The 5-Minute Review Session

1. Why does constructiveness analysis matter in circuit design?
2. How do cyclic and acyclic circuits differ?
3. How do we analyze constructiveness of a cyclic circuit?
4. How do we extend Boolean functions to three-valued logic?
5. Are TVFs monotonic? What does that mean?
The 5-Minute Review Session

1. In constructiveness analysis, how can we minimize the number of gate evaluations?
2. How do the computational complexities of Malik vs. Shiple compare?
3. How do we extend the constructiveness analysis to circuits with latches?
4. What is the computational problem class of the constructiveness analysis problem?
5. What are Core SCCharts?
Overview

SyncCharts (Safe State Machines)
Comparison with Harel’s Statecharts
Simple Automata, Hierarchy, Concurrency/Parallelism
A Tour of SyncCharts

From Esterel to SyncCharts

From SyncCharts to Esterel
Statecharts

Statecharts proposed by David Harel [1987]

In a nutshell: Statecharts = Mealy Machines
+ hierarchy (depth)
+ orthogonality
+ broadcast
+ data
Harel-Statecharts vs. SyncCharts—Similarities

SyncCharts are made up of elements common to most Statecharts dialects:

- States
- Initial/terminal states
- Transitions
- Signals/Events
- Hierarchy
- Modularity
- Parallelism
Harel-Statecharts vs. SyncCharts—Differences

SyncCharts differ from other implementations of Statecharts:

- Synchronous framework
- Determinism
- Compilation into backend language Esterel
- No interpretation for simulations
- No hidden behaviour
- Multiple events
- Negation of events
- No inter-level transitions
SyncCharts (Safe State Machines)
From Esterel to SyncCharts
From SyncCharts to Esterel

Simple Sequential Automaton

SyncChart:

Elements:
- States:
  - Regular state (circle)
  - Terminal state (doubled circle)
  - Hierarchic state (box with rounded edges)
- Transitions:
  - Arrows with labels
- Connectors:
  - Colored circles with single letters

States:
- I
- S1
- S2

Transitions:
- /A
- /B
Hierarchic States

SyncCharts know four types of states:

1. **Simple States**: Carry just a label.
2. **Graphic Macrostates**: Encapsulates a hierarchy of other states, including further graphic states.
3. **Textual Macrostates**: Contain statements of the Esterel language. They are executed on entry of the state.
4. **Run Modules**: Include other modules.

Transitions are **not** allowed to cross the boundaries of graphic macrostates. This is in contrast to other modelling tools.
Parallel States

- Dashed lines (horizontal or vertical) separate parallel executed states inside a graphic macrostate.
- Each segment may be segmented into further parallel segments, but iterative segmentation does not introduce additional hierarchy. All parallel segments in a graphic macrostate are at the same level.
Parallel States

A transition outside the graphic macrostate with normal termination is activated, when all parallel segments have reached their terminal state.

If just one segment does not have one or if it is not reached, then the normal termination transition will never be activated.
Modules

A module like this with an interface:

```
input I;
output O;
```

... can be used as a Run Module with these signal bindings:

```
signal S1 / I;
signal S2 / O;
```
Syntax of Transition Labels

Informal syntax of a transition label between states S1 and S2, all elements are optional:

# factor trigger {condition} / effect

Basic activation and action:

- **trigger** is an expression of signal presence like “A or B”
- Enclosed in braces is the **condition**. It is a data expression over signal values or variables like “?A=42”
- Behind a single “/” follows the **effect’** as a list of emitted signals if the transition is executed. Multiple signal names are separated with “,”.
Syntax of Transition Labels

Informal syntax of a transition label between states S1 and S2, all elements are optional:

```
main_trans
I
S1  . . Label  S2
```

Extensions:

- "#" is the flag for an immediate transition
- "factor" is the (natural) number of ticks a transition must be active before it is executed. These active ticks does not need to be consecutive, but S1 must be active all the time.
Transition Labels: Examples

The following label examples belong to the transition originating at S1 and leading to S2:

- **A/B**
  After entering S1 the signal A is tested from the next tick on. If A is present, then B is emitted in the same tick and state S2 is entered.

- **/B**
  After enabling S1, B is emitted in the next tick and S2 is entered.

- **3 A/**
  The transition is executed, if S1 is active consecutively and signal A is present for 3 times.
Transition Labels: Examples

- #A/
  If S1 is entered, signal A is tested from the same tick on. If A is present in the tick S1 is entered then state S2 is entered in the same tick.

- {?A=42}/
  The transition is executed, if the (valued) signal A carries the value 42. A does not need to be present for this test.

- A {?A=42} /
  This test succeeds if A is present and carries the value 42.

- A and (B or C)/
  Logical combination of signal presence.

- {?A=10 and (?B<3 or ?C=1)}/
  Logical combination of value tests.

- /A(2), B(4)
  Emission of multiple valued signals.
Transition Priorities

- When more than one transition departs a state, an automatic (but editable) priority ordering is established.
- The transition labels are evaluated according to their priority.
- The first label that succeeds activates its transition.
- Low numbers mean high priority.

