

# Synchronous Design and Verification of Critical Embedded Systems using SCADE and Esterel

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Chief Scientist



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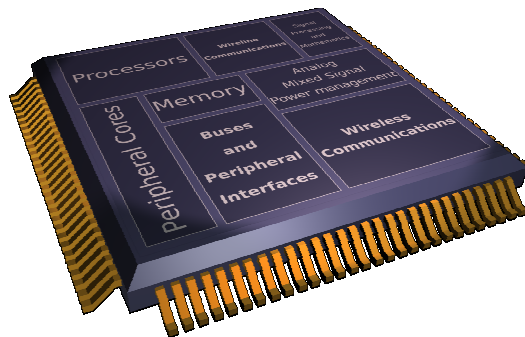
# Esterel Technologies - Industries Served



## Esterel Studio™

**Specification-to-RTL of hardware IP designs**

- rigorous & unambiguous executable specifications
- automatically-generated efficient RTL / C code



## SCADE Suite™

**De-facto Standard for Safety-critical avionics embedded software**

- DO-178B Level A certified systems
- automatically-generated C code



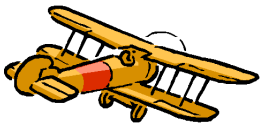
## SCADE Drive™

**Safety-critical automotive embedded software**

- code generator certified by TUV - IEC 61508 standard



# Applications and Constraints



flight-control, engines, brakes, fuel, power, climate  
**safety-critical** => **certification**



trajectory, attitude, image, telecom  
**mission-critical** => **very high quality**



telephone, audio, TV, DVD, games  
**business critical** => **time-to market** + quality



pacemakers, diabet control, robot surgeons  
**life-critical** => **TBD (!)**

# SCADE Suite in Aerospace & Defense Applications

- More than 50 companies using SCADE for
  - Flight control systems
  - Power management
  - Reconfiguration management
  - Autopilots
  - Engine control systems
  - Braking systems
  - Fuel management
  - Cockpit display and alarm management



EUROCOPTER - EC145



Dassault Aviation - Falcon 7X



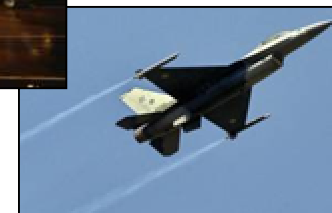
Dassault Aviation - Rafale



AIRBUS - A340-600 & A380

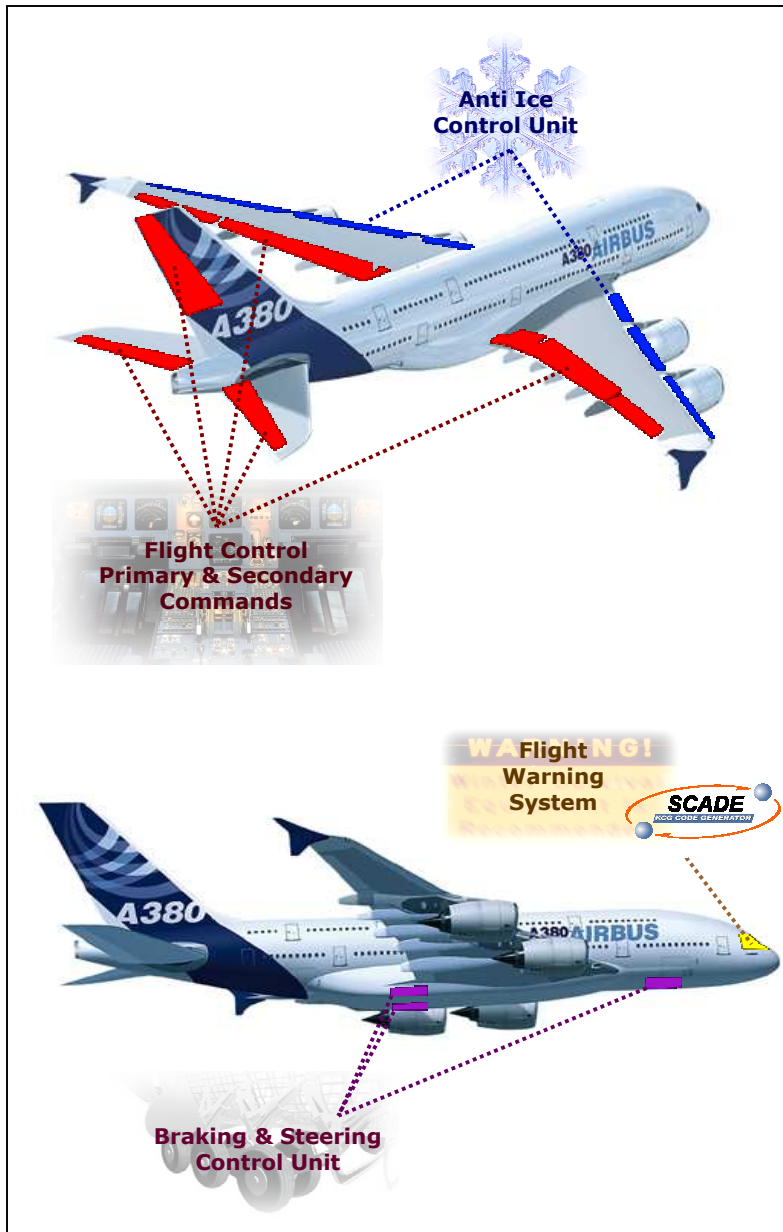


Aeroengines by Snecma  
©Snecma/Studio Pons



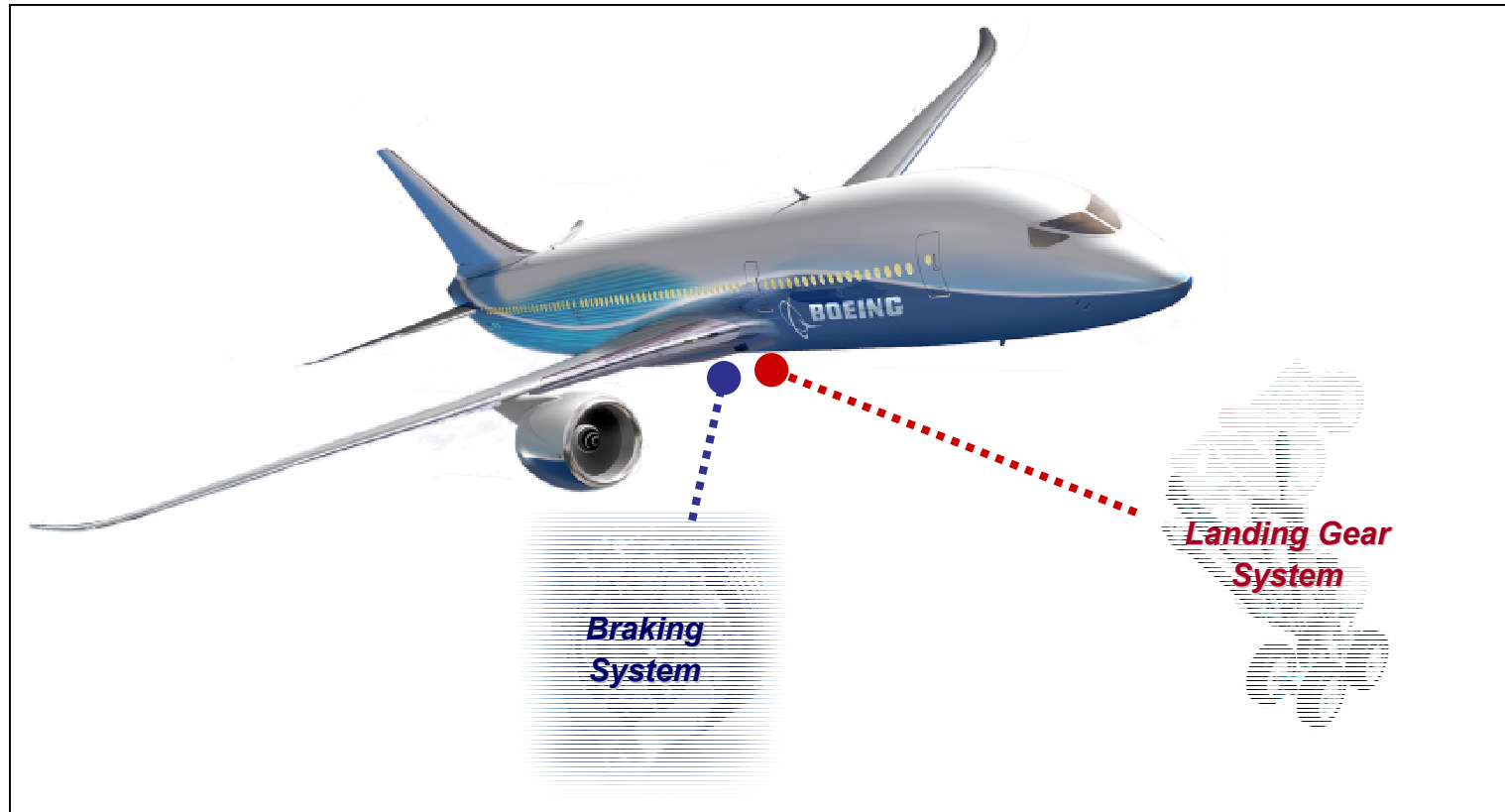
US Air Force - F16

# SCADE Suite in the A380



- SCADE = Airbus corporate standard for all new airplanes developments
  - Flight Control system
  - Flight Warning system
  - Electrical Load Management system
  - Anti Icing system
  - Braking and Steering system
  - Cockpit Display system
  - Part of ATSU (Board / Ground comms)
  - FADEC (Engine Control)
  - EIS2 : Specification GUI Cockpit:
    - PFD : Primary Flight Display
    - ND : Navigation Display
    - EWD : Engine Warning Display
    - SD : System Display

# SCADE Suite in the 787



- SCADE is present in the following Boeing 787 systems:
  - **Landing Gear System** (*Smiths Aerospace*)
  - **Braking System** (*Messier Bugatti*)

# SCADE in Automotive & Land Systems Applications

- Automotive & 2-Wheelers:
  - Airbags
  - Braking Systems, ABS & ESP
  - Steering
  - Chassis & Suspension Systems
  - Restraining systems
  - Engine regulation
  - X-By-Wire applications
- Heavy Duty Land systems:
  - Cranes
  - Tractors
  - Tanks
  - Earth Moving Machines
  - Trucks
  - Construction equipment
  - Mining machines, etc...



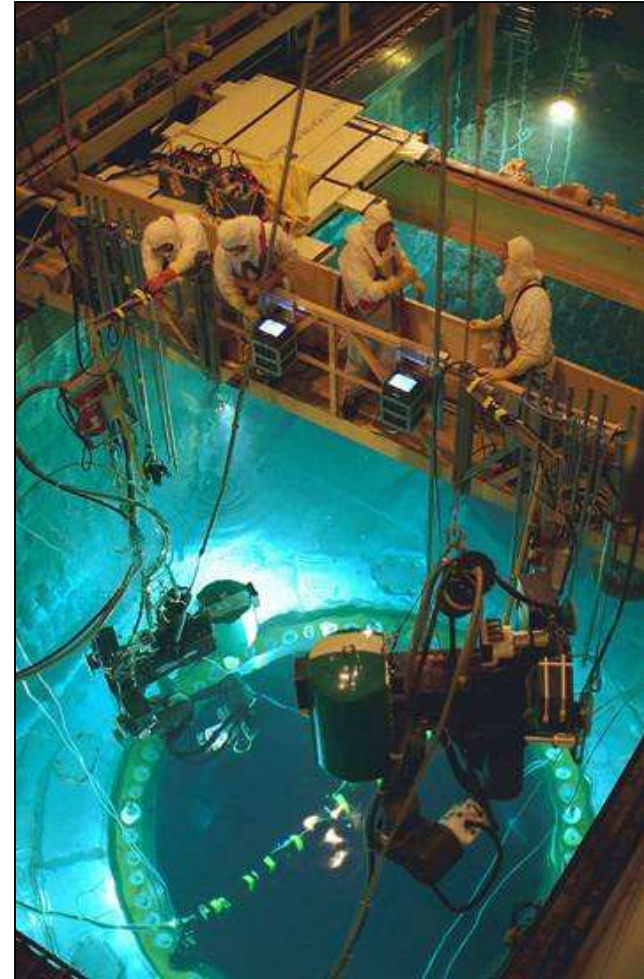
# *SCADE in Rail Transportation Applications*

- Interlocking systems control
- Signaling
- Ground stations
- Automatic Train Operations
- Train Control Systems
- Critical Graphics Displays
- Level Crossings
- Safe Platforms



# SCADE Nuclear I&C Applications

- Reactor Protection Systems:
  - Reactor limitation system (1E)
  - Trip processing & Emergency shutdown (1E)
  - Safety actuation (1E)
- Nuclear Instrumentation Systems:
  - Power measurement system
  - Neutron detectors (1E)
  - Pressurizer heating controllers
  - Neutron instrumentation systems (1E)
  - Boron meters
- Other Safety Systems
  - Safety valve control system
  - Rod control systems
  - Diesel sequencing system (1E)
  - Rod position instrumentation systems



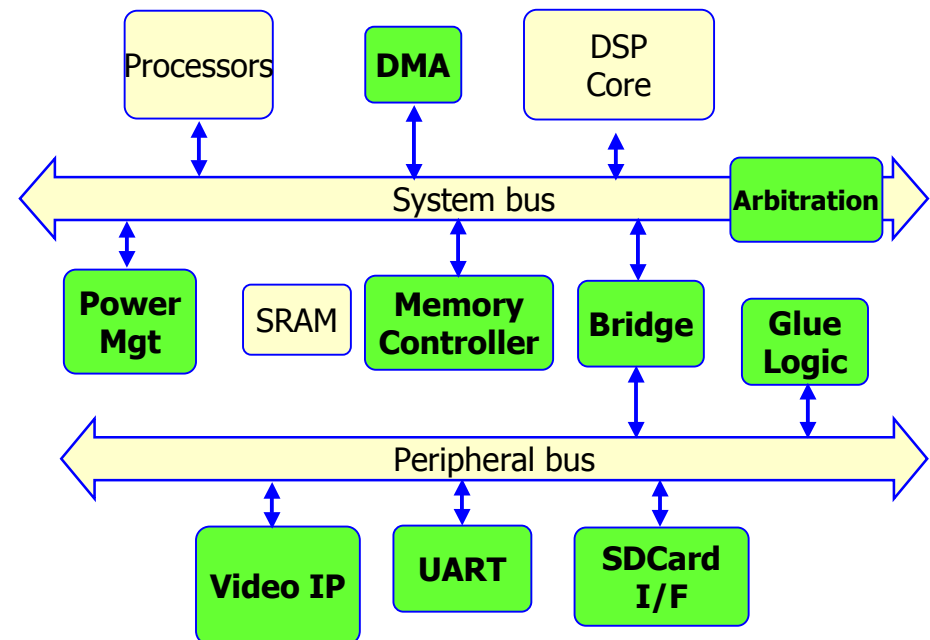
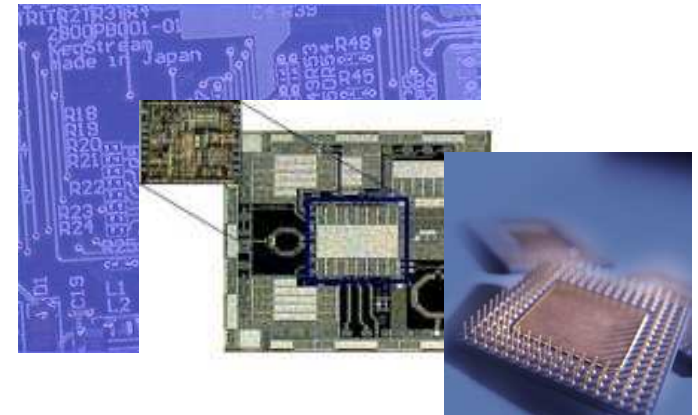
# The Esterel Consortium

- ▶ In 2001 Esterel Technologies formed a consortium of leading Semiconductor companies
  - ▶ Early adopters of Esterel Studio™
  - ▶ Best practice sharing about project use and design flow integration
  - ▶ Collaborative specification of the main product features and roadmap
  - ▶ Attended by academic partners for scientific advise
  - ▶ Attended by Esterel Studio offer partners
  - ▶ Support to the IEEE standardization process of the Esterel language



# Esterel Application Targets

- Bus interfaces and peripheral controllers
  - Bus bridges
  - Serial ATA
  - Flash cards
  - Video controllers
- Processor modeling and synthesis
  - Instruction Set Architecture
  - Complex instruction and data cache
  - Arbiters
  - On-chip power management
  - DMA
  - Interrupt control
- Communication IPs
  - Radio
  - Fast serial links (UART, Aurora)
  - Bluetooth / Ethernet Controller



# Messages to Users

1. Specification of **dynamics** cannot be accurate when written on static paper
2. **Animated executable specifications** key to reuse, inter-teams communication, what-if studies, etc
3. Once such specs are available, **why recoding?**
4. Any safe model-based spec-to-implementation path must be based on **formal methods** and tools
  - hierarchical behavior description
  - languages with formal semantics
  - formal compiling algorithms
  - formal verification techniques
5. Formal verification is a **design tool** usable at all design steps, not only in validation phase

# *A short history of synchrony*

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- 1982-1985 : first ideas, languages, and semantics
  - [Esterel](#) : Berry – Marmorat - Rigault, Sophia-Antipolis
  - [Lustre](#) : Caspi – Halbwachs, Grenoble
  - [Signal](#) : Benveniste – Le Guernic, Rennes

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Control Theory

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Control Theory

- 1985-1998 : more languages, semantics, compiling & verification

**SyncCharts** (André), **Reactive C** (Boussinot), **TCC** (Saraswat), etc.

causality analysis (Berry, Gonthier, Shiple)

links to dataflow (Ptolemy), to hardware (Vuillemin), etc.

formal optimization & verification techniques (Madre & Coudert, Touati)

First industrialization of Esterel by ILOG for Dassault Aviation / Thales

Formal verification (BDDs) on landing gear, Displays, etc in 1991

Creation of SCADE by Verilog for Schneider and Airbus

- 1998 –2001 : more research, maturation, industrial projects

S. Edwards, Synopsys

Shyamasundar, TIFR, Ramesh, IIT Mumbai

Saraswat, Xerox

K. Schneider, Karlsruhe / Kaiserslautern

...

**applications:** avionics, nuclear plant safety, telecom, robotics, etc.

- 2001-2007 : **industrial expansion**

Development of Esterel v7 for hardware circuit design

Creation of the Esterel Consortium

Massive usage of SCADE in certified avionics embedded systems

Growing usage of SCADE in railways and automotive industries

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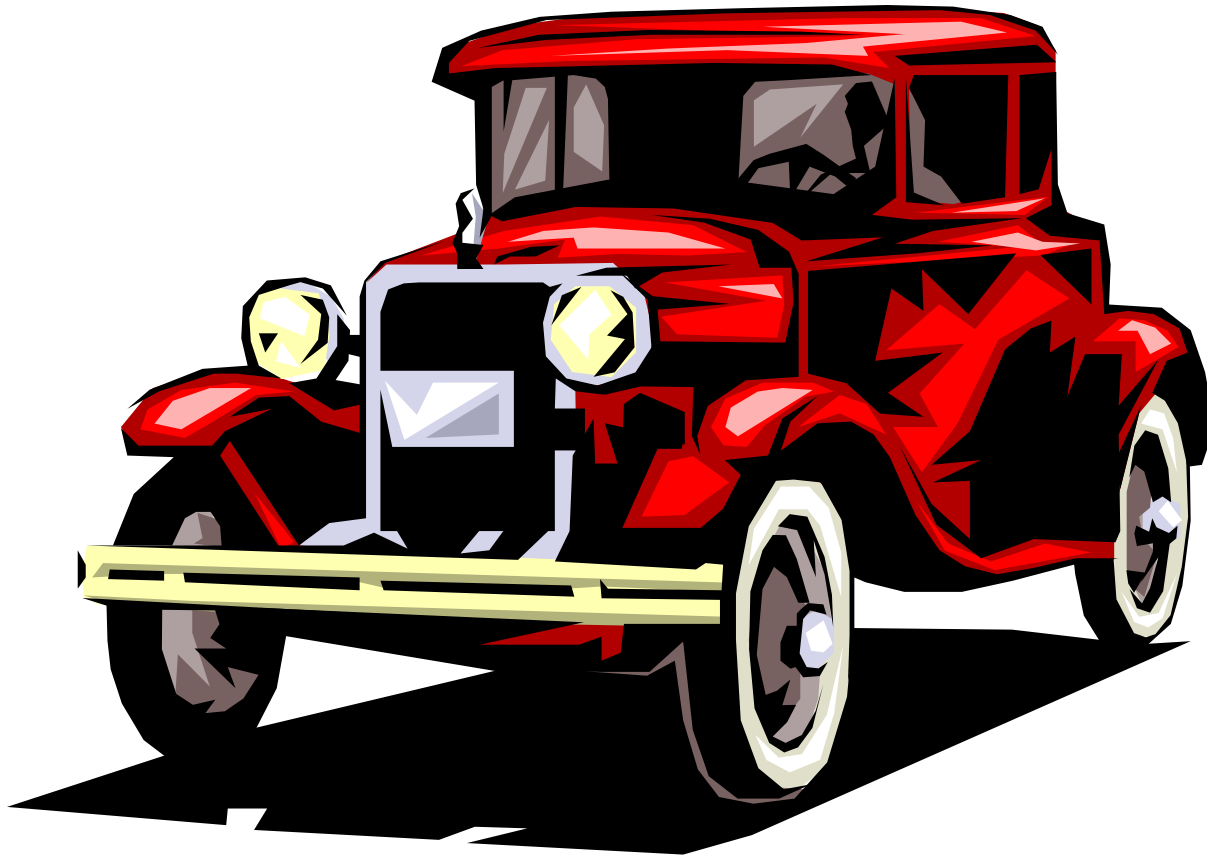
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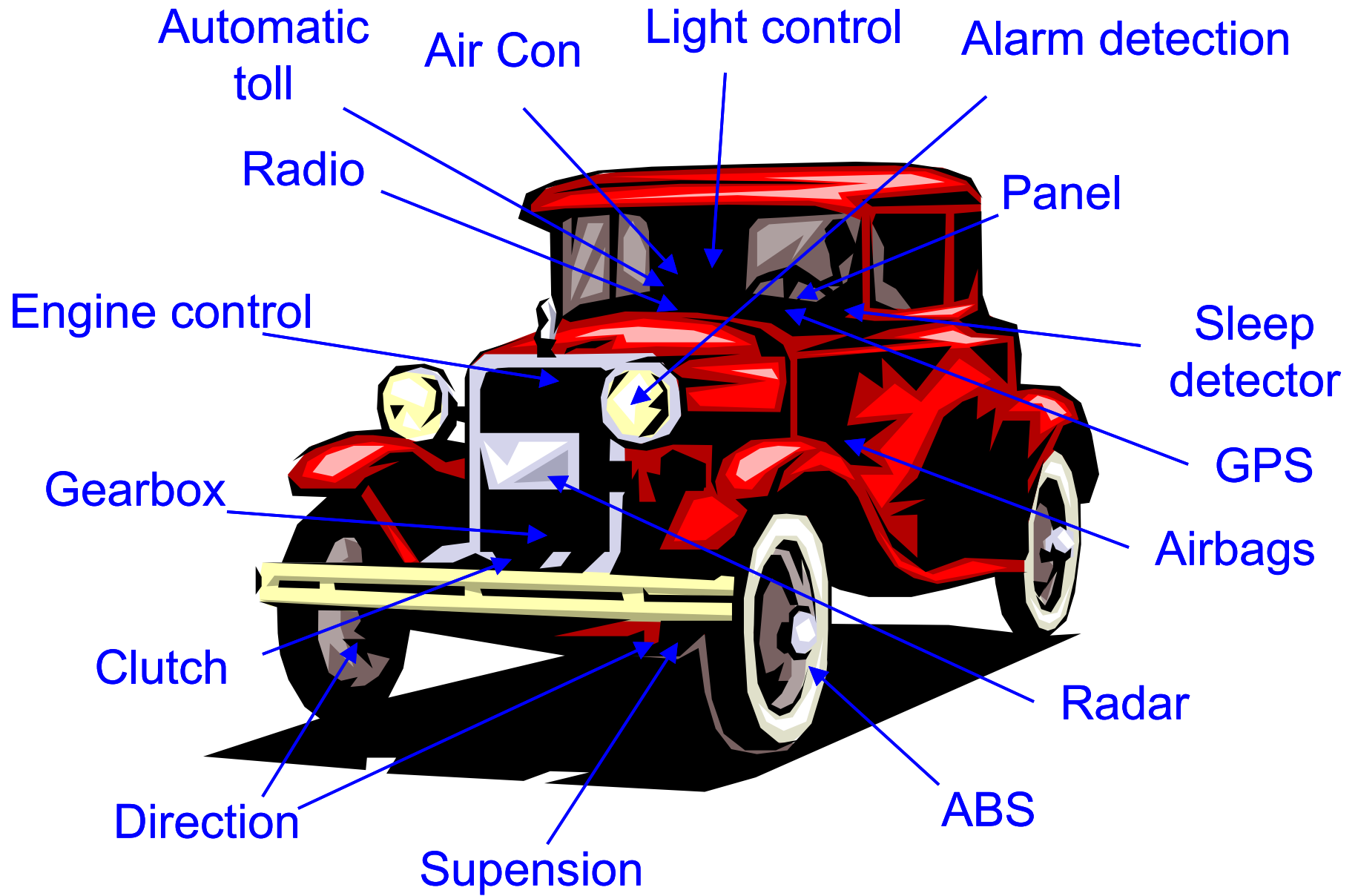
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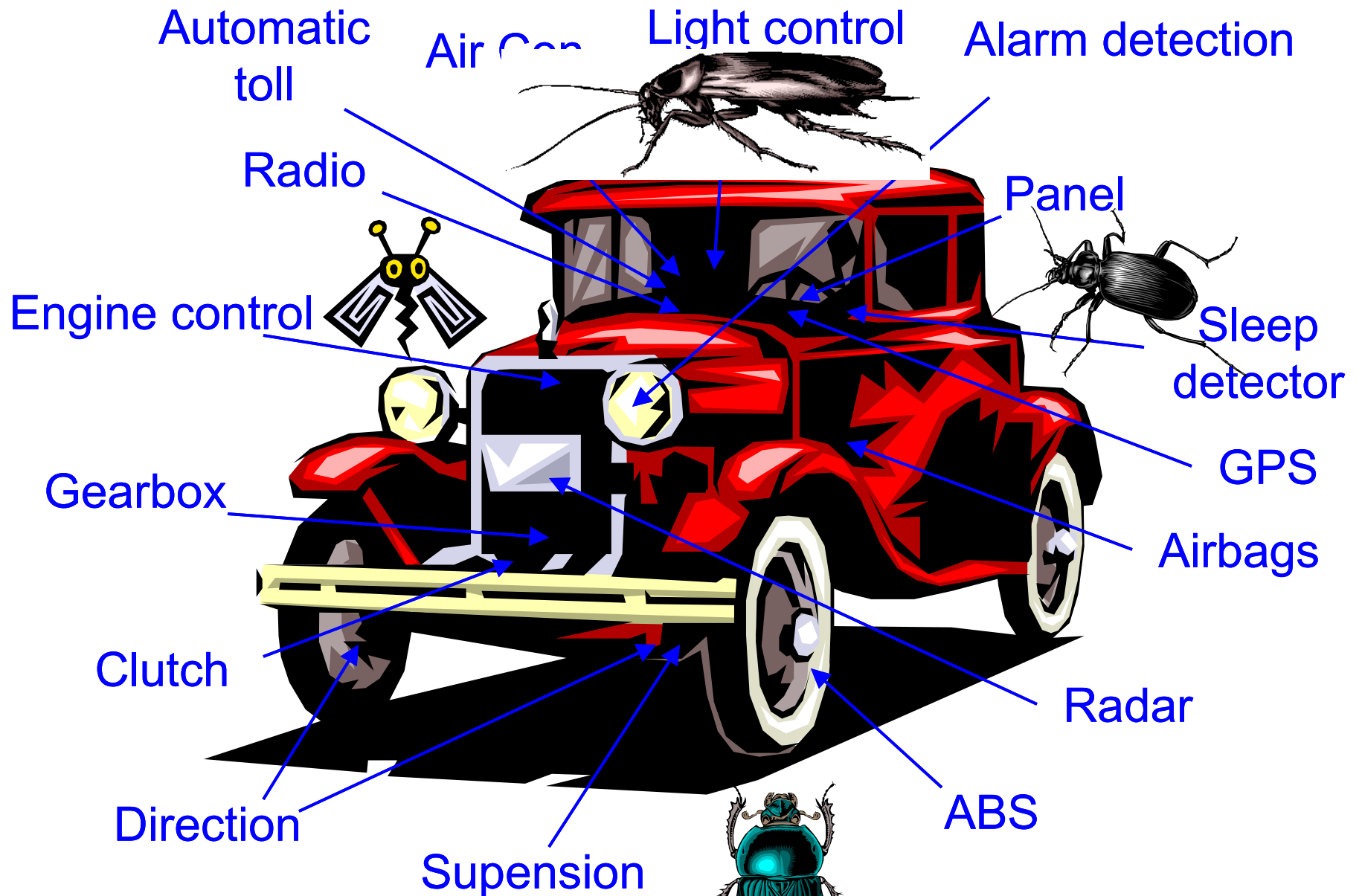
Still few researchers working on this key subject!



## Global Coordination



## Global Coordination



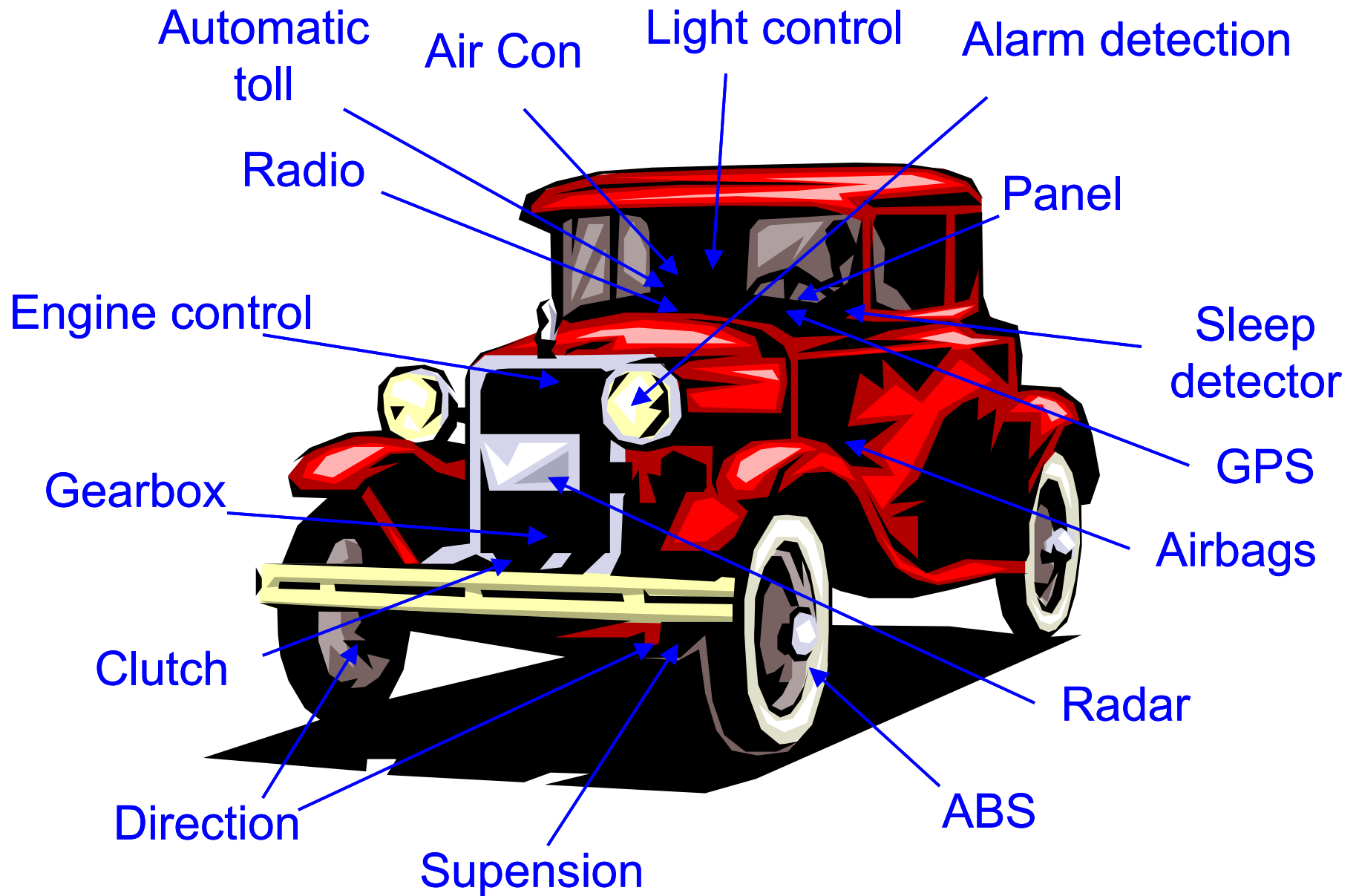
## Global Coordination

# *How to avoid or control bugs?*

- Traditional : better verification by fancier simulation
- Next step : **better design**
  - better and more reusable specifications
  - simpler computation models, formalisms, semantics
  - reduce architect / designer distance
  - reduce hardware / software distance
- Mandatory: **better tooling**
  - synthesis from high-level descriptions
  - formal property verification / program equivalence
  - certified libraries

# *Embedded Modules Anatomy*

- **CC** : continuous control, signal processing  
differential equations, digital filtering  
specs and simulation with Matlab / Scilab
- **FSM** : finite state machines (automata)  
discrete control, protocols, security, displays, etc.  
flat or hierarchical FSMs
- **Calc** : heavy calculations  
navigation, encryption, image processing  
C + libraries
- **Web** : HMI, audio / video  
user interaction / audio / vidéo  
data flow networks, Java

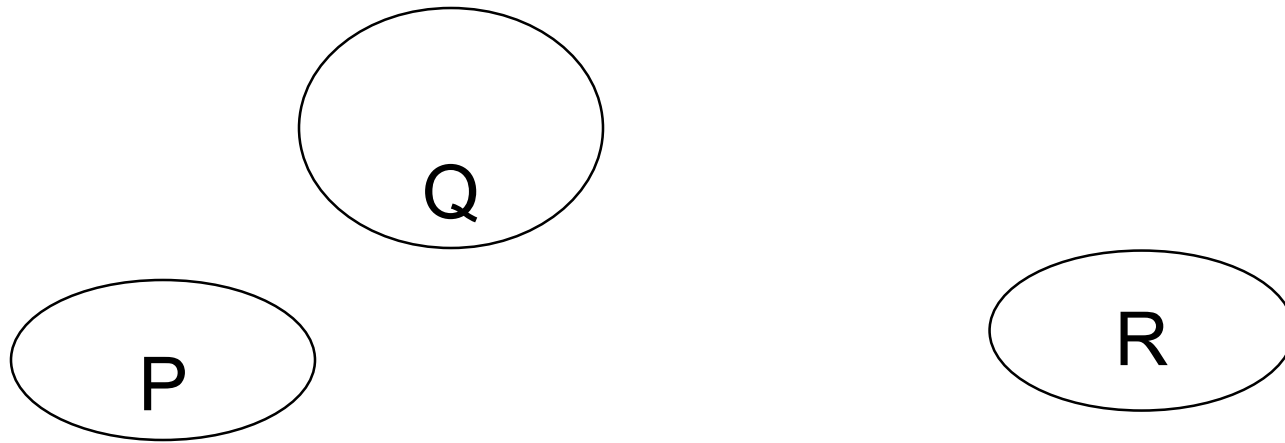


## Global Coordination

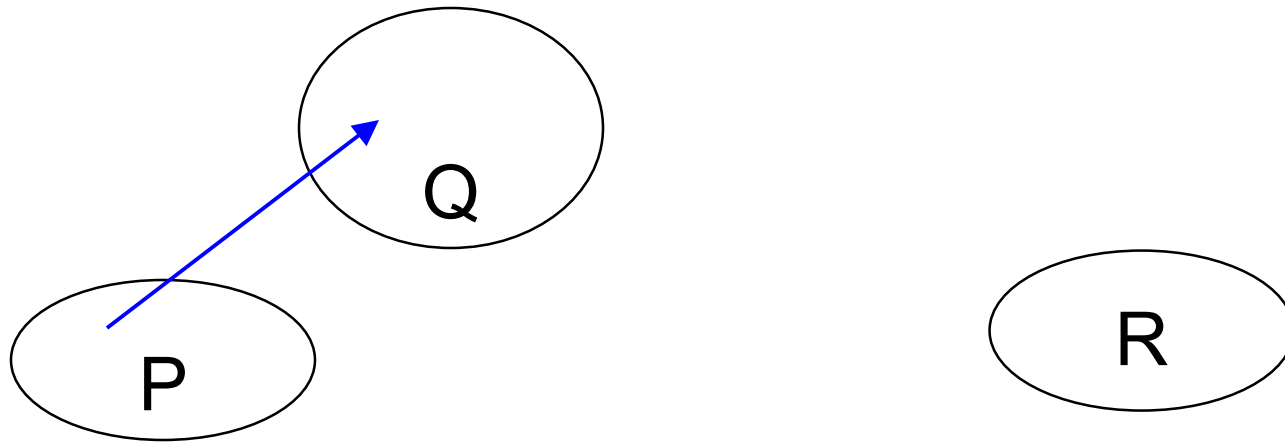


# *Key Computation Principles*

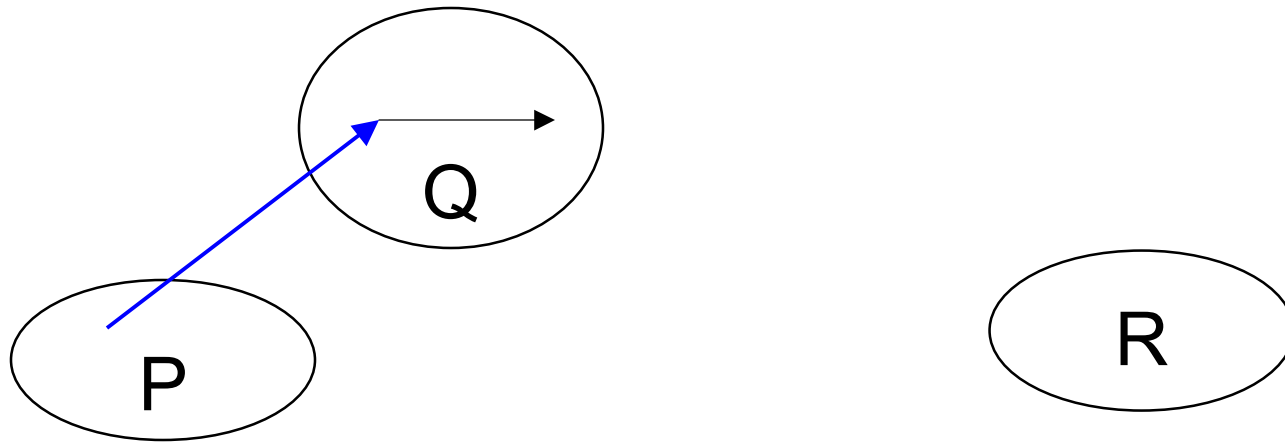
- Concurrency is fundamental
  - implicit in CC, audio / video, protocols, etc.
  - also mandatory for Web and Calc
- Determinism is fundamental
  - implicit for CC and FSM
  - who would drive a non-deterministic car?
  - can be relaxed for Web, infotainment, etc.
- Physical distribution becomes fundamental
  - separation of functions, links between them
  - redundancy for fault-tolerance
  - global time needed for distributed control



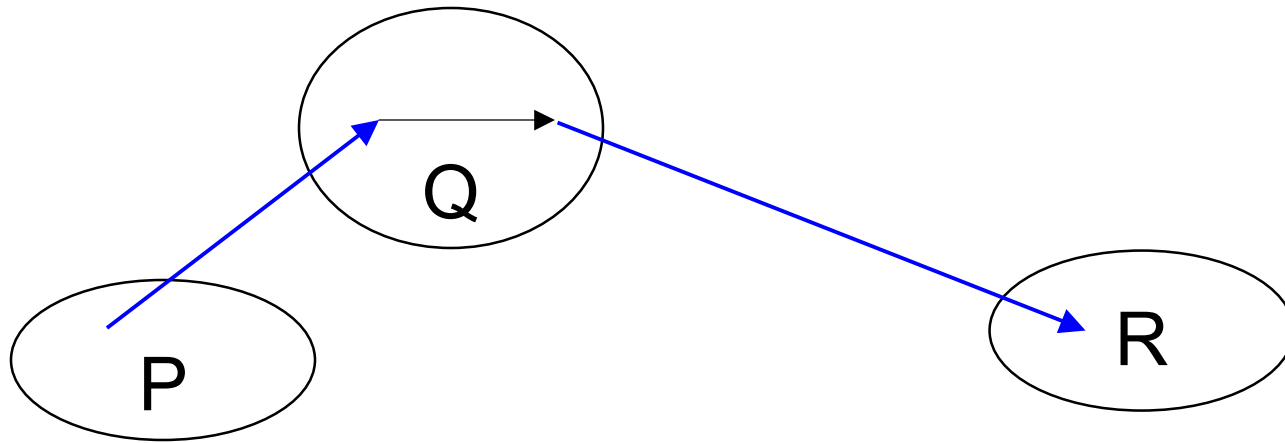
Concurrency : the **compositionality** principle



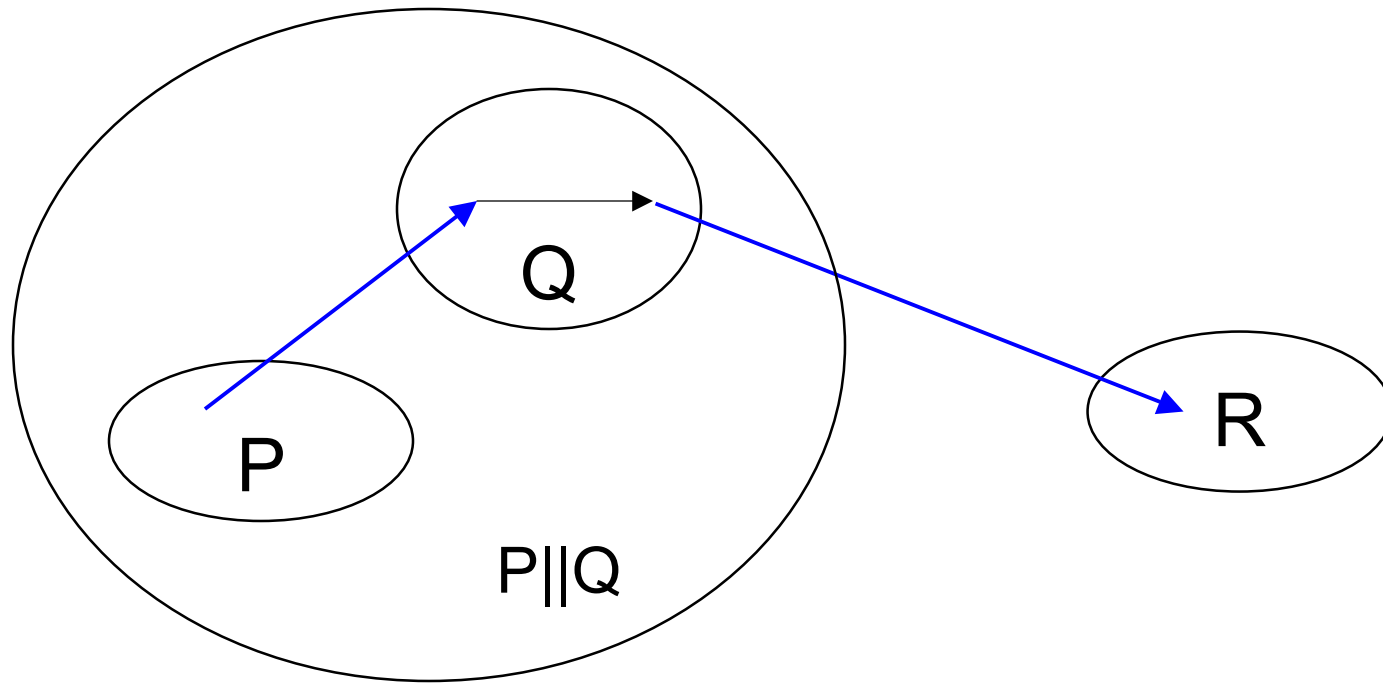
Concurrency : the **compositionality** principle



