CS684 Embedded Systems (Software)

Models and Tools for Embedded Systems

Kavi Arya

CSE/ IIT Bombay

Problems with FSMs

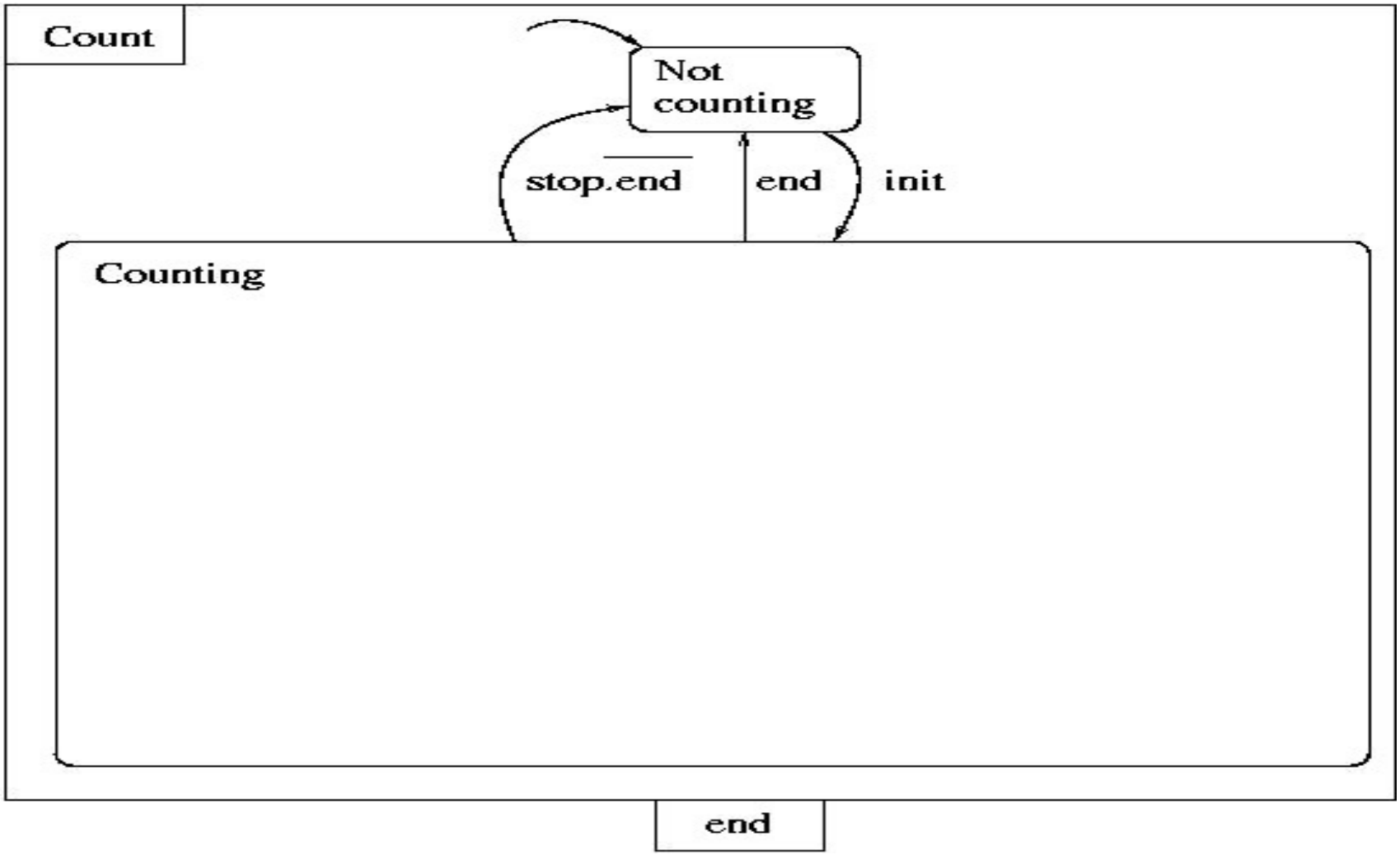
- All is not well with FSMs
- FSMs fine for small systems (10s of states)
- Imagine FSM with 100s and 10^{20} of states which is a reality
- Such large descriptions difficult to understand
- FSMs are flat and no structure
- Inflexible to add additional functionalities
- Need for structuring and combining different state machines

Statecharts

- Extension of FSMs to have these features
- Due to David Harel
- Retains the nice features
  - Pictorial appeal
  - States and transitions
- Enriched with two features
  - Hierarchy and Concurrency
- States are of two kinds
  - OR state (Hierarchy)
  - AND state (concurrency)

OR States

- An OR state can have a whole state machine inside it
- Example:



OR states

- When the system is in the state Count, it is either in counting or not_counting
- Exactly in ONE of the inner states
- Hence the term OR states
  (more precisely XOR state)
- When Count is entered, it will enter not_counting
  - default state
- Inner states can be OR states (or AND states)

