The Lustre V6 Reference Manual

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</tbody>
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How to read this manual

This reference manual is split in two parts. The first chapter presents and defines the Lustre basic concepts. This *Lustre Core* language corresponds more or less to the intersection of the various versions of the Lustre language (from V1 to V6). Advance features (structured types) that changed across version versions are not presented here.

The second chapter deals with the V6 specific features. Arrays, that were introduced in V4, are processed quite differently, using iterators. But the main novelty resides in the introduction of a package mechanism. Readers already familiar with Lustre ought to read directly this chapter.
Chapter 1

An Overview of the Lustre Language

1.1 Introduction

This manual presents the Lustre language, a synchronous language based on the dataflow model and designed for the description and verification of real-time systems. In this chapter, we present the general framework that forms the basis of the language: the synchronous model, the dataflow model, and the synchronous dataflow model. Then we introduce the main features of the language through some simple examples.

The end of the chapter gives some basic elements for reading the rest of the document: it makes precise the metalanguage used to describe the syntax throughout the document and describes the lexical rules of the language.

1.1.1 Synchronous Model

The synchronous model was introduced to provide abstract primitives assuming that a program reacts instantaneously to external events. Each output of the program is assigned a precise date in relation to the flow of input events.

A discrete time scale is introduced. The time granularity is considered to be adapted a priori to the time constraints imposed by the dynamics of the environment on which the system is to react. It is verified a posteriori. Each instant on the time scale corresponds to a computation cycle, i.e., in the case of Lustre, to the arrival of new inputs. The synchrony hypothesis presumes that the means of computation are powerful enough for the level of granularity to be respected. In other words, the time to compute outputs in function of their inputs is less than the level of granularity on the discrete time scale. Consequently, outputs are computed and inputs are taken into account “at the same time” (with respect to the discrete time scale).
1.1.2 Dataflow Model

The dataflow model is based on a block diagram description. A block diagram can be described either graphically, or by a system of equations. A system is made up of a network of operators acting in parallel and in time with their input rate.

Example 1 A Textual and a graphical view of the same network

```plaintext
node count (x, y: int) returns (s: int);
let
  s = 2*(x+y);
tel
```

This model provides the following advantages:

- maximal use made of parallelism (the only constraints are dependencies between data),
- mathematical formalization (formal verification methods),
- program construction and modification,
- ability to describe a system graphically.

1.1.3 Synchronous Dataflow Model

The synchronous dataflow approach consists in adding a time dimension to the dataflow model. A natural way of doing this is to associate time with the rate of dataflow. The entities manipulated can naturally be interpreted as functions of time. A basic entity (or flow) is a couple made up of:

- a sequence of values of a given type,
- a clock representing a suite of graduations (on the discrete time scale).

A flow takes the \( t^{th} \) value in its sequence at the \( t^{th} \) instant of its clock. For instance, the description given by the previous diagram expresses the following relation:

\[ s_t = 2 \cdot (x_t + y_t) \]
The time dimension is therefore an underlying feature in any description of this type of model. LUSTRE is a synchronous language based on the dataflow model. The synchronous aspect introduces constraints on the type of input/output relations that can be expressed: the output of a program at a given instant cannot depend on future inputs (causality) and can depend on only a bounded number of inputs (each cycle can memorize the value of the previous input).

1.1.4 Building a Description

A LUSTRE program describes the relations between the outputs and inputs of a system. These relations are expressed using operators, auxiliary variables, and constants. The operators can be:

- basic operators,
- more complex, user-defined, operators, called nodes.

Each description written in LUSTRE is built up of a network of nodes. A node describes the relation between its input and output parameters using a system of equations. Nodes correspond to the functions of the system and allow complex networks to be built simply by passing parameters.

The synchrony hypothesis presumes that each operator in the network responds to its inputs instantaneously.

A LUSTRE description is a list of type, constant and node declarations. The declarations can occur in any order.

The functional behavior of an application described in LUSTRE does not depend on the clock cycle. It is therefore possible to perform a functional validation of the application (ignoring the time validation) by testing it on a machine different from the target machine (on the development machine in particular).

Time validation is performed on the target machine. If the computation time is less than the time interval between two instants on the discrete time scale, it can be considered to be zero, and the synchrony hypothesis is satisfied. The interval between two instants on the scale is imposed by the requirements report. Computation time depends on software and hardware performance. LUSTRE is a language describing systems with a deterministic behavior from both a functional and a time point of view.

1.2 Basic Features

In this section, we present informally the main basic features of the language, through several simple examples.

A LUSTRE program or subprogram is called a node. LUSTRE is a functional language operating on flows. For the moment, let us consider that a flow is a finite or infinite sequence of values. All the values of a flow are of the same type, which is called the
type of the flow. A program has a cyclic behavior. At the $n$th execution cycle of the
program, all the involved flows take their $n$th value. A node defines one or several
output parameters as functions of one or several input parameters. All these parameters
are flows.

1.2.1 Simple control devices

As a very first example, let us consider a Boolean flow $X = (x_1, x_2, \ldots, x_n, \ldots)$. We want
to define another Boolean flow $Y = (y_1, y_2, \ldots, y_n, \ldots)$ corresponding to the rising edge
of $X$, i.e., such that $y_{n+1}$ is true if and only if $x_n$ is false and $x_{n+1}$ is true ($X$ raised from
false to true at cycle $n + 1$). The corresponding node (let us call it EDGE) will take $X$ as
an input parameter and return $Y$ as an output parameter (see Fig. 1.1). The interface of
the node is the following:

```
node EDGE (X: bool) returns (Y: bool);
```

The definition of the output $Y$ is given by a single equation:

$$Y = X \text{ and not pre}(X);$$

This equation defines “$Y$” (its left-hand side) to be always equal to the right-hand side
expression “$X \text{ and not pre}(X)$”. This expression involves the input parameter $X$ and
three operators:

- “and” and “not” are usual Boolean operators, extended to operate pointwise on
  flows: if $A = (a_1, a_2, \ldots, a_n, \ldots)$ and $B = (b_1, b_2, \ldots, b_n, \ldots)$ are two Boolean flows,
  then “$A \text{ and } B$” is the Boolean flow $(a_1 \land b_1, a_2 \land b_2, \ldots, a_n \land b_n, \ldots)$. Most usual
  operators are available in that way, and are called “data-operators”.

- The “pre” (for “previous”) operator allows one to refer at cycle $n$ to the value
  of a flow at cycle $n - 1$: if $A = (a_1, a_2, \ldots, a_n, \ldots)$ is a flow, $\text{pre}(A)$ is the flow
  $(\text{nil}, a_1, a_2, \ldots, a_{n-1}, \ldots)$. Its first value is the undefined value nil, and for any
  $n > 1$, its $n$th value is the $(n - 1)$th value of $A$.

As a consequence, if $X = (x_1, x_2, \ldots, x_n, \ldots)$, the expression “$X \text{ and not pre}(X)$”
represents the flow $(\text{nil}, x_2 \land \neg x_1, x_3 \land \neg x_2, \ldots, x_n \land \neg x_{n-1}, \ldots)$. Now, since its value at the first
cycle is nil the program would be rejected\(^1\) by the compiler: it indicates that the output
lacks an initialization. A correct equation could be:

\(^1\)Or, at least, a warning would be returned.
\( Y = \text{false} \rightarrow X \text{ and not } \text{pre}(X); \)

Here, “false” denotes the constant flow, always equal to false. We have used the second specific LUSTRE operator, “\( \rightarrow \)” (read “followed by”) which defines initial values. If \( A = (a_1, a_2, \ldots, a_n, \ldots) \) and \( B = (b_1, b_2, \ldots, b_n, \ldots) \) are two flows of the same type, then “\( A \rightarrow B \)” is the flow \((a_1, b_2, \ldots, b_n, \ldots)\), equal to \( A \) at the first instant, and then forever equal to \( B \).

So, the complete definition of the node EDGE is the following:

```plaintext
Example 2 The EDGE node

node EDGE (X: bool) returns (Y: bool);
let
    Y = false -> X and not pre(X);
tel
```

Once a node has been defined, it can be called from another node, using it as a new operator. For instance, let us write another node, computing the falling edge of its input parameter:

```plaintext
Example 3 The FALLING_EDGE node

node FALLING_EDGE (X: bool) returns (Y: bool);
let
    Y = EDGE(not X);
tel
```

The EDGE node is of very common usage for “deriving” a Boolean flow, i.e., transforming a “level” into a “signal”. The converse operation is also very useful, it will be our second example: We want to implement a “switch”, taking as input two signals “set” and “reset” and an initial value “initial”, and returning a Boolean “level”. Any occurrence of “set” rises the “level” to true, any occurrence of “reset” resets it to false. When neither “set” nor “reset” occurs, the “level” does not change. “initial” defines the initial value of “level”. In LUSTRE, a signal is usually represented by a Boolean flow, whose value is true whenever the signal occurs. Below is a first version of the program:

```plaintext
Example 4 The SWITCH1 node

node SWITCH1 (set, reset, initial: bool) returns (level: bool);
let
    level = initial ->
        if set then true
        else if reset then false
        else pre(level);
tel
```

10
which specifies that the “level” is initially equal to “initial”, and then forever,

- if “set” occurs, then it becomes true
- if “set” does not occur but “reset” does, then “level” becomes false
- if neither “set” nor “reset” occur, “level” keeps its previous value (notice that “level” is recursively defined: its current value is defined by means of its previous value).

