# IN4387 System Validation Design & Verification of Controller for a Package Storage System

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### **EXAMPLES**

#### 1.1 A section

You can see a random figure in Figure 1.1.

A list:

- An item
- And another one



Figure 1.1: This is the google logo

An example of a table is given in table 1.1. See the literature list at the end of the report somewhere.

left aligned column	centred column
next row	random content

Table 1.1: This table contains stuff

This is an example of a reference [?].

And here a new example: pseudocode 1!

#### 1.2 Another section

You should read all the stuff in section 1.1. This section holds only an example of a reference ;)

#### Algorithm 1 DEPTHFIRSTSEARCH

**Require:** A graph G=(V,E) in adjacency list presentation, starting vertex v, an empty stack S

Ensure: All vertices in this connected component labelled

- 1: label v
- 2: push all neighbours of v on S
- 3: while S not empty do
- 4:  $w \leftarrow \text{pop } S$
- 5: label w
- 6: **for** u in adjacency list w **do**
- 7: **if** u **not** labelled **then**
- 8: push u onto S

# Introduction

### Global requirements

#### Global Requirements

In the section, we describe the global requirements to required initially for the design of the controller:

- 1. Each elevator, rack and conveyor belt contains at most one packet.
- 2. Packet is exchanged only when the elevator platform is at the same level as that of a conveyor belt.
- 3. Packet is exchanged only when elevator platform is at the same level as that of a rack.
- 4. The two elevators cannot be at the same position.
- 5. The lower elevator must never pass the upper one.
- 6. Packets are always delivered in the same order as requested.
- 7. If a packet is ready to enter and there is a free position at the rack(s), it will be eventually accepted.
- 8. If a requested packet is in the system, it will be eventually delivered.
- 9. If a packet is unable to be located, a unique alarm must be generated.
- 10. The number of packets in the system can at most be equal to the number of racks.

# External interactions

# Translated requirements

# Architecture

# Modelling the controller

# Verification

# Experimental results

# Conclusions and recommendations

# Bibliography

# Appendix A

# Source Code Structure