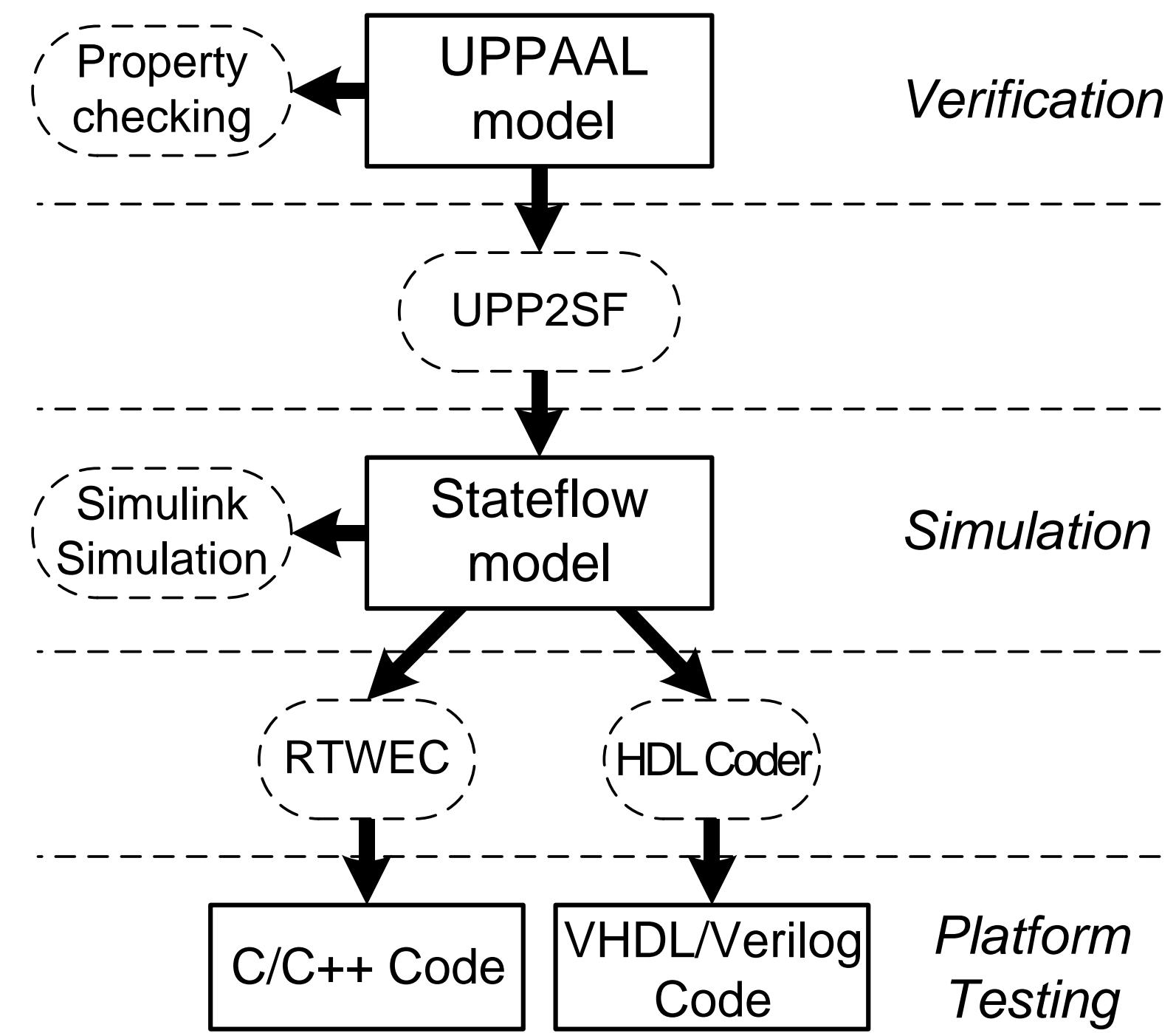


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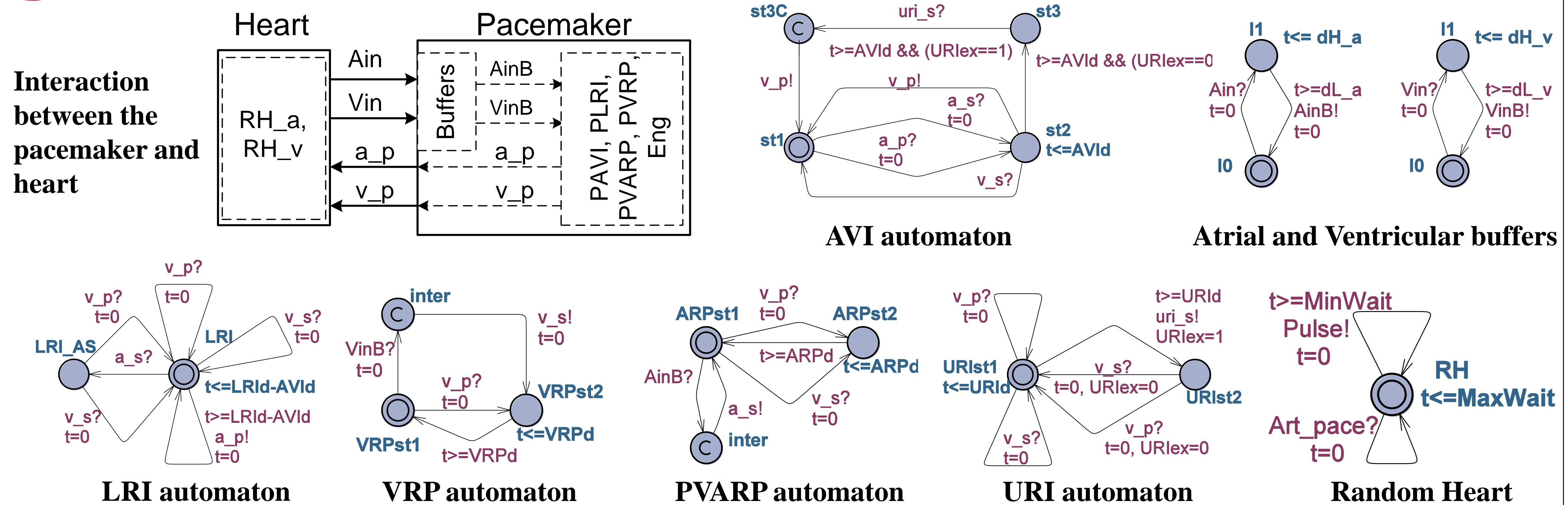
## 1 Model-Driven Development

Goal is to integrate

