

Synchronous Languages—Lecture 04

Prof. Dr. Reinhard von Hanxleden

Christian-Albrechts Universität Kiel
Department of Computer Science
Real-Time Systems and Embedded Systems Group

7 Nov 2016

Last compiled: November 7, 2016, 8:49 hrs



Esterel II—Pragmatics

The 5-Minute Review Session

1. What is the difference between *transformational/interactive/reactive* systems?

The 5-Minute Review Session

1. What is the difference between *transformational/interactive/reactive* systems?
2. What is *perfect synchrony*? What is the *synchronous model of computation*?

The 5-Minute Review Session

1. What is the difference between *transformational/interactive/reactive* systems?
2. What is *perfect synchrony*? What is the *synchronous model of computation*?
3. What is the motivation for the Esterel language?

The 5-Minute Review Session

1. What is the difference between *transformational/interactive/reactive* systems?
2. What is *perfect synchrony*? What is the *synchronous model of computation*?
3. What is the motivation for the Esterel language?
4. What is the *multiform notion of time*?

The 5-Minute Review Session

1. What is the difference between *transformational/interactive/reactive* systems?
2. What is *perfect synchrony*? What is the *synchronous model of computation*?
3. What is the motivation for the Esterel language?
4. What is the *multiform notion of time*?
5. What does it mean for an Esterel statement to be *instantaneous*?

The 5-Minute Review Session

1. What is the difference between *transformational/interactive/reactive* systems?
2. What is *perfect synchrony*? What is the *synchronous model of computation*?
3. What is the motivation for the Esterel language?
4. What is the *multiform notion of time*?
5. What does it mean for an Esterel statement to be *instantaneous*? Name some instantaneous and non-instantaneous statements.

The 5-Minute Review Session

The 5-Minute Review Session

1. What is a *signal* in Esterel?

The 5-Minute Review Session

1. What is a *signal* in Esterel?
2. What are the *signal coherence rules*?

The 5-Minute Review Session

1. What is a *signal* in Esterel?
2. What are the *signal coherence rules*?
3. What are the differences between *signals* and *variables*?

The 5-Minute Review Session

1. What is a *signal* in Esterel?
2. What are the *signal coherence rules*?
3. What are the differences between *signals* and *variables*?
4. What is the *WTO principle*?

The 5-Minute Review Session

1. What is a *signal* in Esterel?
2. What are the *signal coherence rules*?
3. What are the differences between *signals* and *variables*?
4. What is the *WTO principle*?
5. What *control flow constructs* does Esterel have?

The 5-Minute Review Session

1. What is a *signal resolution function*? What are its requirements?

The 5-Minute Review Session

1. What is a *signal resolution function*? What are its requirements?
2. What is the difference between *immediate* and *non-immediate* abort?

The 5-Minute Review Session

1. What is a *signal resolution function*? What are its requirements?
2. What is the difference between *immediate* and *non-immediate* abort?
3. What is the difference between *strong* and *weak abort*?

The 5-Minute Review Session

1. What is a *signal resolution function*? What are its requirements?
2. What is the difference between *immediate* and *non-immediate* abort?
3. What is the difference between *strong* and *weak abort*?
4. What is the difference between *strong* and *weak suspend*?

The 5-Minute Review Session

1. What is a *signal resolution function*? What are its requirements?
2. What is the difference between *immediate* and *non-immediate* abort?
3. What is the difference between *strong* and *weak abort*?
4. What is the difference between *strong* and *weak suspend*?
5. What is the difference between traps and weak aborts?

Overview

Examples

- People Counter Example
- Vending Machine Example
- Tail Lights Example
- Traffic-Light Controller Example

Interfacing with the Environment

People Counter Example

Construct an Esterel program that counts the number of people in a room.

People Counter Example

Construct an Esterel program that counts the number of people in a room.

- ▶ People enter the room from one door with a photocell that changes from 0 to 1 when the light is interrupted, and leave from a second door with a similar photocell. These inputs may be true for more than one clock cycle. The two photocell inputs are called ENTER and LEAVE.

People Counter Example

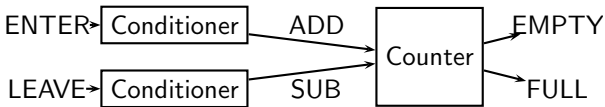
Construct an Esterel program that counts the number of people in a room.

