

## AF3 Phoenix - Bug #4037

### Memory Utilization Pattern erroneously uses task RAM instead of Flash requirements

07/01/2020 12:24 PM - Simon Barner

<b>Status:</b>	New	<b>Start date:</b>	07/01/2020
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Johannes Eder	<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	AF3 2.18 - Feature Freeze		

#### Description

The attached examples are based on a platform architecture with two ECUs with 1000 bytes flash memory each

- ACC\_task\_flash\_reqs.af3\_23 \* Defines one task with a flash memory requirement of 2000 bytes. \* The DSE defines a memory utilization constraints (up to 100 % usage for both ECUs), hence the DSE should be infeasible. However, erroneously, a solution is found.
- ACC\_task\_ram\_reqs \* As above, but with a RAM memory requirement of 2000 bytes \* Now the memory utilization constraint works as one would expect in the configuration above \* Note: the constraint pattern editor' description refers to flash memory, and also the flash size of the ECUSs is correctly displayed

#### History

##### #1 - 07/01/2020 12:25 PM - Simon Barner

- Assignee changed from Simon Barner to Johannes Eder

For re-assignment

##### #2 - 07/01/2020 01:16 PM - Alexander Diewald

My two cents: We should support both. Checkbox or by providing two distinct patterns.

##### #3 - 07/01/2020 01:19 PM - Simon Barner

Fully agreed. However, I wanted to separate the bugfix from the feature (see [#4038](#)).

##### #4 - 09/11/2020 06:15 PM - Alexander Diewald

FYI, the name "Memory Utilization Pattern" is confusing: When fixing the issue, use the names "Flash Memory Utilization Pattern" and "RAM Utilization Pattern"