Module S4 Empirical Modelling for Concurrent Systems

Timetable

Monday 3rd March 1997: Semantics of Interaction

9.15	M1	Module Overview and Introduction
	Handout:	**Timetable? Bibliography, New Paths**
		[Brooks + Harel: Silver Bullet, Booch + Deutsch]
9.45		Demonstration: The Vehicle Cruise Control System
		VCCS listings
10.00	M2	Lecture 1: A Perspective on Concurrent Systems
11.00		*Coffee*
11.15	M3	Tutorial 1: Introduction to tkeden
11.45		Demonstration: Jugs, Urchin cricket
	Handout:	**jugs.e, urchincricket.e**
12.00		The Cricket Laboratory
	Handout:	**The Cricket Laboratory, assignment [Cricket Video?]**
1.00		*Lunch*: **[Hugh Darwen + Paul Ness]**
2.00	M4	Tutorial 2: Introduction to Definitive Notations
2.45		Demonstration: The Roomviewer
	Handout:	**Cabinet.d pun**
3.15		Exercises in tkeden animation
	Handout:	**Getting Started with donald + room.d, the cricket field**
4.00		*Tea*
4.15	M5	Lecture 2: Empirical Modelling for the Single Agent
	Handout:	**James Appendix, OXO paper**
5.00		Laboratory: OXO-like models

Tuesday 4th March 1997: Agency in Concurrent Systems

9.00 T1   Lecture 3: Concurrent Systems Modelling:
                  Agentification, Artefacts, Animation

9.45   Demonstration: Railway Animation
      Handout: **Railway Animation LSD**

10.00 T2   Lecture 4: The LSD Notation for Agent Specification

11.00   *Coffee*

11.15 T3   Tutorial 3: Principles of LSD specification

12.00   Case studies: Telephone, Railway Station Animation, Electronic Catflap etc.
       Handout: **LSD Telephone, LSD Electronic Catflap**

1.00   *Lunch*

2.00 T4   Lecture 5: Artefacts in Visualisation and Concurrent Systems Modelling
      Handout: **IEE Artefacts paper, Harel: On Visual Formalisms**

2.45   Demonstration: Visual Interfaces with SCOUT and DoNaLD, Digital Watch
      Handout: **roomviewer.s**

3.00   Tutorial and Laboratory: Cricket Scoreboard, OXO display + game interface
4.00   *Tea*

4.15 T5   Tutorial 4: An Introduction to Scout

5.00   Tutorial and Laboratory: Constructing Artefacts using tkeden

Wednesday 5th March 1997: Explanatory and Empirical Modelling

9.00 W1   Lecture 6: Empirical Modelling as Explanatory Modelling
      Handout: **AIZU paper**

9.45 W2   Back to the Future: Current Computing in Railway History

10.30 W3   A Practical Exercise on LSD: Historical Railway Accidents
       Handout: **Issues for the Railway Disasters**

11.00   *Coffee*

11.15   Case study: Historical Railway Accidents
       Handout: **Talking Points for Historic Railway Accidents**

12.00   Discussion of Railway Accidents

1.00   *Lunch*

2.00 W4   Video: One Day in Severn
      Handout: **Map of Shrewsbury Station, I Spy Sheet**

2.30   Tutorial 4: Observables in Railway Interaction

3.00   Laboratory: Integrating Cricket Models

4.00   *Tea*

4.15 W5   Seminar 1: Concurrent Engineering for Concurrent Systems
      Handout: **IEE / agency in tkeden / Worlds Before and Beyond Words**

5.00   Laboratory: Cricket Integration issues

Thursday 6th March 1997: Modelling System Behaviour

9.00	Th1	Lecture 7: The Abstract Definitive Machine
	Handout:	**ADM picture [add to Th1?]**
10.00		Tutorial: Animating LSD specifications in the ADM
10.15		Case studies: Beetles, Classroom Interaction, Cricket, Railway Animation
11.00		*Coffee*
11.15	Th2	Lecture 8: The ADM in Computer-Based Empirical Modelling
12.00	Th3	Tutorial: Linking the ADM and EDEN – OXO in the ADM
	Handout:	**Simon's Slides on ADM and EDEN (should EDEN be earlier?)**
1.00		*Lunch*
2.00		Laboratory and Review of Previous Projects
4.00		*Tea*
4.15	Th4	Seminar 2: From Principles vs. Pragmatism to Principled Pragmatism
	Handout:	**Baldwin, Cantwell Smith**
5.00		Laboratory

Cricket project organisation
LSD Cricket

Friday 7th March 1997

9.00 F1   Lecture 9: Issues for EM, Future Research Directions and Projects
      Handout: **DAM + JAM + HODs + translation?**

10.00   Laboratory and Individual Consultations
11.00   *Coffee*
11.15   Laboratory and Individual Consultation
12.00   Concluding Discussion
12.45   Module Debriefing
1.00   *Lunch / End*