

# Automatic generation of discrete handlers of real-time continuous control tasks

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# Real-Time Operating Systems and reactive control

- Programming control systems

continuous control loops  $\leftrightarrow$  tasks on RTOS

performance & quality  $\leftrightarrow$  periods, latencies

$\rightarrow$  Orccad design environment



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- **Discrete, reactive controllers**

events, states, control modes  $\leftrightarrow$  automata (e.g., StateFlow)

model-based design  $\leftrightarrow$  synchronous languages

discrete control loops  $\leftrightarrow$  **discrete controller synthesis (DCS)**

$\rightarrow$  **BZR** programming language



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$\rightarrow$  **BZR** programming language

- Contributions

## **Discrete control handlers of continuous control tasks**

- 1 integration of DCS via BZR in Orccad

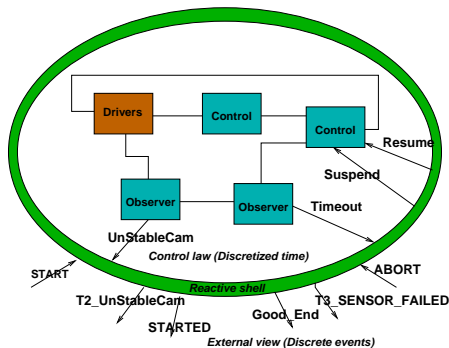
- 2 case study: robot arm controller

# Programming control systems in Orccad (continuous)

**Orccad**: design, validation, implementation of robotic applications

Real-time tasks for continuous control:

- fixed-rate sampling, or multi-rate
- control/scheduling co-design : periods, latencies, gains
- **Robot-Task (RT)**: encapsulation in a reactive shell



# Programming control systems in Orccad (discrete)

## Automata for task management

- Generic control of RTs, with events for: synchronizations, exceptions (3 types), pre & postconditions
- Missions design: assembling RTs (abstracted to automata) into hierarchical **Robot Procedures (RPs)**
- Specification and validation: Esterel synchronous language
- Real-time execution machine for the synchronous automata

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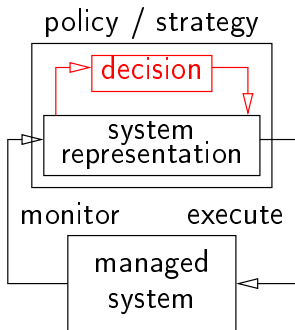
*Position of the contribution in this work:*

*instead of programming then verifying,*

*use **DCS** to generate correct task controllers*

# Control Techniques for Adaptive Computing

- Control of computation adaptation as a closed control loop



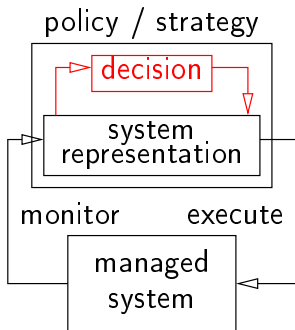


# Discrete Control Techniques for Adaptive Computing

Use of **Discrete Event Systems** and supervisory control:

Petri nets, language theory (R&W), automata (synchronous)

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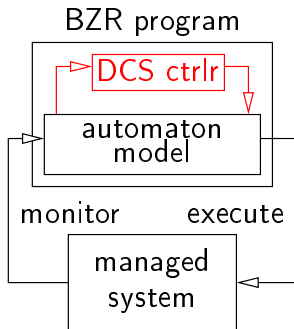
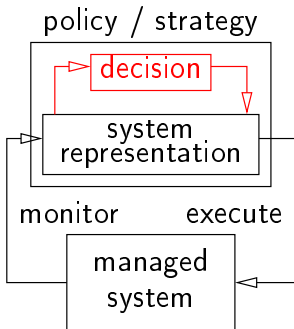


# Discrete Control Techniques for Adaptive Computing

Use of **Discrete Event Systems** and supervisory control:

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- Control of computation adaptation as a closed control loop
- BZR programming language, and Discrete Controller Synthesis to compute the decision component (controller)

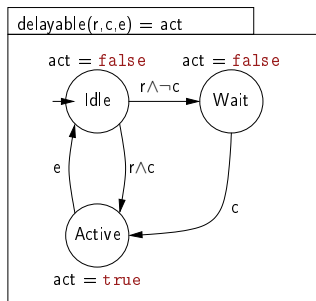


# Examples of discrete computing modes

state ↔ configuration

resource access, level of consumption/quality, ...

- computation task control (example of Heptagon node)
- **modes**: algorithm variants for a functionality (resource, QoS)
- **placement and migration**: task  $T_i$  on processor/core  $P_j$
- **resource budgeting**: proc./core taken for other application
- **fault tolerance**: migration/rollback upon processor failure
- **architecture control**: frequency, DVS, stand-by in MPSoC



# Discrete controller synthesis: principle

## Goal

**Enforcing** a temporal property  $\Phi$  on a system (on which  $\Phi$  does not a priori hold)

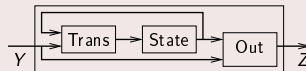
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## Principle (on implicit equational representation)

*State*    memory  
*Trans*    transition function  
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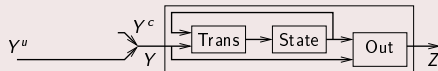
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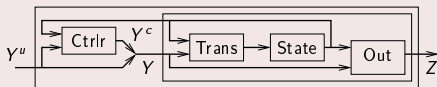
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- Partition of inputs into controllable ( $Y^c$ ) and uncontrollable ( $Y^u$ ) inputs
- Computation of a controller, *maximally permissive*, such as the controlled system satisfies  $\Phi$
- tool: sigali (H. Marchand, INRIA Rennes)

# BZR: contracts and DCS

$f(x_1, \dots, x_n) = (y_1, \dots, y_p)$
$e_A \implies e_G$
with $c_1, \dots, c_q$
$y_1 = f_1(x_1, \dots, x_n, c_1, \dots, c_q)$
...
$y_p = f_p(x_1, \dots, x_n, c_1, \dots, c_q)$

- built on top of heptagon synchronous nodes (M. Pouzet e.a.)

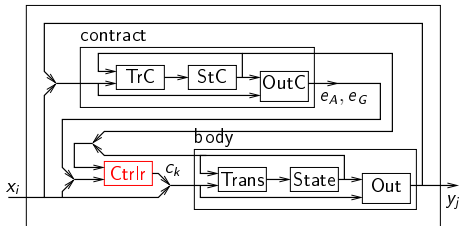
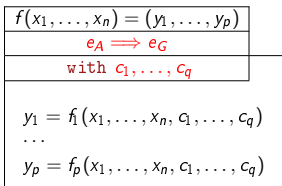


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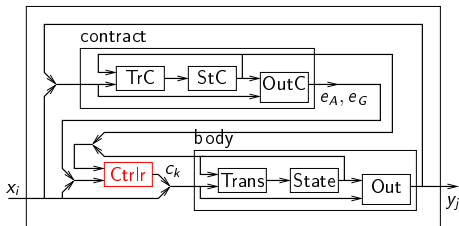
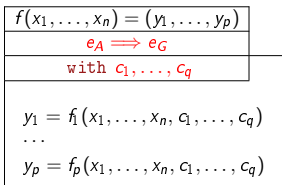
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- contract construct :
  - assuming  $e_A$  (on the environment), enforce objective  $e_G$
  - by constraining the additional **controllable variables**  
 $c_1, \dots, c_q$  local to the component (**with**)

