

# Architecture Analysis & Design Language Tutorial

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# Outline

- 1 Language Presentation
  - What is AADL?
  - Standardization
  - Principles
- 2 Concept Overview
  - Components
  - Features and Connections
  - Advanced Concepts
- 3 Current Use and Perspectives
  - Use of AADL
  - AADL Extension Capabilities
  - AADL Support

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# Definition

- AADL = Architecture Analysis & Design Language
- A **precise**, **complete** and **non-ambiguous** language to describe embedded systems (software and execution platform)
- A textual and graphical format
- An international standard

# Objectives

- Having a means to formally describe a system for:
  - Design of the system
  - Analysis (schedulability, dimensionning, performances, safety, etc.)
  - Use of proofs of properties
  - Automatic code generation...
- Using a single description during the whole development life cycle
  - Seamless development process
  - Improvement of communication between actors

# Application Fields

Any domain using complex, real time, critical embedded systems:

- Avionics and space
- Automotive, railway, transportation
- Robotics
- Nuclear industry
- ...

# History of AADL

- 1991 MetaH developed by Honeywell
- 2000 Beginning of the standardization of AADL (“Avionics architecture description language”)
- 2003 Name changed into “Architecture Analysis & Design Language”
- 2004 Publication of version 1 (*ref. SAE AS5506*)
- 2005 Publication of annexes to the standard
- 2007 ? AADL version 2

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# Standardization committee

International committee, mainly composed of American and European members from avionics, defense and automotive domains

Under authority of the Society of Automotive Engineers (SAE)

- Avionics system division (ASD)
  - Embedded system committee (AS2)
    - AADL subcommittee (AS2C)

Contact : Bruce Lewis, AS2C chairman

# Reasons for standardization

## Why a **standard**?

- Ensures a common understanding of the language and avoids divergences
- Put together several contributions and experiences

## Why an **international** standard?

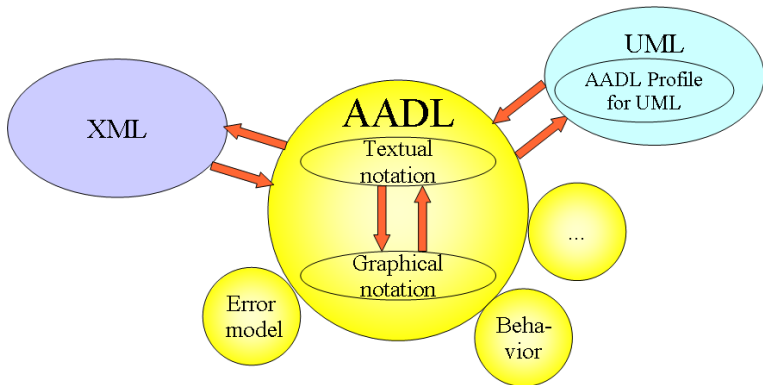
- Larger adoption by industry
- Industrial exchanges are nowadays international
- Take opportunity of various approaches and sensibilities

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# AADL Positioning



# Iterative approach

AADL makes possible iterative development processes

- Refinement mechanisms
- Valid incomplete descriptions

Interests:

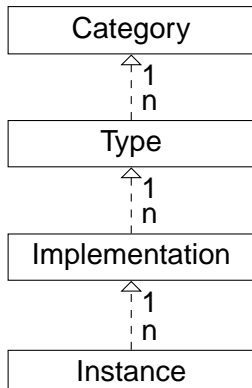
- Collaborative work
- Libraries of reuseable components

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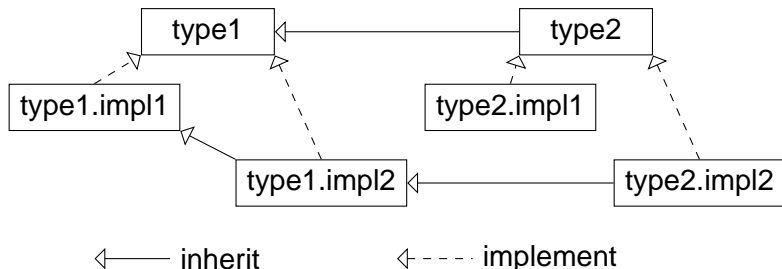
# Component Description Levels

