Human Computer Interaction

UNIT-5

Lecture 5:

Task modeling and analysis

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Dialog Design

State Charts

Objective

- In the previous lecture, we introduced the need for dialog design
- We also learned about the advantages about formal modeling of dialogs
- We discussed how to use STNs for the purpose

Objective

- As we mentioned, STNs are good for modeling simple systems; for complex systems as well as systems having concurrency, STNs fail
- In this lecture, we shall learn about the state Chart formalism that can overcome the problems with STNs

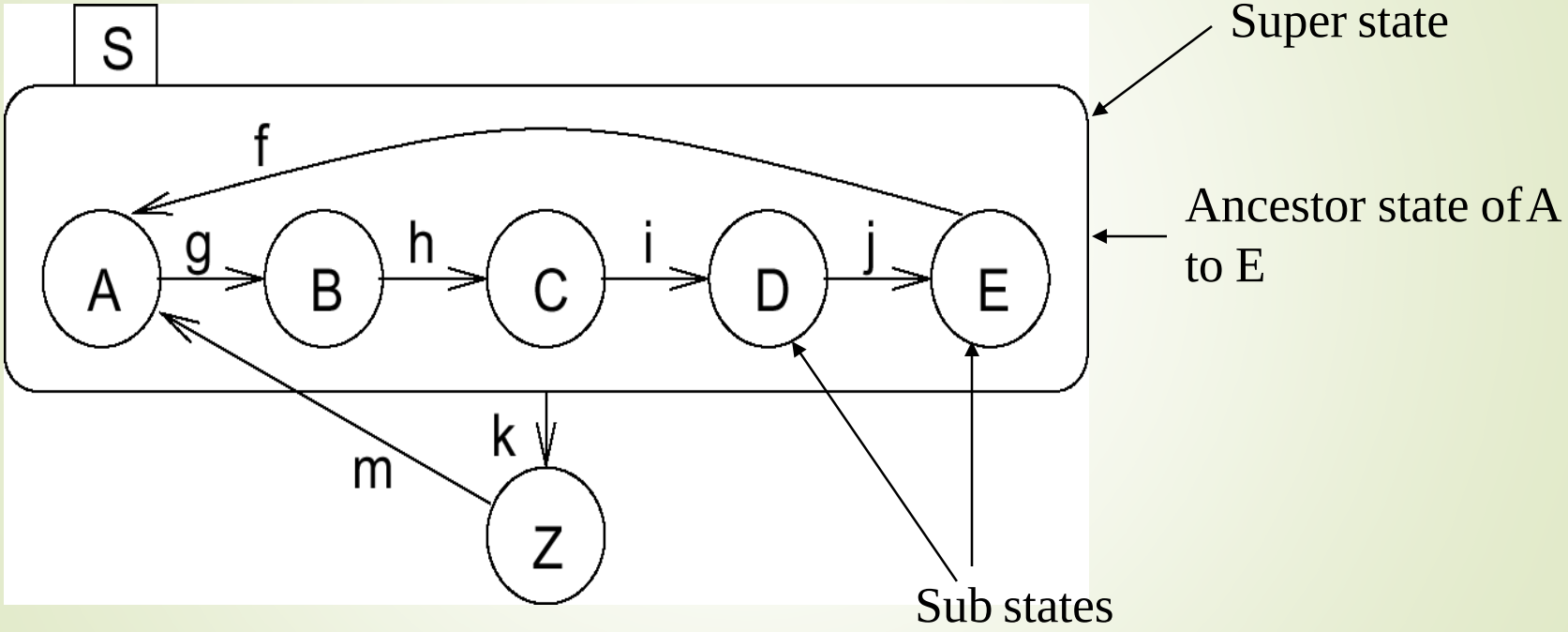
StateCharts

- Proposed by David Harel (1987) to represent complex *reactive* systems
- Extends finite state machines (FSM)
  - Better handle concurrency
  - Adds memory, conditional statements to FSM
- Simplifies complex system representation (states and arcs) to a great extent

