FDL '20, September 15 2020, Kiel, Germany

A Language for Deterministic Coordination Across Multiple Timelines

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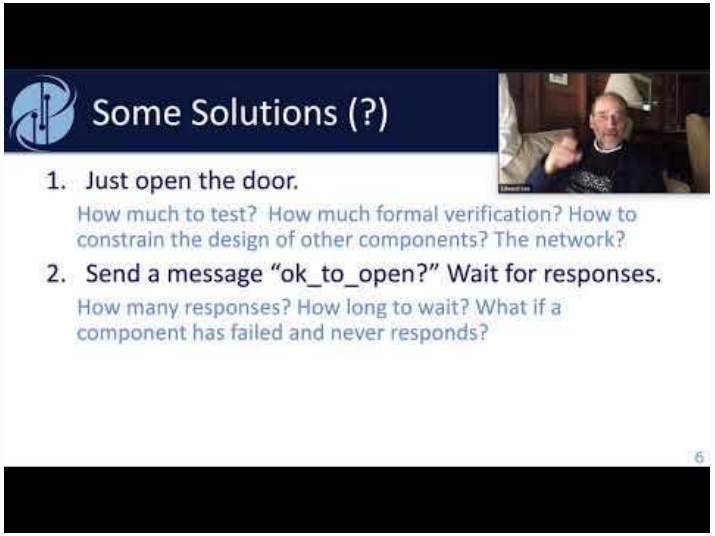
★ Attending remotely ✪ Attending in person

FDL '20 Keynote on Lingua Franca

For more background, also see Prof. Lee's Keynote Talk on Lingua Franca: https://www.youtube.com/watch?v=_jbdWky4Iys



Deterministic Models are Useful

A model is deterministic if, given the initial state and the inputs, the model defines exactly one behavior.

Determinism

- Enables testing and more tractable analysis
- Makes simulation more useful
- Allows verification to scale better

Concurrency, Distribution are Necessary

- Performance, scalability, flexibility, complexity
  - Cyber-physical systems
- Dominant parallel and distributed programming paradigms have relinquished determinism: "everything is asynchronous"
  - Actors, publish-subscribe, service-oriented architectures, distributed shared memory
  - Even in safety-critical domains: e.g., ROS2, Autosar Adaptive Platform[1], etc.

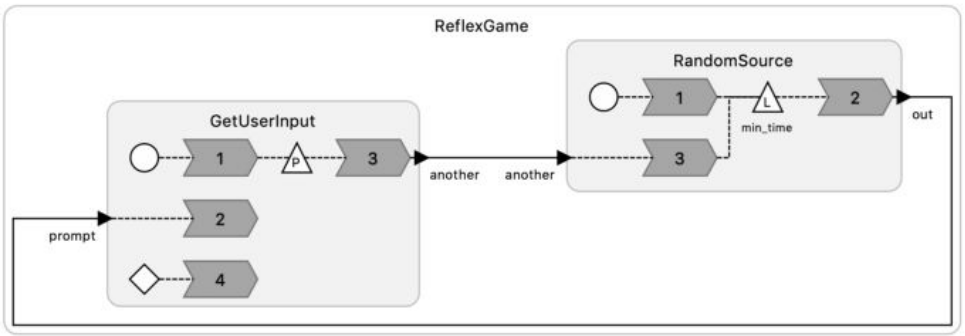
1. Menard, Christian, et al. "Achieving determinism in adaptive AUTOSAR." *2020 Design, Automation & Test in Europe Conference & Exhibition (DATE)*. IEEE, 2020.

Lingua Franca: It's About Time

ReflexGame.lf

```
106
107     reaction(shutdown) {=
108         if (self->count > 0) {
109             printf("\n**** Average response time: %d.\n", self->
110         } else {
111             printf("\n**** No attempts.\n");
112         }
113     =}
114 }
115 main reactor ReflexGame {
116     p = new RandomSource();
117     g = new GetUserInput();
118     p.out -> g.prompt;
119     g.another -> p.another;
120 }
121
122
```

Tasks Console Error Log Diagram



- Polyglot
- Explicit dependencies
- Discrete Event semantics
- Synchronous *reactions*
- *Actions* relate *logical time* or *physical time*

