User's Guide to the Reliability Estimation System Testbed (REST)

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Chapter 1

Introduction to REST

1.1 Introduction

The Reliability Estimation System Testbed (REST) is a software system designed to support the hardware reliability analysis of complex fault-tolerant computer systems. REST is presently comprised of a system modeling language and translator, an X-Windows front-end to support the design of systems using the language, a model debugger, and model execution engines implemented both on serial workstations, and on the Intel iPSC multiprocessor. REST is used by first defining a system of interest in the description language. The model can then be fully analyzed using either the serial or parallel execution engines. REST output includes upper and lower bounds on the probability of encountering a failure condition, and summaries of the conditions under which those failures occur.

This documentation contains three basic parts. The first is a description of RML, the language used to model systems in REST. The second is a detailed example of modeling in RML, with comparisons with equivalent models in ASSIST[1]. The third is a description of the X-Windows based user interface to REST.
Chapter 2

The REST Modeling Language (RML)

2.1 Overview of RML

In this chapter we describe the language, RML, used by the REST to model a system. RML centers around the notion of a “module”. A module type is an abstraction able to describe a range of entities, from simple hardware components up to complex organizations of such components. A module type definition in RML plays much the same role as a class definition in an object oriented language, or a struct definition in C—it serves to describe the properties of an entity that may be replicated many times throughout the system. The first step in defining a system in RML is to describe all the module types to be found in the system. Such declarations include state variables, rules for detecting a system failure condition, rules for modifying the system state, and rules for pruning system state modification. Module variables, i.e., instances of module types, are then declared. Next, the interconnection paths between module variables are described, and finally, the initial states of the module variables are defined. The model analysis portion of REST takes the system so described and repeatedly transforms the system state in accordance with rules given with the module type definition.

The REST translator maps all state variables implicit in the declaration of module variables onto a global state vector. However, an RML expression of a module and its behavior is done in terms of state variables with only local scope. Thus, it is the job of the REST run-time system to transform references to local state variables into references to the global state vector. This is accomplished by requiring the user to call REST run-time routines GetState(Arg) and PutState(Arg,Value) in order to read or write local variable Arg. These routines use the run-time system’s knowledge of which module variable is making the
CHAPTER 2. THE REST MODELING LANGUAGE (RML)

call, and translate the reference into the correct global state vector element representing the
module's own Arg value. The REST run-time system is also responsible for all analysis, and
sequencing of routines declared in the RML modules.

A legal module type definition is given in Figure 2.1. The example is somewhat artificial.
in order to illustrate in one place several different RML features. Development of a more
complete example is found in Chapter 3. Later sections will outline the specific meanings of
various parts of the definition, nevertheless, the basic description can be understood without
the details. The example describes a hardware component that interfaces with two hardware
"channels". The interface may fail, then repair, as may the channels. The interface notifies
another portion of the system whenever it fails or repairs; a channel notifies the interface
whenever the channel fails or repairs. The interface keeps track of the operational status of
its two channels. The entire system is considered to have failed if it is ever the case that
any module of type InterfaceChannel and both of its channels are simultaneously in failed
states.

Each of the RML portions will now be described in turn, beginning with module type
definitions. Following that, we describe the RML translator, and REST run-time system.

2.2 MODULE Definitions

A module type definition always begins with the keyword MODULE, followed by a mod-
ule type "identifier" (as in most programming languages, an alphanumeric character string
beginning with a letter) and a '{'. A module type identifier corresponds to a user-defined
type name in traditional programming languages. A module type definition has three parts:
variable declarations, event declarations, and action code. The module type definition is
terminated with a } that matches the leading { . The variable declaration section holds
declarations of STATE variables, RATE variables, and RELATION variables. Its various
components will be discussed at length, beginning with STATE variable declarations.

2.2.1 STATE Variable Declarations

A STATE variable declaration has the form

\[\text{STATE StateVariableName;}\]

where StateVariableName is an identifier. A STATE variable is implicitly an integer, and
has the same storage size as an ordinary C integer variable would have on the target exec-
ution engine. One-dimensional arrays may also be defined as STATE variables. Several
STATE declarations may be placed on one line. For example, the following is a legal STATE
declaration

\[\text{STATE StateVariableName; StateVariableName2; StateVariableName3;} \]
2.2. MODULE DEFINITIONS

MODULE InterfaceChannel {
  STATE OpState; // bit j set -> Ch[j] is dead, j=0,1
  RATE ICFailureRate,ICRepairRate;
  RELATION Channel CH[2] : RecvCHMsg();
  RELATION GENERIC Sys ;

  // Constants       FAILED = 4, ALIVE = 8
  // are declared in the STATIC section of REST model
  // In C ! is logical negation, ^ is bit-wise exclusive OR
  // | is bit-wise OR   & is bit-wise AND
  // || is logical OR  && is logical AND

  // The interface fails
  FailEvt: IF(!(GetState(OpState) R FAILED)) TRANTO
  { int OS = GetState(OpState);
    PutState(OpState,OS|Failed);
    SendValue(Sys,FAILED);
  } BY ICFailureRate;

  // The interface repairs itself
  RepairEvt: IF( GetState(OpState) & FAILED) TRANTO
  { int OS = GetState(OpState);
    PutState(OpState, OS &~FAILED);
    SendValue(Sys,ALIVE);
  } BY FAST ICRepairRate;

  // The system is in a failure state
  DeathEvt: DEATHIF ( (GetState(OpState) & FAILED) &&
    GetState(CH[0].Status) == FAILED &&
    GetState(CH[1].Status) == FAILED );

  CODE { void RecvCHMsg(msg,who)
    int *msg,who;
    {int OS = GetState(OpState);
     // create bitmask describing caller
     int WhoBit = 1 << who;
     if(*msg==FAILED) // record failure
       PutState(OpState, OS|WhoBit);
     else // clear failed bit
       PutState(OpState, OS &~WhoBit); }
  } // end of CODE
  } // end of MODULE

Figure 2.1: Example of REST Module declaration
STATE Status, Mode, InputPorts[4];

Here STATE variables Status and Mode are declared, as is an array InputPorts having four elements. As in C, array indexing begins with 0. Multiple lines of STATE declarations are permitted.

2.2.2 RATE Variable Declarations

A RATE variable declaration gives a symbolic name to a transition rate, and is given with the intention of that rate being referenced later in the action declaration part. A RATE variable is implicitly a floating point number; unlike STATE variables, arrays of RATE variables are not permitted. The following is a legal declaration of RATE variables FailRate and RecoveryRate

    RATE FailRate, RecoveryRate;

Values for RATE variables are not declared within the module definition. Like STATE variable declarations, a module may contain a number of lines of RATE variable declarations.

It is also possible to declare a RATE function, e.g.,

    RATE FailRate();

In this case FailRate() is a floating-point valued function whose body is given in the module's action description part. The effect is to use the value returned by the function in place of a static value bound to an ordinary RATE variable. A RATE function declaration must appear on its own line.

2.2.3 RELATION Variable Declarations

A RELATION variable is a reference (or pointer) to another module with which a module of the type being defined may be "connected" via the Connect() call (see Section §2.5). In Figure 2.1 the declaration

    RELATION Channel CH[2] : RecvCHMsg();

means that each module of type InterfaceChannel may be logically related to two modules of type Channel. Within the scope of the InterfaceChannel definition, array name CH refers to these two modules. Examples of this are seen in the arguments of the SendValue() function calls. It is important to remember that these declarations refer to structural properties that all instances of modules having type InterfaceChannel share. Instantiation, initialization, and interconnection of module variables are made elsewhere in a REST model.
A module is able to communicate via message-passing with its RELATIONS. The SendValue() calls are examples of an InterfaceChannel module sending messages (in this case, single integers) to a RELATION. Function RecvCHMsg() within the RELATION declaration specifies that whenever the modules bound to CH[0] or CH[1] send a message to a InterfaceChannel module, recognition and receipt of the message is accomplished by execution of routine RecvCHMsg(), expressed within the InterfaceChannel definition. An extended discussion on message-passing semantics is found in §2.7. Declaration of a message-handling routine may be omitted when messages are not expected from the RELATION. A run-time error will occur in the event that a message is sent to module through this RELATION.

When declaring a RELATION variable the variable's module type (e.g., Channel) may be omitted. In this case the keyword GENERIC is used in place of the module type; see, for instance, the declaration of RELATION variable Sys in Figure 2.1. RML permits a module to read the STATE variables of a RELATION, provided the RELATION's type is given. An example of this in Figure 2.1 is the function call GetState(CH[0].Status). GetState() is a REST run-time routine used to access STATE variables; the syntax CH[0].Status means "STATE variable Status from the module connected as CH[0]". Since STATE variables are declared only in the context of MODULE declarations, it is feasible to access CH[0].Status only if we know that modules connected to CH[0] must have a STATE variable named Status. However, there is also an advantage to declaring GENERIC relations when a module definition is to be included in a library, or when modules of a given type are connected to different types of modules in one system. Since the type of module bound to a GENERIC RELATION is unknown and not necessarily constant, REST does not permit attempts to read STATE variables of such relations.

### 2.2.4 Event Declarations

REST's notion of an event is derived from the ASSIST declarations of DEATHIF, TRANTO, PRUNEIF, and ASSERT declarations [1]. Each of these ASSIST declarations can be viewed as an assertion "If Condition is true, then undertake Action". In the case of all these declarations, Condition is some logical condition of the system state vector; for DEATHIF the Action is "record current state vector as a death-state", for PRUNEIF the Action is "prune further modification of the state vector", for TRANTO the Action is modification of the state vector in accordance with rules specified following the TRANTO statement. In RML we add the EVENTIF event type. EVENTIF is an event where a logical condition of the system state vector is specified, but the only action taken is to record that the event occurred. RML's EVENTIF is just the converse of ASSIST's ASSERT statement, which specifies a logical condition and notifies the user whenever the condition is not satisfied.

In RML we view each of these as specific event types. RML then permits the user
to label event declarations, e.g. labels FailEvt, RepairEvt, and DeathEvt in Figure 2.1. Event labels play an important role in identifying event declarations in RML translator error messages, run-time event logs, and in the REST debugger.

The DEATHIF declaration in Figure 2.1 asserts that a system failure condition occurs whenever the Status variables of both CH RELATIONS connected to an InterfaceChannel module are equal to the constant FAILED at the same time as the module’s OpStatus also reflect failure. It is important to remember that this DEATHIF statement applies to all modules of type InterfaceChannel. An operational system fails whenever this condition becomes true for any InterfaceChannel module.

RML permits the syntax

```
DEATHIF DeathCondFunction();
```

where DeathCondFunction() is an integer valued C function which is declared later in the module’s CODE section. This function is called to evaluate whether the system state is in a specific failure condition, in which case a non-zero value is returned. Value zero is returned to indicate that the failure condition does not exist in the system state vector. Any function so used must be expressed in the CODE segment of the module being defined. RML permits the function to be declared with arguments, e.g.,

```
DEATHIF DeathCondFunction(1,GetState(OpState));
```

is legal. Of course, the user is responsible for making sure that the arguments match in type and number with those in the function declaration.

All RML event declarations may express Condition either as a logical C expression within matching parenthesis, or as a call to an integer function. However, there is a very important difference between the two statements

```
DEATHIF DeathCondFunction();
```

and

```
DEATHIF ( DeathCondFunction() );
```

The first implicitly asserts that within the CODE segment of the MODULE declaration there will be an integer function called DeathCondFunction(). Presence of the parenthesis in the second form is a signal to the translator to treat the text within the parenthesis as a C expression. Any function that appears in this expression is not declared in the module’s CODE section. Instead, it may be declared in the STATIC section of the REST model (see §2.3). The utility of the second form lies in the fact that functions in STATIC may be referenced from within any MODULE definition in the model. The reason for the
2.2. MODULE DEFINITIONS

difference in these two forms lies in the way the RML translator works. When the first form is recognized, the translator modifies the name of the function by prepending the module type name, in order to make the function name unique. This is necessary because the scope of a function declared inside of a CODE section is limited to that section. Therefore, two different MODULE definitions can use the same name for two semantically different functions. Any function expressed within the CODE segment of a module also has its name modified. Ultimately, the first form of the DEATHIF is transformed into a C statement such as

```c
if( InterfaceChannel_DeathCondFunction() ) { .
```

When processing the second form, the RML translator does not prepend the module type to function calls it encounters; the second form is translated into a C statement such as

```c
if( DeathCondFunction() ) { .
```

It is also permissible to define a macro in the STATIC section, and use it with the second form. For example, if STATIC contains the macro definitions

```c
#define EQS(a,b) (a==b)
#define SET(a,b) (a&b)
```

then the DEATHIF statement in Figure 2.1 could be replaced by

```c
DEATHIF( SET(GetState(OpState),FAILED) &&
        EQS(GetState(CH[0].Status),FAILED) &&
        EQS(GetState(CH[2].Status),FAILED) );
```

As the STATIC section is intended for C statements common to all modules, calls to REST run-time routines (such as `GetState`) may not be placed there, as the arguments to such have scope limited to a module's definition.

The PRUNEIF and EVENTIF event syntax is identical to the DEATHIF syntax. A recognized PRUNEIF condition terminates further transformation of the current system state. A recognized EVENTIF declaration does nothing except call a log routine which records the occurrence of the event.

