



ESWG #1

UC Berkeley Mobies Technology Project

**Process-Based Software Components
for Networked Embedded Systems**

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CoPI: Tom Henzinger



Goals



- **Project Goals**

- This project focuses on software creation for embedded systems with emphasis on systematically handling cross-cutting concerns such as safety, real-time, concurrency, liveness, adaptability, and integratability. The approach is component based, with compositional semantics and system-level type systems.

- **Research Area**

- Heterogeneous modeling and design, code generation

- **Targeted Development Context**

- The Ptolemy II tool will be used for modeling, simulation, and design of concurrent, real-time, embedded systems.



Products



- Ptolemy II

- Java-based framework
- Open source
- Open architecture
- Platform for domain-specific languages
- Toolkit for code generators
- GUI toolkit

} Preliminary at this time

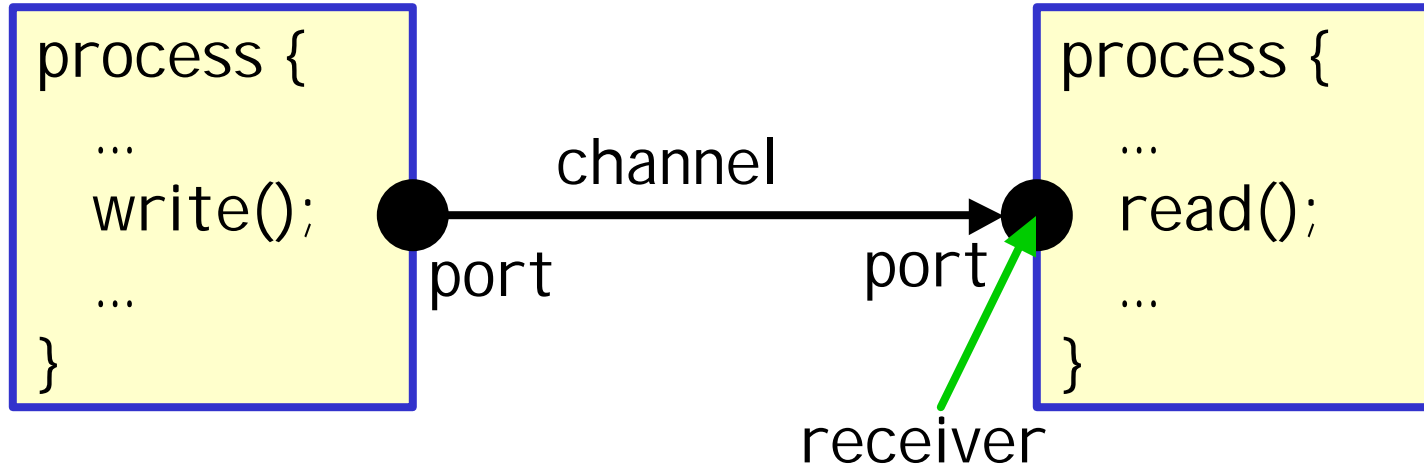
- Domains

- Continuous-time
- Discrete-time
- Discrete events
- Communicating sequential processes
- Process networks
- Dataflow
- Time-triggered
- 3-D graphics
- Synchronous/reactive
- Publish/Subscribe

} Preliminary at this time



Producer / Consumer



- Are actors active? passive? reactive?
- Are communications timed? synchronized? buffered?