Definitions

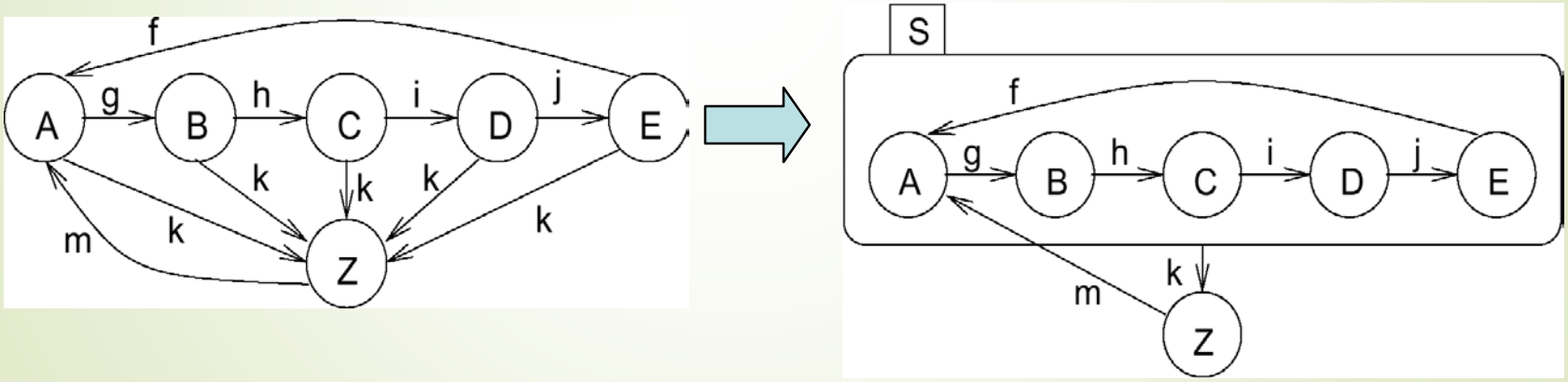
- **Active state**: the current state of the underlying FSM
- **Basic states**: states that are not composed of other states
- **Super states**: states that are composed of other states
  - For each basic state *b*, the super state containing *b* is called the *ancestor* state
  - A super state is called OR super state if exactly one of its sub states is active, whenever it is active

Definitions



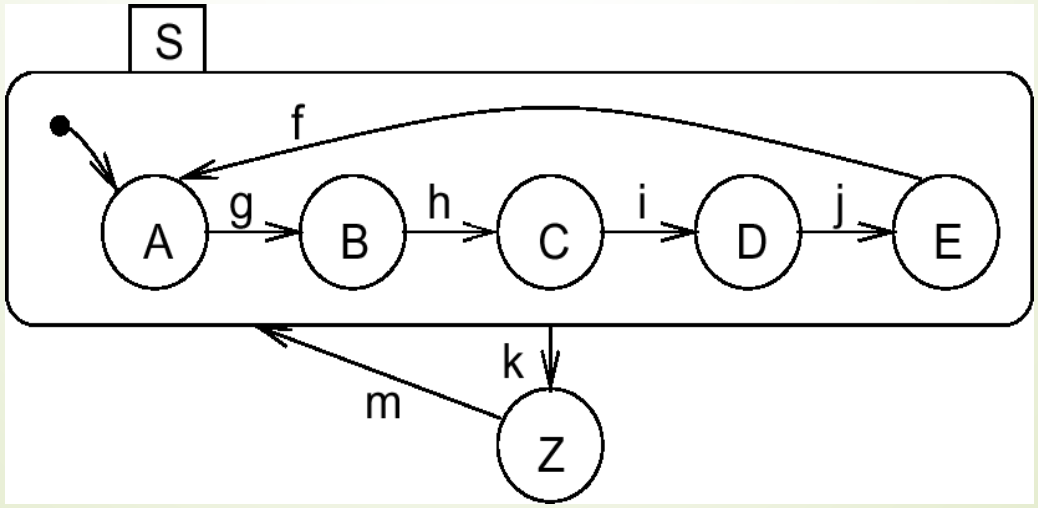
Super State Advantage

- It allows us to represent complex FSM in a nice way, by clustering states(reduction in the no. of arrows)



Default State Mechanism

- Indicates the sub state entered whenever super state is entered – represented using a filled circle
  - Not a state by itself

