

Embedded System Design and Modeling

VII. Hierarchical State Machines

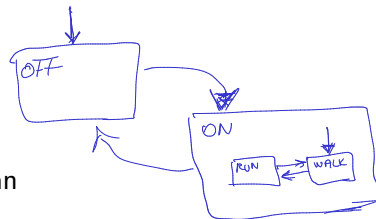
Hierarchical state machines

Hierarchical state machines:

- ▶ A state in a top-level FSM can be implemented (“refined”) as an internal/embedded state machine
 - ▶ The top level state = “super-state”
 - ▶ An internal state inside it = “sub-state”

Problems:

- ▶ Which sub-state is entered?
- ▶ What transitions are executed and in what order?



Example

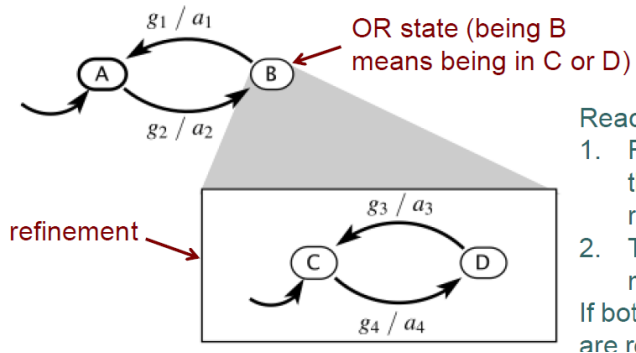
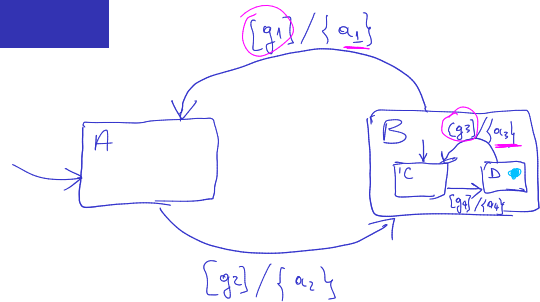


Figure 1: State refinement

React

1. If g_1 and g_3 are both true, which reacts first? The inner FSM or the outer FSM?
2. If both are false, which reacts first? The inner FSM or the outer FSM?



Question:

- Suppose the FSM is in sub-state D of B
- If g_1 and g_3 are both true, which reacts first? The inner FSM or the outer FSM?

Reaction order

Two solutions:

1. [Statecharts language] Inner FSM reacts first, outer FSM reacts later

- ▶ The two reactions are considered simultaneous
- ▶ (The output actions are required to not conflict)

In this example:

- ▶ starting from D, inside B
- ▶ check inner transition, g_3 is True $\rightarrow a_3$ is executed
- ▶ check outer transition, g_1 is True $\rightarrow a_1$ is executed
- ▶ ending state is A

2. [Stateflow, Matlab] Outer FSM reacts first, inner FSM reacts later (if at all)

- ▶ If state is left, the inner FSM will not react at all

In this example:

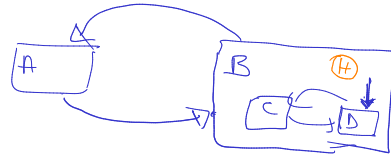
- ▶ starting from D, inside B
- ▶ check outer transition, g_1 is True \rightarrow a_1 is executed
- ▶ ending state is A
- ▶ (action a_3 is not executed)

History transitions

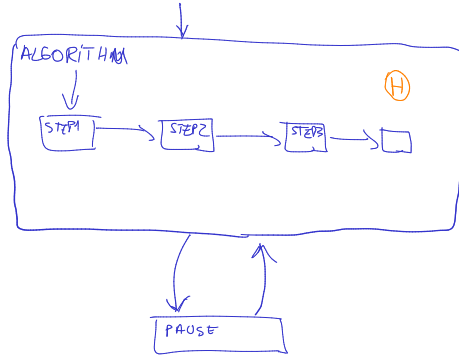
When entering a super-state, which sub-state is entered?

