Cyber-Physical Programming

Renato Neves





Universidade do Minho

Contents of the module

Logistics



Computational devices that interact with their physical environment





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Cyber-Physical Systems

Another example of a cyber-physical system





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Genesis: David Hilbert and its Entscheidungsproblem (circa 1928)



The problem fuelled the appearance of the first two models of computation ...

- Turing machines (*circa* 1936): state-based computation, part of automata theory
- λ-calculus (*circa* 1936): function-based computation, can be seen as a prototypical programming language

We will study a myriad of models for cyber-physical computation

- timed automata,
- a hybrid while-language,
- λ-calculus extended with computational effects (monads!)

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and often make detours through the mathematical foundations of automata and programming language theory ...

We will also get accquainted with a number of tools

- Uppaal verification of real-timed systems modelled by (networks of) timed automata
- Lince agile analysis of cyber-physical systems modelled by a hybrid while-language
- Haskell a platform to study λ -calculus with effects

Our learning path will intersect theory and practice, from the very basics to the state-of-the-art we will face current limitations and see what challenges lie ahead



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Relevant class material and announcements will be posted on the website periodically

https://haslab.github.io/MFP/PCF/2122/index

E-mail: nevrenato@di.uminho.pt

Office hours: wednesday afternoon (please send an email the day before if you wish to meet)

Assessment will consist of

- an individual assynchronous test (20%)
- a group assignment on modelling and analysis of real-timed systems via Uppaal (40%)

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