OR states

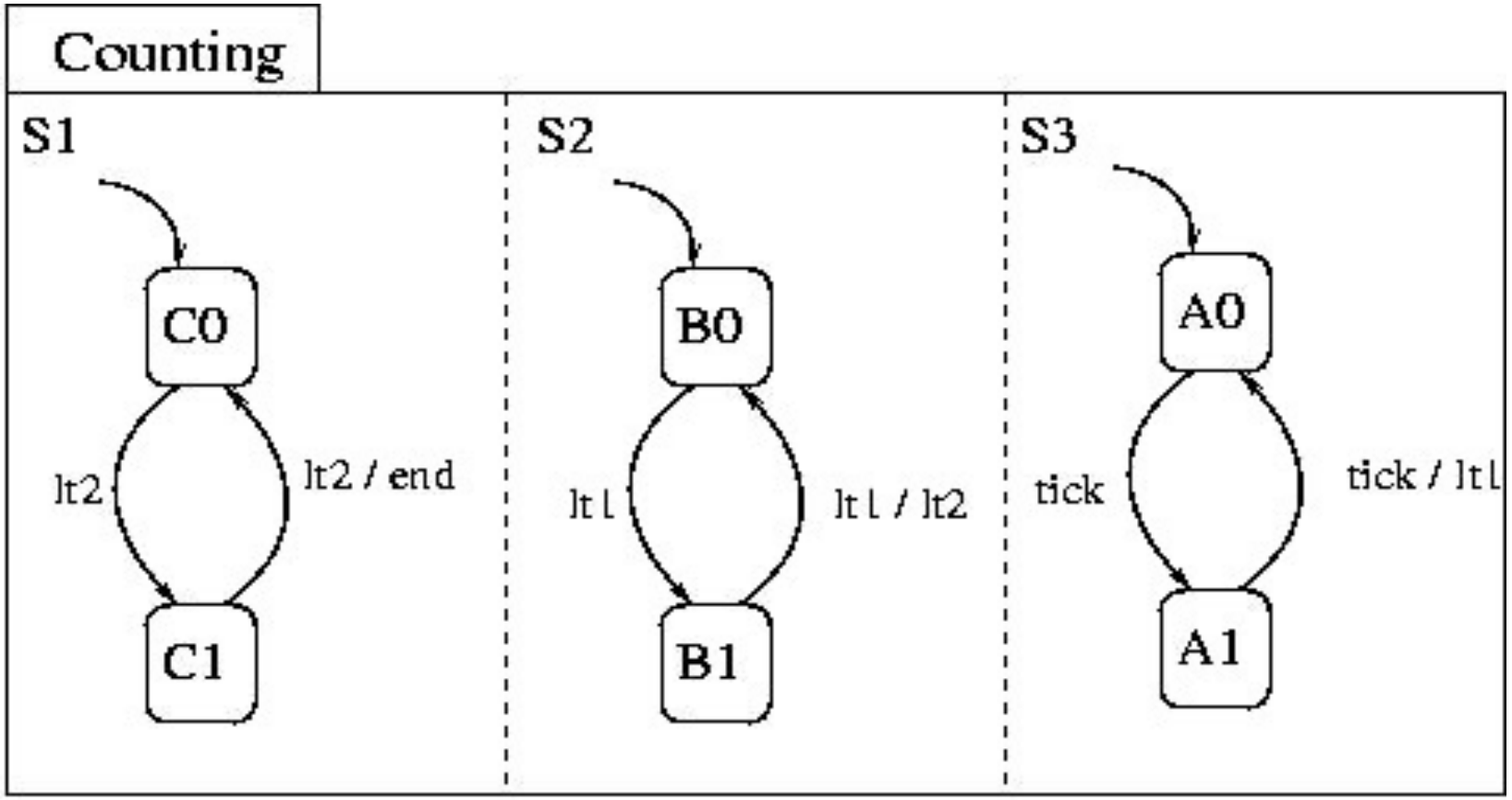
- Both outer and inner states active simultaneously
- When the outer state exits, inner states also exited
- Priorities of transitions
- Preemption (strong and weak)

Economy of Edges

- Every transition from outer state corresponds to many transitions from each of the inner states
- Hierarchical construct replaces all these into one single transition
- Edge labels can be complex

AND States

- An Or state contains exactly one state machine
- An And state contains two or more state machines
- Example:



Example

- Counting is an And state w/ 3 state machines
- S1, S2, S3, concurrent components of state
- When in state Counting, control resides simultaneously in all 3 state machines
- Initially, control is in C0, B0 and A0
- Execution involves, in general, simultaneous transitions in all the state machines

Example (contd.)

- When in state C0, B0, A1, clock signal triggers the transition to B1 and A0 in S2 and S3
- When in C0, B1, A1, clock signal input trigger the transitions to C1, B0 and A0 in all S1, S2, S3
- **And** state captures concurrency
- Default states in each concurrent component

