

Project Report

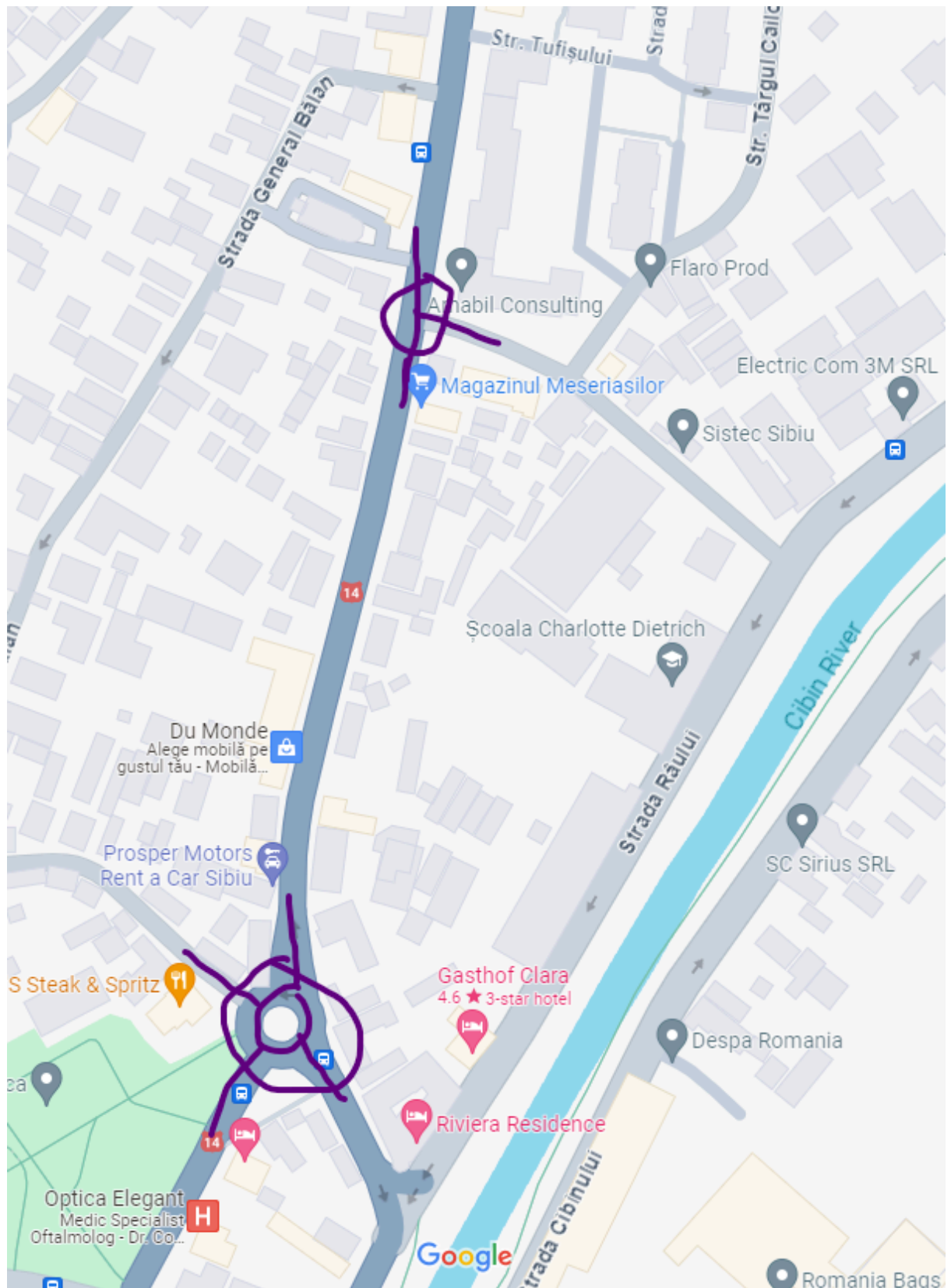
Distributed Control Systems

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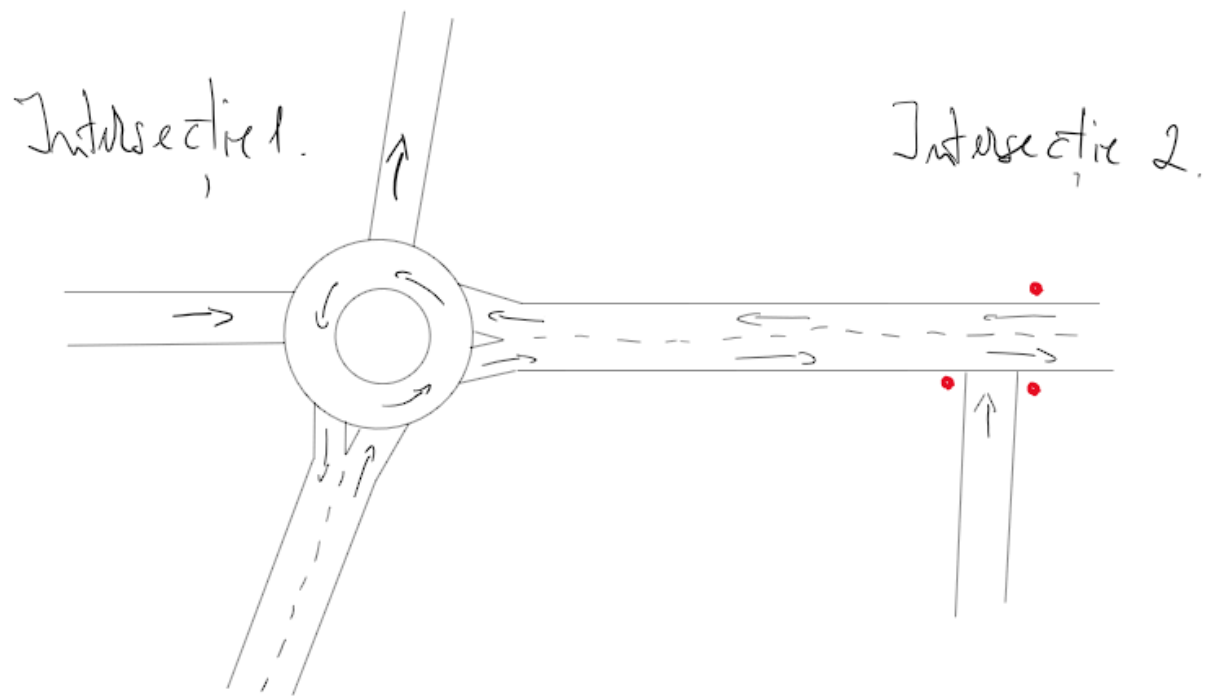
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1. Specifications

