

Model-Based Design
with
SCADE Suite®



Training Resources

Day 1

Day 2

1. Type declaration
2. Constant declaration
3. Operator and interface declaration
4. Control flow declaration

Day 3

1. Arrays
2. Iterators
3. Code Generation
4. Imported Code

Day 4

1. Simulation
2. Generated Code
3. Integration

And the modules selected by trainees...

AGENDA

What is a Critical Real-Time Embedded Software

Formal Model Driven Engineering

SCADE Suite Basic Concepts

Brainstorming

Objective:

Define Critical Real Time Embedded Software

Preparation time: 5 min

Requirements:

Create group of 2/3 people

Each group select one of the following terms to explain:

- Safety

- Critical

- Real-Time

- Embedded

- Determinism

Each group presents to others its ideas

What is an Embedded System?



Wikipedia

An embedded system is a computer system with a dedicated function within a larger mechanical or electrical system, often with real-time computing constraints

Examples



What is Real Time?

Transformational systems

- Inputs available on execution start
- Outputs delivered on execution end

e.g. Mathematical
computation

Interactive systems

- Interact with the environment
- Have subjective speed requirements

e.g. Windows,
Powerpoint

Reactive systems

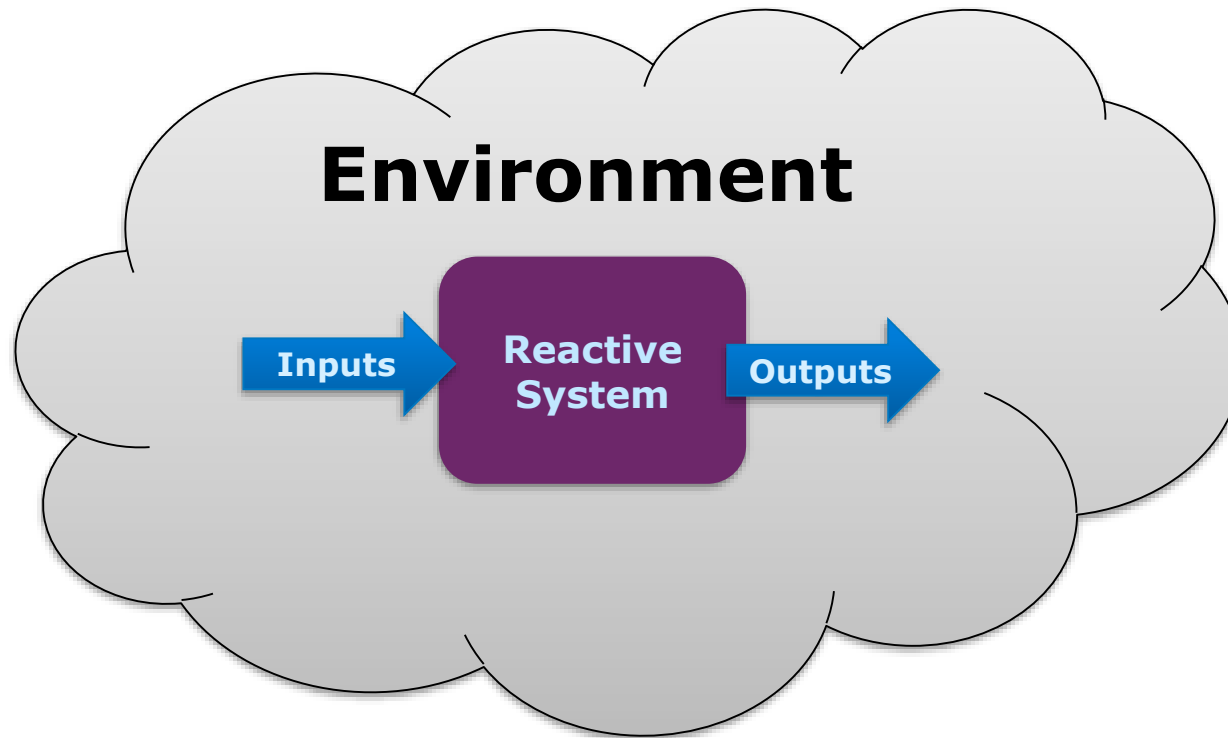
- Interact with the environment
- Have **objective** speed requirements

e.g. Control /
Command of a
spacecraft

Reactive Systems

... interact with the environment:

- Receive inputs
- Provide outputs



Determinism

The same cause implies the same effect

Key requirements for safety-embedded systems:

- The same sequence of inputs always produces the same sequence of outputs
- This implies a reproducible behavior

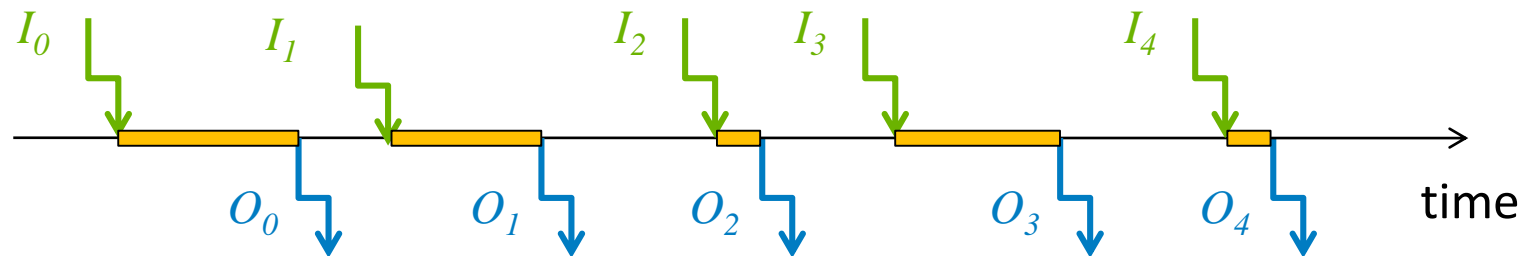
Not a strong requirement for non-critical systems:

- Characteristic of interactive systems (e.g. OS, Internet)

Reactive Systems have Time Constraints

Receive inputs

The outputs shall be produced before
the reception of the next input



Provide outputs



*Time to compute
the output*

What is Critical?

Intuitively, a critical system is a system in which failure can have severe impacts:

- Nuclear
- Aeronautic
- Automotive
- Railway
- Space
- Military
- Medical
- ...

Software Criticality Levels

Standards define precisely software criticality levels:

- DO-178C for airborne systems
- EN-50126/EN-50128, for railway applications
- IEC-61508, applied in the industry
- ISO-26262, for road vehicles
- etc.

DO-178C Criticality Levels

Severity	Consequence
Catastrophic	Failure conditions which would prevent continued safe flight and landing
Hazardous / Severe-Major	<p>Failure conditions which would reduce the capability of the aircraft or the ability of the crew to cope with adverse operating conditions to the extent that there would be:</p> <ul style="list-style-type: none">• a large reduction in safety margins or functional capabilities,• physical distress or higher workload such that the flight crew could not be relied on to perform their tasks accurately or completely, or• adverse effects on occupants including serious or potentially fatal injuries to a small number of those occupants
Major	Failure conditions which would reduce the capability of the aircraft or the ability of the crew to cope with adverse operating conditions to the extent that there would be, for example, a significant reduction in safety margins or functional capabilities, a significant increase in crew workload or in conditions impairing crew efficiency, or discomfort to occupants, possibly including injuries
Minor	Failure conditions which would not significantly reduce aircraft safety, and which would involve crew actions that are well within their capabilities. Minor failure conditions may include, for example, a slight reduction in safety margins or functional capabilities, a slight
No effect	Failure conditions which do not affect the operational capability of the aircraft or increase crew workload

Safety and Security



Wikipedia

Safety

Safety is the state of being "safe", the condition of being protected against [...] consequences of failure, damage, error, accidents, harm or any other event which could be considered non-desirable. It can include protection of people or possessions

Security

Security is the degree of resistance to, or protection from, harm. It applies to any vulnerable and valuable asset [...]

Safety and Security

in Software Engineering

Safety

The software must not harm the world

Security

The world must not harm the software

AGENDA

What is a Critical Real-Time Embedded Software

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SCADE Suite Basic Concepts

Brainstorming

Which issue do you know related to the C language (and similar)?

Time: 10 min

Syntax

Communication

Type

...

Have an Unambiguous Statement Syntax

C, C++

```
if ( light == red ) ;  
{  
    Cancel_lift_off()  
    ;  
}
```

Legal statement, No warning

The call to Cancel_lift_off is always executed

Have an Unambiguous Statement Syntax

C, C++

```
if ( light == red ) ;  
{  
    Cancel_lift_off()  
    ;  
}
```

Legal statement, No warning

The call to Cancel_lift_off is always executed

Need more verifications to avoid this error

Ada

```
if light = red then  
    Cancel_lift_off;  
end if;
```

Illegal statement, No compilation

Have a Clearly Named Notation (1/2)

C, C++

```
struct date {  
    int day, month, year;  
};
```

Have a Clearly Named Notation (2/2)

C, C++

What does it mean?

```
struct date today = {12, 1, 5};
```

Ada

```
type Date is record
```

```
    Day, Month, Year : Integer; end record;
```

```
Today: Date := ( Day => 12, Month => 1, Year => 5 );
```

**We need to see
the structure
definition to
understand the
settings**

Formal Methods Concept

Aim: Add mathematical reasoning in the system development flow

Goal: Specify better, reduce verification costs, increase system reliability

How: Provide concise formalism for specification and implementation

Challenge: Enable smooth integration in engineering framework

Better specification reduces verification!

Formal Language Syntax

A good syntax shall be

Clear

Unambiguous

Intuitive

Another Simple Example

Ada

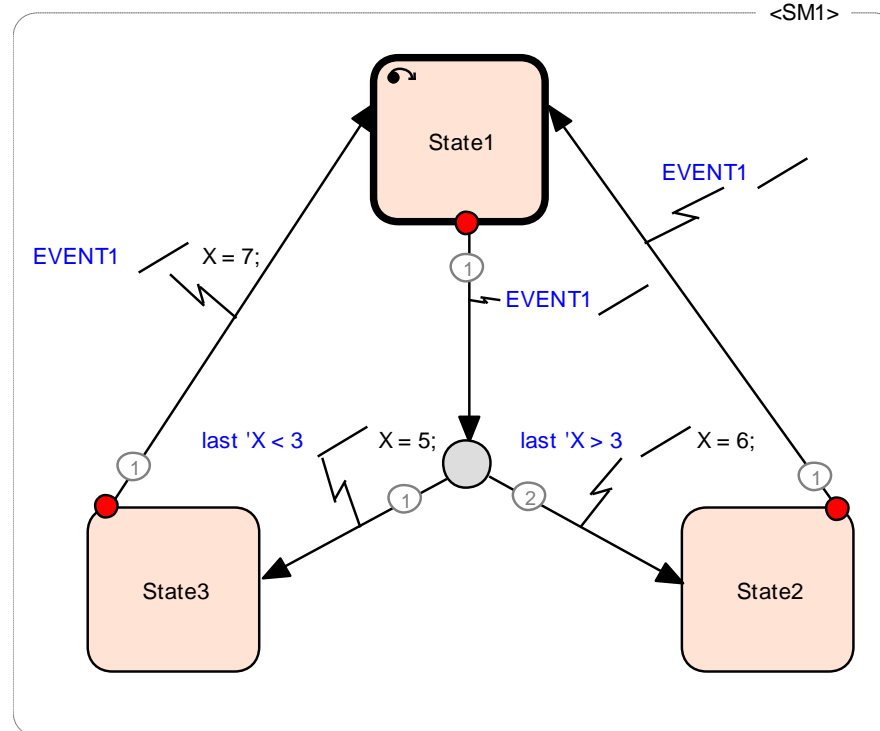
```
case State is
  when State1 => Guard1 := X < 3; Guard2 := X > 3;
    if (EVENT1 and (Guard1 or Guard2)) then
      if (Guard1) then
        X := 5;
        State := State2;
      else
        if (Guard2) then
          X := 6;
        end if;
        State := State3;
      end if;
    end if;
  when State2 =>
    if (EVENT1) then
      X := 7;
      State := State1;
    end if;
  when State3 =>
    if (EVENT1 and EVENT1) then
      X := 8;
      State := State1;
    end if;
end case
```

Simple? Yes...

But what does this piece of code do?

Code alone is not sufficient for
communication

Same Example Graphically



A graphical language with a **high level of abstraction** facilitates the communication.

What is Model-Based Software Engineering?

SCADE® is a Model-based software engineering solution

Model-based software engineering means: **use diagrams instead of code**

More abstraction when defining the behavior and data of an application:

- Details are hidden or slipped to further refinements
- Independent from target language

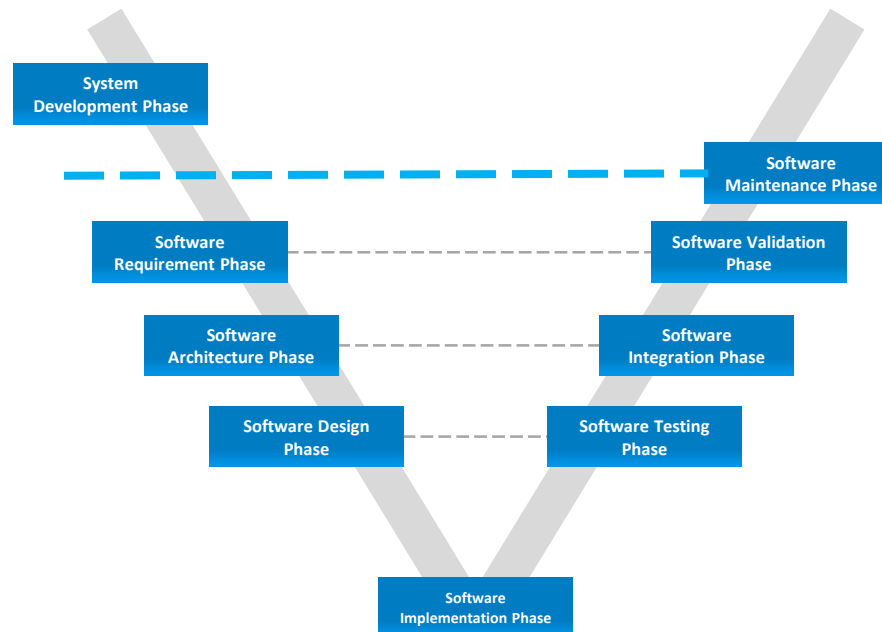
What is Model-Based Software Engineering?

But it is more than just drawing models, **it is a complete methodology**, consisting of:

- **Processes**: Define the “What”: a logical rationale that is performed to meet an objective
 - Examples: requirement analysis, model-based design, verification, configuration management, etc.
- **Practices**: Define the “How”: a set of techniques for performing a process
 - Examples: prototyping, modeling, simulation, versioning, teamwork practices,...
- **Tools**: Means that facilitate the practices
 - Examples: SCADE®, UML, Synergy®, etc.

What is Software Lifecycle?

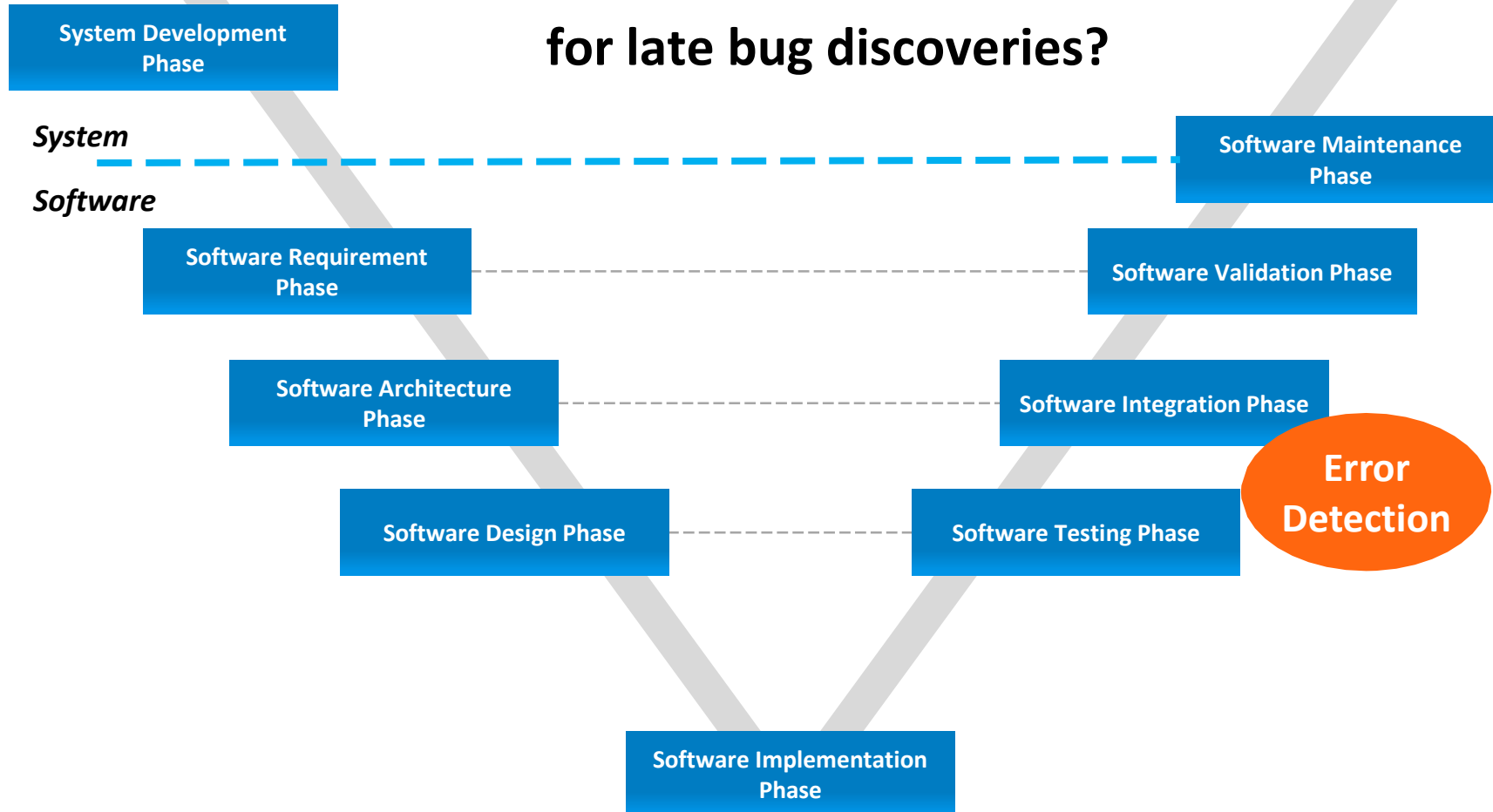
The Software life cycle brings rationale and scheduling among a Model-Based process. It is a division of software development work into distinct phases. Among various representations, the V-cycle representation comes with the advantage to show both a sequencing and a correspondence between design phases and V&V phases.