Logical Time and Physical time

Logical Time

- Steps or 'ticks'
- Discrete
- Absolute Simultaneity

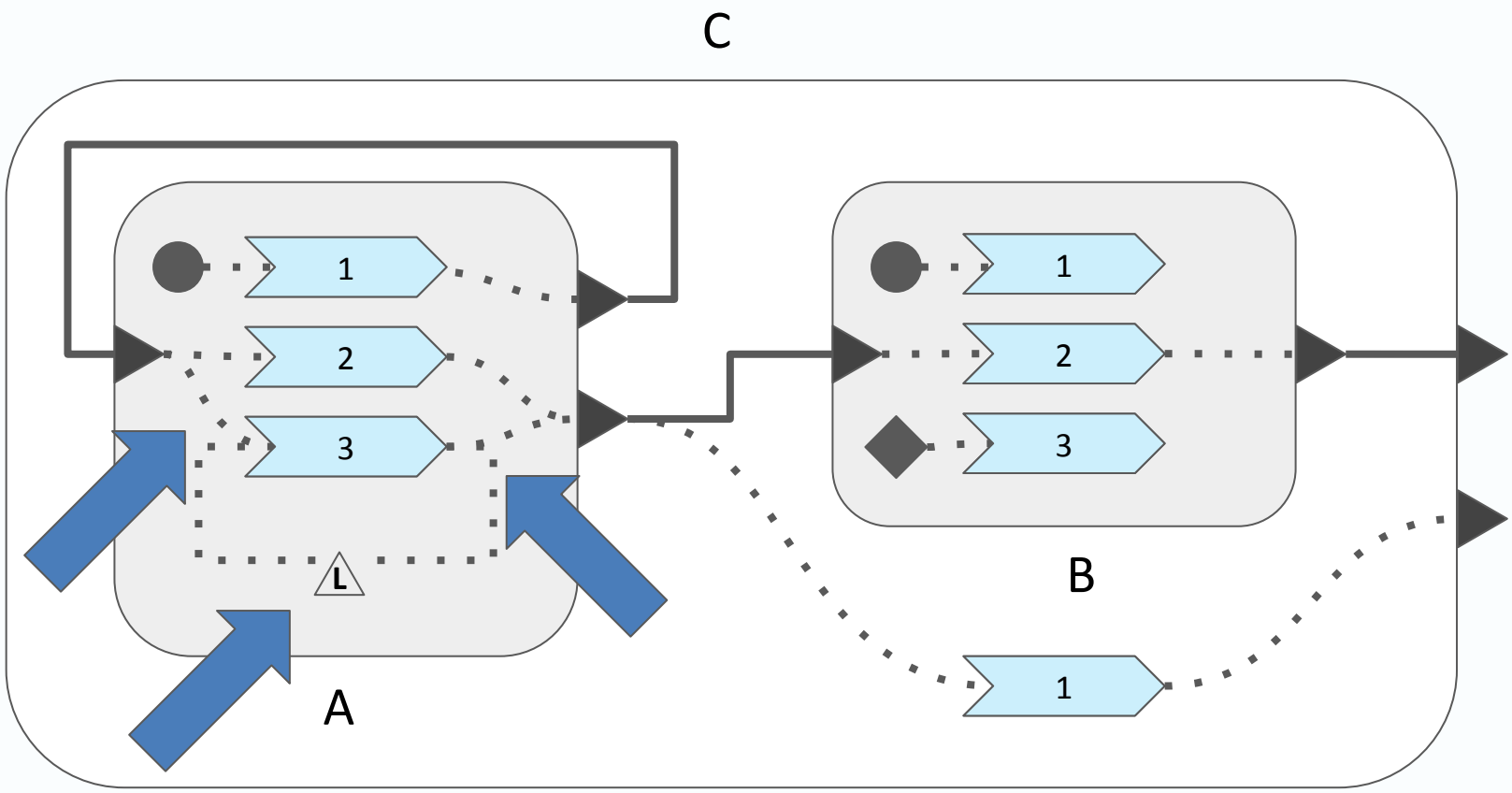
- Deadlines
- Federation
- Fault handling

