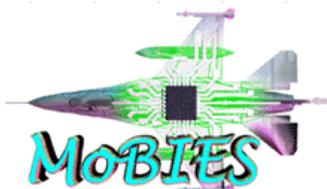


# Embedded Control Systems Language for Distributed Processing (ECSL-DP)

A Language and Tools for Constructing Vehicle  
Control Applications

Sandeep Neema, Gabor Karsai, Attila Vizhanyo  
Institute for Software Integrated Systems,  
Vanderbilt University





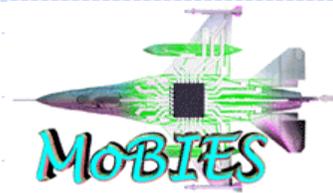
# Outline

- ◆ Problem domain
- ◆ Model-based Development Tool-chain
- ◆ ECSL-DP Modeling Language
- ◆ Code Generation from ECSL-DP

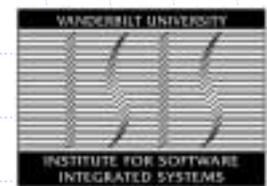
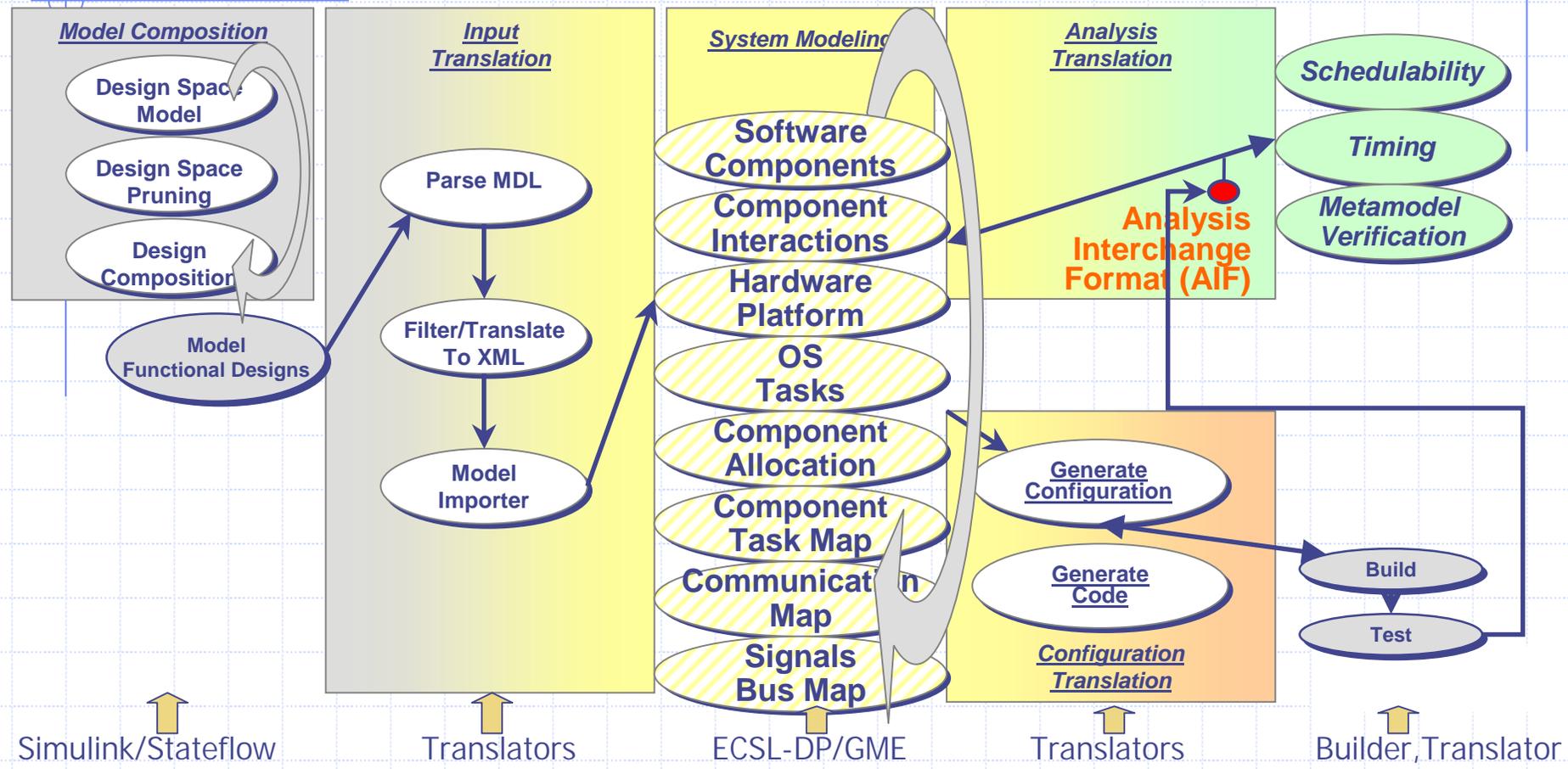


# Problem Domain

- ◆ Vehicle Control Applications
  - Soft real-time, distributed, medium scale (20-s) component-based software
- ◆ Time-Triggered Component Model
  - Periodic real-time tasks
- ◆ Tool-chain must support:
  - Component Design, System Design, System Composition
  - System Analysis, Platform Code Synthesis