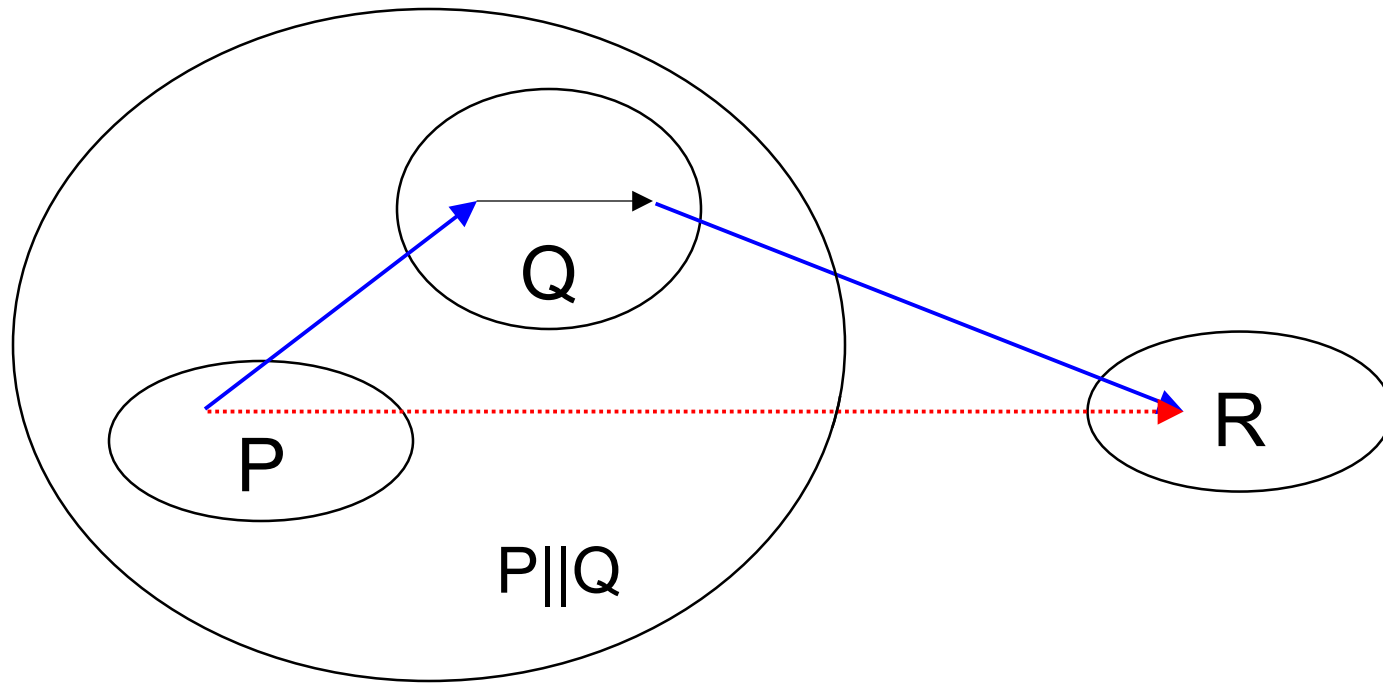
Concurrency : the **compositionality** principle



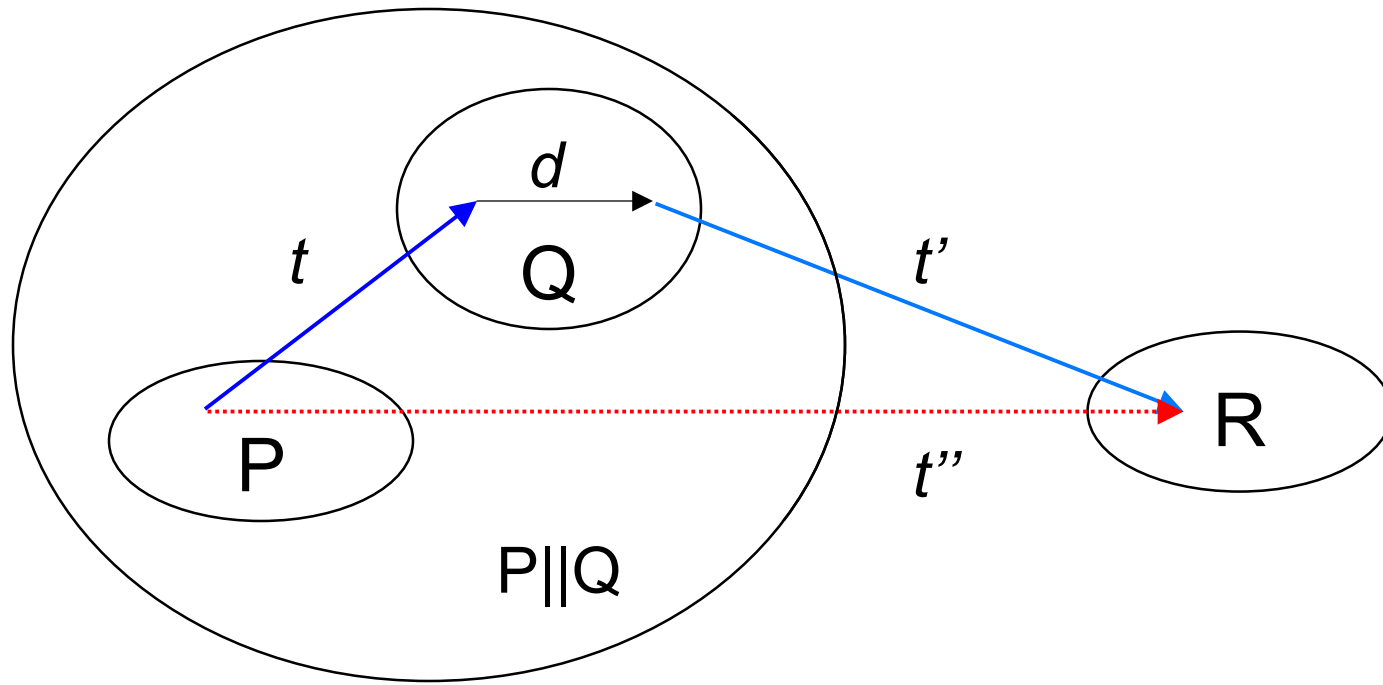
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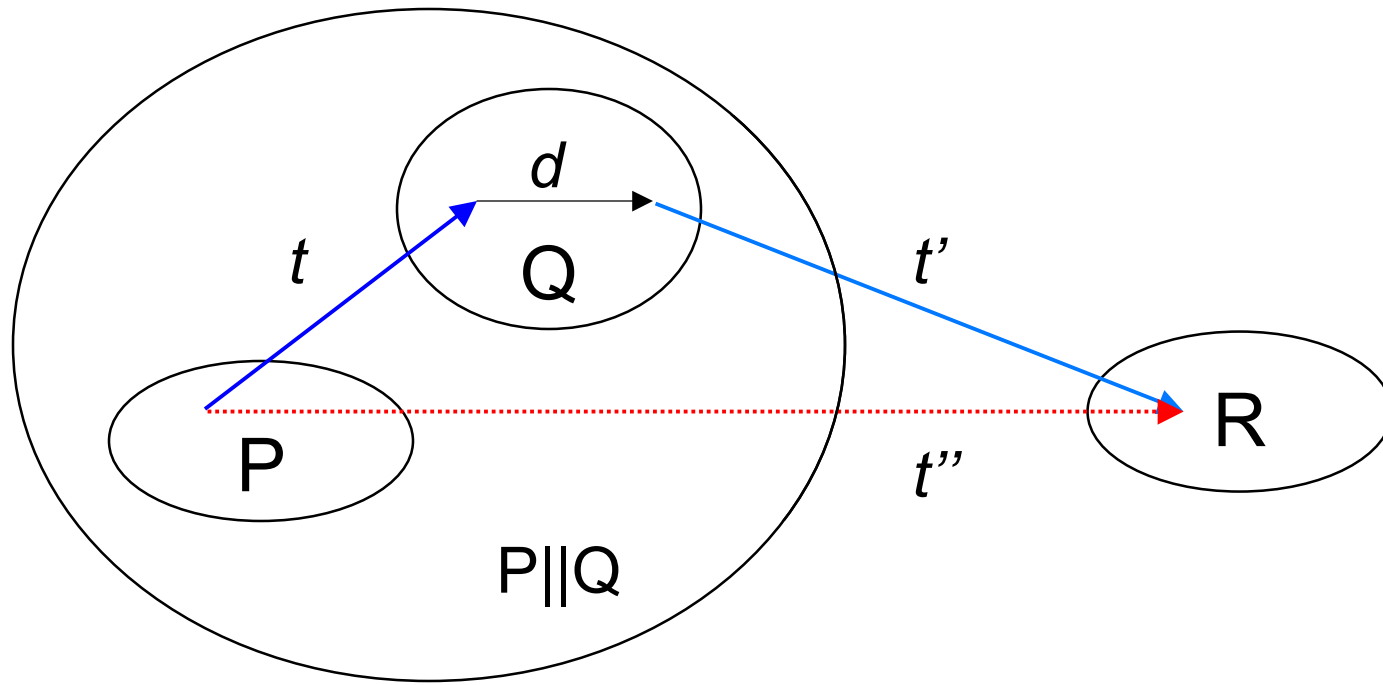


Concurrency : the **compositionality** principle

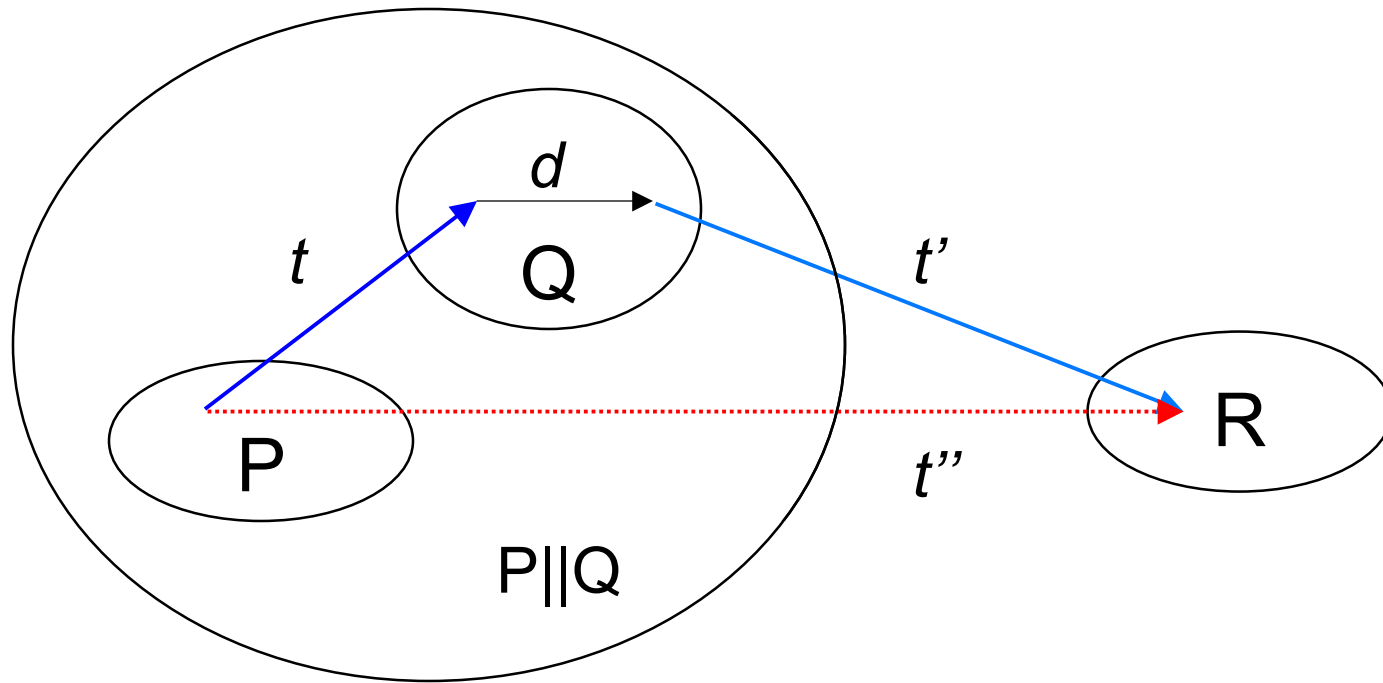


Concurrency : the **compositionality** principle



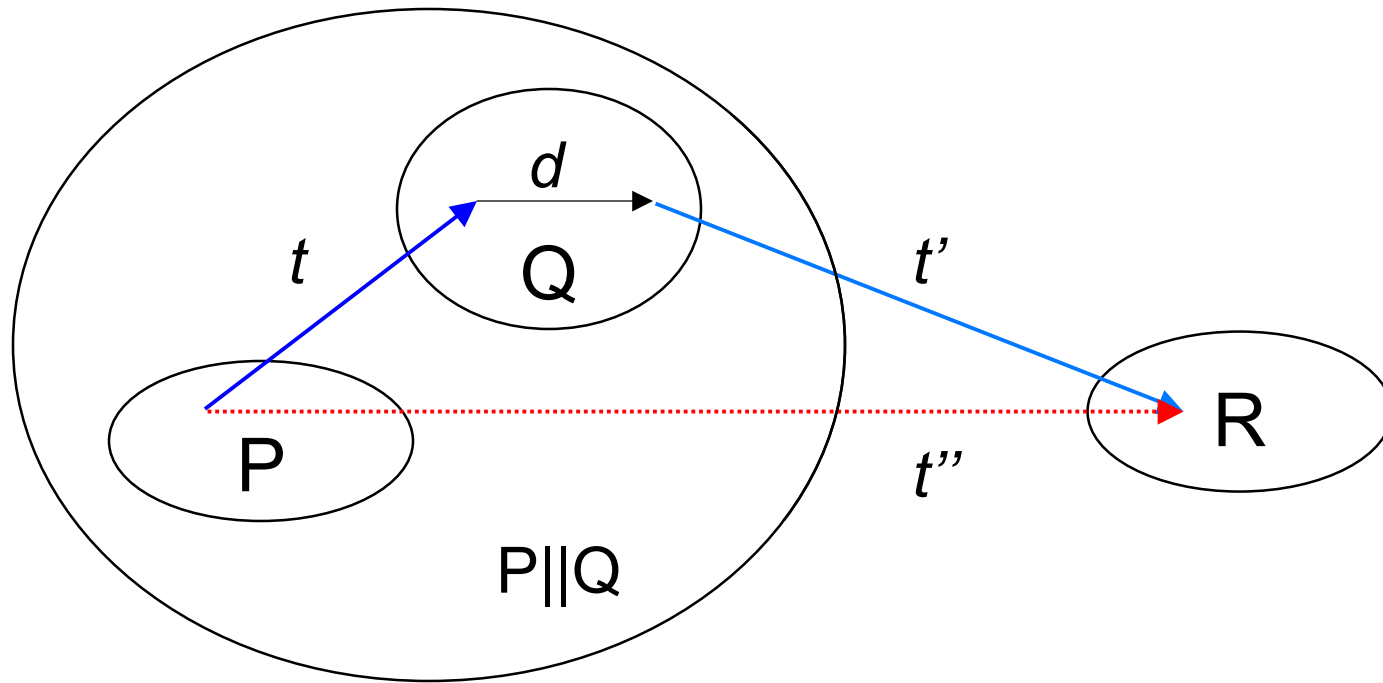


$$t'' = t + d + t'$$



$$t'' = t + d + t'$$

$$t'' \sim t \sim d \sim t'$$



$$t'' = t + d + t'$$

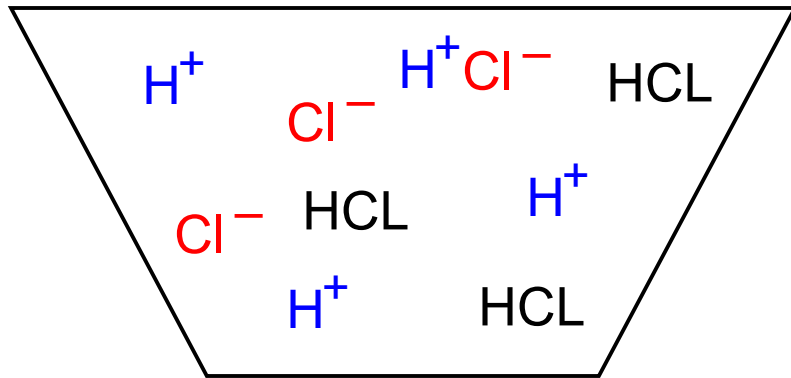
$$t'' \sim t \sim d \sim t'$$

$$t \sim t + t$$

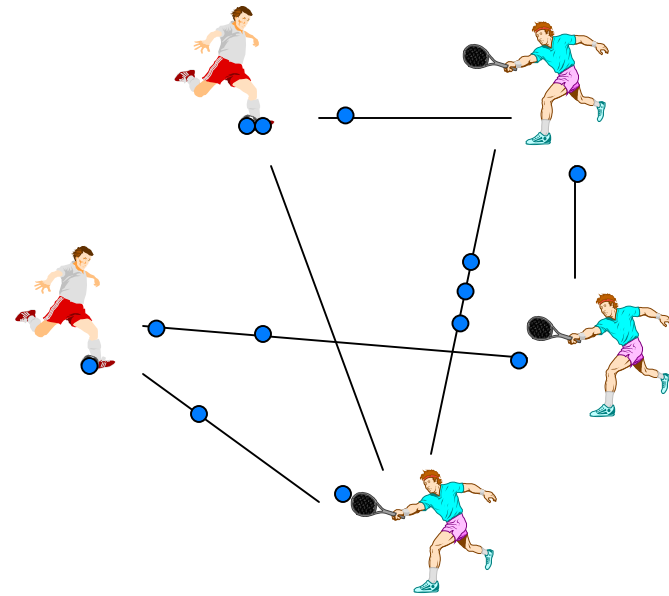
# Only 3 solutions :

- $t$  arbitrary      asynchrony
- $t = 0$       synchrony
- $t$  predictable      vibration

# Arbitrary Delay : Brownian Motion

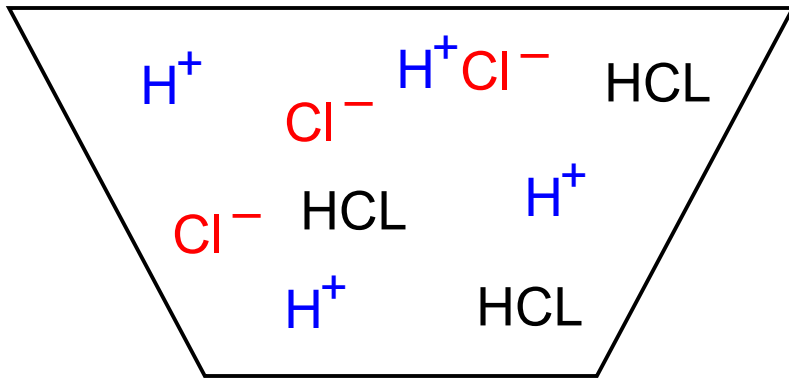


Chemical reaction

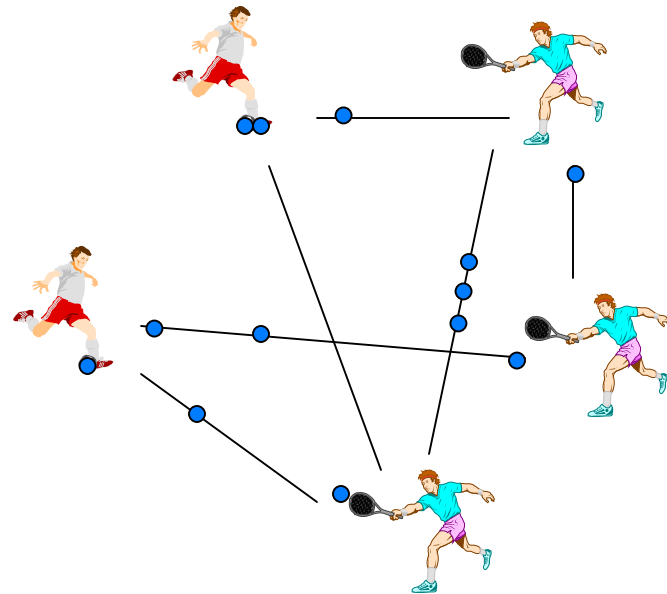


Internet routing

# Arbitrary Delay : Brownian Motion



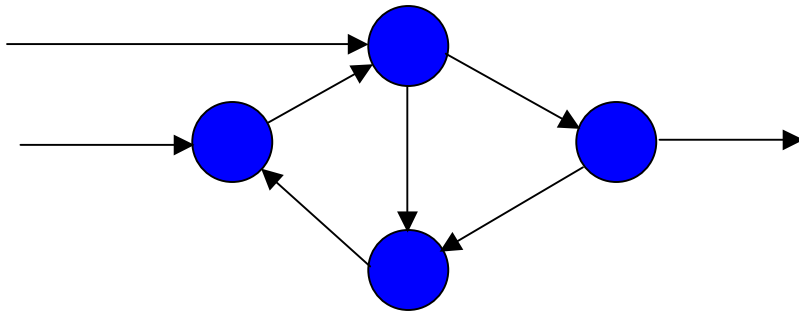
Chemical reaction



Internet routing

Models : Kahn networks, CSP / ADA, ...,  $\pi$ -calculus, CHAM, Join-Calculus, Ambients,

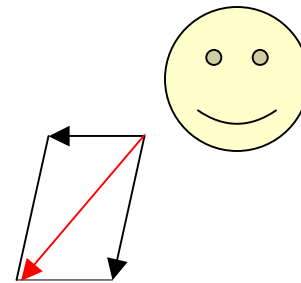
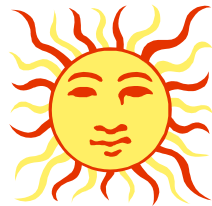
# Kahn Networks



nodes = deterministic programs  
arrows = infinite fifos

- result-deterministic (independent of computation order)
- easy semantics by flow equations
- heavily used in streaming applications (audio, TV)

# *Zero delay example: Newtonian Mechanics*



**Concurrency + Determinism  
Calculations are feasible**

# *The Esterel Runner*

abort run **Slowly** when **100 Meter** ;

# *The Esterel Runner*

```
abort run Slowly when 100 Meter ;  
abort  
  every Step do  
    run Jump || run Breathe  
  end every  
when 15 Second ;
```

# *The Esterel Runner*

```
abort run Slowly when 100 Meter ;  
abort  
  every Step do  
    run Jump || run Breathe  
  end every  
when 15 Second ;  
run FullSpeed
```

# *The Esterel Runner*

```
loop
  abort run Slowly when 100 Meter ;
  abort
    every Step do
      run Jump || run Breathe
    end every
  when 15 Second ;
  run FullSpeed
each Lap
```

# *The Esterel Runner*

```
abort
  loop
    abort run Slowly when 100 Meter ;
    abort
      every Step do
        run Jump || run Breathe
      end every
    when 15 Second ;
    run FullSpeed
  each Lap
when 4 Lap
```


# *The Esterel Runner*

```
every Morning do
  abort
  loop
    abort run Slowly when 100 Meter ;
    abort
    every Step do
      run Jump || run Breathe
    end every
    when 15 Second ;
    run FullSpeed
  each Lap
  when 4 Lap
end every
```

# The Esterel Runner

```
trap HeartAttack in
  every Morning do
    abort
    loop
      abort run Slowly when 100 Meter ;
      abort
      every Step do
        run Jump || run Breathe || run CheckHeart
      end every
      when 15 Second ;
      run FullSpeed
    each Lap
    when 4 Lap
  end every
handle HeartAttack fo
  run RushToHospital
end trap
```

exit HeartAttack



# *predictable time = vibration*

Nothing can illustrate vibration better than Bianca Castafiore, Hergé's famous prima donna. See [1] for details. The power of her voice forcibly shakes the microphone and the ears of the poor spectators.