System state transitions are also events, of the form

```
IF Condition TRANTO Action BY Rate;
```

As illustrated by Figure 2.1, `Action` may be any C compound statement[2]. A compound statement begins with a '{' after which it may declare variables with scope local only to the compound statement, followed by a sequence of statements and terminated by a '}'. Observe
that variable <code>OS</code> is defined within the <code>Action</code> portions of both the FailEvt and RepairEvt events in Figure 2.1. Function calls within a complex C statement must either be to REST run-time routines, or to functions defined in the model's STATIC section. They specifically may not be to functions declared within the CODE section. Alternatively, <code>Action</code> may be a call to a C function (of type void), e.g.,

```c
IF( GetState(Status) == ALIVE) TRANTO FailMe() BY FailRate;
```

Similar to condition functions, <code>FailMe()</code> may include arguments. Also like condition functions, this form of the statement implicitly asserts that there is a function named <code>FailMe()</code> declared in the module's CODE section.

The rate variable following the keyword <code>BY</code> must be declared in the module as a RATE variable. A declared rate function may also be used, e.g., we may replace <code>FailRate</code> with a function call <code>FailRate()</code>. Like the other function calls, this one is permitted to have arguments (although the arguments must not be declared in the RATE variable declaration itself). This is particularly useful for implementing state-dependent transition rates. As in ASSIST, the keyword <code>FAST</code> signifies an exponentially distributed recovery transition.

### 2.2.5 CODE Segment

As we have seen, C functions can be specified to handle message receipt from RELATIONS, to compute whether an event's <code>Condition</code> is satisfied, to implement effects of a satisfied <code>TRANTO Condition</code>, and to return a transition rate. All functions so declared within a MODULE definition must be expressed in the CODE segment of the MODULE definition. These routines may call REST run-time functions such as <code>GetState</code>, <code>PutState</code>, <code>SendMsg</code>, <code>SendValue</code>.

Routines in the CODE section must follow the following rules.

1. <code>Condition</code> calculation routines must return an integer value. Routines <code>PutState()</code>, <code>GetNewState()</code>, <code>SendMsg()</code>, and <code>SendValue()</code> may not be called.

2. <code>Action</code> routines must be of type void.

3. Rate calculation routines must return a floating point number. They may not call <code>PutState()</code>, <code>SendMsg()</code>, or <code>SendValue()</code>.

4. Message handling routines must be of type void. Furthermore, the first argument (if any) must be a character pointer. A second argument, if any, must be an integer.

The first argument passed to a message-handling routine is a pointer to the message. The second argument is the array index of the calling RELATION. Both of these facts are
2.3. STATIC SECTION

illustrated in Figure 2.1, where \texttt{msg} points to the integer-valued message, and variable \texttt{who} is 0 or 1, depending on whether \texttt{CH[0]} or \texttt{CH[1]} sends the message.

It is possible to put commonly used subroutines in the CODE segment, but care must be taken to remember how the RML translator works. Every function found declared in a CODE segment has its name modified by pre-pending the module type name and an underscore. Functions that are \textit{called} from functions in a CODE segment do not have their names modified. So if a subroutine is declared in the CODE segment, e.g., routine \texttt{Foobar()}, and that subroutine is then referenced by using its modified name, e.g., \texttt{IC.Foobar()},

At present there are no safety mechanisms in REST to prevent a function in one module's CODE segment from using this subroutine trick to call a function declared in another module's CODE segment. However, this is not recommended programming practice!

2.3 STATIC Section

A STATIC section optionally follows the set of all MODULE declarations. It is declared with the keyword STATIC followed by a bracketed section. This section is designed to hold any and all C language functions, macros, struct definitions, and data structures used to support the analysis of the REST module. Anything declared in the STATIC section can be accessed by any module code. We have already seen the example of STATIC containing macros which are used in event conditional statements. A good use of STATIC is to create and store complex data-structures that do not change as the model is analyzed. For example, a data structure may be defined which describes the static topology of a network. Once it is initialized (within the INIT section, to be described), any REST routine may read the data structures. For that matter, any REST routine can write the data structures, but this is not recommended unless the user is highly knowledgeable about his model and the way REST analyzes it. Due to the assumed invariant nature of the data structures declared in the STATIC section, a variable declared in STATIC may not play the role properly reserved for STATE variables.

STATIC may not contain any reference to local variables in modules, or to REST runtime routines \texttt{GetState}, \texttt{PutState}, \texttt{GetNewState}, \texttt{SendMsg}, or \texttt{SendValue}.

2.4 GLOBAL Section

Instances of module variables are declared in the GLOBAL section. This section is introduced by the keyword GLOBAL, and like STATIC is delimited by left and right braces. GLOBAL consists of a sequence of declarations of the form

\begin{verbatim}
ModuleType VariableName;
\end{verbatim}
or

```c
ModuleType VariableName[Integer];
```

This declares there is a module variable named `VariableName`, of type `ModuleType`, which must be defined earlier in the REST module. An array of variables is declared using the second form; `Integer` must be a positive integer—symbolic names via `#define` are not permitted.

## 2.5 INIT Section

The INIT section contains code to create the communication topology between declared module variables, and to initialize the state variables of the modules. The INIT section is, without question, the hardest part of a REST module to follow and debug. One of the great benefits of a graphical front-end to REST will be the automated generation of INIT section statements. Like other REST sections, the INIT section is declared using a keyword `INIT`, and is delimited by left and right braces. The INIT section has all the properties of the body of a C subroutine, which it does, in fact, become in the C translation of RML. The braces delimiting INIT’s scope are the braces delimiting the subroutine. Thus temporary values, macros, and so forth can be defined at the beginning of the INIT section, just as done in a C routine. The remainder of the section uses a C framework to call REST routines `Connect()`, `View()`, `Set()`, and `Rate` to initialize the model. Each of these is now described in turn.

A `Connect()` call establishes a correspondence between two module variables. It makes real the connection implied by a RELATION variable declaration. The call has the form

```c
Connect(ModuleVar1.RelationVar1, ModuleVar2.RelationVar2);
```

Here, `ModuleVar1` specifies some specific module variable declared in the GLOBAL section. If the variable is a member of a declared array, then the array index must be given as well, e.g., `FTPChannel[3]`. Character string `RelationVar1` must be the name of a RELATION variable declared in the definition of `ModuleVar1`'s module type. If that relation was declared as an array, then `RelationVar1` must include a specific array index. These same rules apply to `ModuleVar2` and `RelationVar2`.

The `Connect()` call asserts that `ModuleVar2` is the instantiation of the module type referenced as RELATION `RelationVar1` in module `Module1`, and that conversely `ModuleVar1` is the instantiation of the module type referenced as RELATION `RelationVar2` in module `Module2`. It gives substance to the RELATION abstraction.

It can be useful to use C expressions, functions, and loop constructs to express variable or relation indices. For example, the loop
for(idx=0; idx<10; idx++) {
    Connect(FTP[ (int)(pow(2, idx))%17].Ch, FTPC.Boss[16*idx/137]);
}

is perfectly legitimate, provided that all indices so computed are within range of the declared
arrays (this is checked at run-time), and "duplicate connections" are not made (which is also
checked).

It is sometimes useful to endow one module with the ability to "view" another's STATE
variables with no intention of message communication to or from that module. To support
this situation REST provides a routine View(), whose arguments are identical to those for
Connect(), save that no RelationVar2 is specified. The effect of call

View(ModuleVar1,RelationVar1, ModuleVar2);

is to enable ModuleVar1 to access ModuleVar2's state variables via RELATION variable
RelationVar1. The connection goes in only one direction. The definition of ModuleVar2's
module type does not need to declare a RELATION variable with ModuleVar1's type. For
all practical purposes, ModuleVar2 is ignorant of the fact that ModuleVar1 has access to it.

The Set() call is used to initialize state variables. It has the form

Set(ModuleVar,StateVar, expression);

where ModuleVar specifies a module variable, StateVar specifies a single state value (pos-
sibly indexed), and expression is a C expression that evaluates to an integer. For example,
the following C fragment is a convoluted way to initialize the STATE variable OpState of
module IC[3] having type InterfaceChannel (recall Figure 2.1) with value 0.

Zero = 0;
Ones = -1;
Set(IC[3].OpState, (Zero|Ones) & Zero);

The Rate() call is used to initialize RATE variables declared within MODULE declara-
tions. It has the form

Rate(ModuleType,RateVariable, float);

where ModuleType is the name of a declared MODULE type (not variable), and RateVariable
is the name of a RATE variable declared by that MODULE. float is a floating point number,
used as the transition rate by any TRANTO statement using variable RateVariable. It is
important to remember that all module variables of type ModuleType use a common value
of RateVariable. We intend to permit variable-by-variable declarations of rate variables in
later versions of REST.

As with the other REST initialization routines, any module or relation index can be given
as a C expression which evaluates to an integer.
2.6 STATE Variable Access

REST provides routines GetState(), GetNewState(), and PutState() for reading, and writing the system state vector, respectively. GetState() and GetNewState() both have a single argument that uniquely identifies one state value. That argument may describe one of a module's own state values, e.g., GetState(OpState) in Figure 2.1. Alternatively it may describe a state variable for one of its relations, e.g., GetState(CH[0].Status), also in Figure 2.1. Of course, in the latter case the relation must be identified. In either case, any index may be expressed as a C expression, which will be evaluated at run-time.

A call PutState(StateVar, Value) identifies one of a module's own state variables, and the value to give it. Value may be any C expression that does not include a call to other REST runtime routines. Observe that while a module can read its relation’s state variables, it is unable to write them.

The difference between GetState() and GetNewState() lies in which state value is returned. GetState() always returns a value from the "base _ state vector, the one whose elements are tested in IF events for transition conditions. GetNewState() can be useful in the processing associated with the Action portion of an IF event. Some portion of that processing may modify a state variable via a PutState() call. Later processing—within that same Action processing—may want to access the modified variable instead of the "original" variable. GetNewState() provides that function.

2.7 REST Message-Passing

As we have seen, an RML model is very modular; expression of transition rules and recognition of failure conditions are all accomplished by referencing local variables. In addition, RML follows an object-oriented philosophy by using explicit message-passing to express information transfer between modules. The correctness of an RML model depends on the model developer's understanding of the semantics of message-passing. This section directly addresses message-passing syntax and semantics.

Module variables may communicate with each other during Action processing via message passing. A typical example is the Action processing associated with a component failure. The module variable representing the component executes its Action code, which may send a message to all modules in which the component appears as a relation. The message handling routines in recipient modules are executed; in that execution, additional messages may be sent and received. To use message passing properly, it is important to understand exactly how message passing is implemented. Suppose SendMsg(RelVar,Msg) is called from within some Action code, with the recipient relation specified. SendMsg() looks up the module
and relation to which RelVar has been Connected. Part of Connect processing is to store a pointer to the function declared to handle messages from the sender. This pointer is accessed, and the function is called. Thus, a call to SendMsg() essentially is a call to a subroutine to handle the message sent. Control is not returned to the calling code until all processing associated with handling that message has completed. Remember, however, that a message handler can itself call SendMsg(); this arrangement uses the C run-time stack to manage multiple message invocations—we simply transform message passing into subroutine calls.

REST actually provides two routines for sending messages. SendMsg() is the more general of the two. A SendMsg() call has two arguments. The first identifies the RELATION variable to whom the message will be sent, the second is a pointer (of type (char *)) to a message. The programmer is responsible for managing the space used to store the message, and for building the message itself. The space may be acquired from malloc(), or may be part of the calling routine's local space. The space should not come from data structures declared in the GLOBAL section. It is good programming practice to have the routine that calls malloc() also call free(). SendValue() is similar, except that the second argument is an integer value. When applicable, this routine relieves the programmer from memory management. SendValue() itself allocates space, copies in the value, and passes a pointer to that value to the appropriate message receipt function.
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Chapter 3

Extended Examples

This chapter presents a series of examples given in both RML and ASSIST. These examples illustrate both the use of RML, as well as its relative advantages and disadvantages with respect to ASSIST.

3.1 Example 1: A Non-Reconfiguring Quad

The non-reconfiguring quad is a simple system consisting of 4 identical processing components which cooperate through majority voting to achieve greater reliability. Since the system does not disable channels on its voters (reconfigure), any two processor failures have the potential to defeat the majority vote. The ASSIST model for this system is shown in Listing 1 and the RML model in Listings 2a-b, found in Chapter 5.

The ASSIST Model: In the ASSIST model, an ARRAY of 4 processing elements, P, is declared in the SPACE statement. The processing elements have binary state values where 0 represents GOOD (healthy or working) and 1 represents BAD (failed or not working). The 4 processors are initialized to GOOD in the START statement. System failure is declared in the DEATHIF statement to occur when more than 1 processor has failed (more than one element of the processor array, P, is set to 1 so that the sum over the array is greater than 1). The system state matrix is described by a FOR loop which declares that, if a processor is GOOD, it can fail to BAD by rate PFall. The constant PFAIL is given a value of 1.0E-4 in the ASSIST preamble.

The RML Model: RML was designed to support a graphical model description environment where a user defines the reliability model as he constructs a system block diagram. To construct the block diagram, components are defined and interconnected. Component definition is thought of as the instantiation of a particular type of component. In this example we would have four instantiations of one type of processor component. To support this
paradigm, RML allows the user to define MODULEs which describe component types. The components themselves are declared in a GLOBAL section of the model and interconnected in the INIT section (see Listing 2b).

A module contains 5 kinds of entries: STATE variables, RATE variables, RELATION declarations, EVENT declarations and CODE. A module can have several STATE and RATE variables. The Processor module (Listing 2a), however, contains one STATE variable, Procstate, and one RATE variable, ProcFail. Following these is one TRANTO event. The TRANTO event in RML is identical in meaning to the ASSIST TRANTO statement with the exception that functions can be called in the condition, effect and rate fields of the TRANTO. The Processor TRANTO event uses the simple functions ProcGood() and FailEffect() to illustrate this capability. The functions are declared in the CODE section of the module and are written using standard C language syntax. Notice in the function definitions that the STATE variable ProcState is accessed through functions PutState() and GetState(). The modeler uses the TRANTO events (rules) and C code functions to define the behavior of the component. In the Processor module, this is simply, as before, that if a Processor is GOOD it will FAIL with a rate ProcFail.

RML models typically contain a System module which contains events describing system failure (DEATHIF events). A DEATHIF event identifies the state or set of states in which a subsystem is considered to be no longer functioning correctly. The DEATHIF expression is then written in terms of the subsystem's STATE variables. To do this, the System module must have access to the subsystem's internal STATE.

Following this line of thought, the System module in Listing 2a begins with a RELATION statement declaring that the System module can communicate with 4 Processors. The DEATHIF event references function DeathCond(). Function DeathCond() retrieves each Processor's STATE, counts the number of failed Processors and returns TRUE if more than one Processor has failed.

The STATIC section of an RML model is used to declare constants and macros. In Listing 2b, two states are defined (GOOD and FAIL) and a constant, NumProcs, which refers to the number of Processors in the subsystem. (Note that, as of this writing, a constant such as NumProcs cannot be used in component array declarations. See next paragraph.) The macros ISGOOD and FAILED make the simple tests for the GOOD and FAIL state.

The GLOBAL section in Listing 2b creates 5 components, a set of 4 Processors, P[4], and a System, SYS. The constant, NumProcs, could not be used to define the size of P[], because these structures are not visible to the C code (thus the use of GetState() and PutState()).

The INIT section defines the interconnections between the declared components and initializes the components STATE and RATE variables. In Listing 2b, the 4 SYS.Proc[] variables are connected to the actual P[] components. The View() function defines a one-
3.2 Example 2: A Reconfiguring Quad

A reconfiguring quad provides greater reliability than a non-reconfiguring quad by disabling a failed processing channel. The disabled processor is no longer included in the voting. The voter is thus protected against another failure. Reliability depends on how long it takes the system to detect the failed channel and disable it. The reliability model must now keep track of GOOD processors, FAILED processors and DISABLED processors.

The ASSIST Model: The ASSIST model is shown in Listing 3. A processor state is modeled as being either GOOD, BAD or neither. A processor that is neither GOOD nor BAD has been disabled. The SPACE statement defines two arrays to track the GOOD and BAD processors. The START statement initializes the processors to GOOD. The DEATHIF statement defines failure of the majority voter when the number of BAD processors is equal to or greater than the GOOD processors. The two TRANTO rules state that when a processor is GOOD it can fail to BAD with rate ProcFail and that when a processor is BAD it can be disabled by a FAST transition with rate Prec.

The RML Model: To model the reconfiguring quad in RML, we could place the majority vote test (which is in the DEATHIF statement in the ASSIST model) in the System model DEATHIF event. However, we wish, with this model and the next, to begin to take steps towards model structures which more closely simulate system function. To this end, we introduce an FTP module which represents the redundancy management process of the fault-tolerant computer. The FTP module is thus a logical component. It is the FTP module's responsibility to detect failed processors and disable them. The FTP module also tests for health of the quad with the majority vote rule.

The RML model is shown in Listings 4a-e. The Processor module has been augmented to include a RELATION with the FTP. The Processor can be disabled by the FTP through the FTPmess() function. A third state value, REMOVED, has been added to accommodate the disabled processor.

The FTP module, Listing 4b, has a reciprocal RELATION with the Processor. The FTP module TRANTO statement states that if the FTP is VULNERABLE it will RECOVER by a FAST transition of rate FTPrec. The vulnerable state is defined in the function Vulnerable() as when one or more of the Processors is failed. Recovery is implemented by sending failed Processors the message that they are now REMOVED (see Listing 4c for Recover() function).

After a recovery or a receipt of a Processor message, the FTP must re-evaluate its health.
This is done in the function `Eval()` (Listing 4b). In `Eval()` the number of GOOD and BAD Processors are counted. The FTP state is set to GOOD if there are no BAD Processors and FAILED if the number of BAD Processors is equal to or greater than the number of GOOD Processors. Notice that this is precisely the same test as was done in the ASSIST DEATHIF statement.

The System module simplifies to a death condition which returns true when the FTP (Listing 4d) has failed. An FTP is declared in the GLOBAL section and Connected to the Processors in the INIT section. The System module Views the FTP (Listing 4e).

### 3.3 Example 3: A Reconfiguring Quad with Voter

The previous examples lack physical interconnections and, as such, do not give the reader an appreciation for the added detail of a graphically derived RML model. A quad fault-tolerant computer would have interconnections between the voters of the processors. A block diagram might be drawn as shown in Figure 3.1. Here, a processor is composed of a CPU and a VOTER. The CPU communicates with the VOTER over a bidirectional link. Data sent from the CPU to the VOTER is relayed by the CPU's local VOTER to the remote VOTERS. Assuming a degree of synchronization between the processors, all VOTERS will have 4 copies of the data that they can now vote, returning the result to the CPU.

An RML model which corresponds to the block diagram of Figure 3.1 is shown in Listing 5. In the Processor module (Listing 5a) a RELATION to the Processor's local VOTER (VME) has been added. The VOTER's message receiver is Vmess(). In this model, when a processor fails, it has the additional effect of propagating the errors to the local VOTER via SendValue(VME, ERROR). Conversely, a failed voter causes the Processor to fail through the Vmess() function. Notice that the FTP module no longer sets the Processor to the REMOVED state. In this model a Processor is disabled in the VOTER module as will be discussed next. Also note that the test for GOOD has been written without a function call in the TRANTO and that the test has changed from an equate to a bit test. As the model becomes more complex, multiple state descriptors will be used (see the section on I/O interface). Having each state descriptor assigned a bit value (i.e., 1, 2, 4...) facilitates defining and testing states.

The VOTER is modeled with 3 state variables: the VOTER state (e.g., GOOD, ERROR or FAIL), a bitmap of VOTER errors (bit 0 set if Processor 0 sends errors) and a second bitmap (VoterEnable) enables Processor channels into the VOTER. (See Listings 5b-c). The last two state variables correspond to the error register and enable register which might be found in an actual vote circuit. A VOTER has a RELATION with its local Processor and with the remote VOTERS as indicated by the block diagram. The VOTER can send and receive
3.3. EXAMPLE 3: A RECONFIGURING QUAD WITH VOTER

Figure 3.1: Block Diagram of Quad with Voter
messages to and from the other Voters in the system (including itself). In Figure 3.1 a Voter’s connection to the other Voters is drawn as a multi-drop, or broadcast bus. This type of interconnect has not yet been implemented in RML and therefore must be modeled as a fully connected interconnect, i.e., 4 transmit and 4 receive ports. The Voter must also communicate with the FTP so that the FTP can “read” the VoteError data (to detect errors) and set the VoteEnable state (to reconfigure).

As modeled here, the Voter is a logical component and therefore does not have a failure related TRANTO statement. However, a Voter can still fail when it is overwhelmed by bad data, i.e., the number of erroneous data channels are greater than or equal to the number of valid data channels. The Voter Module’s FailEffect() function simulates Voter failure by changing the voter state to FAIL and sending a FAIL message to the local Processor. Because the Voter is a logical component, it doesn’t originate ERROR messages. It does, however, route ERROR messages received from the local Processor to the other remote Voters. This is done in the Pmess() receiver function. The Voters are inhibited from sending the ERROR message in Pmess() when the Voter is FAILed. This is done to protect against an infinite loop between the Voter and its Processor.

The re-routed ERROR messages are received by the Vmess() function of the remote Voters. In the Vmess() function, a bit is marked in the VoterError state variable which corresponds to the Voter which sent the ERROR message. This bit is only marked if the sender was enabled. Since there might have been a state change, the Eval() function is called.

The Eval() function uses the VoterError and VoterEnable state variables to determine the VoterState (GOOD, ERROR or FAIL) (remember that the bits in the VoterError and VoterEnable state variables correspond to the Voter’s input channels.) The evaluation function is, as before, the majority vote rule. The Eval() function, looking only at enabled input channels, counts the number of channels with and without errors. If there are any enabled channels with errors the VoterState is set to ERROR. If the number of channels with errors is equal to or greater than the number of channels without errors the Voter fails.

During the recovery process, the FTP module will “read” the VoterError state and construct a new VoterEnable state to disable failed Processors. The FTP sends the new VoterEnable state to the Voter module through the FTPmess() receiver function. The FTPmess() function loads the new VoterEnable state and then clears the VoterError state from any errors that may have been caused by Processors which are now disabled. Note that if a Processor was producing errors and the FTP did not correctly configure the VoterEnable state to mask this Processor, then the errors would still be present. Finally the VoterState is re-evaluated.

With the addition of the Voters, the simulation of the recovery process has become more complex. The FTP module (Listing 5d-e) must now maintain a WorkingSet state variable
3.4. Example 4: An Redundant I/O Interface

which is identical to the VoterEnable state variable, i.e., it keeps track of which Processors are part of the active configuration (or enabled into the system’s voters). While this may seem to be redundant, it actually models quite closely how a real system might operate.

The FTP’s Eval() function has been simplified because the Voters now perform the majority check. An FTP is now defined as failed if there remains no GOOD Processors. The Vulnerable() function has been modified to return true if any Voters in the WorkingSet have detected an error.

The Recover() function has become very complex. Each Voter in the system maintains error data on all the Voters. To diagnose the system, it is not enough to sense whether or not the Voter has had an error, but it must be determined on which channel the error occurred. Additionally, a system wide consensus must be arrived at, i.e., more than one enabled Voter must agree that a particular Processor is faulty before that Processor is disabled. To accomplish this, the Recover() function keeps four error counters (P1e..P4e). Each enabled Voter’s VoterError state is read and passed to a subroutine (Counts()) where the bits are tested for errors. If a bit is set in the VoterError state variable, the corresponding error counter is incremented. An error count greater than 1 indicates that at least two enabled voters detected an error on the corresponding Processor. The appropriate bit is set in another variable, e, if a Processor failure is diagnosed. Those faulty Processors are then removed from the WorkingSet. The new WorkingSet is then sent to the Voters for storage in their enable registers. Finally, the state of the FTP is re-evaluated.

3.4 Example 4: An Redundant I/O Interface

This section defines a quad redundant I/O interface. The model is similar to the quad processor with the exception that only two interfaces are used at any time and only one is needed for safe operation. There are then initially 2 spare interfaces. This model is of interest because of the sequence dependency introduced, that is failure of a spare I/O interface has no effect on the system until one of the prime interfaces fail.

The ASSIST Model: When modeling the quad FTP two boolean state variables were kept for each processor to track a processor being GOOD, BAD or REMOVED. The quad interface requires that we keep track of a fourth attribute, i.e., whether or not the interface is currently controlling the I/O devices. In the ASSIST model shown in Listing 6, three boolean state variables are used. IGOOD[] indicates whether an interface is good or failed. A one in IO[] means that that interface is currently controlling I/O operations. If an interface has a detectable error (i.e., has failed while controlling I/O operations) than the corresponding IOError[] state variable is set to one.

The START state is initialized with 4 GOOD interfaces, interfaces 1 and 4 as controllers
(interfaces 2 and 3 spare) and no errors. System death occurs when there are no I/O controllers.

Two failure TRANTOs are written for each interface to capture the sequence dependency. When a GOOD interface fails while its controlling I/O, it causes an error. Six recovery TRANTOs describe the sequence dependent repair actions. For example, if interface 1 fails and interface 2 is still good, then interface 2 is enabled as a controller.

**The RML Model:** The RML model shown in Listings 7a-e, begins with an Interface module which is similar to the Processor module. Like the quad Processors, the Interfaces have a redundancy manager (InterfaceManager). The InterfaceManager can either REMOVE the Interface or place it INUSE (see function Manmess()). An Interface can thus be GOOD, GOOD and INUSE, FAILED or FAILED and INUSE. This conjunction of state descriptors is facilitated by using powers of two (1, 2, 4,...) for all descriptor values. Individual descriptors can then be ORed into or ANDed out of the state. For example, in the Interface FailEffect() function, the Interface state is changed from GOOD to (FAILED and ERRORS) by ANDing the state with the inverse of GOOD (thus removing the GOOD bit) and ORing in the FAIL and ERROR bits. Likewise in the Manmess() function an Interface is activated by ORing in the INUSE bit and deactivated by ANDing the state with the negative of INUSE.

The InterfaceManager module is similar to its FTP counterpart. Either the receipt of a message from an Interface (indicating that it has changed state) or the execution of the recovery TRANTO will cause the InterfaceManager to re-evaluate itself. The InterfaceManager is VULNERABLE when any Interfaces which are INUSE have errors. More to the point, an InterfaceManager cannot detect a failed Interface which is not INUSE. The InterfaceManager fails when there are no good Interfaces available. Recovery is accomplished by first sending the REMOVED message to those interfaces that are both INUSE and have ERRORS and then by setting to INUSE the spare Interface, if available.

### 3.5 Example 5: A Quad Processor with I/O Interfaces

In this section, the reconfiguring quad model is merged with the interface model. This is done to illustrate the utility of modular modeling. It is assumed that the failure dependency relation between a processor and its I/O interface is asymmetric, i.e., if a processor fails, the interface fails, but if the interface fails, the processor does not.

**The ASSIST Model:** The ASSIST model is shown in Listing 8. Note that the merge of the two models is in most cases accomplished by simplying combining fields in the SPACE, START, DEATHIF and TRANTO sections. An exception to this is the Processor failure TRANTOs. Due to the dependency of the interface on the processor, the failure effect of the
interfaces must be added to the processor TRANTO statements. Four processor TRANTOs are used to cover the the four interface conditions possible with the two boolean interface state descriptors Igood[] and IO[]. Note that in practice only three TRANTOs would be necessary since the state Igood[]=0 and IO[]=1 does not occur.