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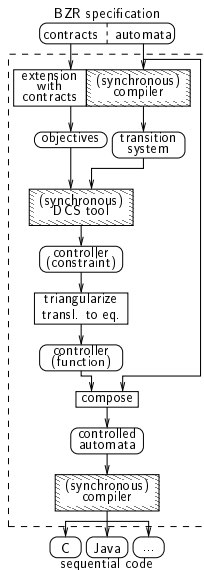
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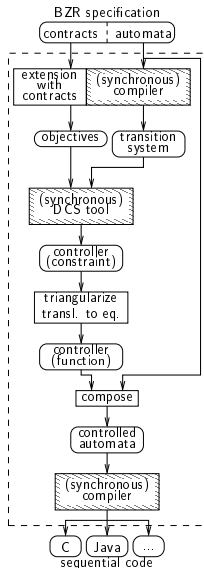


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# Compilation & implementation



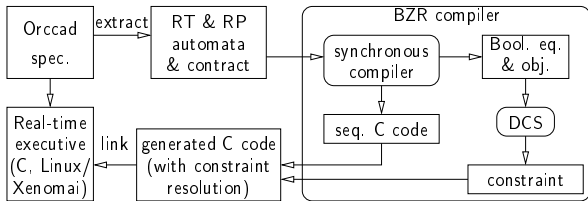
# Compilation & implementation



Development process:

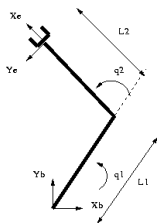
integration in computing system

(here: Orccad):



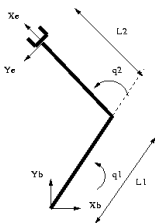
# Case study: ArmX robot arm

- two links  
rotational joints ( $q_1, q_2$ )



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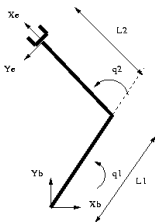
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two tools: gripper, pointer

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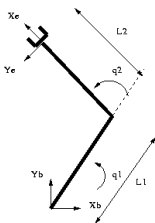


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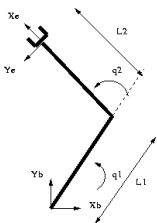
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Four RTs:

- joint space move
- cartesian space move
- target aiming  
(trajectory following)
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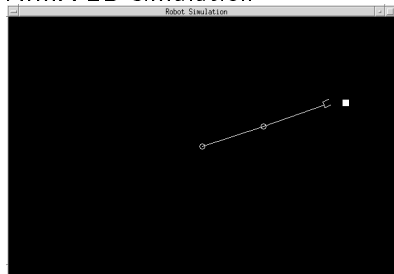


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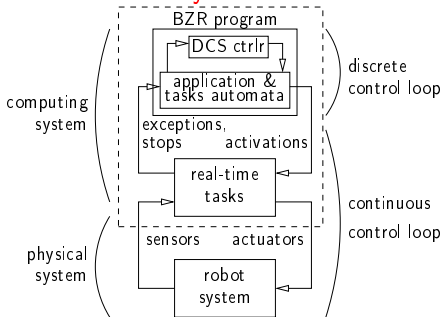
ArmX 2D simulation



# Discrete control handlers of continuous control tasks

## Discrete control of tasks sequencings and mode changes

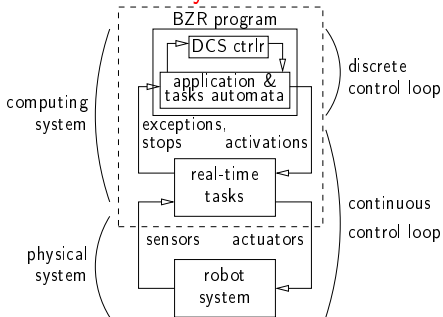
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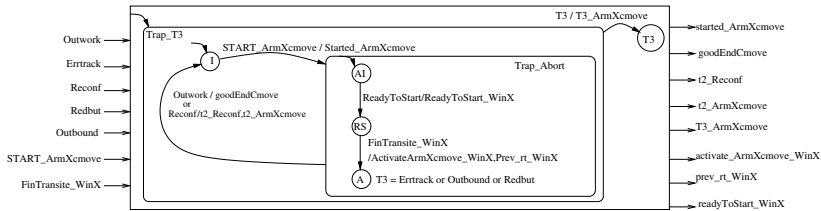


