

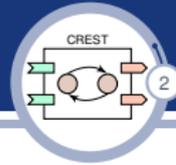
# CREST

## A Continuous, REactive SysTems DSL

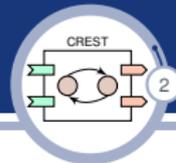
Stefan Klikovits   Alban Linard   Didier Buchs

University of Geneva, Switzerland

# Growing plants



# Growing plants

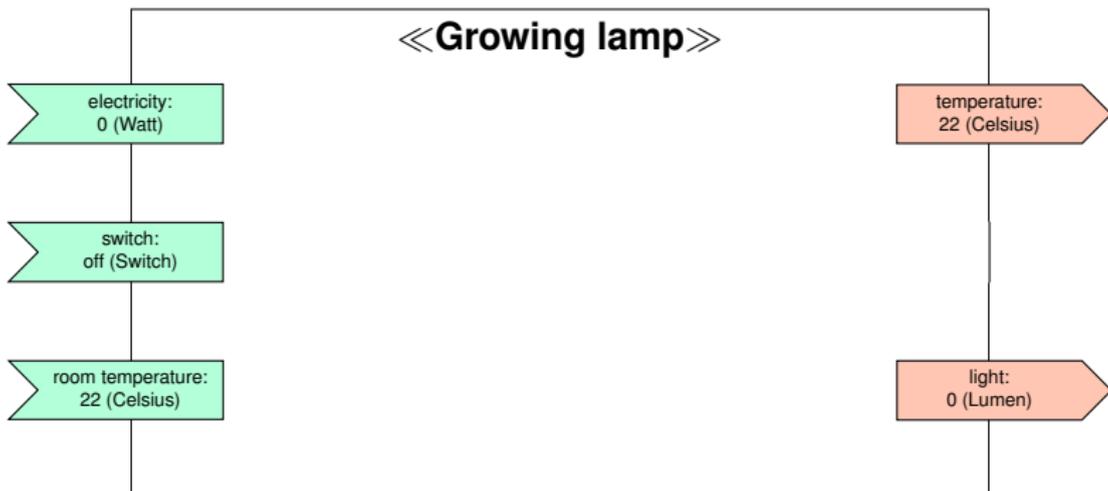
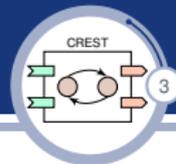


(c) Debra Roby

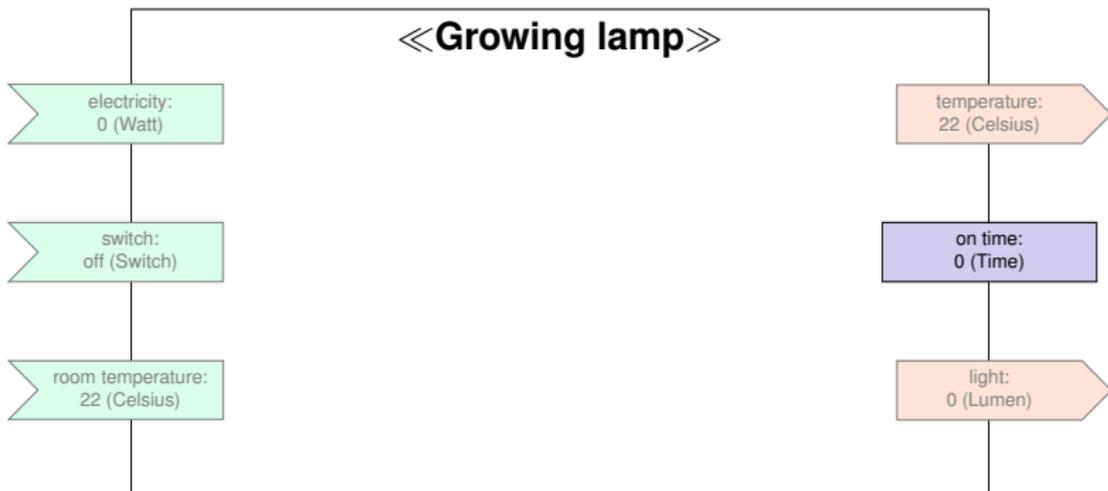
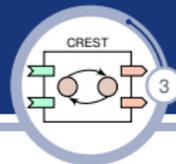
<https://www.flickr.com/photos/darinhercules/>



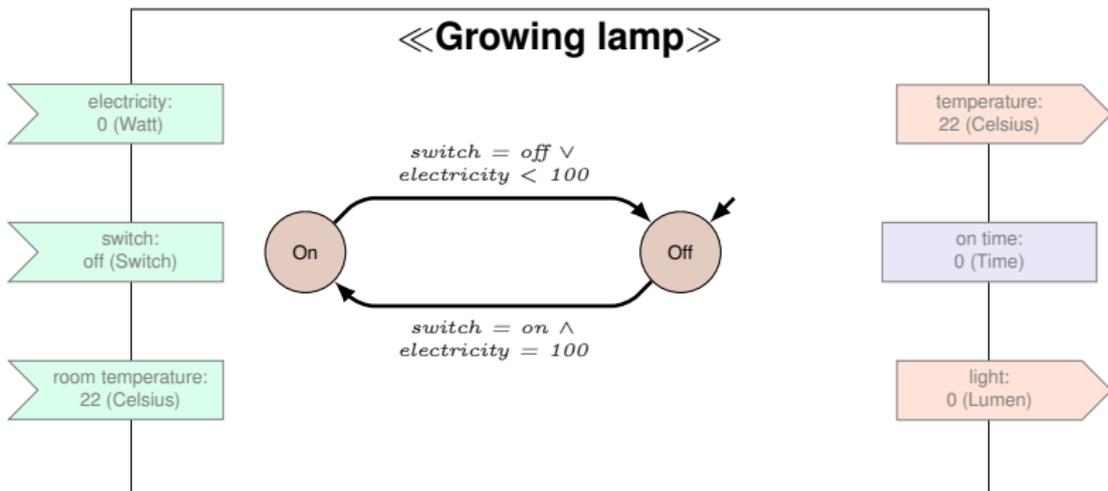
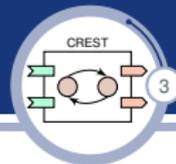
# CREST diagrams



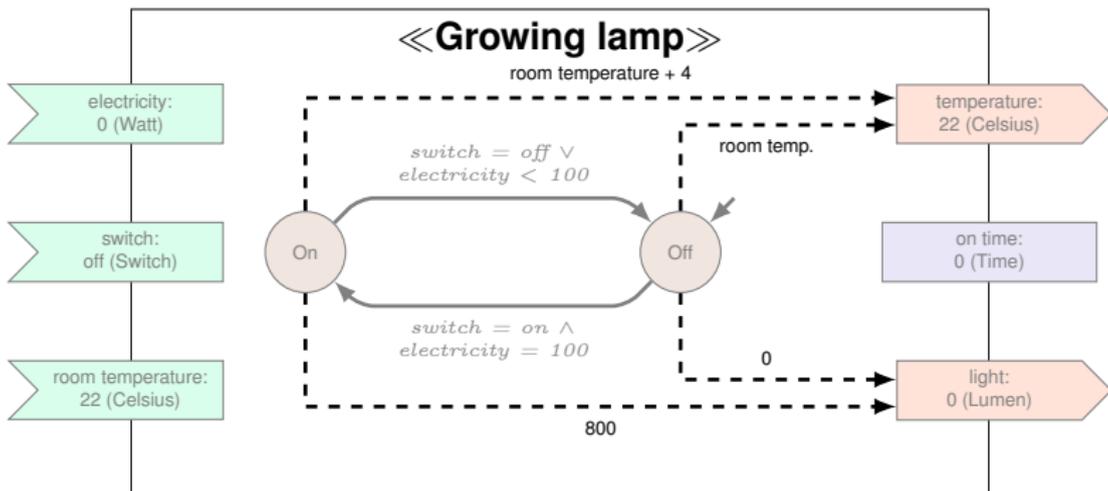
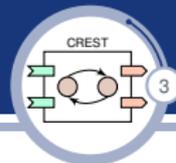
# CREST diagrams