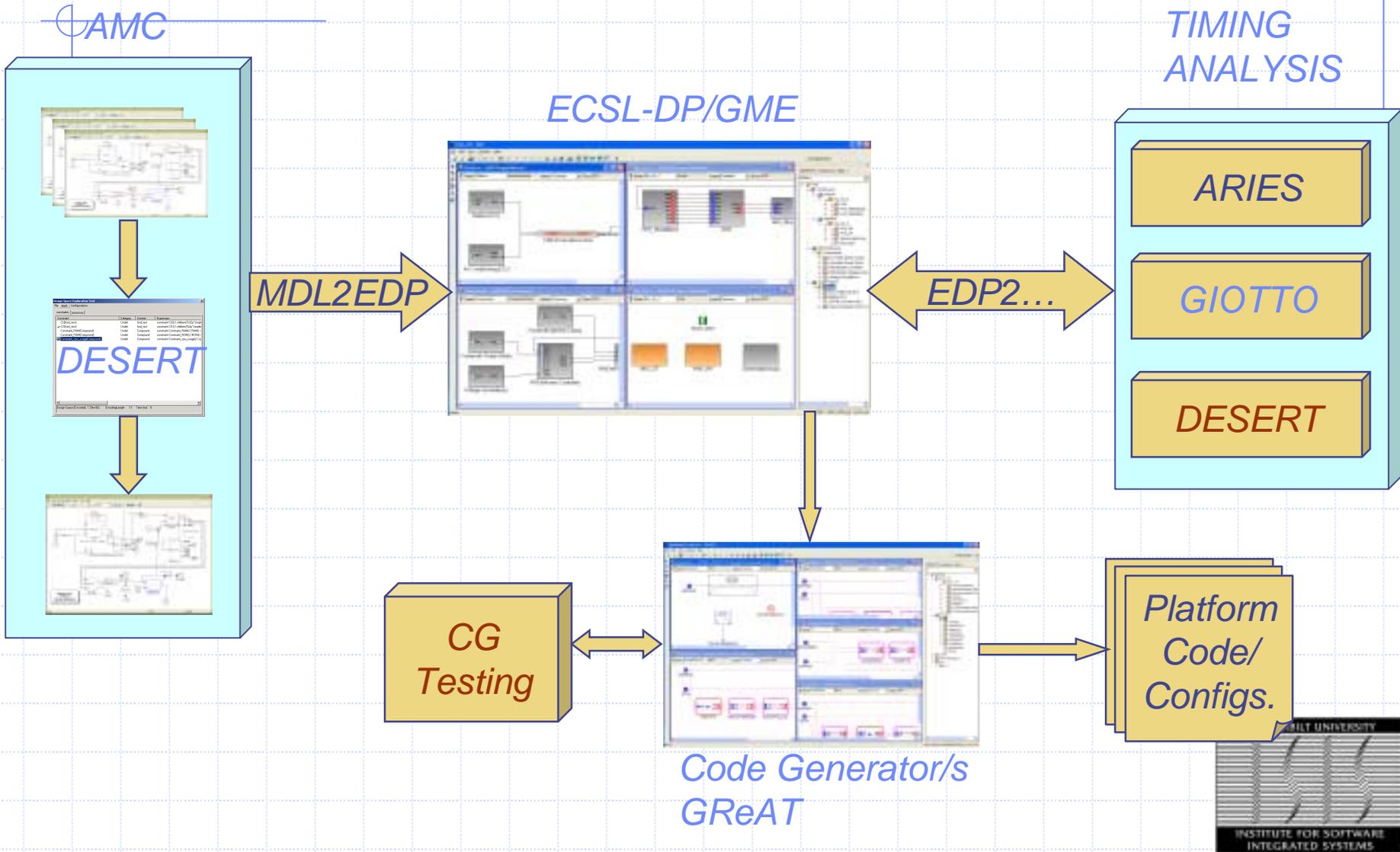


# VCP Tool-Chain: Supported Activities





# VCP Tool-Chain: Tools and Interfaces



# VCP Tool-Chain: Participants



- ◆ Tools
  - Simulink/Stateflow
  - DESERT
  - GME(ECSL-DP)
  - AIRES, GIOTTO
- ◆ Interfaces
  - DSME
  - DESERT, DESERTBack
  - Matlab
  - AIF
- ◆ Translators
  - DSME2DESERT, DESERTBack2DSME
  - DSME2Matlab (DSME2SL;SL2M)
  - Matlab2ECSLDP, ECSLDP2Matlab
  - ECSLDP2AIF, AIF2ECSLDP



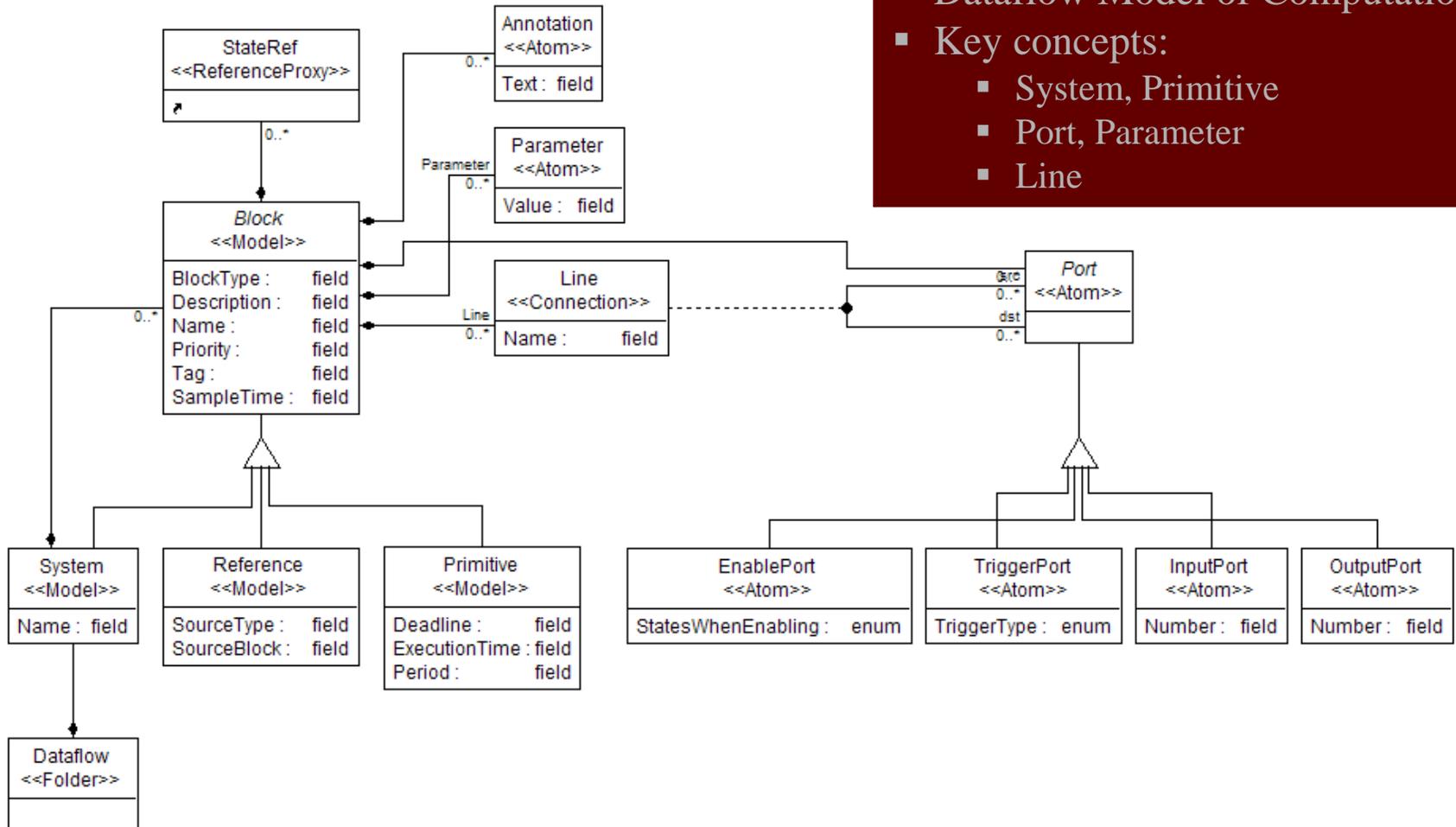
# ECSL-DP Concepts

- ◆ Graphical design language for representing distributed embedded control systems
- ◆ Functional Modeling
  - Simulink/Stateflow
  - Dataflow diagram oriented of modeling signal flows
  - Hierarchical State Machine diagrams to model finite state behavior
- ◆ Component Modeling
  - Componentize the application
  - Simulink system references
- ◆ Platform Modeling – Topology
  - ECU-s, I/O channels, Buses
  - Firmware elements
- ◆ Platform Modeling – Deployment
  - Components → OS tasks
  - Component ports → sensors/actuators/bus-messages



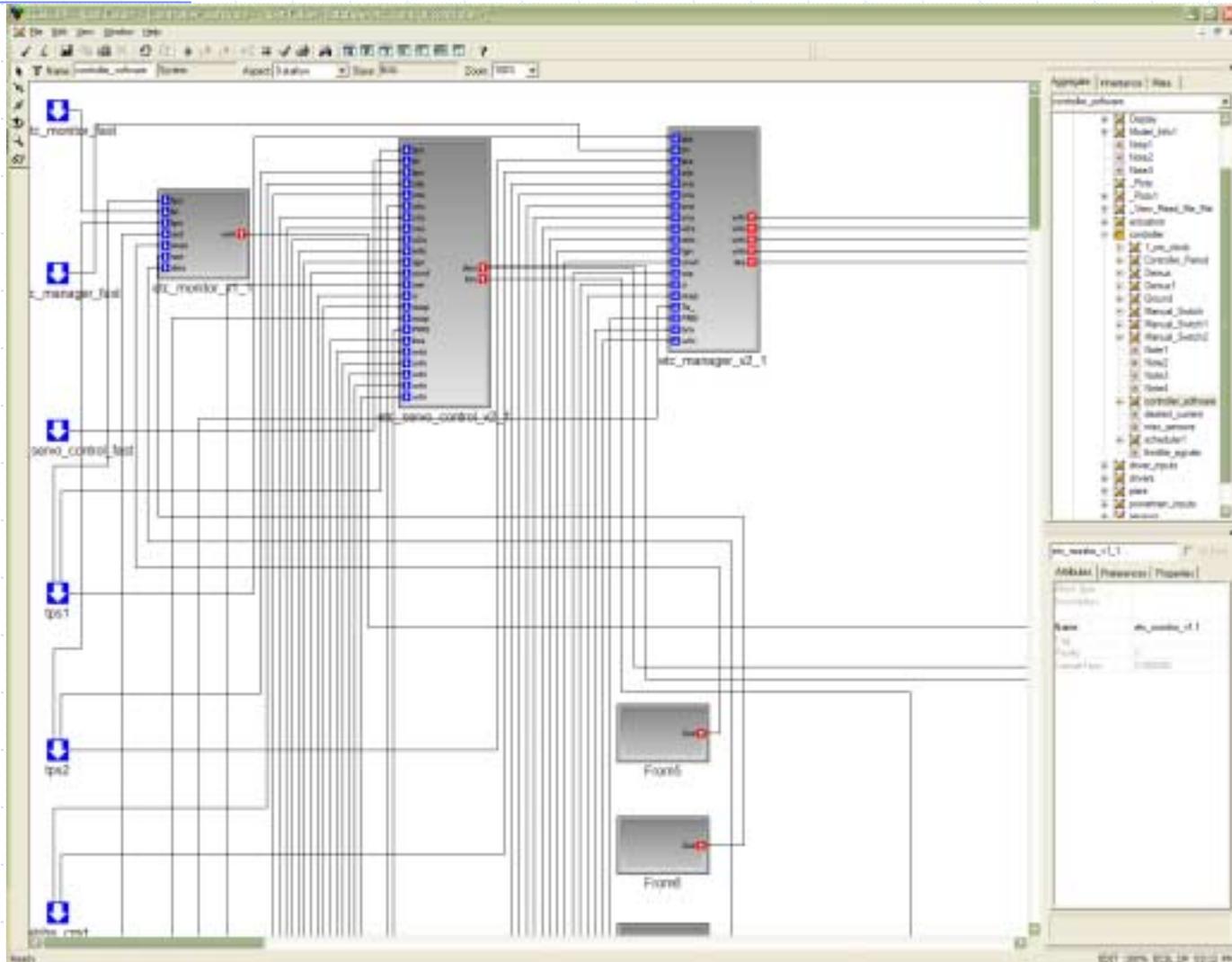
# ECSL-DP: Functional Modeling (Dataflow)