a. Assigned Map



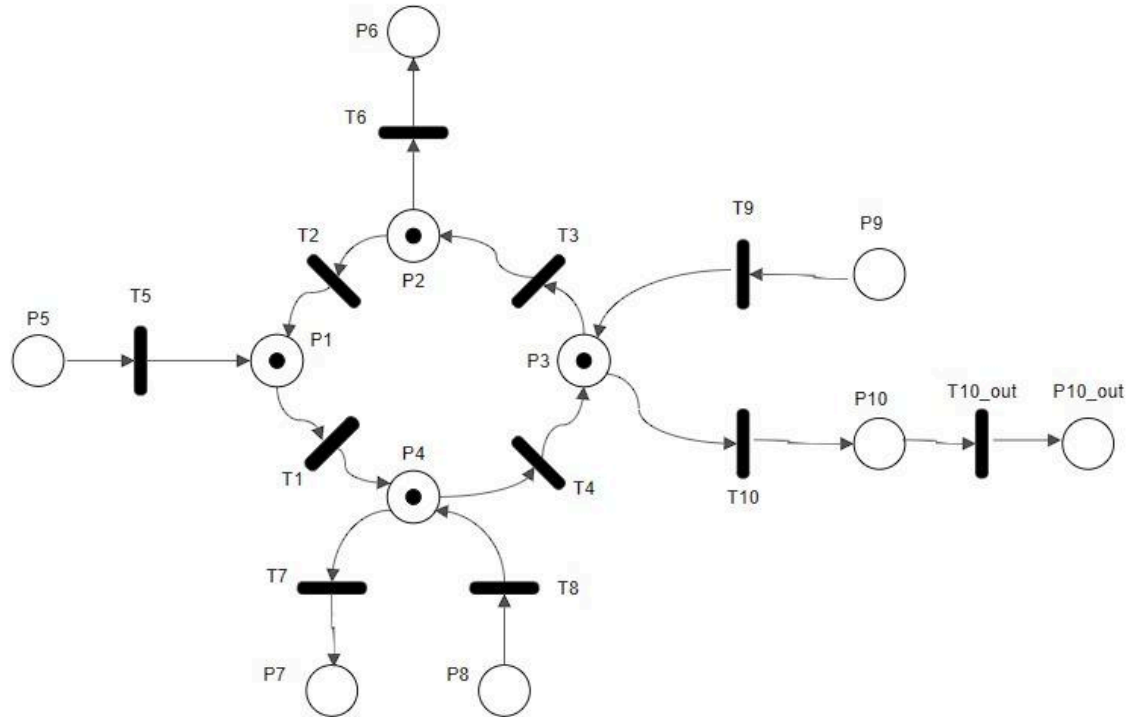
b. Simplified map



2. Design

a. OETPN Model

i. Intersection 1 (roundabout)



