

Towards an Integrated System Model for Testing and Verification

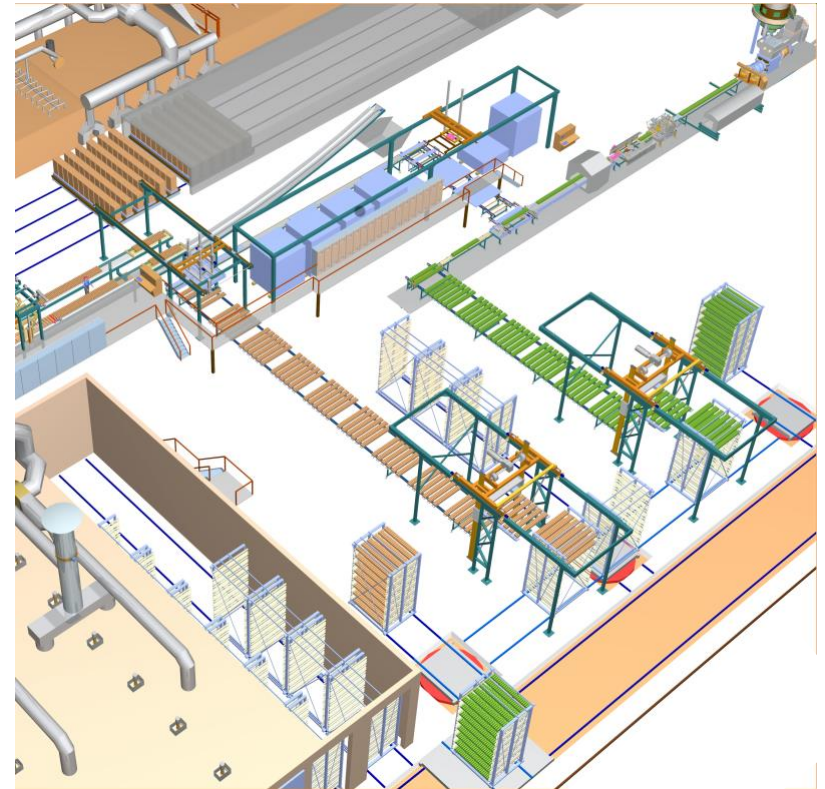
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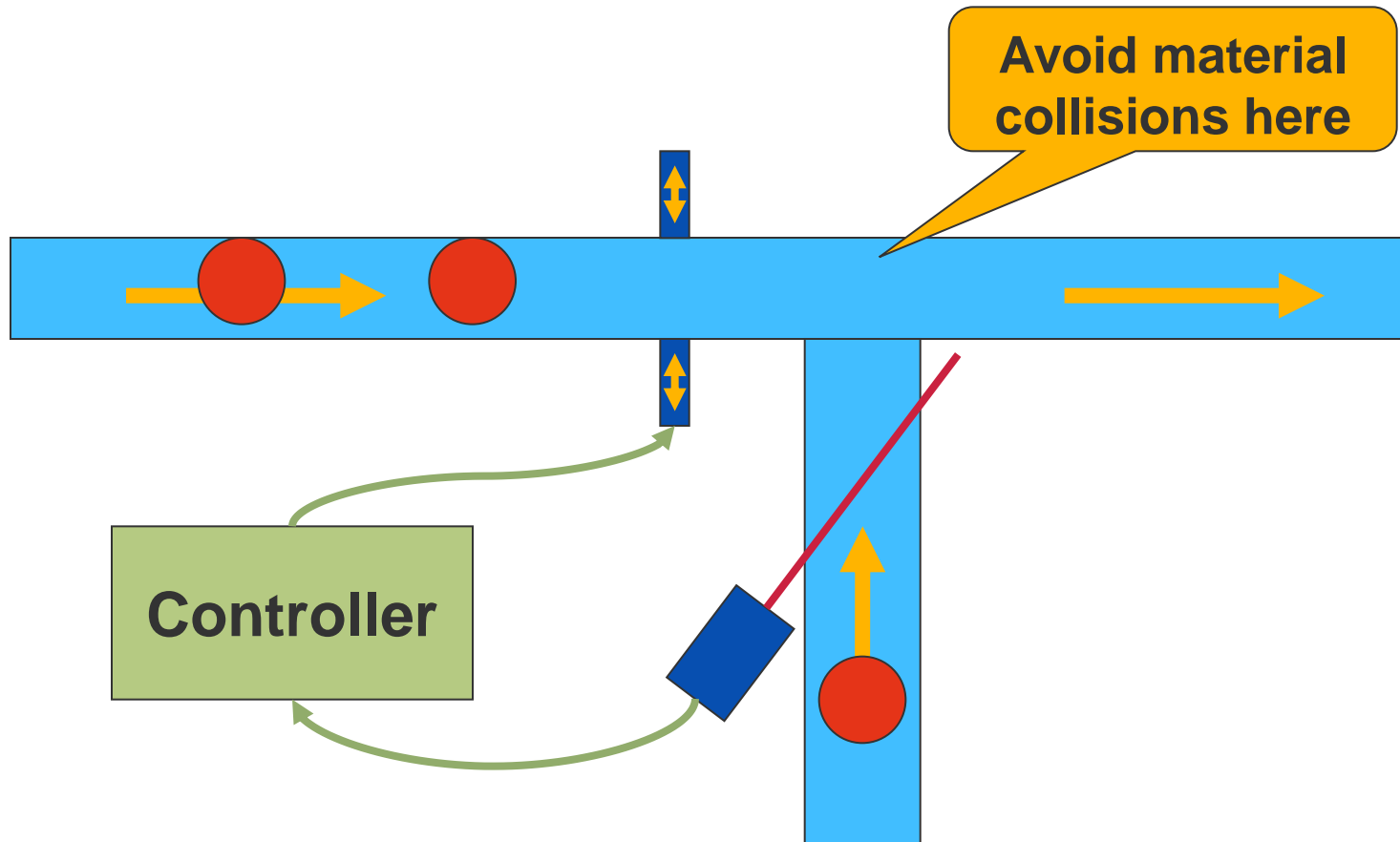
Domain

