

Validation and Verification of Time Properties of the Functional Level of Autonomous Vehicles

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LAAS-RIS

October 10, 2017

Autonomous Vehicle and Software

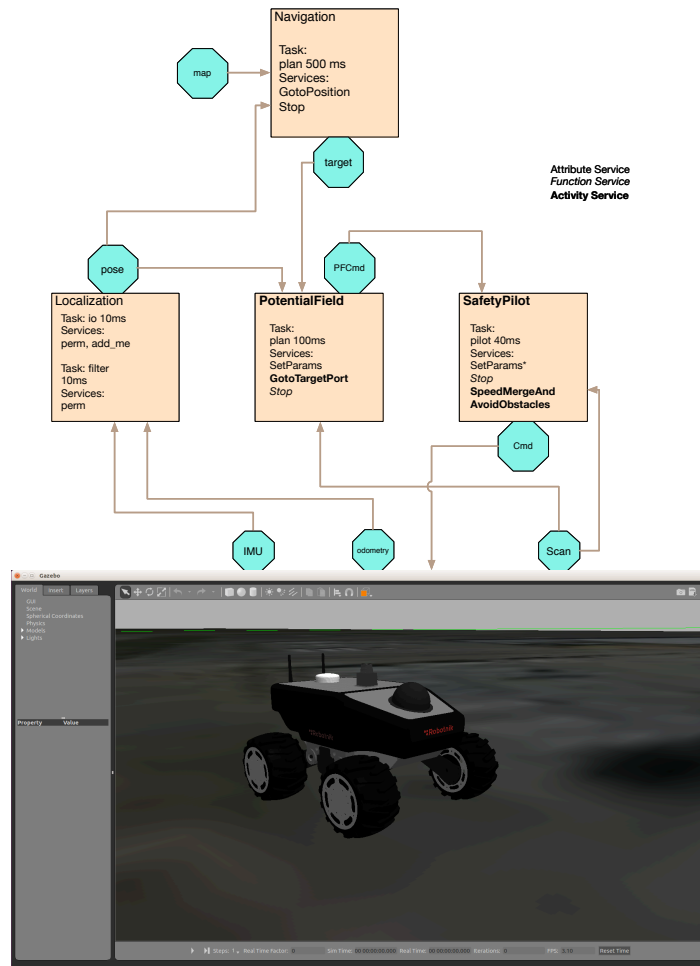


Software represents a large part of the development of Autonomous Vehicle, yet, most of it is not V&V...

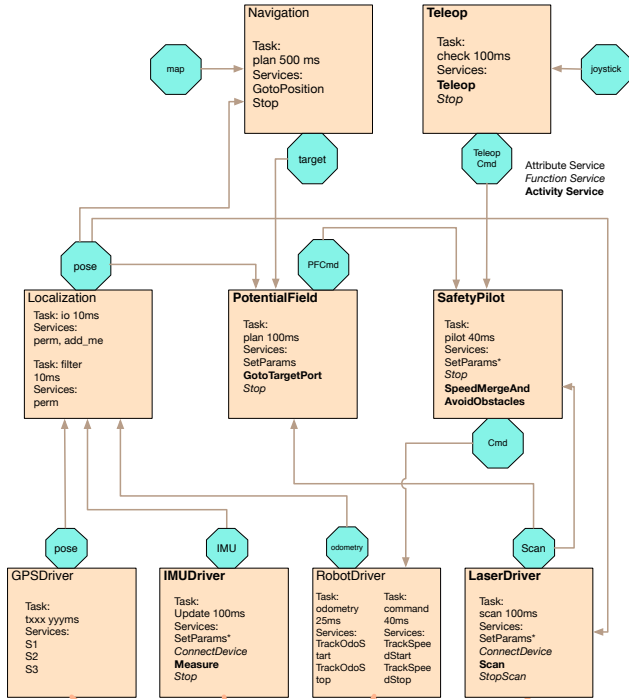
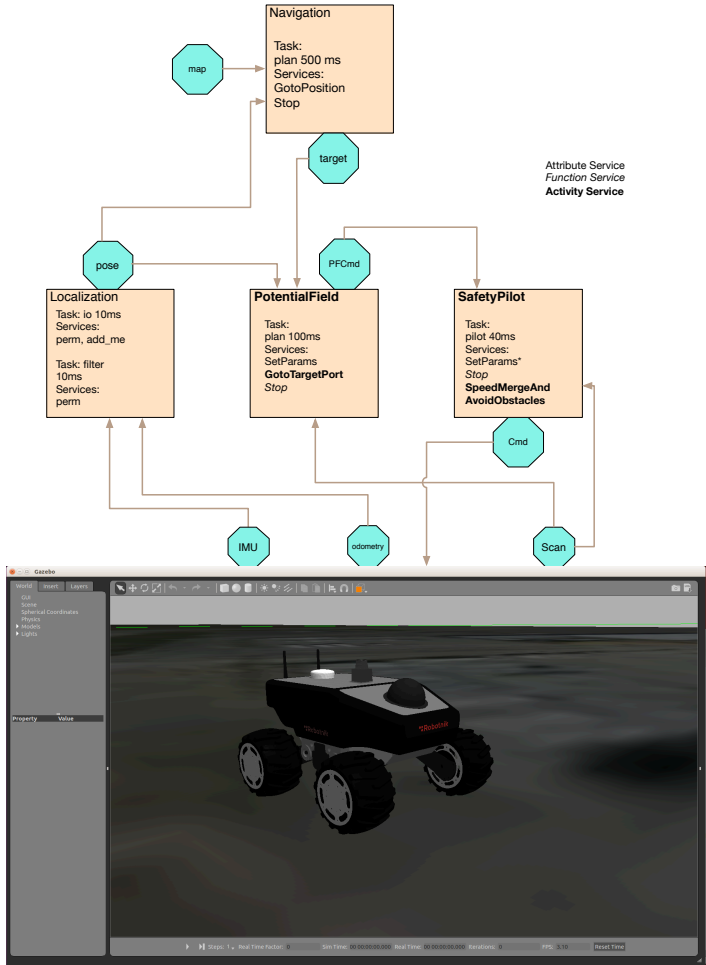
...while it is for some of these complex systems:



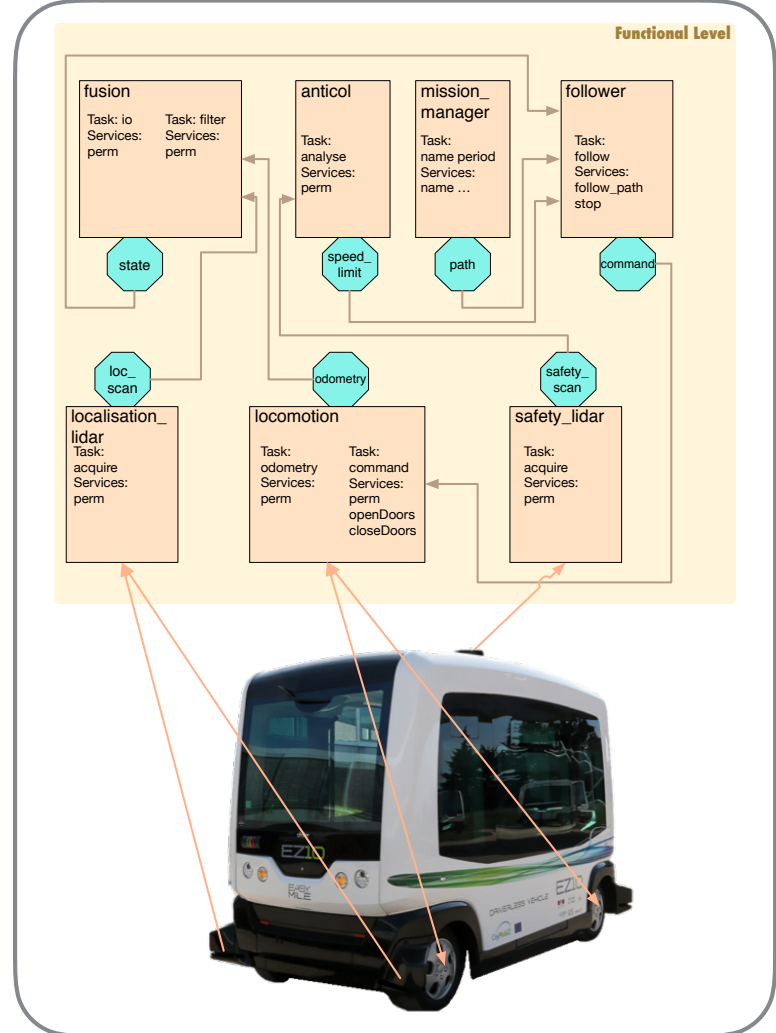
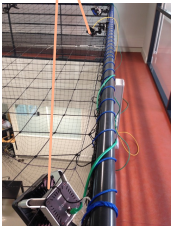
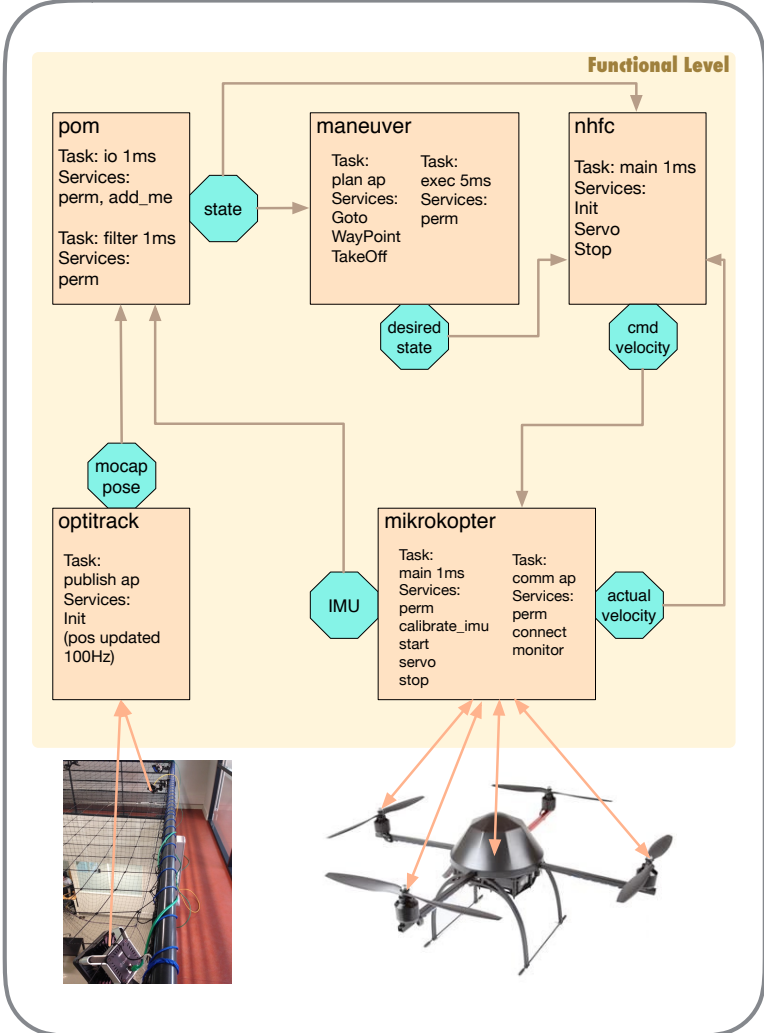
Robotic Software Architecture