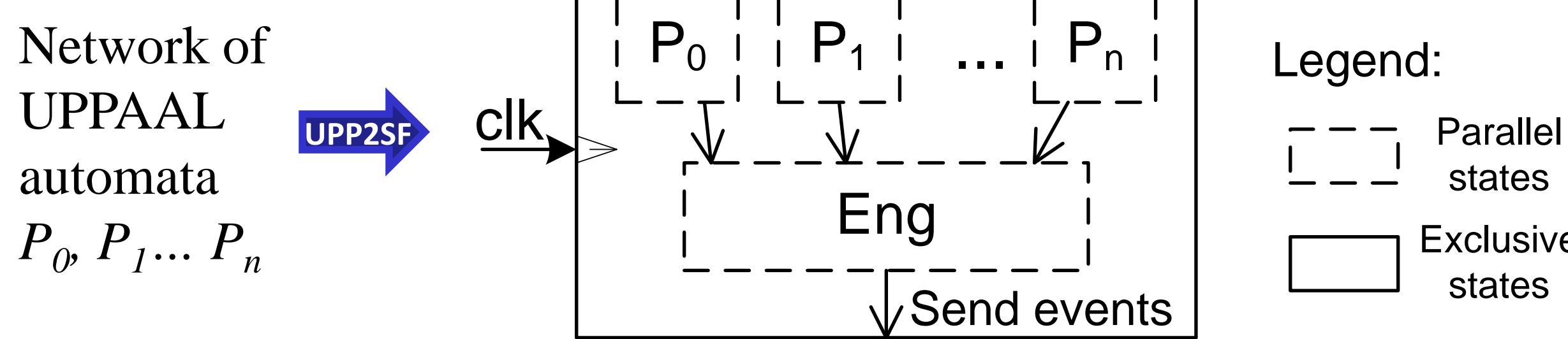
- system modeling
- verification
- model-based WCET analysis
- simulation
- code generation
- testing