The RML Model: The RML model is shown in Listings 9a-k and a graphical depiction in Figure 3.2. Here the models are merged by first copying their respective modules into one file. Connecting the Processor to the Interface through a uni-directional link implies these modifications to the modules:

1. The Processor module is modified to contain a RELATION with an Interface and failure messages are sent to that Interface in the FailEffect() and Vmess() functions.

2. A reciprocal RELATION to receive the Processor message is defined in the Interface module. The Pmess() message receiver simply calls the Interface FailEffect function to propagate the effect of the Processor failure.

3. The GLOBAL, STATIC and INIT sections are merged.

4. Connect() statements must be added in the INIT section to define the Processor-Interface relations.
Figure 3.2: Block Diagram of Quad with Voter and I/O Interface
Chapter 4

XREST

This Chapter describes the X-Windows based user interface to REST, called xrest.

4.1 Building REST and xrest

The REST system comes in a tar file called rest.tar. To install REST, move rest.tar to a subdirectory that will be dedicated to REST, and type

```
tar -xf rest.tar
```

Following this, build REST by simply typing make. The make scripts take care of everything, but do generate a lot of messages along the way, especially when building the parsers for REST.

The main REST directory (where rest.tar was placed) is where the user interfaces with REST. In addition there are subdirectories obj and obj/working. Files in obj are related to the RML language translator and REST execution system. obj/working is a scratch directory that should have global read/write access.

4.2 Files required for compilation

The following files are either needed to build REST, or are provided in rest.tar.

- Source code in the local directory:
  Makefile, termist, xfilt.c, xrest.c

- Shell scripts in the REST directory:
  BuildLocal, BuildRemote, KillLocal, KillRemote,
  ReRunLocal, ReRunRemote, RemoteSerial
• **Icon maps in the local directory:**
  addfunc.icon, addvar.icon, client.icon, connect.icon, filter.icon
  getst.icon, message.icon, rest.icon, run.icon, watch.icon

• **Sound files in the local directory:**
  comp_op.au, darth.au, flush.au, just_what_dave.au

• **Subdirectories of the current directory:**
  lib (REST module library directory),
  obj (REST local execution directory)

• **Example REST models in the examples directory:**
  example.rest, net.rest

• **In the /usr/include directory:**
  ctype.h, math.h, stdio.h, string.h, X11 subdirectory,
  xview subdirectory

• **In the /usr/include/X11 directory:**
  oglx subdirectory, X.h, Xlib.h

• **In the /usr/include/xview directory:**
  icon.h, notice.h, panel.h, rect.h, seln.h, sel_attrs.h,
  server.h, svrimage.h, termsw.h, textsw.h, xv_xrect.h, xview.h

• **Other files and programs needed:**
  /tmp, all the code associated with running a REST model

### 4.3 How to compile the program

Type `make` in this directory.

### 4.4 How to run the program

Type `xrest` while in X windows. All programs loaded and saved will be assumed to come from the directory from which you call xrest, unless explicit path names are supplied. If a file name is given on the command line, the file will be loaded in automatically. `xrest` will run under X windows releases 4 and 5.
4.5 About REST tool

When xrest, hereafter referred to as the REST tool program, is first started up, the main window appears. REST tool provides the following features, each of which is described in a subsequent section.

- Defined constraints
- The text editor window
- The REST message area
- Specifying names
- Stuff selected text
- Goto in the text window
- Set up a watch window
- Open a term window
- Run a REST model
- Module library
- Load a REST model
- Save a REST model
- Clear the template
- Quit REST tool

4.6 Defined constraints

The following constraints are #define'd at the beginning of the xrest.c source code program. Change them before compiling if needed.

- Maximum file name length = 128
- Maximum function name length = 24
- Maximum module name length = 24
- Maximum variable name length = 24
4.7 The text editor window

The text editor window, or the template, is located to the right of the main panel in the main window. It is the only window which enables the user to alter the current REST model. All intended modifications must be made in this window. All of the additional features [see sections §4.10, §4.11 & §4.12] work on the template.

In addition, the user can explicitly alter this area if so desired. Typing a key will cause its insertion at the caret: hitting the Delete key will remove the character to the left of the caret. The mouse buttons can also be employed in the window as follows:

- Click the Left button to move the cursor.
- Click and drag the Middle button to highlight text.
- Hold down the Right button for the text editor menu:
  - File - store is only option available
  - View - select line, line wrap
  - Edit - undo, copy, paste, cut
  - Find - find, replace
  - Extras - format features

There is also a vertical scrollbar which allows the user to move quickly through the REST model. Simply hold down the Left button in the direction of the desired move (up or down) and drag the mouse until the goal position has been reached. (Holding down the Right button on the scrollbar manifests some undocumented features which probably are of little use.)

A selection service is provided which allows the user to highlight text anywhere in a text or terminal window using the mouse. Click and drag the Left button to select text, then use the Left or Middle button to insert the selected text where desired.

To jump to the beginning or end of the REST model, or to a specific module, use the Goto in the text window button [see §4.14]. To jump to a specific line in the REST model, use the View option mentioned above.

The text window provides auto-indent when the user types directly in the window to modify the code. This feature causes a new line to be automatically indented to be lined up with the previous line whenever the Return key is pressed.

The following commands allow the user to manipulate the text window:

- `ctrl-A` = move caret to beginning of line
4.8 REST MESSAGES

- `ctrl-E = move caret to end of line`
- `ctrl-P = move caret up one line`
- `ctrl-N = move caret down one line`
- `ctrl-F = move caret one character forward`
- `ctrl-B = move caret one character backward`
- `ctrl-M = insert line`
- `ctrl-J = insert line (also)`
- `ctrl-I = insert tab`
- `ctrl-U = delete line`
- `ctrl-W = delete word (backward)`

4.8 REST messages

The REST message area is located in the upper left hand corner of the main REST tool window. REST messages serve two purposes:

1. To inform the user of the last action performed.
2. To warn the user if the previous command could not be executed. This type of message is accompanied by a beep to alert the user of problems (names not specified, wrong names specified, etc).

A summary of the most frequently posted REST messages is given at the end of this documentation [see §4.24].

4.9 Specifying names

Three name request lines reside directly below the REST message area. Each seeks information from the user:

1. **Library dir**: the library directory name.
2. **File name**: the current REST model name.

3. **Module name**: the current module name.

To change any of these lines, **Left** click the mouse on the appropriate line at the spot where the caret should be placed and type away. The **Delete** key removes the character to the left of the caret, and `Ctrl-A` and `Ctrl-E` are used to move the caret to the front and back of the current line, respectively. Hitting **Return** moves the caret to the next line.

Whenever the user chooses a module library option [see §4.18], the library used is the one with the directory whose name is specified by the **Library dir** line. If no directory name is given, the current directory is used as a default.

Whenever a load or save option [see §4.19 & §4.20] is chosen, the name of the file read from or written to is the one specified by the **File name** line.

Whenever a module is added or added to [see §4.10, §4.11, §4.14, §4.15, & §4.18], the module affected is the one specified by module name. The exception occurs when a window names a module different from the one specified by the **Module name** line, in which case the module specified in the window is used instead.

### 4.10 Add a new module

This feature automatically inserts a new module into the REST model. To do this, simply click the left button to the **Module name** line [see §4.9], type in the desired module name, and **Left** click the **Add a new module** button. The new module will be inserted at the top of the REST model. If the module cannot be added (ie, is not specified or has a name the same as another module), the REST message will beep and say so.

### 4.11 Add to a model

This feature gives the user the option of adding any or all of the following items to a REST model:

1. Add a function declaration (to a module)
2. Add a variable declaration (to a module)
3. Add a **Connect** call (in the INIT section)
4. Add a **GetState** call (to a module)
4.11. ADD TO A MODEL

To open the desired window to make additions, Right click and drag Right the Add to a module… button, and then release the button on the option preferred.

Only one of each of these windows will stay open at a given time. When the window is shown, provide all of the specifications which appear in boldface to add that item to the REST model.

To add the new item created, Left click the Add this item button. To hide the window, Left click the Close this window button. To iconify the window, Left click the boxed X in the upper left corner; iconifying is useful for bringing up a window without blanking out its attributes.

4.11.1 Add a function declaration

This option automatically inserts Rate, Deathif, Pruneif, and Tranto declarations and functions into specified module in the REST model.

To add a Tranto function, the Rate variable must already have been specified in the module.

Neither functions nor variables added may have the same name as a module, nor may they have the same name as any other identifier in their own module. Variables and functions of the same type are automatically grouped together.

A known deficiency of REST tool is the inability to allow the insertion of identifiers into a module where a word with the same name exists. For example, if the word ‘tree’ appears in a comment in a module, REST tool will not allow its name to be used with its automatic adding of a variable or function. The user must implement a manual override to make such an endeavor possible.

The Module name in the “Add to” dialogue window will be set, by default, to the module name in the main REST window.

4.11.2 Add a variable declaration

This option automatically inserts State, Rate, Relation, and Generic Relation variable declarations into the specified module in the REST model.

In most respects adding a variable declaration to a module is the same as adding a function declaration. One noteworthy feature should be highlighted: a new module skeleton will automatically be inserted [see §4.10] if a nonexistent module name is given in the Relation type (note that this will not be done for the Generic case).

With State and Relation variables, an array size of 1 indicates no array; it is the default. To increment or decrement the array size, Left click the appropriate arrow.
No module may be declared in its own Relation. (In addition, Relations do not need a message receipt function.)

4.11.3 Add a Connect call

When using this option, first position the caret in the text window by Left clicking the mouse at the exact place where the insertion is to occur.

Connect calls may only be inserted in the Init section of the REST file, and only with variables declared in the Global section. REST tool automatically checks for syntactic and semantic errors within the Connect call before inserting it into the REST model. The user must provide the explicit array connections after the Connect call is inserted.

An additional feature allows the Connect call to be nested in a for loop automatically if so desired. Also, by setting the View option, a View call can be set up to establish a one-way connection.

4.11.4 Add a GetState call

When using this option, first position the caret in the text window by Left clicking the mouse at the exact place where the insertion is to occur.

If no Relation is specified in the GetState window, the GetState is assumed to be working on the module in which the call will reside. REST tool automatically checks for syntactic and semantic errors within the GetState call before inserting it into the REST model. The user must provide the explicit array numbering after the GetState call is inserted.

A GetNewState call can be rendered instead of a GetState call simply by toggling the choice buttons in the window to the desired call.

Note that Generic Relation GetState calls must be produced manually.

4.12 Add a section

To use this feature, Right click on the button and drag the mouse to the right and down to the section desired. The following sections are available for addition: Static, Global, and Init. The section selected will be automatically inserted in the correct place in the REST model, if such a section does not already exist there.

4.13 Stuff selected text

To use this feature, Left click the caret in the text editor window [see §4.7] where the text will be inserted. Next, Left drag the mouse over the text, in some other window, to be
4.14. GOTO IN THE TEXT EDITOR WINDOW

inserted. Finally, LEFT click the Stuff selected text button in the main panel to insert the selected text in the appropriate spot in the text editor window.

4.14 Goto in the text editor window

This feature moves the caret and user's view in the REST text window. LEFT click the button to jump to the module specified by the Module name line [see §4.9]. The view is also shifted to that point.

If the RIGHT button is clicked and dragged right, a menu is pulled up which also provides the options of moving directly to the top or bottom of the text window. The view is also shifted to that point.

4.15 Set up a watch window

To create a new watch window, LEFT click the Set up a watch window button. Watch windows allow the user to observe several parts of the REST model at once.

As many watch windows can be opened at a time as desired, though it is recommended that the user open no more than can truly be watched at a time (to keep REST tool running fast). Module headings, functions, and the Static, Global and Init sections may be watched.

Watch windows are read-only, and they do not change as the text in the REST text window is being altered. To watch a module heading, the module name must be specified; to watch a function, the module name and function name must be specified.

To watch a selected item once in the watch window, LEFT click the Watch button. If the text is altered and then the watch button is pressed again, the contents of the watch window will be updated. To destroy the window, LEFT click the Close this window button. To iconify the window, LEFT click the boxed X in the upper left corner. Iconify the window only if fast access is a priority, as it is just as easy to open a new watch window.

The REST tool message area will report if there are mismatched braces, or if they are matched correctly, how many pairs exist in the current REST model. If the braces are mismatched in the REST model, the watch window will refuse to watch anything until the braces are matched.

If the Module option is selected and no module name is specified, the watch window will perform a Watch All Modules. It will list the names of all of the modules which are present in the current REST model, as well as the Static, Global and Init sections if they exist.
4.16 Open a term window

This feature opens a single terminal window for viewing the file system while REST tool is running. If more terminal windows are desired, use the command `xterm &` to create them. To iconify the terminal window, Left click the boxed X in the upper left hand corner of the window. To hide the terminal window, Left click the Close this window button.

When the window is first opened, the user is placed in the directory where the REST tool executable code resides.

The window may be resized by Right dragging the symbol in the upper right hand corner. In addition, the view may be split by Right dragging the mouse at the scrollbar. The view will be split in two at the place where the scrollbar was at the time of the split. To regain the caret in the terminal window, Left click the caret.

4.17 Run a REST model

When this main panel button is Left clicked, first the output window and then the run window pop up on the screen. Place them where you desire. This feature will run the most recently saved version of the REST model, so be sure to save your creation before attempting a run.