- Hierarchical Parameterized Dataflow Model of Computation
- Key concepts:
  - System, Primitive
  - Port, Parameter
  - Line





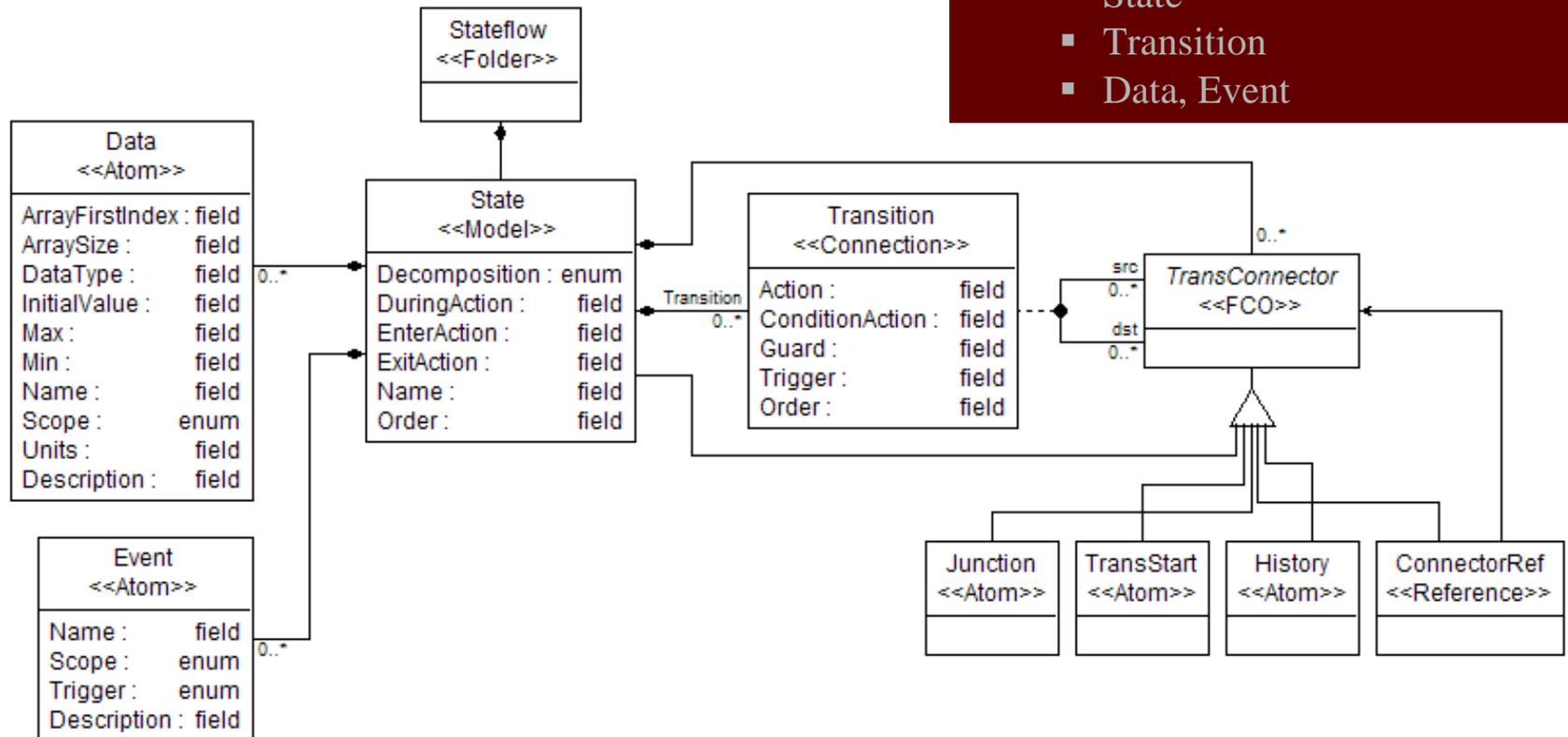
# ECSL-DP: Functional Modeling (Dataflow) Example





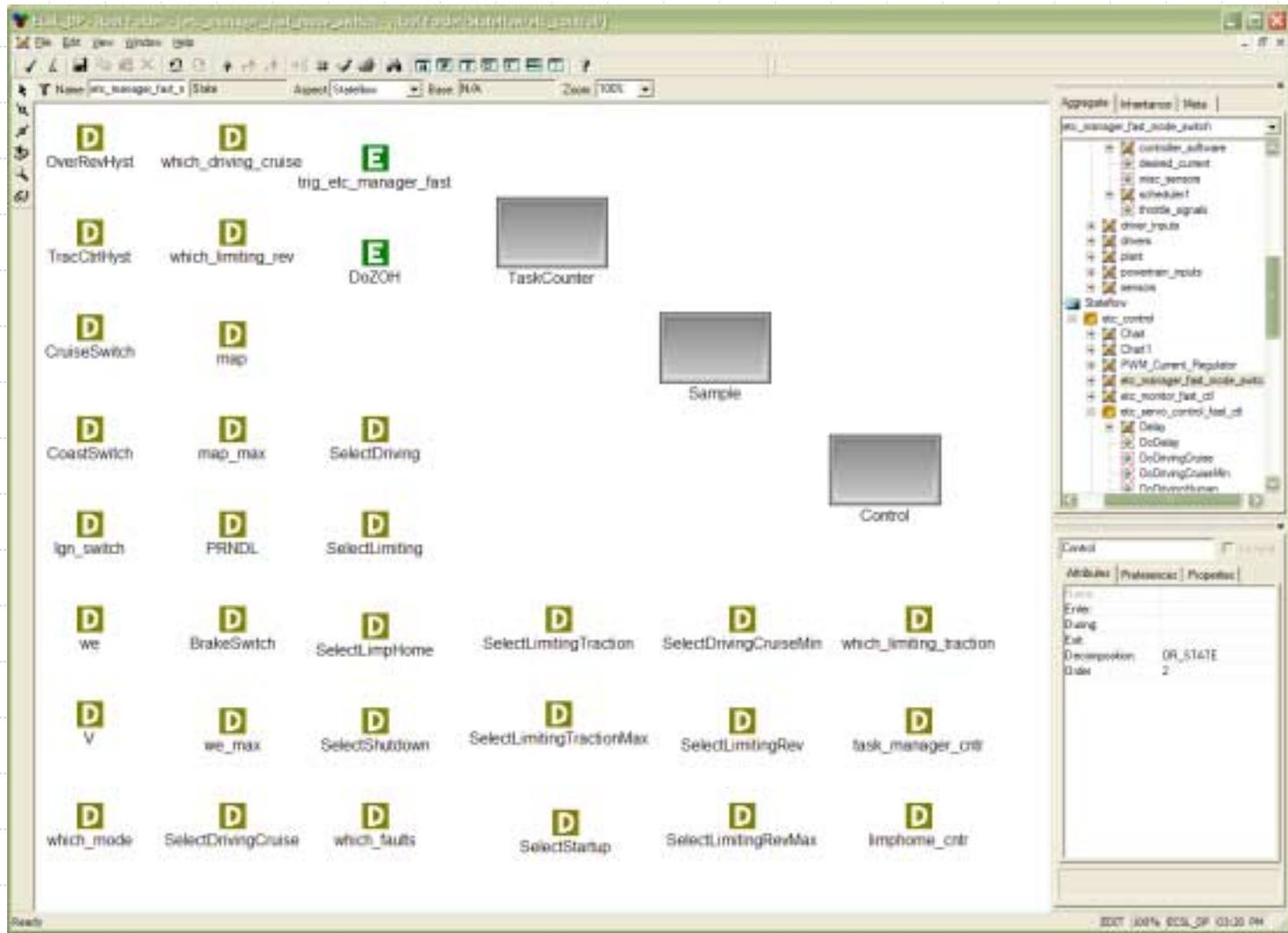
# ECSL-DP: Functional Modeling (Stateflow)