Robotic Software Architecture

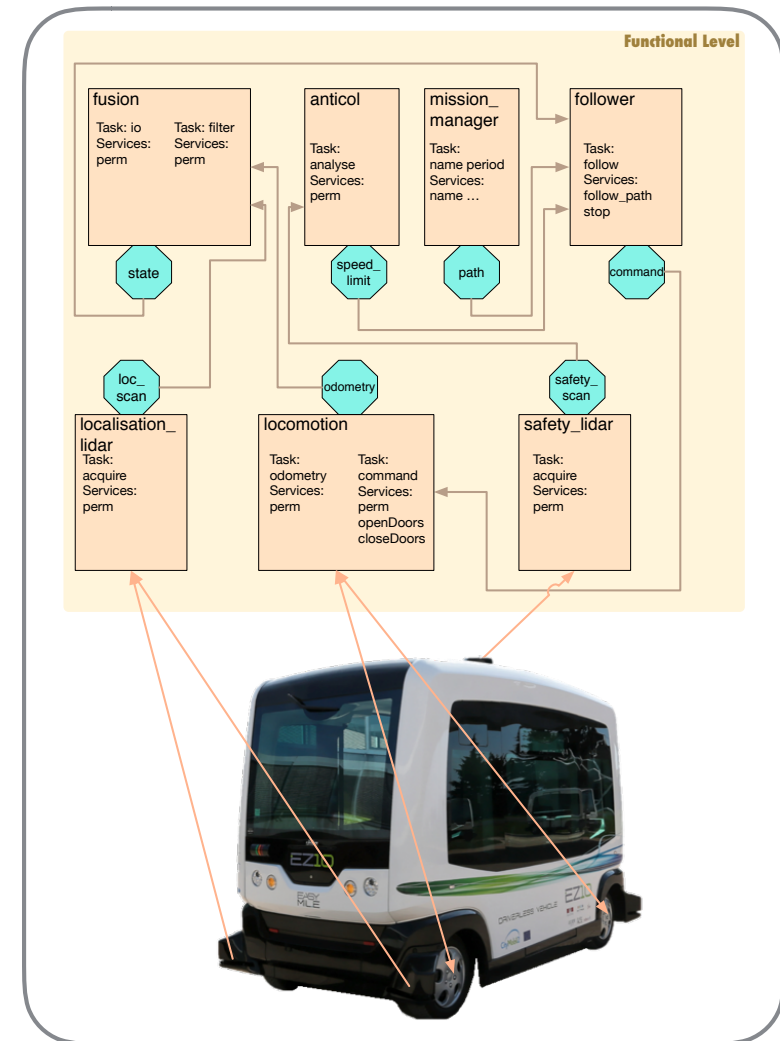


Robotic Software Architecture



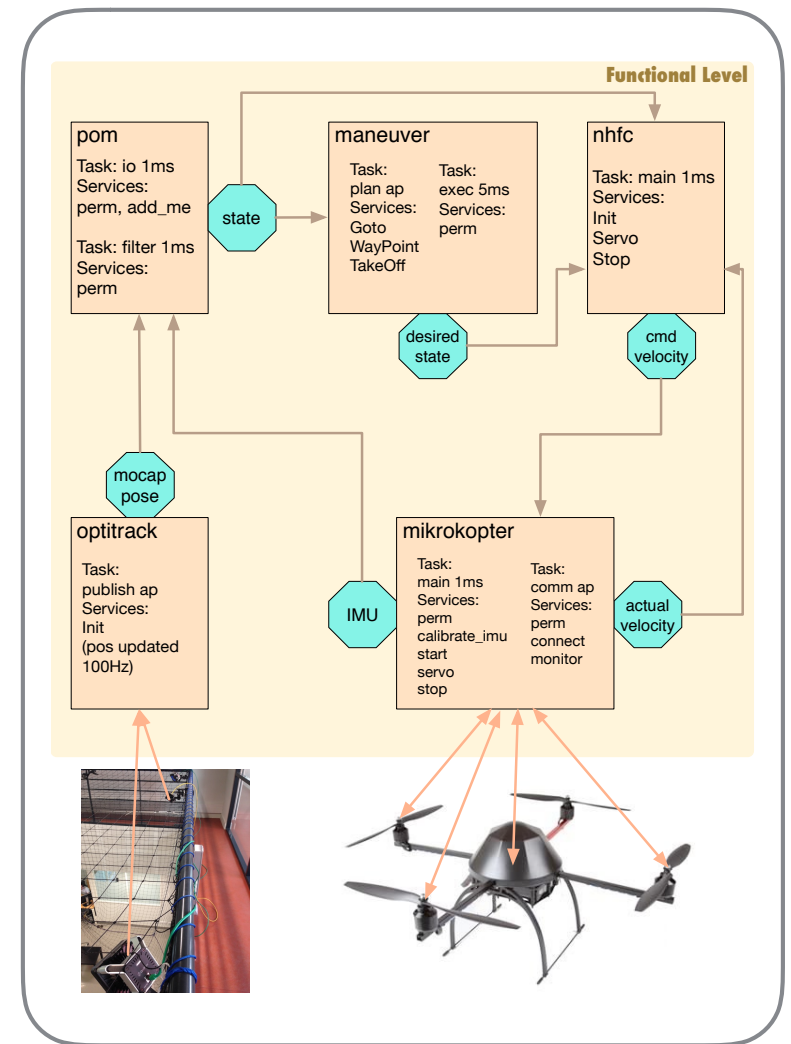
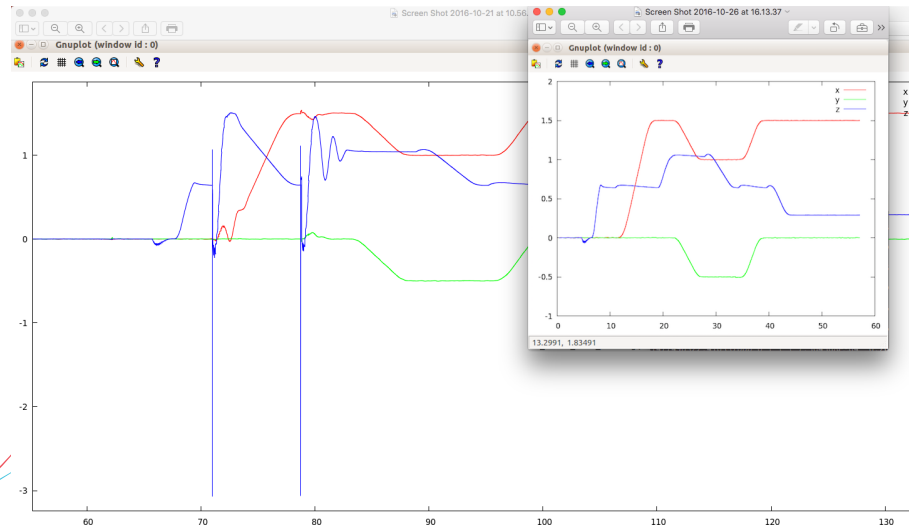
What do robotic software developers want?

- Check that the autonomous bus drives safely
 - Stop in time when an obstacle has been detected
 - The door does not open while moving
 - Speed command is produced “timely”
 - Path following remain in bound
- Check that the robot has a consistent perception/action loop
 - Laser scan/freq and range
 - speed control (freq and value)
 - Time for an emergency stop



What do robotic software developers want?

- Check that the drone flies safely
- Tasks are scheduled as specified
- Control laws are properly run
- Propeller velocity command is produced "timely"
- Consistent perception/action loop
- Localisation properly "merged"
- Time taken for an emergency stop (hover in the current place)
- No deadlock upon start



Software Validation and Verification

- [Require formal models and “checking” techniques
 - either with models directly “verifiable” (e.g., Petri nets, timed automata, etc)
 - or with models which can be obtained or “translated” from specifications

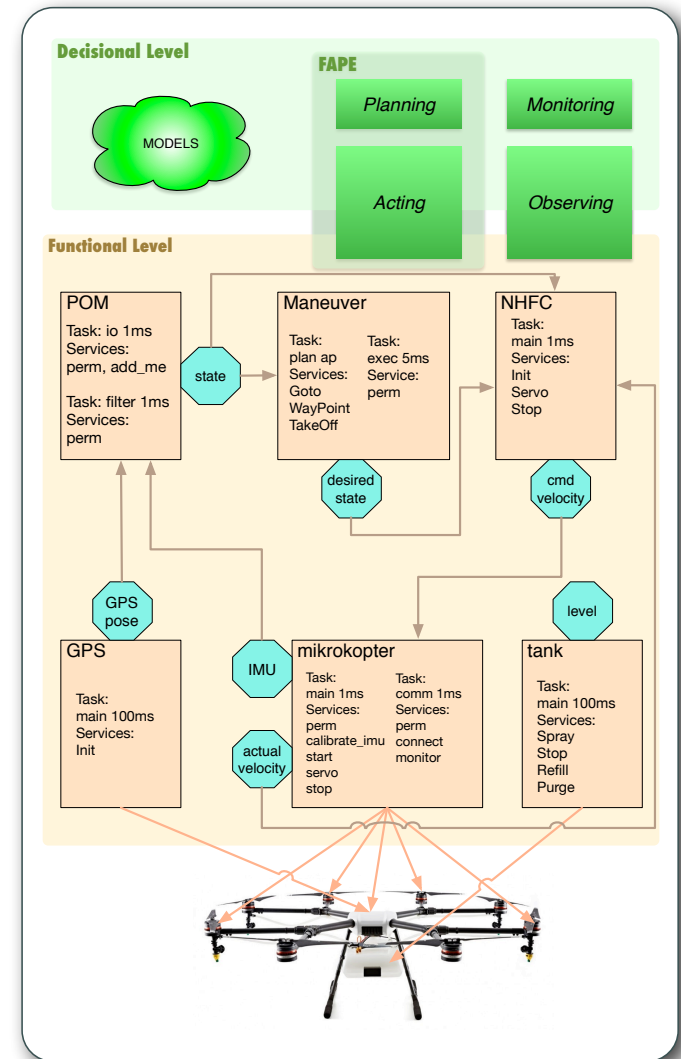
Different Situations w.r.t. Using Formal Models on Autonomous Robots

Already model based (decisional : planning, monitoring, FDIR, observing)

Directly using **formal framework** (e.g. synchronous approaches: Esterel/Lustre/Signal) (Mihaela's talk)

No model at all (checking the code after "formalizing" what it does or the properties it should satisfy)

Partial models (software engineering models: e.g. GenoM; specification models: UML, RobotML, etc; components based: BCM)



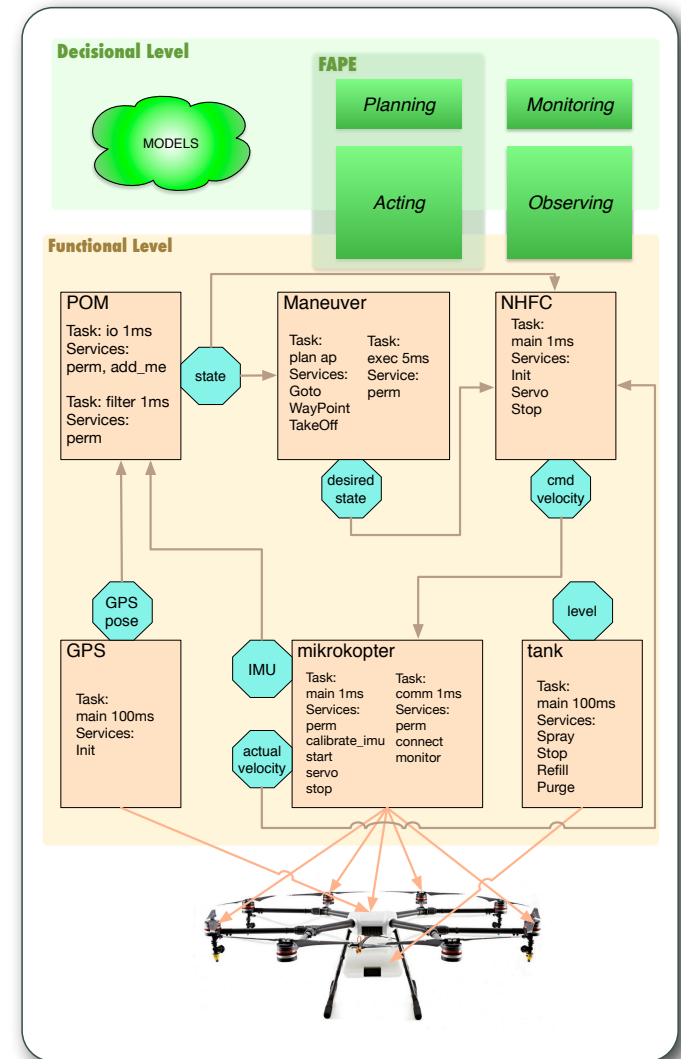
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Our Approach

- Functional level : **GenoM**
- Modules
 - Services (control flow)
 - Ports (data flow)

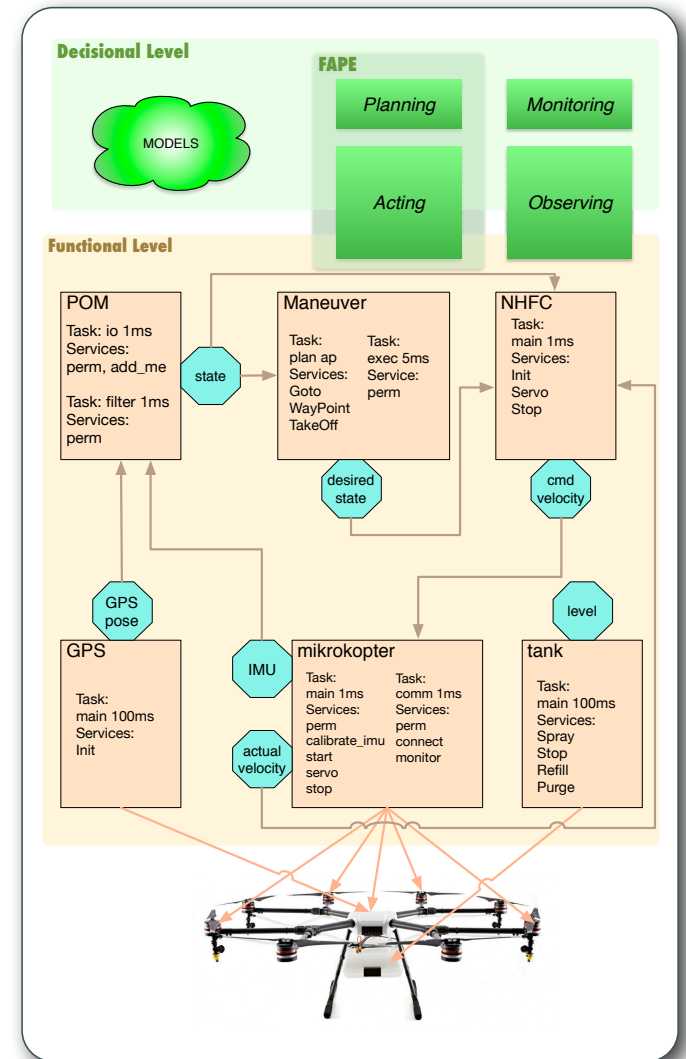
— **BIP** (Verimag)

— **Fiacre/TINA** (LAAS/VerTICS)

— **UPPAAL** (Uppsala & Aalborg University)

Model-Driven Software Engineering

**Formal Methods/
Frameworks**



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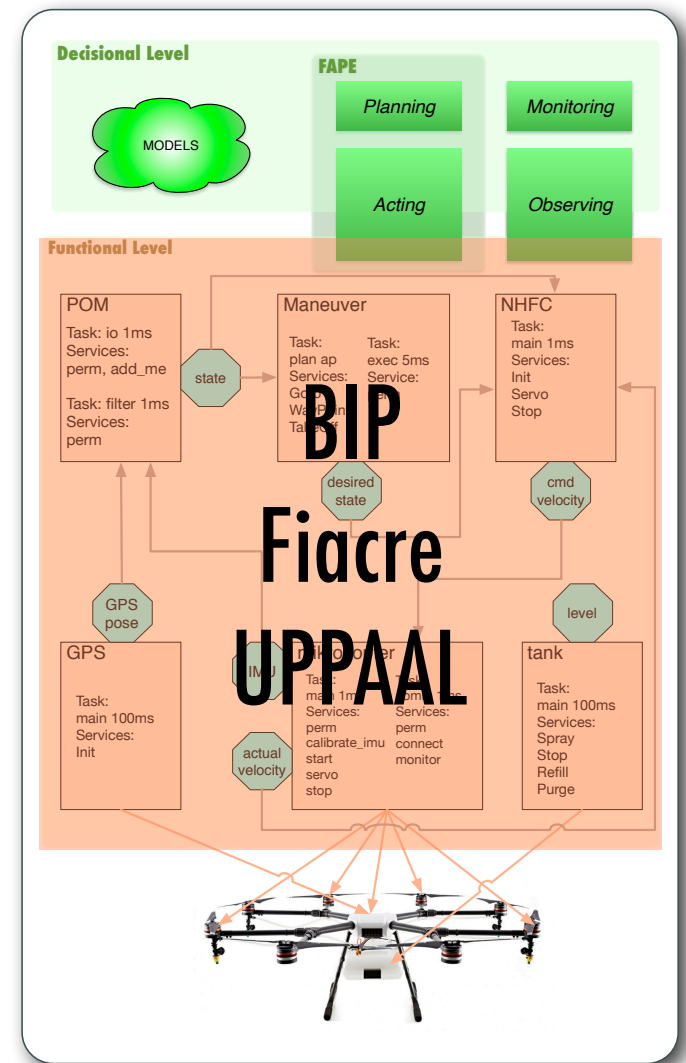
Model-Driven Software Engineering