- ▶ People enter the room from one door with a photocell that changes from 0 to 1 when the light is interrupted, and leave from a second door with a similar photocell. These inputs may be true for more than one clock cycle. The two photocell inputs are called ENTER and LEAVE.
- ▶ There are two outputs: EMPTY and FULL, which are present when the room is empty and contains three people respectively.

Source: Mano, *Digital Design*, 1984, p. 336

Thanks to Stephen Edwards (Columbia U) for providing this and the following examples

Overall Structure



Conditioner detects rising edges of signal from photocell.
Counter tracks number of people in the room.

Implementing & Testing the Conditioner

```
module CONDITIONER:  
  input A;  
  output Y;  
  
  loop  
    await A; emit Y;  
    await [not A];  
  end  
  
end module
```


Implementing & Testing the Conditioner

```

module CONDITIONER:
  input A;
  output Y;

  loop
    await A; emit Y;
    await [not A];
  end

end module

```

```

% estereel -simul cond.str1
% gcc -o cond cond.c -lcsimul # may need -L
% ./cond
CONDITIONER> ;
--- Output:
CONDITIONER> A; # Rising edge
--- Output: Y
CONDITIONER> A; # Doesn't generate a pulse
--- Output:
CONDITIONER> ; # Doesn't generate a pulse
--- Output:
CONDITIONER> ; # Sensitive to A again
--- Output:
CONDITIONER> A; # Another rising edge
--- Output: Y
CONDITIONER> ;
--- Output:
CONDITIONER> A;
--- Output: Y

```

Implementing & Testing the Counter: First Try

```
module COUNTER:
input ADD, SUB;
output FULL, EMPTY;

var count := 0 : integer in
loop
  present ADD then if count < 3 then
    count := count + 1 end end;
  present SUB then if count > 0 then
    count := count - 1 end end;
  if count = 0 then emit EMPTY end;
  if count = 3 then emit FULL end;
  pause
end
end

end module
```

Implementing & Testing the Counter: First Try

```

module COUNTER:
  input ADD, SUB;
  output FULL, EMPTY;

  var count := 0 : integer in
    loop
      present ADD then if count < 3 then
        count := count + 1 end end;
      present SUB then if count > 0 then
        count := count - 1 end end;
      if count = 0 then emit EMPTY end;
      if count = 3 then emit FULL end;
      pause
    end
  end

end module

```

```

COUNTER> ;
--- Output: EMPTY
COUNTER> ADD SUB;
--- Output: EMPTY
COUNTER> ADD;
--- Output:
COUNTER> SUB;
--- Output: EMPTY
COUNTER> ADD;
--- Output:
COUNTER> ADD;
--- Output:
COUNTER> ADD;
--- Output: FULL
COUNTER> ADD SUB;
--- Output: # Oops!

```

Implementing & Testing the Counter: Second Try

```
module COUNTER:
input ADD, SUB;
output FULL, EMPTY;

var c := 0 : integer in
loop
  present ADD then
    present SUB else
      if c < 3 then c := c + 1 end end
    else
      present SUB then
        if c > 0 then c := c - 1 end end;
      end;
      if c = 0 then emit EMPTY end;
      if c = 3 then emit FULL end;
    pause
  end
end
end module
```

Implementing & Testing the Counter: Second Try

```

module COUNTER:
input ADD, SUB;
output FULL, EMPTY;

var c := 0 : integer in
  loop
    present ADD then
      present SUB else
        if c < 3 then c := c + 1 end end
      else
        present SUB then
          if c > 0 then c := c - 1 end end;
        end;
        if c = 0 then emit EMPTY end;
        if c = 3 then emit FULL end;
        pause
      end
    end
  end module

```

```

COUNTER> ;
--- Output: EMPTY
COUNTER> ADD SUB;
--- Output: EMPTY
COUNTER> ADD SUB;
--- Output: EMPTY
COUNTER> ADD;
--- Output:
COUNTER> ADD;
--- Output:
COUNTER> ADD;
--- Output: FULL
COUNTER> ADD SUB;
--- Output: FULL # Working
COUNTER> ADD SUB;
--- Output: FULL
COUNTER> SUB;
--- Output:
COUNTER> SUB;
--- Output:
COUNTER> SUB;
--- Output: EMPTY
COUNTER> SUB;
--- Output: EMPTY

```

Assembling the People Counter

```
module PEOPLECOUNTER:
input ENTER, LEAVE;
output EMPTY, FULL;

signal ADD, SUB in
  run CONDITIONER[signal ENTER / A, ADD / Y]
||
  run CONDITIONER[signal LEAVE / A, SUB / Y]
||
  run COUNTER
end

end module
```

Vending Machine Example

Design a vending machine controller that dispenses gum once.