Place Types

P1, P2, P3, P4

DataCarQueue

P5, P6, P7, P8, P9, P10

DataCar

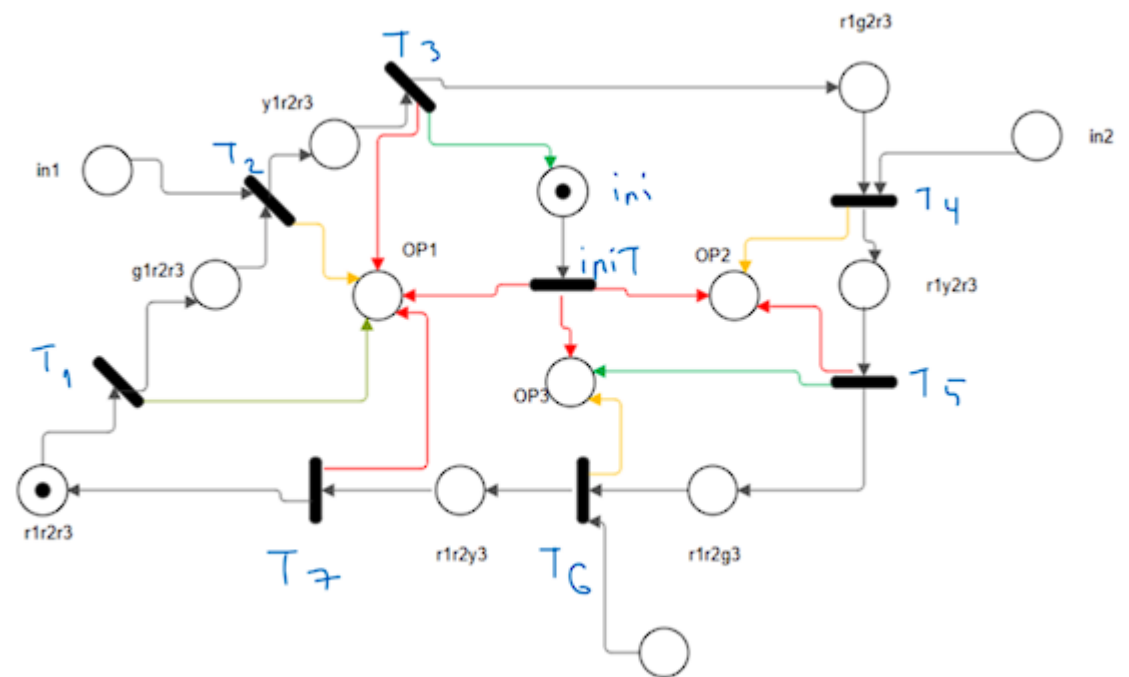
P10_out

DataTransfer

P_tl1, P_tl2, P_tl3	DataStream
OP1, OP2, OP3, P03	DataTransfer

Guards and Maps	
T_u1 (same for T_u2, T_u3)	(P_a1 != null && P_x1.CanAddCars)
	P_x1.AddElement(P_a1)
T_u1 (same for T_u2, T_u3)	(P_o1 != null && P_x1.CanNotAddCars)
	OP1.Send("Full"); P_a1 = P_a1
T_e1 (same for T_e2, T_e3)	(P_x1.HaveCar && P_tl1 == "green")