## 4 Pacemaker Modeling in UPPAAL



## 2 UPP2SF: UPPAAL → Stateflow



### Translation procedure maps:

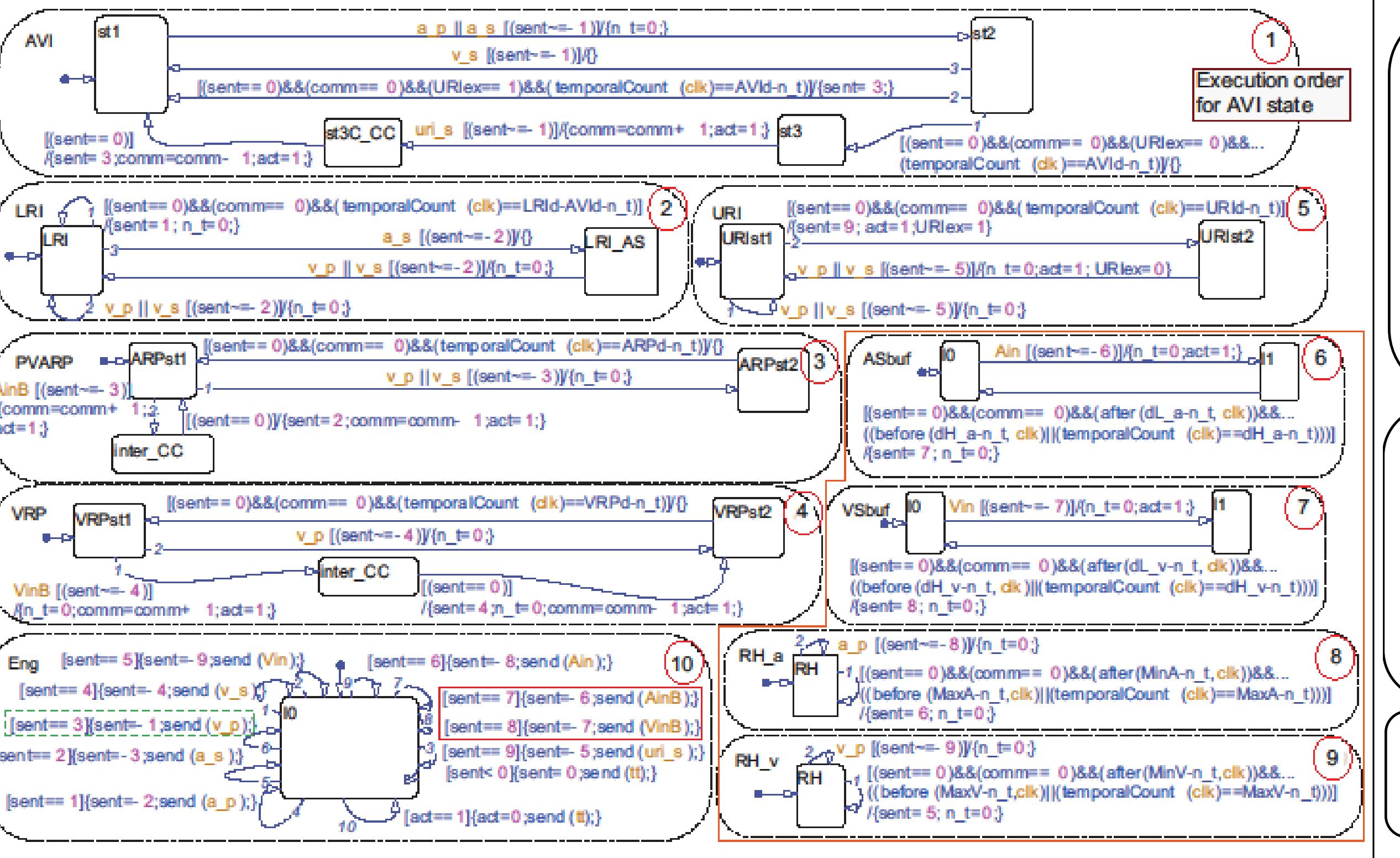
- Guards and clock invariants
- Synchronization over binary and broadcast channels
- Committed and urgent states