Physical Time

- Measurements
- Continuous
- Relativistic Simultaneity

The Persistence of Memory — Salvador Dalí

Reactors[1] in a Nutshell

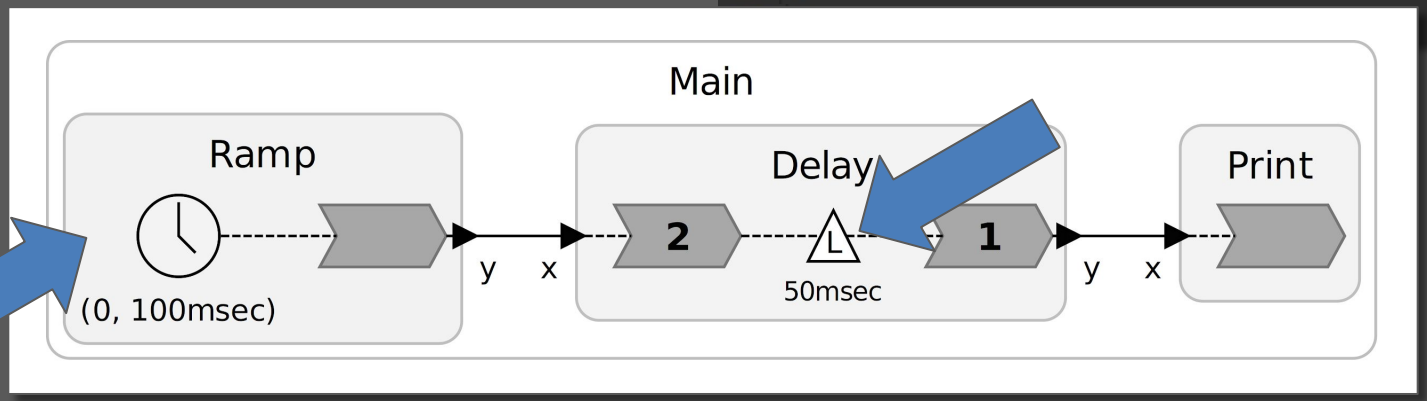


1. Lohstroh, Marten, et al. "Reactors: A deterministic model for composable reactive systems." *Cyber Physical Systems. Model-Based Design*. Springer, Cham, 2019. 59-85.

Logical Actions

```
1  target C {timeout: 1 sec};
2
3  main reactor Main {
4      ramp = new Ramp();
5      delay = new Delay();
6      print = new Print();
7      ramp.y -> delay.x;
8      delay.y -> print.x;
9  }
10
11 reactor Ramp {
12     timer t(0, 100 msec);
13     output y:int;
14     state count:int(0);
15     reaction(t) -> y {=
16         SET(y, self->count);
17         self->count++;
18     =}
19 }
20
```

```
21 reactor Delay {
22     logical action a(50 msec):int;
23     input x:int;
24     output y:int;
25     reaction(a) -> y {=
26         SET(y, a->value);
27     =}
28     reaction(x) -> a {=
29         schedule_int(a, 0, x->value);
30     =}
31 }
32
33 reactor Print {
34     input x:int;
35     reaction(x) {=
36         printf("Logical time: %lld, Physical time %lld"
37                 ", Value: %d\n",
38                get_elapsed_logical_time(),
39                get_elapsed_physical_time(), x->value);
40     =}
41 }
```



Logical Actions

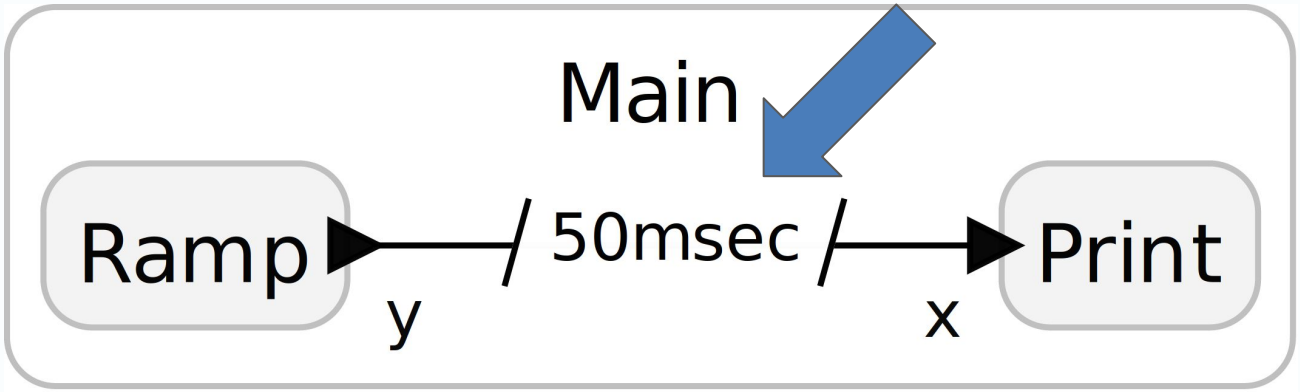
```
[marten@yoga Delay]$ lfc Delay.lf
******** filename: Delay
******** sourceFile: /home/marten/git/lingua-franca/example/Delay/Delay.lf
******** directory: /home/marten/git/lingua-franca/example/Delay
******** mode: STANDALONE
Generating code for: file:/home/marten/git/lingua-franca/example/Delay/Delay.lf
In directory: /home/marten/git/lingua-franca/example/Delay
Executing command: gcc -O2 src-gen/Delay.c -o bin/Delay
Code generation finished.
[marten@yoga Delay]$ bin/Delay
---- Start execution at time Mon Sep 14 14:18:59 2020
---- plus 601126676 nanoseconds.
Logical time: 50000000, Physical time 50096786, Value: 0
Logical time: 150000000, Physical time 150099592, Value: 1
Logical time: 250000000, Physical time 250123369, Value: 2
Logical time: 350000000, Physical time 350128015, Value: 3
Logical time: 450000000, Physical time 450088289, Value: 4
Logical time: 550000000, Physical time 550136789, Value: 5
Logical time: 650000000, Physical time 650144220, Value: 6
Logical time: 750000000, Physical time 750147670, Value: 7
Logical time: 850000000, Physical time 850124282, Value: 8
Logical time: 950000000, Physical time 950089670, Value: 9
---- Elapsed logical time (in nsec): 1,000,000,000
---- Elapsed physical time (in nsec): 1,000,130,940
[marten@yoga Delay]$
```