A *domain* answers these questions in a disciplined way



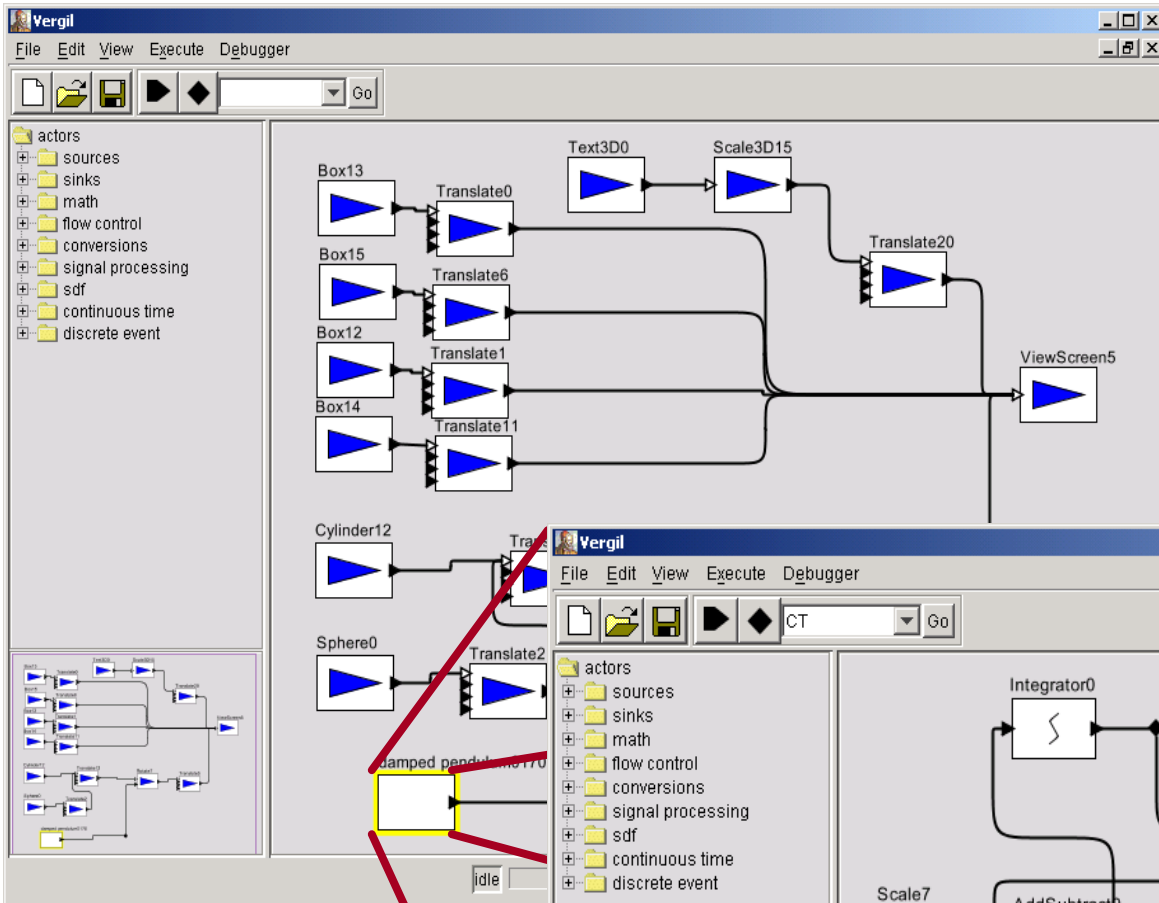
Interfaces



- Design Data
 - MoML XML schema
 - Configurable GUI toolkit
 - Java API
 - CORBA components } Preliminary
- Components for Component-Based Design
 - Domain polymorphic
 - Data polymorphic
 - Type constraint propagation
 - Structured types (records, arrays) }
 - System-level types } Preliminary
 - Real-time types }

