Electronic Notes in Theoretical Computer Science 88 (2004) 39–54 

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An Overview of the Signal Clock Calculus

# Mirabelle Nebut[1](#_bookmark0)

L3I *– Univ. de La Rochelle – av M. Cr´epeau – 17042 La Rochelle C´edex 1 – France*

Abstract

The Signal compilation process is based on a formal analysis called *clock calculus*. It constructively determines if a specification is endochronous by synthesizing a sequential control structure. The analysis applies to relations over clocks inferred from specifications and encoded into boolean equations. This paper first gives an overview of requisite fundamental notions related to clocks (control in data-flow specifications, link with operational semantics, boolean encoding) then uses this lighting to present technical aspects of the calculus [[1](#_bookmark46),[2](#_bookmark47)].

*Keywords:*

generation

Signal, clock calculus, clocks, data-flow paradigm, control-flow synthesis, code

# Introduction

The automatic and safe code generation from specifications is one of the at- tractive advantages offered by the synchronous development environments. While they share common concerns such as code efficiency and compactness, synchronous languages have developed proper and very different compilation techniques that yield to different code structures (automaton, imperative sin- gle loop, functional code, circuits, boolean equations, etc). The earlier Lus- tre and Esterel compilers generate an automaton, while the Signal and Scade compilers synthesize a sequential control structure. Nevertheless the Esterel compilation process is strongly evolving toward the generation of se- quential code from a control-flow graph (Esuif, Saxo-RT [[12](#_bookmark56)]), while Signal might exploit the Lustre generation of automaton for verification purposes. This suggests that, in spite of paradigm differences, each language could take

1 Email: [nebut@lifl.fr](http://www.irisa.fr/prive/mnebut)

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doi:10.1016/j.entcs.2003.05.005

advantage of some others outstanding methods. It requires that their basic principles are clearly identified and as far as possible abstracted from technical, implementation-related and language-dependent details.

This paper focuses on the Signal case. The Signal compilation pro- cess, called *clock calculus*, is a very rich analysis based on original ideas which involve both theoretical and implementation-related concepts, non standard objects (clocks), techniques (transformation of a system of equations into a set of definitions), data structures (clock trees) and specialized vocabulary. This variety of aspects makes it difficult to explain and it has been mainly presented from a technical implementation-related point of view [[1](#_bookmark46),[2](#_bookmark47)]. Though an example-based presentation, or systematic translation schemes into imper- ative code should be explanatory, the present paper — that adds no research contribution — focuses on an overview of fundamental requisite notions that highlight the technical details presented in [[1](#_bookmark46),[2](#_bookmark47)]. Section [2](#_bookmark1) recalls basic syn- chronous (mostly data-flow) models and operational semantics [2](#_bookmark3) . Section [3](#_bookmark15) focuses on clocks as they are defined (as set of instants) and used (for control purposes) in the data-flow paradigm, then presents their formalization in the Signal context, emphasizing their combinational nature and their boolean encoding. Section [4](#_bookmark21) presents the clock calculus itself, through both intuitive, theoretical and technical aspects. Finally Sect. [5](#_bookmark45) concludes.

# General Synchronous Notions

The synchronous paradigm considers that the execution of a reactive system is an infinite sequence of *reactions* (a reaction is the process of inputs acquisition, computations and outputs emission). The synchronous hypothesis assumes that a reaction occurs inside a *logical instant*. Figure [1(a)](#_bookmark4) represents such an execution, indexed by a discrete sequence of instants *ti*. In Sect [2.1](#_bookmark2) we explain that synchronous variables can be absent inside a reaction. Then we focus on the data-flow paradigm and present in Sect. [2.2](#_bookmark8) a general operational model, instantiated on the Signal case.

* 1. *Absence of Signals and Variables*

The *imperative* paradigm is dedicated to control dominated applications. The control of imperative specifications is specified via emissions and receptions of events called signals (pure or valued) that have an inherent *status* of *absence* or *presence* in any reaction. In the case of Esterel the value of a signal can be modified only in case of presence but is persistent: It can be read when the

2 [[1](#_bookmark46)] uses a flow semantics, but an operational one seems to be more intuitive.

*t*1 *t*2 *t*3 *t*4 ...

