



# **JEAN-CHRISTOPHE LE LANN**

## **ENSEIGNANT-CHERCHEUR**

*EMBEDDED SYSTEMS, MODEL-DRIVEN ENGINEERING*

# From System-level models to heterogeneous embedded systems

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# Overview

- Introduction
- Experimental toolchain
- Models of computation
- Result and discussion
- Conclusions

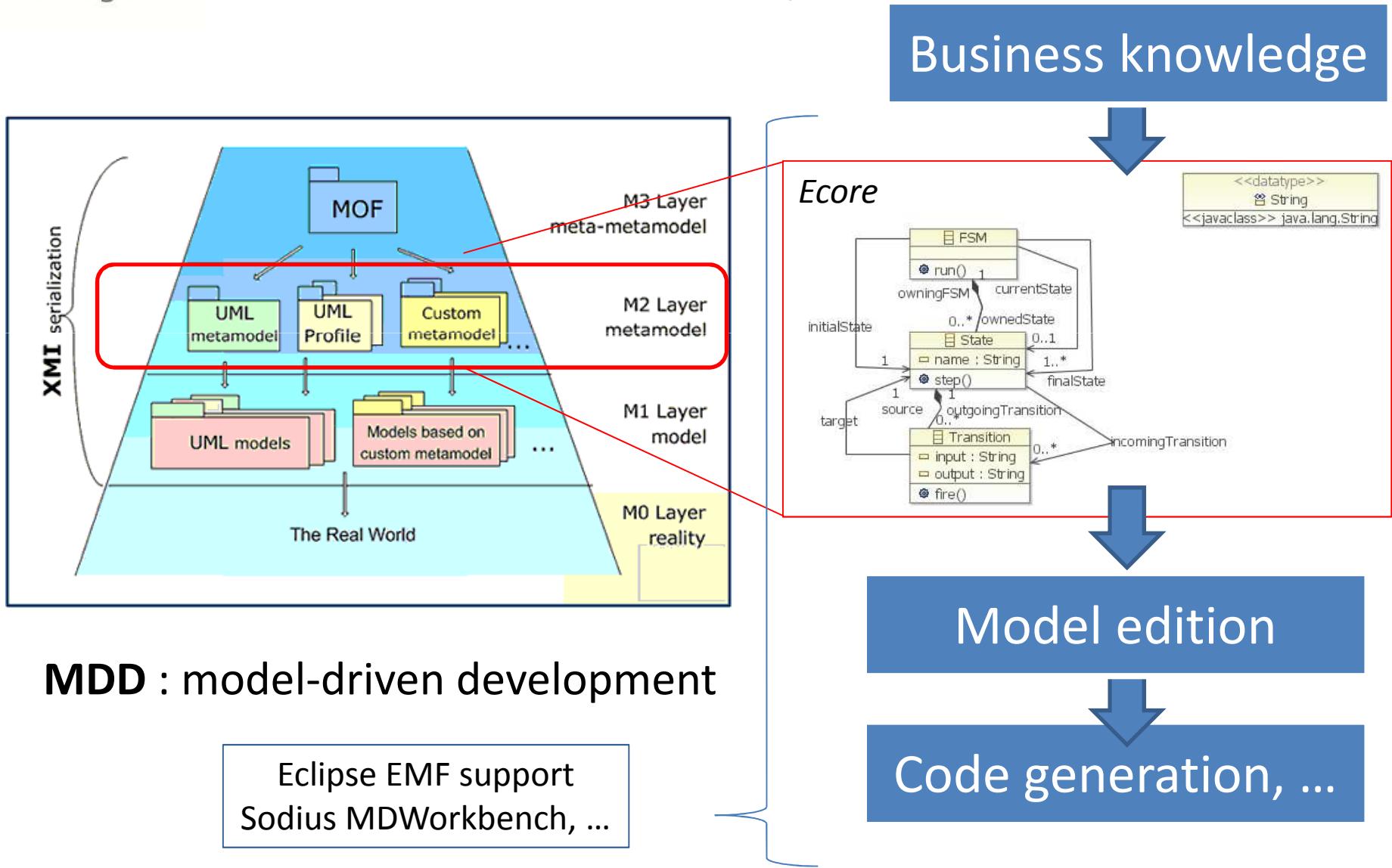
# Introduction

- History
  - 1999 : Thomson Multimedia / Technicolor
    - **System-level specification** for SoC design + **Mopcom ANR**
    - Video compression system
    - Multicore + SIMD ~15M gates
  - Needs :
    - ease of **algorithm capture** : data+ high-level control flow
    - Simulation : untimed, functional, data movements, events
    - Synthesis/compilation on heterogenous platforms
    - Allowing quick iterations in the design flow
  - 2009 : startup Modaë Technologies
    - **Interpreted languages** as input + DSL