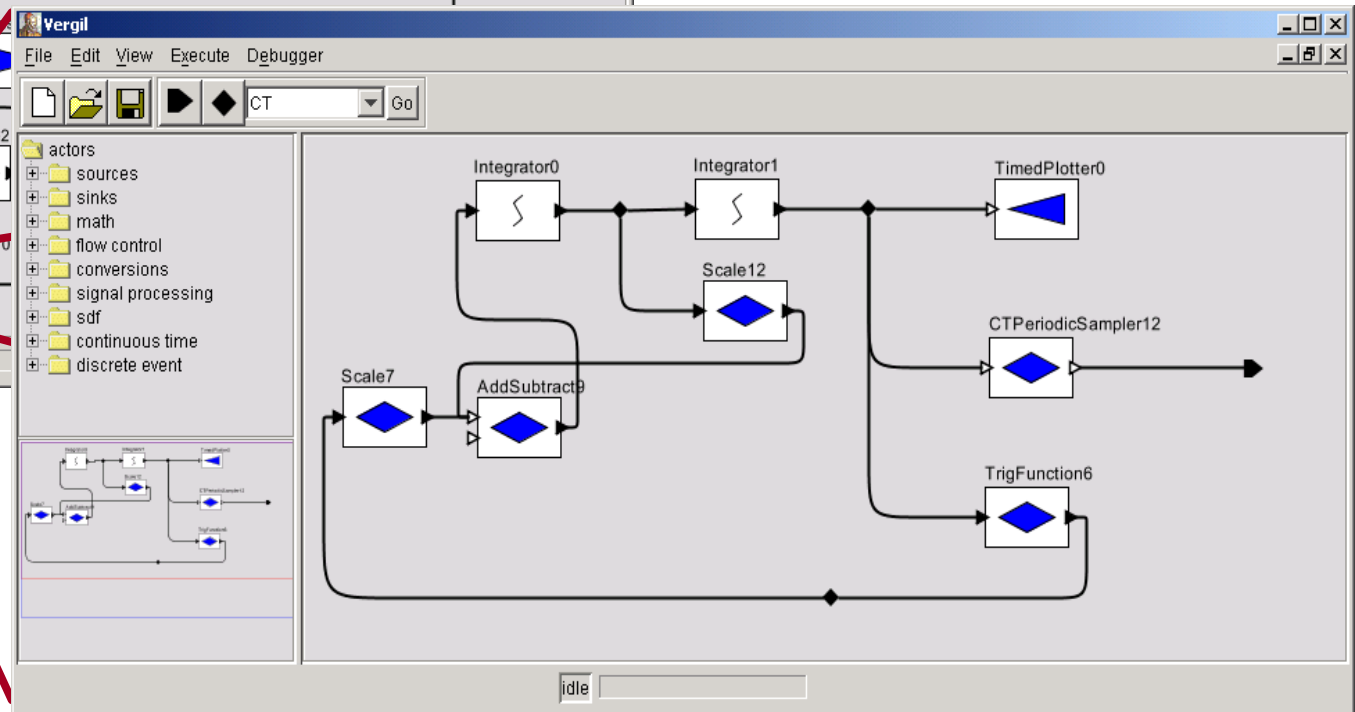


Ptolemy II Visual Syntax



← GR domain
(synchronous semantics)

CT domain
(continuous-time semantics)



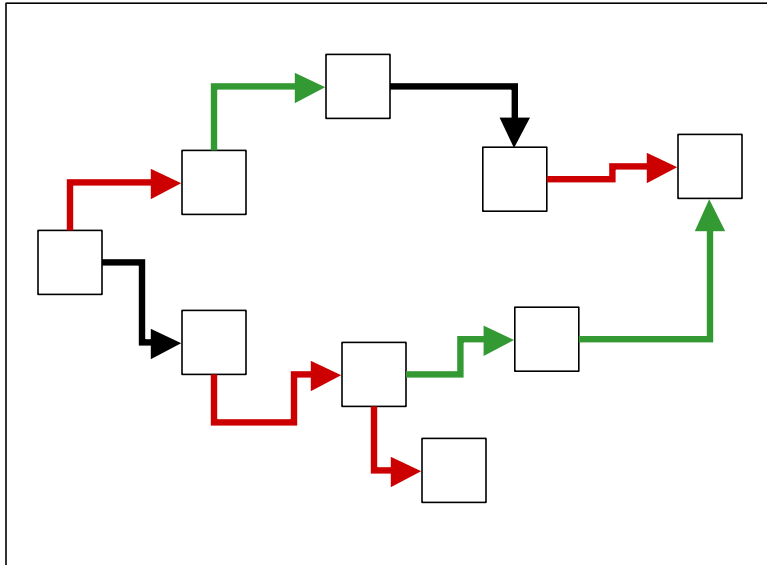


Hierarchical Heterogeneity



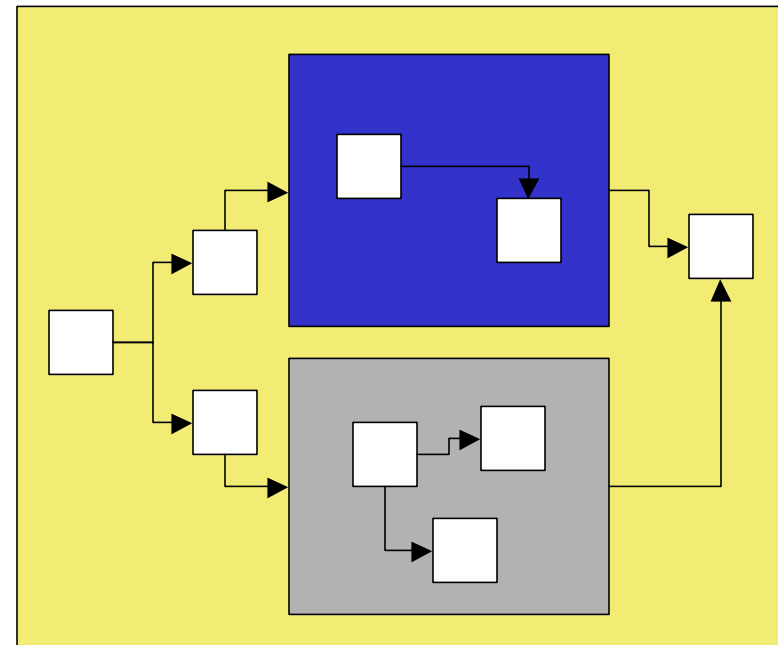
vs. Amorphous Heterogeneity

Amorphous



Color is a communication protocol only, which interacts in unpredictable ways with the flow of control.

