

## Place Attributes:

Place Names	Initial Markings
Decision	2
Fallback	1
FallbackErratic	0
FallbackForFN	0
FallbackFailed	0
FallbackSilent	0
Monitoring	1
MonitoringErratic	0
MonitoringFailed	0
MonitoringSilent	0
SAEL2	1
SAEL2Erratic	0
SAEL2ForFN	0
SAEL2Failed	0
SAEL2Silent	0
SafeState	0
UnsafeState	0

Timed Activity: **CCF**

Distribution Parameters	Rate $r_{complex} * (1-p_{individual})$
Activation Predicate	(none)
Reactivation Predicate	(none)

## Case Distributions

case 1  
 $(1-p_{individual}-p_{ccf3of3})/(1-p_{individual})$   
 case 2  
 $p_{ccf3of3}/(1-p_{individual})$

Timed Activity: **DecisionFailure**

Distribution Parameters	Rate $r_{simple} * Decision->Mark()$
Activation Predicate	(none)
Reactivation Predicate	(none)

Timed Activity: **FallbackFailure**

Distribution Parameters	Rate $r_{complex} * p_{individual}$
Activation Predicate	(none)
Reactivation Predicate	(none)

Timed Activity: **FallbackMRM**

Distribution Parameters	Rate $r_{MRM}$
Activation Predicate	(none)
Reactivation Predicate	(none)

Timed Activity: **MonitoringFailure**

Distribution Parameters	Rate $r_{complex} * p_{individual}$
Activation Predicate	(none)
Reactivation Predicate	(none)

Timed Activity: **SAEL2Failure**

Distribution Parameters	Rate $r_{complex} * p_{individual}$
Activation Predicate	(none)
Reactivation Predicate	(none)

Timed Activity: **SAEL2MRM**

Distribution Parameters	Rate $r_{MRM}$
Activation Predicate	(none)
Reactivation Predicate	(none)

Instantaneous Activity: **FallbackFailureType**

<b>Case Distributions</b>	<pre> <b>case 1</b> 1-p_erratic <b>case 2</b> p_erratic </pre>
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<b>Instantaneous Activity:</b>	<b>MonitoringFailureType</b>
<b>Case Distributions</b>	<pre> <b>case 1</b> p_erratic <b>case 2</b> 1-p_erratic </pre>

<b>Instantaneous Activity:</b>	<b>SAEL2FailureType</b>
<b>Case Distributions</b>	<pre> <b>case 1</b> 1-p_erratic <b>case 2</b> p_erratic </pre>

<b>Instantaneous Activity:</b>	<b>ValidationError</b>
<b>Case Distributions</b>	<pre> <b>case 1</b> p_singlemisvalidation <b>case 2</b> 1-p_singlemisvalidation*2 <b>case 3</b> p_singlemisvalidation </pre>

<b>Instantaneous Activity:</b>	<b>prebufferedMRM</b>
<b>Case Distributions</b>	<pre> <b>case 1</b> 1-p_MRM <b>case 2</b> p_MRM </pre>

#### Instantaneous Activities Without Cases:

<b>CatastrophicFailure</b>	
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<b>Input Gate:</b>	<b>CheckCatastrophicFailure</b>
<b>Predicate</b>	<pre> SafeState-&gt;Mark()&gt;UnsafeState-&gt;Mark() == 0 &amp;&amp; (SAEL2Erratic-&gt;Mark()&gt;SAEL2FPorFN-&gt;Mark() == 2    (FallbackErratic-&gt;Mark()&gt;FallbackFPorFN-&gt;Mark() == 2 &amp;&amp; !(SAEL2-&gt;Mark() == 1 &amp; SAEL2FPorFN-&gt;Mark() == 0))) </pre>
<b>Function</b>	;

<b>Input Gate:</b>	<b>CheckFallbackMRM</b>
<b>Predicate</b>	<pre> SafeState-&gt;Mark()&gt;UnsafeState-&gt;Mark() == 0 &amp;&amp; Fallback-&gt;Mark() == 1 &amp;&amp; FallbackFPorFN-&gt;Mark() == 0 &amp;&amp; (SAEL2Silent-&gt;Mark()&gt;Monitoring-&gt;Mark() == 2    SAEL2-&gt;Mark()&gt;SAEL2FPorFN-&gt;Mark() == 2    SAEL2Erratic-&gt;Mark()&gt;Monitoring-&gt;Mark() == 2) </pre>
<b>Function</b>	;

