

#### **Introducing Behavior in Function Blocks**

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# Introducing Behavior in Function Blocks

X. Rebeuf

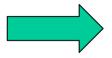
(Xavier.Rebeuf@loria.fr)

ZheJiang University 2002



### Introduction

Distributed industrialprocess control



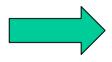
Compose hardware and software components

PB: Interoperability between components



#### Introduction

Distributed industrialprocess control



Compose hardware and software components

PB: Interoperability between components

- Abstraction of elementary component = Function block
- Composition of function blocks = Functional Requirement Diagram

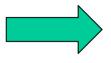


Structural architecture



#### Introduction

Distributed industrialprocess control



Compose hardware and software components

PB: Interoperability between components

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Structural architecture



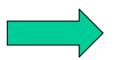
Validation of static interoperability



Not enough to validate temporal interoperability



Behavior modeling



Application simulation

#### Plan

- Description of the standard
- Adaptation taking into account the behavior
- Simulation of the application
- Example
- Conclusion

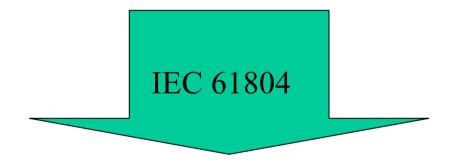
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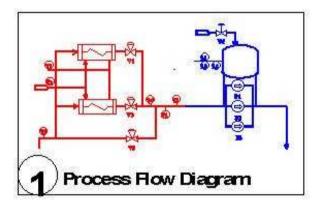
### Function block concept

Goal: Have a common standard by which the users can be assured of compatible, interworkable, interconnectable, interoperable and interchangeable of the device they choose

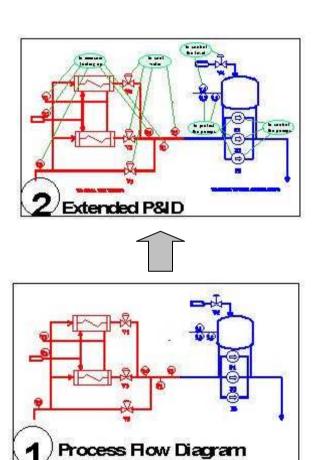


« function block is an encapsulation of data and algorithms to provide a specific function, which can be self understanding »

