### Logical Time @ work: the RT-Simex project

#### Julien DeAntoni, Frédéric Mallet, Charles André I3S/UNS/INRIA

#### Frédéric Thomas Obeo

#### SAFA 2010



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## Logical Time...

- focuses on causal relations between events
- Is independent of the abstraction level
- Is multi-clock (polychronous)
- Provides a partial order between events

After 23 starts of the computer, a disk check is done

The computation duration is 156 processor ticks



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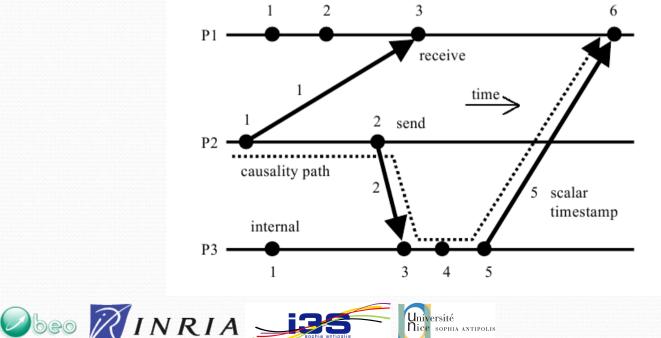
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In modern laptop, tick is logical since the processor speed depend on the battery level



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SOPHIA ANTIPOLIS

LOGICAL TIME Friedemann Mattern Darmstadt University of Technology

## Physical time Time...

Can be seen as a special case of logical time

After 5 secondes, it stops...  $\cong$ After 5 events of the "second" clock, it stops



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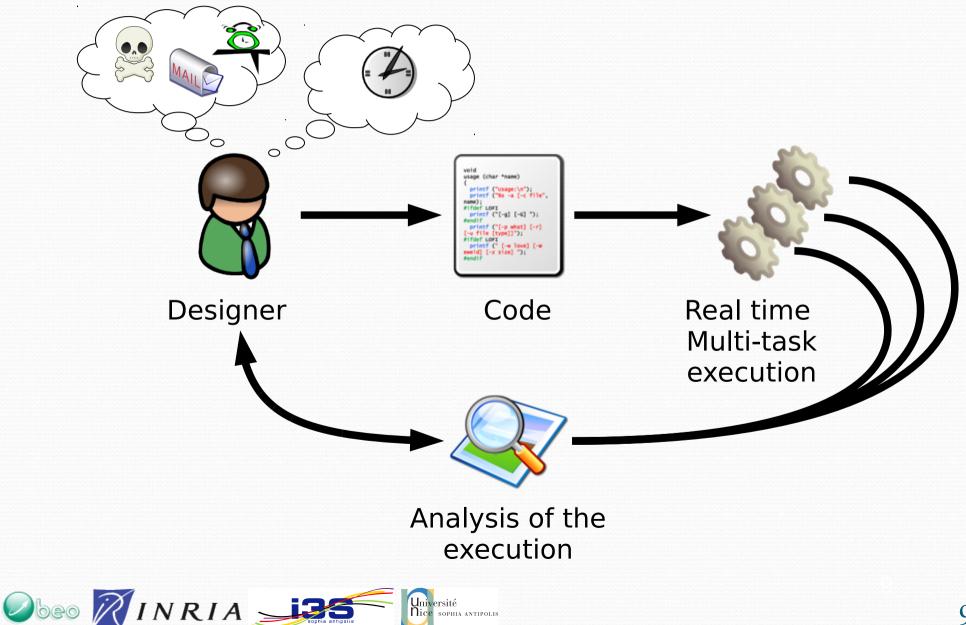


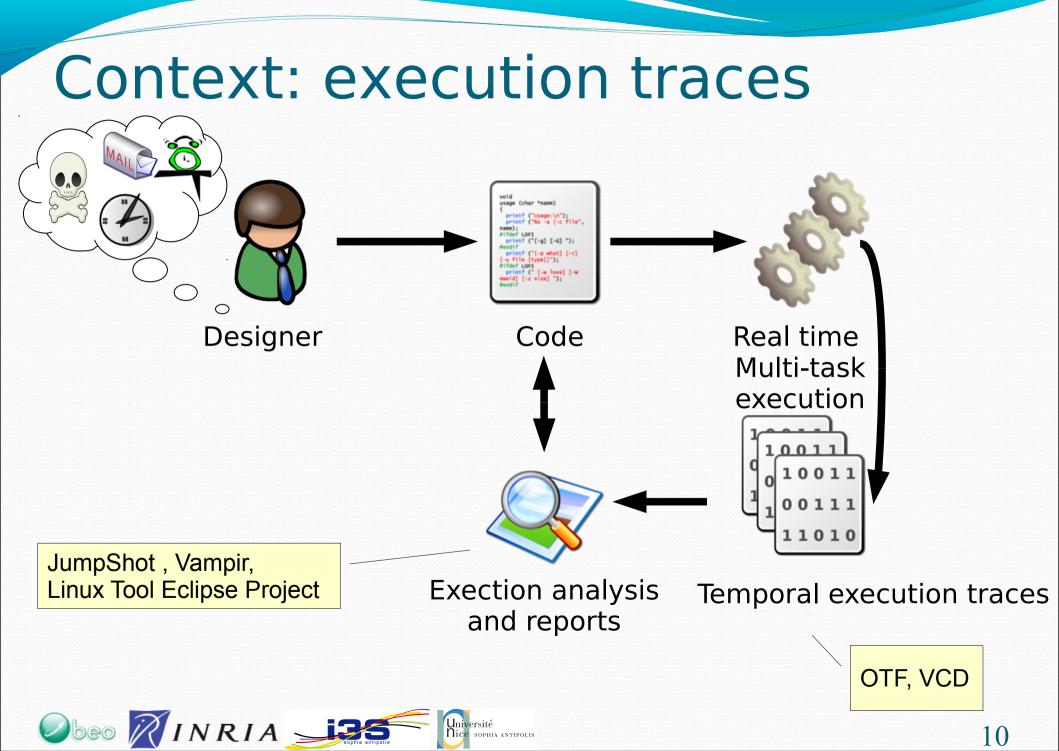
#### Retro-ingénierie de Traces d'analyse de SIMulation et d'EXécution de systèmes temps-réel