Two solutions:

1. Enter the last sub-state you were in, when you last left the super-state
 - ▶ Represented as a **history transition** (marked with a full black arrow on these schematics / a H sign in Matlab)
2. Enter the default sub-state every time
 - ▶ Known as a **reset transition** (marked with a white arrow on these schematics / default behavior in Matlab)



Example



Equivalent flattened FSM

- ▶ Any hierarchical FSM can be “flattened”, e.g. converted into an equivalent model with no super-states
 - ▶ e.g. Super-state A with two substates B and C is split into two substates AB and AC, transitions from A now leaving from both AB and AC
- ▶ Hierarchy in models brings representation efficiency

Example

Flattening the state machine
(assuming history transitions):

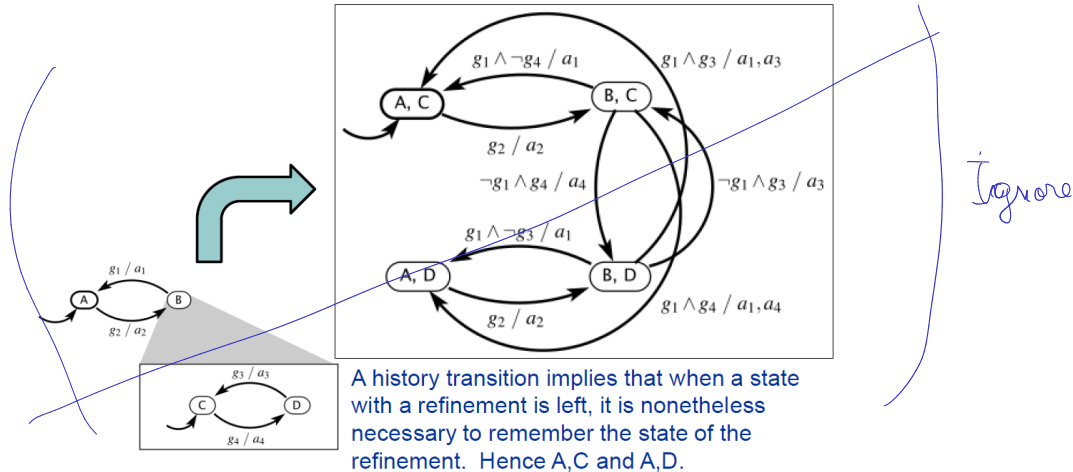
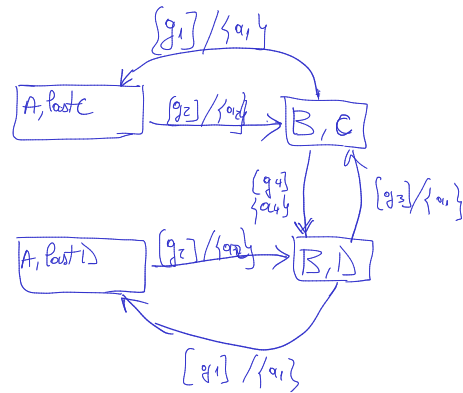
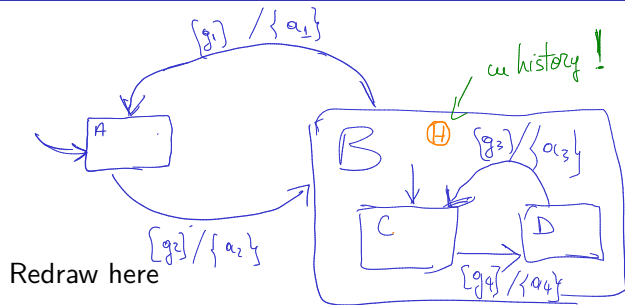


Figure 2: Flattenning example

Example



Example

Flattening the state machine
(assuming reset transitions):

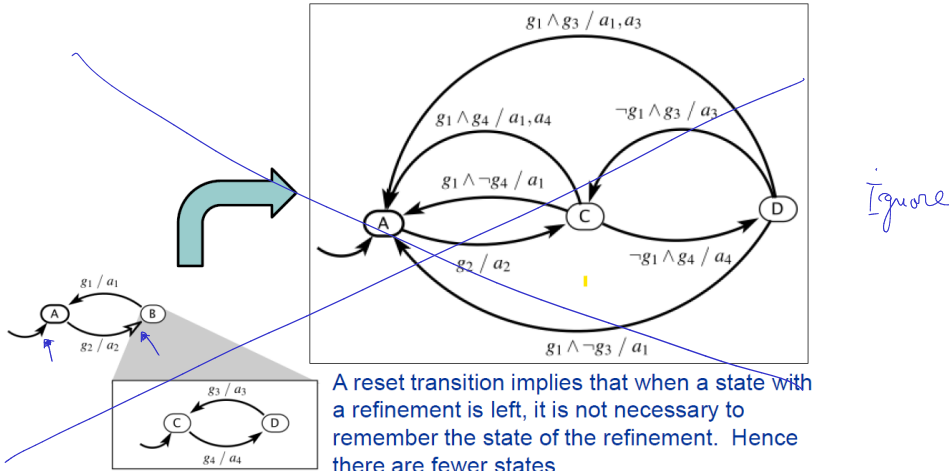


Figure 3: Flattenning example

Example

Redraw here