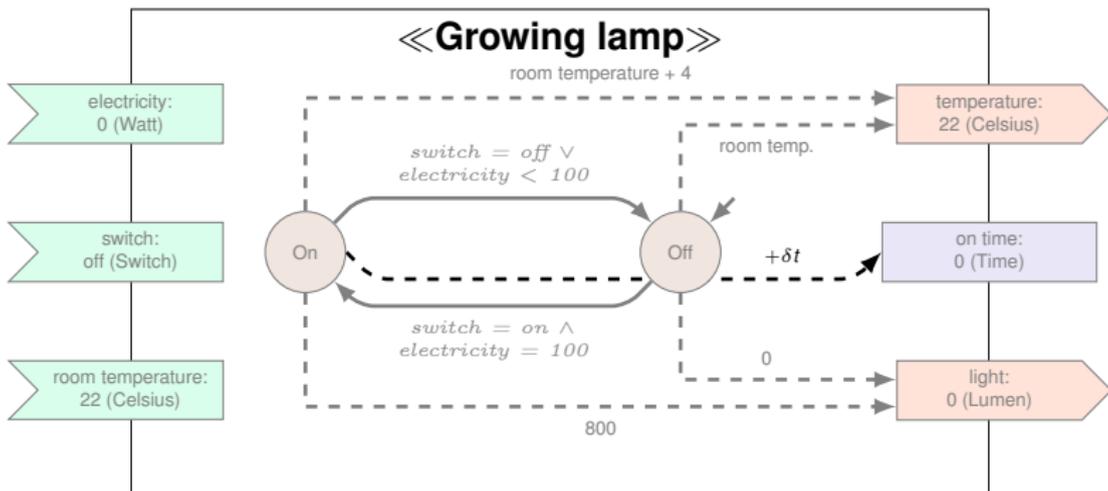
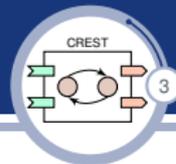
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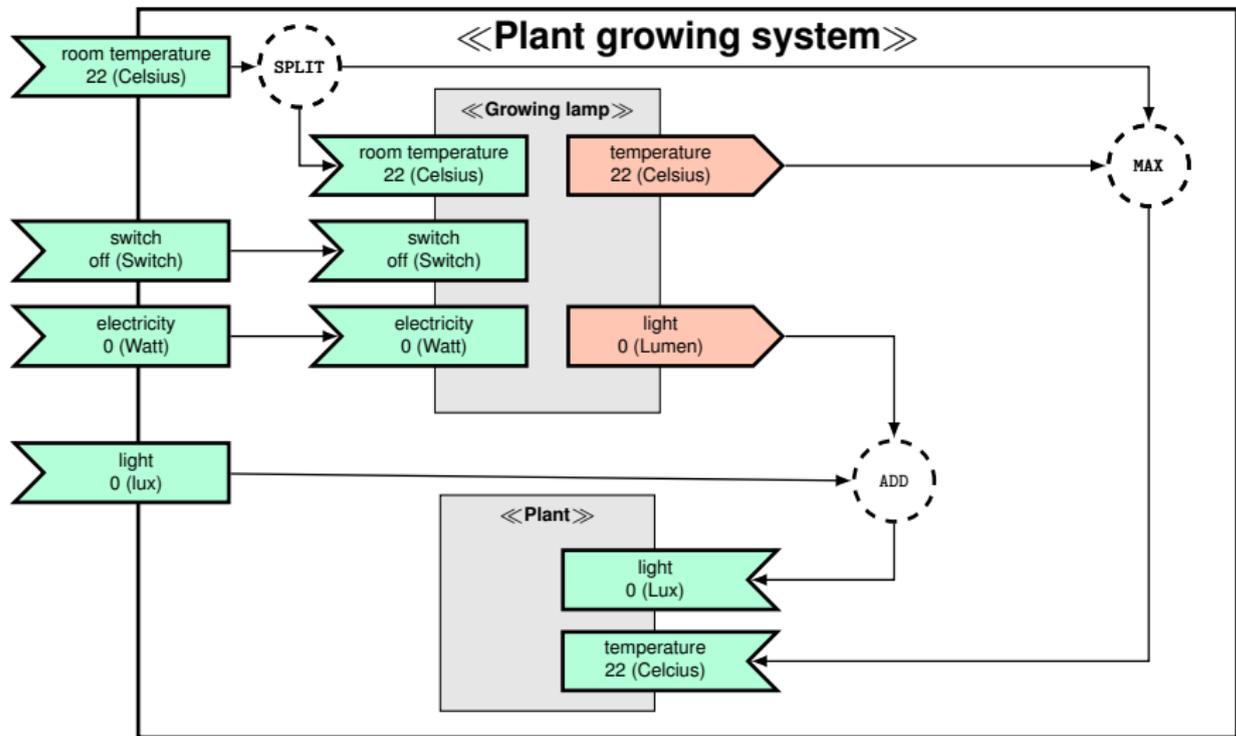
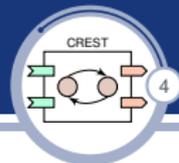
# CREST diagrams



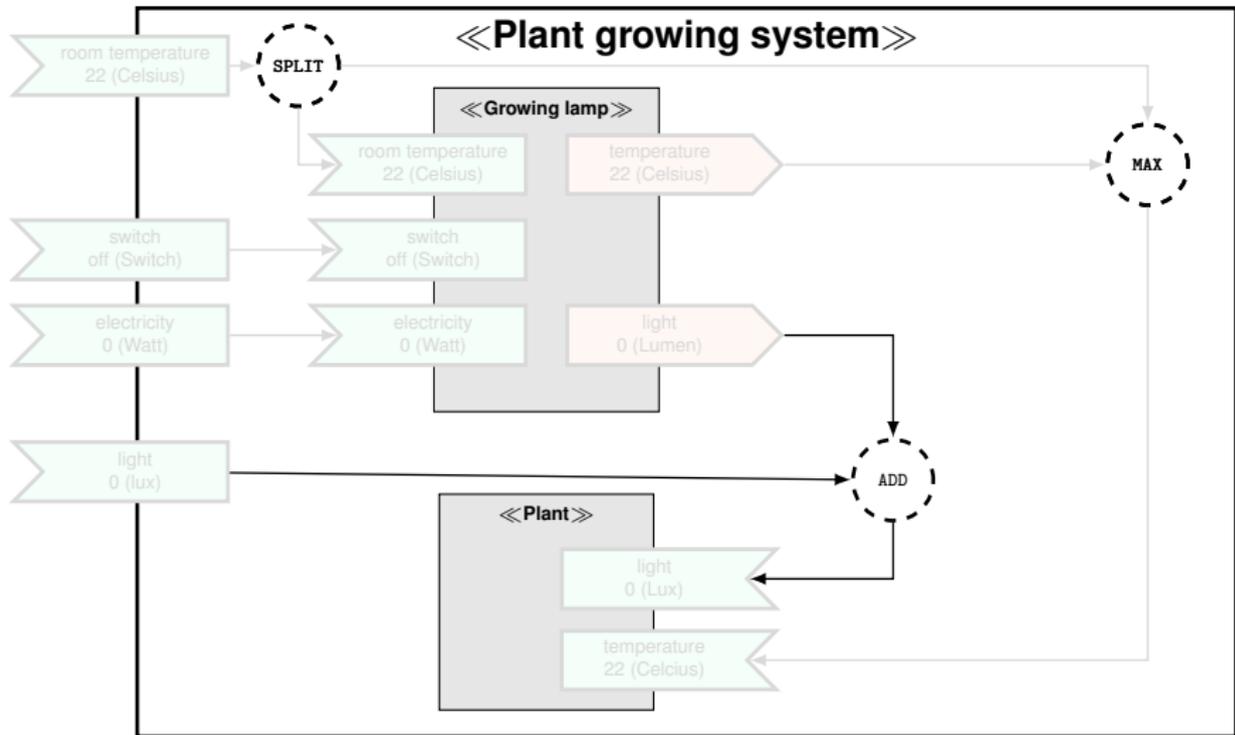
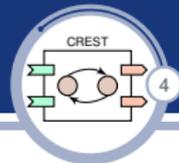
# CREST diagrams