Vending Machine Example

Design a vending machine controller that dispenses gum once.

- ▶ Two inputs, **N** and **D**, are present when a nickel and dime have been inserted.



Vending Machine Example

Design a vending machine controller that dispenses gum once.

- ▶ Two inputs, **N** and **D**, are present when a nickel and dime have been inserted.



- ▶ A single output, **GUM**, should be present for a single cycle when the machine has been given fifteen cents.



Vending Machine Example

Design a vending machine controller that dispenses gum once.

- ▶ Two inputs, **N** and **D**, are present when a nickel and dime have been inserted.



- ▶ A single output, **GUM**, should be present for a single cycle when the machine has been given fifteen cents.



- ▶ No change is returned.

Source: Katz, *Contemporary Logic Design*, 1994, p. 389

Vending Machine Solution

```
module VENDING:
input N, D;
output GUM;

loop
  var m := 0 : integer in
    trap WAIT in
      loop
        present N then m := m + 5; end;
        present D then m := m + 10; end;
        if m >= 15 then exit WAIT end;
        pause
      end
    end;
    emit GUM; pause
  end
end
end module
```

Alternative Solution

```
loop
  await
  case immediate N do await
    case N do await
      case N do nothing
      case immediate D do nothing
    end
    case immediate D do nothing
  end
  case immediate D do await
    case immediate N do nothing
    case D do nothing
  end
end;
emit GUM; pause
end
```

Tail Lights Example

Construct an Esterel program that controls the turn signals of a 1965 Ford Thunderbird.

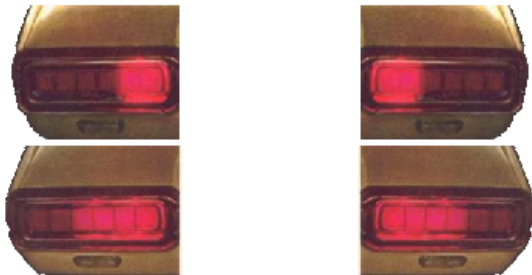


Source: Wakerly, *Digital Design Principles & Practices*, 2ed, 1994, p. 550

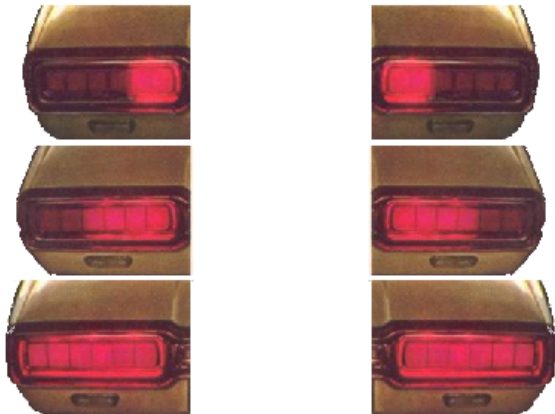
Tail Light Behavior



Tail Light Behavior



Tail Light Behavior



Tail Lights

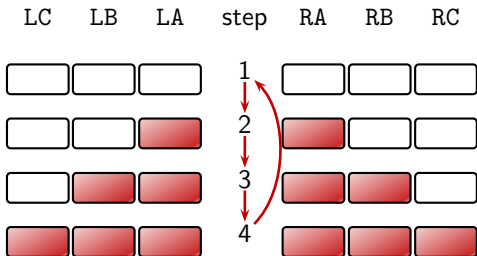
- ▶ There are three inputs, which initiate the sequences: **LEFT**, **RIGHT**, and **HAZ**

