

Synchronous Languages—Lecture 17

Prof. Dr. Reinhard von Hanxleden

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

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Lustre

Overview

A Short Tour

Examples

Clock Consistency

Arrays and Recursive Nodes

Lustre

- ▶ A synchronous data flow language
- ▶ Developed since 1984 at IMAG, Grenoble [HCRP91]
- ▶ Also graphical design entry available (SAGA)
- ▶ Moreover, the basis for SCADE, a tool used in software development for avionics and automotive industries
- ↪ Translatable to FSMs with finitely many control states
- ▶ Same advantages as Esterel for hardware and software design

Lustre Modules

General form:

```
node f(x1:α1, ..., xn:αn) returns (y1:β1, ..., ym:βm)
var z1:γ1, ..., zk:γk;
let
  z1 = τ1; ...; zk = τk;
  y1 = π1; ...; ym = πm;
  assert φ1; ...; assert φl;
tel
```

where

- ▶ f is the name of the **module**
- ▶ **Inputs** x_i , **outputs** y_i , and **local variables** z_j
- ▶ **Assertions** φ_i (boolean expressions)

Lustre Programs

- ▶ Lustre programs are a list of modules that are called **nodes**
- ▶ All nodes work synchronously, *i. e.* at the same speed
- ▶ Nodes communicate only via inputs and outputs
- ▶ No broadcasting of signals, no side effects
- ▶ **Equations $z_i = \tau_i$ and $y_i = \pi_i$ are not assignments**
- ▶ Equations must have solutions in the mathematical sense

Lustre Programs

- ▶ As $z_i = \tau_i$ and $y_i = \pi_i$ are equations, we have the **Substitution Principle**:
The definitions $z_i = \tau_i$ and $y_i = \pi_i$ of a Lustre node allow one to replace z_i by τ_i and y_i by π_i .
- ▶ Behavior of z_i and y_i completely given by equations $z_i = \tau_i$ and $y_i = \pi_i$

Assertions

- ▶ Assertions assert φ do not influence the behavior of the system
- ▶ `assert φ` means that during execution, φ must invariantly hold
- ▶ Equation $X = E$ equivalent to assertion `assert ($X = E$)`
- ▶ Assertions can be used to optimize the code generation
- ▶ Assertions can be used for simulation and verification

Data Streams

- ▶ All variables, constants, and all expressions are **streams**
 - ▶ Streams can be composed to new streams
 - ▶ Example: given $x = (0, 1, 2, 3, 4, \dots)$ and $y = (0, 2, 4, 6, 8, \dots)$, then $x + y$ is the stream $(0, 3, 6, 9, 12, \dots)$
 - ▶ However, **streams may refer to different clocks**
- ↪ Each stream has a corresponding **clock**

Data Types

- ▶ Primitive data types: `bool`, `int`, `real`
 - ▶ Semantics is clear?
- ▶ Imported data types: `type α`
 - ▶ Similar to Esterel
 - ▶ Data type is implemented in host language
- ▶ Tuples of types: `$\alpha_1 \times \dots \times \alpha_n$` is a type
 - ▶ Semantics is Cartesian product

Expressions (Streams)

- ▶ Every declared variable x is an expression
- ▶ Boolean expressions:
 - ▶ τ_1 and τ_2 , τ_1 or τ_2 , not τ_1
- ▶ Numeric expressions:
 - ▶ $\tau_1 + \tau_2$ and $\tau_1 - \tau_2$, $\tau_1 * \tau_2$ and τ_1 / τ_2 , τ_1 div τ_2 and τ_1 mod τ_2
- ▶ Relational expressions:
 - ▶ $\tau_1 = \tau_2$, $\tau_1 < \tau_2$, $\tau_1 \leq \tau_2$, $\tau_1 > \tau_2$, $\tau_1 \geq \tau_2$
- ▶ Conditional expressions:
 - ▶ if b then τ_1 else τ_2 for all types

Node Expansion

- ▶ Assume implementation of a node f with inputs $x_1 : \alpha_1, \dots, x_n : \alpha_n$ and outputs $y_1 : \beta_1, \dots, y_m : \beta_m$
- ▶ Then, f can be used to create new stream expressions, e. g., $f(\tau_1, \dots, \tau_n)$ is an expression
 - ▶ Of type $\beta_1 \times \dots \times \beta_m$
 - ▶ If (τ_1, \dots, τ_n) has type $\alpha_1 \times \dots \times \alpha_n$

