Giotto

A Time-Triggered Language for Embedded Programming

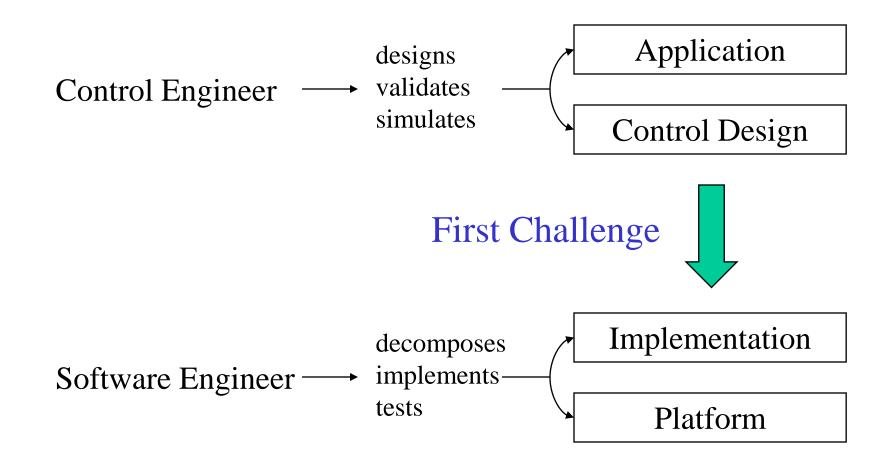
Thomas A. Henzinger, Benjamin Horowitz Christoph M. Kirsch, Rupak Majumdar

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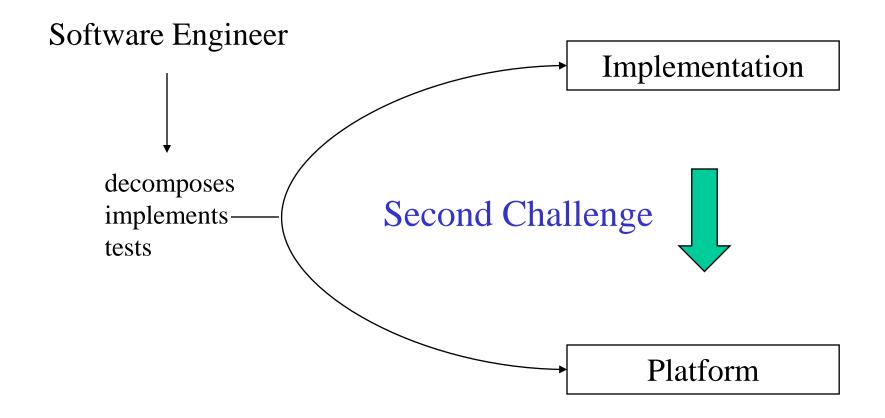
Embedded Programming

- Giotto aims at hard real-time applications
- Giotto is time-triggered
- Giotto is platform independent
- Giotto consists of ports, tasks, modes
- Giotto works, with VxWorks, Ptolemy