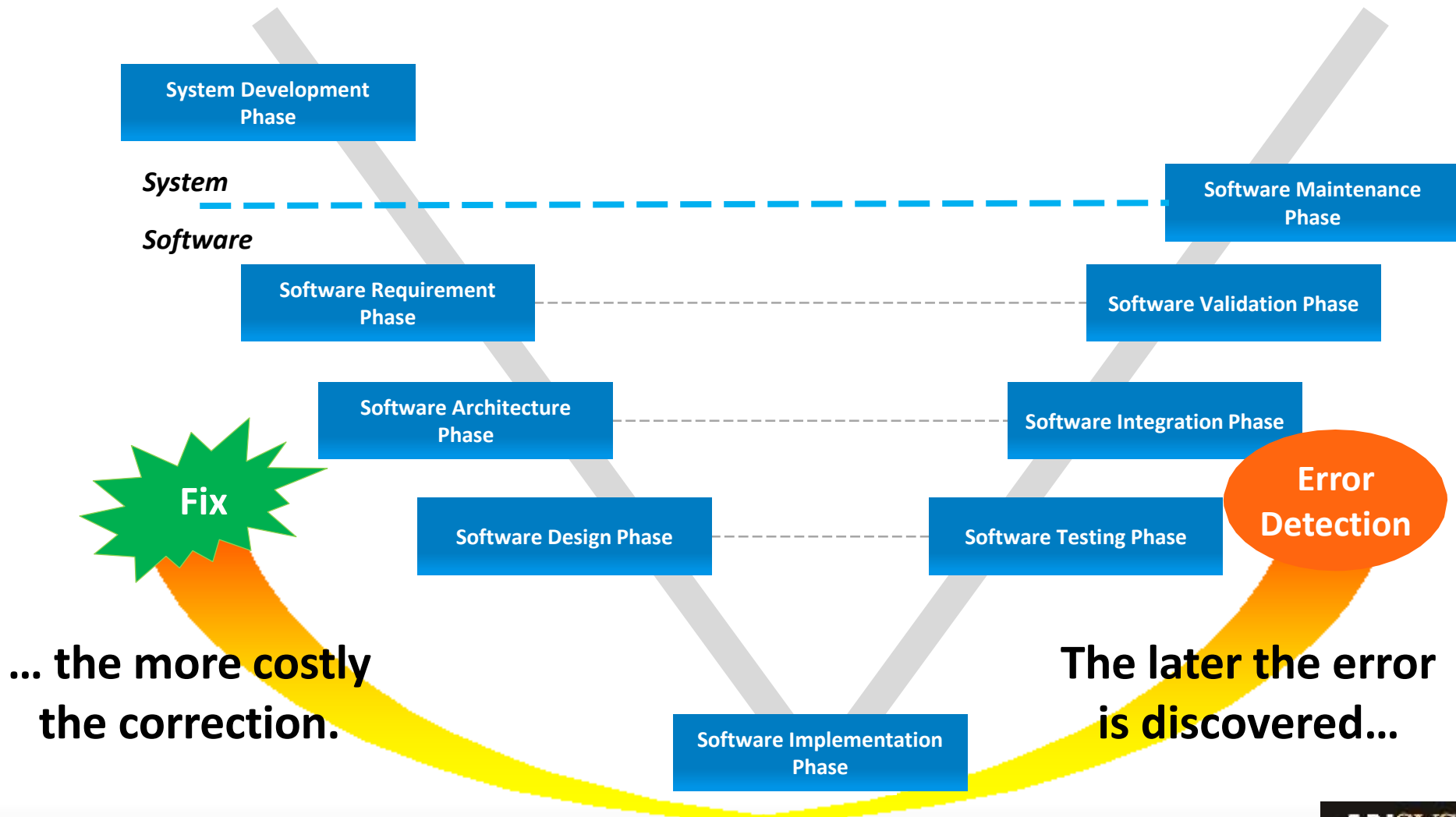
Brainstorming

Time: 10 min

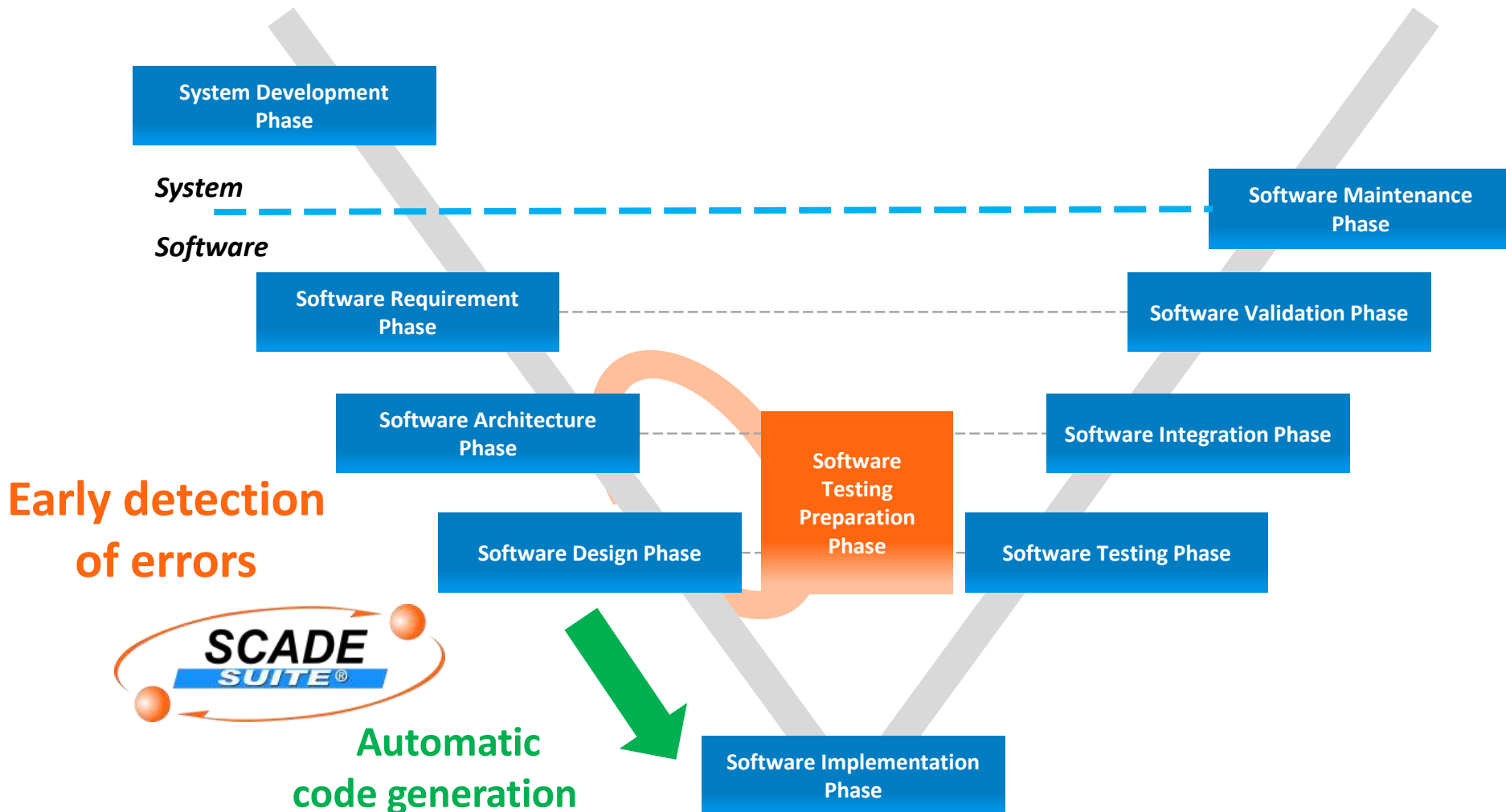
What are the issues
for late bug discoveries?



Cost of Error Detection



SCADE-Based Software Life Cycle



Other Software Process Issues and SCADE Model-Based Solution

Communication

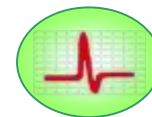
- Model-based design as a common graphical language
- Documentation automatically produced and synchronized from formal models

Maintainability and Knowledge Capitalization

- Model maintenance versus code maintenance (faster and at a higher level of abstraction)
- Simulation and Executable specifications increase understanding
- Model-based development shortens the ramp-up of new designers
- Constant management of requirements
- Fully integrated tool chain



Fully Integrated Design Suite



Debugging & Simulation



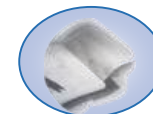
Suite / Display Integration



Automatic Design Documentation



Integrated Configuration Management



Requirements Management Gateway

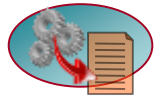
Other Software Process Issues and SCADE Model-Based Solution

Code Quality and Safety

- Formal language with qualified code generation



Formal Language



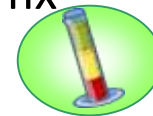
Qualified Code Generation

Discovery of bugs late in the process

- Automatic verification and simulation enable the detection of design flaws early when they are cheaper to fix



Design Checking



Model Coverage Analysis



Formal Verification



Object Code Verification

Cost of V&V

- Low-level testing is suppressed due to code generation qualification credits
- Verification and simulation reduce costs



DO-178C
Certification Kit, Certificates & Handbooks

Certification Cost and Risk Mitigation

- Certification kits provided and SCADE process well known to certification authorities

AGENDA

What is a Critical Real-Time Embedded Software
Formal Model Driven Engineering

SCADE Suite Basic Concepts

History of Synchronous Languages

Created in the early 80's from a joint research effort by control engineering and computer sciences researchers

Lustre



P. Caspi – N. Halbwachs
(VERIMAG)



Signal

A. Benveniste – P. Le Guernic
(IRISA)



Esterel

JP Rigault, JP Marmorat – G. Berry
(INRIA/Ecole des Mines)



From Research to Industry

Mid-80's 90's

- SCHNEIDER Electric develops SAGA as the industrial version of Lustre for control command software for nuclear plants
- AIRBUS independently develops SAO, a formalism close to Lustre
- Verilog (then Telelogic) industrializes SCADE in collaboration with SCHNEIDER and AIRBUS
- SCADE 2.1 is released in 1996



- In 1999, first Qualification for FCS (EC 135)
- In 1999, Esterel Technologies is created
- In 2001, Esterel Technologies acquires SCADE from Telelogic
- Feb 2002, second Qualification for FCS (A340/600)
- 2007: Esterel creates the Scade 6 language merging the best of Lustre and Esterel for safety critical embedded software development
- In 2009, SCADE Suite 6 and SCADE Display 6 integrated to form the Esterel SCADE

SCADE Suite was Created for Safety

Scade language (Lustre) is formally defined with key safety objectives:

- The language is very simple and stable, forbidding dangerous constructs (e.g. unbounded loops, wild goto's, dynamic memory allocation,...)
- Interpretation of a model does not depend on the readers or their environment

Very active research work for more than 20 years:

- Worldwide visibility in the safety critical embedded software field

Designed with close connections with certification authorities in the aeronautics & nuclear energy domains:

- SCADE Suite KCG is a C and Ada code generator developed with stringent qualification objectives (DO-178B/C DAL A, IEC 61508 SIL3, EN 50128 SIL3/4, ISO 26262 ASIL D)

Safety Critical

Errors lead to dramatic consequences involving human lives and huge costs.

The Synchronous approach helps the Safety-critical application development by:

Providing rigorous design methods

Providing formally defined languages and analyses

Semantics of Synchronous Hypothesis

Existence of a discrete clock:

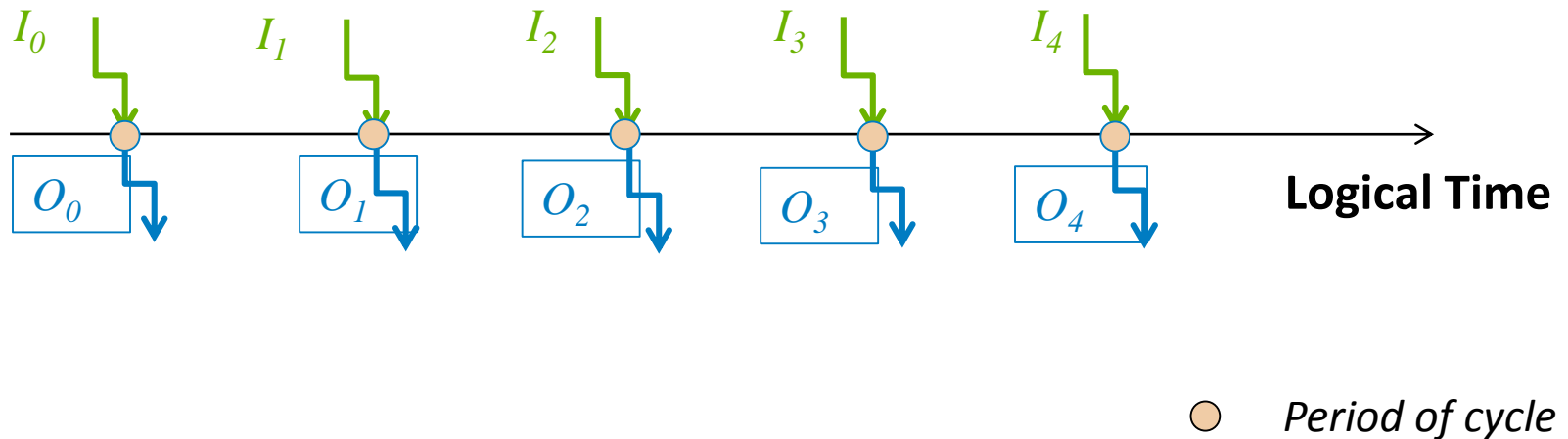
- Software **cyclically** activated,
- Inputs read at the cycle beginning (no inputs changes during the cycle)
- No cycle overlap
- Outputs delivered at cycle end

⇒ The cycle execution duration is considered to be null

⇒ Reasoning is possible

Synchronous Time Model

Time as a logical notion



In theory, execution time is null...

... but how to assume this hypothesis?

Synchronous Language Implementation

No interaction between the program and the world during a computation cycle → strong theoretical and practical properties:

- **Inputs must not change** during the execution cycle: using a double buffer or a write protection or any other architecture
- **Internal variables and outputs are frozen** as soon as they are computed during the execution cycle:
 - Once computed, they are **never modified later** during the cycle,
 - They only have **one value** at a given cycle

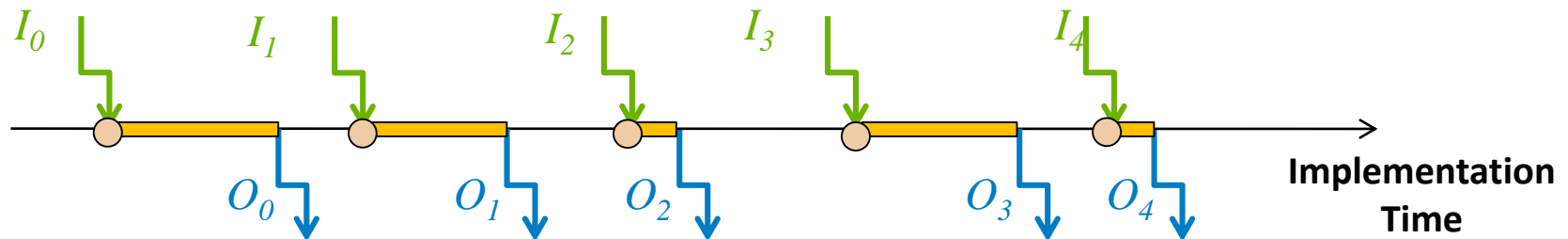
→ **Fully deterministic behavior, finite computation time**

→ **Much easier to verify** than asynchronous programs

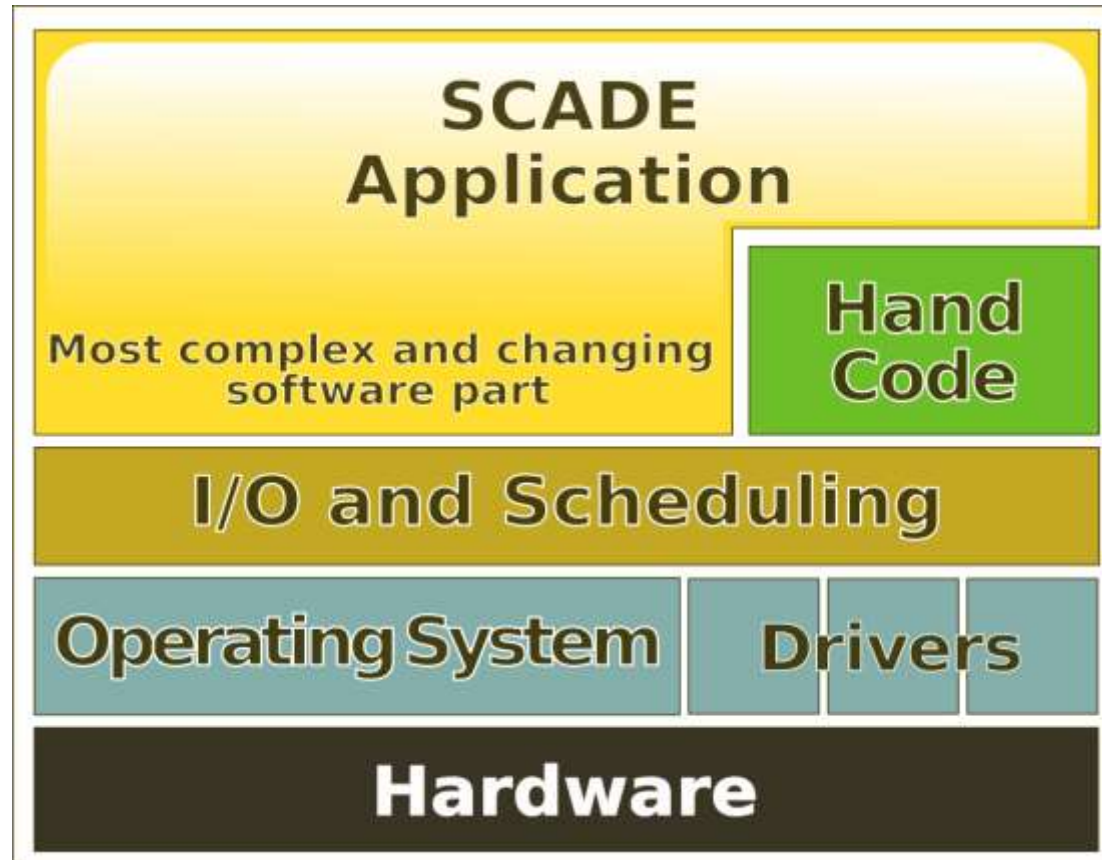
The Synchronous Time Implementation

Finite computation time = WCET = guarantee of no-overlap

● *Period of cycle*



SCADE Suite addresses the Application Part



The application part is the largest and most frequently/latey changing part

Scade Fields of Application

Control algorithm:

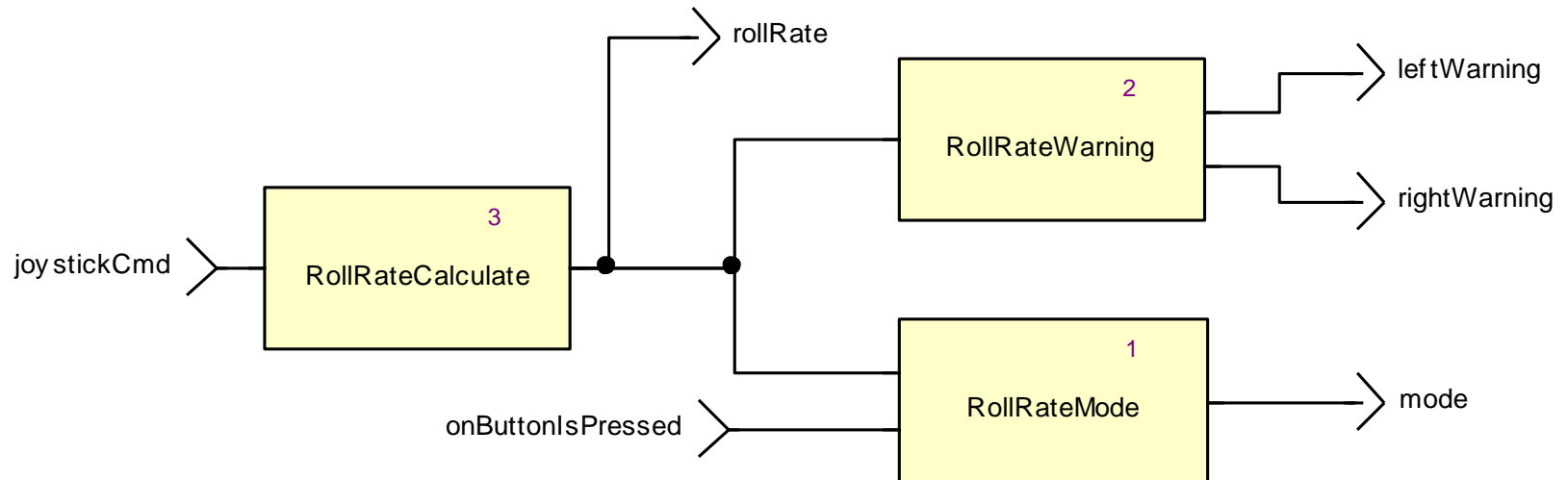
- Performs data processing tasks using complex mathematics
- Updates actuator's outputs

State or mode management:

- Reacts from external or internal events: sensors, alarms, threshold detection
- Performs combinational logic operations to compute the new system's state
- Updates actuator's outputs