Hierarchical



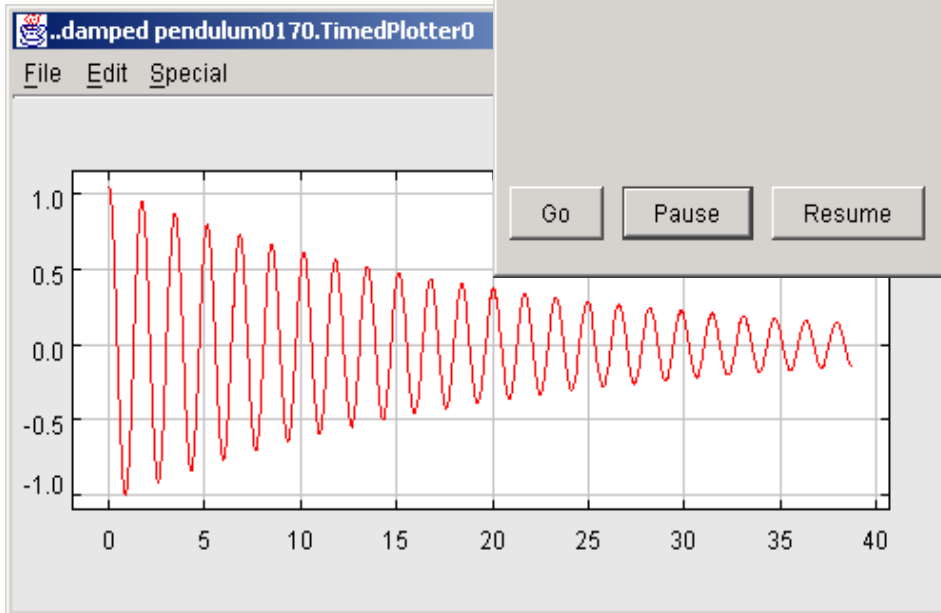
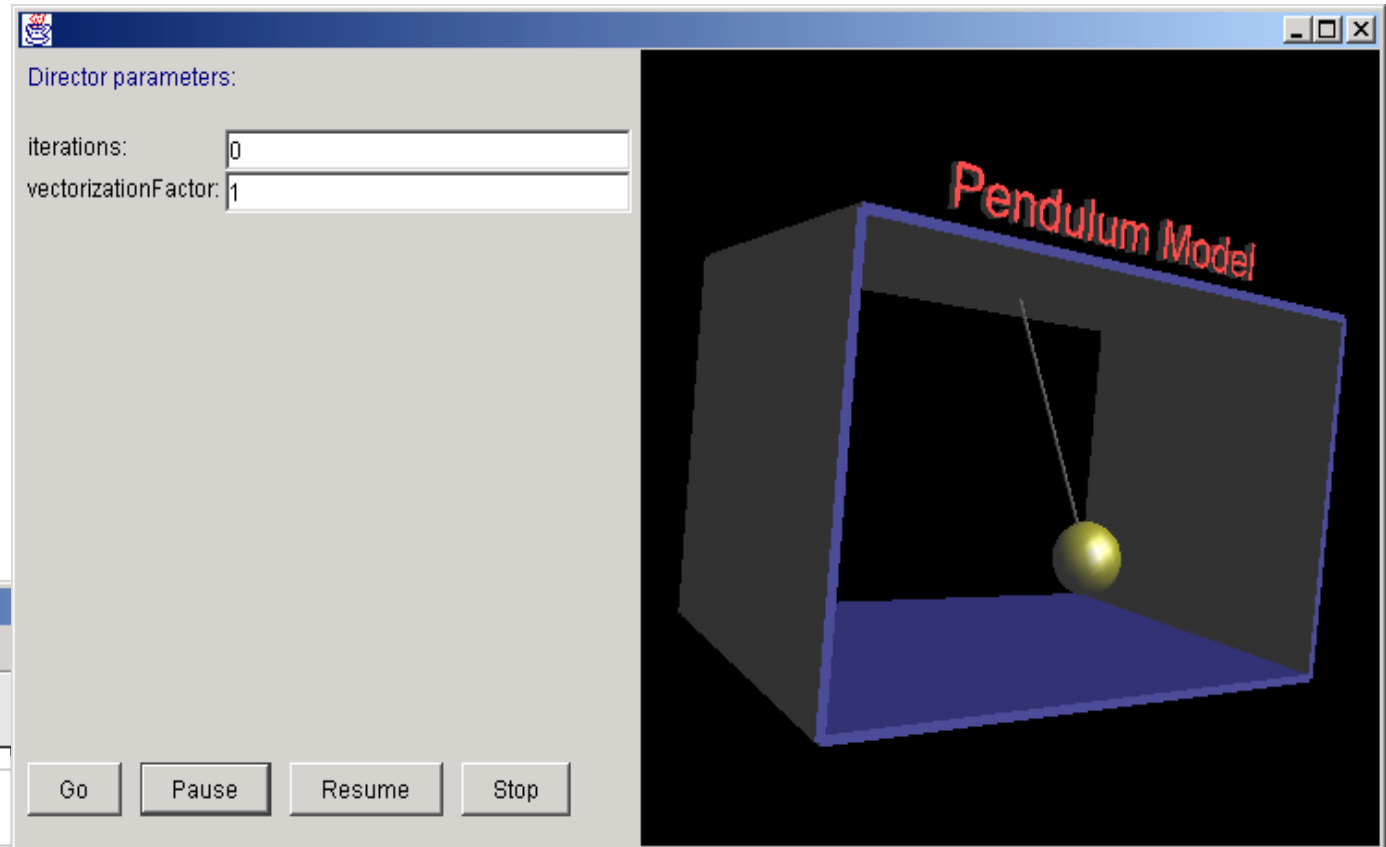
Color is a domain, which defines both the flow of control and interaction protocols.