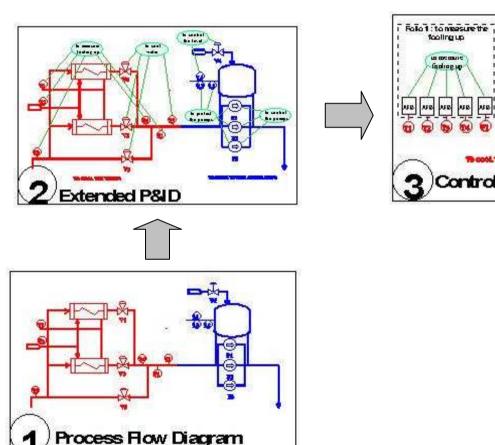


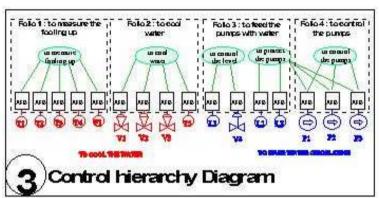




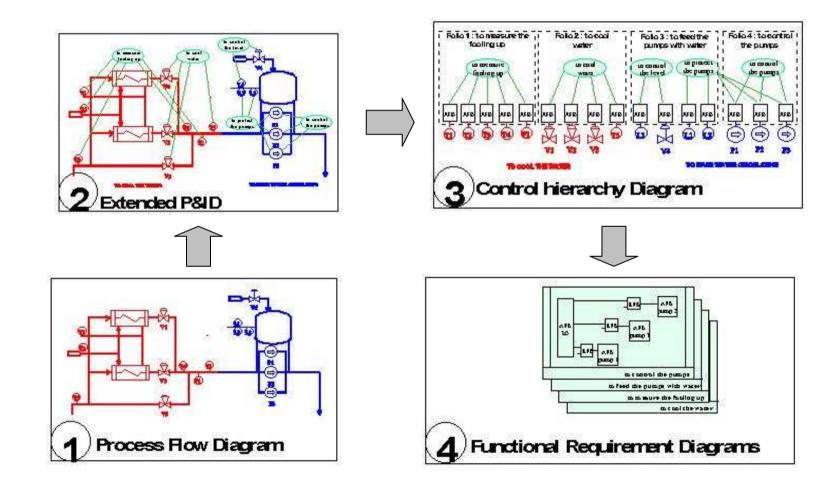




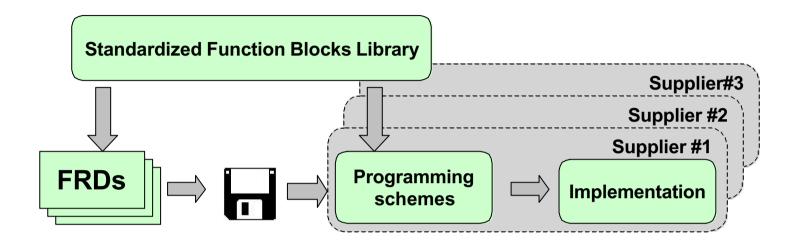








#### Functional Requirement Diagrams



#### **Objectives of FRDs is to describe:**

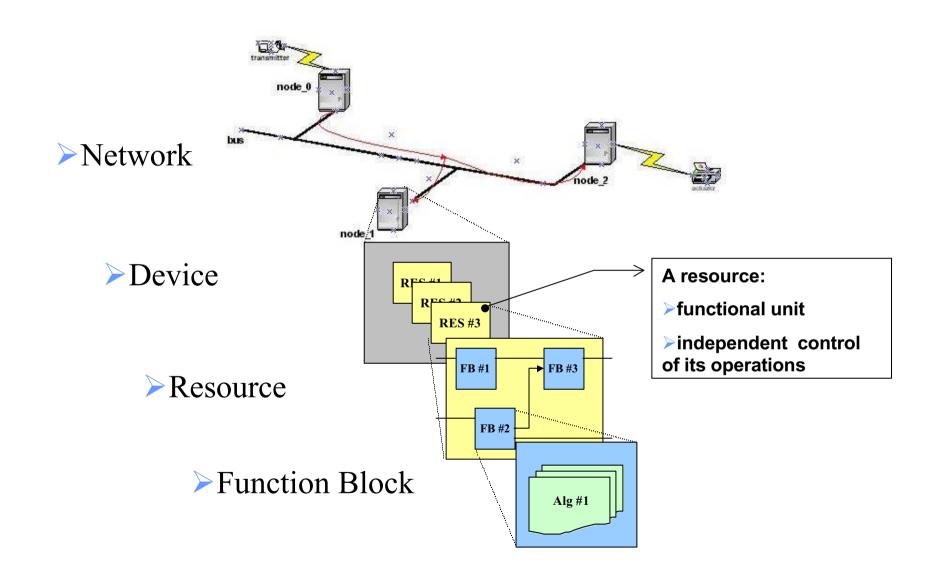
- Control functions
- Performance
- Constraints

