

1 Network

section *NetworkChannels* **parents** *scj_prelude, MissionId, MissionIds, SchedulableId, SchedulableIds, MissionChan, SchedulableChan, TopLevelMissionSequencerFWChan, FrameworkChan, SafeletChan*

channelset *TerminateSync* ==
 {*schedulables_terminated, schedulables_stopped, get_activeSchedulables*}

channelset *ControlTierSync* ==
 {*start_toplevel_sequencer, done_toplevel_sequencer, done_safeletFW*}

channelset *TierSync* ==
 {*start_mission . MainMission, done_mission . MainMission, done_safeletFW, done_toplevel_sequencer*}

channelset *MissionSync* ==
 {*done_safeletFW, done_toplevel_sequencer, register, signalTerminationCall, signalTerminationRet, activate_schedulables, done_schedulable, cleanupSchedulableCall, cleanupSchedulableRet*}

channelset *SchedulablesSync* ==
 {*activate_schedulables, done_safeletFW, done_toplevel_sequencer*}

channelset *ClusterSync* ==
 {*done_toplevel_sequencer, done_safeletFW*}

channelset *AppSync* ==
 {*SafeltAppSync, MissionSequencerAppSync, MissionAppSync, MTAppSync, OSEHSync, APEHSync, getSequencer, end_mission_app, end_managedThread_app, setCeilingPriority, requestTerminationCall, requestTerminationRet, terminationPendingCall, terminationPendingRet, handleAsyncEventCall, handleAsyncEventRet*}

channelset *Tier0Sync* ==
 {*done_toplevel_sequencer, done_safeletFW, start_mission . NestedMission, done_mission . NestedMission, initializeRet . NestedMission, requestTermination . NestedMission . MainMissionSequencer*}

section *Program* **parents** *scj_prelude, MissionId, MissionIds,*
SchedulableId, SchedulableIds, MissionChan, SchedulableMethChan, MissionFW,
SafeletFW, TopLevelMissionSequencerFW, NetworkChannels, ManagedThreadFW,
SchedulableMissionSequencerFW, PeriodicEventHandlerFW, OneShotEventHandlerFW,
AperiodicEventHandlerFW, TestSafeletApp, MainMissionSequencerApp,
MainMissionApp, NestedMissionSequencerApp, NestedMissionApp, NestedOneShotEventHandlerApp

process *ControlTier* $\hat{=}$

$$\left(\begin{array}{c} \text{SafeletFW} \\ \llbracket \text{ControlTierSync} \rrbracket \\ \text{TopLevelMissionSequencerFW}(\text{MainMissionSequencer}) \end{array} \right)$$

process *Tier0* $\hat{=}$

$$\left(\begin{array}{c} \text{MissionFW}(\text{MainMission}) \\ \llbracket \text{MissionSync} \rrbracket \\ \left(\begin{array}{c} \text{SchedulableMissionSequencerFW}(\text{NestedMissionSequencer}) \\ \llbracket \text{SchedulablesSync} \rrbracket \end{array} \right) \end{array} \right)$$

process *Tier1* $\hat{=}$

$$\left(\begin{array}{c} \text{MissionFW}(\text{NestedMission}) \\ \llbracket \text{MissionSync} \rrbracket \\ \left(\begin{array}{c} \text{OneShotEventHandlerFW}(\text{NestedOneShotEventHandler}) \\ \llbracket \text{SchedulablesSync} \rrbracket \end{array} \right) \end{array} \right)$$

process *Framework* $\hat{=}$

$$\left(\begin{array}{c} \text{ControlTier} \\ \llbracket \text{TierSync} \rrbracket \\ \left(\begin{array}{c} \text{Tier0} \\ \llbracket \text{Tier0Sync} \rrbracket \end{array} \right) \\ \text{Tier1} \end{array} \right)$$

process *Application* $\hat{=}$

$$\left(\begin{array}{c} \text{TestSafeletApp} \\ ||| \\ \text{MainMissionSequencerApp} \\ ||| \\ \text{MainMissionApp} \\ ||| \\ \text{NestedMissionSequencerApp} \\ ||| \\ \text{NestedMissionApp} \\ ||| \\ \text{NestedOneShotEventHandlerApp} \end{array} \right)$$

process *Program* $\hat{=}$ *Framework* $\llbracket \text{AppSync} \rrbracket$ *Application*

2 ID Files

2.1 MissionIds

section *MissionIds* **parents** *scj_prelude*, *MissionId*

MainMission : *MissionID*
NestedMission : *MissionID*

distinct(*nullMissionId*, *MainMission*,
NestedMission)

2.2 SchedulablesIds

section *SchedulableIds* **parents** *scj_prelude*, *SchedulableId*

MainMissionSequencer : *SchedulableID*
NestedMissionSequencer : *SchedulableID*
NestedOneShotEventHandler : *SchedulableID*

distinct(*nullSequencerId*, *nullSchedulableId*, *NestedMissionSequencer*,
NestedOneShotEventHandler)

3 Safelet

section *TestSafeletApp* **parents** *scj_prelude, SchedulableId, SchedulableIds, SafeletChan*

process *TestSafeletApp* $\hat{=}$ **begin**

InitializeApplication $\hat{=}$
 $\left(\begin{array}{l} \textit{initializeApplicationCall} \longrightarrow \\ \textit{initializeApplicationRet} \longrightarrow \\ \mathbf{Skip} \end{array} \right)$