*t*1 *t*2 *t*3 *t*4 *t*5

*N \** 1 *\** −2 3 *...*

*y \** 1 0 −2 3 *...*

0

1

*py \** 0 −2 *...*

reaction 1

reaction 2

reaction 3

reaction 4

1. general execution

*my* 0 −→ 0 −→ 1 −→ 0 −→ −2 *...*

1. adding memories

*py >* 1 ∧ *N* = *٨*

*t*1 *t*2

*\**

4

1

3

*x*

*t*3 *t*4

*...*

*N* ≤ 0 ∧ *y* = *N* ∧ *py* ≤ 0

*N* = *٨* ∧ *py* = *٨* ∧ *y* = *٨*

*py* ≤ 0 ∧ *y* = *N N* /= *٨* ∧ *N >* 0

*my* m*y*

≤ 0 *>* 0

*N* = *٨* ∧

*y* = *py* − 1

*N* = *٨ py* = *٨* ∧ *y* = *٨* ∧

*y*

*\**

5

2

*\**

1. data-flow execution

*py* =1 ∧ *y* =0

1. symbolic automaton

Fig. 1. synchronous models

signal is absent. Things are different in the *data-flow* paradigm, dedicated to intensive computations on data: Specifications are systems of equations that specify how the values of variables [3](#_bookmark9) are computed. Nevertheless variables also have a *status* of presence/absence [4](#_bookmark10) . Furthermore an absent variable has *no signiﬁcant value*. We denote here absence by a special value [5](#_bookmark11) *\**, like in [[10](#_bookmark55)]. A data-flow execution exhibits this special value, as shown on Fig. [1(b)](#_bookmark5).

* 1. *Data-Flow Operational Semantics and Notations*

Let us precise where does absence take place in data-flow operational models, using the very general Symbolic Labeled Transitions Systems (SLTS, see [[10](#_bookmark55)] for more formal details). A SLTS is built over a set of variables *S* of domain *D* and a set of persistent memories *M* (conventionally *mx* ∈ *M* is the memory associated to *x* ∈ *S*). Note that a variable has a status while a memory is by essence always present. A *valuation V* : *S* → *D* ∪ {*\**} represents a reaction of the system. A *state* is a valuation of memories *E* : *M* → *D*. A SLTS contains an initialization predicate I (initial state), a memorization predicate M and a combinational (without state) predicate C. M handles the state of the system, invisible from the outside. C interfaces the system with its environment and specifies what occurs inside a reaction. SLTS parallel composition is standard.

3 Lustre has *variables* but Signal has *signals* like Esterel: We choose to use the term

“variable” for the whole data-flow paradigm.

4 E.g. the Lustre equation y = x when x>0 induces that *y* is absent if *x* is negative.

5 Traditionally ⊥ in the Signal context.

* + 1. *The* Signal *Case*

Recall that the

Signal

kernel contains a parallel composition operator |,

a delay operator $, plus operators when, default and functions (see their syntax on Fig. [2](#_bookmark14)). Only the delay operator involves a memorization part. The equation py := y $ 1 init v0 is represented by the SLTS:

⎧⎪⎨ *m*'

f : (*my* = *v*0) *,* C : (*py* = *\** e *y* = *\**) *,* ł :

*y*

= *y* if *y* /= *\**

*my*

else

(1)

⎪ if *py* /= *\** then *py* = *my*

⎩

Other *combinational* Signal operators induce a SLTS reduced to a predicate C, as shown on Fig. [2](#_bookmark14). The Signal parallel composition corresponds to SLTS composition. Note that absence occurs only in sets of valuations models of the combinational part, that label transitions of the underlying symbolic automa- ton (see e.g. Fig. [1(d)](#_bookmark6)). Such an automaton is a classical verification model: Its extension with *\** prevents from using standard tools. Accordingly the boolean verification tool Sigali [[9](#_bookmark54)] dedicated to Signal specifications uses an encod- ing of the three values {*\**,*true*,*false*} into {0,1,-1}, yielding computations in Z*/*3Z by means of an extension of BDD to three values. Unfortunately this original technique does not scale to infinite domains.

Example 2.1 Let *y* be a counter initialized with an input variable *N* : while positive it decreases and is re-initialized with *N* after it has reached 0:

py := y $ 1 init 0 | y := N default py - 1 | N ^= when py <= 0

These equations are represented by the SLTS containing predicates f and ł

shown on Eq. ([1](#_bookmark12)) where *v*0 = 0, and the following combinational part C:

*py* = *\** e *y* = *\** Λ *y* /= *\** e (*N* /= *\** V *py* /= *\**) Λ *N* /= *\** ⇒ *y* = *N*

Λ (*N* = *\** Λ *py* /= *\**) ⇒ *y* = *py* — 1 Λ *N* /= *\** e (*py* /= *\** Λ *py* ≤ 0)

A possible execution is given Fig. [1(c)](#_bookmark4) (arrows show links between variables and memories). The associated symbolic automaton is given Fig. [1(d)](#_bookmark6). ⬦

y := g(x1, ..., xn) ~

*y* =e *x*1 =e *...* e *x*n =

*y* /=⇒ 6*i, x*i /=Λ *y* = *g*(*x*1*, ..., x*n)

V

y := x when c ~ *c* /= *true* ⇒ *y* =V *c* = *true* ⇒ *y* = *x*

y := x default z ~ *x* /=⇒ *y* = *x* V *x* =⇒ *y* = *z*

Fig. 2. C for Signal combinational operators

# Clocks

We explain in Sect. [3.1](#_bookmark16) what are clocks and how they are used to specify the control of data-flow systems. Then we present in Sect. [3.2](#_bookmark19) their formalization traditionally used when dealing with Signal.

