

Model-based Development with Giotto@Simulink

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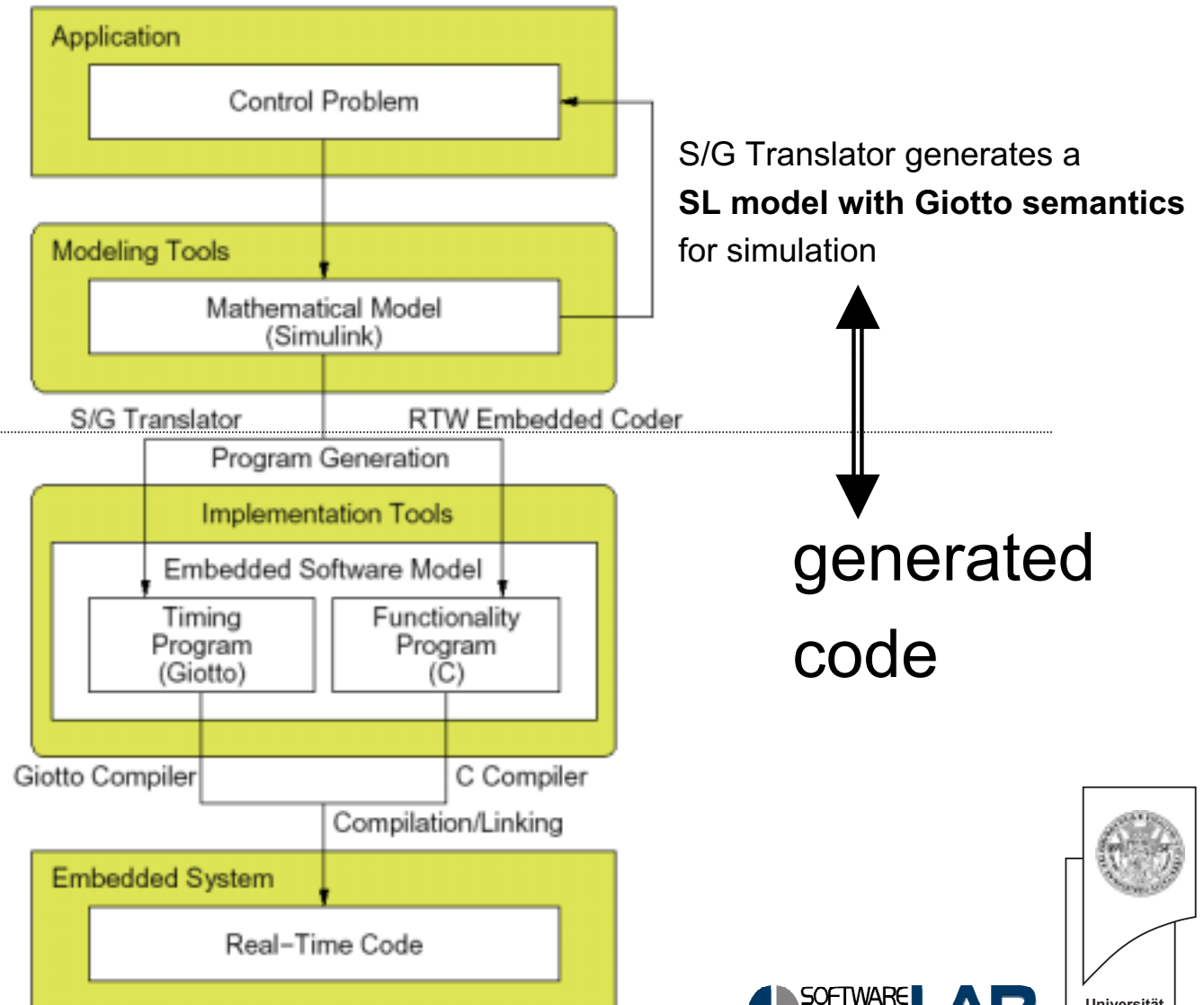
A joint project of
W. Pree, G. Stieglbauer and C. Kirsch

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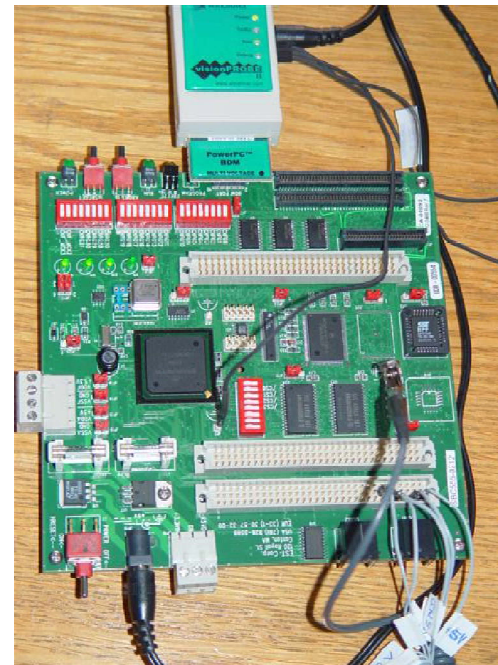
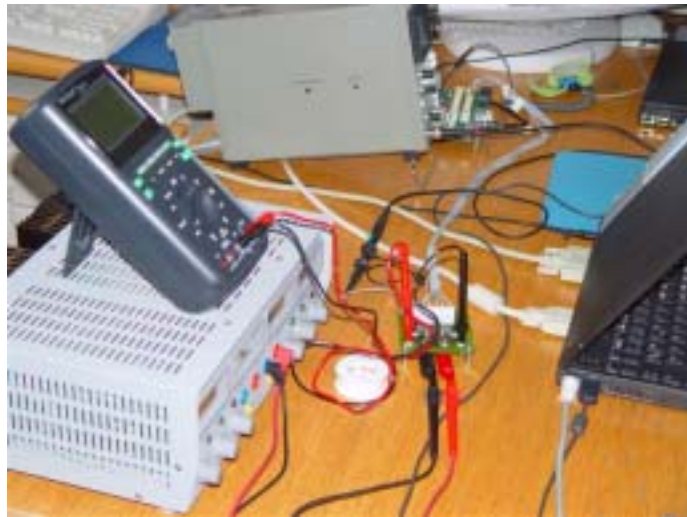
Giotto@Simulink tool chain