- The **category** (predefined) gives the semantics
- The **type** describes the external interface
- The **implementation** describes the contents
- The **instance** is a realisation of a type or implementation





# Inheritance



- A type can extend another type
- An implementation can extend another implementation
- The type/implementation relations are combined with the inheritance relations

# Component Categories (1/2)

Each component category

- defines a strong specific semantics
- restrains the contents of its components
- defines a set of standard properties

## Component Categories (2/2)

### Software Categories

Process

Subprogram

Data

Thread

Thread group

### Composite Category

System

### Execution platform Categories

Processor

Memory

Device

Bus

# Component Types

- Specifies the external interface of a component, that its implementations satisfy
- Contains:
  - **feature** declarations
  - **property** associations
  - annex clauses

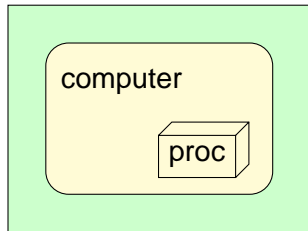
# Component Implementations

- The implementation of a component must conform to the corresponding AADL type
- The implementation of a component may contain:
  - **subcomponent** declarations
  - **connection** between features
  - **property** associations
  - **mode** declarations
  - **calls** of subprograms
  - annex clauses

# Subcomponents

A **subcomponent** is:

- An instance of a component
- Contained into a component implementation
- Defined by:
  - its **category** (mandatory)
  - its **type** (optional)
  - its **implementation** (optional)



# Properties

- Properties bring additional information on AADL elements
- A predefined set of properties is specified by the standard

## Example

```
thread implementation T1.impl
  properties
    Period => 120 Ms ;
    Compute_Execution_Time => 30 Ms .. 40 Ms ;
end T1.impl ;
```

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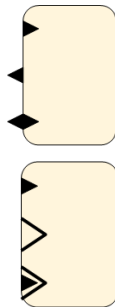


# Feature Categories

- A **feature** specifies how a component interfaces with other components in the system
- Kinds of features:
  - **Port**
  - **Parameter**
  - **Subcomponent access**

# Port

- A port is a logical connection point that can be used for the transfer of control and data between components
- Three directions:
  - input (**in**)
  - output (**out**)
  - bidirectional (**in out**)
- Three types of port:
  - **data**
  - **event**
  - **event data**



# Parameter

- A **subprogram parameter** represents a data value which pass into and out of subprograms
- It is typed with a **data** component type
- Three directions:
  - input (**in**)
  - output (**out**)
  - bidirectional (**in out**)

# Subcomponent Access

- A subcomponent (*data* or *bus*) can be made available from the outside of its hierarchical container (**provided access**)
- A component may declare it requires access to an external subcomponent (**required access**)

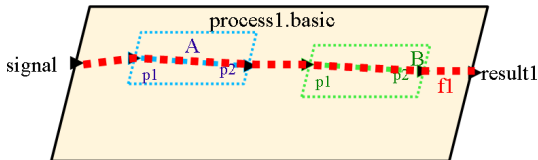
# Connection

- A **connection** represents a link between component features
- Three types of connections:
  - **Port connection** which represents
    - a transfer of data and control
  - **Parameter connection** which represents
    - a data flow between the parameters of a sequence of subprogram calls
  - **Access connection** which represents
    - the communication between hardware components through a shared bus
    - the access to a shared *data* component by a software component