Scade Language

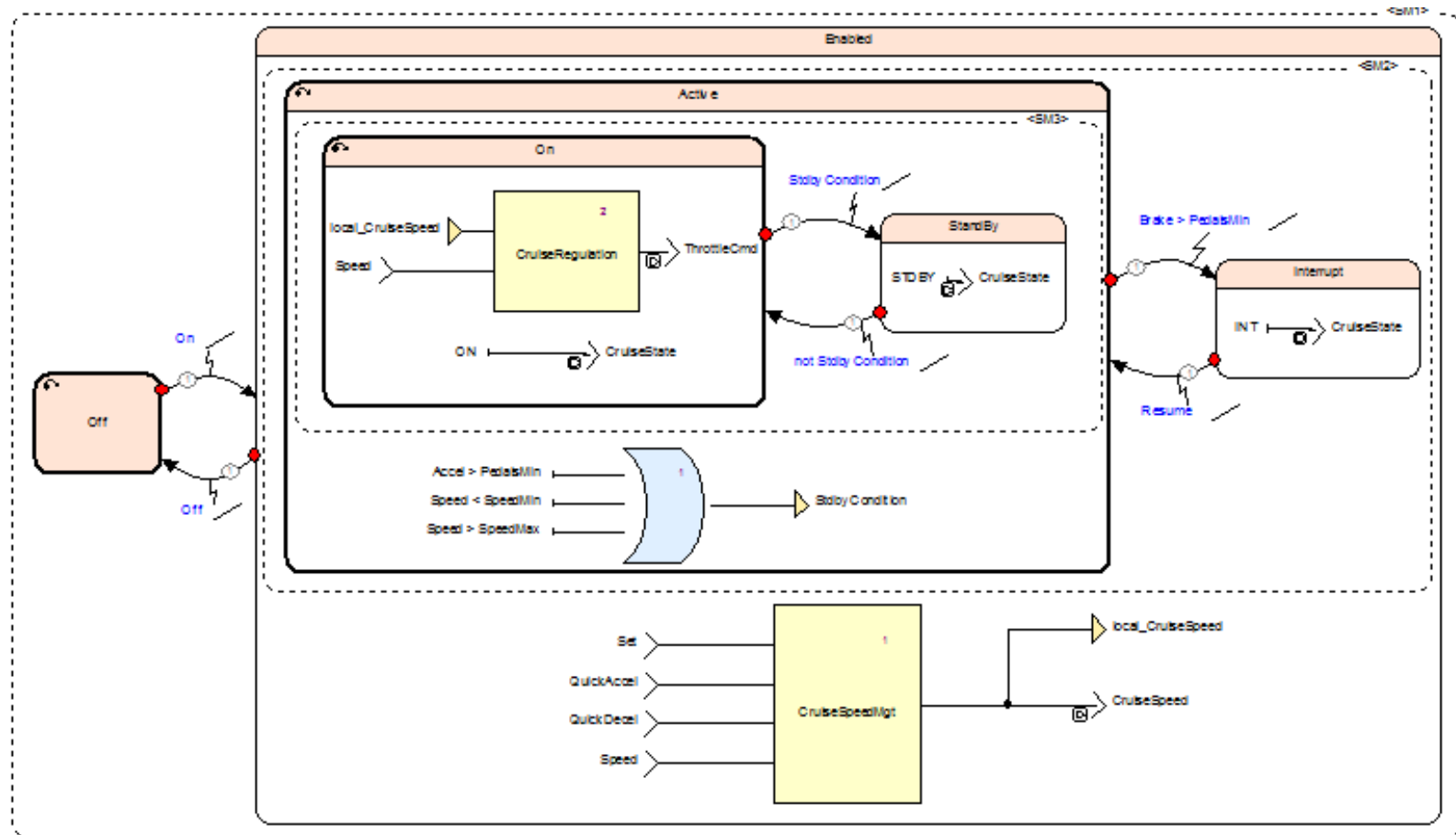
A Simple Network of Operators



Scade Language

Control Flow and State Machines

Hierarchical state machines, that can be mixed with data-flow



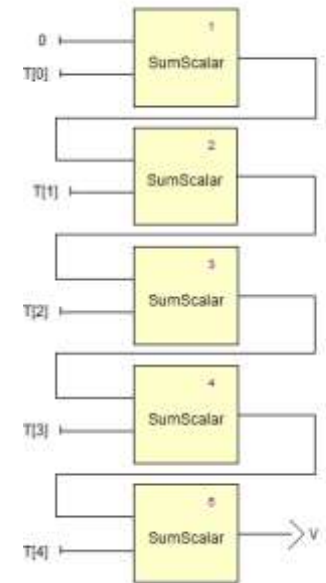
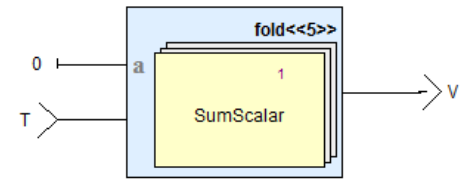
Scade Language

Arrays and Iterators

Scade provides array data types and iterators

An iterator applies an operator over arrays

This optimizes the design and the code while preserving the safety (bounded size)



Scade Language

Properties

Parallelism is naturally expressed

The computation order is based on dependencies (not on the diagrams' layout or on hidden properties):

- Each data element is computed before it is used, once and only once

The generated code is efficient and deterministic (no tasking overhead, no deadlock, no race condition)

Execution time is finite

SCADE Suite KCG

A Qualifiable / Certified Code Generator

Ensures that the input model complies with language syntax and semantics

Generates C or Ada code fitting safety-critical constraints

KCG is deterministic:

- A given input model and a given set of options always produce the same generated code

Qualified for DO-178B/DO-178C level A

Certified for:

- EN 50128 up to SIL 3/4
- IEC 61508 up to SIL 3
- with compliance for IEC 60880
- ISO 26262 up to ASIL D

Summary

Scade Language

Is dedicated to safety-critical embedded application development:

- Designed with academics, users and authorities

Mixes data-flow and control-flow constructs

Has a graphical notation understandable by any engineer

Is supported by the SCADE Suite model-based environment

Is used to produce embeddable code generated by the KCG qualified/certified code generator

SCADE Suite Basics

AGENDA

Integrated Development Environment

SCADE Suite Operator

Simulation introduction

Code generation and standalone executable

Reports

Editor Overview (1/2)

The SCADE Suite workspace includes various windows and views for:

- Representing and editing functional models
- Setting integrated tools
- Displaying model information
- Checking status and results
- Adding traceability

The environment is customizable by the user with:

- Standard menus
- Dockable toolbars
- Different windows and tabs such as diagrams

Editor Overview (2/2)

The screenshot displays the ANSYS Esterel Editor interface, which is divided into several key areas:

- Toolbars & menus:** Located at the top of the window, featuring a standard menu bar (File, Edit, View, Operator, Insert, Layout, Project, Tools, Navigate, Window, Help) and a toolbar with various icons for file operations, editing, and simulation.
- Workspace area:** The central area for editing the Esterel code. It contains a project tree on the left showing the hierarchy of the project (AdverseYaw, RollControl, etc.). The main workspace displays a graphical representation of the Esterel code, including a title bar "Title: ROLL RATE CONTROL APPLICATION" and "Created by: ESTEREL TECHNOLOGIES". The code is represented by a series of interconnected blocks and lines, showing the flow of control and data.
- Graphical & textual editing windows:** On the right side, there are two windows for editing. The top window shows a graphical state machine diagram with states "Off" and "On", and transitions labeled "onOffPressed". The bottom window shows a textual representation of the state machine, with states "Nominal" and "Falsify", and transitions labeled "absRollRate" and "ifFalsifyRoll".
- Outputs:** A panel at the bottom left showing the output of the simulation, including messages like "Loading project RollControl.etp..." and "Successfully loaded project RollControl.etp".
- Properties box:** A panel at the bottom right showing the properties of the selected element, "RollRateCalculate". It includes fields for Name, Path, Filename, and Visibility, as well as checkboxes for "Separate File Name" and "Public/Private" visibility.

SCADE Suite Workspace and Project

A workspace:

- Represents your work environment
- Contains the SCADE Suite projects
- Is necessary to be able to work in the SCADE Suite editor

A project:

- Contains your design information (constants, types, operators, ...)
- Can be reused as a library in any other project

Project Files

A SCAD Suite project contains main following files:

.vsw: workspace file (with one or several projects)

.etp: project description file

.xscade: Scade graphical model file

.scade: Scade textual model file

.ewo: user preferences associated with the project workspace

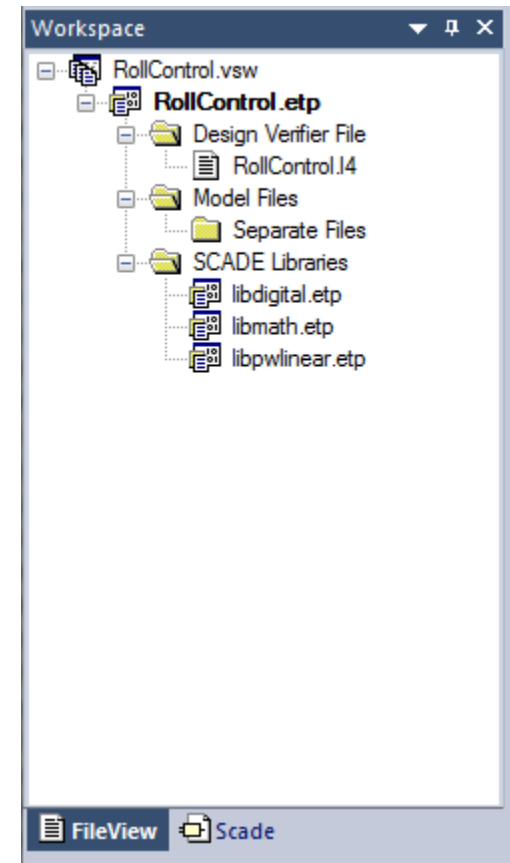
File View

The File View displays:

- SCAD Suite projects (RollControl.etp)
- Model files
- Project folders
- SCAD Suite project libraries
- Any user libraries imported into models

You can create virtual folders to classify your files:

- Right click on project > Insert Folder ...



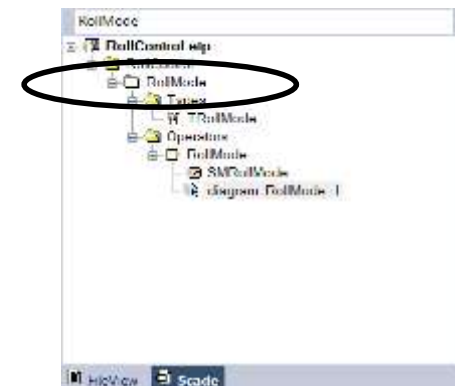
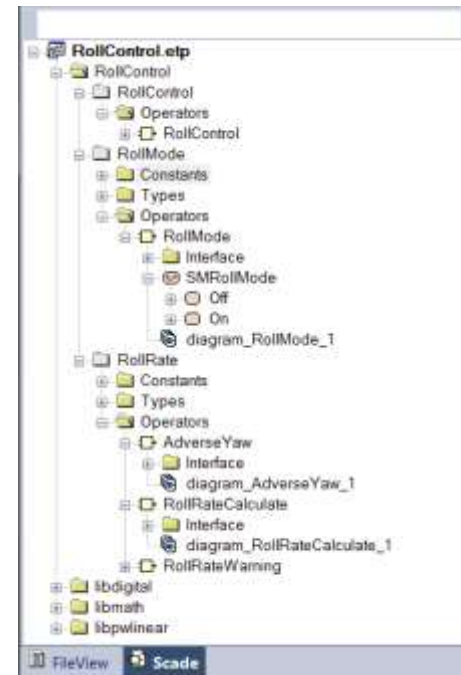
Scade View

The Scade View shows the objects as declared in the project:

- Constants, Sensors and Types
- Operators (functions) with their:
 - Input / Output interface
 - Local variables
 - State machines
- Included libraries
- Possibility to group objects within a Package

Users can drag & drop objects to edit your design

Users can filter the tree display

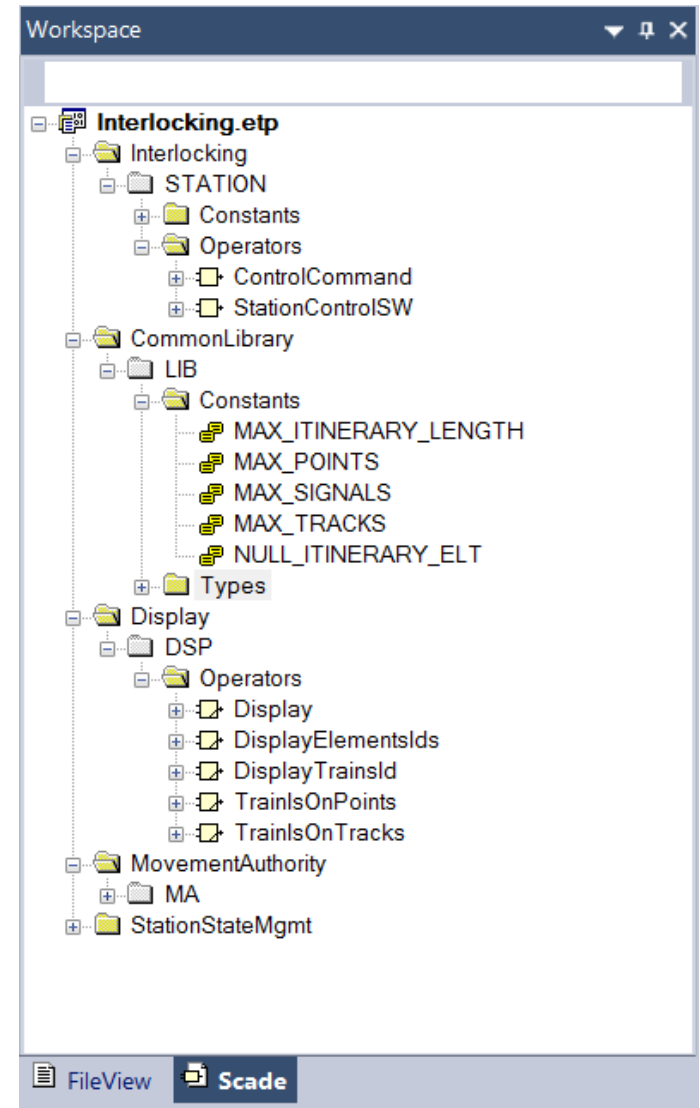


Libraries in SCADE Suite

Any SCADE Suite model can be a library
Any SCADE Suite model can use library components

Using libraries structures your SCADE Suite projects:

- Create your own library components
- Test them
- And reuse them in many projects



SCADE Suite Help

The user documentation is located in *<Installdir>\help\SCADE Suite Help Resources*:

- Getting Started
- Gateway Guidelines: VeriStand, RTOS, Simulink
- Manuals: SCADE Language Primer, tutorial, reference Manual, SCADE Suite libraries, User and Technical manuals...

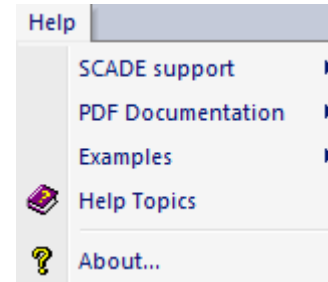
Other documents are located in *<Installdir>\help\Common Help Resources*

- Design Standard: SCADE Suite Software Development Standard
- Installation Guidelines
- Reference Cards (SCADE products glossary)
- Release Info (access to all SCADE Release Notes)
- Welcome (release content for all SCADE products)
- ...

SCADE Suite Help

Access from Help menu:

- PDF Documentation
- SCADE Suite Model Examples
- Interactive Help Topics



PDF Documentation



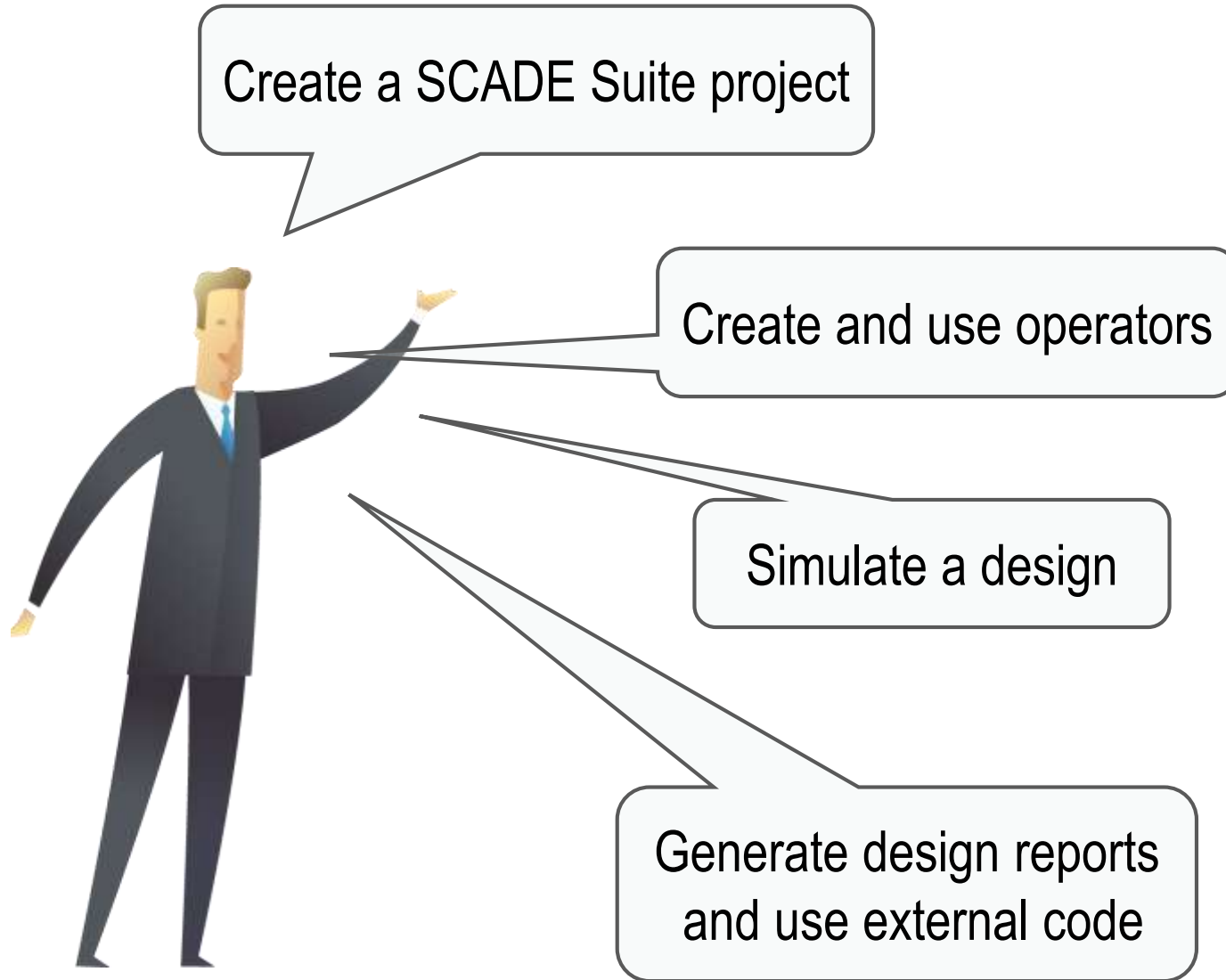
Interactive Help Topics

SCADE Suite Help

Access from Startup Page:



Lab Objectives



Lab Objectives

The system contains three subsystems:

- The control part to define the system mode

- The roll calculation

- A warning information when the roll is higher than a determined value



What is the roll?

The roll is the rotation around the front-to-back axis

The subsystems will be integrated together:

- We will create bricks and assemble them to obtain the whole application

- A graphical panel will be used to improve the simulation

Lab 1: How to Create a New Project (1/3)

1. Launch SCAD Suite and select File - New

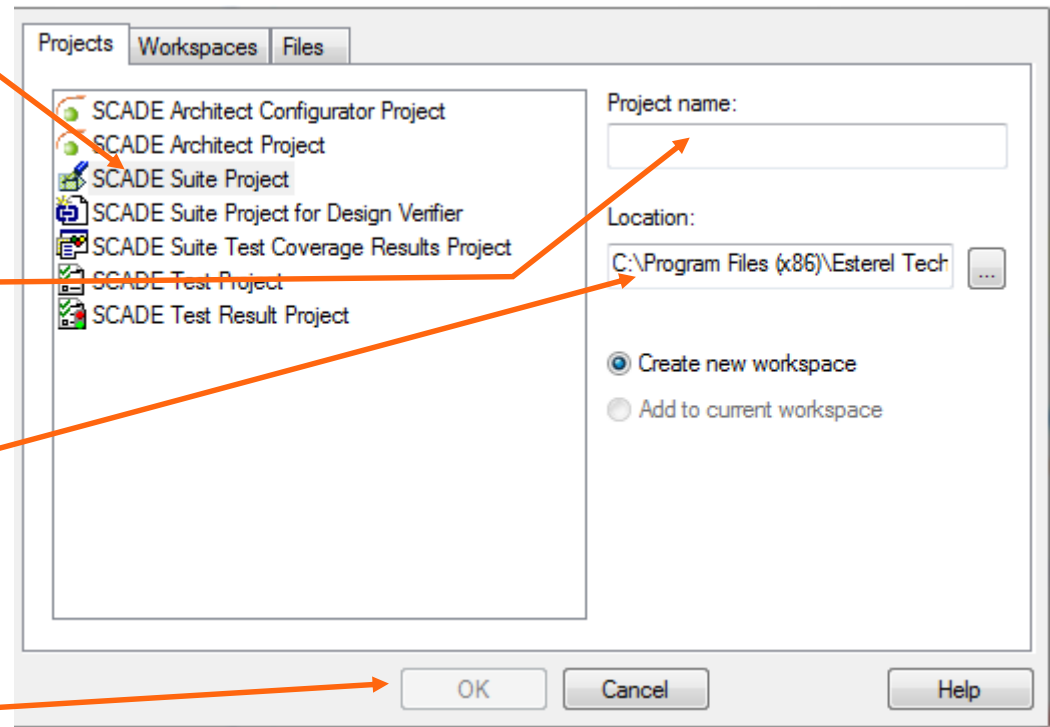


2. Select SCAD Suite Project

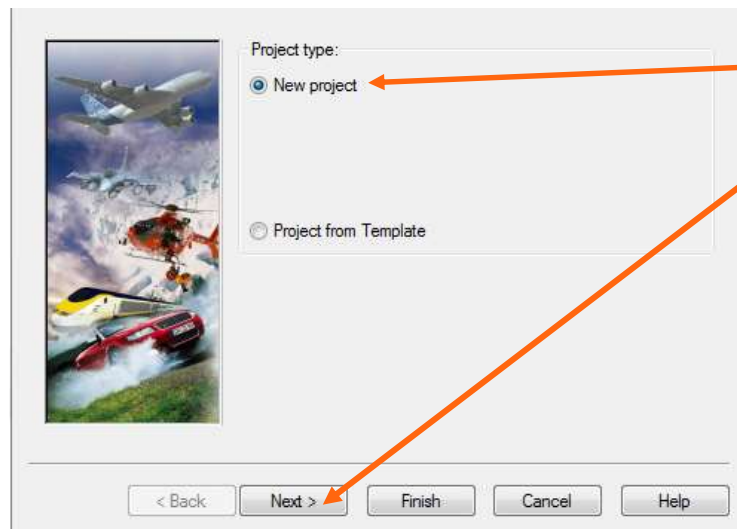
3. Enter project name

4. Enter a project location


5. Click OK

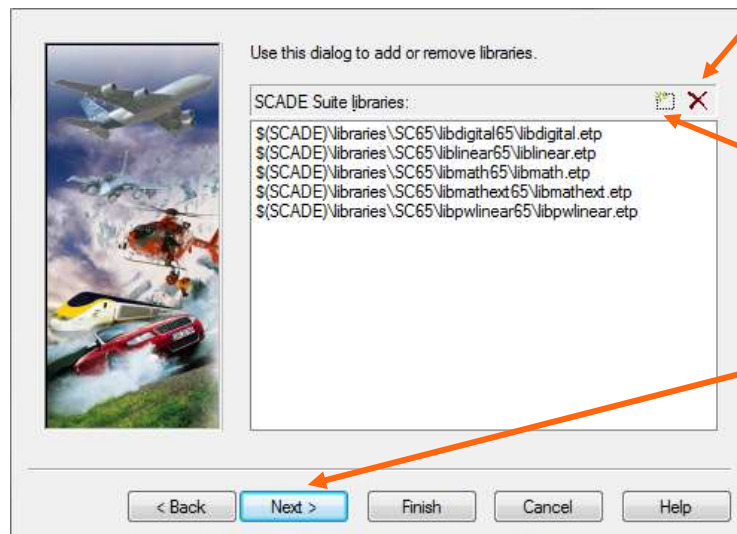



Lab 1: How to Create a New Project (2/3)