[1] King's Ottokar Sceptre, Hergé, page 29, last drawing.

propagation of light, sound, electrons, program counter...

# *Full Abstraction*

Bianca Castafiore singing for the King  
Muskar XII in Klow, Syldavia. King's Ottokar  
Sceptre, page 38, first drawing.

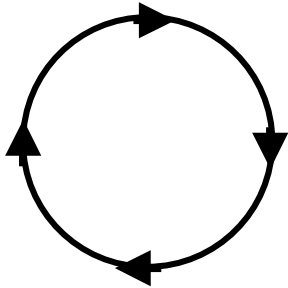
Although the speed of sounds is finite, it is  
fast enough to look infinite. Full abstraction!

If room is small enough,  
predictable delay implements zero-delay

Specify with zero-delay  
Implement with predictable delay  
Control room size

# Software Synchronous Systems

Cycle based



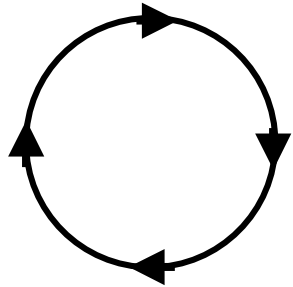
read inputs  
compute reaction  
produce outputs

Synchronous = 0-delay = within the same cycle

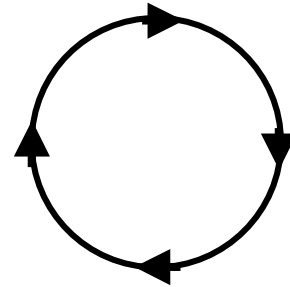
propagate control  
propagate signals

No interference between I/O and computation  
Room size control = Worst Case Execution Time (**AbsInt**)

# Concurrency = Cycle Fusion

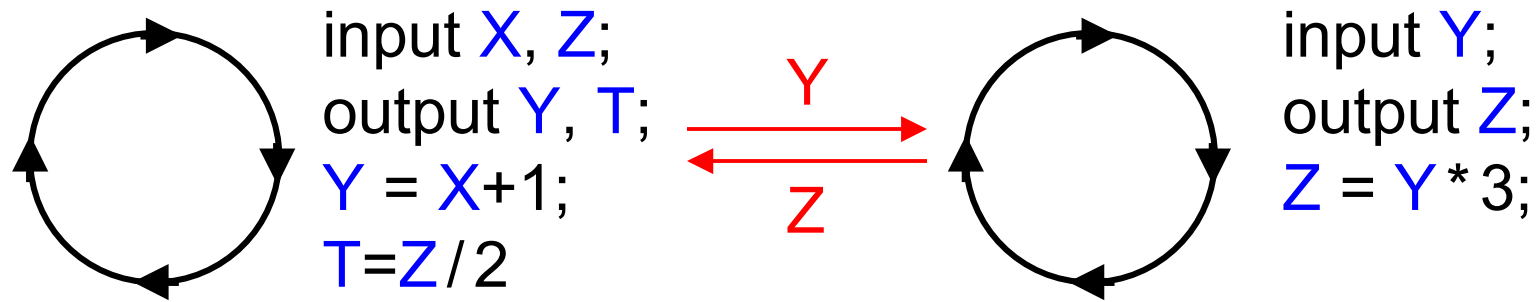


input  $X, Z$ ;  
output  $Y, T$ ;  
 $Y = X + 1$ ;  
 $T = Z / 2$

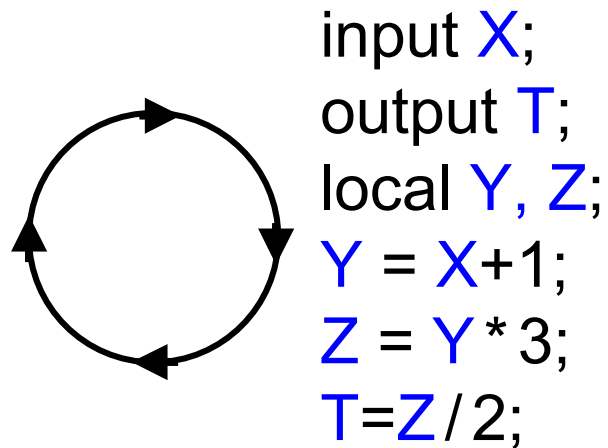
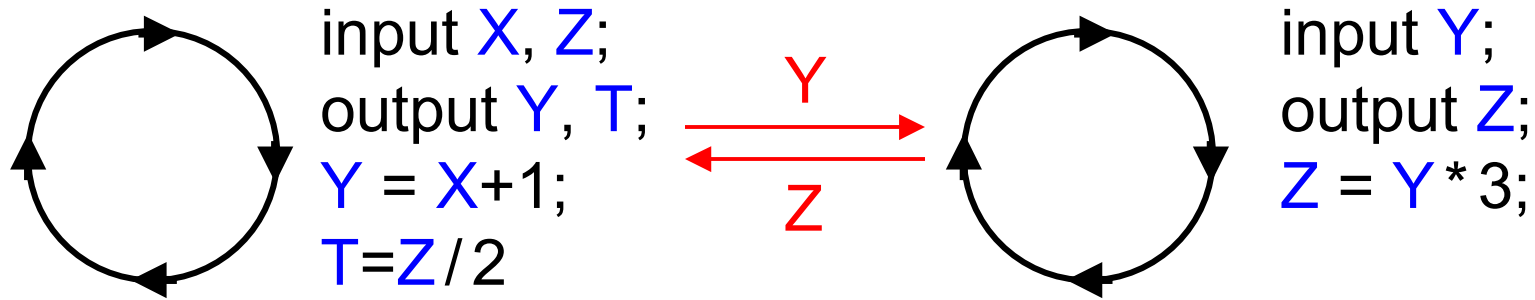


input  $Y$ ;  
output  $Z$ ;  
 $Z = Y * 3$ ;

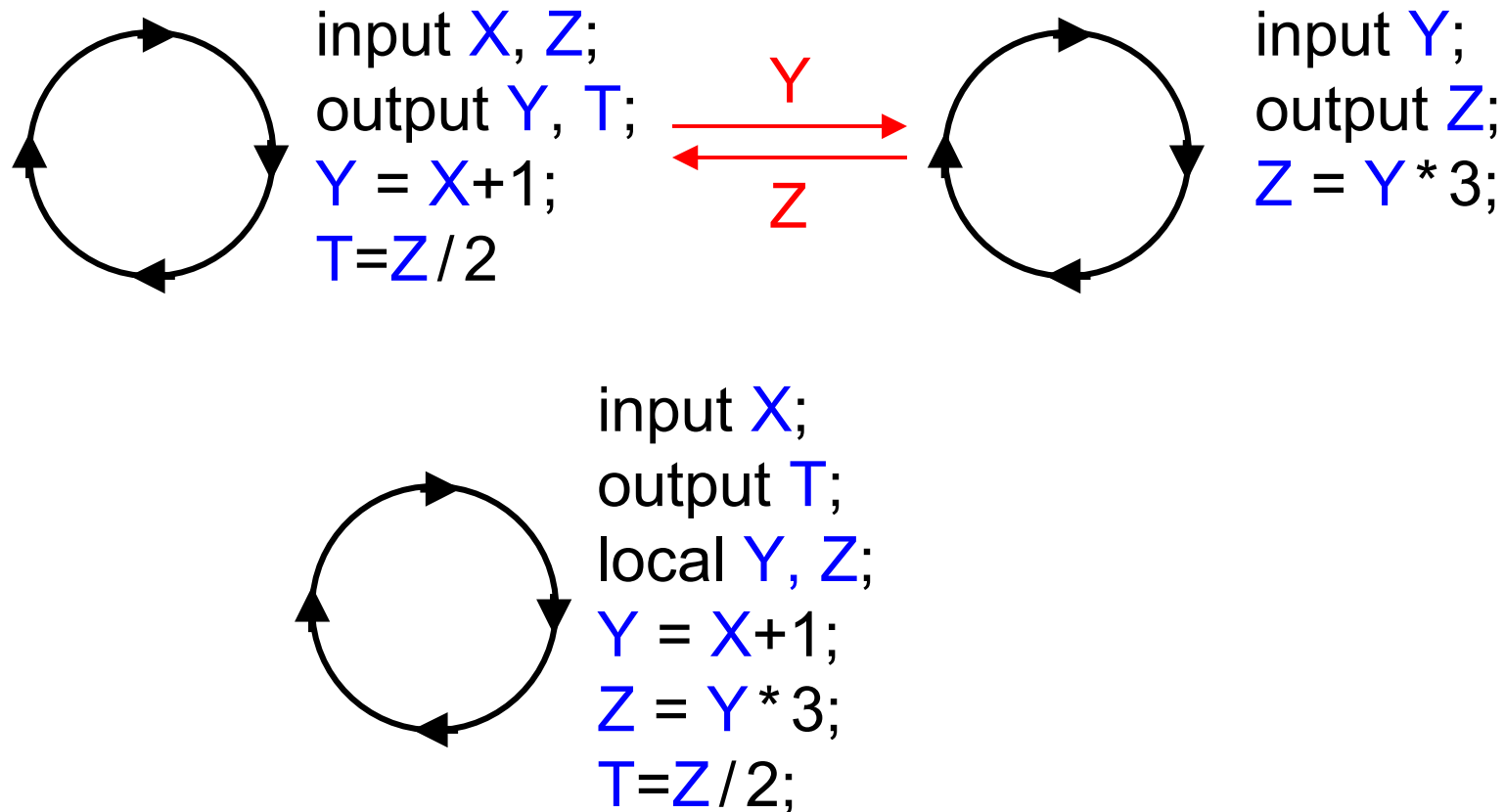
# Concurrency = Cycle Fusion



# Concurrency = Cycle Fusion



# Concurrency = Cycle Fusion

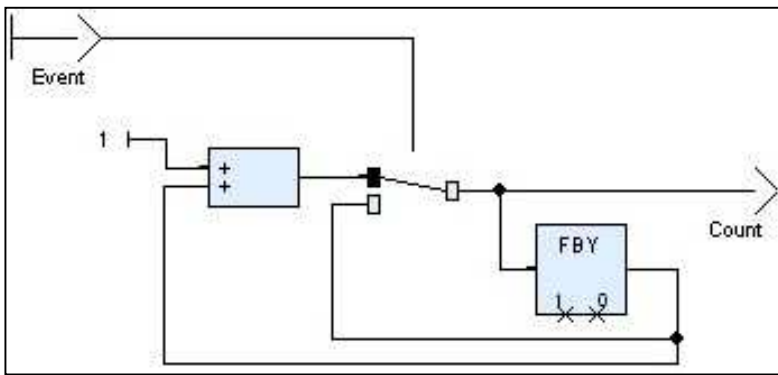


Safe deterministic global variable sharing  
No context-switching cost, makes WCET easier

# Lustre = Synchronous Kahn Networks

## A simple counter

$$\begin{cases} \text{Count}(0) = 0 \\ \forall t > 0, \text{Count}(t) = \begin{cases} \text{Count}(t-1) + 1, & \text{if } \text{Event}(t) = \text{true} \\ \text{Count}(t-1), & \text{otherwise} \end{cases} \end{cases}$$



```
Count = 0 ->
  (if Event
   then pre(Count) + 1
   else pre(Count))
```

CruiseControl.vsw - SCADE Suite - CruiseControl/eq\_control

File Edit View Node Insert Layout Project Tools Browse Window Help

CruiseControl.etp Default Design Verifier

CruiseControl.etp

- CruiseControl
  - Constant Blocks
  - Variable Blocks
  - Type Blocks
  - Operators
    - CruiseControl
    - CruiseSpeedMgt
    - CruiseStateSSM
    - PedalsPressed
    - Proof
    - Prop1
    - Prop2
    - Prop3
    - Regulator
    - SaturateThrottle
    - SpeedFilterSSM
    - SpeedLimit
    - System
  - Car
  - libverification
  - libdigital

CruiseControl/eq\_control

CC

SCADE

SSM Editor - [CruiseStateSSM.scg]

File Edit View Insert Format Project Simulation Tools SCADE Window Help

Label Module Abbrev S V O C L

CruiseStateSSM.scg - [CruiseStateSSM]

CruiseStateSSM

FSM

OnButton

Regulation

On

Stand..

Interrupt

Off

OnButton /

OffButton /

BrakeDepressed /

AcceleratorPressed or not Between /

AcceleratorPressed or not Between /

AcceleratorPressed /

ResumeButton /

Regul\_ON

Regul\_OFF

Regul\_STDBY

CruiseSpeed

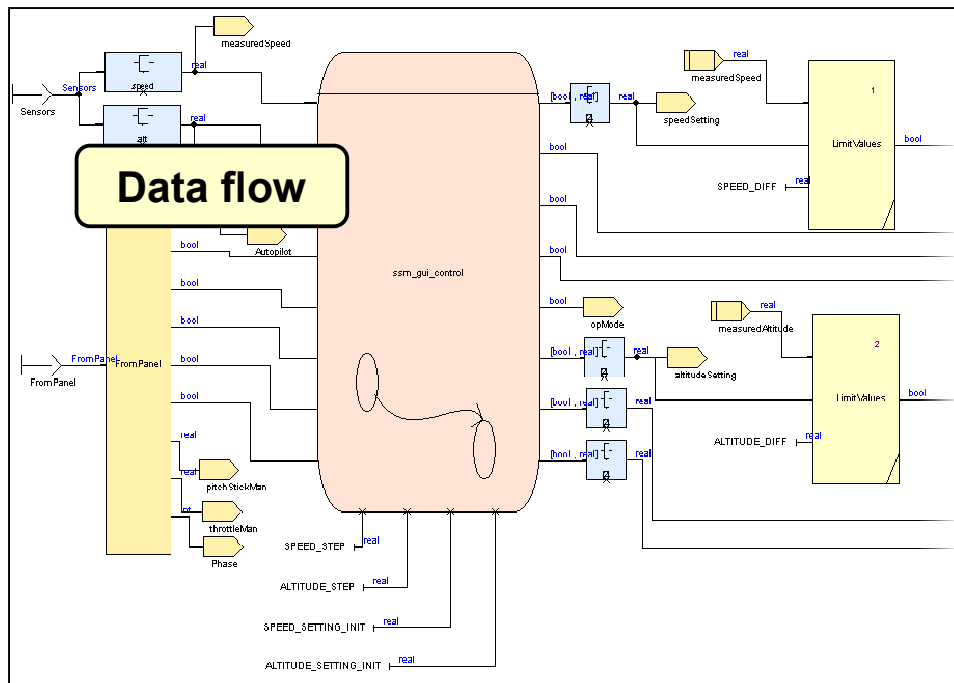
Throttle\_omd

18:55

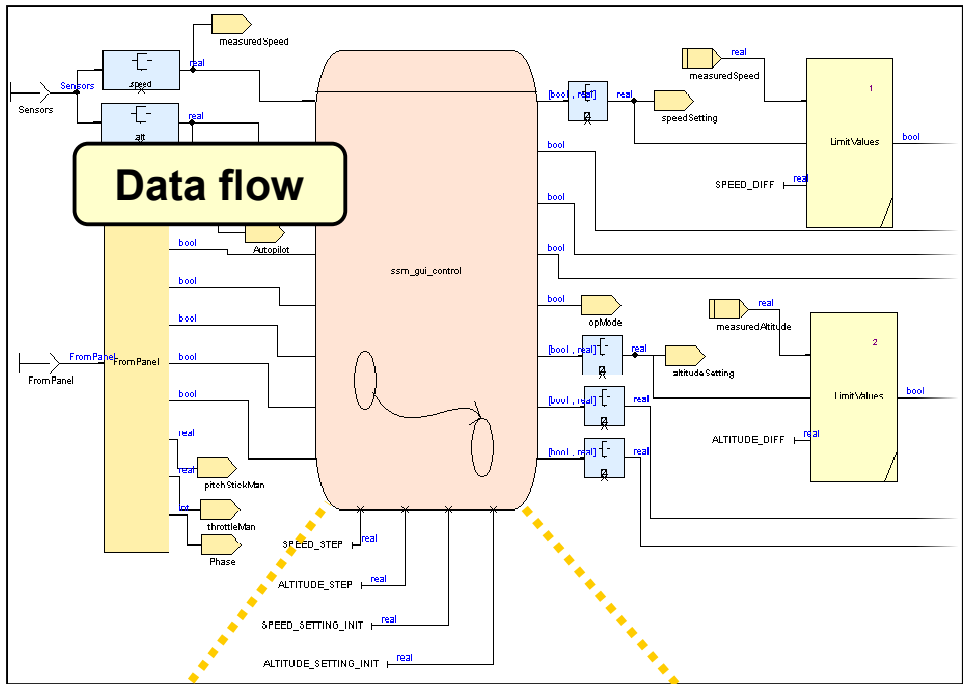
The image displays the SCADE Suite software interface, which is used for the development and verification of safety-critical systems. The main window shows a block diagram of a Cruise Control (CC) system, labeled "CC". This diagram includes several functional blocks: "PedalsPressed", "SpeedLimit", "SpeedFilterSSM", "CruiseStateSSM", "CruiseSpeedMgt", and "Regulator". The system takes inputs such as "Brake", "Accelerator", "VehiculeSpeed", "On", "Set", "QuickAccel", "QuickDecel", and "VehiculeSpeed". It produces outputs like "Regulation\_ON", "Regulation\_OFF", "Regulation\_STDBY", "CruiseSpeed", and "Throttle\_omd".

Overlaid on the right side of the interface is a white box with the text "SCADE" in blue. Below this, a red-bordered box contains the text "Certified compiler to C" and "Formal verification engine" in blue. The "CruiseStateSSM" block in the diagram is highlighted with a large "CC" label.

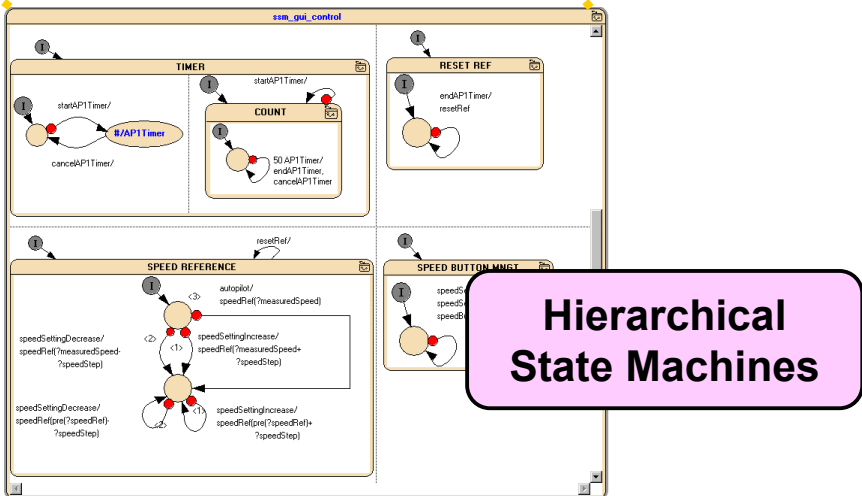
In the foreground, the "SSM Editor" window is open, showing the State Machine (FSM) implementation for "CruiseStateSSM". The FSM starts in an "OFF" state. Transitions include "OnButton/" leading to a "Regulation" state, "OffButton/" leading back to "OFF", and "AcceleratorPressed or not Between/" leading to "Stand..". The "Regulation" state has sub-states: "On" (initial state), "Stand..", and "Interrupt". Transitions within "Regulation" include "AcceleratorPressed or not Between/" and "AcceleratorPressed /". Transitions from "Regulation" include "BrakeDepressed/" leading to "Interrupt", "ResumeButton /" leading back to "On", and "BrakeDepressed/" leading to "Stand..".