- Hierarchical Finite State Machines Model of Computation
- Key concepts:
  - State
  - Transition
  - Data, Event



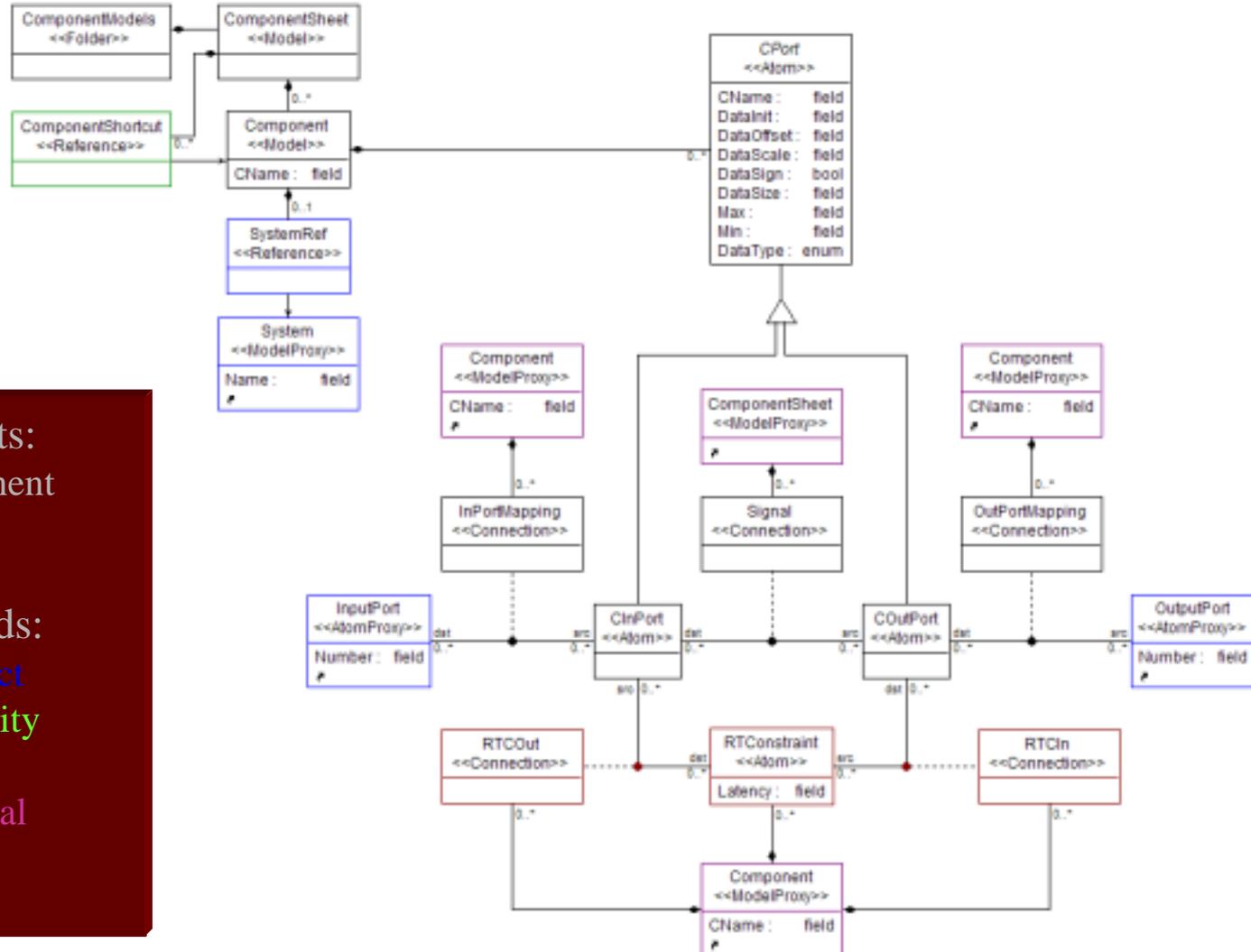


# ECSL-DP: Functional Modeling (Stateflow) Example





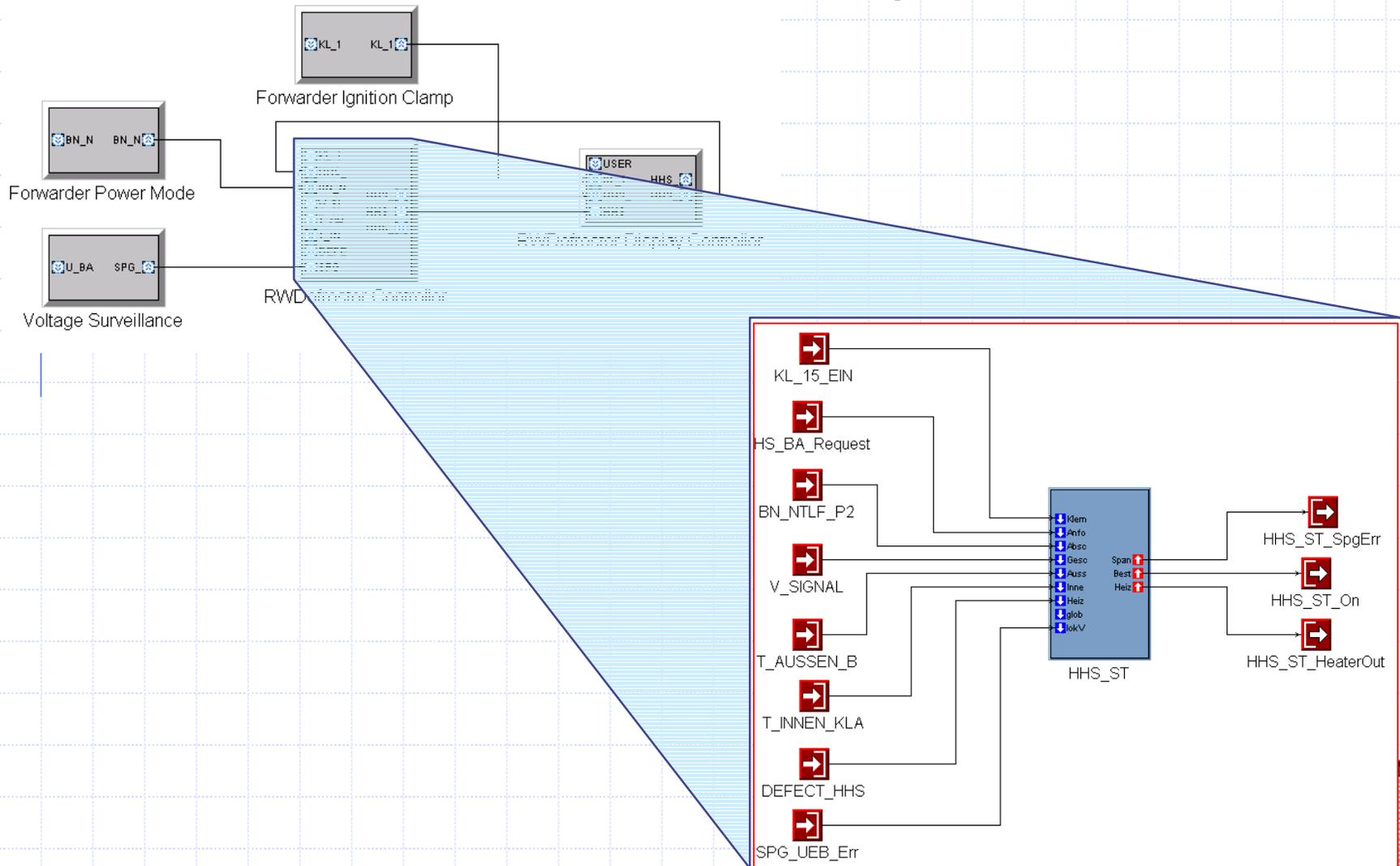
# ECSL-DP: Component Modeling



- Key concepts:
  - Component
  - CPort
  - Signal
- Color legends:
  - SL object
  - Scalability concept
  - Graphical layout
  - Timing