- Development of controller software for production machines
- Special case of mechatronic system

System, whose functions are realized by a combination of mechanics, electronics, and software



Example: Joining of Material Flows



Problem Statement

- SE provides methods for describing (modeling) and developing (implementing) the controller

Problems:

- What are the actual requirements for the controller?
 - Requirements usually describe behavior of mechanics
- How do we test (or even verify) the controller?
 - State-of-the-art: Perform testing on assembled machine
 - Sometimes construct physical simulation model for testing

Outline

- **Proposed Solution: Integrated System Models**
- Towards a Modeling Technique
- Conclusion

Integrated System Models

- The controller has little meaning without its environment
 - Thus for understanding the controller we have to understand its environment
- ⇒ One possible solution is an integrated model describing both the controller and its environment (the machine)
- ⇒ Allows reasoning about the entire machine

Domain Characteristics

- Focus on material and material flow
- Collisions are very common
 - Negative effects (“Material may not collide”)
 - Manipulation of material flow (e.g. by sliding barriers)
 - Activation of sensors (e.g. collision of material with light ray)
- Geometry and position are highly relevant

Requirements for the Modeling Technique

- Explicit material support
 - Model includes the machine
 - Implicit collision detection, explicit collision handling
 - Geometric data and motion information
 - Precise enough to be executable
- ⇒ Allows testing and verification

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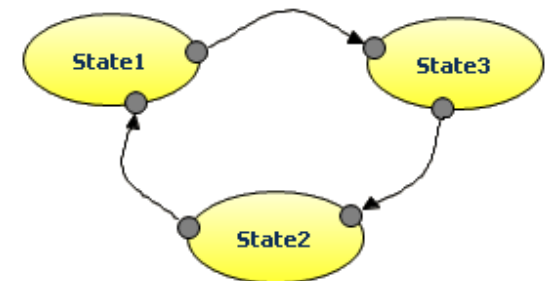
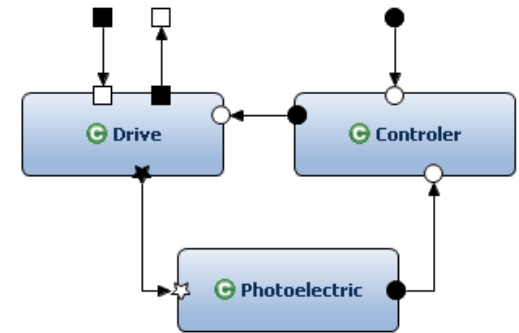
Modeling Overview

