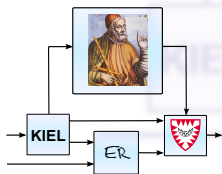


Executing SyncCharts with Ptolemy

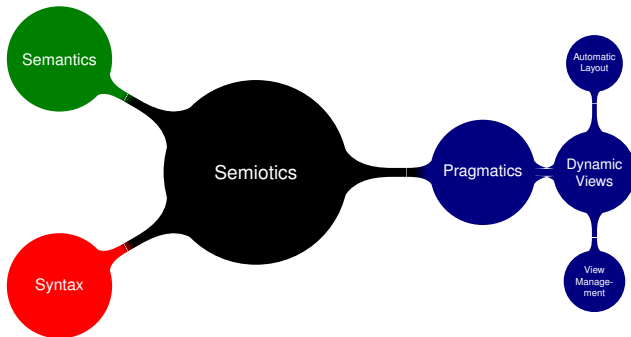
Christian Motika

Real-Time Systems and Embedded Systems Group
Department of Computer Science
Christian-Albrechts-Universität zu Kiel, Germany

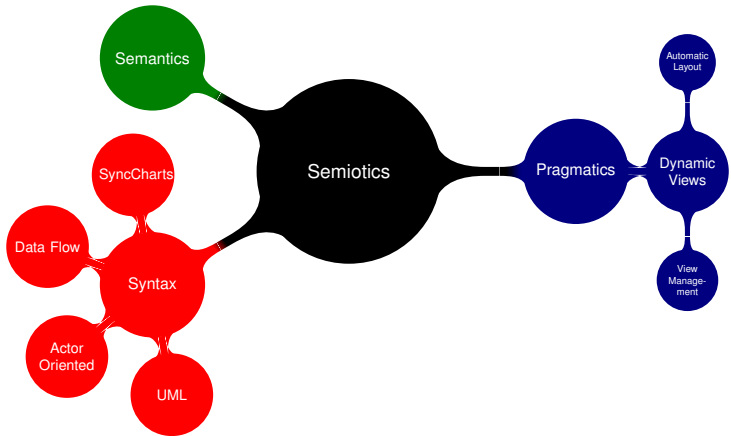


SYNCHRON Workshop 2010
Frejús, 30.11.2010

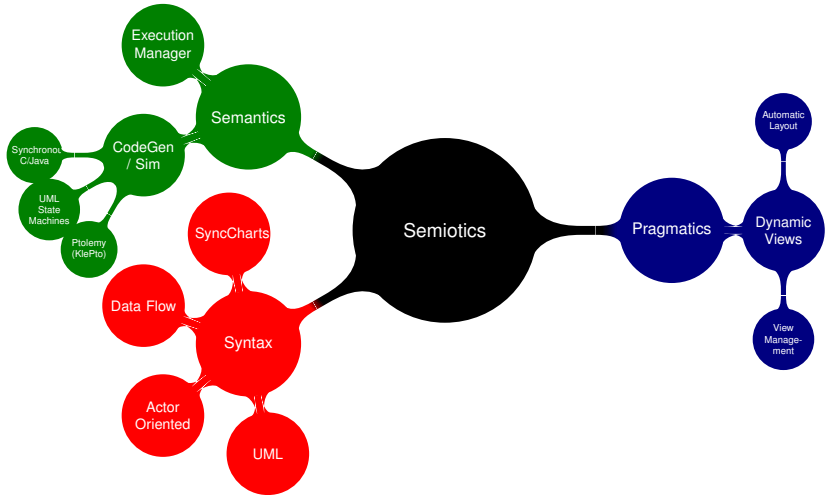
KIELER Semiotics



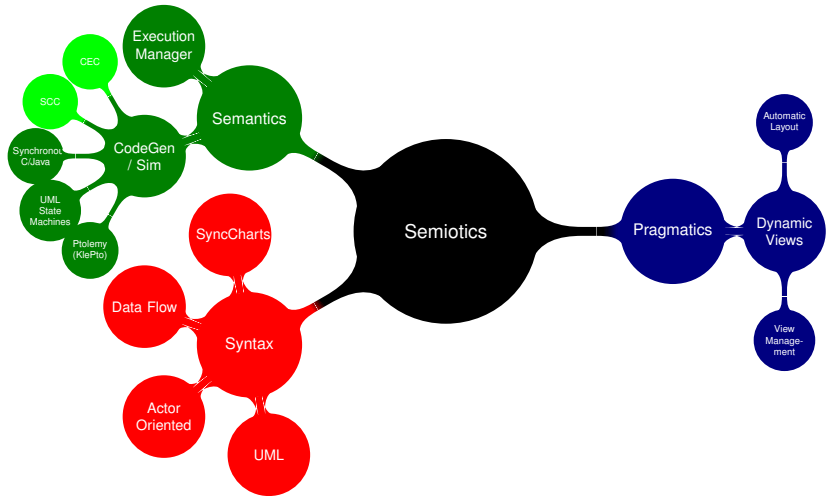
KIELER Semiotics



KIELER Semiotics

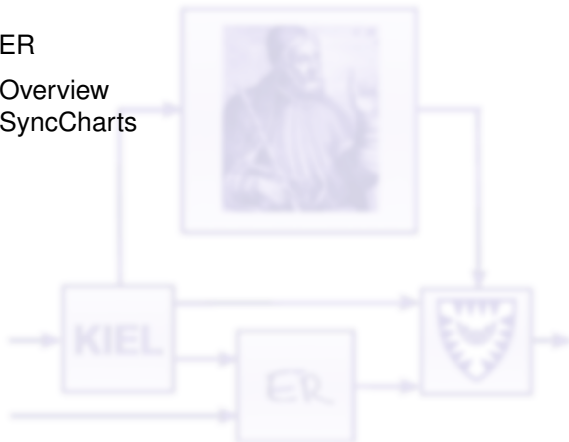


KIELER Semiotics



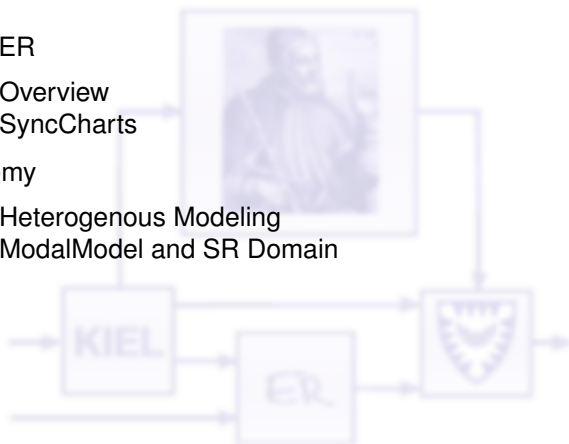
Overview

- ▶ KIELER
 - ▶ Overview
 - ▶ SyncCharts



Overview

- ▶ KIELER
 - ▶ Overview
 - ▶ SyncCharts
- ▶ Ptolemy
 - ▶ Heterogenous Modeling
 - ▶ ModalModel and SR Domain



Overview

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- ▶ KIELER leveraging Ptolemy
 - ▶ Simulation Approach
 - ▶ Transformations
 - ▶ Eclipse Integration

Overview

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- ▶ Summary

What is KIELER?