### WCET Analysis

- add variable  $tr\_cnt$
- resets  $tr\_cnt = tr\_cnt + 1$

$$A[ ]tr\_cnt \leq N$$

## 5 Pacemaker Stateflow Design



## 6 Code Synthesis

```

Listing 1. bitsForTIDO definition
struct {
  uint_T is_AVId;
  uint_T is_LRIp;
  uint_T is_VRPp;
  uint_T is_URIp;
  uint_T is_ACTIVE_AVId;
  uint_T is_ACTIVE_LRIp;
  uint_T is_ACTIVE_VRPp;
  uint_T is_ACTIVE_URIp;
  uint_T is_Eng;
  uint_T is_Exi;
} bitsForTIDO;

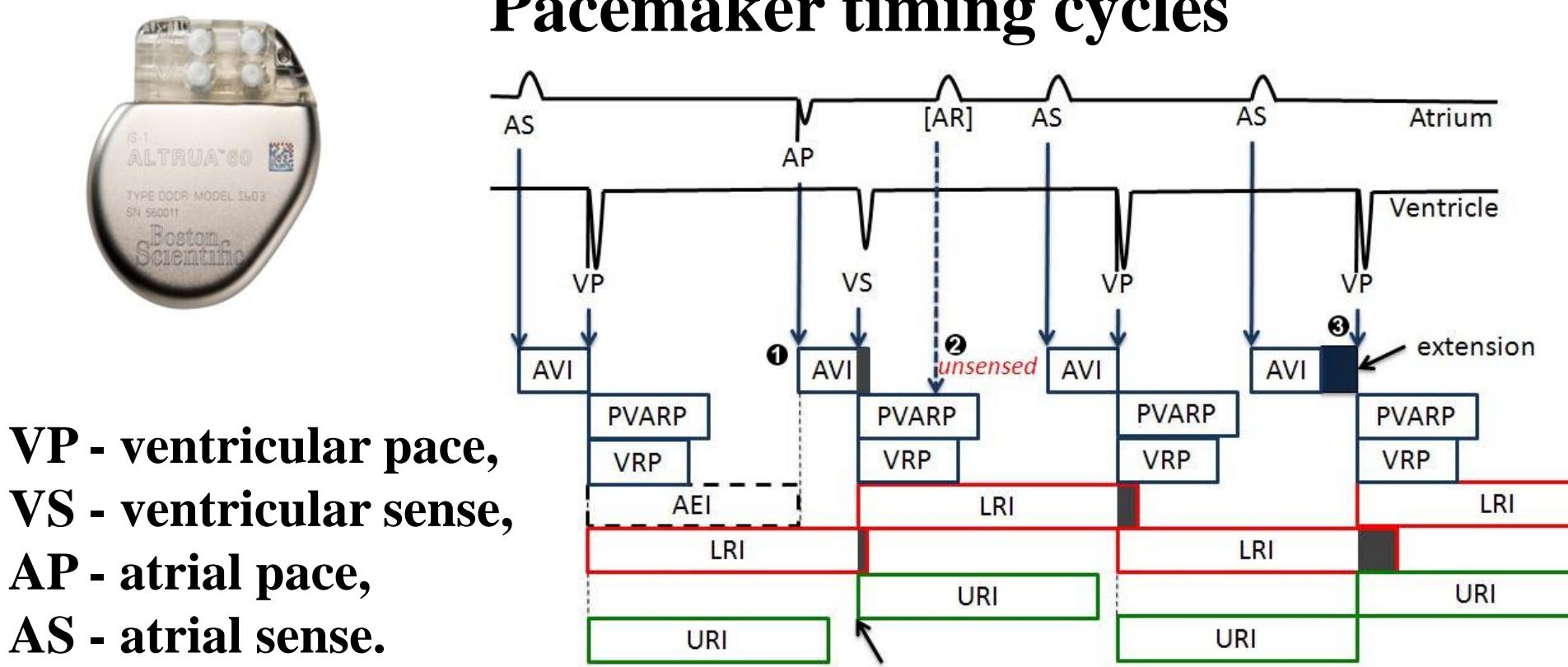
Listing 2. Rt_OneStep procedure
detect which of the input events are active;
for each of the input events {
  ifEventName is active {
    sf_previousEvent = _sfEvent;
    _sfEvent = EventName;
    cl_ChartName();
    _sfEvent = sf_previousEvent;
  }
}

Listing 3. cl_ChartName() procedure
increase counters associated with _sfEvent_;
for each of the parallel states {
  processState();
}

Listing 4. processState() procedure
if (rtDWork.bitsForTIDO.is_ACTIVE_NAME != 0) {
  switch (rtDWork.bitsForTIDO.is_NAME) {
    case SubStateName1:
      /* the loop below is - checkTrans(); */
      for all transitions in ex. order {
        if transition enabled {
          execution transition actions;
          reset the corresponding temporal counters;
          update rtDWork.bitsForTIDO.is_NAME;
        }
      }
    break;
    case SubStateName2:
      checkTrans();
      break;
    ...
    default:
      rtDWork.bitsForTIDO.is_NAME=IN_NO_ACTIVE_CHILD;
      break;
  }
}

Listing 5. broadcast_tt() procedure
static void broadcast_tt(void) {
  int16_T sf_previousEvent;
  sf_previousEvent = _sfEvent;
  _sfEvent = event_tt;
  cl_ChartName();
  _sfEvent = sf_previousEvent;
}
  