- S/G Translator:
model transformation,
Giotto code generation
- illustrated by the development of a
throttle control system

Giotto-based development process



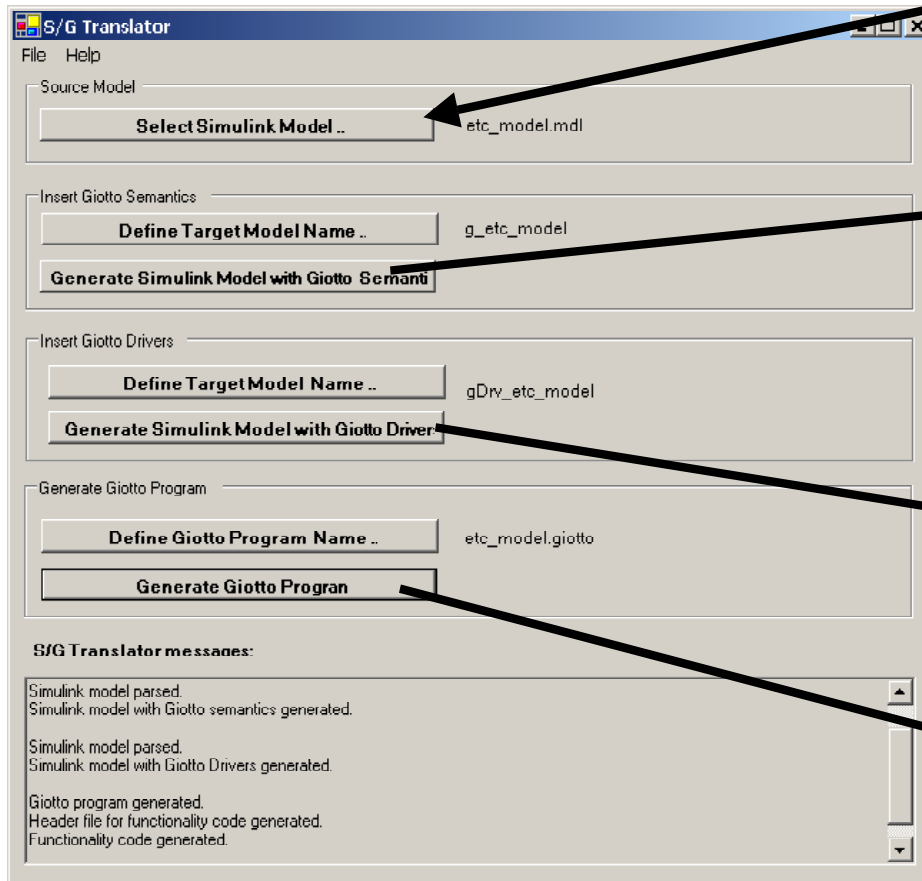
Case study: code generation from a Giotto@Simulink model of a throttle control system



S/G Translator

- model transformation for simulation
- model transformation for functionality code generation
- generation of Giotto program

