

Code-generating VDM for Embedded Devices

Victor Bandur **Peter W. V. Tran-Jørgensen**
Miran Hasanagić Kenneth Lausdahl



AARHUS
UNIVERSITY

DEPARTMENT OF ENGINEERING

15th Overture workshop
Newcastle, UK – September 15

Agenda

Introduction

Translation

Conclusion and future plans

Agenda

Introduction

Translation

Conclusion and future plans

Why another code-generator?

- Existing VDM code-generators
 - Suitable for resource-rich hardware platforms
 - Target Java, C#, Smalltalk and C++ etc.
- Resource-constrained microcontrollers
 - Limited processing power and memory
 - Often only have C compilers available

Why another code-generator?

- Existing VDM code-generators
 - Suitable for resource-rich hardware platforms
 - Target Java, C#, Smalltalk and C++ etc.
- Resource-constrained microcontrollers
 - Limited processing power and memory
 - Often only have C compilers available

VDM2C context

- Developed in INTO-CPS to support:
 - Implementation of VDM-RT models in C
 - FMI-based co-simulation of VDM-RT models
- Translation assesment
 - Validated through comprehensive testing
 - Industrial INTO-CPS pilot/case studies

VDM2C context

- Developed in INTO-CPS to support:
 - Implementation of VDM-RT models in C
 - FMI-based co-simulation of VDM-RT models
- Translation assesment
 - Validated through comprehensive testing
 - Industrial INTO-CPS pilot/case studies

Agenda

Introduction

Translation

Conclusion and future plans

Translating VDM to C

- VDM2C feature highlights
 - *Runtime* implements VDM types/operators
 - TVP stores type information
 - User-guided garbage collection
 - `VdmModelFeatures.h` to limit runtime size
 - OO features handled using VTables
 - Supports distribution (VDM-RT)
- Limitations
 - No pattern matching
 - Limited support for concurrency

Translating VDM to C

- VDM2C feature highlights
 - *Runtime* implements VDM types/operators
 - TVP stores type information
 - User-guided garbage collection
 - `VdmModelFeatures.h` to limit runtime size
 - OO features handled using VTables
 - Supports distribution (VDM-RT)
- Limitations
 - No pattern matching
 - Limited support for concurrency

Translating VDM to C

- VDM2C feature highlights
 - *Runtime* implements VDM types/operators
 - TVP stores type information
 - User-guided garbage collection
 - `VdmModelFeatures.h` to limit runtime size
 - OO features handled using VTables
 - Supports distribution (VDM-RT)
- Limitations
 - No pattern matching
 - Limited support for concurrency

Translation example

```
class A
operations
op: nat | char ==> bool
op (x) ==
  if is_nat (x)
  then
    g()
  else
    h();
...
end A
```

Translation example

```
class A
operations
op:nat | char ==> bool
op (x) ==
  if is_nat (x)
  then
    g()
  else
    h();
...
end A
```

Translation example

```
class A
operations
op: nat | char ==> bool
op (x) ==
  if is_nat (x)
  then
    g ()
  else
    h ();
  ...
end A
```

Translation example

```
class A
operations
op:nat|char ==> bool
op (x) ==
  if is_nat(x)
  then
    g()
  else
    h();
  ...
end A
```

```
static TVP _Z2opE2XCN(AClass this, TVP x){
  if ( toBool(isNat(x)) )
    return CALL_FUNC_PTR(A, A, this,
                        CLASS_A__Z1gEV);
  else
    return CALL_FUNC_PTR(A, A, this,
                        CLASS_A__Z1hEV);
}
```

Translation example

```
class A
operations
op:nat|char ==> bool
op (x) ==
  if is_nat(x)
  then
    g()
  else
    h();
  ...
end A
```

```
static TVP _Z2opE2XCN(AClass this, TVP x){
  if ( toBool(isNat(x)) )
    return CALL_FUNC_PTR(A, A, this,
                        CLASS_A__Z1gEV);
  else
    return CALL_FUNC_PTR(A, A, this,
                        CLASS_A__Z1hEV);
}
```


Translation example

```
class A
operations
op:nat|char ==> bool
op (x) ==
  if is_nat(x)
  then
    g()
  else
    h();
  ...
end A
```

```
static TVP _Z2opE2XCN(AClass this, TVP x){
  if ( toBool(isNat(x)) )
    return CALL_FUNC_PTR(A, A, this,
                        CLASS_A__Z1gEV);
  else
    return CALL_FUNC_PTR(A, A, this,
                        CLASS_A__Z1hEV);
}
```

Translation example

```
class A
operations
op:nat|char ==> bool
op (x) ==
  if is_nat(x)
  then
    g()
  else
    h();
  ...
end A
```

```
static TVP _Z2opE2XCN(AClass this, TVP x){
  if ( toBool(isNat(x)) )
    return CALL_FUNC_PTR(A, A, this,
                        CLASS_A__Z1gEV);
  else
    return CALL_FUNC_PTR(A, A, this,
                        CLASS_A__Z1hEV);
}
```

Translation example

```

class A

operations

op:nat|char ==> bool
op (x) ==
  if is_nat(x)
  then
    g()
  else
    h();
  ...
end A