```

## 3 Pacemaker Case Study



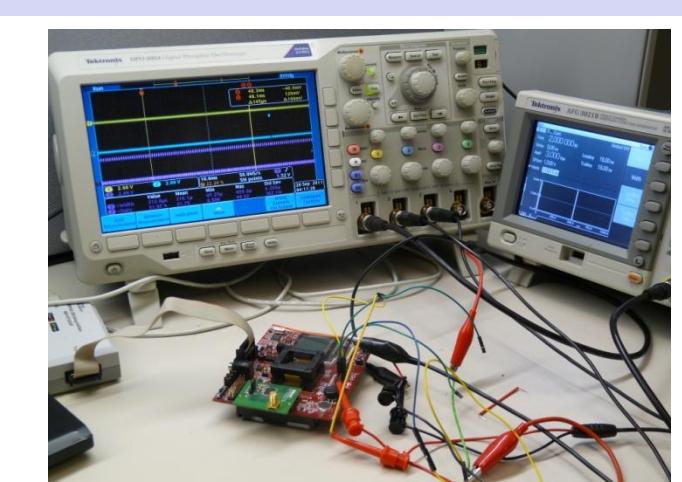
## 7 Testing of the Physical Implementation

### Real-Time requirements - e.g., Pacing in the atrium:

1. AP cannot occur during the interval  $0 \leq t_v \leq LRI_d - AVI_d$ ;
2. If AS does not occur within the interval, AP should occur at  $t_v = LRI_d - LRI_d$
3. If AS occurs at  $t_v$  ( $0 \leq t_v \leq LRI_d - AVI_d$ ), AP should not be applied in the atrium within the interval  $0 \leq t_v \leq LRI_d - AVI_d$ .

Test Scenarios

Implementation – on top of the nanorK RTOS



CPU frequency	Average ex. time	Minimal ex. time	Maximal ex. time	Standard deviation
4MHz, OL	176.1μs	167.6μs	462.9μs	14.2μs
4MHz	180.9μs	167.6μs	738.2μs	17.3μs
8MHz, OL	89.5μs	84.7μs	234.6μs	7.2μs
8MHz	92.0μs	84.9μs	370.4μs	13.7μs