The **after** Keyword

```
3  main reactor Main {
4      ramp = new Ramp();
5      delay = new Delay();
6      print = new Print();
7      ramp.y -> delay.x;
8      delay.y -> print.x;
9  }
```

=

```
3  main reactor Main {
4      ramp = new Ramp();
5      print = new Print();
6      ramp.y -> print.x after 50 msec;
7  }
```



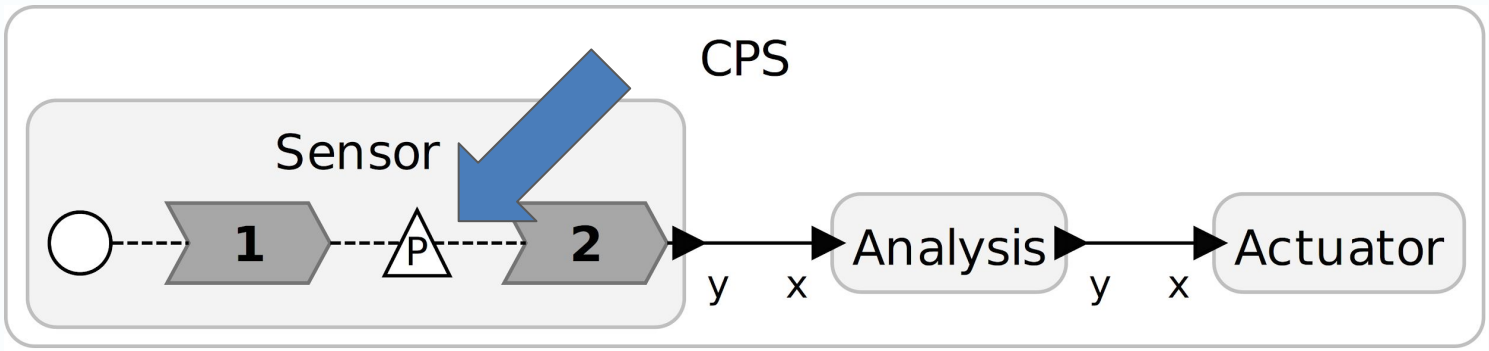
Physical Actions

```
reactor Sensor {
    preamble {=
        void* read_input(void* response) {
            //...
        }
    =}

    output y:bool;
    physical action response;
```

```
    reaction(startup) -> response {=
        pthread_t thread_id;
        pthread_create(&thread_id, NULL,
            &read_input, response
        );
        printf("Press Enter to produce a"
               "sensor value.\n");
    =}

    reaction(response) -> y {=
        printf("Reacting to physical "
               "action at %lld\n",
            get_elapsed_logical_time());
        SET(y, true);
    =}
}
```



Physical Actions

Determinism

A model is deterministic if, given the initial state and the inputs, the model defines exactly one behavior.

- Tags assigned to events scheduled through a physical action are treated as *inputs*
- LF ensures that the logical time never gets ahead of physical time; further processing is exclusively determined by tags