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# Flow



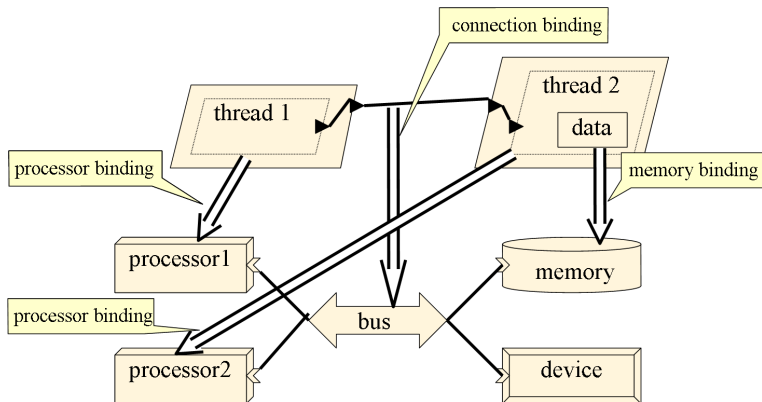
- Purpose: supporting flow analyses
  - Timing
  - Latency
  - Reliability
  - Quality of service
  - ...

# Bindings

- **Software** components may be bound onto **hardware** components:
  - threads onto processors
  - processes and data onto memories
  - connections onto buses
- Binding properties:
  - Restriction on allowed binding
    - `Allowed_Processor_Binding`
    - `Allowed_Memory_Binding`
    - `Allowed_Connection_Binding`
  - Actual binding
    - `Actual_Processor_Binding`
    - `Actual_Memory_Binding`
    - `Actual_Connection_Binding`



# Example of Bindings



# Modes

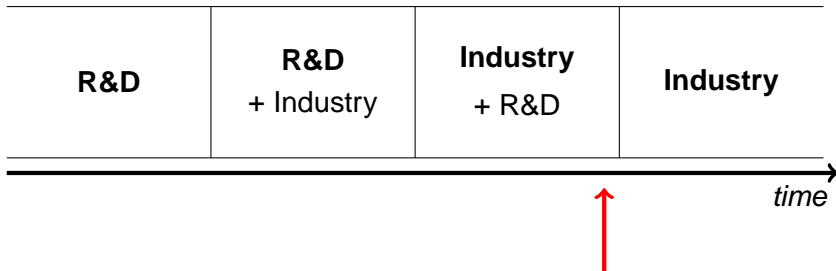
- A **mode** represents the operational state of a system
- Mode transitions model a dynamic behavior (which consists of configurations switches)
- At one time, a component is in exactly one mode
- A component may have:
  - property values which are mode-dependant
  - subcomponents or connections which are mode-dependant
- A mode transition is triggered by an event
- **System Operational Mode** is a combination of local modes

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# Adoption by Industry

- AADL is going to be used for real industrial projects



# Impact of AADL in industry and research

- Used by: Airbus, Axlog, Boeing, Bosch, Dassault Aviation, EADS, Ellidiss, ESA, Ford, General Dynamics, Honeywell, Lockheed Martin, Rockwell Collins, Sagem, Toyota...
- Used in: aerospace, avionics, automotive, unmanned vehicles, medical...
- Impact through standards: OMG (UML2 profile), Autosar, ARINC653, NATO, SAE...

*Source: Peter Feiler,*

*<http://www.aadl.info/documents/SEIAADLMBEImpact42007-phf.pdf>*

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# Interest of AADL extensions

The potential users of AADL have specific and different needs

- The expression capability of the language has to be extensible

An AADL description has to remain understandable by everyone

- Syntax and precise semantics of the language must be respected

AADL proposes extension mechanisms which meet these two requirements

# User Property Sets

- The user may define new AADL properties and associate them to any AADL element

## Example

```
property set mass_properties is
  Mass_Type : type adlreal
              units ( g, kg => g * 1000 ) ;
  Mass : mass_properties::Mass_Type
        applies to ( bus, device,
                    memory, processor ) ;
end mass_properties ;
```



# Language Annexes

- An annex is a block of code in a user sublanguage
- It may be ignored by anyone not knowing it

## Example

```
thread Collect_Sample
  features
    Input_Sample : in data port SampleData;
    Output_Average : out data port SampleData;
  annex OCL {**
    pre: 0 < Input_Sample < maxValue;
    post: 0 < Output_Sample < maxValue;
  **};
end Collect_Samples;
```

# Standard Annexes

- Language annexes may be standardized by the committee
- They extend the description capabilities without complexifying the core language
- Annexes currently standardized
  - Error model annex
  - Behavior annex