	P_x1.PopElementWithoutTarget(P_b1); P_tl1 = P_r11
T_i1 (same for T_i2, T_i3)	(P_i.CanAddCars && P_b1 != Null)
	P_i.AddElement(P_b1)
T_g1 (same for T_g2, T_g3)	(P_i.HaveCarForMe && P_o1.CanAddCars)
	P_i.PopElementWithTargetToQueue(P_o1)
T_g1_exit (same for T_g2_exit, T_g3_exit)	(P_o1.HaveCar)
	P_o1.PopElementWithoutTarget(P_o1_exit)
T_out	(P_o3_exit != Null)
	P_o3_exit.SendOverNetwork(P_o3)

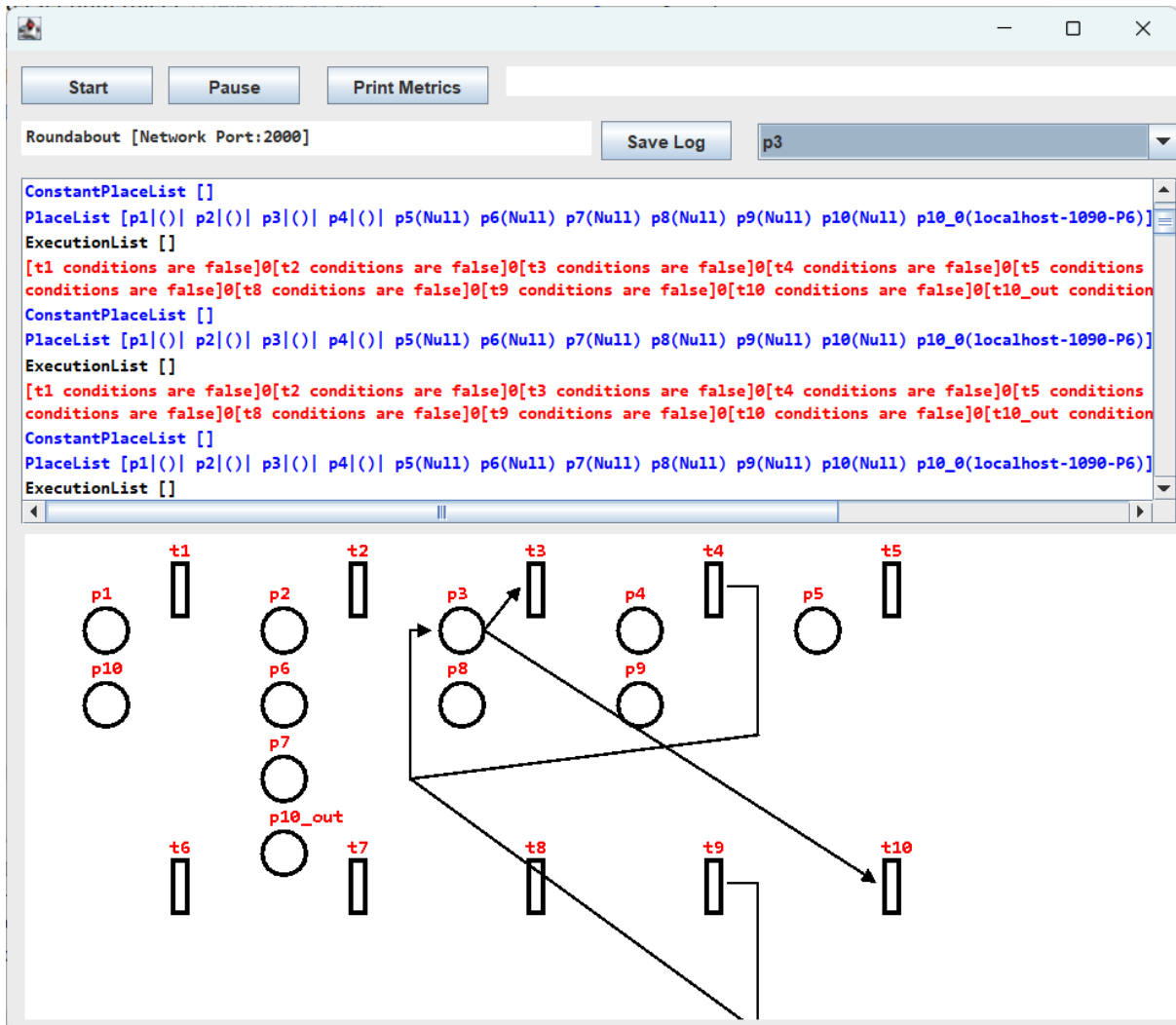
Controller:

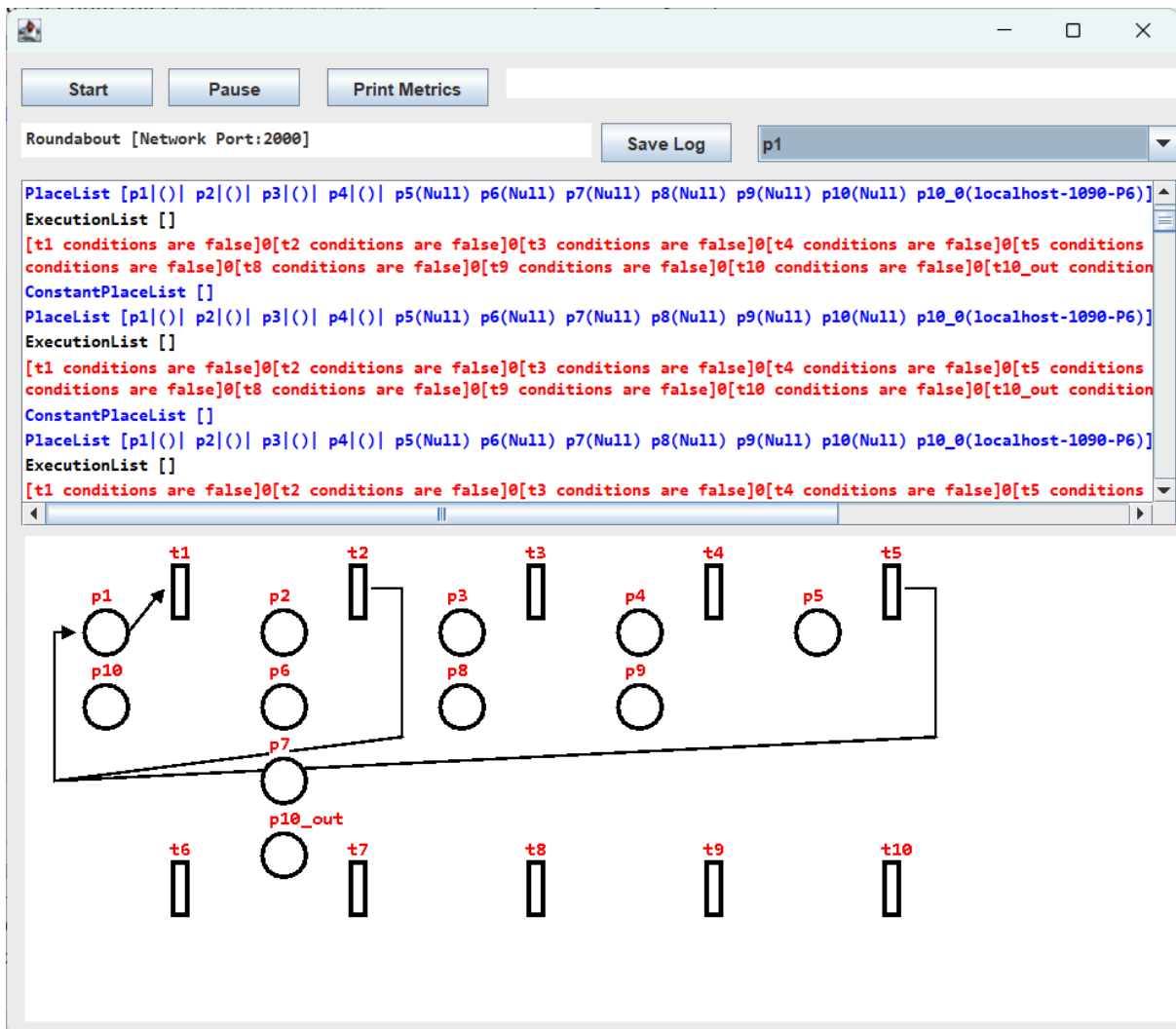