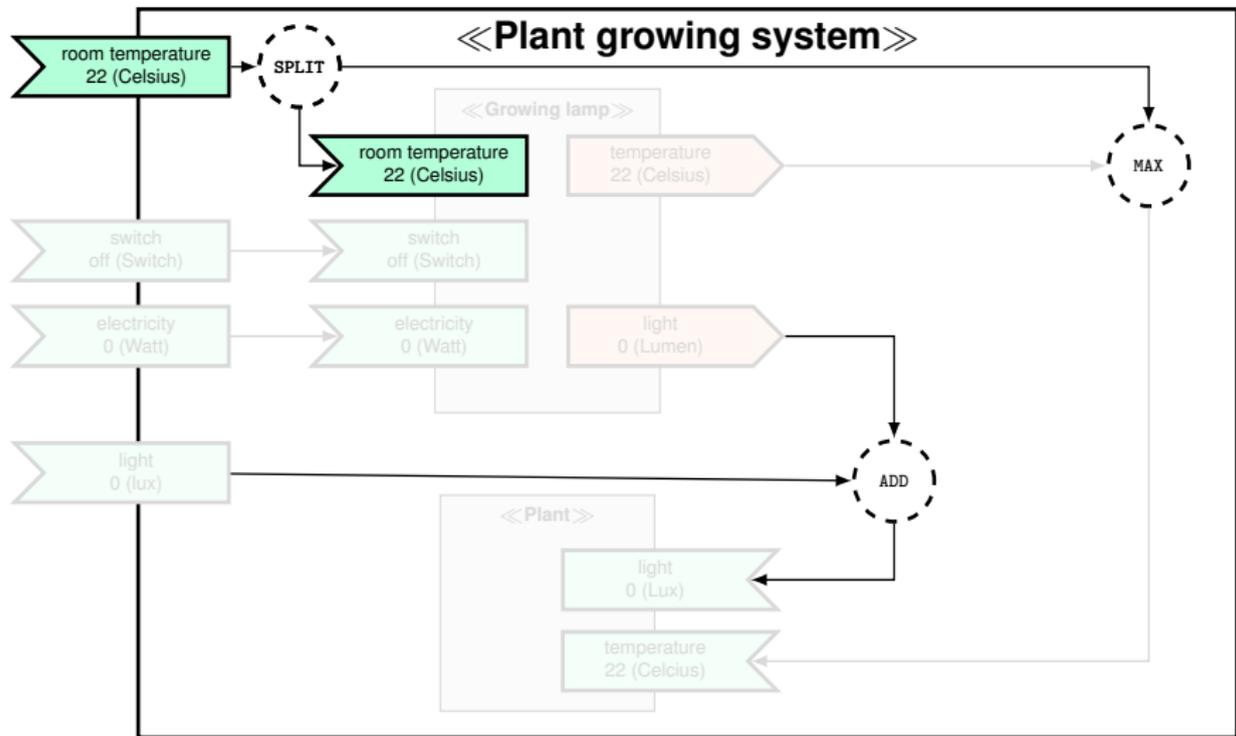
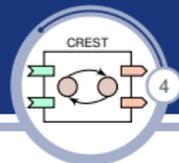
# Composition