Vector Notation of Nodes

By using tuple types for inputs, outputs, and local streams, we may consider just nodes like

```
node f(x: $\alpha$ ) returns (y: $\beta$ )
var z: $\gamma$ ;
let
  z =  $\tau$ ;
  y =  $\pi$ ;
  assert  $\varphi$ ;
tel
```

Clock-Operators

- ▶ All expressions are streams
- ▶ **Clock-operators** modify the temporal arrangement of streams
- ▶ Again, their results are streams
- ▶ The following clock operators are available:
 - ▶ **pre** τ for every stream τ
 - ▶ $\tau_1 \rightarrow \tau_2$, (pronounced “followed by”) where τ_1 and τ_2 have the same type
 - ▶ τ_1 **when** τ_2 where τ_2 has boolean type (**downsampling**)
 - ▶ **current** τ (**upsampling**)

Clock-Hierarchy

- ▶ As already mentioned, streams may refer to different clocks
- ▶ We associate with every expression a list of clocks
- ▶ A clock is thereby a stream φ of boolean type

Clock-Hierarchy

- ▶ $\text{clocks}(\tau) := []$ for expressions without clock operators
- ▶ $\text{clocks}(\text{pre}(\tau)) := \text{clocks}(\tau)$
- ▶ $\text{clocks}(\tau_1 \rightarrow \tau_2) := \text{clocks}(\tau_1)$,
 where $\text{clocks}(\tau_1) = \text{clocks}(\tau_2)$ is required
- ▶ $\text{clocks}(\tau \text{ when } \varphi) := [\varphi, c_1, \dots, c_n]$,
 where $\text{clocks}(\varphi) = \text{clocks}(\tau) = [c_1, \dots, c_n]$
- ▶ $\text{clocks}(\text{current}(\tau)) := [c_2, \dots, c_n]$,
 where $\text{clocks}(\tau) = [c_1, \dots, c_n]$

Semantics of Clock-Operators

- ▶ $\llbracket \text{pre}(\tau) \rrbracket := (\perp, \tau_0, \tau_1, \dots)$, provided that $\llbracket \tau \rrbracket = (\tau_0, \tau_1, \dots)$
- ▶ $\llbracket \tau \rightarrow \pi \rrbracket := (\tau_0, \pi_1, \pi_2, \dots)$,
provided that $\llbracket \tau \rrbracket = (\tau_0, \tau_1, \dots)$ and $\llbracket \pi \rrbracket = (\pi_0, \pi_1, \dots)$
- ▶ $\llbracket \tau \text{ when } \varphi \rrbracket = (\tau_{t_0}, \tau_{t_1}, \tau_{t_2}, \dots)$, provided that
 - ▶ $\llbracket \tau \rrbracket = (\tau_0, \tau_1, \dots)$
 - ▶ $\{t_0, t_1, \dots\}$ is the set of points in time where $\llbracket \varphi \rrbracket$ holds
- ▶ $\llbracket \text{current}(\tau) \rrbracket = (\perp, \dots, \perp, \tau_{t_0}, \dots, \tau_{t_0}, \tau_{t_1}, \dots, \tau_{t_1}, \tau_{t_2}, \dots)$,
provided that
 - ▶ $\llbracket \tau \rrbracket = (\tau_0, \tau_1, \dots)$
 - ▶ $\{t_0, t_1, \dots\}$ is the set of points in time where the highest clock of $\text{current}(\tau)$ holds

Example for Semantics of Clock-Operators

φ	0	1	0	1	0	0	1
τ	τ_0	τ_1	τ_2	τ_3	τ_4	τ_5	τ_6
$\text{pre}(\tau)$	\perp	τ_0	τ_1	τ_2	τ_3	τ_4	τ_5
$\tau \rightarrow \text{pre}(\tau)$	τ_0	τ_0	τ_1	τ_2	τ_3	τ_4	τ_5
$\tau \text{ when } \varphi$		τ_1		τ_3			τ_6
$\text{current}(\tau \text{ when } \varphi)$	\perp	τ_1	τ_1	τ_3	τ_3	τ_3	τ_6

- ▶ Note: $\llbracket \tau \text{ when } \varphi \rrbracket = (\tau_1, \tau_3, \tau_6, \dots)$, *i. e.*, **gaps are not filled!**
- ▶ This is done by $\text{current}(\tau \text{ when } \varphi)$

Example for Semantics of Clock-Operators

	0	0	0	0	0	0	0	...
	1	1	1	1	1	1	1	...
$n = (0 \rightarrow \text{pre}(n)+1)$	0	1	2	3	4	5	...	
$e = (1 \rightarrow \text{not pre}(e))$	1	0	1	0	1	0	...	
$n \text{ when } e$	0		2		4		...	
$\text{current}(n \text{ when } e)$	0	0	2	2	4	4	...	
$\text{current}(n \text{ when } e) \text{ div } 2$	0	0	1	1	2	2	...	