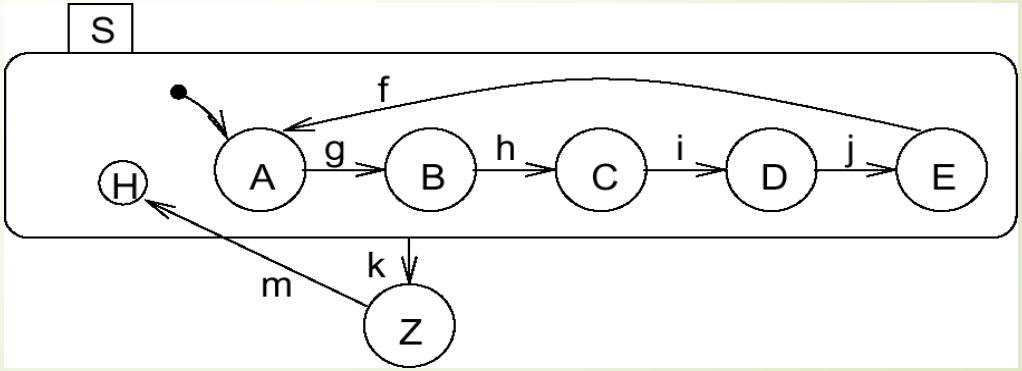


History Mechanism

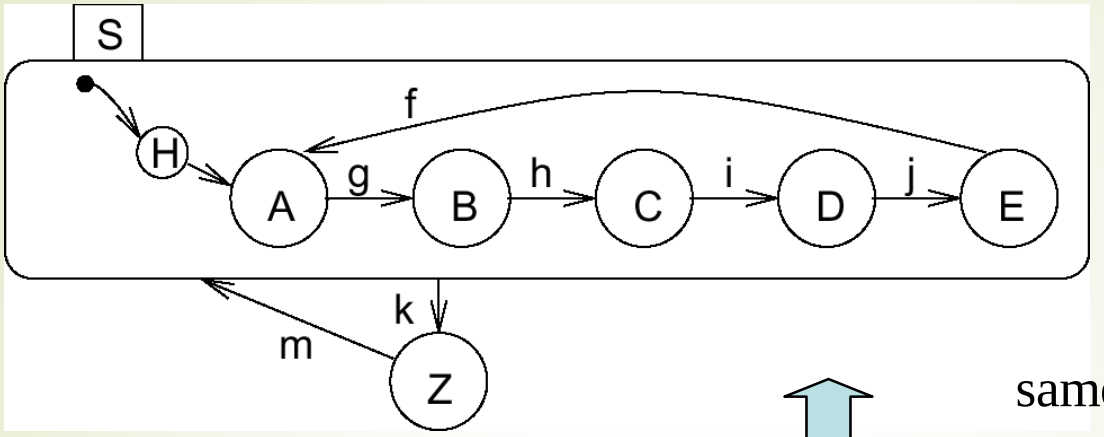
- When entering a state that has nested state chart, you may want to resume where you left the enclosing state.
- The encircled H as the entry point means to start in the state within that was exited.
- Each level can have its own history mechanism.
- Each history variable would be initialized to the start state of the level.

History Mechanism

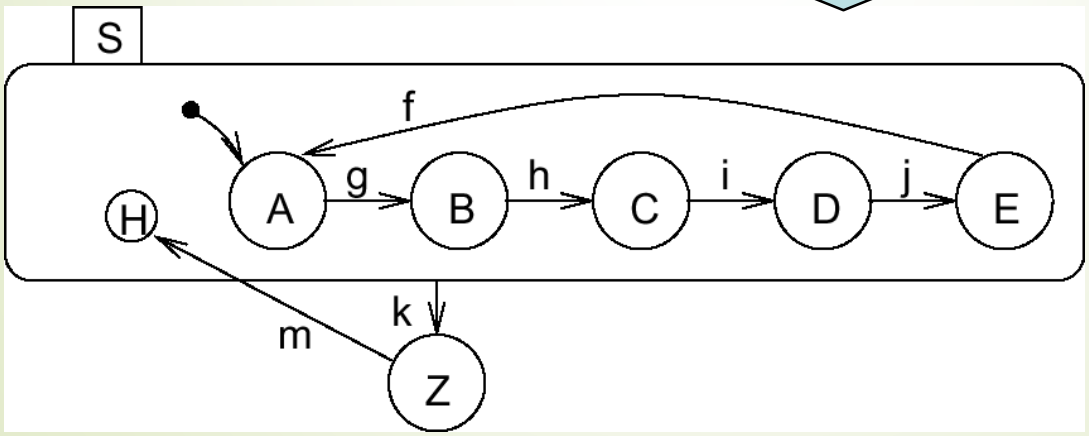
- For input m, S enters the state it was in before S was left
  - If S is entered for the very first time, the default mechanism applies
  - History and default mechanisms can be used hierarchically



