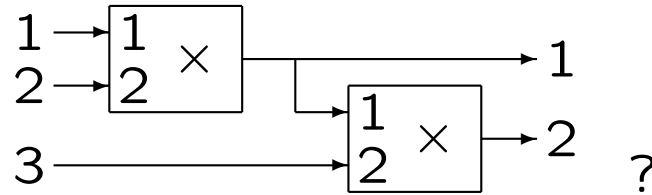


Towards an executable denotational semantics for causal block diagrams

Ben Denckla – Denckla Consulting
Pieter J. Mosterman – The MathWorks
Hans Vangheluwe – McGill University



What is the meaning of

We'd like it to be $\lambda(x, y, z) \rightarrow (x \times y, x \times y \times z)$.

E.g., $(3, 4, 5) \rightarrow (12, 60)$.

How can we formalize these semantics?

We formalize by cascading two translational semantics and a traditional denotational semantics.

block diagram language

↓ (translation)

BdAppLang

↓ (translation)

AppLang

↓ (denotation)

Haskell

block diagram language to BdAppLang translation

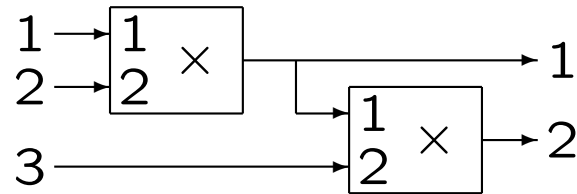


diagram blocks

name	function	inputs
mula	×	1 2
mulb	×	mula 3

diagram outputs

mula
mulb

BdAppLang to AppLang translation

diagram blocks			
name	function	inputs	
mula	×	1	2
mulb	×	mula	3
diagram outputs			
mula			
mulb			



$\lambda\text{toplevel} \rightarrow$

letrec

$\text{mula} = \times (\text{toplevel}_1, \text{toplevel}_2)$

$\text{mulb} = \times (\text{mula}, \text{toplevel}_3)$

in $(\text{mula}, \text{mulb})$

AppLang to Haskell denotation

$\lambda\text{toplevel} \rightarrow$

letrec

$mula = \times (\text{toplevel}_1, \text{toplevel}_2)$

$mulb = \times (mula, \text{toplevel}_3)$

in $(mula, mulb)$

↓ (abbreviated)

$m \llbracket \lambda i \rightarrow x \rrbracket e = \lambda v \rightarrow m x (ue\ i\ v\ e)$

$m \llbracket f\ a \rrbracket e = (m\ f\ e)\ (m\ a\ e)$

$m \llbracket \text{letrec}\ ds\ \text{in}\ x \rrbracket e = m\ x\ (\text{fix}\ \lambda e' \rightarrow ue\ (md\ ds\ e')\ e)$

$m \llbracket (a, b) \rrbracket e = (m\ a\ e, m\ b\ e)$

$m \llbracket i \rrbracket e = e\ i$

$m \llbracket \text{int}\ n \rrbracket e = n$

I've implemented this all in Haskell.

```
Dia blockList outputList
  where
    blockList = [
      Bld "mula" tupleMul [Din 0, Din 1],
      Bld "mulb" tupleMul [Blo "mula" 0, Din 2]
    ]
    outputList = [Blo "mula" 0, Blo "mulb" 0]
```

If *bd* is the BdAppLang block diagram above, *trd* translates from BdAppLang to AppLang, and *mPro* gives the meaning of a program in AppLang,

$$mPro (App (trd bd) (tixn [3, 4, 5])) = (12, 60)$$

But this is all kind of boring!

Instead of just arithmetic, we want to do signal processing, controls, and continuous-time simulation via numerical approximation of ODEs!

We can!

E.g., feedback already supported via fixed-point semantics.

With lazy lists (streams) and implicit state added, lots of applications are supported.

But it is all based on the small, clean semantics presented here with a boring arithmetic example.