reversal shall have occurred before the doors are commanded to nudge.**

Driving Fast

- ◆ **Fast speed is 5 m/s**
 - Set this with the `-fs 5.0` flag

- ◆ **Remember the speed transmission constraint table:**

Drive Speed Values							
Drive Command Values	FastSpeed >= DriveSpeed >= SlowSpeed, UP	SlowSpeed >= DriveSpeed > LevelSpeed, UP	LevelSpeed >= DriveSpeed > 0, UP	DriveSpeed == 0, STOP	LevelSpeed >= DriveSpeed > 0, DOWN	SlowSpeed >= DriveSpeed > 0, DOWN	FastSpeed >= DriveSpeed >= SlowSpeed, DOWN
Fast, Up	X						
Slow, Up	X	X	X	X			
Level, Up		X	X	X			
Stop, Stop			X	X	X		
Level, Down				X	X	X	
Slow, Down				X	X	X	X
Fast, Down							X

Questions?