Combining History and Default State Mechanism

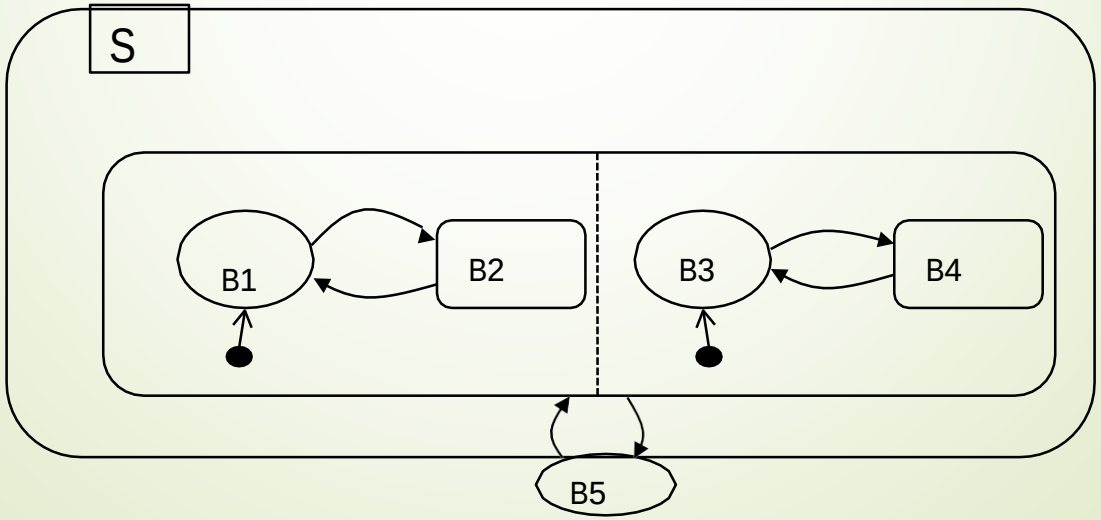


same meaning



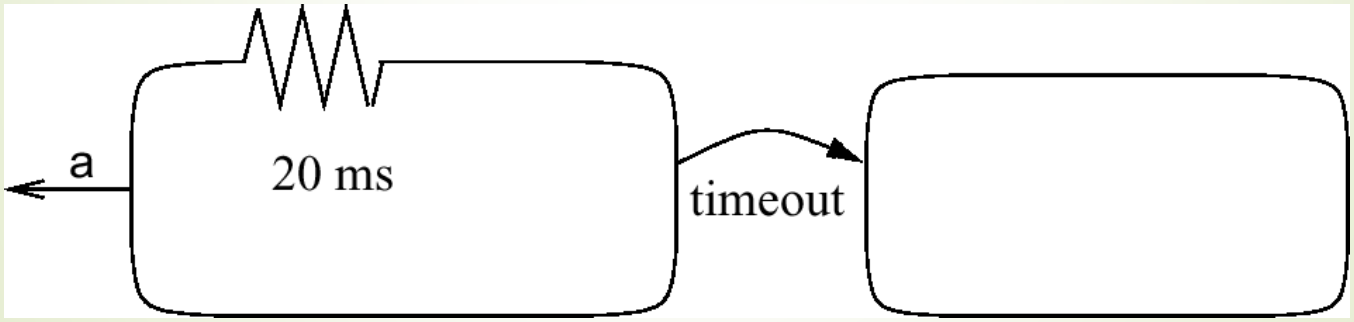
Concurrency

- StateCharts supports concurrency using the notion of the AND super states
  - In AND super states, the FSM is active in all (immediate) sub states simultaneously



Timing Constraints

- StateChart supports delay/timeout modeling – using special edges
  - Do we need it??

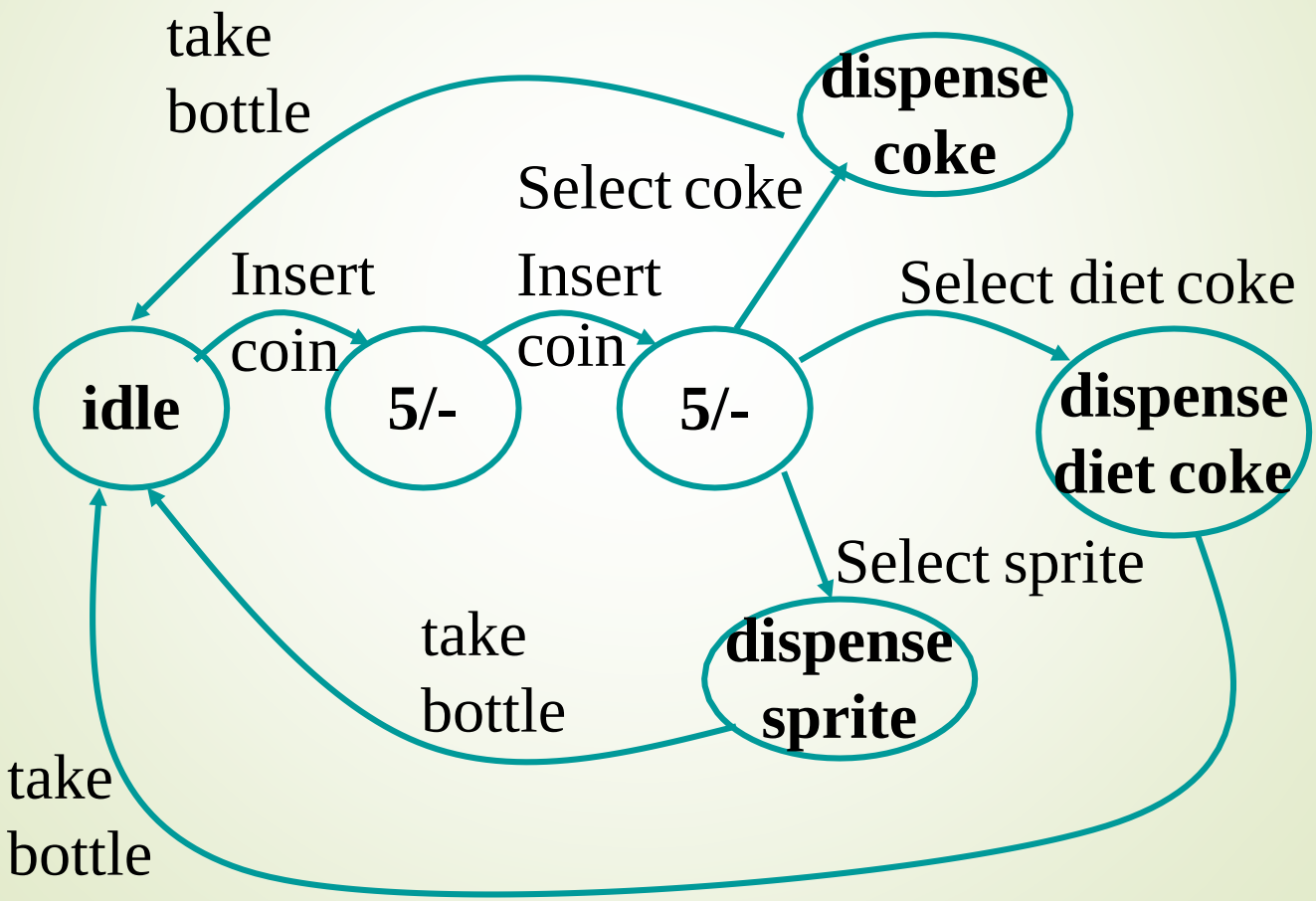


If event **a** does not happen while the system is in the left state for 20 ms, a timeout will take place.

