

THINK C Implementation of Fractal and its ADL tool-chain

Fractal Workshop

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Outline

- Think
 - Fractal implementation in C
 - ADL tool-chain for code generation
 - Kortex: A component library for OS construction
- Fractal ADL Compiler for Think
 - Front-end
 - Back-end
 - Plug-in framework
- Conclusions

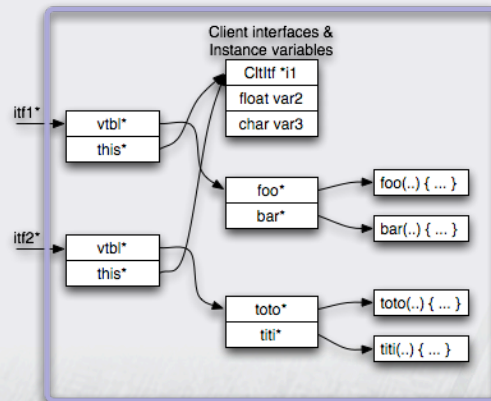
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Component implementation

- Binary component model
 - Similar to Microsoft COM



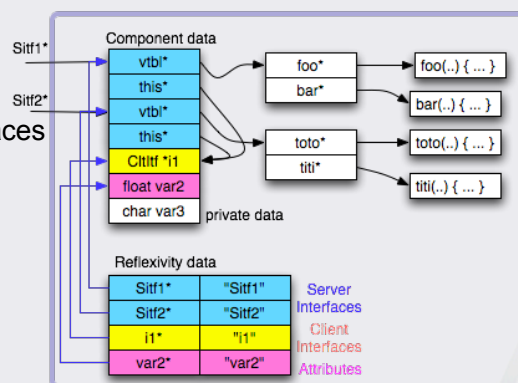
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Component implementation

- Binary component model
 - Similar to Microsoft COM
- Support for Fractal interfaces
 - Control interface code
 - Control data



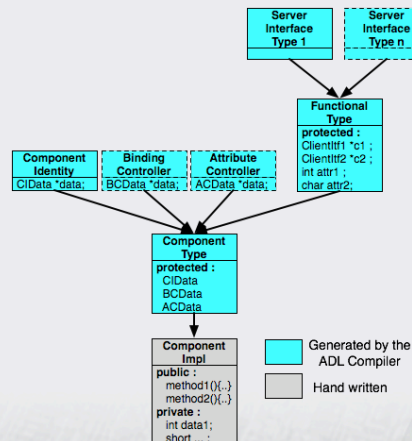
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Component implementation

- ❑ Binary component model
 - Similar to Microsoft COM
- ❑ Support for Fractal interfaces
 - Control interface code
 - Control data
- ❑ Code generation & Compilation
 - Help the programming of primitive components
 - Generate code for composite components
 - Bootstrap code generation

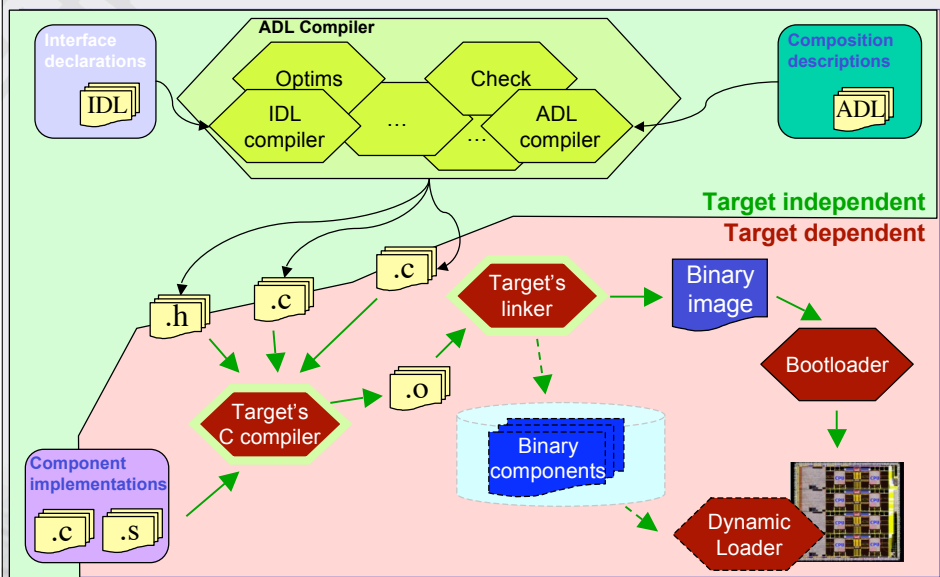


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Fractal/Think Compilation chain



