Informatik-Kolloquium

Rheinisch-Westfälische Technische Hochschule Aachen
Lehrstuhl für Informatik II

EINLADUNG

Zeit: Montag, 29. Januar 2001, 17.00 Uhr

Ort: Raum AH I, Ahornstr.55 (ehem. PH)

Referent: Perdita Stevens, Division of Informatics, University of Edinburgh

Thema: Abstract Games for Infinite State Processes

Abstract:

To answer questions about infinite objects we often construct finite abstract representations of them: examples from concurrency include symbolic transition graphs for value-passing processes and region automata for timed automata. Such techniques, however, often fail to answer intuitively "answerable" questions. One reason is that the amount of information we need about an object depends on the question we ask about it, and this is hard to capture algorithmically, especially in the absence of a unifying theory. Answering many of these questions can be regarded as finding which of two players has a winning strategy for some game. I have proposed finding winning strategies of *abstract games* as an approach which permits both a variable level of abstraction and on-the-fly exploration. I will describe this technique and some applications, and mention how it fits into the Edinburgh Concurrency Workbench.

Es laden ein: Die Dozenten der Informatik