Synchronous Languages—Lecture 05

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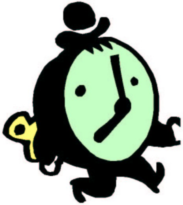

Esterel III—The Logical Semantics

The 5-Minute Review Session

1. How do concurrent threads in Esterel communicate?
2. What is the difference between *weak* and *strong* abortion?
3. What is the difference between *aborts* and *traps*?
4. What is *syntactic sugar*, and what is it good for?
5. What is the *multiform notion of time*?

Overview

Logical Correctness

- Causality issues
- The logical coherence law
- Logical reactivity and determinism
- Instantaneous Feedback

The Logical Behavioral Semantics

Causality Problems

```
present A
  else emit A
end
```

```
abort
  pause;
  emit A
when A
```

```
present A
  then pause
end;
emit A
```

- **It's easy to write contradictory programs**
- Unfortunate side-effect of instantaneous communication coupled with the single valued signal rule
- These sorts of programs are erroneous and flagged by the Esterel compiler as incorrect
- *Note: the first and third example are considered valid in SCEst, see later ...*

Causality Problems

```
  [
    abort
      emit A
    when immediate B
  ]
||
  [
    present A
      then emit B
    end;
  ]
```

Can be very complicated because of instantaneous communication

Causality

- Definition has evolved since first version of the language
- Original compiler had concept of "potentials"
  - Static concept: at a particular program point, which signals could be emitted along any path from that point
- Current definition based on "constructive causality"
  - Dynamic concept: whether there's a "guess-free proof" that concludes a signal is absent

Causality Example

```
emit A;
present B then emit C end;
present A else emit B end;
```

Red statements reachable

Analysis done by original compiler:

- After `emit A` runs, there's a static path to `emit B`
- Therefore, the value of `B` cannot be decided yet
- Execution procedure deadlocks: Program is bad

Causality Example

```
emit A;
present B then emit C end;
present A else emit B end;
```

Red statements reachable

Analysis done by later compilers:

- After `emit A` runs, it is clear that `B` cannot be emitted because `A`'s presence runs the "`then`" branch of the second present
- `B` declared absent, both `present` statements run
- Program is OK

Logical Correctness

- The intuitive semantics:
  - Specifies what should happen when executing a program
- However, also want to guarantee that
  - Execution actually exists (at *least* one possible execution)
  - Execution is unique (at *most* one possible execution)
- Need extra criteria for this!
- The apparently simplest possible criterion: logical correctness

Logical Correctness

Recall:

- Signal `S` is absent by default
- Signal `S` is present if an `emit S` statement is executed

The Logical Coherence Law:

> *A signal S is present in a tick if and only if an `emit S` statement is executed in this tick.*

Logical Correctness requires:

- There exists exactly one status for each signal that respects the coherence law

Logical Correctness

Given:

- Program P and input event I

P is logically reactive w. r. t. I:

- There is at least one logically coherent global status

P is logically deterministic w. r. t. I:

- There is at most one logically coherent global status

P is logically correct w. r. t. I:

- P is both logically reactive and deterministic

P is logically correct:

- P is logically correct w. r. t. *all* possible input events

Is logical correctness decidable?

- Yes!

Logical Correctness

```
module P1:
input I;
output O;
signal S1, S2 in
  present I then emit S1 end
||
  present S1 else emit S2 end
||
  present S2 then emit O end
end signal
end module
```

Is P1 logically correct?

- Yes!

Logical Correctness

```
module P2:
signal S in
  emit S;
  present O then
    present S then
      pause
    end;
    emit O
  end
end signal
```

Is P2 logically correct?

- Yes!
- Notice that P2 is inputless
- Inputless programs react on empty input events, *i. e.*, on clock ticks

Logical Correctness

```
module P3:
present O else emit O end
end module
```

Is P3 logically correct?

- No!
- This is non-reactive

```
module P4:
present O emit O end
end module
```

Is P4 logically correct?

