Task 2

Frame Transmitter description

FrameTransmitter reads and transmits frames from a binary file according to simulated time. FrameTransmitter is responsible for reading frames from FRAMES.bin, timing frame transmission using the system clock, and yielding flash frames for processing.

It stores a path to the binary file containing the frames, and the system clock object used to coordinate timing.

FrameTransmitter implements the following public functions:

- start_frame_transmission – used to read and transmit frames from the binary file, yielding one frame at a time.

See docstrings for a more detailed description of each function of the module.

Writing Pattern Detector description

WritingPatternDetector detects and logs failures in writing patterns. It monitors the sequence of transmitted frames one by one and checks if the configured failure condition is met. If so, logs the failure to a log file and raises an error.

It stores a system clock object to track simulated time, threshold - the maximum allowed number of writes in the pattern, delta - the allowed time window for failure (in seconds), a callback function to log a pattern failure, and a path to the file where a pattern failure is logged.

WritingPatternDetector implements the following public functions:

- init_failure_logger – used to initialize the detector logger to log failures to the log file.
- close_failure_logger – used to close all file handlers of the detector logger and clear the handlers.
- process_incoming_frame – used to process an incoming frame and check if the failure condition is met. If the condition is met, it logs the failure to a file.

- notify_mw_tx_end – used to notify the detector of the memory write transmission end.

See docstrings for a more detailed description of each function of the module.

Additional questions

How to test the system?

- By writing unit tests for each function of the FrameTransmitter and WritingPatternDetector.
- By adding a functionality to get statistics of each simulation run and comparing the expected results with the actual simulation run statistics. For example (assuming THRESHOLD: 3) from comments in one of the input files:

```
# FAST SEQUENTIAL WRITE ABOVE THRESHOLD
# MEMORY WRITES: 4 (>THRESHOLD)
# TOTAL DURATION: 17 SECONDS BEFORE FAILURE (<DELTA)
# TOTAL FRAME COUNT IN FLASH: 13 (ONLY MW1 AND MW2 ARE FLUSHED TO FLASH)
# MEM0RY WRITE AVERAGE SPEED: 1.08 FPS
# AVERAGE SPEED WITH HTATs: 0.76 FPS
# STATUS: FAILURE
```

How would your implementation change in the case of multiple CPUs?

- I would not change my implementation. This implementation is synchronous and deterministic. Increasing the number of simulations running in parallel will not affect the results of the simulations, as they will remain synchronous and deterministic by not having any shared state, not relying on OS time, and not having any asynchronous events.