

Distributed, Modular HTL

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htl.cs.uni-salzburg.at[#]

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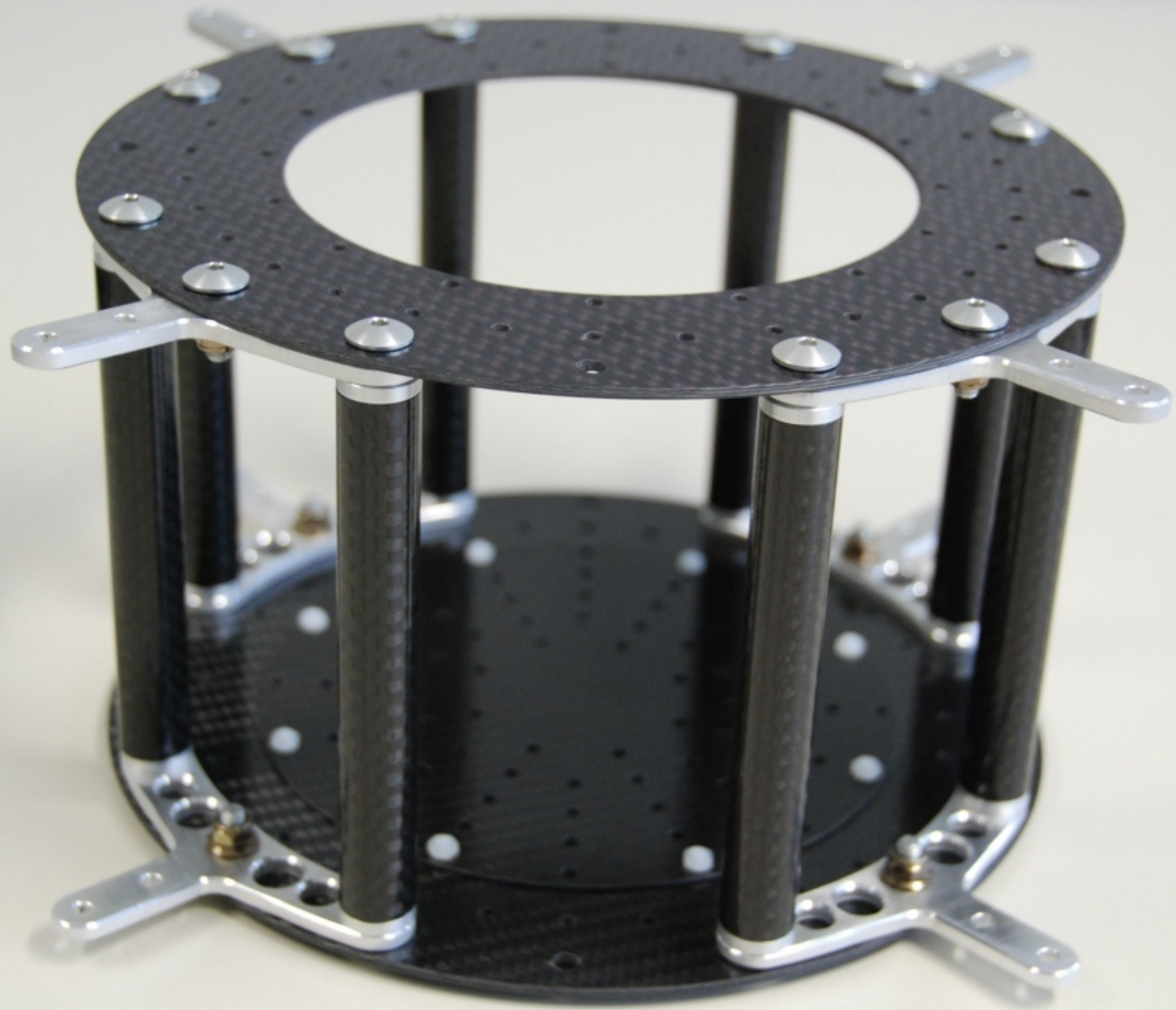
The JAviator

javiator.cs.uni-salzburg.at

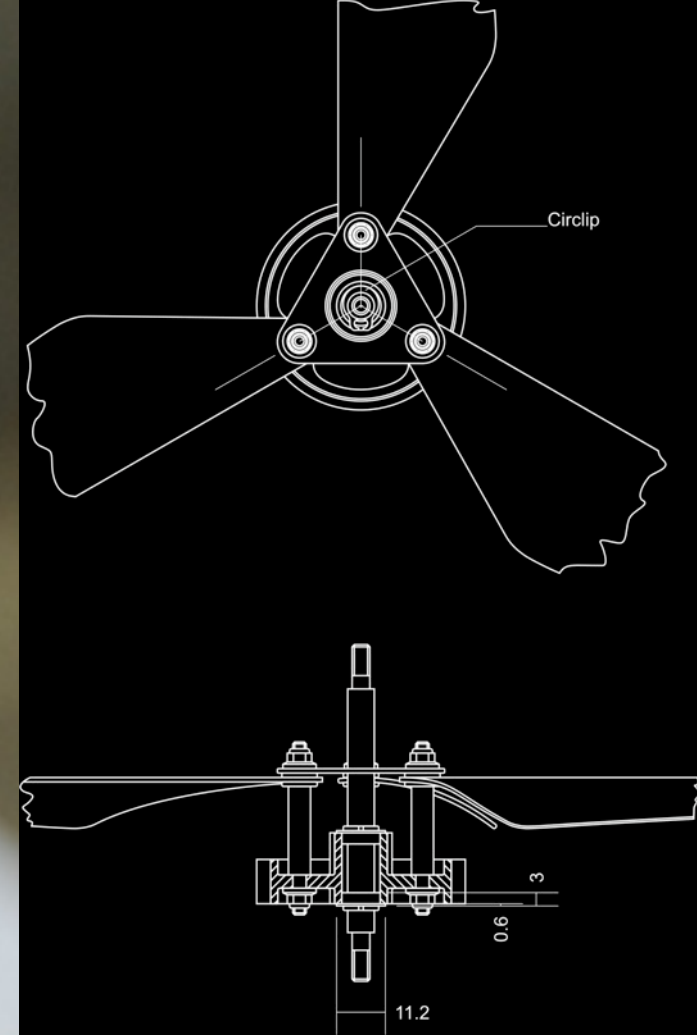
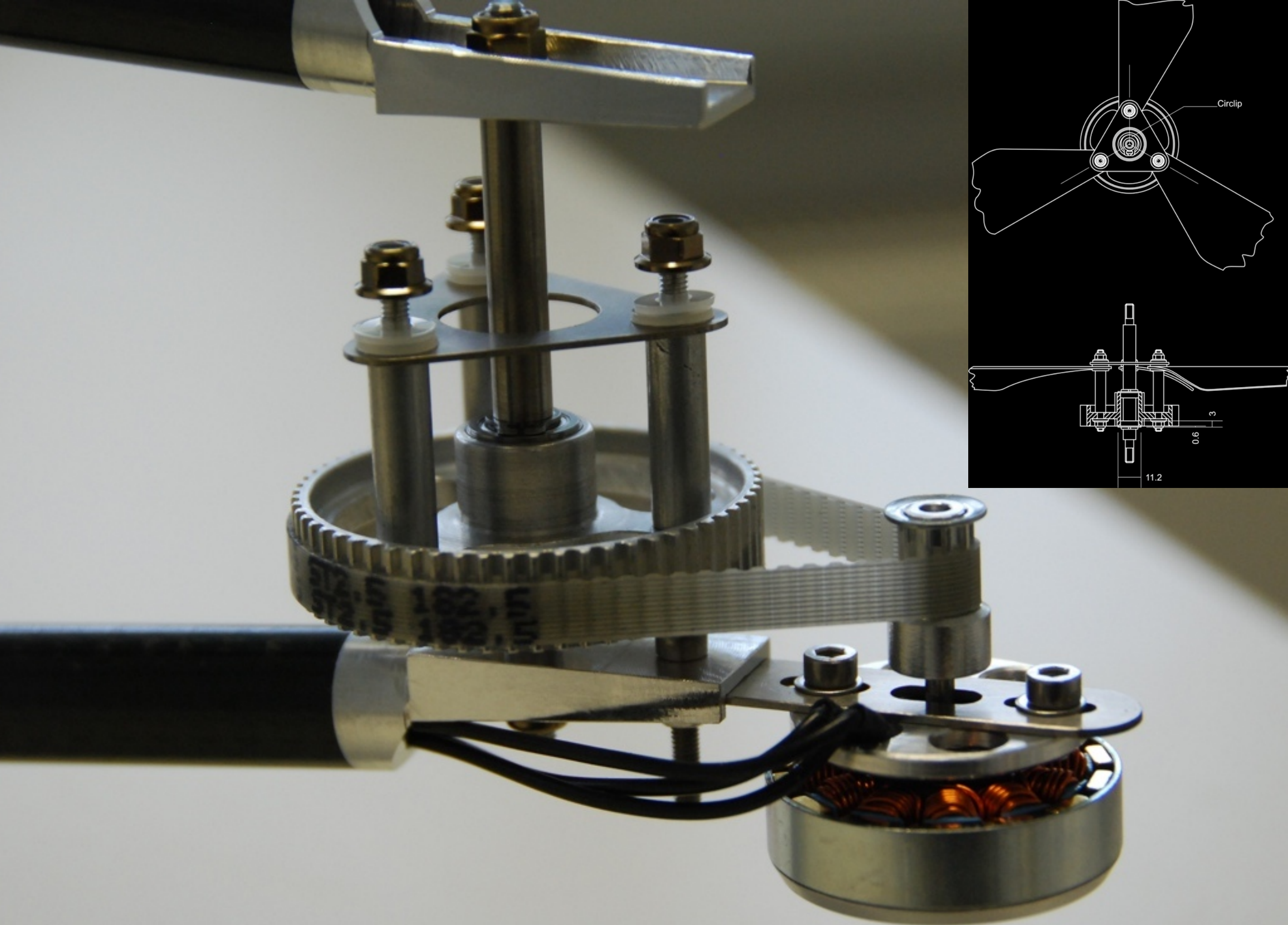
Quad-Rotor Helicopter