#### **Problem:**

- FRDs consider only static aspects
- How to describe temporal characteristics



## Considered Architecture model

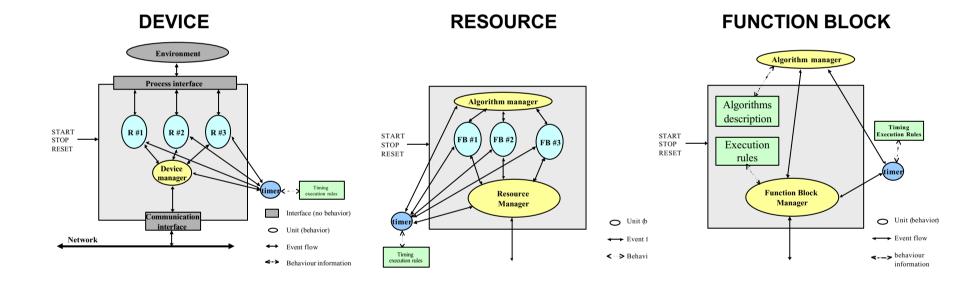


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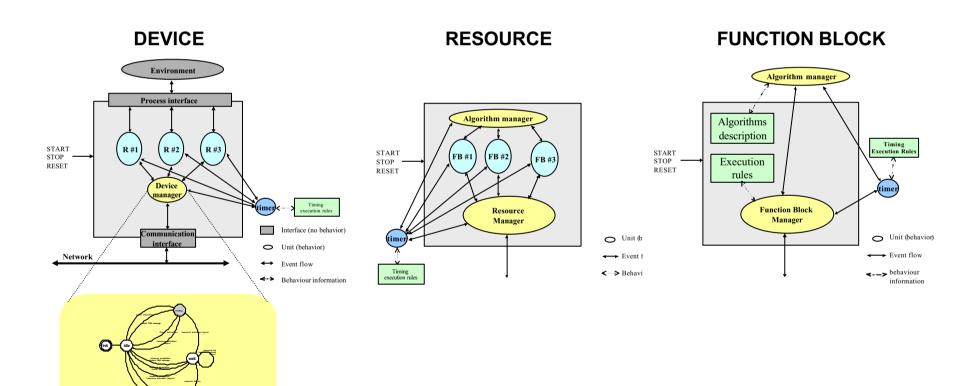
### Architecture model





#### Architecture model

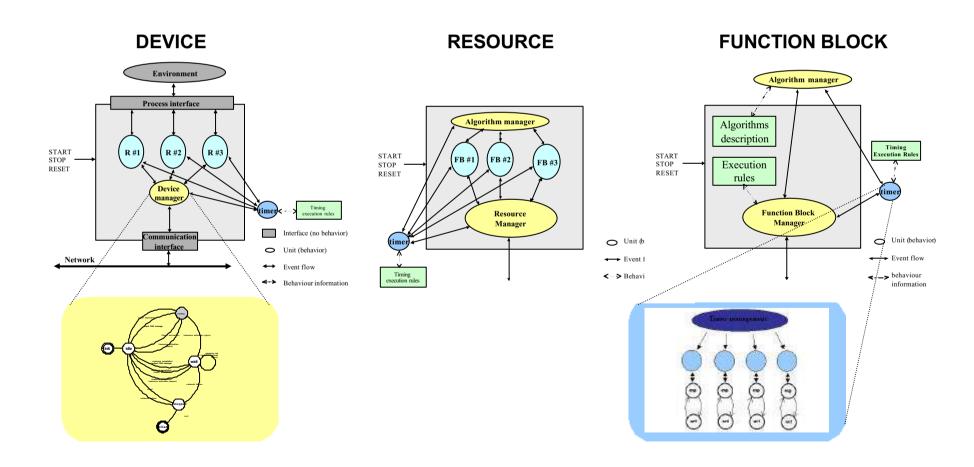
For each level: introduction of a unit to manage the behavior;





#### Architecture model

- For each level: introduction of a unit to manage the behavior;
- Introduction of a global timer to modelize real timer and synchronization management.