# Collaboration with the Committee

- The AADL committee is ready to consider suggestions and contributions
- A way to extend AADL capabilities for
  - general purpose issues
  - interesting the whole AADL community
  - hardly solved by other solutions
- Most of the AADL v2 changes come from such collaborations

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# Tool Support

Tools supporting AADL now exist

- Tools specially developed for AADL
- AADL import/export functions for existing tools

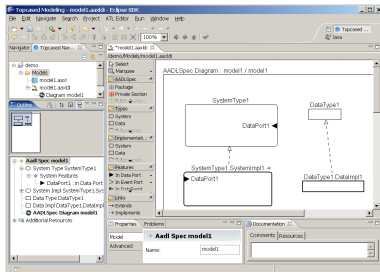
Some tools for:

- Modeling
- Verification and validation
- Code generation
- ...

# Osate

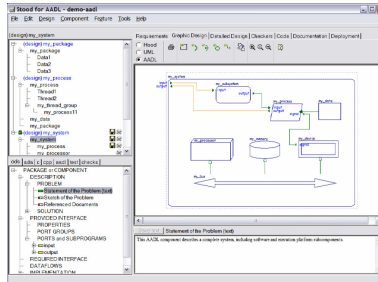
- Open source AADL tool environment
- Purpose: Modeling systems with AADL
- Features:
  - Eclipse based AADL textual editor
  - Framework to develop and integrate other AADL tools
- <http://www.aadl.info/tool/osate.html>

# Topcased



- Graphical modeling tool on top of Ostate
- Purpose: Modeling systems with AADL
- <http://www.topcased.org>

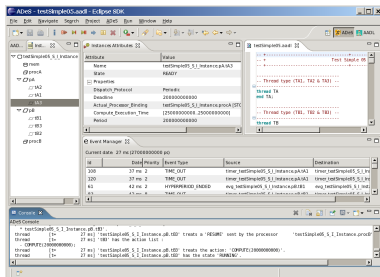
# Stood



- Purpose: Embedded software development with UML, HOOD and AADL
- <http://www.ellidiss.com/stood.shtml>

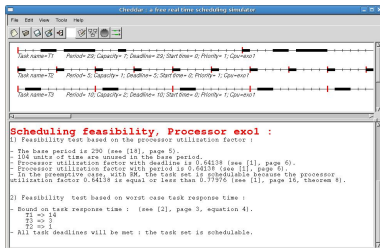


# ADeS



- Purpose: Simulating the behavior of AADL architectures
- [http://www.axlog.fr/aadl/ades\\_en.html](http://www.axlog.fr/aadl/ades_en.html)

# Cheddar



- Purpose: Real time scheduling analysis
- <http://beru.univ-brest.fr/~singhoff/cheddar/>

## Other tools

Ocarina	AADL $\rightarrow$ X generator <a href="http://ocarina.enst.fr/">http://ocarina.enst.fr/</a>
Furness Toolset	Collection of open source AADL tools <a href="http://www.furnesstoolset.com/">http://www.furnesstoolset.com/</a>
MetaH	The ancestor of AADL and its toolset <a href="http://www.htc.honeywell.com/metah/">http://www.htc.honeywell.com/metah/</a>
...	

# AADL courses and support

- AADL presented in workshops, conferences, tutorials
- Training sessions available
  - SEI (<http://www.sei.cmu.edu/products/courses/p52.html>)
  - Adalog (<http://www.adalog.fr/aadlf2.htm>)
  - Pyrrhus Software (<http://www.pyrrhusoft.com/>)
- Commercial support and expertise proposed by companies

# Conclusion

- AADL is dedicated to the development of complex systems
- It is considered by a larger and larger industrial community
- It may be extended to cover particular needs
- Support and tools exist
- $\Rightarrow$  Just try it!

## More information

- AADL official web site: `http://www.aadl.info`
- AADL standard:  
`http://www.sae.org/technical/standards/AS5506`
- Contact: `aadl@axlog.fr`