

System Modeling

Introduction

Rugby Meta-Model

Finite State Machines

Petri Nets

Untimed Model of Computation

Synchronous Model of Computation

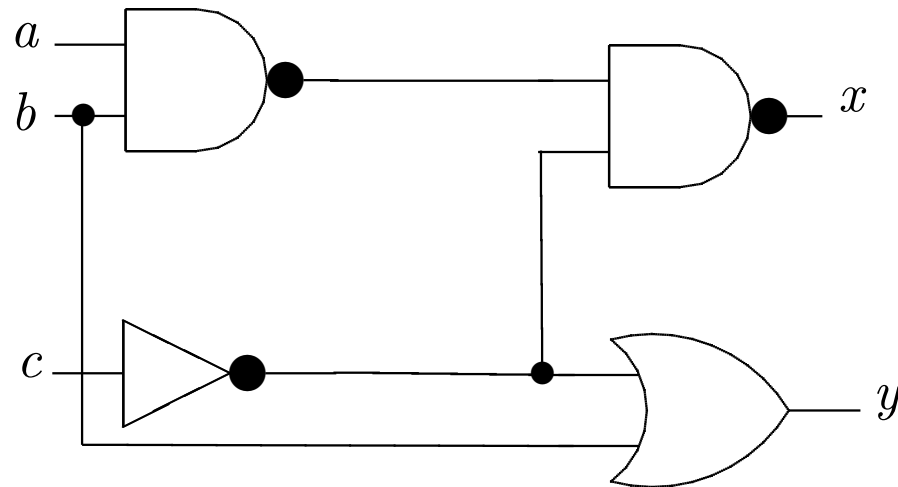
Timed Model of Computation

Integration of Computational Models

Tightly Coupled Process Networks



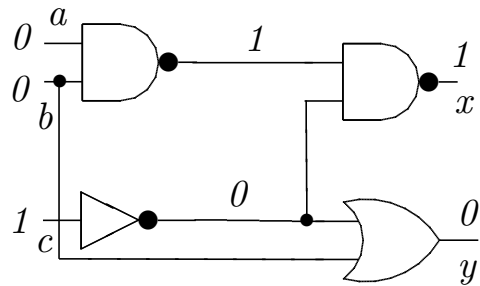
Timed Model of Computation



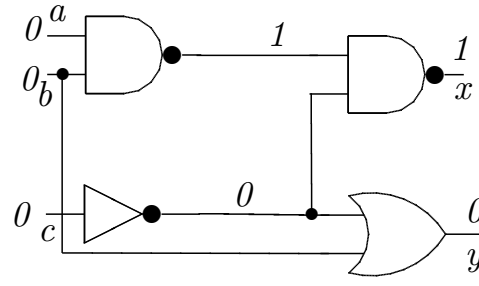
a	b	c	x	y
0	0	0	0	1
0	0	1	1	0
0	1	0	0	1
0	1	1	1	1
1	0	0	0	1
1	0	1	1	0
1	1	0	1	1
1	1	1	1	1

Gate	Delay
Inverter	1.5 ns
NAND gate	1.8 ns
OR gate	2.1 ns

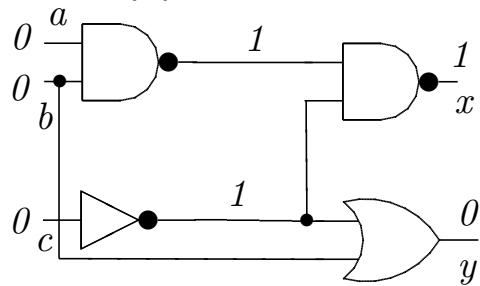
Propagation of Changes



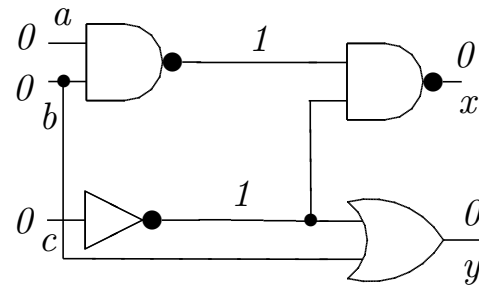
(a) at time t



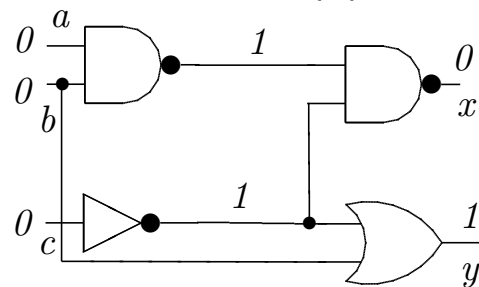
(b) at time t'