- No!
- This is nondeterministic

```
module P5:
present O1 then emit O2 end
||
present O2 else emit O1 end
```

Is P5 logically correct?

- No!
- This is non-reactive

Logical Correctness

```
module P6:
present O1 then emit O2 end
||
present O2 then emit O1 end
```

Is P6 logically correct?

- No!
- This is nondeterministic

```
module P7:
present O then pause end;
emit O
```

Is P7 logically correct?

- No!
- This is non-reactive

Logical Correctness

```
module P8:
trap T in
  present I else pause end;
  emit O
||
  present O then exit T end
end trap;
emit O
```

Is this logically correct?

- Yes for I present
- Nondeterministic for I absent

Logical Correctness

```
module P9:
[
  present O1 then emit O1 end
||
  present O1 then
    present O2 else emit O2 end
  end
]
```

Is P9 logically correct?

- Yes
- Note that this contains the nondeterministic program P4 and the non-reactive program P3!

Instantaneous Feedback

- Want to reject logically incorrect programs at compile time
- One option:
  - Forbid static self-dependency of signals
  - Similar to acyclicity requirement for electrical circuits
  - This is what the Esterel v4 compiler did

```
module P3:
present O else emit O end
end module
```

$\equiv O = \text{not } O$

```
module P4:
present O emit O end
end module
```

$\equiv O = O$

Instantaneous Feedback

- However, forbidding cycles would also reject the following:

```
module GoodCycle1:
present I then
  present O1 then emit O2 end
else
  present O2 then emit O1 end
end present
```

- O1 and O2 cyclically depend on each other
- However, any given status of I breaks the cycle

Instantaneous Feedback

```
module GoodCycle2:
present O1 then emit O2 end;
pause;
present O2 then emit O1 end
```

- Here the cycle is neutralized with a delay
- **In general, requiring acyclicity turns out to be inadequate to Esterel practice**

Logical Correctness—Assessment

- We now introduced logical correctness
- But do we want to use it as basis for the language?
  - ☺ sound
  - ☹ sometimes unintuitive (consider P9)
  - ☹ computationally complex
- Alternative 1: allow only programs that are acyclic
  - ☺ simple
  - ☹ too restrictive (consider GoodCycle1/2)
- Alternative 2: accept everything for which the compiler finds a static execution schedule
  - ☺ relatively simple for the compiler
  - ☹ definition not precise, depends on abilities of compiler (different compilers accept different programs)
- Alternative 3: the constructive semantics
  - ☹ analysis not trivial
  - ☺ clear semantics

Overview

Logical Correctness

The Logical Behavioral Semantics
- Notation and Definitions
- The Basic Broadcasting Calculus
- Transition Rules
- Reactivity and Determinism

The Semantics of Esterel

1. Logical Behavioral Semantics
   - Rewriting rules defining reactivity, determinism, and logical correctness
   - Signal coherence law embedded in rules for local signals
2. Constructive Behavioral Semantics
   - Refines logical behavioral semantics
   - Based on *must* and *cannot* analysis
3. Logical/Constructive State Behavioral Semantics
   - Replaces rewriting with marking of active delays (v5 debugger)
4. Constructive State Operational Semantics
   - Defines reaction as sequence of microsteps (v3 compiler)
5. Constructive Circuit Semantics
   - Translates Esterel programs into Boolean digital circuits (v5 compiler)

Notation and Definitions

- Sort S: A set of signals
- Signal statuses: $B = \{+,-\}$
- Event E:
  - Given sort S, defines status $E(s) \in B$ for each $s \in S$
  - Obtain sort of E as $S(E) = S$
- Two equivalent representations for E:
  - As subset of S: $E = \{s \in S \mid E(s) = +\}$
  - As a mapping from S to B: $E = \{(s, b) \mid b = E(s)\}$