Functionality & Timing

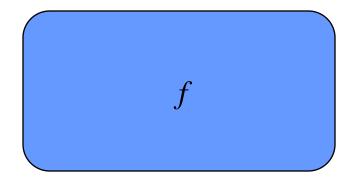


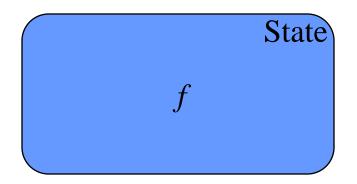
Compilation

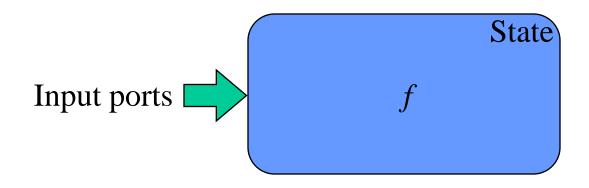


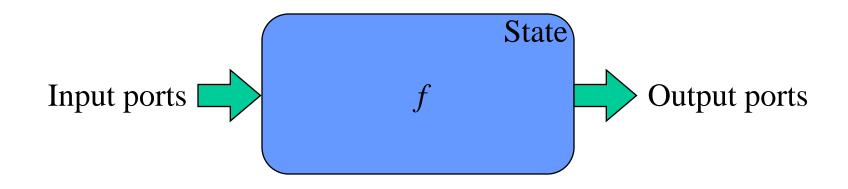
A Task

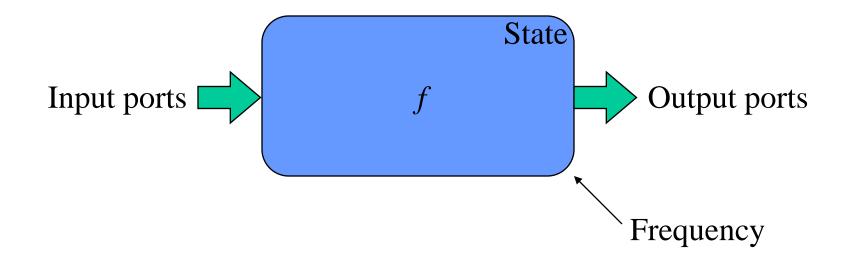