- Local task automata, coordinated by application automata with **discrete supervisor**, enforcing logical objective

# Language-level integration: Robot Tasks

BZR/Heptagon programming of the **generic RT control automaton**

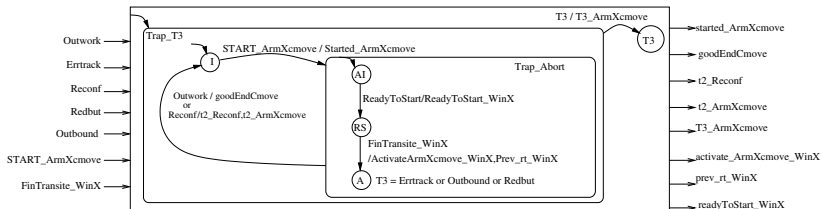
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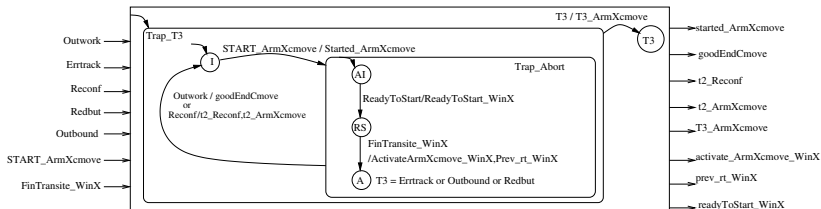


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interaction with application level, and from sensors and RTOS, to RTOS

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BZR/Heptagon programming of the **generic RT control automaton**  
 Example of ArmXcmove:



- inputs & outputs: **interaction with application** level, and from sensors and RTOS, to RTOS
- behaviour: **phases** (initialization, control) exceptions (T2, T3)

# Language-level integration: Robot Procedure

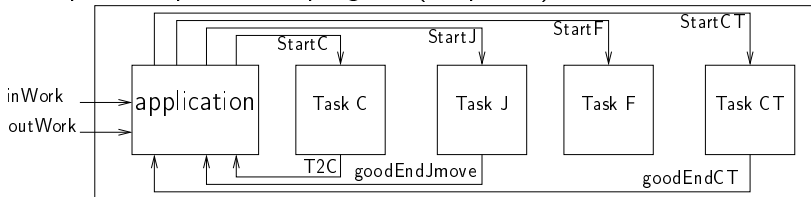
**Global automaton:** synchronous composition  
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# Language-level integration: Robot Procedure

**Global automaton:** synchronous composition  
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Example: complete BZR program (simplified).