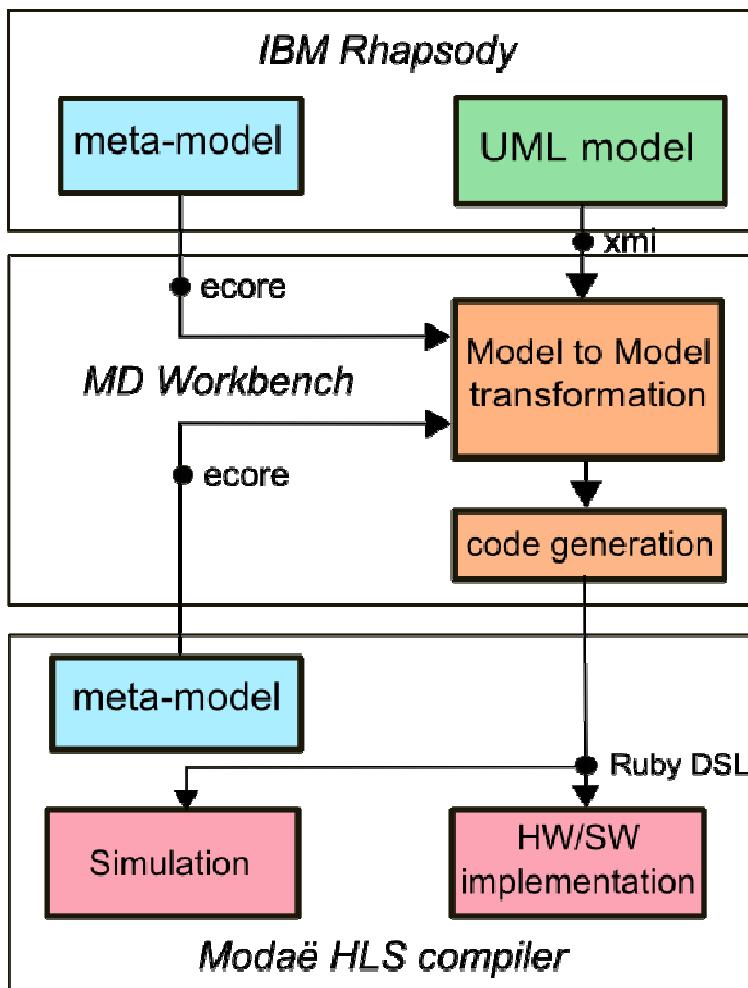
# New needs

- **System-engineering** practical aspects
  - IBM Rhapsody + UML 2.0 at the front
- **Software engineering** for embedded systems
  - Not only algorithmic, nor event-driven
  - Importance of object-oriented
- Need for **openness**
  - insurance of independence wrt tool providers
  - Quite different from classical ESL business-model
  - Facilitate toolchains development