- Machine is modeled dataflow driven
 - Parts of the machine are modeled as components
 - Components may be connected using ports
- Different directed ports
 - Signal ports for exchanging logical data
 - Material ports for exchanging physical objects
 - Collision ports for defining valid collisions and delivering collision events



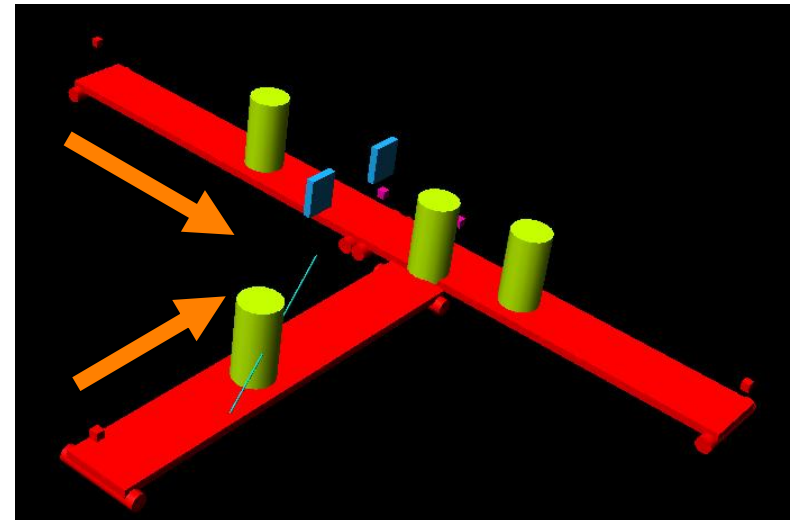
Component Specification

- Components may be described as networks of other components
⇒ Hierarchic decomposition of the system
- Atomic components are specified using variant of hybrid I/O automata
 - Communication and calculations happen on transitions
 - Continuous changes happen in states (differential equations)
 - Extensions for dealing with material and collisions