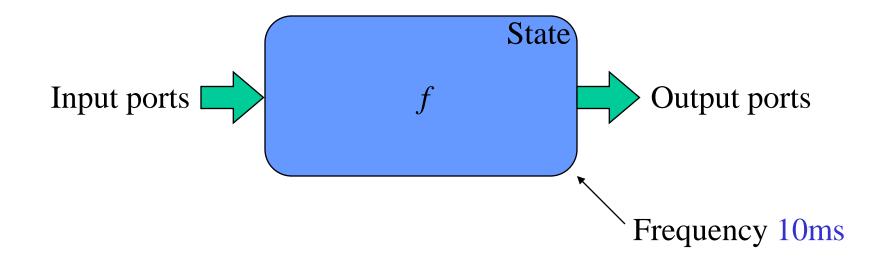


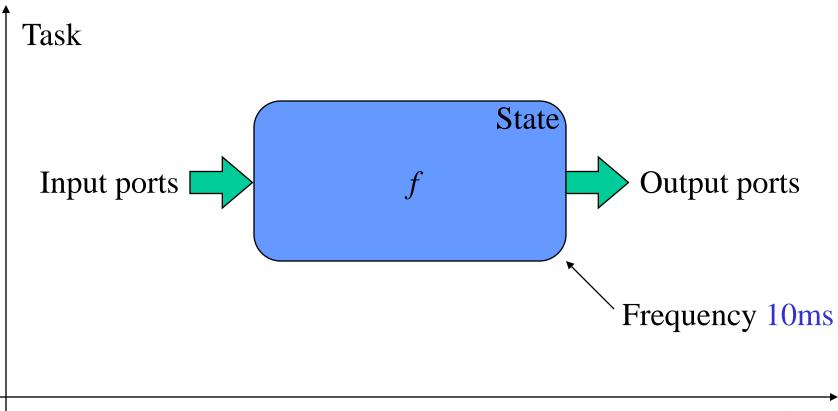




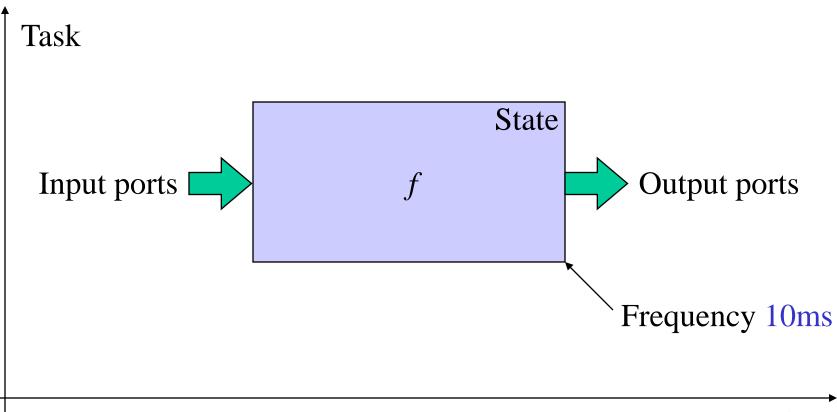




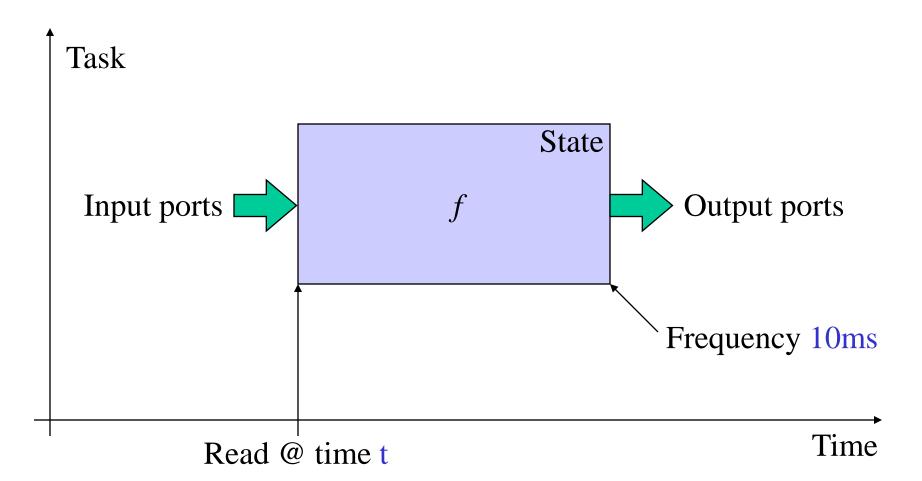


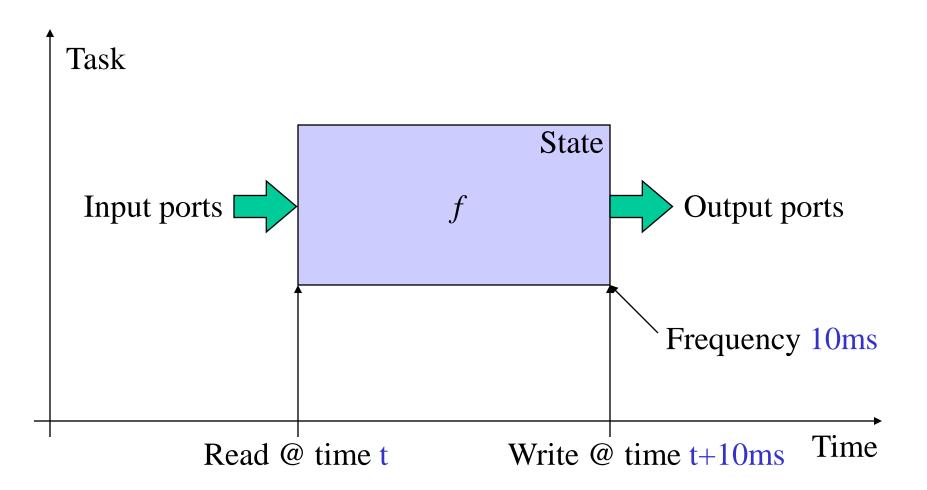


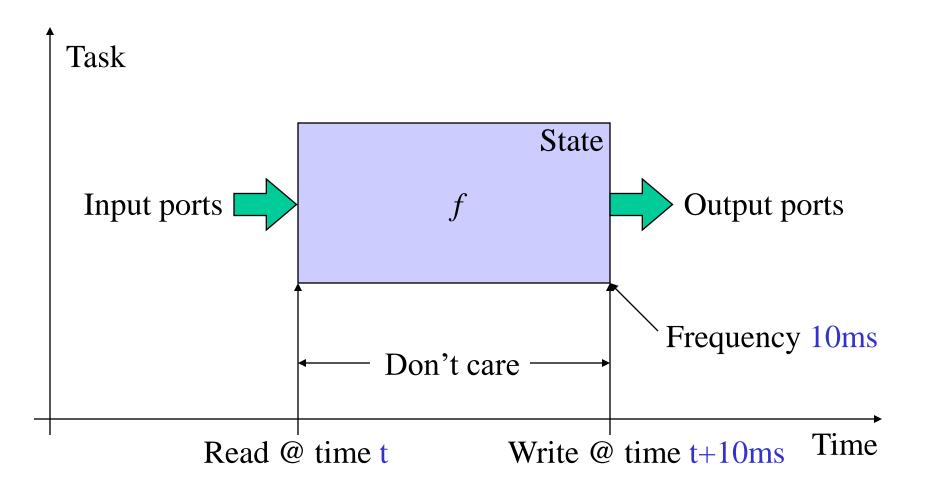
Time



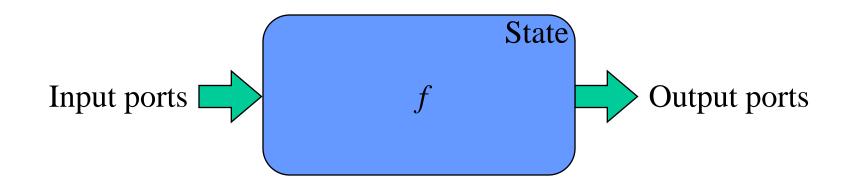