(c) at time $t' + 1.5\text{ns}$



(d) at time $t' + 3.3\text{ns}$



(e) at time $t' + 3.6\text{ns}$

Gate	Delay
Inverter	1.5 ns
NAND gate	1.8 ns
OR gate	2.1 ns



The Timed Model of Computation

- Uses also absent events to represent a global, synchronized time;
- The granularity of time is typically much smaller than for S-MoCs;
- Processes may consume and produce any number of events in each evaluation cycle;
- Absent events are inserted as needed to enforce causal behaviour;

A Timed MoC Process Constructor

$$\text{mealyT}(\gamma, g, f, w_0) = p$$

$$\text{where } p(\hat{s}) = \hat{s}'$$

$$\pi(\nu, \hat{s}) = \langle \hat{a}_i \rangle$$

$$\pi(\nu', \hat{s}') = \langle \hat{b}_i \rangle$$

$$\nu(i) = \gamma(w_i)$$

$$\nu'(i) = \gamma(w_i) + K_i$$

$$\hat{b}_i = \langle \sqcup \rangle^{K_i} \oplus \hat{c}_i$$

$$\hat{c}_i = f(w_{i-1}, \hat{a}_{i-1}) \quad \text{for } i > 0$$

$$w_i = g(w_{i-1}, \hat{a}_{i-1}) \quad \text{for } i > 0$$

$$\text{for } i \in \mathbb{N}_0, \hat{s}, \hat{s}', \hat{a}, \hat{b} \in \hat{S}, w_i \in V$$

The Delay to Enforce Causality

$$K_i = \begin{cases} \max(0, T_i(i) - T_o(i-1) - 1) & \text{if } i > 0 \\ \max(0, T_i(i) - 1) & \text{if } i = 0 \end{cases}$$

$$T_i(i) = \sum_{j=0}^i \text{length}(\hat{a}_j)$$

$$T_o(i) = \sum_{j=0}^i \text{length}(\hat{b}_j)$$

A Timed Process Example

$$p = \text{mealyT}(\gamma, g, f, 0)$$

$$\gamma(x) = 2$$

$$g(w, x) = 0$$

$$f(w, \langle x_1, x_2 \rangle) = \begin{cases} \langle x_2, x_1 \rangle & \text{if } x_2 > x_1 \\ \langle x_1 \rangle & \text{if } x_2 = x_1 \\ \langle x_2, x_1, x_2 - x_1 \rangle & \text{if } x_2 < x_1 \end{cases}$$

$$p(\langle 1, 2 \rangle) = \langle \sqcup, 2, 1 \rangle$$

A Timed Process Example - cont'd

$$p(\langle 1, 2, 3, 4, 5, 5, 5, 4, 3, 2, 1, 1, 1, 2, 2, 3, 3, 4, 4 \rangle)$$

$$= \langle \sqcup, 2, 1, 4, 3, 5, \sqcup, 5, \sqcup, 3, 4, -1, 1, 2, -1, 1, 2, 3, \sqcup, 4 \rangle$$

i	$T_i(i)$	$T_o(i)$	K_i	\hat{a}_i	\hat{b}_i	\hat{c}_i
0	2	3	1	$\langle 1, 2 \rangle$	$\langle \sqcup, 2, 1 \rangle$	$\langle 2, 1 \rangle$
1	4	5	0	$\langle 3, 4 \rangle$	$\langle 4, 3 \rangle$	$\langle 4, 3 \rangle$
2	6	6	0	$\langle 5, 5 \rangle$	$\langle 5 \rangle$	$\langle 5 \rangle$
3	8	8	1	$\langle 5, 5 \rangle$	$\langle \sqcup, 5 \rangle$	$\langle 5 \rangle$
4	10	12	1	$\langle 4, 3 \rangle$	$\langle \sqcup, 3, 4, -1 \rangle$	$\langle 3, 4, -1 \rangle$
5	12	15	0	$\langle 2, 1 \rangle$	$\langle 1, 2, -1 \rangle$	$\langle 1, 2, -1 \rangle$
6	14	16	0	$\langle 1, 1 \rangle$	$\langle 1 \rangle$	$\langle 1 \rangle$
7	16	17	0	$\langle 2, 2 \rangle$	$\langle 2 \rangle$	$\langle 2 \rangle$
8	18	18	0	$\langle 3, 3 \rangle$	$\langle 3 \rangle$	$\langle 3 \rangle$
9	20	19	1	$\langle 4, 4 \rangle$	$\langle \sqcup, 4 \rangle$	$\langle 4 \rangle$