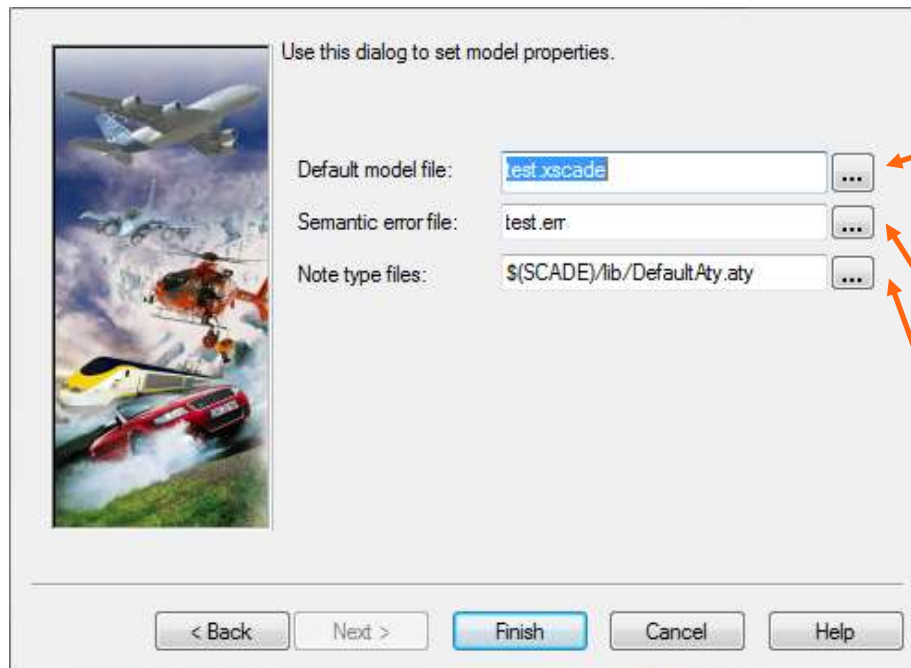
1. Select *New project*, and click on *Next*

2. Select the default SCADE Suite libraries you do not need and remove them using the  button



3. Add your own libraries by clicking on the  button and click on *Next*

Lab 1: How to Create a New Project (3/3)



Set the saving format
(ensures editor compatibility
with earlier versions)

Pathname of the error file

Pathname of the note type
file

Click on Finish : the project with the
workspace will be created automatically

Lab 1: SCADE Suite Project

Objective:

Create your first SCADE Suite project

Lab Support p.5-9

Requirements:

Select a working folder

Time: 10 min

Open SCADE Suite and create your first project:

Project Name: RollControl

SCADE Suite libraries: libpwlinear, libmath, libdigital

AGENDA

Integrated Development Environment

SCADE Suite Operator

Simulation introduction

Code generation and standalone executable

Report

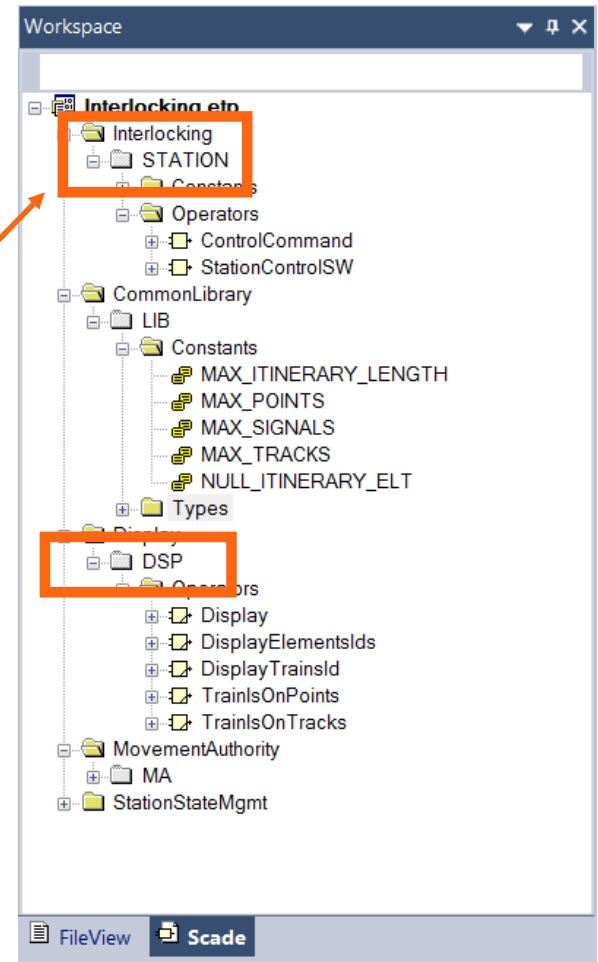
Model Packages

A package defines the namespace containing SCADE model elements

A package can be created only in a project folder

in Scade view, users can:

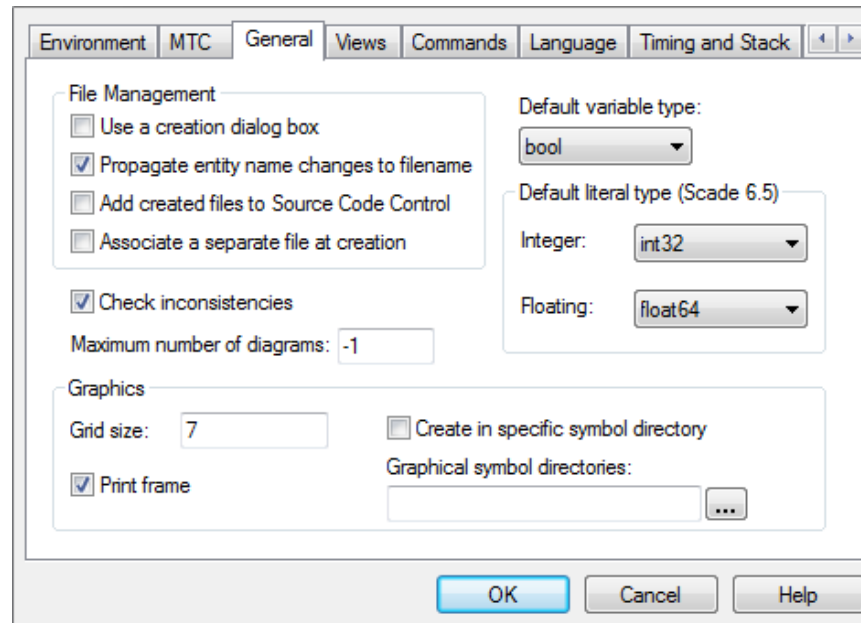
- Create as many packages as necessary
- Create a package inside another package



Package Option

Possible to set general options to propagate changes on the package name to the file name:

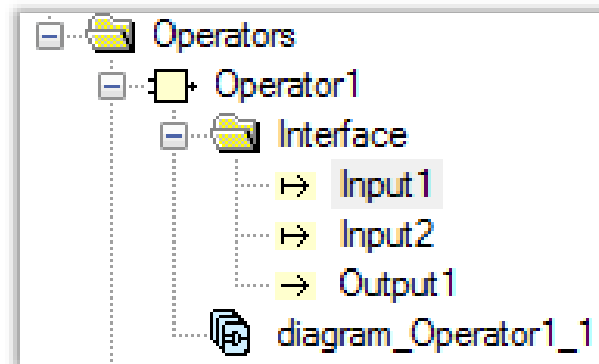
This option is set under *Tools > Options > General tab*



What is an Operator?

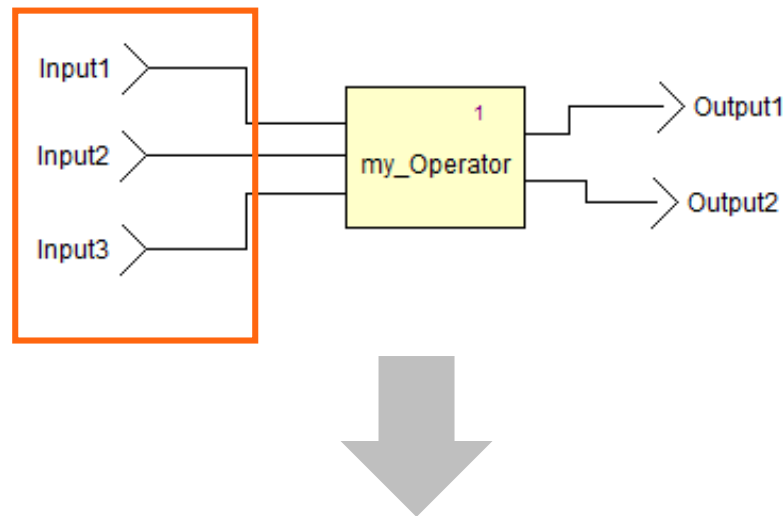
An operator is a basic building block in SCADE Suite.

It is a computing unit with inputs and outputs.



Operator Interface (C Code)

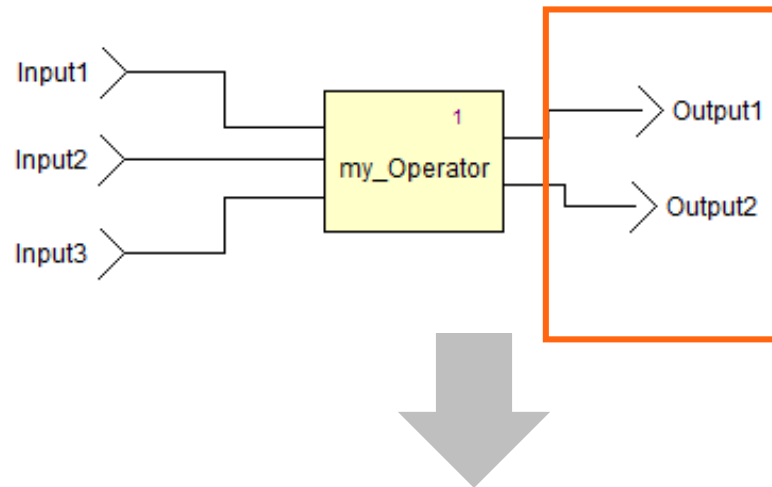
Input values are passed to an operator through its input interface:



```
typedef struct {  
    kcg_bool /* Input1/, _L1/ */ Input1;  
    kcg_bool /* Input2/, _L2/ */ Input2;  
    kcg_bool /* Input3/, _L3/ */ Input3;  
} inC_my_Operator_Operators;
```

Operator Interface (C Code)

Computed output values are accessed through an operator's output interface:

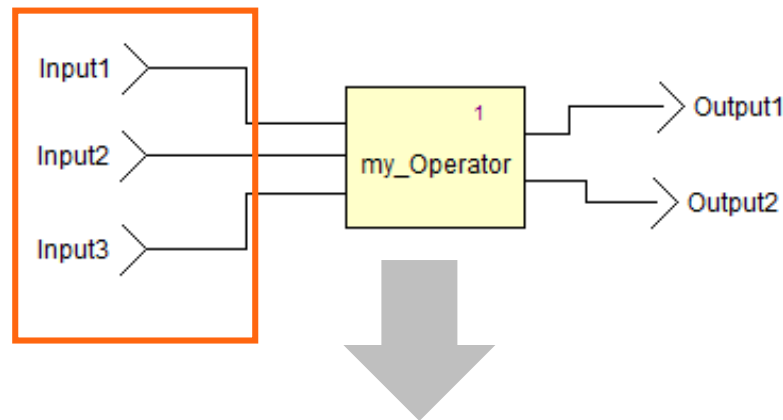


```
typedef struct {  
    ..  
    /* ----- outputs ----- */  
    kcg_bool /* Output1/ */ Output1;  
    kcg_bool /* Output2/, _L5/ */ Output2;  
    /* ----- no local probes ----- */  
    /* ----- local memories ----- */  
    kcg_bool /* _L4/ */ _L4;  
    /* ----- no sub nodes' contexts ----- */  
    /* ----- no clocks of observable data ----- */  
} outC_my_Operator_Operators;
```

Operator Interface (Ada)

Ada

Input values are passed to an operator through its input interface:

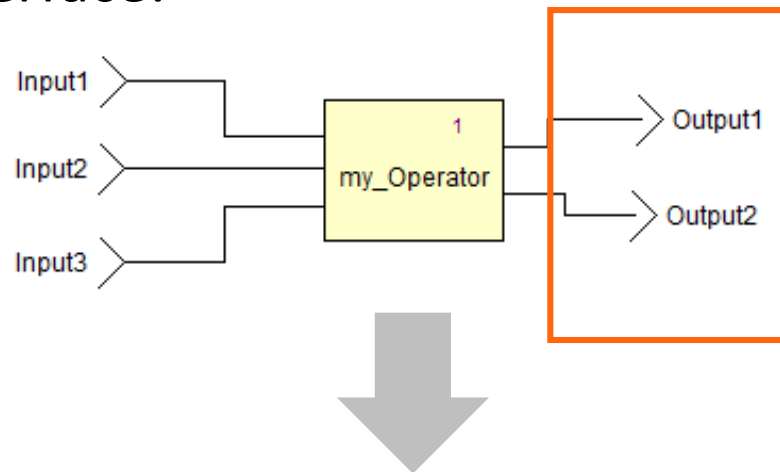


```
-- Operators::my_Operator/  
procedure my_Operator(  
  -- Input1/, _L1/  
  Input1 : in Boolean;  
  -- Input2/, _L2/  
  Input2 : in Boolean;  
  -- Input3/, _L3/  
  Input3 : in Boolean;  
  Ctx : in out Context_my_Operator);
```

Operator Interface (Ada)

Ada

Computed output values are accessed through an operator's output interface:



```
type Context_my_Operator is
  record
    ----- outputs -----
    -- Output1/
    Output1 : Boolean;
    -- Output2/, _L5/
    Output2 : Boolean;
    ----- no local probes -----
    ----- no clocks of observable data -----
    ----- local memories -----
    -- _L4/
    L4 : Boolean;
    ----- no debug variables -----
    ----- no assertion variables -----
    ----- no sub nodes' contexts -----
  end record;
```

Data Types

The Scade language is strongly typed:

- All the variables are explicitly typed
- Users can define as many types as necessary
- Conversion between values of different types are explicit

Scade predefined types:

- Boolean: **bool** and character: **char**
- Signed Integer: **int8, int16, int32, int64**
- Unsigned Integer: **uint8, uint16, uint32, uint64**
- Floating point: **float32, float64**

Lab 2: SCADE Suite Operator

Objective:

Create your first SCADE Suite Operator

Lab Support p.11-15

Requirements:

Continue on the current project (RollControl.etp)

Create a new package, a new operator and add I/Os

Package Name: RollRate

Operator Name: RollRateWarning

Time: 10 min

Name	Kind	Type
rollRate	input	float32
leftWarning	output	bool
rightWarning	output	bool

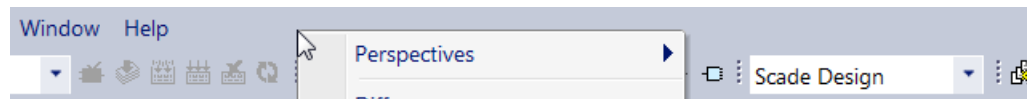
Double click on the operator to open the design view

Customize User Environment

Different docking windows (output, properties, ...), views (diagrams, constants, types, sensors) and toolbars to:

- Manage the tools integrated to SCADE Suite (Modeler, KCG, Simulation, SCADE Lifecycle Reporter, Traceability, ...) related to the current activity
- Edit functional models

Right click on the toolbars area to select them



Use “To Shortcut” to put favorite toolbars in the shortcut window

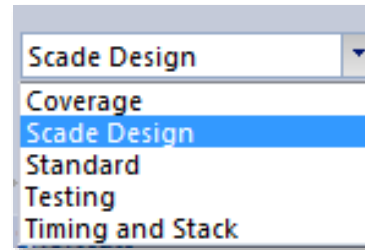
The user environment is stored into the active perspective (next slides)



Customize User Environment

Use **Perspectives** to store and retrieve environment configurations that fit the user context.

The SCAD Suite environment proposes default perspectives:



The active perspective can store any changes in the workspace organization.

Perspectives are attached to a kind of project (SCADE Suite, SCADE Test, ...):

- Last used perspective is saved between sessions
- When opening a project, the last used configuration for this project is used

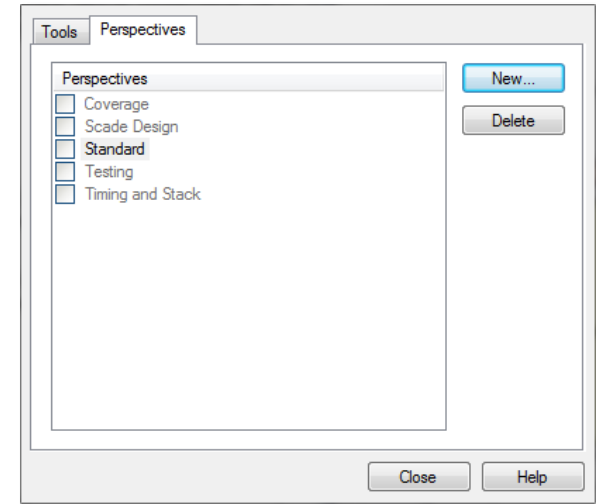
Customize User Environment

Create your own perspective:
View > Perspectives > Customize

Create a new perspective:

- Click New to open the Create Perspective window
- Enter the name of the perspective
- The new perspective is added and based on the active perspective

The default and active perspectives cannot be deleted




Customize User Environment

Users can position docking windows in the editor:

- Select, hold and drag the window to display helper buttons:
 - Grouped and individual buttons



- Move the window over an individual button (top / bottom / left / right side) to activate the position helper (turning to blue) and choose the position 
- Release the dragged window at the selected position

Customize User Environment

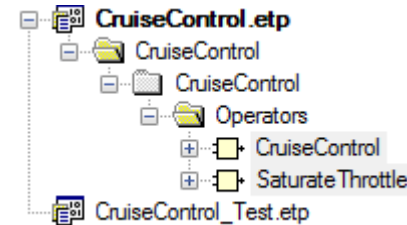
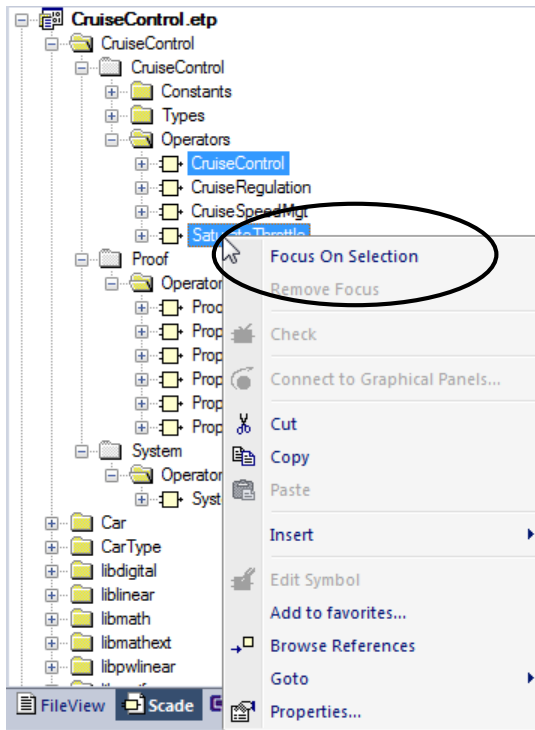
Multi-screen display:

- All docking windows and model editing views (diagrams, constants, types, sensors) can be moved for display on multi-screen environments:
 - For a view, first, set it as floating window, right-click the tab and select *Float*
 - Grab any docking window or view to move on another screen
- To set floating windows back to application window (editor)
 - For a view, right-click the tab and select *back to Main*
 - For a docking window, set the position with helper buttons (previous slide)

Customize User Environment

Tree selection display:

- From Scade view, select one or several objects and right-click *Focus on Selection* to display only selected object(s)



- From Scade view, select any object and right-click *Remove Focus* to display all objects