* 1. *Data-Flow Clocks*

Clock of a System, of a Component The sequences of instants that ap- pear in models of execution given Fig. [1](#_bookmark7) are called *time scale* in the imperative paradigm, and *clocks* in the data-flow one. More precisely, the *clock of a sys- tem* is the set of its instants of reaction (Fig. [1(a)](#_bookmark4)). This notion is classical outside the synchronous paradigm (just consider circuits): A clock triggers the activation of a periodic system. Because there is no reason why concur- rent components of a system should perform their computations at the same time, they must have distinct activations, so the system should contain several clocks: It is the base of the *multi-clock* approach, opposed to the monolithic mono-clock one.

Clock of a Variable Let us examine now how clocks are communicated

to components. In the case of

Lustre [6](#_bookmark17) the activation of a component is

triggered by the *presence* of at least one of its input variable, say *y*. The clock of the component corresponds exactly to the set of instants where *y* is present: This set is by extension called the *clock of y*, denoted by *y* in the Signal context. Note that the potential absence of variables is now justified a posteriori: A variable has the double identity of a data-flow conveyer and (via its clock) of a sporadic event used to *control* behaviors like in the imperative paradigm.

^

Clocks and Control The

Signal

philosophy emphasizes this last point:

Clocks are fundamentally the main way the programmer has to specify the *control* of its specification [7](#_bookmark18) , indicating the instants when some computations take place. Clocks are very widely used in Signal: Any object related to a computation (e.g. an expression, a data dependency) is associated a clock

which activates it. An intuitive case is the clock *y*^ of a variable *y*, which

triggers the computation of *y*. Following this principle, the executable code associated to a system contains *tests* over clocks; For instance “at instant *t*, if *t* belongs to clock *h* then activate computations associated to *h*”.

6 The Signal mechanism is more general, see [[10](#_bookmark55)] for a detailed discussion.

7 Recall that data-flow equations offer no control structure like in the imperative paradigm; The plain execution of equations is very inefficient.

* 1. *The* Signal *Clocks Formalization*

Clock Algebra In the Signal context relations over clocks are described using the *clock algebra* (denoted here by H). Clocks were defined in Sect. [3.1](#_bookmark16) as sets of instants; The clock algebra accordingly uses set notations:

H = ⟨*U,* ∩*,* ∪*,* \*,* O⟩

where *U* is a reference set of instants and O is the empty clock. Given a set of *clock variables* K interpreted as subsets of *U* (containing e.g. *x*), H can represent relations like *x* = *y* ∪ *z*. We also use the set inclusion operator ⊆.

^

^ ^ ^

Expressiveness Even if in their very first definition clocks are subsets of the time scale that indexes executions (see Fig. [1(a)](#_bookmark4) and [1(b)](#_bookmark5)), relations over clocks do not describe such executions (that are sequences of valuations) but only *sets of valuations/reactions*. Indeed, consider the equation *x* = *y*. It is true of an execution if, for any indexing instant *t*, *x* and *y* are both present or absent in the reaction that occurs at *t*. In other words, *x* = *y* is true if in any reaction/valuation of the execution, *x* and *y* are both present or absent: The reference to time has disappeared and so did the order of valuations. The expressiveness of relations over clocks is then purely *combinational*. The equation *x* = *y* denotes the set of valuations *V* s.t. *V* (*x*)= *\** e *V* (*y*)= *\**.

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Practical Encoding into the Propositional Calculus This set of val- uations can be described equivalently by associating to clocks *x* and *y* the propositional variables *bx* and *by* and by considering the boolean equation *bx* e *by*, which describes the set of distributions *δ* : {*bx, by*} '→ {0,1} where *δ*(*bx*) = 0 e *δ*(*by*) = 0. We just have to interpret *δ*(*bx*) = 0 (resp. 1) as “*x* is absent (resp. present)”. More generally [[2](#_bookmark47)] proposes a correspondence between H and boolean functions. We prefer the propositional calculus *PC* like [[10](#_bookmark55)]. The encoding is very simple: Each variable *k* ∈ K is associated a propositional variable *bk*; Each set operator is associated the logical operator corresponding to its characteristic function. Informally consider the following example:

^ ^

Thanks to this encoding, the executable code handles clocks as propositional variables and not sets of instants [8](#_bookmark20) . A clock has a value *true* or *false* in a reaction, and tests over clocks mentioned in Sect. [3.1](#_bookmark16) are nothing but the test

H

*PC*

*U*

*true*

O

*x* ∩ *y* = *z* ∪ *w*

*false*

*b* Λ *b* e *b* V *b*

*x y*

^ ^ ^ ^

*x* \ *z* = *y*

*z w*

*b* Λ ¬*b* e *b*

*x z*

^ ^ ^

b *y*

8 Note that Lustre clocks of variables are directly particular boolean variables of specifi- cations, with the drawback that the notion of clock is recursive.

of a boolean variable: “if *t* belongs to *h* then” is encoded by “if bh then”.