Zip Constructor

$$\mathit{zipT}(\gamma) = p$$

$$\text{where } p(\hat{s}_a, \hat{s}_b, \hat{s}_c) = \hat{s}'$$

$$\dot{e}'_{i+1} = \langle \hat{a}_i, \hat{b}_i \rangle$$

$$\dot{e}'_0 = \sqcup$$

$$\pi(\nu_a, \hat{s}_a) = \langle \hat{a}_i \rangle, \nu_a(i) = \gamma(k_i)$$

$$\pi(\nu_b, \hat{s}_b) = \langle \hat{b}_i \rangle, \nu_b(i) = \gamma(k_i)$$

$$\pi(\nu_c, \hat{s}_c) = \langle \dot{c}_i \rangle, \nu_c(i) = \gamma(k_i)$$

$$\pi(\nu', \hat{s}') = \langle \sqcup \rangle^{\gamma(k_i)-1} \oplus \langle \dot{e}'_i \rangle, \nu'(i) = \gamma(k_i)$$

$$k_{i+1} = \hat{c}_i[1]$$

$$k_0 = 0$$

$$\text{for } \hat{s}_a, \hat{s}_b, \hat{s}_c, \hat{s}', \hat{a}_i, \hat{b}_i, \dot{c}_i \in \hat{S}, i \in \mathbb{N}_0, k_i \in \hat{E}$$

Unzip Constructor

$$\text{unzip}T() = p$$

$$\text{where } p(\hat{s}) = \langle \hat{s}', \hat{s}'' \rangle$$

$$\dot{e}_{i+1} = \langle \hat{a}'_i, \hat{a}''_i \rangle$$

$$\dot{e}_0 = \langle \sqcup, \sqcup \rangle$$

$$\pi(\nu, \hat{s}) = \langle \dot{e}_i \rangle, \nu(i) = 1$$

$$\pi(\nu', \hat{s}') = \langle \langle \hat{a}'_i \rangle \rangle, \nu'(i) = 1$$

$$\pi(\nu'', \hat{s}'') = \langle \langle \hat{a}''_i \rangle \rangle, \nu''(i) = 1$$

$$\text{for } \hat{s}, \hat{s}', \hat{s}'', \hat{a}'_i, \hat{a}''_i \in \hat{S}, \dot{e}_i \in \hat{E}, i \in \mathbb{N}_0$$

Source, Sink and Initialisation Constructors

$$\begin{aligned}
 \mathit{sourceT}(g, w_0) &= p \\
 \text{where} \quad p(\cdot) &= \hat{s}' \\
 w_i &= \hat{e}'_i \\
 g(w_i) &= w_{i+1} \\
 \pi(\nu', \hat{s}') &= \langle \langle \hat{e}'_i \rangle \rangle, \nu'(i) = 1
 \end{aligned}$$

$$\begin{aligned}
 \mathit{sinkT}(g, w_0) &= p \\
 \text{where} \quad p(\hat{s}) &= \langle \rangle \\
 g(w_i) &= w_{i+1} \\
 \pi(\nu, \hat{s}) &= \langle \hat{a}_i \rangle, \nu(i) = 1
 \end{aligned}$$

$$\begin{aligned}
 \mathit{initT}(\hat{r}) &= p \\
 \text{where} \quad p(\hat{s}) &= \hat{r} \oplus \hat{s} \\
 \nu &= \nu' = 1 \\
 \hat{r}, \hat{s} &\in \hat{S}
 \end{aligned}$$

The Timed Model of Computation

Definition: The **Timed Model of Computation (Timed MoC)** is defined as $\text{Timed MoC} = (C, O)$, where

$$C = \{mealyT, zipT, unzipT, sourceT, sinkT, initT\}$$

$$O = \{\parallel, \circ, \mathbf{FB}_P\}$$

In other words, a process or a process network belongs to the **Timed MoC Domain** iff all its processes and process compositions are constructed either by one of the named process constructors or by one of the composition operators. We call such processes **T-MoC processes**.