- ▶ Kiel Integrated Environment for Layout Eclipse Rich Client

What is KIELER?

- ▶ Kiel Integrated Environment for Layout Eclipse Rich Client
- ▶ Modeling platform and test bed

What is KIELER?

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 - ▶ Improve pragmatics

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- ▶ Open source and Eclipse based (plug-ins)

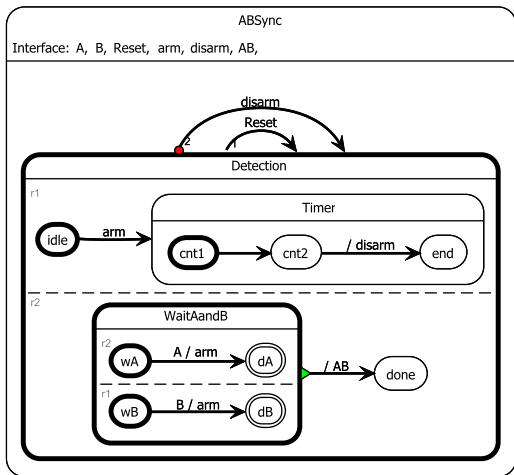
What is KIELER?

- ▶ Kiel Integrated Environment for Layout Eclipse Rich Client
- ▶ Modeling platform and test bed
 - ▶ Improve pragmatics
- ▶ Open source and Eclipse based (plug-ins)
- ▶ General concepts:

What is KIELER?

- ▶ Kiel Integrated Environment for Layout Eclipse Rich Client
- ▶ Modeling platform and test bed
 - ▶ Improve pragmatics
- ▶ Open source and Eclipse based (plug-ins)
- ▶ General concepts:
 - ▶ Generic approaches
 - ▶ Symbiosis w/ Eclipse technologies (e.g., EMF, GMF, TMF, Xpand, Xtend)
 - ▶ Interfaces to other tools (Ptolemy, Papyrus)

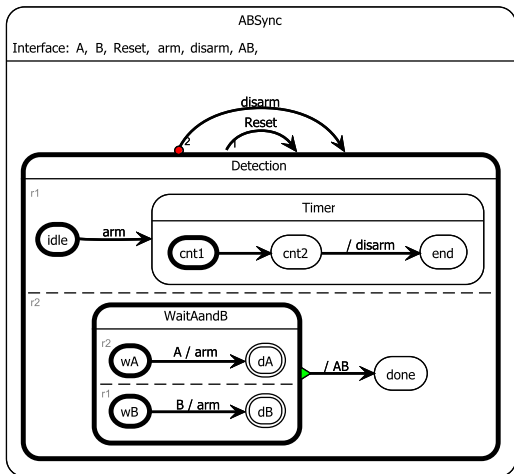
SyncCharts



- ▶ Statechart dialect
- ▶ Mealy machine

Charles André, Computing SyncCharts Reactions, 2003

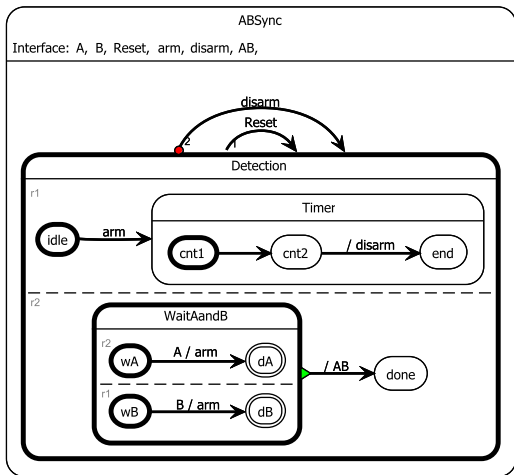
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Charles André, Computing SyncCharts Reactions, 2003

- ▶ Statechart dialect
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 - ▶ Parallelism, hierarchy, compound events, broadcast

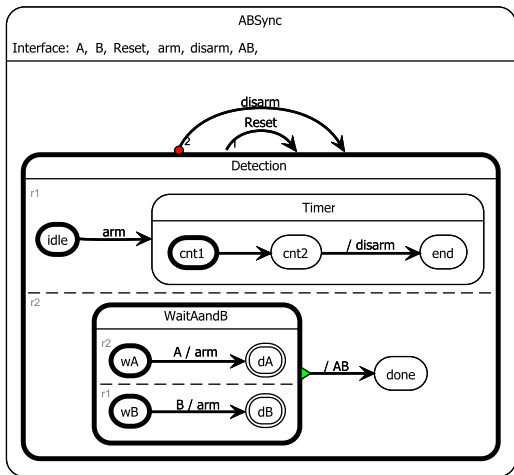
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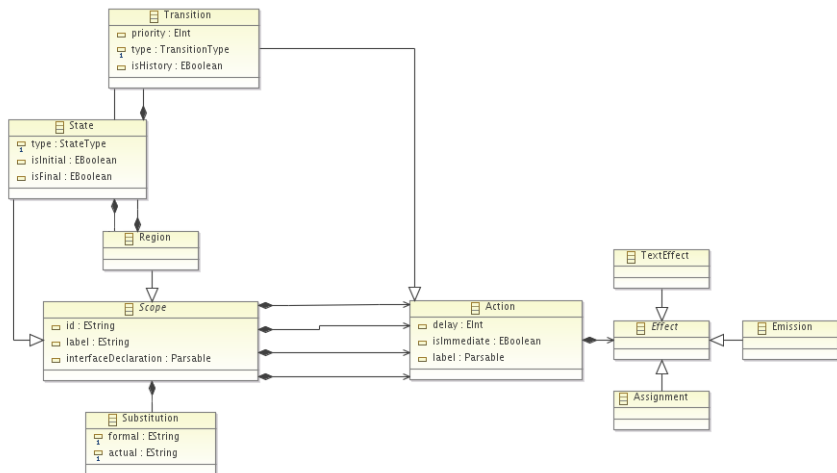
SyncCharts