Lab 3: Workspace

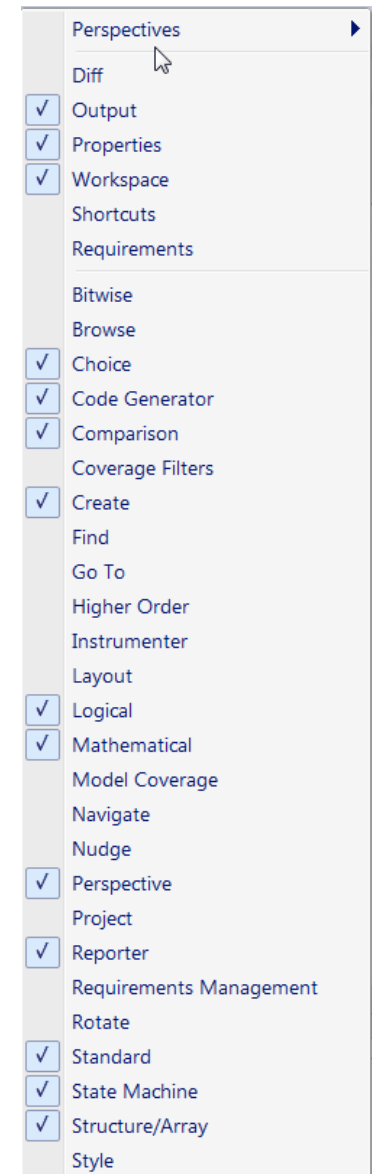
Objective:

Organize your workspace

Time: 5 min

Requirements:

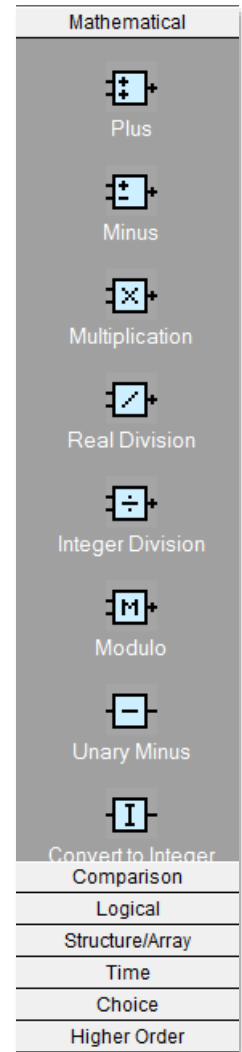
Right click on the toolbars area to select the same options as on the menu on the right



Predefined Operators

SCADE Suite built in operators:

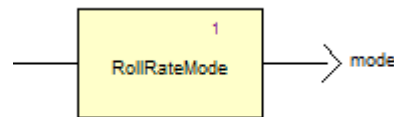
- Classified by functionalities (mathematical, logical, choice, ...)
- Defined in the language (behaviour, type and interface)
- Used in user-defined operator but not editable
- Behaviour is precisely documented



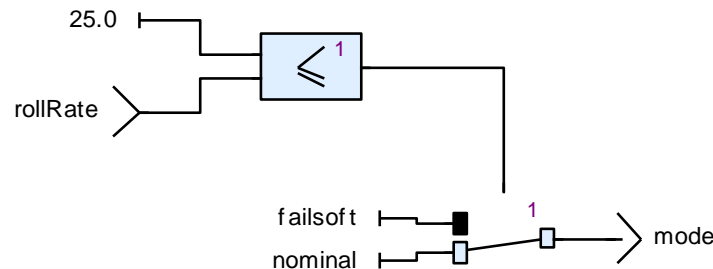
User Operators

Perform clearly defined functions to compute their outputs from their inputs and possible memories

Computation logic may be built using predefined operators and existing user-defined operators



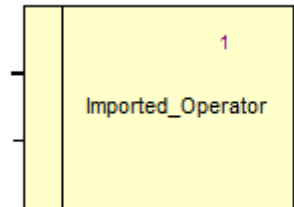
Internal logic is captured in diagrams:



Imported Operators

An operator defined in SCAD Suite with an externally defined implementation:

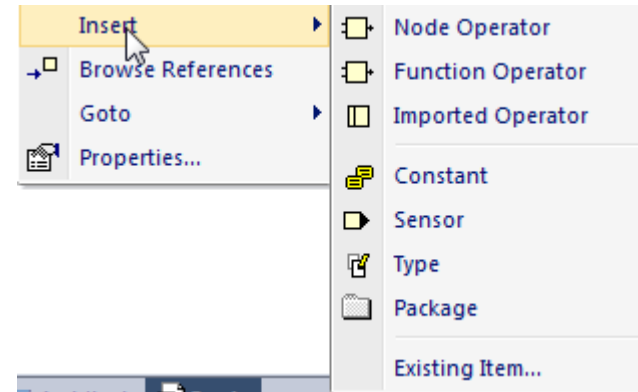
- Extends Scade language expressiveness (ex: trigonometric functions,...)
- Interface is defined in SCAD Suite
- Implementation has to be provided as target language source code



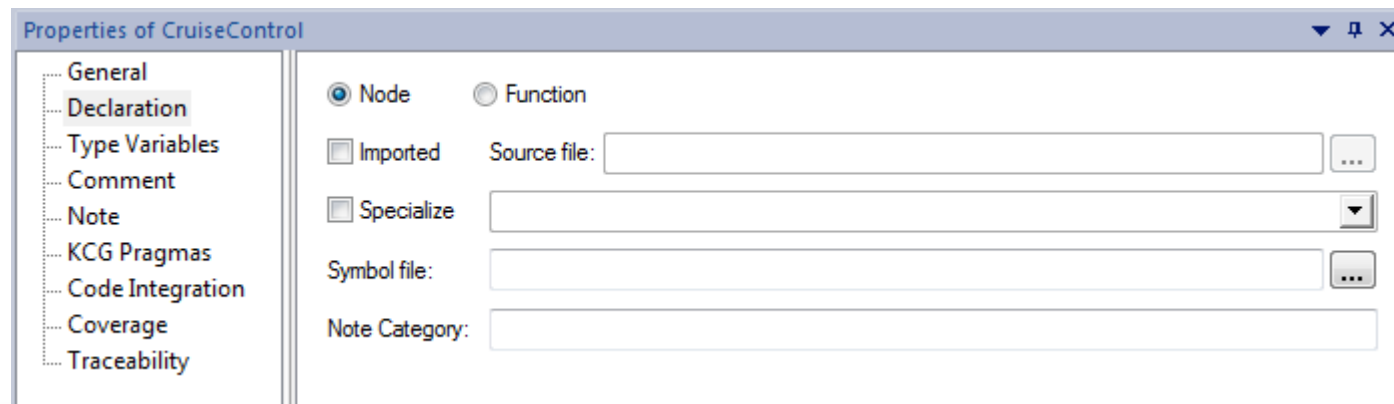
Nodes/Functions

Declare a node or function via contextual menu

- A node is an operator with internal memory
- A function is a stateless operator:
 - Contains no internal memory
 - Enables function specific code generator optimizations



Settings accessible via the properties dialog:



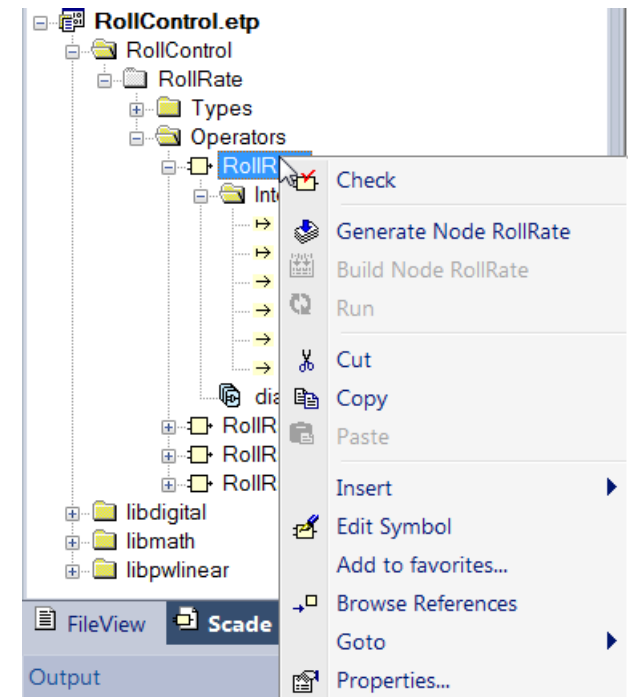
SCADE Suite Checker

SCADE Suite Checker:

- Is used to validate the model semantics
- Generates a report with hyperlinks to easily locate semantic errors in the model

Easy to use, a simple right click on the operator to check

The semantics check is performed on the operator and all SCADE Suite objects contained in its hierarchy



Lab 4: Create your First Design

Lab Support p.19-20

Objective:

Design the operator `RollRateWarning`, which computes the left warning and right warning alarms according to the airplane roll rate

Time: 10 min

Requirement:

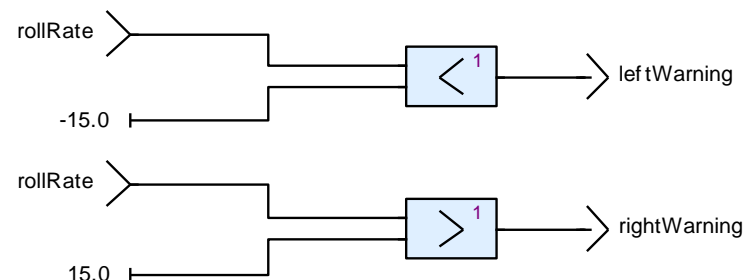
The operator `RollRateWarning` shall check the roll rate input and signaling if the value is out of bounds:

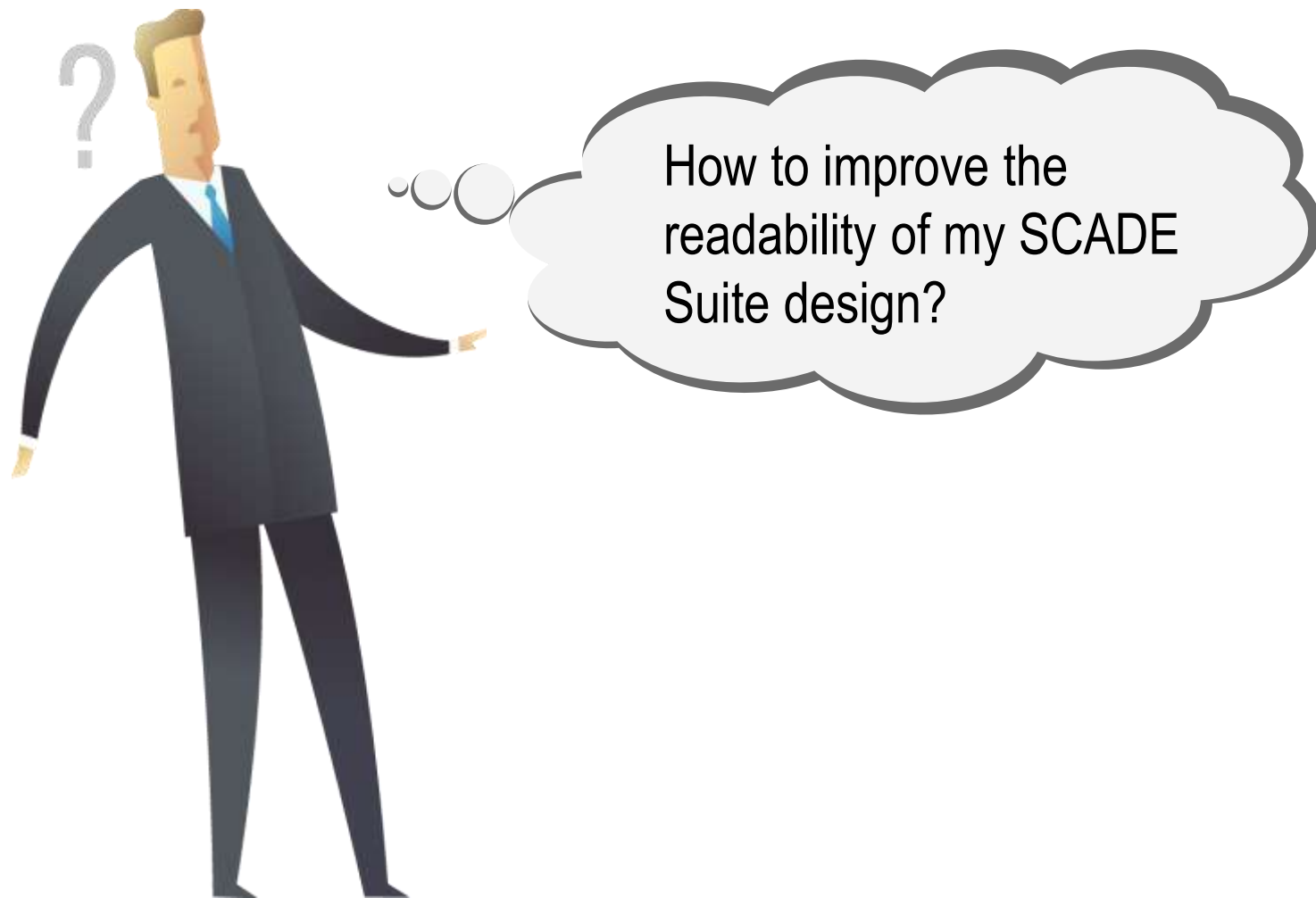
- when roll rate < -15.0 , the operator indicates left warning
- when roll rate > 15.0 , the operator indicates right warning

Tips: use predefined operators



and `0.` textual expression



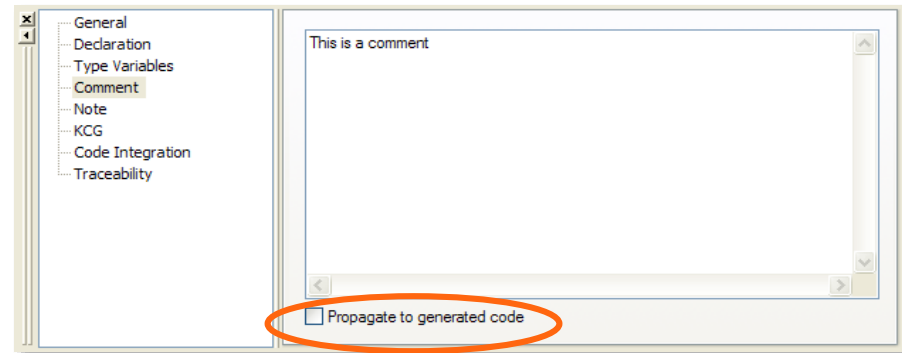


Comment Editing

A comment can be added in the properties of any of these objects:

- Packages, Constants, Sensors, Types, Diagram Blocks, Operators, Imported Operators, Inputs, Hidden Inputs, Outputs, Locals, etc..

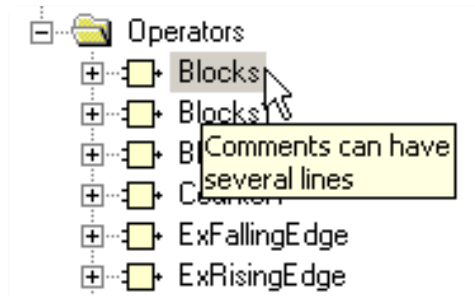
Open the object properties window and enter comments in the “Comment” item



Comments can be propagated in the generated code by checking "Propagate to generated code"

Displaying Comments

In the Scade View, comments are displayed as mouse motion tips



For Constants, Sensors, Type, comments are displayed in the grid views

Constant	Type	Value	Comments
llnit	bool	false	Comments can have several lines
Y1	bool	false	
Y2	bool	false	

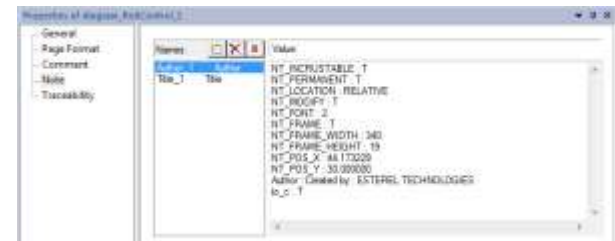
Annotations and Notes (1/4)

Annotations (notes) can be associated with any SCADE Suite entity: package, types, constants, nodes, inputs, outputs, ...

The notes types may be customized to implement any methodological guide or additional information:

- graphical notes
- mandatory notes
- cardinality rules
- document purpose
- C code propagation
- ...

Title : ROLL RATE CONTROL APPLICATION
Created by : ESTEREL TECHNOLOGIES






Note: graphical notes on nodes are defined at the diagram block level

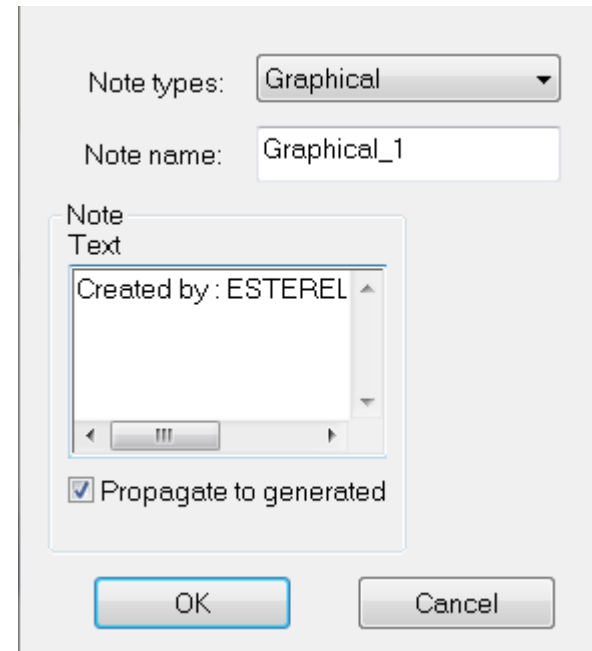
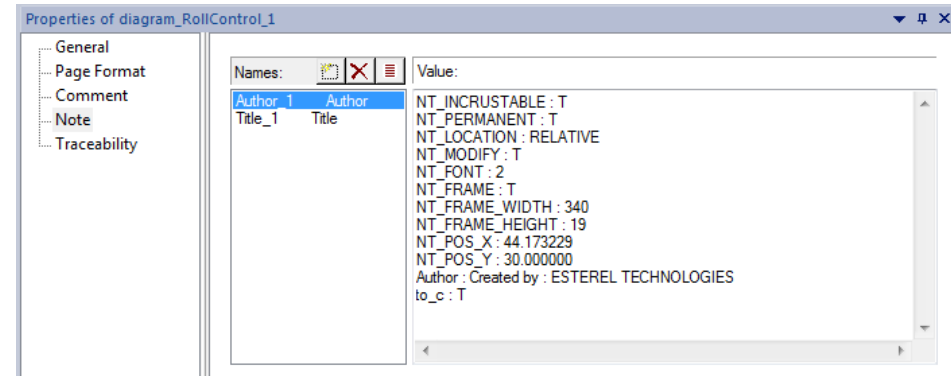
Annotations and Notes (2/4)

Select the object you want to comment, open its Properties box, and select the Note tab:

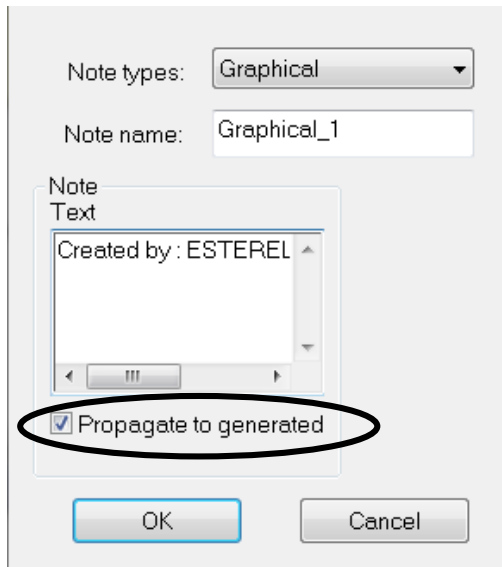
- the left column displays the notes name and type
- the right column displays the notes content.

Click on  to create a new note, on  to delete or on  to edit the selected note.