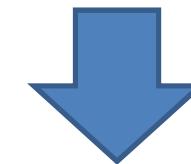
# Metamodeling for tool development



# Experimental toolchain



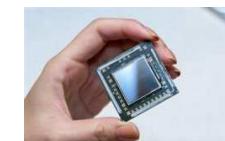
Modeling in UML 2.0



Transformation scripts  
in MDWorkbench

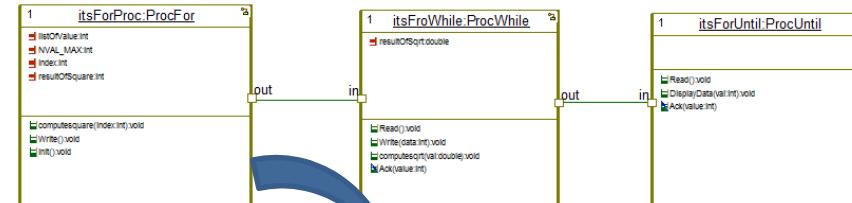


« Backend »  
System-level synthesis  
Modaë SLS

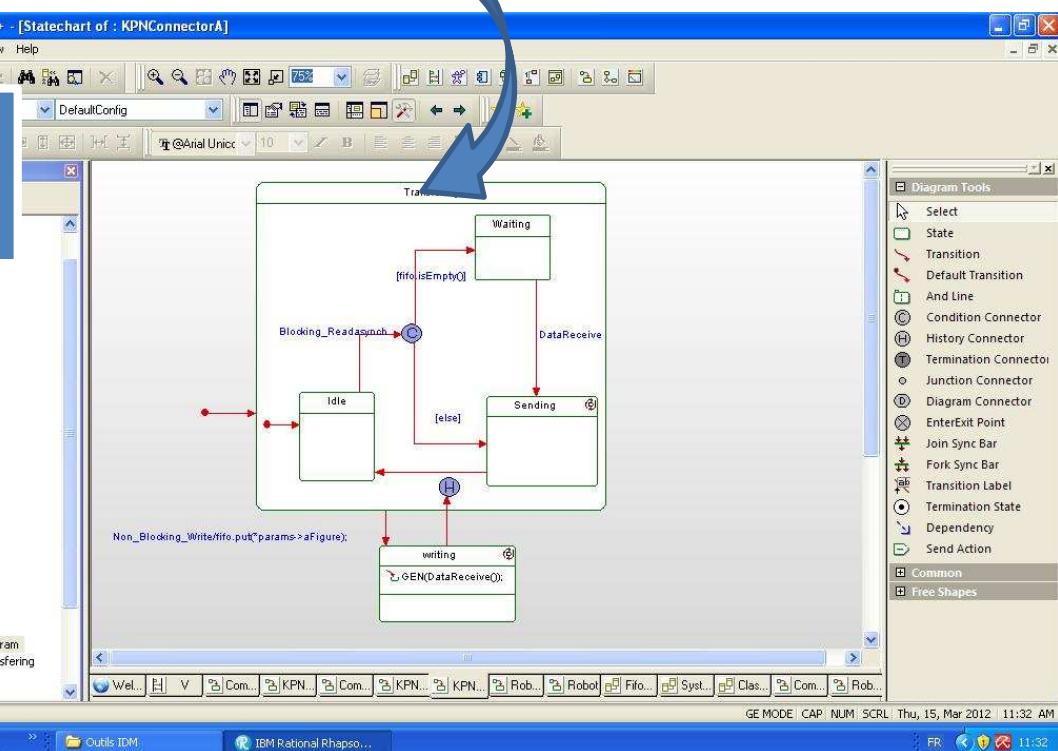
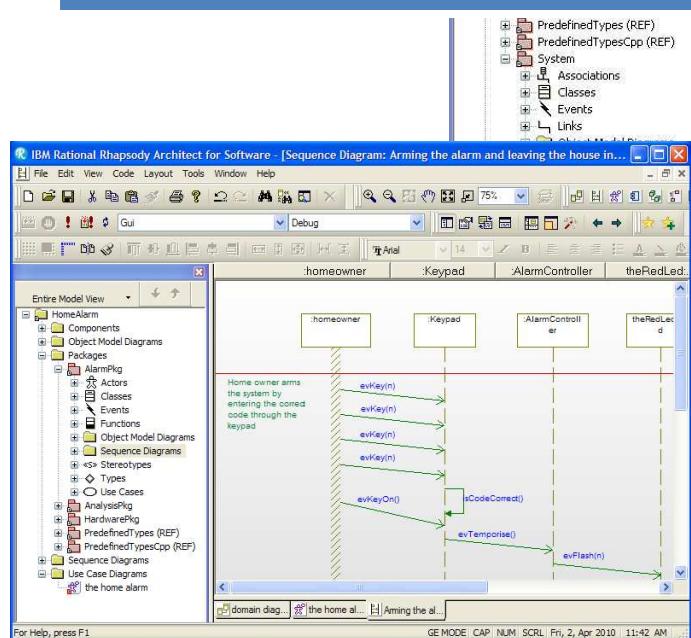