# Principles of the Signal Clock Calculus

The compilation process of synchronous languages is not limited to code gen- eration: Some analyses are first applied to determine if the specification is indeed executable. Let us mention the Lustre [[6](#_bookmark51)] and Esterel [[4](#_bookmark49)] causal- ity analyses, the Lustre [[6](#_bookmark51)] and Lucid Synchrone [[5](#_bookmark50)] clock analyses and the Esterel constructive analysis [[4](#_bookmark49)]. The Signal compilation process con- tains one major analysis called *clock calculus* [[1](#_bookmark46),[2](#_bookmark47)] from which code generation *and* causality analysis [[1](#_bookmark46)] directly follow. As a consequence the clock calculus contains various aspects, which makes it very rich but difficult to explain.

The calculus applies to the *synchronizations* of a specification, presented in Sect. [4.1](#_bookmark22). It synthesizes a control structure from which single loop code directly follows (examples of control structures inferred from synchronizations are given in Sect [4.2](#_bookmark24)). Its core is a constructive decision procedure which de- termines if a specification is *endochronous* (Sect. [4.3](#_bookmark31)). We describe in Sect. [4.4](#_bookmark33) the data structures and algorithms, and their implementation in Sect. [4.5](#_bookmark41).

* 1. *Synchronizations of a* Signal *Speciﬁcation*

A Signal equation specifies a relation 1. over the values of present variables

2. over the *status* of variables. For example y := x default z states that *y* is present iff *x* is present or *z* is present. This statement describes the *synchronizations* of the equation, or a *relation over clocks*. It can be described

Signal high-level

equivalently using the clock algebra (e.g. *y*^ = *x*^ ∪ *z*^) or

operators (e.g. y ^= x ^+ z). But clocks of variables are not sufficient: The synchronizations induced by the under-sampling when operator involve the *value* of a boolean variable, y := x when c states that *y* is present iff *x* and *c* are present and *c* has value *true*.

It is therefore necessary to introduce a new kind of clock that deals with boolean values. Such a *condition-clock* is denoted by [*c*] ∈ K (when c in Si- gnal), meaning the set of instants when *c* is present with value *true* ([¬*c*] corresponds to value *false*). [*c*] is said to be obtained by *under-sampling* (or

Signal synchronizations are shown on

^

*extraction*) of *c* by the condition *c*.

Fig. [3](#_bookmark23). Expressed in the clock algebra they form a system of equations called *clock system/equations*. The braced equations are optional: They correlate [*c*], [¬*c*] and *c* by specifying that when *c* is present, *c* takes either the value *true* or *false* (in short that ([*c*], [¬*c*]) is a partition of *c*).

^

^

Let us precise now the link between the propositional encoding of synchro- nizations and boolean models extended with *\** like Z*/*3Z. The encoding of

|  |  |  |
| --- | --- | --- |
| P | synchronizations of P in Signal | synchronizations of P in H |
| y := g(x1,...,xn) | y ^= x1 | ...| y ^= xn | *y*^ = *x*^1 ... *y*^ = *x*^*n* |
| py := y $1 init v0 | py ^= y | *p*^*y* = *y*^ |
| y := x when c | y ^= x ^\* when c | *y*^ = *x*^ ∩ [*c*]  [*c*] ∪ [¬*c*]= ^*c*  [*c*] ∩ [¬*c*]= O |
| y := x default z | y ^= x ^+ z | *y*^ = *x*^ ∪ *z*^ |

Fig. 3. synchronizations

relations over clocks of variables into *PC* (Sect. [3.2](#_bookmark19)) is very intuitive because the status of a variable is clearly boolean. A condition-clock [*c*] is similarly encoded into a propositional variable *b*[*c*] but distributions indicate both the status and the value of *c*, e.g. *δ*(*b*[*c*]) = 0 means that *c* is either absent or present with value *false*. As explained in Sect. [2.1](#_bookmark2) the semantical computa- tion domain is {*\**,*true*,*false*} but the introduction of condition-clocks makes possible an encoding into the only *two values* of the propositional calculus. This trick is nothing but the classical encoding of a tri-values logic into a boolean algebra using auxiliary variables [9](#_bookmark25) :

*bc* = *b*[*c*]

= *b*[¬*c*]

=0 ~ *c* = *\* bc*

= 1*, b*[*c*] = 0*, b*[¬*c*] =1 ~ *c* = *false*

*b*[*c*] = 1*, b*[¬*c*] =0 ~ *c* = *true*

In other words thanks to condition-clocks the clock algebra can describe the

whole boolean combinational part of

Signal specifications [10](#_bookmark26) and similarly

any boolean combinational predicate C (Sect. [2.2](#_bookmark8)). It means that, by applying such an encoding to C, Sigali could be implemented using standard stuff.

From now, we assimilate clock variables (resp. relations over clocks) and their correspondent propositional variables (resp. boolean equations).

* 1. *From Synchronizations to Control Structure: Main Ideas*

As explained in Sect. [3.1](#_bookmark16) the Signal philosophy strongly emphasizes that clocks indicate the control of data-flow specifications. Accordingly the control-

9 Note that one of the variables *b*[*c*], *b*[¬*c*] and *bc*b is redundant with others: The clock calculus uses only *b*[*c*] and *b*[¬*c*].