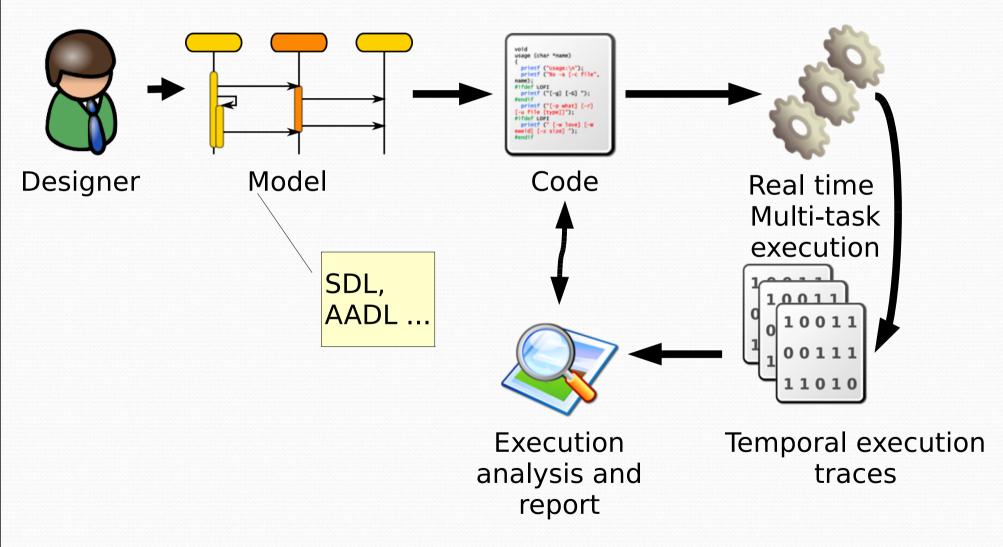


## Context : help the designer





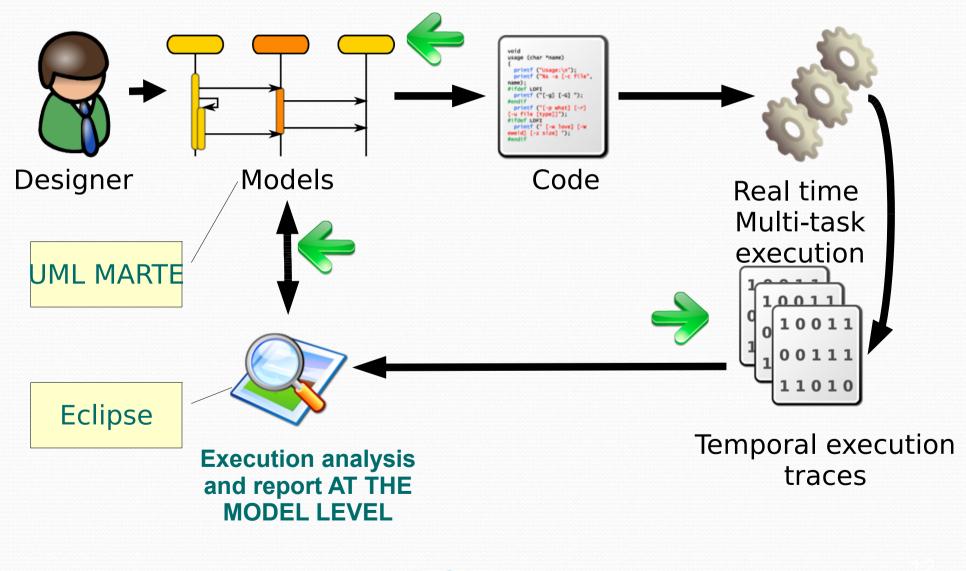
### observations



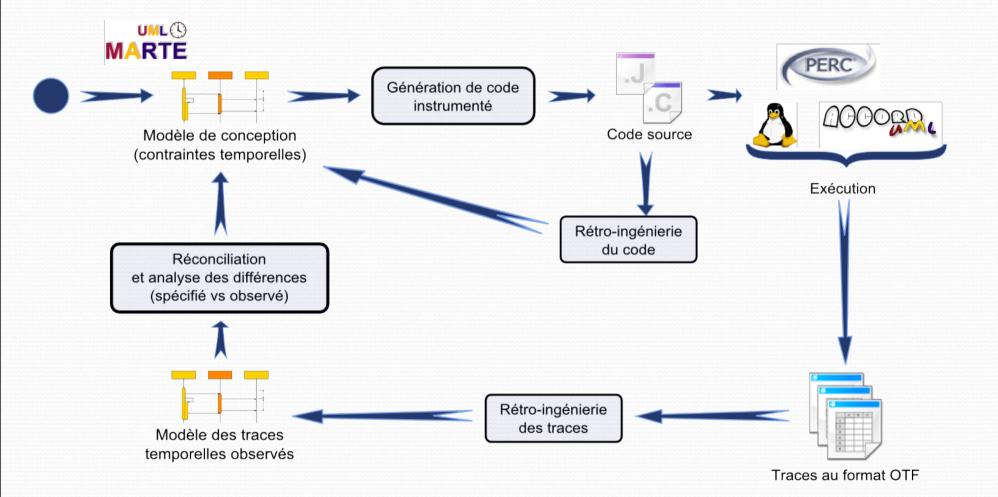


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## **RT-Simex objectives**



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## Logical Time @ work: the **RT-Simex** project