Example: Coke Machine Version 1.0

- Suppose you have a coke vending machine:
  - When turned on, the machine waits for money
  - When Rs. 5/- coin is deposited, the machine waits for another Rs. 5/- coin
  - When the second coin is deposited, the machine waits for a selection
  - When the user presses “COKE,” a coke is dispensed
  - When the user takes the bottle, the machine waits again
  - When the user presses either “SPRITE” or “DIET COKE,” a Sprite or a diet Coke is dispensed
  - When the user takes the bottle, the machine waits again
  - Let us represent this behavior using FSM

Coke Machine 1.0



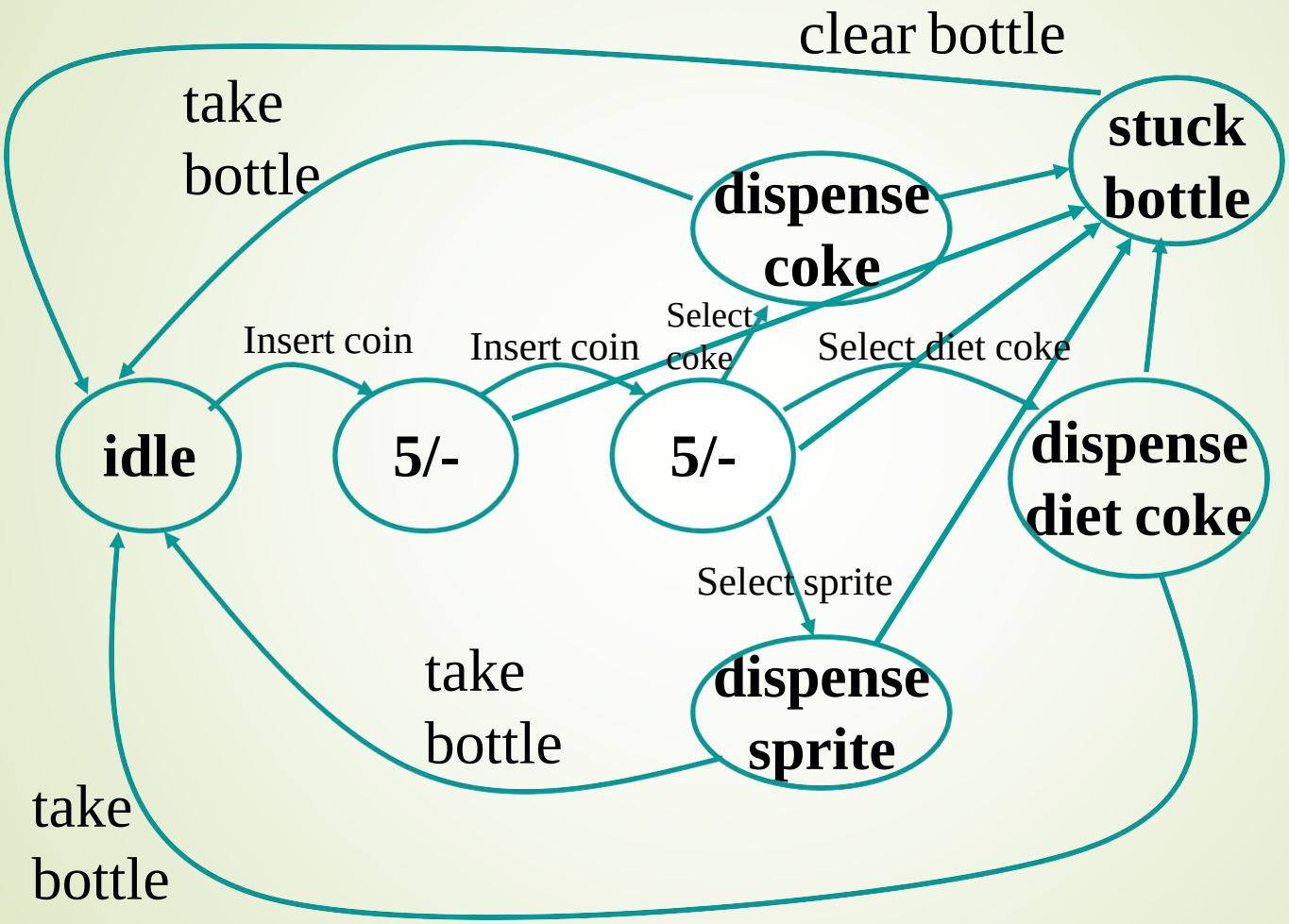
Coke Machine, Version 2.0

- Let's include some more features in the machine
- The Bottles can get stuck in the machine
  - An automatic indicator will notify the system when a bottle is stuck
  - When this occurs, the machine will not accept any money or issue any bottles until the bottle is cleared
  - When the bottle is cleared, the machine will wait for money again

Coke Machine, Version 2.0

- State machine changes
  - How many new states are required?
  - How many new transitions?