10 For example if *x*, *y* and *z* are boolean variables the equation y := x default z can be

encoded into the boolean system *y* = *x* ∪ *z*, [*y*]= [*x*] ∪ ([*z*] \ *x*).

^ ^ ^ ^

flow of the target executable code is synthesized from relations over clocks, or synchronizations. Since clocks can describe only what occurs inside a reaction, we address only the control-flow corresponding to combinational instructions (see Sect. [5](#_bookmark45) for a complete example). We give here an intuition of the main ideas (they will be detailed in the following sections), illustrated by exam- ples. The first example concerns the equation y := x default z, the second one the counter of Ex. [2.1](#_bookmark13), the third one equations y := x + 2 | z := y

+ 2 when y <= 0 | w := z when z < 0. Their synchronizations are given respectively by Eq. ([2](#_bookmark24)), ([3](#_bookmark24)) and ([4](#_bookmark24)):

*y*^ = *x*^ ∪ *z*^

(2)

*y*^ = *p*^*y y*^ = *N*^ ∪ *p*^*y*

'

^

*N* = [*c*] (3)

''

^ = *x*^ *z*^ = *y*^ ∩ [*c* ] *w*^ = *z*^ ∩ [*c* ] (4)

*y*

where *c*, *c*' and *c*'' abstract respectively conditions *py* ≤ 0, *y* ≤ 0 and *z <* 0. The corresponding code is given on Fig. [4(a)](#_bookmark27), [4(b)](#_bookmark28), and [4(c)](#_bookmark28) respectively. It appears clearly that the control-flow is materialized by tests over clocks [11](#_bookmark29) .

1. by := bx or bz;
2. if by

then // compute y

1. if bx then y := x

end if

1. if (bz and not bx)

then y := z end if

end if

(a)

1. if by

then

1. *b*[c] := py ≤0
2. bN := b[c] ;

if bN

then y := N

else y := py - 1 end if

1. end if

(b)

1. if by

then

1. y := x + 2
2. bz := y <= 0
3. if bz
4. then z := y + 2

bw := z < 0 if bw

then w := z end if

end if end if

(c)

Fig. 4. control structures inside reactions

Clocks are fundamentally used as *r/w guards* for the *value* of variables. Any access to the value of a variable *y* is embedded into a test over *y*: On Fig. [4(c)](#_bookmark28) z := y + 2 (line 5) is guarded by a test on *y* (*y* is read) and on *z* (*z* must be computed), lines 1 and 4. Testing the value of clocks implies that clocks must be chosen a *deﬁnition*: It is the main goal of the clock calculus [12](#_bookmark30) . Some definitions are quite intuitive: The choice for the definition of by line 1 Fig. [4(a)](#_bookmark27) directly follows from transforming the *equation* ([2](#_bookmark24)) into an *oriented* definition. A glance at the counter shows that in the general case extracting

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^ ^

11 The connection between control-flow (clocks) and data-flow (computations of values of variables) is determined syntactically. For example the parsing of equation y := x default z attaches to *y* the need of computing *y*, to *x* the definition of *y* by *x*, and to *z* \ *x* the definition of *y* by *z*. Hence the code of Fig. [4(a)](#_bookmark27) from line 2. So, once the control-flow has been inferred from synchronizations, the code directly follows.

12 The definition of a condition-clock is not dealt with by the calculus, since not specified by synchronizations (see also Sect. [4.3](#_bookmark31)). See for example the definition of b[c] Fig. [4(b)](#_bookmark28) line 2 (in fact the Signal compiler suppresses this useless variable).

^ [^](#_bookmark27) ^ ^

definitions from *relations* over clocks is more complex: Eq. ([3](#_bookmark24)) implies that *y* is constrained by the recursive equation *y* = *N* ∪ *y*; Moreover *y* is in fact not given a definition since considered as an *input* clock, line 1 Fig. [4(b)](#_bookmark28).

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^ ^ ^ ^

Finally the knowledge of some clock *inclusions* and *equivalences* is used to optimize the control structure by avoiding useless tests at execution time. Synchronizations of Eq. ([4](#_bookmark24)) imply inclusions *z* ⊆ *y* and *w* ⊆ *z* (for instance bz cannot be true if by is not also true). Consequently on Fig. [4(c)](#_bookmark28) tests over by, bz and bw are *nested*. Tests are also *factorized* : by is tested only once while *y* is written (line 2) and read (line 5). Additionally the *number of clock variables* is optimized: Since synchronizations imply *y* = *x* there is no need for some variable bx.

^ ^ ^ [^](#_bookmark28)

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* 1. *Endochrony: From Equations to Deﬁnitions*

A component is *endochronous* if it can be executed in an asynchronous envi- ronment which provides only values of inputs, with no information about their status (see [[3](#_bookmark48)] for more details). The component has no way to test determin- istically the status of its inputs (intuitively because such a test is blocking): It cannot test deterministically more than one input clock. So an endochronous component must own an identified *master clock* (which is nothing but its acti- vation clock), which is the only input clock of the executable code. Hence all other (necessarily slower) clocks must be recursively defined from the master. Lustre components are endochronous by construction: A reference mas- ter clock is given and any other clock is either an already existing clock, or

a clock defined functionally by the *under-sampling* of an existing clock. Si-

gnal is more general: Endochrony is not ensured. Moreover as explained in Sect. [4.1](#_bookmark22) Clocks are linked together not only through under-sampling but also by any combination of operators ∪, ∩ and \. Finally some fundamentally *relational* synchronizations cannot be transformed into functions.