Tail Lights

- ▶ There are three inputs, which initiate the sequences: **LEFT**, **RIGHT**, and **HAZ**
- ▶ Six outputs: **LA**, **LB**, **LC**, **RA**, **RB**, and **RC**

Tail Lights

- ▶ There are three inputs, which initiate the sequences: **LEFT**, **RIGHT**, and **HAZ**
- ▶ Six outputs: **LA**, **LB**, **LC**, **RA**, **RB**, and **RC**
- ▶ The flashing sequence is



A Single Tail Light

```
module LIGHTS:  
output A, B, C;  
  
    loop  
        pause;  
        emit A; pause;  
        emit A; emit B; pause;  
        emit A; emit B; emit C; pause  
    end  
  
end module
```

The T-Bird Controller Interface

```
module THUNDERBIRD :  
input LEFT, RIGHT, HAZ;  
output LA, LB, LC, RA, RB, RC;  
  
...  
  
end module
```

The T-Bird Controller Body

```
loop
  await
  case immediate HAZ do
    abort
    run LIGHTS[signal LA/A, LB/B, LC/C]
    ||
    run LIGHTS[signal RA/A, RB/B, RC/C]
  when [not HAZ]
  case immediate LEFT do
    abort
    run LIGHTS[signal LA/A, LB/B, LC/C]
  when [not LEFT]
  case immediate RIGHT do
    abort
    run Lights[signal RA/A, RB/B, RC/C]
  when [not RIGHT]
  end
end
```

Comments on the T-Bird

- ▶ This solution uses Esterel's innate ability to control the execution of processes, producing succinct easy-to-understand source but a somewhat larger executable.

Comments on the T-Bird

- ▶ This solution uses Esterel's innate ability to control the execution of processes, producing succinct easy-to-understand source but a somewhat larger executable.
- ▶ **An alternative:** Use signals to control the execution of two processes, one for the left lights, one for the right.

Comments on the T-Bird

- ▶ This solution uses Esterel's innate ability to control the execution of processes, producing succinct easy-to-understand source but a somewhat larger executable.
- ▶ **An alternative:** Use signals to control the execution of two processes, one for the left lights, one for the right.
- ▶ **A challenge:** Synchronizing hazards.

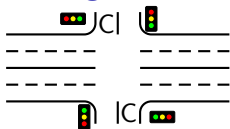
Comments on the T-Bird

- ▶ This solution uses Esterel's innate ability to control the execution of processes, producing succinct easy-to-understand source but a somewhat larger executable.
- ▶ **An alternative:** Use signals to control the execution of two processes, one for the left lights, one for the right.
- ▶ **A challenge:** Synchronizing hazards.
- ▶ Most communication signals can be either level- or edge-sensitive.

Comments on the T-Bird

- ▶ This solution uses Esterel's innate ability to control the execution of processes, producing succinct easy-to-understand source but a somewhat larger executable.
- ▶ **An alternative:** Use signals to control the execution of two processes, one for the left lights, one for the right.
- ▶ **A challenge:** Synchronizing hazards.
- ▶ Most communication signals can be either level- or edge-sensitive.
- ▶ Control can be done explicitly, or implicitly through signals.

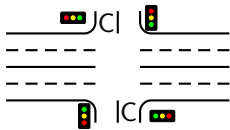
Traffic-Light Controller Example



Control a traffic light at the intersection of a busy highway and a farm road.

Source: Mead and Conway, *Introduction to VLSI Systems*, 1980, p. 85.

Traffic-Light Controller Example

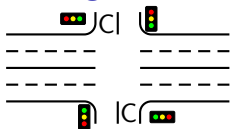


Control a traffic light at the intersection of a busy highway and a farm road.

Source: Mead and Conway, *Introduction to VLSI Systems*, 1980, p. 85.

- ▶ Normally, the highway light is green

Traffic-Light Controller Example

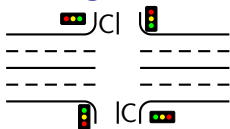


Control a traffic light at the intersection of a busy highway and a farm road.

Source: Mead and Conway, *Introduction to VLSI Systems*, 1980, p. 85.

- ▶ Normally, the highway light is green
- ▶ If a sensor detects a car on the farm road:
 - ▶ The highway light turns yellow then red.
 - ▶ The farm road light then turns green until there are no cars or after a long timeout.
 - ▶ Then, the farm road light turns yellow then red, and the highway light returns to green.