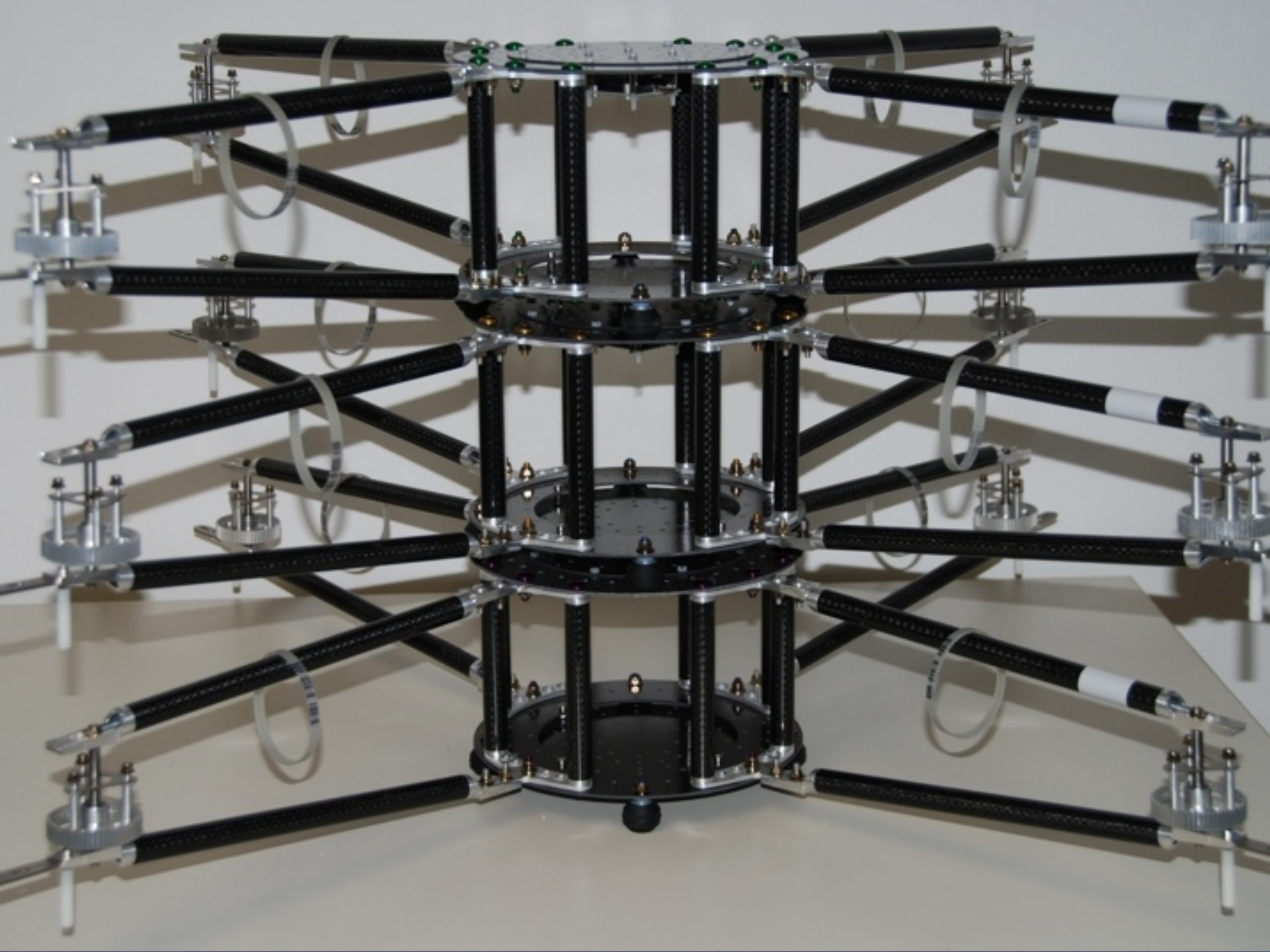


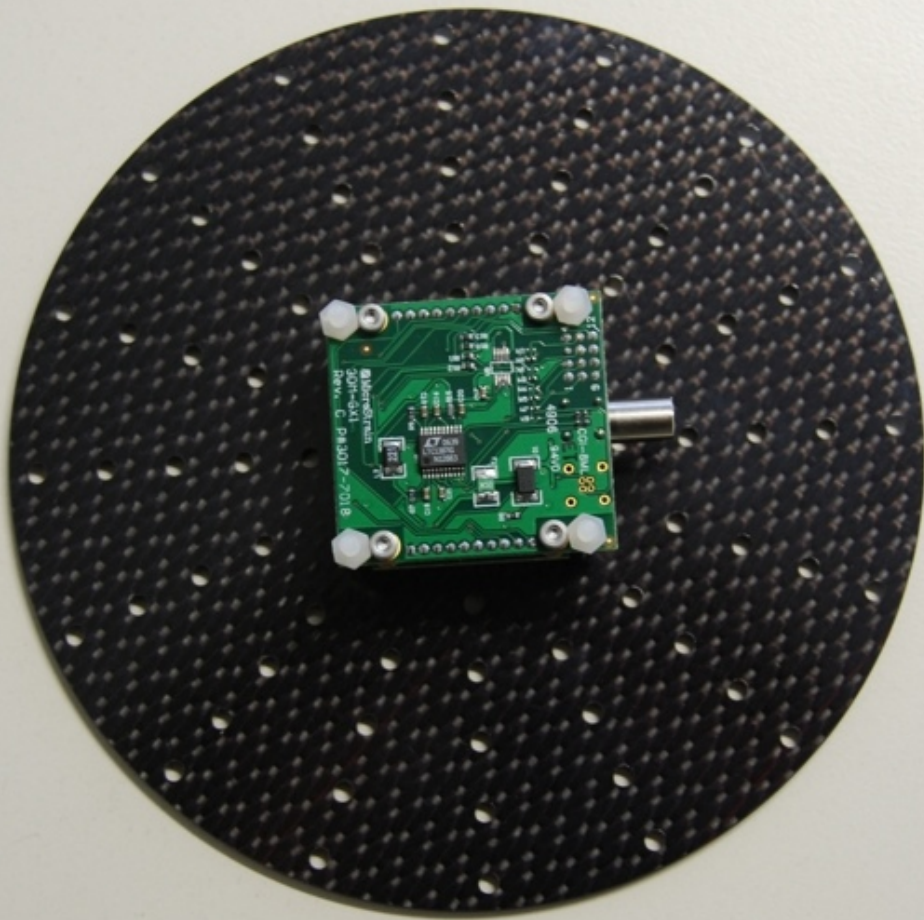






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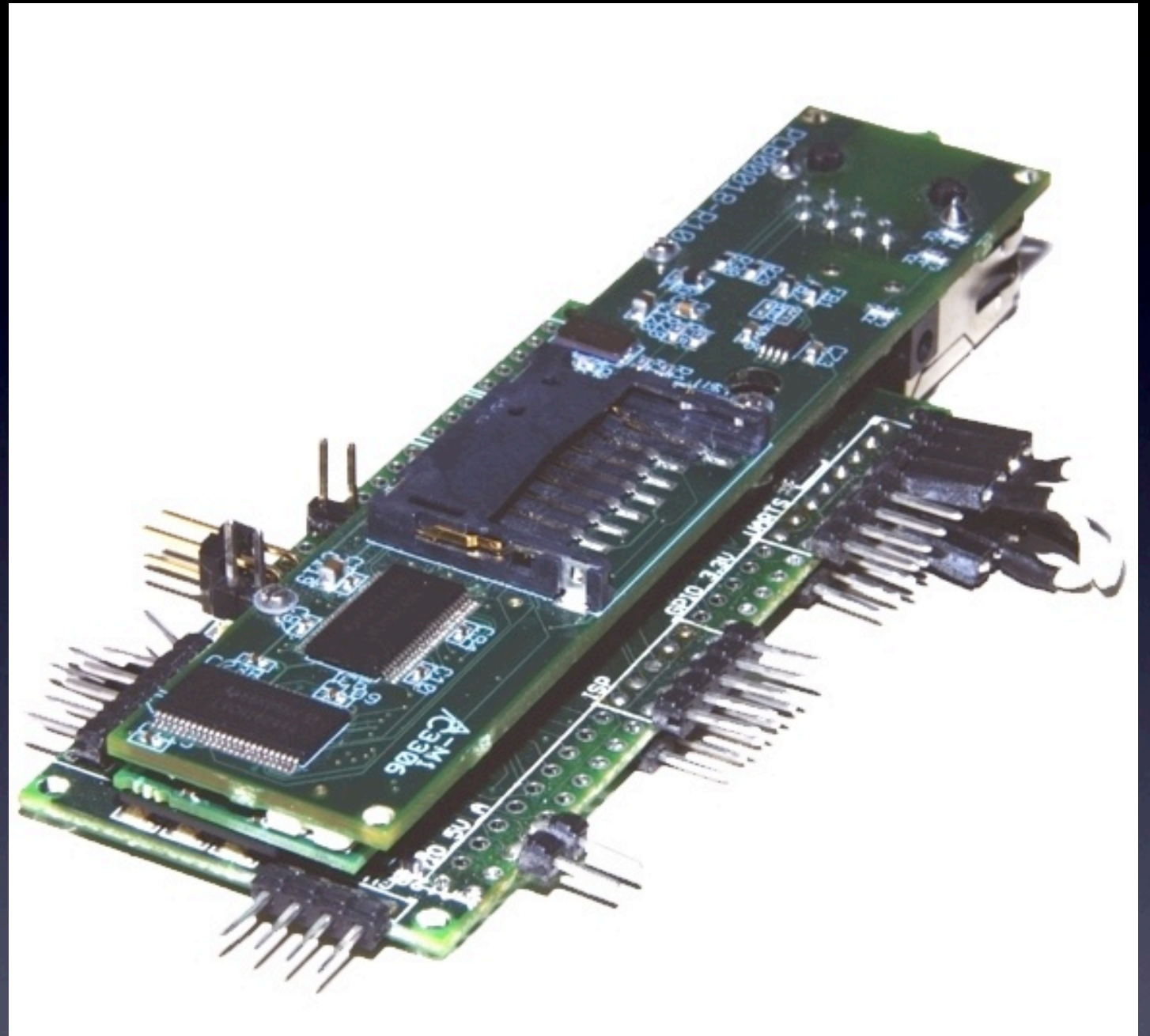


