

CLEARSY

Safety Solutions Designer

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Hackathon
JUL2025

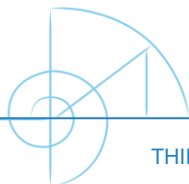
Airlock Functional Controller

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PART III

One Solution

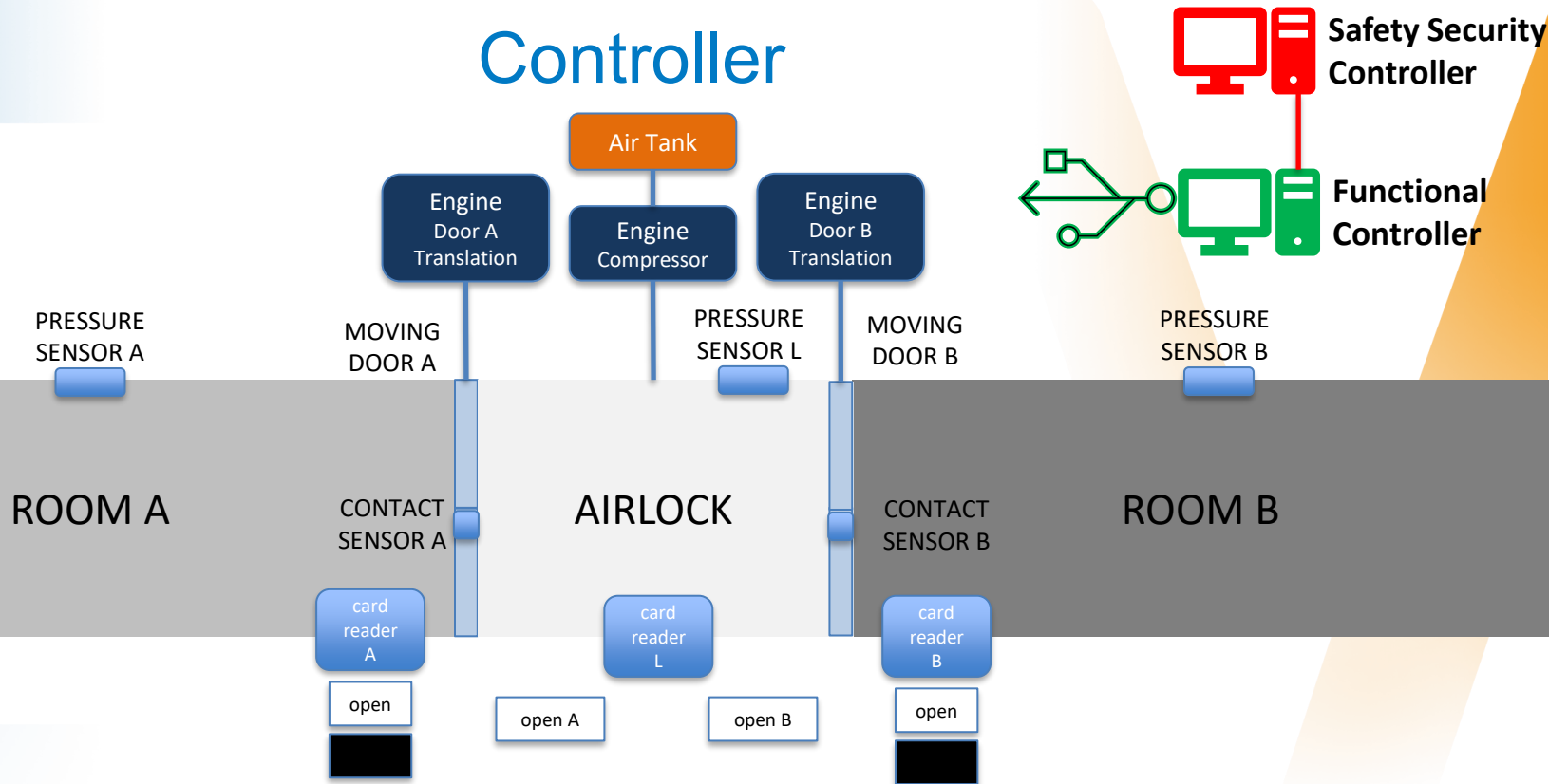


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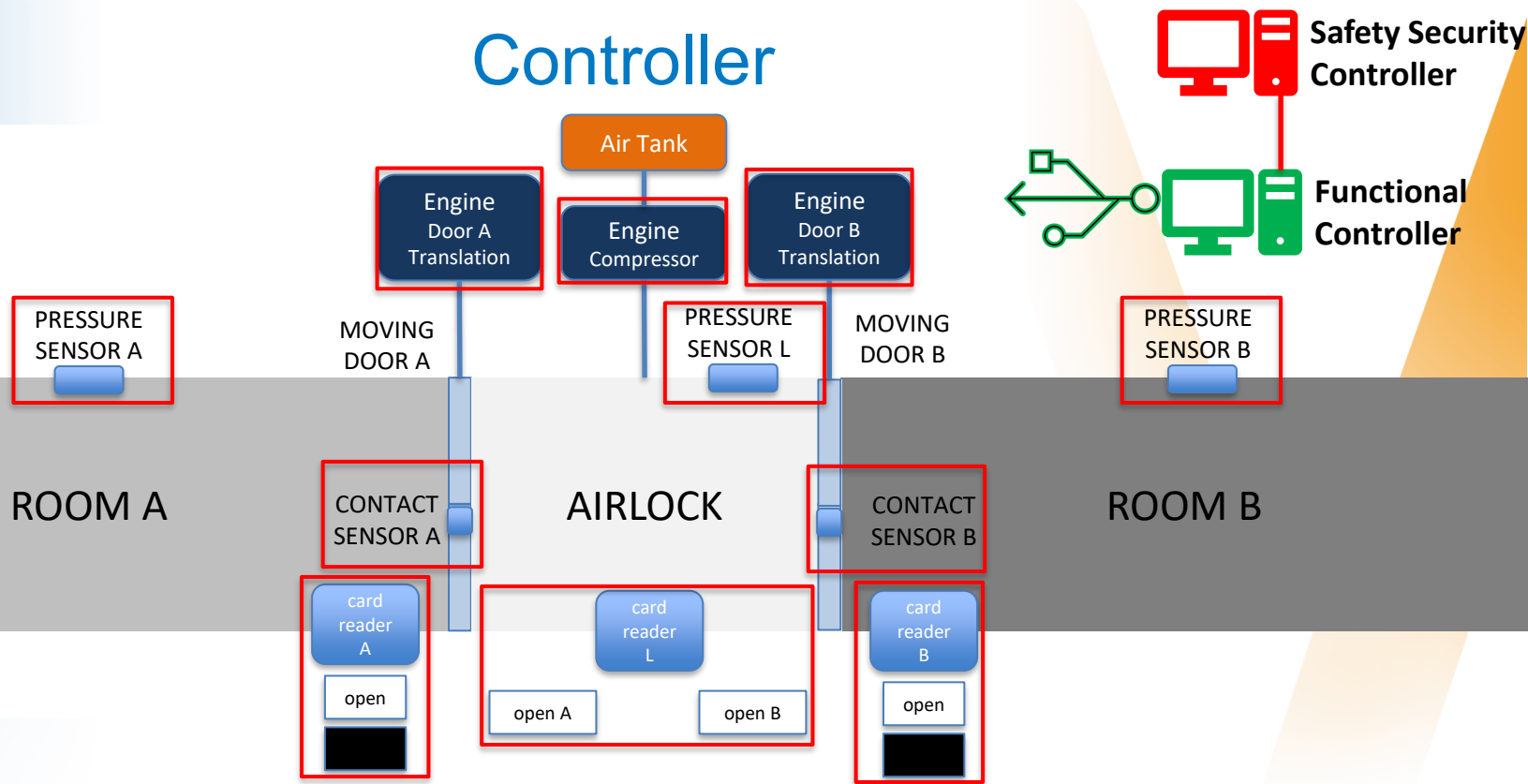
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Controller



design decision: we remove the **close** buttons to save money

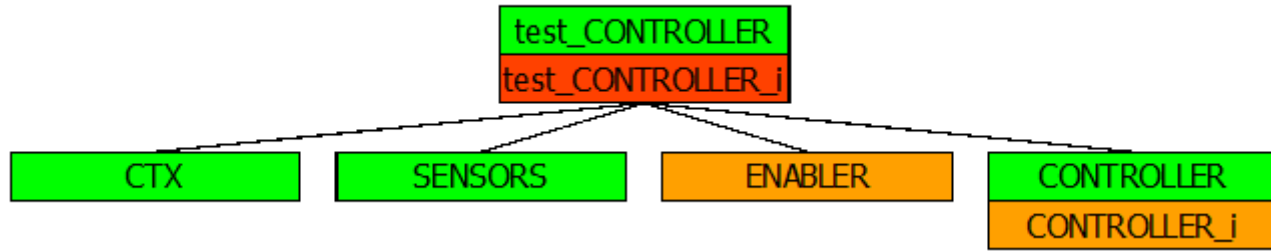
Controller



Your turn

► *Develop a B model of this control function [8 pt]*

- ▷ *many sensors to read*
- ▷ *Definition of objective (based on card reader activated and button pushed)*
- ▷ *Definition of actions (based on objective and current sensors, this is the next action to perform in this order: close door, pressure, open door)*
- ▷ **safety properties** – *they are going to be linked in a combining component where the enabler will be linked with the controller*



Your turn

- ▶ Complete the postcondition of the function control
 - ▷ Keep focused on the main aspects (safety first !)