▶ The diagram shows a state machine with states S0, S1, S2, and S3. The states S0 and S1 are connected to S3 with transitions labeled A/ and B/ respectively. The transition priorities are indicated by numbers: A/ has priority 1 and B/ has priority 2.
Transition Types

SyncCharts feature four different types of transitions: They are differentiated by a symbol at the arrow root:

1. **Initial connector: Initial arc**
   - Initial arcs connect the initial connectors of the chart with the other states.

2. **No symbol: Weak abort**
   - When the trigger/condition of the transition is enabled, then the actions of the originating state in the current tick are executed for a last time, then the transition action, and the entry action of the new state.
   - In other words:
     - The old state can “express it’s last will”.
Transition Types

3. Red bullet: **Strong abort**
   The action for the current tick of the old state is not executed. Only the transition action and the entry action of the new state is executed.

4. Green triangle: **Normal termination**
   This transition can be used to exit macro states. It is activated when the macro state terminates.

All these transition types must not be confused with “immediate” or “delayed” evaluation of the transition label (label prefix “#”).
Transition Types and Labels

Some transition types have restrictions on their labels:

- **Initial arc:**
  These are always “immediate,” therefore the additional flag “#” is not needed.

- **Weak abort:** No restrictions.

- **Strong abort:** No restrictions.

- **Normal termination:**
  They support no triggers or conditions because they are activated by the termination of the originating state. The immediate flag is not used either.
Transition Types and Priorities

The type of a transition interacts with it’s priority:

- Strong abort: Highest priority
- Weak abort: Middle priority
- Normal termination: Lowest priority
Local Signals and Variables

Local signals
- Defined in the body of a graphical macrostate
- Shared between parallel threads

Local variables
- Not shared
Connectors

This (artificial) SyncChart demonstrates all four connector states:

1. **Initial connector**
   - Activated at activation of the macrostate
   - Only departing transitions permitted
   - All connected transitions are “immediate”

2. **Conditional connector**
   - All departing transitions are “immediate”
   - One departing “default” transition without condition must be present.
Connectors

This (artificial) SyncChart demonstrates all four connector states:

- **Suspend connector**
  - The suspend state is always active.
  - Only one departing transitions is permitted.
  - The transition can only hold a trigger expression.
  - The “immediate” flag can be enabled on demand.
  - When the transition is activated, then the target state is (strongly) suspended.
Connectors

This (artificial) SyncChart demonstrates all four connector states:

**History connector**
- This connector is directly attached to macrostates
- Only incoming transitions can connect.
- The previous state of the macrostate is restored when it is entered through a history connector.
Equivalence of SyncCharts and Esterel

- Esterel and SyncCharts look different
- However, underlying model of computation/semantics are equivalent
- Both are based on synchrony hypothesis
- Can translate one into the other
Overview

SyncCharts (Safe State Machines)

From Esterel to SyncCharts
  Step 1: Transform Esterel to SyncChart
  Step 2: Reduce to Fully Graphical SyncChart
  Step 3: Optimizations

From SyncCharts to Esterel
Motivation

- Can transform Esterel projects into SyncCharts
- Better visualization of the behavior of Esterel projects
- Combine benefits of textual editing and graphical viewing (see KIELER project)
- Didactical purposes
From Esterel to SyncCharts

Step 1: Transform Esterel program into SyncChart with textual macro states

Step 2: Iteratively apply reduction rules to transform Esterel constructs into graphical components

Step 3: Optimize SyncChart
Step 1: Transform Esterel to SyncChart

```
module mod_name:
  input I_{1}, ..., I_{n};
  output O_{1}, ..., O_{m};
  p
end module
```
Step 2: Reduce to Fully Graphical SyncChart

Signal emission

\[ \text{emit } s(\text{exp}) \]

\[ \Rightarrow \]

Sequence

\[ p_1; \ldots; p_n \]

\[ \Rightarrow \]

Signal awaiting

\[ \text{await } d \]

\[ \Rightarrow \]
Step 2: Reduce to Fully Graphical SyncChart

Weak Abortion

+ 19 additional rules
Translation of traps not trivial—see [Prochnow et al. 2006]
Example: ABRO

Applying Rule (module)

```
module ABRO:
  input A, B, R;
  output O;
  loop
    ||
    await A
    await B
  ];
  emit O;
  each R
end module
```
Example: ABRO
Applying Rule (loopeach)
Example: ABRO
Applying Rule (sequence)
Example: ABRO
Applying Rules (parallel) + (emit)
Example: ABRO
Applying Rule (simple await)
Step 3: Optimizations

Motivation

- Automatic synthesis produces “verbose” modules
- However, also human modelers (esp. novices) may produce sub-optimal models

Notes:

- It may be a matter of style/opinion what “optimal” means
- However, consistency in style is desirable in any case—and standardized optimization rules help to achieve this
Step 3: Optimizations

Removing Simple States

Precondition: State must be transient
Step 3: Optimizations

Flattening Hierarchy

Preconditions:

► no abort originates from $S$

► $S$ has no local signals

+ further rules to remove conditionals, combine terminal states, remove normal terminations
Overview