Notation and Definitions

- Write $s^+ \in E$ iff $E(s) = +$
- Write $s^- \in E$ iff $E(s) = -$
- Write $E' \subset E$ iff $\forall s \in S(E') : s^+ \in E' \Longrightarrow s^+ \in E$
- Given signal s, define singleton event $\{s^+\}$:
  - $\{s+\}(s) = +$
  - $\forall s' \neq s : \{s+\}(s') = -$
- Given signal set S and signal $s \in S$, write $S \setminus s = S - \{s\}$
- Given E and $s \in S(E)$, write $E \setminus s$ to denote event of sort $S(E) \setminus s$, which coincides with E on all signals but s
- Define $E * s^b$ as event E' of sort $S(E) \cup \{s\}$ with
  - $E'(s) = b$, $E'(s') = E(s')$ for $s' \neq s$

Notation and Definitions

- Will present formal semantics as Plotkin's Structural Operational Semantics (SOS) inference rules
- Behavioral Semantics formalizes reaction of program P as behavioral transition

$$P \xrightarrow[I]{O} P'$$

  - I: input event
  - O: output event
  - P': derivative of P—the program for the next instance

Notation and Definitions

- Auxiliary statement transition relation:

$$p \xrightarrow[E]{E',k} p'$$

- p: program body (of P)
- E: event defining status of all signals declared in scope of p
- E': event composed of all signals emitted by p in the reaction
- k: completion code returned by p (0 iff p terminates)
- p': derivative of p
- Logical coherence (or broadcasting invariant):

$$E' \subset E$$

Notation and Definitions

- Given:
  - Program P with body p
  - Input event I
- Define program transition of P by statement transition of p:

$$P \xrightarrow[I]{O} P' \ \text{iff} \ p \xrightarrow[I \cup O]{O,k} p' \quad \text{for some } k$$

- These program transitions, yielding an output reaction O and a derivative P', determine the logical behavioral semantics of P

The Basic Broadcasting Calculus

- For concise presentation of rules: Replace Esterel syntax with terser process-calculus syntax
- Use parenthesis for grouping statements

`nothing`	0
`pause`	1
`emit` s	$!s$
`present` s `then` p `else` q `end`	$s?p, q$
$p; q$	$p; q$
`loop` p `end`	$p*$
$p \parallel q$	$p \vert q$
`signal` s `in` p `end`	$p \setminus s$
`suspend` p `when` s `end`	$s \supset p$
`trap` T `in` p `end`	$\{p\}$
`exit` T	k with $k \geq 2$
[no concrete syntax]	$\uparrow p$

Example

```
pause;
emit O1;
loop
  pause;
  [
    present I1 then
      emit O2
    end present
  ||
    present I3 else
      emit O3
    end present
  ]
end loop
```

$$\equiv$$

$$1;\ !O1;\ (1;\ ((I1\ ?\ !O2,\ 0)\ |\ (I3\ ?\ 0,\ !O3)))^*$$

Basic Transition Rules

The null process 0: $0 \xrightarrow[E]{\emptyset,0} 0$ (null)

The unit delay process 1: $1 \xrightarrow[E]{\emptyset,1} 0$ (unit delay)

Signal emission: $!s \xrightarrow[E]{\{s\},0} 0$ (emit)

Deduction Rules

- In addition to simple transition rules, will also use deduction rules
- Hypothesis: If sub-instructions behave like this ...

$$\frac{p_1 \xrightarrow[E]{E_1',k_1} p_1' \qquad p_2 \xrightarrow[E]{E_2',k_2} p_2' \qquad \text{Other hypotheses}}{\text{Instruction}(p_1, p_2) \xrightarrow[E]{E'(E_1',E_2') \quad K(k_1,k_2)} \text{Instruction}'(p_1', p_2')}$$