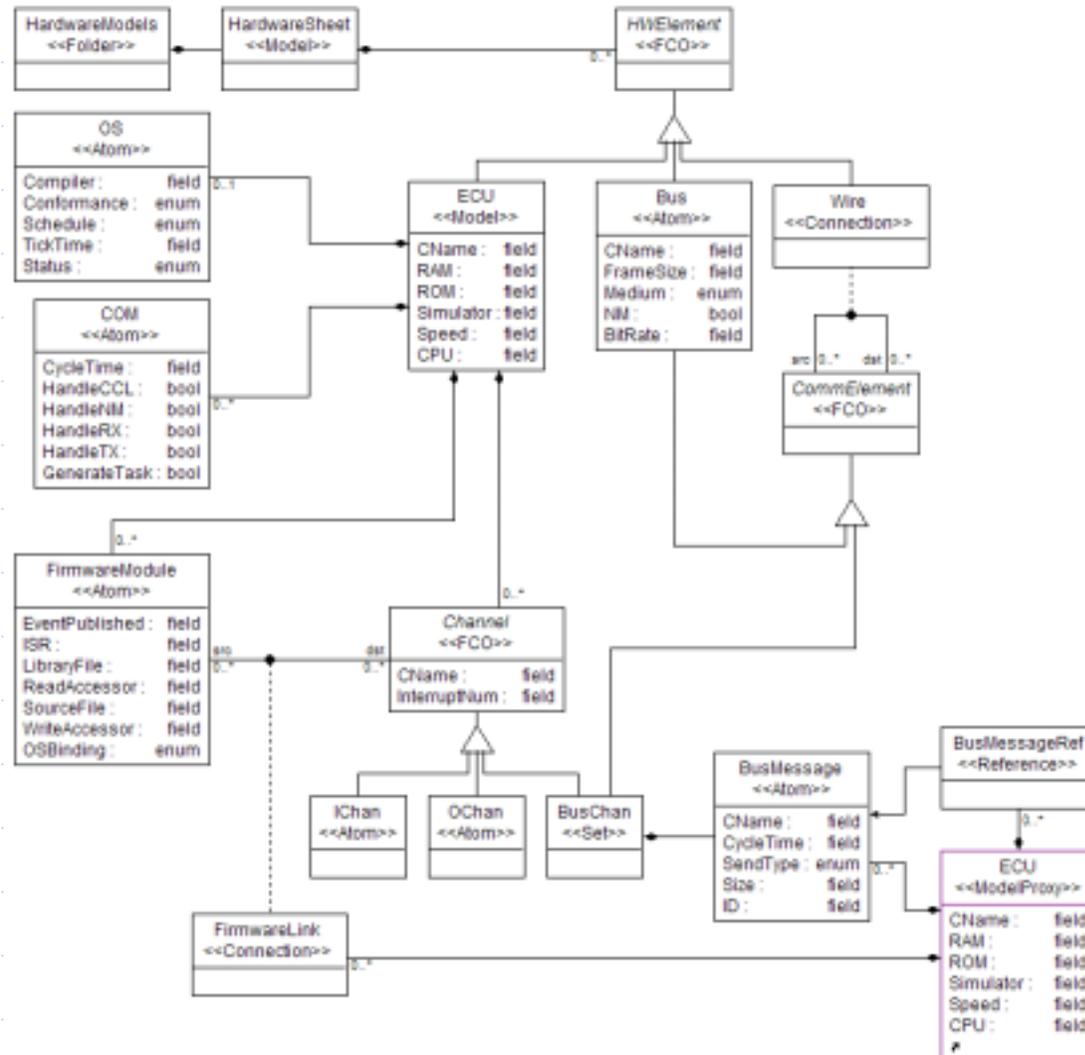


# ECSL-DP: Component Modeling Example





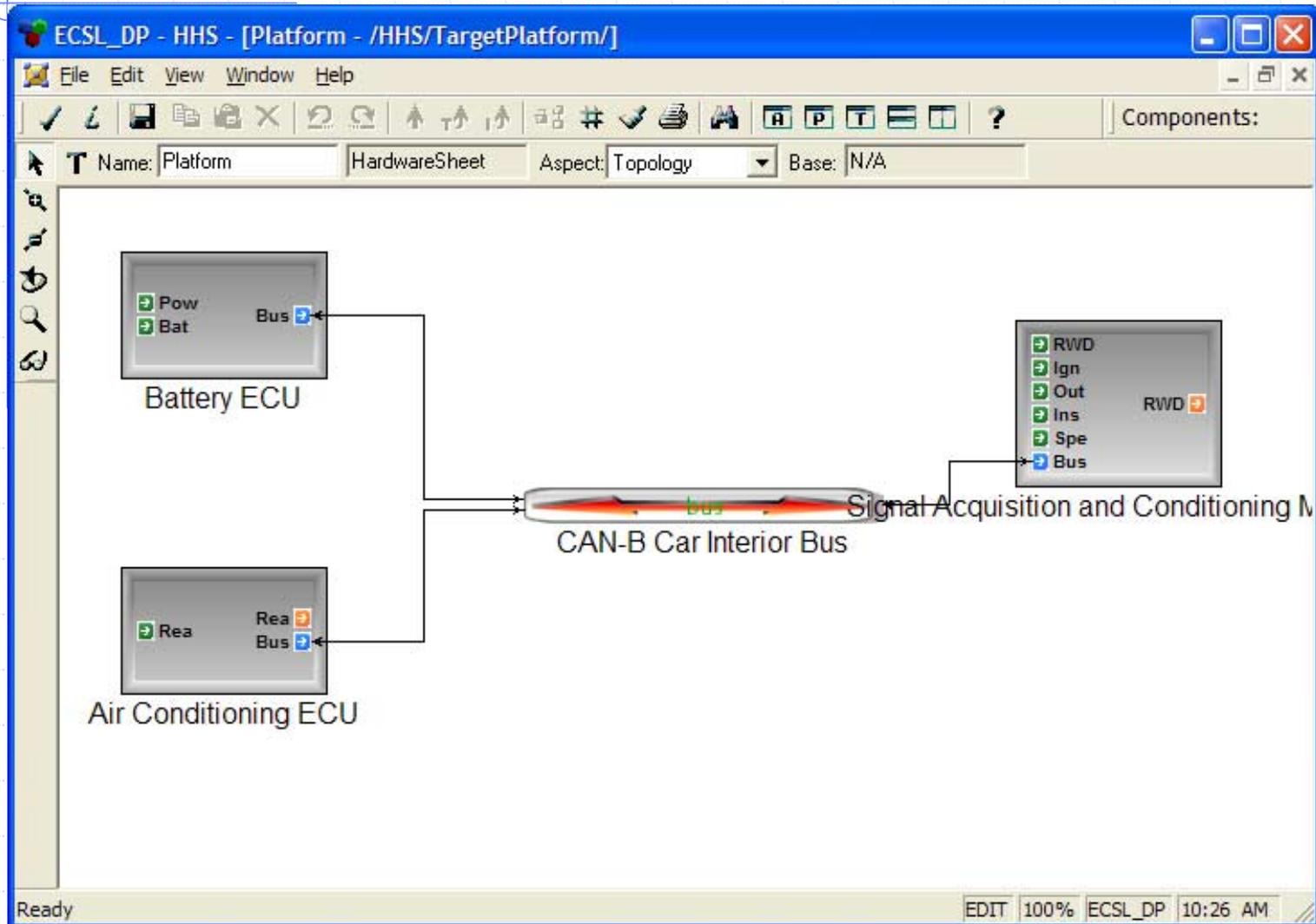
# ECSL-DP: Platform Modeling (Topology)