#### Julien DeAntoni, Frédéric Mallet, I3S/UNS/INRIA

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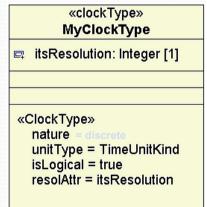
#### SAFA 2010



- SubProfile of the MARTE UML profile standardized by the OMG (Object Management Group)
  - Reviewed and accepted by the community
  - Implemented in Papyrus, magic draw, etc
  - Under Implementation in other UML tools
- A Domain Model integrated with eclipse and usable with Domain Specific Language

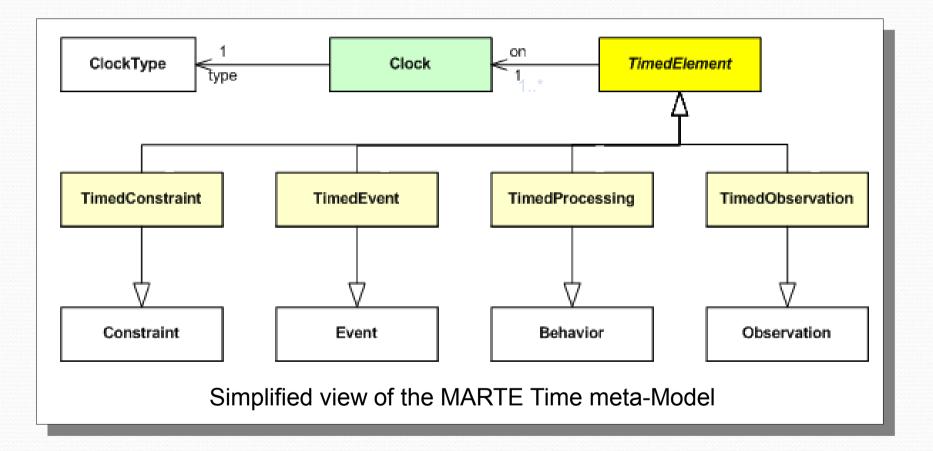


- The main concept is the **Clock**.
  - It is a way to specify a, possibly infinite, ordered set of instants
  - It can be logical or chronometric, discrete or dense
  - Its type is a ClockType



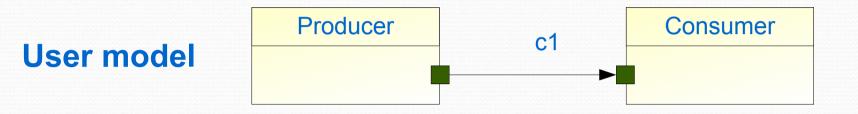
	«clock»
itsClock: MyClockType [1]	
itsResolution = 1	
«Clock»	
standard = 1	
type = MyC	lockType
unit = tick	





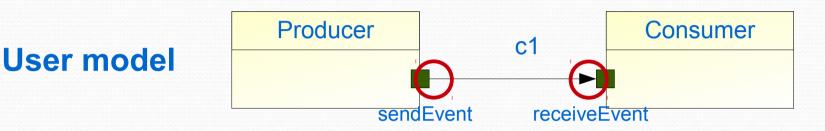


#### • Sketchy example of its use





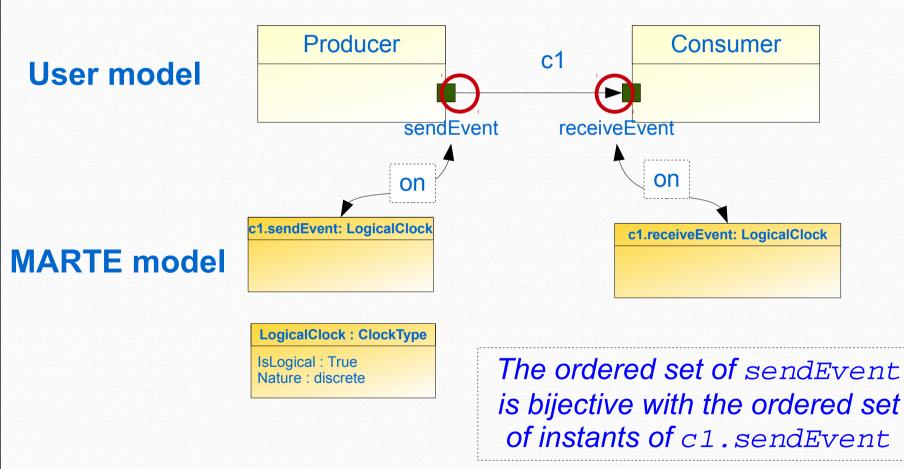
• Sketchy example of its use





## • Sketchy example of its use

#### Sketchy example of its use





## CCSL

- Clock Constraint Specification Language
  - Firstly introduced in the MARTE TIME profile
  - Declarative model-based language integrated with Eclipse
  - Formal semantics (both denotational and operational)
  - Tooled (TimeSquare)
  - → Explicitly represents / specifies relations between clocks



CCSL (Clock Constraint Specification Language)

#### Relations: dependencies between clocks

- Coincidence
- Exclusion  $\rightarrow$  #
- Precedence  $\rightarrow$  <
- Alternance
- Expressions: a mean to create new clocks from others
  - Delay

Union

- → **delayedFor** X **on** aClock Filtering → aClock filteredBy aBinaryWord
  - $\rightarrow$  aClock **union** anotherClock
- Intersection  $\rightarrow$  aClock inter anotherClock
- Periodicity → periodicOn aClock period X offset Y

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...