Your turn

- ▶ It is important to have a mental model of the system and the way it is going scheduled
- ▶ Many aspects to consider but do not put the algorithm in the specification
- ▶ What are the minimum safety properties to consider when dealing with actions ?
 - ▷ Opening doors, modifying the pressure
 - ▷ Closing doors is safe (except if someone/something is in the path but by hypothesis we don't care as we cannot sense people)

control =

BEGIN

current_action,

current_objective : (

current_action: ACTIONS &

current_objective : OBJECTIVES &

Airlock pressure adequate

Opposite door closed

(current_action = TRANSLATE_OPEN_DOOR_A =>

pressure_sensor_l = PRESSURE_A & contact_sensor_b = **TRUE**

) &

(current_action = TRANSLATE_OPEN_DOOR_B =>

pressure_sensor_l = PRESSURE_B & contact_sensor_a = **TRUE**

) &

(current_action = ADAPT_PRESSURE_L_TO_A =>

contact_sensor_b = **TRUE** & contact_sensor_b = **TRUE**

) &

(current_action = ADAPT_PRESSURE_L_TO_B =>

contact_sensor_a = **TRUE** & contact_sensor_b = **TRUE**

)

)

Both doors closed

END

Your turn

- ▶ It is important to have a mental model of the system and the way it is going scheduled
- ▶ Many aspects to consider but do not put the algorithm in the specification
- ▶ What are the minimum safety properties to consider when dealing with actions ?
 - ▷ Opening doors, modifying the pressure
 - ▷ Closing doors is safe (except if someone/something is in the path but by hypothesis we don't care as we cannot sense people)
- ▶ Other properties can be added at will to add coherency

Other properties

```
(current_action = TRANSLATE_CLOSE_DOOR_A =>  
    pressure_sensor_l = PRESSURE_A &  
    contact_sensor_a = FALSE  
) &
```

```
(current_action = NONE =>  
    current_objective = OBJ_NONE  
) &
```

Mistakes

```
(current_action = TRANSLATE_OPEN_DOOR_A =>  
  pressure_sensor_l = PRESSURE_A &  
  contact_sensor_b = TRUE &  
  contact_sensor_a = TRUE & Valid only to initiate  
  current_objective = OBJ_OPEN_DOOR_A  
) &
```

Some mistakes

```
(current_objective = OBJ_NONE =>
```

```
    button_room_a_open_a = FALSE &  
    button_room_l_open_a = FALSE &  
    button_room_l_open_b = FALSE &  
    button_room_b_open_b = FALSE
```

```
)
```

User can push buttons without
being authenticated

Some mistakes

```
(current_objective = OBJ_OPEN DOOR_A =>  
  contact_sensor_a = TRUE & Valid only to initiate  
  (  
    button_room_a_open_a = TRUE or  
    button_room_l_open_a = TRUE  
  ) &  
  (  
    current_authentication = AUTHENTICATED_A or  
    current_authentication = AUTHENTICATED_L  
  )  
) &
```

Your turn

► Execute 10 steps with ProB [2 pts]

▷ Save the probtrace file

```
MACHINE
    test_CONTROLLER
OPERATIONS
    test_control = skip
END
```

```
IMPLEMENTATION test_CONTROLLER_i
REFINES test_CONTROLLER

IMPORTS CTX, SENSORS, ENABLER, CONTROLLER
OPERATIONS
    test_control =
    BEGIN
        update_sensors_states;
        process_readers;
        control;
        compute_enabling
    END
END
```

Your turn

- **Optional:** do you see a more efficient way to manage the sequence of actions to perform, to complete a scenario? [3 pt]

The modelling is simplistic because of the configuration.

We could have modelled actions as ordered B sequences and removed elements when an action is completed.

We could have used a different interface (not read nor buttons in the airlock) and only buttons “go to A” or “go to B” (people forced to go through before being able to go back).