Example 4.1 The code of Fig. [4(a)](#_bookmark27) cannot be executed deterministically and does not represent an endochronous component: The greatest clock *y* is not a master, since computed as a function of the input clocks *x* and *z*. The master clock on Fig. [4(b)](#_bookmark28) and [4(c)](#_bookmark28) is *y*. Consider the equation y ^< x. It specifies the clock inclusion *y* ⊆ *x* but does not indicate how *y* is computed from *x*. ⬦

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^ ^ ^ ^

To check that a specification is endochronous, the calculus must infer a master clock (if it exists) and compute for any other clock a definition which is a *function* of other clocks (if possible): If it succeeds the specification is declared endochronous. To do so it makes the clock system *triangular* [13](#_bookmark32) (this

13 The notion of triangular system is very generally defined in the theory of boolean

process is called *resolution*). It uses a particular strategy that focuses on under-sampling, whose importance appears clearly in Lustre. A condition- clock like [*c*] depends on the status and value of *c*, but this value is unknown since not defined by synchronizations. So [*c*] cannot be given a definition and may carry any value: Condition-clocks play the role of special *parameters* present in the initial system. All other clock variables play the role of *variables*: From now only these ones are called clock variables. So the strategy consists in defining clock variables by a *function of condition-clocks*. *Inclusions* [*c*] ⊆ *c* and [¬*c*] ⊆ *c* are particularly meaningful [14](#_bookmark34) and widely exploited.

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* 1. *Data Structure and General Algorithms*

From now we enter into technical details taken from [[1](#_bookmark46),[2](#_bookmark47),[10](#_bookmark55)]. Because the resolution exploits under-sampling inclusions, the used data-structure is based on *trees* whose nodes are clock variables and s.t. for two nodes *n*1 and *n*2, “*n*1 is a descendant of *n*2” means that “the clock *n*1 is included into the clock *n*2”. Its goal is to reduce the size of definitions and to represent both the shape of a triangular system and the control structure of the specification. We distinguish two types of definitions for clocks: *Syntactical* definitions appear in code (e.g. definition of *y* by *x*∪*z* on Fig. [4(a)](#_bookmark27)) while *semantical* definitions characterize a clock *h* by a function *def* (*h*) of condition-clocks (e.g. assume given syntactical definitions *h*3 := *h*1 ∪ *h*2 and *h*4 := *h*3 ∩ *h*1 where *def* (*h*1)= [*c*1] and *def* (*h*2)= [*c*2], then *def* (*h*4)= [*c*1]). We denote by *var*(*h*) the set of condition-clocks on which *def* (*h*) depends (e.g. {[*c*1]*,* [*c*2]} for *h*3). To simplify we consider only syntactical definitions of the kind *h*1 *op h*2 where *op* ∈ {∪*,* ∩*,* \}. Semantical definitions will be of fundamental importance in Sect. [4.5](#_bookmark41).

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* + 1. *Clocks Layout in Trees*

An inclusion induced by under-sampling is represented by an intuitive basic tree (called *partition tree*) represented on Fig. [6(a)](#_bookmark38). Lustre synchronizations can be directly represented by a tree containing only under-samplings and

which root is the master clock.

Signal trees must also represent inclusions

induced for instance by defining a clock *h* by [*c*2] ∩ *h*1 (see Fig. [5(a)](#_bookmark35)). The

equations. Solving a consistent boolean system amounts to compute all solutions of *f* (*x*1*,..., xn*) = 0. Instead, one can give to this equation a *general solution* under *para- metric form*, given by a family of boolean functions {*ψi*(*p*1*,... , pn*)}*i*=1*...n* where *pi* are *parameters* that can take any value in {0*,* 1}. The *triangular form* of the general solution is: *x*1 = *ψ*1(*p*1) *x*2 = *ψ*2(*p*1*, p*2) ... *xn* = *ψn*(*p*1*,... , pn*) where *ψi*s are *deﬁnitions*. An *ir- redundant solution* is obtained by constraining parameters by a *constraint system C* which ensures an injection between vectors *p*1*,..., pn* and solutions of the equation.

14 For instance adding [*c*] ⊆ *py* to Eq. ([3](#_bookmark24)) suppresses the recursive constraint on *y* since

*N*^ ∪ *p*^*y* is now trivially equiva^lent to *y*^. ^

principle is not to represent all inclusions (here *h* ⊆ [*c*2] and *h* ⊆ *h*1) but only those which indicate the corresponding code structure. A *depth ﬁrst traversal* (dft) of the tree exhibits the order of computations induced by definitions. An example of control structure directly inferred from a tree is given Fig. [5](#_bookmark36). Note that nested tests follow exactly the tree structure and that the partition ([*c*1]*,* [¬*c*1]) corresponds to an if then else statement.