Charles André, Computing SyncCharts Reactions, 2003

- ▶ Statechart dialect
- ▶ Mealy machine with
 - ▶ Parallelism, hierarchy, compound events, broadcast
- ▶ Graphical notation for the Esterel synchronous language
- ▶ Synchrony hypothesis
 - ▶ Discrete ticks
 - ▶ Computations take no time

Abstract Syntax (EMF)



KIELER Modeling - syncharts_quickstart/abro.kids - KIELER

File Edit Diagram Navigate Search Project Run KIELER Window Help

Project Explorer

- syncharts_quickstart
 - abro.kids
 - abro.kixs

Outline

ABRO

Interface: A, B, R, O,

```

stateDiagram-v2
    state ABRO {
        state WaitAB {
            state wA
            state dA
            state wB
            state dB
            wA --> dA : A
            wB --> dB : B
        }
        state done
        state R_start(( ))
        R_start --> WaitAB : R
        WaitAB --> done : O
    }
  
```

Palette

- State
- Transition
- TextualCode

Execution Manager

Properties

State

Property	Value
Core	
Appearance	
Id	WaitAB
Incoming Transitions	
Interface Declaration	
Is Final	false
Is Initial	true
Label	WaitAB
Type	NORMAL

Layout

State 'WaitAB'

Property	Value
Nodes	
Fixed Size	false
Parents	
Aspect Ratio	1.3
Border Spacing	1.0
Expand Nodes	true
Layout Provider or Type	Box Layout (KIELER)
Object Spacing	1.0

Overview

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Ptolemy



- ▶ „The Ptolemy project studies heterogeneous modeling, simulation, and design of concurrent systems.“

Introduction to Ptolemy II, UC Berkeley

Ptolemy



- ▶ „The Ptolemy project studies heterogeneous modeling, simulation, and design of concurrent systems.“

Introduction to Ptolemy II, UC Berkeley

- ▶ Executable Models to describe behavior of reactive systems

Ptolemy



- ▶ „The Ptolemy project studies heterogeneous modeling, simulation, and design of concurrent systems.“

Introduction to Ptolemy II, UC Berkeley

- ▶ Executable Models to describe behavior of reactive systems
- ▶ Ptolemy models are a set of interacting components → **Actor-Oriented Design**

Ptolemy

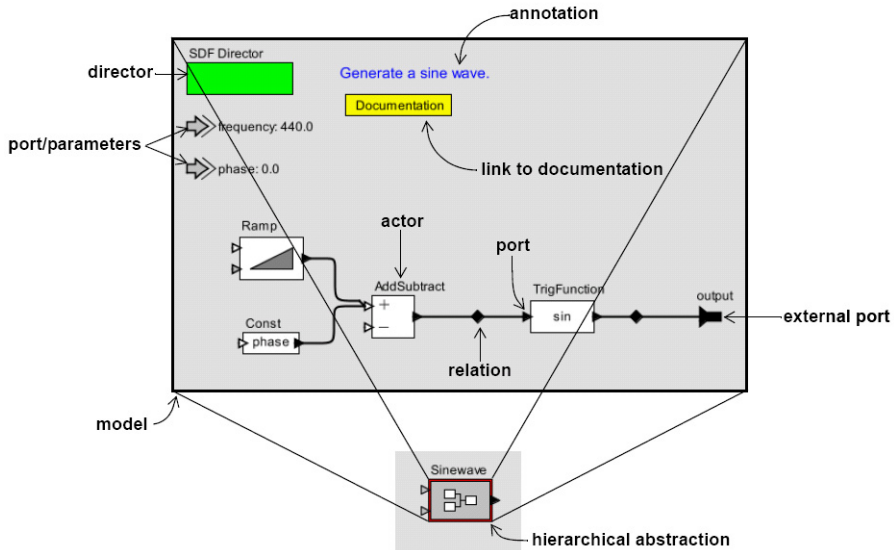


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Introduction to Ptolemy II, UC Berkeley

- ▶ Executable Models to describe behavior of reactive systems
- ▶ Ptolemy models are a set of interacting components → **Actor-Oriented Design**
- ▶ Constructed under a **model of computation** (MoC)

Ptolemy Actor Example



Model of Computation

- ▶ Defines interaction of system components

Model of Computation

- ▶ Defines interaction of system components
 - ▶ Semantics of a model

Model of Computation

- ▶ Defines interaction of system components
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- ▶ Ptolemy Model can have more than one MoC

Model of Computation

- ▶ Defines interaction of system components
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 - ▶ Process Networks (PN)

Model of Computation

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- ▶ Ptolemy Model can have more than one MoC
- ▶ MoC domains/directors:
 - ▶ Process Networks (PN)
 - ▶ Continuous Time (CT)

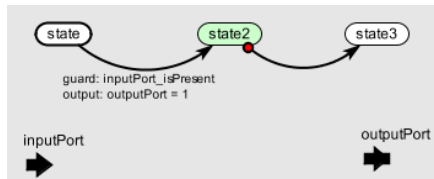
Model of Computation

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 - ▶ Continuous Time (CT)
 - ▶ Finite State Machines (FSM)
 - ▶ Synchronous Reactive (SR)

Model of Computation

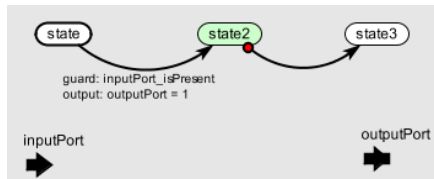
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 - ▶ Finite State Machines (FSM)
 - ▶ Synchronous Reactive (SR)
 - ▶ ...