Moreover, if this node is intended to be used only in contexts where inputs set and reset are never true together, such an assertion can be specified:

```plaintext
assert (not (set and reset));
```

Otherwise, this program has a flaw: It cannot be used as a “one-button” switch, whose level changes whenever its unique button is pushed. Let “change” be a Boolean flow representing a signal, then the call

```plaintext
state = SWITCH1(change,change,true);
```

will compute the always true flow: “state” is initialized to true, and never changes because the “set” formal parameter has been given priority. To get a node that can be used both as a “two-buttons” and a “one-button” switch, we have to make the program a bit more complex: the “set” signal must be considered only when the switch is turned off. We get the following program:

```plaintext
Example 5 The SWITCH node

node SWITCH (set, reset, initial: bool) returns (level: bool);
let
level = initial ->
  if set and not pre(level) then true
  else if reset then false
  else pre(level);
```

### 1.2.2 Numerical examples

Recursive sequences are very easy to define in LUSTRE. For instance, the equation “\(N = 0 \rightarrow \text{pre } N + 1;\)” defines the sequence of natural numbers. Let us complexify this definition to build an integer sequence, whose value is, at each instant, the number of occurrences of the “true” value of a Boolean flow \(X\):

```plaintext
N = 0 -> if X then \text{pre } N + 1 else \text{pre } N;
```
This definition does not exactly meet the specification, since it ignores the initial value of $X$. A well-initialized counter could be:

\[
\begin{align*}
PN &= 0 \rightarrow \text{pre } N; \\
N &= \text{if } X \text{ then } PN + 1 \text{ else } PN;
\end{align*}
\]

or, simply

\[
N = \text{if } X \text{ then } (0 \rightarrow \text{pre } N) + 1 \text{ else } (0 \rightarrow \text{pre } N);
\]

or even

\[
N = (0 \rightarrow \text{pre } N) + \text{if } X \text{ then } 0 \text{ else } 1;
\]

Let us write a more general operator, with additional inputs:

- an integer `init`, which is the initial value of the counter;
- an integer `incr`, which must be added to the counter when $X$ is true;
- a Boolean `reset`, which reset the counter to the value `init`, whatever be the value of $X$.

The complete definition of this operator is the following:

**Example 6 The COUNTER node**

```plaintext
node COUNTER (init, incr: int; X, reset: bool) returns (N: int);
var PN: int;
let
  PN = init \rightarrow \text{pre } N;
  N =
    \text{if } reset \text{ then } init \\
    \text{else if } X \text{ then } PN + incr \\
    \text{else } PN;
```

This node can be used to define, e.g., the sequence of odd integers:

\[
\text{odds} = \text{COUNTER } (0,2,\text{true},\text{false});
\]

or the sequence of integers modulo 10:

\[
\text{mod10} = \text{COUNTER } (0,1,\text{true},\text{reset});
\]

\[
\text{reset} = \text{true } \rightarrow \text{pre } (\text{mod10}) = 9;
\]
Our next example involves real values. Let $f$ be a real function of time, that we want to integrate using the trapezoid method. The program receives two real-valued flows $F$ and $STEP$, such that

$$F_n = f(x_n) \quad \text{and} \quad x_{n+1} = x_n + \text{STEP}_{n+1}$$

It computes a real-valued flow $Y$, such that

$$Y_{n+1} = Y_n + (F_n + F_{n+1}) \times \text{STEP}_{n+1}/2$$

The initial value of $Y$ is also an input parameter:

**Example 7  The integrator node**

```
node integrator(F,STEP,init: real) returns (Y: real);
let
  Y = init -> pre(Y) + ((F + pre(F)) * STEP)/2.0;
tel
```

One can try to connect two such integrators in loop to compute the functions $\sin(\omega t)$ and $\cos(\omega t)$ in a simple-minded way:

**Example 8  The buggy sincos node**

```
-- there is a loop !
node sincos(omega:real) returns (sin, cos: real);
let
  sin = omega * integrator(cos,0.1,0.0);
  cos = omega * integrator(-sin,0.1,1.0);
tel
node integrator(F,STEP,init: real) returns (Y: real);
let
  Y = init -> pre(Y) + ((F + pre(F)) * STEP)/2.0;
```

Called on this program, the compiler would complain that there is a deadlock. As a matter of fact, the variables $\sin$ and $\cos$ instantaneously depend on each other, i.e., the computation of the $n$th value of $\sin$ needs the $n$th value of $\cos$, and conversely. We have to cut the dependence loop, introducing a “pre” operator:
Example 9 The sincos node

```plaintext
--
node sincos(omega : real) returns (sin, cos: real);
var pcos, psin: real;
let
    pcos = 1.0 fby(cos);
    psin = 0.0 fby sin;
    sin = omega * integrator(pcos, 0.1, 0.0);
    cos = omega * integrator(-psin, 0.1, 1.0);
let
node integrator(F, STEP, init: real) returns (Y: real);
let
    Y = init -> pre(Y) + ((F + pre(F)) * STEP) / 2.0;
```

1.2.3 Multiple Equation

The node sincos above does not work very well, but it is interesting since it returns more than one output. To call such a node, LUSTRE allows multiple definitions to be written. Let s, c, omega be three real variables, then

```
(s, c) = sincos(omega);
```

is a correct LUSTRE equation, defining s and c to be, respectively, the first and the second result of the call.

So, the left-hand side of an equation can be a list of variables. The right hand side of such a multiple definition must denote a corresponding list of expressions, of suitable types. It can be

- a call to a node returning several outputs
- an explicit list
- the application of a polymorphic operator to a list

For instance, the equation

```
(min, max) = if a < b then (a, b) else (b, a);
```

directly defines min and max to be, respectively, the least and greatest value of a and b.
1.2.4 Clocks

Let us consider the following control device: it receives a signal “set”, and returns a Boolean “level” that must be true during “delay” cycles after each reception of “set”. The program is quite simple:

**Example 10 The STABLE node**

```plaintext
node STABLE (set: bool; delay: int) returns (level: bool);
var count: int;
let
    level = (count > 0);
    count =
        if set then delay
        else if false -> pre(level) then pre(count)-1
        else 0;
    tel
```

Now, suppose we want the “level” to be high during “delay” seconds, instead of “delay” cycles. The “second” will be provided as a Boolean input “second”, true whenever a second elapses. Of course, we can write a new program which freezes the counter whenever the “second” is not there:

**Example 11 The TIME_STABLE1 node**

```plaintext
node TIME_STABLE1(set,second:bool; delay:int) returns (level:bool);
var count: int;
let
    level = (count > 0);
    count =
        if set then delay
        else if second then
            if false -> pre(level) then pre(count)-1
            else 0
        else (0 -> pre(count));
    tel
```

We can also reuse our node “STABLE”, calling it at a suitable clock, by filtering its input parameters. It consists of changing the execution cycle of the node, activating it only at some cycles of the calling program. For the delay to be counted in seconds, the node “STABLE” must be activated only when either a “set” signal or a “second” signal occurs. Moreover, it must be activated at the initial instant, for initialization purposes. So the activation clock is
ck = true -> set or second;

Now a call “STABLE((set,delay) when ck)” will feed an instance of “STABLE” with rarefied inputs, as shown by the following table:

<table>
<thead>
<tr>
<th>(set,delay) when ck</th>
<th>(s₁,d₁)</th>
<th>(s₂,d₂)</th>
<th>(s₃,d₃)</th>
<th>(s₄,d₄)</th>
<th>(s₅,d₅)</th>
<th>(s₆,d₆)</th>
<th>(s₇,d₇)</th>
</tr>
</thead>
<tbody>
<tr>
<td>ck true</td>
<td>true</td>
<td>false</td>
<td>true</td>
<td>true</td>
<td>true</td>
<td>true</td>
<td>false</td>
</tr>
<tr>
<td>(s₁,d₁)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

According to the data-flow philosophy of the language, this instance of “STABLE” will have a cycle only when getting input values, i.e., when ck is true. As a consequence, the inside counter will have the desired behavior, but the output will also be delivered at this rarefied rate. In order to use the result, we have first to project it onto the clock of the calling program. The resulting node is

**Example 12 The TIME_STABLE node**

```plaintext
define TIME_STABLE(set, second: bool; delay: int) returns (level: bool);
var ck: bool;
define let level = current(STABLE((set,delay) when ck));
define ck = true -> set or second;
define tel

define node STABLE (set: bool; delay: int) returns (level: bool);
var count: int;
define let level = (count > 0);
define count = if set then delay else if false -> pre(level) then pre(count)-1 else 0;
define tel
```

Here is a simulation of this node:

<table>
<thead>
<tr>
<th>(set,delay) when ck</th>
<th>(tt,2)</th>
<th>(ff,2)</th>
<th>(ff,2)</th>
<th>(ff,2)</th>
<th>(ff,2)</th>
<th>(ff,2)</th>
<th>(tt,2)</th>
<th>(ff,2)</th>
</tr>
</thead>
<tbody>
<tr>
<td>ck</td>
<td>ff</td>
<td>ff</td>
<td>tt</td>
<td>ff</td>
<td>tt</td>
<td>ff</td>
<td>tt</td>
<td>ff</td>
</tr>
<tr>
<td>(tt,2)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Here is a simulation of this node:
Chapter 2

Lustre Core

2.1 Notations

In the remaining of the document, we use the following notations: The wave arrow \( \Rightarrow \) means that expression evaluates into. Grammar rule are given using an extended BNF notation, where non-terminals are written \( \langle \text{like this} \rangle \) and terminals “\text{}like that”.