S/G Translator tool



SL model

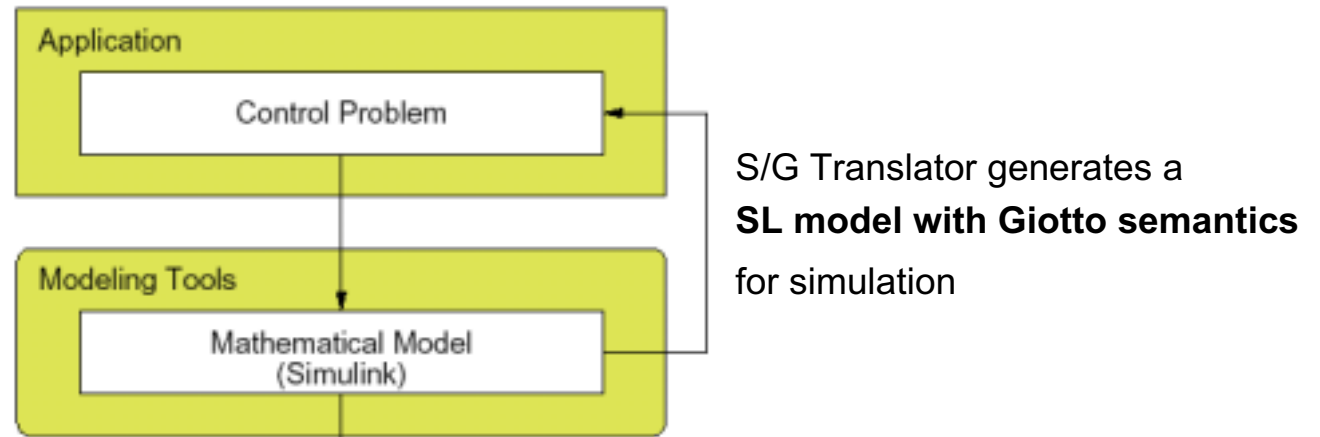
SL model with Giotto semantics

SL model with drivers for integration with E-machine

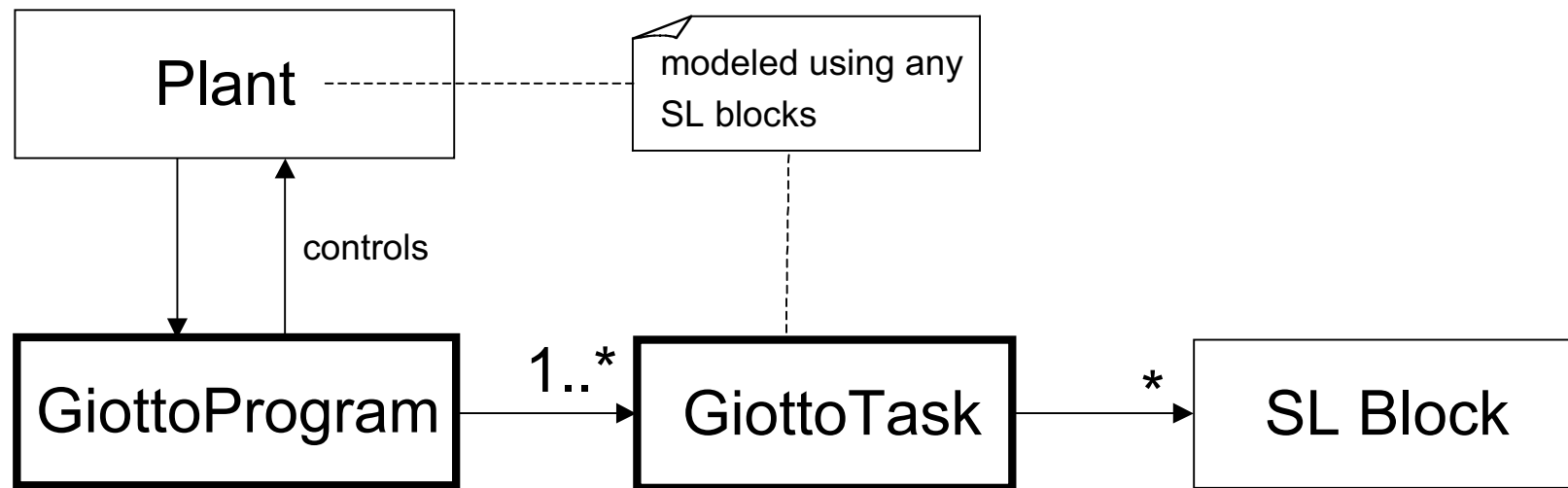
Giotto program

Step 1: S/G model for simulation

Step 1



required input for the S/G translator



twogiottotasks

File Edit View Simulation Format Tools Help

Normal

Block Parameters: task1_outp

Unit Delay