Gyro

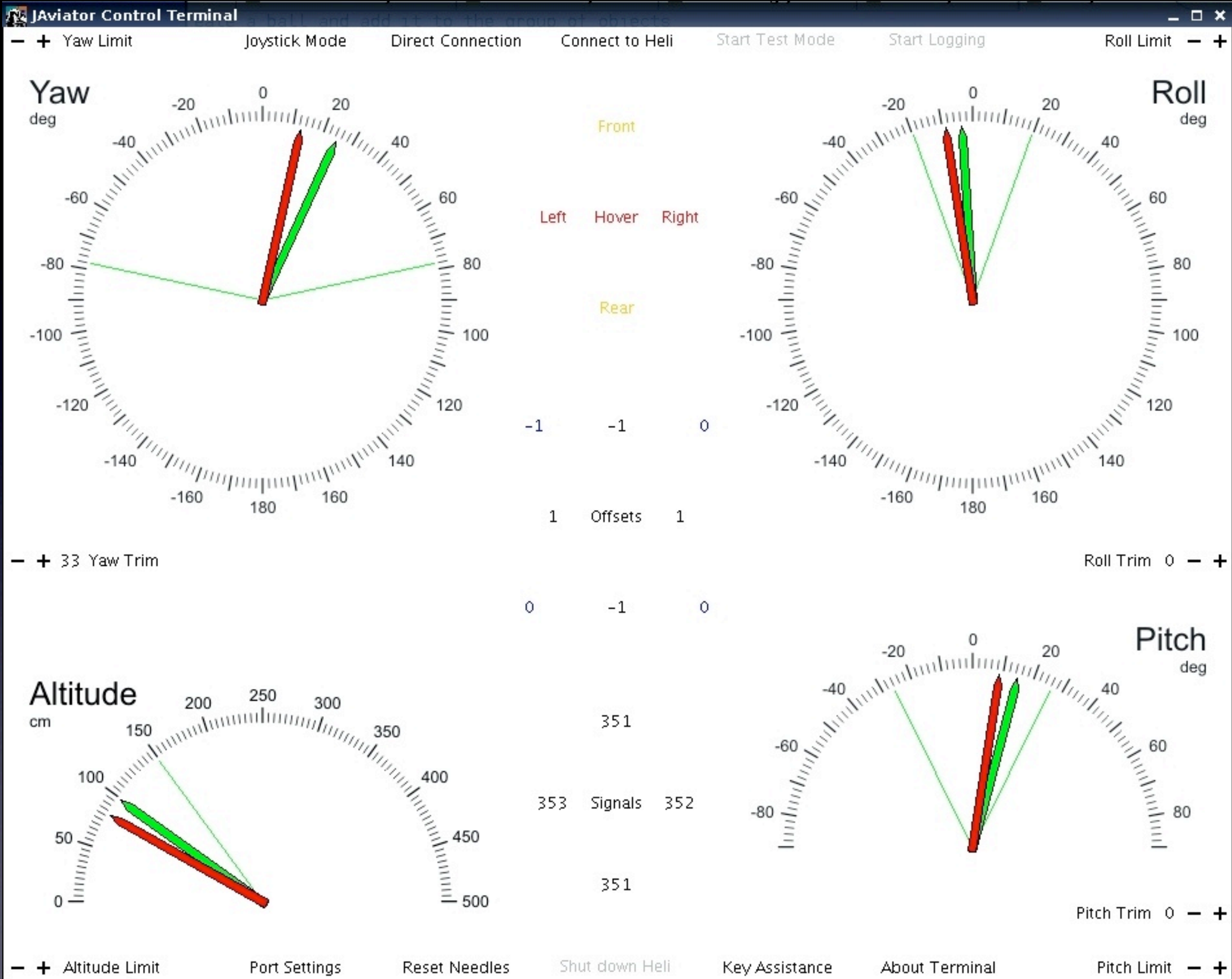
Propulsion

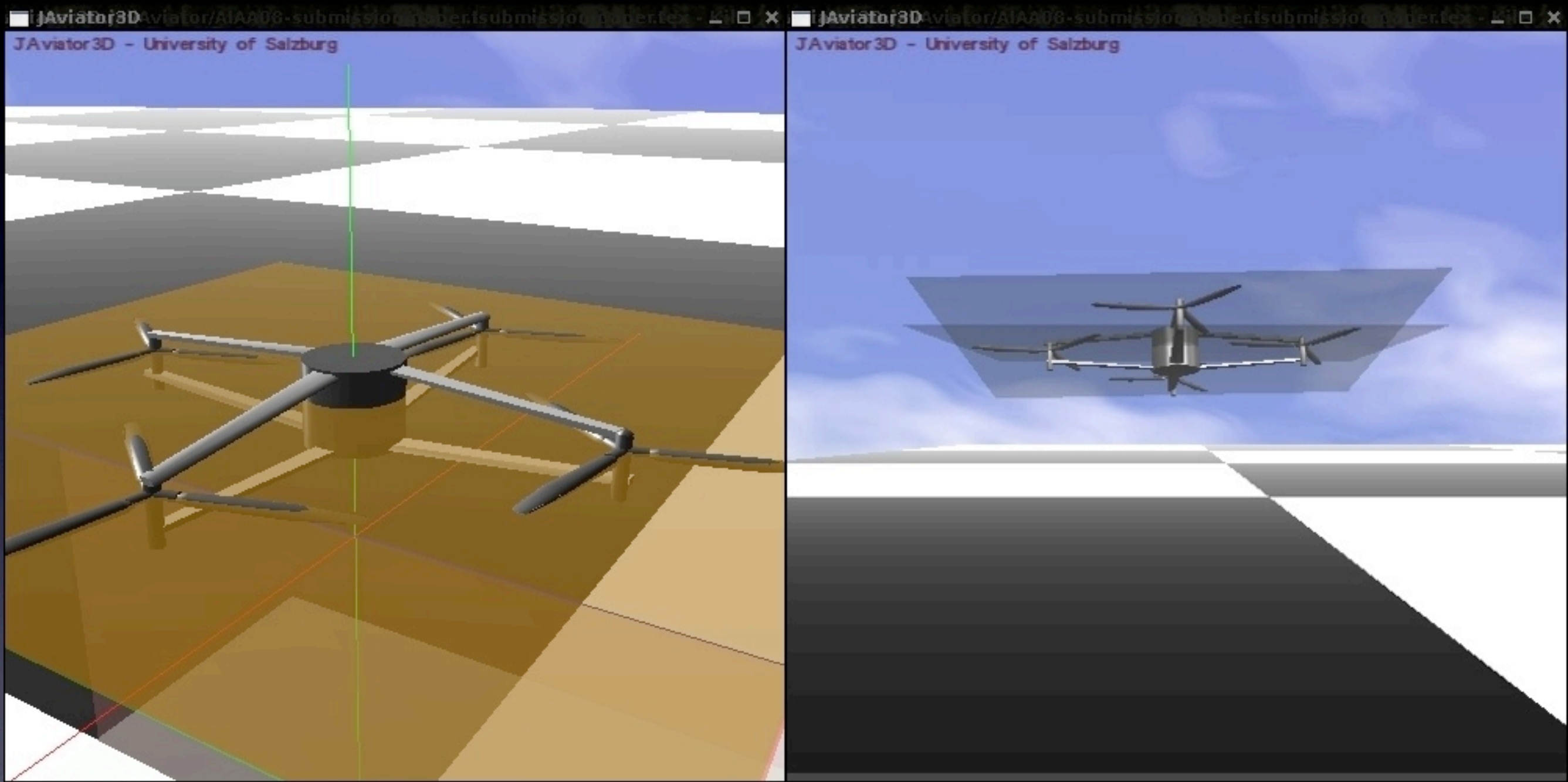


Gumstix

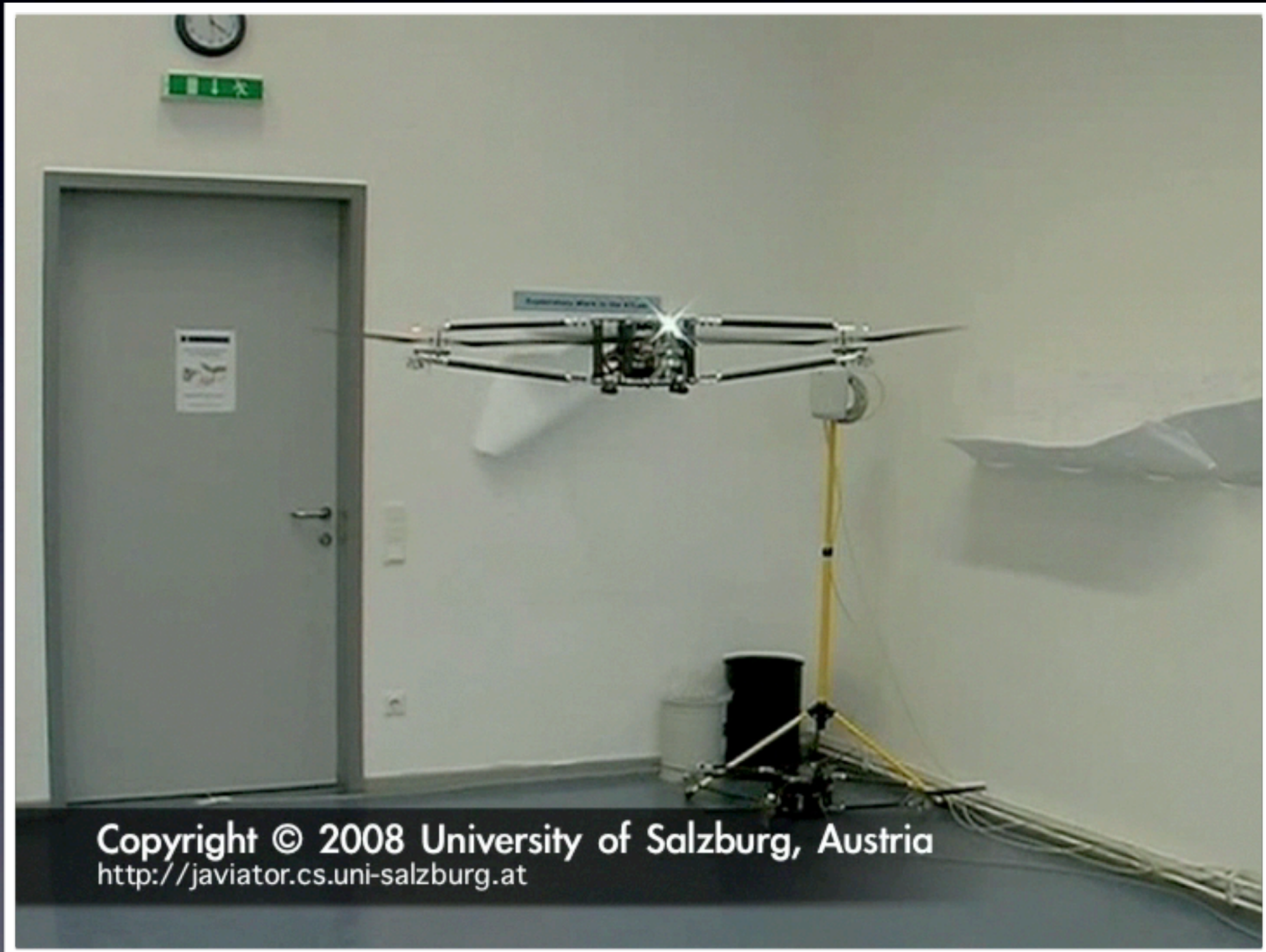


600MHz XScale, 128MB RAM, WLAN, Atmega uController





Indoor Flight STARMAC Controller



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<http://javiator.cs.uni-salzburg.at>

Outdoor Flight STARMAC Controller



Outdoor Flight Salzburg Controller



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What's next?

