

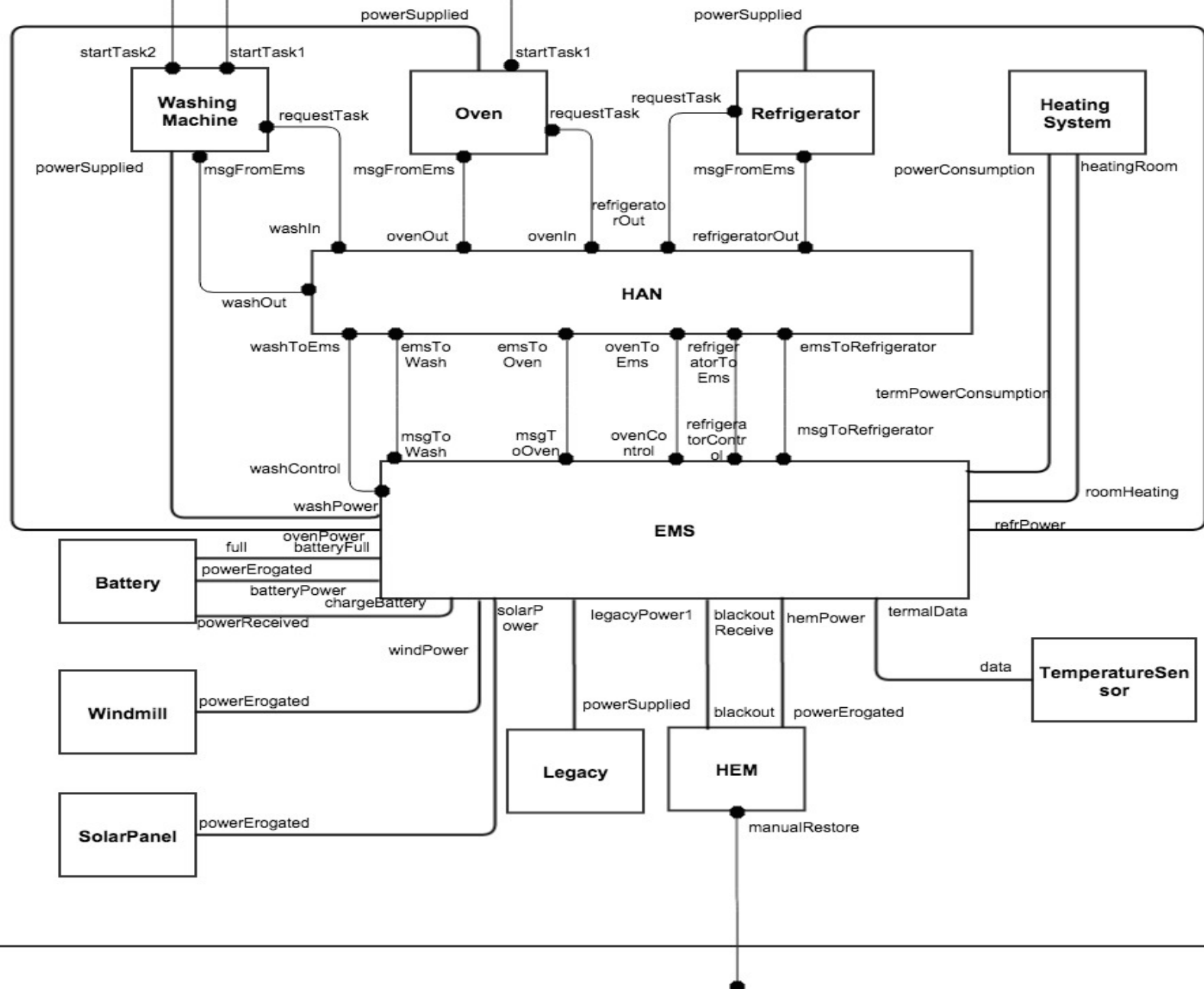
# TRIO PROJECT: Smart House

Draft Solution

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# Class Diagram

# SmartHouse



# Model Description

# Device Inheritance

- The classes Refrigerator, Oven and Washing Machine inherit from the class device, in order to not replicate the code, that is basically the same.

# Smart Devices

- They receive events from an human interface that we didn't model.
- The execute task
- They communicate with the EMS through the HAN

# Task

- A device can perform various tasks.
- We have decided to model a small number of tasks, but that can cover all the possible cases:
  - Must task
  - May task that can be shifted
  - May task that can be balanced
  - May task that can be shed

# State Functions Meaning

- For the time being we haven't specified in all the details all the states. For example, the state `powerSupplied(p)` can assume only one value of `p` at any instant.
- We decided to do that to not over specified our model.
- Of course, when we will translate our model for ZOT we have to take care of these "details"



# Sensor

- We modeled only the temperature sensor because we can't think of useful functionalities that other kind of sensor can have in our system.
- We assumed that the temperature sensor is wired connected to the ems, and that there is a continuous exchange of data between them.

# Heating System

- The heating system uses electrical power to warm and cool the environment
- It doesn't use the HAN to communicate with the ems.
- The power given to the heating system can be balanced.
- It starts warming or cooling a room as soon as the temperature is below a certain threshold

# Why only one legacy device?

- We modeled only one legacy device because basically there nothing they can do.
- For this reason model more than one legacy device is basically useless

# Batteries and power suppliers

- For the time being we have assumed that the batteries can be loaded with any amount of power, but we can easily change this by inserting some thresholds.
- Power suppliers are very simple, they produce energy in an unpredictable way.
- The energy produced is sent to the EMS, and stored in the batteries if it is more than necessary, and the batteries are not full.

# Blackout

- In case of overload, it is always possible to disconnect devices in order to avoid a blackout event, only if they are executing a may task.
- After a blackout the task is terminated to guarantee a liveness property. which prescribes that a device requiring power supply will eventually terminates its task correctly.

# Liveness Property

- A device requiring power supply will eventually terminates its task correctly.
- If a task allows load shedding, may happen that it doesn't complete its execution.

# HAN

- We have modeled a very simple Home Area Network that simply introduces some delays.
- We don't handle packets losses.

# Where to go now?

- Step 1: refine some axioms
- Step 2: complete the documentation of the classes
- Step 3: translate our model to verify it with Zot