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Kortex: a component library for OS construction

□ Components for

- Classical OS services:
 - ✓ schedulers, memory management, MMU, exception handling, file systems, ...
- Communication services:
 - ✓ TCP/IP, PPP, GPRS, Bluetooth, radio, ...
- Device drivers:
 - ✓ framebuffer, touchpanel, keyboard, serial port, disk, ethernet, ...

□ Supported Platforms

- ARM (iPAQ, Apple iPod, ixp425), AVR, PowerPC, ST200

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Code generation tool-chain for Fractal ADL

- ❑ Starting point : Fractal ADL Factory
 - Deployment from ADL for Fractal/Java
 - ✓ Implemented in Fractal/Java
 - ✓ Component-based architecture described in Fractal ADL
 - Modular
 - ✓ Clear, accessible and modifiable architecture
- ❑ Contribution
 - Support for code generation & compilation
 - ✓ New and multiple input languages (Think ADL, Think IDL, join-patterns, etc.)
 - ✓ Support for new and multiple implementation languages
 - Extensibility improvement
 - ✓ Easy support for new ADL features
 - ✓ Allow for third-party developer extensions with plug-ins

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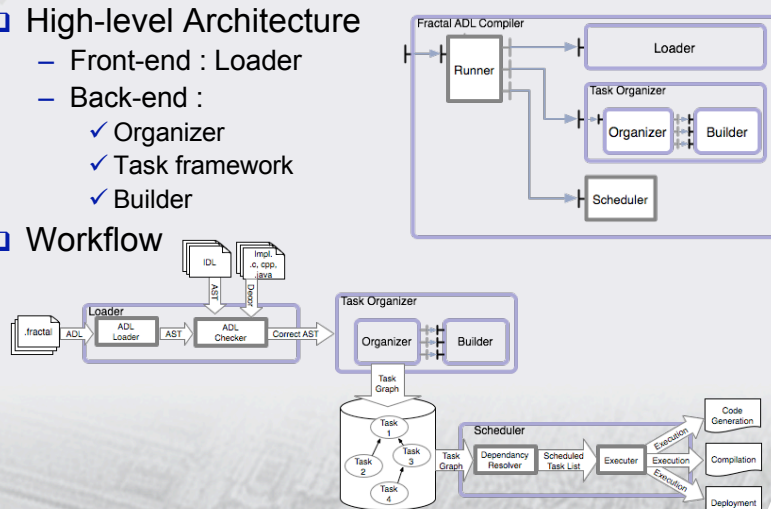
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Overview

❑ High-level Architecture

- Front-end : Loader
- Back-end :
 - ✓ Organizer
 - ✓ Task framework
 - ✓ Builder

❑ Workflow



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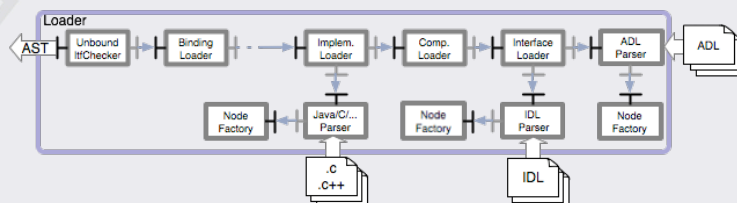
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Front-end

Translation of input files to an AST

- Specification
 - Input: ADL, IDL and component implementation files (C, C++, Java, etc.).
 - Output: Unified Abstract Syntax Tree
- Main features
 - Extensible for supporting new input languages.
 - Fine-grain components each responsible for a specific analysis.
 - Robust and extensible AST implementation.
 - ✓ Dynamically generated implementation of AST nodes.
 - ✓ Programmable node factory based on DTD.
 - ✓ Extension transparency for modules that are not involved by thanks to multi-facet nodes.