- Autonomous single-vehicle flights
 - position controller
 - waypoint controller
- Autonomous multi-vehicle flights
 - mission controller

Time-Portable Programming

Giotto

[EMSOFT 2001, Proceedings of the IEEE 2003]

HTL

[EMSOFT 2006]

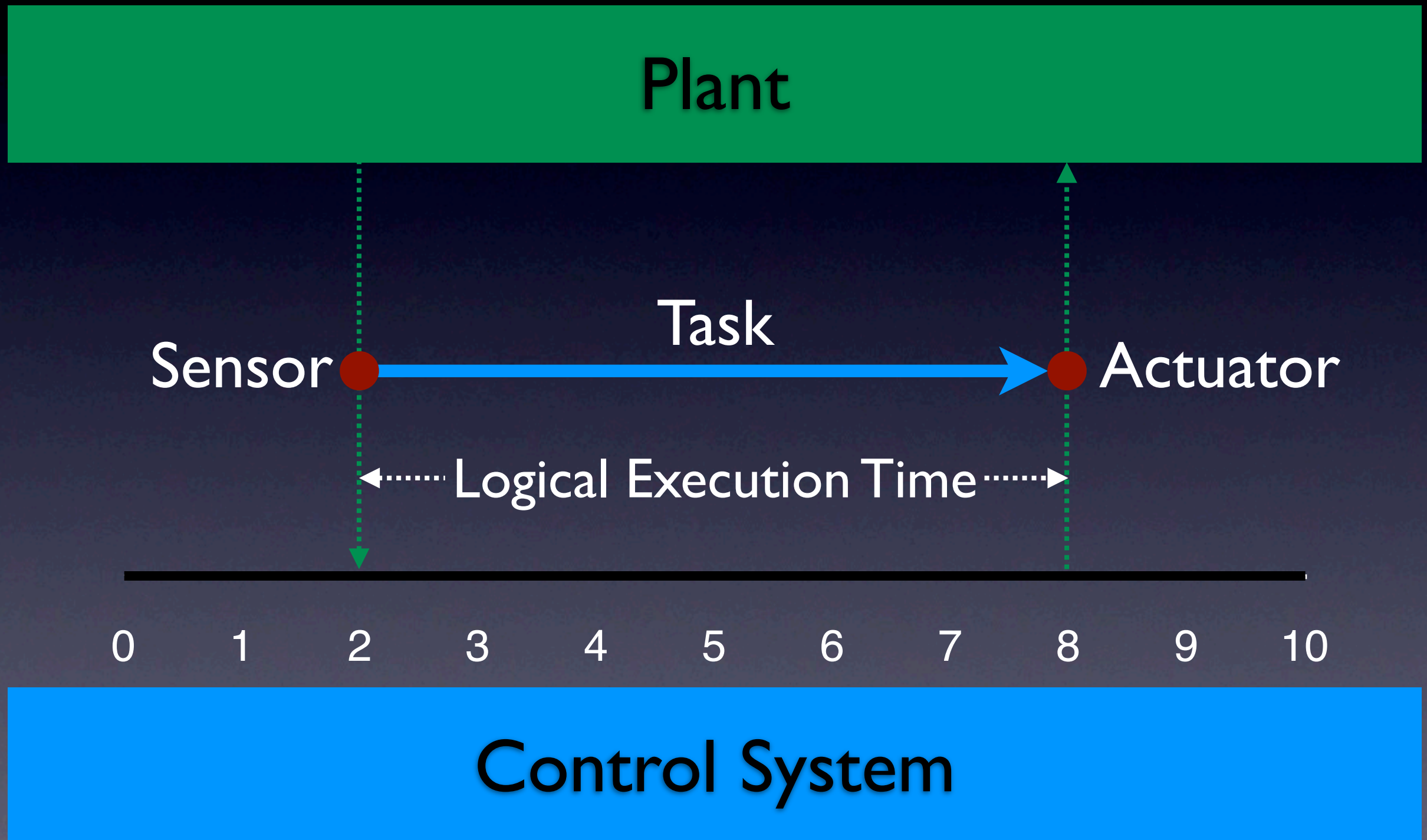
Exotasks

[LCTES 2007, TECS 2008]

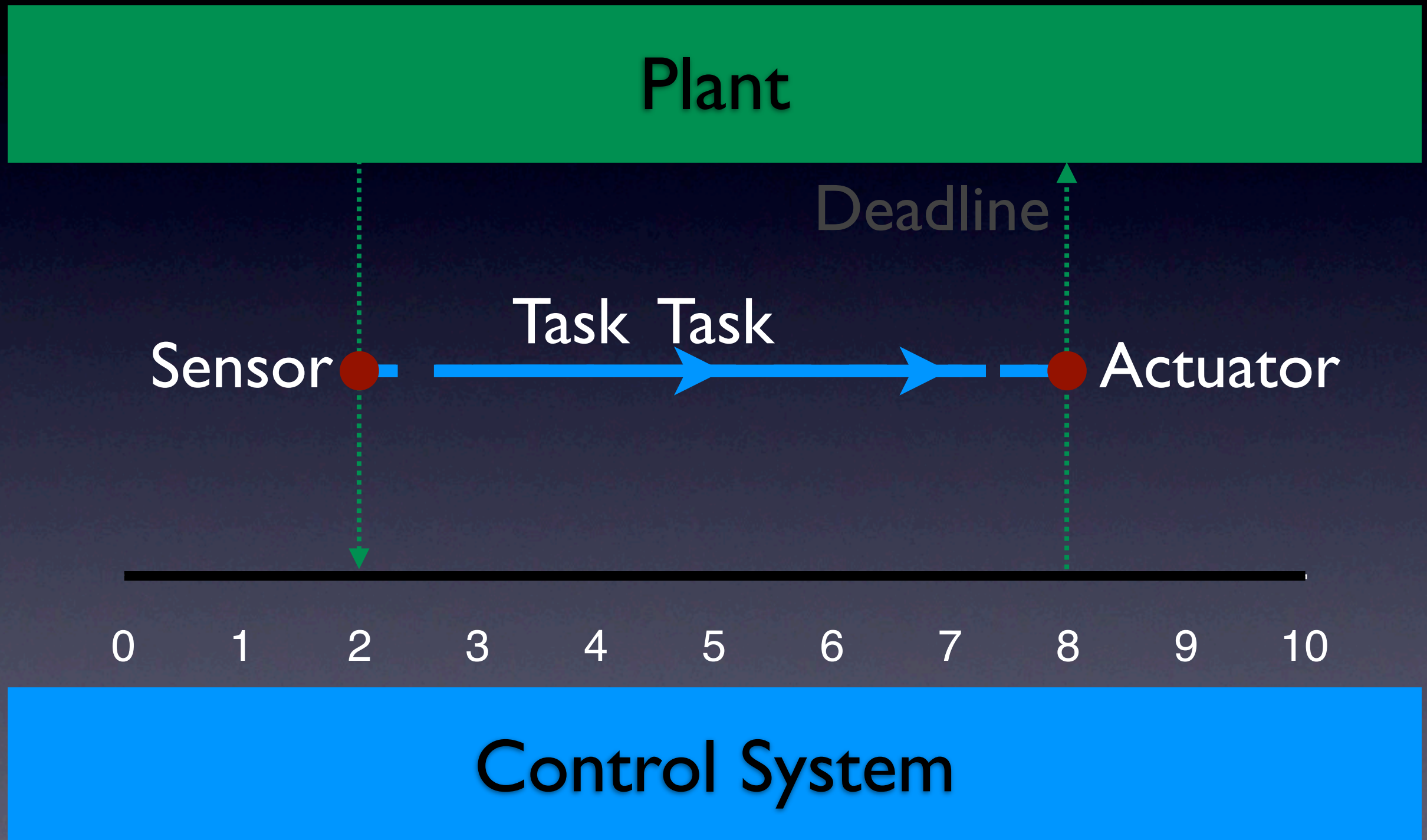
Tiptoe

[USENIX 2008, SIES 2009]

Logical Execution Time



Actual Execution Time



Time Determinism

Plant

A system's I/O behavior is *input-determined* if, for all sequences I of input values and times, the system always produces unique sequences $f(I)$ of output values and times.