Sample and hold with one sample

Parameters
Initial conditions:
1

Sample time [-1 for inherited]:
2

OK Cancel

Block Parameters: task2_outp

Unit Delay
Sample and hold with one sample

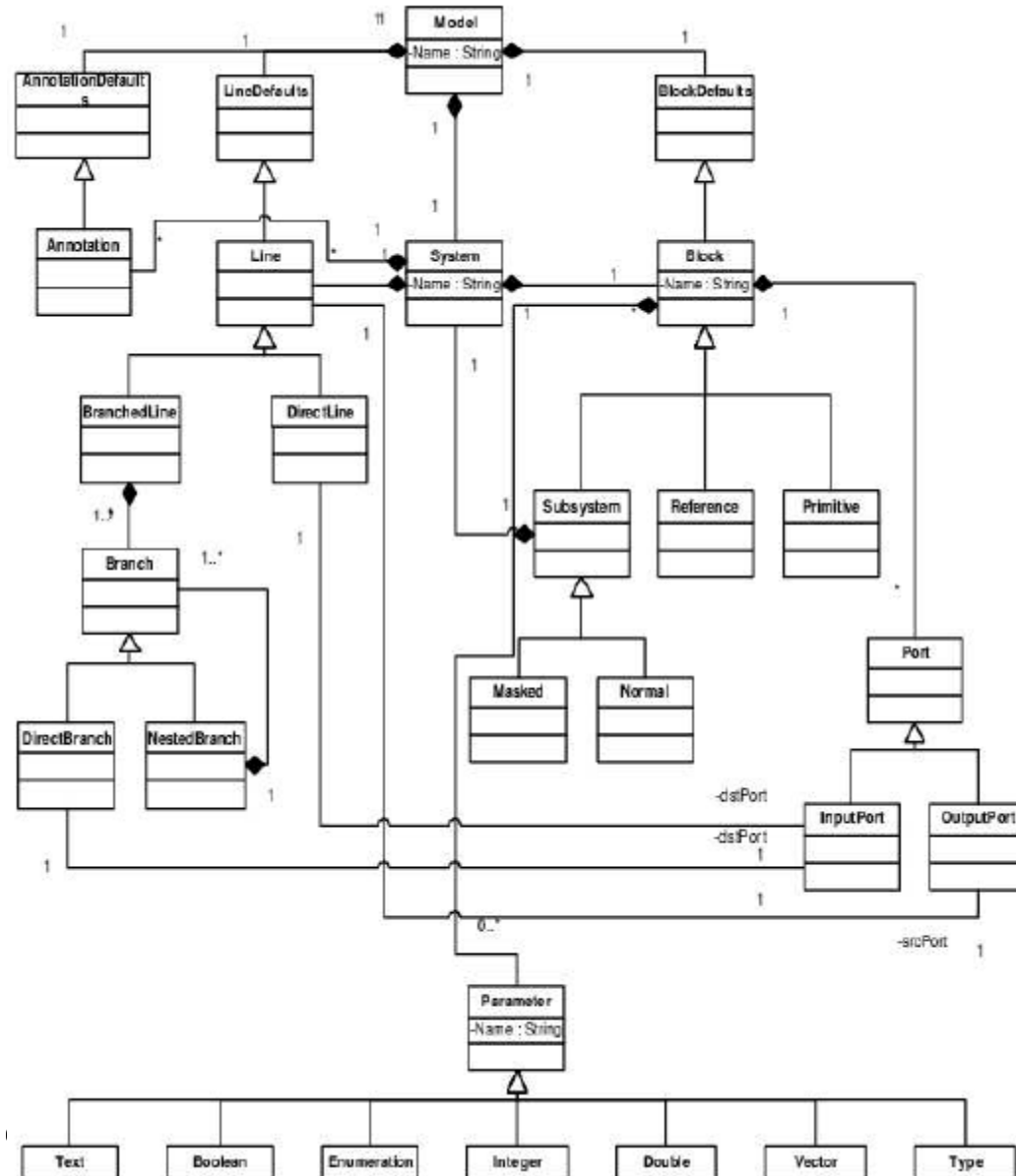
Parameters
Initial conditions:
0

Sample time [-1 for inherited]:
1

OK Cancel

Ready 100% Fixec

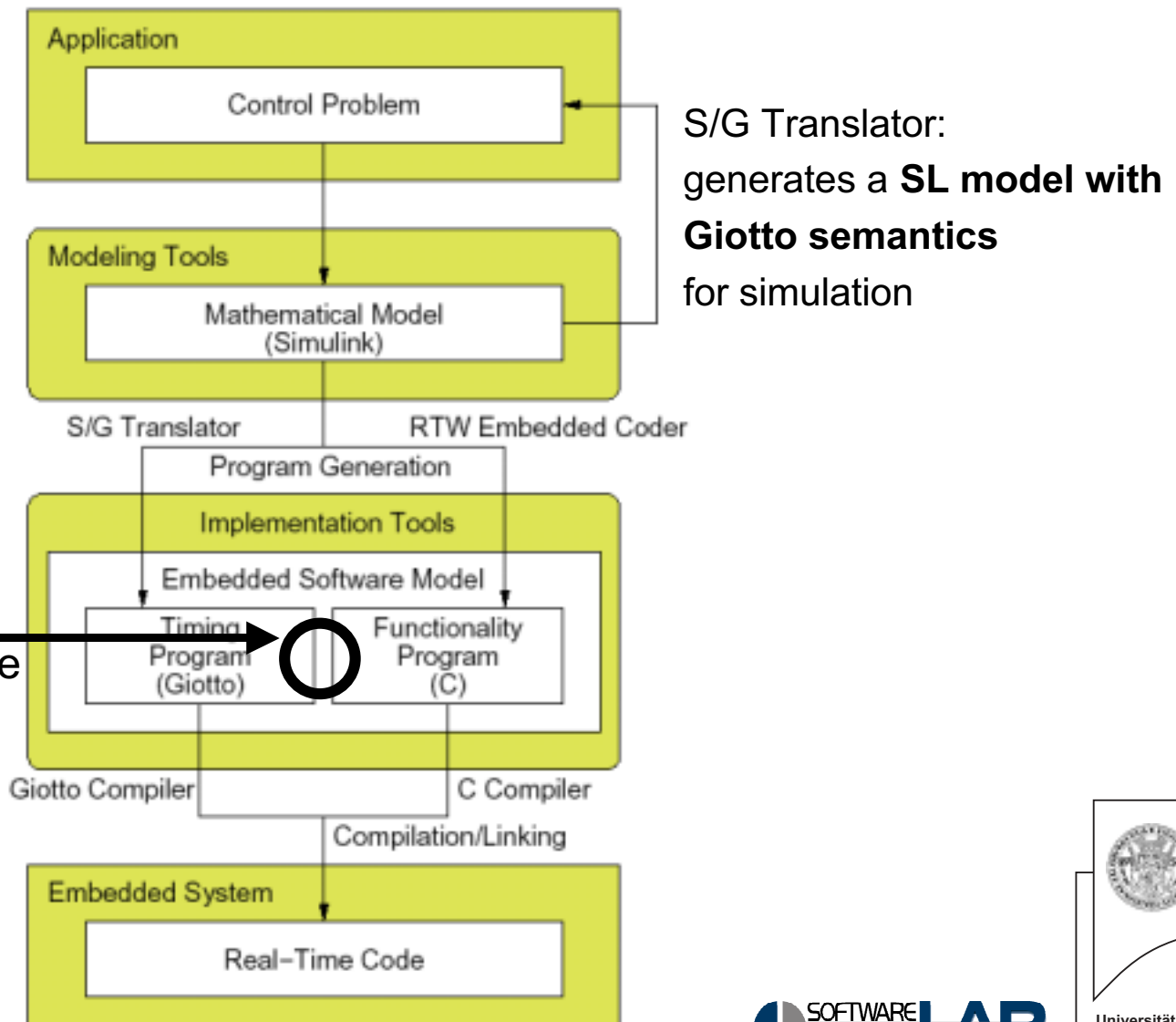
S/G translator is fully compliant with the current SL syntax