Internal architecture



- The loader is designed as a component-chain
 - Very modular and extensible
 - Allows for multiple parsers at different stages
 - Simple programming pattern

```

Node load(String name){
    Node myAST = client->load(name) ;
    myCheckOperation(myAST);
    return myAST ;
}
  
```


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Code generator & Compiler

- Specification
 - Input : A correct AST
 - Output :
 - ✓ Generated code
 - ✓ Compilation
- Main features
 - **Modular:** code generation is split into fine-grain components
 - **Hierarchical** and collaborative: components may aggregate code pieces that are generated by others
 - **Extensible:** components can be added, removed or modified without impact on the rest of modules.
 - **Retargetable :** supports multiple backends for different general purpose programming languages.

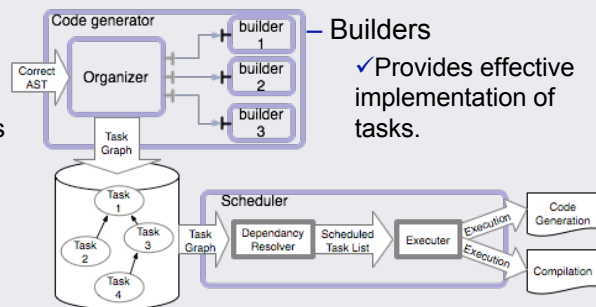
Internal Architecture

– Organizers

- ✓ Creates code generation and compilation tasks

□ Task framework

- ✓ Tasks reifies code generation and compilation operations
- ✓ Dependency declarations
- ✓ Execution of tasks in a correct order



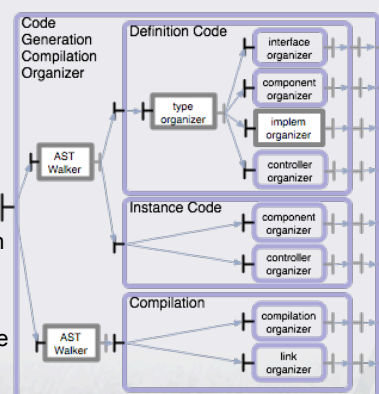
Organizers

□ Maestro of the code generation

- Input : Correct AST
- Output : A task graph

□ Component based visitor pattern

- AST walkers
 - ✓ Walks recursively in the AST
 - ✓ Invoke connected visitors for each component node
- Component visitors :
 - ✓ Responsible for a specific purpose
 - ✓ Create the build tasks



Builders

Features

- Builders implement effective code generation/compilation operations
- They are specific to a given backend (C, C++, etc.)
- Builders are passive components. They are executed by tasks
- Fine-grain components, each specific for a given purpose
 - ✓ Interface Attribute /definition, Component definition, instantiation, etc.

Input

- Parameters coming from the AST
 - ✓ Interface properties, Attribute value, etc.
- Results of other builders
 - ✓ Source code, code pieces, files, backend AST, etc.

Output

- ✓ Source code, code pieces, files, backend AST, etc.

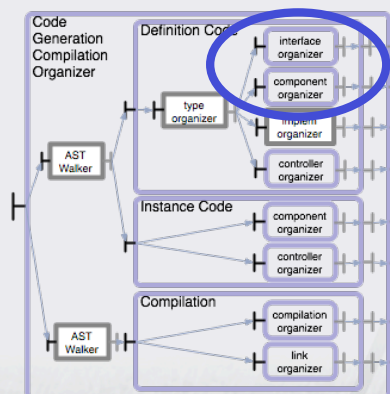
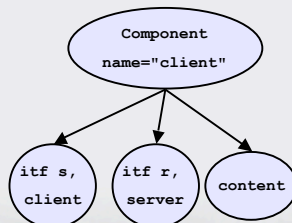
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Hierarchical Code Generation

```
<component name="client">
  <interface name="r" role="server"
    signature="Main"/>
  <interface name="s" role="client"
    signature="PrinterService"/>
  <content class="ClientImpl"/>
</component>
```