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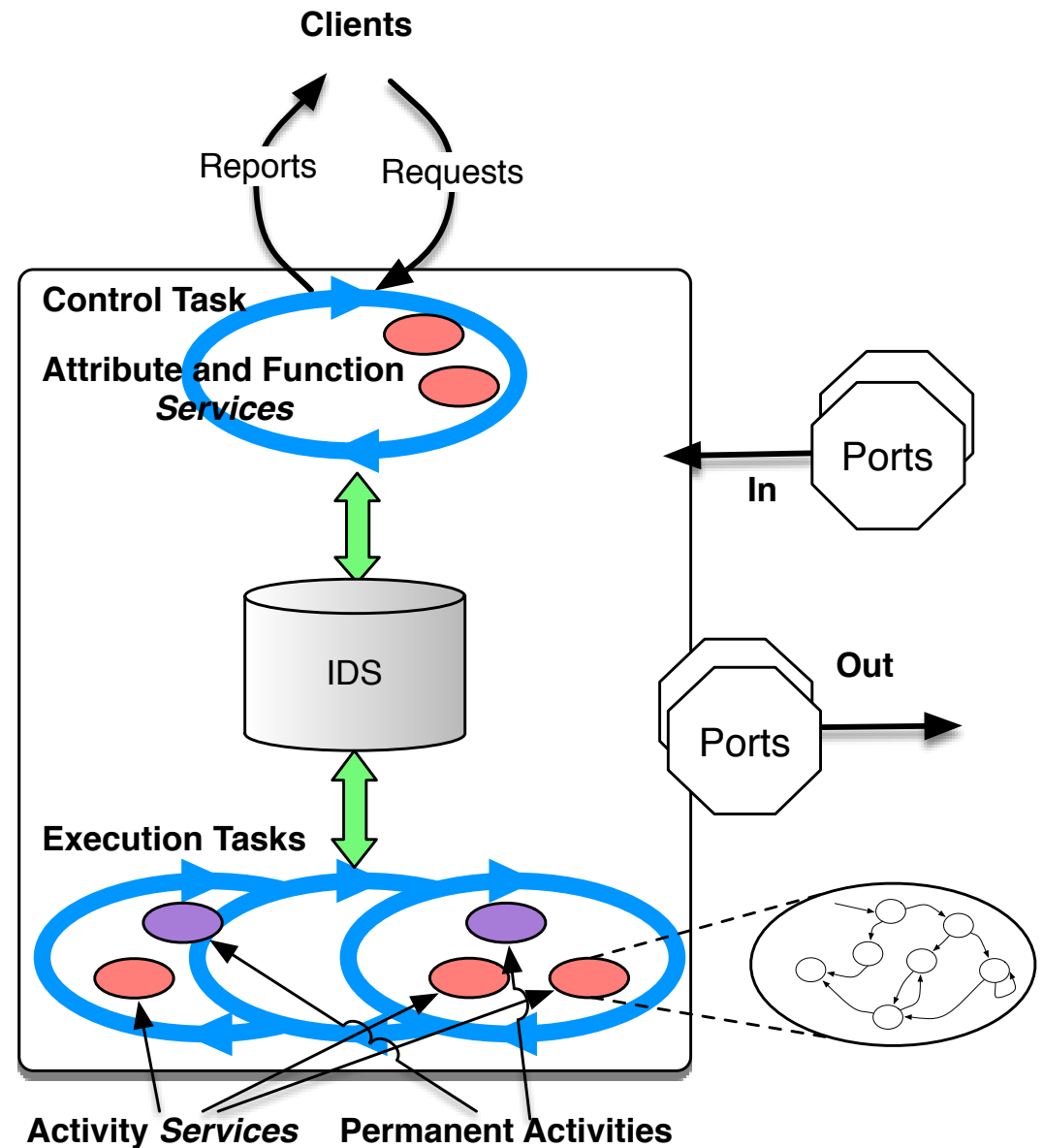
Formal Methods/
Frameworks

- **UPPAAL** (Uppsala & Aalborg University)



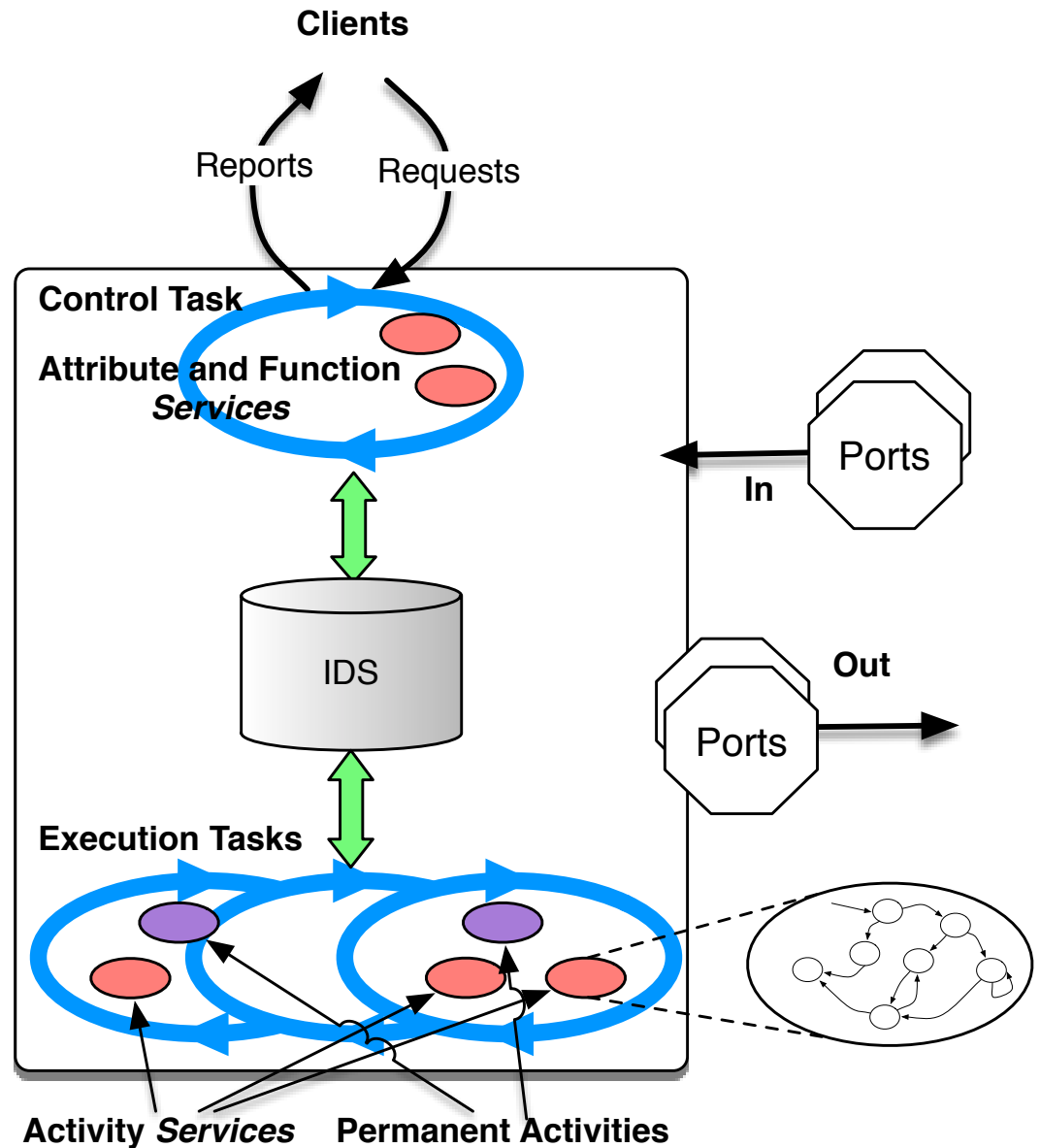
GenoM

- To design a typical generic module which will be instantiated according to each specific module
- a module is a program
- a module has I/O
 - control: requests to start services/reports their results
 - data: ports in(to read external data) and out (to write external data)
- it supports a cyclic control task (aperiodic)
- and one or more cyclic tasks, periodic or aperiodic
- it provides services (fast and slow) to which we will associate C/C++ code
 - in the control task
 - and the executions task(s)
- the slow one can have different steps (automata) to perform their processing
- services share a common data structure for the need of their computation (parameters, computed values, internal state variables, etc)
- execution tasks may have a permanent activity
- there may be exceptions, and incompatible services (they cannot run at the same time)



GenoM

- Specify components
 - IDS
 - Ports
 - Tasks
 - Services
 - Attribute, function and activity (automata)
 - and attached codels...



GenoM .gen & codels (example)

```
module demo {
  const unsigned long task_period = 400;
  const double millisecond = 0.001;
  struct state {
    double speed; /* current speed (m/s) */
    double speedRef; /* current speed reference (m/s) */
  };
};
```

```
/* ---- Data structures and IDS ---- */
ids {
  demo::state state; /* Current state */
  demo::speed speedRef; /* Speed reference */
  double posRef;
};
```

```
/* ---- Posters declarations ---- */
port out demo::state Mobile;
```

```
/* ---- Execution task declaration ---- */
task demo::plan {
  period 400; /* task period ms */
  priority 100;
  stack 4000;
  codel <start> InitDemoSDI(out ::ids, port out Mobile) yield ether;
};
```

GenoM models:

.idl & .gen

- IDS

- Services (automata)

- Ports

- Tasks

- Exceptions

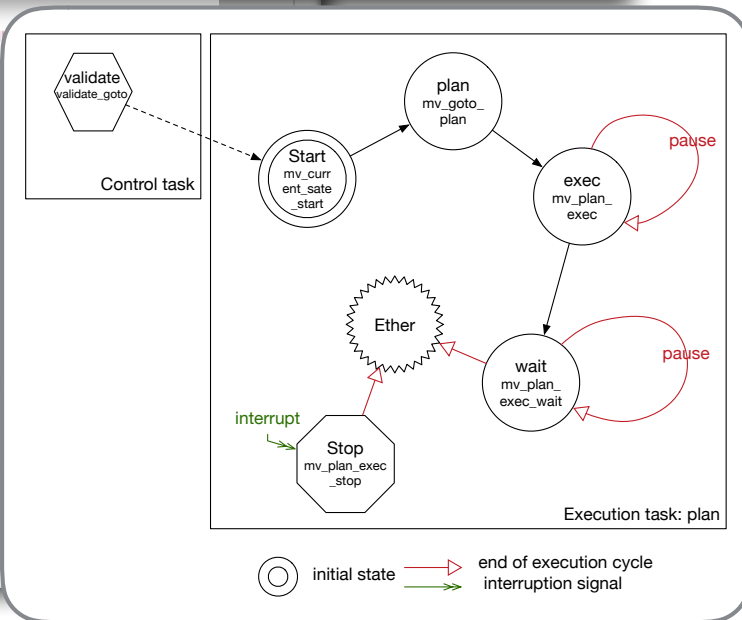
- etc

```
attribute SetSpeed(in speedRef = demo::SLOW
{
  do "To change speed";
  validate controlSpeed (local in speedRef);
  throw INVALID_SPEED;
};

attribute GetSpeed(out speedRef = demo::SLOW
{
  doc "To get current speed";
};

function stop()
{
  do "Stops motion and interrupt";
  interrupts MoveDistance, GotoPosition;
};

activity MoveDistance(in double distRef =
{
  doc "Move of the given distance";
  validate controlDistance(in distRef);
  codel <start> mdStartEngine(in distRef,
    out posRef)
  codel <exec> mdGotoPosition(in speedRef,
    port out Mobile)
  codel <end, stop>
    mdStopEngine() yield ether;
  interrupts MoveDistance, GotoPosition;
  task motion;
  throw TOO_FAR_AWAY;
};
```



GenoM .gen & codels (example)

GenoM models:

.idl & .gen

- IDS

- Services (automata)

- Ports

- Tasks

- Exceptions

- etc

```

module demo {
  const unsigned long task_period = 400;
  const double millisecond = 0.001;

  struct state {
    double speed; /* current speed (m/s) */
  };

  /* --- Services declarations --- */
  attribute SetSpeed(in speedRef = demo::SLOW
  {
    do validate controlSpeed (local in speedRef),
    throw INVALID_SPEED;
  };

  attribute GetSpeed(out speedRef = demo::SLOW
  {
    doc "To get current speed"
  };

  activity MoveDistance(in double distRef =
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    port out M
    codel <end, stop>
    mdStopEngine() yield ether
  interrupts MoveDistance, GotoPosition;
  task
  motion;
  throw TOO_FAR_AWAY;
};
    
```

```

/* --- Data structures and IDS --- */
ids {
  demo::state state; /* Current state */
  demo::speed speedRef; /* Speed reference */
  double posRef;
};
    
```

```

/* --- Posters declarations --- */
port out demo::state Mobile;
    
```

```

/* --- Execution task declaration --- */
priority 100;
stack 4000;
codel <start> InitDemoSDI(out ::ids, port out Mobile) yield ether;
};
    
```

```

/* --- Activity GotoPosition and Monitor ----- */
/** Validation codel controlPosition of activity GotoPosition
 * and Monitor.
 * Returns ok.
 * Throws TOO_FAR_AWAY.
 */
demo_event
controlPosition(const double *posRef)
{
  if (*posRef > DEMO_MACHINE_LENGTH/2 ||
  *posRef < -DEMO_MACHINE_LENGTH/2) {
    return demo_TOO_FAR_AWAY;
  }
  return demo_ok;
}
    
```

Codels
.c & .cc

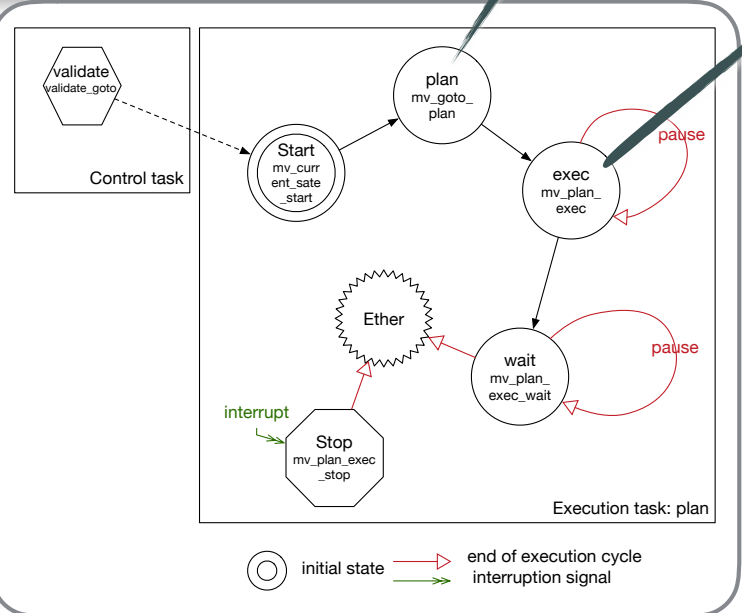
```

/* --- Activity Monitor ----- */
/** Codel monitor of activity Monitor.
 * Triggered by start.
 * Yields to start, stop.
 * Throws TOO_FAR_AWAY.
 */
demo_event
monitor(const double *monitor, const demo_ids *ids)
{
  double dDist;

  dDist = ids->state.speed * demo_task_period * demo_millisecond;
  if (fabs (*monitor - ids->state.position) < dDist) {
    printf ("dist %f mon %f pos %f\n", dDist, *monitor, ids->state.position);
    return demo_stop;
  }
  return demo_start;
}

/** Codel monitorStop of activity Monitor.
 * Triggered by stop.
 * Yields to ether.
 * Throws TOO_FAR_AWAY.
 */
demo_event
monitorStop(const demo_ids *ids, double *position)
{
  *position = ids->state.position;
  return demo_ether;
}
    
```

WCET



Why are GenoM specifications good for V&V?

