# CS:5810 Formal Methods in Software Engineering

## Reactive Systems and the Lustre Language[1]

## Part 2

Adrien Champion  Cesare Tinelli

# Lustre: a synchronous dataflow language

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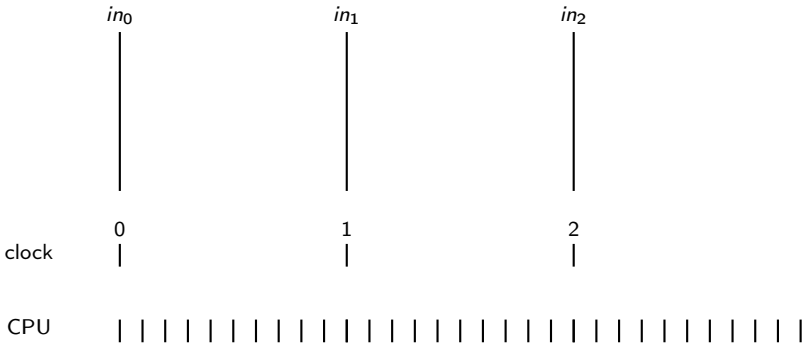

# Lustre: a synchronous dataflow language

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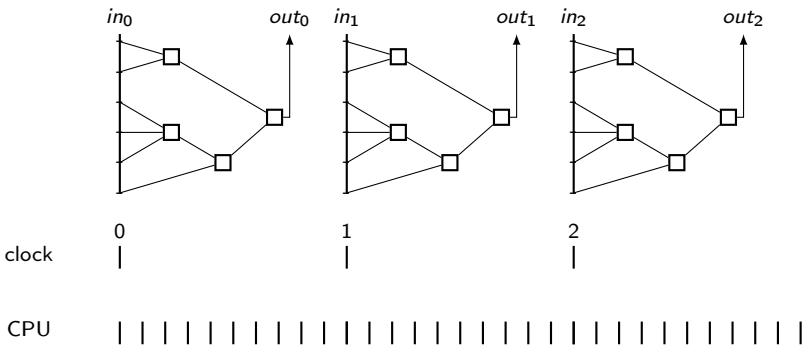

# Exercises

Model a switch with two buttons, Set and Reset.

```
node Switch(Set, Reset, Init: bool) returns (X: bool);
```

such that:

- pressing `Set` turns the switch on;
- pressing `Reset` turns the switch off;
- the initial position of the switch is determined by a third signal `Init` if `Set` and `Reset` are initially both unpressed.

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node Switch(Set, Reset, Init: bool) returns (X: bool);
let
    X =       if Set then true
        else if Reset then false
        else (Init -> pre X);
tel
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Equivalently, and more concisely:

```
node Switch(Set, Reset, Init: bool) returns (X: bool);
let
   X = Set or (not Reset and (Init -> pre X)) ;
tel
```

# Exercises

```
node ??? (r,b: bool) returns (out: int);
let

    out =       if r then 0
          else if b then (0 -> pre out) + 1
          else           (0 -> pre out);
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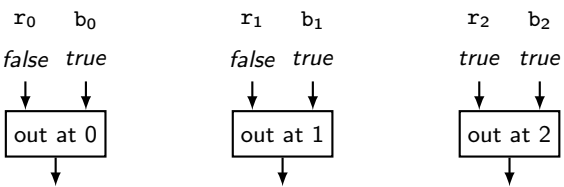

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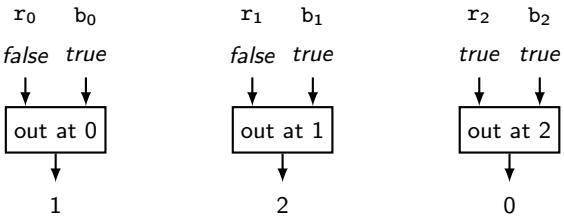

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Counter with reset:

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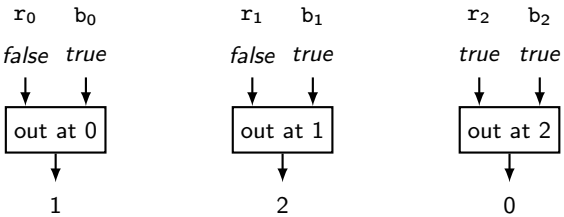
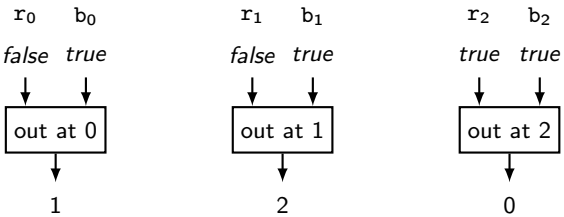


# Exercises

Counter with reset:

```
node cnt (r,b: bool) returns (out: int);
var pre_out: int;
let pre_out = 0 -> pre out;
    out =       if r then 0
          else if b then pre_out + 1
          else           pre_out;
tel
```



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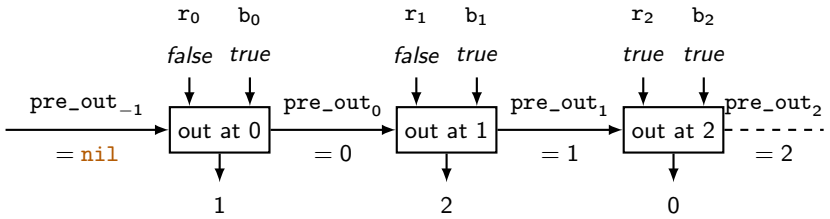

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```

$A = 0,\ 1,\ 2,\ 3,\ 0,\ 1\ ,2,\ 3,\ 0,\ 1 \ldots$

# Modularity

A node can have several outputs:

```
node MinMax ( X : real ) returns ( Min, Max : real );
let
  Min = X -> if (X < pre Min) then X else pre Min ;
  Max = X -> if (X > pre Max) then X else pre Max ;
tel

node minMaxAverage ( X: real ) returns ( Y: real ) ;
var Min, Max: real ;
let
  Min, Max = MinMax(X) ;
  Y = (Min + Max)/2.0 ;
tel
```

# Complete example: specification

Stopwatch:

- one integer output: `time` "to display";
- three input buttons:
  - `on_off` starts and stops the stopwatch,
  - `reset` resets the stopwatch **if not running**,
  - `freeze` freezes the displayed time **if running**, cancelled if stopped

# Complete example: available nodes

```
-- Bistable switch
node switch (on, off: bool) returns (out: bool);
let
  out = if (false -> pre out) then not off else on;
tel
-- Counts steps if inc is true, can be reset
node counter (reset,inc: bool) returns (out: int);
let
  out =      if reset then 0
       else if  inc  then (0 -> pre_out) + 1
       else               (0 -> pre_out);
tel
-- Detects raising edges of a signal
node edge (in: bool) returns (out: bool);
let
  out = false -> in and (not pre in);
tel
```

# Complete example: solution(s)

Unsatisfactory solution not using edge:

```
node stopwatch (on_off, reset, freeze: bool)
returns (time: int);
var actual_time: int;
    running, frozen: bool;
let



  running = switch(on_off, on_off);
  frozen = switch(
    freeze and running, freeze or on_off
  );
  actual_time = counter(reset and not running, running);
  time = if frozen then (0 -> pre time) else actual_time;
tel
```

# Complete example: solution(s)

Satisfactory solution:

```
node stopwatch (on_off, reset, freeze: bool)
returns (time: int);
var actual_time: int;
    running, frozen, on_off_press, r_press, f_press: bool;
let
  on_off_press = edge(on_off);
  r_press = edge(reset);
  f_press = edge(freeze);
  running = switch(on_off_press, on_off_press);
  frozen  = switch(
    f_press and running, f_press or on_off_press
  );
  actual_time = counter(r_press and not running, running);
  time = if frozen then (0 -> pre time) else actual_time;
tel
```

# Credits

Part of these notes are based on the following lectures notes:

The Lustre Language — Synchronous Programming
by Pascal Raymond and Nicolas Halbwachs
Verimag-CNRS