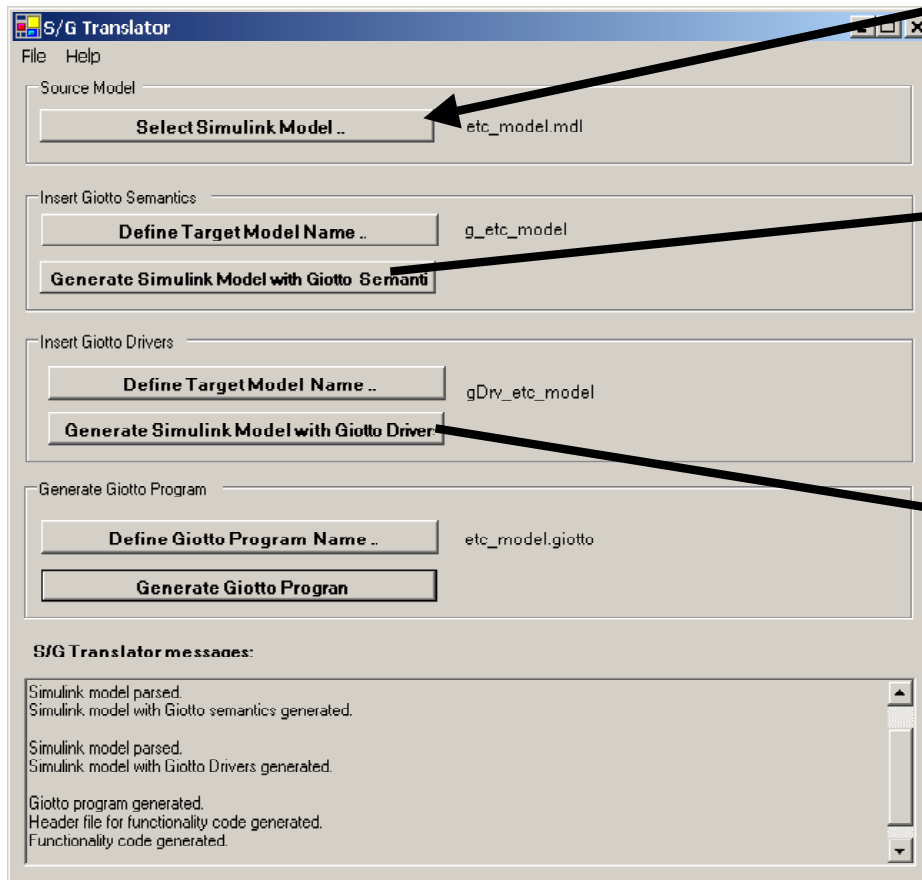
Step 2a: S/G model for the generation of functionality code that seamlessly integrates with the E-machine