Traffic-Light Controller Example

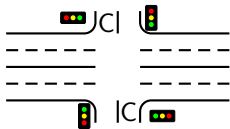


Control a traffic light at the intersection of a busy highway and a farm road.

Source: Mead and Conway, *Introduction to VLSI Systems*, 1980, p. 85.

- ▶ Normally, the highway light is green
- ▶ If a sensor detects a car on the farm road:
 - ▶ The highway light turns yellow then red.
 - ▶ The farm road light then turns green until there are no cars or after a long timeout.
 - ▶ Then, the farm road light turns yellow then red, and the highway light returns to green.
- ▶ **Inputs:** The car sensor **C**, a short timeout signal **S**, and a long timeout signal **L**.

Traffic-Light Controller Example



Control a traffic light at the intersection of a busy highway and a farm road.

Source: Mead and Conway, *Introduction to VLSI Systems*, 1980, p. 85.

- ▶ Normally, the highway light is green
- ▶ If a sensor detects a car on the farm road:
 - ▶ The highway light turns yellow then red.
 - ▶ The farm road light then turns green until there are no cars or after a long timeout.
 - ▶ Then, the farm road light turns yellow then red, and the highway light returns to green.
- ▶ **Inputs:** The car sensor **C**, a short timeout signal **S**, and a long timeout signal **L**.
- ▶ **Outputs:** A timer start signal **R**, and the colors of the highway and farm road lights **HG**, **HY**, **HR**, **FG**, **FY**, and **FR**.

The Traffic Light Controller

```
module TLC:  
  input C, SEC;  
  output HG, HY, HR,  
         FG, FY, FR;  
  
  signal R, L, S in  
    run TIMER  
  ||  
    run FSM  
end  
  
end module
```

The Traffic Light Controller

```
module TLC:  
  input C, SEC;  
  output HG, HY, HR,  
         FG, FY, FR;  
  
  signal R, L, S in  
    run TIMER  
  ||  
    run FSM  
end  
  
end module
```

```
module TIMER:  
  input R, SEC;  
  output L, S;  
  
  loop  
    weak abort  
      await 3 SEC;  
      [  
        sustain S  
        ||  
        await 5 SEC;  
        sustain L  
      ]  
  when R;  
end  
end module
```

The Traffic Light Controller

```

module TLC:
input C, SEC;
output HG, HY, HR,
        FG, FY, FR;

signal R, L, S in
    run TIMER
||
    run FSM
end

end module
    
```

```

module TIMER:
input R, SEC;
output L, S;

loop
    weak abort
        await 3 SEC;
        [
            sustain S
            ||
            await 5 SEC;
            sustain L
        ]
    when R;
end

end module
    
```

```

module FSM:
input C, L, S;
output R, HG, HY, HR,
        FG, FY, FR;

loop
    emit HG; emit FR; emit R;
    await [C and L];
    emit HY; emit R;
    await S;
    emit HR; emit FG; emit R;
    await [(not C) or L];
    emit FY; emit R;
    await S;
end

end module
    
```

Overview

Examples

Interfacing with the Environment

Available Alternatives

Handling Inconsistent Outputs

Events vs. State

Interfacing with the Environment

- ▶ At some point, our reactive system must control real-world entities

Interfacing with the Environment

- ▶ At some point, our reactive system must control real-world entities
- ▶ There are usually different options for the interface—differing in
 - ▶ Ease of use
 - ▶ Ease of making mistakes!

Interfacing with the Environment

- ▶ At some point, our reactive system must control real-world entities
- ▶ There are usually different options for the interface—differing in
 - ▶ Ease of use
 - ▶ Ease of making mistakes!
- ▶ **Example:** External device that can be ON or OFF

Interfacing with the Environment

- ▶ At some point, our reactive system must control real-world entities
- ▶ There are usually different options for the interface—differing in
 - ▶ Ease of use
 - ▶ Ease of making mistakes!
- ▶ **Example:** External device that can be ON or OFF
- ▶ Options:

Interfacing with the Environment

- ▶ At some point, our reactive system must control real-world entities
- ▶ There are usually different options for the interface—differing in
 - ▶ Ease of use
 - ▶ Ease of making mistakes!
- ▶ **Example:** External device that can be ON or OFF
- ▶ **Options:**
 1. Single pure signal