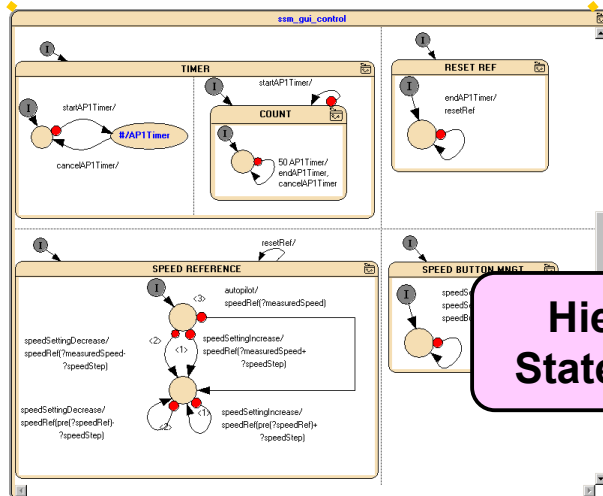
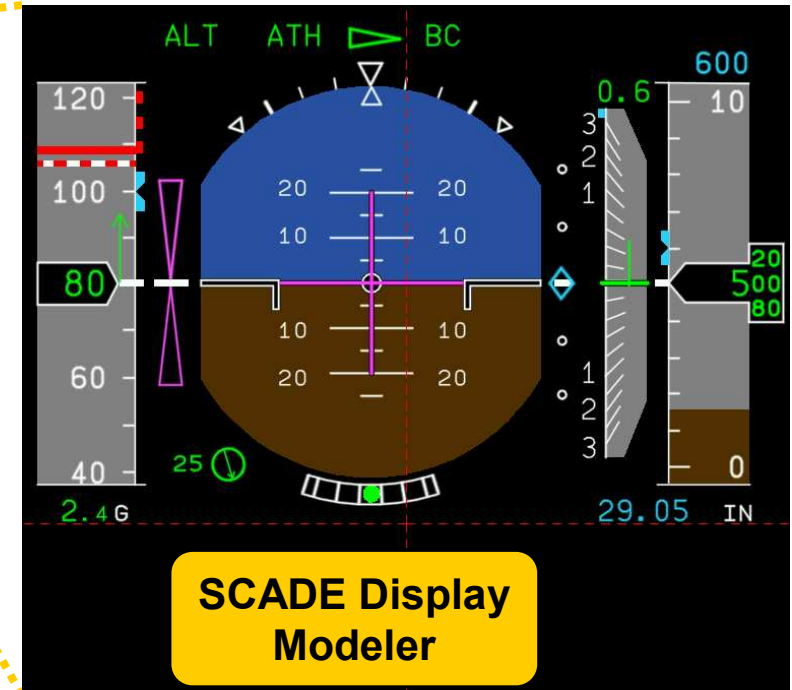
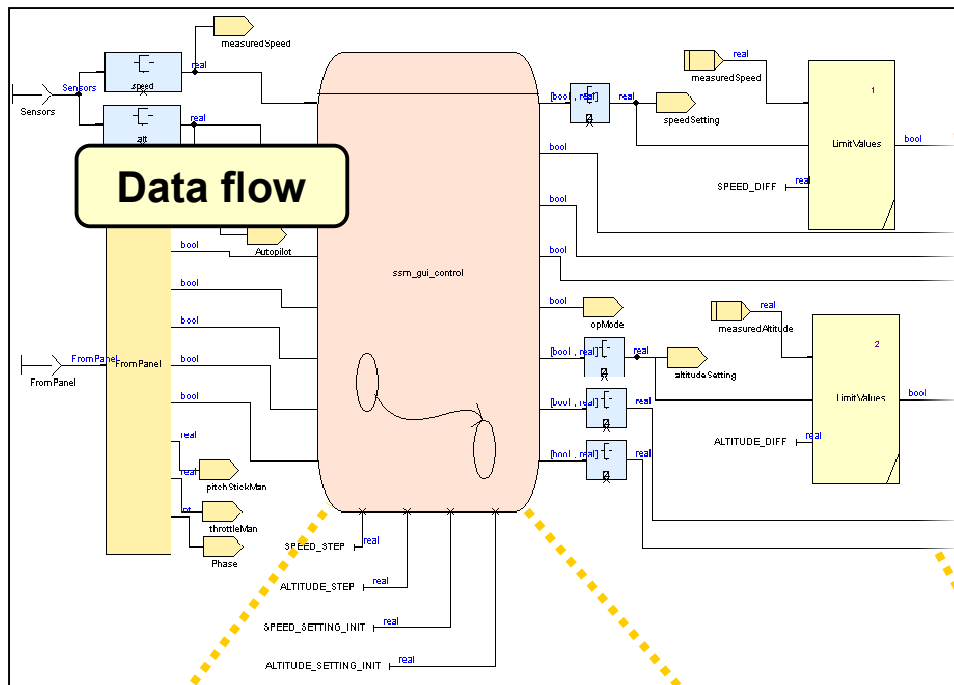


Existing Capabilities

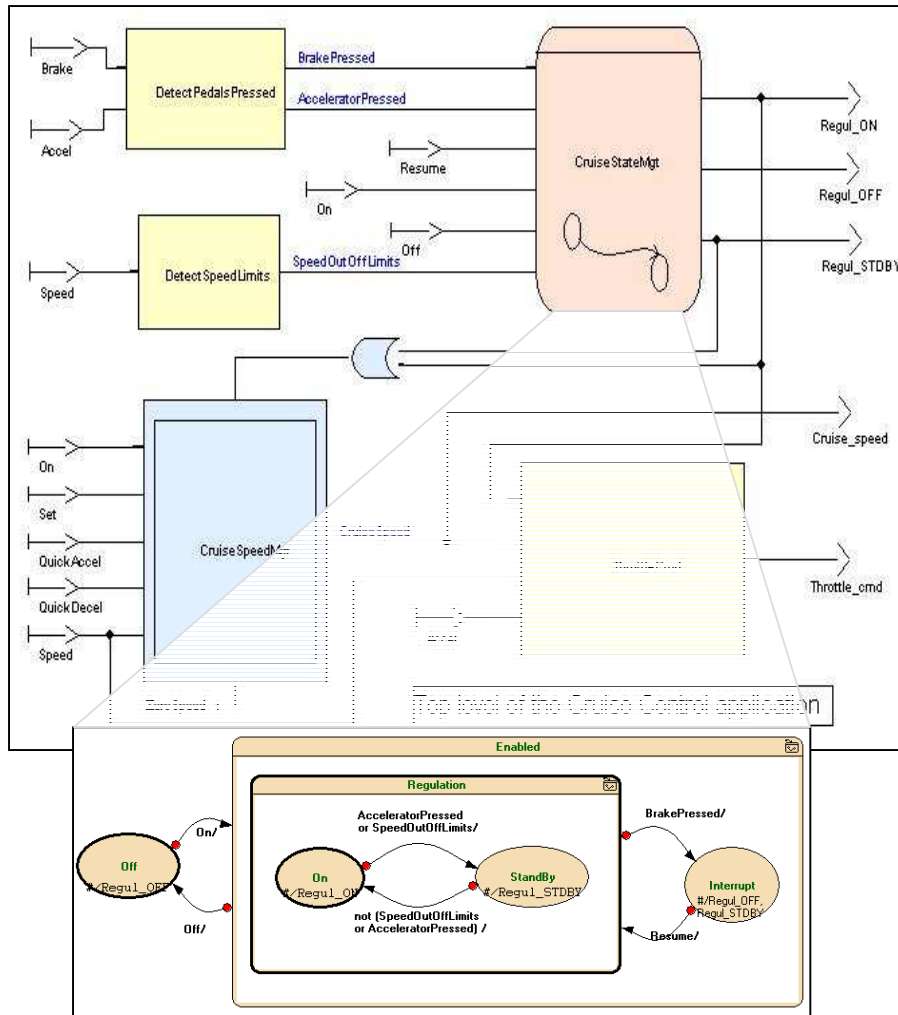


Existing Capabilities



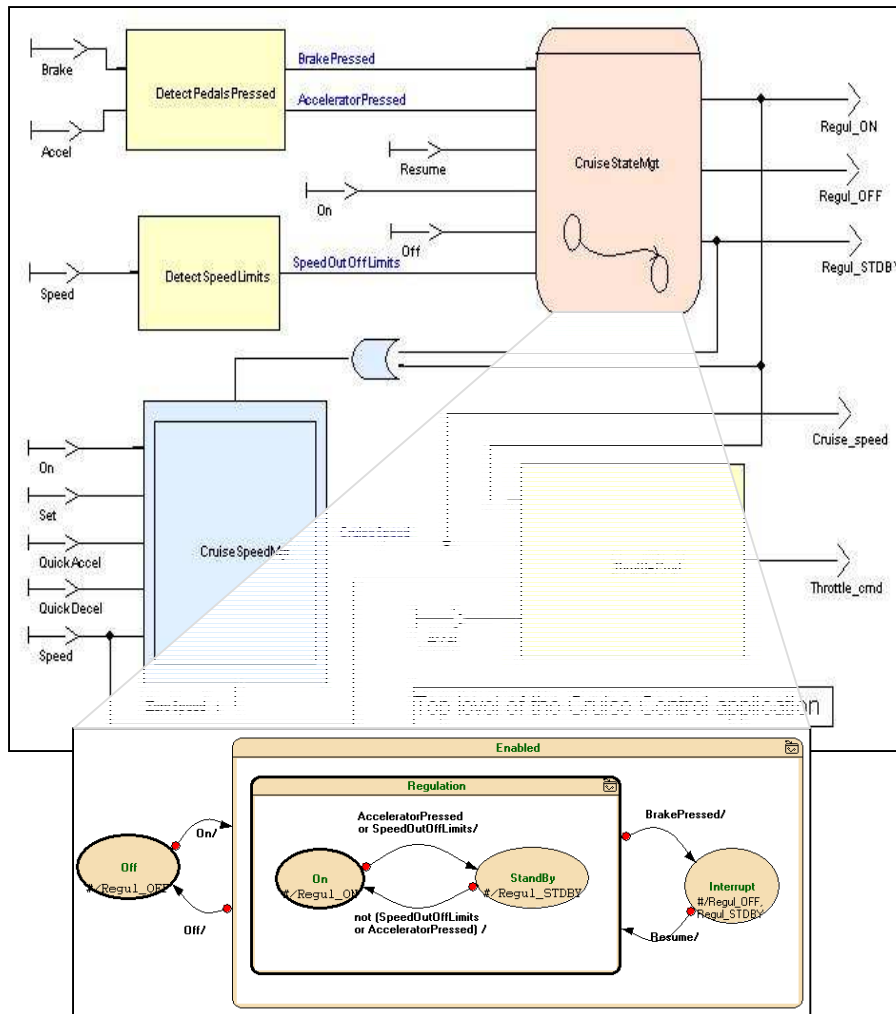


# Scade 6 : Data - Control Flow Unification



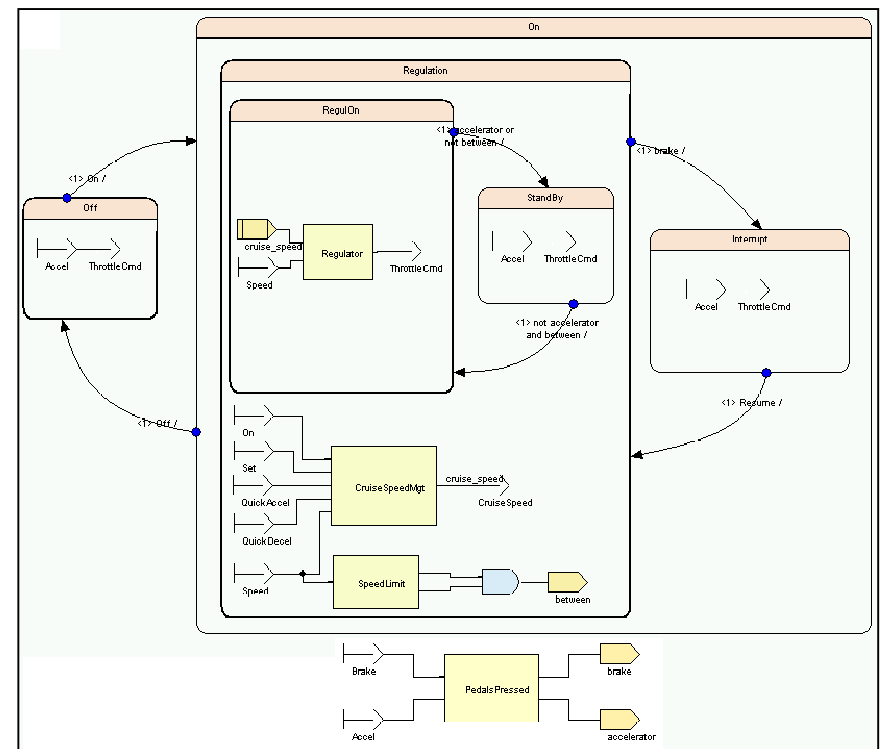
**SCADE 5**  
*Pure Control Flow into  
 Pure Data Flow*

# Scade 6 : Data - Control Flow Unification



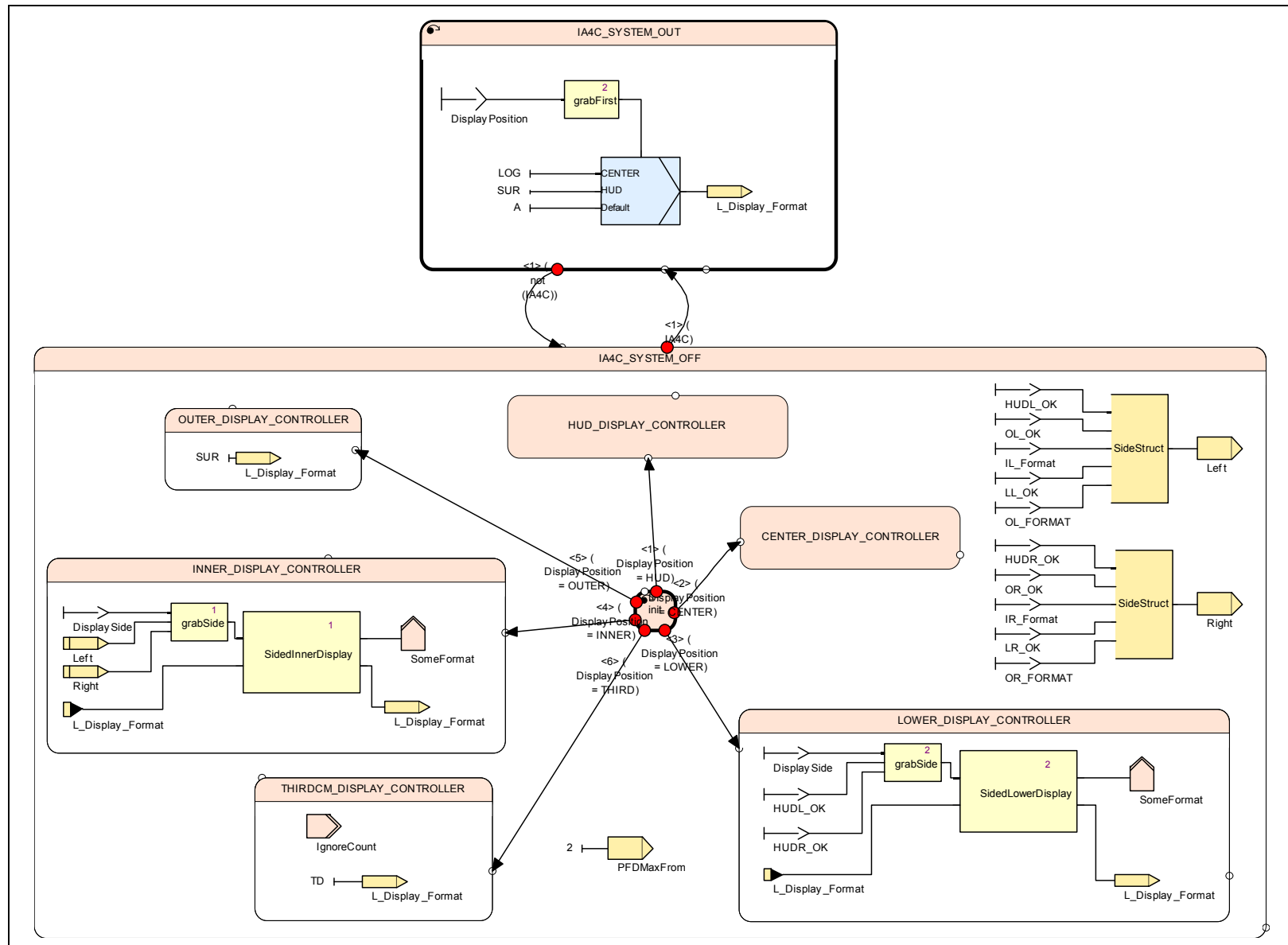
**SCADE 5**  
*Pure Control Flow into  
 Pure Data Flow*

► Freely mixable in hierarchy



**SCADE 6**  
*Unified Data Flow &  
 Control Flow*

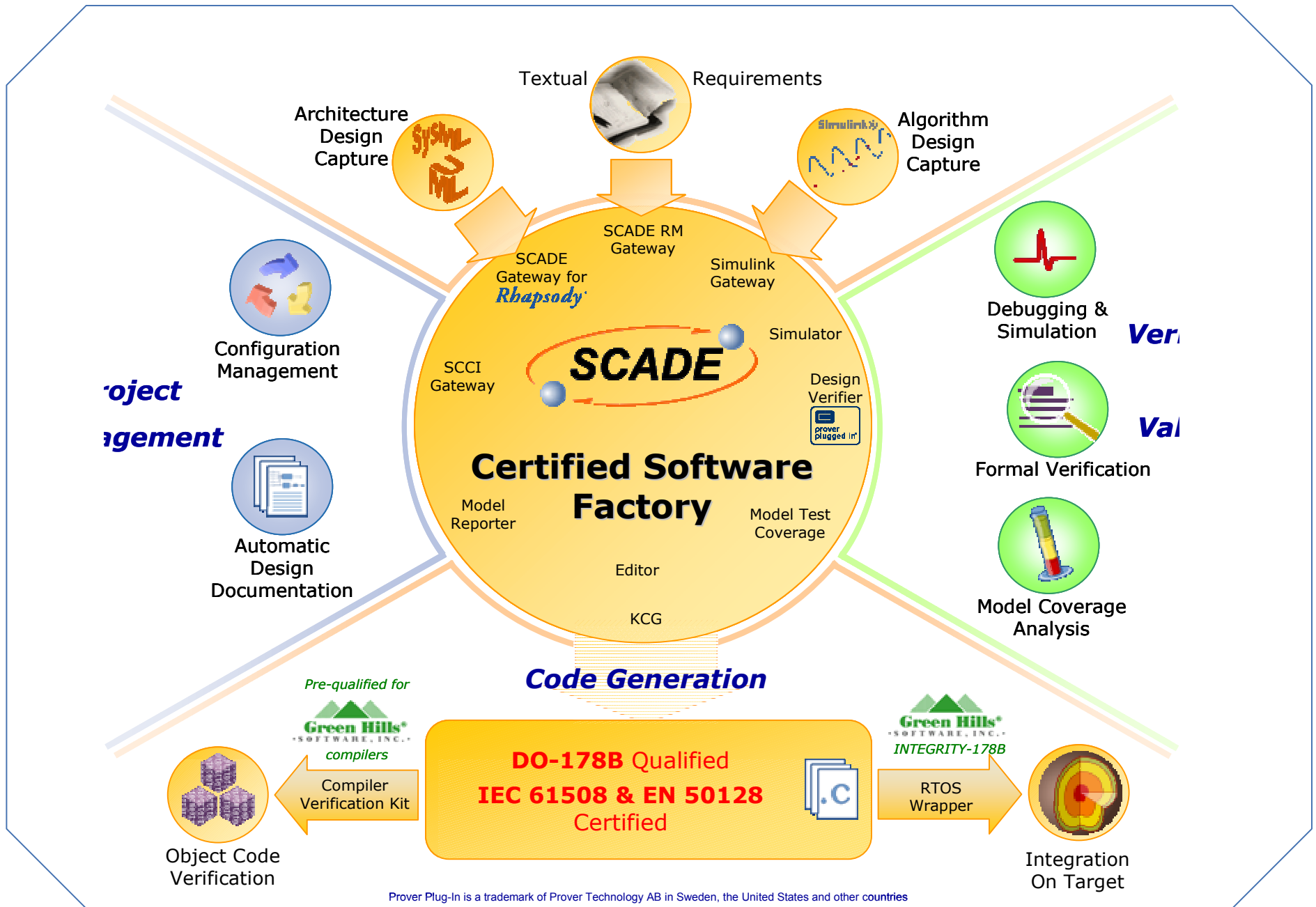
# A Typical Application: Cockpit Display



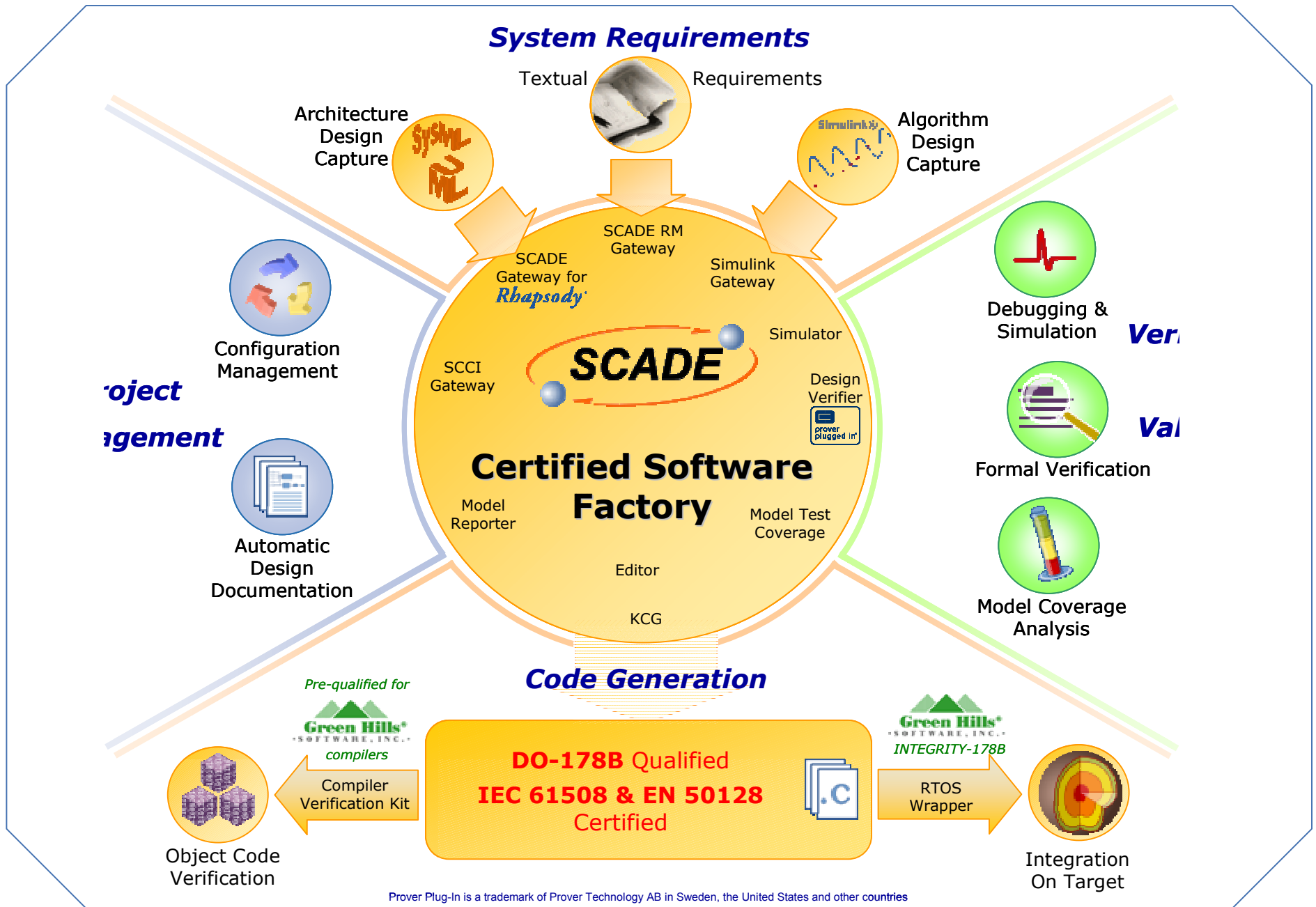
# *Synchronous Semantics*

- Ensures every data is produced exactly once
- Additional checks
  - no access to undefined data
  - no race condition (combinational cycle)
    - => deterministic scheduling-independent result
  - no recursion in node calls
    - => static memory allocation, bounded stack