Example for Semantics of Clock-Operators

$n = 0 \rightarrow \text{pre}(n)+1$	0	1	2	3	4	5	6	7	8	9	10	11
$d2 = (n \text{ div } 2)*2 = n$	1	0	1	0	1	0	1	0	1	0	1	0
$n2 = n \text{ when } d2$	0		2		4		6		8		10	
$d3 = (n \text{ div } 3)*3 = n$	1	0	0	1	0	0	1	0	0	1	0	0
$n3 = n \text{ when } d3$	0			3			6			9		
$d3' = d3 \text{ when } d2$	1		0		0		1		0		0	
$n6 = n2 \text{ when } d3'$	0						6					
$c3 = \text{current}(n2 \text{ when } d3')$	0		0		0		6		6		6	

Example: Counter

```
node Counter(x0, d:int; r:bool) returns (n:int)
let
  n = x0 → if r then x0 else pre(n) + d
tel
```

- ▶ Initial value of n is x_0
- ▶ If no reset r then increment by d
- ▶ If reset by r , then initialize with x_0
- ▶ *Counter* can be used in other equations, e.g.
 - ▶ $even = Counter(0, 2, 0)$ yields the even numbers
 - ▶ $mod_5 = Counter(0, 1, pre(mod_5) = 4)$ yields numbers mod 5

ABRO in Lustre

```
node EDGE(X:bool) returns (Y:bool);
let
  Y = false → X and not pre(X);
tel

node ABRO (A,B,R:bool) returns (O: bool);
  var seenA, seenB : bool;
let
  O = EDGE(seenA and seenB);
  seenA = false → not R and (A or pre(seenA));
  seenB = false → not R and (B or pre(seenB));
tel
```

Causality Problems in Lustre

- ▶ Synchronous languages have causality problems
 - ▶ They arise if preconditions of actions are influenced by the actions
 - ▶ Therefore they require to solve fixpoint equations
 - ▶ Such equations may have none, one, or more than one solutions
- ↪ Analogous to Esterel, one may consider reactive, deterministic, logically correct, and constructive programs

Causality Problems in Lustre

- ▶ $x = \tau$ is acyclic, if x does not occur in τ or does only occur as subterm $\text{pre}(x)$ in τ
- ▶ **Examples:**
 - ▶ $a = a$ and $\text{pre}(a)$ is cyclic
 - ▶ $a = b$ and $\text{pre}(a)$ is acyclic
- ▶ Acyclic equations have a unique solution!
- ▶ Analyze cyclic equations to determine causality?
- ▶ But: **Lustre only allows acyclic equation systems**
- ▶ Sufficient for signal processing

Malik's Example

- ▶ However, some interesting examples are cyclic

```
y = if c then y_f else y_g;  
y_f = f(x_f);  
y_g = g(x_g);  
x_f = if c then y_g else x;  
x_g = if c then x else y_f;
```

- ▶ Implements $\text{if } c \text{ then } f(g(x)) \text{ else } g(f(x))$ with only one instance of f and g
- ▶ **Impossible without cycles**



Sharad Malik.

Analysis of cyclic combinatorial circuits.

in IEEE Transactions on Computer-Aided Design, 1994

Clock Consistency

Consider the following equations:

```
b = 0 → not pre(b);  
y = x + (x when b)
```

- ▶ We obtain the following:

x	x_0	x_1	x_2	x_3	x_4	...
b	0	1	0	1	0	...
$x \text{ when } b$		x_1		x_3		...
$x + (x \text{ when } b)$	$x_0 + x_1$	$x_1 + x_3$	$x_2 + x_5$	$x_3 + x_7$	$x_4 + x_9$...