Control System

Time-Portable Programming
with
Exotasks

=

Java + HTL +
Real-Time Garbage Collection

Time-Portable Programming
with
Tiptoe
=

Virtual Machines +
Variable-Bandwidth Servers +
Compact-fit Memory Management

Hierarchical Timing Language

- HTL is a real-time **coordination** language
- HTL essentially has **four** building blocks:
 - **task** (computation, implemented in C/Java)
 - **mode** (sequential composition)
 - **module** (parallel composition)
 - **program** (abstraction, refinement)
- an HTL program is a hierarchical, **tree-like** structure whose nodes are such blocks

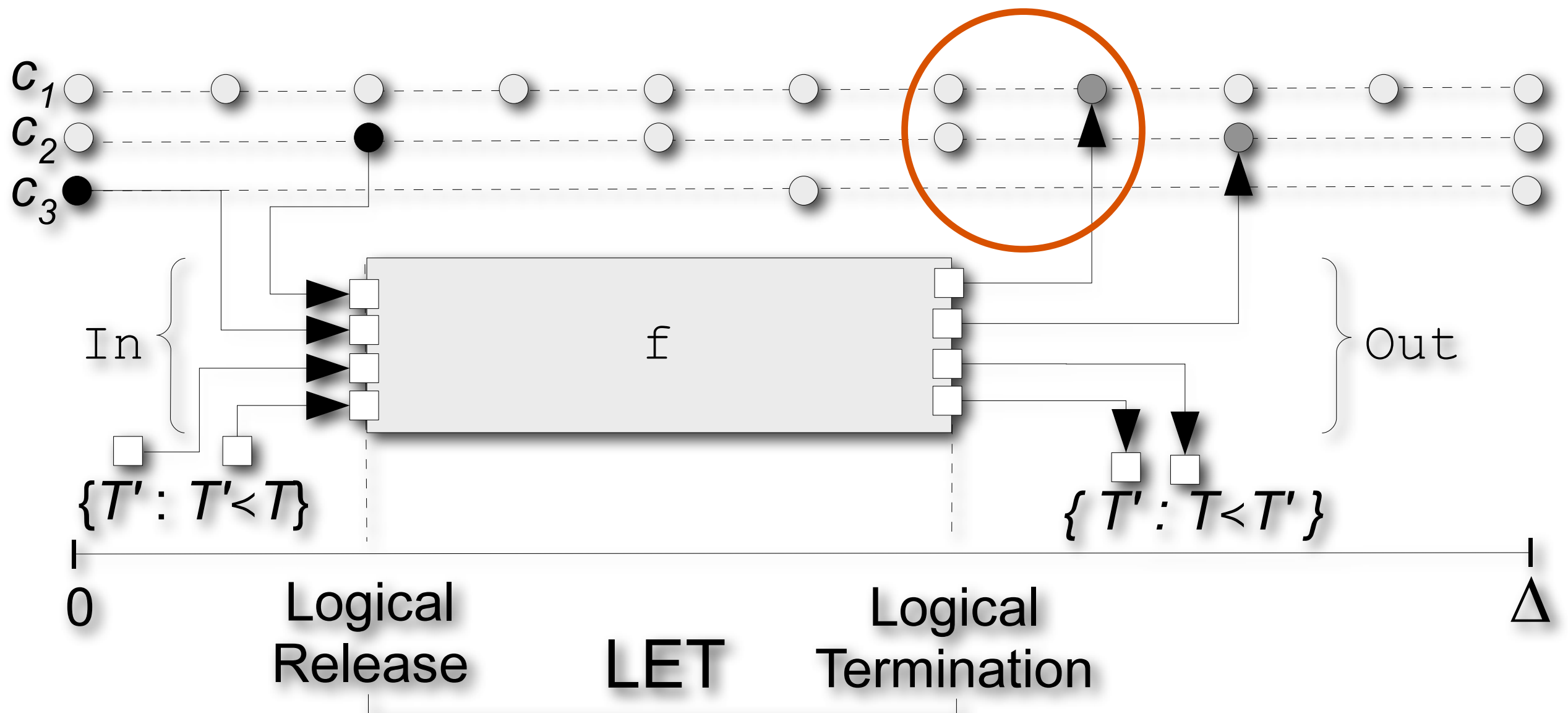
Tasks

- tasks have input and output ports
- tasks compute outputs from inputs
 - ▶ outputs are determined by the inputs
 - ▶ no side effects, no synchronization
- tasks execute periodically

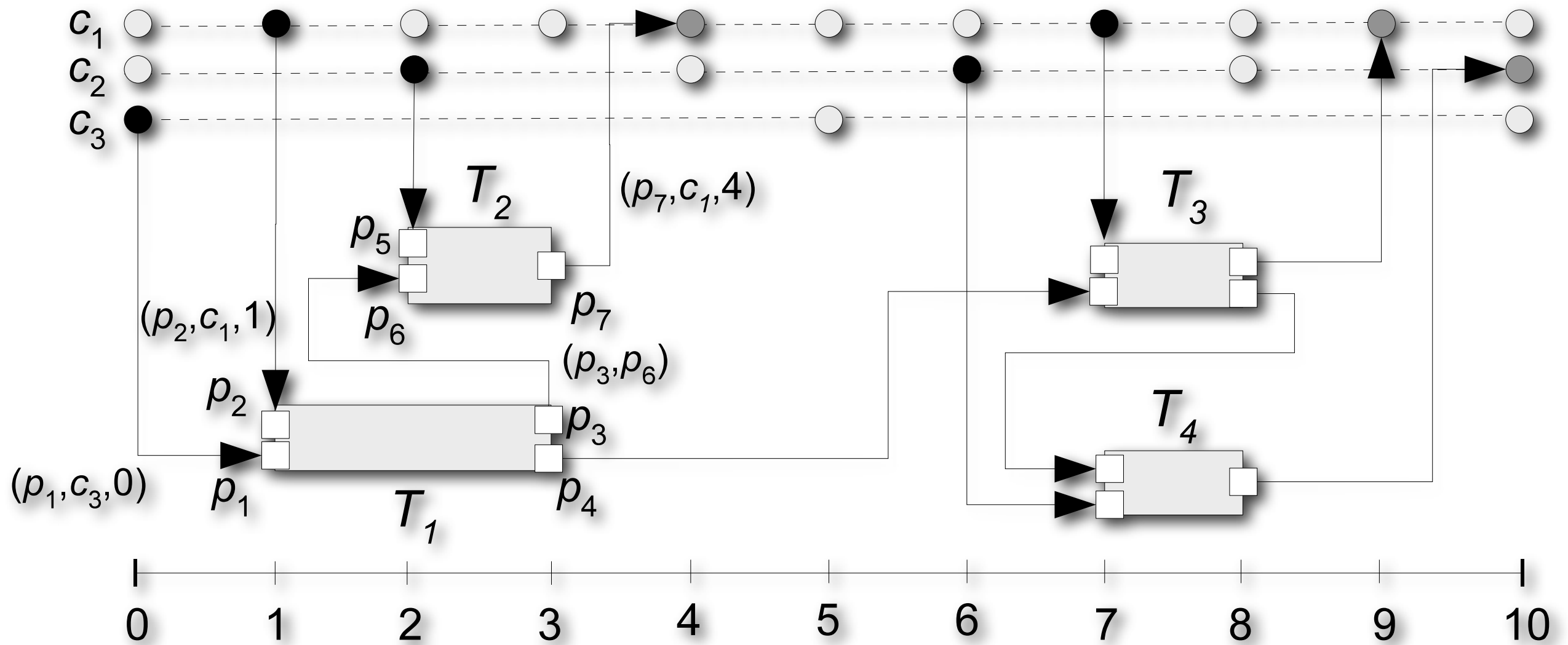
Communicators

- tasks with the **same** period may communicate through ports
 - ▶ creates task precedences
- tasks with **different** periods must communicate through communicators
 - ▶ creates logical execution time (LET)
- **communicators** are periodically updated, program-wide variables