To run a REST model, first specify the model’s file name, the desired mission time (an integer) and pruning level (a real number less than 1.0). An optional “report interval” that controls the frequency of reporting to the run-time display window may be specified. For a selected report interval of \( n \), a processor will execute \( n \) path-records between each report update. Since report calculations do require computational resources, relatively infrequent intervals, e.g. 5000, are recommended. The file name will automatically be set to the current REST model’s file name when the window is first opened. To select the machine on which the REST model will be run, Right click the little arrow and drag the mouse down to the remote machine name desired.

You can also specify the following values for Detailed Event Count: all, or a positive number \( n \). This value controls the number of events that REST will record during a run. The default value is 100. REST records the \( n \) events with highest upper bound on their probability of occurrence These records are available after the run completes. Large values of \( n \) cause REST to run out of dynamic memory, a situation from which it does not exit gracefully.

The text file termlist should be altered to specify the machines on which REST can run. The first line of termlist must be local, which indicates that REST can be executed in the current directory. This line is then followed by 0 or more specifications of remote serial and
4.17. **RUN A REST MODEL**

parallel machines using the following notation.

- Remote machine name (*like* hilbert.cs.wm.edu)
- Remote machine user name (*like* nicol)
- Remote REST directory (*like* /mndisk/restuser/)
- Remote directory to rcp the REST model (*like* /mndisk/restuser/xfer/)
- Type of remote machine *(either “serial” or “parallel”)*

Use the *termlist* provided with this release of REST tool for emulation. This file should be altered prior to running the tool and provides the ability to run REST on a variety of serial and parallel machines.

The user can toggle back and forth between the various machines by using the *Machine to run REST model* menu. If the REST model has already been run once on a machine, and no changes have been made to the source since then, **Left** clicking the *Rerun model* button will run the model on the machine, with or without new parameters, without having to go through the trouble of recompiling the problem specific code.

The user can also select whether the run should be “smart”, or “fast”; with the former selection being default. “Smart” runs perform array bounds checking on all references to state variables, and in debug mode provide more information about the model behavior. The “Fast” selection should be made only on production runs; it has been observed to deliver as much as a factor of two speedup over the standard method.

**Left** clicking the *Show outputs* button will display the output windows (display, debug and state records) without doing a REST model run. The *Quit* button is used to terminate the run tool presently; at most one run tool can be open at a time.

**Left** clicking the *Run model* button will attempt to run the specified REST model. This usually takes a while, so the cursor is changed to the busy signal to let the user know that the model is running and not hanging. To stop the model presently running, **Left** click the *Kill run* button.

**Left** clicking the *Report* button after a run will print out event files generated by the most recent run. Detailed Events give path sequences describing the events; SummaryByArray events are aggregations obtained by ignoring specific module variable array indices; SummaryByType are aggregations obtained by ignoring array indices, and further aggregating based on module type. The events are listed in decreasing order of probability, and the “cum” field for an event gives the sum of probabilities of that event and all events ahead of it in the list. The “cum” field of the last event thus indicates the significance of the reported events relative to the sum of all death-state probabilities.
Turning on the *Debug* option allows the user to debug the REST model run. For a list of commands, type "HELP" at the command line in the debug window. Only serial models may be debugged.

To provide information during the simulation a statistics window is attached to the bottom of the output window. The statistics are periodically updated. Typical values for the report frequency range from 1000 (often) to 100000 (infrequent). However, if no such report is desired (to speed up the simulation), set the report frequency range to 0. The following vital statistics are shown in the statistics window:

- Estimated completed work
- Average processor utilization
- Number of processors
- Number of paths processed
- Number of nodes generated
- Number of paths pruned
- Upper bound on pruning
- Lower bound on pruning
- Sum of probabilities of pruned paths
- Instantaneous pruning bound
- Number of death states
- Upper bound on death state probability
- Lower bound on death state probability

As is the case with the other subwindows, **Left** clicking the *Close this window* button will hide the window, while **Left** clicking the boxed X in the upper left hand corner will iconify the window.

When a run has been successfully completed, the run display window will contain the output of the execution shown. Use the scrollbar and mouse to view the window. The text in the window is read-only. User options in this window are achieved by **Left** clicking the appropriate button:

**Iconify window:** the upper left boxed X.
4.17. **RUN A REST MODEL**

**Close window:** the *Close* button.

**Clear template:** the *Clear* button.

**Save template:** the *Save* button (file name must be specified).

To use the *run tool* without calling up REST tool, simply type at the shell prompt: `
xfilt REST model file name`.

It should always be remembered that every invocation of REST generates files with fixed names, in a fixed portion of the file directory. Any “old” REST executables are thus automatically overwritt.en (except when the “rerun” option is selected). A user can save and later rerun old REST executions with the following sequence.

1. Generate the REST model.

2. Save the executable file obj/working/rest to another location. obj/working is wiped clean with each REST invocation.

3. To restore, move the executable back as obj/working/rest

4. Use the “rerun” option to re-execute.

### 4.17.1 Debugging

REST provides a debugging tool to aid the model development process. However, in order to use the tool effectively the modeler must understand the workings of REST analysis. We provide a sketch below.

The analysis employed by REST is based on a depth-first generation and analysis of the underlying state-space. The set of STATE variables from all instantiated module variables forms the state-vector for the state-space. Given a state-vector $S$, REST checks all DEATHIF conditions by testing each DEATHIF *Condition* function associated with each and every module variable. If $S$ is not found to have failed, REST applies a pruning test. If the search is not pruned REST, generates all transitions possible from $S$, again by checking all TRANTO condition functions for all module variables. The set of transformed states (created by executing *Action* statements) are called the descendents of $S$. In classic depth-first fashion the list of descendents is attached to the front of a *working list*, and the first member of the list is selected for the same type of analysis and expansion as was performed on $S$. The size of the working list grows and shrinks as the computation progresses. The computation is known to have completed when the working list is empty.
This basic understanding is all that is necessary to debug a REST model. The Xrest Run window has a debug option, selectable by clicking the Debug "On" box. This option is selectable only when a serial execution engine is selected from termlist. Upon further selection of the Run model button (or Rerun model button, if appropriate) two new windows are brought up. The first, entitled "Debugger Tool", is the primary work area for debugging. The second, entitled "State Records", is used to display the entire REST model state vector.

The "command" line in the Debugger Tool is used to accept any one of a list of debugger commands, to be described below. A command is entered by typing it onto the command line and hitting keyboard's Return key. At any point a brief summary of legal commands can be called up by entering the command help. A longer summary is available with the command HELP.

Before discussing the debugger commands it is helpful to consider the overall structure of the debugger. Every RML model has two levels of breakpoints which are always automatically inserted. Calling the debugger allows those breakpoints to be enabled. Once at a breakpoint the debugger permits the examination of module state variables and the execution engine's working list. The order of states in the working list can be re-arranged at this time. Debugging options can also be enabled and disabled. At the coarsest level, a breakpoint exists just prior to the generation of a state's descendents, a so-called Pre-generation breakpoint. At a finer level, breakpoints can be enabled following each RML event.

REST encodes a state vector in terms the sequence of events applied to the initial state that result in the vector. This code appears within the debugger. The code is a sequence of pairs, where the first component of a pair is the identity of a module variable, and the second component is the identity of an event declared within such a module's MODULE definition. An example of such a description, taken from the debugger, is given below.

```
... Pre-generation breakpoint:
Current path sequence
------. (FTP[0], Fail). (PC[0], Crash). (FTP[0], 2)
```

Here, FTP[0] and PC[0] are module variables (it is possible in this case that single module variables named FTP and PC are declared. This code treats all module variables as members of arrays). Recall that events can be symbolically labeled within a MODULE definition. That symbol is used as the second component in a pair, e.g., Fail and Crash above. Each event has the default symbol of its relative position in the MODULE declaration. Above, the symbol 2 means that the second event in the appropriate MODULE is the one being referenced. The sequence records the series of events, read left to right, that created the referenced state vector.

A description of the state vector (aka path sequence) about to be processed is given at every Pre-generation breakpoint. With pre-event breakpoints, the event just processed is
4.17. **RUN A REST MODEL**

reported using this same code.

The following list describes legal debugger commands.

**cont (Continue)** Continue to the next breakpoint.

**dcp (display current path)** The code for the current path sequence is displayed. At an event breakpoint, the event just processed is included as part of that description.

**dgl (display generated paths)** A list of descendents of the last state vector processed are displayed. This should only be used at a Pre-generation breakpoint. It can be used at post-event breakpoints, but the effect is the same as **dwl** (see below).

**dsv (display state vector)** All STATE variables of all module variables are displayed, in the State Records window. This display is not updated automatically; **dsv** must be called every new time the state vector values are examined.

**dwl (display working list)** The entire working list is displayed.

**exit** Exit the debugger. This causes the debugger windows to disappear.

**front** The dgl and dwl commands list state vector in the order they appear in the working list. Command **front** with an integer argument $i$ moves the state vector labeled $i$ to the front of the list, thereby making it the next state vector to be processed.

**hex** Command **hex** + causes all subsequent displays of integer values to be given in hexadecimal. **hex** - turns this feature off.

**log** Command **log** + turns on a log of the the debugging session, **log** - turns it off. The log file name is rest.log, found in subdirectory obj/working. Be forewarned that executing **log** + causes any old version of rest.log to be lost.

**prune** This command allows the pruning level to be changed. It reports the current value, and prompts for a new one.

**step** Command **step** + enables breakpointing after every event. **step** - disables this feature.

**trace** Command **trace** + enables a detailed trace of REST analysis activity. Consider the segment below, obtained as part of execution for one event.

```
----- Breakpoint following TRANTO event FTP[0]:1
>> cont
Enter routine FTP[1]:GoodFTP
FTP[1]:GoodFTP:cond calls GetState(Status[0]) = 1
```
Enter routine FTP[1]: DeadFTP
FTP[1]: DeadFTP calls PutState(Status[0]), old = 1, new = 2
FTP[1]: DeadFTP sends message to (local) PrCont[0] = (global) PC[5]: LFTP[1]
Enter routine PC[5]: RecvFTPMsg
PC[5]: RecvFTPMsg: effect calls GetState(PC[0]) = 0
Enter routine PC[6]: RecvFTPMsg

First of all, in this case the step option has already been selected. A great deal of information is generation by the trace option, and its presentation is broken up into more manageable pieces under stepping. In the above trace, a TRANTO event has just been processed. The event is associated with module variable FTP[0]; the notation :1 signifies event "1", in this case an automatic label. User supplied labels (e.g. FailEvt in Figure 2.1) are used here, when available. The trace reveals the processing of another TRANTO event. Recall that the processing of a state includes generation of all possible transformations. The trace shows the computation used to attempt one such transformation. A routine GoodFTP() is called to evaluate whether the status of module variable FTP[1] is GOOD. On the second line above we are told that routine GetState() is called to fetch the value of STATE variable Status[0], and that the value returned is 1. Nomenclature FTP[1]: GoodFTP: cond identifies the module variable involved, the function involved, and the fact that the function is being called to support the conditional portion of the event. Apparently value 1 means the FTP is GOOD, because in the third line we observe a call to DeadFTP() which initiates the effects of its failure. In the fourth line we see that the variable Status[0] is modified to value 2 (FAILED); the fifth line reports the transmission of a message reporting the failure. The fragment

(llocal) PrCont[0] = (global) PC[5]: LFTP[1]

in that line indicates that the message is sent to the RELATION variable known locally as PrCont[0]. From a global perspective, that RELATION is bound to module variable PC[5], and from PC[5]'s viewpoint the calling module is a RELATION module known to PC[5] as LFTP[1]. The sixth line shows that routine RecvFTPMsg(), bound to global module variable PC[5], is called to handle the message. It, in turn, examines STATE variable PControl[0]. Message propagation apparently stops at that point, because the next line reports that control is reassOCIATED with FTP[1], who now sends a message to its RELATION module PrCont[1], a message received by routine RecvFTPMsg, bound to module variable PC[6]. The event processing does not terminate here, this fragment is included to provide the user with the sense trace information.
trace - disables the trace option.

user user + enables the user control option. This option permits the user direct control over the next event to be applied to a state vector. Consider the sequence below.

```
----- Pre-generation breakpoint:
Current path sequence
-----.(FTP[0],1)
>> user +
Specify module array variable name.
>> NI
Specify module array variable (0-5).
>> 2
Specify event identifier.
>> 1
>> cont
----- Pre-generation breakpoint:
Current path sequence
-----.(FTP[0],1).(NI[2],1)
```

Entering user mode we are prompted to specify the array name of a declared module variable. We choose NI, and are prompted to specify which of the 6 members of that array we desire. Choosing NI[2], we are then prompted for the identity of the event that should be executed. We choose the first event, and then instruct the system with a cont to execute the selected event. The next current path sequence shows that indeed the event we selected was executed, and that the resulting state vector is now at the head of the working list. The user option thus lets the user investigate specific event sequences, short-circuiting the automatic REST mechanisms for creating state vectors.

The system remains in user mode until the command user - is given to disable it. The system may also exit user mode if the user makes an error when prompted by the system. If there is ever any doubt, the user + can be reissued.

### 4.18 Module library

This feature provides the capabilities of saving a module to a library or inserting a precreated module from a library. The library is the directory whose name is specified by the `Library dir` line [see §4.9]. A blank line tells REST tool to use the current directory.
4.18.1 Insert from module library

To use the library features, Right click the mouse on the Module library... button, and Right drag the mouse until the library features menu appears. To insert a module, Right drag the mouse again and wait for the library modules available menu. Drag down the mouse to the module desired and release the Right mouse button. The module will be inserted at the beginning of the current REST model, provided no module with that name presently exists.

If there is a desire to insert modules not originally created and saved by REST tool, make sure the name of the file is modulename.mod, where modulename is the name of the module. Also make sure the file contains only the module to be inserted, because all contents of the file will be inserted at the beginning of the REST model.