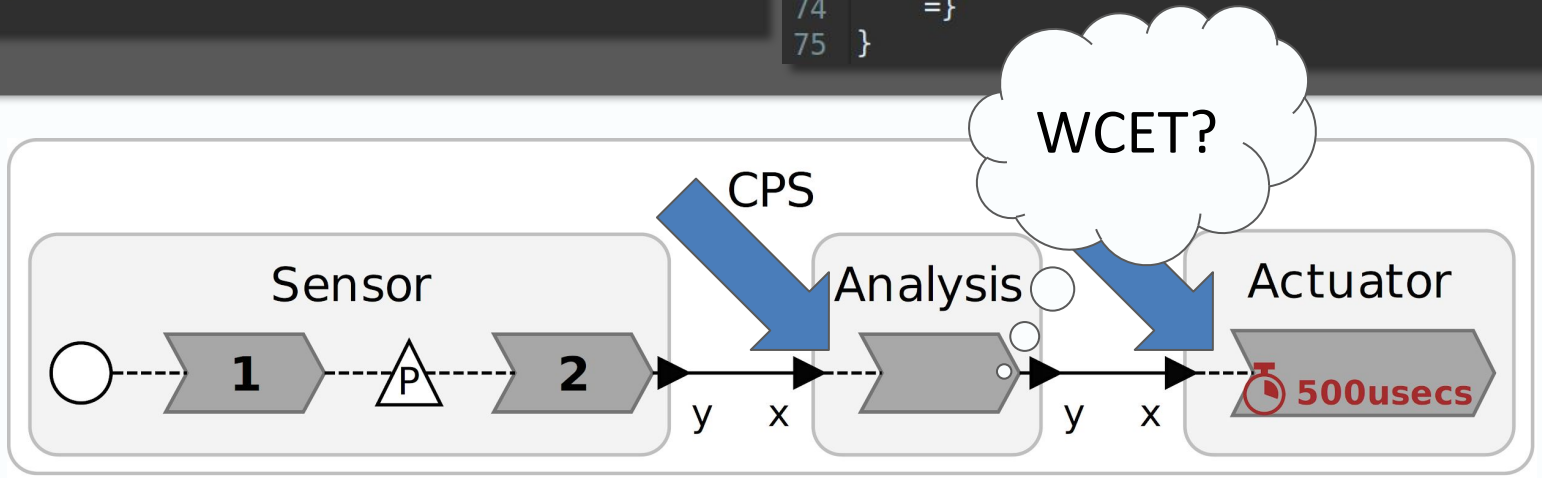
Deadlines

```
44 reactor Analysis {
45     input x:bool;
46     output y:bool;
47     state do_work:bool(false);
48     reaction(x) -> y {=
49         if (self->do_work) {
50             printf("Working for 500 msecs\n");
51             usleep(500);
52         } else {
53             printf("Skipping work!\n");
54         }
55         self->do_work = !self->do_work;
56         SET(y, true);
57     =}
58 }
```

T < t+ 500 usec

T > t+ 500 usec

```
60 reactor Actuator {
61     input x:bool;
62     reaction(x) {=
63         instant_t l = get_elapsed_logical_time();
64         instant_t p = get_elapsed_physical_time();
65         printf("Actuating... Logical time: %lld "
66                 "Physical time: %lld Lag: %lld\n",
67                 l, p, p-l);
68     =} deadline(500 usecs) {=
69         instant_t d = get_elapsed_physical_time()
70                 - get_elapsed_logical_time();
71         printf("Deadline missed! Lag: %lld "
72                 "(too late by %lld nsecs)\n",
73                 d, d-500000);
74     =}
75 }
```



Deadlines

```
[marten@yoga Deadline]$ lfc Deadline.lf
******** filename: Deadline
******** sourceFile: /home/marten/git/lingua-franca/example/Deadline/Deadline.lf
******** directory: /home/marten/git/lingua-franca/example/Deadline
******** mode: STANDALONE
Generating code for: file:/home/marten/git/lingua-franca/example/Deadline/Deadline.lf
In directory: /home/marten/git/lingua-franca/example/Deadline
Executing command: gcc -O2 src-gen/Deadline.c -o bin/Deadline -pthread
Code generation finished.
[marten@yoga Deadline]$ bin/Deadline
---- Start execution at time Sat Sep 12 18:12:08 2020
---- plus 291338992 nanoseconds.
Press Enter to produce a sensor value.

Reacting to physical action at 2151117828
Skipping work!
Actuating... Logical time: 2151117828 Physical time: 2151192505 Lag: 74677

Reacting to physical action at 4409005285
Working for 500 msecs...
Deadline missed! Lag: 758813 (too late by 258813 nsecs)

Reacting to physical action at 8423497906
Skipping work!
Actuating... Logical time: 8423497906 Physical time: 8423653326 Lag: 155420
```