- ▶ To compute $y_i := x_i + x_{2i+1}$, we have to store x_i, \dots, x_{2i+1}
- ▶ **Problem: not possible with finite memory**

Clock Consistency

- ▶ Expressions like $x + (x \text{ when } b)$ are not allowed
- ▶ **Only streams at the same clock can be combined**
- ▶ What is the 'same' clock?
- ▶ Undecidable to prove this semantically
- ▶ Check syntactically

Clock Consistency

- ▶ Two streams have the same clock if their clock can be **syntactically unified**
- ▶ **Example:**

$$\begin{aligned}x &= a \text{ when } (y > z); \\y &= b + c; \\u &= d \text{ when } (b + c > z); \\v &= e \text{ when } (z < y); \end{aligned}$$

- ▶ x and u have the same clock
- ▶ x and v do not have the same clock

Arrays

- ▶ Given type α , α^n defines an array with n entries of type α
- ▶ Example: $x: \text{bool}^n$
- ▶ The bounds of an array must be known at compile time, the compiler simply transforms an array of n values into n different variables.
- ▶ The i -th element of an array X is accessed by $X[i]$.
- ▶ $X[i..j]$ with $i \leq j$ denotes the array made of elements i to j of X .
- ▶ Beside being syntactical sugar, arrays allow to combine variables for better hardware implementation.

Example for Arrays

```
node DELAY (const d: int; X: bool) returns (Y: bool);
  var A: bool^(d+1);
let
  A[0] = X;
  A[1..d] = (false^(d)) -> pre(A[0..d--1]);
  Y = A[d];
tel
```

- ▶ $\text{false}^{(d)}$ denotes the boolean array of length d , which entries are all false
- ▶ Observe that `pre` and `->` can take arrays as parameters
- ▶ Since d must be known at compile time, this node cannot be compiled in isolation
- ▶ The node outputs each input delayed by d steps.
- ▶ So $Y_n = X_{n-d}$ with $Y_n = \text{false}$ for $n < d$

Static Recursion

- ▶ Functional languages usually make use of recursively defined functions
- ▶ **Problem:** termination of recursion in general undecidable
- ↪ Primitive recursive functions guarantee termination
- ▶ **Problem:** still with primitive recursive functions, the reaction time depends heavily on the input data
- ↪ **Static recursion:** recursion only at compile time
- ▶ **Observe:** If the recursion is not bounded, the compilation will not stop.

Example for Static Recursion

- ▶ Disjunction of boolean array

```
node BigOr(const n:int; x: bool^n) returns (y:bool)
let
  y = with n=1 then x[0]
      else x[0] or BigOr(n--1,x[1..n--1]);
tel
```

- ▶ Constant n must be known at compile time
- ▶ Node is unrolled before further compilation

Example for Maximum Computation

Static recursion allows logarithmic circuits:

```
node Max(const n:int; x:int^n) returns (y:int)
  var y_1,y_2: int;
  let
    y_1 = with n=1 then x[0]
          else Max(n div 2,x[0..(n div 2)--1]);
    y_2 = with n=1 then x[0]
          else Max((n+1) div 2, x[(n div 2)..n--1]);
  y = if y_1 >= y_2 then y_1 else y_2;
tel
```


Delay node with recursion

```
node REC_DELAY (const d: int; X: bool) returns (Y: bool);  
let  
  Y = with d=0 then X  
  else false → pre(REC_DELAY(d--1, X));  
tel
```

A call `REC_DELAY(3, X)` is compiled into something like:

```
Y = false → pre(Y2)  
Y2 = false → pre(Y1)  
Y1 = false → pre(Y0)  
Y0 = X;
```

Summary

- ▶ Lustre is a synchronous dataflow language.
- ▶ The core Lustre language are boolean equations and clock operators `pre`, `->`, `when`, and `current`.
- ▶ Additional datatypes for real and integer numbers are also implemented.
- ▶ User types can be defined as in Esterel.
- ▶ Lustre only allows acyclic programs.
- ▶ Clock consistency is checked syntactically.
- ▶ Lustre offers arrays and recursion, but both array-size and number of recursive calls must be known at compile time.

To Go Further

- ▶ Nicolas Halbwachs and Pascal Raymond, A Tutorial of Lustre, 2002 <http://www-verimag.imag.fr/~halbwach/lustre-tutorial.html>
- ▶ Nicolas Halbwachs, Paul Caspi, Pascal Raymond, and Daniel Pilaud, The Synchronous Data-Flow Programming Language Lustre, In Proceedings of the IEEE, 79:9, September 1991, <http://www-verimag.imag.fr/~halbwach/lustre:ieee.html>