

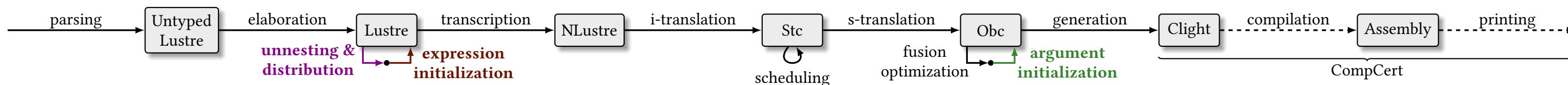
Verified Lustre Normalization with Node Subsampling

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<https://velus.inria.fr>



Unnesting & distribution

- Place certain operators in their own equations
- Distribute operators over lists
- Fresh name generation with a state monad
- Successive refinements to handle new variables

Expression initialization

- Make initialization of delays explicit
- Simplify later transformations
- Optimize to avoid redundant registers
- Build new streams using an alignment property

time = current(0, ck, count_down((res, 1) when ck));

if (ck) { elab\$4 := count_down(i0).step(res, 1) };
time := current(i1).step(0, ck, elab\$4)

argument initialization

if (ck) { elab\$4 := count_down(i0).step(res, 1) }
else { elab\$4 := 0 };
time := current(i1).step(0, ck, elab\$4)

```
node count_down(res : bool; n : int)
returns (cpt : int)
let
  cpt = if res then n else (n fby (cpt - 1));
tel
```

unnesting & distribution

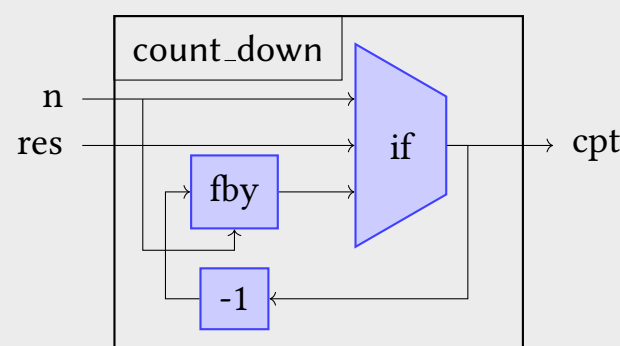
```
node count_down(res : bool; n : int)
returns (cpt : int)
var norm1$1 : int;
let
  norm1$1 = n fby (cpt - 1);
  cpt = if res then n else norm1$1;
tel
```

expression initialization

Argument initialization & node subsampling

- Allows some inputs to be slower than others
- In C99/Clight, all arguments of a function call must be well-defined
- Add default values for slow streams and prove that arguments are then always well-defined

Lustre, a dataflow synchronous language



res	F	T	F	F	F	F	T	F	...
n	3	3	3	3	3	3	3	3	...
cpt	3	3	2	1	0	-1	3	2	...

$$\text{VARIABLE } \frac{H(x) = s}{G, H, bs \vdash x \Downarrow [s]} \quad \text{EQUATION } \frac{G, H, bs \vdash e \Downarrow H(x)}{G, H, bs \vdash x = e}$$

$$\text{NODE } \frac{\text{node}(G, f) = n \quad H(n.\text{in}) = xs \quad H(n.\text{out}) = ys \quad \forall eq \in n.\text{eqs}, G, H, (\text{base-of } xs) \vdash eq}{G \vdash f(xs) \Downarrow ys}$$

Formal semantics parameterized by $H : \text{ident} \rightarrow \text{stream}$

```
node count_down(res : bool; n : int)
returns (cpt : int)
var norm1$1, norm2$2 : int; norm2$1 : bool;
let
  norm2$1 = true fby false;
  norm2$2 = 0 fby (cpt - 1);
  norm1$1 = if norm2$1 then n else norm2$2;
  cpt = if res then n else norm1$1;
tel
```