# Global BZR node, with contract

```
node procRobot (goodEndCT,goodEndJmove,t2,outWork,inWork:bool)
  returns ( startC, startF, startJ, startCT:bool)
```

```
with (ok1,ok2,ok3:bool)
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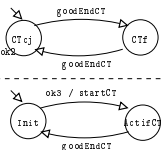
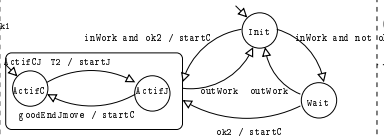
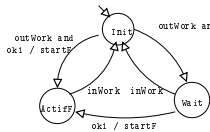
BZR programming methodology:

- possible behaviors
- declarative contract

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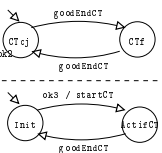
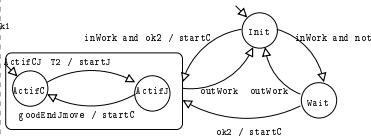
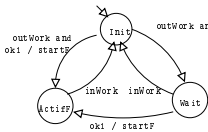
- possible behaviors: 4 automata in  $\parallel$  : 1 observer, 3 task mgrs  
 Tasks F and C/J can be delayed by control ( $ok_1, ok_2$ )  
 Task CT can be triggered by control ( $ok_3$ )
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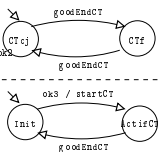
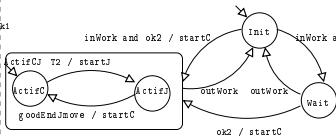
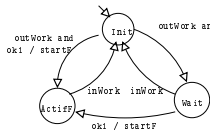
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- declarative contract: (with **assumption**)
  - right tool for right task: **goodtool**

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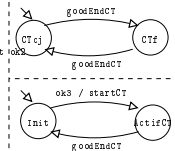
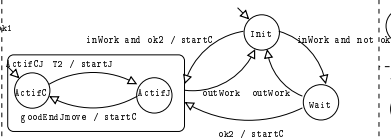
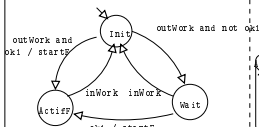
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  - mutual exclusion and default control: **ex**

# Typical scenario

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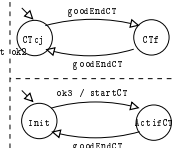
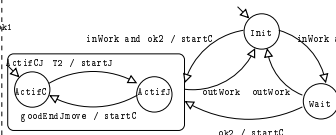
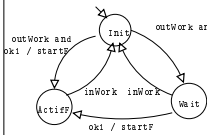
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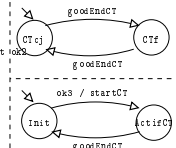
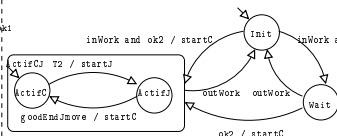
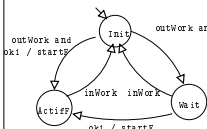
- CJmove is Active (F or CT not), tool observer is in CTcj.
- the user clicks outside of the workspace → **input outWork transition**: CJ to its initial state; F quits initial, condition  $ok_1$   
 contract goodtool: ⇒  $ok_1 = \text{false}$ : F to Wait;  
 contract ex: ⇒  $ok_3 = \text{true}$ : CT to Active

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```

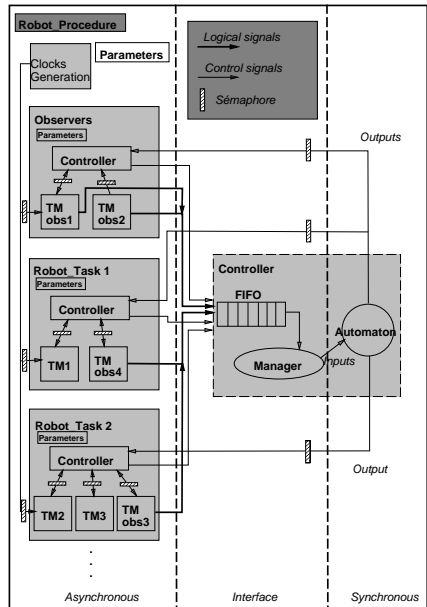