CCSL (Clock Constraint Specification Language)

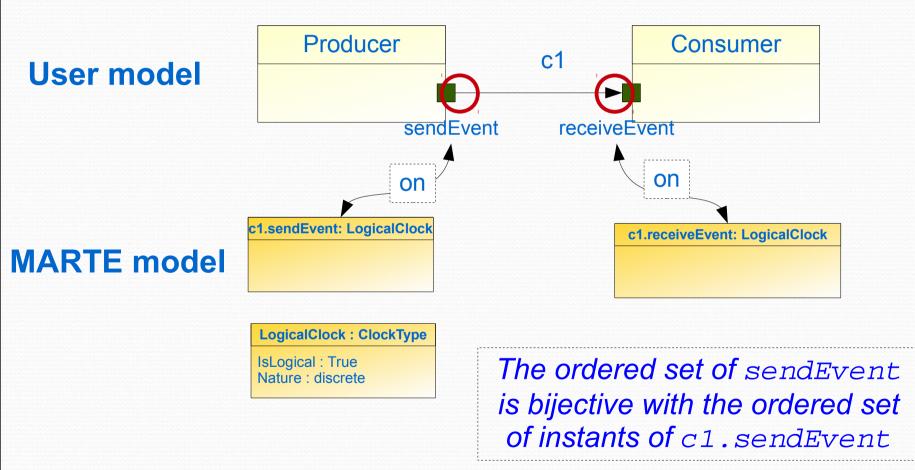
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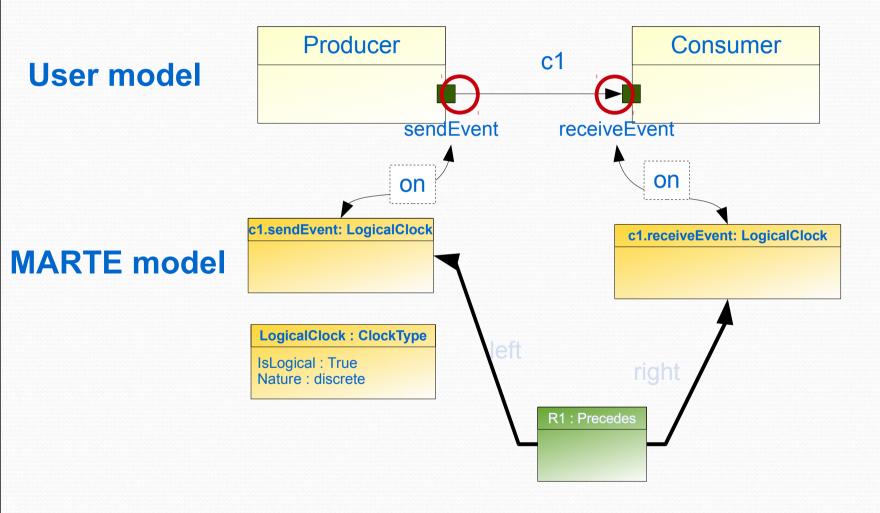
- → aClock **union** anotherClock • Intersection → aClock **inter** anotherClock
- Periodicity → periodicOn aClock period X offset Y
- Libraries: user-defined relations and expressions