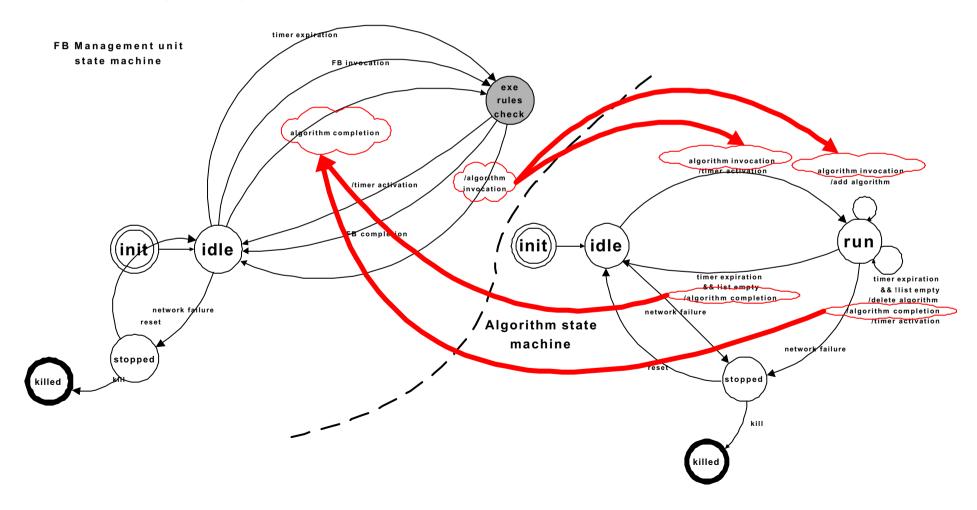
### Execution model

- > We only consider events (necessary for the execution scheduling)
  - > Synchronous/asynchronous
  - > Cyclic/acyclic



#### Execution model

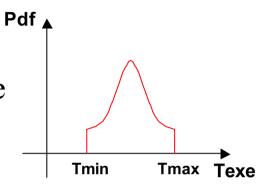
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### Application behavior

#### **Algorithm description**

- Algo#ID: algorithm identifier
- [MinTime, MaxTime]: bounds of execution time
- Probability density function: distribution



#### **Execution rules**

« ON event IF condition DO action »

- Action to perform when an event occurs
- Condition: predicate on local variables
- Action: operations on local variables / event sending

« ON FB\_invocation(num\_port) DO Send (Algo\_invocation(algoID), channelID) »

Extensions

« AT time IF condition DO action » « EACH time IF condition DO action »

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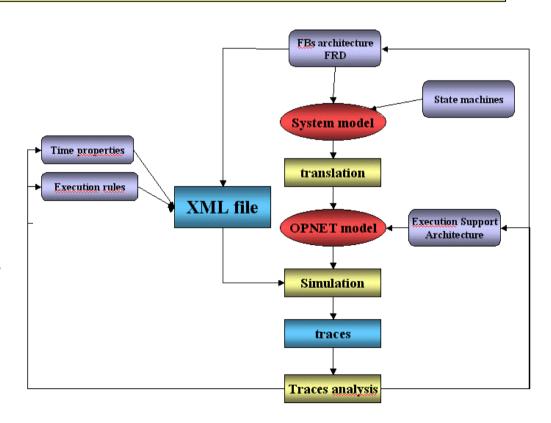
### Simulation

#### Goals

- Validating system temporal properties
- System dimensioning regard to execution support architecture
- Distribution over resources

#### **OPNET** tool

- performance evaluation
  - Communication networks
  - distributed systems

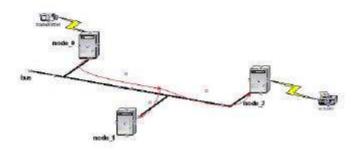


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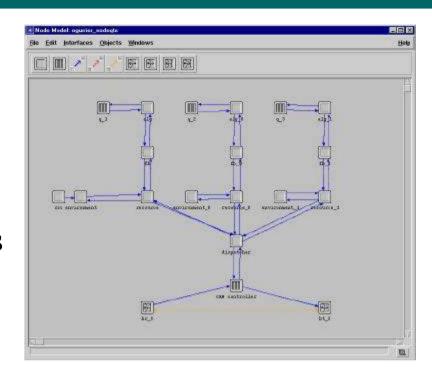


### Example



- Network: CAN protocol
- Device: composed by three resources
- Transmitters: random messages





- Delay between transmitter and actuator
- Average values

Delay increases in time

System is not well dimensioned

#### Conclusion

#### **Behavior model for Function blocks**

- Rely on the structural architecture
- Dynamic behavior of an application = execution rules
- Execution rules used by state machines

#### **Simulation**

- Validating system temporal properties
- System dimensioning
- Distribution over resources

#### **Future works**

- Simulate complex applications
- Extend to other system features
- Detail the description of the behavior (operational modes)
- •Time constraints in the execution rules (timed automata)