Design and Analysis of Distributed, Interacting Systems (DIS)

Tutorial 02
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• Feedback is highly welcome!
• Your feedback will improve this class. I cannot read your minds.

• Improving this class:
• I will talk more slowly and will try not to be too fast.
• I will lessen pressure on you: I will not force you to participate (so often).

• However: You are invited to participate.
Task 1

- A, b, c: Martin Hasselmann
- Model crossing in LTSA: ?
Task 2a

• Definition of binary and broadcast channel: ?

• Binary Channel
  – 1 to 1
  – only triggers, if listener is ready, will wait otherwise.
  – Sender updates first, listener second

• Broadcast Channel
  – 1 to many
  – Will trigger regardless of listeners – will always fire.
    • All edges that are ready, will trigger – those not ready, will not trigger
  – Will be updated first, fired listeners in order of appearance in system from left to right
Task 2b

- Model the crossing in Uppaal: ?