Example Execution



3-D Graphics →



← PtPlot tool



Example Domain



- **Giotto domain**
 - Synchronous semantics
 - Concurrent finite-state machines
 - Time triggered, multirate
 - Verifiable semantics
- **Realization in Ptolemy II**
 - About 1000 lines of code/comments in four classes
 - GiottoDirector
 - GiottoScheduler
 - GiottoReceiver
 - GiottoActorComparator
 - Leverages pre-existing FSM domain.
 - Leverages pre-existing GUI and actor library.

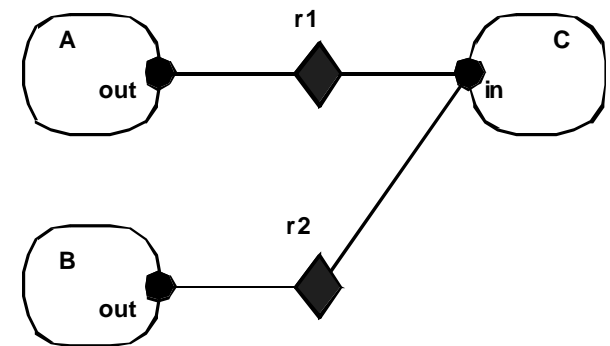


MoML Specification



MoML is an XML schema representing *only* the abstract syntax of component-based designs.

```
<?xml version="1.0" standalone="no"?>
<!DOCTYPE model SYSTEM "DTD location">
<model class="classname">
  <entity name="A" class="classname"></entity>
  <entity name="B" class="classname"></entity>
  <entity name="C" class="classname"></entity>
  <relation name="r1"></relation>
  <relation name="r2"></relation>
  <link port="A.out" relation="r1"/>
  <link port="B.in" relation="r1"/>
  <link port="C.out" relation="r2"/>
  <link port="B.in" relation="r2"/>
</model>
```

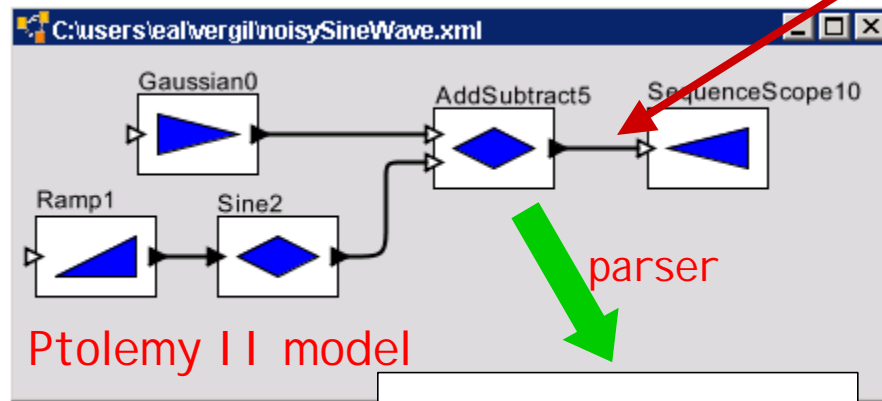




Code Generators

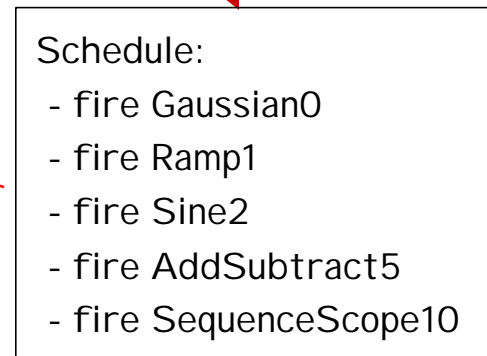


Domain semantics defines communication, flow of control



parser

scheduler



code generator

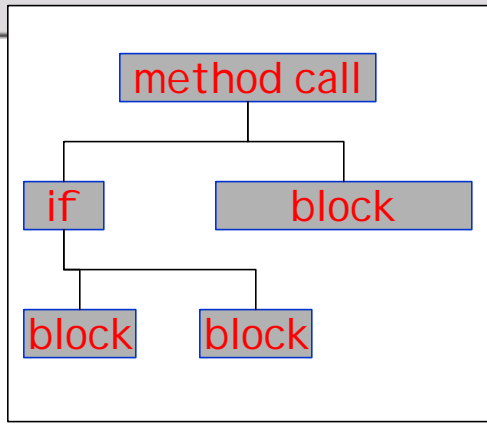
```

...
for (int i = 0; i < plus.getWidth(); i++) {
  if (plus.hasToken(i)) {
    if (sum == null) {
      sum = plus.get(i);
    } else {
      sum = sum.add(plus.get(i));
    }
  }
}
...