Coke Machine 2.0



Coke Machine, Version 3.0

- Let's add some more features
- Bottles sometimes shake loose
  - An additional, automatic indicator will indicate that the bottle is cleared
  - When the bottles are cleared, the machine will return to the same state it was in before the bottle got stuck

Coke Machine, Version 3.0

- State machine changes
  - How many new states are required?
  - How many new transitions?

Coke Machine, Version 4.0

- We can add even more features
- Automatic bottle filler
  - If a button is pressed, the machine will toggle between bottle filling and dispensing modes
  - When in bottle filling mode
    - Bottles may be inserted if the Coke machine is ready
    - When a bottle is inserted, the machine will NOT be ready to accept another bottle and will check the bottle

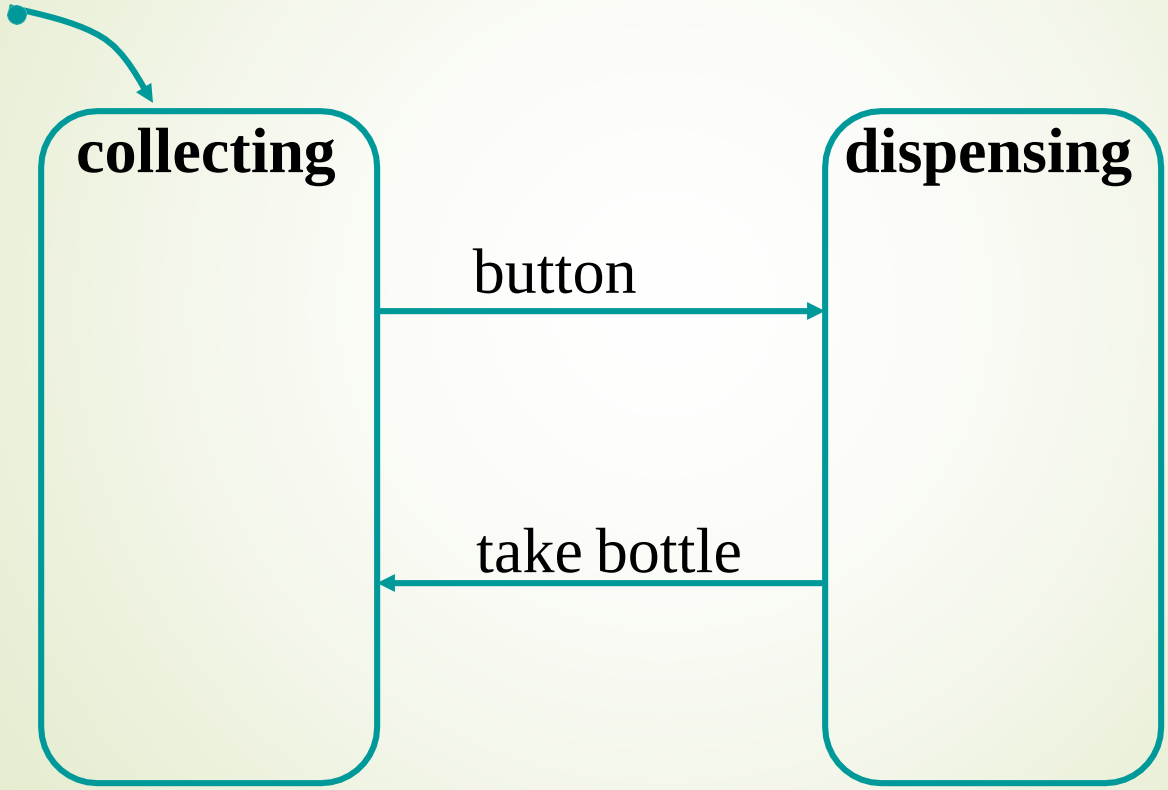
Coke Machine, Version 4.0

- We can add even more features
- Automatic bottle filler
  - If a button is pressed, the machine will toggle between bottle filling and dispensing modes
  - When in bottle filling mode
    - If the bottle check finds a Coke was inserted, it will signal Coke_OK and return to ready
    - If the bottle check finds a Diet Coke was inserted, the coke machine will signal Diet_OK and return to ready
    - Otherwise, the bottle will be immediately dispensed