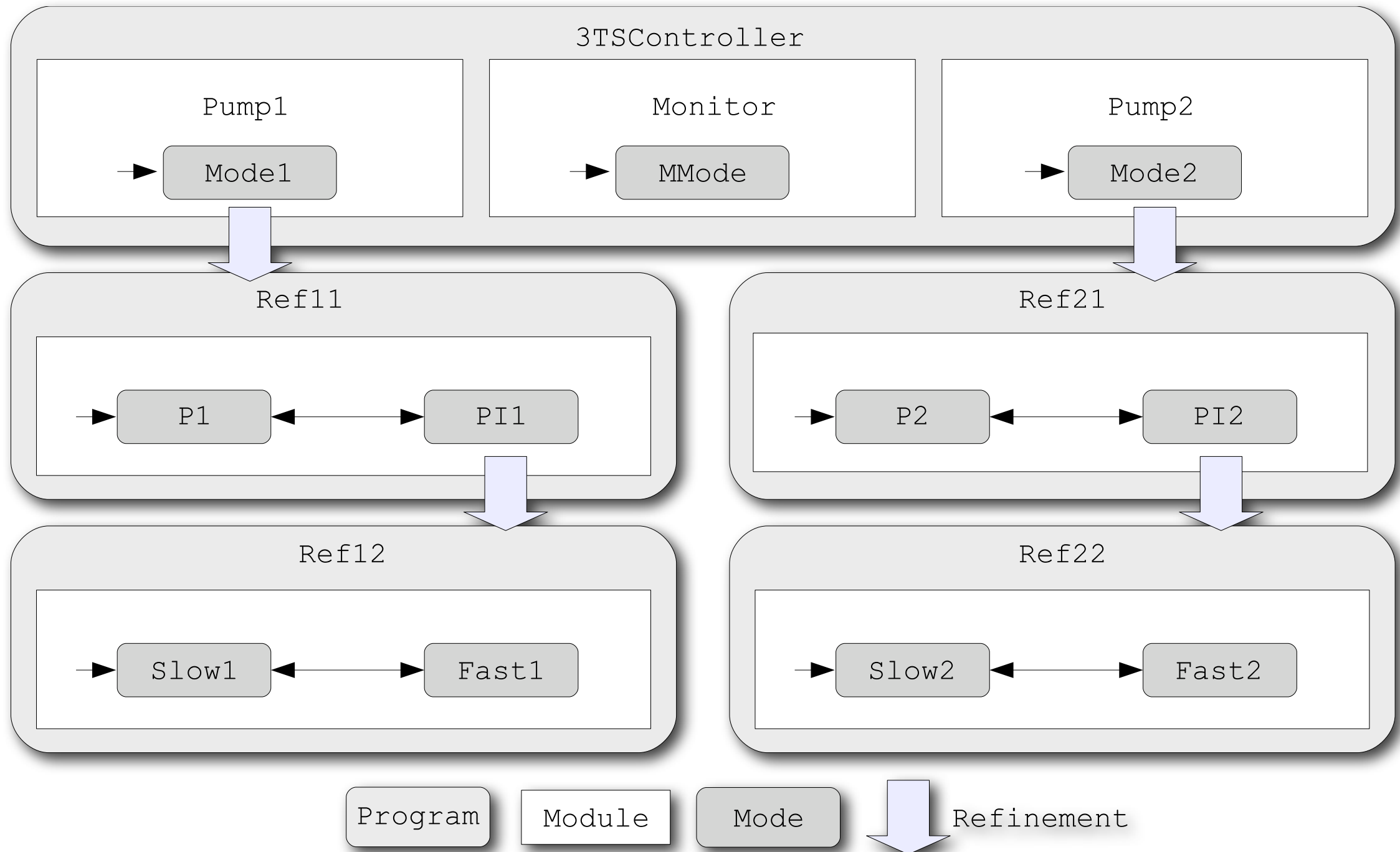
Example



Mode



Program and Module



Platform-Independent

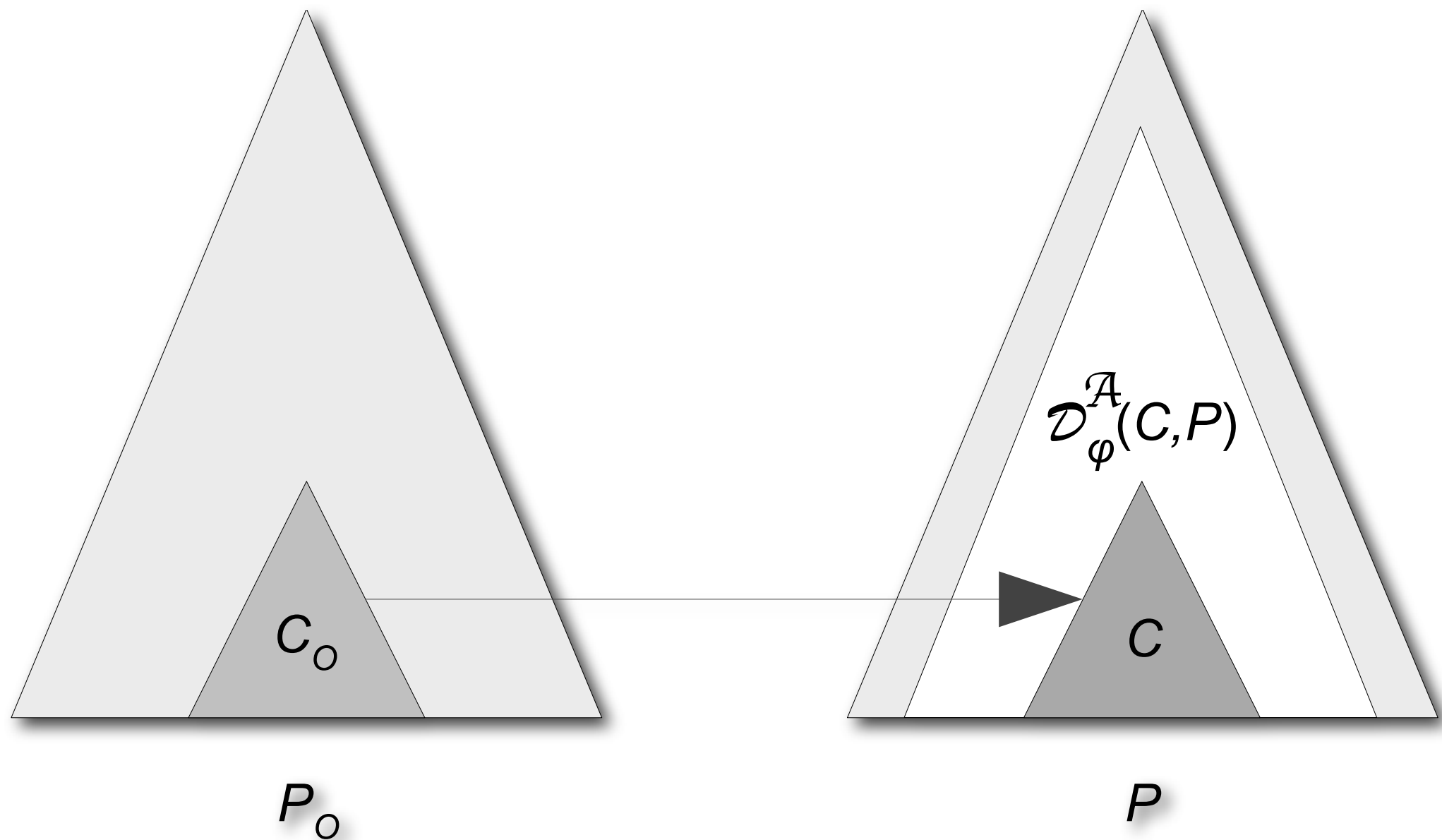
- **well-formedness**
 - ▶ syntactic constraints (periods, task precedences, refinement)
- **race freedom**
 - ▶ at most one update of a given communicator per time instant

Platform-Dependent

- **time safety** (computation schedulability)
 - ▶ each task invocation completes before the end of its logical execution time
- **transmission safety** (communication schedulability)
 - ▶ each communicator update is transmitted within one instance of the communicator's period

Well-formed, race-free,
time-safe, and transmission-
safe HTML programs
are
time-deterministic