# IBM Rhapsody UML 2.0

Diagramme de **composants**  
(éventuellement composite)



**Statecharts** associé dans  
le cas de *classes actives*

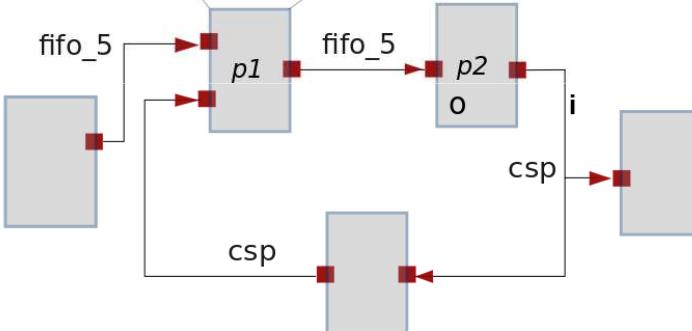


# System modeling with Modaë



```
class MyProcessing < Reactiv
  Imports :i1,i2
  Outputs :o1
  def initialize x,y
    @x,@y = x,y
  end
  def behavior
    ...
    def method_1
      ...
    end
  end
end
```

Ruby/Python algorithms,  
object-oriented

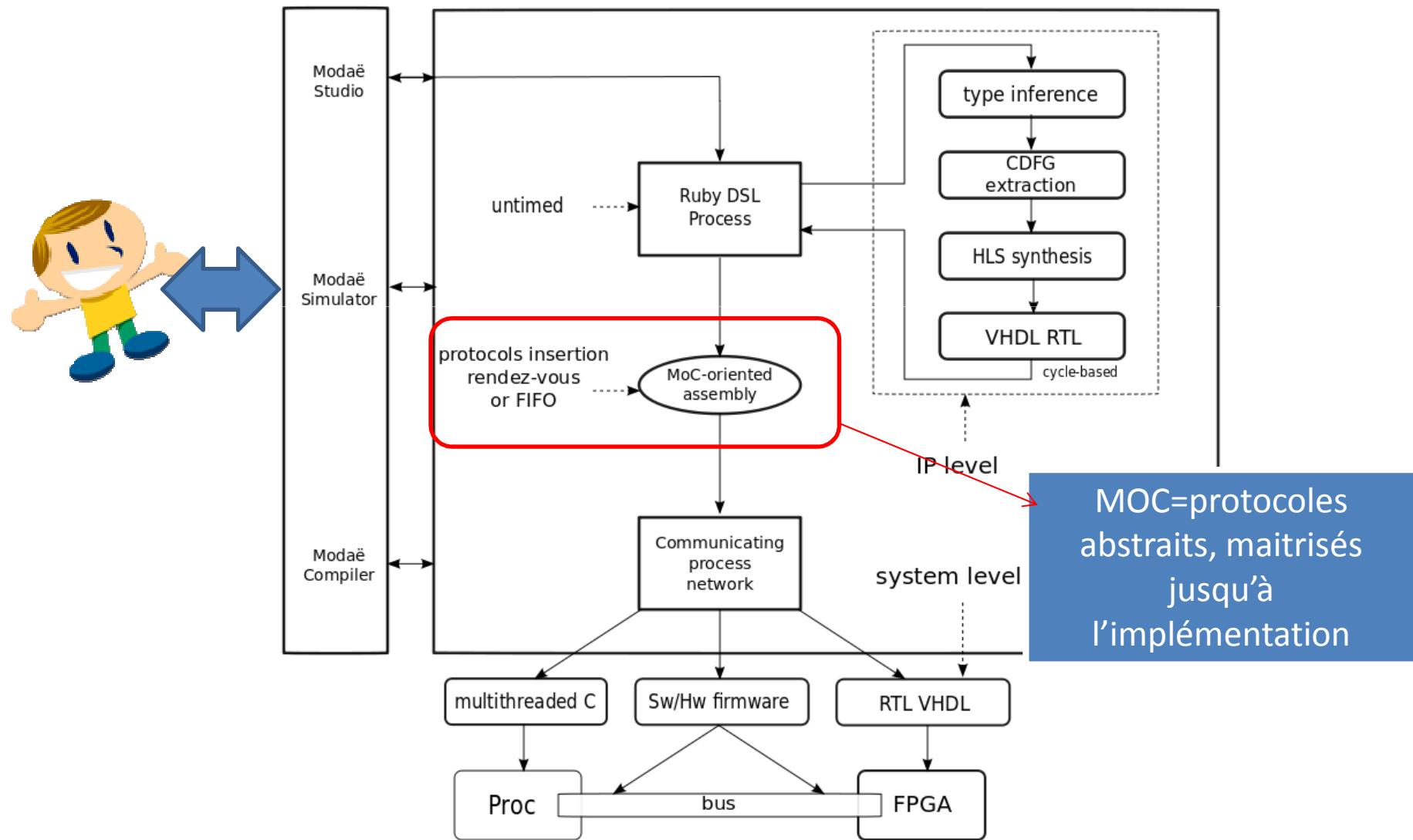


Addition of an internal DSL  
...graphical

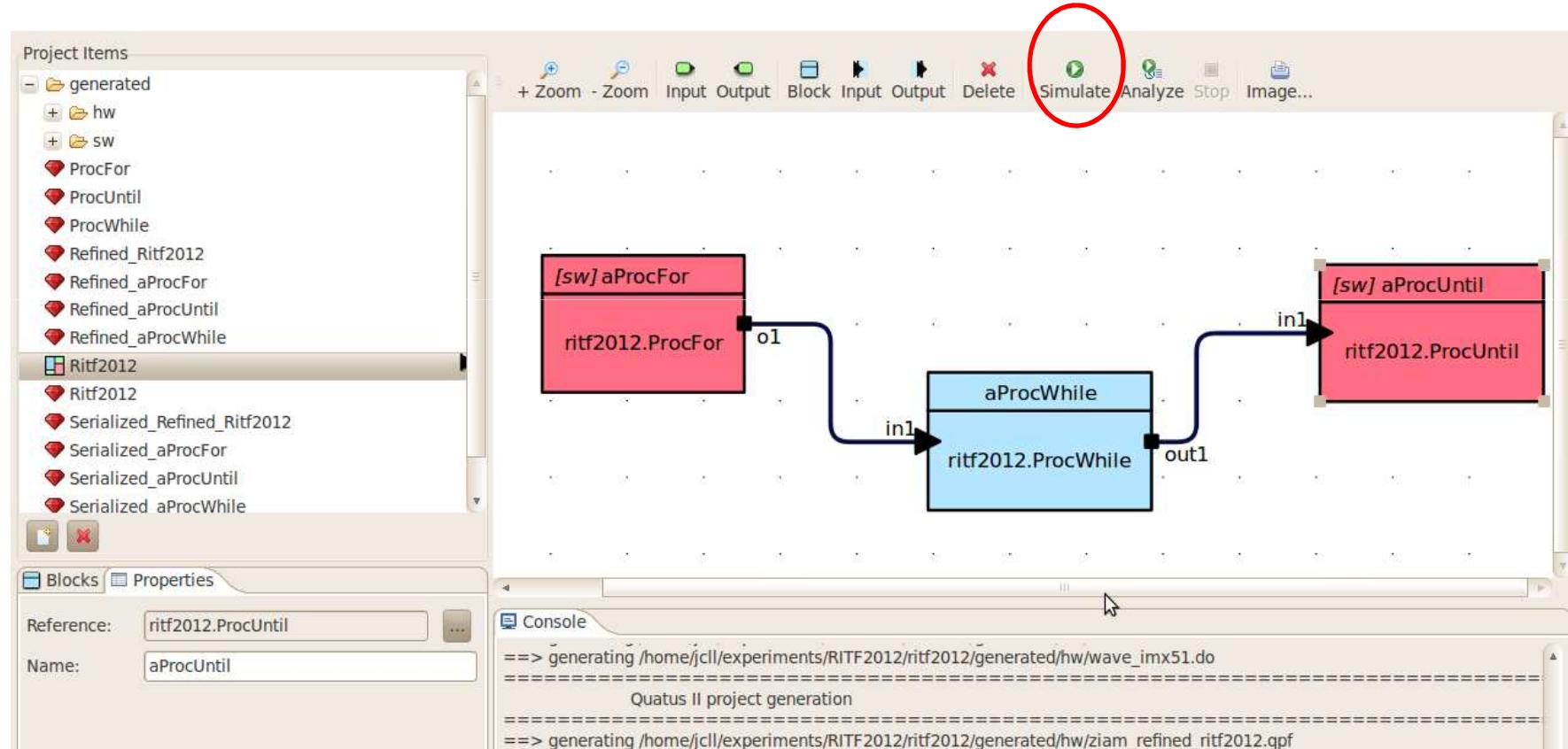
```
Network.new('example') do
  p1=MyProcessing.new('p1')
  p2=...
  ...
  connect :fifo_5, p1.o => p2.i
  ...
end
```