When creating/editing a note, a custom editing window opens



Annotations and Notes (3/4)

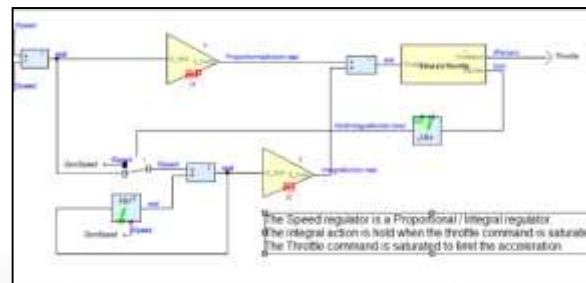
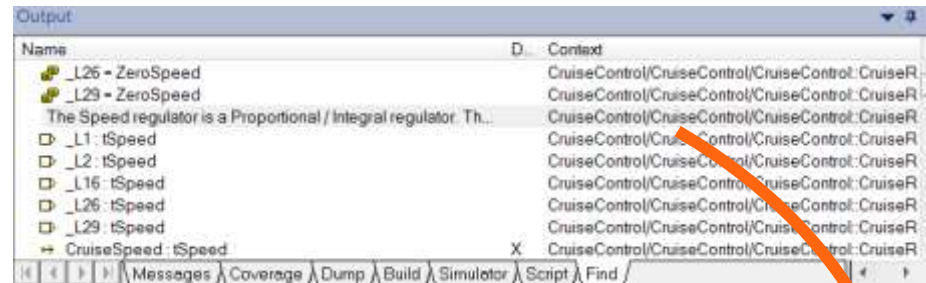


As for comments, annotations can be propagated in the generated code:

- “Propagate to generated code” in the annotation has to be checked if present

Annotations appear in the Find tab:

- It is possible to locate and go directly to any annotated object



Annotations and Notes (4/4)

Users can create their own type of annotations:

- Copy the <SCADE_dir>/lib/DefaultAty.aty under your project directory and name it <project name>.aty
- Create a new type of annotations (A)
- Specify to which item this new annotation can be associated (B)

```
MyAnnotation ::=
  SEQUENCE OF {
    SEQUENCE {
      annot_object OID,
      name STRING,
      information {
        Purpose TEXT {
          NT_DEFAULT_VALUE "Purpose : ",
          NT_FIELD_HEIGHT 1,
          NT_FIELD_WIDTH 60},
        Requirements TEXT {
          NT_DEFAULT_VALUE "Requirements : ",
          NT_FIELD_HEIGHT 1,
          NT_FIELD_WIDTH 20},
        to_c BOOLEAN { NT_DEFAULT_VALUE T }
      } } }
```

(A)

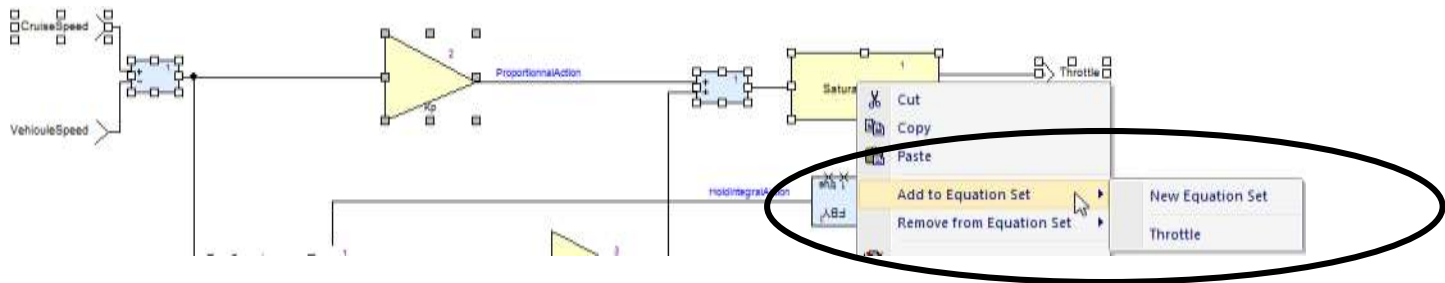
```
constant ::= {
  {Remark F 0 99},
  {GdC F 0 1}
  {MyAnnotation F 0 1 }
}
```

(B)

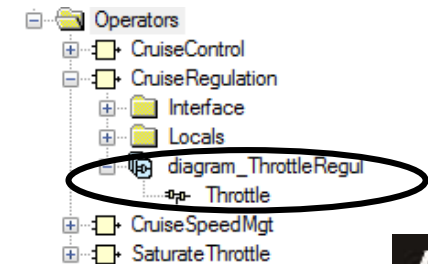
Equation Set

Users can create Equation Sets to refine the traceability or set specific information such as comments, and notes to a set of Scade elements

- Right-click several elements in a diagram and from the menu
- Select “New Equation Set” or an existing Equation Set to respectively add them in a new Equation set or in an existing one



- A new Equation Set is created (rename it) or the selected one is updated in Scade View



Equation Set

Select an existing Equation Set and from Properties, set

- A new name from General tab
- A new style in the Layout tab
- Comments in the Comment tab
- Notes in the Note tab
- Show or delete traceability requirements in the Traceability tab

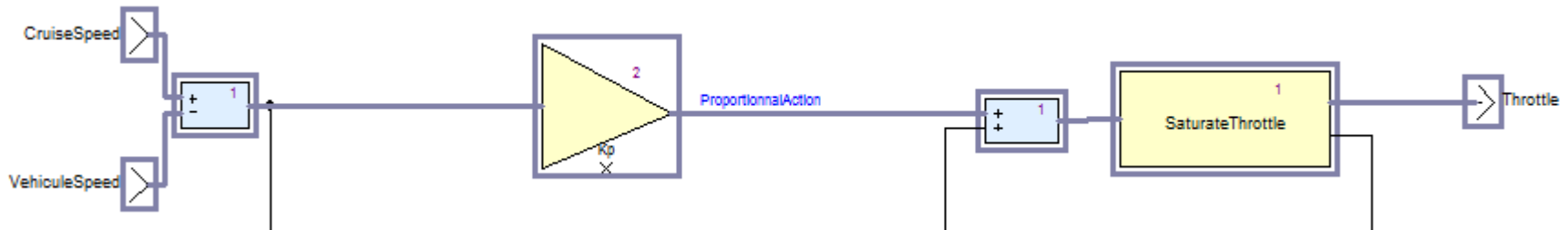
The screenshot shows the 'Equation Set' properties dialog box. On the left is a vertical tab bar with five tabs: 'General' (selected), 'Layout', 'Comment', 'Note', and 'Traceability'. The main area on the right contains the following fields and options:

- Name:** Throttle
- Path:** CruiseControl::CruiseRegulation/diagram_ThrottleRegul/
- Filename:** CruiseRegulation.xscade (with a browse button '...')
- ☐ Separate File Name
- Visibility:** A section with two radio buttons: 'Public' (selected) and 'Private'.

Equation Set

In Scade View, double-click on the Equation Set to see its content in the diagram (Scade elements):

- A style is used by default to highlight and display its content



Delete several elements from the Equation Set:

- Right-click several elements in a diagram and from the menu
- Select “Remove from Equation Set” to delete them from the Equation Set

Lab 5: Comment your Design

Use Lab Support p.22-23

Objective:

Improve the readability of RollRateWarning design

Requirements:

Time: 10 min

In your RollRateWarning operator design, add:

- a comment on the RollRateWarning **operator** to describe the behaviour
- Notes on RollRateWarning **diagram** to complete information: “Title”, “Author”, and “Text In Frame”

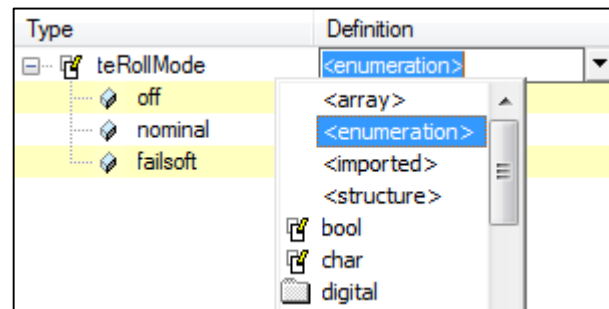
User Data Types

Users can create own types:

- Array, enumeration, structure,...
- Use the predefined and user types

Right Click on project > package to create a new type:

- Select the type definition of this new type from the Definition column
- Click and click (not double click)



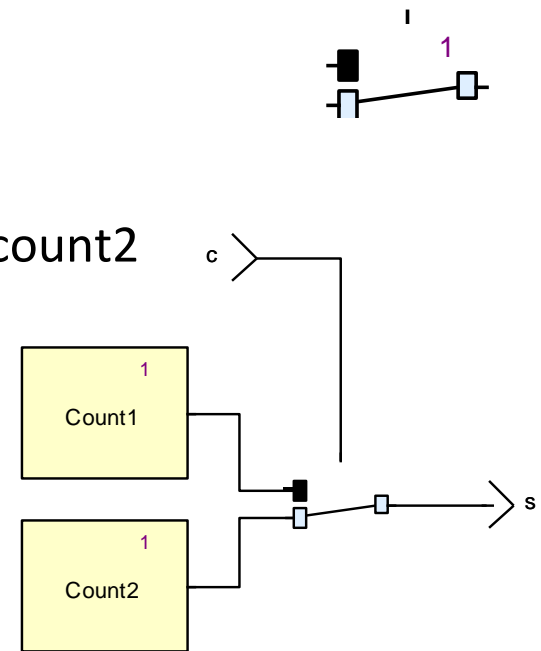
“Choice” Operator: if-then-else

Receives two flows and outputs one of them depending on a Boolean condition

Both “then” and “else” expressions are always evaluated independently of the condition value.

Example:

- Consider 2 counter operators count1 and count2
- $s = \text{if } c \text{ then Count1}() \text{ else Count2}();$
- Each counter is incremented at each cycle regardless of c
- This behaviour complies with the intuition behind the reading of the graphical representation.



Lab 6: Use Type and if-then-else (1/2)

Lab Support p.25-28

Objective:

Design the operator `RollRateMode`, which manages the mode

Requirements:

The RollRate system has 3 modes: off, nominal, failsoft

off mode is when ON button is not pressed

nominal roll rate is $[-25.0; 25.0]$

failsoft mode is out of these boundaries





Time: 10 min

Operator Name: `RollRateMode`

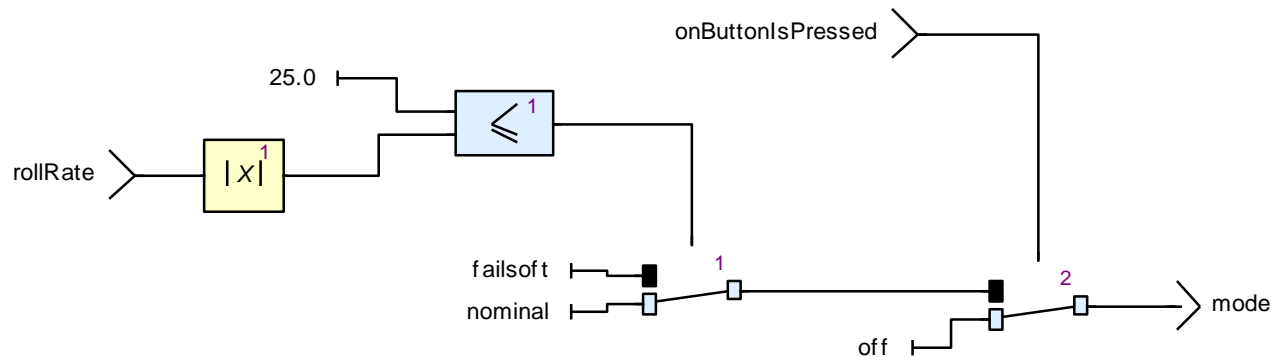
Name	Kind	Type
rollRate	input	float32
onButtonIsPressed	input	bool
mode	output	teRollMode

Lab 6: Use Type and if-then-else (2/2)

Create a new type `teRollMode` in the `RollRate` package:

Type	Definition
 <code>teRollMode</code>	<code><enumeration></code>
 <code>off</code>	
 <code>nominal</code>	
 <code>failsoft</code>	

Design the `RollRateMode` operator



Tips: Use “`math:Abs`” library operator to design the `RollRateMode` operator

SCADE Suite Standard Libraries (1/2)

SCADE Suite is delivered with examples of libraries of user operators:

- They are given as examples of common operations often used in control applications
- These operators have not been certified
- To use them in a certified project, you must:
 - Copy them into the project repository and manage them under configuration control
 - Verify and test them against the user requirements in the project context

SCADE Suite Standard Libraries (2/2)

Located in \$(SCADE)\libraries

- **libdigital**: analysis operators for digital signals such as edges detection, flip-flop, truth tables...
- **liblinear**: operators for linear signal such as gain, derivative, memory, filters...
- **libmath**: math operators such as mean, range, min, max, round, vector and matrixes basic operations...
- **libpwlinear**: conversion operators from linear to digital such as counters, dead band, hysteresis, Look-up tables...
- **libmathext**: operators for trigonometric linked from the standard C libmath.
- **libverif**: operators for safety property modelling for formal verification

Lab 7: Use SCADE Suite Libraries (1/2)

Lab Support p.30-32

Objective:

Design the operator `RollRateCalculate`, which computes the airplane roll rate depending on the joystick command's input

Requirement:

Time: 10 min

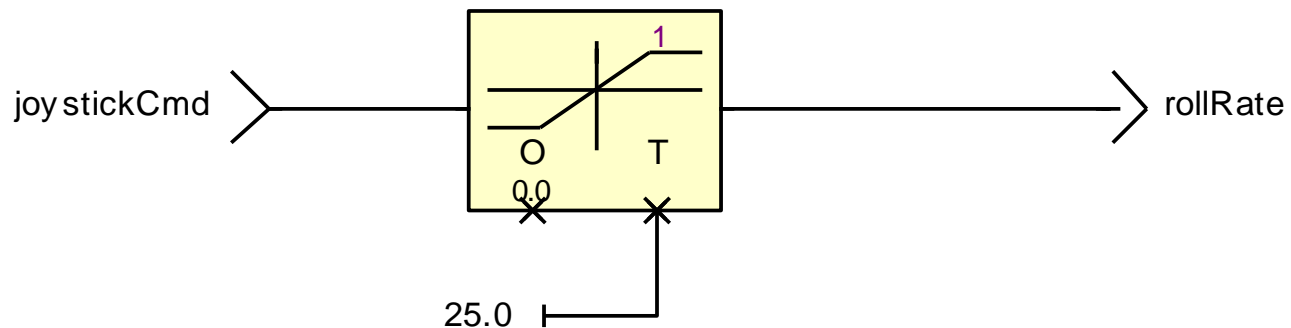
The operator `RollRateCalculate` shall limit the joystick command between -25.0 and 25.0 and indicate if the output is saturated

Operator Name: `RollRateCalculate`

Name	Kind	Type
joystickCmd	input	float32
rollRate	output	float32

Lab 7: Use SCADE Suite Libraries (2/2)

Design the RollRateCalculate operator



Lab 8: Connect Operators (1/2)

Lab Support p.34-36

Objective:

Design the architecture operator `RollRate`

Requirements:

Time: 10 min

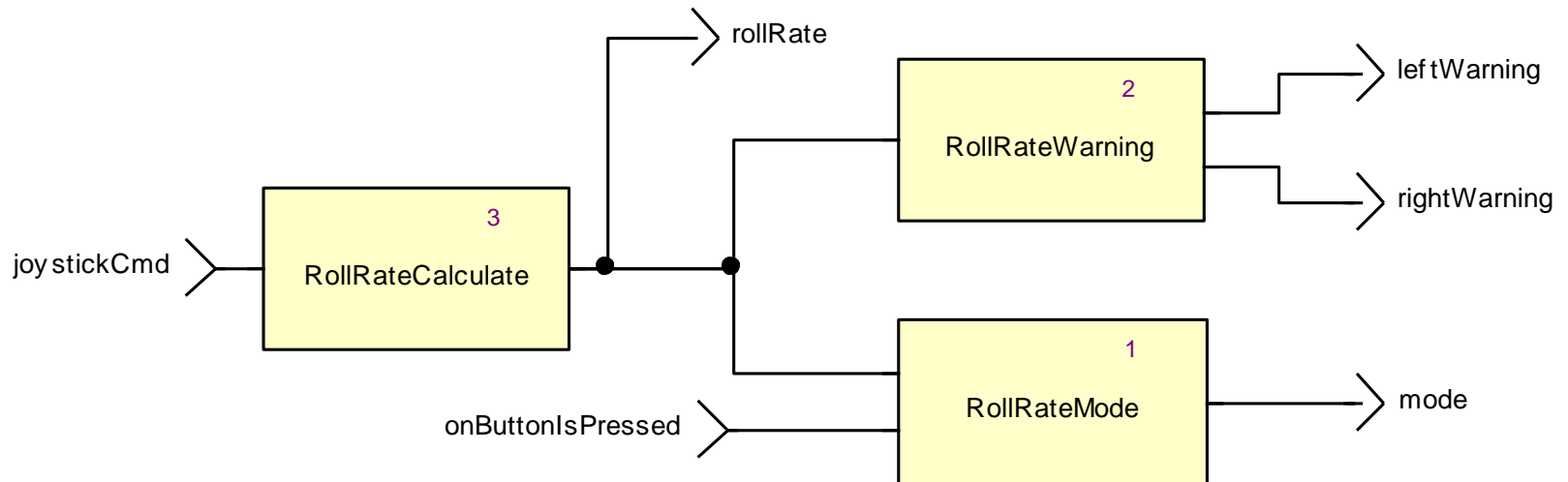
Create the `RollRate` operator and connects the previous designed operators to manage the system

Operator Name: `RollRate`

Name	Kind	Type
joystickCmd	input	float32
onButtonIsPressed	input	bool
rollRate	output	float32
mode	output	teRollMode
rightWarning	output	Bool
leftWarning	output	bool

Lab 8: Connect Operators (2/2)

Design the RollRate operator



AGENDA

Integrated Development Environment

SCADE Suite Operator

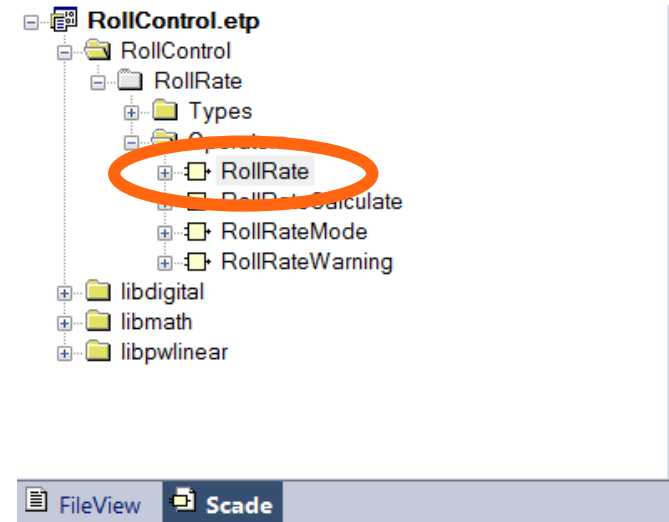
Simulator Introduction

Code generation and standalone executable

Report

Simulator's Interface (1/3)

Select the operator you want to simulate from the Scade view



From the Code Generator toolbar

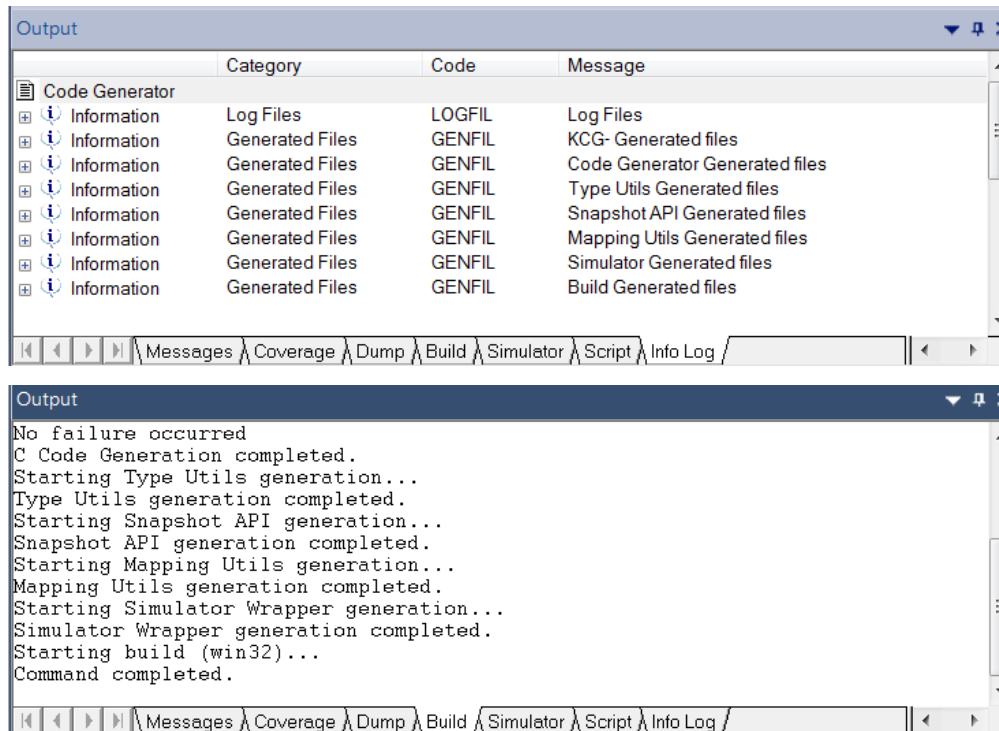
- Select the Simulation configuration

- Build th



Simulator's Interface (2/3)

Look under the “Info Log” and “Build” tabs if the simulation build is completed:



Launch the simulation:



Simulator Interface (3/3)

The screenshot displays the ANSYS SCADE Simulator Interface, which is divided into several panes. The top pane shows the menu bar (File, Edit, View, Operator, Insert, Layout, Project, Simulation, Tools, Navigate, Window, Help) and the toolbar. The left pane, titled 'Workspace', lists the project structure and variables. The main pane shows the block diagram for the 'ROLL RATE CONTROL APPLICATION', created by ESTEREL TECHNOLOGIES. The bottom pane is split into three sections: 'Graph' (showing a step function for 'RollControl::RollControl::rollRate'), 'Watch' (a table of variables and their values), and 'Simulation' (showing cycle and latency information).