GetSequencer $\hat{=}$
 $\left(\begin{array}{l} \textit{getSequencerCall} \longrightarrow \\ \textit{getSequencerRet} ! \textit{MainMissionSequencer} \longrightarrow \\ \mathbf{Skip} \end{array} \right)$

Methods $\hat{=}$
 $\left(\begin{array}{l} \textit{GetSequencer} \\ \square \\ \textit{InitializeApplication} \end{array} \right); \textit{Methods}$

• $(\textit{Methods}) \triangle (\textit{end_safelet_app} \longrightarrow \mathbf{Skip})$

end

4 Top Level Mission Sequencer

section *MainMissionSequencerApp* **parents** *TopLevelMissionSequencerChan*,
MissionId, *MissionIds*, *SchedulableId*

process *MainMissionSequencerApp* $\hat{=}$ **begin**

GetNextMission $\hat{=}$
 $\left(\begin{array}{l} \text{getNextMissionCall} . \text{MainMissionSequencer} \longrightarrow \\ \text{getNextMissionRet} . \text{MainMissionSequencer} ! \text{MainMission} \longrightarrow \\ \mathbf{Skip} \end{array} \right)$

Methods $\hat{=}$
 $(\text{GetNextMission}) ; \text{Methods}$

$\bullet (\text{Methods}) \triangle (\text{end_sequencer_app} . \text{MainMissionSequencer} \longrightarrow \mathbf{Skip})$

end

5 Missions

5.1 MainMission

section *MainMissionApp* **parents** *scj_prelude*, *MissionId*, *MissionIds*,
SchedulableId, *SchedulableIds*, *MissionChan*, *SchedulableMethChan*

process *MainMissionApp* $\hat{=}$ **begin**

InitializePhase $\hat{=}$
$$\left(\begin{array}{l} \text{initializeCall} . \text{MainMission} \longrightarrow \\ \text{register} ! \text{NestedMissionSequencer} ! \text{MainMission} \longrightarrow \\ \text{initializeRet} . \text{MainMission} \longrightarrow \\ \mathbf{Skip} \end{array} \right)$$

CleanupPhase $\hat{=}$
$$\left(\begin{array}{l} \text{cleanupMissionCall} . \text{MainMission} \longrightarrow \\ \text{cleanupMissionRet} . \text{MainMission} ? \mathbf{False} \longrightarrow \\ \mathbf{Skip} \end{array} \right)$$

Methods $\hat{=}$
$$\left(\begin{array}{l} \text{InitializePhase} \\ \square \\ \text{CleanupPhase} \end{array} \right) ; \text{Methods}$$

• $(\text{Methods}) \triangle (\text{end_mission_app} . \text{MainMission} \longrightarrow \mathbf{Skip})$

end

5.2 Schedulables of MainMission

section *NestedMissionSequencerApp* **parents** *TopLevelMissionSequencerChan*,
MissionId, *MissionIds*, *SchedulableId*

process *NestedMissionSequencerApp* $\hat{=}$ **begin**

GetNextMission $\hat{=}$
 $\left(\begin{array}{l} \text{getNextMissionCall} . \text{NestedMissionSequencer} \longrightarrow \\ \text{getNextMissionRet} . \text{NestedMissionSequencer} ! \text{NestedMission} \longrightarrow \\ \mathbf{Skip} \end{array} \right)$

Methods $\hat{=}$
 $(\text{GetNextMission}) ; \text{Methods}$

• $(\text{Methods}) \triangle (\text{end_sequencer_app} . \text{NestedMissionSequencer} \longrightarrow \mathbf{Skip})$

end

5.3 NestedMission

section *NestedMissionApp* **parents** *scj_prelude*, *MissionId*, *MissionIds*,
SchedulableId, *SchedulableIds*, *MissionChan*, *SchedulableMethChan*

process *NestedMissionApp* $\hat{=}$ **begin**

InitializePhase $\hat{=}$
 $\left(\begin{array}{l} \text{initializeCall} . \text{NestedMission} \longrightarrow \\ \text{register} ! \text{NestedOneShotEventHandler} ! \text{NestedMission} \longrightarrow \\ \text{initializeRet} . \text{NestedMission} \longrightarrow \\ \mathbf{Skip} \end{array} \right)$

CleanupPhase $\hat{=}$
 $\left(\begin{array}{l} \text{cleanupMissionCall} . \text{NestedMission} \longrightarrow \\ \text{cleanupMissionRet} . \text{NestedMission} ? \mathbf{False} \longrightarrow \\ \mathbf{Skip} \end{array} \right)$

Methods $\hat{=}$
 $\left(\begin{array}{l} \text{InitializePhase} \\ \square \\ \text{CleanupPhase} \end{array} \right) ; \text{Methods}$

• $(\text{Methods}) \triangle (\text{end_mission_app} . \text{NestedMission} \longrightarrow \mathbf{Skip})$

end

5.4 Schedulables of NestedMission

section *NestedOneShotEventHandlerApp* **parents** *OneShotEventHandlerChan*, *SchedulableId*, *SchedulableIds*

process *NestedOneShotEventHandlerApp* $\hat{=}$ **begin**

Methods $\hat{=}$
handlerAsyncEvent ; *Methods*

handlerAsyncEvent $\hat{=}$
$$\left(\begin{array}{l} \text{handleAsyncEventCall} . \text{NestedOneShotEventHandler} \longrightarrow \\ \text{handleAsyncEventRet} . \text{NestedOneShotEventHandler} \longrightarrow \\ \mathbf{Skip} \end{array} \right)$$

• (*Methods*) \triangle (*end_oneShot_app* . *NestedOneShotEventHandler* \longrightarrow **Skip**)

end