Deadlines

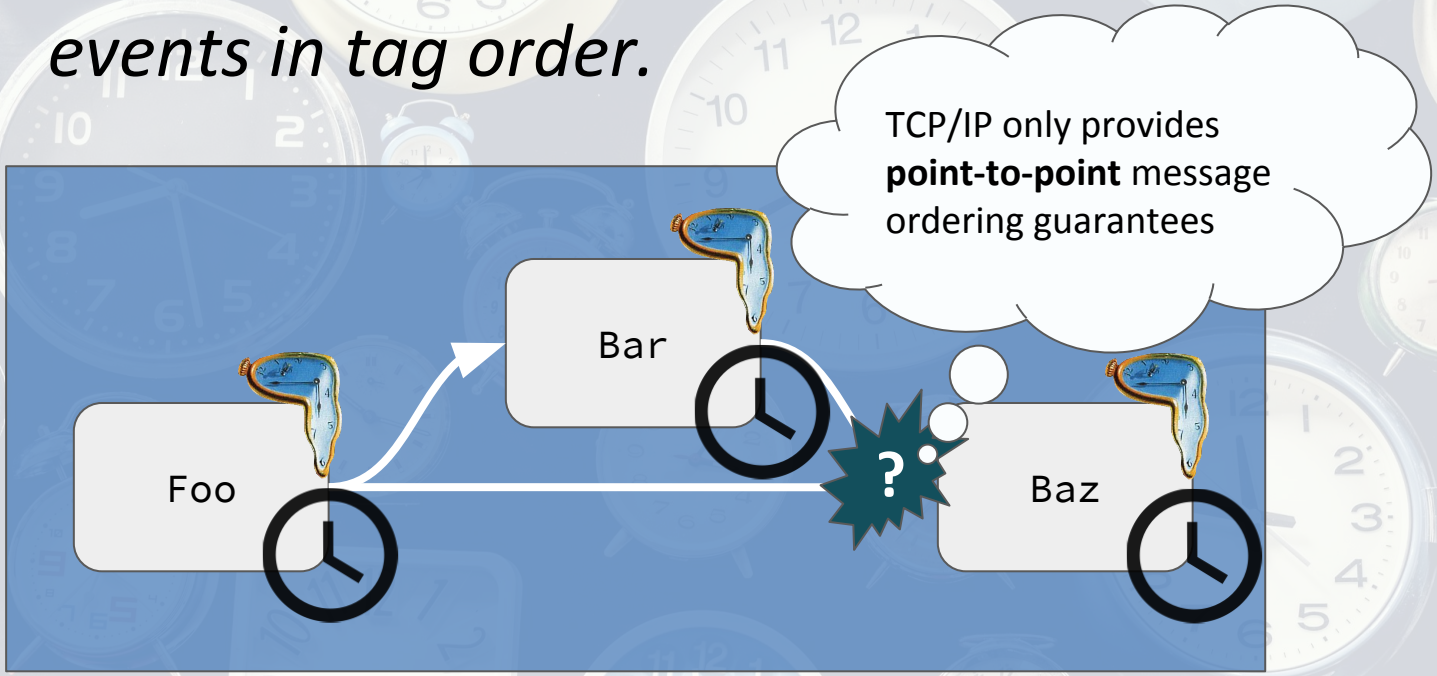
Determinism

A model is deterministic if, given the initial state and the inputs, the model defines exactly one behavior.

- Deadlines admit nondeterminism; the program is only deterministic if no deadlines are violated
- Dependent on factors outside the semantics of LF; deadline reactions are *fault handlers*