- Conclusion: ... then the compound instruction behaves like that

Deduction Rules—Sequencing

$$\frac{p \xrightarrow[E]{E',k} p' \quad k \neq 0}{p; q \xrightarrow[E]{E',k} p'; q} \qquad \text{(seq1)}$$

$$\frac{p \xrightarrow[E]{E'_p,0} p' \quad q \xrightarrow[E]{E'_q,k} q'}{p; q \xrightarrow[E]{E'_p \cup E'_q,k} q'} \qquad \text{(seq2)}$$

Deduction Rules—Looping and Parallel

$$\frac{p \xrightarrow[E]{E',k} p' \quad k \neq 0}{p^* \xrightarrow[E]{E',k} p';(p^*)}$$

(loop)

$$\frac{p \xrightarrow[E]{E'_p,k} p' \quad q \xrightarrow[E]{E'_q,l} q'}{p|q \xrightarrow[E]{E'_p \cup E'_q, max(k,l)} p'|q'}$$

(parallel)

Deduction Rules—Conditional

$$\frac{s^+ \in E \quad p \xrightarrow[E]{E',k} p'}{s?p, q \xrightarrow[E]{E',k} p'} \qquad \text{(present +)}$$

$$\frac{s^- \in E \quad q \xrightarrow[E]{E',k} q'}{s?p, q \xrightarrow[E]{E',k} q'} \qquad \text{(present −)}$$

Zero delay: can use decision trees to test for arbitrary Boolean conditions:

- $(s_1 \wedge s_2)?p, q$ is $s_1?(s_2?p, q), q$
- $(s_1 \vee s_2)?p, q$ is $s_1?p, (s_2?p, q)$
- $\neg s?p, q$ is $s?q, p$

Deduction Rules—Restriction

$$\frac{p \xrightarrow[E * s^{+}]{E' * s^{+}, k} p' \quad S(E') = S(E) \backslash s}{p \setminus s \xrightarrow[E]{E', k} p' \setminus s} \qquad (\text{sig } +)$$

$$\frac{p \xrightarrow[E * s^{-}]{E' * s^{-}, k} p' \quad S(E') = S(E) \backslash s}{p \setminus s \xrightarrow[E]{E', k} p' \setminus s} \qquad (\text{sig } -)$$

Note: This also properly handles nested restrictions of the same signal

Traps—Example

- The trap exit encoding is
  - $k = 2$ if the closest enclosing trap is exited, and
  - $k = n + 2$ if n trap declarations have to be traversed

```
trap U in
  trap T in
    nothing
  ||
    pause
  ||
    exit T
  ||
    exit U
  end
||
  exit U
end
```

$$\equiv \quad \{\{0 \mid 1 \mid 2 \mid 3\} \mid 2\}$$

Two Operators on Completion Codes

- The $\downarrow k$ operator computes completion code of $\{p\}$ from that of p:

$$\begin{aligned} \downarrow k &= 0 && \text{if } k = 0 \quad \text{or} \quad k = 2 \\ \downarrow k &= 1 && \text{if } k = 1 \\ \downarrow k &= k - 1 && \text{if } k > 2 \end{aligned}$$

- The $\uparrow k$ operator computes completion code of $\uparrow p$ from that of p; want $\{\uparrow p\} \equiv p$

$$\begin{aligned} \uparrow k &= k && \text{if } k = 0 \quad \text{or} \quad k = 1 \\ \uparrow k &= k + 1 && \text{if } k > 1 \end{aligned}$$

The Shift Operator

- $\uparrow$ ("shift") shifts exit numbers of p by 1 when placing p in a trap block
- May use $\uparrow$ in definitions of derived operators

`suspend` p `when immediate` s	$s \cdot\!\supset p$	$\equiv \{(s?1,2)^*\}; s \supset p$
`await immediate` s; p	$s \cdot\!\Rightarrow p$	$\equiv \{(s?(\uparrow p;2),1)^*\}$
`await` s; p	$s \Rightarrow p$	$\equiv 1; s \cdot\!\Rightarrow p$
`weak abort` p `when immediate` s	$s \cdot\!> p$	$\equiv \{(\uparrow p;2) \mid s \cdot\!\Rightarrow 2\}$
`weak abort` p `when` s	$s > p$	$\equiv \{(\uparrow p;2) \mid s \Rightarrow 2\}$
`abort` p `when immediate` s	$s \cdot\!\gg p$	$\equiv s \cdot\!> (s \cdot\!\supset p)$
`abort` p `when` s	$s \gg p$	$\equiv s > (s \supset p)$