[*c*1 ] [¬*c*1 ] [*c*2 ]

*h*1 *h*2

(a)

[*c*2 ] ∩ *h*1

compute c1;

if c1 then compute h1; if h1 then... endif else compute h2; if h2 then... endif

endif /\* if c1 \*/

compute c2; if c2 then... endif; if c2 and h1 then... endif

(b)

Fig. 5. control structure inferred from a tree

* + 1. *Construction of Trees*

The initial step is to build all partition trees: Any clock variable is root of such a tree or of a tree reduced to a root. Then the algorithm iterates the following process: 1. choice from synchronizations of a syntactical definition for some clock variable *h*3 of the type *h*1 *op h*2 s.t. *h*1 and *h*2 belong to a tree *a*'; 2. computation of *def* (*h* ) and insertion of the sub-tree *a* whose root is

3

*h* into *a*' (it is a *fusion*, see Fig [6(b)](#_bookmark39)). Hence, the root excluded, each node

3

corresponds either to a condition-clock (never defined) or to a clock variable which has been given a definition. The root *r* is a temporary “local” master clock: *def* (*r*) = *true*. All the problem is to find a convenient placement for *h*3. Two ideas are important here.

Sub-tree Properties A sub-tree *a* contains a set of condition-clocks from which other clocks can be defined (we call it its *context*) and must respect two principles: 1. any clock *h* in *a* is such that *var*(*h*) belongs to this context (*locality criteria*); 2. a dft finds all variables of *var*(*h*) before *h* (this ensures a triangular shape for the clock system, i.e. the respect of dependencies in computations).

Branching of Nodes Since *h*1 and *h*2 belong to the same sub-tree *a*' they share the same context and have a common ancestor *h* (called their *branch- ing* ), which is of particular interest: If *def* (*h*3)= *def* (*h*1) *op def* (*h*2) it is easy to check that the insertion of *h*3 as the *right-most child* of *h* respects the above two principles (whatever *op* be, the inclusion *h*1 *op h*2 ⊆ *h* holds), see Fig [6(b)](#_bookmark39). In fact, some deeper insertions may be correct, leading to more nested control structure and more inclusions made explicit: We refer to Sect. [4.5](#_bookmark41).

If a single tree is obtained the specification is declared endochronous, its mas- ter clock being the root. The algorithm progresses by computing definitions *h*1 *op h*2 s.t. *h*1 and *h*2 belong to the same tree. If no such expression can be found in synchronizations, another compilation module applies them some rewriting rules. The used rewriting system is ad-hoc and in particular incom- plete. If no convenient expression appears after rewriting, the calculus stops and the specification is declared not to be endochronous (while it may be so).



*a*'

*a*'

*h*3

*h*

*h*

*h*3

*a*

*h*1 *h*2

*h*1 *h*2

[*c*] [¬*c*] (a)

*c*

^

(b) tree fusion

Fig. 6. construction of trees

* + 1. *Proof of Boolean Properties*

Synchronizations are represented by a set of equivalence classes. Assume that two clocks of the same class *h*1 and *h*2 have been given a definition. Since *h*1 and *h*2 are equivalent, the equivalence *def* (*h*1)= *def* (*h*2) must be verified for synchronizations to be coherent. The calculus can only check that this equivalence is a logical consequence of the set of already computed definitions *def* (*h*) [15](#_bookmark44) . If the proof fails, the equivalence is reported to the user as a *clock constraint* which makes the specification not endochronous.

* 1. *Implementation of Deﬁnitions and Insertions*

Definitions *def* (*h*) are implemented by BDD. Condition-clocks [*c*] and [¬*c*] are represented by complementary elementary BDD (Fig. [7(a)](#_bookmark42)), which implements

1 (1 “defines” any

^ ^

their partition of *c* provided *c* is represented by the BDD

root *r* of a tree). The set *var*(*def* (*h*)) is the corresponding BDD support.

*c*

0 1

[*c*]

*c*

1 0

[¬*c*]

[*c*1]

[*c*2]

1. *c*1 ≺ *c*2

*c*1

1. *c*1 ≺ *c*2

*c*2

*c*2

1

2 3

*c*2

1. *c*2 ≺ *c*1

*c*1

*c*1

1 2 3

0

Fig. 7. BDD and trees

15 The still relational part of synchronizations cannot be exploited since the algorithm only considers semantical definitions, thus the proof is necessarily incomplete.