# • Sketchy example of its use



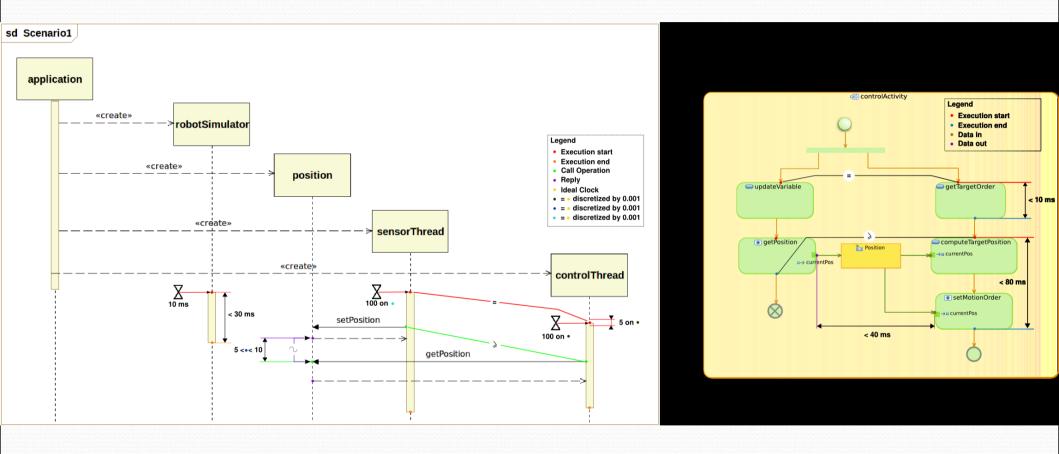


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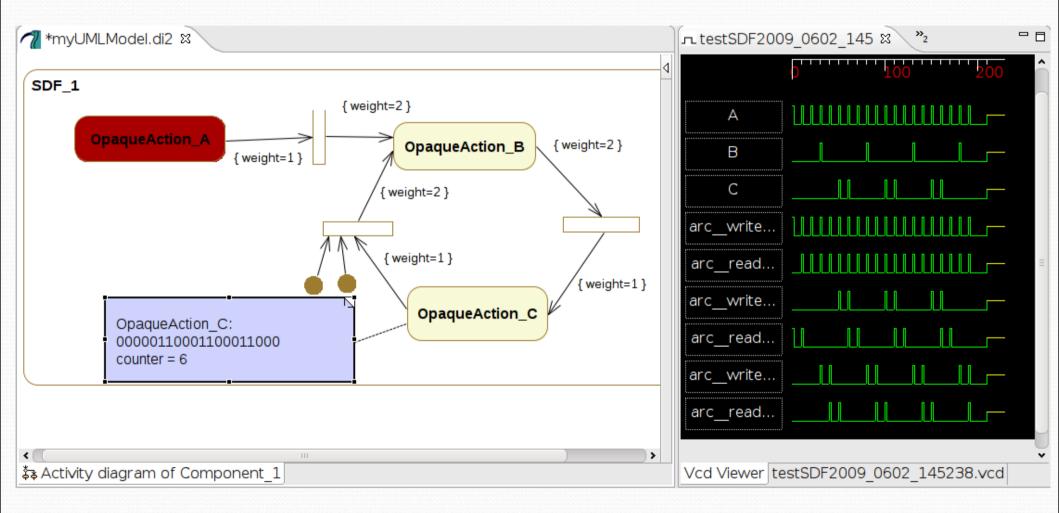
## Graphical formal annotation over a UML model for RT-Simex...





#### Simulate and animate the UML/MARTE model in TimeSquare

#### (http://www-sop.inria.fr/aoste/dev/time\_square/)



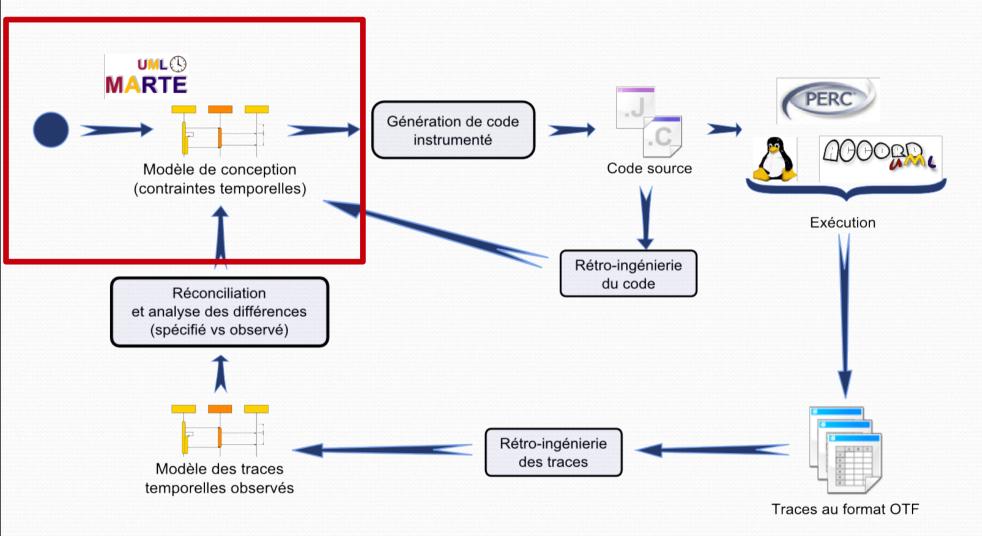


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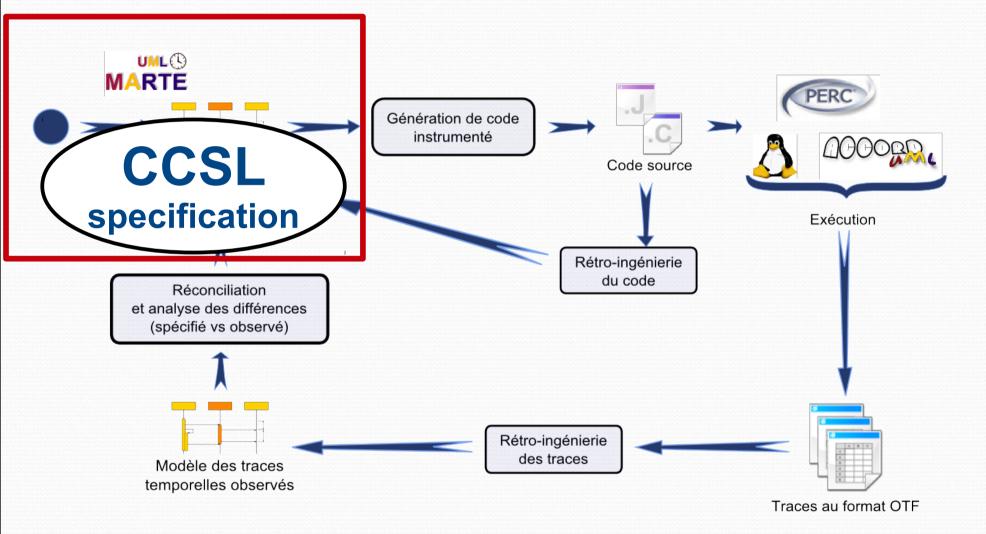
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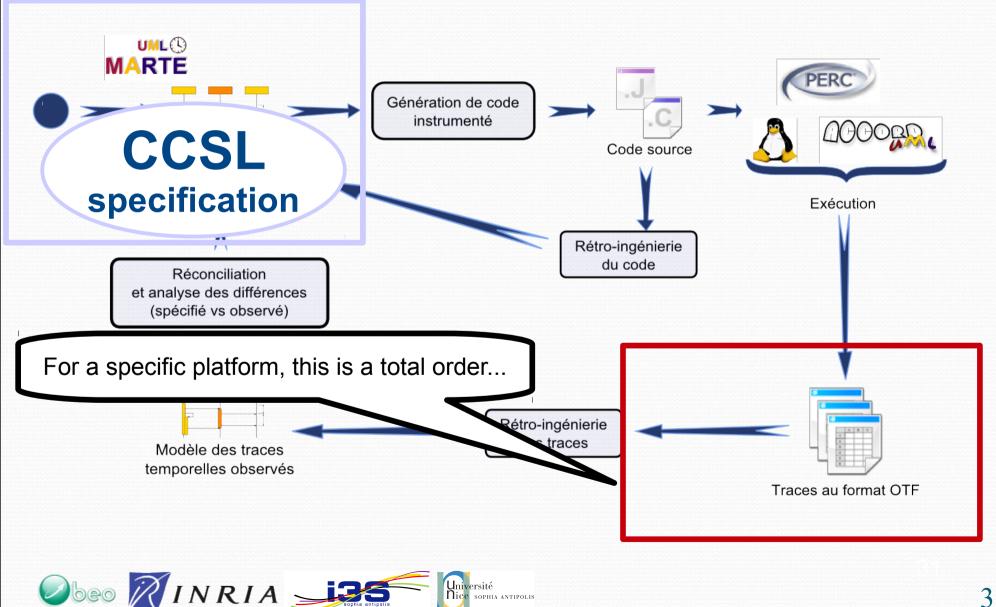