- Hardware concepts
  - ECU, Bus, Channel
- OS concepts
  - OS, COM, Firmware module

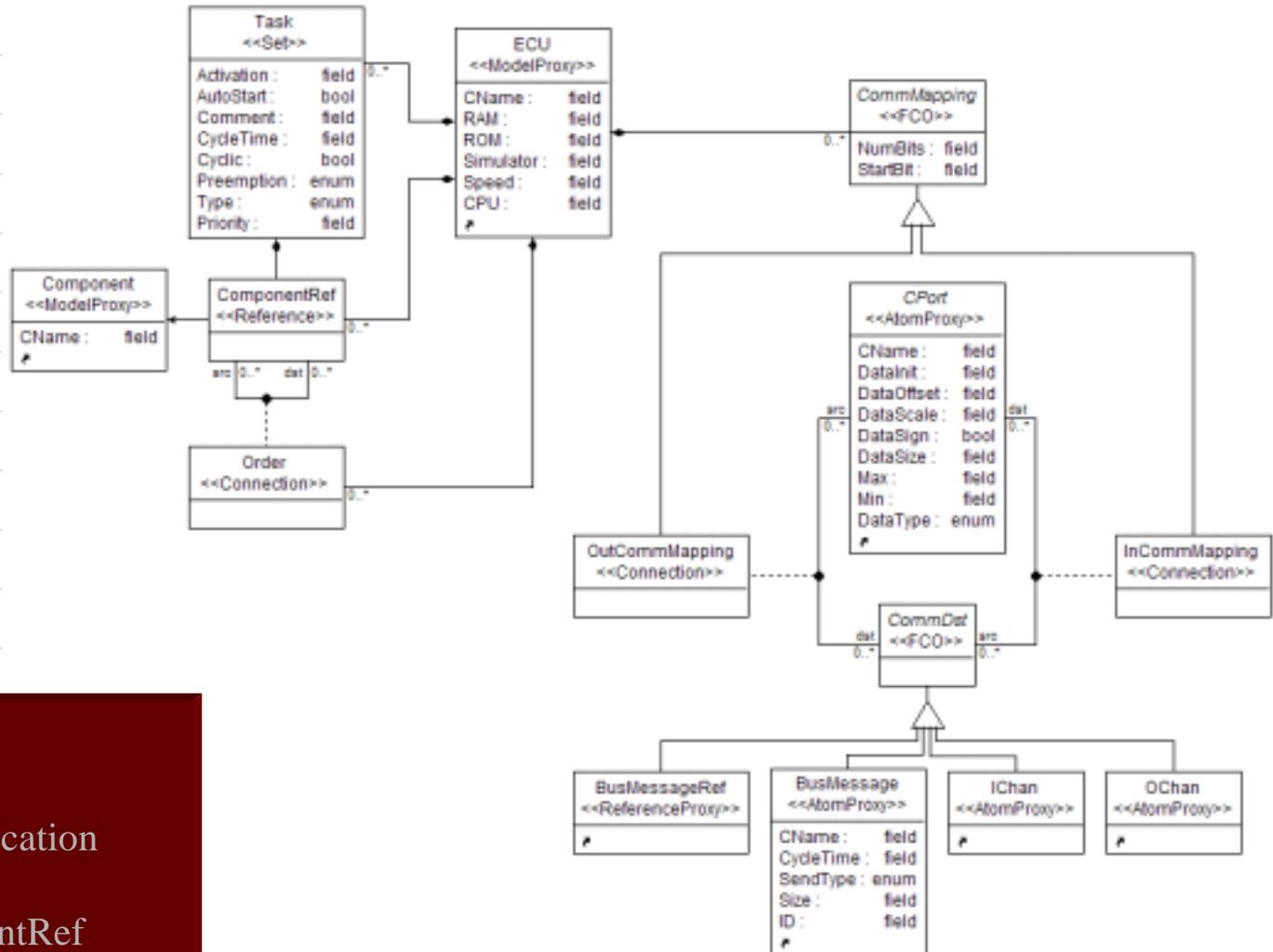


# ECSL-DP: Platform Modeling (Topology) Example





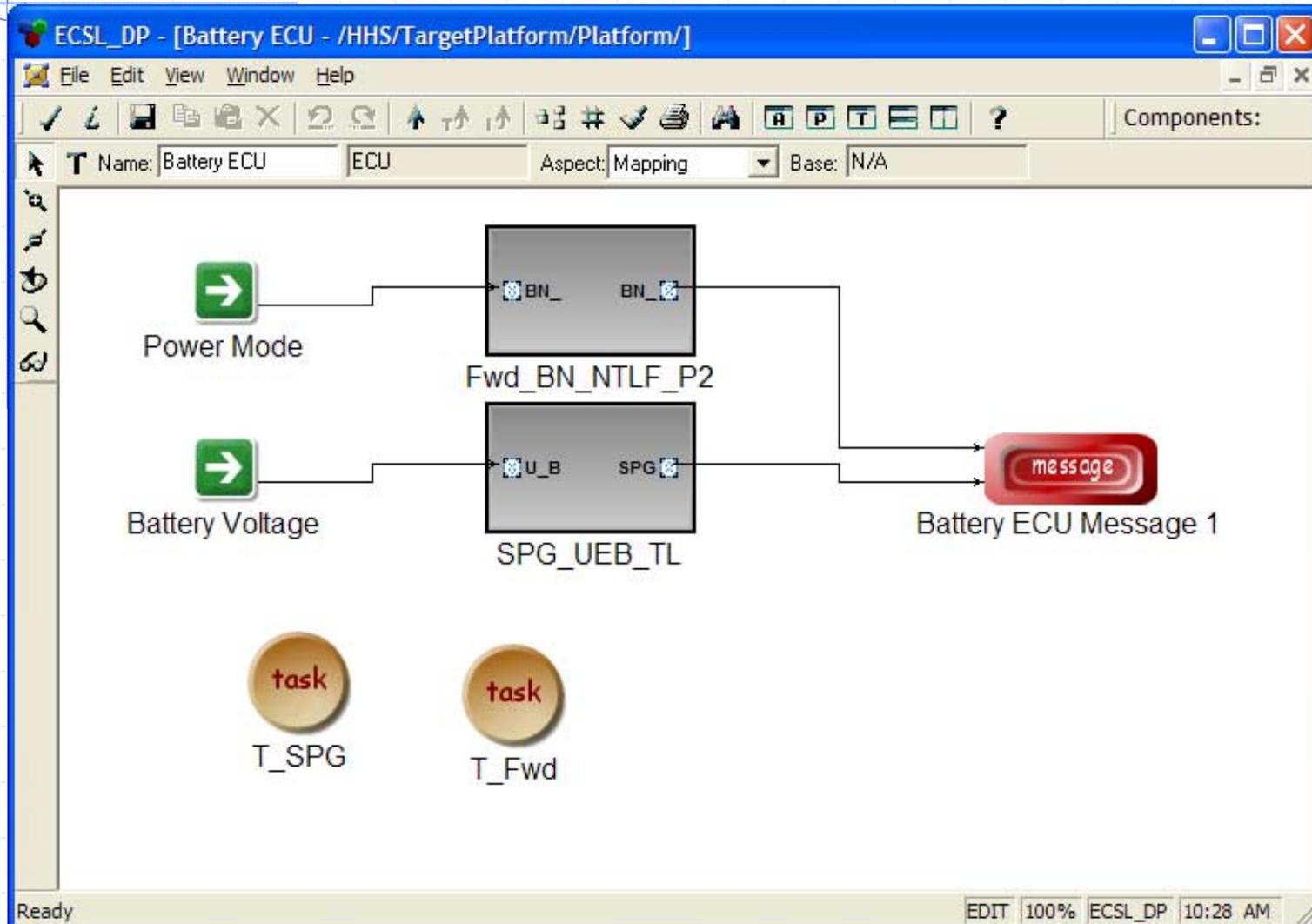
# ECSL-DP: Platform Modeling (Mapping)



