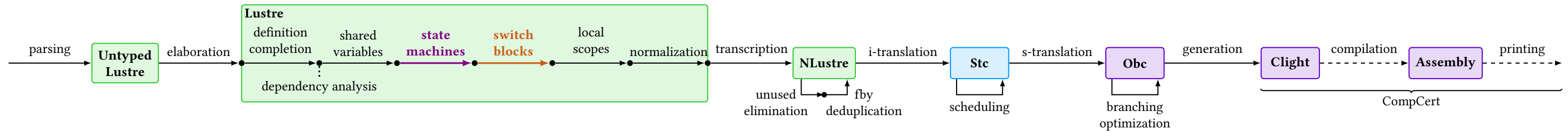


Verified Compilation of Synchronous Dataflow with State Machines

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COMPILING A CONTROLLER FOR A STEPPER MOTOR

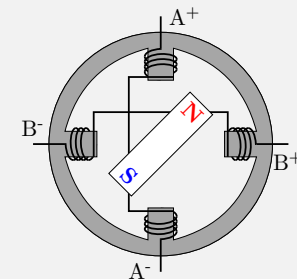
```
node feed_pause(pause : bool) returns (ena, step : bool)
var time : int;
let
```

```
  reset
    time = count_up(50);
  every (false fby step);
```

```
  automaton initially Feeding
```

```
    state Feeding do
      ena = true;
      automaton initially Starting
        state Starting do
          step = true -> false
          unless false -> time >= 750 then Moving
        state Moving do
          step = true -> false
          unless time >= 500 then Moving
        end;
      unless pause then Holding
```

```
    end
  tel
```



```
    state Holding do
      step = false;
      automaton initially Waiting
        state Waiting do
          ena = true
          unless time >= 500 then Modulating
        state Modulating do
          ena = pwm(true)
        end;
      unless
        | not pause and time >= 750 then Feeding
        | not pause continue Feeding
```

state machines

```
(pst, pres) = (Starting, false) fby (st, res);
switch pst
| Starting do
  reset
    (st, res) =
      if false -> time >= 750
      then (Moving, true)
      else (Starting, false)
  every pres
  | Moving do ...
end;
```

switch blocks

```
switch st
| Starting do
  reset
    step = true -> false
  every res
  | Moving do ...
end
```

```
resS = res when (st=Starting);
reset
  stepS = true when (st=Starting) -> false when (st=Starting)
every resS;
step = merge st (Starting => stepS) (Moving => stepM);
```

```
switch(st) {
case Starting:
  resS = res;
  if(resS) st.stepS = true;
  step = st.stepS;
  st.stepS = false;
  break;
case Moving: ...
}
```

back-end to imperative code

RELATIONAL DATAFLOW SEMANTICS

$$\text{VARIABLE } \frac{H(x) \equiv s}{G, H \vdash x \Downarrow [s]}$$

$$\text{EQUATION } \frac{\forall i, H(xs_i) \equiv vss_i \quad G, H \vdash es \Downarrow vss}{G, H \vdash xs = es}$$

$$\text{NODE } \frac{G(f) = \text{node } f(x_1, \dots, x_n) \text{ returns } (y_1, \dots, y_m) \text{ blk} \quad \forall i, H(x_i) \equiv xss_i \quad \forall j, H(y_j) \equiv yss_j \quad G, H \vdash \text{blk}}{G \vdash f(xss) \Downarrow yss}$$

$$\text{SWITCH } \frac{G, H \vdash e \Downarrow [vs] \quad \forall i, G, (\text{when}^{C_i} vs H) \vdash \text{blks}_i}{G, H \vdash \text{switch } e [C_i \text{ do } \text{blks}_i]^i \text{ end}}$$

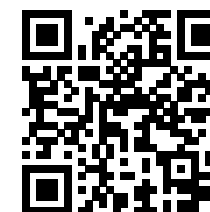
An operator per construct:

- **automaton** \mapsto select
- **switch** \mapsto when
- **reset** \mapsto mask
- **last** \mapsto fby

COMPILER CORRECTNESS IN COQ

Theorem behavior_asm:

```
forall D G Gp P main ins outs,
  elab_declarations D = OK (exist _ G Gp) ->
  compile D main = OK P ->
  sem_node G main (pStr ins) (pStr outs) ->
  wt_ins G main ins ->
  wc_ins G main ins ->
  exists T, program_behaves (Asm.semantics P) (Reacts T)
  /\ bisim_IO G main ins outs T.
```



<https://velus.inria.fr>

PERFORMANCES: WCET ON ARMV7-A

	Vélus	Hept+CC	Hept+gcc	Hept+gcc	Hept+gcc	Hept+gcc
stepper-motor	930	1185 (+27 %)	610	(-34 %)	535	(-42 %)
chrono	505	970 (+92 %)	570	(+12 %)	570	(+12 %)
cruisecontrol	1405	1745 (+24 %)	960	(-31 %)	895	(-36 %)
heater	2415	3125 (+29 %)	730	(-69 %)	515	(-78 %)
buttons	1015	1430 (+40 %)	625	(-38 %)	625	(-38 %)
stopwatch	1305	1970 (+50 %)	1290	(-1 %)	1290	(-1 %)

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