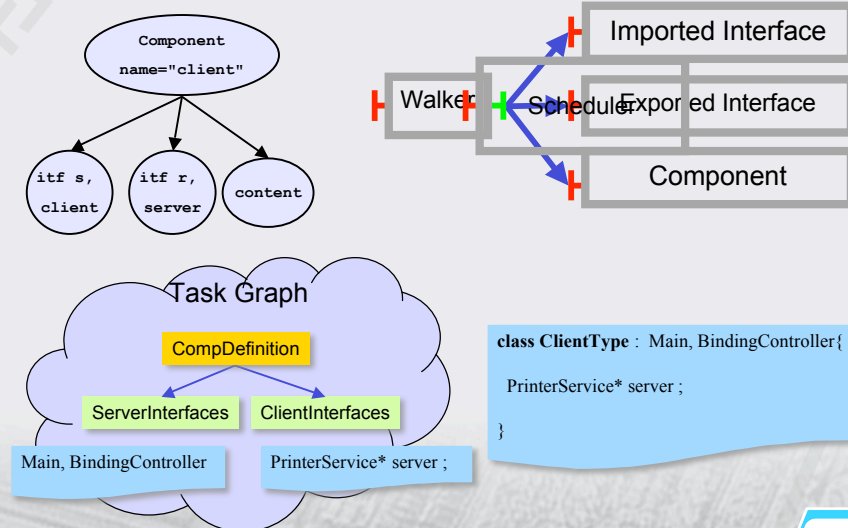


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Hierarchical Code Generation



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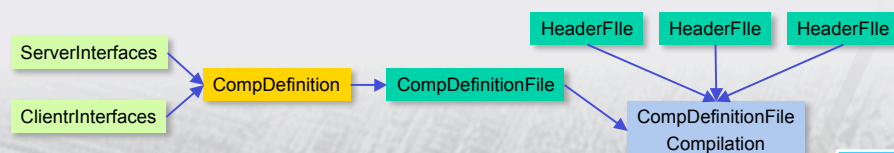
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Task Framework

Task types for code generation & Compilation

	type name	instance name	source code	file	
TypeProvider	↑	-	-	-	
InstanceProvider	↓	↑	-	-	
SourceCodeProvider	↓	↓	↑	-	
SourceCodeConsumerProvider	↓	↓	↓	↑	
SourceFileProvider	↓	↓	-	↑	
FileProvider	↓	↓	-	↑	
FileConsumerProvider	↓	↓	-	↓	

□ A complete task graph

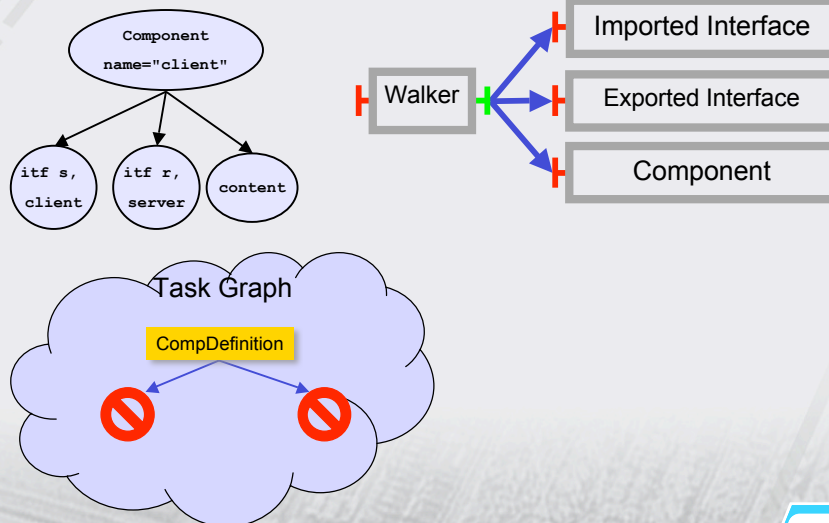


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Organizer execution order issue