2.2 Lexical aspects

- One-line comments start with `--` and stop at the the end of the line.
- Multi-line comments start with `(*` and end at the next following `*`). Multi-line comments cannot be nested.
- \text{}
- \text{}

2.3 Pragmas

A pragma is either empty, or an arbitrary string between “\%” (no “\%” inside the string, or some escape to be defined), or a list of such things:

\[
\langle P \rangle ::= \left( \text{“\%”} \langle \text{string} \rangle \text{“\%”} \right)^* \]

Example 13 Pragmas

\% foo.lus:42:1%
2.4 Identifiers

Entities are generally referred to through identifiers, but they can also depend on a package instance (like in BIN8::binary). So we distinguish between \( \langle \text{Ident} \rangle \), and \( \langle \text{Identifier} \rangle \):

\[
\langle \text{Identifier} \rangle ::= \langle \text{Ident} \rangle | \langle \text{Ident} \rangle :: \langle \text{Ident} \rangle
\]

2.5 Types

\[
\langle \text{Type Decl} \rangle ::= \text{"type" } \langle \text{Ident} \rangle + \langle P \rangle ;
\]

\[
\langle \text{Type} \rangle ::= \langle \text{Ident} \rangle | \langle \text{Record Type} \rangle | \langle \text{Array Type} \rangle | \langle \text{Enum Type} \rangle
\]

\[
\langle \text{Record Type} \rangle ::= \text{"struct" } \{ \langle \text{Field List} \rangle \}
\]

\[
\langle \text{Field List} \rangle ::= \langle \text{Field} \rangle | \langle \text{Field} \rangle , \langle \text{Field List} \rangle
\]

\[
\langle \text{Field} \rangle ::= \langle \text{Ident} \rangle :: \langle \text{Type} \rangle
\]

\[
\langle \text{Array Type} \rangle ::= \langle \text{Type} \rangle ^ {\langle \text{Expression} \rangle}
\]

\[
\langle \text{Enum Type} \rangle ::= \text{"enum" } \{ \langle \text{Ident List} \rangle \}
\]

Example 14 Type Declarations

```plaintext
type alias = int;
type pair = struct { a:int; b:int };
type color = enum { blue, white, black };

node type_decl(i1, i2: int) returns (x: pair);
let
    x= pair {a=i1; b=i2};
tel
```

2.6 Constants and Variables

\[
\langle \text{Const Decl} \rangle ::= \text{"const" } (\langle \text{One Const Decl} \rangle)^+
\]

\[
\langle \text{One Const Decl} \rangle ::= \langle \text{Ident List} \rangle ; "." \langle \text{Type} \rangle \langle P \rangle ;
\]

\[
\langle \text{Ident List} \rangle ::= \langle \text{Ident} \rangle | \langle \text{Ident} \rangle , \langle \text{Ident List} \rangle
\]

Example 15 Constant Declarations

```plaintext
const x,y,z : int; verbose = true; pi:real = 3.14159265359;
```
2.7 Functions and Nodes

The main way of structuring Lustre equations is via nodes. A memoryless node can be declared a function. A Lustre node is made of an interface (input/output declarations) and a set of equations defining the outputs.

Example 16 Node

```plaintext
node sum(A:int) returns (S:int)
let
  S=A+(0->pre(S));
tel

function plus(A,B:int) returns (X:int)
let
  X=A+B;
tel
```

Functions and nodes can be extern, in which case they should be preceded by the `extern` keyword, and have an empty body. Of course if an extern entity is declared as a function while it has memory, the behavior of the whole program is unpredictable.

Example 17 Extern Nodes

```plaintext
extern node foo_with_mem(A:int, B:bool, C: real) returns (X:int, Y: real);
extern function sin(A:real) returns (sinx: real);
```

Extern nodes that performs side-effects should be declared as unsafe. A node that uses unsafe node is unsafe (a warning is emitted if a node is unsafe while it is not declared as such).
Example 18 Unsafe Nodes

```luster
unsafe extern node rand() returns (R: real);
unsafe node randr(r:real) returns (R: int);
let
  R = r*rand();
tel
```

2.8 Equations

```luster
⟨Equation_List⟩ ::= ⟨Eq_or_Ast⟩ | ⟨Eq_or_Ast⟩ ⟨Equation_List⟩
⟨Eq_or_Ast⟩ ::= ⟨Equation⟩ | ⟨Assertion⟩
⟨Equation⟩ ::= ⟨Left_Part⟩ “=” ⟨Right_Part⟩ ⟨P⟩ “;”
⟨Left_Part⟩ ::= “(” ⟨Left_List⟩ “)” | ⟨Left_List⟩
⟨Left_List⟩ ::= ⟨Left⟩ (“,” ⟨Left⟩)*
⟨Left⟩ ::= ⟨Identifier⟩ | ⟨Left⟩ ⟨Selector⟩
⟨Selector⟩ ::= “.” ⟨Ident⟩ | “[” ⟨Expression⟩ [ ⟨SelTrancheEnd⟩ ] “]”
⟨SelTrancheEnd⟩ ::= “..” ⟨Expression⟩
⟨Assertion⟩ ::= “assert” ⟨Expression⟩ ⟨P⟩ “;”
```

Example 19 Equations

```luster
... x = a[2]; -- accessing an array slice = a[2..5] -- get an array slice (i.e., a sub array) ...
```

2.9 Assertions

Example 20 Assertions

```luster
node divide(i1,i2:int) returns (res:int);
let
  assert(i2<>0);
  o = i1/i2;
tel
```

Assertions takes boolean expressions. Tools that parse lustre program can use it (or ignore it). For instance, the Lesar model-checker uses them to cut some some paths in the state graph. Lustre interpreters generate a warning when an assertion is violated.
2.10 Expressions

Lustre is a data-flow language: each variable or expression denotes a infinite sequence of values, i.e., a stream. All values in a stream are of the same data type, which is simply called the type of the stream. A variable $X$ of type $\tau$ represents a sequence of values $X_i \in \tau$ with $i \in \mathbb{N}$.

For instance, the predefined constant $true$ denotes the infinite sequence of Boolean values $(true, true, \ldots)$, and the integer constant 42 denotes the infinite sequence $(42, 42, \ldots)$.

Three predefined types are provided: Boolean, integer and real. All the classical arithmetic and logic operators over those types are also predefined. We say that they are combinationnal in the sense that they are operating pointwise on streams.

Example 21 Expressions

$X + Y$ denotes the stream $(X_i + Y_i)$, with $i \in \mathbb{N}$.
$Z = X + Y$ defines the stream $Z$ from the streams $X$ and $Y$.