```

target code

All actors will be given in Java, then translated to embedded Java, C, VHDL, etc.



abstract syntax tree

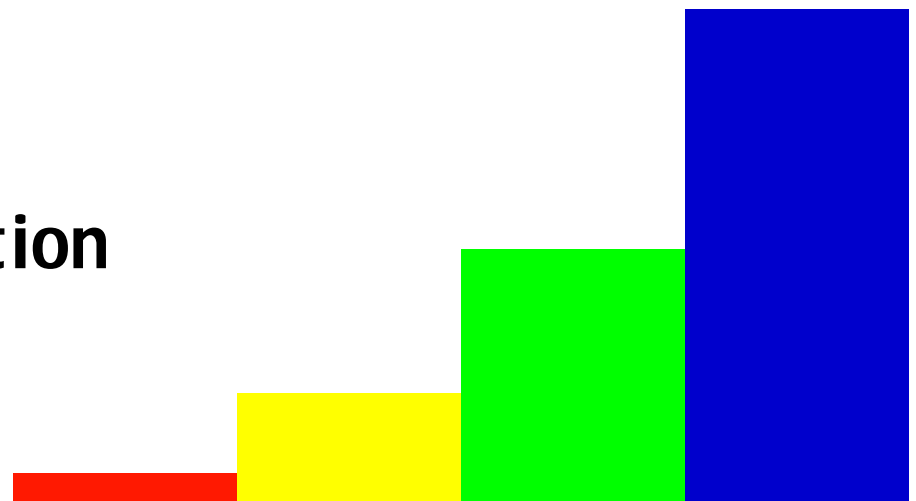
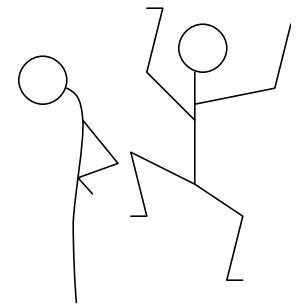
First version created by Jeff Tsay.