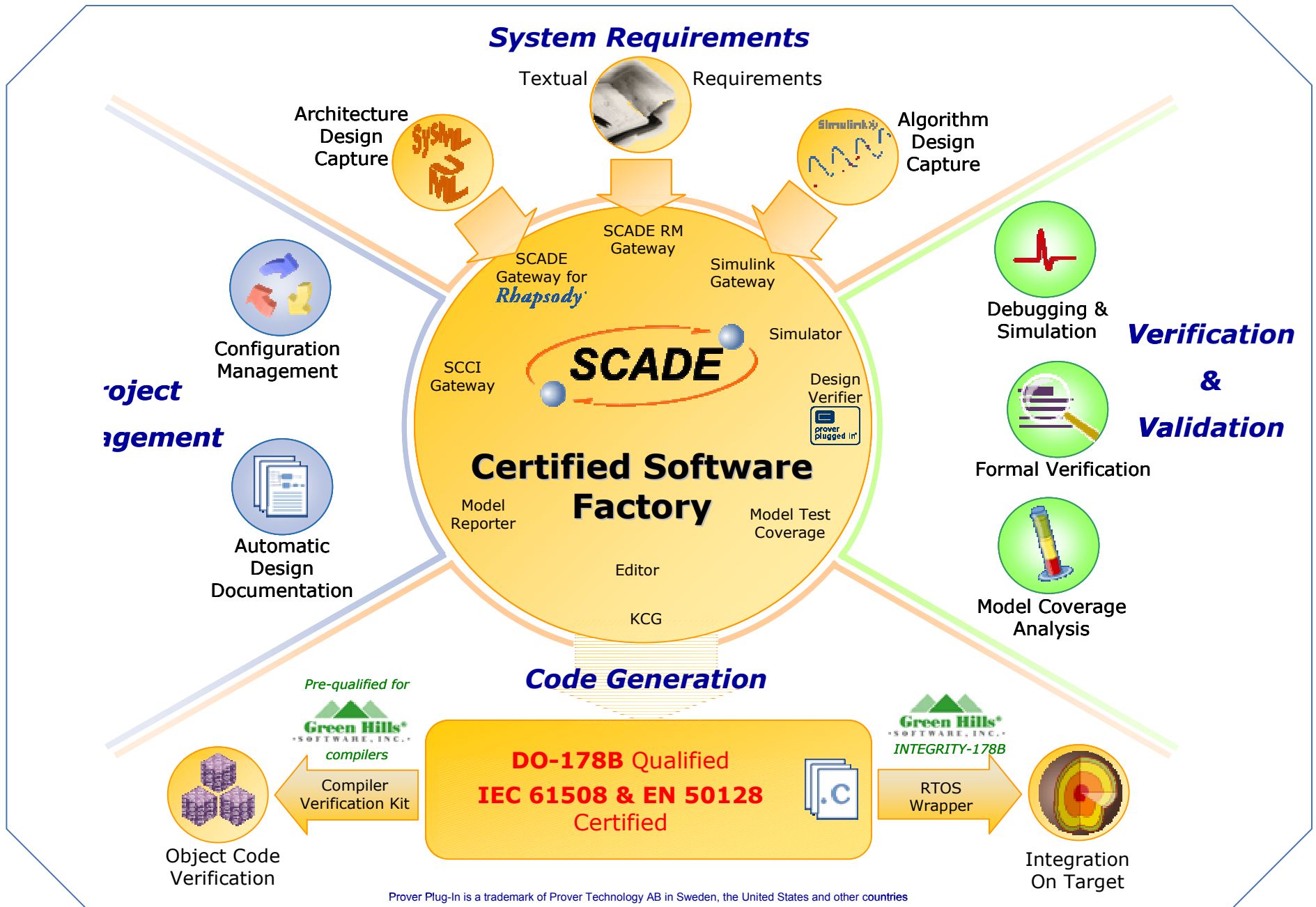
Checked by the qualified code generator  
as a prerequisite to code generation

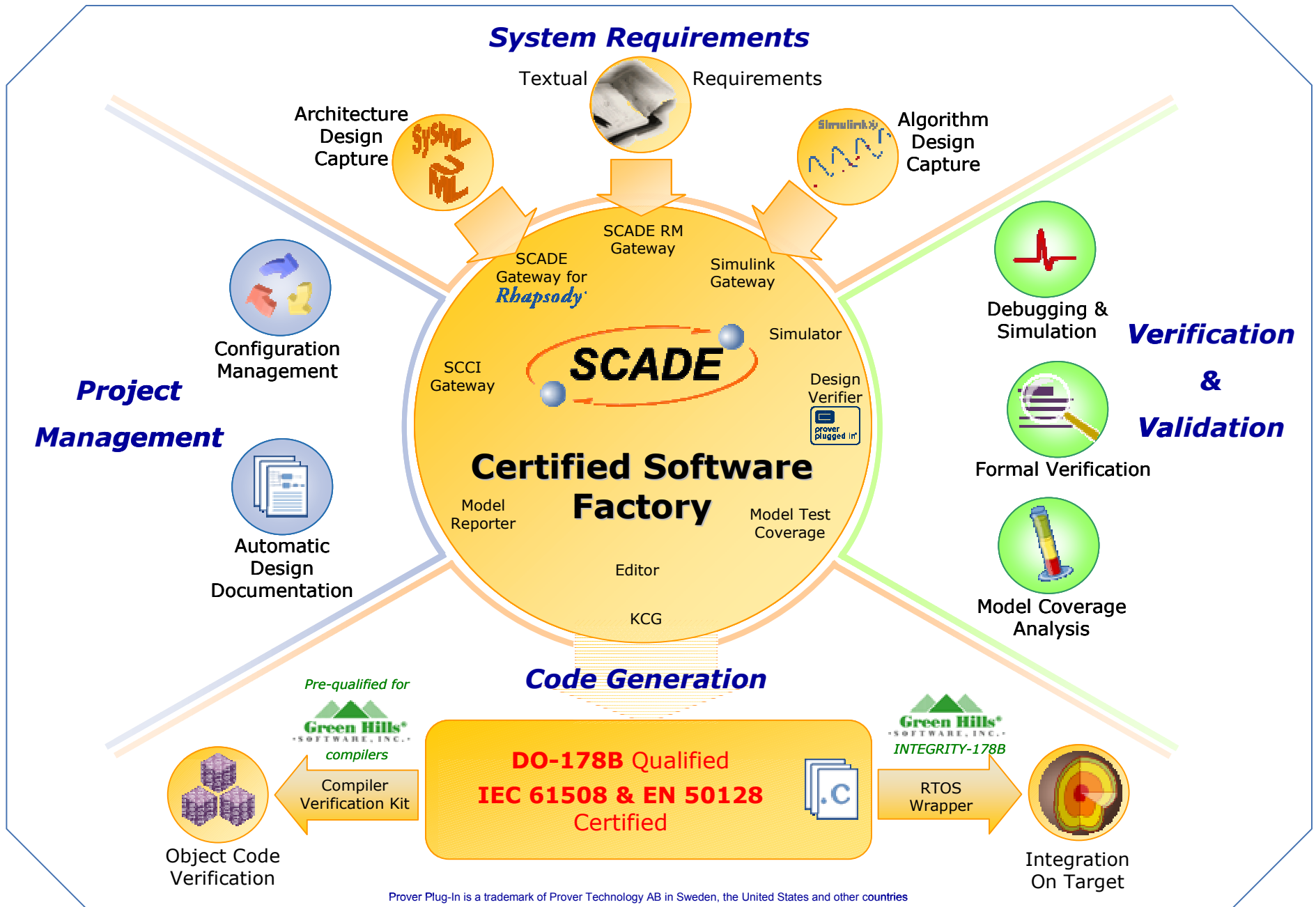


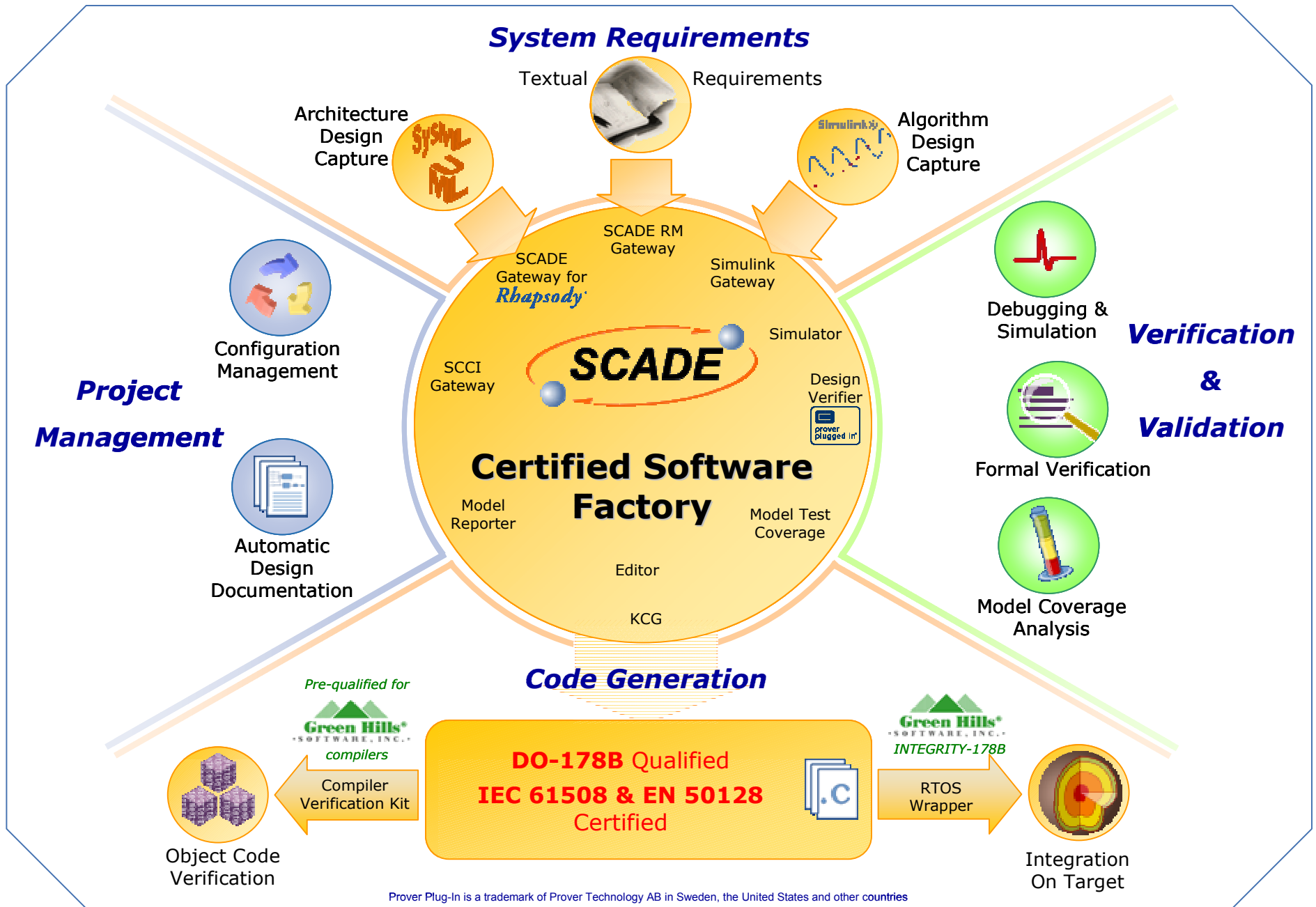
Prover Plug-In is a trademark of Prover Technology AB in Sweden, the United States and other countries



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# Code Generation with KCG

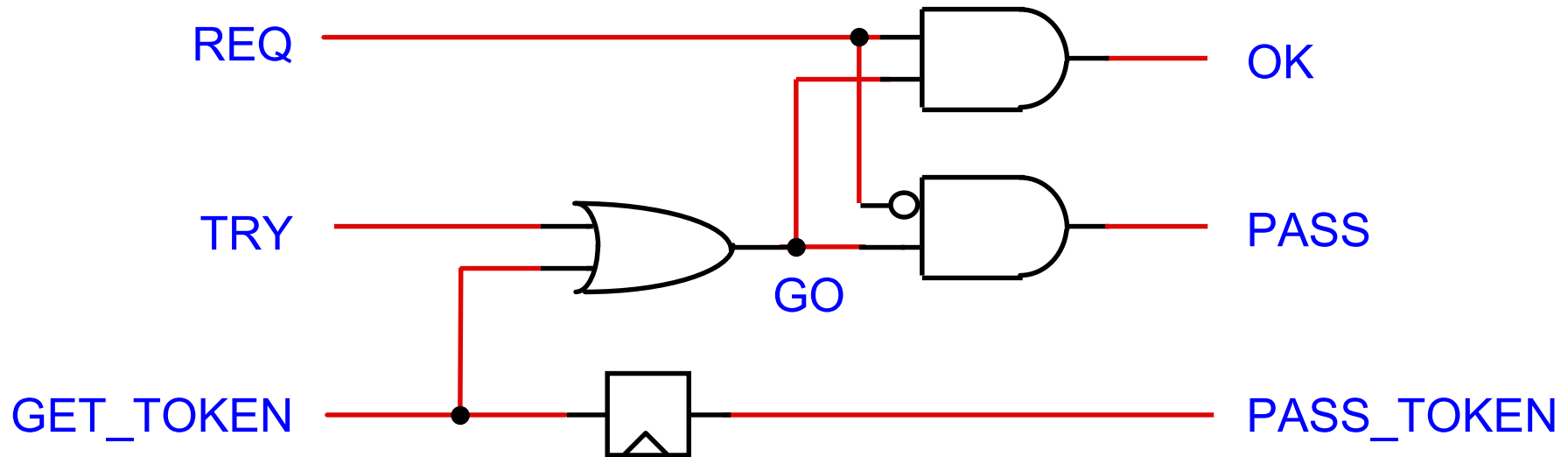
- KCG is the qualifiable C code generator
  - developed with a DO-178B Level A process
  - certification authorities certified that “KCG can fly” and qualified it as a development tool
  - => no need to unit-test the generated C code
- Evidences provided to users
  - qualification kit
  - verifiable, traceable, and safe code
  - C compiler verification kit

# *Generated Code Properties*

- Small C subset
- **Portable** (compiler, target and OS independent)
- **Structured** (by function or by blocks)
- **Readable, traceable** (names/annotations propagation )
- Safe **static memory allocation**
- No pointer arithmetic
- No recursion, no loop
- **Bounded execution time**
- Size and / or speed optimizations

Easy static analysis (Astrée)

# Hardware Synchrony: the RTL model



OK = REQ and GO

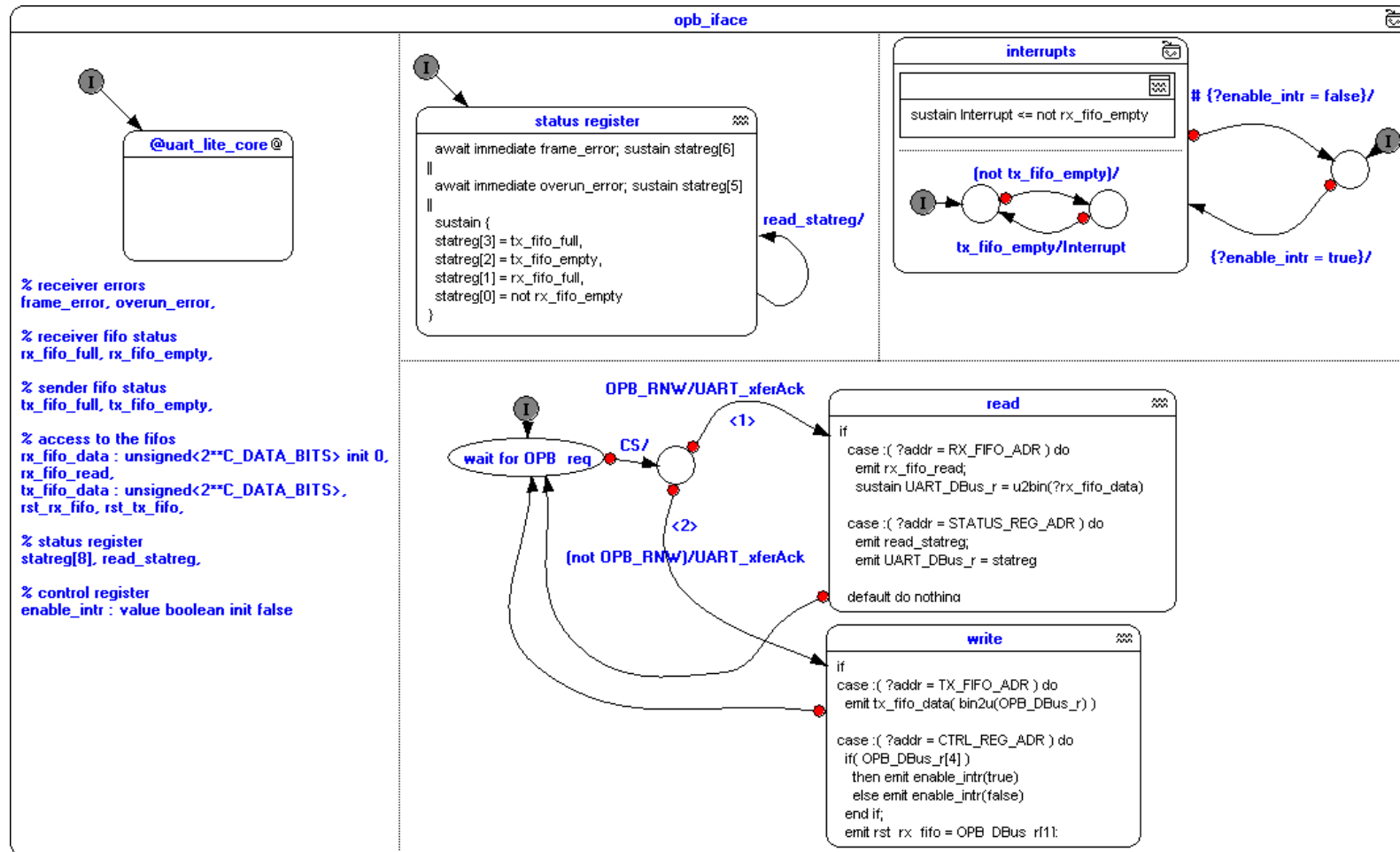
PASS = not REQ and GO

GO = TRY or GET\_TOKEN

PASS\_TOKEN = reg(GET\_TOKEN)

