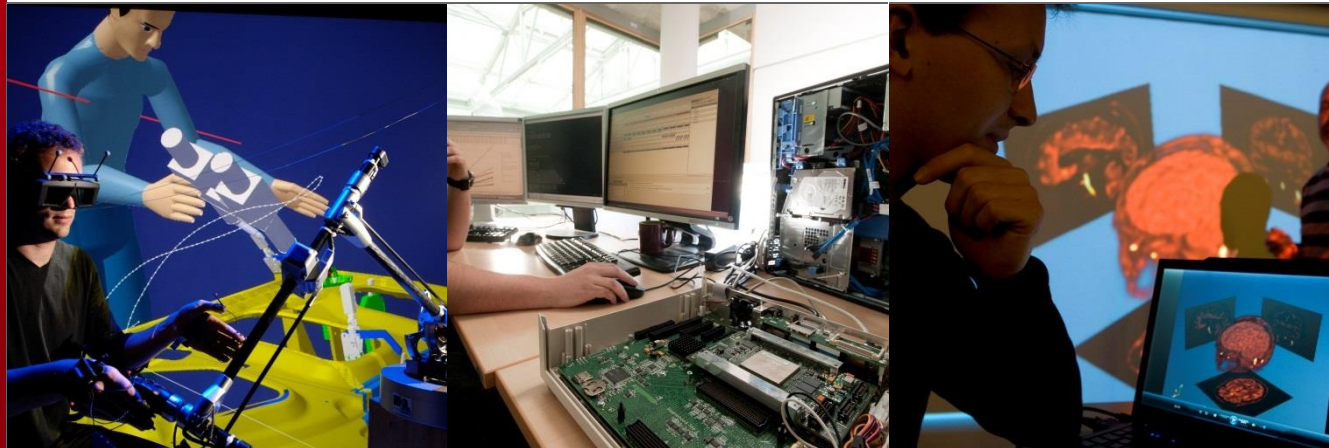


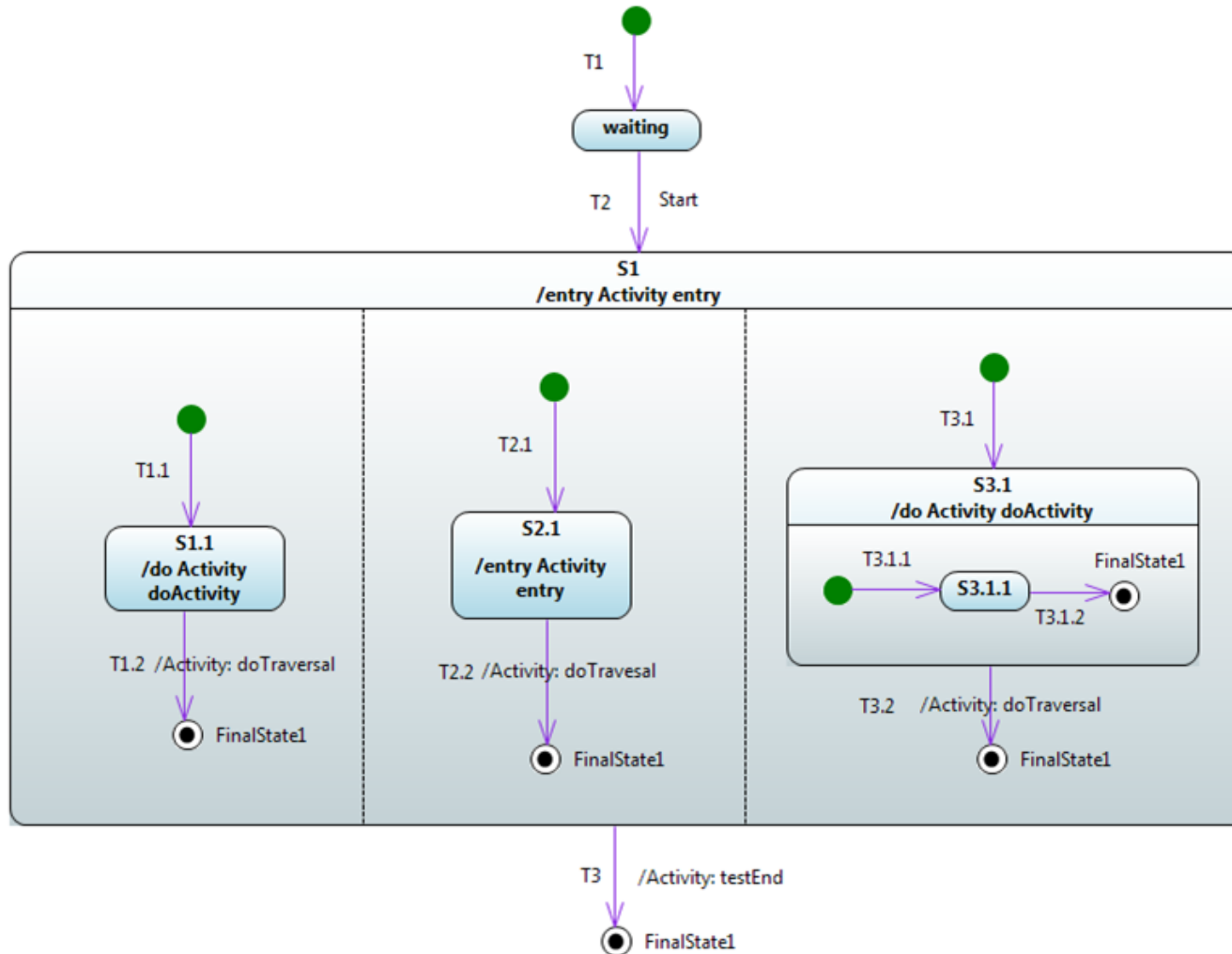
[PSSM] – WRAP UP ON HOW SHOULD COMPLETION EVENTS BE HANDLED

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list





Step	Event pool state	Active states
End of Step 1	{CE(waiting)}	{Waiting}
End of Step 2	<div>CE consumed but did not trigger a transition</div> <div>{Start}</div> <div>During step 2 Start was received</div>	{Waiting}
End of Step 3	{CE(S1.1), CE(S2.1), CE(S3.1.1)}	{S1, S1.1, S2.1, S3.1, S3.1.1}
End of Step 4	{CE(S1.1), CE(S2.1), CE(3.1)}	{S1, S1.1, S2.1, S3.1}
End of Step 5	{CE(S1.1), CE(S2.1)}	{S1, S1.1, S2.1}
End of Step 6	{CE(S1.1)}	{S1, S1.1}
End of Step 7	<div>Generated when all concurrent region of S1 terminated</div> <div>{CE(S.1)}</div>	{S1}
End of Step 8	{}	<div>{}</div> <div>The execution terminates</div>

Step	Event pool state	Active states
End of Step 1	{CE(waiting)}	{Waiting}
End of Step 2	{Start}	{Waiting}
End of Step 3	{CE(S3.1.1), CE(S2.1), CE(S1.1)}	{S1, S1.1, S2.1, S3.1, S3.1.1}
End of Step 4	{CE(3.1.1), CE(S2.1)}	{S1, S2.1, S3.1, S3.1.1}
End of Step 5	{CE(S3.1.1)}	{S1, S3.1, S3.1.1}
End of Step 6	{CE(S3.1)}	{S1, S3.1}
End of Step 7	{CE(S.1)}	{S1}
End of Step 8	{}	{}

The place of a completion event in the event pools is dependent of its occurrence date

The execution terminates

- A. In which order the completion events are placed in the event pool
- Initial proposal: ahead of any other event (including completion events)
 - An occurrence of a completion event is always placed at the head of a the event pool.
 - Second proposal: completion event are placed in the pool according to their date of occurrence
 - The point is: a completion cannot be placed before another completion event that is already in the pool. However it still has the priority over all other events (CallEvent, SignalEvent, etc.)
- B. In which order the completion events get dispatched
- According to their order in the event pool
- C. What is the scope of a completion event
- The completion event is used in the scope of the state from which it was initially generated. This mainly justifies the existence of the association between an CompletionEventOccurrence and a StateActivation in the execution model.

A. Completion events

- Implementation done
- Tests regarding completion events are successful
 - Transition015 - Completion events and not-empty state
 - Transition016 – Completion events and empty state
 - Transition017 – Completion events and orthogonal regions

B. Test suite

- The complete test suite now follows the new test architecture
 - Events, Entering and Exiting
- Tooling to generate test skeleton
 - Focus only on the state-machine specification and the test sequence that this latter is intended to receive
- New added tests
 - Requirements of PSSM supported by the engine: ~44%
 - Current test coverage for PSSM requirements: ~22%