- Key concepts
  - Task
  - Communication Mapping
  - ComponentRef



# ECSL-DP: Platform Modeling (Mapping) Example



# ECSL-DP Code Generator



Stateflow  $\rightarrow$  C

- ◆ Transformation specified as a graph-rewrite specification using GReaT
- ◆ Transformation target is a stylized subset of C
  - Consistent with the operational semantics of Stateflow defined in Matlab Stateflow documents
  - Stateflow C (SFC) UML meta-model of target
- ◆ Transformation output is an object network compliant with the SFC UML meta-model
  - Second stage of transformation performs “anti-parsing”, to print C code text
  - Uses UdmOCLPat



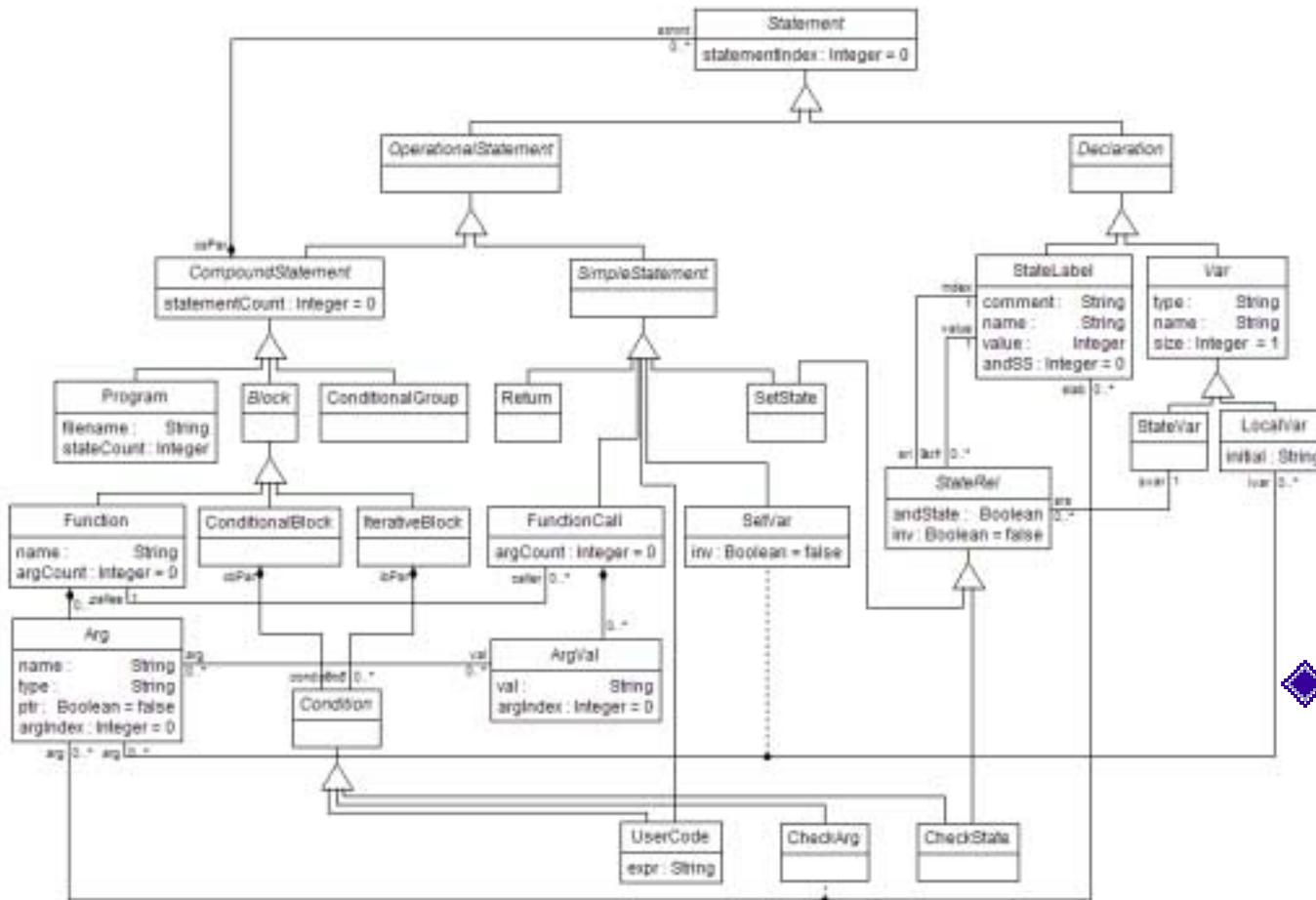
# Stateflow → C

## SFC UML meta-model

### ◆ Key concepts:

- Compound and Simple Statements
- Functions, LocalVars, StateVars
- Conditional, Iterative statements
- UserCode – user code in models

### ◆ Statements are indexed for ordered printing

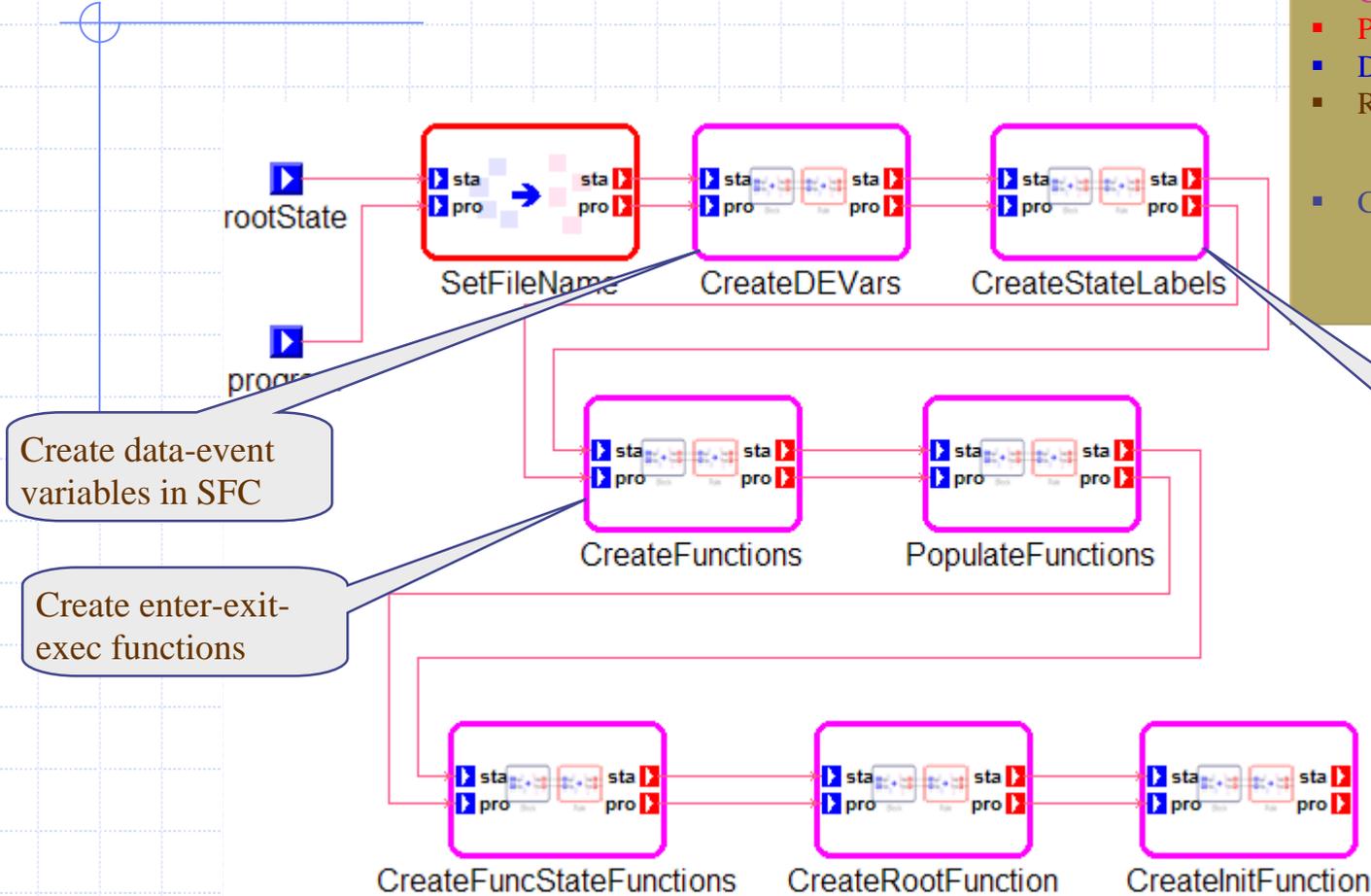




# Stateflow → C

## Transformation Rules (TL)

- **Compound Rules**
- **Primitive Rules**
- **Decision Rules**
- **Reference Rules**
  - Rules defined elsewhere can be reused
- **Control Flow/Sequencing**
  - Matched objects are passed between rules
  - Recursion