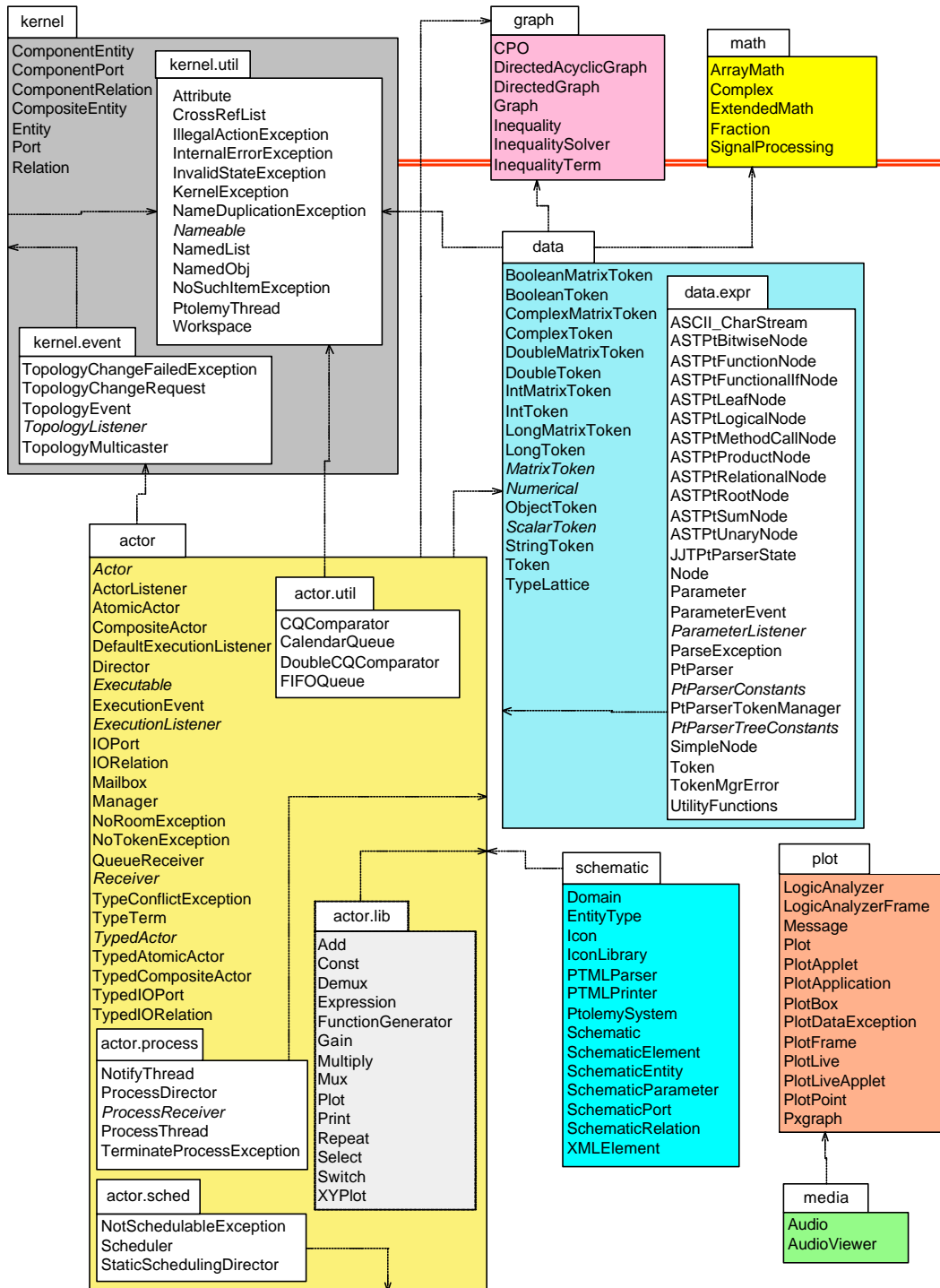


Software Practice



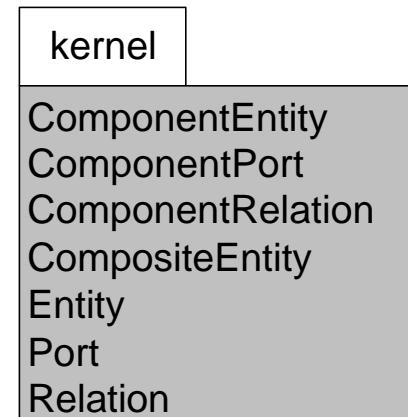
- Object models in UML
- Design patterns
- Careful package organization
- Layered software architecture
- Design and code reviews
- Design document (to be a book)
- Nightly build
- Regression tests
- Sandbox experimentation
- Code rating





Ptolemy II Packages

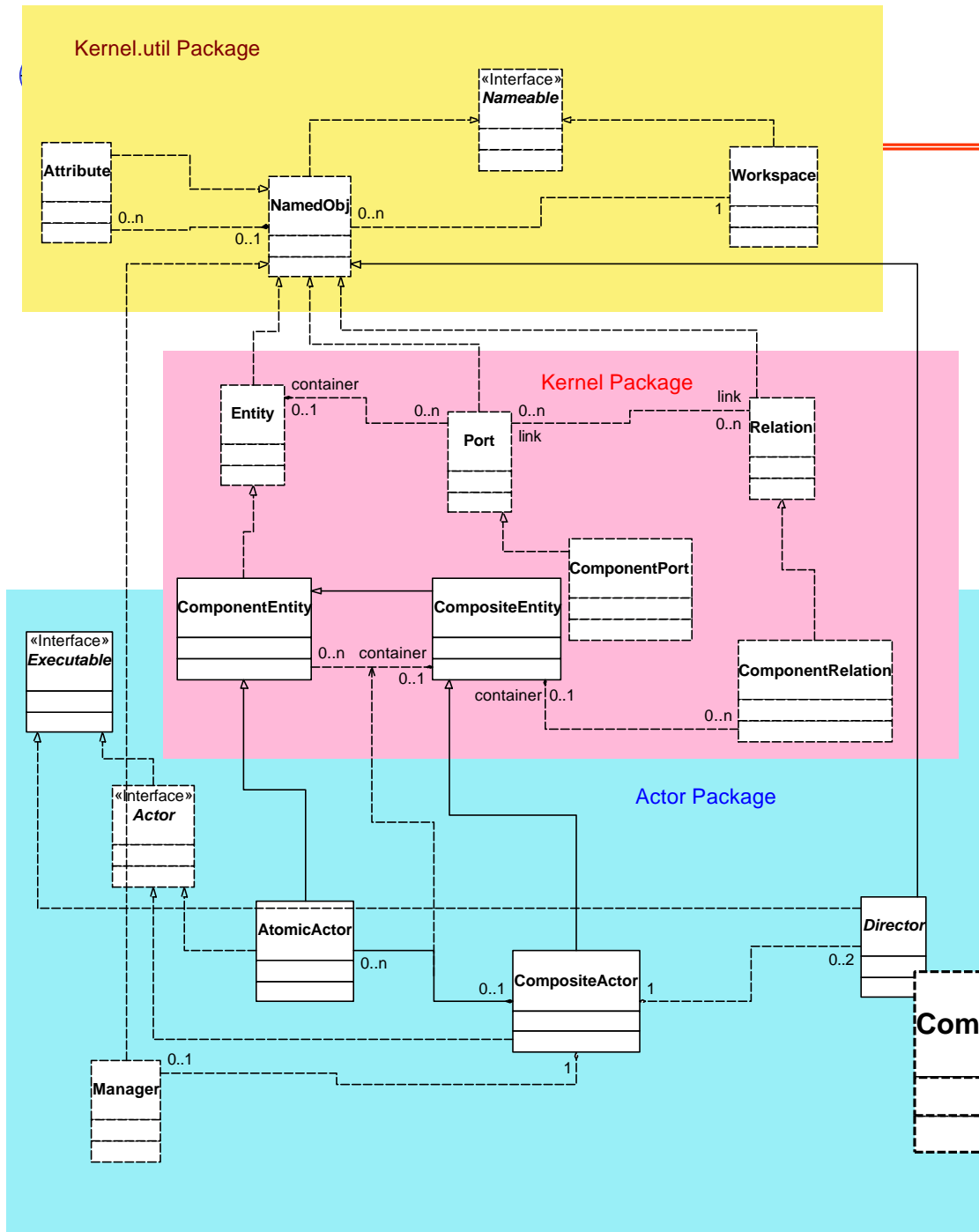
- kernel (clustered graphs)
- actor (executable models)
- data (tokens, expressions)
- vergil (API for UIs)
- graph (graph algorithms)
- math (math algorithms)
- plot (plotting utilities)
- domains (modeling framelets)