Timed MoC Variants

Timer based process invocation (*mealyPT*)

- Functions f and g never see or return absent events;
- The process interfaces remove and insert absent events as needed;
- The function γ defines how many events are consumed. Essentially, it represents a timer.

Event count based process invocation (*mealyST*)

- Functions f and g never see or return absent events;
- The process interfaces remove and insert absent events as needed;
- The function γ defines how many **non-absent** events are consumed.
- f , g and γ have no influence on when they are invoked;

Event count with time-out (*mealyTT*)

- Functions f and g never see or return absent events;
- The process interfaces remove and insert absent events as needed;
- The function γ defines how many **non-absent** events are consumed and a maximum total number of input events.
- f , g and γ have little influence on when they are invoked, but can set a timer which, when expiring, triggers the process;

Handling of Global Time

- Conflicting Requirements -

Independence property Processes obtain information only via their inputs;

Central maintenance Global time must be centrally maintained and distributed to all processes;

Handling of Global Time

- Different Approaches: **Local Timer** -

- Every process has local knowledge of the global time;
- Requires that the global time is efficiently communicated;
 - ★ Reasonable assumption in single processor systems;
 - ★ Questionable in distributed systems;
- Global state (time) can be used for synchronization and communication;
- Violates the independence property;

Handling of Global Time

- Different Approaches: **Time Tags** -

- All events are annotated with a global time stamp;
- Reconciles the independence property with central maintenance;
- Difficulties to properly relate events on different input signals of a process;
- Does not blend well with blocking read semantics;
- Generalizes naturally to continuous time;

Handling of Global Time

- Different Approaches: **Absent Events** -

- All signals are periodic containing “absent events”;
- Reconciles the independence property with central maintenance;
- Works well with blocking read semantics;
- Cannot handle well non-integral time structures;
- Does not easily generalize to continuous time;

Handling of Global Time - Implementation Issues -

- Global time can be realized as a shared timer resource; suitable for single processor implementations;
- Distributed systems require local clocks and synchronization protocols
- Different MoCs map differently well on different implementations;

For example:

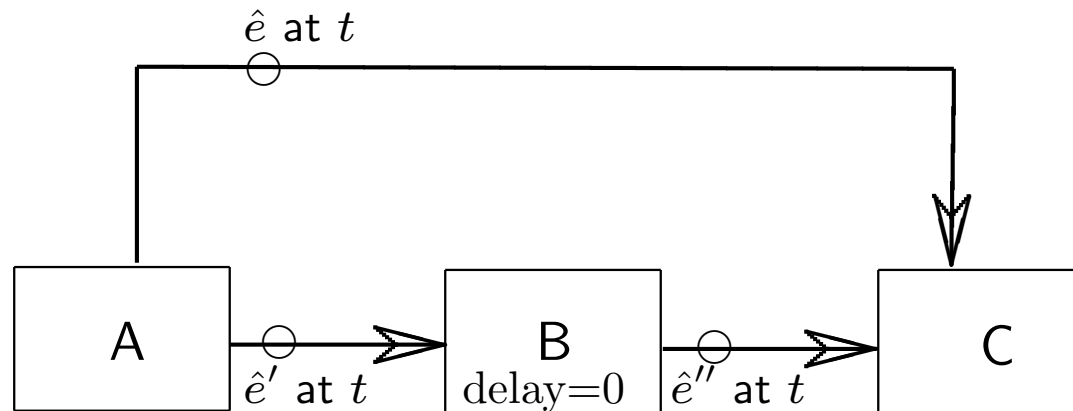
- ★ *mealyPT* fits well to a shared timer resource;
- ★ *mealyST* fits well to a distributed implementation;