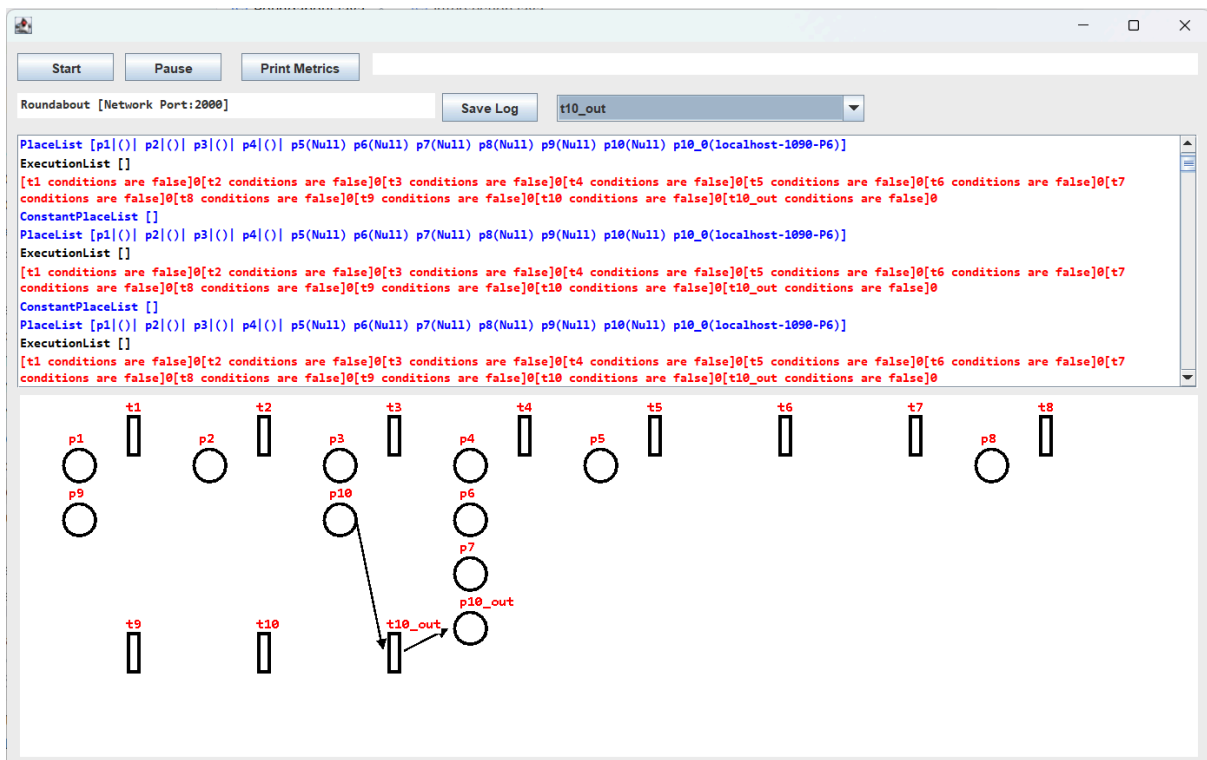