Step 1 ✓

Step 2a:
SL model for
generating glue code



S/G Translator tool

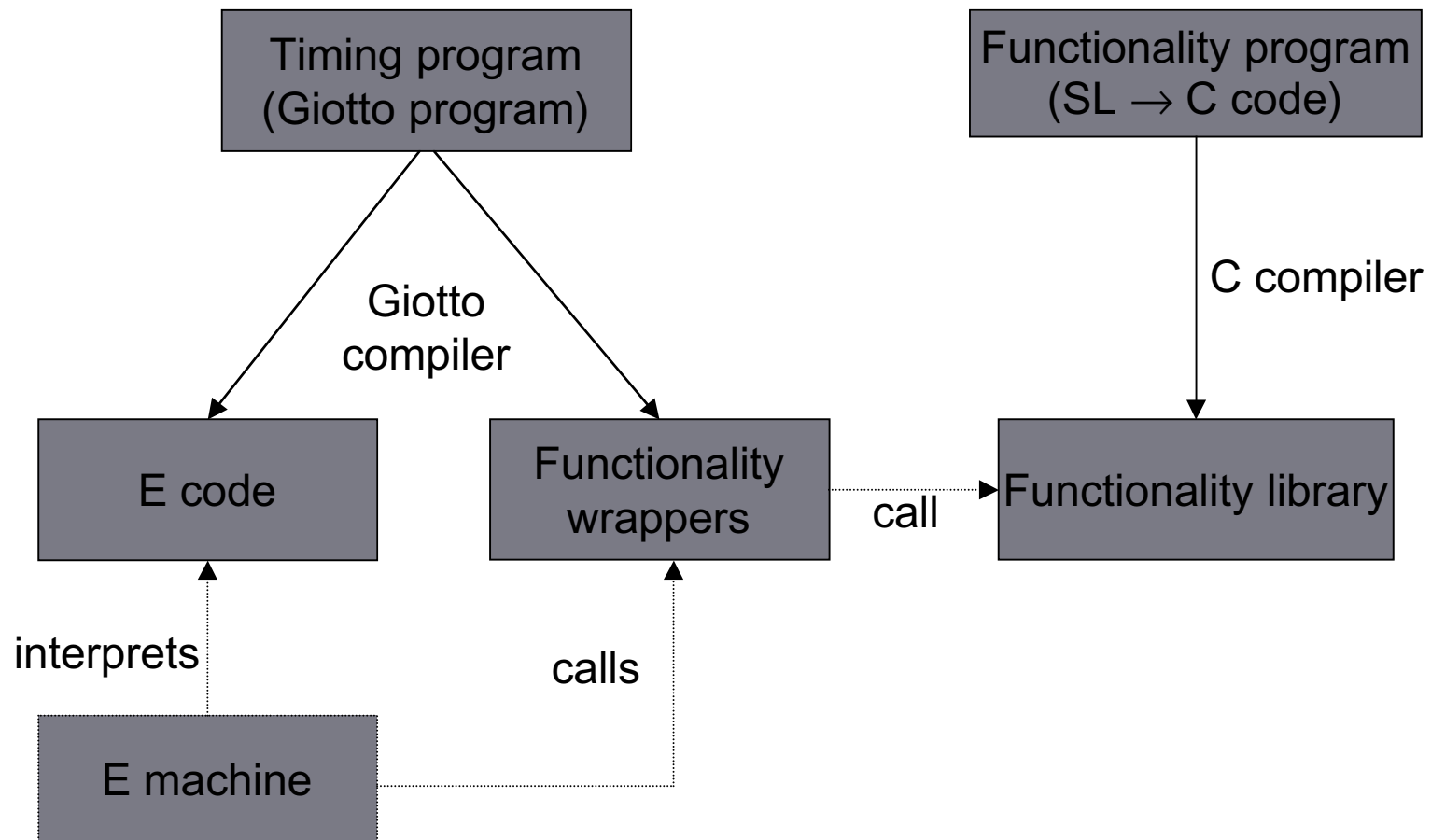


SL model ✓

SL model with Giotto semantics ✓

SL model with drivers for integration with E-machine

preparation for linking timing code and functionality code (I)



preparation for linking timing code and functionality code (II)

- **Giotto program segment**

```
task GiottoTask1( ... ) output ( ... ) state ( ...) {  
    schedule GiottoTask1();  
}
```

- **Functionality wrapper**

```
void task_GiottoTask1() {  
    GiottoTask1();  
}
```

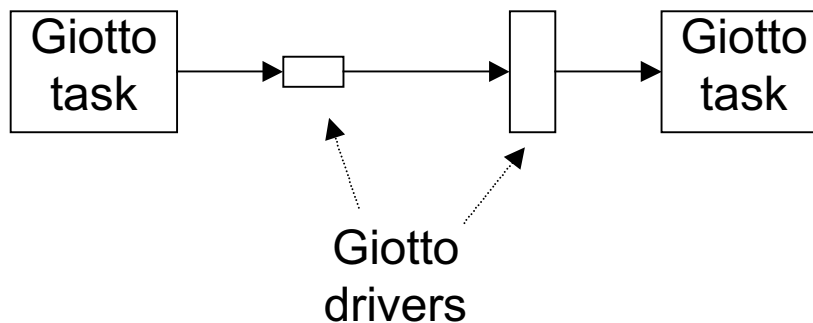
- **Functionality code**

```
void GiottoTask1(void) {  
    local_GiottoTask1_output_1=GiottoTask1_input1+GiottoTask_input_2;  
}
```

preparation for linking timing code and functionality code (III)

transport and convert values between task ports:

- via global variables (Simulink/RTW)
- via the Giotto driver concept



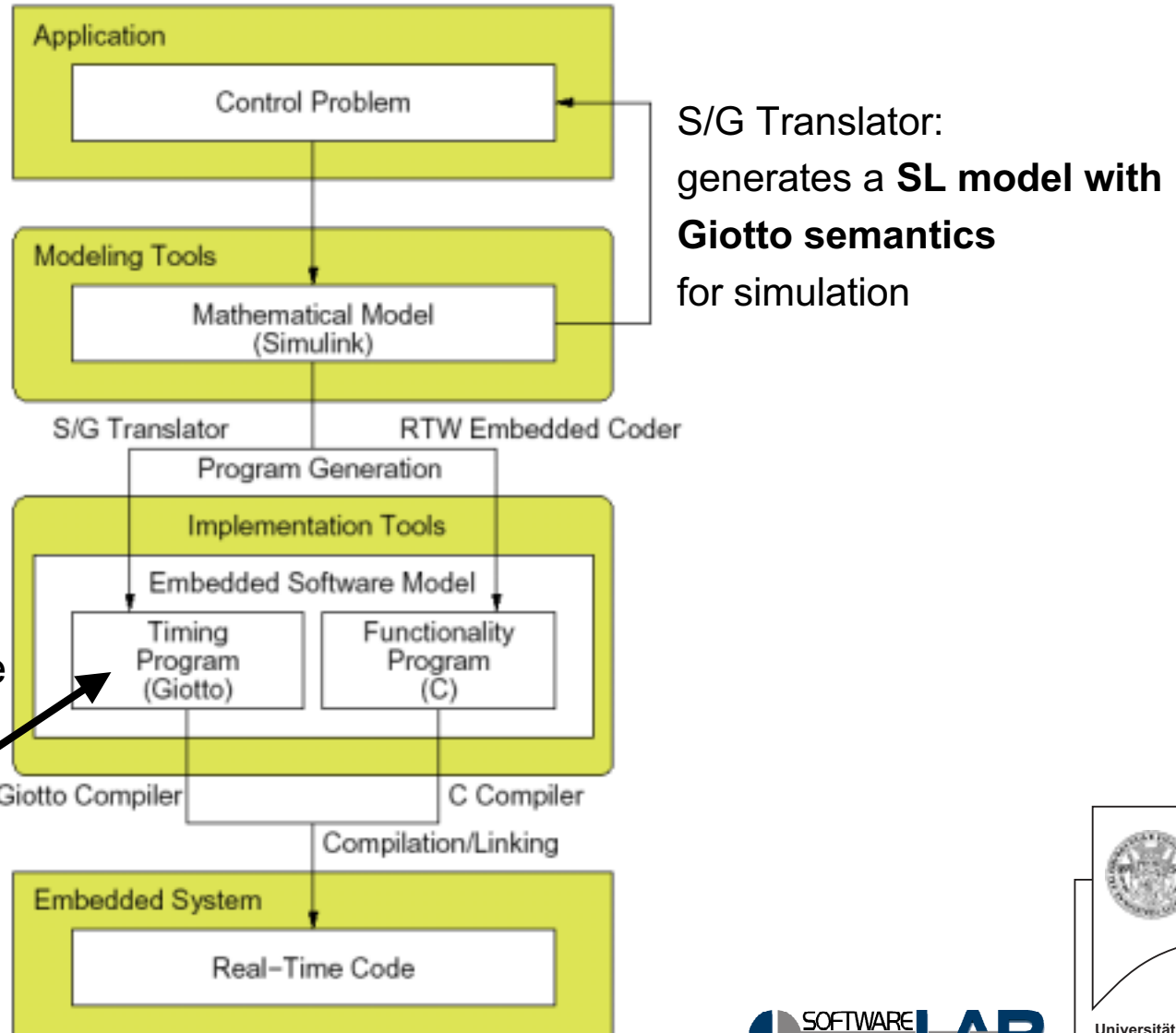
Giotto drivers are called by the E-machine