...textual

# System modeling with Modaë



# System modeling with Modaë



# Behavioral blocks in *Modaë*

a block model is a class

```
class MyProcessing < Reactiv
  imports :i1,:i2
  outports :o1
  def initialize x,y
    @x,@y = x,y
  end
  def behavior
  end
  def method_1
  end
  ...
end
```

our toolchain understands that this block needs to be able to exchange data with other blocks

inputs/outputs

constructor

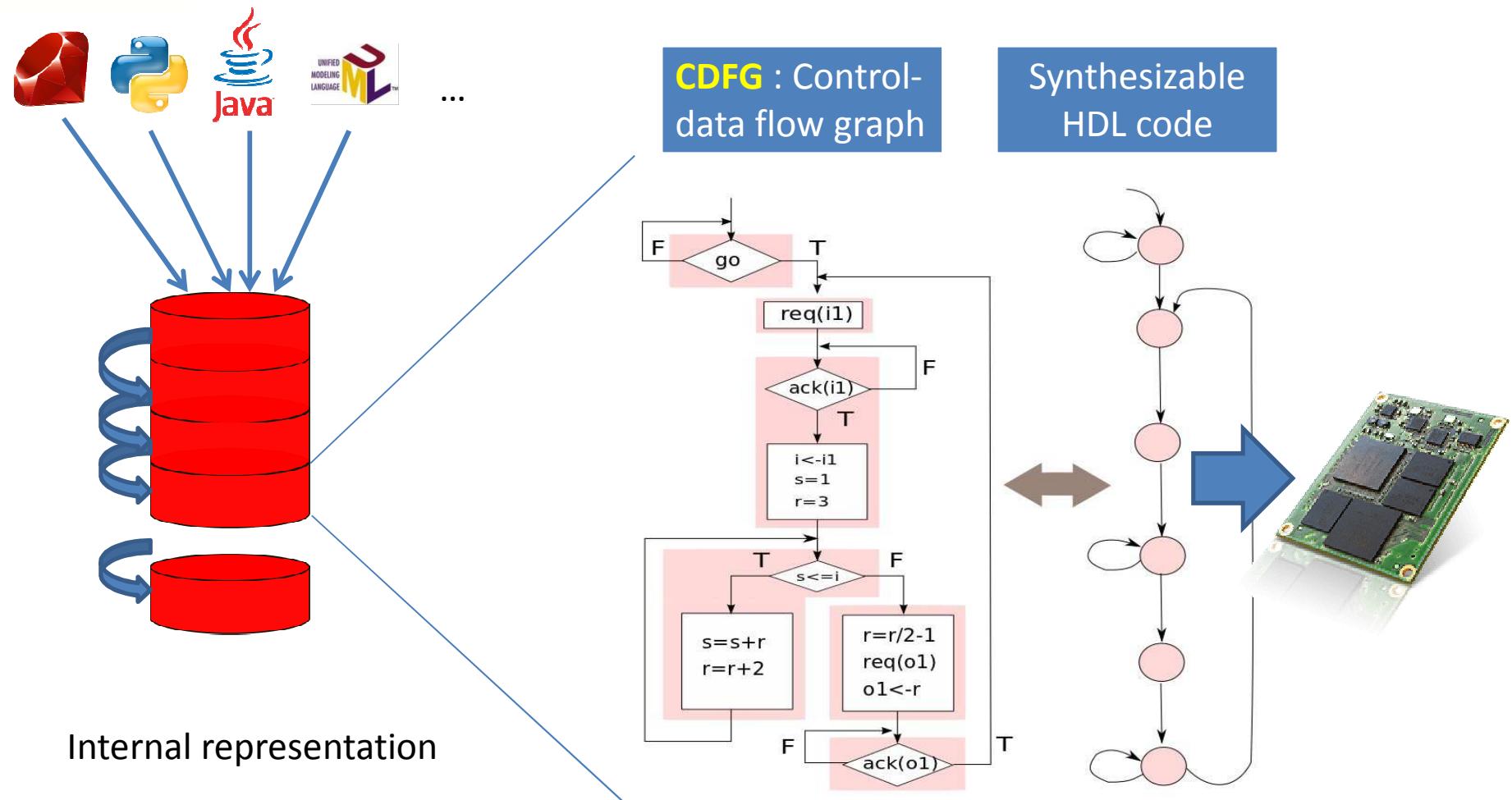
traditional Ruby instance variables can be seen as variable states