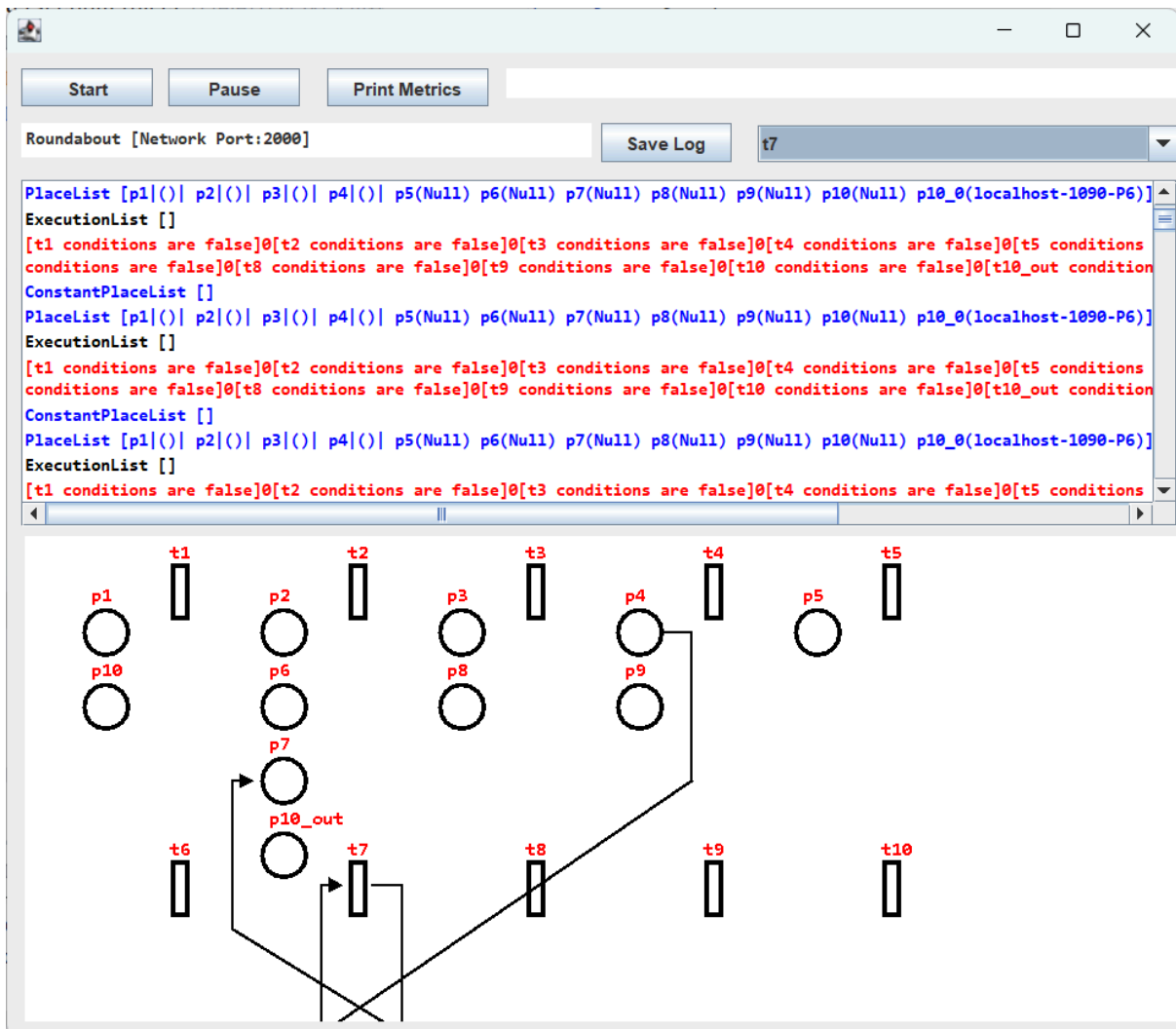
3. Implementation

