Zélus: a synchronous language with ODEs

Timothy Bourke\textsuperscript{1,2} Marc Pouzet\textsuperscript{2,1}

1. INRIA Paris-Rocquencourt
2. École normale supérieure (DI)

http://www.di.ens.fr/ParkasTeam.html

HSCC 2013, CPS Week, April 8–11, Philadelphia, USA
Hybrid Systems Modelers

Program complex discrete systems and their physical environments in a single language

Many tools exist

- Simulink/Stateflow, LabVIEW, Modelica, Ptolemy, ... 

Focus on programming language issues to improve safety

Our proposal

- Build a hybrid modeler on top of a synchronous language
- Recycle existing techniques and tools
- Clarify underlying principles and guide language design/semantics
Typical system

Physical environment

- ODEs with reset
  \[
  \text{der} \ v = (0.7 / . \text{maxf}) \times \text{error} \init 0.0 \text{ reset} \ hit(v0) \rightarrow v0
  \]

- Hierarchical hybrid automata

Discrete controller

- Dataflow equations
- Hierarchical automata
Reuse existing tools and techniques

Synchronous languages (SCADE/ Lustre)

- Widely used for critical systems design and implementation
  - mathematically sound semantics
  - certified compilation (DO178C)
- Expressive language for both discrete controllers and mode changes

Off-the-shelf ODEs numeric solvers

- Sundials CVODE (LLNL) among others, treated as black boxes
- Exploit existing techniques and (variable step) solvers

A conservative extension:

Any synchronous program must be compiled, optimized, and executed as per usual
Type systems to separate continuous from discrete

What is a discrete step?

- Reject unreasonable parallel compositions
- Ensure by static typing that discrete changes occur on zero-crossings
- Statically detect causality loops, initialization issues

Simulation engine

\[
\begin{align*}
\sigma' &= d_\sigma(t, y) \\
upz &= g_\sigma(t, y) \\
\dot{y} &= f_\sigma(t, y)
\end{align*}
\]
Compiler architecture

- lexing/parsing
- typing
- causality/initialization
- inlining
- automata

Built on an existing synchronous compiler

- Source-to-source and traceable transformations
- Resulting program is synchronous and translated to sequential code

- code generation
- scheduling
- optimization
- last/ fby/
- ODEs zero-crossings
- present/ signals
- variable completion
Comparison with existing tools

Simulink/Stateflow (Mathworks)

- Integrated treatment of automata vs two distinct languages
- More rigid separation of discrete and continuous behaviors

Modelica

- Do not handle DAEs
- Our proposal for automata will be integrated into new version 3.4

Ptolemy (E.A. Lee et al., Berkeley)

- A unique computational model: synchronous
- Everything is compiled to sequential code (not interpreted)
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Timothy Bourke  Marc Pouzet

INRIA Team PARKAS, École normale supérieure (Paris, France)

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Programming embedded systems and their environments in the same language

- A Lustre-like language with ODEs.
- Dedicated type systems to separate discrete time from continuous time behaviors.
- A compiler architecture based on checkable source-to-source transformations.
- Simulate with an off-the-shelf numeric solver.

The Type system

\[(\ast) : \text{int} \times \text{int} \rightarrow \text{int} \]
\[(\ast) : \text{int} \rightarrow \text{int} \]
\[\text{float} \rightarrow \text{float} \rightarrow \text{float} \]
\[\text{float} \rightarrow \text{float} \rightarrow \text{float} \]
\[\text{float} \rightarrow \text{float} \rightarrow \text{float} \]
\[\text{int} \rightarrow \text{int} \rightarrow \text{int} \]
\[\text{int} \rightarrow \text{int} \rightarrow \text{int} \]

Example system with (hierarchical) Hybrid Automaton

rate = 0.0

push() on (next segment)

pull() on (next segment)

atlimit()

atlimit() on (last x < 0.3 + maxf)

atlimit() on (last x > -0.8 + last v)

atlimit() on (last x < -0.8 + last v)

atlimit() on (last x < 0.3 + maxf)

atlimit() on (last x > -0.8 + last v)

atlimit() on (last x < -0.8 + last v)

atlimit() on (last x < 0.3 + maxf)

atlimit() on (last x > -0.8 + last v)

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Hybrid Systems: Computation and Control

9–11 April 2013

Philadelphia, USA