put your algorithm here

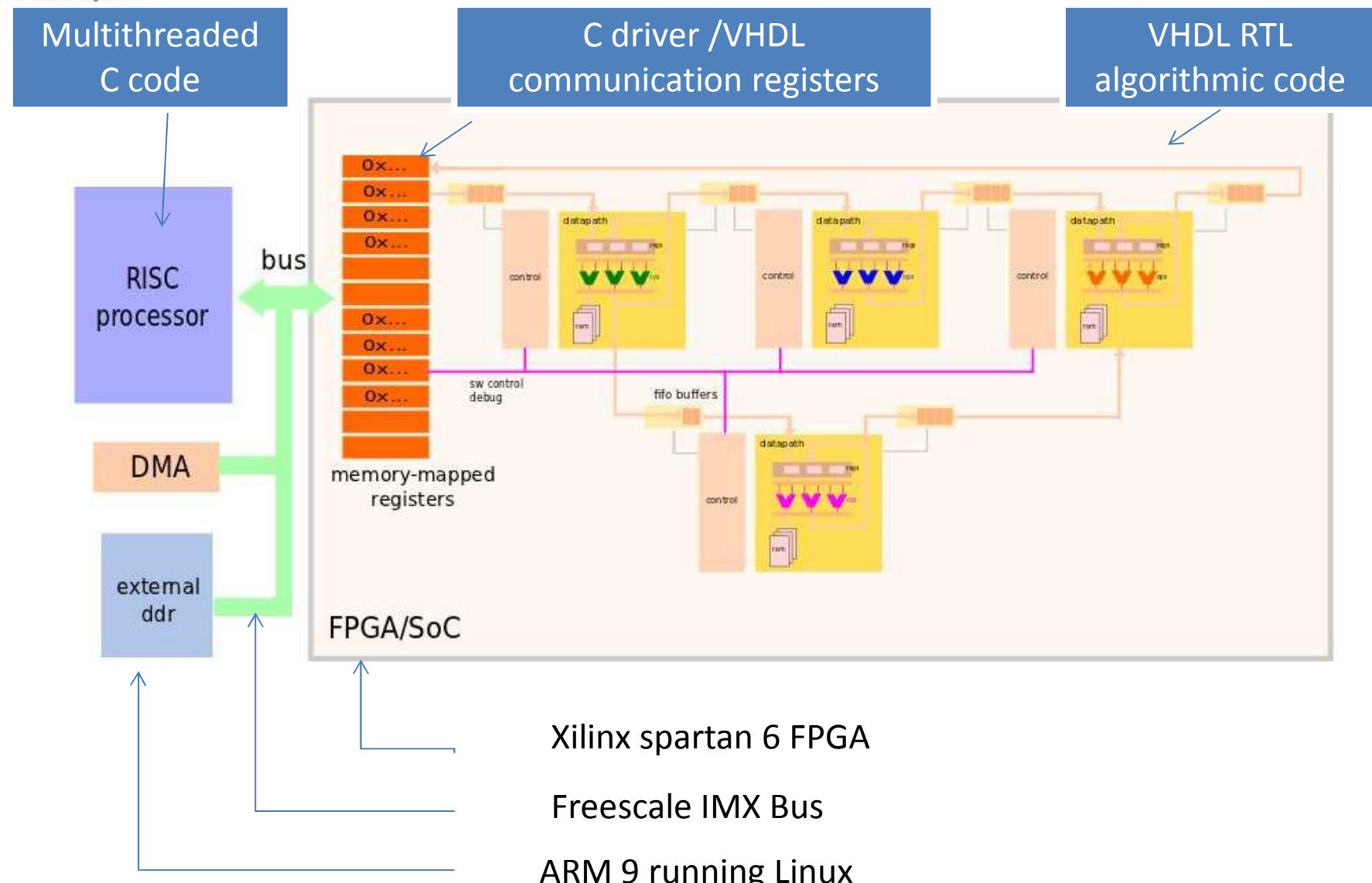
access to inputs/outputs via send/receive inherited methods

