
TP 1 : A compiler for mini-Lustre

http:

//www.di.ens.fr/~pouzet/cours/mpri/tp1/mini-lustre.tgz

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Normalisation

```
node f(x:int) returns (o:int);  
let  
  o = 1 fby 2 fby x;  
tel
```

```
node f(x:int) returns (o:int);  
var aux1, aux2 : int;  
let  
  o = aux2;  
  aux2 = 1 fby aux1;  
  aux1 = 2 fby x;  
tel
```

```
node g() returns (o:int);  
let  
  o = f(f(1));  
tel
```

```
node g() returns (o:int);  
var aux: int;  
let  
  o = f(aux);  
  aux = f(1);  
tel
```

Static scheduling

```
node f(x:int) returns (o:int);  
var aux1, aux2 : int;  
let  
    o = aux2;  
    aux2 = 1 fby aux1;  
    aux1 = 2 fby x;  
tel
```

```
node f(x:int) returns (o:int);  
var aux1, aux2 : int;  
let  
    aux2 = 1 fby aux1;  
    aux1 = 2 fby x;  
    o = aux2;  
tel
```

```
node g() returns (o:int);  
var aux: int;  
let  
    o = f(aux);  
    aux = f(1);  
tel
```

```
node g() returns (o:int);  
var aux: int;  
let  
    aux = f(1);  
    o = f(aux);  
tel
```

Imperative Code : compilation of fby

```
node f(x:int) returns (o:int);           type f_mem =
var aux1, aux2 : int;                   { mutable aux2_next: int;
let                                         mutable aux1_next: int; }

aux2 = 1 fby aux1;                     let f_init () =
aux1 = 2 fby x;                      { aux2_next = 1;
o = aux2;                            aux1_next = 2; }

tel                                     let f_step mem x =
                                         (* compute *)
                                         let aux2 = mem.aux2_next in
                                         let aux1 = mem.aux1_next in
                                         let o = aux2 in
                                         (* update *)
                                         mem.aux2_next <- aux1;
                                         mem.aux1_next <- x;
                                         (* output *)
                                         o
```

Imperative Code : compilation of a function call

```
node g() returns (o:int);
var aux: int;
let
aux = f(1);
o = f(aux);
tel

type g_mem =
{ f_mem1: f_mem;
f_mem2: f_mem; }

let g_init () =
{ f_mem1 = f_init ();
f_mem2 = f_init (); }

let g_step mem () =
(* compute *)
let aux = f_step mem.f_mem1 1 in
let o = f_step mem.f_mem2 aux in
(* update *)
();
(* output *)
o
```

Compilation of a program mini-Lustre

- ▶ `minilustre [options] file.mls`
 - ▷ `-main noeud` : simulation of node noeud
 - ▷ `-verbose` : print all the intermediate languages

- ▶ `ocamlc -thread unix.cma threads.cma graphics.cma file.ml`

<http://www.di.ens.fr/~pouzet/cours/mpri/tp1>