Interfacing with the Environment

- ▶ At some point, our reactive system must control real-world entities
- ▶ There are usually different options for the interface—differing in
 - ▶ Ease of use
 - ▶ Ease of making mistakes!
- ▶ **Example:** External device that can be ON or OFF
- ▶ **Options:**
 1. Single pure signal
 2. Two pure signals

Interfacing with the Environment

- ▶ At some point, our reactive system must control real-world entities
- ▶ There are usually different options for the interface—differing in
 - ▶ Ease of use
 - ▶ Ease of making mistakes!
- ▶ **Example:** External device that can be ON or OFF
- ▶ **Options:**
 1. Single pure signal
 2. Two pure signals
 3. Boolean valued signal

Different Modes of Motor Control

Option 1: Single pure signal

- ▶ Motor is running in every instant which has the **MOTOR** signal present

Different Modes of Motor Control

Option 1: Single pure signal

- ▶ Motor is running in every instant which has the **MOTOR** signal present

```
input BUMPER;  
output MOTOR;  
  
abort  
    sustain MOTOR  
when BUMPER
```

Different Modes of Motor Control

Option 1: Single pure signal

- ▶ Motor is running in every instant which has the **MOTOR** signal present

Pro:

- ▶ Minimal number of signals

```
input BUMPER;  
output MOTOR;  
  
abort  
    sustain MOTOR  
when BUMPER
```

Different Modes of Motor Control

Option 1: Single pure signal

- ▶ Motor is running in every instant which has the **MOTOR** signal present

Pro:

- ▶ Minimal number of signals

Con:

- ▶ High number of signal emissions (signal is emitted in every instant where the motor is on)—may be unnecessary run-time overhead
- ▶ Somewhat heavy/unintuitive representation

```
input BUMPER;  
output MOTOR;  
  
abort  
  sustain MOTOR  
when BUMPER
```

Different Modes of Motor Control

Option 2: Two pure signals

- ▶ Motor is switched on with signal `MOTOR_ON` present
- ▶ Motor is switched off with signal `MOTOR_OFF` present
- ▶ If neither `MOTOR_ON` or `MOTOR_OFF` is present, motor keeps its previous state

Different Modes of Motor Control

Option 2: Two pure signals

- ▶ Motor is switched on with signal **MOTOR_ON** present
- ▶ Motor is switched off with signal **MOTOR_OFF** present
- ▶ If neither **MOTOR_ON** or **MOTOR_OFF** is present, motor keeps its previous state

```
input BUMPER;  
output MOTOR_ON,  
        MOTOR_OFF;  
  
emit MOTOR_ON;  
await BUMPER;  
emit MOTOR_OFF;
```

Different Modes of Motor Control

Option 2: Two pure signals

- ▶ Motor is switched on with signal **MOTOR_ON** present
- ▶ Motor is switched off with signal **MOTOR_OFF** present
- ▶ If neither **MOTOR_ON** or **MOTOR_OFF** is present, motor keeps its previous state

Pro:

- ▶ Signal emissions truly indicate significant change of external state
- ▶ Simple representation in Esterel

```
input BUMPER;  
output MOTOR_ON,  
       MOTOR_OFF;  
  
emit MOTOR_ON;  
await BUMPER;  
emit MOTOR_OFF;
```

Different Modes of Motor Control

Option 2: Two pure signals

- ▶ Motor is switched on with signal **MOTOR_ON** present
- ▶ Motor is switched off with signal **MOTOR_OFF** present
- ▶ If neither **MOTOR_ON** or **MOTOR_OFF** is present, motor keeps its previous state

Pro:

- ▶ Signal emissions truly indicate significant change of external state
- ▶ Simple representation in Esterel

Con:

- ▶ No way to control inconsistent outputs
- ▶ No memory

```
input BUMPER;  
output MOTOR_ON,  
       MOTOR_OFF;  
  
emit MOTOR_ON;  
await BUMPER;  
emit MOTOR_OFF;
```

Inconsistent Outputs

- ▶ Problem with `MOTOR_ON` and `MOTOR_OFF`: undefined behavior with both signals present