\[
\langle Expression\rangle \ ::= \ \langle Identifier\rangle \\
\quad \ | \ \langle Value\rangle \\
\quad \ | \ \langle Record\_Exp\rangle \\
\quad \ | \ \langle Array\_Exp\rangle \\
\quad \ | \ \langle Unary\rangle \langle Expression\rangle \\
\quad \ | \ \langle Expression\rangle \langle Binary\rangle \langle Expression\rangle \\
\quad \ | \ \langle Nary\rangle \langle Expression\rangle \\
\quad \ | \ \langle if\rangle \langle Expression\rangle \langle then\rangle \langle Expression\rangle \langle else\rangle \langle Expression\rangle \\
\quad \ | \ \langle Call\rangle \\
\quad \ | \ \langle Expression\rangle \langle Selector\rangle \\
\]

\[
\langle Expression\_List\rangle \ ::= \ \langle Expression\rangle \ | \ \langle Expression\rangle \langle ,\rangle \langle Expression\_List\rangle \\
\]

\[
\langle Record\_Exp\rangle \ ::= \ \langle Ident\rangle \{ \langle Field\_Exp\_List\rangle \langle \rangle \} \\
\]

\[
\langle Field\_Exp\_List\rangle \ ::= \ \langle Field\_Exp\rangle \ | \ \langle Field\_Exp\rangle \langle ;\rangle \langle Field\_Exp\_List\rangle \\
\]

\[
\langle Field\_Exp\rangle \ ::= \ \langle Ident\rangle \langle =\rangle \langle Expression\rangle \\
\]

\[
\langle Array\_Exp\rangle \ ::= \ \langle [\rangle \langle Expression\_List\rangle \langle ]\rangle \ | \ \langle Expression\rangle \langle ^\rangle \langle Expression\rangle \\
\]

\[
\langle Call\rangle \ ::= \ \langle User\_Op\rangle \langle P\rangle \langle (\rangle \langle Expression\_List\rangle \langle )\rangle \\
\]

\[
\langle User\_Op\rangle \ ::= \ \langle Identifier\rangle \\
\quad \ | \ \langle Iterator\rangle \langle \langle User\_Op\rangle \langle ,\rangle \langle Expression\rangle \rangle \rangle \\
\]

\[
\langle Iterator\rangle \ ::= \ \langle map\rangle \ | \ \langle red\rangle \ | \ \langle fill\rangle \ | \ \langle fillred\rangle \ | \ \langle boolred\rangle \\
\]
### Example 22 Array Expressions

```plaintext
array2 = [1,2];
array10 = 42^10;
array12 = array2 | array10; -- concat
slice = array12[1..10]; -- slice
array_sum = map<<+, 10>>(array10,slice);
max_elt = red<<max, 10>>(array_sum)
```

### Example 23 Struct Expressions

```plaintext
type Toto = struct
  x : int = 1;
y : int = 2;
;
[^...^]
s = Toto x = 12; y = 13 ;
s = Toto s with x = 42 ;
x = s.x + ns.y;
```

### 2.11 Combinational operators

An operator is a predefined Lustre node.

```plaintext
⟨Unary⟩ ::= “-” | “not”
⟨Binary⟩ ::= “+” | “-” | “*” | “/” | “div” | “mod”
              | “>” | “<” | “>=” | “<=” | “<>” | “=”
⟨Nary⟩ ::= “#” | “nor”
```

### 2.12 Temporal operators

In addition to the combinationnal operators, Lustre provides a delay (pre) and an initialization operator (->).

```plaintext
⟨Unary⟩ ::= “pre” | “current”
⟨Binary⟩ ::= “->” | “when” | “fby”
```
Example 24  Temporal operators

The equation

\[ pX = 0 \rightarrow \text{pre}(X) + 1; \quad \text{-- or } \text{pre } X + 1 \]
\[ pY = 0 \text{ fby } Y + 1; \quad \text{-- or } 0 \text{ fby}(y)+1 \]

defines X and Y as the stream (0,1,2,3, ...)

Example 25  Operators

\[ X_{\text{on } c} = X \text{ when } C; \]
\[ \text{curr}_{X_{\text{on base}}} = \text{current}(X_{\text{on } C}); \]

2.13  Operators Priority

The list below shows the relative precedences and associativity of operators. The constructions with lower precedence come first.

- “else”
- “->”
- “=>” (right associative)
- “or” “xor”
- “and”
- “<” “<=” “=” “>” “>=” “<>”
- “not”
- “+” “-” (left associative)
- “*” “/” “\%” “mod” “div” (left associative)
- “when”
- “-” (unary minus) “pre” “current”
2.14 Clocks

It also provides a notion of clock, with a sampling operator (\texttt{when}) and a dual projection operator \texttt{current}.

\begin{verbatim}
Example 26 An example illustrating the use of clocks (cf Section 1.2.4)

node TIME_STABLE(set, second: bool; delay: int) returns (level: bool); var ck: bool;
let
  level = current(STABLE((set,delay) when ck));
  ck = true  ->  set or second;
tel
node STABLE (set: bool; delay: int) returns (level: bool);
var count: int;
let
  level = (count > 0);
  count = if set then delay else if false -> pre(level) then pre(count)-1 else 0;
tel
\end{verbatim}

2.15 Abstract types

At last, complex data types and functions are handled via a mechanism of \textit{abstract types} (also called \textit{imported types}). An imported type is defined as a simple name. Abstract constants and function manipulating such types can be declared. The way those external items are effectively launched from a Lustre program depends on the back-ends of the compiler.

2.16 Programs

A Lustre-core program is a set of constant, types, function and node Declarations.
Chapter 3
Lustre V6

In this chapter, we present the Lustre V6 specific features, that are not part of the basic Lustre. In Section 3.1 we introduce the Lustre V6 Structured data types (records, enumerations, arrays). In Section 3.2 we introduce array iterators. In Section 3.4 we introduce The Lustre V6 package system which aims at introduced a new level of structuration and modularity as well as namespace facilities. In Section 3.5 we provide the predefined entities (constant, type, operator and package) of Lustre V6. In Section A.1 we provide the Lustre V6 syntax rules. In Section 3.7 we provide a complete and commented program example.

3.1 User-defined data types

Structured data types are introduced in Lustre V6. We give an informal description of them in this Section. The syntax for their declaration and used is provided in Section A.1.

Enumerations. Enumerations are similar to enumerations in other languages.

Example 27 Enumerations

type color1 = enum { blue, white, black };
type color2 = enum { green, orange, yellow };

node enum0(x: color1) returns (y: color2);
let
  y = if x = blue then green else if x = white then orange else yellow;
end

Records. The declaration of a structured type is (semantically) equivalent to the declaration of an abstract type, a collection of field-access functions, and a constructor function.
Example 28  Records

```plaintext
type complex = { re : real ; im : real };

const j = { re = -sqrt(3)/2; im = sqrt(3)/2 }; -- a complex constant

node get_im(c:complex) returns (x:real) ;
let
  x = c.im;
end
```

Arrays. Here are a few examples of array declarations and definitions.

Example 29  Arrays

```plaintext
type matrix_3_3 = int ^ 3 ^ 3 ; -- to define a type matrix of integers
const m1 = 0 ^ 3 ^ 3; -- a constant of type matrix_3_3
const m2 = [1,2,3] ^ 3; -- another constant
const sm1 = m2[2] -- a constant of type int^3 (⇝ [1,2,3])
```

TO DO !!!slices

### 3.2 Array iterators

One the main novelty of Lustre-V6 is to provide a (restricted) notion of higher-order programming by defining array iterators to operate over arrays. Iterators replace the use of Lustre V4 homomorphic extension [?].

Using node expressions. In Lustre V6, a node denotation is not necessarily a simple identifier, since a node can be “built” by instantiating an iterator with static arguments. A node expression is then defined by:
A static argument may be a statically evaluable expression (with the restriction that it can be statically evaluated), or a node expression as defined below. With some restrictions, it is also possible to use the “usual denotation” of the predefined operators (like +, >= etc). See ?? for a complete discussion on the use of predefined operators.

The semantics of iterators are presented in the sequel.

Using node expressions. The rules presented here complete the basic ones (chapter ??).

Node expressions can be used as static parameters (see above), in value expressions:

\[
\text{val-exp ::= node-exp (val-exp\{,val-exp\}^+)}
\]

Node expressions can also be used to define a node:

\[
\langle \text{node-def} \rangle ::= \langle \text{node} \rangle \langle \text{id} \rangle = \langle \text{node-exp} \rangle ;
\]

3.2.1 From scalars to arrays: fill

The fill iterator transforms a scalar-to-scalar node into a scalar-to-array node. The node argument must have a single input (input accumulator), a first output of the same type (output accumulator), and at least one another output.

The figure 3.1 shows the data-flow scheme of the fill iterator.

\[\text{Definition 1: fill}^{27}\]

For any integer constant \(n\) and any node \(N\) of type:

\[
\tau \rightarrow \tau \times \theta_1 \times \cdots \times \theta_{\ell},
\]

\(\text{fill}<<\text{N}; n>>\) denotes a node of type:

\[
\tau \rightarrow \tau \times \theta_1^n \times \cdots \times \theta_{\ell}^n
\]

such that

\[
(a_{\text{out}}, Y_1, \cdots, Y_{\ell}) = \text{fill}<<\text{N}; n>>(a_{\text{in}})
\]

if and only if, \(\exists a_0, \cdots a_n\) such that \(a_0 = a_{\text{in}}, a_n = a_{\text{out}}\) and

\[
\forall i = 0 \cdots n - 1, (a_{i+1}, Y_1[i], \cdots, Y_{\ell}[i]) = N(a_i)
\]
Example 30 fill

\[
\text{fill}^{<\text{incr}; 4>}(0) \leadsto (4, [0,1,2,3])
\]

with:

\[
\begin{align*}
\text{node incr}(\text{ain} : \text{int}) & \text{ returns } (\text{aout}, \text{z} : \text{int}) \\
\text{let} & \\
\text{z} & = \text{ain} \\
\text{aout} & = \text{ain} + 1 \\
\text{tel}
\end{align*}
\]

3.2.2 From arrays to scalars: red

The red iterator transforms a scalar-to-scalar node into an array-to-scalar node. The node argument must have a single output, a first input of the same type, and at least another input.

