

Concurrency Theory Project

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June 15, 2011

I chose to implement the first project, namely the *Dekker* protocol.

My implementation aims to be as modular as possible, so far it uses extensively the parametrization of CCS entities.

The file `dekker.ccs` I provided this report with encodes two abstract behaviors:

- The sequence of actions specified by the *Dekker algorithm* (conveniently split it in four agents);
- The read/write behavior of boolean variables, which values can be read or re-assigned by means of actions.

The abstract behaviors are defined in terms of agents

into is constituted by an agent named `System`, which describes a parallel execution of two instances of the protocol and three instances of the boolean agent.