Behavior models and verification

Lab 2: Modeling systems

http://d3s.mff.cuni.cz

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Design a communication protocol for reliable data transmission over unreliable network.

What does “reliable” mean?

What aspects to take into account?

What are required properties?

Design

- protocol
- sender
- receiver
Consider city with traffic network

What problems can modeling it help to solve?

- different problems → different model abstractions
- think of properties