```

```

static TVP _Z2opE2XCN(AClass this, TVP x){
  if ( toBool(isNat(x)) )
    return CALL_FUNC_PTR(A, A, this,
                        CLASS_A__Z1gEV);
  else
    return CALL_FUNC_PTR(A, A, this,
                        CLASS_A__Z1hEV);
}

```

```

TVP a_instance = _Z1AEV(NULL);
TVP arg = newInt(42)
TVP res = CALL_FUNC(A, A, a_instance,
                   CLASS_A__Z2opE2XCN,
                   arg)

```

Translation example

```

class A

operations

op:nat|char ==> bool
op (x) ==
  if is_nat(x)
  then
    g()
  else
    h();
  ...
end A

```

```

static TVP _Z2opE2XCN(AClass this, TVP x){
  if ( toBool(isNat(x)) )
    return CALL_FUNC_PTR(A, A, this,
                        CLASS_A__Z1gEV);
  else
    return CALL_FUNC_PTR(A, A, this,
                        CLASS_A__Z1hEV);
}

```

```

TVP a_instance = _Z1AEV(NULL);
TVP arg = newInt(42)
TVP res = CALL_FUNC(A, A, a_instance,
                   CLASS_A__Z2opE2XCN,
                   arg)

```

Translation example

```
class A
```

```
operations
```

```
op:nat|char ==> bool
```

```
op (x) ==
```

```
  if is_nat(x)
```

```
  then
```

```
    g()
```

```
  else
```

```
    h();
```

```
  ...
```

```
end A
```

```
static TVP _Z2opE2XCN(AClass this, TVP x){
  if ( toBool(isNat(x)) )
    return CALL_FUNC_PTR(A, A, this,
                        CLASS_A__Z1gEV);
  else
    return CALL_FUNC_PTR(A, A, this,
                        CLASS_A__Z1hEV);
}
```

```
TVP a_instance = _Z1AEV(NULL);
TVP arg = newInt(42)
TVP res = CALL_FUNC(A, A, a_instance,
                   CLASS_A__Z2opE2XCN,
                   arg)
```

Translation example

```

class A

operations

op:nat|char ==> bool
op (x) ==
  if is_nat(x)
  then
    g()
  else
    h();
  ...
end A

```

```

static TVP _Z2opE2XCN(AClass this, TVP x){
  if ( toBool(isNat(x)) )
    return CALL_FUNC_PTR(A, A, this,
                        CLASS_A__Z1gEV);
  else
    return CALL_FUNC_PTR(A, A, this,
                        CLASS_A__Z1hEV);
}

```

```

TVP a_instance = _Z1AEV(NULL);
TVP arg = newInt(42)
TVP res = CALL_FUNC(A, A, a_instance,
                   CLASS_A__Z2opE2XCN,
                   arg)

```

Type information

```
#define TVP struct TypedValue*  
  
struct TypedValue {  
    vdmtype type;  
    TypedValueType value;  
    ...  
};
```

Type information

```
#define TVP struct TypedValue*  
  
struct TypedValue {  
    vdmtype type;  
    TypedValueType value;  
    ...  
};
```


Type information

```
#define TVP struct TypedValue*  
  
struct TypedValue {  
    vdmtype type;  
    TypedValueType value;  
    ...  
};
```

Distribution: remote calls

```
#define DIST_CALL(sTy, bTy, obj, supID ,nrArgs ,  
  funID, args...)  
  ((obj->type==VDM_CLASS) ?  
  CALL_FUNC(sTy, bTy, obj, funID, ## args) :  
  send_bus(obj->value.intVal, funID, supID,  
    nrArgs, ## args))
```

Distribution: remote calls

```
#define DIST_CALL(sTy, bTy, obj, supID ,nrArgs ,  
  funID, args...)  
  ((obj->type==VDM_CLASS) ?  
  CALL_FUNC(sTy, bTy, obj, funID, ## args) :  
  send_bus(obj->value.intVal, funID, supID,  
    nrArgs, ## args))
```

Distribution: remote calls

```
#define DIST_CALL(sTy, bTy, obj, supID ,nrArgs ,  
  funID, args...)  
  ((obj->type==VDM_CLASS) ?  
  CALL_FUNC(sTy, bTy, obj, funID, ## args) :  
  send_bus(obj->value.intVal, funID, supID,  
    nrArgs, ## args))
```

Distribution: remote calls

```
#define DIST_CALL(sTy, bTy, obj, supID ,nrArgs ,  
  funID, args...)  
  ((obj->type==VDM_CLASS) ?  
  CALL_FUNC(sTy, bTy, obj, funID, ## args) :  
  send_bus(obj->value.intVal, funID, supID,  
    nrArgs, ## args))
```

Agenda

Introduction

Translation

Conclusion and future plans

Conclusion and future plans

- VDM-to-C translation for embedded devices
 - Uses garbage-collection
 - Type information is captured using TVP
 - Supports OO and distribution (VDM-RT)
- Future plans
 - Extending VDM coverage
 - Compare to other generators

Conclusion and future plans

- VDM-to-C translation for embedded devices
 - Uses garbage-collection
 - Type information is captured using TVP
 - Supports OO and distribution (VDM-RT)
- Future plans
 - Extending VDM coverage
 - Compare to other generators

Thank you



Find us on Github:

<https://github.com/overturetool/vdm2c>