- [Codel granularity (better parallelism specification)
- [Internal and external shared data access is fully specified (ports, IDS, and nothing else)
- [Automata specification provides execution sequence and time/period management
- [Task are clearly specified (how many, periodic, sporadic)
- [Template mechanism...

GenoM

GenoM Models:

.idl & .gen - Services (automata)

- Port - Task

validate

ether

stop

start

sstart()

step1

step2

```

module demo {
  const unsigned long task_period = 400;
  const double millisecond = 0.001;

  struct state {
    double position; /* current position (m) */
    double speed; /* current speed (m/s) */
  };

  enum speed {
    SLOW,
    FAST
  };

  /* ---- Data structure ---- */
  ids {
    demo::state state; /* Current state */
    demo::speed speedRef; /* Speed reference */
    double posRef;
  };

  /* ---- Posters declaration ---- */
  port out demo::state Mobile;

  /* ---- Services declarations ---- */
  attribute SetSpeed(in speedRef = demo::SLOW, out speedRef);
  {
    doc validate
    throw INVALID_SPEED;
  };

  attribute GetSpeed(out speedRef = demo::SLOW);
  {
    doc validate
    throw INVALID_SPEED;
  };

  /* ---- Services declarations ---- */
  attribute MoveDistance(in double distRef = 0, out double position);
  {
    doc validate
    throw TOO_FAR_AWAY;
  };

  /* ---- Services declarations ---- */
  attribute StopMotion(in double position);
  {
    doc validate
    throw TOO_FAR_AWAY;
  };

  /* ---- Services declarations ---- */
  attribute StartMotion(in double position);
  {
    doc validate
    throw TOO_FAR_AWAY;
  };

  /* ---- Services declarations ---- */
  attribute StopMotion(in double position);
  {
    doc validate
    throw TOO_FAR_AWAY;
  };
  
```

Codels .c & .cc

```

activity Monitor (in double monitor, out double position)
{
  doc validate "Monitor the passage on a given position";
  validate controlPosition (in monitor);

  codel <start> monitor (in monitor, in :ids, out double position);
  codel <stop> monitorStop (in :ids, out double position);
  task motion;
  throw TOO_FAR_AWAY;
};

/* --- Activity GotoPosition and Monitor --- */
/** Validation codel controlPosition of Monitor and Monitor.
 * Returns ok.
 * Throws TOO_FAR_AWAY.
 */
demo_event controlPosition (const demo_ids *ids, double *posRef)
{
  if (*posRef > DEMO_MACHINE_LENGTH/2 || *posRef < -DEMO_MACHINE_LENGTH/2)
    return demo_TOO_FAR_AWAY;
  return demo_ok;
}

/* --- Activity Monitor --- */
/** Codel monitor of activity Monitor.
 * Triggered by start.
 * Yields to start, stop.
 * Throws TOO_FAR_AWAY.
 */
demo_event monitor (const demo_ids *ids, double *position)
{
  double dDist;
  dDist = ids->state.speed * demo_task_period * demo_millisecond;
  if (fabs (*monitor - ids->state.position) > dDist) {
    printf ("dist %f mon %f pos %f\n", dDist, *monitor, ids->state.position);
    return demo_stop;
  }
  return demo_start;
}

/** Codel monitorStop of activity Monitor.
 * Triggered by stop.
 * Yields to ether.
 */
demo_event monitorStop (const demo_ids *ids, double *position)
{
  *position = ids->state.position;
  return demo_ether;
}
  
```

lib_models

Templates

pocolibs/server

pocolibs/client/c

ros/client/c

ros/server

ros/client/ros

openprs/client

skeleton

lib_c_client

ROS .msg .srv .action

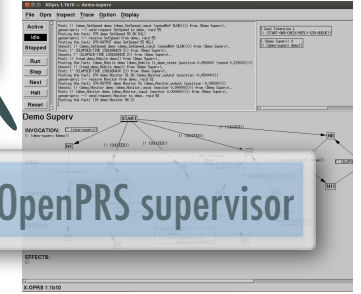
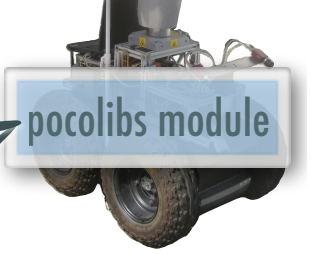
OpenPRS OPs

lib_oprs_client

pocolibs module

ROS Comm module

OpenPRS supervisor



Three V&V frameworks

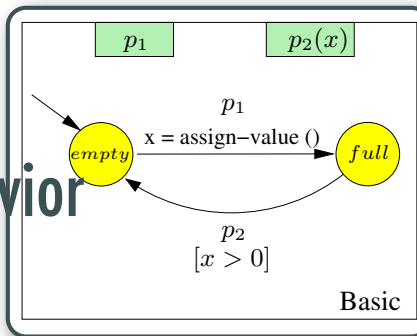
— [BIP (Verimag)

— [TINA/Fiacre (LAAS/Vertics)

— [UPPAAL (Uppsala & Aalborg University)

BIP Model example

Behavior



```
port type IntPort (int x)
port type ePort ()

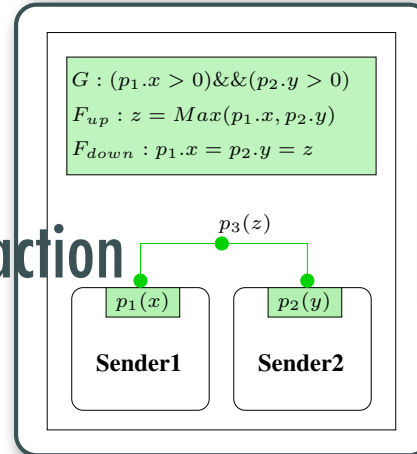
atomic type Basic
data int x = 0
export port ePort p1() is p1
export port IntPort p2(x) is p2

place empty
place full

initial to empty

on p1 from empty to full
do { x = assign-value(); }
on p2 provided [x > 0]
from full to empty
end
```

Interaction

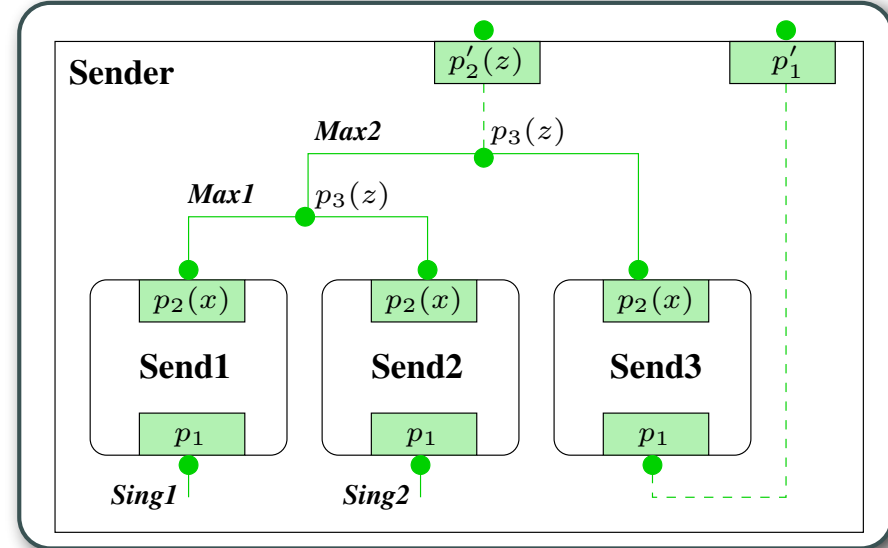


```
connector type Max (IntPort p1, IntPort p2)
data int z
define [ p1 p2 ]

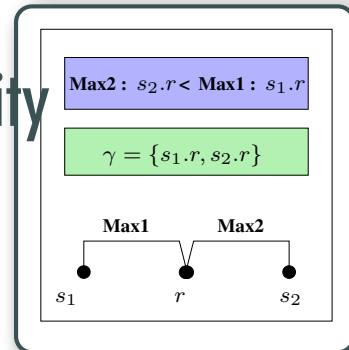
on p1 p2 provided [p1.x > 0] && [p2.y > 0]
up { z = Max (p1.x, p2.y); }
down { [ p1.x = p2.y = z ]; }

export port IntPort p3(z)

end
```



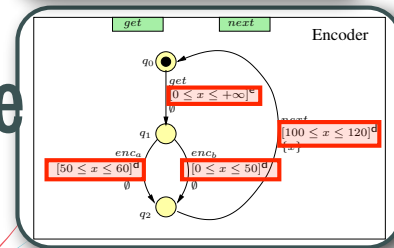
Priority



```
connector Max1 (s1, r)
connector Max2 (s2, r)

priority maximal if (s1.x > s2.x)
Max2 < Max1
```

Time



```
atomic type Encoder
export port IntPort get
export port IntPort IntPort next
port IntPort enc_a compute
port IntPort enc_b

clock x unit millisecond

place q0
place q1
place q2

initial to q0

on get from q0 to q1
when x in [0, -] eager
on enc_a from q0 to q0
when x in [50, 60] delayable
on enc_b from q0 to q0
when x in [0, 50] delayable
on next from q0 to q0
when x in [100, 120] delayable
reset x
end
```

compound type Sender

- component Basic Send1
- component Basic Send2
- component Basic Send3

- connector Max Max1 (Sender1.p2, Send2.p2)
- connector Max Max2 (Max1.p3, Send3.p2)
- connector Singleton Sing1 (Send1.p1)
- connector Singleton Sing2 (Send2.p1)

- export port Intport p'2 is Max2.p3
- export port Intport p'1 is Send3.p1

end

GenoM to BIP

A template that produces the BIP model of **any** GenoM specification for the PocoLibs implementation

example:

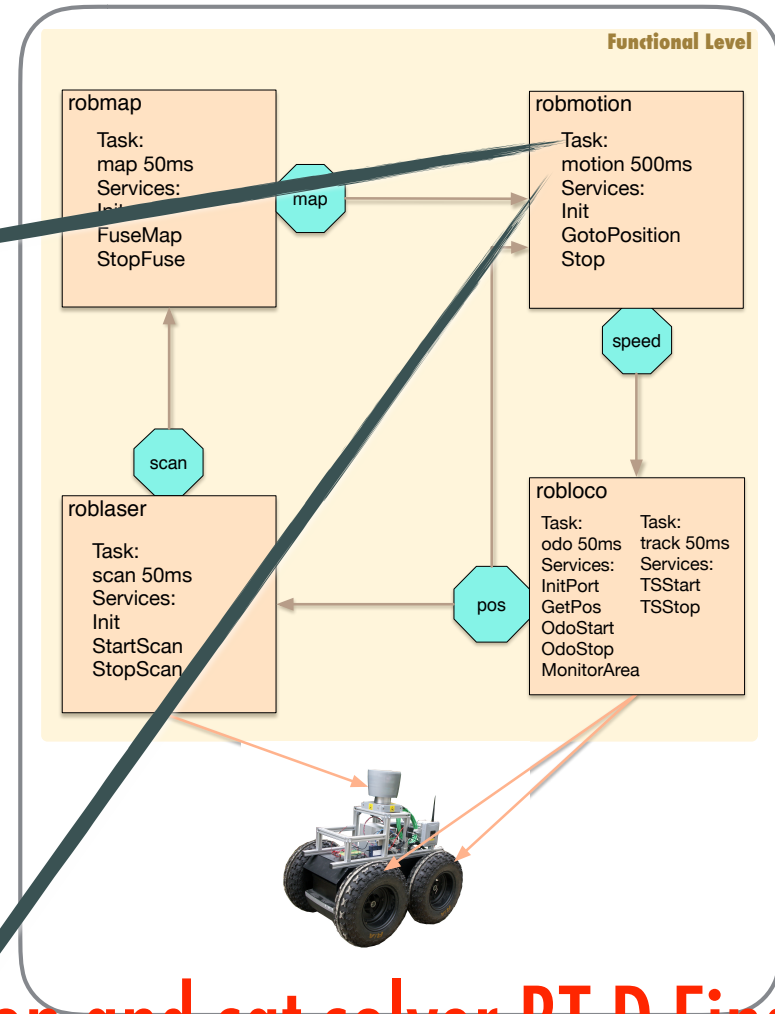
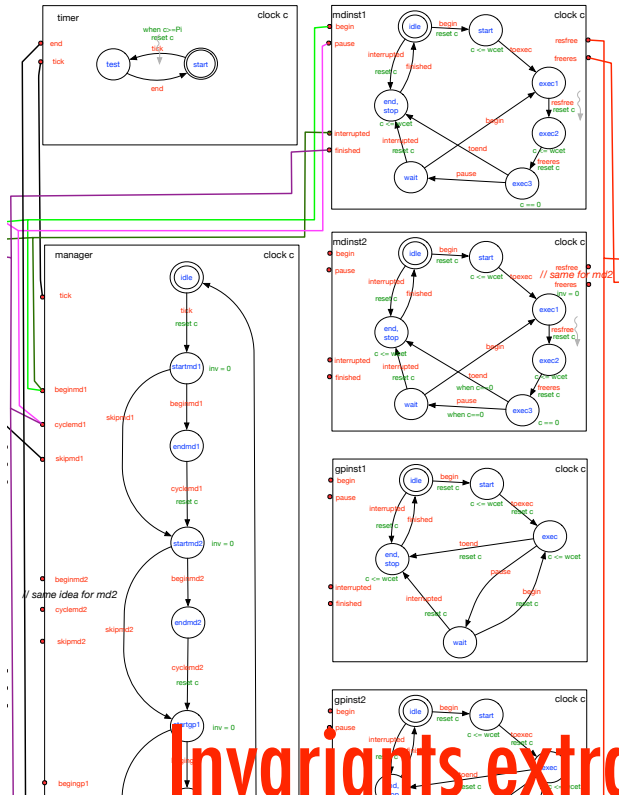
```
/* plan timer */
```

```
atom type TIMER_plan_robmotion()
```

```
clock c unit millisecond
export port Port tick()
place loop
initial to loop
```

```
on tick
from loop to loop
provided (c >= 500.0)
do { c = 0; }
```

