

EM

Module S4 :Definitive Methods for Concurrent Systems Modelling

Monday 8 January 1996

- 09.15 // Module Overview *— situating the models.*
- 09.45 // Lecture 1: An Introduction to the Empirical Modelling Project
- 10.30 Demonstration: The Vehicle Cruise Control Simulation
- 11.00 *Coffee*
- 11.15 Lecture 2: Introducing Definitive Notations
- 12.00 Demonstrations and Tutorial on DoNaLD *→ room demo.*
- 13.00 *Lunch*
- 14.00 Lecture 3: Introduction to EDEN programming
- 14.45 Demonstrations and Tutorial on EDEN
- 15.15 Tutorial and Laboratory: Animation of games (DoNaLD)
- 16.00 *Tea*
- 16.15 Seminar 1: Software development versus system development *→*
- 17.15 Laboratory

*documentation
www etc.
great game of B.*

task 2

EXO

Tuesday 9 January 1996

- 09.00 Lecture 4: Visualisation and Concurrent Systems Modelling *9.00 Practical session*
- 09.45 Demonstration: Visual Interfaces with SCOUT and DoNaLD *← jugg lines*
- 11.00 *Coffee*
- 11.15 Lecture 5: An introduction to Scout *room demo.*
- 12.00 Tutorial and Laboratory: Animation of games (SCOUT)
- 13.00 *Lunch*
- 14.00 Tutorial on the Tkeden system
- 15.00 Tutorial and Laboratory: Visualisation for an Integrated Railway Simulation
- 16.00 *Tea*
- 16.15 Seminar 2: How do we know that a system works?
- 17.15 Laboratory

Wednesday 10 January 1996

- 09.00 Lecture 6: Agent-Oriented Modelling for Discrete Event Systems
- 10.00 Demonstration: The Railway Station Animation
- 10.20 Tutorial: LSD specification of the VCCS
- 11.00 *Coffee*
- 11.15 Lecture 7: Principles of LSD specification
- 12.00 Tutorial and Laboratory: Animation of games (LSD)
- 13.00 *Lunch*
- 14.00 Workshop: Back to the Future—Current Computing in Railway History
- 16.00 *Tea*
- 16.15 Seminar 3: The Design and Explanation of Systems
- 17.15 Laboratory

*Case studies?
in addition to VCCS.
catflap?*

Thursday 11 January 1996

- 09.00 Lecture 8: The Abstract Definitive Machine
- 10.00 Tutorial: Animating LSD specifications in the ADM
Case studies: Telephone, Railway Station Animation, Electronic Catflap
- 11.00 *Coffee*
- 11.15 Lecture 9: Observations, continuity and events
- 12.00 Tutorial: Linking the ADM and EDEN
- 13.00 *Lunch*
- 14.00 Parallel Demonstrations: Beetles, Cricket, Billiards, Sailboat
- 14.30 Tutorial and Laboratory: Railway events, and animation in the ADM and EDEN
- 16.00 *Tea*
- 16.15 Seminar 4: Empirical Modelling of Concurrent Systems
- 17.15 Laboratory

interface set-up Valoy's spec

Friday 12 January 1996

- 09.00 Lecture 10: Extensions and Issues for LSD and EDEN
- 10.00 Tutorial and Demonstration: The Digital Watch and Statechart Animation
- 10.30 *Coffee*
- 10.45 Laboratory and Individual Consultations
- 12.45 Module Debriefing
- 13.00 *Lunch*