organise the internal processing into method calls

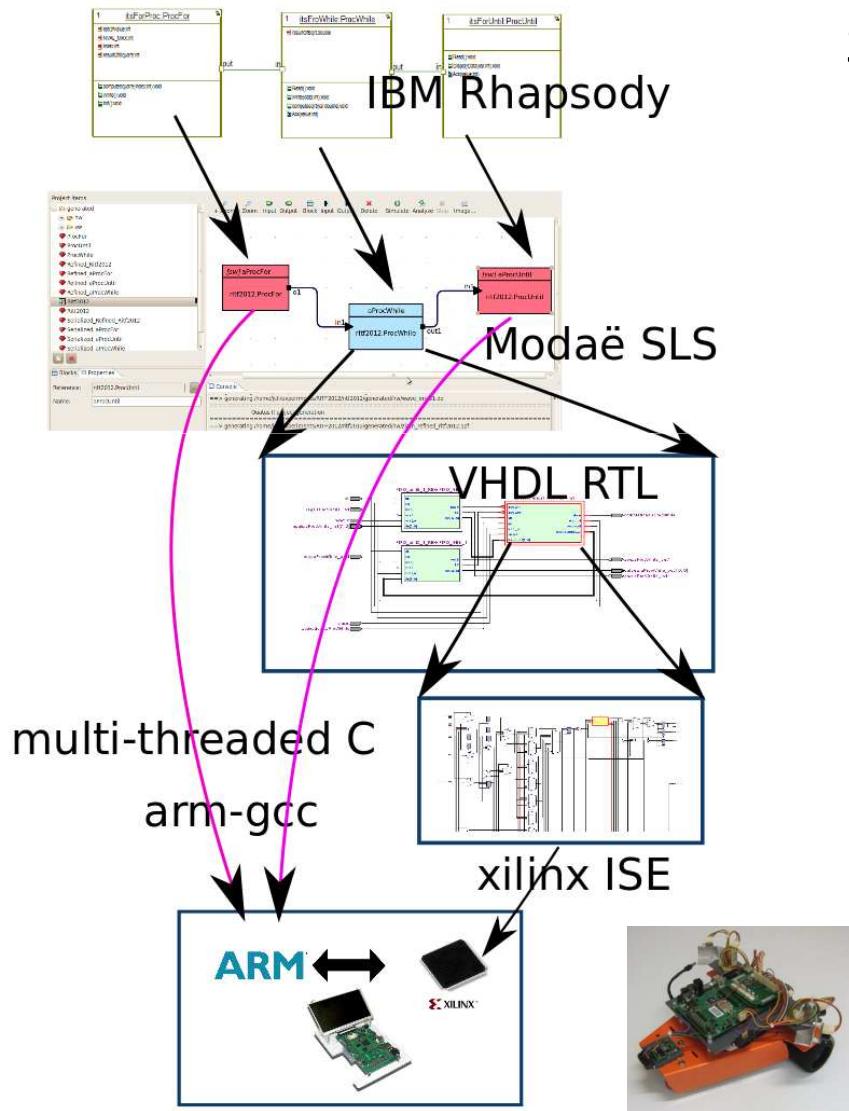
# Modaë SLS (2/2)



# Architecture template



# Preliminary results



Simple UML 2.0 model – simple action language

HW/SW mapping annotated

Software synthesis + HLS

VHDL RTL synthesis

Porting on platform

# Conclusions

- Ceremonial system-level processes vs agile processes and languages
  - Possible interactions
  - Complementary
- MDD : several technologies to developp a system
  - Endogeneous vs Exogeneous battle ?
- Example :
  - Is UML easier / more expressive then Ruby +DSL ?



## QUESTIONS ?

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