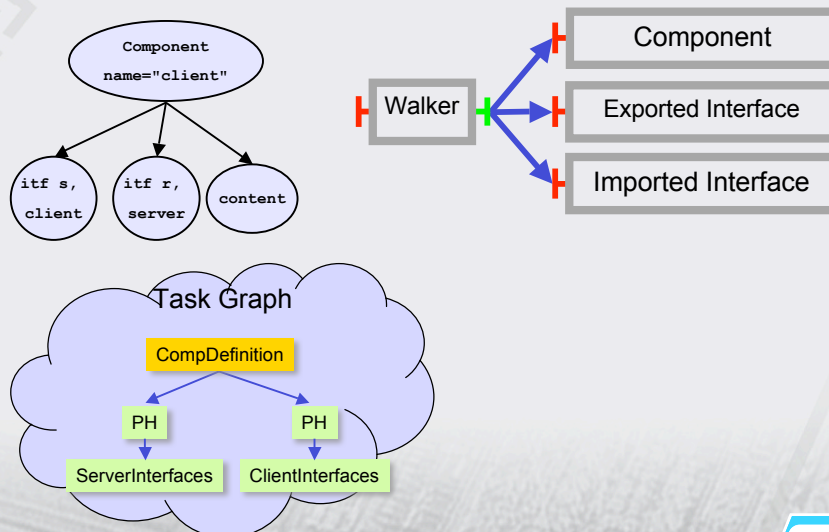


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Task place holders



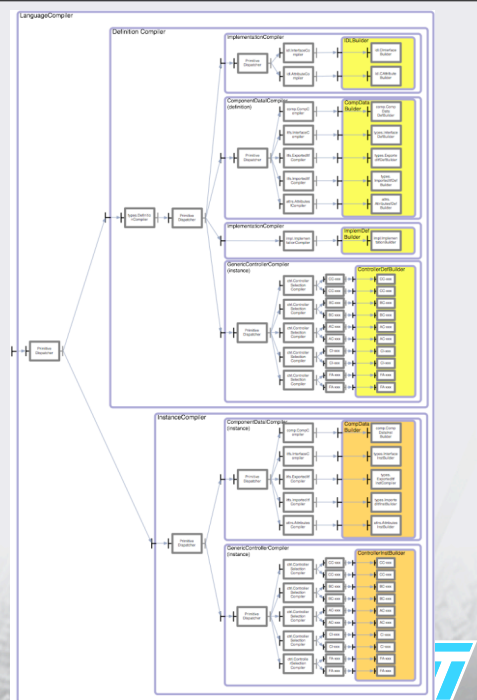
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View of a realistic organizer/builder

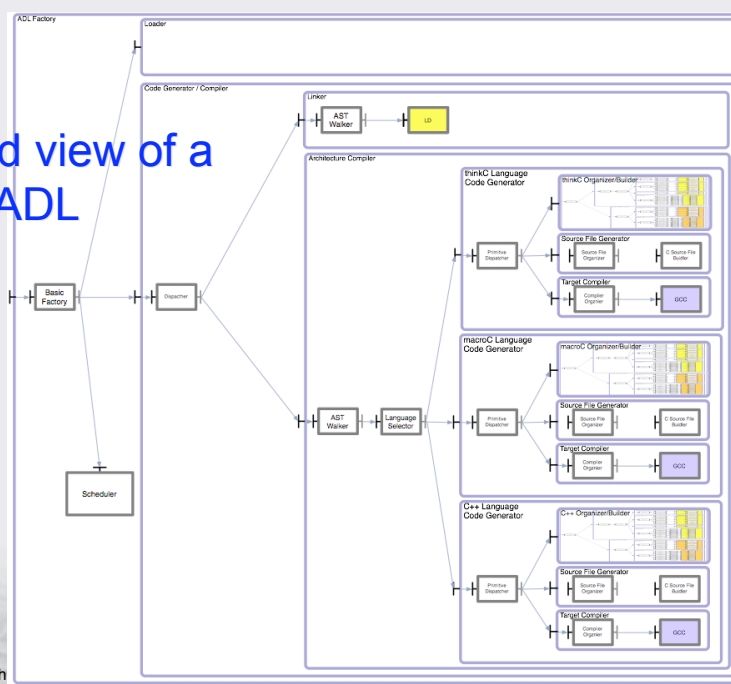
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Simplified view of a realistic ADL Factory