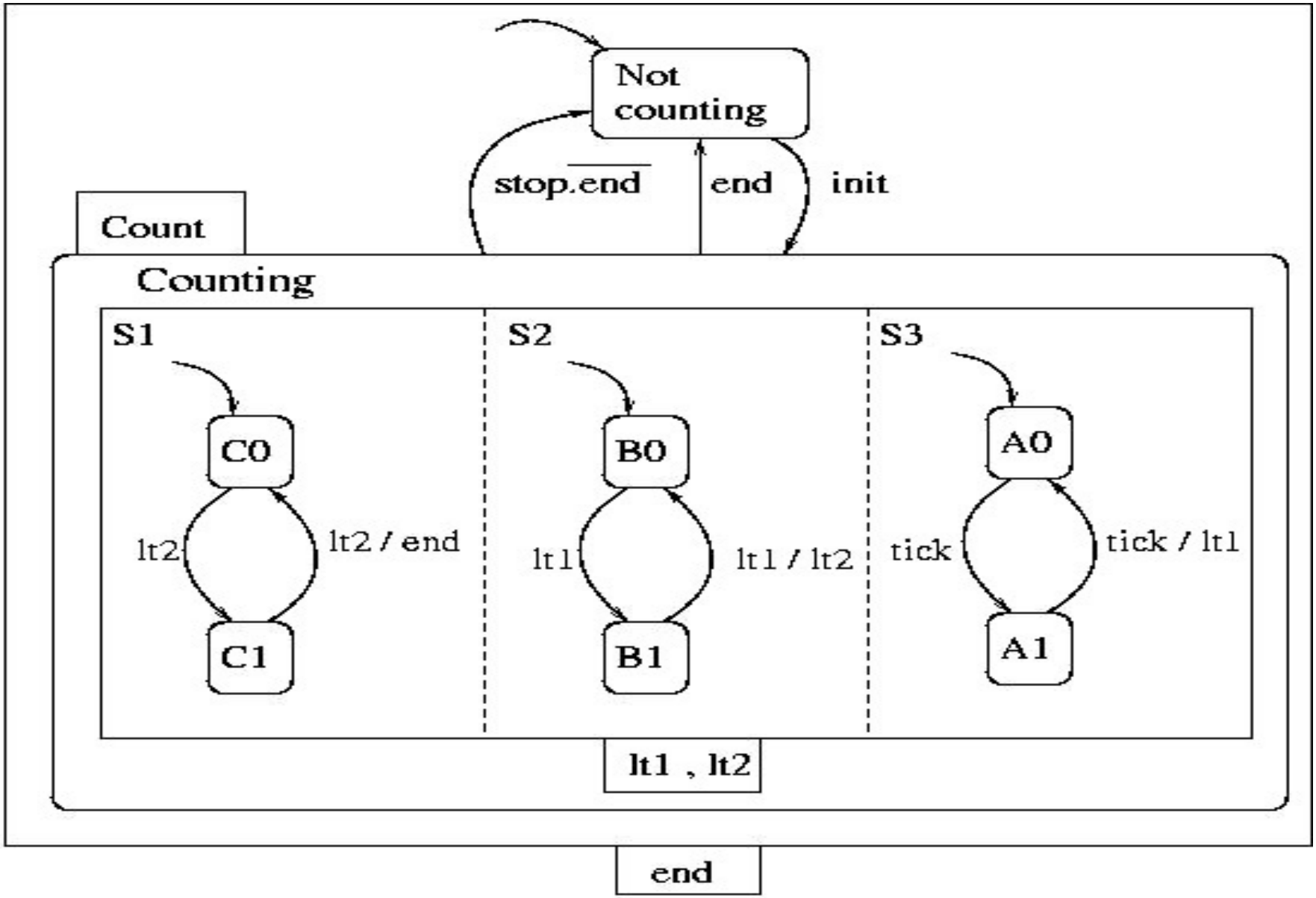
Economy of States

- **AND**-state can be flattened to single state mc
- Results in exponential number of states and transitions
- **AND** state is compact & intuitive representation

Counting

- What are the three components of the state?
- They represent behaviour of three bits of a counter
- S3 –least significant bit, S2 the middle & S1 is MSB
- Compare this with flat and monolithic description of counter state machine given earlier
- Which is preferable?
- The present one is robust - can be redesigned to accommodate additional bits
- Look at the complete description of the counter

Complete Machine



Communication

- Concurrent components of AND state communicate with each other
- Taking an edge requires certain events to occur
- New signals are generated when an edge is taken
- These can trigger further transitions in other components
- A series of transitions can be taken as a result of one transition triggered by environment event
- Different kinds of communication primitives
- More on this later

Flat State Machines

- Capture the behaviour of the counter using FSMs
  - **Huge number of states and transitions**
  - **Explosion of states and transitions**
- Statechart description is compact
  - **Easy to understand**
  - **Robust**
  - **Can be simulated**
  - **Code generation is possible**
  - **Execution mechanism is more complex**