Inconsistent Outputs

- ▶ Problem with `MOTOR_ON` and `MOTOR_OFF`: undefined behavior with both signals present
- ▶ Can address this at host-language level

Inconsistent Outputs

- ▶ Problem with `MOTOR_ON` and `MOTOR_OFF`: undefined behavior with both signals present
- ▶ Can address this at host-language level
- ▶ Can (and should) also address this at Esterel-level:

Inconsistent Outputs

- ▶ Problem with MOTOR_ON and MOTOR_OFF: undefined behavior with both signals present
- ▶ Can address this at host-language level
- ▶ Can (and should) also address this at Esterel-level:

```
[
  present BUMPER else
    emit MOTOR_ON;
    await BUMPER
  end present;
  emit MOTOR_OFF
]
||
[
  await immediate MOTOR_ON and MOTOR_OFF;
  exit INTERNAL_ERROR
]
```

Valued Signal for Motor Control

Option 3: Boolean valued signal

- ▶ Merge pure signals `MOTOR_ON` and `MOTOR_OFF` into one valued signal `MOTOR`
- ▶ Motor is switched on if every emit-statement in that instant emits true

Valued Signal for Motor Control

Option 3: Boolean valued signal

- ▶ Merge pure signals `MOTOR_ON` and `MOTOR_OFF` into one valued signal `MOTOR`
- ▶ Motor is switched on if every emit-statement in that instant emits true

```
input BUMPER;  
output MOTOR combine BOOLEAN with and;  
  
emit MOTOR(true);  
await immediate BUMPER;  
emit MOTOR(false);
```

Valued Signal for Motor Control

Option 3: Boolean valued signal

- ▶ Merge pure signals `MOTOR_ON` and `MOTOR_OFF` into one valued signal `MOTOR`
- ▶ Motor is switched on if every emit-statement in that instant emits true

```
input BUMPER;  
output MOTOR combine BOOLEAN with and;  
  
emit MOTOR(true);  
await immediate BUMPER;  
emit MOTOR(false);
```

- ▶ **Here:** In case of conflicting outputs, motor stays switched off

Valued Signal for Motor Control

Option 3 contd.

Valued Signal for Motor Control

Option 3 contd.

Pro:

- ▶ Again only one signal for motor control
- ▶ Explicit control of behavior for inconsistent outputs
- ▶ Valued signal has memory—can be polled in later instances, after emission
- ▶ Easy extension to finer speed control

Valued Signal for Motor Control

Option 3 contd.

Pro:

- ▶ Again only one signal for motor control
- ▶ Explicit control of behavior for inconsistent outputs
- ▶ Valued signal has memory—can be polled in later instances, after emission
- ▶ Easy extension to finer speed control

Con:

- ▶ Inconsistent outputs are handled deterministically—but are not any more detected and made explicit
- ▶ For certain classes of analyses/formal methods that we may wish to apply, valued signals are more difficult to handle than pure signals

Events vs. State

- ▶ Excessive signal emissions
 - ▶ make the behavior difficult to understand
 - ▶ cause overhead if fed to the external environment

Events vs. State

- ▶ Excessive signal emissions
 - ▶ make the behavior difficult to understand
 - ▶ cause overhead if fed to the external environment
- ▶ State:
 - ▶ “Robot is turning left”
 - ▶ “Motor is on”
 - ▶ Esterel:
 - ▶ waiting for some signal
 - ▶ terminated thread
 - ▶ value of valued signal

Events vs. State

- ▶ Excessive signal emissions
 - ▶ make the behavior difficult to understand
 - ▶ cause overhead if fed to the external environment
- ▶ State:
 - ▶ “Robot is turning left”
 - ▶ “Motor is on”
 - ▶ Esterel:
 - ▶ waiting for some signal
 - ▶ terminated thread
 - ▶ value of valued signal
- ▶ Event:
 - ▶ Change of State
 - ▶ “Turn motor on”
 - ▶ Esterel:
 - ▶ emit pure signal
 - ▶ change value of signal

Summary

- ▶ Esterel allows to specify precisely what happens if inputs arrive in combinations—but must consider this from application perspective as well
- ▶ Can memorize state in signal/variable values or as program state
- ▶ Several choices when interfacing with environment—must consider simplicity, robustness