

## Automating the generation of platform specific models

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# Outline



- **Context**
- **Impact of languages and libraries on Platform Specific Models**
  - ✓ Design for Java platform
  - ✓ Design for C++/POSIX platform
- **Transition to PSMs using SRM**
  - ✓ Overview on SRM
  - ✓ Design for C++/POSIX using SRM
  - ✓ Design for Java using SRM
- **Analysis**
- **Conclusion and future work**



## Context

### ➤ Goals

- ✓ Studying the impact of programming languages and their libraries on Platform Specific Models

### ➤ Why:

- ✓ Develop generic transformation for different implementation platforms
- ✓ Automate the generation of Platform Specific Models

AR2

### ➤ Our approach:

- ✓ Generating Platform Specific Models using:
  - Dedicated model transformation
  - Generic model transformation with Software Resource Modeling (SRM) sub-profile of MARTE

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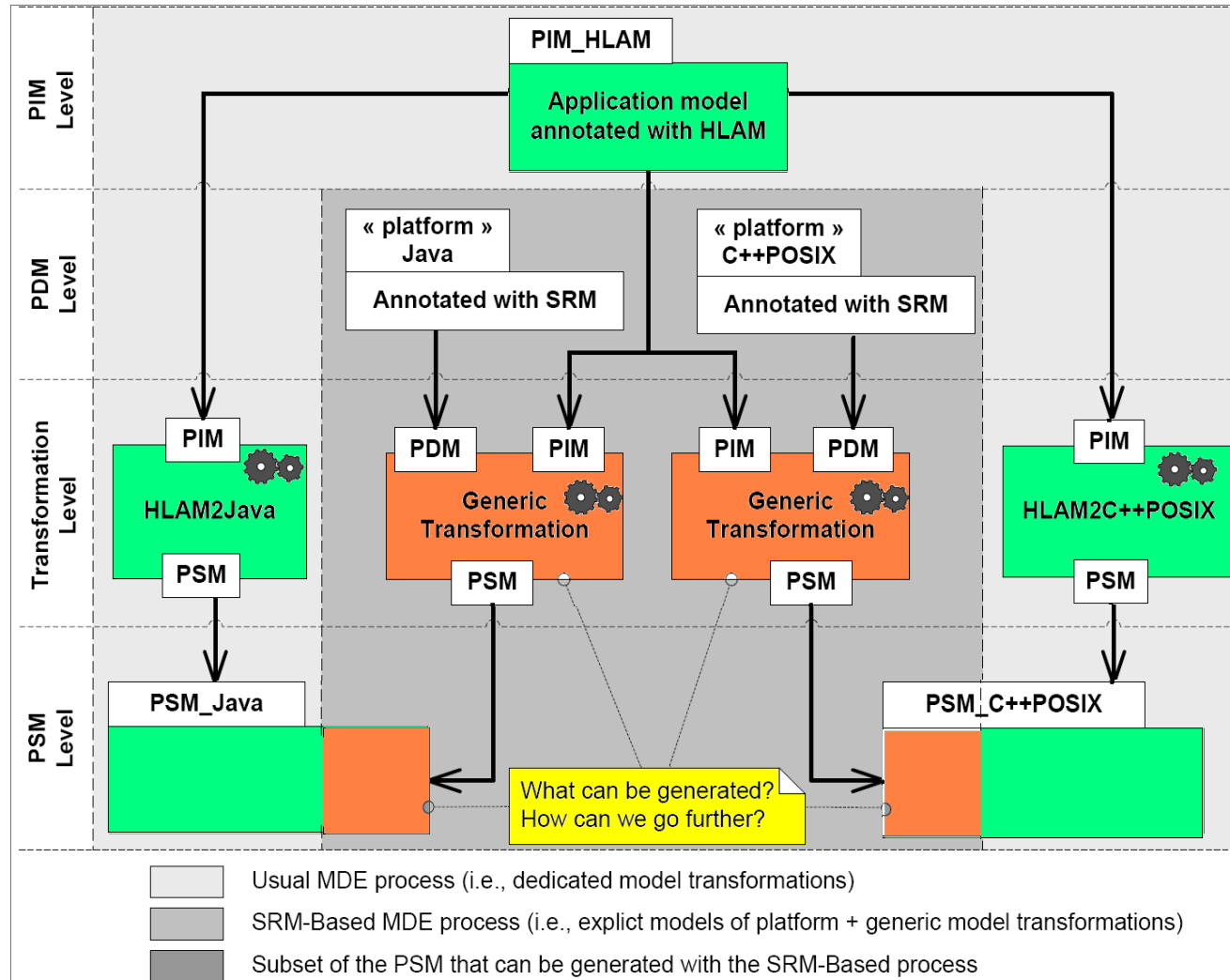
**AR2**

