## Figures and tables

<table>
<thead>
<tr>
<th>Chapter</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Preface</td>
<td>x</td>
</tr>
</tbody>
</table>

## A Classic Theory of Reactive Systems

1. **Introduction**
   - Aims of this book: 1
   - What are reactive systems?: 2
   - Process algebras: 5

2. **The language CCS**
   - Some CCS process constructions: 7
   - CCS, formally: 16

3. **Behavioural equivalences**
   - Criteria for good behavioural equivalence: 31
   - Trace equivalence: a first attempt: 34
   - Strong bisimilarity: 36
   - Weak bisimilarity: 53
   - Game characterization of bisimilarity: 65
   - Further results on equivalence checking: 72

4. **Theory of fixed points and bisimulation equivalence**
   - Posets and complete lattices: 75
   - Tarski’s fixed point theorem: 78
   - Bisimulation as a fixed point: 85

5. **Hennessy–Milner logic**
   - Introduction to Hennessy–Milner logic: 89
   - Hennessy–Milner theorem: 98
<table>
<thead>
<tr>
<th>Chapter</th>
<th>Title</th>
<th>Pages</th>
</tr>
</thead>
<tbody>
<tr>
<td>6</td>
<td>HML with recursion</td>
<td>102-139</td>
</tr>
<tr>
<td>7</td>
<td>Modelling mutual exclusion algorithms</td>
<td>142-152</td>
</tr>
<tr>
<td>II</td>
<td>A Theory of Real-time Systems</td>
<td>159-218</td>
</tr>
<tr>
<td>8</td>
<td>Introduction</td>
<td>159</td>
</tr>
<tr>
<td>9</td>
<td>CCS with time delays</td>
<td>161-173</td>
</tr>
<tr>
<td>10</td>
<td>Timed automata</td>
<td>175-190</td>
</tr>
<tr>
<td>11</td>
<td>Timed behavioural equivalences</td>
<td>193-218</td>
</tr>
</tbody>
</table>
## Contents

12 **Hennessy–Milner logic with time**

- Introduction 220
- 12.1 Basic logic 221
- 12.2 Hennessy–Milner logic with time and regions 229
- 12.3 Timed bisimilarity versus HML with time 232
- 12.4 Recursion in HML with time 237
- 12.5 More on timed logics 246

13 **Modelling and analysis of Fischer’s algorithm**

- Introduction 248
- 13.1 Mutual exclusion using timing 250
- 13.2 Modelling Fischer’s algorithm 251
- 13.3 Further exercises on timing-based mutual exclusion algorithms 258

**Appendix A  Suggestions for student projects**

- A.1 Alternating-bit protocol 261
- A.2 Gossiping girls 262
- A.3 Implementation of regions 263

**References** 267

**Index** 281