δ -delay based Timed MoC

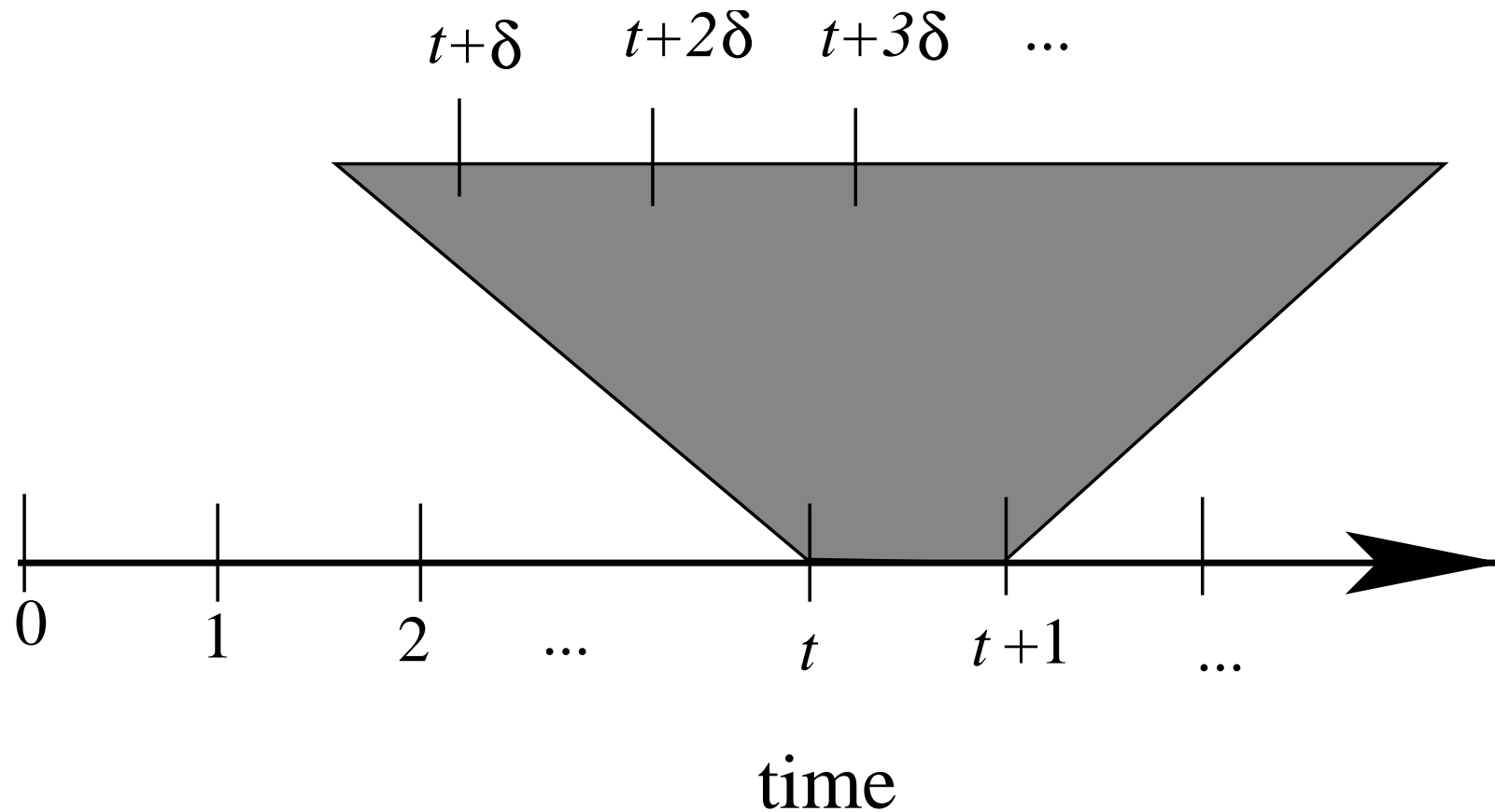
- Realizes global time
- Violates the independence property
- Prominent design languages are VHDL and Verilog