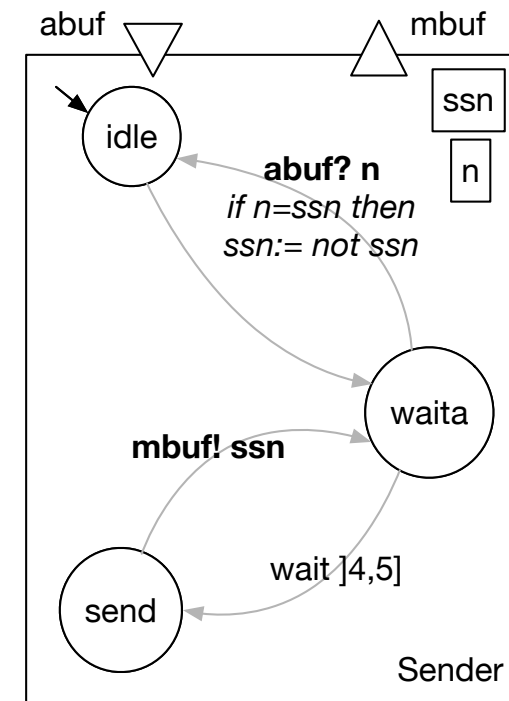
```
end
```



Invariants extraction and sat solver RT D-Finder
Runtime Checking with the RT BIP Engine

Fiacre example

```
process sender [mbuff: out packet, abuff: in packet] is
  states idle, send, waita
  var ssn, n: seqno := false // ssn is current sequence number
  from idle
    /* should also retrieve data from user */
    to waita
  from send
    mbuff! ssn;
    to waita
  from waita
    select
      abuff? n;
      if n = ssn
      then ssn := not ssn
      end;
      to idle
    □ wait ]4,5];
    /* resend */
    to send
  end
end
```



Fiacre Model

example:

Alternate Bit Protocol

```
/* Processes */
```

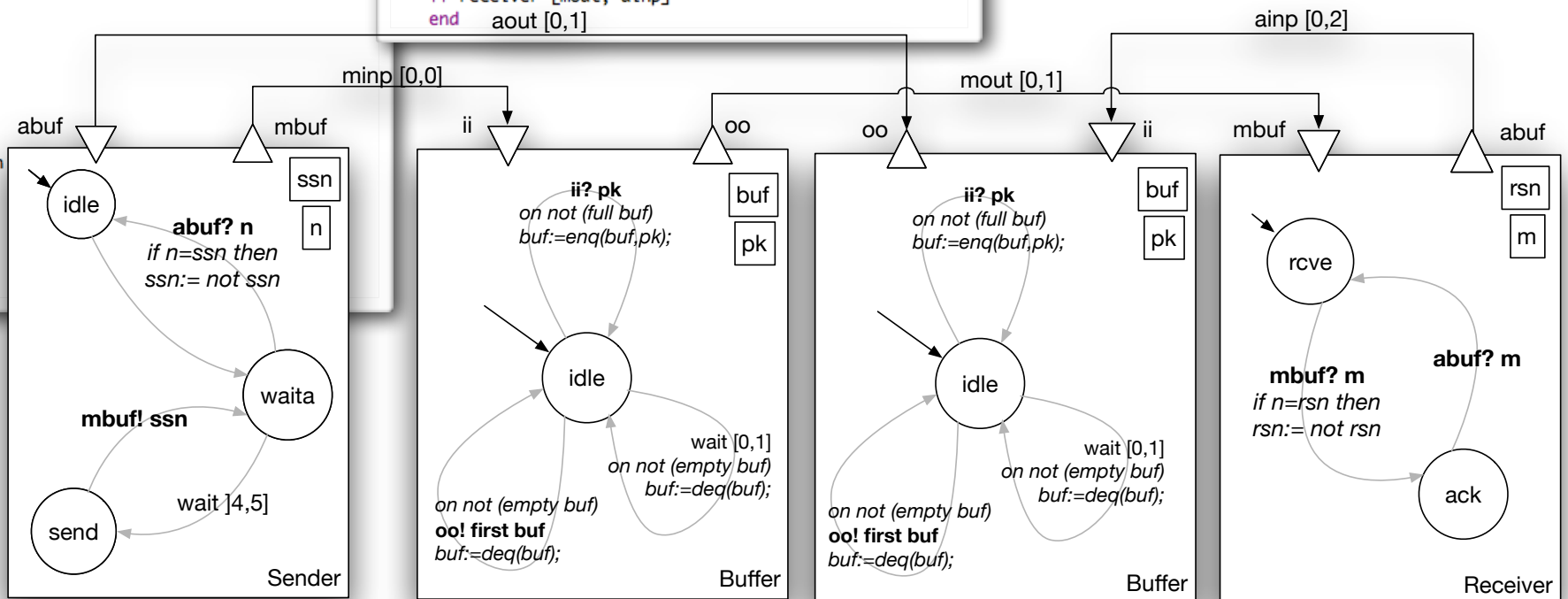
```
process buffer [ii: in packet, oo: out packet] is
  states idle
  var buff : queue 1 of packet := {},
      pkt: packet
  from idle
  select
    /* getting new packet */
    ii?pkt;
    on not (full buff); // should be redundant but prevents
                        // queue exception if time-out too small
    buff := enqueue (buff,pkt);
    to idle
  [] /* putting first packet */
  on not (empty buff);
  oo!first buff;
  buff := dequeue buff;
  to idle
  [] /* losing a packet */
  wait [0,1];
  on not (empty buff);
  buff := dequeue buff;
  #lost;
  to idle
  end
```

```
process sender [mbuff: out packet, abuff: in packet] is
  states idle, send, waita
  var ssn, n: seqno := false // ssn is current sequence number
  from idle
    /* should also retrieve data from user */
    to waita
  from send
    mbuff! ssn;
    to waita
  from waita
  select
    abuff? n;
    if n = ssn
    then ssn := not ssn
    end;
    [] wait [4,5];
    /* resend */
    to send
  end
```

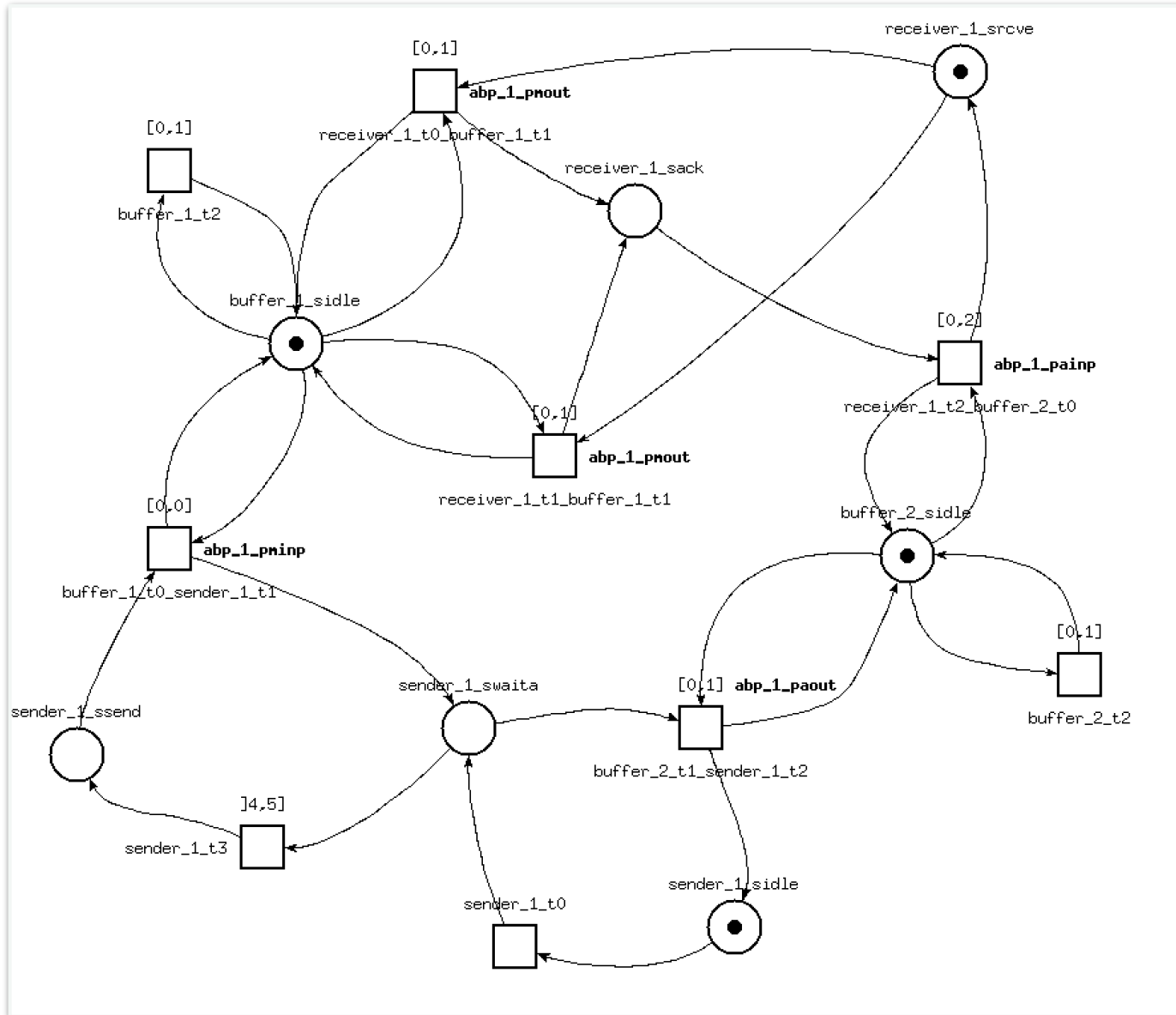
```
process receiver [mbuff: in packet, abuff: out packet] is
  states rcve, ack
  var rsn: seqno := false, m: packet := true
  /* rsn is expected sequence number */
  from rcve
    mbuff? m;
    if m = rsn then
      /* also should deliver data to user */
      rsn := not rsn;
      to ack
    else
      /* reject duplicate */
      to ack
    end
  from ack
    abuff! m;
    to rcve

/* Main component */

component abp is
  port minp : packet in [0,0],
        mout : packet in [0,1],
        ainp : packet in [0,2],
        aout : packet in [0,1]
  par * in
    sender [minp, aout]
    || buffer [minp, mout]
    || buffer [ainp, aout]
    || receiver [mout, ainp]
  end aout [0,1]
```



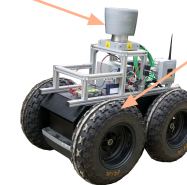
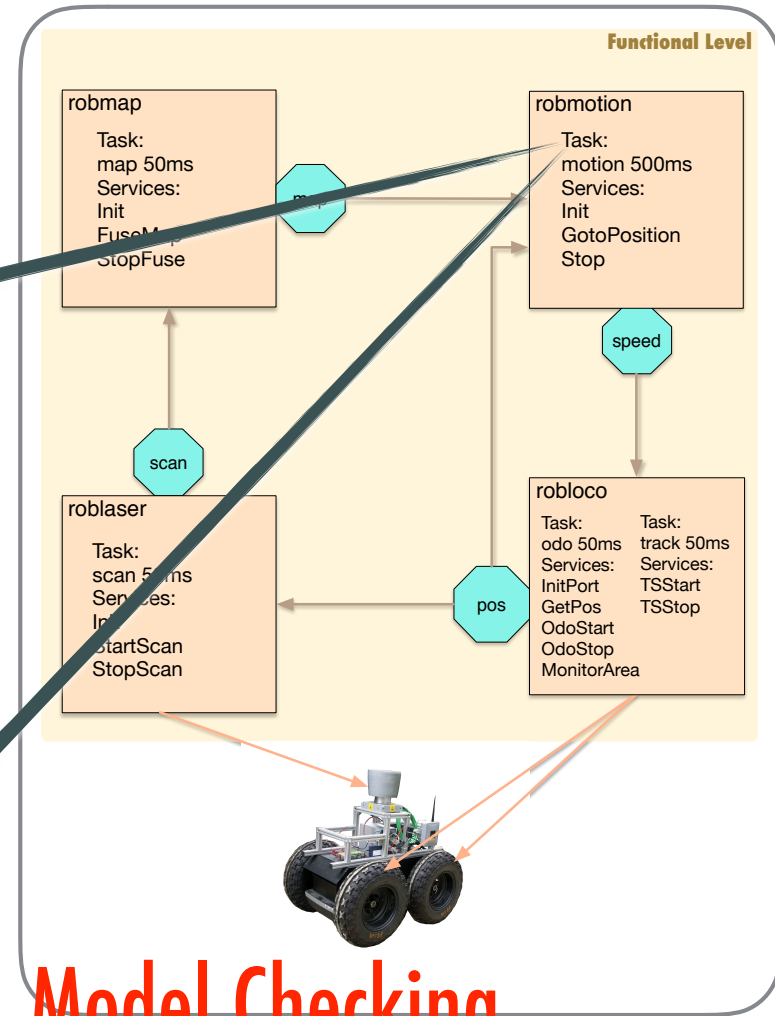
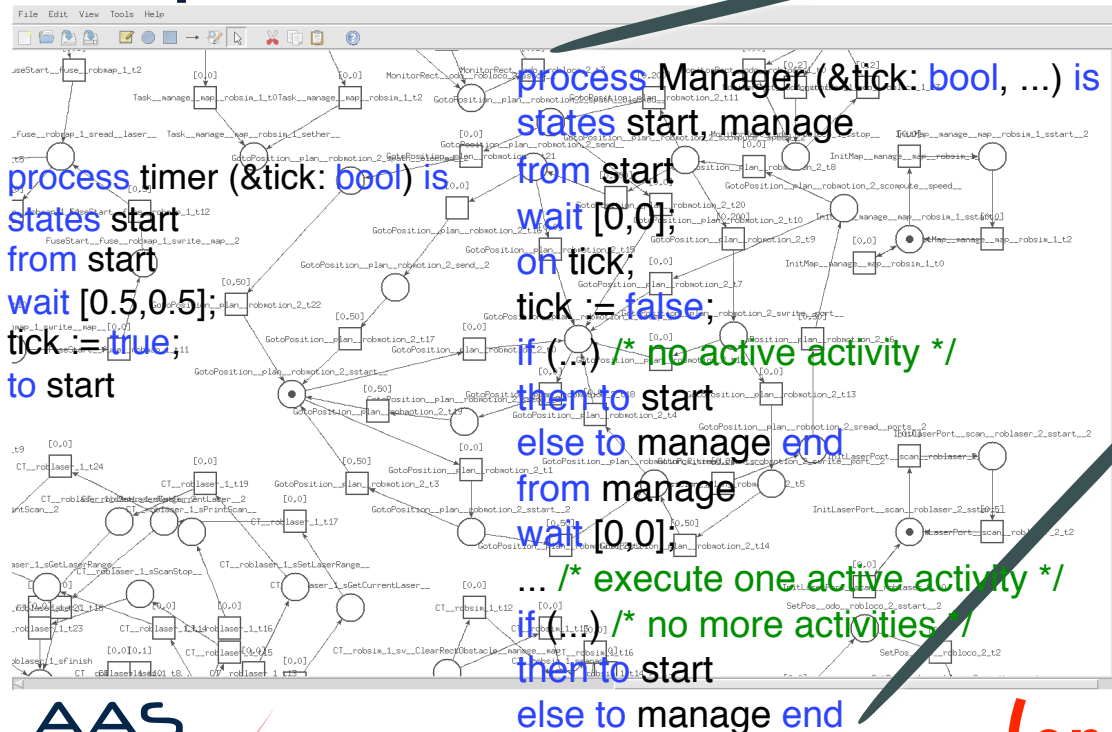
ABP FIACRE example automatically translated to Time Petri Net (TINA)



