

Module S4 Empirical Modelling for Concurrent Systems

Timetable

Monday 9 November 1998

- 9.15 Module Overview
- 9.30 Lecture 1: Introduction
- 10.15 Demonstration: The Vehicle Cruise Control Simulation
- 11.00 *Coffee*
- 11.15 Tutorial 1: Introduction to Definitive Notations
- 12.00 Demonstration and Laboratory: The Roomviewer
- 1.00 *Lunch*
- 2.00 Tutorial 2: Introduction to tkeden
- 2.45 Demonstration and Laboratory: jugs and VCCS worksheet
- 4.00 *Tea*
- 4.15 Lecture 2: An Empirical Modelling Perspective on Concurrent Systems
- 5.00 Laboratory: OXO-like models

Tuesday 10 November 1998

- 9.00 Lecture 3: Concurrent Systems Modelling: Agentification, Artefacts, Animation
- 9.45 Demonstration: Railway Animation
- 10.00 Lecture 4: The LSD Notation for Agent Specification
- 11.00 *Coffee*
- 11.15 Tutorial 3: Principles of LSD Specification
- 12.00 Case studies: Telephone, Railway Station Animation, Electronic Catflap, VCCS etc
- 1.00 *Lunch*
- 2.00 Lecture 5: Artefacts in Visualisation and Concurrent Systems Modelling
- 2.45 Demonstration: Visual Interfaces with Scout and Donald, Digital Watch
- 3.00 Tutorial and Laboratory 4: Interfaces and Artefacts with tkeden
- 4.00 *Tea*
- 4.15 Tutorial and Laboratory 5: Distribution and Concurrency with tkeden

Wednesday 11 November 1998

- 9.00 Lecture 6: Empirical Modelling as Explanatory Modelling
- 9.45 Back to the Future: Current Computing in Railway History
- 10.30 A Practical Exercise on LSD: Historical Railway Accidents
- 11.00 *Coffee*
- 11.15 Case Study: Historical Railway Accidents
- 12.00 Discussion of Railway Accidents
- 1.00 *Lunch*
- 2.00 Video: One Day in Severn
- 2.30 Tutorial 5: Observables in Railway Interaction
- 3.00 Introduction to group practical work:
Concurrent Engineering, Concurrent Systems Modelling, Cognitive Technology
- 4.00 *Tea*
- 4.15 Laboratory: Group practical work
- 5.15 Empirical Modelling Panel and Surgery

Thursday 12 November 1998

- 9.00 Lecture 7: The Abstract Definitive Machine
- 10.00 Tutorial 6: Animating LSD specifications in the ADM
- 10.15 Case studies: Beetles, Classroom Interaction, Railway Animation
- 11.00 *Coffee*
- 11.15 Lecture 8: The ADM in Computer-based Empirical Modelling
- 12.00 Tutorial 7: Linking the ADM and EDEN - OXO in the ADM
- 1.00 *Lunch*
- 2.00 Laboratory: Group practical work
- 4.00 *Tea*
- 4.15 Group practical work reports and discussion

Friday 13 November 1998

- 9.00 Lecture 9: Issues for EM, Future Research Directions and Projects
- 10.00 Laboratory and Individual Consultations
- 11.00 *Coffee*
- 11.15 Laboratory and Individual Consultations
- 12.15 Concluding Discussion
- 12.45 Module Debriefing
- 1.00 *Lunch / End*