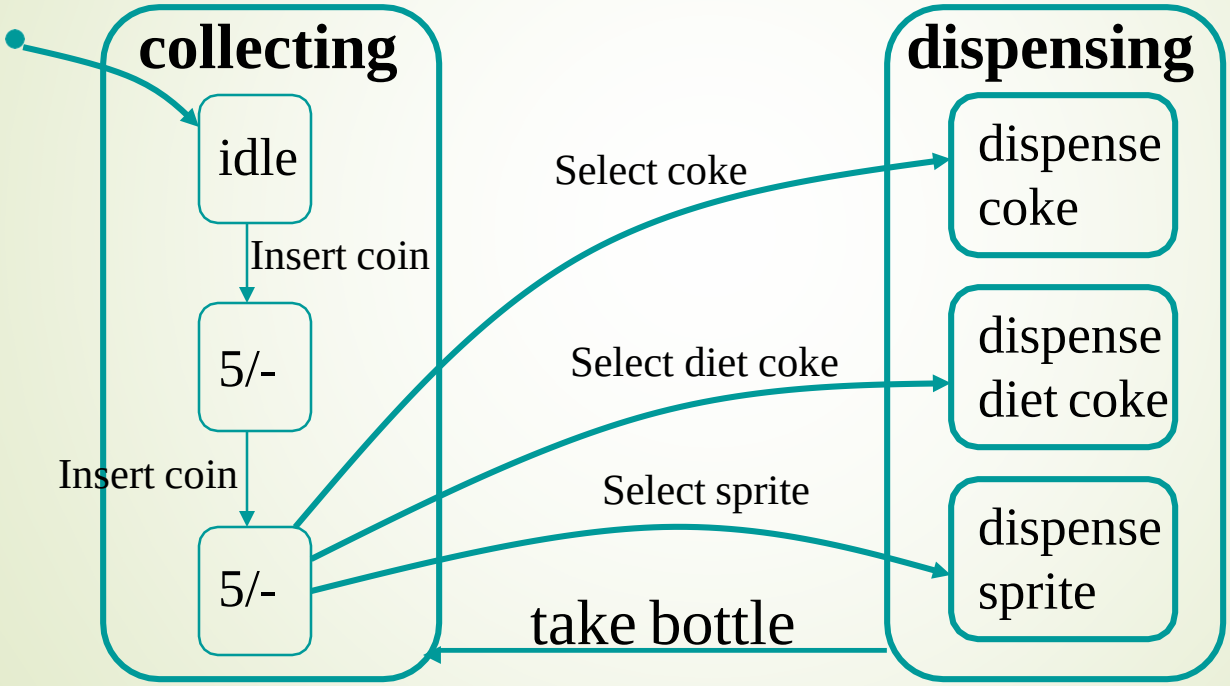
Coke Machine, Version 4.0

- State machine changes
  - How many new states are required?
  - How many new transitions?

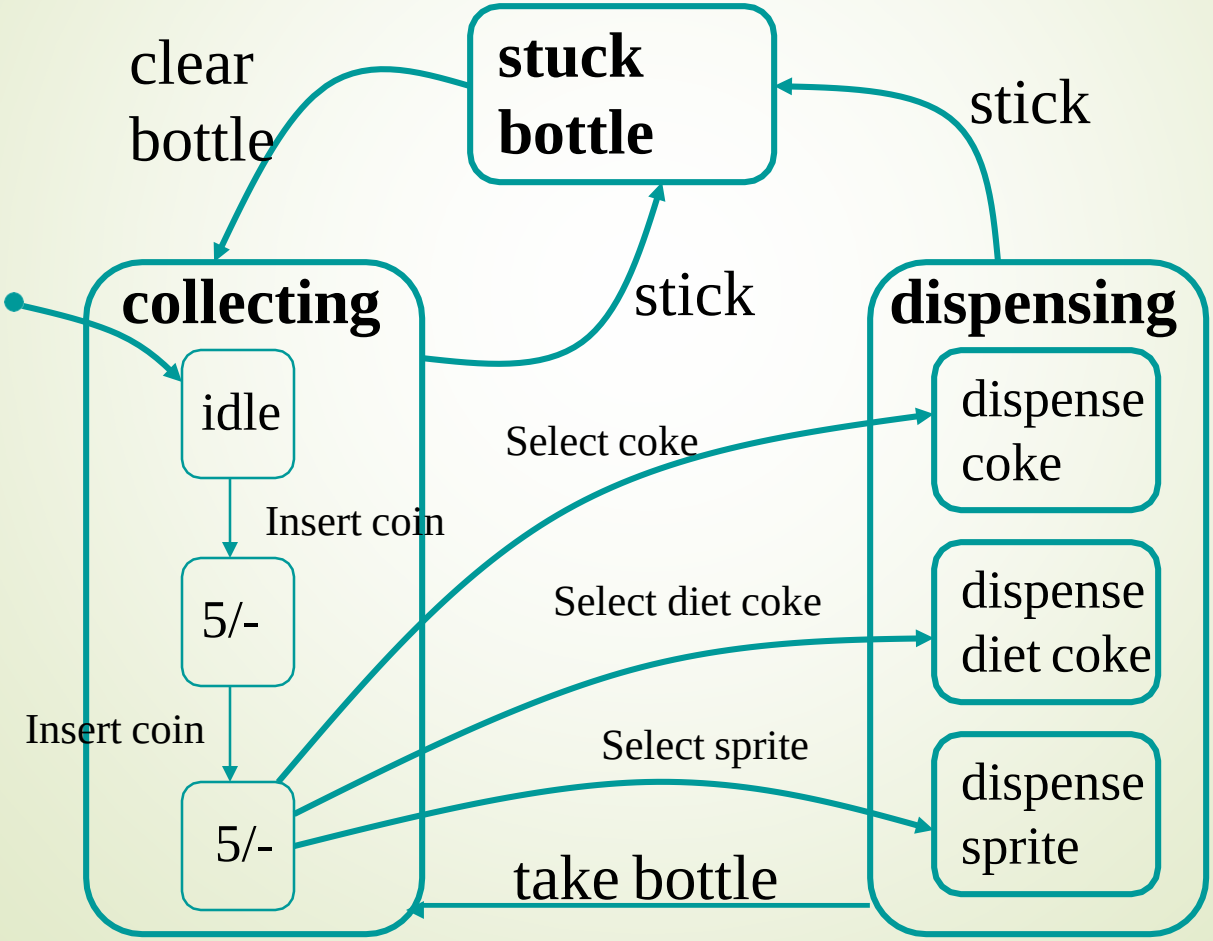
StateChart Construction: Bottle Dispenser