The figure 3.2 shows the data-flow scheme of the reduce iterator.

Figure 3.1: A node $N$ (1 input, 1+2 outputs), and the node $\text{fill}^{<N; 4>}$

Figure 3.2: A node $N$ (1+3 inputs, 1 output), and the node $\text{red}^{<N; 4>}$
Definition 2: \textit{red}

For any integer constant \( n \) and any node \( N \) of type:

\[
\tau \times \tau_1 \times \cdots \times \tau_k \rightarrow \tau,
\]

\( \text{red}<<N; n>> \) denotes a node of type:

\[
\tau \times \tau_1^n \times \cdots \times \tau_k^n \rightarrow \tau
\]
such that

\[
a_{\text{out}} = \text{red}<<N; n>>(a_{\text{in}}, x_1, \ldots, x_k)
\]

if and only if, \( \exists a_0, \ldots, a_n \) such that \( a_0 = a_{\text{in}}, a_n = a_{\text{out}} \) and

\[
\forall i = 0, \ldots, n-1, a_{i+1} = N(a_i, x_1[i], \ldots, x_k[i])
\]

Example 31 \textit{red}

\[\text{red}<<+; 3>>(0, [1,2,3]) \Rightarrow 6\]

3.2.3 From arrays to arrays: \textit{fillred}

The \textit{fillred} iterator generalizes the \textit{fill} and the \textit{red} ones. It maps a scalar-to-scalar node into a “scalar and array”-to-“scalar and array” node. The node argument must have a (first) input and a (first) output of the same type, and at least one more input and one more output. The degenerated case with no other input (resp. output) corresponds to the \textit{fill} (resp. \textit{red}) iterators.

The Figure 3.3 shows the data-flow scheme of the \textit{fillred} iterator.

![Figure 3.3: A node \( N \) (1+3 inputs, 1+2 outputs), and the node \(+\text{fillred}<<N; 4>>\)](image)

Definition 3: \textit{fillred}

For any integer constant \( n \) and any node \( N \) of type:

\[
\tau \times \tau_1 \times \cdots \times \tau_k \rightarrow \tau \times \theta_1 \times \cdots \times \theta_\ell,
\]

where \( k \) and \( \ell \geq 0; \text{fillred}<<N; n>> \) denotes a node of type:

\[
\tau \times \tau_1^n \times \cdots \times \tau_k^n \rightarrow \tau \times \theta_1^n \times \cdots \times \theta_\ell^n
\]
such that

\[
(a_{\text{out}}, y_1, \ldots, y_\ell) = \text{fillred}<<N; n>>(a_{\text{in}}, x_1, \ldots, x_k)
\]

if and only if, \( \exists a_0, \ldots, a_n \) such that \( a_0 = a_{\text{in}}, a_n = a_{\text{out}} \), and

\[
\forall i = 0, \ldots, n-1, (a_{i+1}, y_1[i], \ldots, y_\ell[i]) = N(a_i, x_1[i], \ldots, x_k[i])
\]
A classical example is the binary adder, obtained by mapping the “full-adder”. The unsigned sum $Z$ of two bytes $X$ and $Y$, and the corresponding overflow flag can be obtained by:

$$(\text{over, } Z) = \text{fillred}<<\text{fulladd}, 8>>(\text{false, } X, Y)$$

where:

node fulladd(cin, x, y : bool) returns (cout, z : bool);

let

$z = \text{cin xor } x \text{ xor } y$;

$\text{cout} = \text{if } \text{cin} \text{ then } x \text{ or } y \text{ else } x \text{ and } y$;

tel

### 3.2.4 From arrays to arrays, without an accumulator: map

The map iterator transforms a scalar-to-scalar node into an array-to-array node. The figure 3.4 shows the data-flow scheme of the map iterator.

![Figure 3.4: A node $N$ (3 inputs, 2 outputs), and the node $\text{map}<<N; 4>>$](image)

**Definition 4: map**

For any integer constant $n$ and any node $N$ of type:

$$\tau_1 \times \ldots \times \tau_k \rightarrow \theta_1 \times \ldots \times \theta_\ell,$$

$\text{map}<<N; n>>$ denotes a node of type:

$$\tau_1^n \times \ldots \times \tau_k^n \rightarrow \theta_1^n \times \ldots \times \theta_\ell^n$$

such that

$$\langle Y_1, \ldots, Y_\ell \rangle = \text{map}<<N; n>>(X_1, \ldots, X_k)$$

if and only if

$$\forall i = 0 \ldots n - 1, \langle X_1[i], \ldots, X_\ell[i] \rangle = N(X_1[i], \ldots, X_k[i])$$

**Example 33 map**

$\text{map}<<+; 3>>([1,0,2],[3,6,-1]) \leadsto [4,6,1]$
3.2.5 From Boolean arrays to Boolean scalar: boolred

**Definition 5: boolred**

This iterator has 3 integer static input arguments:

```plaintext
boolred<i; j; k>
```

such that \(0 \leq i \leq j \leq k\) and \(k > 0\).

It denotes a combinational node whose profile is \(bool^k \rightarrow bool\), and whose semantics is given by: the output is true if and only if at least \(i\) and at most \(j\) elements are true in the input array.

Note that this iterator can be used to implement efficiently the diese and the nor operators:

**Example 34 boolred**

```plaintext
#(a1, ..., an) ⇝ boolred<<0,1,n>>(a1, ..., an)
nor(a1, ..., an) ⇝ boolred<<0,0,n>>(a1, ..., an)
```

3.2.6 Lustre iterators versus usual functional languages ones.

Note that those iterators are more general than the ones usually provided in functional language libraries. Indeed, the arity of the node is not fixed. For example, in a usual functional language, you would have `map` and `map2` with the following profile:

```plaintext
map : ('a -> 'b) -> (a' array) -> (b' array)
map2 : ('a -> 'b -> 'c) -> (a' array) -> (b' array) -> (c' array)
```

whereas the `map` iterator we define here would have the following profile in the functional programming world:

```plaintext
mapn : ('a1 -> 'a2 -> ... -> 'an) -> (a1' array) -> (a2' array) -> ... -> (an' array)
```

Note that it even not possible to give a milner-style type to describe this iterator. Indeed, the type of the node depends on the size of the array; it would therefore require a dependant-type system.
3.3 Parametric nodes

Node can be parametrised by constants, types, and nodes.

**Example 35 Parametric Node**

```plaintext
node mk_tab<<type t; const init: t; const size: int>>
  (a:t) returns (res: t^size);
let
  res = init ^ size;
tel
node tab_int3 = mk_tab<<int, 0, 3>>;
node param_node2 = mk_tab<<bool, true, 4>>;
```

**Example 36 Parametric Node**

```plaintext
node toto_n<<
  node f(a, b: int) returns (x: int);
  const n : int
<<(a: int) returns (x: int^n);
var v : int;
let
  v = f(a, 1);
x = v ^ n;
tel
node param_node = toto_n<<Lustre::iplus, 3>>;
```

Nodes can even be defined recursively using the “with” construct.

**Example 37 Recursive Node**

```plaintext
node consensus<<const n : int>>(T: bool^n)
returns (a: bool);
let
  a = with (n = 1) then T[0]
  else T[0] and consensus << n-1 >> (T[1 .. n-1]);
tel
node consensus2 = consensus<<8>>;
```
### 3.4 Packages and models

A lustre V6 program is a list of packages, models (generic packages), and model instances.