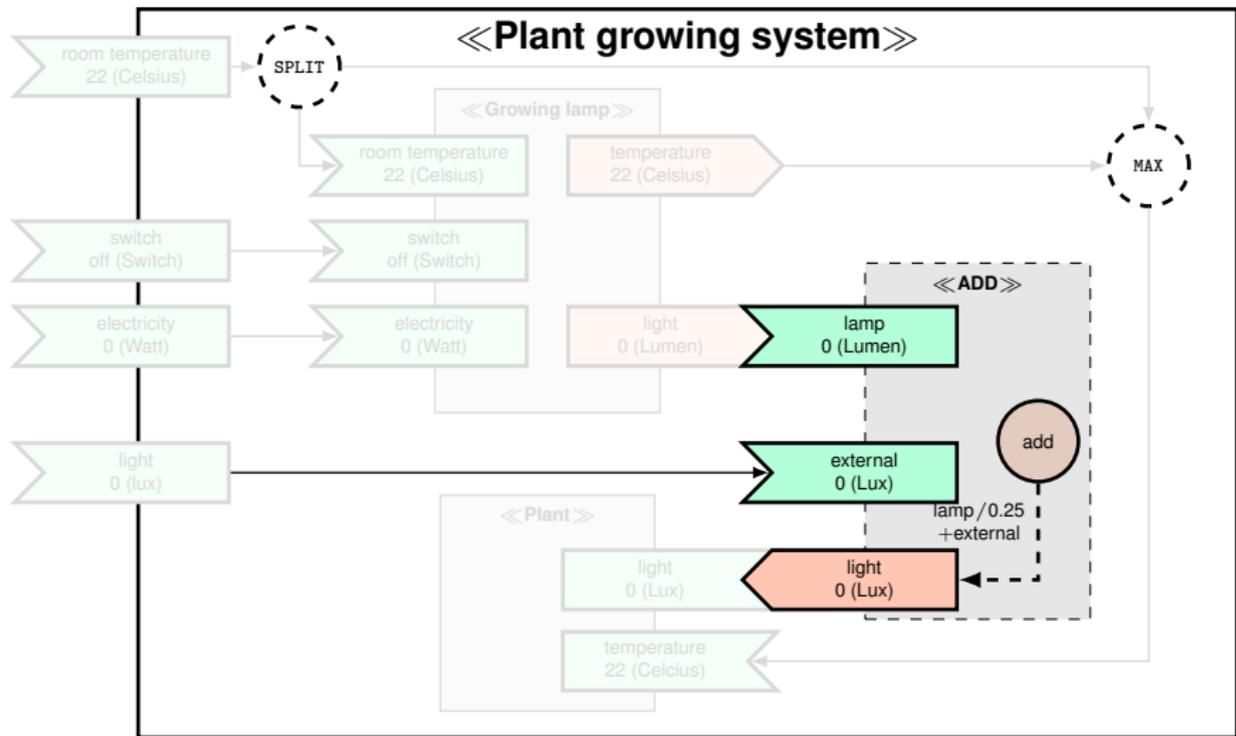
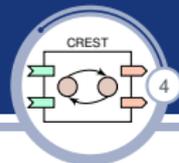
# Composition

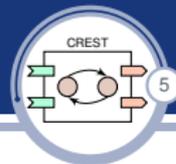


# Composition



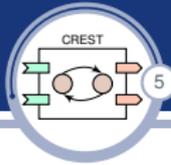
# Composition





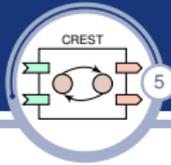
```
class GrowingLamp(Entity):
```





```
class GrowingLamp(Entity):  
  
    electricity = Input(resource=res_electricity, init=0)  
    light       = Output(resource=res_light_lumen, init=0)
```





```
class GrowingLamp(Entity):  
  
    electricity = Input(resource=res_electricity, init=0)  
    light       = Output(resource=res_light_lumen, init=0)  
  
    on = current = State()  
    off = State()
```



```
class GrowingLamp(Entity):  
  
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    light       = Output(resource=res_light_lumen, init=0)  
  
    on = current = State()  
    off = State()  
  
    off_to_on = Transition(source=off, target=on,  
        guard=(lambda lamp: lamp.switch.value == "on" and  
            lamp.electricity.value >= 100)  
    )
```



```
class GrowingLamp(Entity):

    electricity = Input(resource=res_electricity, init=0)
    light       = Output(resource=res_light_lumen, init=0)

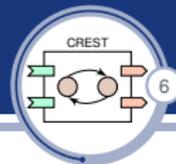
    on = current = State()
    off = State()

    off_to_on = Transition(source=off, target=on,
                            guard=(lambda lamp: lamp.switch.value == "on" and
                                       lamp.electricity.value >= 100)
    )

    @update(state=on)
    def set_light_on(lamp, dt=0):
        lamp.light.value = 800
```



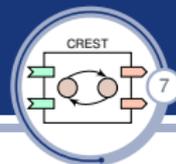
# Why not «formalism-XYZ»?

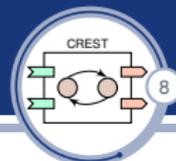


- ▶ powerful, but complex
- ▶ too generic
- ▶ feature workarounds
- ▶ architecture and behaviour



# One DSL to rule them all?





$$\langle \mathbb{T}, \mathcal{R}, \mathcal{E}, e \rangle$$

$$e = \langle P_e, resource_e, TS_e, U_e, entities_e, Inf_e \rangle$$

$$P_e = I_e \sqcup O_e \sqcup L_e$$

$$TS = \langle S_e, \rightarrow_e \rangle; \rightarrow_e \subseteq S_e \times S_e \times G_e$$

...



$$\langle \mathbb{T}, \mathcal{R}, \mathcal{E}, e \rangle$$

$$e = \langle P_e, resource_e, TS_e, U_e, entities_e, Inf_e \rangle$$

$$P_e = I_e \sqcup O_e \sqcup L_e$$

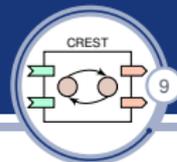
$$TS = \langle S_e, \rightarrow_e \rangle; \rightarrow_e \subseteq S_e \times S_e \times G_e$$

...