ModalModel Domain



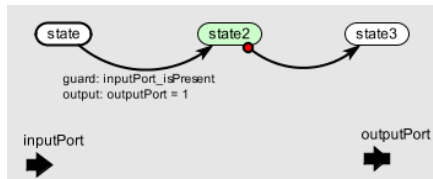
- ▶ Entities not actors but states

ModalModel Domain



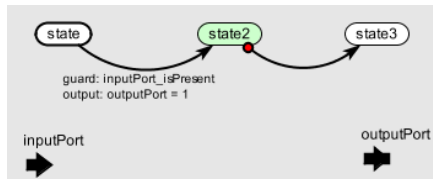
- ▶ Entities not actors but states
- ▶ Execution: Strictly ordered sequence of state transitions

ModalModel Domain



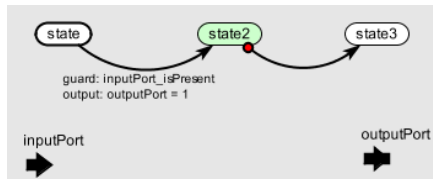
- ▶ Entities not actors but states
- ▶ Execution: Strictly ordered sequence of state transitions
- ▶ Build-in expression language to evaluate guards

ModalModel Domain



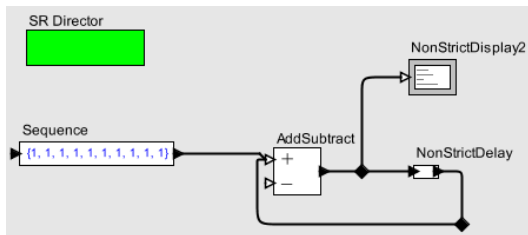
- ▶ Entities not actors but states
- ▶ Execution: Strictly ordered sequence of state transitions
- ▶ Build-in expression language to evaluate guards
- ▶ Refinements (multiple)

ModalModel Domain



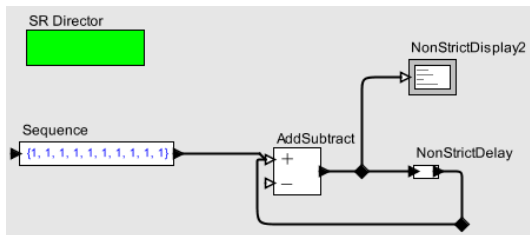
- ▶ Entities not actors but states
- ▶ Execution: Strictly ordered sequence of state transitions
- ▶ Build-in expression language to evaluate guards
- ▶ Refinements (multiple)
- ▶ Reset and preemptive transitions

Synchronous Reactive Domain



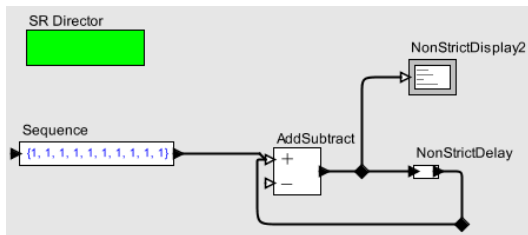
- ▶ Zero-Delay blocks

Synchronous Reactive Domain



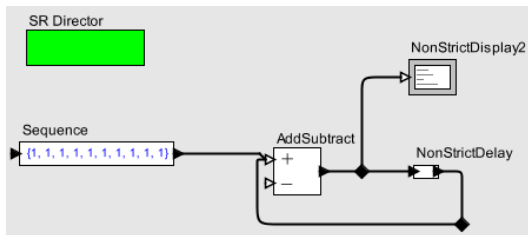
- ▶ Zero-Delay blocks
- ▶ Instantaneous communication

Synchronous Reactive Domain



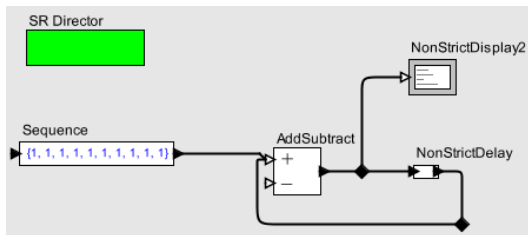
- ▶ Zero-Delay blocks
- ▶ Instantaneous communication
- ▶ Feedback

Synchronous Reactive Domain



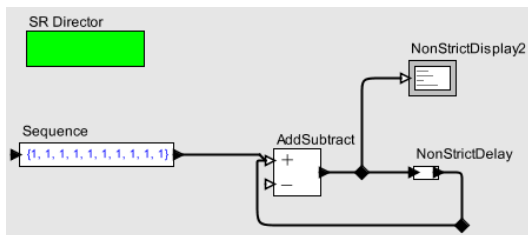
- ▶ Zero-Delay blocks
- ▶ Instantaneous communication
- ▶ Feedback
- ▶ Fixed point \Leftrightarrow Stable state

Synchronous Reactive Domain



- ▶ Zero-Delay blocks
- ▶ Instantaneous communication
- ▶ Feedback
- ▶ Fixed point \Leftrightarrow Stable state
- ▶ Values from flat lattice

Synchronous Reactive Domain



- ▶ Zero-Delay blocks
- ▶ Instantaneous communication
- ▶ Feedback
- ▶ Fixed point \Leftrightarrow Stable state
- ▶ Values from flat lattice
- ▶ Determinism \Leftrightarrow Unique solution

Overview

- ▶ KIELER
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Ptolemy Simulation Engine

- ▶ Mapping SyncCharts to Ptolemy:
Mealy machine

Ptolemy Simulation Engine

- ▶ Mapping SyncCharts to Ptolemy:
Mealy machine ↔ ModalModel

Ptolemy Simulation Engine

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Orthogonality

Ptolemy Simulation Engine

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 - Orthogonality ↔ Concurrent Actors (inherent)

Ptolemy Simulation Engine

- ▶ Mapping SyncCharts to Ptolemy:
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 - Orthogonality ↔ Concurrent Actors (inherent)
 - Hierarchy

Ptolemy Simulation Engine

- ▶ Mapping SyncCharts to Ptolemy:

Mealy machine

↔ ModalModel

Orthogonality

↔ Concurrent Actors (inherent)

Hierarchy

↔ Compound Actors, state refinements

Ptolemy Simulation Engine

- ▶ Mapping SyncCharts to Ptolemy:

Mealy machine	↔	ModalModel
Orthogonality	↔	Concurrent Actors (inherent)
Hierarchy	↔	Compound Actors, state refinements
Compound events		

Ptolemy Simulation Engine

- ▶ Mapping SyncCharts to Ptolemy:
 - Mealy machine ↔ ModalModel
 - Orthogonality ↔ Concurrent Actors (inherent)
 - Hierarchy ↔ Compound Actors, state refinements
 - Compound events ↔ Expression language
- ▶ Interesting:

Ptolemy Simulation Engine

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- ▶ Interesting:
 - ▶ Implicit broadcast vs. explicit signal representation

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 - ▶ Signal coherence (must/cannot analysis)

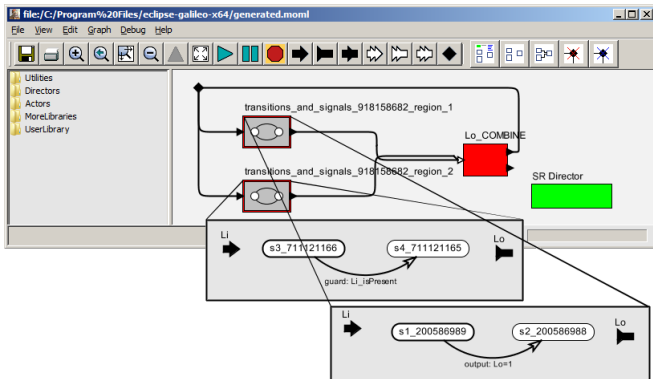
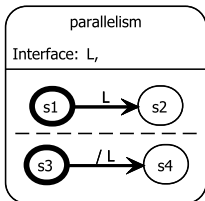
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 - ▶ Signal coherence (must/cannot analysis)
 - ▶ Transition priorities

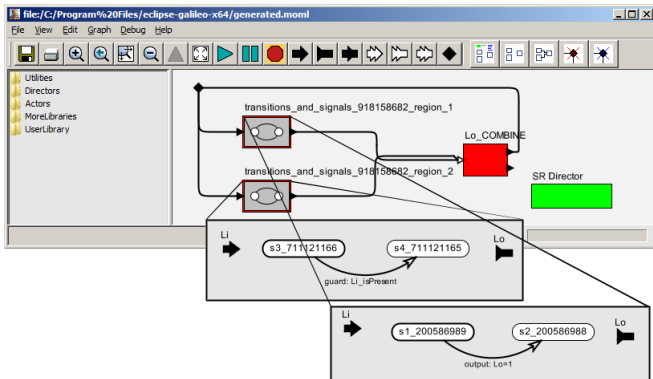
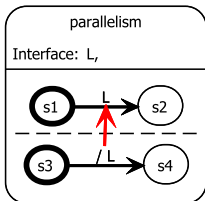
Ptolemy Simulation Engine

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 - Compound events ↔ Expression language
- ▶ Interesting:
 - ▶ Implicit broadcast vs. explicit signal representation
 - ▶ Signal coherence (must/cannot analysis)
 - ▶ Transition priorities
 - ▶ Normal termination

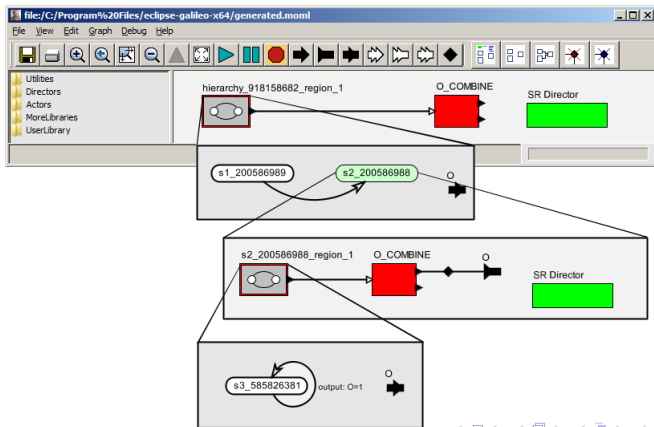
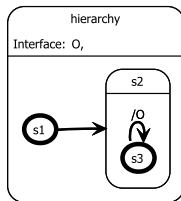
Transformation Example: Parallelism and Signals



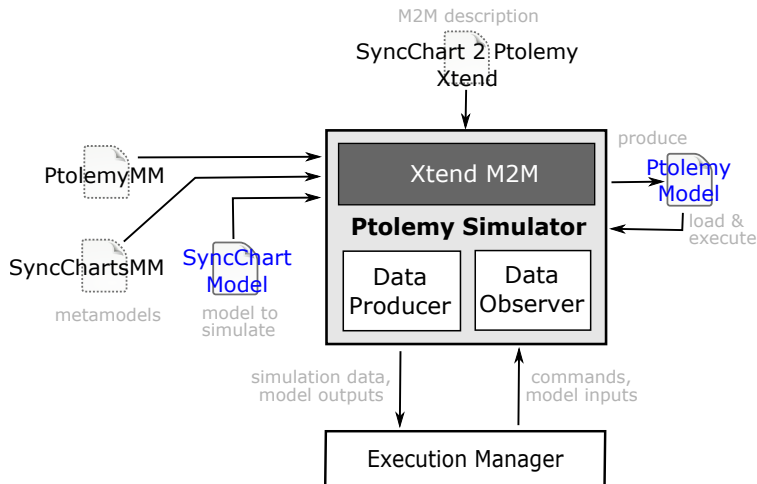
Transformation Example: Parallelism and Signals



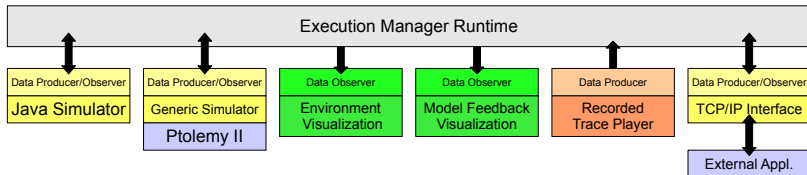
Transformation Example: Hierarchy



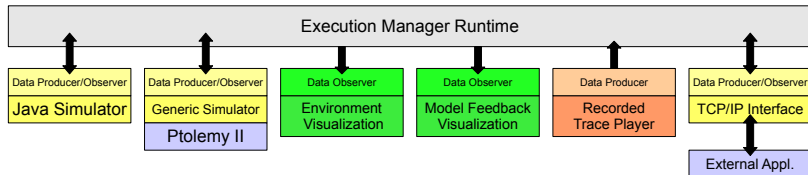
Schematic Overview



Architecture and User Interface



Architecture and User Interface



Component Name / Key	Value	Type	Master
<input type="checkbox"/> Synchronous Signal Resetter		<input checked="" type="checkbox"/> Observer/Producer	
<input type="checkbox"/> Data Table		<input checked="" type="checkbox"/> Producer	
<input type="checkbox"/> ABRO in Java		<input type="checkbox"/> Observer/Producer	
<input type="checkbox"/> Synccharts Ptolemy Simulator		<input checked="" type="checkbox"/> Observer/Producer	
<input type="checkbox"/> SyncChart Editor			
<input type="checkbox"/> State Name	state		
<input type="checkbox"/> SimpleRailCtrl Ptolemy Simulator		<input type="checkbox"/> Observer/Producer	
<input type="checkbox"/> Viewmanagement SyncCharts Visualizer		<input checked="" type="checkbox"/> Observer	
<input type="checkbox"/> Data Table		<input checked="" type="checkbox"/> Observer	