Time



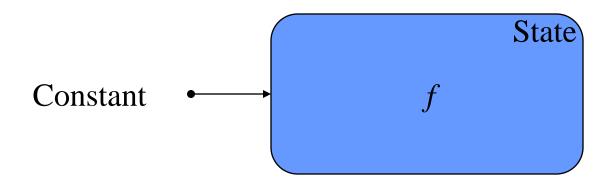




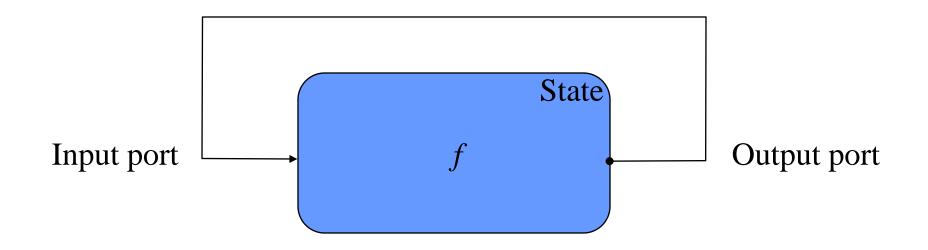
A Connection

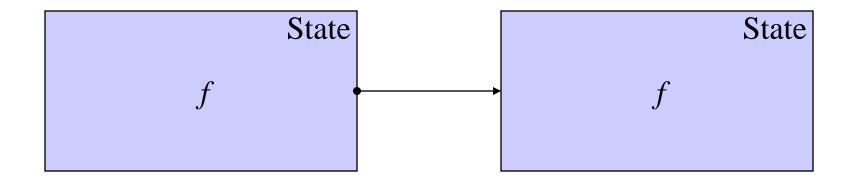


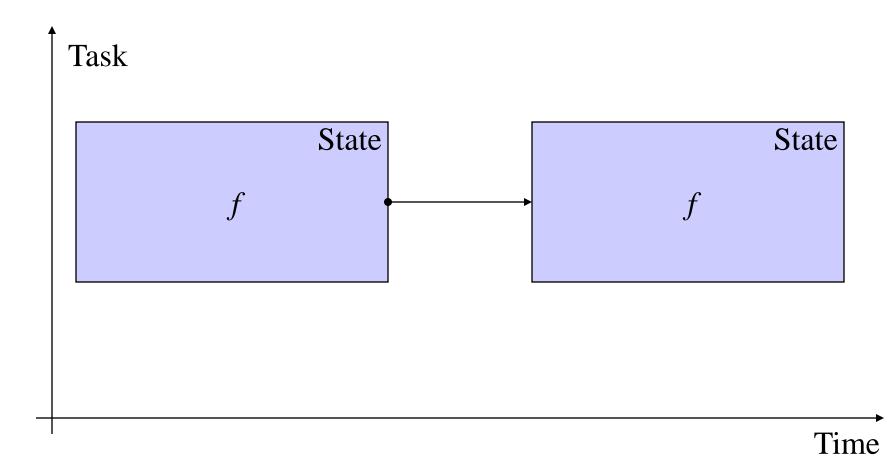
Abstract Syntax of a Connection

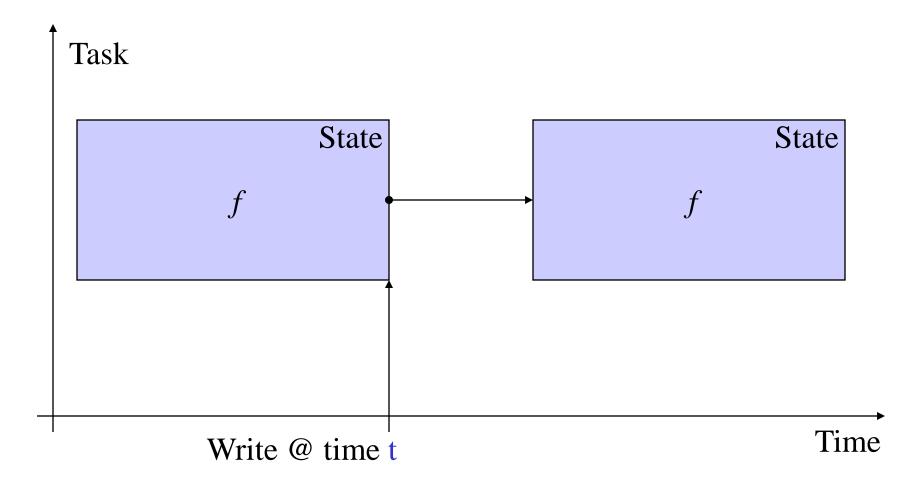