Exercise

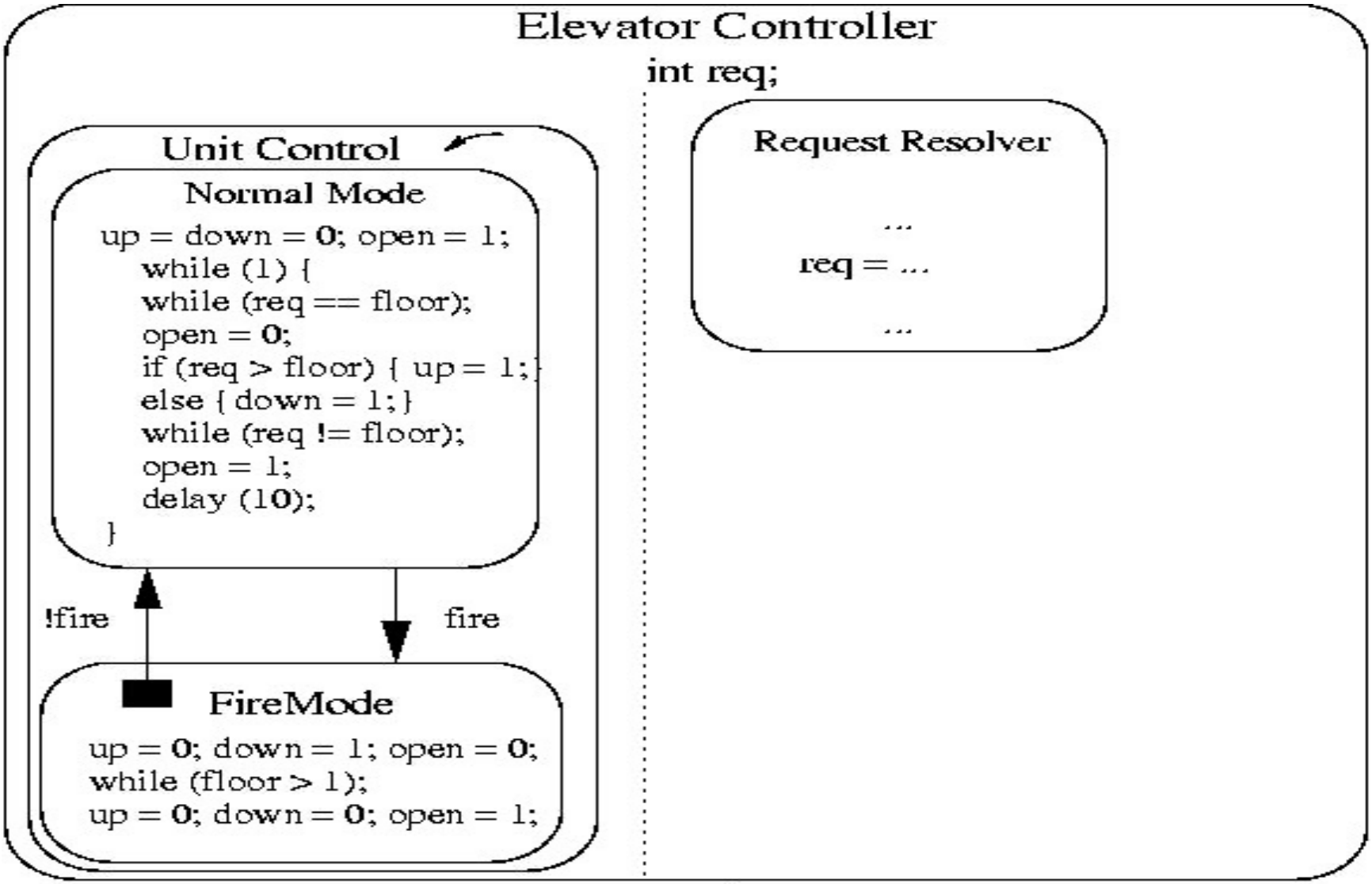
- Extend the lift controller example
  - Control for closing and opening the door
  - Control for indicator lamp
  - Avoid movement of the lift when the door is open
  - Include states to indicate whether lift in service or not
  - Controller for multiple lifts
- Give a Statechart description