- CJmove is Active (F or CT not), tool observer is in CTcj.
- the user clicks outside of the workspace → input outWork  
 transition: CJ to its initial state; F quits initial, condition  $ok_1$   
 contract goodtool:  $\Rightarrow ok_1 = \text{false}$ : F to Wait;  
 contract ex:  $\Rightarrow ok_3 = \text{true}$ : CT to Active
- CT ends (no inWork) → input GoodEndCT  
 transition: CT to Init; tool observer to CTf  
 contracts ex and goodtool:  $\Rightarrow ok_1 = \text{true}$ : F to Active



# Executive-level integration

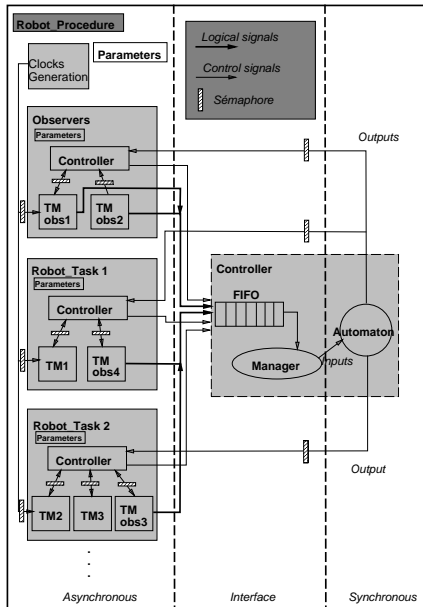
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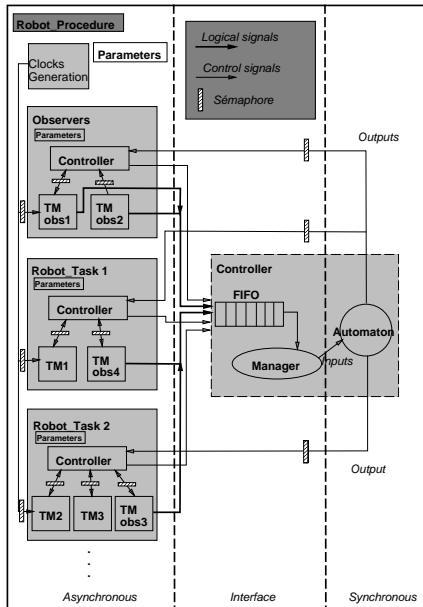
- real-time threads, triggered by clocks



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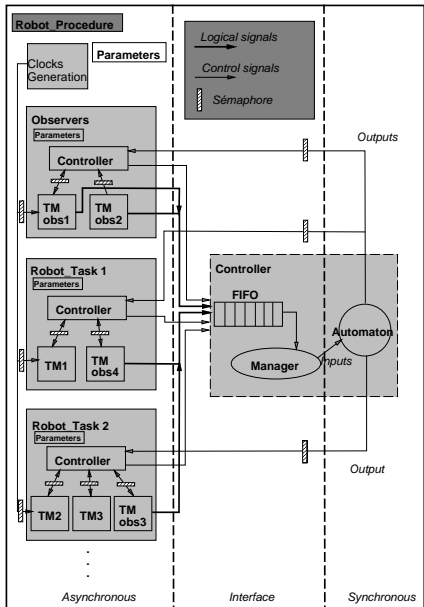
- real-time threads, triggered by clocks
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  - highest-priority task
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  - fast transition ( $\mu\text{secs}$ )



# Executive-level integration

Implementation of the execution machine:

- real-time threads, triggered by clocks
- automaton:
  - highest-priority task
  - events received through FIFO
  - fast transition ( $\mu\text{secs}$ )
- Linux/Posix threads, Xenomai



# Conclusion & Perspectives

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  - **Discrete control of real-time continuous control tasks**  
application of DCS to computing system
  - **Integration of tools**  
BZR synchronous language & Orccad design environment
  - **Case study**                      Robot arm, specification & simulation

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- Perspectives
  - **more integration**      designing **controllable** runtime executives
  - **more elaborate models**  
finer grain, e.g. fault tolerance [FMSD09]
  - **more DCS**      costs on paths, reachability, dynamical controllers
  - **more applications** e.g. GreenIT (sustainable IT)  
*Green4IT*: energy/power consumption models  
for sensor networks, servers and parallel computing  
*IT4Green*: applying control programming techniques  
to program e.g., "intelligent" buildings