A Nondeterministic Discrete Event Model

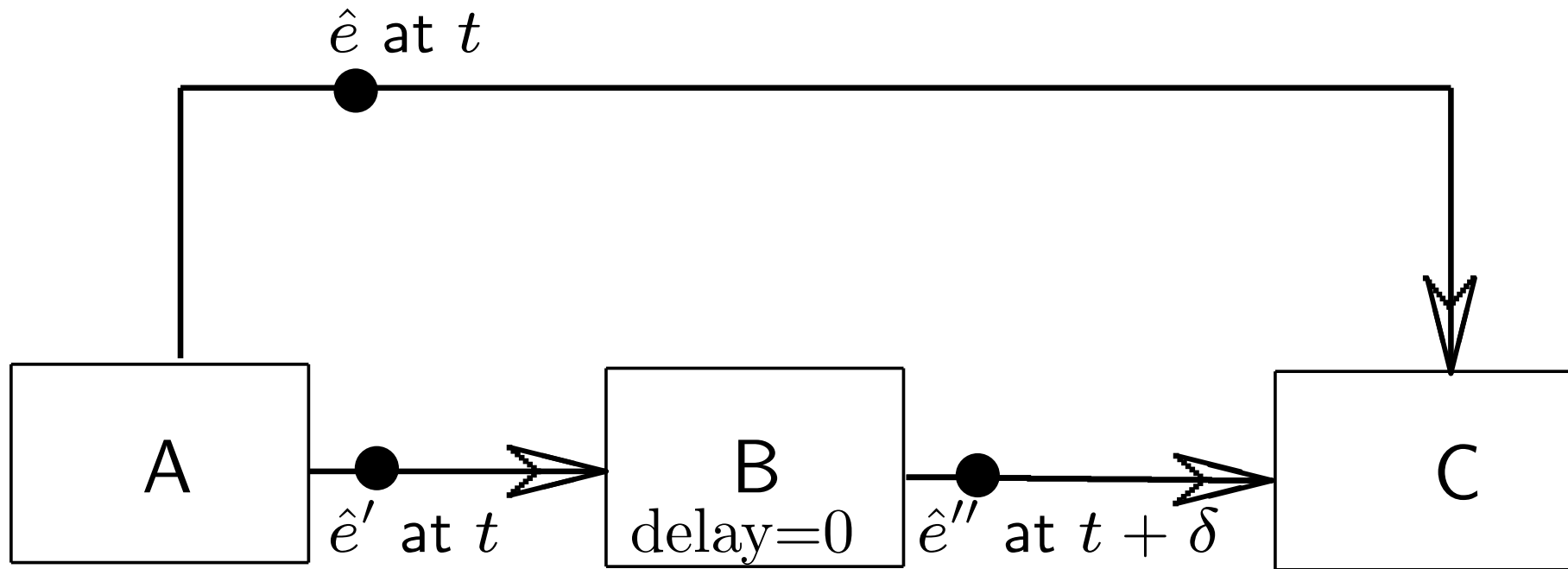
A naïve discrete event model is nondeterministic due to simultaneous events. E.g.:



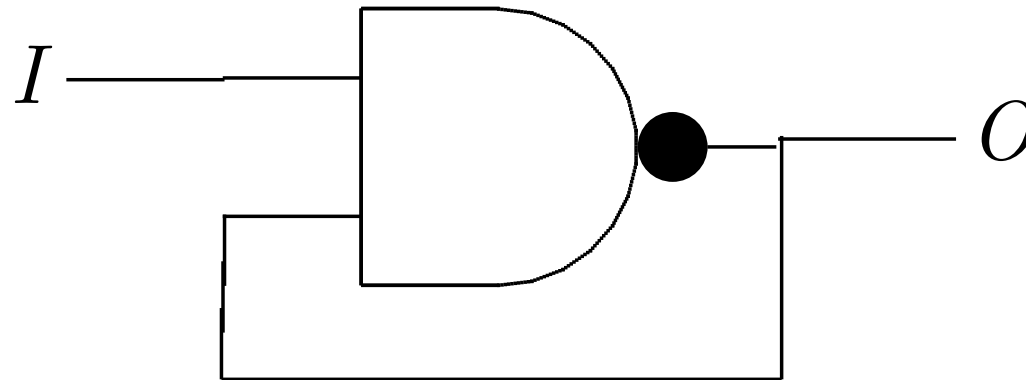
A Two Level Time Structure



A Deterministic δ -delay based Discrete Event Model



Feed-back Loops



Event Driven Simulation Cycle