4.18.2 Save to module library

To save a module to the library, make sure the module name and library directory name are specified in the appropriate lines [see §4.9]. REST tool will save the module in a file called modulename.mod, whose format is described above. Note that this action does not alter the current REST model.

4.19 Load a REST model

To load a REST model, first specify the file name in the File name line [see section §4.9], and then Left click the Load a REST model button. If the code has been modified since the last save, a notify window will pop up, requesting that the current file be saved first.

4.20 Save a REST model

To save a REST model, first specify the file name in the File name line [see section §4.9], and then Left click the Save a REST model button. Save will retain the previous save as a backup file in the same directory, with the file name appended by the extension BAK. SAVE OFTEN!!!

4.21 Clear the template

To clear the text window, Left click the Clear the template button. If the text was modified since the last save, a notify window will pop up asking which course of action is REALLY
desired. **If the template is cleared it cannot be retrieved** ('OOOPS!'), so plan the course of action carefully.

### 4.22 Quit REST tool

To quit from REST tool, **Left** click the *Quit REST tool* button. If the text was modified since the last save, a notify window will pop up asking which course of action is **REALLY** desired.

### 4.23 Program Enhancements

A variable or function name cannot take on as a name any word which appears in that identifier’s module.

### 4.24 List of REST messages

The following messages may appear in the REST message area.

**Addition subwindow closed** The window has closed successfully. To use the window again, **Left** click the *Add to REST model* button in the main window.

**Addition subwindow opened** The window has opened without problem.

**All modules listed** The *Watch all modules* instruction was performed successfully [see §4.15], and all of the modules are listed in the watch window in the order they appear in the REST model.

**Can only connect in Init section** *Connect* calls can only be made in the Init section of the REST model, so the caret must be repositioned to a place within the Init section.

**Clear aborted** The clear attempt was unsuccessful, whether intended or not.

**Cond and state funcs must be unique** The names of the identifiers are the same, which is illegal in the REST world.

**Connect added** The *Connect* call has been added without problem.

**Declaration in Global is bad** A variable in the *Global* section has been declared of a module type which does not exist in the current REST model.
File not found  No file of that name exists. Perhaps the path is not correct, or a capital letter is missing, or the file name has not been specified in the File name line, or something similar.

File not overwritten  No save was attempted. The file name must be changed if a file save is desired to avoid overwriting the data file with the given file name.

Filter template cleared  The filter template has been cleaned free of all outputs formerly contained within.

Filter template saved  The contents of the filter template have been saved to the specified filename. Note that this will not clear the template.

Func name is not unique  An identifier already exists with that name in that module.

Function added  The function declaration in the module header and the accompanying function skeletons in the Code section were added to the module successfully.

Function not resident in module  No function of that name has been declared in the module specified.

GetState added  The GetState call has been added without a problem.

Global section does not exist  The Global section of the REST model is necessary for the present instruction to execute.

Goto successful  REST tool was able to reposition the caret.

Init section does not exist  The Init section of the REST model is necessary for the present instruction to execute.

Library module was inserted  No problems were encountered placing it at the beginning of the current REST model.

Load complete  The REST model has been successfully loaded into REST tool.

Mod cannot be its own Relation  In a Relation declaration, the module named as the Relation must be different from the name of the module into which this declaration will be placed.

Mod func and var names must be unique  In a module header's Relation declaration, the message receipt function and variable name must be different from each other and every other identifier in the module. An exception: different Relations can share the
same message receipt function, in which case a REST message will inform the user that such a thing has been done.

**Module already exists** The module name chosen is already in this REST model.

**Module does not exist** The module name chosen is not in this REST model.

**Module library is empty** No files ending in .mod reside in the specified library directory.

**Module not saved to library** The save was aborted successfully.

**Module saved to library** A file with the name *modulename.mod* has been created successfully in the specified library directory.

**Msg rec func exists; new Mod added** This is actually two messages in one. See the messages for **Msg rec func name not unique** and **Variable and new Module added**.

**Msg rec func name not unique** A function with that name already exists in that module; REST tool assumes that the duplicate name was intended, for example when using the *Null()* function.

**Must specify a pruning level** The REST model cannot be run without a numeric pruning level given.

**Must specify module Var name** During the process of creating a *GetState* call, the name of the module name has been specified; the variable of that type declared within the module must be used instead.

**Must use Relation variable** In creating a *Connect* call, the module name has been specified instead of the variable of that type declared in the *Global* section of the REST model.

**New module created** The module was successfully added to the beginning of the REST model.

**No file name selected** A file name must be specified in the main window’s *File name* line before a REST model can be saved.

**No function name given** A function name must be specified before REST tool can execute the instruction.

**No module name selected** A module name must be given before REST tool can execute the instruction.
No modules exist  No modules have been created yet in the current REST model.

No module was inserted  The Add a library module was aborted.

No variable name given  A variable name must be specified before REST tool can execute the instruction.

Quit aborted  The quit attempt was unsuccessful, whether intended or not.

Rate variable does not exist  To add a Tranto function, a Rate variable of that name must already have been defined in that module. To add the function, then, call up the Add a variable window, add the Rate variable, and then Left click the Add this function button in the Add a function window.

Relation module not declared  The GetState module specified does not presently reside in the current REST model.

Relation module is generic  The GetState module specified has been declared of the generic type. The GetState call must be entered manually to ensure that the user gets what the user wants.

Relation not declared in Global  The Connect call can only connect two modules whose variables have been declared in the Global section.

Relation not declared in module  The Connect call can only connect two modules whose variables have been declared in the proper modules.

REST model run complete  The REST model has finished running, with its output appearing in the filter display window.

REST model running  The REST model is running, but this has been known to take a while, so be patient.

Run window opened  The Run a REST model window has been opened without problem.

Save failed  The save command was not successful.

Save succeeded  The save command was successful. REST tool can now be cleared the template or exited. When a REST model is saved, the last version is also saved in the name filename appended by a % sign, in the same directory that the REST model is saved.

Section added  The section has been added successfully to the proper position in the REST model.
4.24. **LIST OF REST MESSAGES**

**Section does not exist** The section referenced (either Static, Global or Init) does not exist presently in the REST model.

**Some var attributes not given** One or more variable attributes has been left blank, and they must be specified before REST tool can execute the instruction.

**State var not declared in module** When creating a GetState call, the state to be retrieved does not exist in the module specified.

**Template cleared** The main window's text template has been successfully wiped clean. Useful in building another REST model without exiting REST tool.

**Template modified; please save or clear** A new REST model cannot be loaded into the text editor window until the current REST model has been saved or cleared since its last modification.

**Term window opened** The terminal window has been opened without problem.

**There are ? pairs of { }’s** Gives a count of the number of braces pairs in the REST model. If this message is displayed, the watch instruction has executed correctly, and the watch window now is looking at the intended item.

**There are too many braces** In order for a watch window to successfully watch an item, the number of open braces in the REST model must equal the number of closed braces. This message alerts the user to an imbalance which must be remedied before a watch can be performed.

**Think again** A REST model must have something in it before it can be saved.

**This feature not yet available** The current release of REST tool does not support this feature.

**Var name is not unique** An identifier already exists with that name in the module.

**Variable added** The variable declaration and accompanying function skeletons have been added to the module successfully.

**Variable and new Module added** The variable declaration and function skeleton for the Relation have been added, and the module named in the declaration previously did not exist. It has been created and inserted at the beginning of the REST model.

**Watch window added** A new watch window has been created successfully.
Chapter 5

Listings

Comment = 0;
"Echo = 0;"
"prune = 1.0E-14;"
PFail = 1.0E-4;

space = (P: array[1..4] of 0..1);
Start = (4 of 0);


for i=1,4;
  if (P[i]=0) tranto P[i]=1 by PFail;
endfor;

Listing 1. ASSIST Model of Non-Reconfiguring Quad
MODULE Processor {
    STATE ProcState;
    RATE ProcFail;

    IF ProcGood() TRANTO FailEffect() BY ProcFail;

    CODE {
        //FAILEFFECT
        void FailEffect() {
            PutState(ProcState,FAIL);
        } //FailEffect

        //PROCGOOD
        int ProcGood() {
            return(ISGOOD(GetState(ProcState)));
        } //ProcGood
    } //CODE
} //Processor

MODULE System {
    RELATION Processor Procs[4];

    DEATHIF DeathCond();

    CODE {
        // Death if 2 or more failed processors
        int DeathCond() {
            int d,i;
            d=0;
            for (i=0; i<NumProcs; i++)
                if (FAILED(GetState(Procs[i].ProcState))) d++;
            return(d>1);
        } //DeathCond
    } //CODE
} //System

Listing 2a. RML Model of Non-Reconfiguring Quad
STATIC
{
#define GOOD 1
#define FAIL 2
#define NumProcs 4
#define ISGOOD(s) (s&GOOD)
#define FAILED(s) (s&FAIL)
}

GLOBAL {
    Processor: P[4];
    System: SYS;
}

INIT
{
    int i;
    for (i=0; i<NumProcs; i++)
    {
        View(SYS.Procs[i],P[i]);
        Set(P[i].ProcState,GOOD);
    }
    Rate(Processor.ProcFail,1.0E-4);
}
comment = 0;
"Echo = 0;"
"prune=1.0E-14;"
PFail = 1.0E-4;
Prec = 3600;

space = (Pgood: array[1..4] of 0..1, Pbad: array[1..4] of 0..1);

Start = (4 of 1, 4 of 0);


for i=1,4;
  if (Pgood[i]=1) tranto Pgood[i]=0,Pbad[i]=1 by PFail;

  if (Pbad[i]=1) tranto Pbad[i]=0 by FAST Prec;
endfor;

Listing 3. ASSIST Model of Reconfiguring Quad
MODULE Processor {
    STATE ProcState;
    RATE ProcFail;
    RELATION FTP FTP: FTPmess();

    Processor: IF ProcGood() TRANTO FailEffect() BY ProcFail;

    CODE {
        // FAILEFFECT
        void FailEffect() {
            PutState(ProcState,FAIL);
            // Notify FTP Parent that a processor has failed
            SendValue(FTP,FAIL);
        } //FailEffect

        // PROCGOOD
        int ProcGood() {
            return(GetState(ProcState)&GOOD);
        } //ProcGood

        // FTPMESS
        void FTPmess(msg,who) {
            int *msg, who; {
                // FTP can alter child's state. Typically to REMOVE from working set
                switch (*msg) {
                    case REMOVED: PutState(ProcState,REMOVED); break;
                } //switch
            } //FTPmess
        } //CODE
    } //Processor
}

Listing 4a. RML Model of Reconfiguring Quad: Processor Module
MODULE FTP {
    STATE FTPState;
    RATE FTPrec;
    RELATION Processor P[4]: Pmess();
}

FTP: IF Vulnerable() TRANSO Recover() BY FAST FTPrec;

CODE {
    // EVAL
    // This function counts GOOD and BAD processors (Maybe I should call
    // it SantaClaus) and sets FTPState GOOD, VULNERABLE or BAD accordingly
    void Eval() {
        int g, b, p;
        g = b = 0;
        for (p = 0; p < NumProcs; p++) {
            if (GetNewState(P[p].ProcState) == GOOD) g++;
            else if (GetNewState(P[p].ProcState) == FAIL) b++;
        }
        if (b == 0) PutState(FTPState, GOOD);
        if ((b >= g) || (g == 0)) PutState(FTPState, FAIL);
    } // Eval

    // VULNERABLE
    int Vulnerable() {
        int p, f;
        f = 0;
        for (p = 0; p < NumProcs; p++)
            if (GetState(P[p].ProcState) == FAIL) f++
        return (f > 0);
    } // Vulnerable
}

Listing 4b. RML Model of Reconfiguring Quad: FTP Module
//RECOVER
// If a Proc is BAD we REMOVE it from WORKING set
void Recover() {
  int p;
  for (p=0; p<NumProcs; p++)
    if (GetState(P[p].ProcState)==FAIL) SendValue(P[p],REMOVED);
    
    FTP_Eval();
} //Recover

//Pmess
// A Proc has changed state, so we should re-evaluate FTP
void Pmess(msg,who)
  int *msg,who; {
    FTP_Eval();
} //Pmess
} //CODE
} // FTP

Listing 4c. RML Model of Reconfiguring Quad: FTP Module (contd)
CHAPTER 5. LISTINGS

Listing 4d. RML Model of Reconfiguring Quad: System Module
STATIC
{
#define GOOD 1
#define FAIL 2
#define REMOVED 4
#define NumProcs 4
}

GLOBAL {
    Processor: P[4];
    FTP: FTP;
    System: SYS;
}

INIT
{
    int p;
    for (p=0; p<NumProcs; p++)
    {
        Connect(FTP.P[p], P[p].FTP);
        Set(P[p].ProcState, GOOD);
    }
    Set(FTP.FTPState, GOOD);
    View(SYS.FTP, FTP);
    Rate(FTP.FTPrec, 3600.0);
    Rate(Processor.ProcFail, 1.0E-4);
}

Listing 4e. RML Model of Reconfiguring Quad: Initialization
Listing 5a. RML Model of Quad with Voter: Processor Module
MODULE Voter {
    STATE VoterState, VoterErrors, VoterEnable;
    // Relation with sibling processor
    RELATION Processor PME: Pmess();

    // Transmit Ports
    RELATION Voter VSend[4];
    // Receive Ports
    RELATION Voter VReceive[4]: Vmess();

    RELATION FTP FTP: FTPmess();

    CODE {

        // FAIL EFFECT
        // When Voter Fails it notifies its sibling processor
        void FailEffect() {
            PutState(VoterState, FAIL);
            SendValue(PME, FAIL);
        } // FailEffect