Step 2b: generation of the Giotto program

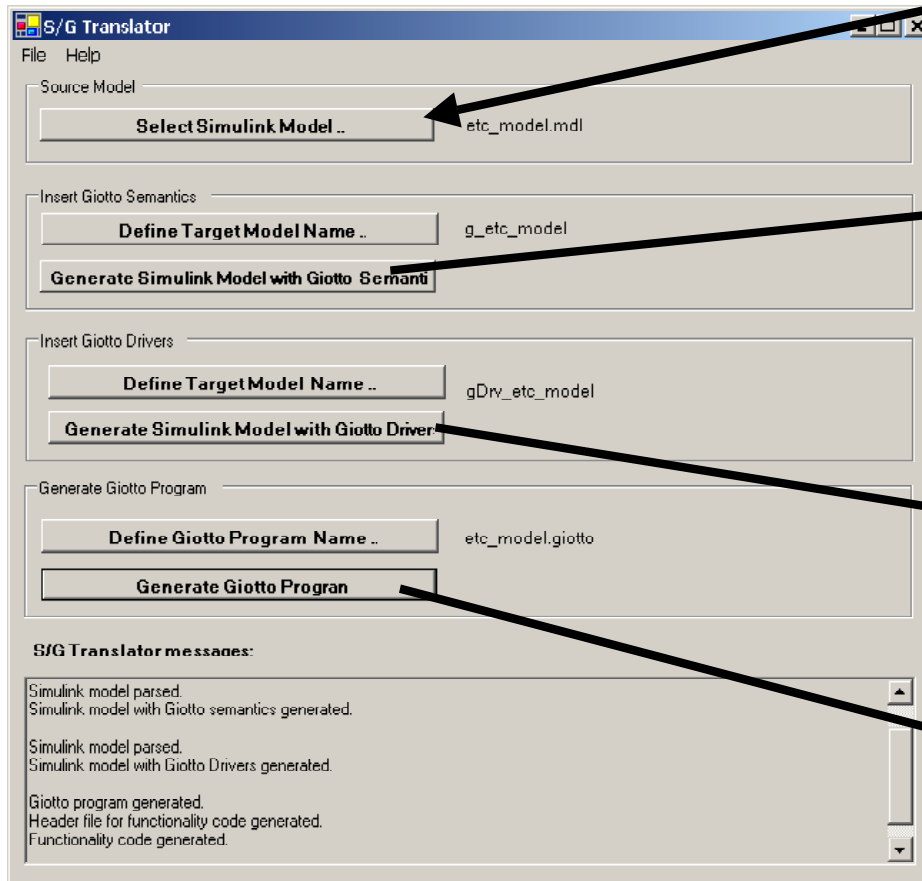
Step 1 ✓

Step 2a: ✓
SL model for
generating glue code

Step 2b:
Giotto program



S/G Translator tool



SL model ✓

SL model with Giotto semantics ✓

SL model with drivers for integration with E-machine ✓

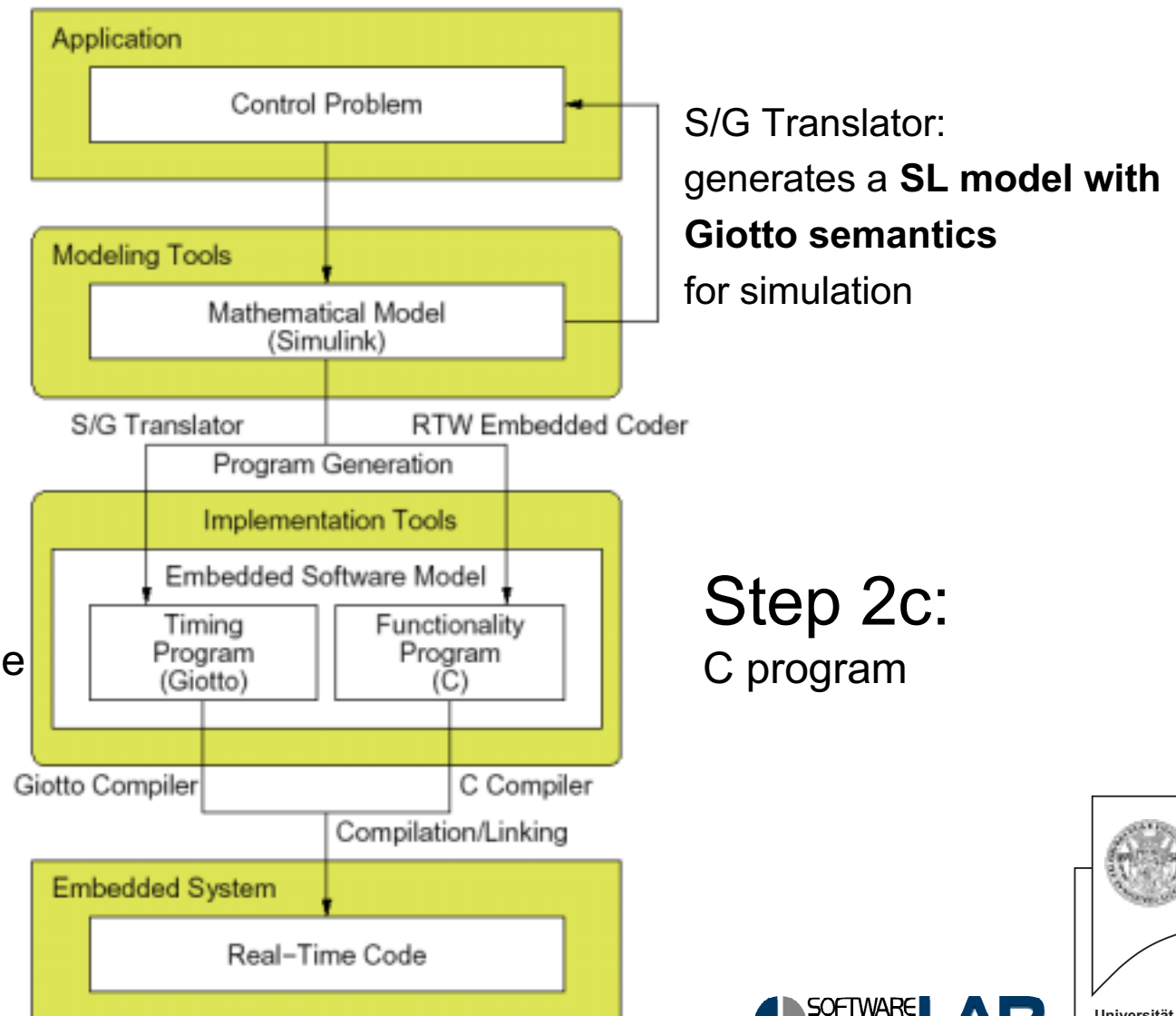
Giotto program

Step 2c: generation of the functionality program with the RTW Embedded Coder

Step 1 ✓

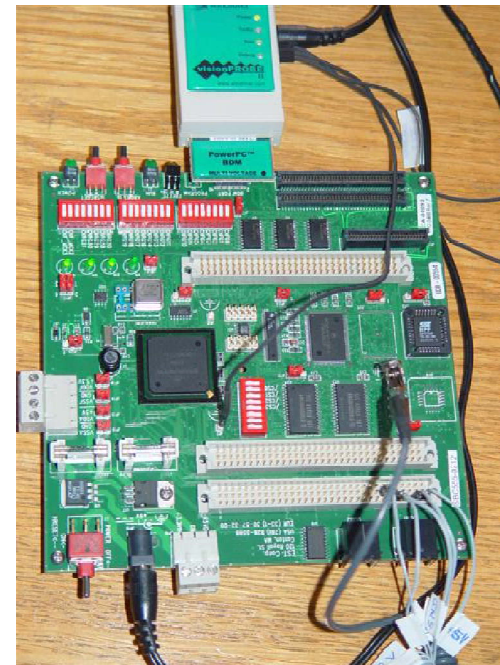
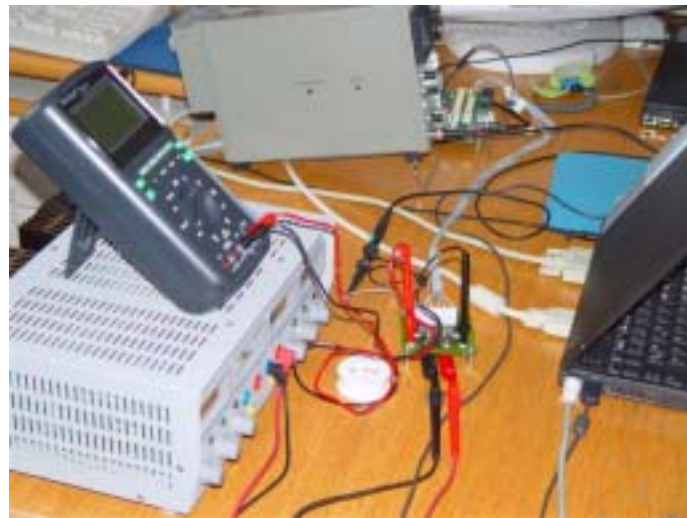
Step 2a: ✓
SL model for generating glue code

Step 2b: ✓
Giotto program



Step 2c:
C program

throttle control system @ work



how long it took to ...

- upgrade the S/G Translator: **4 p. months**
 - a redesign that streamlines the architecture and makes the tool fully compliant with SL syntax: **2.5 m**
 - generation of SL model for glue code generation: **1m**
 - reimplementation of the C# version in Java: **0.5 m**
- implement the ETC case study: **0.7 p. months**

Future plans

Next steps

short term:

- illustrate composition and time safety checks in the realm of the ETC case study
- integration of Giotto modes into Simulink

mid-term:

- S/G-based prototype implementations of more complex control system components
- concepts for control system product families

The end

Thank you for your attention!