Play buttons (indicated by an orange box and arrow pointing to the toolbar)

User input (indicated by an orange box and arrow pointing to the 'joystickCmd' variable in the Workspace pane)

Updated variables (indicated by an orange box and arrow pointing to the 'rollRate' variable in the Workspace pane)

Watched variables (indicated by an orange box and arrow pointing to the 'Watch' table in the bottom pane)

Graphical view of variables (indicated by an orange box and arrow pointing to the 'Graph' section in the bottom pane)

Workspace Variables:

- RollControl::RollControl
 - joystickCmd 5.0
 - leftAdverseYaw 0.0
 - rightAdverseYaw 0.0
 - onOffPressed false
 - rollRate 1.25
 - leftWarning false
 - rightWarning false
 - mode RollMode::off
 - digital::RisingEdge 1
 - math::Abs 1
 - RollMode::RollMode 1
 - RollRate::RollRateCalculate 1
 - RollRate::RollRateWarning 1

Block Diagram:

Title: ROLL RATE CONTROL APPLICATION
Created by: ESTEREL TECHNOLOGIES

Inputs: joystickCmd (5.0), leftAdverseYaw (0.0), rightAdverseYaw (0.0), onOffPressed (false)

Blocks:

- RollRate::RollRateCalculate (1)
- RollRate::RollRateWarning (1)
- RollMode::RollMode (1)

Outputs: rollRate, leftWarning, rightWarning, mode

Graph:

RollControl::RollControl::rollRate 1.25

Watch Table:

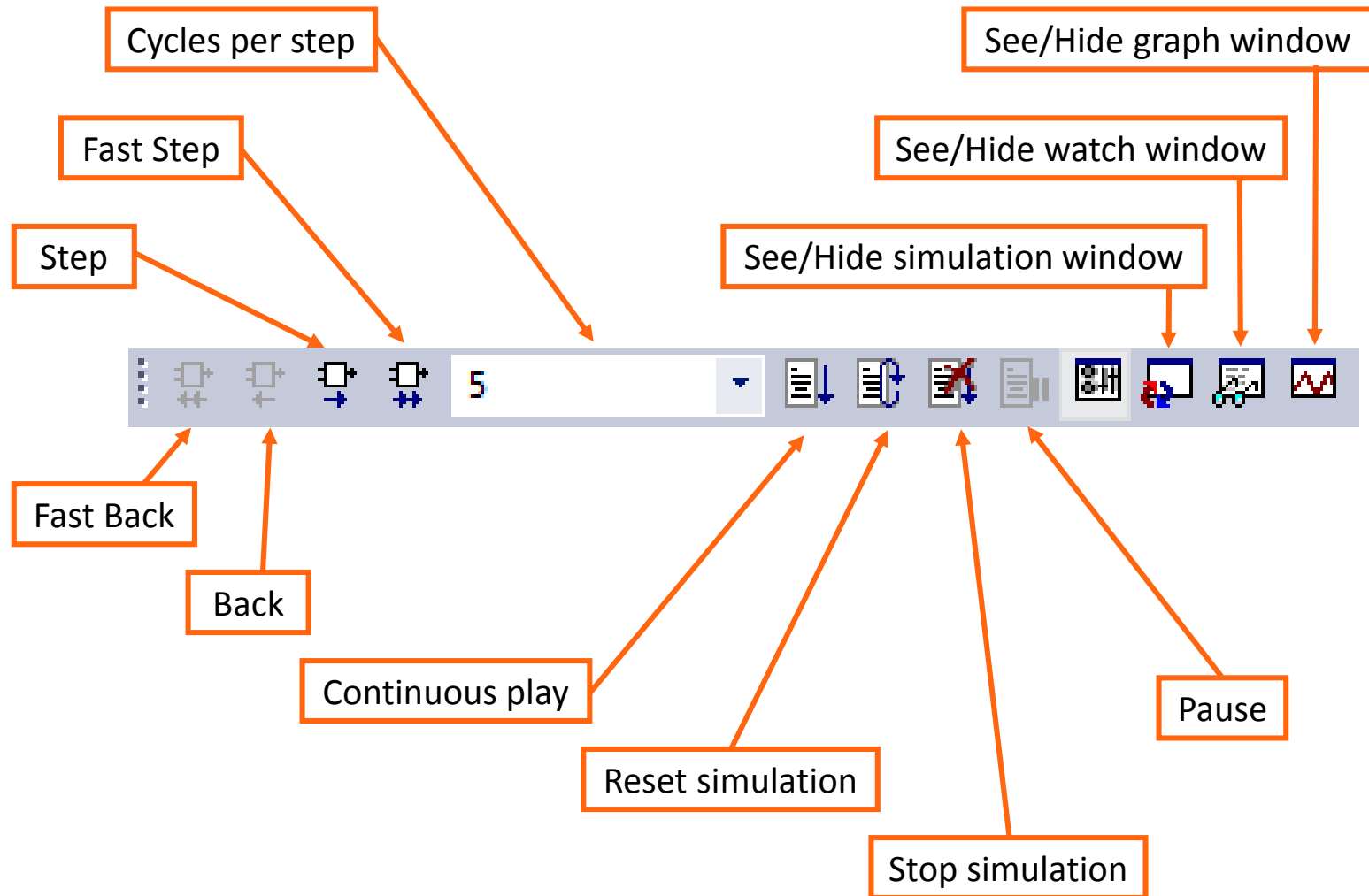
Variable	Value	Path
joystickCmd	5.0	RollControl::RollCont...
leftAdverseYaw	0.0	RollControl::RollCont...

Simulation:

Cycle: 29
Latency: 200 ms
Refresh

Cycle Action
0 - 29 User Input

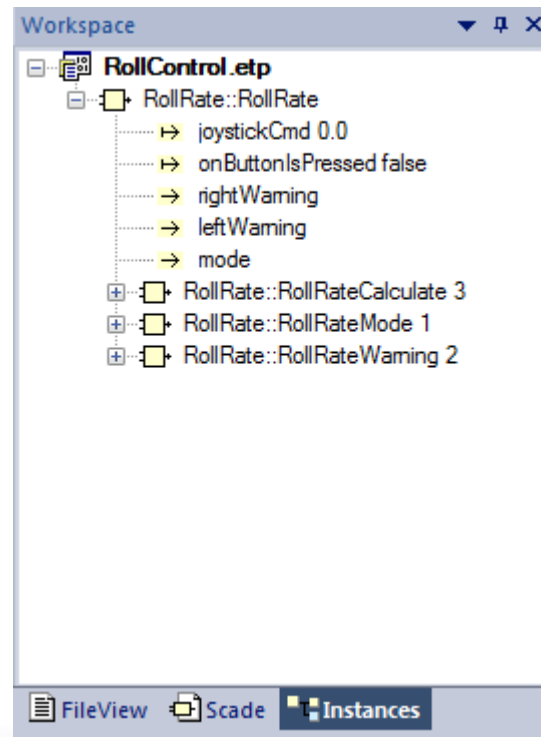
Main Simulator Toolbars



Set Input Values

To assign values to the model's inputs for each cycle:

- Directly set the value for an input in the Instances tab (use F2 to enter in edition mode)
- Tips: use t, for true, and f, for false for boolean values



Lab 9: SCADE Suite Simulator

Objective:

Simulate RollRate system to check the design

Requirements:

Generate the code and run the simulation

Time: 10 min

Play with the features of the SCADE Suite Simulator:

- Change the inputs values

- Run step by step or in continuous mode

- Open the watch window and select a data to observe (right click and select add to watch or drag and drop it to the watch window)

- Play the simulation in the graph window...

AGENDA

Integrated Development Environment

SCADE Suite Operator

Simulation introduction

Code generation and standalone executable

Report

SCADE Suite KCG

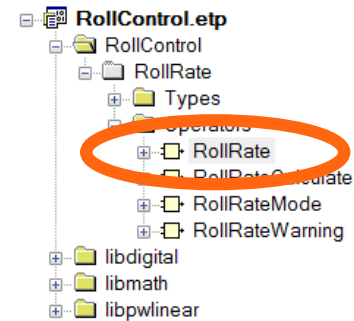
Qualifiable/certified code generator

Generated code properties:

- Readable, traceable (names and annotations propagation)
- Portable (independent from the target and the system scheduler)
- Modular
- Static memory allocation
- Finite execution duration
- Size optimizations

How to Generate Code from IDE

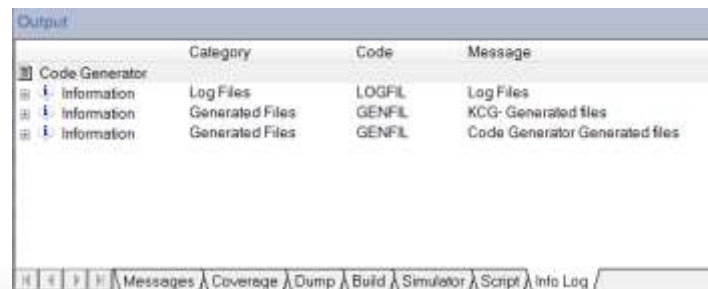
Select the operator you want to generate from the Scade view:



Generate the code:



Check in the “Info Log” tab if the code generation is successfully completed



Lab 10: Generate KCG C Code

Objective:

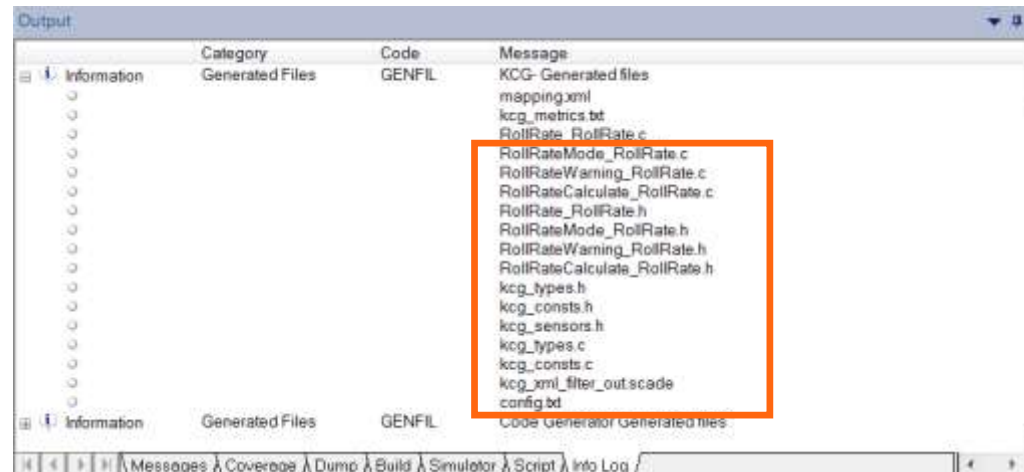
Generate KCG code and observe generated files

Requirements:

Generate the code with KCG configuration

Observe the generated files:

Time: 10 min



Lab 10: Generate KCG Ada Code

Ada

Objective:

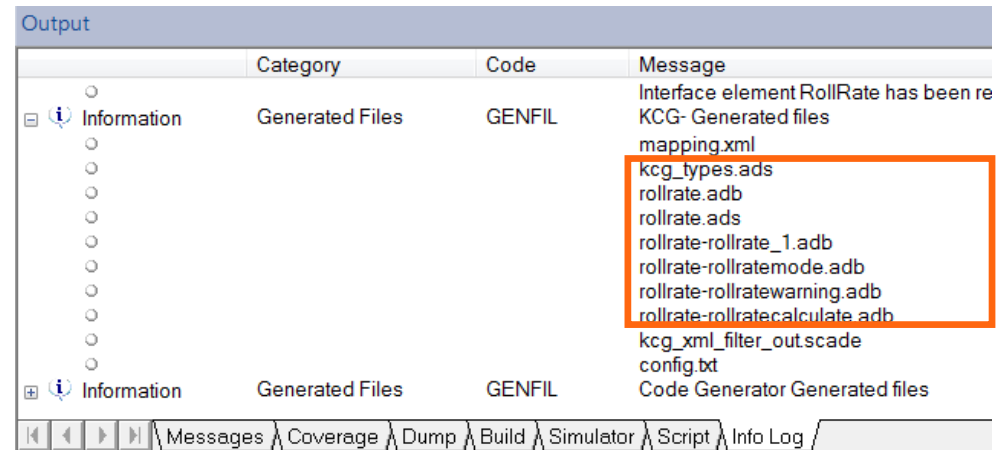
Generate KCG Ada code and observe generated files

Requirements:

Generate the code with KCGAda configuration

Observe the generated files:

Time: 10 min



Output			
	Category	Code	Message
Information	Generated Files	GENFIL	Interface element RollRate has been re KCG- Generated files mapping.xml kcg_types.ads rollrate.adb rollrate.ads rollrate-rollrate_1.adb rollrate-rollratemode.adb rollrate-rollratewarning.adb rollrate-rollratecalculate.adb kcg_xml_filter_outscade config.txt
Information	Generated Files	GENFIL	Code Generator Generated files

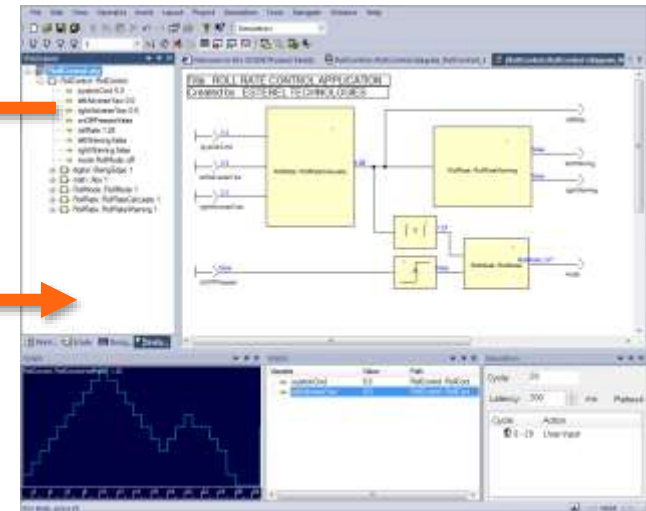
Rapid Interactive Simulation (C Code Only)

Rapid Interactive Simulation of SCADE Suite models

- Quick & comfortable graphical SCADE Suite models validation
- Library of predefined widgets for rapid prototyping



SCADE Suite Rapid Prototyper
Control Panel



SCADE Suite Simulator
Embedded Controller Application

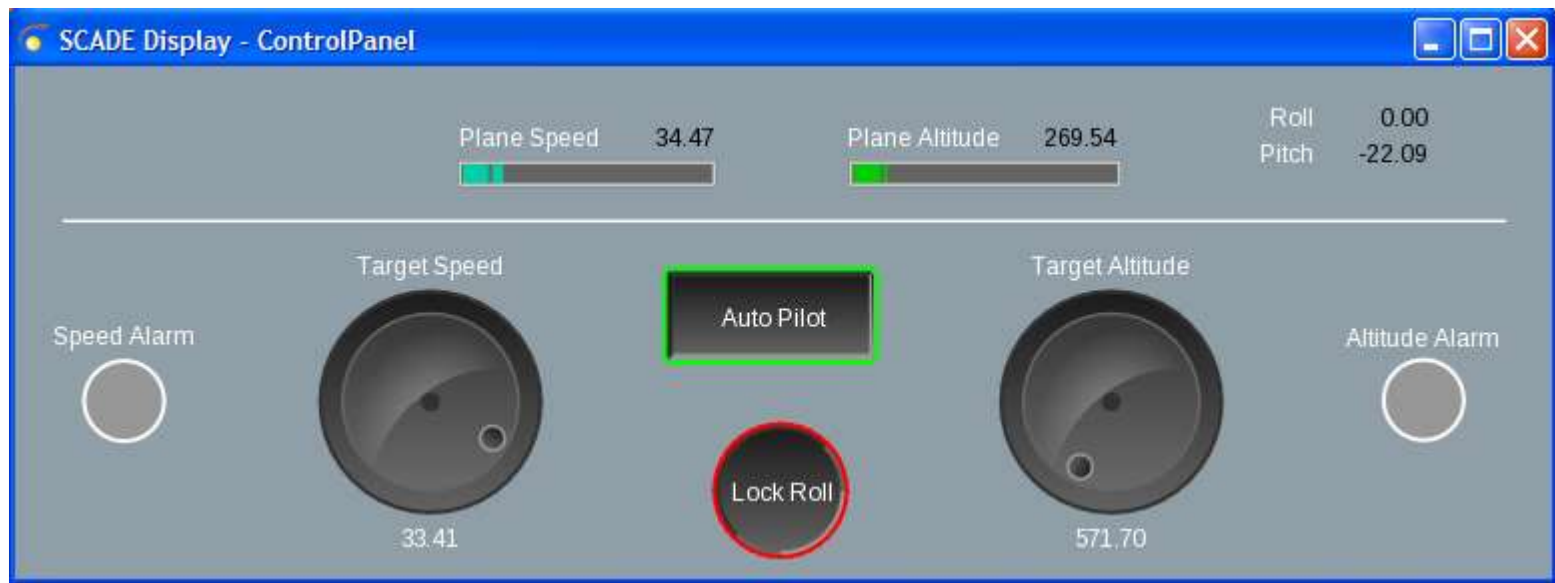
Target applications:

- Any SCADE Suite application in any industry domain (engine control, flight control, nuclear reactor power control, train control, etc.)

Standalone Executable (C Code Only)

Automatic generation of Standalone Executables:

- One-click
- Portable (runs on any Windows, Android or iOS mobile platform)
- No run-time fee
- Code integration easily customizable



Lab 11: Create a Standalone Executable (C Code Only)

Lab Support p.44-49

Objective:

Generate a Standalone Executable with a Graphical Panel

Requirements:

Add a SCADE Rapid Prototyper in your SCADE Suite project

Connect SCADE Suite I/Os with a SCADE Rapid Prototyper Panel I/Os

Create a new “Standalone Executable” configuration

Generate and execute the executable

Time: 10 min

AGENDA

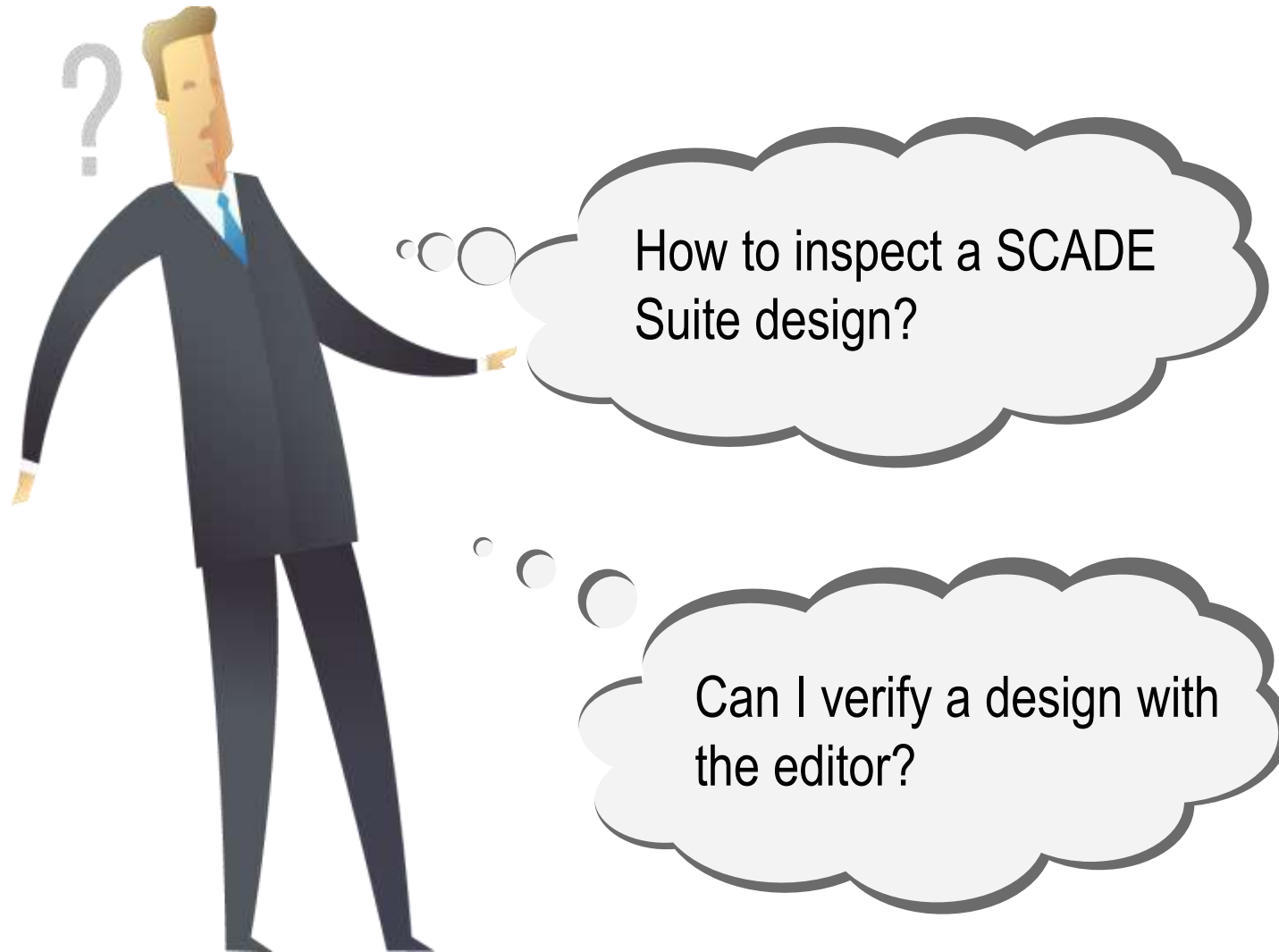
Integrated Development Environment

SCADE Suite Operator

Simulation introduction

Code generation and standalone executable

Report



SCADE LifeCycle Reporter

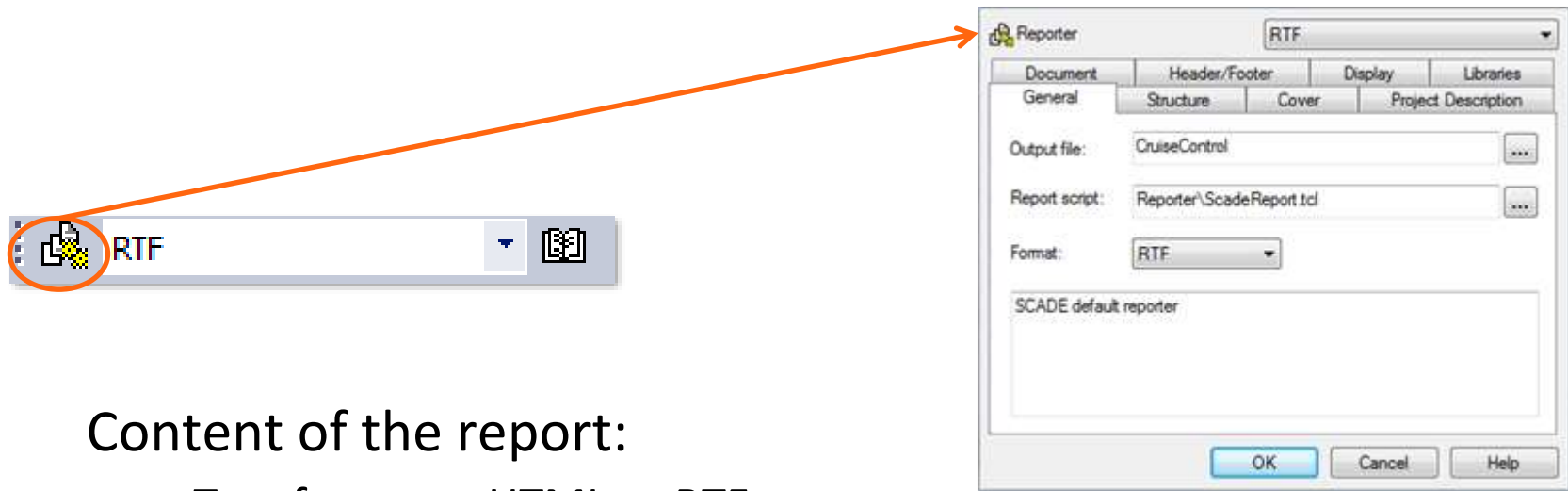
Automatic project documentation generation enables:

- Review of a SCADE Suite model
- Verification whether a SCADE Suite design complies with the current standards, and with Software Requirements

Reporter: General Settings

Generate project reports using predefined configurations (HTML or RTF) or user configurations

Use the toolbar to open the Settings dialog:

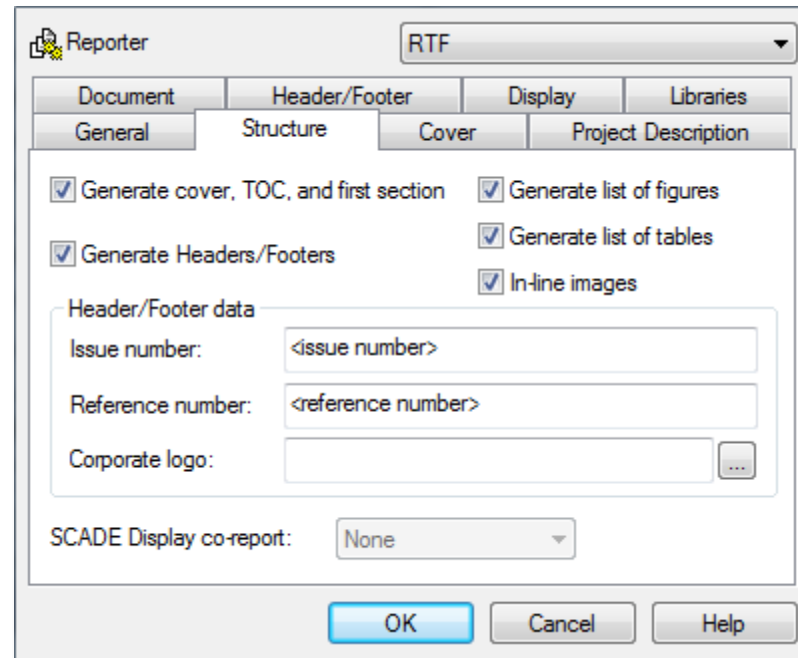


Content of the report:

- Two formats : HTML or RTF
- Choose a TCL script to generate a content fully customizable
 - A default one is available: ScadeReport.tcl

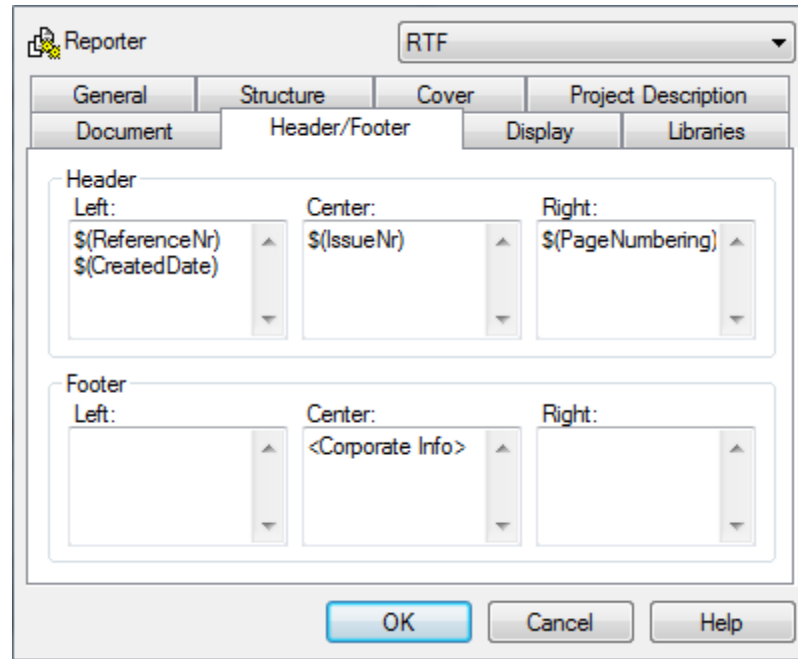
Reporter: Structure Settings

Customization of the structure (Call graph, Table of contents, etc..)



Reporter: Structure Settings

Easy management of the headers/footers



Display Options

Constants:

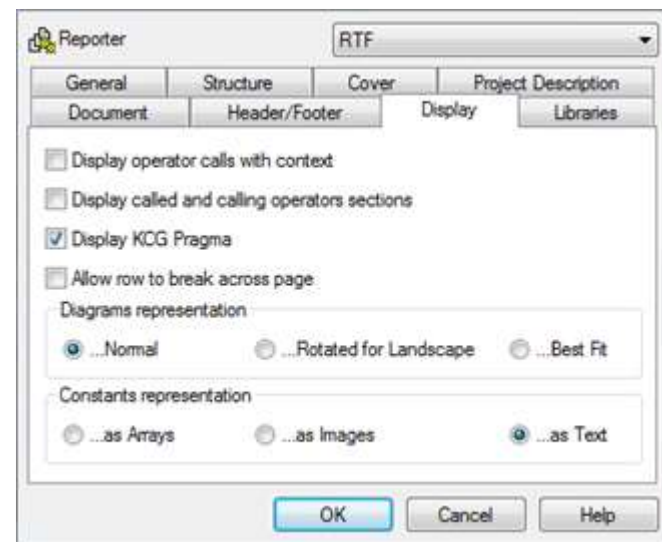
- Three possible representations :

Name	Type	Value	Comments/Annotations
Iengine	real	0.025	
KBRAKE	real	200.0	
KTRASM	Vec5	1	
		2	
		3	
		4	
		5	
		4.75	
		2.68	
		1.87	
		1.42	
		1.17	
MASSE	real	1450.0	
TCYCLE	real	0.1	
Tengine	real	-0.04	
TorqMax	real	400.0	
VehicleDynamic	real	2.5	

As Arrays

Constant	Type	Value	Comments
Iengine	real	0.025	
KBRAKE	real	200.0	
KTRASM	Vec5	1	
		2	
		3	
		4	
		5	
		4.75	
		2.68	
		1.87	
		1.42	
		1.17	
MASSE	real	1450.0	
TCYCLE	real	0.1	
Tengine	real	-0.04	
TorqMax	real	400.0	
VehicleDynamic	real	2.5	

As Images



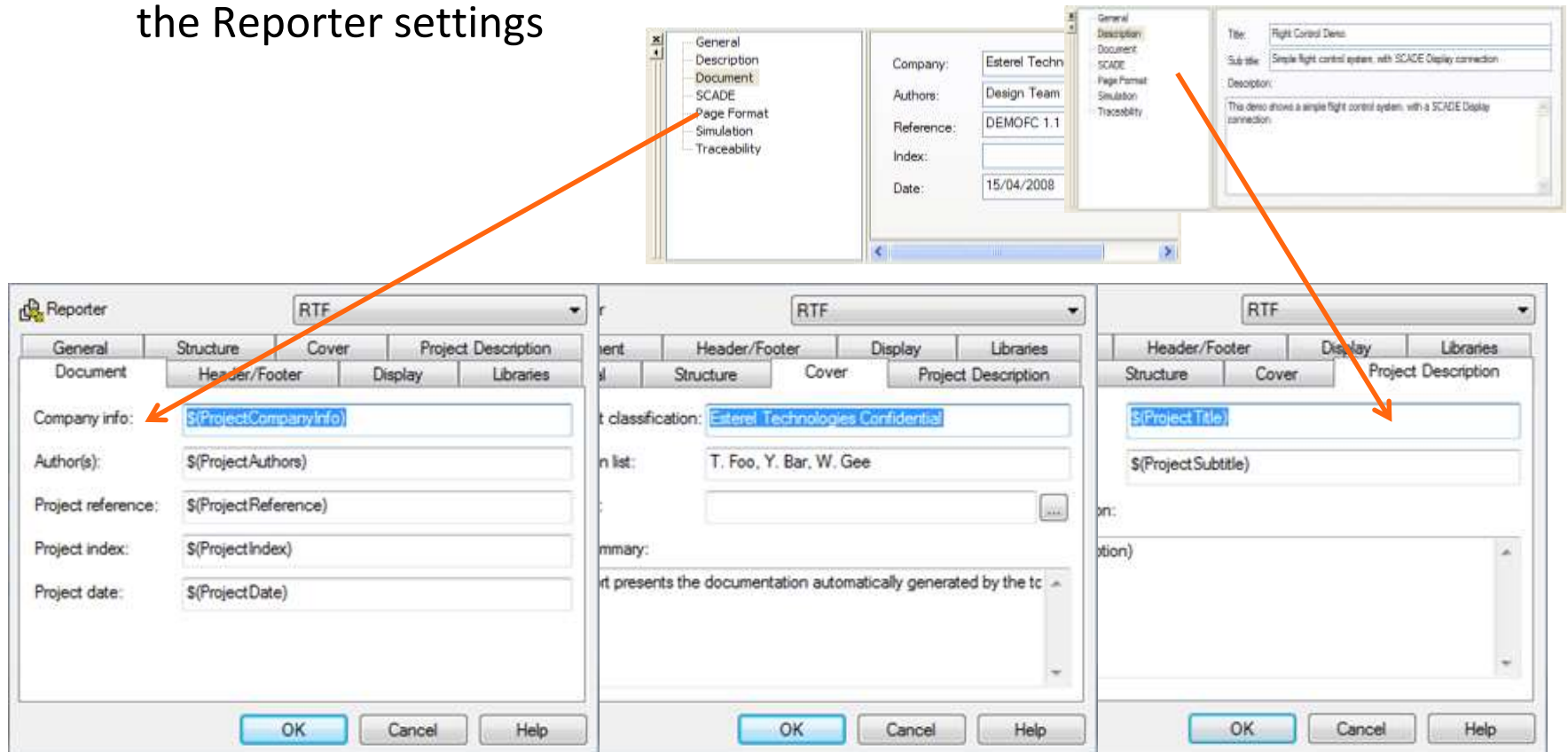
Name	Type	Value	Comments/Annotations
Iengine	real	0.025	
KBRAKE	real	200.0	
KTRASM	Vec5	[4.75 , 2.68 , 1.87 , 1.42 , 1.17]	
MASSE	real	1450.0	
TCYCLE	real	0.1	
Tengine	real	-0.04	
TorqMax	real	400.0	
VehicleDynamic	real	2.5	

As Text

Custom Attributes

Manage document attributes (classification, distribution list, ...)

Customize cover, structure, description from project properties or from the Reporter settings

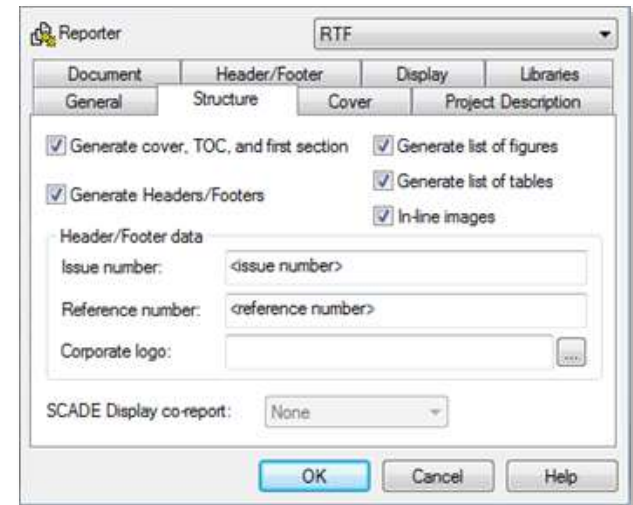


SCADE Display Integration

When there is at least one SCADE Display specification in the project or one operator connected to a specification.

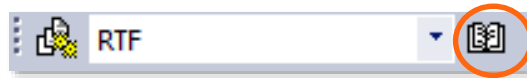
SCADE display co-report:

- Complete: generate the "SCADE Display Integration" section in the "Software Architecture" chapter
- Connection Tables: same as "Complete", without the generation of the SCADE Display reports
- None: no report of SCADE Display elements



Report Generation

After selecting a configuration, to produce a report, click on:



A HTML or RTF document according to the selected format is displayed.

Report Document

Ref. No. 1 Created: 2010-10-10	Project No. 1.0	Page: 1
-----------------------------------	-----------------	---------

<document classification>

Pilot Example

Auto Pilot



Summary:
<summary>

Company: Esterel Technologies
Authors: S.SABATHIER
References: 1,4
Index: 2
Date: 19/10/2007

Distribution List: <distribution list>

<Corporate Info>

Ref. No. 1 Created: 2010-10-10	Project No. 1.0	Page: 1
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<Corporate Info>

Report Document

Ref. Nr.: 2	Issue Nr.: 1.4	Page: 8
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2. Software Architecture

2.1. Project Architecture

This section displays the package hierarchy of projects.

Project [Pilot](#)
[ExternalConditions](#)
[FlightSimulation](#)
[Pilot](#)

2.2. Call Graph

This Call Graph displays the dependency tree of model operators.

1. [FlightSimulation::FlightSim](#)
 - 1.1. [ExternalConditions::ExternalConditions](#) (L59=)
 - 1.1.1. [ExternalConditions::CalculateNewPoint](#) (L69=)
 - 1.1.1.1. [ExternalConditions::AddPointPosition](#) (L9=)
 - 1.2. [Pilot::Pilot](#) (L56=)
 - 1.2.1. [Pilot::CheckPosition](#) (L37=)
 - 1.2.1.1. [Pilot::CheckTelemetry](#) (L13=)
 - 1.2.1.1.1. [Pilot::CheckPointPosition](#) (L25=)
 - 1.2.1.1.2. [pwlinear::ClockCounter](#) (L31=)
 - 1.2.1.2. [Pilot::DeterminePosition](#) (L47=)
 - 1.2.1.2.1. [Pilot::DeterminePointPosition](#) (L3=)
 - 1.2.1.3. [Pilot::DetermineVelocity](#) (L19=)
 - 1.2.1.3.1. [Pilot::Derivate](#) (L52=)
 - 1.2.1.3.2. [Pilot::Module](#) (L55=)
 - 1.2.1.3.2.1. [mathext::SqrtR](#) (L10=)
 - 1.2.1.3.2.2. [Pilot::SquareSum](#) (L12=)
 - 1.2.2. [Pilot::Command](#) (L24=)
 - 1.2.2.1. [Pilot::MvtCalculus](#) (TheoricVel=)
 - 1.2.2.1.1. [Pilot::Approach_FL textual](#) (L48=)
 - 1.2.2.1.2. [Pilot::Rising_FL imported](#) (L46=)
 - 1.2.2.1.3. [Pilot::Waiting_FL](#) (L45=)
 - 1.2.2.2. [Pilot::VelocityRegulation](#) (L21=)
 - 1.2.2.2.1. [Pilot::CorrectVelocityAxes](#) (L144=)
 - 1.2.3. [Pilot::GetMvtMode](#) (L30=)
2. [Pilot::Approach_FL](#)
3. [Pilot::Rising_FL](#)

Ref. Nr.: 2	Issue Nr.: 1.4	Page: 10
Created: 15/10/2007		

3.2.1.1. Node Hierarchy

state-machine : [SelectMode](#)
 state : [Simu](#)
 state : [Flight](#)
 state-machine : [SM2](#)
 state : [Manual](#)
 state : [Auto](#)

3.2.1.2. Graphical Views

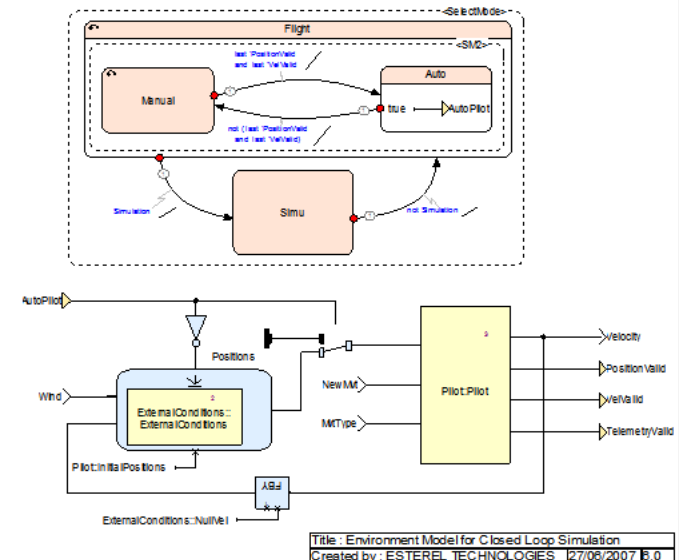


Figure 4: FlightSim

Table 13: Transitions of FlightSim

Source/Target	#	Conditions/Actions	Comments/Annotations
Source: SelectMode:Flight:SM2:Manual Target: SelectMode:Flight:SM2:Auto	1	Condition: last 'PositionValid and last 'VelValid	

<Corporate Info>

Qualified Verification Tool

SCADE LifeCycle Reporter qualified as verification tool:

- Certification Kit DO-178C Level A (Criteria 3 / TQL-5)
- Qualified for SCADE Suite and SCADE Display
- Qualified report generation only in the batch mode
- Qualified tool for the RTF format (forced option) and a defined environment:
 - Use the required “Reporter\ScadeQualifiedReport.tcl” script
 - A dedicated reporter configuration named “Qualified Reporter” is available



Qualified Verification Tool

In the scope of the qualification, several “standard” reporter properties values are forced as follows:

Reporter property	Forced value	Reporter GUI tab	Reporter GUI field name
ImagesInLineWithText	true (default)	Structure	In-line images
ReportHeaderAndFooter	true (default)	Structure	Generate Headers/Footers
ReportStructure	true (default)	Structure	Generate cover, TOC, and first section
AllowRowToBreak	true	Display	Allow row to break across page
cstDisplayType	Flat	Display	Constants representation/ ...as Text
DisplayCalledAndCalling	true	Display	Display called and calling operators sections
DisplayKCGPragma	true	Display	Display KCG Pragma

Batch Generation

```
SCADE -report <project> -configuration <configuration>
```

Notes:

- <project> “project name”.etp
- To call the qualified reporter, the “reporter script” property must be set to “Reporter\ScadeQualifiedReport.tcl” in the configuration

Advanced TCL Customization

The customization of SCADE LifeCycle Reporter can be performed via TCL scripts:

- Use Reporter-related TCL commands to set the content and display of model documentation and reports (show details in the User Manual document)

The customization script files must be registered in SCADE Suite environment for proper evaluation.

Use this tool with user customized TCL procedures (or options outside the qualification context), need additional verification activities.

Lab 12: Generate a Design Report

Objective:

Generate a RTF report of your design

Requirements:

Select RTF format and generate a design report

Time: 10 min

Open the generated report

Change settings and regenerate. Observe the differences

Contacts

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