Basic lustre programs are still accepted by the lustre V6 compiler, which consider implicitly that a program without package annotations:

- uses no other package
- provides all the package parameters it defines
- is part of a package that is made of the file name

\[
\langle \text{Program} \rangle ::= (\langle \text{Package} \rangle \mid \langle \text{Model} \rangle \mid \langle \text{Model\_Instance} \rangle )^* 
\]

A package is made of:

- a header, which gives the name of the package, the entities exported by the package, and the packages and models used by the package;
- and an optional body which consists of the declarations of the entities defined by the package. When the body is not given, the package is external.

\[
\begin{align*}
\langle \text{Package} \rangle & ::= \langle \text{Package\_Header} \rangle \ [ \langle \text{Package\_Body} \rangle \ ] \ "\text{end}"
\langle \text{Package\_Header} \rangle & ::= \ "\text{package}" \ \langle \text{Ident} \rangle \ \langle \text{P} \rangle \\
& \ [ \ "\text{uses}" \ \langle \text{Ident\_List} \rangle \ ] \\
& \ "\text{provides}" \ \langle \text{Package\_Params} \rangle \\
\langle \text{Package\_Params} \rangle & ::= (\langle \text{Package\_Param} \rangle)^+
\langle \text{Package\_Param} \rangle & ::= "\text{const}" \ \langle \text{Ident} \rangle \ ";" \ \langle \text{Type\_Identifier} \rangle \ \langle \text{P} \rangle \ ";" \\
& \ "\text{type}" \ \langle \text{Type\_Ident\_List} \rangle \ \langle \text{P} \rangle \ ";" \\
& \ \langle \text{Function\_Header} \rangle \\
& \ \langle \text{Node\_header} \rangle \\
\langle \text{Type\_Identifier} \rangle & ::= \langle \text{Identifier} \rangle \\
\langle \text{Type\_Ident\_List} \rangle & ::= \langle \text{Ident} \rangle \ ";" \ | \ \langle \text{Ident} \rangle \ ";" \ \langle \text{Type\_Ident\_List} \rangle
\end{align*}
\]

The output parameters of packages can be constants, types, nodes, or functions.
Example 38  Package

```plaintext
package pack
  uses pack1, pack2;
  provides
    const pi,e:real;
    type t1,t2;
    function cos(x:real) returns (y:real);
    node rising_edge(x:bool) returns (re:bool);
  body
    ...
end
```

Example 39

```plaintext
package complex
  provides
    type t; -- Encapsulation
    const i:t;
    node re(c: t) returns (r:real);
  body
    type t = struct { re : real ; im : real };
    const i:t = t { re = 0. ; im = 1. };
    node re(c: t) returns (re:real);
    let re = c.re; tel;
    node complex = re;
end
```

A model has an additional section (needs ...) in its header which declares the formal parameters of the model. A model is somehow a parametric package.

```
⟨Model⟩ ::= ⟨Model_Header⟩ [ ⟨Body⟩ ] “end”
⟨Model_Header⟩ ::= “model” ⟨Ident⟩ ⟨P⟩
               [ “uses” ⟨Ident_List⟩ ]
               “needs” ⟨Package_Params⟩
               “provides” ⟨Package_Params⟩
```
A *model instance* defines a package as an instance of a model by providing input parameters. It declares the list of packages it uses. It provides all objects exported by the model and its effective parameters.

The user decide which node is the main one at compile time, following the Lustre V4 tradition. For example the node bar of package p in file foo.lus will be used as main node if the following command is launched: `lv6 foo.lus -main p::bar`.

Here is how to obtain packages by instanciating the model given in Example 40:

```plaintext
package model_instance_examle_bool is model_example(t=bool,pi=3.14);
package model_instance_examle_int is model_example(t=int,pi=3.14);
```

In this way, `model_instance_examle_bool` is a package that provides the node:

```plaintext
n(init, in : bool) returns (res : bool)
```
3.4.1 Package body

\[
\text{(Package\_Body)} ::= \text{["body"] } \text{(Entity\_Decl)}^+
\]
\[
\text{(Entity\_Decl)} ::= \text{(Const\_Decl)}
\]
\[
\quad | \text{(Type\_Decl)}
\]
\[
\quad | \text{(Model\_Instance)}
\]
\[
\quad | \text{(Function\_Decl)}
\]
\[
\quad | \text{(Node\_Decl)}
\]
3.5 Predefined entities

A package is a set of definitions of entities: types, constants and operators (nodes or functions).

A model can have as parameters a type, a constant, or a node.
### 3.6 The Merge operator

**Example 43 The Merge operator**

```plaintext
type piece = enum { Pile, Face, Tranche };  
node test_merge(clk: piece; i1, i2, i3 : int)  
returns (y: int);  
let  
y = test_merge_clk(clk, i1 when Pile(clk),  
    i2 when Face(clk),  
    i3 when Tranche(clk));  
tel
node test_merge_clk(clk: piece;  
i1 : int when Pile(clk) ;  
i2 : int when Face(clk);  
i3 : int when Tranche(clk))  
returns (y: int);  
let  
y = merge clk  
    ( Pile -> (0->i1))  
    ( Face -> i2)  
    ( Tranche -> i3);  
tel
node merge_bool_alt(clk : bool ;  
i1 : int when clk ;  
i2 : int when not clk)  
returns (y: int);  
let  
y = merge clk (true -> i1) (false-> i2);  
tel
node merge_bool_ter(clk : bool ;  
i1 : int when clk ;  
i2 : int when not clk)  
returns (y: int);  
let  
y = merge clk (false-> i2) (true -> i1) ;  
tel
```

<table>
<thead>
<tr>
<th>clk</th>
<th>Pile</th>
<th>Pile</th>
<th>Face</th>
<th>Tranche</th>
<th>Pile</th>
<th>Face</th>
</tr>
</thead>
<tbody>
<tr>
<td>i1</td>
<td>1</td>
<td>2</td>
<td>1</td>
<td>1</td>
<td>3</td>
<td>2</td>
</tr>
<tr>
<td>i2</td>
<td>1</td>
<td>2</td>
<td>1</td>
<td>1</td>
<td>3</td>
<td>2</td>
</tr>
<tr>
<td>i3</td>
<td>1</td>
<td>2</td>
<td>1</td>
<td>1</td>
<td>3</td>
<td>2</td>
</tr>
<tr>
<td>y</td>
<td>1</td>
<td>2</td>
<td>1</td>
<td>1</td>
<td>3</td>
<td>2</td>
</tr>
</tbody>
</table>
3.7 A complete example

Example 44 Detecting the stability of a flow

-- Time-stamp: <modified the 18/12/2017 (at 15:20) by Erwan Jahier>
-- Computes the speed (of some vehicle with wheels) out of 2 sampled inputs:
-- + Rot, true iff the wheel has performed a complete rotation
-- + Tic, true iff some external clock has emitted a signal indicating that
-- some constant amount of time elapsed (e.g., 100 ms)
--
-- This example was inspired from a real program in a train regulating system
const period = 0.1; -- in seconds
const wheel_girth = 1.4; -- in meter
const size = 20; -- size of the sliding window used to compute the speed
node compute_speed(Rot, Tic: bool) returns (Speed:real);
var d,t,dx,tx:real;
let
  dx = if Rot then wheel_girth else 0.0;
  tx = if Tic then period else 0.0;
  d = sum<<size,0.0>>(dx);
  t = sum<<size,period>>(tx);
-- the speed is actually the average speed during the last "size*period" seconds
  Speed = (d/t);
-- nb : yes there can be some division by zero! For instance if the vehicle
-- overtakes the speed of size*wheel_girth/period
-- (i.e., with size=20, period=0.1, wheel_girth=1.4, if the speed is > 1008km/h)
-- This means that for high-speed vehicle, one needs to increase "size".

node speed(Rot, Tic: bool) returns (Speed:real);
var
  TicOrRot : bool;
  NewSpeed : real when TicOrRot;
let
  TicOrRot = Tic or Rot;
  NewSpeed = compute_speed(Rot when TicOrRot, Tic when TicOrRot);
  Speed = current(NewSpeed);

node sum<<const d: int; const init:real>>>(s: real) returns (res:real);
var
  a,pre_a: real^d; -- circular array
  i: int;
let
  i = 0 fby i + 1;
  pre_a = (init^d) fby a;
  a = assign<<d>>>(s, i mod d, pre_a);
  res =red<<+; d>>>(0.0, a);

-- assign the jth element of an array to a value. v.(j) <- i

node sum<<const d: int; const init:real>>>(s: real) returns (res:real);
var
  a,pre_a: real^d; -- circular array
  i: int;
let
  i = 0 fby i + 1;
  pre_a = (init^d) fby a;
  a = assign<<d>>>(s, i mod d, pre_a);
  res =red<<+; d>>>(0.0, a);

-- assign the jth element of an array to a value. v.(j) <- i
Appendix A

A.1 The syntax rules summary

\[
\langle P \rangle ::= \langle \% \langle string \rangle \% \rangle^* \\
\langle Identifier \rangle ::= \langle Ident \rangle | \langle Ident \rangle \::= \langle Ident \rangle
\]

\[
\langle Type_Dcl \rangle ::= "type" \langle Ident \rangle^+ \langle P \rangle \";" \\
| "type" \langle Ident \rangle \"=\" \langle Type \rangle \langle P \rangle \";\" \\
\langle Type \rangle ::= \langle Ident \rangle | \langle Record_Type \rangle | \langle Array_Type \rangle | \langle Enum_Type \rangle \\
\langle Record_Type \rangle ::= "struct" \{" \langle Field_List \rangle \}" \\
\langle Field_List \rangle ::= \langle Field \rangle | \langle Field \rangle \",\" \langle Field_List \rangle \\
\langle Field \rangle ::= \langle Ident \rangle \"=\" \langle Type \rangle \\
\langle Array_Type \rangle ::= \langle Type \rangle \"^\" \langle Expression \rangle \\
\langle Enum_Type \rangle ::= "enum" \{" \langle Ident_List \rangle \"}\"
\]