it's in the paper



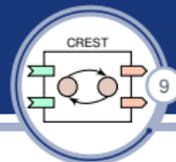
# How to design a simulator



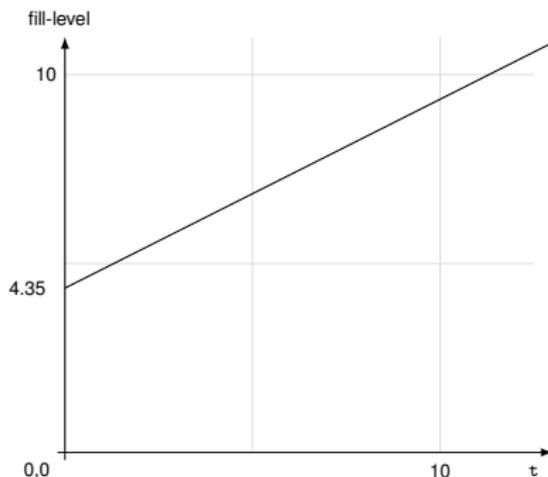
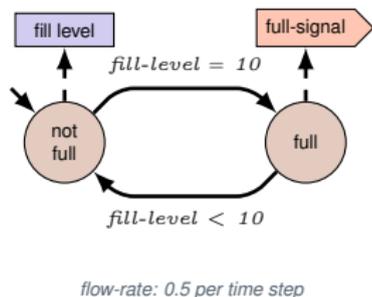
- ▶ advance time in constant steps?
- ▶ transition time calculation
- ▶ generate CREST diagrams



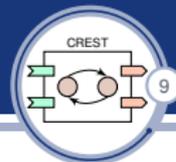
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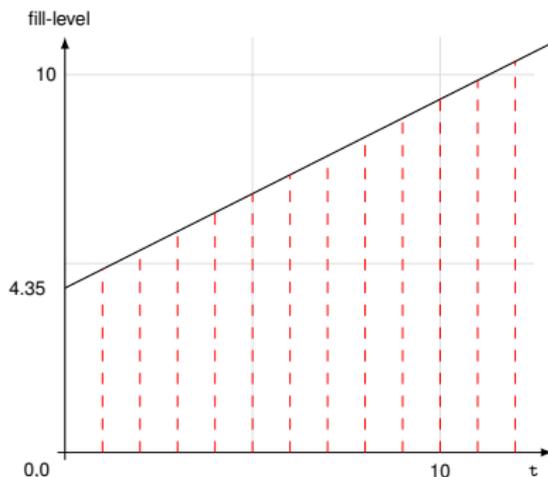
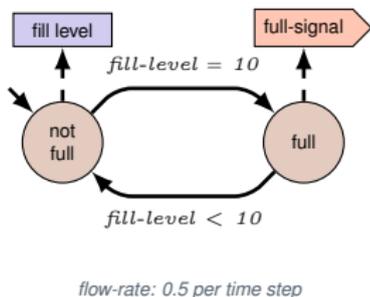
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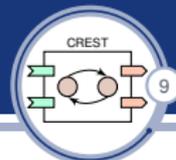
# How to design a simulator



- ▶ advance time in constant steps?
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- ▶ generate CREST diagrams

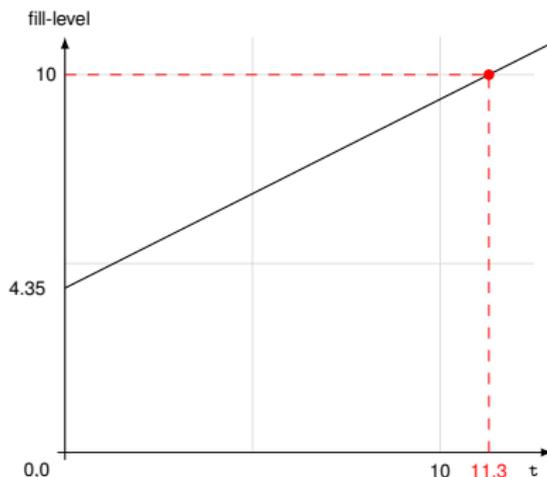
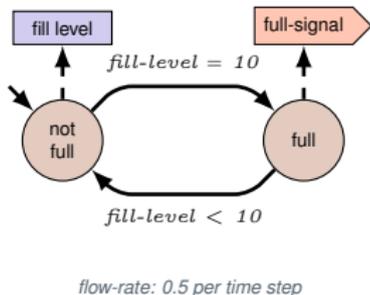


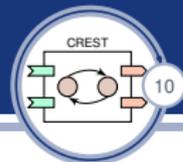
# How to design a simulator



- ▶ advance time in constant steps?
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- ▶ generate CREST diagrams

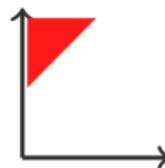
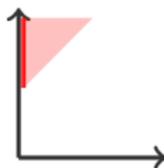
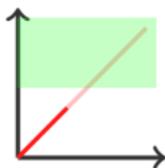
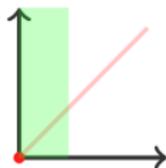
# Z3



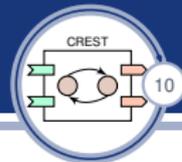


- ▶ state space exploration
- ▶ zone/region-based verification

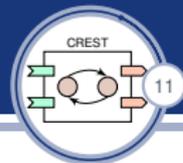
- ▶ state space exploration
- ▶ zone/region-based verification