<b>Input Gate:</b>	<b>CheckNonCatastrophicFailure</b>
<b>Predicate</b>	<pre> SafeState-&gt;Mark()&gt;UnsafeState-&gt;Mark() == 0 &amp;&amp; (Decision-&gt;Mark() == 0    MonitoringSilent-&gt;Mark() == 1    SAEL2Silent-&gt;Mark()&gt;FallbackSilent-&gt;Mark() == 2    (SAEL2Silent-&gt;Mark() == 1 &amp; ((Monitoring-&gt;Mark() == 0    Fallback-&gt;Mark()&gt;FallbackFPorFN-&gt;Mark() == 2)    (SAEL2Erratic-&gt;Mark() == 1 &amp; SAEL2FPorFN-&gt;Mark() == 0) &amp;&amp; ((Monitoring-&gt;Mark() == 1 &amp; Fallback-&gt;Mark() == 0)    Fallback-&gt;Mark()&gt;FallbackFPorFN-&gt;Mark() == 2))    (SAEL2-&gt;Mark()&gt;SAEL2FPorFN-&gt;Mark() == 2 &amp;&amp; (Fallback-&gt;Mark()&gt;FallbackFPorFN-&gt;Mark() == 2    FallbackSilent-&gt;Mark() == 1    (FallbackErratic-&gt;Mark() == 1 &amp; FallbackFPorFN-&gt;Mark() == 0)))) ) </pre>
<b>Function</b>	;

<b>Input Gate:</b>	<b>CheckSAEL2MRM</b>
<b>Predicate</b>	<pre> SafeState-&gt;Mark()&gt;UnsafeState-&gt;Mark() == 0 &amp;&amp; SAEL2-&gt;Mark() == 1 &amp;&amp; SAEL2FPorFN-&gt;Mark() == 0 &amp;&amp; (FallbackSilent-&gt;Mark()&gt;Monitoring-&gt;Mark() == 2    Fallback-&gt;Mark()&gt;FallbackFPorFN-&gt;Mark() == 2    FallbackErratic-&gt;Mark()&gt;Monitoring-&gt;Mark() == 2) </pre>
<b>Function</b>	;

<b>Output Gate:</b>	<b>CCF2of3</b>
<b>Function</b>	<pre> int a = (SAEL2-&gt;Mark() + Fallback-&gt;Mark()) == 2; int b = (SAEL2-&gt;Mark() + Monitoring-&gt;Mark()) == 2; int c = (Fallback-&gt;Mark() + Monitoring-&gt;Mark()) == 2; int r = a + b + c; int n = 3; if (n) {     int t = rand() % n;     if (a &amp;&amp; r == 0) e = 0;     else if (b &amp;&amp; r == 0) e = 1;     else if (c &amp;&amp; r == 0) e = 2; } if (e==0) SAEL2-&gt;Mark()=0; Fallback-&gt;Mark()=0; SAEL2Failed-&gt;Mark()=1; FallbackFailed-&gt;Mark()=1; else if (e==1) (SAEL2-&gt;Mark()=0; Monitoring-&gt;Mark()=0; SAEL2Failed-&gt;Mark()=1; MonitoringFailed-&gt;Mark()=1); else if (e==2) (Fallback-&gt;Mark()=0; Monitoring-&gt;Mark()=0; FallbackFailed-&gt;Mark()=1; MonitoringFailed-&gt;Mark()=1); </pre>

<b>Output Gate:</b>	<b>CCF3of3</b>
<b>Function</b>	<pre> if (SAEL2-&gt;Mark()&gt;Fallback-&gt;Mark()&gt;Monitoring-&gt;Mark() == 3) {     Fallback-&gt;Mark()=0;     SAEL2-&gt;Mark()=0;     Monitoring-&gt;Mark()=0;     FallbackFailed-&gt;Mark()=1;     SAEL2Failed-&gt;Mark()=1;     MonitoringFailed-&gt;Mark()=1; } </pre>

<b>Output Gate:</b>	<b>FallbackNonSilent</b>
<b>Function</b>	<pre> if (FallbackSilent-&gt;Mark() == 1) {     Monitoring-&gt;Mark()=1; } else {     FallbackFPorFN-&gt;Mark()=1; } </pre>

