The genesis of Lustre

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1. Prehistory
2. Birth and childhood
3. The industrial adventure
4. Twenty years of research
5. The language at work

Prehistory. . .

- 1979-80 : Joint work on a contract with CROUZET (now Thales) on design methodology for real-time embedded software (case study: avionic anemometer)
- 1980-84 : Joint work on a formalism for specifying and reasoning about time behaviors of systems
  - event = increasing sequence of dates
    (continuous or discrete time)
  - variable = event + sequence of values
  - + many formal tools (counters, formal power series, . . .)

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2. **Birth and childhood**
3. The industrial adventure
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Birth and childhood

Paul’s basic idea

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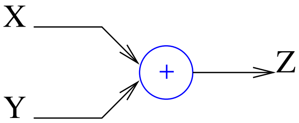
Specialize our formalism into a programming language

(discrete time, executable semantics)

Paul’s basic idea (cont.): Lustre in 3 slides

The dataflow paradigm:

$Z = X + Y$ or



means $\forall t, Z(t) = X(t) + Y(t)$

Variables are functions of time.

Discrete time: Variable = sequence of values + clock

x_n: value of X at “instant” n of its clock.

Paul's basic idea: Lustre in 3 slides (cont.)

Program = system of equations : x = exp

Expressions made of constants (constant sequences), variables, usual operators and temporal operators:

pre(x) = $(nil, x_0, x_1, \ldots, x_{n-1}, \ldots)$

x -> y = $(x_0, y_1, y_2, \ldots, y_n, \ldots)$

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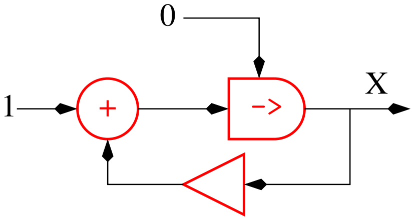
Example:

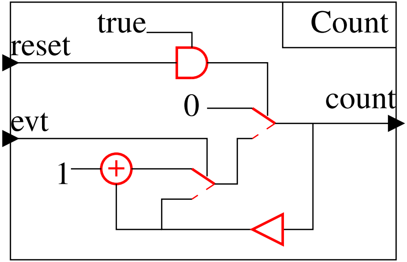
x = 0 ->(pre(x) + 1)



Paul’s basic idea: Lustre in 3 slides (end)

Program structure

```
node Count(evt, reset: bool)
    returns (count: int);
let  count = if (true -> reset)
             then 0
             else if evt then
                 pre(count)+1
             else pre(count)
tel
```



Paul’s basic idea: Lustre in 3 slides (end)

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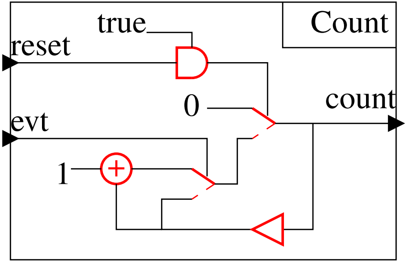
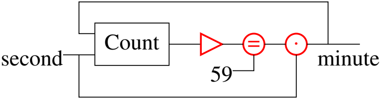


Functional call:

```
nb_sec = Count (second, minute);
minute = true ->
    second and (pre(nb_second)=59);
```



End of childhood

- First definition of the language: Jean-Louis Bergerand's thesis [1986]
- A very favourable context:
  - the synchronous community
  - the industrial demand

The community of synchronous languages

Competition/cooperation with Esterel and Signal teams

- 3 languages born in France, roughly at the same time
- inspired from [Milner81], [Harel83]
- all designed by teams merging competences in control theory and computer science

{ Jean-Paul Rigaud
Jean-Paul Marmorat } and Gerard Berry for Esterel

Albert Benveniste and Paul Le Guernic for Signal

Paul and me for Lustre

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The industrial adventure

Strong industrial challenges for embedded software in the eighties (especially in France):

- Control of nuclear power plants: the SPIN system (Nuclear Integrated Protection System)
- Avionics: A320, first full “fly-by-wire” aircraft
- Ground transportation: TGV, VAL,. . .

The industrial adventure (cont.)

- 1984-85 :
  - Schneider-Electric designs the SPIN
    → SAGA, an inhouse design environment based on Lustre:
    graphical editor, automatic code generation
    2 members of our team (Eric Pilaud and Jean-Louis Bergerand) move to Schneider
  - Aerospatiale designs the A320 → SAO

The industrial adventure (cont.)

- 1988-89 :
  Schneider-Electric, Aerospatiale and the Verilog company set up a consortium for the development of SCADE (“Safety Critical Applications Development Environment”), an extended commercial version of SAGA.

  1 member of our team (Daniel Pilaud) moves to Verilog.

The industrial adventure (cont.)

- 1992-96 : Verimag common laboratory with Verilog, for the design of Scade
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Esterel-Technologies (2000).

Strong technical and commercial development.

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Twenty years of research (in the team)

Language and extensions

- Language definition and formal semantics
  [Caspi, Halbwachs, Bergerand 86, D. Pilaud]
- Mixed imperative/dataflow extensions
  [Maraninchi, Vachon-Jourdan 94, Rémond 01]
- Arrays
  [Rocheteau 92, Maraninchi, Morel 05]
- Higher-order extensions
  [Caspi, Pouzet, . . .]

Twenty years of research (cont.)

Compilation

- to sequential code
  [Halbwachs, Plaice 88, Raymond 91, Rocheteau 92]
- to distributed and non-sequential code
  [Caspi, Buggiani 89, Girault 94, Salem-Habermehl 01, Curic 04, Scaife, Sofronis 06]

Twenty years of research (cont.)

Verification/Validation

- Automatic verification (observers)

  [Halbwachs, Glory-Kerbrat 89, Ratel 91, Raymond, Lesens 97, Jeannet 00, Merchat 05, Gonnord 07]
- Program proof and derivation

  [Caspi, Dumas-Canovas 00, Mikac 05]
- Automatic testing

  [Raymond, Halbwachs, Jahier, Weber 98, Pace, Roux 04]

  and debugging

  [Maraninchi, Gaucher 03]

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What worked as expected

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. . . precisely, Paul’s initial idea!!

- synchronous data-flow
- abstract formal semantics
- automatic code generation (single loop)

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- explicit automata (for the code)
- clocks (in Lustre) vs. activation conditions (in Scade)
  Restrictive use of the notion of clock, simpler to understand
- unexpected compilation constraints:

  node inlining often forbidden

  - code readability
  - separate compiling

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- Unexpected “qualities”

  - program structure, user-defined operators

    (opposed to libraries of predefined operators)
  - compiler efficiency
  - detection of instant loops

Mitigated results about formal verification

- observers well accepted
  (and adopted by Prover in Scade-verifier)
- what do you want to verify?
  Expressing desired properties often considered as a new task in the design process
- Our hope: Automated testing will pave the way to formal verification

Credits (contributors from the Lustre team)

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P. Raymond
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F. Rocheteau
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