SyncCharts (Safe State Machines)

From Esterel to SyncCharts

From SyncCharts to Esterel

Examples
Structural Translation
Ordering States
From SyncCharts to Esterel

Motivation

- Intermediate Step from SyncChart to C-Code (or VHDL, ...)
- This is what Esterel Studio does
- This translation is one possibility to define the semantics of SyncCharts.
- The following description of the translation is based on [André 1996] and the synthesis actually done by Esterel Studio (excluding the optimizations done by Esterel Studio)
Basic Idea

- Structural Induction on SyncChart
- Simple-States become `await`
- Macro-States become `abort`
- Parallel stays parallel
- Problem: How to order states?
Simple Await

```plaintext
nothing;
% state S1
await
  case (I1) do
    emit O1;
    % state S2
    halt
  case (I2) do
    emit O2;
    % state S3
    halt
end await
```
Parallel

nothing;
await case (I1) do
  emit O1;
  halt
end await
||
nothing;
await case (I2) do
  emit O2;
  halt
end await
Simple Hierarchy

nothing;
% state Parent
abort
    nothing;
loop
    % state C1
    await case (tick) do
        emit 0
    end await
end loop
when (I)
do
    nothing;
    % state S1
    halt
end abort
Simple Circle

module Circle:
  input I1, I2;
  output O1, O2;
  nothing;
  loop
    await case (tick) do
      nothing;
    await case (tick) do
      nothing
    end await
  end loop
end module
Not-so-simple Hierarchy

SyncCharts (Safe State Machines)
From Esterel to SyncCharts
From SyncCharts to Esterel

nothing;
% state Parent

\[\text{trap sc_end_automaton1 in} \]
nothing;
loop
% state C1
await
case (I) do
nothing;
% state C2
exit sc_end_automaton1
case (tick) do
emit 0
der practical
end await
end loop
end trap;
nothing;
halt

Hierarchy

Parent

C1

C2

nothing;
% state Parent

\[\text{trap sc_end_automaton1 in} \]
nothing;
loop
% state C1
await
case (I) do
nothing;
% state C2
exit sc_end_automaton1
case (tick) do
emit 0
der practical
end await
end loop
end trap;
nothing;
halt
Not–so–simple Cycle

```plaintext
signal sc_go_35_S2 in
loop
  if (sc_go_35_S2) then
    await % state S2
    case (not (I1 or I2)) do
      nothing
    end case
    case (I1 and I2) do
      emit O; emit sc_go_35_S2
    end case
    end await
  else
    await % state S1
    case (I1 and I2) do
      emit sc_go_35_S2
    end case
    case (I1 xor I2) do
      emit O
    end case
    end await
  end if
end loop
end signal
```
Components

The translation is performed on a variant of the And-/Or-Tree

- **Reactive Cell**: State + Outgoing transitions
  - State can contain macrostate
- **Region**: Multiple connected Reactive Cells
- **Macrostate**: Nonempty set of Regions

We have to introduce new signals and traps

- trap `end_automaton` for normal termination
- signal `goto_s` for each state `s` in a region
Macrostate

Region_1 || \ldots || Region_n

```plaintext
[ 
  run Region_1 \\
  \ldots \\
  run Region_n 
]
```
Reactive Cell

module Cell
output trans_1 ... trans_5 abort
  weak abort
  suspend
  run M;
  emit E_NT;
  emit trans_5;
  when S;
  case T_W1 do emit E_W1;
    emit trans_3;
  case T_W2 do emit E_W2;
    emit trans_4;
  end abort
  case T_S1 do emit E_S1;
    emit trans_1;
  case T_S2 do emit E_S2;
    emit trans_2;
  end abort
Region Initialization

```plaintext
present
    case T_1 then emit E_1;
    emit goto_1;
    case T_2 then emit E_2;
    emit goto_2;
    case T_3 then emit E_3;
    emit goto_3;
end present
```
Region Continuation

```plaintext
signal goto_S1, ..., goto_Sn in
trap end_automaton
loop
  trap L in
  ...
  present goto_S7 then
    signal α in
    emit α;
    run Cell7[goto_S4/trans_1,...];
    exit end_automaton % for terminal states
    present α else exit L end present
  end signal
end present;
... 
halt
end trap
end loop
end trap
end signal
```
How to order the states of a Region?

- A state can be entered and left in the same tick
- Thus several states can be active in the same tick
- All immediate reachable states have to be later in the loop
- Could forbid immediate transitions
- This would make modeling more difficult
- All transitions form a dependence graph
- Remove all delayed abortions from this graph
- **Note:** normal terminations might be immediate
- This graph has to be acyclic!
Summary

- SyncCharts can be translated to Esterel, and vice versa
- Translation of SyncCharts to Esterel:
  - Structural induction of And-/Or-Tree
  - Macrostates, regions and reactive cells are translated separately
  - **Challenge:** unstructured control flow
- Translation from Esterel to SyncCharts:
  - Structural induction on Esterel code
  - Resulting SyncChart has to be optimized to become readable
  - **Challenge:** traps
To Go Further