        // EVAL
        void Eval() {
            int g, b, e, v, p;
            g = b = 0;
            e = GetNewState(VoterErrors);
            v = GetNewState(VoterEnable);
            e *= e; // e will hold bit vector of BAD ENABLED processors */
            v = v ^ e; // If ENABLEd processors aren't BAD, they're GOOD */
            // Count errors and see if majority rules
            for (p = 0; p <= 3; p++) {
                if (e & (1 << p)) b++;
                if (v & (1 << p)) g++;
            }
            PutState(VoterState, GOOD);
            if (b > 0) PutState(VoterState, ERROR);
            if ((b >= g) && (g == 0) || (g == 0)) Voter_FailEffect();
        } // Eval

    }

Listing 5b. RML Model of Quad with Voter: Voter Module
void Pmess(msg,who)
  int *msg,who; {
    int v;
    switch (*msg) {
      case FAIL:
        case ERROR: if (!(GetNewState(VoterState)&FAIL))
          for (v=0; v<4; v++) SendValue(VSend[v],ERROR);
      } //switch
    } //Pmess

//VMESS
// Voter sends ERROR message when it’s Processor fails
void Vmess(msg,who)
  int *msg,who; {
    int t;
    // The Voter ID’s go from 1,2,4,8, but the indices go from 0..3
    switch (*msg) {
      case ERROR:
        t = GetNewState(VoterErrors) | ((1<<who)&
          GetNewState(VoterEnable));
        PutState(VoterErrors,t);
        Voter.Eval();
      } //switch
    } //Vmess

//FTPMESS
// FTP will reset enable register when it recovers
void FTPmess(msg,who)
  int *msg,who; {
    int e;
    PutState(VoterEnable,*msg);
    // Disabled Channels are no longer Bad
    e = GetState(VoterErrors);
    e = e&(*msg);
    PutState(VoterErrors,e);
    Voter_Eval();
  } //FTPmess
}//CODE
}//Voter

Listing 5c. RML Model of Quad with Voter: Voter Module (contd)
MODULE FTP {
    STATE FTPState, WorkingSet;
    RATE FTPrec;
    RELATION Voter V[4];
    RELATION Processor P[4]: Pmess();

    IF Vulnerable() TRANTO Recover() BY FAST FTPrec;

    CODE {

        // EVAL
        void Eval() {
            int g, b, p;
            g = b = 0;
            // Poll Processors and Voters. FTP is OK as long as it has ANY good processors
            // If any voters have errors FTP will start recovery
            for (p = 0; p < NumProcs; p++) {
                if (GetNewState(P[p].ProcState) == GOOD) g++;
            }
            PutState(FTPState, GOOD);
            if (g == 0) PutState(FTPState, FAIL);
        } // Eval

        // PMESS
        // A processor has changed state so re-eval FTP
        void Pmess(msg, who) {
            FTP_Eval();
        } // Pmess

        // VULNERABLE
        int Vulnerable() {
            int p, b;
            b = 0;
            for (p = 0; p < NumProcs; p++) {
                if (((1 << p) & GetState(WorkingSet)) &&
                    (GetState(V[p].VoterState) == ERROR)) b++;
            }
            return(b > 0);
        }
    }
}

Listing 5d. RML Model of Quad with Voter: FTP Module
//COUNTS
// There may be a better way of doing this
// This function accumulates error count for each processor
void Count(s,p,P1e,P2e,P3e,P4e)
    int s,p,*P1e,*P2e,*P3e,*P4e;
    if (p&GetState(WorkingSet)) {
        if (P1ID&s) P1e = *P1e + 1;
        if (P2ID&s) P2e = *P2e + 1;
        if (P3ID&s) P3e = *P3e + 1;
        if (P4ID&s) P4e = *P4e + 1;
    }
}//Counts

//RECOVER
void Recover() {
    int e,s,P1e,P2e,P3e,P4e,v;
    e=P1e=P2e=P3e=P4e=0;
    // For each voter, count errors for each processor
    for (v=0; v<NumProcs; v++)
        if (((1<<v)&GetState(WorkingSet)) {
            s = GetState(V[v].VoterErrors);
            FTP_Count(s,(1<<v),&P1e,&P2e,&P3e,&P4e);
        }
    // If more than 2 voters agree that a Proc has errors, then we believe it
    if (P1e>1) e = e|P1ID;
    if (P2e>1) e = e|P2ID;
    if (P3e>1) e = e|P3ID;
    if (P4e>1) e = e|P4ID;
    // Remove Bad Procs from working set
    e = GetState(WorkingSet)&(~e);
    PutState(WorkingSet,e);
    // Reset Voter enable latches
    for (v=0; v<NumProcs; v++)
        if (e) SendValue(V[v],e);
    // Re-eval FTP
    FTP_Eval();
}//Recover
}//CODE

Listing 5e. RML Model of Quad with Voter: FTP Module (contd)
MODULE System {

    RELATION FTP FTP;

    DEATHIF FTPFail();

    CODE {

        //FTPFAIL
        int FTPFail() {
            return(GetState(FTP.FTPState)==FAIL);
        }  //FTPFail

    }  //CODE

} //System

STATIC {

    #define GOOD 1
    #define FAIL 2
    #define REMOVED 4
    #define VULNERABLE 8
    #define ERROR 16
    #define P1ID 1
    #define P2ID 2
    #define P3ID 4
    #define P4ID 8
    #define NumProcs 4

}
GLOBAL {
  Processor: P[4];
  Voter: V[4];
  FTP: FTP;
  System: SYS;
}

INIT {
  int i,j;
  for (i=0; i<NumProcs; i++) {
    Connect(FTP.V[i],V[i].FTP);
    Connect(V[i].PME,P[i].VME);
    for (j=0; j<NumProcs; j++)
      Connect(V[i].VSend[j],V[j].VReceive[i]);
    Connect(FTP.P[i],P[i].FTP);
  }
  View(SYS,FTP);

  for (i=0; i<NumProcs; i++) {
    Set(P[i].ProcState,GOOD);
    Set(V[i].VoterState,GOOD);
    Set(V[i].VoterErrors,0);
    Set(V[i].VoterEnable,(P1ID|P2ID|P3ID|P4ID));
  }
  Set(FTP.FTPState,GOOD);
  Set(FTP.WorkingSet,(P1ID|P2ID|P3ID|P4ID));
  Rate(FTP.FTPrec,3600.0);
  Rate(Processor.ProcFail,1.0E-4);
}

Listing 5g. RML Model of Quad with Voter: Initialization
Comment = 0;
"Echo = 0;"
"prune=1.0E-14;"
IFail = 1.0E-5;
Irec = 3600;

    space = (Igood: array[1..4] of 0..1, IO: array[1..4] of 0..1, 
            I0Error: array[1..4] of 0..1);

    Start = (4 of 1, 1, 0, 0, 1, 4 of 0);

deihtif (I0[1]+I0[2]+I0[3]+I0[4]=0);

for i=1,4;
    if (Igood[i]=1) and (I0[i]=1) tranto Ig00d[i]=0, IO[i]=0, I0Error[i]=1 by 
        IFail;
        if (Igood[i]=1) and (I0[i]=0) tranto Ig00d[i]=0 by IFail;
    endifor;

    if (I0Error[1]=1) and 
        (I0good[2]=1) tranto I0Error[1]=0, I0[2]=1 by FAST Irec;
    if (I0Error[1]=1) and 
        (I0Error[2]=0) tranto I0Error[1]=0 by FAST Irec;
    if (I0Error[2]=1) tranto I0Error[2]=0 by FAST Irec;
    if (I0Error[3]=1) tranto I0Error[3]=0 by FAST Irec;
    if (I0Error[4]=1) and 
    if (I0Error[4]=1) and 
        (I0good[3]=0) tranto I0Error[4]=0 by FAST Irec;

Listing 6. ASSIST model of Interface
MODULE Interface {
    STATE IntState;
    RATE IntRate;

    RELATION InterfaceManager IntMan: Manmess();

    // Not use of '&' instead of '=='. This is because an Interface can be either
    // GOOD or (GOOD|INUSE). In either case it can fail. The difference is the
    // effect of failing if INUSE or not. Also note that for this change the value
    // of GOOD is made 1 and other State values modified accordingly.
    IF (GetState(IntState)&GOOD) TRANTO FailEffect() BY IntRate;

    CODE {
        IF (GetState(IntState)&GOOD) TRANTO FailEffect() BY IntRate;

        CODE {
            // FAILEFFECT
            // When an Interface fails it produces errors
            void FailEffect() {
                int s;
                // Have to retain INUSE bit
                s = GetState(IntState);
                PutState(IntState,((s&(~GOOD))|FAIL|ERROR));
                SendValue(IntMan, FAIL);
            }

            // MANMESS
            // The Interface's Redundancy Manager can place the Interface Either
            // INUSE
            // or not INUSE
            void Manmess(msg,who) {
                int *msg, who; {
                    int s;
                    s = GetState(IntState);
                    switch (*msg) {
                        case INUSE: PutState(IntState, s|INUSE); break;
                        case REMOVED: PutState(IntState, s&(~INUSE)); break;
                    } // switch
                } // Manmess
            }
        } // CODE
    } // Interface
}

Listing 7a. RML Model of Interface: Interface Module
MODULE InterfaceManager {
    STATE IntManState;
    RATE IntManRec;
    RELATION Interface I[4]: Imess();

    IF (getState(IntManState)==VULNERABLE) TRANTS
        RecEffect() BY FAST IntManRec;

    CODE {

        // EVAL
        // To evaluate Health of I/O system, only consider active (INUSE) elements
        void Eval() {
            int g,b,s,i;
            g=b=0;
            for (i=0; i<4; i++) {
                s = GetNewState(I[i].IntState);
                if (s&INUSE)
                    if (s&ERROR)
                        b++;
                    else
                        g++;
            }

            PutState(IntManState,GOOD);
            if (b>0) PutState(IntManState,VULNERABLE);
            if (g==0) PutState(IntManState,FAIL);
        } // Eval

        // IMESS
        // When an Interface changes state, The parent manager must reevaluate
        void Imess(msg,who) {
            InterfaceManager_Eval();
        } // Imess

    } // CODE

Listing 7b. RML Model of Interface: InterfaceManager Module
void RecEffect()
{
    int s,i;
    for (i=0; i<NumProcs; i++) {
        s = GetState(I[i].IntState);
        if ((s&INUSE)&&(s&ERROR)) {
            SendValue(I[i],REMOVED);
            switch (i) {
                case 0: if (GetNewState(I[1].IntState)&GOOD)
                    SendValue(I[1],INUSE); break;
                case 3: if (GetNewState(I[2].IntState)&GOOD)
                    SendValue(I[2],INUSE); break;
            } //switch
        } //if
    } //for

    // Re-eval the Interface
    InterfaceManager_Eval();
} //RecEffect
} //InterfaceManager

Listing 7c. RML Model of Interface: InterfaceManager Module (contd)
MODULE System {

    RELATION InterfaceManager IntMan;

    DEATHIF INTFail();

    CODE {

        //INTFAIL
        int INTFail() {
            return(GetState(IntMan.IntManState)==FAIL);
        }//INTFail
    }//CODE
}

STATIC {

    #define GOOD 1
    #define FAIL 2
    #define REMOVED 4
    #define VULNERABLE 8
    #define ERROR 16
    #define INUSE 32
    #define P1ID 1
    #define P2ID 2
    #define P3ID 4
    #define P4ID 8
    #define NumProcs 4
}

Listing 7d. RML Model of Interface: System Module and Static Section
GLOBAL {
    Interface: Int[4];
    InterfaceManager: IntMan;
    System: SYS;
}

INIT {
    int i,j;
    for (i=0; i<NumProcs; i++) {
        Connect(IntMan.I[i], Int[i].IntMan);
    }
    View(SYS.IntMan,IntMan);
    Set(Int[0].IntState,(GOOD|INUSE));
    Set(Int[1].IntState,GOOD);
    Set(Int[2].IntState,GOOD);
    Set(Int[3].IntState,(GOOD|INUSE));
    Set(IntMan.IntManState,GOOD);
    Rate(Interface.IntRate,1.0E-5);
    Rate(InterfaceManager.IntManRec,3600.0);
}
Comment = 0;
"Echo = 0;"
"prune=1.0E-14;"
PFail = 1.0E-4;
Prec = 3600;
IFail = 1.0E-5;
Irec = 3600;

Space = (Pgood : array[1..4] of 0..1, Pbad: array[1..4] of 0..1,
         Igood: array[1..4] of 0..1, IO: array[1..4] of 0..1,
         IOError: array[1..4] of 0..1);
Start = (4 of 1, 4 of 0, 4 of 1, 1, 0, 0, 1, 4 of 0);

for i=1,4;
  if (Pgood[i]=1) and (Igood[i]=1) and (IO[i]=1) tranto
    Pgood[i]=0, Pbad[i]=1, Igood[i]=0, IO[i]=0, IOError[i]=1 by PFail;
  if (Pgood[i]=1) and (Igood[i]=1) and (IO[i]=0) tranto
    Pgood[i]=0, Pbad[i]=1, Igood[i]=0 by PFail;
  if (Pgood[i]=1) and (Igood[i]=0) and (IO[i]=1) tranto
    Pgood[i]=0, Pbad[i]=1 by PFail;
  if (Pbad[i]=1) tranto Pbad[i]=0 by FAST Prec;
  if (Igood[i]=1) and (IO[i]=1) tranto Igood[i]=0, IO[i]=0, IOError[i]=1 by
    IFail;
  if (Igood[i]=1) and (IO[i]=0) tranto Igood[i]=0 by IFail;
endfor;

if (IOError[1]=1) and (Igood[2]=1) tranto
  IOError[1]=0, IO[2]=1 by FAST Irec;
if (IOError[1]=1) and (Igood[2]=0) tranto IOError[1]=0 by FAST Irec;
if (IOError[4]=1) and (Igood[3]=1) tranto

