

Modelling an Aircraft Landing System

Especificação e Modelação

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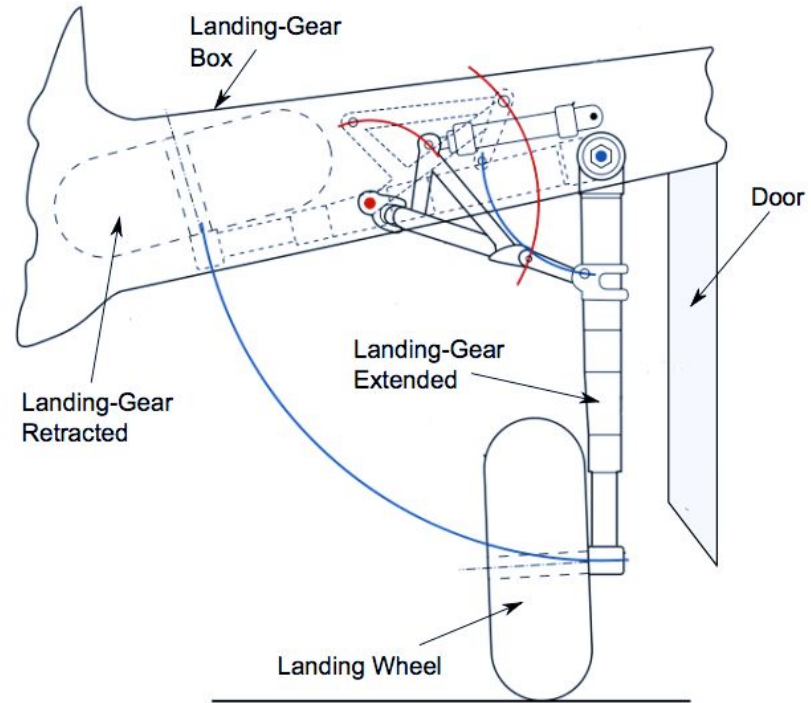
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Landing System

- Mechanic System
 - 3 Landing Sets
- Digital System
 - Control gears and doors
 - Anomalies detection
- Pilot Interface
 - System interaction
 - Set indicators

Landing Set

- Door
 - Open
 - Close
- Hydraulic cylinders
 - Extend
 - Retracted



Landing Set

```
sig LandingSet {  
    landingset : Lstate -> State,  
    valvesDoor : one Door,  
    valvesHydraulic : one Hydraulic  
}
```

```
abstract sig Lstate {}  
one sig Lock, Unlock extends Lstate {}
```

```
abstract sig Door {  
    door : set Dstate -> State }  
abstract sig Dstate {}  
one sig Open, Close extends Dstate {}
```

```
abstract sig Hydraulic {  
    hydraulic : set Hstate -> State }  
abstract sig Hstate {}  
one sig Extend, Retract extends Hstate {}
```

Digital System

- Handle Landing Sets
 - Active electro-valves
- Detect anomalies
 - Emergency mode

Digital System

```
sig DigitalSystem {  
    anomaly : DSstate -> State,  
    emergency : one AnalogicSystem,  
    handle : one LandingSet  
}  
  
abstract sig DSstate {}  
  
one sig Detect, Undetect extends DSstate {}
```

```
abstract sig AnalogicSystem {  
    manual : ASstate -> State  
}  
  
abstract sig ASstate {}  
  
one sig Active, Inactive extends ASstate {}
```

Pilot Interface

- Handle Button
 - Up or Down
- Control
 - Digital System
- Trigger Error
 - Analogic System
- Flight Sensor
 - On or Off

Pilot Interface

sig PilotInterface {

button : Bstate -> State,

control : one DigitalSystem,

trigger : one AnalogicSystem,

flightSensor : OFstate -> State

}

abstract sig Bstate {}

one sig Up, Down extends Bstate {}

abstract sig OFstate {}

one sig On, Off extends OFstate {}

Constrains

Initiation

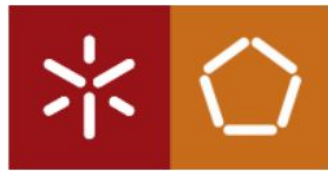
- Button: *Up*
- FlightSensor: *Off*
- Landingset: *Lock*
- Door: *Close*
- Hydraulic: *Extend*
- Anomaly: *Undetect*
- Manual: *Inactive*

Transation

- oneState *predicate*
- moving **or** halt **or** manualsystem **or** anomalyDetector *predicates*

Predicates

- oneState
- moving
- halt
- manualsystem
- anomalyDetector



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