KIELER KlePto Simulation Demo

LIVE DEMO

Summary

- ▶ KIELER

Summary

- ▶ KIELER
- ▶ Ptolemy

Summary

- ▶ KIELER
- ▶ Ptolemy
- ▶ KIELER leveraging Ptolemy
 - ▶ KlePto concept

Summary

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- ▶ Ptolemy
- ▶ KIELER leveraging Ptolemy
 - ▶ KlePto concept
 - ▶ Construct runnable Ptolemy models for EMF based models (Xtend)

Summary

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- ▶ Ptolemy
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 - ▶ Construct runnable Ptolemy models for EMF based models (Xtend)
 - ▶ Ptolemy integration in Eclipse

Summary

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 - ▶ KlePto concept
 - ▶ Construct runnable Ptolemy models for EMF based models (Xtend)
 - ▶ Ptolemy integration in Eclipse
 - ▶ Infrastructure for interactive model execution

Summary

- ▶ KIELER
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 - ▶ KlePto concept
 - ▶ Construct runnable Ptolemy models for EMF based models (Xtend)
 - ▶ Ptolemy integration in Eclipse
 - ▶ Infrastructure for interactive model execution
 - ▶ Also: Visualization, stepwise transformation, model checking, online debugging, regression tests, validation, ...

To Go Further



ANDRÉ, C.

Computing SyncCharts reactions.

In *SLAP 2003: Synchronous Languages, Applications and Programming, A Satellite Workshop of ECRST 2003* (2004), vol. 88, pp. 3 – 19.



MOTIKA, C., FUHRMANN, H., AND VON HANXLEDEN, R.

Semantics and execution of domain specific models.

In *2nd Workshop Methodische Entwicklung von Modellierungswerkzeugen (MEMWe 2010) at conference INFORMATIK 2010* (Leipzig, Germany, Sept. 2010), GI-Edition – Lecture Notes in Informatics (LNI), Bonner Köllen Verlag.



UC BERKELEY, EECS DEPT.

Ptolemy webpage.

<http://ptolemy.eecs.berkeley.edu/>.



UNI KIEL, REAL-TIME AND EMBEDDED SYSTEMS GROUP.

KIELER webpage.

<http://www.informatik.uni-kiel.de/en/rtsys/kieler/>.



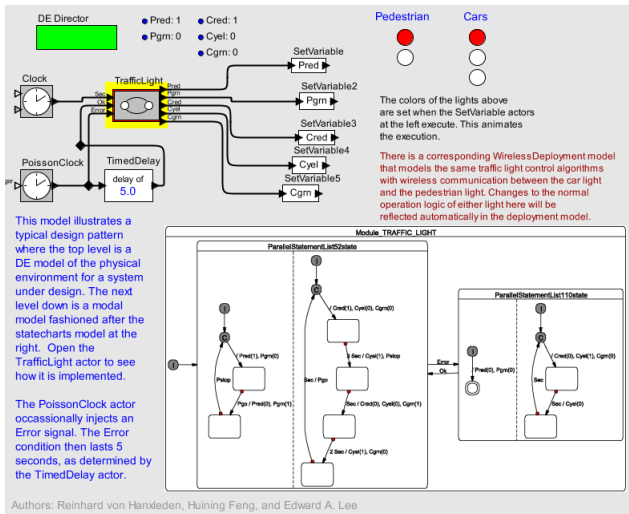
Thank you for your attention and participation!

Any questions or suggestions?

Sample DataComponent

```
1 public class DataComponent extends JSONObjectDataComponent
2                               implements IJSONObjectDataComponent {
3
4     boolean doneI;
5
6     public void initialize() {
7         doneI = false;
8     }
9
10    public boolean isObserver() {return true;}
11    public boolean isProducer() {return true;}
12
13    public JSONObject step(JSONObject jsonObject)
14                          throws KiemExecutionException {
15        JSONObject returnObj = new JSONObject();
16        if (!doneI && jsonObject.has("I")
17            && (JSONSignalValues.isPresent(jsonObject.get("I")))) {
18            //change state to doneI when signal I is present
19            doneI = true;
20            //output signal O
21            returnObj.accumulate("O", JSONSignalValues.newValue(true));
22        }
23        return returnObj;
24    }
25 }
```

Synchronous/Reactive Modeling Example: TrafficLight



Synchronous/Reactive Modeling Example: TrafficLight

file://D:/Studium_SVII/ptIIplugin/ptolee...ffLight.xml#TrafficLight_Controller

File View Edit Graph Debug Help

DocViewerAttribute
LocalPreferences
RepaintController
Decorative
Parameters
Analysis
state

Top-level model of the traffic light controller where there are two states, an error state and a normal state. Look inside the states to see the implementations.