Listing 8. ASSIST Module of Quad Processors plus Interfaces
MODULE Processor {
    STATE ProcState;
    RATE ProcFail;

    // Relation with sibling voter
    RELATION Voter VME: Vmess();

    RELATION FTPmodule FTP;

    RELATION Interface Int;

    IF (GetState(ProcState) & GOOD) TRANTO FailEffect() BY ProcFail;

    CODE {

        // FAIL EFFECT
        void FailEffect() {
            int p,v;
            PutState(ProcState,FAIL);

            SendValue(VME,ERROR);

            // Tell Parent FTP we've failed (Voter could do this as error report
            // But then all 4 voters would send message
            SendValue(FTP,FAIL);
            SendValue(Int,FAIL);
        }//FailEffect

        // VMESS
        // When Voter Fails the sibling Processor Module also fails
        void Vmess(msg, who) {
            int *msg, who; {
                Processor_FailEffect();
            } //Vmess
        } //CODE
    }//Processor

Listing 9a. RML Model of Quad Processors plus Interfaces: Processor Module
MODULE Voter {
    STATE VoterState, VoterErrors, VoterEnable;

    // Relation with sibling processor
    RELATION Processor PME: Pmess();

    // Transmit Ports
    RELATION Voter VSend[4];

    // Receive Ports
    RELATION Voter VReceive[4]: Vmess();

    RELATION FTPmodule FTP: FTPmess();

    CODE {

        // FAILEFFECT
        // When Voter Fails it notifies its sibling processor
        void FailEffect() { 
            PutState(VoterState, FAIL);
            SendValue(PME, FAIL);
        }//FailEffect

        // EVAL
        void Eval() {
            int g, b, e, v, p;
            g = b = 0;
            e = GetNewState(VoterErrors);
            v = GetNewState(VoterEnable);
            e = v & e; /* e will hold bit vector of BAD ENABLED processors */
            v = ~v & e; /* If ENABLEd processors aren’t BAD, they’re GOOD */

            // Count errors and see if majority rules
            for (p = 0; p < 3; p++) {
                if (e & (1 << p)) b++;
                if (v & (1 << p)) g++;
            }
            PutState(VoterState, GOOD);
            if (b > 0) PutState(VoterState, ERROR);
            if (((b > g) || (g == 0)) Voter.FailEffect();
        }//Eval

    }

Listing 9b. RML Model of Quad Processors plus Interfaces: Voter Module
//PMESS
void Pmess(msg,who) {
    int v;
    if (!(GetNewState(VoterState)&FAIL))
        for (v=0; v<4; v++) SendValue(VSend[v],ERROR);
} //Pmess

//VMESS
// Voter sends ERROR message when it’s Processor fails
void Vmess(msg,who) {
    int *msg,who; {
        int t;
        // The Voter ID’s go from 1,2,4,8, but the indices go from 0..3
        t = GetNewState(VoterErrors) | ((1<<who)&GetNewState(VoterEnable));
        PutState(VoterErrors,t);
        Voter_Eval();
    } //Vmess

//FTPmess
// FTP will reset enable register when it recovers
void FTPmess(msg,who) {
    int *msg,who; {
        int e;
        PutState(VoterEnable,*msg);
        // Disabled Channels are no longer Bad
        e = GetState(VoterErrors);
        e = e^(*msg);
        PutState(VoterErrors,e);
        Voter_Eval();
    } //FTPmess
} //CODE

Listing 9c. RML Model of Quad Processors plus Interfaces: Voter (contd)
MODULE FTPmodule {
    STATE FTPState, WorkingSet;
    RATE FTPRec;
    RELATION Voter V[4];
    RELATION Processor P[4]: Pmess();

    IF Vulnerable() TRANTO Recover() BY FAST FTPRec;

    CODE {

        // EVAL
        void Eval()
        {
            int g, b, p;
            g = b = 0;
            // Poll Processors and Voters. FTP is OK as long as it has ANY good processors
            // If any voters have errors FTP will start recovery
            for (p = 0; p < NumProcs; p++)
                if (GetNewState(P[p].ProcState) == GOOD) g++;

            PutState(FTPState, GOOD);
            if (g == 0) PutState(FTPState, FAIL);
        }
        // Eval

        // PMESS
        // A processor has changed state so re-eval FTP
        void Pmess(msg, who)
        {
            *msg, who; {
                FTPmodule_Eval();
            }
        } // Pmess

        // VULNERABLE
        int Vulnerable()
        {
            int p, b;
            b = 0;
            for (p = 0; p < NumProcs; p++)
                if ( ((1 << p) & GetState(WorkingSet)) &&
                    (GetState(V[p].VoterState) == ERROR) ) b++;
            return(b > 0);
        } // Vulnerable

    }

Listing 9d. RML Model of Quad Processors plus Interfaces: FTP Module
// COUNTS
// There may be a better way of doing this
// This function accumulates error count for each processor
void Count(s,p,P1e,P2e,P3e,P4e)
    int s,p,*P1e,*P2e,*P3e,*P4e;
    if (p&GetState(WorkingSet)) {
        if (P1ID&s) *P1e = *P1e + 1;
        if (P2ID&s) *P2e = *P2e + 1;
        if (P3ID&s) *P3e = *P3e + 1;
        if (P4ID&s) *P4e = *P4e + 1;
    }
}

// RECOVER
void Recover()
    int e,s,P1e,P2e,P3e,P4e,v;
    e=P1e=P2e=P3e=P4e=0;
    // For each voter, count errors for each processor
    for (v=0; v<NumProcs; v++) {
        s = GetState(V[v].VoterErrors);
        FTPmodule_Count(s,(1<<v),&P1e,&P2e,&P3e,&P4e);
    }
    // If more than 2 voters agree that a Proc has errors, then we believe it
    if (P1e>1) e = e|P1ID;
    if (P2e>1) e = e|P2ID;
    if (P3e>1) e = e|P3ID;
    if (P4e>1) e = e|P4ID;
    // Remove Bad Procs from working set
    e = GetState(WorkingSet)^(e);
    PutState(WorkingSet,e);
    // Reset Voter enable latches
    for (v=0; v<NumProcs; v++)
        if (e) SendValue(V[v],e);
    // Re-eval FTP
    FTPmodule_Eval();
} // Recover
} // CODE
} // FTP

Listing 9e. RML Model of Quad Processors plus Interfaces: FTP (contd)
MODULE Interface {

  STATE IntState;
  RATE IntRate;
  RELATION Processor Proc: Pmess();
  RELATION InterfaceManager IntMan: ManMess();

  // Not use of ' & ' instead of ' == '. This is because an Interface can be either
  // GOOD or (GOOD|INUSE). In either case it can fail. The difference is the
  // effect of failing if INUSE or not. Also note that for this change the value
  // of GOOD is made 1 and other State values modified accordingly.

  IF (GetState(IntState) & GOOD) TRANTO FailEffect() BY IntRate;

  CODE {

    //FAILEFFECT
    // When an Interface fails it produces errors
    void FailEffect() {
      int s;
      // Have to retain INUSE bit
      s = GetNewState(IntState);
      PutState(IntState, ((s & "GOOD") | FAIL|ERROR));
      Interface_effect();
    } // FailEffect

    //FAILEFFECT
    // When an Interface fails it produces errors
    void FailEffect() {
      int s;
      // Have to retain INUSE bit
      s = GetNewState(IntState);
      PutState(IntState, ((s & "GOOD") | FAIL|ERROR));
      Interface_effect();
    } // FailEffect

  }

Listing 9f. RML Model of Quad Processors plus Interfaces: Interface Module
void Pmess(msg, who)
    int *msg, who; {
        Interface_FailEffect();
    } // Processor

void ManMess(msg, who)
    int *msg, who; {
        int s;
        s = GetState(IntState);
        switch (*msg) {
            case INUSE: PutState(IntState, s | INUSE); break;
            case REMOVED: PutState(IntState, s & (~INUSE)); break;
        } // switch
    }
MODULE InterfaceManager {
    STATE IntManState;
    RATE IntManRec;
    RELATION Interface {I[4]: Imess();

    IF (GetState(IntManState)==VULNERABLE) TRANTO
        RecEffect() BY FAST IntManRec;
    }

    CODE {

        /EVAL
        // To evaluate Health of I/O system, only consider active (INUSE) elements
        // Notice that a simultaneous processor (e.g. P[0]) and interface (e.g. I[3])
        // failure causes the Manager to declare failure. This is similar to
        // temporary exhaustion.
        void Eval() {
            int g,b,s,i;
            g=b=0;
            for (i=0; i<4; i++) {
                s = GetNewState(I[i].InState);
                if (s&INUSE)
                    if (s&ERROR)
                        b++;
                    else
                        g++;
            }

            PutState(IntManState,GOOD);
            if (b>0) PutState(IntManState,VULNERABLE);
            if (g==0) PutState(IntManState,FAIL);
        }//Eval

        //IMESS
        // When an Interface changes state, The parent manager must reevaluate
        void Imess(msg,who)
            int *msg,who; { 
                InterfaceManager_Eval();
            }
    }

Listing 9h. RML Model of Quad Processors plus Interfaces: InterfaceManager
(contd)
/// RECEFFECT
/// This recovery is pretty simple.
/// Interfaces which are INUSE and have ERROR are REMOVED.

void RecEffect() {
    int s,i;
    for (i=0; i<NumProcs; i++) {
        s = GetState(I[i].IntState);
        if ((s&INUSE)&&(s&ERROR)) {
            SendValue(I[i],REMOVED);
            switch (i) {
                case 0: if (GetNewState(I[i].IntState)&GOOD)
                        SendValue(I[i],INUSE); break;
                case 3: if (GetNewState(I[2].IntState)&GOOD)
                        SendValue(I[2],INUSE); break;
            }
        }
    }
}

// Re-eval the Interface
InterfaceManager_Eval();
} // RecEffect
} // InterfaceManager

Listing 9i. RML Model of Quad Processors plus Interfaces: InterfaceManager (contd)
MODULE System {

    RELATION FTPmodule FTP;
    RELATION InterfaceManager IntMan;

    DEATHIF FTPFail();
    DEATHIF INTFaiI();

    CODE {

        //FTPFAIL
        int FTPFail() {
            return(GetState(FTP.FTPState)==FAIL);
        }//FTPFail

        //INTFAIL
        int INTFaiI() {
            return(GetState(IntMan.IntManState)==FAIL);
        }//INTFAIL

    }//CODE

});//System

STATIC {
#define GOOD 1
#define FAIL 2
#define REMOVED 4
#define VULNERABLE 8
#define ERROR 16
#define INUSE 32
#define P1ID 1
#define P2ID 2
#define P3ID 4
#define P4ID 8
#define NumProcs 4
}

Listing 9j. RML Model of Quad Processors plus Interfaces: System Module and Static Section
GLOBAL {
    Processor: P[4];
    Voter: V[4];
    Interface: Int[4];
    InterfaceManager: IntMan;
    FTPmodule: FTP;
    System: SYS;
}

INIT {
    int i,j;
    for (i=0; i<NumProcs; i++) {
        Connect(FTP.V[i],V[i].FTP);
        Connect(P[i].Int, Int[i].Proc);
        Connect(V[i].PME,P[i].VME);
        for (j=0; j<NumProcs; j++)
            Connect(V[i].VSend[j],V[j].VReceive[i]);
        Connect(FTP.P[i],P[i].FTP);
        Connect(IntMan.I[i], Int[i].IntMan);
    }
    View(SYS.FTP,FTP);
    View(SYS.IntMan,IntMan);
    for (i=0; i<NumProcs; i++) {
        Set(P[i].ProcState,GOOD);
        Set(V[i].VoterState,GOOD);
        Set(V[i].VoterErrors,0);
        Set(V[i].VoterEnable,(P1ID|P2ID|P3ID|P4ID));
    }
    Set(Int[0].IntState,(GOOD|INUSE));
    Set(Int[1].IntState,GOOD);
    Set(Int[2].IntState,GOOD);
    Set(Int[3].IntState,(GOOD|INUSE));
    Set(IntMan.IntManState,GOOD);
    Set(FTP.FTPState,GOOD);
    Set(FTP.WorkingSet,(P1ID|P2ID|P3ID|P4ID));
    Rate(FTPmodule.FTPrec,3600.0);
    Rate(Processor.ProcFail,1.0E-4);
    Rate(Interface.IntRate,1.0E-5);
    Rate(InterfaceManager.IntManRec,3600.0);
}

Listing 9k. RML Model of Quad Processors plus Interfaces: Global and Initialization Sections
Bibliography


The Reliability Estimation System Testbed is an X-window based reliability modeling tool that has been created to explore the use of the Reliability Modeling Language (RML). RML has been defined to support several reliability analysis techniques including modularization, graphical representation, Failure Mode Effects Simulation (FMES) and parallel processing. These techniques are most useful in modeling large systems. Using modularization, an analyst can create reliability models for individual system components. The modules can be tested separately and then combined to compute the total system reliability. Because a one-to-one relationship can be established between system components and the reliability modules, a graphical user interface may be used to describe the system model. RML has been designed to permit message passing between modules. This feature enables reliability modeling based on a run time simulation of the system wide effects of a component's failure modes. The use of failure modes effects simulation enhances the analyst's ability to correctly express system behavior when using the modularization approach to reliability modeling. To alleviate the computation bottleneck often found in large reliability models, REST has been designed to take advantage of parallel processing on hypercube processors.