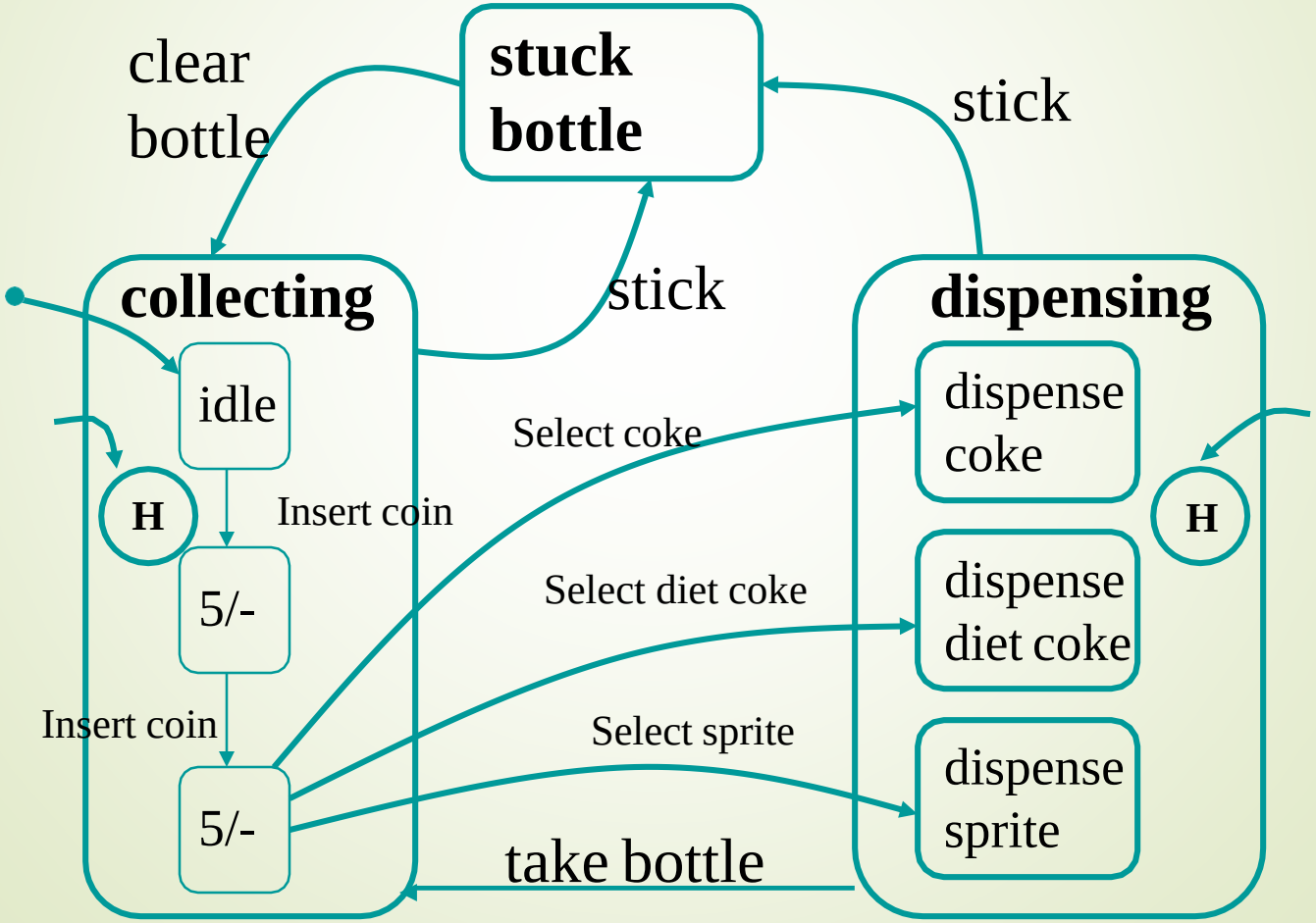
StateChart Construction: Bottle Dispenser



StateChart Construction: Bottle Dispenser



StateChart Construction: Adding History



StateChart Pros

- Large number of commercial simulation tools available (StateMate, StateFlow, BetterState, ...)
- Available “back-ends” translate StateCharts into C or VHDL, thus enabling software or hardware implementations