Extensions to Statecharts

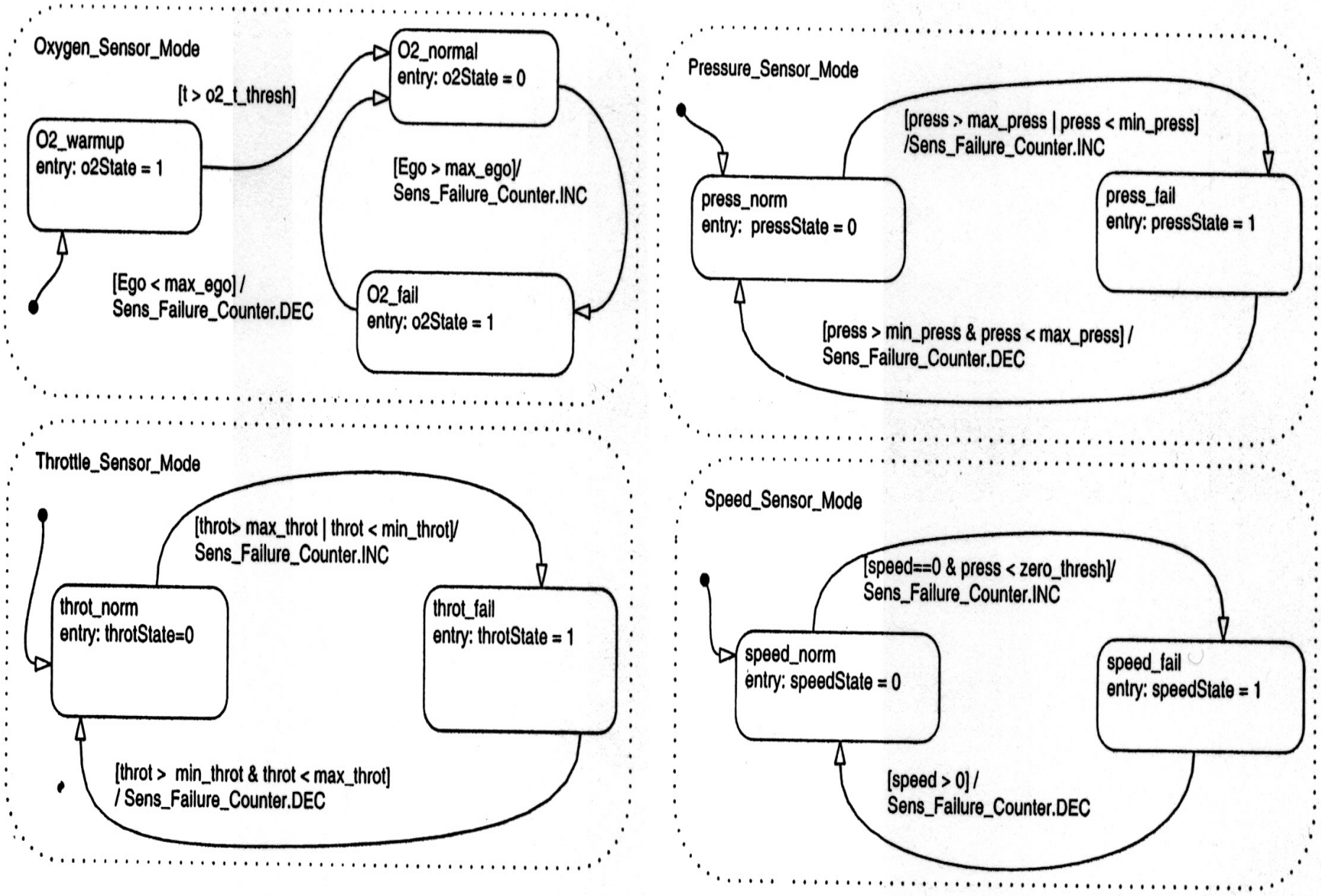
- Various possibilities explored
- Adding code to transitions, to states
- Complex data types and function calls
- Combining textual programs with statecharts
- Various commercial tools exist
  - Statemate and Rhapsody (ilogix)
  - UML tools (Rational rose)
  - Stateflow (Mathworks)
  - SynchCharts (Esterel Technologies)