Well, not fully automatic, also (I think):

tool indicates violation of platform restrictions =>user interactively selects design patterns that repair the violation

Ansgar Radermacher; 27/05/2009

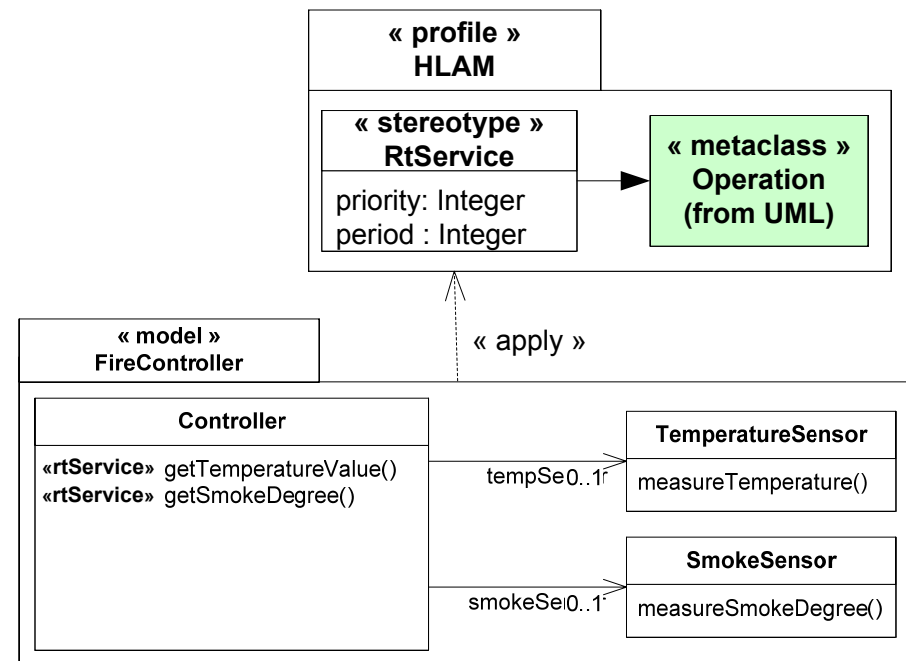
# Global vision on the study





## Example

- **Application model**
  - ✓ fire controller system
- **Controller class**
  - ✓ 2 operations are executed by its own thread
- **TemperatureSensor & SmokeSensor**
  - ✓ Measure temperature and smoke degree
- **Use HLAM of MARTE to capture multi task designs**
  - ✓ “RtService” stereotype



Fire controller class diagram



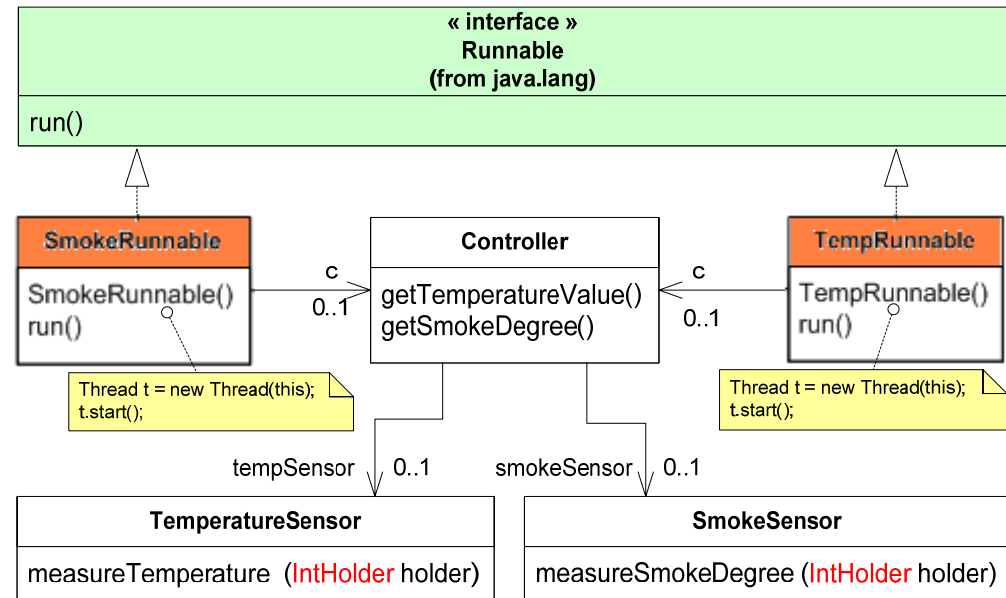
## Design for the Java platform

### ➤ Impact of Java library

- ✓ Thread implements the Runnable interface
  - Each class owns the run() method
- ✓ Design is used to create and start the Thread
  - Constructor of the class

### ➤ Impact of Java language properties

- ✓ Out parameters can't be typed by primitive types
- ✓ Replace "int" by "IntHolder"





## Design for C++/POSIX platform

### list

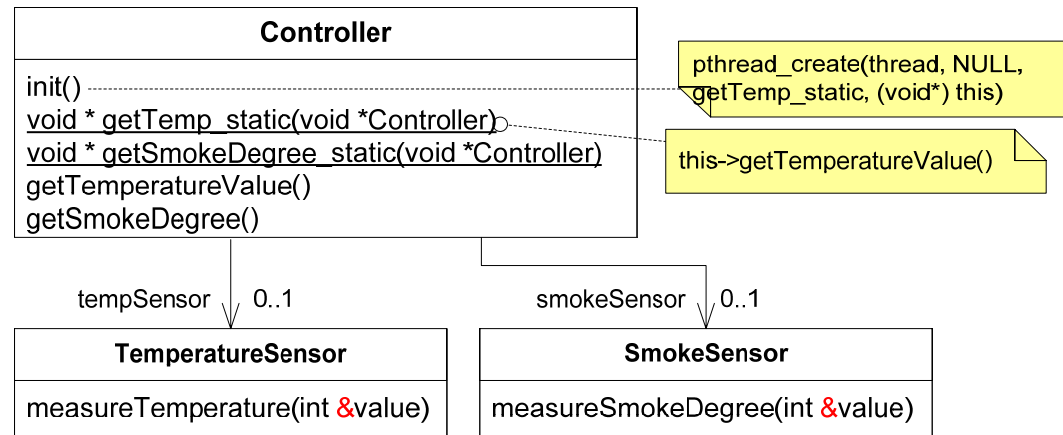
#### ➤ Impact of POSIX library

- ✓ pthread\_create() function create and start the thread
  - Takes four parameters
- ✓ start\_routine is a function or static method
  - Class method in the C++ context
- ✓ Design is used to create and start the thread
  - Init() method
  - Static method

#### ➤ Impact of C++ language properties

- ✓ C++ supports passing primitive type by reference

```
int pthread_create (pthread_t *thread, pthread_attr_t *attr,  
void *(*start_routine) (void *), void *arg)
```







# Overview on SRM

## ➤ What is the Software Resource Modeling framework ?

### ✓ SRM is:

- A UML profile to describe software execution APIs
  - ➔ Real-time operating system (RTOS)
  - ➔ Languages libraries (e.g., Java)
- based on the Resource-Service pattern
  - ➔ Resource: mechanisms to be used offered by the platform
  - ➔ Service: set of operations to manipulate the resource

### ✓ What is supported by SRM profile?

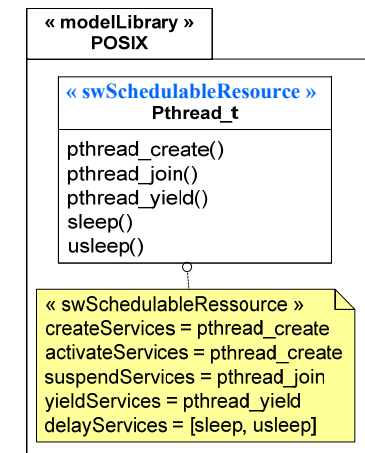
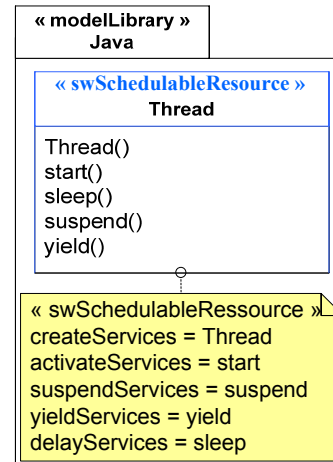
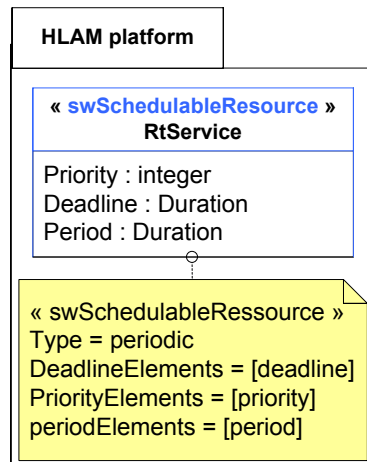
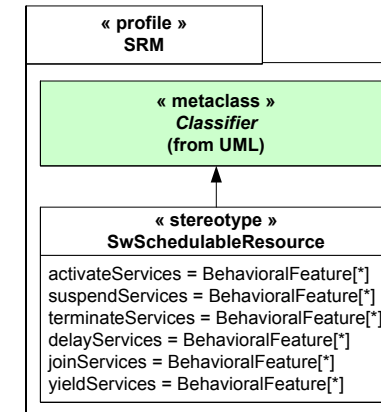
- Concurrent computation contexts (e.g., interrupt, task)
- Interactions between concurrent context
  - ➔ Communication (e.g., mailbox)
  - ➔ Synchronization (e.g., semaphore)
- Hardware and software resources brokering (e.g., driver, scheduler)



## How should we use a SwSchedulableResource?



- Define a UML model for the Java and POSIX thread
- Apply “SwSchedulableResource” Stereotype”
- Fulfill the properties of the applied stereotype to precise semantics
- Use SRM to annotate the domain model of the profile

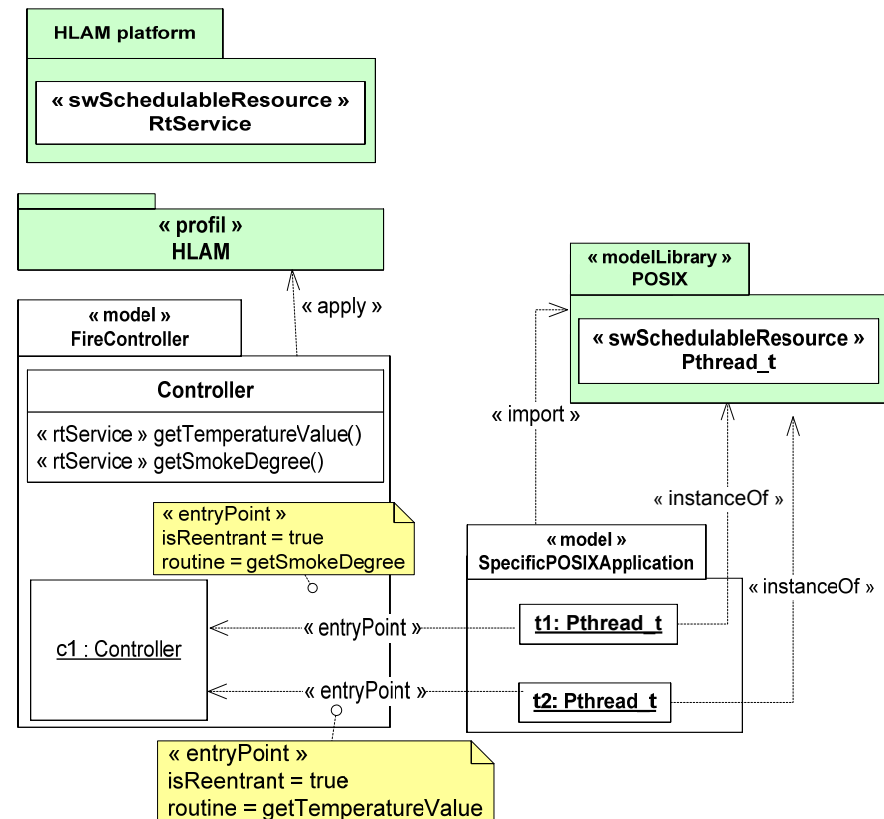




## Design for C++ & POSIX platform with SRM



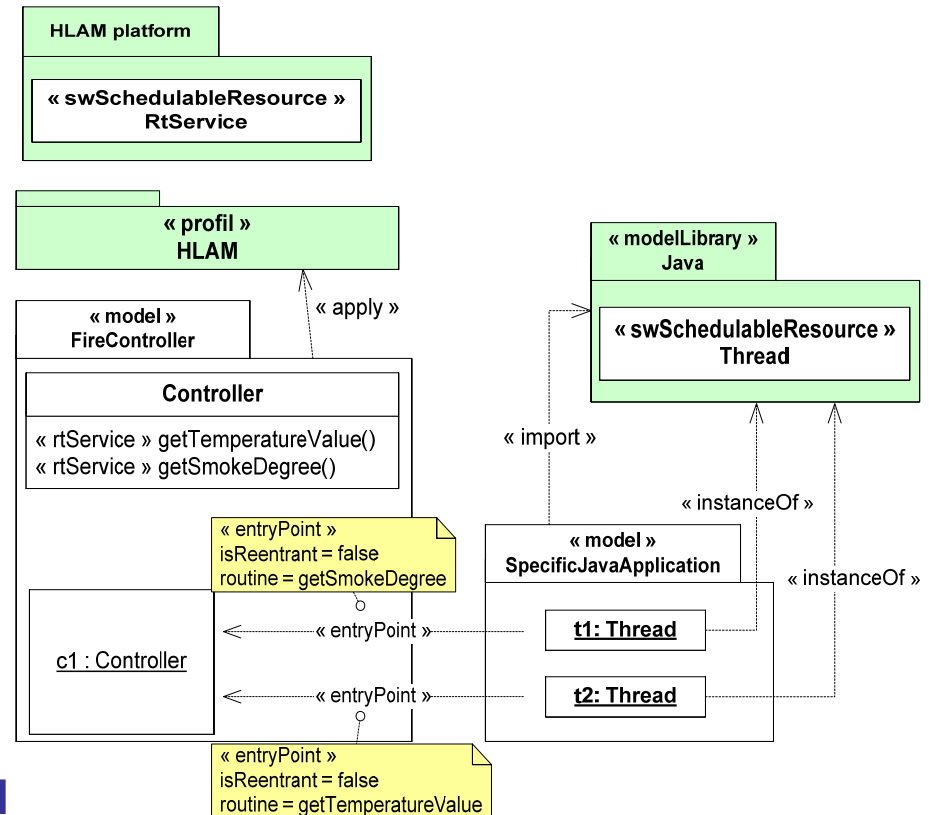
- Application model annotated with HLAM
- POSIX Platform model annotated with SRM
- Instantiation of two POSIX thread
- Usage of “entryPoint” stereotype to specify the code to be executed





## Design for the Java platform with SRM

- Software designer creates the application model
- Domain model and Java model library are annotated with SRM
- Two methods annotated with “RtService” = two instance of the Thread class
- “entryPoint” stereotype is used to specify the code to be executed



## Analysis

### ➤ Actual use of SRM approach

- ✓ Structural transition from application model to a platform specific model

### ➤ Limits of SRM

- ✓ Differences between language capabilities are out of scope (e.g., passing of out parameter)
- ✓ Behavior of real-time resources and their services
  - “CreateService” for the “SwSchedulableRessource” has a behavior in Java and in C++/POSIX platform
  - Call operation action, parameter passing action
- ✓ Impact of library usage on the PSM structure
  - In Java: each instance of the thread class must encapsulate run()
  - In C++/POSIX: start\_routine function impose to encapsulate a static method in the class encapsulating a thread

## Conclusion and future work

- **Impact of programming languages on platform specific models**
- **Using SRM for the generation of platform specific models**
- **Limits of SRM**
- **Future work**
  - ✓ Define the behavior of the resources and their services for Java and C++/POSIX platform
  - ✓ Study the structural impact that have the adoption of these behaviors

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Thank you

Questions