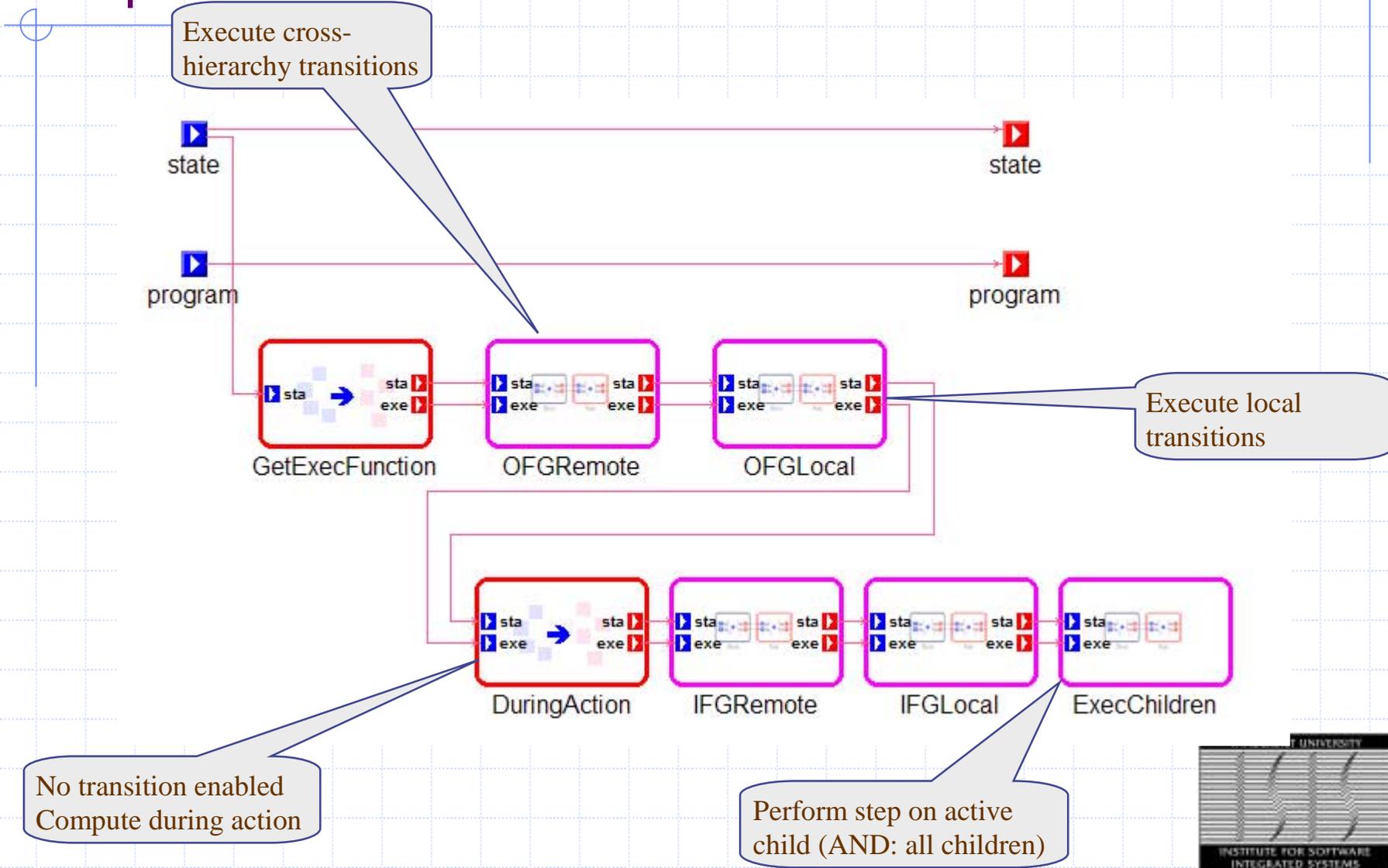


Create state enums



# Stateflow $\rightarrow$ C

## PopulateExecFunction Rule

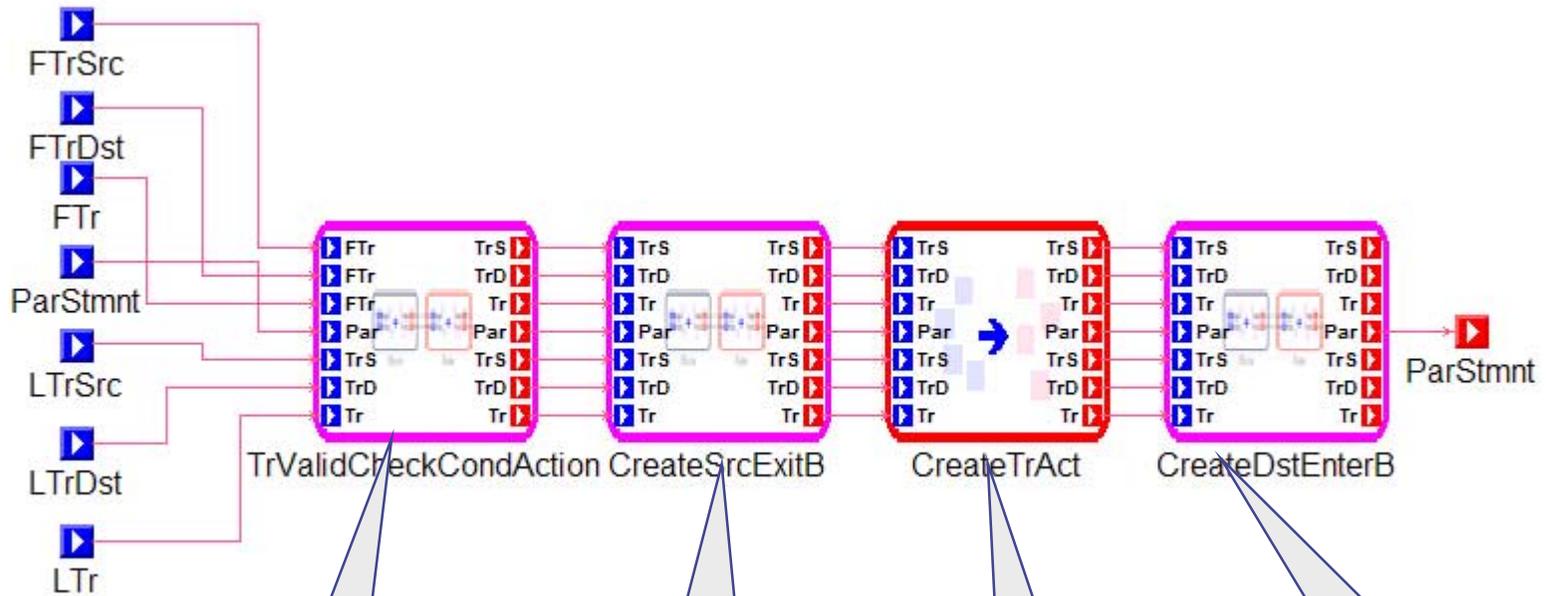






# Stateflow → C

## Exec Transition to State



Emit code to check if transition enabled

Emit code for exiting the source state

Compute transition action

Emit code for entering the destination state





# Summary

- ◆ Tool-chain
- ◆ Model-based Development in VCP
  - Functional modeling
  - Component/System modeling
  - Analysis
  - Generation
- ◆ ECSL-DP Capabilities