Example

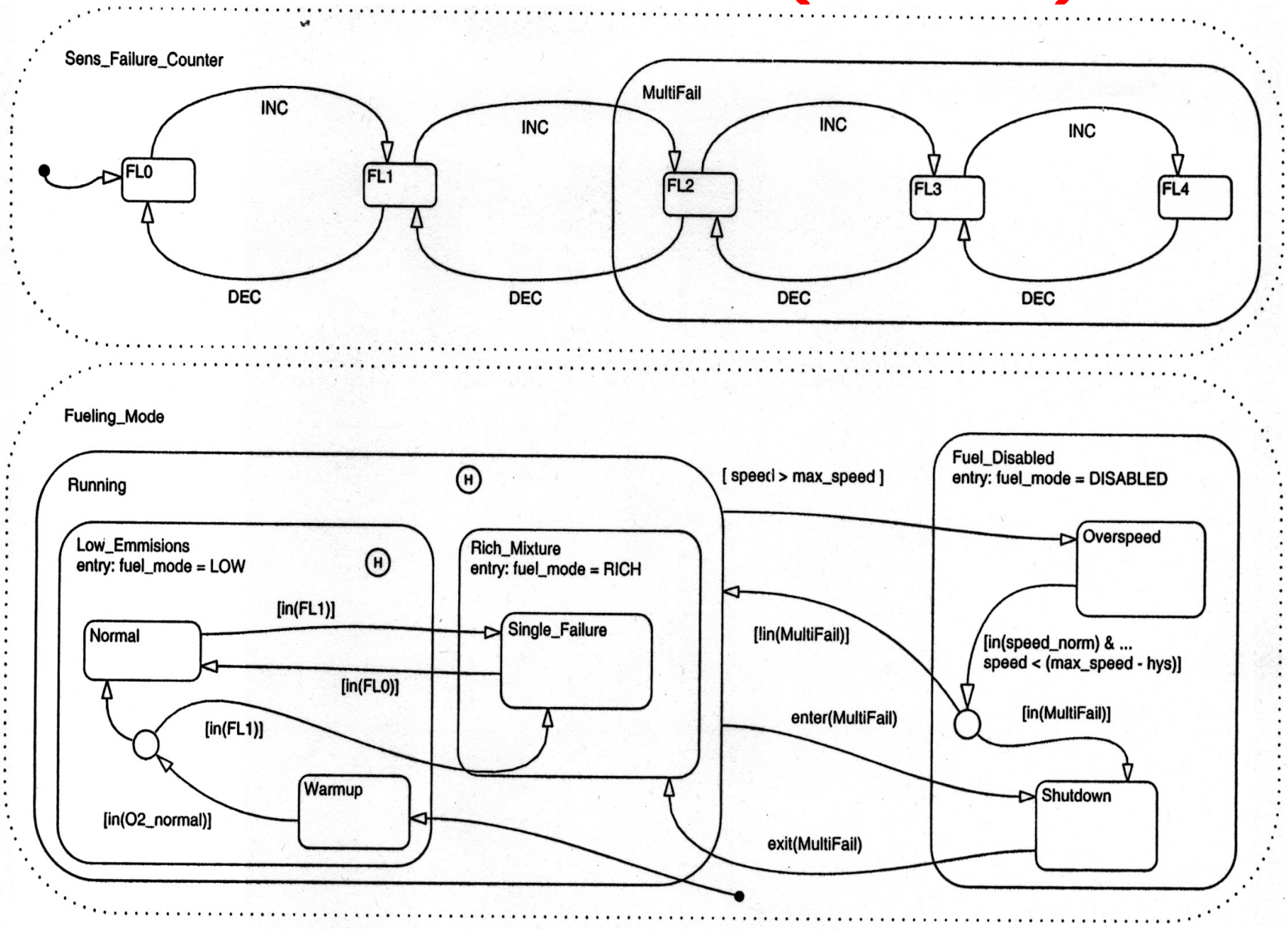
- Program State Machine model



Fuel Controller



Fuel Controller (Contd.)



Other Models

- Synchronous Reactive Models
  - Useful for expressing control dominated application
  - Rich primitives for expressing complex controls
  - Esterel (Esterel Technologies)
  - More on this later

Design Features

- **Two broad classifications**
  - Control-dominated designs
  - Data-dominated Designs

- **Control-dominated designs**
  - Input events arrive at irregular & unpredictable times
  - Time of arrival and response more crucial than values