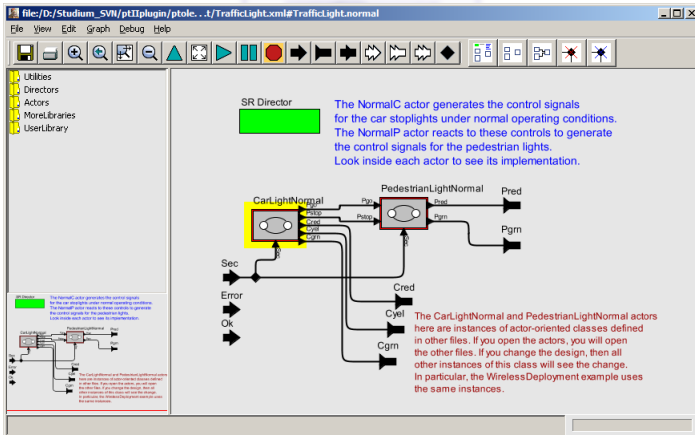
Sec
→
Error
→
Ok
→

normal → error (guard: Ok_isPresent)
error → normal (guard: Error_isPresent)

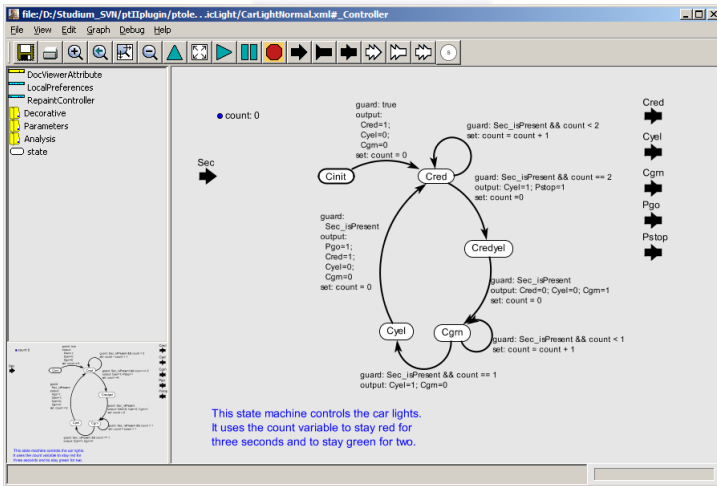
Pred
→
Pgrn
→
Cred
→
Cyel
→
Cgm
→

Note that we are following the design of the Statecharts model shown on the top level, but there is a flaw in that design that shows up when constructing a deployment model. The flaw is that the Error and Ok states are at the top level, and internally contain concurrent operations of the car light and the pedestrian light. It should be other way around. The car light and pedestrian light should be concurrent, and should internally each have Error and Ok states. This way, the car light and pedestrian light can be deployed in separate hardware.

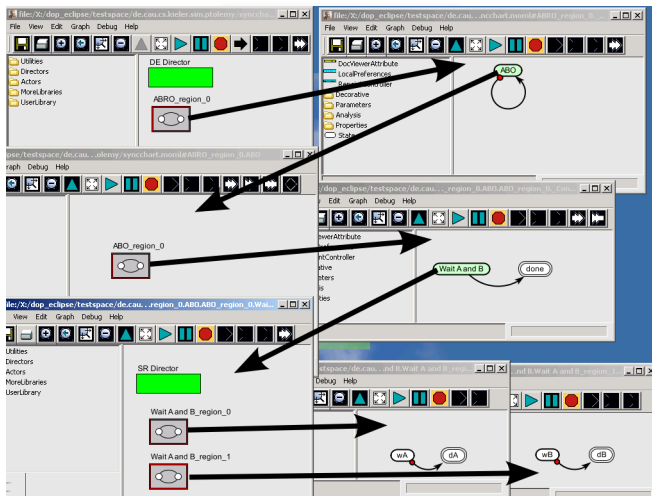
Synchronous/Reactive Modeling Example: TrafficLight



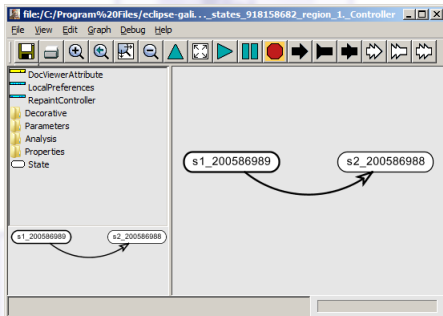
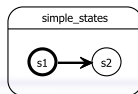
Synchronous/Reactive Modeling Example: TrafficLight



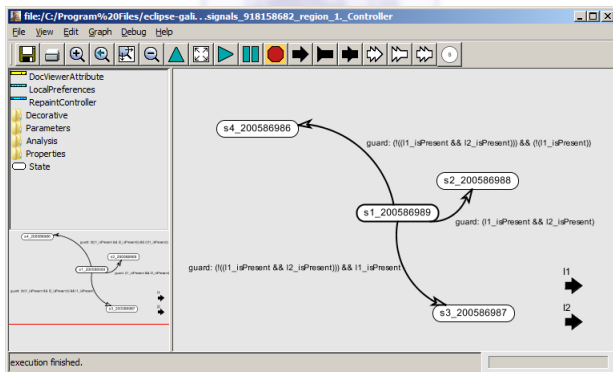
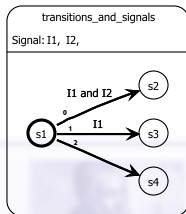
M2M Transformation Results



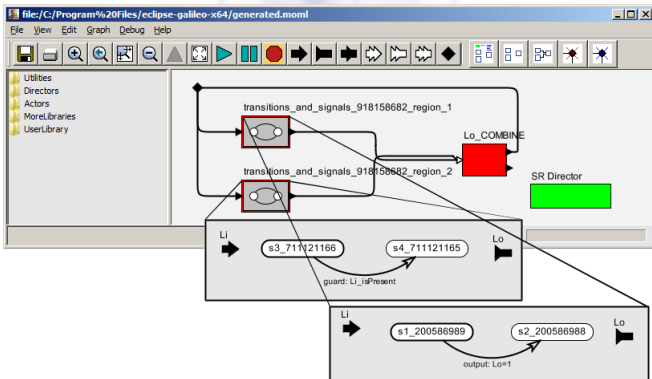
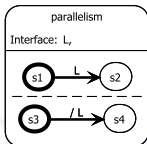
Transformation 1: Simple States



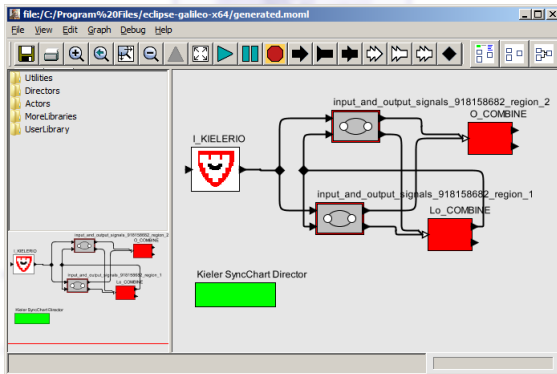
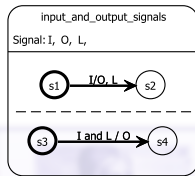
Transformation 2: Transitions (Priorities)



