# Design Decisions

* Each Actor can only process on message at a time.
* Simultaneous continuous behavior in one actor is allowed.
  + Equations on same variable are summed for continuous behavior.
* There is only one type of message and this message can contain continuous and computational behavior at the same time.
* Because most continuous behaviors have physical nature
  + Processing a continuous transition (behavior deprecation) has higher priority than processing normal message
  + Continuous transitions can be processed even when actor is suspended (due to computation delay)
* Continuous transitions (actions) cannot have time delays.
* Because computation delay is negligible compare to network delay, statements in a message server is executed atomically until an explicit delay statement is reached.

# Semantics

DVar : set of all discrete variables names.

CVar : set of all continuous variables names.

Mtd : set of all method declarations.

Each method is defined as the tuple .

# Statements





# Auxiliary functions

in which D returns the delay variable for actor ID.

# Operational Semantics

The global state is a function and DS is the discrete state and is defined as where and CS is the continuous states and is defined as .

# Transitions

***Low Priority Message Take***

***High Priority Message Take***

***Continuous Behavior Expiration***

***Continuous Variable Assignment***

***Discrete Variable Assignment***

***Conitional True***

***Conitional False***

***Resume Statement***

***Continuous Behavior Statement***

***Delay Statement***

***Message Send***

**Hybrid Translation**

Preprocess on LTS

1. Prioritizing transition: if a state has at least one transition all its guarded transitions are removed
2. Merging transition: Merging transition so only guarded transition are left

From ) and CVar To

**Simplifications and assumptions**

No Parameter for methods.

Only one guard and invariant in continuous behavior.