GenoM to Fiacre

A template that produces the Fiacre model of any GenoM specification for the PocoLibs implementation

example:



Model Checking
(on the TPN equivalent model)

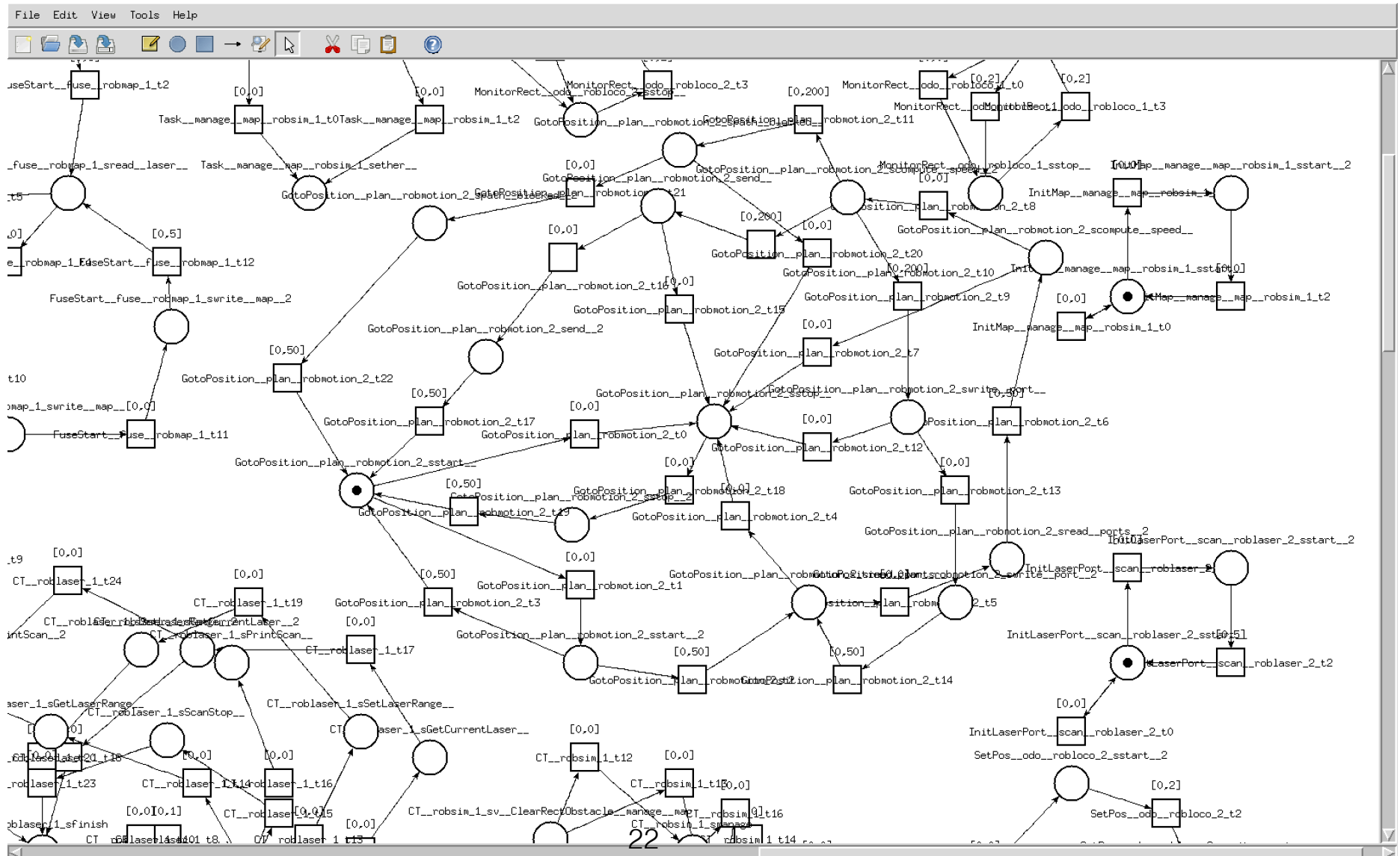
TINA

(GotoPosition Service Automata)

The complete model for RobMotion

- 250 places

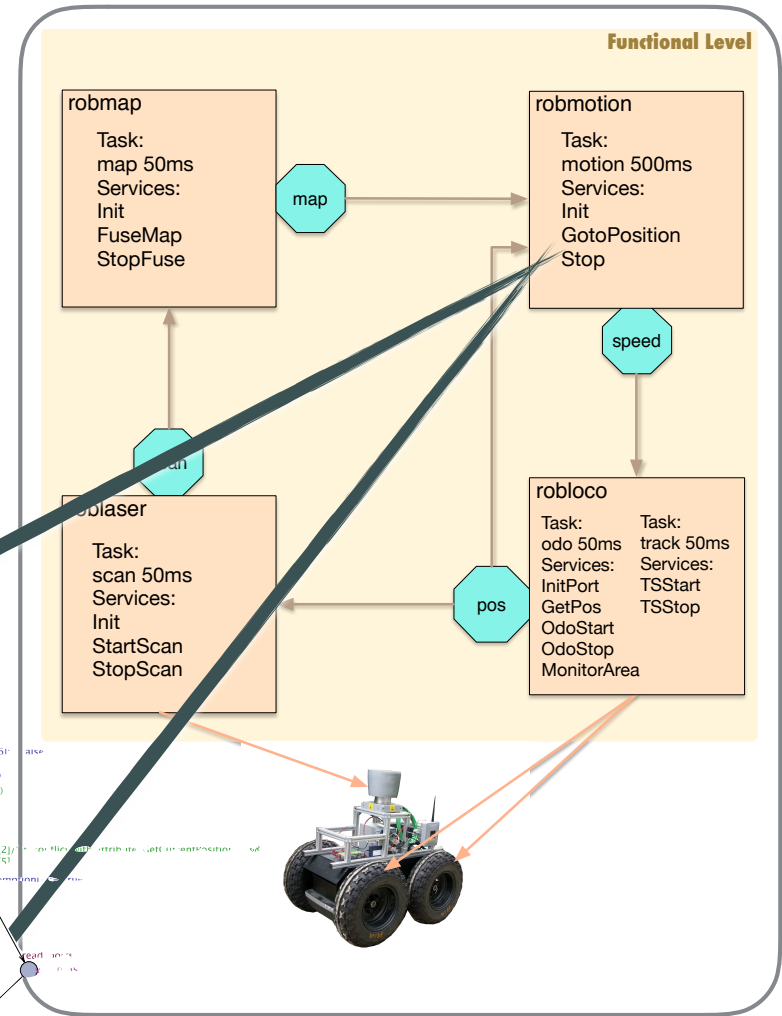
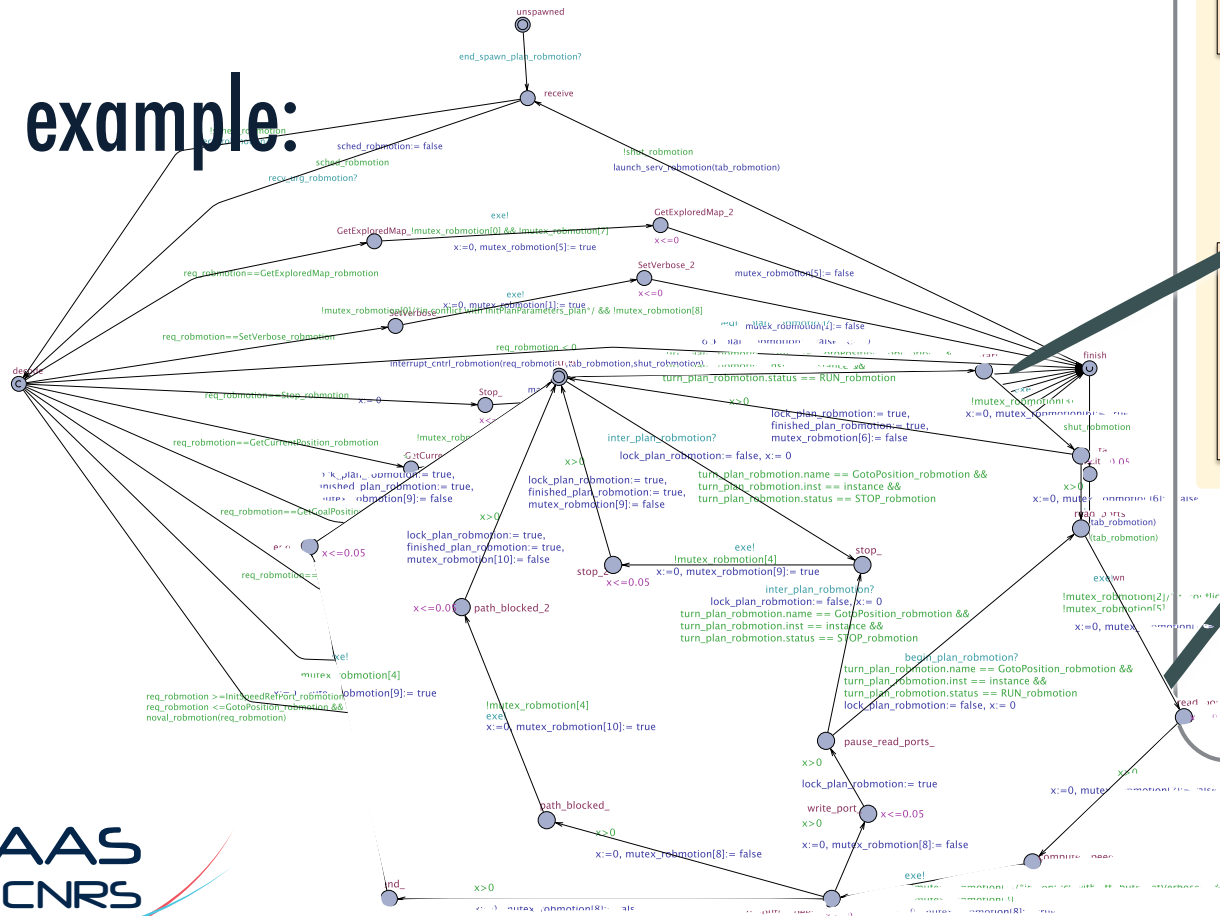
- 506 transitions