\[
\langle Const_Dcl \rangle ::= "const" \langle \langle One_Const_Dcl \rangle \rangle^+ \\
\langle One_Const_Dcl \rangle ::= \langle Ident_List \rangle \";\" \langle Type \rangle \langle P \rangle \";\" \\
| \langle Ident \rangle \"=\" \langle Expression \rangle \langle P \rangle \";\" \\
| \langle Ident \rangle \";\" \langle Type \rangle \"=\" \langle Expression \rangle \langle P \rangle \";\" \\
\langle Ident_List \rangle ::= \langle Ident \rangle | \langle Ident \rangle \",\" \langle Ident_List \rangle
\]
(Node_Decl) ::= (Node_Header) [ (FN_Body) ]
(Node_Header) ::= [ "unsafe" ] [ "extern" ] ("node" | "function") "(" (FN_Params) ")" 
                "returns" "(" (FN_Params) ")" (P) ";"
(FN_Params) ::= (Var_Decl_List)
(Var_Decl_List) ::= (Var_Decl) | (Var_Decl) ";" (Var_Decl_List)
(Var_Decl) ::= (Ident_List) ":" (Type) [ (Declared_Clock) ] (P)
(Declared_Clock) ::= "when" (Clock)
(Clock) ::= (Identifier)
(FN_Body) ::= (Local_Decl)* "let" (Equation_List) "tel" [ ";" ]
(Local_Decl) ::= (Local_Var_Decl) | (Local_Const_Decl)
(Local_Var_Decl) ::= "var" (Var_Decl_List) ";"
(Local_Const_Decl) ::= "const" (Ident) [ ":" (Type) "=" (Expression) ";" ]+
(Equation_List) ::= (Eq_or_Ast) | (Eq_or_Ast) (Equation_List)
(Eq_or_Ast) ::= (Equation) | (Assertion)
(Equation) ::= (Left_Part) "=" (Right_Part) (P) ";"
(Left_Part) ::= ("" (Left_List) ")" | (Left_List)
(Left_List) ::= (Left) ("," (Left))*
(Left) ::= (Identifier) | (Left) (Selector)
(Selector) ::= "," (Ident) | "[" (Expression) [ (SelTrancheEnd) ] "]"
(SelTrancheEnd) ::= ".." (Expression)
( Assertion) ::= "assert" (Expression) (P) ";"
\[(Expression) ::= (Identifier) \mid (Value) \mid “( (Expression_List) “)” \mid (Record_Exp) \mid (Array_Exp) \mid (Unary) (Expression) \mid (Expression) (Binary) (Expression) \mid (Nary) (Expression) \mid “if” (Expression) “then” (Expression) “else” (Expression) \mid \langle Call \rangle \mid (Expression) \langle Selector \rangle \mid (Expression_List) ::= (Expression) \mid (Expression) “,” (Expression_List) \mid (Record_Exp) ::= (Ident) “{” (Field_Exp_List) “}” \mid (Field_Exp_List) ::= (Field_Exp) \mid (Field_Exp) “;” (Field_Exp_List) \mid (Field_Exp) ::= (Ident) “=” (Expression) \mid (Array_Exp) ::= “[” (Expression_List) “]” \mid (Expression) “~” (Expression) \mid (Call) ::= (User.Op) \langle P \rangle “( (Expression_List) “)” \mid (User.Op) ::= (Identifier) \mid \langle Iterator \rangle ::= “map” \mid “red” \mid “fill” \mid “fillred” \mid “boolred” \mid (Unary) ::= “-” \mid “not” \mid “+” \mid “-” \mid “*” \mid “/” \mid “mod” \mid “>” \mid “<” \mid “>=” \mid “<=" \mid “<>” \mid “=” \mid “or” \mid “and” \mid “xor” \mid “=>” \mid (Nary) ::= “#” \mid “nor” \mid (Unary) ::= “pre” \mid “current” \mid “->” \mid “when” \mid “fby” \mid (Type_Decl) ::= “type” (Ident) + (P) “;” \mid “type” (Ident) “=” (Type) (P) “;” \mid (Type) ::= (Ident) \mid (Record_Type) \mid (Array_Type) \mid (Enum_Type) \mid (Record_Type) ::= “{” (Field_List) “}” \mid (Field_List) ::= (Field) \mid (Field) “;” (Field_List) \mid (Field) ::= (Ident) “:” (Type) \mid (Array_Type) ::= (Type) “~” (Expression) \mid (Enum_Type) ::= “enum” “{” (Ident_List) “}” \]
node-exp ::= ident
| meta-op << static-arg{ ; static-arg }+ >>

static-arg ::= map fill red | fillred | boolred
val-exp | node-exp | usual-op

(node-def) ::= (node) (ident) = (node-exp) ;

⟨Program⟩ ::= ⟨Package⟩ | ⟨Model⟩ | ⟨Model_Instance⟩ )∗

⟨Package⟩ ::= ⟨Package_Header⟩ [ ⟨Package_Body⟩ ] “end”
⟨Package_Header⟩ ::= “package” ⟨Ident⟩ ⟨P⟩
| “uses” ⟨Ident_List⟩
“provides” ⟨Package_Params⟩
⟨Package_Params⟩ ::= ⟨Package_Param⟩+ 
⟨Package_Param⟩ ::= “const” ⟨Ident⟩ “:” ⟨Type_Identifier⟩ ⟨P⟩ “;”
| “type” ⟨Type_Ident_List⟩ ⟨P⟩ “;”
| ⟨Function_Header⟩
| ⟨Node_header⟩
⟨Type_Identifier⟩ ::= ⟨Identifier⟩
⟨Type_Ident_List⟩ ::= ⟨Ident⟩ “;” | ⟨Ident⟩ “,” | ⟨Ident⟩ “,” ⟨Type_Ident_List⟩

⟨Model⟩ ::= ⟨Model_Header⟩ [ ⟨Body⟩ ] “end”
⟨Model_Header⟩ ::= “model” ⟨Ident⟩ ⟨P⟩
| “uses” ⟨Ident_List⟩
“needs” ⟨Package_Params⟩
“provides” ⟨Package_Params⟩

⟨Model_Instance⟩ ::= “package” ⟨Ident⟩
| “uses” ⟨Ident_List⟩
| “is” ⟨Ident⟩ “(” ⟨Model_Actual_List⟩ “)” ⟨P⟩ “;”
⟨Model_Actual_List⟩ ::= ⟨Model_Actual⟩ | ⟨Model_Actual⟩ “,” | ⟨Model_Actual_List⟩
⟨Model_Actual⟩ ::= ⟨Identifier⟩ ⟨P⟩ | ⟨Expression⟩ ⟨P⟩
A.2 The syntax rules (automatically generated)

Lexical rules:

- *Ident* is an identifier, following the C standard.
- *IdentRef* is either an identifier, or a long identifier, that is an two identifiers separated by a double colon (*Ident : Ident*).
- *IntConst* is an integer notation, following the C standard.
- *RealConst* is a floating-point notation, following the C standard.

\[
\begin{align*}
\langle \text{Package\_Body} \rangle & ::= \[\text{“body”}\] \langle \text{Entity\_Decl} \rangle^+ \\
\langle \text{Entity\_Decl} \rangle & ::= \langle \text{Const\_Decl} \rangle \\
& \quad | \langle \text{Type\_Decl} \rangle \\
& \quad | \langle \text{Model\_Instance} \rangle \\
& \quad | \langle \text{Function\_Decl} \rangle \\
& \quad | \langle \text{Node\_Decl} \rangle
\end{align*}
\]