<http://www-i2.informatik.rwth-aachen.de/sri/Slides/sri-zonebased.pdf>



- ▶ state space exploration
- ▶ zone/region-based verification
- ▶ requirements language



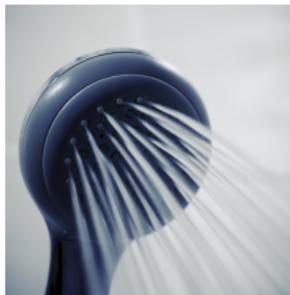
- ▶ planning + optimization + simulation
- ▶ changing parameters
- ▶ changing (sub-)systems



plant growing



home automation

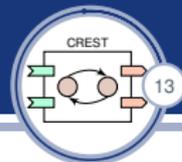


job scheduling



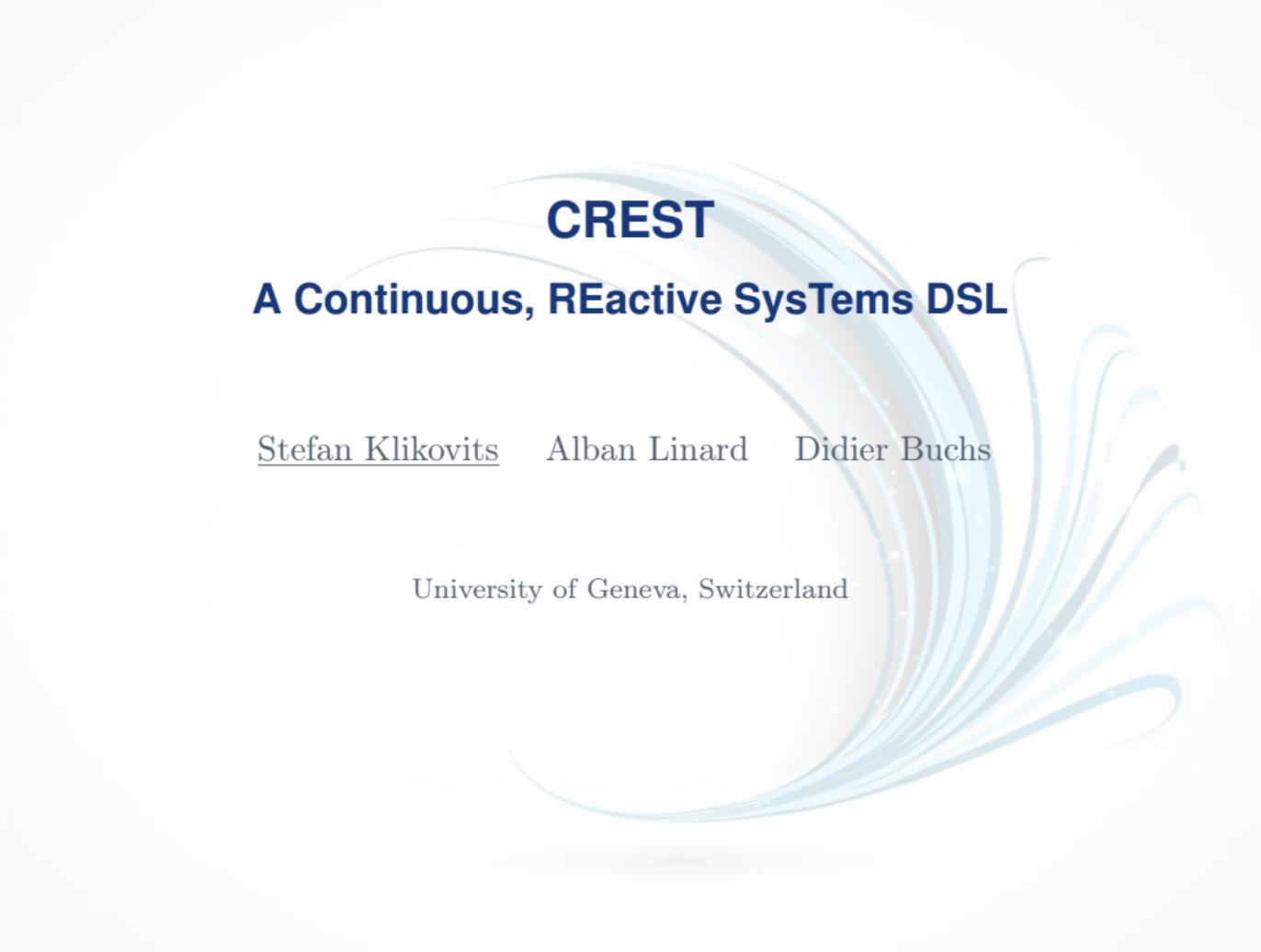
office automation

[https://cs.wikipedia.org/wiki/Roomba#/media/File:IRobot\\_Roomba\\_780.jpg](https://cs.wikipedia.org/wiki/Roomba#/media/File:IRobot_Roomba_780.jpg)