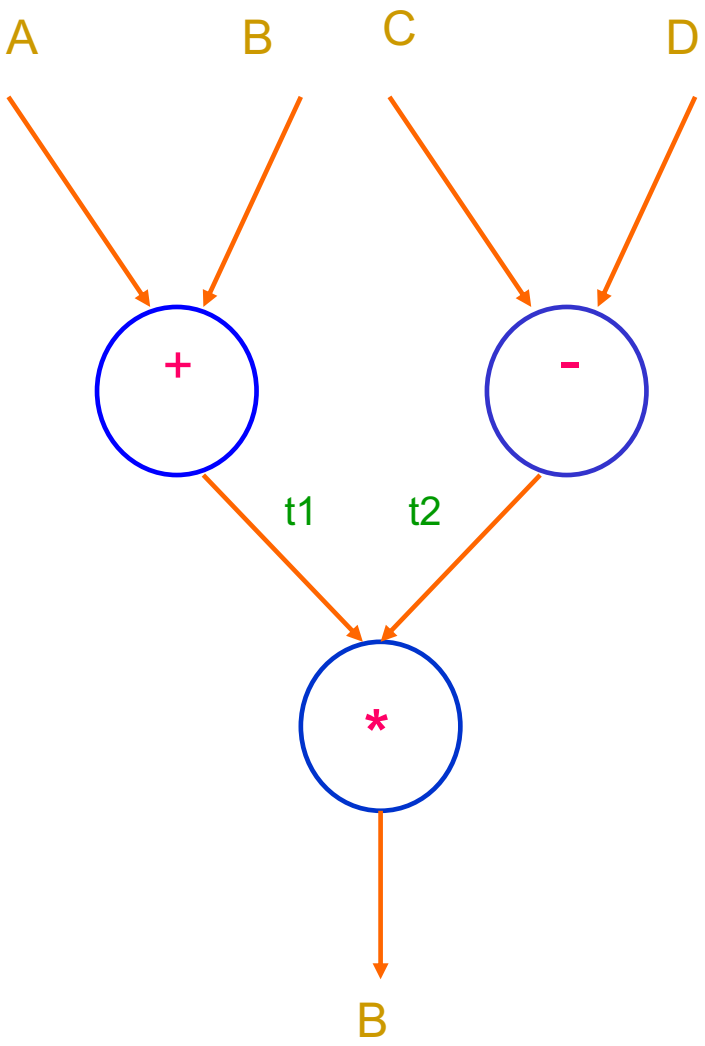
Design Features

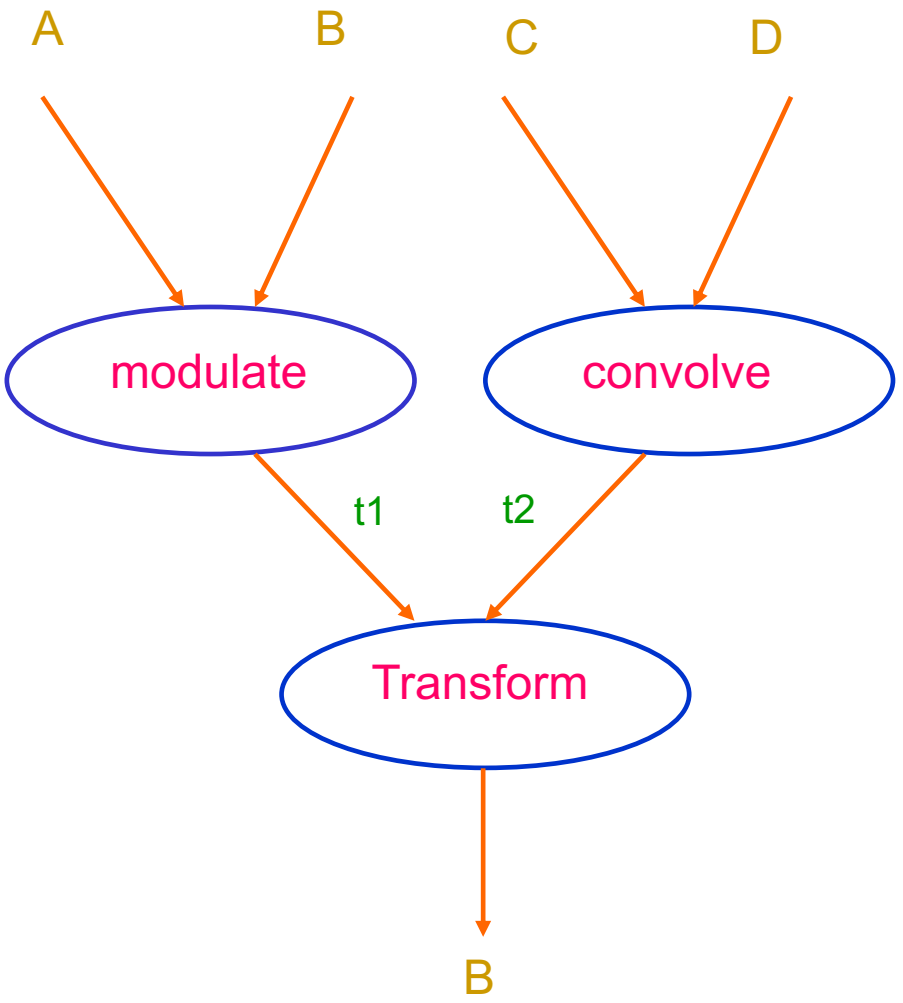
- **Data-dominated designs**
  - Inputs are streams of data coming at regular intervals (sampled data)
  - Values are more crucial
  - Outputs are complex mathematical functions of inputs
  - numerical computations and digital signal processing computations

Data flow Models

- State machines, Statecharts, Esterel are good for control-dominated designs
- Data flow models for data-dominated systems
- Special case of concurrent process models
- System behaviour described as an interconnection of nodes
- Each node describes transformation of data
- Connection between a pair of nodes describes the flow of data from one node to the other

Example





Data Flow Models

- Graphical Languages with support for
  - Simulation, debugging, analysis
  - Code generation onto DSP and micro processors
- Analysis support for hw/sw partitioning
- Many commercial tools and languages
  - Lustre, Signal
  - SCADE
  - Matlab, Scilab