Room size control = timing closure

# Esterel v7 (Berry – Kishinevsky)

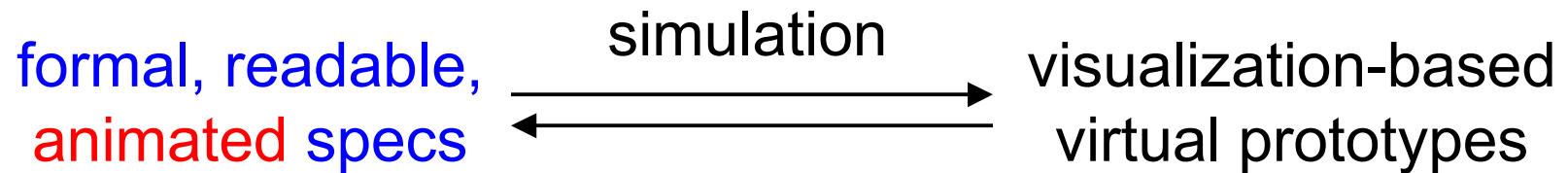


text + graphics, concurrency + sequencing  
clear semantics

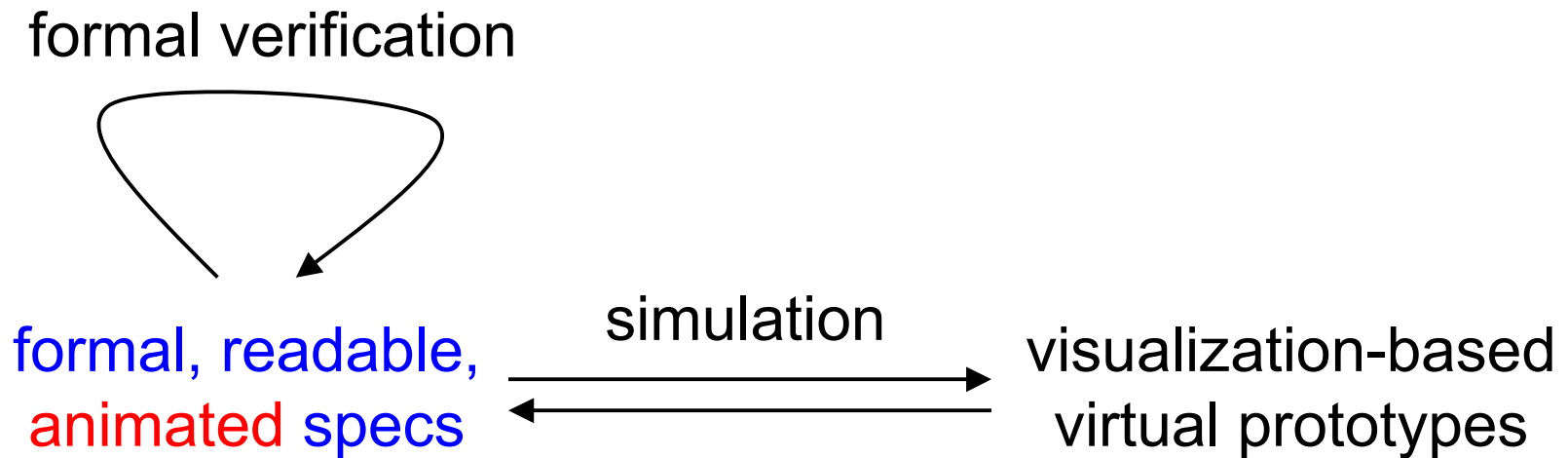
# *The Esterel Studio Usage Model*

formal, readable,  
animated specs

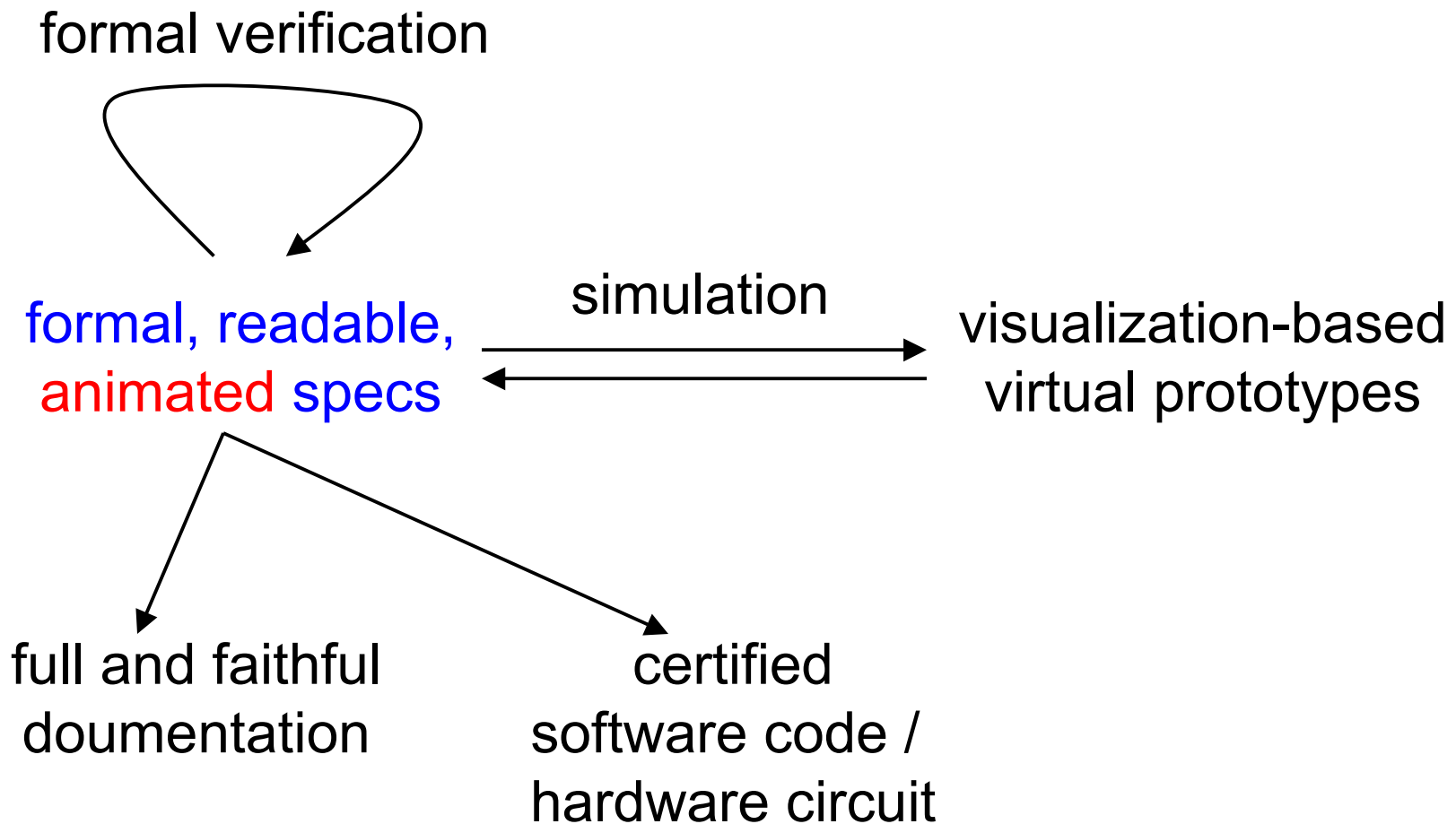
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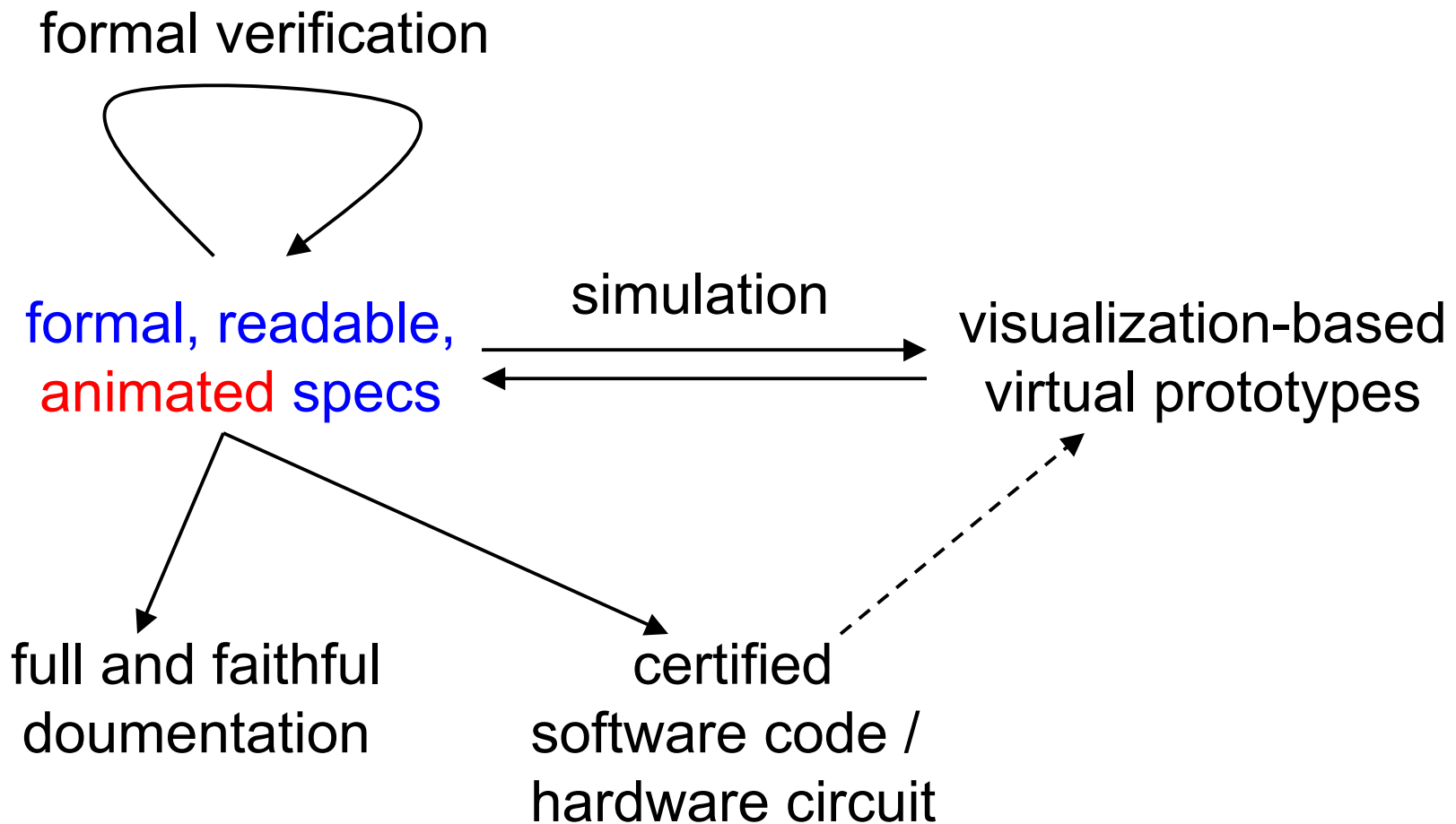
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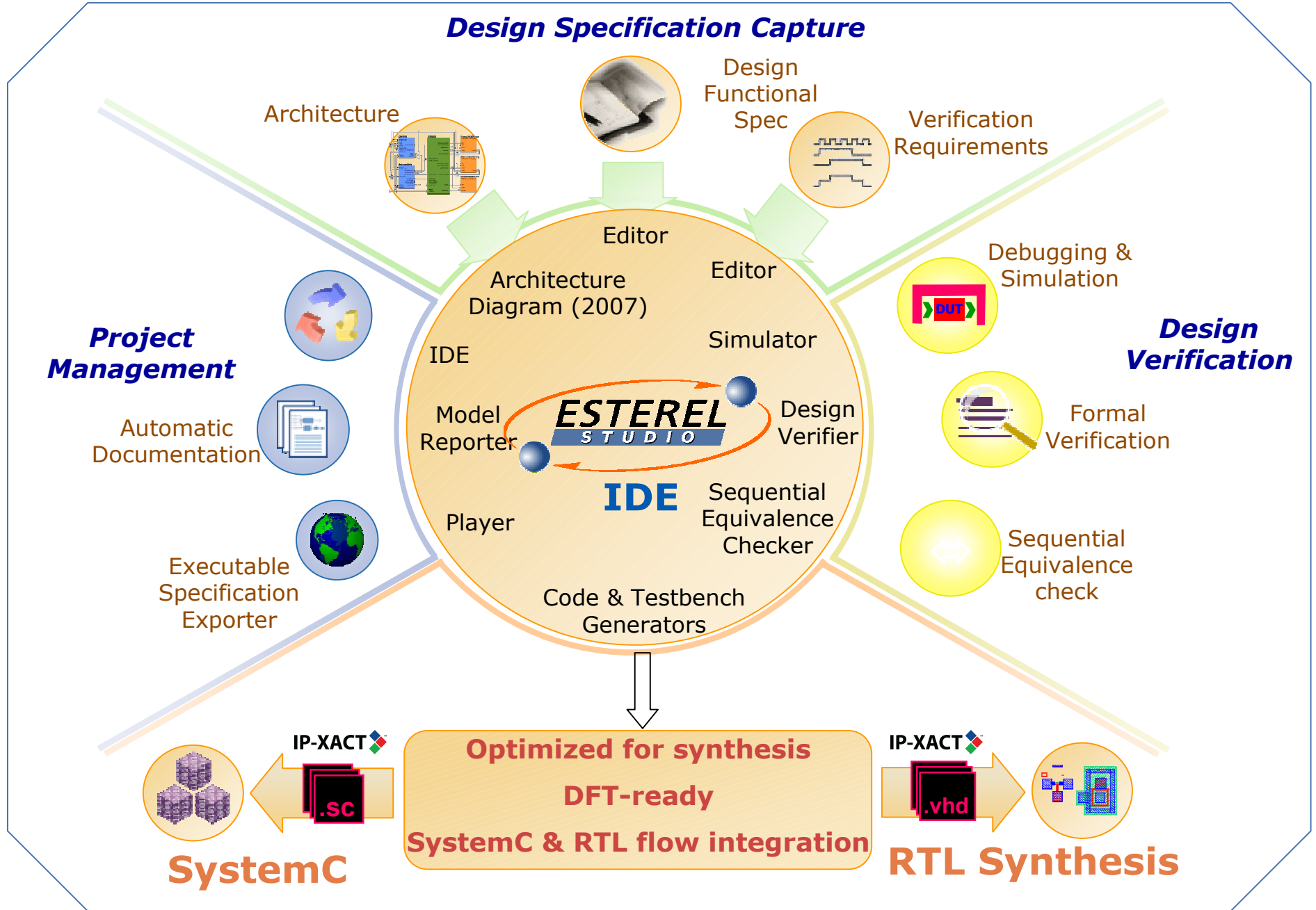
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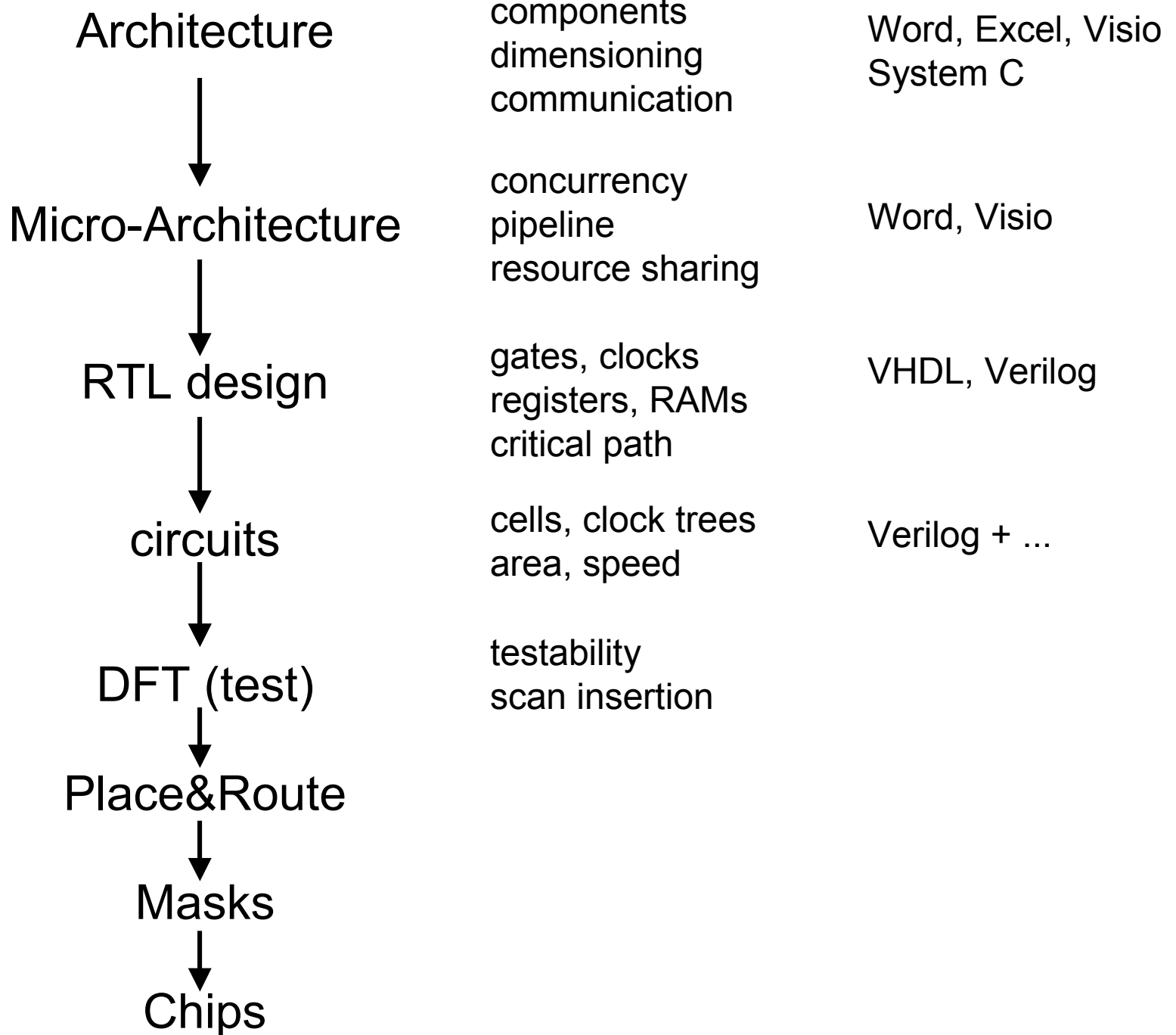


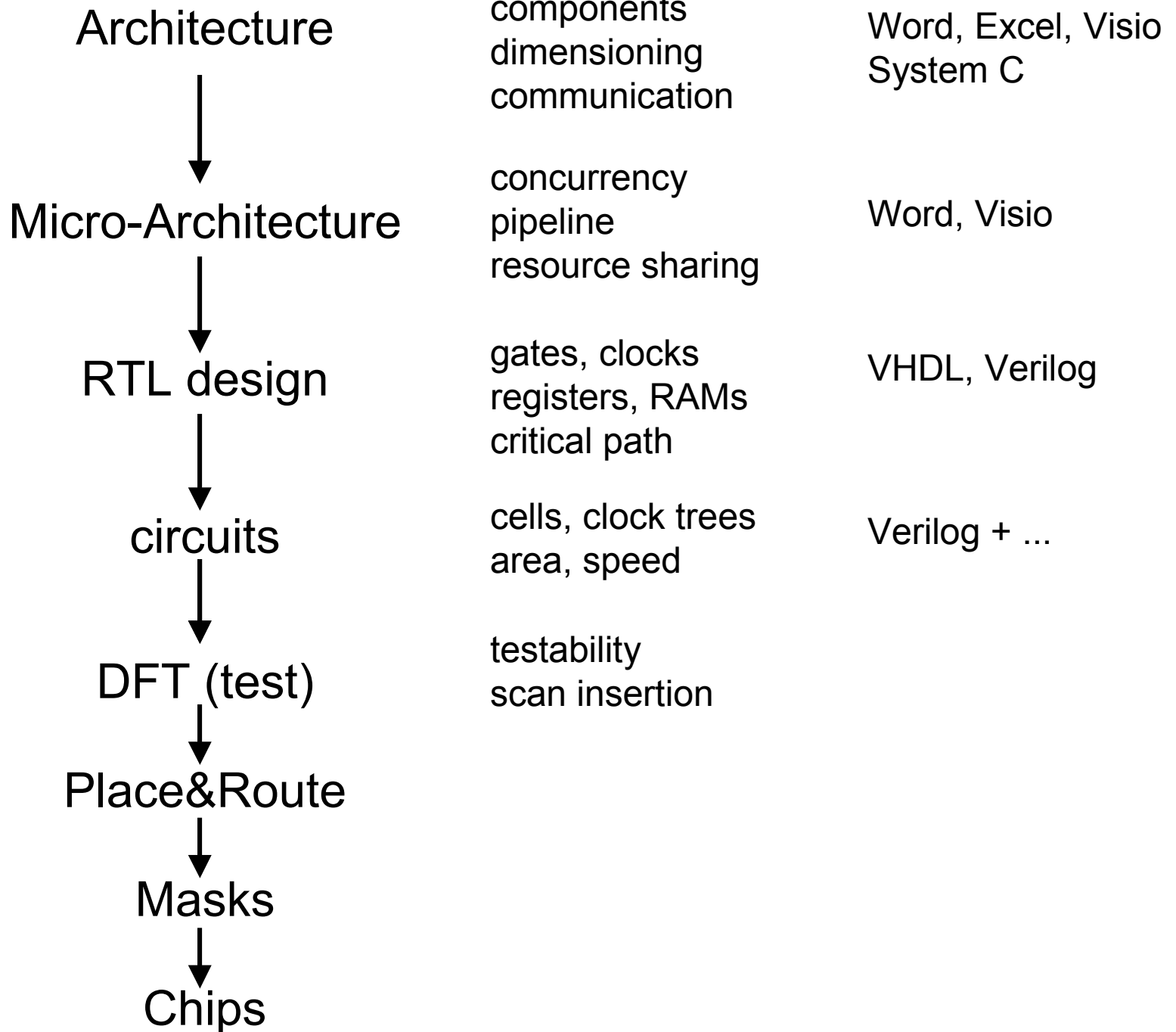
# The Esterel Studio Usage Model



# Esterel Studio at a glance









Architecture

components  
dimensioning  
communication

Word, Excel, Visio  
System C



Micro-Architecture

concurrency  
pipeline  
resource sharing

Word, Visio



RTL design

gates, clocks  
registers, RAMs  
critical path

VHDL, Verilog



circuits

cells, clock trees  
area, speed

Verilog + ...



DFT (test)

testability  
scan insertion



Place&Route



Masks



Chips





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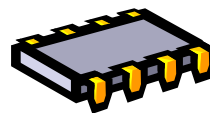
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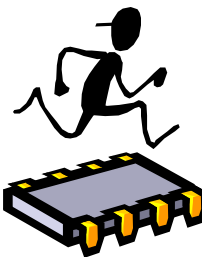
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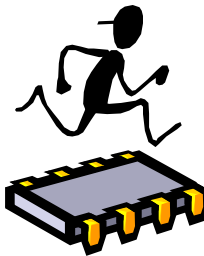
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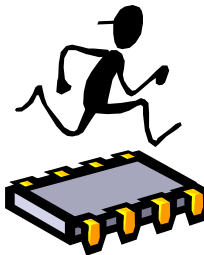
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Esterel



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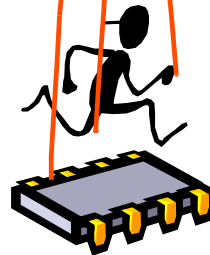
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Esterel



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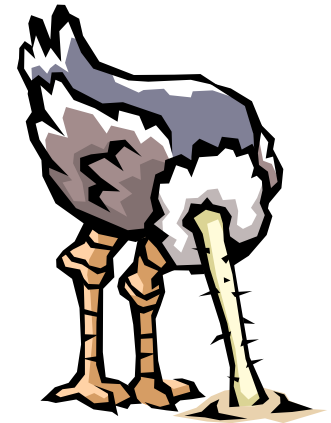
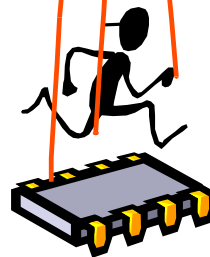
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# *Computer Science at Work*

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## 1. Language design & mathematical semantics

**Esterel:** imperative, SOS semantics (residuals)

**constructive logic, proof networks**

**Lustre/SCADE:** declarative, functional, denotational semantics

**clock calculus** = static type-check of dynamics

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## 2. Compiling

**Esterel:** translation to circuits (hardware)

translation to concurrent flow graphs (software)

**Lustre/SCADE:** clock calculus to drive expression execution

**All:** static scheduling of elementary actions

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**All**: static scheduling of elementary actions

## 3. Formal Verification: properties and equivalence

forward / backward reachable state space analysis (BDDs)

SAT + numerical solving

Abstract Interpretation (Astrée, Cousot)

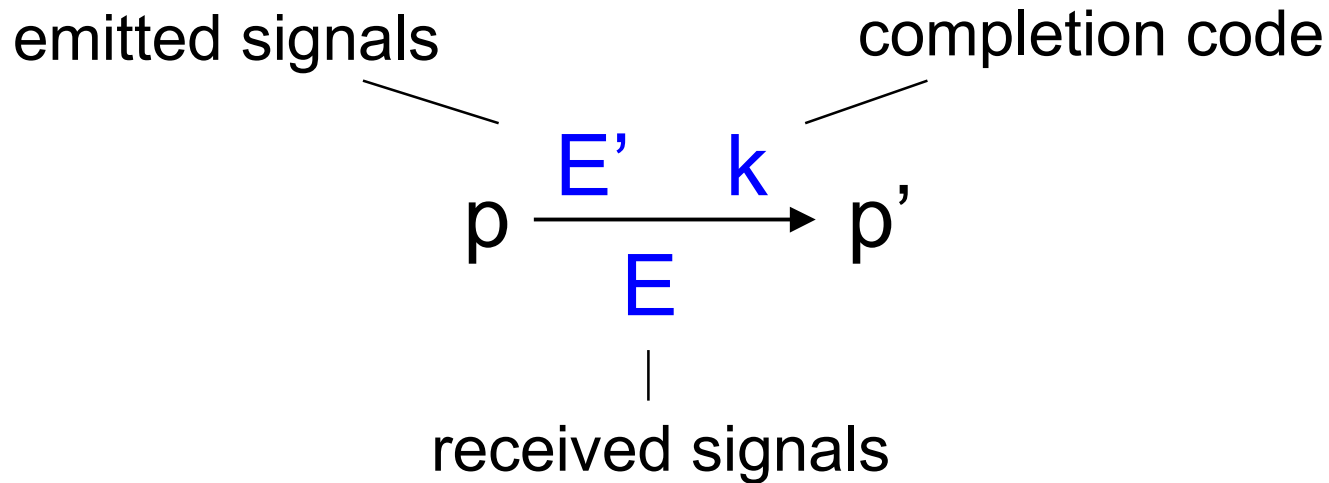
# *The Pure Esterel Kernel*

nothing  
pause  
emit **S**  
present **S** then **p** else **q** end  
suspend **p** when **S**  
**p**; **q**  
loop **p** end  
**p** || **q**  
trap **T** in **p** end  
exit **T**  
signal **S** in **p** end

