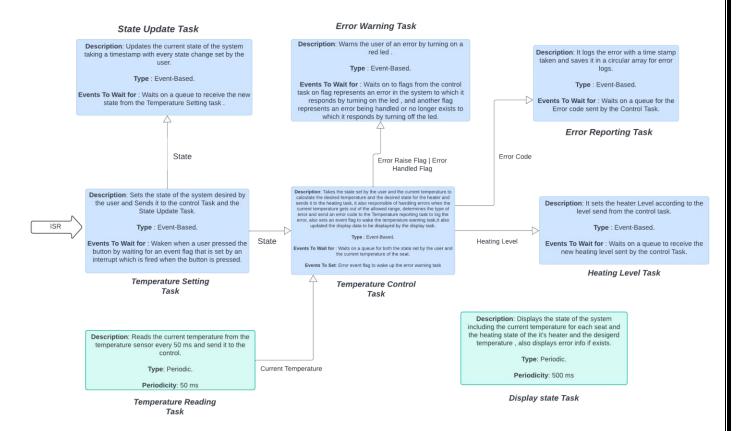
Seat Heater Control System



Prepared by:

Mark Ramy

Tasks Block Diagram:



There are two tasks of each implementation (e.g. Temp setting task for driver seat, Temp setting task for Passenger seat), except the display task and the Error reporting task there is only one of each as the handles both seats.

Shared resources:

Almost no shared resources all communication are handled with queues since each set of tasks handles its own seat, using the seat parameters given to it upon creation.

Only two structs are shared between the display tasks and the control tasks and no protection is needed since the control writes to it and the display reads the data every 500ms.

RTM Calculations:

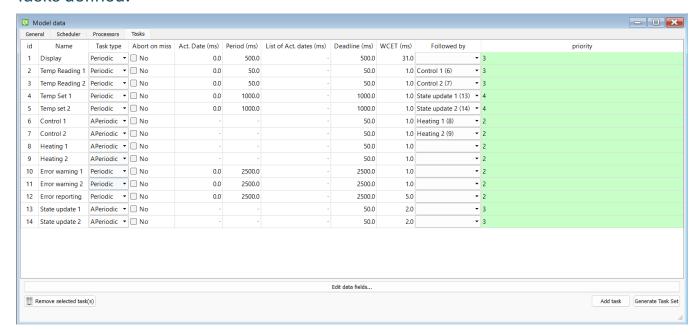
- Temp Setting Task = 0.1ms
- Temp Reading Task = 0.1ms
- Heating Task = 0.1 ms
- Control Task = 0.1ms
- Display task = 30.5ms
- Error warning Task = 0.1ms
- State update task = 0.1ms
- Error reporting task = 0.1ms
- CPU Load = 8-9% (depending on the state and current functionality).

Resource lock Time for per task for each resource:

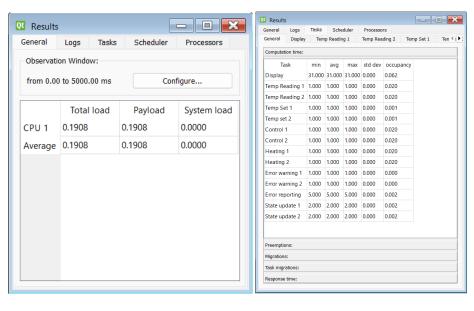
- Set_read_to_ctrl_seat1(queue set 1) = 49ms.
- Set_reat_to_ctrl_seat2(queue set 2) = 49ms.
- Ctrl_to_heat_seat1 (queue 3) = 50ms.
- Ctrl_to_heat_seat1 (queue 4) = 50ms.
- Ctrl_to_error (queue 5): depends on error event, minimum blocking time estimated when error occurred is 50 ms.
- Set_to_state_seat1(queue 6): depends on the event of pressing the button, minimum blocking time on pressing a button is 139ms
- Set_to_state_seat2 (queue 7): depends on the event of pressing the button, minimum blocking time on pressing a button is 149ms

SimSo Results:

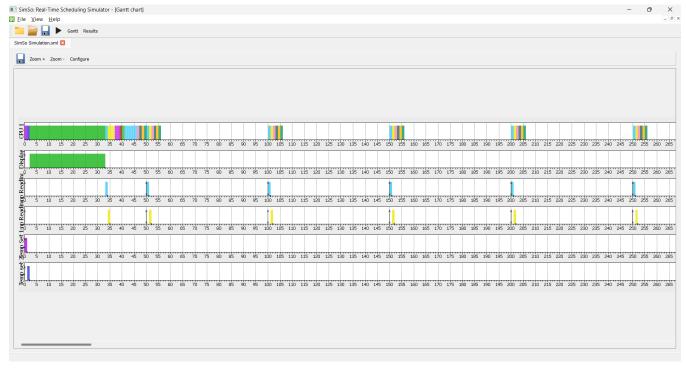
Tasks defined:

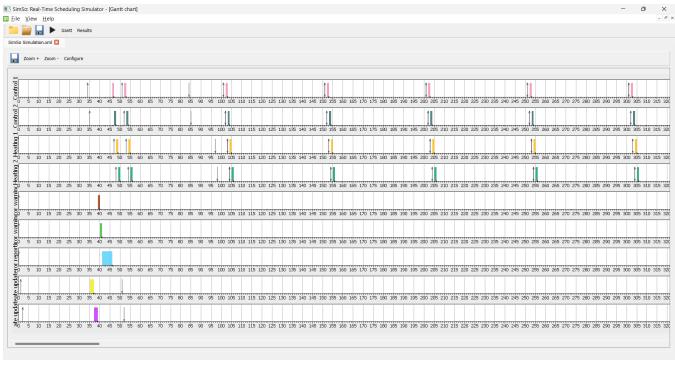


Simulation Results:



Gantt Chart:





Output ScreenShot:

