



Efficient analysis of multi-clock synchronous specifications

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SYNCHRON 2010

Fréjus, France

functional specifications
(synchronous)

preserve correctness
& determinism

embedded implementation
(real-time, distributed)

- multi-synchronous (polychronous) paradigm
- execution in cycles, multiple rates
- deterministic concurrency
- global synchronization
→ clear notion of signal absence/presence

- HW/SW
- asynchronous
- platform-specific synchronization mechanisms
- reconstruction of global synchronization



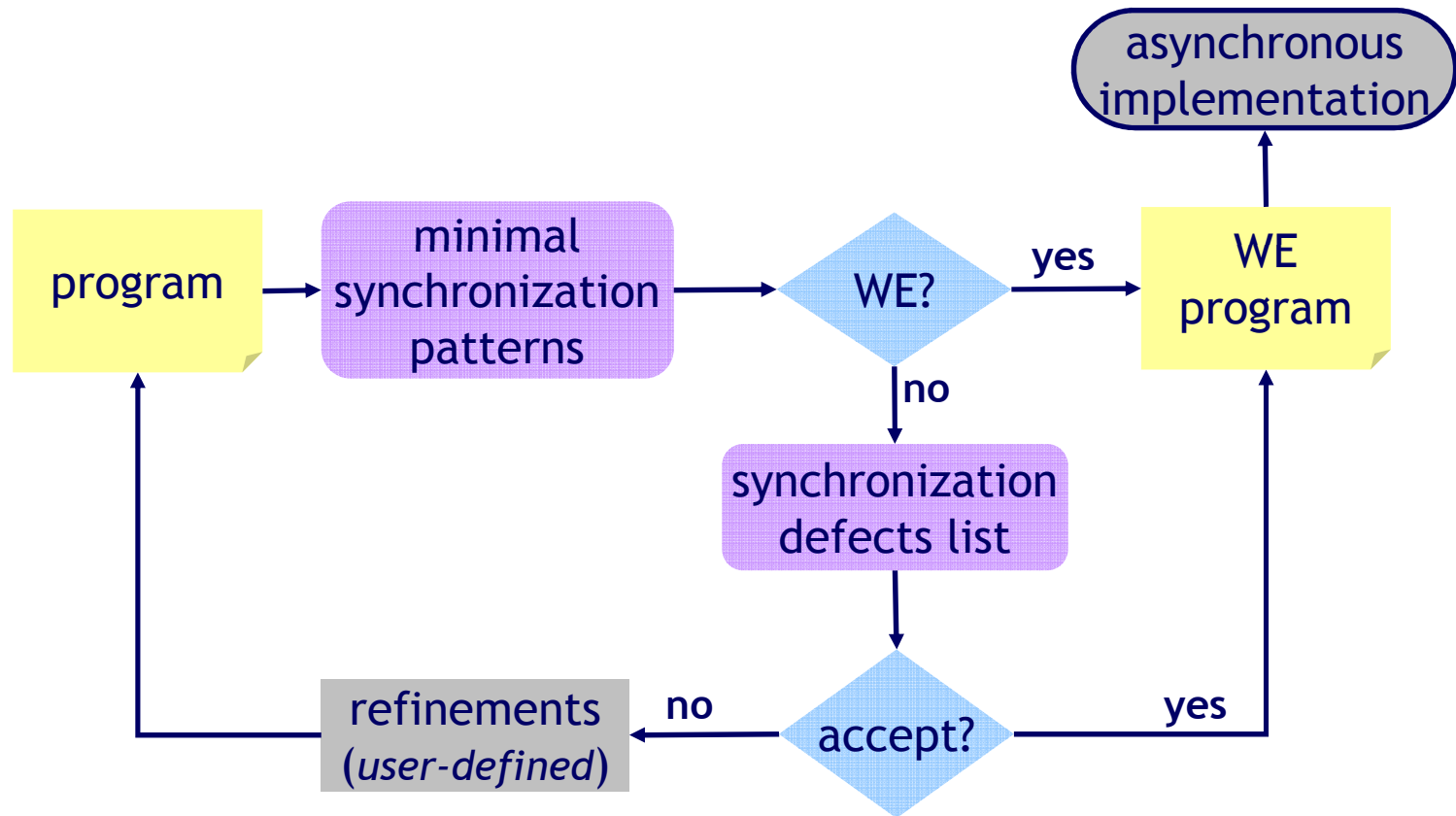
- multi-synchronous (polychronous) paradigm
- execution in cycles, multiple rates
- deterministic concurrency
- global synchronization
→ clear notion of signal absence/presence

Confluence [R. Milner]
Monotony [G. Kahn]
Mazurkiewicz traces

scheduling-independent
latency-insensitive
delay-insensitive
speed-independent

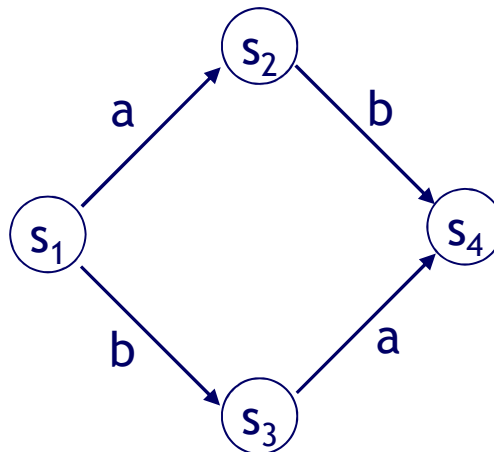
- HW/SW
- asynchronous
- asynchronous message passing
- platform-specific synchronization mechanisms
- reconstruction of global synchronization

- Method of checking weak endochrony
 - application formalism: SIGNAL language subset

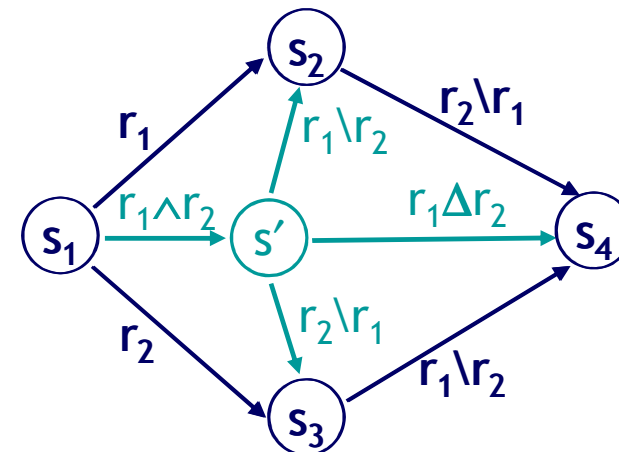


- Weak endochrony
 - definition
 - atomic reactions
 - signal absence constraints
- Checking weak endochrony
 - generator set
 - parallel composition
- Illustrative example
- Extensions
- Conclusion

asynchronous system



weakly endochronous system



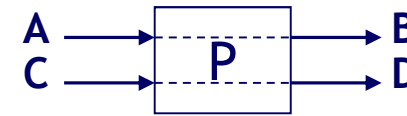
r_1, r_2 : non-contradictory transitions
 \rightarrow closure under \vee , \wedge and \setminus
 $(r_1 \vee r_2 = \text{values of } r_1 \text{ or values of } r_2)$
 $r_1 \wedge r_2 = \text{common values of } r_1, r_2$
 $r_1 \setminus r_2 = \text{only values of } r_1)$

- Absence = don't care value
 - not needed in computations
- Decisions over the value of a message (not presence/absence)
 - deterministic (scheduling-independent) implementation
- Transitions not sharing common signals are independent
 - execution in any order or simultaneously
- Finite stateless abstraction
 - SIGNAL compiler
 - free of high-level synchronization constraints

Example 1: simple absence

- $P = (| B := A | D := C |)$

- Possible program reactions:



- $r_1 = (A^\perp, B^\perp, C^\perp, D^\perp)$

- $r_2 = (A^u, B^u, C^\perp, D^\perp), u \in D_A$

- $r_3 = (A^\perp, B^\perp, C^w, D^w), w \in D_C$

AS(P)

- $r_4 = (A^u, B^u, C^w, D^w), u \in D_A \text{ and } w \in D_C$

- $r_2, r_3 = \text{independent}$

- no synchronization needed for the execution

- concurrent execution is possible

$\Rightarrow r_2, r_3 = \text{atomic reactions} \rightarrow r_4 = r_2 \vee r_3$

WE system representation = **unique** set of atomic reactions

Example 2: constraining absence

- $P = (| B := A | D := C | A \# C |)$

- Possible program reactions:

- $r_1 = (A^\perp, B^\perp, C^\perp, D^\perp)$

- $r_2 = (A^u, B^u, C^\perp, D^\perp), u \in D_A$

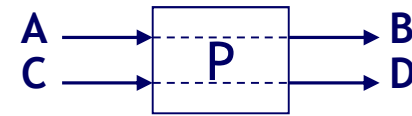
- $r_3 = (A^\perp, B^\perp, C^w, D^w), w \in D_C$

- $r_2, r_3 =$ not independent

- synchronizations are necessary

\Rightarrow explicit absence: $\perp\!\!\!\perp$

- special synchronization message



Example 2: constraining absence

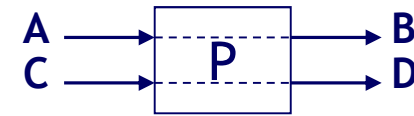
- $P = (| B := A | D := C | A \# C |)$

- Possible reactions:

- $r_1 = (A^\perp, B^\perp, C^\perp, D^\perp)$

- $r_2 = (A^u, B^u, C^\perp, D^\perp), u \in D_A$

- $r_3 = (A^\perp, B^\perp, C^w, D^w), w \in D_C$



$$\left. \begin{array}{l} r'_2 = (A^u, B^u, C^\perp, D^\perp), u \in D_A \\ r'_3 = (A^\perp, B^\perp, C^w, D^w), w \in D_C \end{array} \right\}$$

$$\left. \begin{array}{l} r''_2 = (A^u, B^u, C^\perp, D^\perp), u \in D_A \\ r''_3 = (A^\perp, B^\perp, C^w, D^w), w \in D_C \end{array} \right\}$$

- Absence constraints must be preserved
- No single solution
- Representation by generators (atoms + absence constraints)
 - “compact” representation

Generator set (GS)

- Minimal set that contains all possible reactions of a multi-clock program
- For a program P with a set of reactions R,
 - (generation) GS generates R by union
 - (non-interference) if $g_1, g_2 \in GS$ have common present values and they are not different (no conflict), then $g_1 = g_2$
 - (non-void) no $g \in GS$ is exclusively composed of \perp , $\perp\!\!\!\perp$
 - (least synchronized) no constraining absence ($\perp\!\!\!\perp$) in $g \in GS$ can be replaced by a simple absence (\perp)
 - discover as much concurrency as possible to reduce the need for synchronization

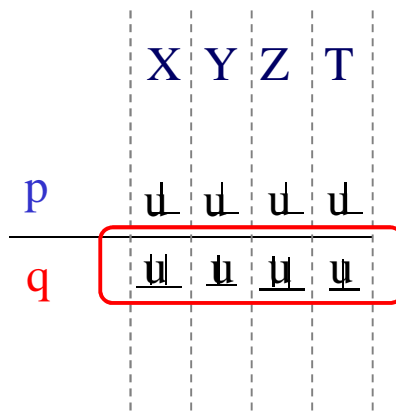
- Library of generator sets for basic SIGNAL operators (dataflow operators + constraints)
- Algorithm for computing the generators of a parallel composition ($GS_p, GS_q \rightarrow GS_{p|q}$)
 1. Compute $GS'_{p|q}$ (not necessarily minimal)
 - Match generators of GS_p, GS_q by combining their common parts (correspondence problem)
 2. Remove useless \perp values from $GS'_{p|q}$
 - (potentially) discover concurrency

$$p = (| X:=Y | Z:=T |)$$

$$q = (| X^{\#}Z |)$$

$$GS_p = \{ (X^u, Y^u) \mid u \in D_X \} \cup \{ (Z^u, T^u) \mid u \in D_Z \}$$

$$GS_q = \{ (X^u, Z^{\perp}) \mid u \in D_X \} \cup \{ (X^{\perp}, Z^u) \mid u \in D_Z \} \cup \{ (Y^u) \mid u \in D_Y \} \cup \{ (T^u) \mid u \in D_T \}$$



$$GS_{p|q} = \{ (X^u, Y^u, Z^{\perp}, T^{\perp}) \mid u \in D_X \} \cup \{ (X^{\perp}, Y^{\perp}, Z^u, T^u) \mid u \in D_Z \}$$

- Compute the GS for a synchronous program P
 - bottom-up

- Weak endochrony test:

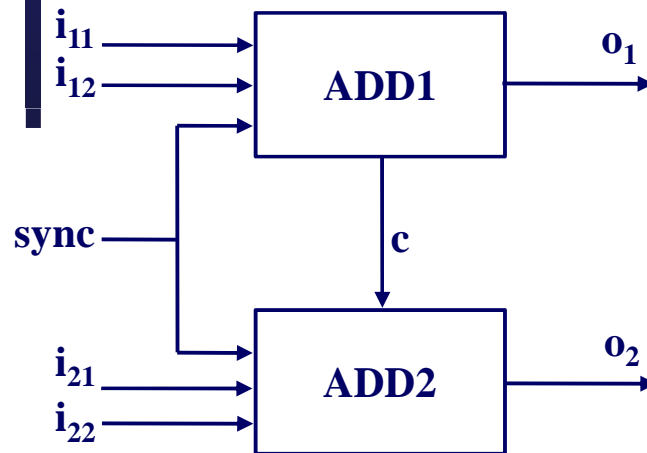
$\forall g_1, g_2 \in \text{GS}$ signal absence is not needed
to distinguish g_1 from g_2

\Leftrightarrow

P is weakly endochronous

- If P is weakly endochronous
 - asynchronous implementation is possible
- If not
 - existing \perp values provide a minimal synchronization solution

- Two adders
 - synchronized, when `sync=present`
 - independent, when `sync=absent`



```

process adder =
  (? integer i11, i12, i21, i22; event sync
   ! integer o1, o2)
  ( | (o1, c) := ADD1(i11, i12, sync)
    | o2 := ADD2(i21, i22, sync, c)
    | )
  where
    boolean c;
    process ADD1 = ... ;
    process ADD2 = ... ;
  end;
  
```

Illustrative example

- Generator set computation

```

process adder = (? event sync, integer i1, i2;
! integer o1, o2)
( | i1 ^= o1      → GSi1^=o1
  | sync ^< i1    → GSsync^<i1
  | i2 ^= o2      → GSi2^=o2
  | sync ^< i2    → GSsync^<i2
  | c ^= sync      → GSc^=sync
  | )
where
  boolean c
end;

```

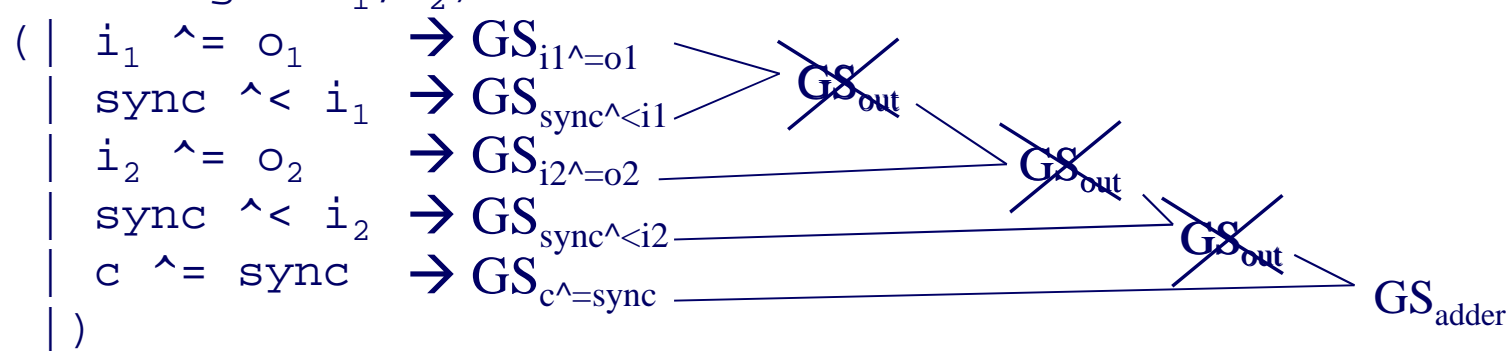


Diagram illustrating the generator set computation for the process `adder`. The process is defined with a guard `(? event sync, integer i1, i2; ! integer o1, o2)` and a body containing five guarded actions:

- `i1 ^= o1` → $GS_{i_1^=o_1}$
- `sync ^< i1` → $GS_{sync^<i_1}$
- `i2 ^= o2` → $GS_{i_2^=o_2}$
- `sync ^< i2` → $GS_{sync^<i_2}$
- `c ^= sync` → $GS_{c^=sync}$

The diagram shows the reduction of these generator sets. The first three GS terms are crossed out with a large 'X' and labeled GS_{out} . The fourth GS term is also crossed out with a large 'X'. The fifth GS term is not crossed out and is labeled GS_{adder} .

- Generator set

[ADD1] - $r_1 = (i_1, o_1, \text{sync}=\perp)$

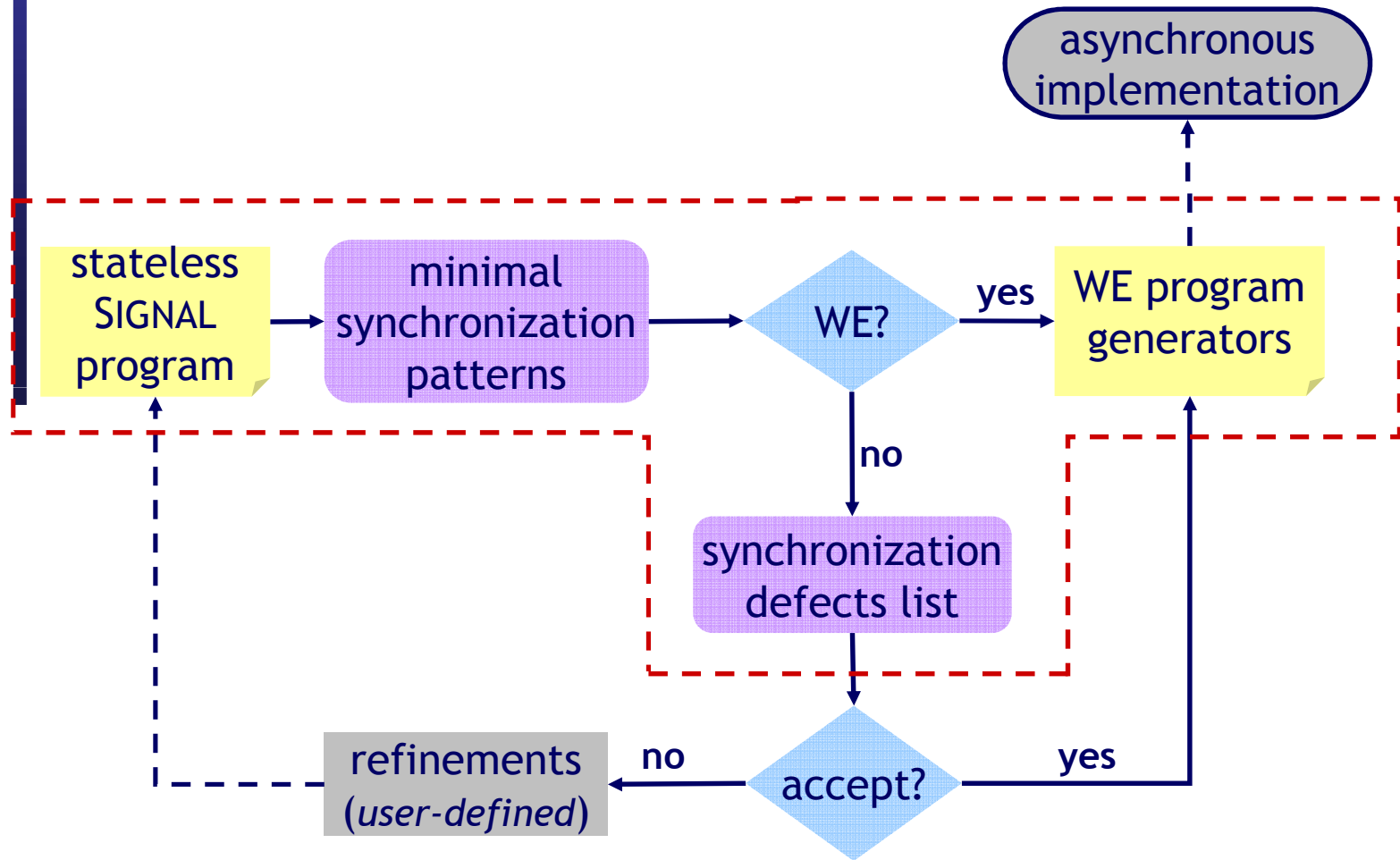
[ADD2] - $r_2 = (i_2, o_2, \text{sync}=\perp)$

[ADD1+ADD2] - $r_3 = (i_1, o_1, \text{sync}, c, i_2, o_2)$

*not weakly
endochronous*

- Introduce new input signals

- boolean sync1 at ADD1
 - sync1=0 : no synchronization needed
 - sync1=1 : ADD1 and ADD2
- boolean sync2 at ADD2
 - sync2=0 : no synchronization needed
 - sync2=1 : ADD1 and ADD2
- $\text{sync1}=1 \wedge \text{sync2}=1 \Leftrightarrow \text{sync}=\text{present}$



- Compact representation of generators
 - groups of atoms with the same synchronization patterns
 - for signals $V=\{s_1, s_2, \dots, s_n\}$, $g = \langle (u_1, \dots, u_n), \{c_1, \dots, c_m\} \rangle$
 - $u_i : \perp, \parallel$ or subset of the data domain of s_i
 - c_i : constraint over the signal values ($c_i = (1=2) \rightarrow u_1=u_2$)
 - no empty data domain
 - only equality constraints (for the moment)

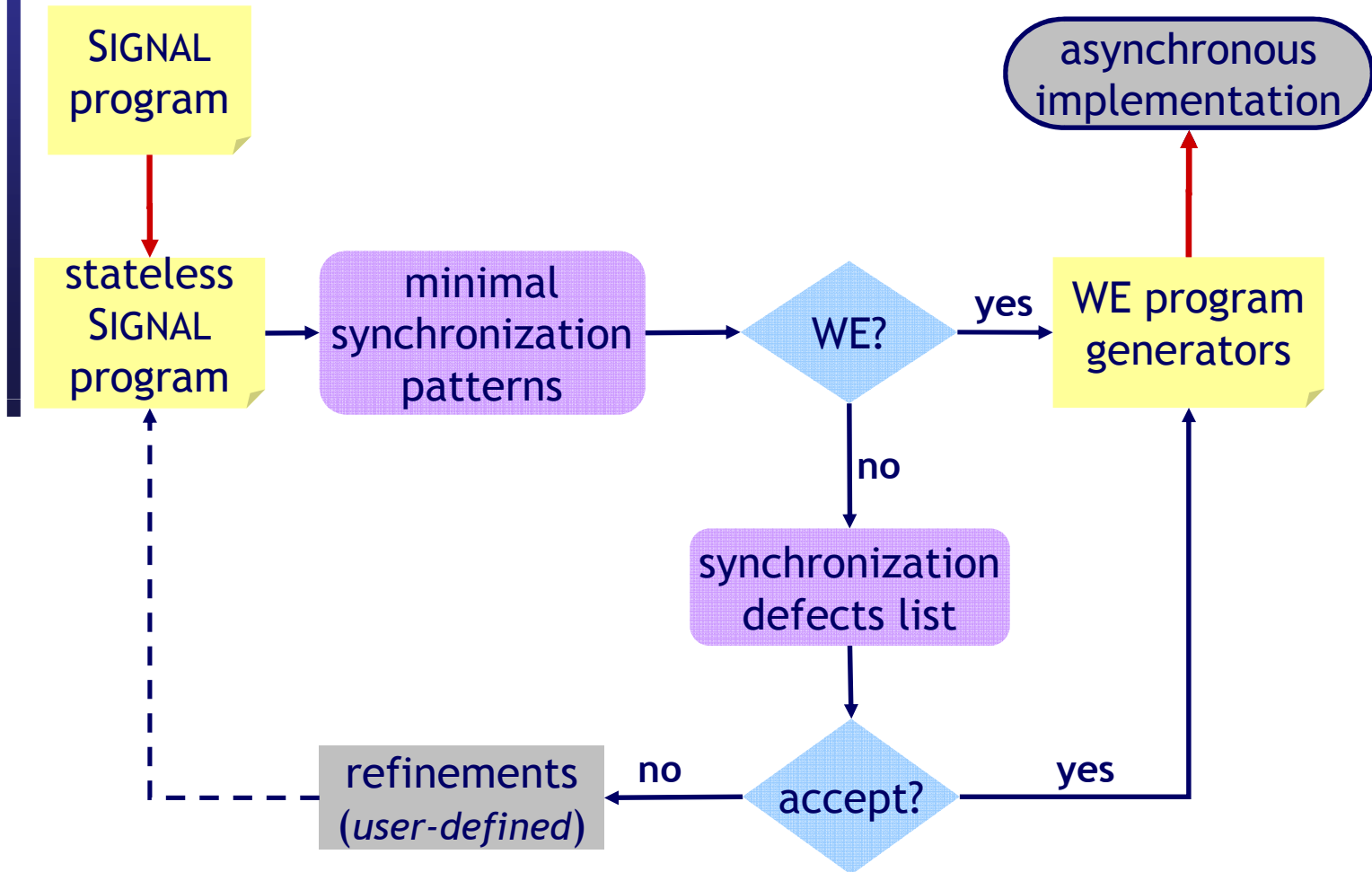
- Example:

- $GS_{X:=Y\text{default}Z} = \{ \langle (X^D, Y^D, Z^\perp, W^\perp), \{1=2\} \rangle, \langle (X^D, Y^\perp, Z^D, W^\perp), \{1=3\} \rangle, \langle (X^\perp, Y^\perp, Z^\perp, W^{D'}) \rangle \}$

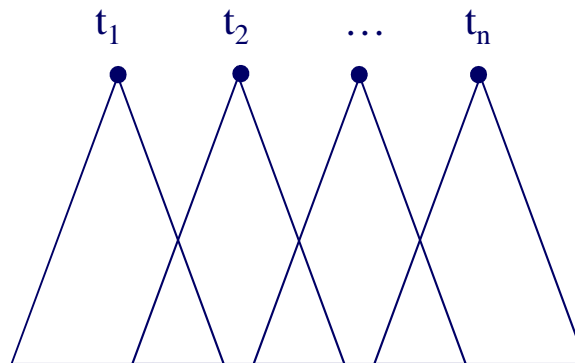
- New definition: $g_1 \vee g_2$

- domain intersection of the signals
- union of the constraints

- New algorithms



- Optimization of generator sets
 - hierarchical and symbolic representation
 - decision trees
- $t_i \rightarrow \text{leaves} \perp$



- Method of analyzing synchronous programs
 - compact representation
 - take advantage of the potential concurrency
- Weak endochrony criterion
 - ensure asynchronous implementation
 - efficient code generation

- Future work
 - symbolic representation
 - evaluation on real SIGNAL programs

- Finite-data stateless abstraction

- Finite data types
- No delay equations
 - $x := Y \text{ \$init } v_0 \rightarrow x^{\wedge} = Y$
- Clock constraints
 - Equality: $x^{\wedge} = Y$
 - Inclusion: $x^{\wedge} < Y$
 - Exclusiveness: $x^{\wedge} \# Y$

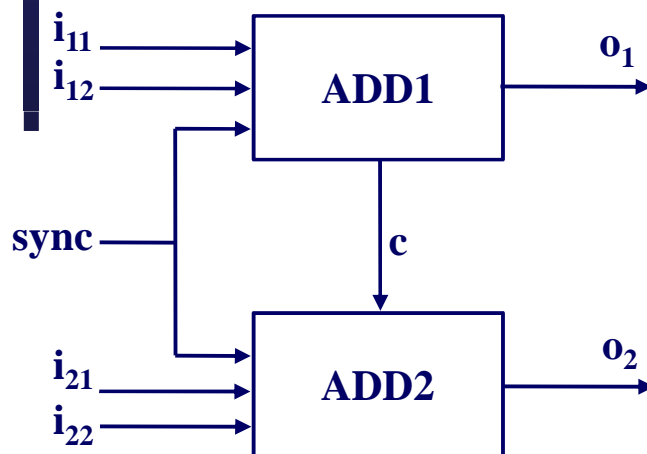
Checking weak endochrony

- Compute the synchronization configurations
- Construct minimal sets
 - Generator sets
- Check the weak endochrony properties
 - require that all choices are over input signal values

- $V = \{X, Y, Z, W\}$
- $G_{X:=Y\text{default}Z} = \{ \langle (X^D, Y^D, Z^\perp, W^\perp), \{1=2\} \rangle, \langle (X^u, Y^\perp, Z^u, W^\perp), \{1=3\} \rangle, \langle (X^\perp, Y^\perp, Z^\perp, W^D) \rangle \}$
- $G_{X:=Y\text{when}Z} = \{ \langle (X^D, Y^D, Z^{\{1\}}, W^\perp), \{1=2\} \rangle, \langle (X^\perp, Y^D, Z^{\{0\}}, W^\perp) \rangle, \langle (X^\perp, Y^D, Z^\perp, W^\perp) \rangle, \langle (X^\perp, Y^\perp, Z^\perp, W^D) \rangle \}$
- $G_{X^{\wedge}=Y} = \{ \langle (X^D, Y^D, Z^\perp, W^\perp) \rangle, \langle (X^\perp, Y^\perp, Z^D, W^\perp) \rangle, \langle (X^\perp, Y^\perp, Z^\perp, W^D) \rangle \}$
- $G_{X^{\wedge}<Y} = \{ \langle (X^u, Y^D, Z^\perp, W^\perp) \rangle, \langle (X^\perp, Y^D, Z^\perp, W^\perp) \rangle, \langle (X^\perp, Y^\perp, Z^D, W^\perp) \rangle, \langle (X^\perp, Y^\perp, Z^\perp, W^D) \rangle \}$

- Two adders

- synchronized, when `sync=present`
- independent, when `sync=absent`



```

process ADD1 =
  (? integer i1,i2; event sync
   ! integer o; boolean c)
  ( | i1^=i2
    | sync^<i1
    | c^=sync
    | o:=(i1when sync) + (i2when sync)
    | ) ;
  
```

```

process ADD2 =
  (? integer i1,i2; event sync ; boolean c
   ! integer o)
  ( | i1^=i2
    | sync^<i1
    | c^=sync
    | o:=((i1when sync) + (i2when sync) + c)
      default (i1+i2)
    | ) ;
  
```