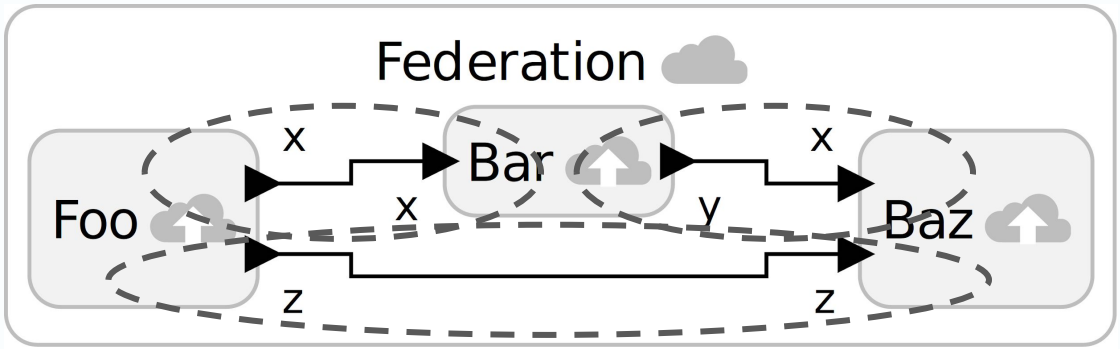
Federation: A Multiplicity of Timelines

***Goal**: have each federate observe all tagged events in tag order.*

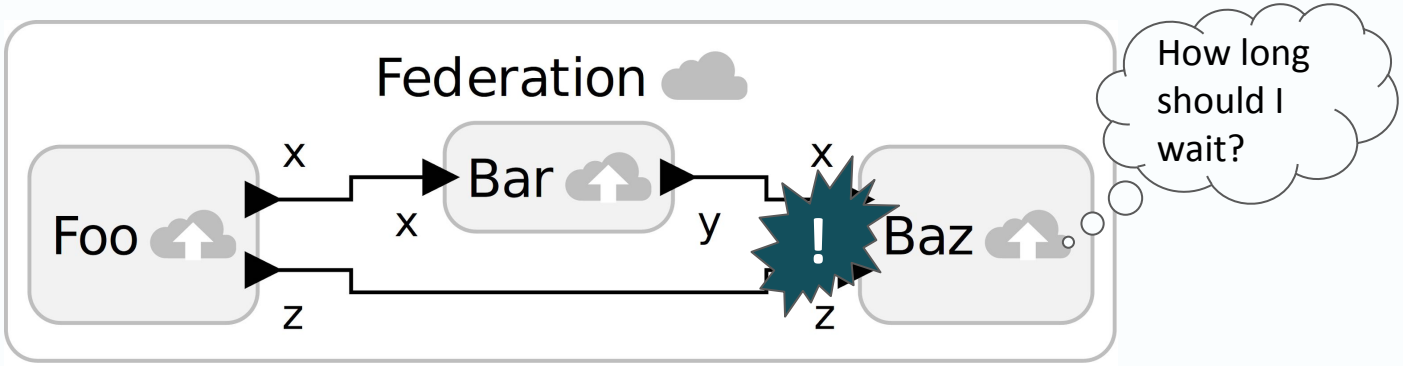


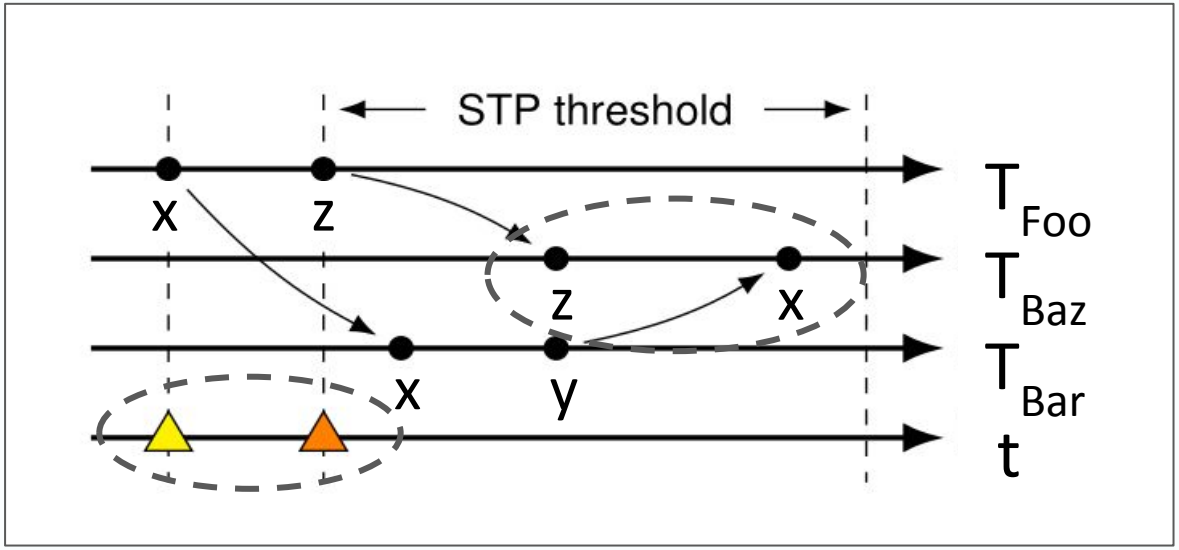
Federated LF Programs

```
1  target C;
2
3  federated reactor Federation at localhost:15044 {
4      foo = new Foo() at foo.host:99999;
5      bar = new Bar() at bar.host:99999;
6      baz = new Baz() at baz.host:99998;
7
8      foo.x -> bar.x;
9      foo.z -> baz.z;
10     bar.y -> baz.x;
11 }
```



PTIDES[1] Safe-To-Process Analysis





STP Requires Bounds on:

- Execution times
- Network latency
- Clock synchronization error

1. Zhao, Yang, Jie Liu, and Edward A. Lee. "A programming model for time-synchronized distributed real-time systems." *RTAS '07*. IEEE, 2007.