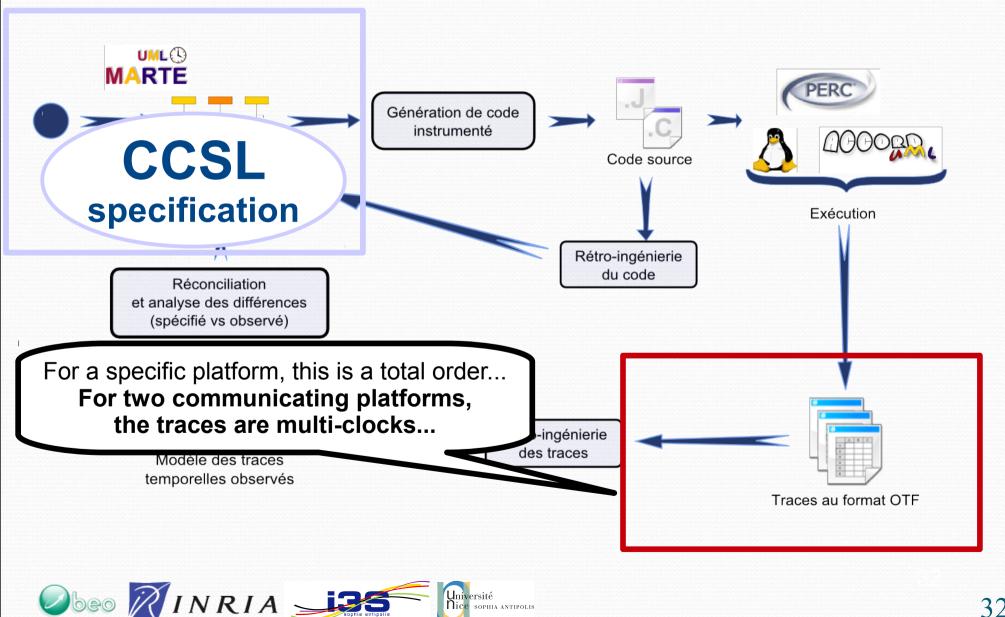




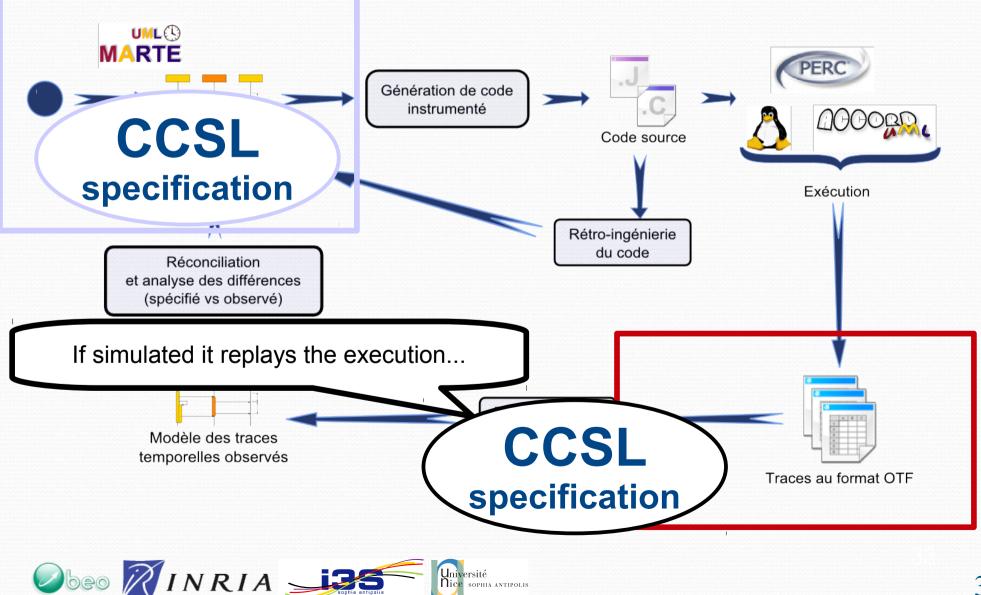


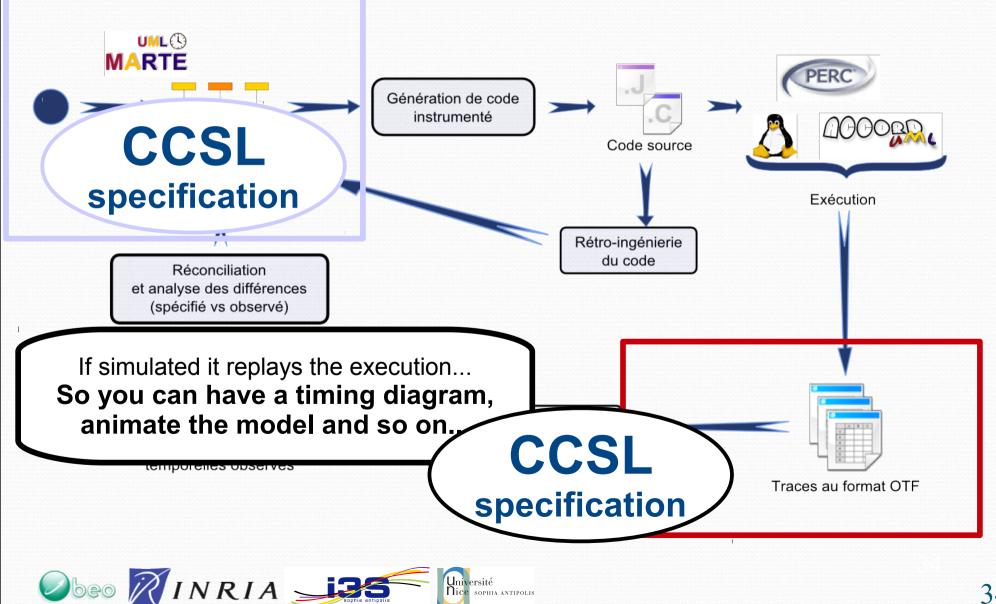


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