The tree and BDD properties are exploited to uniquely characterize *def* (*h*) from its syntactical definition. For any clock *k* in a tree *a* of root *r*, let *f* (*k*) denote the father clock of *k*. We define the *enlarged deﬁnition* of *k* as [[2](#_bookmark47)]:

*defe*(*k*)= *def* (*h*) Λ *def* (*f* (*h*)) Λ *...* Λ *def* (*fi*(*h*)) Λ *def* (*r*)

Because of inclusion *k* ⊆ *f* (*k*), *defe*(*k*) is equivalent to *def* (*k*) but takes into account inclusions such as [*c*] ⊆ *c*. Consider again a clock *h*3 defined by *h*1 *op h*2 where the branching of *h*1 and *h*2 is *h*. We have:

^

*F*1

¸ x` ˛

*defe*(*h*1)= *def* (*h*1) Λ *def* (*f* (*h*1)) Λ *...* Λ *def* (*fi*(*h*1)) Λ*defe*(*h*)

If we define similarly *F*2 for *h*2 then we can indeed insert *h*3 as a child of *h* and give it the *factorized* definition *def* (*h*3)= *F*1 *op F*2. In fact [[2](#_bookmark47)] shows that there exists a unique *deepest* clock *h*' descendant of *h* and a unique expression

*F* s.t. *h* can be defined by *F* and inserted under *h*': 1. *def* (*h* ) *op def* (*h* )=

3 *e* 1 *e* 2

*F* Λ *def* (*h*') and 2. the two sub-tree properties of Sect. [4.4.2](#_bookmark37) are verified. To

*e*

find *h*', one just need to consider the greatest node *n* (for a dft) that appears in

*var*(*defe*(*h*1) *op defe*(*h*2)) and to follow the path from *n* to *h* while condition

1. is verified.

Since BDD have canonical forms and the pair (*h*'*,F* ) is unique, trees are a canonical representation of synchronizations, very efficient for two reasons. Firstly thanks to the tree structure only *parts* of the boolean system are represented (definitions *def* (*h*)) and considered at each operation (enlarged definitions *defe*(*h*)). Moreover the order ≺ of variables in BDD supports is not chosen randomly but incrementally determined during trees construction by the dft order. As a consequence *BDD are naturally small*. For instance the tree of Fig. [7(b)](#_bookmark43) induces the order *c*1 ≺ *c*2, meaning “compute first *c*1 then *c*2”. This order leads to a smaller BDD (Fig. [7(c)](#_bookmark43)) than the reverse order (Fig. [7(d)](#_bookmark43)).

# Conclusion

This paper gives an overview of the Signal compilation process under its main aspects. Before entering into technical details it focuses on fundamental notions that must be understood to fully appreciate principles of the clock calculus. It explains in particular what are clocks, how they are formalized as sets of instants but used as propositional variables to encode the combinational boolean part of specifications, and what is the difference with the encoding into Z*/*3Z (traditionally misunderstood).

The calculus has remained stable since 1995. It could be intrinsically

improved:

Lustre-like *assertions* should be introduced and algorithmically

considered not as constraints to prove but as hypotheses for proofs mentioned in Sect. [4.4.3](#_bookmark40); These proofs could take into account relational aspects and not only functional ones. The other synchronous compilation process must also be examined: A deep comparison with the Lustre [[6](#_bookmark51)] and Lucid Syn- chrone [[5](#_bookmark50)] approaches must be done (for example consequence of simpler synchronizations on the complexity and modularity of analyses); New Este- rel techniques that infer a control-flow from an event-graph must also be considered. We make here a few remarks about the Lustre compilation into automata.

Contrary to Signal, Lustre synthesizes the control-flow of the executable code from the evolution of the specification *boolean memories* [[7](#_bookmark52)]. So code optimization consists in testing these values only when necessary: Such tests are suppressed by statically computing these values. The generated code is structured like an *automaton*, whose states are values of boolean memories and transitions represent combinational reactions specific to the source state. It implies that the reachable boolean state space is explored. On the contrary, the Signal process is bounded to the purely combinational analysis of relations over clocks, so can only structure the control flow *inside reactions*. States are not distinguished and the generated code is an *single loop* whose body represents all possible reactions that can occur in any state of the system. For instance the complete code for the counter contains an initialization of *my* by 0, followed by a single loop which embeds the code of Fig. [4(b)](#_bookmark28) where memories have been inserted: Addition of py := my before line 2 and of my := y before line 4.

It is well known that the single loop code is very compact, while the size of an automaton is exponential (Lustre algorithms essentially aim at reducing this size [[7](#_bookmark52)]). But the automaton structure is very well adapted to verification

purposes (for which state explosion is a common problem).

Lustre verifica-

tion tools take as input the *interpreted automaton* synthesized by the compiler. Such an automaton looks like the one of Fig. [1(d)](#_bookmark6) with a major great partic- ularity: Transitions are labeled by *formal imperative-like expressions*. These expressions are similar in nature to the code encountered in the Signal loop body: Absence is also compiled through *tests* over *clocks* [[11](#_bookmark57)]. For instance the left to right transition could be labelled by if by then if py <= 0 then y := N. In this way Lustre avoids the use of models extended with *\** and commonly addresses numerical infinite domains (e.g. with the NBac tool [[8](#_bookmark53)]). So the Lustre approach could bring to Signal a standard model for verifi- cation hence a basis for numerical tools, following the work of [[10](#_bookmark55)].

Acknowledgements: Thanks are due to anonymous referees for their useful

comments, some of them were not taken into consideration for lack of space.

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