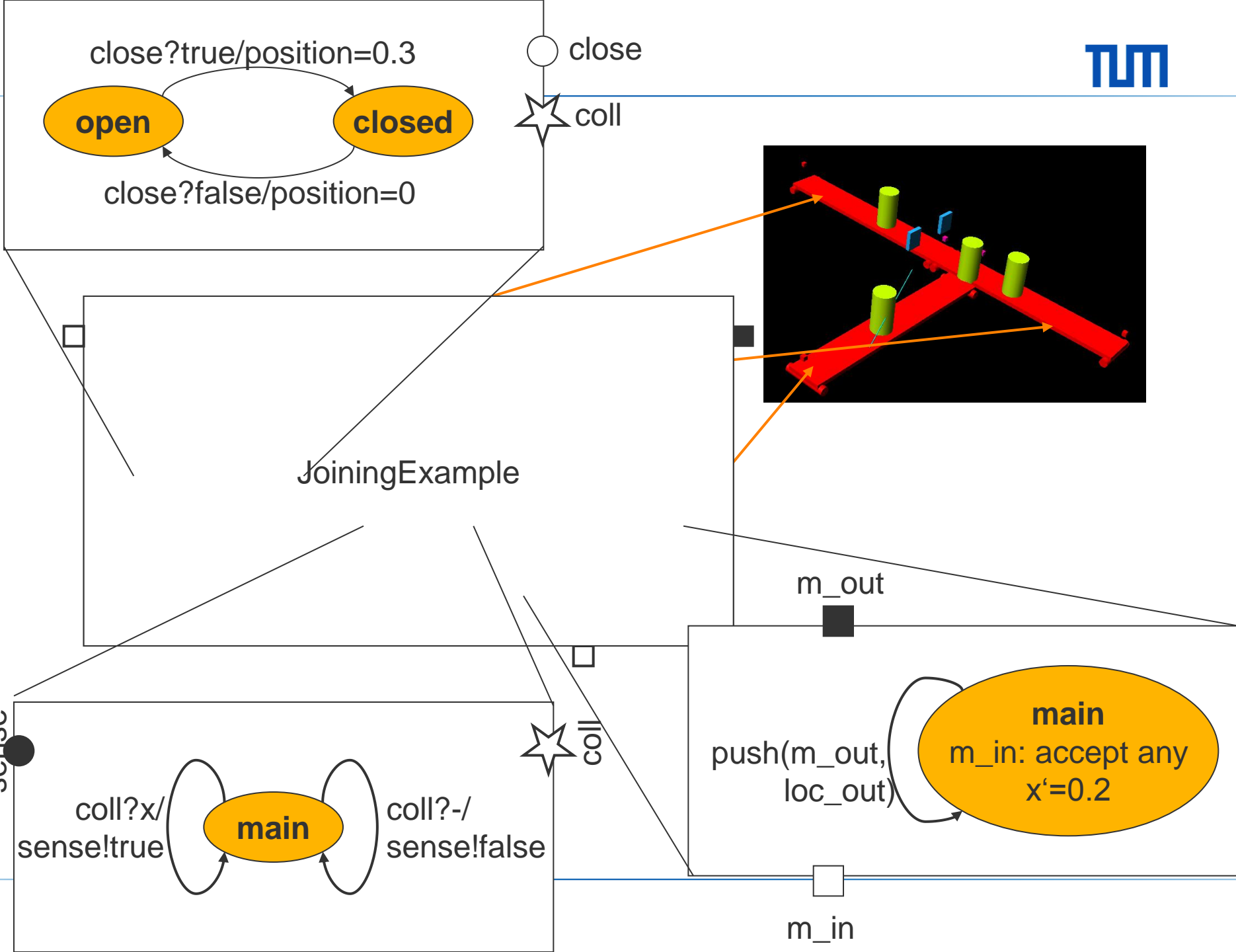
Geometry and Collisions

- Simplified geometry and motion information may be linked to components
- Collisions are detected based on this data (implicitly)
- Collisions are delivered as events to the affected components



Material

- Material is modeled as geometry (shape)
- Material objects are instances of material
- Each material object is managed by one component
- Component influences material during execution
 - Changing position and orientation
 - Handing material over to other component
- Collisions with material are reported to component
 - Used for modeling sensors



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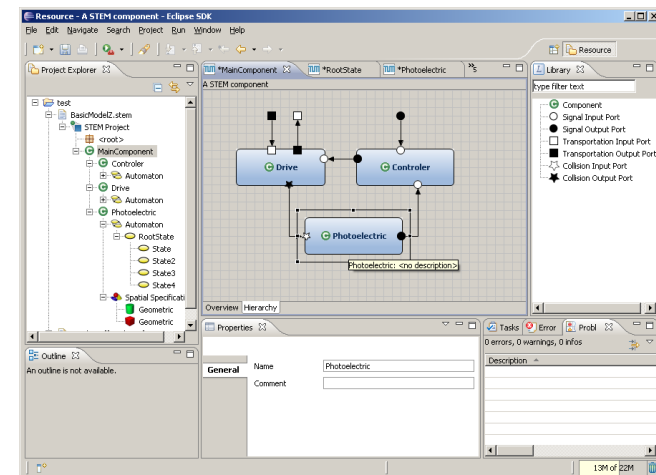
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Contribution

- Identification of aspects of production machines, which are relevant for testing and verification of controller software
- First steps towards integrated machine models which are accessible to testing and verification procedures

Future Work

- Improve modeling technique
 - Check applicability to other domains
 - Extend towards general model for mechatronic systems
- Actually perform testing and verification
 - Test-case generation
 - Formal verification
(e.g. Bounded Model Checking)
- Complete prototypical tool support



Discussion

- Do we really need these integrated models for SE?
- Is this still SE or should we leave it to other engineers?
- What could be improved about the current approach?
- Are there completely different ways of modeling this?

