**An Actor-Based Modeling Language for Cyber-Physical Systems**

Cyber-physical systems are integration of computation, network and physical behaviors. One of the main challenges of modeling these systems is the interaction of these three behaviors. Since in most cyber-physical systems computational components communicate through network, actor-based models offer a suitable framework for modeling the cyber part of CPSs. In this talk an actor-based language capable of modeling cyber and physical behaviors of cyber-physical systems, is presented.