Assumptions ⇒ Determinism

- Deadlines
  - WCET
  - Schedulability
- Federated Execution
  - Execution times
  - Network latency
  - Clock synchronization error
  - Logical time delays
  - Deadlines

Related Work

- Modeling
  - MARTE/CCSL (Mallet et al.)
  - TESL (Boulanger et al.)
- Synchronous Languages
  - SIGNAL (Le Guernic, Benveniste, Gautier)
  - Multiclock Esterel (Berry and Sentovich)
- @ FDL '20
  - Timed C (Natarajan and Broman)
  - Sparse Synchronous Model (Edwards and Hui)

Conclusion

- Determinism can be achieved under assumptions on the **relation between logical time and physical time**
- Lingua Franca lets the programmer make these **assumptions explicit**
- **Violations** of these assumptions are **detectable at runtime**

Acknowledgements

The core Lingua Franca software development team current consists of: Soroush Bateni, Edward A. Lee, Shaokai Lin, Marten Lohstroh, Christian Menard, Alexander Schulz-Rosengarten, and Matt Weber.

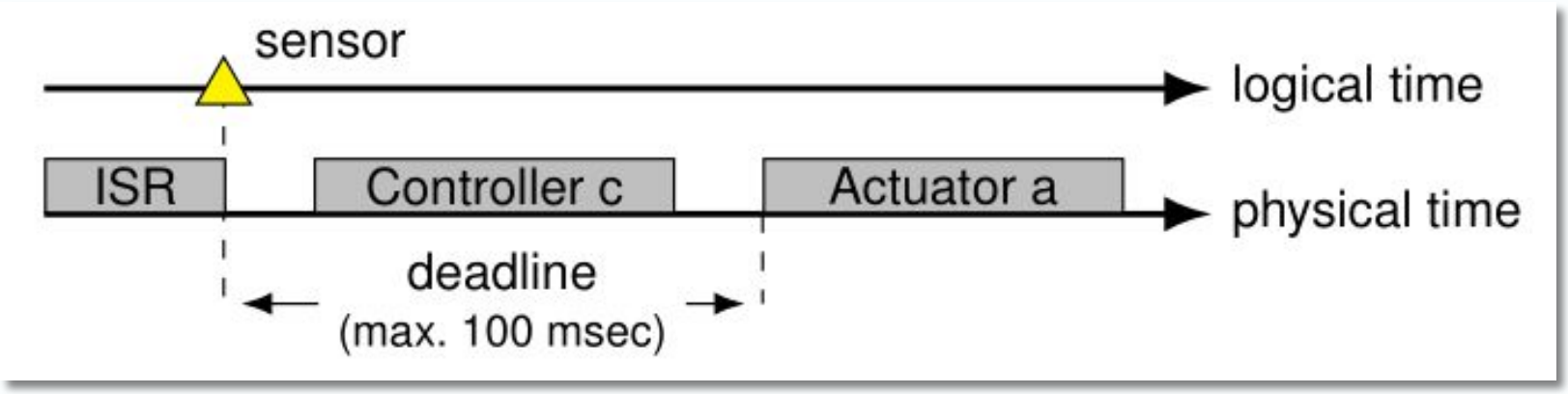
Others who have influenced LF with their ideas are: Janette Cardoso, Jeronimo Castrillon, Patricia Derler, Christopher Gill, Andrés Goens, Íñigo Íncer Romeo, Alberto Sangiovanni-Vincentelli, Martin Schoeberl, Sanjit Seshia, and Marjan Sirjani.

The work in this paper was supported in part by the National Science Foundation (NSF), award #CNS-1836601 (Reconciling Safety with the Internet) and the iCyPhy (Industrial Cyber-Physical Systems) research center, supported by Denso, Siemens, and Toyota.

Visit our GitHub:

github.com/icyphy/lingua-franca

Deadlines


sensor
logical time
ISR
Controller c
Actuator a
physical time
deadline
(max. 100 msec)

A Cyber-Physical Example

```
1  actor Door {
2    closed = true;
3    armed = true;
4    handler disarm(){
5      ... actuate ...
6      armed = false;
7    }
8    handler open(arg){
9      ... actuate ...
10     closed = false;
11   }
12 }
```

```
1  actor Cockpit {
2    handler main {
3      d = new Door();
4      r = new Relay();
5      r.rly(d);
6      d.open();
7    }
8  }
```

```
11 actor Relay {
12   handler rly (x){
13     x.disarm(
14   }
15 }
```

Works as expected if:

- point-to-point messages are delivered in-order (TCP/IP); and
- handlers are mutually exclusive (or share no state).