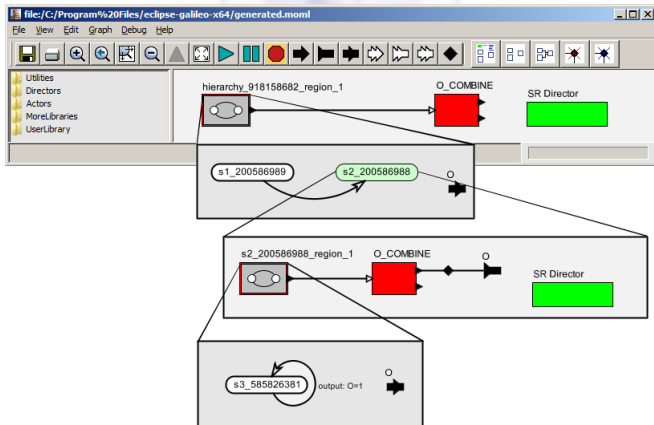
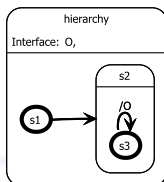
Transformation 3: Parallelism and Signals



Transformation 4: Inputs and Outputs



Transformation 5: Hierarchy



Java: Load And Execute Ptolemy Model

```
1 public class TestLoadPtolemyModel {
2     public static void main(String[] args) {
3         URI momlFile = URI.createFileURI(new File("kielerio.moml").getAbsolutePath());
4         MoMLParser parser = new MoMLParser();
5         NamedObj ptolemyModel = null;
6         //load & parse model
7         ptolemyModel = parser.parse(null, new URL(momlFile.toString()));
8         //execute model
9         CompositeActor actor = ((CompositeActor) ptolemyModel);
10        //create a manager
11        Manager manager = actor.getManager();
12        if (manager == null) {
13            manager = new Manager(actor.workspace(), "kieler manager");
14            actor.setManager(manager);
15        }
16        // run the model
17        if (manager != null) {
18            List<Actor> children = actor.getChildren();
19            manager.initialize();
20            for (int i = 0; i < 100; i++) {
21                manager.iterate();
22                // LISTEN FOR OUPUT TO KIELER HERE //
23            }
24            manager.wrapup();
25        } } }
```

Java: Insert User Data w/ KielerIO

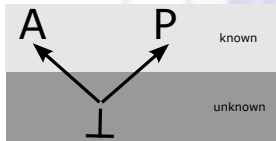
```
1 public class TestLoadPtolemyModel {
2     public static void main(String[] args) {
3         //load & parse model
4         //execute model
5         //create a manager
6
7         //insert user data
8         Iterator<Object> childrenIterator = actor.containedObjectsIterator();
9         while( childrenIterator.hasNext() ){
10             Object child = childrenIterator.next();
11             //search for KielerIO ports
12             if(child instanceof KielerIO){
13                 KielerIO kielerIO = (KielerIO)child;
14                 System.out.println(kielerIO.getSignalName());
15                 kielerIO.setValue(2);
16                 kielerIO.setPresent(true);
17                 kielerIO.setPermanent(true);
18             }
19         }
20
21         // run the model
22     }
23 }
```

Java: KielerIO Ptolemy Actor

```
1 public class KielerIO extends TypedAtomicActor {
2     public Parameter value;
3     public TypedIOPort signal;
4
5     public void setValue(int value) {
6         this.value.setExpression(value+"");
7     }
8
9     public void fire() throws IllegalActionException {
10        if (trigger.getWidth() > 0) {
11            if (trigger.hasToken(0)) {
12                trigger.get(0); }}
13
14        if (present.getValueAsString().equals("true")) {
15            int tokenValue = Integer.valueOf(value.getValueAsString());
16            signal.send(0, new IntToken(tokenValue));
17            if (permanent.getValueAsString().equals("false")) {
18                this.setPresent(false);
19            }
20        }
21        super.fire();
22    }
23 }
```

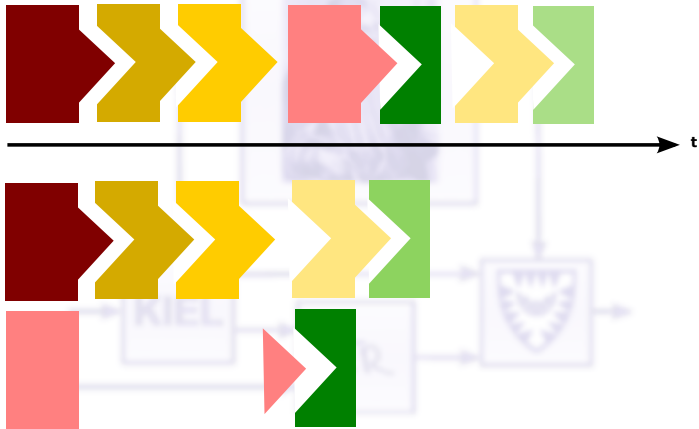

Determine Signal Assignment

- ▶ Signal Coherence Law
 - ▶ A Signal can be either present or absent within a tick but not both at the same time.
- ▶ Ensure by lattice and ternary logic

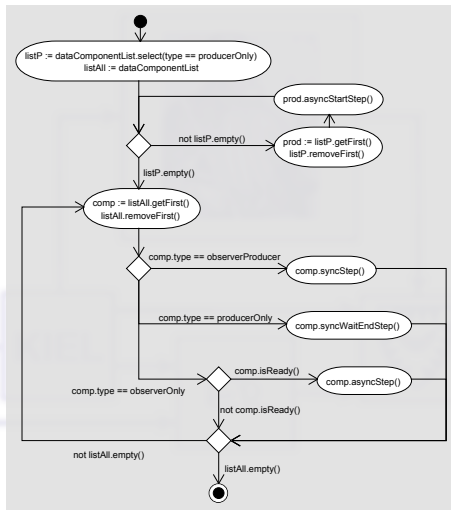


- ▶ Use extended fixed point iteration:
 1. Start with unknown local and output signals
 2. Determine which signals must be emitted (set to present)
→ SR director fixed point iteration (send token)
 3. Determine which signals cannot be emitted (set to absent)
→ FSM director (send clear)

Linear Scheduler



Scheduling



Ptolemy Meta Model (EMF)

