Bergstra, Jan A.; Ponse, Alban
Combining programs and state machines. (English) Zbl 1008.68068

Summary: State machines consume and process actions complementary to programs issuing actions. State machines maintain a state and reply with a boolean response to each action in their interface. As state machines offer a service to programs, their interface is also called a service interface. State machines can be combined with several natural operators, thus giving rise to a state machine calculus. State machines are used for abstract data type modeling.

MSC:
68Q45 Formal languages and automata
68Q85 Models and methods for concurrent and distributed computing (process algebras, bisimulation, transition nets, etc.)

Keywords:
program algebra; state machine; abstract data type

Full Text: DOI

References:
[1] Bergstra, J.A., Datatypen bezien vanuit de recursietheorie, (), 157-170, in Dutch

This reference list is based on information provided by the publisher or from digital mathematics libraries. Its items are heuristically matched to zbMATH identifiers and may contain data conversion errors. It attempts to reflect the references listed in the original paper as accurately as possible without claiming the completeness or perfect precision of the matching.