Ptolemy II Key Classes

UML static structure diagram for the key classes in the kernel, kernel.util, and actor packages.





Code Rating & Coverage



Ptolemy II Internal Website - Netscape

File Edit View Go Communicator Help

Back Forward Reload Home Search Netscape Print Security Shop Stop

Location: http://ptolemy.eecs.berkeley.edu/~ptil/

Instant Message WebMail Contact People Yellow Pages Download Channels Welcome to Agil

Ptolemy Group Internal Page

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Package .ptolemy.kernel						
Compilation Units	method	constructor	basic block	branch	switch	catc
ComponentEntity.java	8/8=100%	3/3=100%	23/26=88%	19/22=86%	0/0=N/A	0/0=N
ComponentPort.java	30/30=100%	3/3=100%	101/116=87%	74/92=80%	0/0=N/A	0/4=C
ComponentRelation.java	8/8=100%	3/3=100%	28/34=82%	26/32=81%	0/0=N/A	0/0=N
CompositeEntity.java	29/29=100%	3/3=100%	119/136=87%	93/104=89%	0/0=N/A	0/8=C
Entity.java	17/17=100%	4/4=100%	53/56=94%	28/32=87%	0/0=N/A	0/2=C
Port.java	17/17=100%	3/3=100%	65/73=89%	47/56=83%	0/0=N/A	0/4=C
Relation.java	10/10=100%	4/4=100%	35/40=87%	19/20=95%	0/0=N/A	0/5=C
TOTAL	119/119=100%	23/23=100%	424/481=88%	306/358=85%	0/0=N/A	0/23=

Package .ptolemy.kernel.util						
Compilation Units	method	constructor	basic block	branch	switch	
Attribute.java	4/4=100%	3/3=100%	18/20=90%	16/18=88%	0/0=N/A	
ChangeListener.java	0/0=N/A	0/0=N/A	0/0=N/A	0/0=N/A	0/0=N/A	
ChangeRequest.java	3/5=60%	1/1=100%	9/14=64%	5/14=35%	0/0=N/A	1
CrossRefList.java	17/17=100%	6/6=100%	66/75=88%	66/78=84%	0/0=N/A	
DebugEvent.java	0/0=N/A	0/0=N/A	0/0=N/A	0/0=N/A	0/0=N/A	

Ptolemy Group, Department of EECS, UC Berkeley - Comments to: eaallocal@ptolemy.eecs.berkeley.edu, Copyright © 1999-2000.

Document: Done

Nightly build creates a web page displaying code rating, code coverage of regression tests, and results of the build and the tests.



Interaction Mechanisms



- **Software releases**
 - December 2000 (0.5 beta)
 - February 2001 (0.5)...
- **CVS access over the internet**
 - For the brave, with whom we work closely
- **Kluwer book (est. March 2001)**
 - Developers guide
 - UML object models of everything
- **Ptolemy Miniconference**
 - March 22-23, 2001 Claremont Hotel, Oakland



Near Term Schedule



- **Software releases**
 - December 2000 (0.5 beta)
 - February 2001 (0.5)
 - December 2001 (0.6 beta)
 - February 2002 (0.6)

- **Milestones**
 - Record types (February 2001)
 - Miniconference (March 2001)
 - System-level type definitions (Summer 2001)
 - Real-time type definitions (Summer 2002)
 - ...



Releasability Restrictions



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PDATES,

- **None**
 - Source code provided.
 - Can be commercialized.
 - Can be used in commercial products.



Required from OEP



Domain definitions

- What is a component?
- How do components interact?
- Disciplined interactions, for
 - understandability
 - verifiability