## CREST

- ▶ architecture & behaviour
- ▶ continuous & reactive
- ▶ formal basis

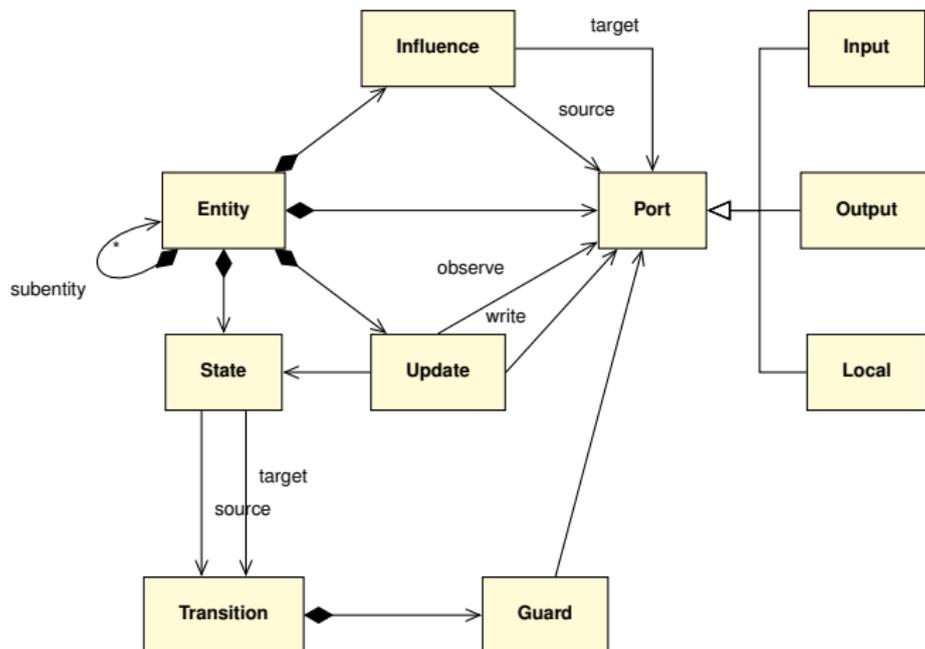


# CREST

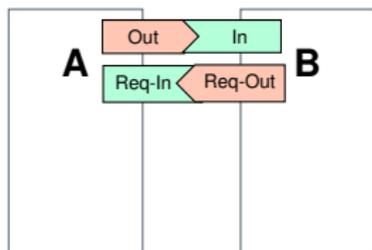
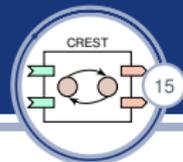
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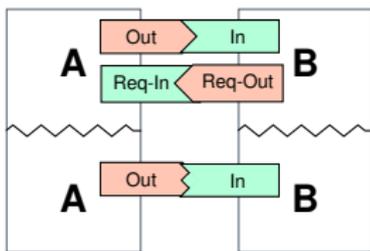
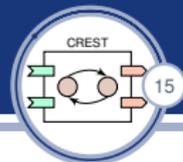


# Complex Ports



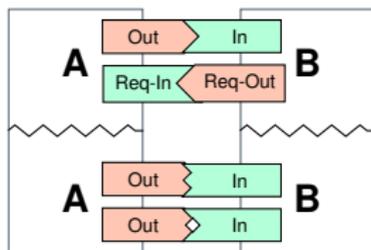
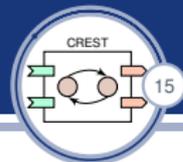
Requestable Resources

# Complex Ports



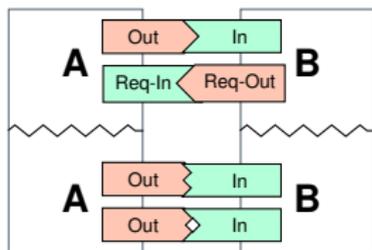
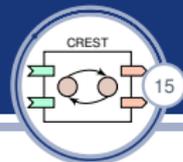
Requestable Resources

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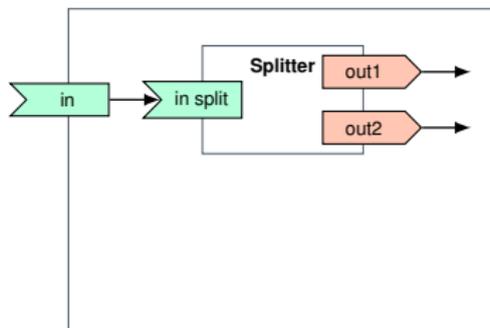


Requestable Resources

# Complex Ports

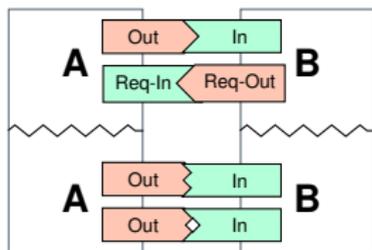


Requestable Resources

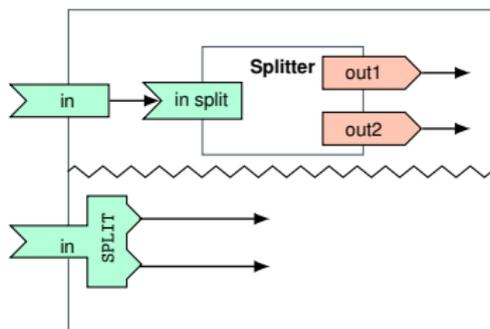


combined input & splitter

# Complex Ports



Requestable Resources



combined input & splitter