<b>Output Gate:</b>	<b>SAEL2FallbackNonSilent</b>
<b>Function</b>	<pre> if (FallbackSilent-&gt;Mark()&gt;SAEL2Silent-&gt;Mark() == 0) {     SAEL2FPorFN-&gt;Mark()=1;     FallbackFPorFN-&gt;Mark()=1; } else {     Monitoring-&gt;Mark()=1; } </pre>

<b>Output Gate:</b>	<b>SAEL2NonSilent</b>
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Function
{
    if (SAEL2SSilent->Mark()==1)
    {
        Monitoring->Mark();
    }
    else
    {
        SAEL2FForFN->Mark();
    }
}

```

**Range Study Variable Assignments for Study *CDCFParameter* in Project *CDCF*:**

Variable	Type	Range Type	Range	Increment	Increment Type	Function	n
fr_complex	double	Fixed	1.0E-5	-	-	-	-
fr_simple	double	Fixed	1.0E-6	-	-	-	-
p_MRM	double	Manual	[0.75, 0.85, 0.95]	-	-	-	-
p_ccf3of3	double	Fixed	0.025	-	-	-	-
p_erratic	double	Manual	[0.1, 0.3, 0.5]	-	-	-	-
p_individual	double	Manual	[0.8, 0.875, 0.95]	-	-	-	-
p_singleitemisvalidation	double	Fixed	0.47230194888030885	-	-	-	-
r_MRM	double	Fixed	6.0	-	-	-	-

**Performance Variable Model: *CDCFModel***

Top Level Model Information	Child Model Name	<i>CDCFModel</i>
	Model Type	SAN Model

**Performance Variable : p\_safestate**

Affecting Models	<i>CDCFModel</i>	
Impulse Functions		
Reward Function	(Reward is over all Available Models)	
	if ( <i>CDCFModel</i> ->SafeState->Mark())==1 return 1;	
Simulator Statistics	Type	Instant of Time
	Options	Estimate Mean Include Lower Bound on Interval Estimate Include Upper Bound on Interval Estimate Estimate out of Range Probabilities Confidence Level is Relative
	Parameters	Start Time   5000.0,15000.0,25000.0,35000.0,
	Confidence	Confidence Level   0.95 Confidence Interval   0.1

**Performance Variable : p\_unsafestate**

Affecting Models	<i>CDCFModel</i>	
Impulse Functions		
Reward Function	(Reward is over all Available Models)	
	if ( <i>CDCFModel</i> ->UnsafeState->Mark())==1 return 1;	
Simulator Statistics	Type	Instant of Time
	Options	Estimate Mean Include Lower Bound on Interval Estimate Include Upper Bound on Interval Estimate Estimate out of Range Probabilities Confidence Level is Relative
	Parameters	Start Time   5000.0,15000.0,25000.0,35000.0,
	Confidence	Confidence Level   0.95 Confidence Interval   0.1

**Performance Variable : p\_safestate\_steadystate**

Affecting Models	<i>CDCFModel</i>	
Impulse Functions		
Reward Function	(Reward is over all Available Models)	
	if ( <i>CDCFModel</i> ->SafeState->Mark())==1 return 1;	
Simulator Statistics	Type	Steady State
	Options	Estimate Mean Include Lower Bound on Interval Estimate Include Upper Bound on Interval Estimate Estimate out of Range Probabilities Confidence Level is Relative
	Parameters	Initial Transient   0.0 Batch Size   1.0
	Confidence	Confidence Level   0.95 Confidence Interval   0.1

**Performance Variable : p\_unsafestate\_steadystate**

Affecting Models	<i>CDCFModel</i>	
Impulse Functions		
Reward Function	(Reward is over all Available Models)	
	if ( <i>CDCFModel</i> ->UnsafeState->Mark())==1 return 1;	
Simulator Statistics	Type	Steady State
	Options	Estimate Mean Include Lower Bound on Interval Estimate Include Upper Bound on Interval Estimate Estimate out of Range Probabilities Confidence Level is Relative
	Parameters	Initial Transient   0.0 Batch Size   1.0
	Confidence	Confidence Level   0.95 Confidence Interval   0.1