# *The Pure Esterel Kernel*

nothing	0
pause	1
emit <b>S</b>	! <b>s</b>
present <b>S</b> then <b>p</b> else <b>q</b> end	<b>s</b> ? <b>p</b> , <b>q</b>
suspend <b>p</b> when <b>S</b>	<b>s</b> $\supset$ <b>p</b>
<b>p</b> ; <b>q</b>	<b>p</b> ; <b>q</b>
loop <b>p</b> end	<b>p</b> *
<b>p</b>    <b>q</b>	<b>p</b>   <b>q</b>
trap <b>T</b> in <b>p</b> end	{ <b>p</b> } $\uparrow$ <b>p</b>
exit <b>T</b>	<b>k</b> , <b>k</b> > 1
signal <b>S</b> in <b>p</b> end	<b>p</b> \ <b>s</b>

# The Behavioral Semantics



Broadcasting :  $E' \subset E$

$k$  |  $0$  : termination  
 $1$  : waiting  
 $2$  : exiting one trap level  
 $3$  : exiting two trap levels

$$\frac{p \xrightarrow[E]{E' \quad k} p' \quad k \neq 0}{p ; q \xrightarrow[E]{E' \quad k} p' ; q}$$

$$p \xrightarrow[E]{E' \quad k} p' \quad k \neq 0$$


---

$$p ; q \xrightarrow[E]{E' \quad k} p' ; q$$

$$p \xrightarrow[E]{E' \quad 0} p' \quad q \xrightarrow[E]{F' \quad I} q'$$


---

$$p ; q \xrightarrow[E]{E' \quad U \quad F' \quad I} q'$$

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---

$$p^* \xrightarrow[E]{E' \quad k} p' ; p^*$$

$$p \xrightarrow[E]{E' \ k} p' \quad k \neq 0$$

---


$$p^* \xrightarrow[E]{E' \ k} p' ; p^*$$

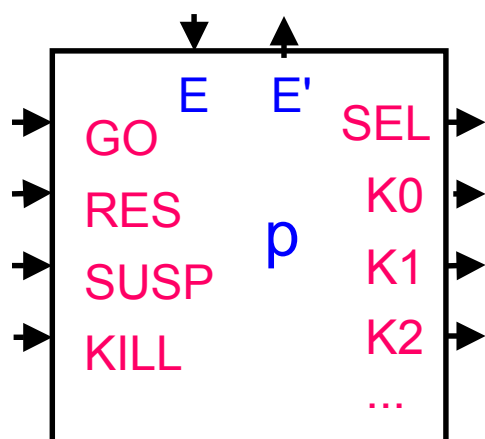
$$p \xrightarrow[E]{E' \ k} p' \quad q \xrightarrow[E]{F' \ l} q'$$

---


$$p \mid q \xrightarrow[E]{E' \cup F' \ \max(k,l)} p' \mid q'$$

# Basic syntax directed translation scheme

Each statement  $p$  corresponds to a box:

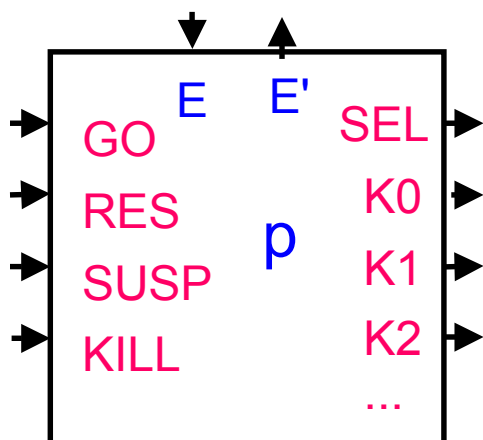


Exclusive relation:

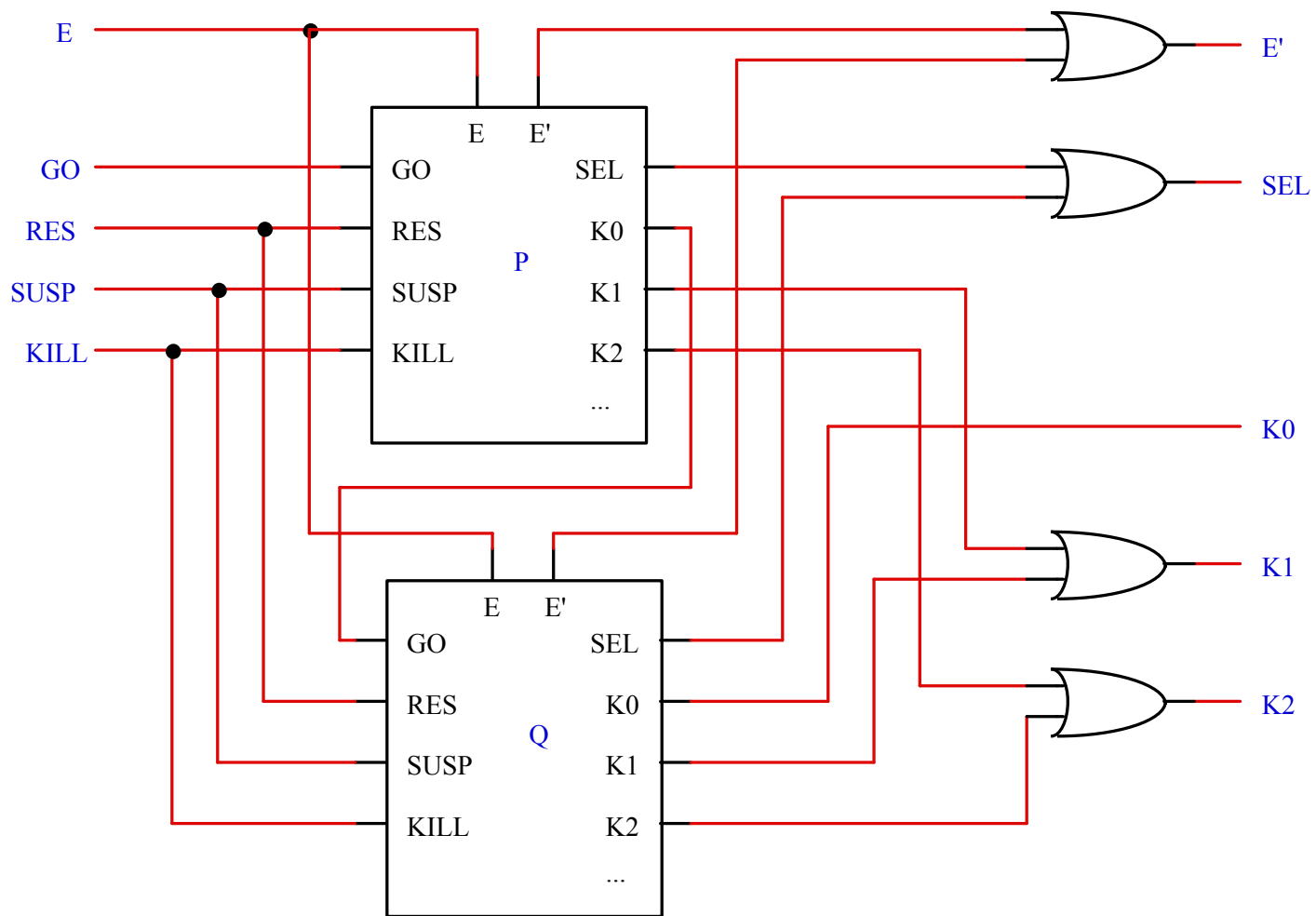
GO # RES # SUSP

- E and E': signals received and emitted
- GO: start  $p$  (first cycle)
- RES: continue from the previous state
- SUSP: freeze for a cycle (keep registers)
- KILL : reset registers
- SEL: at least one register set = statement *alive*
- $K_i$  : 1-hot encoded *completion code*
  - K0: normal terminate
  - K1: pause for a cycle
  - K2, K3, ... - exit enclosing traps

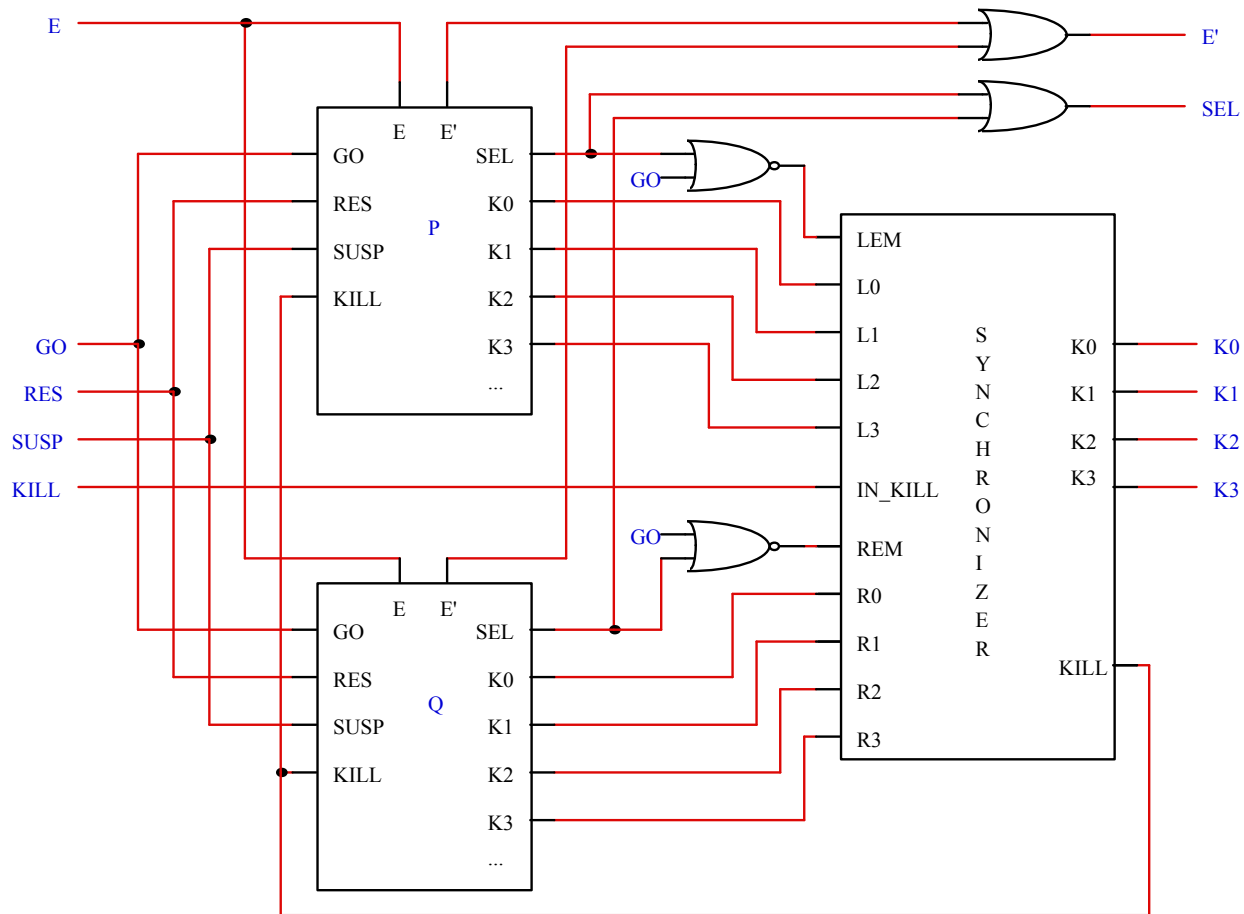
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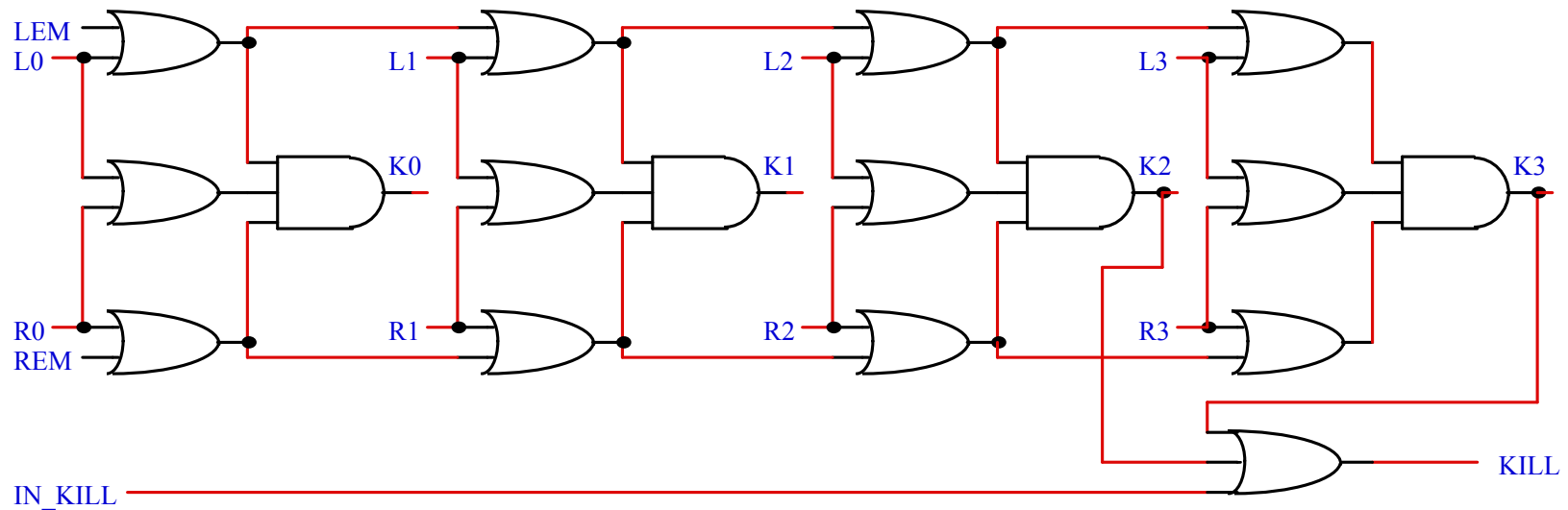
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# Circuit for sequencing P; Q

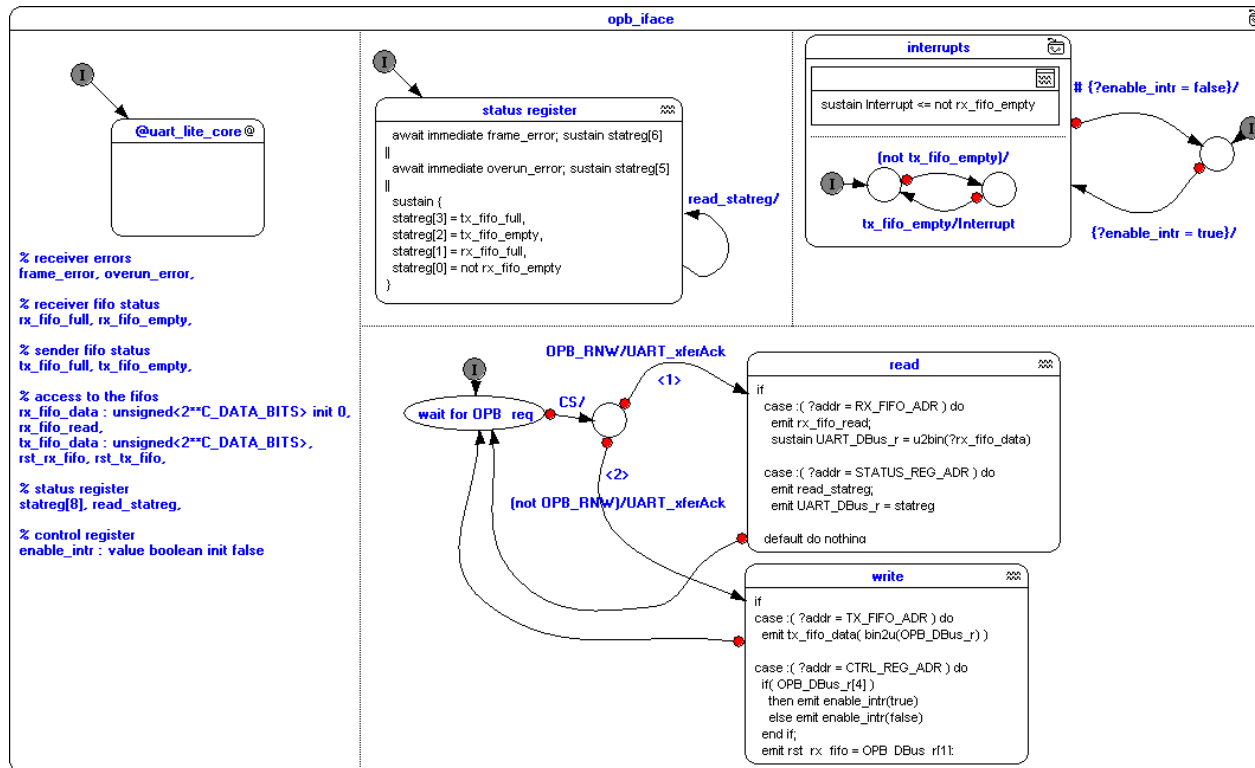


# Circuit for $P \parallel Q$



## The parallel synchronizer (a 2-adic arithmetic operator)

# Optimization: exploit hierarchy



1. Start with structural encoding implicit in design
  2. carefully remove register redundancies (only if cheap)
- ⇒ good balance between logic and registers  
(with Touati, Toma, Sentovich)

# Conclusion

- Synchrony is much simpler than asynchrony
  - manageable large-scale concurrency + sequencing
  - equally good for software and hardware
- Synchronous formal methods are used in industry
  - formal languages
  - formal compilation schemes
  - formal verification
- Computing on formal programs is the future
  - automatic / semi-manual property verification
  - compiler correctness proof

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Get Esterel Studio and SCADE  
they are free  
for teaching and academic usage

# *Research Directions*

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  - develop assume / guarantee verification
  - prove compilers correct: Schneider (HOL), Leroy (Coq)

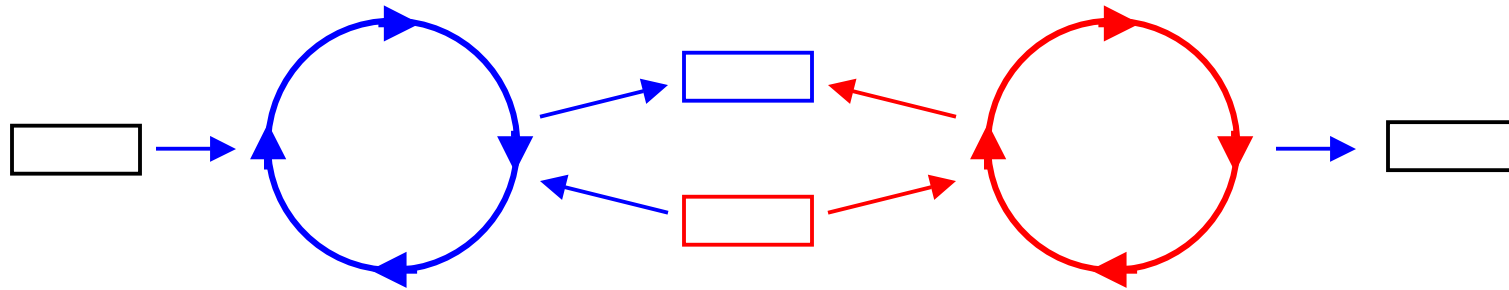
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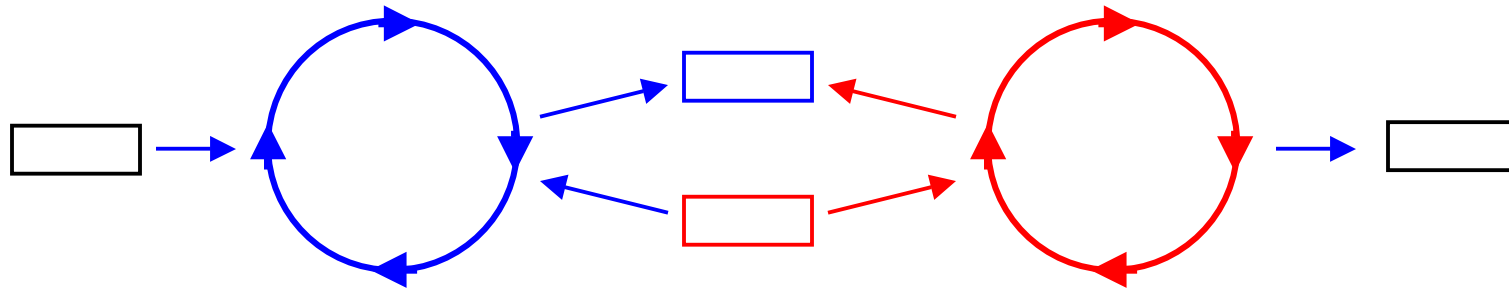
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- Extend model to distributed systems (castles instead of rooms)
  - =>Add a **controllable amount of asynchrony**
    - **timed-triggered networks** (Kopetz, TTP, FlexRay)
    - **distributed sampling / Nyquist theorem** (Caspi)
    - **N-synchronous Kahn Networks** (Cohen, Duranton, Pouzet, etc.)
    - **elastic circuits** (Cortadella & Kishinevsky)
    - ...

# Distribution by Mutual Sampling



# Distribution by Mutual Sampling



- Works because of **control theory stability results**, not because of computer science ones (Caspi & al.)
- Similar to multiclock hardware, but much simpler (no metastability issues)