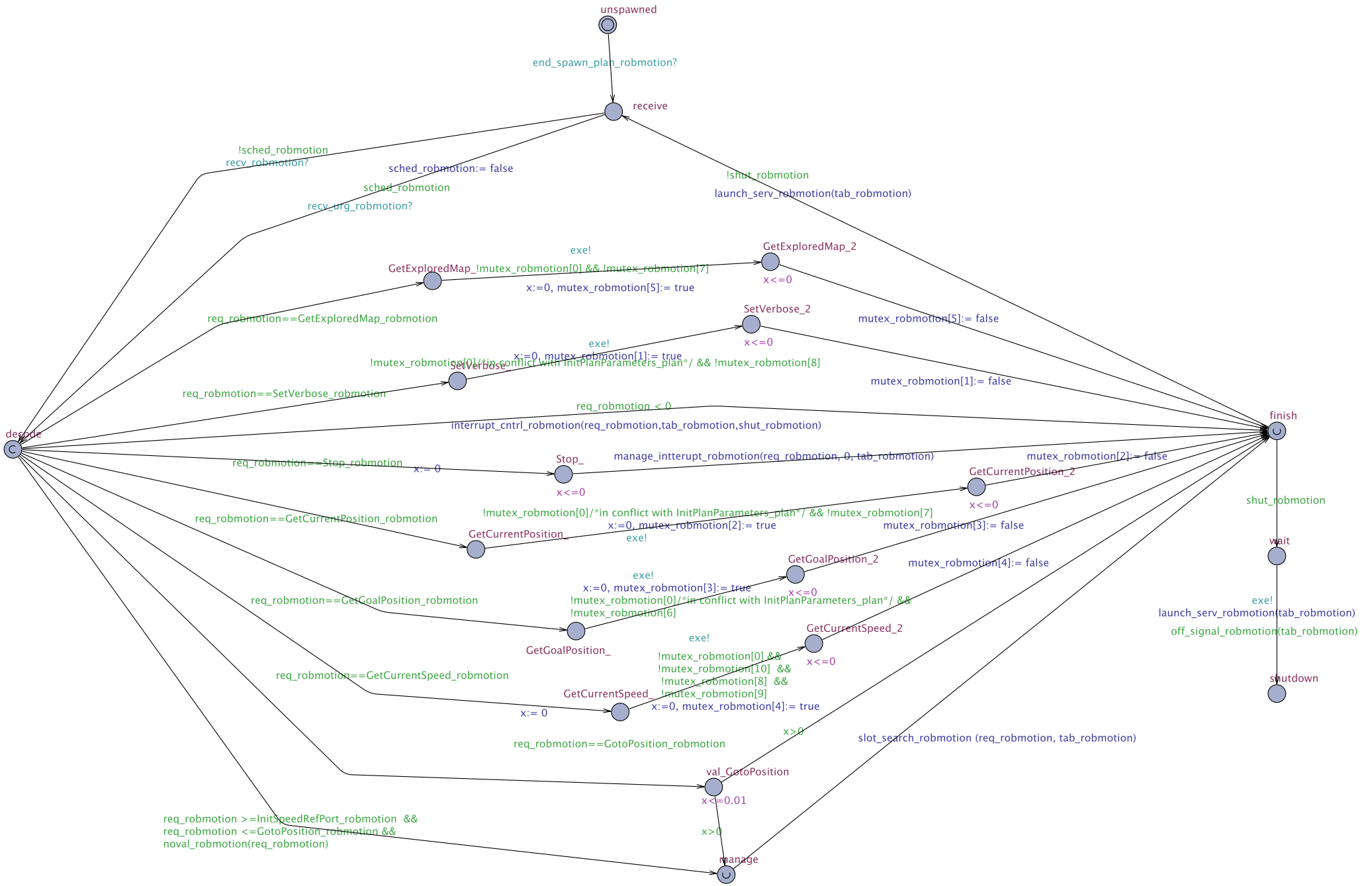
GenoM to UPPAAL

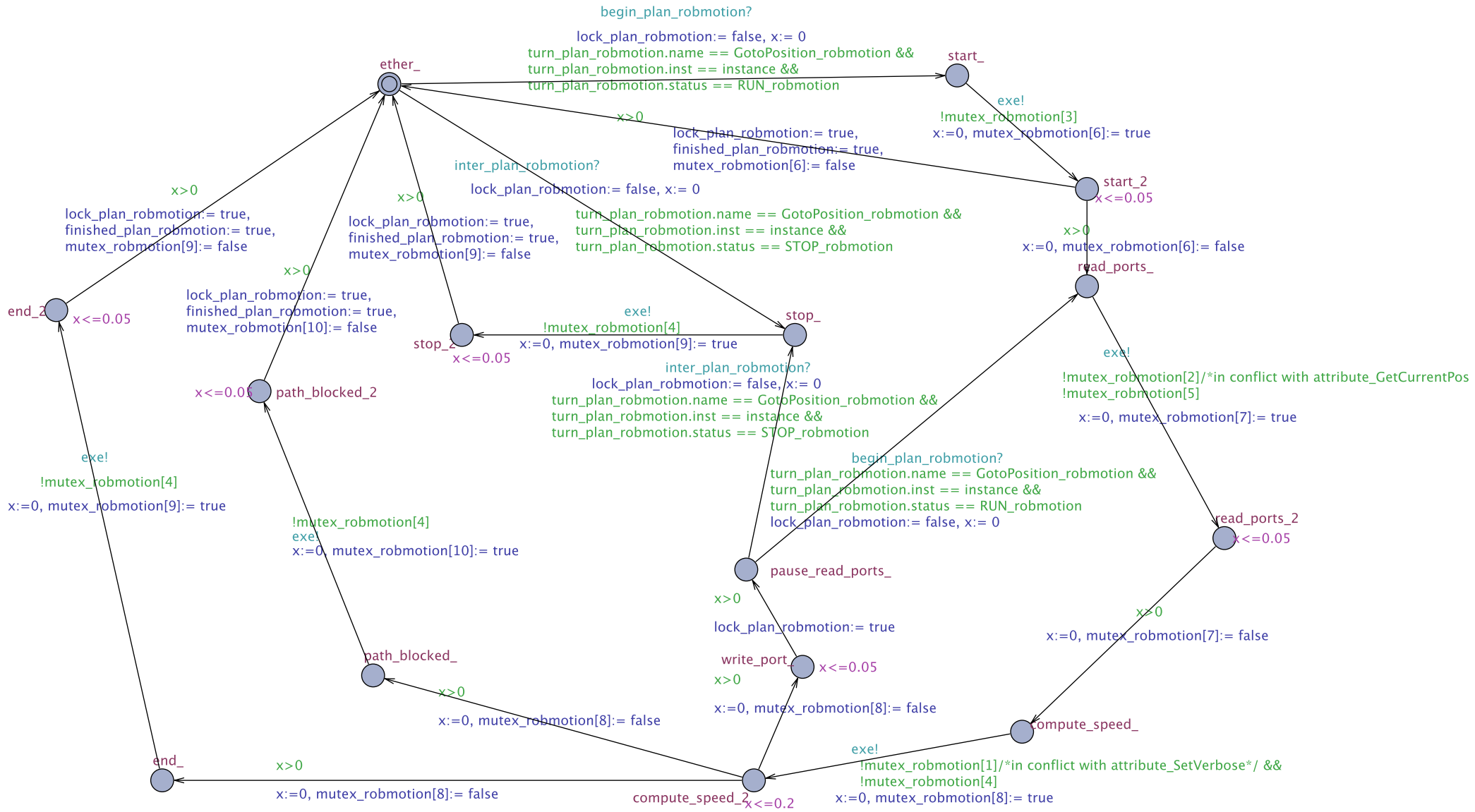
A template that produces the UPPAAL model of **any** GenoM specification for the PocoLibs implementation

example:



Model Checking





GenoM

GenoM Models:

.idl & .gen - Services (automata)

- Port - Task

validate

ether

stop

start

sstart()

step1

step2

```

module demo {
  const unsigned long task_period = 400;
  const double millisecond = 0.001;

  struct state {
    double position; /* current position (m) */
    double speed; /* current speed (m/s) */
  };

  enum speed {
    SLOW,
    FAST
  };

  /* ---- Data structure ---- */
  ids {
    demo::state state; /* Current state */
    demo::speed speedRef; /* Speed reference */
    double posRef;
  };

  /* ---- Posters declarations ---- */
  port out demo::state Mobile;

  /* ---- Services declarations ---- */
  attribute SetSpeed(in speedRef = demo::SLOW, out speedRef);
  {
    doc validate
    throw INVALID_SPEED;
  };

  attribute GetSpeed(out speedRef = demo::SLOW);
  {
    doc validate
    throw INVALID_SPEED;
  };

  /* ---- Services declarations ---- */
  attribute MoveDistance(in double distRef = 0, out double position);
  {
    doc validate
    throw TOO_FAR_AWAY;
  };

  /* ---- Services declarations ---- */
  attribute StopMotion(in double position);
  {
    doc validate
    throw TOO_FAR_AWAY;
  };

  /* ---- Services declarations ---- */
  attribute StartMotion(in double position);
  {
    doc validate
    throw TOO_FAR_AWAY;
  };

  /* ---- Services declarations ---- */
  attribute StopMotion(in double position);
  {
    doc validate
    throw TOO_FAR_AWAY;
  };
  
```

Codels .c & .cc

```

activity Monitor (in double monitor, out double position)
{
  doc validate "Monitor the passage on a given position";
  validate controlPosition (in monitor);

  codel <start> monitor (in monitor, in :ids, out double position);
  codel <stop> monitorStop (in :ids, out double position);
  task motion;
  throw TOO_FAR_AWAY;
};

/* --- Activity GotoPosition and Monitor --- */
/** Validation codel controlPosition of Monitor and Monitor.
 * Returns ok.
 * Throws TOO_FAR_AWAY.
 */
demo_event controlPosition (const demo_ids *ids, double *posRef)
{
  if (*posRef > DEMO_MACHINE_LENGTH/2 || *posRef < -DEMO_MACHINE_LENGTH/2)
    return demo_TOO_FAR_AWAY;
  return demo_ok;
}

/* --- Activity Monitor --- */
/** Codel monitor of activity Monitor.
 * Triggered by start.
 * Yields to start, stop.
 * Throws TOO_FAR_AWAY.
 */
demo_event monitor (const demo_ids *ids, double *position)
{
  double dDist;
  dDist = ids->state.speed * demo_task_period * demo_millisecond;
  if (fabs (*monitor - ids->state.position) > dDist) {
    printf ("dist %f mon %f pos %f\n", dDist, *monitor, ids->state.position);
    return demo_stop;
  }
  return demo_start;
}

/** Codel monitorStop of activity Monitor.
 * Triggered by stop.
 * Yields to ether.
 */
demo_event monitorStop (const demo_ids *ids, double *position)
{
  *position = ids->state.position;
  return demo_ether;
}
  
```

lib_models

Templates

pocolibs/server

pocolibs/client/c

ros/client/c

ros/server

ros/client/ros

openprs/client

skeleton

lib_c_client

ROS .msg .srv .action

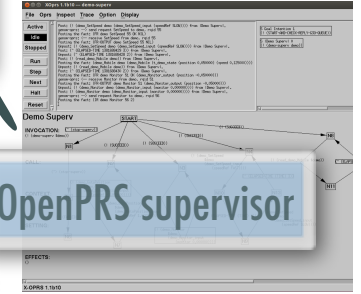
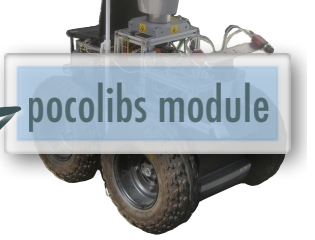
OpenPRS OPs

lib_ops_client

pocolibs module

ROS Comm module

OpenPRS supervisor



GenoM

GenoM Models:

.idl & .gen - Services (automata)

- Port - Task

validate

start

step1

step2

ether

stop

```

module demo {
  const unsigned long task_period = 400;
  const double millisecond = 0.001;

  struct state {
    double position; /* current position (m) */
    double speed; /* current speed (m/s) */
  };

  enum speed {
    SLOW,
    FAST
  };

  /* ---- Posters declaration ---- */
  component demo {
    version "1.0";
    email "openrobots@laas.fr";
    lang "C";

    /* ---- Data structure ---- */
    state state; /* Current state */
    speed speedRef; /* Speed reference */
    double posRef;

    /* ---- Services declarations ---- */
    attribute SetSpeed(in speedRef: speed);
    doc "Set speed reference";
    validate throw INVALID_SPEED;
    attribute GetSpeed(out speedRef: speed);
    doc "Get speed reference";
    function StopO(svalidate){...};
    doc "Stop motion and interrupts all motion requests";
    interrupts MoveDistance, gotoPosition;

    ether exec mdGotoPosition(in speedRef: speed, out posRef: double);
    doc "Move to the given distance";
    validate controlDistance(in distRef: double, in state: state);
    code {start; mdGotoPosition(in speedRef: speed, out posRef: double);};
    code {end; stop;};
    interrupts MoveDistance, gotoPosition;
    task motion;
    throw TOO_FAR_AWAY;
  };
  
```

Codels .c & .cc

```

activity Monitor (in double monitor: 0; "Monitored absolute position in m";
out double position)
{
  doc "Monitor the passage on a given position";
  validate controlPosition (in monitor);

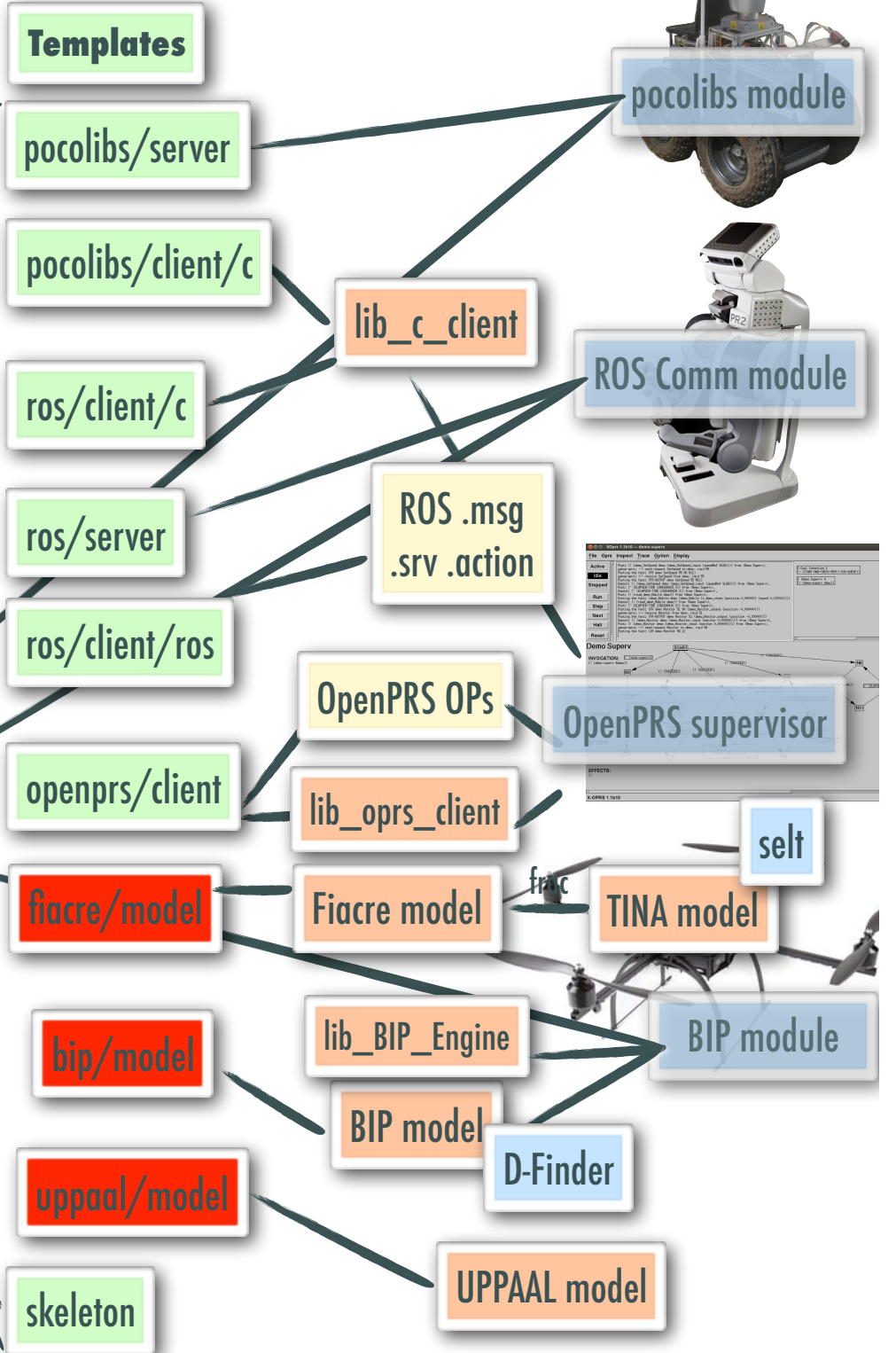
  code {start; monitor(in monitor, in :;
  code {stop; monitorStop(in :ids, out
  task motion;
  throw TOO_FAR_AWAY;
};

/* --- Activity GotoPosition and Monitor --- */
/** Validation codel controlPosition of
* and Monitor.
* Returns ok.
* Throws TOO_FAR_AWAY.
*/
demo_event control(const double *posRef)
{
  if (*posRef > DEMO_MACHINE_LENGTH/2 ||
  *posRef < -DEMO_MACHINE_LENGTH/2)
  return demo_TOO_FAR_AWAY;
  return demo_ok;
}

/* --- Activity Monitor --- */
/** Codel monitor of activity Monitor.
* Triggered by start.
* Yields to start, stop.
* Throws TOO_FAR_AWAY.
*/
demo_event monitor(const double *monitor, const demo_ids *ids)
{
  double dDist;
  dDist = ids->state.speed * demo_task_period * demo_millisecond;
  if (fabs(*monitor - ids->state.position) > dDist) {
    printf ("dist %f mon %f pos %f\n", dDist, *monitor, ids->state.position);
    return demo_stop;
  }
  return demo_start;
}

/** Codel monitorStop of activity Monitor.
* Triggered by stop.
* Yields to ether.
*/
demo_event monitorStop(const demo_ids *ids, double *position)
{
  *position = ids->state.position;
  return demo_ether;
}
  