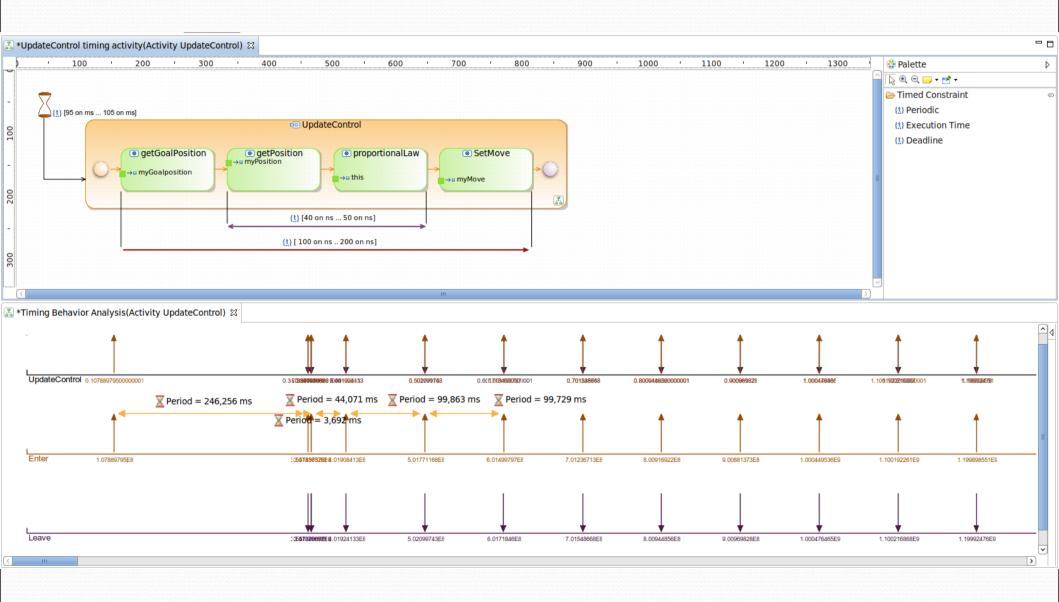
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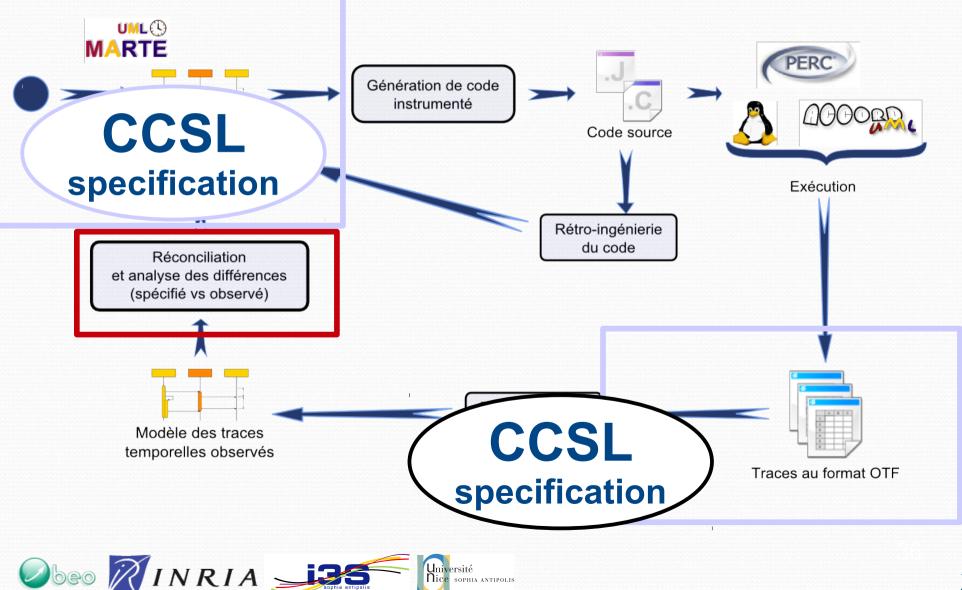