Traps—The Rules

$$k \xrightarrow[E]{\emptyset, k} 0 \qquad \text{(exit)}$$

$$\frac{p \xrightarrow[E]{E', k} p' \quad k = 0 \ \text{or} \ k = 2}{\{p\} \xrightarrow[E]{E', 0} 0} \qquad \text{(trap1)}$$

$$\frac{p \xrightarrow[E]{E', k} p' \quad k = 1 \ \text{or} \ k > 2}{\{p\} \xrightarrow[E]{E', \downarrow k} \{p'\}} \qquad \text{(trap2)}$$

$$\frac{p \xrightarrow[E]{E', k} p'}{\uparrow p \xrightarrow[E]{E', \uparrow k} \uparrow p'} \qquad \text{(shift)}$$

Deduction Rules—Suspension

$$\frac{p \xrightarrow[E]{E',0} p'}{s \supset p \xrightarrow[E]{E',0} 0} \qquad \text{(suspend1)}$$

$$\frac{p \xrightarrow[E]{E',k} p' \quad k \neq 0}{s \supset p \xrightarrow[E]{E',k} s \cdot\!\supset p'} \qquad \text{(suspend2)}$$

Reactivity and Determinism

- Definition: Program P is logically reactive (resp. logically deterministic) w.r.t. an input event I if there exists at least (resp. at most) one program transition $P \xrightarrow[I]{O} P'$ for some output event O and program derivative P'
- Definition: Program P is logically correct if it is logically reactive and logically deterministic
- How about $(s?!s, 0)$?
- And how about $(s?0, !s)$?

Reactivity and Determinism

- I/O determinism still leaves room for internal non-determinism
  - Consider $(s?!s, 0) \setminus s$
  - Forbidden in constructive semantics
- Definition: Program P is strongly deterministic for an input event I iff
  - P is reactive and deterministic for this event, and
  - there exists a unique proof of the unique transition $P \xrightarrow[I]{O} P'$.

Summary (1/3)

- The intuitive semantics specifies what should happen when executing a program
- However, also want to guarantee that exactly one possible execution exists that satisfies the intuitive semantics
- The Logical Coherence Law specifies that a signal `S` is present in a tick if and only if an "`emit S`" statement is executed in this tick
- Logical Correctness requires that there exists exactly one status for each signal that respects the coherence law

Summary (2/3)

- P is logically reactive w. r. t. input I if there is at least one logically coherent global status
- P is logically deterministic w. r. t. I if there is at most one logically coherent global status
- P is logically correct w. r. t. I if P is both logically reactive and deterministic
- P is logically correct if P is logically correct w. r. t. all possible input events

Summary (3/3)

- There exist several semantics for the Esterel language—one important distinction is between *logical* and *constructive* semantics, the latter being a refinement of the former
- We started discussing the logical behavioral semantics, expressed in Plotkin's Structural Operational Semantics, with basic transition rules and deduction rules
- We formally defined reactivity, determinism, logical correctness, and strong determinism

To Go Further

- Gérard Berry, The Constructive Semantics of Pure Esterel, Draft book, current version 3.0, Dec. 2002 `http://www-sop.inria.fr/members/Gerard.Berry/Papers/EsterelConstructiveBook.zip`
- Gérard Berry, Preemption in Concurrent Systems, In Proceedings FSTTCS 93, *Lecture Notes in Computer Science* 761, pages 72-93, Springer-Verlag, 1993, `http://citeseerx.ist.psu.edu/viewdoc/summary?doi=10.1.1.42.1557`