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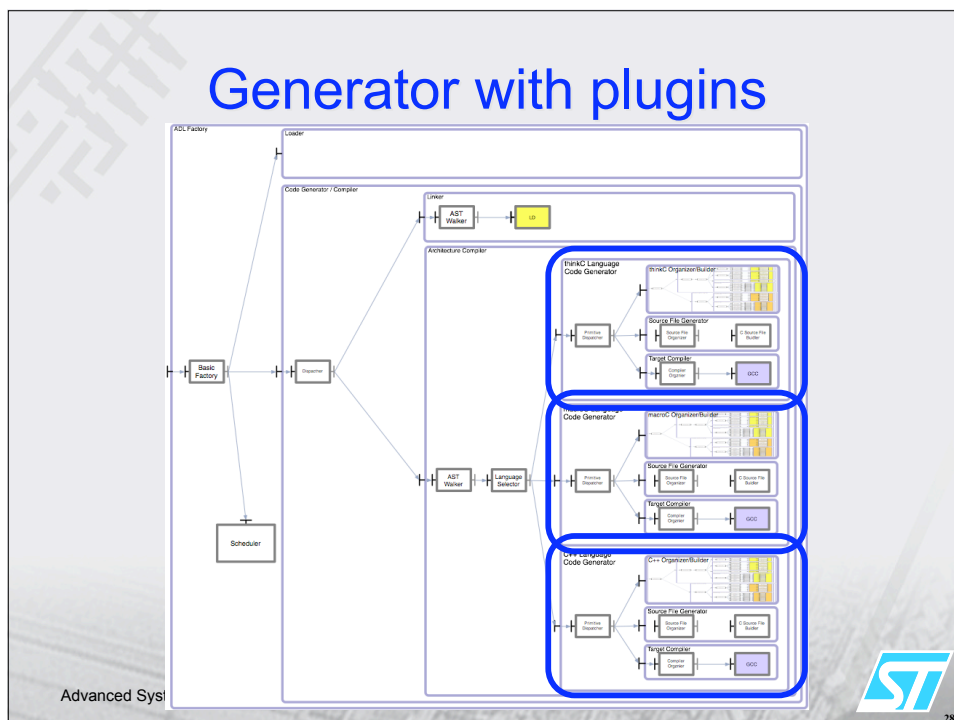
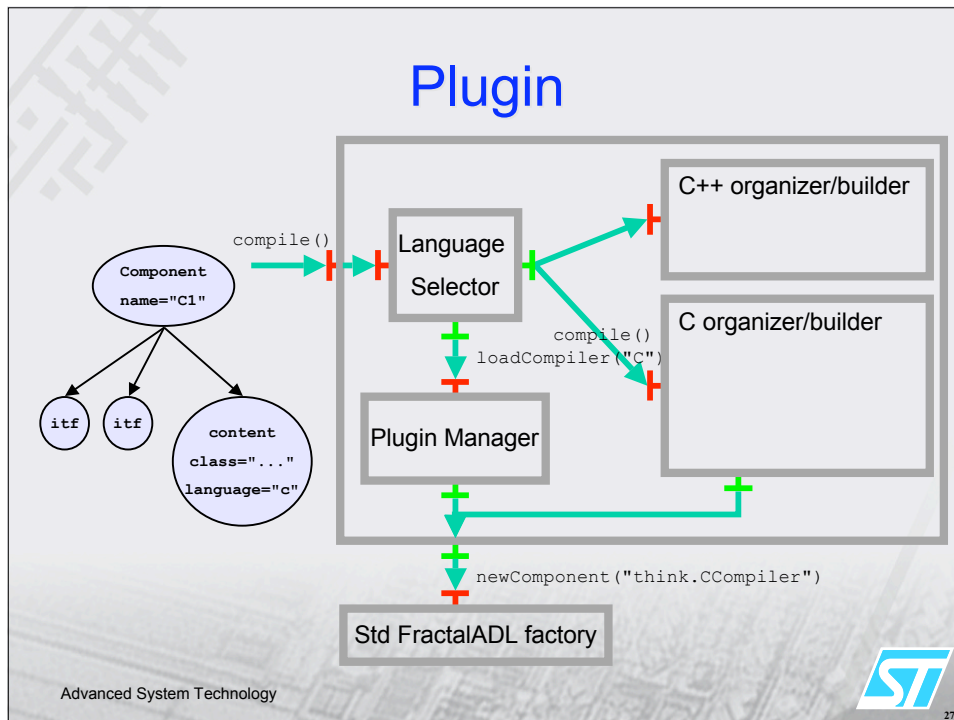
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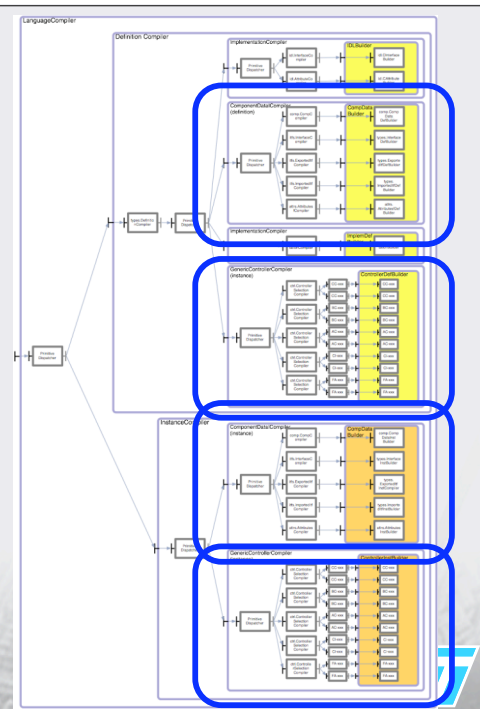
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Plug-in framework