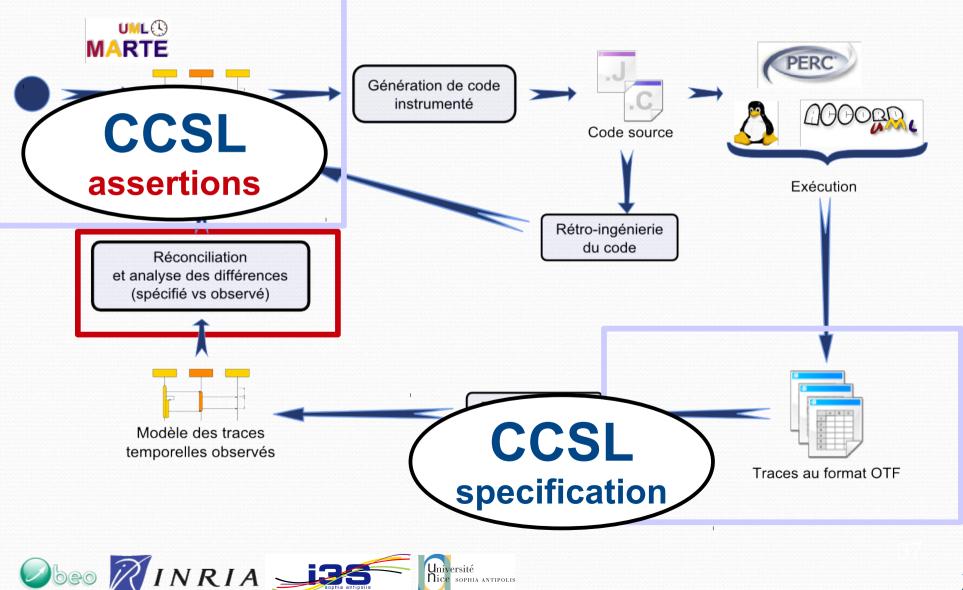
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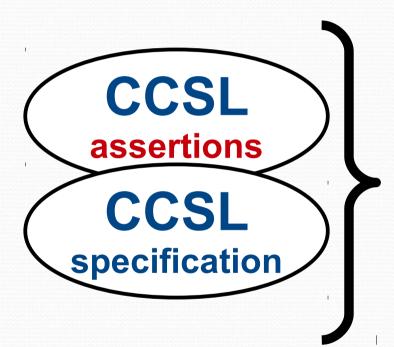
#### A specification and the actual execution





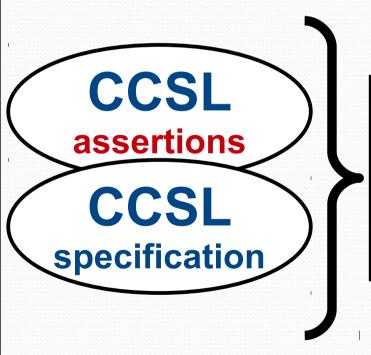




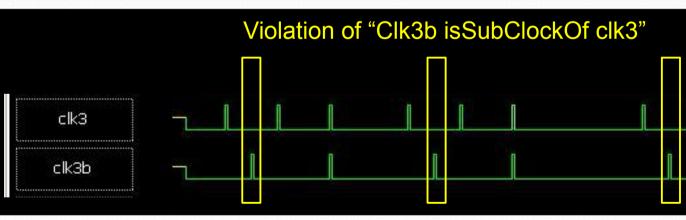


## You can simulation both together to see if a violation occurs



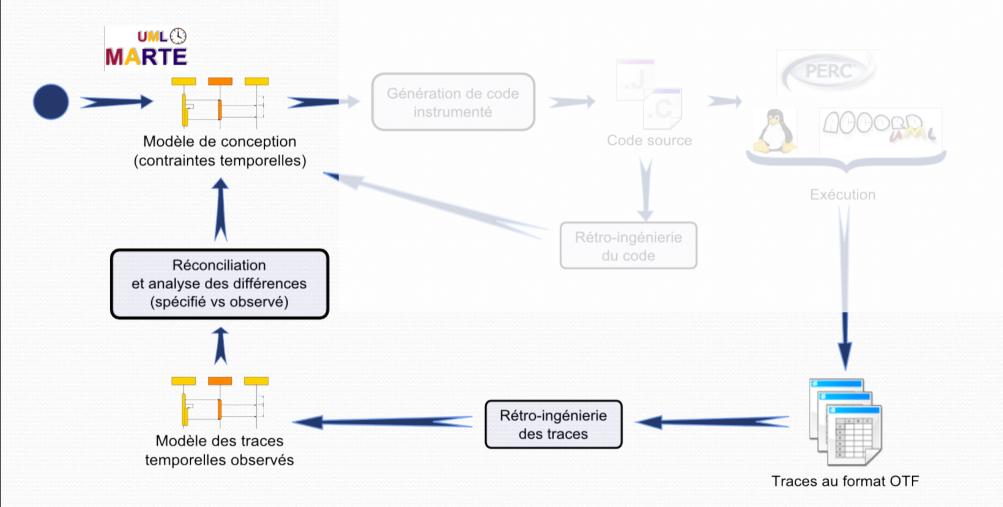


## You can simulation both together to see if a violation occurs





## Conclusion





## Conclusion

- Logical Time, via Marte and CCSL is used for
  - The specification the expected behaviour
  - The simulation at the model level of this behaviour
  - The simulation at the model level of the actual behaviour (as monitored during the execution)
  - The comparison between the specified and the actual behaviour