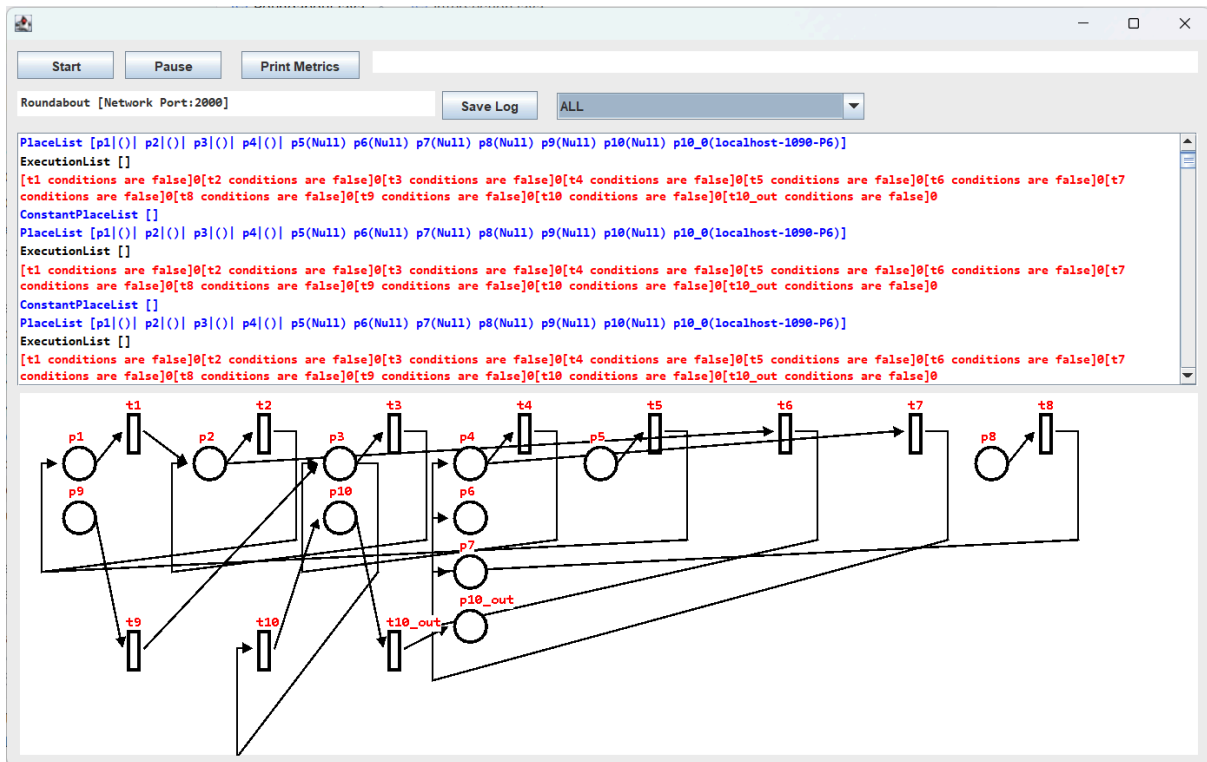
[View code on GitHub](#)

4. Testing









Start

Pause

Print Metrics

Intersection [Network Port:2000]

Save Log

t2

ExecutionList []

[t1 conditions are false]0[t2 conditions are false]0[t3 conditions are false]0[t4 conditions are false]0[t5 conditions are false]

ConstantPlacelist []

Placelist [p1|()| p2(Null) p3(Null) p4(Null) p5(Null) p6(Null)]

ExecutionList []

[t1 conditions are false]0[t2 conditions are false]0[t3 conditions are false]0[t4 conditions are false]0[t5 conditions are false]

ConstantPlacelist []

Placelist [p1|()| p2(Null) p3(Null) p4(Null) p5(Null) p6(Null)]

Intersection Started

Waiting For Commands over this port:2000