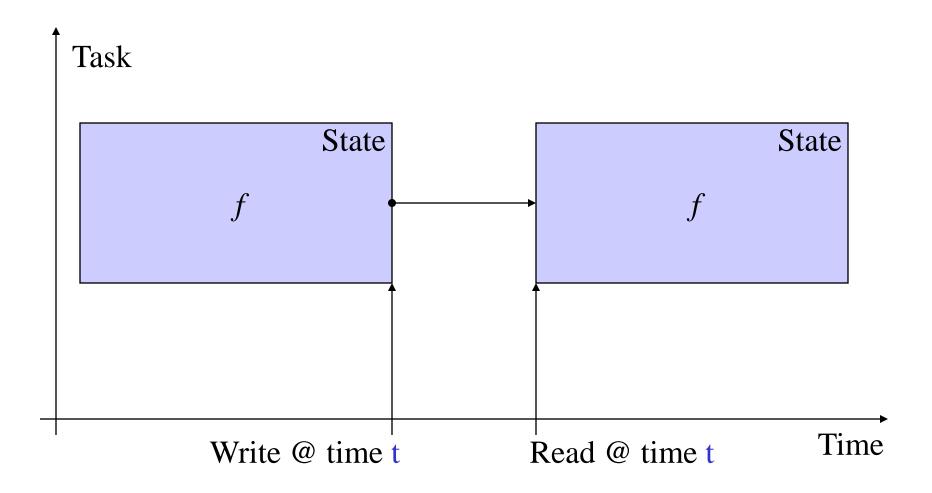
Abstract Syntax of a Connection

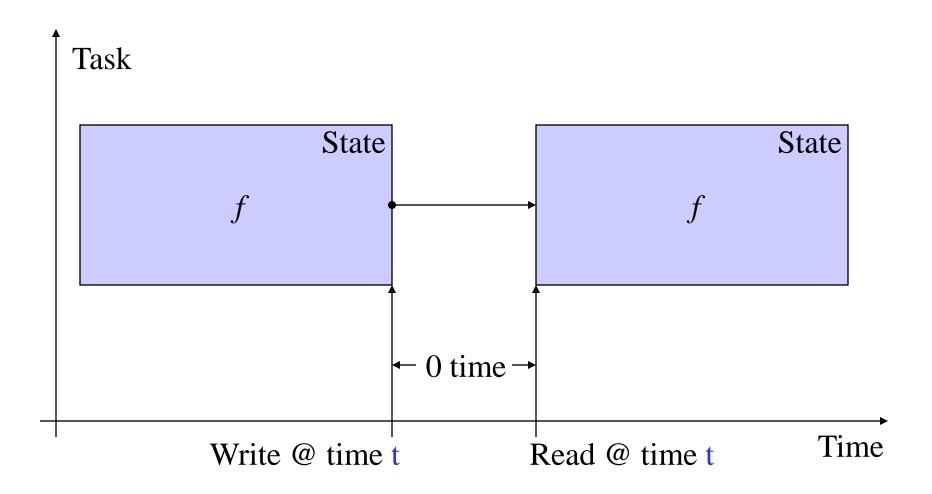




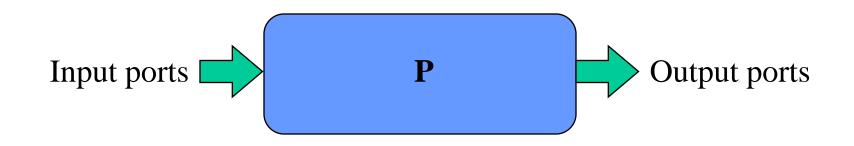




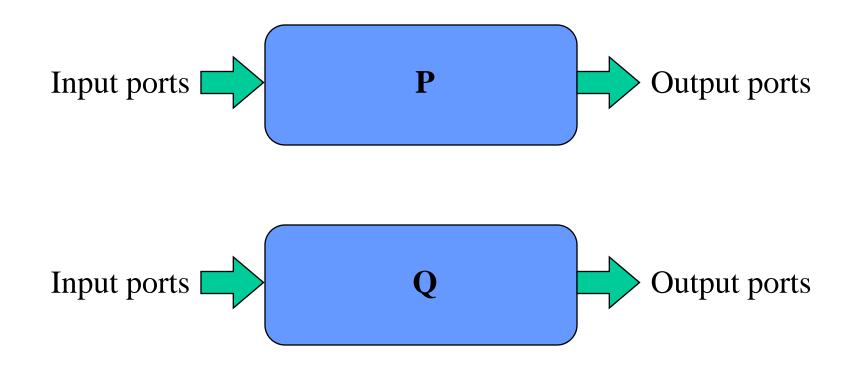


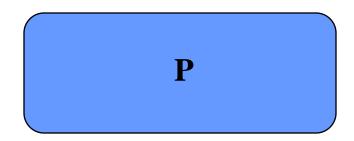