- Assessment
 - Very regular but almost huge architecture
 - ✓ Multiplicity of organizers with different builders
 - Presence of many optional modules
 - ✓ Multiplicity of supported languages
 - ✓ Different controller implementations
 - Lots of ADL files
 - ✓ Difficult to maintains
 - ✓ Limit the extensibility by third-party developers
- Motivation for plug-in based design
 - Implement a sort of “exo-factory”
 - ✓ Only the strict minimum is hard-wired
 - On-the-fly adaptation of the compiler for the compiled ADL
 - ✓ Optional modules are loaded at run-time when needed



organizer/builder
with plugins



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Conclusion Assessments

- THINK
 - Fractal component implementation in C/C++
 - ADL based tool-chain
 - Kortex component library for OS construction
- Fractal ADL tool-chain
 - Front-End
 - ✓ Supports multiple input languages
 - ✓ Builds a unified XML-based AST
 - Back-end
 - ✓ Novel approach with fine grain components
 - ✓ Dynamic organization on top of the task framework
 - ✓ Very extensible and multi-target.
 - ✓ Place order to avoid the organizer execution order issue.
 - Plug-in framework
 - ✓ Simplifies the core architecture
 - ✓ Makes it extensible by third party programmers
 - ✓ Can be applied at any stage of decision

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Current activities

- ❑ Component Model
 - Dynamic reconfiguration support in OS (**FT R&D, Inria**)
 - Isolation and access control for secure systems (**FT R&D**)
 - Behavioral analysis (**FT R&D, VERIMAG**)
 - QoS support (**FT R&D, INSA Lyon**)
- ❑ Component library
 - Support for multi-processor platforms (**STM**)
 - Customizable multimedia applications (**STM**)
 - Middleware for dynamic configuration management (**STM**)
- ❑ Tool-chain
 - Optimization of Think components (**FT R&D, STM**)
 - Multi-target programming support: C, C++, Java (**STM**)
- ❑ Source code and documentation
<http://think.objectweb.org>

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