\[
\text{program} \quad ::= \quad \{ \text{Include} \} \ (\text{PackBody} \ | \ \text{PackList}) \\
\text{PackList} \quad ::= \quad \text{OnePack} \ {\{ \text{OnePack} \}} \\
\text{OnePack} \quad ::= \quad \text{ModelDecl} \ | \ \text{PackDecl} \ | \ \text{PackEq} \\
\text{Include} \quad ::= \quad \text{include} "<\text{string}>" \\
\text{Provides} \quad ::= \quad [\text{provides} \ \text{Provide} ; \ {\{ \text{Provide} ; \}}] \\
\text{Provide} \quad ::= \quad \text{const} \ \text{Lv6Id} : \ \text{Type} [\ = \ \text{Expression}] \\
& \quad | \ \text{unsafe} \ \text{node} \ \text{Lv6Id} \ \text{StaticParams} \ \text{Params} \ \text{returns} \ \text{Params} \\
& \quad | \ \text{node} \ \text{Lv6Id} \ \text{StaticParams} \ \text{Params} \ \text{returns} \ \text{Params} \\
& \quad | \ \text{unsafe} \ \text{function} \ \text{Lv6Id} \ \text{StaticParams} \ \text{Params} \ \text{returns} \ \text{Params} \\
& \quad | \ \text{function} \ \text{Lv6Id} \ \text{StaticParams} \ \text{Params} \ \text{returns} \ \text{Params} \\
& \quad | \ \text{type} \ \text{OneTypeDecl} \\
\text{ModelDecl} \quad ::= \quad \text{model} \ \text{Lv6Id} \ \text{Uses} \ \text{StaticParamList} ; \ \text{Provides} \\
\text{body} \ \text{PackBody} \ \text{end} \\
\text{PackDecl} \quad ::= \quad \text{package} \ \text{Lv6Id} \ \text{Uses} \ \text{Provides} \ \text{body} \ \text{PackBody} \ \text{end} \\
\text{Uses} \quad ::= \quad [\ \text{uses} \ \text{Lv6Id} \ {\{ , \ \text{Lv6Id} \}} ;] \\
\text{Eq\_or\_Js} \quad ::= \quad = \\
& \quad | \ \text{is} \\
\text{PackEq} \quad ::= \quad \text{package} \ \text{Lv6Id} \ \text{Eq\_or\_Js} \ \text{Lv6Id} (\ \text{ByNameStaticArgList}) \\
& \quad ; \\
\text{PackBody} \quad ::= \quad \text{OneDecl} \ {\{ \ \text{OneDecl} \}}
\]
OneDecl ::= ConstDecl | TypeDecl | ExtNodeDecl | NodeDecl
TypedLv6IdsList ::= TypedLv6Ids ; TypedLv6Ids
TypedLv6Ids ::= Lv6Id , Lv6Id : Type
TypedValuedLv6Ids ::= TypedValuedLv6Id ; TypedValuedLv6Ids
TypedValuedLv6Id ::= Lv6Id ( : Type , Lv6Id , Lv6Id : Type , Type = Expression )
ConstDecl ::= const ConstDeclList
ConstDeclList ::= OneConstDecl ; OneConstDecl
OneConstDecl ::= Lv6Id ( : Type , Lv6Id , Lv6Id : Type , Type = Expression , Type = Expression )
TypeDecl ::= type TypeDeclList
TypeDeclList ::= OneTypeDecl ; OneTypeDecl
OneTypeDecl ::= Lv6Id ( = ( Type , enum Lv6Id , Lv6Id ) | struct { TypedValuedLv6Ids ; } )
Type ::= ( bool | int | real | Lv6IdRef ) { ~ Expression }
ExtNodeDecl ::= ( extern function | unsafe extern function | extern node | unsafe extern node ) Lv6Id Params returns Params [ ; ]
NodeDecl ::= LocalNode
LocalNode ::= node Lv6Id StaticParams Params returns Params [ ; ]
| function Lv6Id StaticParams Params returns Params [ ; ] LocalDecls Body ( . | ; )
| node Lv6Id StaticParams NodeProfileOpt = EffectiveNode [ ; ]
| function Lv6Id StaticParams NodeProfileOpt = EffectiveNode [ ; ]
| unsafe node Lv6Id StaticParams Params returns Params [ ; ] LocalDecls Body ( . | ; )
| unsafe function Lv6Id StaticParams Params returns Params [ ; ] LocalDecls Body ( . | ; )
| unsafe node Lv6Id StaticParams NodeProfileOpt = EffectiveNode [ ; ]
| unsafe function Lv6Id StaticParams NodeProfileOpt = EffectiveNode [ ; ]
NodeProfileOpt ::= [ Params returns Params ]
StaticParams ::= [ << StaticParamList >> ]
StaticParamList ::= StaticParam { ; StaticParam }

StaticParam ::= type Lv6Id
             | const Lv6Id : Type
             | node Lv6Id Params returns Params
             | function Lv6Id Params returns Params
             | unsafe node Lv6Id Params returns Params
             | unsafe function Lv6Id Params returns Params

Params ::= ( [ VarDeclList ; ] )

LocalDecls ::= [ LocalDeclList ]

LocalDeclList ::= OneLocalDecl { OneLocalDecl }

OneLocalDecl ::= LocalVars
               | LocalConsts

LocalConsts ::= const ConstDeclList

LocalVars ::= var VarDeclList ;

VarDeclList ::= VarDecl { ; VarDecl }

VarDecl ::= TypedLv6Ids
          | TypedLv6Ids when ClockExpr
          | ( TypedLv6IdsList ) when ClockExpr

Body ::= let { EquationList } tel

EquationList ::= Equation { Equation }

Equation ::= ( assert | Left = ) Expression ;

Left ::= LeftItemList
       | ( LeftItemList )

LeftItemList ::= LeftItem { , LeftItem }

LeftItem ::= Lv6Id
           | FieldLeftItem
           | TableLeftItem

FieldLeftItem ::= LeftItem . Lv6Id

TableLeftItem ::= LeftItem [ ( Expression | Select ) ]

Expression ::= Constant
              | Lv6IdRef
              | not Expression
              | - Expression
              | pre Expression
\textbf{current} Expression
\textbf{int} Expression
\textbf{real} Expression
Expression \textbf{when} ClockExpr
Expression \textbf{fby} Expression
Expression \textbf{\rightarrow} Expression
Expression \textbf{and} Expression
Expression \textbf{or} Expression
Expression \textbf{xor} Expression
Expression \textbf{=} Expression
Expression \textbf{<>} Expression
Expression \textbf{<} Expression
Expression \textbf{<=} Expression
Expression \textbf{>} Expression
Expression \textbf{>=} Expression
Expression \textbf{div} Expression
Expression \textbf{mod} Expression
Expression \textbf{\textminus} Expression
Expression \textbf{+} Expression
Expression \textbf{/} Expression
Expression \textbf{*} Expression
\textbf{if} Expression \textbf{then} Expression \textbf{else} Expression
\textbf{with} Expression \textbf{then} Expression \textbf{else} Expression
\# ( ExpressionList )
\textbf{nor} ( ExpressionList )
\textbf{CallByPosExpression}
[ ExpressionList ]
Expression \textbf{\texttildetilde} Expression
Expression \textbf{\mid} Expression
Expression [ Expression ]
Expression [ Select ]
Expression . Lv6Id
CallByNameExpression ( ExpressionList )
merge Lv6Id MergeCaseList

MergeCaseList ::= [ MergeCase ] { MergeCase }
MergeCase ::= ( ( Lv6IdRef true | false ) -> Expression )

ClockExpr ::= Lv6IdRef ( Lv6Id )
Lv6Id
not Lv6Id
not ( Lv6Id )

PredefOp ::= not | fby | pre | current | -> | and | or | xor | => | = |
<> | < | <= | > | >= | div | mod | - | + | / | * | if

CallByPosExpression ::= EffectiveNode ( ExpressionList )
EffectiveNode ::= Lv6IdRef [ << StaticArgList >> ]

StaticArgList ::= StaticArg { ( , ; ) StaticArg }
StaticArg ::= type Type
cost Expression
node EffectiveNode
function EffectiveNode
PredefOp
SimpleExp
SurelyType
SurelyNode

ByNameStaticArgList ::= ByNameStaticArg { ( , ; ) ByNameStaticArg }
ByNameStaticArg ::= type Lv6Id = Type
cost Lv6Id = Expression
node Lv6Id = EffectiveNode
function Lv6Id = EffectiveNode
Lv6Id = PredefOp
Lv6Id = SimpleExp
Lv6Id = SurelyType
Lv6Id = SurelyNode
SurelyNode ::= Lv6IdRef << StaticArgList >>
SurelyType ::= ( bool | int | real ) { ~ Expression }
SimpleExp ::= Constant
                Lv6IdRef
                SimpleTuple
                not SimpleExp
                - SimpleExp
                SimpleExp and SimpleExp
                SimpleExp or SimpleExp
                SimpleExp xor SimpleExp
                SimpleExp => SimpleExp
                SimpleExp = SimpleExp
                SimpleExp <> SimpleExp
                SimpleExp < SimpleExp
                SimpleExp <= SimpleExp
                SimpleExp > SimpleExp
                SimpleExp >= SimpleExp
                SimpleExp div SimpleExp
                SimpleExp mod SimpleExp
                SimpleExp - SimpleExp
                SimpleExp + SimpleExp
                SimpleExp / SimpleExp
                SimpleExp * SimpleExp
                if SimpleExp then SimpleExp else SimpleExp
SimpleTuple ::= ( SimpleExpList )
SimpleExpList ::= SimpleExp { , SimpleExp }
CallByNameExpression ::= [ Lv6IdRef { [ ] Lv6IdRef with ] CallByNameParamList [ ; | ] ] ]
CallByNameParamList ::= CallByNameParam { ( ; | , ) CallByNameParam }
CallByNameParam ::= Lv6Id = Expression
ExpressionList ::= [ Expression | { , Expression } ]
Constant ::= true | false | IntConst | RealConst
Select ::= Expression .. Expression Step
Step ::= [ step Expression ]
Pragma ::= { %TK_IDENT : TK_IDENT % }

A.3 Lustre History
Lustre V1, v2, v3, ..., v6

A.4 Some Lustre V4 features not supported in Lustre V6
- recursive arrays slices: use iterators instead
[int, real] -> use structures instead
[int, int] -> use int^2 instead