```

lib_models



Verification results FIACRE/TINA

✓ Schedulability of execution tasks

`property` sched is always (navigation/robmap/manager/state manage) => not (navigation/robmap/manager/value tick)

Verification with TINA: FALSE

✓ Progress of activities

`property` no_block is (navigation/robmap/manager/state manage) leadsto (navigation/robmap/manager/state start)

Verification with TINA: TRUE

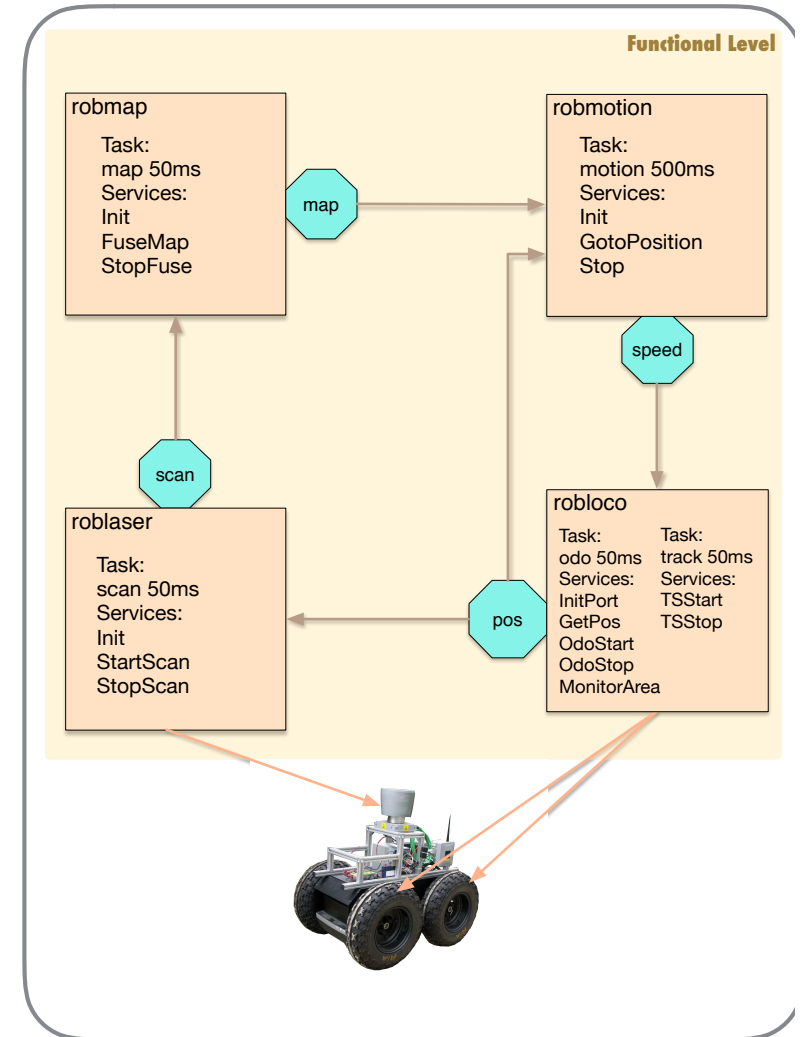
✓ Position port update bounded in time

Final result 1 second and 274 ms

✓ RobMotion Stop leads to RobLoco stopping the robot

`property` bounded_stop_1 is (robmotion/control_task/state Stop_req) leadsto (robmotion/GotoPosition/state stop) within [0,0.5]

`property` bounded_stop_2 is (robmotion/GotoPosition/state stop) leads to leave (robloco/TSSstart/state update) within [0,0.06]



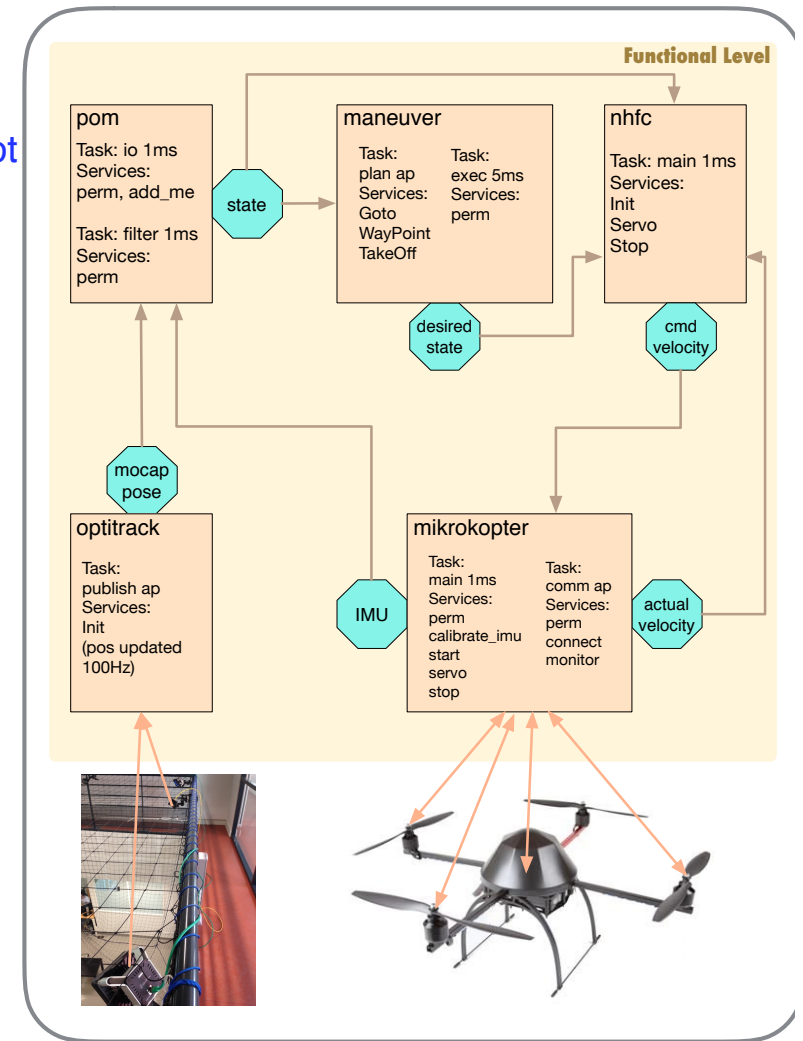
Verification results FIACRE/TINA

✓ Schedulability of execution tasks

property schedulability_main is always (microkopter/main/state executing => not (main_period_signal))

Verification with TINA: FALSE

Hold for all tasks with an octo-core but not with a quad-core ODROID-C0



Verification with UPPAAL

- ✓ Overall, similar properties than the one expressed in Fiacre
- ✓ SMC extension to take into account the probability transition in the service automata

```

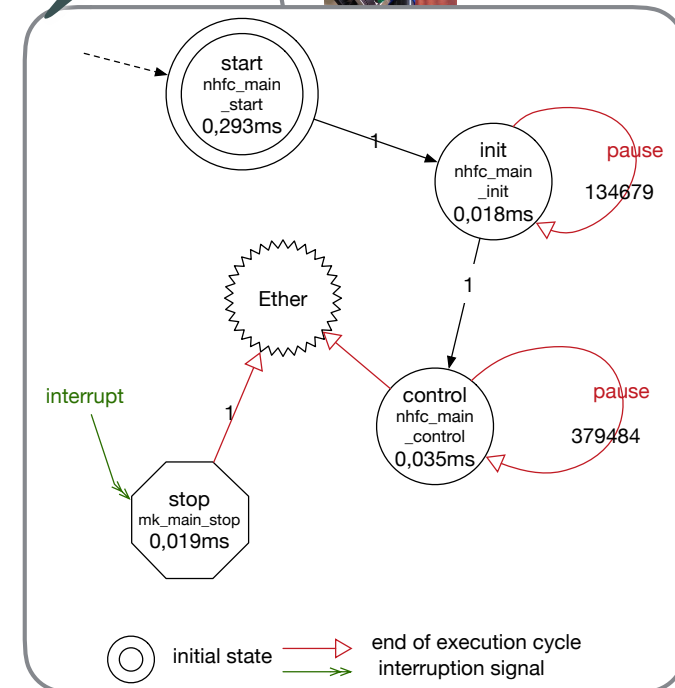
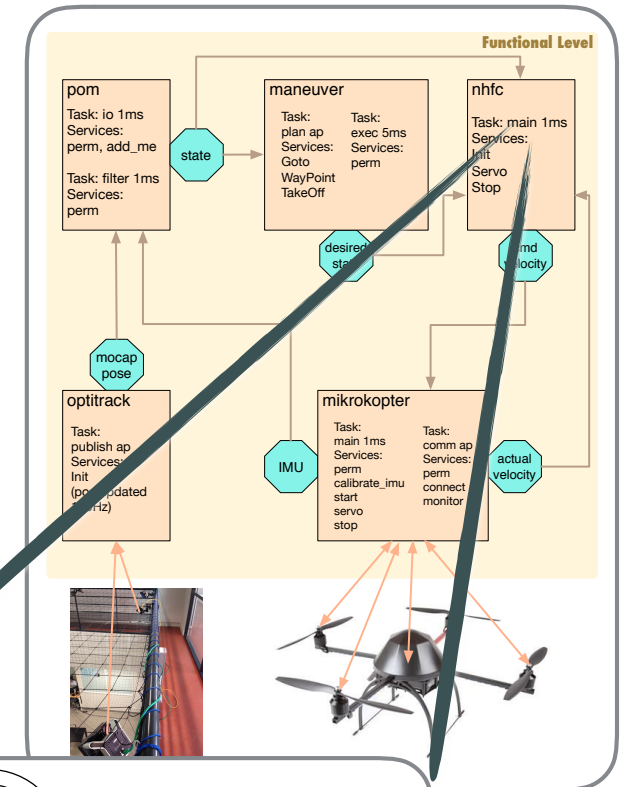
codel<start> nhfc_main_start(...) yield init;
codel<init> nhfc_main_init(...)yield pause::init, control;
codel<control> nhfc_main_control(...)yield pause::control;
codel<stop> mk_main_stop(...)yield ether;
    
```

```

nhfc: 1 transitions for main, from nhfc_start to nhfc_init.
nhfc: 134679 transitions for main, from nhfc_init to nhfc_pause_init.
nhfc: 1 transitions for main, from nhfc_init to nhfc_control.
nhfc: 379484 transitions for main, from nhfc_control to nhfc_pause_control.
nhfc: 1 transitions for main, from nhfc_stop to nhfc_ether.
    
```

```

nhfc: nhfc_main_start called: 1 times, wcet: 0.000293.
nhfc: nhfc_main_init called: 134680 times, wcet: 0.000018.
nhfc: nhfc_main_control called: 379484 times, wcet: 0.000035.
nhfc: mk_main_stop called: 1 times, wcet: 0.000019.
    
```



Current GenoM V&V templates

		Middleware		
		Offline PocoLibs	Online PocoLibs	Online ROS
Framework	BIP	+ RT D-Finder	++	Under Dev
	FIACRE	++	Under Dev	Proposal
	UPPAAL	+++		
	UPPAAL SMC	++		

- [The **Fiacre-PocoLibs** template is complete and tested on numerous modules (model over multiple modules and ports communication), UPPAAL has a slight performance advantage.
- [The **BIP-PocoLibs** model is complete, but has been a disappointment with respect to RT D-Finder
- [The **BIP-PocoLibs** model for the BIP Engine is complete and functional, but the BIP Engine needs more work

Current state, limit of the approach

- [Added the **WCET** declaration in the .gen specification file, but we are **NOT** checking codels
- [We are not checking against a model of the environment
- [Specific scheduling policy (no preemption) and codel non-interruptibility...
- [Still requires good knowledge of GenoM **AND** the formal framework as to write properties to check, and analyse the results...

Conclusion

- [We derive a formal model from robotic functional component specification
- [We get a very fine grained and low level formal model of the complete functional layer internal code execution and interactions
- [Three V&V techniques are considered: model checking (TINA/Fiacre & UPPAAL) and automatic invariant composition and satisfiability (BIP/RT-D-Finder).
- [BIP and now Fiacre also provide an engine to run the model



Long term research agenda

- [Run Time Verification
- [Deeper model (codel arguments, SDI, algo, check the codel, etc)
- [Evolve toward decisional level (Planning/Acting/Monitoring)
- [Clarify platform dependent model (scheduling policy, #CPU/#Core)



Thanks to

SO MUCH OF "AI" IS JUST FIGURING OUT WAYS TO OFFLOAD WORK ONTO RANDOM STRANGERS.

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Part of this work is funded by the
H2020 European project CPSE Labs