CS:5980 Foundations of Embedded Systems

Introduction to Lustre[1]

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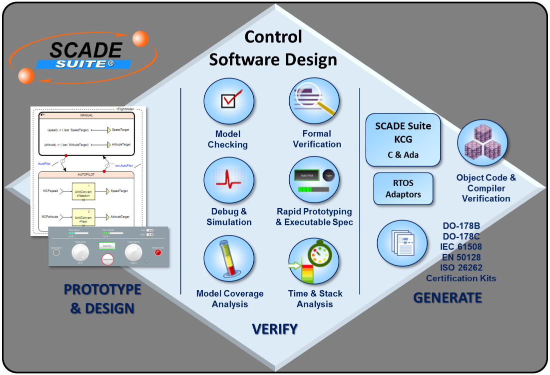
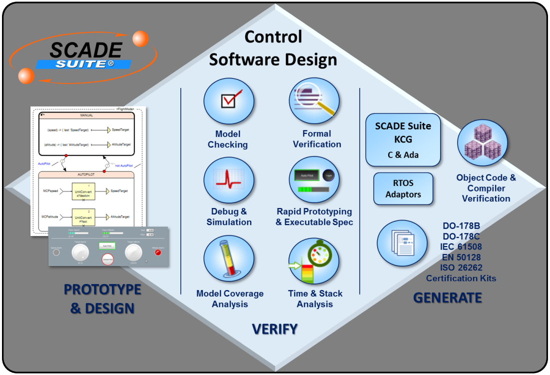
Embedded systems development



Embedded systems development

Intermediate modeling language between design and code should

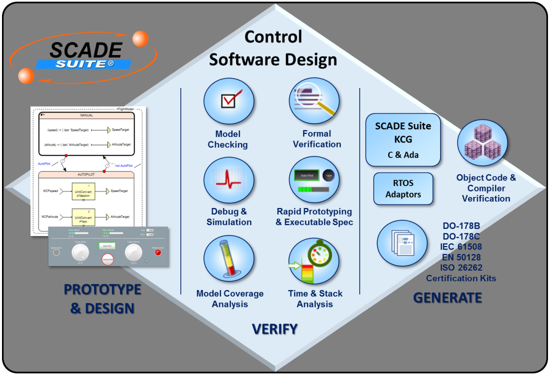
- have clear and precise semantics, and



Embedded systems development

Intermediate modeling language between design and code should

- have clear and precise semantics, and
- be consistent with design / prototype formats and target platforms



Lustre: a synchronous dataflow language

- Synchronous:

  a base clock regulates computations;

  computations are inherently parallel

- Dataflow:

  inputs, outputs, variables, constants ... are endless streams of values

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  set of equations, no statements

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- Declarative:

  set of equations, no statements

- Reactive systems:

  Lustre programs run forever

  At each clock tick they

  - compute outputs from their current inputs and state
  - before the next clock tick

A simple example

```
node average (x, y: real) returns (out: real) ;
let
  out = (x + y) / 2.0 ;
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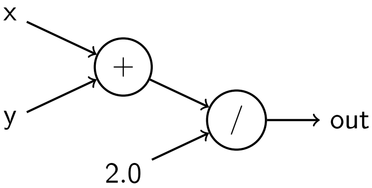
Circuit view:



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Mathematical view:

$$\forall i \in \mathbb{N},\ \mathsf{out}_i = \frac{\mathsf{x}_i + \mathsf{y}_i}{2}$$

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Transition system unrolled view:

clock ticks	0	1	2	3	$\cdots$

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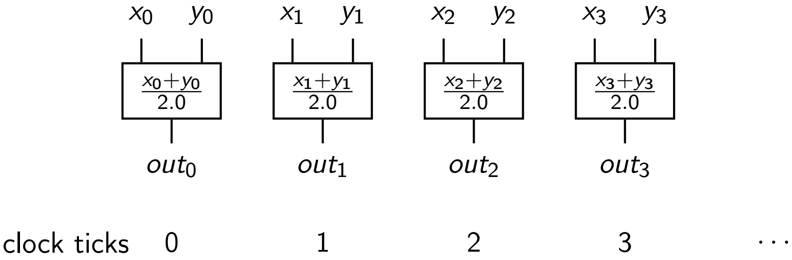

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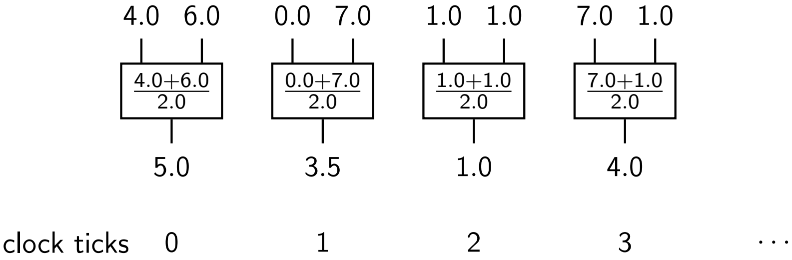

- Basic types: `bool`, `int`, `real`

- Constants (i.e., constant streams):

2	2	2	2	2	2	...
true	`true`	`true`	`true`	`true`	`true`	...

Combinational programs

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- Constants (i.e., constant streams):

2	2	2	2	2	2	...
true	`true`	`true`	`true`	`true`	`true`	...

- Pointwise operators:

x	x_0	x_1	x_2	x_3	x_4	$\dots$
y	y_0	y_1	y_2	y_3	y_4	$\dots$
$x + y$	$x_0 + y_0$	$x_1 + y_1$	$x_2 + y_2$	$x_3 + y_3$	$x_4 + y_4$	$\dots$

- All classical operators are provided

Combinational programs

Conditional expressions:

```
node max (n1,n2: real) returns (out: real) ;
let
  out = if (n1 >= n2) then n1 else n2 ;
tel
```

- Functional "`if ... then ... else ...`"
- It is an expression, **not a statement**

Combinational programs

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- Functional "`if ... then ... else ...`"
- It is an expression, **not a statement**

```
-- This does not compile in Lustre
if (a >= b) then m = a else m = b ;
```

Combinational programs

Local variables:

```
node max (a, b: real) returns (out: real) ;
var
  cond: bool ;
let
  out = if cond then a else b ;
  cond = (a >= b) ;
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- Set of equations, not sequence of statements

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- Set of equations, not sequence of statements
- Causality is resolved syntactically

Combinational programs

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x = if c then y else 0 ;
y = if c then 1 else x ;
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Syntactic loop:

```
x = if c then y else 0 ;
y = if c then 1 else x ;
```

- not a real (semantic) loop:

```
x = if c then 1 else 0 ;
y = x ;
```

- but still forbidden by Lustre

Stateful programs

Previous operator `pre` :

$(\texttt{pre}\ x)_0$	is undefined (`nil`)
$(\texttt{pre}\ x)_i = x_{i-1}$	for $i > 0$

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Examples:

x	x_0	x_1	x_2	x_3	x_4	x_5	$\ldots$
`pre` x							

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Examples:

x	x_0	x_1	x_2	x_3	x_4	x_5	...
`pre` x	//	x_0	x_1	x_2	x_3	x_4	...

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$\texttt{pre}\ x$	//	x_0	x_1	x_2	x_3	x_4	$\ldots$
y	y_0	y_1	y_2	y_3	y_4	y_5	$\ldots$
$x\ \texttt{->}\ y$							

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Examples:

x	x_0	x_1	x_2	x_3	x_4	x_5	...
`pre` x	//	x_0	x_1	x_2	x_3	x_4	...
y	y_0	y_1	y_2	y_3	y_4	y_5	...
x `->` y	x_0	y_1	y_2	y_3	y_4	y_5	...
2	2	2	2	2	2	2	...
2 `->` (`pre` x)							

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Examples:

x	x_0	x_1	x_2	x_3	x_4	x_5	$\ldots$
$\texttt{pre}\ x$	//	x_0	x_1	x_2	x_3	x_4	$\ldots$
y	y_0	y_1	y_2	y_3	y_4	y_5	$\ldots$
$x\ \texttt{->}\ y$	x_0	y_1	y_2	y_3	y_4	y_5	$\ldots$
2	2	2	2	2	2	2	$\ldots$
$2\ \texttt{->}\ (\texttt{pre}\ x)$	2	x_0	x_1	x_2	x_3	x_4	$\ldots$

Stateful programs

Recursive definitions using `pre` :

```
n = 0 -> 1 + pre n ;
a = false -> not pre a ;
```

n	0
a	false

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n = 0 -> 1 + pre n ;
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n	0	1	2	3	...
a	`false`				

Stateful programs

Recursive definitions using `pre` :

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n = 0 -> 1 + pre n ;
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```

n	0	1	2	3	...
a	false	true	false	true	...

Stateful programs: examples

```
node guess (signal: bool) returns (e: bool) ;
let
  e = false -> signal and not pre signal ;
tel
```

`signal`	false	true	true	false	true	false	...
e							

Stateful programs: examples

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`signal`	false	true	true	false	true	false	...
e	false	true	false	false	true	false	...

Raising edge:

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node guess (signal: bool) returns (e: bool) ;
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```

signal	false	true	true	false	true	false	...
e	false	true	false	false	true	false	...

Stateful programs: examples

```
node guess (n: int) returns (o1, o2: int) ;
let
  o1 = n -> if (n < pre o1) then n else pre o1 ;
  o2 = n -> if (n > pre o2) then n else pre o2 ;
tel
```

n	4	2	3	0	3	7	...
o1							

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node guess (n: int) returns (o1, o2: int) ;
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n	4	2	3	0	3	7	...
o1	4						

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n	4	2	3	0	3	7	...
o1	4	2	2	0	0	0	...

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tel
```

n	4	2	3	0	3	7	...
o1	4	2	2	0	0	0	...
o2	4	4	4	4	4	7	...

Stateful programs: examples

Min and max of a sequence:

```
node guess (n: int) returns (o1, o2: int) ;
let
  o1 = n -> if (n < pre o1) then n else pre o1 ;
  o2 = n -> if (n > pre o2) then n else pre o2 ;
tel
```

n	4	2	3	0	3	7	...
o1	4	2	2	0	0	0	...
o2	4	4	4	4	4	7	...

Exercises

Design a node

```
node switch (on, off: bool)
returns (state: bool) ;
```

such that:

- `state` raises (goes from false to true) if `on` is true ;
- `state` falls (goes from true to false) if `off` is true ;

Exercises

Design a node

```
node switch (on, off: bool)
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such that:

- `state` raises (goes from false to true) if `on` is true ;
- `state` falls (goes from true to false) if `off` is true ;
- everything behaves as if `state` was false at the origin ;
- `switch` must work properly even if `on` and `off` have the same value

Compute the sequence $1,\ 1,\ 2,\ 3,\ 5,\ 8\ \ldots$

Exercises

Compute the sequence 1, 1, 2, 3, 5, 8, 13, 21 ...

Fibonacci sequence:

$u_0 = u_1 = 1$

$u_n = u_{n-1} + u_{n-2} \quad$ for $n \geq 2$

Credits

These notes are based on the following lectures notes:

The Lustre Language — Synchronous Programming
by Pascal Raymond and Nicolas Halbwachs
Verimag-CNRS