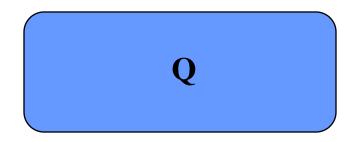
Two Tasks

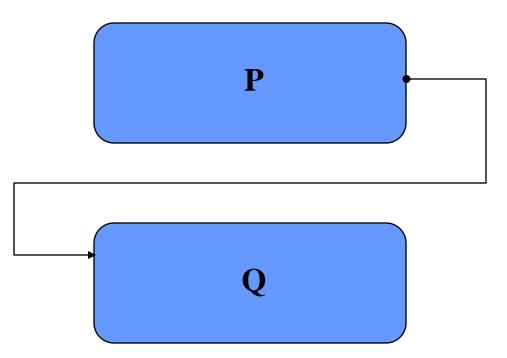


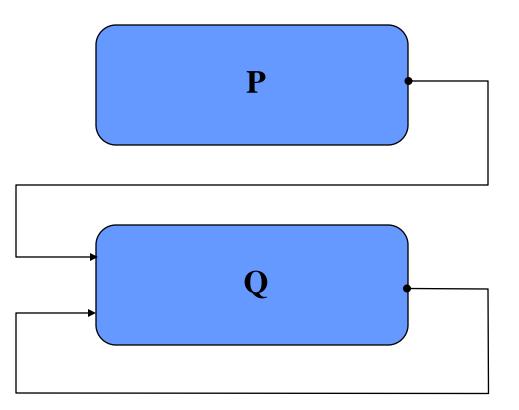
Two Tasks



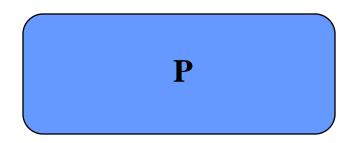


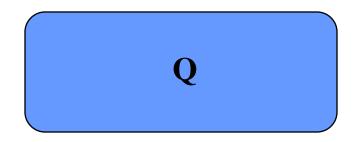






Different Periodicity





Different Periodicity

Time