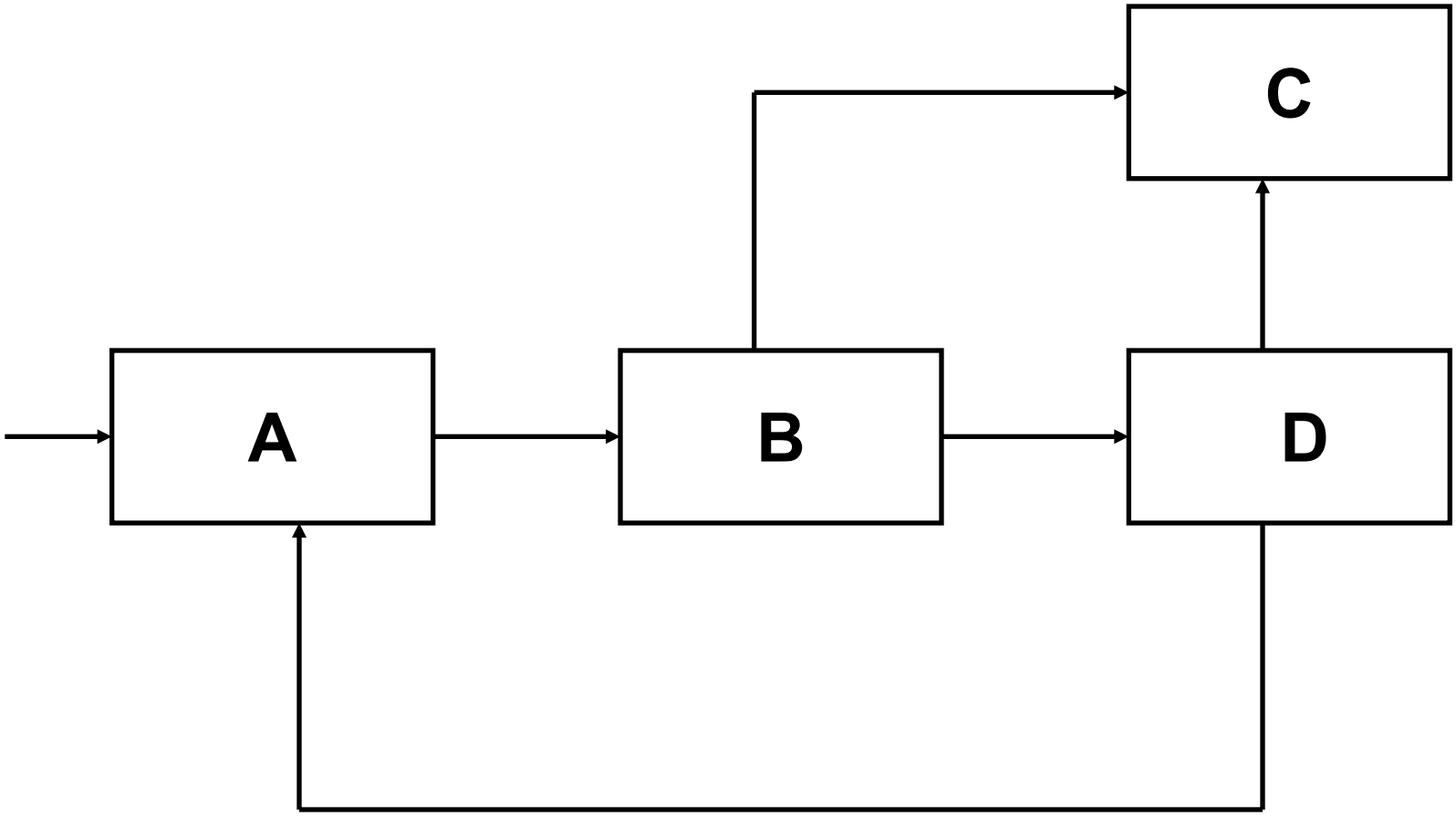
Discrete Event Models

- Used for HW systems
- VHDL, Verilog
- Models are interconnection of nodes
- Each node reacts to events at their inputs
- Generates output events which trigger other nodes

Discrete Event Models

- External events initiate a reaction
- Delays in nodes modeled as delays in event generation
- Simulation
- Problems with cycles
- Delta cycles in VHDL

Discrete Event Models



Realtime Embedded Systems

Embedded Software

Typical structure of a simple embedded system (Software)

```
loop
    read inputs/sensors;
        compute response;
        generate actuator outputs
forever
```

Embedded Software (contd.)

- **Design Decisions**
  - How to read inputs?
  - How often to read inputs?
  - Which order to read the inputs?
  - How to compute responses?
  - How to generate the responses?
  - How often to generate?

The Simplest Approach

Round Robin Scheme

```
loop
    await tick;
    read S1; take_action(S1);
    read S2; take_action(S2);
    read S3; take_action(S3);
forever
```

Tick is a time interrupt

The Most General Scheme

- **Task1 || Task2 || … || Task8**
- **Tasks**
  - Sequential threads
  - Concurrently executed
  - Can be scheduled and suspended
  - Wait for specific time period or events
  - Communicate with each other

The Most General Scheme

- **Real-time OS (RTOS kernel)**
  - Manages the tasks
  - Task communications
  - Timer services
  - Schedules the tasks for execution using various
  - Scheduling strategies

Summary

- Various models reviewed
  - Sequential programming models
  - Hierarchical and Concurrent State Machines
  - Data Flow Models, Discrete Event Models
- Each model suitable for particular application
- State Machines for **event-oriented** control systems
- Sequential prog. model, **data flow** model for fcn computation
- Real systems often require **mixture** of models
- Modeling tools/ lang. should have combination of all the features
  - Ptolemy (Berkeley) project studies modeling, simulation, and design of concurrent, real-time, embedded systems (Java based). http://ptolemy.eecs.berkeley.edu/
  - POLIS (Berkeley) framework for hw-sw Co-Design of Embedded Systems.
  - **LUSTRE/SCADE** of Esterel Technologies (from INRIA, France)

References

- F. Balarin et al., Hardware – Software Co-design of Embedded Systems: The POLIS approach, Kluwer, 1997
- N. Halbwachs, Synch. Prog. Of Reactive Systems, Kluwer, 1993
- D. Harel et al., STATEMATE: a working environment for the development of complex reactive systems, IEEE Trans. Software Engineering, Vol. 16 (4), 1990.
- J. Buck, et al., Ptolemy: A framework for simulating and prototyping heterogeneous systems, Int. Journal of Software Simulation, Jan. 1990
- Edward A. Lee, Overview of the Ptolemy Project, Technical Memorandum No. UCB/ERL M03/25, University of California, Berkeley, CA, 94720, USA, July 2, 2003
- Gerard Berry, The Esterel v5 Language PrimerVersion v591, Centre de Mathematiques Appliques Ecole des Mines and INRIA 2004, June 5, 2000. Available from https://www.researchgate.net/publication/242374294_The_Esterel_v5_Language_Primer_Version_v5_91
- Edward A. Lee and Yang Zhao, "Reinventing Computing for Real Time in Proceedings of the Monterey Workshop 2006, LNCS 4322, pp. 1-25, 2007, F. Kordon and J. Sztipanovits (Eds.) © Springer-Verlag Berlin Heidelberg 2007
- N. Halbwachs et al. The Synchronous Data Flow Programming Language LUSTRE. In Proc. IEEE 1991 Vol. 79, No. 9. Accessed 17 March 2014.
- J. Colaço, B. Pagano and M. Pouzet, "SCADE 6: A formal language for embedded critical software development (invited paper)," 2017 International Symposium on Theoretical Aspects of Software Engineering (TASE), Sophia Antipolis, 2017, pp. 1-11, doi: 10.1109/TASE.2017.8285623