Modularity



Complexity

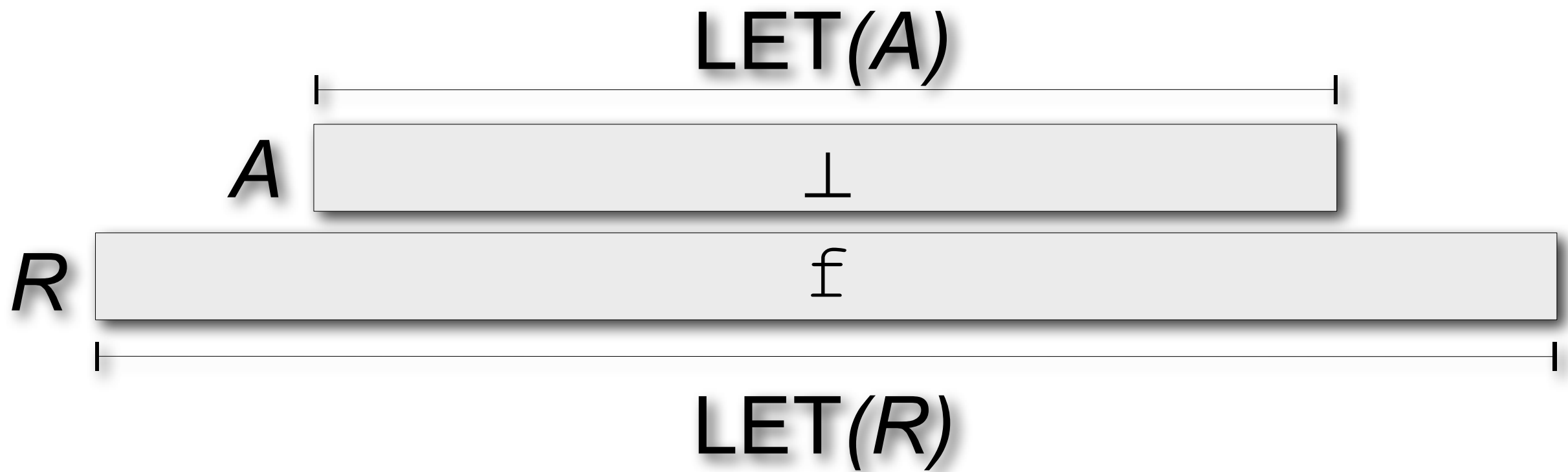
φ	C	$\mathcal{D}_\varphi^A(C, P)$	$\mathcal{C}_\varphi^A(C, P)$	$\bar{\mathcal{C}}_\varphi^A(P)$
Well-formedness	any	C	$n_{m\downarrow}^C n_T n_p$	$n_{m\downarrow}^P n_T n_p$
Race freedom	top	P	$n_{T\uparrow}^C n_w + n_M n_c$	$n_{T\uparrow}^P n_w + n_M n_c$
	ref.	C	1	
Transmission safety	any	C	1	n_c
Time safety	top	P	$(n_m \Delta_{max})^{n_M}$	$(n_m \Delta_{max})^{n_M}$
	ref.	C	1	
Code generation	any	C	$n_{m\downarrow}^C (n_T n_a + n_m)$	$n_{m\downarrow}^P (n_T n_a + n_m)$

n_a number of communicator accesses per task
 n_m number of modes per module
 n_w number of communicator writes per task
 $n_{T\uparrow}^C$ number of top-level tasks in C

n_c number of communicators
 n_p number of ports per task
 $n_{m\downarrow}^C$ total number of modes in C
 $n_{T\uparrow}^P$ number of top-level tasks in P

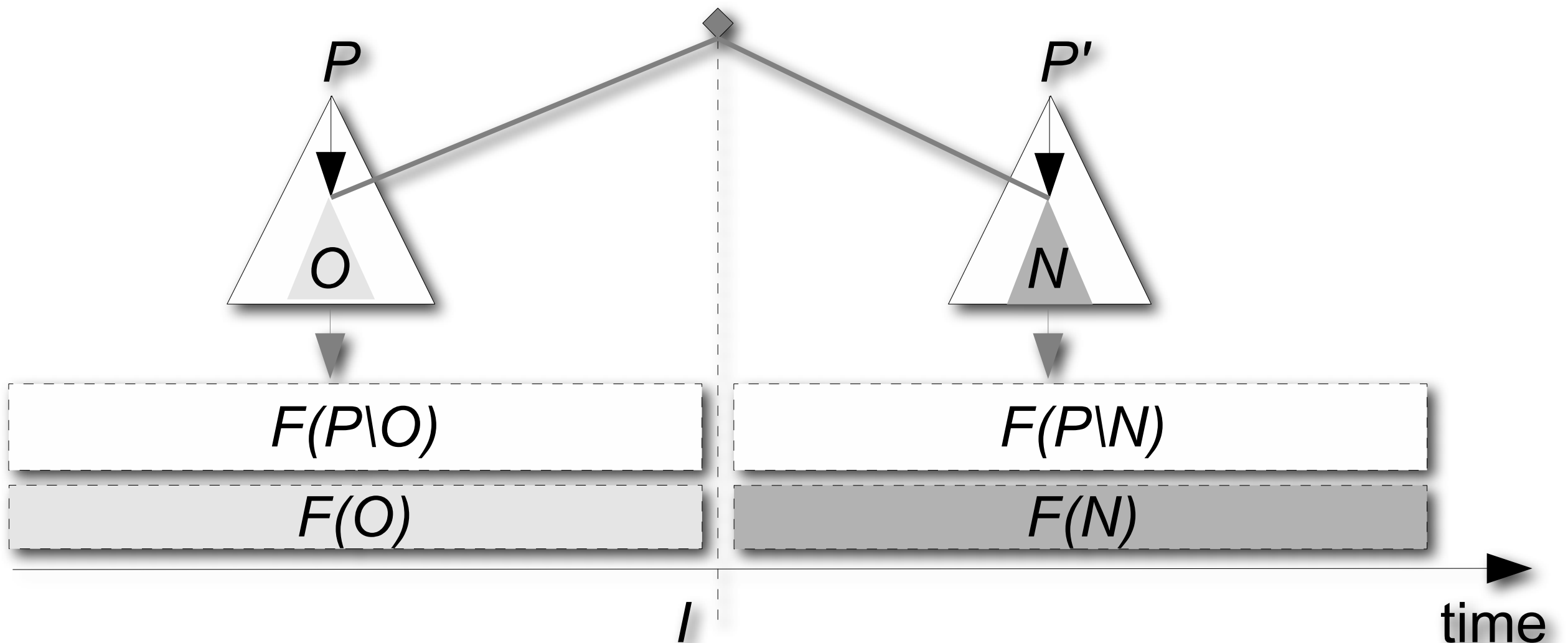
n_M number of modules per program
 n_T number of tasks per mode
 $n_{m\downarrow}^P$ total number of modes in P
 Δ_{max} maximal value of mode periods

Refinement

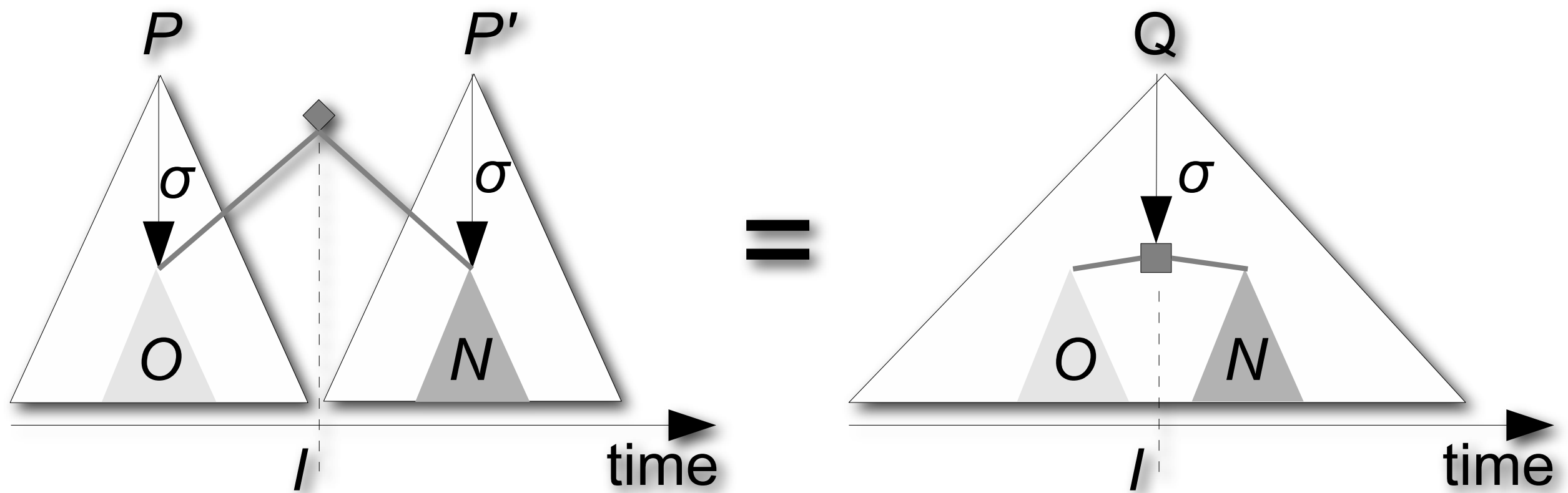


A concrete HTL program
that refines
a time-safe, abstract HTL program
is also
time-safe

Runtime Patching



Preserving Semantics





Thank you